Karlsruhe Institute of Technology

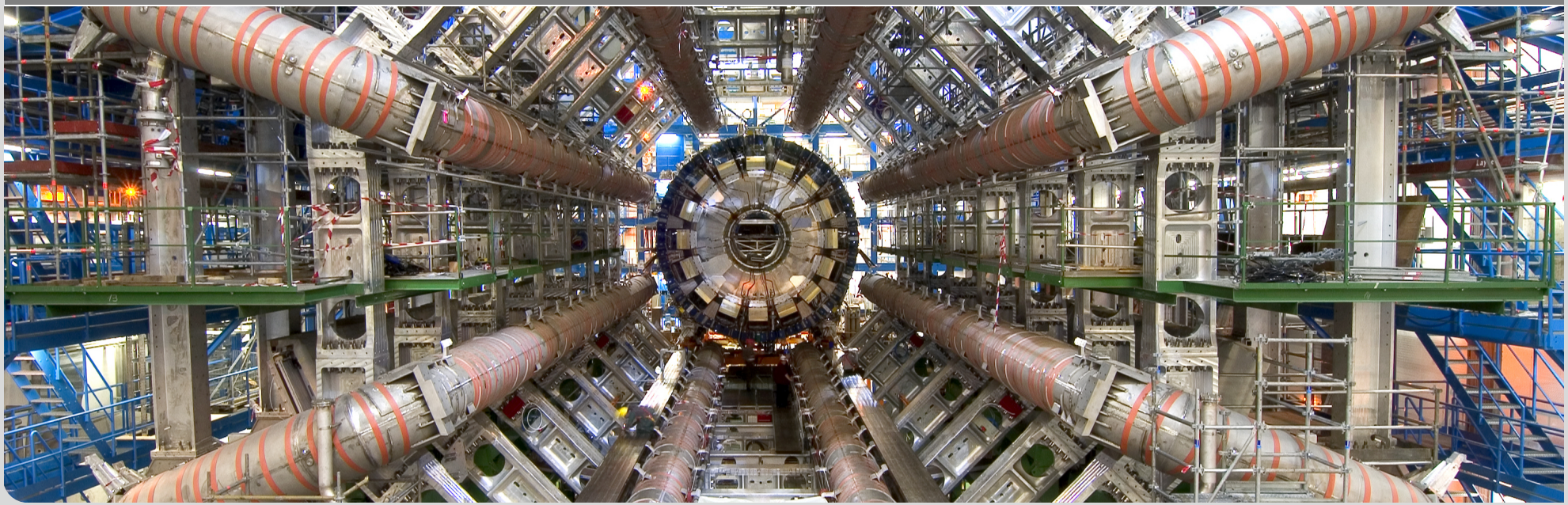
Steinbuch Centre for Computing

rootJS - Specification

PSE - Software Engineering Practice

C. Wolff, M. Früh, S. Rajgopal, C. Haas, J. Schwabe, T. Beffart | December 15, 2015

STEINBUCH CENTER FOR COMPUTING



About PSE

Praxis der Softwareentwicklung(PSE) = Software Engineering Practice

- Waterfall model
  - Planning/definition
- Functional specification

Purpose

Node.js bindings for ROOT

- be able to write ROOT code in Node.js programs
- integrate ROOT into Node.js based web applications

Required Criteria

The bindings must

- work on Linux
- allow the user to interact with any ROOT class from the Node.js JavaScript interpreter
- accept C++ code for just-in-time compilation
- update dynamically following changes to C++ internals
- provide asynchronous wrappers for common I/O operations (i.e. file and tree access)

Optional Criteria

The bindings should

- support the streaming of data in JavaScript Object Notation (JSON) format compatible with JavaScript ROOT
- implement a web server based on Node.js to mimic the function of the ROOT HTTP server
- work OS independent (i.e. support Mac OS X, Linux operating systems)

Limiting criteria

The bindings should not

- add any extending functionality to the existing ROOT framework
- necessarily support previous/future ROOT versions

Product usage

- It's JavaScript, so most likely web-applications
- Expose processed data and then visualize it locally
- Interact with remote data (i.e. streamed via RPC)
- Accessible on 'unconvential' devices (mobile phones/tablets)

Audience

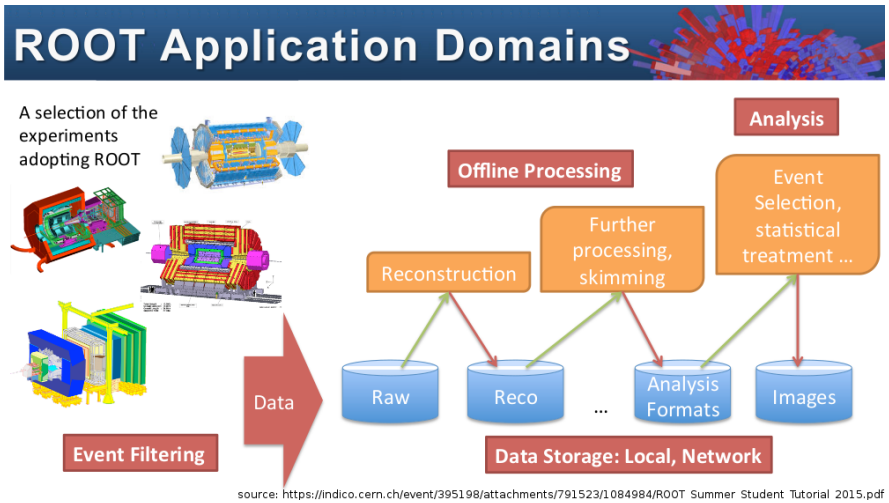
- Scientists (e.g. particle physicists) and Researchers
- Typical user will know ROOT and JavaScript rather technology proficient
- Web-developers

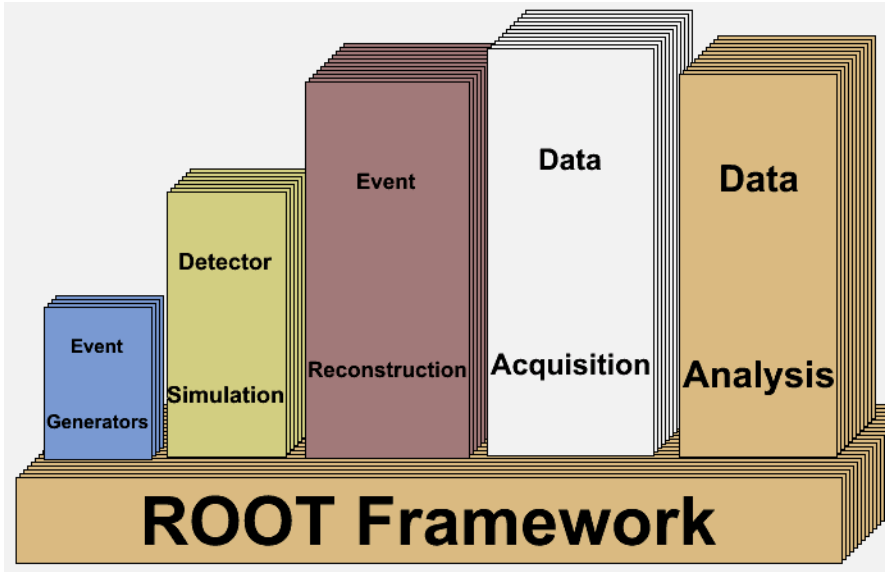
Operating conditions

- rootJS will be used on servers that run ROOT and have access to the required data sources.
- As ROOT 6 currently runs on Linux and OS X only, usage of the bindings is limited to those platforms.

ROOT

- process and visualize large amounts of scientific data (CERN)
- features a C++ interpreter (CLING) - i.e. used for rapid and efficient prototyping
- persistency mechanism for C++ objects



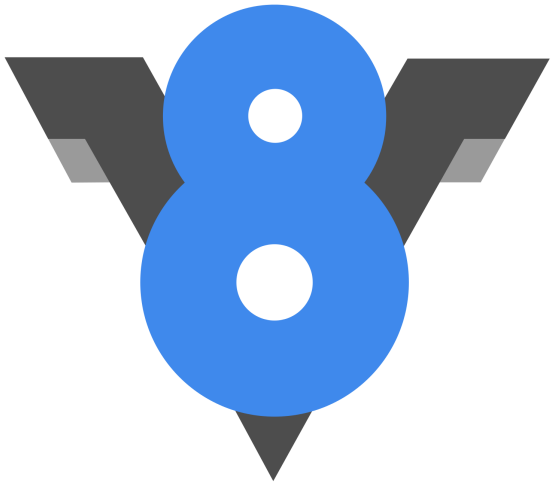


Node.js

- open source runtime environment
  - develop server side web applications
  - act as a stand alone web server

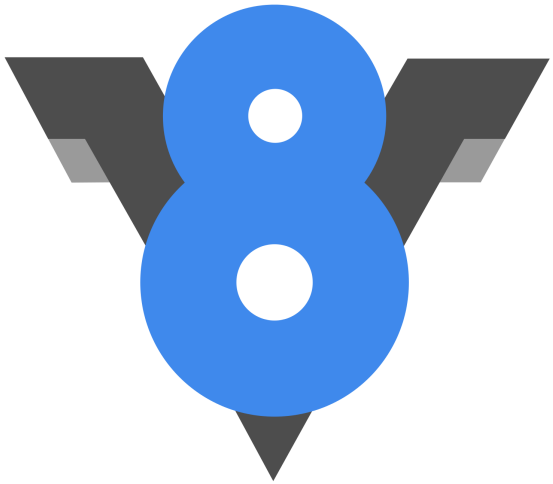
Node.js

- open source runtime environment
  - develop server side web applications
  - act as a stand alone web server
- Google V8 engine to execute JavaScript code



Node.js

- open source runtime environment
  - develop server side web applications
  - act as a stand alone web server
- Google V8 engine to execute JavaScript code
- rootJS bindings realized as native Node.js module written in C++



Hardware

- Task: encapsulation of ROOT objects and functions
  - → scanning ROOT structures during initialization
  - → encapsulating objects with heavily nested object structures
  - → introduce (proxy) object cache

Hardware

- Task: encapsulation of ROOT objects and functions
  - → scanning ROOT structures during initialization
  - → encapsulating objects with heavily nested object structures
  - → introduce (proxy) object cache

⇒ generally negligible hardware requirements of the bindings themselves

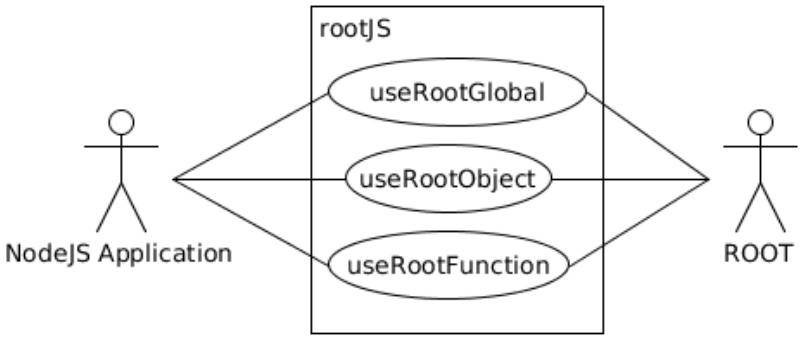
Product data

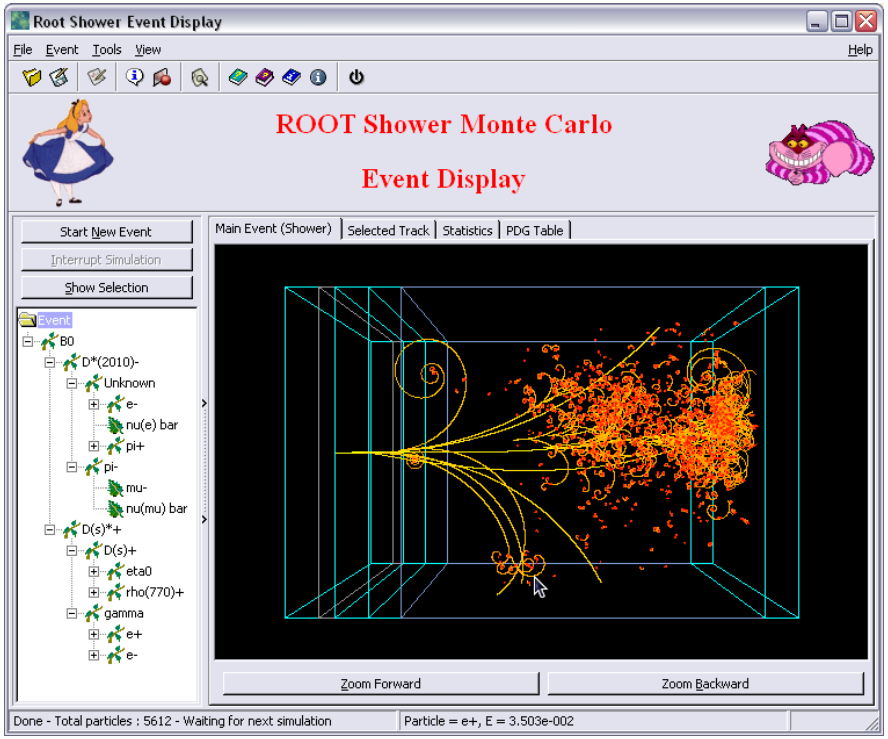
The following data will be stored by the rootJS bindings

- All ROOT classes and methods as they dynamically mapped to their JavaScript equivalents
- ROOT environment state
- Application context is derived from TApplication
- Map of v8::handles 2 identified by the address of ROOT objects

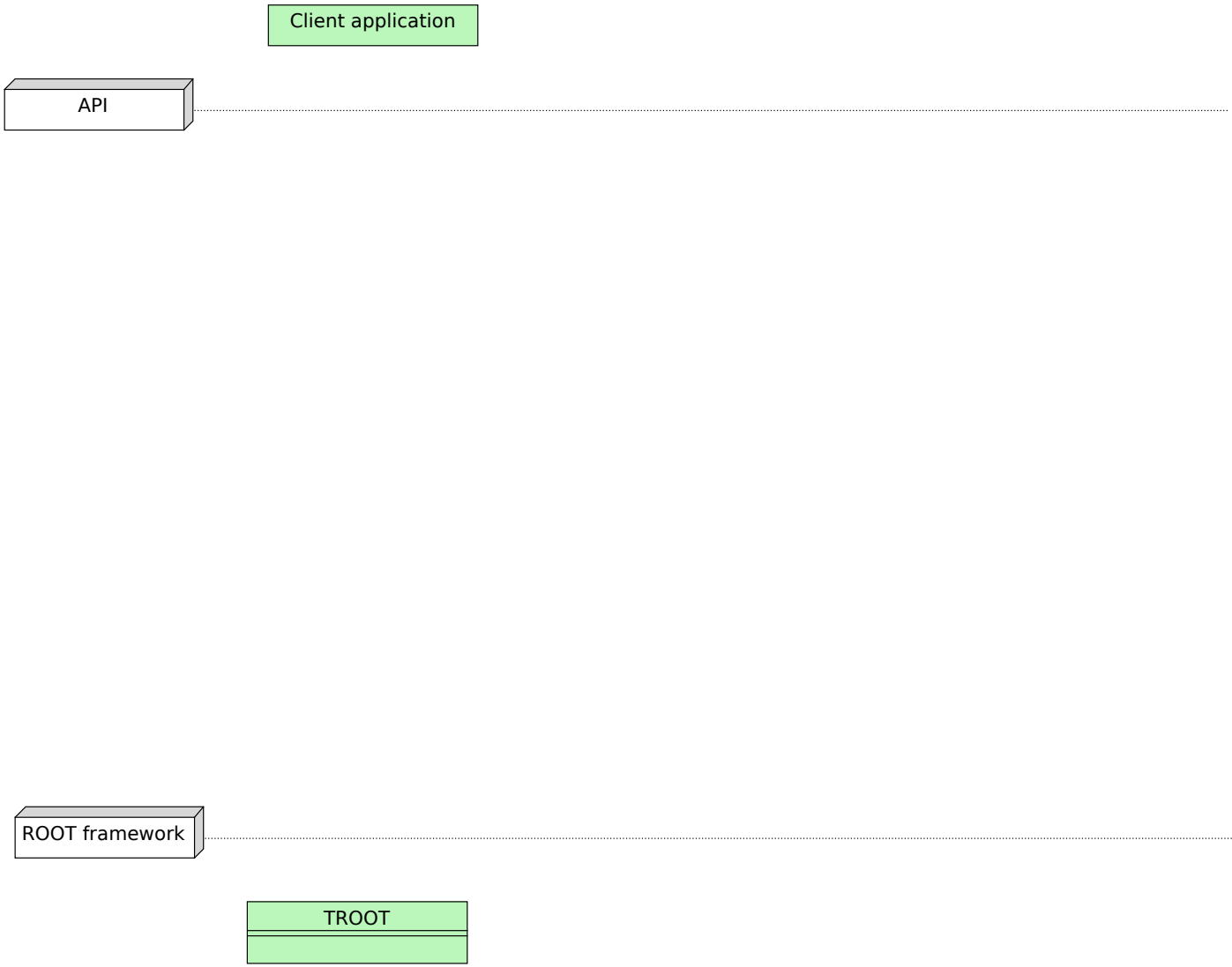
Product interface

Event Viewer

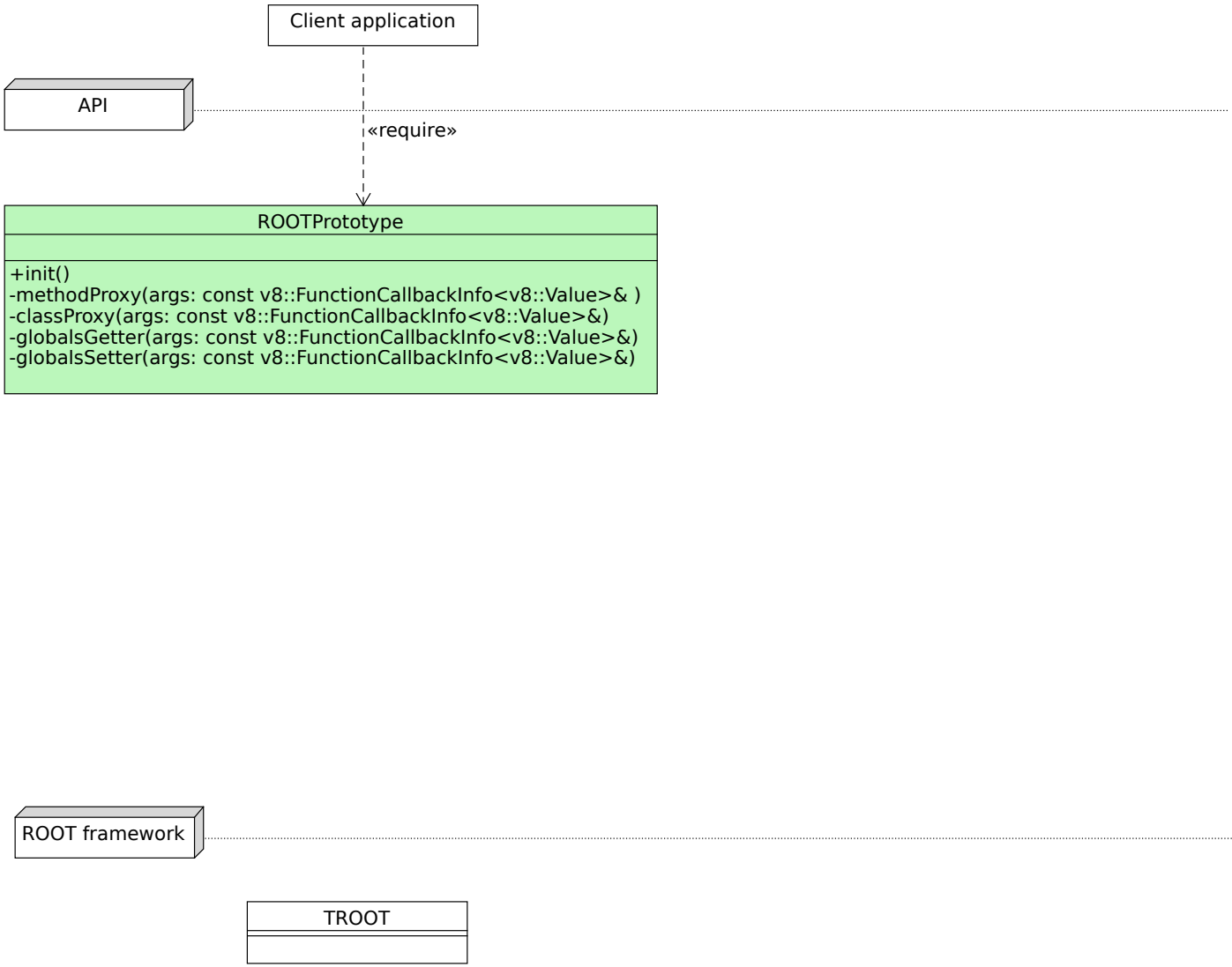




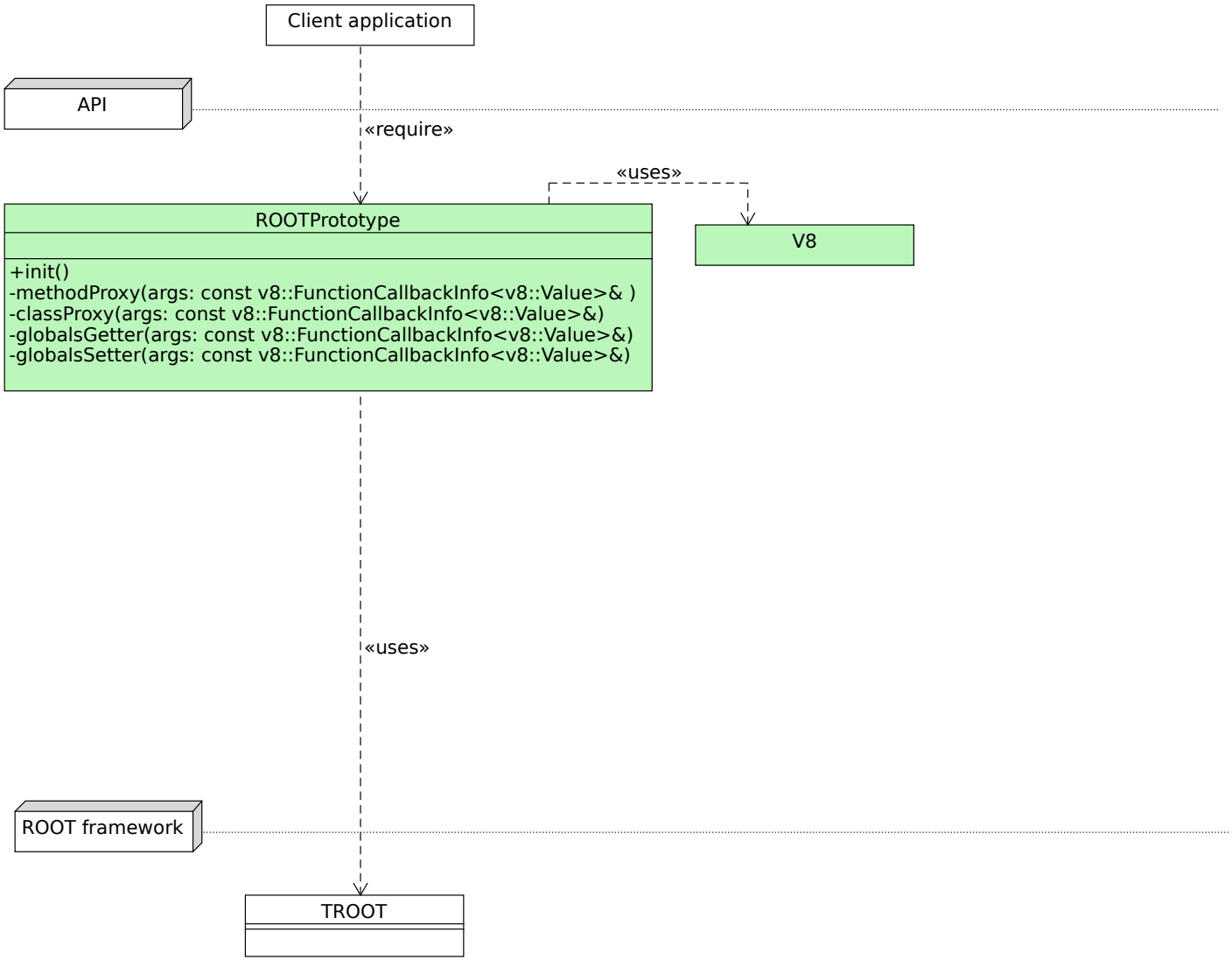
Basic Architecture



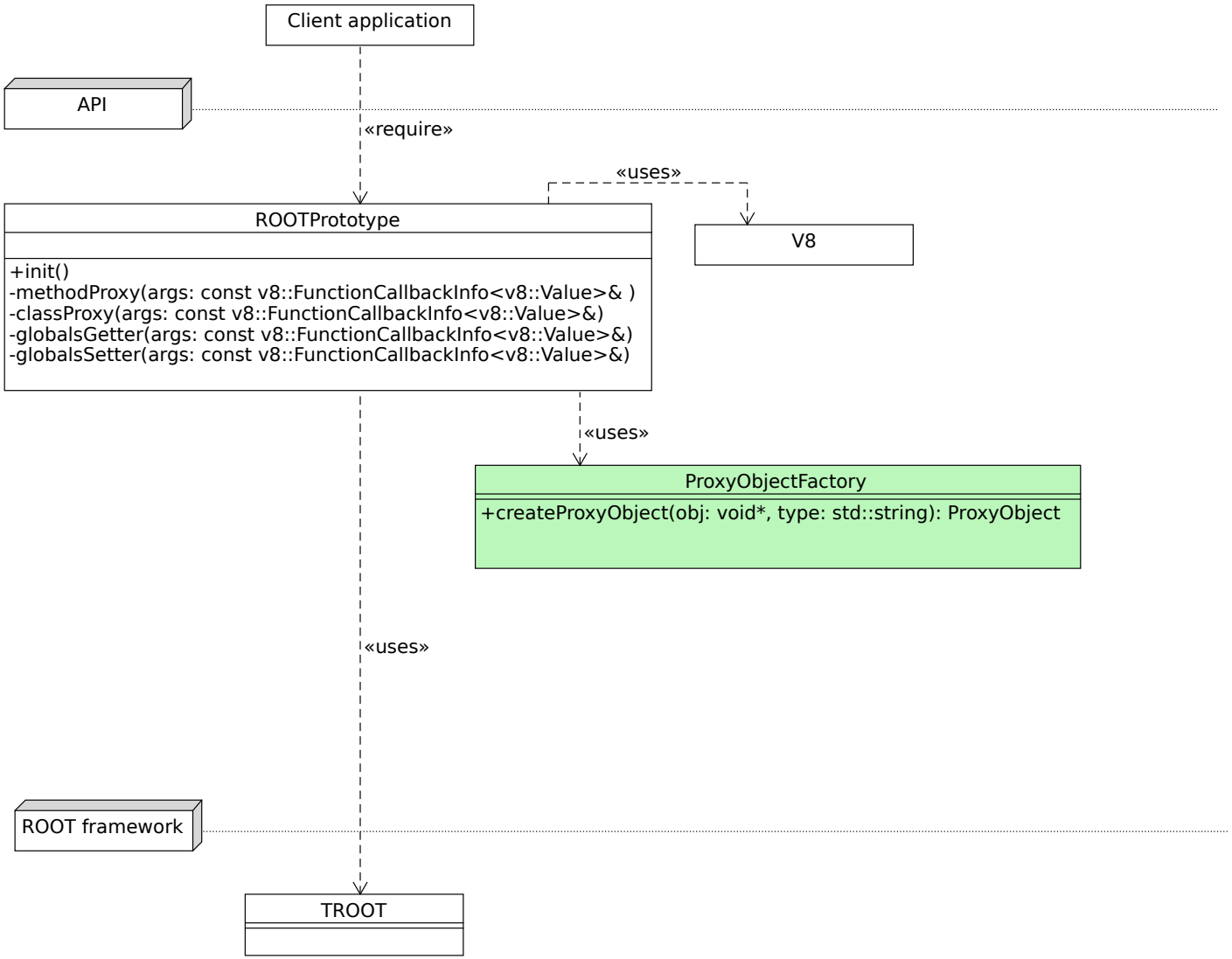
Basic Architecture



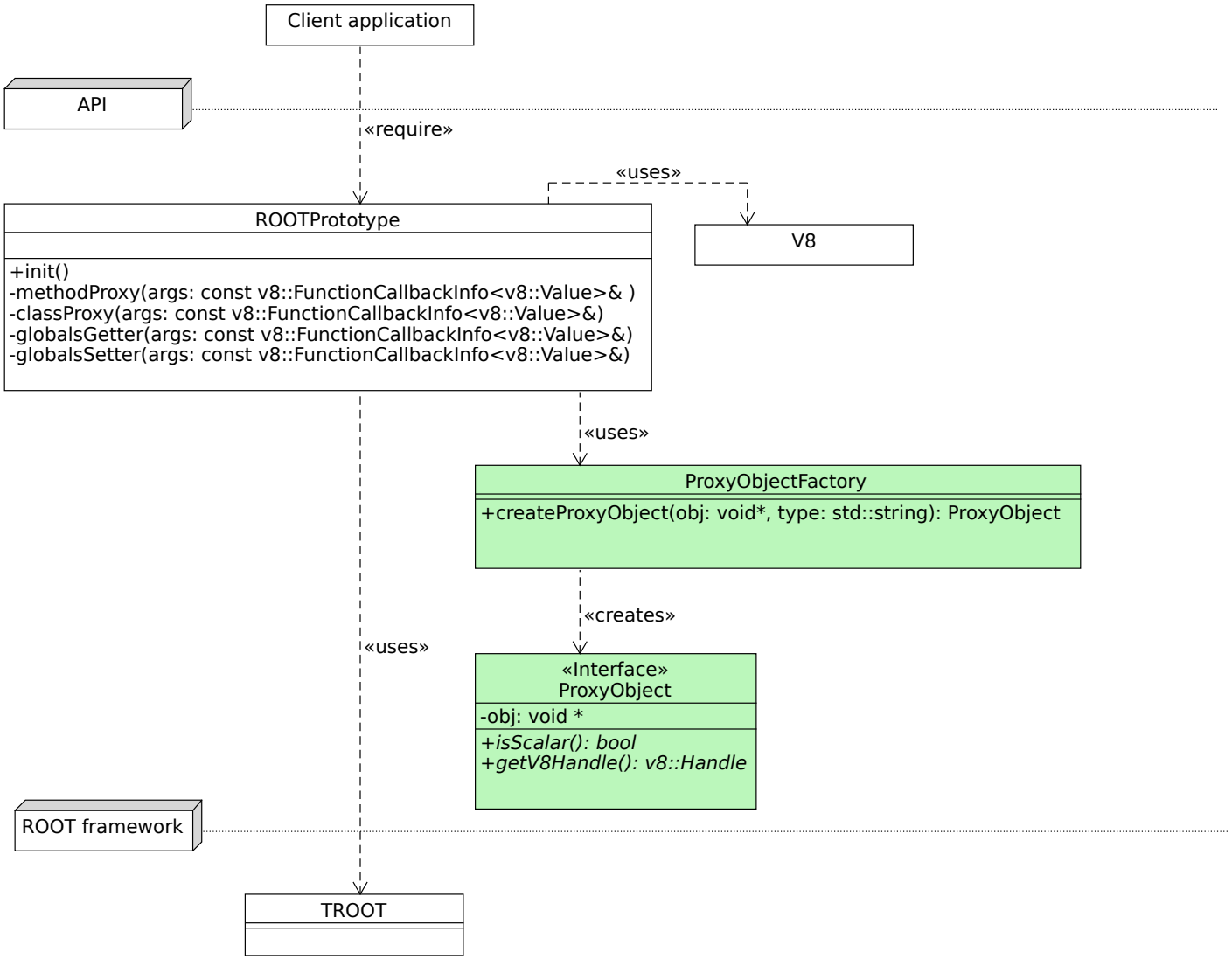
Basic Architecture



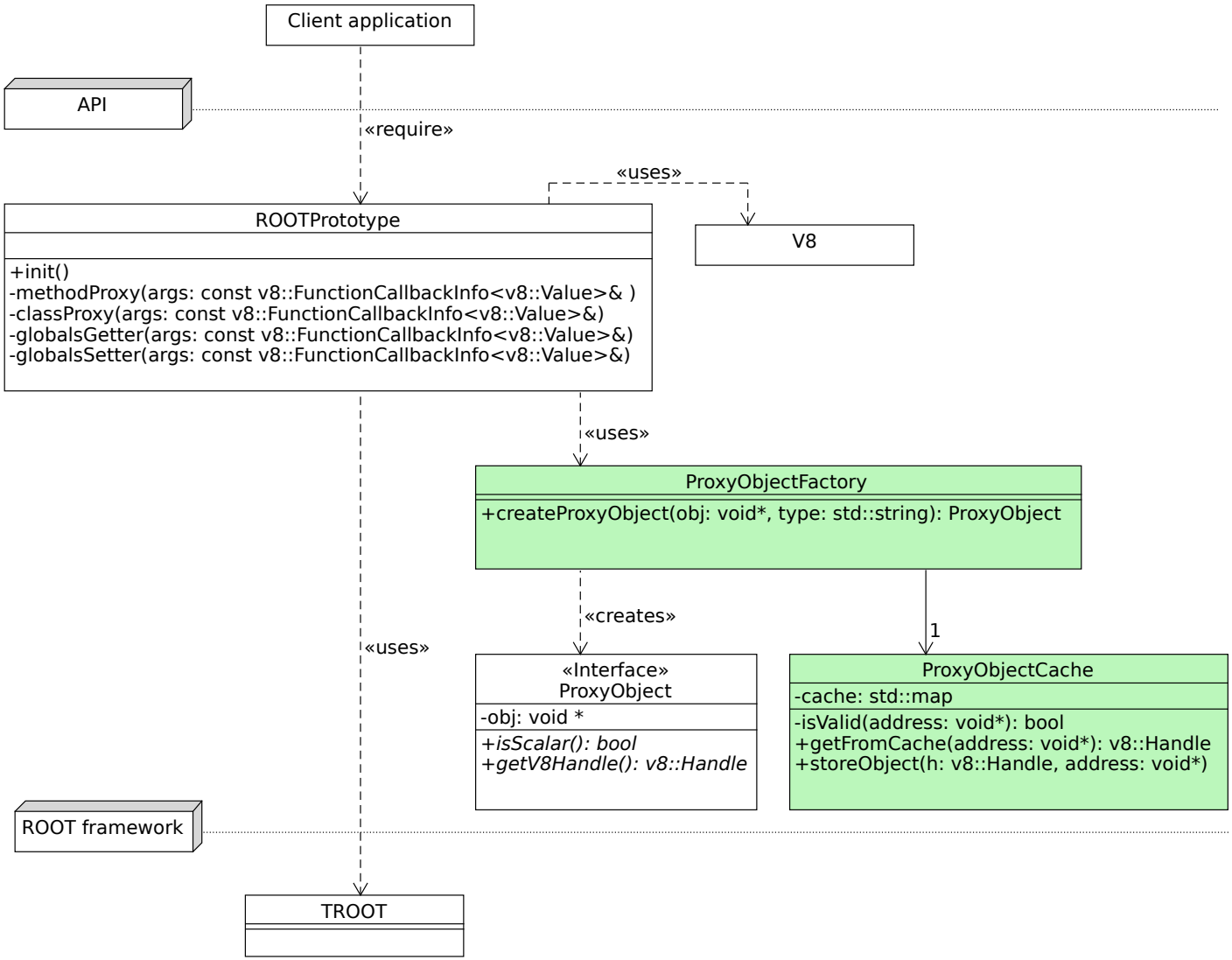
Basic Architecture



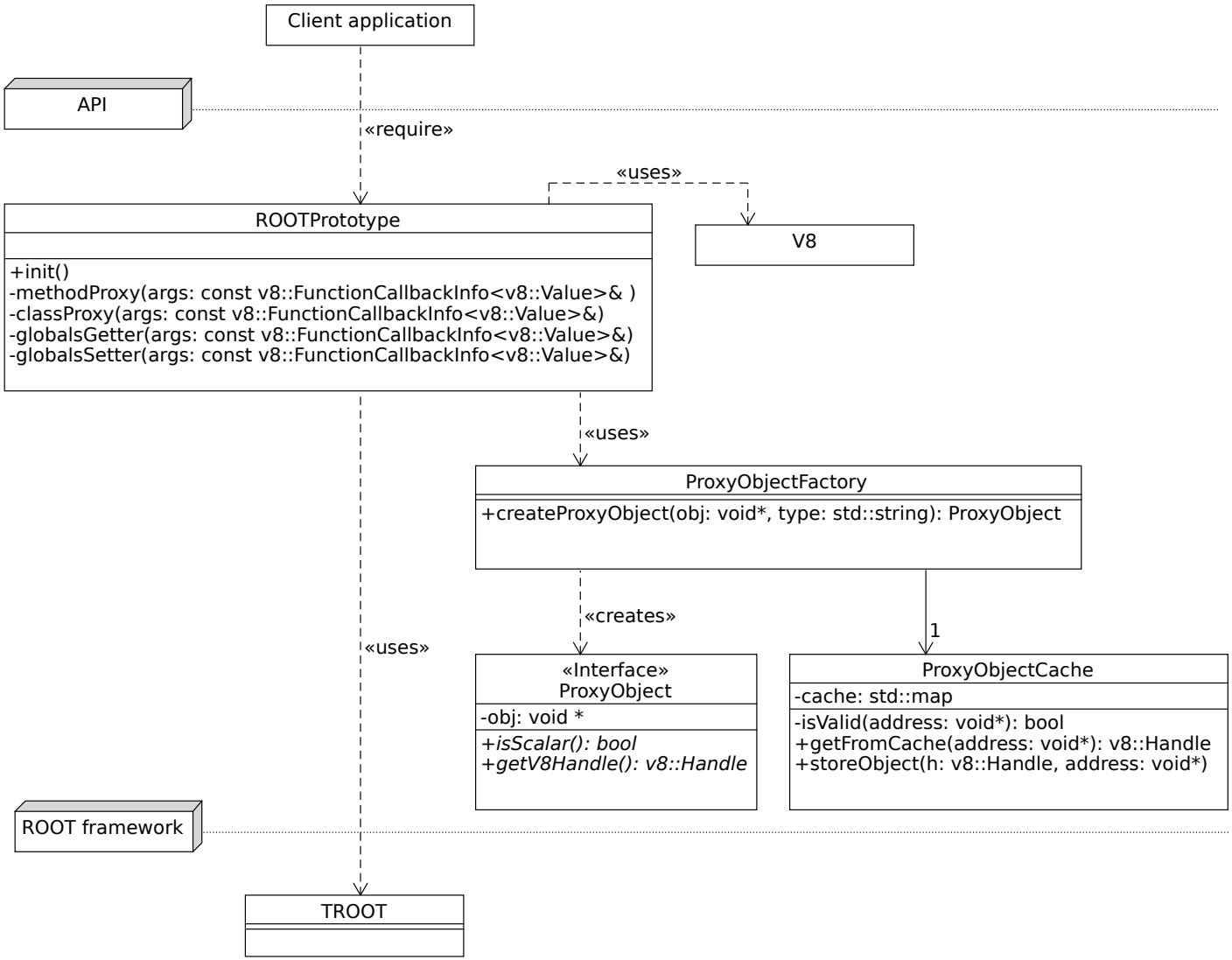
Basic Architecture



Basic Architecture



Basic Architecture



Initialization

- Expose all
  - Global variables
  - Global functions
  - Classes

Initialization

- Expose all
  - Global variables
  - Global functions
  - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is beeing passed to node

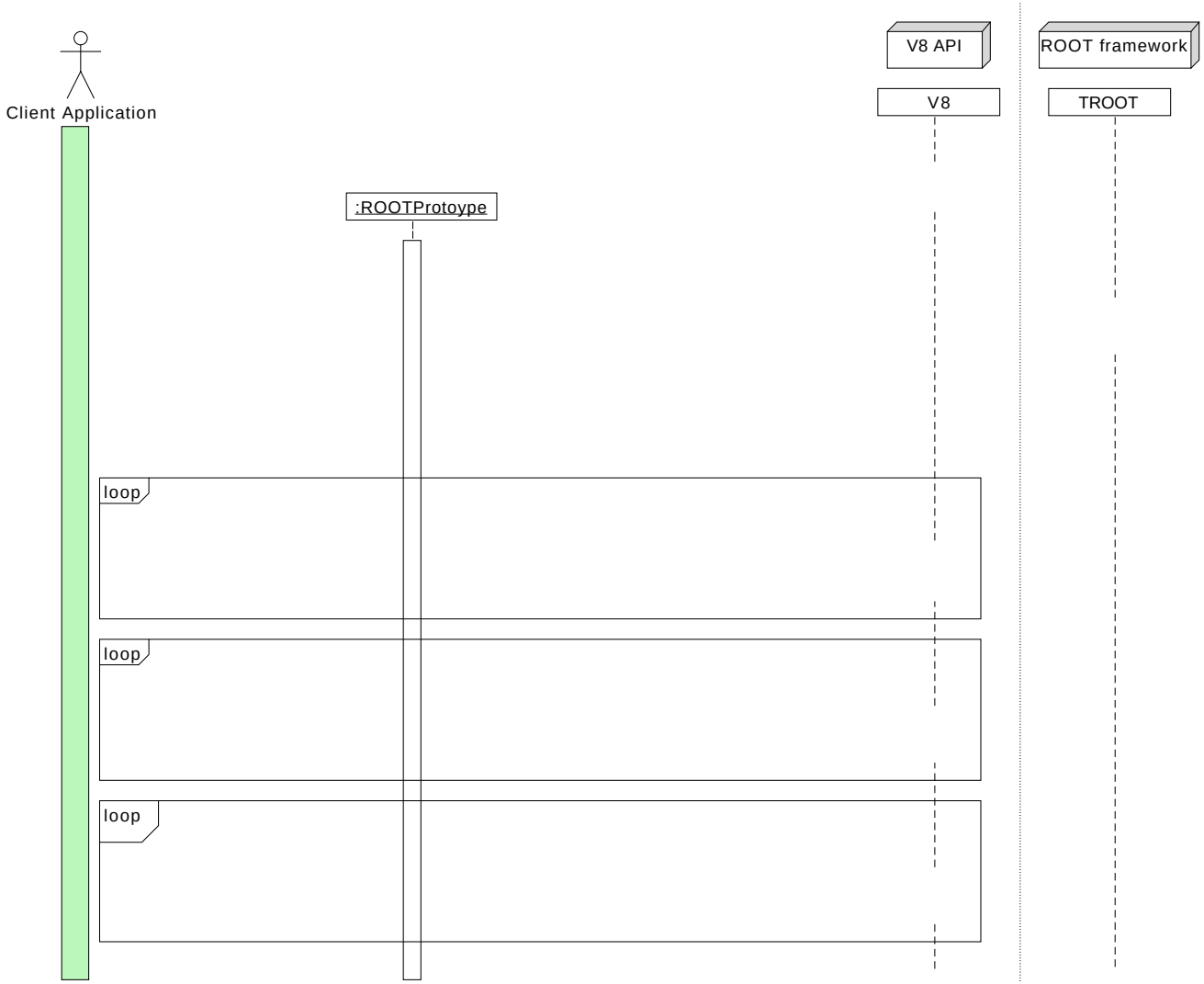
Initialization

- Expose all
  - Global variables
  - Global functions
  - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is beeing passed to node

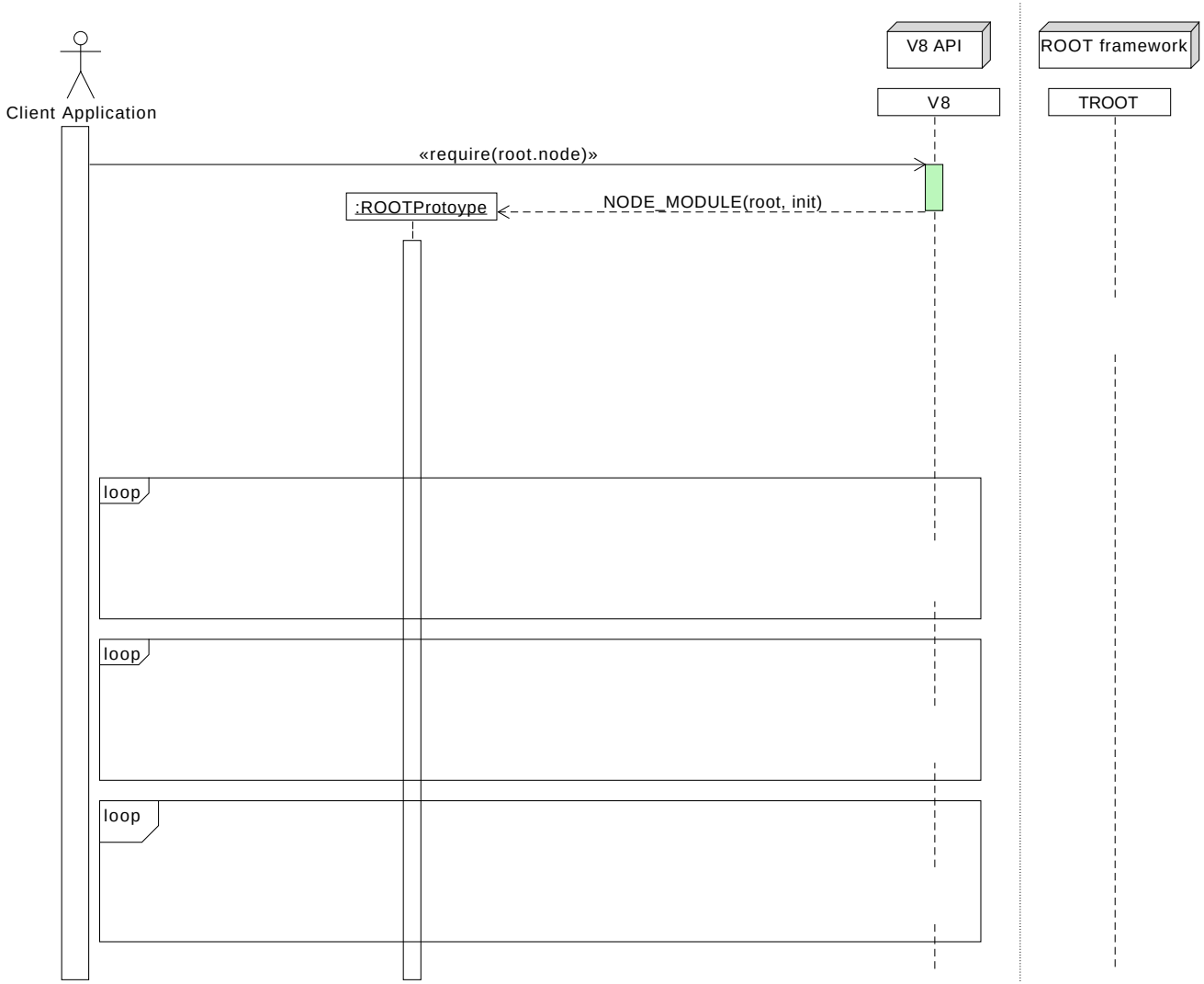
Names

- Functions and classes have the same name as in Root
- Global variables can be called using Get[Variable] and Set[Variable] methods

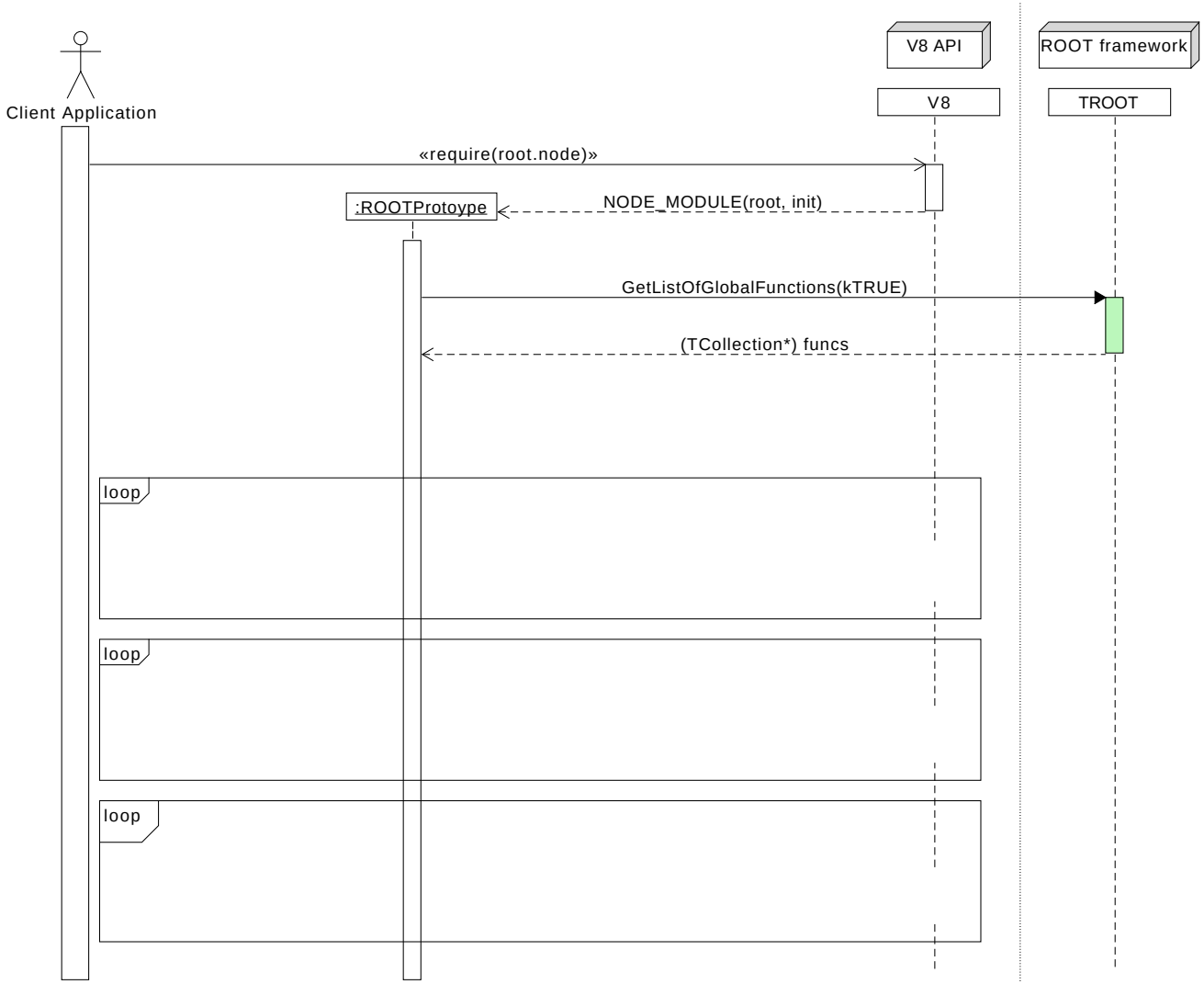
rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
:ROOTPrototype
loop
loop
loop

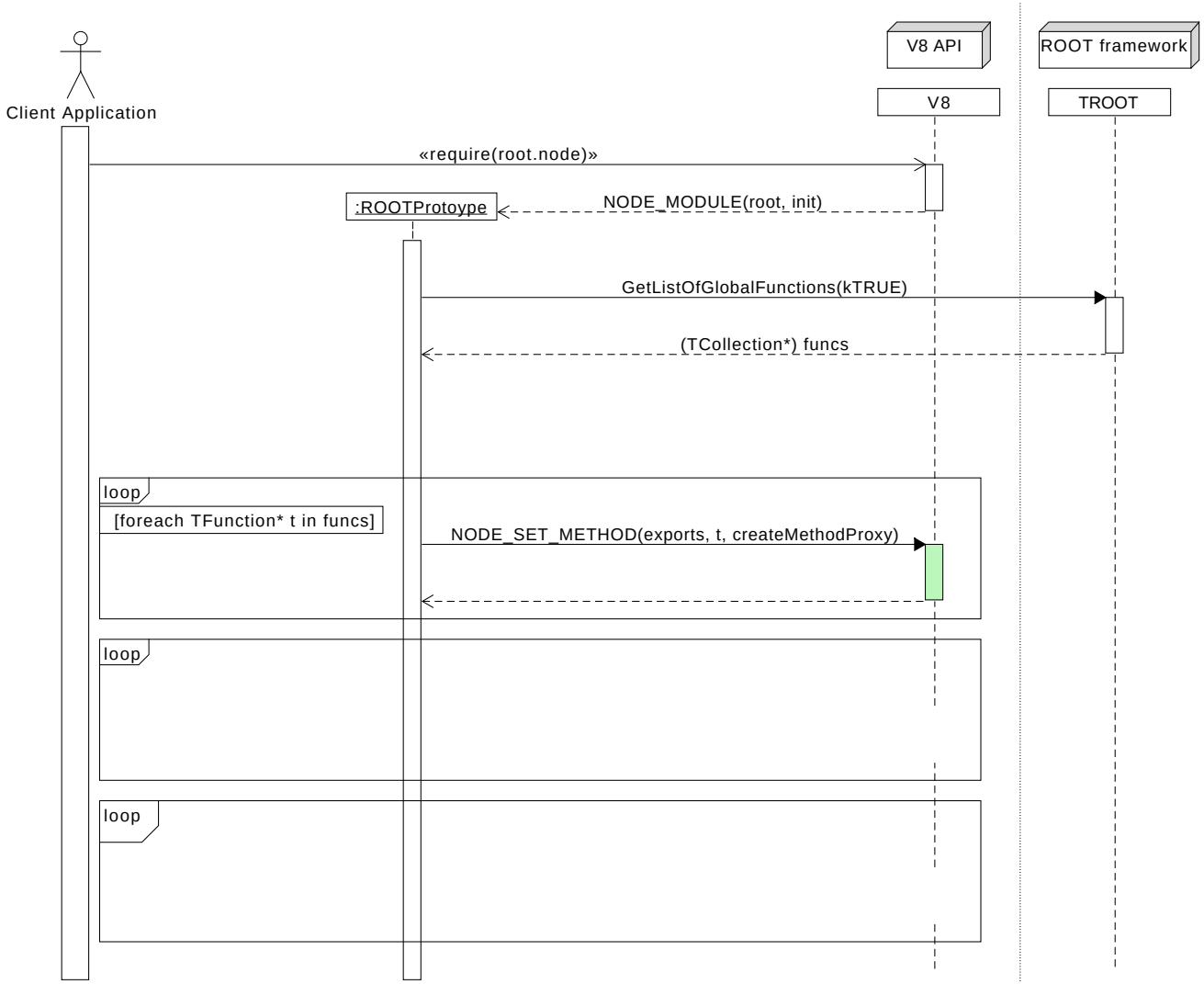
rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
loop
loop
loop

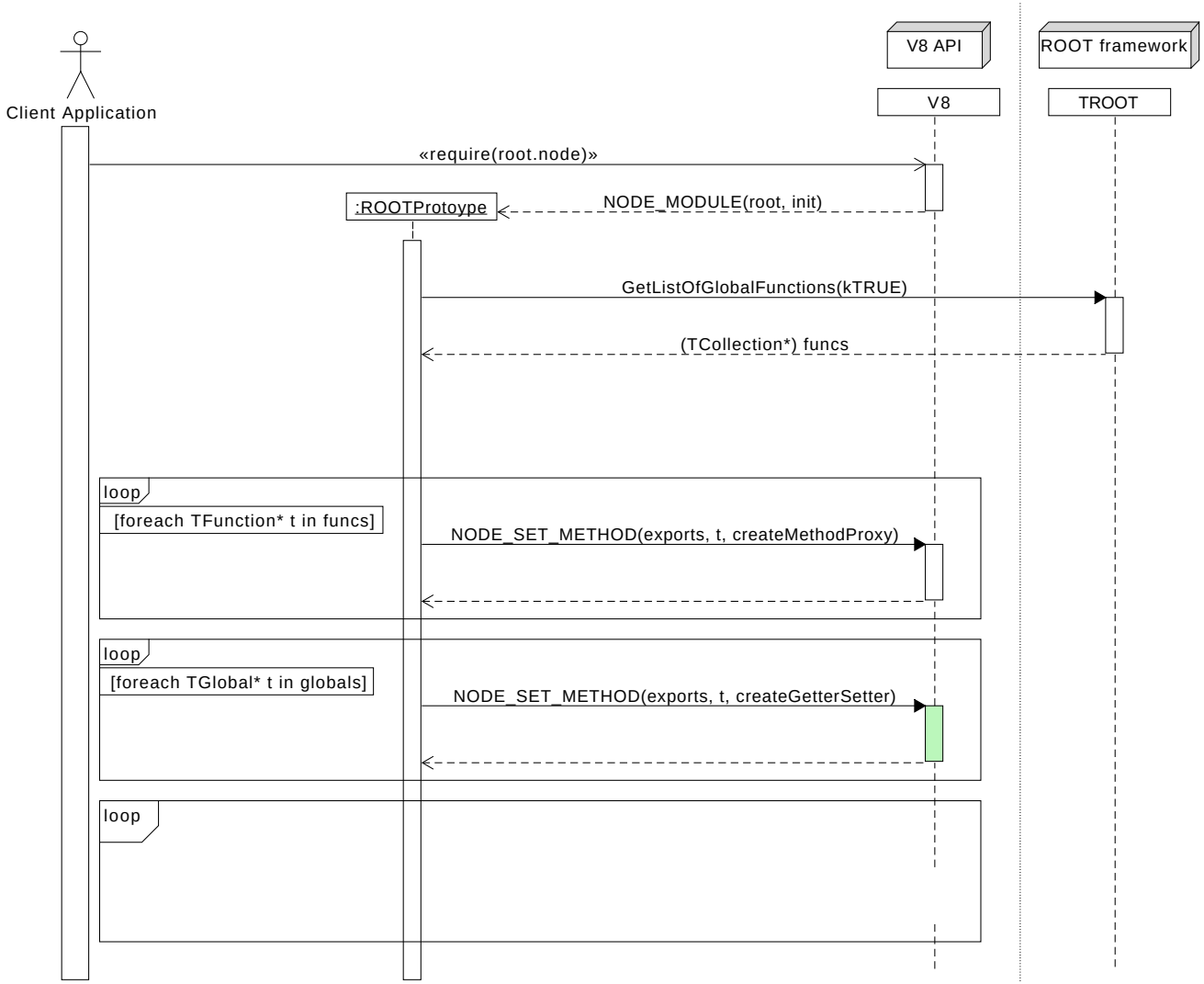
rootJS init


Client Application
V8 API
ROOT framework
V8
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
GetListOfGlobalFunctions(kTRUE)
(TCollection*) funcs
loop
loop
loop

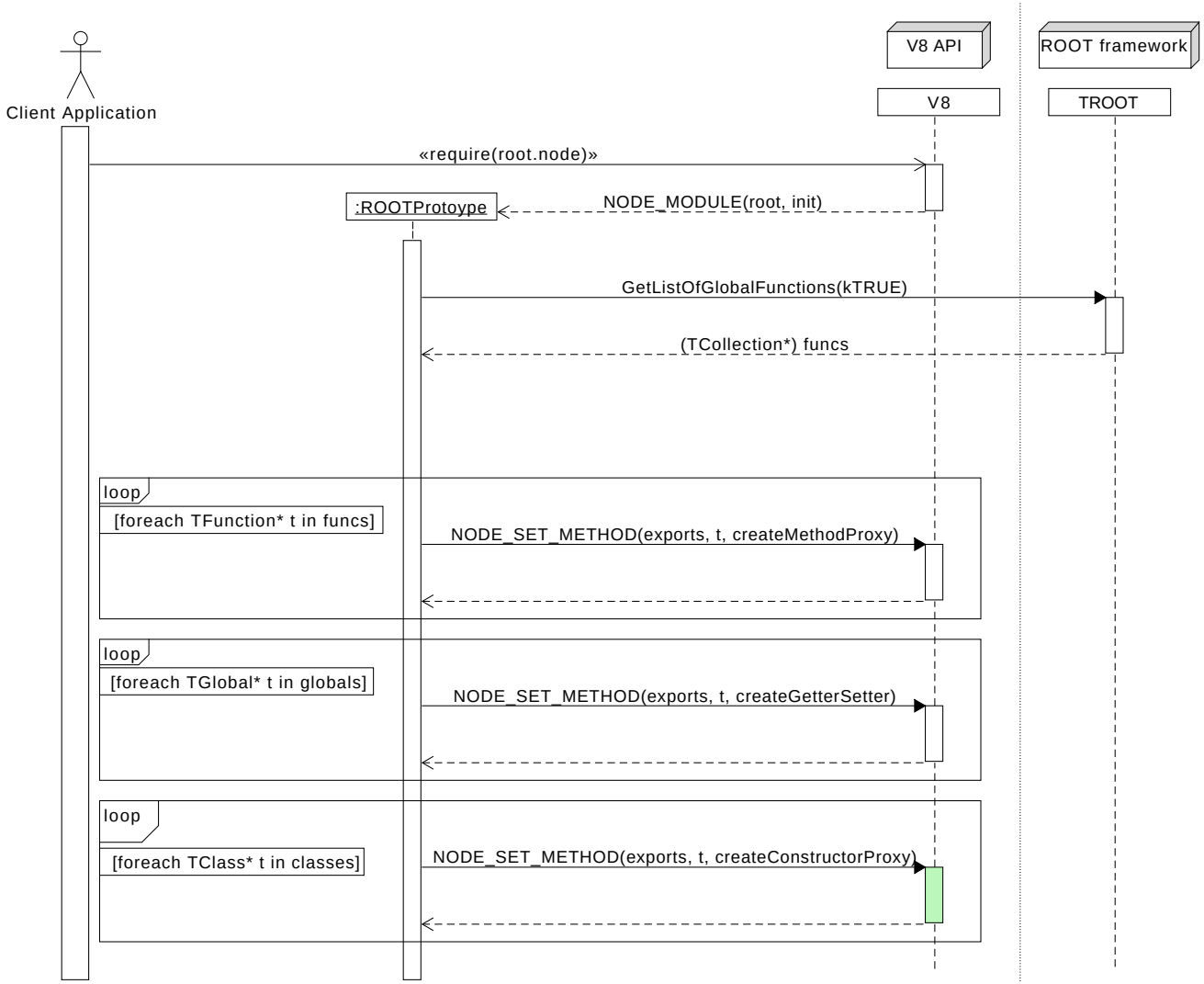
rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
GetListOfGlobalFunctions(kTRUE)
(TCollection*) funcs
loop
[foreach TFunction* t in funcs]
NODE_SET_METHOD(exports, t, createMethodProxy)
loop
loop

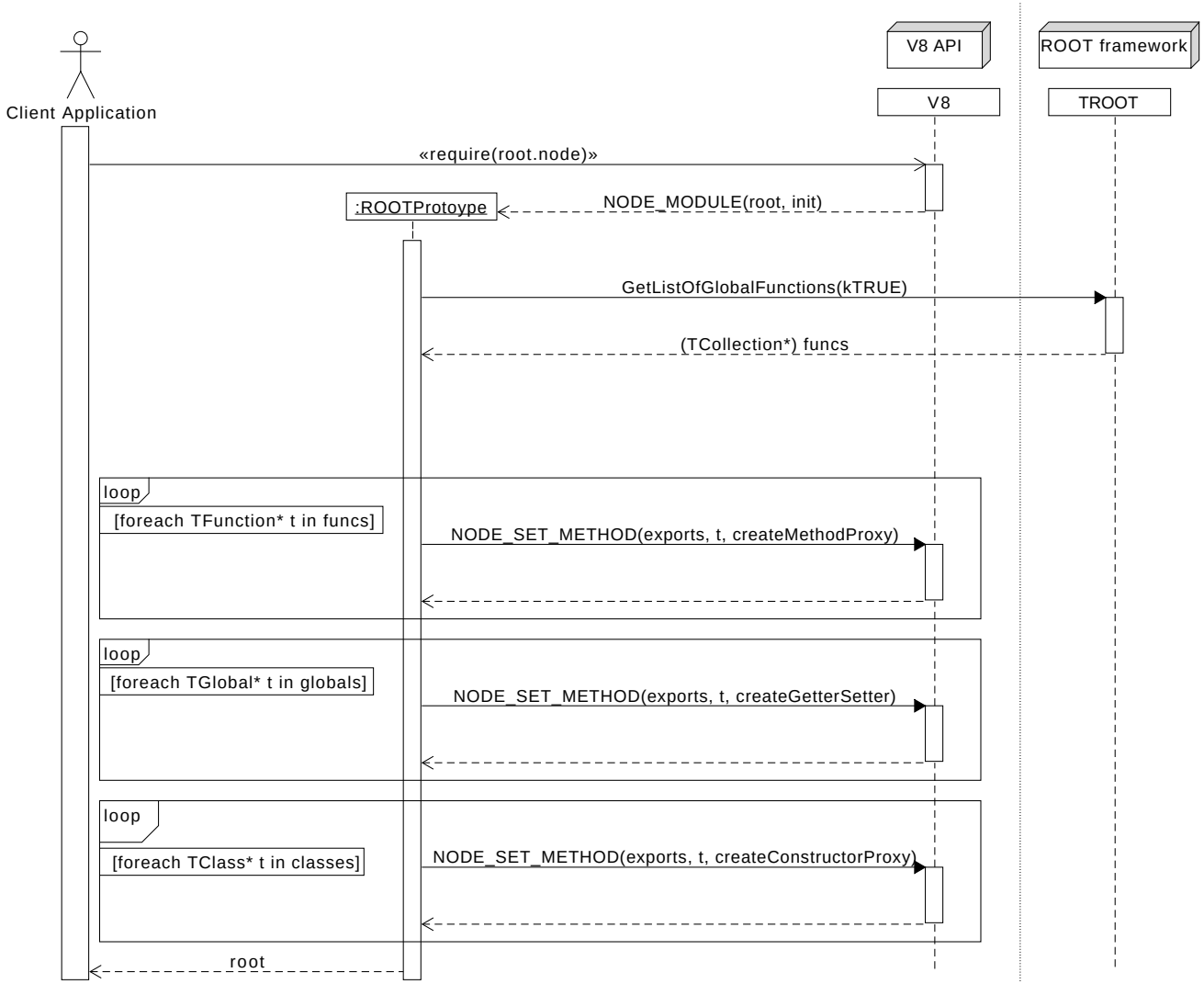
rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
GetListOfGlobalFunctions(kTRUE)
(TCollection*) funcs
loop
[foreach TFunction* t in funcs]
NODE_SET_METHOD(exports, t, createMethodProxy)
loop
[foreach TGlobal* t in globals]
NODE_SET_METHOD(exports, t, createGetterSetter)
loop

rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
GetListOfGlobalFunctions(kTRUE)
(TCollection*) funcs
loop
[foreach TFunction* t in funcs]
NODE_SET_METHOD(exports, t, createMethodProxy)
loop
[foreach TGlobal* t in globals]
NODE_SET_METHOD(exports, t, createGetterSetter)
loop
[foreach TClass* t in classes]
NODE_SET_METHOD(exports, t, createConstructorProxy)

rootJS init


Client Application
V8 API
V8
ROOT framework
TROOT
«require(root.node)»
:ROOTPrototype
NODE_MODULE(root, init)
GetListOfGlobalFunctions(kTRUE)
(TCollection*) funcs
loop
[foreach TFunction* t in funcs]
NODE_SET_METHOD(exports, t, createMethodProxy)
loop
[foreach TGlobal* t in globals]
NODE_SET_METHOD(exports, t, createGetterSetter)
loop
[foreach TClass* t in classes]
NODE_SET_METHOD(exports, t, createConstructorProxy)
root

Call a feature

- All features in node are mapped to a proxy method that will be called

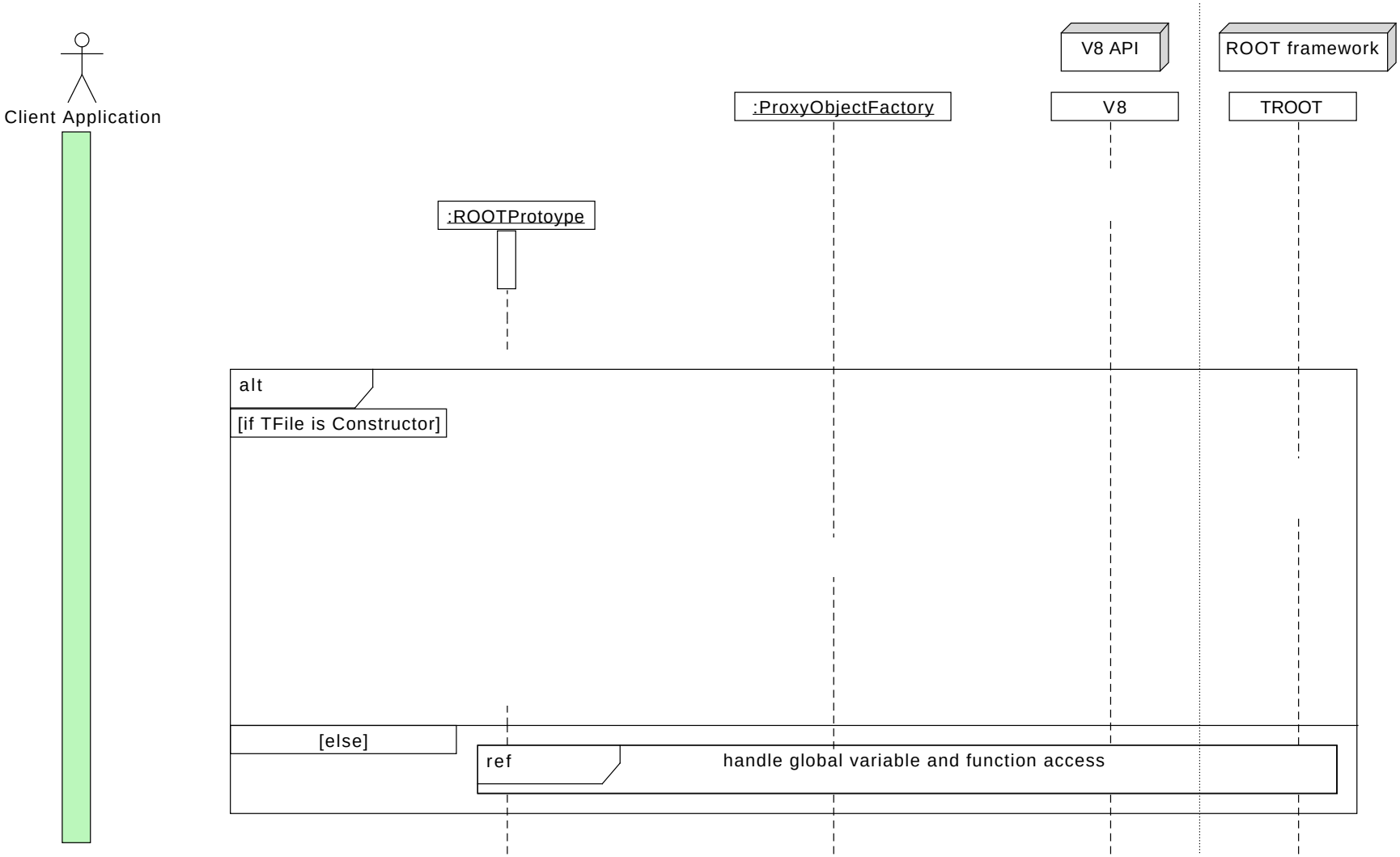
Call a feature

- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory

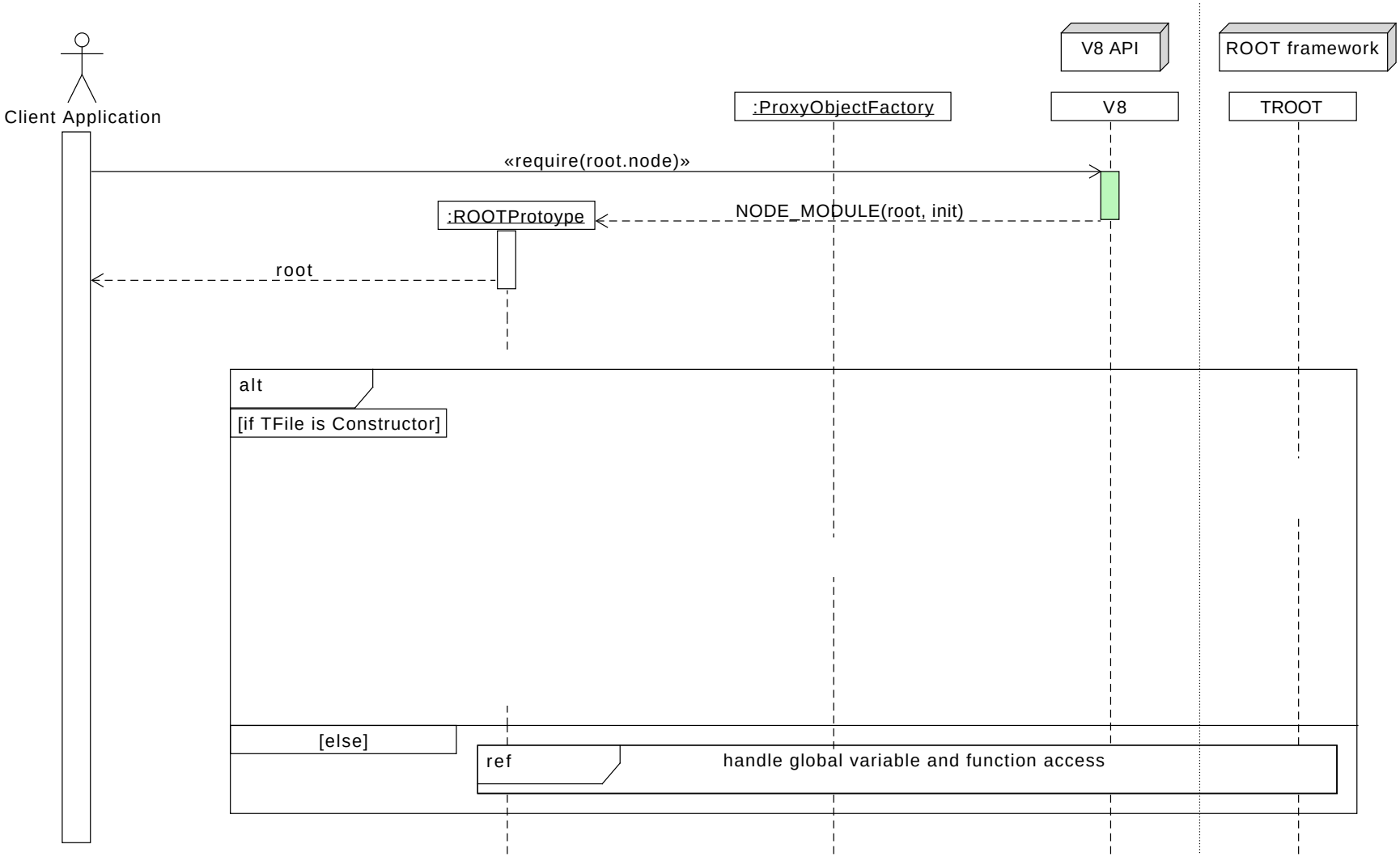
Call a feature

- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node
  - If the result is an object this will be done recursively

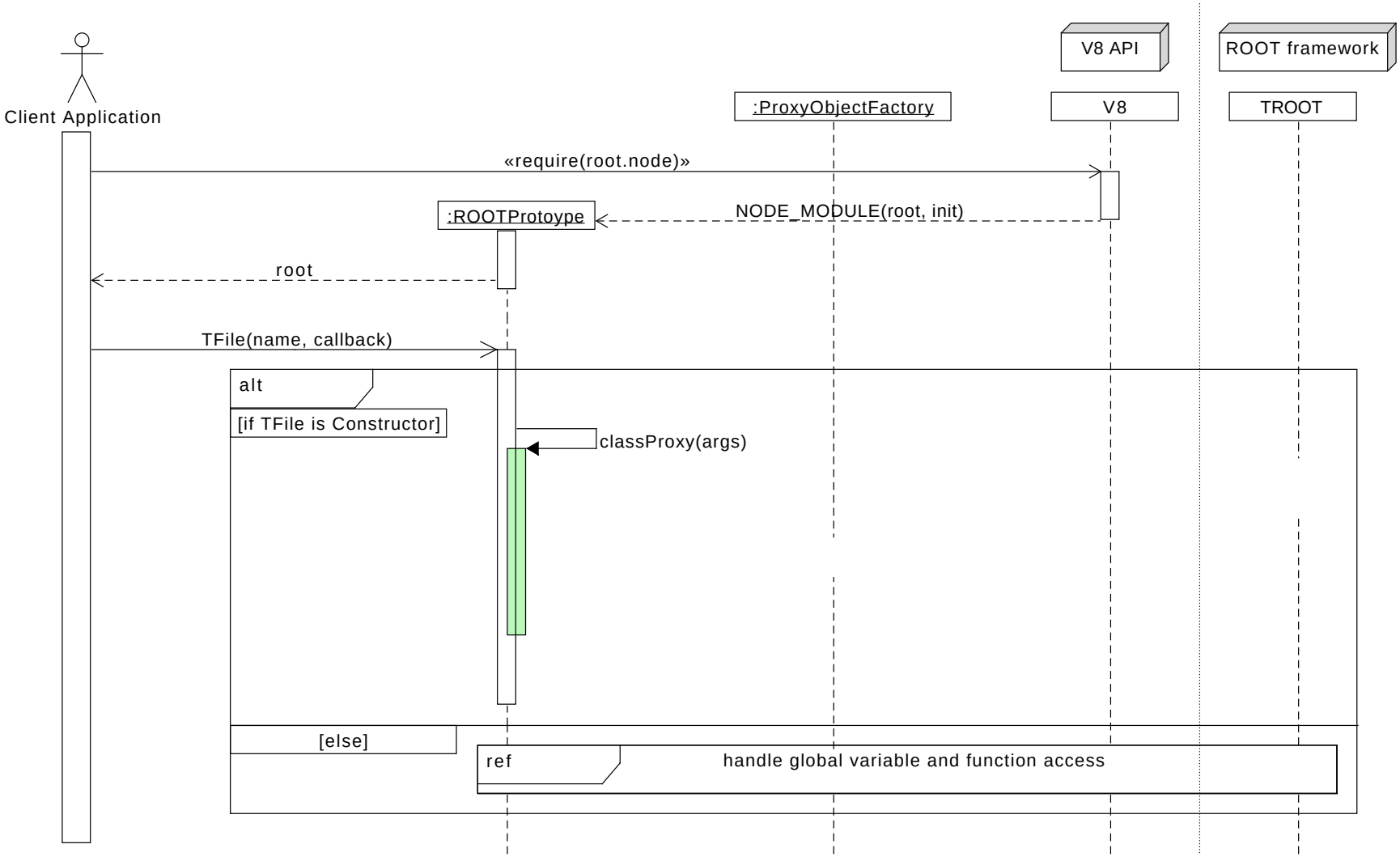
proxied file access



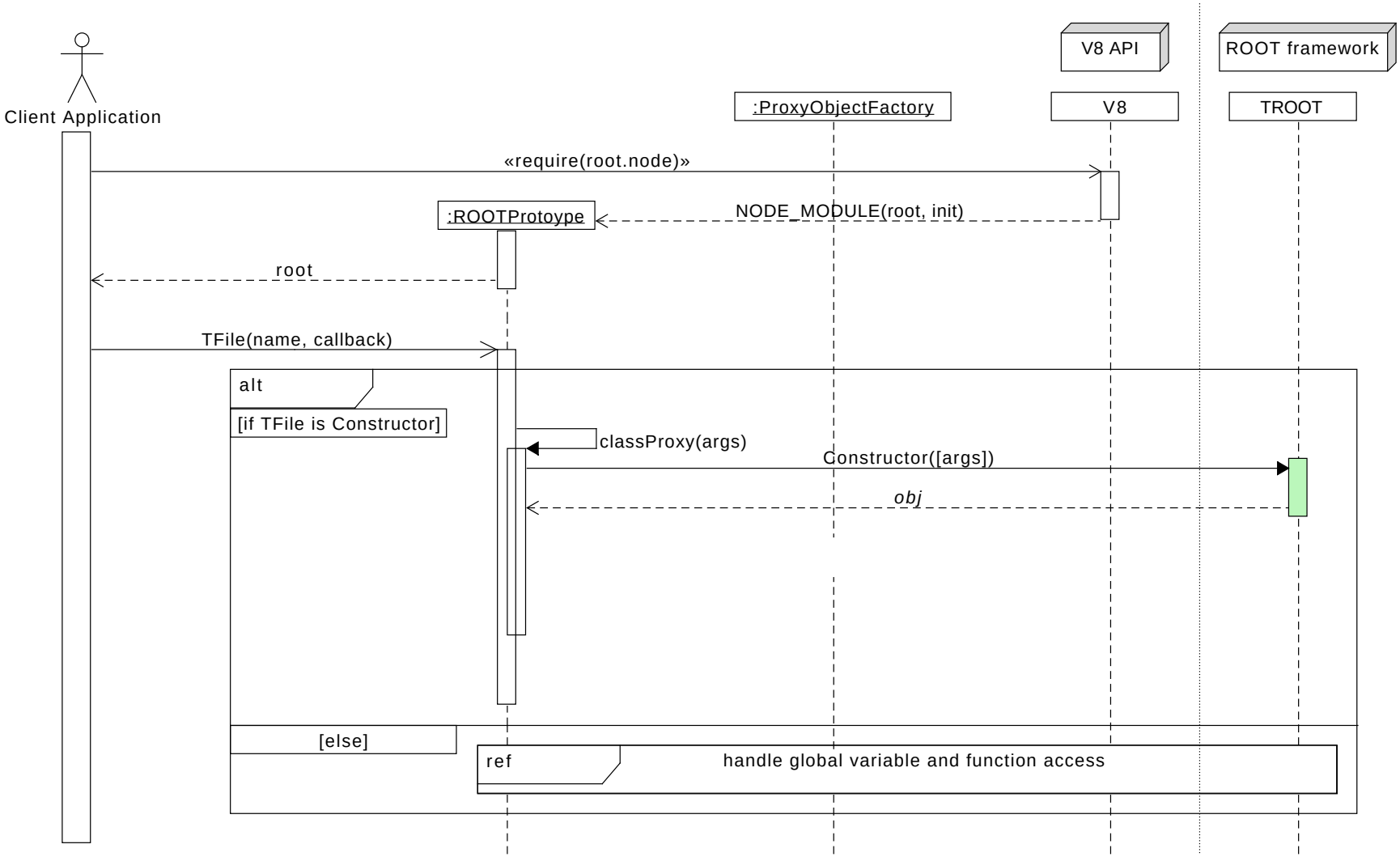
proxied file access



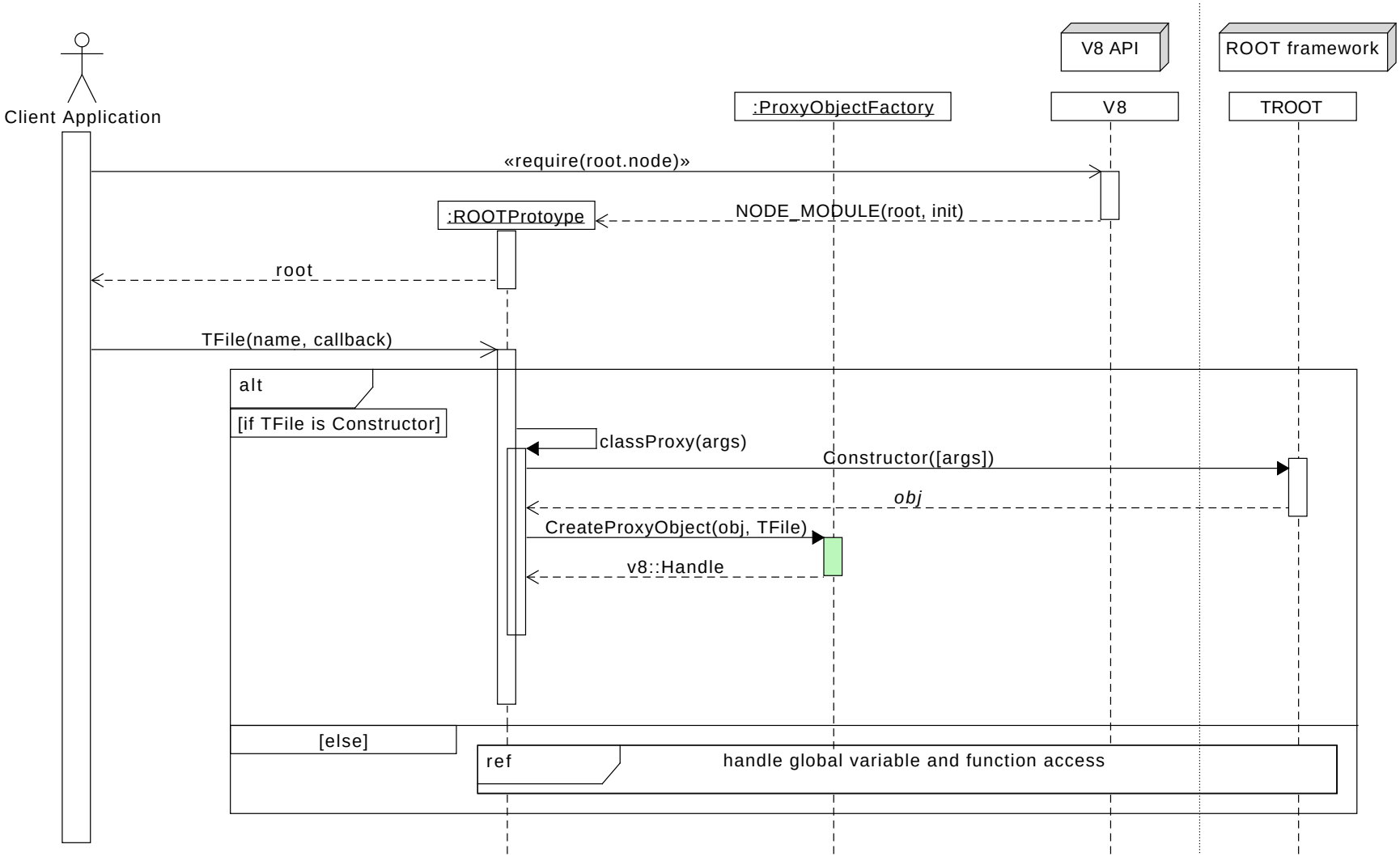
proxied file access



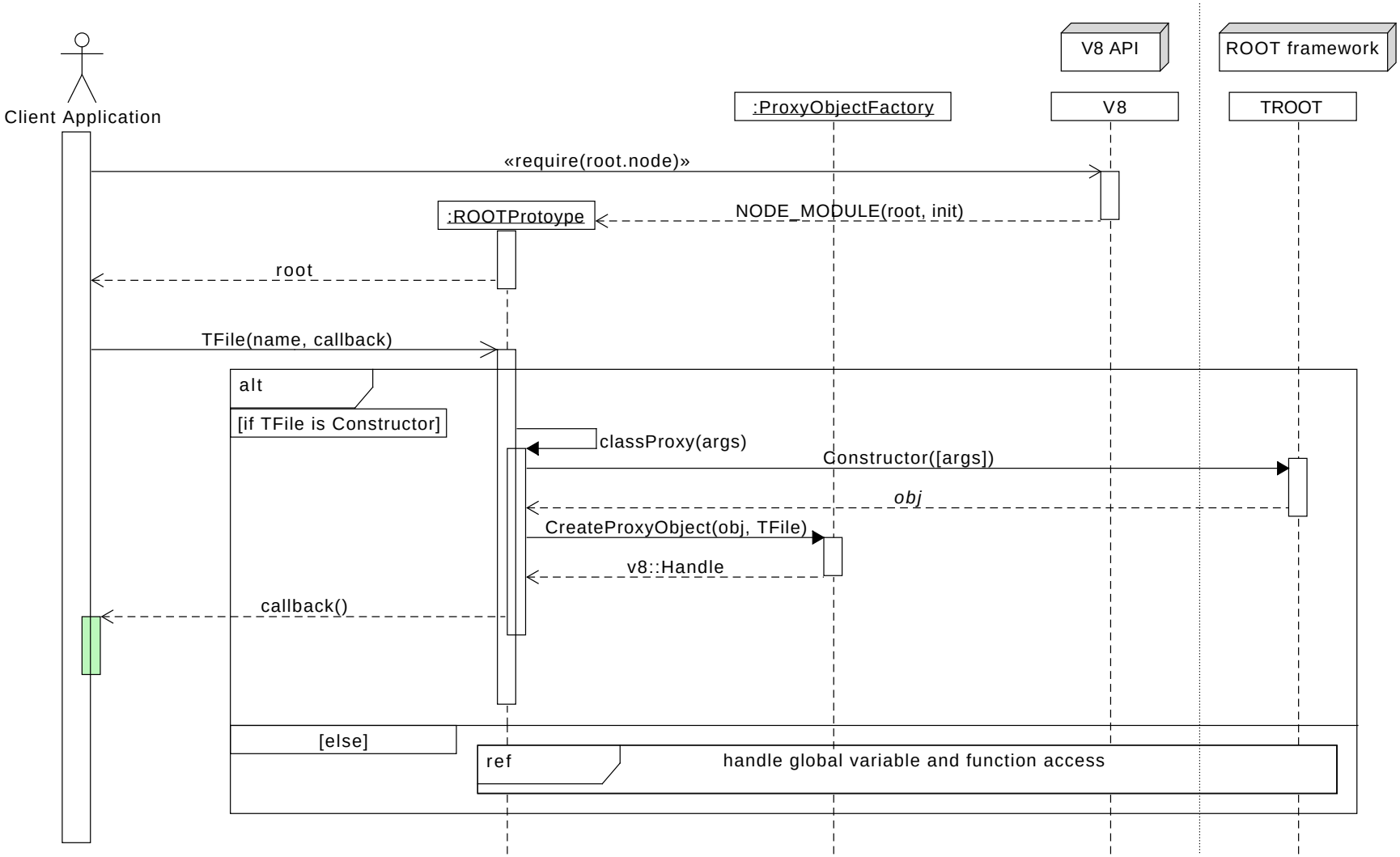
proxied file access



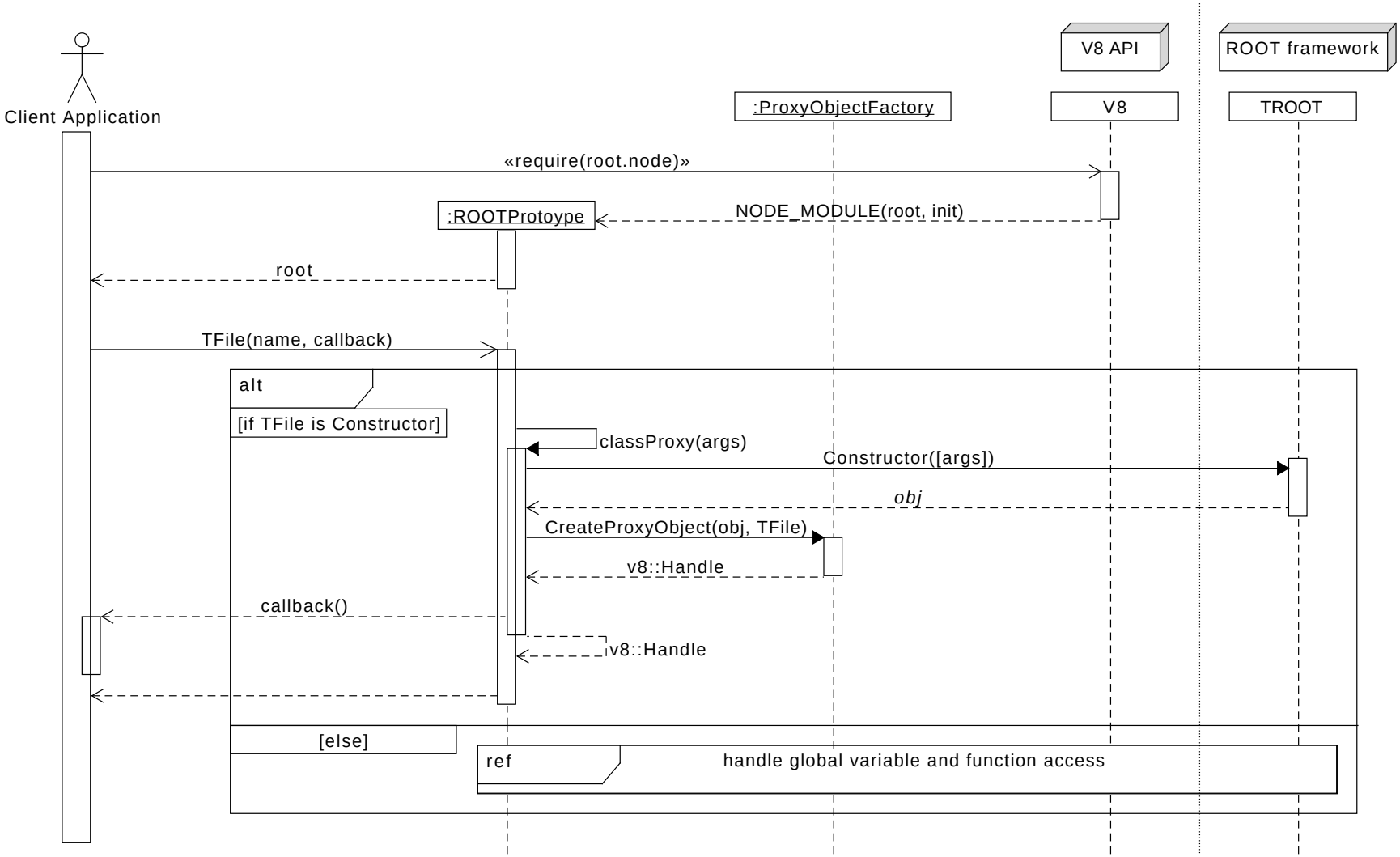
proxied file access



proxied file access

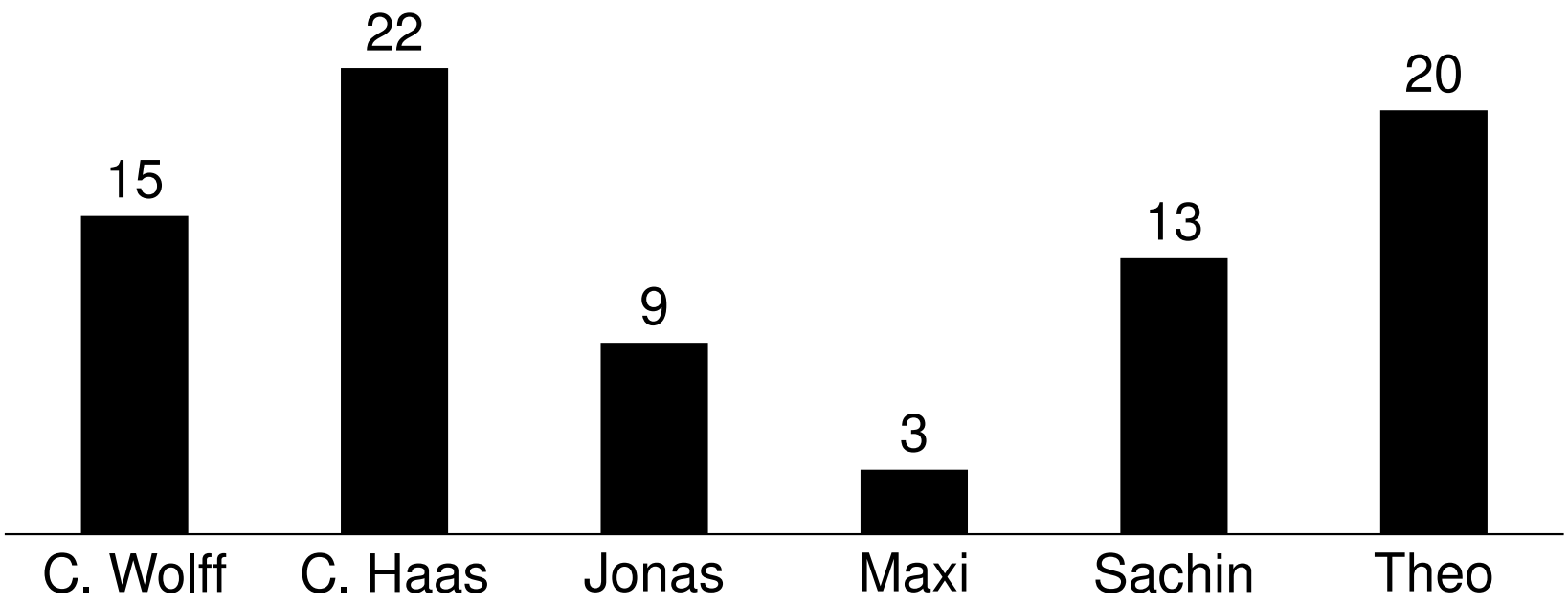


proxied file access

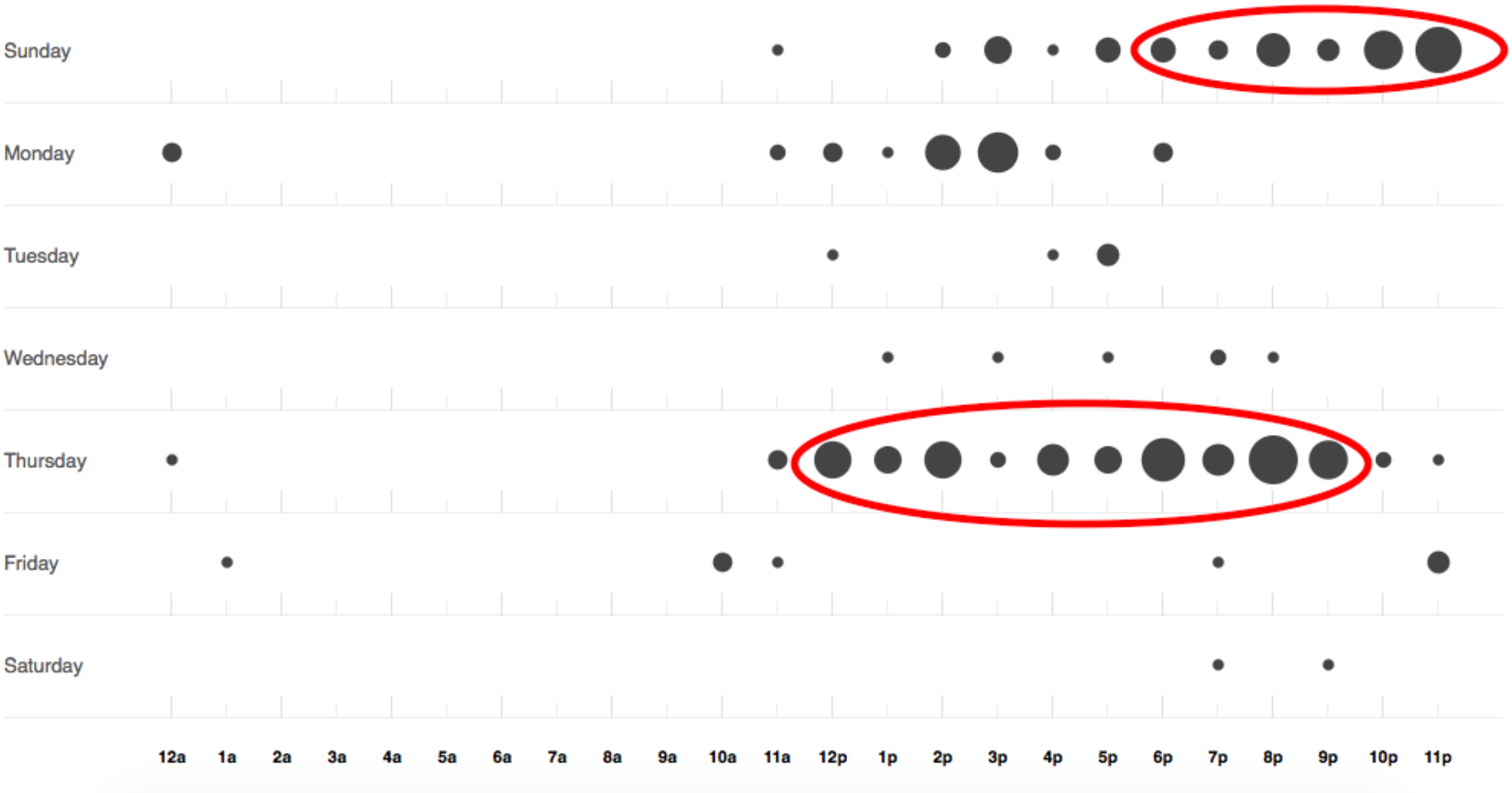


Test Cases

Merges



Punchcard


Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
12a
1a
2a
3a
4a
5a
6a
7a
8a
9a
10a
11a
12p
1p
2p
3p
4p
5p
6p
7p
8p
9p
10p
11p

References I