

Distributed Architecture
Definition Language

DADL

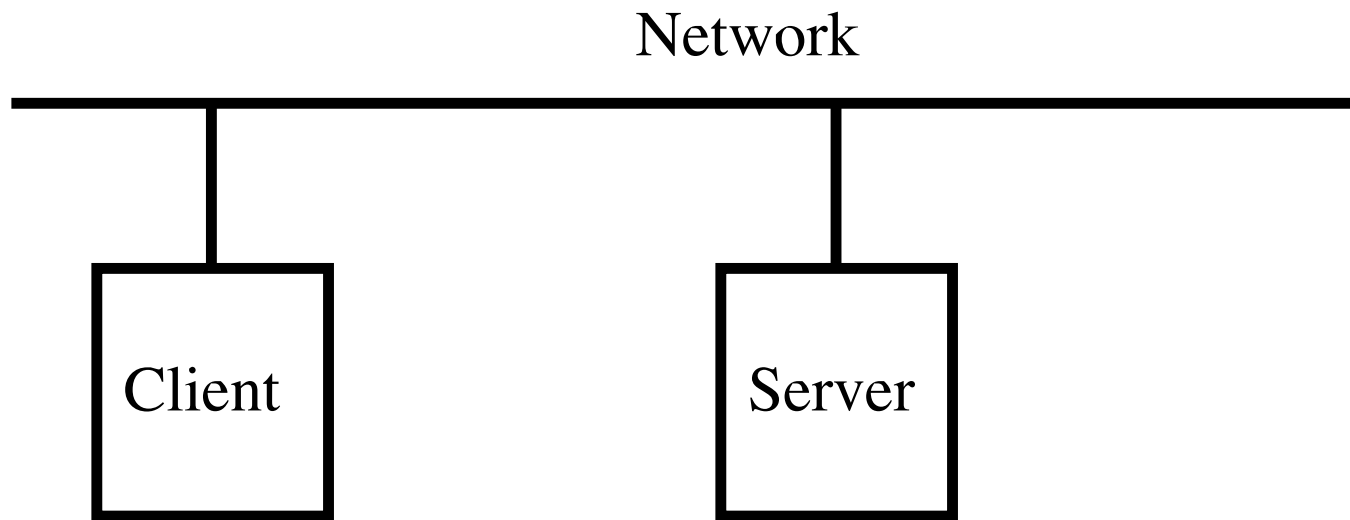
Ron Burback

October, 1997

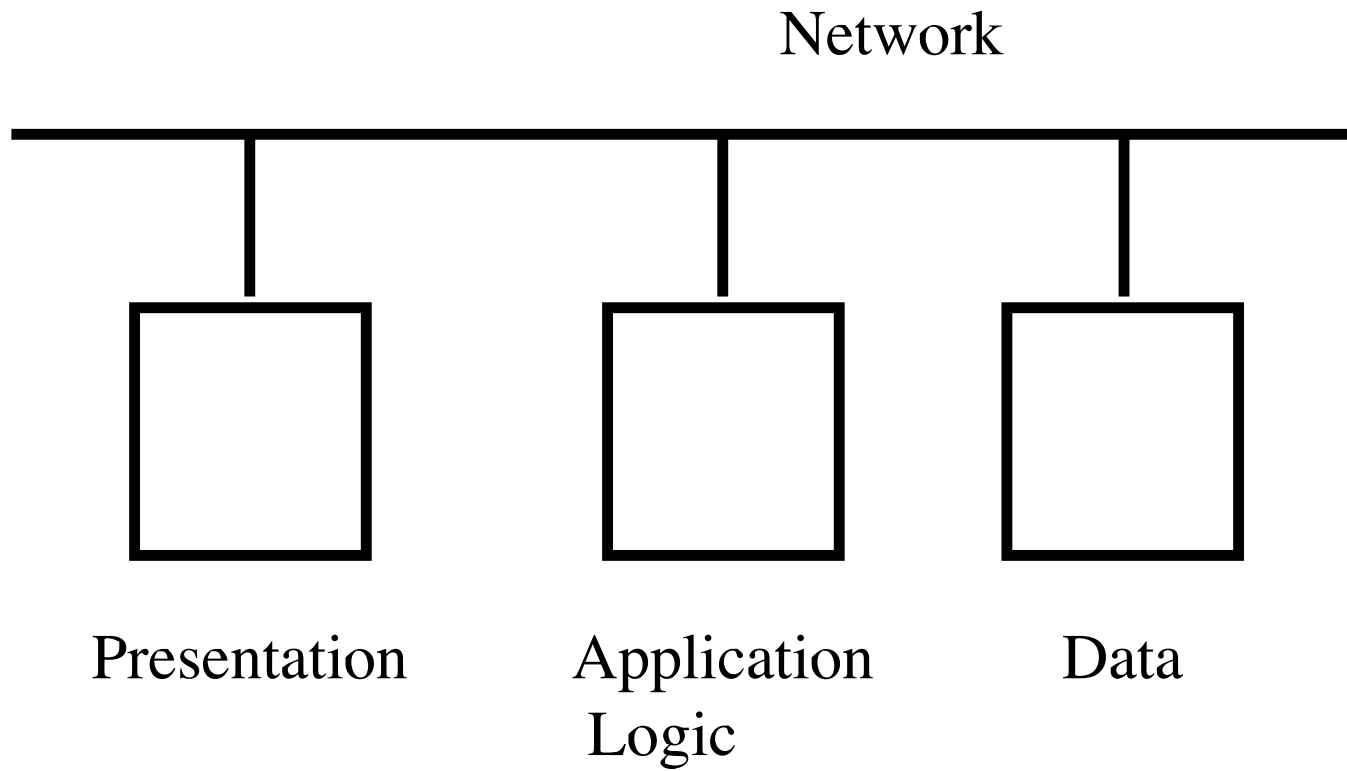
Areas of Focus

Control	plan repair, re-planning, process changes, plan optimization, chronic problem management, ...
Measure	number of faults both reported and fixed, lines of code, closeness to plan, resource utilization, performance, ...
Strategies	methodologies, architecture , paradigms, mission, risk analysis, scheduling, priority setting, resource utilization, decision making, life cycle management, ...
Tools	compilers, debuggers, environments, quality assurance, CASE, version control, databases, operating systems, networks, file systems, GUI builders, composition, ...
People	group interactions, skill development, group dynamics, communications, goal setting, ...

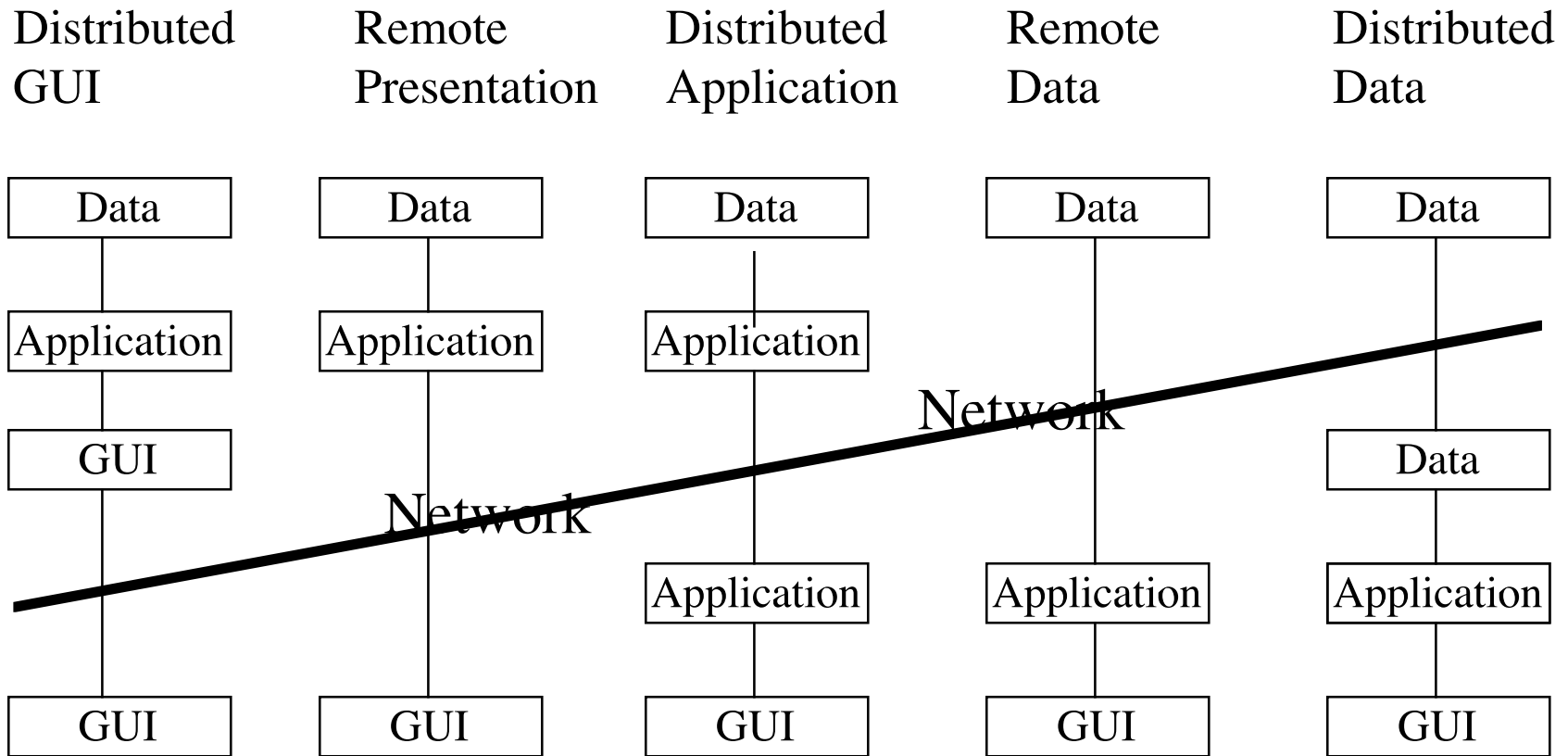
Basic Client/Server



Three Tiered Client/Server

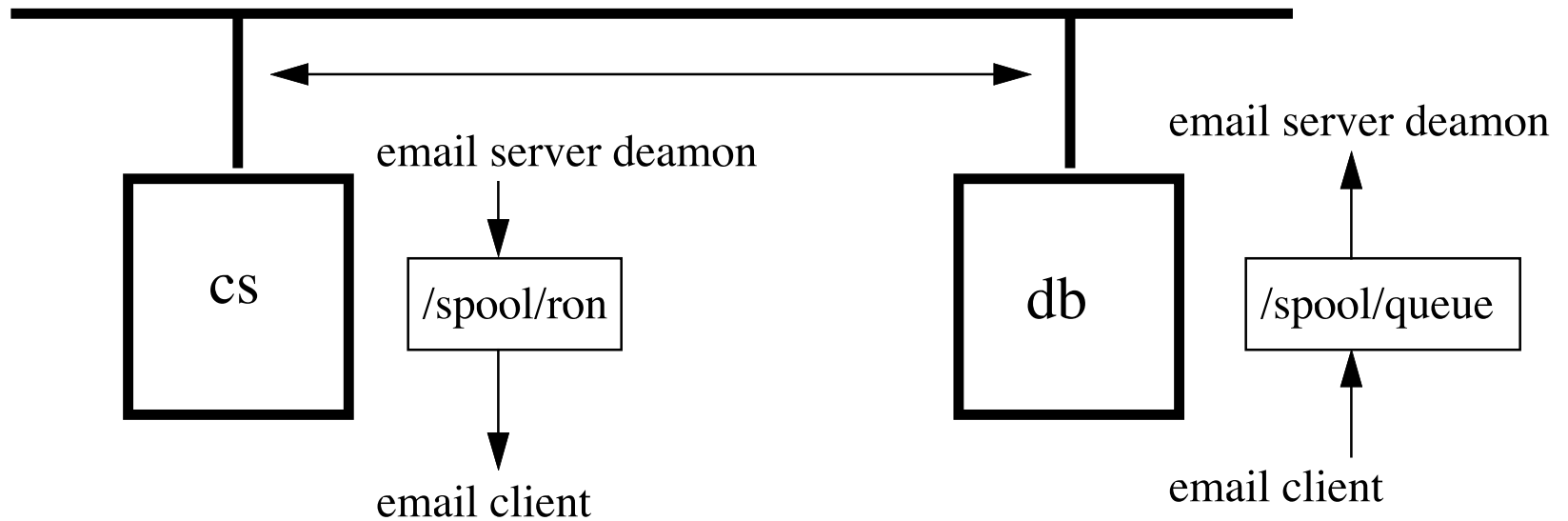


Client/Server Network Placement



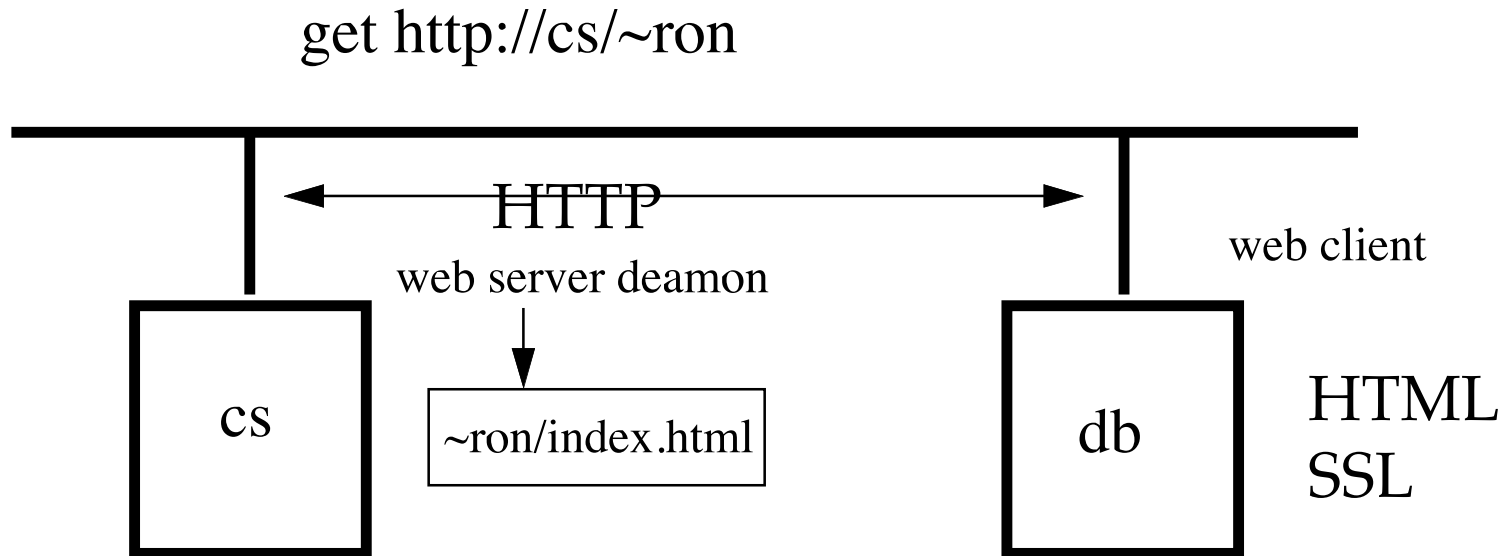
SMTP based Electronic Email

email from gio@db to ron@cs



HTTP based Web

Example of Client/Server



Defining Characteristics

- Distribution
 - Concurrent
 - No Global State
 - No Global Clock
 - Partial Failures
 - Asynchronous Communication
 - Distributed Control
- ◆ Heterogeneous Systems
 - ◆ Local Autonomy
 - ◆ Evolution Programming Paradigm
 - ◆ Constant Change
 - ◆ Many Transparencies
 - ◆ Openness
 - ◆ Interdependence
 - ◆ Security

What is the Problem?

- Architectures are defined with a few drawings, hand waving arguments, and English based document
- Not precisely defined
- Traditional programming languages concentrate on algorithms and data structures

The Solution?

- We need a language that can describe distributed architectures.
- Extension to existing programming languages.
- DALD (Distributed Architecture Definition Language)

Architecture Definition

- The components and their interfaces, communication, and contractional behavior.
- Traditional programming languages concentrate on algorithms and data structures which define the components but do very little at defining interfaces, communication, and contractional behavior.

Consider this simple program which adds two integers.

- `void main () { int results = plus(2,1) ; }`
- `int plus (int n, int m) { return n+m ; }`

What is the architecture?

There is an implicit architecture, so implicit that it is seldom mentioned. The two components communicate using a shared address space and a call stack frame. The communication is assumed error free and both components are flawless.

Comparison of Architectures

- Traditional
 - Not Distribution
 - Not Concurrent
 - Global State
 - Global Clock
 - No Failures
 - Synchronous Communication
 - Centralized Control
- Distributed
 - Distribution
 - Concurrent
 - No Global State
 - No Global Clock
 - Partial Failures
 - Asynchronous Communication
 - Distributed Control

Comparison of Architectures

- Traditional

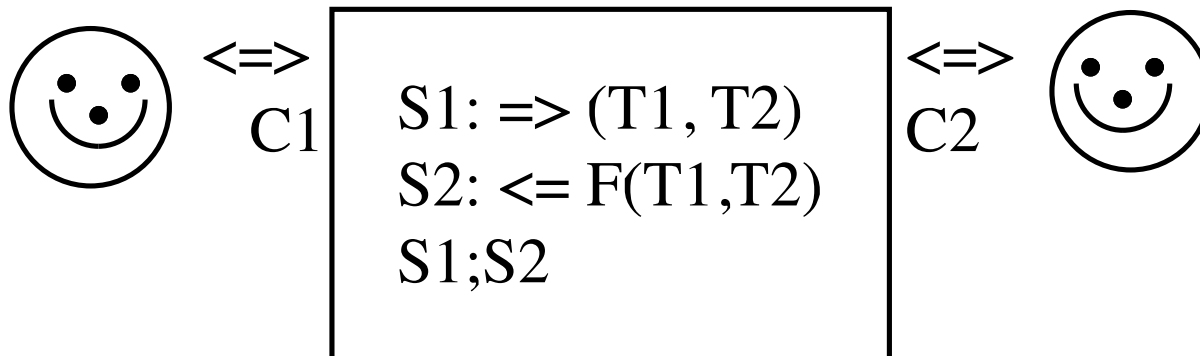
- Homogeneous Systems
- REvolution Programming Paradigm
- Fragile
- Only one Transparencies
- Closed
- No Security
-
- Local Autonomy
- Interdependence

- Distributed

- Heterogeneous Systems
- Evolution Programming Paradigm
- Constant Change
- Many Transparencies
- Openness
- Security
-
- Local Autonomy
- Interdependence

Some DADL Concepts

- *dagents* are the components
- a *contract* determines the *resources* and *performance* demands of a dagent
- *terms* and *sentences* build a *conversation* over *connections* which determines the *behavior*



Example: Plus



shared
ram

<=>
connection
c1
1-to-1
ordered FIFO
guaranteed
delivery

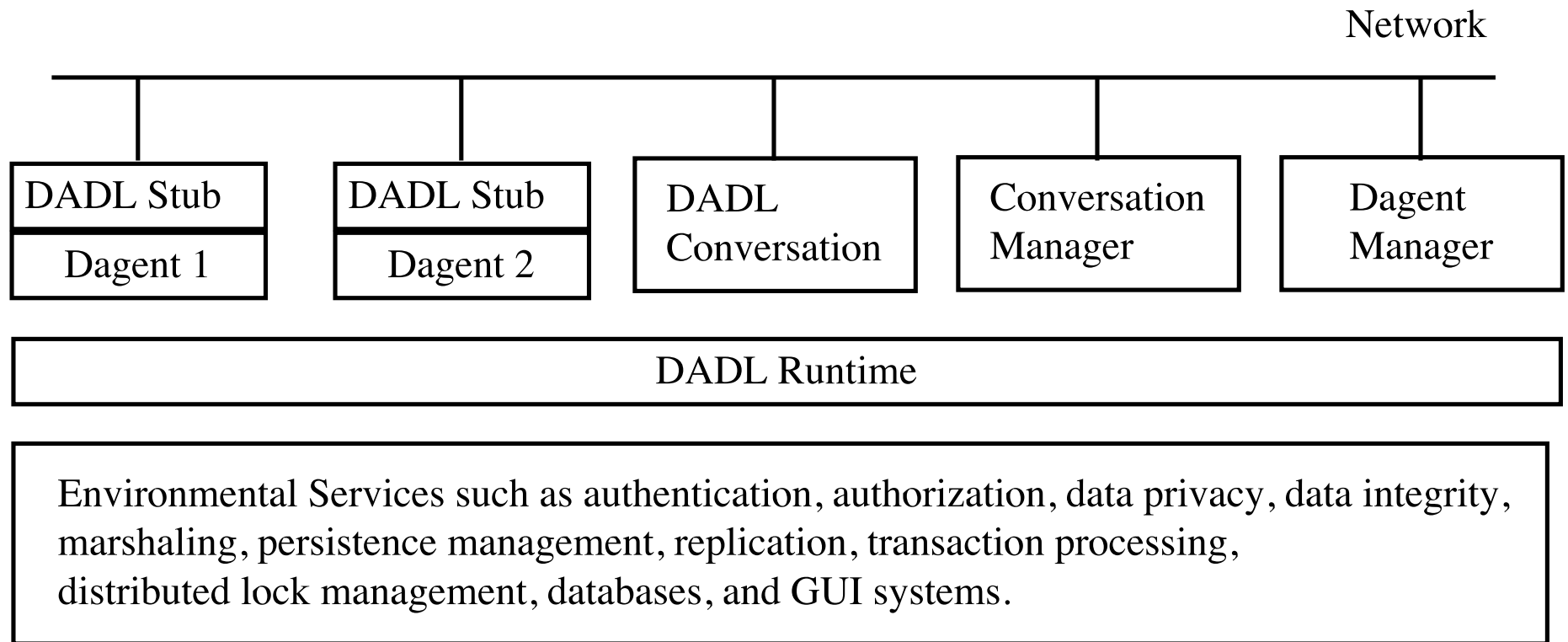
```
alphabet (byte);  
term t1 (int n);  
term t2 (int m);  
sentence s1 (t1, t2) from c1 to c2;  
term t3 (int plus (int, int) highly available);  
sentence s2 (t3) from c2 to c1;  
behavior (s1;s2);  
volatile;  
open data;  
unmarshaled;  
unauthenticated;  
unauthorized;
```

<=>
connection
c2
1-to-1
ordered FIFO
guaranteed
delivery



shared
ram

A DADL Environment



DADL Development

