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ANSA Phase III

A Guided Tour of RM-ODP Part 3 (Prescriptive Model)

The ANSA Team

Abstract

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A Guided Tour of the Basic Reference Model for Open Distributed Processing (Prescriptive Model)

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Context

- **Part 1: Overview and guide to use**
- **Part 2: Descriptive Model**
- ***Part 3: Prescriptive Model***
- **Part 4: Architectural Semantics**
- **Trader**



Scope

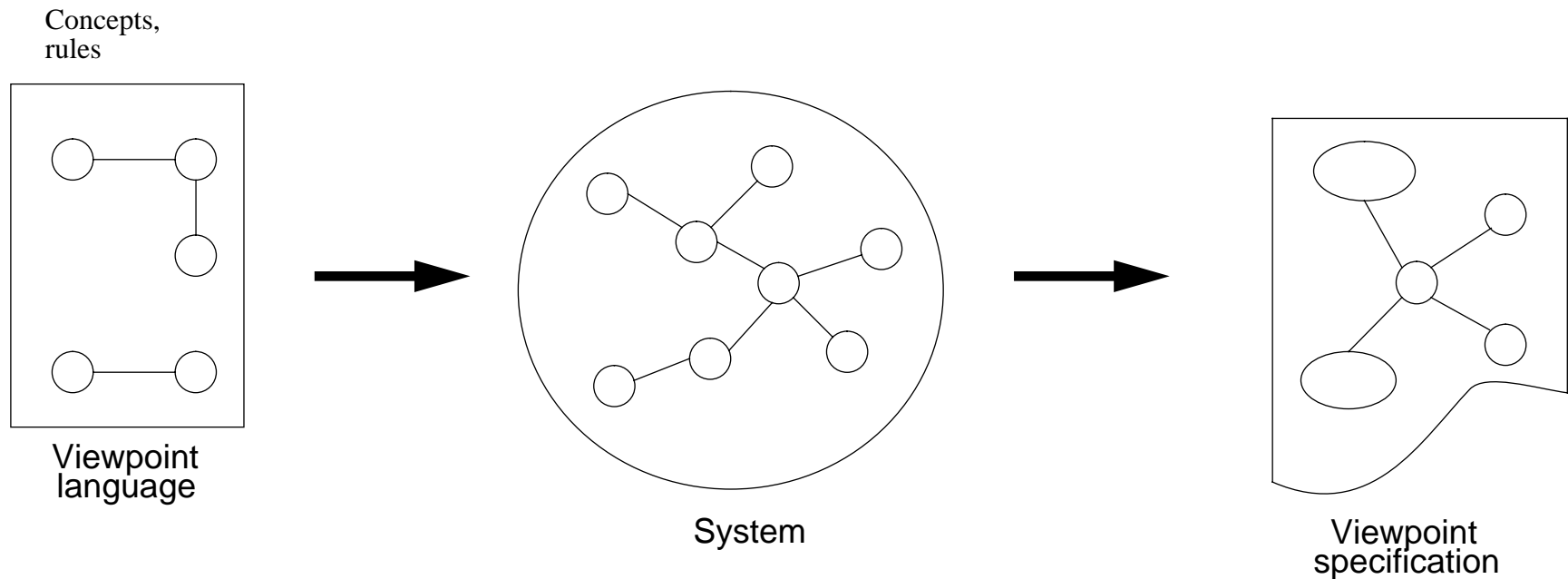
- **concepts and rules for specifying ODP systems**
- **framework for development of ODP standards**
 - **standards for *specification, modelling* and *programming* languages**
 - ***language bindings* (APIs) for ODP systems**
 - **functional components of ODP systems**



Languages and Viewpoints (1)

- ***Framework*** consists of five *viewpoint languages* and a set of *ODP functions*
- Each viewpoint language enables specification of an ODP system or component
- Languages are structured so that *consistency checking* between alternative viewpoint specifications is possible
- The chosen set is *necessary* and *sufficient* for needs of ODP
- Each language consists of *concepts* (vocabulary) and *rules* (grammar)

Languages and Viewpoints (2)



- **Mathematical basis in *projection* of a set of concepts and abstraction/specialisation relations over a semantic net.**



Viewpoints

- **Enterprise - purpose, scope and policies for a system**
- **Information - semantics of information and information processing in a system**
- **Computational - functional decomposition into objects suitable for distribution**
- **Engineering - the infrastructure required to support distribution**
- **Technology - the choice of technology to support distribution**



Conformance

- **Reference point - a potential conformance point**
- **Positioned by computational and engineering languages**
- **Specified in (some combination of) enterprise, information, computational and engineering languages**
- **Information specification determines universe of discourse for the reference point**
- **An ODP system is one which conforms to ODP standards at all reference points asserted to be conformance points**



Enterprise language

- **Role: agent, artefact**
- **Policy maker, administrator, arbitrator**
- **Resource, resource manager**
- **Community: set of objects with an objective (*contract*)**
- **Performative action**
 - incur an obligation
 - fulfil an obligation
 - waive an obligation
 - acquire permission
 - be forbidden



Federation

- **Federation: a *voluntary* community in which administration is a cooperative activity on a peer to peer basis**
- **Federation principles**
 - freedom to join
 - freedom to leave
 - subject to agreed obligations
 - retain significant autonomy
 - no single administrator
- **Federation colours many of the technical aspects of the Reference Model.**



Information Language

- **Concepts, relations**
- **Integrity rules**
 - **static schema (state and structure)**
 - **invariant schema (independent of behaviour)**
 - **dynamic schema (possible behaviour)**
- **Model behaviour as changes in class membership**



Computational language

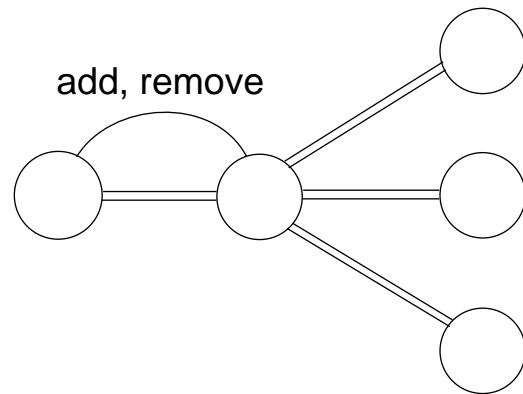
- **Interface**
 - **Operational (interrogations)**
 - **Transactional**
 - **Stream (unstructured)**
- **Interface template**
 - **Signature (operations or stream)**
 - **Behaviour for operational interfaces**
 - * **ordering relative to other invocations**
 - * **conflicts relative to other transactions**
 - * **operation behaviour**
 - **Environment constraint**
 - **Roles: client, server, producer, consumer**



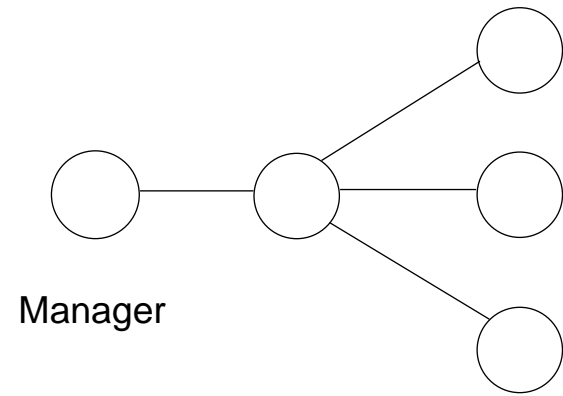
Binding

- ***Implicit* binding for operational interfaces**
- ***Explicit* binding for all interfaces**
- **BIND <binding type> {set of interfaces}**
 - **instantiates a new binding object**
- **Binding object has a control interface for supervising the binding**
 - **adding/removing interfaces**
 - **stopping/starting information flows**
 - **monitoring events**

Binding examples



Stream multi-casting



Manager

Managed objects

Management domain



Operational interface typing

- operation invocation is a *request-reply* model
- type checking for safety - no surprises principle
- server must provide at least operations required by client
- client must accept all possible terminations from server
- client arguments “smaller” than server requires
- server results “smaller” than client accepts
- arguments and results can be interface identifiers
- each operation has one or more *terminations*



Transactions

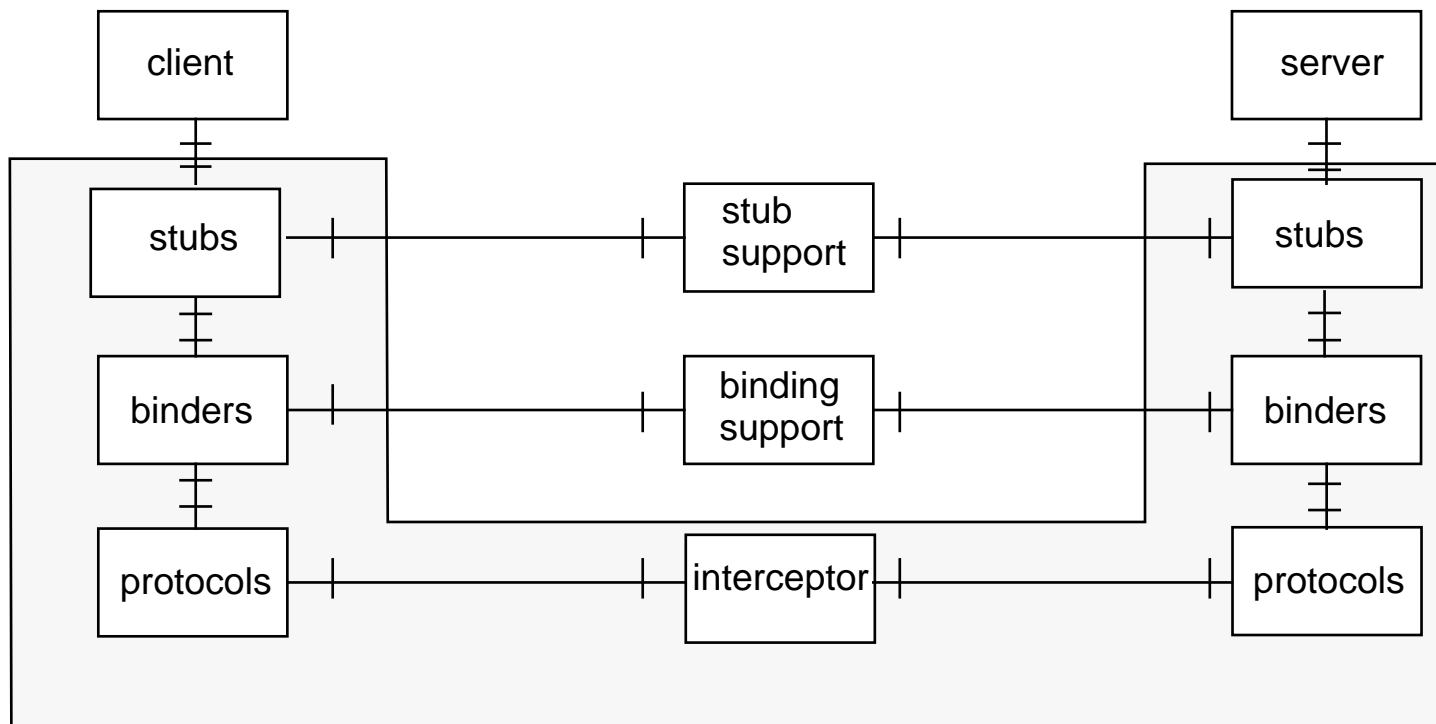
- **Very general model - specific models defined in terms of**
- ***visibility* - how much interaction possible with objects outside the transaction**
- ***consistency* - invariant to be fulfilled at end of transaction**
- ***recoverability* - how much of transaction is undone after failure**
- ***permanence* - the degree to which failures can alter the effects of a transaction**
- ***dependency* - influence of other transactions on success or fail**
- **bracket transactions as operations**
- **label terminations *success or fail***
- **spawn actions generate independent transactions**



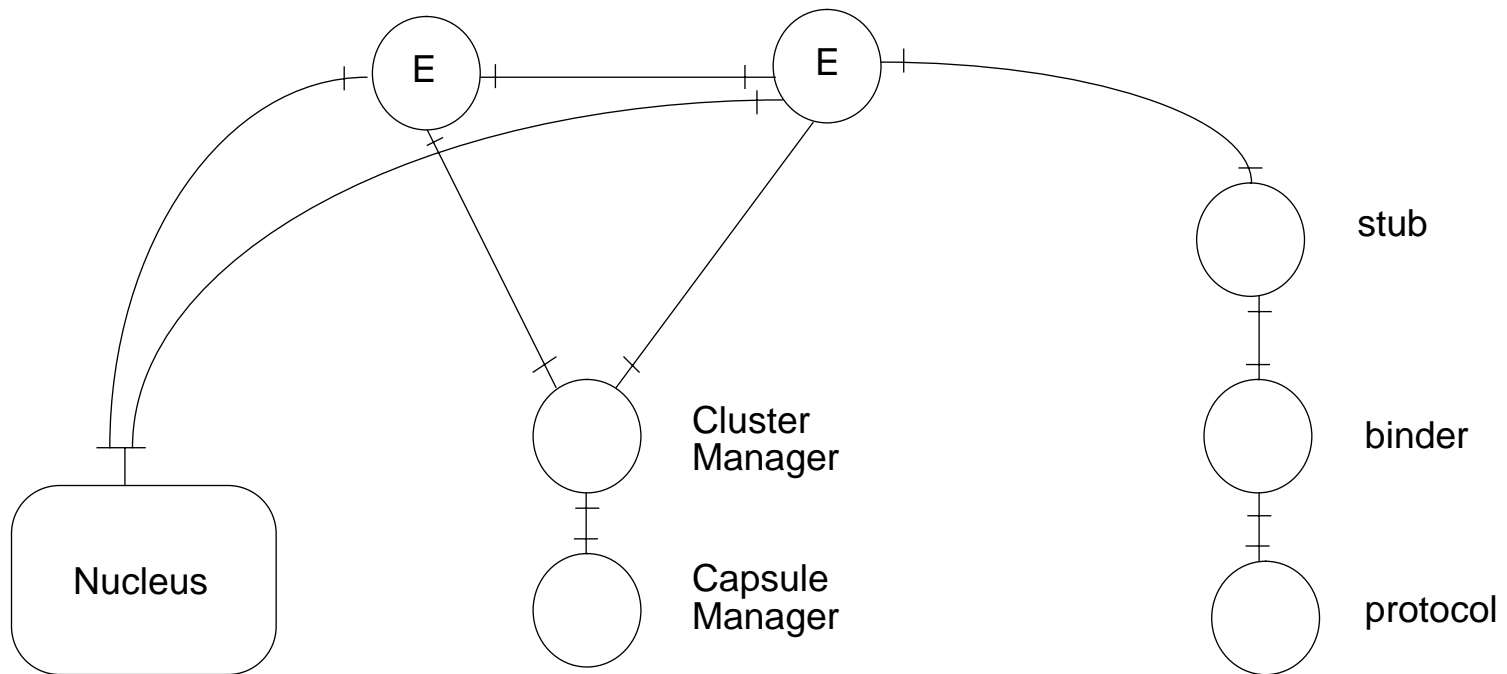
Engineering language

- **structures for implementing infrastructures supporting *selective transparency***
- ***channels* for communication**
 - simple client server
 - multipoint channels
 - stream channels
- **clusters for activation, deactivation, migration**
- **capsules for resource allocation, protection**
- **nodes for network addressing**

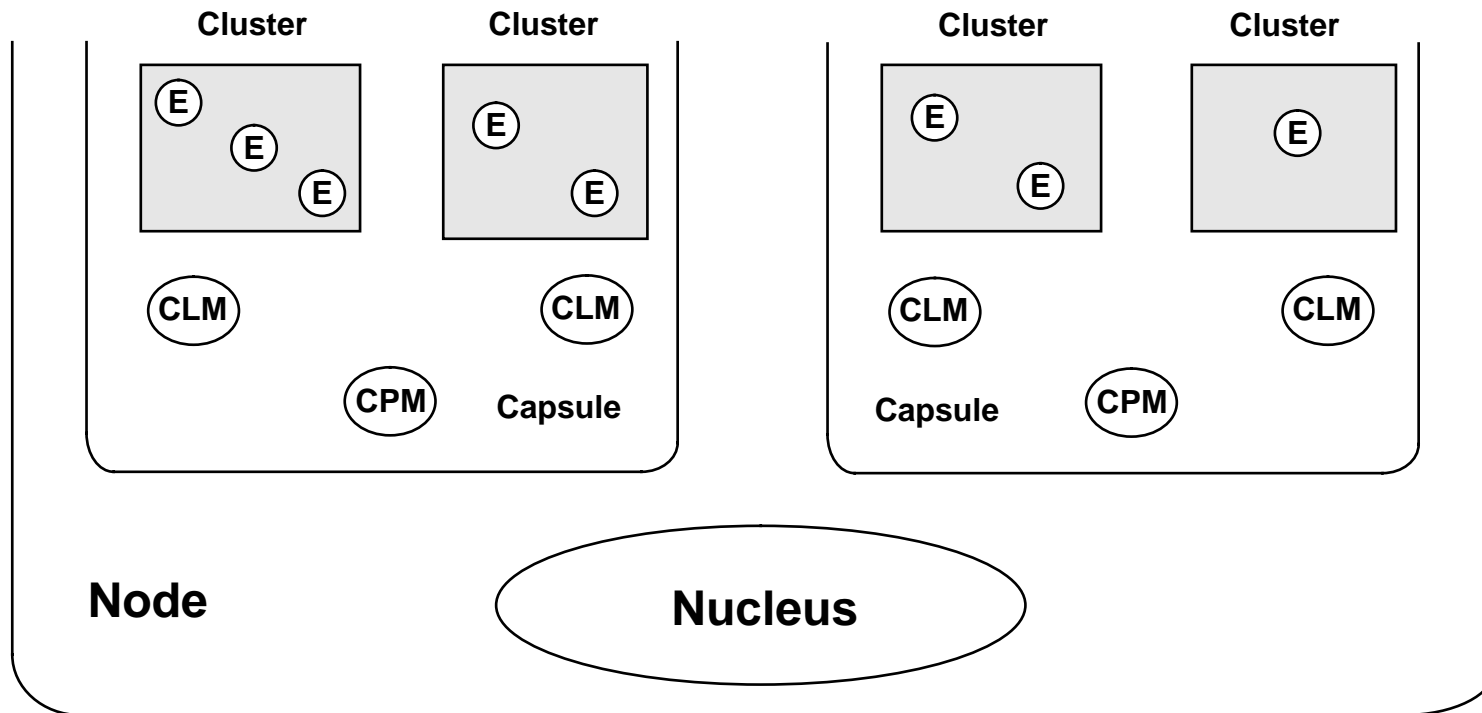
Client-Server Channel



Key engineering objects



Engineering structures





Engineering a binding

- **Engineering location**
 - location of protocol object interfaces
 - *binding template* for stubs and binders
- **Engineering location of an interface which can migrate is volatile**
- **Interface reference provides basis for (re) establishing binding - process may be multi-stage**
- **Interface reference**
 - identifies binding template to instantiate
 - identified communications end points at which to start binding process
 - engineering interface identifier
- **Engineering interface identifier**
 - unambiguous
 - synonyms permitted
 - equivalent undefined



Technology language

- **Implementable standard: template for a technology object**
- **Implementation Extra Information for Testing**
 - **technology specification in a standard defines a proforma IXIT**
 - **IXIT defines templates and names of interfaces required for testing**



Consistency constraints

- **Can never be complete**
 - enterprise and technology aspects are based on *connotation*
 - information, computational and engineering aspects are based on *denotation*
- **Rules give a least guarantee**
 - give a transformation between a specification in one viewpoint language and another



Functions

- **Management (object, cluster, capsule, communications, interface reference)**
- **Coordination (transactions, groups)**
- **Repository (Storage, relocation, types, trader)**
- **Security**
- **Transparency**
 - **recipes for using other functions to extend transparency of the infrastructure**



Management Functions (1)

- **nucleus**
 - threads
 - channel setup
 - capsule manufacture
- **object management**
 - objects manage themselves
 - cluster managers ask objects to terminate, snapshot etc.
- **cluster management**
 - deactivate, migrate, terminate



Management Functions (2)

- **capsule management**
 - cluster instantiation, reactivation
 - termination
- **communication domain**
 - link to network management
- **interface reference**
 - tracking interface references
 - enables distributed garbage collection



Coordination functions

- **Transactions**
 - transaction manager
 - concurrency manager
 - deadlock manager
 - stable store manager
 - Log manager
- **Groups**
 - distribution
 - collation
 - ordering
 - fault detection



Repository functions (1)

- **Separate out components of repository to enable distribution**
- **Storage function**
 - data storage
 - deactivated cluster repository
 - interface reference fixing done on reactivation
- **Relocation function**
 - supports binder objects
 - retains interface reference to engineering location bindings
 - retains activation process for deactivated (checkpointed) clusters



Repository functions (2)

- **Type repository**
 - represent types as interface to type repository
 - each type can be queried for its relationship to other types
- **Trader**
 - exporter defines type and interface reference
 - importer defines type for trader to match
 - type: at least computational - typically includes other properties
 - trader policy: searching, federation
 - exporter policy: e.g. for resource control
 - importer policy: e.g. to direct/limit search



Security

- **Access control**
- **Audit**
- **Authentication**
- **Integrity**
- **Confidentiality**
- **Non-repudiation**



Transparency

- **Access (marshalling/unmarshalling)**
- **Transaction (for resilient objects)**
- **Location**
- **Failure (checkpointing, replication)**
- **Federation (masking administrative boundaries)**
- **Migration**
- **Group**
- **Resource (transparent deactivation/reaction)**



Status

- **1988 First Working Documents**
- **November 1992 First Committee Draft**
- **June 1993 Second Committee Draft**
- **February 1994 Draft International Standard?**
 - **structures for streams?**
 - **even treatment of all functions**
 - **flesh out transparency recipes**
- **1995 International Standard**
- **Populated via OMG activities**
 - **liaison in place**
 - **function correspondences identified**