Embedded Networks

Models of Communication

Summer Term 2009

CO-OPERATIVE SYSTEMS

Which model of communication?

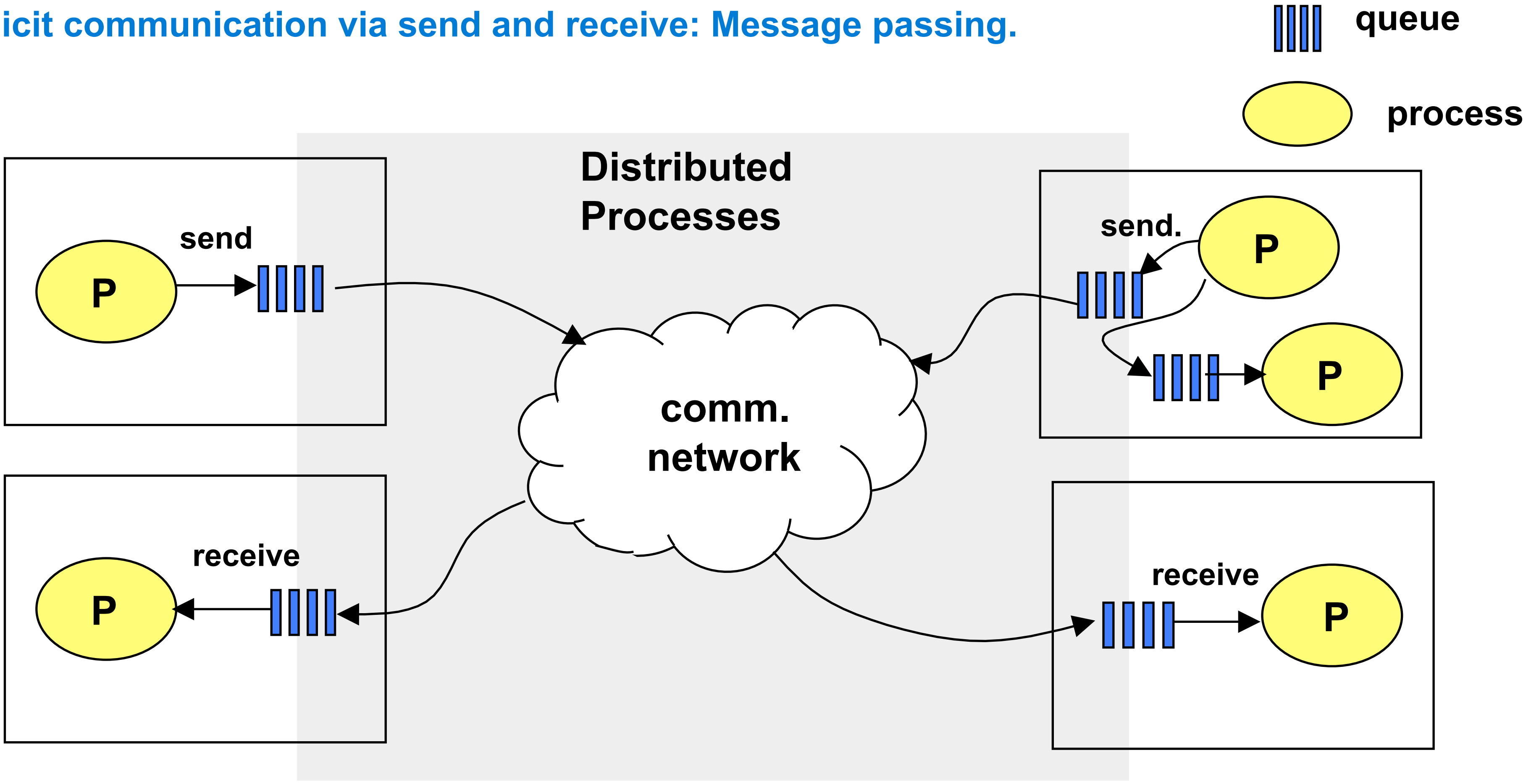
↓

What kind of addressing and routing should be supported by the network?

Which abstractions in the programming model?

Message Passing

Explicit communication via send and receive: Message passing.



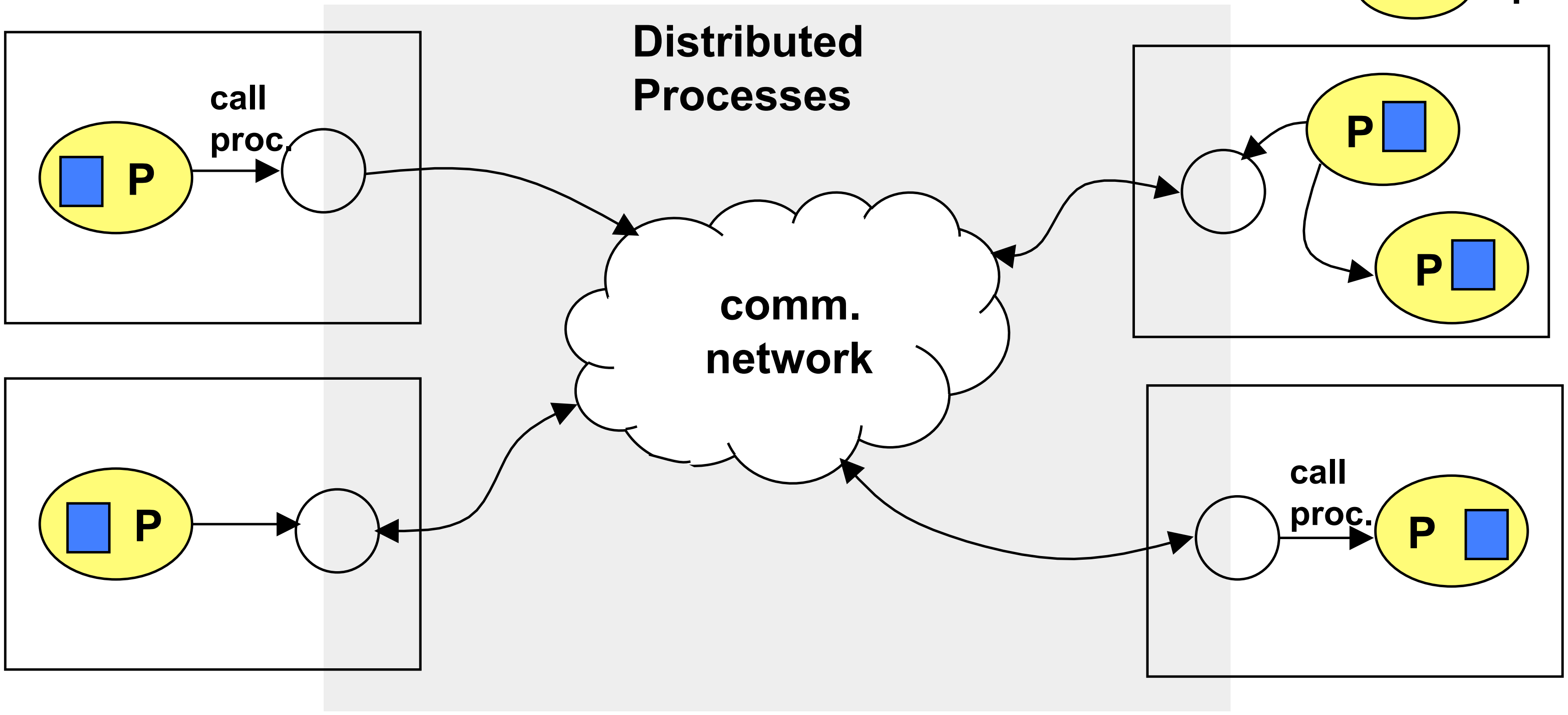
Problem: very low level, very general, poorly defined semantics of communication

Remote Procedure Call

Function shipping initiates computations in a remote processing entity.
Example: Remote Procedure call.

🟦 memory

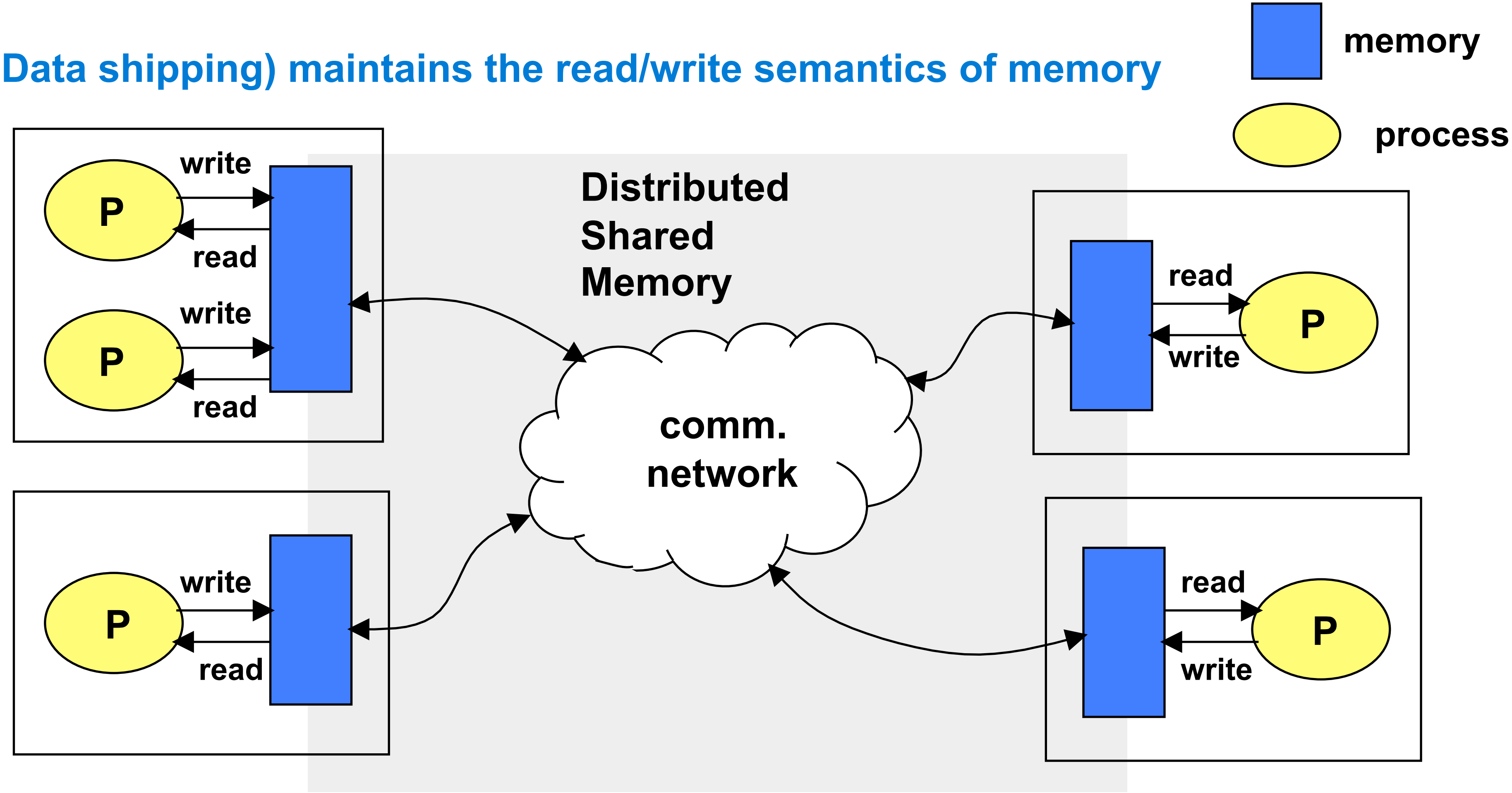
⬭ process



Problem: computation bottlenecks, fault semantics, references.

Distributed Shared memory

DSM (Data shipping) maintains the read/write semantics of memory



Problem: Consistency in the presence of concurrency and communcation delays

Abstractions for Communication

- Message passing
- Remote Procedure Call
- Remote Object Invocation
- Distributed shared memory
- Notifications
- Publish Subscribe
- Shared data spaces

Abstractions for Communication

Dimensions of Dependencies:

Space Coupling: References must be known

Explicit specification of the destination, i.e. producer must know where to send the message. Message contains an ID specifying an address or name.

Flow coupling: Control transfer with communication

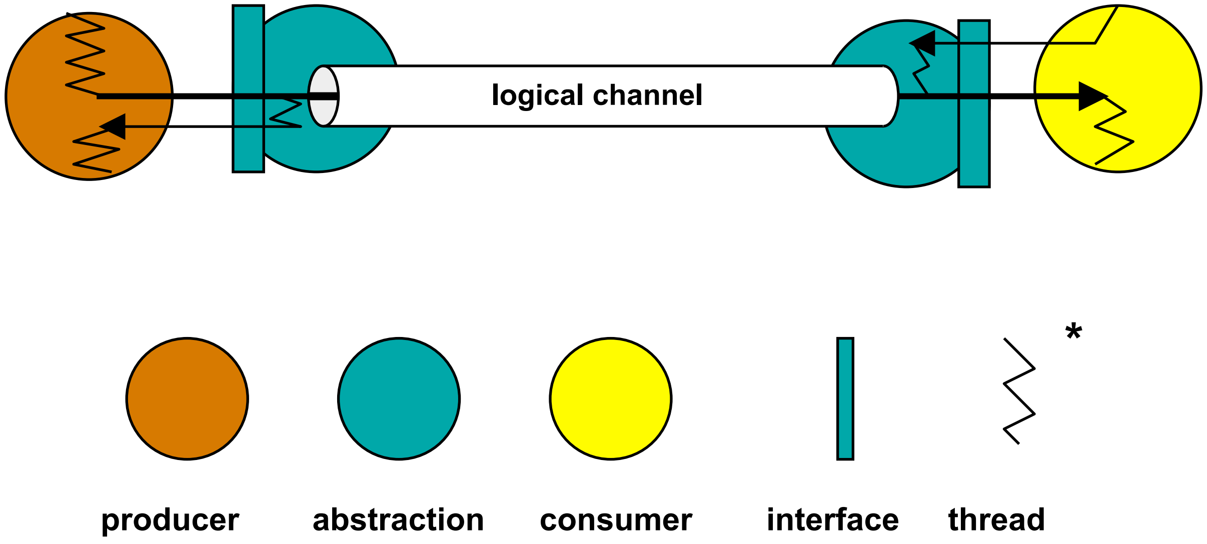
Defines whether there is a control transfer coupled with a message transfer. E.g. if the sender blocks until a message is correctly received.

Coupling in time: Both sides must be active

Communication can only take place if all partners are up and active.

Message passing

Connected socket, e.g. TCP

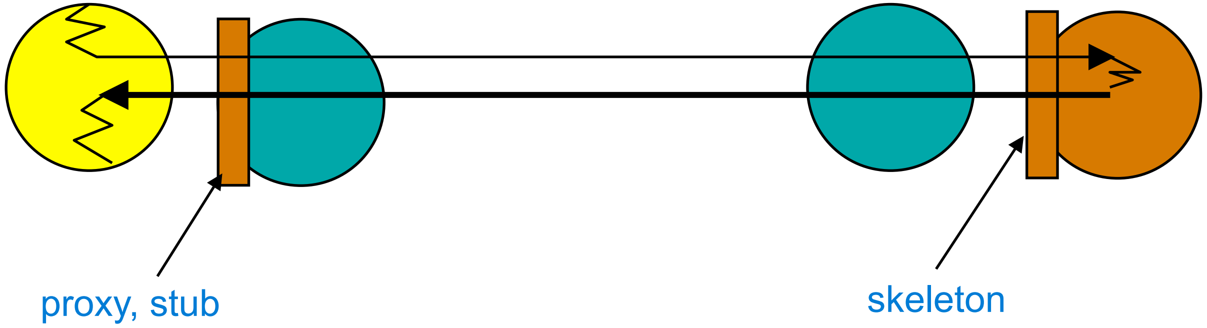


primitives: send (), receive ()

Coupling: space, time

* Notation acc. P. Eugster: Type-Based Publish Subscribe, PhD-thesis, EPFL, Nr. 2503, 2001

Remote Procedure Call (RPC)



Relation: one-to-one

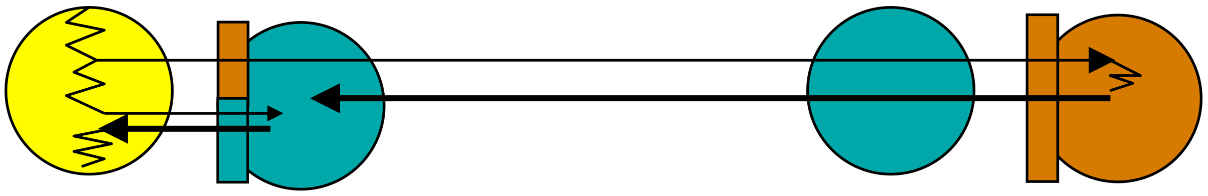
Coupling:

Space: destination is explicitely specified

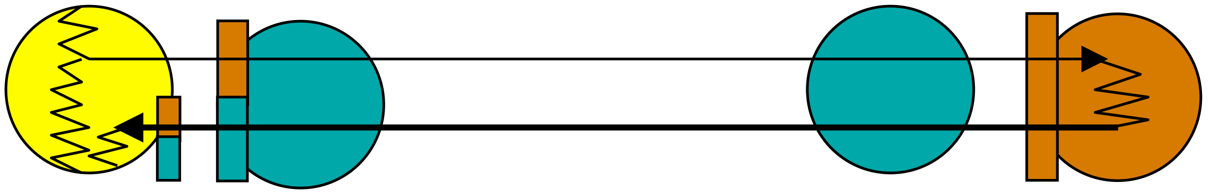
Flow: blocks until message is delivered

Time: both sides must be active

Variations of RPC



Asynchronous RPC with pull



Asynchronous RPC with call-back

Example: Concurrent Smalltalk

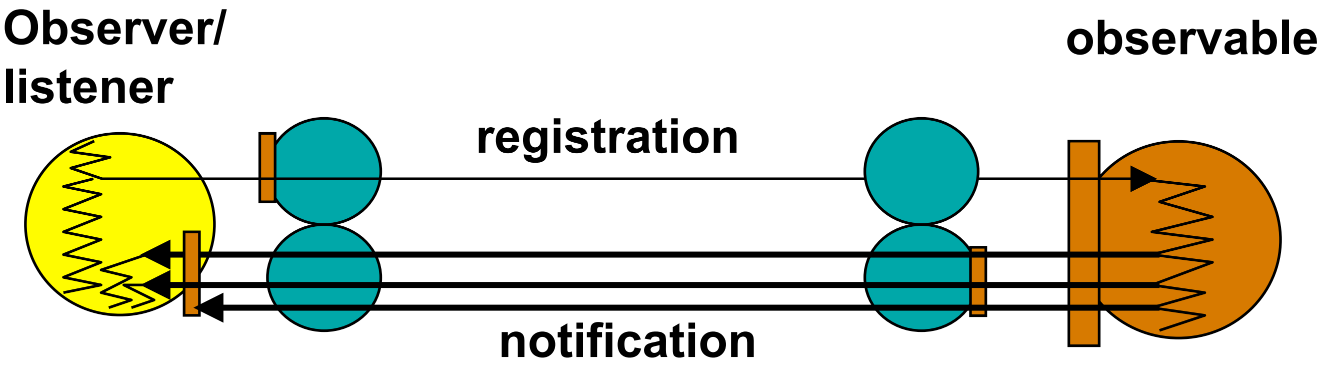
Relation: one-to-one

Coupling:

Space:	destination is explicitely specified
Flow:	no flow coupling
Time:	both sides must be active

Example: Eiffel

Notification



Examles:
Java

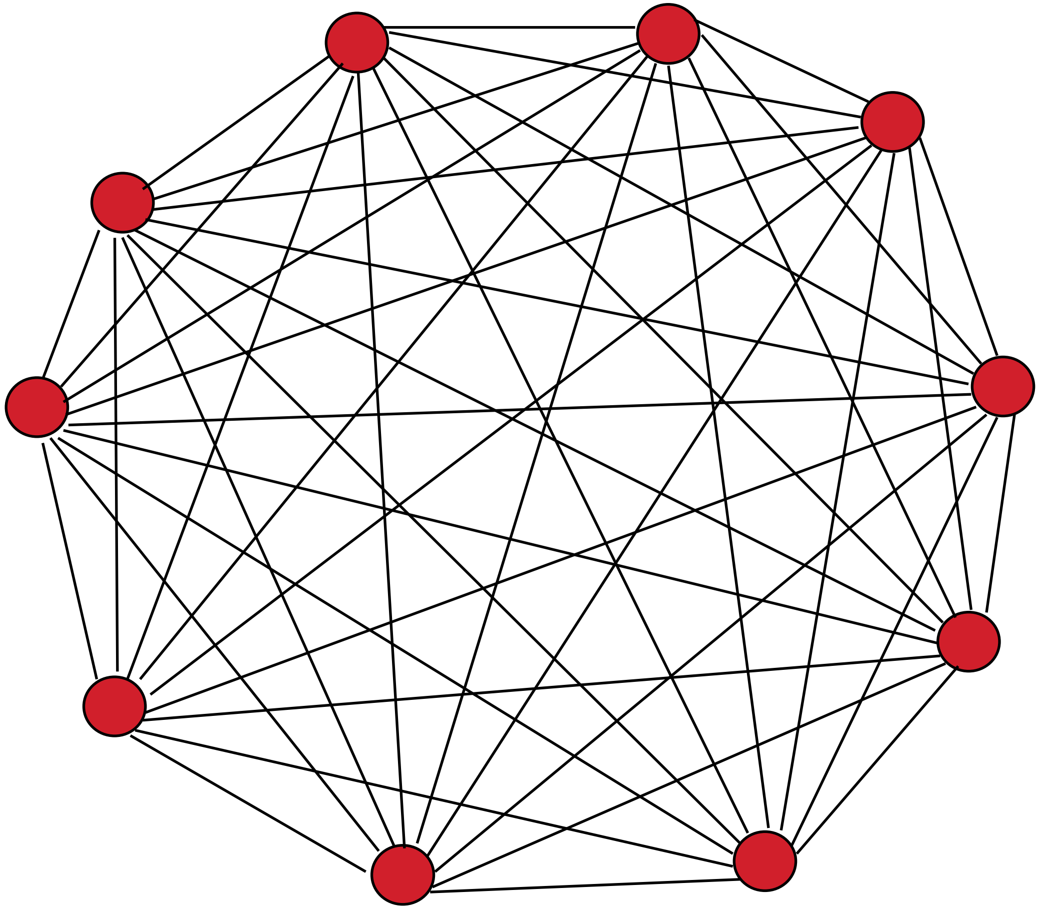
Relation: one-to-many

Coupling:

Space: Yes (Observable/Observer pattern (delegation))
Flow: none
Time: both sides must be active (notification performed by RMI)

Interaction Structure in Co-operative Systems

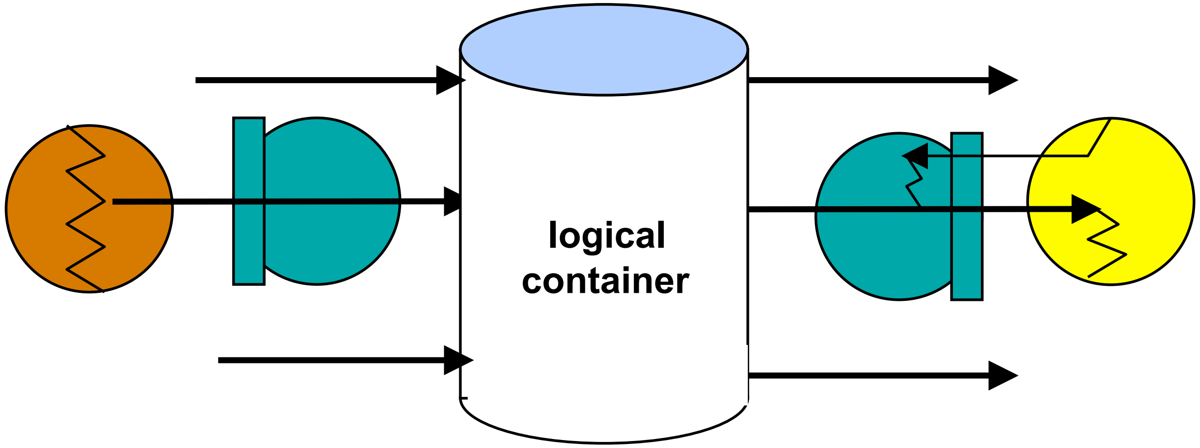
many-
to-
many



managebility

goal → **sharing information and co-ordinating acitvities**

Shared Data Spaces



Relation: many-to-many

Coupling:

Space:	none
Flow:	none
Time:	none

Examples:
Linda Tuple Space
Java Spaces
ADS Data field

Shared Data Spaces

Processes communicate via the "Tuple" Space,
A tuple is only data, no address, no identifier,
A tuple is a data structure similar to a struct in C,

Examples: ("3numbers", 3, 6, 7), ("matrix" , 1, 5, 3.23, 8),
("faculty", "is_member_of", "franz", "maria", "otto")

Primitives (operations) in LInda:

op. in: takes (and removes) an element from the tuple space
op. read: reads an element from the tuple space
op. out: puts a tuple into the tuple space
op. eval: allows to eveluate the fields of a tuple, results are put in the tuple space [example: ("product", mult(4,7))]

No Tuple is ever (over-) written! "out" always put a new item in the space.

Shared Data Spaces

Content-Based Addressing by Tuple matching:

All fields in a template are compared to all tuples.
A match of a template occurs if:

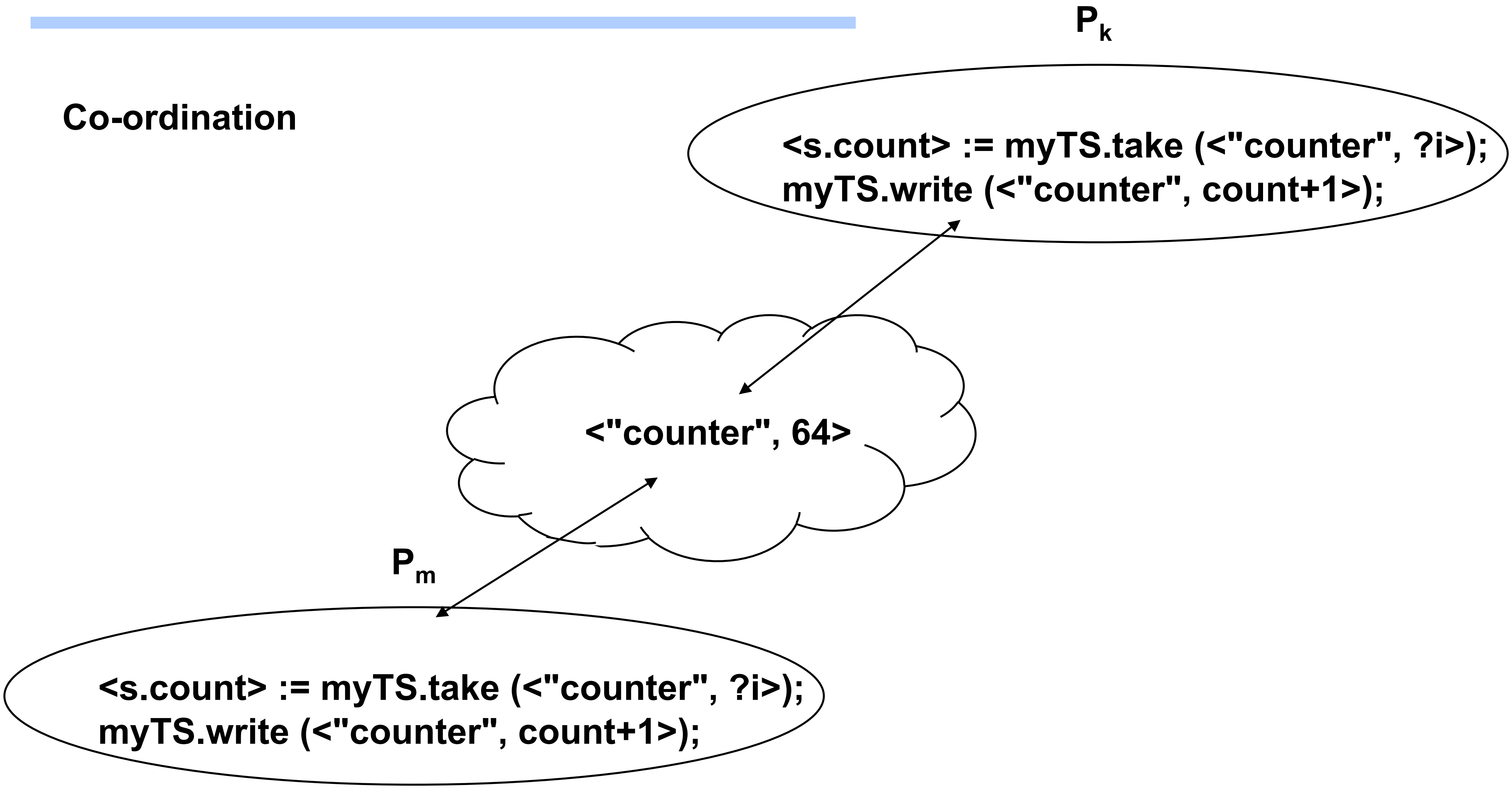
```
                   tuple has the same number of fields
           AND  types of fileds are equivalent
           AND  contents corresponds
```

Example:
<"distance´_sensor", "N", 23>
<"distance´_sensor", "E", 127>
<"distance´_sensor", "S", 127>
<"distance´_sensor", "W", 12>

in(<"distance_sensor", " ", ?i> : reads all distance sensors and removes their values from the space.
read(<"distance_sensor", S, ?i>: subsequent read blocks until new S-value has been put to the Space.

Shared Data Spaces

Co-ordination



P_k

```
<s.count> := myTS.take (<"counter", ?i>);
myTS.write (<"counter", count+1>);
```

<"counter", 64>

P_m

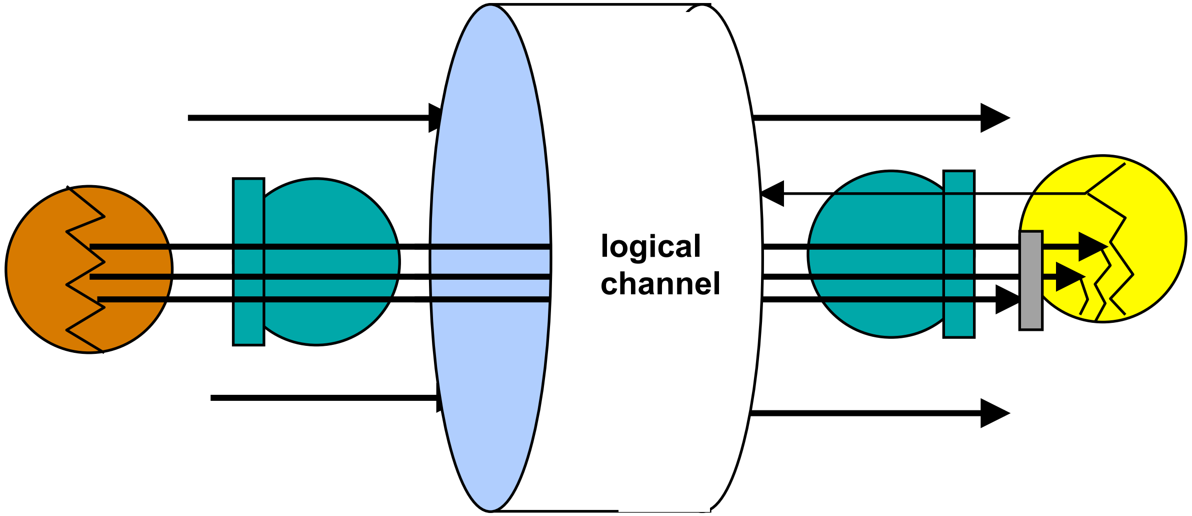
```
<s.count> := myTS.take (<"counter", ?i>);
myTS.write (<"counter", count+1>);
```

Shared Data Spaces

Immutable Data Storage:

- no write operation!
- "out" always adds a data element to the storage
- destructive "in" and non-destructive "read"
- consistency is preserved by ordering accesses
- examples: Linda, JavaSpaces

Publish/Subscribe



Relation: many-to-many

Coupling:

Space: none

Flow: none

Time: none

Examples:

Information Bus

NDDS

Real-Time P/S

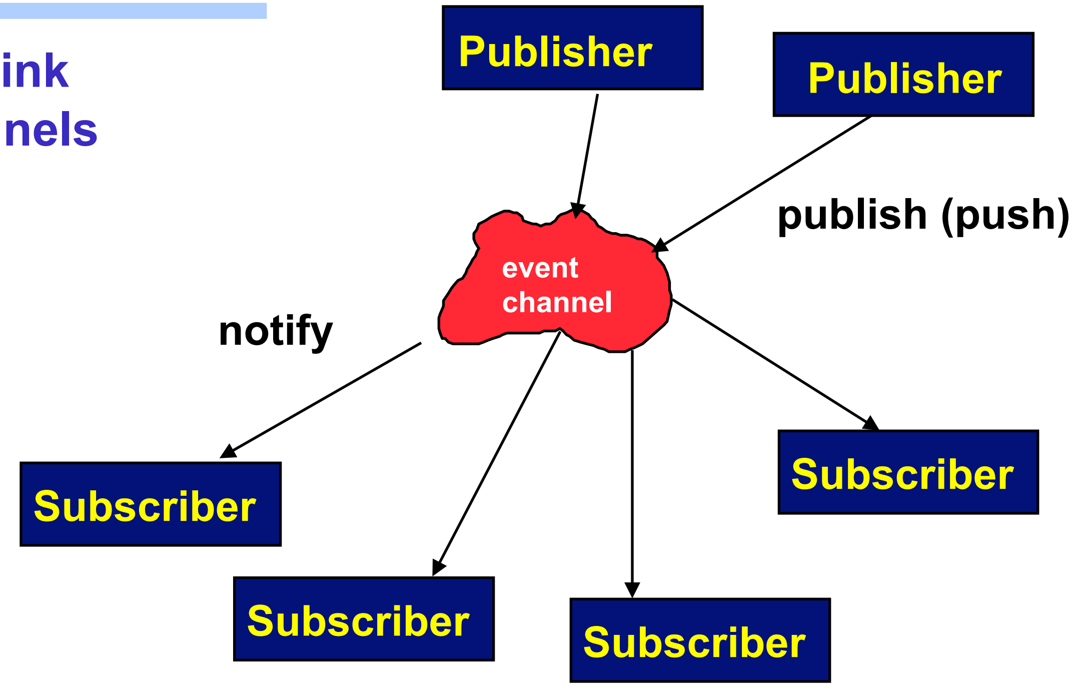
COSMIC

....

....

The Publisher/Subscriber Model

Principle: Keep control local and link systems via event channels



Information Bus *(Oki, Pfluegl, Siegel, Skeen)*
iBus *(Maffeis)*
Real-Time P/S *(Rajkumar, Gagliardi, Sha)*
NDDS *(Real-Time Innovations, Inc.)*
SIENA *(Carzanoga, Rosenblum, Wolf)*
Directed Diff. *(Intanagonwiwat, Govindan, Estrin)*

Many-to-many communication

Support for event-based spontaneous (generative) communication

Anonymous communication

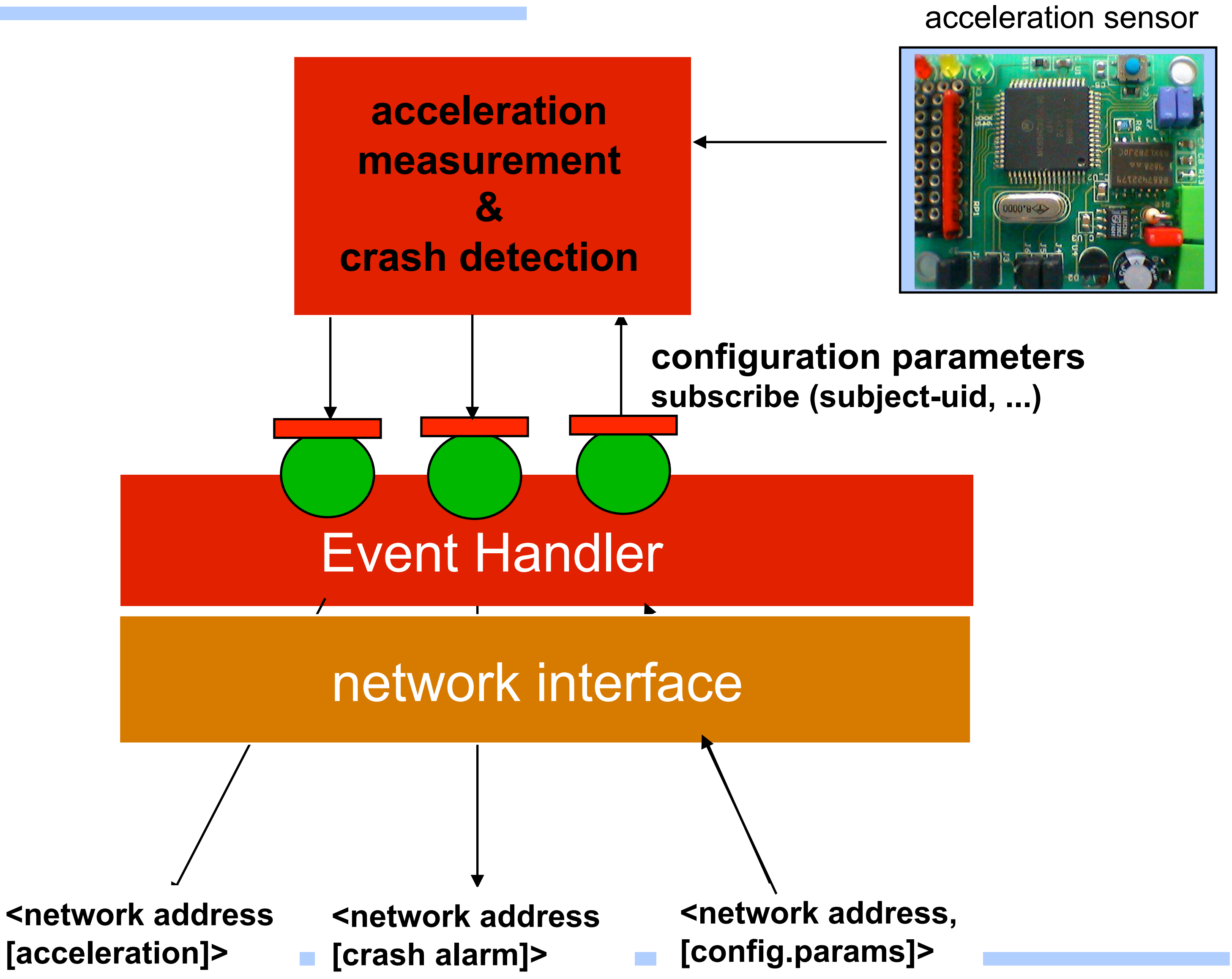
P/S in a smart sensor application

event: acceleration

publish (subject,attr., [acceleration]);

event: alarm

publish (subject, attr., [alarm]);



acceleration sensor

acceleration measurement & crash detection

configuration parameters

subscribe (subject-uid, ...)

Event Handler

network interface

<network address [acceleration]>

<network address [crash alarm]>

<network address, [config.params]>

Overview

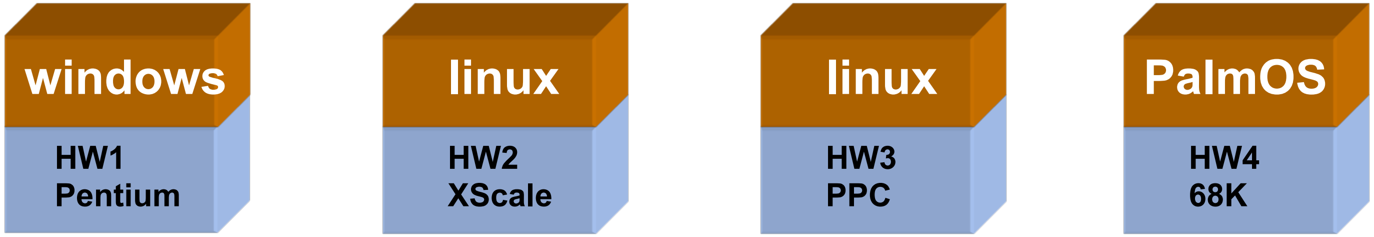
Abstraction	Space Coupling	Time Coupling	Flow Coupling
• Connected Sockets	Yes	Yes	Yes
• Unconnected Sockets	Yes	Yes	Consumer
• RPC	Yes	Yes	Consumer
• Oneway RPC	Yes	Yes	No
• async (Pull)	Yes	Yes	No
• async (Callback)	Yes	Yes	No
• Implicit Future	Yes	Yes	No
• Notifations (Observer Design Pattern)	Yes	Yes	No
• Tuple Spaces (Pull)	No	No	Consumer
• Message Queues (Pull)	No	No	Consumer
• Subject-Based P/S	No	may be	No
• Content-Based P/S	No	may be	No

What are the options?

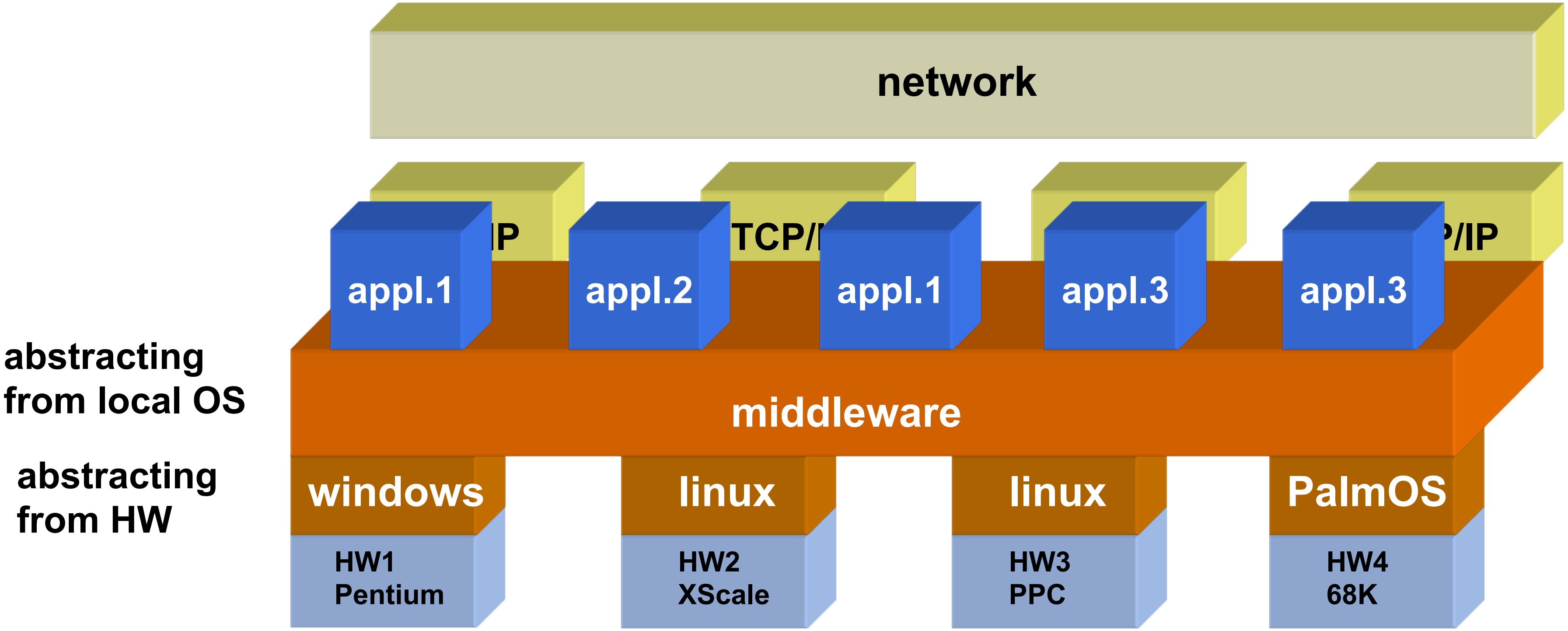
Communication model	Communication abstraction	Communication relation	Routing mechanism	Binding Time
message based	message	symmetric	address	design time
Remote procedure Call	invocation	client-server	address	design time
Distributed shared memory	memory cell	central	address	design time
Shared Data Spaces	object,tupel	central	contents	run time
Publish-Subscribe	event	Producer-consumer	contents/ subject	run time

Distributed system architecture

abstracting from HW



Distributed system architecture


network
IP
TCP/I
P/IP
appl.1
appl.2
appl.1
appl.3
appl.3
abstracting
from local OS
middleware
abstracting
from HW
windows
linux
linux
PalmOS
HW1
Pentium
HW2
XScale
HW3
PPC
HW4
68K