



# BROCCOLI



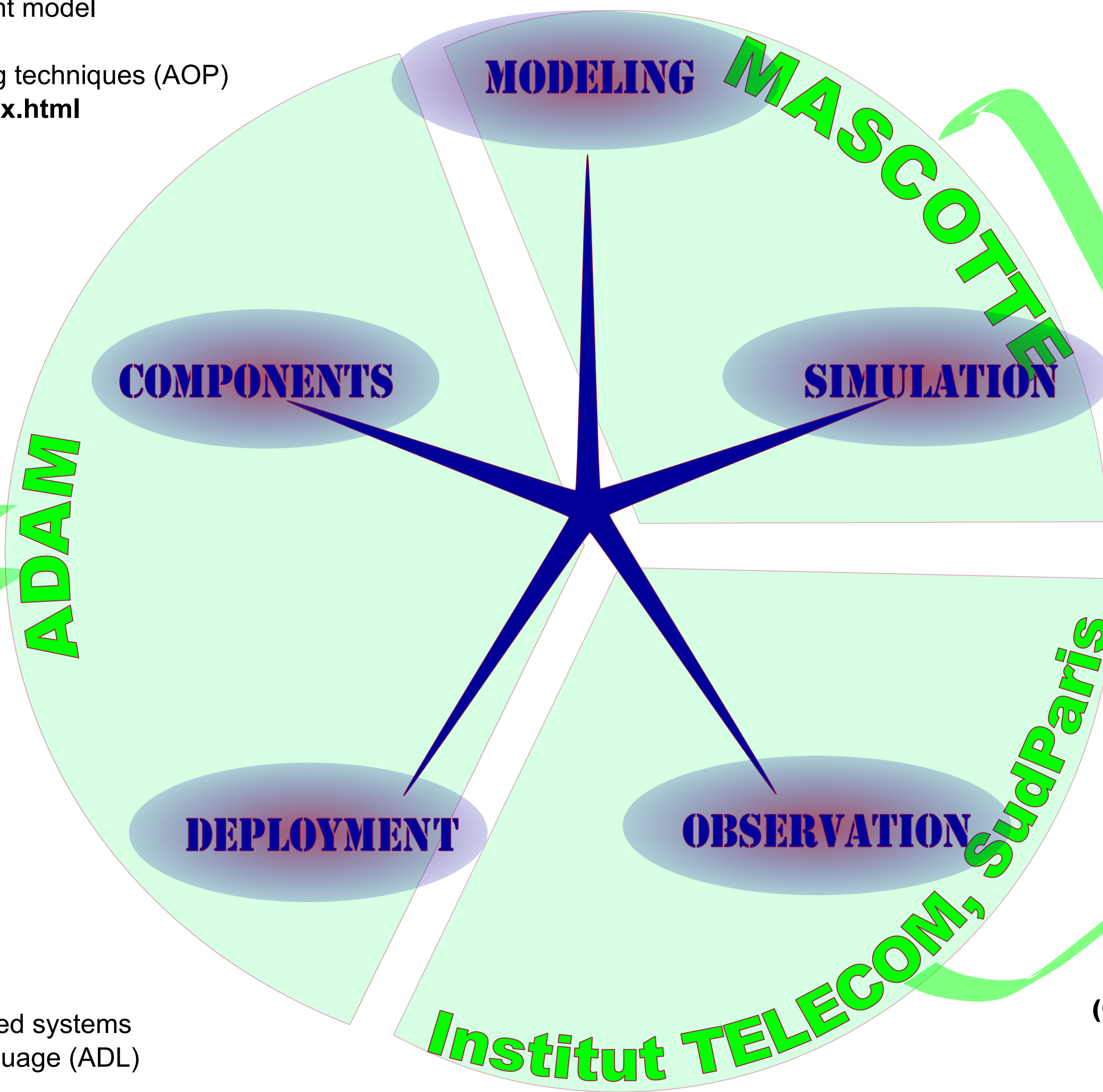
Building, instRumenting and depLOying Component-based arChitectures fOr Large-scale appLIcations  
(yet another Fractal project)

### Fractal/AOKell

- Implementation of the Fractal component model
- Component-based membranes
- Based on Aspect Oriented Programming techniques (AOP)
- <http://fractal.objectweb.org/aokell/index.html>

### Open Simulation Architecture (OSA)

- Environment for discrete-event simulations
- Modelisation & Simulation based on Fractal components
- Simulation engine located inside component membranes
- <http://osa.inria.fr/>



### Fractal Deployment Framework (FDF)

- Deployment of very large scale distributed systems
- Advanced Architecture Description Language (ADL)
- Based on the Fractal component model
- <http://fdf.gforge.inria.fr/>

### COSMOS

- (Context entities coMpositiOn and Sharing)
- Context Management Framework
  - Design of advanced observation architectures
  - Based on the Fractal component model
  - <http://picoforge.int-evry.fr/projects/svn/cosmos/>

Goals: share, integrate & solve issues

- Extreme separation of simulation concerns
- Design user-friendly languages to describe very large architectures
- Efficient deployment of very large scale component-based architectures
- Efficient handling of data sampling, processing, and storage

