
Distributed Components

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- ProActive-Fractal : main concepts
- Behaviour models for components
- Deployment, management, transformations
- Examples of properties

Fractive's components

- **FRACTAL** : Component* model specification, implemented using
- **ProActive** : Java library for distributed applications

= **Fractive**

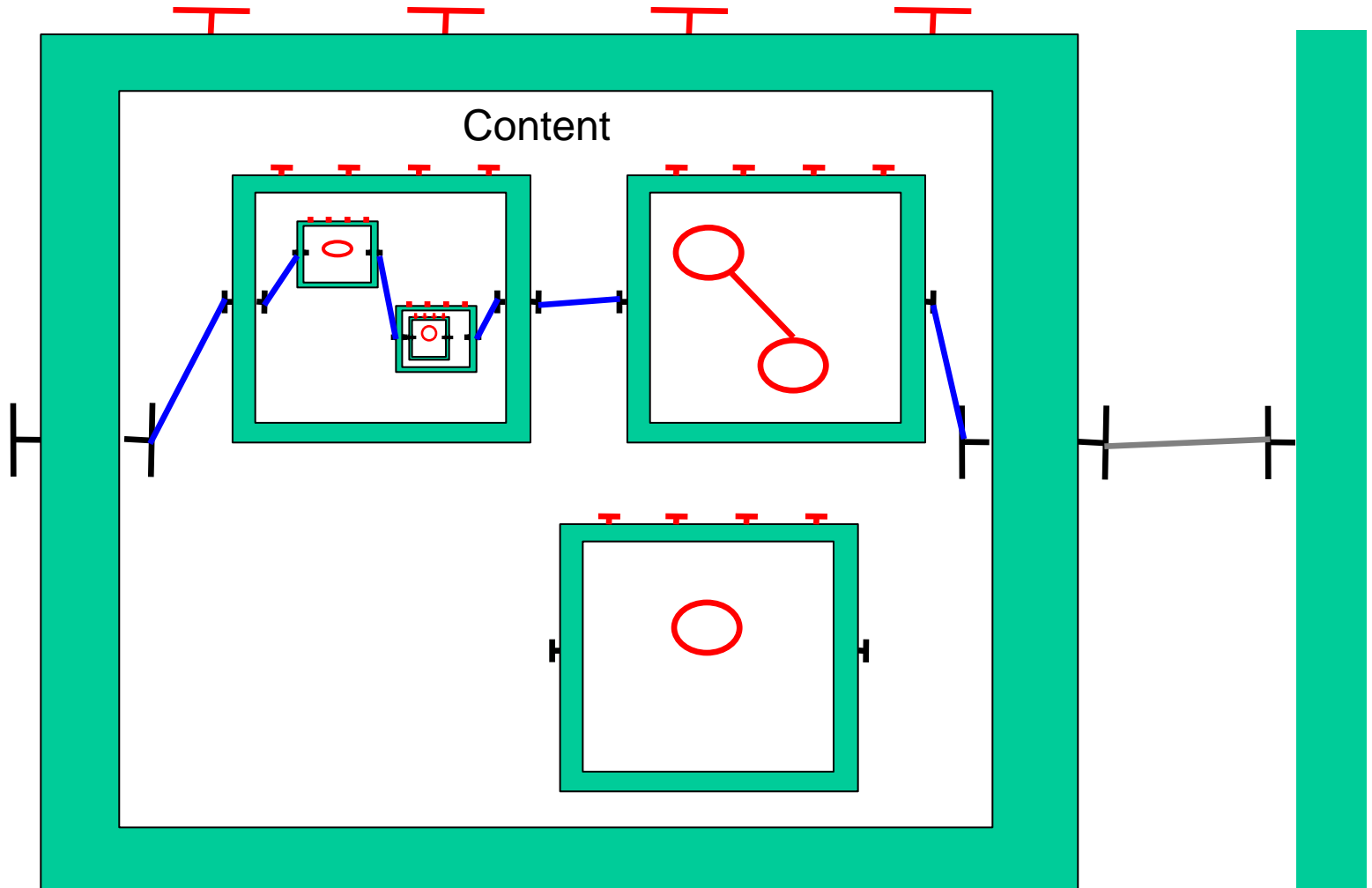
- Features:
 - Hierarchical Component Model
 - Separation of functionality / control
 - ADL description (Fractal's XML Schema/DTD)
 - Distributed components (from distributed objects)
 - Asynchronous method calls (non-blocking)
 - Strong Formal Semantics (ASP) => properties and guarantees

***Component :**

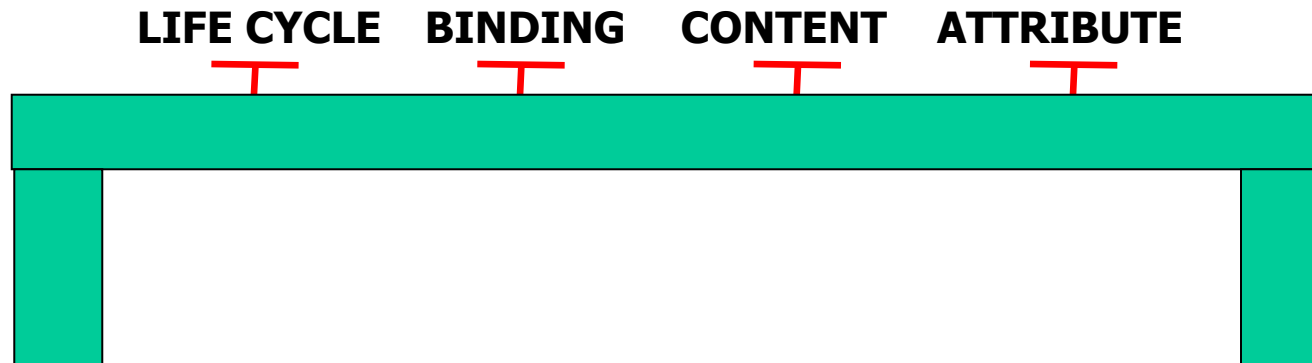
self-contained entity, with well-defined interfaces, reusable, composable (hierarchically)

Fractal's Components

LIFE CYCLE BINDING CONTENT ATTRIBUTE



Fractal's Components



Life-cycle : start / stop the component

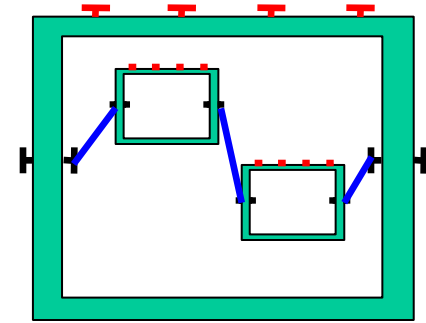
Binding : bind / unbind a connection between interfaces

Content : add / remove sub-components

Attribute : get set the value of attribute values

Fractive Behavioural model build

- Functional behaviour is known
 - Given by the user
 - Obtained by static analysis
- Non-functional & asynchronous behaviour is automatically added from the component's ADL
 - Automata within a synchronisation network, named controller
- Component's behaviour is the controller's synchronisation product



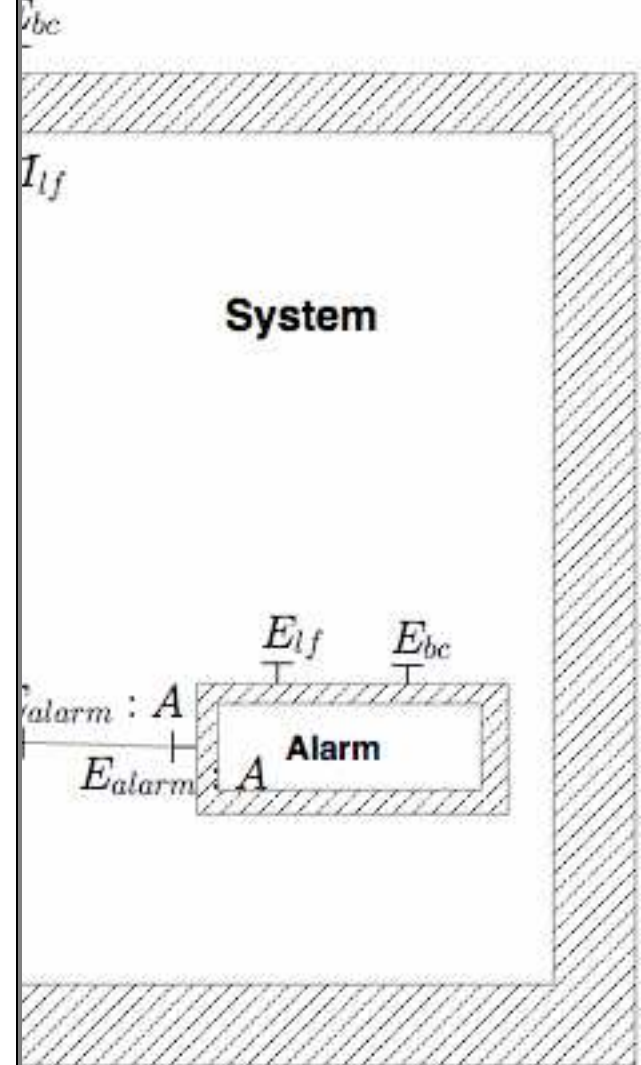
System example

```
<?xml version="1.0" encoding="ISO-8859-1" ?>
<!DOCTYPE .... >

<definition name="components.System">

  <component name="BufferSystem"
    definition="components.BufferSystem(3)">
    <interface name="alarm" role="client"
      signature="components.AlarmInterface"/>
  </component>

  <component name="Alarm">
    <interface name="alarm" role="server"
      signature="components.AlarmInterface"/>
    <content class="components.Alarm">
      <behaviour file="AlarmBehav"
        format="FC2Param"/>
    </content>
  </component>
  <binding client="BufferSystem.alarm"
    server="Alarm.alarm"/>
</definition>
```



Building the Models: Topology

```
<?xml version="1.0" encoding="ISO-8859-1" ?>  
<!DOCTYPE .... >
```

```
<component name="Buffer" components="components.BufferSystem" >
```

```
<component name="Buffer"  
<interface name="get" role="server"  
  signature="components.GetInterface"/>  
<interface name="put" role="server"  
  signature="components.PutInterface"/>  
<interface name="alarm" role="client"  
  signature="components.AlmInterface"/>  
<content class="components.Alarm">  
  <behaviour file="AlarmBehav"
```

```
<component name="Consumer "
```

```
<component name="Consumer"  
<interface name="buf" role="client"  
  signature="components.GetInterface"/>  
<content class="components.Consumer">  
  <behaviour file="ConsBehav"
```

```
<component name="Producer "
```

```
<component name="Producer"  
<interface name="buf" role="client"  
  signature="components.PutInterface"/>  
<content class="components.Consumer">  
  <behaviour file="ProdBehav"  
    format="FC2Param"/>  
</content>  
</component>
```

```
<binding client="Producer.buf" server="Buffer.put"/>  
<binding client="Consumer.buf" server="Buffer.get"/>  
<binding client="Buffer.alarm" server="alarm"/>  
</definition>
```

BufferSystem

Consumer

Buffer

Producer

Building

BufferSystem

Consumer

Producer

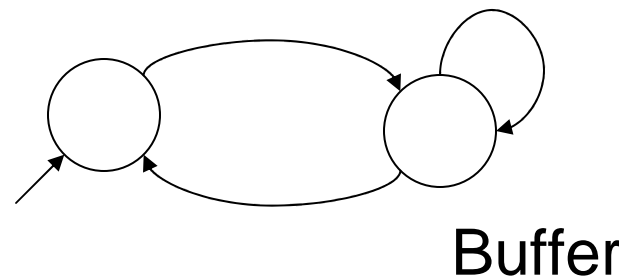
```
<component name="Buffer"
  <interface name="get" role="server"
    signature="components.GetInterface"/>
  <interface name="put" role="server"
    signature="components.PutInterface"/>
  <interface name="alarm" role="client"
    signature="components.AlmInterface"/>
  <content class="components.Buffer">
    <behaviour file="BufferBehav"
      format="FC2Param"/>
  </content>
</component>
```

● ?Q_get()

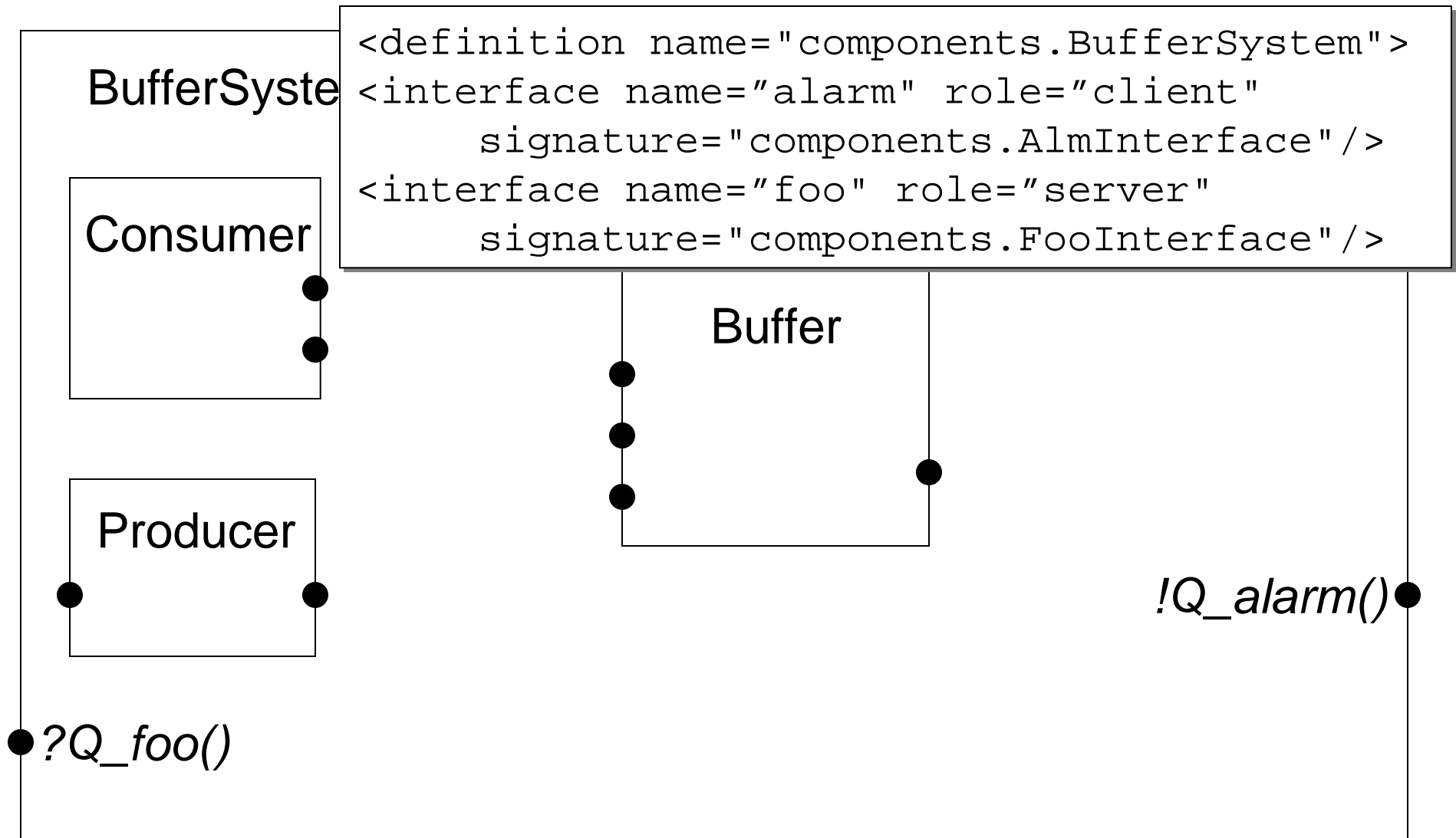
● !R_get(x)

● ?Q_put(y)

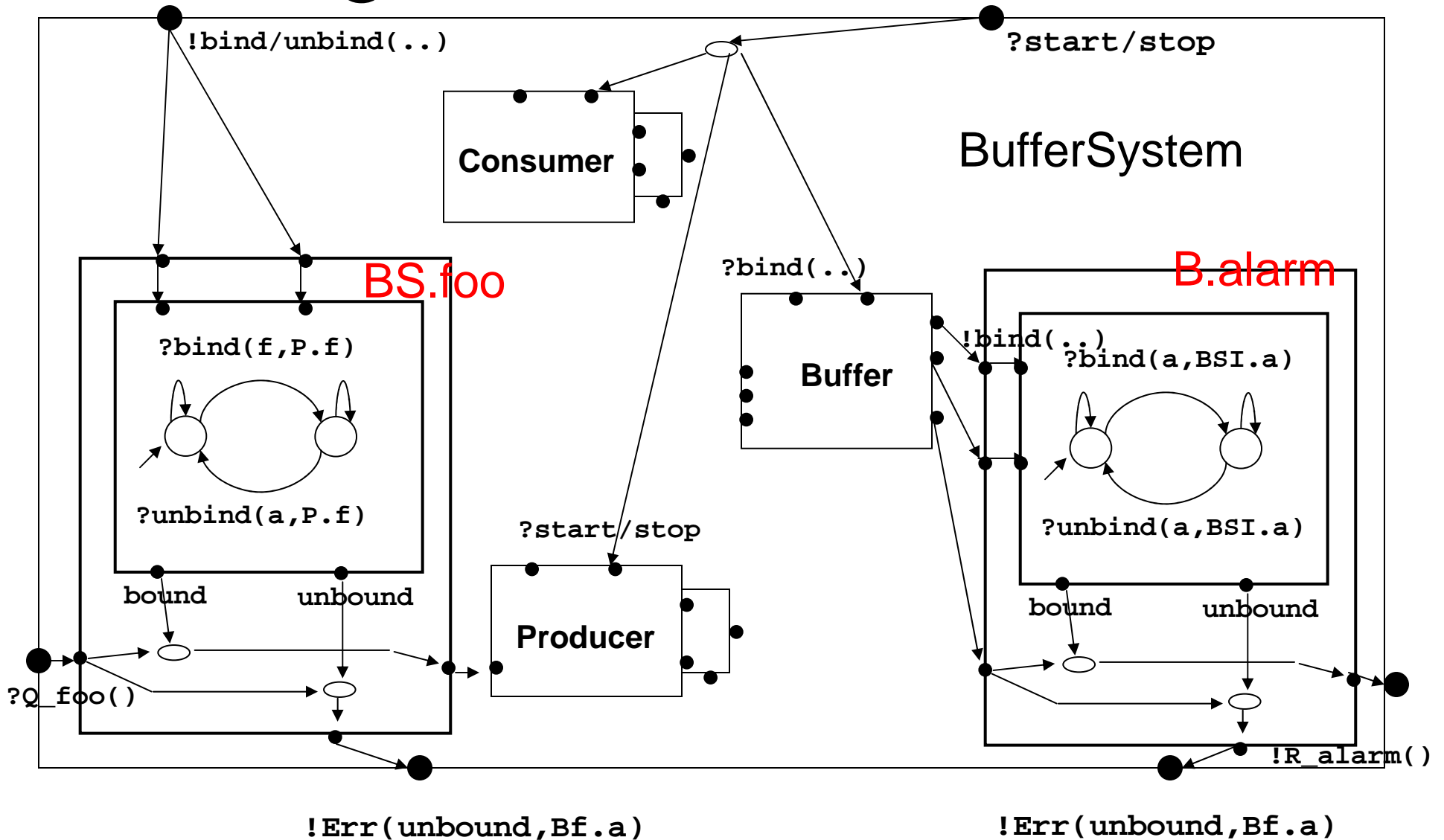
!Q_alarm() ●



Building the Models: Topology



Building the Models: Non-Functional Behaviour

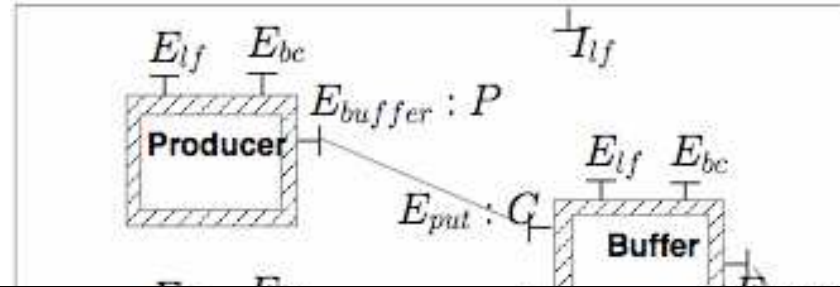


Building the Models: asynchronous behaviour

Component's Controller

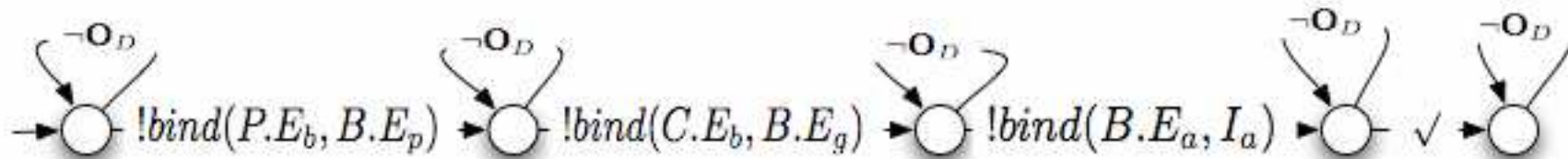
Static Automaton

- Deployment Automaton



```

<binding client="Producer.buf" server="Buffer.put" />
<binding client="Consumer.buf" server="Buffer.get" />
<binding client="Buffer.alarm" server="alarm" />
    
```



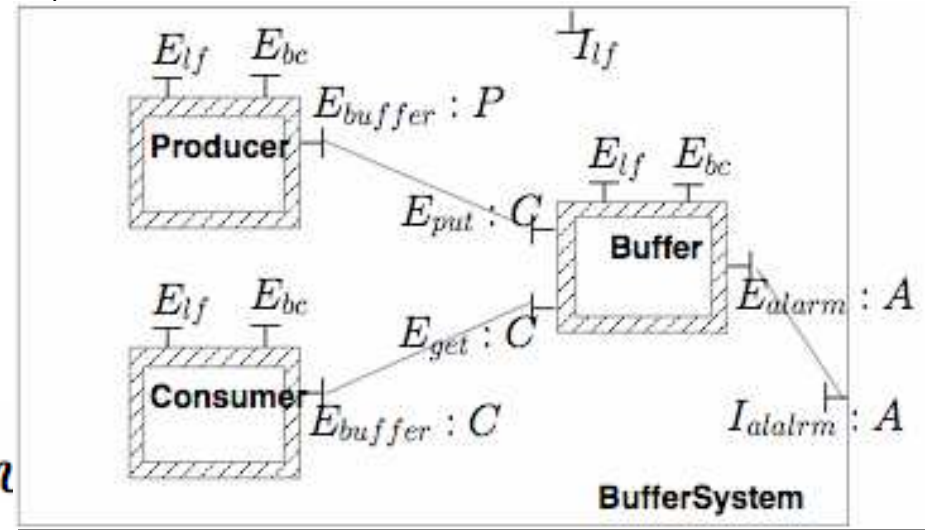
Static automaton = (Controller || Deployment)
 + *hiding & minimisation*

Properties Verification

(ACTL)

- Error absence

$AG_{tr\alpha}$



e.g. to start Buffer without linking alarm



Properties Verification

(regular μ -calculus)

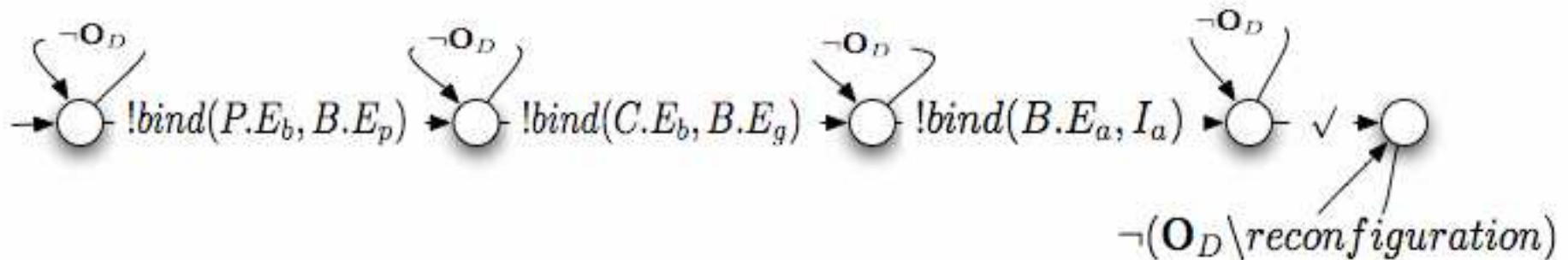
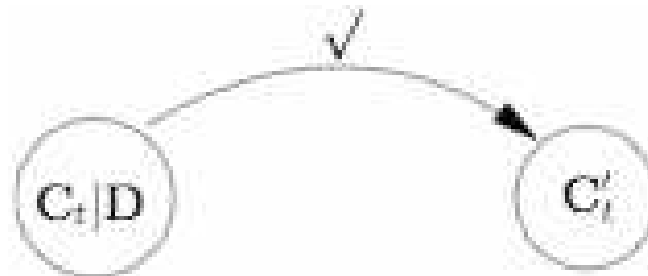
- Functional behaviour (on the static automaton)
 - Get from the buffer eventually gives an answer

$[\text{true}^*.\text{get_req}()] \mu X. (\langle \text{true} \rangle \text{true} \wedge [\neg \text{get_rep}()] X)$

Properties Verification

(regular μ -calculus)

- Functional under reconfiguration
 - reconfiguration actions are allowed after deployment



Properties Verification

(regular μ -calculus)

- Functional under reconfiguration
 - Future update (once the method served) independent of life-cycle or bindings reconfigurations
 - E.g:

[true*.get_req()] μX . (< true > true \wedge [\neg get_rep()] X)

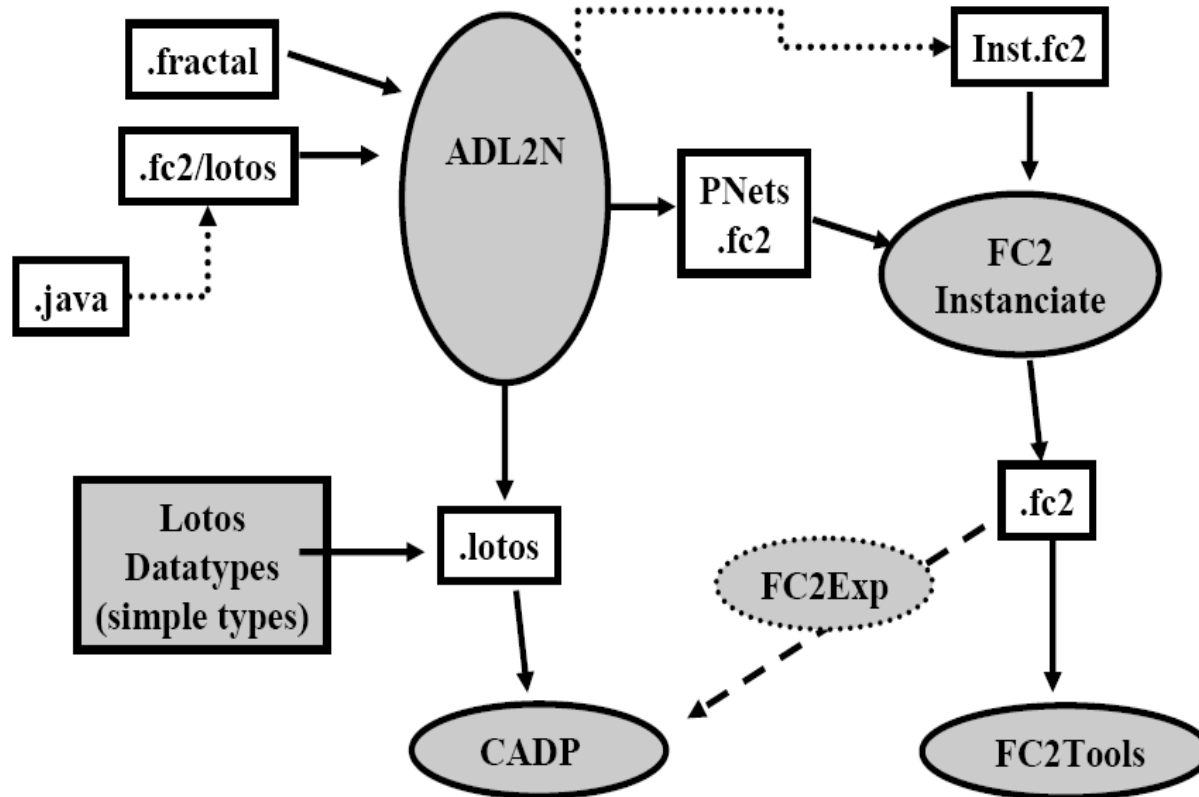
- Enabling:

?unbind(C.E_b, B.E_g)

?stop(C)

Vercors Platform

- Tool
 - Co
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on tools

Supported by FIACRE

An ACI-Security action of the French research ministry

Tools: Pragmatics

Avoiding state explosion

1. Distributed model generation (distributor, CADP) tion engines.
2. Reduced controllers based on deployment networks of
e format.
3. On-the-fly mixed with compositional hiding and minimisation ers.

More References

- Reference book:

Robin Milner: *Communication and Concurrency*
Prentice Hall, 1989.

- Research: Methods and Toolset for distributed applications and distributed components:

www-sop.inria.fr/oasis/Vercors