

Reflektiiviset väliojelmistot

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Sisältö

- ? Johdanto
- ? Väliojelmistot
- ? Reflektiivisyys
- ? Reflektiivinen väliojelmisto
- ? Seminaarin ohjelma

Johdanto

Trendejä

- › Hajautettuja / yhteentoimivia järjestelmiä
- › Sovellusten sopevuus erilaisiin ympäristöihin, tilanteisiin; räätälöityvyys
- › Sovellusten älykkyyss, havainnot käyttäjästä ja ympäristöstä vaikuttavat toimintaan

Vaatimuksia

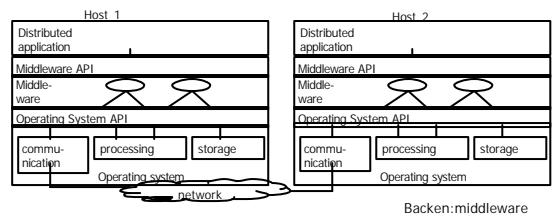
- › Ohjelmiston elinkaarikustannukset alas
- › Ohjelmistotuotannon vaativuus alas

Keinoja

- › Väliojelmistot korottavat abstraktiotasoa
- › Reflektiivisyys tukee erityispiirteiden tai muutosten soveltamista perussovellukseen tai toteutusympäristöön

Defining middleware

Middleware is a class of software technologies designed to help manage the complexity and heterogeneity inherent in distributed systems. It is defined as a layer of software above the operating system but below the application program that provides a common programming abstraction across a distributed system.

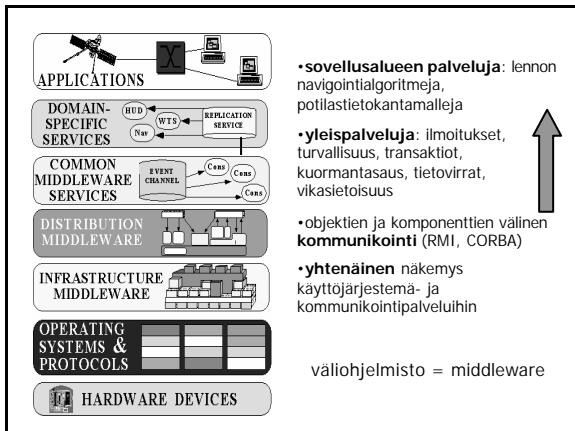


Roles of middleware

- ? Dual role
 - Communication glue between partners
 - Bridge between programmer and processor
- ? Dual tools
 - Services in the runtime environment = infrastructure, platform
 - Software engineering tools
 - › Programming language concepts, like objects, components, RPC, transactions, operations/methods/invocations
 - › Descriptive language support: IDL, UML, WSDL, ebXML, ...
 - › Generative and reuse tools
 - › Software engineering processes, product lines, ...
- In combinations: component frameworks, application servers, ...

Types of middleware

- ? **Transactional middleware**
 - IBM CICS, BEA Tuxedo, Transarc Encina
 - communication, storage, limited facilities for processing
- ? **Message oriented middleware, MOM**
 - IBM MQSeries, Sun Java Message Queue
 - communication, no processing, limited storage
- ? **Procedural middleware**
 - RPC variations
 - communication, processing, no storage
- ? **Object and component middleware**
 - CORBA, DCOM, Java RMI, EJB, SOAP, .NET
 - communication, processing, and storage



Reflection - Definition

- ? **Reflective system** is a system that is able to describe and manipulate itself or other related systems.
- ? **Computational reflection** is the behaviour exhibited by a reflective system, where a reflective system is a computational system which is about itself in a causally connected way.
 - Maes 1997
- ? **Metaprogramming** involves methods and tools for creating programs and methods for reading, writing and changing other programs.

Methods of reflection

- › Foundations
- › Metalogical reflection
- › Managing self-references
- › **Computational reflection**
 - Compile time: Shiba
 - › partial evaluation ; static and dynamic
 - › runtime code generation; deferred/dynamic compilation
 - Runtime: Smith, Maes
 - **Reflective programming languages with built-in metainterfaces**
 - Rewrite logic programming languages
- › Metaobject protocols and metaprogramming
- › aspect-oriented programming
- › open implementation style

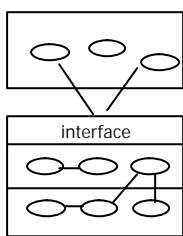
Terminology

- Reify/kuvata – to explicitly describe the system behaviour and rules
- Inspect/tutkia – to retrieve reified information
- Reflect/päättää – to make decisions as a result of inspection
- Adaptation/sopettaa – a change in system behaviour as a result of reflection
- Causally connected self-representation – a change in the self-representation causes immediate change in behaviour
- Metaobject reifies some aspects of an object
- Metaobject protocol specifies how (protocol or interface) metaobject can be accessed

Open implementation styles

Boxes

- black: generic solution, no user interference; heavy to run
- white: user uses internal pieces at will; complex to use
- open: common interface, user can change internals at will

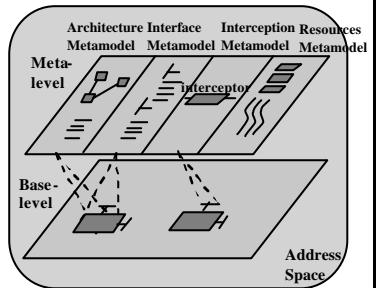


Styles of open box

- Procedural reflection – new code
- Declarative reflection – select existing code by parameters
 - compilation time
 - runtime
- Changes in interfaces & inspection

Reflective middleware - Definition

Reflective middleware is a middleware system that provides inspection and adaptation of its behaviour through an appropriate causally connected selfrepresentation.



Expectations on middleware

- ? Middleware able to cope with change
 - Applications are deployed in hostile and dynamic environments
 - Multimedia, Group communication, Realtime and embedded environment, Mobile and handheld computing
 - But there is a problem as conventional ORBs are static:
 - Fixed threading model, transport protocol: IOP (over TCP/IP), security strategy (typically no security), scheduling
- ? Middleware provides selfhealing systems
 - Fault-tolerance, replication groups, ...
 - Self-monitoring by injected monitors; adaptation by strategy selectors reacting to feedback from monitors; alternative strategies implemented as separate components or aspects
- ? Middleware provides for Context-aware applications
 - Device awareness (memory, battery power, screen size, internal resources),
 - Environment awareness (bandwidth, network connection, location, services in reach, external resources),
 - User and application profiles
 - Service levels: best effort, ... guaranteed

Solutions in reflective middleware

- ? Metainformation management services in middleware provide meta-level data
 - service trading, service types, system architectures
 - transparencies (location, migration, group, ...)
- ? Base-level objects/components can be managed in a framework of components and connectors
- ? Middleware services provide functions and metadata repositories declarations for open box manipulation

Seminaarin ohjelma

- ? Reflektiivisyyden peruskäsitteet
- ? Metatietojen hyväksikäytyö väliohjelmistoissa
- ? Perusmallit
 - mobilitetti, QoS, group management,
 - security
- ? Platformeja
- ? Arkkitehtuuripohjainen reflektiivisyys
- ? Yhteenvetoistunto - ryhmätyöskentelyä