

# SOFTWARE DEVELOPMENT

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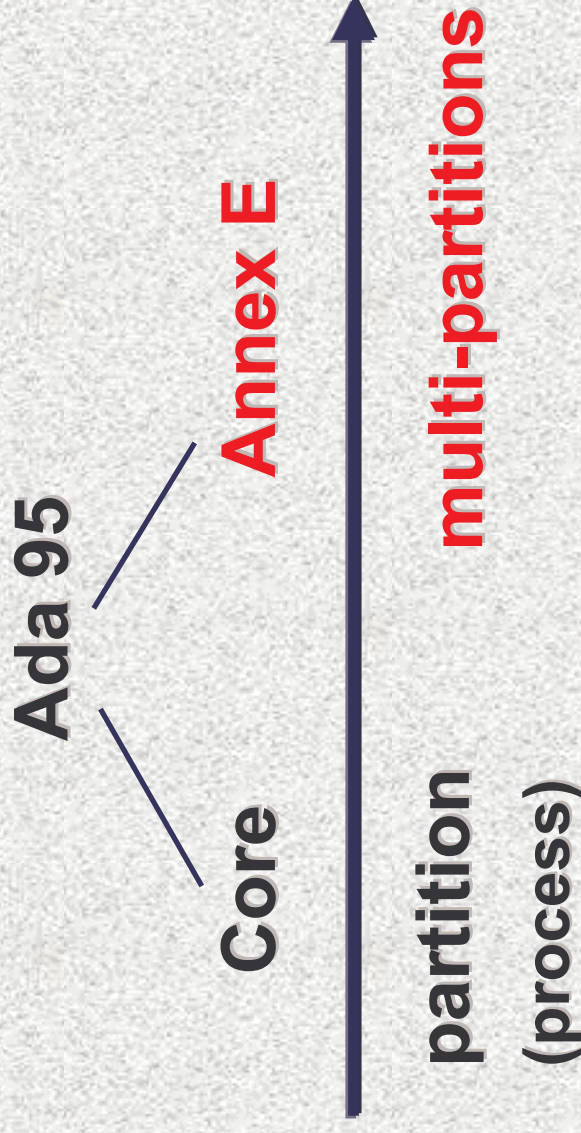
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# Ada 95 Distributed Systems Annex

# Ada 95 Distributed Programming



A partition comprises one or more Ada packages

# Supported Paradigms

- Client/Server Paradigm (RPC)
  - Synchronous / Asynchronous
  - Static / Dynamic
- Distributed Objects
- Shared Memory

# Ada Distributed Application

- No need for a separate interfacing language as in CORBA (IDL)
  - Ada is the IDL
- Some packages categorized using pragmas
  - Remote\_Call\_Interface (RCI)
  - Remote\_Types
  - Shared\_Passive (SP)
- All packages except RCI & SP duplicated on partitions using them

# Remote\_Call\_Interface (RCI)

- Allows subprograms to be called remotely
  - Statically bound RPCs
  - Dynamically bound RPCs  
(remote access to subprogram)

# Remote\_Types

- Allows the definition of a remote access types
  - Remote access to subprogram
  - Remote reference to objects  
(ability to do dynamically dispatching calls across the network)

# Shared\_Passive

- A Shared\_Passive package contains variables that can be accessed from distinct partitions
- Allows support of shared distributed memory
- Allows persistence on some implementations

# Building a Distributed App in Ada

95

1. Write app as if non distributed.
2. Identify remote procedures, shared variables, and distributed objects & **categorize** packages.
3. Build & test non-distributed application.
4. Write a configuration file for **partitioning** your app.
5. Build partitions & test distributed app.



# Remote\_Call\_Interface

## An Example

## Write App

```
package Types is  
  type Device is (Furnace, Boiler,...);  
  type Pressure is ...;  
  type Temperature is ...;  
end Types;
```

```
with Types; use Types;  
package Sensors is  
  function Get_P (D: Device) return Pressure;  
  function Get_T (D: Device) return Temperature;  
end Sensors;
```

```
with Types; use Types;  
with Sensors;  
procedure Client_1 is  
  P := Sensors.Get_P (Boiler);
```

```
with Types; use Types;  
with Sensors;  
procedure Client_2 is  
  T := Sensors.Get_T (Furnace);
```

## Categorize

```
package Types is
  pragma Pure;
  type Device is (Furnace, Boiler,...);
  type Pressure is ...;
  type Temperature is ...;
end Types;
```

```
with Types; use Types;
package Sensors is
  pragma Remote_Call_Interface;
  function Get_P (D:Device) return Pressure;
  function Get_T (D:Device) return Temperature;
end Sensors;
```

```
with Types; use Types;
with Sensors;
procedure Client_1 is
  P := Sensors.Get_P (Boiler);
```

```
with Types; use Types;
with Sensors;
procedure Client_2 is
  T := Sensors.Get_T (Furnace);
```

## Build & Test

```
package Types is
  pragma Pure;
  type Device is (Furnace, Boiler,...);
  type Pressure is ...;
  type Temperature is ...;
end Types;
```

```
with Types; use Types;
package Sensors is
  pragma Remote_Call_Interface;
  function Get_P (D:Device) return Pressure;
  function Get_T (D:Device) return Temperature;
end Sensors;
```

```
with Types; use Types;
with Sensors;
procedure Client_1 is
  P := Sensors.Get_P (Boiler);
```

## Build & Test

```
package Types is
  pragma Pure;
  type Device is (Furnace, Boiler,...);
  type Pressure is ...;
  type Temperature is ...;
end Types;
```

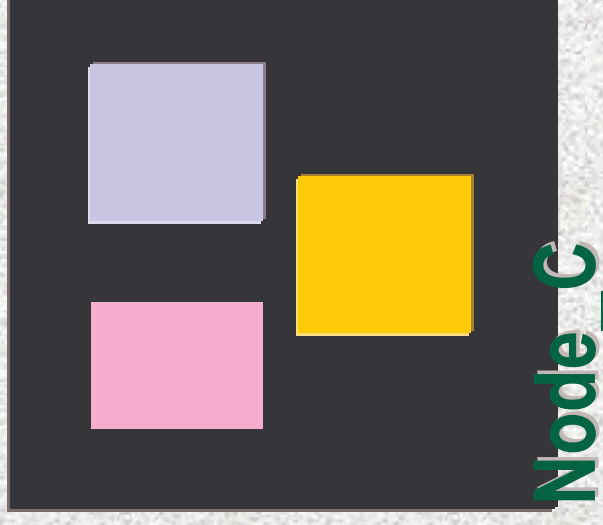
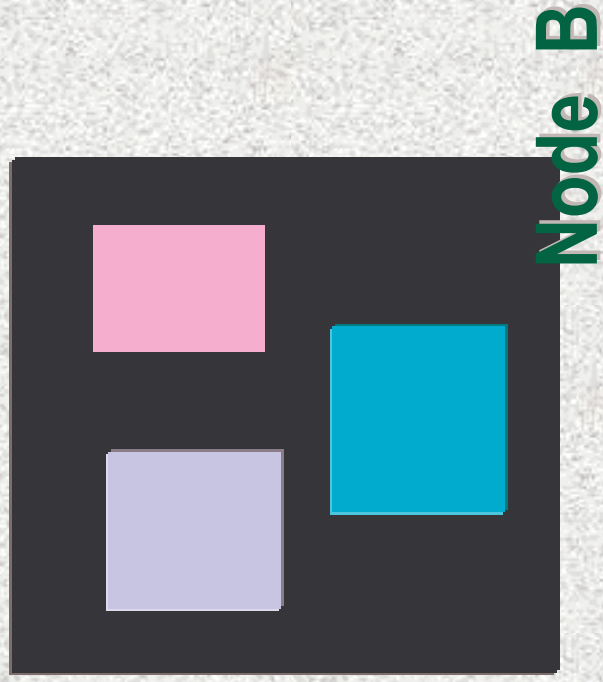
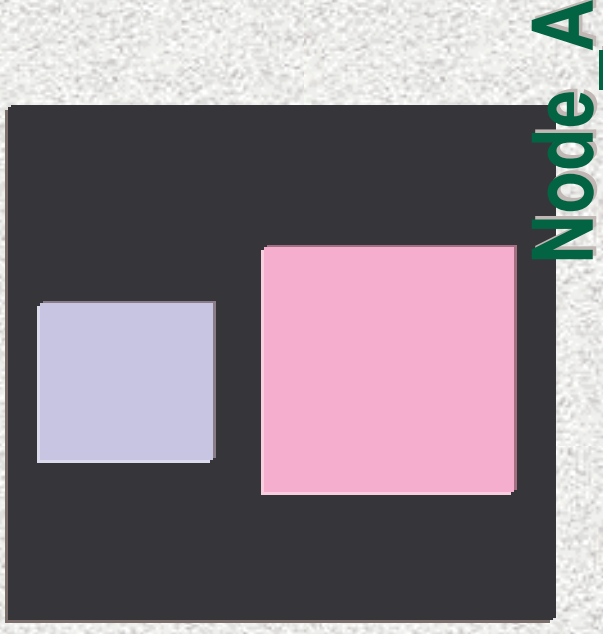
```
with Types; use Types;
package Sensors is
  pragma Remote_Call_Interface;
  function Get_P (D:Device) return Pressure;
  function Get_T (D:Device) return Temperature;
end Sensors;
```

```
with Types; use Types;
with Sensors;
procedure Client_2 is
  T := Sensors.Get_T (Furnace);
```

# Partition

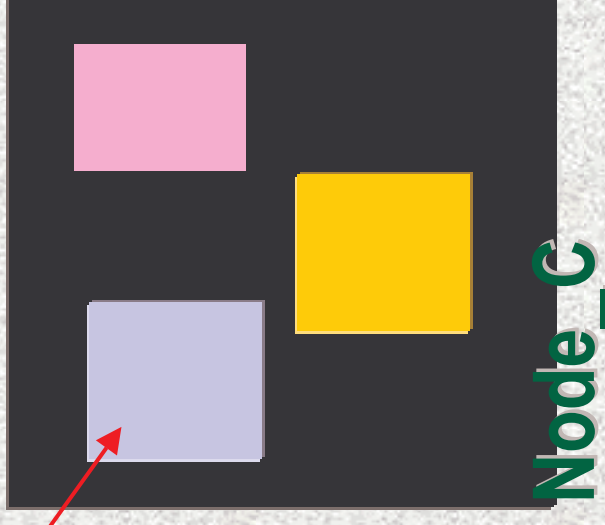
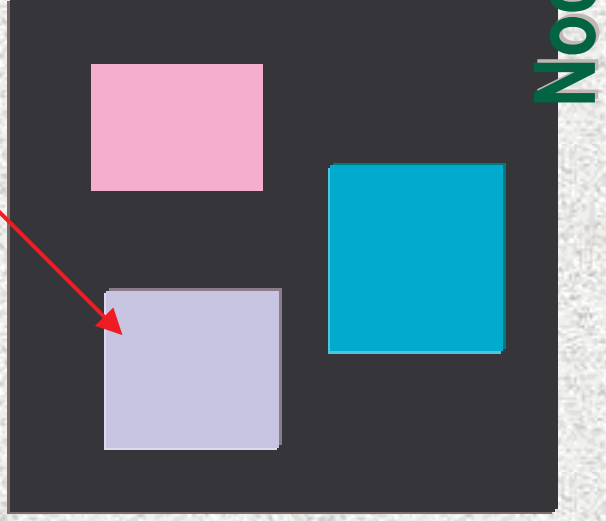
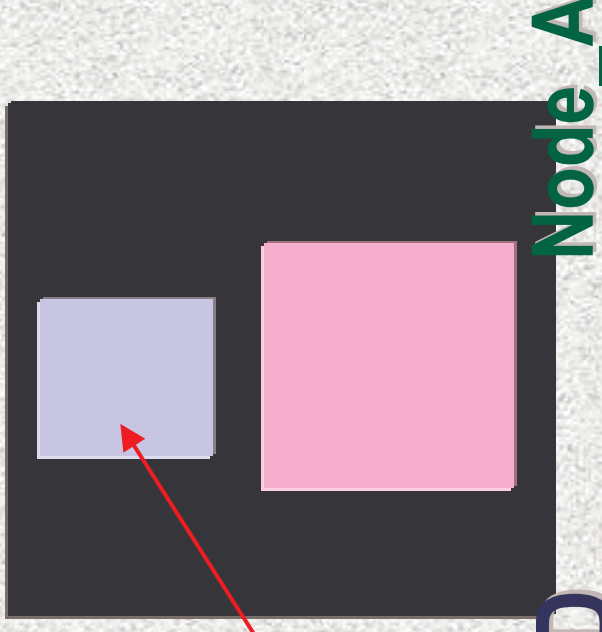
```
configuration Config_1 is  
Node_A : Partition := (Sensors);  
Node_B : Partition := (Client_1);  
Node_C : Partition := (Client_2);  
end Config_1;
```

# Partition

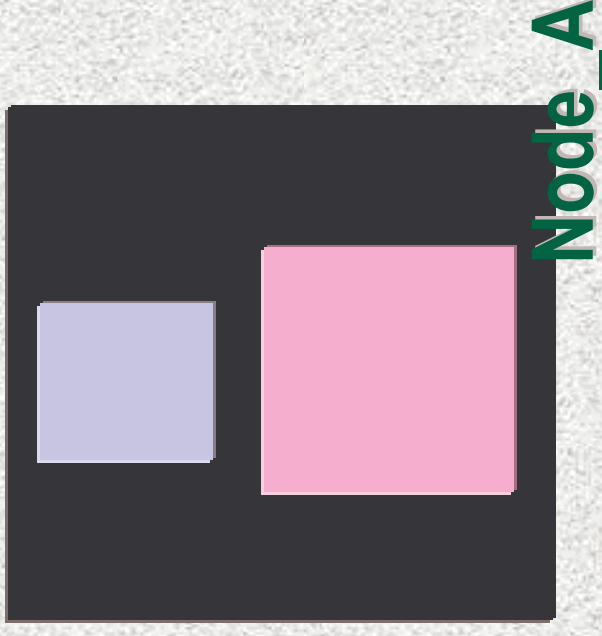


```
package Types is
  pragma Pure;
  type Device is ...;
  type Pressure is ...;
  type Temperature is ...;
end Types;
```

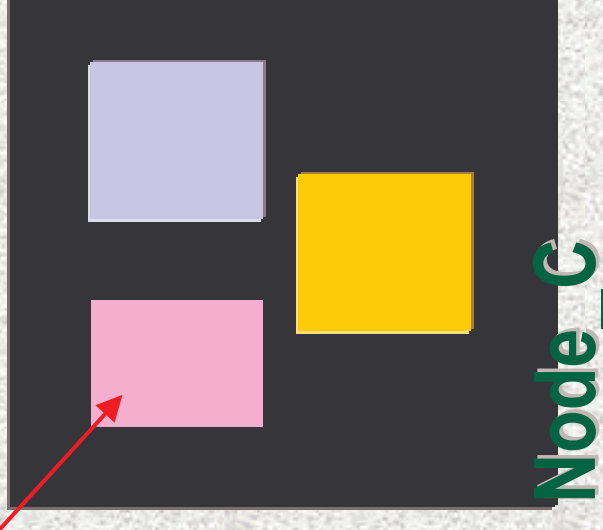
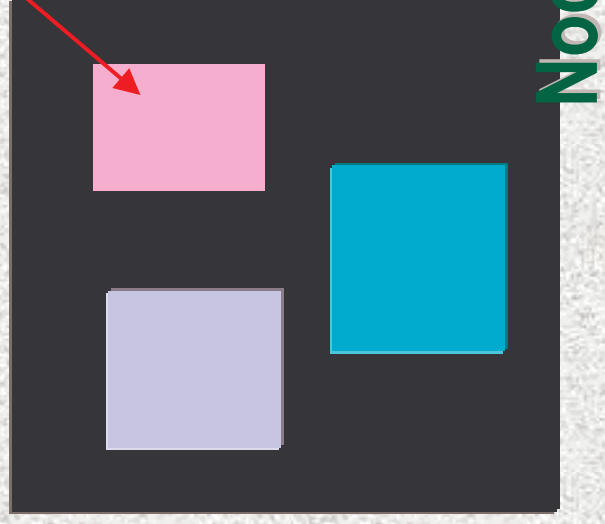
**DUPLICATED**



```
with Types; use Types;  
package Sensors is  
  pragma Remote_Call_Interface;  
  function Get_P(...) return Pressure;  
  function Get_T(...) return Temperature;  
end Sensors;
```



## STUBS



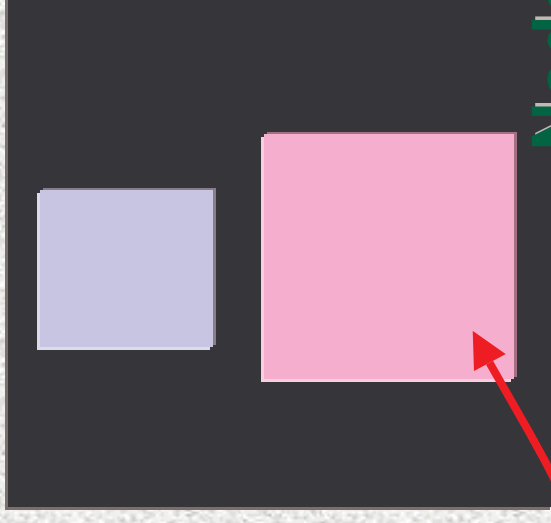
```
with Types; use Types;  
package Sensors is
```

```
  pragma Remote_Call_Interface;
```

```
  function Get_P(...) return Pressure;
```

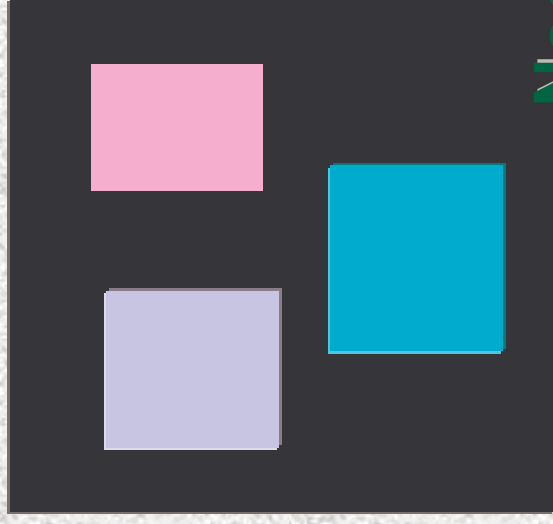
```
  function Get_T(...) return Temperature;
```

```
end Sensors;
```



**SKELETON**

**+ BODY**



..... Sensors.Get\_P (Boiler);

Sensors.Get\_P **Stub**

**Marshal Arguments**

Send

Node\_B

Sensors.Get\_P **body**

**Select body**

**Skeleton**

**Unmarshal Arguments**

Receive

Node\_A

# Asynchronous Procedure Calls

```
with Types; use Types;  
package Sensors is  
  pragma Remote_Call_Interface;  
  ...  
  procedure Log (D : Device; P : Pressure);  
  pragma Asynchronous (Log);  
end Sensors ;
```

- + returns immediately
- + exceptions are lost
- + parameters must be in

# Issues with asynchronous calls

```
with RCI1, RCI2;  
procedure Client is  
  RCI1.P (1); RCI2.P (2)
```

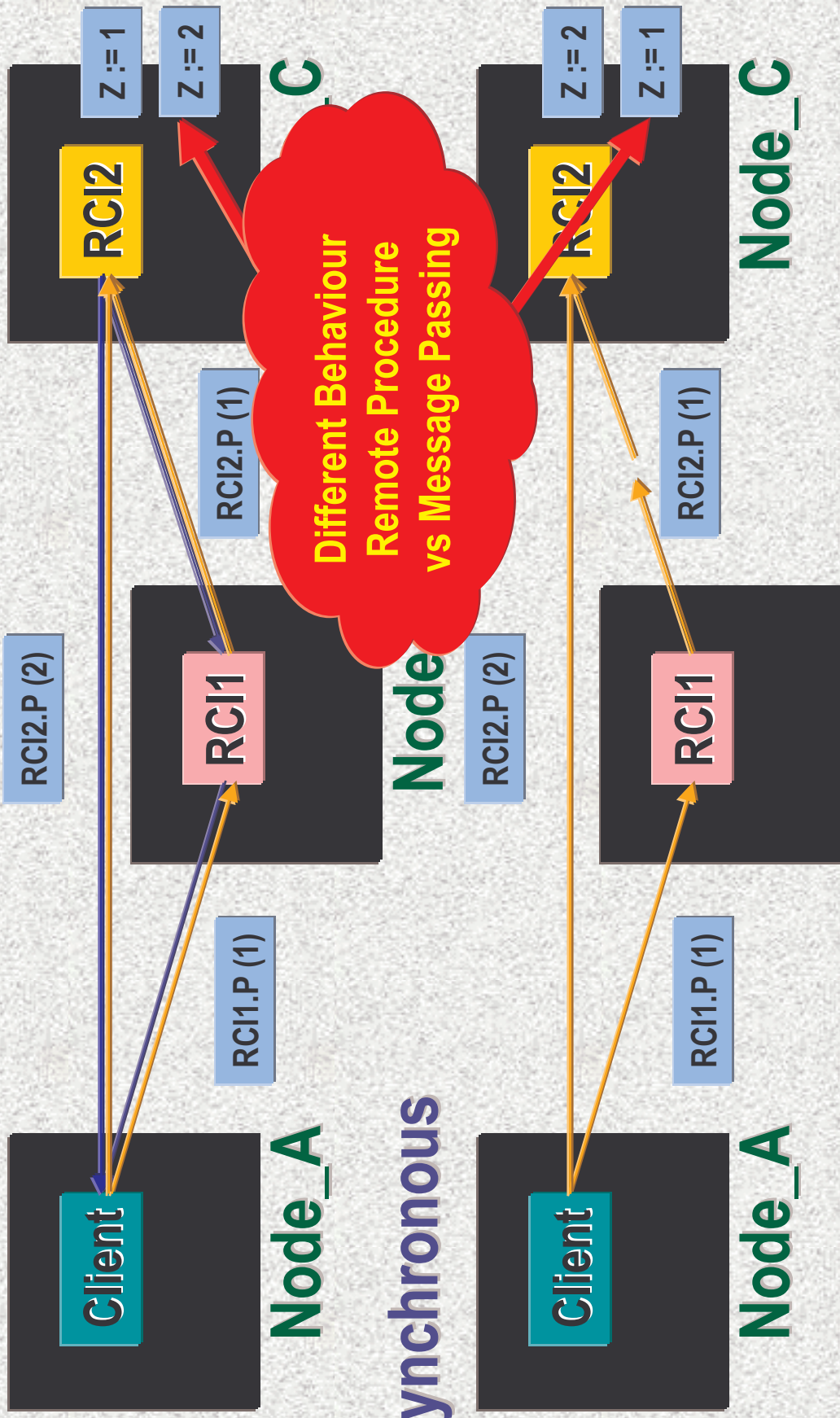
```
package RCI1 is  
  pragma Remote_Call_Interface;  
  procedure P (X : Integer);  
  pragma Asynchronous;  
end RCI1;
```

```
package RCI2 is  
  pragma Remote_Call_Interface;  
  procedure P (X : Integer);  
  pragma Asynchronous;  
end RCI2;
```

```
with RCI2;  
package body RCI1 is  
  procedure P (X : Integer) is  
  begin  
    RCI2.P (X);  
  end P;  
end RCI1;
```

```
package body RCI2 is  
  Z : Integer := 0;  
  procedure P (X : Integer) is  
  begin  
    Z := X;  
  end P;  
end RCI2;
```

# Synchronous vs Asynchronous



Asynchronous

Node\_B

Node\_C

Synchronous

Node

# Remote\_Types

## An Example

## Write App

```
package Alerts is
  type Alert is abstract tagged limited private;
  procedure Handle (A : access Alert);
  procedure Log (A : access Alert) is abstract;
private
  ...
end Alerts;
```

```
package Alerts.Pool is
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Alerts.Pool ;
```

```
with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;
```

```
package Alerts.Low is  
type Low_Alert is new Alert with private;  
procedure Log (A : access Low_Alert);  
private  
...  
end Alerts.Low;
```

```
with Alerts.Pool; use Alerts.Pool;  
package body Alerts.Low is  
...  
begin  
Register (new Low_Alert);  
end Alerts.Low;
```

```
package Alerts.Medium is
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log   (A : access Medium_Alert);
private
  ...
end Alerts.Medium;
```

```
with Alerts.Pool; use Alerts.Pool;
package body Alerts.Medium is
  ...
begin
  Register (new Medium_Alert);
end Alerts.Medium;
```

## Categorize

```
package Alerts is
  pragma Pure;
  type Alert is abstract tagged limited private;
  procedure Handle (A : access Alert);
  procedure Log (A : access Alert) is abstract;
private
```

```
package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Alerts.Pool ;
```

```
with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;
```

```
package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;
```

```
package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;
```

# Build & Test

```
package Alerts is
  pragma Pure;
  type Alert is abstract tagged limited private;
  procedure Handle (A : access Alert);
  procedure Log (A : access Alert) is abstract;
private
  ...
end Alerts;
```

```
package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;
```

```
package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;
```

```
package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Alerts.Pool ;
```

```
with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;
```

# Partition

```
configuration Config_2 is  
  Node_AL : Partition := (Alerts.Low);  
  Node_AM : Partition := (Alerts.Medium);  
  Node_B  : Partition := (Alerts.Pool);  
  Node_C  : Partition := (Process_Alerts);  
end Config_2;
```

# What Happens When Executing the Distributed Program ?

```

package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;

```

## Node\_AL

```

package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;

```

## Node\_AM

### Step 1: A Low\_Alert object in Node\_AL registers itself with Node\_B

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

## Node\_B

```

with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;

```

## Node\_C

```

package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;

```

## Node\_AL

```

package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;

```

## Node\_AM

### Step 2: A Medium\_Alert object in Node\_AM registers itself with Node\_B

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

## Node\_B

```

with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;

```

## Node\_C

```

package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;

```

## Node\_AL

```

package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;

```

## Node\_AM

### Step 3: Process\_Alerts in Node\_C does an RPC to Get\_Alert in Node\_B

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

## Node\_B

```

with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;

```

## Node\_C

```

package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;

```

## Node\_AL

```

package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;

```

## Node\_AM

### Step 4: Get\_Alert returns a pointer to an Alert object (Low\_Alert or Medium\_Alert)

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

## Node\_B

```

with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;

```

## Node\_C

```

package Alerts.Low is
  pragma Remote_Types;
  type Low_Alert is new Alert with private;
  procedure Log (A : access Low_Alert);
private
  ...
end Alerts.Low;

```

## Node\_AL

```

package Alerts.Medium is
  pragma Remote_Types;
  type Medium_Alert is new Alert with private;
  procedure Handle (A : access Medium_Alert);
  procedure Log (A : access Medium_Alert);
private
  ...
end Alerts.Medium;

```

## Node\_AM

**Step 5: Node\_C performs a dispatching RPC. It calls Handle in Node\_AL or Node\_AM**

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

## Node\_B

```

with Alerts, Alerts.Pool; use Alerts;
procedure Process_Alerts is
begin
  loop
    Handle (Pool.Get_Alert);
  end loop;
end Process_Alerts;

```

## Node\_C

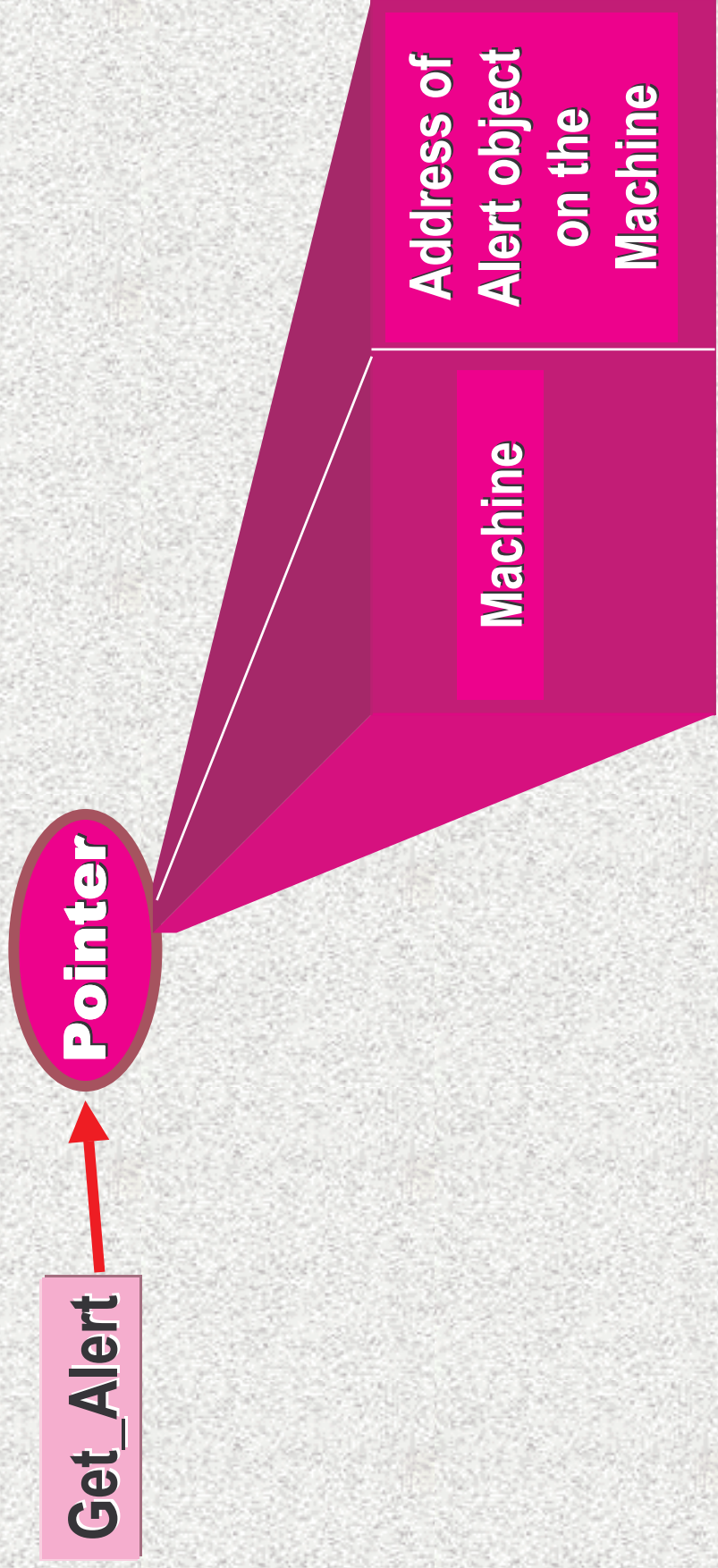
# Asynchronous Method Invocation

```
package Alerts.Pool is
  pragma Remote_Call_Interface;
  type Alert_Ref is access all Alert'Class;
  pragma Asynchronous (Alert_Ref);
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Alerts.Pool;
```

```
package Alerts is
  pragma Pure;
  type Alert is abstract tagged limited private;
  procedure Handle (A : access Alert);
  procedure Log (A : access Alert) is abstract;
private
  ""
end Alerts;
```

- + returns immediately
- + exceptions are lost
- + parameters must be in

# What Does Get\_Alert Return ?



# Remote Access to Class Wide Type

- **At compile time:**
  - **You do not know what operation you'll dispatch to**
  - **On what node that operations will be executed on**

# Shared\_Passive

## An Example

# Shared Data

```
with Types; use Types;
package Sensors is
  pragma Shared_Passive;
  type State is record
    Open : Boolean := False;
    P     : Pressure := 0;
    T     : Temperature := 0;
  end record;
  States : array (1 .. 16) of State;
protected Controller is
  procedure Open (I : out Natural);
  procedure Close (I : in Natural);
end Controller;
end Sensors;
```

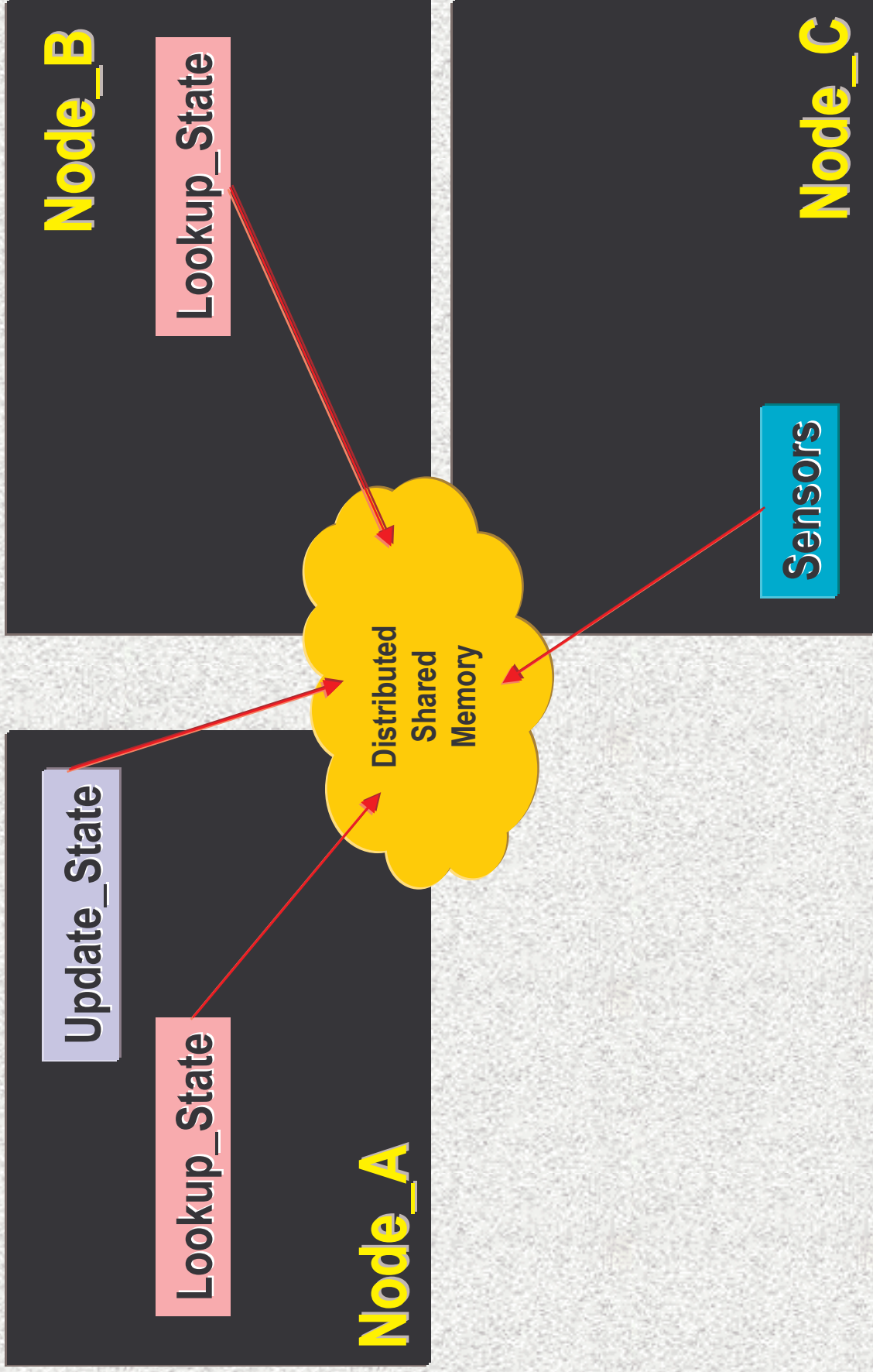
```
with Sensors; use Sensors;
procedure Update_State is
  S: Natural;
begin
  Controller.Open (S);
  while Active loop
    States (S) := Get_State;
  end loop;
  Controller.Close (S);
end Update_State;
```

+ shared objects

+ shared objects  
+ atomic operations

```
configuration Config_3 is  
  Producer : Partition := (Update_State);  
  Consumer : Partition := (Lookup_State);  
  Whiteboard : Partition := (Sensors);  
end Config_3;
```

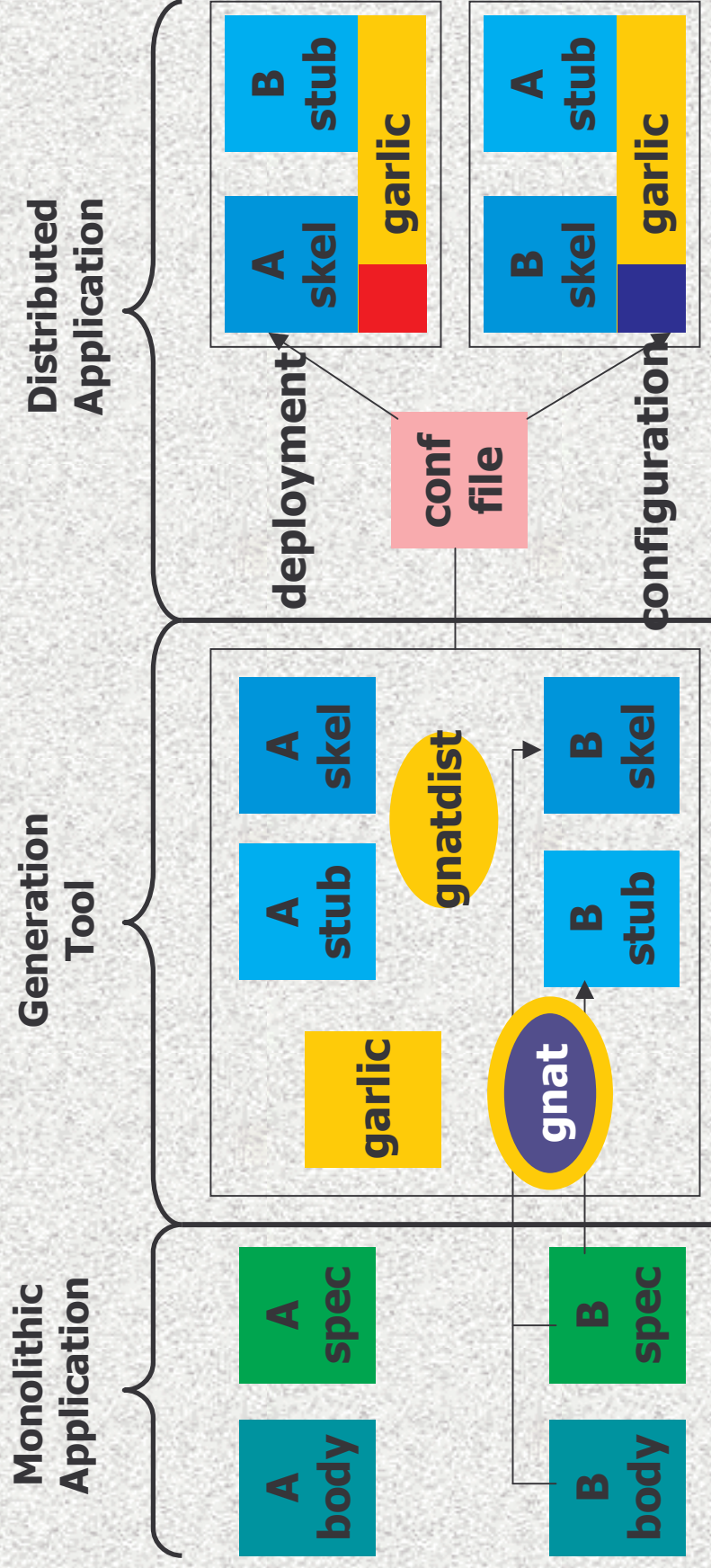
# What Happens When Sharing Data ?



# Partitioning Tool GLADE

- GNAT compiler
  - check categorized packages
  - generate stubs and skeletons
- GARLIC middleware
  - process request (invocation, abortion, exception, ...)
  - provide internal services (naming, termination, ...)
- GNATDIST partitioning tool
  - configure transport protocols or storage supports
  - configure run-time (concurrent requests, task pools, ...)
  - configure components (filters, versioning, termination, ...)

# How to partition a distributed application



# Conclusions

- **Ada Distributed Systems Annex**
  - Close to RMI (Ada talking to Ada)
  - Many distribution mechanisms
    - Message Passing (Asynchronous Remote Invocation)
    - Remote Procedures
    - Remote Objects
    - Shared Objects
- **GLADE**
  - Distribution code generation
  - Middleware configuration
  - Distributed application smart deployment