



Lecture 23: Software Architectures

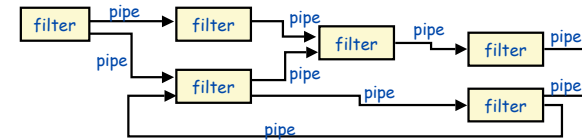
→ Architectural Styles

- ↳ Pipe and filter
- ↳ Object oriented:
 - > Client-Server; Object Broker
- ↳ Event based
- ↳ Layered:
 - > Designing Layered Architectures
- ↳ Repositories:
 - > Blackboard, MVC
- ↳ Process control



Pipe-and-filter

Source: Adapted from Shaw & Garlan 1996, p21-2. See also van Vliet, 1999 Pp266-7 and p279



→ Examples:

- ↳ UNIX shell commands
- ↳ Compilers:
 - > Lexical Analysis -> parsing -> semantic analysis -> code generation
- ↳ Signal Processing

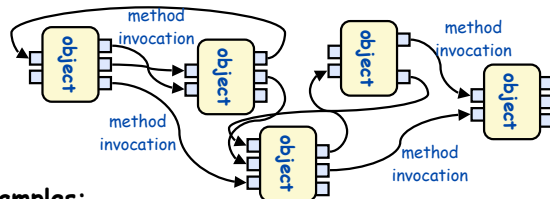
→ Interesting properties:

- ↳ filters don't need to know anything about what they are connected to
- ↳ filters can be implemented in parallel
- ↳ behaviour of the system is the composition of behaviour of the filters
 - > specialized analysis such as throughput and deadlock analysis is possible



Object Oriented Architectures

Source: Adapted from Shaw & Garlan 1996, p22-3.



→ Examples:

- ↳ abstract data types

→ Interesting properties

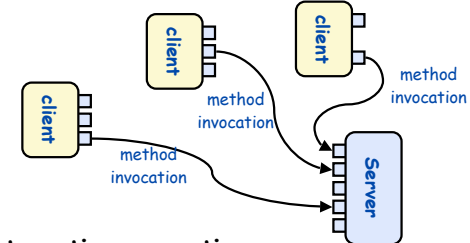
- ↳ data hiding (internal data representations are not visible to clients)
- ↳ can decompose problems into sets of interacting agents
- ↳ can be multi-threaded or single thread

→ Disadvantages

- ↳ objects must know the identity of objects they wish to interact with



Variant 1: Client Server



→ Interesting properties

- ↳ Is a special case of the previous pattern object oriented architecture
- ↳ Clients do not need to know about one another

→ Disadvantages

- ↳ Client objects must know the identity of the server

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Variant 2: Object Brokers

```

    graph LR
      C1[client] --> B[broker]
      C2[client] --> B
      C3[client] --> B
      B --> S1[server]
      B --> S2[server]
  
```

→ **Interesting properties**

- ☞ Adds a broker between the clients and servers
- ☞ Clients no longer need to know which server they are using
- ☞ Can have many brokers, many servers.

→ **Disadvantages**

- ☞ Broker can become a bottleneck
- ☞ Degraded performance

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Broker Architecture Example

```

    sequenceDiagram
      participant Client as :Client
      participant Proxy as :ClientSide Proxy
      participant Broker as :Broker
      participant ServerProxy as :ServerSide Proxy
      participant Server as :Server

      Client->>Proxy: callServer()
      Proxy->>Broker: sendRequest()
      Broker->>Proxy: packData()
      Proxy->>Broker: sendRequest()
      Broker->>ServerProxy: findServer()
      Broker->>ServerProxy: requestService()
      ServerProxy->>Server: service()
      Server->>ServerProxy: packData()
      ServerProxy->>Broker: sendResponse()
      Broker->>Proxy: sendResponse()
      Proxy->>Client: unPackData()
  
```

Possible process boundaries

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Event based (implicit invocation)

Source: Adapted from Shaw & Garlan 1996, p23-4. See also van Vliet, 1999 Pp264-5 and p278

```

    graph TD
      A1[agent] -- announce event --> BM((broadcast medium))
      A2[agent] -- announce event --> BM
      A3[agent] -- announce event --> BM
      A4[agent] -- announce event --> BM
      BM -- listen for event --> A1
      BM -- listen for event --> A2
      BM -- listen for event --> A3
      BM -- listen for event --> A4
  
```

→ **Examples**

- ☞ debugging systems (listen for particular breakpoints)
- ☞ database management systems (for data integrity checking)
- ☞ graphical user interfaces

→ **Interesting properties**

- ☞ announcers of events don't need to know who will handle the event
- ☞ Supports re-use, and evolution of systems (add new agents easily)

→ **Disadvantages**

- ☞ Components have no control over ordering of computations

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Layered Systems

Source: Adapted from Shaw & Garlan 1996, p25. See also van Vliet, 1999, p281.

```

    graph TD
      Users[users] --- AL[application layer]
      AL --- Utilities[utilities]
      Utilities --- Kernel[kernal]
  
```

→ **Examples**

- ☞ Operating Systems
- ☞ communication protocols

→ **Interesting properties**

- ☞ Support increasing levels of abstraction during design
- ☞ Support enhancement (add functionality) and re-use
- ☞ can define standard layer interfaces

→ **Disadvantages**

- ☞ May not be able to identify (clean) layers

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Variant: 3-layer data access

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Open vs. Closed Layered Architecture

→ **closed architecture**

- each layer only uses services of the layer immediately below;
- Minimizes dependencies between layers and reduces the impact of a change.

→ **open architecture**

- a layer can use services from any lower layer.
- More compact code, as the services of lower layers can be accessed directly
- Breaks the encapsulation of layers, so increase dependencies between layers

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How many layers?

→ **2-layers:**

- application layer
- database layer
- e.g. simple client-server model

→ **3-layers:**

- separate out the business logic
- helps to make both user interface and database layers modifiable

→ **4-layers:**

- Separates applications from the domain entities that they use:
- boundary classes in presentation layer
- control classes in application layer
- entity classes in domain layer

→ **Partitioned 4-layers**

- identify separate applications

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Repositories

Source: Adapted from Shaw & Garlan 1996, p26-7. See also van Vliet, 1999, p280

→ **Examples**

- databases
- blackboard expert systems
- programming environments

→ **Interesting properties**

- can choose where the locus of control is (agents, blackboard, both)
- reduce the need to duplicate complex data

→ **Disadvantages**

- blackboard becomes a bottleneck

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