

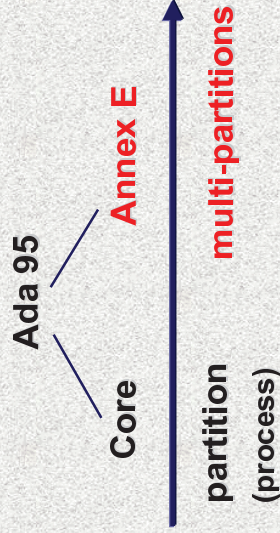
- Introduction
- Distributed Prog. Paradigms
- Distributed Object Technologies
  - Language Dependent: Ada 95
  - Language Independent: CORBA

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## Ada 95 Distributed Systems Annex

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## Ada 95 Distributed Programming



A partition comprises one or more Ada packages

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## Supported Paradigms

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

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## 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
    - A single target (fixed at compile time)
  - Dynamically bound RPCs (remote access to subprogram)
    - A single placeholder that can be pointed at different targets at run time

## 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 & **category** 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);
```

http

## 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);
```

http

## Partition

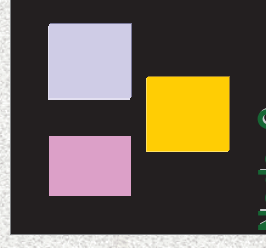
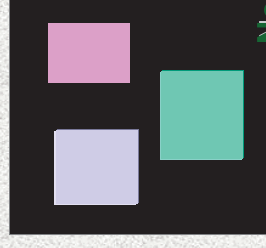
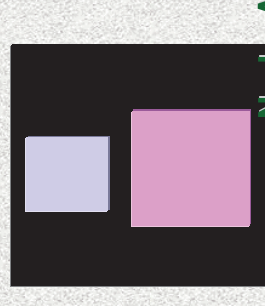
```
configuration Config_1 is
  Node_A : Partition := (Sensors);
  Node_B : Partition := (Client_1);
  Node_C : Partition := (Client_2);
end Config_1;
```

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## Partition



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```

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

```

**DUPLICATED**

Node\_A

Node\_B

Node\_C

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```

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

```

**STUBS**

Node\_A

Node\_B

Node\_C

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```

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**

Node\_A

Node\_B

Node\_C

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```

.....:= Sensors.Get_P (Boiler);

```

**Send**

Sensors.Get\_P **Stub**

Marshal Arguments

**Receive**

Unmarshal Arguments

Select body

Sensors.Get\_P **body**

**Skeleton**

Node\_B

Node\_A

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# Asynchronous Calls

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

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

# Remote\_Types An Example

# Write App

```
package Alerts.Pool is
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;
```

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

```
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 Remote_Types;
  type Alert is abstract tagged private;
  type Alert_Ref is access all Alert'Class;
  procedure Handle (A : access Alert);
  procedure Log (A : access Alert) is abstract;
private

```

```

package Alerts.Pool is
  pragma Remote_Call_Interface;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

```

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;

```

## Build & Test

```

package Alerts is
  pragma Remote_Types;
  type Alert is abstract tagged private;
  type Alert_Ref is access all Alert'Class;
  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;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;

```

```

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_Interfaces;
  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_Interfaces;
  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;
  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

```

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```

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;
  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

```

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```

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;
  procedure Register (A : Alert_Ref);
  function Get_Alert return Alert_Ref;
end Medium;
Node_B

```

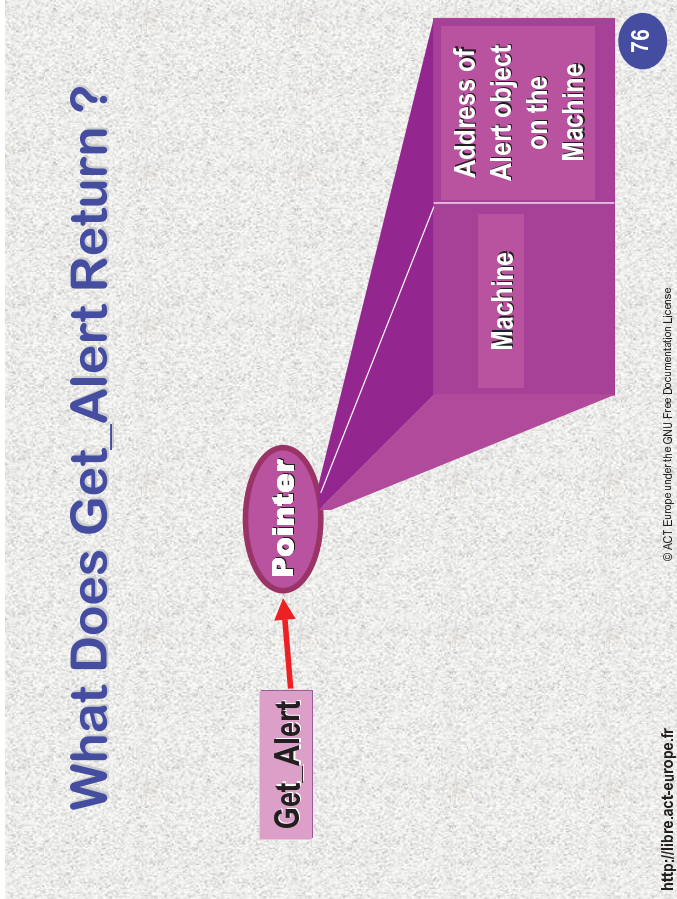
```

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

```

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## 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**