



Service sessions as concurrent parts

Version 091023
ICU 5



Motivation

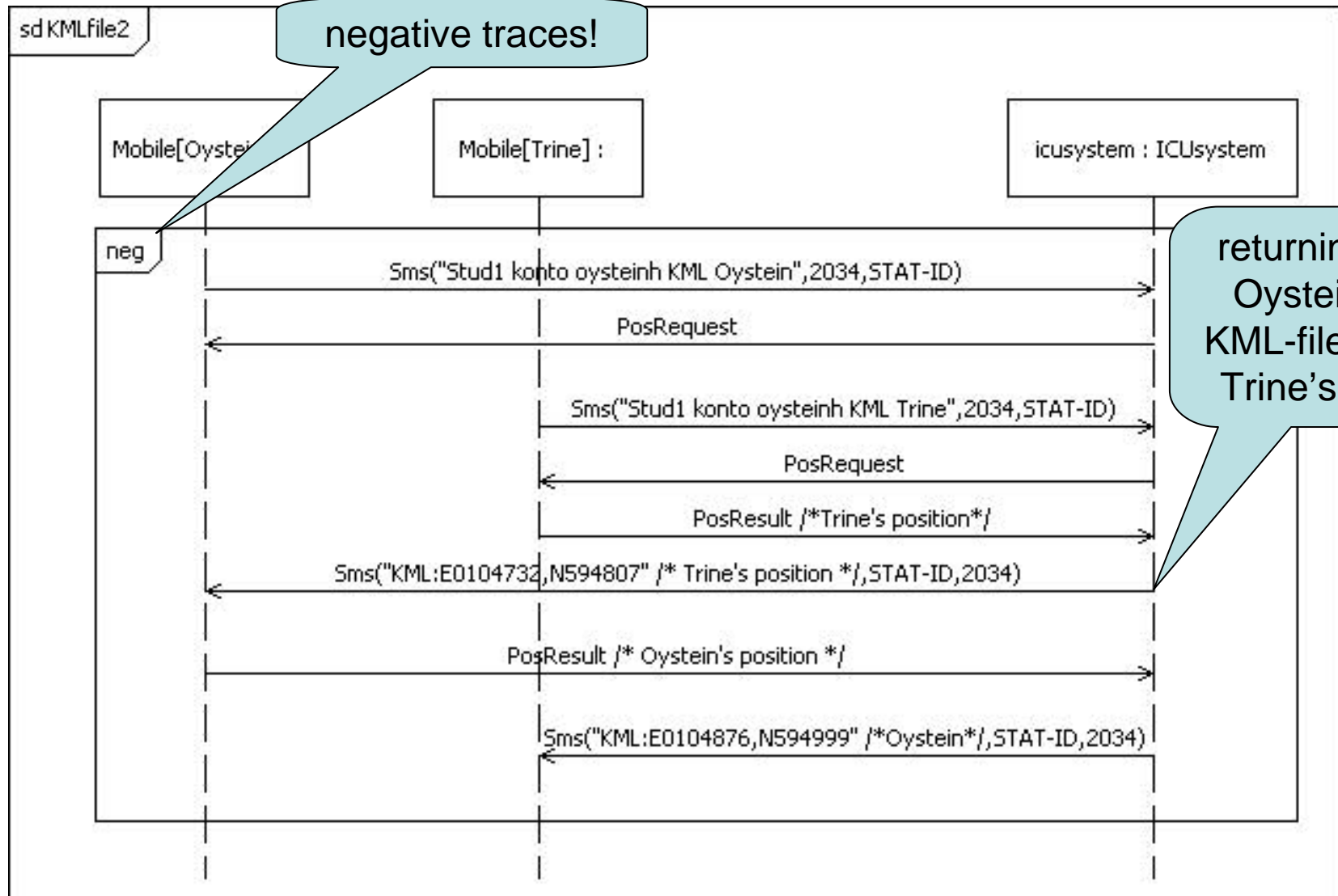
- Assume having several users using ICU concurrently
 - The system could try and handle one user at the time
 - The system could try and handle everybody at the same time, but keep their data apart
- Some things take real time outside the ICU system
 - Users thinking
 - Positioning
 - SMS forwarding
- Potentially
 - Handling all users "at the same time" may gain overall throughput



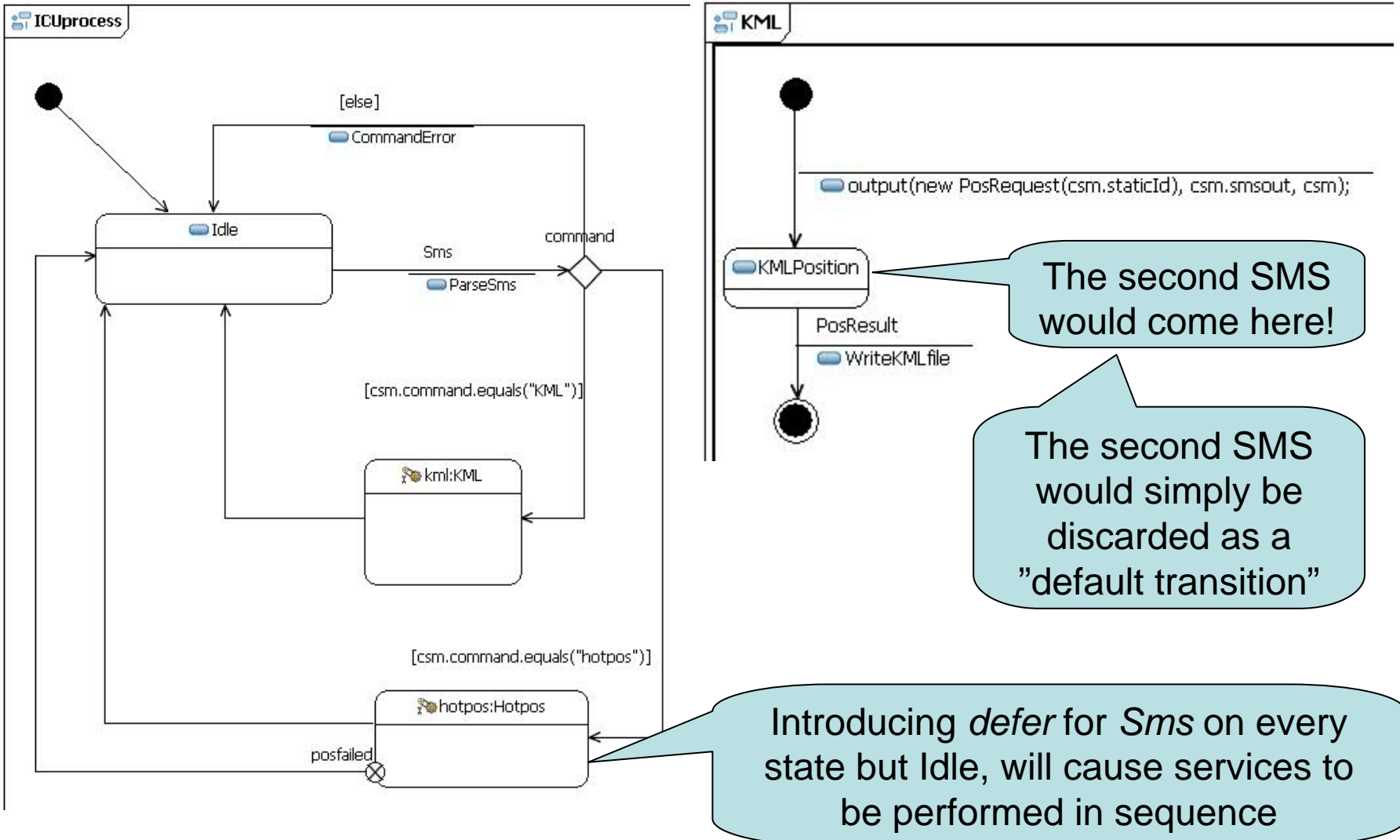
Risks

- The ICU system confuses which user has which position
- The ICU system returns SMS'es to the wrong user
- Coordinates are garbled
 - x-coordinate from one user and y-coordinate from another

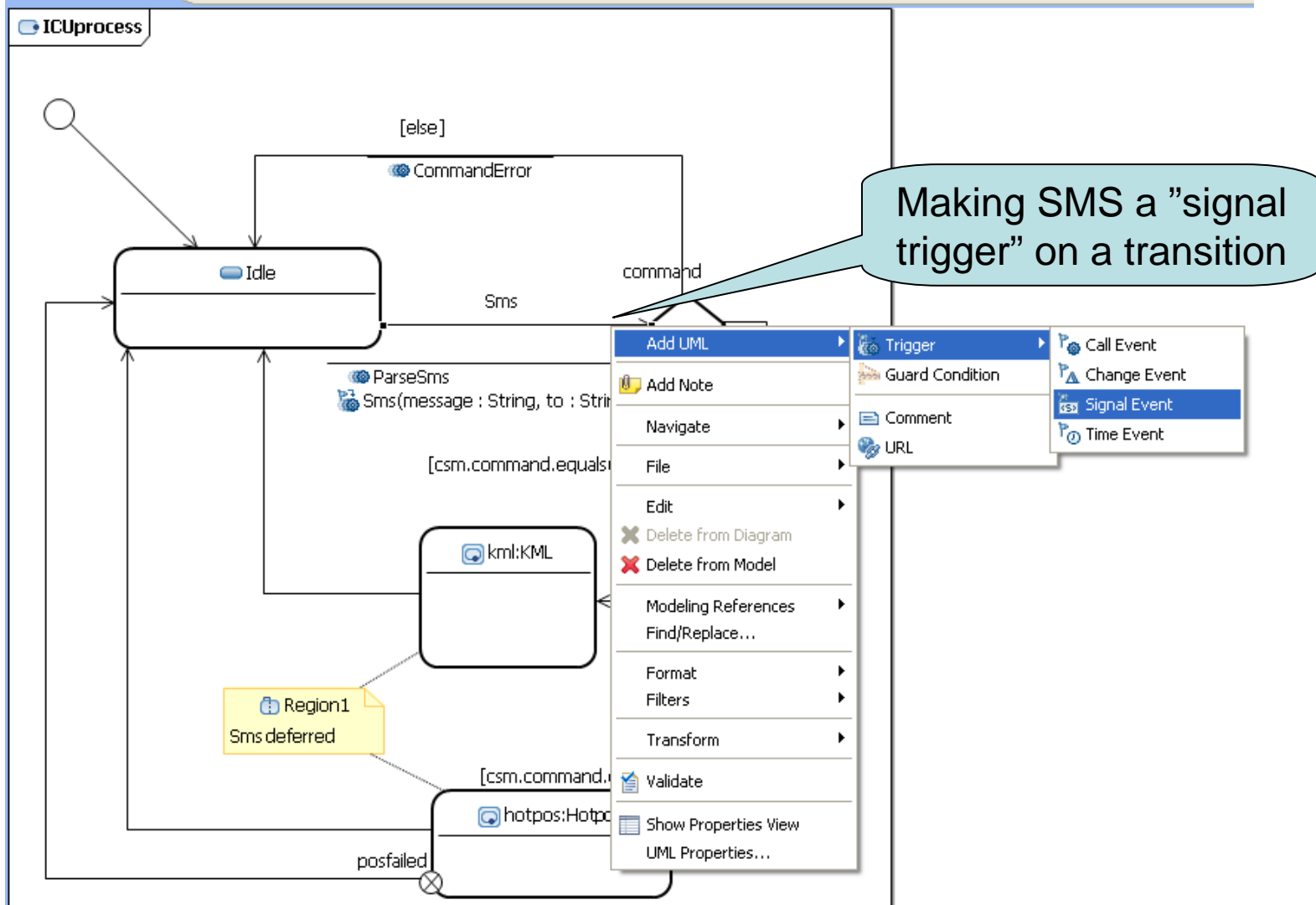
This should not happen



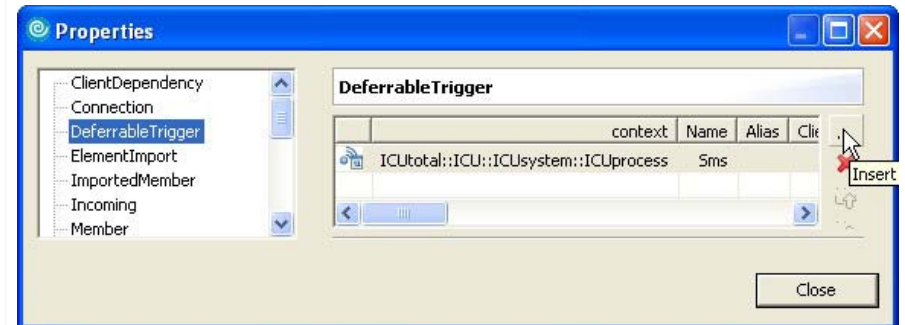
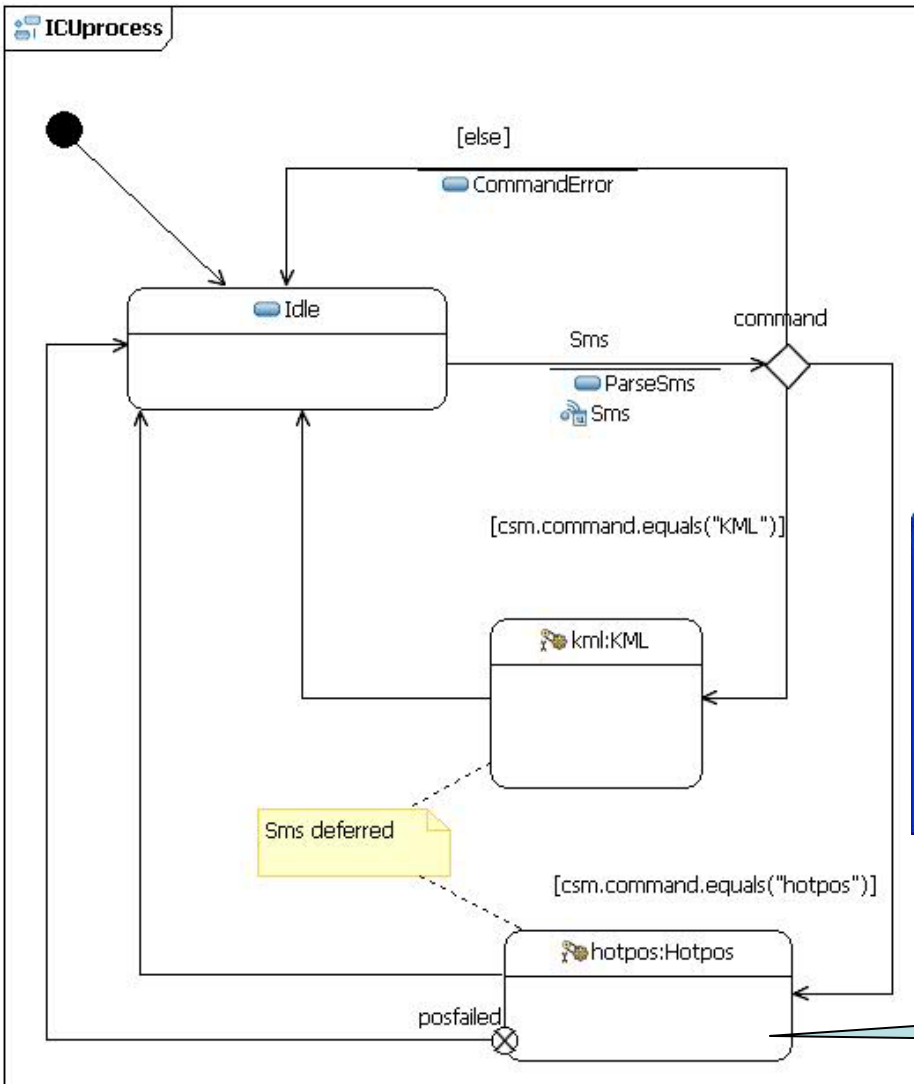
What would our current design do?



Defining Signal trigger Sms

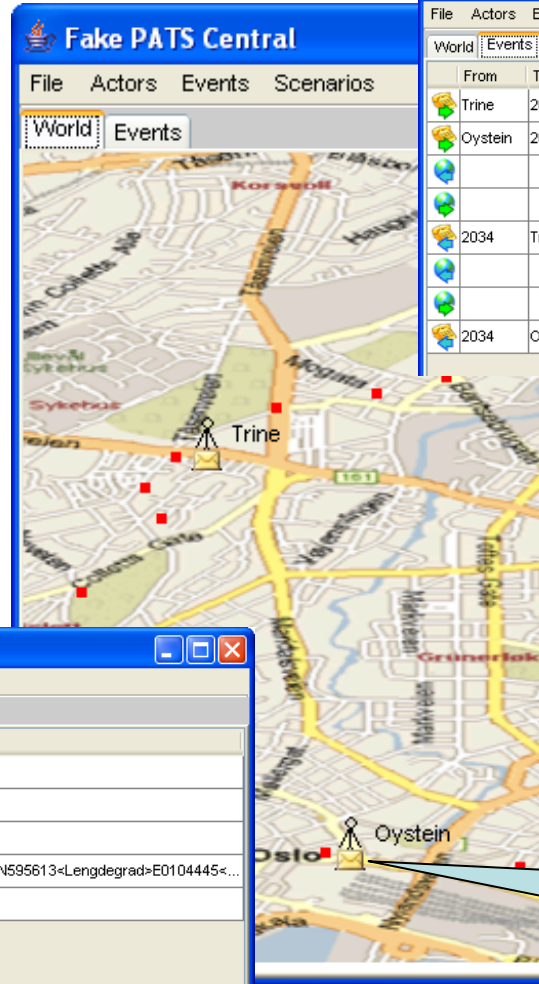


Defer on the service submachine states



Defining a "deferrable trigger"

Comparing ICU4 and ICU4-DEFER



ICU4 ignored the second service request

ICU4-DEFER sequences the requests

queued "Stud1 konto oystein h hotpos"



The "session" solution

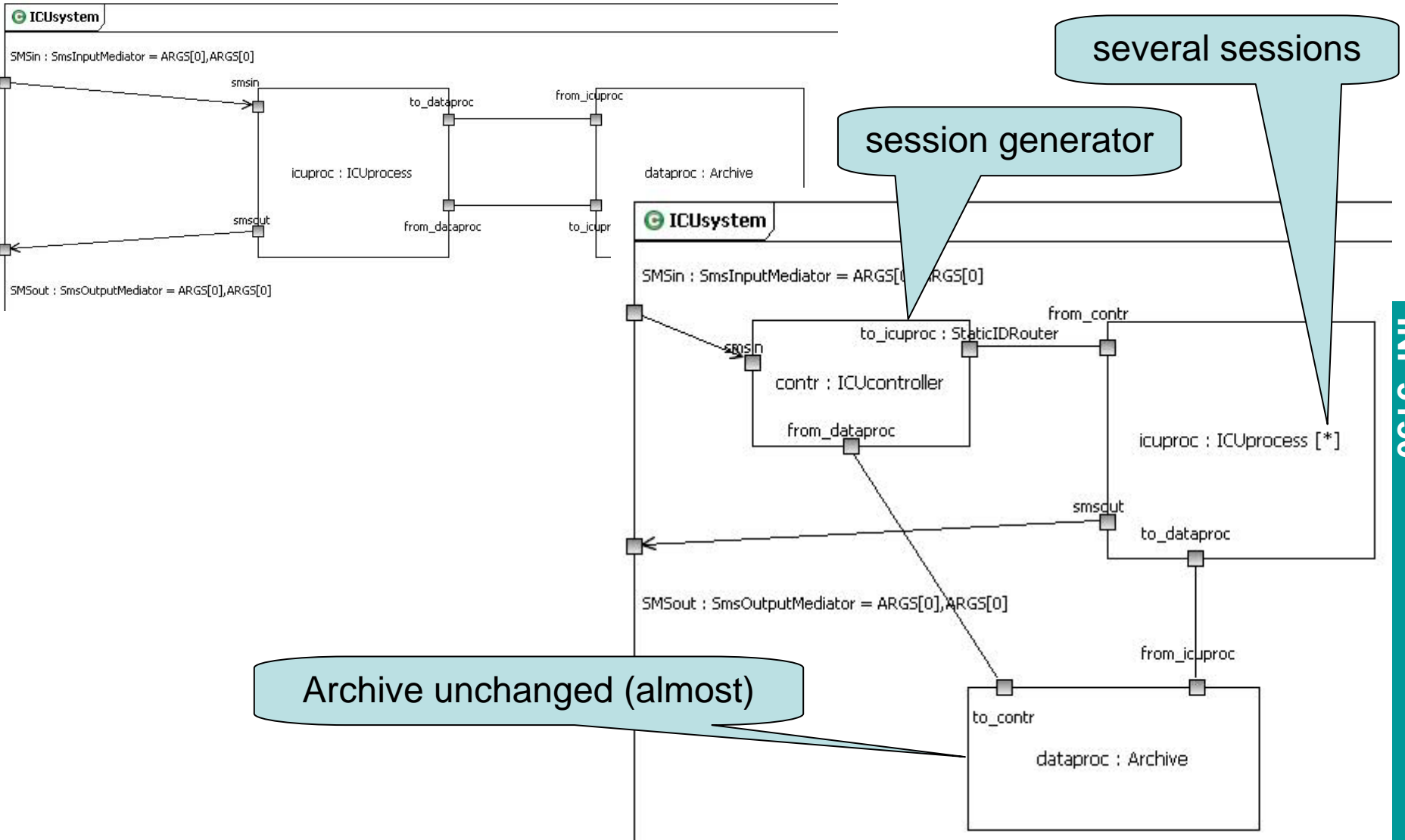
- Each initiative by a user is represented by an instantiation of a state machine (a session)
 - with all the temporary data associated with that user
 - taking care of all the communication related to that user
- The session is generated when the user initiates a service
- The session is terminated when the service is finished



Buzzzzz Groups (5 minutes)

- Discuss what represents sessions in the ICU systems
- Discuss what could represent sessions in "Tourist Guide"
- Determine what should identify a session of the ICU system
- Determine what could identify a session in "Tourist Guide"
- What would we need to make sessions come alive starting from ICU4?

A new composite structure



Enhancing the behavior

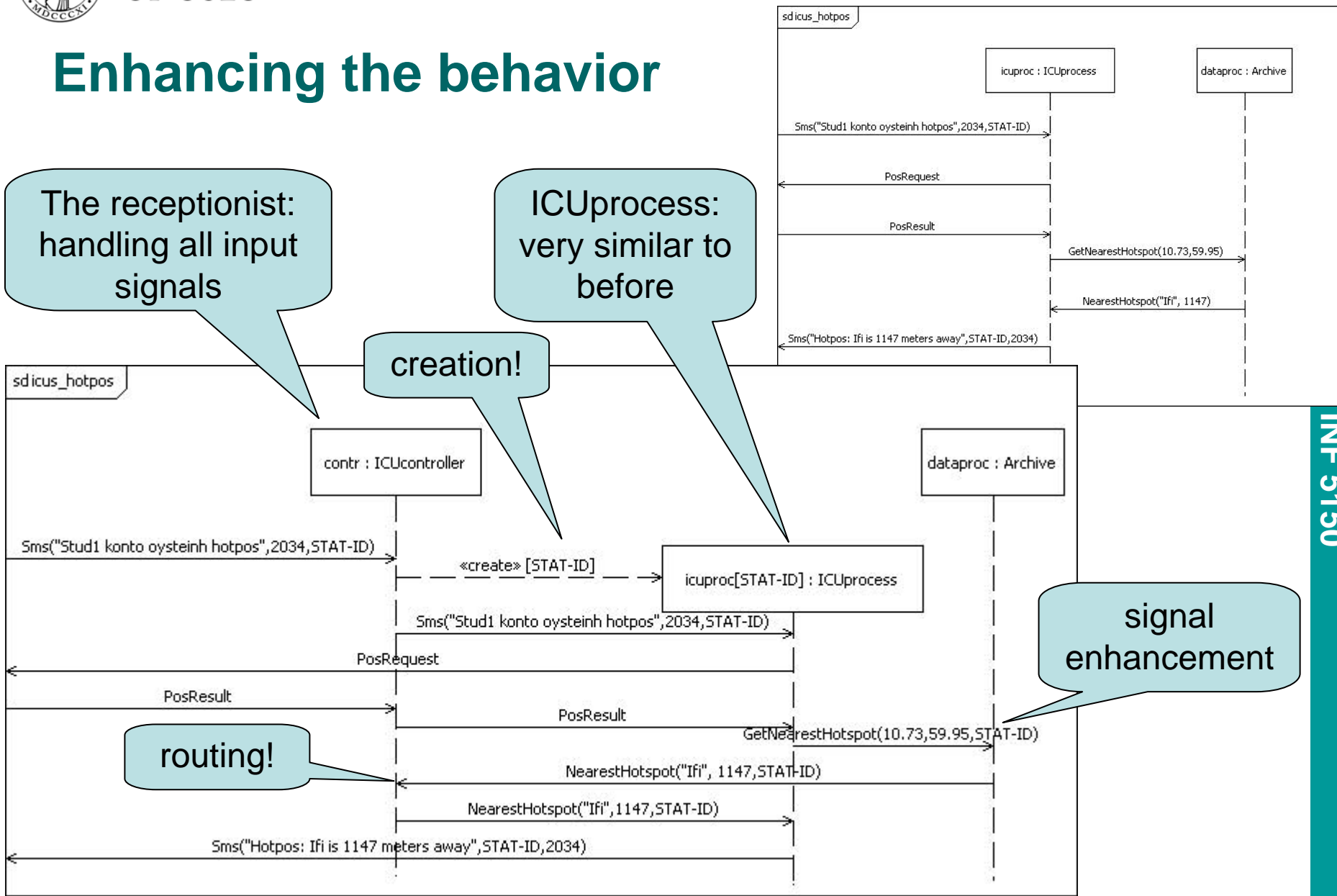
The receptionist: handling all input signals

ICUprocess: very similar to before

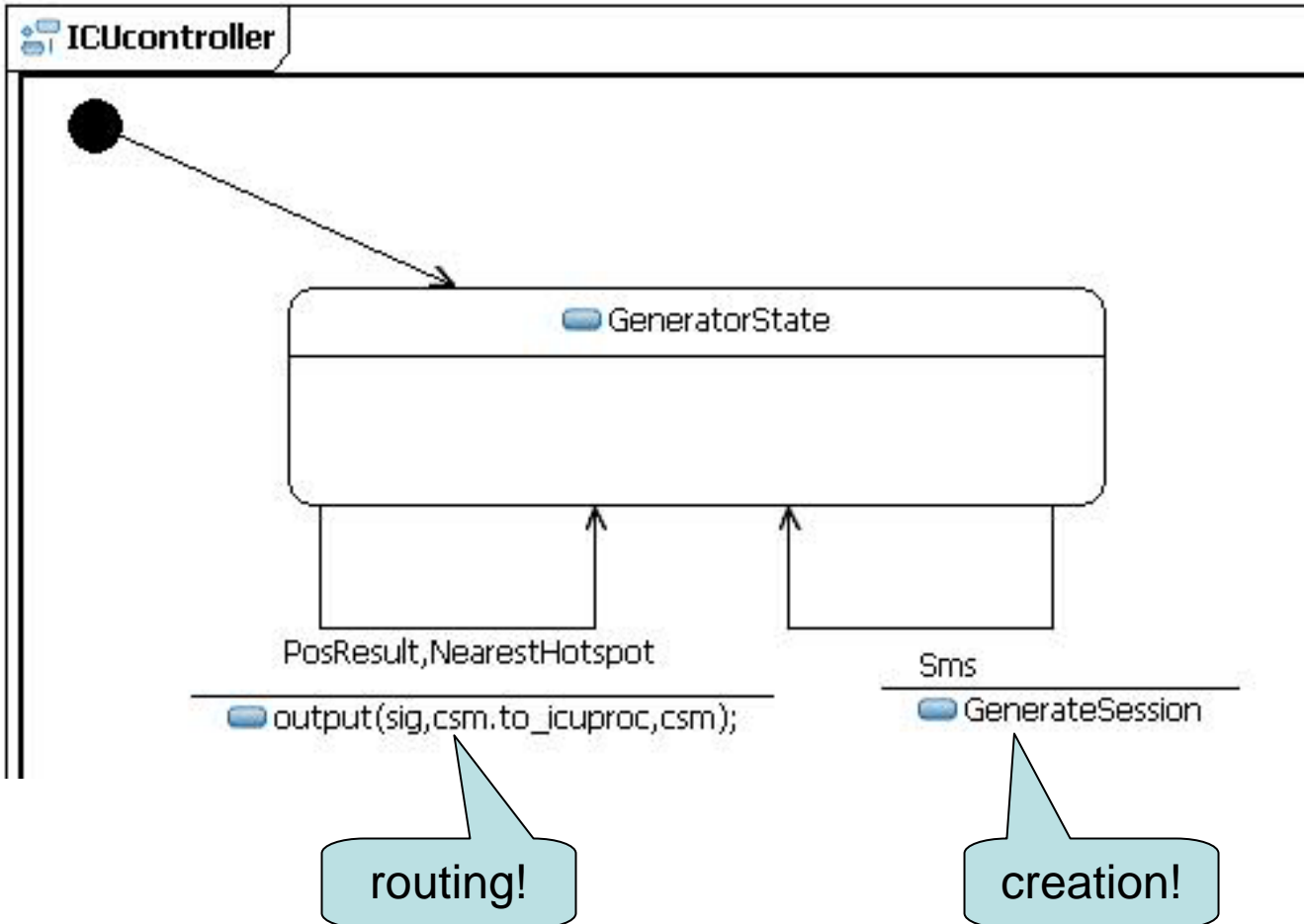
creation!

routing!

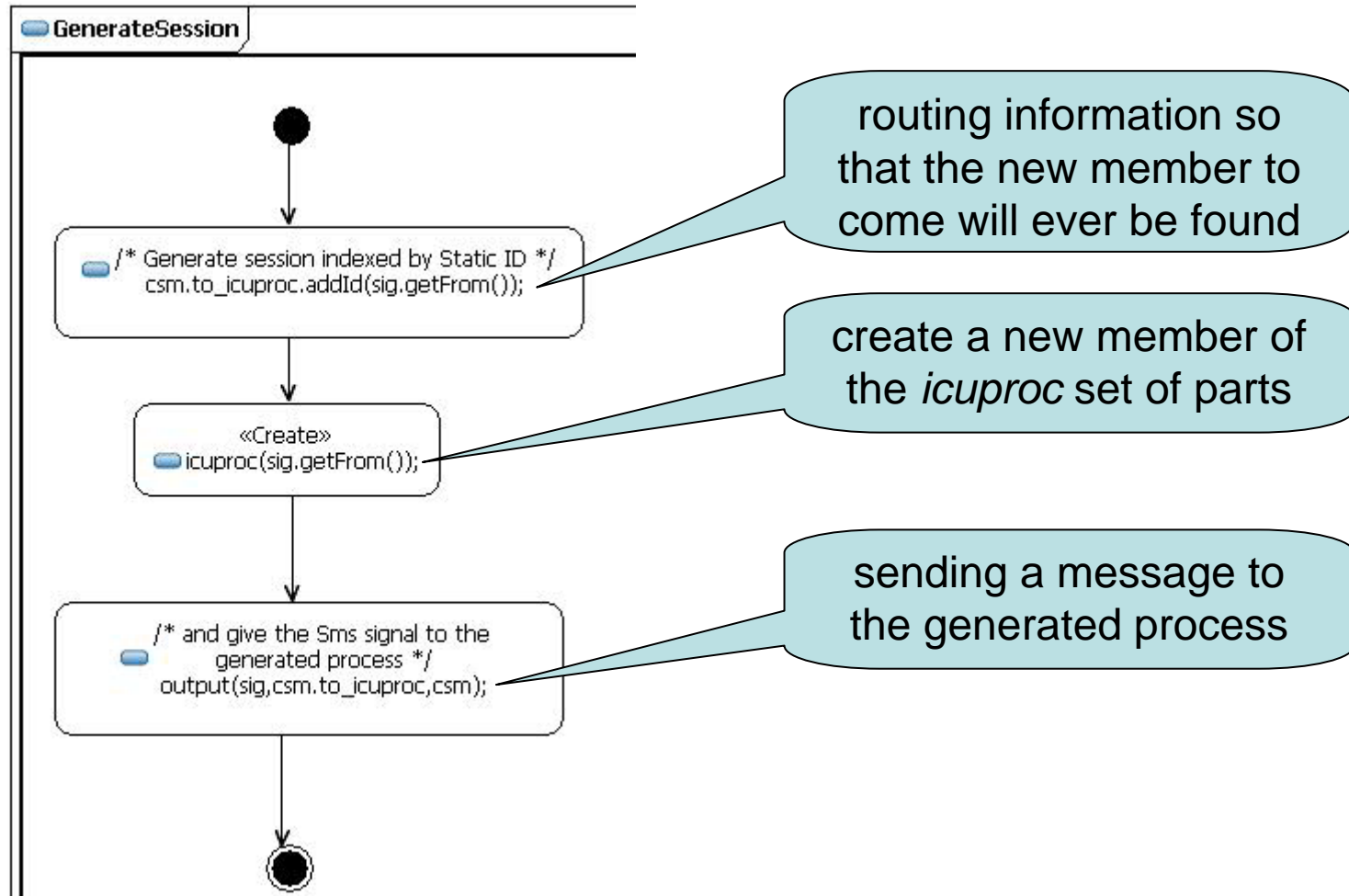
signal enhancement



ICUcontroller



Creating a session



Technicalities of the Create-stereotype

The screenshot shows an IDE window with an activity diagram titled "GenerateSession". The diagram starts with an initial node (black circle) leading to an action box containing the code: `/* Generate session indexed by Static ID */ csm.to_icuproc.addId(sig.getFrom());`. This action box is connected to another action box with the stereotype `«Create»` and the code `icuproc(sig.getFrom());`. A palette on the right shows various UML elements, with "Create" selected. Below the diagram, the Properties window is open, showing the details of the selected action: `<Action> «Create» GenerateSession:icuproc(sig.getFrom());`. The "Applied Stereotypes" table shows the "Create" stereotype with a profile of "JavaFrameProfile" and a required status of "False". The "Stereotype Properties" table shows the "Create" stereotype with a "compositeType" property set to "ICUSystem".

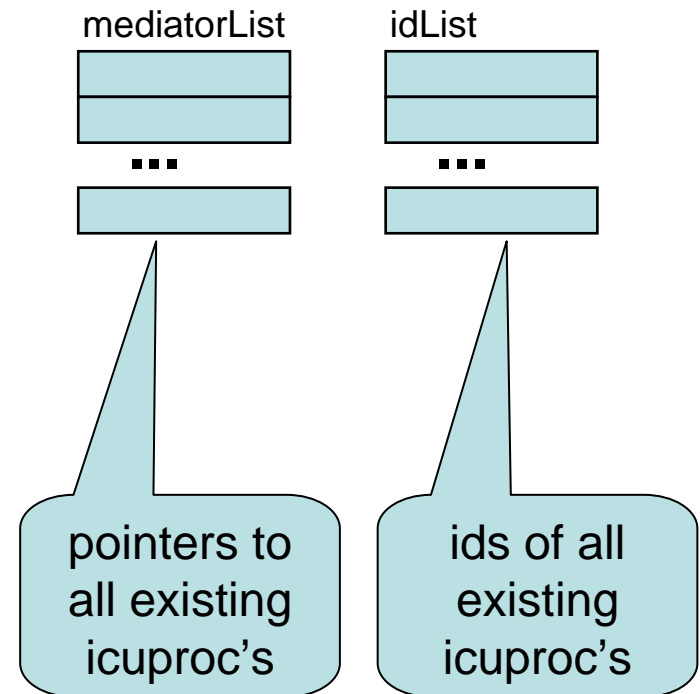
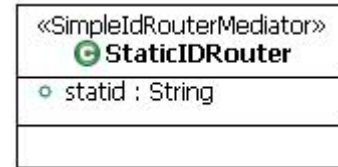
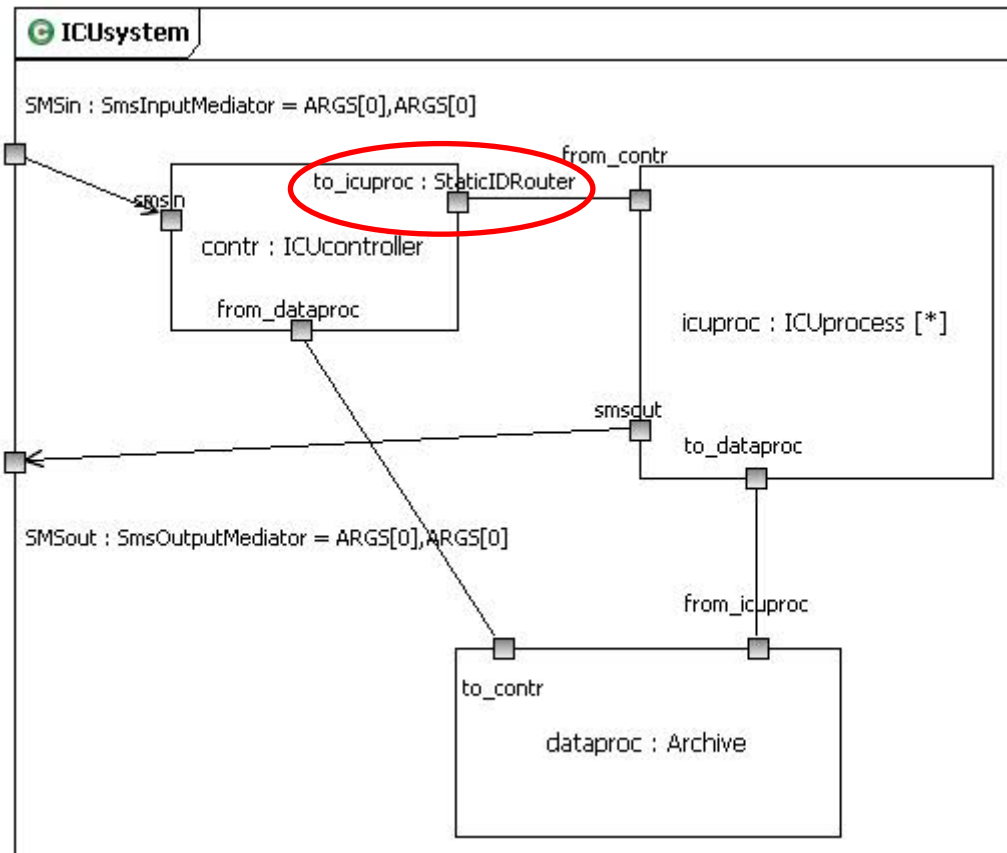
Stereotype	Profile	Required
Create	JavaFrameProfile	False

Property	Value
Create	
compositeType	ICUSystem

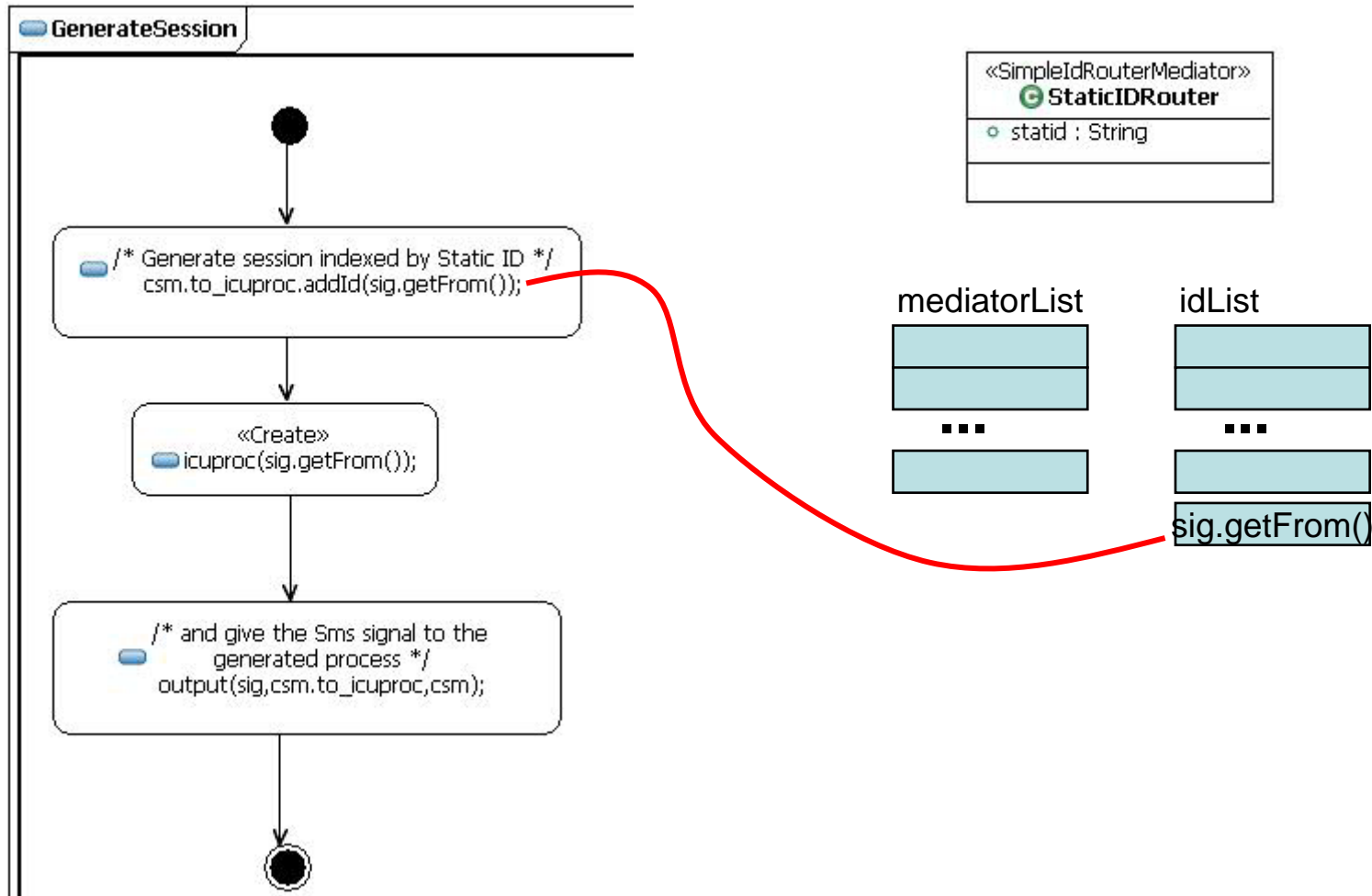
add a create-stereotype

give the enclosing type

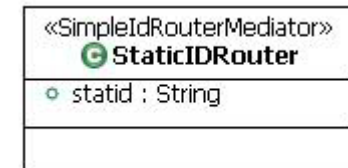
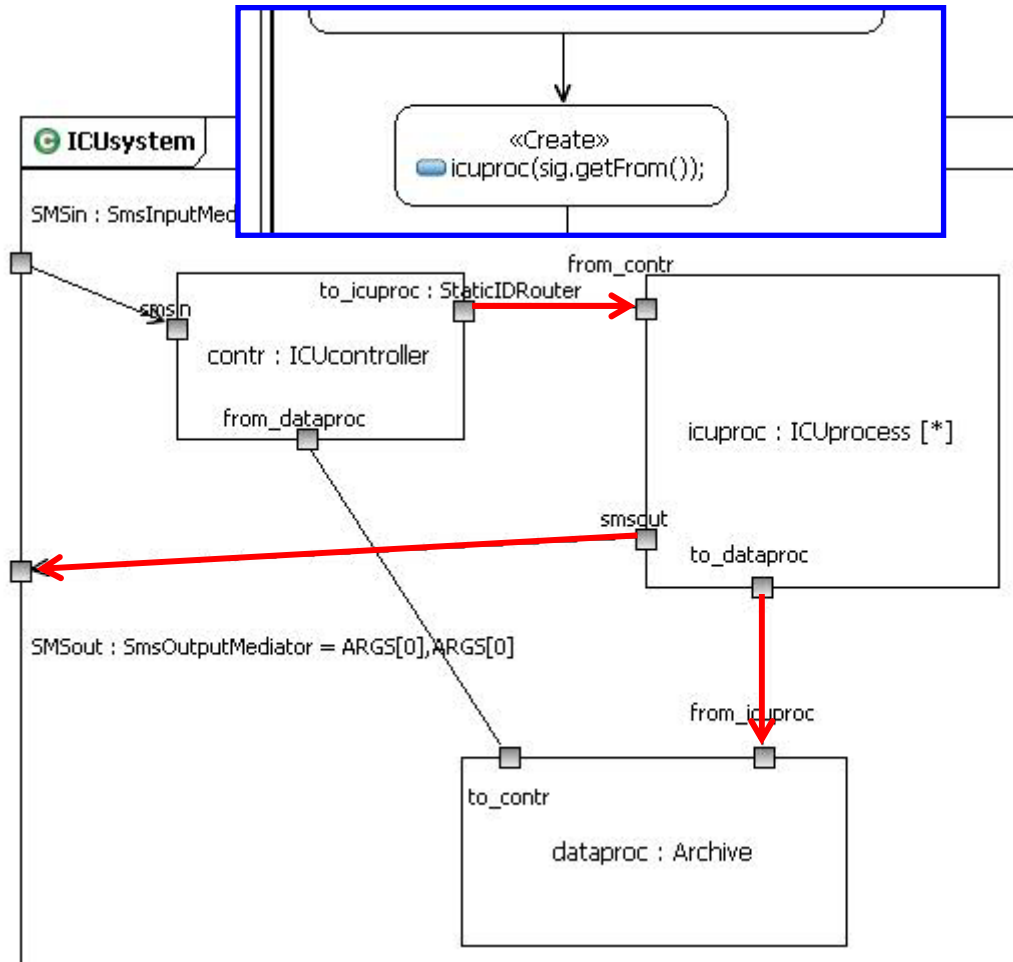
Simple Routing (1) One-to-many Port



Simple Routing (2) Adding the ID



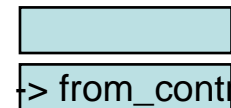
Simple Routing (3) Connecting connectors



mediatorList



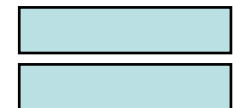
...



idList

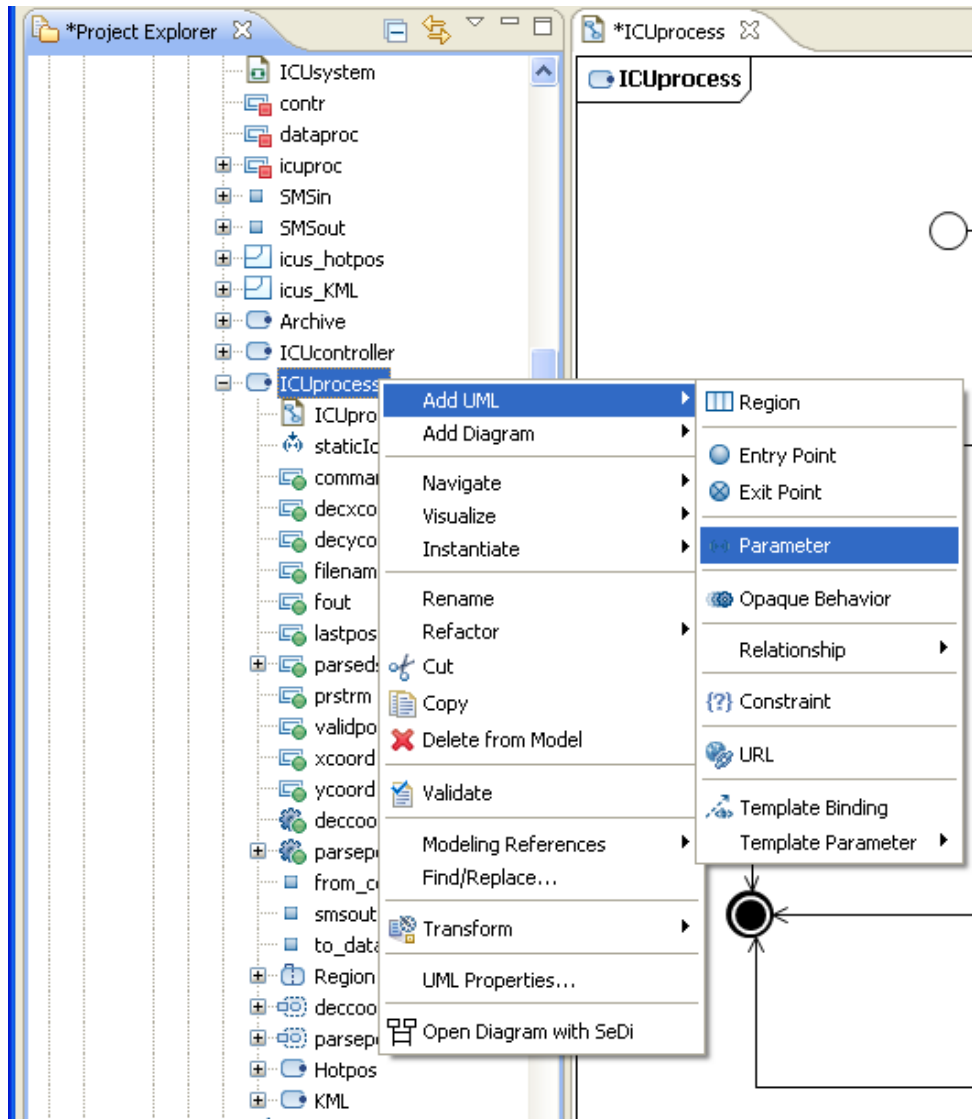


...

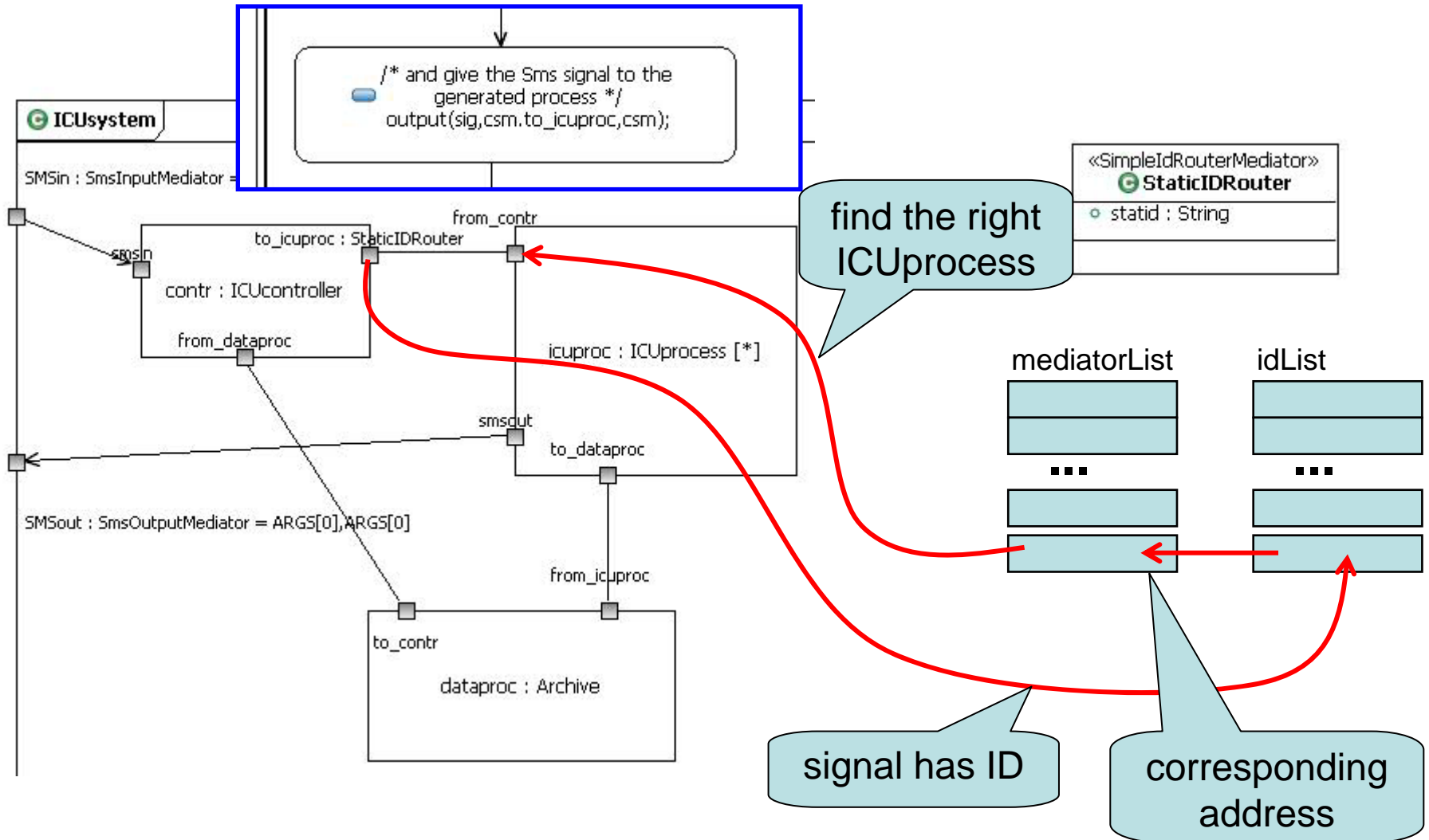


Id and address match!

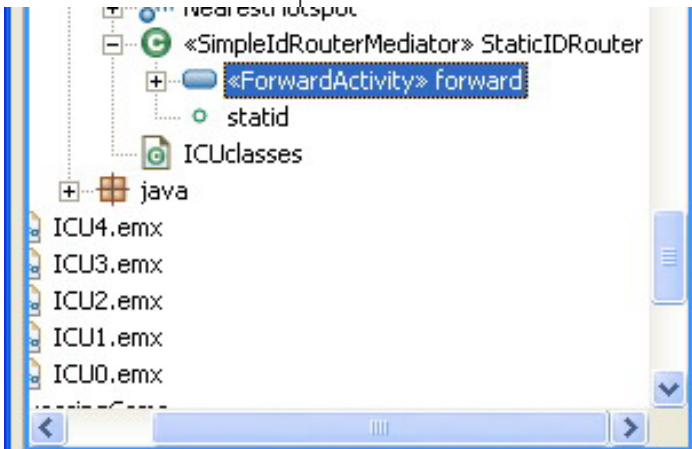
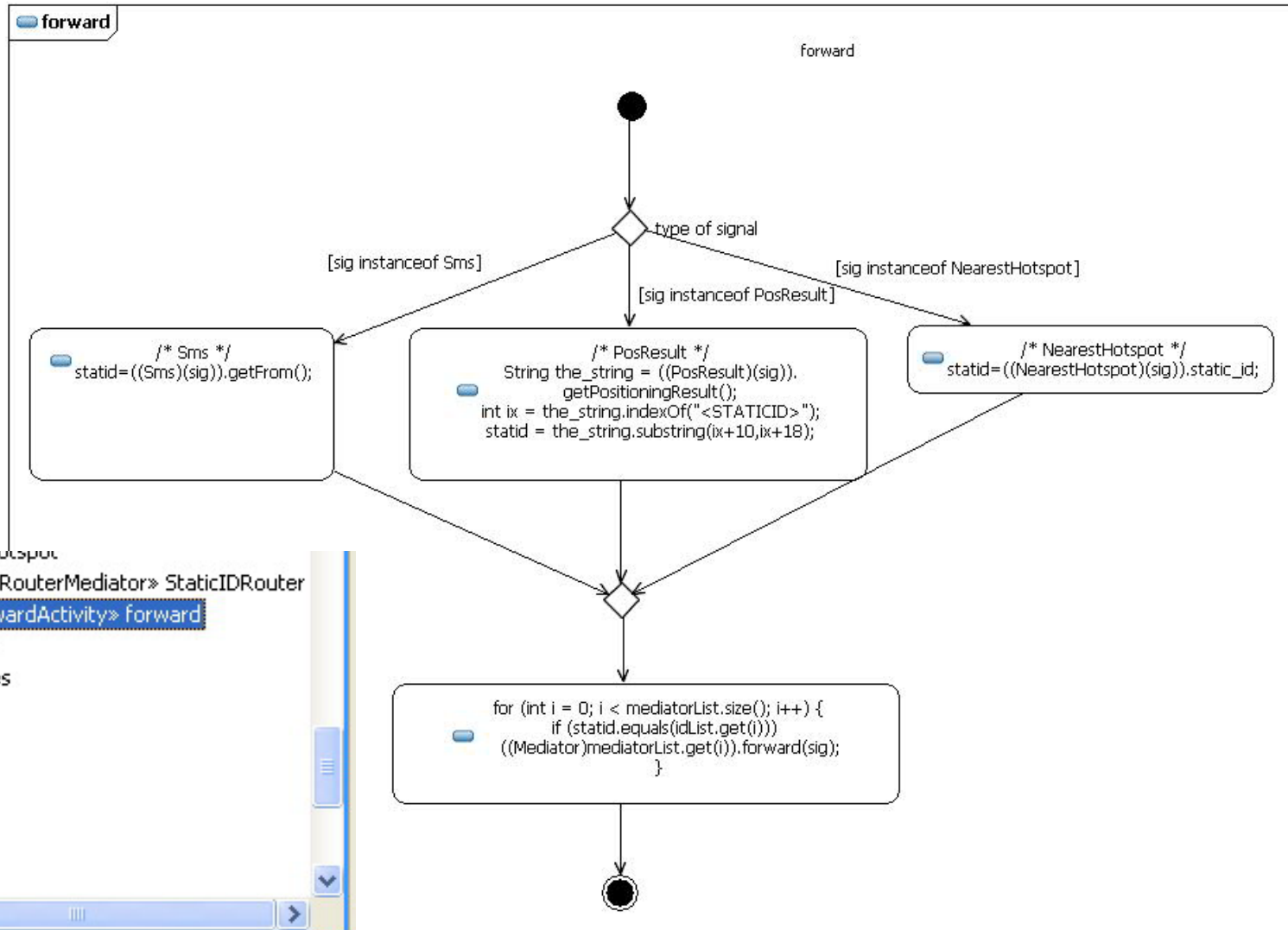
Adding a parameter to the dynamic process



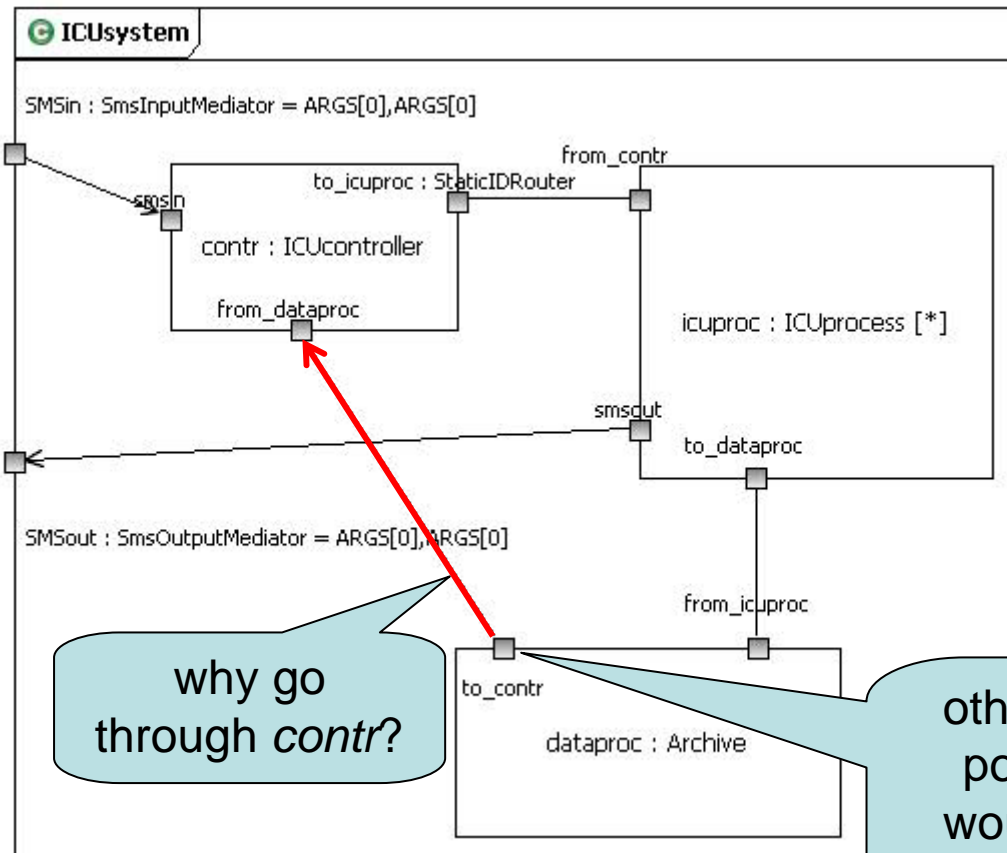
Simple Routing (4) Forwarding from Port



Simple Routing (5) forward() is programmed!



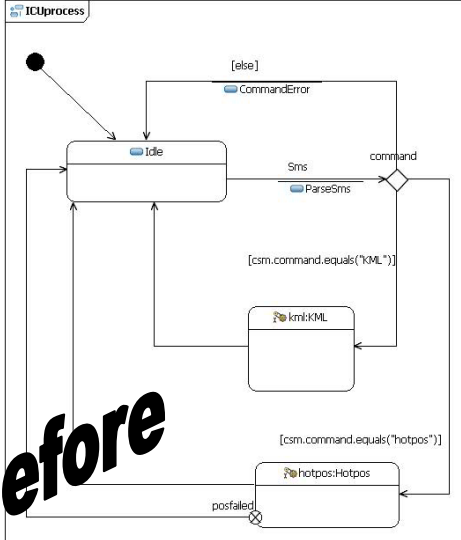
Simple Routing (6) The routing central



why go through *contr*?

otherwise the output port from *dataproc* would have to route; our approach is simpler

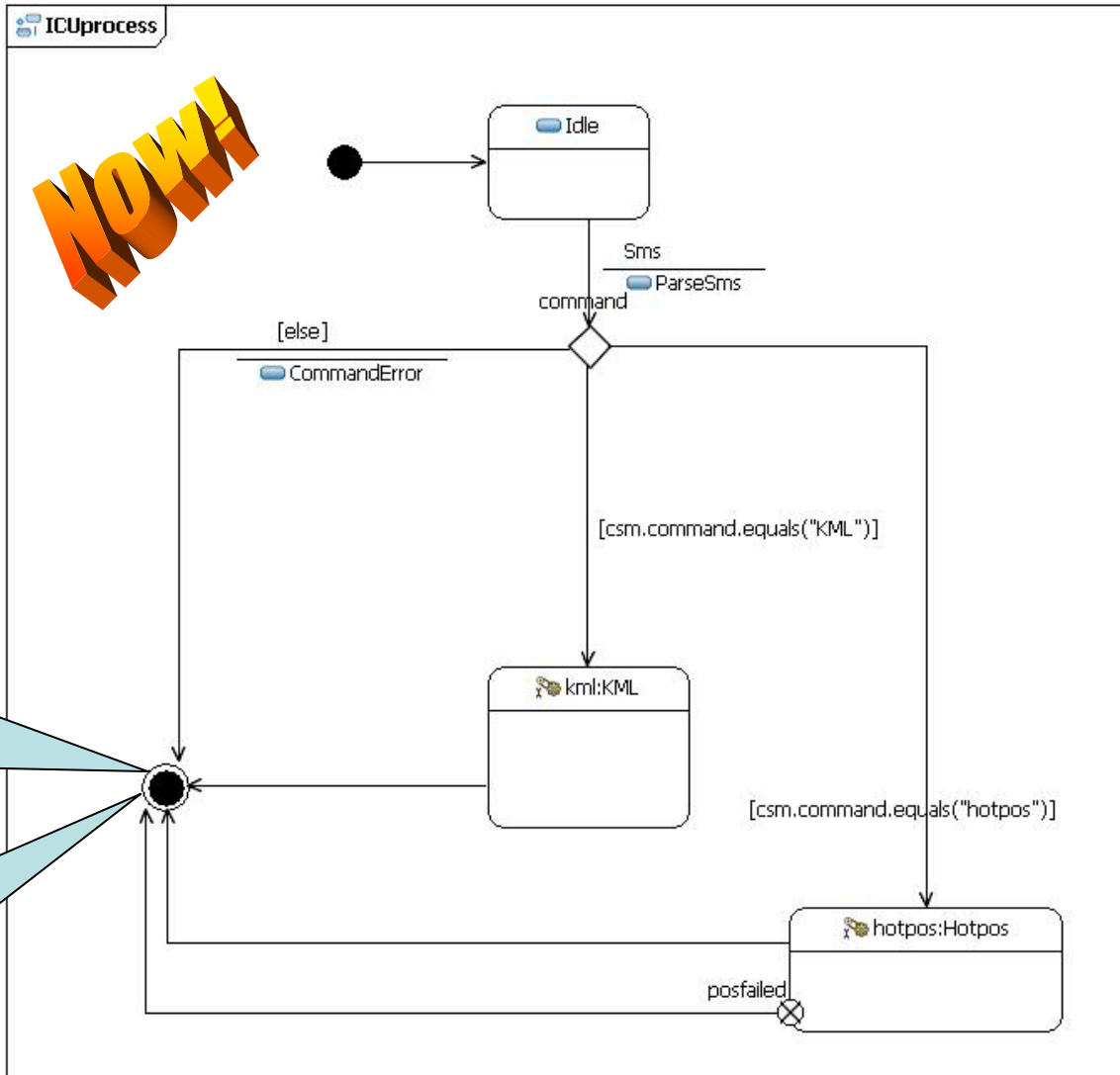
Terminating a session



Before

At the final state the *ICUprocess* representing the session will terminate

The compiler and JavaFrame make sure that the implementation gets rid of the session



Executing ICU5 (with Sessions)

ICU4-DEFER:
sequentialized

ICU5: more
concurrency

Fake PATS Central

File Actors Events Scenarios

World **Events**

From	To	Details
Trine	2034	Stud1 konto oysteinh hotpos
Oystein	2034	Stud1 konto oysteinh hotpos
		MessageID: 1173018054791 PositioningID: Trine
		MessageID: 1173018054791 Position: <Feilkode>100<Breddegrad>N595613<Lengdegrad>E0104445<...
2034	Trine	Hotpos: Ifi is 1741 meters away
		MessageID: 1173018057064 PositioningID: Oystein
		MessageID: 1173018057064 Position: <Feilkode>100<Breddegrad>N595453<Lengdegrad>E0104512<...
2034	Oystein	Hotpos: Oslo-S is 857 meters away

Fake PATS Central

File Actors Events Scenarios

World **Events**

From	To	Details
A--Trine	2034	Stud1 konto oysteinh hotpos
AOystein	2034	Stud1 konto oysteinh hotpos
		MessageID: 1173099580481 PositioningID: AOystein
		MessageID: 1173099580481 Position: <Feilkode>100<Breddegrad>N595455<Lengdegrad>E0104508<...
		MessageID: 1173099580471 PositioningID: A--Trine
		MessageID: 1173099580471 Position: <Feilkode>100<Breddegrad>N595607<Lengdegrad>E0104442<...
2034	AOystein	Hotpos: Oslo-S is 943 meters away
2034	A--Trine	Hotpos: Ifi is 1786 meters away

Technicality: StaticID
must be 8 chars

Summary of Sessions

- One session per concurrent user initiative
 - The state machine type *ICUprocess* describes the session
- One receptionist state machine creates the sessions
 - when the session initiation arrives
 - here: Sms-message
- Centralized routing through the receptionist *contr*
 - one routing port (*SimpleIdRouterMediator*)
 - all signals aiming for a session are sent through *contr*
- Terminating the session by reaching the final state
 - and the runtime system machinery takes care of the rest