UNIVERSITY
OF OSLO

Service sessions as concurrent parts

Version 091023

ICU 5

INF 5150

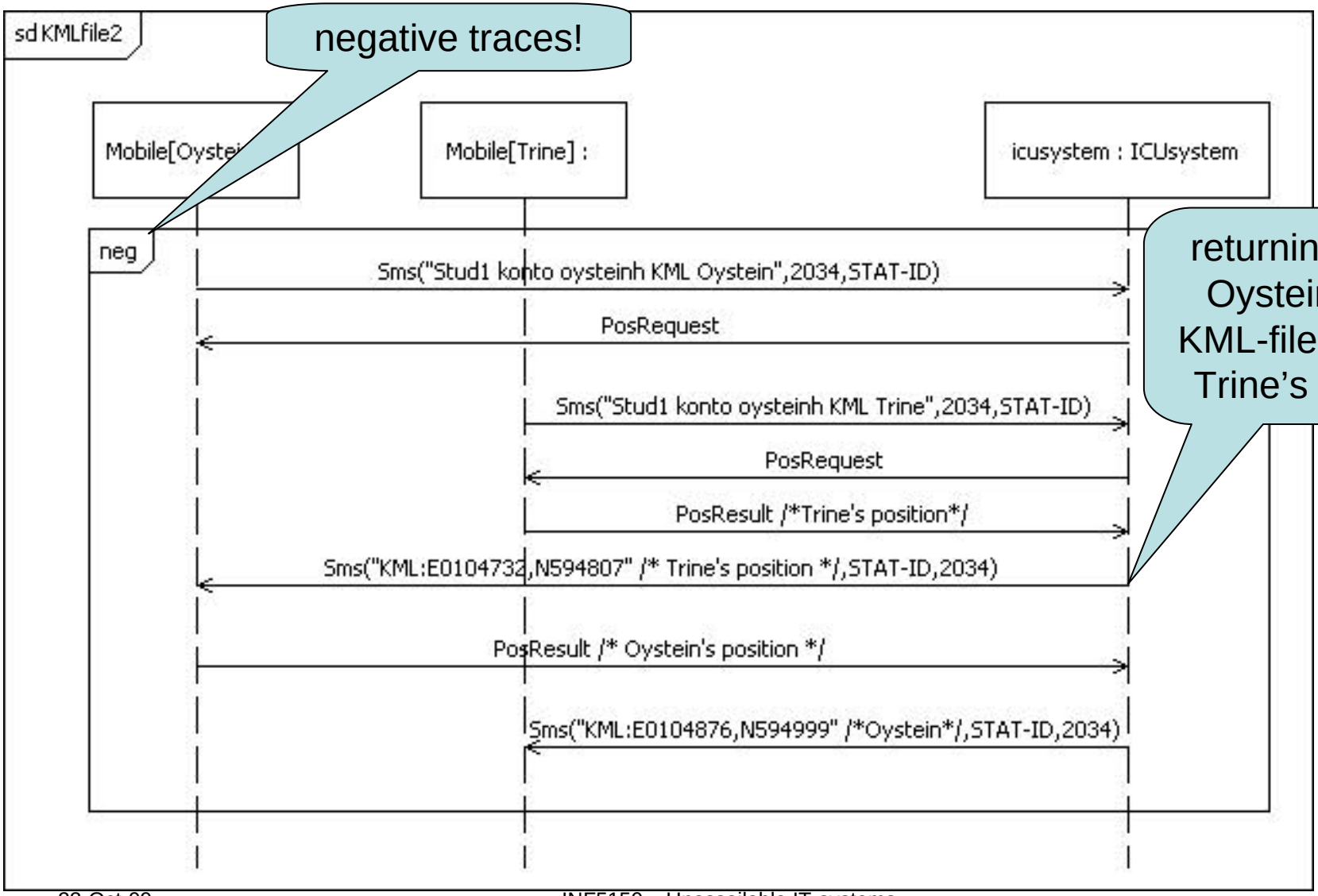
Motivation

- 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

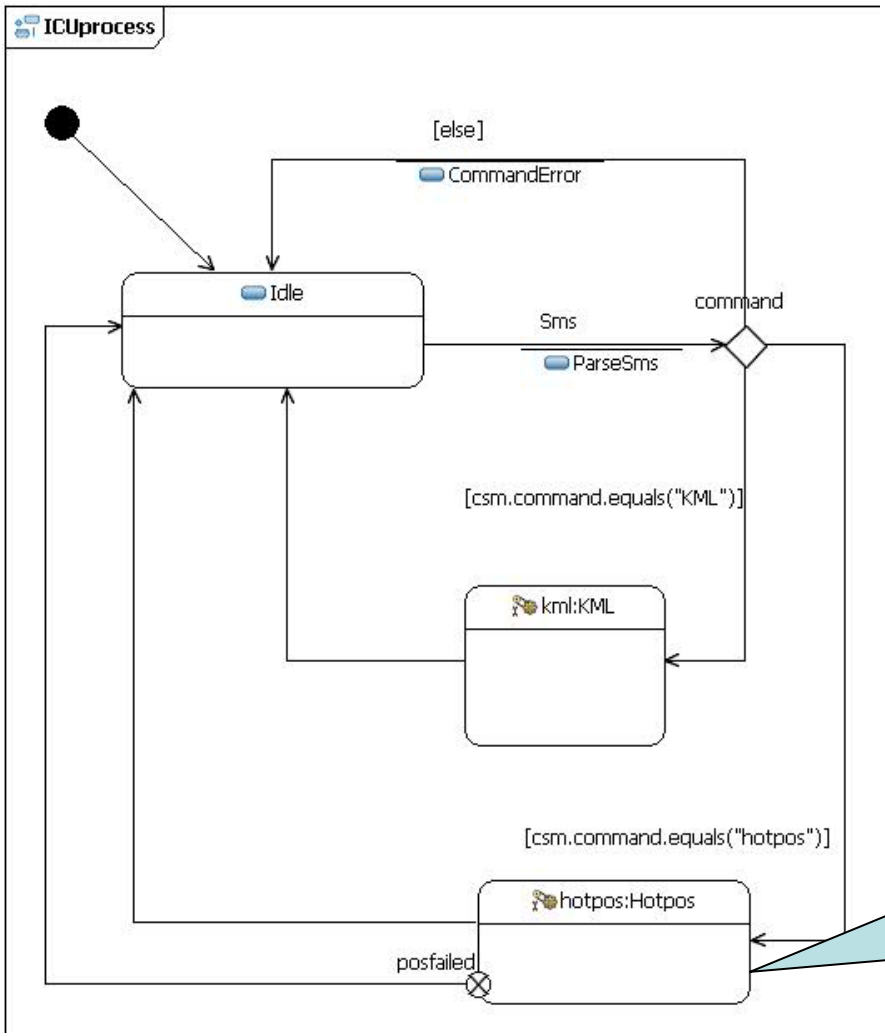
Risks

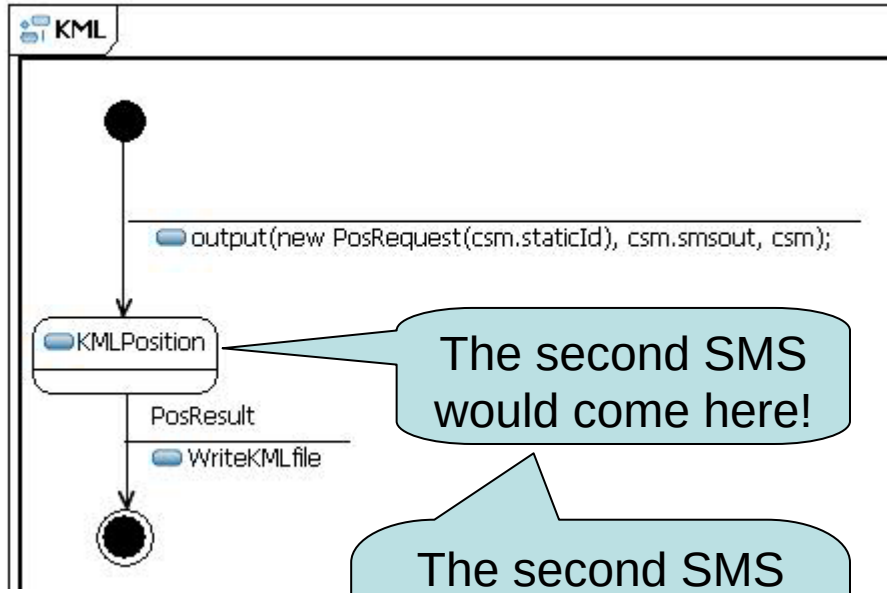
- The ICU system confuses which user has which position
- The ICU system returns SMS'es to the wrong user
- Coordinates are garbled
  - x-coordinate from one user and y-coordinate from another

This should not happen ....



What would our current design do?





The second SMS would come here!

The second SMS would simply be discarded as a ”default transition”

Introducing *defer* for *Sms* on every state but Idle, will cause services to be performed in sequence

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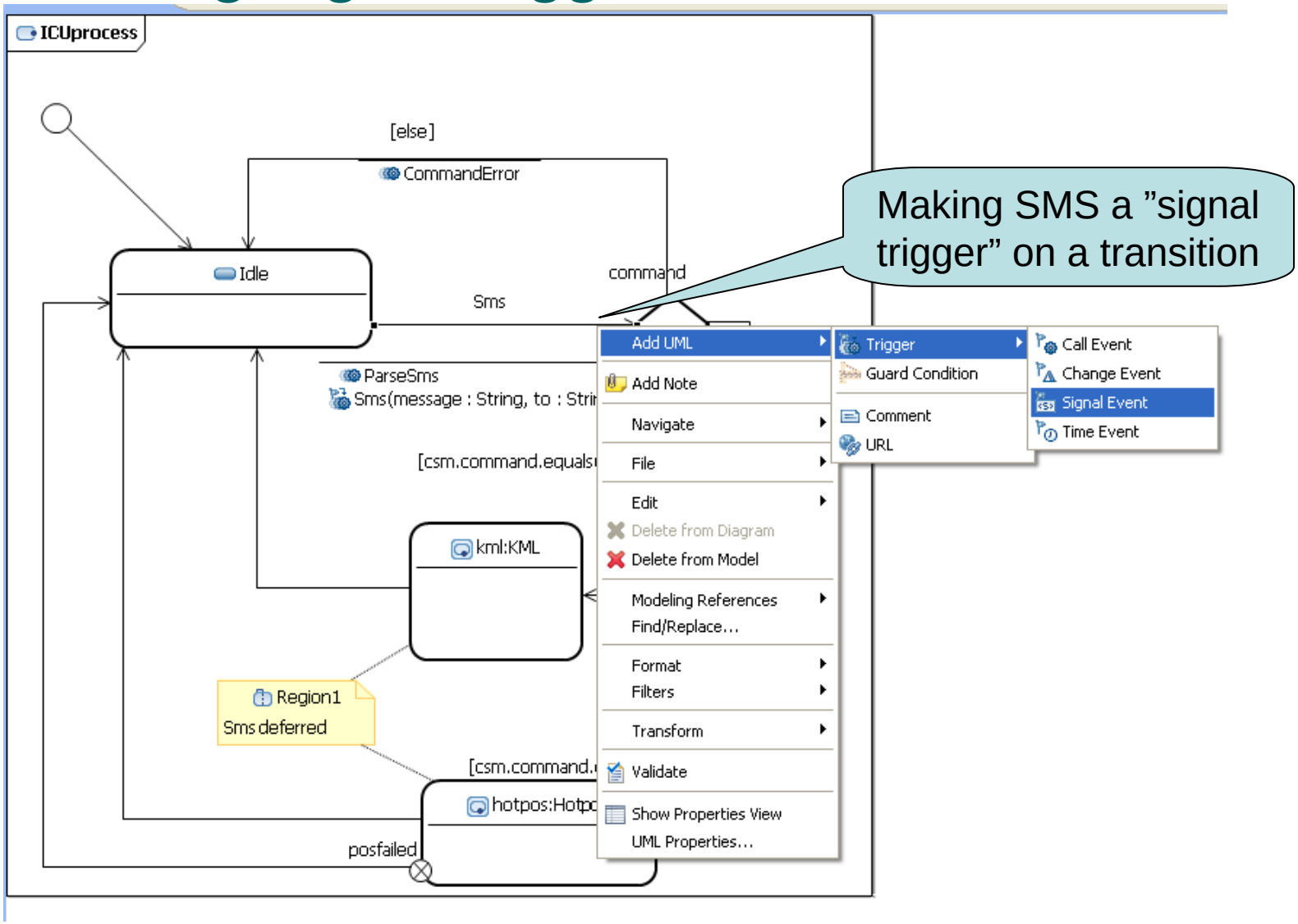
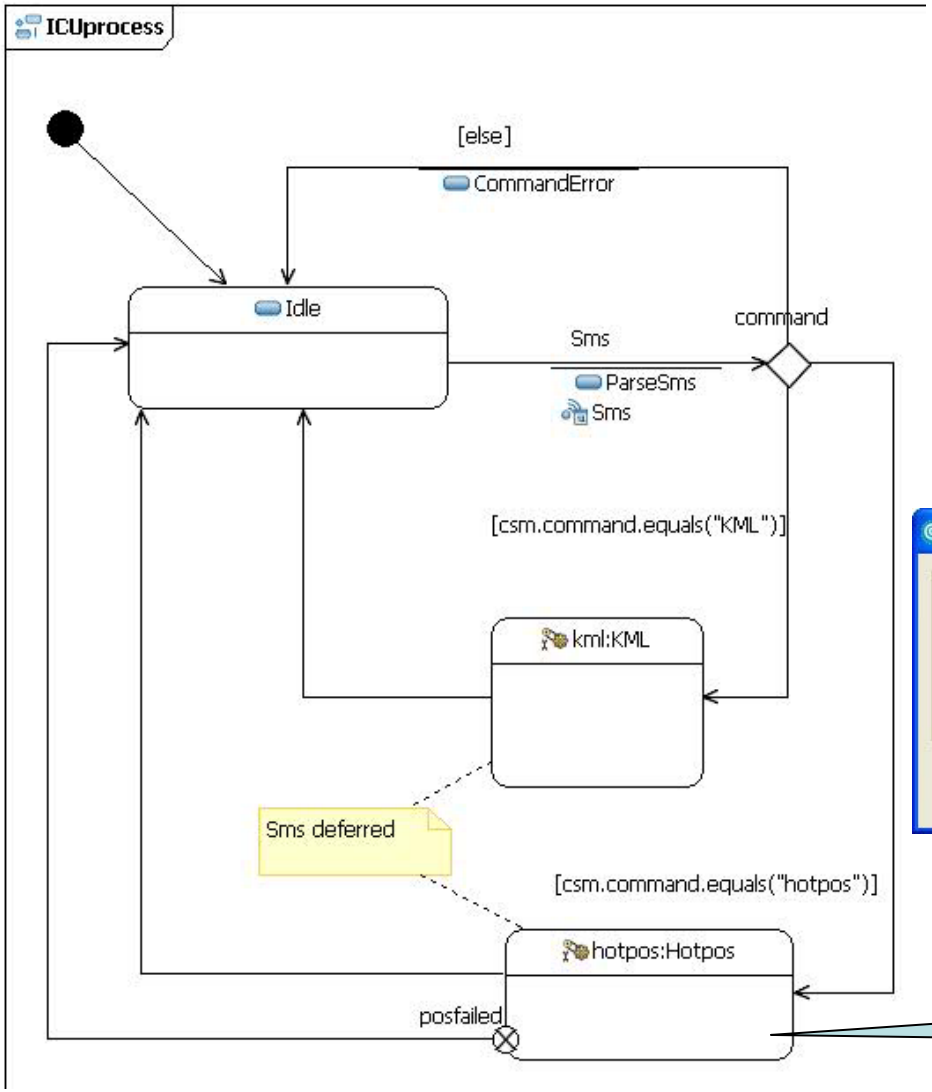
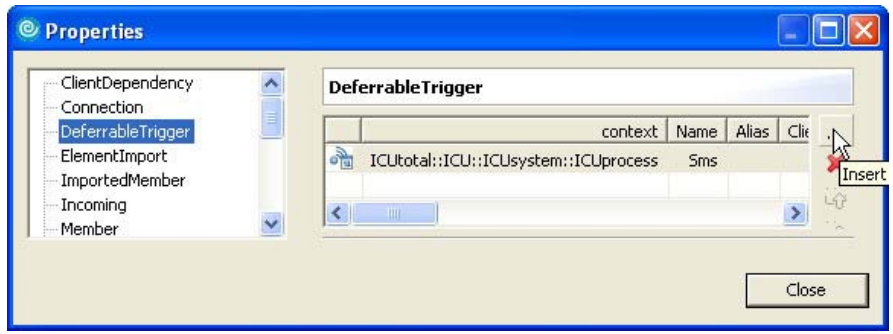
Defining Signal trigger Sms



Defer on the service submachine states





Defining a ”deferrable trigger”

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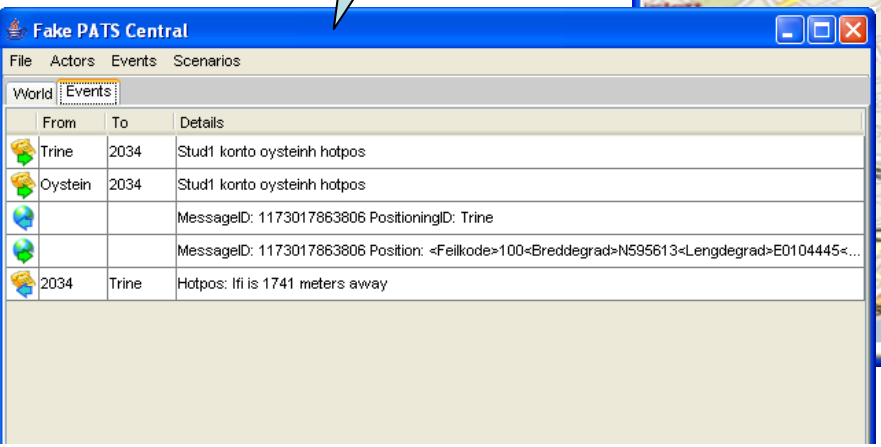
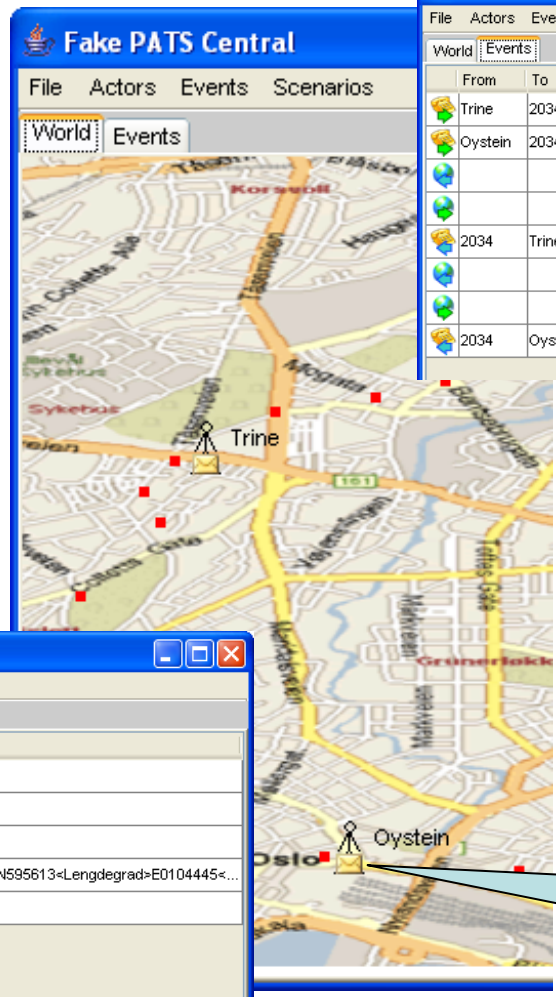
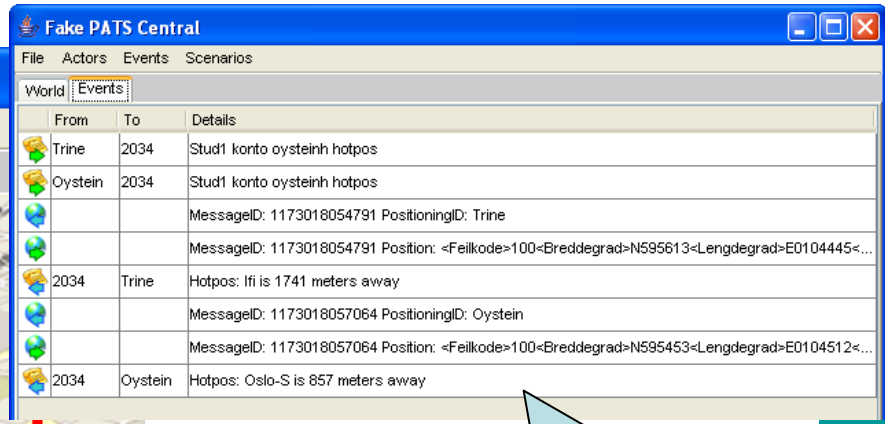
Comparing ICU4 and ICU4-DEFER

ICU4 ignored the second service request







ICU4-DEFER sequences the requests

queued ”Stud1 konto oysteinh hotpos”

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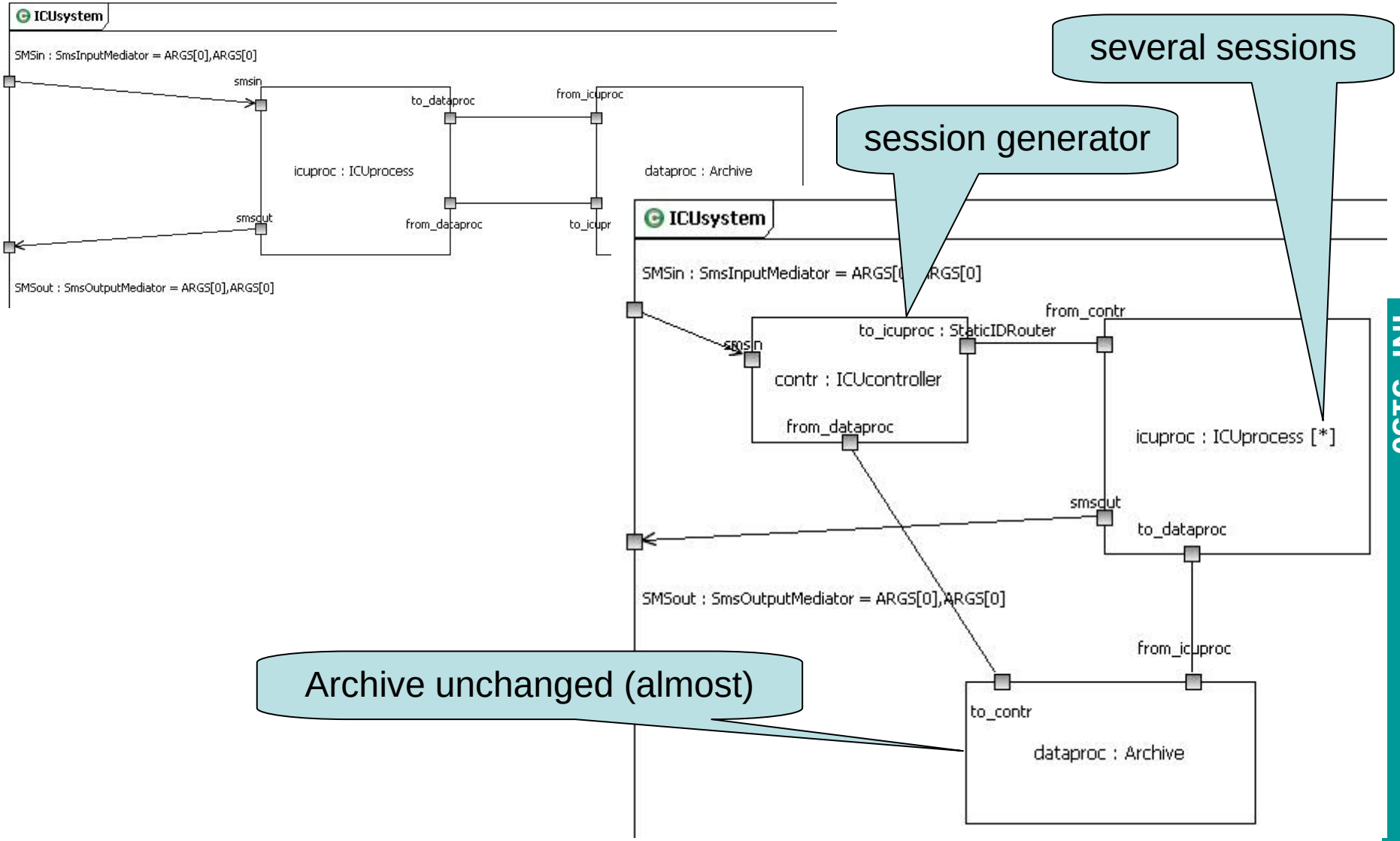
The ”session” solution

- 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

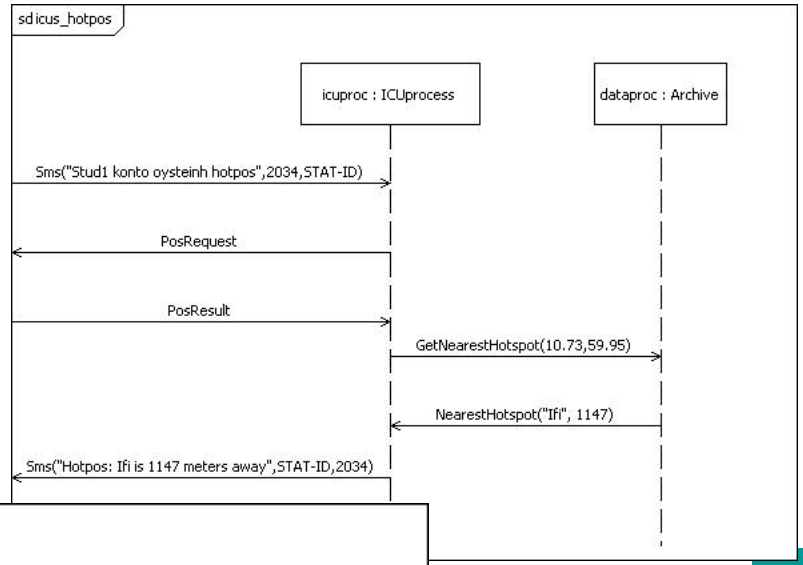
Buzzzzz Groups (5 minutes)

- 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



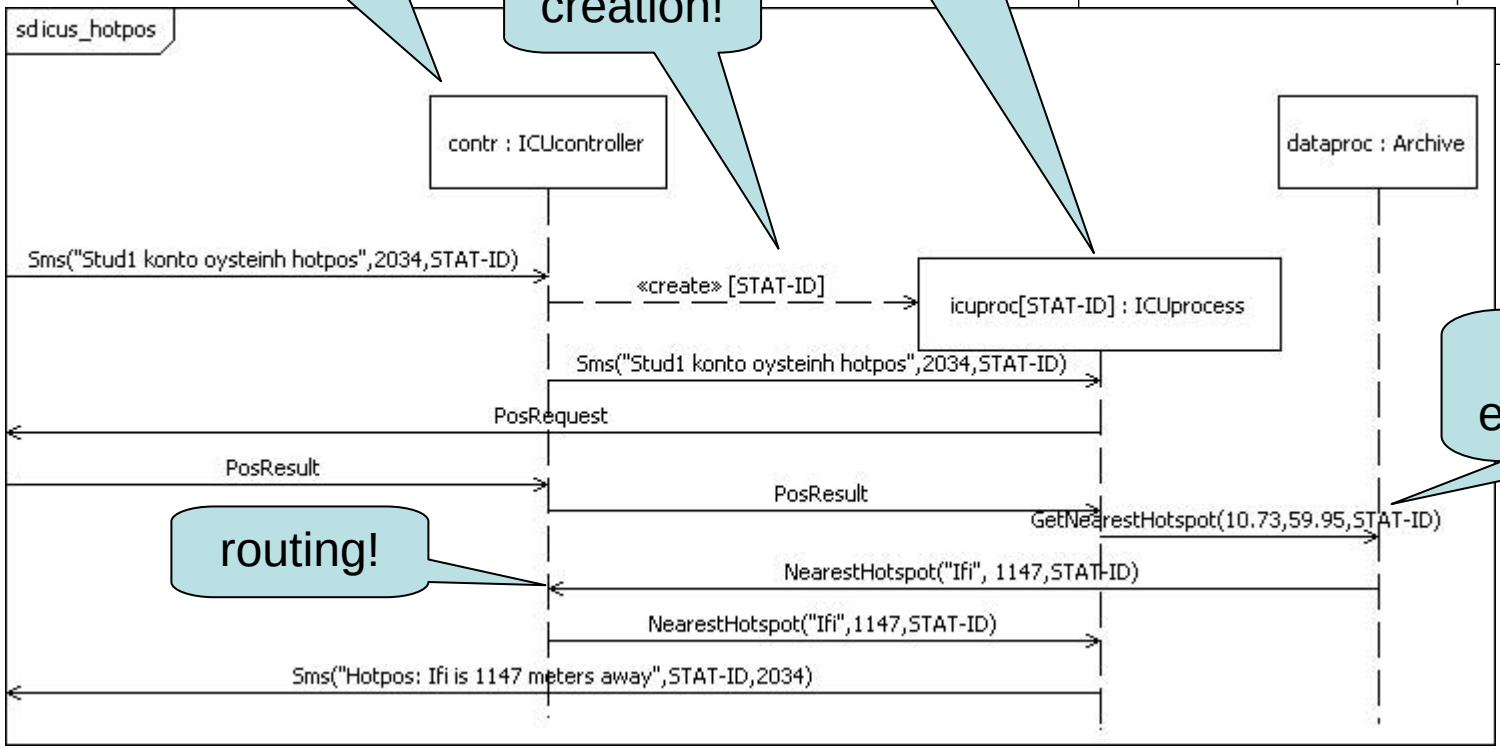
Enhancing the behavior



The receptionist: handling all input signals

ICUprocess: very similar to before

creation!



signal enhancement

routing!

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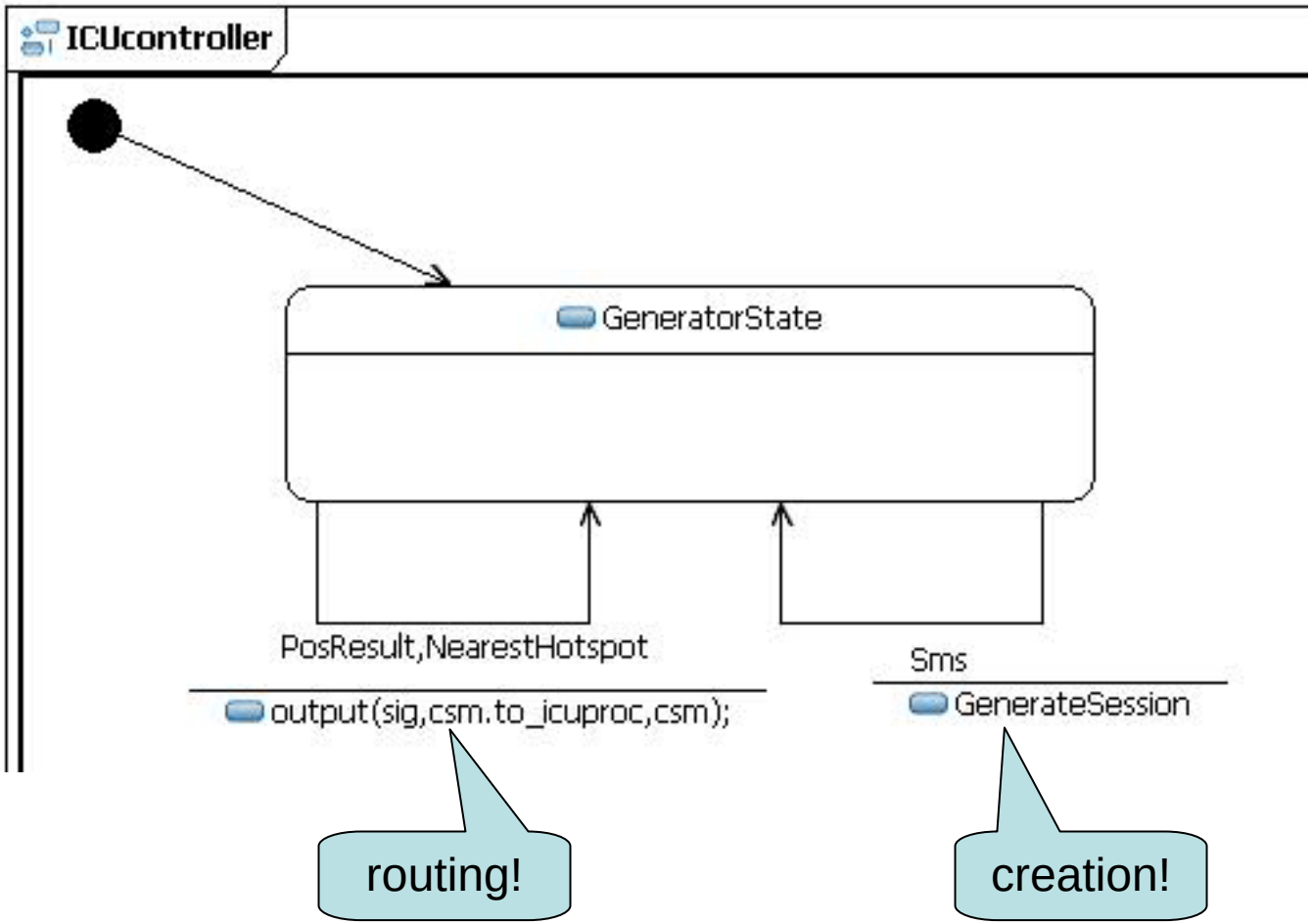
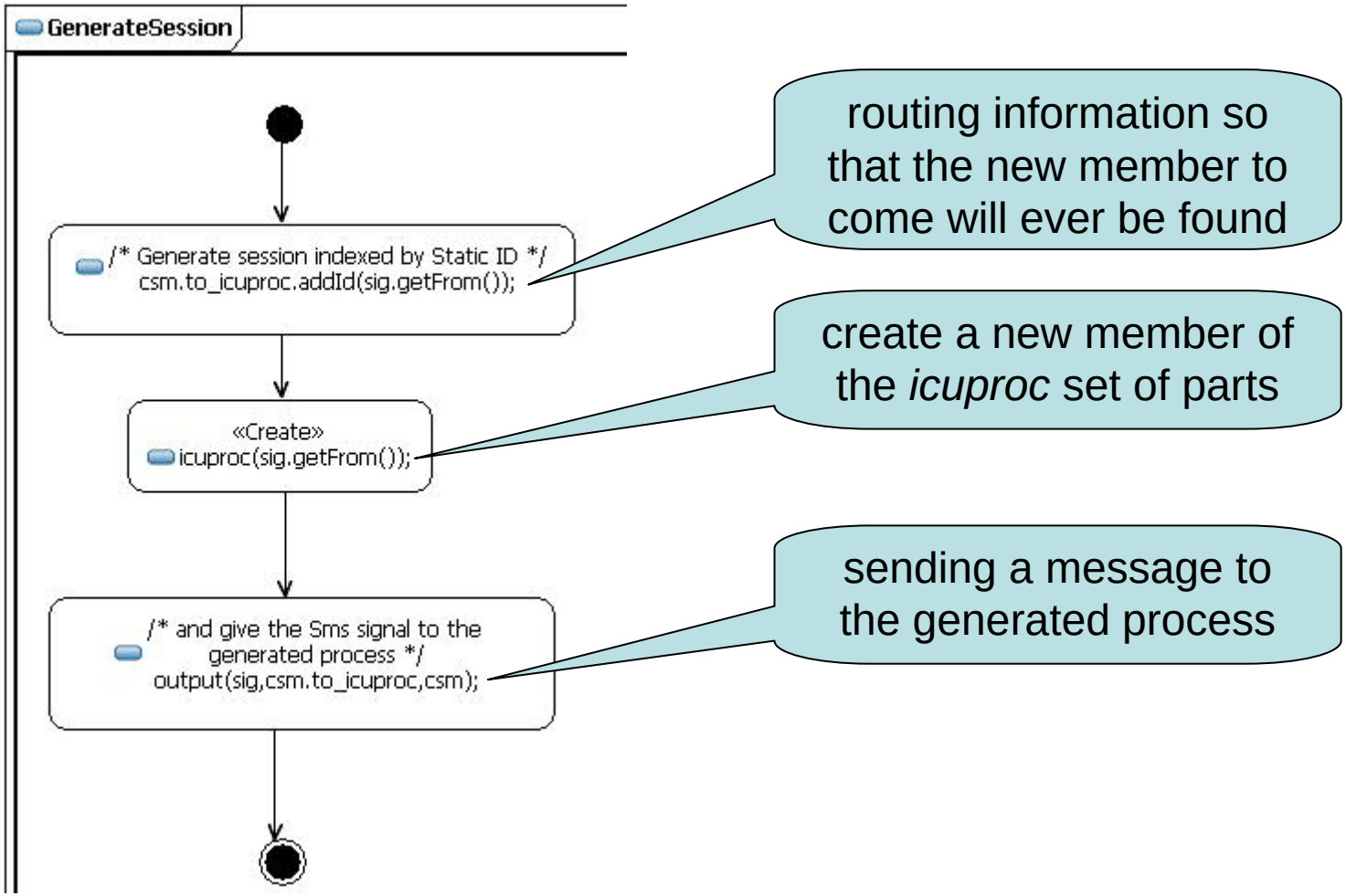
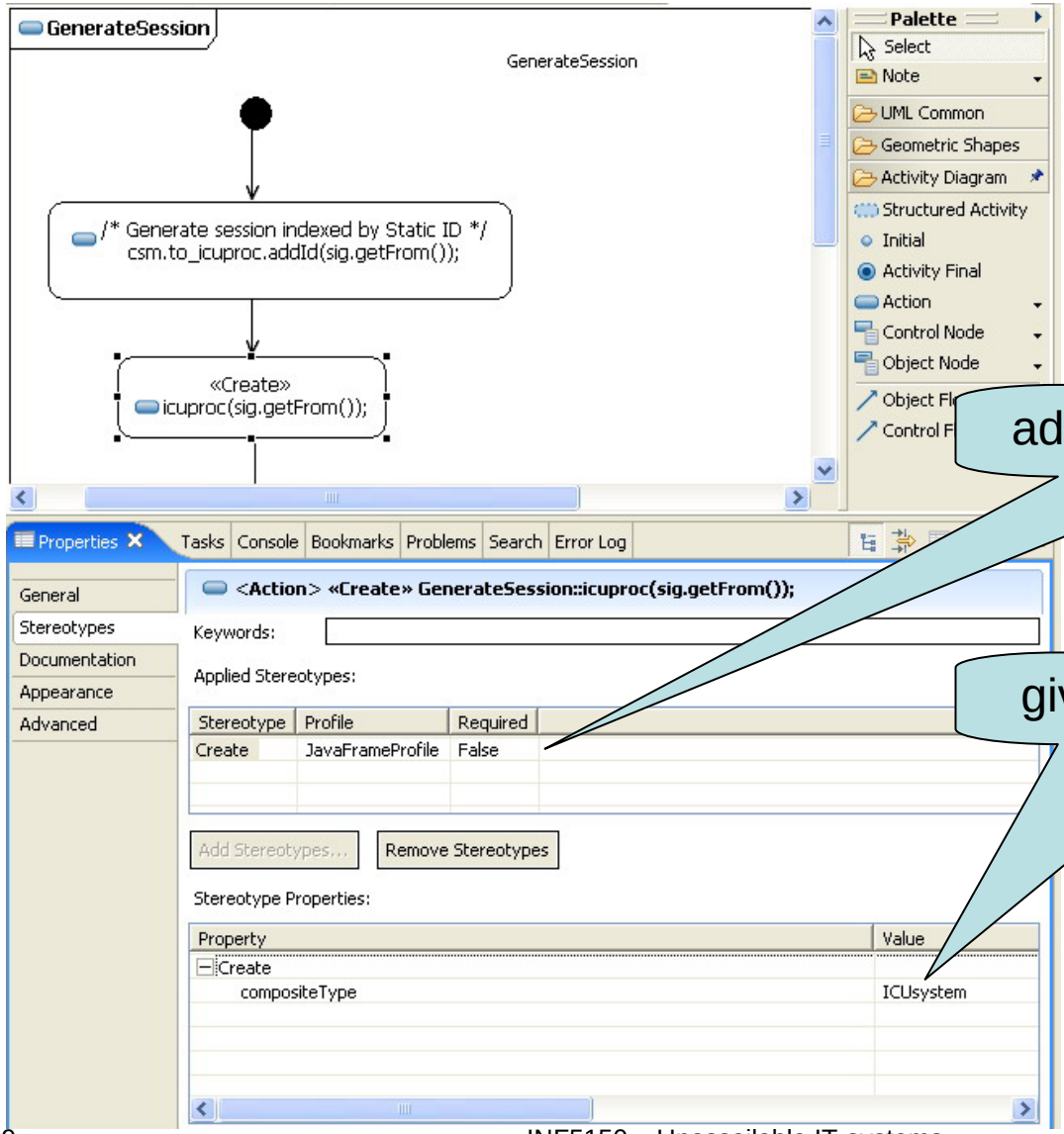
ICUcontroller



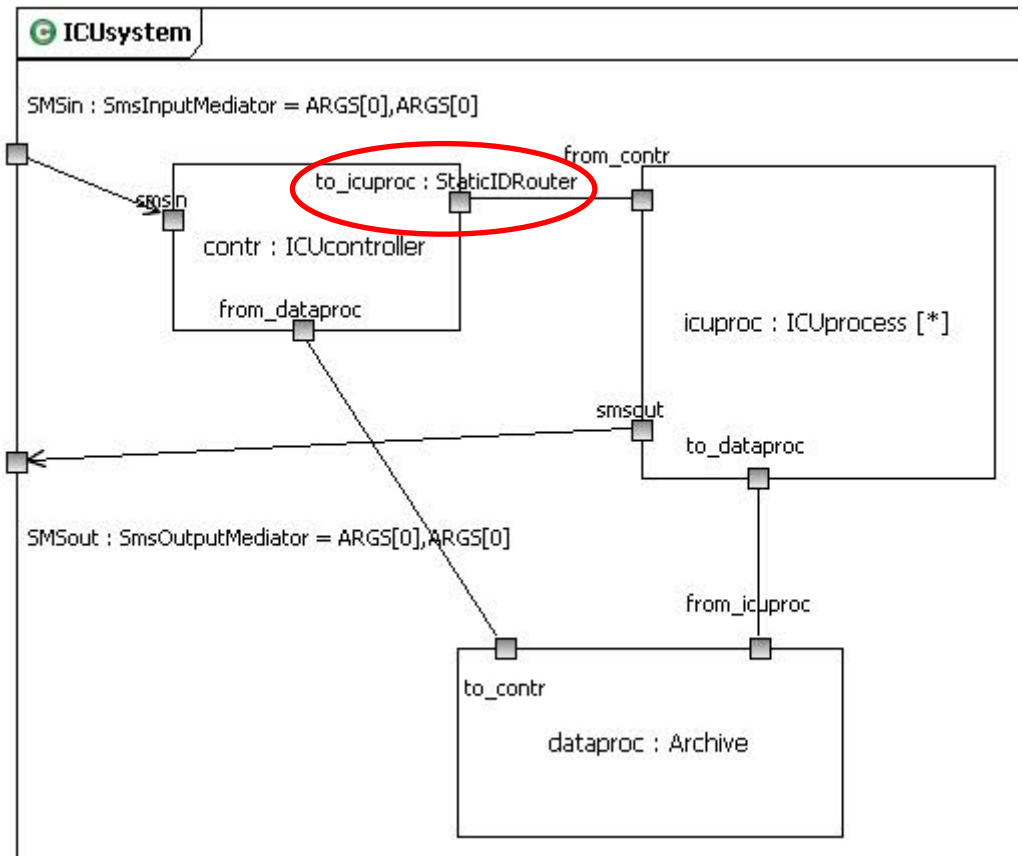
Creating a session

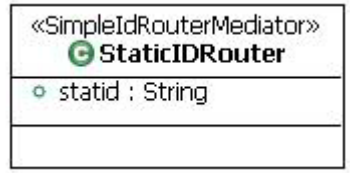


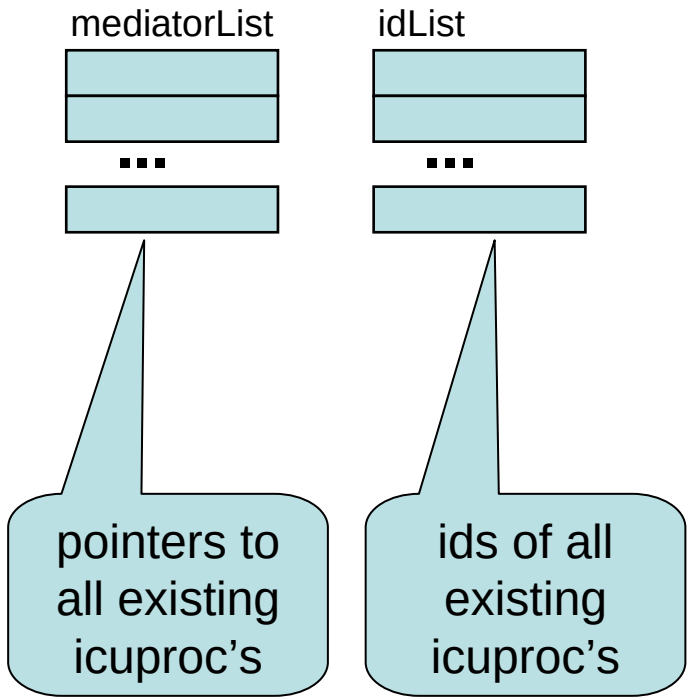
Technicalities of the Create-stereotype



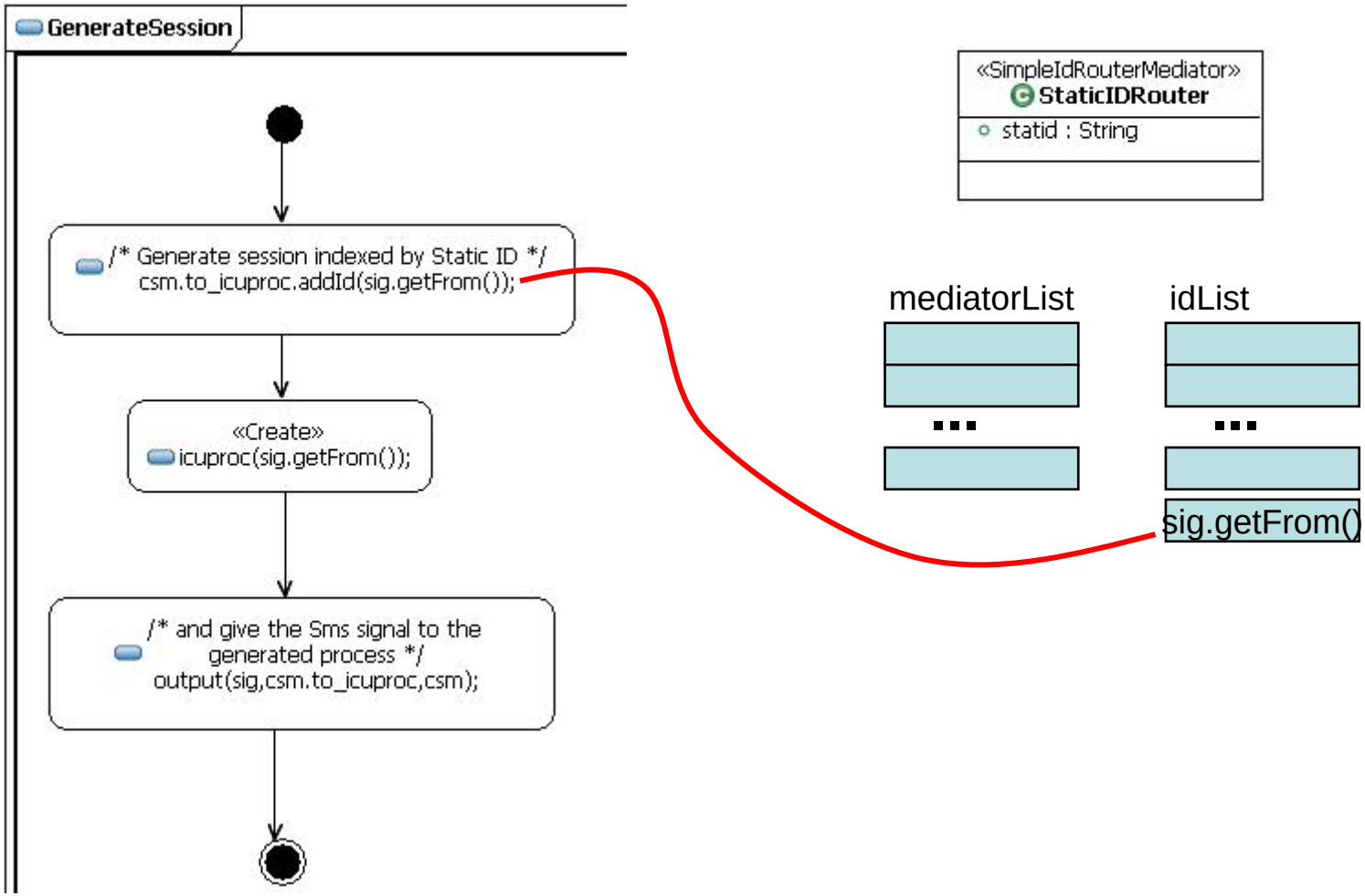
Simple Routing (1) One-to-many Port



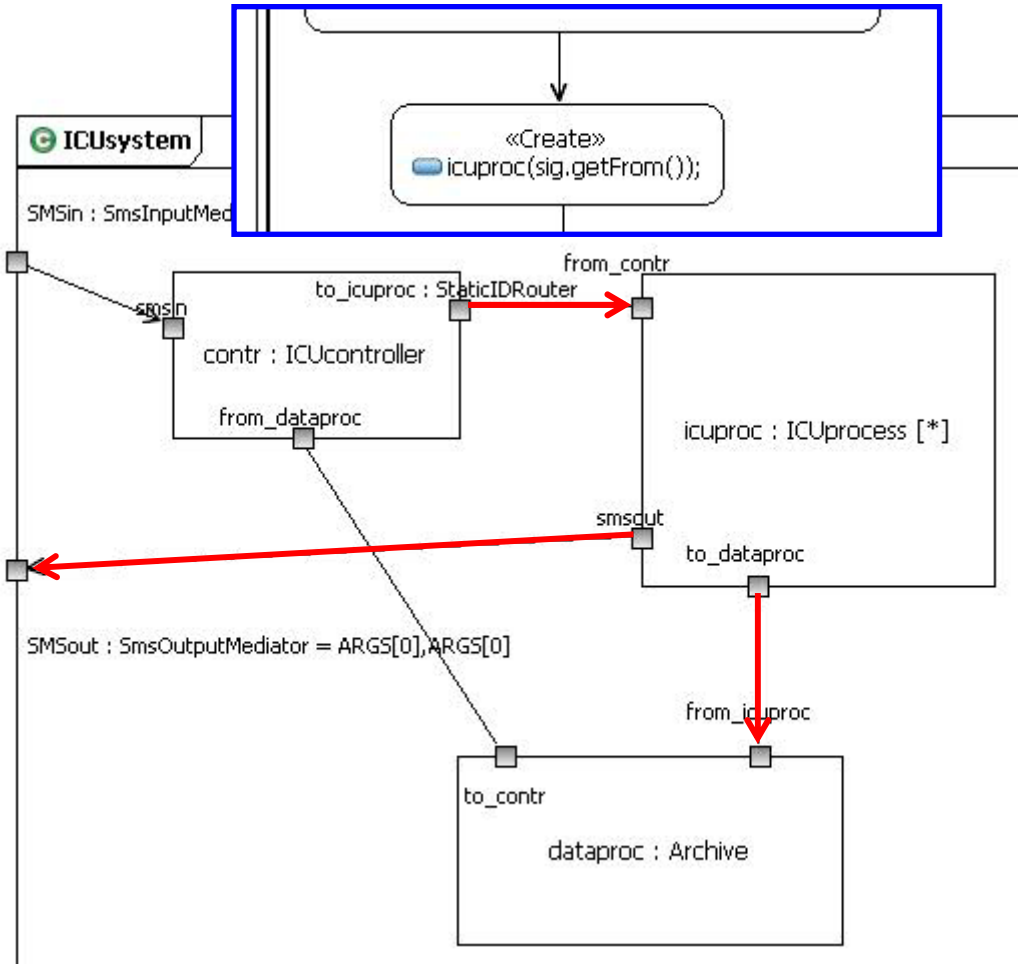


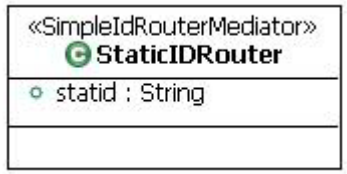


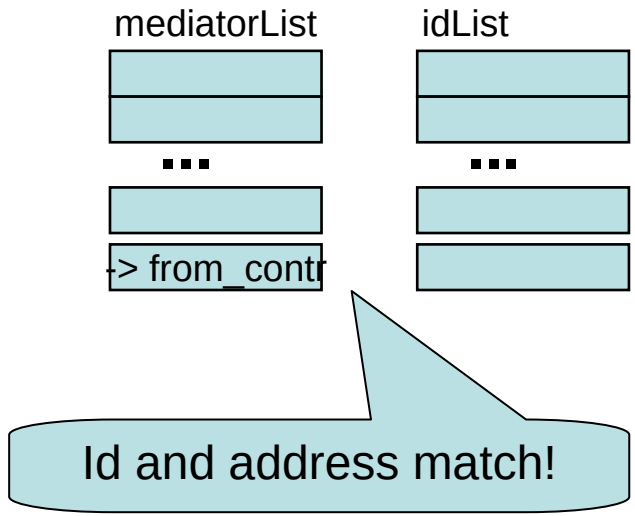
Simple Routing (2) Adding the ID



Simple Routing (3) Connecting connectors







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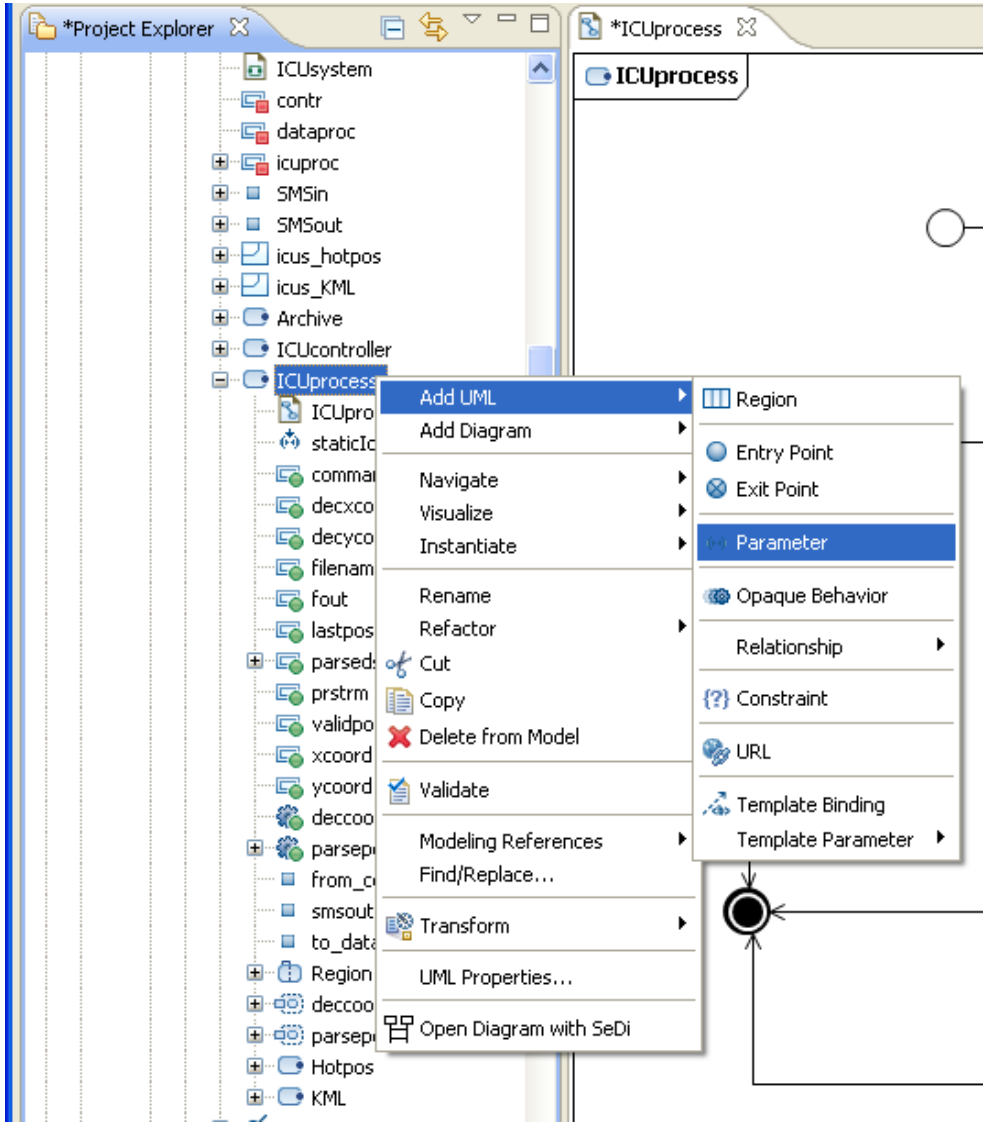
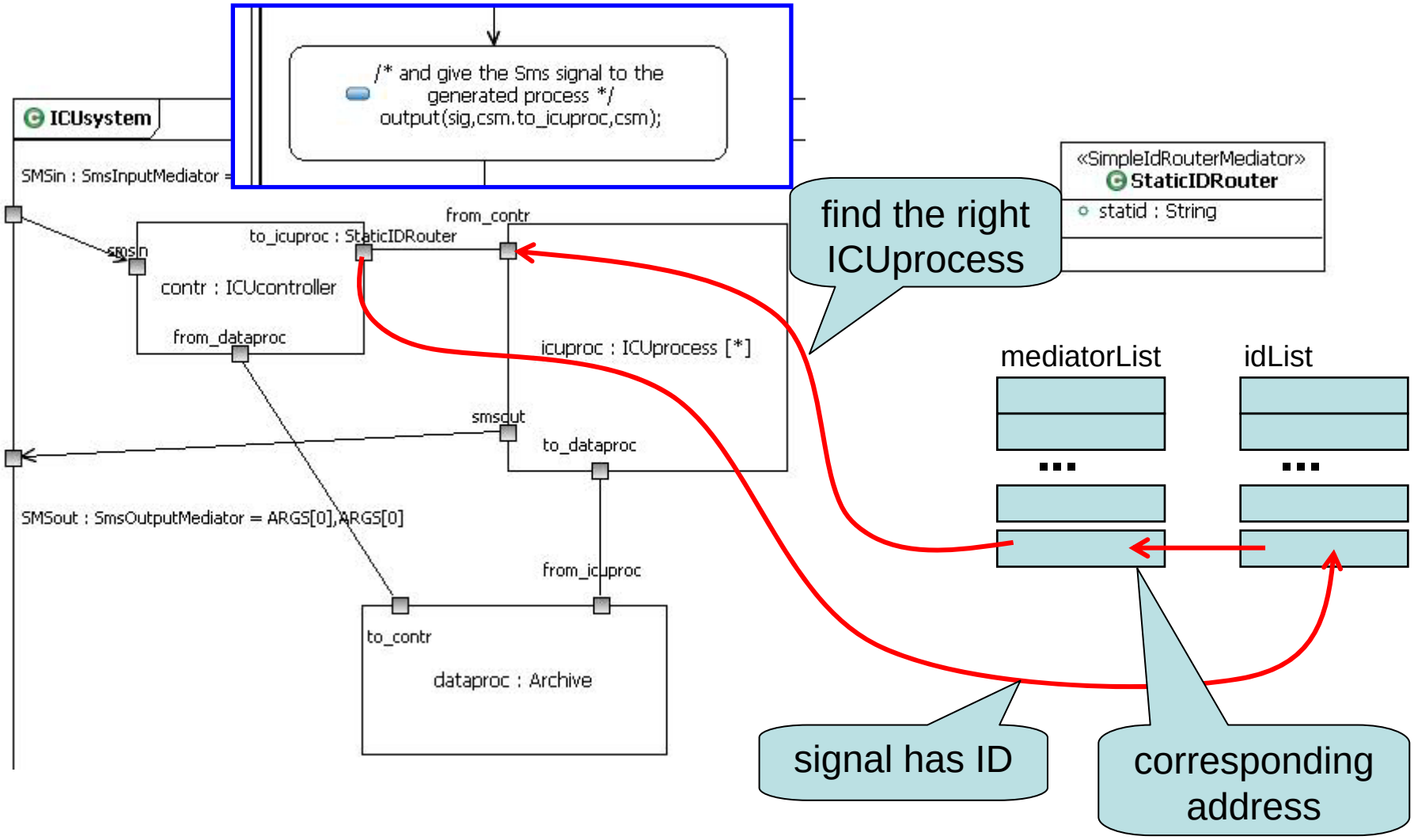
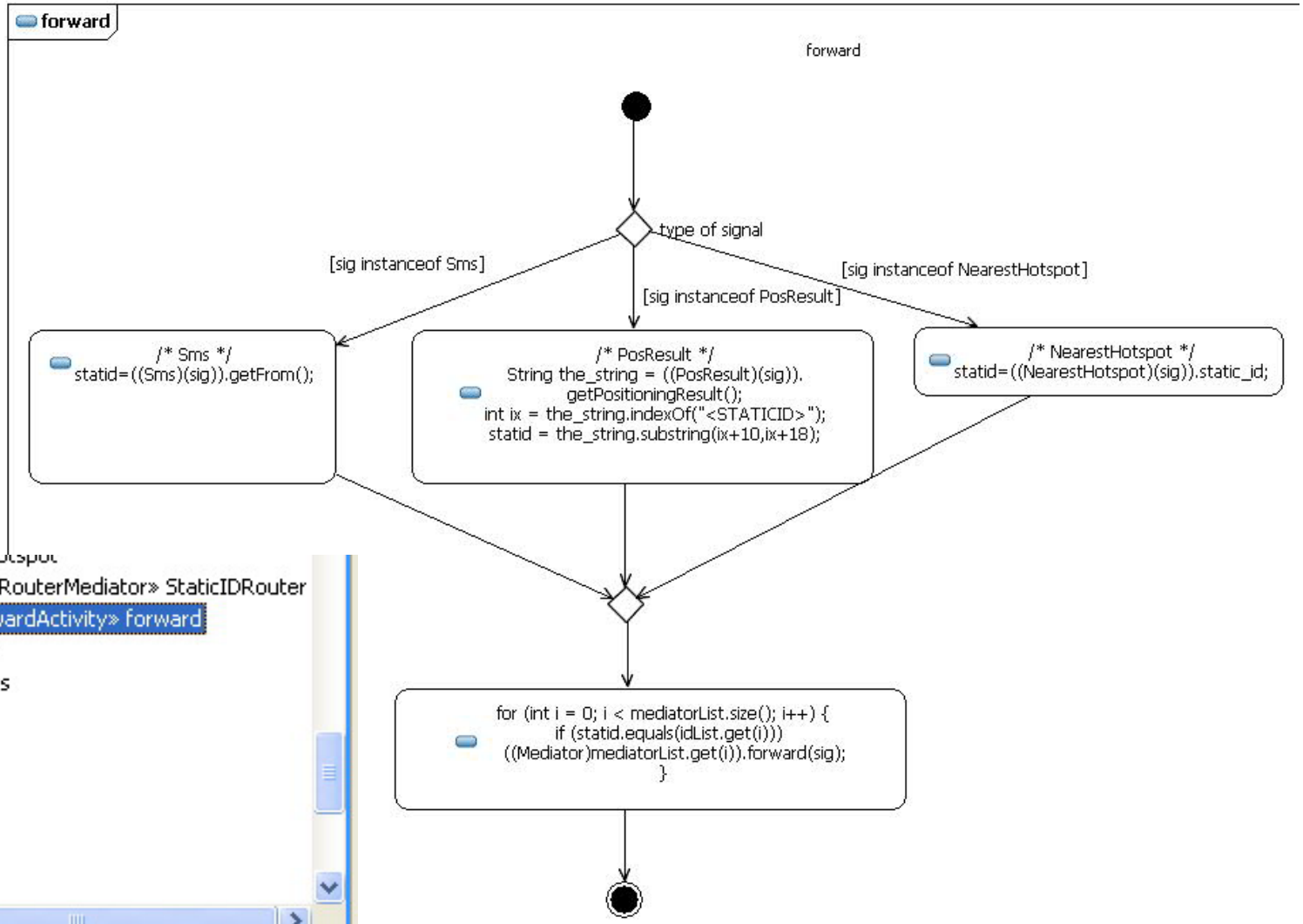
Adding a parameter to the dynamic process



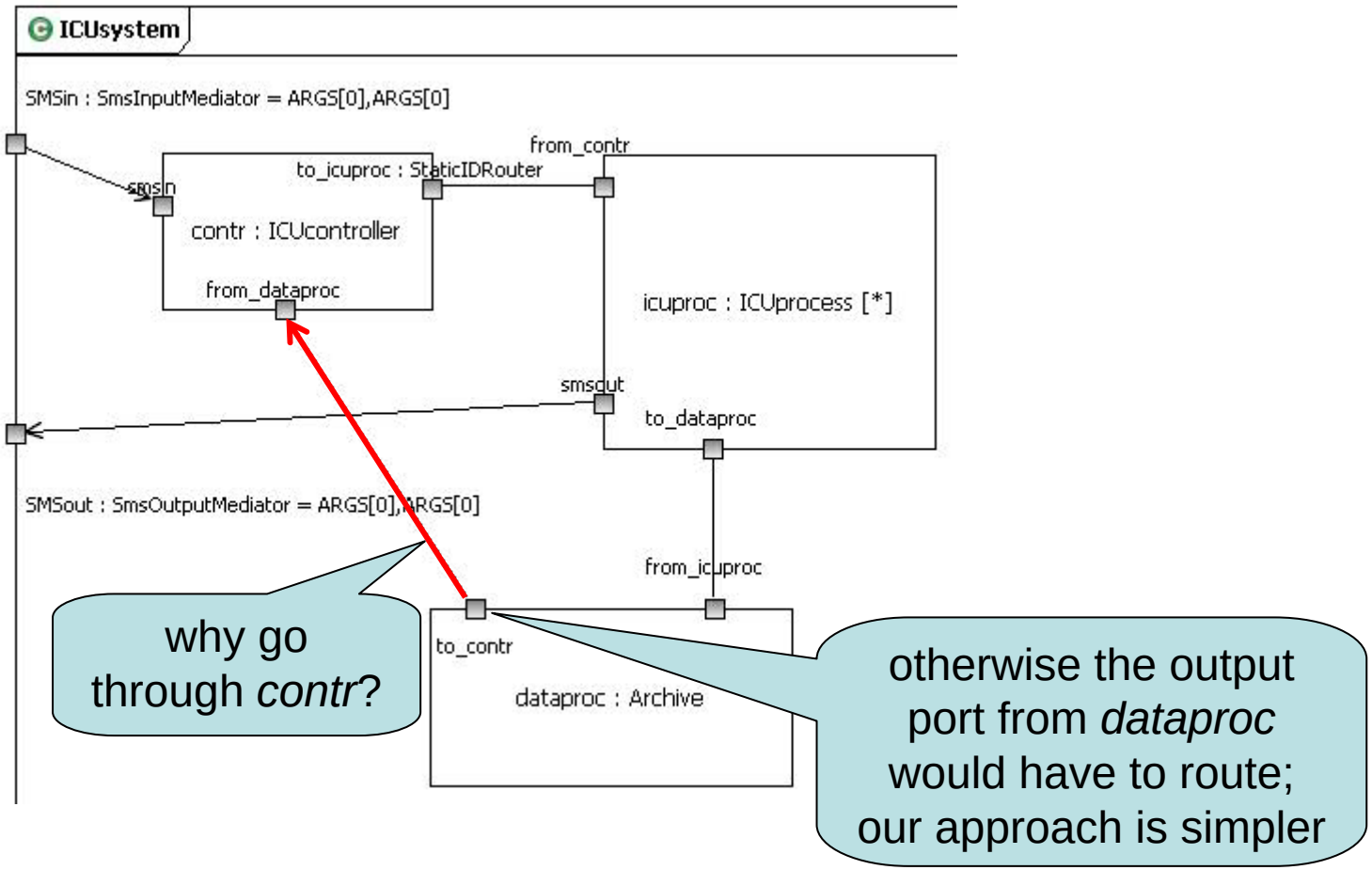
Simple Routing (4) Forwarding from Port



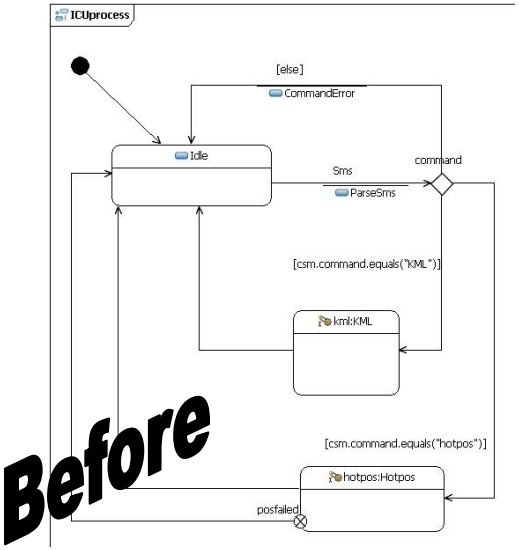
Simple Routing (5) forward() is programmed!

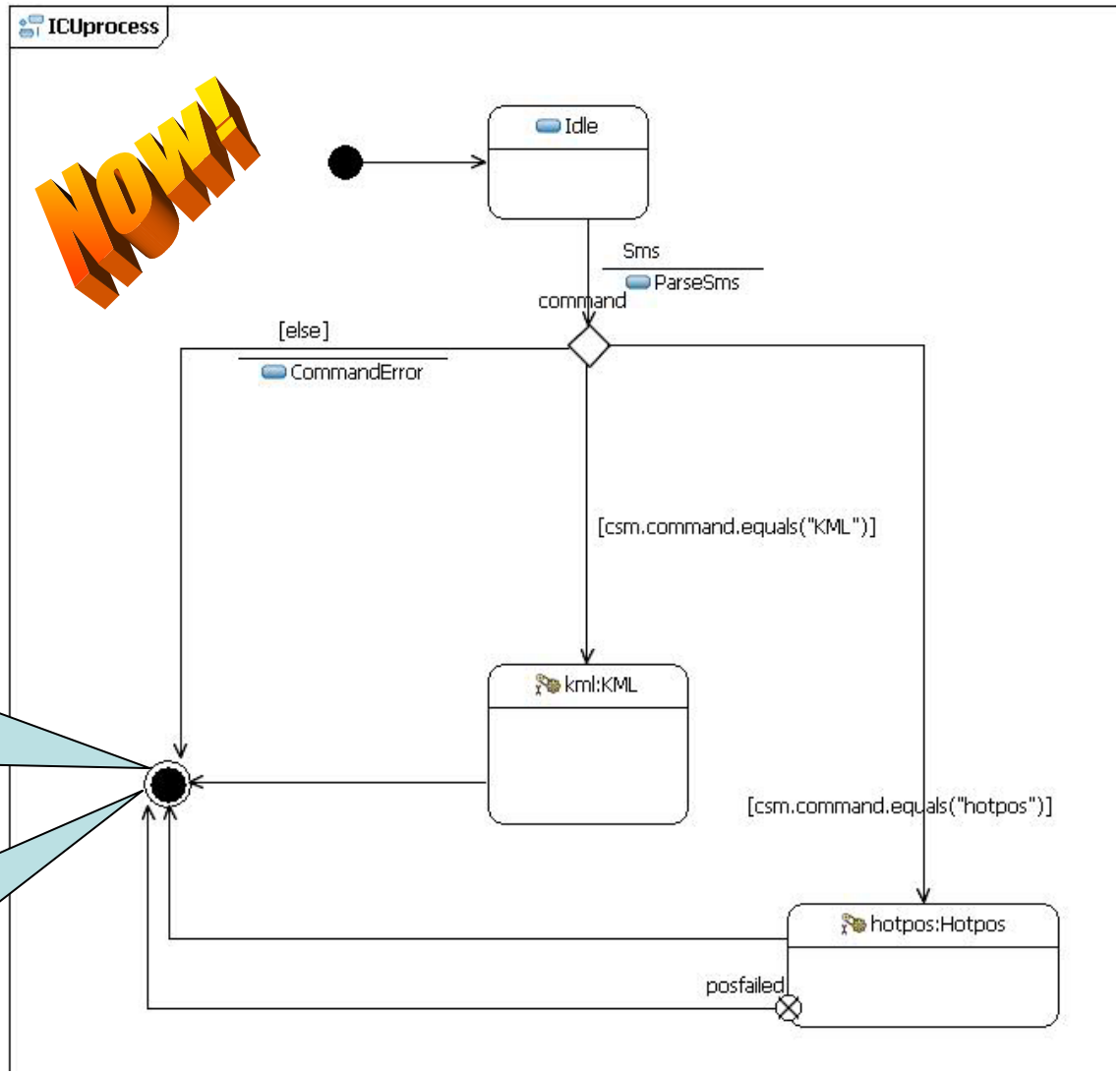


Simple Routing (6) The routing central



Terminating a session



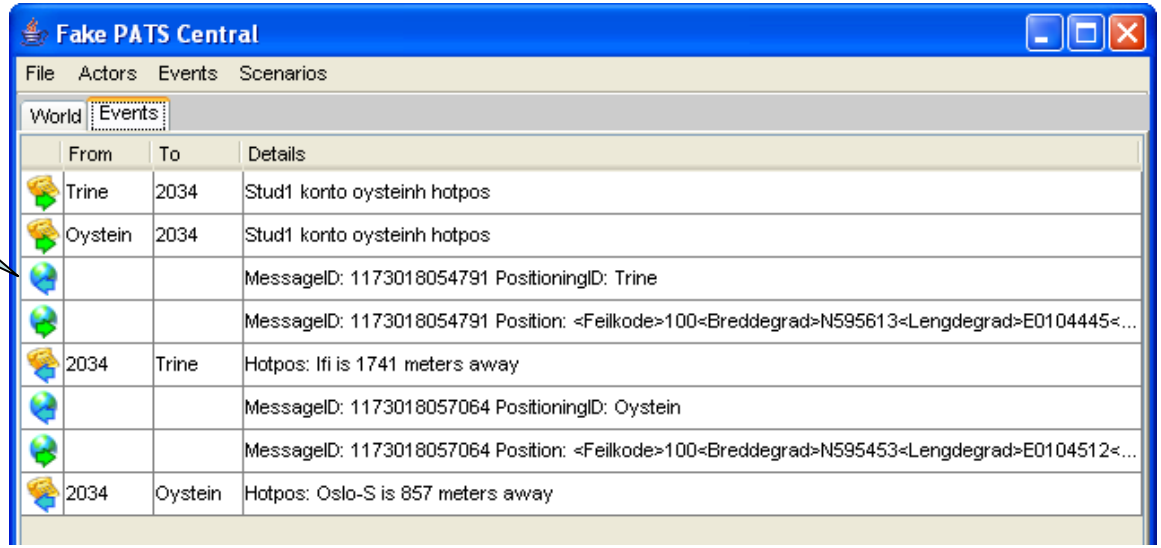


At the final state the *ICUprocess* representing the session will terminate

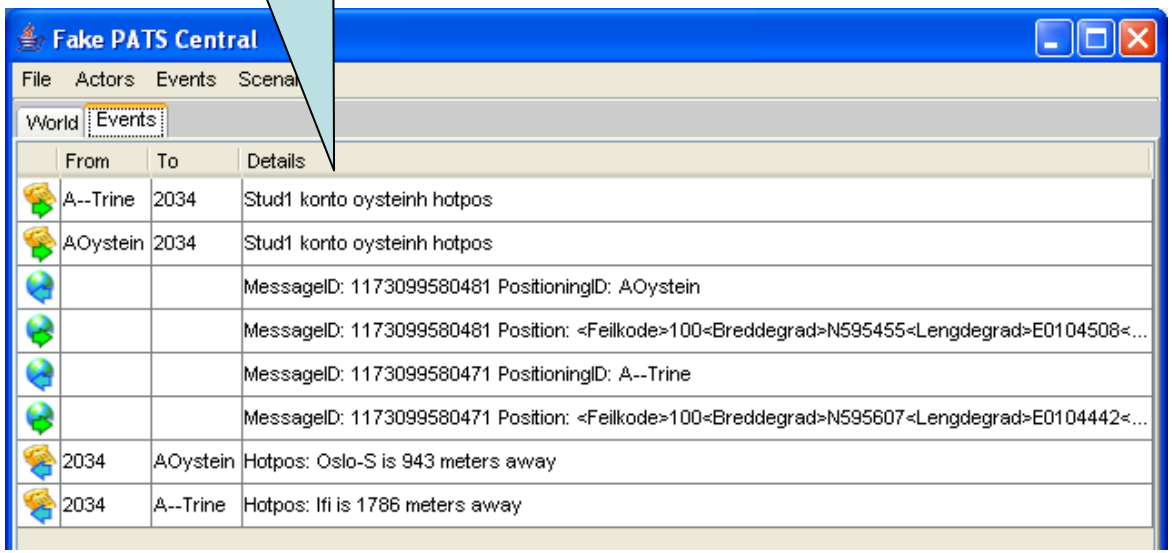
The compiler and JavaFrame make sure that the implementation gets rid of the session

Executing ICU5 (with Sessions)

ICU4-DEFER: sequentialized



ICU5: more concurrency



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