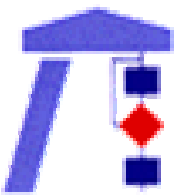
A Flexible Micro Protocol Framework



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What are Micro Protocols?

- component as structuring unit (code-oriented)
- single (distributed) protocol functionality using a specific mechanism
- required collaboration
- well-defined interfaces (operators)
- self-contained and ready-to-use
- not decomposable

Micro Protocols

- can be composed yielding macro protocols
- examples:
  - protocol phases
    - connection setup, data transfer, neighbour sensing
  - protocol functionalities
    - flow control, loss control, error control, addressing, en/decoding, authentication, message forwarding, reservation, multiplexing, message sequencing, segmentation and reassembly, …

Why do we use micro protocols?

- structuring is essential
  - functionality, phases, entities, layers
- reuse plays a key role
  - components, subsystems, frameworks
- reduce development effort
- improvement quality and reliability

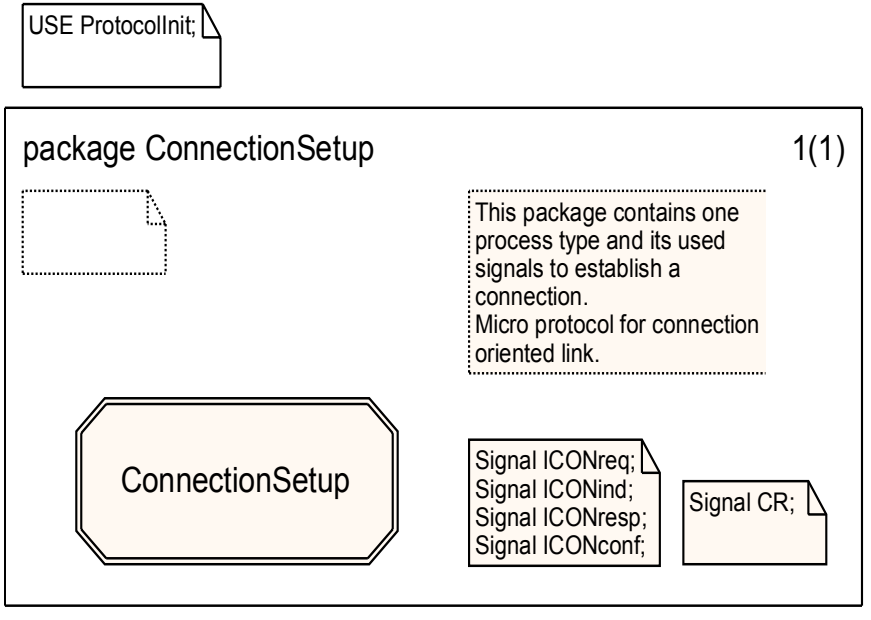
→ develop customized protocols

Micro Protocol Library

- each micro protocol is described as separate entity
  - summary of functionality and behaviour
  - structural description
  - interface definitions
  - subsets of collaborations (behaviour)
  - used data types
  - different realisations of composition
  - different languages (SDL, C++)

Packages

- micro protocols are encapsulated in SDL-packages.
- e.g. signals for communication between micro protocols are defined in separate packages



Framework

- skeleton of a system that has to adapted by a system developer
  - example: layered communication architectures
    adaptation by adding specific protocols
- A generic micro protocol framework is a set of general principles and rules for the composition of micro protocols
  - generic composition: concurrent, in sequence, hierarchical
  - problem specific composition: exceptions, notifications, calls

Operators

>> passing the thread of control to another micro protocol

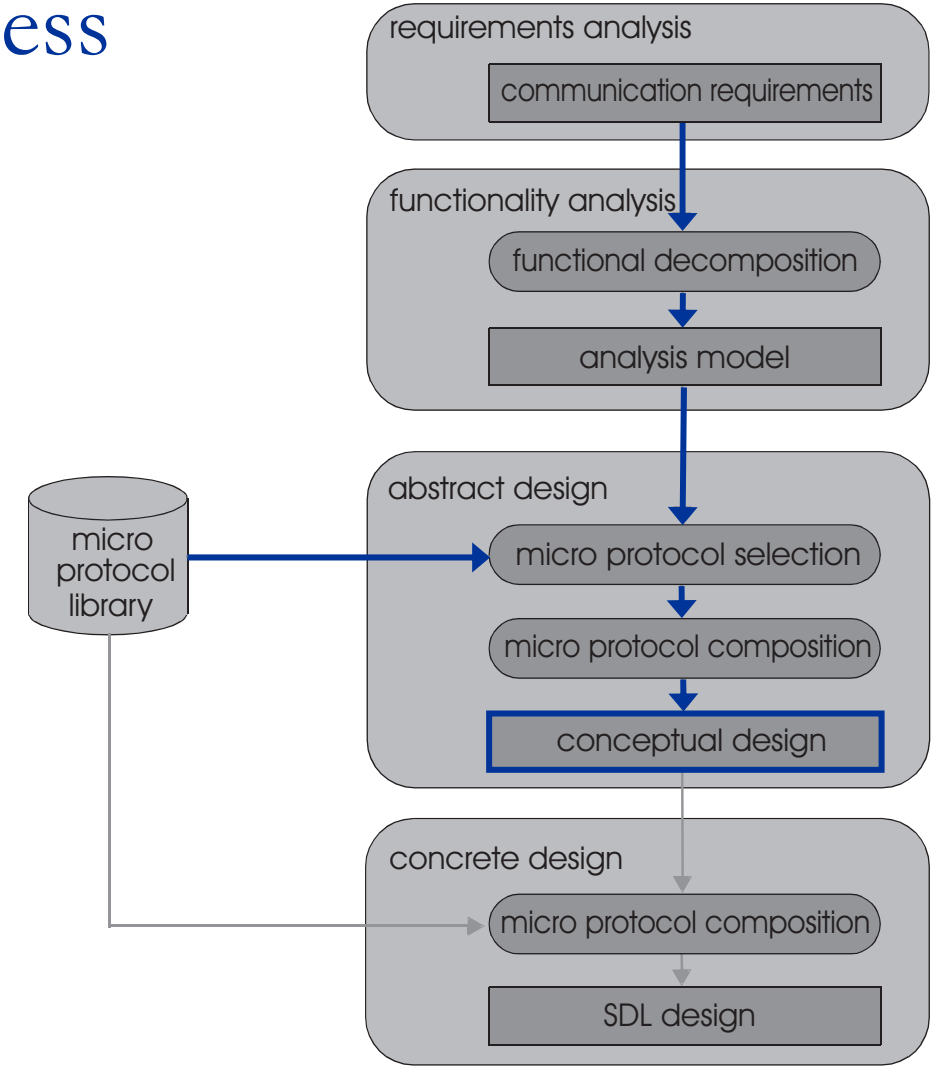
[> taking the thread of control (interruption)

@> signalling the occurrence of an event or exception

→ data flow (with direction indicated)

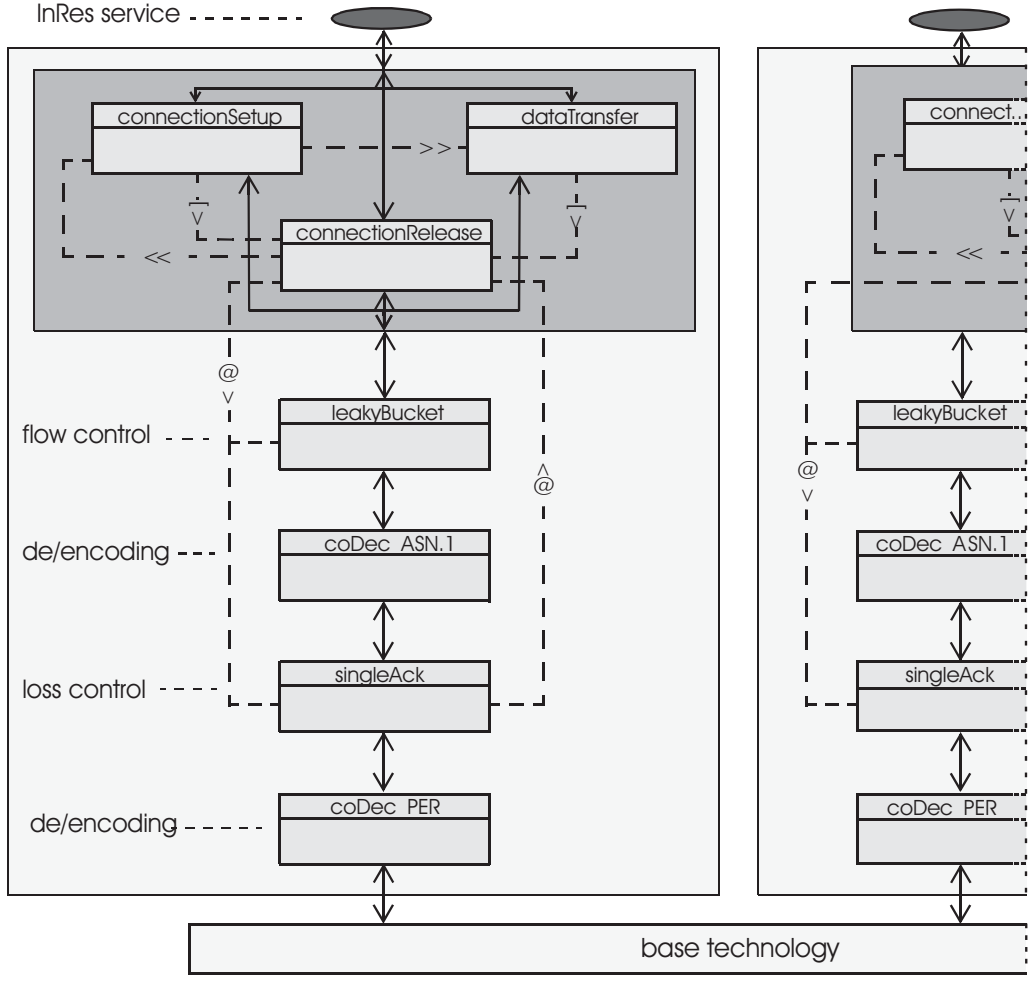
Development Process

- functionality analysis allows selection of micro protocols from the micro protocol library.
- micro protocols are composed using a conceptual design.



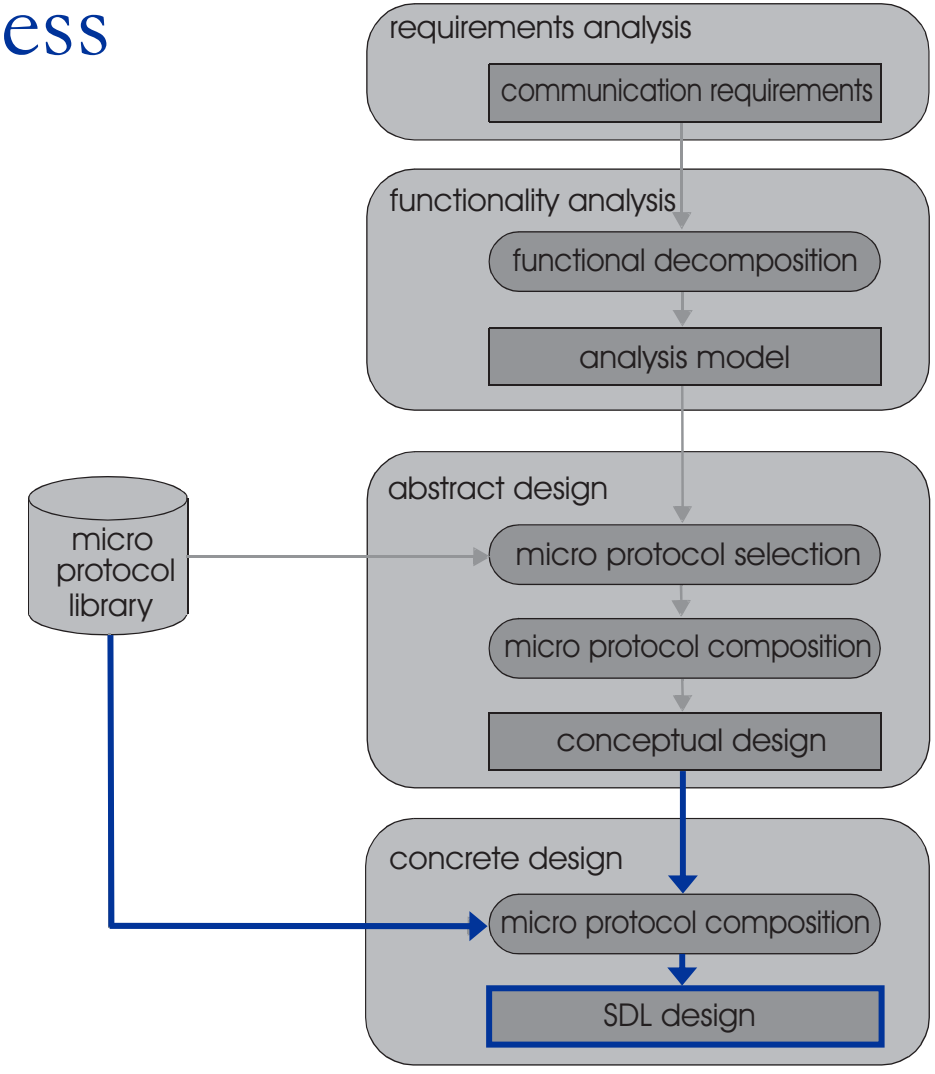
Conceptual Design

- example: InRes-communication system
- service of the base technology is extended by loss and flow control
- operators are describing the composition of micro protocols



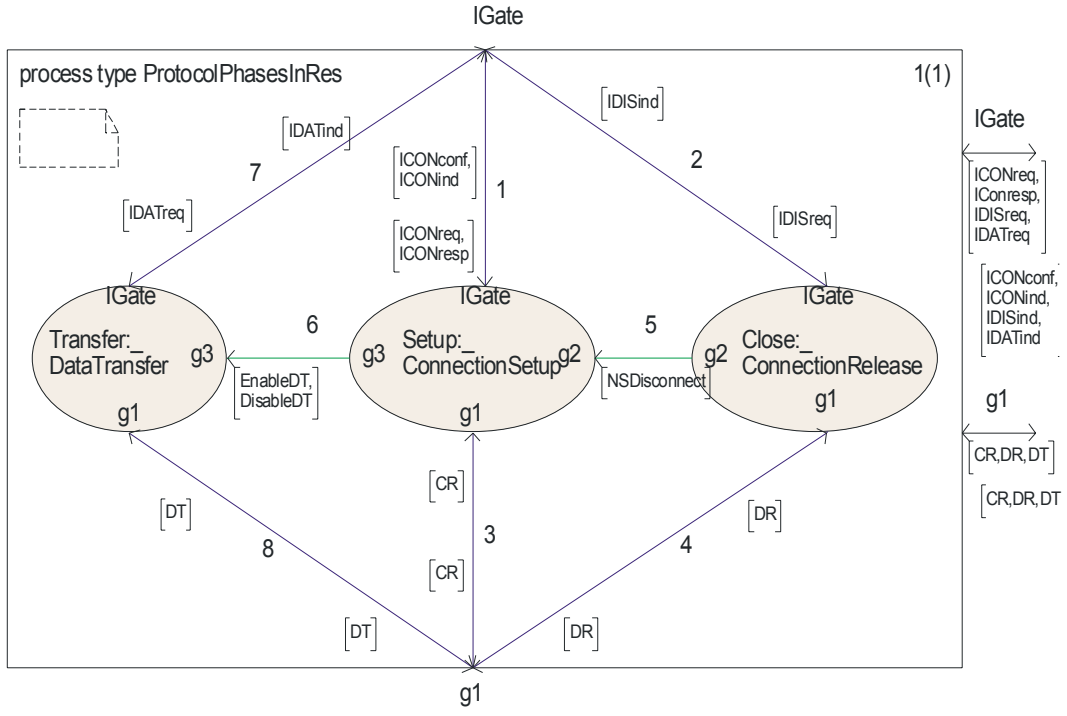
Development Process

- one SDL solution is used for the concrete design
- several possibilities to realize the operators using SDL
  - signals
  - variables
  - inheritance
  - procedures



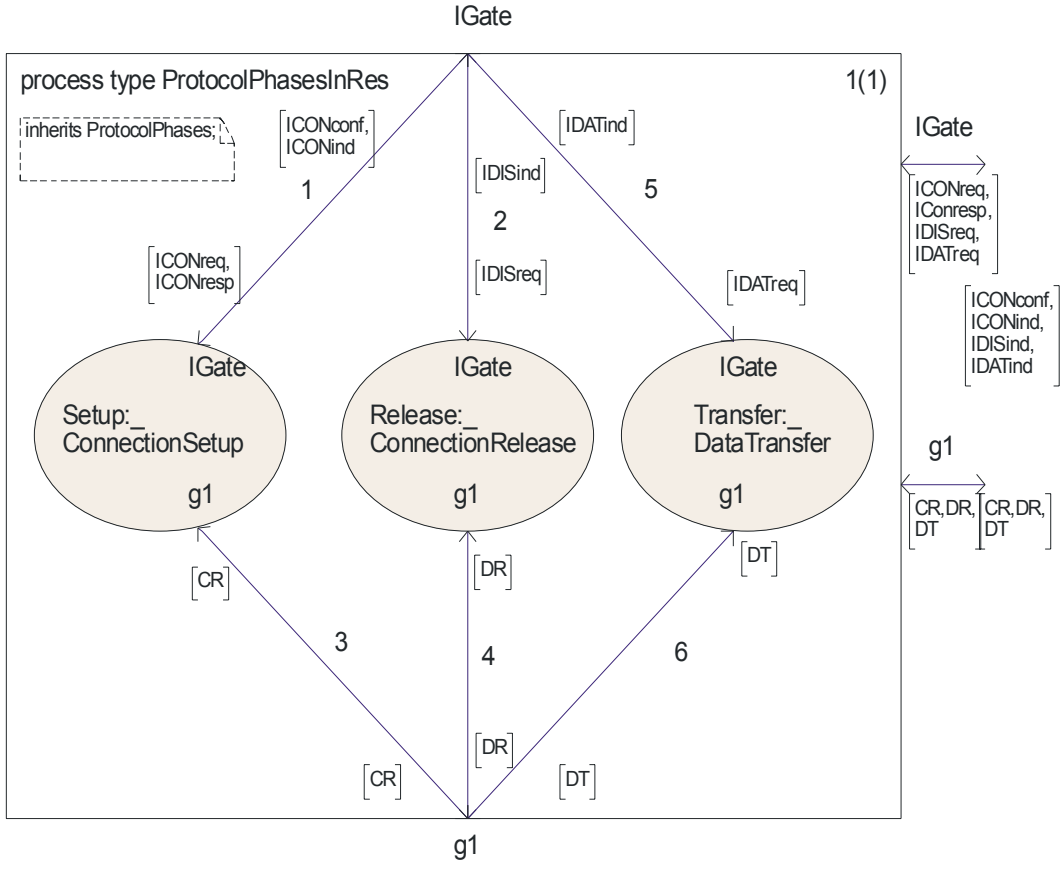
SDL-Solution – distributed signal exchange

- signals used for synchronisation
- knowledge about micro protocols to synchronize with → gates



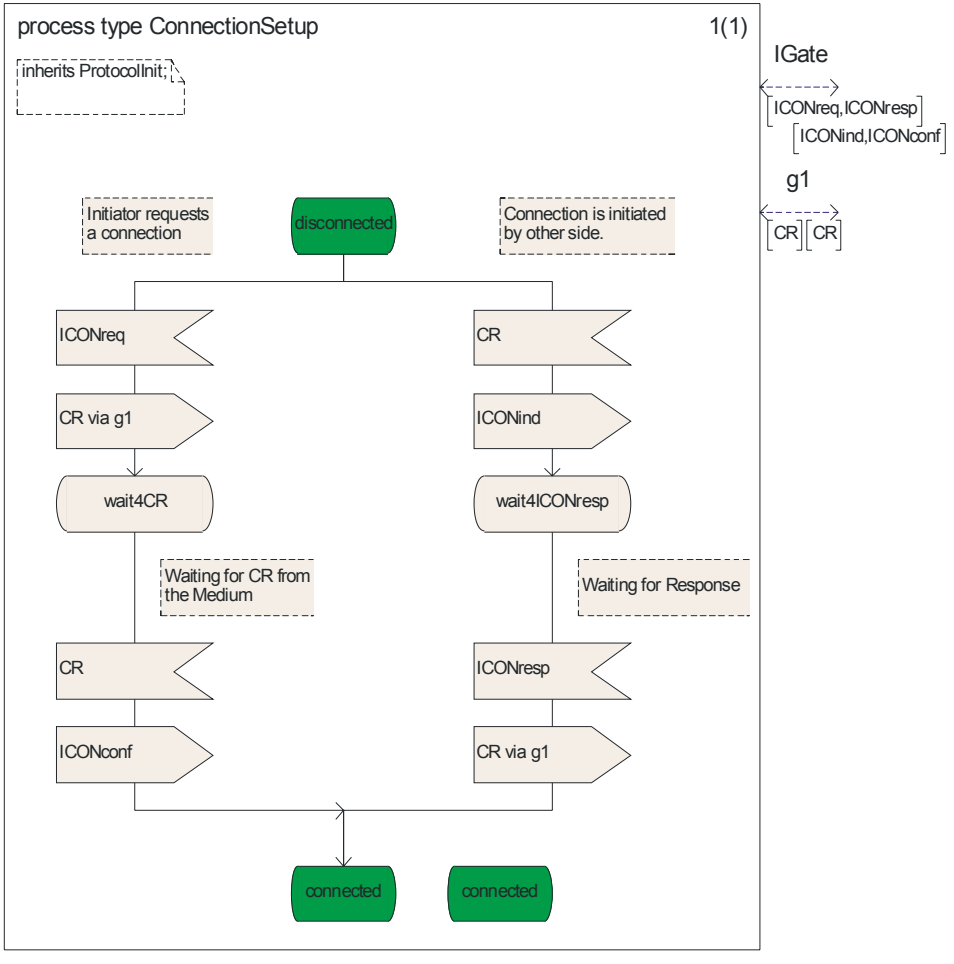
SDL-Solution – services with shared context variables

- shared variables used for synchronisation
- knowledge of the shared variables
- only possible within one process
  → use services



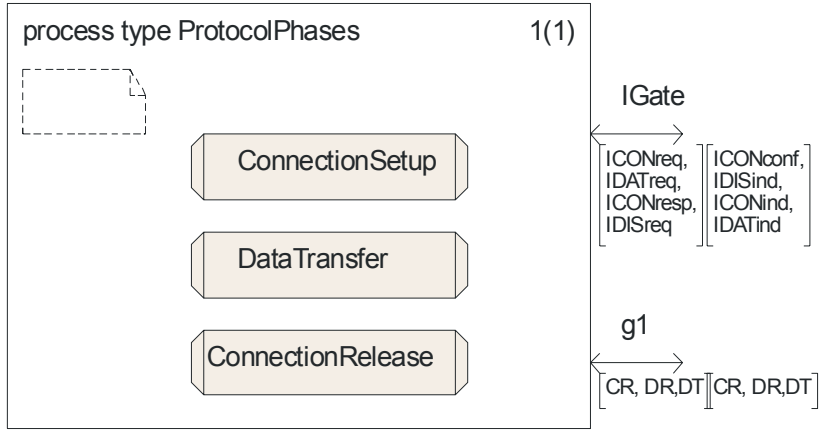
SDL-Solution – process inheritance with shared states

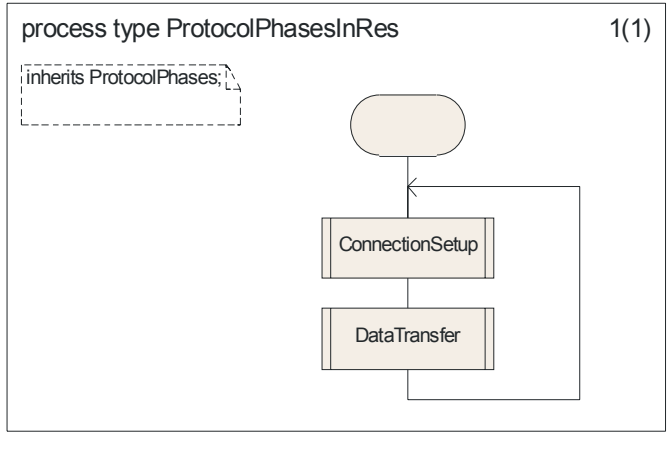
- states used for synchronization
- knowledge of the shared states necessary



SDL-Solution – procedures and inheritance

- each micro protocol is encapsulated in one procedure.
- passing thread of control is realized by termination of a procedure call
- disruption (connection release) is possible by using inheritance





Summary & Outlook

- several difficulties providing generic and self contained solutions → tool support
- compositional testing and validation
  - each component tested
  - resulting system tested for composition faults
- identify more micro protocols
  - routing, quality of service
- SDL 2000 offers new mechanisms for composition
  - exceptions, composite states

Thank you
for your attention!

Questions?