

# **Chapter 1**

## **Introduction**

### **1.1 Statement of Problem**

Joint Operations Virtual Environment (JOVE) is a software application that provides a virtual environment for collaborative applications such as crisis action planning [1]. It has been developed by the Office of Naval Research through the Naval Command, Control and Ocean Surveillance Center (NRaD) with contractor support from Science Applications International Corporation (SAIC). JOVE integrates Multi-User Virtual Environment (MUVE) technology, available World Wide Web (WWW) resources, and Commercial-off-the-shelf products to create a distributed collaborative virtual environment for applications, such as humanitarian assistance operations.

A MUVE is an inherently collaborative computer environment that provides facilities for navigation around virtual locations, as well as for information sharing and communication among widely distributed users. The JOVE environment provides buildings and rooms within the buildings in which users can maintain their own information (a private office), and meet with other users in virtual conference rooms. In these virtual meetings, users can remotely brief each other, discuss critical issues (publicly and privately), search databases for pertinent information, provide immediate

updates to each other, electronically gather and poll for critical assessment information, and store information for critical action team use.

The JOVE system has been designed using the Rational Rose Design Tool [2]. Rational Rose is an implementation of the Unified Modeling Language (UML) standard developed by the Object Management Group (OMG) [3]. The Unified Modeling Language (UML) is the industry-standard expressive visual modeling language for specifying, visualizing, constructing, and documenting the artifacts of software systems, especially targeting the modeling of concurrent, distributed systems. It simplifies the complex process of software design, making a "blueprint" for construction. UML fuses the concepts of Booch, OMT, and OOSE [4]. UML incorporates the object-oriented communities consensus on core modeling concepts, independent of particular programming languages and development processes.

## **1.2 MOTIVATION**

The collaborative nature of the JOVE system allows multiple users across the world to work together in determining the most effective plan of action. In some crisis actions, the JOVE may need to be employed by multiple parties to acquire timely information and make fast and accurate decisions and plans in order to address critical humanitarian needs. In such an environment, providing support for representation of real-time data can further enhance the ability to make critical decisions. For instance, in a

crisis meeting about an impending hurricane, the planning involved in minimizing casualties and property damage would require collaboration among various groups, including the National Weather Service, local police and fire departments, the National Guard, local television and radio stations, etc. In such a distributed collaborative virtual environment, users may share information such as planned evacuation routes, population reports and satellite data. Some of this information, the satellite data for instance, should be updated periodically, otherwise users may make a bad decision based on out-of-date information. Therefore real-time representations of such data are required in order to provide the best information to the users. In such a critical application, real-time concurrency control will also be required among the various requests being made by the users. Incorporating real-time objects with real-time concurrency control into the JOVE architecture is important and necessary.

There are unique challenges faced in real-time software development. For real-time system developers, understanding the impact of design decisions and effectively communicating functionality can be a daunting task. An overriding concern is the architecture of the software. This refers to the essential structural and behavioral framework on which all other aspects of the system depend. Since UML is proven as a good architectural design pattern and has a strong set of general purpose modeling language concepts applicable across domains, it is extremely useful to capture the UML as first-class modeling constructs to facilitate the design of good architectures of real-time system software. Thus investigating adding real-time features into UML/Rational

Rose Design Tool, for example, how to express the timing constraints, is one of the necessary and challenging issues in this project.

The Real-time research group at the University of Rhode Island (URI) has designed the RTSORAC (Real-Time Semantic Objects, Relationships and Constraints) model for real-time object-oriented database systems [5]. The RTSORAC model incorporates features that support the requirements of a real-time database into an extended object-oriented model. It supports data temporal consistency requirements and time-constrained transactions by specifying objects that contain: attributes with value, time and imprecision fields; constraints on each of those fields; and semantically defined compatibility of object methods. It also provides the semantic locking mechanism for concurrency control. Applying this RTSORAC model into the real-time JOVE system would be another challenging part of this project. In this paper, we focus on real-time objects in JOVE.

### **1.3 Objectives**

In this study, our primary research objective is to develop a model to integrate real-time objects into the existing JOVE software to meet distributed and real-time requirements. To this end, we have integrated the RTSORAC model objects into the real-time JOVE system using the Rational Rose Design Tool. We have also implemented the Semantic Locking Mechanism for concurrency control. Finally, we have installed the

real-time items into the existing JOVE system and tested to ensure that the design and implementation of the real-time items is correct.

## **1.4 Thesis Outline**

Chapter 2 provides background and related work that has formed the foundation for the work of this thesis. It introduces the JOVE system and contains a review of the MySQL database, JDBC(Java Database Connectivity) connection and Java IDL(Interface Definition Language). It also provides the background on the real-time system, UML for real-time, real-time CORBA and the RTSORAC model. Chapter 3 presents the design of real-time items. Chapter 4 describes the implementation and integration details of real-time items in the JOVE system with CORBA and the MySQL database. Chapter 5 demonstrates the correctness and performance evaluations of the RT JOVE system. Chapter 6 concludes the thesis with a summary and discussion of its contributions and limitations, and future work.

## **Chapter 2**

### **Background and Related Work**

In this chapter, we will describe the background and previous work related to the design and implementation of the integration of real-time items in the JOVE system. First, we will introduce the JOVE system, including its architecture, information items, MySQL database, JDBC connection and CORBA. Next we will describe real-time systems. We will also describe the Unified Modeling Language (UML), its implementation in the Rational Rose Design Tool and some proposed UML constructs for real-time design. Finally, we will describe real-time CORBA and the RTSORAC model developed by the URI real-time research group.

#### **2.1 JOVE**

The JOVE system is a computer-mediated environment in which users perform collaborative tasks, i.e. decision making, from distributed locations. The objective of the JOVE project is to capitalize on advanced information technology in order to provide a better environment for crisis action planning.

### 2.1.1 JOVE System Architecture

The virtual environment at the core of the JOVE system consists of a multi-tiered, object-oriented, layered set of services and components. The overall architecture of JOVE system is shown as Figure. 1. All of the code is written in Java.

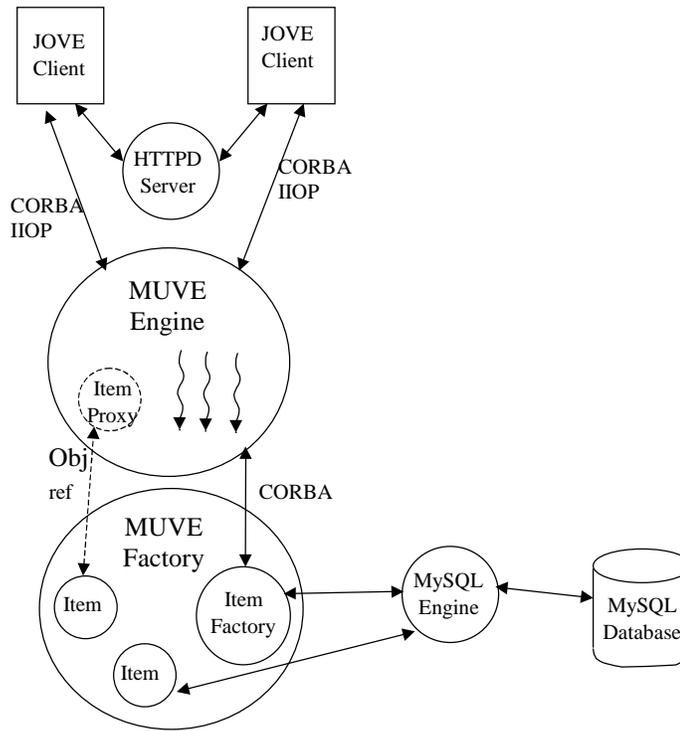


Figure 1 : JOVE Architecture

**MUVE Factory.** The MUVE Factory temporarily stores all of the objects being used in the virtual environment. These objects are referred to as *items* in the JOVE system. The items in the JOVE environment include authorized users, shared documents, and complex shared applications, such as a whiteboard. When the JOVE system is started, all the necessary items will be launched into the MUVE Factory from the MySQL database. All

these items are stored in the MUVE Factory until the items are requested to be deleted explicitly by users or the JOVE system is shut down or it crashes. When a request for an item is made to the MUVE factory from the MUVE Engine, the system checks the *Item Factory* object to determine if the requested item exists in the MUVE factory. If it does, the reference to the requested item is returned. If the item does not exist in the MUVE factory, the Item Factory creates an item in the MUVE factory by querying the MySQL database (see Section 2.1.3) for information on the requested item. The Item Factory then returns the reference to the newly created Item.

The MUVE Factory is responsible for persisting the items that it contains. A thread in the MUVE Factory periodically and atomically writes the data in all of the items to the MySQL database via a JDBC connection(see Section 2.1.4).

**MySQL Database.** The MySQL database (See Section 2.1.3) is relational and it provides a way to store objects in the JOVE system persistently [6]. Whenever an item requested by the user or the system is not stored in the MUVE Factory, the MUVE Factory will query the MySQL database and create a new item. The MySQL database also inserts or updates items on the request of the MUVE Factory.

**MUVE Engine.** The MUVE Engine acts as a server to the distributed clients. It is multi-threaded and it contains references to items in the MUVE Factory that have been requested by users. The connection between the MUVE Engine and the MUVE Factory,

as well as the connection between the MUVE Engine and the distributed clients are made using the CORBA distributed object computing standard (to be discussed in Section 2.1.5). The MUVE Engine handles multiple requests concurrently in a first-come-first-served fashion.

**Clients.** A JOVE client is a stand-alone Java application. It presents a graphical interface to the user in which the user can view the current room she is in, certain items and applications in the room, other users in the room, and pathways to other rooms and buildings in the environment. The client is connected to the MUVE Engine through CORBA IIOP (Internet Inter-ORB Protocol) [7] (see Section 2.1.5). The client also connects to an HTTP server that provides access to certain graphical data, as well as access to URLs in the environment.

In a typical client server interaction, the client makes a request for a particular item in the environment. The request goes to the MUVE Engine through CORBA IIOP. In the MUVE Engine, the request is handled by a thread that is scheduled in FIFO order. The MUVE Engine accesses the Item Factory in the MUVE Factory to determine if the requested item is already in the MUVE Factory. If it is, then the object reference for the item is passed to the thread in the MUVE Engine which in turn returns an object reference to the client. If the item does not already exist in the MUVE Factory, the Item Factory object queries the MySQL database for the requested item. The item returned by MySQL is stored in the MUVE Factory and an object reference is returned to the MUVE

Engine and eventually to the client. Once the client has a reference to a particular item, it can call methods on the item object as if it were in its own address space.

### **2.1.2 MySQL database**

MySQL is a multi-user, multi-threaded relational SQL (Structured Query Language) database server [6]. It is a client/server implementation that consists of a server daemon *mysqld* and several client programs and libraries. The main goals of MySQL are speed, robustness and ease of use. MySQL has JDBC drivers, which allows interfacing with a Java client. It has an Open DataBase Connectivity (ODBC) interface for Windows 95/NT.

The JOVE architecture uses MySQL for persistence of *item* objects. Because MySQL is a relational database, and the JOVE items are Java objects (or class instances), when an object is persisted in the MySQL database, the object's class is represented by a table, the object's attributes are represented as table columns and object instances are represented as table rows.

## **2.13 JDBC**

The JDBC API of Java is a standard SQL database access interface, developed by Sun and its Java partners [8]. This API provides Java programmers with a uniform interface to a wide range of relational databases, and provides a common base on which higher level tools and interfaces can be built. The JDBC API defines Java classes to represent database connections, SQL statements, result sets, database metadata, etc. It allows a Java programmer to issue SQL statements and process the results. Thus, JDBC is the primary API for database access in Java.

With help from JDBC, Java's ability to integrate with popular commercial DBMS and its network-oriented nature make it an ideal client/server computing environment. Therefore, the JOVE system uses JDBC as the connection between the MUVE Factory and the MySQL database. The JDBC API is implemented via a driver manager that can support multiple drivers connecting to different databases. In this project, the JDBC API is implemented via the JDBC driver for MySQL database.

### **2.1.4 CORBA/IIOP/Java IDL**

**CORBA.** Distributed object computing has become a widely accepted programming paradigm for applications that require seamless interoperability among heterogeneous clients and servers. CORBA (Common Object Request Broker Architecture) is a standard

for distributed objects being developed by the Object Management Group (OMG) [7]. CORBA specifies the Object Request Broker (ORB) that allows applications to communicate with one another no matter where they reside on a network. The CORBA ORB is an application framework that provides interoperability between objects, built in (possibly) different languages, running on (possibly) different machines in heterogeneous distributed environments. CORBA also specifies an Interface Definition Language (IDL) for description of interfaces to the functional behavior of distributed components.

**IIOP.** The General Inter-ORB Protocol (GIOP) is the OMG protocol for ORB interoperability. It allows different ORB implementations to communicate without restricting ORB implementation flexibility, which means a client of an ORB can invoke operations on an object in a different ORB via GIOP. The Internet Inter-ORB Protocol (IIOP) is the mapping of GIOP message transfers to TCP/IP connections. IIOP is an underlying mechanism of CORBA technology, which is transparently managed by ORBs. So IIOP and CORBA are, essentially, inseparable. Therefore, programmers and users are never required to interact with IIOP in any way; it is invisible to them.

One of the most important aspects of CORBA/IIOP is its platform independence. CORBA ORBs interoperate without regard to vendor origin. This platform independence allows businesses to take advantage of the Internet without having to rebuild systems and networking hardware and software or forcing them to commit to a single vendor solution. CORBA/IIOP will allow most every system that is now in operation to be incorporated with comparatively minor modifications so that a business's installed base, even if it is

made up of equipment and software packages from a variety of vendors, will be able to work together seamlessly.

**CORBA IDL.** A key feature of CORBA is IDL, a language-neutral Interface Definition Language. The Interface Definition Language (IDL) is the language used to describe the interfaces that client objects call and object implementations provide. An interface definition written in IDL completely defines the interface and fully specifies each operation's parameters. An IDL interface provides the information needed to develop clients that use the interface's operations. Clients are not written in IDL, which is purely a descriptive language, but in languages for which mappings from IDL concepts have been defined. The mapping of an IDL concept to a client language construct will depend on the facilities available in the client language.

**Java IDL.** Each language that supports CORBA has its own IDL mapping. Java IDL is SUN's implementation of mapping from Java to IDL [9]. Thus, Java IDL is a technology for distributed objects--that is, objects interacting on different platforms across a network. Java IDL not only supports distributed objects written entirely in the Java programming language, but also enables objects to interact regardless of whether they are written in the Java programming language or another language such as C, C++, COBOL, or others. To support interaction between objects in separate programs, Java IDL provides an Object Request Broker, or ORB. The ORB is a class library that enables low-level communication between Java IDL applications and other CORBA-compliant applications.

The JOVE system is coded entirely in Java, and its CORBA implementation is Java IDL. Thus, the JOVE system provides a CORBA/IIOP interface (Java ORB) for connection between the MUVE Engine and the MUVE Factory, and connection between the Client and the MUVE Engine.

## 2.2 Real Time Systems

Many real-world computing systems are associated with time constraints [10]. These time constraints require that the computations must complete before their deadlines, otherwise various degrees of damage may occur. Such systems are called real-time (RT) systems. This requirement typically comes from the system interacting with the physical environment such as the military command and control, nuclear power plants, automatic manufacturing factories, crisis action management, and air traffic control systems. The environment produces stimuli, which must be accepted by the real-time system within timing constraints. The environment further requires control output, which must be produced within timing constraints. For example, some timely information must be retrieved to make crisis action decisions in an impending hurricane meeting.

A critical aspect of real-time systems is how time itself is handled. The design of a real-time system must identify the timing requirements of the system and ensure that the system performance is both correct and timely. *Hard* real-time systems require deadlines absolutely must be met. A missed deadline would cause a fatal system failure.

In these systems, late data causes system failure. *Soft* real-time systems are constrained only by average time constraints. If a single computation is late, it is not usually significant, although consistently late computation can result in system failures. In these systems, late data is still good but not as good as on time data. *Firm* real-time systems' requirement is between that of hard and soft real-time systems and late data is useless. In this project, the RT JOVE is a soft real-time system.

## **2.3 UML for Real-Time**

The Unified Modeling Language, or UML, is a third-generation object-oriented modeling language. Because the UML is meant to be applicable to the modeling of all types of systems, it applies equally well to real-time systems, client/server, and other kinds of “standard” software applications. It provides a rich set of notations and promises to be supported by all major CASE tool vendors.

### **2.3.1 Modeling with UML Diagrams**

The UML distinguishes between the notions of model and diagram [14]. A *model* contains all of the underlying elements of information about a system under consideration and does so independently of how those elements are visually presented. A *diagram* is a particular visualization of certain kinds of elements from a model and generally exposes

only a subset of those elements' detailed information. In this section, we will describe class diagram, sequence diagram, collaboration diagram and state diagram.

A *class diagram* shows the important abstractions in a system and how they relate to each other. The primary elements found on class diagrams are class icons and relationship icons. Figure 2 shows an example of class diagram for satellite image processing in the hurricane emergency planning project room. There are 5 classes – *Item*, *ItemServer*, *ImageServer*, *SatelliteImage*, *BlackBox* and *HurricaneRoom* (see Figure 2), with attributes and operations. The *ItemServer* class has an attribute *ItemCount* and three operations: *CreateItem()*, *DeleteItem()* and *GetItem()*. In addition to classes with attributes and operations, class diagrams also depict *relationships* that exist between dependent classes, including association, aggregation, inheritance, dependency and instantiates. In this example, class *HurricaneRoom* has an *association* with class *SatelliteImage*. An *association* is used to represent a structural dependency between objects, generally of different classes. Class *ImageServer* extends class *ItemServer*, and *SatelliteImage* extends *Item*. These are the *inheritance* relationships. An *ItemServer* may be composed of *Items*, and an *ImageServer* may be composed of image items, including the *SatelliteImage*. Thus, they are the *aggregation* relationships, which is used to show that one kind of object is composed, at least in part, of another.



update the satellite image, it gets the *SatelliteImage* object reference from the *ImageServer*. If the *SatelliteImage* object does not exist, the *ImageServer* will create the *SatelliteImage* object first. After it gets the *SatelliteImage* object reference, it updates satellite image by calling the updating methods of the *SatelliteImage* object.

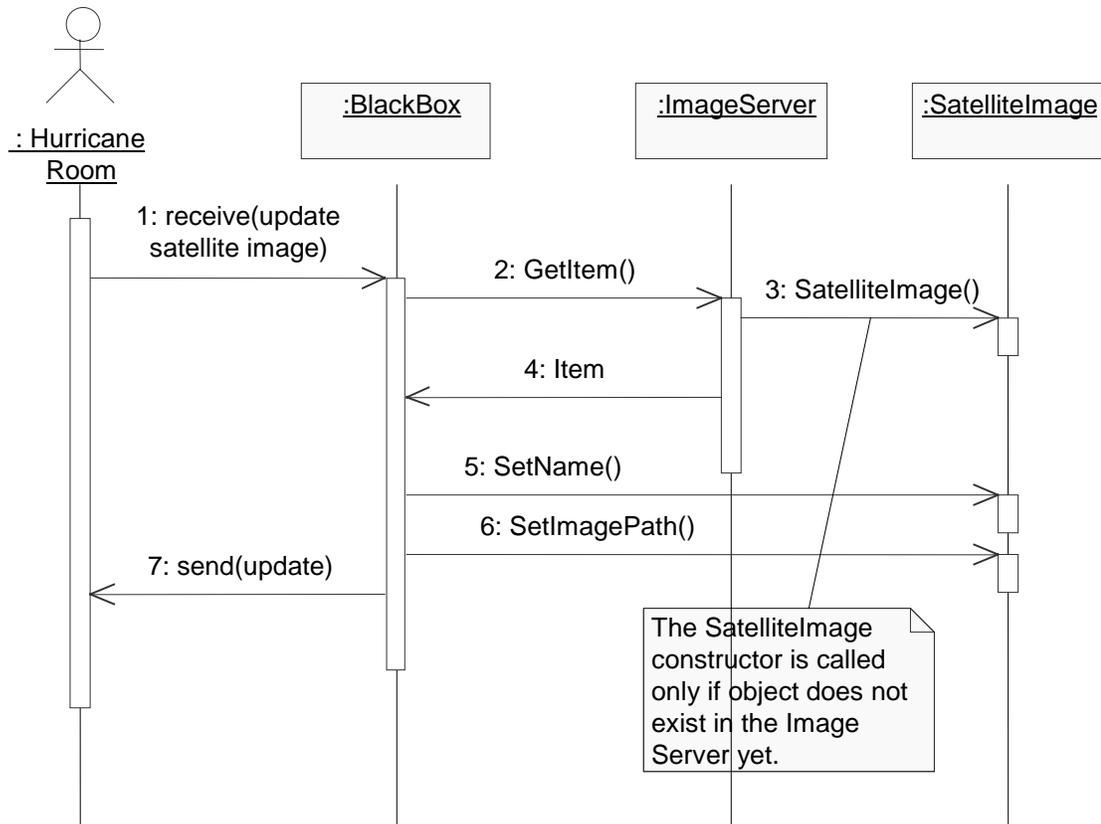


Figure 3 : A Hurricane Example of Sequence Diagram

**Collaboration diagrams** show objects, their links, and their messages. They can also contain simple class instances and class utility instances. Each collaboration diagram provides a view of the interactions or structural relationships that occur between objects and object-like entities in the current model. In a **collaboration diagram**, sequence numbers must be attached to the messages to indicate the relative order in which the

messages are sent in the scenario. The arrows show the message direction. We can see that sequence progression is more prominent in the sequence diagram, but structure is more obvious in the collaboration diagram. The above scenario of updating satellite image can be modeled by using a collaboration diagram as shown below in Figure 4. After the *BlackBox* receives the updating satellite image command from the *HurricaneRoom*, it gets the *SatelliteImage* object reference from the *ImageServer*. Then it updates satellite image by calling the updating methods of the *SatelliteImage* object.

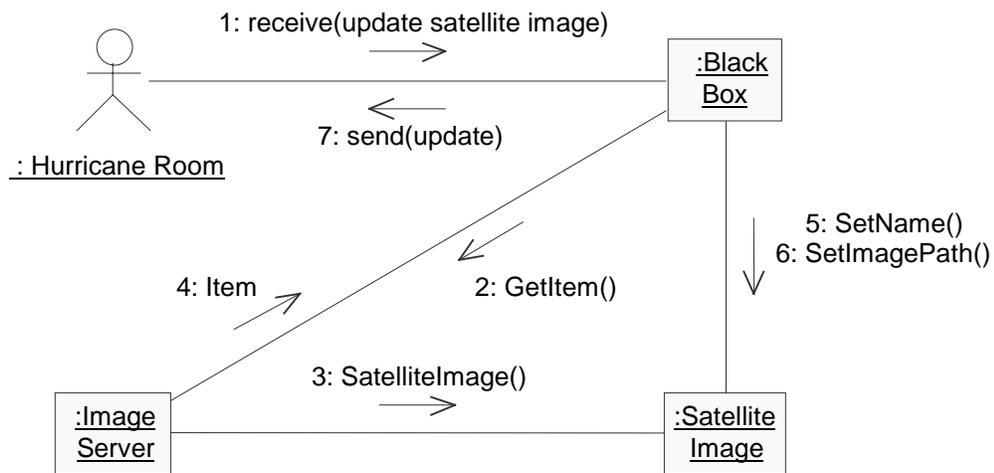


Figure 4 : the Hurricane Example of Collaboration Diagram

A **state diagram** is used to show the state space of a given class, the events that cause a transition from one state to another and the actions that result from a state change. Each state diagram is associated with one class or with a higher-level state diagram. A state diagram is a directed graph of states connected by transitions. A state diagram describes the life history of objects of a given class. A state diagram shows exactly one

start state, one or more states, one or more end states, and the state transitions between them. Figure 5 shows a simple state diagram of class *ItemServer*. There are five states in Figure 5, including State Off, Error, Running OK, Startup and Operational. In particular, State Startup and Operational are nested in the State Running OK. When the JOVE system starts, the *ItemServer* starts up. After all the necessary objects are launched in the MUVE Factory, the *ItemServer* becomes operational. Whenever an error is detected, it enters the Error state. When the system is shut down, it becomes the Off state.

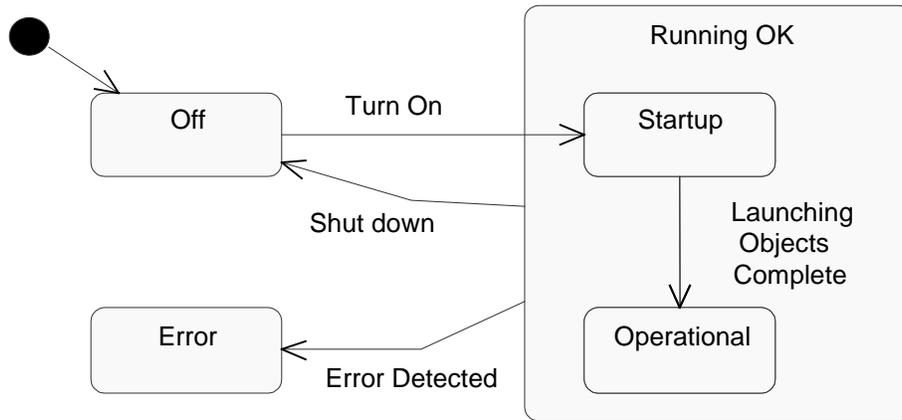


Figure 5: the Hurricane Example of State Diagram for Class *ItemServer*

### 2.3.2 Extension Mechanism: Constraint

The Extension Mechanism package specifies how model elements are customized and extended with new semantics. The concrete constructs that are defined in Extension Mechanisms include *Constraint*.

The constraint concept allows new semantics to be specified linguistically for a model element. The specification is written as an expression in a designated constraint language. The language can be specially designed for writing constraints (such as Object Constraint Language (OCL) [2]), a programming language, mathematical notation, or natural language. If constraints are to be enforced by a model editor tool, then the tool must understand the syntax and semantics of the constraint language. Because the choice of language is arbitrary, constraints are an extension mechanism.

In the metamodel, a *Constraint* directly attached to a *ModelElement* describes semantic restrictions that this *ModelElement* must obey.

Basically, *Constraints* are specified on *Attributes* and *Associations*. In the body of *Attributes*, a Boolean expression defines the constraint. Expressions are written as strings in a designated language. For the model to be well formed, the expression must always yield a true value when evaluated for instances of the constrained elements at any time when the system is stable (i.e., not during the execution of an atomic operation). In *Association*, *constrainedElement* is an ordered list of elements subject to the constraint. Constraint applies to their instances. In the example in which the object *HurricaneRoom* has an association (use) with the *SatelliteImage*, we may specify the constraint to this association: the *SatelliteImage* should not be older than 10 minutes, so that the user can get the up-to-date satellite image for decision making. We can express this constraint using Object Constraint Language by this way: *SatelliteImage.age* < 10 minutes.

### 2.3.3 UML for Real-time Systems Design

UML is a 3rd generation modeling language which rigorously defines the semantics of the object metamodel and provides a notation for capturing and communicating object structure and behavior. However, UML does not necessarily directly address all the important issues of deriving the object-oriented analysis and design of real-time systems. OMG has issued a comprehensive RFPs (Request For Proposal) leading to OMG standards that will support the use of object-oriented approaches in the analysis, design and development of real-time systems. In particular, it has requested proposals for a UML profile that defines standard paradigms of use for modeling of *time-, schedulability- and performance- related aspects* of real-time systems [15]. The proposals should use existing UML facilities if possible and deviate from the current standard as little as possible. The proposals should also address how the facilities provided in the submission can model Real-Time CORBA.

UML is well-suited to modeling real-time systems although there is no standard in Real-time UML yet. Efforts for RT UML standard are currently being made, especially for modeling on the behaviors of real-time systems [10]. Note that not all of these diagram types have features specifically intended for the modeling of real-time systems. In particular, sequence diagrams and collaboration diagrams have the most to offer in the real-time area. UML can also provide Message Synchronization for real-time design.

In *Sequence Diagram*, time flows from the top of the page downward. Unless specifically annotated, only the sequence of messages is shown, not the exact time. For real-time designs, exact timing often must be specified. The UML allows textual annotations to be added to sequence diagrams when timing is important. Figure 6 shows a scenario for the real-time update of satellite image. We can see that two different notations are used to specify timing. The first uses short horizontal lines with a time indication between them. The second labels the messages and specifies a timing expression between curly braces using these message labels.

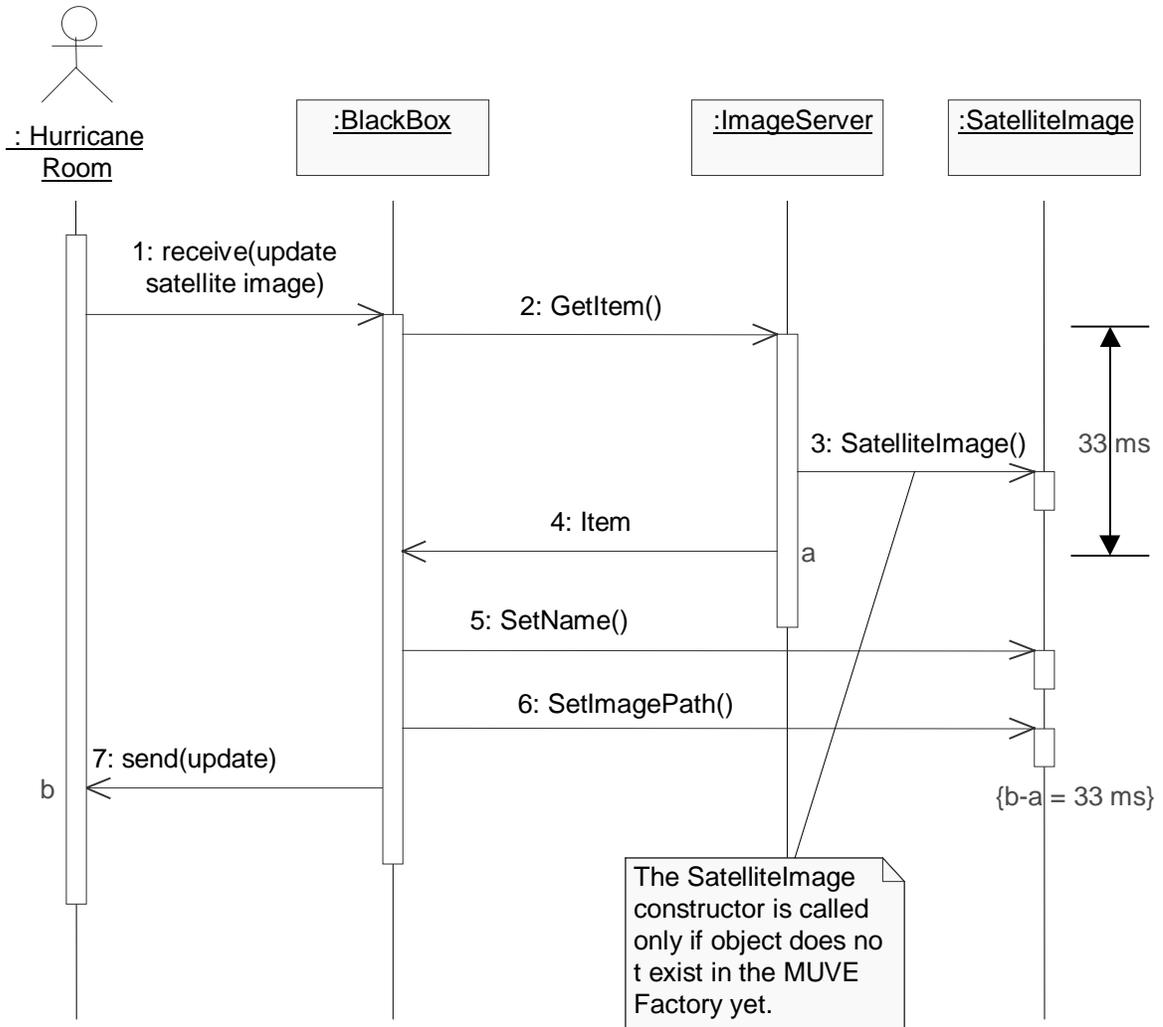


Figure 6: Sequence Diagram of Updating Satellite Image with Timing Marks

The other notation for modeling scenarios is the *collaboration diagram*. Timing annotations can be added as constraints to collaboration diagrams as well for real-time system design. Figure 7 shows the collaboration diagram of the above example.

{4-2 = 33 ms, 7-4 = 33 ms}

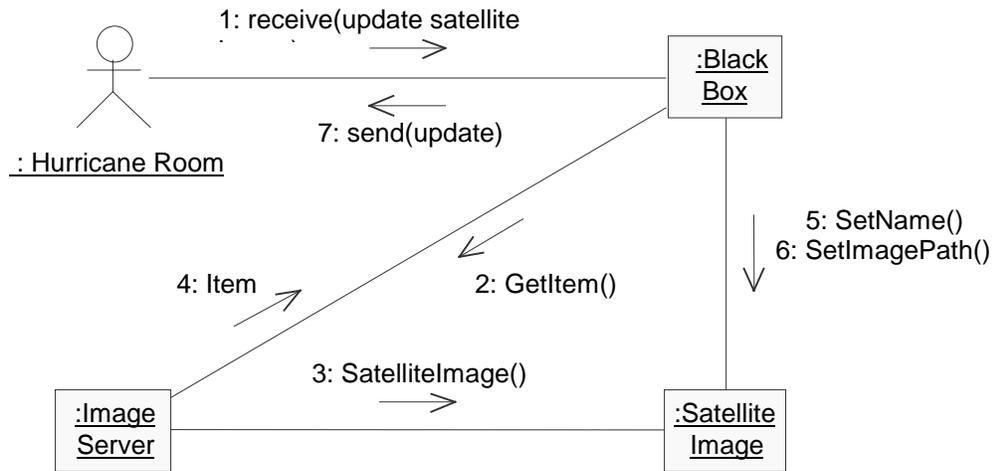


Figure 7: Collaboration Diagram of Updating Satellite Image with Timing Constraints

Real-time systems often concern themselves with the *synchronization* of concurrent processes during message passing. The UML may provide icons that can be added to any message to indicate its concurrent behavior. The symbols are taken from Booch’s earlier work shown as Figure 8 [14].

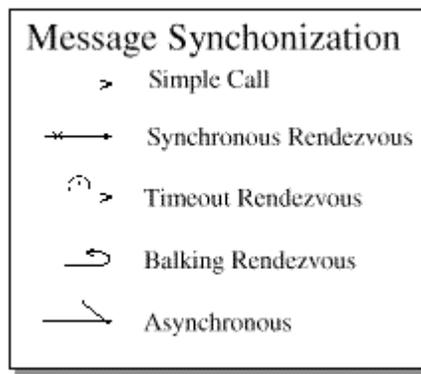


Figure 8: Message Synchronization Icons

These symbols shown in Figure 8 can be used in conjunction with messages to indicate how the concurrent processes are synchronized during the message transfer.

- *Simple Call* - Simple messages denote that the synchronization either has not yet been specified or is a sequential message (for example, function call semantics).
- *Synchronous Rendezvous* – A synchronous rendezvous means that the sender will wait indefinitely for the receiver to accept the message before continuing on with its processing.
- *Timeout Rendezvous*. A timeout rendezvous indicates that the sender will wait for the receiver to be ready for the message up to some fixed period of time before aborting the message transmission process and continuing on with its processing.
- *Balking Rendezvous* A balking rendezvous means that if the receiver of the message is not immediately ready to accept the message, the sender aborts the message and continues.
- *Asynchronous* – An asynchronous message means that the sender sends the message immediately and continues on with processing without waiting for the receiver to acknowledge its readiness for receiving the message.

Note that current work being done towards developing a Real-Time UML specification mostly handles real-time operations, including real-time scenario and message synchronization. But the proposed RT UML specification does not handle real-time data.

### 2.3.4 Rational Rose Design Tool

Rational Rose is the world's leading visual modeling tool, which allows users to define and communicate a software architecture [2]. It provides static and dynamic views of a logical model and a physical model to capture the in-process products of object-oriented analysis and design. This overall model contains classes, use cases, objects, logical packages, operations, component packages, components, processors, devices and the relationships between them. Each of these model elements possesses model properties that identify and characterize them. The notation provides graphical icons to represent each kind of model element and relationship. The model also contains diagrams and specifications, which provide a means of visualizing and manipulating the model's elements and their model properties. In addition, Rational Rose provides the Interface Design Language (IDL) Code Generator to produce IDL source code from the information contained in a model. The code generated for each selected model element is a function of that element's specification, the model's properties, and the model's project properties. These properties provide the language-specific information required to map the model into IDL.

A new design tool for embedded real-time system, called *Rational Rose RealTime*, has been introduced recently. It is a visual modeling tool with the right combination of the industry standard Unified Modeling Language, real-time design constructs, high performance code generation, and model execution. It allows users to unify their teams by describing the real-time embedded systems using UML, optimize

the software development by generating complete, high-performance executables directly from UML design models targeted to real-time operating systems. This simplifies tool-chain complexity by providing users with seamless integration to leading real-time operating systems, compilers, symbolic debuggers, and other market-leading Rational Software products. However, it is only suitable for embedded real-time systems. It is not suitable for the dynamic real-time system such as the RT JOVE system.

## **2.4 Real-time CORBA**

Many distributed real-time applications, such as command and control, military combat system, automated factory control, avionics navigation, and simulation, are embracing the object-oriented paradigm and have a mandate to use open systems design. The designers of many of these applications are considering CORBA (See Section 2.1.5) for their architecture but are finding it is currently inadequate to support real-time requirements. CORBA contains neither the services, nor the interface facilities to express and enforce end-to-end timing constraints on distributed client/server interactions.

A real-time Special Interest Group (SIG) has been formed in OMG with the goal of extending the CORBA standard with support for real-time applications. Specifically, the real-time SIG is focusing on supporting the ability to enforce end-to-end timing constraints by extending the current CORBA standard (CORBA/RT). In its white paper [11], SIG details desired capabilities for extending/modifying CORBA to support real-

time. The real-time desired capabilities specified in the CORBA/RT SIG white paper are classified into three areas: i) desired capabilities for the operating environment, ii) desired capabilities for the ORB architecture, and iii) desired capabilities for the object services and facilities.

The Real-time Research group at URI has developed an implementation of RT CORBA [12]. This work has concentrated on providing support for expressing and enforcing timing constraints on client/server interactions. This support is implemented through TDMI's synchronized clocks, Global Time Service, Global Priority Service, RT Concurrency Control Service and Real-Time Event Service.

## **2.5 The RTSORAC Model**

RTSORAC (Real-Time Semantic Objects Relationships And Constraints) is a database model developed by the real-time research group at the URI [5]. This model supports time-constrained objects and transactions. RTSORAC is comprised of three components: objects, relationships, and transactions.

Database objects describe the data entities. RTSORAC extends a traditional object model with five components,  $\langle N, A, M, C, CF \rangle$ , where  $N$  is a unique name or identifier,  $A$  is a set of attributes,  $M$  is a set of methods,  $C$  is a set of constraints, and  $CF$  is a compatibility function. Attributes have name, value, time and imprecision fields. Objects are also extended to express constraints: logical constraints (on the value fields of

attributes), temporal constraints (on the time field of attributes), and bounds on imprecision (on the imprecision fields of attributes). The compatibility function expresses the semantics of simultaneous execution of each ordered pair of methods in the objects. For each ordered pair of methods,  $(m_i, m_j)$ , a Boolean expression  $(BE_{i,j})$  is defined.  $BE_{i,j}$  is evaluated to determine whether or not  $m_i$  and  $m_j$  can execute concurrently. This compatibility function may relax the serializability constraint of traditional databases in order to allow timing constraints to be met. This relaxation may result in the introduction of imprecision into the object or the transactions that access the object.

In the RTSORAC model, database objects are designed to be kept in shared main memory for fast, predictable access. Since each transaction may concurrently map objects in the shared memory segment into its own virtual address space, a concurrency control mechanism for the shared objects must be provided. The RTSORAC model designers have developed a concurrency control technique called semantic locking for RTSORAC object management [13]. The semantic locking technique utilizes the user-defined compatibility function of a RTSORAC object to determine the trade-off between logical consistency and temporal consistency, and to define correctness for that particular object. In this technique, a transaction requests a semantic lock to invoke a method on an object. Semantic locks are granted based on the evaluation of a set of conditions and on the evaluation of the compatibility function of the object.

In this section, we have presented background on real-time systems, UML for real-time and CORBA in this chapter. We have also presented the previous work of this

project, including the JOVE system and RTSORAC model. In the next two chapters, we present the design and implementation of real-time items in the RT JOVE system, the major contribution of this thesis.

## Chapter 3

### Real-Time Item Design

The design of the RT JOVE system involves adding real-time features to the JOVE system described in Section 2.1. There are four specific areas in which real-time features will extend the JOVE architecture: real-time items; real-time CORBA; real-time database; and real-time scheduling. Figure 9 depicts the real-time extensions that are being made to the JOVE architecture. Since this project focuses on adding real-time items into RT JOVE system, this chapter describes how to design real-time items in the integration of real-time objects into the JOVE system.

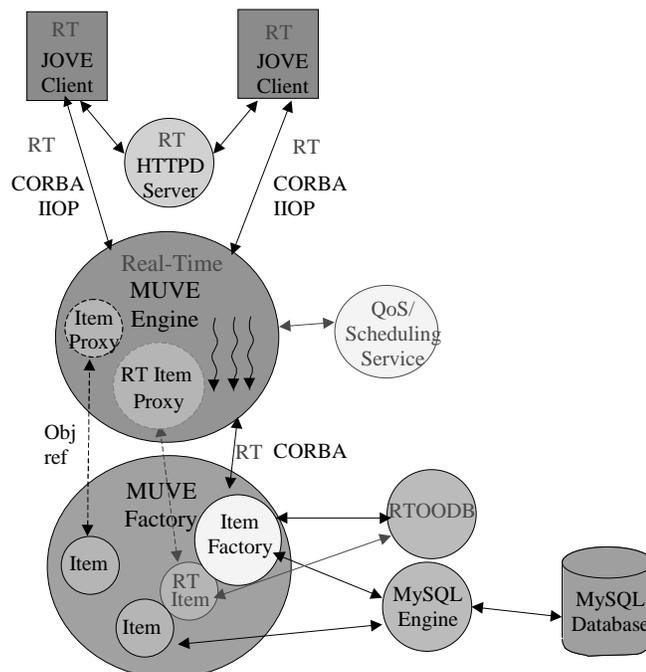


Figure 9 : RT JOVE Architecture

In the current JOVE system, the items that are represented do not have any real-time features. However, in scenarios such as the hurricane preparedness situation, it may be necessary to represent real-time data in the system. For instance, a current satellite image could be maintained and updated periodically so that collaborating users can have access to the most current information to make decisions. This section describes how we represent this type of data item. The RTSORAC model described in Section 2.5 provides a mechanism for representing real-time objects. Therefore we will incorporate the RTSORAC objects into the RT JOVE MUVE factory to represent the real-time items, such as the satellite image described above. We will design all the real-time item objects in the JOVE system using the Rational Rose design tool described in the Section 2.3.4. In this chapter, we design the general real-time objects using Rational Rose design tool, and then we apply the general real-time object design to the real-time item design in the RT JOVE system.

### **3.1. Design of the General Real-time Objects**

The goal of the project is to devise a methodology for designing real-time items in the system using Rational Rose Design Tool. As stated in Section 2.3.3, there is current work being done towards developing a Real-Time UML specification for scenario and message synchronization. But there is little work done for developing a real-time UML specification for objects. In our design, we apply the RTSORAC objects to design general real-time objects using the Rational Rose Design Tool.

The UML class diagrams that represent the real-time object design are shown in Figure 10. The class *RTOBJECT* represents the general real-time objects, the class *RTAttribute* represents the real-time attributes, the class *CF* represents the compatibility function and the class *ObjectUpdateThread* represents the thread for updating all the real-time attributes periodically. The *RTOBJECT* has a call-by-value aggregation relationship with the *RTAttribute* and the *CF* respectively. A call-by-value aggregation is an association that is used to show one kind of object is composed of another. The Whole object declares an actual instance of the Part object within the body of the Whole object itself, thus making the Part object physically contained by the whole. Thus the *RTOBJECT* contains the *RTAttribute* and the *CF* physically. The *CF* has a “uses” association with the *RTAttribute*. By using a *RTAttribute*, the *CF* can return the current state of the compatibility functions. And the *RTOBJECT* has an association with the *ObjectUpdateThread*, by which the *RTOBJECT* can update its real-time attribute periodically.

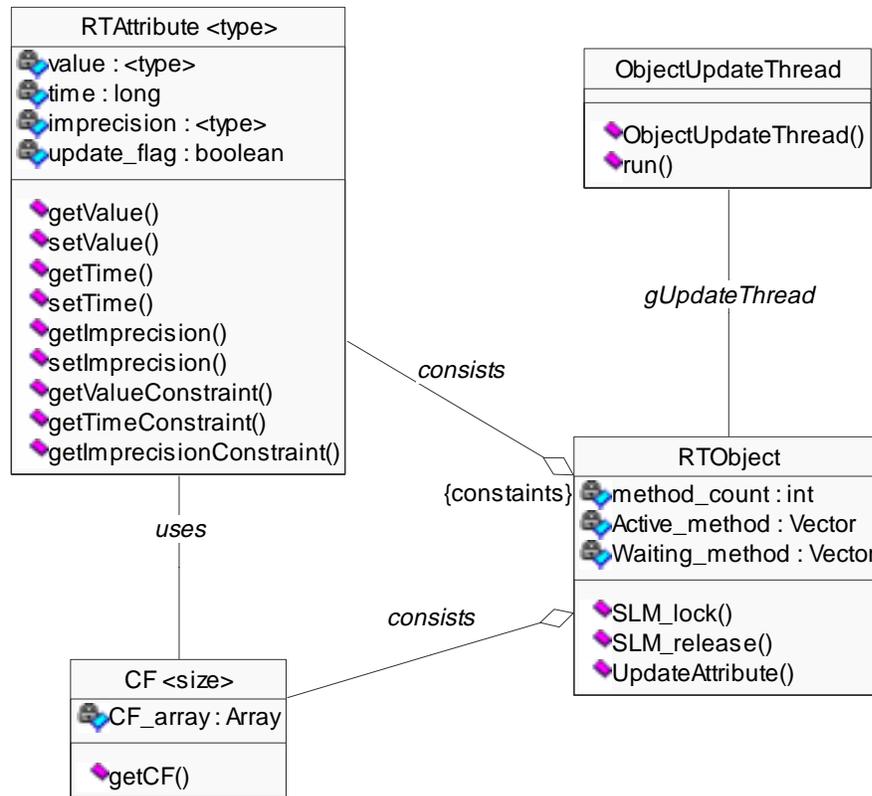


Figure 10 : RTSORAC Objects Designed by Rational Rose

### 3.1.1 Real-time Objects (Class *RTOBJECT*)

In the RTSORAC model, a real-time object has zero or more attributes. In our design, we set the relationship between the class *RTOBJECT* and the class *RTAttribute* as the call-by-value aggregation *consists*. This indicates that the *RTOBJECT* declares actual instances of the *RTAttribute* within the body of the *RTOBJECT* itself, thus making the *RTAttribute* contained by the *RTOBJECT*. As Rational Rose only supports constraints on the relationships, we specify constraints within braces on the aggregation relationship

between the *RObject* and the *RTAttribute*. In this way, we can express the inter-attribute timing constraints and logical constraints on the real-time object. For example, the real-time object *Hurricane* has two real-time attributes: *min\_central\_pressure* and *max\_wind\_speed* for forecast and analysis. We can specify the constraint on the aggregations as  $\{ | \text{min\_central\_pressure.time} - \text{max\_wind\_speed} | < 5 \text{ minutes} \}$ , which means that the *max\_wind\_speed* should not be more than 5 minutes older than the *min\_central\_pressure* and vice versa.

The class *CF*<*size*> is used to obtain the compatibility functions of methods in the *RObject* for concurrency control. It is a parameterized class, which means it is set up to function independently of the size with which actual classes will work. The parameter *size* is specified for the size of the two-dimensioned Boolean array of compatibility functions for methods. Programmers can define semantic Boolean expressions for the compatibility functions in the array statically. The class *RObject* has a call-by-value aggregation with the class *CF*. Thus the *RObject* can use the *CF* to get the compatibility of object methods in the concurrency control. The method *getCF*(*i*, *j*) returns the value of the compatibility function of method<sub>*i*</sub> and method<sub>*j*</sub>.

The *RObject* uses the thread *ObjectUpdateThread* to periodically update all real-time attributes. And the *RObject* has the table *Active\_method* for active method invocations and the table *Waiting\_method* for the blocking method requests. Both tables are used for the semantic locking concurrency control mechanism.

There are three methods in the *RTObject*. The method *SLM\_lock()* is used to grant the client request the semantic lock and the method *SLM\_release()* is used to release the semantic lock explicitly. Both of them are used for semantic locking mechanism. The method *UpdateAttribute()* is used to get the updated attribute from the data source.

### 3.1.2 Real-time Attributes (Class *RTAttribute*)

The class *RTAttribute* <type> is a parameterized class, which means it is set up to function independently of the type of information with which actual classes will work. For example, if the data type of the real-time attribute *humidity* is integer, we can declare it as “*RTAttribute*<int> *humidity*”. As in the RTSORAC model, the class *RTAttribute* has value, time and imprecision fields (V,T,I), and methods to set or get the value of these three fields respectively. Since the Rational Rose Design Tool does not support constraints within objects, we provide the methods in the *RTAttribute* to get the constraints of three fields respectively. Thus we can express the internal attribute timing constraints and logical constraints within the attributes. For example, the real-time object *Hurricane* has a real-time attribute *min\_central\_pressure* for forecast and analysis. We can specify the constraint in the method *getTimeConstraint()* as return *min\_central\_pressure* < 60, which means that the *min\_central\_pressure* should not be more than 60 seconds old.

In our design, we use the state diagram to express the handling of timing constraints of the real-time attributes. Figure 11 shows the state space of the class

*RTAttribute*, the events that cause a transition from one state to another and the actions that result from a state change. When the server starts up, all of the real-time objects are launched to the server and their real-time attributes are given their initial values. This is the *Initial* State. When some client writes the real-time attribute, it enters the *Up\_to\_date* State from the *Initial* State. Whenever the timing constraint is violated in the *RTAttribute*, its state is changed from the *Up\_to\_date* State to the *Out\_of\_date* State. When it enters the *Out\_of\_date* State, the *RTOBJECT* may use the *UpdateAttribute( RTAttribute )* method to update the attribute and change it to the *Up\_to\_date* State. Alternatively, the *RTOBJECT* may throw an exception.

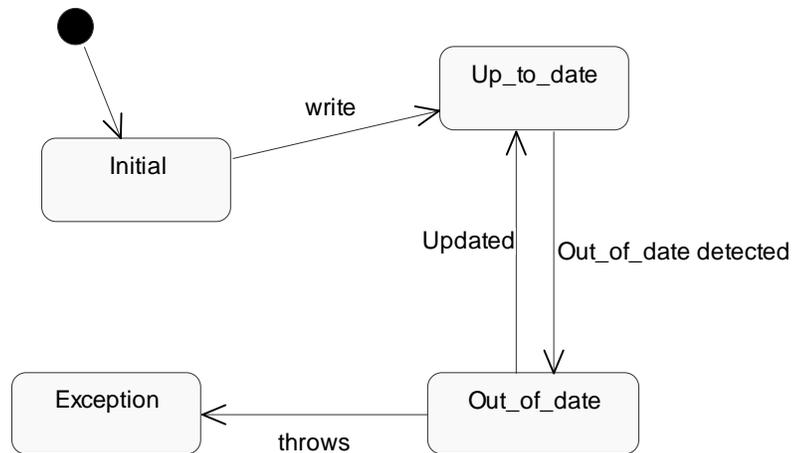


Figure 11 : the State Diagram of the Class *RTAttribute*

There are two ways to update the out-of-date attributes. One is to use the thread *ObjectUpdateThread* in the *RTOBJECT* to periodically update all of the out-of-date attributes in the *RTOBJECT*. The other is event-driven. When a process requests a semantic lock, only the out-of-date attributes needed in the specified method are updated by the

method *UpdateAttribute()*. The periodic update is used to make the real-time attributes as up-to-date as possible so that the processes need not update attributes and thus uses less time to complete the method execution. But if the periodic update is too often and unnecessary, the overload will increase greatly and thus lower the performance. Therefore there is a tradeoff between these two options and the tradeoff is object-specific. We will let the users specify the period for update of individual attributes in an object, and choose one of the following ways for the period: maximum, minimum, average and median. For example, if the user set the periods of four attributes as 20 seconds, 30 seconds, 60 seconds and 10 seconds, then the period of the objects is 60 seconds if the user chooses maximum option, 10 seconds for the minimum option, 30 seconds for the average option, or 25 seconds for the median option. In this way, we provide great flexibility to users to specify the update periods of objects with a better real-time performance.

### **3.1.3 Semantic Locking Object Concurrency Control**

Concurrency allows multi-tasks in a software application to run at the same time and thus greatly improve the efficiency. It is especially beneficial to real-time applications because concurrency greatly increases the chances for tasks to meet their timing constraints. Therefore we add concurrency to the JOVE system for better performance as the JOVE system is a single-process application. Concurrency control is an important part of this project when multiple tasks request the shared resources.

The concurrency control technique called *semantic locking* is capable of supporting data logical consistency and data temporal consistency, and expressing the tradeoffs between them (See Section 2.5). We will use it as the concurrency control in the RT JOVE system. Each real-time object has its own semantic locking mechanism. The concurrency control mechanism of each object uses semantic locking to enforce the allowable concurrency expressed by the compatibility function of the object. A process request for a real-time object must acquire a semantic lock for a method invocation before the method is allowed to execute.

When a client requests for a method invocation  $m_{req}$  of the real-time object *RTOject*, the semantic locking mechanism will first call the *SLM\_lock()* method in the *RTOject* to get the semantic lock, specifying the method, subset of real-time attributes used by the method and the arguments for the requested invocation. The *SLM\_lock()* acquires the mutex for access to the tables *Active\_method* and *Waiting\_method* in the *RTOject*. When the mutex is granted, the *SLM\_lock()* attempts to acquire a semantic lock for the request. There are two possible outcomes when a process requests a semantic lock for a method invocation: the *SLM\_lock()* either grants permission to the process to execute the requested method, or it suspends the requesting process. A suspended transaction will be awakened and will retry its lock request whenever a lock is released. In either case, the transaction releases the mutex at the end of the *SLM\_lock()*. Note that the server uses mutexes to ensure mutual exclusion only for each real-time object's tables during the semantic locking mechanism execution. Access to object attributes is

controlled with semantic locks. In this way, it increases the concurrency and thus improves the real-time performance.

The *RTOject* uses its methods *SLM\_lock()* and *SLM\_release()* to control concurrency. The method *SLM\_lock()* is used for  $m_{req}$  to obtain the semantic locking shown in the sequence diagram of Figure 12. When the *SLM\_lock()* is called, it will call the method *checkAttribute()* to evaluate the subset of attributes used in the  $m_{req}$  and see if they are up-to-date. If some or all of this subset of attributes are out-of-date, it will call the method *UpdateAttribute()* in the *RTOject* to update them. Then the *SLM\_lock()* will call the method *checkCF()* in the *RTOject* to evaluate the compatibility function for  $m_{req}$  with each currently locked method invocation and with each blocking request in the waiting queue for a method invocation with higher priority than  $m_{req}$ . If all compatibilities are valid, then the *SLM\_lock()* will call the method *addActiveTable()* to add  $m_{req}$  to the table for the currently active methods and grant the semantic lock to the  $m_{req}$ . Otherwise it will call the *addWaitingTable()* to add  $m_{req}$  to the table for the waiting methods block the  $m_{req}$ .

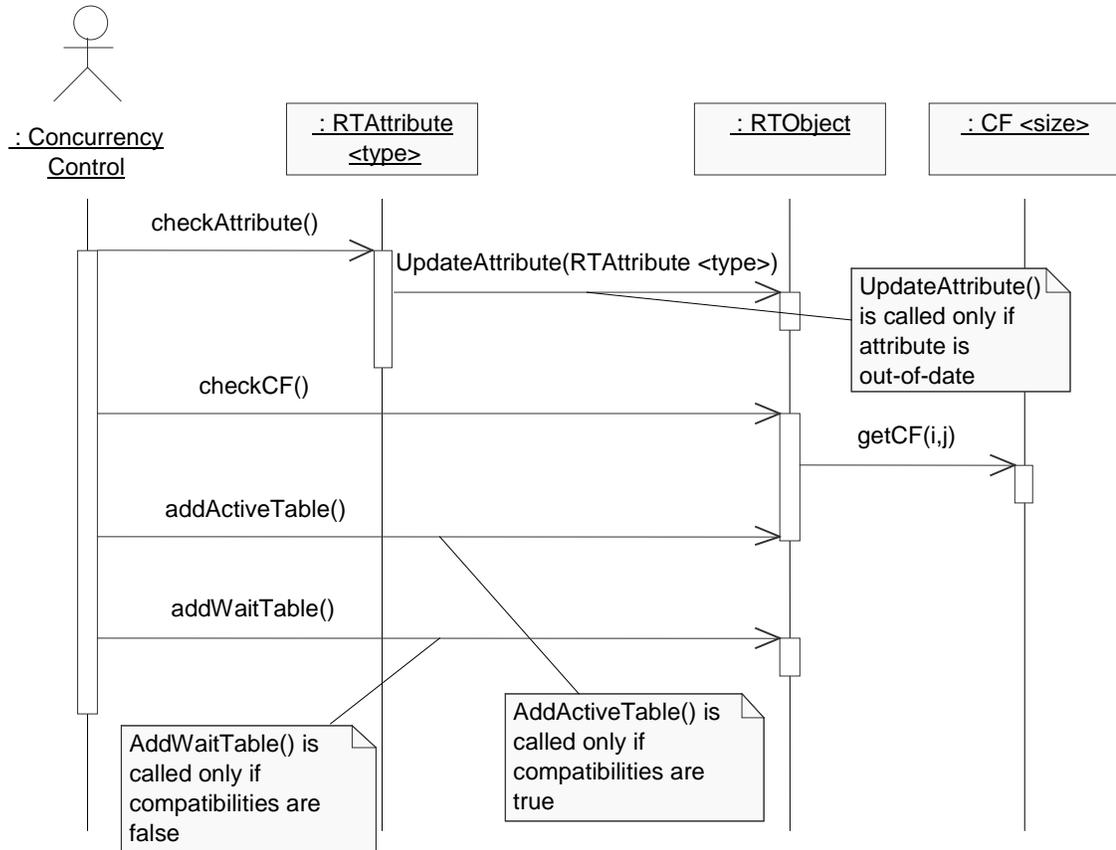


Figure 12 : Sequence Diagram of *SLM\_lock()*

A process must explicitly release the locks that it is granted by calling the method *SLM\_release()*. Figure 13 shows how the *SLM\_release()* performs. At first, the *SLM\_release()* calls the method *RemoveActiveTable()* to remove the method invocation from the table *Active\_method* for the active locks set. It then calls the method *notifyBlockingQueue()* to awaken the suspended processes in the real-time object one by one from the high priority to low priority. Due to the newly-released lock, it may now be possible to grant some of these previously denied locks.

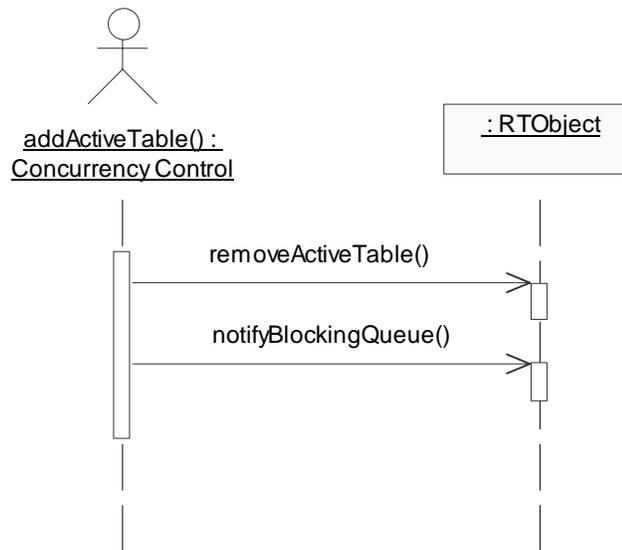


Figure 13 : Sequence Diagram of *SML\_release()*

## 3.2 Design of the Real-time Items for the RT JOVE System

In the RT JOVE system, real-time items not only have the characteristics of items in the JOVE system, but also have the real-time features. Thus we will apply the general real-time object model described in Section 3.1 to the items in the JOVE system for the real-time item design.

### 3.2.1 Information Items Design in the JOVE System

Information items are the core of the entire virtual environment system. Every item within the system can be described as an object including the system itself. Items

may contain any type of information, including multimedia content, as well as their own “verbs” describing their actions and interactions. For example, the room item named Emergency Planning Project Room in the JOVE system contains the project schedule item whose type is “Briefing”.

The object base in the JOVE system is extended to include a CORBA interface. This will allow access to fully distributed objects which adhere to the CORBA standards as well as enable access other databases, such as ORACLE or Sybase.

In the JOVE system, the object *ItemServer* consists of multiple object *Items* and their relationship is aggregation. The object *ItemServer* is responsible for creating and deleting an *item* object, and getting the specified *Item* object reference shown as Figure 14. The object *ItemServer* has the thread to periodically save changed items to database.

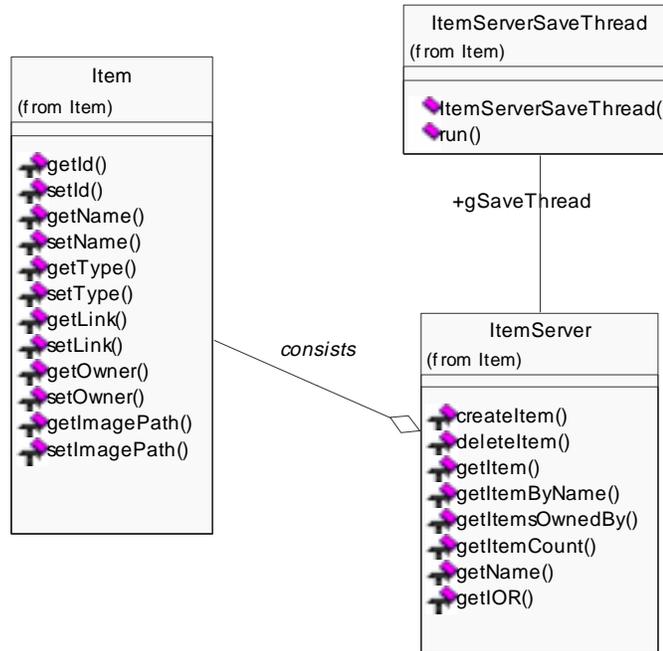


Figure 14 : Class diagram of Items in the JOVE System

### 3.2.2 Real-time Items Design in the RT JOVE system

The JOVE system has been designed to provide good modularity and support easy plug-and-play of capabilities. The multi-tiered client-server approach enables simple upgrades of existing modules and the addition of new functionality. At the highest level, the JOVE system can be split into three segments – the components that reside on the client workstation, the server module and the information items. To add the real-time items to the JOVE system, we can add a new module of real-time items to the existing system.

Figure 15 shows the real-time item design by integrating the general real-time object design described in Section 3.1 and the item design described in Section 3.2.1. The Object *RTItem* represents the real-time items, the object *Item* represent the existing item in the JOVE system, the object *ItemServer* represents the item server and the object *RTOBJECT* represents the general real-time objects. The object *RTItem* is designed to inherit from the object *Item* and the object *RTOBJECT* since the Rational Rose supports multiple inheritance. Thus the object *RTItem* includes the same attributes and methods as the object *Item* and as the object *RTOBJECT*. The object *RTItem* not only has the non-real-time attributes and the methods using only non-real-time attributes defined in the *Item*, but also the real-time attributes defined and methods using one or more real-time attributes in the *RTOBJECT*. When the client requests a non-real-time method in the *RTItem*, the server will invoke this method as that did in the *Item*. And when the client requests a real-time method in the *RTItem*, the server will invoke the semantic locking mechanism for concurrency control and then grant the semantic lock and invoke the method in the *RTItem* as that did in the *RTOBJECT*. In a word, the object *RTItem* is a combination of the object *Item* and the object *RTOBJECT*.

The object *RTItemServer* consists of multiple *RTItem* objects. The *RTItemServer* is responsible for creating, deleting, getting and periodically saving the *RTItem* objects.

In this way, we can quickly and easily add new real-time features to the JOVE system without changing the existing features or capabilities. We also reuse the existing module in the new capabilities.

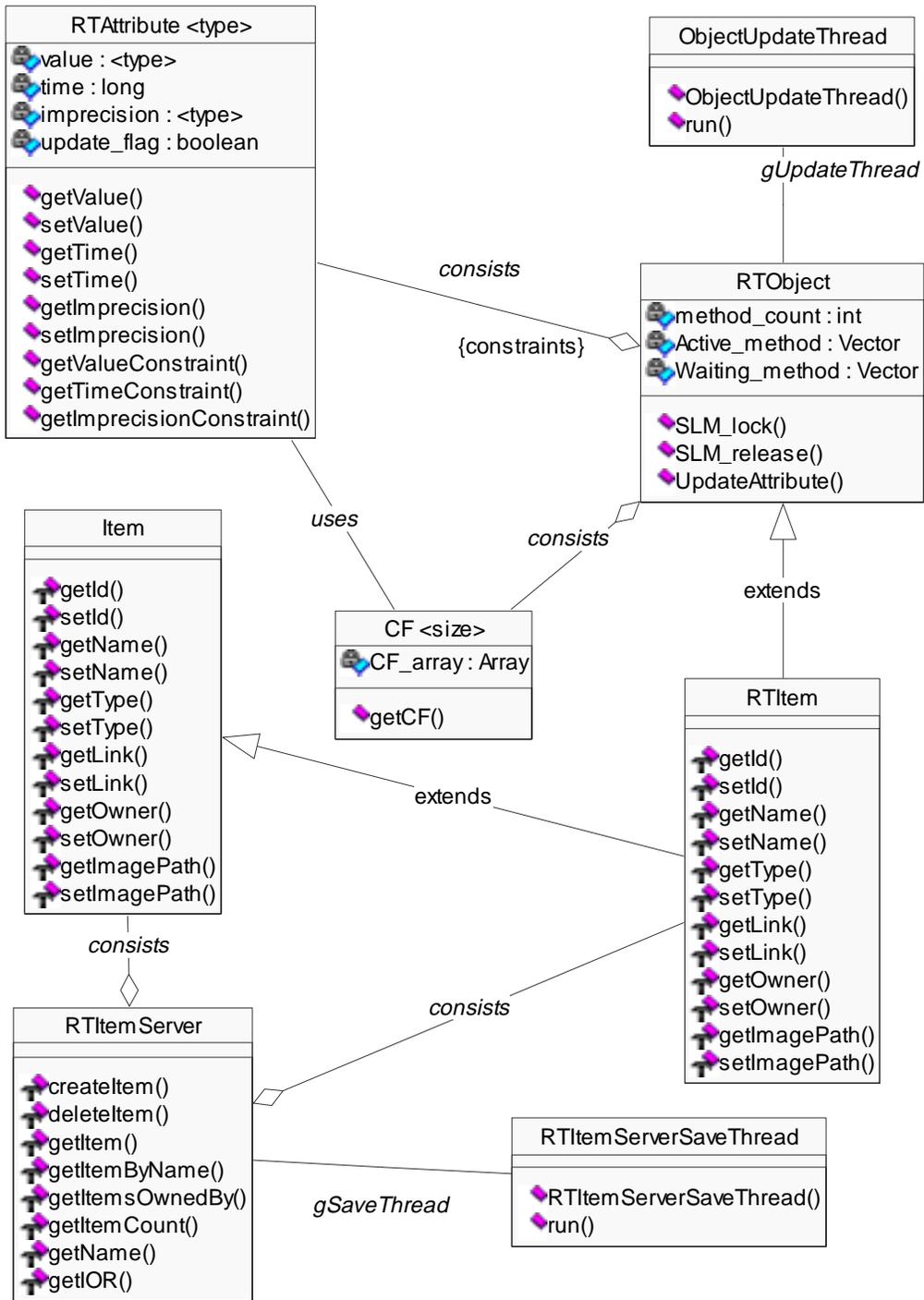


Figure 15 : Class Diagram of Real-time Item in the RT JOVE System

## **Chapter 4**

### **Real-Time Item Implementation**

In this chapter we will describe the implementation of the real-time objects in the RT JOVE system based on the design presented in Chapter 3. The first section describes the migration of the RT JOVE system to support CORBA in Java. The second section presents how the RTSORAC object is incorporated into the RT JOVE system in full details.

#### **4.1 Migration of the RT JOVE System**

The current JOVE system uses CORBA for communication between the client and the MUVE Server, and its CORBA implementation is Java IDL. In the real-time implementation, we use Java IDL to implement the real-time objects in the RT JOVE system.

### 4.1.1 Define and Compile the IDL Interface

To develop the Java IDL, we define the interface for the remote object using the OMG's interface definition language. We use IDL instead of the Java language because the *idltojava* compiler automatically maps from IDL, generating all Java language stub and skeleton source files, along with the infrastructure code for connecting to the ORB. For example, we define the remote object *ItemServer* using the IDL as following:

```
#pragma javaPackage "com.saic.MUVE.Realtime"

interface ItemServer
{
    Item createItem (in string name, in string type, in string
link, in string path, in long long owner, in long long location,
in string description);

    void deleteItem (in long long id);

    Item copyItem (in long long id);

    Item getItem (in long long id);

    Item getItemByName (in string name);

    Items getItemsByOwner(in long long owner);

    Items getItemsByLocation(in long long location);

    Names getItemNames ();

    Types getItemTypes ();

    long long getItemCount ();

    ItemServer getItemServer();

    string getName ();
```

```
        string getIOR ();  
};
```

When we run the *idltojava* compiler over this interface definition file *ItemServer.idl*, it generates five files, including the Java version of the interface *ItemServer.java*, the server skeleton *\_ItemServerImplBase.java*, the client stub *\_ItemServerStub.java*, and two auxiliary files *ItemServerHolder* and *ItemServerHelper*.

#### 4.1.2 Implement the IDL Interface

There are two mechanisms for implementing an IDL interface: the ImBase approach and the TIE approach.

- **The ImplBase Approach**

The ImplBase [17] approach is also called the inheritance approach. In the ImplBase approach, we create a Java class that inherits from the corresponding ImplBase class (server skeleton) to indicate it implements a given IDL interface. Each ImplBase class is the Java equivalent of an IDL interface. Therefore a class that inherits from the ImplBase class implements the operations of the corresponding IDL interface. For example, we define the class *ItemServerServant* that inherits from the abstract class *\_ItemServerImplBase* (server skeleton) to implement the CORBA interface for the *ItemServer* shown in the Figure 16.

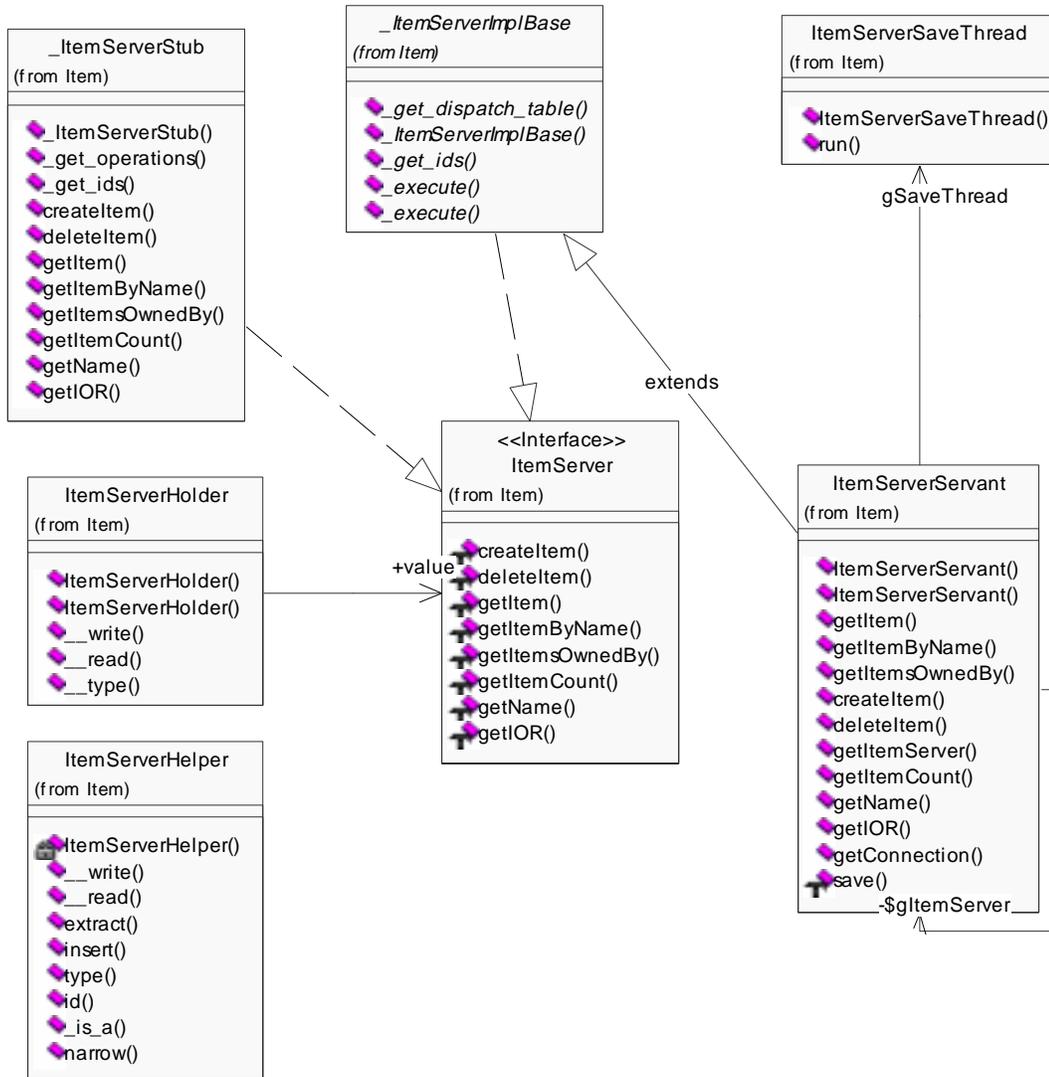


Figure 16 : Class Diagram of *ItemServer* Java IDL Implementation

### Using ImplBase Approach

- **The TIE Approach**

The TIE approach is also called the delegation approach. To use the TIE approach, we need to compile the IDL interface with the flag *-ftie* in the command. The *idltojava* compiler generates two additional files: *Operations.java* and *Tie.java*. In the

TIE approach, we implement the IDL operations and attributes in a class which does not inherit from the automatically generated `ImplBase` class. Instead, this approach uses the automatically generated Java TIE class in the file `Tie.java` to tie together the implementation class and the IDL interface. We define a new class that must implement the Java interface `Operations` in the file `Operations.java`. Figure 17 shows how to use the tie approach to implement the IDL interface `ItemSserver`. We define the class `ItemServerServant` to implement the automatically generated interface `_ItemServerOperations`. Then we instantiate an object of type `_ItemServerTie`, passing an object of type `ItemServerServant` to the constructor. A TIE object is thus created which delegates incoming operation invocations to the methods of the `ItemServerServant` object as following:

```
ItemServerServant servant = new ItemServerServant();  
ItemServer ItemServerRef = new _ItemServerTie(servant);
```



an important feature, especially in a large heterogeneous distributed system. An object can then be created as an instance of any one of the implementation classes. Client programmers do not need to be aware of which implementation class is used.

The ImplBase and TIE approaches to interface implementation impose similar overheads on the implementation programmer. However, there are two significant differences, which may affect the choice of implementation strategy:

- The ImplBase approach requires the implementation class to extend a generated base class, while the TIE approach merely requires the implementation of a Java interface.
- The TIE approach requires the creation of an additional object for each implementation object instantiated in a server.

Java does not support multiple inheritance for classes. So the inheritance requirement which the ImplBase approach imposes on implementation classes limits the flexibility of those classes and eliminates the possibility of reusing existing implementations when implementing derived interfaces. The TIE approach does not suffer from this restriction.

The creation of a TIE object for each implementation object may be a significant factor in applications where a large number of implementation objects are created and

tight restrictions on the usage of virtual memory exists. In addition, the delegation of client invocations by TIE objects implicitly involves an additional Java method invocation for each incoming request.

Thus, we need not choose one approach exclusively, as both can be used within the same server.

### **4.1.3 Implement Multiple Inheritance**

In the design of real-time objects in the RT JOVE system described in Section 3, the real-time class *RTItem* inherits from the general real-time object class *RTObject* and the existing class *Item* in the JOVE system. Thus we need to implement the multiple inheritance for the real-time items in the Java IDL.

IDL allows us to define a new interface by extending the functionality provided by an existing interface. IDL also supports multiple inheritance, which allows an interface to have several immediate base interfaces. However, Java only supports multiple inheritance of interfaces, but it does not support multiple inheritance of classes. Consequently, each generated Java class implements all the methods of the corresponding Java interface and of all interfaces from which it inherits.

Using the ImplBase approach, the implementation class *RTItemServant* of type *RTItem* must inherit from class *\_RTItemImplBase* and directly implement all methods for interface *RTItem* and all types – *RObject* and *Item* – from which it inherits.

Using the TIE approach, the implementation class *RTItemServant* must implement Java interface *\_RTItemOperations*, but may inherit the implementation methods from the existing class *Item* in the JOVE system. However, the absence of support for multiple inheritance of classes in Java implies that a multiple inheritance hierarchy of IDL interfaces can never map directly to the implementation classes for those interfaces.

The current version of JOVE system is developed using the JDK1.1.7 and the early release of Java IDL. With this early version, the early release of Java IDL compiler does not support the TIE approach. Thus, in this project, we use the ImplBase approach to implement the real-time items. The IDL interface *RTItem* defines all the required methods, including the non-real-time methods defined in the interface *Item*, and the real-time methods needed for itself. The implementation class *RTItemServant* inherits from the generated class *\_RTItemImplBase*. It implements the all the methods in the IDL interface *RTItem* and the methods in the general real-time object *RObject*, including the methods *SLM\_lock()*, *SLM\_release()*, *UpdateAttribute()* for the semantic locking mechanism and update of real-time attributes.

## 4.2 Implementation of Real-time Item

Real-time items in the RT JOVE system are scenario-specific. For example, we can define the real-time item *Hurricane* in the hurricane meeting scenario. Thus different real-time items have different real-time attributes and compatibility functions. As described in the Section 3, the real-time item also has a semantic locking mechanism for concurrency control. There are three parts of the implementation: real-time attributes, compatibility functions and semantic locking mechanism. This section describes how to implement the incorporation of the RTSORAC objects into the RT JOVE system. We also go through the example how to implement the real-time item *Hurricane* in the RT JOVE system.

### 4.2.1 Real-time Attributes

We define an interface *RTAttribute* for the real-time attributes as the following:

```
package com.saic.MUVE.Realtime;

public interface RTAttribute
    {public Object getValue();
    public void setValue(Object value);
    public long getTime();
    public void setTime(long time);
    public Object getImprecision();
    public void setImprecision(Object imprecision);
    public boolean getValueConstraint();
```

```

public boolean getTimeConstraint();

public boolean getImprecisionConstraint();

public String getSource();

}

```

The interface *RTAttribute* defines ten methods. The first six methods are used to set and get the value, time and imprecision fields, and get their constraints as described in the Section 3.1.2. The final method *getSource()* is used to get the update source. In this project, all the persistent sources for real-time attributes are the corresponding files. When there is a need for updating a real-time attribute, the real-time item needs to call the method *getSource()* to get the source file name. In the future RT JOVE system, we will replace these files with a real-time database to store all the real-time attributes.

We can define a real-time attribute to implement the interface *RTAttribute*. For example, we define a real-time attribute *Wind\_speed* to implement the interface *RTAttribute* as the following. In the code, we specify the timing constraint on the *getTimeConstraint()* that the *Wind\_speed* can not be older than 20 seconds.

```

Public Class Wind_speed implements RTAttribute
{
private Object    value = null;

private long      time = 0;

private Object    imprecision = null;

private String    file_name;

.

.

//define the timing constraint of Wind_speed

```

```

public boolean getTimeConstraint () {
    long current_time = (System.currentTimeMillis() %
                        1000000000) /1000;
    long start_time = time;
    return current_time - start_time < 20 ;
}
.
.
}

```

In this way, programmers have great flexibility to specify the timing constraints on the real-time attributes.

#### 4.2.2 Compatibility Function

Compatibility functions are used to control concurrency. We define an interface *CF* for the Compatibility functions as the following:

```

package com.saic.MUVE.Realtime;

public interface CF
{
    boolean getCF(int i, int j);
}

```

The method *getCF(int i, int j)* is used to get the concurrent compatibility of the two methods. Programmers can define semantic Boolean expressions for the

compatibility functions in the array statically. For example, there are just two methods using this real-time attribute *Wind\_speed* in the real-time item *Wind*: *write\_speed()* and *read\_speed()*. The method *void write\_speed(int)* is used to write integer parameter to the value of the *Wind\_speed*, and the method *int read\_speed()* is used to return the integer value of the *Wind\_speed*. We can define the class *wind\_cf* to implement the interface *CF* for the real-time item *Wind* as the following:

```
class wind_cf implements CF {
    boolean[][] comp_func = new boolean[2][2];
    public wind_cf () {
        // specify the semantic Boolean expressions for compatibility functions
        comp_func[0][0] = false;
        comp_func[0][1] = false;
        comp_func[1][0] = false;
        comp_func[1][1] = true;
    }
    public boolean getCF(int i, int j) {
        return comp_func[i][j];
    }
}
```

In the code above, we specify that we can read the real-time attribute *Wind\_speed* concurrently only in the real-time item *Wind* because we define the last compatibility function as true while others are false. In this way, programmers have great flexibility to specify the compatibility functions for real-time items.

### 4.2.3 Semantic Locking Mechanism

In the RT JOVE system, we provide a concurrent environment for client requests to improve the real-time performance. Java is inherently multi-threaded. A single Java program can have many different threads executing independently and continuously. Thus, we implement the concurrent processing using the multi-thread mechanism in Java.

When several threads want to access the shared resources such as variables, we need the concurrency control mechanism. Each Java object has a lock. This lock can be used as an implicit binary semaphore in a block of code *synchronized* on the object. To execute synchronized code on an object, a thread must own the object's lock. When two threads execute code synchronized on the same object, only one of them acquires the lock and proceeds. The other is paused until the first one releases the lock. If *obj* is a reference to some object, then *obj* is used as an implicit binary semaphore in the following way.

```
synchronized (obj) {  
    block of code, e.g. critical section;  
}
```

Any object can be used in a synchronized block as an implicit binary semaphore.

In the semantic locking mechanism as designed in the Section 3.1.3, each real-time item object has its own semantic locking mechanism, including the method *SLM\_lock()*, the thread *SLM\_release* and the method *updateAttribute()*.

#### 4.2.3.1 the Method *SLM\_lock()*

The method *SLM\_lock()* in each real-time item is used to grant semantic locks to the client request for method invocation. The method *SLM\_lock()* uses the binary semaphore. We define the method *SLM\_lock()* *synchronized* as the following:

```
public synchronized boolean SLM_lock(int id, Thread
current_thread, int priority, RTAttribute[] rtattr, boolean
new_thread) {
    .
    .

    //update out-of-date real-time affected attributes
    for (int i=0; i< attr_size ; i++)
        if (!rtattr[i].getTimeConstraint())
            updateAttribute(rtattr[i]);

    //check the CF of the current method and active methods
    synchronized (gActiveMethodTable) {
        int active_table_size = gActiveMethodTable.getLength();
        while (compatible && j < active_table_size)
            {compatible = gCompFunc.getCF
            (gActiveMethodTable.getId(j), id);
            j++;
            }
    }
}
```

```

//check the CF of the current method and waiting methods
//with higher priority
    j=0;
    while (compatible && higher_priority &&
           j < gWaitingMethodTable.getLength())
    {temp = gWaitingMethodTable.getWaitingMethod(j);
      if (priority >= temp.getPriority())
          higher_priority = false;
      else
          {compatible = gCompFunc.getCF(temp.getId(), id);
            j++;
          }
    }

//If compatible, add the method to the Active Method Table
//Otherwise, add the method to the waiting method
if (compatible)
    {gActiveMethodTable.Add_method(id);
      return true;
    }
else
    {if (new_thread)
      {WaitingMethod new_waiting_method = new
        WaitingMethod(id, current_thread, priority, rtattr);
        gWaitingMethodTable.Add_method(new_waiting_method);
      }
      return false;
    }
}

```

The method *SLM\_lock()* is called when a real-time method is requested to be invoked by a client or by the thread *SLM\_release* for the blocked threads in the waiting table. It takes the method id, the thread that called the *SLM\_lock()*, the priority, the affected real-time attribute set and the Boolean flag that tells if the thread is a new thread or a blocking thread in the waiting table as its parameters. It updates the affected real-time attributes if necessary, then it checks the compatibility of the method with the active methods, and the compatibility of the method with the blocked methods with higher priority in the waiting table. Finally, *SLM\_lock* returns true if the method can be granted a semantic lock based on method compatibilities and false if not.

#### **4.2.3.2 the Thread *SLM\_release***

When a method thread is going to finish, it must explicitly release the lock by creating a thread *SLM\_release()*. We use a thread instead of a method to implement the explicit release of a semantic lock because a thread provides more concurrency, and thus dramatically boosts its performance. The following is the implementation of the Thread *SLM\_release*.

```
class SLM_release_thread extends java.lang.Thread {
    private int method_id;

    //constructor
    public SLM_release_thread (int id)
    {
```

```

    super ("SLM_release_thread");

    method_id = id;

    this.start ();
}

public void run ()
{WaitingMethod temp = null;

//remove the method from the active method table
synchronized (gActiveMethodTable) {
    gActiveMethodTable.Remove_method(method_id);
}

int size = gWaitingMethodTable.getLength();

//Synchronizing
java.lang.Object release_mutex = new java.lang.Object();
int i = 0;

synchronized (release_mutex) {
    while (i<size)
        {temp=(WaitingMethod)
            gWaitingMethodTable.getWaitingMethod(i);
            if (SLM_lock(temp.getId(), temp.getThread(),
                temp.getPriority(), temp.getAttr(), false))
                {
                //compatible
                temp.getThread().resume();
                gWaitingMethodTable.Remove_method(i);
                size = gWaitingMethodTable.getLength();

```

```

        }
        else //not compatible
        {i++;
        }
    }
}
}
} //class end

```

The thread *SLM\_release* inherits from the class *Thread*. When the *SLM\_release* is created by a method thread, it removes the method from the active method table first. Then it calls the method *SLM\_lock()* to check the compatibility of all the waiting method threads from the highest priority to the lowest priority. If it is compatible, the *SLM\_release* removes it from the waiting method table, grants it the semantic lock and resumes the suspended method thread.

#### **4.2.3.3 the Method *updateAttribute***

The *updateAttribute()* method is used to update real-time attributes if they are out-of-date. Up-to-date data may be provided by a real-time database, a file or a program. There may be different ways to update real-time attributes if the sources of real-time attributes are different. In this project, the sources of real-time attributes are files. When we need to update the real-time attributes, the method *updateAttribute()* will read the up-to-date data from the file and assign it to the real-time attributes. The following is the implementation of the method *updateAttribute()* for an integer real-time attribute.

```

public void updateAttribute(RTAttribute attr) {
    try {
        synchronized(this) {
            File temp_File = new File(attr.getFile_name());
            FileInputStream fis = new FileInputStream(temp_File);
            byte[] buf = new byte[100];
            int n = fis.read(buf);
            String temp_string = new String(buf);
            Integer temp_int = new Integer(temp_string.trim());
            attr.setValue(temp_int);
            attr.setTime((System.currentTimeMillis()%1000000000)
                        /1000);
        }
    } catch(Exception e) {
        System.err.println("ERROR: " + e);
        e.printStackTrace(System.out);
    }
}

```

The method *updateAttribute()* takes the *RTAttribute* as the parameter. At first it obtains the source file name from this real-time attribute. Then it reads the updated data from the file and assigns it to the value of the real-time attribute. Finally it resets the time of the real-time attribute to the current time.

#### 4.2.3.4 the Real-time Method

A real-time method here is defined as a method that uses one or more real-time attributes. When a client requests a real-time method invocation, the real-time item server will create the corresponding real-time method thread. In this way, the RT JOVE system allows concurrent processing. The following is an example to implement a real-time method.

```
public int read_wind_speed (int priority)
{
    //start the read Thread for real-time attribute wind_speed
    read_wind_speed_Thread temp_thread = new read_wind_speed_Thread
                                        (priority);

    //get the value of wind_spreed
    return temp_thread.getResult();
}
```

In this example, the method *read\_wind\_speed()* is used to read the real-time attribute *Wind\_speed*. When it is executed, it creates a corresponding thread *read\_wind\_spreed\_Thread()* and then returns the result by calling the method *getResult()* in the *read\_wind\_spreed\_Thread*. The *read\_wind\_spreed\_Thread()* is implemented as the following:

```
class read_wind_speed_Thread extends java.lang.Thread {
```

```

private int priority = 0;

private RTAttribute rt_attr[] = {count1};

private int temp_wind_speed;

//constructor
public read_wind_speed_Thread (int cpriority)
{
    super ("Read_wind_speed_thread");
    priority = cpriority;
    rt_attr[0] = Wind_speed;
    this.start ();
}

public void run ()
{
    //get the semantic lock of this thread. If it fails,
    //suspend this thread
    if (!SLM_lock(2, this, priority, rt_attr, true))
        this.suspend();

    temp_wind_speed = ((Integer)
                        Wind_speed.getValue()).intValue();

    //release the semantic lock
    SLM_release_thread temp_slm_thread = new SLM_release_thread
                                                (2);
}

int getResult () {

```

```

        try{ //wait until the thread terminates
            join();
        }
        catch (Exception e) {
            System.err.println("ERROR: " + e);
            e.printStackTrace(System.out);
        }
        return temp_wind_speed;
    }
} //class end

```

The thread *read\_wind\_speed\_Thread()* inherits the class *Thread*. It takes the priority as its parameter for the constructor. In the method *run()*, it first tries to get the semantic lock by calling the method *SLM\_lock()*. If it gets the semantic lock, it will go ahead to read the value of the real-time attribute *Wind\_speed*. Otherwise, it will suspend itself and wait for some active threads that are not compatible with it to finish. After it reads the value of *Wind\_speed*, it starts the thread *SLM\_release* to release its semantic lock. In the method *getResult()*, the method *join()* is used for synchronization. The *getResult()* waits for the this thread to finish by calling the method *join()*. Then it returns the value of *Wind\_speed*.

#### 4.2.4 Real-time Item Server

The real-time item server is responsible for creating, deleting and getting real-time items. Since there are different types and numbers of real-time attributes in different

types of real-time items, it is hard to implement a general real-time item server to maintain different types of real-time items. Therefore in this project, we implemented separate real-time servers for different types of real-time items instead of just a single real-time server. For example, the real-time item type *Hurricane* has its own server *HurricaneServer*. The real-time item server is used to manage its own real-time items. When the RT JOVE system is started, the real-time item server launches its own real-time items from MySQL database.

The separate real-time server is responsible for the creation, deletion and obtaining of its own real-time items. Since different types of real-time items have different timing constraints, we use a thread *RTItemServerSaveThread* in each type of real-time server instead in the MUVE server to save all the objects of its real-time items periodically. Thus we can define different periods for saving in different types of real-time item servers. For example, the *HurricaneServer* may save all *Hurricane* items every 30 seconds while the *SatelliteImageServer* may save all *SatelliteImage* items every 10 minutes.

The implementation of saving thread in the real-time item server is very similar to that of the non-real-time item server existing in the JOVE system. Thus we can reuse most of its codes. For example, we implemented a real-time item *Hurricane* and its server *HurricaneServer* in the RT JOVE system. In the *HurricaneServant* for the real-time item *Hurricane*, we have the method *save()* to save the changed attributes within it. And in the *HurricaneServerServant* for the real-time item server *HurricaneServer*, we have a thread

*RTItemServerSaveThread* to save all the *Hurricane* items periodically. In the existing implementation of MUVE server *MuveServerServant*, we add a creation of the *HurricaneServer*. When we run the MUVE server, it will create an object of the *HurricaneServerServant* and then start a *RTItemServerSaveThread* thread for periodically saving all changed attributes of all *Hurricane* items.

## Chapter 5

### Real-Time Item Evaluation

In this chapter we present three groups of tests that indicate the correctness of our design and implementation. One test is for periodically saving attributes into the database, one is for updating real-time attributes, and one is for the semantic locking mechanism for concurrency control to ensure the runtime correctness of the implementations. To test the correctness of our design and implementation, we added a real-time item *Hurricane* with two real-time attributes *Wind\_speed* and *Central\_pressure* and its real-time item server *HurricaneServer* to the JOVE system. We also wrote several client programs to request real-time methods of *Hurricane*. We created a real-time environment in the JOVE system by running the clients with priorities and tested the correctness of these three groups of tests.

#### 5.1 Testing the Saving Thread for Real-time Attributes

Each real-time item in the RT JOVE system has a thread for periodically saving all the changed attributes within the item. The saving thread is started when the real-time item server loads real-time items from database. For example, the saving thread of real-

time item *Hurricane* is started when its server *HurricaneServer* is loading real-time *Hurricane* objects from the database.

To test the implementation of the saving thread, we created a *Hurricane* item and its server *HurricaneServer* as described in Section 4.2.4. We then created a client program to request the MUVE server to change some real-time attributes and non-real-time attributes of the *Hurricane* item. After the *RTItemServerSaveThread* thread completes saving the *Hurricane* items in every interval, we used two ways to test its correctness. One is that we added a block of test code that gets the attribute values from the table *Hurricane* in the MySQL database using the JDBC connection after the method *save()* in each the *Hurricane* item is called in the code of the *RTItemServerSaveThread*. The other way is that we accessed the MySQL database directly and queried the table *Hurricane* to check if all the changed attributes have been saved in the database. We specified the period as 5 seconds, 30 seconds and 2 minutes respectively to test the saving thread *RTItemServerSaveThread* and ran it. We found that all the changed real-time attributes were saved into the MySQL database periodically and correctly.

## 5.2 Testing the Update of Real-time Attributes

Each real-time item in the RT JOVE system has three ways to update its real-time attributes. The first way requires a client to request the MUVE server to invoke a write method for writing a new value to the real-time attribute. The second way is to use a thread to update the real-time attributes periodically. The third way to update real-time

attributes is to call the method *updateAttribute()* to update real-time attributes whenever a real-time method requests a semantic lock and the real-time attributes are out-of-date in the semantic locking mechanism for concurrency control. All the up-to-date real-time attributes are stored in separate files. For example, the updated real-time attribute *Wind\_speed* is stored in the file called *Wind\_speed.txt*.

We simulated a real-time environment in which the real-time attributes are changing from time to time by creating an auxiliary program *ChangedWindSpeed* to generate up-to-date data for real-time attribute *Wind\_speed* and to write it into the file *Wind\_speed.txt*. Thus the file *Wind\_speed.txt* works just like a sensor in an embedded real-time system. Whenever the real-time item needs to update its real-time attributes, it can obtain the up-to-date data from the files.

To test the update thread of real-time attributes, we further implemented the real-time item *Hurricane* and its server *HurricaneServer* in the RT JOVE system. In the *HurricaneServant* for the real-time item *Hurricane*, we have a method *updateAttribute(RTAttribute)* to update the specified real-time attribute within it, and a thread *Update\_thread* to update all the real-time attributes periodically. When we create an object of the real-time *HurricaneServant*, it will start an *Update\_thread* thread for updating all the real-time attributes within it. When the auxiliary program *ChangedWindSpeed* changes the data of real-time attribute *Wind\_speed* in the *Hurricane* and the thread *Update\_thread* updates the real-time attribute *Wind\_speed*, we can get the updated data of the *Wind\_speed*. We specified the update period as 5 seconds, 30 seconds and 2 minutes respectively to test the update thread *Update\_thread* and ran it, we found

that all the real-time attributes had been accessed the updated data from the corresponding files and had reset the current time periodically and correctly.

To test the update of real-time attributes in the semantic locking mechanism, we defined the timing constraint of the real-time attribute *Wind\_speed* as {current\_time – start\_time < 10 seconds} which means that the *Wind\_speed* can not be more than 10 seconds old, and defined a real-time method *read\_wind\_speed()*. We also wrote a client program to request the MUVE server for reading the attribute *Wind\_speed* continuously. When the client requests for the method *read\_wind\_speed()*, it needs to check the timing constraint of the real-time attribute *Wind\_speed*. If the real-time attribute *Wind\_speed* is less than 10 seconds, the method will use it directly. Otherwise, the semantic locking mechanism will get the updated data from the file *Wind\_speed.txt*. We ran the client program to request the method *read\_wind\_speed()* continuously, and we found that the real-time attribute *Wind\_speed* was up-to-date after each time the method *SLM\_lock()* completed granting a semantic lock.

### **5.3 Testing the Semantic Locking Mechanism**

A full suite of tests has previously been performed on the Semantic Locking Mechanism (SLM) that proved its correctness, and that indicated that it generally outperforms other object-based concurrency control techniques [18] [19]. The tests described here were performed to indicate the correctness of the design and implementation of the SLM in the RT JOVE system.

Each real-time item in the RT JOVE system has a semantic locking mechanism for concurrency control described as the Section 4.2.3. To test it, we simulated a concurrent processing environment. We implemented the real-time item *Hurricane* with two real-time attributes *Wind\_speed* and *Central\_pressure*. We add six real-time methods. The methods *increase\_one()*, *increase\_ten()*, and *read\_wind\_speed()* use the real-time attribute *Wind\_speed*, the method *increase\_hundred()* and *read\_central\_pressure()* use the real-time attribute *Central\_pressure*, and the method *sum()* uses both two real-time attributes. To make the concurrency more clear, we added a *for* loop in each real-time method thread to make the methods execute longer.

We also implemented the interface CF to define the compatibility functions of these six real-time methods. We used the *affected set semantics* [20] to determine the compatibility for enforcing serializability of objects. A method's *Read Affected Set (RA)* is the set of the object's attributes that the method reads. A method's *Write Affected Set (WA)* is the set of the object's attributes that the method writes. For example, the *Read Affected Set (RA)* is { *Wind\_speed* } and the *Write Affected Set (WA)* is { *Wind\_speed* } for the method *increase\_one()*. Another example is that the *Read Affected Set (RA)* is { *Wind\_speed*, *Central\_pressure* } and the *Write Affected Set (WA)* is empty in the method *sum()*. Under affected set semantics, methods  $m_1$  and  $m_2$  are compatible if and only if:

$$((WA(m_1) \cap WA(m_2)=\emptyset) \wedge (WA(m_1) \cap RA(m_2)=\emptyset) \wedge (RA(m_1) \cap WA(m_2)=\emptyset))$$

Note that defining lock compatibility based on these affected set semantics has been proven to produce serializable object schedules [18]. Table 1 shows the CF in the real-time item *Hurricane* defined by affected set semantics. Two methods can run

concurrently only when their compatibility is true. For example, the method `increase_one()` can run concurrently only with the method `read_central_pressure()`.

	increase_one	increase_ten	read_wind_speed	increase_hundred	sum	read_central_pressure
increase_one	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE
increase_ten	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE
read_wind_speed	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE
increase_hundred	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE
sum	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE
read_central_pressure	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE

Table 1 Compatibility Functions of Six Real-time Methods in the *Hurricane*

At first, we tested the semantic locking mechanism among the real-time method invocations using single real-time attribute in a real-time item object. We know that only the read methods can run concurrently according to the compatibility functions in Table 1. We wrote several client programs to request the invocations of real-time methods `increase_one()`, `increase_ten()`, and `read_wind_speed()` separately and continuously, which only use the real-time attribute `Wind_speed`. In this case, only the method `read_wind_speed()` can run concurrently with itself. In the second case, we wrote several client programs to request the invocations of real-time methods `increase_hundred()` and `read_central_pressure()` separately and continuously, which only use the real-time attribute `Central_pressure`. In this case, only the method `read_central_pressure()` can run concurrently with itself. In both cases, our testing results indicate that only the read methods did run concurrently. Therefore, our implementation of the semantic lock

mechanism works correctly among the real-time method invocations using single real-time attribute in a real-time item object.

Second, we tested the semantic locking mechanism among the real-time method invocations using multiple real-time attributes in a real-time item object. We wrote several client programs to request the invocations of these six real-time methods which use either the real-time attribute *Wind\_speed* or *Central\_pressure* or both. The methods using different real-time attributes can run concurrently due to the affected set semantics. For example, the method *increase\_one()* using attribute *Wind\_speed* and the method *increase\_hundred()* using attribute *Central\_pressure* can run concurrently. But the method using both attributes can not run concurrently with the method using either real-time attribute. For example, the method *sum()* can not run concurrently with the method *increase\_one()*. We ran different numbers of clients concurrently in different orders and we found that the server can invoke the *read\_wind\_speed()*, the *read\_central\_pressure()* and the *sum()* concurrently, the *increase\_one()* and the *increase\_hundred()* concurrently, the *increase\_ten()* and the *increase\_hundred()* concurrently, the *read\_wind\_speed()* and the *increase\_hundred()*. Our results indicate that our implementation of the semantic lock mechanism works correctly among the real-time method invocations using multiple real-time attributes in a real-time item object.

Finally, we tested the semantic locking mechanism among the real-time method invocations using multiple real-time attributes in multiple real-time item objects. Methods of different *Hurricane* objects can be run concurrently since each *Hurricane*

object has its own semantic locking mechanism and they do not influence each other. We added three rows of *Hurricane Arlene*, *Bret* and *Cindy* to the table *Hurricane* in the MySQL database. When the MUVE Server started, the real-time item server *HurricaneServerServant* loaded the three real-time item objects of the *Hurricane* from the database and created corresponding *Hurricane* objects in the MUVE Factory. We also wrote some client programs to request different methods in different *Hurricane* objects and ran these client programs concurrently in different order. We found that the methods, such as *increase\_one()*, *increase\_ten()* and *increase\_hundred()*, in *Hurricane* object *Arlene*, *Bret* and *Cindy* run concurrently. This means that our implementation of the semantic lock mechanism works correctly among the real-time method invocations using multiple real-time attributes in multiple real-time item objects.

## **Chapter 6**

### **Conclusion**

In this thesis research, we have devised a methodology for designing real-time objects using Rational Rose Design Tool. We have applied it to the design of real-time items in the RT JOVE system and have implemented the real-time items. In this chapter, we will describe our research contributions, limitations and future work.

#### **6.1 Contribution**

This thesis has applied real-time and CORBA technology to a large legacy software application, the JOVE system. We have provided some real-time extensions to the JOVE system, including the representation of real-time objects and their persistence in the MySQL database. This project has focused on the incorporation of the RTSORAC objects into the real-time items of the RT JOVE system, the migration of Java ORB implementation and the persistence of real-time items.

We have designed the real-time items by integrating the RTSORAC objects into the RT JOVE system using the Rational Rose Design Tool. We used UML class

diagrams and state diagrams to represent the real-time attributes, compatibility functions and real-time objects and to express the timing constraints. We also used the sequence diagram to describe the semantic locking mechanism for the concurrency control. As stated in Section 2.3.3, there is current work being done towards developing a Real-Time UML specification. While the current version of Rational Rose does not implement any real-time features, our work on this project will provide insight into which features of RT UML might be useful in designing real-time objects, and what other features may be advantageous to add to the RT UML specification.

We have provided the ability to multi-thread the MUVE server to allow the concurrent processing, and thus increase the efficiency. We have also provided the semantic locking mechanism for concurrency control for real-time objects to further enhance the real-time performance. This concurrency control is transparent to the client. Our work could lead to a general way to develop concurrent programming in the real-time distributed systems.

We have provided a CORBA interface in Java for connection between the MUVE server and clients. We have explored the approaches to implement the Java IDL and chose the *ImplBase* approach to do it. Our work shows a way to implement the multiple inheritance in the Java IDL despite the restriction that Java does not support multiple inheritance for classes.

We have provided a way to persist the real-time items in the RT JOVE system periodically. We provided a separate persistence thread for each real-time item since real-time items have their own specific timing constraints. This will allow each real-time item to be persisted at a period that reflects its own real-time constraints. The persistence period may be specified statically by the programmer or dynamically by the user.

## **6.2 Limitations and Future work**

In this project, we use files as the source of up-to-date data of real-time items. Each real-time attribute has its own file as the update source. It works well when the number of real-time items is small. But it is not reasonable if the number of real-time items is large. The current RT JOVE system uses MySQL as the database for persistence of real-time items and non-real-time items. MySQL is a relational database, which could make the representation of certain objects in the system more complex than necessary. Thus we need to provide a real-time object-oriented database (RTOODB) for persistence and update source of real-time items.

The current implementation of the semantic locking mechanism is good, but far from perfect. It does not support imprecision of real-time attributes. Also, it does not deal with the priority inversion problem in the concurrency control, which occurs when a higher priority transaction must wait for the execution of lower priority transactions. We

need to improve the semantic locking mechanism for concurrency control. We may solve the priority inversion problem by using the priority inheritance.

The current RT JOVE system uses CORBA for communication between the MUVE server and clients without any real-time features. In a real-time implementation, it is necessary to be able to express timing constraints on client requests, and to be able to enforce the constraints on the server side. Thus we may add real-time CORBA to this system as done in the JFLEX (Joint Force Level Execution Aid) system [16].

Another scheduling issue in the RT JOVE system involves scheduling concurrent requests in the MUVE server. Because the MUVE server is multi-threaded, it will be able to handle multiple requests concurrently. In a real-time system, the order in which these requests are handled should be based on priority. In this project, we use the priority that clients provide directly. This is not practical. In the RT JOVE environment, we recognize that the collaborative nature of the system may introduce other factors that could effect priority. Thus, another interesting project is examining different criteria that could effect priority of a client request.

Another interesting future project is to propose some specifications about how to add real-time features to UML for object specification. We have used the existing UML specifications to design real-time objects. However, there is no specification standard for real-time UML. We may propose a specification for expressing the timing constraints within an object.

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