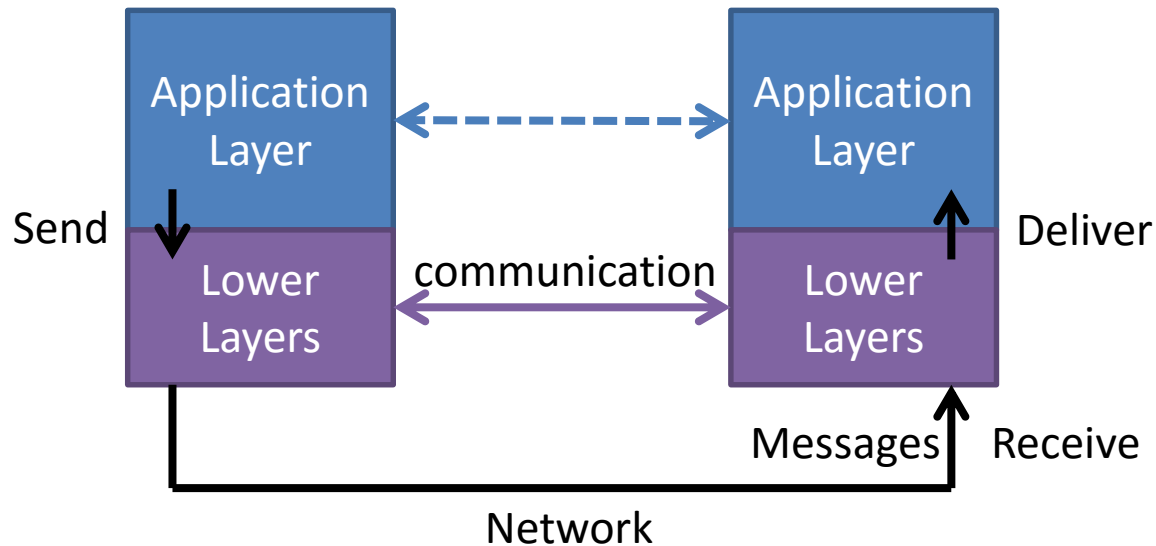




**Appia**

[vanilladb.org](http://vanilladb.org)

# Terminology: Receive and Deliver



# Terminology: Receive and Deliver

- There are many layers in network connections
- Messages are first *received* by lower layers, buffered, and some algorithms are executed to ensure some guarantees
- When the guarantees are satisfied, the message can be *delivered* to upper layer
- By ensuring easier guarantee in lower layers, higher layers can have more powerful guarantees

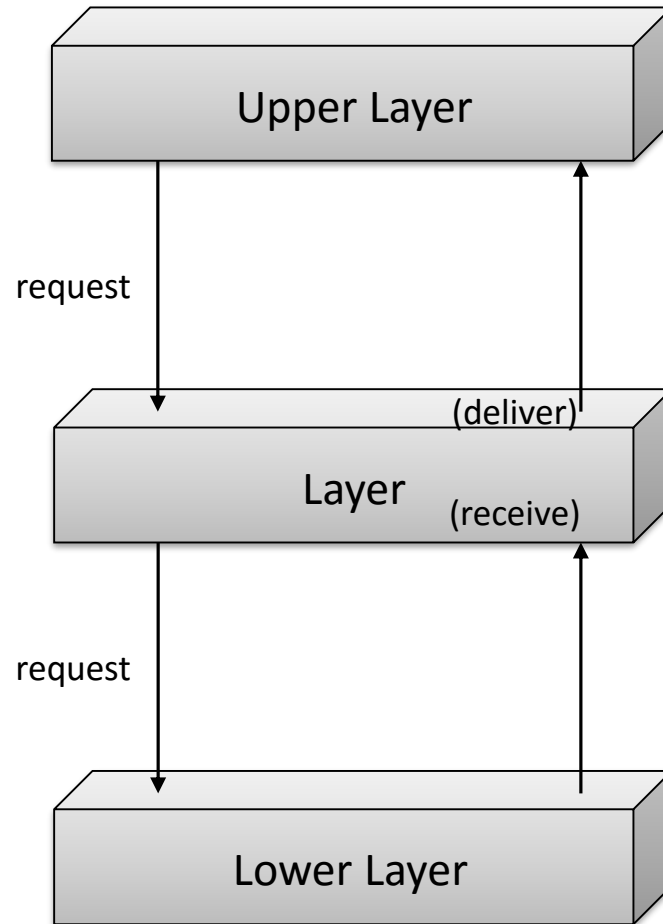


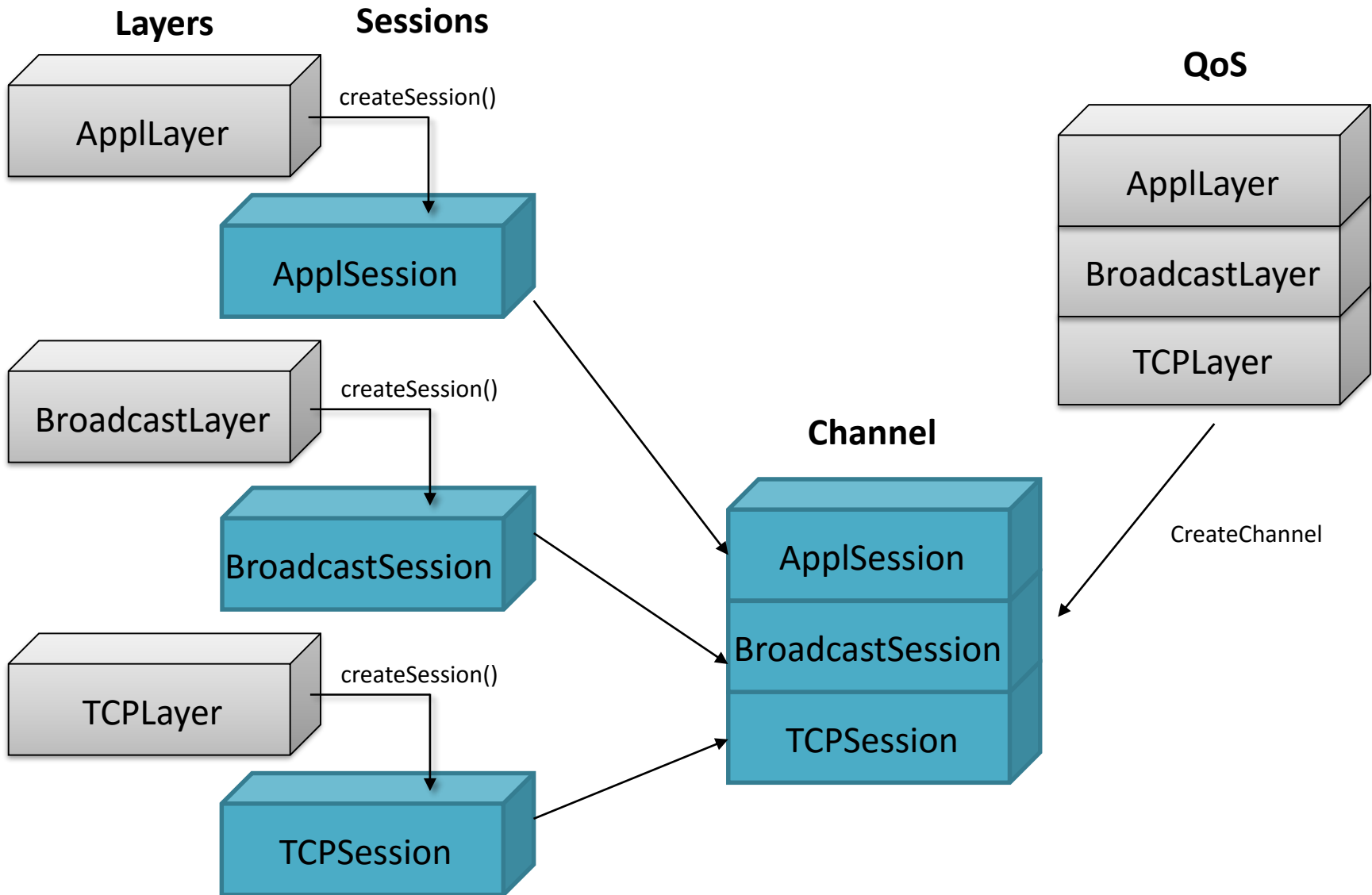
# Appia

- Appia is a Java-based, open source toolkit that simplifies the implementation of layered communication protocols
  - Mostly at the Application layer
- We use Appia to implement various group communication protocols

# Appia

- Programmer can compose a **QoS** (a protocol stack) with several layers
  - The implementation of a layer is a **session**
  - An instance of a QoS is a **channel**





```

private static Channel getBebChannel(ProcessSet processes) {
    /* Create layers and put them on a array */
    Layer[] qos = { new TcpCompleatLayer(), new BasicBroadcastLayer(),
                    new SampleApplLayer() };

    /* Create a QoS */
    QoS myQoS = null;
    try {
        myQoS = new QoS("Best Effort Broadcast QoS", qos);
    } catch (AppiaInvalidQoSException ex) {
        System.err.println("Invalid QoS");
        System.err.println(ex.getMessage());
        System.exit(1);
    }
    /* Create a channel. Uses default event scheduler. */
    Channel channel = myQoS
        .createUnboundChannel("Best effort Broadcast Channel");
    /*
     * Application Session requires special arguments: filename and . A
     * session is created and binded to the stack. Remaining ones are
     * created by default
     */
    SampleApplSession sas = (SampleApplSession) qos[qos.length - 1]
        .createSession();
    sas.init(processes);
    ChannelCursor cc = channel.getCursor();
    /*
     * Application is the last session of the array. Positioning in it is
     * simple
     */
    try {
        cc.top();
        cc.setSession(sas);
    } catch (AppiaCursorException ex) {
        System.err.println("Unexpected exception in main. Type code:"
            + ex.type);
        System.exit(1);
    }
    return channel;
}

```

Build up  
a channel





# Layers & Events

- A Layer needs several types of *events* for different usages
  - Provide
    - Events that the protocol creates
  - Require
    - Events that the protocol requires to work
    - Usually the events from the lower layers that is used by this layer
  - Accept
    - Events that the protocol accepts (from upper or lower layer)

```
public BasicBroadcastLayer() {
    /* events that the protocol will create */
    evProvide = new Class[0];

    /*
     * events that the protocol require to work.
     This is a subset of the
     * accepted events
     */
    evRequire = new Class[3];
    evRequire[0] = SendableEvent.class;
    evRequire[1] = Channellnit.class;
    evRequire[2] = ProcessInitEvent.class;

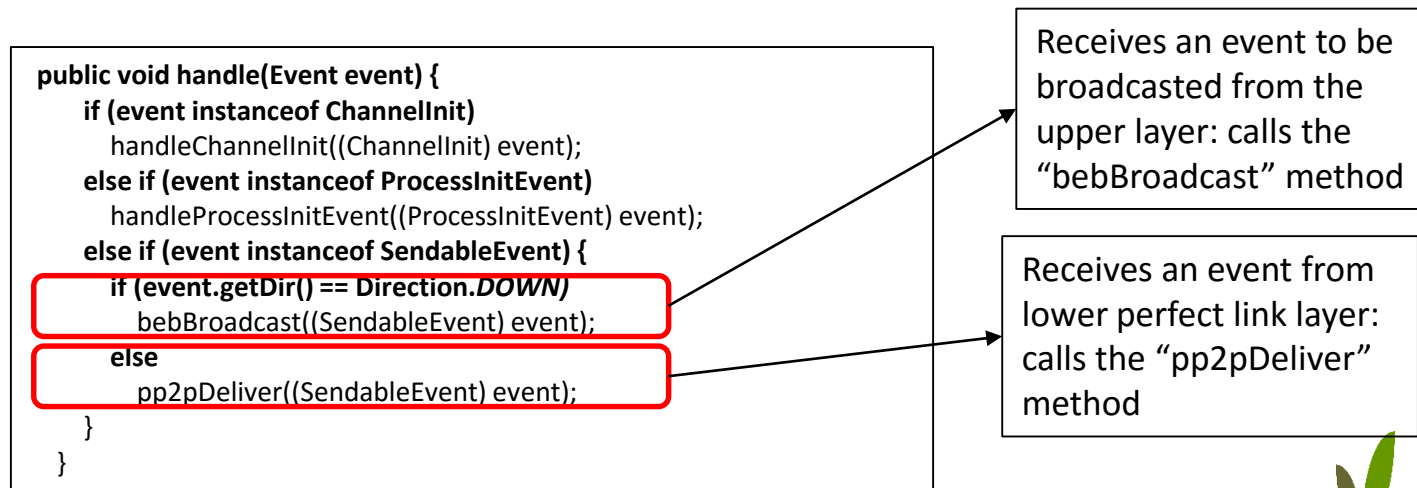
    /* events that the protocol will accept */
    evAccept = new Class[4];
    evAccept[0] = SendableEvent.class;
    evAccept[1] = Channellnit.class;
    evAccept[2] = ChannelClose.class;
    evAccept[3] = ProcessInitEvent.class;

}
```



# Handling Events

- When an event is processed by a session, Appia core will call the “handle(Event event)” method to process the event
- The session calls the methods to handle different events



# Handling Events

- The `bebBroadcast` method is the method that actually broadcast the event

```
private void bebBroadcast(SendableEvent event) {  
  
    SampleProcess[] processArray = this.processes.getAllProcesses();  
    SendableEvent sendingEvent = null;  
  
    for (int i = 0; i < processArray.length; i++) {  
        try {  
            if (i == (processArray.length - 1))  
                sendingEvent = event;  
            else  
                sendingEvent = (SendableEvent) event.cloneEvent();  
            sendingEvent.source = processes.getSelfProcess()  
                .getSocketAddress();  
            sendingEvent.dest = processArray[i].getSocketAddress();  
            sendingEvent.setSourceSession(this);  
  
            if (i == processes.getSelfRank())  
                sendingEvent.setDir(Direction.UP);  
  
            sendingEvent.init();  
            sendingEvent.go();  
        } catch (CloneNotSupportedException e) {  
            e.printStackTrace();  
            return;  
        } catch (AppiaEventException e) {  
            e.printStackTrace();  
            return;  
        }  
    }  
}
```



# Sending Events

- To send an event to another process, just setup the parameters of the event, and call the “go()” method. Appia core will handle the rest of the work

```
try {
    SendableEvent sendingEvent = new SendableEvent();
    // set source and destination of event message
    sendingEvent.source = processes.getSelfProcess()
        .getSocketAddress();
    sendingEvent.dest = processArray[1].getSocketAddress();
    // sets the session that created the event.
    sendingEvent.setSourceSession(this);
    // if it is the "self" process, send the event upwards
    if (i == processes.getSelfRank())
        sendingEvent.setDir(Direction.UP);
    // initializes and sends the message event
    sendingEvent.pushObject();
    sendingEvent.init();
    sendingEvent.go();
} catch (AppiaEventException e) {
    e.printStackTrace();
    return;
}
```

