Rationale for the Direction of the Distributed Real-Time Specification for Java Panel Position Paper

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The Distributed Real-Time Specification for Java (DRTSJ) is being developed by the JSR-50 Expert Group in Sun's Java Community Process. The Expert Group is led by The MITRE Corporation, and includes approximately 20 other member enterprises – from academia, the U.S. government, and industrial corporations in the defense, telecommunications, industrial automation fields.

The terms "distributed," "real-time," and "distributed realtime" are employed for so many disparate kinds of computer systems, that the Expert Group deemed it unlikely that any single DRTSJ could do justice to them all. Therefore, the intended target space of "distributed real-time" systems had to be at least roughly delineated for both the Expert Group and the prospective DRTSJ users. This position paper synopsizes some of the rationale for the Expert Group's focus.

For the purpose of the DRTS3, the term distributed system informally refers to a computing system whose programming model is based on there being application-level entities that exhibit multi-node behaviors.

In real-time distributed computing systems, multi-node application behaviors may have end-to-end time constraints. The defining characteristic of any real-time distributed computing system, whatever its programming model, is that the timeliness (optimality and predictability of optimality) of each multi-node application behavior — on each individual node it involves, and collectively end-to-end on all nodes it currently involves — is acceptable to that application under the current circumstances.

The "current circumstances" include the latency characteristics of the underlying infrastructure (node OS's, network), the attributes of the system load, etc. All those circumstances are known and controlled å priori in static distributed real-time computing systems, notably including hard real-time ones. But in general, not all of those circumstances are (or can be) known and controlled å priori – the system is dynamic to the degree that is the case.

The Real-Time Specification fir Java is oriented toward

dynamic (non-static) systems, although it has been proven to successfully support static hard real-time computing. Similarly, the DRTSJ is oriented toward the general case of dynamic distributed real-time computing systems, although we expect it to also be capable of supporting the special case of static hard real-time ones.

In most cases, the extent to which end-to-end multi-node timeliness can be achieved depends on the extent to which each multi-node application behavior's timeliness properties – e.g., end-to-end time constraints, expected execution time, execution time received thus far, etc. – are explicitly employed for appropriately coherent resource management (particularly scheduling) on each node currently involved in that application multi-node behavior. Ideally, that includes scheduling of other sequentially shared hardware resources, notably the network connecting those nodes, and software ones as well, notably synchronizers (e.g., locks).

Thus (in dynamic distributed real-time computing systems) these properties need to be propagated among corresponding computing node resource managers in operating systems, JVM's, middleware, and even (directly or indirectly) device – e.g., network, storage – controllers. Acquiring, propagating, depositing, and employing this information should be done transparently to the application programmers; indeed, often some of this information is not even accessible by the application programmers.

There are many different kinds of distributed systems. However, the vast majority of deployed distributed realtime computing systems employ at least one of the following programming models:

- control flow: movement of an execution point, with or without parameters, among application entities — e.g., remote procedure call (RPC) and remote method invocation (RMI)
- data flow: movement of data, without an execution point, among application entities — e.g., publish/ subscribe and bulk data transfers
- networked: asynchronous or synchronous movement of messages, without an execution point, among application entities – e.g., message passing IPC



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Practical Database Programming with Java Ying Bai, 2011-09-09 Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE JavaServer Pages JavaServer Faces and Java Beans and comes complete with authentic examples and detailed explanations Two data action methods are developed and presented in this important resource With Java Persistence API and plug in Tools readers are directed step by step through the entire database programming development process and will be able to design and build professional data action projects with a few lines of code in mere minutes The second method runtime object allows readers to design and build more sophisticated and practical Java database applications Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits Enterprise Java Beans JavaServer Pages JavaServer Faces Java RowSet Object and Java Updatable ResultSet are also discussed and implemented with numerous example projects Ideal for classroom and professional training use this text also features A detailed introduction to NetBeans Integrated Development Environment Java web based database programming techniques web applications and web services More than thirty detailed real life sample projects

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