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## 安心情報システム構築における コンポーネント技術の応用 Development of Information Systems for e-Society with Component Technologies

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#### **Contents**

- Requirements of Information systems for e-society (accountability)
- Our goal
- Component technologies (Flexibility, Specification&Verification)
- Our approach
- Restructuring current system w/components.
- Current Status/Summary

#### e-Society

Katayama used the term "Verifiable and Evolvable e-Society" in our COE21 projects.

#### Features of e-Society

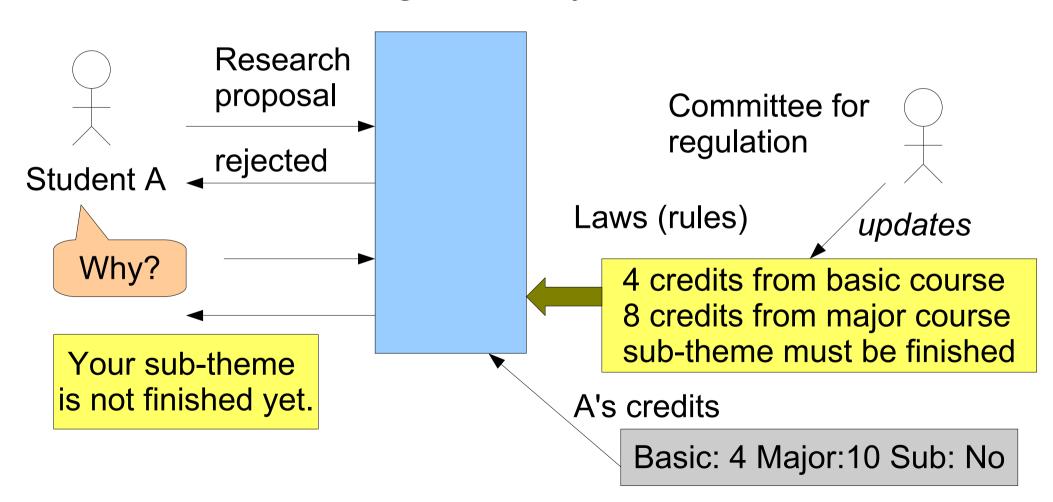
Correctness: all functions must be correctly realized according to its specifications

Accountability: systems must explain its functions and structures for all questions by all stakeholders

Security: systems must prohibit leak of information and unauthorized accesses etc.

# Outline of Info. Sys. with accountability

Credit/Score management system in our Institute



# Features for Info. Sys. with accountability

System must provide not only the result but a cause or a history of reasoning.

Research proposal

R33: acceptance conditions of research proposal

R33-1: 4 credits from basic course

R33-2: 8 credits from major course

R33-3: sub-theme must be finished

Traditional system only gives answer "rejected"

System with accountability must give answer such that

R33-1: You have 4, requires 4 PASS

R33-2: You have 10, requires 8 PASS

R33-3: You don't finish sub-theme FAILED

Cause of failure

R33 is AND(R33-1, R33-2, R33-3) FAILED

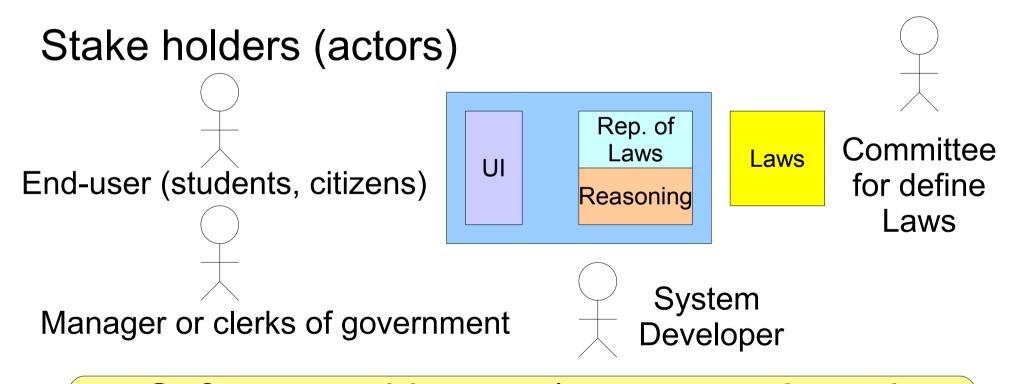
Result: Rejected

AND-OR tree is used

### **Our goal**

One of our goal is to provide a technical basis for realizing info. sys. with accountability.

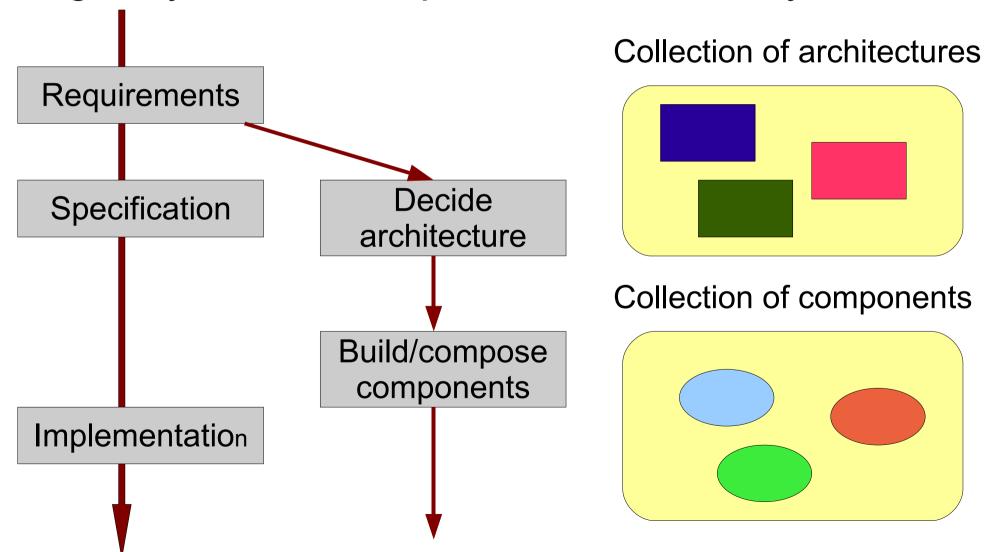
(Efficiency in development/evolution, verification, reuse)



Software architecture/component based technologies may give a proper solution.

### **Component Technologies**

Originally aimed to improve cost/efficiency in reuse.



#### Features of components

Originally it was any unit of program (modules etc)

Recently it is based on Object-Oriented, and have the following features [Ning 96]

How to use (interfaces) are open to public, but internal structures are hidden.

Works on a particular environment only.

Unit of plug-in (replacement)

Consists of multiple (binary/text) files

## Component features for accountability

#### 1. Flexible connection

A component communicate to another one / its environment through some indirect mechanisms.

## Traditional: Foo (int id, String name)

Caller must know the address of function "Foo." We have to re-compile all if we change behavior.

```
With component:

Interface i = c.getInterface();

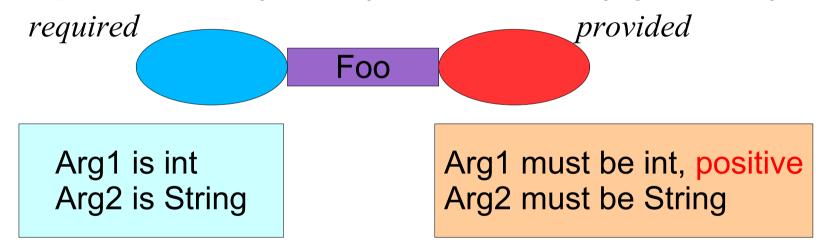
Method m = i.getMethod ("Foo");

m.invoke(args( id, name ));
```

## Component features for accountability

#### 2. Specification / Verification

Interfaces and their usage must be verified at compiled time (static) or runtime (dynamic).

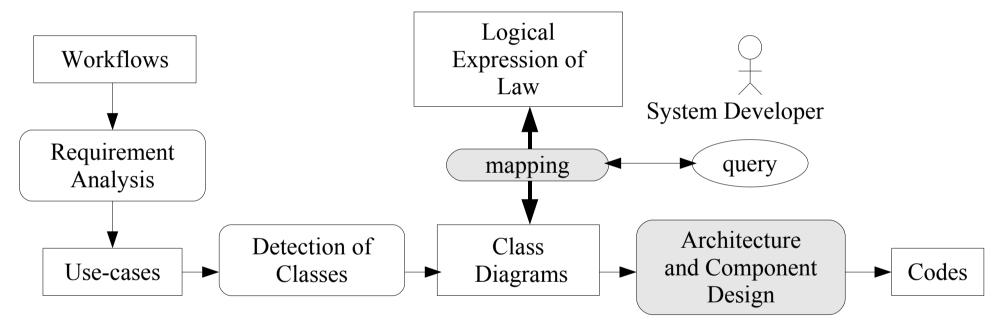


Traditional: spec. must be described separately and independent verifier is required at runtime.

Component technologies already have/easy to extend specification/ semi-automatic verification.

#### Our approach

#### Overview of development process



(1) we have to extract candidates of classes from expression of laws.

4 credits from basic course 8 credits from major course sub-theme must be finished Research proposal

Credit

Sub-theme

## Our approach(cont.)

(2) Design classes from use-cases and (1)

Use-case name:accept research proposal actors: student, manager normal sequences:

- 1: student gives proposal
- 2: system checks conditions by reasoning

. . .

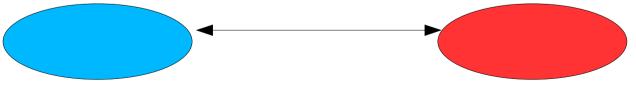
Condition

Query history

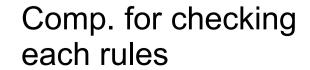
Reasoning history

(3) Implement using component models

Comp. for query manager Comp. for reasoning manager



(3 layers in actual)



## Restructuring on Design level

Besides to build system/w acc. from the scratch, we try to restructure current systems using component technologies.

Restructuring on code level is called *refactoring*, widely applied in many development processes.

Note: it only changes structure, never change its function/malfunction

Ex: extract method

Aim: specify calculation clearly / improve possibility for enhancement

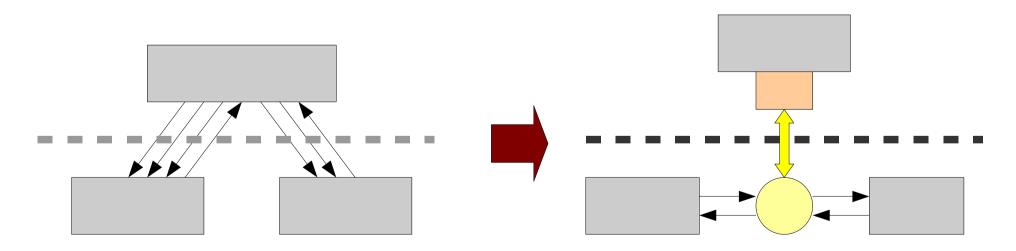
```
foo() {
  (a complex calculation)
  r = foosub(x,y);
  (post-action)
  }
}

foo() {
  (a complex calculation)
  return r;
  }
}
```

## Restructuring on Design level

We need to reconstruct info. sys. in design level in order to provide accountability because

- legacy systems might not be properly layered
- legacy systems might not have clear interfaces

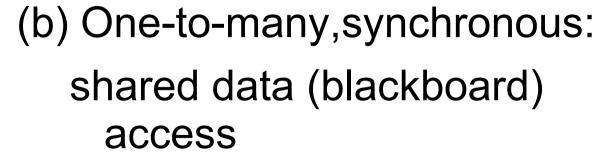


Style / amount / frequency of communication might be clues to decide layers / interfaces.

#### **Communication Category**

Communication styles are categorized as follows:

(a) One-to-one, synchronous :Request/response pairDB query/resultset pair

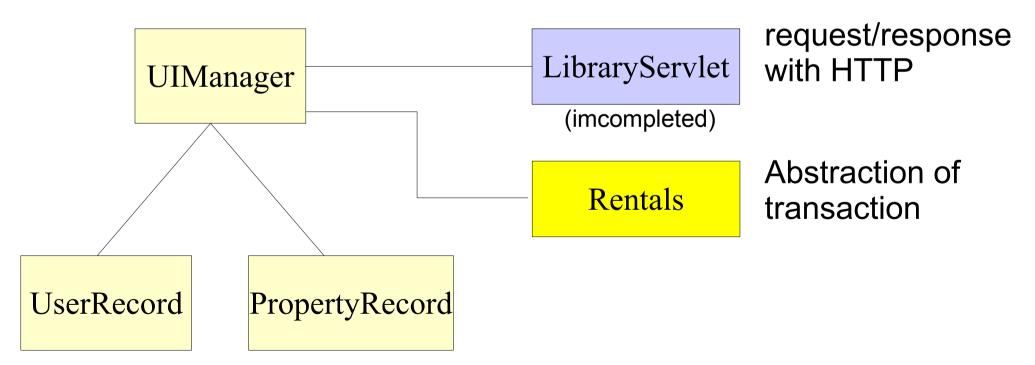


(c) One-to-many, asynchronous: logging

### A Case Study

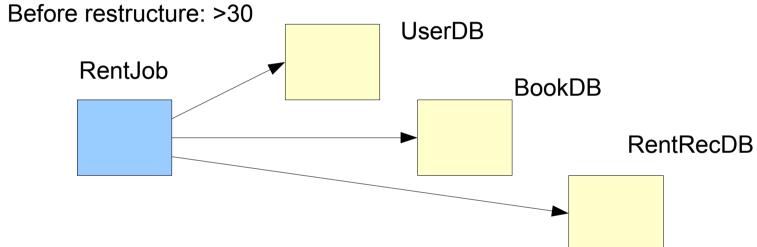
Small library systems in our laboratory

Before: stand-alone, fixed GUI, integrated DB After: accessible through WEB, distributed DB (final goal)

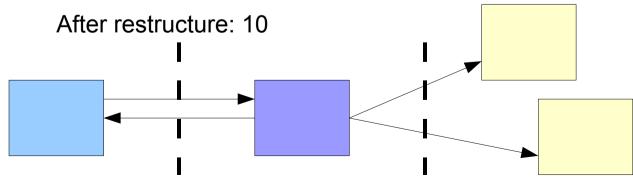


#### **Communications in Example**

Number of one-to-many sync. comm. is large.



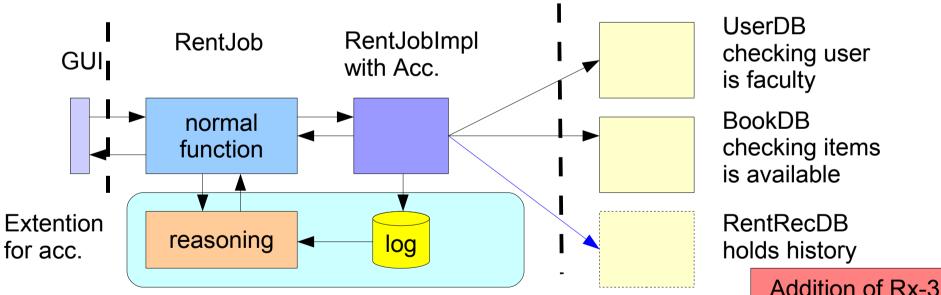
Improper assignment of responsibility might be a cause of increase of comm. So we restructure them as follows:



Some request are not necessary to access lower layer, but can make responses in middle.

## **Mechanisms for Accountability**

- Reasoning might be introduced in middle layer.
- Implemented by replacing some components with those have accountability-related features.



requires access to RentRecDB

Rx-1: Student can borrow no more than 5 books.

Rx-2: Faculty can borrow no more than 10 books.

Rx-3: Person who already borrow some books cannot exceed the limit incl. # of books he/she has not yet returned.

#### **Current Status/Summary**

We are engaged to establish a development process for info. sys. with accountability using component technologies.

#### Top-down approach:

extract classes from expression of laws(rules) and use-cases, realize them with components

Prototype of a mapping from query to rule is built and evaluation is in progress.

#### Bottom-up approach:

extract interfaces from style/amount of interaction, restructure systems into layers, build with comp.

Rules for extracting interfaces are defined and polished through some small systems (incl. mini-library.)

#### Appendix: Class Diagram for mini library system

