Using Design Patterns and Frameworks to Develop Object-Oriented Communication Systems

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Motivation

- Developing *efficient*, *robust*, *extensible*, *portable*, and *reusable* communication software is hard

- It is essential to understand successful techniques that have proven effective to solve common development challenges

- *Design patterns* and *frameworks* help to capture, articulate, and instantiate these successful techniques

Observations

- Developers of communication software confront recurring challenges that are largely application-independent
  - *e.g.*, *service initialization and distribution, error handling, flow control, event demultiplexing, concurrency control*

- Successful developers resolve these challenges by applying appropriate *design patterns*

- However, these patterns have traditionally been either:
  1. *Locked inside heads of expert developers*
  2. *Buried in source code*

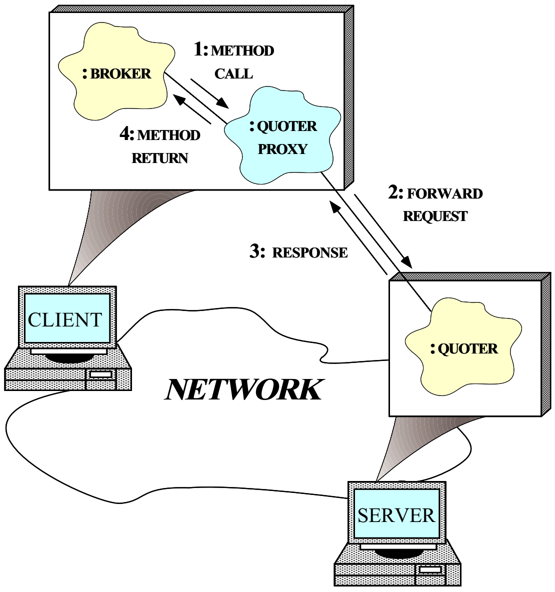
Design Patterns

- Design patterns represent *solutions* to *problems* that arise when developing software within a particular *context*
  - *i.e.*, "Patterns == problem/solution pairs in a context"

- Patterns capture the static and dynamic *structure* and *collaboration* among key *participants* in software designs
  - They are particularly useful for articulating how and why to resolve *non-functional forces*

- Patterns facilitate reuse of successful software architectures and designs

Proxy Pattern



- *Intent*: provide a surrogate for another object that controls access to it

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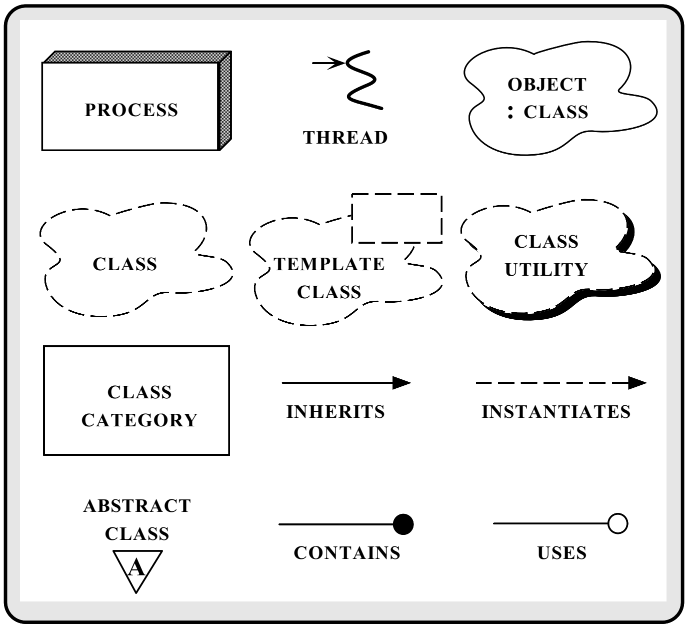
Graphical Notation



More Observations

- Reuse of patterns alone is not sufficient
  - Patterns enable reuse of architecture and design knowledge, but not code (directly)
- To be productive, developers must also reuse detailed designs, algorithms, interfaces, implementations, etc.
- Application *frameworks* are an effective way to achieve broad reuse of software

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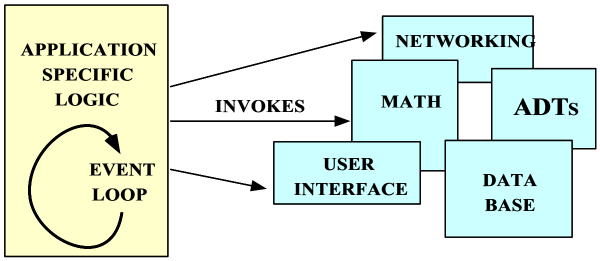
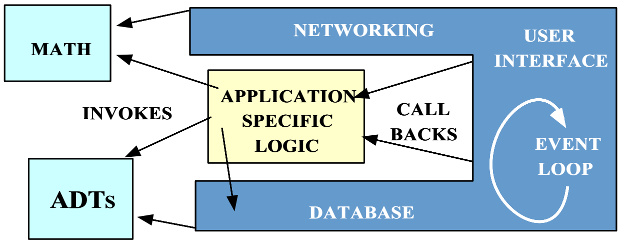
Frameworks

- A framework is:
  - "An integrated collection of components that collaborate to produce a reusable architecture for a family of related applications"
- Frameworks differ from conventional class libraries:
  1. Frameworks are "semi-complete" applications
  2. Frameworks address particular application domains
  3. Frameworks provide "inversion of control"
- Typically, applications are developed by *inheriting* from and *instantiating* framework components

Differences Between Class Libraries and Frameworks



(A) CLASS LIBRARY ARCHITECTURE

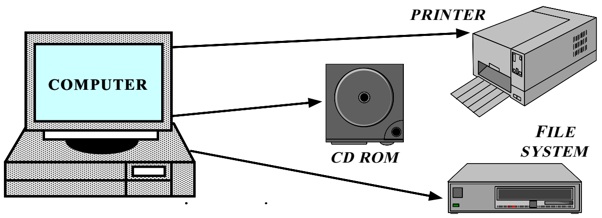


(B) APPLICATION FRAMEWORK ARCHITECTURE

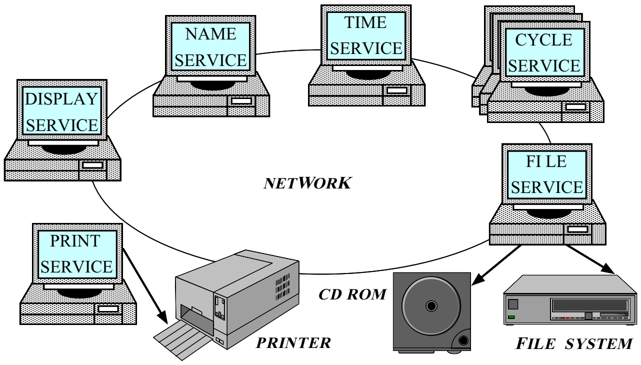
Tutorial Outline

- Outline key challenges for developing communication software
- Present the key reusable design patterns and framework components in high-performance Web clients and servers
  - Both single-threaded and various multi-threaded solutions are presented
  - The patterns and frameworks covered generalize to other communication software systems
    - *e.g.*, ORBs, video-on-demand, medical imaging
- Discuss lessons learned from using patterns and frameworks on production software systems
  - *e.g.*, telecom, avionics, medical systems

Stand-alone vs. Distributed Application Architectures

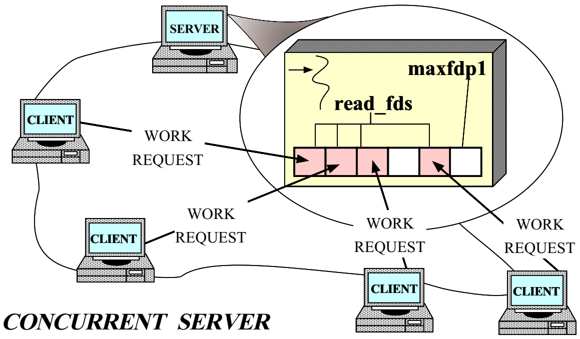


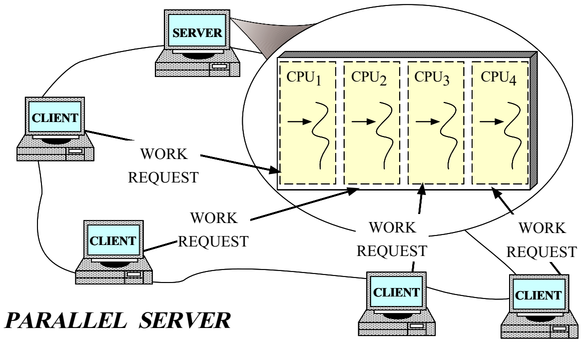
(1) STAND-ALONE APPLICATION ARCHITECTURE



(2) DISTRIBUTED APPLICATION ARCHITECTURE

Concurrency vs. Parallelism





Sources of Complexity

- Distributed application development exhibits both *inherent* and *accidental* complexity

- *Inherent complexity* results from fundamental challenges, *e.g.*,
  - Distributed systems
    - *Latency*
    - *Error handling*
    - *Service partitioning and load balancing*
  - Concurrent systems
    - *Race conditions*
    - *Deadlock avoidance*
    - *Fair scheduling*
    - *Performance optimization and tuning*

Sources of Complexity (cont'd)

- *Accidental complexity* results from limitations with tools and techniques, *e.g.*,
  - Low-level tools
    - *e.g.*, Lack of type-secure, portable, re-entrant, and extensible system call interfaces and component libraries
  - Inadequate debugging support
  - Widespread use of *algorithmic* decomposition
    - Fine for *explaining* network programming concepts and algorithms but inadequate for *developing* large-scale distributed applications
  - Continuous rediscovery and reinvention of core concepts and components

OO Contributions

- Communication software has traditionally been performed using low-level OS mechanisms, *e.g.*,
  - *fork/exec*
  - *Shared memory*
  - *Signals*
  - *Sockets and select*
  - *POSIX pthreads, Solaris threads, Win32 threads*

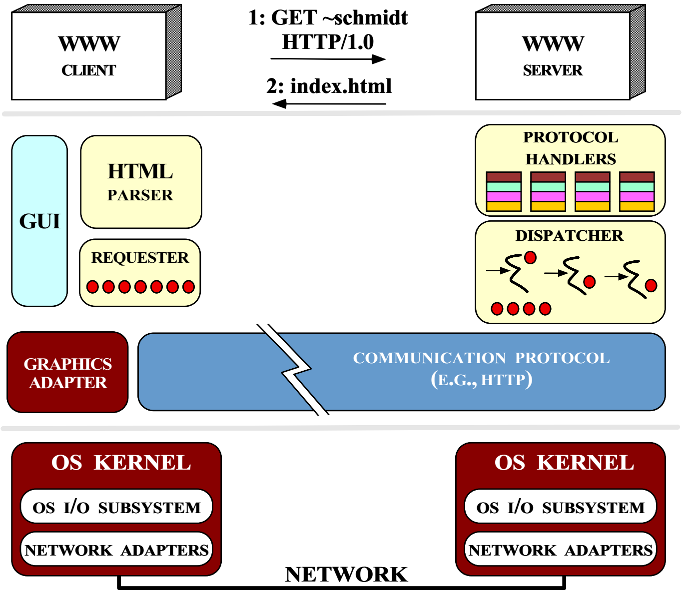
- OO *design patterns* and *frameworks* elevate focus to application concerns, *e.g.*,
  - *Service functionality and policies*
  - *Service configuration*
  - *Concurrent event demultiplexing and event handler dispatching*
  - *Service concurrency and synchronization*

Concurrent Web Client/Server Example

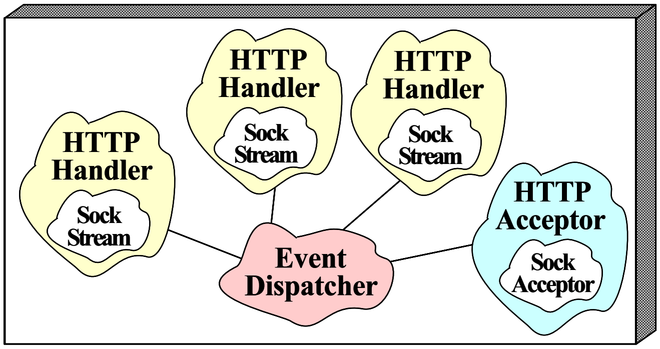
- The following example illustrates a concurrent OO architecture for a high-performance Web client/server

- Key system requirements are:
  1. Robust implementation of HTTP protocol
     - *i.e.*, resilient to incorrect or malicious Web clients/servers
  2. Extensible for use with other protocols
     - *e.g.*, DICOM, HTTP 1.1, SFP
  3. Leverage multi-processor hardware and OS software
     - *e.g.*, Support various concurrency models

General Web Client/Server Interactions

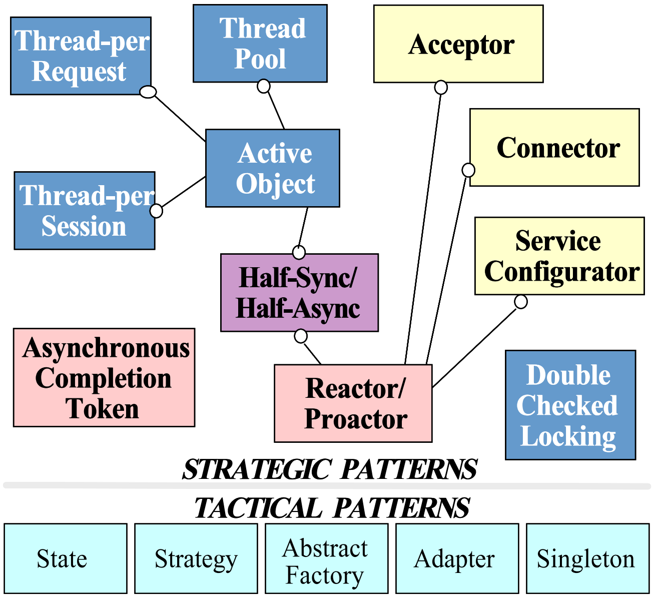


Web Server Software Architecture



- *Event Dispatcher*
  - Encapsulates Web server concurrency and dispatching strategies
- *HTTP Handlers*
  - Parses HTTP headers and processes requests
- *HTTP Acceptor*
  - Accepts connections and creates HTTP Handlers

Design Patterns in the Web Server Implementation



Tactical Patterns

- Proxy
  - "Provide a surrogate or placeholder for another object to control access to it"
- Strategy
  - "Define a family of algorithms, encapsulate each one, and make them interchangeable"
- Adapter
  - "Convert the interface of a class into another interface client expects"
- Singleton
  - "Ensure a class only has one instance and provide a global point of access to it"
- State
  - "Allow an object to alter its behavior when its internal state changes"

Event Handling Patterns

- *Reactor*
  - "Decouples synchronous event demultiplexing and event handler initiation dispatching from service(s) performed in response to events"
- *Proactor*
  - "Decouples asynchronous event demultiplexing and event handler completion dispatching from service(s) performed in response to events"
- *Asynchronous Completion Token*
  - "Efficiently associates state with the completion of asynchronous operations"

Concurrency Patterns

- *Active Object*
  - "Decouples method execution from method invocation and simplifies synchronized access to shared resources by concurrent threads"
- *Half-Sync/Half-Async*
  - "Decouples synchronous I/O from asynchronous I/O in a system to simplify concurrent programming effort without degrading execution efficiency"
- *Double-Checked Locking Optimization Pattern*
  - "Ensures atomic initialization of objects and eliminates unnecessary locking overhead on each access"

Concurrency Architecture Patterns

- *Thread-per-Request*
  - "Allows each client request to run concurrently in a separate thread"
- *Thread Pool*
  - "Allows up to N requests to execute concurrently within a pool of threads "
- *Thread-per-Connection*
  - "Allows each client connection to run concurrently"
    - Suited for HTTP 1.1, but not HTTP 1.0

Service Initialization Patterns

- *Connector*
  - "Decouples active connection establishment from the service performed once the connection is established"
- *Acceptor*
  - "Decouples passive connection establishment from the service performed once the connection is established"
- *Service Configurator*
  - "Decouples the behavior of network services from point in time at which services are configured into an application"

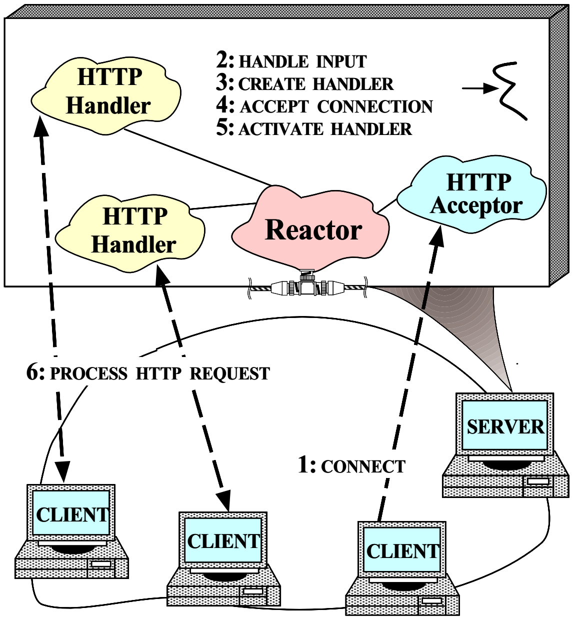
Selecting the Server's Concurrency Architecture

- *Problem*
  - A very strategic design decision for high-performance Web servers is selecting an efficient *concurrency architecture*
- *Forces*
  - No single concurrency architecture is optimal
  - Key factors include OS/hardware platform and workload
- *Solution*
  - Understand key alternative *concurrency* patterns

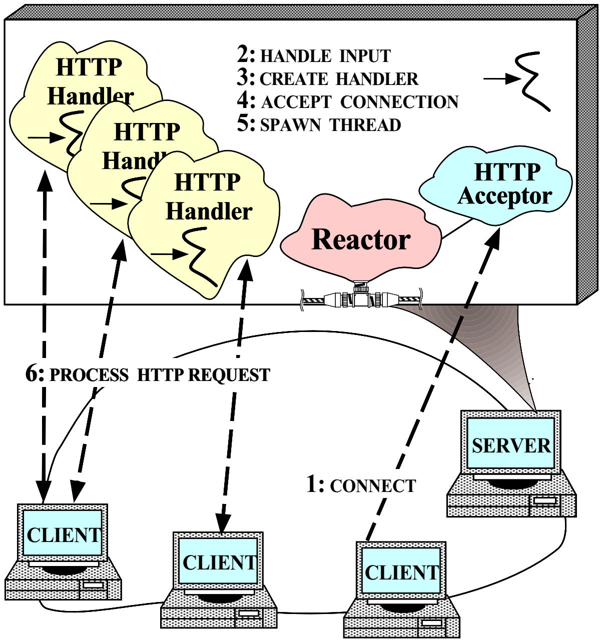
Alternative Web Server Concurrency Patterns

- The following example illustrates the *design patterns* (and *framework components*) in an OO implementation of a concurrent Web Server
- The following are the key concurrency pattern alternatives:
  1. *Reactive*
  2. *Thread-per-request*
  3. *Thread-per-connection*
  4. *Synchronous Thread Pool*
  5. *Asynchronous Thread Pool*

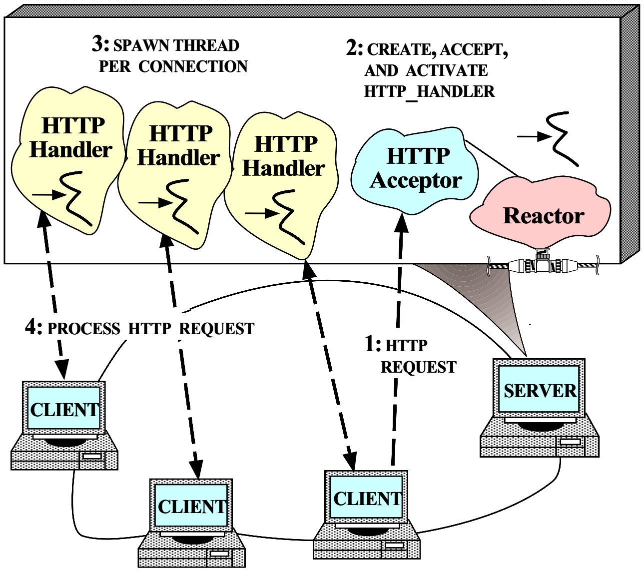
Reactive Web Server



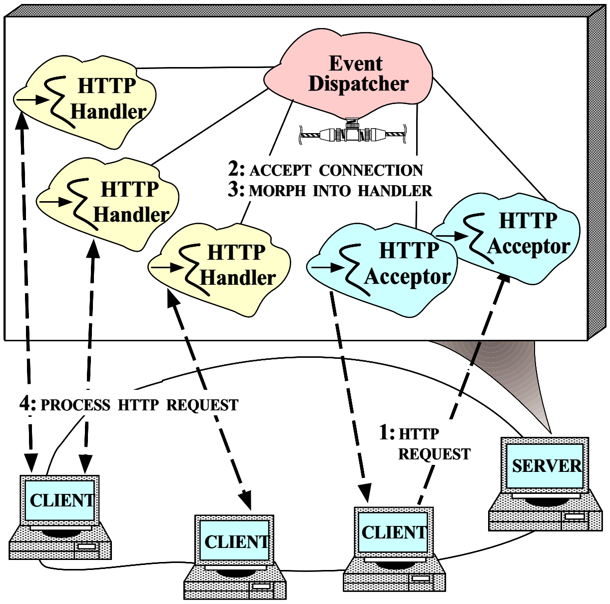
Thread-per-Request Web Server



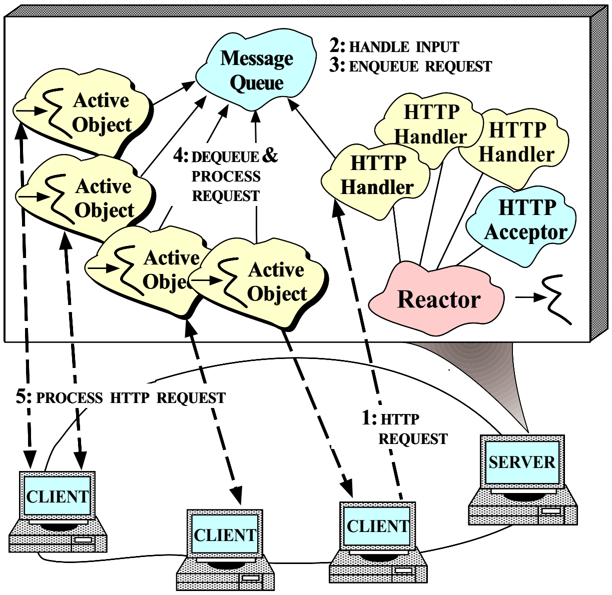
Thread-per-Connection Web Server



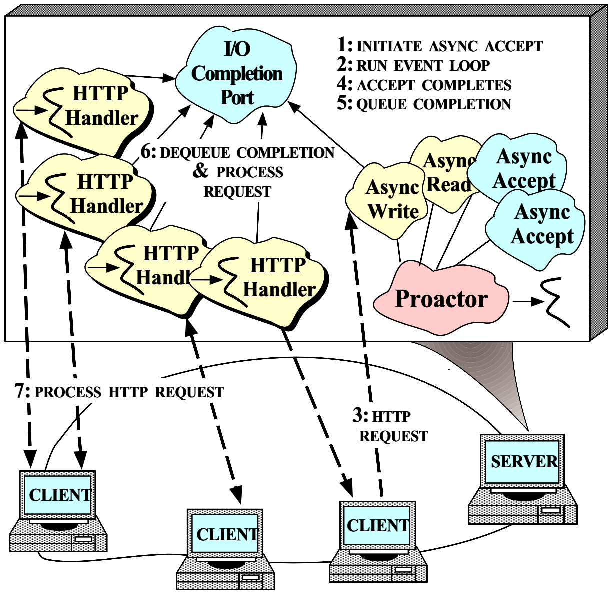
Handle-based Synchronous Thread Pool Web Server



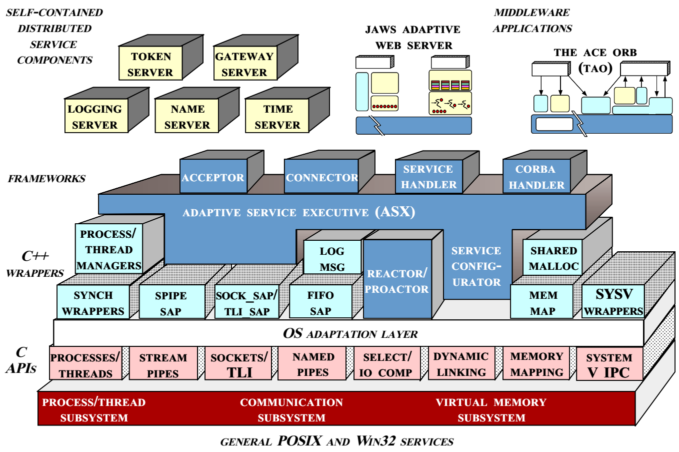
Queue-based Synchronous Thread Pool Web Server



Asynchronous Thread Pool Web Server

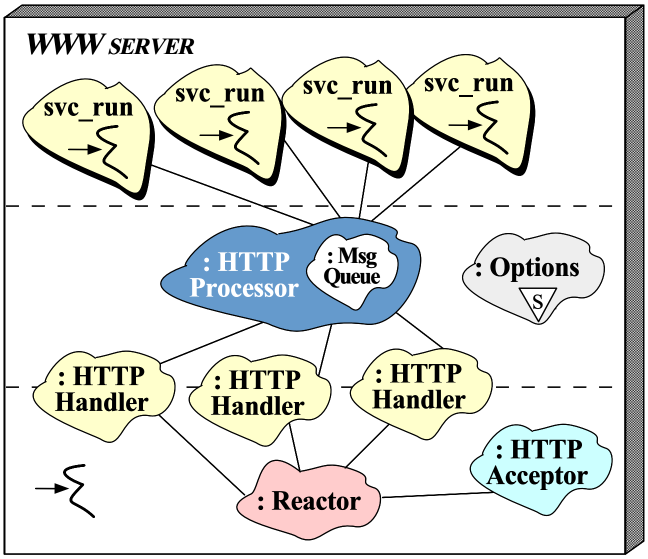


The ADAPTIVE Communication Environment (ACE)



- A set of C++ wrappers and frameworks based on common communication software design patterns

Architecture of Our WWW Server



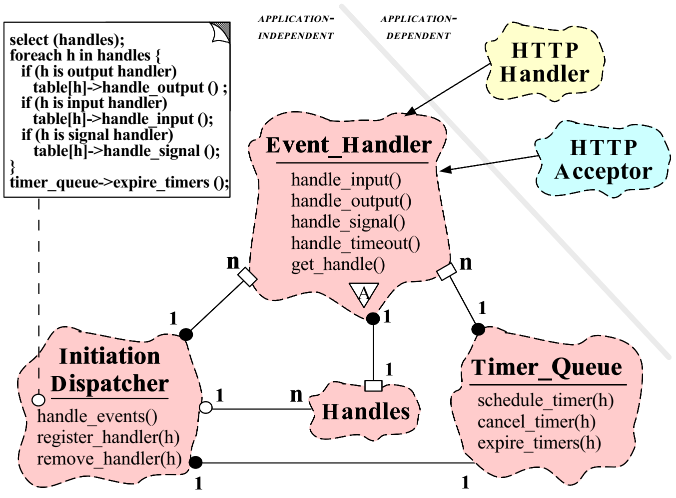
Demultiplexing and Dispatching Events

- *Problem*
  - Web servers must process several different types of events simultaneously
- *Forces*
  - Multi-threading is not always available
  - Multi-threading is not always efficient
  - Tightly coupling general event processing with server-specific logic is inflexible
- *Solution*
  - Use the *Reactor* pattern to decouple generic event processing from server-specific processing

The Reactor Pattern

- *Intent*
  - "Decouples synchronous event demultiplexing and event handler initiation dispatching from service(s) performed in response to events"
- This pattern resolves the following forces for synchronous event-driven software:
  - *How to demultiplex multiple types of events from multiple sources of events synchronously and efficiently within a single thread of control*
  - *How to extend application behavior without requiring changes to the event dispatching framework*

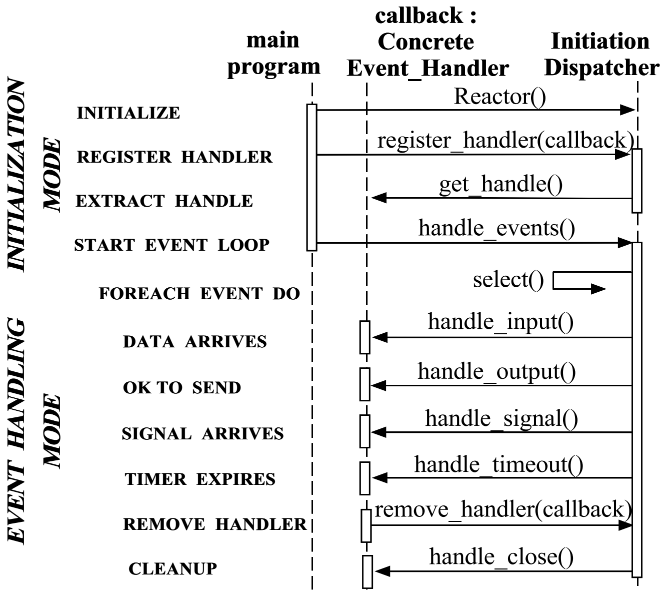
Structure of the Reactor Pattern



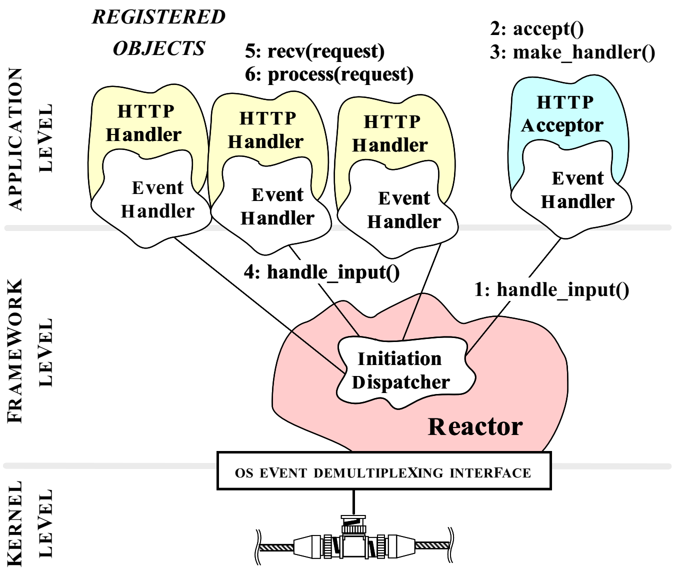
```
select (handles);
foreach h in handles {
  if (h is output handler)
    table[h]->handle_output () ;
  if (h is input handler)
    table[h]->handle_input ();
  if (h is signal handler)
    table[h]->handle_signal ();
}
timer_queue->expire_timers ();
```

- Participants in the Reactor pattern

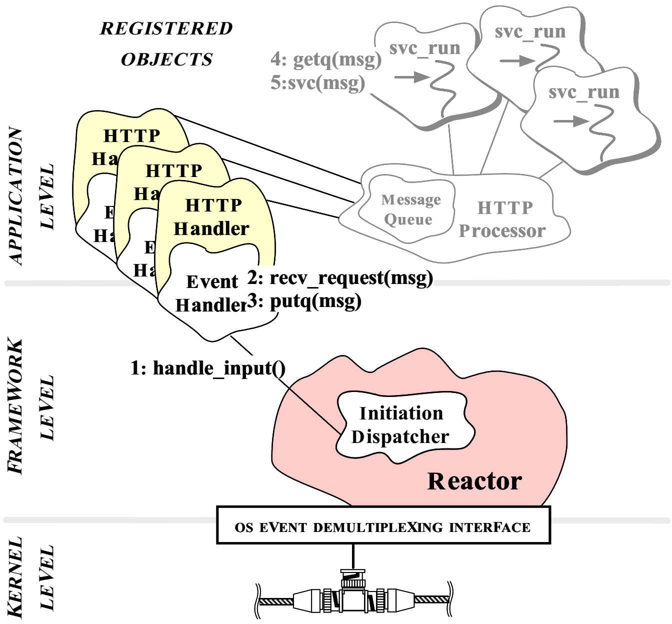
Collaboration in the Reactor Pattern



A Single-threaded Reactive Web Server



An Integrated Reactive/Active Web Server



The HTTP_Handler Public Interface

- The `HTTP_Handler` is the Proxy for communicating with clients
  - Along with `Reactor`, this class implements the asynchronous task part of Half-Sync/Half-Async

```
// Reusable base class.
template <class PEER_ACCEPTOR>
class HTTP_Handler :
  public Svc_Handler<PEER_ACCEPTOR::PEER_STREAM,
                     NULL_SYNCH> {
public:
    // Entry point into HTTP_Handler, called by
    // HTTP_Acceptor.
  virtual int open (void *) {
    // Register with Reactor to handle client input.
    Reactor::instance ()->register_handler (this, READ_M

    // Register timeout in case client doesn't
    // send any HTTP requests.
    Reactor::instance ()->schedule_timer
      (this, 0, ACE_Time_Value (HTTP_CLIENT_TIMEOUT));
  }
```

The HTTP_Handler Protected Interface

- The following methods are invoked by callbacks from the `Reactor`

```
protected:
    // Reactor notifies when client's timeout.
  virtual int handle_timeout (const Time_Value &,
                              const void *)
  {
    // Remove from the Reactor.
    Reactor::instance ()->remove_handler
      (this, READ_MASK);
  }

    // Reactor notifies when HTTP requests arrive.
  virtual int handle_input (HANDLE);

    // Receive/frame client HTTP requests (e.g., GET).
  int recv_request (Message_Block &*);
};
```

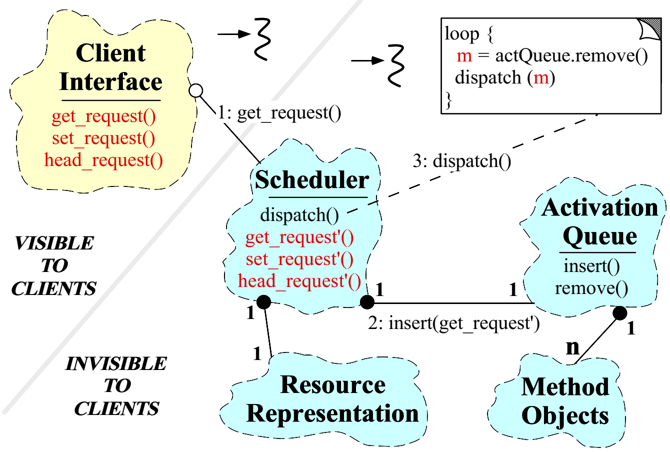
Integrating Multi-threading

- *Problem*
  - Multi-threaded Web servers are needed since Reactive Web servers are often inefficient, non-scalable, and non-robust
- *Forces*
  - Multi-threading can be very hard to program
  - No single multi-threading model is always optimal
- *Solution*
  - Use the *Active Object* pattern to allow multiple concurrent server operations using an OO programming style

The Active Object Pattern

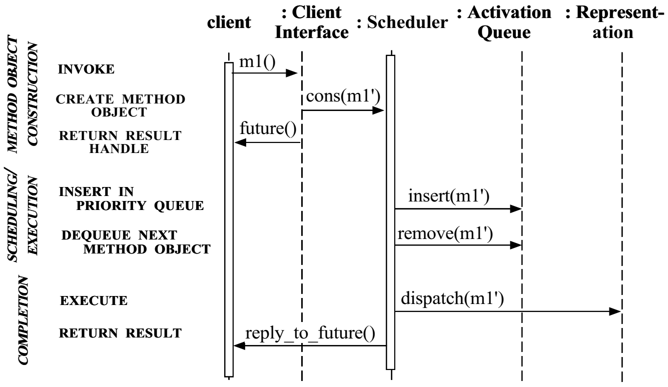
- *Intent*
  - "Decouples method execution from method invocation and simplifies synchronized access to shared resources by concurrent threads"
- This pattern resolves the following forces for concurrent communication software:
  - *How to allow blocking read and write operations on one endpoint that do not detract from the quality of service of other endpoints*
  - *How to simplify concurrent access to shared state*
  - *How to simplify composition of independent services*

Structure of the Active Object Pattern

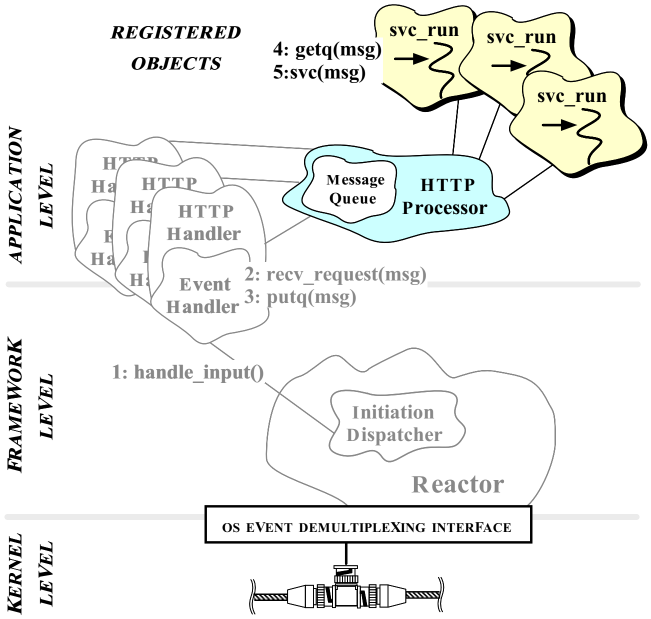


- The `Scheduler` determines the sequence that `Method Objects` are executed

Collaboration in the Active Object Pattern



Using the Active Object Pattern in the Web Server



The HTTP_Processor Class

- Processes HTTP requests using the "Thread Pool" concurrency model
  - Implement the synchronous task portion of the Half-Sync/Half-Async pattern

```
class HTTP_Processor : public Task {
public:
  // Singleton access point.
 static HTTP_Processor *instance (void);

  // Pass a request to the thread pool.
 virtual int put (Message_Block *);

  // Event loop for the pool thread
 virtual int svc (int) {
  Message_Block *mb = 0; // Message buffer.

  // Wait for messages to arrive.
  for (;;) {
   getq (mb); // Inherited from class Task;
   // Identify and perform WWW Server
   // request processing here...
  }
protected:
 HTTP_Processor (void); // Constructor.
```

Using the Singleton Pattern

- The `HTTP_Processor` is implemented as a Singleton that is created "on demand"

```
HTTP_Processor *
HTTP_Processor::instance (void)
{
  // Beware of race conditions!
  if (instance_ == 0)
    instance_ = new HTTP_Processor;

  return instance_;
}
```

- Constructor creates the thread pool

```
HTTP_Processor::HTTP_Processor (void)
{
  // Inherited from class Task.
  activate (THR_NEW_LWP, num_threads);
}
```

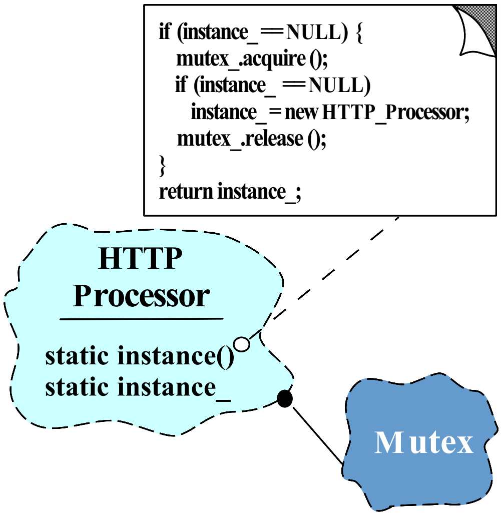
Subtle Concurrency Woes with the Singleton Pattern

- *Problem*
  - The canonical Singleton implementation has subtle "bugs" in multi-threaded applications
- *Forces*
  - Too much locking makes Singleton too slow...
  - Too little locking makes Singleton unsafe...
- *Solution*
  - Use the *Double-Checked Locking* optimization pattern to minimize locking **and** ensure atomic initialization

The Double-Checked Locking Optimization Pattern

- *Intent*
  - "Ensures atomic initialization of objects and eliminates unnecessary locking overhead on each access"
- This pattern resolves the following forces:
  1. *Ensures atomic initialization or access to objects, regardless of thread scheduling order*
  2. *Keeps locking overhead to a minimum*
     - *e.g.*, only lock on creation
- Note, this pattern assumes atomic memory access...

Using the Double-Checked Locking Optimization Pattern for the Web Server



```
if (instance_ == NULL) {
  mutex_.acquire ();
  if (instance_ == NULL)
    instance_ = new HTTP_Processor;
  mutex_.release ();
}
return instance_;
```

Integrating Reactive and Multi-threaded Layers

- *Problem*
  - Justifying the hybrid design of our Web server can be tricky
- *Forces*
  - Engineers are never satisfied with the status quo ;-)
  - Substantial amount of time is spent re-discovering the *intent* of complex concurrent software design
- *Solution*
  - Use the *Half-Sync/Half-Async* pattern to explain and justify our Web server concurrency architecture

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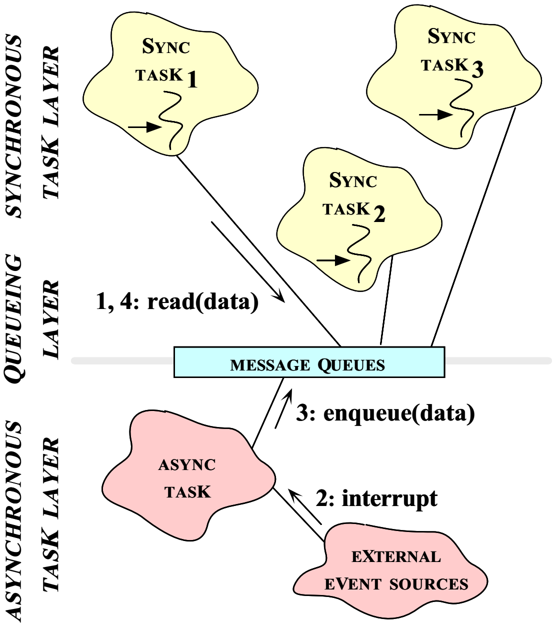
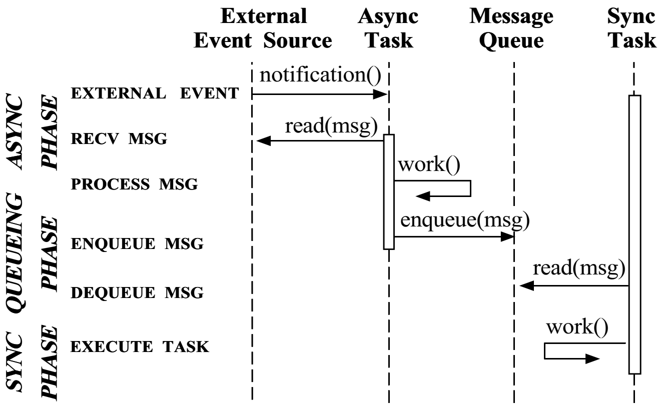
Half-Sync/Half-Async Pattern

- *Intent*
  - "Decouples synchronous I/O from asynchronous I/O in a system to simplify programming effort without degrading execution efficiency"
- This pattern resolves the following forces for concurrent communication systems:
  - *How to simplify programming for higher-level communication tasks*
    - These are performed synchronously
  - *How to ensure efficient lower-level I/O communication tasks*
    - These are performed asynchronously

Structure of the Half-Sync/Half-Async Pattern

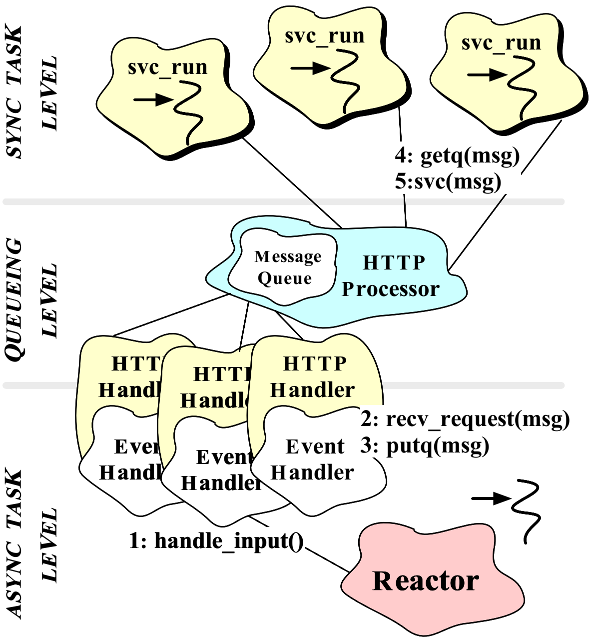


Collaborations in the Half-Sync/Half-Async Pattern



- This illustrates *input* processing (*output* processing is similar)

Using the Half-Sync/Half-Async Pattern in the Web Server



Joining Async and Sync Tasks in the Web Server

- The following methods form the boundary between the Async and Sync layers

```
int
HTTP_Handler::handle_input (void)
{
  Message_Block *mb = 0;

  // Try to receive and frame message.
  if (recv_request (mb) == HTTP_REQUEST_COMPLETE) {
    Reactor::instance ()->remove_handler
      (this, READ_MASK);
    Reactor::instance ()->cancel_timer (this);
    // Insert message into the Queue.
    HTTP_Processor<PA>::instance ()->put (mb);
  }
}

// Task entry point.
HTTP_Processor::put (Message_Block *msg) {
  // Insert the message on the Message_Queue
  // (inherited from class Task).
  putq (msg);
}
```

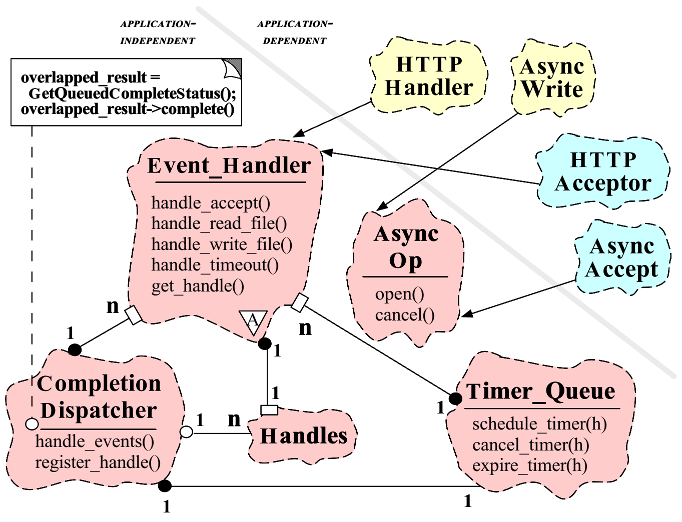
Optimizing Our Web Server for Asynchronous Operating Systems

- *Problem*
  - Synchronous multi-threaded solutions are not always the most efficient
- *Forces*
  - Purely asynchronous I/O is quite powerful on some OS platforms
    - *e.g.*, Windows **nt** 4.x
  - Good designs should be adaptable to new contexts
- *Solution*
  - Use the *Proactor* pattern to maximize performance on Asynchronous OS platforms

The Proactor Pattern

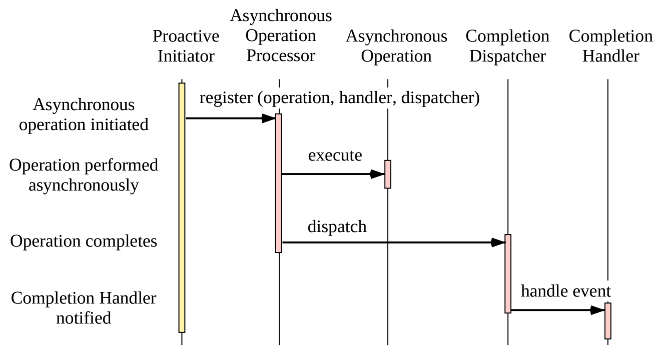
- *Intent*
  - "Decouples asynchronous event demultiplexing and event handler completion dispatching from service(s) performed in response to events"
- This pattern resolves the following forces for asynchronous event-driven software:
  - *How to demultiplex multiple types of events from multiple sources of events asynchronously and efficiently within a minimal number of threads*
  - *How to extend application behavior without requiring changes to the event dispatching framework*

Structure of the Proactor Pattern

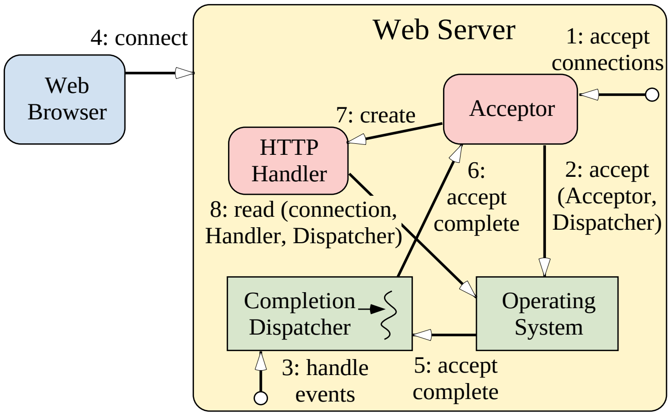


- Participants in the Proactor pattern

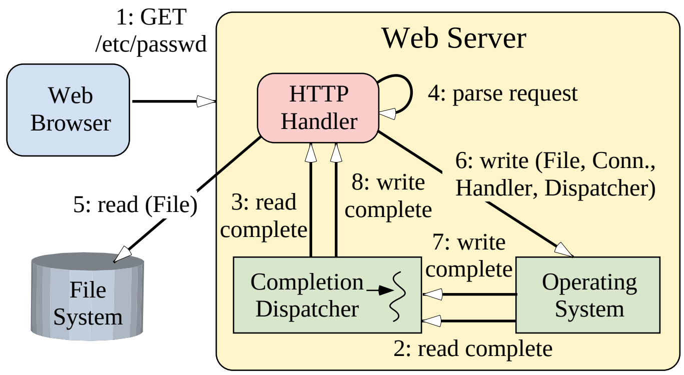
Collaboration in the Proactor Pattern



Client Connects to a Proactive Web Server



Client Sends Request to a Proactive Web Server



Structuring Service Initialization

- *Problem*
  - The *communication protocol* used between clients and the Web server is often orthogonal to the *initialization protocol*
- *Forces*
  - Low-level connection establishment APIs are tedious, error-prone, and non-portable
  - Separating *initialization* from *use* can increase software reuse substantially
- *Solution*
  - Use the *Acceptor* pattern to decouple passive service initialization from run-time protocol

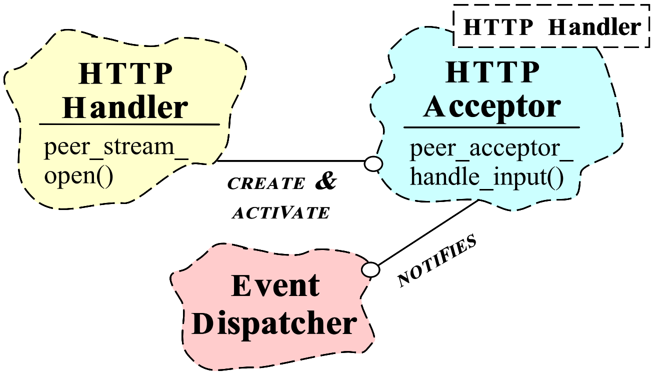
---

The Acceptor Pattern

- *Intent*
  - "Decouples passive initialization of a service from the tasks performed once the service is initialized"
- This pattern resolves the following forces for network servers using interfaces like sockets or TLI:

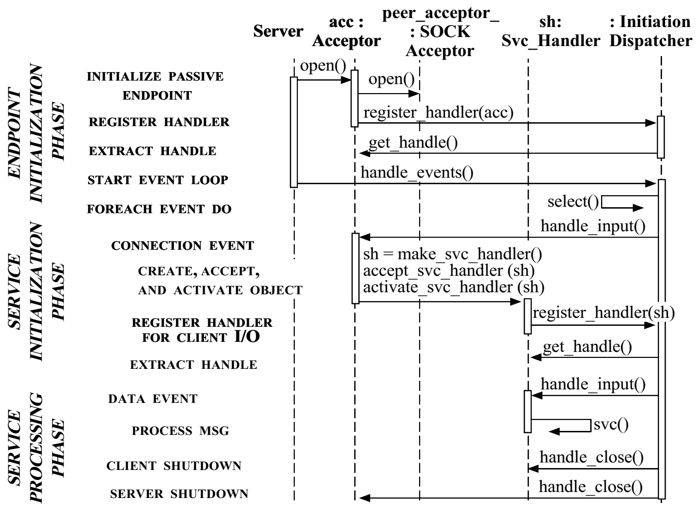
1. *How to reuse passive connection establishment code for each new service*
2. *How to make the connection establishment code portable across platforms that may contain sockets but not TLI, or vice versa*
3. *How to ensure that a passive-mode descriptor is not accidentally used to read or write data*
4. *How to enable flexible policies for creation, connection establishment, and concurrency*

Structure of the Acceptor Pattern

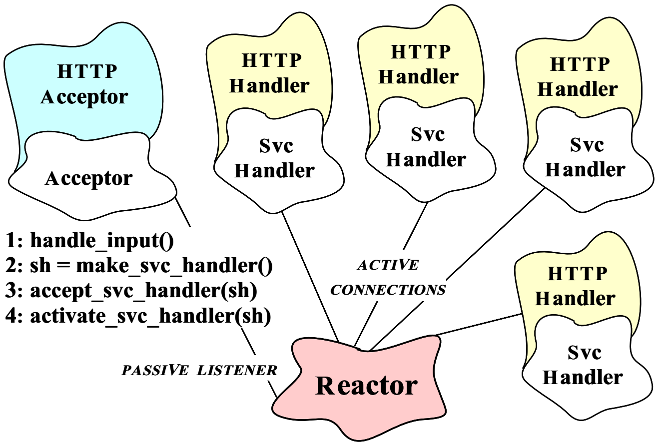


- `Acceptor` is a factory that creates, connects, and activates a `Svc_Handler`

Collaboration in the Acceptor Pattern



Using the Acceptor Pattern in the Web Server



1: handle_input()
2: sh = make_svc_handler()
3: accept_svc_handler(sh)
4: activate_svc_handler(sh)

The Acceptor Class

- The `Acceptor` class implements the Acceptor pattern

```
// Reusable Factor
template <class SVC_HANDLER>
class Acceptor :
  public Service_Object // Subclass of Event_Handler.
{
public:
    // Notified by Reactor when clients connect.
  virtual int handle_input (void)
  {
    // The strategy for initializing a SVC_HANDLER.
    SVC_HANDLER *sh = new SVC_HANDLER;
    peer_acceptor_.accept (sh->peer ());
    sh->open ();
  }
  // ...

protected:
    // IPC connection factory.
  SOCK_Acceptor peer_acceptor_;
}
```

The HTTP_Acceptor Class Interface

- The `HTTP_Acceptor` class accepts connections and initializes `HTTP_Handlers`

```
class HTTP_Acceptor
  : public Acceptor<HTTP_Handler>
  // Inherits handle_input() strategy from Acceptor.
{
public:
    // Hook called automatically when HTTP_Acceptor
    // is dynamically linked.
  virtual int init (int argc, char *argv[]);

    // Hook called automatically when HTTP_Acceptor is
    // dynamically unlinked.
  virtual int fini (void);

  // ...
}
```

Putting the Pieces Together at Run-time

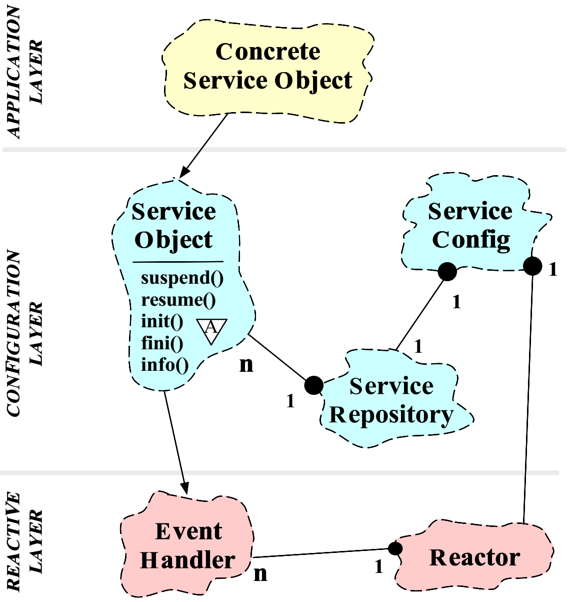
- *Problem*
  - Prematurely committing ourselves to a particular Web server configuration is inflexible and inefficient
- *Forces*
  - Certain server configuration decisions can't be made efficiently until run-time
  - Forcing users to pay for components they don't use is undesirable
- *Solution*
  - Use the *Service Configurator* pattern to assemble the desired Web server components dynamically

The Service Configurator Pattern

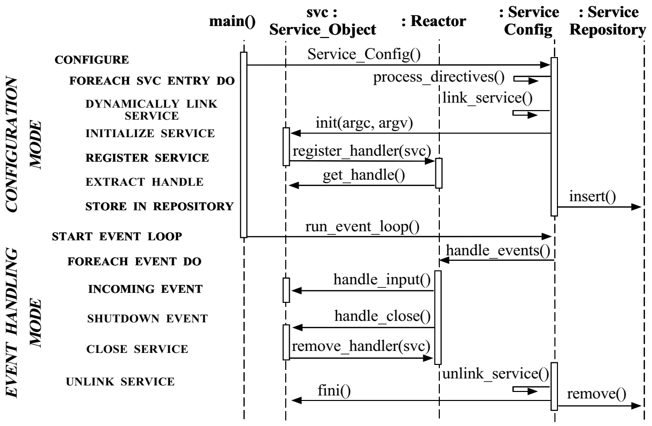
- *Intent*
  - "Decouples the behavior of communication services from the point in time at which these services are configured into an application or system"

- This pattern resolves the following forces for highly flexible communication software:
  - *How to defer the selection of a particular type, or a particular implementation, of a service until very late in the design cycle*
    - *i.e.*, at installation-time or run-time
  - *How to build complete applications by composing multiple independently developed services*
  - *How to optimize, reconfigure, and control the behavior of the service at run-time*

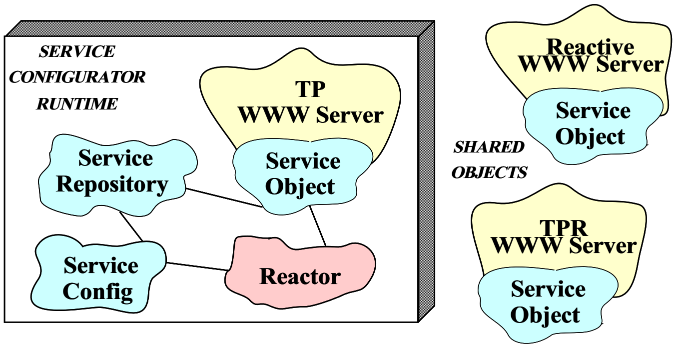
Structure of the Service Configurator Pattern



Collaboration in the Service Configurator Pattern



Using the Service Configurator Pattern in the Web Server



- Existing Web server is based on Half-Sync/Half-Async pattern

- Other versions could be single-threaded, could use other concurrency strategies, and other protocols

The HTTP_Acceptor Class Implementation

```
// Initialize service when dynamically linked.

int HTTP_Acceptor::init (int argc, char *argv[])
{
  Options::instance ()->parse_args (argc, argv);

  // Set the endpoint into listener mode.
  Acceptor::open (local_addr);

  // Initialize the communication endpoint.
  Reactor::instance ()->register_handler (this, ACCEPT_MASK)
}

// Terminate service when dynamically unlinked.

int HTTP_Acceptor::fini (void)
{
  // Unblock threads in the pool so they will
  // shutdown correctly.
  HTTP_Processor::instance ()->close ();

  // Wait for all threads to exit.
  Thread_Manager::instance ()->wait ();
}
```

Configuring the Web Server with the Service Configurator

- The concurrent Web Server is configured and initialized via a configuration script

```
% cat ./svc.conf
dynamic TP_WWW_Server Service_Object *
www_server.dll:make_TP_WWW_Server()
"-p $PORT -t $THREADS"
```

- Factory function that dynamically allocates a Half-Sync/Half-Async Thread Pool Web Server

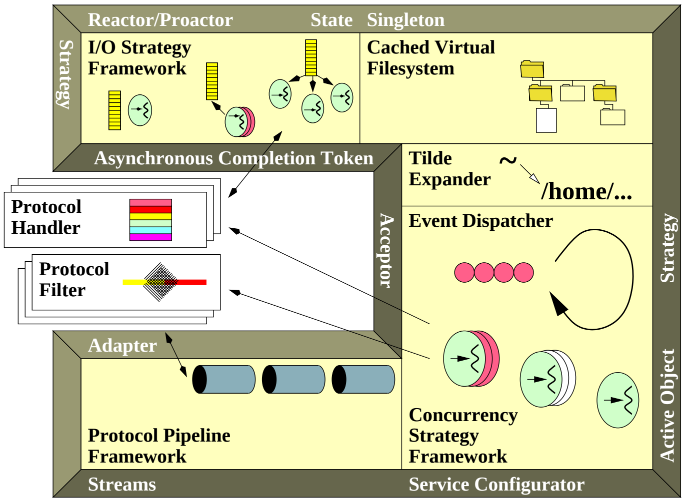
```
extern "C" Service_Object *make_TP_WWW_Server (void);

Service_Object *make_TP_WWW_Server (void)
{
  return new HTTP_Acceptor;
  // ACE dynamically unlinks and deallocates this object.
}
```

Main Program for Web Server

- Dynamically configure and execute the Web Server
  - Note that this is totally generic!

```
int main (int argc, char *argv[])
{
  Service_Config daemon;

  // Initialize the daemon and dynamically
  // configure the service.
  daemon.open (argc, argv);

  // Loop forever, running services and handling
  // reconfigurations.

  daemon.run_event_loop ();

  /* NOTREACHED */
}
```

The OO Architecture of the JAWS Framework

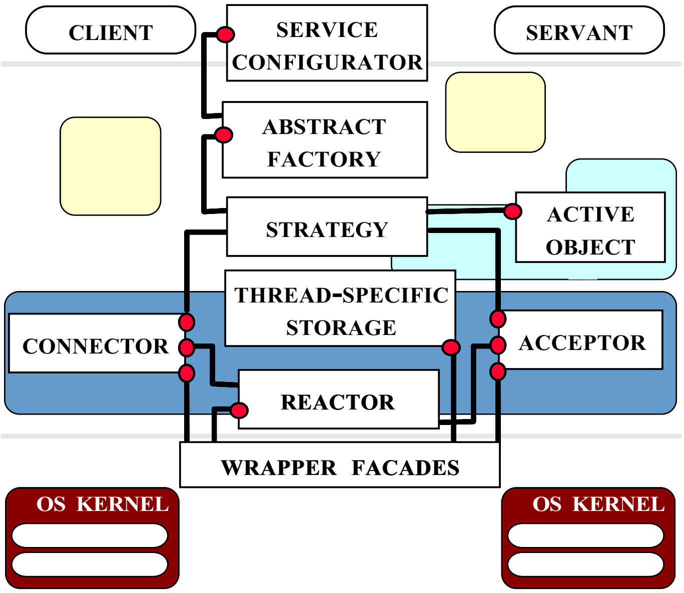


- www.cs.wustl.edu/~jxh/research/

Web Server Optimization Techniques

- Use lightweight concurrency
- Minimize locking
- Apply file caching and memory mapping
- Use “gather-write” mechanisms
- Minimize logging
- Pre-compute HTTP responses
- Avoid excessive `time` calls
- Optimize the transport interface

Applying Patterns to CORBA ORBs



- www.cs.wustl.edu/~schmidt/ORB-patterns.ps.gz

Benefits of Design Patterns

- *Design patterns enable large-scale reuse of software architectures*
- *Patterns explicitly capture expert knowledge and design tradeoffs*
- *Patterns help improve developer communication*
- *Patterns help ease the transition to object-oriented technology*

Drawbacks to Design Patterns

- *Patterns do not lead to direct code reuse*
- *Patterns are deceptively simple*
- *Teams may suffer from pattern overload*
- *Patterns are validated by experience and discussion rather than by automated testing*
- *Integrating patterns into a software development process is a human-intensive activity*

Suggestions for Using Patterns Effectively

- *Do not recast everything as a pattern*
  - Instead, develop strategic domain patterns and reuse existing tactical patterns
- *Institutionalize rewards for developing patterns*
- *Directly involve pattern authors with application developers and domain experts*
- *Clearly document when patterns apply and do not apply*
- *Manage expectations carefully*

Lessons Learned using OO Frameworks

- *Benefits of frameworks*
  - Enable direct reuse of code (*cf* patterns)
  - Facilitate larger amounts of reuse than stand-alone functions or individual classes
- *Drawbacks of frameworks*
  - High initial learning curve
    - ∗ Many classes, many levels of abstraction
  - The flow of control for reactive dispatching is non-intuitive
  - Verification and validation of generic components is hard

Patterns and Framework Literature

- *Books*
  - Gamma et al., “Design Patterns: Elements of Reusable OO Software” AW, 1994
  - *Pattern Languages of Program Design* series by AW, 1995–1997
  - Siemens, *Pattern-Oriented Software Architecture*, Wiley, 1996
- *Special Issues in Journals*
  - October ’96 “Communications of the ACM” (eds: Douglas C. Schmidt, Ralph Johnson, and Mohamed Fayad)
  - October ’97 “Communications of the ACM” (eds: Douglas C. Schmidt and Mohamed Fayad)
- *Magazines*
  - C++ Report and JOOP, columns by Coplien, Vlissides, Vinoski, Schmidt, and Martin

Conferences and Workshops on Patterns

- Pattern Language of Programs Conferences
  - September, 1998, Monticello, Illinois, USA
  - st-www.cs.uiuc.edu/users/patterns/patterns.html
- The European Pattern Languages of Programming conference
  - July, 1998, Kloster Irsee, Germany
  - www.cs.wustl.edu/˜schmidt/patterns.html
- USENIX COOTS
  - April 27–30, 1998, Santa Fe, New Mexico
  - www.usenix.org/events/coots98/

Obtaining ACE and JAWS

- The ADAPTIVE Communication Environment (ACE) is an OO toolkit designed according to key network programming patterns
  - JAWS is both a Web server framework and a high-performance Web server

- All source code for ACE and JAWS is freely available
  - www.cs.wustl.edu/~schmidt/ACE.html

- Mailing lists
    * ace-users@cs.wustl.edu
    * ace-users-request@cs.wustl.edu
    * ace-announce@cs.wustl.edu
    * ace-announce-request@cs.wustl.edu

- Newsgroup
  - comp.soft-sys.ace