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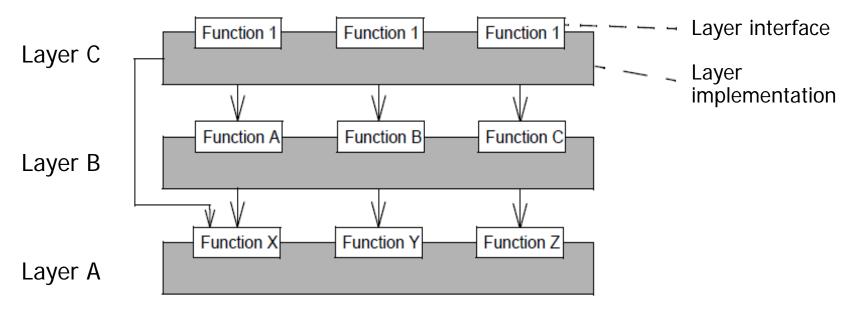
1. Know what layered architectures are

**Applications Application Layer Domain-Specific Presentation Layer Middleware Services** Common **Session Layer Middleware Services** Distribution **Transport Layer Middleware** Internet **Host Infrastructure** Layer **Middleware Operating Systems Data Link Layer** & Protocols **Physical Layer Hardware** 

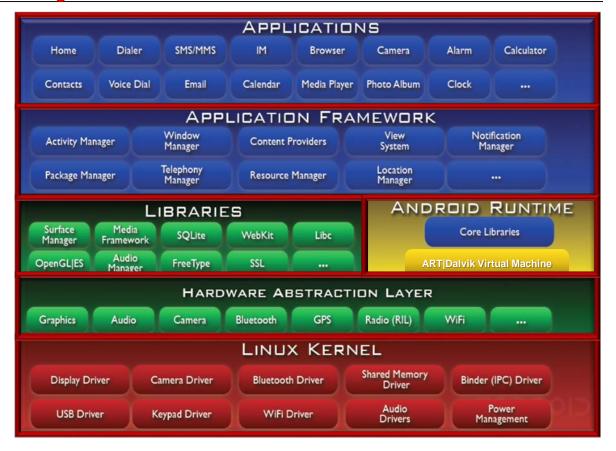
- 1. Know what layered architectures are
- 2. Understand the *Layers* architectural pattern





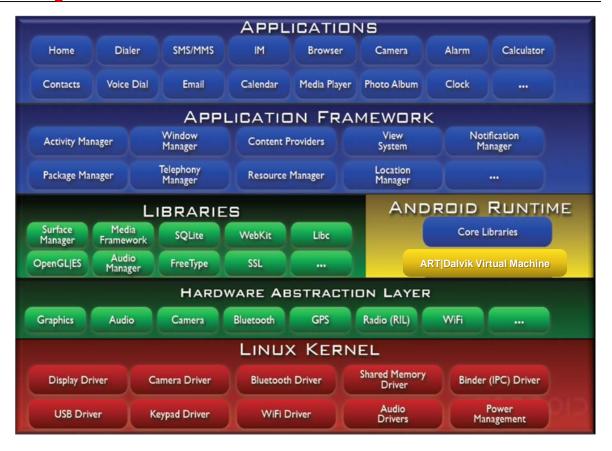


- 1. Know what layered architectures are
- 2. Understand the *Layers* architectural pattern
- 3. Recognize the layers in Android's software stack



- 1. Know what layered architectures are
- 2. Understand the *Layers* architectural pattern
- 3. Recognize the layers in Android's software stack
- 4. Realize *why* layering is used in Android





• Layering is applied in many domains

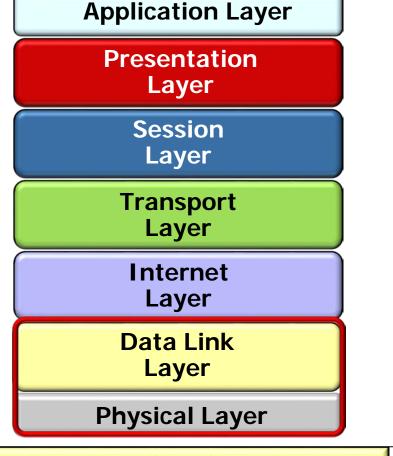


- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks

Enables end-to-end communication by specifying how data should be (un)packetized, addressed, transmitted, routed, & received **Application Layer Presentation** Layer Session Layer **Transport** Layer Internet Layer **Data Link** Layer **Physical Layer** 

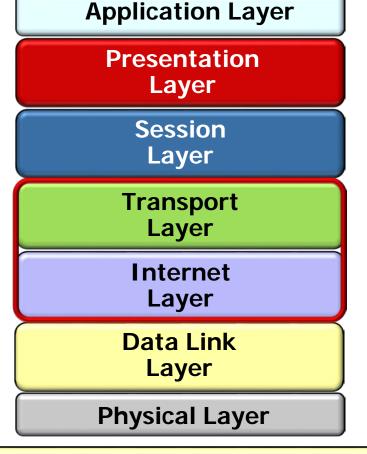
See en.wikipedia.org/wiki/Protocol\_stack

- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
    - Lower layers handle interactions with the hardware
      - e.g., GSM, DSL, & Ethernet

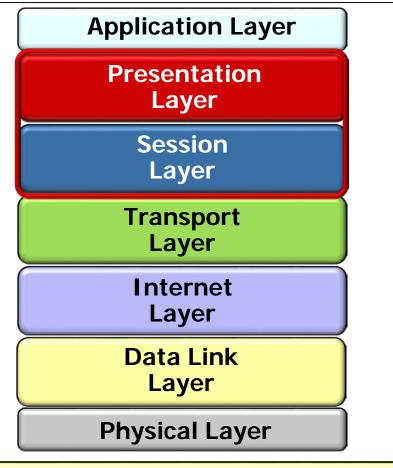


See en.wikipedia.org/wiki/Link\_layer & en.wikipedia.org/wiki/Physical\_layer

- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
    - Lower layers handle interactions with the hardware
    - Middle layers exchange packets across hosts & routers
      - e.g., IP, TCP, & UDP

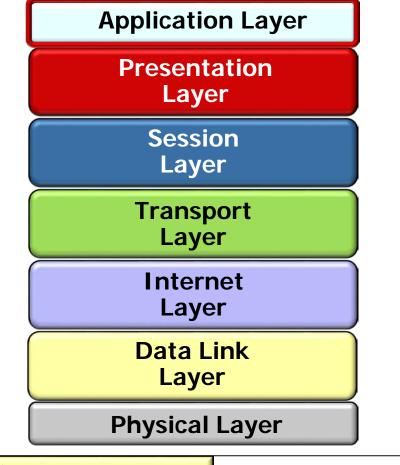


- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
    - Lower layers handle interactions with the hardware
    - Middle layers exchange packets across hosts & routers
    - Upper layers implement & interact with applications
      - e.g., PPTP, XDR, CDR, JSON



See <a href="mailto:en-wikipedia.org/wiki/Session\_layer">en.wikipedia.org/wiki/Session\_layer</a> <a href="mailto:en-wikipedia.org/wiki/Presentation\_layer">en.wikipedia.org/wiki/Presentation\_layer</a>

- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
    - Lower layers handle interactions with the hardware
    - Middle layers exchange packets across hosts & routers
    - Upper layers implement & interact with applications
    - Applications (& middleware) mostly just deal with the upper layer(s)
      - e.g., FTP, TELNET, SMTP, & SNMP



See en.wikipedia.org/wiki/Application\_layer

- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
  - Communication middleware in multi-tier enterprise IT systems

Provides services beyond the operating system & protocol stacks to enable components in a distributed system to communicate & manage data

#### **Applications**

Domain-Specific
Middleware Services

Common Middleware Services

Distribution Middleware

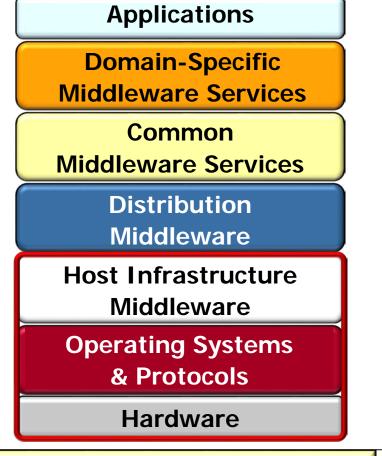
Host Infrastructure Middleware

Operating Systems & Protocols

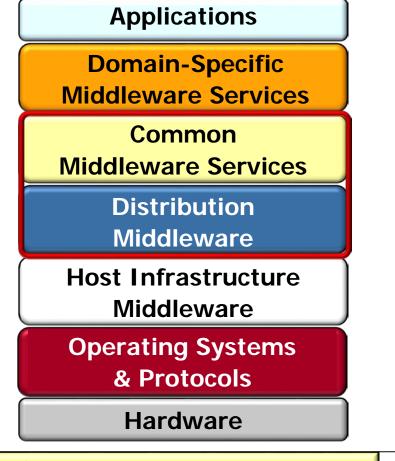
**Hardware** 

See en.wikipedia.org/wiki/Middleware\_(distributed\_applications)

- Layering is applied in many domains, e.g.
  - Computer networking protocol stacks
  - Communication middleware in multi-tier enterprise IT systems
    - Lower layers provide portable
       APIs for accessing hardware
       & system resources
      - e.g., Linux, Windows, JVM, & ACE



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  - Computer networking protocol stacks
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       APIs for accessing hardware
       & system resources
    - Middle layers shield applications from network programming details
      - e.g., DDS, Web Services, MQTT, Spring, CORBA, etc.



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    - Upper layers enable domain-specific reuse of capabilities
      - e.g., MD-PnP, IIC, & FACE

Applications

Domain-Specific Middleware Services

Common Middleware Services

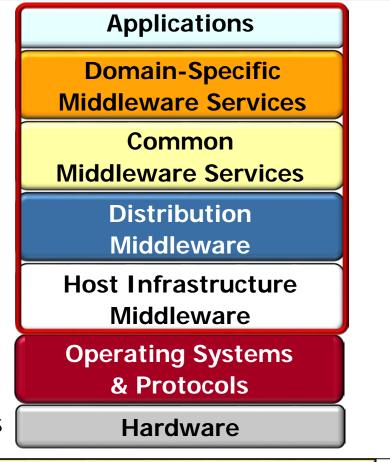
Distribution Middleware

Host Infrastructure Middleware

Operating Systems & Protocols

Hardware

- Layering is applied in many domains, e.g.
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  - Communication middleware in multi-tier enterprise IT systems
    - Lower layers provide portable
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    - Middle layers shield applications from network programming details
    - Upper layers enable domain-specific reuse of capabilities
    - Applications may deal w/multiple layers



 The concept of layering has been expressed as an architectural pattern





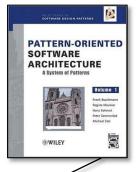






 The concept of layering has been expressed as an architectural pattern

- provides a set of predefined subsystems
- specifies their responsibilities &
- includes rules & guidelines for organizing the *relationships* between these roles"





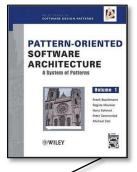






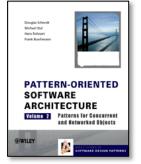
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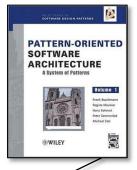






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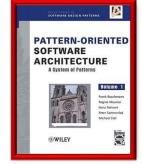








 The Layers architectural pattern has been described in various publications



PATTERN-ORIENTED

Distributed Object Computing

Douglas C. Schrödt

SOFTWARE

ARCHITECTURE

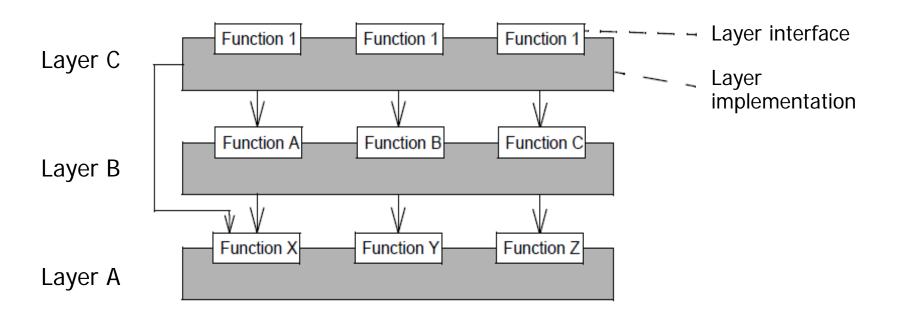
A Pattern Language for





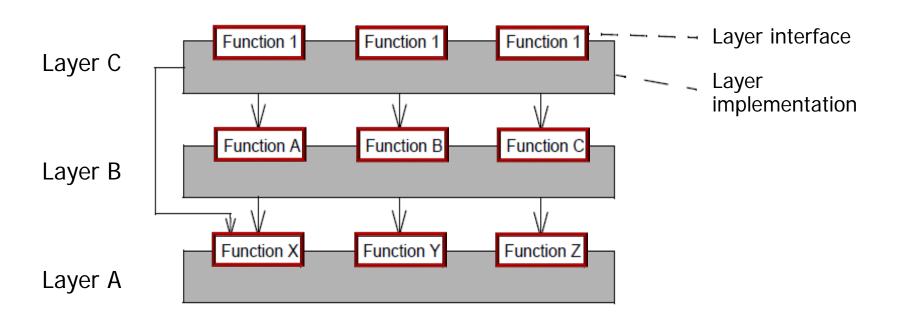


• The Layers pattern structures software apps & infrastructure in several ways

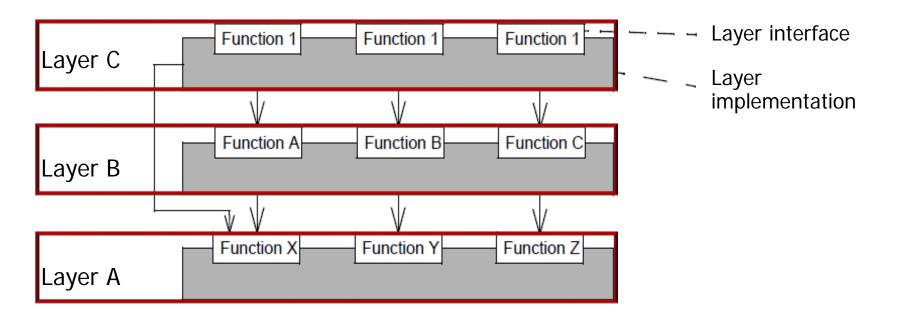


See posa1.blogspot.com/2008/05/layered-architecture-pattern.html

• The *Layers* pattern structures software apps & infrastructure in several ways a. Partitions an overall system architecture into groups of subtasks



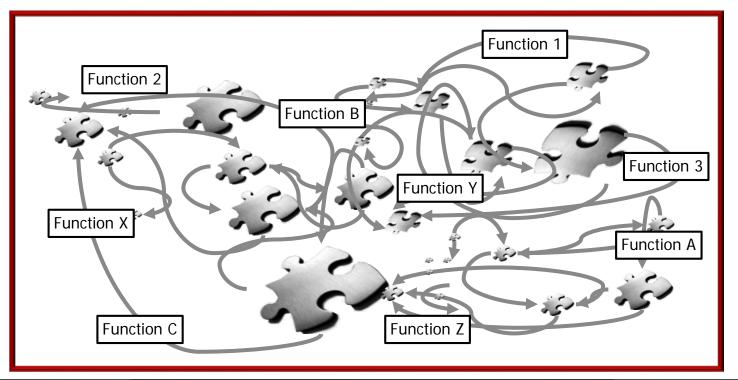
- The Layers pattern structures software apps & infrastructure in several ways
  - a. Partitions an overall system architecture into groups of subtasks
  - b. Decomposes groups of subtasks into levels of abstraction



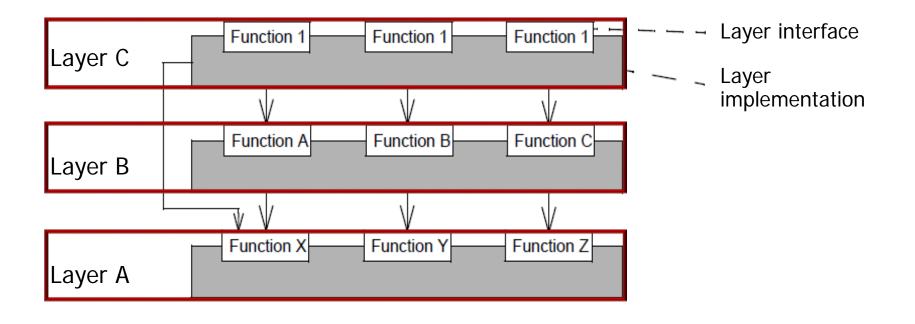
• The Layers pattern helps to simplify software development & evolution



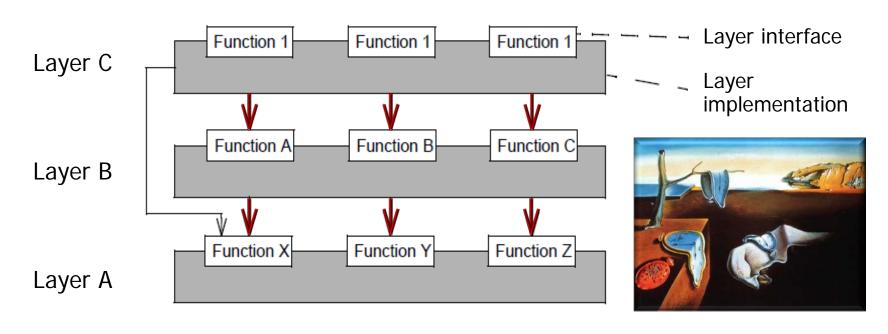
- The Layers pattern helps to simplify software development & evolution
  - e.g., it replaces tightly coupled "big balls of mud"...



- The Layers pattern helps to simplify software development & evolution
  - e.g., it replaces tightly coupled "big balls of mud"... with modular solutions that can be extended & contracted more easily

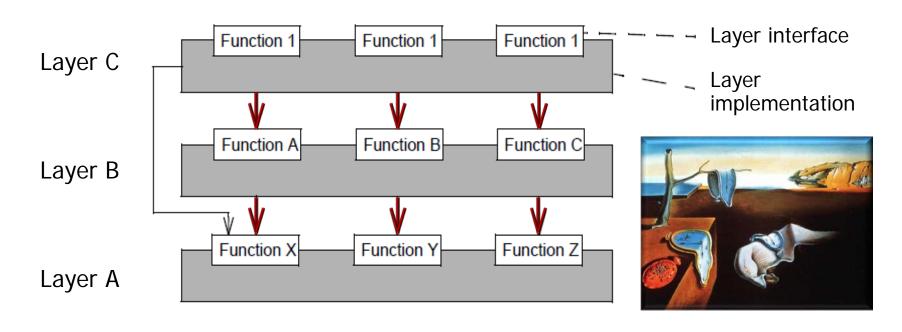


 Be careful when implementing a layered architecture to avoid unnecessary overhead when exchanging data between the layers

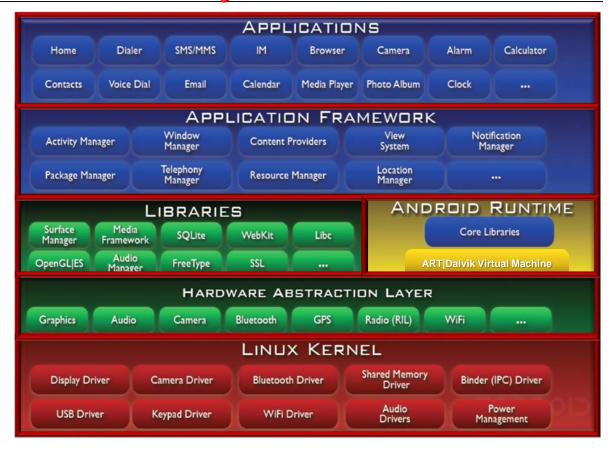


See <a href="https://www.dre.vanderbilt.edu/~schmidt/PDF/p96-van\_renesse.pdf">www.dre.vanderbilt.edu/~schmidt/PDF/p96-van\_renesse.pdf</a>

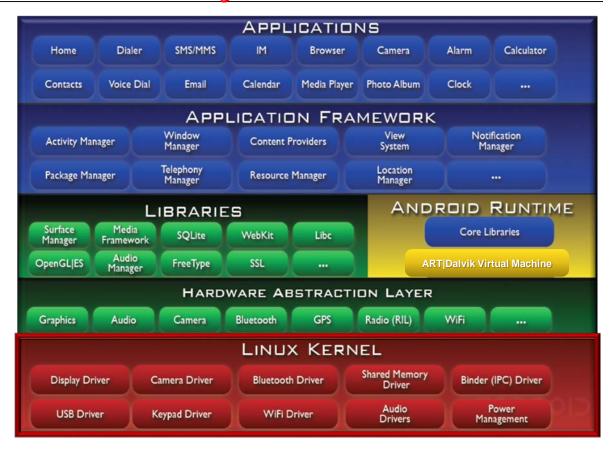
- Be careful when implementing a layered architecture to avoid unnecessary overhead when exchanging data between the layers
  - e.g., minimize context switching, synchronization, & data copying overhead



 Android's architecture is structured in accordance to multiple layers

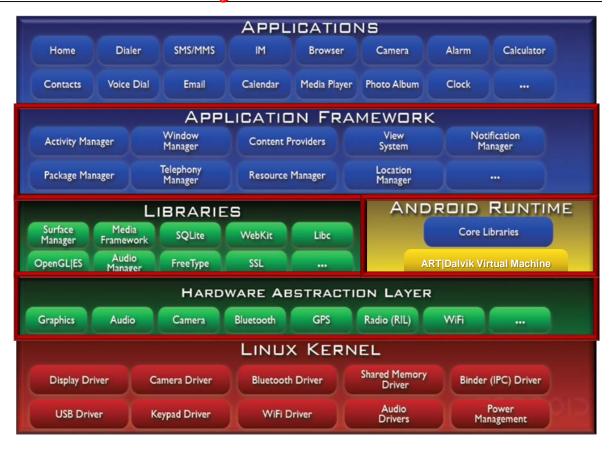


 Android's architecture is structured in accordance to multiple layers



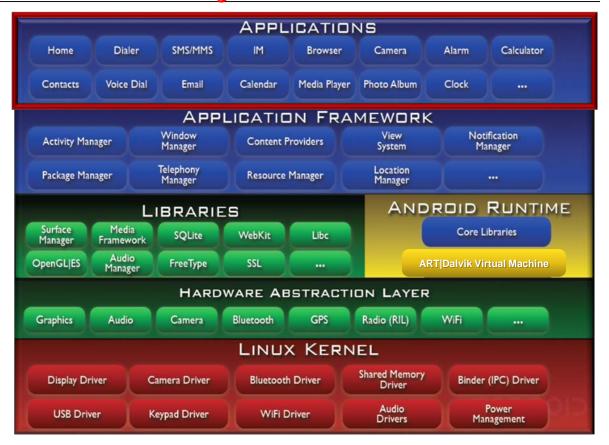
The Android Linux kernel controls hardware & manages system resources

 Android's architecture is structured in accordance to multiple layers



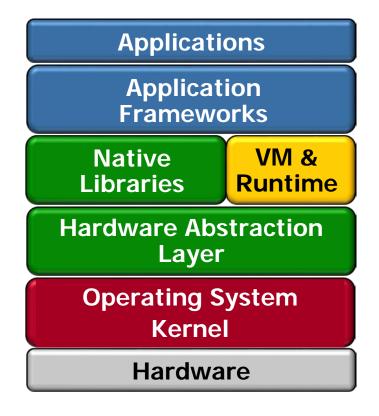
Several layers of middleware provide higher-level reusable services to apps

 Android's architecture is structured in accordance to multiple layers

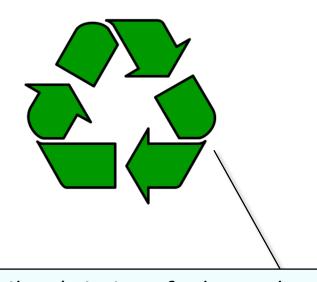


The application layer provides packaged functionality to end-users

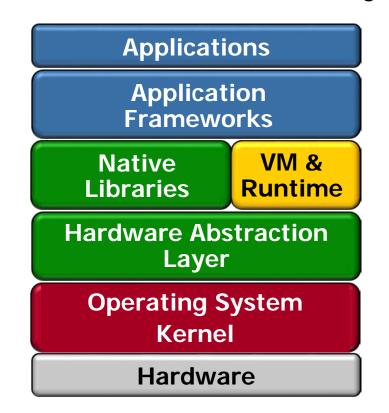
Layering is applied in complex systems like Android for several reasons



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  - Enhance systematic software reuse

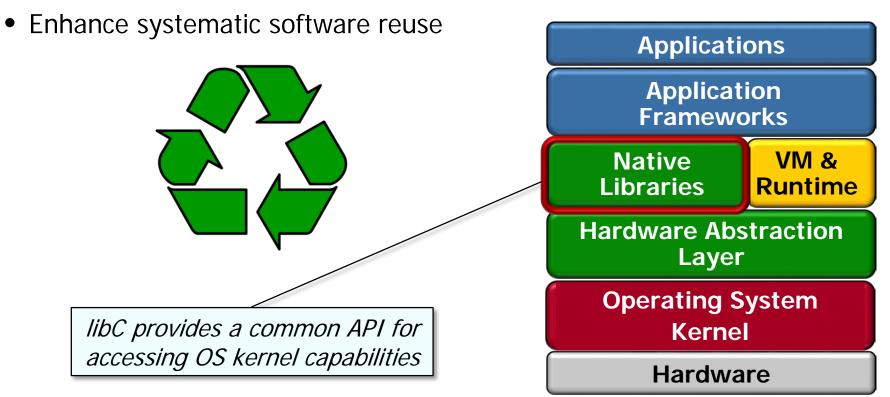


An intentional strategy for increasing productivity & improving software quality



See en.wikipedia.org/wiki/Code\_reuse#Systematic\_software\_reuse

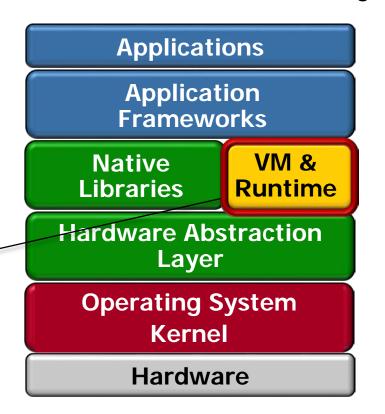
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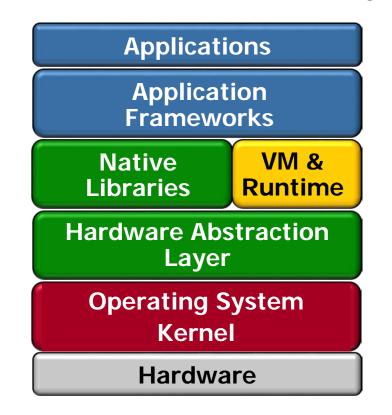


Enable apps to run concurrently over various types of multi-core hardware



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  - Enable "plug & play" replacement of certain layer implementations

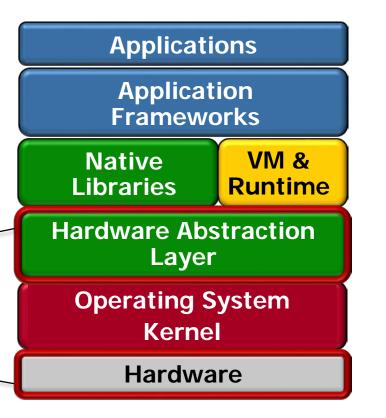




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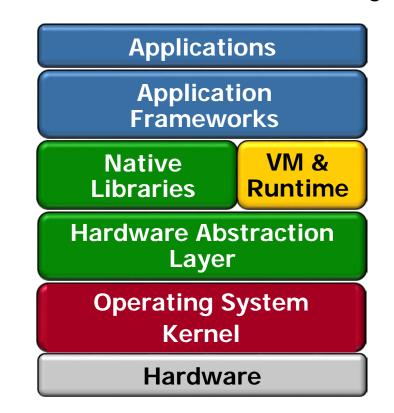


Shield apps from inconsistent hardware APIs



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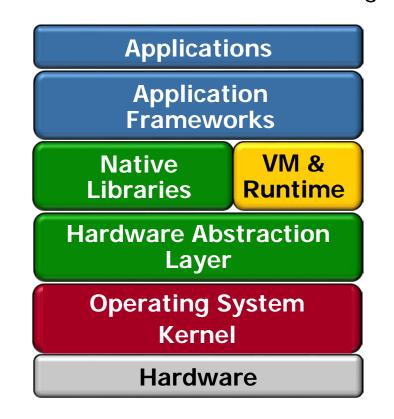




Effects of updates can be confined to the layer whose implementation changes

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  - Enable "plug & play" replacement of certain layer implementations
  - Reduce the complexity of APIs that app developers must understand

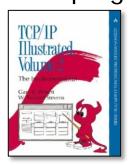




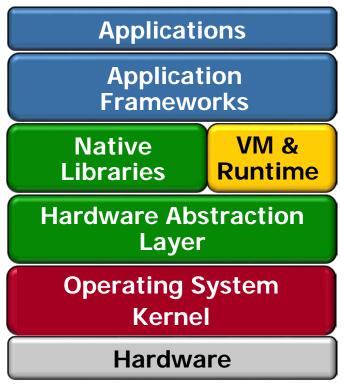
See en.wikipedia.org/wiki/Facade\_pattern

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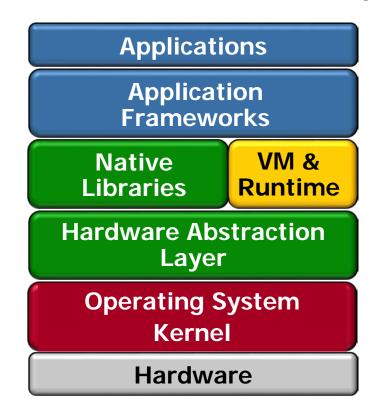
Enable use of popular protocols, APIs,
 & programming languages







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  - Enhance systematic software reuse
  - Enable "plug & play" replacement of certain layer implementations
  - Reduce the complexity of APIs that app developers must understand
  - Enable use of popular protocols, APIs,
     & programming languages
    - These popular protocols & APIs are available in open-source form



See source.android.com & source.android.com/source/building-kernels.html

# End of Overview of Layered Architectures