

# CORBA

[Szyperski, Chapter 13]

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Overview, Goals

Basic interoperability:

IDL

ORB

Object Adapter

IOR

GIOP/IIOP

Dynamic Calls

Trader Service

Evaluation of CORBA as a composition system

Following: CCM CORBA Component Model

**Appendices:**

CORBA Services and CORBA Facilities

CORBA, Web and Java

# Background literature on CORBA

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- F. Bolton: *Pure CORBA*. Sams Publishing, 2002.  
Java and C++ examples
- M. Aleksy, A. Korthaus, M. Schader: *Implementing Distributed Systems with Java and CORBA*. Springer, 2005.
- Special issue of *Communications of the ACM* **41**(10), Oct. 1998.  
All articles. Overview of CORBA 3.0.
- Tanenbaum, van Steen: *Distributed Systems*. Pearson, 2003.  
Principles and paradigms.
- OMG: *CORBA 2.2 and CORBA 3.0 Specification*.  
<http://www.omg.org>  
See also further material from the OMG on the Web
- OMG: *CORBA facilities: Common Object Facilities Specifications*.  
<http://www.omg.org>

# CORBA



- Common Object Request Broker Architecture®
- Founding year of the OMG (Object Management Group) 1989
- Goal: plug-and-play components everywhere
  
- CORBA 1.1 1991 (IDL, ORB, BOA)
- ODMG-93 (Standard for OO-databases)
- CORBA 2.0 1995.  
Version 2 is a separate line, 2.2 and 2.4 are status quo
- CORBA 3.0 1999 (POA).  
Current version (2005) is 3.0.3.

# Ingredients of CORBA

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## ■ **Component Model**

- Components == classes (and objects), i.e., similar to object-oriented software. CORBA components have more component secrets.

## ■ **Basic interoperability**

- Language interoperability by uniform interfaces description
- Transparent distribution
- Transparent network protocols

## ■ **CORBA Services**

## ■ **CORBA Facilities**

- Horizontal (general-purpose) vs. vertical (domain-specific)
- CORBA MOF

# Corba's Hydrocephalus

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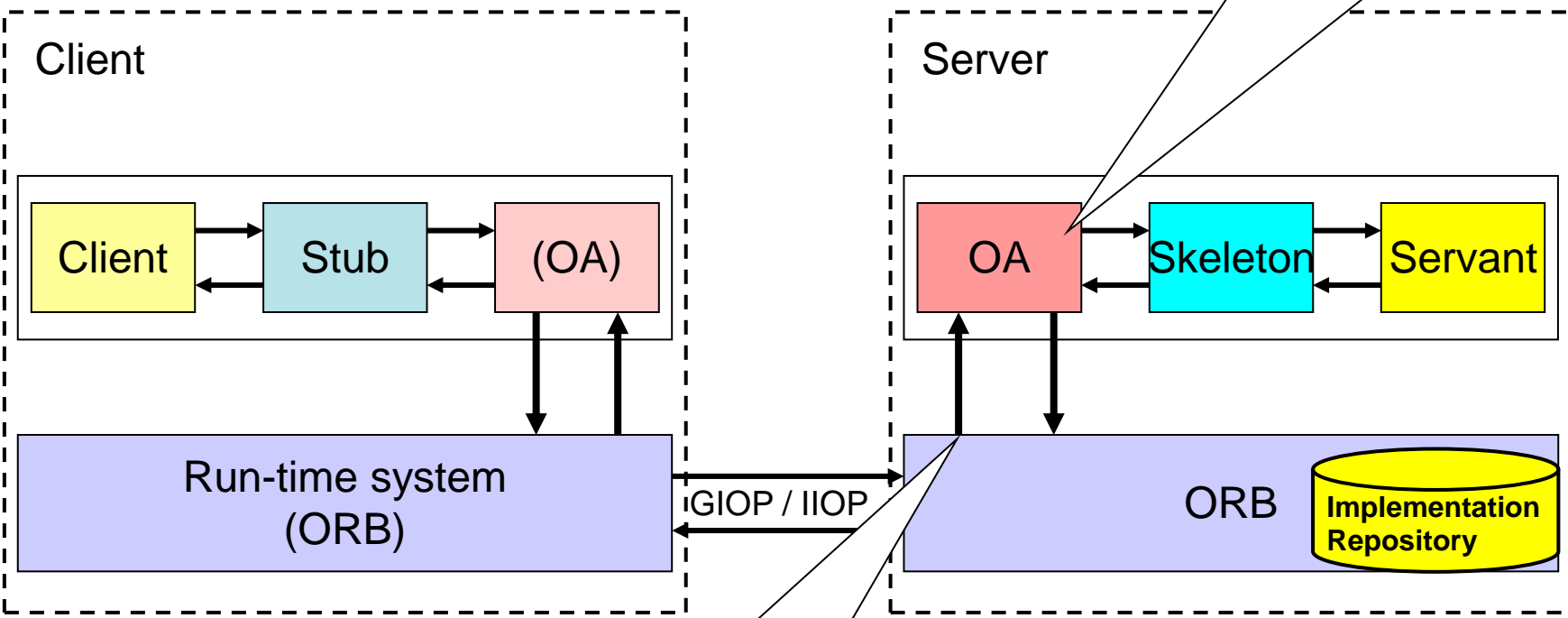
- **Corba is large**
  - Object Request Broker – 2000 pages of specification
  - Object Services – 300 pages
  - Common Facilities – 150 pages
- **Technical reasons**
  - Clean detailed solution
  - Sometimes overkill
- **Sociologic reasons**
  - OMG is large (over 800 partners) and heterogeneous
  - Standard covers a wide range
- **Linguistic reasons**
  - Own language
  - Lots of unintuitive 3-capitals-names (OMG, ORB, IDL, ...)
  - Appears larger than necessary

# **Corbas Mechanisms for Composition**

## **(Basic Interoperability)**

# Recall: Solutions for Language and Location Transparency

Activation of servants,  
Dispatch of incoming calls to skeleton(s),  
Creation of object references



Dispatch of incoming requests to OA(s) (multiplexing TCP/IP port)

Also:  
Object references  
Dynamic invocation via reflection

# Language Transparency

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- **Interface definition language – CORBA IDL**
  - CORBA Interface Definition Language describes interfaces
  - From that, glue code is generated (*glue code* is code that glues non-fitting components together)
    - Generate stub and skeletons for language adaptation
  - Powerful type system
  - Standardized (ISO 14750)
  
- **Language bindings for many languages**
  - Antique: COBOL
  - Classic: C
  - OO: C++, SmallTalk, Eiffel, Java
  - Scripting: Python



# Concepts in the CORBA Interface Definition Language (IDL)

```

module <identifier> {
  <type declarations>
  <constant declarations>
  <exception declarations>

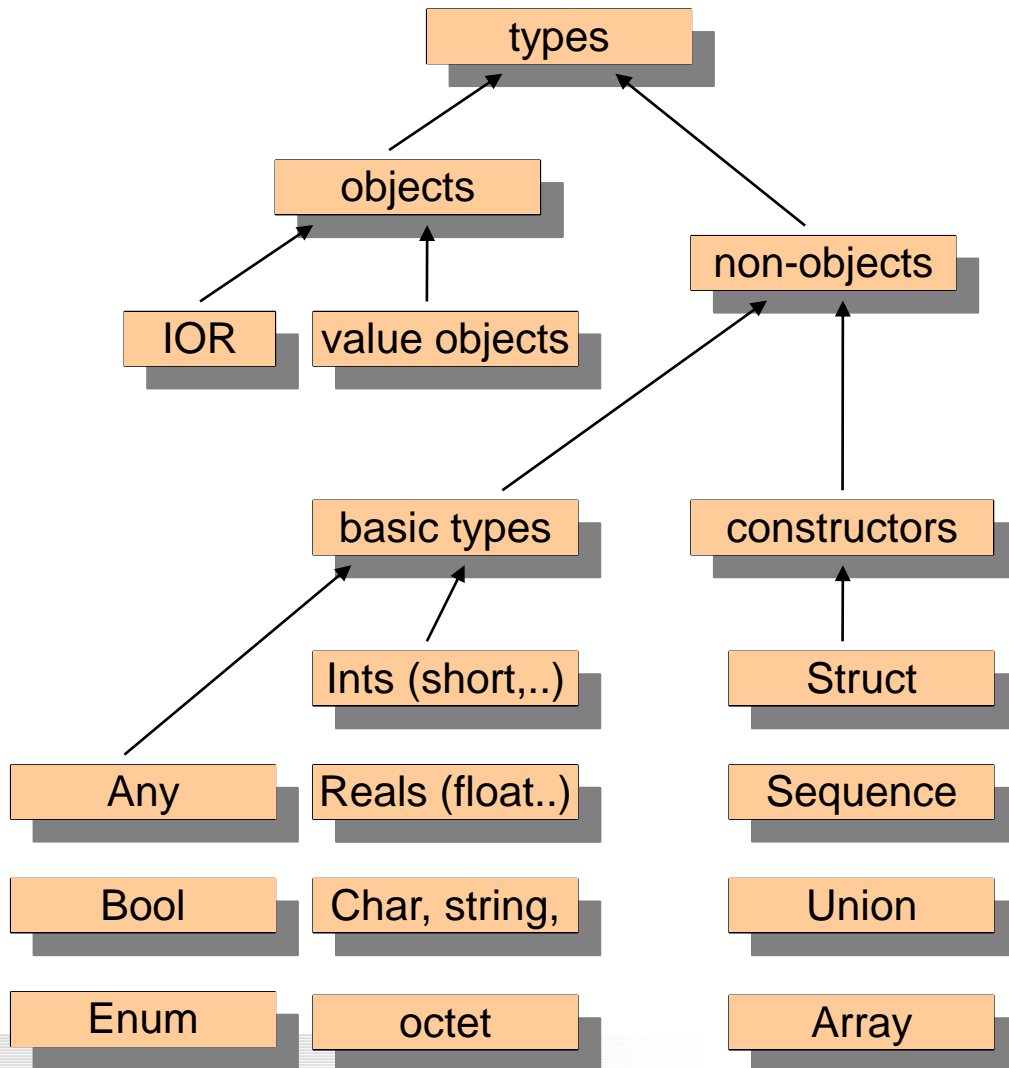
```

// classes

```

interface <identifier> : <inheriting-
from> {
  <type declarations>
  <constant declarations>
  <exception declarations>
  // methods
  <optype> <identifier>(<parameters>)
  ....
}

```



# IDL-to-Language Mapping

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- **Bijjective mapping from Corba IDL types to programming language types**
  - Maps basic types directly
  - Maps type constructors
- **Mapping makes transparent**
  - Byte order (big-endian / little-endian)
  - Word length
  - Memory layout
  - References
- **One standard for each programming language!**

# IDL-to-C, Mapping for basic types

Table 1-1 Data Type Mappings

<b>OMG IDL</b>	<b>C</b>
short	CORBA_short
long	CORBA_long
long long	CORBA_long_long
unsigned short	CORBA_unsigned_short
unsigned long	CORBA_unsigned_long
unsigned long long	CORBA_unsigned_long_long
float	CORBA_float
double	CORBA_double
long double	CORBA_long_double
char	CORBA_char
wchar	CORBA_wchar
boolean	CORBA_boolean
any	typedef struct CORBA_any { CORBA_TypeCode _type; void *_value; }  CORBA_any;

# IDL-to-Java, mapping of basic types

Table 2-1 Basic Type Mappings

IDL Type	Java type	Exceptions
boolean	boolean	
char	char	CORBA::DATA_CONVERSION
wchar	char	CORBA::DATA_CONVERSION
octet	byte	
string	java.lang.String	CORBA::MARSHAL CORBA::DATA_CONVERSION
wstring	java.lang.String	CORBA::MARSHAL CORBA::DATA_CONVERSION
short	short	
unsigned short	short	
long	int	
unsigned long	int	
long long	long	
unsigned long long	long	
float	float	
double	double	
fixed	java.math.BigDecimal	CORBA::DATA_CONVERSION

Source: OMG,  
[www.omg.org](http://www.omg.org)

# Hello World in IDL

hello.idl

```
#ifndef _HELLOWORLD_IDL
#define _HELLOWORLD_IDL

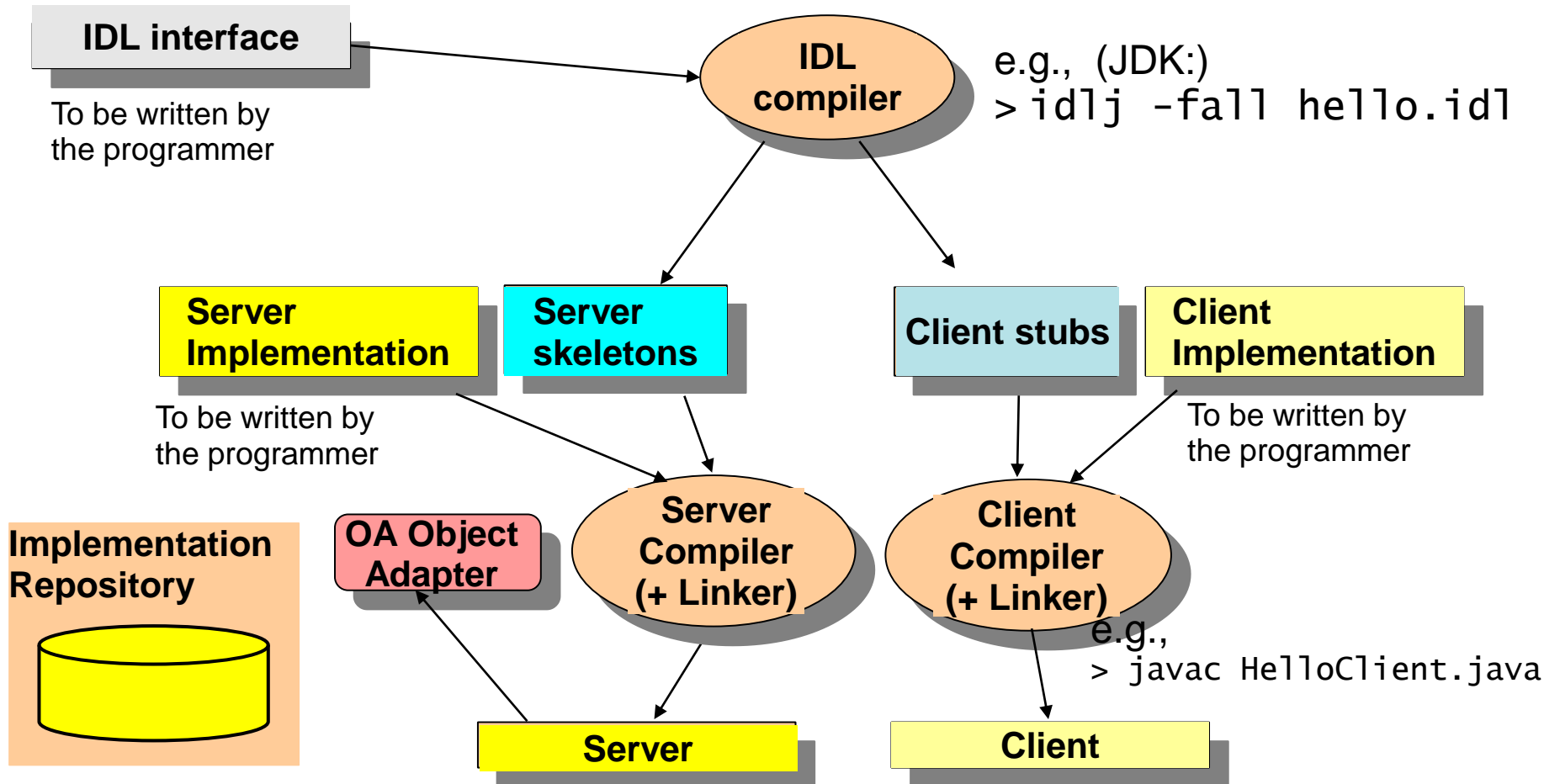
module HelloWorld {
    interface SimpleHelloWorld {
        string sayHello();
    };
};

#endif
```

count.idl

```
module Counter {
    // unbounded sequence of longs:
    typedef sequence<long> oneDimArray,
    // specify interface for a counter:
    interface Count {
        attribute long sum; // counter
        long increment();
        void readCtr ( in oneDimArray X,
                       in long position k );
    }
}
```

# Which Parts of Clients and Servers are Generated



# Example: Counter.idl

---

```
// IDL

module Counter {
  interface Counter {
    attribute long thecounter;
    void inc( in long k );
    long getcounter ( );
  };
};
```

# Example (cont.): IDL compiler result

---

- **Example:** (for CORBA supplied in JDK 1.2 and later)

`idlj -fall Counter.idl`

generates the following files:

- `Counter.java` -- the Java interface for Counter
- `CounterOperations.java` -- the Java interface for Counter methods
- `CounterPOA.java` -- servant impl. class should inherit from this one
- `CounterPOATie.java` -- or delegate to this one (see later)
- `CounterHolder.java` -- serialization/deser. code for passing Counters
- `CounterHelper.java` -- type conversion routines for Counters
- `_CounterStub.java` -- class with the client-side stub code

- (here no Skeleton code required, as the OA already “speaks” Java)



# Example (cont.): CounterOperations.java

```
package Counter;
```

```
/**
 * Counter/CounterOperations.java .
 * Generated by the IDL-to-Java compiler (portable), version "3.2"
 * from Counter.idl
 * den 23 april 2007 kl 10:02 CEST
 */
```

```
public interface CounterOperations
```

```
{
  int thecounter ();    // getter method for thecounter, created automatically
  void thecounter (int newThecounter); // setter method for thecounter...
  void inc (int k);
  int getcounter ();
}
```

```
// IDL
```

```
module Counter {
  interface Counter {
    attribute long thecounter;
    void inc( in long k );
    long getcounter ( );
  };
};
```

# Example (cont.): Counter.java

```
package Counter;
```

```
/**  
 * Counter/Counter.java .  
 * Generated by the IDL-to-Java compiler (portable), version "3.2"  
 * from Counter.idl  
 * den 23 april 2007 kl 10:02 CEST  
 */
```

```
public interface Counter  
    extends CounterOperations,  
            org.omg.CORBA.Object,  
            org.omg.CORBA.portable.IDLEntity  
{  
}
```

```
// IDL  
  
module Counter {  
    interface Counter {  
        attribute long thecounter;  
        void inc( in long k );  
        long getcounter ( );  
    };  
};
```

# Example (cont.): CounterPOA.java

```

package Counter;

/**
 * Counter/CounterPOA.java .
 * Generated by the IDL-to-Java compiler (portable), version "3.2" from Counter.idl
 */

public abstract class CounterPOA extends org.omg.PortableServer.
    implements Counter.CounterOperations, org.omg.CORBA.portable
{
    // Registry for Counter-methods:

    private static java.util.Hashtable _methods = new java.util.Hashtable ();
    static {
        _methods.put ("_get_thecounter", new java.lang.Integer (0));
        _methods.put ("_set_thecounter", new java.lang.Integer (1));
        _methods.put ("inc", new java.lang.Integer (2));
        _methods.put ("getcounter", new java.lang.Integer (3));
    }

    public org.omg.CORBA.portable.OutputStream _invoke (String $method,
        org.omg.CORBA.portable.InputStream in,
        org.omg.CORBA.portable.ResponseHandler $rh)
    {
        org.omg.CORBA.portable.OutputStream out = null;
        java.lang.Integer __method = (java.lang.Integer)_methods.get ($method);
        // ...
        switch (__method.intValue ()) { ... } // call skeleton by method index – see next page
    }
}

```

```

// IDL

module Counter {
    interface Counter {
        attribute long thecounter;
        void inc( in long k );
        long getcounter ( );
    };
};

```

# Example (cont.): CounterPOA.java (cont.)

```

switch (__method.intValue ()) {
  case 0: // Counter/Counter/_get_thecounter
  {
    int $result = (int)0;
    $result = this.thecounter ();
    out = $rh.createReply();
    out.write_long ($result);
    break;
  }
  case 1: // Counter/Counter/_set_thecounter
  { ...
  }
  case 2: // Counter/Counter/inc
  {
    int k = in.read_long ();
    this.inc (k);
    out = $rh.createReply();
    break;
  }
  ...
  default: throw new org.omg.CORBA.BAD_OPERATION (0,
    org.omg.CORBA.CompletionStatus.COMPLETED_MAYBE);
}
return out; // result of _invoke
} ...

```

```
// IDL
```

```

module Counter {
  interface Counter {
    attribute long thecounter;
    void inc( in long k );
    long getcounter ( );
  };
};

```

# Example (cont.): \_CounterStub.java

```
package Counter;
```

```
/**
```

```
* Counter/_CounterStub.java .
```

```
* Generated by the IDL-to-Java compiler (portable), version "3.2" from Counter.idl den
```

```
*/
```

```
public class _CounterStub extends org.omg.CORBA.portable.ObjectImpl
implements Counter.Counter
```

```
{
```

```
    // some other methods omitted ...
```

```
public void inc (int k)
```

```
{
```

```
    org.omg.CORBA.portable.InputStream $in = null;
```

```
    try {
```

```
        org.omg.CORBA.portable.OutputStream $out = _request ("inc", true);
```

```
        $out.write_long ( k );
```

```
        $in = _invoke ( $out );
```

```
        return;
```

```
    } catch (org.omg.CORBA.portable.ApplicationException $ex) {
```

```
        $in = $ex.getInputStream ();
```

```
        String _id = $ex.getId ();
```

```
        throw new org.omg.CORBA.MARSHAL (_id);
```

```
    } catch (org.omg.CORBA.portable.RemarshalException $rm) { inc ( k ); }
```

```
    finally { _releaseReply ($in); }
```

```
    } // inc
```

```
    ....
```

```
// IDL
```

```
module Counter {
```

```
    interface Counter {
```

```
        attribute long thecount;
```

```
        void inc( in long k );
```

```
        long getcounter ( );
```

```
    };
```

```
};
```

# The Top Class: CORBA::Object

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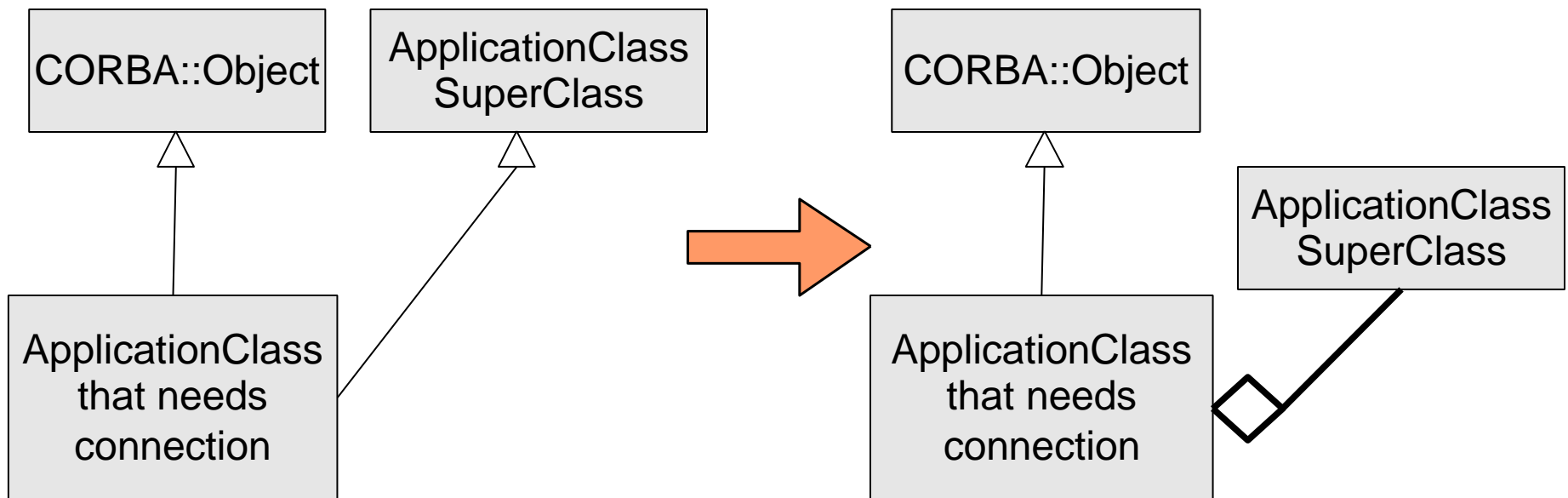
## CORBA::Object

**get\_implementation**  
**get\_interface**  
**is\_nil**  
**is\_a**  
**create\_request**  
**duplicate**  
**release**  
....

- **The class CORBA::Object is inherited to all objects**
  - supports reflection and introspection
- **Reflective functions:**
  - **get\_interface**  
delivers a reference to the entry in the interface repository
  - **get\_implementation**  
a reference to the implementation
- Reflection also by the Interface Repository  
(list\_initial\_references from the CORBA::ORB interface).

# Problem: Multiple Inheritance

- CORBA::Object includes *code* into a class
- Many languages only offer single inheritance
  - Application superclass must be a delegatee



# Interoperable Object Reference (IOR)

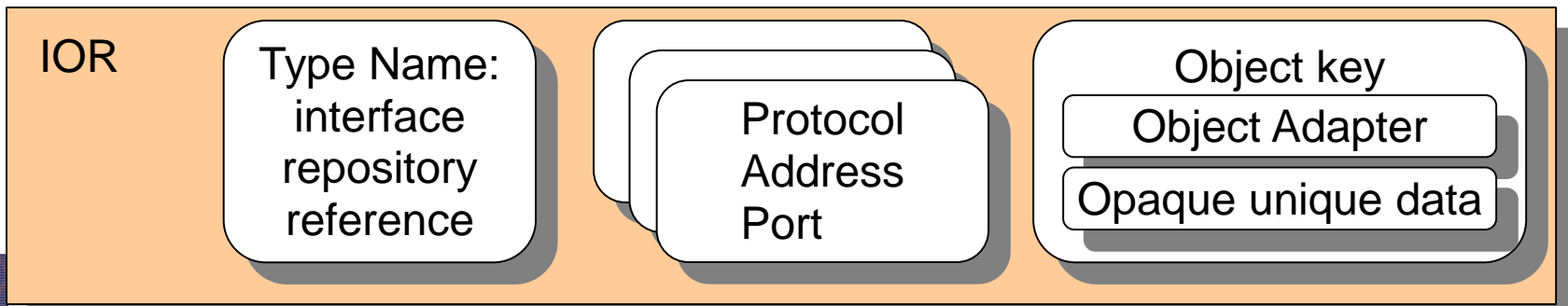
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- An ***object reference*** provides information to uniquely specify an object within a distributed ORB system
  - **Unique name or identifier**
  - **Language-transparent:**  
Mapped to client's normal source language references (unique mapping for each supported language)
  - **Implementation in CORBA:**  
Object reference to a server object is given out by the server's OA,  
shipped to clients as ***IOR object*** and stored there in a proxy object.  
ORB supports ***stringification / destringification*** of IOR's.  
Retrieval of references by client: supported by naming service
- All referencing goes via the server's ORB  
-> enables distributed reference counting

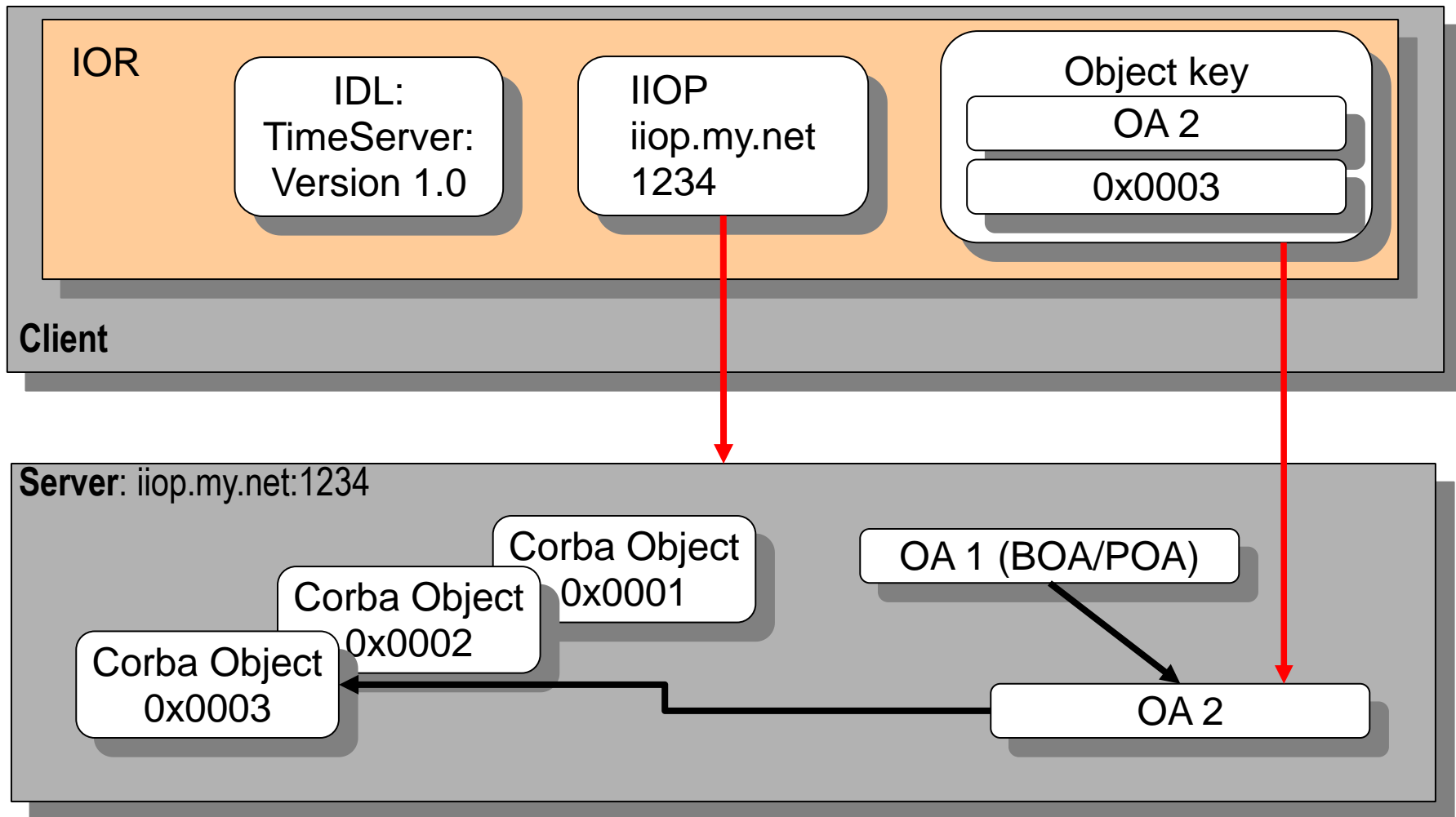


# Interoperable Object Reference (IOR) - cont.

- Transient (terminates with server) or persistent
- IOR is larger, more time-consuming than language-bound references
- Consists of:
  - **Type name** (code), i.e. index into Interface Repository
  - **Protocol and address information** (e.g. TCP/IP, port #, host name), could support more than one protocol
  - **Object key:**
    - Object adapter name (for OA)
    - Opaque data only readable by the generating ORB (local reference)



# IOR Example



# How to get an IOR?

---




- **Object references originate in servers.**
  - If client needs a reference, a server must create it.
  - → Chicken-and-egg problem...

## Solutions:

- **Server write stringified IOR to a file (e.g., stdout)**
  - Ok for tests, but not for realistic distributed systems
- **Use the CORBA naming service**
  - Naming service stores (name, IOR) bindings in central location
  - Only location of naming service needs to be known to client
- **Use the CORBA trading service**
  - Look up IOR for objects by reg. properties, instead of by name

# Example: Time Service

---

- Call provides current time (on server)
- Code to write:
  - Interface in IDL 
  - Server 
    - Starts ORB
    - Initializes Service
    - Gives IOR to the output
  - Client 
    - Takes IOR
    - Calls service

```
//TestTimeServer.idl  
  
module TestTimeServer{  
    interface ObjTimeServer{  
        string getTime();  
    };  
};
```

# Time Service Component

## as part of the server implementation (Java)

---

```
//TestTimeServerImpl.java

import CORBA.*;

class ObjTestTimeServerImpl
    extends TestTimeServer.ObjTimeServer_Skeleton
        //which is generated from IDL
{
//Variables
//Constructor
//Method (Service) Implementation
public String getTime() throws CORBA.SystemException
    {
        return "Time: " + currentTime;
    }
};
```

# Time Service

## The other part of the server implementation

---

```
// TimeServer_Server.java
import CORBA.*;
public class TimeServer_Server {
public static void main( String[] argv ) {
    try {
        CORBA.ORB orb = CORBA.ORB.init();
        ...
        ObjTestTimeServerImpl obj
            = new ObjTestTimeServerImpl(...);
        ...
        // print stringified object reference:
        System.out.println( orb.object_to_string(obj));
    }
    catch (CORBA.SystemException e){
        System.err.println(e);
    }
}
};
```

# Time Service

## Client Implementation

---

```
//TimeServer_Client.java
import CORBA.*;

public class TimeServer_Client{
    public static void main( String[] argv ) {
        // pass stringified object reference as argv[0]
        try {
CORBA.ORB orb = CORBA.ORB.init();
...
CORBA.object obj = orb.string_to_object( argv[0] ); //IOR
...
TestTimeServer.ObjTimeServer timeServer = // downcast
        TestTimeServerImpl.ObjTimeServer_var.narrow(obj);
...
System.out.println( timeServer.getTime() ); // invoke
        }
        catch (CORBA.SystemException e) { System.err.println(e); }
    }
};
```

# Time Service

## Execution

---

```
C:\> java TimeServer_Server
```

```
IOR:00000000000122342435 ...
```

```
C:\> java TimeServer_Client
```

```
IOR:00000000000122342435 ...
```

```
Time: 14:35:44
```



# GIOP / IIOP

---

## OSI Networking Model layers

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

## CORBA GIOP / IIOP layers

- ORB
- GIOP
- IIOP
- TCP
- IP
- Data Link
- Physical

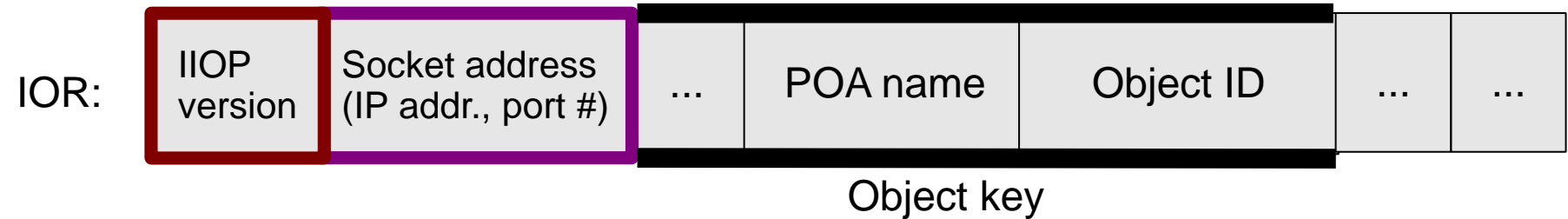
# GIOP General Inter-ORB Protocol

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- **General protocol, simple, abstract**
  - Independent of any particular transport protocol (IIOP: over TCP/IP)
- **Asymmetric (client-server) connections**
  - Client creates connection
  - Server receives requests and replies (without knowing client)
- **Connection-oriented transport, no packet size restrictions**
- **Common data representation (CDR): octet (8-bit bytes) stream**
  - Sender endianness information in header
  - Sender alignment information (1, 2, or 4 bytes) in header
  - Sender sends natively aligned data, receiver adapts if necessary
  - Encoding of the IDL datatypes
- **Message formats:**
  - Request, LocateRequest, CancelRequest (client)
  - Reply, LocateReply (server)
  - MessageError, Fragment, CloseConnection (both)

# IIOB (Internet Inter-ORB Protocol)

- Implementation of GIOP on top of TCP/IP
- TCP/IP Socket communication
- Adds socket address information to IOR contents



# Basic CORBA Connections

# Basic Connections in CORBA

---

- **Static method call with static stubs and skeletons**
  - Local or remote
- **Polymorphic call**
  - Local or remote
- **Event transmission**
- **Callback**
- **Dynamic invocation (DII, request broking)**
  - Searching services dynamically in the web  
(location transparency of a service)
- **Trading**
  - Find services in a yellow pages service, based on properties

# Static CORBA Call

---

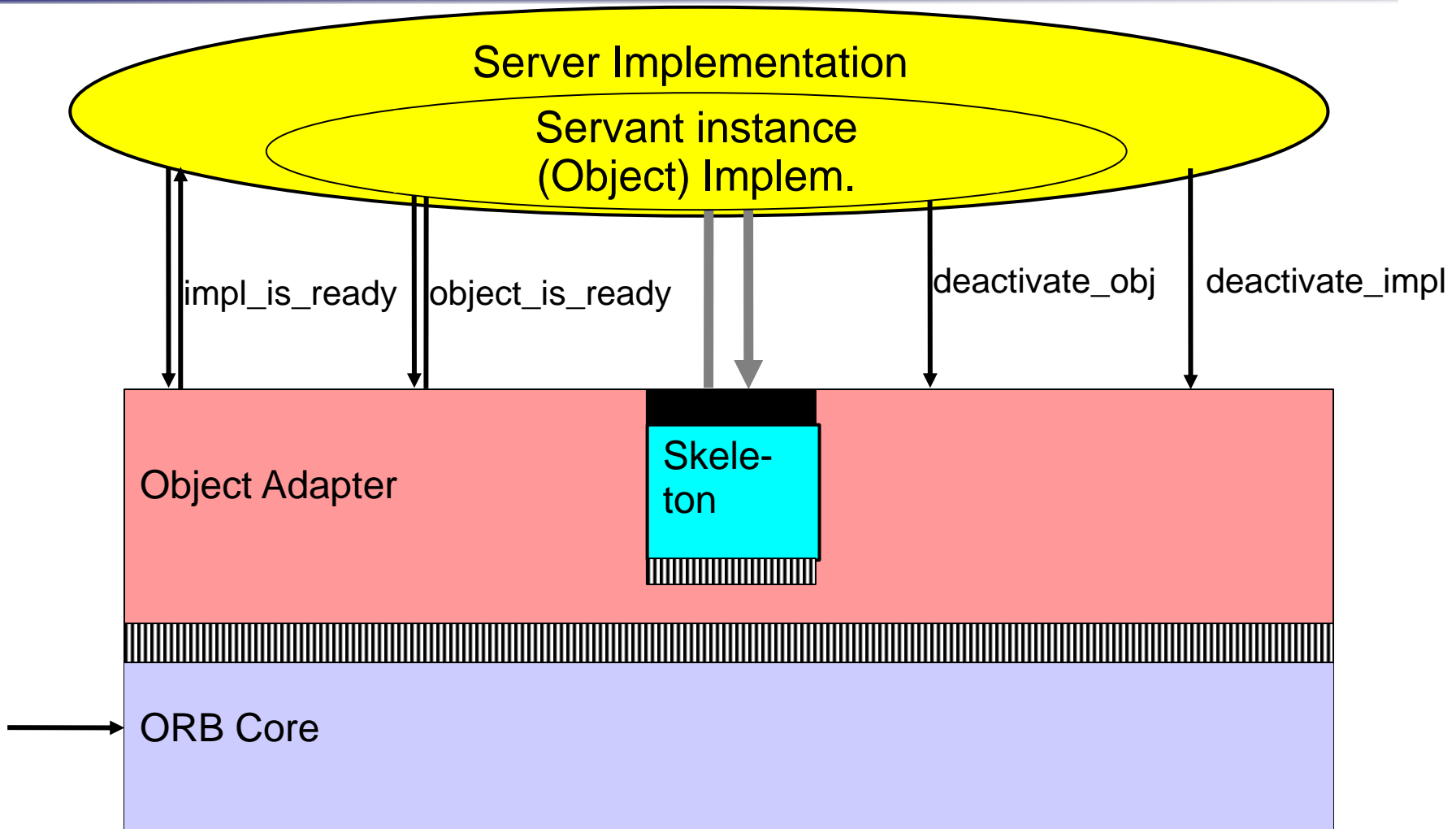
- **Advantage: the participants (methods) are statically known**
  - Call by stub and skeletons, without involvement of an ORB
  - Supports distribution:  
Exchange of local call in one address space to remote call is very easy:
    - Inherit from a CORBA class
    - Write an IDL spec
  - No search for service objects → rather fast
  - Better type check, since the compiler knows the involved types
- **The call goes through the server object adapter**
  - This hides the detail whether the server is transient or persistent

# Client side protocol for static calls

---

- **Step 1: Initialize the ORB**
  - `global_orb = CORBA::ORB_init ( argc, argv );`
- **Step 2: Obtain an object reference (here: from file)**
  - `CORBA::Object obj =  
    global_orb -> string_to_object( read_refstring("filename.ref") );`  
**and narrow it to expected object type (dynamic downcast)**
  - `Counter::Counter ctr = Counter::Counter::_narrow( obj );`
- **Step 3: Invoke on Count object**
  - `ctr->increment();`
  - ...
- **Step 4: Shut down the ORB**
  - `global_orb->shutdown(1); global_orb->destroy();`

# Server Side, Old-style Protocol (BOA)





# Basic Object Adapter BOA

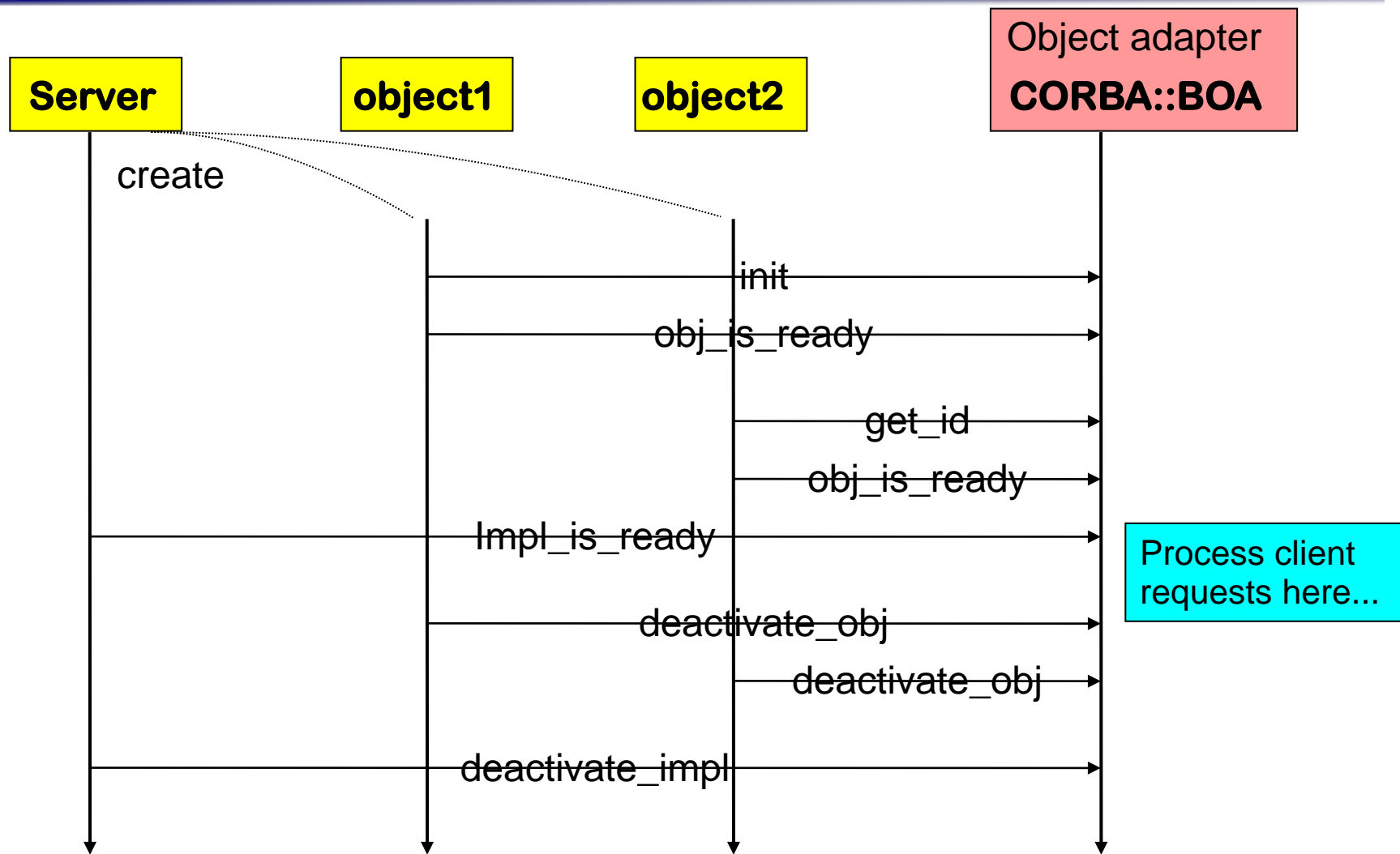
## CORBA::BOA

**create**  
**get\_id**  
**dispose**  
**set\_exception**  
**impl\_is\_ready**  
**obj\_is\_ready**  
**change\_implementation**  
**deactivate\_impl**  
**deactivate\_obj**

**create\_POA**  
**create\_lifespan\_policy**  
**activate\_object\_with\_id**  
**the\_POAManager (.activate)**  
**servant\_to\_reference**

- The BOA hides
  - Life time of the server object (activation: start, stop)
  - Persistency
- The BOA is implemented in every ORB, for minimal service provision
- The BOA maintains the implementation repository (component registry).
- It supports non-object-oriented code
- In CORBA 3.0 replaced by POA (Portable Object Adapter) →

# Object Activation on the Server (BOA version)



# POA

## Portable Object Adapter

- **The POA is an evolution of the BOA**
- **Nested POAs possible, with nested name spaces**
  - Root POA (one per server) started/accessed by ORB.
  - A POA can create new POAs.
  - A POA may serve a group of objects and handle references to them.
- **POAs can be named**
  - ORB maintains a registry of named POAs, e.g. for reactivation as needed.
- **Policies for object management**
  - e.g. Lifespan: transient / persistent

### CORBA::BOA

```
create  
get_id  
dispose  
set_exception  
impl_is_ready  
obj_is_ready  
change_implementation  
deactivate_impl  
deactivate_obj
```

### CORBA::POA

```
create_POA  
create_lifespan_policy  
activate_object_with_id  
the_POAManager (.activate)  
servant_to_reference  
...
```

# Towards Dynamic Call (DII, Request Broking)

---

- **Dynamic call** via the ORB's DII (Dynamic Invocation Interface)
  - Services can be dynamically exchanged, or brought into the play a posteriori
  - Without recompilation of clients
  - Slower than static invocations
- **Requires introspection**
- **Requires descriptions of semantics of service components...**
  - For identification of services
    - Metadata (descriptive data):  
catalogs of components (interface repository, implem. repository)
    - Naming service, Trading service, Property service (later)
- **... and a mediator that looks up for services: the ORB**

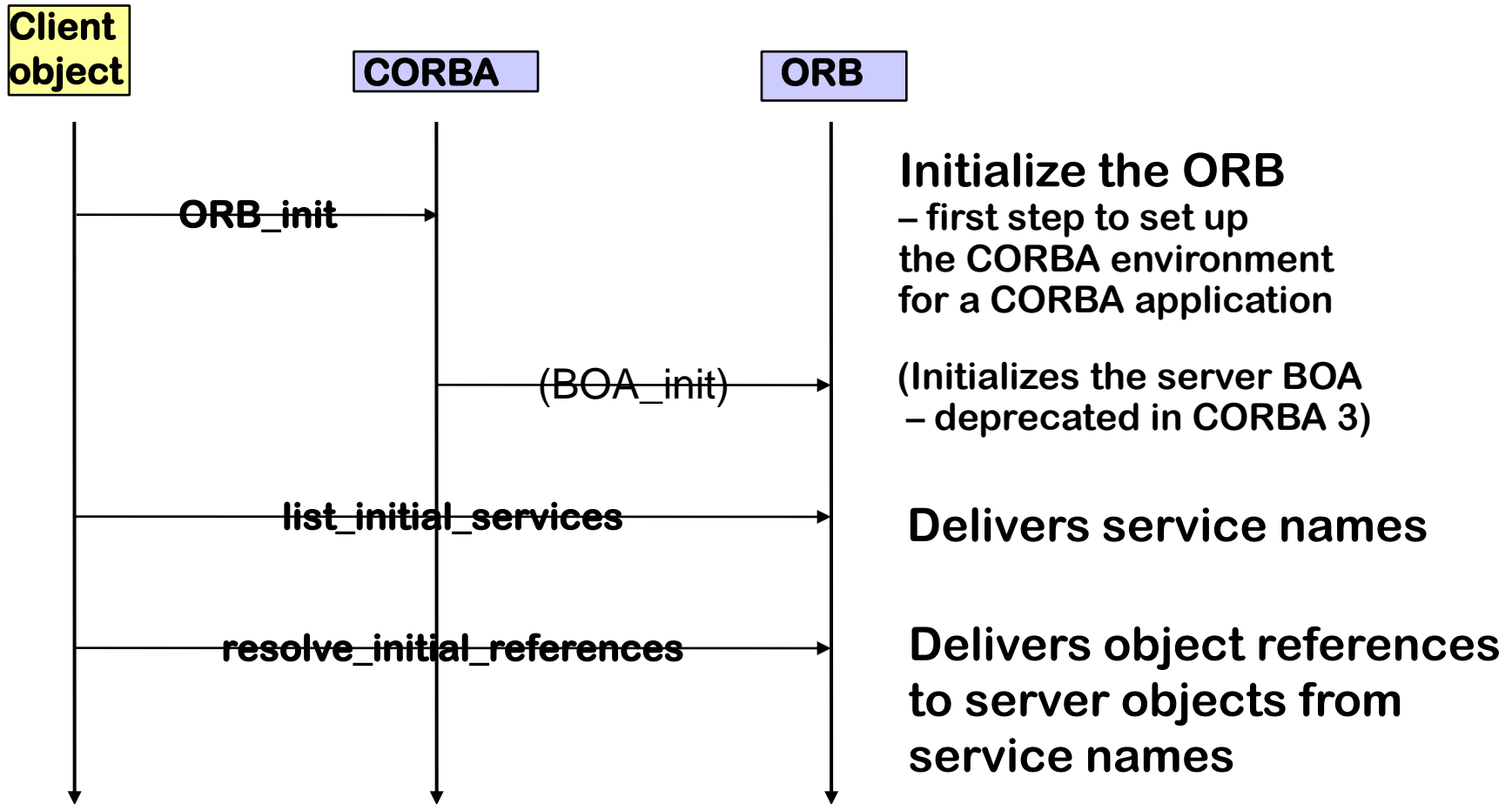
# Object Request Broker ORB

## CORBA::ORB

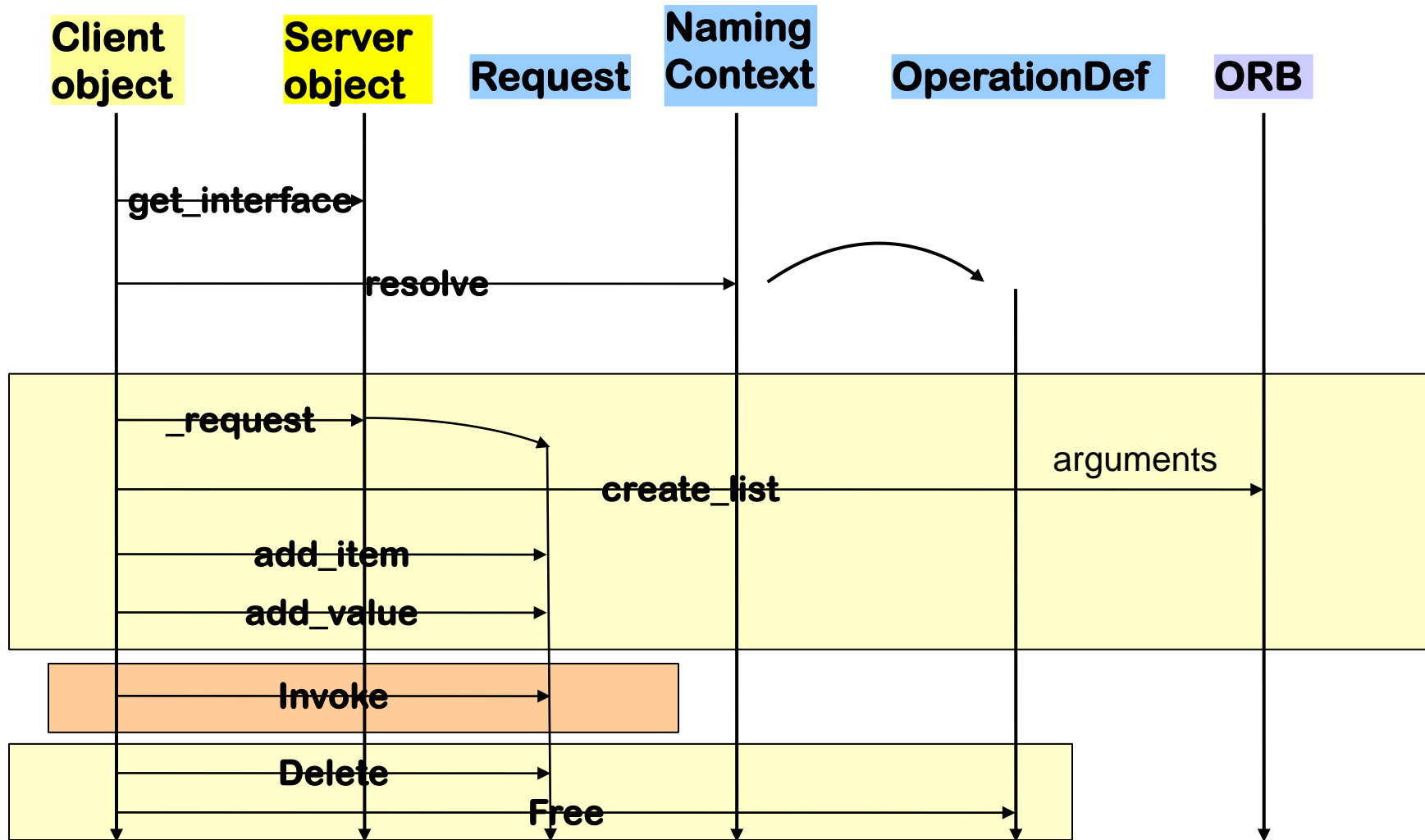
**init**  
**object\_to\_string**  
**string\_to\_object**  
**create\_list**  
**create\_operation\_list**  
**get\_default\_context**  
**create\_environment**  
**list\_initial\_services**  
**resolve\_initial\_references**  
....

- **ORB is a Mediator**  
Hides the the environment from clients
- **List\_initial\_services:**  
yields list of names of initial services  
e.g. Naming Service
- **Resolve\_initial\_references:**  
uses the naming service e.g. to get an IOR to “NameService” or the “RootPOA”
- **ORB is responsible for managing all communication:**  
Can talk to other ORBs on the network  
(IIOP Internet Inter-ORB protocol)

# ORB Activation



# Protocol Dynamic Call (DII)



# Example for Dynamic Call

---

```
// Ship.idl
```

```
module Ship {
```

```
    interface Aircraft {  
        string codeNumber();  
    };
```

```
    interface AircraftCarrier {  
        Aircraft launch ( in string name );  
    };
```

```
};
```

Source: Infowave, Building distributed applications...,  
[www.waveman.com/etac/corba/page13.html](http://www.waveman.com/etac/corba/page13.html), 1998



# Example 1: Dynamic Call in C++

## Client program

```

CORBA::ORB_ptr orb;

main( int argc, char* argv[] ) {
  orb = CORBA::ORB_init(argc,argv, ORBID);
  // alternative description of service
  CosNaming::NamingContext_ptr naming =
    CosNaming::NamingContext::_narrow(
      ::resolve_initial_reference("NameService"));
  CORBA::Object_ptr obj;
  try {
    obj = naming->resolve( mk_name("dii_smpl"));
  } catch (CORBA::Exception) {
    cerr << "not registered" << endl; exit(1);
  }

  // Construct arguments:
  CORBA::Any val1;
  val1 <<= (CORBA::Short) 123;
  CORBA::Any val2;
  val2 <<= (CORBA::Short) 0;
  CORBA::Any val3;
  val3 <<= (CORBA::Short) 456;
  ...
}

// Build request (short form)
CORBA::Request_ptr rq= obj->_request("op");
// Create argument list
rq-arguments() = orb->create_list();
rq->arguments()->add_value("arg1",val1,CORBA::ARG_IN);
rq->arguments()->add_value("arg2",val2,CORBA::ARG_OUT);
rq->arguments()->add_value("arg3",val3,CORBA::ARG_INOUT);

// Invoke request:
rq->invoke();

// Analyze result
CORBA::Short rslt ;
if (*(rq->result()->value()) >>= rslt) {
  // Analyze the out/inout-parameters (arg1 has index 0)
  CORBA::Short _arg2, _arg3;
  *(rq->arguments()->item(1)->value()) >>= _arg2;
  *(rq->arguments()->item(2)->value()) >>= _arg3;
  cout << " arg2= " << arg2 << " arg3= " << _arg3
    << " return= " << rslt << endl; }
else {
  cout << "result has unexpected type" << endl; }
}

```

# Example 2: DII Invocation in Java

## Client program (1)

```
// Client.java
// Adapted from: Building Distributed Object Applications with CORBA
// Infowave (Thailand) Co., Ltd.
// Jan 1998

public class Client {
    public static void main(String[] args) {
        if (args.length != 2) {
            System.out.println("Usage: vbj Client <carrier-name> <aircraft-name>\n");
            return;
        }
        String carrierName = args[0];
        String aircraftName = args[1];
        org.omg.CORBA.Object carrier = null;
        org.omg.CORBA.Object aircraft = null;
        org.omg.CORBA.ORB orb = null;
        try {
            orb = org.omg.CORBA.ORB.init( args, null);
        }
        catch (org.omg.CORBA.SystemException se) {
            System.err.println("ORB init failure " + se);
            System.exit(1);
        }
    }
}
```

Step 1: Initialize the ORB

# Example 2: DII Invocation in Java

## Client code (2)

```

{ // scope of request object:
  try { ... (simplified)
    carrier = intf_rep.lookup("IDL:Ship/AircraftCarrier:1.0");
  }
  catch (...) {
    System.err.println("..." + se);
    System.exit(1);
  }
  org.omg.CORBA.Request request = carrier._request("launch");
  request.add_in_arg().insert_string( aircraftName );
  request.set_return_type( orb.get_primitive_tc( org.omg.CORBA.TCKind.tk_objref ) );
  // Step 4: Invoke request:
  request.invoke();
  // Step 5: Read result value:
  aircraft = request.result().value().extract_Object();
}
{ // scope of another DII call (use a fresh request object):
  org.omg.CORBA.Request request = aircraft._request( "codeNumber" );
  request.set_return_type( orb.get_primitive_tc ( org.omg.CORBA.TCKind.tk_string ) );
  request.invoke();
  String designation = request.result().value().extract_string();
  System.out.println ("Aircraft " + designation + " is coming your way");
}

```

# Example 2

## Server code (Java, POA version)

```
// Building Distributed Object Applications with CORBA
// Infowave (Thailand) Co., Ltd. http://www.waveman.com, Sep 2000
```

```
import java.io.*;
import org.omg.CosNaming.*;

public class Server
{
    public static void main( String[] args )
    { Step 1: Initialize server ORB
      org.omg.CORBA.ORB orb =
        org.omg.CORBA.ORB.init( args, null );

      org.omg.CORBA.Object objPOA = null;
      try { Step 2: Get RootPOA ref from naming service
          objPOA = orb.resolve_initial_references("RootPOA");
        }
      catch (org.omg.CORBA.ORBPackage.InvalidName
              ex) {...}
      org.omg.PortableServer.POA rootPOA = null;
      rootPOA = (org.omg.PortableServer.POA) objPOA;
      ... Step 3: Narrow it to a RootPOA object
           (downcast)
```

**Step 4: Create new POA with specific policies:**

```
...
org.omg.PortableServer.POA myPOA = null;
try {
    myPOA = rootPOA.create_POA(
        "personalPOA",
        rootPOA.the_POAManager() ,
        new org.omg.CORBA.Policy[] {
            rootPOA.create_id_assignment_policy (
                org.omg.PortableServer.
                IdAssignmentPolicyValue.USER_ID) } );
}
catch (java.lang.Exception ex) {
    System.err.println("Create POA Exception " + ex);
    System.exit(1);
} Step 5: Create new servant object:
org.omg.PortableServer.Servant carrier = null;
try { ...pass the POA to its constructor
    carrier = new AircraftCarrierImpl(myPOA);
    myPOA.activate_object_with_id
        ("Nimitz".getBytes(), carrier); and activate it
}
catch (org.omg.CORBA.SystemException se) {...}
catch (org.omg.CORBA.UserException ue) {...}
```

# Example 2

## Server code (Java, POA version) - continued

```

....

// Write object reference to an IOR file

org.omg.CORBA.Object initRef = null;
try {
    initRef = myPOA.servant_to_reference( carrier );

    FileWriter output = new FileWriter("ns.ior");
    output.write( orb.object_to_string( initRef ) );
    output.close();
    System.out.println("Wrote IOR to file: ns.ior");
    Step 6: Activate the POA manager:
    myPOA.the_POAManager().activate();
    System.out.println( carrier + " ready for launch !!!");
    orb.run(); Step 7: Hand over application control to the ORB
} to service incoming calls
catch (java.lang.Exception exb) {
    System.err.println("Exception Last deep in here " + exb);
    System.exit(1);
}
}
}

```

# Example 2

## Servant implementation (Java, POA version)

```
// Adapted from: Building Distributed Object Applications with CORBA
// Infowave (Thailand) Co., Ltd. http://www.waveman.com, Sep 2000
```

```
public class AircraftCarrierImpl extends Ship.AircraftCarrierPOA
```

```
{
    private org.omg.PortableServer.POA _myPOA;
```

```
// Constructor:
```

```
public AircraftCarrierImpl (
    org.omg.PortableServer.POA myPOA ) {
    _myPOA = myPOA; Record a ref. to my POA
                    (here, in constructor)
}
```

```
public Ship.Aircraft launch ( String name ) {
    org.omg.PortableServer.Servant aircraft
        = new AircraftImpl( name );
```

```
try { Can register created objects ...
    _myPOA.activate_object_with_id(
        "name".getBytes(), aircraft );
```

```
} ... as CORBA objects with my POA
```

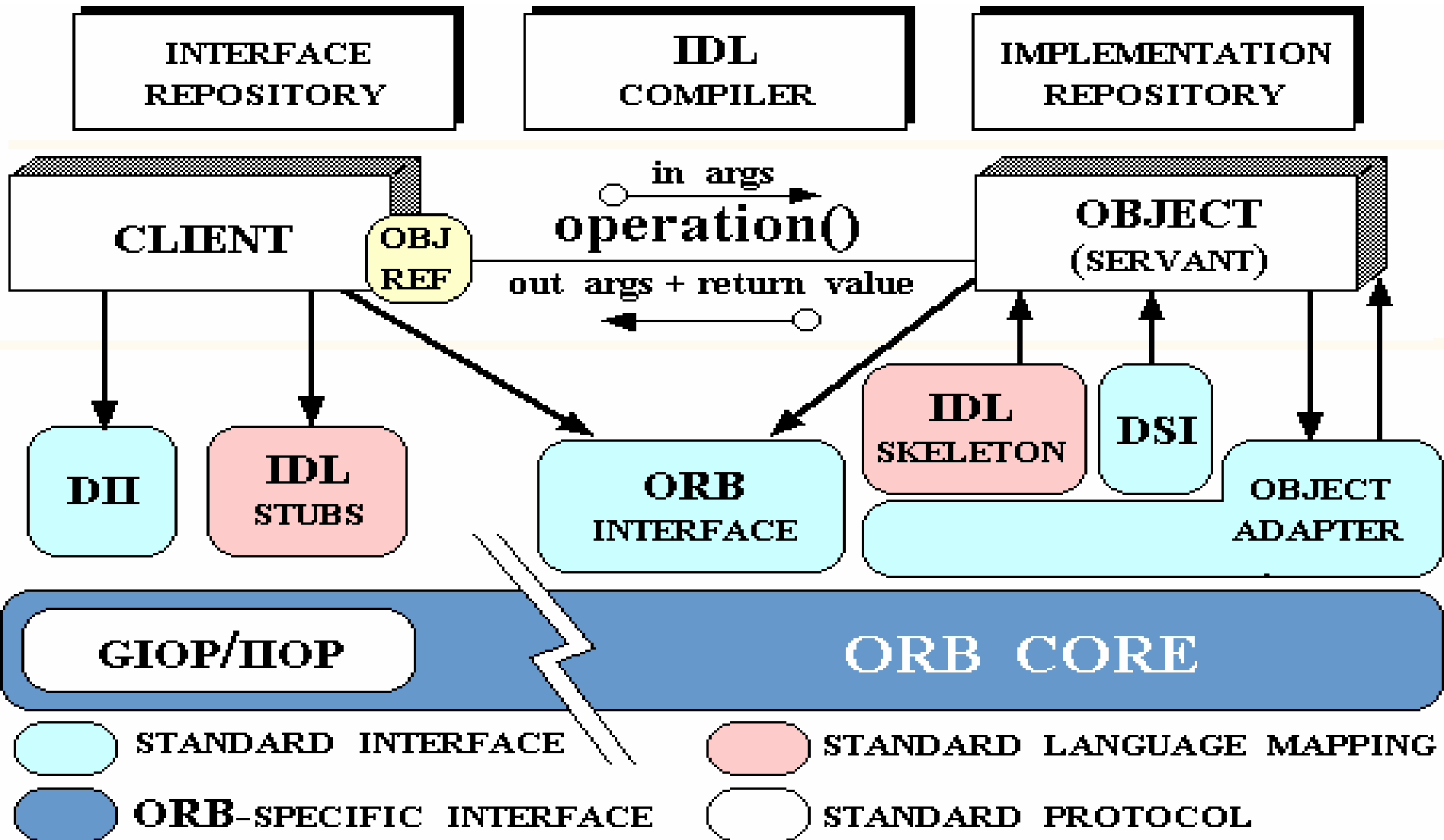
```
catch (java.lang.Exception ex)
{
    System.err.println("Exception 2 " + ex);
    System.exit(1);
}
```

```
....
System.out.println( name + " on Catapult 2");

Ship.Aircraft _aircraft = null;
try {
    _aircraft = Ship.AircraftHelper.narrow(
        _myPOA.create_reference_with_id(
            "name".getBytes(),
            aircraft._all_interfaces(null, null)[0]));
}
catch (java.lang.Exception ex)
{
    System.err.println("Exception 3 " + ex);
    System.exit(1);
}
return _aircraft;
}
```

# CORBA interoperability mechanisms

## Summary and further components



# Available ORBs

---

## ■ Java-based

- IBM WebSphere
- SUN NEO, Joe: own protocol. the Java Transaction Service JTS is the JOE Corba Object Transaction Service OTS.
- IONA Orbix: developed in Java, i.e., ORBlets possible, C++, Java-applications
- BEA WebLogic
- Borland Visibroker (in Netscape Communicator), IIOB based. Also for C++.
- **free**: JacORB, ILU, Jorba, DynaORB, OpenORB, JDK1.4+

## ■ C-based

- ACE ORB TAO, University Washington (with trader)
- Linux ORBIT (gnome) (also for Cygwin).
- Linux MICO (kde 1.0 used it)

## ■ Python-based

- fnorb

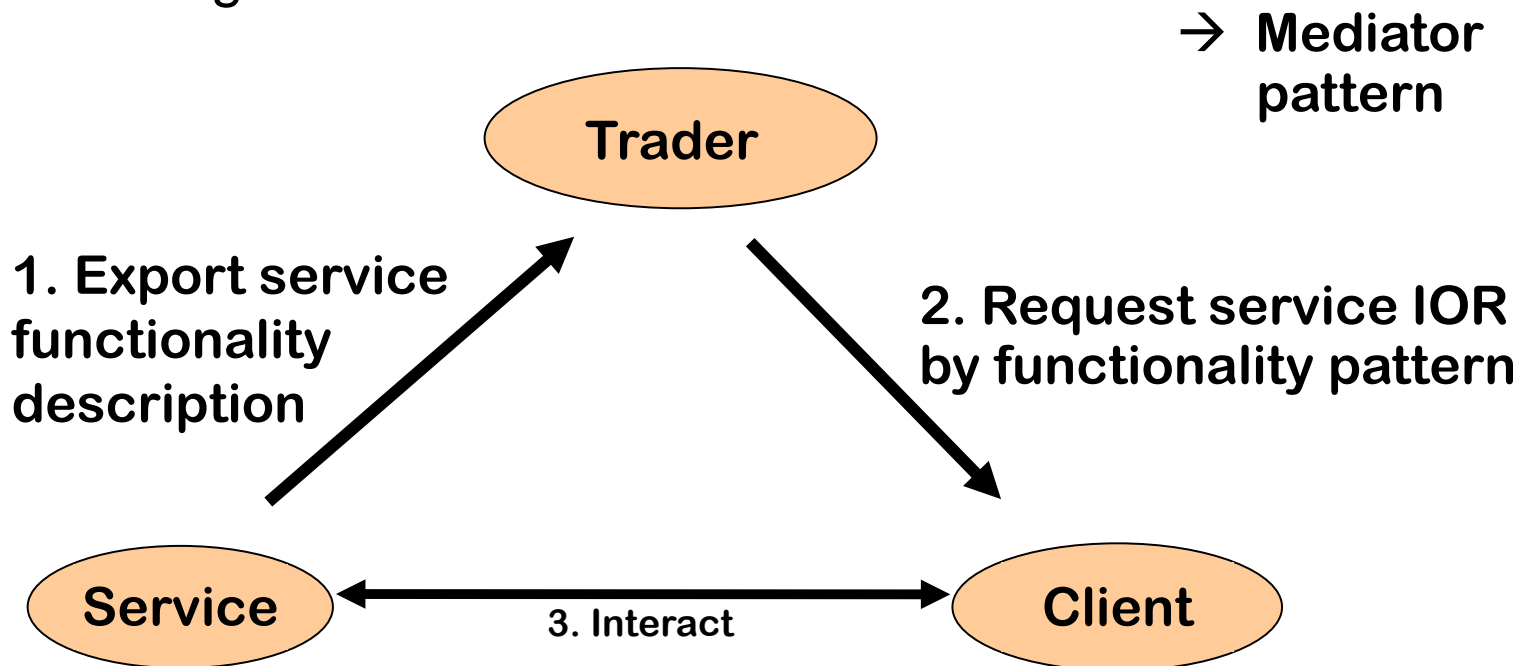
■ <http://www.omg.org>

■ [Szyperski CS 13.4]



# Beyond Dynamic Call: The Trader Service

- Trader mediates services, based on published properties (“yellow page service”)
- Matchmaking



# ORBs and Traders

---

- The ORB resolves operations still based on naming (with the *Naming service* = “White pages”)
- The ***Trader service***, however, resolves operations (services) without names, only based on *properties* and *policies* = “Yellow pages”
- The trader gets *offers* from servers, containing new services

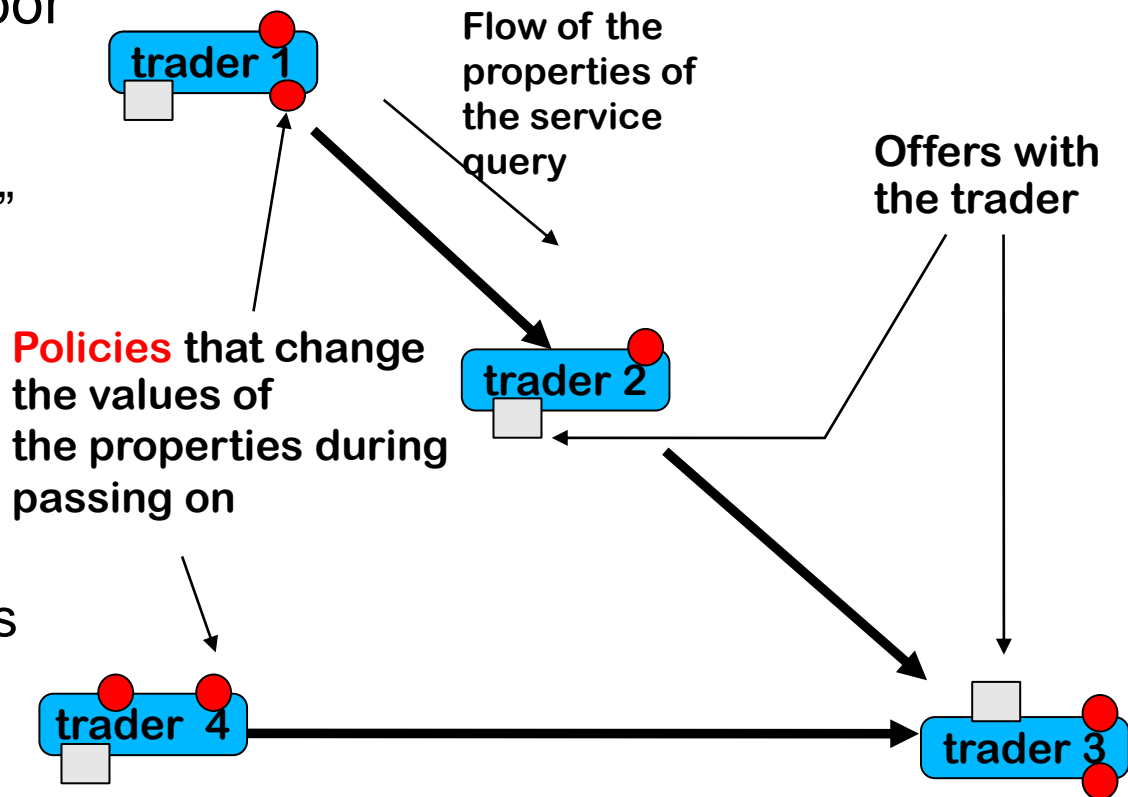
# Service offers for the Trader service

---

- **Service offer (IOR, properties)**
  - Properties describe services
  - Are used by traders to match services to queries
- **Dynamic property**
  - A property can be queried dynamically by the trader of service
  - The service-object can determine the value of a dynamic property anew
- **Matching with the standard constraint language**
  - Boolean expressions about properties
  - Numeric and string comparisons

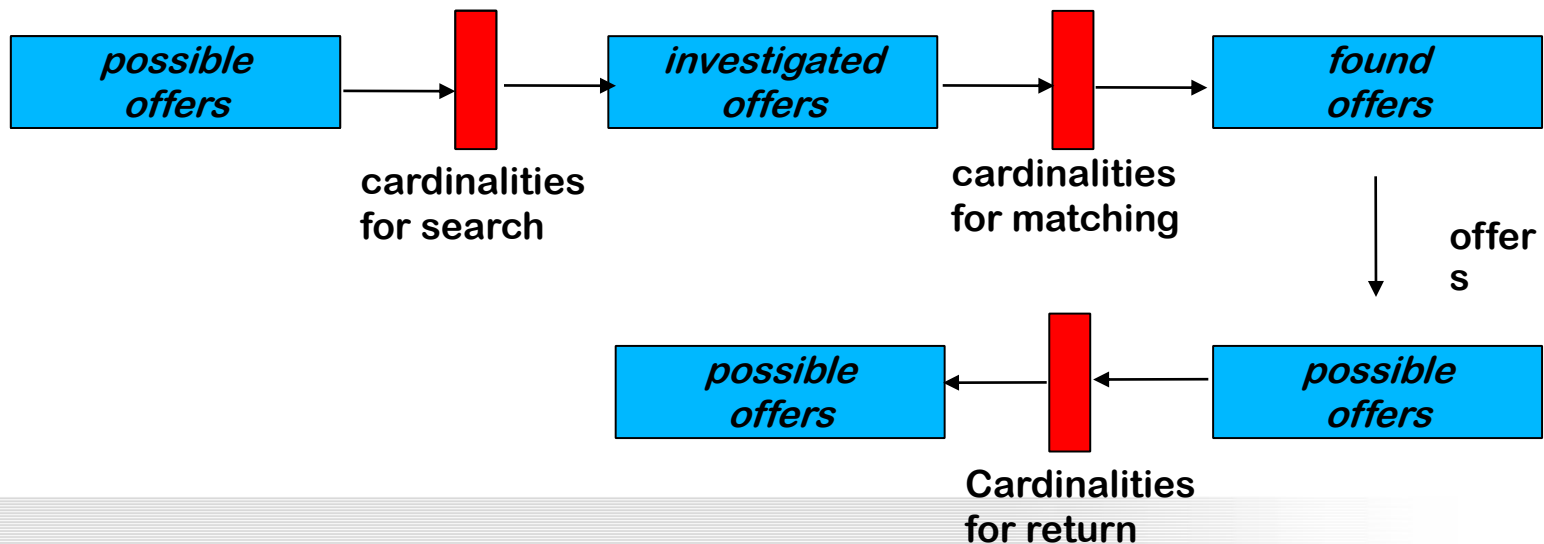
# Traders Provide Service Hopping

- If a trader does not find a service, it can ask neighbor traders
  - Design pattern “Chain of Responsibility”
- Graph of traders
  - Links to neighbors via TraderLink
  - TraderLink filters and manipulates queries via policies
- A distributed search algorithm (also used in P2P)



# Modification of Queries

- **Policies parameterize the behavior of the traders and the TraderLinks**
  - Filters, i.e., values, limiting / modifying the queries:
  - `max_search_card`: maximal cardinality for the ongoing searches
  - `max_match_card`: maximal cardinality for matchings
  - `max_hop_count`: maximal search depth in the graph



# Interfaces Trading Service

---

- **Basic interfaces**

- Lookup (query)
- Register (for export, retract, import of services)
- Admin (info about services)
- Link (construction of trader graph)

- **How does a query look like?**

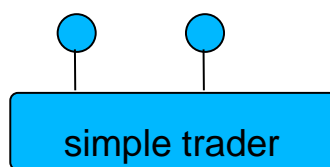
- `Lookup.Query( in ServicetypeName, in Constraint, in PolicySeq, in SpecifiedProperties, in how_to_y, out OfferSequence, offerIterator)`

# CORBA Trader Types

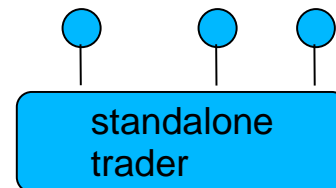
Lookup



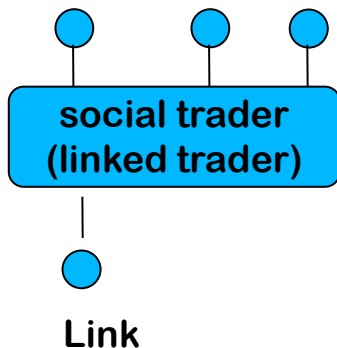
Lookup Register



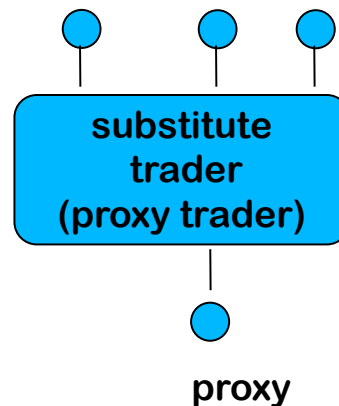
Lookup Register Admin



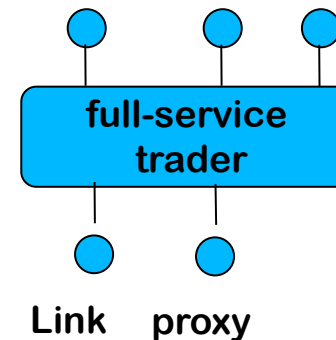
Lookup Register Admin



Lookup RegisterAdmin

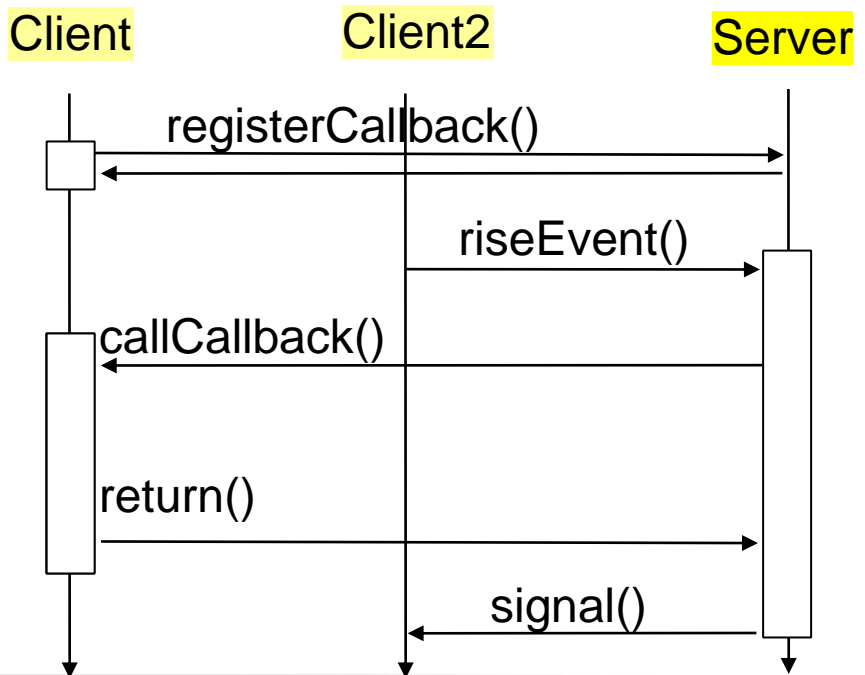


Lookup Register Admin



# Callbacks with the Callback Service

- **Callback function registration**
  - Procedure variable,  
closure (procedure variable with arguments)  
or reference to an object
  
- **Callback works for all languages**
  
- **Callback reverses roles of client and server**





# Events

---

- **Send event objects from event suppliers to event consumers**  
unidirectional event channels decouple supplier and consumer
- **Event objects (also called messages) are immutable once sent**
  - Asynchronous communication; order of events is not respected
  - No return values (except with references to collector objects)
- **Unicast:** one receiver
- **Multicast:** many receivers
- **Dynamically varying receivers**  
(register at channels as supplier / consumer; event type filtering)
- **Works for every CORBA language**

# CORBA Event Service

---

- **Push model:**  
Supplier sends event object by calling *push* operation on channel, which calls *push* to deliver event object to all registered consumers
- **Pull model:**  
Consumer calls *pull* operation on channel (polling for arriving events) which triggers calls to *pull* to registered suppliers
- **As intermediate instances, an event channel can be allocated**
  - They buffer, filter, and map pull to push
- **Untyped generic events, or typed by IDL**
- **Advantage:**
  - Asynchronous working in the Web (with IIOP and dynamic Call)
  - Attachment of legacy systems  
interesting for user interfaces, network computing etc.

# Corba 3.0

## since 1999

---

- Provides the well-defined packaging for producing components
- Messaging
- Language mappings that avoid hand-writing of IDL
  - Generating IDL from language specific type definitions
  - C++2IDL, Java2IDL, ...
- XML integration (SOAP)
- Quality of Service management
- Real-time and small footprint versions
- CORBA Component Model (CCM)
  - similar to EJB, see later
- Scripting (CORBA script), a composition language

# Corba 3.0 (cont.)

---

- **New Basic services:**
  - POA, the Portable Object Adapter, replaces BOA
  - SFA, Server Framework Adapter
  - Value objects
- **Services:**
  - Message Service MOM:  
Objects as asynchronous buffered messages
  - Corba Beans-components
  - Script language
- **Facilities:**  
compound documents, Mobile Agents, BOF (business object facility)

# Evaluation of CORBA

as composition system

# Evaluation: Component Model

---

- **Mechanisms for secrets and transparency: very good**
  - Interface and Implementation repository
  - Component language hidden (interoperability)
  - Life-time of service hidden
  - Identity of services hidden
  - Location hidden
- **No parameterization**
- **Many standards (see following subchapters)**

# Evaluation: Standardization

---

- **Quite good!**
  - Services, application services
  - On the other hand, some standards are FAT
- **Technical vs. application specific vs business components:**
  - Corba has standards for technical and application specific components
  - ... but for business objects, standards must be extended (vertical facilities)

# Evaluation: Composition Technique

---

- **Mechanisms for connection**
  - Mechanisms for adaptation: stubs, skeletons, server adapters
  - Mechanisms for glueing: marshalling based on IDL
- **Mechanisms for aspect separation**
  - Multiple interfaces per object
- **Nothing for extensions**
- **Mechanisms for Meta-modeling**
  - Interface Repositories with type codes, implementation repositories
- **Scalability**
  - Connections cannot easily be exchanged (except static local and remote call)



# Evaluation: Composition Language

---

- **Weak**
  - CORBA scripting provides a facility to write glue code, but only black-box composition

# What Have We Learned (1)

---

- **CORBA is big, but universal:**
  - The Corba-interfaces are very flexible, work, and can be used in practice
  - ... but also complex and fat, maybe too flexible
  - If you have to connect to legacy systems, CORBA works
- CORBA has the advantage of an **open standard**
- **Trading** and **dynamic call** are advanced communication mechanisms
- CORBA was probably only the first step, web services might be taking over

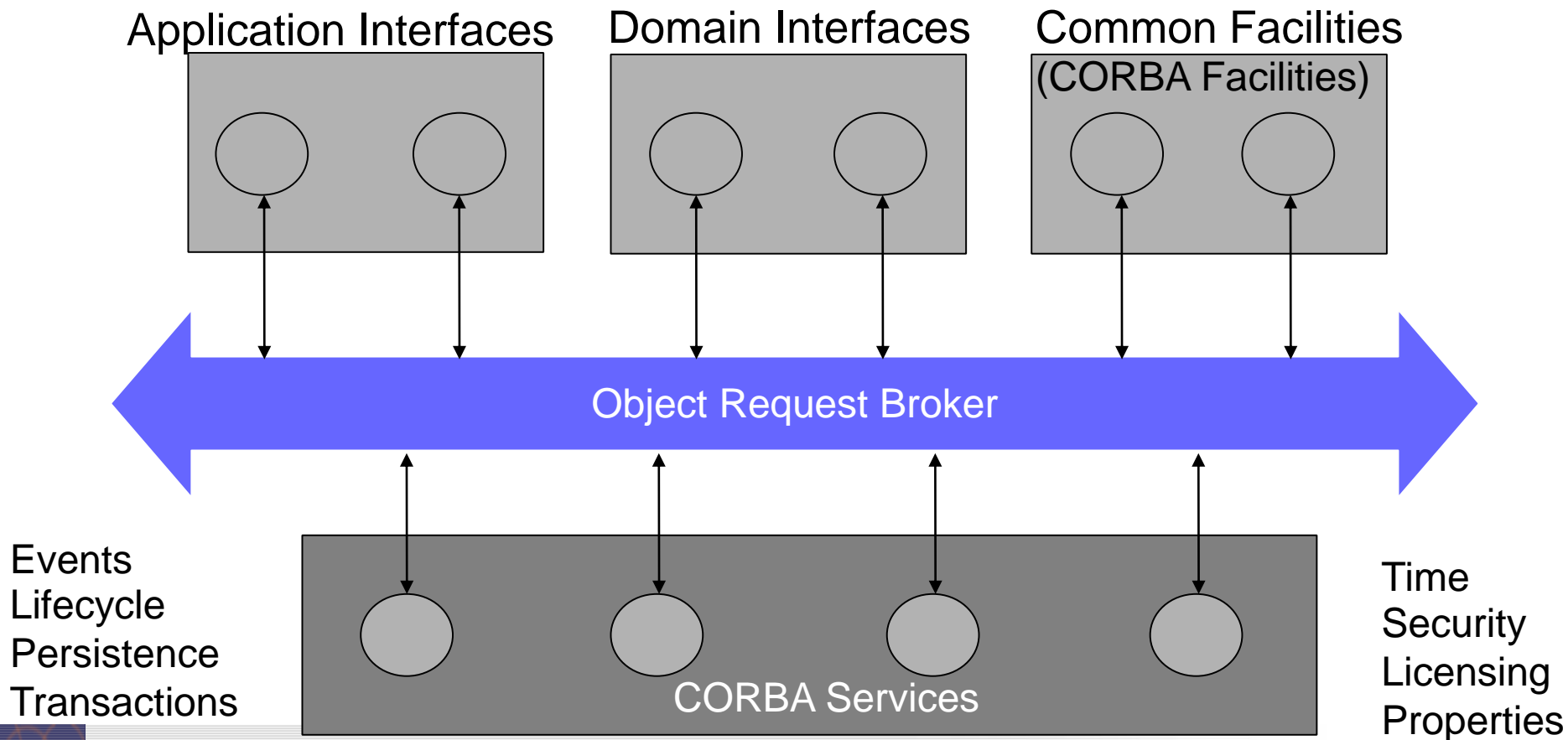
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# APPENDIX

- **Advanced material on CORBA (for self-study)**
  - CORBA services
  - CORBA facilities
  - CORBA and the web, ORBlets

# OMA (Object Management Architecture)

- **A software bus**



# Corba Services

OMG: *CORBAservices: Common Object Service Specifications.*

<http://www.omg.org>.

OMG: *CORBAfacilities: Common Object Facilities Specifications.*

# Overview on Corba Services

---

- **16+ standardized service interfaces** (*i.e.*, a library)
  - Standardized, but status of implementation different depending on producer
- **Object services**
  - Deal with features and management of objects
- **Collaboration services**
  - Deal with collaboration, *i.e.*, object contexts
- **Business services**
  - Deal with business applications
- The services serve for standardization.  
They are very important to increase reuse.
  - Available for every language, and on distributed systems!

# Object Services

---

- **Name service** (directory service)
  - Records server objects in a simple tree-like name space
  - (Is a simple component system itself)
- **Lifecycle service** (allocation service)
  - Not automatic; semantics of deallocation undefined
- **Property service** (feature service for objects)
- **Persistency service** (storing objects in data bases)
- **Relationship service** to build interoperable relations and graphs
  - Support of standard relations: reference, containment
  - Divided in standard roles: contains, containedIn, references, referenced
- **Container service** (collection service)

# Collaboration Services

---

- **Communication services**

- Resemble connectors in architecture systems, but cannot be exchanged to each other
- Event service
  - push model: the components push events into the event channel
  - pull model: the components wait at the channel and empty it
- Callback service

- **Concurrency service**

- Distributed locks

- **Object transaction service, OTS**

- Flat transactions on object graphs

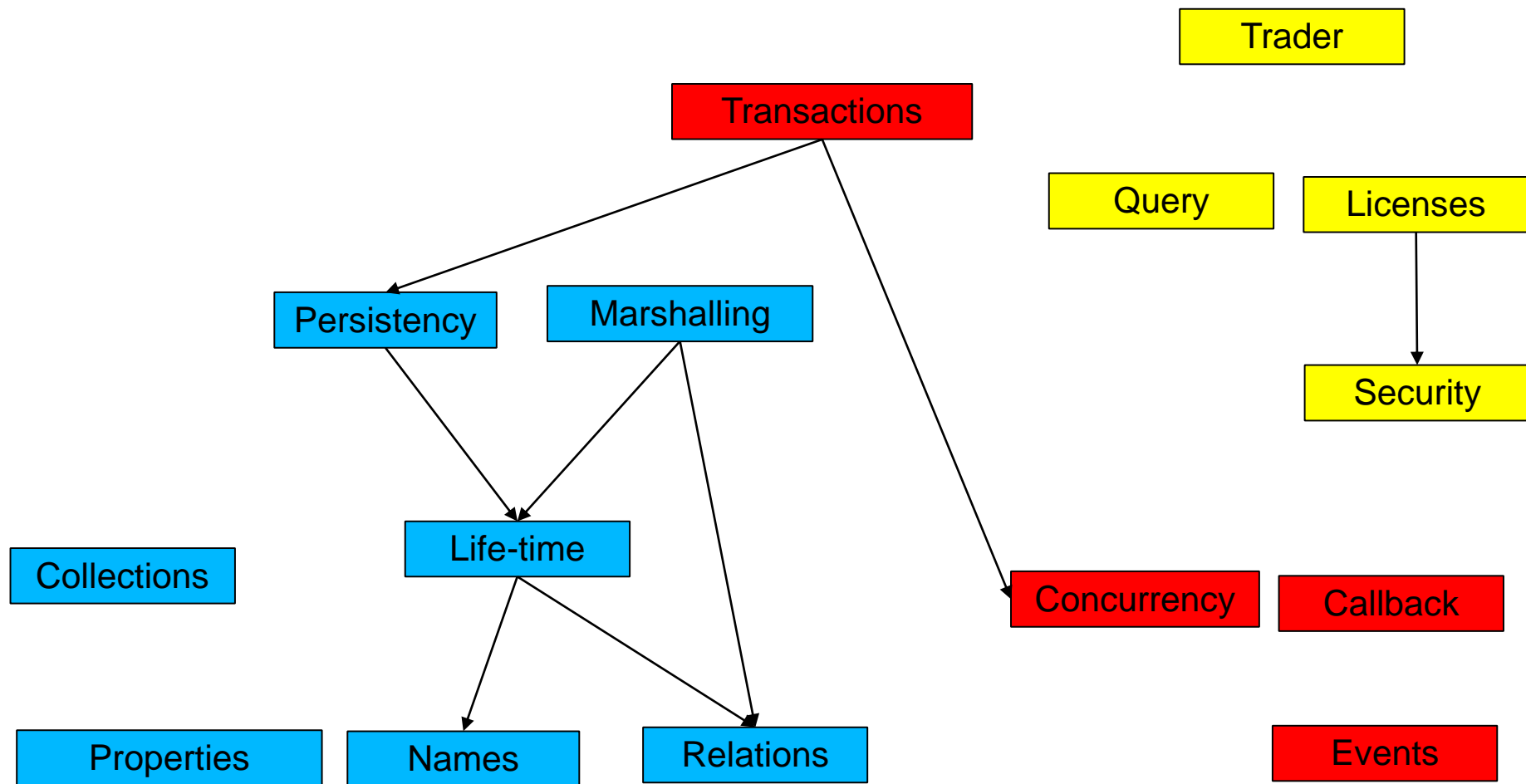


# Business Services

---

- **Trader service**
  - Yellow Pages, localization of services
- **Query service**
  - Search for objects with attributes and the OQL, SQL (ODMG-93)
- **Licensing service**
  - For application providers (application servers)
  - License managers
- **Security service**
  - Use of SSL and other basic services

# Dependencies Between the Services

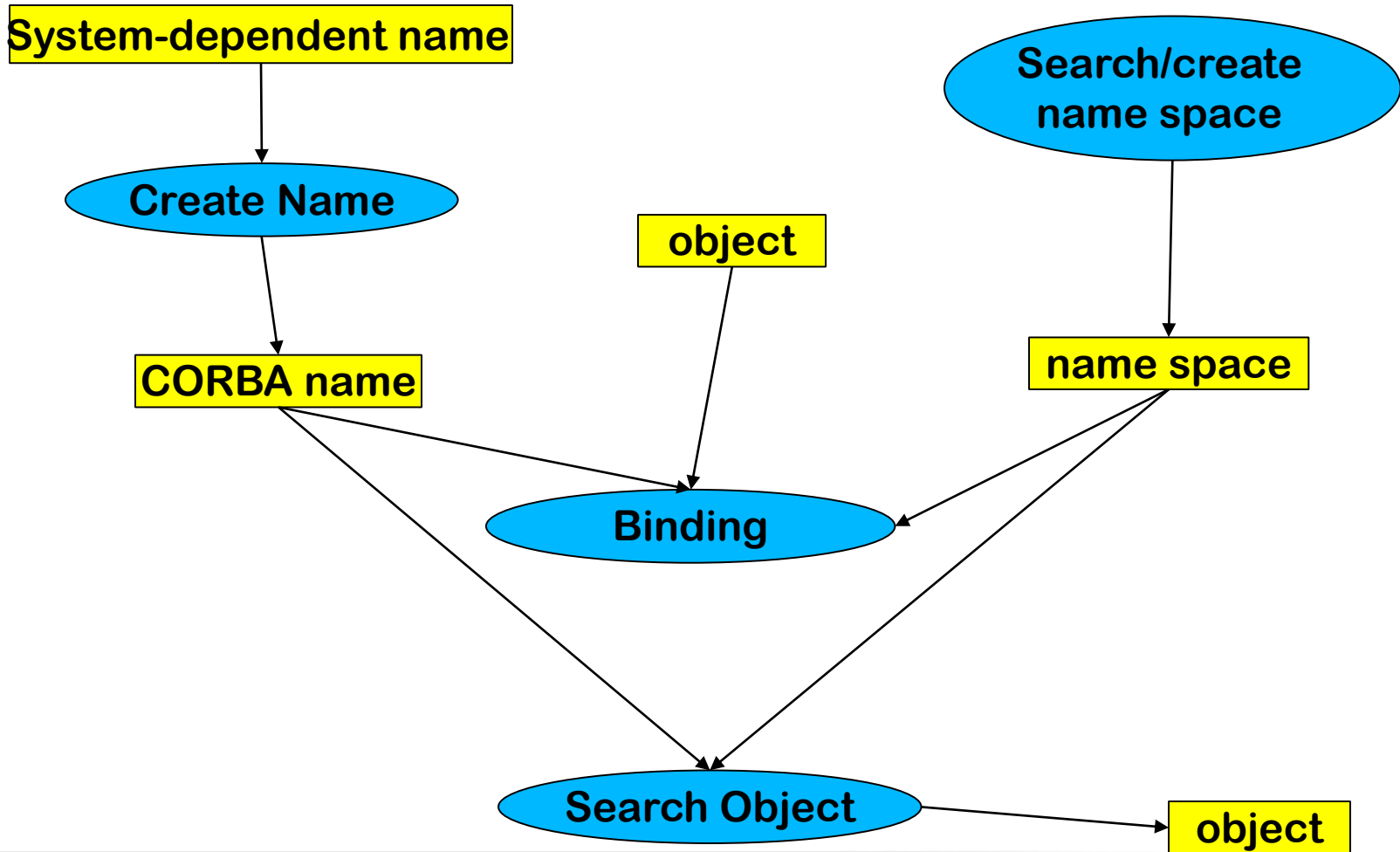


# Object Services: Names

---

- **Binding of a name creates an object in a name space (directory, scope, naming context).**
  - A *name space* is a container with a set of bindings of names to values.
  - They can reference each other and build name graphs
- **The representation of a name is based on abstract syntax, not on the concrete syntax of a operating system or URL.**
  - A name consists of a tuple (Identifier, Kind).
  - The Identifier is the real name, the Kind tells how the name is represented (e.g., c\_source, object\_code, executable, postscript,..).
  - For creation of names there is a library (design pattern Abstract Factory).

# Use of Names



# Naming Service

---

## **CosNaming::NamingContext**

```
bind ( in Name n, in Object obj)
rebind ( in Name n, in Object obj)
bind_context
rebind_context
mk_name(String s)
Object resolve
unbind ( in Name n)
NamingContext new_context;
NamingContext bind_new_context ( in Name n)
void destroy
void list (..)
_narrow()
```

# Naming Service

```
void bind( in Name n, in Object obj)
    raises( NotFound, CannotProceed, InvalidName, AlreadyBound );
void rebind( in Name n, in Object obj)
    raises( NotFound, CannotProceed, InvalidName );
void bind_context( in Name n, in NamingContext nc)
    raises( NotFound, CannotProceed, InvalidName, AlreadyBound );
void rebind_context( in Name n, in NamingContext nc )
    raises( NotFound, CannotProceed, InvalidName );
Name mk_name( String s );
Object resolve( in Name n)
    raises( NotFound, CannotProceed, InvalidName );
void unbind( in Name n)
    raises( NotFound, CannotProceed, InvalidName );
NamingContext new_context();
NamingContext bind_new_context( in Name n)
    raises( NotFound, AlreadyBound, CannotProceed, InvalidName );
void destroy()
    raises( NotEmpty );
void list( in unsigned long how_many,
           out BindingList bl, out BindingIterator bi );
```

# Object Services: Persistency

---

- **Definition of a Persistent Object Identifier (PID)**
  - references the *value* of a CORBA object  
(in contrast to a CORBA object)
- **Interface**
  - connect, disconnect, store, restore, delete
- **Attachment to data bases possible**

# Object Services: Property Service

---

- **Management of lists of features (properties) for objects**
  - Properties are strings
  - Dynamically extensible
- **Concept well-known as**
  - LISP property lists, associative arrays, Java property classes
- **Iterators for properties**
- **Interface:**
  - `define_property`, `define_properties`, `get_property_value`, `get_properties`, `delete_property`



# Collaboration Services: Transactions

---

- **What a dream: the Web as data base with nested transactions.**

## **Scenarios:**

- Accounts as Web-objects.  
Transfers as transaction on the objects of several banks
  - Parallel working on web sites: how to make consistent?
- **Standard 2-phase commit protocol:**
    - begin\_ta, rollback, commit
  - **Nested transactions**
    - begin\_subtransaction, rollback\_subtransaction, commit\_subtransaction

# **CORBA Facilities (Standards for Application Domains)**

Application-domain-specific interfaces

# Horizontal Facilities

(applicable in many domains)

---

- **User interfaces**
  - Printing, Scripting
  - Compound documents  
e.g. OpenDoc (since 1996 accepted as standard format. Source code has been released of IBM. Now obsolete.)
- **Information management**
  - Metadata (meta object facility, MOF)
  - Tool interchange:  
a text- and stream-based exchange format for UML (XMI)
  - Common Warehouse Model (CWM):  
MOF-based metaschema for database applications

# Vertical Facilities

## (Domain-Specific Facilities)

---

The Domain technology committee (DTC) creates domain task forces DTF for an application domain

- **Business objects**
- **Finance/insurance**
  - Currency facility
- **Electronic commerce**
- **Manufacturing**
  - Product data management enablers (PDM)
- **Medicine (healthcare CorbaMed)**
  - Lexicon Query Service
  - Person Identifier Service PIDS
- **Telecommunications**
  - Audio/visual stream control object
  - Notification service
- **Transportation**

# **CORBA, Web and Java**

# Corba and the Web

---

- **HTML solves many of the CORBA problems**
- **HTTP only for data transport**
  - HTTP cannot call methods, except by CGI-gateway-functionality (CGI = common gateway interface)
  - Behind the CGI-interface is a general program, communicating with HTTP via untyped environment variables (HACK!)
  - HTTP servers are simple ORBs, pages are objects
  - The URI/URL-name schema can be integrated into CORBA
- **IOP becomes a standard internet protocol**
  - Standard ports, URL-mappings and standard-proxies for firewalls will be available
- **CORBA is an extension of HTTP of data to code**

# CORBA and Java

---

- **Java is an ideal partner for CORBA :**
  - Bytecode is mobile
    - Applets: move calculations to clients (thin/thick client problem)
    - can be used for migration of objects, ORBs, and agents
  - Since 1999 direct CORBA support in JDK 1.2
    - IDL-to-Java mapping, IDL compiler, Java-to-IDL compiler, name service, ORB
  - Corba supports for Java a distributed interoperable infrastructure
- **Java imitates functionality of CORBA**
  - Basic services:  
Remote Method Invocation RMI, Java Native code Interface JNI
  - Services: serialization, events
  - Application-specific services (facilities):  
reflection, properties of JavaBeans

# Corba and the Web (Orblets)

---

- ORBs can be written as bytecode applets if they are written in Java (*ORBlet*)
- Coupling of HTTP and IIOP:
  - Download of an ORBlet with HTTP
  - Talk to this ORB to get contact to server
- Replaces CGI hacks!
- Will be realized in web services (see later).



# ORBlets

