

4 CEE SOA Architecture

This chapter will present the CEE Architecture and its main components. The approach of this chapter starts with the description of the architectural layers of the solution, followed by the description of the main services and components description that implement the SOA model presented in the previous chapter. Further details about the architecture, its services and components are presented in Appendix A.

4.1. CEE Architecture Layers

CEE aims to provide a multi-user collaborative environment for the execution, control and visualization of engineering simulations. Thus, it is necessary to base on solid distributed technologies as well as provide some CSCW services to its users. We can distinguish three main layers in the overall architecture (Figure 4.1): a technology layer, a collaborative engineering layer and an application layer. The technology layer refers to the basic Information Technology (IT) infrastructure selected for implementing the basic services of CEE. The collaborative engineering layer comprises all the necessary components to enable the execution of an engineering simulation and the visualization of its results in a collaborative session. The application layer comprises all the end-user applications that will benefit from the CEE collaborative resources.

4.1.1. Technology Layer

CEE requires a solid infrastructure to provide security, persistence, transactions support, scalability and performance. We have chosen the JEE (Java Enterprise Edition) standard [JEESun] as the technology infrastructure for this research project. It saves us from implementing infrastructure and system-specific code, besides allowing us to base on open specifications and components. This technology makes our system vendor-independent, and

consequently any JEE-compliant application server can be used. The JEE middleware is responsible for the basic infrastructure such as security, performance, server federation among others. Concerning the database management, the system is also generic, implementing a Data Access object layer based on a standardized object to relational mapping (ORM) provided by the Java Persistent API (JPA). As our Message Oriented Middleware (MOM), we have used ActiveMQ [ActiveMQ], an open source Java Messaging Service Provider. The overall architecture uses pervasively XML for data interchange among the Engineering Simulations (Anflex, Prosim, etc), Pre and Post Processors and the VR Visualization Tool (Environ).

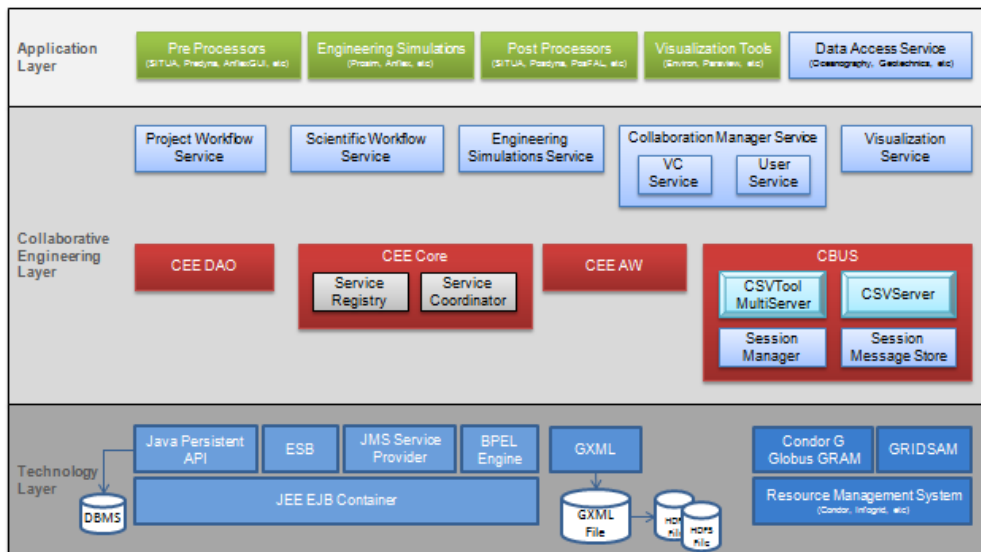


Figure 4.1: CEE Architecture Layers.

The OASIS (Organization for the Advancement of Structured Information Standards) has defined the Business Process Execution Language (BPEL) as a standard-based way of orchestrating a business process composed of services [OASIS]. As an execution language, BPEL defines how to represent the activities in a business process, along with flow control logic, data, message correlation, exception handling, and more. This capability is very important for having a flexible environment for the execution of Scientific Workflows; therefore we have chosen the BPEL Engine as our Scientific Workflow.

For the Grid subsystem we have chosen Condor [Condor] and GridSAM [GridSAM]. GridSAM is a Grid Job Submission and Monitoring WebService for submitting and monitoring jobs managed by a variety of Distributed Resource Managers. GridSAM implements the Job Submission Description Language (JSDL) defined by the Global Grid Forum (GGF) [LMN+04].

Using GridSAM to execute jobs on a Grid (in our case, Condor) gives us transparency of the underlying Grid scheduler. Scientists only need to define the JSDL for their jobs once and not worry about which scheduler is used now or at any point in the future.

4.1.2. Collaborative Engineering Layer

The collaborative engineering layer is the most important part of the overall system, and has been designed taking into account the CEE main components presented in Chapter 1. The system is divided into several modules, seamlessly integrated. CEE Core is composed by a collection of collaboration tools, providing services like shared spaces, access control, floor management, and integration for both synchronous and asynchronous communication through the use of a *Collaboration Bus (CBUS)*. *CBus* is an infrastructure for communication based on the Java Message Service (JMS) Provider and the Enterprise Service Bus (ESB) available on the technology layer. The *CEE Awareness Service (AWS)* is service mechanism providing group awareness for the CEE components.

There are a lot of services in this layer providing collaboration support to CEE applications, further details are presented later in this chapter. The *VR Visualization Service* and the *Collaboration Manager Service* are the most important components. They use the *CEE Core*, *CEE AWS* and *CEE CBUS* components to create a collaborative visualization tool to allow the users to collaboratively visualize the results of an engineering simulation in an immersive or desktop environment.

4.2. Application Layer

The engineering applications supported by the CEE, are in the Application Layer. It can be generically divided in four different components: Pre and Post Processors, Engineering Simulators (Anflex [MGJ95], Prosim [JE94]), *Data Access Services* and VR Visualization Tools. One example of VR Visualization tool is Environ [RCW+09], which was developed to visualize massive CAD models and engineering simulations in immersive environments (VR and Desktop)

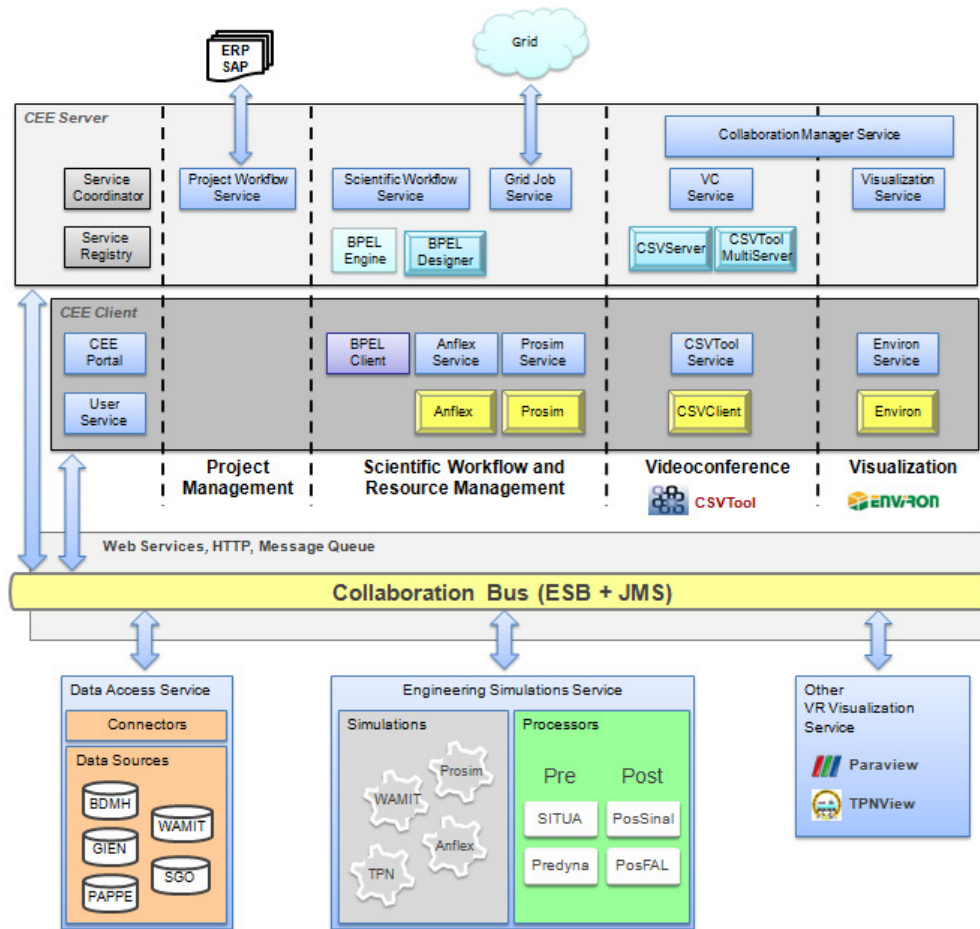


Figure 4.2: CEE Detailed SOA Architecture.

CEE has a client-server architecture (Figure 4.2), where the CEE-server is deployed in a JEE Application Server (Glassfish in our case) which allows better scalability and automatic transaction control. The CEE main services reside in the Application Server where a *Service Registry* is used to record all available services present in the CEE clients. For example the CEE VR Visualization tool, Environ, should be available on a CEE client machine allowing users to participate in a *Collaborative Visualization Session*, controlled by the *Service Coordinator*.

The features of JAX-WS [JEESun] platform enable the publication of a *WebService* interface for each *Session Bean*, so that the remote clients are able to request services through the interface. On the server, that's the case of *Service Coordinator*, *Service Registry* and *Collaboration Manager Service*. On the client, *Environ Service*, *CSVTool Service*, and *Engineering Simulation Services* (*Anflex Service*, *TPN Service*, *Prosim Service*, etc). Those services will be described in the next section.

4.2.1. CEE Client Services

The services on the client machine are designed basically to manage and control the execution of the target application locally, which usually does not have any collaboration support. In order to make them collaboration-unaware applications, a software infrastructure is provided by the *CEE Server* and its associated services running on server and client machines.

The *User Service* is responsible to registry user information and the availability of the other services on the client machine using the *Service Registry WebServices* interface.

Environ Service, for example, is the service responsible for creating a mechanism that allows the communication of the VR Visualization tool, in our case *Environ*, running on a client machine and the *Collaboration Manager Service* that runs on the server. *Environ Service* run as a daemon process and whenever it receives a command to start a session on the client it creates a proxy, *Environ Proxy*, which acts as a mediator between the *Environ* and the *Collaboration Manager Service*. Following this pattern *Environ* can receive and send commands to other users through *Environ Proxy*, transforming *Environ* into a collaboration-unaware application, which is essential for the CEE as a CPSE. Further details are given in section **Error! Reference source not found.**

Analogously the same happens with the *CSVTool Service* and the *Engineering Simulations Services* (*Anflex Service*, *Prosim Service*, etc), which are detailed in the next sections.

Communication between users and the CEE server will be accomplished through the CEE Portal, which accesses the *Service Coordinator* through its WebServices interface and calls for some service, such as the creation of a Collaborative Visualization session for visualizing results. More details can be seen on the section about creating a *VC* and *VRV session* (sections **Error! Reference source not found.** and **Error! Reference source not found.**).

4.2.2. CEE Server Services and Components

Some of the services executing on the server are implemented as EJB (Enterprise Java Beans) components and exported as WebServices for servicing remote communications from the clients. The main components and services on the server are: *Service Coordinator*, implemented as an EJB with an exported

WebService interface; *Service Registry*, like *Service Coordinator* is also implemented as an EJB and have a WebService interface. The other services are implemented as WebServices.

4.2.2.1. Service Coordinator

The *Service Coordinator (SC)* is a centralized service bridging clients to servers and providing deployment-wide services within a cluster-deployed CEE instance. The *Service Coordinator* is a singleton within a CEE deployment, and thus manages information and services that are relevant to a CEE deployment as a whole. Its primary responsibilities include:

- acting as a 'well known' CEE access point for clients;
- acting as a gatekeeper handling authentication and authorization of clients accessing the CEE system. The SC will use an LDAP (Lightweight Directory Access Protocol) [LDAP] service to manage client-related authentication and authorization information;
- acting as an environment manager for the CEE deployment as a whole.

Service Coordinator is responsible for creating and controlling a *CEE Session*, which is a composition of different kinds of sessions available: a project workflow session, a scientific workflow session, a visualization session and a videoconference session. Each client's interaction with the server initiates with the creation of a specific session where the interactions take place. Depending on the course of actions in the client-server interaction, the *CEE Session* will be composed of those different sessions.

The CEE client can start a *Project workflow session* to import project information from an Enterprise Resource Planning system, such as SAP [SAP] to an internal project representation properly adapted to CEE functionalities. To run an engineering simulation the client starts a scientific workflow session, assembles an engineering workflow using scientific workflow designer, and submit the workflow as a job for execution on a Grid Computing infrastructure provided by the CEE server. At the end of the execution of a scientific workflow session, a visualization session can be created to allow the client to inspect the results of the simulation. During the whole process the client can start a videoconference session at any time to add support for audio/video communication with other clients. This sequence of actions is explained at the end of Chapter 3 and will be seen in the case studies of Chapter 5.

The *Service Coordinator* can be invoked remotely to send commands to a *CEE Session*. This is what happens when the user access the *CEE portal* to create a new *CEE Session* or to join an existing one. All the commands sent from the *CEE client* to *Service Coordinator* are redirected to *Session Manager* who manages the *CEE Session* and coordinates the aggregate functionality added to it depending on which session was started by the client. For example, the client can initially start *CEE Session* requesting the creation of a *VC Session* to discuss project details with a remote client. After some discussions they can decide to start a scientific workflow session to collaboratively create an engineering workflow that will be scheduled to run on the Grid Computing infrastructure provided by the CEE Server. In this way, the *CEE Session* will be a composition of a *ScientificWorkflow Session* and a *VC Session*. If they decide to continue they can start a *VR-Visualization session* and see the results.

It is important to mention that a *ScientificWorkflow Session*, a *VC Session*, and a *Visualization Session* can coexist at the same time in the server for the client that are participating in the collaboration. On the other hand, the *Project Workflow Session* is required to run first, possibly with the support of a *VC Session*, to allow the user to create its own project environment to store data generated during the execution of the project.

4.2.2.2. Collaboration Manager Service

Collaboration Manager Service handles information about logged users in a collaborative *CEE Session*. It is responsible for the collaborative session management, access control policies, and behavior of each participant. One of the main components of the *Collaboration Manager Service* is the *Session Manager*, which is responsible to manage registered clients on the server and also coordinate the execution of the *VR Visualization Service* and the *VC Service* when both are selected services to be used in a CEE session. *Collaboration Manager Service* is also responsible for initiating the JMS Service Provider, in order to start the Collaboration Bus, the communication mechanism used by the collaborative session users.

VR Visualization Service is responsible for giving support for the Visualization Session execution and for supporting the creation of the *Collaborative Visualization Session* together with Collaboration Manager Service. The *VR Visualization Service* integrates Environ [RCW+06, RSS+09] as the CEE VR Visualization tool furnishing the necessary support.

The *VC Service* is a videoconference service that integrates CSVTool (see section **Error! Reference source not found.**). *VC Service* responsibility is to control the evolution of a videoconference session which could occur simultaneously with a *Visualization Session*, characterizing a *Collaborative Visualization Session*.

The *Service Coordinator* in conjunction with the *Session Manager* is responsible for the creation and controlling of the *Collaborative Visualization Session* connecting Environ with any other engineering simulations that wants to have its results collaboratively visualized by its users.

4.2.2.3. Collaboration Bus Implementation

The CEE-Collaboration Bus is created by the combination of an Enterprise Service Bus and a Message Oriented Middleware (MOM), with a Java Messaging Service™ (JMS) compliant implementation provided, in our case, by Apache-ActiveMQ [ActiveMQ].

Remote procedure call (RPC) systems, including Java RMI, are synchronous – the caller must block and wait until the called method completes execution, and thus offer no potential for developing loosely coupled enterprise applications without the use of multiple threads. In other words, RPC systems require the client and the server to be available at the same time. However, such tight coupling may not be possible or desired in some applications. MOM systems provide solutions to such problems. They are based on the asynchronous interaction model, and provide the abstraction of a message queue that can be accessed across a network. More generally, MOM is a category of software for communication in a loosely-coupled, reliable, scalable and secure manner amongst distributed applications or system. The overall idea with a MOM is that it acts as message mediator between message senders and message receivers.

JMS was defined to allow Java application to use enterprise messaging systems. It provides a common way for Java applications to access such enterprise messaging systems. Two types of channels are available, a Point-to-Point (i.e. a single channel per peer), available for peer to peer communications, and a public-subscribe channel for group communications.

- *Point-to-Point (Queue destination)*: In this model, a message is delivered from a producer to one consumer. The messages are

delivered to the destination, which is a queue, and then delivered to one of the consumers registered for the queue. While any number of producers can send messages to the queue, each message is guaranteed to be delivered, and consumed by one consumer. If no consumers are registered to consume the messages, the queue holds them until a consumer registers to consume them.

- *Publish/Subscribe (Topic destination)*: In this model, a message is delivered from a producer to any number of consumers. Messages are delivered to the topic destination, and then to all active consumers who have subscribed to the topic. In addition, any number of producers can send messages to a topic destination, and each message can be delivered to any number of subscribers. If there are no consumers registered, the topic destination does not hold messages unless it has durable subscription for inactive consumers. A durable subscription represents a consumer registered with the topic destination that can be inactive at the time the messages are sent to the topic.

In our implementation, the *Collaboration Bus* is created by the *Collaboration Manager Service* every time a new CEE Session is created. For that session a topic, with the name of the CEE session is created, to allow group communication. A queue for every participant in the CEE session is also created allowing peer to peer communications.

In Section **Error! Reference source not found.**, we give more details about the usage of the collaboration bus for collaborative visualization with our VRV, Environ.

4.2.2.4. Scientific Workflow Service

The Scientific Workflow Service is used to create engineering workflows (comprised of the engineering simulations) and orchestrate the execution of those workflows using BPEL to describe the workflow and schedules it for execution on a GCI through the use of the Grid Job Service of the CEE.

4.2.2.5. Project Workflow Service

This service is responsible to help the user import project definition from an external Enterprise Resource Planning (ERP) system and represent it internally

in the CEE. It is also responsible to make all the necessary synchronization to update the external ERP system improving the ERP's capabilities having a better estimate of the efforts and costs involved in the actual course of a Large Scale Engineering Project.

4.2.2.6. Service Registry

Service Registry records the available services in every client machine connected to the CEE server. The registry stores the URL of each service available in the client machine, the VR *Visualization Service (Environ Service)*, the *Videoconference Client Service (CSVTool Service)* and any *Engineering Simulation Services (Anflex Service, Prosim Service, e.g.)*.

The *Service Registry* is consulted by the *Service Coordinator* to obtain information about the services that could be called on the client machine whenever a client requests the creation of a *CEE Session*. The *Service Registry* gives transparency of location for the services that will be invoked by the *Service Coordinator* on the client machine whenever a *CEE Session* is created.

In the next sections more details will be presented about the execution of the different types of section that the clients can invoke on the *CEE server*.

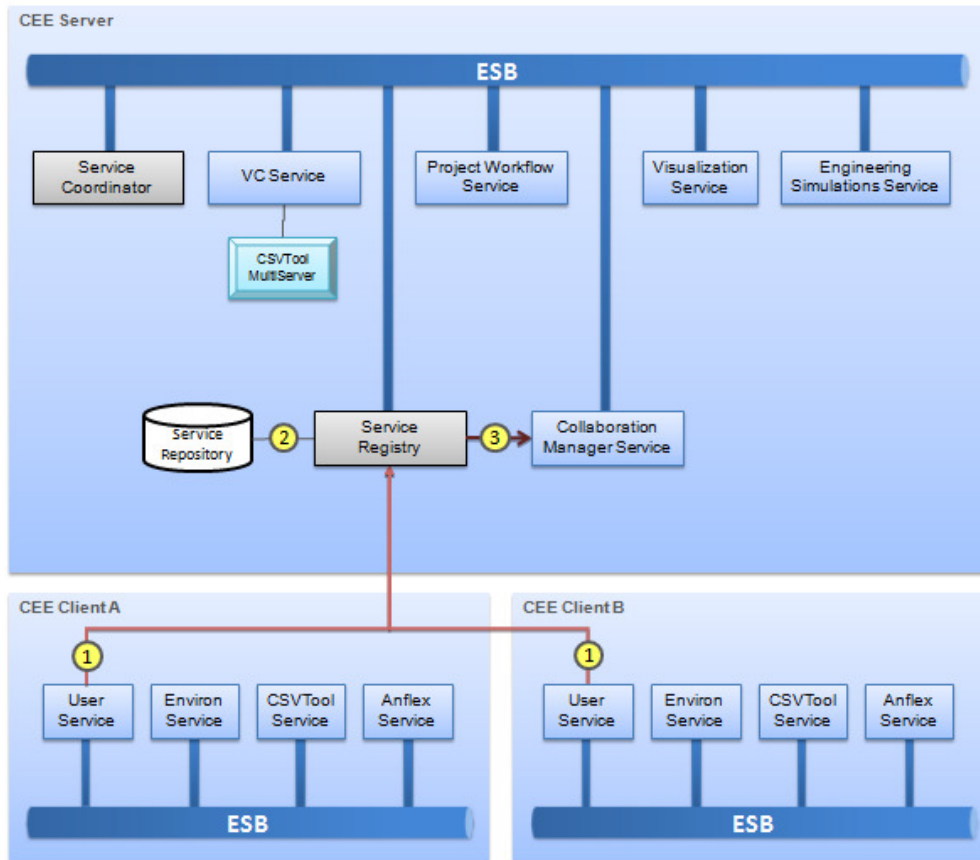


Figure 4.3: Registering available services in *Service Registry*.

4.2.3. Registration of Services

Before using the CEE server, the CEE client must authenticate on the CEE Server. The authentication process is not addressed in this thesis, once there are many standard ways of doing this. Particularly for JEE Application Server there is a standardized process available using the JAAS (Java Authentication and Authorization Service) [NT06].

Once authenticated in the server, the CEE client should register the services available on its client machine (Figure 4.3). The components responsible for this registration are the *User Service*, *Service Registry* and *Collaboration Manager Service*. The *User Service* is the service utilized by the CEE Client application. The sequence of actions for the registration process is described as follows:

1. The *Client*, through the *User Service*, invokes *Service Registry* WebServices interface to register user information, and the available local

- services: *Environ Service*, *CSVTool Service* and *Engineering Simulation Services*. This information is static and dependent on each machine configuration, so it can be saved on a local CEE-configuration file and defined during the installation of the CEE client on the client machine;
2. Upon receiving the user information and the available services the *Service Registry* store this information on the *Service Repository*;
 3. In the last step, *Service Registry* sends the user information to the *Collaboration Manager Service*, enabling the user to start a new session or joining an already started session.

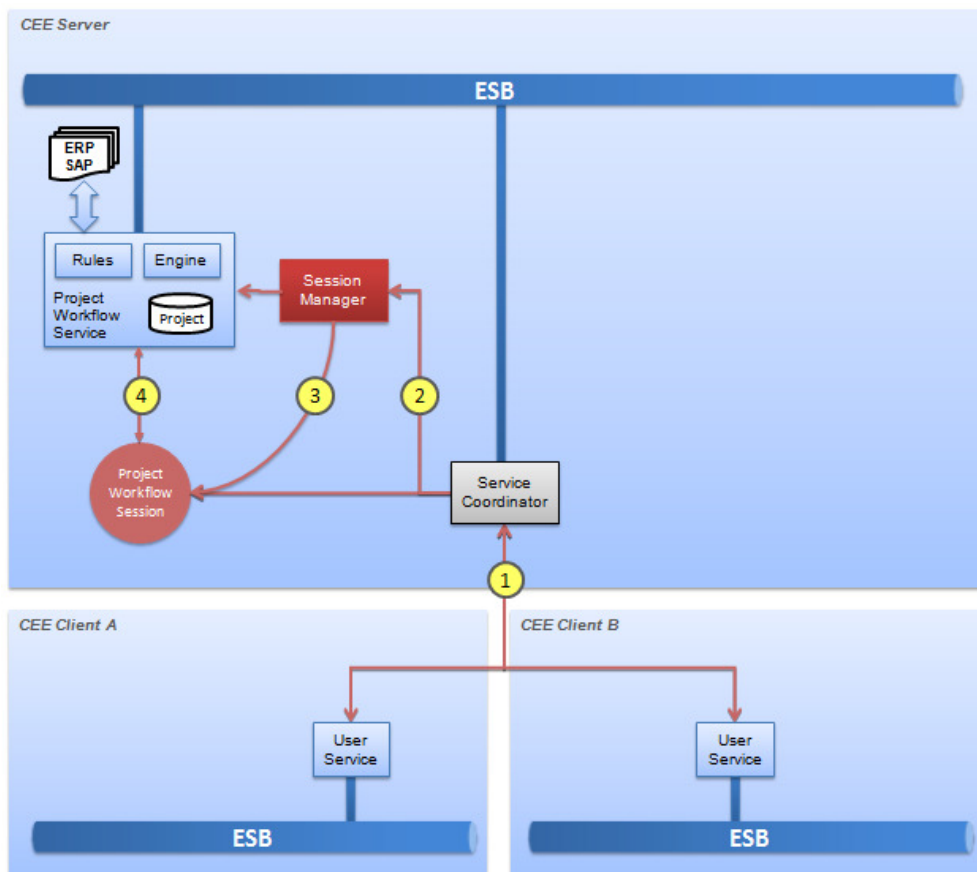


Figure 4.4: Importing the Project Workflow from a ERP system.

4.2.4. Project Workflow Service

Whenever a user wants to use the CEE server, he must create a Project Management Environment (PME) area on the CEE server or use an old one. The PME allows users to manage, in collaboration with others, the execution and

control of engineering projects, imported from an ERP system such as SAP, and referred as Project Workflow.

The components responsible for importing a project workflow to a PME are the *User Service*, and the *Service Coordinator*. The *User Service* is the service utilized by the CEE Client application. The sequence of actions for importing the project workflow are described as follows (Figure 4.4):

1. *The Client*, through the *User Service*, invokes *Service Coordinator* WebServices interface to request the importation of a Project Workflow to a PME;
2. *Service Coordinator* sends a request to *Session Manager* to create a *Project Workflow Session* and passes all the information about the project that will be imported from the ERP system;
3. *Session Manager* asks the *Project Workflow Service* to create the *Project Workflow Session* and then send the ID of the session to the *Service Coordinator*;
4. *Project Workflow Session* imports the project workflow into the CEE Project Management Environment and the *Service Coordinator* notifies the client about the creation of the project.

4.2.5. Scientific Workflow Service

In the Scientific Workflow Environment, the services representing the Engineering Simulators and Grid Computing Infrastructure have WebServices interface which allows them to be directly executed on a BPEL engine. To properly define the input parameters of the simulators the users will possibly have to execute the Pre-processors for assembling the input data for each simulation case (Figure 4.6).

After the creation of a Project Workflow, the user can identify certain stages that might require the execution of many engineering simulations. For that, the user will model different scientific engineering workflows (in our case, using BPEL designer). Those scientific workflows can be created from scratch, using previously used workflows or pre-defined BPEL workflows templates (Figure 4.5). After obtaining the new workflow, the user will be able to execute it on the BPEL Workflow Engine.

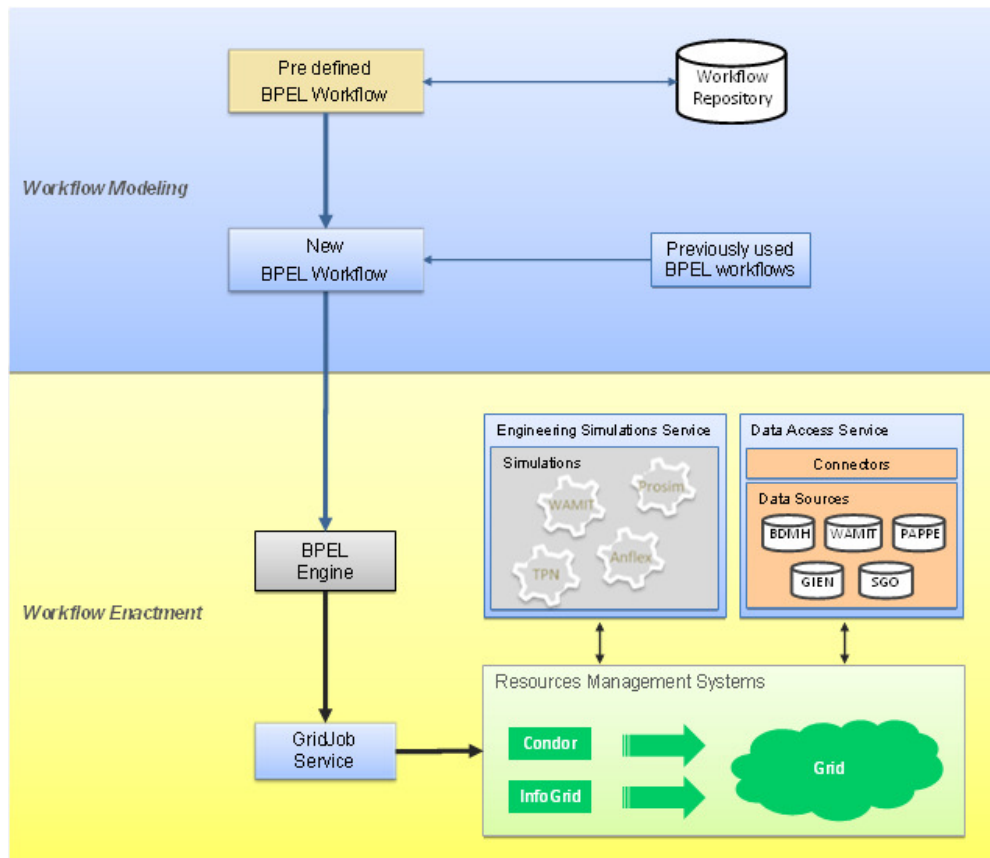


Figure 4.5: Modeling and Executing a Scientific Workflow.

Figure 4.6 presents the needed services to execute a scientific workflow for riser analysis using the *Anflex* simulator, more details are given in the Chapter 5. The workflow starts generating different simulation cases from a base-case, prepared by the *Anflex* Pre-processor, *AnflexGUI*. During the creation of the simulation cases, the *Ocean Service* informs the different environmental conditions that are combined by the *Anflex Service* with the base-case to generate different loading cases. Those loading cases will be used by the *Anflex* simulator to analyze different scenarios. The execution of those simulations will be orchestrated by BPEL engine in cooperation with the CEE *GridJob Service* to execute the engineering simulation on a Numerical Grid.

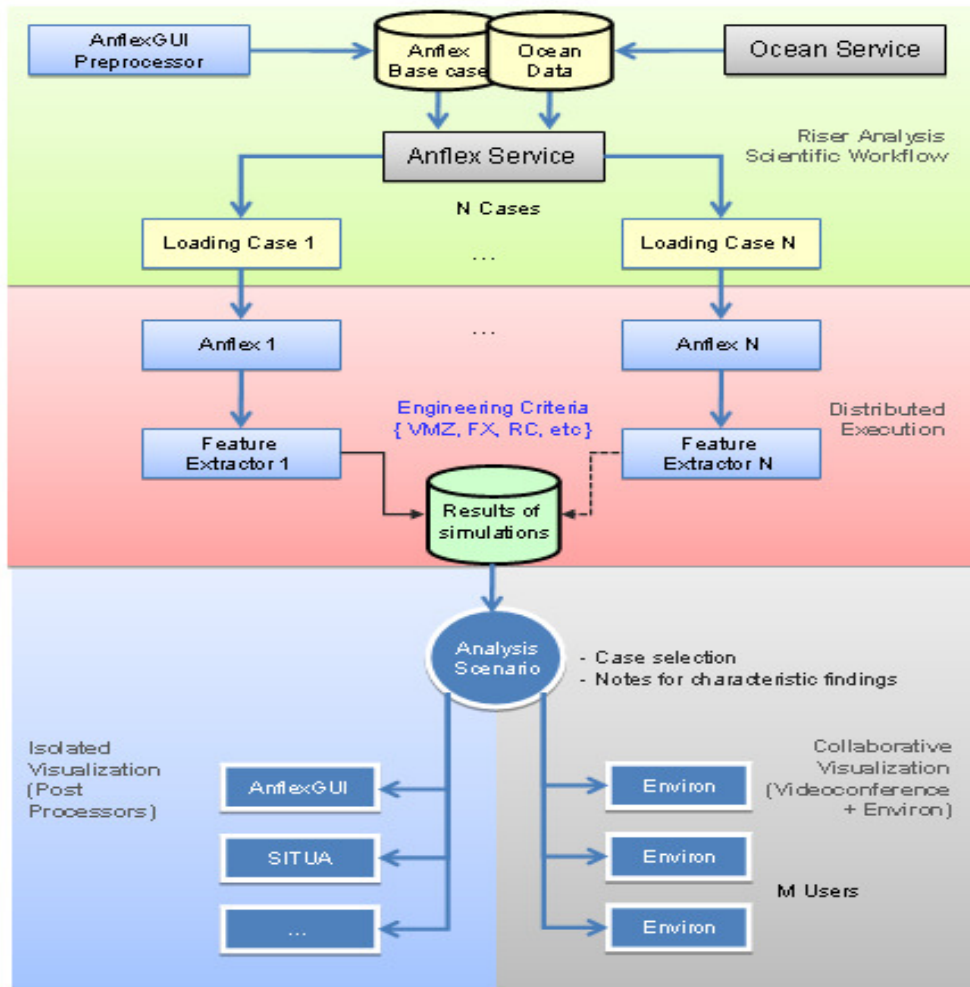


Figure 4.6: Executing a Scientific Workflow instance in CEE.

The CEE is being constructed in order to allow the management and use of high-performance computational resources. The integration of CEE and Grid Resource Management Systems such as Condor [Condor] and InfoGrid [LMC+05], can be done through the GridJob Service. We choose the GridSAM as our Grid JobService.

4.2.6. Videoconference Service

CSVTool (Collaboration Supported by Video) [PRS+03, LKR+07] was developed as a multiplatform videoconferencing tool focused on audio and video communication with support to cooperation (such as desktop image transmission) and coordination features like management of multiple VC sessions, individual control of transmitted and received audio and video streams

for each participant, and the possibility of creating new custom types of video conference sessions. CSVTool is implemented with JMF (Java Media Framework) [JMFSun], which employs a high-level abstraction for codec and transmission protocol details. It was designed with the goal of providing integrated multimedia communication to collaborative applications, but can also be used as an independent videoconferencing tool.

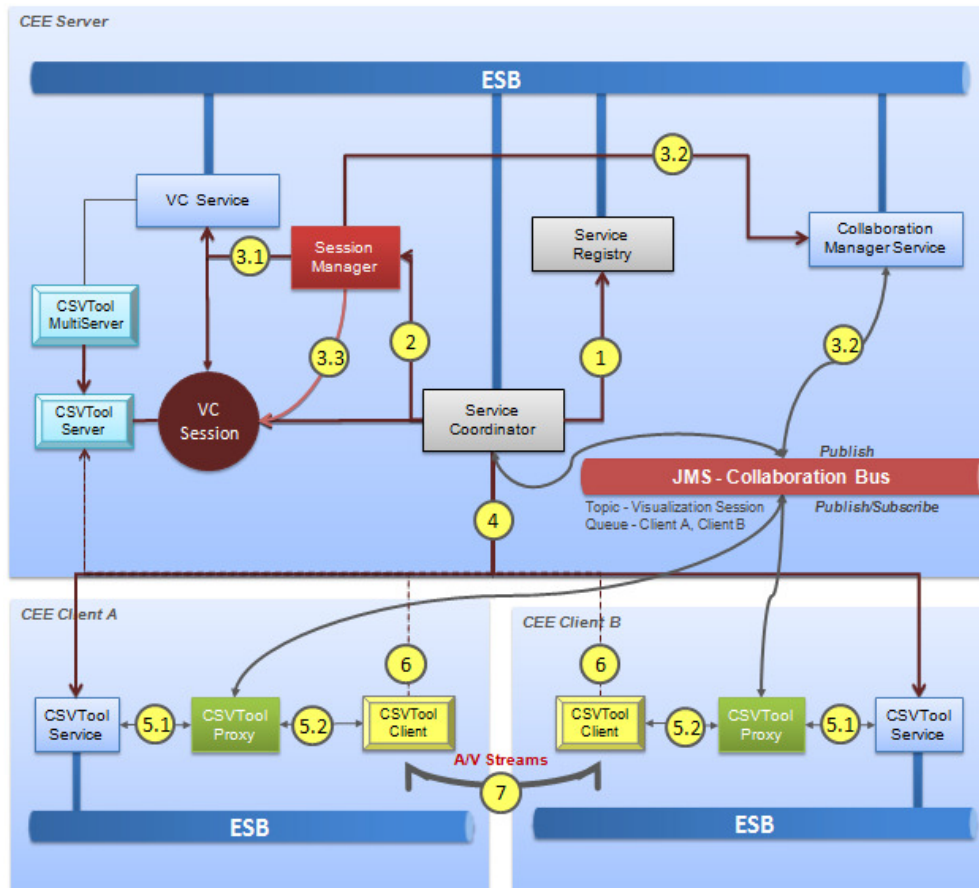


Figure 4.7: Starting a VC session in CEE.

The *VC Service* initiates the *CSVTool Multiserver* [LKR+07] in the server, which will handle information of multiple different videoconference sessions, allowing CEE users to choose which videoconference they might join, or decide to create a new one, according to each *VC session* access policies. Each *VC session* is managed by the *CSVTool Server* created in the server whenever a new *VC session* is initiated. In the client, the *VC Client Service* is responsible for initiating the *CSV Client*, which communicates to, and is controlled by, the *CSVTool Server*. The *CSVTool Client* is responsible for managing the audio and video streams between the *VC Session participants* creating a point-to-point communication among all the participants.

In CEE, a videoconference is started by the user whenever he wants to share the creation of a scientific workflow, to discuss the best alternatives and parameters of engineering simulators, or even to analyze collaboratively the results of a simulation. Each created conference is registered on the *CSV Multiserver* (name, description and type – public or private) in such a manner that enables other users to know which videoconferences are happening and eventually choose to participate in one of them. The videoconferences in CEE can be public or private, the difference between them is that in the public anyone can participate, whereas in the private, only pre-authorized users, defined by the session creator, are allowed to attend.

The components responsible for executing a videoconference in CEE are the *Service Registry*, *Service Coordinator*, *CSVTool MultiServer*, *CSVTool Server*, *CSVTool Service*, *CSVTool Client* and *CSVTool Proxy*. The sequence of actions for starting a Videoconference Session in CEE is described as follows (Figure 4.7):

1. *Service Coordinator* verifies in the *Service Registry* whether the client requesting the creation of the VC Session supports the requested services or not;
2. *Service Coordinator* sends a request to *Session Manager* to create a *VC Session*;
3. *Session Manager*:
 - 3.1. The *Session Manager* requests to *VC Service* the creation of the VC Session. *VC Service* creates on the server a *CSVTool Server* responsible for the management and control of audio and video (A/V) stream of all participant. The *CSVTool Server* registers itself in *CSVTool Multiserver*, informing the creation of a new *VC Session*;
 - 3.2. The *Session Manager* requests the creation of a Collaboration Bus to the *Collaboration Manager Service*;
 - 3.3. The *Session Manager* requests to *VC Service*, the creation of a *VC Session* and then send the sessionID of this session to the *Service Coordinator*;
4. The *VC Service* invokes *CSVTool Service* on each participant, passing the sessionID;
5. *CSVTool Service*

- 5.1. *CSVTool Service* creates the *CSVTool Proxy* passing information of the *VC Session* and the *JMS – Collaboration Bus*;
- 5.2. *CSVTool Service* creates the *CSVTool Client* ;
6. *CSVTool Client* connects to *CSVTool Server* to obtain *A/V* communication parameters among participants. *CSVTool Server* is responsible for the control of the *VC Session* participants;
7. *CSVTool Client* connects all the other *CSVTool Clients* and create the *RTP A/V* streams between them. *A/V* streams are transmitted between clients without *CSVTool Server* participation.

4.2.7. Collaborative Visualization Service

Environ, the CEE–VRV, was adapted to be transformed into a collaboration-aware application with the support provided by the CEE collaborative infrastructure. Figure 4.8 demonstrates how Environ was adapted to be able to send and receive messages from other clients.

4.2.7.1. Collaborative support for Environ

The adaptation follows the Remote Procedure Call mechanism, created in the former times, as an alternative for distributed computation. The process of adaptation was made in two levels. In the first level, one instance of Environ acting as a server connects to many other Environ running as clients. The Environ server creates a server socket and starts listening the port waiting for client connections, while the other Environ clients creates a socket and connects to the Environ server.

For every new client connection, a thread on the Environ server is created to deal with this new client, and the exchange of commands between that thread in Environ server and the Environ client can start. This synchronous communication is very limiting for collaboration purposes.

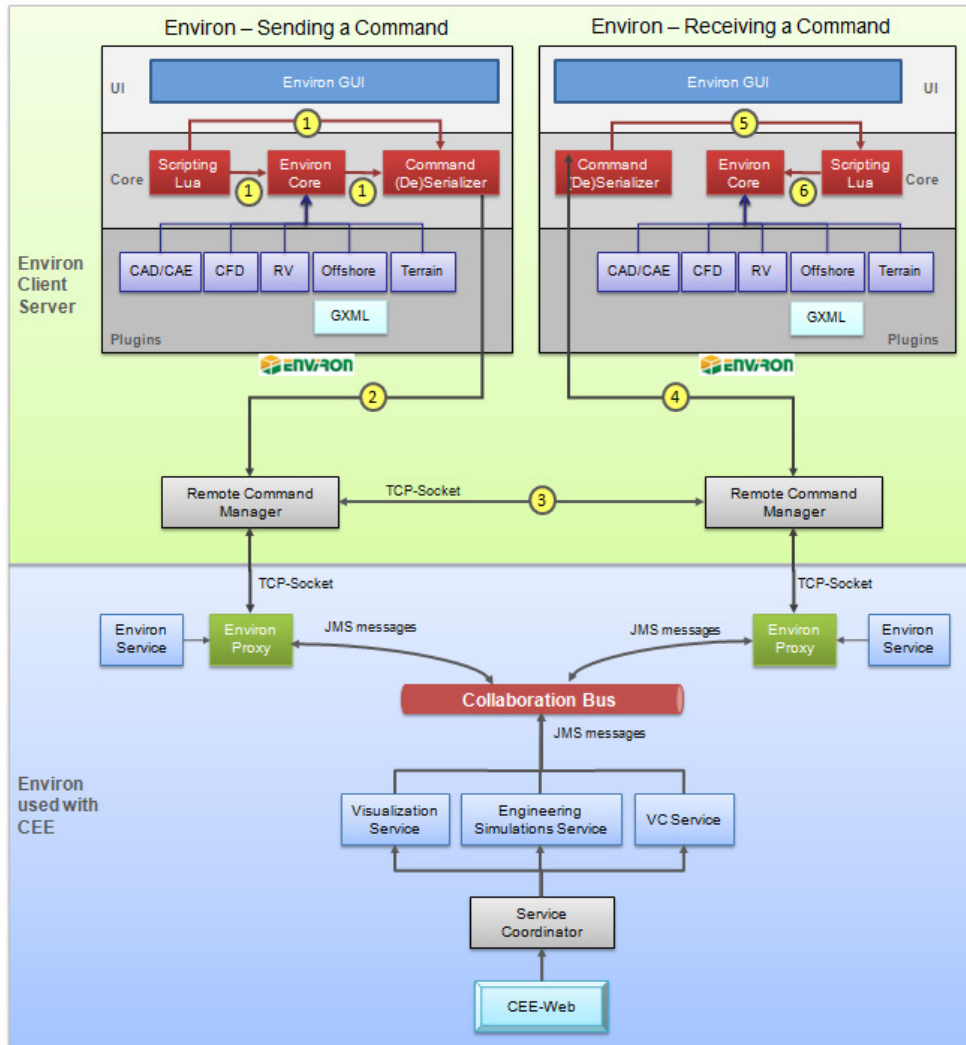


Figure 4.8: Environ and its RemoteCommandManager.

To implement the exchange of commands we created the *ComandSerializer* component that is in charge of transforming the commands within Environ into its equivalent serialized form. This serialized form used the characteristics of the Lua language [IFC96] that is fully integrated into Environ through a Lua scripting component (Figure 4.8). Another component of the solution is the *RemoteCommandManager* who is responsible to send and receive the serialized commands through a TCP/IP socket network connection. The flow of commands is depicted as follows:

- 1 Every command executed by the *EnvironCore*, or Lua command sent to Environ from the console, that should be retransmitted, is sent to

ComandSerializer component who translate the command into a serialized form;

- 2 *ComandSerializer*, upon serializing the command send it to the *RemoteCommandManager* whose job is to package the serialized command in an appropriate message format to allow peer *RemoteCommandManager* to deal with those messages in an efficient manner;

2.1 The message protocol defined consists of a header and tail demarcating the limits of the message, i.e., the serialized command. Inside the header, besides information like timestamp and sender identification, we have two distinct information characterizing the message itself the message category and the message command.

The categories are, among others: *CollaborationCommands*, *ConsoleCommands*, *WebConsoleCommands*, *AnnotationCommands*, *CameraCommands*, etc.

2.2 This division in categories allows an efficient treatment because messages can be discarded according to its category depending on the state of the Environ peer. For example, for a client running Environ which is in an offline state, most of the commands could be discarded except the *CollaborationCommands*.

- 3 *RemoteCommandManager* sends the serialized command package inside the message format, to all other *RemoteCommandManager* that are connected;
- 4 The *RemoteCommandManager* peer upon receiving the message, look into the header to check if it should process it or not;
- 5 *ComandSerializer* then receives the message from the socket, desserialize it and send it for execution in the Scripting Lua component;
- 6 In the Scripting Lua component the command is then executed locally.

Following this procedure the commands are executed back and forth in the Environ peers and we can achieve the first level of collaboration, with synchronous messages.

The second level of integration is a more powerful mechanism once it extends the types of communications that exists for Environ adding the group communication mechanism and the peer-to-peer mechanism provided by CEE Colaboration Bus.

In this second level (Figure 4.8), the *Environ Service* creates a local *Environ Proxy* that talks to the *Collaboration Bus* and acts as a server for

Environ, which connects to a server socket on *Environ Proxy*. This way, all collaboration communication is tracked by *Environ Proxy* that sends back those commands to *Environ*. On the other way, every command sent by *Environ* is resent by *Environ Proxy* to a topic created for the CEE Session in the Collaboration Bus or to an specific Queue.

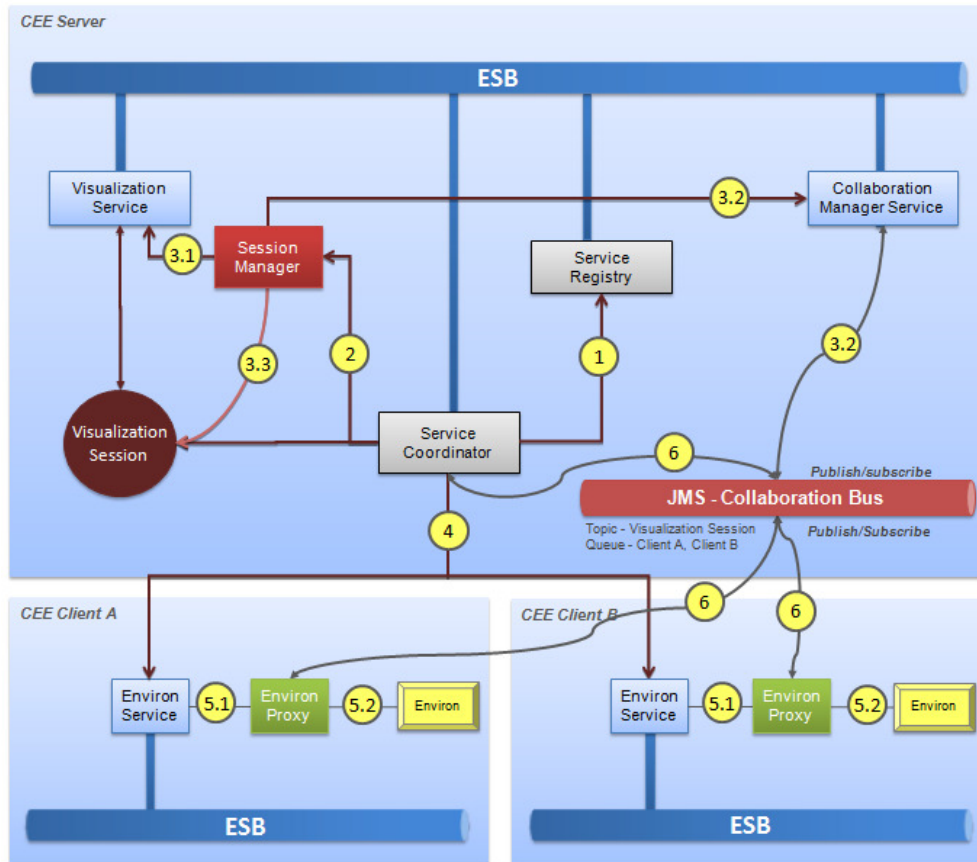


Figure 4.9: Starting a Visualization session in CEE.

4.2.7.2. Environ Service

The Environ Collaborative Session is implemented with the help of a Java Messaging Service (JMS). The Environ Collaborative Session is controlled by the CEE service coordinator in conjunction with all *Environ Proxy* started on demand by the each *Environ Service* on a CEE-client machine that takes part in the CEE Session.

The components responsible for executing Collaborative Visualization Session in CEE are the *Service Registry*, *Service Coordinator*, *Environ Service*, *Environ* and *Environ Proxy*. The sequence of actions for the starting a *Collaborative Visualization Session* is described as follows (Figure 4.9):

1. *Service Coordinator* verifies in the *Service Registry* whether the client requesting the creation of the Collaborative Visualization Session supports the requested services or not;
2. *Service Coordinator* sends a request to *Session Manager* to create a Collaborative Visualization Session;
3. *Session Manager*:
 - 3.1. The *Session Manager* requests to *Visualization Service* the creation of *Collaborative Visualization Session*;
 - 3.2. The *Session Manager* requests the creation of a Collaboration Bus to the *Collaboration Manager Service*;
 - 3.3. The *Session Manager* requests the creation of *Visualization Session* to *Visualization Service* and then send the sessionID of the session to the *Service Coordinator*;
4. The *Visualization Service* invokes *Environ Service* on each participant, passing the sessionID;
5. *Environ Service*
 - 5.1. *Environ Service* creates the *Environ Proxy* passing information of the *Visualization Session* and the *JMS – Collaboration Bus*;
 - 5.2. *Environ Service* creates the *Environ* as client connected on *Environ Proxy*;
6. *Service Coordinator* receives commands from the *CEE Portal* and sends them to the topic or one of the queues created for the session in the *JMS Collaboration Bus*, which means that the commands is sent to all participants (topic) or to an specific one (queue). Similarly, all participants can exchange commands among themselves using the *Environ Proxies*.

In the next chapter we present some usage scenarios where we have tested the CEE prototype. In those scenarios we emphasize the contribution of the VR Visualization for the comprehension of the engineering simulation results.