Component Software & TP

Robert Atkinson

Microsoft Corporation

HPTS September 1995

Component Software is the Nirvana We All Seek

- Off the shelf software that you can buy instead of build
- A commercial marketplace of reusable components
 - □ Software production and distribution within a large organization has the same dynamics and forces
- Call it "objects" if you like, but a rose...

Component Software is a Reality Today

- The fundamental issues are well understood
 - □ Lots of people make their living at it right now
 - □ Not yet in the TP domain, but in other domains
- TP is just another domain
 - ☐ Some things different
 - ☐ Many things the same

Desktop Document Component Domain

- > 600 commercial applications, >350 Vendors
 - □ including *all* major commercial desktop applications
- > 35,000,000 installed base
- $\bullet \ge 200,000 \text{ units / month of MS office}$
- "In business since 1991"

GUI Widget Component Domain

- Independently produced shrink wrap application components, mix'n'match
- OLE Controls
 - ☐ 250 commercially produced OLE Controls shipping today, largely by companies solely in that business
 - □ Dozens of OLE Control aware tools
- VBX Controls (the previous generation of technology)
 - □ > 500 *companies* in the VBX business

Secondary Phenomena Arising

- Specialized component software distribution channels
 - e.g.: "OLE Broker" online retail channel for OLE Controls and OLE Control related tools
- People whose livelihood depends not on writing software, not on writing reused software, but on the marketing of others writing reused software

Other Existing Commercial Component Software Domains

- WOSA XRT financial market data
- OLE for Design and Modeling (3D CAD)
- OLE for Point of Sale
- Healthcare, insurance, financial services...

TP is Just Another Domain of Component Software

- It shares in common the fundamental principles that engender a component software marketplace
- It has of course unique special issues and requirements, as does any domain
- If you don't address the former, the latter doesn't matter
- Remainder of this talk explores lessons we've learned about the former

Some Mechanics of Commercial Software

- Need to be able to ship new versions of my product: "Asynchronous Deployment"
 - ☐ With enhanced functionality
 - ☐ Without breaking my existing installed clients
- Example
 - □ Compound document components distributed through traditional channels (Egghead, ...)
- In enterprises, Asynchronous Deployment is the norm, not the exception

Implications of Versioning

- Implies crisp separation of what the clients can rely on from me from what they cannot
 - ☐ How else do I know what invariants to maintain?
 - ☐ Interface (contracts) vs. implementation
- Implies architectural separation of specification of enhanced functionality from old functionality
 - □ Along with a negotiation infrastructure so that mixes of old / new clients with old / new components work at highest functional level

More Implications of Versioning

- Implies freedom to innovate in functionality
 - □ No central committee coordination required to invent new interoperability standards
 - ☐ Anyone can do it in a "first class" way
- Support for "three-body problems" required
 - ☐ More than just the instantiating client needs to be able to do a version check

Commercial Software is a Binary Industry

- Source code contains trade secrets
- Source code leaks implementation details
 - ☐ Makes versioning impossible
- The mechanics of source code distribution and integration are complicated and fragile
 - □ Integration with "make" files, header files, etc.

Commercial Software is a Binary Industry

- Source code is coupled to particular languages and development tools
 - ☐ Implies consumer and provider using same tools
 - ☐ In tension with innovation and competition in the development tools industry

Development Tools & Binary Components

- Component interoperability layer beneath the tools layer
 - ☐ A rich highly functional level of interoperability
- Tools then compete to "make it easy"
 - ☐ Focus on particular customers
 - ☐ Don't sacrifice interoperability in the process
- Contrast with LCD interop approach

Virtualization of Legacy Systems

- "I can wrap my old thing and make it appear to be first class in this new world"
 - □ Component suppliers
 - ☐ Component consumers
- Crucial for commercial acceptance
- Implications for architectural separation from tools
 - No assumption of common implementation base

Conclusion

- Component software is not what the industry is striving for
 - ☐ It is here already, today
- Retention of key "Right to Innovate" principles from the non-component commercial industry was crucial
- Same principles apply to new domains of component software

Uniformity of Architecture Under Scale

- Uniform underlying programming model for large and small objects is achievable and beneficial
 - ☐ Size, Time, Spatial locality, Quantity, ...
- No brick wall compartmentalization of components
- No brick wall learning and stylistic curves
 - ☐ E.g.: online vs. off-line work