The ADAPTIVE Communications Environment Bibliography

Douglas C. Schmidt schmidt@cs.wustl.edu Department of Computer Science Washington University, St. Louis, 63130 (314) 935-7538

References

- D. C. Schmidt and T. Harrison, "Double-Checked Locking – An Object Behavioral Pattern for Initializing and Accessing Thread-safe Objects Efficiently," in *Submitted to the* 3rd Pattern Languages of Programming Conference, September 1996.
- [2] D. C. Schmidt, "Acceptor and Connector: Design Patterns for Initializing Communication Services," in Proceedings of the 1st European Pattern Languages of Programming Conference, July 1996.
- [3] P. Jain and D. C. Schmidt, "Service Configurator: A Pattern for Dynamic Configuration and Reconfiguration of Communication Services," in *Submitted to the* 3rd Pattern Languages of Programming Conference, September 1996.
- [4] A. Gokhale and D. C. Schmidt, "Performance of the CORBA Dynamic Invocation Interface and Internet Inter-ORB Protocol over High-Speed ATM Networks," in *Submitted to GLOBECOM '96*, (London, England), IEEE, November 1996.
- [5] A. Gokhale and D. C. Schmidt, "Measuring the Performance of Communication Middleware on High-Speed Networks," in *Proceedings of SIGCOMM '96*, (Stanford, CA), ACM, August 1996.
- [6] I. Pyarali, T. H. Harrison, and D. C. Schmidt, "Design and Performance of an Object-Oriented Framework for High-Performance Electronic Medical Imaging," in *Proceedings of the 2nd Conference on Object-Oriented Technologies and Systems*, (Toronto, Canada), USENIX, June 1996.
- [7] D. C. Schmidt, "A Family of Design Patterns For Flexibly Configuring Network Services in Distributed Systems," in *International Conference on Configurable Distributed Systems*, May 6–8 1996.
- [8] T. Harrison and D. C. Schmidt, "Thread-Specific Storage – An Object Behavioral Pattern for Accessing per-Thread State Efficiently," in *Submitted to the* 3rd Pattern Languages of Programming Conference, September 1996.

- [9] R. G. Lavender and D. C. Schmidt, "Active Object: an Object Behavioral Pattern for Concurrent Programming," in *Pattern Languages of Program Design* (J. O. Coplien, J. Vlissides, and N. Kerth, eds.), (Reading, MA), Addison-Wesley, 1996.
- [10] D. C. Schmidt and C. D. Cranor, "Half-Sync/Half-Async: an Architectural Pattern for Efficient and Wellstructured Concurrent I/O," in *Pattern Languages of Program Design* (J. O. Coplien, J. Vlissides, and N. Kerth, eds.), (Reading, MA), Addison-Wesley, 1996.
- [11] D. C. Schmidt, "Connector: a Design Pattern for Actively Initializing Network Services," C++ Report, vol. 8, January 1996.
- [12] D. C. Schmidt, T. H. Harrison, and I. Pyarali, "Experience Developing an Object-Oriented Framework for High-Performance Electronic Medical Imaging using CORBA and C++," in Proceedings of the "Software Technology Applied to Imaging and Multimedia Applications mini-conference" at the Symposium on Electronic Imaging in the International Symposia Photonics West, SPIE, January 1996.
- [13] D. C. Schmidt, "Design Patterns for Initializing Network Services: Introducing the Acceptor and Connector Patterns," C++ Report, vol. 7, November/December 1995.
- [14] D. C. Schmidt, "Experience Using Design Patterns to Develop Reuseable Object-Oriented Communication Software," *Communications of the ACM (Special Issue on Object-Oriented Experiences)*, vol. 38, October 1995.
- [15] R. G. Lavender and D. C. Schmidt, "Active Object: an Object Behavioral Pattern for Concurrent Programming," in *Proceedings of the 2nd Annual Conference* on the Pattern Languages of Programs, (Monticello, Illinois), pp. 1–7, September 1995.
- [16] D. C. Schmidt and C. D. Cranor, "Half-Sync/Half-Async: an Architectural Pattern for Efficient and Wellstructured Concurrent I/O," in *Proceedings of the* 2nd

Annual Conference on the Pattern Languages of Programs, (Monticello, Illinois), pp. 1–10, September 1995.

- [17] D. C. Schmidt, "A Family of Design Patterns for Application-level Gateways," in *The Theory and Practice of Object Systems (Special Issue on Patterns and Pattern Languages)* (S. P. Berczuk, ed.), Wiley and Sons, 1996.
- [18] J. O. Coplien and D. C. Schmidt, eds., Pattern Languages of Program Design. Reading, MA: Addison-Wesley, 1995.
- [19] D. C. Schmidt, T. H. Harrison, and E. Al-Shaer, "Object-Oriented Components for High-speed Network Programming," in *Proceedings of the 1st Conference on Object-Oriented Technologies and Systems*, (Monterey, CA), USENIX, June 1995.
- [20] D. C. Schmidt, "Acceptor and Connector: Design Patterns for Actively and Passively Initializing Network Services," in Workshop on Pattern Languages of Object-Oriented Programs at ECOOP '95, (Aarhus, Denmark), August 1995.
- [21] D. C. Schmidt and P. Stephenson, "Using Design Patterns to Evolve System Software from UNIX to Windows NT," C++ Report, vol. 7, March/April 1995.
- [22] D. C. Schmidt and P. Stephenson, "Experiences Using Design Patterns to Evolve System Software Across Diverse OS Platforms," in *Proceedings of the* 9th European Conference on Object-Oriented Programming, (Aarhus, Denmark), ACM, August 1995.
- [23] D. C. Schmidt, "Reactor: An Object Behavioral Pattern for Concurrent Event Demultiplexing and Event Handler Dispatching," in *Pattern Languages of Program Design* (J. O. Coplien and D. C. Schmidt, eds.), Reading, MA: Addison-Wesley, 1995.
- [24] D. C. Schmidt, "High-Performance Event Filtering for Dynamic Multi-point Applications," in 1st Workshop on High Performance Protocol Architectures (HIP-PARCH), (Sophia Antipolis, France), INRIA, December 1994.
- [25] D. C. Schmidt and T. Suda, "Measuring the Performance of Parallel Message-based Process Architectures," in *Proceedings of the Conference on Computer Communications (INFOCOM)*, (Boston, MA), pp. 624– 633, IEEE, April 1995.
- [26] D. C. Schmidt, "Performance Experiments on Alternative Methods for Structuring Active Objects in High-Performance Parallel Communication Systems," in 9th OOPSLA Conference, poster session, (Portland, Oregon), ACM, October 1994.

- [27] D. C. Schmidt and T. Suda, "Experiences with an Object-Oriented Architecture for Developing Extensible Distributed System Management Software," in *Proceedings of the Conference on Global Communications (GLOBECOM)*, (San Francisco, CA), pp. 500– 506, IEEE, November/December 1994.
- [28] D. C. Schmidt and P. Stephenson, "Achieving Reuse Through Design Patterns," in *Proceedings of the* 3^{rd} *C++ World Conference*, (Austin, Texas), SIGS, Nov. 1994.
- [29] D. C. Schmidt, "Reactor: An Object Behavioral Pattern for Concurrent Event Demultiplexing and Dispatching," in *Proceedings of the* 1st Annual Conference on the Pattern Languages of Programs, (Monticello, Illinois), pp. 1–10, August 1994.
- [30] D. C. Schmidt, "The ADAPTIVE Communication Environment: Object-Oriented Network Programming Components for Developing Client/Server Applications," in *Proceedings of the* 12th Annual Sun Users Group Conference, (San Francisco, CA), pp. 214–225, SUG, June 1994.
- [31] D. C. Schmidt, "Transparently Parameterizing Synchronization Mechanisms into a Concurrent Distributed Application," *C++ Report*, vol. 6, July/August 1994.
- [32] D. C. Schmidt, "A Domain Analysis of Network Daemon Design Dimensions," C++ Report, vol. 6, March/April 1994.
- [33] D. C. Schmidt, "ACE: an Object-Oriented Framework for Developing Distributed Applications," in *Proceedings of the* 6th USENIX C++ Technical Confer*ence*, (Cambridge, Massachusetts), USENIX Association, April 1994.
- [34] D. C. Schmidt and T. Suda, "The Service Configurator Framework: An Extensible Architecture for Dynamically Configuring Concurrent, Multi-Service Network Daemons," in *Proceedings of the Second International Workshop on Configurable Distributed Systems*, (Pittsburgh, PA), pp. 190–201, IEEE, Mar. 1994.
- [35] D. C. Schmidt, "The ADAPTIVE Communication Environment: An Object-Oriented Network Programming Toolkit for Developing Communication Software," in *Proceedings of the* 12th Annual Sun Users Group Conference, (San Jose, CA), pp. 214–225, SUG, Dec. 1993.
- [36] D. C. Schmidt, "Object-Oriented Techniques for Developing Extensible Network Servers," in *Proceedings* of the Second C++ World Conference, (Dallas, Texas), SIGS, Oct. 1993.
- [37] D. C. Schmidt and P. Stephenson, "An Object-Oriented Framework for Developing Network Server Daemons," in *Proceedings of the* 2nd C++ World Conference, (Dallas, Texas), SIGS, Oct. 1993.

- [38] D. C. Schmidt, "The Object-Oriented Design and Implementation of the Reactor: A C++ Wrapper for UNIX I/O Multiplexing (Part 2 of 2)," C++ Report, vol. 5, September 1993.
- [39] D. C. Schmidt, "The Reactor: An Object-Oriented Interface for Event-Driven UNIX I/O Multiplexing (Part 1 of 2)," C++ Report, vol. 5, February 1993.
- [40] D. C. Schmidt, "IPC_SAP: An Object-Oriented Interface to Interprocess Communication Services," *C++ Report*, vol. 4, November/December 1992.
- [41] D. C. Schmidt, "Systems Programming with C++ Wrappers: Encapsulating Interprocess Communication Services with Object-Oriented Interfaces," C++ Report, vol. 4, September/October 1992.
- [42] D. C. Schmidt and T. Suda, "An Object-Oriented Framework for Dynamically Configuring Extensible Distributed Communication Systems," *IEE/BCS Distributed Systems Engineering Journal (Special Issue on Configurable Distributed Systems)*, vol. 2, pp. 280–293, December 1994.
- [43] D. C. Schmidt and T. Suda, "Measuring the Impact of Alternative Parallel Process Architectures on Communication Subsystem Performance," in *Proceedings* of the 4th International Workshop on Protocols for High-Speed Networks, (Vancouver, British Columbia), pp. 103–118, IFIP/IEEE, August 1994.
- [44] D. C. Schmidt and T. Suda, "The ADAPTIVE Service eXecutive: an Object-Oriented Architecture for Configuring Concurrent Distributed Applications," in Proceedings of the 8th International Working Conference on Upper Layer Protocols, Architectures, and Applications, Barcelona, Spain: North-Holland, June 1994.
- [45] D. C. Schmidt and T. Suda, "A Framework for Developing and Experimenting with Parallel Process Architectures to Support High-Performance Transport Systems," in *Proceedings of the 2nd Workshop on the Architecture and Implementation of High Performance Communication Subsystems*, (Williamsburg, Virgina), IEEE, September 1993.
- [46] D. C. Schmidt and T. Suda, "ADAPTIVE: A Framework for Experimenting with High-Performance Transport System Process Architectures," in *Proceedings of* the 2nd International Conference on Computer Communication Networks, (San Diego, California), ISCA, June 1993.
- [47] D. C. Schmidt, D. F. Box, and T. Suda, "ADAPTIVE: A Dynamically Assembled Protocol Transformation, Integration, and eValuation Environment," *Journal of Concurrency: Practice and Experience*, vol. 5, pp. 269– 286, June 1993.

- [48] D. F. Box, D. C. Schmidt, and T. Suda, "ADAPTIVE: An Object-Oriented Framework for Flexible and Adaptive Communication Protocols," in *Proceedings of the* 4th IFIP Conference on High Performance Networking, (Liege, Belgium), pp. 367–382, IFIP, 1993.
- [49] D. C. Schmidt, "Hosting the ADAPTIVE System in the x-Kernel and System V STREAMS," in *Proceedings of* the x-kernel Workshop, (Tucson, Arizona), November 1992.
- [50] D. C. Schmidt, D. F. Box, and T. Suda, "ADAPTIVE: A Flexible and Adaptive Transport System Architecture to Support Lightweight Protocols for Multimedia Applications on High-Speed Networks," in *Proceedings of the 1st Symposium on High-Performance Distributed Computing (HPDC-1)*, (Syracuse, New York), pp. 174–186, IEEE, September 1992.
- [51] D. C. Schmidt and T. Suda, "Transport System Architecture Services for High-Performance Communications Systems," *IEEE Journal on Selected Areas in Communication*, vol. 11, pp. 489–506, May 1993.