

Persistence

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What is persistence?

- Persistence is the ability of an object to survive the lifetime of the OS process in which it resides.
- Persistence is relevant for objects with an internal state.
- The state needs to be retained between object deactivation and object activation

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How to achieve persistence?

- Should be transparent to application developer
- Storing object state on persistent storage before de-activation
- Upon activation, load object state from persistent storage
- Persistent storage can be
 - File system
 - Relational Database
 - Object-Database
 - Flash-RAM

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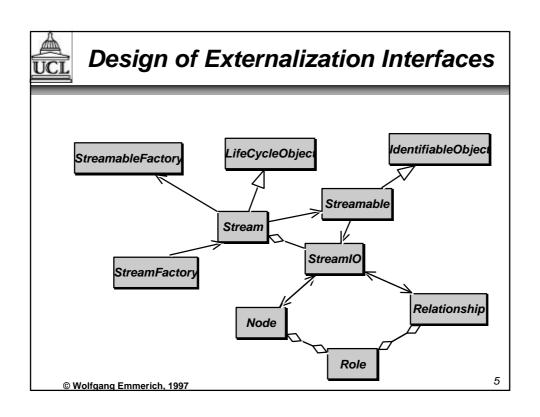
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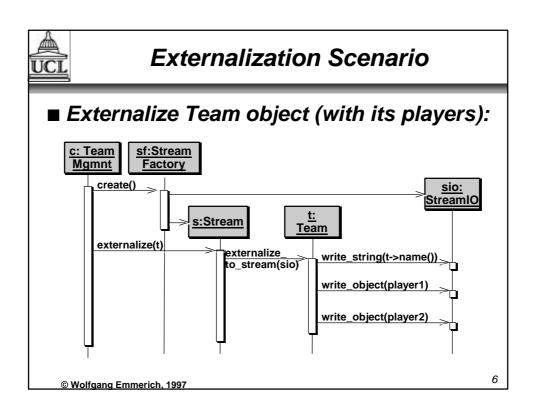


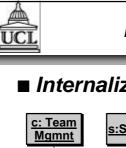
Externalization

- Technique to
 - write composite objects into a byte stream
 - load composite objects from a byte stream
- Byte stream can then be written to/read from the file system
- Supported by several CORBA products
- Also used to store Java objects

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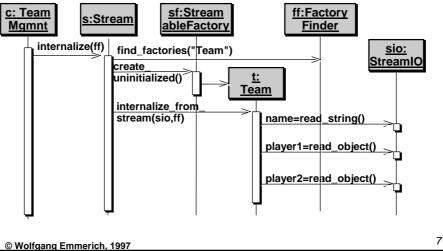






Internalization Scenario

■ Internalize Team object from a stream:





Mapping to DBMSs

- Need for mapping middleware object model to DBMS data model
 - Straight-forward for object-oriented DBMSs
 - Clumsy for relational DBMSs
- A schema needs to be established in the DBMS
- For each object type:
 - implement attributes in schema
 - implement operations in schema (if possible)

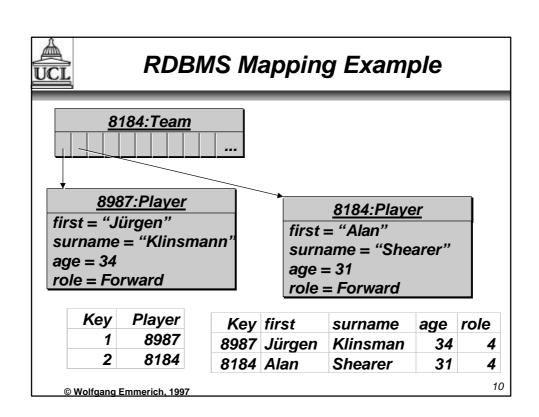
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Mapping to RDBMSs

- Relational database schemas consist of sets of tables
- Define a table for each object type
- In each table create
 - · primary key for object identifier
 - a column for each attribute of the object
 - mapping of middleware atomic types to primitive types supported by RDMBS
 - secondary keys for object references
- Resolve inheritance statically

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ODBMS

- ODBMSs have been standardized by the Object Database Management Group
 - Schema definition language (ODL)
 - Programming language bindings to
 - C++
 - Java
 - Smalltalk
 - Object Query Language (OQL)
- Support persistence of OO programming language objects

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Mapping to ODBMSs

- ODL is a superset of OMG/IDL
- Programming language bindings of ODBMSs are also supported by CORBA
- CORBA portable object adapter supports ODBMSs
- ODBMS objects can be
 - clients of CORBA objects
 - servers for CORBA objects

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Assessment

- Externalization is not transparent for implementors of server objects
- Persistence in RDBMSs is
 - · complicated by impedence mismatch
 - simplified by wide availability of RDBMSs
- Persistence in ODBMSs is
 - simplified by conceptual similarities of
 - object models
 - programming language bindings

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