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Agenda

D⁴

Rationale, Concept & Architecture of a **Distributed MCDA application Designer**

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> 5th Decision Deck Workshop Brest, September 2009

 Rationale 	•	Rationale
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- DecisionDeck software short story
- High hopes and limitations
- D4 architecture / bricks
- D2/D3/D4/Dz interchange overview
- Q&A

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Rationale

- Common requirements for any Decision Deck software
 - A. Problem data input, computation and visualization of results
 - B. Role oriented user management and collaboration
 - C. Extensibility: adding and enhancing MCDA methods

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Decision Deck software story



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Deci • D3 : Distributed + WS	Sion Deck software Decision Deck : Login Distributed Distributed Distributed Construction Welcome to the Distributed weicher to the Dis	are story rogram - 5th Decision Deck 2 ision Deck (D ³) Server lu » at the University of Luxembourg
	Sign in to Decision Deck Login Password SIGN ON Don't have an account yet ? Send a request to Raymond Bisdorff	 D³: a distributed, collaborative approach to I The Decision Deck project aims at developed in the periods of the Decision Deck (D³) server to set the Decision Deck (D³) server to set a demonstration of the D³ server providing the Decision Deck Project: D'a user guide: http://decision.deck setue. The D³-Rubis software resources: http:
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Decision Deck High Hopes and limitations

- Spreading MCDA methods
 - Deserving but slow growing community ...
- · Objective reasons & walls
 - · MCDA Method designers : requirement specification / books, algorithms
 - Java/XML developers : implementation => skills difficult to find
 - MCDA tools users :
 - Data standardization : promising => stabilization & evolution issues
 - Data and process traceability => Missing link (feedback, trust)
- But it's not MCDA's community fault !
 - Engineering limitation => Computer science responsibility



Decision Deck software story

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Expectations

D2 + D3	D4
 A. Problem Data input, computation and visualization of results D2 heavy client, D3 no data input 	RIA/Distributed/Cloud → deployment & ergonomy
B. Role oriented user management (D2) versus distributed workflow (D3)	Configurable user roles & processes
C. Extensibility: adding & enhancing MCDA methods D2 + plugins, D3-WS	Declarative designer (no Java, no XML) + MDE
	Auditing & Traceability
	Online Viral Community (Moodle-like)

(feature) inheritance + interface (XMCDA) = continuous platform





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D4 Architecture

- Unified portal
 - "Distributed (Declarative) Designer for Decision Deck"
 - Online webapp designer/launcher for MCDA webapps
 - Experimental prototype and ongoing project
- Bricks
 - Data
 - GUI
 - Computation
 - Process
 - Auditing

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Global entry point



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Data Brick

- Persistency
- Standard architecture JEE/JPA/DBMS
- Fine coarse (atomic) granularity & traceability
- Generic storage schema
- Concurrent data and schema evolution
- XSD/XML I/O (XMCDA++)
- Declarative designer



GUI Brick

- RIA (D3 like) data centered GUI : ExtJS
- High level templates & dynamic factories (Mydraft)
- Distributed Declarative Designer

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Computation Brick

- (d2 / d3 : java plugins & WS)
- Black Box (WS + XMCDA++ I/O)
- White Box (scripting languages Python, JS, ...)
 - Scripts : stored as persistent data
 - Script Editor
- Advantages
 - No Java/XML skills required, no admin deployment effort required, radical shorter application life cycle, better dissemination, open source algorithmic implementations

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Process Brick

- Configurable State Machines
- User roles and grants management system
- MCDA process modelling
- Abstract bricks chaining language
- Declarative Designer





Auditing Brick

- Fine coarse historization of data and data structure evolutions
- Process execution logs
- Karmicsoft traceability engine
- Still using the RDBMS

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Global interaction





D4 vision

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Conclusion

D4

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- « Distributed Deigner for Decision Deck »
- High-level (methodologist level) online tool
- · Pre-alpha version of an experimental prototype
- Hosted : <u>http://leopold-loewenheim.uni.lu</u>
- More to come soon. Please stay tuned

