

# Dynamic User Interfaces with Java

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**Abstract:** While developing a distributed infrastructure for personal agents we want to give all kinds of agents a possibility to communicate with their user by means of a central and consistent user interface integrated in their web browser. New agents should be able to join this infrastructure in a dynamic manner without need to change the framework and there should be no built-in restrictions to the complexity of the user interface. We describe a special user communication agent that allows agents to describe their user interface dynamically, display the user interfaces for any number of agents in a special applet and handle remote event delegation. The result is a new kind of ultra-thin client where the web browser and Java Applet merely works as a generic display server.

## Introduction

Our research group is currently studying different aspects of software agents systems in a project called CIA [Kargl et al. 99]. We are developing an infrastructure into which software agents can easily be integrated. In our project all agents belong to one user form a so called Agent Cluster. This cluster supports the agents with all kinds of commonly needed services like different communication models, persistent storage capabilities, security services etc. The agents are able to communicate via a software bus system called Agent Bus which we implemented on top of the Bus system [Softwired 1999].

For interaction between users and agents we identified a number of possible mechanisms:

- Each agent has a local user-interface. The major disadvantage of this solution is that a user always has to be at the computer the agent is running on if he wants to interact with it.
- Each agent has a specific control applet. Now a user is able to control each agent from within his Web Browser. However there is no integration of the different agent user interfaces. If a user wants to control many agents at once he has a lot of windows on his desktop. Interaction between the different agent UIs is difficult as well.
- There's a central control application for all agents that is accessible via an applet. This approach can be found e.g. with most current network administration systems. Agents collect data on all the managed hosts and transmit it to a central management application. The user can attach to this single application using an applet or a stand-alone user-interface application. This approach works only if you have similar agents running on many hosts. However if your agents are very heterogeneous and new agents with new capabilities and new user interfaces will occur on a regular base, the central control application has to be adapted each time.

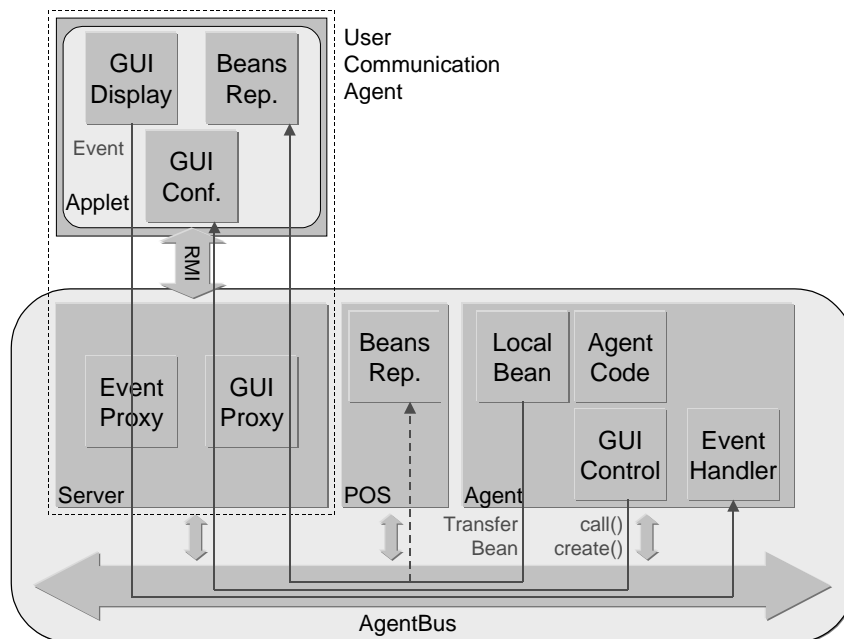
- There's a generic display application or applet that is independent of the agent's user interfaces. The agents use the display application to display their user interface and relay user input back.

We have chosen the last approach as we wanted to avoid the disadvantages of the other approaches. It is realized in the User Communication Agent (UCA). This agent handles display of the graphical user interface (GUI) integrated into the web browser, user authentication and many things more. On the other hand, the UCA has no knowledge of the specific details of the different agents in the cluster.

Within an Agent Cluster there is an always changing number of different agents. Each of these agents has different demands regarding its GUI. Some agents may want to display only a simple status message or a text list and have no user interaction whereas others need the user interface of a full scale application with different windows, menus, interactive elements etc. The user interfaces of different agents shouldn't interfere inadvertently. If explicitly needed communication between different components of different user interfaces should be possible. There is a common part in the user interface that's independent of single agents. Functions like listing all active agents, connecting/disconnecting from the Agent Cluster, user authentication etc. fall in this category. This functionality should be realized directly in the UCA without need to reimplement it for each agent.

## General Design

The UCA is partitioned into a generic Java Applet that runs in the user's web browser and a server module that connects to the Agent Bus and handles communication with other agents. [ Figure 1] shows the principal architecture of the whole system. The details will be explained throughout this text.



**Figure 1: System Architecture**

For maximum flexibility we modeled our system in accordance to a modified distributed Display-Control-Model (DCM) design pattern [Buschmann et al. 1996]. The UCA is responsible for the display part. The control and model parts are usually implemented in the agent in form of the GUI Control and the Agent Code itself. For performance reasons parts of the GUI Control may be transferred to the applet in form of Java Beans. Our framework provides for these seamless communication between the parts hiding nearly all aspects of distribution.

In effect the whole system resembles a little bit the X11-system [Scheifler et al. 1992] with the agent being the X11-client and the UCA being the X11-server. In contrast to X11 our system is written entirely in Java, is completely object-oriented and uses advanced communication mechanisms like software buses and Remote-Method-Invocation (RMI). Another major difference is that we are able to transfer mobile code to the display applet which can be used for enhanced functionality or performance.

While designing the general layout of this model, we identified three major problems:

- The applet must be flexible enough to display any user interface imaginable for any number of agents in parallel.
- The agents need a way to describe the composition and structure of their user interface at run-time.
- User interaction generates events like button pushes etc. that must be delivered to the appropriate agent.

Our prototype implementation of the infrastructure is based on Java 2 so a Java 2 solution to these problems had to be found.

## UCA Applet

[ Figure 2 ] shows the applet with an active diary agent displaying its user interface. Each agent is assigned a separate tab where it can display its user interface. As this tab is a general container that makes no pre-assumptions, agents are completely free to build their user interface. They can even spawn new windows that are totally independent of the rest.

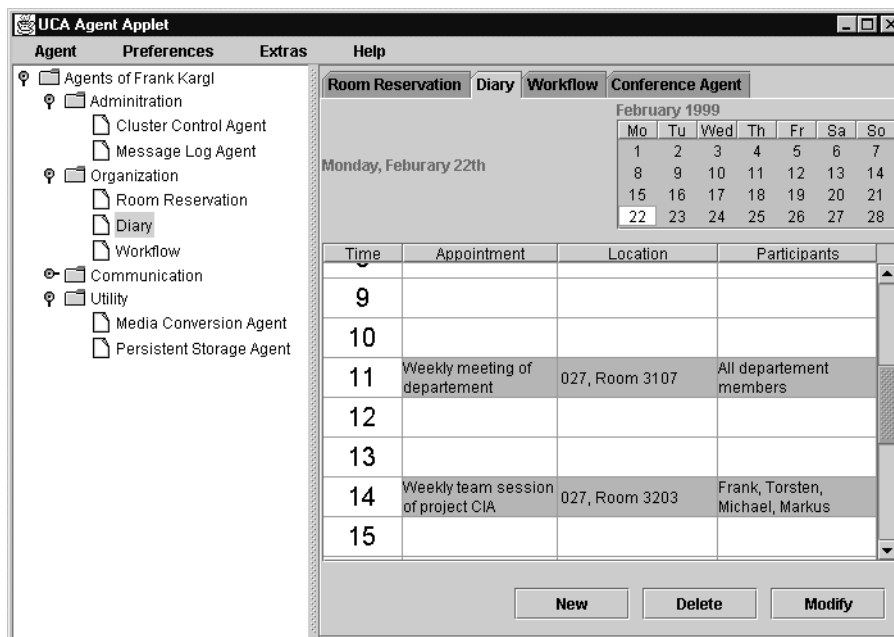


Figure 2: The UCA Applet

## UCA Server

The server part consists primarily of two proxies, the GUI and Event Proxy, that translate AgentBusevents to RMI calls and vice versa. When an agent wants to do any change to its user interface, it generates specific AgentBusevents that are translated to RMI function calls in the GUI Proxy. In reversed direction events generated by the user interface are caught by RMI event-handlers and are then translated to AgentBusevents in the Event Proxy.

## Dynamic Interface Construction and Manipulation

As explained above, each agent is assigned an empty container within a tabbed pane in the UCA applet where it can construct or manipulate its user interface. It does so by using our *Dynamic Interface Construction and Manipulation* mechanism (short DICM) which supplies the following possibilities:

- Creating new components using *create()*
- Manipulating existing components using *call()*
- Integrating existing JavaBeans at runtime into the applet

All these mechanisms work locally as well as remote via the AgentBus or RMI. For ease of use we have encapsulated DICM in a complete set of remote components, so a user just needs to build a local component hierarchy that is automatically mirrored and displayed in the UCA applet.

### Creating new components using *create()*

Starting from the initial container, remote objects can create new components in the applet using the *create()* call. The call takes three arguments: a base container where the component is added to, the class of the component to create and a name that is assigned to the newly created component. As every AWT component has a name attribute and all components are arranged in a hierarchy, we can access every component starting from a single container. An example usage of *create()* may be:

```
guicont.create("startcontainer.firstpanel", "javax.swing.JButton", "okbutton");
```

This will create a new *JButton* component, name it "okbutton" and add it to the component named "firstpanel" contained in "startcontainer".

### Modifying existing components using *call()*

If we want to modify existing components we can use the *call()* method. We need to supply three arguments: the name of the component to modify, the method to call within the component and an argument list to the method. Call invocation is done using the Java Reflection mechanism [Sun 1999]. The following code will set the text attribute in the button created above:

```
String[] args = { "new buttontext" };  
Object result =  
    guicont.call("startcontainer.firstpanel.okbutton", "setText", args);
```

### Transferring existing JavaBeans

Both *create()* and *call()* work well for small graphical interfaces or slight modifications to existing ones but it is quite cumbersome building large user interfaces this way. Consequently there is a third way for an agent to display and manage complex structures in the UCA: mobile code. A complete user interface or complex subparts

of it can be developed as one or several Java Beans. An agent then transfers the complete bean into a Bean Repository located in the UCA applet and instantiates it as needed. Subsequent method calls to this bean are again done using the `call()` method described above. The transport of bean code to the applet is a quite complex process. In our current prototype the agent transmits the bean code (read in from the class file) to the GUI Proxy via the Agent Bus. The bean is then sent to the Beans Repository in the applet. There's a custom class loader for instantiating any of the beans in the repository.

In a future implementation we will use JavaSpaces [Sun 1999] for the same purpose. Beans can then even be stored in a Persistent Object Space (POS) [see Karglet. al. 1999] and can be retrieved as needed. Beans are instantiated in the applet using a custom class loader.

## Remote Event Model

Now that we have constructed our remote interface we need a way to relay user generated events (like menu selection etc.) back to the agent. Starting with version 1.1 Java uses an event delegation model. Components (like buttons, menus etc.) generate events that are delivered to previously registered event handlers. We have extended this model so event handlers can not only be local (that is within the same virtual machine) but also remote event handlers can be used. This requires slight modifications of the standard API (making event handlers throw java.rmi.Remote exceptions) but works absolutely fine otherwise. The changed standard API is only used for the proxies and the applet. Agents are developed using the normal JDK. Now an agent simply registers its event handler routine with the respective component in order to get notification of all events generated by this component. There's an event proxy for translating the RMI calls to Agent Bus events, so the remote event mechanism is even independent of the underlying transport mechanism.

We have conducted various performance tests that show the effectiveness of our approach. [Table 1] shows the results measured in calls per second. The first test called *LocalEventHandler* creates a component and fires an action event to a local event handler routine. *RMI no argument* calls a method using RMI and passes no arguments. *RMI Action Event argument* does the same but passes an ActionEvent object to the method called. Finally *RemoteEventHandler* does the same as *LocalEventHandler* but calls a remote event handler routine. All tests were done using 200MHz Pentium Systems running Windows NT 4.0, JDK 1.2. The machines were connected to a local 10Mbit Ethernet segment.

Calls/s	Local Event Handler	RMI no argument	RMI Action Event argument	Remote Event Handler
local	6405	839	372	386
remote	N/A	831	358	358

**Table 1: Performance Tests**

How can we interpret these results? Remote event handlers have a potential throughput of about 350 events per second. As the *RMI Action Event argument* and *RMI no argument* tests indicate, this seems to be primarily due to the RMI call and marshaling/unmarshaling of the ActionEvent argument. Using such RMI calls for Event Handlers adds no additional overhead. Although 350 events per second are much less than the maximum of 6400 in a local scenario, it is enough given typical user interface scenarios. Normally events are generated by mouse-clicks and a user will produce more than one or two clicks a second. Even resize events that affect many components at once aren't critical given that there are seldom more than 50 components in one user interface. Our prototype confirms this as an ordinary user can't detect any significant difference between local and remote event handling. If any user interface would get into performance difficulties due to event handling, it can still be integrated into a bean which can be executed locally in the applet.

## Conclusion and Outlook

Display systems like the one described in this paper may become necessary whenever you want to control or operate a distributed system of heterogeneous applications (not only restricted to software agents) from within one application or applet. Other agents systems like IBM Aglets/Tahiti [IBM 1999] oftendon't address this problem, as they only allow the display of user interfaces from agents residing on the local host.

As our work clearly indicates it is possible to realize ultra-thin clients with Java that have practically no application specific logic built-in. Instead they merely represent a highly-functional display server similar to the well established X11-servers. Due to the broad availability of Java enabled browsers our system can be used nearly everywhere. By using a set of remote components, applications can use this "display server" in a nearly transparent manner through an easy to use interface. When transferring complex components to the display application the communication overhead can be minimized.

When realizing the bean transfer and remote event model you often interfere with these security mechanisms in Java applets so policy files are necessary for granting certain rights to the applet. The efficient installation of these policies at the user is one of the unsolved problems yet.

Our next extension will be an even more generalized DICM mechanisms user interfaces described by agents will automatically adapt to a wider range of possible displays like PCs, PDAs or possibly even voice control.

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