Networking Service

When communication endpoints are located on different computing nodes or on different single processes, the data produced using the local Domain Service must be communicated to the remote Domain Services and the other way around. The Networking Service provides a bridge between the local Domain Service and a network interface. Multiple Networking Services can exist next to each other; each serving one or more physical network interfaces. The Networking Service is responsible for forwarding data to the network and for receiving data from the network. There are two implementations of the networking service:

Native Networking Service

> The optimal implementation of Data Distribution Service (DDS) networking for OpenSplice DDS and is both highly scalable and configurable.

DDSI

> The purpose and scope of the " Data-Distribution Service Interoperability Wire Protocol" is to ensure that applications based on different vendors' implementations of DDS can interoperate. The protocol was standardised by the Object Management Group® (OMG) in 2008, and was designed to meet the specific requirements of data-distribution systems.
>
> DDSI2
>
> > OpenSplice implementation of the Data-Distribution Service Interoperability Wire Protocol. Its features include performance and QoS, fault tolerance, plug and play connectivity, configurability and scalability.
>
> DDSI2E
>
> > Extended version of the DDSI2 networking service, giving extra features for Network Partitions, Security, Bandwidth limiting and Traffic Scheduling.

Source: OpenSplice Glossary