“Algorithm”

• Standardised container for a computation
  – Standard interface for a user
    • Run-time selection of code
    • Setting of options
  – Standard services for a developer
    • Access to transient data store
    • Histogram / Persistency services
    • Messaging / error handling
    • Separation of components
Common block and subroutines

Transient Data

Server

Algm 1

Algm 2.1

Algm 2

Data objects are stupid

Algm 2.2
Concrete algorithms
Issues

• “execute()” deals with:
  • all data of a particular type in an event
  • Smaller chunks of data

• Nesting via:
  • base interface
  • algorithm Specific interface
**Standard / Specific**

Use of standard interface during development

Closer coupling by using more specific algorithm interfaces