

Replay and Reconstruction Role

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Discussion

The Replay and Reconstruction Role identifies responsibility for reconstructing or replaying selected FX information from preserved records, provenance, audit records, and evidence-supporting material.

This role includes receiving replay or reconstruction requests, identifying source records, following lineage relationships, reconstructing selected information, producing FX Replay Results, and preserving replay or reconstruction provenance.

The Replay and Reconstruction Role participates primarily in the FX Logical [Audit and Provenance Plane](#). It also supports the FX Logical [Control Plane](#) when replay uses control commands and the FX Logical [Data Plane](#) when reconstructed or replayed information enters a data-plane exchange.

Definition

responsible for reconstructing or replaying selected FX information from preserved records, provenance, audit records, and evidence-supporting material

Source

Specialisation of Logical Node Role from [Part 2: Distributed Node-Based Logical Architecture](#), Section 6.4, Logical Information Lineage from [Part 2: Distributed Node-Based Logical Architecture](#), Section 8.10, Logical Evidence Traceability from [Part 2: Distributed Node-Based Logical Architecture](#), Section 12.8, and [Traceability](#) from [Part 1: Conceptual Architecture](#), Section 7.10; generalised from replay, reconstruction, audit, provenance, and evidence material in the original FX Demo [Reference Architecture](#).

Note

The Replay and Reconstruction Role does not prescribe a replay engine, event store, database, log replay mechanism, provenance store, evidence repository, or test tool.

Example

The FX Replay and Reconstruction Node performs the Replay and Reconstruction Role by reconstructing the lineage of an FX Release Package from preserved audit and provenance records.

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