

5.4 Logical Communication Model

[Go To Top](#)

The logical communication model defines how logical Nodes exchange information through logical [Communication Endpoints](#).

A logical [Communication Endpoint](#) identifies a platform-independent point of exchange. It does not require DDS, REST, RPC, Protocol Buffers, message queues, event streams, files, shared memory, or any other specific mechanism.

Logical endpoints support interaction roles such as [Publisher](#), [Subscriber](#), [Requester](#), [Responder](#), [Command Producer](#), [Command Consumer](#), [Event Producer](#), and [Event Consumer](#). These roles describe logical participation in an exchange without prescribing a protocol or runtime technology.

The logical communication model favours explicit communication over implicit coupling. A logical interaction should identify the participating logical Nodes, the logical [Communication Endpoint](#), the logical [information structure](#) exchanged, the logical Runtime Plane, and any governance, [Traceability](#), or [Evidence](#) expectations associated with the interaction.

© 2026 Dido Solutions, Inc. and Jackrabbit Consulting, Inc.

From:
<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:
<https://wiki.didosolutions.com/fxdemo/02-part/05-logical-architecture-overview/05-4-logical-communication-model/start?rev=1783032002>

Last update: **2026/07/02 15:40**

