

16.7 Logical Interaction Requirements

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1. The Logical Architecture / PIM SHALL define reusable Logical Interaction Patterns.
2. The Logical Architecture / PIM SHALL define the following Logical Interaction Patterns:
 1. Register Node
 2. Report Node Status
 1. Publish Domain Information
 2. Subscribe to Domain Information
 3. Issue Control Command
 4. Acknowledge Control Command
 5. Request Policy Decision
 6. Record Audit and Provenance
 7. Replay or Reconstruct Information
3. Each Logical Interaction Pattern SHALL identify participating [Logical Nodes](#) or [Logical Node Roles](#).
4. Each Logical Interaction Pattern SHALL identify the [Logical Communication Endpoints](#) involved.
5. Each Logical Interaction Pattern SHALL identify the [Logical Data Structure Instances](#) exchanged, recorded, or referenced.
6. Each Logical Interaction Pattern SHALL identify the Logical Runtime Plane(s) involved.
7. Each Logical Interaction Pattern SHALL identify [Traceability](#) expectations.
8. Each Logical Interaction Pattern SHALL identify [Evidence](#) expectations for later deployment, testability, and [Evidence](#) planning.
9. Logical Interaction Patterns SHALL remain independent of DDS, REST, RPC, Protocol Buffers, message queues, event streams, file exchange, shared services, databases, logs, or deployment mechanisms.

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