

12.13 Replay or Reconstruct FX Information

Go To Phase 0 Interaction Pattern Realization

The Replay or Reconstruct FX Information pattern realizes Phase 0 reconstruction or replay from preserved audit and provenance records.

The implementation participant performing the Replay and Reconstruction Role consumes an FX Replay Request, identifies relevant source records, follows provenance and lineage relationships, reconstructs selected information, produces an FX Replay Result, and publishes the result to the replay result DDS Topic.

Table 12-11: Replay or Reconstruct FX Information implementation realization.

Realization Concern	Phase 0 Implementation Treatment
FX logical interaction pattern	Replay or Reconstruct FX Information
Primary implementation participant	Replay and reconstruction implementation participant
Primary Runtime Plane	FX Logical Audit and Provenance Plane
Supporting Runtime Planes	FX Logical Control Plane; FX Logical Data Plane
Input DDS Topic	Audit.FX.ReplayRequest
Output DDS Topic	Audit.FX.ReplayResult
Primary IDL / generated types	FxReplayRequest; FxReplayResult
Expected processing outcome	Implementation publishes a replay result identifying source records, replay scope, reconstruction method, reconstructed information, producing participant, timestamp, and provenance references.
Logging and exception handling	Missing source records, incomplete lineage, unsupported replay scope, reconstruction failure, publication failure, and retry conditions follow the logging and exception-handling baseline.
Audit and provenance expectation	Replay records preserve replay request, source records, reconstruction method, producing participant, timestamp, and reconstructed output reference.
Traceability expectation	Interaction traces to FX Replay and Reconstruction Node, Replay and Reconstruction Role, FX Replay Request Endpoint, FX Replay Result Endpoint, FX Replay Request, and FX Replay Result.

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