Rosetta System

About the Rosetta System Architecture

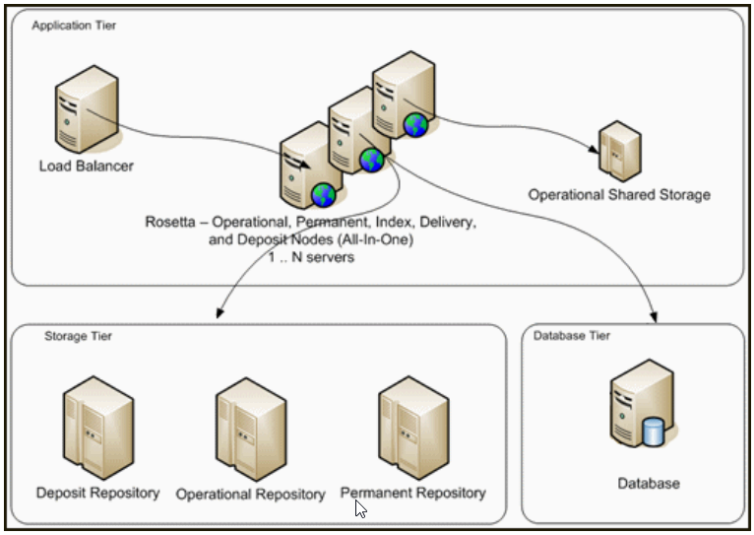
The Rosetta system architecture is based on the multi-layer concept. Components of each layer can interact with components of other layers, as well as with components of the same layer.

The table below describes the layers and their components:

The Rosetta System Layers

Layer	Components	Description
Storage	• Deposit Storage • Operational Storage • Permanent Storage	Provides physical storage of Producer Agent content for all files that are processed and preserved.
Application roles	• Deposit • Repository • Delivery • Index (SOLR) • Permanent	Executes all Rosetta processes and activities - SIP processing, Maintenance tasks, Delivery, Preservation Actions.
Database	Schemas: • DEP • SHR • REP • RPT • PER	Stores data, configuration items, and is used for operating Rosetta.

The figure below illustrates the components that each layer contains, and provides a general overview of the interaction between these layers and their components:



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The different application roles communicate each other by calling web services (WS) or by using queues managed in the shared database scheme.

The following sections contain detailed descriptions of the processes and components in each stage.