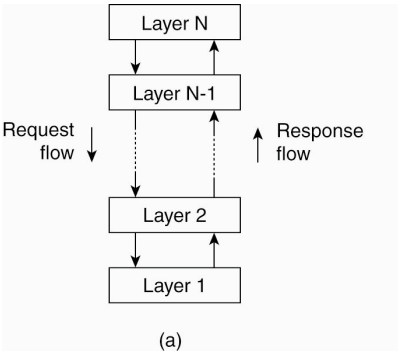
Today

- Architectures for distributed systems *(Chapter 2)*
  - Centralized, decentralized, hybrid
  - Middleware
  - Self-managing systems

Architectural Styles

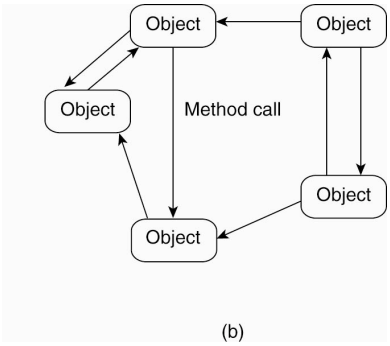
- Important styles of architecture for distributed systems
  - Layered architectures
  - Object-based architectures
  - Data-centered architectures
  - Event-based architectures

Layered Design



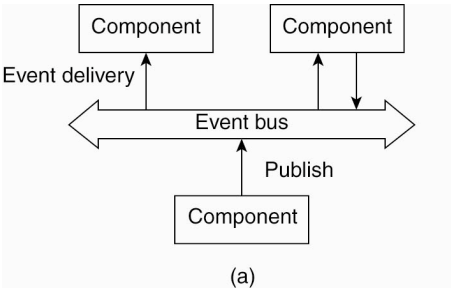
- Each layer uses previous layer to implement new functionality that is exported to the layer above

Object-based Style



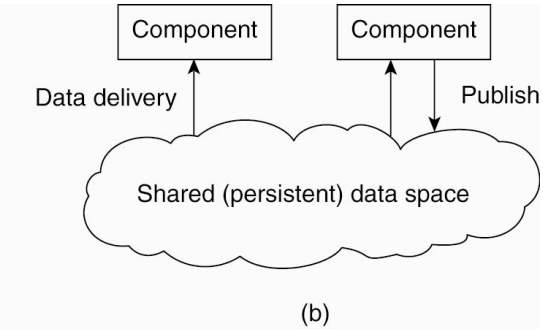
- Each object corresponds to a components
- Components interact via remote procedure calls
  - Popular in client-server systems

Event-based architecture



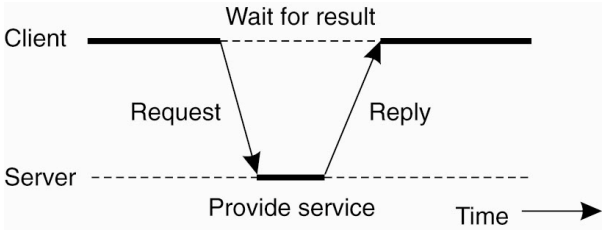
- Communicate via a common repository
  - Use a publish-subscribe paradigm
  - Consumers subscribe to types of events
  - Events are delivered once published by any publisher

Shared data-space



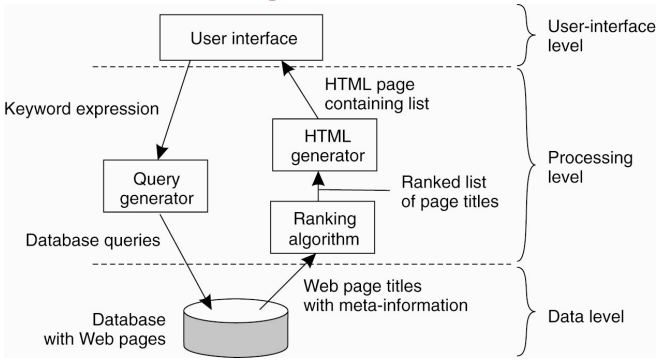
- "Bulletin-board" architecture
  - Decoupled in space and time
  - Post items to shared space; consumers pick up at a later time

Client-Server Architectures



- Most common style: client-server architecture
- Application layering
  - User-interface level
  - Processing level
  - Data level

Search Engine Example

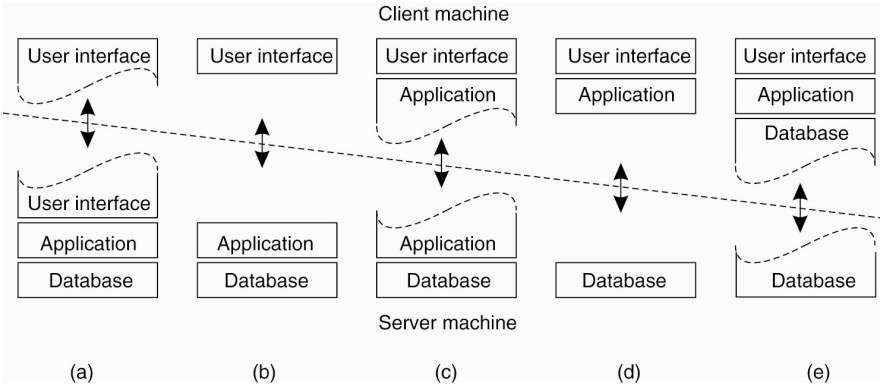


- Search engine architecture with 3 layers

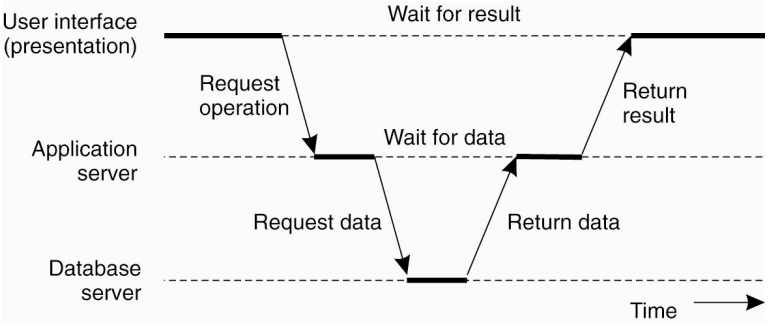
Multitiered Architectures

- The simplest organization is to have only two types of machines:
- A client machine containing only the programs implementing (part of) the user-interface level
- A server machine containing the rest,
  - the programs implementing the processing and data level

A Spectrum of Choices

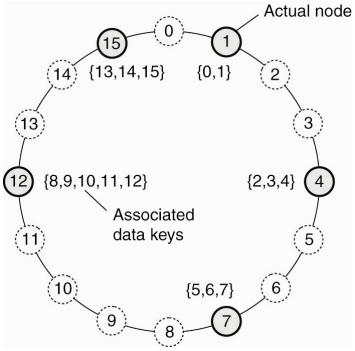


Three-tier Web Applications



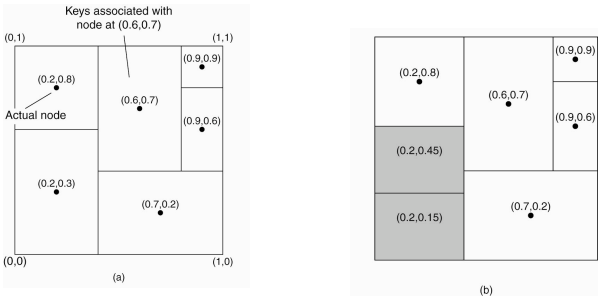
- Server itself uses a "client-server" architecture
- 3 tiers: HTTP, J2EE and database
  - Very common in most web-based applications

Decentralized Architectures



- Peer-to-peer systems
  - Removes distinction between a client and a server
  - Overlay network of nodes
- Chord: structured peer-to-peer system
  - Use a distributed hash table to locate objects
    - Data item with key *k* -> smallest node with id >= k

Content Addressable Network (CAN)

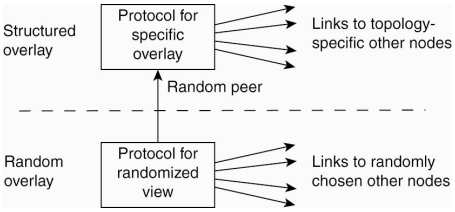


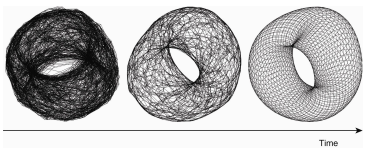
- CAN: d-dimensional coordinate system
  - Partitioned among all nodes in the system
  - Example: [0,1] x [0,1] space across 6 nodes
    - Every data item maps to a point
    - Join: pick a random point, split with node for that point
    - Leave: harder, since a merge may not give symmetric partitions

Unstructured P2P Systems

- Topology based on randomized algorithms
  - Each node pick a random set of nodes and becomes their neighbors
    - Gnutella
  - Choice of degree impacts network dynamics

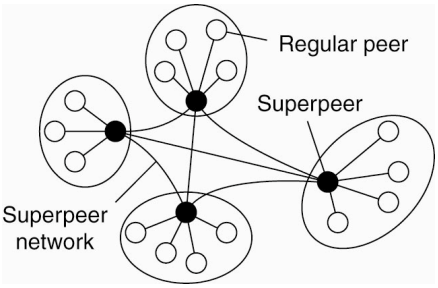
Structured and Unstructured P2P





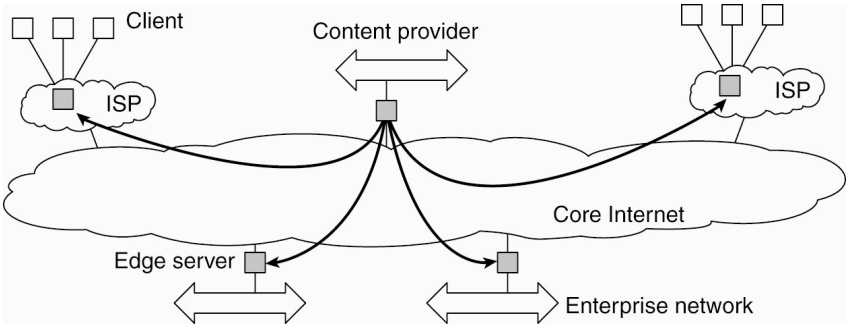
- Can move from one to another
  - Carefully exchange and select entries from partial views

SuperPeers



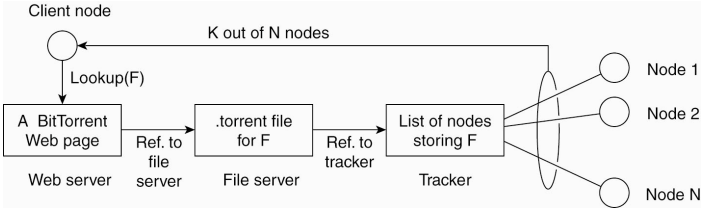
- Some nodes become "distinguished"
  - Take on more responsibilities (need to have or be willing to donate more resources)
  - Example: Skype super-peer

Edge-Server Systems



- Edge servers: from client-server to client-proxy-server
- Content distribution networks: proxies cache web content near the edge

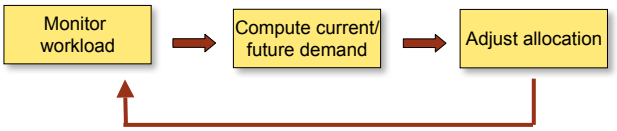
Collaborative Distributed Systems



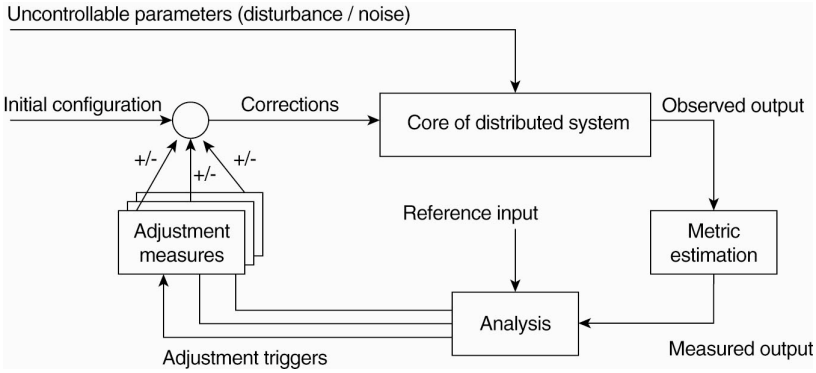
- BitTorrent: Collaborative P2P downloads
  - Download chunks of a file from multiple peers
    - Reassemble file after downloading
  - Use a global directory (web-site) and download a .torrent
    - .torrent contains info about the file
      - Tracker: server that maintains active nodes that have requested chunks
      - Force altruism:
        - » If *P* sees *Q* downloads more than uploads, reduce rate of sending to Q

Self-Managing Systems

- System is adaptive
  - Monitors itself and takes action autonomously when needed
    - Autonomic computing, self-managing systems
- Self-*: self-managing, self-healing
- Example: automatic capacity provisioning
  - Vary capacity of a web server based on demand



Feedback Control Model



- Use feedback and control theory to design a self-managing system