Distributed Middleware

- Distributed objects
- DCOM
- CORBA
- EJBs
- Jini

Distributed Objects

- Figure 10-1. Common organization of a remote object with client-side proxy.
Distributed Objects vs. RPC

RPC: Remote Procedure Call
- Provides argument marshalling / unmarshalling
- Server handles invocation

Distributed Objects
- Remote methods on remote objects
- RPC + distributed object references

Distributed object operation:
- Server side: create object, register it (register with what?) (always in this order?)
- Client side: get object reference (from where?), invoke method

Distributed Objects through History

A brief and incomplete history of commercially used RPC and distributed object systems

The vision
- a Grand Distributed System

The reality
- Client/Server
Naming: Object References

CORBA object reference

- Interoperable object reference: language-independent techniques for referring to objects

Example: Enterprise Java Beans

- Figure 10-2. General architecture of an EJB server.
Parts of an EJB

• Home interface:
  – Object creation, deletion
  – Location of persistent objects (entity beans)
  – Object identifier is class-managed

• Remote interface
  – “business logic”
  – i.e. the object itself

• Terminology differences
  – Client/server -> web applications

Four Types of EJBs

• Stateless session beans
• Stateful session beans
• Entity beans
• Message-driven beans
**CORBA Overview**

- **Object request broker (ORB)**
  - Core of the middleware platform
  - Handles communication between objects and clients
  - Handles distribution and heterogeneity issues
  - May be implemented as libraries
- **Facilities: composition of CORBA services**

### Corba Services

<table>
<thead>
<tr>
<th>Service</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collection</td>
<td>Facilities for grouping objects into lists, queue, sets, etc.</td>
</tr>
<tr>
<td>Query</td>
<td>Facilities for querying collections of objects in a declarative manner</td>
</tr>
<tr>
<td>Concurrency</td>
<td>Facilities to allow concurrent access to shared objects</td>
</tr>
<tr>
<td>Transaction</td>
<td>Flat and nested transactions on method calls over multiple objects</td>
</tr>
<tr>
<td>Event</td>
<td>Facilities for asynchronous communication through events</td>
</tr>
<tr>
<td>Notification</td>
<td>Advanced facilities for event-based asynchronous communication</td>
</tr>
<tr>
<td>Externalization</td>
<td>Facilities for marshaling and unmarshaling of objects</td>
</tr>
<tr>
<td>Life cycle</td>
<td>Facilities for creation, deletion, copying, and moving of objects</td>
</tr>
<tr>
<td>Licensing</td>
<td>Facilities for attaching a license to an object</td>
</tr>
<tr>
<td>Naming</td>
<td>Facilities for systemwide name of objects</td>
</tr>
<tr>
<td>Property</td>
<td>Facilities for associating (attribute, value) pairs with objects</td>
</tr>
<tr>
<td>Trading</td>
<td>Facilities to publish and find the services on object has to offer</td>
</tr>
<tr>
<td>Persistence</td>
<td>Facilities for persistently storing objects</td>
</tr>
<tr>
<td>Relationship</td>
<td>Facilities for expressing relationships between objects</td>
</tr>
<tr>
<td>Security</td>
<td>Mechanisms for secure channels, authorization, and auditing</td>
</tr>
<tr>
<td>Time</td>
<td>Provides the current time within specified error margins</td>
</tr>
</tbody>
</table>
Object Model

- Objects & services specified using an Interface Definition language (IDL)
  - Used to specify interface of objects and/or services
- ORB: run-time system that handles object-client communication
- Dynamic invocation interface: allows object invocation at run-time
  - Generic *invoke* operation: takes object reference as input
  - Interface repository stores all interface definitions

Object Invocation Models

<table>
<thead>
<tr>
<th>Request type</th>
<th>Failure semantics</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synchronous</td>
<td>At-most-once</td>
<td>Caller blocks until a response is returned or an exception is raised</td>
</tr>
<tr>
<td>One-way</td>
<td>Best effort delivery</td>
<td>Caller continues immediately without waiting for any response from the server</td>
</tr>
<tr>
<td>Deferred synchronous</td>
<td>At-most-once</td>
<td>Caller continues immediately and can later block until response is delivered</td>
</tr>
</tbody>
</table>

- Invocation models supported in CORBA.
  - Original model was RMI/RPC-like
  - Current CORBA versions support additional semantics
Event and Notification Services (1)

• The logical organization of suppliers and consumers of events, following the push-style model. (PUB-SUB model)

Event and Notification Services (2)

• The pull-style model for event delivery in CORBA.
Messaging: Async. Method Invocation

- CORBA's callback model for asynchronous method invocation.

Messaging (2)

- CORBA's polling model for asynchronous method invocation.
**DCOM**

- Distributed Component Object Model
  - Microsoft’s object model (middleware)
  - Now evolved into .NET

**DCOM: History**

- Successor to COM
  - Developed to support compound documents
    - Word document with excel spreadsheets and images
- Object linking and embedding (OLE)
  - Initial version: message passing to pass information between parts
  - Soon replaced by a more flexible layer: COM
- ActiveX: OLE plus new features
  - No good consensus on what exactly does ActiveX contain
  - Loosely: groups capabilities within applications to support scripting, grouping of objects.
- DCOM: all of the above, but across machines
Type Library and Registry

- The overall architecture of DCOM.
  - Type library == CORBA interface repository
  - Service control manager == CORBA implementation repository

Monikers: Persistent Objects

<table>
<thead>
<tr>
<th>Step</th>
<th>Performer</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Client</td>
<td>Calls BindMoniker at moniker</td>
</tr>
<tr>
<td>2</td>
<td>Moniker</td>
<td>Looks up associated CLSID and instructs SCM to create object</td>
</tr>
<tr>
<td>3</td>
<td>SCM</td>
<td>Loads class object</td>
</tr>
<tr>
<td>4</td>
<td>Class object</td>
<td>Creates object and returns interface pointer to moniker</td>
</tr>
<tr>
<td>5</td>
<td>Moniker</td>
<td>Instructs object to load previously stored state</td>
</tr>
<tr>
<td>6</td>
<td>Object</td>
<td>Loads its state from file</td>
</tr>
<tr>
<td>7</td>
<td>Moniker</td>
<td>Returns interface pointer of object to client</td>
</tr>
</tbody>
</table>

- By default, DCOM objects are transient
- Persistent objects implemented using monikers (reference stored on disk)
  - Has all information to recreate the object at a later time
Monikers (2)

<table>
<thead>
<tr>
<th>Moniker type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>File moniker</td>
<td>Reference to an object constructed from a file</td>
</tr>
<tr>
<td>URL moniker</td>
<td>Reference to an object constructed from a URL</td>
</tr>
<tr>
<td>Class moniker</td>
<td>Reference to a class object</td>
</tr>
<tr>
<td>Composite moniker</td>
<td>Reference to a composition of monikers</td>
</tr>
<tr>
<td>Item moniker</td>
<td>Reference to a moniker in a composition</td>
</tr>
<tr>
<td>Pointer moniker</td>
<td>Reference to an object in a remote process</td>
</tr>
</tbody>
</table>

• DCOM-defined moniker types.

Distributed Coordination

• Motivation
  – Next generation of systems will be inherently distributed
  – Main problem: techniques to coordinate various components
    • Emphasis on coordination of activities between components
Introduction to Coordination Models

- Key idea: separation of computation from coordination
- A taxonomy of coordination models
  - Direct coordination
  - Mailbox coordination
  - Meeting-oriented coordination (publish/subscribe)
  - Generative (shared tuple space)

Jini Case Study

- Coordination system based on Java
  - Clients can *discover* new services as they become available
  - Example: “intelligent toaster”
  - Distributed event and notification system

- Coordination model
  - Bulletin board model
  - Uses JavaSpaces: a shared dataspace that stores tuples
    - Each tuple points to a Java object
Overall Approach

- The principle of exchanging data items between publishers and subscribers.

Overview of Jini

- The general organization of a JavaSpace in Jini.
Communication Events

1. Request notification for T
2. Insert a copy of C
3. Notify when C is inserted
4. Look for tuple that matches T
5. Return C (and optionally remove it)

• Using events in combination with a JavaSpace

Processes (1)

• A JavaSpace can be replicated on all machines. The dotted lines show the partitioning of the JavaSpace into subspaces.

a) Tuples are broadcast on WRITE
b) READs are local, but the removing of an instance when calling TAKE must be broadcast
Processes (2)

• Unreplicated JavaSpace.
  a) A WRITE is done locally.
  b) A READ or TAKE requires the template tuple to be broadcast in order to find a tuple instance