Notes

• Ask course content questions on Slack (is651-spring-2018.slack.com)
  ▪ Contact me by email to add you to Slack
  ▪ Make sure you checked “Additional Links” at homework page before you ask

• In-class discussion
  ▪ Take a bluebook and return it with your discussion answers at the end of class
  ▪ One page for each discussion, please be brief and clear.

• Submit homework on Blackboard
  ▪ The first homework deadline is the end of Sunday, Feb 11th

• Final slides have 'Spring 2018' in chapter title
Learning Outcomes

• After learning chapter 2, you should be able to
  ▪ Understand the different generations of distributed systems and the reason for the evolution
  ▪ Understand new terms from the chapter: middleware, remote procedure call (RPC), message-oriented, Transaction, etc.
  ▪ Write XML documents and validate them using DTD
## Basic Timeline of Distributed System Evolution

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Mainframe (1960s)

A typical mainframe architecture

Punch Card
Client/Server (1970s)

- Minicomputers: smaller computers (not Personal Computer yet)
- Ethernet: form local-area networking (LAN)
- X.25: wide-area networking (WAN) service
- Client server architecture
  - A client is a requestor process and server is a responder process
  - One machine could be both client and server
- Beginnings of the Internet
  - ARPANET
  - TCP/IP stack
2 and 3-tier Systems (1980s)

• Personal Computer
• NetWare file servers
• Network file system (NFS)
• Remote procedure call (RPC)
• 3-tier system: with an architectural middle tier, called the application server, and associated middleware
• Middleware
Middleware

• Middleware is the software layer that lies between the operating system and the applications on each side of a distributed computer network.

• Middleware offers **general services** that can be used by many applications:
  - Remote procedural call (RPC)
  - Distributed cache
  - Message queue

• Major types of middleware:
  - Remote procedural call middleware
  - Message-oriented middleware
Remote Procedure Call (RPC) Middleware

• The application calls the remote procedure locally at the stub

• The stub intercepts calls that are for remote servers
  ▪ Marshalling: pack the parameters into a message
  ▪ Make a system call to send the message

• The RPC Runtime handles message sending

• The interface definition language (IDL) handles message translation

• RPC hides heterogeneity among the computers and handles the communication across network
Messaging Modes of Communication

• Synchronous (blocking)
  ▪ RPC protocol is synchronous
  ▪ When a client makes a remote call, the calling process blocks or waits until it gets a reply

• Asynchronous
  ▪ The calling process just goes back to processing and is interrupted with a callback message when it does get the response
  ▪ Message-oriented protocol supports it
Distributed File Systems

- A type of RPC middleware
- Allows users to mount directories from remote computers into their own local directory, so they appear as local
- NFS: network file system
- XDR: external data representation

NFS distributed file system protocol stack
Transaction Middleware

- A database RPC middleware uses an explicit 3-tier architecture
- Transaction processing monitor (TPM) at middleware tier
Transactions

• All the participating operations on (distributed) resources should either succeed or fail and recover together

• 2-Phase Commit
  ▪ commit-request phase: TPM request all the servers to commit and wait responses
  ▪ commit phase: TPM decides either commit or abort based on responses

• A transaction is a unit of work with the following ACID properties
  ▪ ATOMICITY: A transaction should be done or undone completely and unambiguously
  ▪ CONSISTENCY: A transaction should transform the system from one consistent state to another consistent state
  ▪ ISOLATION: Each transaction should appear to execute independently of other transactions that may be executing concurrently in the same environment
  ▪ DURABILITY: The effects of a completed transaction should always be persistent
Object-Oriented RPC Middleware

• RPC-based distributed systems based on object-oriented programming principles

• Two technologies
  • Common Object Request Broker Architecture (CORBA): a standard designed to facilitate the communication of systems that are deployed on diverse platforms
  • Distributed Component Object Model (DCOM): a proprietary Microsoft technology for software distributed across several networked computers to communicate with each other
CORBA

- Skeleton: stub for server object
- Object request broker (ORB)
  - Mediates a method call from one object to another local/remote object
- Internet inter-ORB protocol (IIOP)
  - Allows ORBs from different vendors to communicate over the Internet
- The client cannot tell whether the target object it communicates with is local or remote

common object request broker architecture (CORBA)
Message-Oriented Middleware (MOM)

• Point-to-point messaging (PTP): 1 to 1
  ▪ Messages are sent to a queue, rather than directly to the intended receiver

• Publish/Subscribe messaging (pub/sub): M to N

• MOM is based on RPC
  • MOM uses queues to give asynchronous communication from the viewpoint of the sender and receiver
Point-to-point Messaging (PTP) Example

• MQSeries shows how P2P architecture and asynchronous communication are achieved using RPC protocols
• Message channel agent (MCA): controls message sending and receiving

Example: IBM MQSeries

• General organization of IBM’s MQSeries message-queuing system.
Pub/Sub

• The Pub/Sub model is an excellent message delivery model appropriate for multiple senders and multiple recipients
  ▪ Each publisher can send out messages for multiple topics
  ▪ Each subscriber can decide which topics he/she is interested
Database Access via ODBC

• It shows a **client-side** type of middleware

• Open Database Connectivity (ODBC)
  - A standard programming language middleware API for accessing database management systems
  - The same client application uses the different ODBC drivers to access different types of databases

• Java Database Connectivity (JDBC): an API for Java
N-tier Systems (1990s)

• N-tier systems are not a different approach than 3-tier systems, they are just an elaboration of the same pattern
• Web server: serves content to the web using http protocol
• Application server: hosts and exposes business logic and processes
LAMP Web Scripting with N-tier Systems

• L – the operating system. L stands for Linux as the most common one, but any operating system can be used such as Windows.

• A – the web sever. A stands for Apache HTTP Server, as the most popular open source web server, but any web server may be used.

• M – the database. M stands for MySql as a popular open-source relational database, but any database may be used.

• P – the scripting language. P originally stood for Perl which is a popular scripting language and oddly enough, many scripting languages begin with P such as Python and PHP.
  ▪ Any scripting language may be used, however, such as Ruby and JavaScript.
  ▪ Scripting languages are characterized as interpreted and dynamically typed.
MEAN Web Scripting with N-tier Systems

• M – MongoDB, a NoSQL database.
• E – Express.js, a web application framework that runs on Node.js
• A – Angular, a JavaScript MVC framework that runs in browser JavaScript engines
• N – Node.js, an execution environment for event-driven server-side and networking applications
• MEAN applications can be written in one language, namely JavaScript, for both server-side and client-side execution environments.
  ▪ An open source project by IS students: https://github.com/rogueriderhood/mean-project/
J2EE (Enterprise Edition) Application Server

- Java naming and directory interface (JNDI): A naming service for containers
- The Java messaging service (JMS): MOM service offered by Java frameworks
- Remote method invocation (RMI): Java framework version of object-oriented RPC
- Servlet Container: a server-side software component for objects to receive requests and generate responses. A servlet is often built as Java Server Pages (JSPs)
- Enterprise JavaBeans (EJB): a server-side software component for business logic
- It is still widely used and can provide Web services
Services (2000s)

• Standard service contracts
  ▪ Participants have agreements
  ▪ They should also be discoverable by using some kind of registry or directory

• Loose coupling
  ▪ The participants have minimal dependencies on each other

• Encapsulation
  ▪ Services should hide their logic from the outside world as a black box
  ▪ This increases reusability and increases composability
  ▪ Services should also have location transparency where users do not care where the services are located

• Statelessness
  ▪ Keep track of as little state as possible
  ▪ This is a requirement for loose coupling and encapsulation
Extensible Markup Language (XML)

- Markup language: text document with annotation (normally using tags)
  - HyperText Markup Language (HTML)
  - EXtensible Markup Language (XML)
  - EXtensible HyperText Markup Language (XHTML)
  - etc.
- XML documents form a tree structure
- Well-formed XML VS. Valid XML
- XML validation
  - Document type definition (DTD)
  - XML Schema
Well-formed XML

- It contains only properly encoded, legal Unicode characters
- None of the special syntax characters (<, &>) appear except when performing their markup-delineation roles
- The begin, end, and empty-element tags that delimit the elements are correctly nested, with none missing and none overlapping
- The element tags are case-sensitive - the beginning and end tags must match exactly
- There is a single "root" element that contains all the other elements
Valid XML

- The declaration in line 1 is contains question mark characters and is called a **processing instruction**. It references the version and encoding for the XML document.
- Line 2 has a reference to an external DTD file that contains the DTD.
  - It can replaced by embedding DTD content
- Line 3 is the root **tag** for the document. Note that it contains an **attribute**. Any XML tag may have an attribute and it must be quoted.
- Note that even though **item** is repeated, it uses the same tag. Never create tags like item1, item2, etc.
Document Type Definition (DTD)

• The declaration of the DTD in the XML document has the syntax where SYSTEM refers to that fact that the DTD is a private implementation for this document rather than a standard. It would change to PUBLIC if it was a standard.
  • `<DOCTYPE root-element SYSTEM "URI" >`

• DTDs do not have XML syntax. They have their own syntax.

• The !ELEMENT declares an element (also called a tag).

• The child elements of a tag are declared as an ordered list in parentheses. If an element can be repeated 1 or more times, it must have a plus sign (+) after it. The character star (*) means 0 or more and so makes elements optional.

• A leaf node of the hierarchy is declared #PCDATA which means parsed character data and it is the text of the content.

• The `< and `>` are XML entities for the less than and greater than (< >) characters. XML markup characters cannot be used because they would confuse a parser, so these pre-defined entities must replace them.

• There are no data types in DTDs. Everything is text.

• The !ATTLIST declares an attribute for an element and typically declares it as CDATA which means character data. This means that the XML parser does not parse it.

• One can require a document to have an attribute in order to be valid by using #REQUIRED.
DTD Example

• Validation command: `$>xmllint --noout --valid shiporder.xml`
Demo

• Well-form check command
  ▪ `xmllint --noout shiporder.xml`
  ▪ `xmllint --noout shiporder-not-well-formed.xml`
  ▪ `xmllint --noout shiporder-well-formed-not-valid.xml`

• Validation check command
  ▪ `xmllint --noout --valid shiporder.xml`
  ▪ `xmllint --noout shiporder-well-formed-not-valid.xml`