nodeSTACK
NGINX sidelab
nodeJS

Architectures Overview

This document outlines the various flavours of architecture that can be implemented as part of commissioning Sidelab's nodeSTACK.

Some Definitions

Villager

A villager is a single worker process that is spawned by Cluster to handle the incoming HTTP connections.

Tribe

The tribe is a collection of workers and represents the cluster worker process.
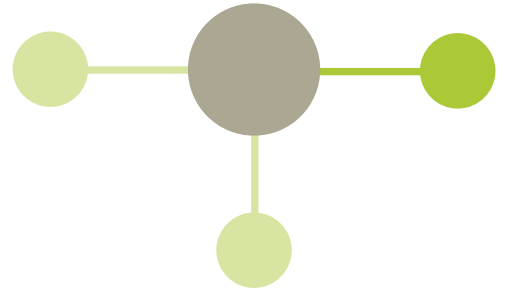
War Chief

The war chief, while not required in the stack adds the ability to coordinate and monitor each of the villages in the stack.
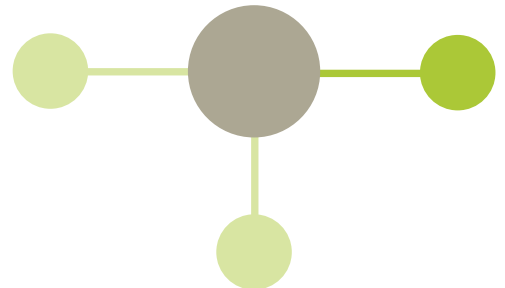
Architecture 1 - Single Tribe, 1..n Villagers

The single trip architecture is the simplest architecture for a nodeSTACK.

Architecture 2 - Multiple Villages

The single trip architecture is the simplest architecture for a nodeSTACK.

Architecture 3 - Multiple Villages + War Chief

The single trip architecture is the simplest architecture for a nodeSTACK.

sidelab
location   mobility   scalability