

Software  
Architecture

# Distributed Architecture

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# Distributed Architecture

. ( 가 . = single image system . )

- Synopsis

- 가 . , 가 .

- A distributed system is a collection of computational and storage devices connected through a communications network.
- The subsystems or components within a distributed system communicate with each other using a number of methods including message passing, remote procedure calls, and remote method invocation.

# Distributed Architecture

- Structure
  - Two important elements of designing a distributed system are:
    - network topology
      - the way in which entities are organized to form a connected network
    - communications mode
      - the method by which components communicate with each other.

# Distributed Architecture

- Structure

- A distributed system can be modeled by the client-server architecture
  - the basis for multitier architectures.
- Alternatives are
  - the broker architecture such as CORBA
  - the service-oriented architecture (SOA) such as web services and grid services
- Key features of a distributed architecture
  - service location transparency
  - services reliability and availability
- technology frameworks to support distributed architectures,
  - .NET, J2EE, CORBA, .NET web services, AXIS Java web services, and GloBus grid services.



# Distributed Architecture

- Various distributed architecture styles
  - Client-server
  - Multitier
  - Proxy
  - Dispatcher (Load Balancer)
  - P2P
  - Broker
  - Service-oriented architecture
  - MicroService architecture