

Software Architecture

Distributed Architecture

Types of Distributed Architecture Style

- Client-server
- Multitier
- Proxy
- Dispatcher (Load Balancer)
- P2P
- Broker
- Service-oriented architecture
- Microservice architecture

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P2P Architecture Style

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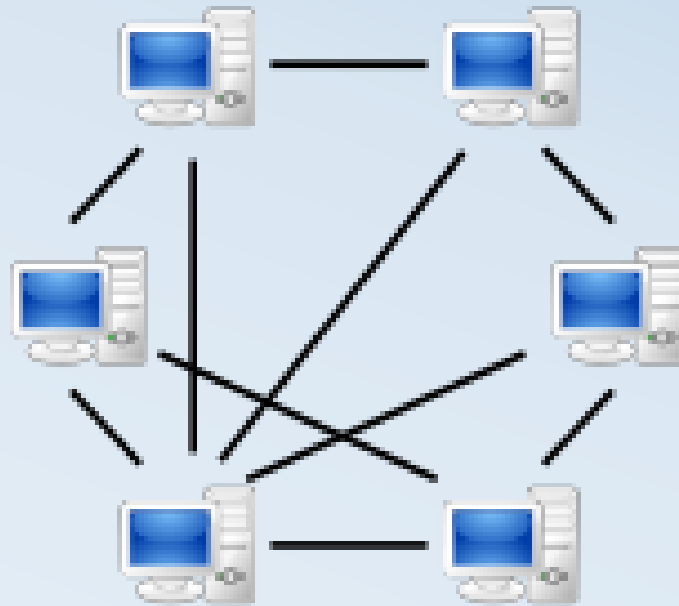


Peer-to-Peer (P2P) Architecture Style

- Synapsis

- a distributed architecture that partitions tasks or workloads between peers.
- Peers are equally privileged participants in the distributed application.
 - Individual peer-to-peer nodes has symmetric roles.
- Peers make a portion of their resources available to other peer participants
 - such as processing power, stored contents, disk storage or network bandwidth
 - without the need of central coordination by servers or stable hosts.
- These shared resources are necessary to provide the service or content offered by the P2P network.
- The participants are both resource providers and resource requestors and use similar networking programs to connect with each other.

Peer-to-Peer (P2P) Architecture Style



<https://en.wikipedia.org/wiki/Peer-to-peer>

- ▶ Pure P2P system with no central service

Advantages of P2P Computing

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- No central point of failure
 - Ex) the Internet and the Web do not have a central point of failure.
 - Cf) the client-server model
 - Most internet and web services use the client-server model (e.g. HTTP), so a specific service has a central point of failure.
- Scalability
 - Since every peer is alike, it is possible to add more peers to the system and scale to larger networks.
 - Distributing loads to all users
 - Users consume and provide resources
- No need for dedicated application and database servers

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Disadvantages of P2P Computing

- Decentralized coordination
 - It is hard to keep global state consistent.
 - Need for distributed coherency protocols.
- All nodes are not created equal.
 - Computing power, bandwidth have an impact on overall performance.
- Poor security

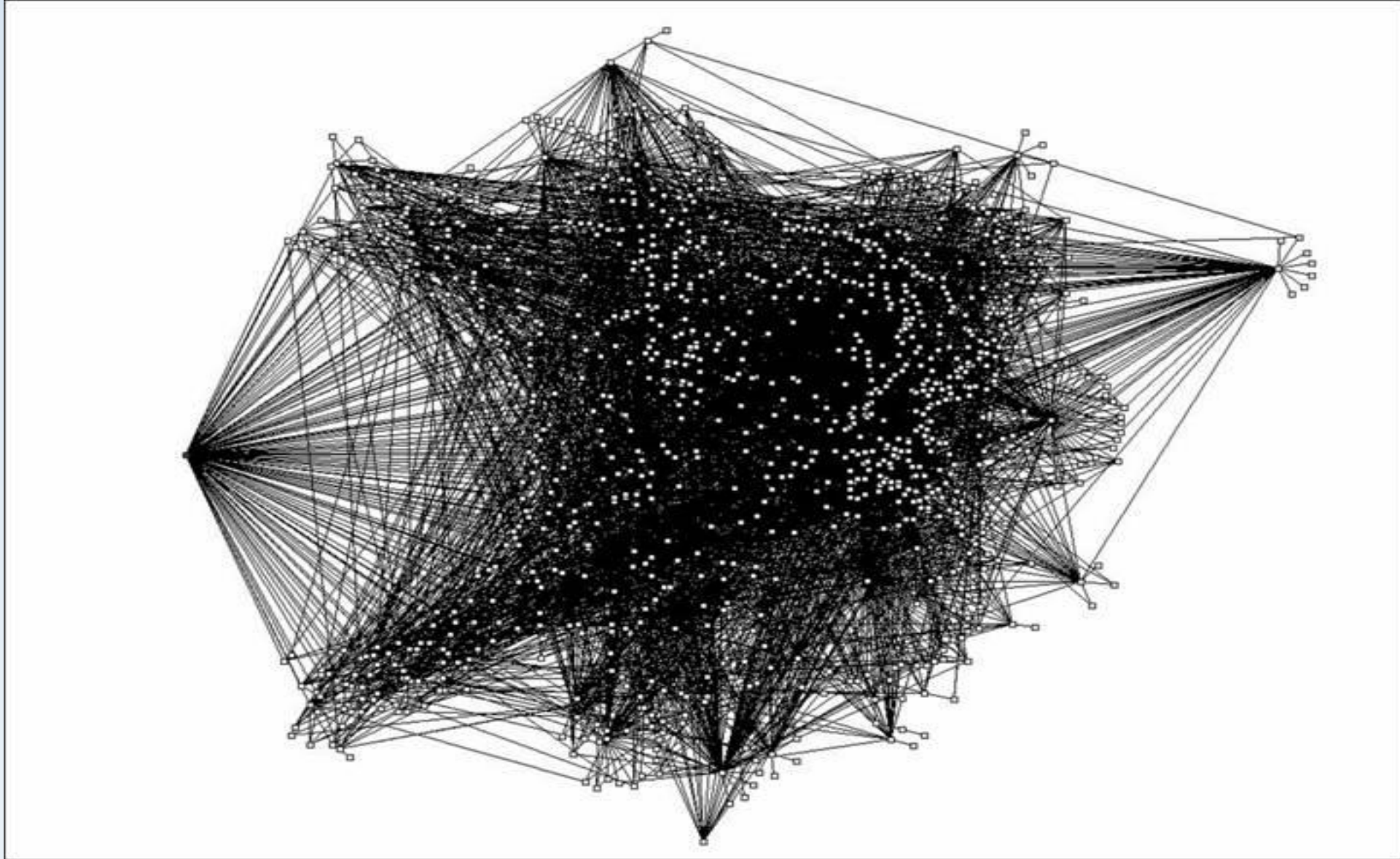
P2P Resources Sharing Examples

- Shareable related-computer resources:
 - CPU cycles^{cpu}
 - seti@home (Search for Extra-Terrestrial Intelligence), GIMPS
 - Bandwidth
 - PPLive, PPStream
 - Storage Space
 - OceanStore (architecture for global-scale persistent storage)
 - Murex (a mutable replica control scheme for peer-to-peer storage systems)
 - Data
 - Napster (directory service and mp3 libraries), Gnutella (program sharing)
 - Torrent
 - People
 - Buddy Finder
 - Camera, Microphone, Sensor, Service, etc.

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Topology of a Gnutella Network



Source: Mihajlo A. Jovanovic, Fred S. Annexstein, and Kenneth A. Berman, Laboratory of Networks and Applied Graph Theory, University of Cincinnati.

Classification of P2P systems

central server :

ecampus.kookmin.ac.kr

p2p :

- In P2P systems, cooperative peers self-organize themselves into overlay networks and store or relay data for each other.

- Pure P2P system

- a P2P system that has no central service of any kind
- the entire communication occurs among connected peers without any assistance from any server
- Pure P2P systems work well only in a small-scale environment

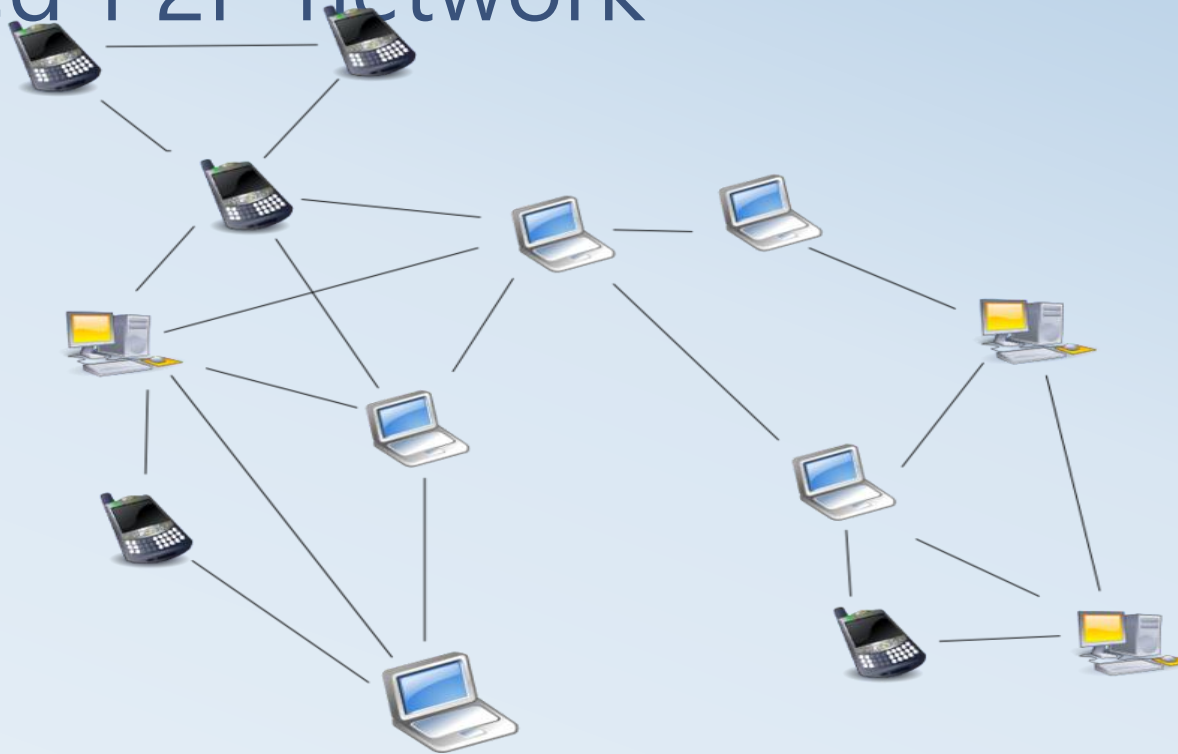
- Hybrid P2P system

- a P2P system which depends partially on central servers or allocates selected functions to a subset of dedicated peers

Classification of P2P systems

- Hybrid P2P
 - Preserves some of the traditional Client-Server architecture. A central server links between clients, and stores indices tables.
 - **Napster**
- Unstructured P2P
 - No control over topology and file placement
 - **Gnutella, Morpheus, Kazaa**
- Structured P2P
 - Topology is tightly controlled and placement of files are not random
 - **Chord, CAN, Pastry, Tornado**

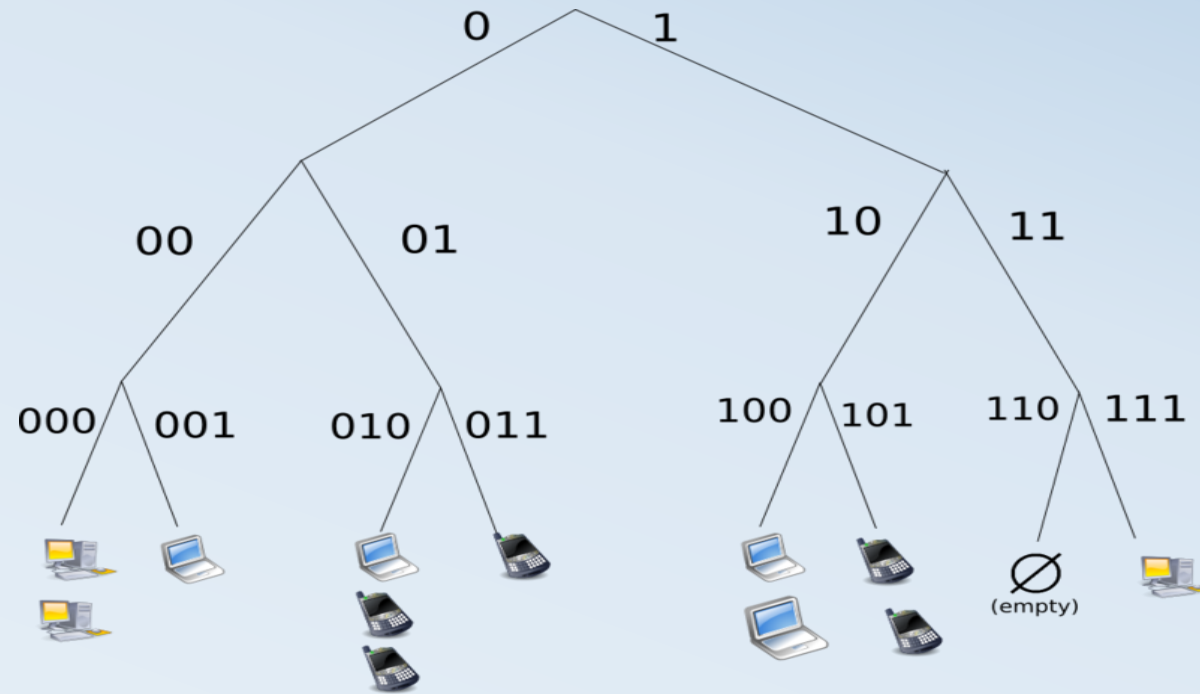
Unstructured P2P network



add - up

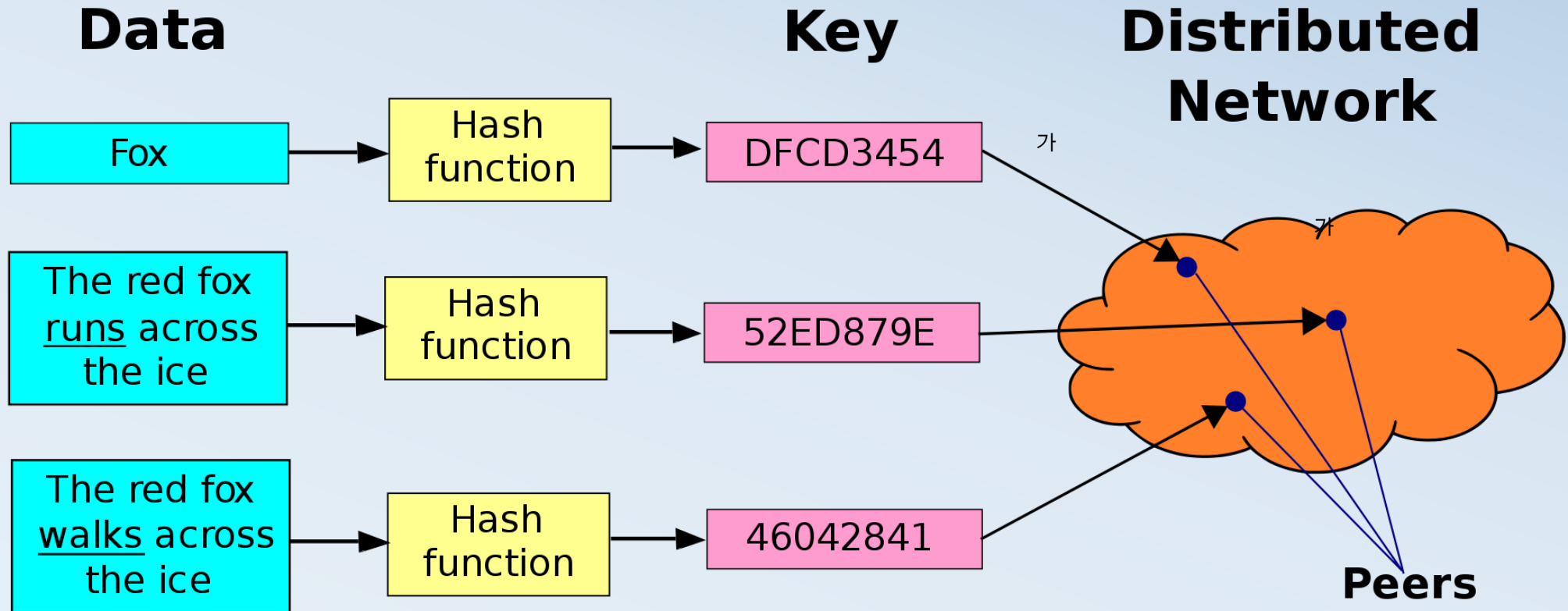
- Overlay network diagram for an **unstructured P2P network**
 - illustrating the ad hoc nature of the connections between nodes

Structured P2P network



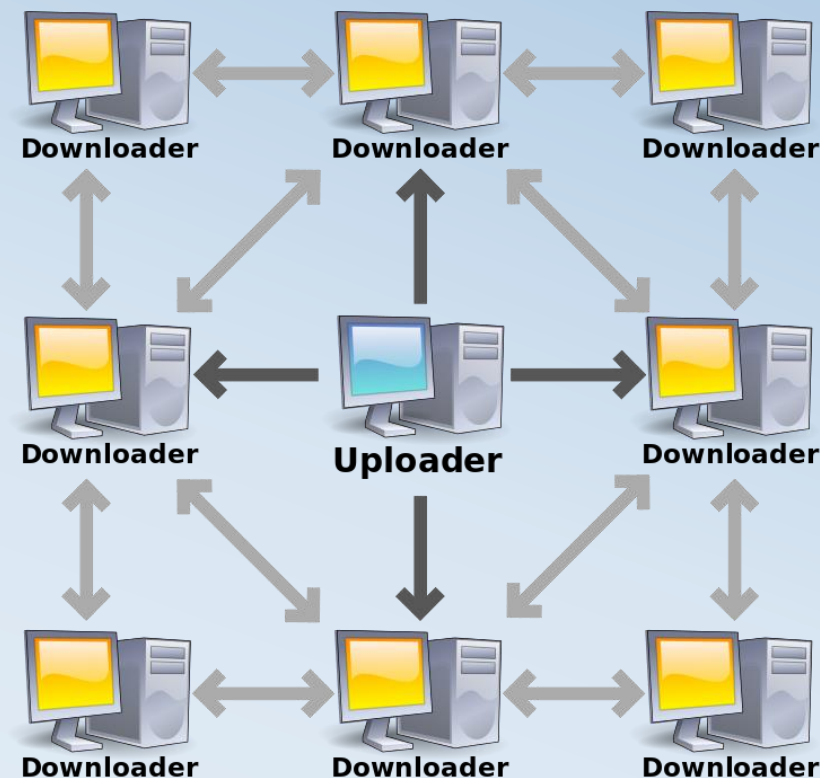
- Overlay network diagram for a **structured P2P network**
 - using a distributed hash table (DHT) to identify and locate nodes/resources

Distributed Hash Tables



BitTorrent

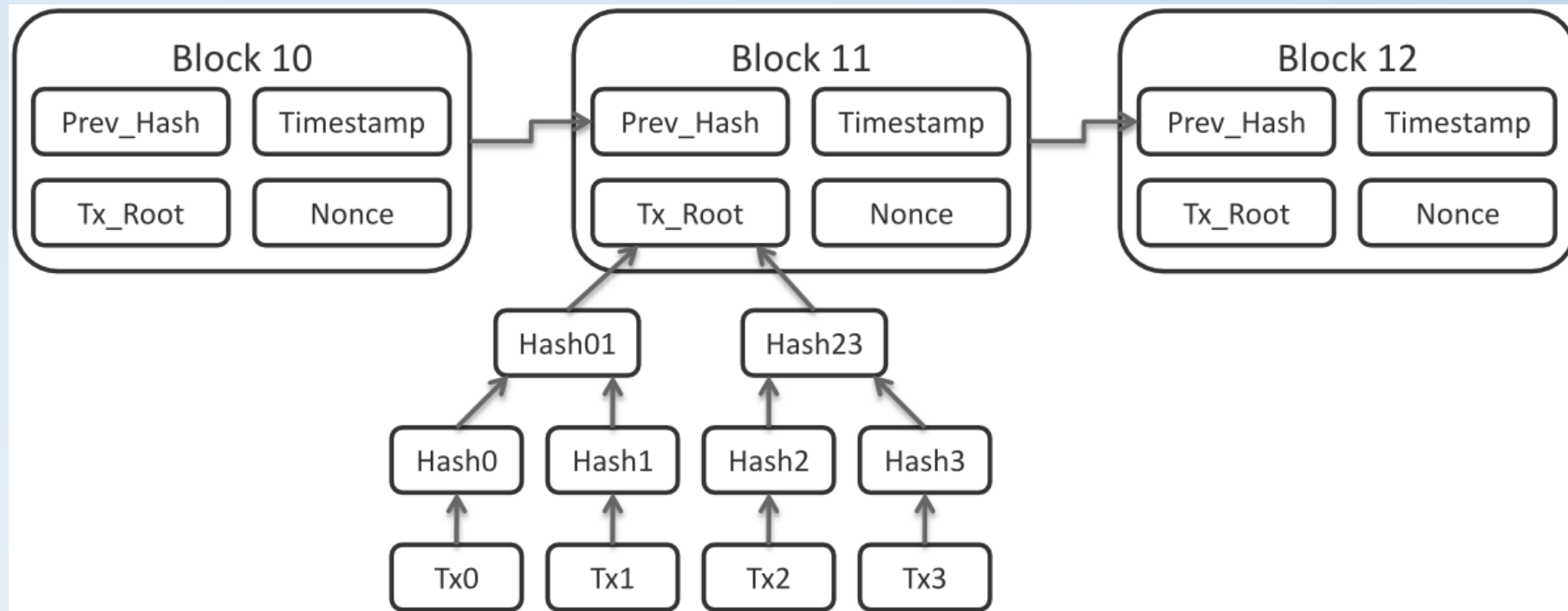
- A communication protocol for peer-to-peer file sharing (P2P) which is used to distribute data and electronic files over the Internet.
- Transferring large files:
 - digital video files containing TV shows or video clips or digital audio files containing songs.
- Popular clients include [μTorrent](#), [Xunlei](#), [Transmission](#), [qBittorrent](#), [Vuze](#), [Deluge](#), [BitComet](#) and [Tixati](#).
 - BitTorrent trackers provide a list of files available for transfer, and allow the client to find peer users known as *seeds* who may transfer the files.



<https://en.wikipedia.org/wiki/BitTorrent>

Blockchain

- Bitcoin Block Data Generation on P2P



https://en.wikipedia.org/wiki/Bitcoin#/media/File:Bitcoin_Block_Data.png

