

Client & Server

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https://cs169.org



Today's Outline

Announcements

Client/server architectures

Sinatra demos

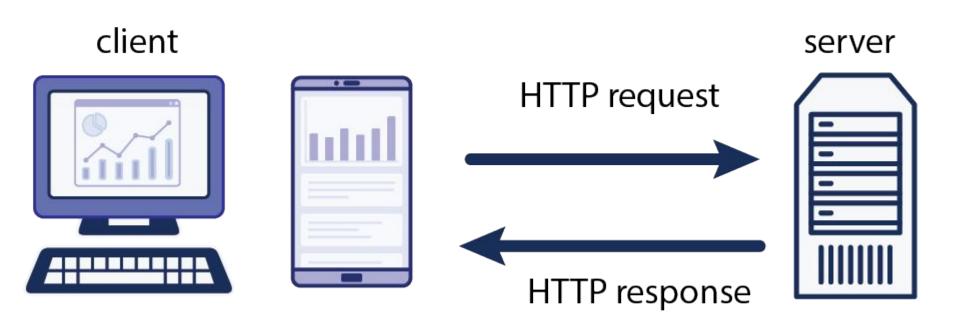
P2P



Client/Server Architectures

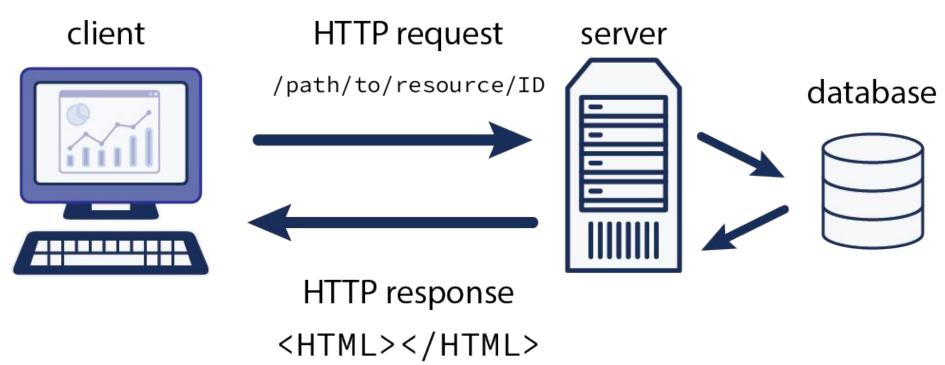


Client/Server





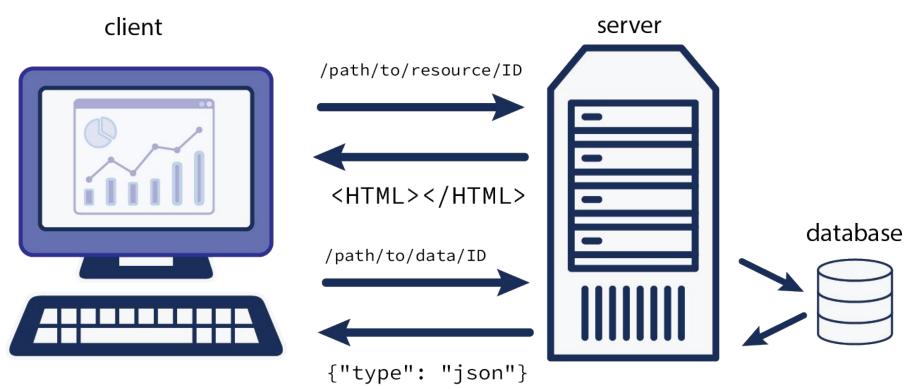
HTML over HTTP



https://github.com/pamelafox/software-eng-lectures/tree/master/sinatra-htmlonly

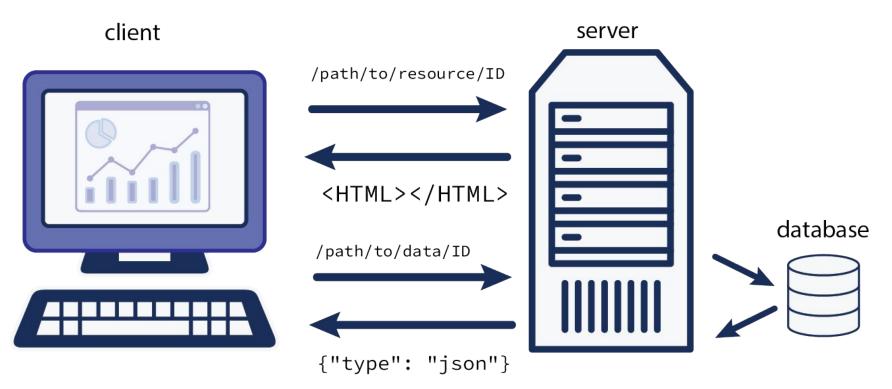


JSON over HTTP





HTML+JSON over HTTP





Server \rightarrow CDN

client Content Delivery Network /path/to/resource/ID <HTML></HTML> app server(s) database /path/to/data/ID {"type": "json"}



Exploring Architectures

Let's investigate...

- Github
- Twitter
- ...

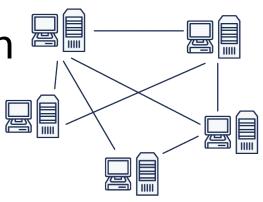


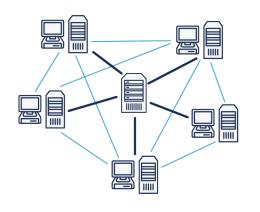
P2P Architecture



P2P (Peer-to-Peer)

Important feature: No distinction in roles between the client and server.





In practice, "centralized" P2P protocols exist where a server sets up the session.



Suggest Some P2P apps

- (can be an app, a protocol, service, etc.)



Examples (Apps-ish)

- git -- but not really GitHub.
 - In git, pushing and pulling from each remote can be any machine.
- Bitcoin, most crypto / DeFi (hence "Decentralized" Finance)
- BitTorrent
- Napster
- AirDrop
- Some video chat apps



Examples (Protocols)

- WebRTC -- audio/video streaming
- Paxos / Multi Paxos (CS186) -- multi-node commit agreement.
 - Many distributed consensus algorithms are p2p
- BGP (Border Gateway Protocol, CS168)
 - "Autonomous Systems" (semi-large networks) exchange routing information.



Video Chat Is Complex...

Some video apps implement both p2p and client-server architecture.

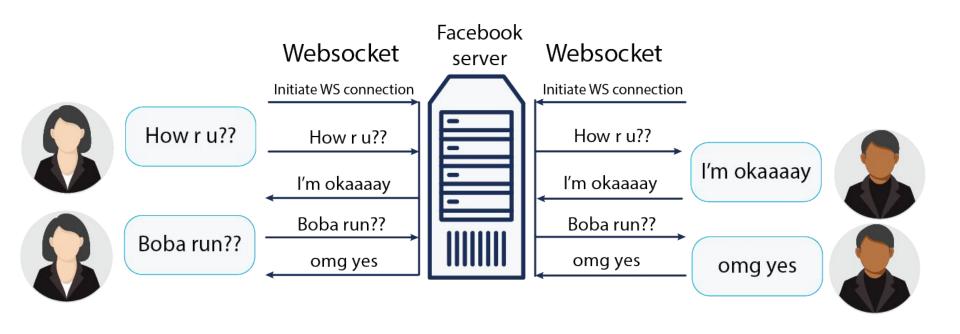
Why? When might one be more appropriate?



Chatbot Architecture



Facebook Chat Architecture



https://en.wikipedia.org/wiki/WebSocket

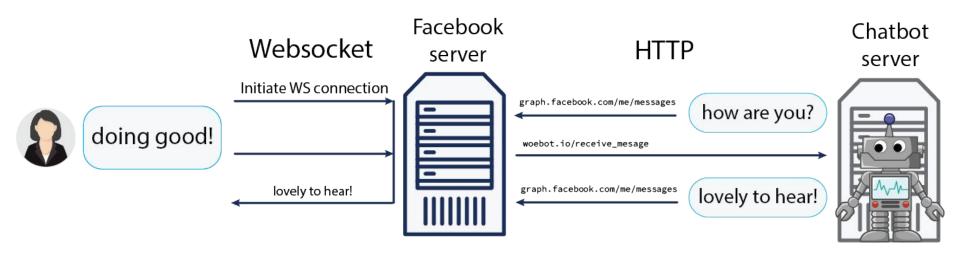


WoeBot: A Facebook Chatbot





Facebook Chatbot Architecture

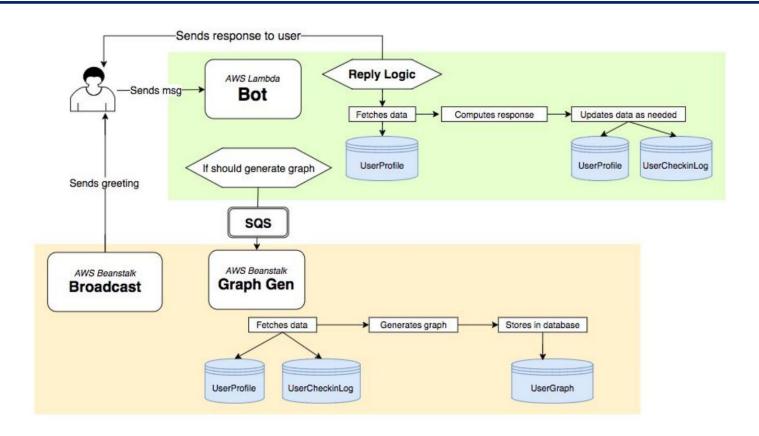


https://developers.facebook.com/docs/messenger-platform/send-messages

https://developers.facebook.com/docs/messenger-platform/webhook



WoeBot AWS Architecture





Bonus: Scalability!

