

# The latest developments in advanced architectural patterns: a survey

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Abhijit Taware  
*Computer Science (of Aff.)*  
UNB  
Fredericton, Canada  
ataware@unb.ca

Luigi Benedicenti  
*Computer Science*  
UNB  
Fredericton, Canada  
luigi.benedicenti@unb.ca

**Abstract**—In this document, the common software architectural patterns are briefly discussed. The document further describes latest advancements in service oriented architecture, microservices, reactive programming and resilient software development.

**Index Terms**—SOA, microservice, reactive programming, resilient software

## I. ARCHITECTURAL DESIGN PATTERNS

Large enterprise needs software that scales with ever changing and increasing needs of the business. Selecting the right architecture before diving into the actual work is crucial to the success of the application and enterprise. This section explores various architectural patterns used in the industry. The pros and cons will be discussed for each of the pattern.

### A. Layered architecture

It is the most common architecture style, that organize similar modules into horizontal layers. The layers are independent of others and interact using exported APIs. An application can be designed using any number of layers. The network protocol stack is a good example of layered architecture. The in upper layer is transmitted to lower layers using encapsulated packets. A layer don't have to know the inner working of other layer and communication happens through a set of APIs exposed by each layer. Another example of business application, that is divided into presentation, logic and data tiers. Following of some of the benefits offered by this architecture.

- Layers can be developed and tested independently.
- Changes made in one layer doesn't affect the other layer, hence maintainable.
- Low coupling and high cohesion
- Lower layers have no dependency on higher layer and hence reusable.

The disadvantages can be summarized as follow.

- A change to any component may trigger a redeployment of the entire application.

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- Each layer can have separate physical deployment or an entire application can be replicated. It is too coarse grained from deployment perspective.
- Communication across layers can be a performance bottleneck for certain applications.

### B. client-server architecture

It consists of a server and multiple clients. The server keeps listening to the client requests. The server responds to any new client requests i.e., provides a service to those clients. E.g. the encryption key control server provides encryption keys to the requesting clients over network. This model is prone to denial of service attack. The scalability requires replicating the server components with load balancing, failover and failback mechanisms.

### C. Pipe and filter architecture

This approach is suitable for large applications that can be broken down to multiple steps. Each step refers to a filter. The filter applies a specific function to the data and can work asynchronously as well. The pipes refer to the connectors between these filters. The output of one filter serves as an input for the next filter on the pipeline. The common example is Unix pipes.

- Adding a new step is easy by adding a new filter and adding it to existing pipe stream.
- It is easier to reuse of filters doing generic actions.
- Promotes concurrency of different filters do not depend on each other.
- The errors gets propagated across the filters, which is a downside of this architecture.
- A broken filter leads to a complete broken pipe.

### D. Peer to peer architecture

A peer-to-peer (P2P) architecture consists of a decentralized network of peers i.e. nodes. Unlike client-server architecture, a node in this architecture can act both as a server and a client. The workload is split into small chunks that can be reassembled later, allowing peers to work simultaneously on

a task. E.g. P2P file sharing, where a file is split into chunks that allows many chunks to be downloaded from different peers at the same time.

- Need for centralized server is eliminated.
- There is no single point of failure, unless the number of peers are too few.
- The increase in number of peers can be handled easily i.e., scalable.
- The model is prone to security issue, as an infected peer can affect the whole network.
- Fairness guarantees are difficult to enforce as many leeches could benefit free riders.
- Instant messaging, file sharing, collaboration apps use P2P architecture. E.g. Bitcoin, BitTorrent, napster etc.

#### E. Event based architecture

The callbacks mechanism describes this architecture well. It consists of source, listener, and a bus. The event source send a message i.e. an event on the bus to other component. The listener responds by performing some action. The components communicate only via the event bus. The linux device driver interrupt handlers employ this mechanism.

- Changing name or type of an event requires changes to the listener.
- Too many event sources or listeners lead to bottleneck for the bus.
- Following the control flow is difficult due to asynchronous nature of events.
- The producer and consumer of the event need not be aware of each other allowing for loose coupling
- Loose coupling makes it easy for a component to evolve independently.
- Message passing over the bus introduce additional abstraction and may not be efficient.

#### F. Interpreter

#### G. Blackboard

It is similar to boardroom where people solve the problem using a whiteboard. The component blackboard acts as a global information store. It allows various components to collaborate towards the final solution. The controller component monitors the blackboard and schedules individual knowledge sources. The knowledge sources are specialized workers with its own representation of the problem. The communication happens through the blackboard. The CAD software is an example of blackboard design.

- Efficient scheduling of tasks and resource management across a distributed network.
- Better suited when a problem can be split into multiple sub-problems.
- Not always easy to break down a task into subproblems.
- Everything is shared and can cause unwanted information flows.
- Controller design can become overly complex and unmaintainable.

- Knowledge sources being independent, allows for reusability.

## II. PREPARE YOUR PAPER BEFORE STYLING

Before you begin to format your paper, first write and save the content as a separate text file. Complete all content and organizational editing before formatting. Please note sections II-A–II-E below for more information on proofreading, spelling and grammar.

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### B. Units

- Use either SI (MKS) or CGS as primary units. (SI units are encouraged.) English units may be used as secondary units (in parentheses). An exception would be the use of English units as identifiers in trade, such as “3.5-inch disk drive”.
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$$a + b = \gamma \quad (1)$$

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- Be aware of the different meanings of the homophones “affect” and “effect”, “complement” and “compliment”, “discreet” and “discrete”, “principal” and “principle”.
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- There is no period after the “et” in the Latin abbreviation “et al.”.
- The abbreviation “i.e.” means “that is”, and the abbreviation “e.g.” means “for example”.

An excellent style manual for science writers is [7].

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**Figure Labels:** Use 8 point Times New Roman for Figure labels. Use words rather than symbols or abbreviations when writing Figure axis labels to avoid confusing the reader. As an

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<sup>a</sup>Sample of a Table footnote.



Fig. 1. Example of a figure caption.

example, write the quantity “Magnetization”, or “Magnetization, M”, not just “M”. If including units in the label, present them within parentheses. Do not label axes only with units. In the example, write “Magnetization (A/m)” or “Magnetization {A[m(1)]}”, not just “A/m”. Do not label axes with a ratio of quantities and units. For example, write “Temperature (K)”, not “Temperature/K”.

#### ACKNOWLEDGMENT

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