

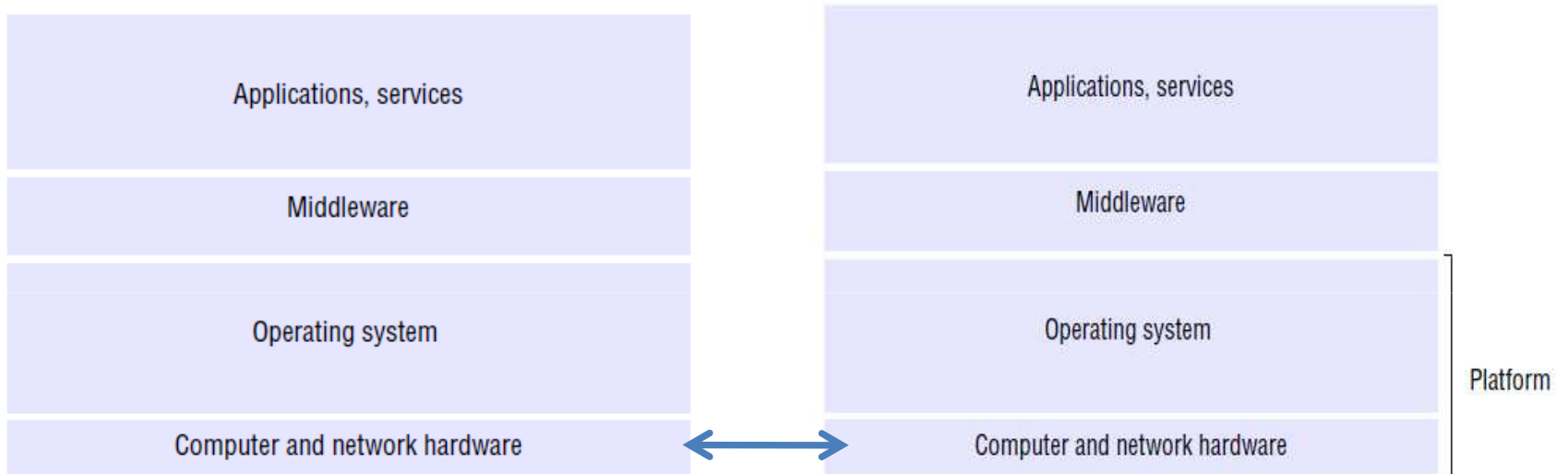
System Models of Distributed Systems - 2

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AP/CSE-SSN

Placement

- Mapping of Services to Multiple Servers
- Cache
- Mobile Code
- Mobile Agents

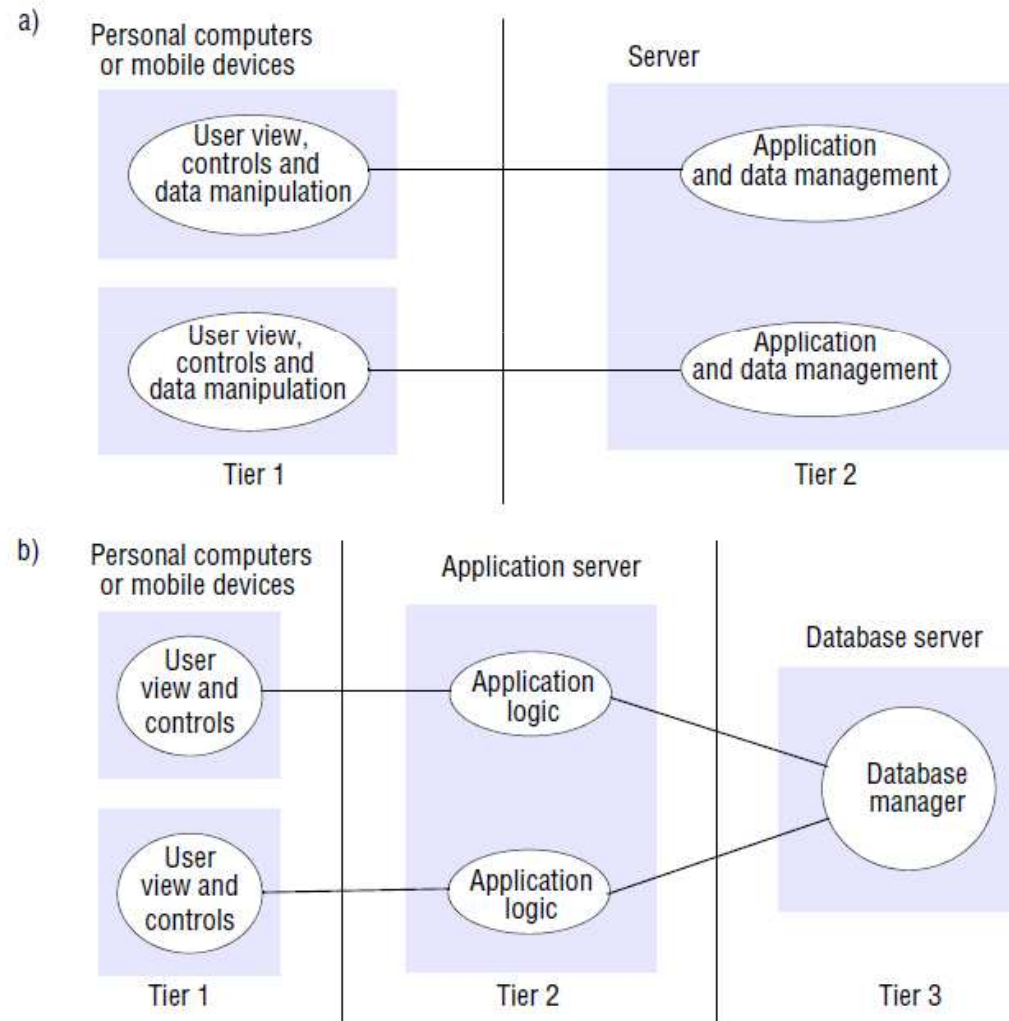
Architectural Patterns



Layered Pattern

Tiered Architecture

Two-tier and three-tier architectures



- AJAX
- Thin Clients
- Proxy
- Brokers
- Reflection
- Middleware

Fundamental Models

- Why ?
- Interaction
- Failure
- Security

Interaction Model

- Latency
- Bandwidth
- Jitter
- Clock and Timing Events
- Two Variants of Interaction Model

Clocks and Event Ordering

