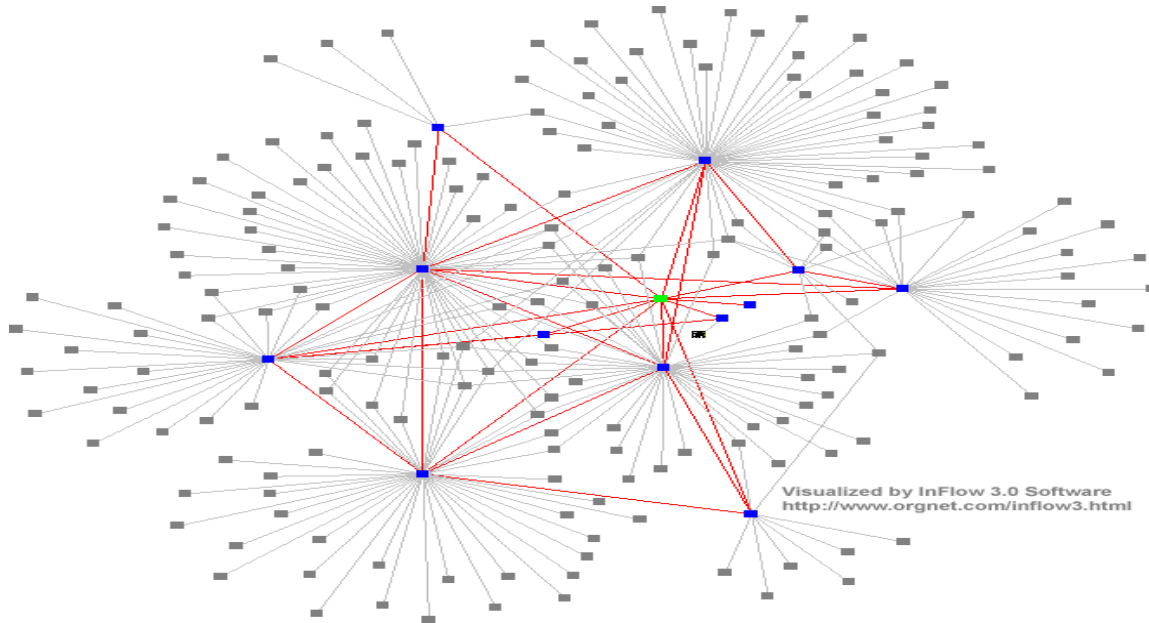


# Distributed Systems : System Models



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*With Thanks to Prof. G. Coulouris, , Prof Tanenbaum, Prof. Raj and,  
Prof. S.C Joo*

# Outline

- Introduction
- Physical Models:
  - Three Generations of DS: Early, Internet-Scale, Contemporary
- Architectural Models
  - Software Layers
  - System Architectures
    - Client-Server
      - Clients and a Single Server, Multiple Servers, Proxy Servers with Caches, Peer Model
    - Alternative Client-Server models driven by:
      - Mobile code, mobile agents, network computers, thin clients, mobile devices, and spontaneous networking
    - Design Requirements/Issues
- Fundamental Models – formal description
  - Interaction, failure, and security models.
- Summary

# Introduction

- Distributed systems should be designed to function **correctly** in **ALL circumstances/scenarios**.
- Distributed system models helps in...
  - ..classifying and understanding different implementations
  - ..identifying their weaknesses and their strengths
  - ..crafting new systems out of pre-validated building blocks
- We will study distributed system models from different perspectives
  - Structure, organization, and placement of components
  - Interactions
  - Fundamental properties of systems

# Characterization

- The structure and the organization of systems and the relationship among their components should be designed with the following goals in mind:
    - To cover the widest possible range of circumstances.
    - To cope with possible difficulties and threats.
    - To meet the current and possibly the future demands.
  - Architectural models provide both:
    - a pragmatic starting point
    - a conceptual view
- to address these challenges.

In terms of logical view of  
the system in

# Characterization: Difficulties and Threats

- **Widely varying models of use**
  - High variation of workload, partial disconnection of components, or poor connection.
- **Wide range of system environments**
  - Heterogeneous hardware, operating systems, network, and performance.
- **Internal problems**
  - Non synchronized clocks, conflicting updates, various hardware and software failures.
- **External threats**
  - Attacks on data integrity, secrecy, and denial of service.

# Characterization: Dealing with Challenges

## ■ Observations

### ■ Widely varying models of use

- The structure and the organization of systems allow for distribution of workloads, redundant services, and high availability.

### ■ Wide range of system environments

- A flexible and modular structure allows for implementing different solutions for different hardware, OS, and networks.

### ■ Internal problems

- The relationship between components and the patterns of interaction can resolve concurrency issues, while structure and organization of component can support failover mechanisms.

### ■ External threats

- Security has to be built into the infrastructure and it is fundamental for shaping the relationship between components.

# Models at a Glance

Physical, Architectural, and  
Fundamental Models

# Physical Models

- A representation of the underlying H/W elements of a DS that abstracts away specific details of the computer/networking technologies.
- Baseline physical model – a small set of nodes.
- Three Generations of DSs (Distributed Systems):
  - Early DSs [70-80s]: LAN-based, 10-100 nodes
  - Internet-scale DSs [early 90-2005]: Clusters, Grids, P2P (with autonomous nodes)
  - Contemporary DSs: dynamic nodes in **mobile systems** that offer location-aware services, **Clouds** with resource pools offering services on pay-as-you-go basis, and **Internet of Things (IoT)** (seamless interaction between physical and cyber world for smart \* applications such as Smart Health, Smart Cities)



# Architectural model

- An Architectural model of a distributed system is concerned with the placement of its parts and relationship between them. Examples:
  - Client-Server (CS) and Peer Process models.
  - CS can be modified by:
    - The partitioning of data/replication at cooperative servers
    - The caching of data by proxy servers or clients
    - The use of mobile code and mobile agents
    - The requirements to add or remove mobile devices.

# Fundamental Models

- Fundamental Models are concerned with a **formal description** of the properties that are **common in all** of the architectural models
- Models addressing time synchronization, message delays, failures, security issues are addressed as:
  - **Interaction Model** – deals with performance and the difficulty of setting of time limits in a distributed system.
  - **Failure Model** – specification of the faults that can be exhibited by processes
  - **Security Model** – discusses possible threats to processes and communication channels.

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  - Software Layers

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    - Alternative Client-Server models driven by:

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# Architectural Models – Intro [1]

- The architecture of a system is its structure in terms of separately specified components.
  - Its goal is to meet present and likely future demands.
  - Major concerns are making the system reliable, manageable, adaptable, and cost-effective.
- Architectural Model:
  - **Simplifies and abstracts** the functions of individual components
  - The **placement of the components** across a network of computers – define patterns for the distribution of data and workloads
  - The **interrelationship** between the components – ie., functional roles and the patterns of communication between them.

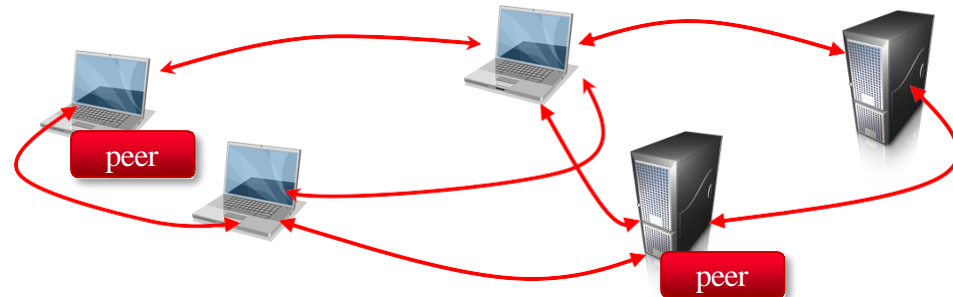
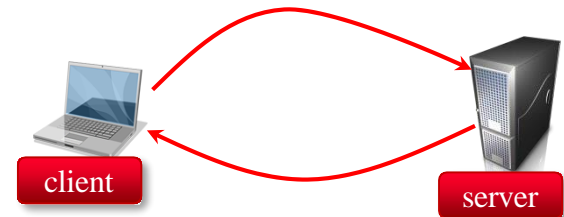
# Architectural Models – Intro [2]

## ■ Architectural Model - simplifies and abstracts the functions of individual components:

- An initial simplification is achieved by classifying processes as:

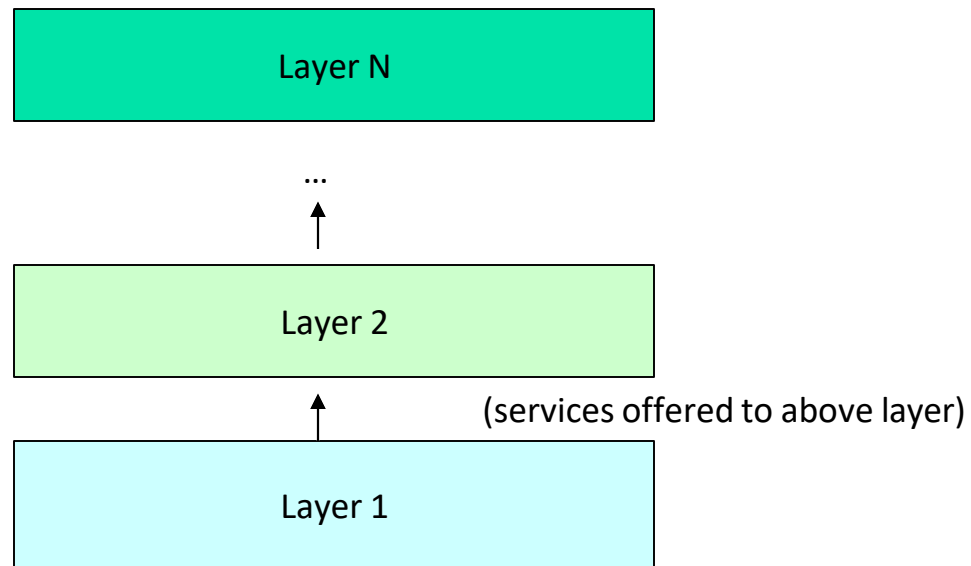
- Server processes
- Client processes
- Peer processes

- Cooperate and communicate in a symmetric manner to perform a task.

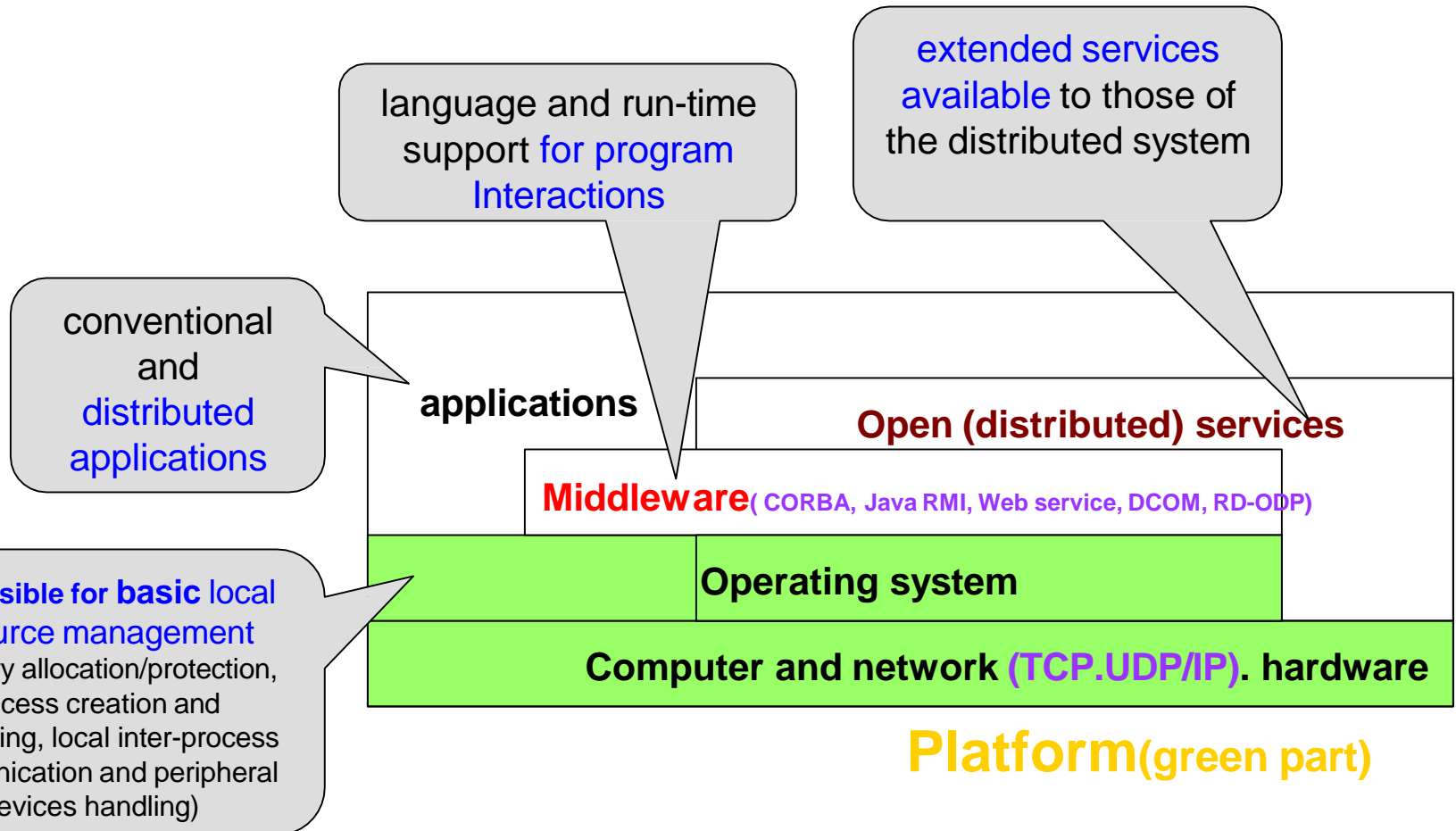


# Software Architecture and Layers

- The term *software architecture* referred:
  - Originally to the structure of software as *layers* or modules in a single computer.
  - More recently in terms of *services* offered and requested between processes in the same or different computers.
- Breaking up the complexity of systems by designing them through layers and services
  - Layer: a group of related functional components
  - Service: functionality provided to the next layer.

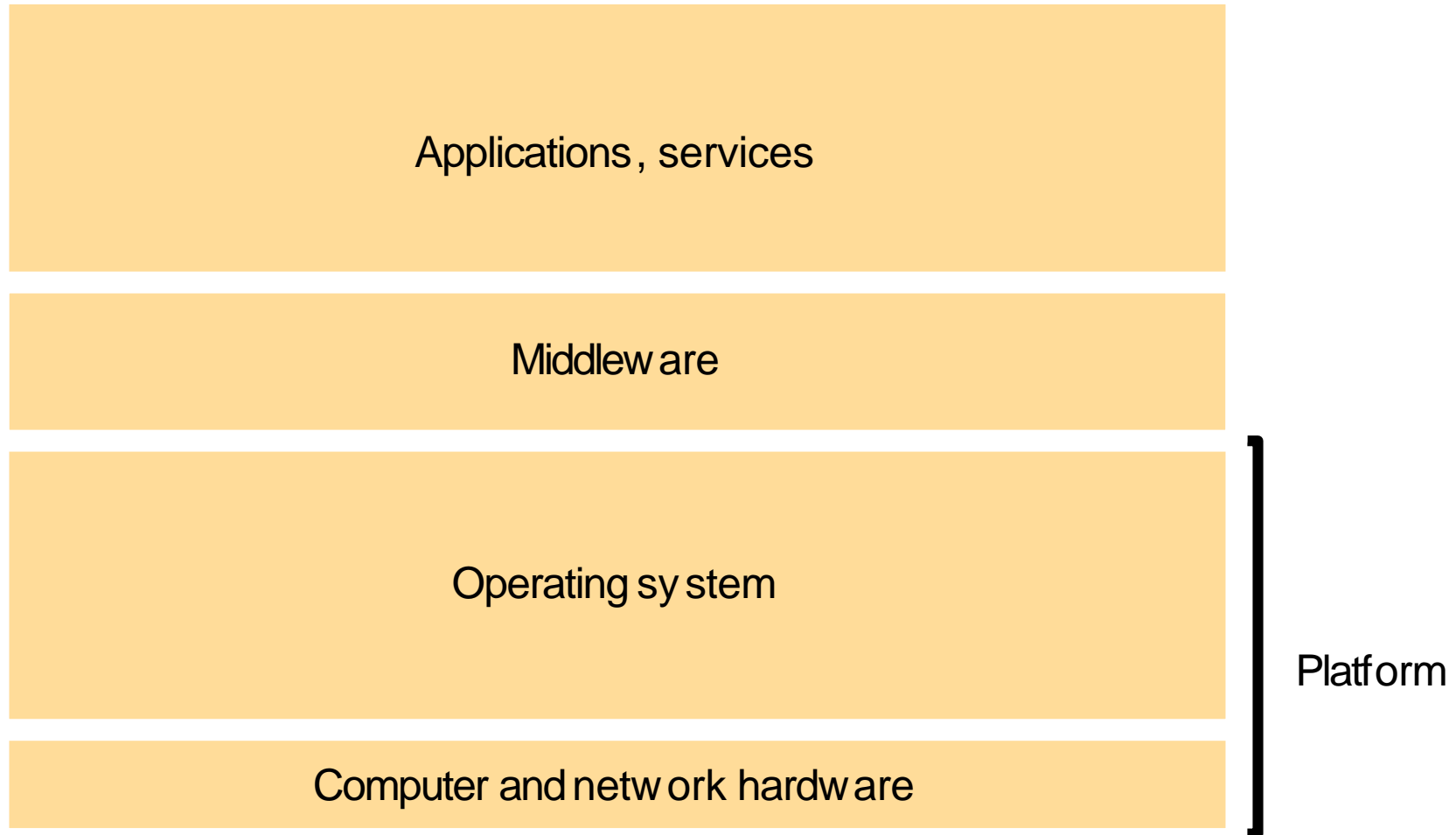


# Software Layers



# Software and hardware service layers in distributed systems

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# Platform

- The lowest hardware and software layers are often referred to as a platform for distributed systems and applications.
- These low-level layers provide services to the layers above them, which are implemented independently in each computer.
- Major Examples
  - Intel x86/Windows
  - Intel x86/Linux
  - Intel x86/Solaris(BSD, AIX...)
  - PowerPC/MacOS
  - iPhone/iOS
  - Samsung Galaxy/Android
  - HarmonyOS

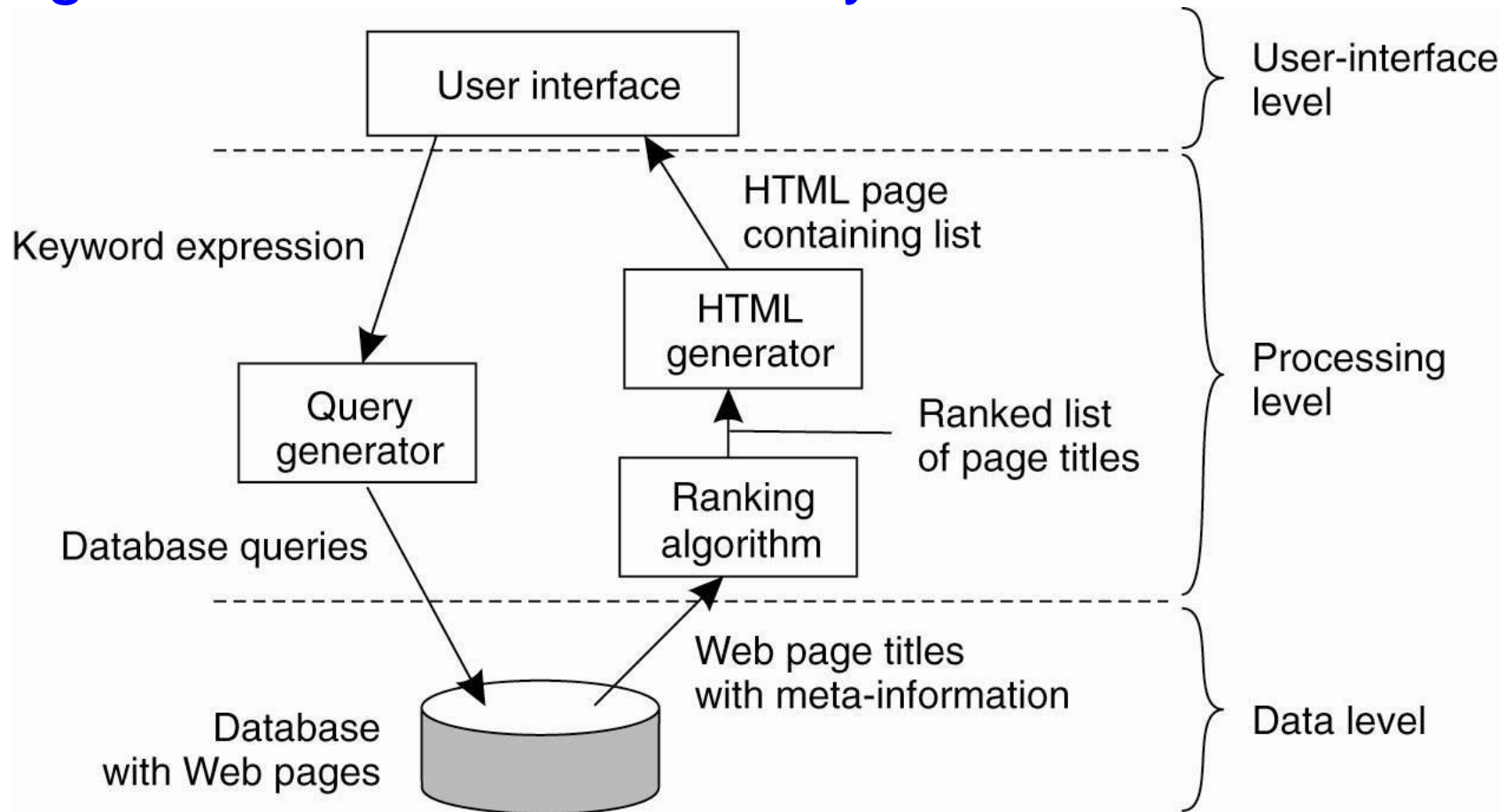
# Application Layering (1)

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- Recall previously mentioned layers of architectural style
  - The user-interface level
  - The processing level
  - The data level

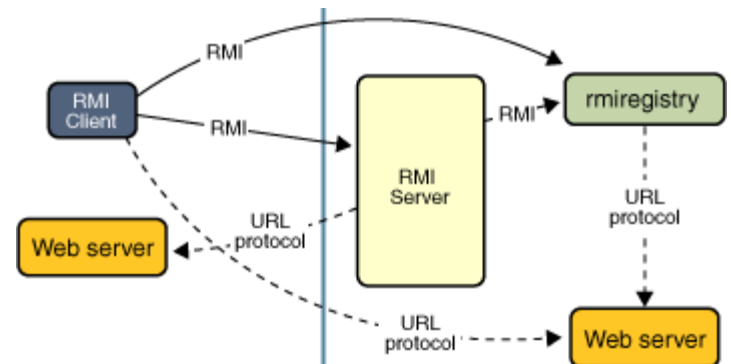
# Application Layering (2)

- The simplified organization of an Internet search engine into three different layers.



# Middleware

- A layer of software whose purpose is to **mask heterogeneity** present in distributed systems and to provide a convenient programming model to application developers.
- Major Examples:
  - Sun RPC (Remote Procedure Call)
  - OMG CORBA (Common Object Request Broker Architecture)
  - Microsoft D-COM (Distributed Components Object Model)
  - Sun Java RMI (Remote Method Invocation)
  - Modern Middleware Examples:
    - Manjrasoft Aneka– for Cloud computing
    - IBM WebSphere
    - Microsoft .NET
    - Sun J2EE
    - Google AppEngine
    - Microsoft Azure

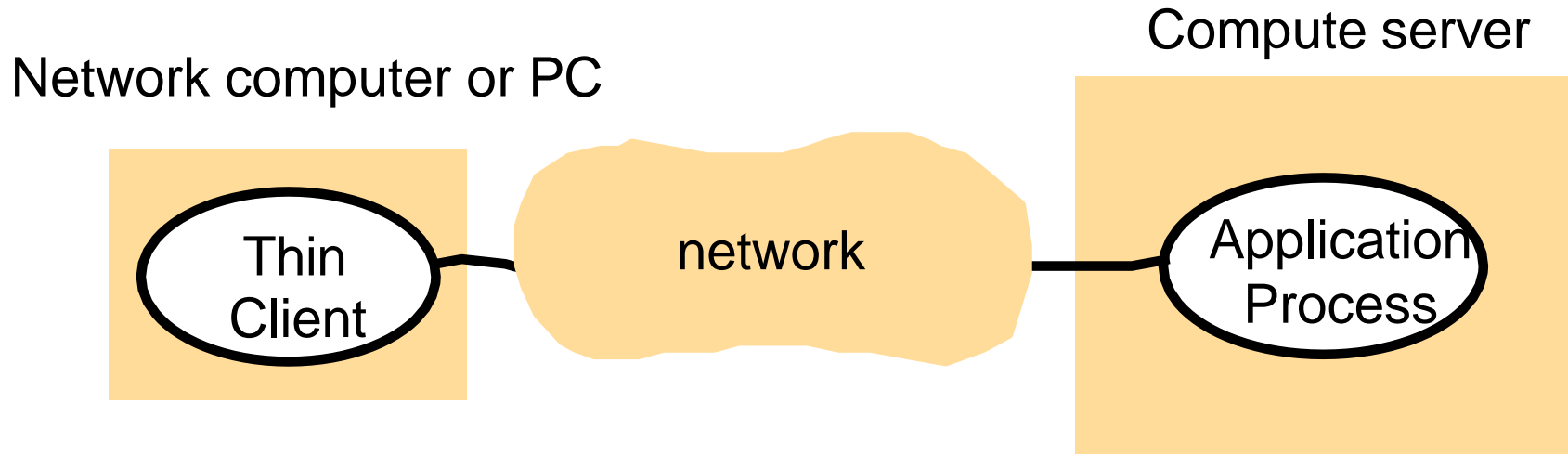


# System Architecture

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- The most evident aspect of DS design is the division of responsibilities between system components (applications, servers, and other processes) and the placement of the components on computers in the network.
- It has major implication for:
  - Performance, reliability, and security of the resulting system.

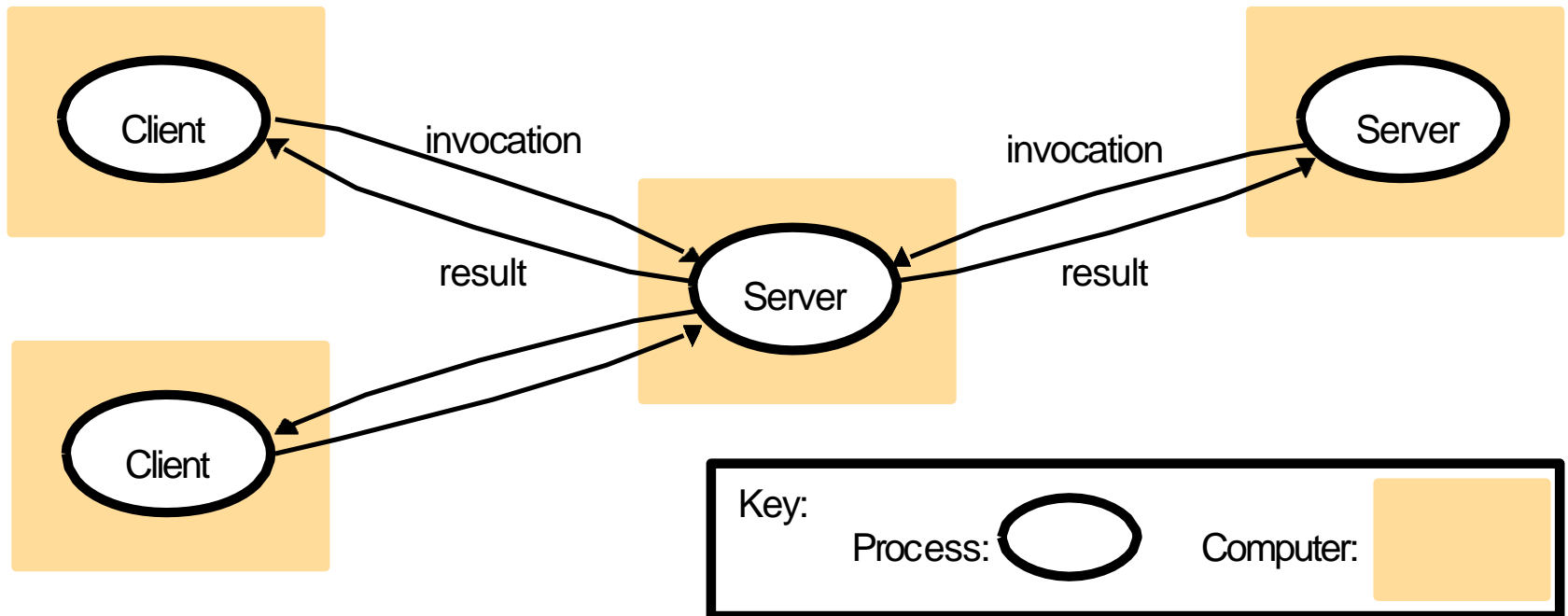
# Thin clients and compute servers



- **Network computer:** download OS and applications from the network and run on a desktop (solve up-gradation problem) at runtime.
- **Thin clients:** Windows-based UI on the user machine and application execution on a remote computer. E.g, X-11 system.

# Client-Server Basic Model:

## Clients invoke individual servers

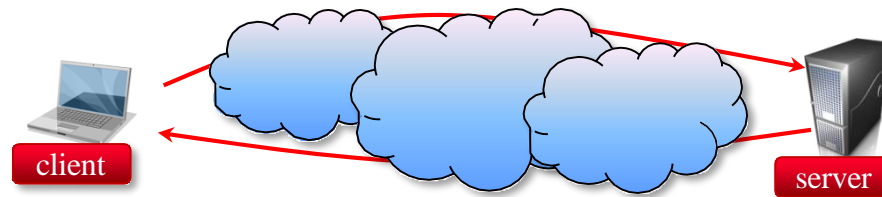


- Client processes interact with individual server processes in a separate computer in order to access data or resource. The server in turn may use services of other servers.
- Example:
  - A Web Server is often a client of file server.
  - Browser ? search engine -> crawlers ? other web servers.

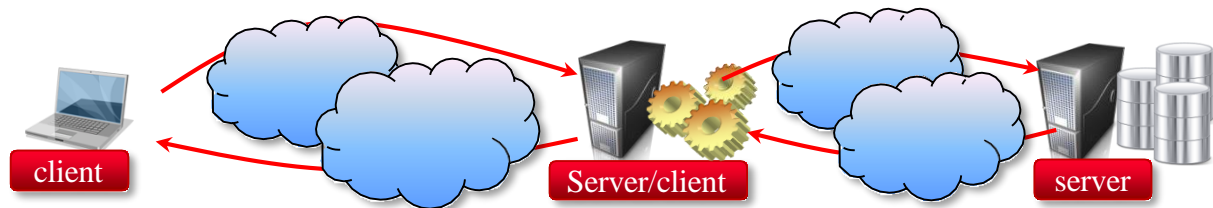
# Client-Server Architecture Types

## (Tier arch compliments layer architecture)

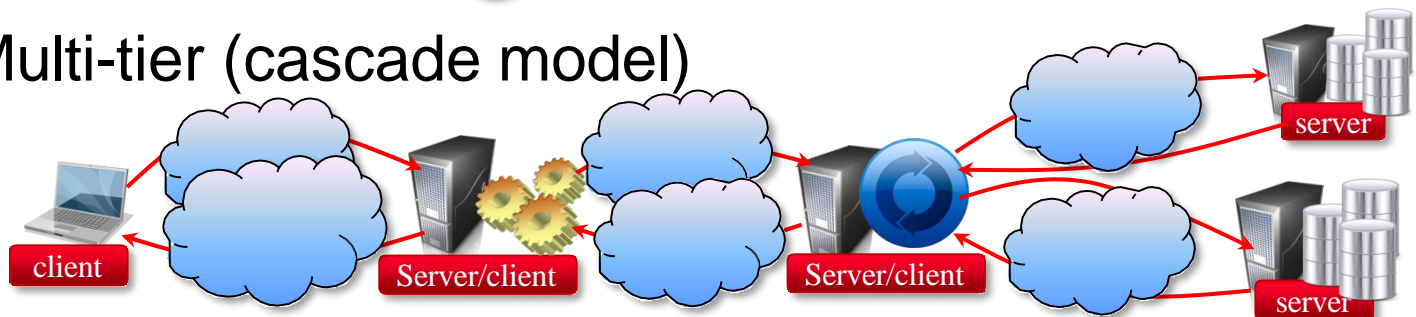
- Two-tier model (classic)



- Three-tier (when the server, becomes a client)



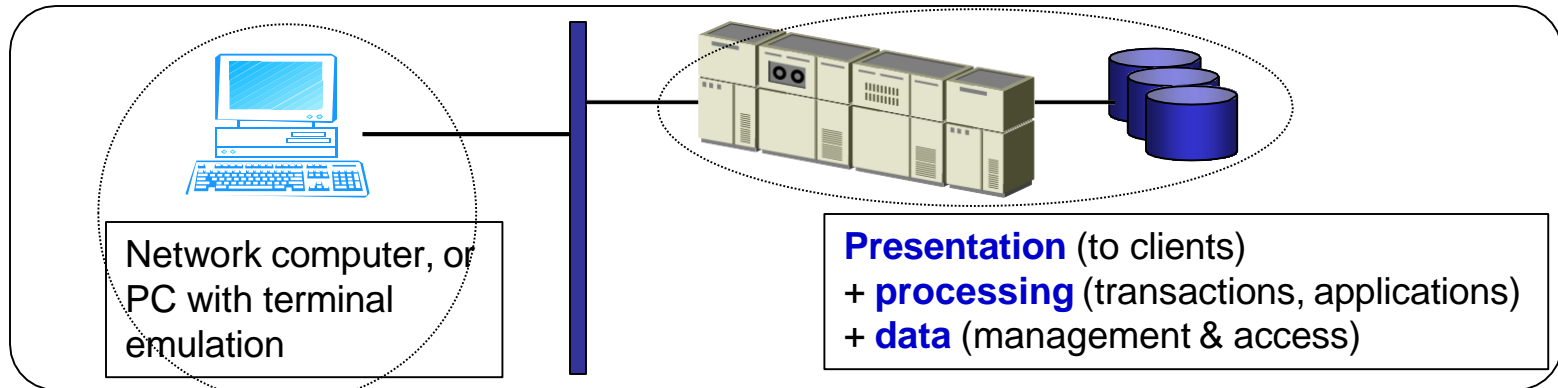
- Multi-tier (cascade model)



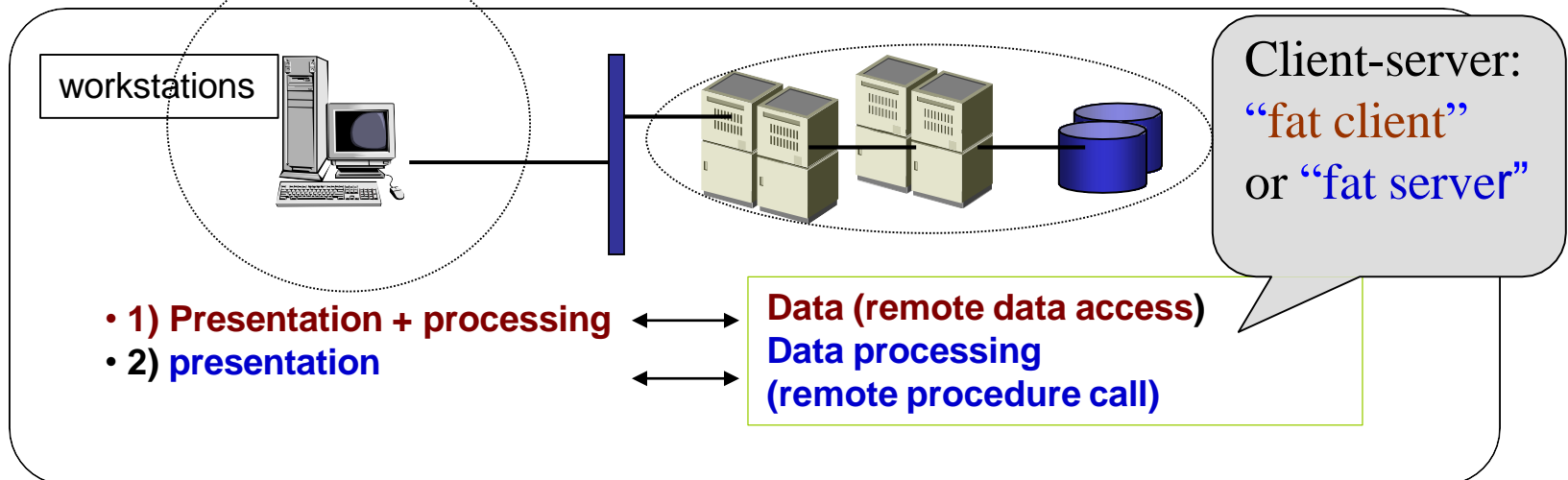


# Client-Server Systems

## Two Tier Architecture



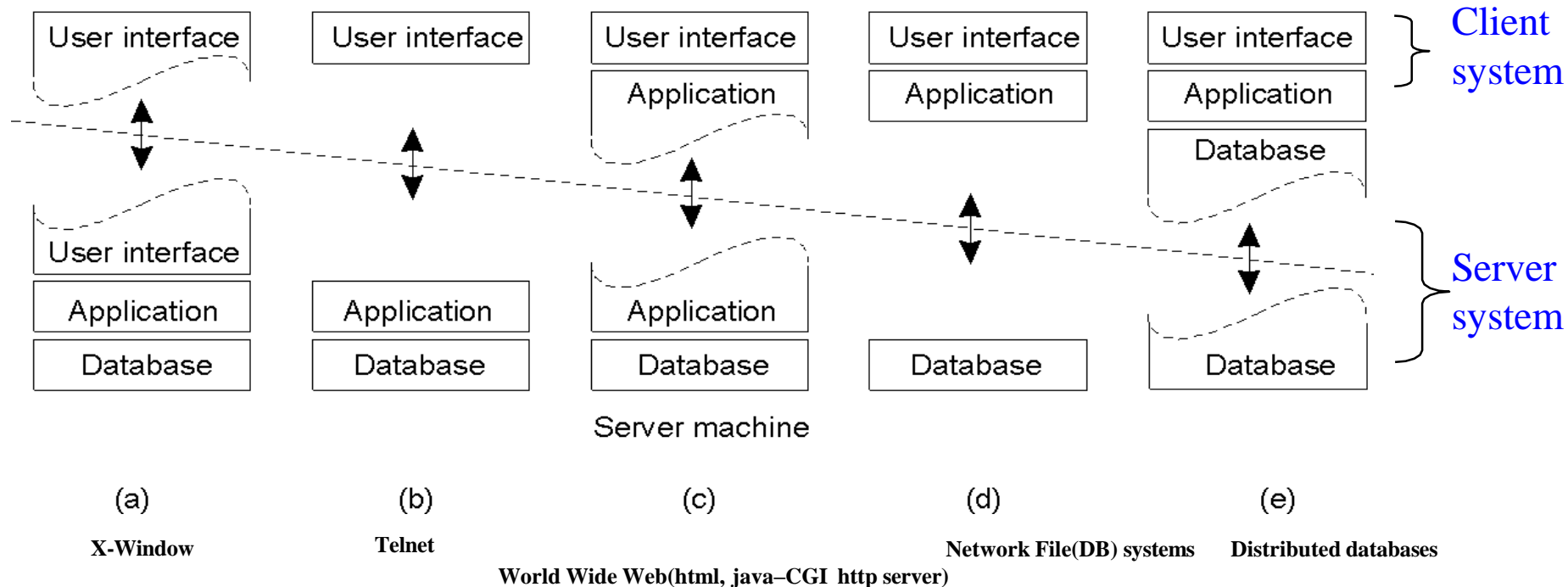
## Three Tier Architecture



# Client-Sever System – Applying Database system ctd

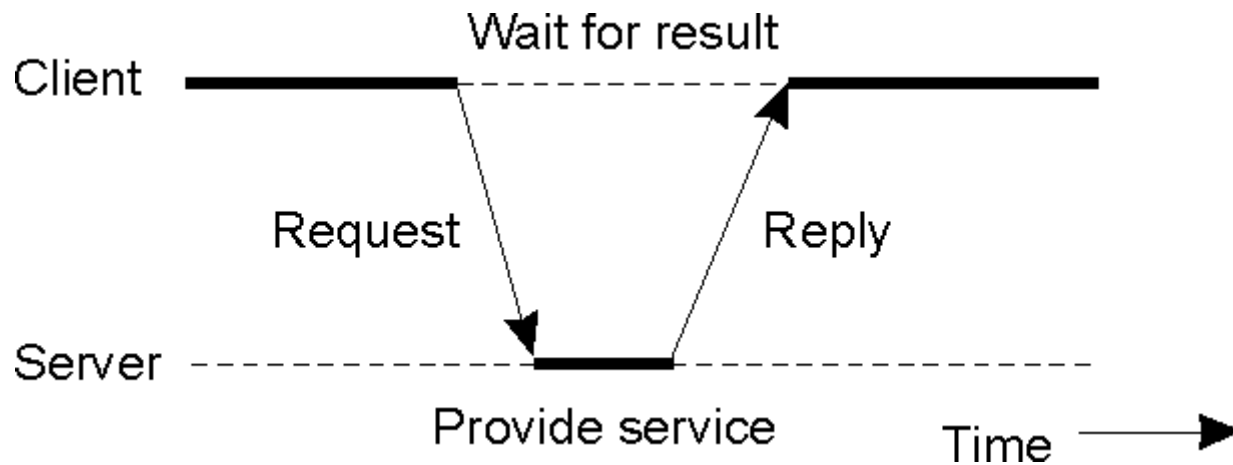
## ■ “Gartner Group” - 2-tier Database system's architecture -

— user interface — presentation — application — logic



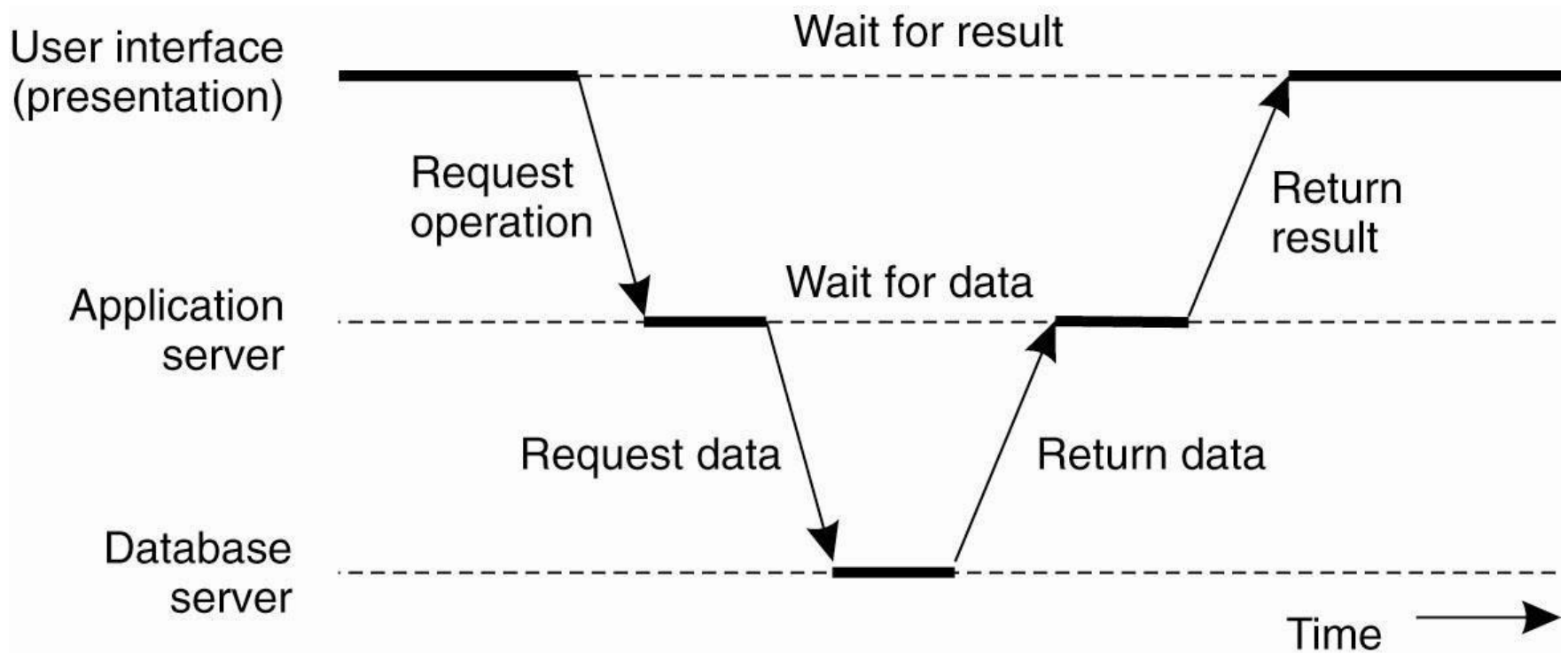
# Clients and Servers

- General interaction between a client and a server.

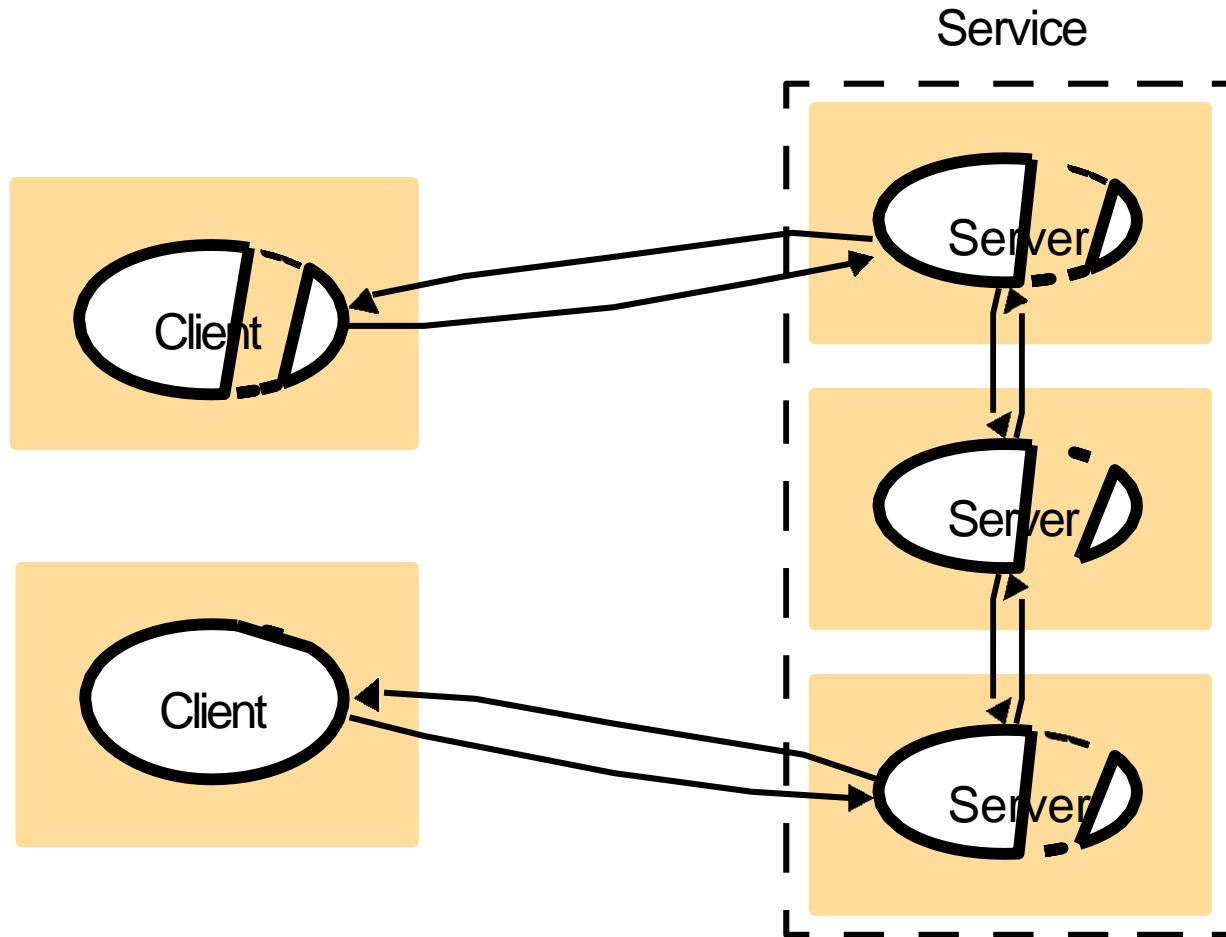


# Multitiered Architectures

- An example of a server acting as client.

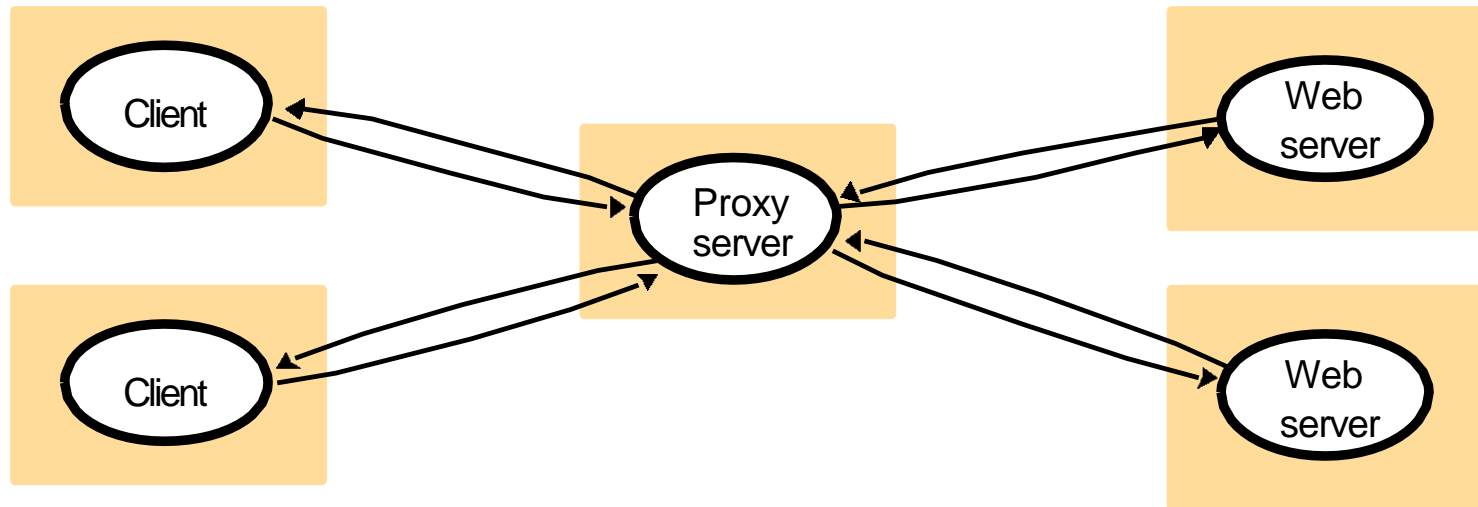


# A service provided by multiple servers



- Services may be implemented as several server processes in separate host computers.
- Example: Cluster based Web servers and apps such as Google, parallel databases Oracle

# Proxy servers (replication transparency) and caches: Web proxy server



- A cache is a store of recently used data.

Web Images Groups News Desktop [more »](#)

Google™ grid computing Search [Advanced Search](#) [Preferences](#)

Search: ☒ the web ☐ pages from Australia

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**Web** Results 1 - 10 of about 13,800,000 for [grid computing](#). (0.10 seconds)

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Web Images Groups News Desktop [more »](#)

Google™ grid computing Search [Advanced Search](#) [Preferences](#)

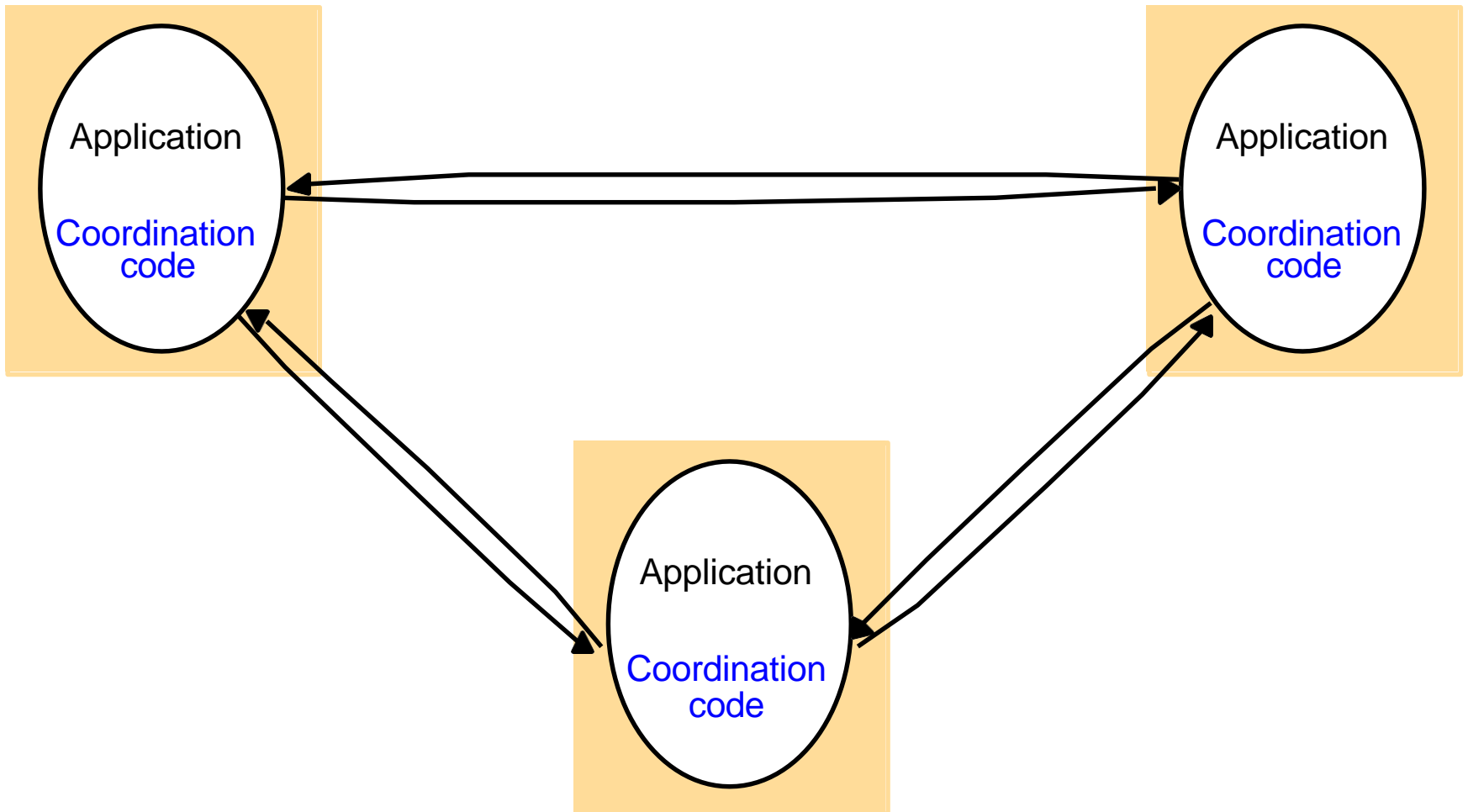
Search: ☒ the web ☐ pages from Australia

[Get the Google Toolbar](#)

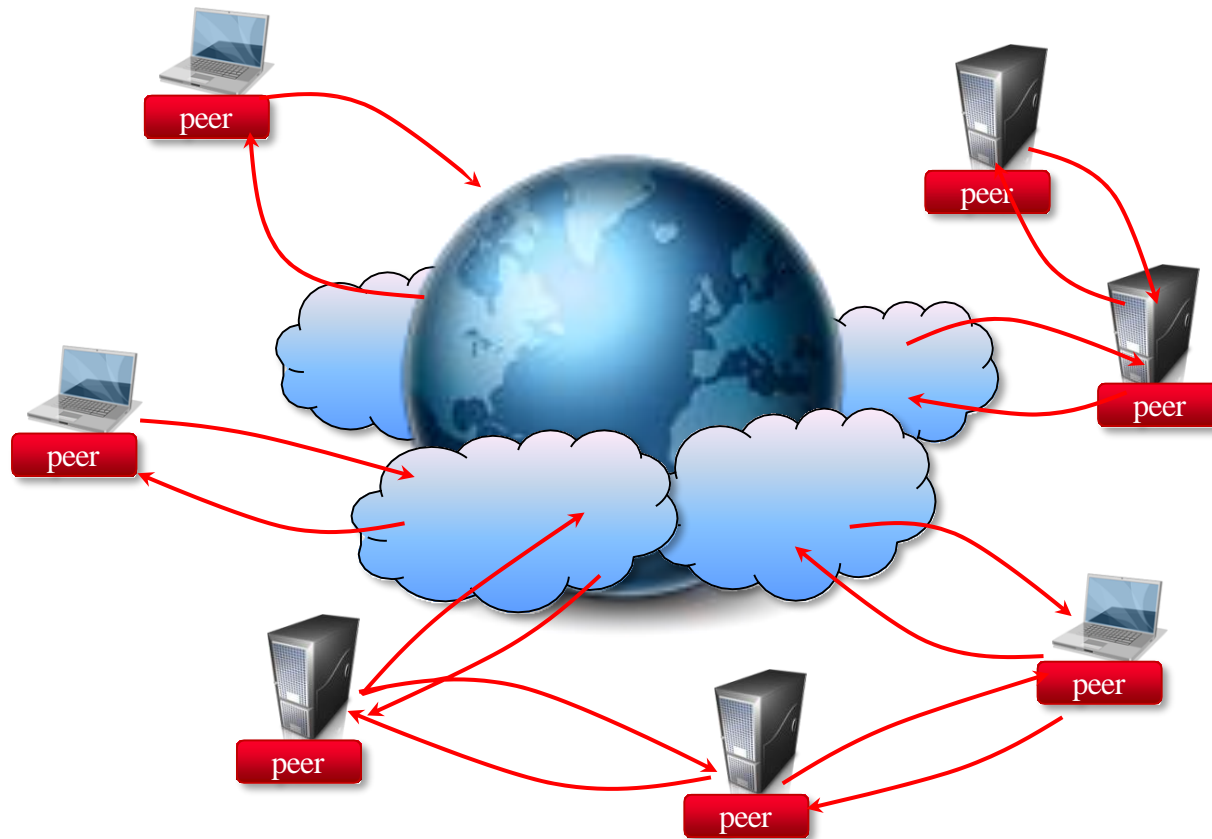
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**Web** Results 1 - 10 of about 13,800,000 for [grid computing](#). (0.05 seconds)

# Peer Process Model(Pure P2P)

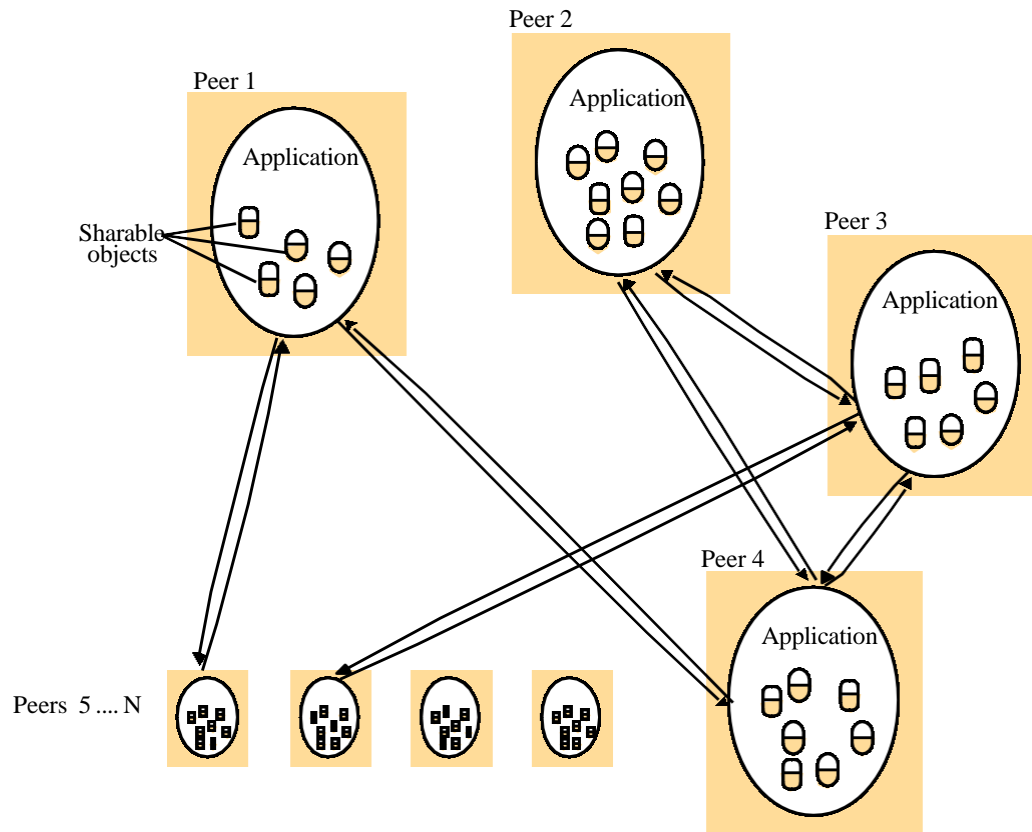


# P2P with a Centralized Index Server (Modified P2P Architecture)





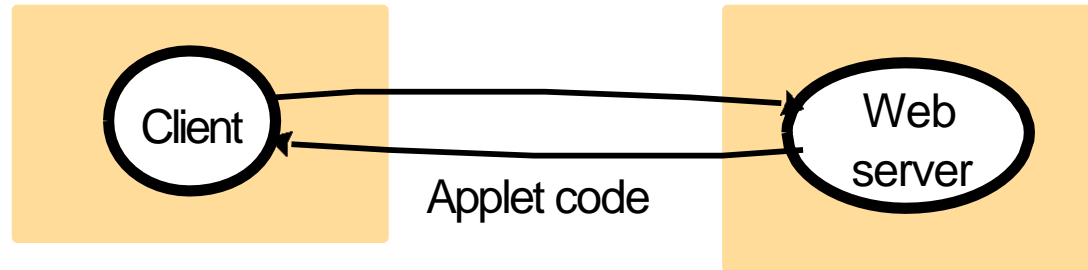
# Peer Processes: A distributed application based on peer processes



- All of the processes play similar roles, interacting cooperatively as peers to perform distributed activities or computations without distinction between clients and servers. E.g., music sharing systems Napster, Gnutella, Kaza, BitTorrent.
- Distributed “**white board**” – users on several computers to view and interactively modify a picture between them.

# Variants of Client Server Model: Mobile code and Web applets

a) client request results in the downloading of applet code



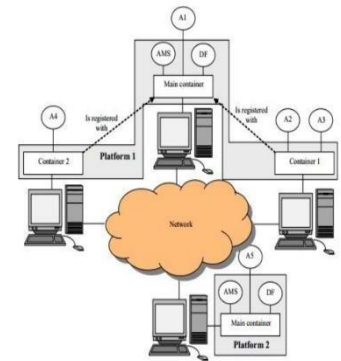
b) client interacts with the applet



- Applets downloaded to clients give good interactive response
- Mobile codes such as Applets are potential security threat, so the browser gives applets limited access to local resources (e.g. NO access to local/user file system).

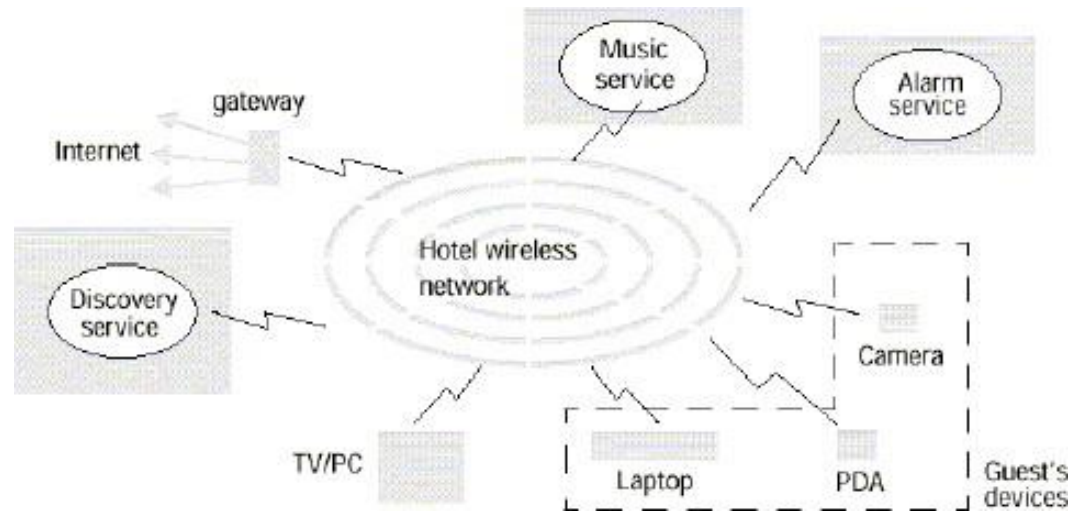
# Variants of Client Sever Model: Mobile Agents

- A running program (code and data) that travels from one computer to another in a network carrying out an autonomous task, usually on behalf of some other process
  - advantages: flexibility, savings in communications cost
  - virtual markets, software maintain on the computers within an organisation.
- Potential security threat to the resources in computers they visit. The environment receiving agent should decide which of the local resource to allow. (e.g., crawlers and web servers).
- Agents themselves can be vulnerable – they may not be able to complete task if they are refused access.
- **Example technology:**
  - **Java Agent Development Framework (JADE)**
  - Kafka, Kubernetes, gRPC, REST API



# Mobile devices and spontaneous networking

## [3<sup>rd</sup> Generation Distributed System]



- The world is increasingly populated by small and portable computing devices.
- W-LAN needs to handle constantly changing heterogeneous, roaming devices
- Need to provide discovery services: (1) *registration service* to enable servers to publish their services and (2) *lookup service* to allow clients to discover services that meet their requirements.

# Architectural Models and Implications

- The use of CS (Client-Server) has impact on the software architecture followed:
  - Distribution of responsibilities
  - Synchronization mechanisms between client and server
  - Admissible types of requests/responses
- Basic CS model, responsibility is statically allocated.
  - File server is responsible for file, not for web pages.
- Peer process model, responsibility is dynamically allocated:
  - In fully decentralized music file sharing system, search process may be delegated to different peers at runtime.

# Design Requirements

## /Major Issues of DCS Architecture

### ■ Performance Issues (How fast)

#### ■ Responsiveness

##### ■ Support interactive clients

##### ■ Use caching and replication

#### ■ Throughput

#### ■ Load balancing and timeliness

### ■ Quality of Service: (Media server Synchro)

#### ■ Reliability

#### ■ Security

#### ■ Adaptive performance.

### ■ Dependability issues: (Accuracy)

#### ■ Correctness, security, and fault tolerance

#### ■ Dependable applications continue to work in the presence of faults in hardware, software, and networks.

客户端-服务器模型 ( Client-Server Model )

责任分配 ( Distribution of Responsibilities ) : 在 CS 模型中, 责任是静态分配的。例如, 文件服务器负责文件管理, 而不负责网页服务。

同步机制 ( Synchronization Mechanisms ) : 客户端和服务端之间需要同步机制来协调请求和响应。

允许的请求/响应类型 ( Admissible Types of Requests/Responses ) : 定义了客户端可以向服务器发送的请求类型以及服务器的响应方式。

对等进程模型 ( Peer Process Model )

动态责任分配 ( Dynamic Allocation of Responsibilities ) : 在对等模型中, 责任是动态分配的。例如, 在一个完全去中心化的音乐文件共享系统中, 搜索过程可能会在运行时委托给不同的对等节点。

灵活性 ( Flexibility ) : 这种模型允许系统在运行时根据需要分配任务, 提高了系统的灵活性和可扩展性。

# 1) Performance

---

## ■ Responsiveness

- fast interactive response delayed by remote requests
- use of caching, replication

## ■ Throughput

- dependent on speed of server and data transfer

## ■ Load balancing

- use of applets, multiple servers

# -Caching and Replication

缓存和代理服务器 (Caches and Web Proxy Servers)

缓存：浏览器和代理服务器可以存储 Web 资源的副本，以便在后续请求时快速响应，减少对原始服务器的请求压力。

代理服务器：位于客户端和 Web 服务器之间，可以缓存资源并代表客户端向服务器发送请求。

Web 缓存协议 (Web-caching protocol in HTTP protocol)

HTTP 协议支持缓存机制，允许浏览器和代理服务器缓存资源。

缓存资源会附带过期时间 (Expiry Time) 和服务器时间 (Server Time)，用于验证缓存是否仍然有效。

缓存验证 (Validation of Cached Response)

当客户端请求一个缓存资源时，浏览器或代理服务器会验证缓存是否过期。

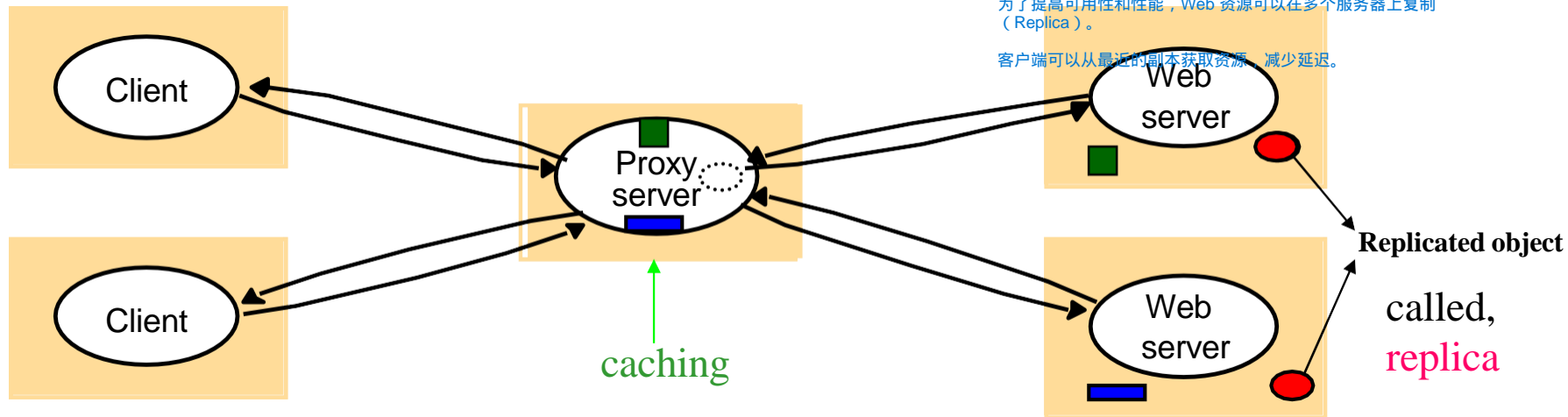
如果缓存失效 (过期或与服务器资源不一致)，Web 服务器会返回一个新的响应，而不是陈旧的缓存内容。

复制对象 (Replicated Object)

为了提高可用性和性能，Web 资源可以在多个服务器上复制 (Replica)。

客户端可以从最近的副本获取资源，减少延迟。

- Caches and Web Proxy Servers(Proxies)
- Web-caching protocol in HTTP protocol



- Browsers and proxies can validate a cached response
  - If fails, web server returns a **fresh response** instead of stale response
- Browsers and proxies stores **expiry time of cached resource and server time with cached responses**



## 2) Quality of Service (QoS)

### 服务质量 (QoS)

QoS 是指用户在使用系统时所体验到的非功能性属性，如性能、可靠性和可用性等。

截止时间属性 (Deadline Properties)

硬截止时间 (Hard Deadlines)：任务必须在规定的时间 ( $T$  时间单位) 内完成。例如，实时系统要求任务必须在严格的时间限制内完成。  
软截止时间 (Soft Deadlines)：任务有较高的概率 (如 90%) 在规定时间内完成。例如，视频帧有 90% 的概率在 10 个单位时间内交付，但允许偶尔的延迟。

多媒体流量和同步 (Multimedia Traffic, Video/Sound Synchronization)

多媒体应用 (如视频和音频流) 需要严格的同步和资源保障，以确保流畅的用户体验。

这依赖于系统是否有足够的资源 (如带宽、处理能力) 来满足需求。

适应性 (Adaptability)

系统需要具备适应不断变化的配置和环境的能力。例如，在网络带宽波动时，系统可以动态调整视频质量以保持流畅播放。

Non-functional properties experienced by users

### ■ Deadline properties

- hard deadlines (must be met within  $T$  time units)
- soft deadlines (there is a 90% chance that the video frame will be delivered within  $T$  time units, ex, 10 units -90% 9units)
- multimedia traffic, video/sound synchronization
- depend on availability of sufficient resources

### ■ Adaptability

- ability to adapt to changing system configuration

# 3) Dependability

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## ■ Correctness

- Ensuring correctness of distributed and concurrent programs
- e.g. use of verification

## ■ Fault-tolerance

- ability to tolerate/recover from faults
- e.g. use of redundancy

## ■ Security

- ability to withstand malicious attack
- e.g. use of encryption, etc

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# Fundamental Models

- Fundamental Models are concerned with a **formal description** of the properties that are **common in all** of the architectural models
- All architectural models are composed of processes that communicate with each other by sending messages over a computer networks.
- Models addressing time synchronization, message delays, failures, security issues are addressed as:
  - **Interaction Model** – deals with performance and the difficulty of setting of time limits in a distributed system.
  - **Failure Model** – specification of the faults that can be exhibited by processes
  - **Security Model** – discusses possible threats to processes and communication channels.

# Interaction Model

- Computation occurs within processes;
- The processes interact by passing messages, resulting in:
  - Communication (information flow)
  - Coordination (synchronization and ordering of activities) between processes.
- Two significant factors affecting interacting processes in a distributed system are:
  - Communication performance is often a limiting characteristic.
  - It is impossible to maintain a single global notion of time.

# Interaction Model:

## Performance of Communication Channel

- The communication channel in our model is realised in a variety of ways in DSs. E.g., by implementation of:
  - Streams
  - Simple message passing over a network.
- Communication over a computer network has performance characteristics:
  - Latency:
    - A delay between the start of a message's transmission from one process to the beginning of reception by another.
  - Bandwidth:
    - the total amount of information that can be transmitted over in a given time.
    - Communication channels using the same network, have to share the available bandwidth.
  - Jitter
    - The variation in the time taken to deliver a series of messages. It is very relevant to multimedia data.

# Interaction Model:

## Computer clocks and timing events

- Each computer in a DS has its own internal clock, which can be used by local processes to obtain the value of the current time.
- Therefore, two processes running on different computers can associate timestamp with their events.
- However, even if two processes read their clocks at the same time, their local clocks may supply different time.
  - This is because computer clock drifts from perfect time and their drift rates differ from one another.
- Even if the clocks on all the computers in a DS are set to the same time initially, their clocks would eventually vary quite significantly unless corrections are applied.
  - There are several techniques to correct time on computer clocks. For example, computers may use radio receivers to get readings from GPS (Global Positioning System) with an accuracy about 1 microsecond.

# Interaction Model:

## Two variants of the interaction model

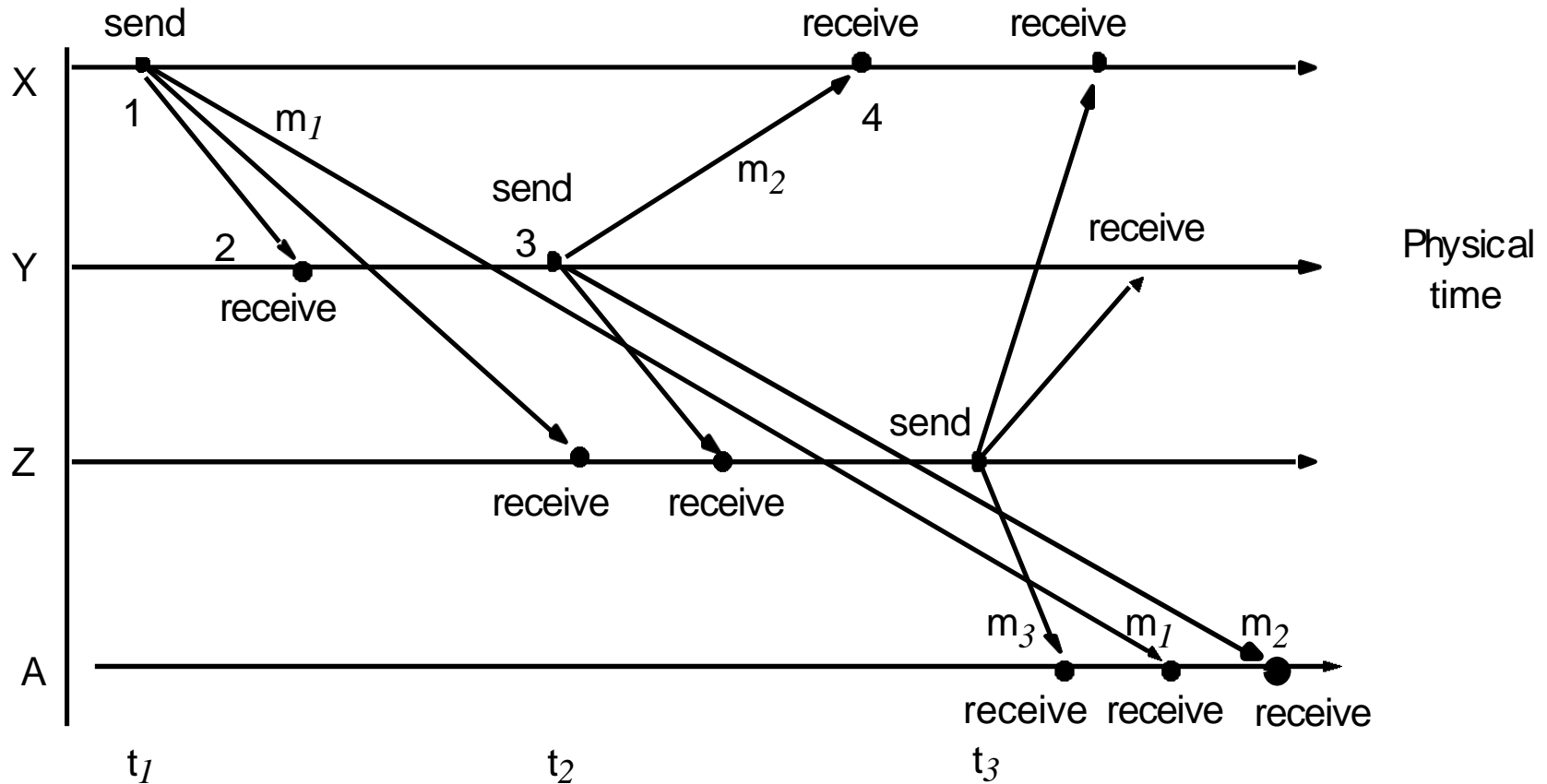
- In a DS it is **hard to set time limits** on the time taken for process execution, message delivery or clock drift.
- **Synchronous DS – hard to achieve:**
  - The time taken to execute a step of a process has known lower and upper bounds.
  - Each message transmitted over a channel is received within a known bounded time.
  - Each process has a local clock whose drift rate from real time has known bound.
- **Asynchronous DS: There is NO bounds on:**
  - Process execution speeds
  - Message transmission delays
  - Clock drift rates.



# Interaction Model: Event Ordering

- In many DS applications we are interested in knowing whether an event occurred before, after, or concurrently with another event at other processes.
  - The execution of a system can be described in terms of events and their ordering despite the lack of accurate clocks.
- Consider a mailing list with:  
users X, Y, Z, and A.

# Real-time ordering of events



# Inbox of User A looks like:

<i>Item</i>	<i>From</i>	<i>Subject</i>
23	Z	Re: Meeting
24	X	Meeting
26	Y	Re: Meeting

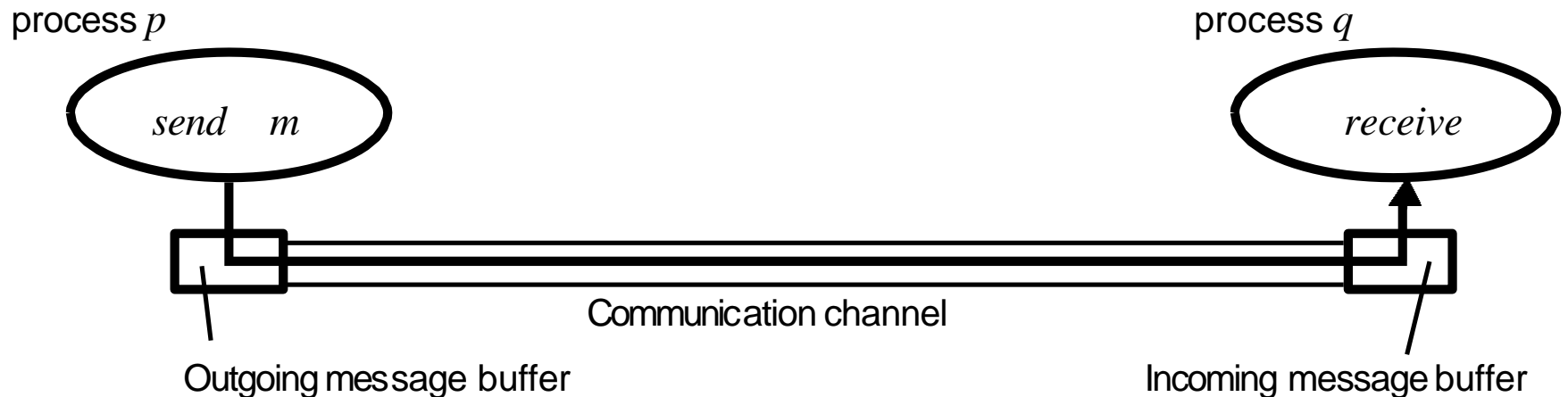
- Due to independent delivery in message delivery, message may be delivered in different order.
- If messages m1, m2, m3 carry their time t1, t2, t3, then they can be displayed to users accordingly to their time ordering.

# Failure Model

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- In a DS, both processes and communication channels may fail – i.e., they may depart from what is considered to be correct or desirable behavior.
- Types of failures:
  - Omission Failure
  - Arbitrary Failure
  - Timing Failure

# Processes and channels



- Communication channel produces an omission failure if it does not transport a message from “*p*”’s outgoing message buffer to “*q*”’s incoming message buffer. This is known as “dropping messages” and is generally caused by a lack of buffer space at the receiver or at gateway or by a network transmission error.

# Omission and arbitrary failures

<i>Class of failure</i>	<i>Affects</i>	<i>Description</i>
Fail-stop	Process	Process halts and remains halted. Other processes <b>may detect</b> this state.
Crash	Process	Process halts and remains halted. Other processes may <b>not be able to detect</b> this state.
Omission	Channel	A message inserted in an outgoing message buffer <b>never arrives</b> at the other end's incoming message buffer.
Send-omission	Process	A process completes a <i>send</i> , but the message is not put in its outgoing message buffer.
Receive-omission	Process	A message is put in a process's incoming message buffer, but that process does not receive it.
Arbitrary (Byzantine)	Process or channel	<b>Process/channel exhibits arbitrary behaviour:</b> it may send/transmit arbitrary messages at arbitrary times, commit omissions; a process may stop or take an incorrect step.

# Timing failures

<i>Class of Failure</i>	<i>Affects</i>	<i>Description</i>
Clock	Process	Process's local clock exceeds the bounds on its rate of drift from real time.
Performance	Process	Process exceeds the bounds on the interval between two steps.
Performance	Channel	A message's transmission takes longer than the stated bound.

# Masking Failures

- It is possible to construct reliable services from components that exhibit failures.
  - For example, multiple servers that hold replicas of data can continue to provide a service when one of them crashes.
- A knowledge of failure characteristics of a component can enable a new service to be designed to mask the failure of the components on which it depends:
  - Checksums are used to mask corrupted messages.

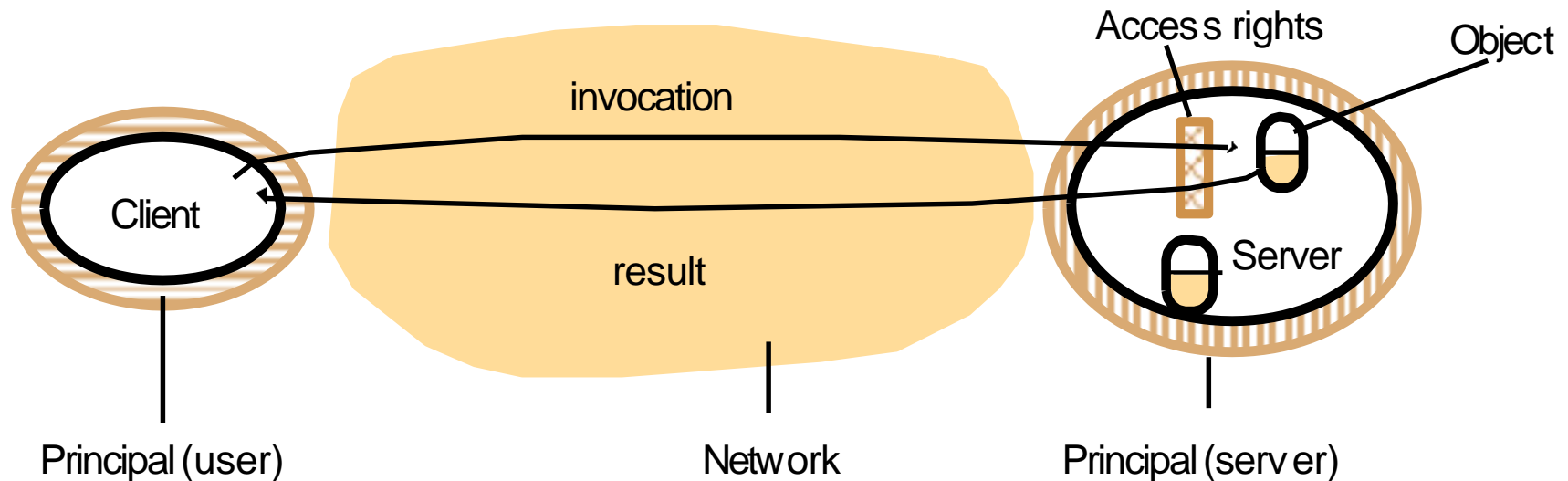


# Security Model

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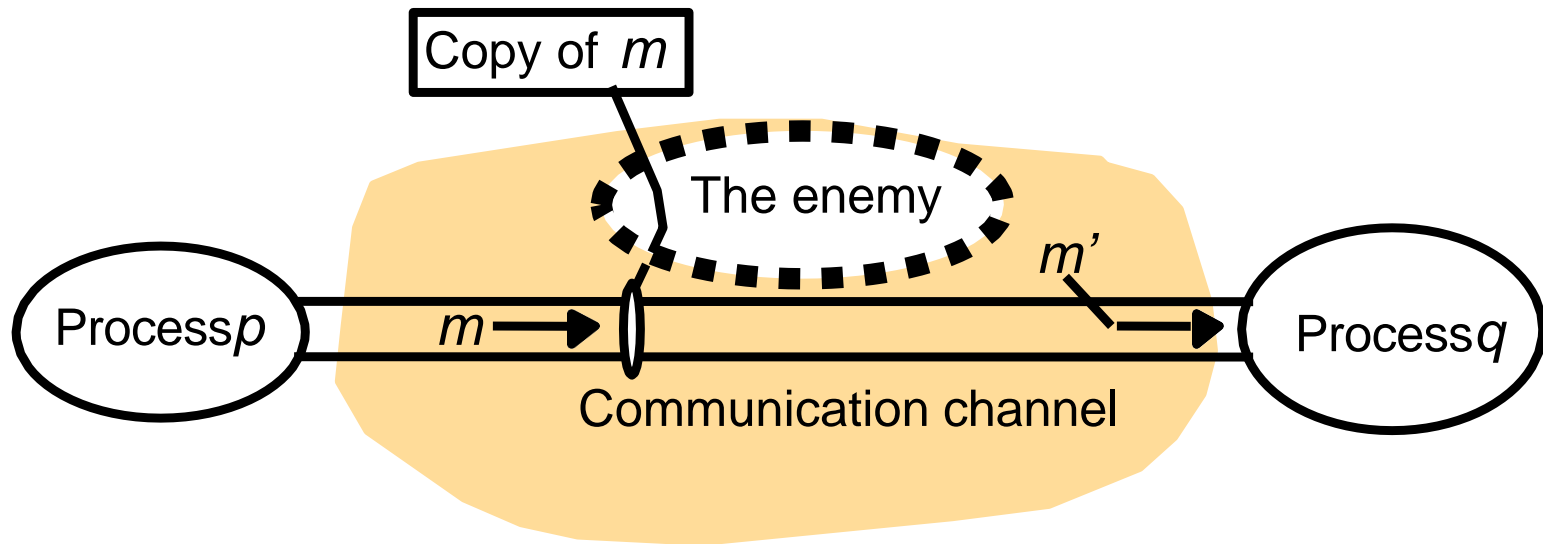
- The security of a DS can be achieved by securing the processes and the channels used in their interactions and by protecting the objects that they encapsulate against unauthorized access.

# Protecting Objects: Objects and principals



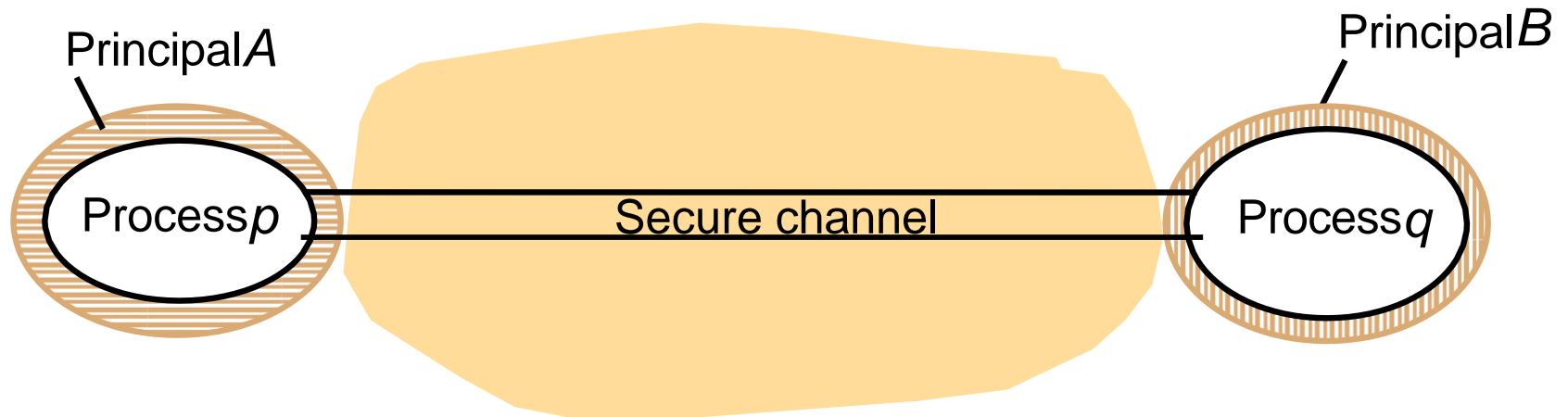
- Use “access rights” that define who is allowed to perform operation on a object.
- The server should verify the identity of the principal (user) behind each operation and checking that they have sufficient access rights to perform the requested operation on the particular object, rejecting those who do not.

# The enemy



- To model security threats, we postulate an enemy that is capable of sending any process or reading/copying message between a pair of processes
- Threats form a potential enemy: threats to processes, threats to communication channels, and denial of service.

# Defeating security threats: Secure channels



- Encryption and authentication are used to build secure channels.
- Each of the processes knows the identity of the principal on whose behalf the other process is executing and can check their access rights before performing an operation.

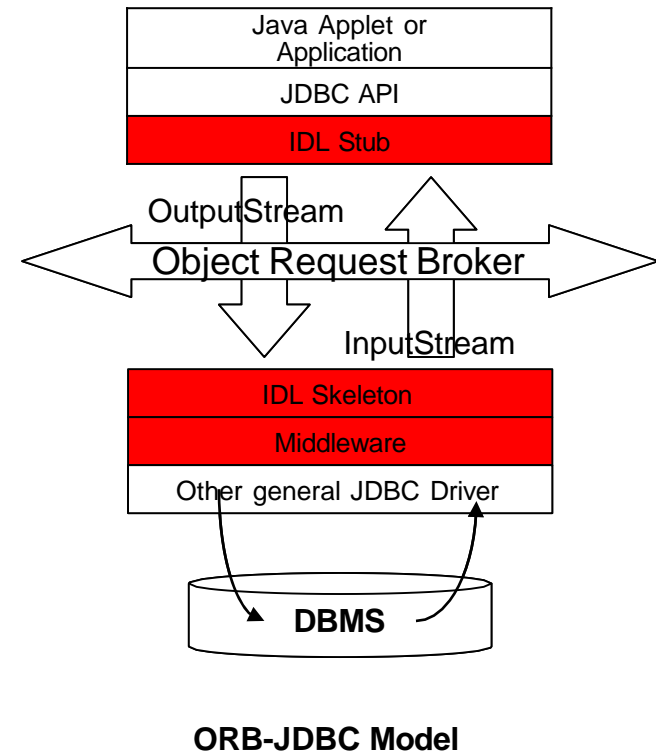
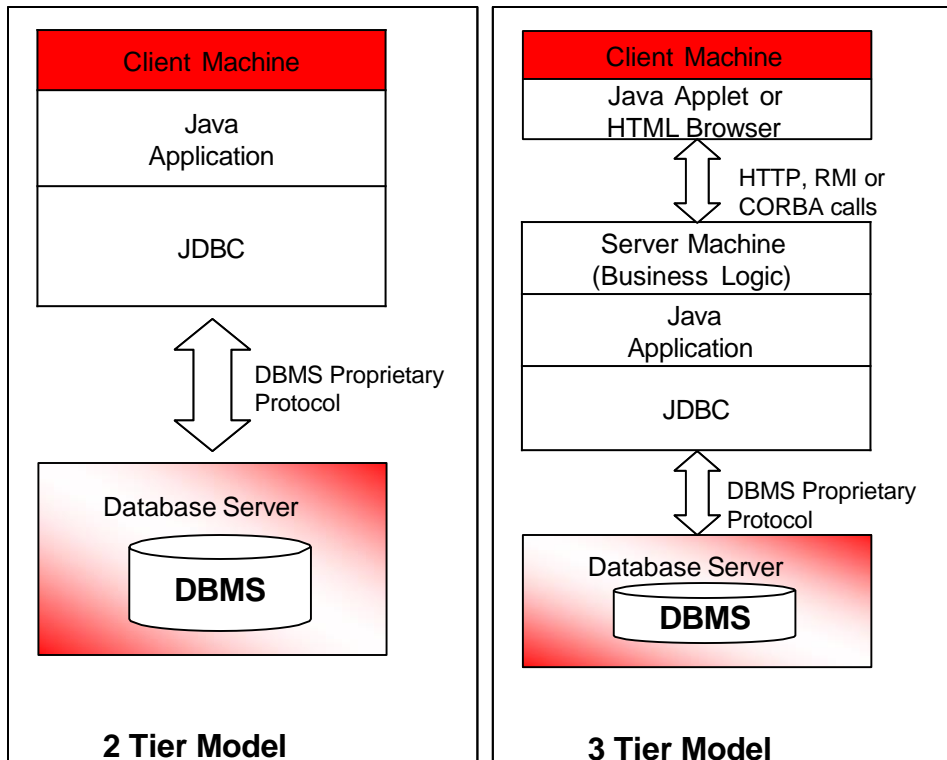
# Summary

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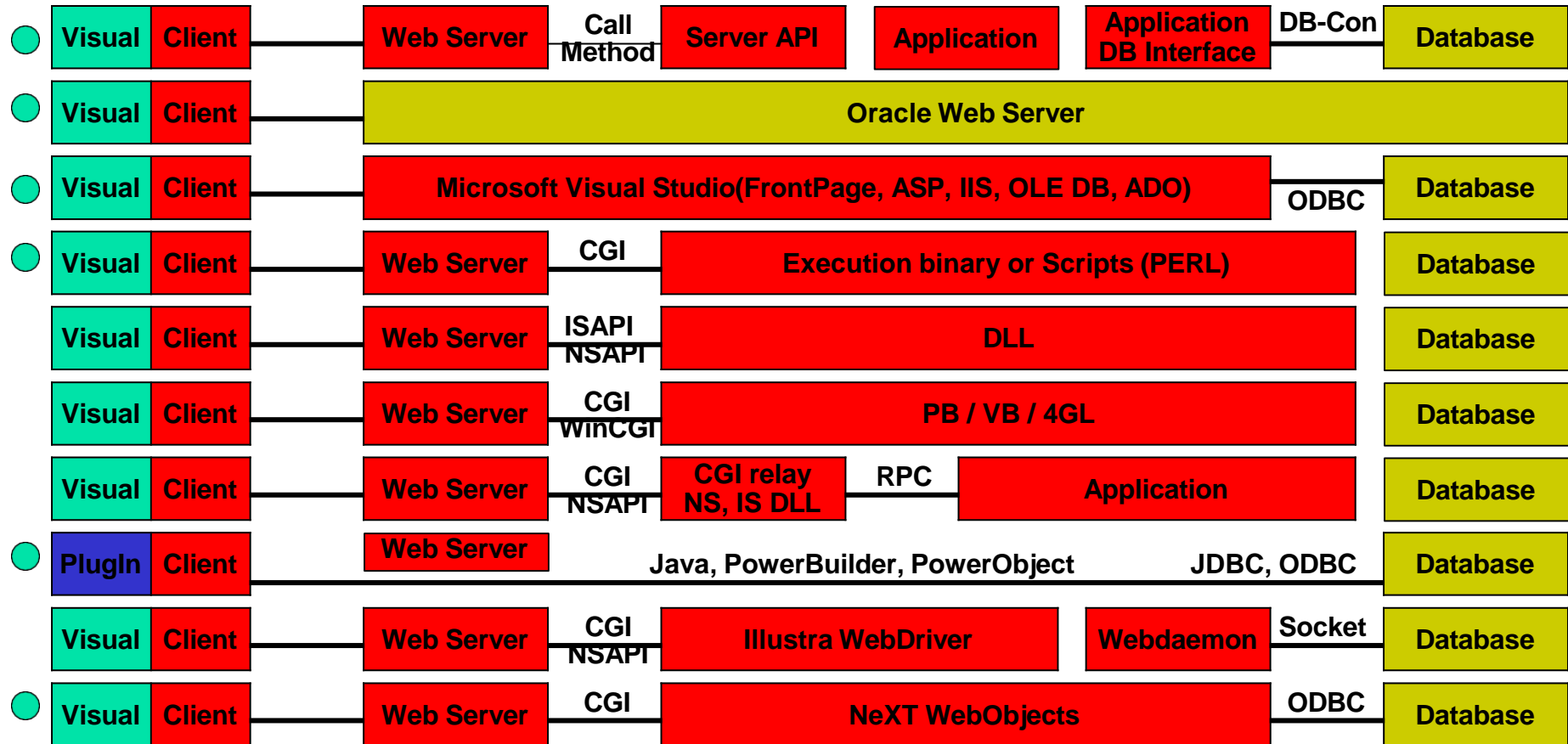
- Most DSs are arranged accordingly to one of a variety of architectural models:
  - Client-Server
    - Clients and a Single Server, Multiple Servers, Proxy Servers with Cache, Peer Model
  - Alternative Client-Server models driven by:
    - Mobile code, mobile agents, network computers, thin clients, mobile devices and spontaneous networking
- Fundamental Models – formal description
  - Interaction, failure, and security models.
- The concepts discussed in the module play an important role while architecting DS and apps.

# 2,3-tier Client-Server system –

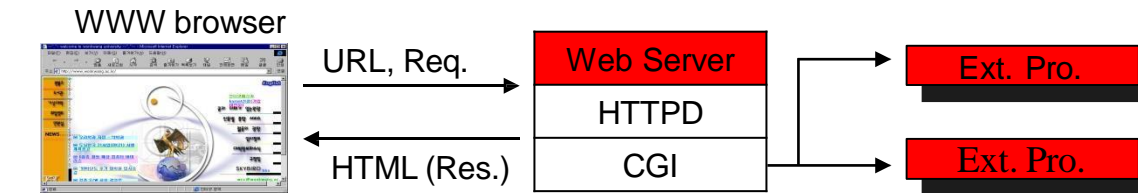
using JDBC 3-tier and CORBA in DS



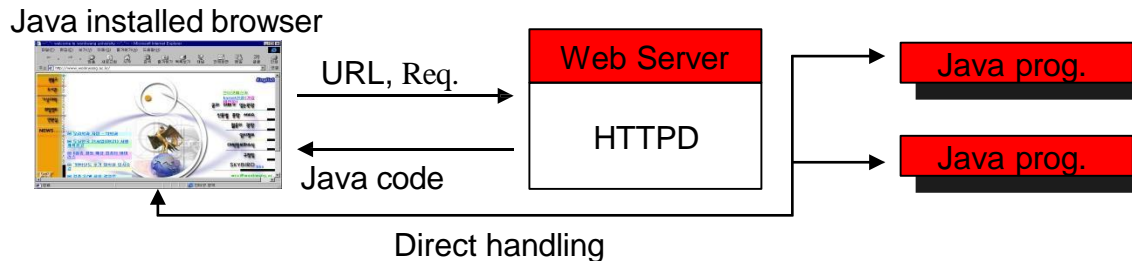
# Client-Server system



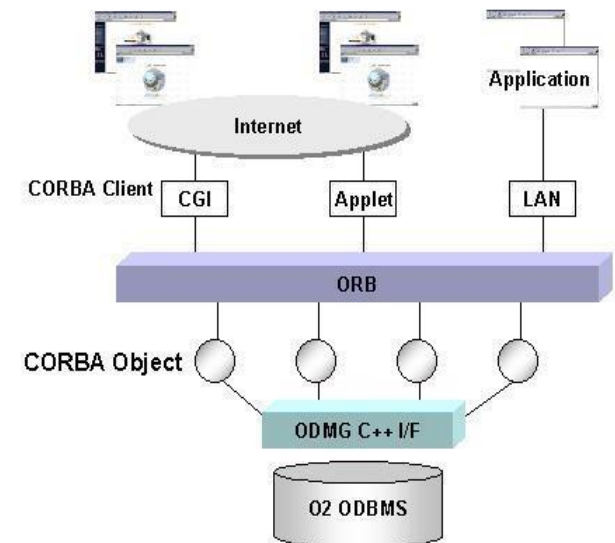
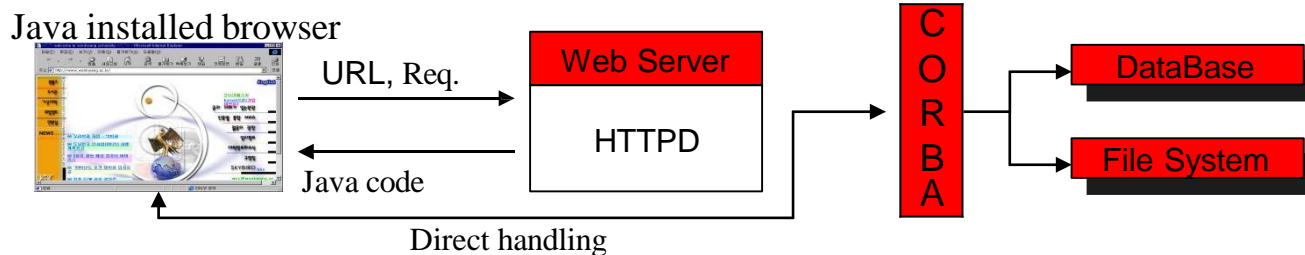
# Common Gateway Interface(CGI) and Web Middleware Applications



Java/Client Web Application

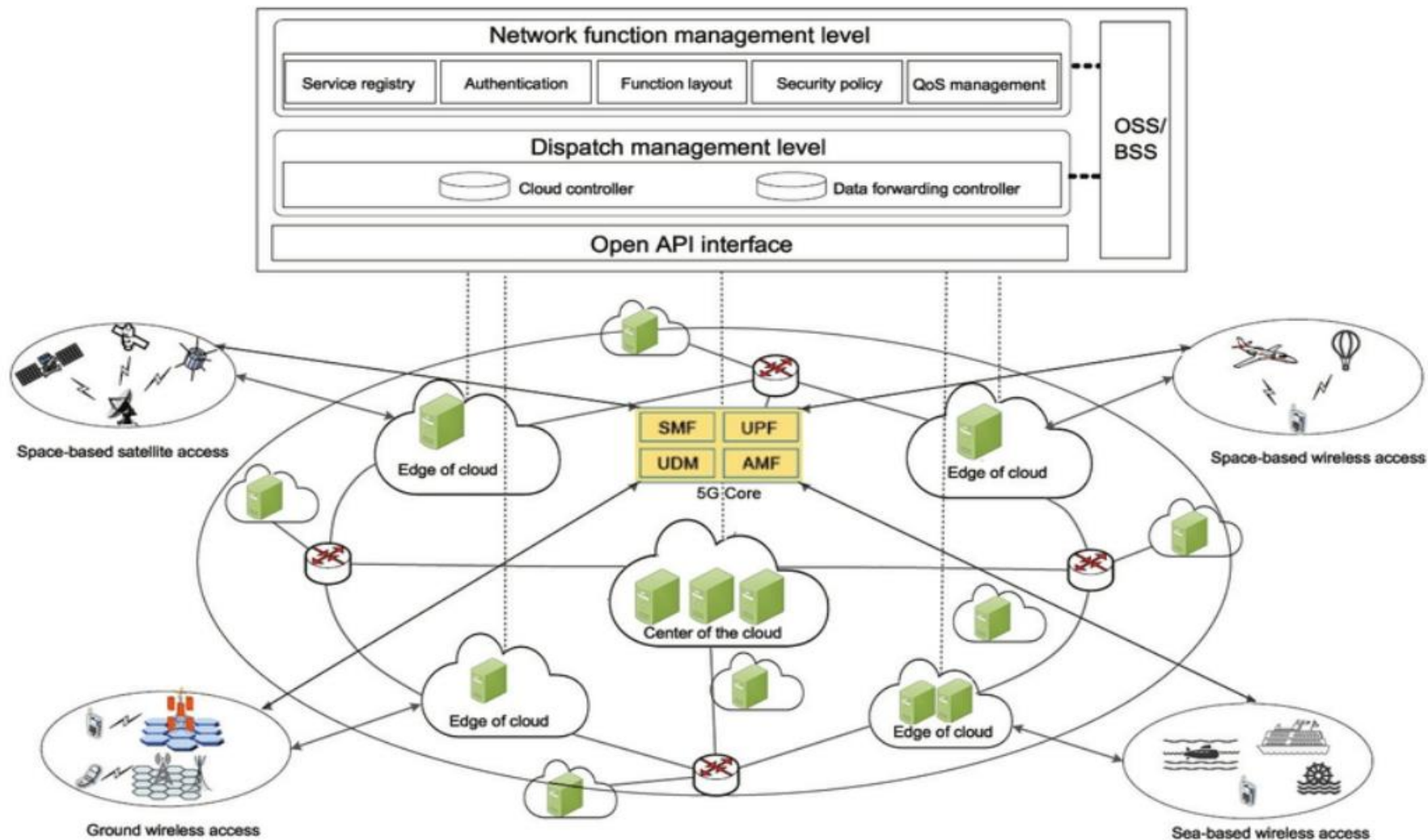


CORBA-Java Web Application



Ref. Django, Docker(virtual Container engine) ...etc





Architecture of the 6G distributed networked cloud computing. OSS/BSS:= operations/business support system; SMF:= session management function; UPF:= user plane functions; UDM:= unified data management; AMF:= Core access and mobility management function.