



Distributed Applications

Characteristics of Distributed Systems

BS Doherty

`b.s.doherty@aston.ac.uk`

Aston University

Definition

[Coulouris et al., 2001]

“one in which hardware or software components located at networked computers communicate and coordinate their actions only by passing messages.”

[Tanenbaum, 1996]

"a collection of independent computers that appear to the users of the system as a single computer."

[Sloman and Kramer, 1986]

"one in which several autonomous processors and data stores supporting processes and/or databases interact in order to cooperate to achieve an over- all goal. The processes coordinate their activities and exchange information by means of information transferred over a communication network."

Characteristics

[Coulouris et al., 2001].

- Resource Sharing
- Openness
- Concurrency
- Scalability
- Fault Tolerance
- Transparency

Transparency

[ISO, 1992]

- Access transparency
- Location transparency
- Concurrency transparency
- Replication transparency
- Failure transparency
- Migration transparency
- Performance transparency -
- Scaling transparency

Design and Specification Issues

[Coulouris et al., 2001]:

- Communication
- Consistency maintenance
- Naming
- Software structure
- Workload allocation

Architecture

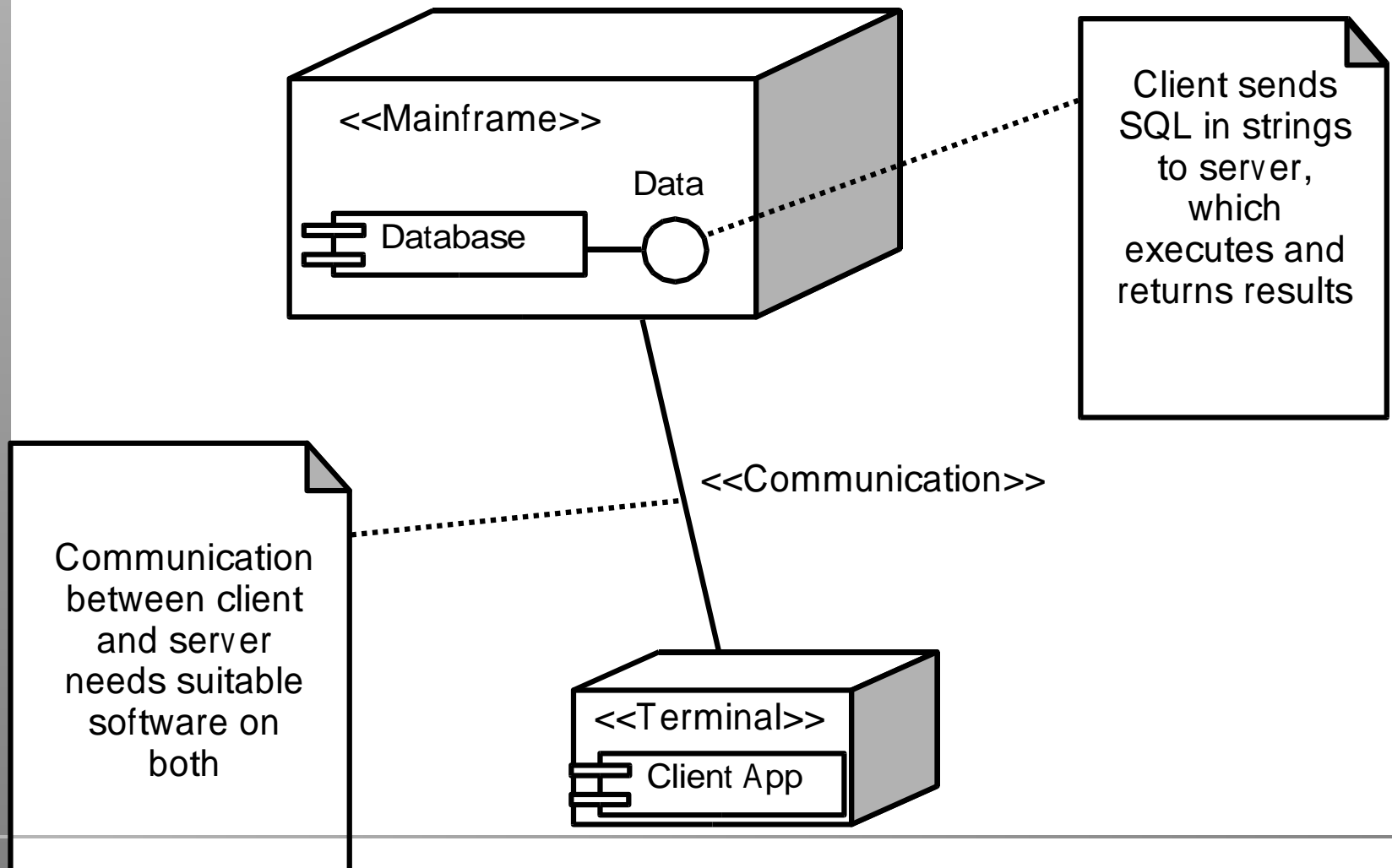
- client/server model
- peer-to-peer model
- server-network model

Client-Server

[Coulouris et al., 2001]:

- Transmission of a request from a client (user) process to a server (provider) process.
- Execution of the request by the server
- Transmission of a reply to the client

UML model of client server application



Other models

- Peer-to-peer Model
- Server-Network Model
- Group multicast

Workload allocation

[Coulouris et al., 2001]:

- Processor pool model
- Shared-memory multiprocessor model

Consistency maintenance

- Update consistency
- Replication consistency
- Cache consistency
- Failure consistency
- Clock consistency
- User interface consistency

User requirements

[Coulouris et al., 2001]

- Functionality - what it does: e.g. CSCW, e-business
- Quality of Service: performance, reliability, security
- Reconfigurability: accommodate changes without causing disruption to existing services.

References

[ISO, 1992] (1992). *Basic Reference Model of Open Distributed Processing, Part I: Overview and Guide To Use*. International Standards Organisation, ISO/ITEC JTC1/SC212/WG7 CD 10746-1, International Standards Organisation.

[Coulouris et al., 2001] Coulouris, G., Dollimore, J., and Kindberg, T. (2001). *Distributed Systems Concepts and Design*. Addison-Wesley, third edition.

[Sloman and Kramer, 1986] Sloman, M. and Kramer, J. (1986). *Distributed Systems and Computer Networks*.