

2.2 System Architectures

Client server

- Single server
 - can be server & client, eg
 - DNS -> Web -> fileserver -> disc server
- practical for Yahoo's homepage?
- Multiple replicated servers
 - load balancing
 - global tfc management

Caching

- Used everywhere:
 - cpu instructions & data (80-95% *hit rate*) in a small fast local cache memory; LRU replacement algorithm
 - in a Web browser (local disc is quicker to access than a remote server)
 - in the closest of a set of servers (*client-side* or *proxy server*)

2.2.3 Client-server variations

- Mobile code & agents
- cheap clients
- mobile devices

Mobile code

- Code which can be written here, then downloaded & run there
- *very* tough problems - software portability
 - language, hardware & OS incompatibility
 - largely solved by Java Virtual Machine (JVM)
- handy for applets, mobile devices, ...
- security threat

Mobile agents

- Agent:
 - entity which collects information, makes inferences on that information
 - MIT Media Lab shopping agent:
 - find the closest, cheapest copy of some book by negotiating prices, and guide me to the store
 - find the cheapest 1998 Mazda Miata in Vancouver
 - NB location-aware computing

Mobile agents

- Agent which travels from site to site to gather data,
 - replacing *remote* procedure calls with *local* ones
- Examples:
 - Shoch's Worm
 - network performance gathering

Thin Clients

- El cheapo PC
 - local GUI
 - executes remote applications
- example: Yahoo mail
- slow, vulnerable to Internet Quality of Service (QoS) failings

Mobile Devices: spontaneous networking



Caching

- Basic algorithm:
 - look for it in the cache
 - if there, supply it from there
 - if not there, look in the original source
- What's a problem with this?

Caching

- Consistency !
 - What if the original changes, so the cache copy is inconsistent?
 - Some things are read-only (Web pages)
 - some changes are ignorable (colour scheme)
 - otherwise must invalidate the cache copy (“dirty bit”) and then update it.
 - How to tell?