

SOFTWARE ARCHITECTURES

ARCHITECTURAL STYLES
SCALING UP PERFORMANCE

ARCHITECTURES

SW Architectures usually complex

Often we reduce the abstraction

Architectural Styles

- Layered style

Architectural Patterns

- Model View Controller

ARCHITECTURE STYLES

Basic Characteristics

Quality attributes

ARCHITECTURE STYLES

Data centric

- Databases

Call and return

- Part of this course

Implicit invocation

- Events

Independent components

- Peer to peer

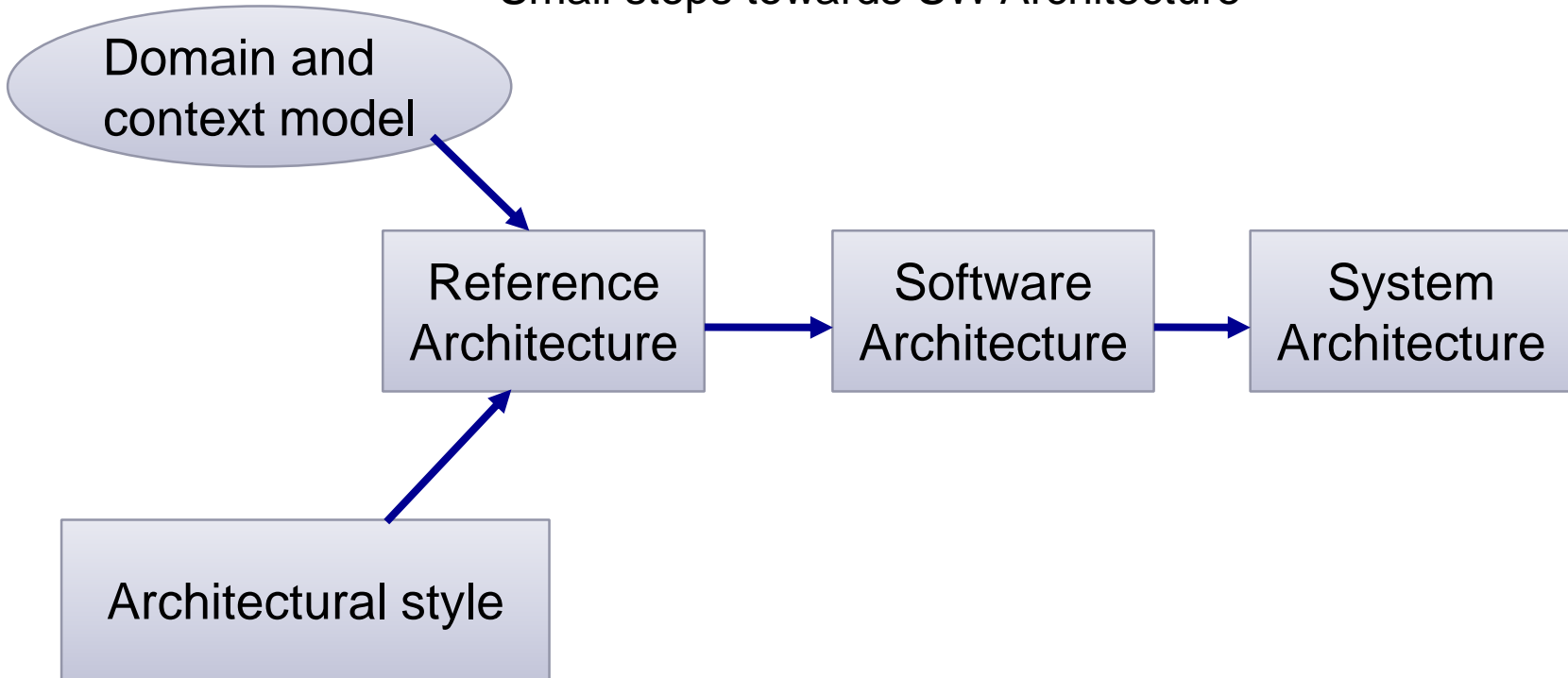
Virtual Machines

Pipe and Filter - data flow

OVERVIEW

- **Domain and context model**
- **Arch. styles**
- **Reference architecture**

– Small steps towards SW Architecture

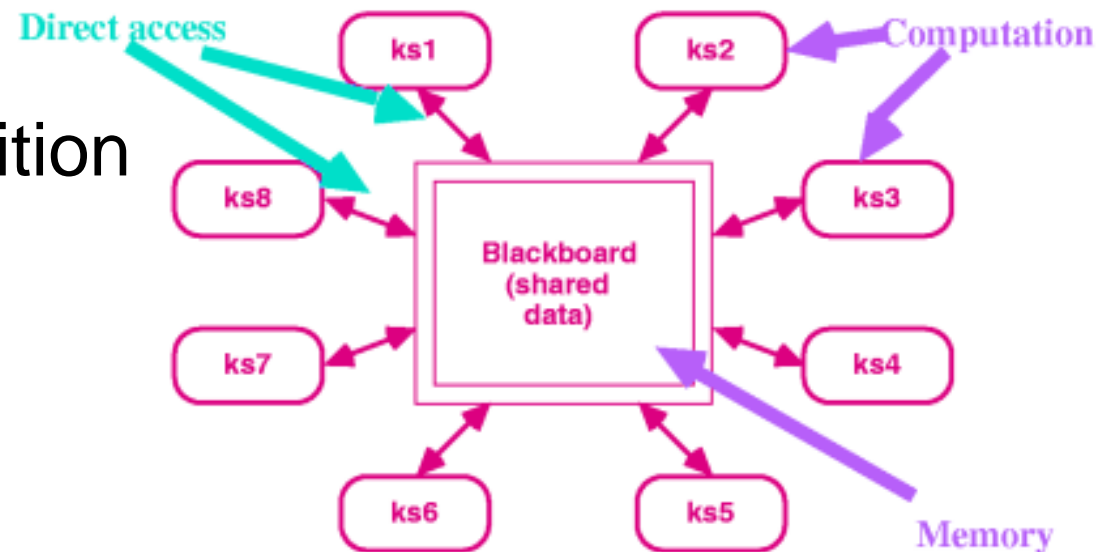


ARCHITECTURE STYLES

Data centric

- Databases
- Voice recognition
- Compilers

Repository (Blackboard)

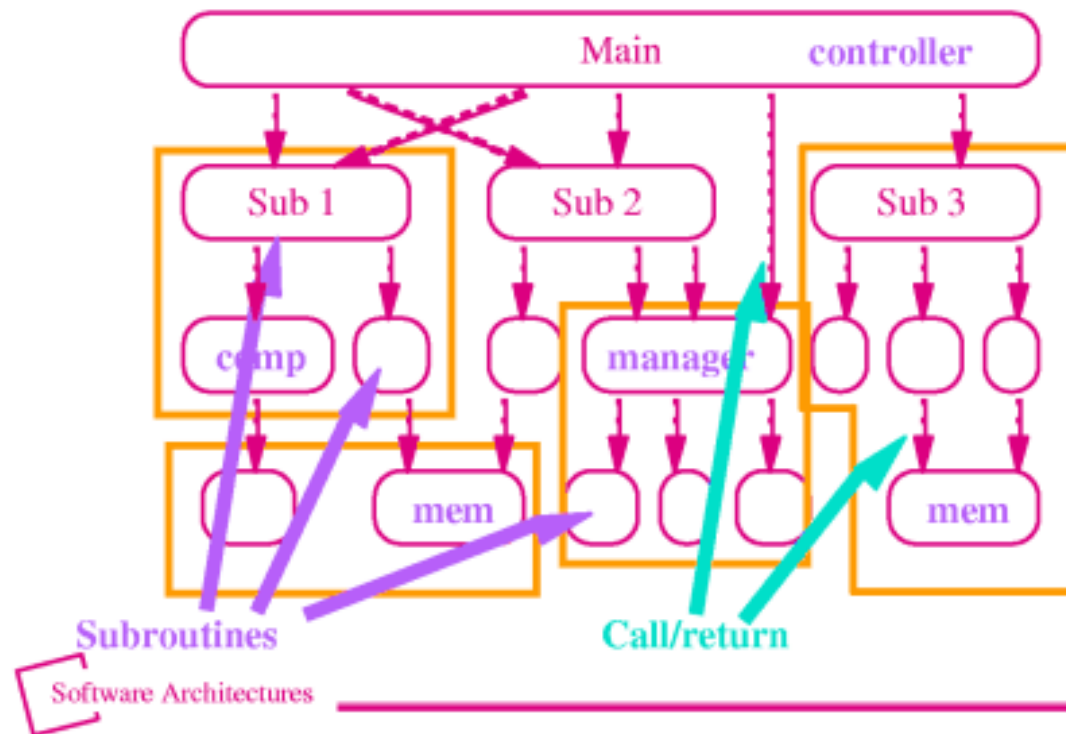


ARCHITECTURE STYLES

Call and return

Main Program/Subroutine Pattern

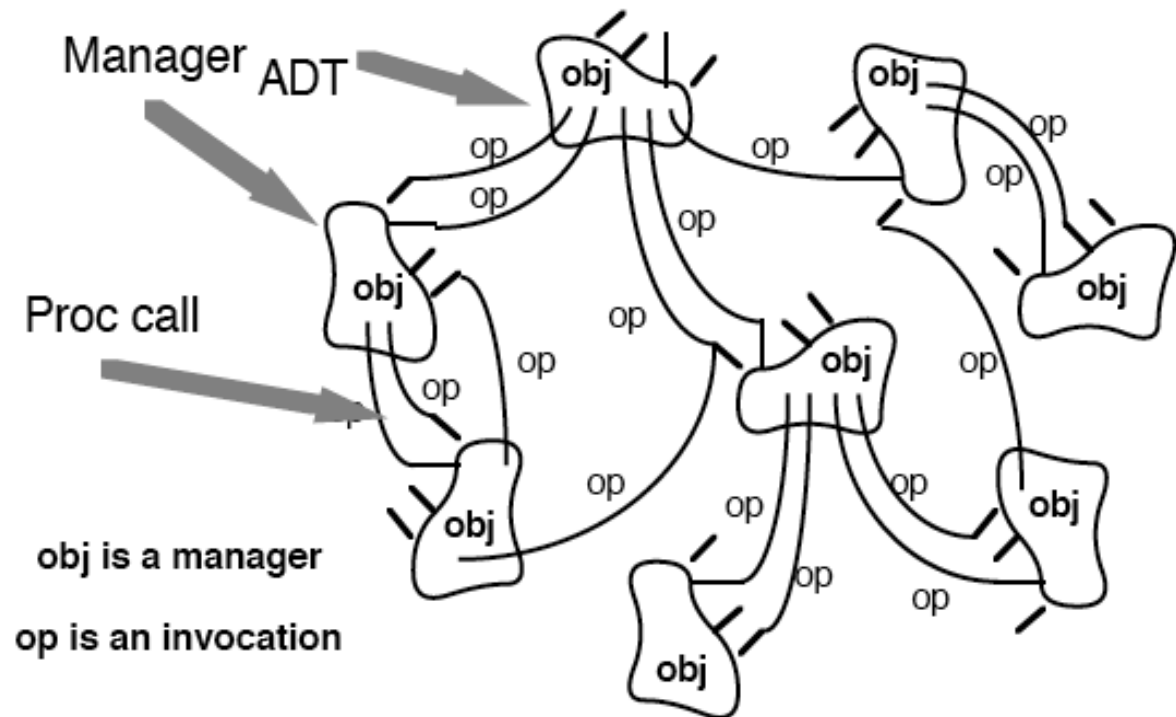
- OOD
- Procedural
- RPC
- AOP
- Layers



ARCHITECTURE STYLES

Call and return

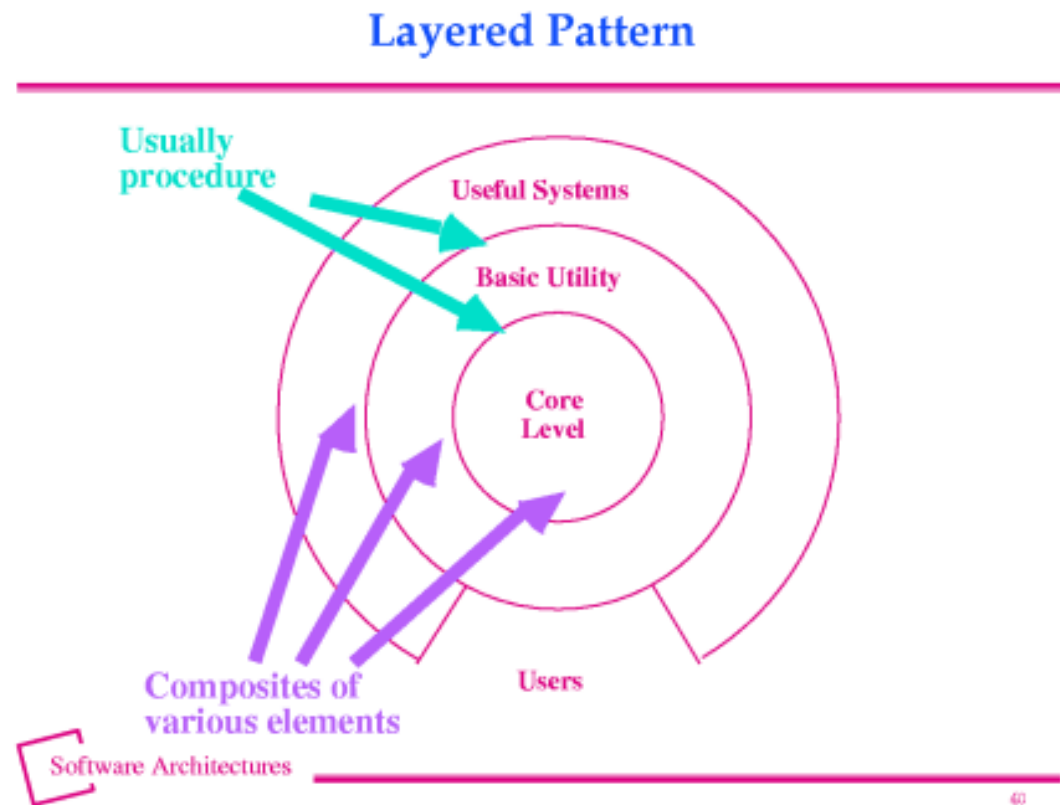
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ARCHITECTURE STYLES

Call and return

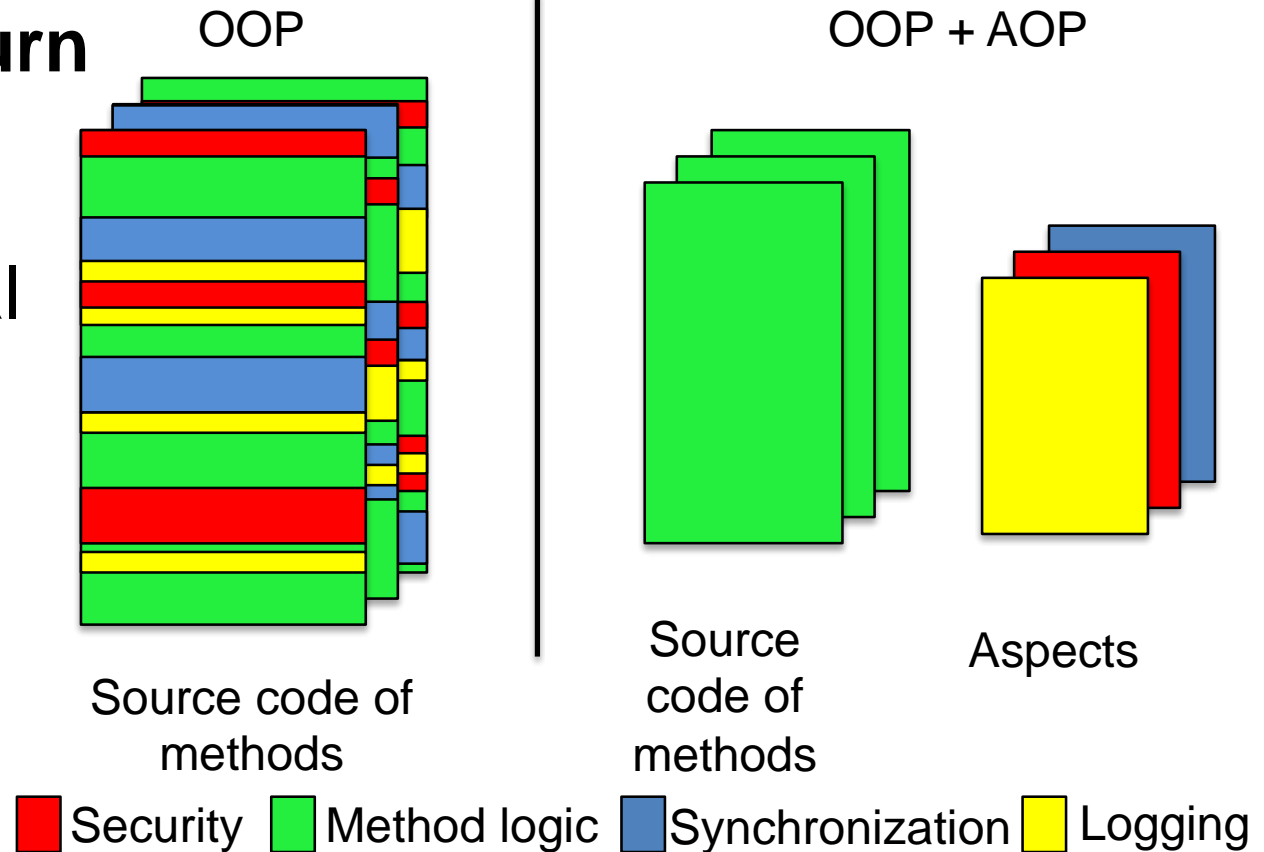
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ARCHITECTURE STYLES

Call and return

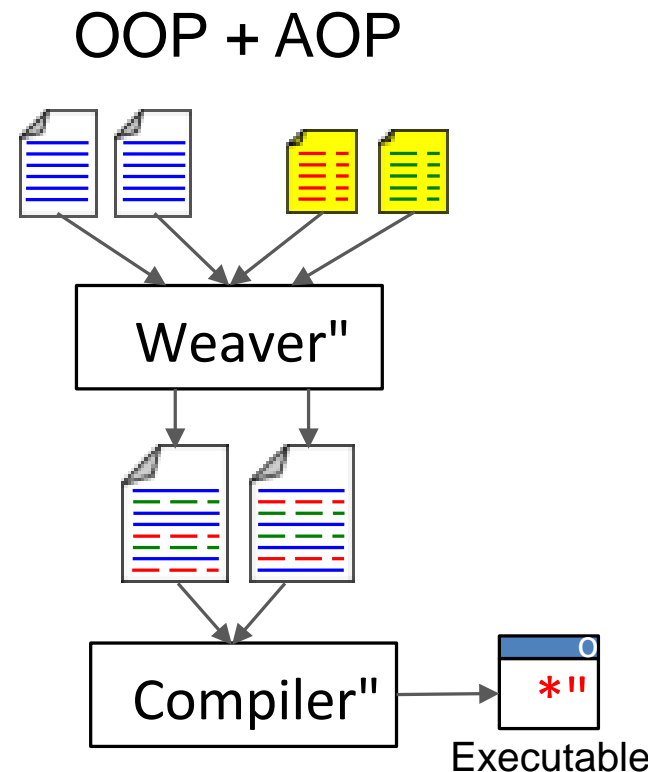
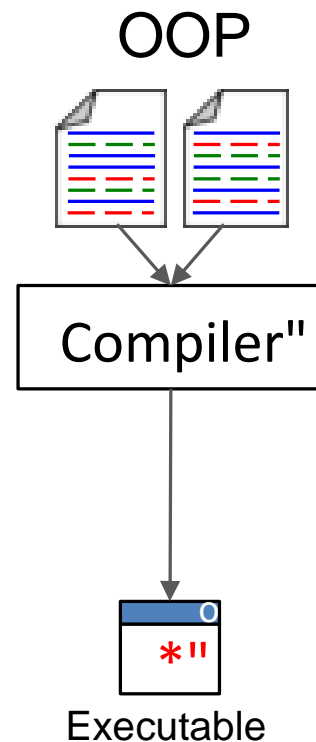
- OOD
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ARCHITECTURE STYLES

Call and return

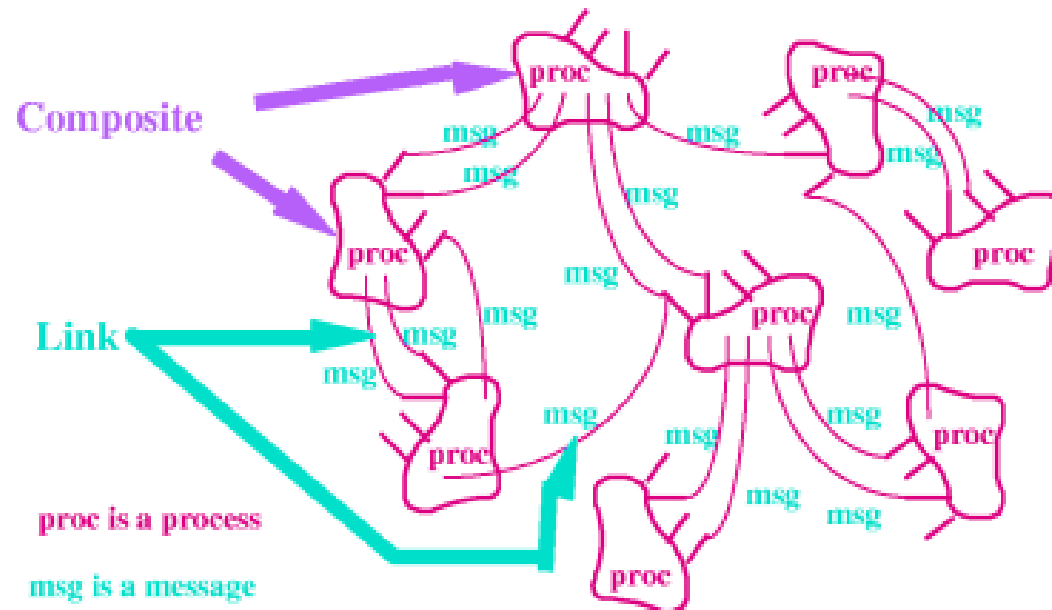
- OOD
- Procedural
- RPC
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ARCHITECTURE STYLES

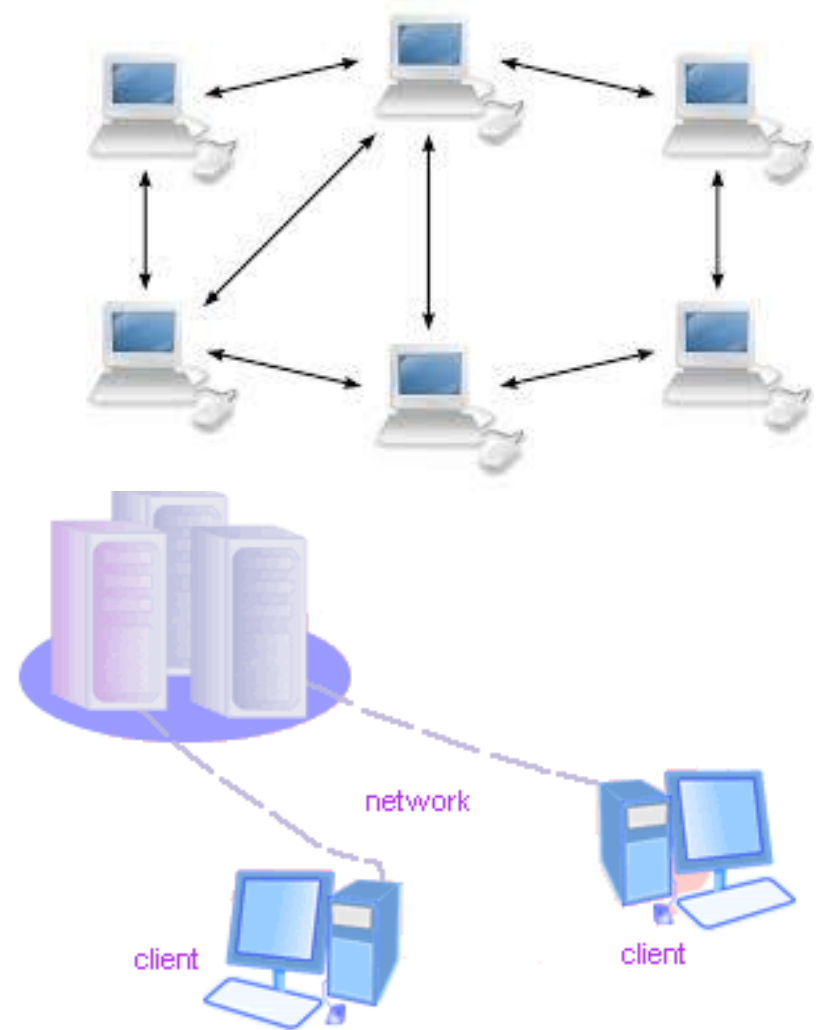
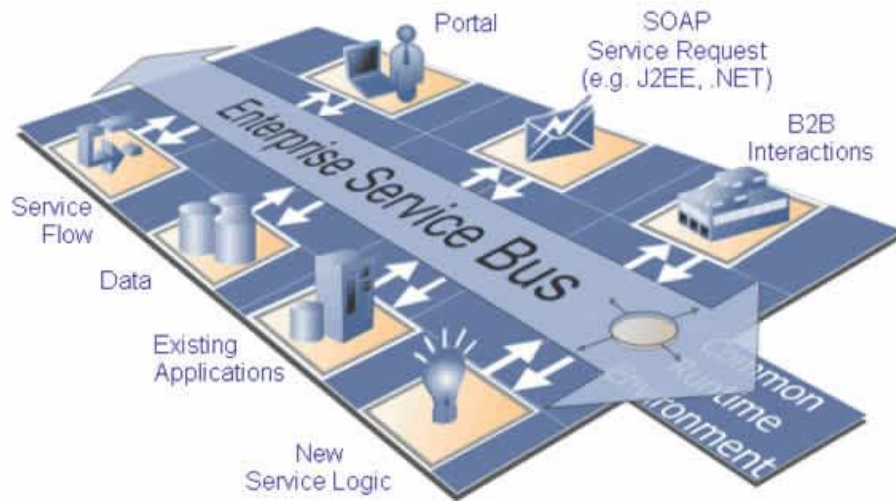
Implicit invocation **Communicating Processes**

- Events



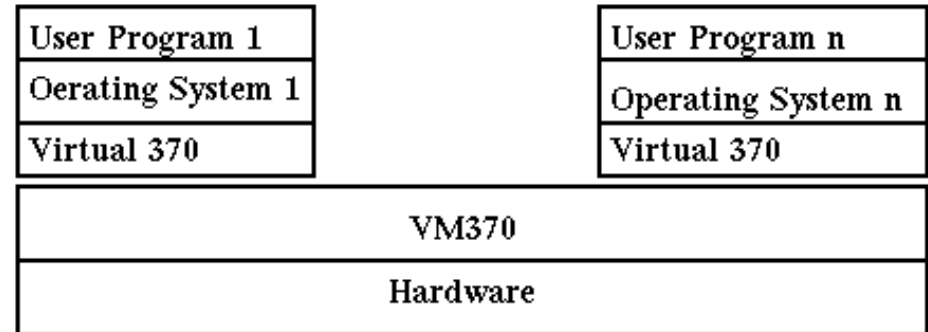
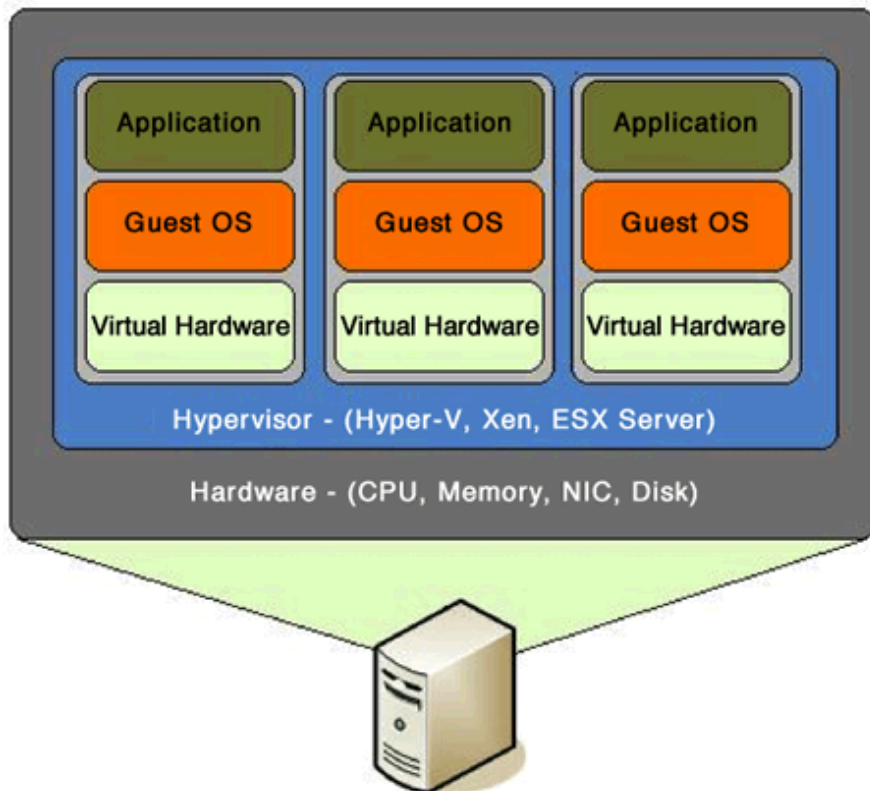
ARCHITECTURE STYLES

Independent components



ARCHITECTURE STYLES

Virtual machines

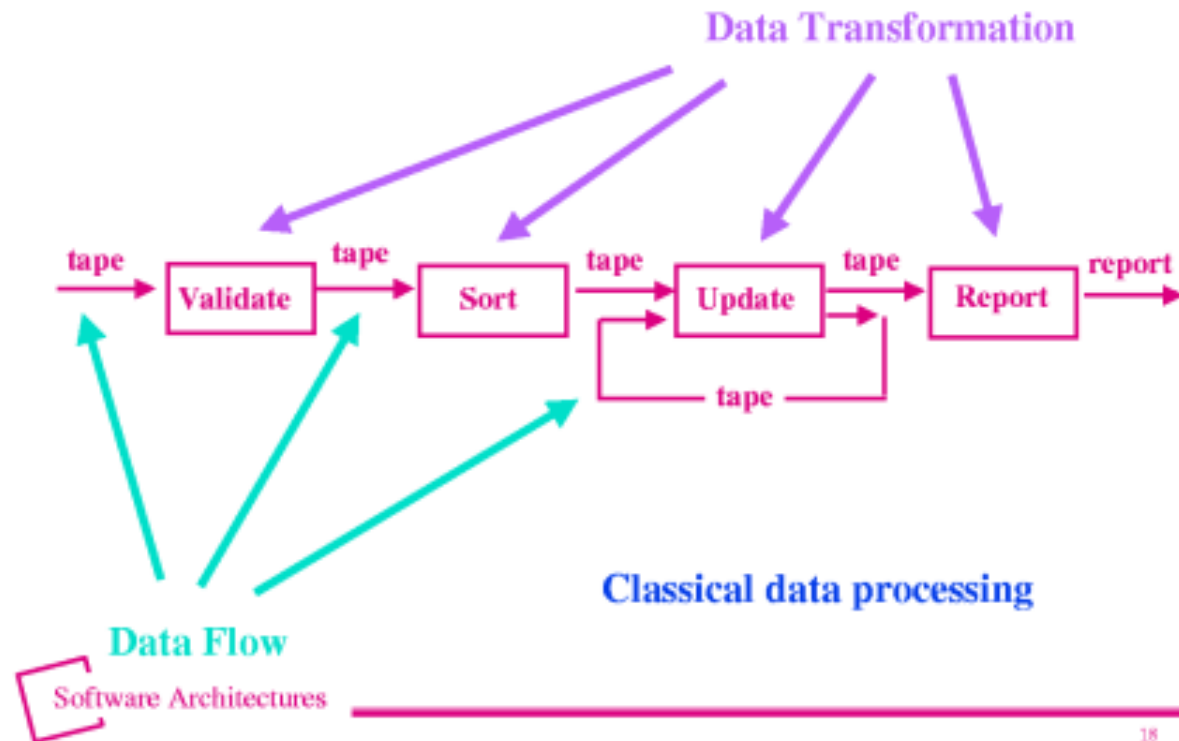


VIRTUAL MACHINE ARCHITECTURE (VM370)

ARCHITECTURE STYLES

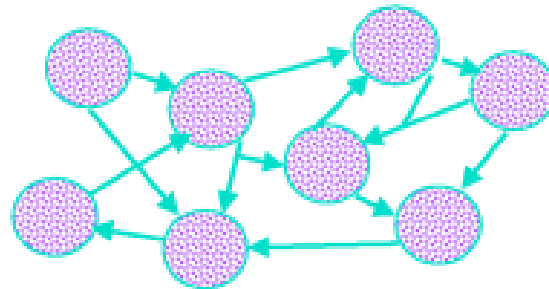
Pipes and Filters

Batch Sequential

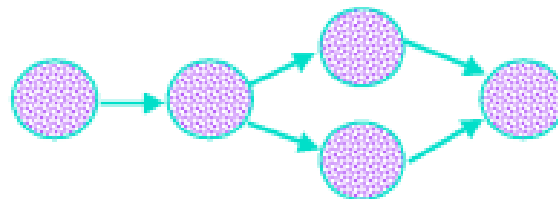


ARCHITECTURE STYLES

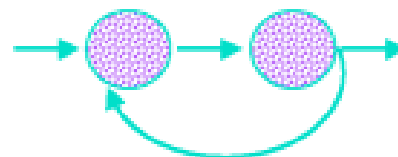
Pipes and Filters Kinds of Data Flow Systems



In general, data can flow in arbitrary patterns



Here we are primarily interested in nearly-linear data flow systems,



or in very simple, highly constrained cyclic structures

ARCHITECTURE STYLES

Data centric

- Data integration, Distribution, Control, Coordination
- Scalability, Low coupling, Centralization, Reuse, Modifiable,

Call and return

- Modifiable, Reusable, Inf. hiding, Structural decomposition, Separation of concerns

Implicit invocation

- Modifiable, Low coupling, Hard to comprehend,

Independent components

- Integration, Scalability, Reuse, Low coupling, Distribution, Reliability

Virtual Machines

- Simulation, Emulation, Portability!, Flexibility, Lowered Performance, Extended features

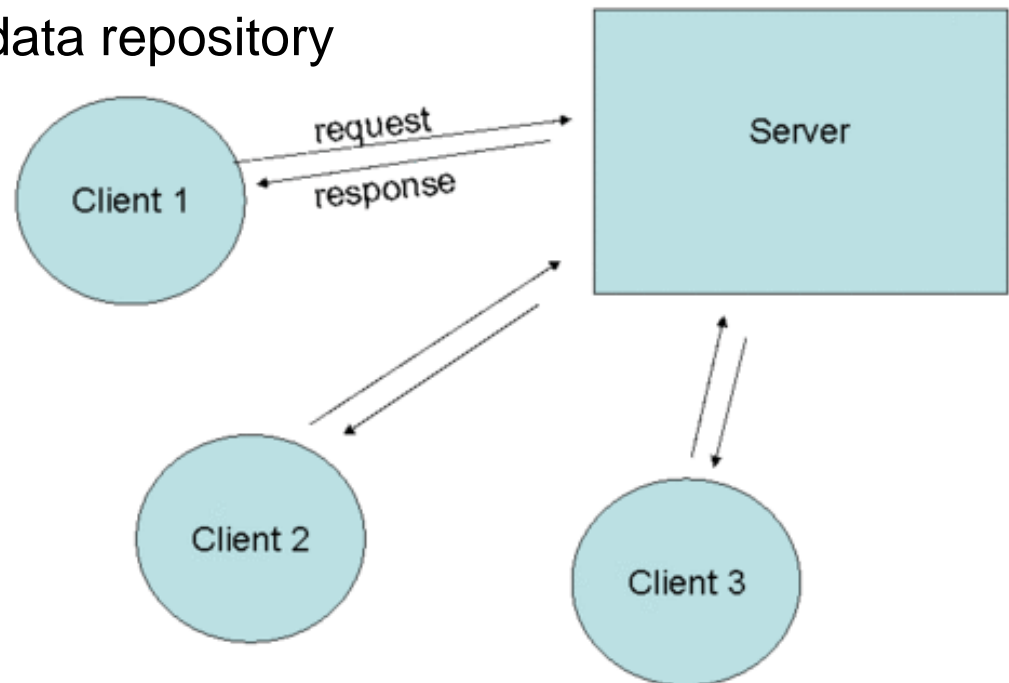
Pipe and Filter

- Modifiable, Reuse, Easy design, Simplicity, Low Coupling,
- Slow, No filter cooperation, Lot of parsing

SCALING PERFORMANCE

Usual approach is to deploy app to a web server and provide access through HTTP/S

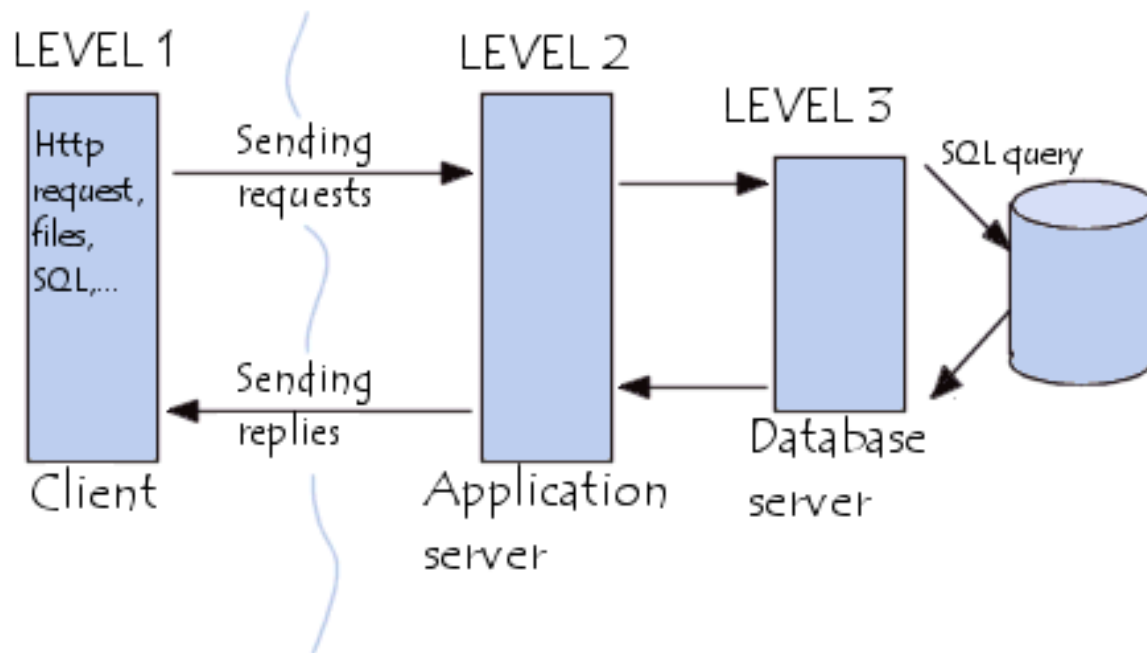
- **Client-server architecture**
 - Inside 3-layers and data repository



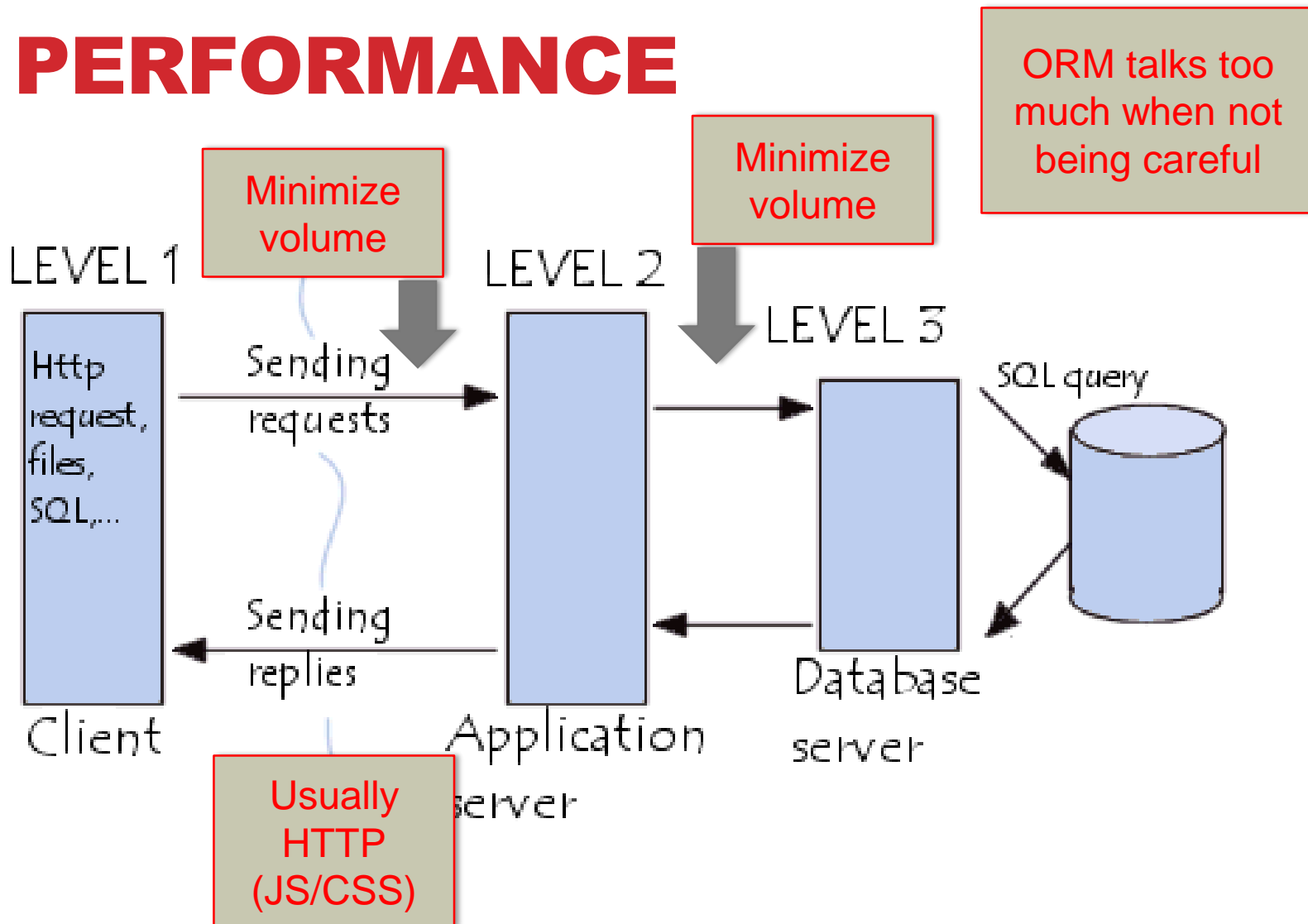
SCALING PERFORMANCE

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 - Inside 3-layers and data repository



SCALING PERFORMANCE



DEPLOYMENT, MAINTENANCE AND REPORTS

iDNES.cz



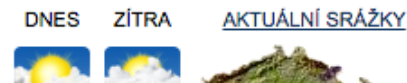
Munici ve Vrběticích úřady kontrolovaly málo. A nejen tam.

Úterý 9. prosince 2014. Vratislav | [Přihlásit](#)

IDNES.cz | Zprávy | Kraje | Sport | Kultura | Ekonomika | Bydlení | Technet | Ona | Revue | Auto | [Další](#)

Březina chystal podzemní lihovar, chtěl v něm vyrábět prvotřídní lih

Předpověď počasí



Služby



Elements | Network | Sources | Timeline | Profiles | Resources | Audits | Console

Preserve log Disable cache

Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline
www.idnes.cz	GET	200 OK	text/html	Other	32.9 KB 121 KB	164 ms 162 ms	
uni.css?rr=043 gidnes.cz/css/idn3	GET	200 OK	text/css	www.idnes.cz/:... Parser	1.8 KB 3.1 KB	78 ms 75 ms	
reklama.css?rr=043 gidnes.cz/css/idn3	GET	200 OK	text/css	www.idnes.cz/:... Parser	1.6 KB 3.0 KB	83 ms 79 ms	
portal.css?rr=043 gidnes.cz/css/idn3	GET	200 OK	text/css	www.idnes.cz/:... Parser	12.4 KB 36.3 KB	384 ms 380 ms	
sph.css?rr=043 gidnes.cz/css/idn3	GET	200 OK	text/css	www.idnes.cz/:... Parser	11.1 KB 37.9 KB	330 ms 326 ms	
uni.js?rr=066 gidnes.cz/js/uni	GET	200 OK	applicat...	www.idnes.cz/:... Parser	42.4 KB 75.0 KB	486 ms 480 ms	
2010.js?rr=066 gidnes.cz/js/sph	GET	200 OK	applicat...	www.idnes.cz/:... Parser	2.0 KB 3.7 KB	83 ms 79 ms	

191 requests | 1.5 MB transferred | 4.65 s (load: 4.01 s, DOMContentLoaded: 3.62 s)

Console | Search | Emulation | Rendering

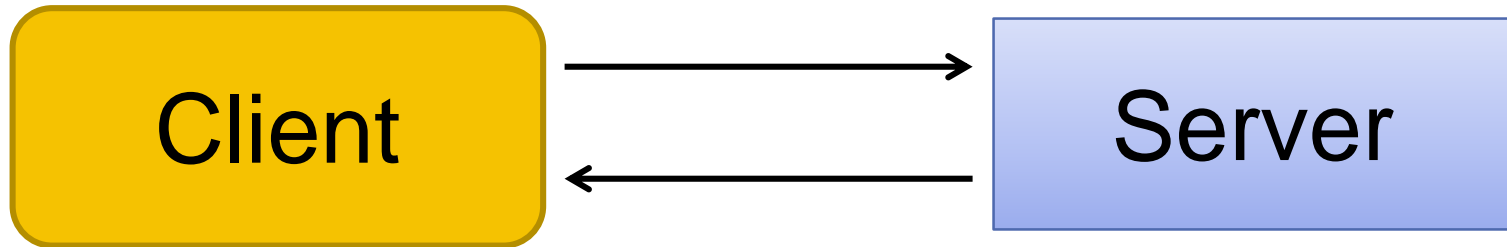
?#..#!

CLIENT-SERVER ARCHITECTURE

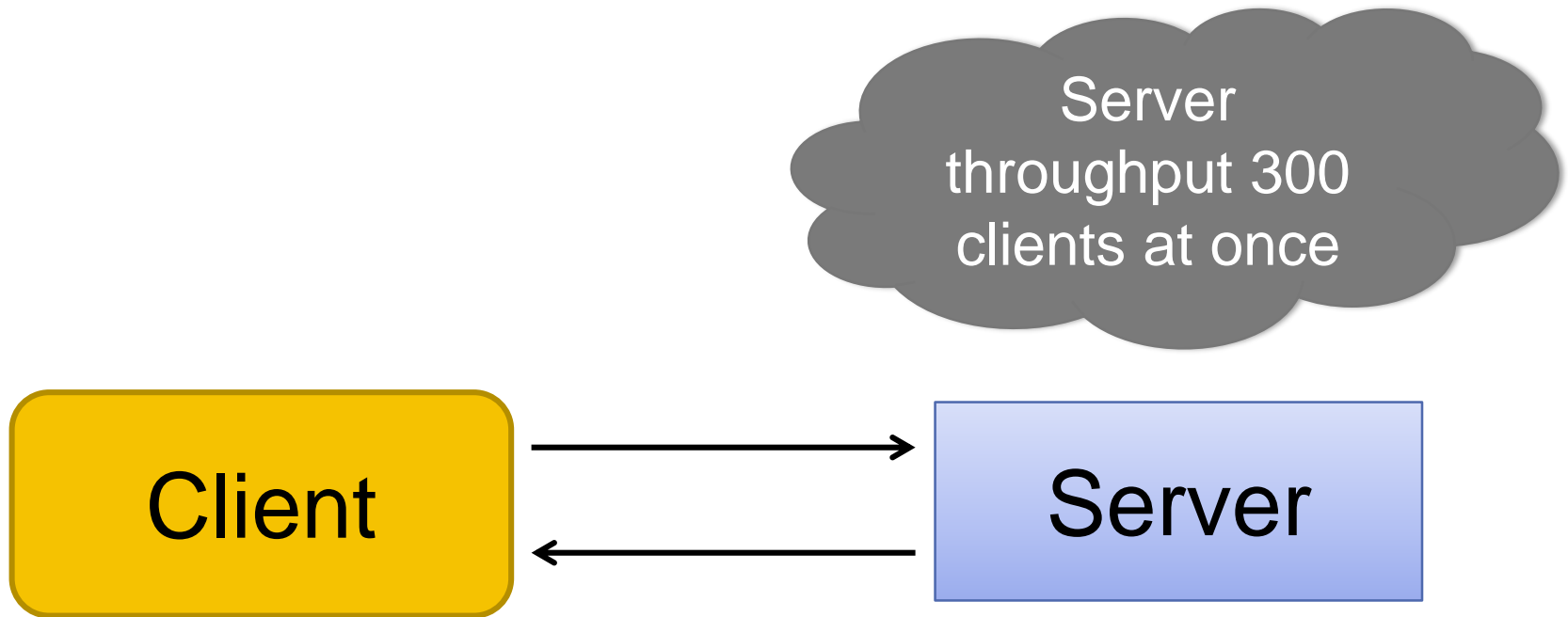
Properties:

- Centralization
- Easy with security
- Easy to locate
- Easy to scale
 - Until we reach the limit
 - Server is the bottleneck
- Performance influenced by the network conditions
 - And virtual distance between client and server
- Server has given throughput
 - Given by HW, our Design, Efficiency, Caching, etc.

CLIENT-SERVER ARCHITECTURE

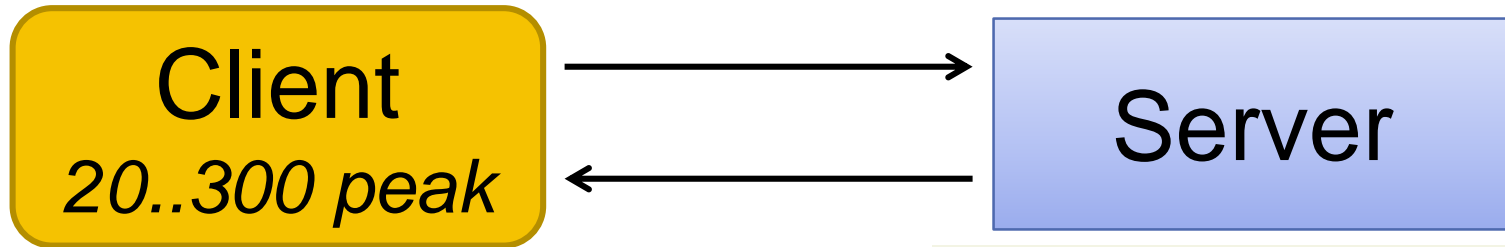


CLIENT-SERVER ARCHITECTURE

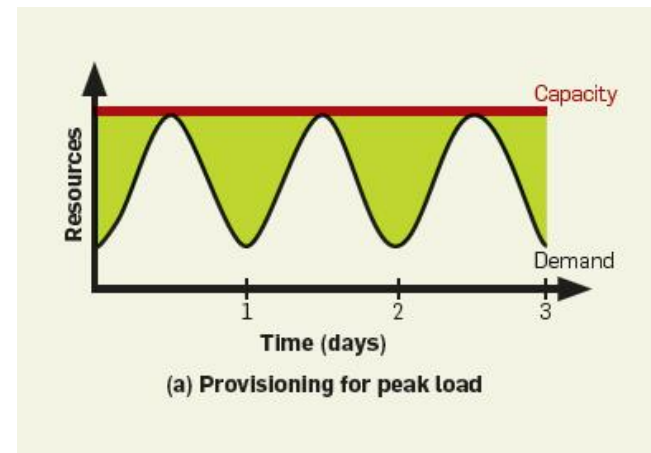


CLIENT-SERVER ARCHITECTURE

Through put 300 clients at once

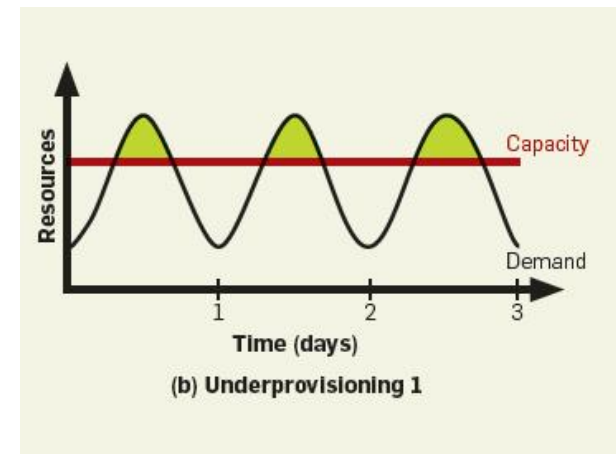
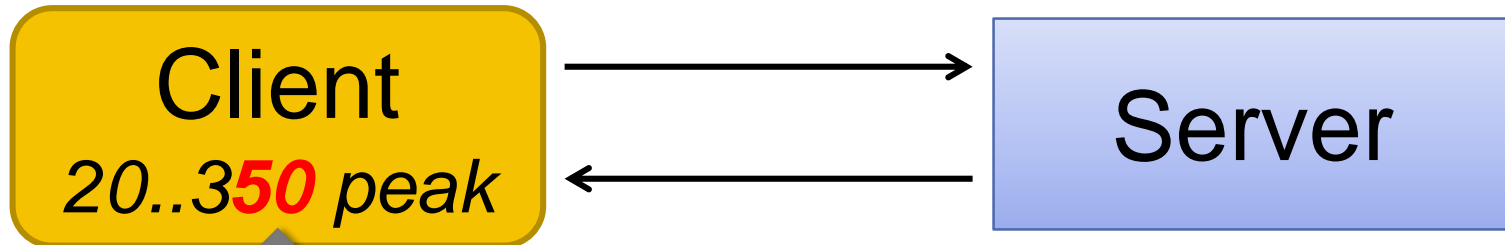


Load grows!



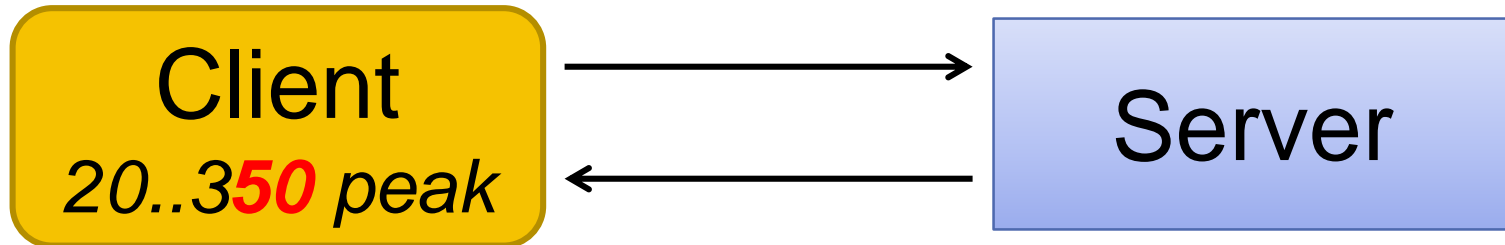
CLIENT-SERVER ARCHITECTURE

Through put 300 clients at once



CLIENT-SERVER ARCHITECTURE

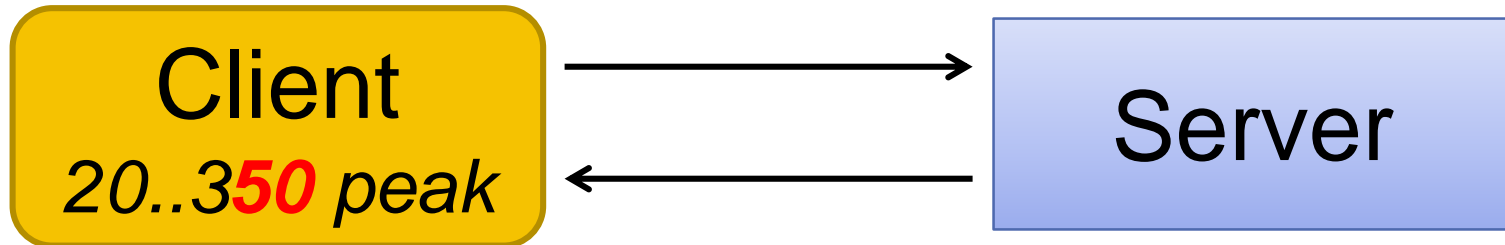
How to improve?



- Caching
- Performance analysis – profiling
- Native/Custom SQL queries for reports
- Better Hardware, more CPU/Mem

CLIENT-SERVER ARCHITECTURE

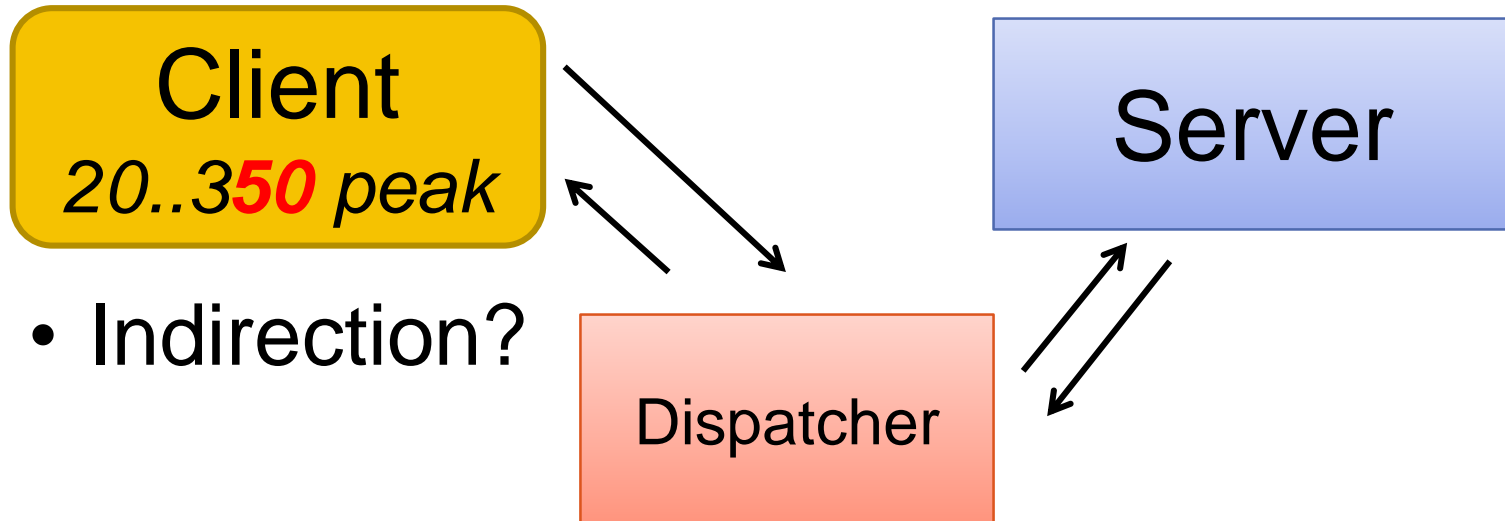
How to improve?



- What if it is not enough?
- Indirection?

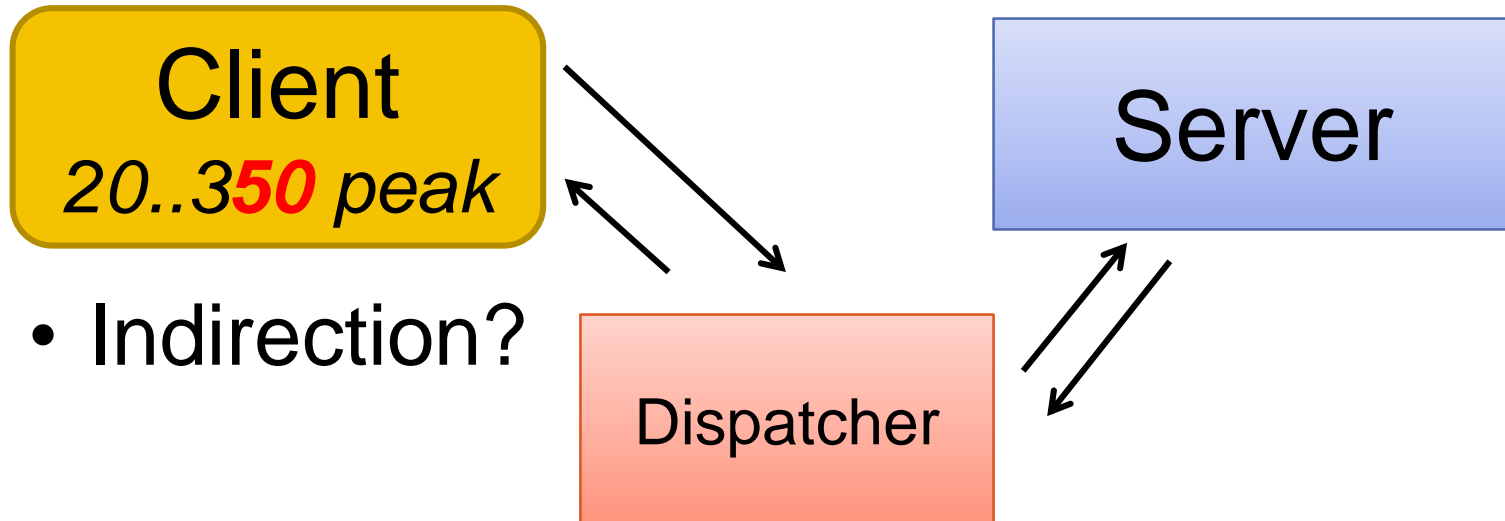
CLIENT-SERVER ARCHITECTURE

How to improve?



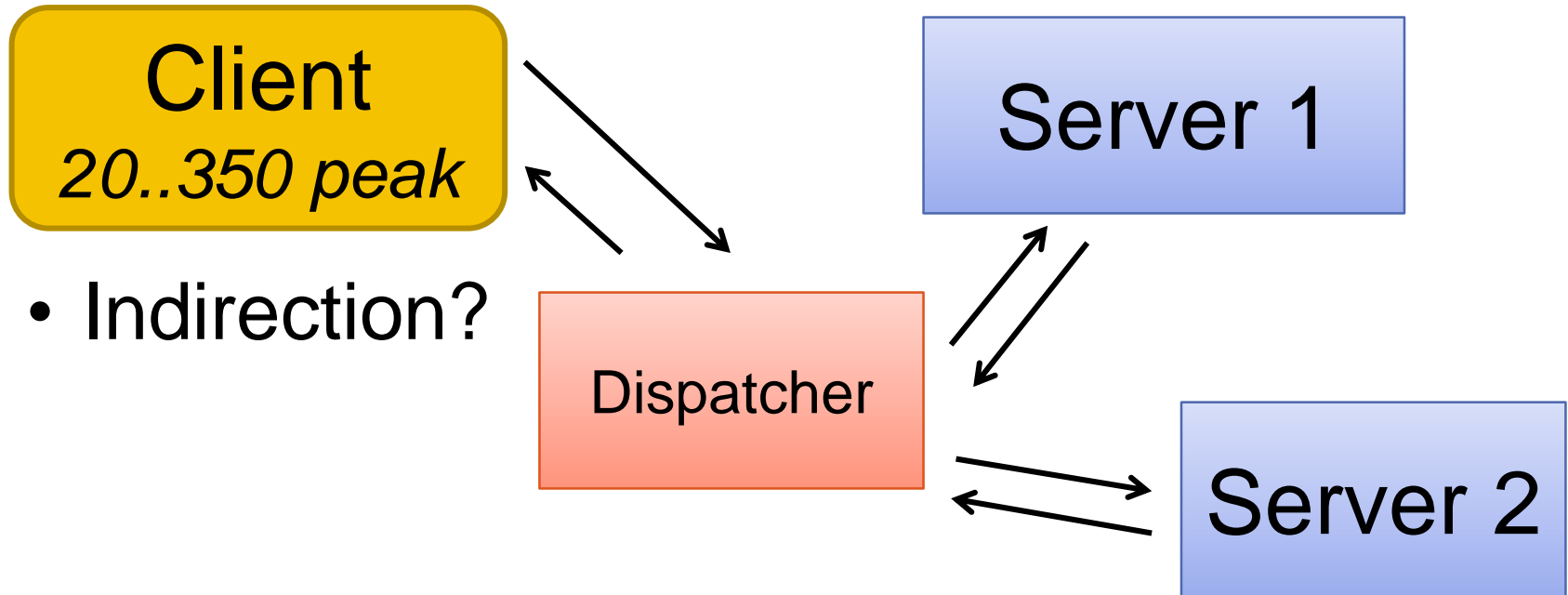
CLIENT-DISPATCHER-SERVER ARCHITECTURE

How to
improve?



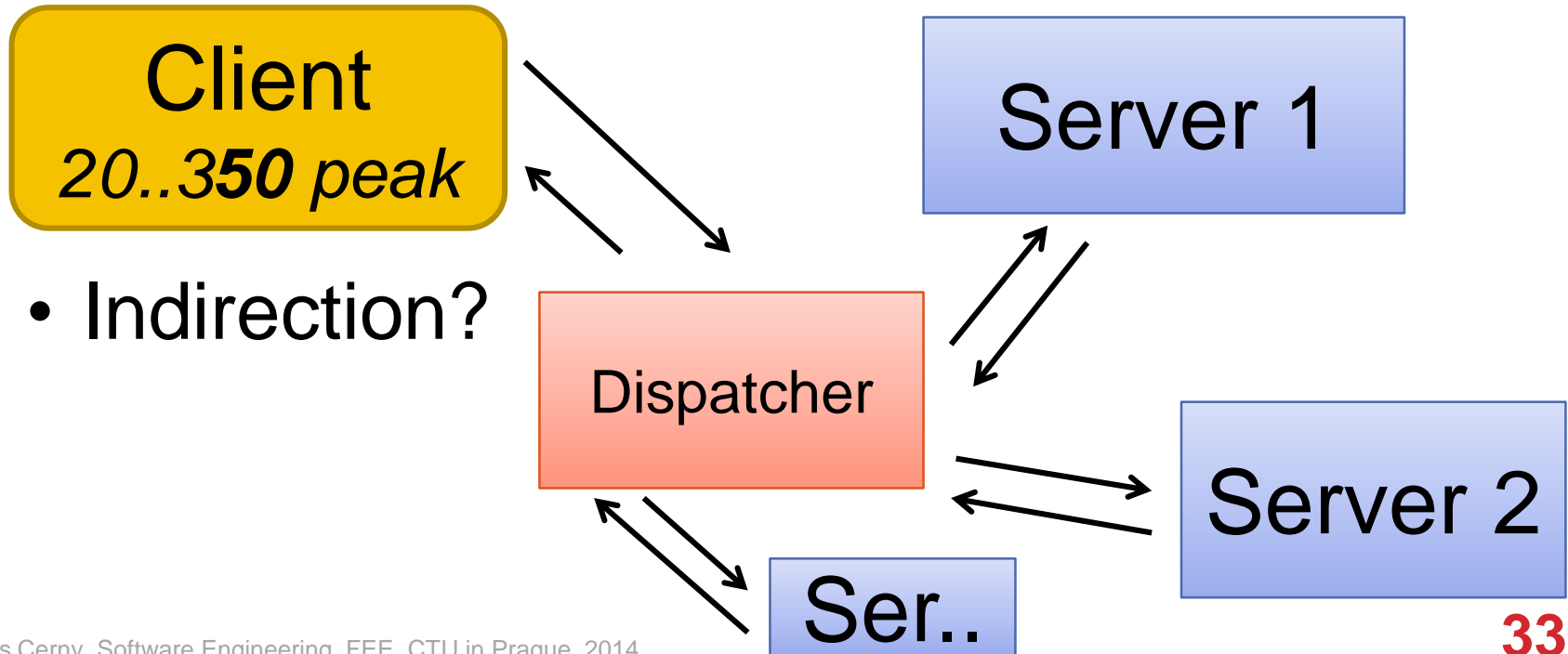
CLIENT-DISPATCHER-SERVER ARCHITECTURE

How to improve?

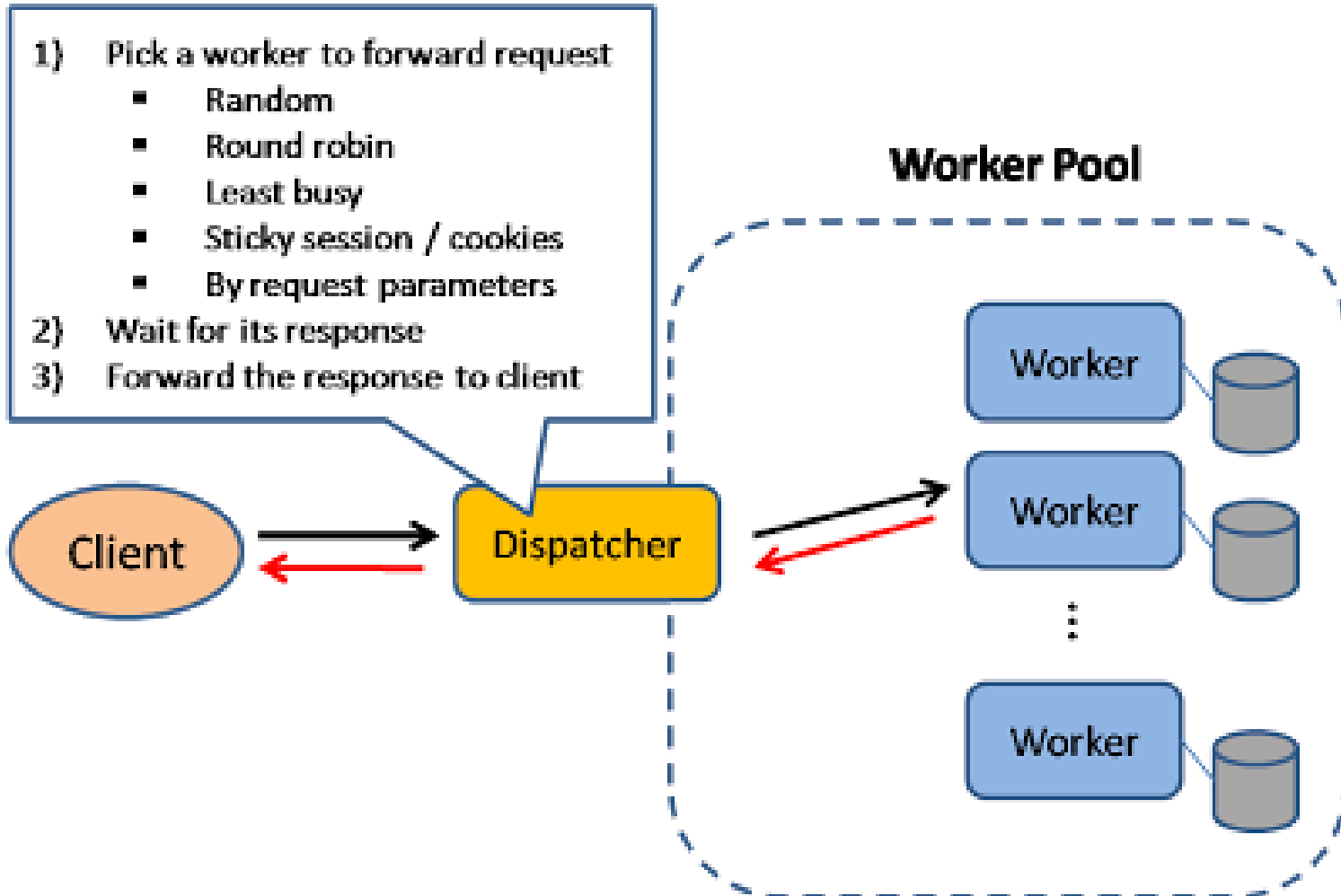


CLIENT-DISPATCHER-SERVER ARCHITECTURE

How to improve?



CLIENT-DISPATCHER-SERVER ARCHITECTURE



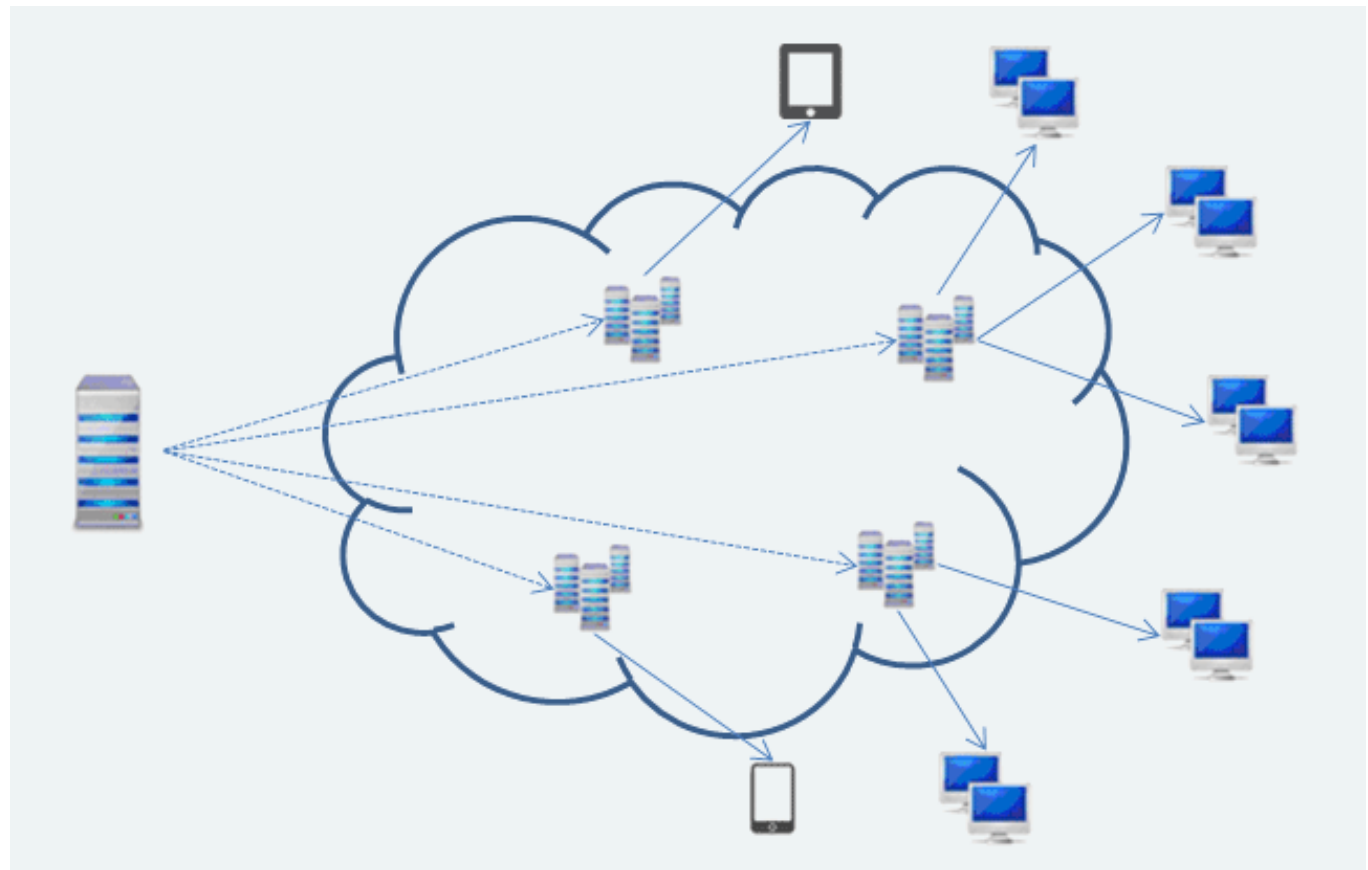
CLIENT-DISPATCHER-SERVER ARCHITECTURE

Most likely we cannot expect to multiply the throughput of the single server

- Balancing overhead
- We can balance different resources
 - Static vs. Dynamic
- Geo-location balancing
 - Content-Delivery-Network (CDN)
 - Static content (Akamai)

CONTENT DELIVERY NETWORK (CDN)

Example



CONTENT DELIVERY NETWORK (CDN)

Example



CONTENT DELIVERY NETWORK

Example



CONTENT DELIVERY NETWORK

Example



CONTENT DELIVERY NETWORK

Example



CONTENT DELIVERY NETWORK

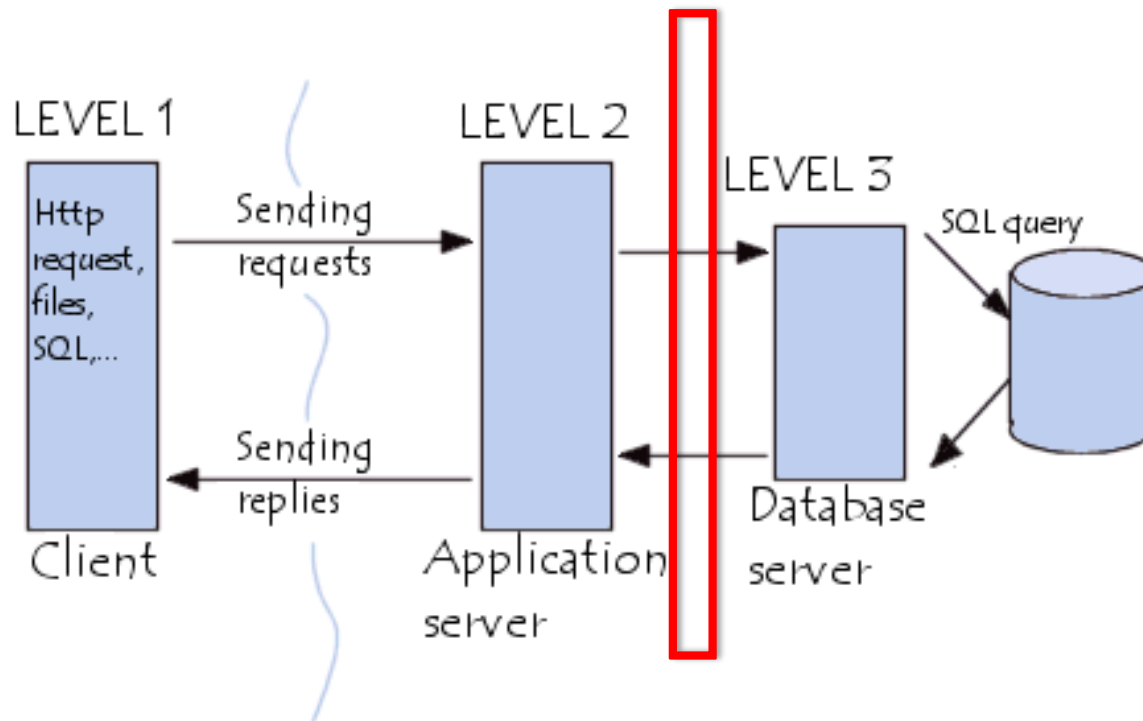
Example



SCALING PERFORMANCE

Database might be the bottleneck

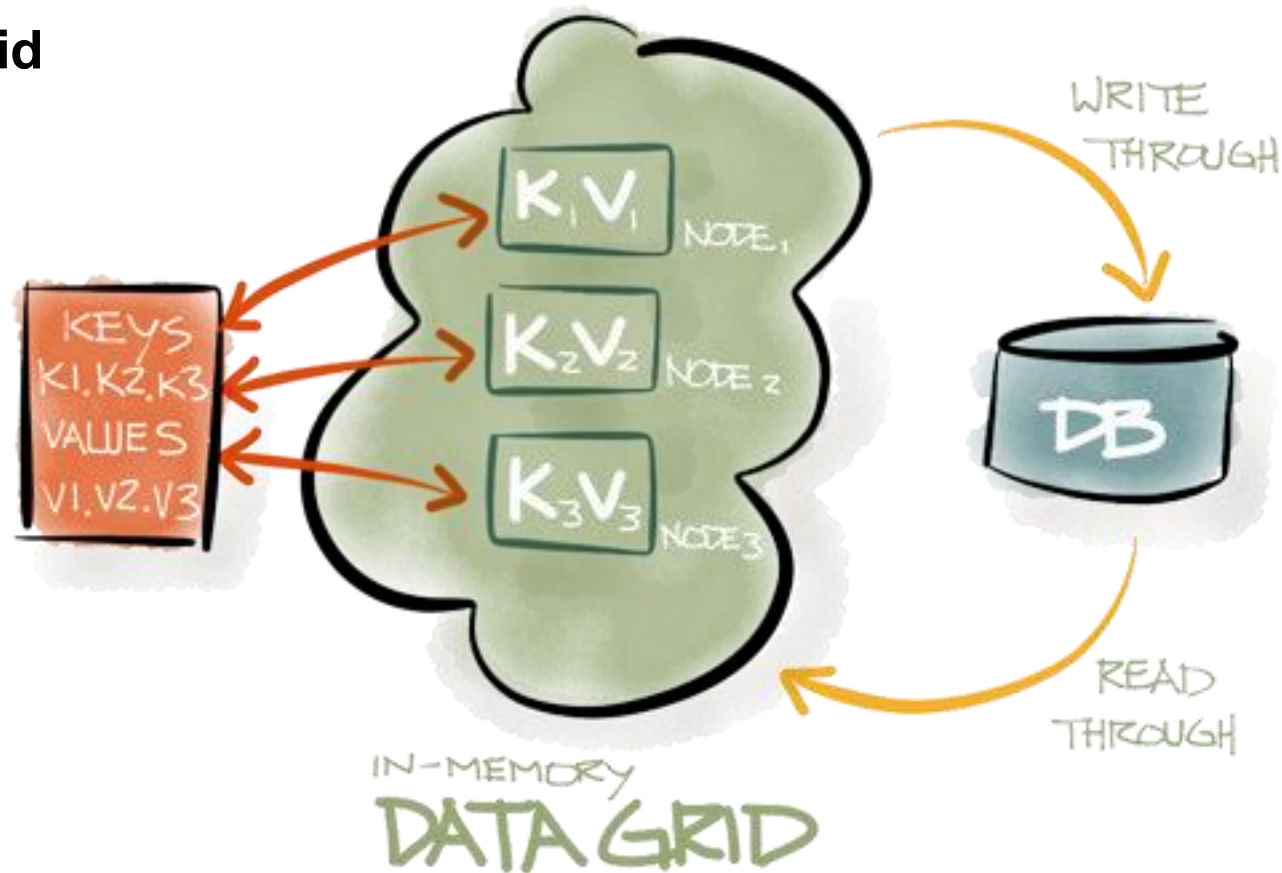
Database replication



SCALING PERFORMANCE

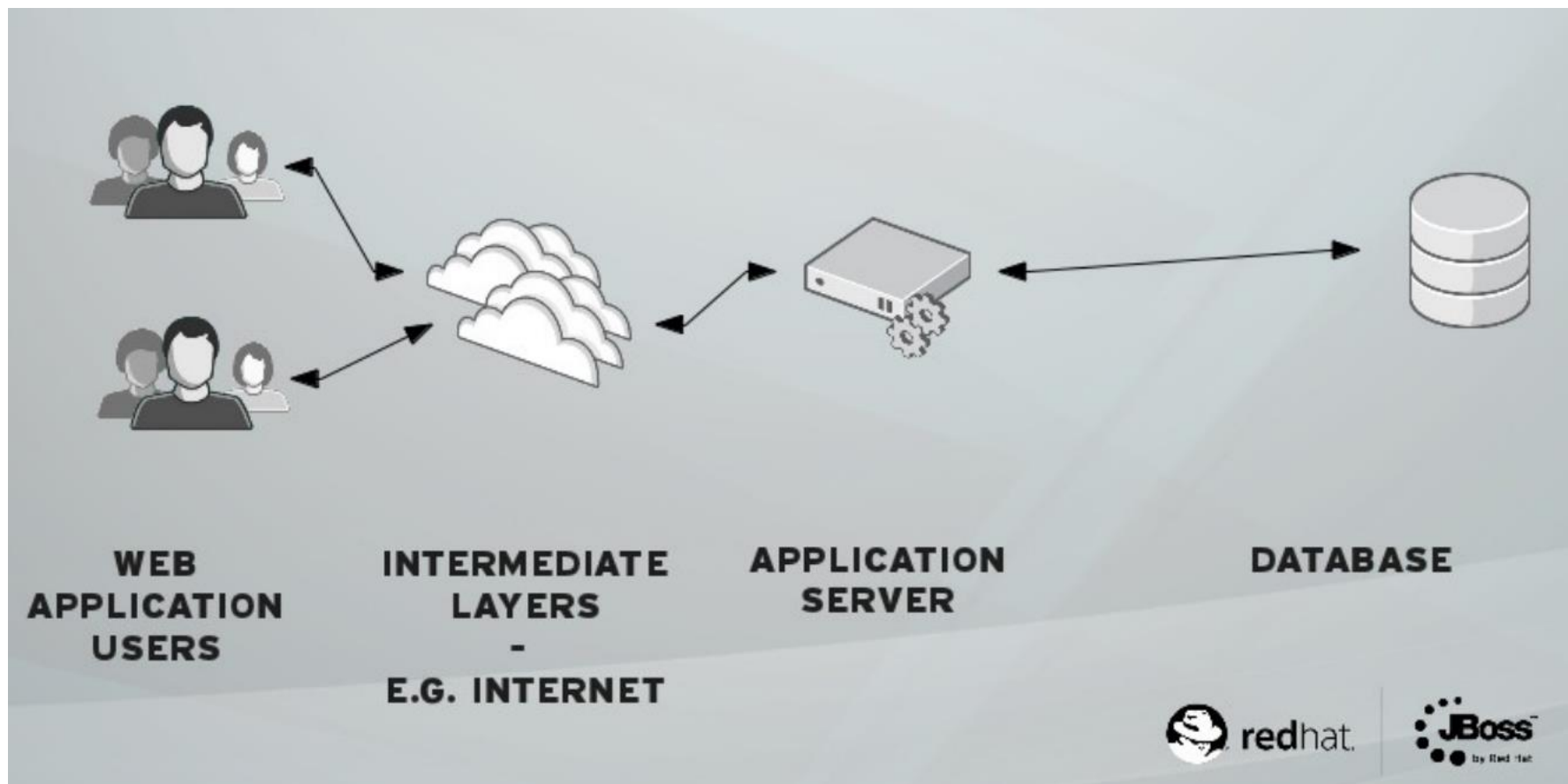
Database might be the bottleneck

Datagrid



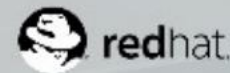
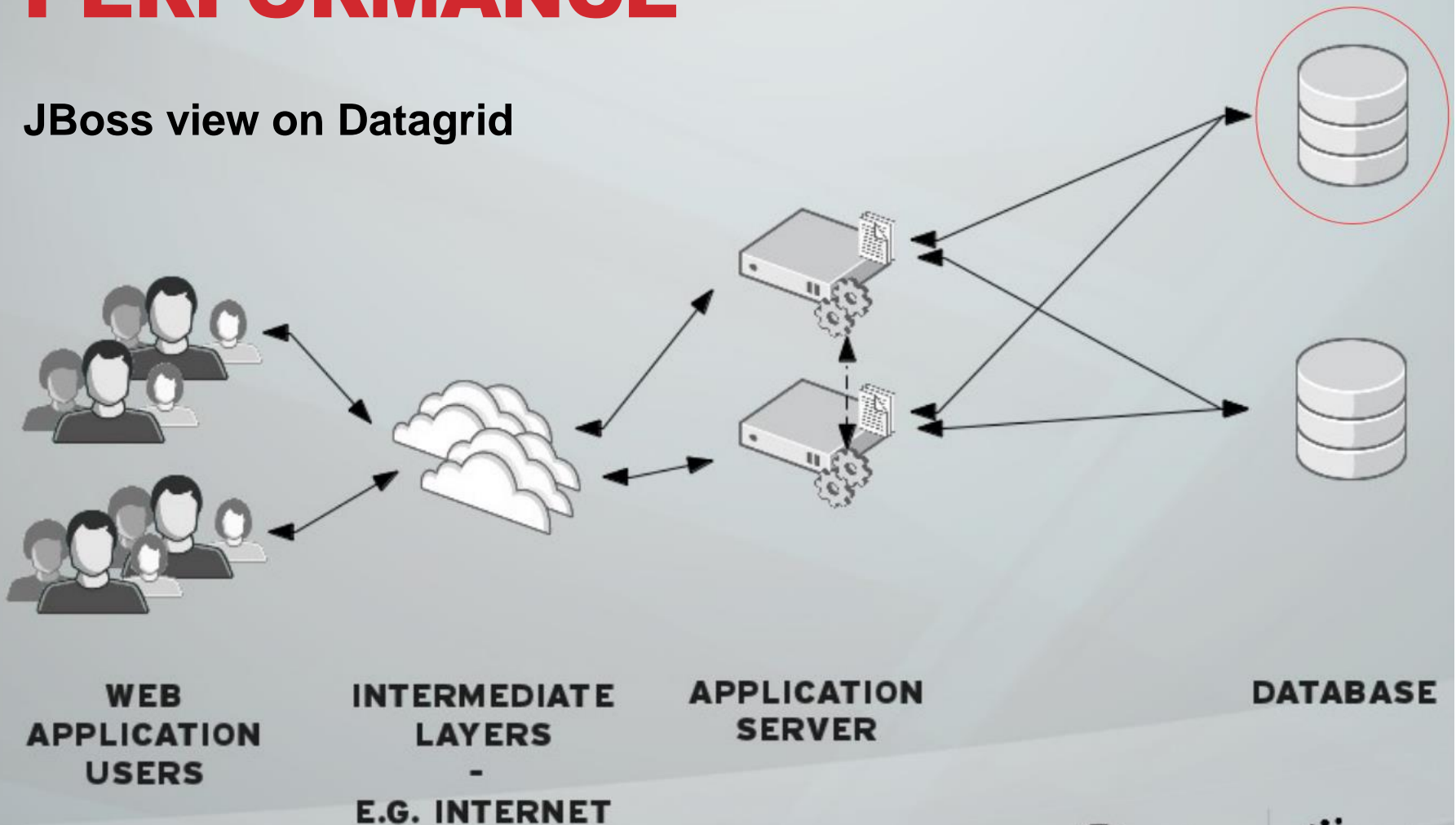
SCALING PERFORMANCE

JBoss view on Datagrid



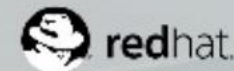
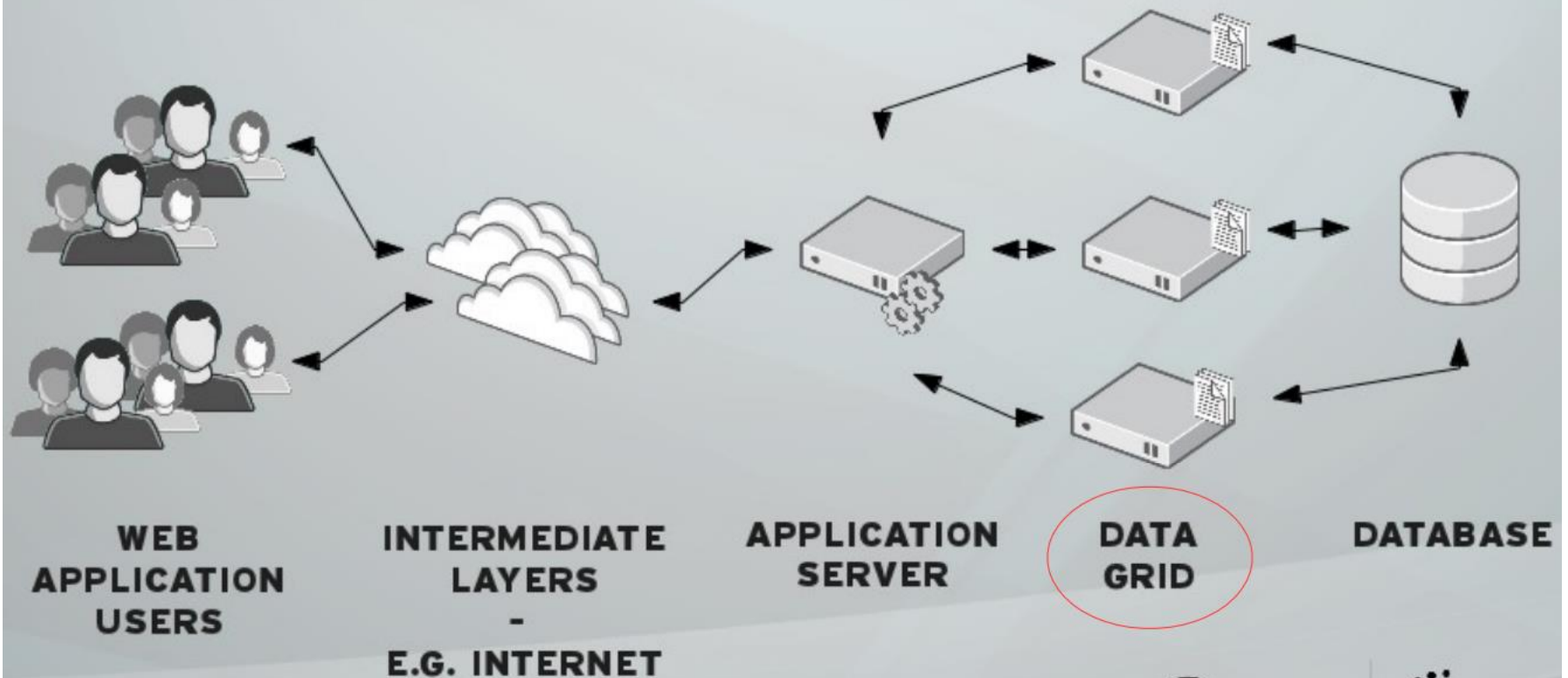
SCALING PERFORMANCE

JBoss view on Datagrid



SCALING PERFORMANCE

JBoss view on Datagrid



SERVICE-ORIENTED ARCHITECTURE (SOA)

So far we considered that server-side app offers data, knowledge and presentation

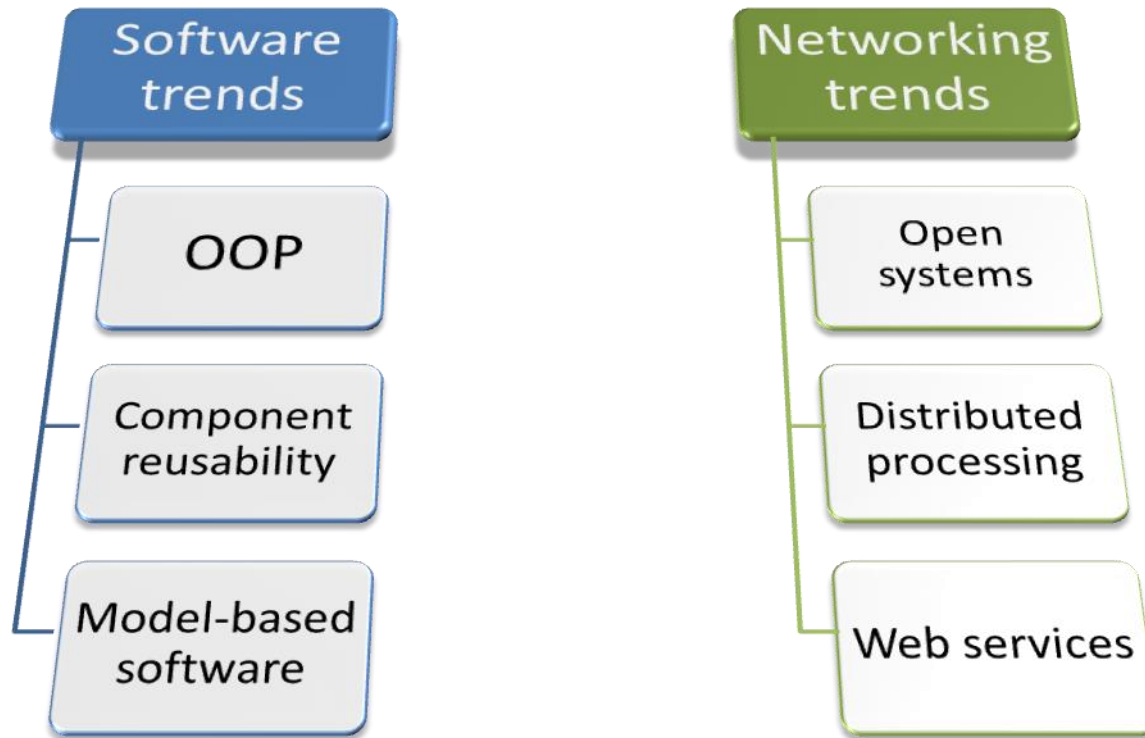
Service does not provide presentation

Well accepted format

Standard : JSON, SOAP, XML..

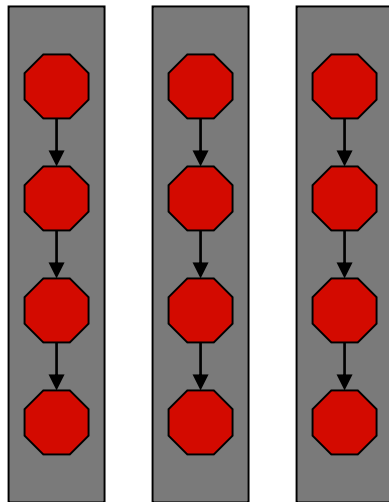
SERVICE-ORIENTED ARCHITECTURE

Motivation



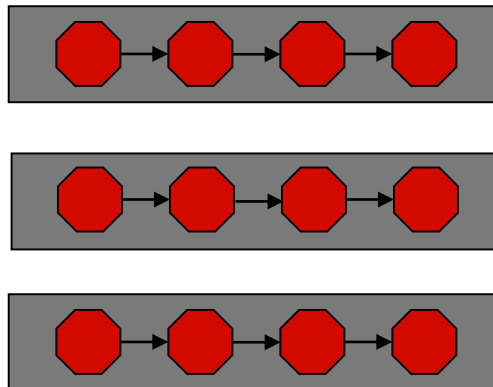
SERVICE-ORIENTED ARCHITECTURE

1960 - 1980



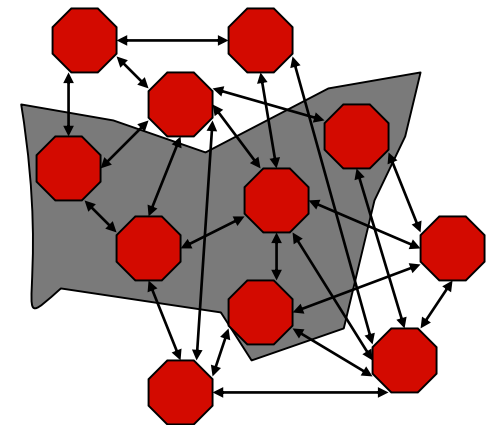
- Organization Focus
- Mainframe Centric
- Internal Use
- Unique Data

1990 - 2000



- Process Focus
- Client Server
- Partial Connectivity
- EDI File Transfer

2010 - 2050

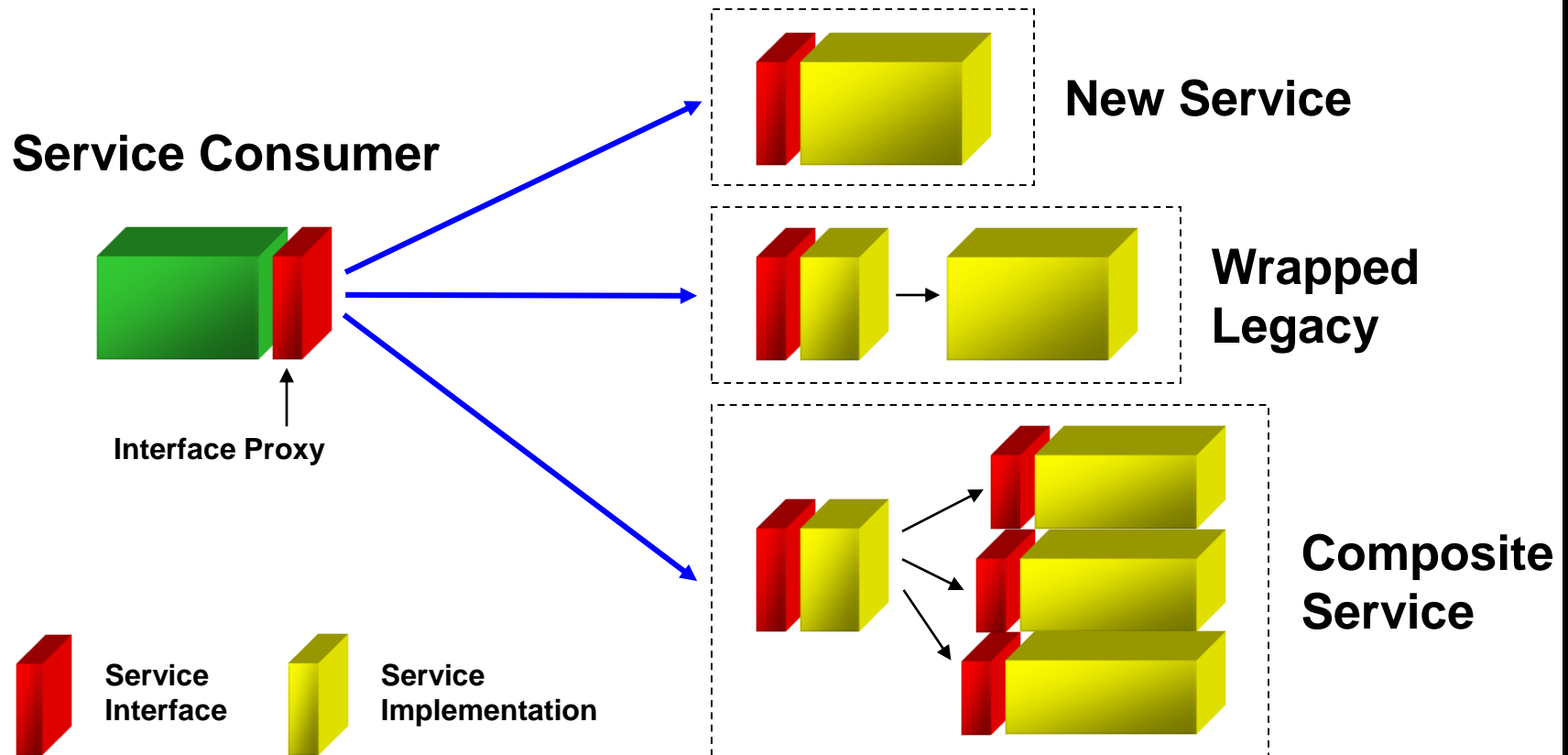


- Distributed Functions
- Data Centric
- Universal Interoperability
- Real-time Connectivity

SERVICE

- **Loose coupling**
- **Reusable**
- **Stateless**
- **Autonomous (independent)**
- **Discoverable**
- **Abstract**
- **Composable**
- **Platform independent**

ANATOMY OF A SERVICE

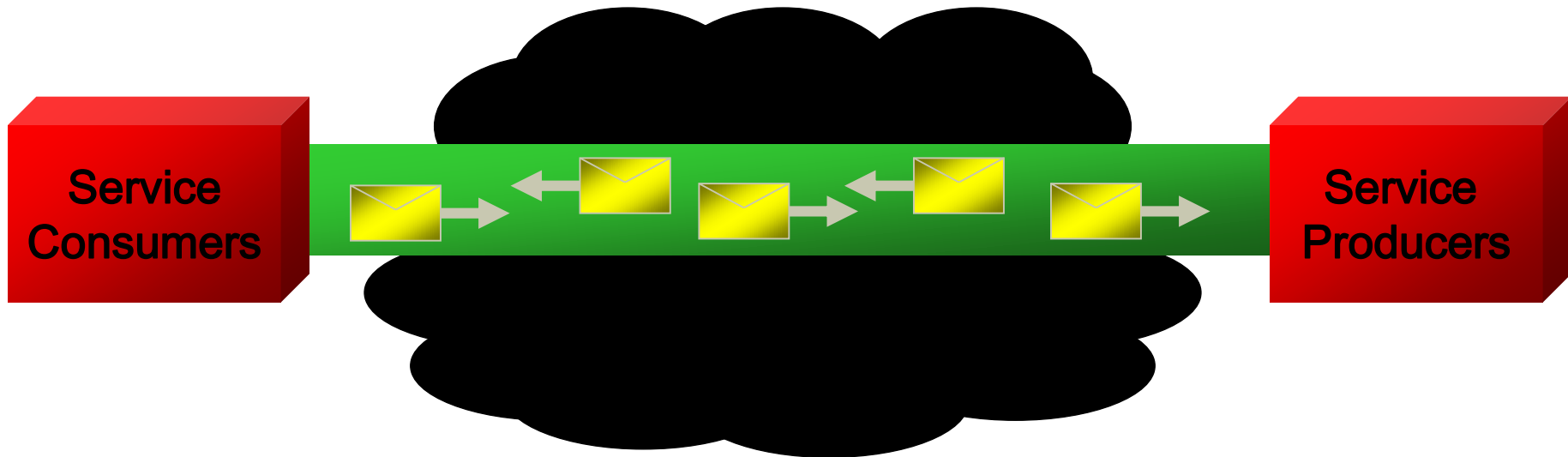


SERVICES COMMUNICATE WITH MESSAGES

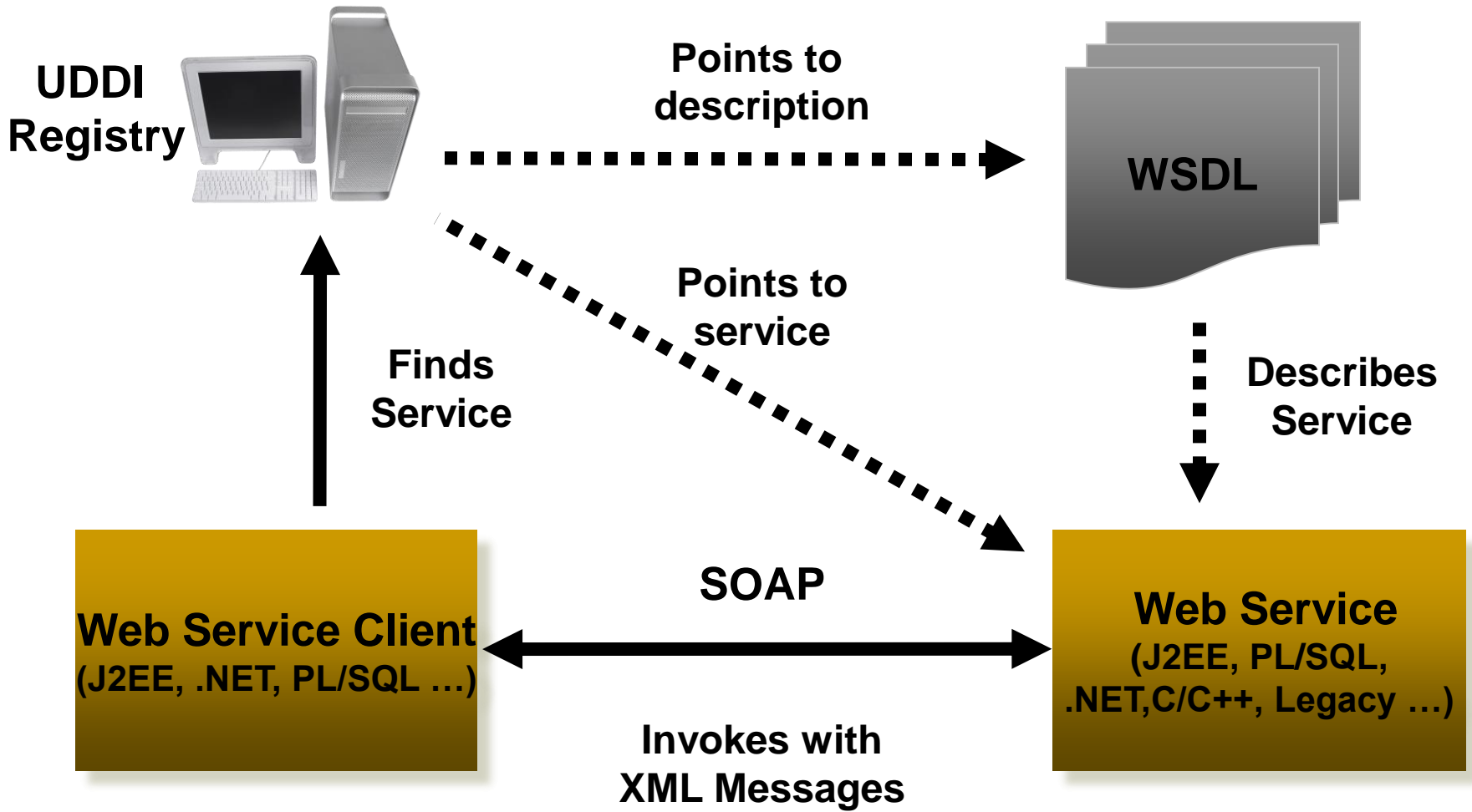
Providing reliability and security to messages

Sending messages across consumers and producers

Service Orchestration



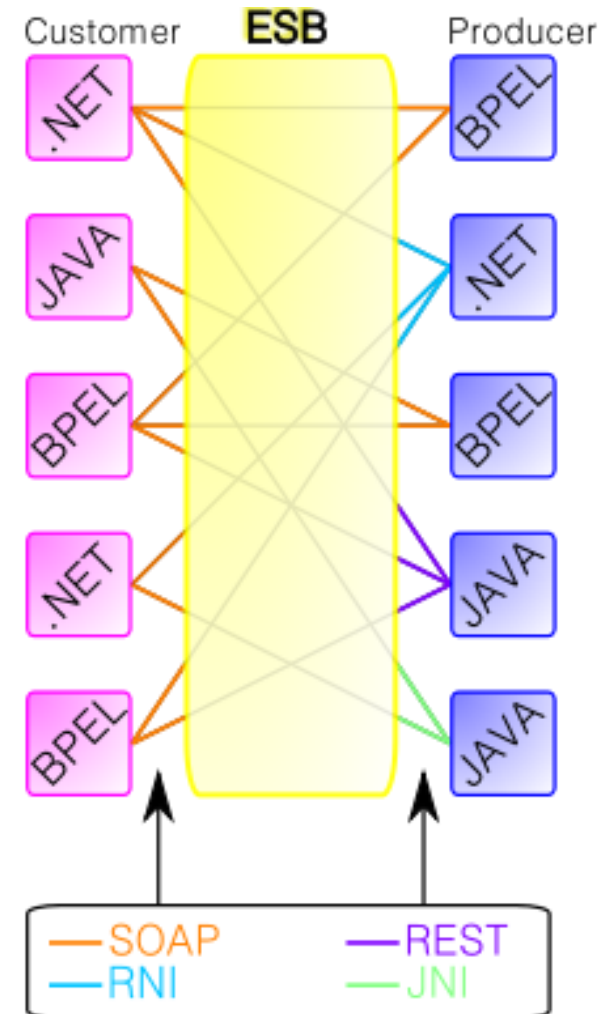
BASIC WEB SERVICES



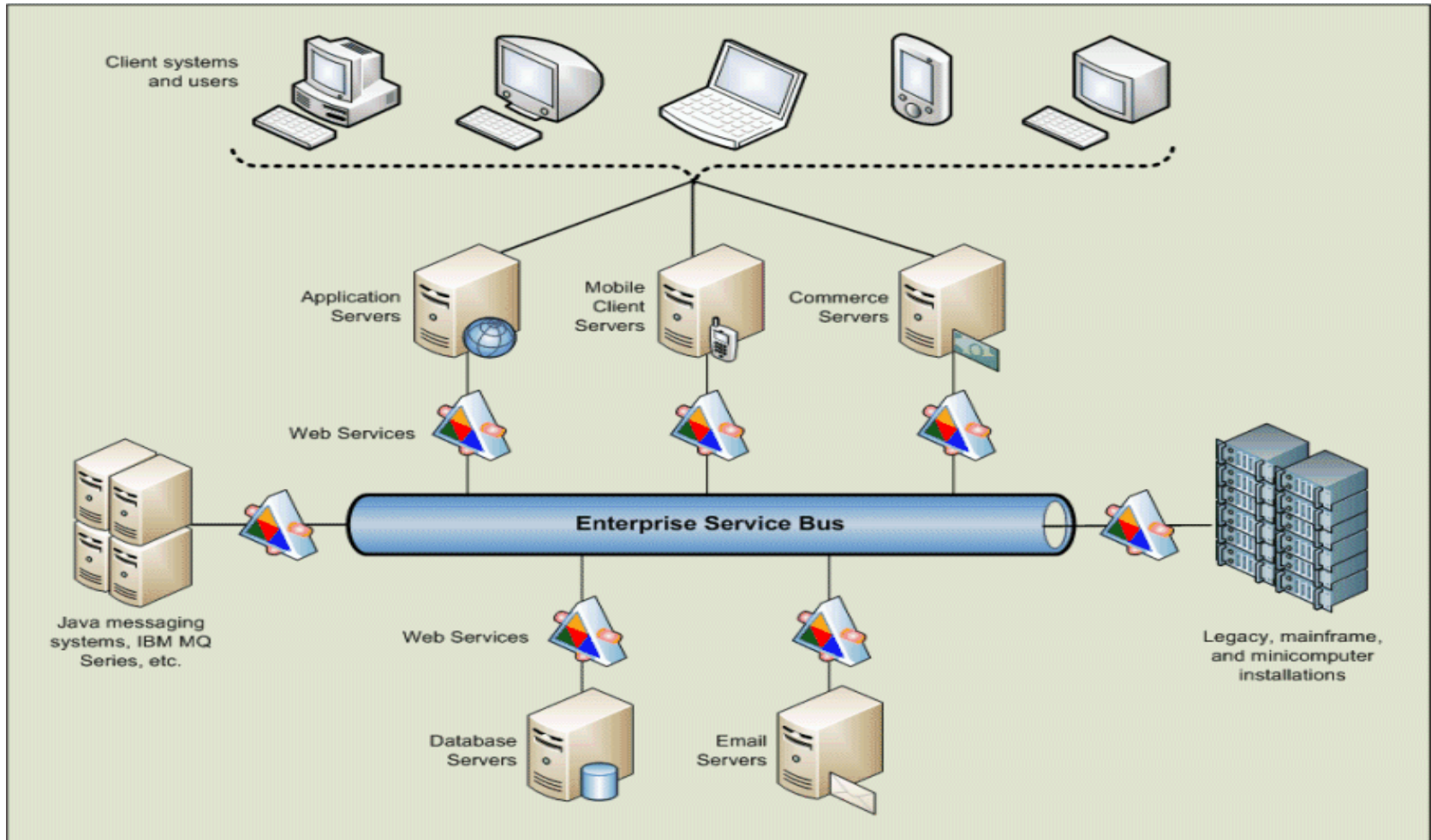
ENTERPRISE SERVICE BUS (ESB)

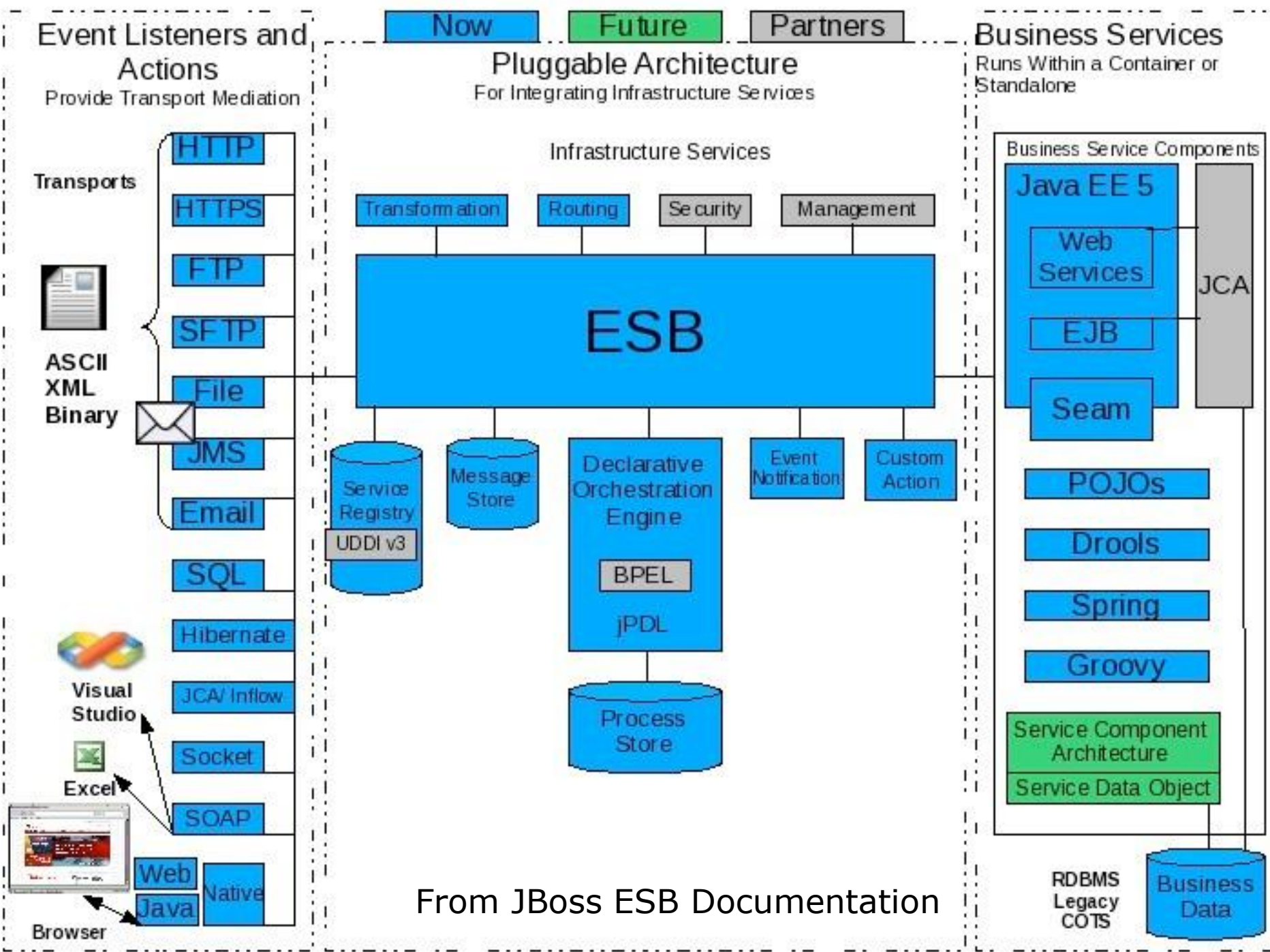
It is a **software architecture model** used for designing and implementing the interaction and **communication** between mutually interacting **software applications** in service-oriented architecture (**SOA**).

- Model for distributed computing
- Variant of client server software architecture model
- Promotes flexibility with regards to communication & interaction between applications.
- Primary use in enterprise application integration (EAI) of heterogeneous and complex landscapes.



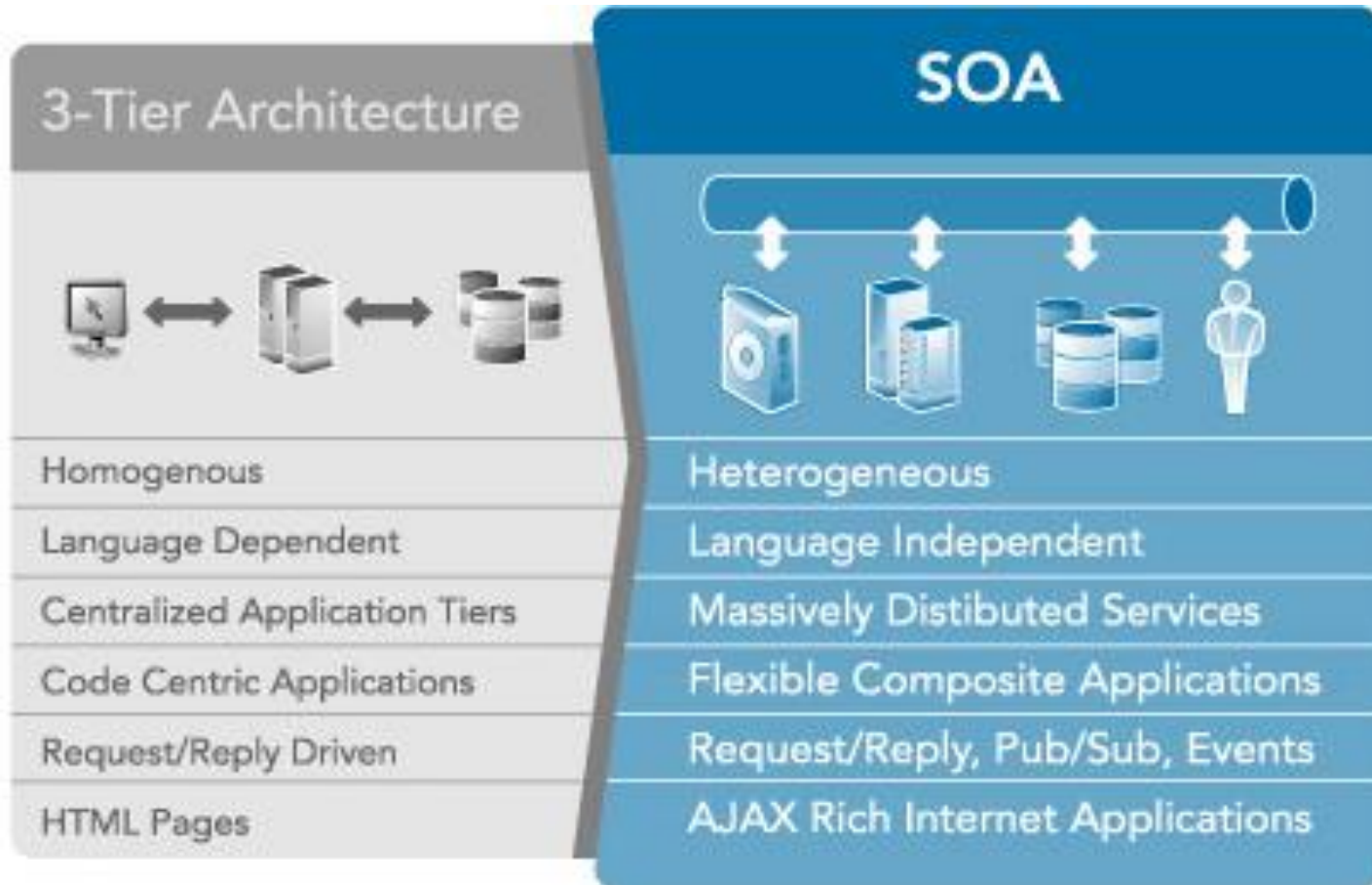
ENTERPRISE SERVICE BUS





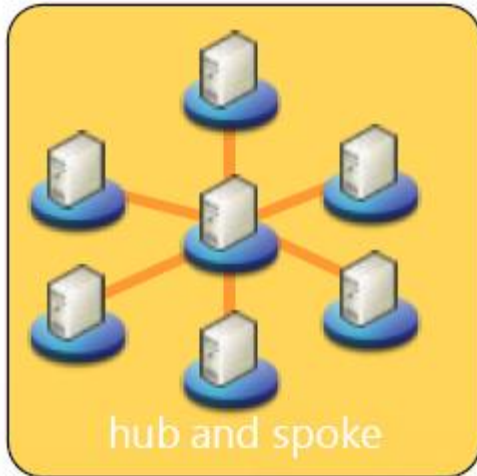
From JBoss ESB Documentation

SOA IS AN EVOLUTIONARY STEP



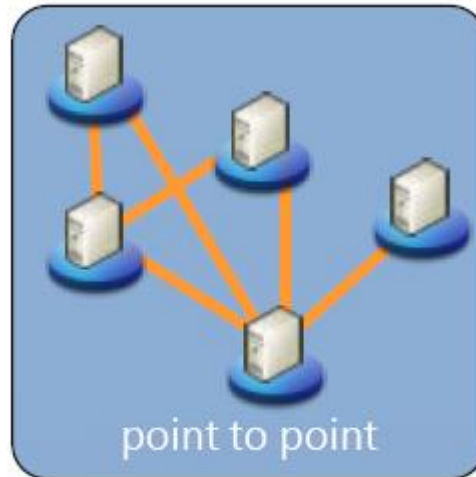
SOA IS AN EVOLUTIONARY STEP

in distributed communications



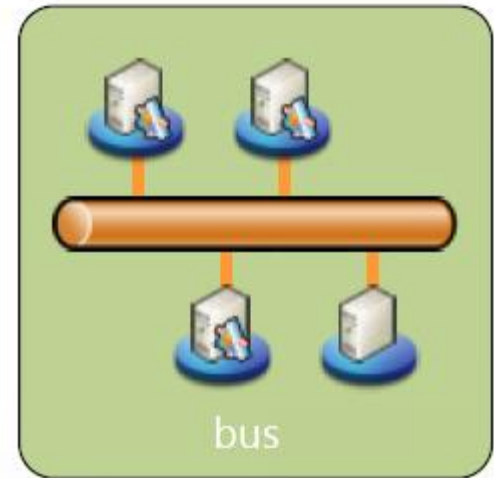
"too centralized"

EAI



"too decentralized"

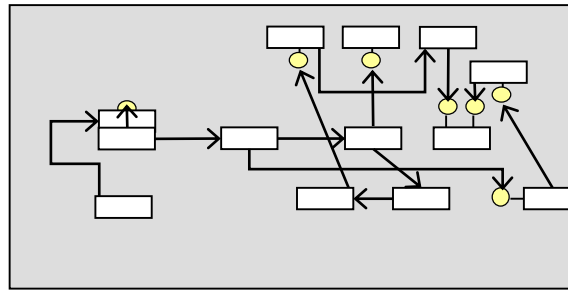
Project-ware



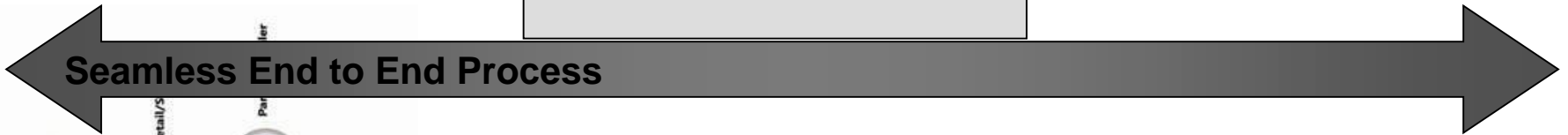
"just right"

SOA

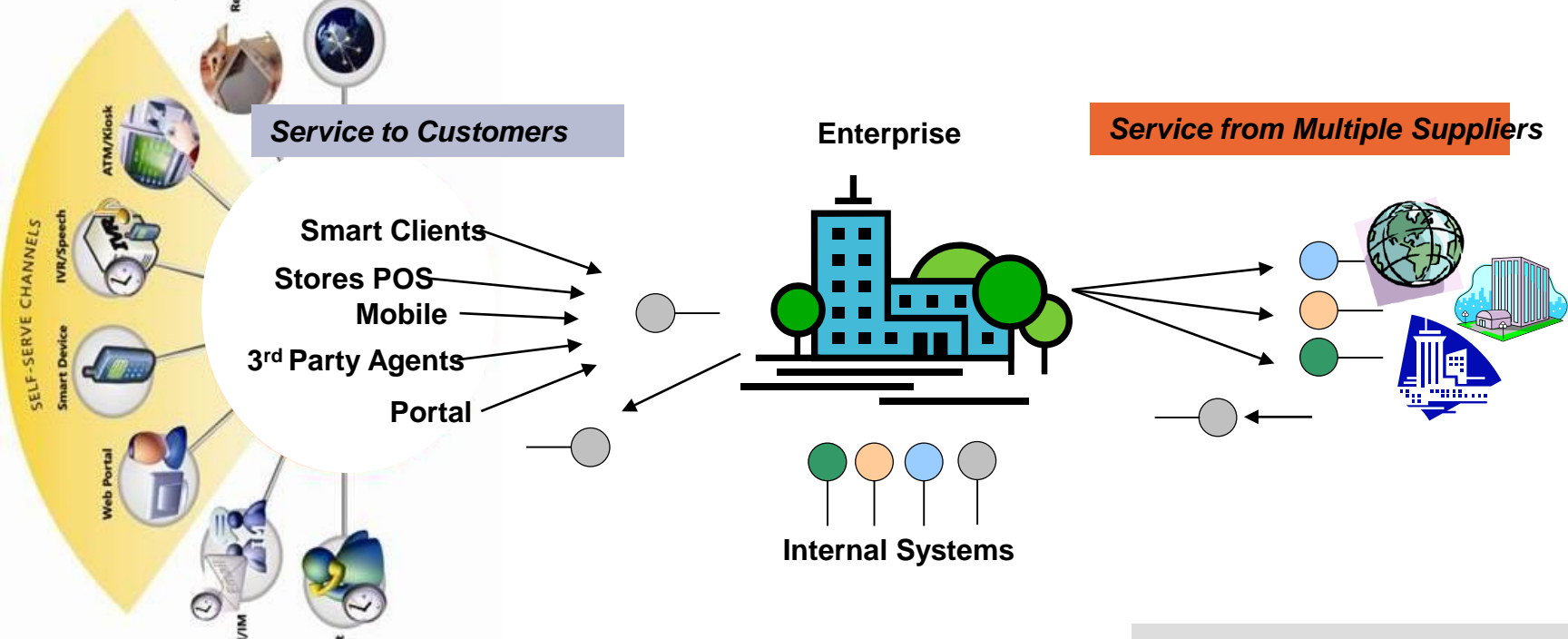
TO ENABLE BUSINESS PROCESS OPTIMIZATION AND THE REAL TIME ENTERPRISE (RTE)



BPM Expressed in terms of Services Provided/Consumed



Seamless End to End Process



Service to Customers

Service from Multiple Suppliers

Enterprise

Internal Systems

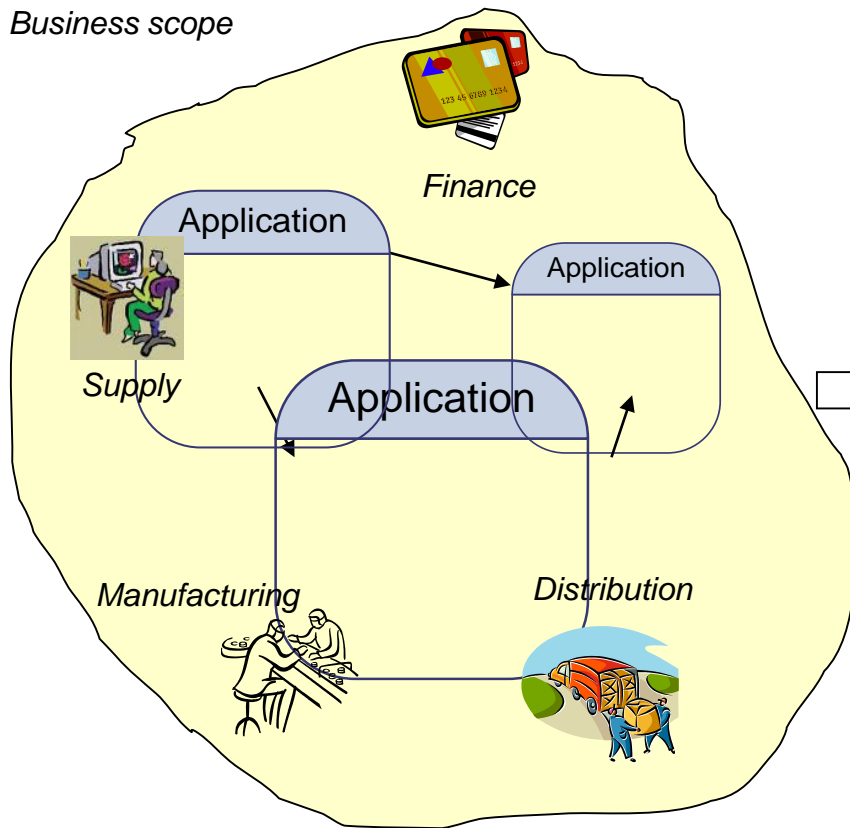
SOA Patterns: Single, Multi-Channel Service for consistency

SOA Pattern: Standardized Service provided by multiple suppliers



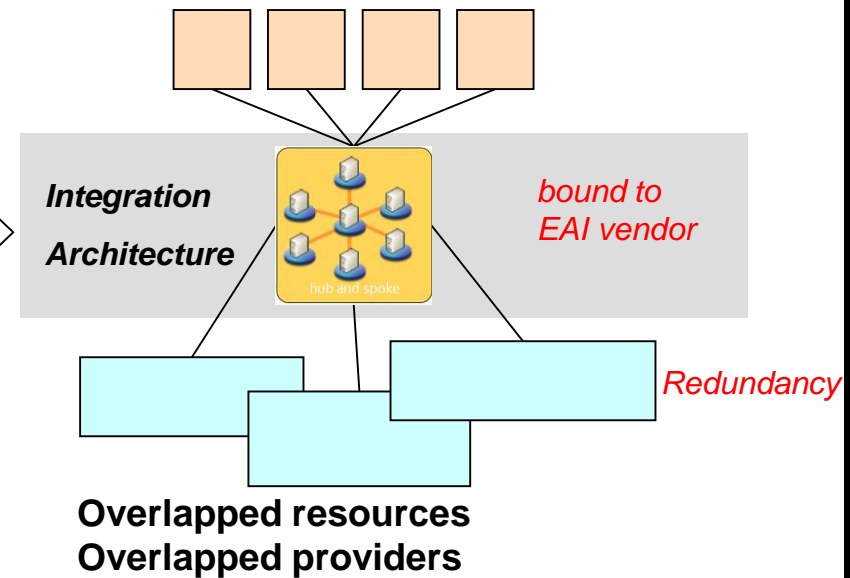
APPLICATION CENTRIC

Business scope



Business functionality is duplicated in each application that requires it.

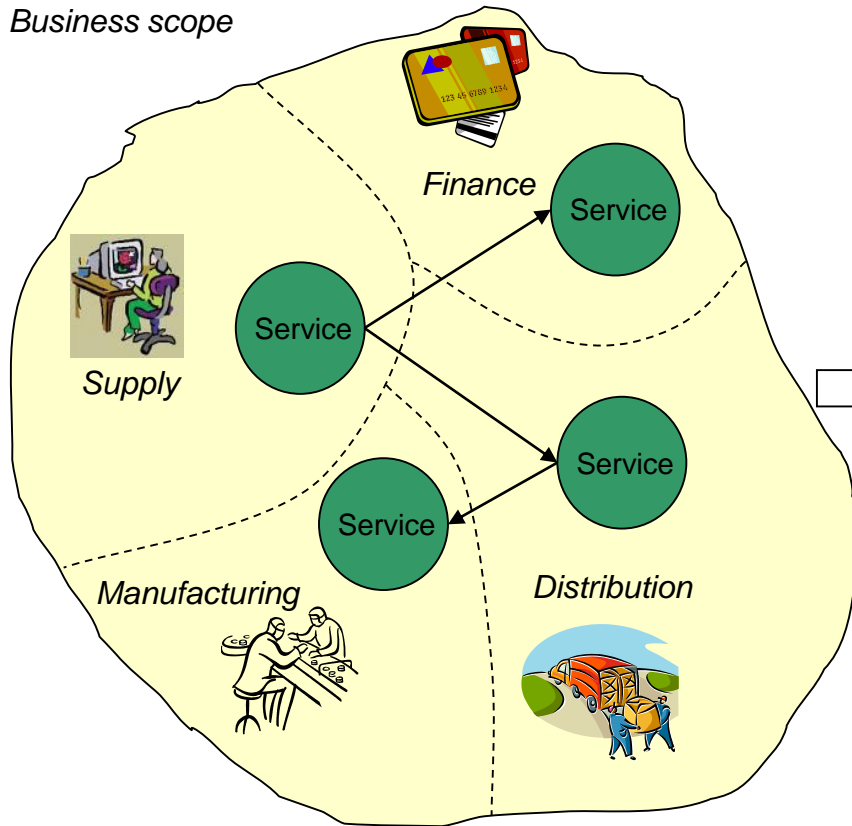
**Narrow Consumers
Limited Business Processes**



EAI 'leverage' application silos with the drawback of data and function redundancy.

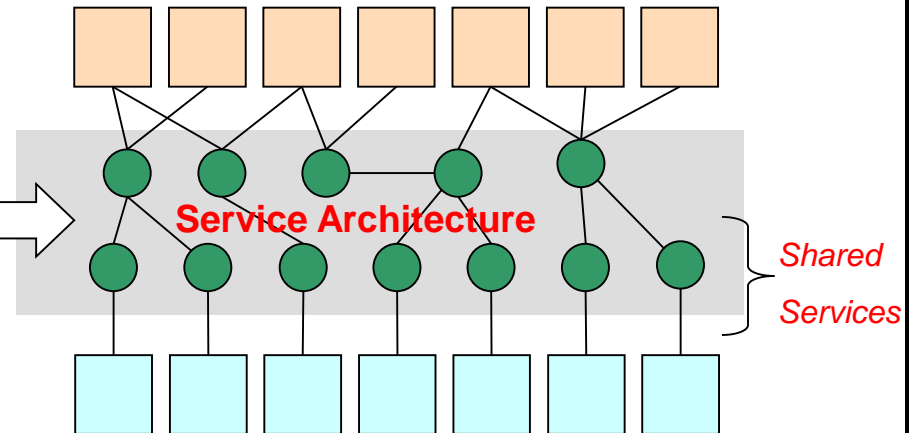
SERVICE CENTRIC

Business scope



SOA structures the business and its systems as a set of capabilities that are offered as Services, organized into a Service Architecture

**Multiple Service Consumers
Multiple Business Processes**



**Multiple Discrete Resources
Multiple Service Providers**

Service virtualizes how that capability is performed, and where and by whom the resources are provided, enabling multiple providers and consumers to participate together in shared business activities.

SERVICE CENTRIC APPROACHES

Open your business to extension and evolution!

Natural extension and reuse

- Expedia API, Paypal, Amazon API, Airfare, Heureka..

Open your system to novel needs, requirements, interaction

Reuse by other vendors!

