Indirect Communication

Netzprogrammierung
(Algorithmen und Programmierung V)
Our topics last week

Descriptive models for distributed system design

Physical model

Architectural model

Architectural elements

- Communicating entities
  - Processes
  - Objects
  - Components
  - Web Services

- Roles and responsibilities

- Placement

Architectural patterns

- Vertical distribution
  - Multi-tier
  - Thin/Fat Client

- Horizontal distribution

Architectural styles

- Client-server
- Peer-to-peer

Communication paradigm

- Inter-process communication
  - UDP sockets
  - TCP sockets
  - Multicast
  - Indirect communication
  - Remote invocation

Failure model

Interaction model

Security model
Our topics today

• Key properties of indirect communication
• Space and time uncoupling

• Group communication
  • Key properties
  • Programming model
  • Implementation issues

• Publish and subscribe systems
  • Key properties
  • Programming model (esp. topic-based, content-based, type-based)
  • Implementation issues (p/s architectures)

• Message queues
Indirect Communication

Introduction
Indirect communication is defined as communication between entities in a distributed system through an intermediary with no direct coupling between the sender and the receiver(s).
Key properties

Space uncoupling
The sender does not know or need to know the identity of the receiver(s), and vice versa.

Time uncoupling
The sender and the receiver(s) can have independent lifetimes.

Indirect communication is often used in distributed systems where change is anticipated.

Examples
• Mobile environments where users may rapidly connect to and disconnect from the network
• Managing event feeds in financial systems
## Space and time coupling in distributed systems

<table>
<thead>
<tr>
<th>Space coupling</th>
<th>Time-coupled</th>
<th>Time-uncoupled</th>
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<tbody>
<tr>
<td>Communication directed</td>
<td>Communication directed towards a given receiver or receivers; receiver(s) must</td>
<td>Communication directed towards a given receiver or receivers; sender(s) and</td>
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<tr>
<td>towards a given receiver or receivers;</td>
<td>exist in that moment in time</td>
<td>receiver(s) can have independent lifetimes</td>
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<td>receiver(s) must exist in that moment</td>
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<td>in time</td>
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<tr>
<td>Sender does not need to know the</td>
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<tr>
<td>identity of the receiver(s); receiver(s)</td>
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<td>must exist at that moment in time</td>
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<tr>
<td>Space uncoupling</td>
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Claudia Müller-Birn, Netzprogrammierung 2011/12
Relationship with asynchronous communication

Asynchronous communication

A sender sends a message and then continues (without blocking), and hence there is no need to meet in time with the receiver to communicate.

Time uncoupling

The sender and the receiver(s) can have independent existence; for example, the receiver may not exist at the time communication is initiated.
Indirect communication

Group communication
Introduction group communication

Group communication offers a service whereby a message is sent to a group and then this message is delivered to all members of the group.

Characteristics

- Sender is not aware of the identities of the receivers
- Represents an abstraction over multicast communication

Possible implementation over IP multicast (or an equivalent overlay network), adding value in terms of

- Managing group membership
- Detecting failures and providing reliability and ordering guarantees
Key areas of application

Reliable dissemination of information to potentially large numbers of clients, including financial industry, where institutions require accurate and up-to-date access to a wide variety of information sources.

Support for collaborative applications, where events must be disseminated to multiple users to preserve a common user view – for example, in multiuser games.

Support for a range of fault-tolerance strategies, including the consistent update of replicated data or the implementation of highly available (replicated) servers.

Support for system monitoring and management, including for example load balancing strategies.
Group communication

The programming model
Central concepts

Group membership

- join
- leave

process
Process groups and object groups

Most group services are using the concept of **process groups**
- Communicating entities are processes
- Messages are delivered to processes and no further support for dispatching is provided.
- Messages are typically unstructured byte arrays with no support for marshalling or complex data types

**Object groups** provide a higher-level approach to group computing
- Collection of objects (normally instances of the same class) that process the same set of invocations concurrently, with each returning responses
- Client objects need to be aware of the replication => they invoke operations on a single, local objects which acts as a proxy for the group
- Proxy uses a group communication systems to send the invocations to the members of the object group
Open versus closed groups
Group communication

Implementation issues
Group membership management

Group address expansion

Group send

Multicast communication

Process group

Join

Leave

Fail

Group membership management
Group membership management

Providing an interface for group membership changes
The membership service provides operations to create and destroy process groups and to add or withdraw a process to or from a group.

Failure detection
The service monitors the group members not only in case they should crash, but also in case they should become unreachable because of a communication failure.

Notifying members of group membership changes
The service notifies the group’s members when a process is added, or when a process is excluded.

Performing group address expansion
When a process multicasts a message, it supplies the group identifier rather than a list of processes in the group.
Reliability in multicast

Reliability in one-to-one communication

Integrity: the message received is the same as the one sent, and no messages are delivered twice

Validity: any outgoing message is eventually delivered

Reliable Multicast

Integrity: delivering the messages correctly at most once

Validity: guaranteeing that a message sent will eventually be delivered

(+ ) Agreement: Stating that if the message is delivered to one process, then it is delivered to all processes in the group
Ordering in multicast

FIFO ordering
First-in-first-out (FIFO) ordering is concerned with preserving the order from the perspective of a sender process, in that if a process sends one message before another, it will be delivered in this order to all processes in the group.

Causal ordering
Causal ordering takes into account causal relationships between the messages, in that if a message happens before another message in the distributed system this is so-called causal relationship will be preserved in the delivery of the associated message at all processes.

Total ordering
In total ordering, if a message is delivered before another message at one process, then the same order will be preserved at all processes.
Indirect communication

Publish-subscribe systems
Example: Dealing room system
Applications

- Financial information systems
- Other areas of live feeds of real-time data (including RSS feeds)
- Support for cooperative working, where a number of participants need to be informed of events of shared interest
- Support for ubiquitous computing, including the management of events emanating from the ubiquitous infrastructure (e.g., location events)
- A broad set of monitoring applications, including network monitoring in the Internet
A publish-subscribe system is a system...

...where publishers publish structured events to an event service and subscribers express interest in particular events through subscriptions.
Space, time and synchronization decoupling
Characteristics of publish-subscribe systems

**Heterogeneity**

When event notifications are used as a means of communication, components in a distributed system that were not designed to interoperate can be made to work together. All that is required is that event-generating objects publish the types of events they offer, and that other objects subscribe to patterns of events and provide an interface for receiving and dealing with the resultant notifications.

**Asynchronicity**

Notifications are sent asynchronously by event-generating publishers to all the subscribers that have expressed an interest in them to prevent publishers needing to synchronize with subscribers – publishers and subscribers need to be decoupled.
Publish-subscribe systems

The programming model
The publish-subscribe paradigm

Publishers

publish(e1)

publish(e2)

advertise(t1)

Publish-subscribe system

Subscribers

subscribe(t1)

subscribe(t2)

notify(e1)
Subscription models of p-s systems

- Topic-based
- Content-based
- Type-based
- Concept-based
- XML
- Location-awareness
Topic-based publish-subscribe interactions

- Publish
- Subscribe
- Deliver
- P Publisher
- S Subscriber

LondonStockMarket

Stock

StockQuotes
### Topic-based publish-subscribe systems

<table>
<thead>
<tr>
<th>Topic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notification</td>
<td>Notifications are grouped in topics (or subjects)</td>
</tr>
<tr>
<td>Subscriber</td>
<td>Subscriber will receive all notifications related to that particular topic (identified by keywords)</td>
</tr>
<tr>
<td>Topics</td>
<td>Topics are structured in a hierarchy</td>
</tr>
<tr>
<td>Groups</td>
<td>Subscribing to a topic $T$ means a user is becoming a member of group $T$, and publishing an event on topic $T$ means becoming a publisher for topic $T$</td>
</tr>
<tr>
<td>Communication</td>
<td>Exist a well-defined path (channel) from publisher to all interested subscribers</td>
</tr>
<tr>
<td>Subscription</td>
<td>A subscription made to some node in the hierarchy implicitly involves subscriptions to all the subtopics of that node</td>
</tr>
</tbody>
</table>
Content-based publish-subscribe interactions

LondonStockMarket

\[ m_1: \{ ..., \text{company: "Telco", price: 120, ..., ... } \} \]

\[ m_2: \{ ..., \text{company: "Telco", price: 90 , ..., ... } \} \]
# Content-based publish-subscribe systems

<table>
<thead>
<tr>
<th>Notification</th>
<th>Each subscriber only receives the notifications that match entirely its individual criteria</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscriber</td>
<td>Subscribers can announce their individual interests by specifying the properties of the event notifications they are interested in</td>
</tr>
<tr>
<td>Topics</td>
<td>Topics filtered according to events and type</td>
</tr>
<tr>
<td>Groups</td>
<td>There is no concept of groups as topic are not rearranged into keywords</td>
</tr>
<tr>
<td>Communication</td>
<td>Subscription patterns used to identify the events of interest for a given subscriber and propagate events accordingly</td>
</tr>
<tr>
<td>Subscription</td>
<td>Subscription scheme based on the actual content of the considered events</td>
</tr>
</tbody>
</table>
Type-based publish-subscribe interactions
# Type-based publish-subscribe systems

<table>
<thead>
<tr>
<th>Notification</th>
<th>Notifications are declared as objects belonging to a specific type, which can thus encapsulate attributes as well as methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscriber</td>
<td>Event subscriber specifies the event type (i.e. topic) it is interested in, and then supplies a filter expression that operates on the attributes provided by this event type.</td>
</tr>
<tr>
<td>Topics</td>
<td>Events are objects</td>
</tr>
<tr>
<td>Groups</td>
<td>Messages regrouped in a topic usually are of the same type</td>
</tr>
</tbody>
</table>
| Communication | Producers publish information on an information bus  
A subscriber advertises its interest in a type T, which means that it will receive all messages of type T. |
| Subscription | Declaration of a desired type is the main discriminating attribute.                                                    |
Advantages and disadvantages of p/s systems based on subscription model

<table>
<thead>
<tr>
<th></th>
<th>Topic-based</th>
<th>Content-based</th>
<th>Type-based</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advantage</td>
<td>Routing is simple through multicast group to peers that match subscription topics</td>
<td>If notification does not match any subscription it is not sent</td>
<td>Flexible decentralization of implementation, scalable by use of remote content filtering (e.g., locally at the subscriber)</td>
</tr>
<tr>
<td>Disadvantage</td>
<td>Limited expressiveness; Inefficient use of bandwidth</td>
<td>Expressive, but higher runtime overhead requires complex protocols/implementation to determine the subscriber</td>
<td>Many events need to be pruned for performance reasons</td>
</tr>
</tbody>
</table>
Additional subscription models

**Concept-based**
Allow to describe event schema at a higher level of abstraction by using ontologies, that provide a knowledge base for an unambiguous interpretation of the event structure, by using metadata and mapping functions.

**XML-based**
Supports a semi-structured data model, typically based on XML documents. Provides natural advantages such as interoperability, independence from implementation and extensibility.

**Location-awareness**
Used in mobile environments typically require the support for location-aware subscriptions.
Publish-subscribe systems

Implementation issues
The architecture of publish-subscribe systems

Event routing:
- Event flooding
- Subscription flooding
- Flooding
- Rendez-Vous
- Filter-based
- Selective diffusion
- Blind gossip
- Informed gossip
- Gossiping

Overlay infrastructures:
- Broker overlay
- P2P structured overlay
- P2P unstructured overlay

Network protocols:
- TCP/IP
- IP Multicast
- SOAP
- 802.11b/g
- ...
The architecture of publish-subscribe systems

Matching

Event flooding
Rendez-Vous
Blind gossip

Flooding
Selective diffusion
Gossiping

Type of dynamics of subscriptions

Type of dynamics of nodes
(churn rate)

Type of dynamics of mobility

Network protocols
TCP/IP
IP Multicast
802.11b/g

Overlay infrastructures
Broker overlay
P2P
unstructured overlay

Claudia Müller-Birn, Netzprogrammierung 2011/12
Broker overlay

P/s system is implemented as a set of independent, communicating servers (= broker).

Brokers form an application-level overlay and typically communicate through an underlying transport protocol.

Clients can access the system through any broker and in general each broker stores only a subset of all the subscriptions in the system.

The broker network is implemented as an application-level overlay: connections are pure abstractions as links are not required to represent permanent, long-lived connections.

The topology is assumed to be managed by an administrator. A broker overlay is inherently static.
Peer-to-peer structured overlay

Is a self-organized application-level network composed by a set of nodes forming a structured graph over a virtual key space where each key of the virtual space is mapped to a node.

The structure imposed to the graph permits efficient discovery of data items and this, in turns, allows to realize efficient unicast or multicast communication facility among the nodes.

A structured overlay infrastructure ensures that a correspondence always exist between any address and an active node in the system despite churn (the continuous process of arrivals and departures of nodes of the overlay) and node failures.

A structured overlay allows to better handle dynamic aspects of the systems such as faults and node joins.
Peer-to-peer unstructured overlays

The overlay networks strive to organize nodes in one flat or hierarchical small diameter network (like a random graph) despite churn and node failures.

Differently from broker overlays, nodes in these overlays are not necessarily supposed to be dedicated server but can include workstations, laptops, mobile devices and so on, acting both as clients and as part of the pub/sub system.

Moreover, the topology of the overlay is obviously unmanaged.

Unstructured overlays use flooding, gossiping or random walks on the overlay graph to diffuse and to retrieve information associated with the nodes.
Implementation issues

Event Routing
Event flooding

\[ x=22 \]

\[ x=167 \]

\[ x<18 \text{ AND } x>10 \]

\[ x=30 \text{ OR } x>200 \]

\[ x=30 \]

\[ x<>30 \]

\[ x<5 \]

\[ x>40 \]

\[ x>10 \]
Subscription flooding

<table>
<thead>
<tr>
<th>Condition</th>
<th>IP</th>
</tr>
</thead>
<tbody>
<tr>
<td>x&gt;30</td>
<td>IP x</td>
</tr>
<tr>
<td>x&lt;&gt;30</td>
<td>IP y</td>
</tr>
<tr>
<td>x&lt;5</td>
<td>IP z</td>
</tr>
<tr>
<td>x&gt;40</td>
<td>IP w</td>
</tr>
<tr>
<td>x&gt;10</td>
<td>IP xyz</td>
</tr>
</tbody>
</table>

x=22

x>30

x=167

x<18 AND x>10

x=30 OR x>200

x=30

x<>30

x<5

x>40

x>10
Filter-based routing
Filter-based routing (cont.)
Filter-based routing (cont.)
Filter-based routing (cont.)
Rendez-Vous routing

It is based on two functions, namely $SN$ and $EN$, used to associate respectively subscriptions and events to brokers in the system.

Given a subscription $s$, $SN(s)$ returns a set of nodes which are responsible for storing $s$ and forwarding received events matching $s$ to all those subscribers that subscribed it.

Given an event $e$, $EN(e)$ returns a set of nodes which must receive $e$ to match it against the subscriptions they store.

Event routing is a two-phases process: first an event $e$ is sent to all brokers returned by $EN(e)$, then those brokers match it against the subscriptions they store and notify the corresponding subscribers.

This approach works only if for each subscription $s$ and event $e$, such that $e$ matches $s$, the intersection between $EN(e)$ and $SN(s)$ is not empty (mapping intersection rule).
SN(S) = \{4, a\}

Phase 1: two nodes issue the same subscription S.
EN(e) = \{5,6,a\}
Broker a is the rendez-vous point between event e and subscription S.

Phase 2: an event e matching S is routed toward the rendez-vous node where it is matched against S.
Indirect communication

Message queues
Characteristics

Whereas groups and publish/subscribe systems provide a one-to-many style of communication, messages queues provide a point-to-point service using the concept of a message queue as an indirection.

Message queues are also referred to as Message-Oriented Middleware.

Commercial middleware such as

- IBM WebSphere MQ
- Microsoft MSMQ
- Oracle Stream Advanced Queuing (AQ)
Programming model
Indirect Communication

Summary
So, what have we learned today?

Characteristics of indirect communication (Space and Time decoupling)

Group communication
• Applications
• Central concepts and types of groups
• Importance of group membership management

Publish-subscribe systems
• Space, Time and synchronization decoupling
• Subscription models of p/s systems
• The architecture of publish-subscribe systems (overlay infrastructures and event routing)

Message queues
Our topics next week

Descriptive models for distributed system design

Physical model

Architectural model

Architectural elements

Communicating entities
- Processes
- Objects
- Components
- Web Services

Communication paradigm
- Inter-process communication
- Indirect communication
- Remote invocation

Roles and responsibilities
- Architectural styles
- Client-server
- Peer-to-peer

Placement
- Multiple server
- Proxy/Cache
- Mobile code

Architectural patterns
- Vertical distribution
  - Multi-tier
  - Thin/Fat Client
- Horizontal distribution

Interaction model

Interaction model

Failure model

Security model
Next class

Distributed Objects and Components (Case Study: CORBA)
References


Selected slides from “Distributed Event Routing in Publish/Subscribe Systems”, Roberto Baldoni, Sapienza University of Rome, 2009