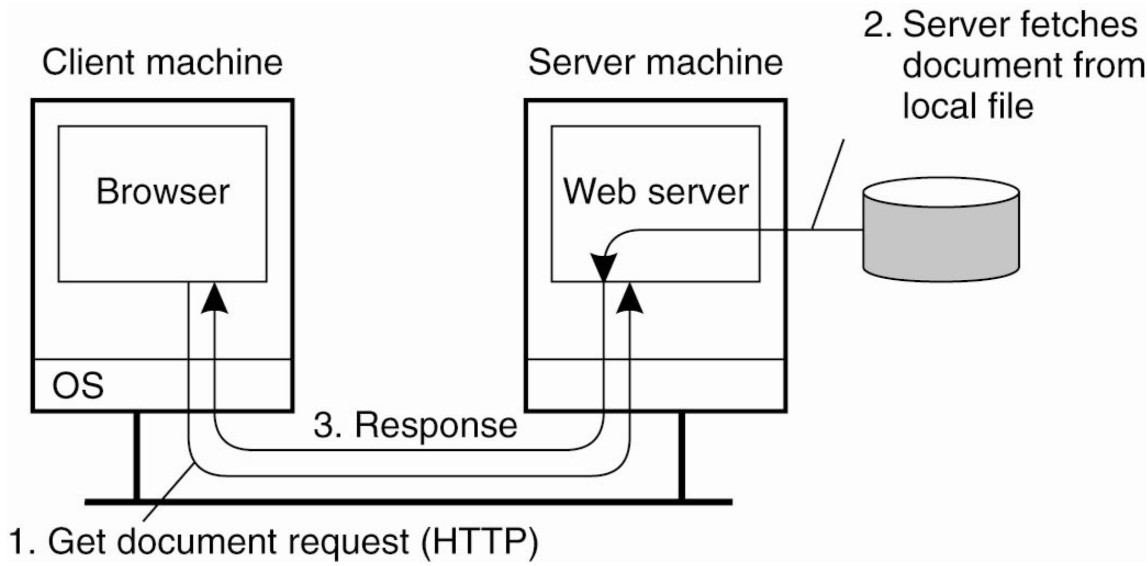
Raft Consensus Protocol

- Paxos is hard to understand (single vs multi-paxos)
- Raft - *understandable* consensus protocol
- **State Machine Replication (SMR)**
  - Implemented as a replicated log
  - Each server stores a log of commands, executes in order
  - Incoming requests —> replicate into logs of servers
  - Each server executed request log in order: stays consistent
- Raft: first elect a leader
- Leader sends requests (log entries) to followers
- If **majority** receive entry: safe to apply -> commit
  - If entry committed, all entries preceding it are committed

Today: World Wide Web

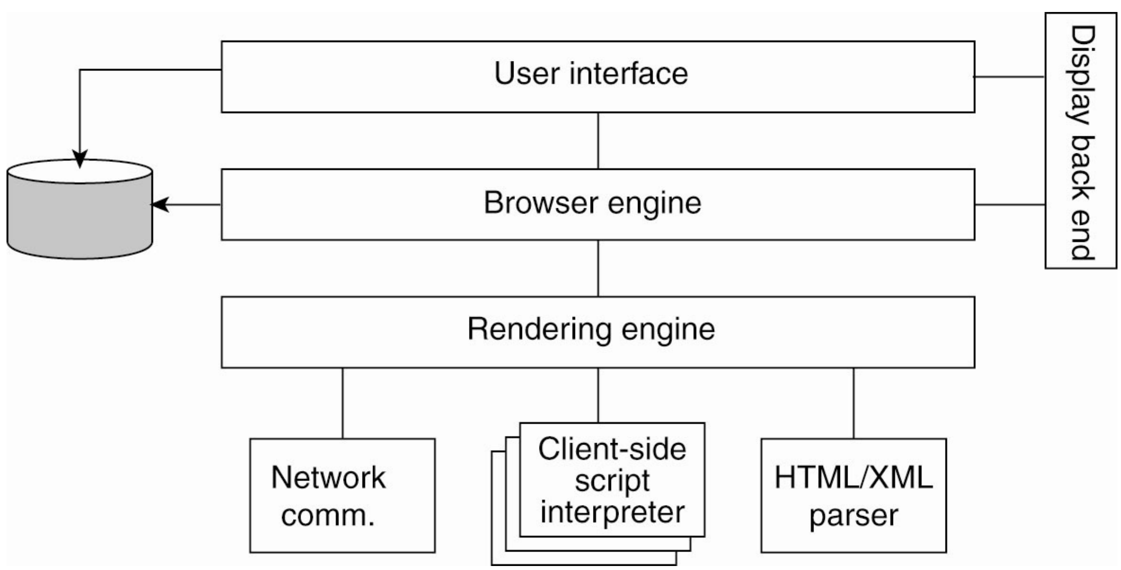
- WWW principles
- Case Study: web caching as an illustrative example
  - Invalidate versus updates
  - Push versus Pull
  - Cooperation between replicas

Traditional Web-Based Systems



- The overall organization of a traditional Web site.

Processes – Clients

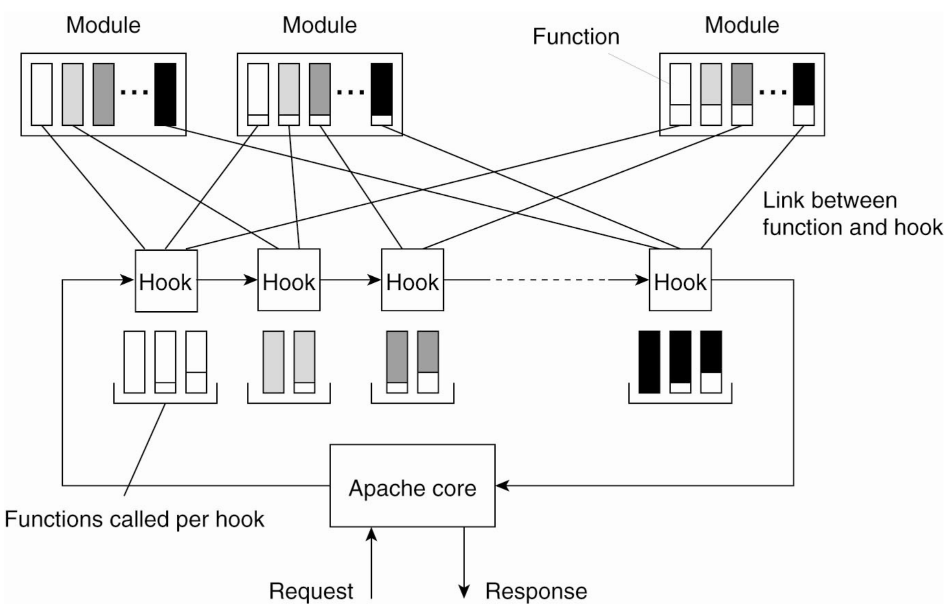


- The logical components of a Web browser.

Processes – Clients

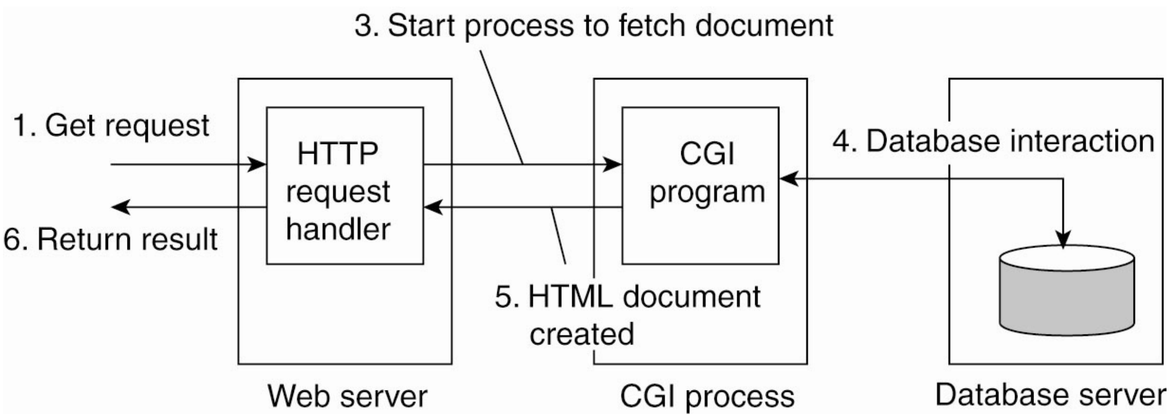
- Using a Web proxy when the browser does not speak FTP (or for caching)

The Apache Web Server



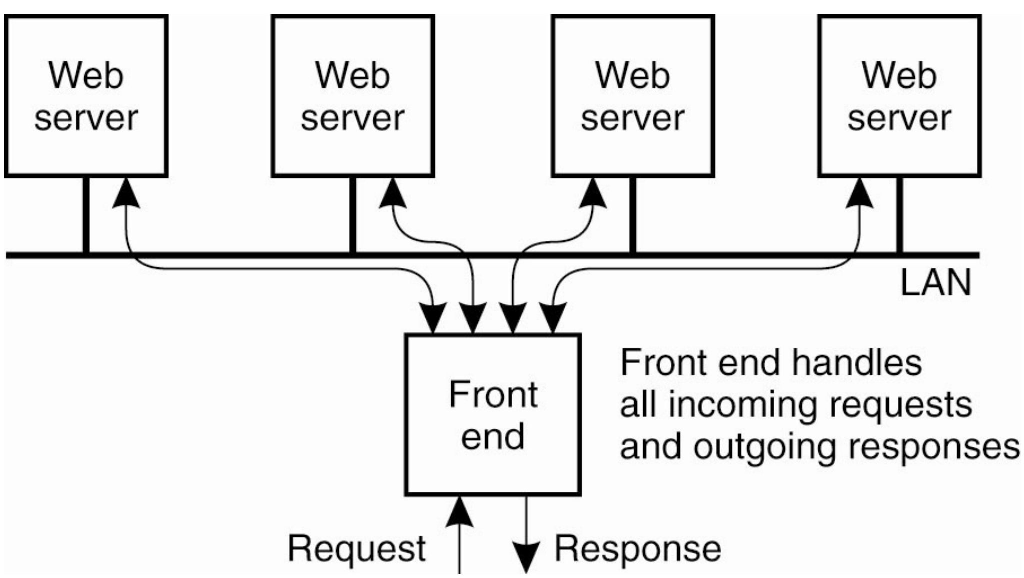
- The general organization of the Apache Web server.

Multitiered Architectures



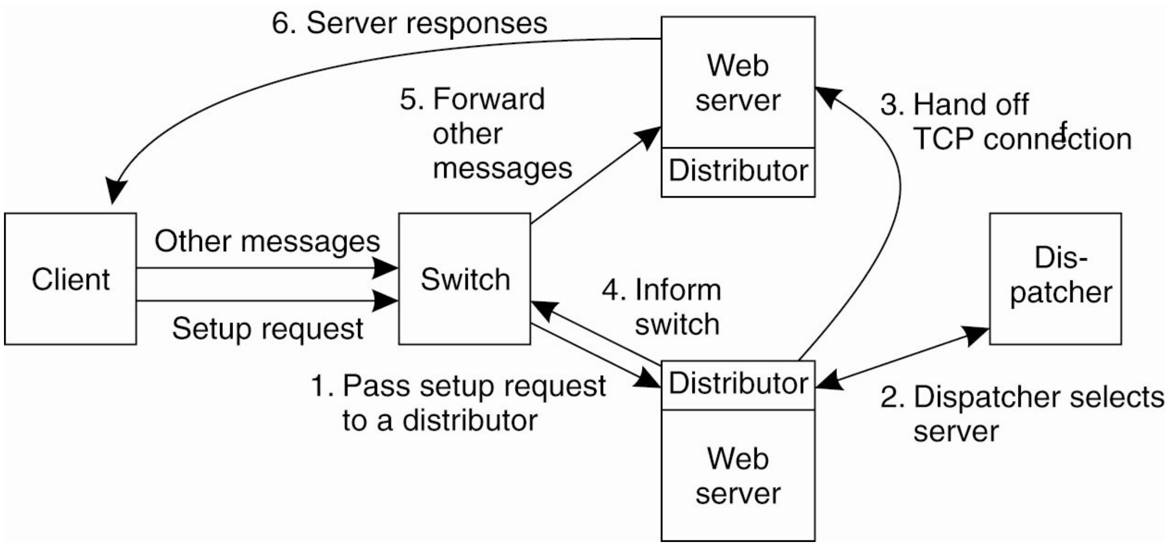
- The principle of using server-side CGI programs.

Web Server Clusters



- The principle of using a server cluster in combination with a front end to implement a Web service.

Web Server Clusters (2)



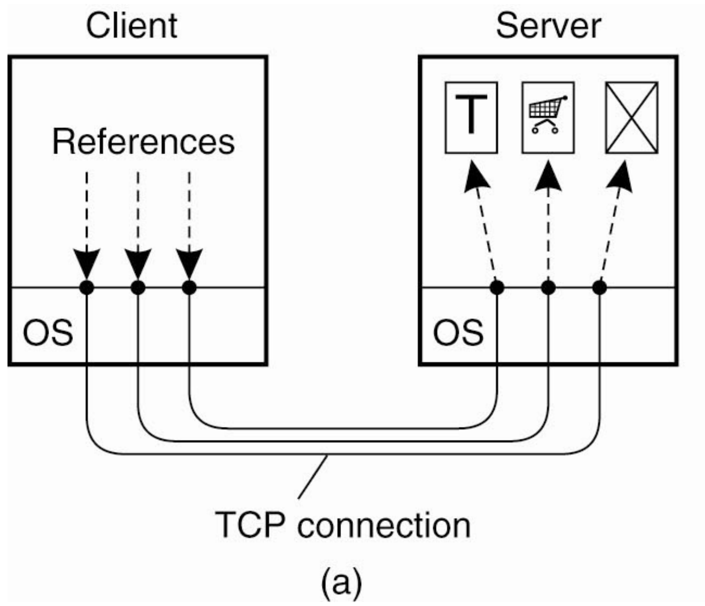
- A scalable content-aware cluster of Web servers.

Web Documents

Type	Subtype	Description
Text	Plain	Unformatted text
	HTML	Text including HTML markup commands
	XML	Text including XML markup commands
Image	GIF	Still image in GIF format
	JPEG	Still image in JPEG format
Audio	Basic	Audio, 8-bit PCM sampled at 8000 Hz
	Tone	A specific audible tone
Video	MPEG	Movie in MPEG format
	Pointer	Representation of a pointer device for presentations
Application	Octet-stream	An uninterpreted byte sequence
	Postscript	A printable document in Postscript
	PDF	A printable document in PDF
Multipart	Mixed	Independent parts in the specified order
	Parallel	Parts must be viewed simultaneously

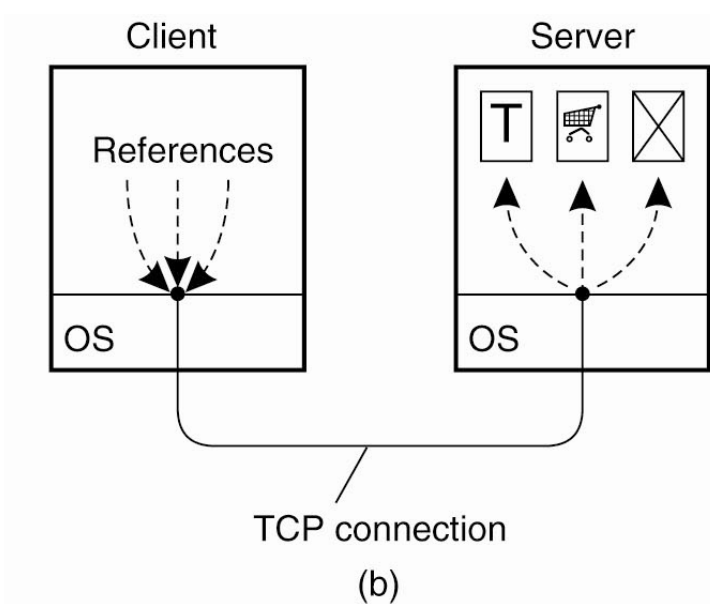
- Six top-level MIME types and some common subtypes.

HTTP Connections



- Using nonpersistent connections.

HTTP Connections



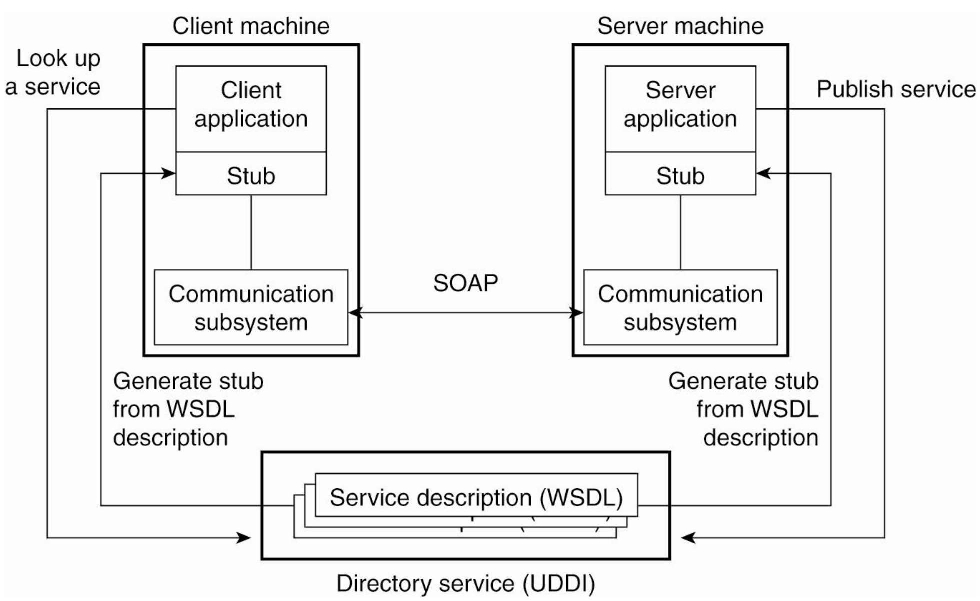
- (b) Using persistent connections.

HTTP Methods

Operation	Description
Head	Request to return the header of a document
Get	Request to return a document to the client
Put	Request to store a document
Post	Provide data that are to be added to a document (collection)
Delete	Request to delete a document

- Operations supported by HTTP.

Web Services Fundamentals



- The principle of a Web service.

Simple Object Access Protocol

```xml
<env:Envelope xmlns:env="http://www.w3.org/2003/05/soap-envelope">
    <env:Header>
      <n:alertcontrol xmlns:n="http://example.org/alertcontrol">
        <n:priority>1</n:priority>
        <n:expires>2001-06-22T14:00:00-05:00</n:expires>
      </n:alertcontrol>
    </env:Header>
    <env:Body>
      <m:alert xmlns:m="http://example.org/alert">
        <m:msg>Pick up Mary at school at 2pm</m:msg>
      </m:alert>
    </env:Body>
</env:Envelope>
```

- An example of an XML-based SOAP message.

RESTful Web Services

- SOAP heavy-weight protocol for web-based distributed computing
  - RESTful web service: lightweight , point-to-point XML comm
- REST=representative state transfer
  - HTTP GET => read
  - HTTP POST => create, update, delete
  - HTTP PUT => create, update
  - HTTP DELETE => delete
- Simpler than RPC-sytle SOAP
  - closer to the web

RESTful Example

```
GET /StockPrice/IBM HTTP/1.1
Host: example.org
Accept: text/xml
Accept-Charset: utf-8
```

```
HTTP/1.1 200 OK
Content-Type: text/xml; charset=utf-8
Content-Length: nnn

<?xml version="1.0"?>
<s:Quote xmlns:s="http://example.org/stock-service">
     <s:TickerSymbol>IBM</s:TickerSymbol>
     <s:StockPrice>45.25</s:StockPrice>
</s:Quote>
```


Corresponding SOAP Call

```
GET /StockPrice HTTP/1.1
Host: example.org
Content-Type: application/soap+xml; charset=utf-8
Content-Length: nnn

<?xml version="1.0"?>
<env:Envelope xmlns:env="http://www.w3.org/2003/05/soap-envelope"
   xmlns:s="http://www.example.org/stock-service">
   <env:Body>
     <s:GetStockQuote>
          <s:TickerSymbol>IBM</s:TickerSymbol>
     </s:GetStockQuote>
   </env:Body>
</env:Envelope>
```

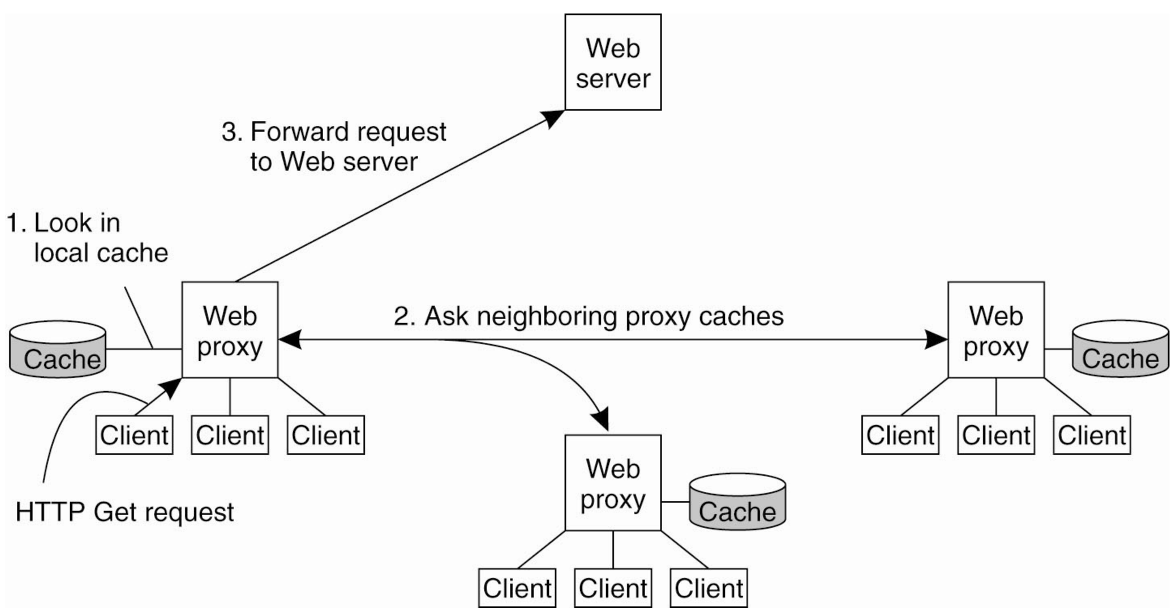
```
HTTP/1.1 200 OK
Content-Type: application/soap+xml; charset=utf-8
Content-Length: nnn

<?xml version="1.0"?>
<env:Envelope xmlns:env="http://www.w3.org/2003/05/soap-envelope"
   xmlns:s="http://www.example.org/stock-service">
   <env:Body>
     <s:GetStockQuoteResponse>
          <s:StockPrice>45.25</s:StockPrice>
     </s:GetStockQuoteResponse>
   </env:Body>
</env:Envelope>
```

SOAP vs RESTful WS

- Language, platform and transport agnostic
- Supports general distributed computing
- Standards based (WSDL, UDDI dir. service...)
- Builtin error handling
- Extensible
- More heavy-weight
- Harder to develop

- Language and platform agnostic
- Point-to-point only; no intermediaries
- Lack of standards support for security, reliability ("roll you own"
- Simpler, less learning curve, less reliance on tools
- Tied to HTTP transport layer
- More concise

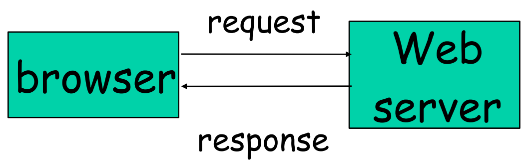
Web Proxy Caching

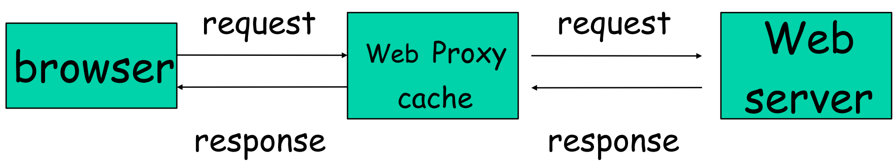


- The principle of cooperative caching.

Web Caching

- Example of the web to illustrate caching and replication issues
  - Simpler model: clients are read-only, only server updates data



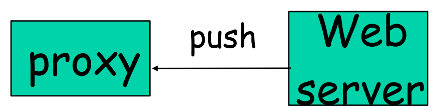


Consistency Issues

- Web pages tend to be updated over time
  - Some objects are static, others are dynamic
  - Different update frequencies (few minutes to few weeks)
- How can a proxy cache maintain consistency of cached data?
  - Send invalidate or update
  - Push versus pull

Push-based Approach

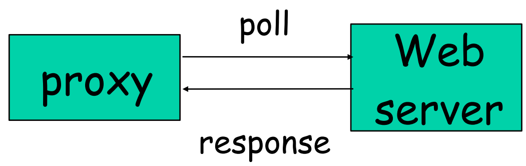
- Server tracks all proxies that have requested objects
- If a web page is modified, notify each proxy
- Notification types
  - Indicate object has changed [invalidate]
  - Send new version of object [update]
- How to decide between invalidate and updates?
  - Pros and cons?
  - One approach: send updates for more frequent objects, invalidate for rest



Push-based Approaches

- Advantages
  - Provide tight consistency [minimal stale data]
  - Proxies can be passive
- Disadvantages
  - Need to maintain state at the server
    - Recall that HTTP is stateless
    - Need mechanisms beyond HTTP
  - State may need to be maintained indefinitely
    - Not resilient to server crashes

Pull-based Approaches



- Proxy is entirely responsible for maintaining consistency
- Proxy periodically polls the server to see if object has changed
  - Use if-modified-since HTTP messages
- Key question: when should a proxy poll?
  - Server-assigned *Time-to-Live (TTL)* values
    - No guarantee if the object will change in the interim

Pull-based Approach: Intelligent Polling

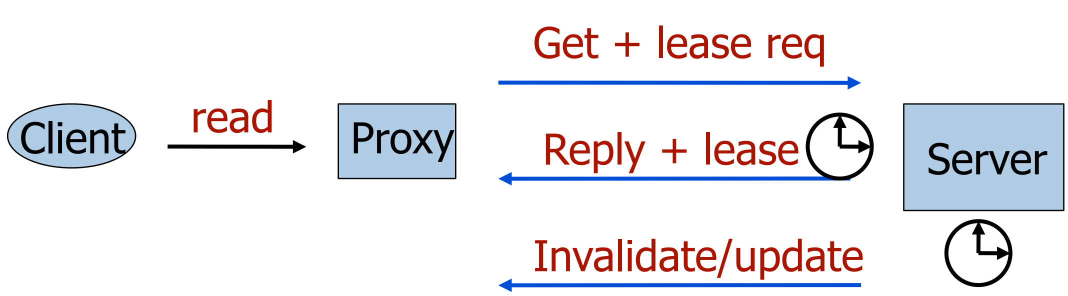
- Proxy can dynamically determine the refresh interval
  - Compute based on past observations
    - Start with a conservative refresh interval
    - Increase interval if object has not changed between two successive polls
    - Decrease interval if object is updated between two polls
    - Adaptive: No prior knowledge of object characteristics needed

Pull-based Approach

- Advantages
  - Implementation using HTTP (If-modified-Since)
  - Server remains stateless
  - Resilient to both server and proxy failures
- Disadvantages
  - Weaker consistency guarantees (objects can change between two polls and proxy will contain stale data until next poll)
    - Strong consistency only if poll before every HTTP response
  - More sophisticated proxies required
  - High message overhead

A Hybrid Approach: Leases

- Lease: duration of time for which server agrees to notify proxy of modification
- Issue lease on first request, send notification until expiry
  - Need to renew lease upon expiry
- Smooth tradeoff between state and messages exchanged
  - Zero duration => polling, Infinite leases => server-push
- Efficiency depends on the *lease duration*



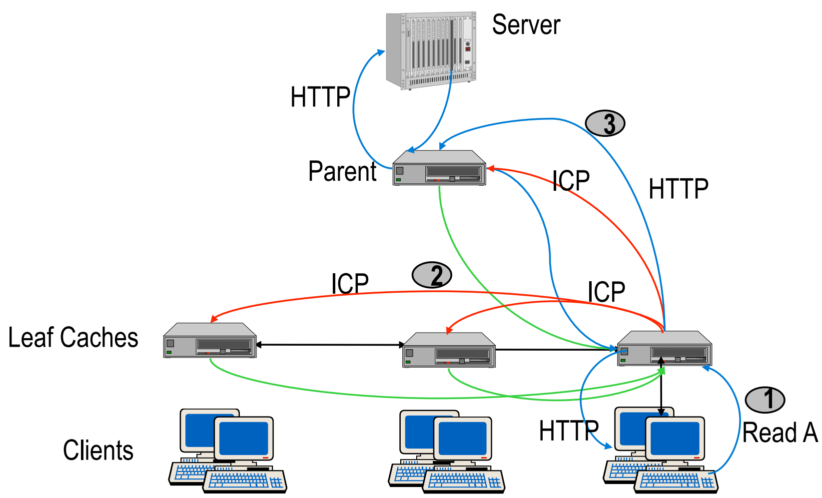
Policies for Leases Duration

- Age-based lease
  - Based on bi-modal nature of object lifetimes
  - Larger the expected lifetime longer the lease
- Renewal-frequency based
  - Based on skewed popularity
  - Proxy at which objects is popular gets longer lease
- Server load based
  - Based on adaptively controlling the state space
  - Shorter leases during heavy load

Cooperative Caching

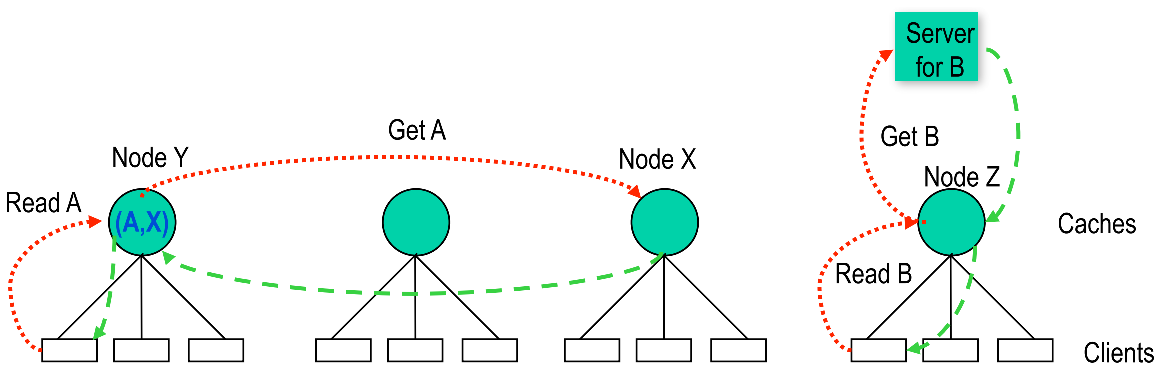
- Caching infrastructure can have multiple web proxies
  - Proxies can be arranged in a hierarchy or other structures
    - Overlay network of proxies: content distribution network
  - Proxies can cooperate with one another
    - Answer client requests
    - Propagate server notifications

Hierarchical Proxy Caching



Examples: Squid, Harvest

Locating and Accessing Data



Minimize cache hops on hit

Do not slow down misses

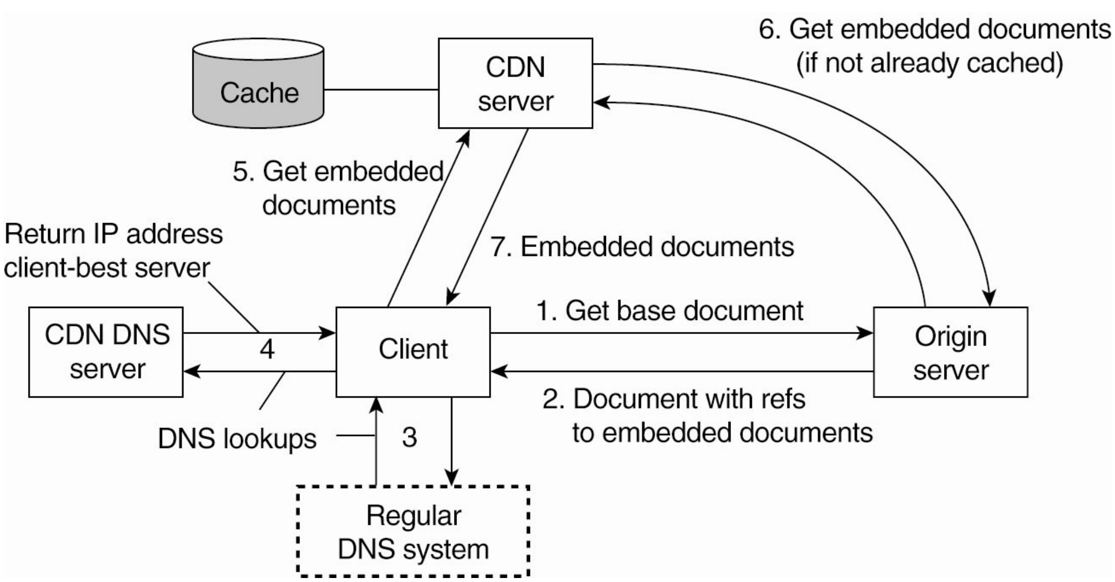
Properties

- Lookup is local
- Hit at most 2 hops
- Miss at most 2 hops (1 extra on wrong hint)

CDN Issues

- Which proxy answers a client request?
  - Ideally the "closest" proxy
  - Akamai uses a DNS-based approach
- Propagating notifications
  - Can use multicast or application level multicast to reduce overheads (in push-based approaches)
- Active area of research
  - Numerous research papers available

Adjustment Measures



- The principal working of the Akamai CDN.

Replication of Web Applications