



# **Programação de Sistemas Distribuídos**

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# Disclaimer

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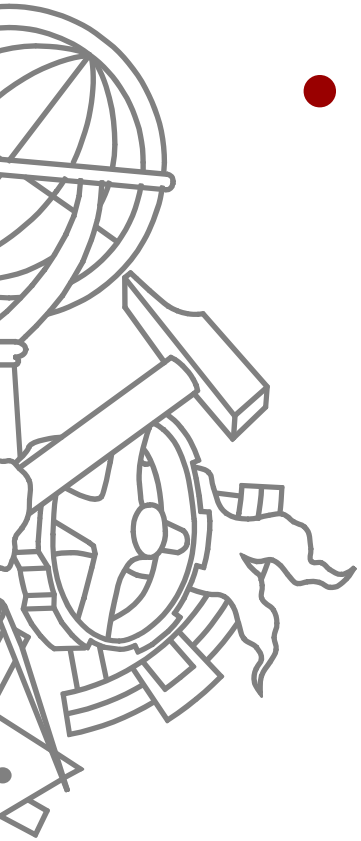
- Parts of this presentation are from:
  - Tannembaum

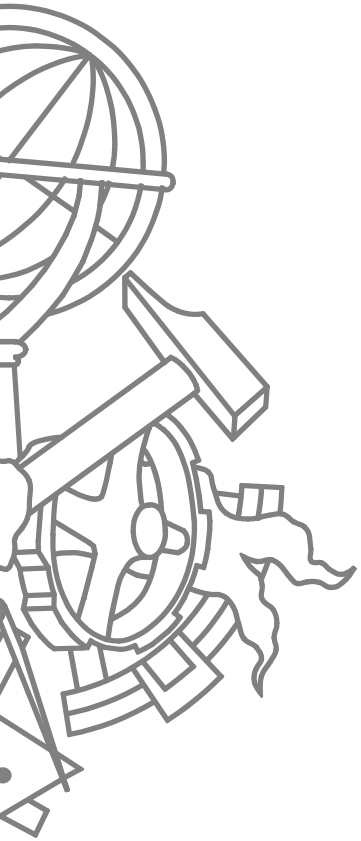


# Today's lesson

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- Decoupled communication
  - Message queueing
  - Enterprise Service Bus





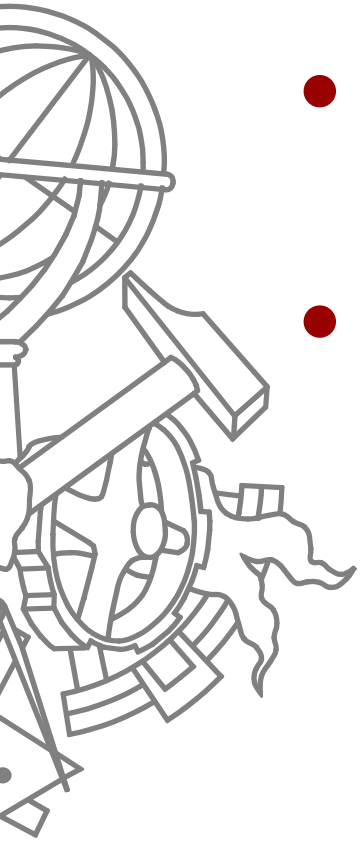
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# **DECOUPLED COMMUNICATION**

# Decoupled communication

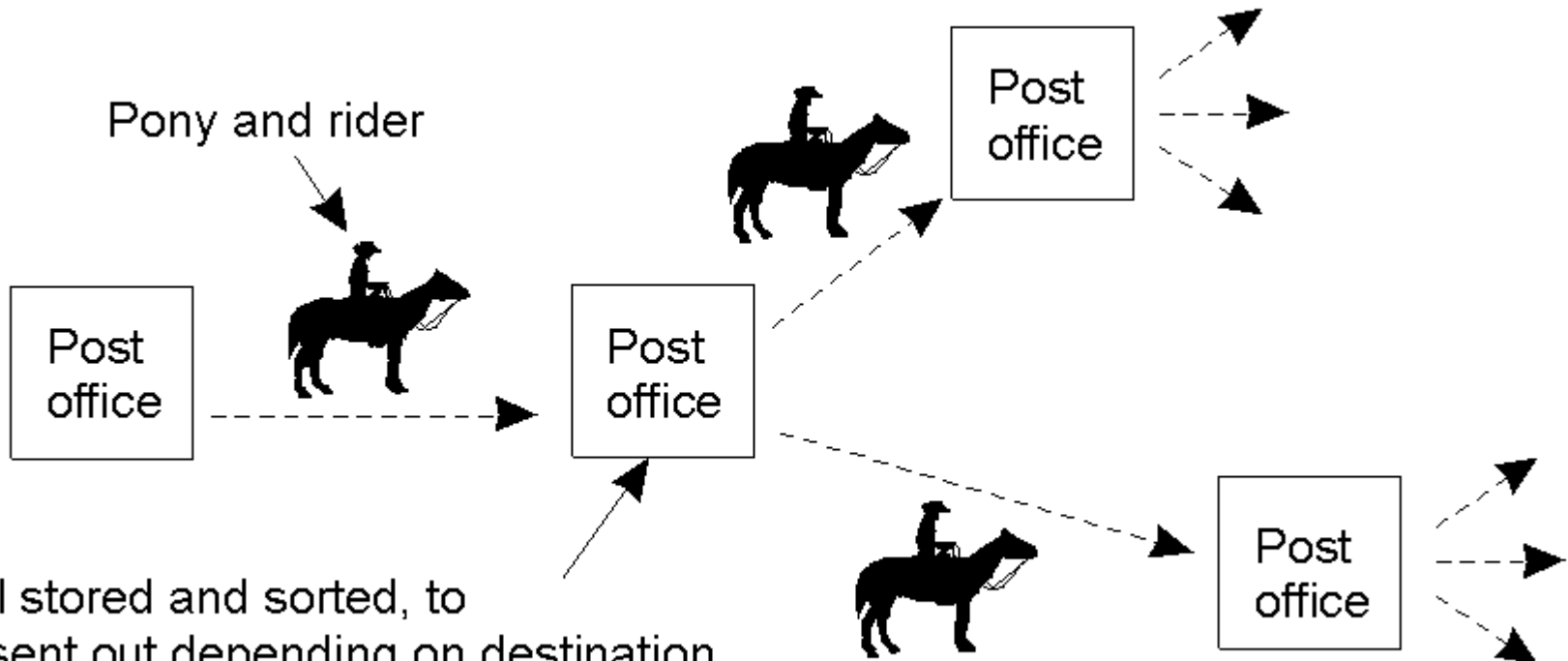
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- What if the receiver is not available?
- We need something
  - Asynchronous and persistent
  - E.g., voice mail



# Persistence and Synchronicity in Communication (1)

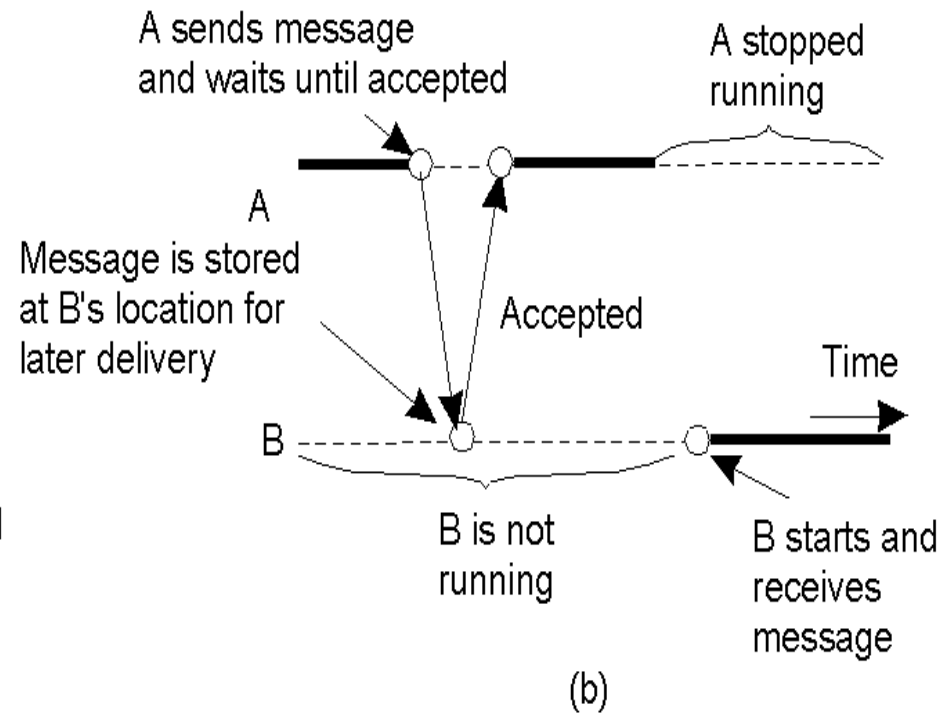
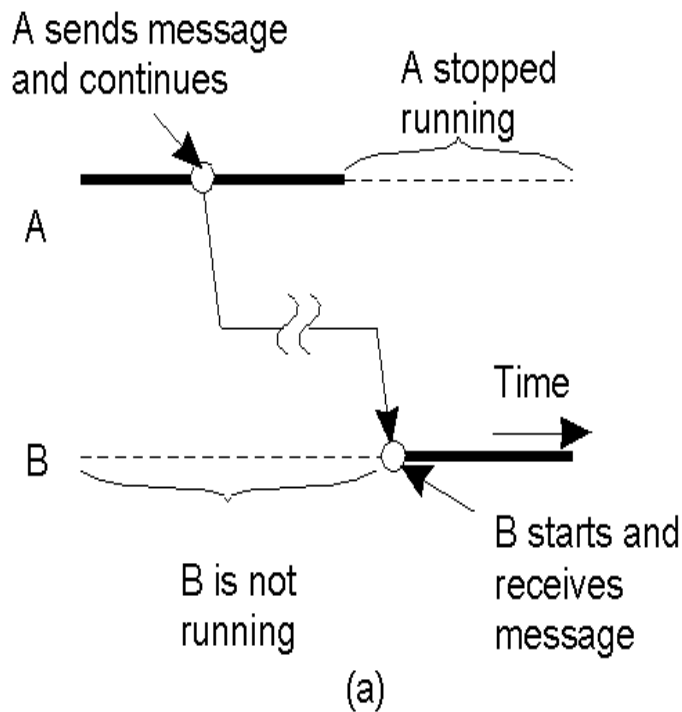
- Persistent communication of letters back in the days of the Pony Express.



Mail stored and sorted, to be sent out depending on destination and when pony and rider available

# Persistence and Synchronicity in Communication (2)

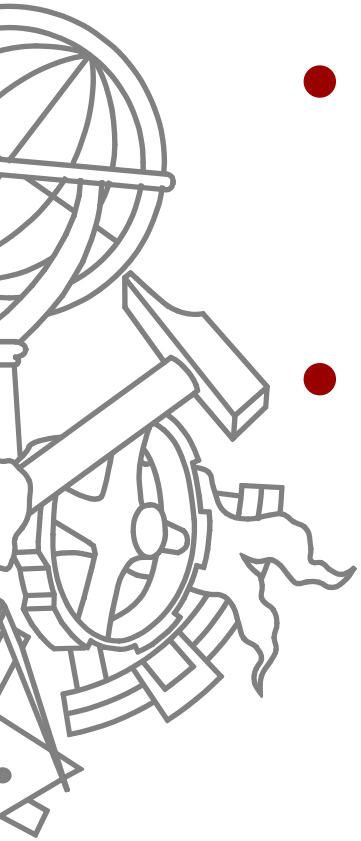
- a) Persistent asynchronous communication
- b) Persistent synchronous communication



# Reliability

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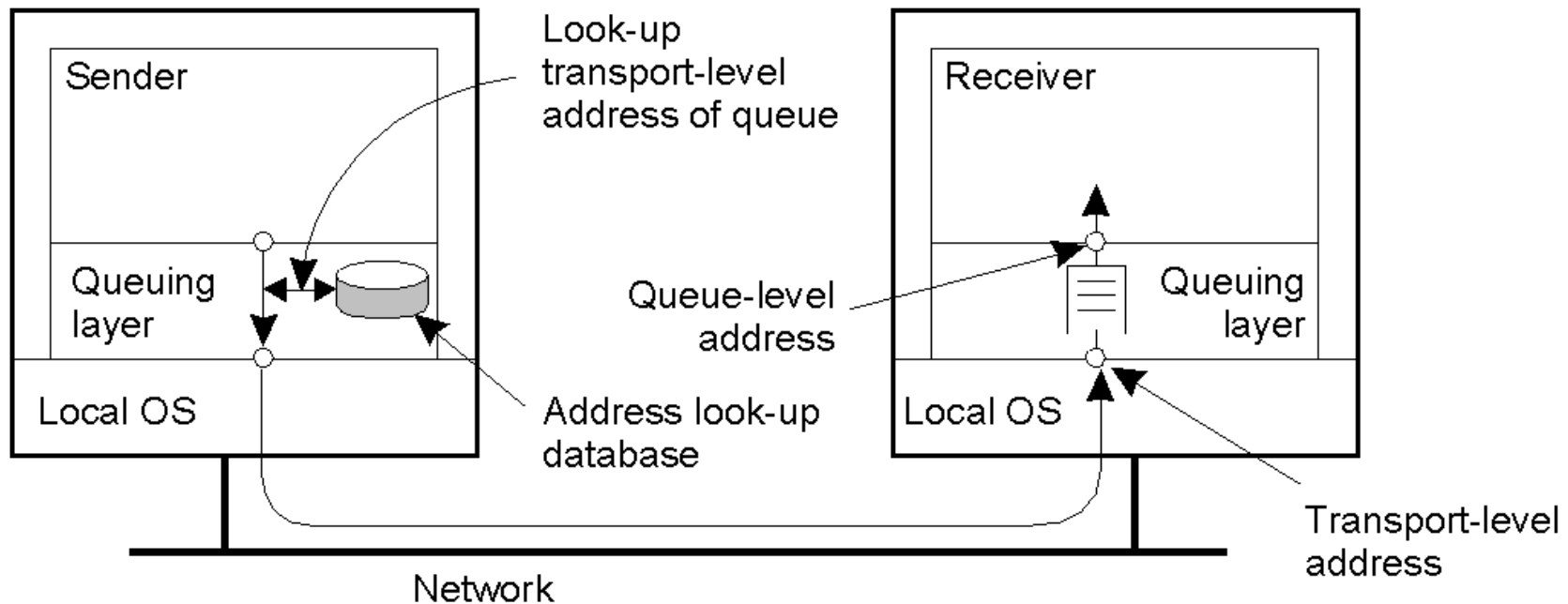
- Guaranteed delivery in the presence of network or (receiver) application failures
- TCP reliability vs. Reliable Messaging
  - TCP guarantees that the message is correctly delivered if the receiving endpoint is “alive”
  - Message Queues guarantee delivery even if the receiving end is not available without extra programming effort





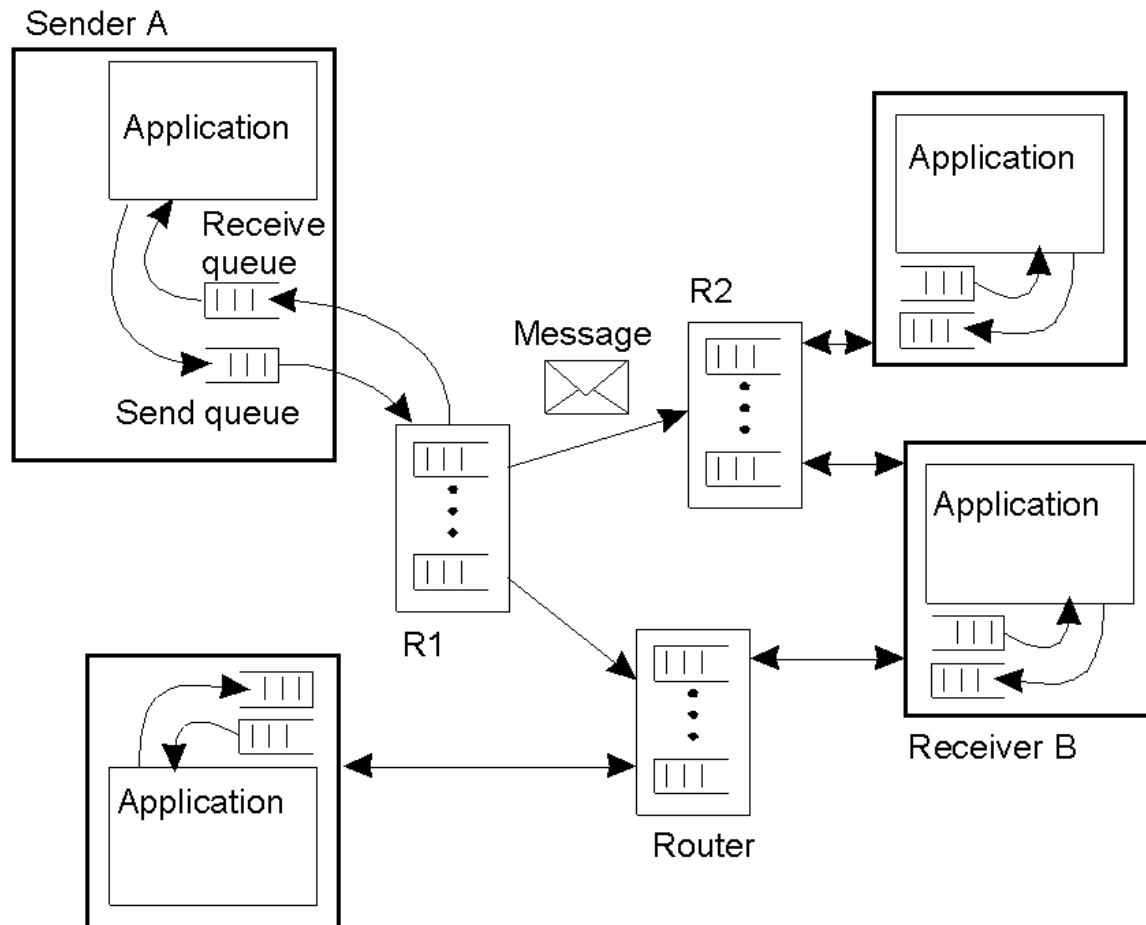
# General Architecture of a Message-Queuing System (1)

- The relationship between queue-level addressing and network-level addressing.



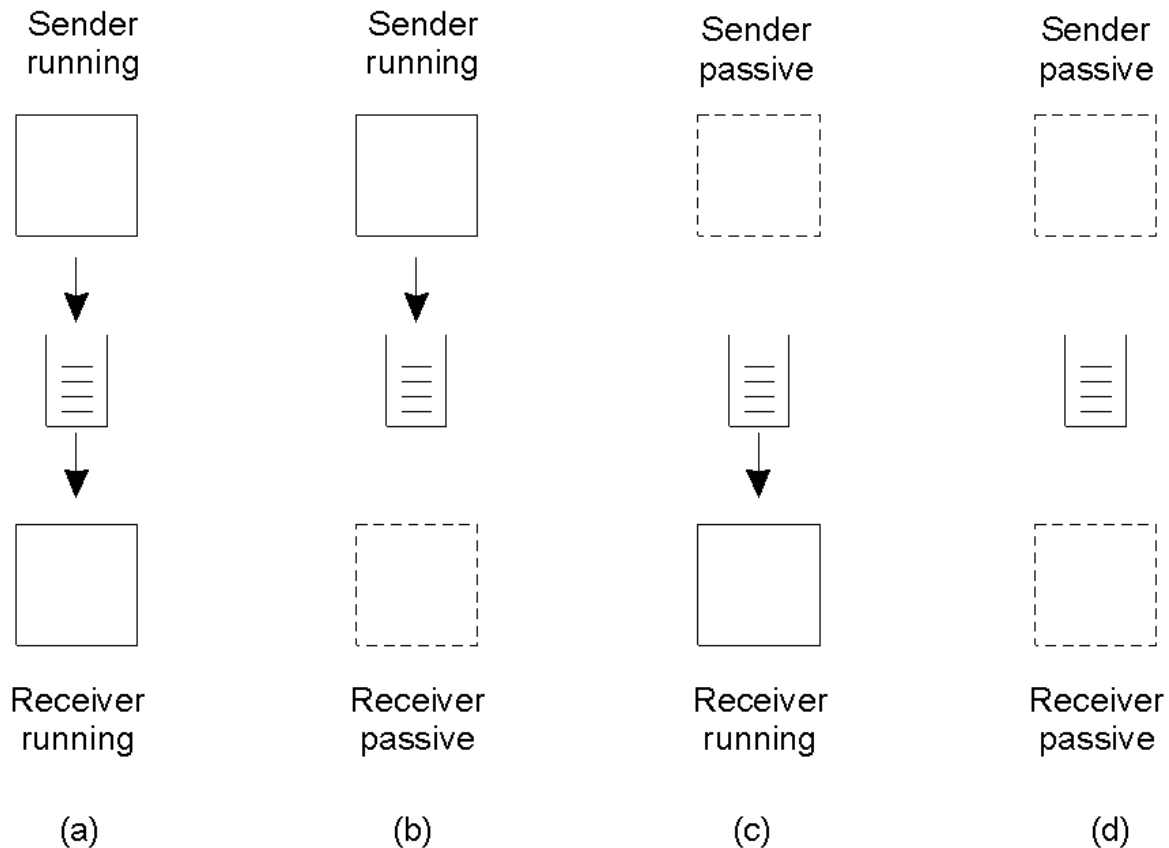
# General Architecture of a Message-Queuing System (2)

- The general organization of a message-queuing



# Message-Queuing Model (1)

- Four combinations for loosely-coupled communications using queues.

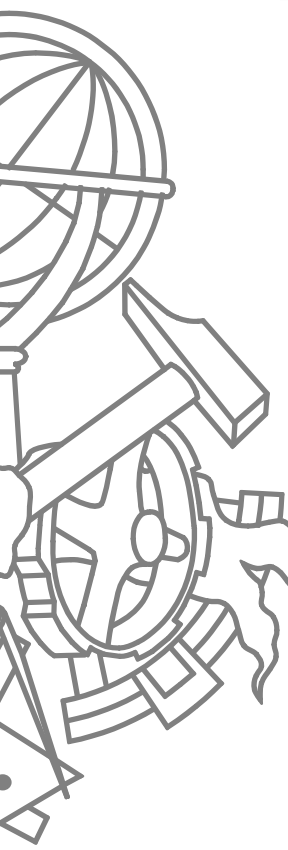


# Message-Queuing Model

## (2)

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- Basic interface to a queue in a message-queuing system.



<b>Primitive</b>	<b>Meaning</b>
Put	Append a message to a specified queue
Get	Block until the specified queue is nonempty, and remove the first message
Poll	Check a specified queue for messages, and remove the first. Never block.
Notify	Install a handler to be called when a message is put into the specified queue.

# Decouple even more

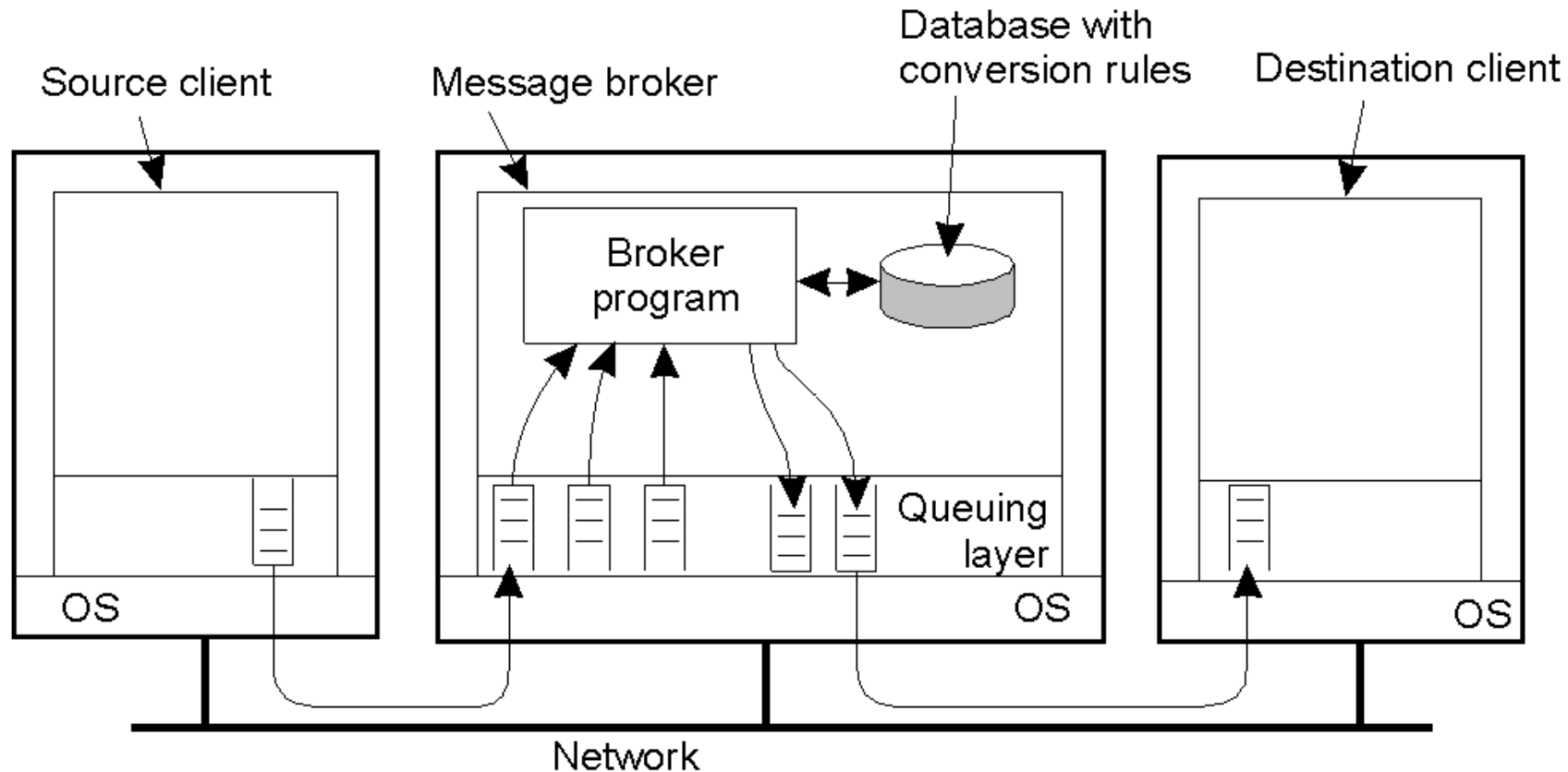
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- Message broker
  - Delivers, and
  - Translates message formats



# Message Brokers

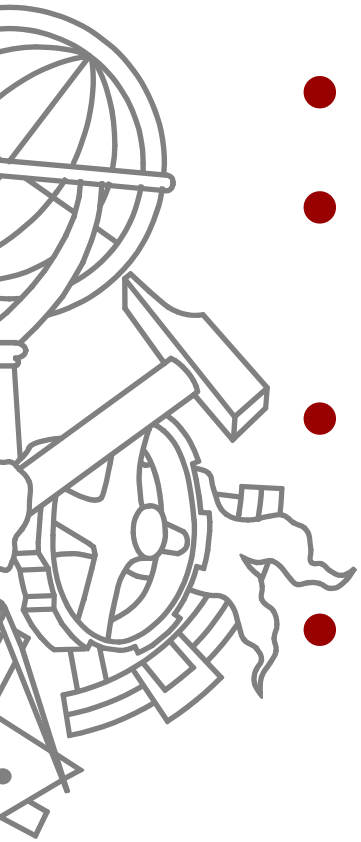
- The general organization of a message broker in a message-queuing system.



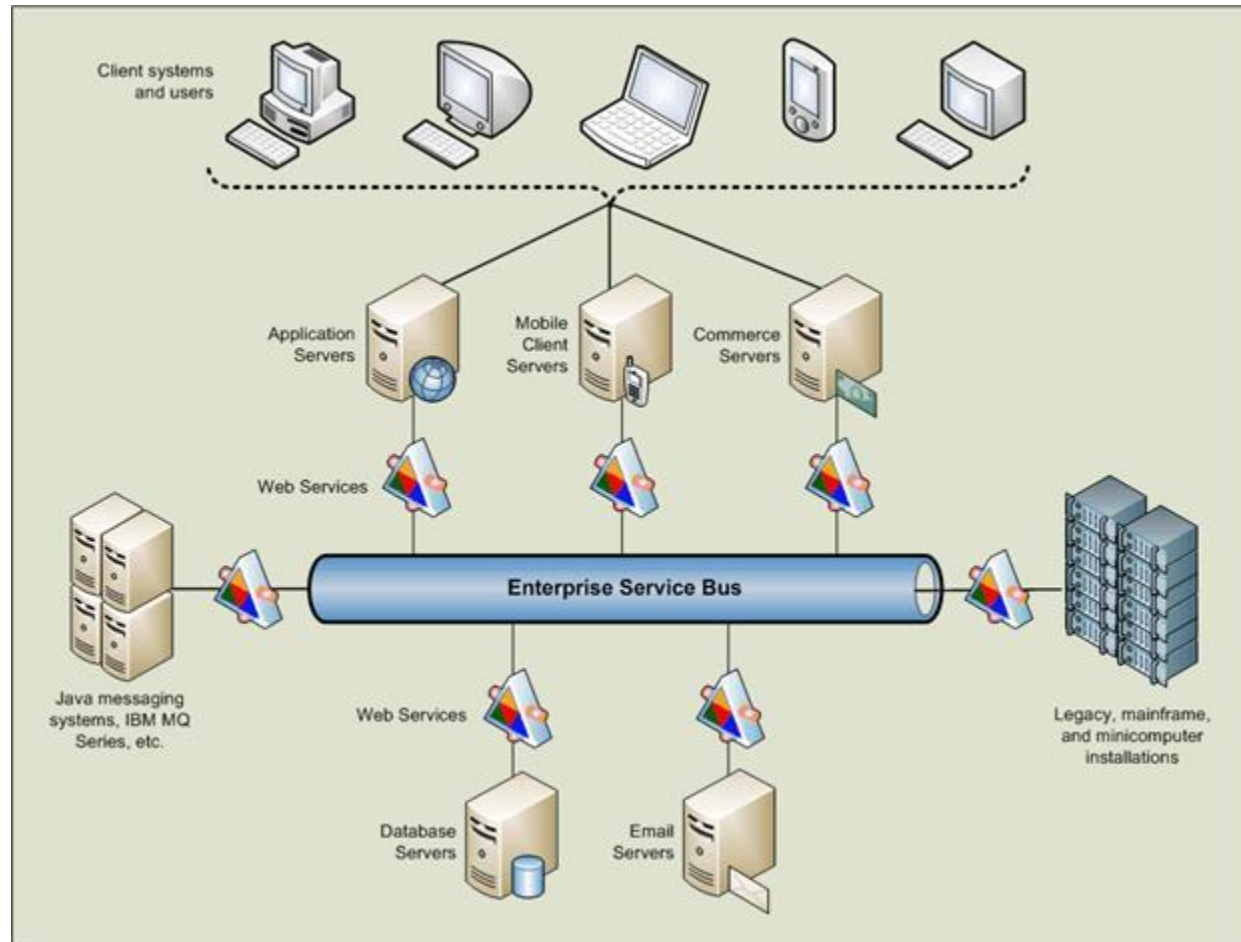
# Enterprise Service Bus (ESB)

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- Decouple senders and receivers
- Promotes construction of applications from basic functionality blocks
- A way to decouple message format from publishers and subscribers
- Can encode business logic in the bus itself (ex., process choreography)

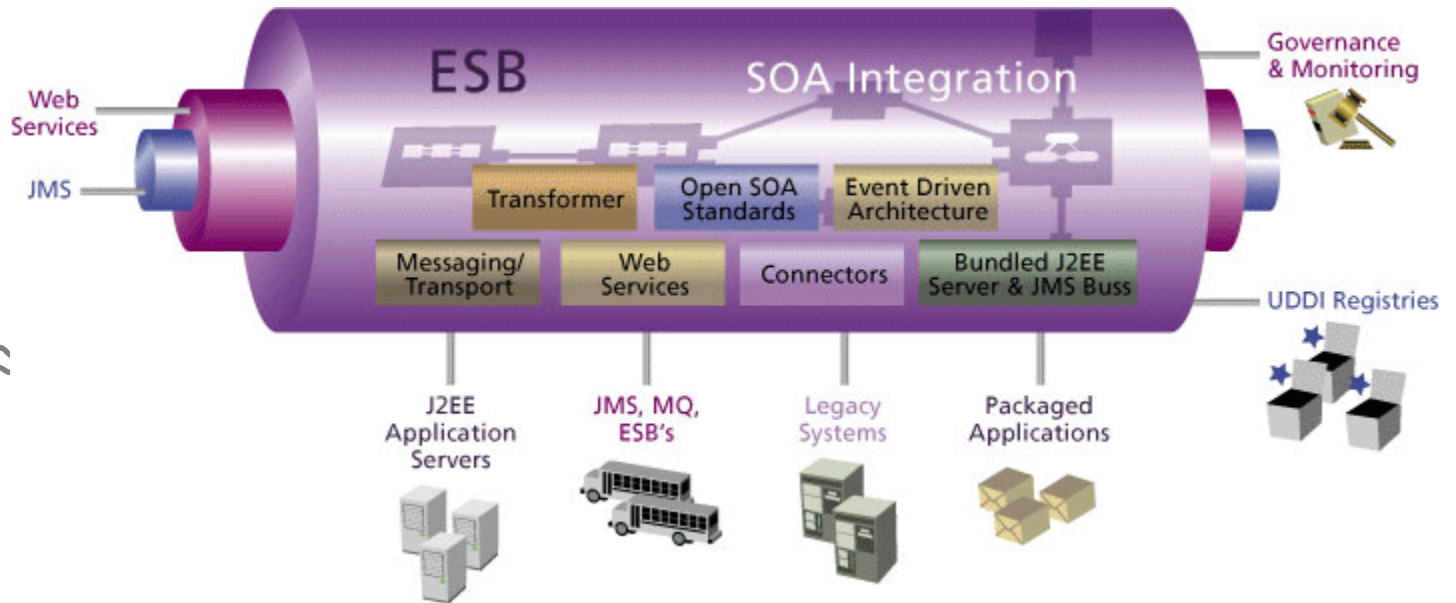


# ESB

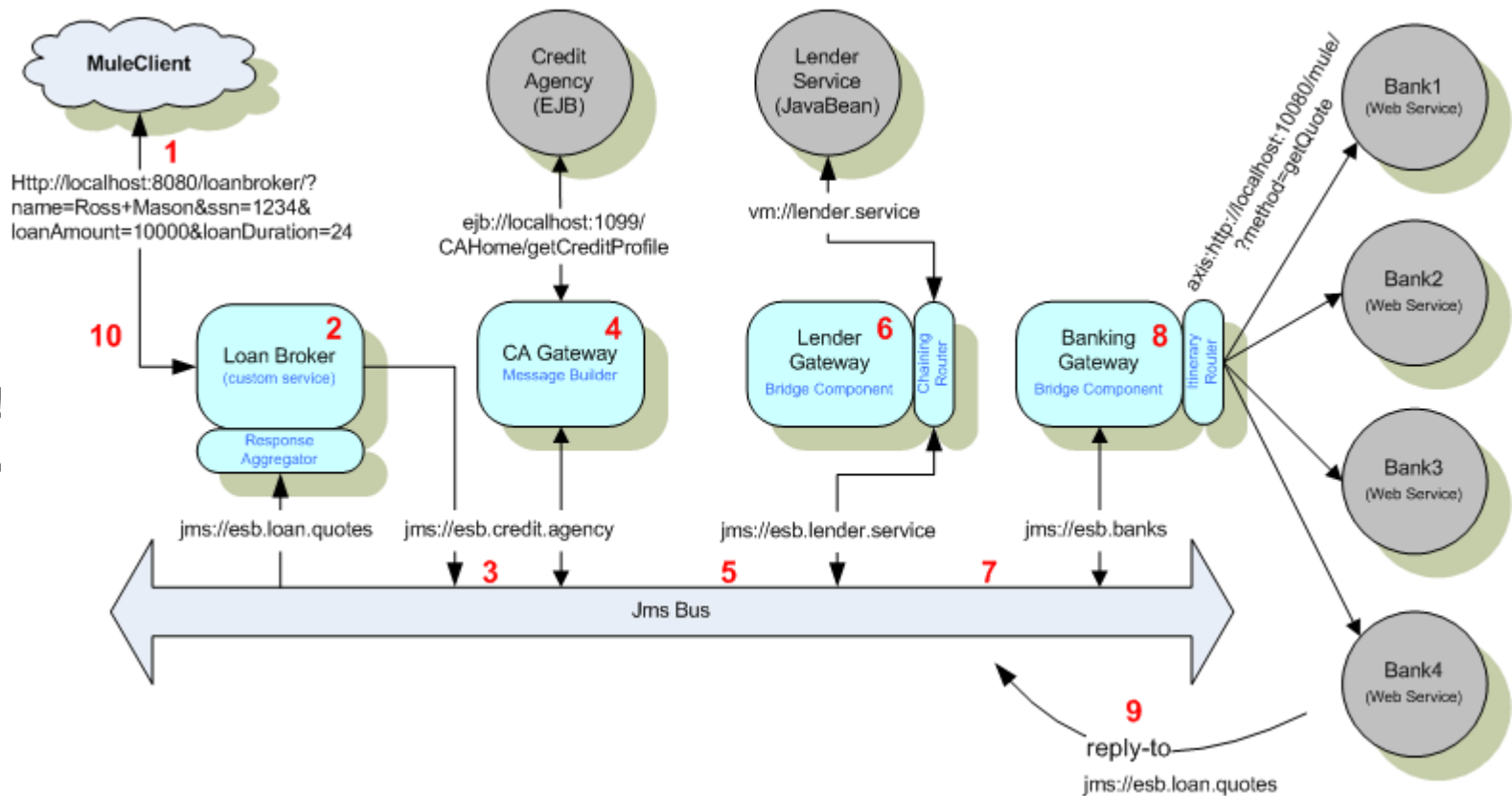




# ESB



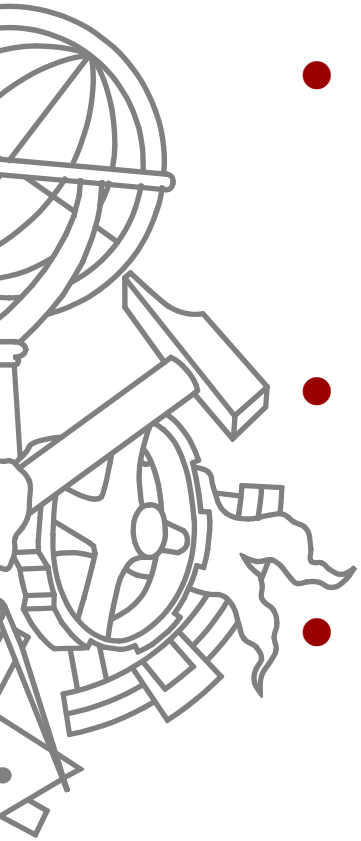
# ESB sample app: Loan Broker



# Exercise

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- Remember the example DS you provided in the last session.
- Would it be natural to use reliable messaging?
- Would it be natural to use a decoupled architecture?
- What about an ESB?



# Bibliography

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- Chapter 2 Tanenbaum
- [http://en.wikipedia.org/wiki/Loose\\_coupling](http://en.wikipedia.org/wiki/Loose_coupling)
- [http://en.wikipedia.org/wiki/Message\\_queue](http://en.wikipedia.org/wiki/Message_queue)

