Lecture 3

Business Informatics 2 (PWIN)

Information Systems II

Models and Architectures

WS 2015/2016

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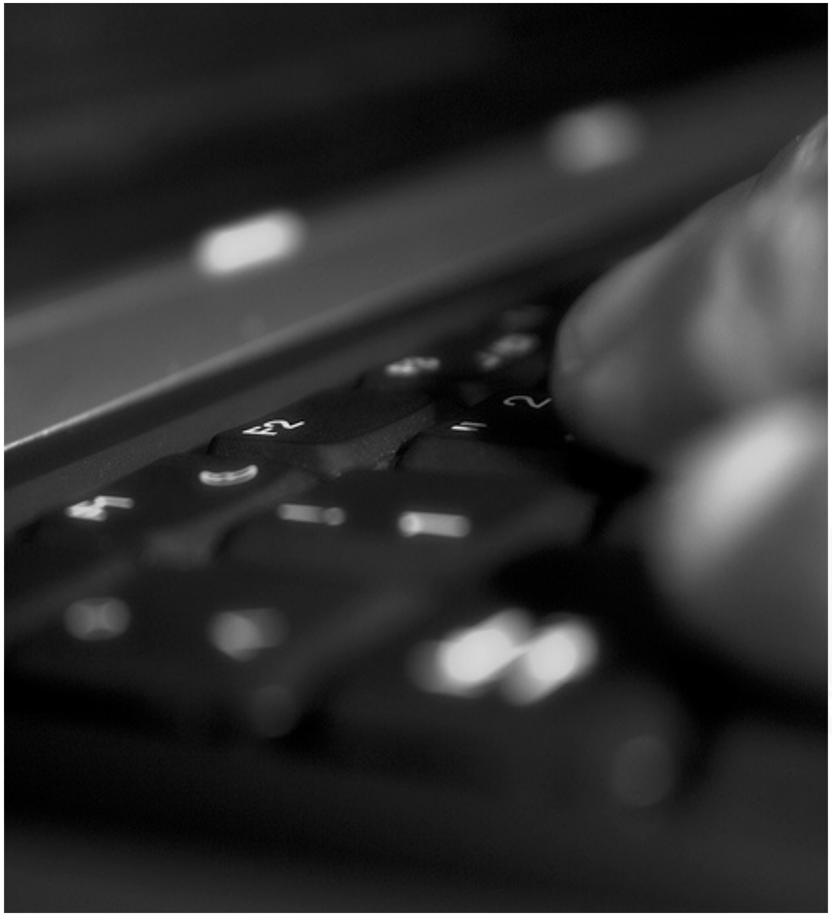
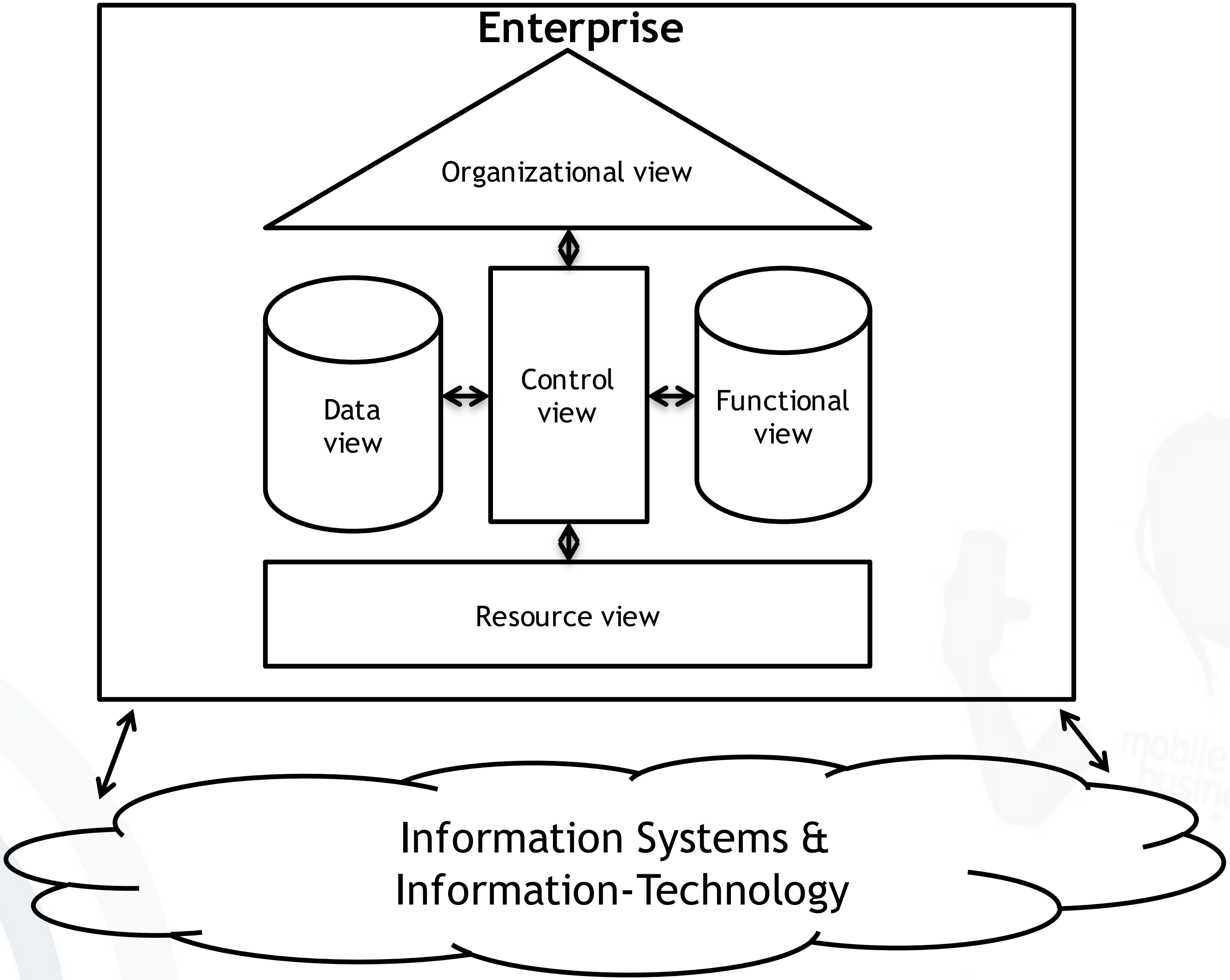


Jenser (Flickr.com)

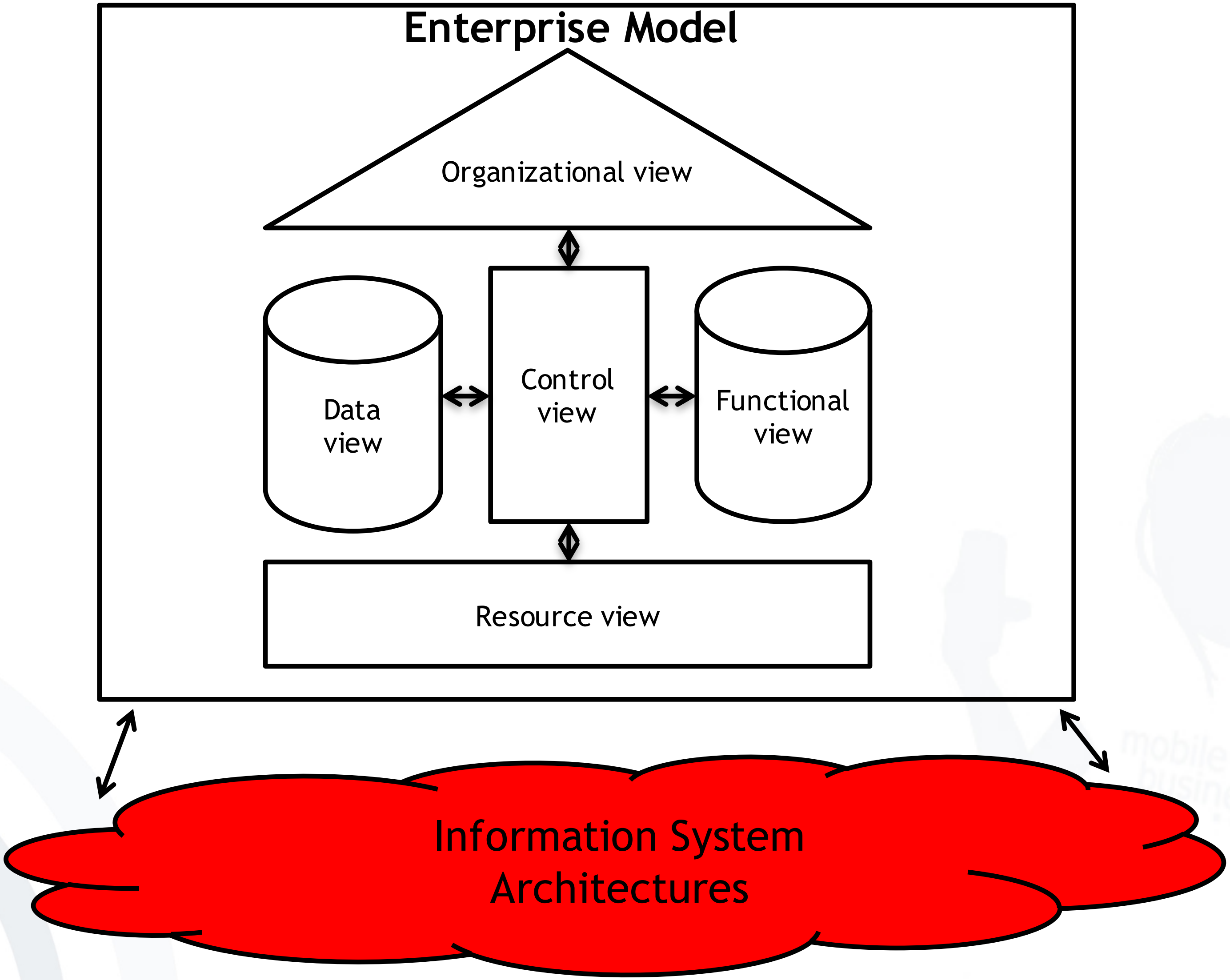
Agenda

- Enterprise Models vs. IS Architecture Models
- Structural Models for IS Architectures
- IS Architecture Concepts

Enterprise Models vs. IS Architecture Models



Enterprise Models vs. IS Architecture Models



Agenda

- Enterprise Models vs. IS Architecture (Models)
- Structural Models for IS Architectures
- IS Architecture Concepts

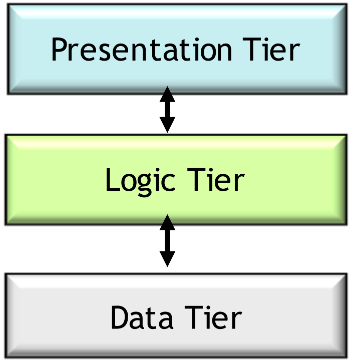
Requirements for the Structure of IS Architectures

- Minimisation of Complexity for IS Components
- Scalability of IS Components
- Portability of IS Components
- Maintainability of IS Components
- Standardisation of IS Components
- Well-defined interfaces between IS Components
- Independence of IS Components

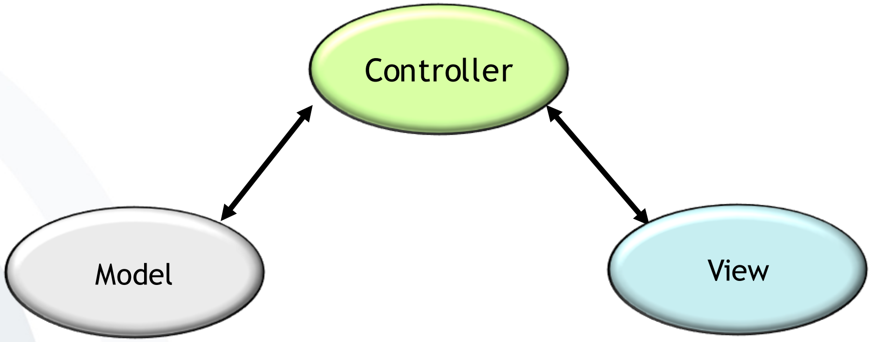
Modularisation of IS Components

Two Common Structural Models for IS Architectures

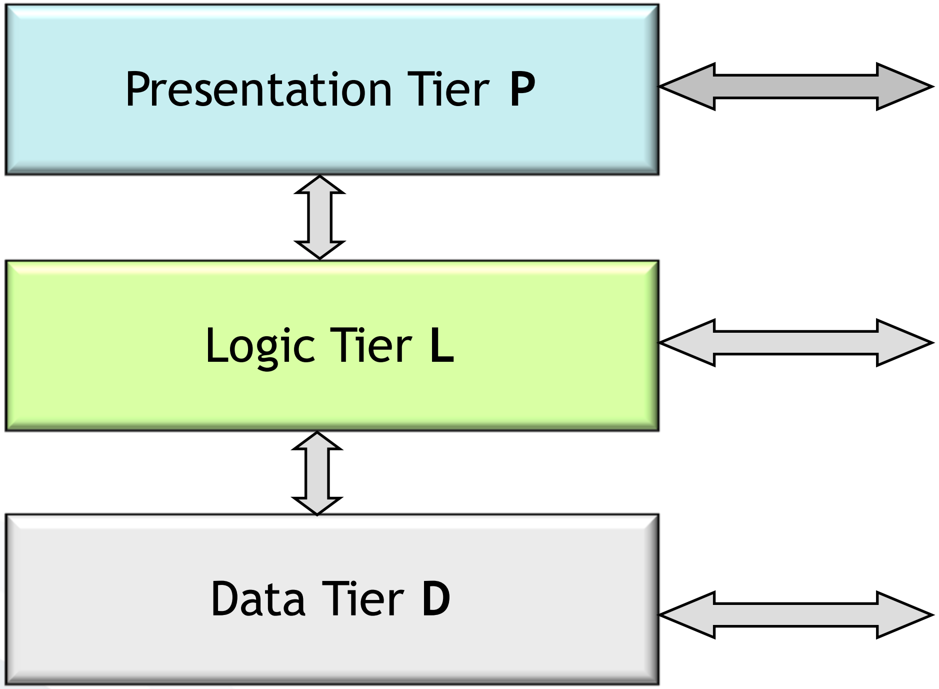
- Three-Tier Concept



- Model-View-Controller (MVC) Concept



Three-Tier Concept



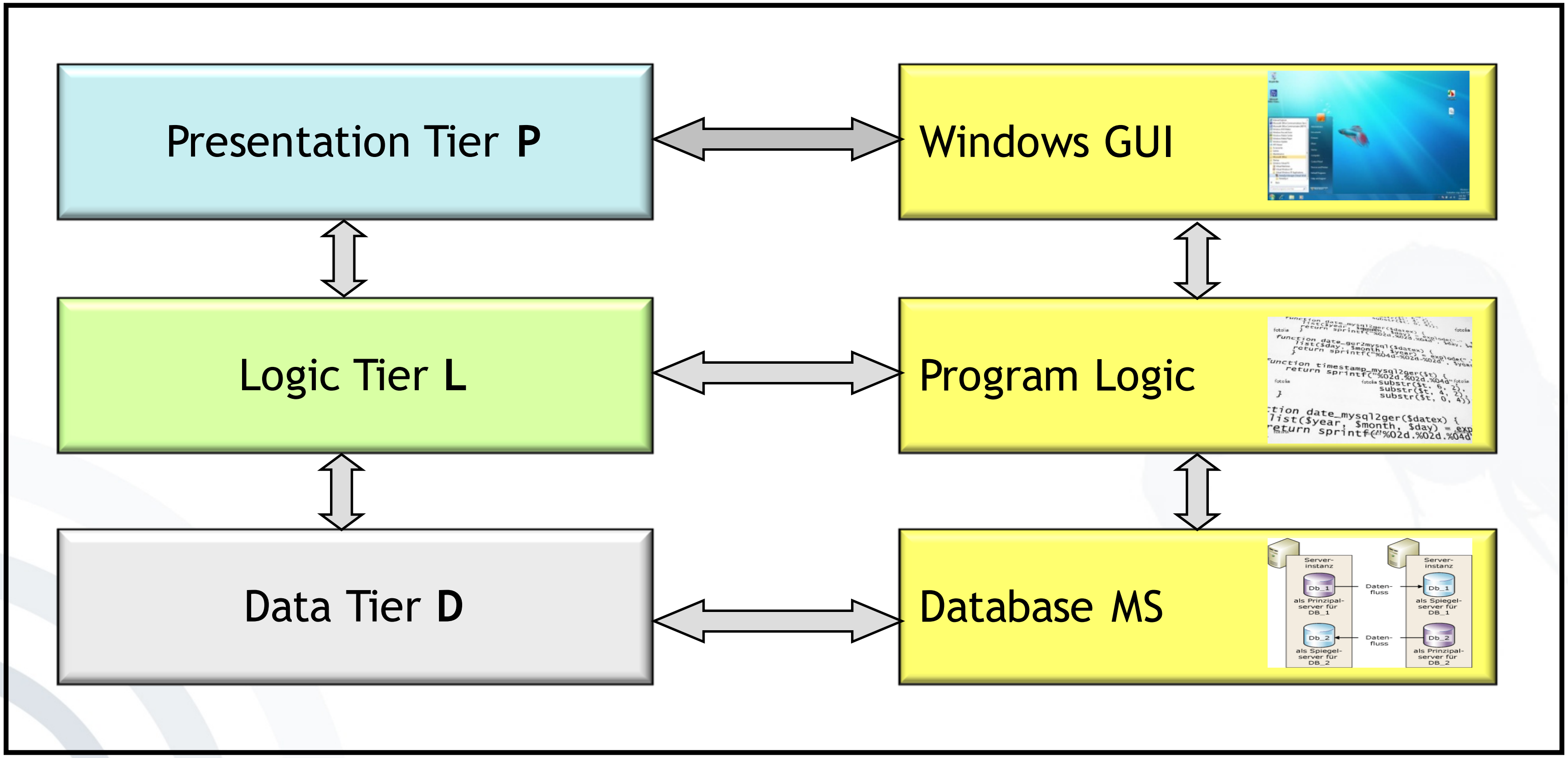
Receives user input / display of data to the user (GUI)

Contains all the program logic

Stores and manage the data

Three-Tier Concept Example (1)

Conventional IS



Presentation Tier **P**

Logic Tier **L**

Data Tier **D**

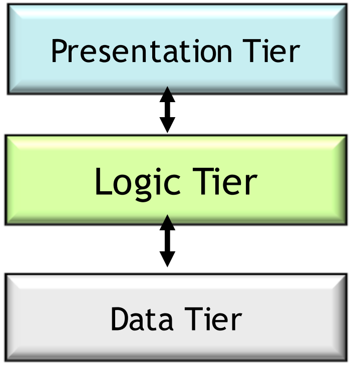
Windows GUI

Program Logic

Database MS

Server-instanz
Db_1
als Prinzipal-server für DB_1
Daten-fluss
Server-instanz
Db_1
als Spiegel-server für DB_1
Db_2
als Spiegel-server für DB_2
Daten-fluss
Db_2
als Prinzipal-server für DB_2

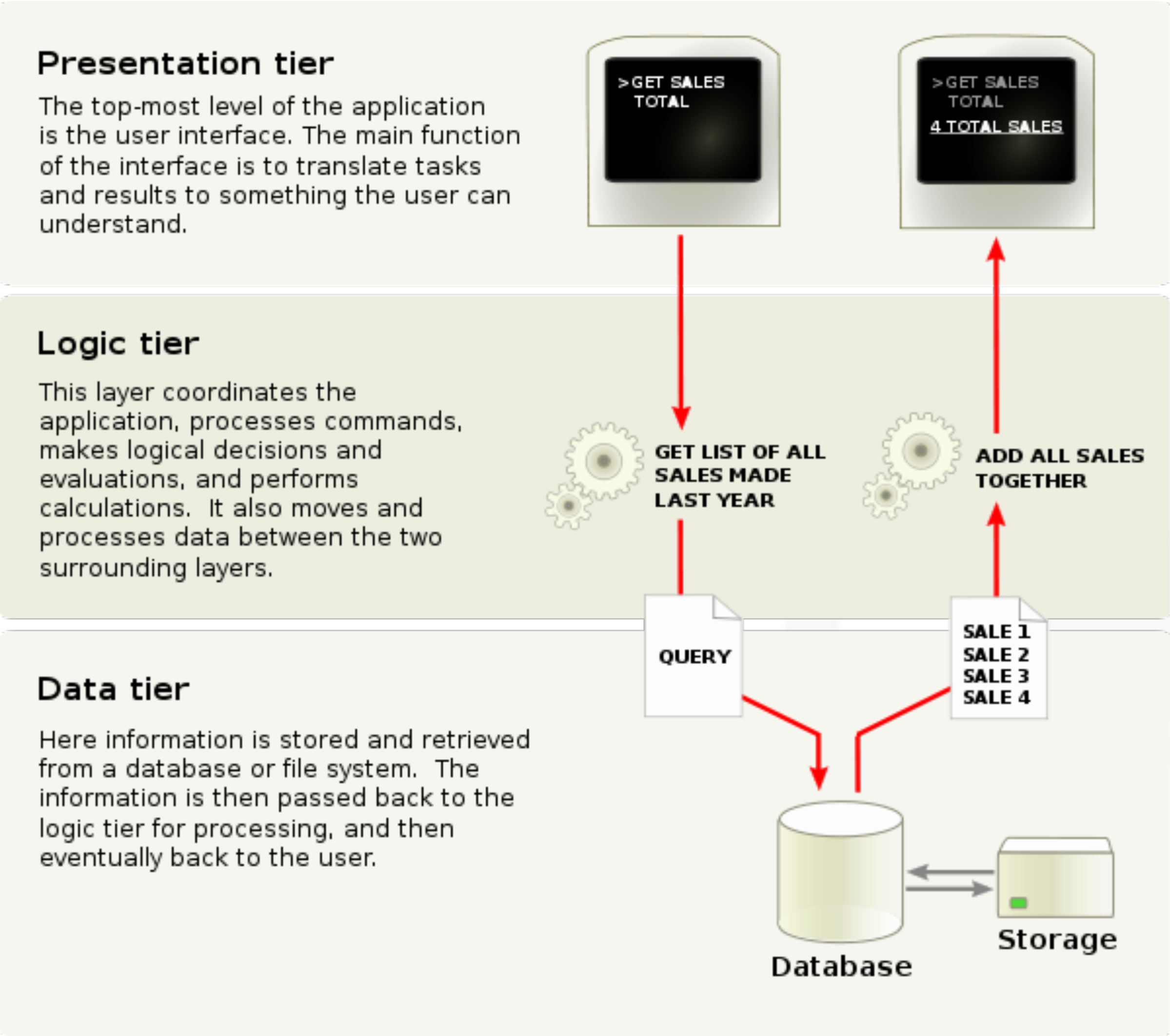
Three-Tier Concept Example (2)



Presentation Tier

Logic Tier

Data Tier



Presentation tier

The top-most level of the application is the user interface. The main function of the interface is to translate tasks and results to something the user can understand.

Logic tier

This layer coordinates the application, processes commands, makes logical decisions and evaluations, and performs calculations. It also moves and processes data between the two surrounding layers.

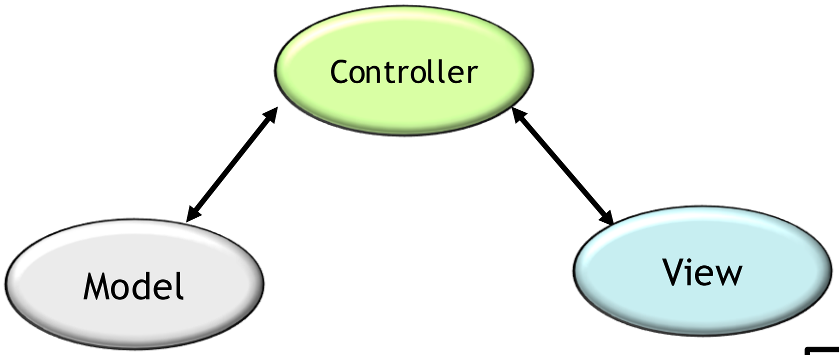
Data tier

Here information is stored and retrieved from a database or file system. The information is then passed back to the logic tier for processing, and then eventually back to the user.

Source: Wiki Commons, 2011

Model-View-Controller Concept

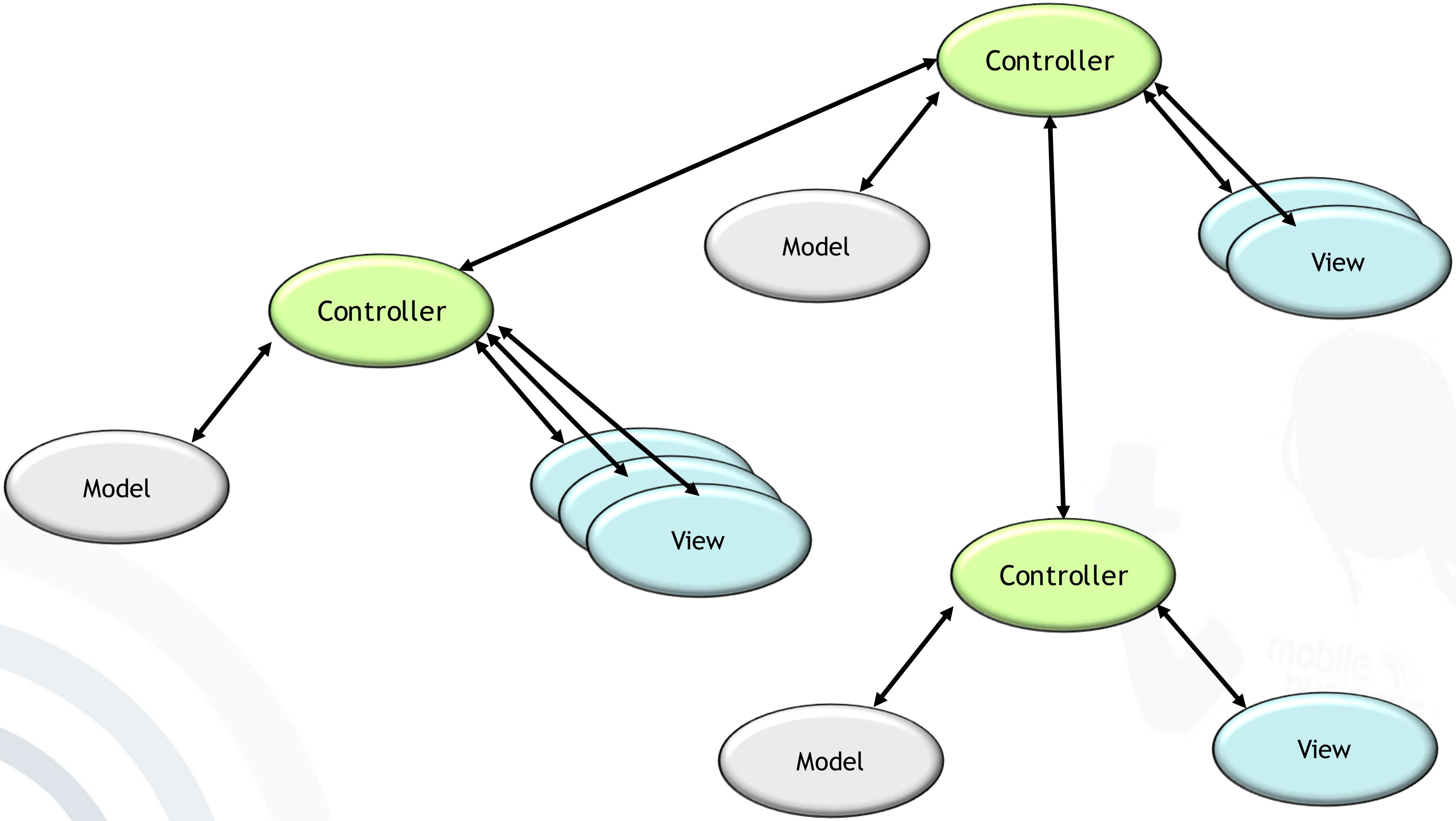
Controller controls *view(s)* and initiates the relevant data updates



Manages data and, if applicable, contains the program logic

Receives user input / displays data from *model* to the user (GUI)

More Complex Model-View-Controller Concept



Summary on Three-Tier and MVC Concept

- Similar concepts for structuring IS architectures

- Neither one of the concepts is universally defined or specified, e.g.
  - Two-tier concepts are also in existence (Tier Architecture)
  - Program logic resides sometimes in the *model* and other times in the *controller* (MVC Architecture)

- **In conclusion:**

  Independent of the underlying structural models for IS architectures, make sure to modularise certain categories of functionality in an IS.

Agenda

- Enterprise Models vs. IS Architecture (Models)

- Structural Models for IS Architectures

- IS Architecture Concepts

Architecture Concepts of Networked IS

- Central Server Architecture
  Low-feature terminals (receiver of services) attached to a powerful central computing unit (provider of services)

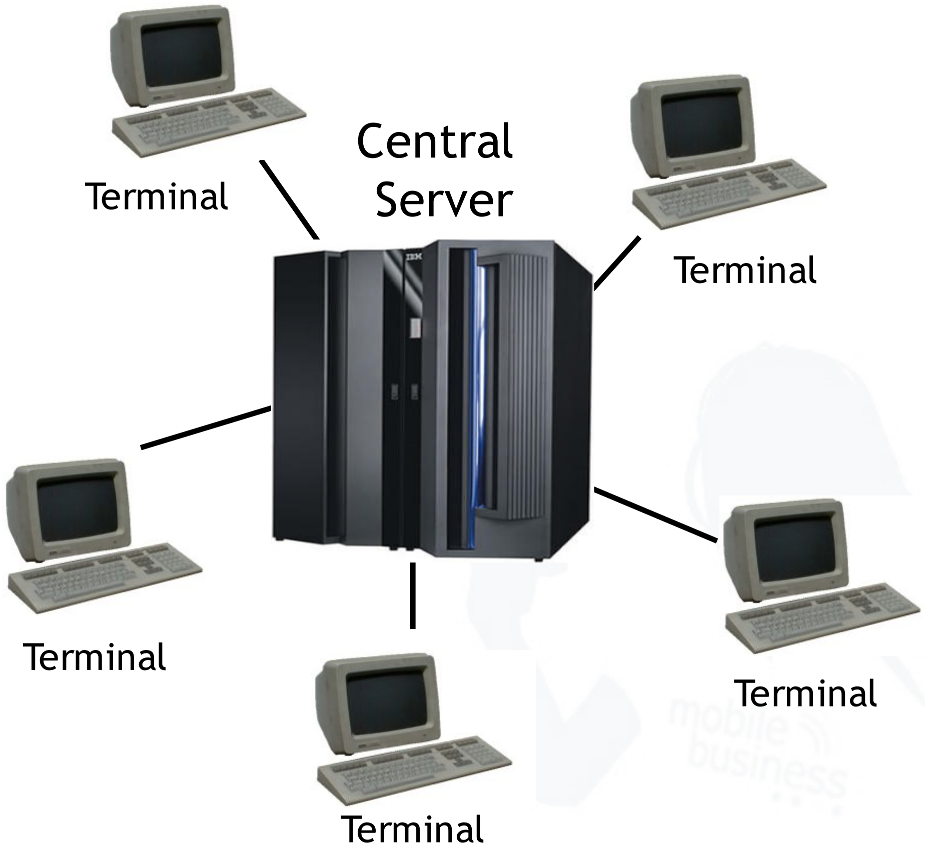
- Client / Server Architecture
  Network of computers, which can take the role of a server (provider of services), a client (receiver of services) or both.

- Cloud Computing Architecture
  Network of computers in the role of a client (receiver of services) connected to a “cloud” of computers (provider of services), which act as a single central server

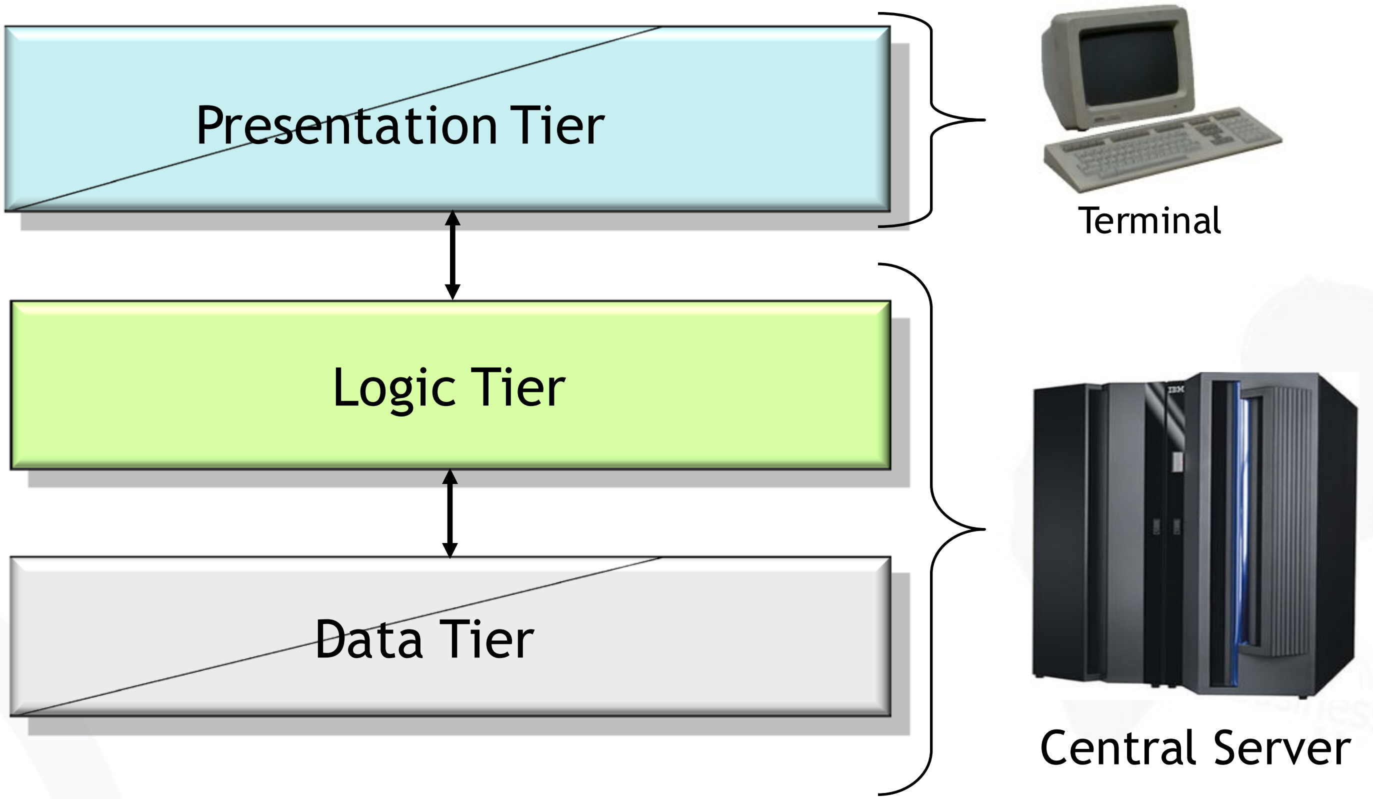
- Peer-to-Peer Architecture
  Network of computers holding equal rights (provider / receiver of services)

Central Server Architecture

- One powerful Central Computer
- „Dumb“ low-feature terminals (often even without hard drive)
- Terminals provide only the graphical user interface (GUI)
- Central Server in charge of processing applications
- Central Server takes care of database and its management



Central Server Concept along the Structural Three-Tier Architecture



Review of the Central Server Architecture Concept

- Benefits
  - Central, common data storage
  - Homogenous application environment
  - No terminal administration required
  - Low-cost terminals
- Issues
  - Single Point of Failure
  - Fixed Network Structure
  - Monolithic
  - Cost-intensive Central Servers
  - Problematic in case of huge traffic and amounts of data

Industry Central Server Solutions

Hardware

FUJITSU COMPUTERS SIEMENS

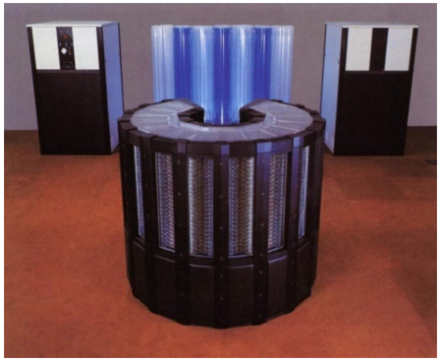
Sun microsystems

take it to the nth

hp

invent

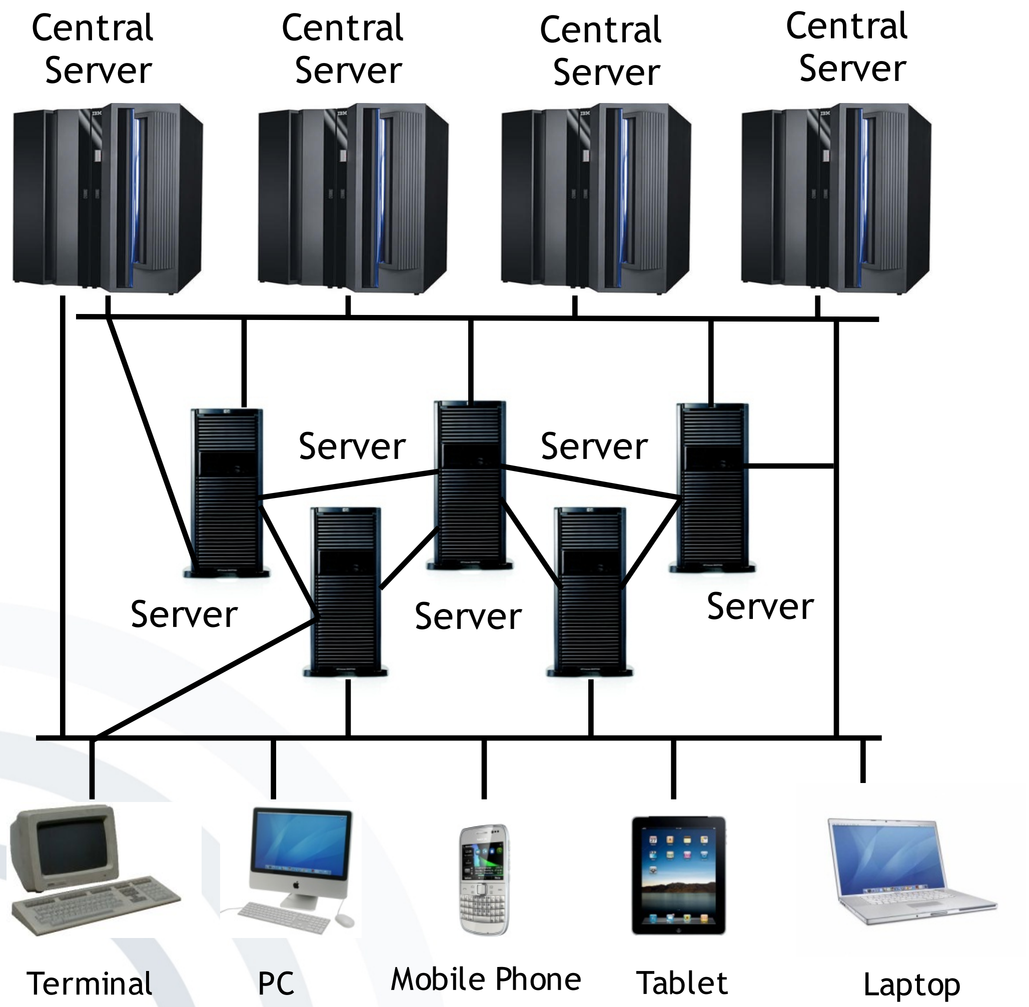
IBM



Operating Systems

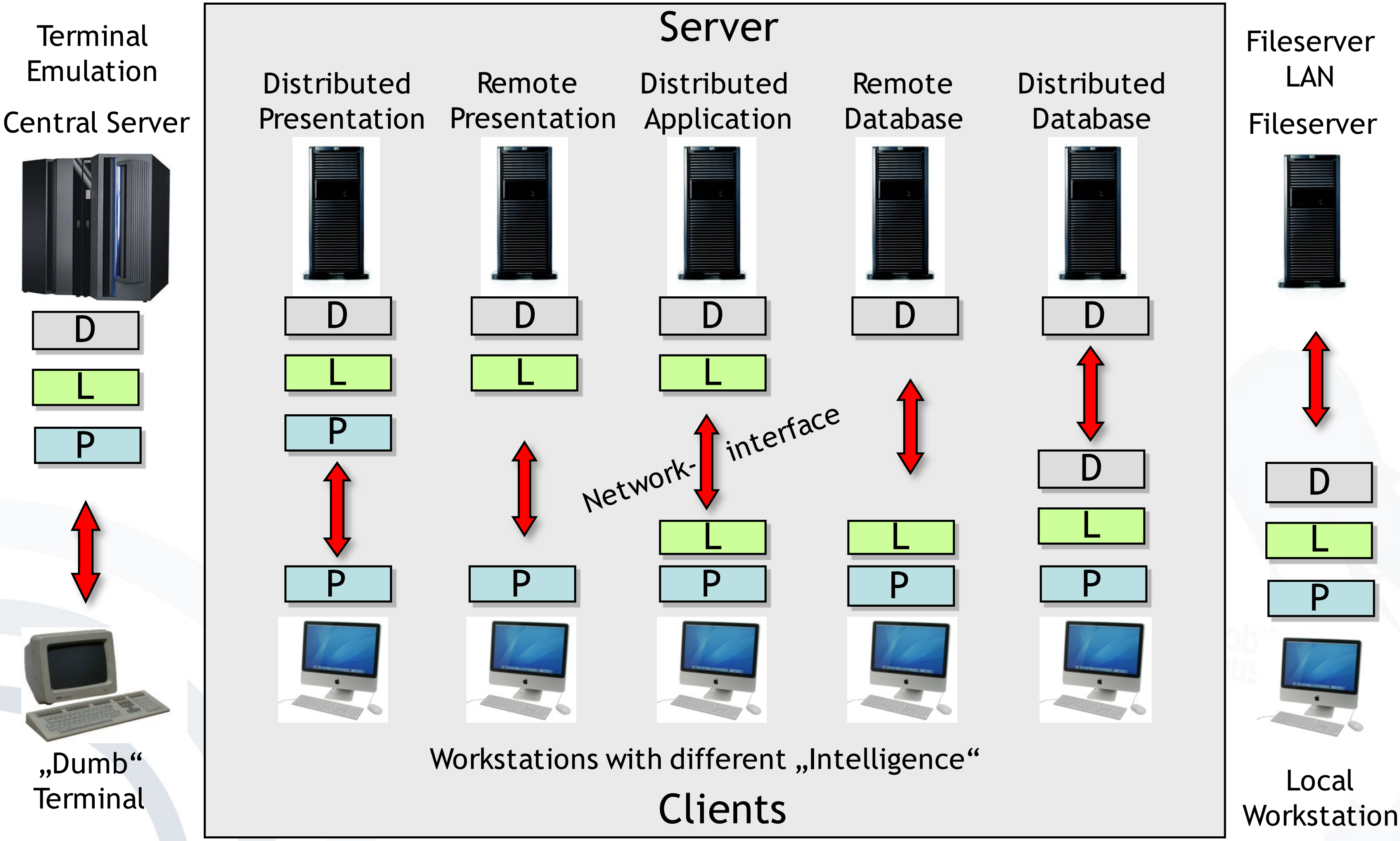
- Unix
- BS 2000
- OS/390
- MVS
- z/OS
- …

Client/Server Architecture



- Clients request services.
- Server offer services.
- Computers can act in both (client and server) roles.

Client/Server Architecture along the Three-Tier Structural Concept

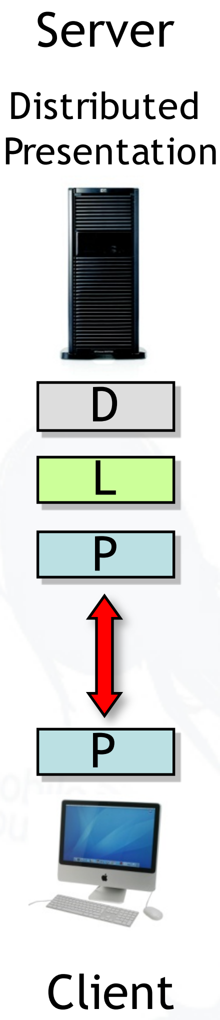


Source: Based on Hennekeuser, 2004

Distributed Presentation

Division of the presentation between server and client:

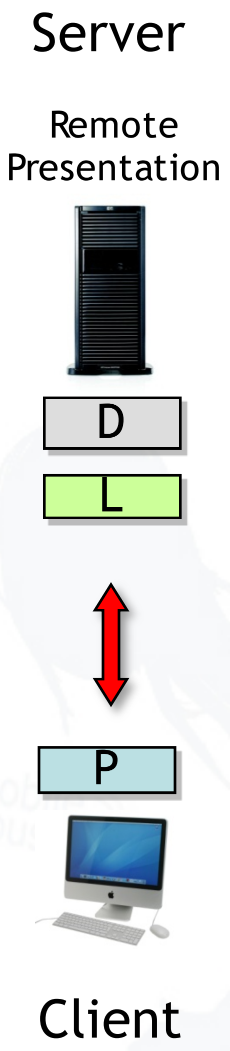
- Abstract part of the presentation (server)
  Objects (e.g. a window) are created in an abstract manner, i.e. without any concrete representation and functionality.
- Platform-specific part of the presentation (client)
  Abstract objects are created and represented in a platform-specific manner (e.g .making use of the platform's GUI).
- Benefits of this approach
  Heterogeneous application systems can be integrated into a unified user interface or used on different platforms.
- Application example:
  - X-Windows: A user interface using X-Windows can be represented on multiple platforms.
  - Mobile Web App within Native App: Spiegel Online



Remote Presentation

Presentation is outsourced to the client:

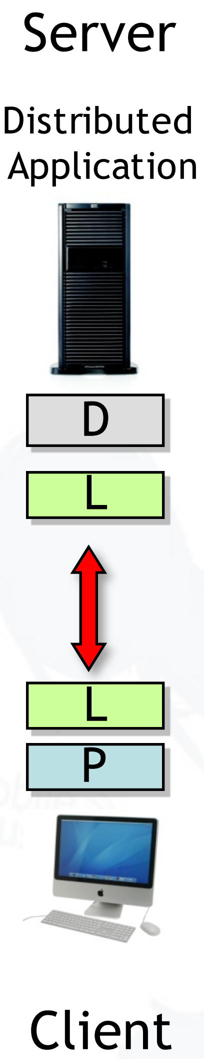
- Outsourcing of the presentation to the client is especially beneficial, if the central server has no own user interface.
- Clients are able to run on several different platforms.
- User interfaces can be individually customised according to users’ needs (e.g. GUI).
- Client can not be a „dumb“ terminal.
- Examples: Citrix XenDesktop, TeamViewer, Apple Airplay



Distributed Application

Division of the application functions (logic) between server and client:

- Centrally used application functions are hosted on the server in order to be available for everyone.
- Decentralized applications reside on the respective client.
- Central application functions will only be used on demand.
- Advantages: Development and maintenance of application functions get simplified; complexity is reduced.
- Example: Groupware, Facebook App



Server

Distributed Application

D

L

L

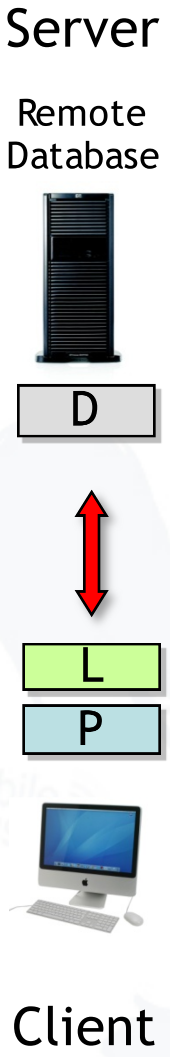
P

Client

Remote database

Data management resides on the server:

- Traditional approach for database applications
- Multiple application systems use the same database.
- Data management can also be distributed across multiple servers.
- Problem: There are several implementations of the popular database query language „SQL“ with many proprietary extensions and differences.
- Classic example: Customer Information System, Dropbox App, RMV App, DB Navigator App



Server

Remote Database

D

L

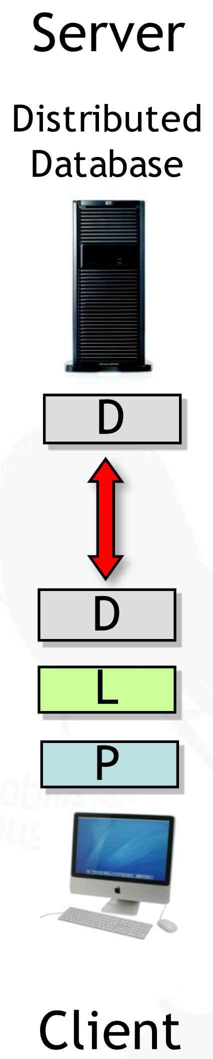
P

Client

Distributed Database

Data management is distributed between server and client:

- Two incarnations of a distributed database exist:
  - Partitioning of data storage between server and client
    - Organisational structure: Centralized directory of an enterprise vs. personal address book
    - Frequency of use: Current business figures vs. archive
    - Access time: Current stock market values vs. archive
    - …
  - Partitioning of database management system (DBMS) between server and client
    - Data access functionality (frequently used) on the client
    - Database administration (less frequently used) on the server
    - Examples: Here Maps App, Navigon App



Review of the Client/Server Architecture

- Advantages
  - Can be designed and extended flexibly
  - High interaction and communication capabilities
  - Dependability through redundant resources

- Disadvantages
  - High server workload because of multi-user access
  - High planning and coordination efforts
  - High network bandwidth required
  - High administrative workload

Cloud Computing Architecture

Internet-centric Computing Architecture:

- Providers are offering complex services based on hard- and software in an abstract form.
- Storage, computing power, or complex services can be accessed by client via defined interfaces via the Internet.
- Underlying hard- or software of a cloud is not relevant for a client.
- Types of Cloud Computing Services
  - Infrastructure as a Service
  - Platform as a Service
  - Software as a Service
- Providers, e.g.
  - Amazon, Google, Microsoft, Deutsche Telekom, etc.

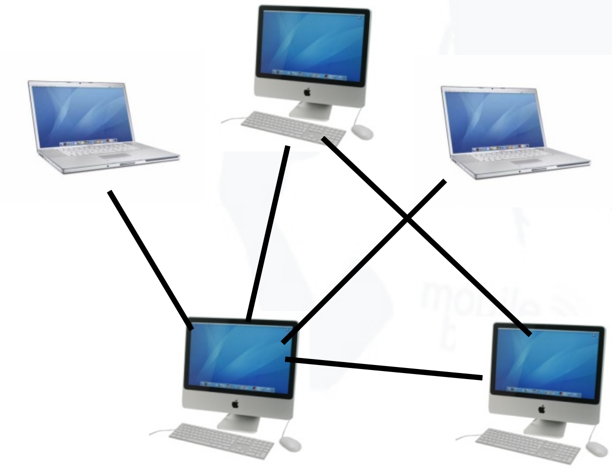
Cloud Computing Architecture

- Advantages
  - Information system become highly scalable.
  - Central data storage and backup
  - Cost efficient (one has only to pay for the actually used computing power and time)
  - Anytime, anywhere access to applications and data
  - Allows to run sophisticated applications on low-powered systems (e.g. mobile devices' voice recognition systems)
- Disadvantages
  - Enterprises or end users have to rely on the cloud service provider and the legal and political environment.
  - Potential threats
    - Data leakage
    - Data unavailability
    - Provider bankruptcy, lock-in effects
    - Internet connection failures

Peer-to-Peer Architecture

Network of computers with equal capabilities

- Properties
  - No central instance coordinating the required interactions
  - No centralized database
  - Peers act autonomic.
  - Each peer is only aware of those other peers it is currently communicating with.
  - Peers, connections, and information flows within this concept are not guaranteed.
- Advantage
  - Required resources are provided by many parties (e.g. for the distribution of large files)
- Disadvantages
  - High complexity
  - Requires critical mass of peers



Literature

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