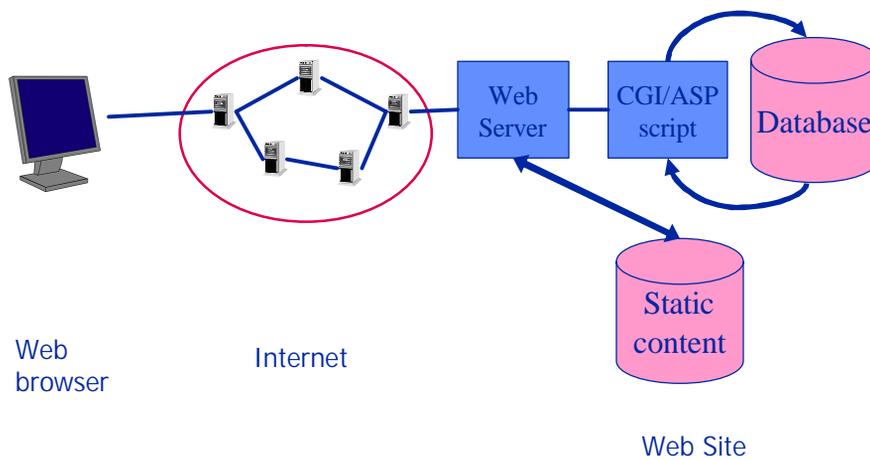


Under the hood of a commercial Web Site

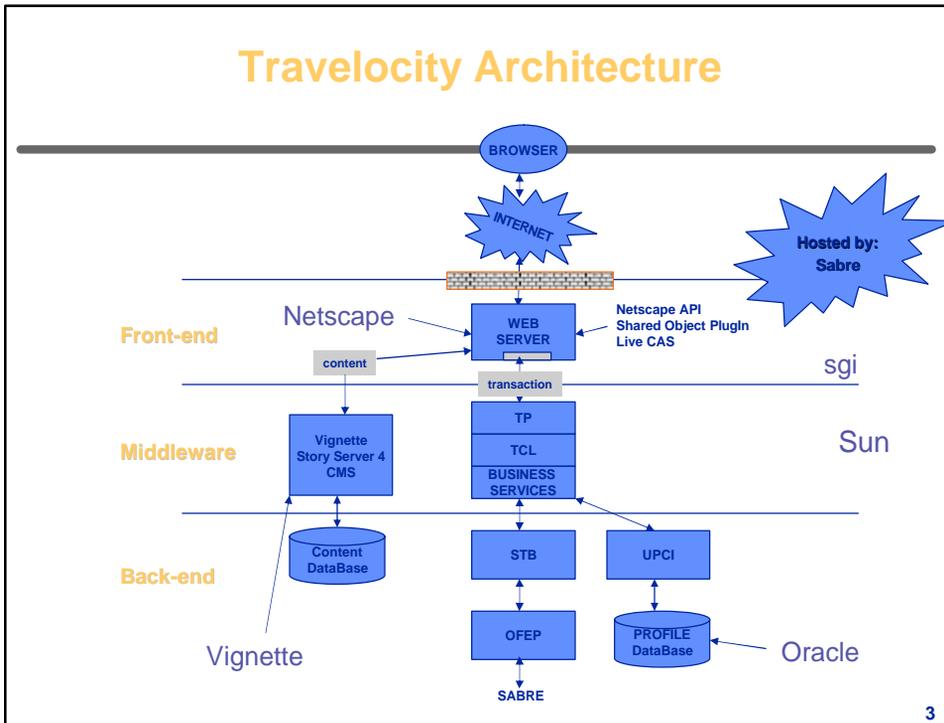
- Issues
- Typical Site Architecture
- Case Study: Travelocity

1

The story so far...



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Issues for building mission-critical eCommerce sites

- **Content management**
 - Ensure that content development is done in a streamlined and orderly fashion
- **Security**
 - Physical security
 - Access control
- **Availability/Fault Tolerance**
 - Ensure the computer services remain available to users in the face of partial failures
- **Accuracy**
 - Ensure that multi-user access and system crashes leave data in an accurate state
- **Scalability**
 - Ensure that response time remains acceptable as site traffic grows

Building mission-critical eCommerce sites: Summary of Technologies

- **Content management**
 - Content Management Software
- **Security**
 - Physical security: Hosting
 - Access control: Firewalls
- **Availability/Fault Tolerance**
 - Replication
- **Accuracy**
 - Transaction Processing
- **Scalability**
 - Replication
 - Load Balancing
 - Web Caching

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Issue #1: Large-scale content development

- Large number of authors contributing site content
- Diverse types of content (e.g., image, video, and other media files)
- Need for regular content posting and replacement (i.e., weekly sales promotions)
- Often one or more approvals are required before content is posted
- Some content needs to be personalized or tailored to match the needs and interests of a site visitor

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Additional issues

- Often support for multiple languages and time zones is required
- Content presentation must consistently conform to branding and appearance standards
- Version archiving and an audit trail
- Content must be viewable across a variety of browsing devices, not just PCs

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Example: Content update workflow

- Automatic support for content management workflows

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Solution: Content management systems

- **Still a fledgling application category**
 - Lots of Web authoring tools claim to be but aren't!
- **Relatively small adoption from site developers**
 - More than 50% of sites use manual methods
 - Market leader (Vignette) only has 8% of market!!!
- **Hefty price tag**
 - Vignette comes to more than \$0.5M
- **Lots of growth potential, but also room for better products**

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Representative Vendors

- **CardoNet**
- **Interwoven**
- **OnDisplay**
- **Poet**
- **Versifi**
- **Vignette**

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Issue #2: Network and Physical Security

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What a firewall does

- Hides the address of the network by making it appear that all transmissions originate from the firewall.
- Passes outgoing traffic without screening, while hiding the network address.
- Blocks all data not specifically requested by a legitimate user of the network.
- Screens data for source and destination address so you receive data from only trusted locations like people on your approved guest list.
- Screens the contents of data packets for known hacker attacks

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Types of firewalls

- **Packet filter:** Looks at each **packet** entering or leaving the network and accepts or rejects it based on user-defined rules.
- **Application gateway:** Applies security mechanisms to specific applications, such as **FTP** and **Telnet** servers.
- **Proxy server:** Intercepts all messages entering and leaving the network. The **proxy server** effectively hides the true network addresses

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Web Hosting

- **Ensure 24x7 site operation**
- **Provide access to network bandwidth**
- **Provide physical site security**

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Self-manage or Host?

- **Hosting services are on the rise**
 - Concentrated technology expertise
 - Scalability and performance issues
 - Security issues
- **Hosters are an uneven lot**
- **Hosting is not a commodity**

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The various flavors of hosting

- **Simple hosting**
 - Examples: Sprint, UUNET
- **Collocation hosting**
 - Examples: Frontier GlobalCenter, Sprint, UUNET
- **Managed hosting**
 - Examples: GTE, UUNET, IBM, Qwest
- **Full-service hosting**
 - Examples: IBM, Qwest

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There is no single right answer

- **Select level of hosting based on what kind of company you are**
 - eCommerce pioneer → collocation hosting
 - Yahoo, Amazon
 - basic eCommerce presence → simple hosting
 - Century 21
 - some in-house expertise → managed hosting
 - Land'sEnd, Vanguard
 - little in-house expertise → full-service hosting
 - Amtrak, General Motors

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Issue #3: Ensuring Availability and Fault Tolerance

- **Why do computers crash?**
 - Hardware errors
 - Operating system errors
 - Application errors
 - Human errors
- **Use redundancy to restore normal operation after crashes**
 - Data redundancy
 - Active Replication

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Data Replication

- Keep several copies of same data (replicas)
- If one server is down, query next server
- Can improve response when load is heavy
- Problem: How to synchronize replicas?

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Active Replication

- Establish redundant copies of vital programs and servers
 - process groups
 - every group member operates on its own replica
- Every message is processed by all group members
 - members remain in mutually consistent states
- If one member fails, other members can still respond

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How can we do even better?

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Issue #4: System Crashes might corrupt data

- **Transfer money from savings to checking**
 - `x=sav; sav = x+1`
 - `w=chk; chk = w -1`
- **What happens if system crashes in the middle**
 - `x=sav; sav = x+1`
 - **SYSTEM CRASH**
- **Need to have a way to undo the effects of partially completed logical operations**

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Solution: Transaction Model

- **Transaction: a process that possibly changes the database state**
 - Self-contained, indivisible set of accesses to the database
 - May involve several reads and writes
 - All-or-nothing execution
 - Example: Transfer money is a single transaction
 - $x = \text{sav}; \text{sav} = x + 1; w = \text{chk}; \text{chk} = w - 1$

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Using Transactions for Crash Recovery

- **Transactions are atomic (indivisible)**
 - Either executes completely or not at all
 - Any transaction that has not yet issued any writes may restart without causing any damage.
 - Once a transaction starts writing, it should do all of its writes
 - Even if it crashes in the middle
- **Transactions are durable**
 - If the transaction is “committed” (starts writing)
 - It should finish, even if machine crashes partway through

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Implementation: DO-UNDO-REDO Log

- **Keep a log of all database writes ON DISK**
 - transaction id; data item; new value
 - (Tj; x=25) (Ti; y=56)
 - But don't write to the database yet
- **At the end of transaction execution**
 - Add "commit <transaction id>" to the log
 - Do all the writes to the database
 - Add "complete <transaction id>" to the log
 - Now it's OK to release the locks
- **Restart after a crash by redoing the log**
 - Any write for a committed but uncompleted transaction gets written again
 - What if the value was already written?
 - Any write for a non-committed or completed transaction is ignored

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Distributed Transactions

- **Distributed transaction may write data to several sites**
 - Transfer money between accounts on separate computers
 - Update several copies of a database
- **Want to write all data or cancel the transaction**
 - Transaction Manager program may crash
 - Data sites may crash
 - Network may temporarily stop sending messages
- **Needs more complicated protocols**
 - out of the scope of this class

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Issue #5 Scalability: Why you should care

- "... the No.1 reason that customers got fed up and took their business elsewhere was technical problems, including unacceptably slow response times."
 - Fortune magazine, November 8, 2001
- "...28% of Netizens that encountered glitches, left the site never to return"
 - Business Week, November 1, 2001

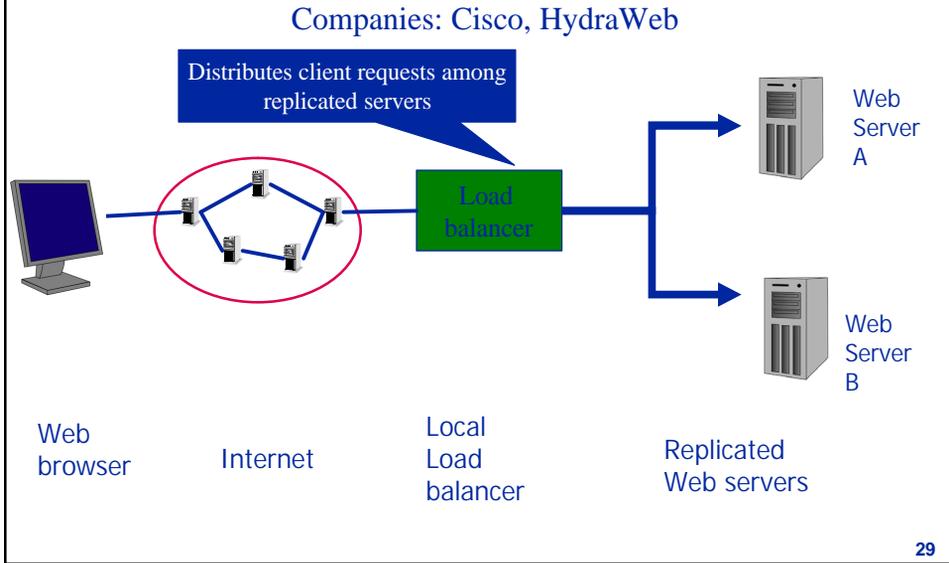
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Technological Alternatives

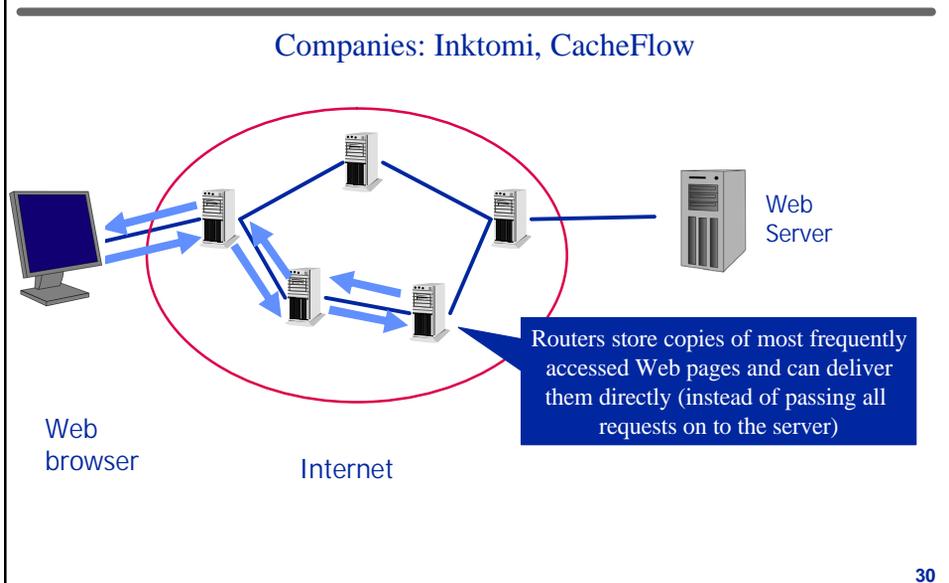
- Local load balancer
- Site mirroring
- Network caching
- Content routing

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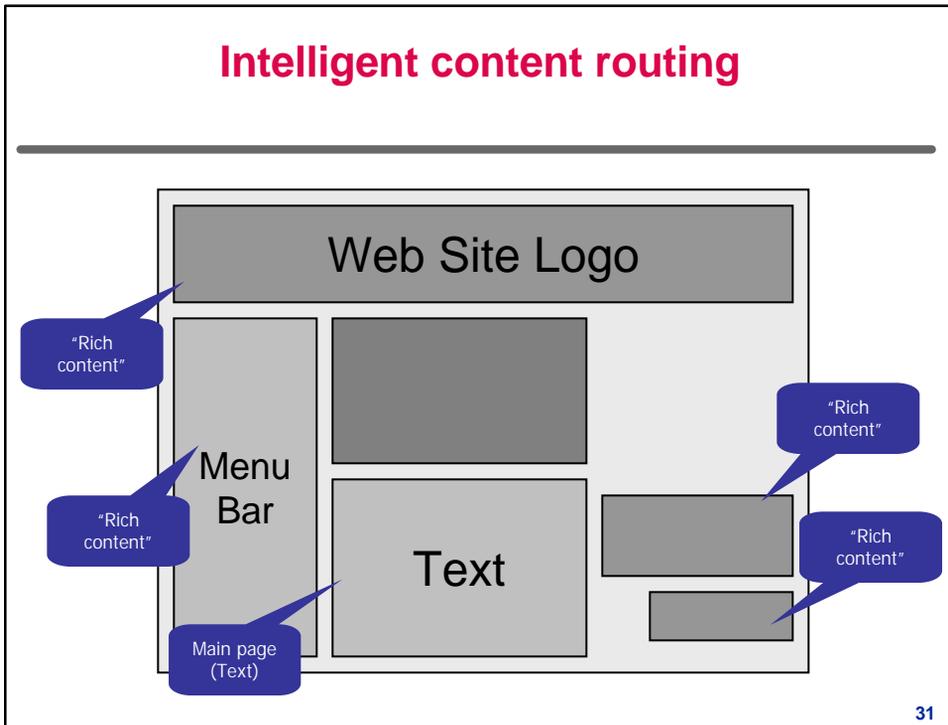
Load balancing solutions



Network caching solutions



Intelligent content routing



Intelligent content routing

Companies: Akamai, Sandpiper

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Akamai Current Network

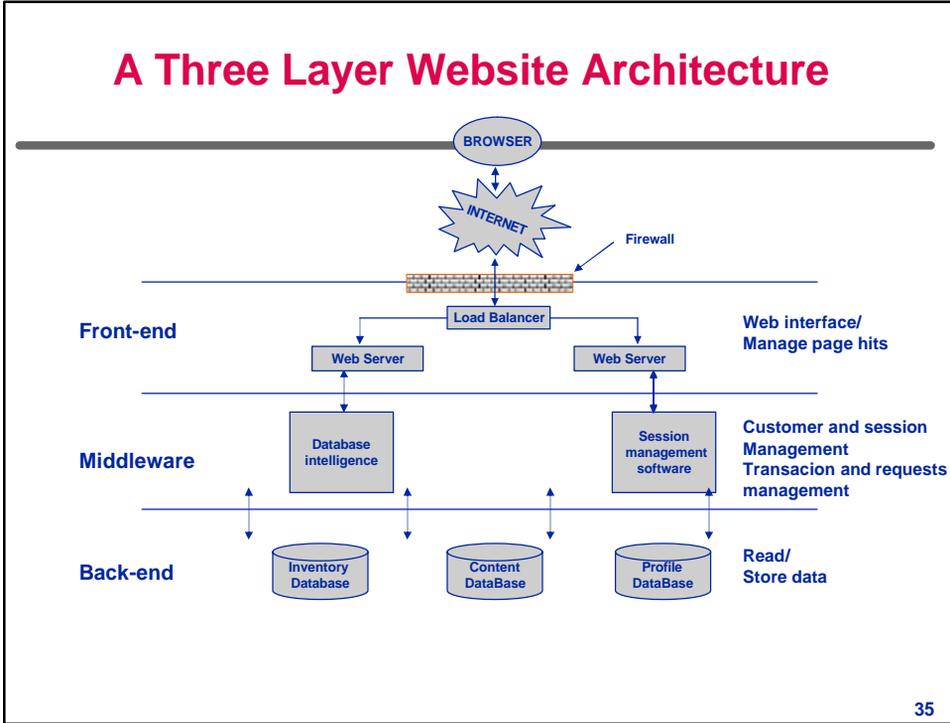
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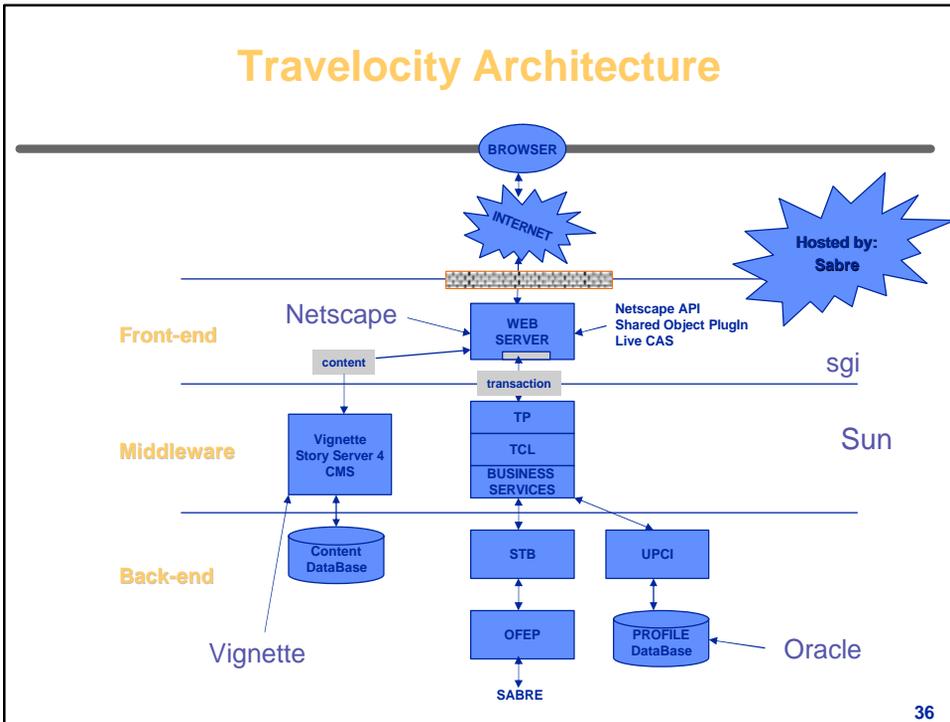
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A Three Layer Website Architecture



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Travelocity Architecture



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