A typical sequence of events:

1. The client requests a connection to www.eScent.com (which points to the primary cluster P).
2. P notifies all secondary clusters about the request via UDP (also possible by TCP, GMS, but not necessary).
3. Secondary clusters ping the client and calculate round-trip latencies, sending them back to P.
4. P chooses between the first several responses and directs the client to one of the secondary clusters.

Advantages:

1. Multicasting client requests through UDP proves to be fast, efficient and with very small overhead (Reliability). Also helps for updating the distributed database (no need to close sites).
2. Framesets ensure that even in case of secondary cluster failure, the client will be connected to another one with minimum losses, like shopping bag information (Availability).

Implementation

- BEA Weblogic 6.0 Beta
- Microsoft SQL Server
- Borland JBuilder 4.0
- Allaire Homesite 4.51
- Macromedia UltraDev 1.0
- Macromedia Flash 5.0
- Adobe Photoshop 5.5
- Xara Webstyle 1.2

Cutting-edge Tools

- W3C DOM 2
  - Web standard!
- Motion-enabled starting page!

State-of-the-art Technology

- Weblogic 6.0 JSP 1.1
  - server-side scripting
- DHTML exploited to full extend!

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