RemoteJFC:
A Graphical User Interface Toolkit Approach to Thin-Client Computing

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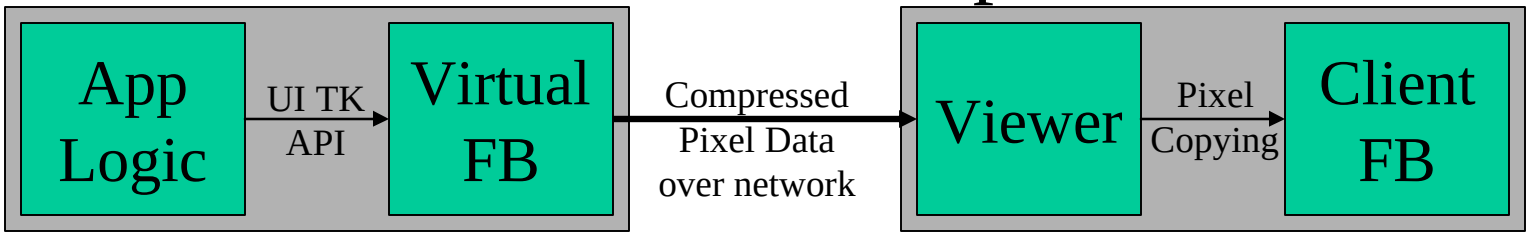
Motivation

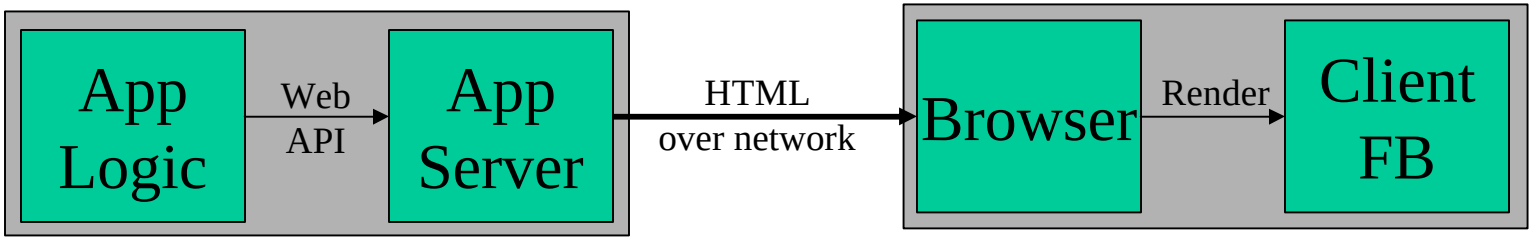
- Multi-device UIs are difficult to implement
- Client side code approaches do not work
  - Distributed memory, deployment difficulties, reliability issues…
- Thin-client systems solve some issues
  - Shared state, rapid prototyping…
- Existing thin-client architectures are ad-hoc

Existing Thin-Client Techniques

- Virtual Frame Buffer Transport



- Web-based Application



Goals

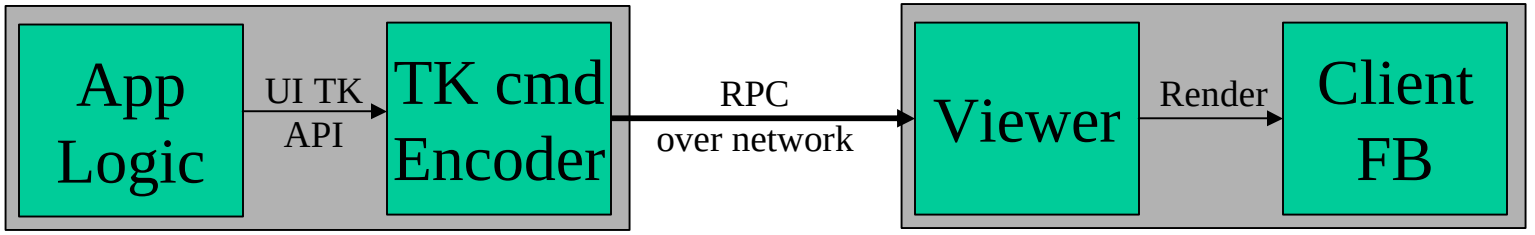
- Performance
  - Low bandwidth
  - Low latency
- Rapid prototyping
  - Shared/single state, no explicit memory synch
  - Standard/familiar API
    - Robust tool support
    - User buy-in

Goals

- Push capability
  - Time critical interaction
  - Consistent information
- Generic “viewer” software
  - No need to update client software when functionality changes

Our Approach

- Most apps are built on a UI toolkit
- Why not have a distributed UI toolkit?



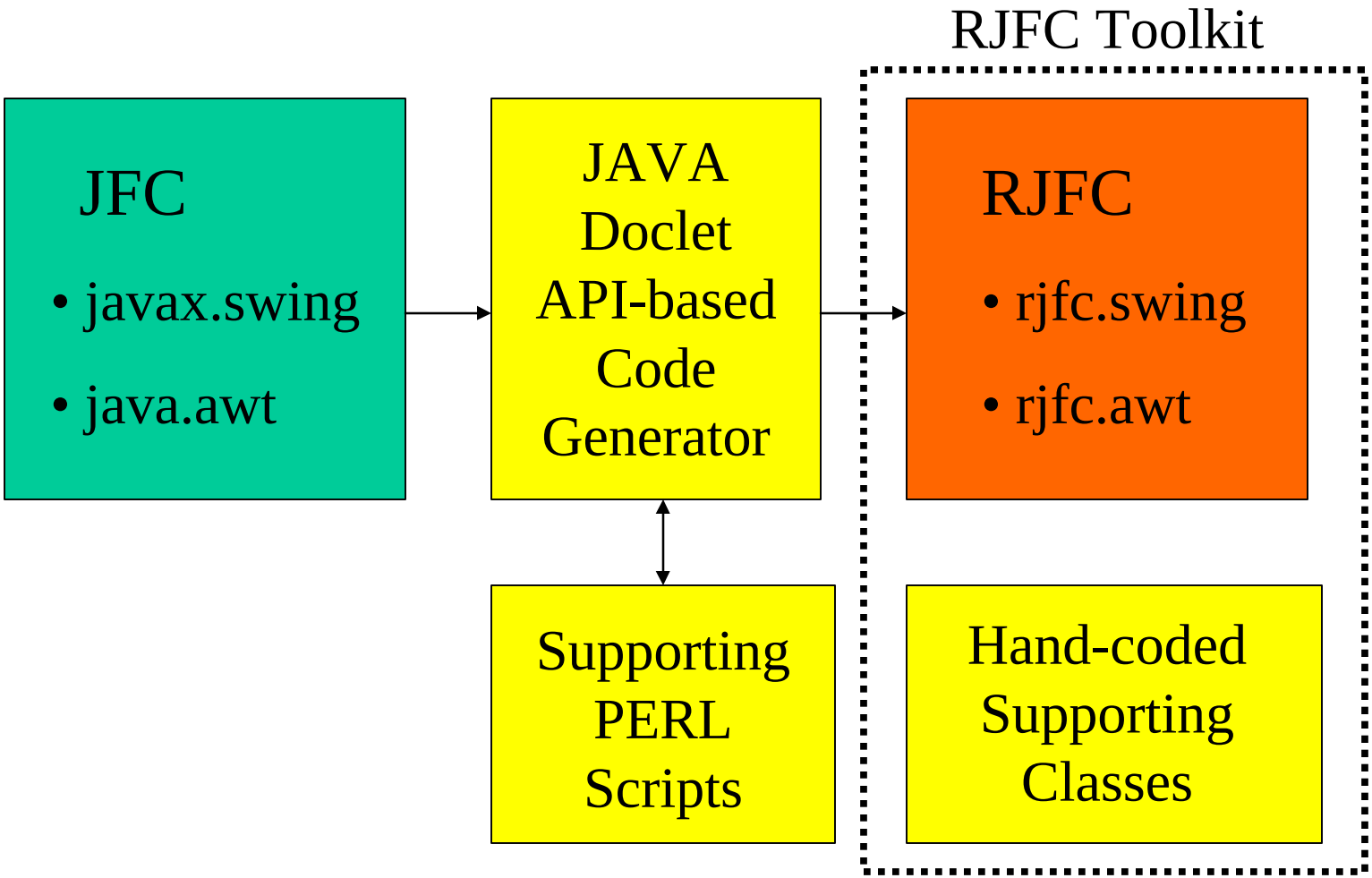
Related Systems

- X-Windows [Scheif86], NeWS [Gosling89]
  - Transport low level drawing commands (e.g. draw line from x to y) across the network
- Repo3D [MacIntyre98], DIV [Hesina99]
  - Distributed 3D graphics systems
  - Shared scenegraph but not thin-client

RemoteJFC Implementation

- Built on the JAVA platform
  - JFC/Swing is the baseline UI toolkit
  - RMI as the network transport mechanism
- System consists of…
  - Server-side library (~1.1M SLOC)
  - Client-side viewer (~2.5K SLOC)

Code Generation



Code Generation

- For each class in the UI toolkit API…
  - Create a equivalent “distributed” class
  - For each method in the original class…
  - Create a method of the same name
    - In the body, call the method in the original API
- Majority of the protocol is implicitly defined by code generator

Support Classes

- RJFCFactory
  - Exposed interface for creating UI components
  - Lives on client, remote reference on server
- Viewer
  - Allow user to choose a server and application
  - Passes remote references of client-side objects to the server
  - Executes “real” UI toolkit code

RJFC API

- Programmer creates class SomeApp
  - extends ChildApplication
  - Must have method **`start`**
- Create the UI in body of **`start`**
  - Retrieve objects from a factory instead of instantiating them directly
  - Frame is passed to ChildApplication at instantiation

RJFC HelloWorld

```
public class HelloWorld extends ChildApplication {
  public void start() {
    try{
      RJFCFactory f = server.getFactory(clientInfo)
      RJFrame display = server.getDisplay(clientInfo);
      RJLabel label = f.getRJLabel("Hello World");
      display.getContentPane().add(label);
      frame.show();
    } catch (RemoteException e) {
    …
    }
}
```


Comparing RJFC and Swing

```
public void start() throws RemoteException {
  RJFCFactory f = server.getFactory(clientInfo);
  RJFrame d = server.getDisplay(clientInfo);
  RJTextArea TA = f.getRJTextArea(20,20);
  TA.addKeyListener(new TAKeyListener());

  RJScrollPane P = f.getRJScrollPane();
  P.setViewportView(TA);

  RJTextField TF = f.getRJTextField();
  TF.setEditable(false);

  RContainer c = d.getContentPane();
  c.setLayout(new BorderLayout());
  c.add(TF, BorderLayout.SOUTH);
  c.add(CreateMenu(), BorderLayout.NORTH);
  c.add(P, BorderLayout.CENTER);
}
```

```
public MyJFrame() {

  JTextArea TA = new JTextArea(20,20);
  TA.addKeyListener(new TAKeyListener());

  JScrollPane P = new JScrollPane();
  P.setViewportView(TA);

  JTextField SB = new TextField();
  SB.setEditable(false);

  Container c = this.getContentPane();
  c.setLayout(new BorderLayout());
  c.add(SB, BorderLayout.SOUTH);
  c.add(CreateMenu(), BorderLayout.NORTH);
  c.add(P, BorderLayout.CENTER);
}
```


Behind the Scenes

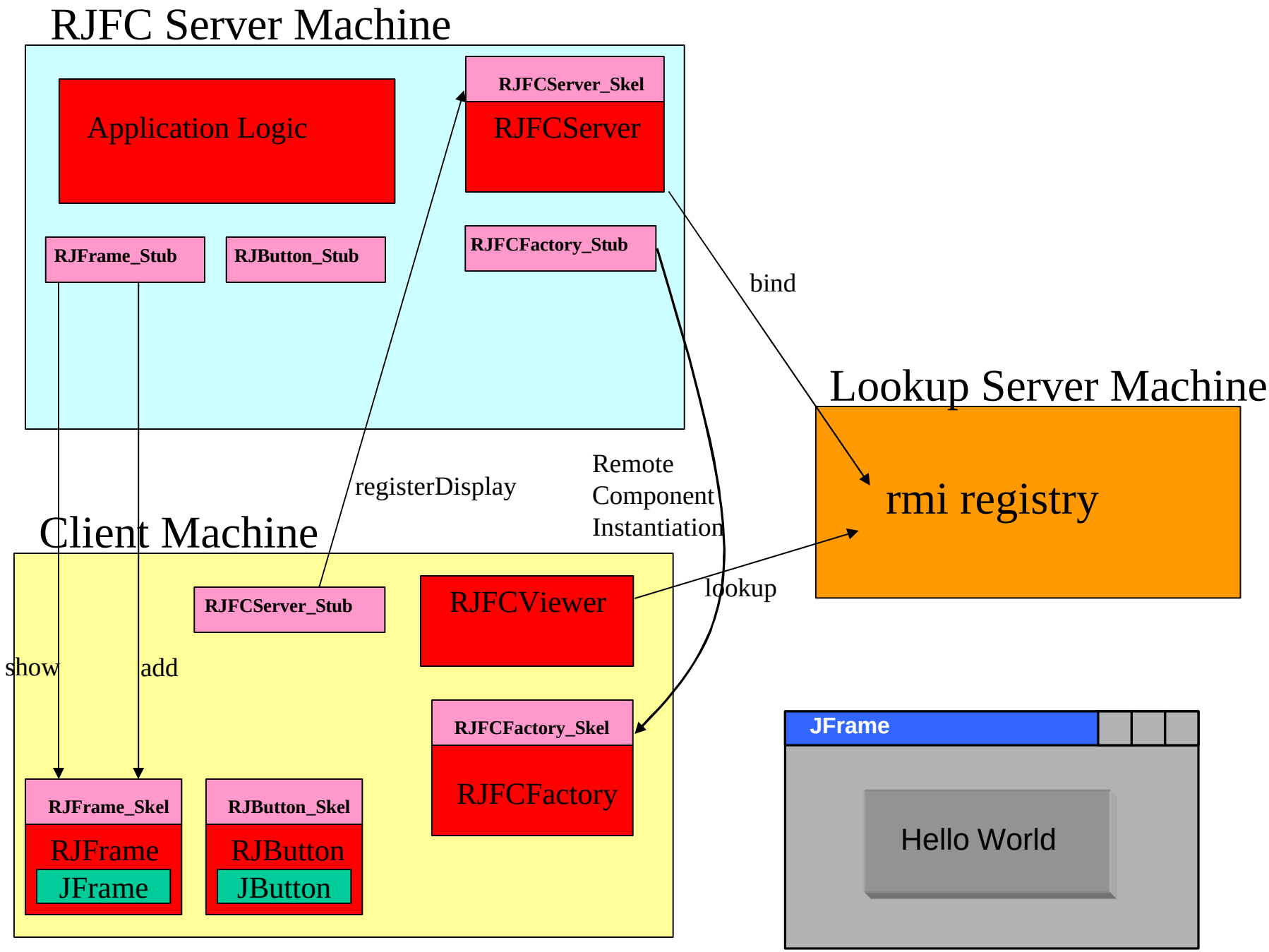
- User launches Viewer, connects to server
- Viewer executes the registerDisplay method
  - Remote references to RJFCFactory and RJFrame are passed to the RJFCServer
  - All operations on RJFrame and RJFCFactory are actually executed on the Viewer
  - Actual JFC components are instantiated by the RJFCFactory in the Viewer's memory space

Where Everybody Lives

- Server-side:
  - All application logic
  - Remote references to…
    - RJFCFactory
    - RJComponents (including RJFrame)
- Viewer (client) -side
  - RJFCFactory and all RJComponents
  - Instances of all user created JFC componets

References to the “Real” UI

- RJComponents cannot contain references to the actual UI toolkit components!
  - RJComponents are constantly passed around
  - Create RJButton, pass RJButton to add() method in content pane of RJFrame
- Viewer-side Hashtable to keep track of RJComponent -> JComponent links


RJFC Server Machine
Application Logic
RJFCServer_Skel
RJFCServer
RJFrame_Stub
RJButton_Stub
RJFCFactory_Stub
bind
Lookup Server Machine
rmi registry
Remote
Component
Instantiation
registerDisplay
Client Machine
RJFCServer_Stub
RJFCViewer
lookup
show
add
RJFCFactory_Skel
RJFCFactory
RJFrame_Skel
RJFrame
JFrame
RJButton_Skel
RJButton
JButton
JFrame
Hello World

Performance - Bandwidth

Event	VNC To Srv	VNC To Client	RDP To Srv	RDP To Client	RJFC To Srv	RJFC To Client
Connect	724613	12553	12261	27343	69181	56623
Log In	0	0	82152	4687	0	0
Open Application	39607	9364	24613	4509	0	0
Idle (1 min, static mouse)	0	0	12660	6200	0	0
Idle (1 min, anim. mouse)	0	0	24810	9217	0	0
Idle (1 min, no mouse)	0	0	6390	2200	0	0
Idle (1 min, full screen)	0	0	1709	2960	0	0
Typing (1 min, 382 chars)	377159	135392	79617	74304	0	0
Cut Paragraph	125969	38786	79618	74304	0	0
Paste Paragraph	91811	29430	1437	1899	658	461
Copy Paragraph	153062	41224	2508	2979	295	460
Find in Paragraph	154306	40750	5157	2312	1390	1965
Save Document	187768	49384	10621	5684	1238	2004
New Document	60940	19498	1360	2123	689	875
Open Document	114686	25120	6590	3144	1423	1396
Resizing from full screen	741322	60056	180576	16185	0	0
Drag 1/4 size window	697433	64530	134016	212275	0	0
Drag mouse across screen	308324	99300	1471	3726	0	0
Tear down	9618	3006	1779	2097	1667	2210

Performance - Latency

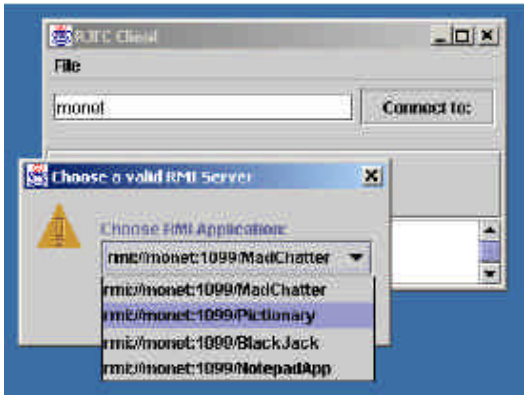
- Excellent performance once connected
- Startup latency is relatively high
  - Viewer calls registerDisplay() on RJFCServer
  - RJFCServer repeatedly calls methods on RJFCFactory (which resides on Viewer)
- Solutions:
  - “bank” / “bundle” calls to RJFCFactory
    - More difficult than it’s worth due to JAVA language
  - Pipeline calls to RJFCFactory with threads
    - This is currently implemented in the latest RJFC

Additional Features

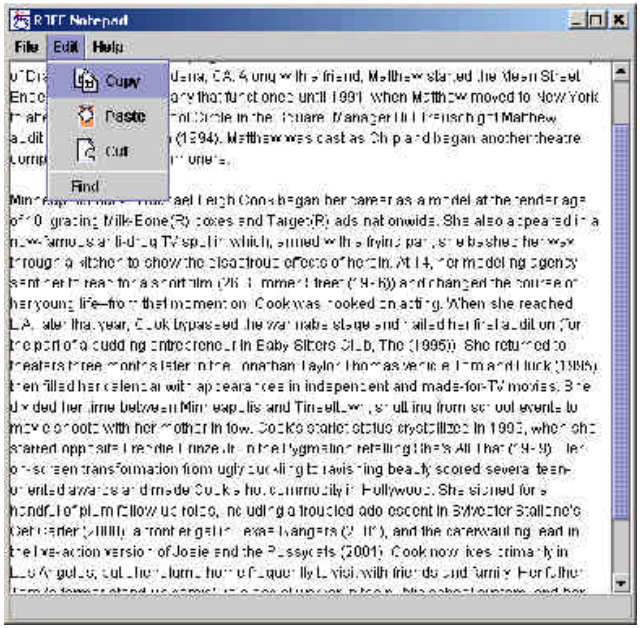
- Optional shared application footprint between multiple clients
  - Well-formed API for client connect/disconnect
  - Provides shared memory facilities
  - Enables community oriented shared applications (e.g. “chat” and “auction”)

Screen Shots

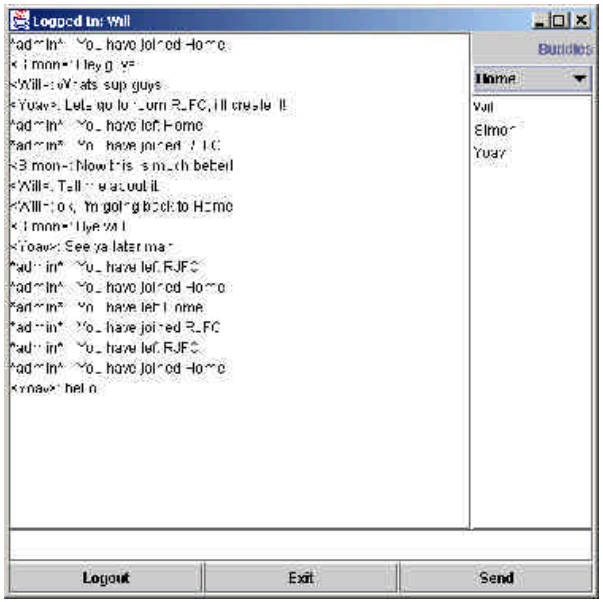
RJFC Viewer



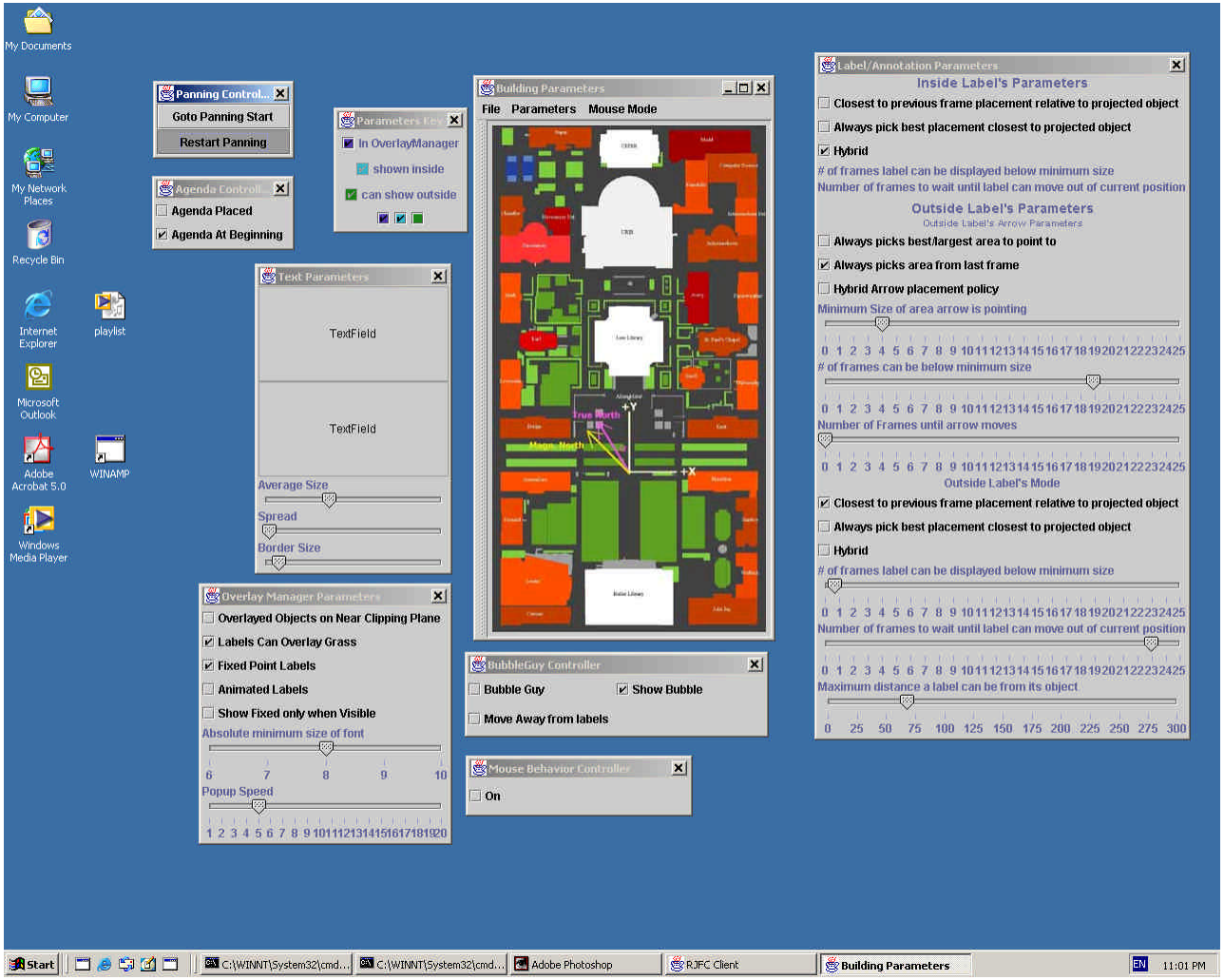
RJFC Notepad



RJFC Chat



RJFC In Action



RJFC implementation of 3D AR view management control system [Bell, UIST01]

Conclusions

- Distributed UI research is under-utilized
- Most web-based applications would benefit from this using approach!

Possible Future Directions

- RJFC compiler
  - Automatically generate RJFC from JFC code
- Viewer side caching of objects
  - Allow the viewer to dynamically “download” objects that have executable code in them
  - Draw on JIT and other compiler techniques
  - Violates thin-client principles to some extent
- Framework for analyzing the IBC of UIs

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  - They did all of the “real” work
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Website

- For downloads and more information:
  - http://rjfc.cs.columbia.edu