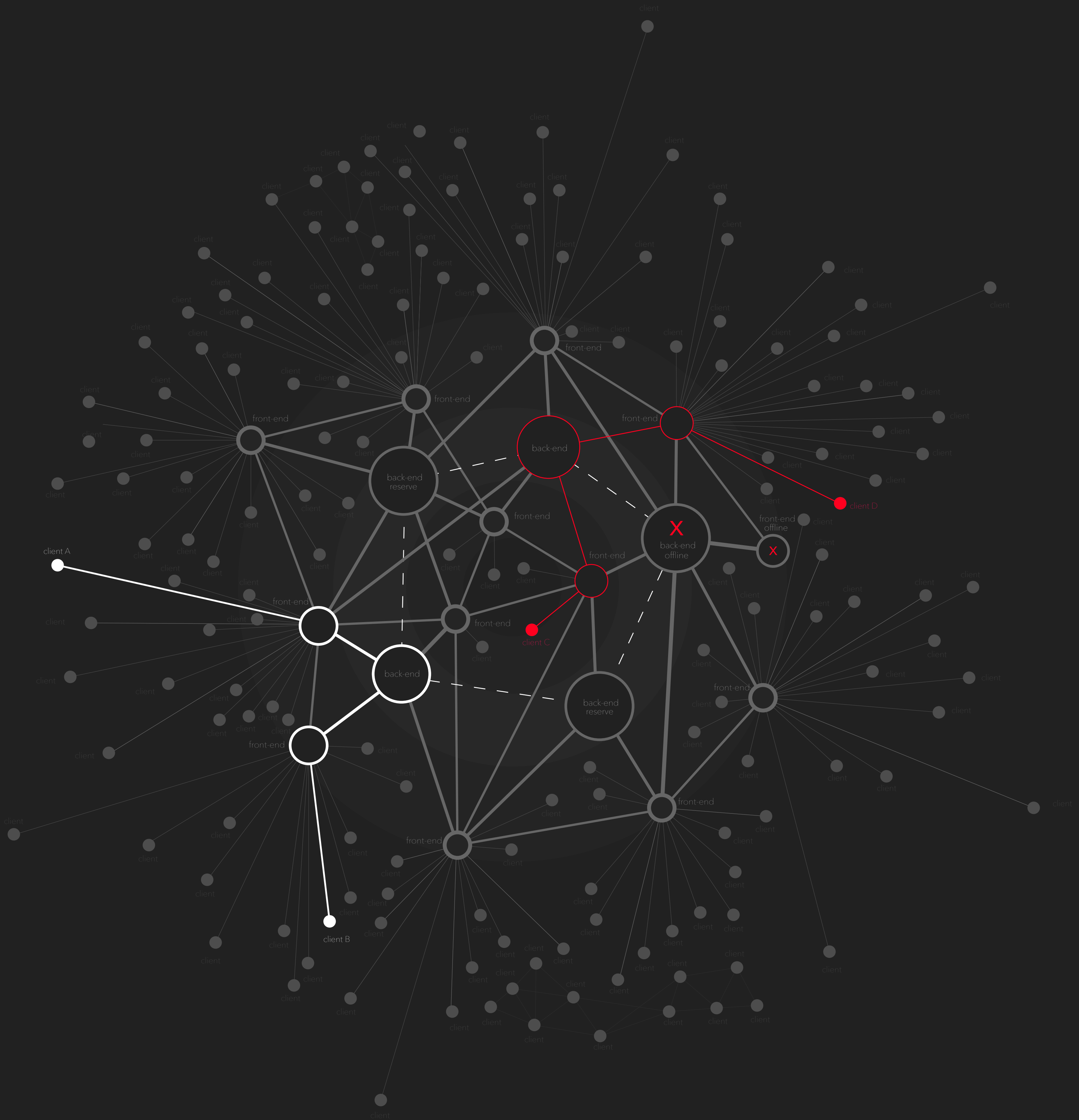


Yllo architecture.



Network concept.



All Yllo tools are based on cluster architecture, which is constantly developing network of Nodes and Supernodes.

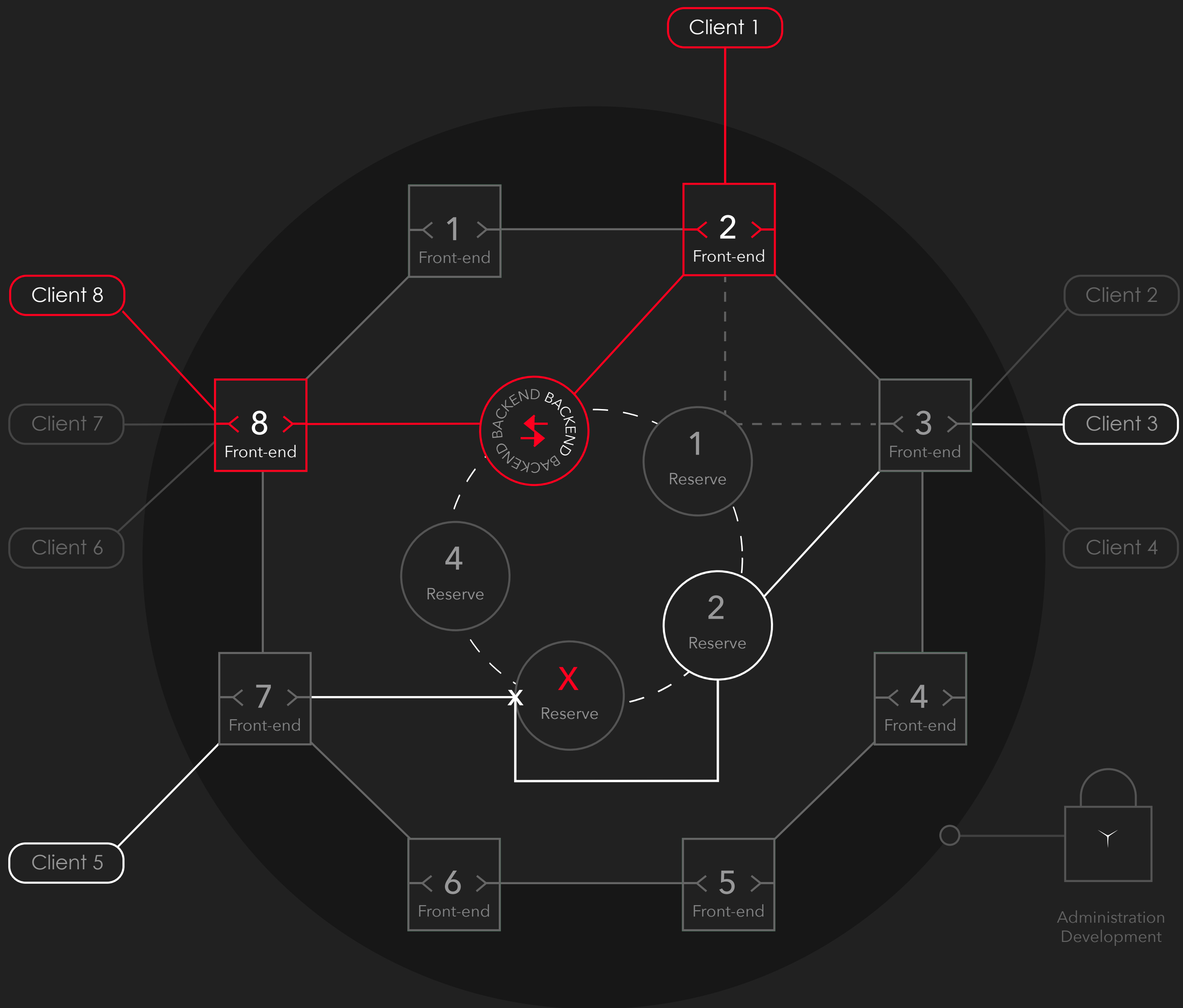
This is the first step towards the decentralization and stability of the system.



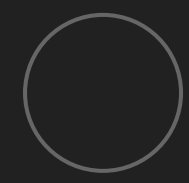
View
Yllo Presentation

Yllo cluster diagram.

-  Current information transfer path Client 1 - Client 8.
-  Information transfer path Client 3 - Client 5.
If the Back-end (Reserve 3) fails, the Front-end connects to another Reserve (via backup links), which takes over the active Back-end functions (Reserve 2).



Backup links for linking Front-end with potential Back-end.
If the Back-end is disabled, then any Reserve takes over the Back-end functions and the transfer of information from the Front-end is carried out through it.



Servers, open to clients (Nodes).
The Front-end circle is a kind containment for Back-end and Reserve. Front-end does not transmit information directly to another Front-end.



Closed servers, their IP are unknown to clients (SuperNode).
Reserves are mirrors for Back-end. In case of a Back-end fall, any Reserve is ready to take over its functions.



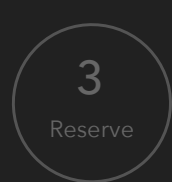
Server, open to clients.

Front-end transmits information only to active Back-end. Information reaches one Front-end, and comes from another.



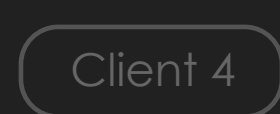
Active Back-end.

Back-end is a conductor of information between two Front-ends. Information is transferred only through the active Back-end.



Backup servers.

All Reserves have backup links with Front-end, which become active when the Reserve is switched to Back-end mode.



Network client.

A client can be any user device: laptop, smartphone, computer.

