

Processes

Overview

- ▶ Threads vs Processes
- ▶ Clients
- ▶ Servers
- ▶ Virtualization
- ▶ Code Migration

Threads versus Processes

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- ▶ **Light-Weight Processes (LWP):** Hybrid model. Multiple LWP/threads run inside a single (heavy-weight) process. In addition, the system offers a user-level threads package.

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- ▶ Characteristics of server implementations.

Model	Characteristics
Single-threaded	No parallelism, blocking system calls
Multi-threaded	Parallelism, blocking system calls
Finite state machine	Parallelism, nonblocking system calls

- ▶ See example `LargerHttpd.java` in folder `sockets` in package `tcp.largerhttpd`.

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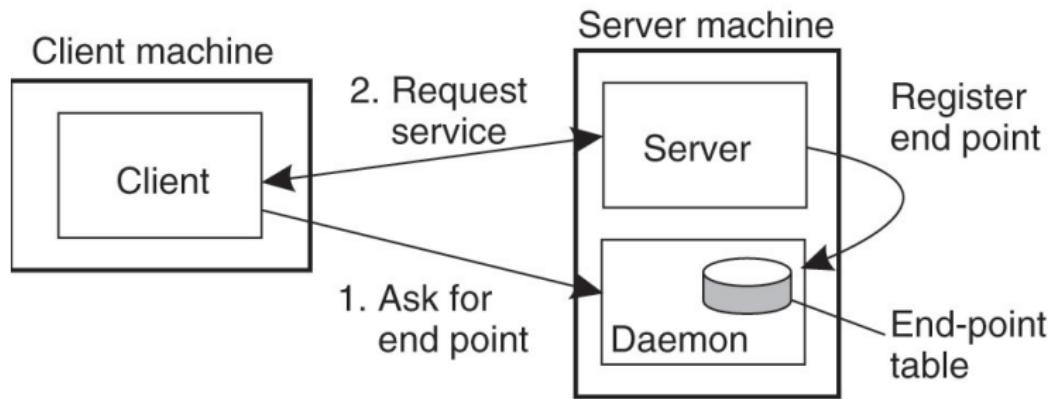
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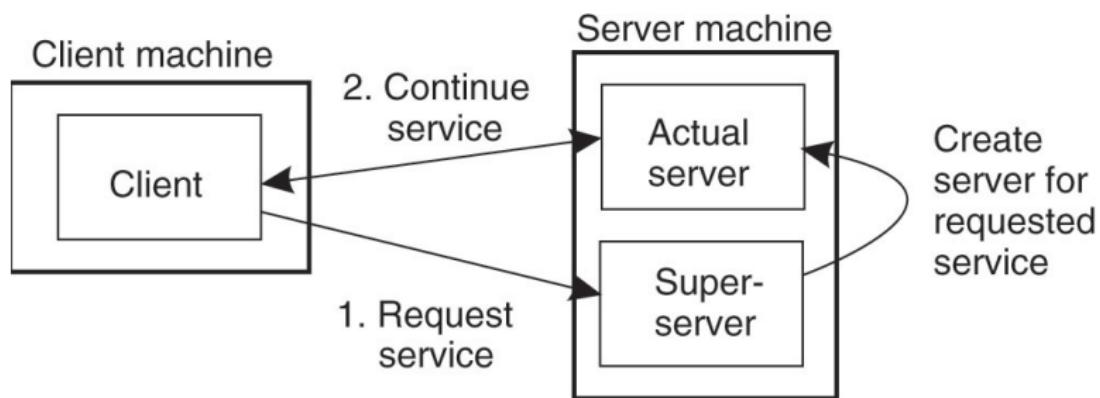
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 - ▶ Using a **superserver** that selects on multiple ports and forks off the appropriate server when a request comes in.

Directory/Registry Server Setup



SuperServer Setup



xinetd is an example of a superserver

Design Issues for Servers (3)

- ▶ **Stateless** server: A stateless server does not remember anything from one request to another. For example, a HTTP server is stateless. **Cookies** can be used to transmit information specific to a client with a stateless server. Easy to recover from a crash.

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- ▶ **Soft State** servers: The server promises to maintain state on behalf of the client, but only for a limited time.

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 - ▶ Server listens to separate endpoint, which has higher priority, while also listening to the normal endpoint (with lower priority).
 - ▶ Send urgent data on the same connection. Can be done with TCP, where the server gets a signal (**SIGURG**) on receiving urgent data.

In-class Exercises

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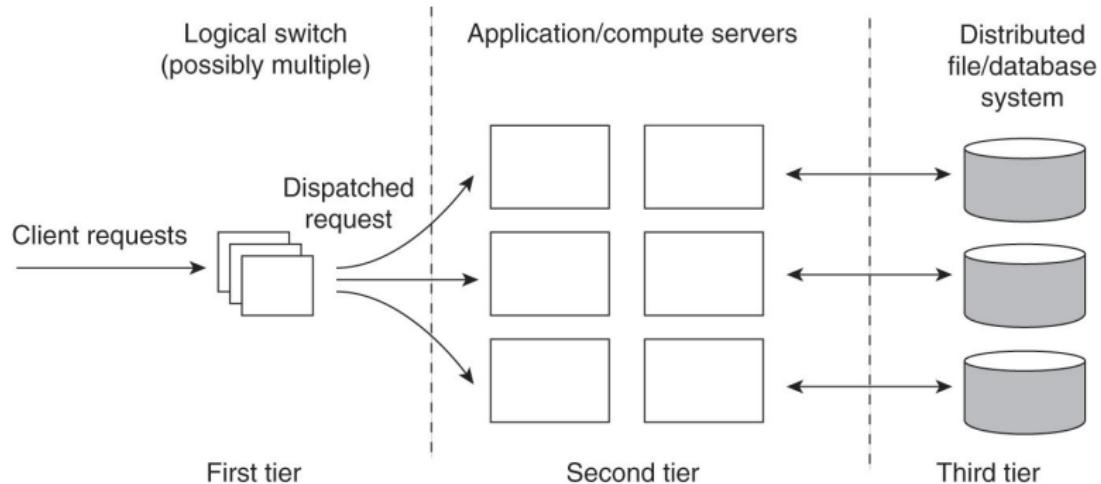
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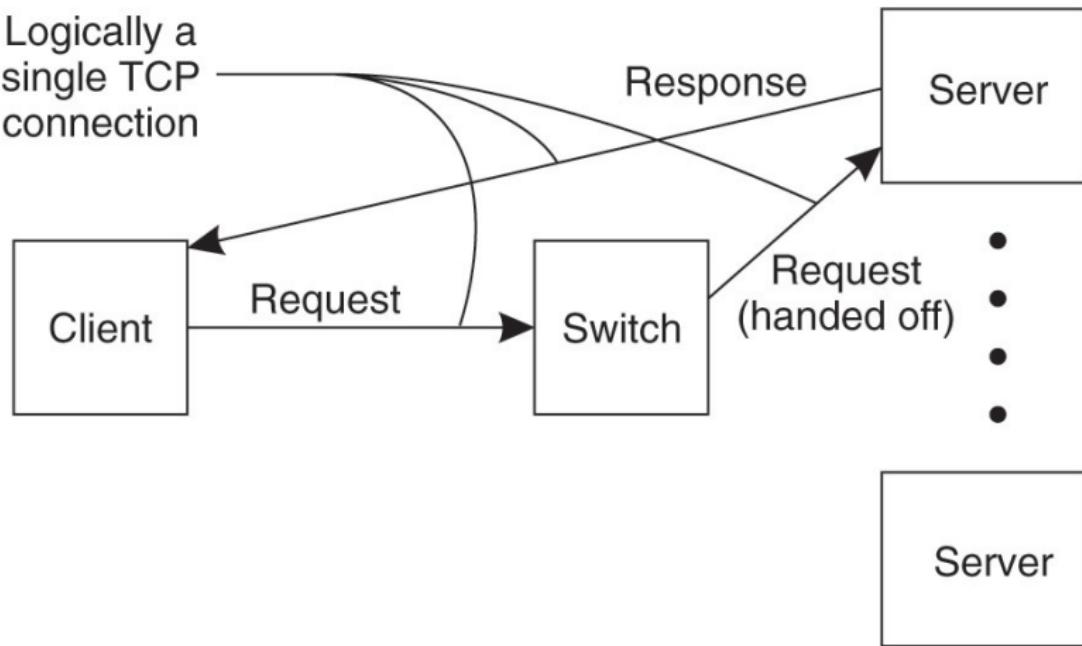
- ▶ Sketch the design of a multithreaded server that supports multiple protocols using sockets as its transport-level interface to the underlying operating system.
- ▶ Is a server that maintains a TCP/IP connection to a client stateful or stateless?
- ▶ Imagine a web server that maintains a table in which client IP addresses are mapped to the most recently accessed web pages. When a client connects to the webserver, the server looks up the client in its table, and if found, returns the registered page. Is the server stateful or stateless?

Server Clusters (1)



Design of a Three-tiered Server Cluster

Server Clusters (2)



TCP Handoff (uses IP forwarding and IP spoofing)

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- ▶ Single point of access can be made better using DNS to map one hostname to several servers. But the client still has to try multiple servers in case some are down.

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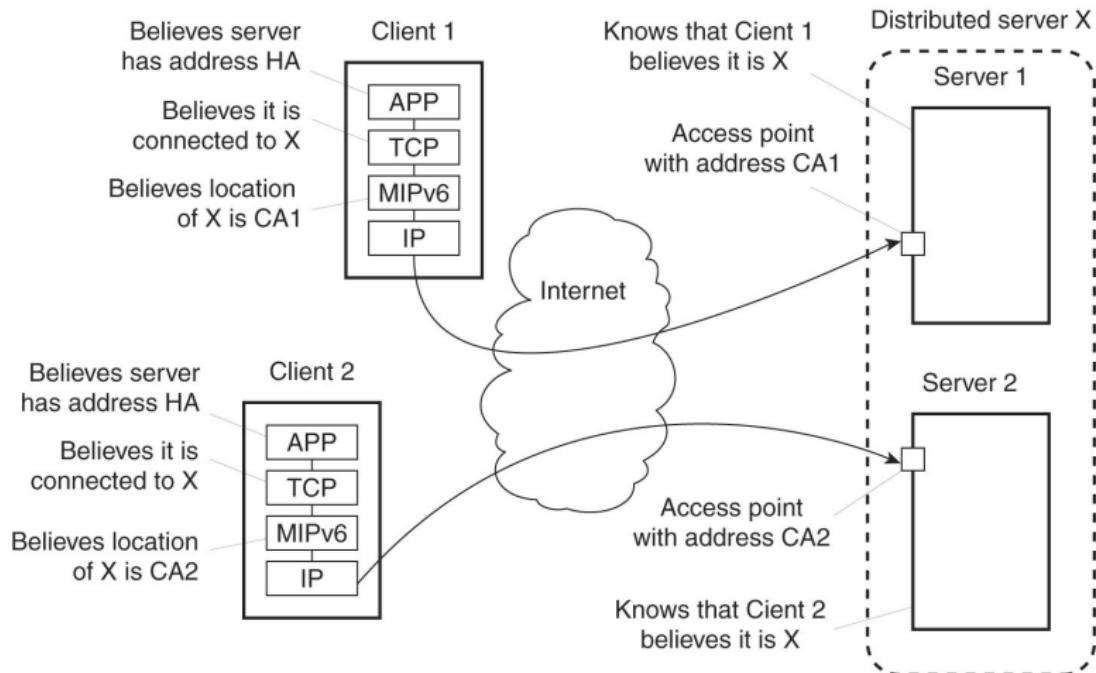
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 - ▶ **route optimization** from MIPv6 is used to make different clients believe they are communicating with a single server where, in fact, each is communicating with a different member node of the distributed server

Route Optimization in Distributed Servers

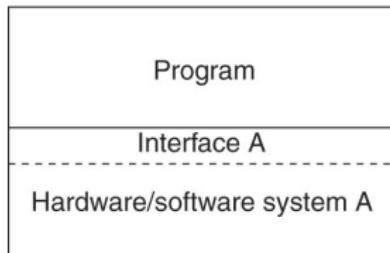


Virtualization (1)

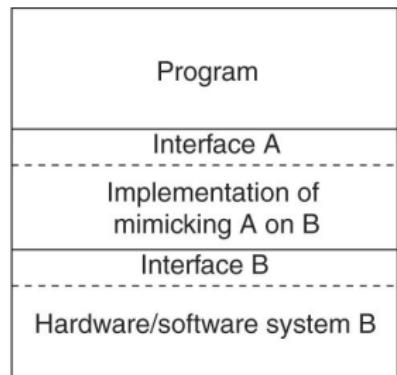
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- ▶ The main driver behind the growth in **cloud computing** and **utility computing**.

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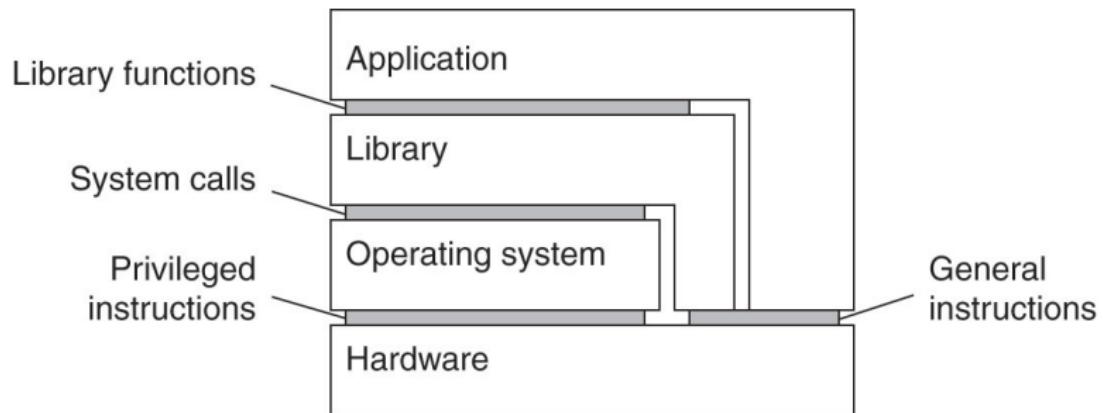
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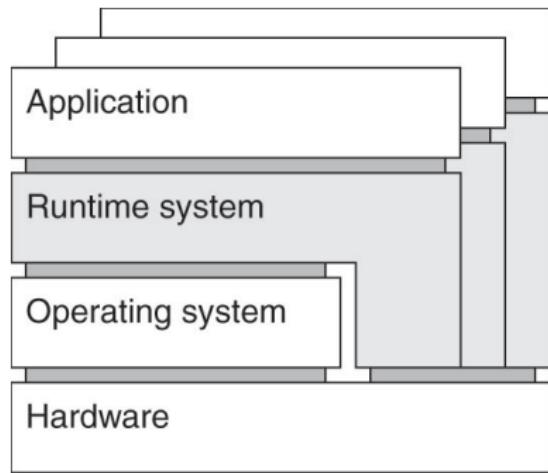
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- ▶ An interface consisting of library calls generally forming what is known as an application programming interface (API). In many cases, the aforementioned system calls are hidden by an API.

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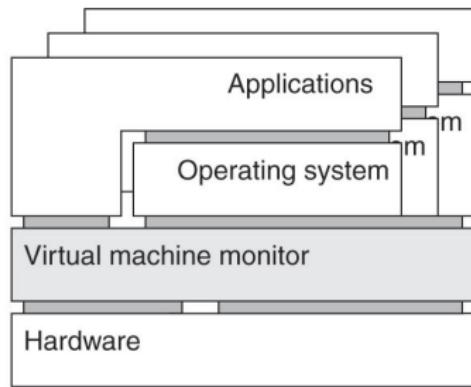


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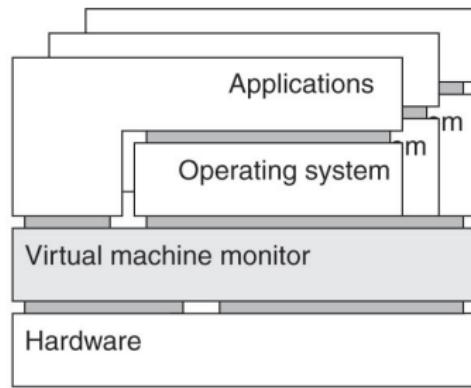


- ▶ **Process Virtual Machine:** An abstract instruction set that is to be used for executing applications. For example: Java Virtual Machine.

Architectures for Virtual Machines (4)

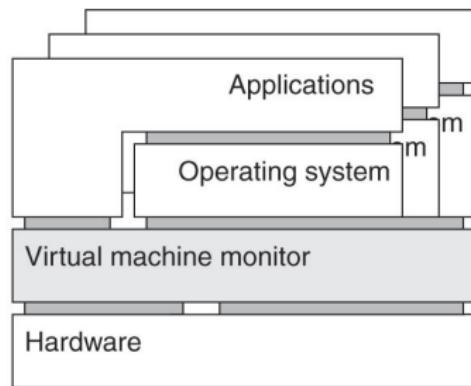


Architectures for Virtual Machines (4)



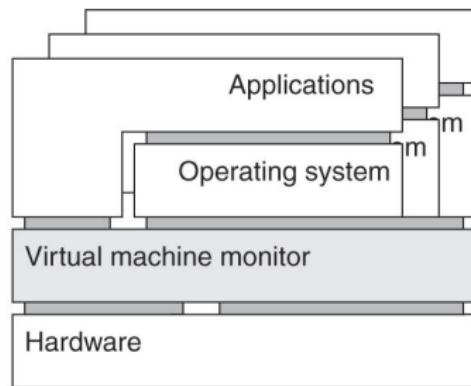
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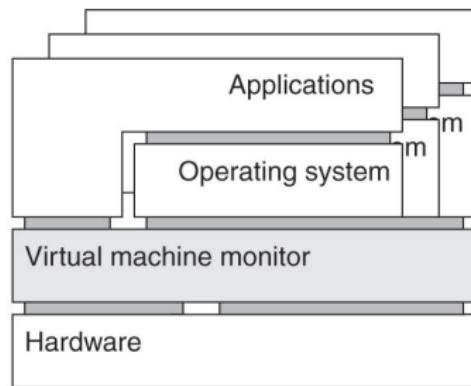
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- ▶ **Microkernel Examples:** Hyper-V, VMWare ESX/ESXi, Xen, z/VM.

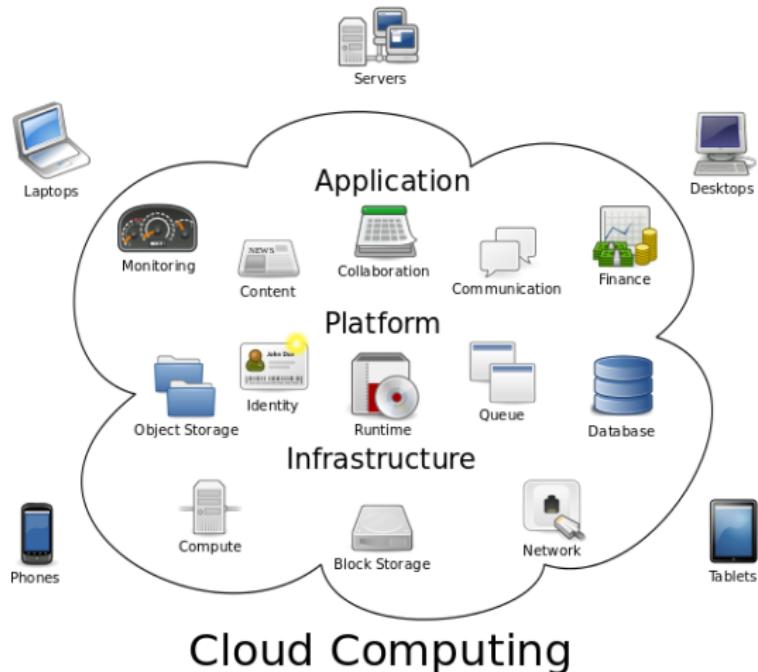
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- ▶ **Sandbox** (Application-level). Examples: Citrix XenApp, ZeroVM.

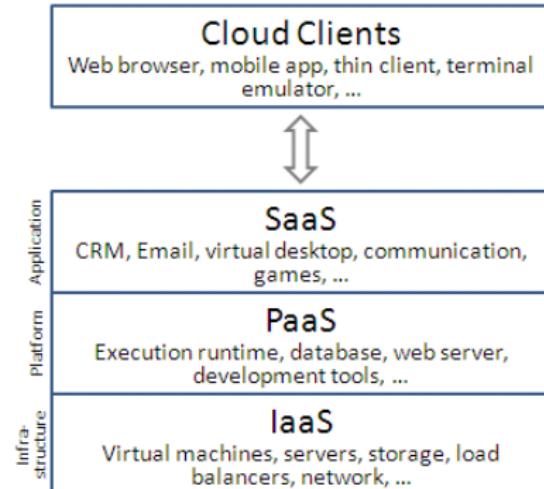
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- ▶ **Sandbox** (Application-level). Examples: Citrix XenApp, ZeroVM.
- ▶ **Containers** (Environment-level). Examples: *cgroups*-based Docker and LXC (Linux Containers). Lighter weight compared to Virtual Machine Monitors.

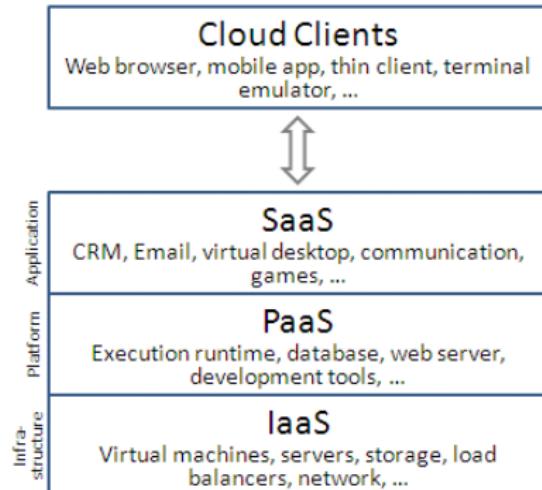
Cloud Computing



Cloud Computing Layers

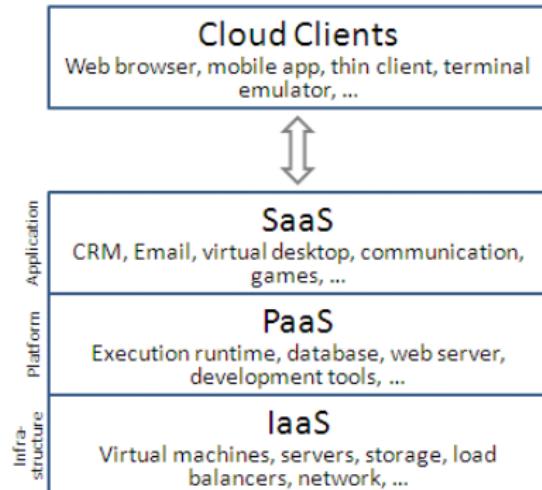


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PaaS: Google App Engine, Microsoft Azure

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- ▶ *Flexibility to dynamically configure distributed systems*. E.g. a server can provide interface code to a client dynamically. This does require that the protocol for downloading and initializing the code is standardized. Allows the interface to be changed as often as desired without having to rebuild applications or servers.

Code Migration Models (1)

Recall that a process consists of three segments: *code segment*, *resource segment*, *execution segment*.

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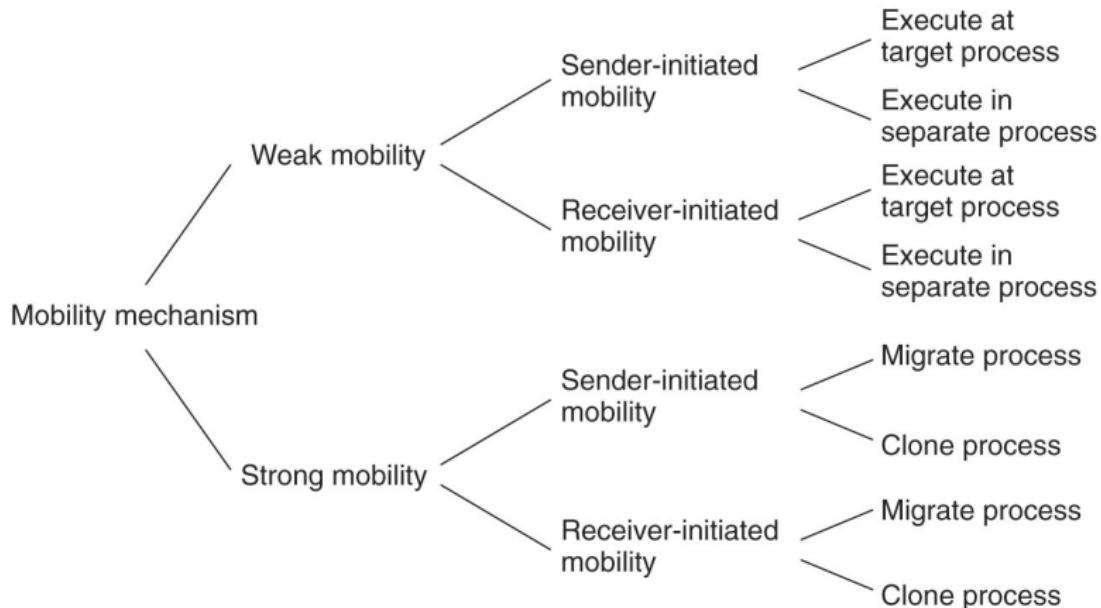
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- ▶ **Sender-initiated versus receiver-initiated:** Uploading code to a server versus downloading code from a server by a client.

Code Migration Models (2)



Process to Resource Binding

Three ways to handle migration (which can be combined)

- ▶ **Binding by identifier:** A process requires precisely the referenced resource. For example using a URL for a web site or a FTP server.
- ▶ **Binding by value:** The process can continue to execute if it gets the same value from another resource. E.g. A standard library.
- ▶ **Binding by type:** The process only needs a resource of specific type. E.g. a printer.

Resource to Machine Binding

Three ways to handle migration (which can be combined)

- ▶ **Unattached resources:** can be easily moved between machines.
E.g. Data files.
- ▶ **Fastened resource:** Can only be moved at a high cost. E.g. a local database, a web site.
- ▶ **Fixed resource:** Intimately bound to a specific machine and environment and cannot be moved. E.g. Local devices, local communication end point (a socket bound to an address and port).

Migration and Local Resources

Resource-to-machine binding				
Process-to-resource binding		Unattached	Fastened	Fixed
By identifier		MV (or GR)	GR (or MV)	GR
By value		CP (or MV,GR)	GR (or CP)	GR
By type		RB (or MV,CP)	RB (or GR,CP)	RB (or GR)

GR Establish a global systemwide reference
MV Move the resource
CP Copy the value of the resource
RB Rebind process to locally-available resource

Exercises

- ▶ Consider a process P that requires access to file F , which is locally available on the machine that P is currently running on. When P moves to another machine, it still requires access to F . If the file-to-machine binding is fixed, how could the systemwide reference to F be implemented.
- ▶ Is your chat server implementation *stateless* or *stateful*? Discuss.
- ▶ Is your filesync server implementation *stateless* or *stateful*? Discuss.
- ▶ Read the Wikipedia article on [cloud computing](#).
- ▶ Read the Wikipedia article on [proxy server](#).