

# Distributed Systems I

## *Software Architecture*

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There are only two hard problems  
in distributed systems:

2. Exactly-once delivery
1. Guaranteed order of messages
2. Exactly-once delivery

Lecture Goal: Balance a healthy love-hate relationship with dis-  
tributed systems

*Going forward*

Investigating architectures that are *distributed*.

*Distributed Systems Series*

Distributed I *Reliability* and *scalability* of  
*stateless* systems.

Distributed II *Complexities* of *stateful*  
systems.

Distributed III *Hard problems* in distributed  
systems.

*What are the benefits?*

- Improved *reliability*.
- Improved *scalability*.  
Some systems are inherently distributed.
- Improved *latency*.

*What are the drawbacks?*

- Increased *complexity*.
- Increased *attack vector*.
- Increased *latency*.
- Introduce *consistency* problems.

We'll look at a few reasons that distributed systems are *fundamentally* quite challenging

## *§ Fallacies*

*A few reasons for complexity*

## The Fallacies of *Distributed Computing*.

Sun Microsystems in 1994, primarily accredited to Peter Deutsch  
(doy-ch)

*Fallacy #1*

The network is reliable.







Solve it by resending it

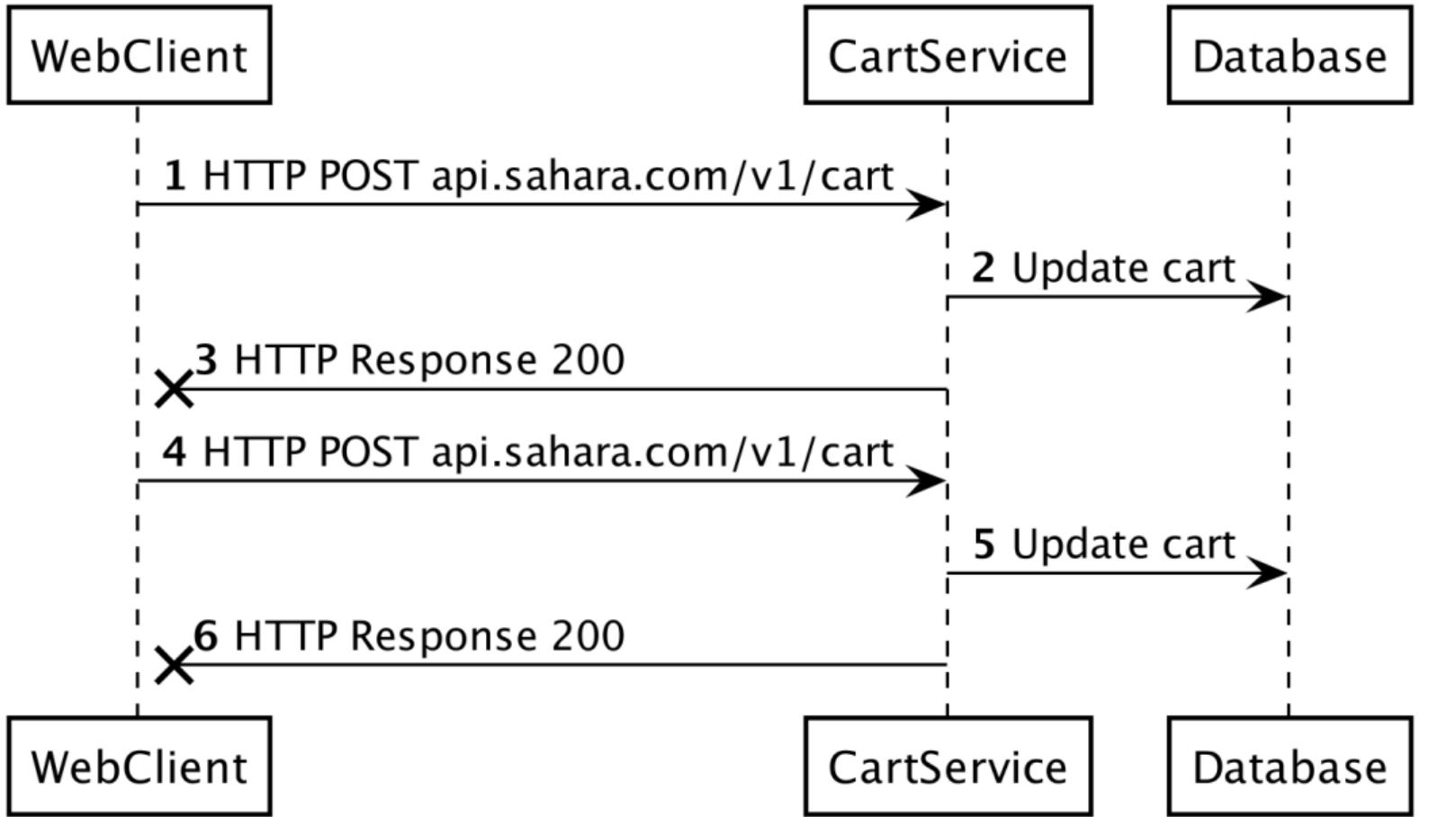


If the service goes down and all clients are re-trying, the service is in for a shock when it comes back, we solve this with *exponential backoff*

## Exponential backoff

```
1  retry = True
2  do:
3      status = service.request()
4
5      if status != SUCCESS:
6          wait(2 ** retries)
7      else:
8          retry = False
9  while (retry and retries < MAX_RETRIES)
```





Causes duplicate actions, problem for ordering/payments



Use tokens to prevent duplicates.

*Fallacy #2*

Latency is zero.

*Network Statistics*

Home to UQ

Home to us-east-1

EC2 to EC2

*Network Statistics*

Home to UQ 20.025ms

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EC2 to EC2 0.662ms

Be mindful when designing distributed systems. Network call much slower then local call.

*Fallacy #3*

Bandwidth is infinite.

Similar to previous fallacy, be mindful, distributed calls clog up network.

*Definition 1.* Stamp Coupling

Components which share a composite data structure.

*Fallacy #4*

The network is secure.



Authentication only occurs when entering Sahara data centre



Bad actor gets access via one insecure node, network is compromised. Practice defence in depth.

*Fallacy #5*

The topology never changes.

Topology changes all the time, cloud has just made this easier.  
Don't rely on static IPs. Don't assume consistent latency.

*Fallacy #6*

There is only one administrator.

Things spontaneously break. Who can help you?

*Fallacy #7*

Transport cost is zero.

*Remember*

Distributed systems are *hard*.

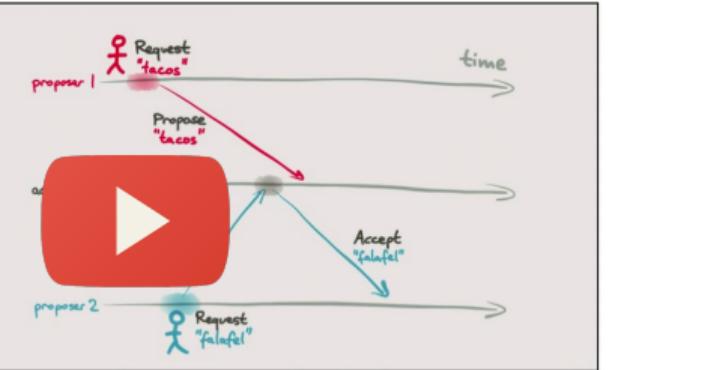
The choice to use them should be *well considered*.

Can often introduce more problems than they solve

*When you need to, maybe prove it?*



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*Or, more realistically,*

Use existing algorithms and software.

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*stateless* systems.

Distributed II Complexities of stateful systems.

Distributed III Hard problems in distributed  
systems.

### *Stateless vs. Stateful Systems*

Stateless Does *not* utilize *persistent data*.

Stateful Does utilize *persistent data*.

*Question*

What makes software *reliable*?

*Definition 2.* Reliable Software

Continues to work, even when things go wrong.

*Definition 3.* Fault

Something goes wrong.

Death, taxes, and computer system failure are all inevitable to some degree.

*Plan for the event.*

- Howard and LeBlanc

*Reliable software is*

Fault *tolerant*.

John von Neumann built fault tolerant hardware in the 1950s.

*Problem*

Individual computers fail *all the time*

10-50 years hard-drive lifetime. 10,000 disks will fail daily. Google last had 2.5 million servers.

*Solution*

Spread the risk of faults over *multiple computers*, or, *nodes*.

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If you have software that works with *just one* computer,  
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Adding *100* computers reduces the cuts the risk by *100*.



- Why is this software somewhat reliable?
- Any individual service can go down and the rest still work.
- Can we do better?
- Can a service go down but have that service still work?

*Question*

Who has used *auto-scaling*?

## *Auto-scaling terminology*

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**Scaling Policy** How to determine the desired capacity.

**Minimum/Maximum Capacity** *Hard limits* on the minimal and maximum amount of instances.

*What we really want*

Desired Capacity Amount of *healthy* instances  
we want to have in an auto-scaling group.

### *Health check*

Mechanism to determine whether an instance is *healthy*.

## *Auto-scaling*

An example



Product service keeps going down



We might expect product service to have a much higher load than other services

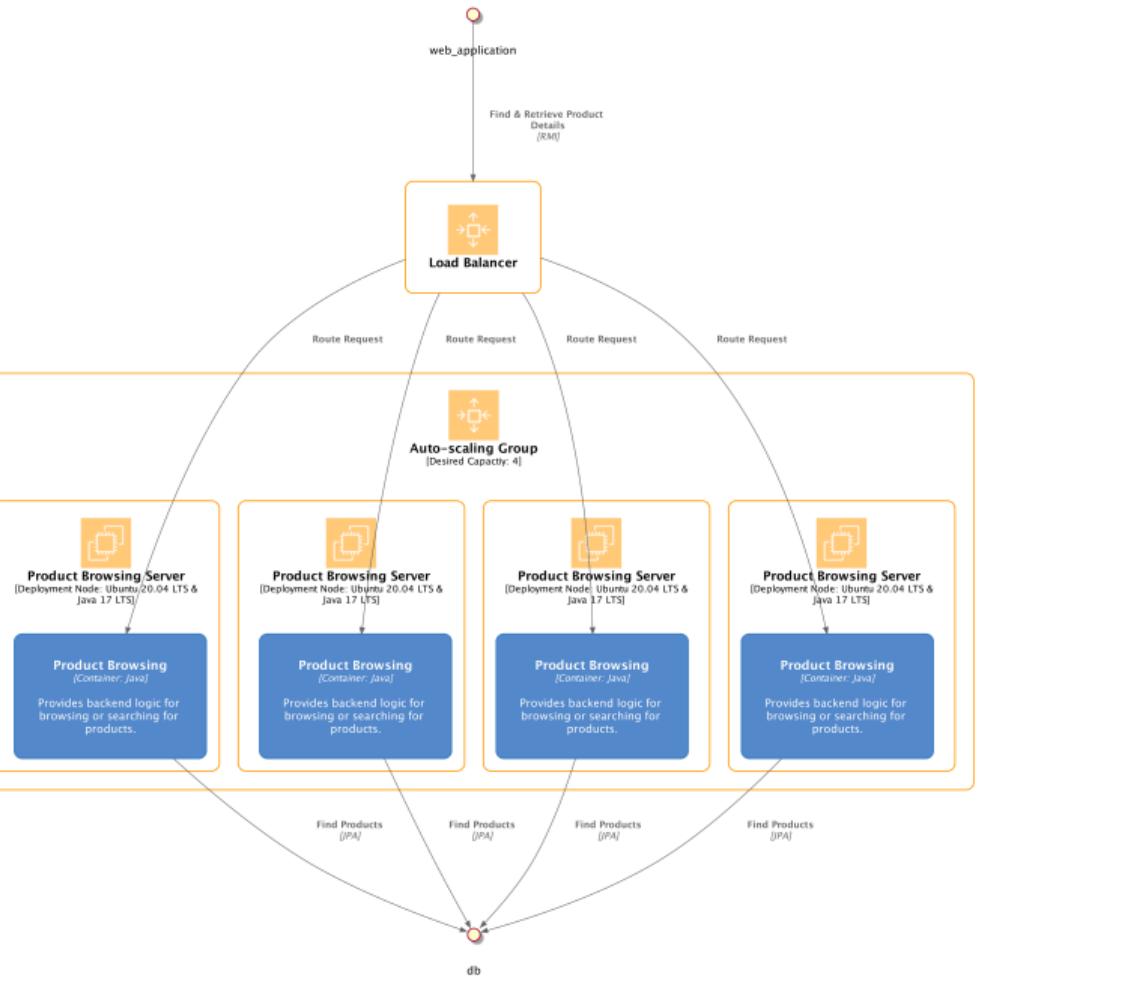




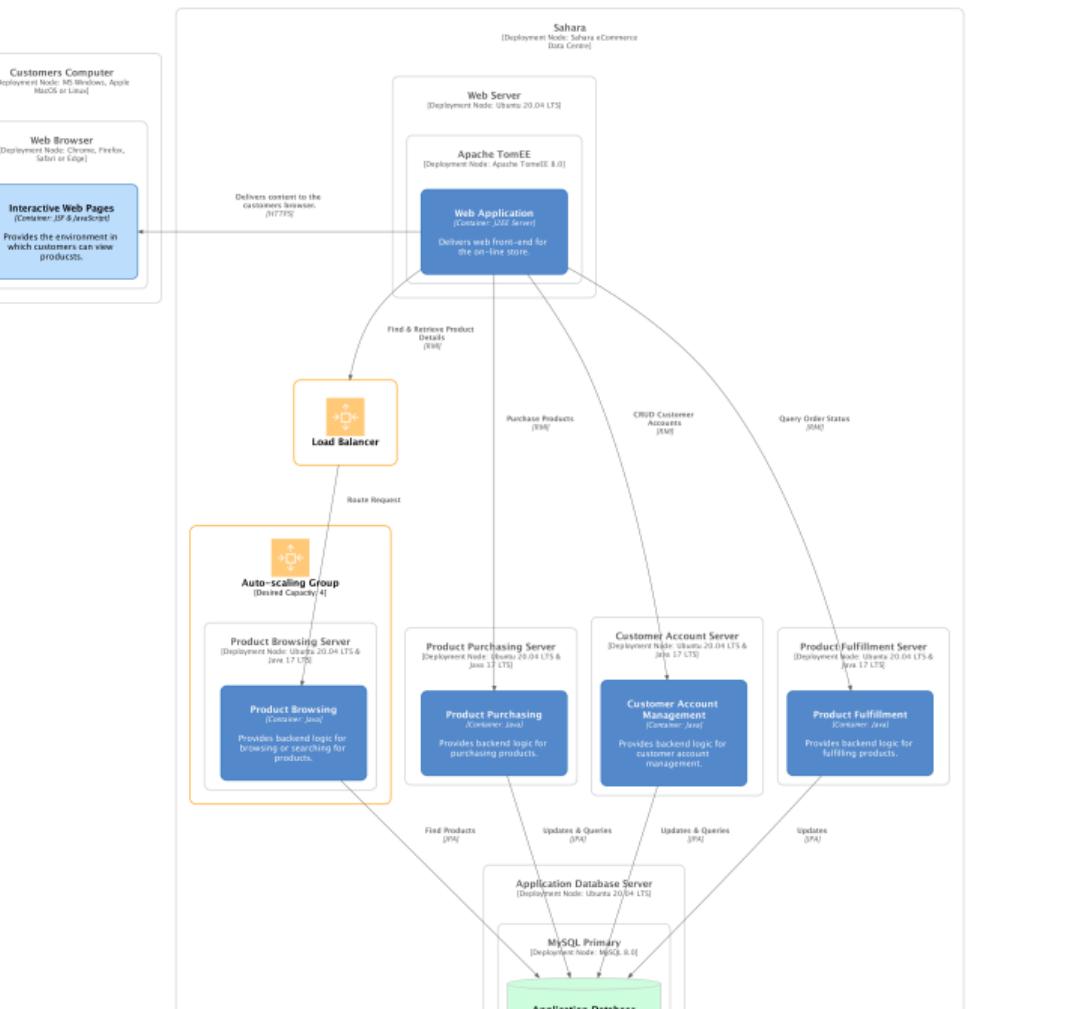
Use an auto-scaling group to replicate the service



What's the problem?



Traffic was all sent through the one instance, load balancer routes to all



## In Summary

Simplicity

Reliability

Scalability

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Reliability Traffic is spread to various services, still *partially operational* if one goes down. Auto-scaling allows for *basic replication*.

Scalability

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Simplicity *Minimal network communication* (compared to other distributed systems), less impacted by fallacies.

Reliability Traffic is spread to various services, still *partially operational* if one goes down. Auto-scaling allows for *basic replication*.

Scalability Auto-scaling and load balancing allows *individual services to scale*. However, the *database is a bottle-neck*.

*database is a bottle-neck* is foreshadowing