

RPC transparency

One goal of RPC is to be as transparent as possible

- ➡ Make remote procedure calls look like local procedure call although binding can break transparency

What else?

- Failures – remote nodes/networks can fail in more ways than with local procedure calls
- Performance – remote communication is inherently slower than local communication

RPC failure semantic - at-least-once

What does a failure look like to the client RPC library?

- Client never sees a response from the server
- Client does not know whether the server processed the request

Simplest scheme - **at-least-once behavior**

- RPC library waits for response for time T , if none arrives, re-send the request
- Possibly repeat this a few times
- If still no response then return an error to the application