

CHORD-BASED USER SERVICE

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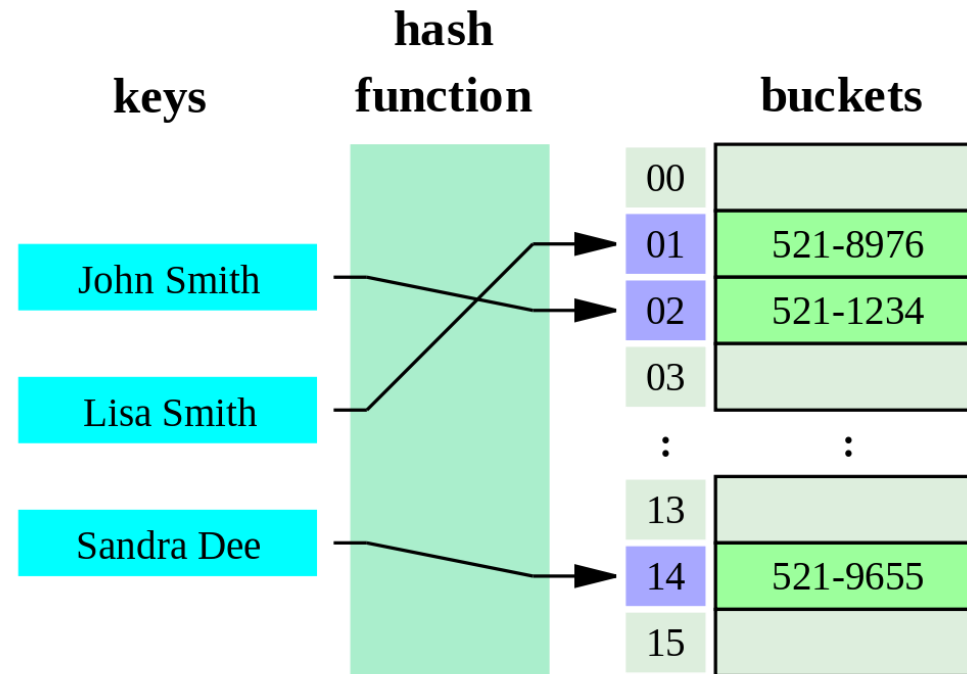
NAIM MERHEB

CSCI 6421 DISTRIBUTED SYSTEMS

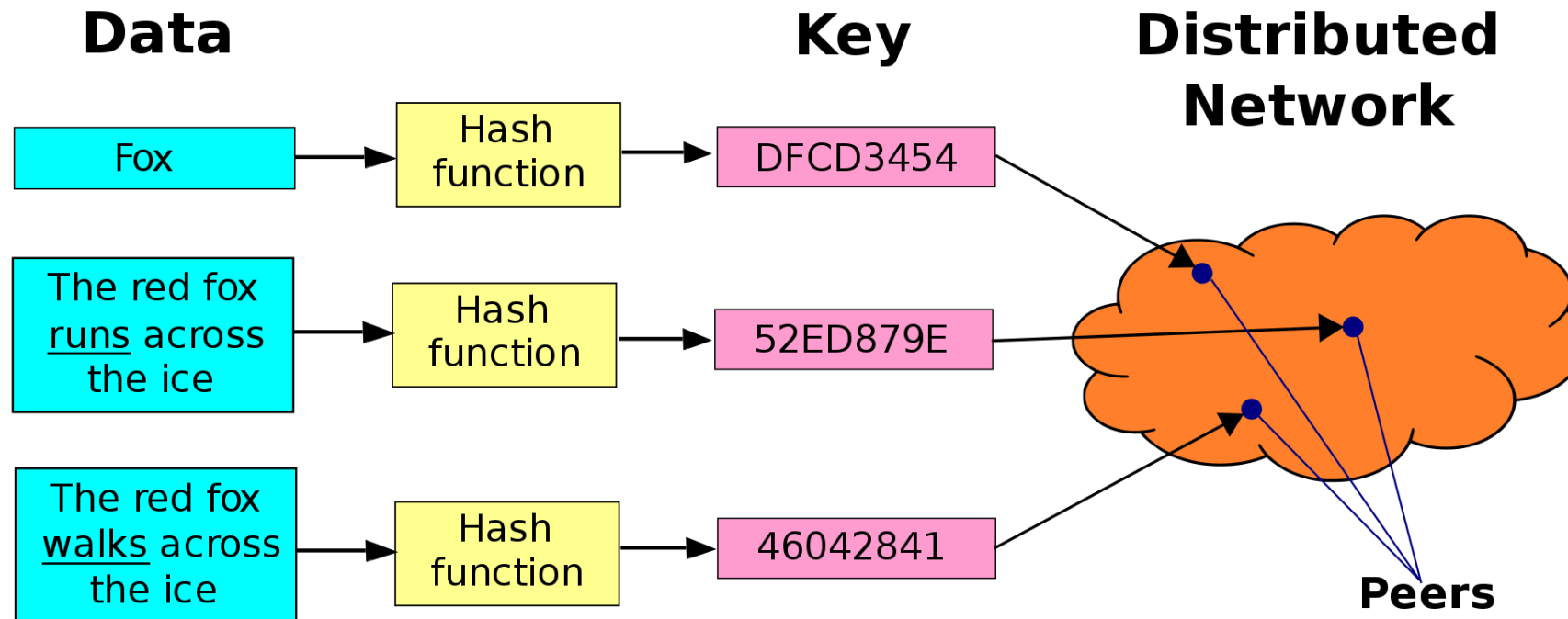
PROF. ROOZBEH HAGHAZAR KOOCHAKSARAEI

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HASH TABLE



DISTRIBUTED HASH TABLE



CHORD OVERVIEW

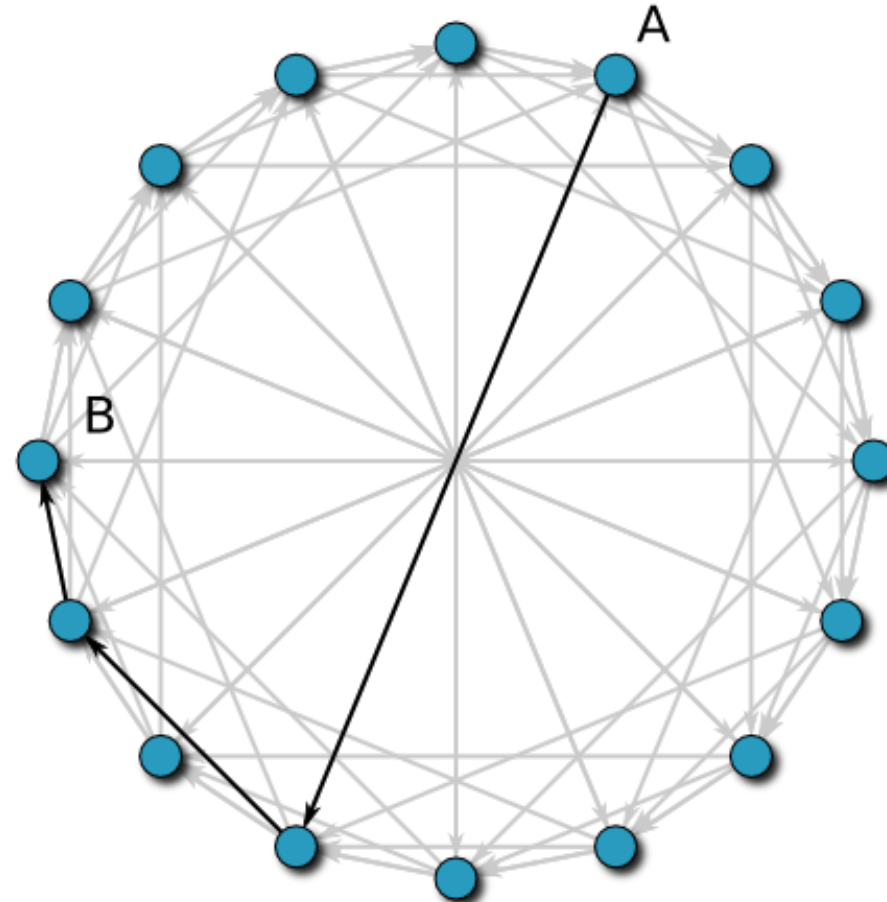
A peer-to-peer distributed hash table.

Developed by Ion Stoica, Robert Morris, David Karger, Kaashoek, and Hari Balakrishnan from MIT

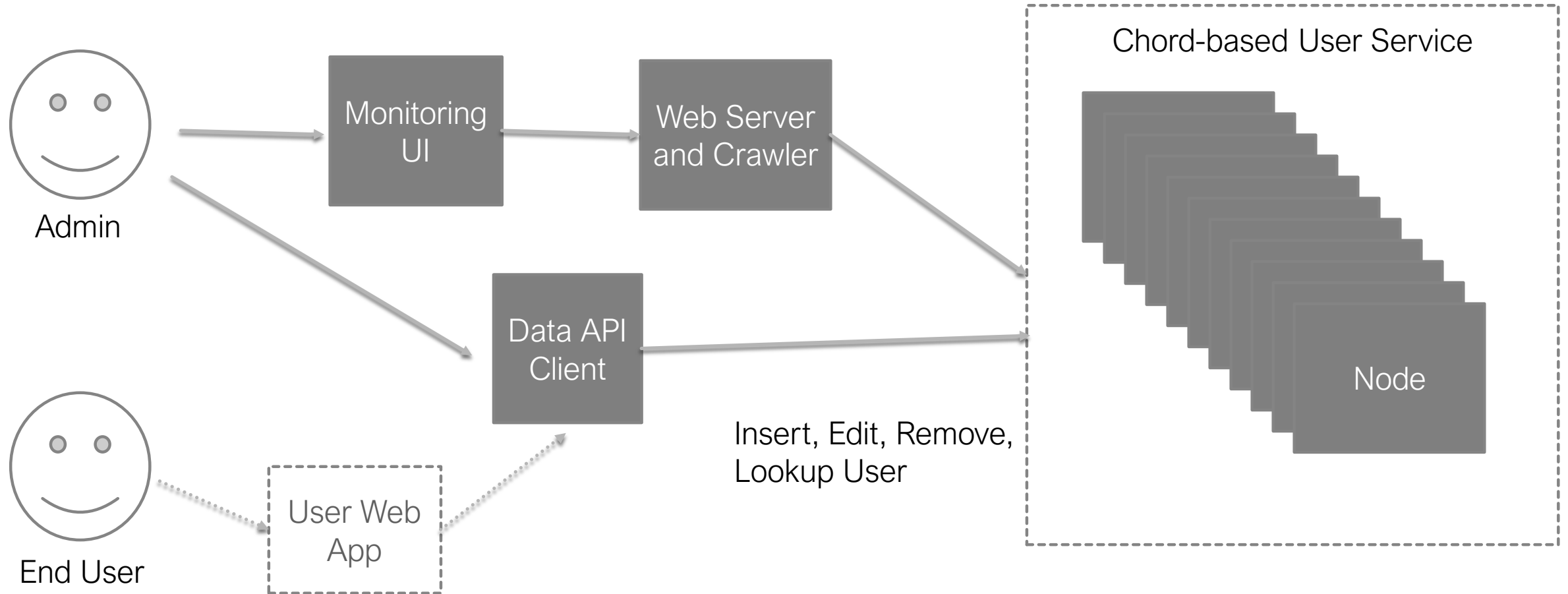
Keys and IP addresses are hashed into a uniform identifier space (typically using SHA-1)

The keys of the distributed hash table are stored on their closest successor node.

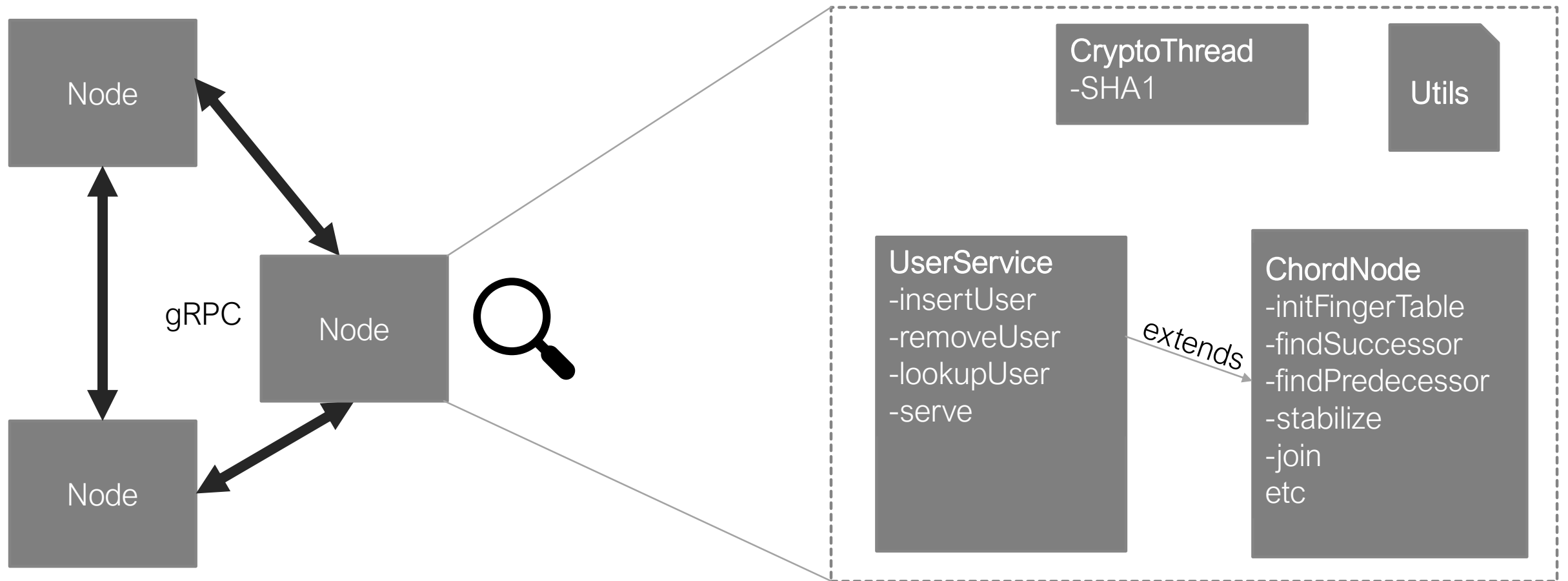
Forms a logical ring with “finger tables” to reduce access time



SYSTEM ARCHITECTURE



CHORD NODE ARCHITECTURE



DEMO

-
1. USING DATA API
 2. LARGE CLUSTER
-

AGENDA

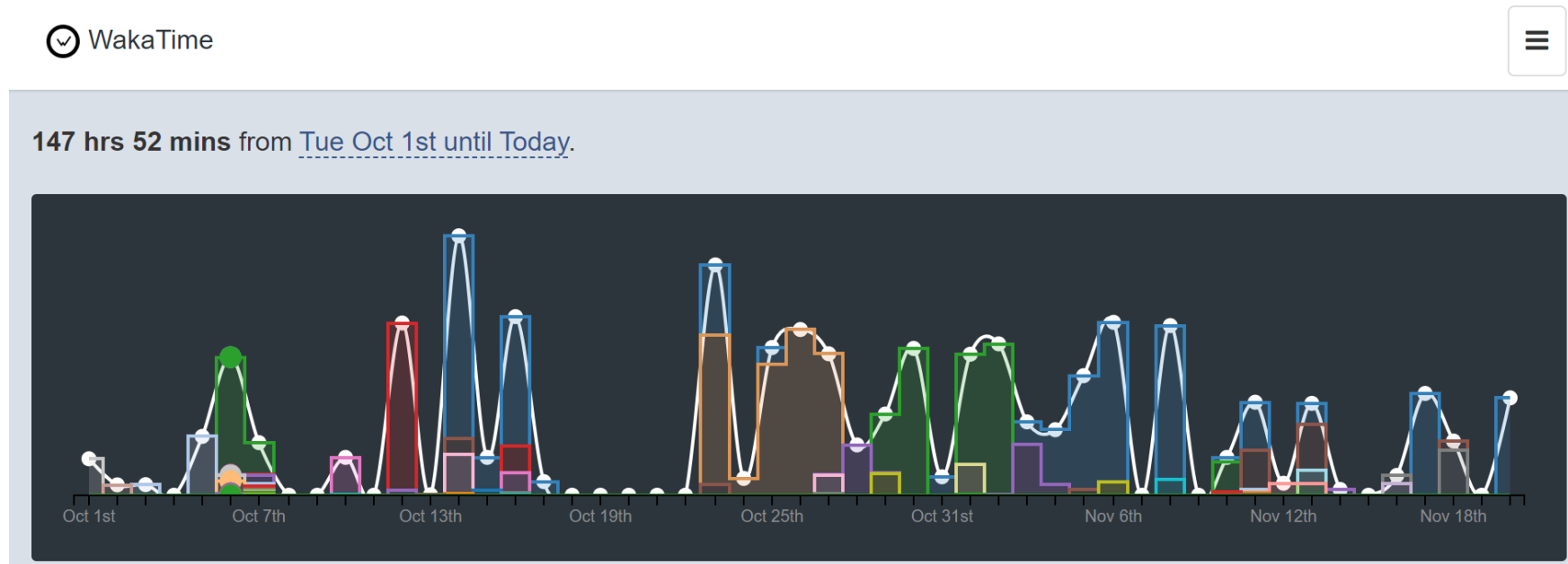
- Methodology
 - “Scrum Light” (with a bit of XP)
 - Git and GitHub
 - Mob / Pair Programming via Visual Studio Code “Live Share”
- Software Components
 - VS Code
 - Node.js, our “least common denominator” language
 - gRPC, a modern and popular RPC framework
 - Docker
 - Azure Container Instances
- Architecture
- Future Tasks
- Demo

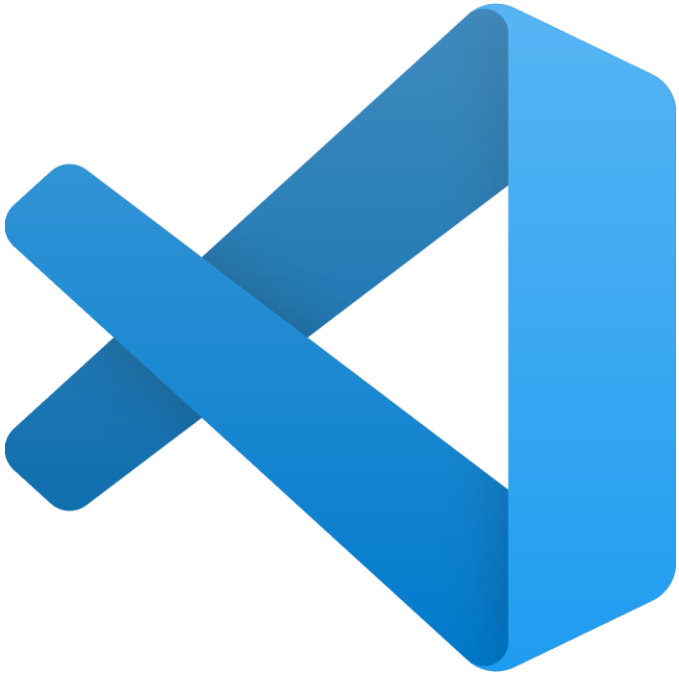
METHODOLOGY: “SCRUM LIGHT” (WITH A BIT OF XP)

- Kickoff meeting to fill out the backlog, using GitHub issues
- Kanban board, using GitHub Projects, to track progress
- “Asynchronous Standup” on Slack answering the following:
 - What did you do yesterday?
 - What are you doing today?
 - Do you have any blockers?
- We use both pair programming and mob programming
 - One person is the “driver.” One or more people are the “navigators.”
- GitHub Flow
 - Work done in feature branches.
 - Mandatory Reviews via GitHub Pull Requests before merging to master

PROBLEMS

- Agile assumes that everyone is working on the same thing at the same time
- Academic Semesters are “event-driven” and bursty, as below
- We have different classes, so our bursts often don’t overlap
- Because it is hard to quick Pull Requests reviewed quickly, this increases the temptation to have lump unrelated work together





VS CODE

- Shared configuration and extensions, checked into the git repo
 - Integrated Pair Programming Tooling
 - Interactive Debugger
-
- Made it way easier to get started on the project
 - If we were to do this over again, we'd try to get the interactive debugger setup WAY SOONER



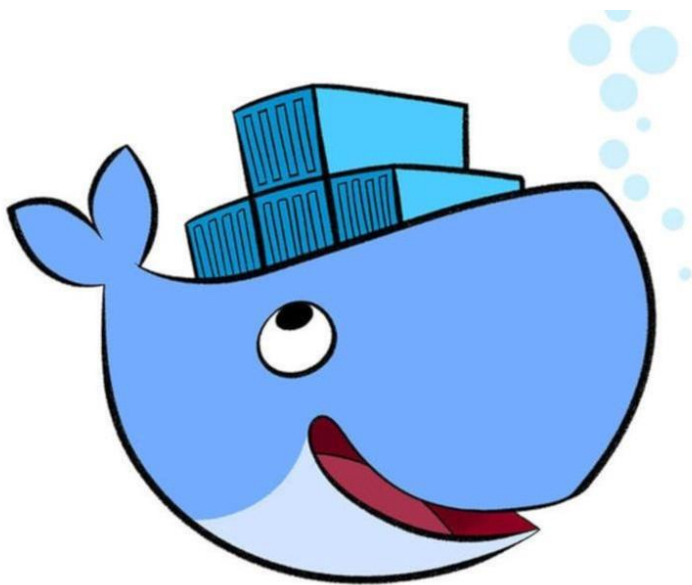
gRPC

- Language-agnostic RPC framework with support for most languages.
- Real world and popular in most Kubernetes / microservices environments
- Our end result is good! Method calls in a try/catch block.
- Challenges
 - Had to learn new Protobuf Syntax
 - Struggled with asynchronous versus synchronous APIs
 - Not obvious how to make clean looking Node.js with gRPC API. Documentation site did not use modern syntax



NODE.JS

- Provided the easiest onramp to gRPC. We could dynamically load protobufs rather than doing AOT compilation
- Álvaro prefers C#, I prefer Rust, Naim prefers Go, Tyler prefers Python. We picked Node.js as the “least common denominator” language. It looks like C, but is high level and multi-paradigm
- Advantages:
 - gRPC WAS WAY EASIER!!!
 - Isomorphic: Use the same language for client and server
 - Good 3rd Party Module Ecosystem. We were able to swap out gRPC libraries.
- Disadvantages
 - Not a close to pseudocode as Python, a more elegant language
 - Math operators worked a bit differently than expected
 - More debugging because of loose types



DOCKER

One command to start a 25-node cluster!

```
docker-compose up --scale node_secondary=24 -d
```

- Use Case
 - Lightweight Containers run our components
 - Docker Compose defines network and how to scale horizontally
- Challenges
 - Docker for Windows required Windows 10 Professional, but Álvaro and Tyler only have Windows 10 Home
 - Docker works slightly differently between Windows and Linux



AZURE CONTAINER INSTANCES

- Managed Service for running containerized distributed systems
- Compared to AWS Fargate, much simpler!
- Challenges:
 - Had to learn new deployment script because it can't use Docker Compose files