SER 321 B Session

SI Session

Sunday, April 20th 2025

7:00 pm - 8:00 pm MST

Agenda

Distributed System Overview

Parallel vs. Distributed

Distributed Properties

Distributed Structures

Consensus

SI Session Expectations

Thanks for coming to the **SER 321** SI session. We have a packed agenda and we are going to try to get through as many of our planned example problems as possible. This session will be recorded and shared with others.

- If after this you want to see additional examples, please visit the drop-in tutoring center.
- We will post the link in the chat now and at the end of the session.
 - tutoring.asu.edu
- Please keep in mind we are recording this session and it will be made available for you to review 24-48 hours after this session concludes.
- Finally, please be respectful to each other during the session.

Interact with us:

Zoom Features

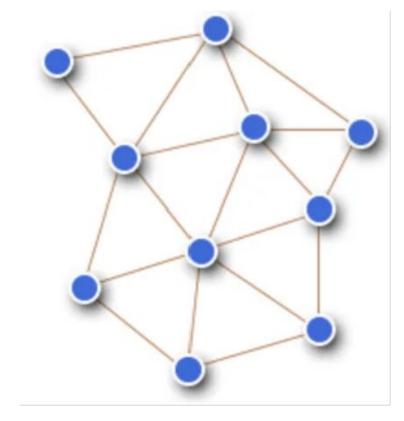


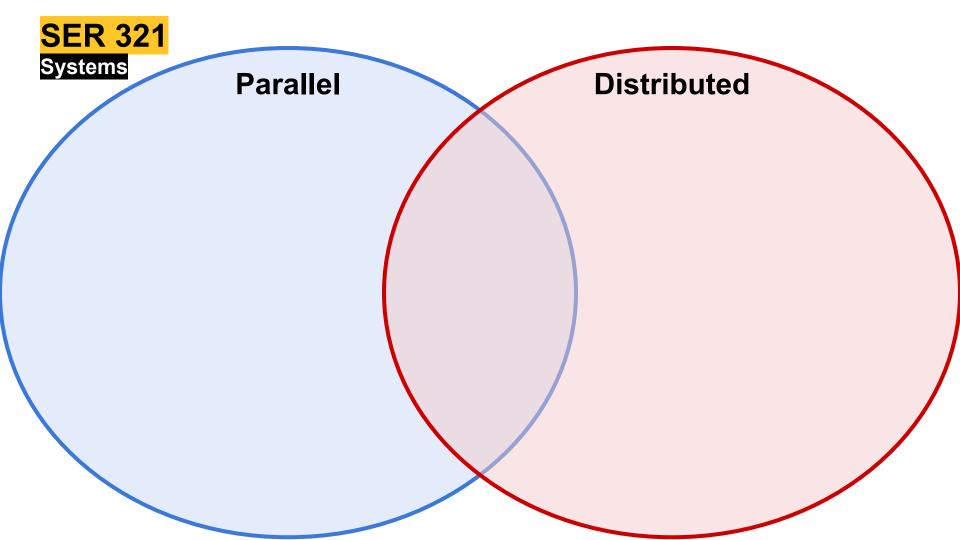
Zoom Chat

- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged



What do we mean by "Distributed Systems" or "Distributed Algorithms"?







Parallel

- Single computer
- Work split among different processors
- Memory is shared or distributed
- Communicate through *bus*
- Latency while waiting for resources

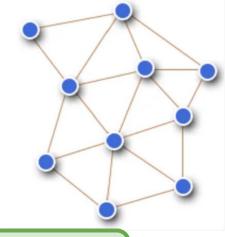
Distributed

- Work is partitioned
- Partitions processed individually
- *Can* improve performance
- *Can* improve speed
 - Experience Latency

- Many computers
- Work split among different locations
- Memory is distributed
- Communicate through message passing
- Experience latency both between nodes and within nodes



Distributed System Properties



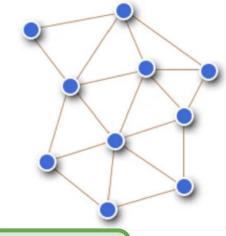
Global Clock



Yes!



Distributed System Properties



Nodes Fail

No!

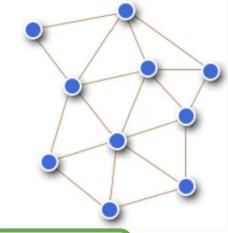
Global Clock

Yes! 👍





Distributed System Properties



Cluster Changes

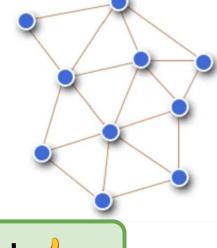
No!

Global Clock

Yes! 👍

Nodes Fail

Distributed System Properties



Network is Reliable



Global Clock

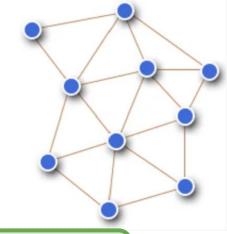
Yes! 👍



Nodes Fail

Cluster Changes

Distributed System Properties



Latency Never Exists

No! 👎

Global Clock

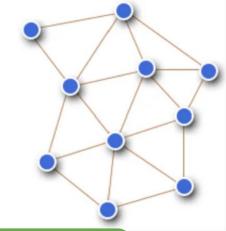
Network is Reliable

Yes!

Nodes Fail

Cluster Changes

Distributed System Properties



Path taken Changes

No!

Global Clock

Network is Reliable

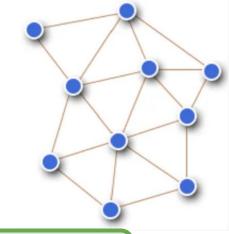
Latency Never Exists

Yes!

Nodes Fail

Cluster Changes

Distributed System Properties



Share Common Resources



Global Clock

Network is Reliable

Latency Never Exists

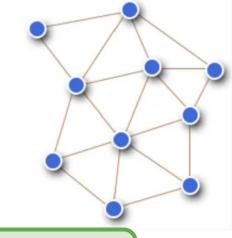
Yes! 👍

Nodes Fail

Cluster Changes

Path taken Changes

Distributed System Properties



Pitfalls handled inherently

No! 👎

Global Clock

Network is Reliable

Latency Never Exists

Yes!

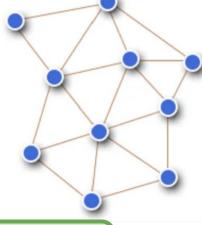
Nodes Fail

Cluster Changes

Path taken Changes

Share Common Resources

Distributed System Properties



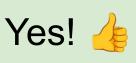
No! 👎

Global Clock

Network is Reliable

Latency Never Exists

Pitfalls handled inherently



Nodes Fail

Cluster Changes

Path taken Changes

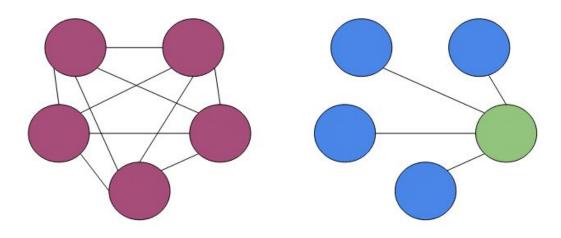
Share Common Resources



Main and Worker

Peer to Peer

Which is which?

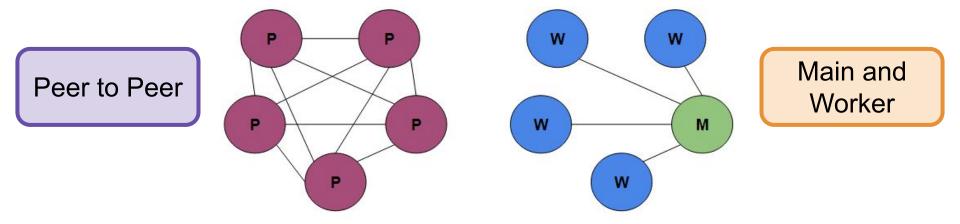




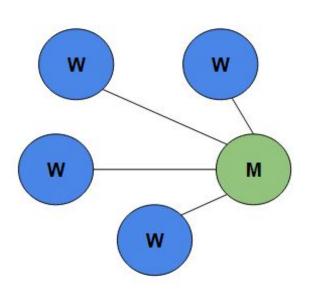
Main and Worker

Peer to Peer

Which is which?



Pros and Cons

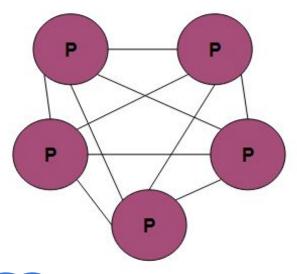


Pros:

- Straightforward setup
- Logic is centralized
- Communication is linear

Cons:

• Single point of failure





Pros and Cons

Pros:

- Peers can join or leave as needed
- Robust no single point of failure

Cons:

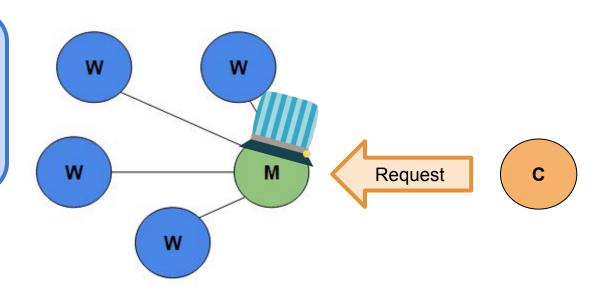
- Communication is more *complex*
- Setup is not as straightforward
- Client connections are handled differently

We will cover this in a little bit!

Process Flow!

DATA

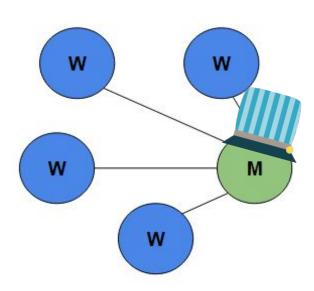
Workers
only do
their task
then report
back

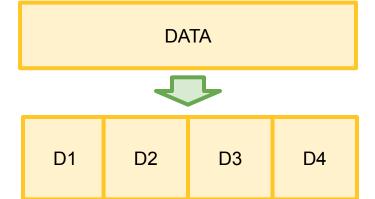


Main is like our server

Process Flow!

Workers
only do
their task
then report
back

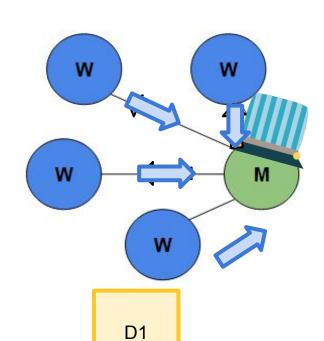


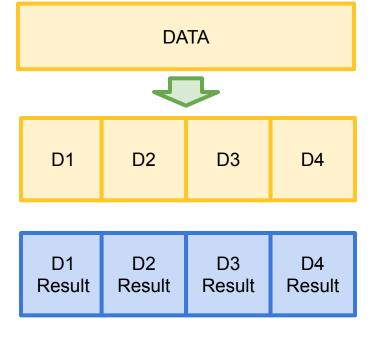


Process Flow! SER 321 Distributed Systems DATA Workers only do W W D1 D2 D3 D4 their task then report back W M Find x W for me D1

Process Flow!

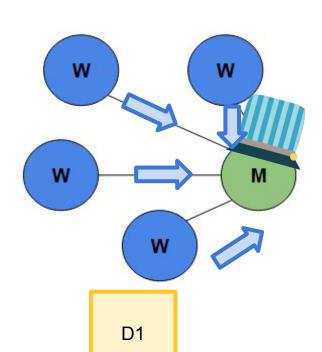
Workers
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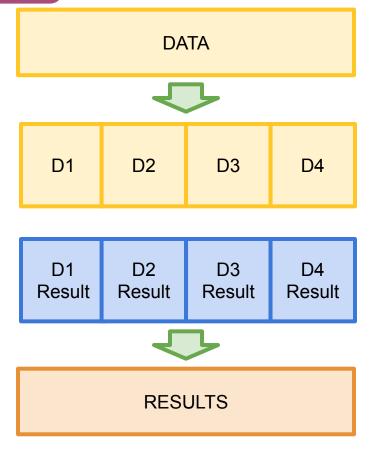




Process Flow!

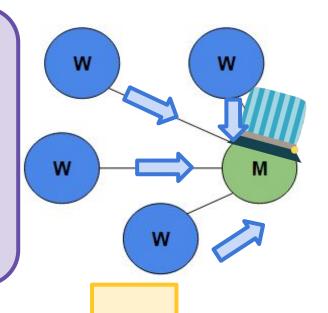
Workers only do their task then report back





Does this look familiar?

How is this different from a parallel processing model?

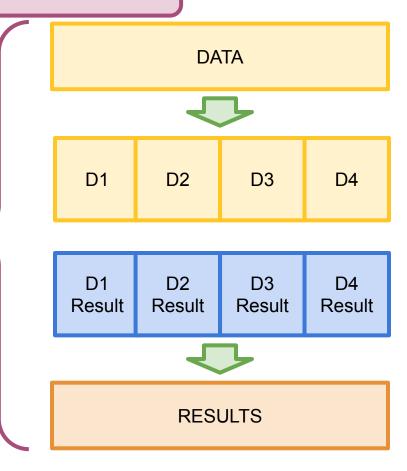


D1

DATA D1 D2 D3 D4 **D1** D2 D3 D4 Result Result Result Result **RESULTS**

What about Peer to Peer?

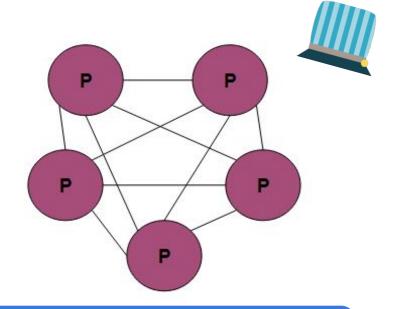
Would this sequence (the data handling) change in the different structure?



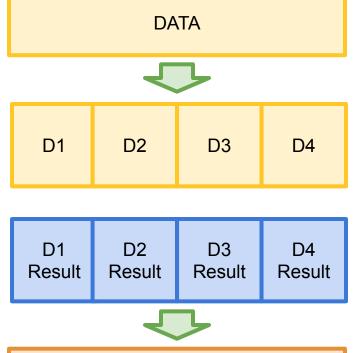
What about Peer to Peer?

We want someone to wear the conductor hat!





How do we choose a leader?

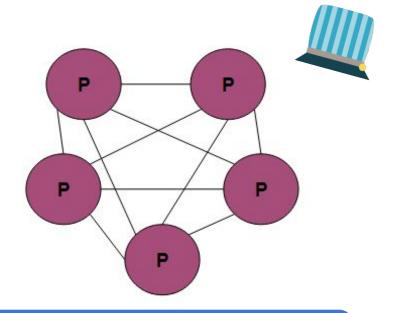


RESULTS

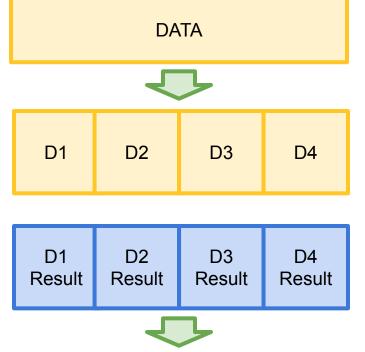
What about Peer to Peer?

We want someone to wear the conductor hat!





Leader Election!

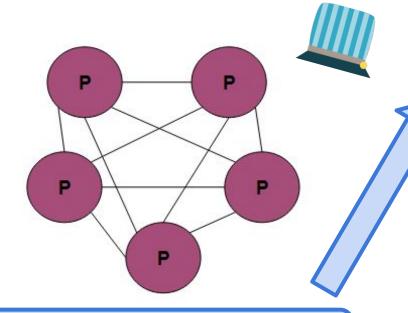


RESULTS

What about Peer to Peer?

We want someone to wear the conductor hat!





Type of **CONSENSUS**



What's

consensus?

Leader Election!

"General agreement or trust amongst a group"



"General agreement or trust amongst a group"

Types of Consensus?

Leader Election



Who's in charge or keeping the beat

Result Verification



Check your work with a neighbor

Log Replication



Verify and maintain my copy of the data

Node Validation



Do I want to let you into my network

SER 321 Consensus

Match the Consensus Algorithm to its Description!

2-Phase Commit

Blockchain

Proof of Work

RAFT

If you solve this resource-intensive problem, you may make a request

Leader Election and Log Replication coordinate transactions

Transaction Coordinator approves and orchestrates transactions

Distributed Ledger used to determine if a transaction is valid

SER 321 Consensus

Match the Consensus Algorithm to its Description!

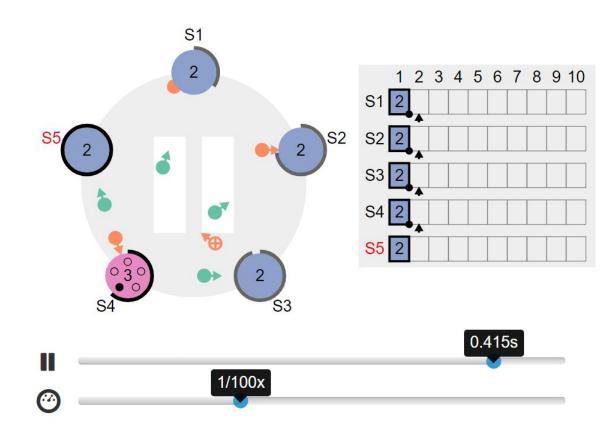
If you solve this resource-intensive problem, you 2-Phase Commit may make a request Leader Election and Log Replication coordinate Blockchain transactions Transaction Coordinator Proof of Work approves and orchestrates transactions Distributed Ledger used to **RAFT** determine if a transaction is valid



RAFT is a great consensus example!

Leader Election

Log Replication





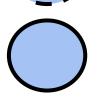
Leader Election

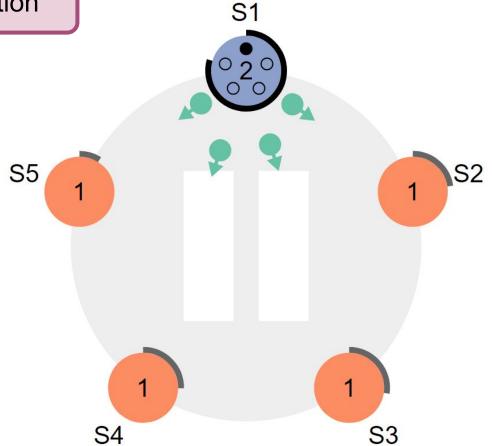
Nodes have 3 states:

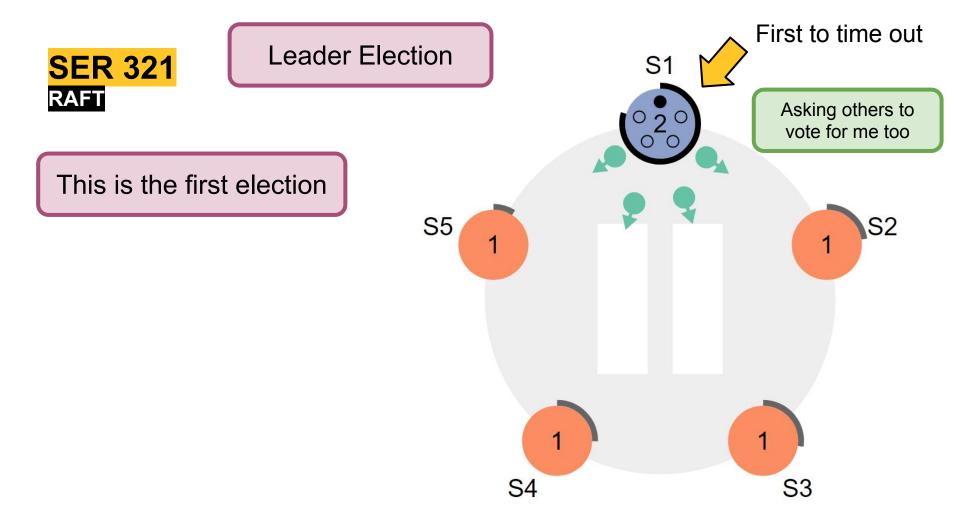
Follower

Candidate

Leader





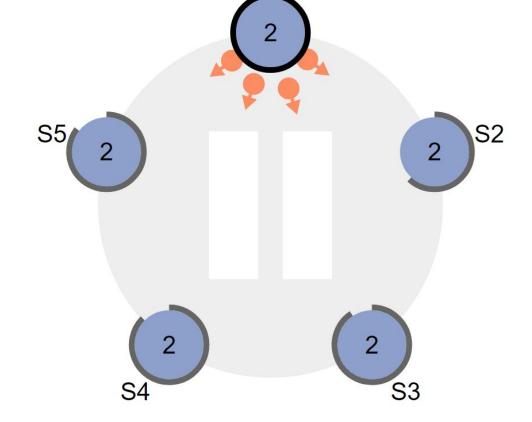


Leader Election SER 321 RAFT S5 S2 Other nodes said sure whatever

SER 321

Leader Election

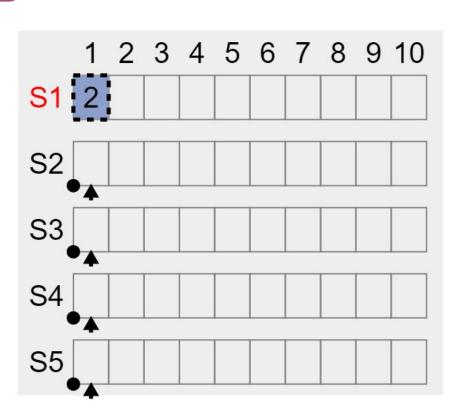
Now confirmed as Leader





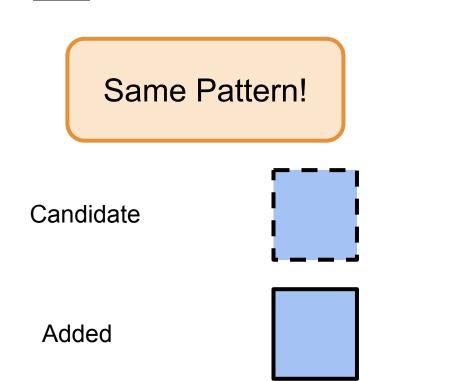
Log Replication

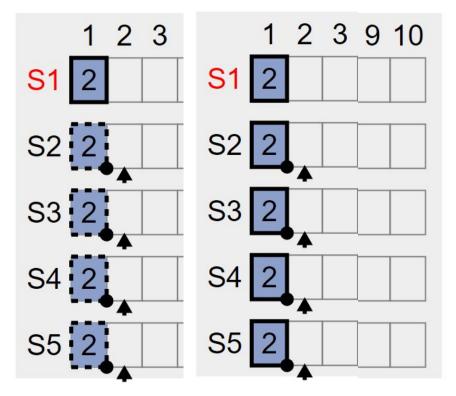
Same Pattern! Candidate Added



SER 321
RAFT

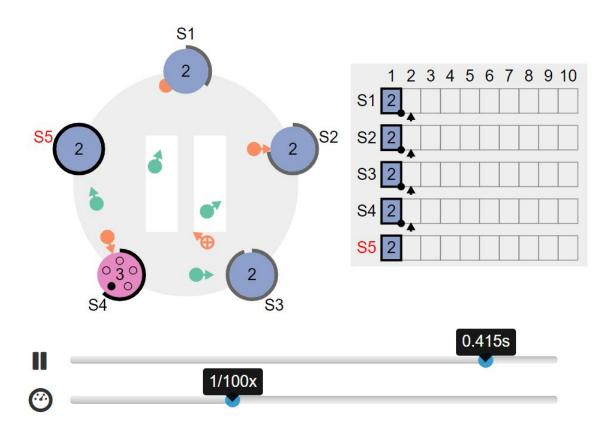
Log Replication



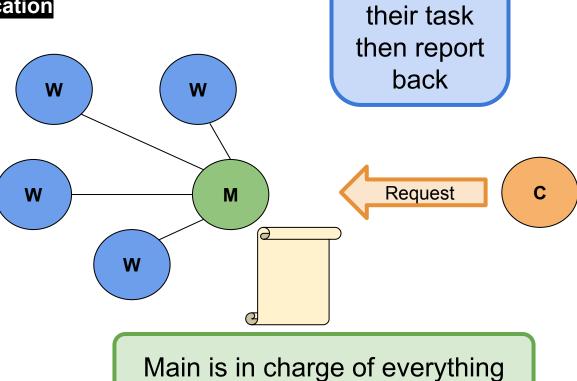


SER 321 RAFT





SER 321 Communication

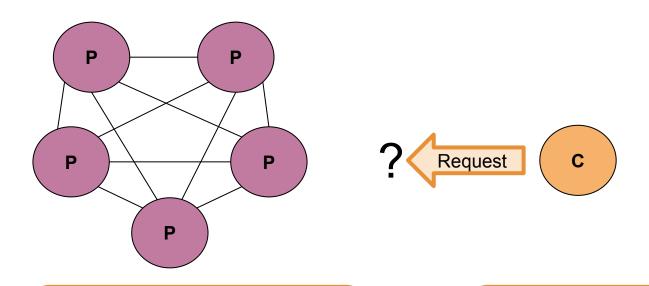


Workers

only do

SER 321 Communication

How do we handle the client in a Peer to Peer system?



Request is sent to the current leader

or

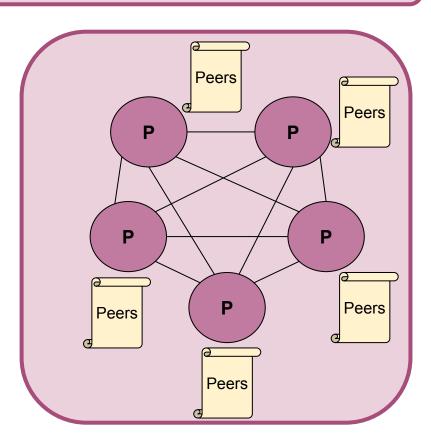
Peer that received the request acts as the leader



What about *adding* a Peer to the Cluster?





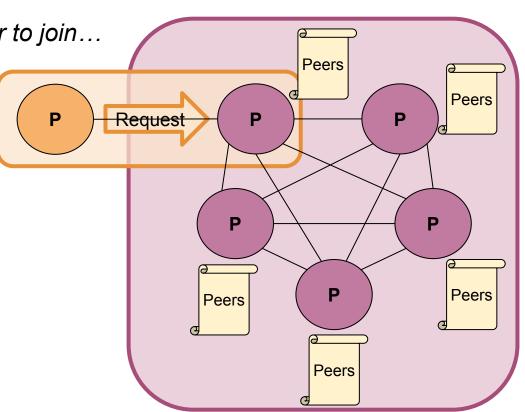




What about adding a Peer to the Cluster?

Assuming we want to allow the peer to join...

Is that all?



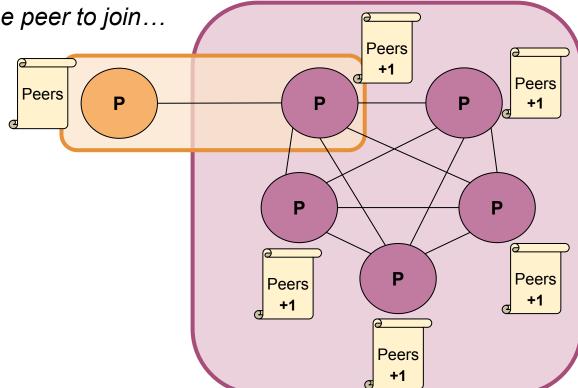


What about adding a Peer to the Cluster?

Assuming we want to allow the peer to join...

Three Additional Steps:

- 1.
- 2
- 3.



SER 321 Scratch Space

Upcoming Events

SI Sessions:

- Sunday, April 20th at 7:00 pm MST
- Tuesday, April 22nd at 10:00 am MST
- Thursday, April 24th at 7:00 pm MST

Review Sessions:

- Sunday, April 27th at 6:00 pm MST 2 hour Exam Review Session
- Tuesday, April 29th, at 10:00 am MST Q&A Session

Questions?

Survey:

https://asuasn.info/ASNSurvey





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More Questions? Check out our other resources!

tutoring.asu.edu



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- Any -







Don't forget to check out the Online Study Hub for additional resources!

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^{*}Available slots for this pilot are limited

Additional Resources

- Course Repo
- Gradle Documentation
- GitHub SSH Help
- Linux Man Pages
- OSI Interactive
- MDN HTTP Docs
 - Requests
 - Responses
- JSON Guide
- org.json Docs
- javax.swing package API
- Swing Tutorials
- <u>Dining Philosophers Interactive</u>
- Austin G Walters Traffic Comparison
- RAFT