SER 321 A Session

SI Session

Sunday, September 17th 2023

6:00 - 7:00 pm MST

Agenda

Distributed Algorithms

Main Hurdles

Approaches

Consensus

This Assignment

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

<mark>SER 321</mark> Assignment 4

How was assignment 4?

Any issues you didn't figure out?

SER 321 Protocol Organization

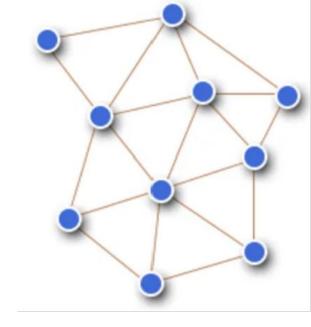
The more organized

The easier for you!

```
# Protocol #
                                         * [Client Requests](...)
<!-- TOC -->
                                           * [General](...)
* [Protocol](#protocol-)
                                           * [Specifics](...)
 * [Leader Responses](...)
                                             * [Start Request](...)
   * [Client Responses](...)
                                             * [Login Request](...)
     * [General] (#general-)
                                             * [Borrow Request](...)
     * [Specifics](...)
       * [Connected Signal](...)
                                             * [Return Request](...)
       * [Menu Signal](...)
                                             * [Exit Request](...)
       * [Borrowed Signal](...)
                                        * [Node Requests](...)
       * [Returned Signal](...)
                                           * [General](...)
       * [Error Signal](...)
                                           * [Specifics](...)
   * [Node Responses](...)
                                             * [Connect Signal](...)
     * [General](...)
     * [Specifics](...)
                                             * [Waiting Signal](...)
       * [Connected Signal](...)
                                             * [Error Signal](...)
       * [Exit Signal](...)
                                             * [Available Result](...)
       * [Available Signal](...)
                                             * [Release Result](...)
       * [Release Signal](...)
                                             * [Borrow Result](...)
       * [Borrow Signal](...)
                                             * [Return Result](...)
       * [Return Signal](...)
                                             * [Update](#update-)
       * [Update Signal](...)
                                      <!-- TOC -->
       * [Listing Signal](...)
```

Many nodes working together to form a single system

We can think of a node as an individual computer



Each node needs to communicate with the other nodes to form the single system as seen from the outside

Big Takeaways

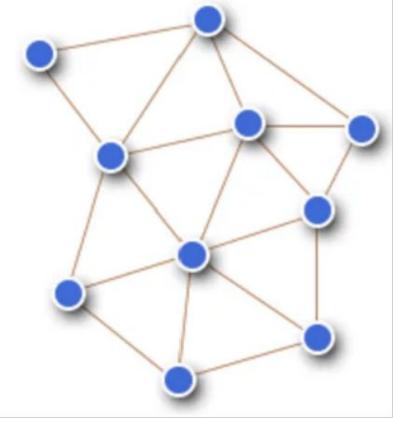
Nodes operate in *reality* not in a vacuum

Nodes will fail

The network will go down occasionally

Sometimes a transmission will take forever

Transmissions will not always take the same path



The nodes will experience problems and we as the developers need to account for them

Distributed Algorithms can provide faster execution when done correctly

Needs to be worth it!
In terms of time/speed

In terms of memory and overhead

Remember you also have to reconcile each result individually EX) sort array means you have to merge it all back together in the end!

Maintain good programming practices to avoid common issues

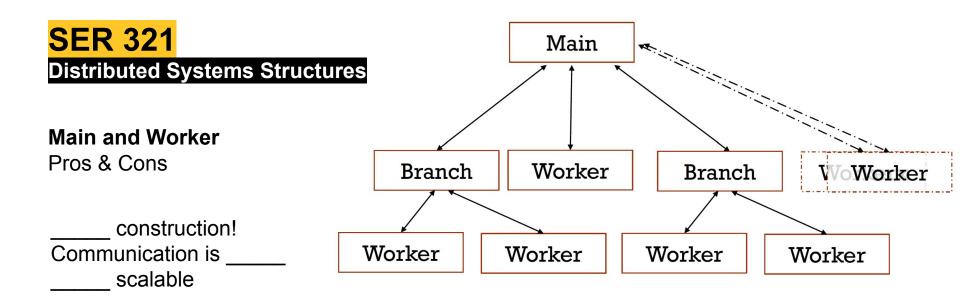
- Handle Node failures
- Account for latency
- Account for network failures
- Protection of shared resources
- Prevention of deadlocks
- Execution safety no errors or gross, bad stuff
- Ensuring liveliness and that everyone eventually gets a turn

SER 321 Distributed Systems in Practice

So what do we do? How do we manage all this?

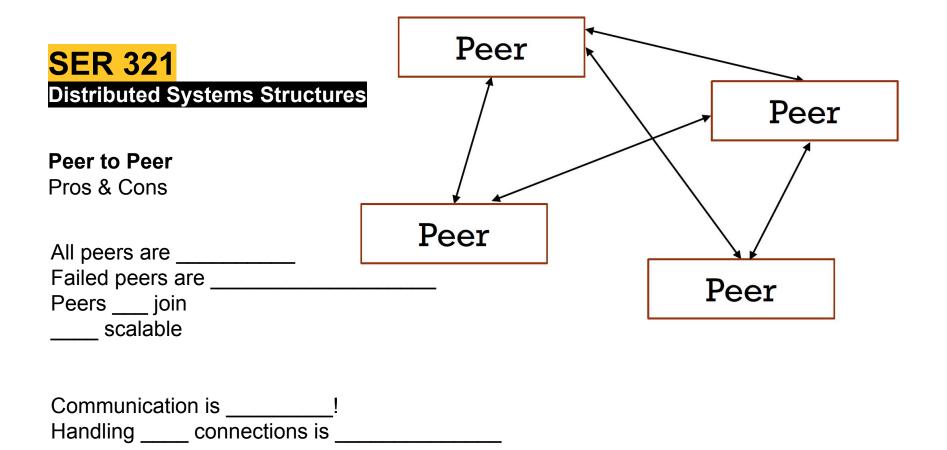
There are several ways of managing structure and addressing issues

- Main and Worker
- Peer to Peer
- Consensus algorithms
- Leader Elections



Certain nodes have/are	than others
can be progressiv	e and get out of

Check out the recording for the solution!



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SER 321 Threading Pitfalls

Race Condition

Starvation

Deadlock

One thread never gets access to the resource it needs

A thread is only able to acquire access to part of its resources

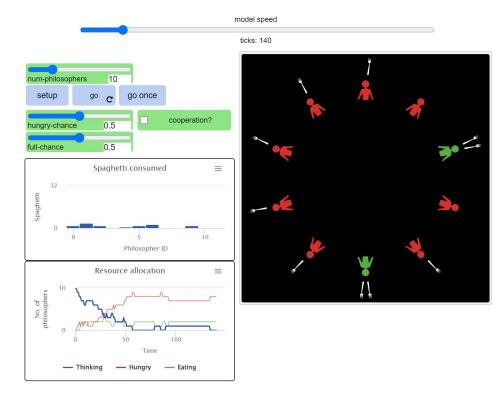
More than one thread accesses a single resource at one time

Check out the recording for the solution!

SER 321 Dining Philosophers Again

model speed ticks: 69 num-philosophers go once cooperation? hungry-chance full-chance Spaghetti consumed Philosopher ID Resource allocation 100 — Thinking — Hungry

Interactive



SER 321 Consensus

Consensus is what keeps our nodes consistent

Allows a node to verify or validate something

Think of it like checking your work

I got x=42, what did you get?

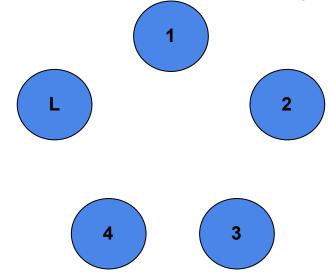
Applies to all data for that node

Node *always* checks with the other nodes before assuming a value is correct

<mark>SER 321</mark> What is a Leader

The **leader** is the node that is in charge Leader Election algorithms exist with methods for choosing a leader

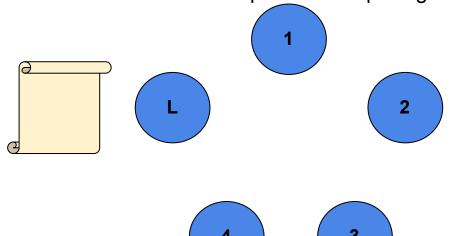
This leader is the node that is responsible for polling and checking all the other nodes



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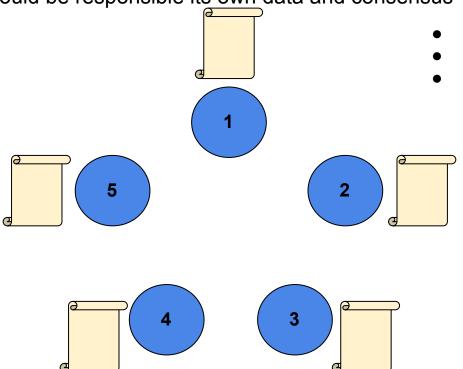


- Poll for consensus
- Determine verdict of consensus polls
- Verify node data matches leader data

SER 321

What about Peer to Peer with no leader?

Each node would be responsible its own data and consensus



Poll other nodes for consensus

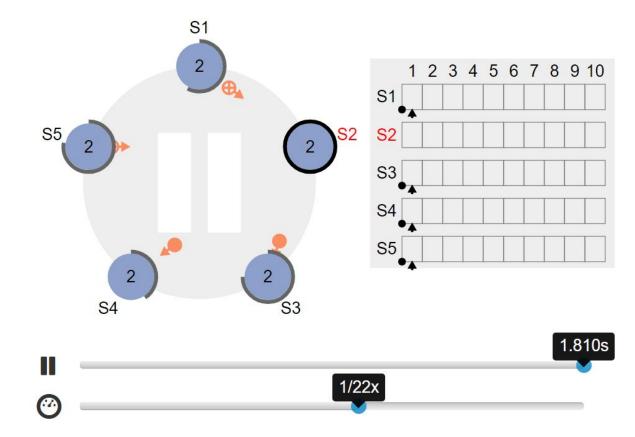
Track poll responses

Determine if data is valid

SER 321 Raft

Consensus Algorithm

Cool interactive <u>here</u>



SER 321 Assignment

You are starting from scratch here - but don't be intimidated!

You are allowed to use code from the examples repo as a base to get you started

Your client will *only* communicate with the leader

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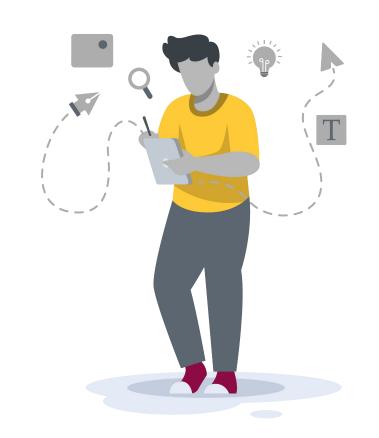
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The leader is in charge of everything
The nodes are workers that just perform the given task

Questions?

Survey:

https://bit.ly/asn_survey



Upcoming Events

SI Sessions:

Tomorrow Monday September 18th 2023 6:00 pm MST

Review Sessions:

TBD

More Questions? Check out our other resources!

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Access the drop-in queue

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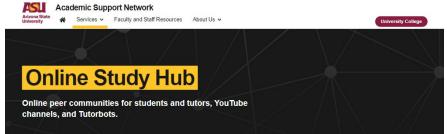
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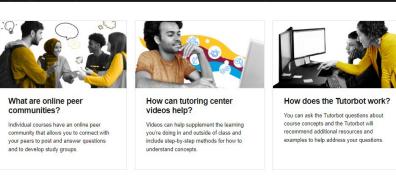
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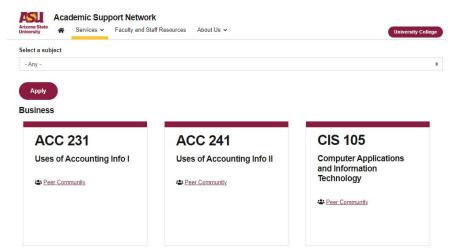
More Questions? Check out our other resources!

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Select a subject
- Any -







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

Additional Resources

<u>Dining Philosophers Interactive</u> <u>Raft Interactive</u>