

# **MC714 - Sistemas Distribuidos**

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(adapted from Distributed System - 3rd Edition)

## **Chapter 01: Introduction**

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# Distributed System

## Definition

A distributed system is a collection of **autonomous computing elements** that appears to its users as a **single coherent system**.

## Characteristic features

- Autonomous computing elements, also referred to as **nodes**, be they hardware devices or software processes.
- Single coherent system: users or applications perceive a single system  $\Rightarrow$  nodes need to **collaborate**.

# Collection of autonomous nodes

## Independent behavior

Each node is autonomous and will thus have its **own notion of time**: there is no **global clock**. Leads to fundamental synchronization and coordination problems.

## Collection of nodes

- How to manage **group membership**?
- How to know that you are indeed communicating with an **authorized (non)member**?

# Organization

## Overlay network

Each node in the collection communicates only with other nodes in the system, its **neighbors**. The set of neighbors may be dynamic, or may even be known only implicitly (i.e., requires a lookup).

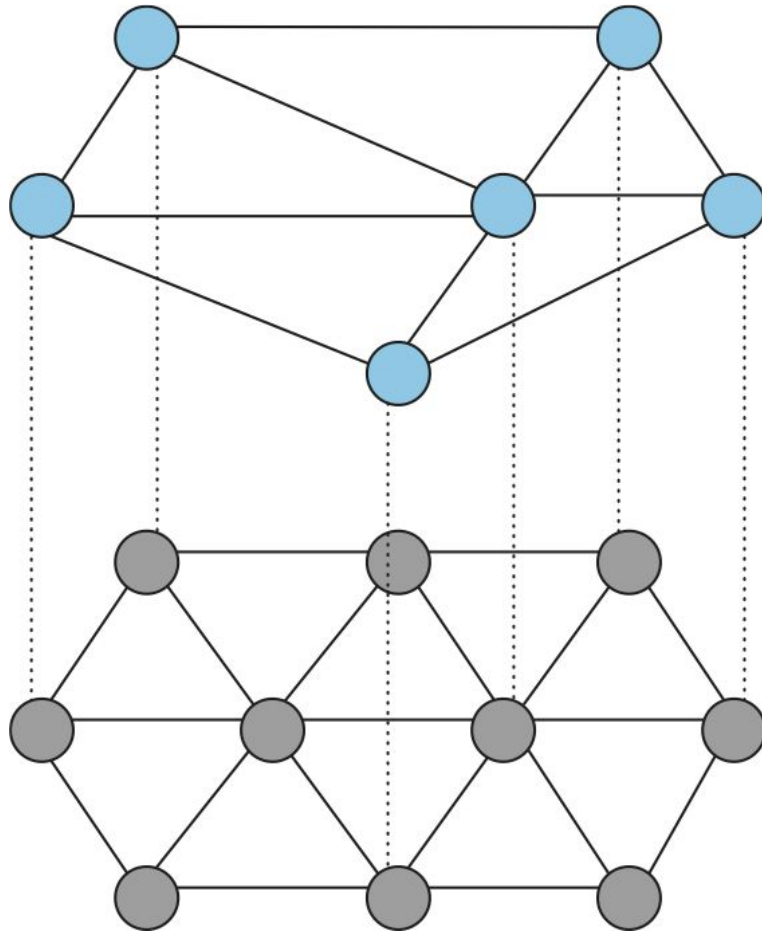
## Overlay types

Well-known example of overlay networks: **peer-to-peer systems**.

**Structured**: each node has a **well-defined set of neighbors** with whom it can communicate (tree, ring).

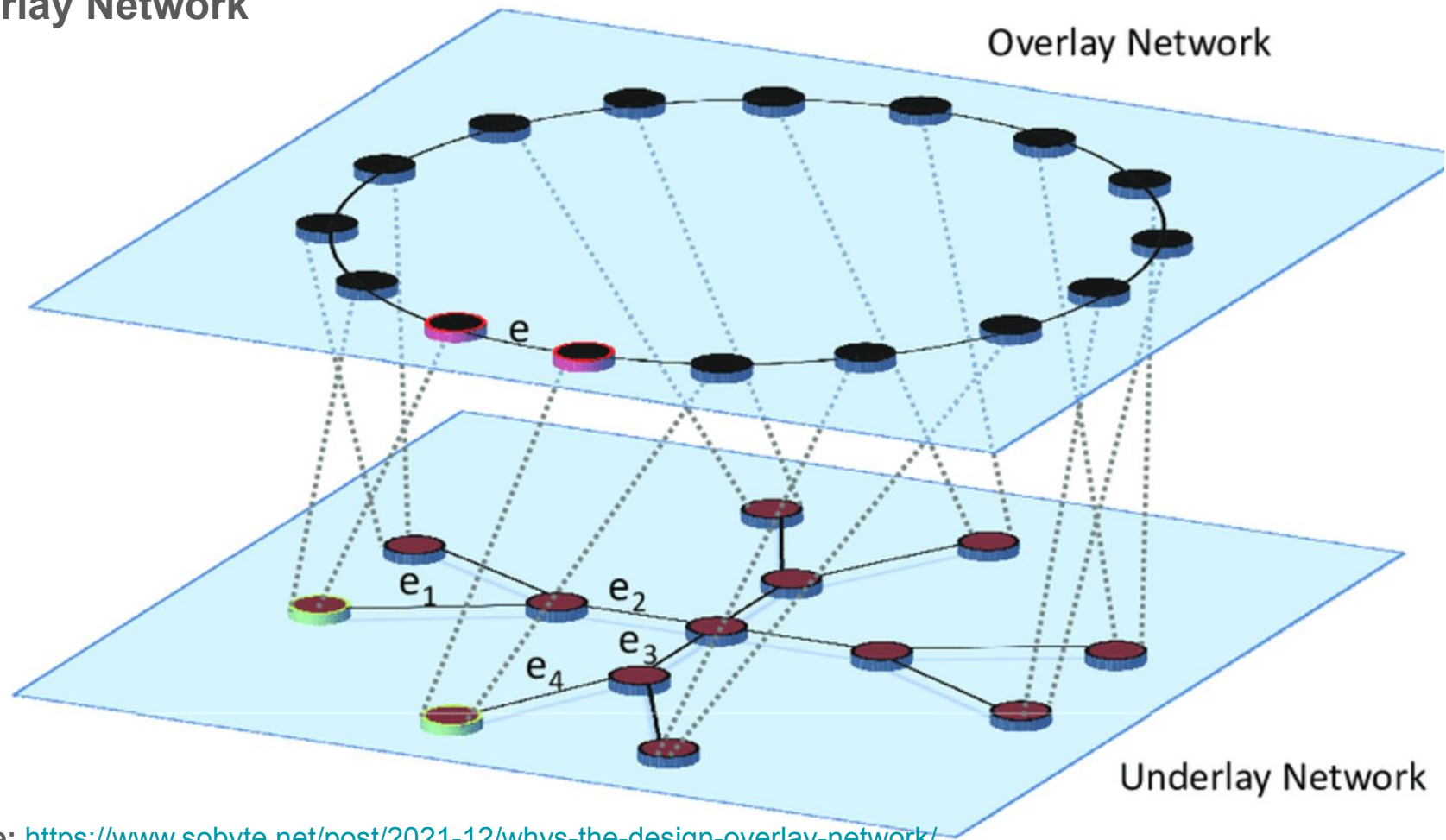
**Unstructured**: each node has references to **randomly selected other nodes** from the system.

## Overlay Network



Source: <https://book.systemsapproach.org/applications/overlays.html>

# Overlay Network



Source: <https://www.sobyte.net/post/2021-12/whys-the-design-overlay-network/>

# Coherent system

## Essence

The collection of nodes as a whole operates the same, no matter where, when, and how interaction between a user and the system takes place.

## Examples

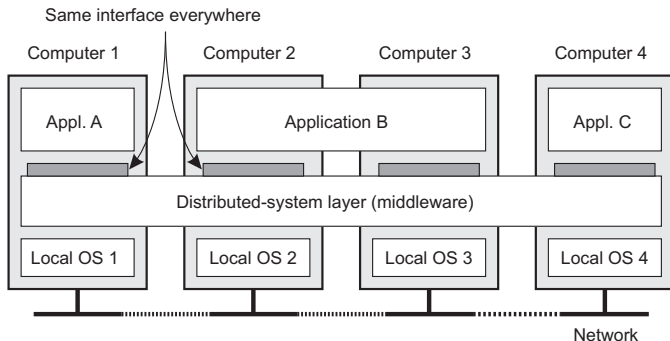
- An end user cannot tell where a computation is taking place
- Where data is exactly stored should be irrelevant to an application
- If or not data has been replicated is completely hidden

Keyword is **distribution transparency**

## The snag: partial failures

It is inevitable that at any time **only a part** of the distributed system fails. Hiding partial failures and their recovery is often very difficult and in general impossible to hide.

# Middleware: the OS of distributed systems



## What does it contain?

Commonly used components and functions that need not be implemented by applications separately.



# What do we want to achieve?

- Support sharing of resources
- Distribution transparency
- Openness
- Scalability

# Sharing resources

## Canonical examples

- Cloud-based shared storage and files
- Peer-to-peer assisted multimedia streaming
- Shared mail services (think of outsourced mail systems)
- Shared Web hosting (think of content distribution networks)

## Observation

*"The network is the computer"*

(quote from John Gage, then at Sun Microsystems)

# Distribution transparency

## Types

Transparency	Description
Access	Hide differences in data representation and how an object is accessed
Location	Hide where an object is located
Relocation	Hide that an object may be moved to another location while in use
Migration	Hide that an object may move to another location
Replication	Hide that an object is replicated
Concurrency	Hide that an object may be shared by several independent users
Failure	Hide the failure and recovery of an object

# Degree of transparency

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- **Completely hiding failures** of networks and nodes is (theoretically and practically) **impossible**
  - You cannot distinguish a slow computer from a failing one
  - You can never be sure that a server actually performed an operation before a crash

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  - You cannot distinguish a slow computer from a failing one
  - You can never be sure that a server actually performed an operation before a crash
- Full transparency will **cost performance**, exposing distribution of the system
  - Keeping replicas **exactly** up-to-date with the master **takes time**
  - Immediately flushing write operations to disk for fault tolerance

# Degree of transparency

## Exposing distribution may be good

- Making use of location-based services (finding your nearby friends)
- When dealing with users in different time zones
- When it makes it easier for a user to understand what's going on (when e.g., a server does not respond for a long time, report it as failing).



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## Conclusion

Distribution transparency is a nice a goal, but achieving it is a different story, and it should often not even be aimed at.

# Openness of distributed systems

## What are we talking about?

Be able to interact with services from other open systems, irrespective of the underlying environment:

- Systems should conform to well-defined **interfaces**
- Systems should easily **interoperate**
- Systems should support **portability** of applications
- Systems should be easily **extensible**

# Scale in distributed systems

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## At least three components

- Number of users and/or processes (**size scalability**)
- Maximum distance between nodes (**geographical scalability**)
- Number of administrative domains (**administrative scalability**)

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## Observation

Most systems account only, to a certain extent, for size scalability. Often a solution: multiple powerful servers operating independently in parallel. Today, the challenge still lies in geographical and administrative scalability.

# Size scalability

## Root causes for scalability problems with centralized solutions

- The computational capacity, limited by the CPUs
- The storage capacity, including the transfer rate between CPUs and disks
- The network between the user and the centralized service

# Problems with geographical scalability

- Cannot simply go from LAN to WAN: many distributed systems assume **synchronous client-server interactions**: client sends request and waits for an answer. **Latency** may easily prohibit this scheme.
- WAN links are often inherently **unreliable**: simply moving streaming video from LAN to WAN is bound to fail.
- **Lack of multipoint communication**, so that a simple search broadcast cannot be deployed. Solution is to develop separate **naming** and **directory services** (having their own scalability problems).

# Problems with administrative scalability

## Essence

Conflicting policies concerning usage (and thus payment), management, and security

## Examples

- **Computational grids**: share expensive resources between different domains.
- **Shared equipment**: how to control, manage, and use a shared radio telescope constructed as large-scale shared sensor network?

## Exception: several peer-to-peer networks

- File-sharing systems (based, e.g., on BitTorrent)
- Peer-to-peer telephony (Skype)
- Peer-assisted audio streaming (Spotify)

Note: **end users** collaborate and not **administrative entities**.



# Techniques for scaling

## Three techniques:

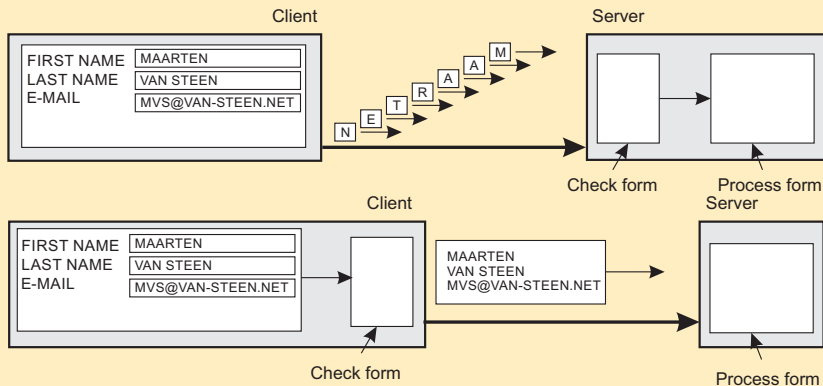
- Hide communication latencies
- Partitioning and distribution of work
- Replication

# Techniques for scaling: Hide communication latencies

- Make use of **asynchronous communication**
- Have separate handler for incoming response
- **Problem:** not every application fits this model

# Techniques for scaling: Hide communication latencies

Facilitate solution by moving computations to client



# Techniques for scaling: Partitioning and distribution

## Partition data and computations across multiple machines

- Move computations to clients (Java applets)
- Decentralized naming services (DNS)
- Decentralized information systems (WWW)

# Techniques for scaling: Replication

Replication and caching: Make copies of data available at different machines

- Replicated file servers and databases
- Mirrored Web sites
- Web caches (in browsers and proxies)
- File caching (at server and client)

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- Always keeping copies consistent and in a general way requires **global synchronization** on each modification.
- Global synchronization precludes large-scale solutions.

## Observation

If we can tolerate inconsistencies, we may reduce the need for global synchronization, but **tolerating inconsistencies is application dependent**.

# Developing distributed systems: Pitfalls

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- The network is secure
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- Transport cost is zero
- There is one administrator

# Three types of distributed systems

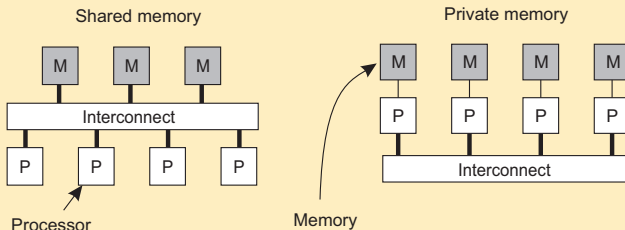
- High performance distributed computing systems
- Distributed information systems
- Distributed systems for pervasive computing

# High performance distributed computing

## Observation: Parallel computing

High-performance distributed computing started with parallel computing

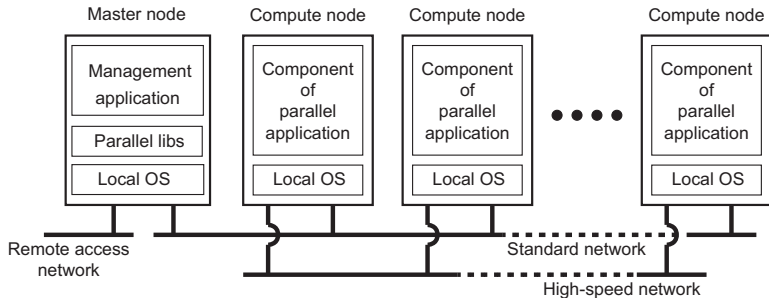
## Multiprocessor and multicore versus multicomputer



# High performance dist. computing: Cluster computing

Essentially a group of high-end systems connected through a LAN

- Homogeneous: same OS, near-identical hardware
- Single managing node



# High performance dist. computing: Grid computing

The next step: lots of nodes from everywhere

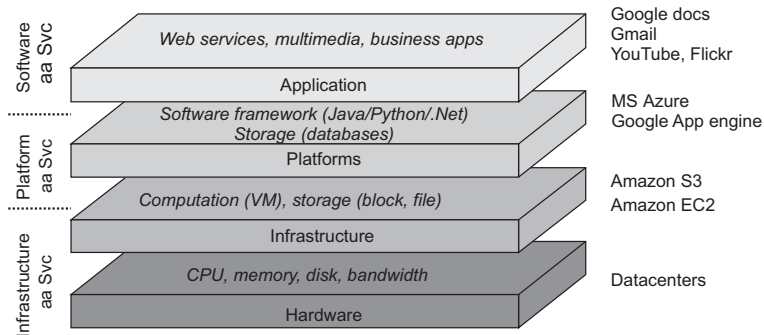
- Heterogeneous
- Dispersed across several organizations
- Can easily span a wide-area network

## Note

To allow for collaborations, grids generally use **virtual organizations**. In essence, this is a grouping of users (or better: their IDs) that will allow for authorization on resource allocation.



# High performance dist. computing: Cloud computing



# High performance dist. computing: Cloud computing

## Make a distinction between four layers

- **Hardware:** Processors, routers, power and cooling systems. Customers normally never get to see these.
- **Infrastructure:** Deploys virtualization techniques. Evolves around allocating and managing virtual storage devices and virtual servers.
- **Platform:** Provides higher-level abstractions for storage and such. Example: Amazon S3 storage system offers an API for (locally created) files to be organized and stored in so-called **buckets**.
- **Application:** Actual applications, such as office suites (text processors, spreadsheet applications, presentation applications). Comparable to the suite of apps shipped with OSes.

# Distributed information systems

## Situation

Organizations confronted with many **networked applications**, but achieving interoperability was painful.

## Basic approach

A networked application is one that runs on a **server** making its services available to remote **clients**. Simple integration: clients combine requests for (different) applications; send that off; collect responses, and present a coherent result to the user.

## Next step

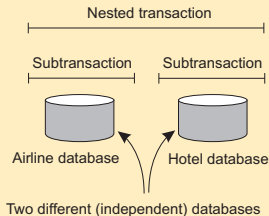
Allow direct application-to-application communication, leading to **Enterprise Application Integration**.

# Distributed information systems

## Distributed transaction processing - Transaction

Primitive	Description
<i>BEGIN_TRANSACTION</i>	Mark the start of a transaction
<i>END_TRANSACTION</i>	Terminate the transaction and try to commit
<i>ABORT_TRANSACTION</i>	Kill the transaction and restore the old values
<i>READ</i>	Read data from a file, a table, or otherwise
<i>WRITE</i>	Write data to a file, a table, or otherwise

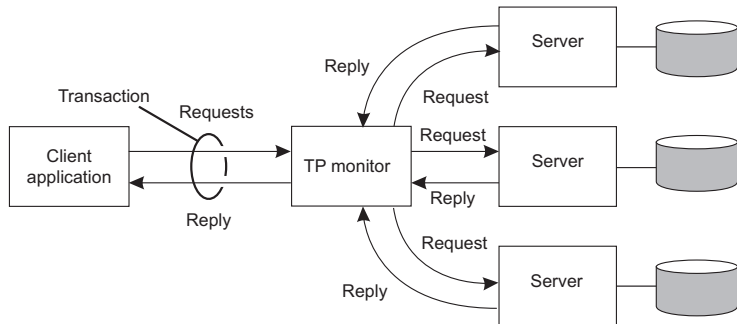
## Issue: all-or-nothing



- **Atomic:** happens indivisibly (seemingly)
- **Consistent:** does not violate system invariants
- **Isolated:** not mutual interference
- **Durable:** commit means changes are permanent

# Distributed information system

## TPM - Transaction Processing Monitor



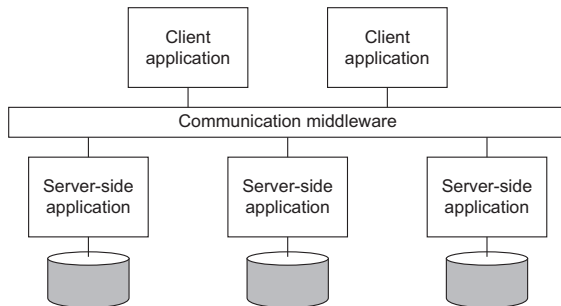
### Observation

In many cases, the data involved in a transaction is distributed across several servers. A **TP Monitor** is responsible for coordinating the execution of a transaction.

# Distributed information system

## Middleware and Enterprise Application Integration

Middleware offers communication facilities for integration



# Pervasive systems

## Observation

Emerging next-generation of distributed systems in which nodes are small, mobile, and often embedded in a larger system, characterized by the fact that the system **naturally blends into the user's environment**.

## Three (overlapping) subtypes

# Pervasive systems

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## Three (overlapping) subtypes

- **Ubiquitous computing systems**: pervasive and **continuously present**, i.e., there is a continuous interaction between system and user.



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- **Ubiquitous computing systems**: pervasive and **continuously present**, i.e., there is a continuous interaction between system and user.
- **Mobile computing systems**: pervasive, but emphasis is on the fact that devices are **inherently mobile**.
- **Sensor (and actuator) networks**: pervasive, with emphasis on the actual (collaborative) **sensing** and **actuation** of the environment.

# Pervasive systems: Ubiquitous systems

## Core elements

- 1 **(Distribution)** Devices are networked, distributed, and accessible in a transparent manner
- 2 **(Interaction)** Interaction between users and devices is highly unobtrusive
- 3 **(Context awareness)** The system is aware of a user's context in order to optimize interaction
- 4 **(Autonomy)** Devices operate autonomously without human intervention, and are thus highly self-managed
- 5 **(Intelligence)** The system as a whole can handle a wide range of dynamic actions and interactions

# Pervasive systems: Mobile computing

## Distinctive features

- A myriad of different mobile devices (smartphones, tablets, GPS devices, remote controls, active badges).
- Mobile implies that a device's location is expected to change over time  $\Rightarrow$  change of local services, reachability, etc. Keyword: **discovery**.
- Communication may become more difficult: no stable route, but also perhaps no guaranteed connectivity  $\Rightarrow$  **disruption-tolerant networking**.

# Pervasive systems: Sensor networks

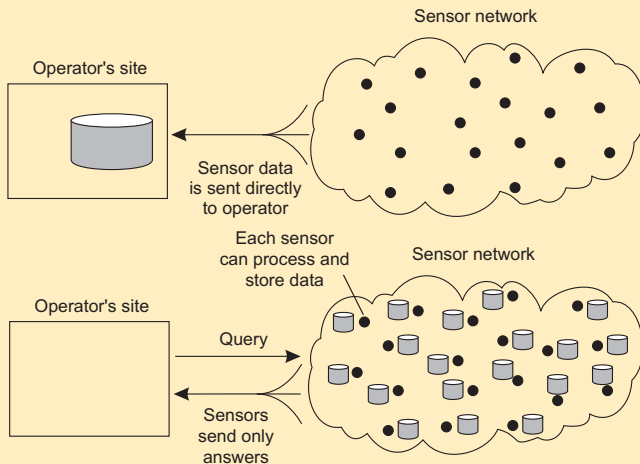
## Characteristics

The **nodes** to which sensors are attached are:

- Many (10s-1000s)
- Simple (small memory/compute/communication capacity)
- Often battery-powered (or even battery-less)

# Sensor networks as distributed databases

## Two extremes



# Duty-cycled networks

## Issue

Many sensor networks need to operate on a strict energy budget: introduce **duty cycles**

## Definition

A node is **active** during  $T_{\text{active}}$  time units, and then **suspended** for  $T_{\text{suspended}}$  units, to become active again. **Duty cycle**  $\tau$ :

$$\tau = \frac{T_{\text{active}}}{T_{\text{active}} + T_{\text{suspended}}}$$

Typical duty cycles are 10 – 30%, but can also be lower than 1%.