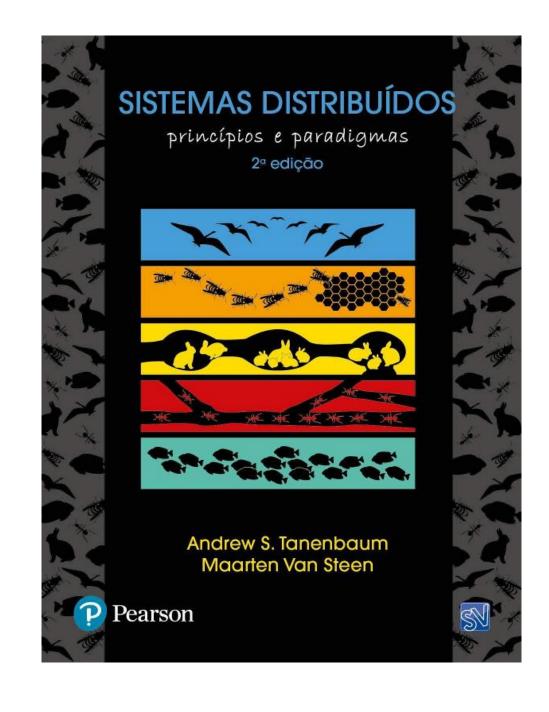
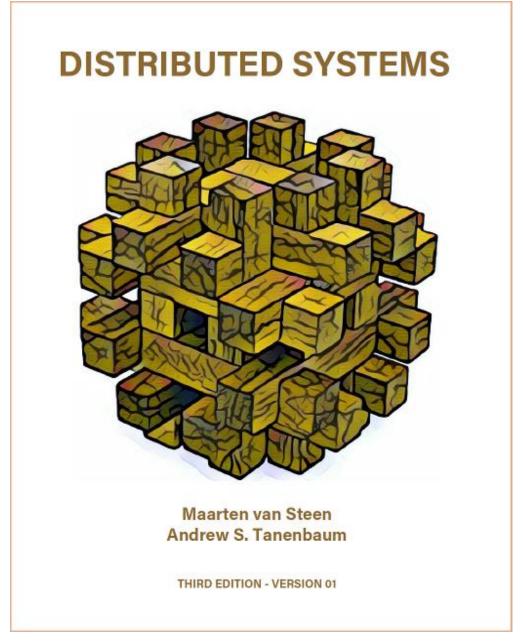


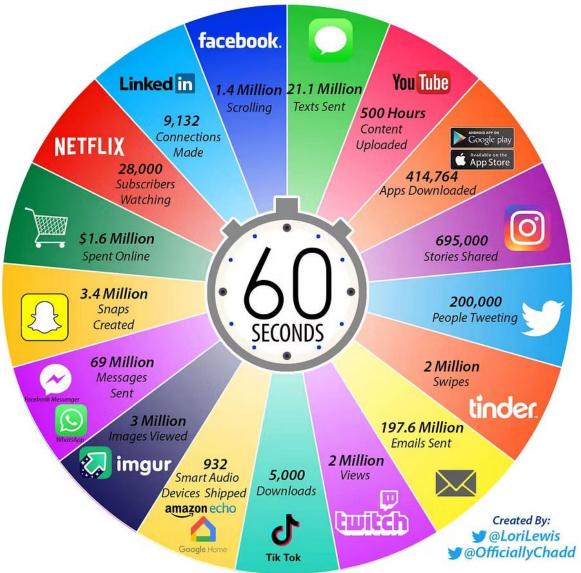
Sistemas Distribuídos

Apresentação da Disciplina

Vladimir Rocha (Vladi) vladimir.rocha@ufabc.edu.br



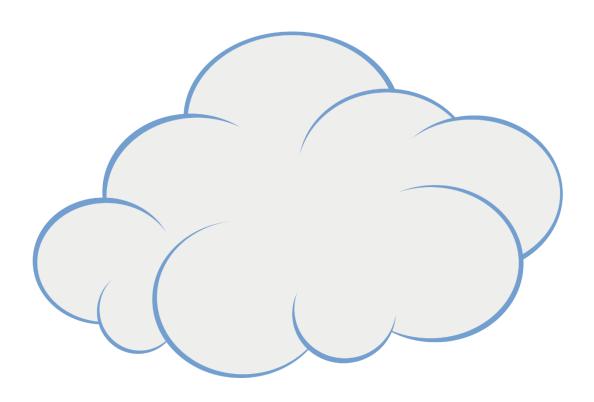






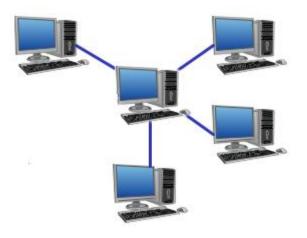
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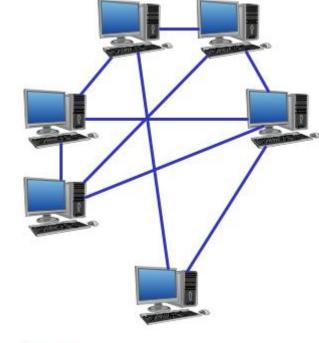


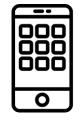


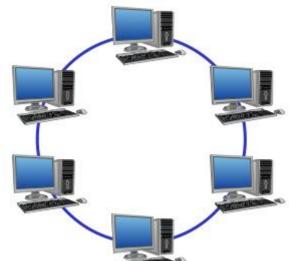












Arquiteturas: capítulo 2

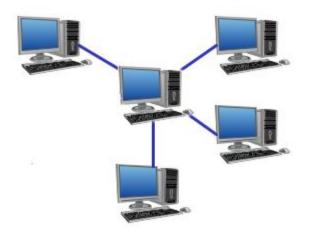


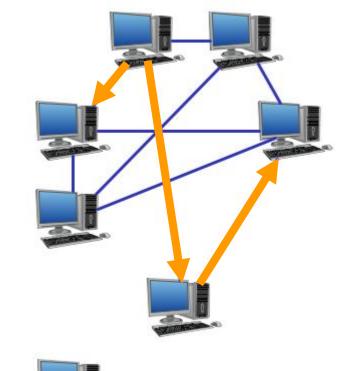


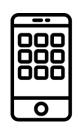


Clientes e Servidores: capítulo 3

http://www.conceptdraw.com/How-To-Guide/picture/Common-networ

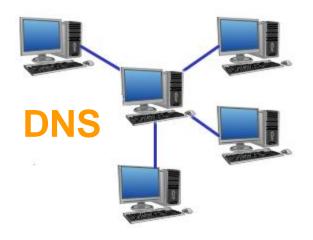


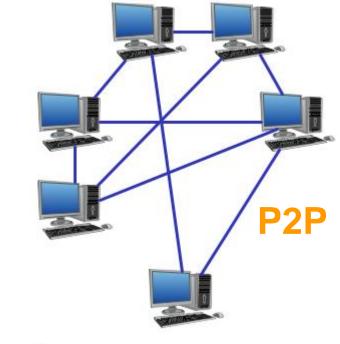


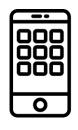


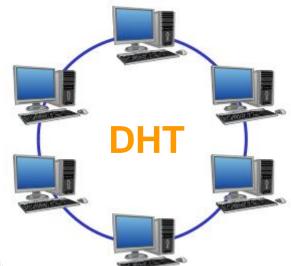


Comunicação: capítulo 4

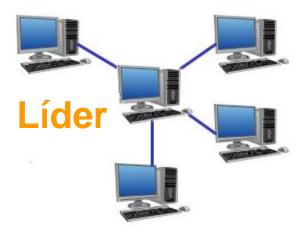




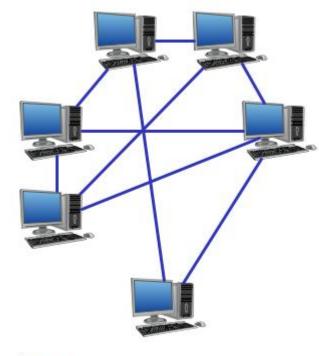


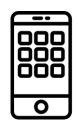


Nomeação: capítulo 5



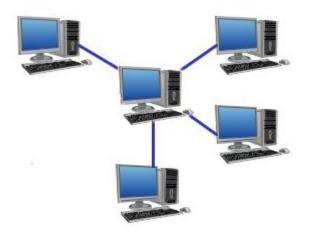


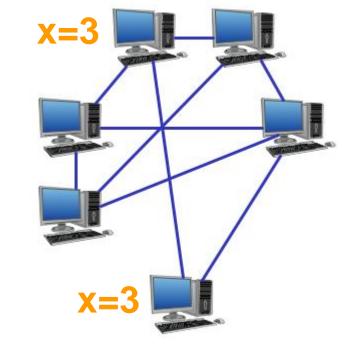


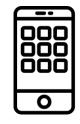


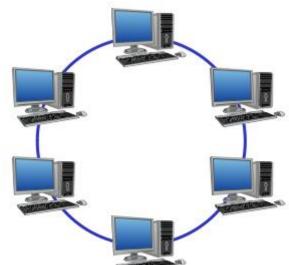
Sincronização: capítulo 6









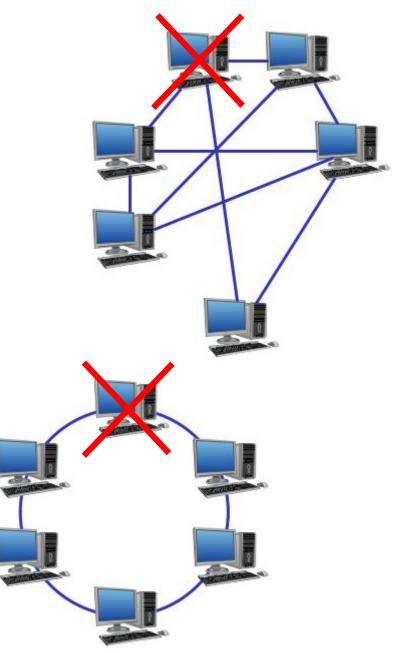


Consistência: capítulo 7

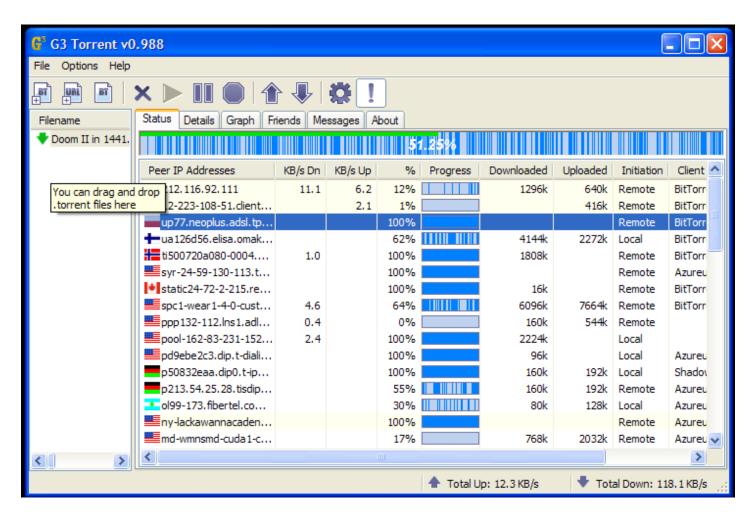


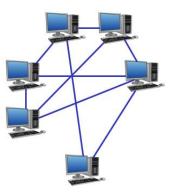


Falhas: capítulo 8



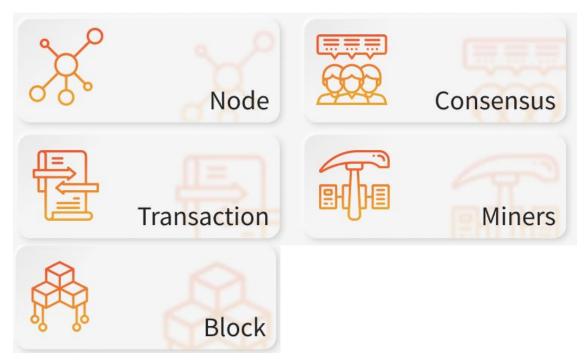






Aplicações: BitTorrent





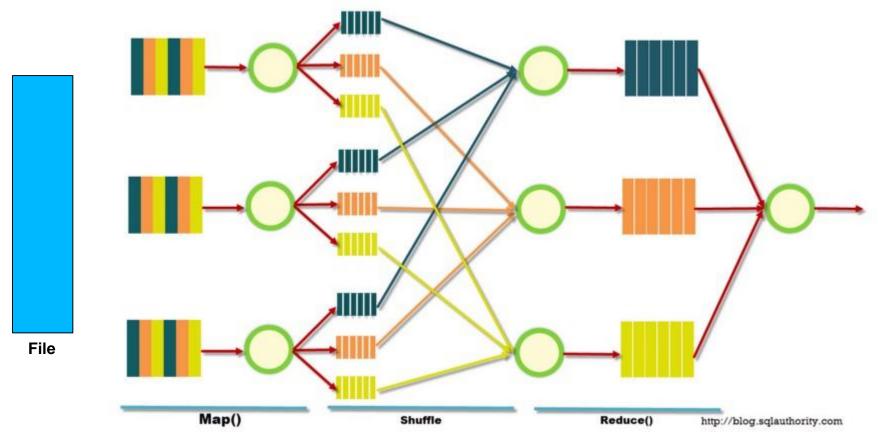


https://www.allerin.com/blog/breaking-down-the-blockchain-architecture



Aplicações: Blockchain



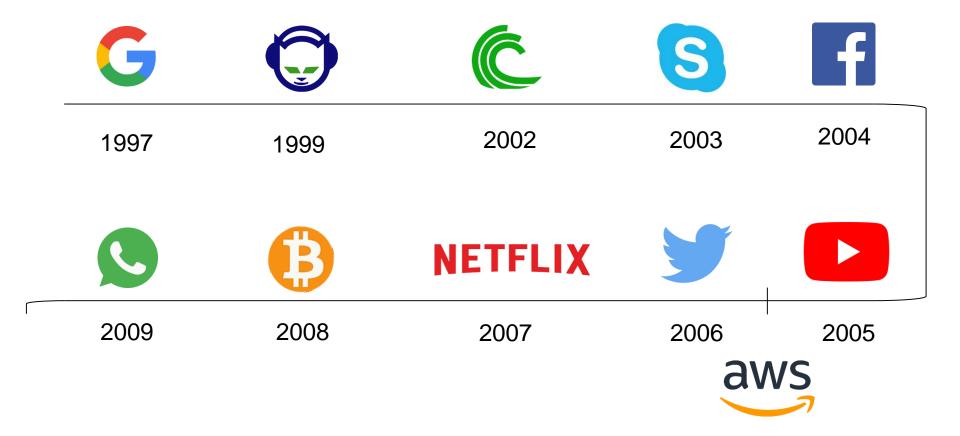


Aplicações: Hadoop Map-Reduce

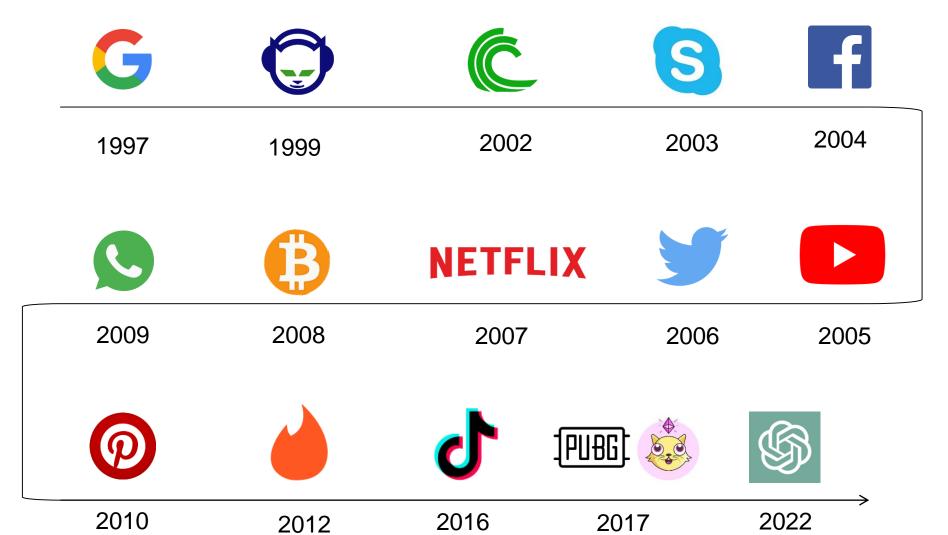
Relevância



Relevância



Relevância

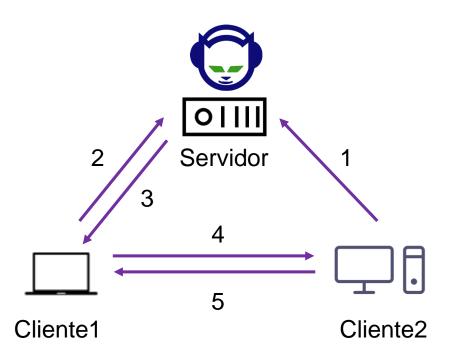


Recomendações da Disciplina

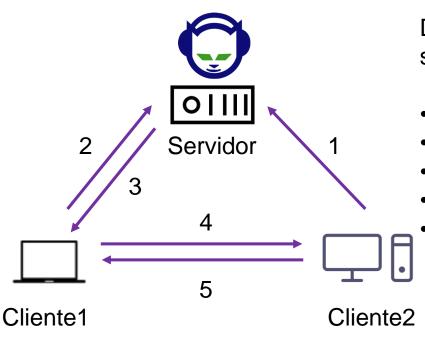
- · Ter cursado redes de computadores
 - · Comunicação TCP, UDP, IP (sockets)
- · Ter conhecimento de estruturas de dados
 - · Listas, Filas, Tabelas de Hash, Árvores
- · Ter maturidade na programação
 - Programação com sockets
 - · Uso das estruturas de dados

Exercícios programáticos

· Porquê é necessário programar



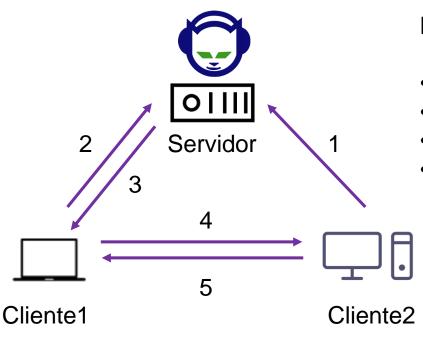
Exercícios programáticos



Do ponto de vista do Cliente1, que acontece se:

- Servidor n\u00e3o responde
- Arquivo é muito grande
- Cliente2 não pode enviar nesse momento
- Cliente2 apagou o arquivo
- Cliente2 saiu no meio da transferência

Exercícios programáticos



Do ponto de vista do Servidor:

- Quantos clientes posso atender?
- Que informações devo armazenar?
- Cliente2 sai (como ficam os arquivos)
- Cliente2 morre (não avisou a saída)
 - Como estimar o tempo?
 - Eliminar arquivos? E se volta?