

# Distributed Systems

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# Course Information

- Instructors:
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  - Rik Sarkar (IF 3.45, [rsarkar@inf.ed.ac.uk](mailto:rsarkar@inf.ed.ac.uk))
  
  - TA: Valentin Radu ([v.radu@sms.ed.ac.uk](mailto:v.radu@sms.ed.ac.uk))
  - Marker: Siddharth Mohanty ([S.Mohanty@sms.ed.ac.uk](mailto:S.Mohanty@sms.ed.ac.uk))
- Web site: <http://www.inf.ed.ac.uk/teaching/courses/ds>
- Lectures:
  - Monday, 14:10-15:00, Appleton Tower, Lecture Theatre **1**
  - **Thursday, 14:10-15:00, Appleton Tower, Lecture Theatre 3**

# Exams and Assignments

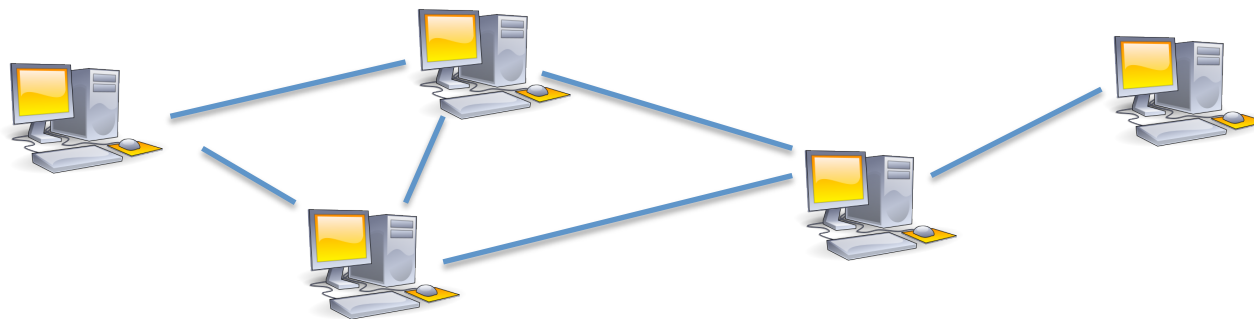
- Grading:
  - Coursework: 1 assignment, 25%
  - Final Exam: 75%
  
- Coursework
  - To be announced January 27
  - Due march 13 at 4pm

# Reading & Books

- **No required textbook**
- Suggested references:
  - Coulouris, Dollimore, Kindberg; Distributed Systems: Concepts and Design
    - 4<sup>th</sup> Edition: <http://www.cdk4.net/wo>
    - 5<sup>th</sup> Edition: <http://www.cdk4.net/wo>
  - Vijay Garg; Elements of Distributed Computing
  - Nancy Lynch; Distributed Algorithms

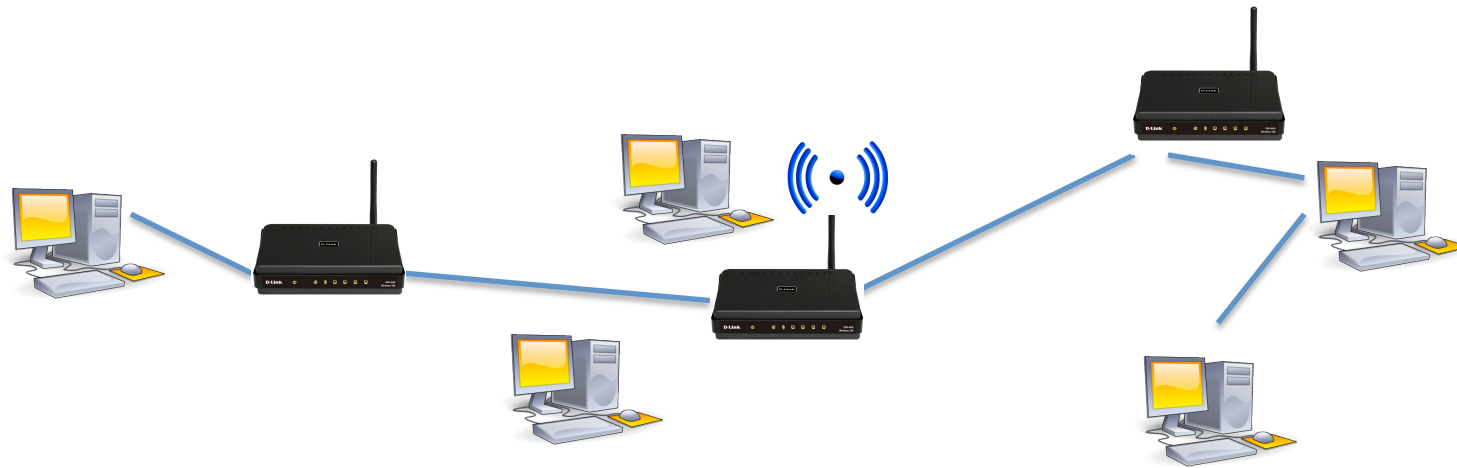
# What is a distributed system?

- Multiple computers working together on one task
- Computers are connected by a network, and exchange information

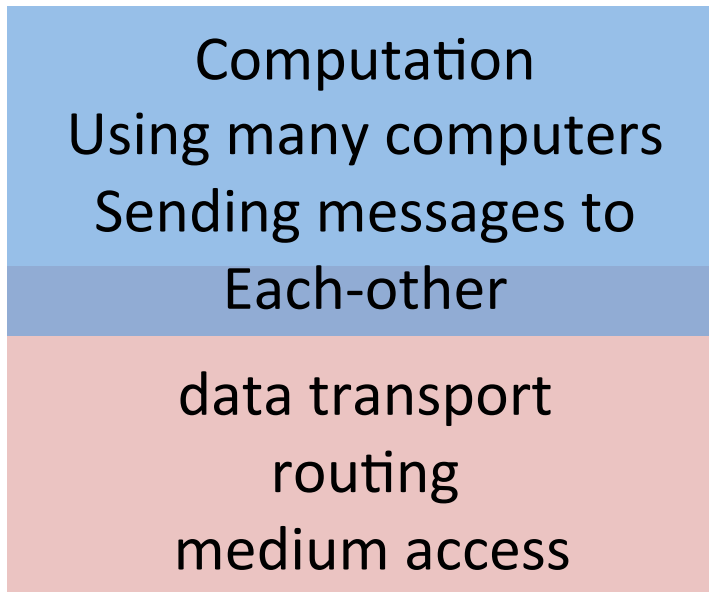


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# Networks Vs Distributed Systems



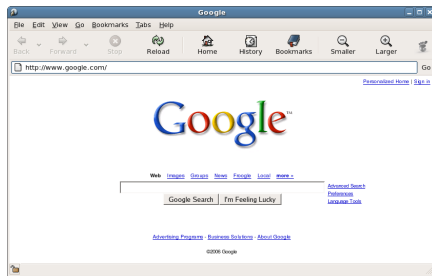
**Distributed Systems:** how to write programs that use the network to make use of multiple computers

**Networks:** How to send messages from one computer to another



# Distributed Systems: Examples

- **Web browsing:**



client



server

- In this case:
  - Client requests what is needed
  - Server computes and decides what is to be shown
  - Client shows information to user



# Distributed Systems: Examples

- **Multiplayer Games**

- Different players are doing different things
- Their actions must be *consistent*
  - Don't allow one person to be at different locations in views of different people
  - Don't let two people stand at the same spot
  - If X shoots Y, then everyone must know that Y is dead
- Made difficult by the fact that players are on different computers
- Sometimes network may be slow
- Sometimes messages can be lost

# Distributed Systems: Examples

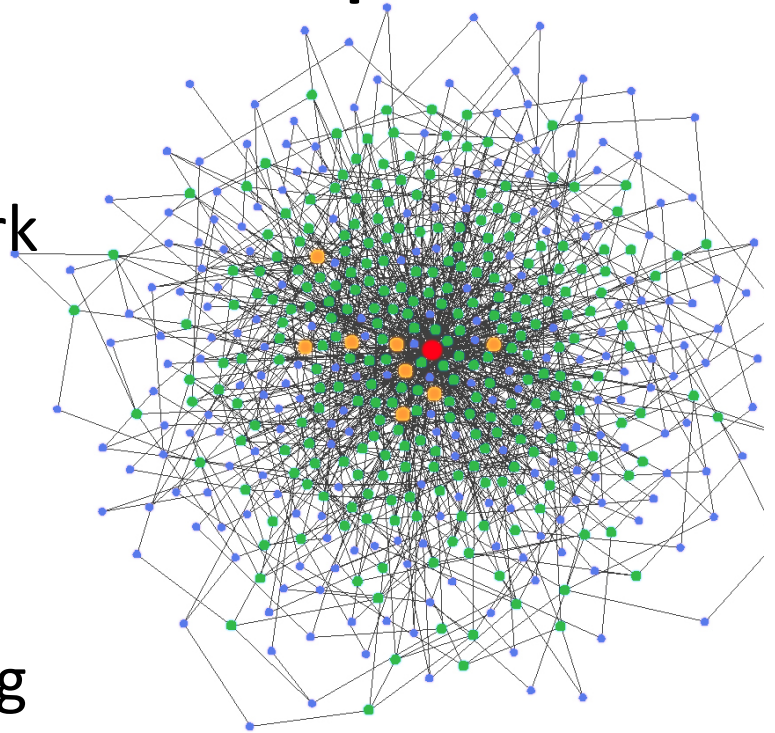
- **Stock markets: Multiplayer games with High stakes!**
- Everyone wants information quickly and to buy/sell without delay
- Updates must be sent to many clients *fast*
- Transactions must be executed in right order
- Specialized networks worth millions are installed to reduce latency



# Distributed Systems: Examples

- **Hadoop**

- A big data processing framework
- *Mapper* nodes partition data, *reducer* nodes process data by partitions
- User decides partitioning, and processing of each partition
- Hadoop handles tasks of moving data from node to node
- Hadoop/mapreduce is a specific setup for distributed processing of data



# Distributed Systems: Examples

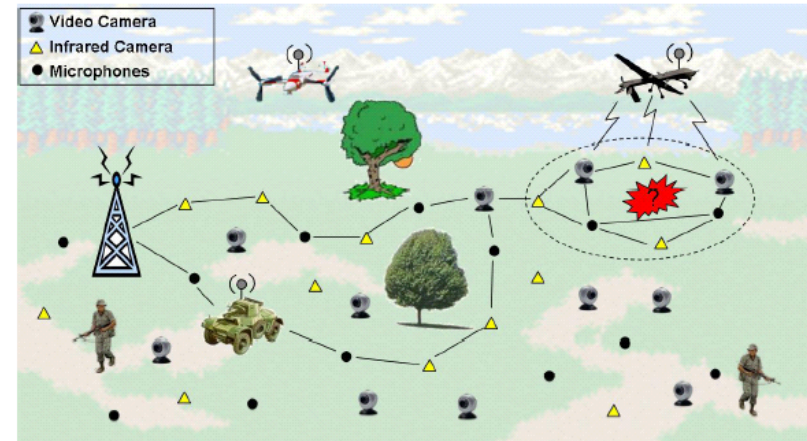
- **Networks: work distributedly**
  - DNS: what is the IP address of [www.google.com](http://www.google.com) ?
    - Search local DNS server (which may not know everything)
    - It contacts higher level (non-local) DNS servers
    - IP address is returned to user
  - Routing: Send message to IP address X
    - Search and find a path to X
    - No one node knows the entire network
  - Medium access: many nodes using the same access point need to coordinate their transmissions
    - When two people speak at the same time, communication gets garbled
    - One node does not know the intentions of others
    - Coordination is needed with incomplete information

# Distributed Systems: Examples

- **Main issue in networking: one node does not have complete (global) knowledge of the rest of the network**
  - Need *distributed* solutions – network protocols
  - Nodes work with local information

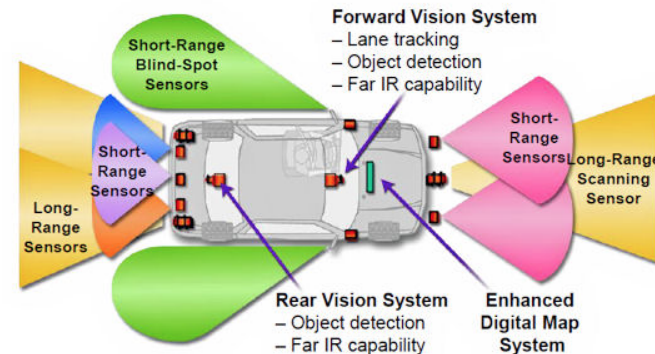
# Distributed Systems: Examples

- **Mobile and Sensor Systems**
  - Mobile phones and smart sensors are computers
  - Opportunity to process data at sensors instead of servers
  - Distributed networked operation
  - In addition, nodes are low powered, battery operated
  - Nodes may move
- **Ubiquitous computing & Internet of things**
  - Embedded computers are everywhere in the environment
  - We can use them to process data available to them through sensors, actions of users, etc.
  - Networking and distributed computing everywhere in the environment



# Distributed Systems: Examples

- **Autonomous vehicles**
  - Computer operated vehicles, will use sensors to map the environment and navigate
  - Sensors in the car, in the environment, other cars
  - Need to communicate and analyze data to make quick decisions
  - Many sensors and lots of data
  - Strict consistency rules – two cars cannot be at the same spot at the same time!
  - Need very fast information processing
  - Nodes are mobile



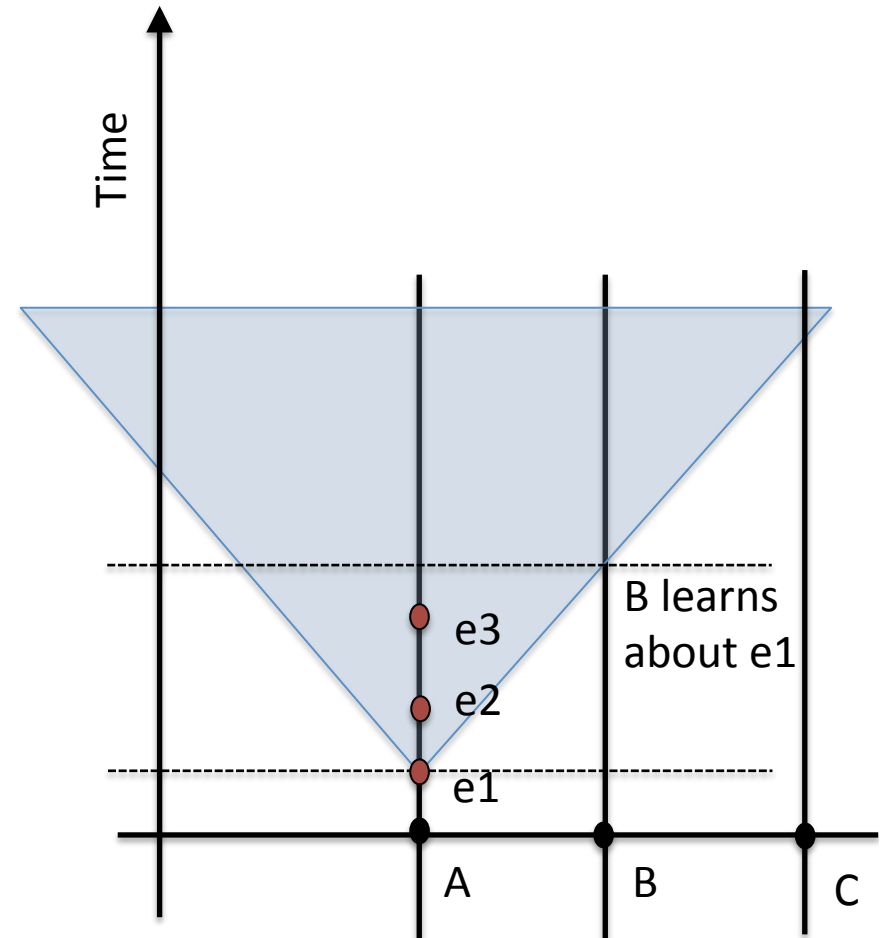
# Challenges in Distributed Computing

- Fundamental issue: Different nodes have different knowledge. One node does know the status of other nodes in the network
- If each node knew exactly the status at all other nodes in the network, computing would be easy.
- But this is impossible, theoretically and practically



# Theoretical issue: Knowledge cannot be perfectly up to date

- Information transmission is bounded by speed of light (plus hardware and software limitations of the nodes & network)
- New things can happen while information is traveling from node A to node B
- B can never be perfectly up to date about the status of A



# Practical challenges in distributed systems

- Communication is costly: It is not practical to transmit everything from A to B all the time
- There are many nodes: Transmitting updates to all nodes and receiving updates from all nodes are even more impractical

- The critical question in distributed systems:
- What message/information to send to which nodes, and when?

# Practical challenges in distributed systems

- Time cannot be measured perfectly
  - Clocks always move slightly faster/slower; speeds change
  - Hard to compare before/after relations between events at different nodes
  - Makes it difficult to keep causal relations correct
  - E.g. In a multi-player game, two players fired their guns. Who shot first?

# Practical challenges in distributed systems

- Failures
  - Some nodes may fail
  - Some communication links may fail, messages get lost
  - We need systems *resilient* to failures – it should continue to work even if some nodes/links fail, or at least recover from failures
  - E.g. In network routing, if some nodes fail, the routing protocols find new paths to the destination

# Practical challenges in distributed systems

- Mobility
  - Some nodes may be mobile
  - Not easy to find and communicate with moving nodes
  - Communication properties, delays, message loss rates etc change with changing locations
  - Locations of nodes are important, determine their needs and preferences

# Practical challenges in distributed systems

- Scalability with size (number of nodes)
  - Systems may need to grow in number of nodes when it has to handle more data or users
  - The design should easily adapt to this growth and not get stuck trying to handle large amounts of data or many nodes
  - E.g. In a multiplayer game with many players, if all actions of each player in every second is sent to all other players, this will generate  $O(n^2)$  messages every second.
  - Options:
    - Make efficient systems that can handle  $O(n^2)$  messages per second (more and more difficult with growing  $n$ )
    - Or, make clever choices of which messages to send to which players, and keep it manageable

# Practical challenges in distributed systems

- Transparency
  - User should not have to worry about details
    - How many nodes
    - How they are connected
    - Locations, addresses
    - mobility
    - Failures
    - concurrency
    - Network protocols



# Practical challenges in distributed systems

- Security
  - Confidentiality – only authorized users can access
  - Integrity – should not get altered/corrupted or get into an undesirable state
  - Availability – should not get disrupted by enemies (e.g. by a denial of service attack)
  - Perfect security is impossible. Good practical security is usually possible, but takes some care and effort. Encryption helps.

# Summary: Distributed Systems

- Multiple computers operating by sending messages to each other over a network
- Integral to many emerging trends in computing
- Reasons for distributed systems:
  - Tasks get done faster
  - Can be made more resilient: If one computer fails, another takes over
  - Load balancing and resource sharing
  - Sometimes, systems are inherently distributed. E.g. people from different locations collaborating on tasks, playing games, etc.
  - Brings out many natural questions about how natural world, ecosystems, economies, emergent behaviors work
    - Eg. Birds flocking, fireflies blinking in sync, people walking without colliding, economic game theory and equilibria...

# Summary: Distributed Systems

- Examples:
  - Web browsing
  - Multiplayer games
  - Digital (Stock) markets
  - Collaborative editing (Wikipedia, reddit, slashdot..)
  - Big data processing (hadoop etc)
  - Networks
  - Mobile and sensor systems
  - Ubiquitous computing
  - Autonomous vehicles

# Challenges in Distributed system design

- Lack of global knowledge
- No perfect (shared) clock
- Communication is costly in large volumes
- Failures of nodes/links, loss of messages
- Scalability
- Transparency
- Security
- Mobility

- Next class:
- Thursday, Jan 16, 14:10
- Appleton Tower, **Lecture Theatre 3**