Web Service and Revision

1

Web Service: Three Tiers

A loose design paradigm:

- Stateless web servers
- Application logic, high-level storage (i.e. BigTable)
- Ourable storage: Google File System, Lustre

2

Starbucks Example

Starbucks lets gift card holders transfer funds between cards online.

Tier 1 Route requests to Tier 2, render pages.

- Tier 2 Logic sharded by user. Ensure sufficient funds exist and decrement/increment balances of their users. Commits changes to Tier 3.
- Tier 3 Filesystem. Transfer records are appended to files and replicated across machines.

State in Tier 1

Tier 1 machines are generally stateless.

Caching pages and even user information is OK. Example: Google doodles on home page have a canned query, probably cached in Tier 1.

Loosely Defined Tier 1 and 2

Starbucks credit moves from one user to another.

Tier 1 server could coordinate transaction with two Tier 2 machines.

Or Tier 2 server for sender contacts Tier 2 for receiver.

Combine Tier 2 and 3?

Why doesn't the machine responsible for a user also store the final copy?

Fine for one application, but in general there are multiple applications sharing one filesystem.

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No.

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Evaluating Technology

b) Would BigTable's consistency model solve the problem? Why?[2 marks]

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Evaluating Technology

b) Would BigTable's consistency model solve the problem? Why?[2 marks]

No, because it can't do transactions across rows.

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Design

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- Tier 2 has machines responsible for shards of users, using Chord to assign responsibility. These machines ensure sufficient funds exist and decrement/increment balances of their users. The Tier 2 machine contacts the machine responsible for the destination to send funds. Agreement is done by two-phase commit (coordinated by Tier 1).

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- Tier 3 is the backing store (filesystem) where Tier 2 ensures transaction records are committed.

Revision

Key Words in Questions

- Name Usually a single word will do
- Why? 1 or 2 sentences
- Explain 1 or 2 sentences
- Design Long answer

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- ... Brief will save you time for the design questions.
- ... We do take off if you say something wrong.

No multiple guessing

If the question says "name two" and you name three, we'll mark the first two.

Pick 2 Questions of 3

The exam has three questions: 1, 2, and 3 (each of which has parts).

Choose exactly two and indicate this on the front.

If you do all three questions, we will only mark 1 and 2. . . . unless, in our judgment, one is obviously incomplete.

This is the short version of school policy.

Difference from Last Year

Exams before academic year 2015–2016 are from a different instructor.

Less scatterbrain than last year.

Emphasis on solving problems

Design a system to store YouTube videos. You're Twitter. Make a low-latency feed system. Show the most frequently visited pages. Live.

Reason About a Problem

- $\bullet\,$ What's the bottleneck? Compute, storage, bandwidth, latency, $\ldots\,$
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More fun: how will this system fail?

Bag of Tricks

- Sharding aka partitioning: divide the work across machines
- Replication for speed and fault tolerance
- "Cold" large read-only store, "hot" small mutable store
- Approximations: Bloom filters, streaming counts, resevoir sampling

Systems

MapReduce Parallel batch processing

BitTorrent File sharing

HDFS File storage

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> Given a problem, name a system and apply it. Take inspiration from the design of these systems.

Linearisable versus Sequential

Alice and Bob write checks to each other for the same amount.



Bob's Statement

- -10 Check Bob \rightarrow Alice
 - $0 \quad \mathsf{Check} \ \mathsf{Alice} \to \mathsf{Bob}$

Both overdraft.

Sequential: each client sees a consistent order
Linearizable: no globally linear story