

Distributed Systems

Principles and Paradigms

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Chapter 04: Communication

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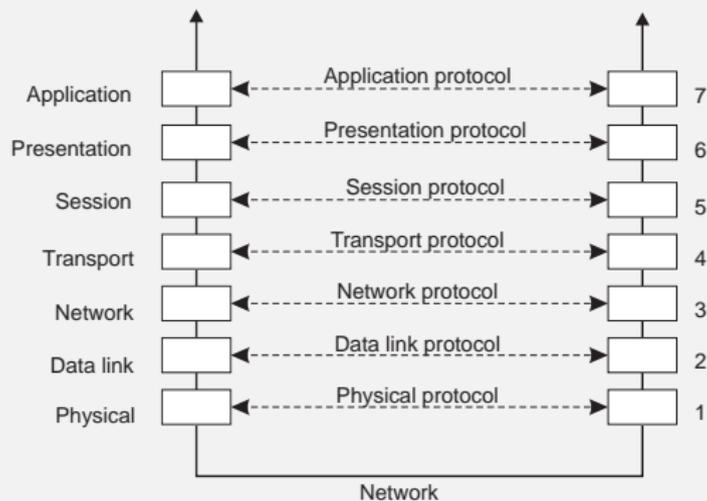
Contents

Chapter
01: Introduction
02: Architectures
03: Processes
04: Communication
05: Naming
06: Synchronization
07: Consistency & Replication
08: Fault Tolerance
09: Security
10: Distributed Object-Based Systems
11: Distributed File Systems
12: Distributed Web-Based Systems
13: Distributed Coordination-Based Systems

Layered Protocols

- Low-level layers
- Transport layer
- Application layer
- Middleware layer

Basic networking model



Drawbacks

- Focus on message-passing only
- Often unneeded or unwanted functionality
- Violates access transparency

Low-level layers

Recap

- **Physical layer:** contains the specification and implementation of bits, and their transmission between sender and receiver
- **Data link layer:** prescribes the transmission of a series of bits into a frame to allow for error and flow control
- **Network layer:** describes how packets in a network of computers are to be **routed**.

Observation

For many distributed systems, the lowest-level interface is that of the network layer.

Transport Layer

Important

The transport layer provides the actual communication facilities for most distributed systems.

Standard Internet protocols

- TCP: connection-oriented, reliable, stream-oriented communication
- UDP: unreliable (best-effort) datagram communication

Note

IP multicasting is often considered a standard available service (which may be dangerous to assume).

Middleware Layer

Observation

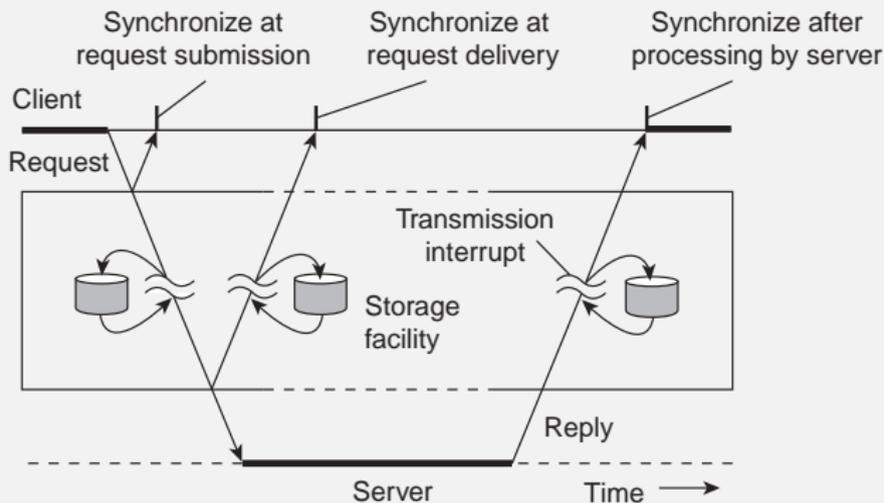
Middleware is invented to provide **common** services and protocols that can be used by many **different** applications

- A rich set of **communication protocols**
- **(Un)marshaling** of data, necessary for integrated systems
- **Naming protocols**, to allow easy sharing of resources
- **Security protocols** for secure communication
- **Scaling mechanisms**, such as for replication and caching

Note

What remains are truly **application-specific** protocols...
such as?

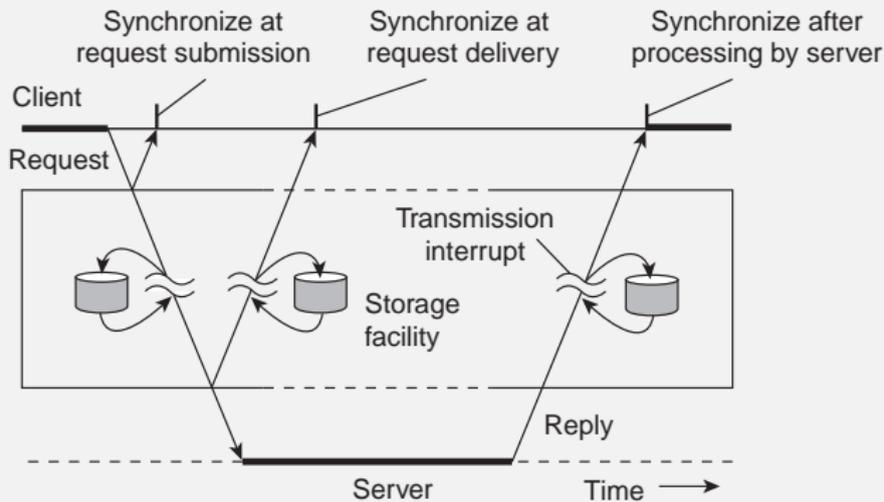
Types of communication



Distinguish

- Transient versus persistent communication
- Asynchronous versus synchronous communication

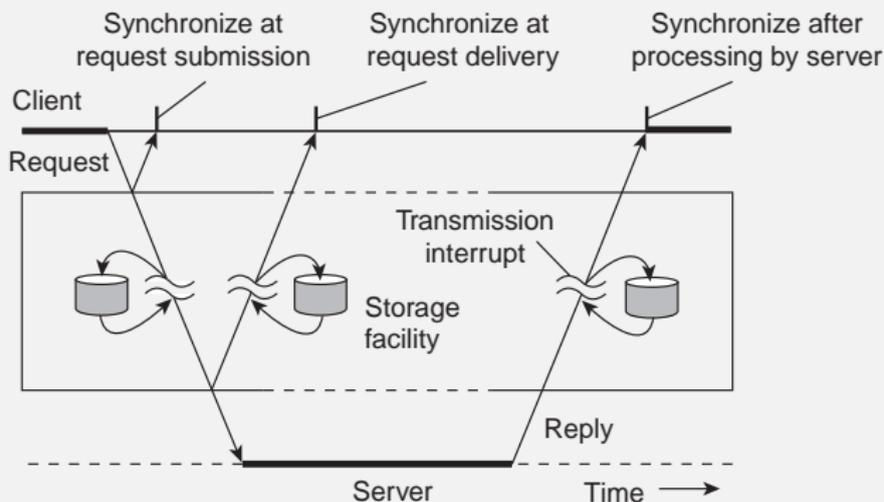
Types of communication



Transient versus persistent

- **Transient communication:** Comm. server discards message when it cannot be delivered at the next server, or at the receiver.
- **Persistent communication:** A message is stored at a communication server as long as it takes to deliver it.

Types of communication



Places for synchronization

- At request submission
- At request delivery
- After request processing

Client/Server

Some observations

Client/Server computing is generally based on a model of **transient synchronous communication**:

- Client and server have to be active at time of commun.
- Client issues request and blocks until it receives reply
- Server essentially waits only for incoming requests, and subsequently processes them

Drawbacks synchronous communication

- Client cannot do any other work while waiting for reply
- Failures have to be handled immediately: the client is waiting
- The model may simply not be appropriate (mail, news)

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Messaging

Message-oriented middleware

Aims at high-level **persistent asynchronous communication**:

- Processes send each other messages, which are queued
- Sender need not wait for immediate reply, but can do other things
- Middleware often ensures fault tolerance

Remote Procedure Call (RPC)

- Basic RPC operation
- Parameter passing
- Variations

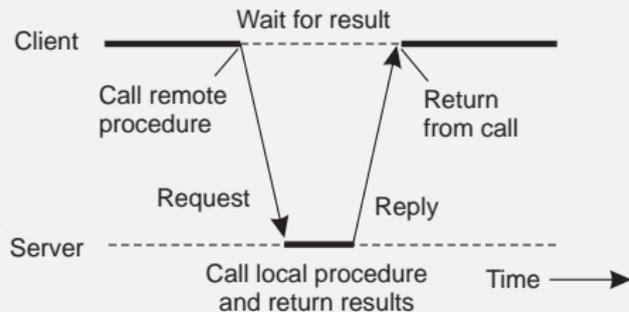
Basic RPC operation

Observations

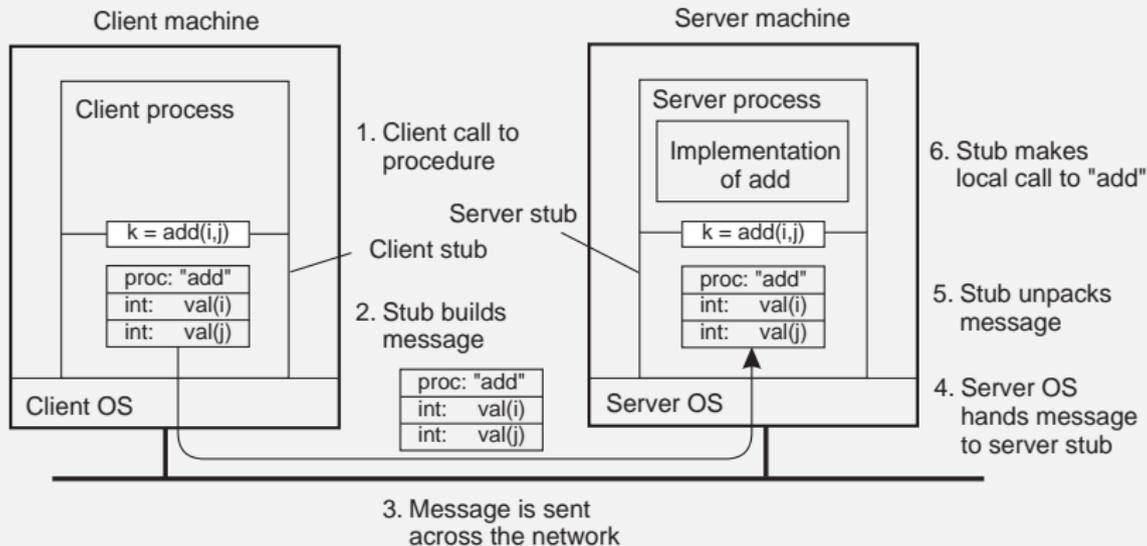
- Application developers are familiar with simple procedure model
- Well-engineered procedures operate in isolation (black box)
- There is no fundamental reason not to execute procedures on separate machine

Conclusion

Communication between caller & callee can be hidden by using procedure-call mechanism.



Basic RPC operation



- 1 Client procedure calls client stub.
- 2 Stub builds message; calls local OS.
- 3 OS sends message to remote OS.
- 4 Remote OS gives message to stub.
- 5 Stub unpacks parameters and calls server.

- 6 Server makes local call and returns result to stub.
- 7 Stub builds message; calls OS.
- 8 OS sends message to client's OS.
- 9 Client's OS gives message to stub.
- 10 Client stub unpacks result and returns to the client.

RPC: Parameter passing

Parameter marshaling

There's more than just wrapping parameters into a message:

- Client and server machines may have **different data representations** (think of byte ordering)
- Wrapping a parameter means **transforming a value into a sequence of bytes**
- Client and server have to **agree on the same encoding**:
 - How are **basic data values** represented (integers, floats, characters)
 - How are **complex data values** represented (arrays, unions)
- Client and server need to **properly interpret messages**, transforming them into machine-dependent representations.

RPC: Parameter passing

RPC parameter passing: some assumptions

- **Copy in/copy out** semantics: while procedure is executed, nothing can be assumed about parameter values.
- **All** data that is to be operated on is passed by parameters. Excludes passing **references to (global) data**.

Conclusion

Full access transparency cannot be realized.

Observation

A **remote reference** mechanism enhances access transparency:

- Remote reference offers **unified access** to remote data
- Remote references can be **passed as parameter** in RPCs

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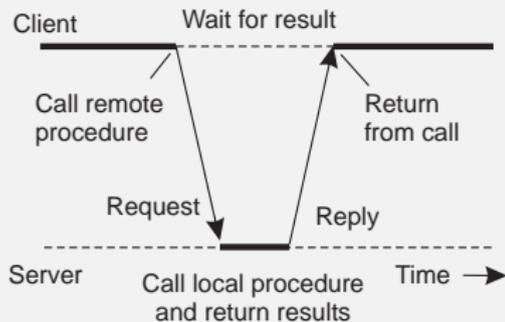
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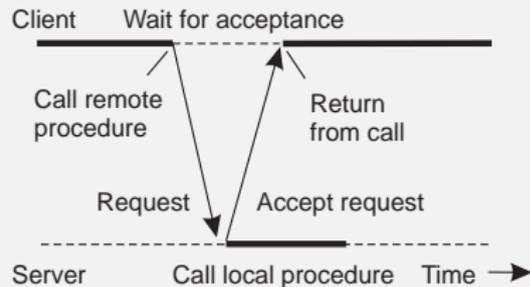
Asynchronous RPCs

Essence

Try to get rid of the strict request-reply behavior, but let the client continue without waiting for an answer from the server.

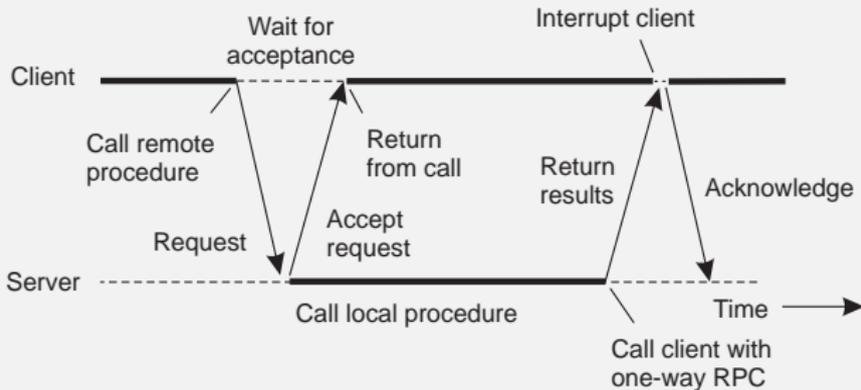


(a)



(b)

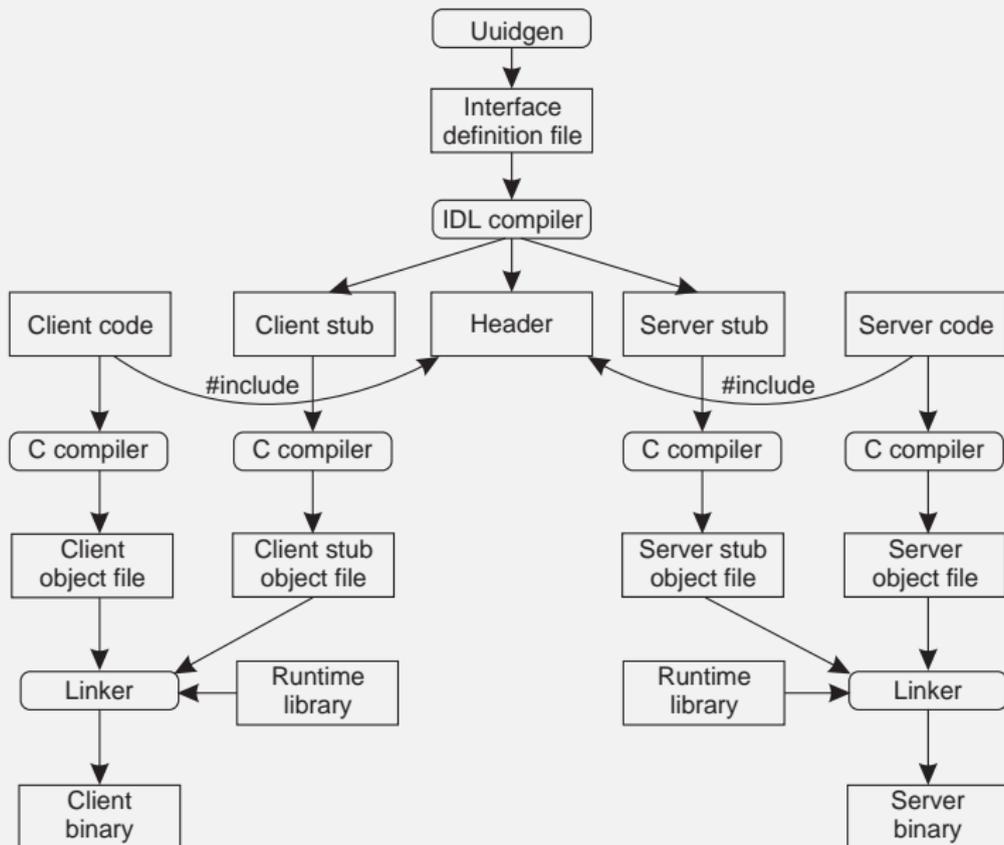
Deferred synchronous RPCs



Variation

Client can also do a (non)blocking poll at the server to see whether results are available.

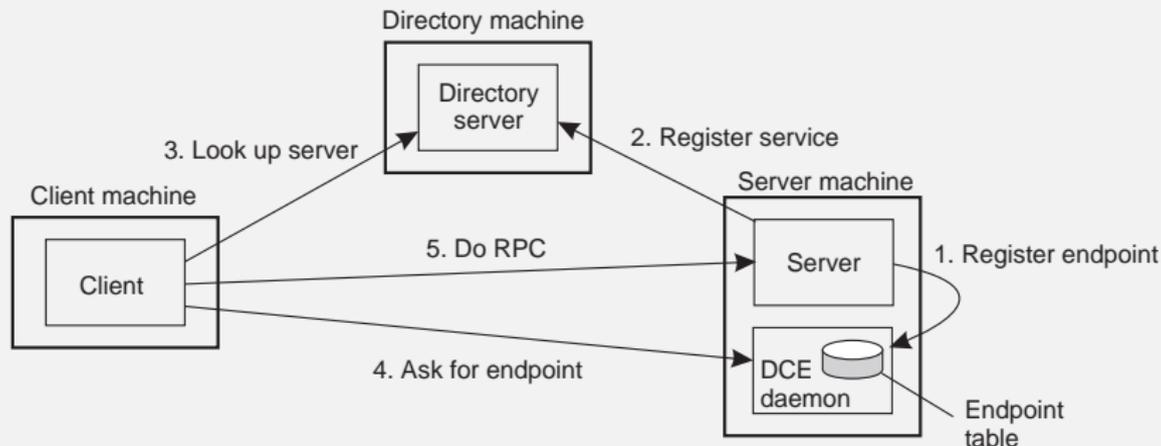
RPC in practice



Client-to-server binding (DCE)

Issues

(1) Client must locate server machine, and (2) locate the server.



Message-Oriented Communication

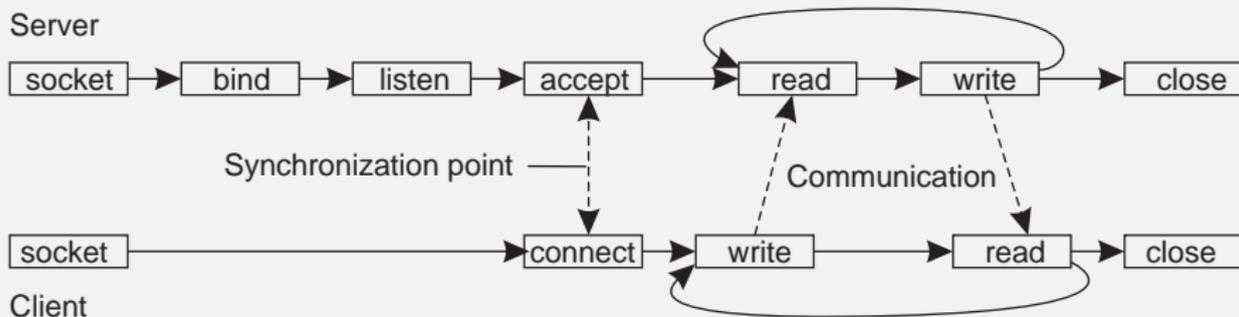
- Transient Messaging
- Message-Queuing System
- Message Brokers
- Example: IBM Websphere

Transient messaging: sockets

Berkeley socket interface

SOCKET	Create a new communication endpoint
BIND	Attach a local address to a socket
LISTEN	Announce willingness to accept N connections
ACCEPT	Block until request to establish a connection
CONNECT	Attempt to establish a connection
SEND	Send data over a connection
RECEIVE	Receive data over a connection
CLOSE	Release the connection

Transient messaging: sockets



Message-oriented middleware

Essence

Asynchronous persistent communication through support of middleware-level **queues**. Queues correspond to buffers at communication servers.

PUT	Append a message to a specified queue
GET	Block until the specified queue is nonempty, and remove the first message
POLL	Check a specified queue for messages, and remove the first. Never block
NOTIFY	Install a handler to be called when a message is put into the specified queue

Message broker

Observation

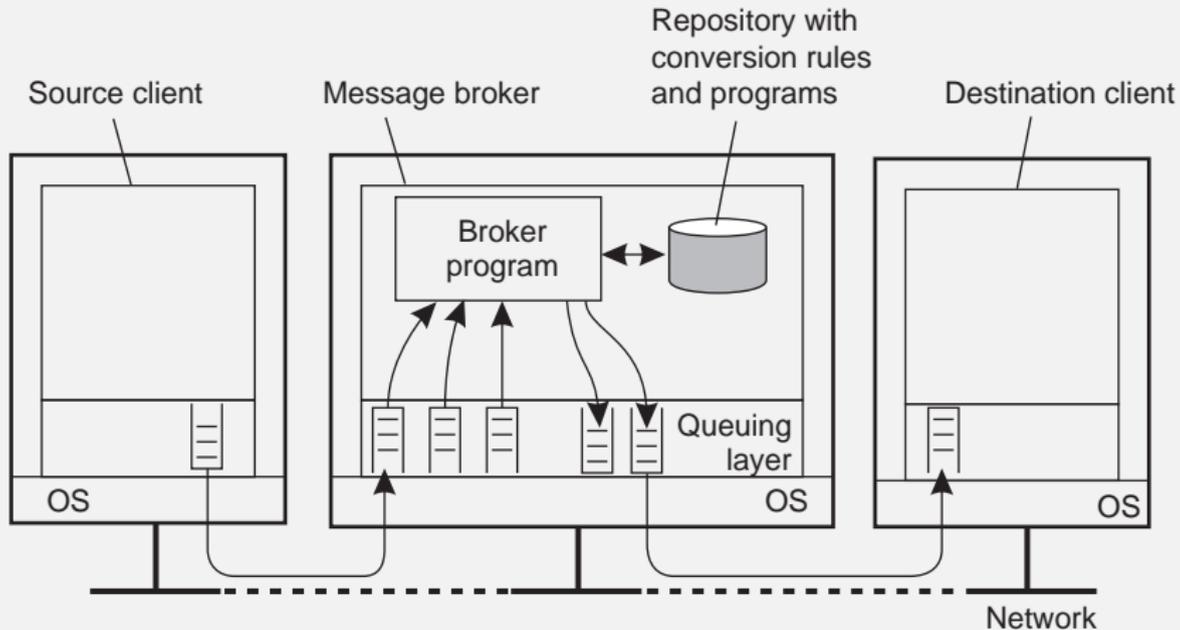
Message queuing systems assume a **common messaging protocol**: all applications agree on message format (i.e., structure and data representation)

Message broker

Centralized component that takes care of application heterogeneity in an MQ system:

- Transforms incoming messages to target format
- Very often acts as an **application gateway**
- May provide **subject-based** routing capabilities ⇒ **Enterprise Application Integration**

Message broker



IBM's WebSphere MQ

Basic concepts

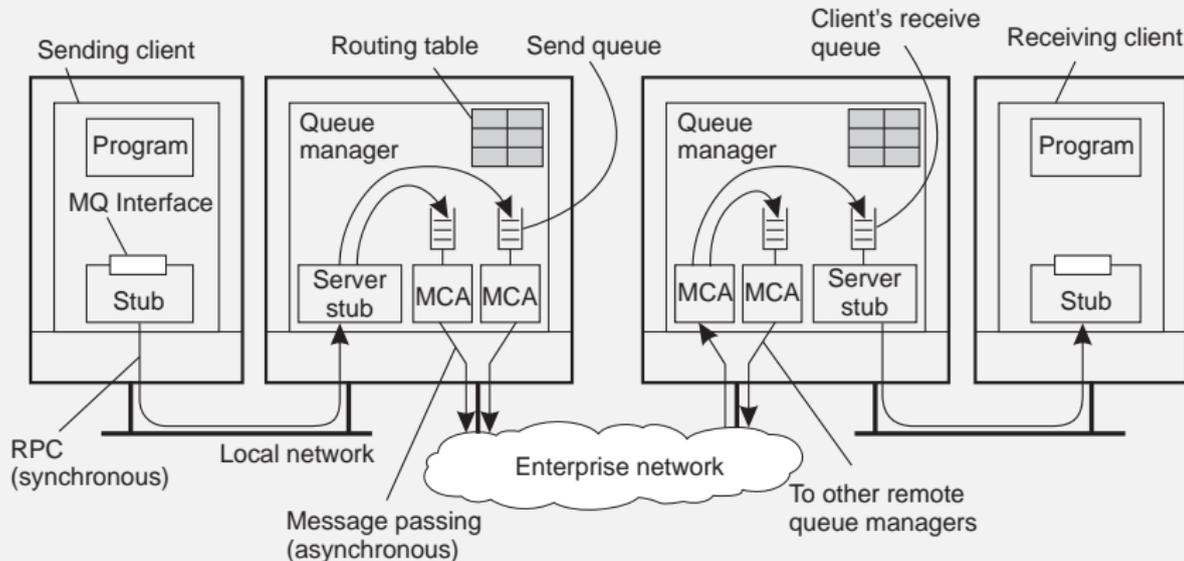
- **Application-specific messages** are put into, and removed from **queues**
- Queues reside under the regime of a **queue manager**
- Processes can put messages only in local queues, or through an RPC mechanism

IBM's WebSphere MQ

Message transfer

- Messages are transferred between queues
- Message transfer between queues at different processes, requires a **channel**
- At each endpoint of channel is a **message channel agent**
- Message channel agents are responsible for:
 - Setting up channels using lower-level network communication facilities (e.g., TCP/IP)
 - (Un)wrapping messages from/in transport-level packets
 - Sending/receiving packets

IBM's WebSphere MQ

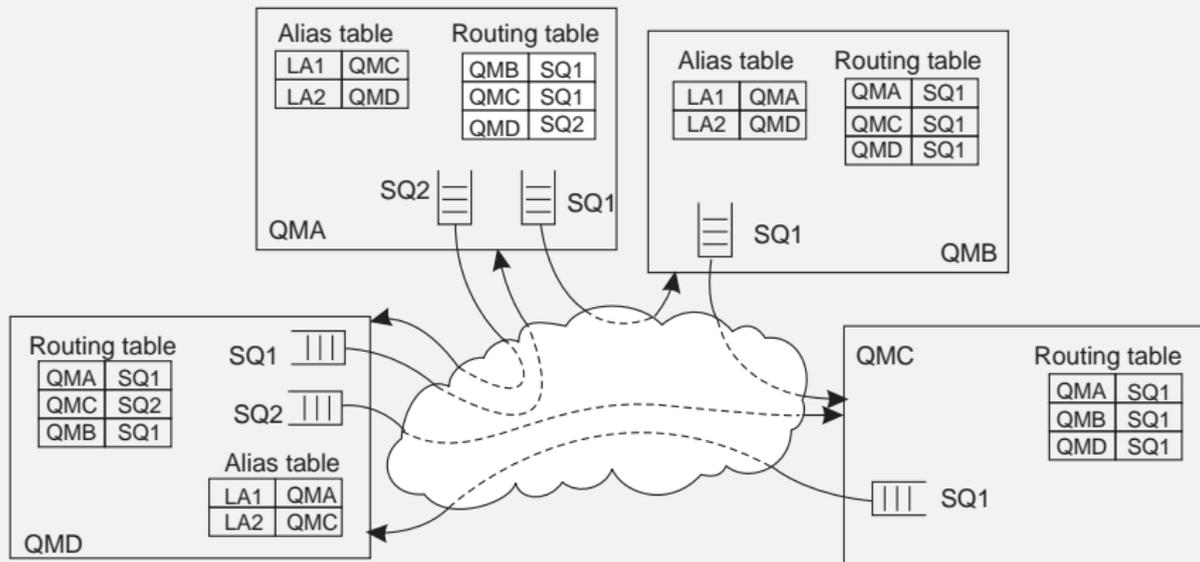


- Channels are inherently unidirectional
- Automatically start MCAs when messages arrive
- Any network of queue managers can be created
- Routes are set up manually (system administration)

IBM's WebSphere MQ

Routing

By using **logical names**, in combination with name resolution to local queues, it is possible to put a message in a **remote queue**



Stream-oriented communication

- Support for continuous media
- Streams in distributed systems
- Stream management

Continuous media

Observation

All communication facilities discussed so far are essentially based on a **discrete**, that is **time-independent** exchange of information

Continuous media

Characterized by the fact that values are **time dependent**:

- Audio
- Video
- Animations
- Sensor data (temperature, pressure, etc.)

Continuous media

Transmission modes

Different timing guarantees with respect to data transfer:

- **Asynchronous:** no restrictions with respect to **when** data is to be delivered
- **Synchronous:** define a maximum end-to-end delay for individual data packets
- **Isochronous:** define a maximum and minimum end-to-end delay (**jitter** is bounded)

Stream

Definition

A (continuous) data stream is a connection-oriented communication facility that supports isochronous data transmission.

Some common stream characteristics

- Streams are unidirectional
- There is generally a single **source**, and one or more **sinks**
- Often, either the sink and/or source is a wrapper around hardware (e.g., camera, CD device, TV monitor)
- **Simple stream**: a single flow of data, e.g., audio or video
- **Complex stream**: multiple data flows, e.g., stereo audio or combination audio/video

Streams and QoS

Essence

Streams are all about timely delivery of data. How do you specify this **Quality of Service (QoS)**? Basics:

- The required **bit rate** at which data should be transported.
- The **maximum delay** until a session has been set up (i.e., when an application can start sending data).
- The **maximum end-to-end delay** (i.e., how long it will take until a data unit makes it to a recipient).
- The maximum delay variance, or **jitter**.
- The **maximum round-trip delay**.

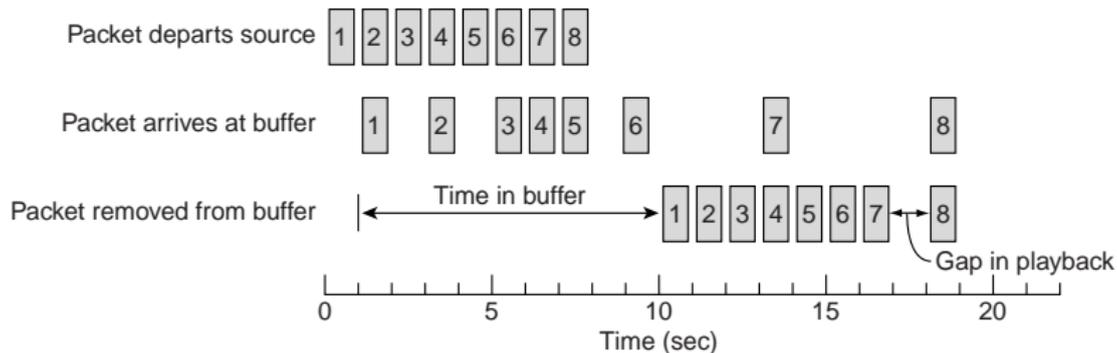
Enforcing QoS

Observation

There are various network-level tools, such as **differentiated services** by which certain packets can be prioritized.

Also

Use **buffers** to reduce jitter:

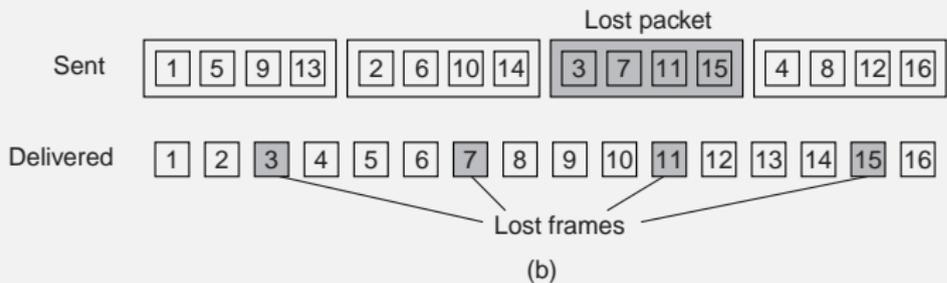
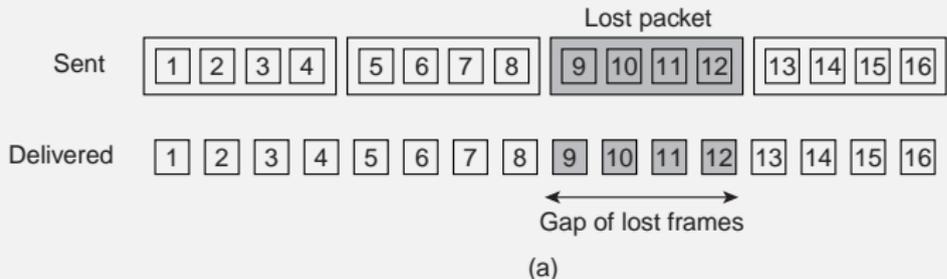


Enforcing QoS

Problem

How to reduce the effects of packet loss (when multiple samples are in a single packet)?

Enforcing QoS



Stream synchronization

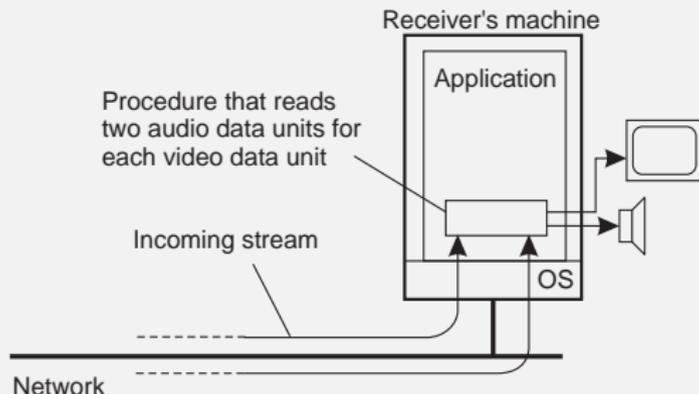
Problem

Given a complex stream, how do you keep the different substreams in synch?

Example

Think of playing out two channels, that together form stereo sound. Difference should be less than 20–30 μsec !

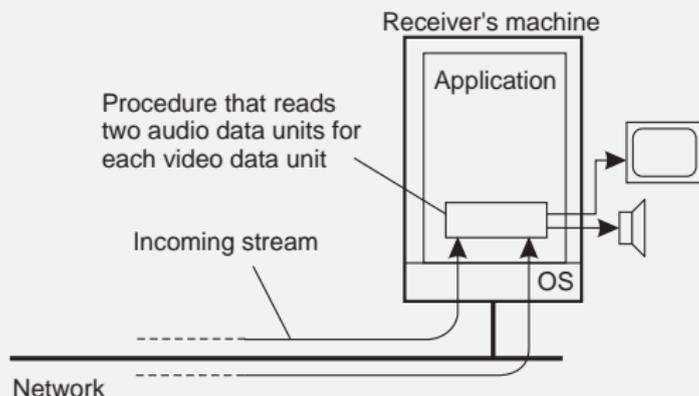
Stream synchronization



Alternative

Multiplex all substreams into a single stream, and demultiplex at the receiver. Synchronization is handled at multiplexing/demultiplexing point (MPEG).

Stream synchronization



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Multicast communication

- Application-level multicasting
- Gossip-based data dissemination

Application-level multicasting

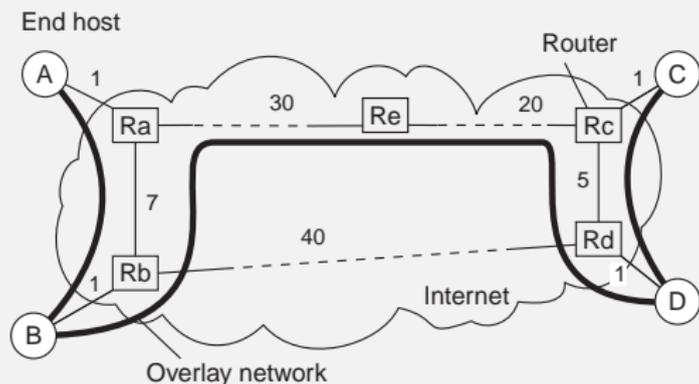
Essence

Organize nodes of a distributed system into an **overlay network** and use that network to disseminate data.

Chord-based tree building

- 1 Initiator generates a **multicast identifier** mid .
- 2 Lookup $succ(mid)$, the node responsible for mid .
- 3 Request is routed to $succ(mid)$, which will become the **root**.
- 4 If P wants to join, it sends a **join** request to the root.
- 5 When request arrives at Q :
 - Q has not seen a join request before \Rightarrow it becomes **forwarder**; P becomes child of Q . **Join request continues to be forwarded.**
 - Q knows about tree $\Rightarrow P$ becomes child of Q . **No need to forward join request anymore.**

ALM: Some costs



- **Link stress:** How often does an ALM message cross the same physical link? **Example:** message from *A* to *D* needs to cross $\langle Ra, Rb \rangle$ twice.
- **Stretch:** Ratio in delay between ALM-level path and network-level path. **Example:** messages *B* to *C* follow path of length 71 at ALM, but 47 at network level \Rightarrow stretch = $71/47$.

Epidemic Algorithms

- General background
- Update models
- Removing objects

Principles

Basic idea

Assume there are no write–write conflicts:

- Update operations are performed at a single server
- A replica passes updated state to only a few neighbors
- Update propagation is lazy, i.e., not immediate
- Eventually, each update should reach every replica

Two forms of epidemics

- **Anti-entropy**: Each replica regularly chooses another replica at random, and exchanges state differences, leading to identical states at both afterwards
- **Gossiping**: A replica which has just been updated (i.e., has been **contaminated**), tells a number of other replicas about its update (contaminating them as well).

Anti-entropy

Principle operations

- A node P selects another node Q from the system at random.
- **Push**: P only sends its updates to Q
- **Pull**: P only retrieves updates from Q
- **Push-Pull**: P and Q **exchange** mutual updates (after which they hold the same information).

Observation

For push-pull it takes $\mathcal{O}(\log(N))$ rounds to disseminate updates to all N nodes (**round** = when every node has taken the initiative to start an exchange).

Anti-entropy: analysis (extra)

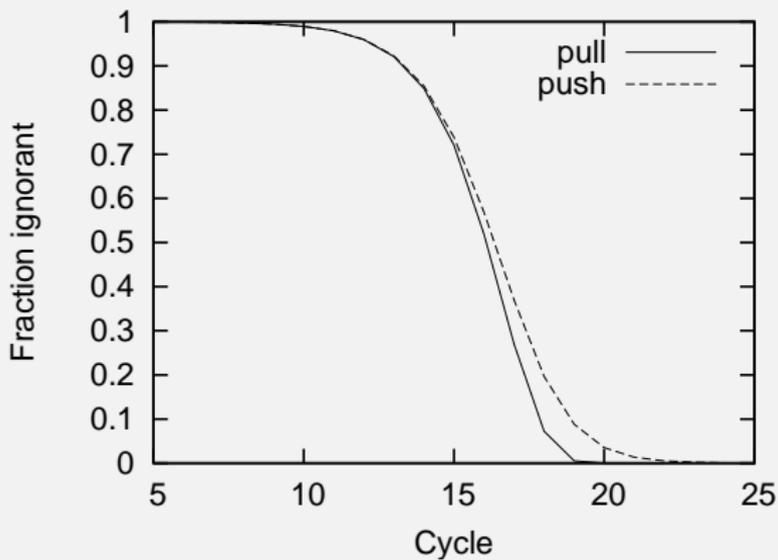
Basics

Consider a single source, propagating its update. Let p_i be the probability that a node has not received the update after the i -th cycle.

Analysis: staying ignorant

- With **pull**, $p_{i+1} = (p_i)^2$: the node was not updated during the i -th cycle and should contact another ignorant node during the next cycle.
- With **push**, $p_{i+1} = p_i(1 - \frac{1}{N})^{N(1-p_i)} \approx p_i e^{-1}$ (for small p_i and large N): the node was ignorant during the i -th cycle and no updated node chooses to contact it during the next cycle.
- With **push-pull**: $(p_i)^2 \cdot (p_i e^{-1})$

Anti-entropy performance



Gossiping

Basic model

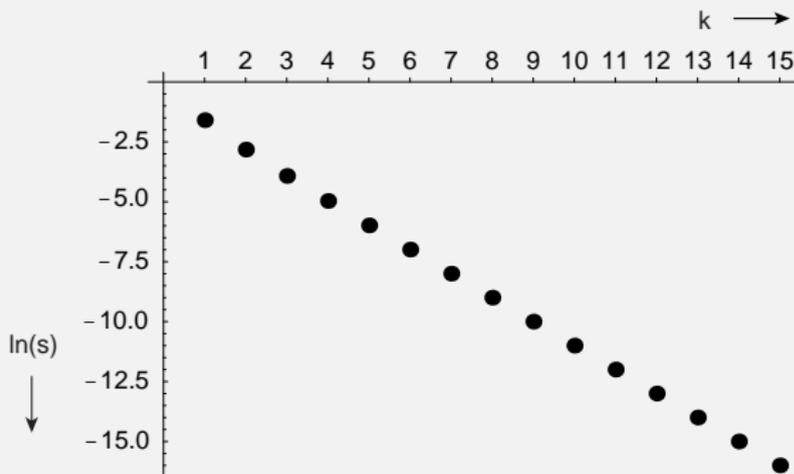
A server S having an update to report, contacts other servers. If a server is contacted to which the update has already propagated, S stops contacting other servers with probability $1/k$.

Observation

If s is the fraction of ignorant servers (i.e., which are unaware of the update), it can be shown that with many servers

$$s = e^{-(k+1)(1-s)}$$

Gossiping

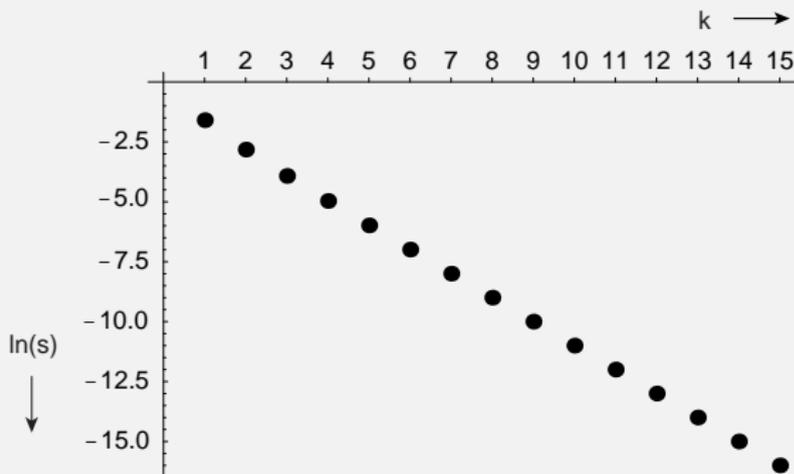


Consider 10,000 nodes		
k	s	N_s
1	0.203188	2032
2	0.059520	595
3	0.019827	198
4	0.006977	70
5	0.002516	25
6	0.000918	9
7	0.000336	3

Note

If we really have to ensure that all servers are eventually updated, gossiping alone is not enough

Gossiping



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Deleting values

Fundamental problem

We cannot remove an old value from a server and expect the removal to propagate. Instead, mere removal will be undone in due time using epidemic algorithms

Solution

Removal has to be registered as a special update by inserting a **death certificate**

Deleting values

Next problem

When to remove a death certificate (it is not allowed to stay for ever):

- Run a global algorithm to detect whether the removal is known everywhere, and then collect the death certificates (looks like garbage collection)
- Assume death certificates propagate in finite time, and associate a maximum lifetime for a certificate (can be done at risk of not reaching all servers)

Note

It is necessary that a removal actually reaches all servers.

Question

What's the scalability problem here?

Example applications

Typical apps

- **Data dissemination**: Perhaps the most important one. Note that there are many variants of dissemination.
- **Aggregation**: Let every node i maintain a variable x_i . When two nodes gossip, they each reset their variable to

$$x_i, x_j \leftarrow (x_i + x_j)/2$$

Result: in the end each node will have computed the average $\bar{x} = \sum_i x_i / N$.

Example application: aggregation

Aggregation (continued)

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What happens if initially $x_i = 1$ and $x_j = 0, j \neq i$?

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How can we start this computation **without pre-assigning a node i** to start as only with $x_i \leftarrow 1$?

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