CIS 630 - Fall 2004
Distributed Systems

Lecture 2
Architecture Models

University of Oregon
Department of Computer and Information Science
Business and Logistics

◼ Course webpage
◼ Programming exercise
  ◼ Work on your own and challenge yourself
  ◼ Some flexibility in what you implement
◼ Term paper assignment
  ◼ Begin thinking about your topic
◼ Survey
  ◼ Please fill out
◼ Guest lecture next week’s classes
  ◼ Dan Keith
Lecture Objectives

- Provide conceptual models to motivate distributed system design problems and solutions
- Look at architectural models
  - High-level view of distribution of functionality
  - Structure of and relationships between components
  - Useful for evaluating properties of distributed systems
- Look at functional models
  - Vertical views or slices representing some key aspect
  - Sets of issues that must be address in design
- Emphasis on middleware to support development
- Synchronization, reliability, end-to-end argument
Distributed System Models

- **Architecture model** of distributed system concerned with placement of parts and their relationships
  - Defines (abstracts) the components of the system
  - Defines how they map to underlying network/computers
  - Looks at relationships (roles and patterns) between them

- Fundamental models are concerned with more formal descriptions of properties (correctness, reliability, …)

- Distributed system characteristics addressed by:
  - Interaction model
  - Failure model
  - Security model
  - Performance model
  - Workload model
Difficulties For / Threats to Distributed Systems

- Widely varying models of use
  - Components are subject to wide variations in workload
  - Some parts of system are poorly connected
  - Applications have different requirements
    - bandwidth and latency

- Wide range of system environments
  - Heterogeneous hardware, OS, and networks
  - Networks vary in performance
  - Systems have widely differing scales

- Internal problems - clocks, data, component failure

- External problems - attacks, data integrity, denial
Lamport’s Definition of a Distributed System

- Lamport once defined a distributed systems as:

  “One on which I cannot get any work done because some system I never heard of has crashed.”

- Applications need to adapt gracefully in the face of partial failure
Architecture Models (Design)

☐ Goal is to ensure structure will meet requirements
☐ First simplify and abstract functions of individual components of distributed system, then consider
  ☐ Placement across network of computers, seeking to define useful patterns for data distribution / workload
  ☐ Inter-relationships between components, their functional roles and communication patterns
☐ Simplification achieved by classifying processes
  ☐ Server, client, peer
  ☐ Identifies: responsibilities, behavior, workload, failure
  ☐ Analysis used to specify placement to meet objectives
Software Layers

- *Software architecture* refers to structuring of software
  - Layers (software modules)
  - Services (service layers) (server)
- Platform hardware and software layers (OS)
- Middleware
  - Layer of software to mask heterogeneity and provide convenient *programming model* for applications
  - Provides useful building blocks to develop software
  - Raises level of communication activities through support for communication abstractions / mechanisms
  - Make distributed nature transparent
Software and Hardware Services Layers

- Applications, services
- Middleware
- Operating system
- Computer and network hardware

Support for transparency in interfaces

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Middleware Packages

- Remote procedure call (RPC)
- Group communication (Isis)
- Object-oriented
  - Common Object Request Broker Architecture (CORBA)
  - Java Remote Method Invocation (RMI)
  - Microsoft Distributed Common Object Model (DCOM)

- Packages provide higher-level applications services
  - Naming, security, transactions
  - Persistent storage, event notification
Middleware Limitations

- End-to-end argument (Saltzer, Reed, Clarke, 1984)

  Some communication-related functions can be completely and reliably implemented only with the knowledge and help of the application standing at the endpoints of the communication system. Therefore, providing that function as a feature of the communication system itself is not always sensible.

- This runs counter to the view that all communication activities can be abstracted away by middleware layers

- Correct behavior in distributed programs depends upon error measures and security at all levels

- Example: fault-tolerant, reliable, end-to-end transfer
System Architectures

- Concerned with division of responsibilities
  - Between system components (apps, servers, processes)
  - Placement on computers in the network
- Implications for performance, reliability, and security
- Types (focus on placement)
  - Client-server model (historically most important)
  - Services provided by multiple servers
  - Proxy servers and caches
  - Peer-to-peer processes
  - Mobile code / agents / spontaneous networking
  - Network computers / thin clients
Client-Server Model with Multiple Servers

- Most common distributed system architecture
- Defines interaction relationship
  - *Service*: task some machine can perform
  - *Server*: machine that performs the task
  - *Client*: machine that is requesting the service
- Model allows chaining, hierarchy, exchange of roles
  - Servers may be clients of other servers
    - example: web server being a client of local file server
- Service types
  - Directory service, print service, file service, …
Client-Server and Distributed Systems

- Services may be implemented by distributed processes
  - May require distributed resources (e.g., WWW)
  - May choose to partition and distribute for reliability
  - Replication used to increase performance and availability and to improve fault tolerance

- Scalability issues
  - Centralization or fixed allocation of service
  - Management of services
Clients Invoke Individual Servers

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A Service Provided by Multiple Servers

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More on Client-Server Model

- **Clients**
  - Usually blocks until server responds
  - Usually invoked by end users when they require service
  - Interacts with users through a user interface
  - Interacts with client middleware using middleware API

- **Server**
  - Implements services
  - Usually waits for incoming requests
  - Usually a program with special privileges
  - Invoked by server middleware
  - Provide error recovery and failure handling services
Client-Server Middleware

Client

- Client processes
- Client middleware
  - Local services
  - Network services
- OS and H/W

Server

- Client processes
- Server middleware
  - Local services
  - Network services
- OS and H/W

exchange protocol (logical)

network protocol
Variations on Client-Server Model

- Derived from consideration of several factors
  - Use of multiple servers / caches
    - performance
    - resilience
  - Mobile code and mobile agents
  - Users’ need for low-cost computers
  - Requirements to add/remove mobile devices
- Services provided by multiple servers
- Proxy servers and caches
- Mobile code and agents
- Network computers and thin clients
Proxy Servers and Caches

- Proxy servers used to increase availability and performance of services by reducing the load on the network and servers
  - Separation of service functionality
  - Sharing of proxy server among clients

- A cache stores recently used data objects closer to users of the objects than the actual objects themselves
  - Cache is check first when data is required
  - If present in cache (hit), data is taken from there
  - Otherwise, fetched from actual
  - Cache aid in performance improvement
Web Proxy Server

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Applets

- Applets are well-known and widely used example
  - Example: web applets
- Help to achieve better performance
  - Does not suffer from delays or bandwidth variability associated with network communication
- Accessing services means running code that can invoke their operations
  - Pull model: client initiates
  - Push model: server initiates
Web Applets

a) client request results in the downloading of applet code

b) client interacts with the applet

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Mobile Code and Mobile Agents

- Applets are an example
- Code to access specialize services
  - Dynamically depend on service type
  - Location (presence) dependent
- Mobile code moves to clients
- Mobile agent is a running program (code and data)
  - Travels from computer to computer performing tasks
    - example: collecting information
  - Can reduce communication costs and invocation time
  - Example: use mobile agent to install software
  - May be a security threat
Spontaneous Networking in a Hotel

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Thin Clients and Thick Clients

☐ Thin clients
  - Bulk of processing done on the server
  - Little administration on client
  - Reduced hardware (e.g., sometime diskless)
  - Example: X terminal (X-11 windowing system, protocol)
  - Examples: network computer, information appliance

☐ Thick clients
  - Clients perform bulk of processing operations
  - Server provides other resources and services
    - files, web server, print services
  - Example: conventional workstations
Thin Clients and Compute Servers

Network computer or PC

Thin Client

network

Compute server

Application Process

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Multi-Tier Client-Server Architectures

☐ Two-tier architecture
  ☐ Common from mid 1980’s to early 1990’s
  ☐ UI on user’s desktop
  ☐ Application services on server
  ☐ Performance deteriorates with large user communities
    ➢ server may spend a significant amount of time managing connections
    ➢ legacy services may have to run on environments poorly adapted for networking
    ➢ databases are performance hogs
Three-Tier Architecture

- **Client**
  - User interface
  - Some data validation and formatting

- **Middle tier**
  - Queueing and scheduling of user requests
  - Transaction processor
  - Connection management
  - Format conversion

- **Backend server**
  - Database
  - Legacy application processing
Peer Processes

- Cooperative interaction to perform distributed activity or computation without any distinction between clients and servers
- Each machine on network has equivalent capabilities
- Code in peer processes maintains consistency of application-level resources and synchronizes application-level actions when necessary
- No machines are dedicated to service others
- Example: collection of workstations
  - File access, direct emailing, Gnutella-style content sharing, SETI@home computation
Distributed Application Based on Peer Processes

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Distributed Peer-to-Peer Application

Pattern of communication depends on application requirements

Replication of data for reliability

Duplication of machines (peers) for performance

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Process Peer Model

- What about idle or lightly loaded workstations?
- Sharing of computing resources (exploit resources)
  - Either let idle (lightly loaded) machines sit idle
  - Run jobs on unused computing resources
- Alternatively
  - Treat machines as a collection of CPUs and memory
  - Assign processes to run on resource on demand
  - Users won’t need heavy duty workstations locally
    - run GUI on local machine
    - use remote machine for heavy duty processing
  - Computation model of Plan 9
Grid Computing

- Provide users with seamless access to:
  - Storage capacity
  - Computing capacity
  - Network bandwidth between storage and computing
- Heterogeneous and geographically distributed
- On demand resource allocation
- Adaptive to variations in load and reliability
- Ubiquitous
Functional View of Middleware

- Information exchange services
- Application-specific services
  - Specialized services
    - Example: transactional / replication services for distributed database
    - Example: groupware services for collaborative applications
- Management and support services
  - Needed for locating distributed resources
  - Administering resources across the network
Commercial Middleware

- Middleware components that provide only one service
  - Example: HTTP for retrieving remote documents
  - Example: SUN RPC for remote procedure call

- Middleware environments that combine many services
  - Integrates RPC, security, directory, time, file services
  - Example: DCE, CORBA, DCOM, .NET, Java

- Compound middleware environments that combine many middleware environments into a single framework
  - Example: transaction management + RPC/RMI
Design Requirements for Distributed Architectures

☐ Performance issues

○ Throughput
  - rate at which (computational) work is done
  - ability to perform work for all users (fairness)
  - combined workload and performance of all components
  - requirements: minimize bottlenecks

○ Responsiveness
  - fast and consistent response to interaction
  - determined by performance of components along path
  - includes communications costs
  - requirements: few software layers and small data

○ Balancing computational workload
  - requirement: reduce competitions for resources
Design Requirements (continued)

- Quality of service (QoS)
  - Non-functional properties (after function properties met)
    - reliability, security, performance
  - Adaptability to meet changing resource availability
  - Originally QoS reflected responsiveness and throughput
  - Redefined to reflect timeliness guarantees
    - time-critical has deadline requirements
    - batch has looser time requirements, but scheduled
  - QoS with respect to varying distributed system state

- Caching and replication
  - Access enhancement and validation

- Dependability
  - Fault tolerance and security
Design Requirements (continued)

- Caching and replication
  - Access enhancement and validation
  - Web caching
    - requirement of validation of version
    - requirement of detecting staleness (age)

- Dependability
  - Correctness
  - Fault tolerance
    - function correctly in the presence of faults (HW, SW, network)
    - reliability achieved through redundancy and state maintenance
  - Security
    - secure sensitive information to unauthorized access and attack
    - security services
Fundamental models

• Interaction model
  • Performance of communication channels
  • Computer clocks and timing events
  • Two variants:
    ➢ synchronous distributed systems
      - time to execute each step has known lower/upper bounds
      - each message transmitted is received in bounded time
      - each process has local clock with known relation to real
    ➢ asynchronous distributed systems
      - no bounds on process execution speeds
      - no bounds on message transmission delays
      - no bounds on clock drift rates
Real-Time Ordering of Events

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Processes and Channels

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## Omission and Arbitrary Failures

<table>
<thead>
<tr>
<th>Class of failure</th>
<th>Affects</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail-stop</td>
<td>Process</td>
<td>Process halts and remains halted. Other processes may detect state.</td>
</tr>
<tr>
<td>Crash</td>
<td>Process</td>
<td>Process halts and remains halted. Other processes may not detect.</td>
</tr>
<tr>
<td>Omission</td>
<td>Channel</td>
<td>A message inserted in an outgoing buffer never arrives.</td>
</tr>
<tr>
<td>Send omission</td>
<td>Process</td>
<td>A process completes a send, but message not put in buffer.</td>
</tr>
<tr>
<td>Receive omission</td>
<td>Process</td>
<td>A message is put in incoming buffer, but never received.</td>
</tr>
<tr>
<td>Arbitrary (Byzantine)</td>
<td>Process or Channel</td>
<td>Process/channel exhibits arbitrary behavior.</td>
</tr>
</tbody>
</table>
## Timing Failures

<table>
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<tr>
<th>Class of failure</th>
<th>Affects</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clock</td>
<td>Process</td>
<td>Process’s local clock exceeds the bounds on its rate of drift from real time.</td>
</tr>
<tr>
<td>Performance</td>
<td>Process</td>
<td>Process exceeds the bounds on the interval between two steps.</td>
</tr>
<tr>
<td>Performance</td>
<td>Channel</td>
<td>A message’s transmission takes longer than the stated bound.</td>
</tr>
</tbody>
</table>
Objects and Principals

Client

Principal (user)

invocation

result

Network

Object

Principal (server)

Access rights

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The Enemy

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Secure Channels

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