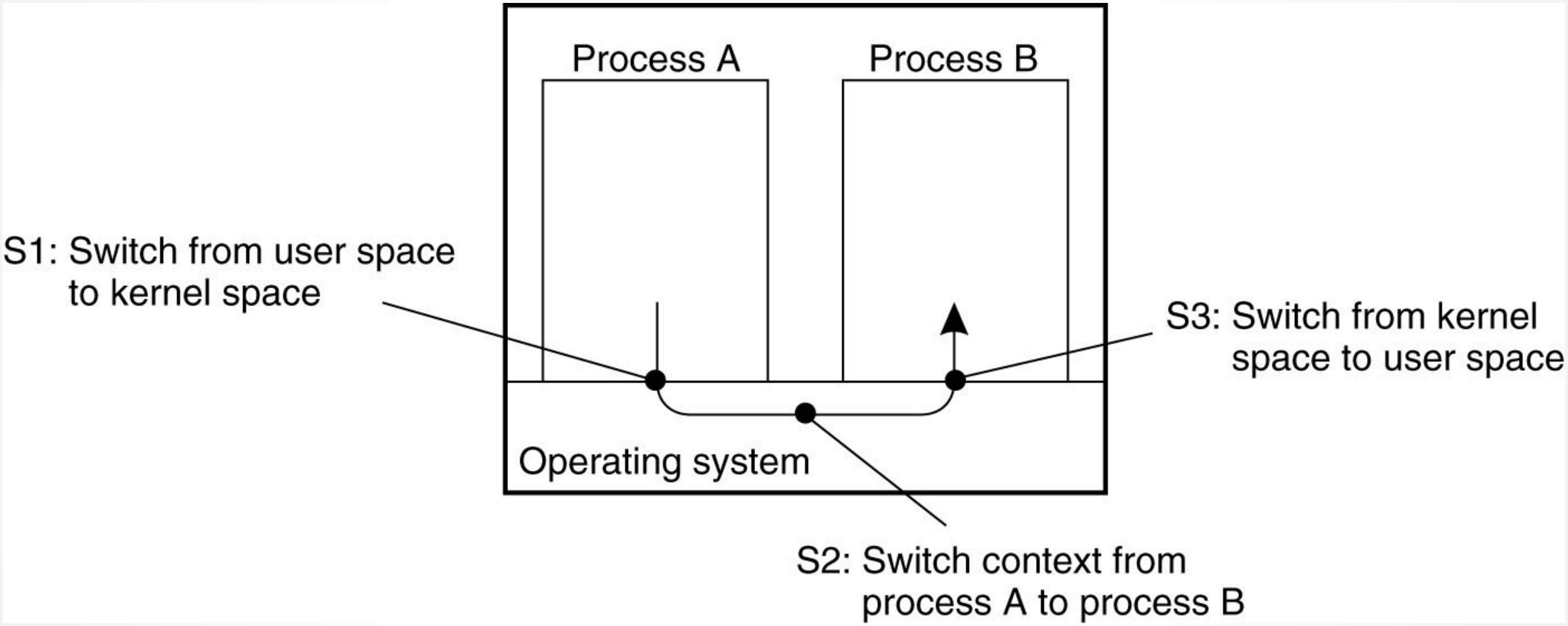
Universidad de Costa Rica

Escuela de Ciencias de la Computación e Informática

CI-2205 Procesos Distribuidos

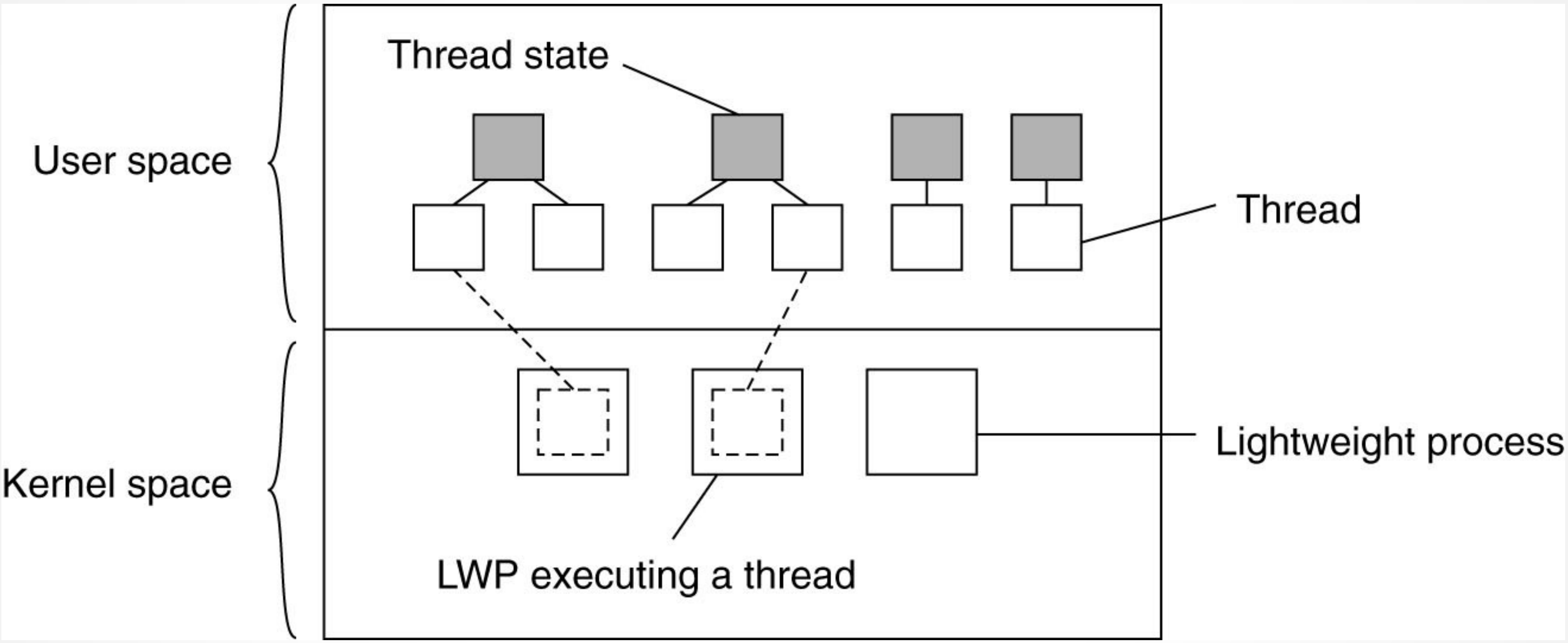
Profesor
Diego Villalba

Thread Usage in Nondistributed Systems



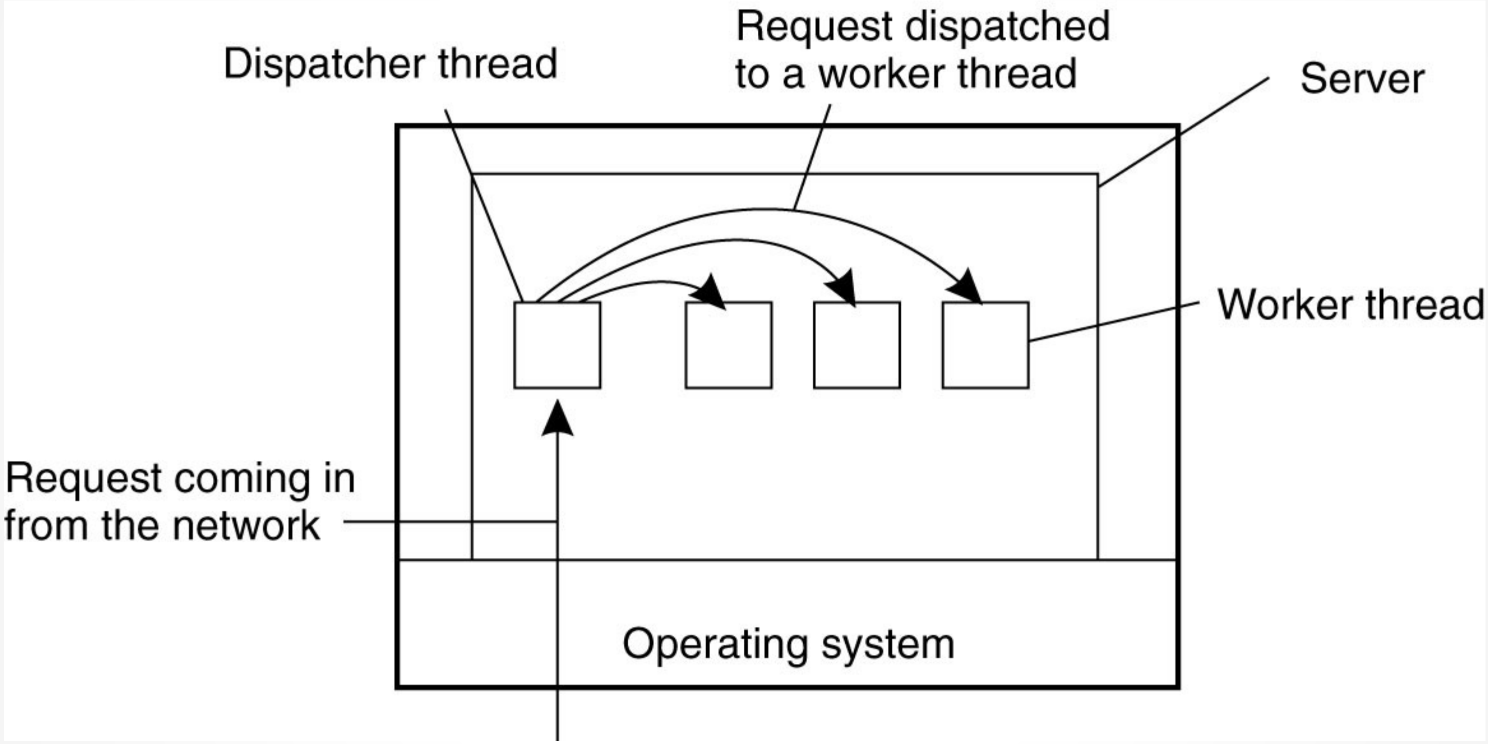
Context switching as the result of IPC.

Thread Implementation



Combining kernel-level lightweight processes and user-level threads.

Multithreaded Servers (1)



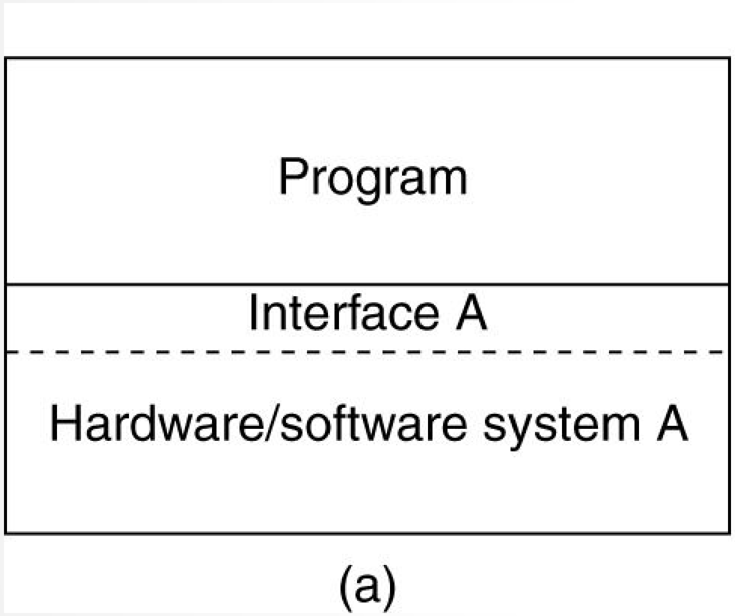
A multithreaded server organized in a dispatcher/worker model.

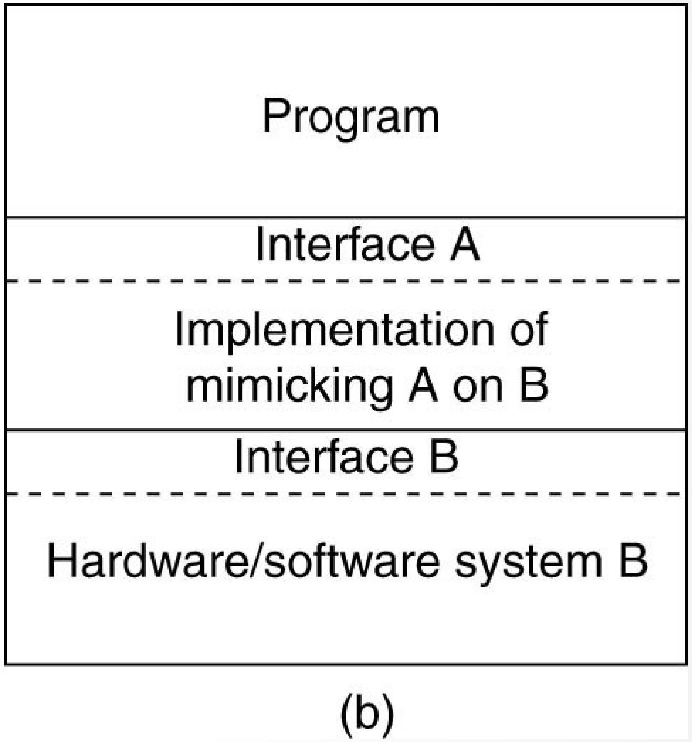
Multithreaded Servers (2)

Model	Characteristics
Threads	Parallelism, blocking system calls
Single-threaded process	No parallelism, blocking system calls
Finite-state machine	Parallelism, nonblocking system calls

Three ways to construct a server.

The Role of Virtualization in Distributed Systems





(a) General organization between a program, interface, and system. (b) General organization of virtualizing system A on top of system B.

Architectures of Virtual Machines (1)

Interfaces at different levels

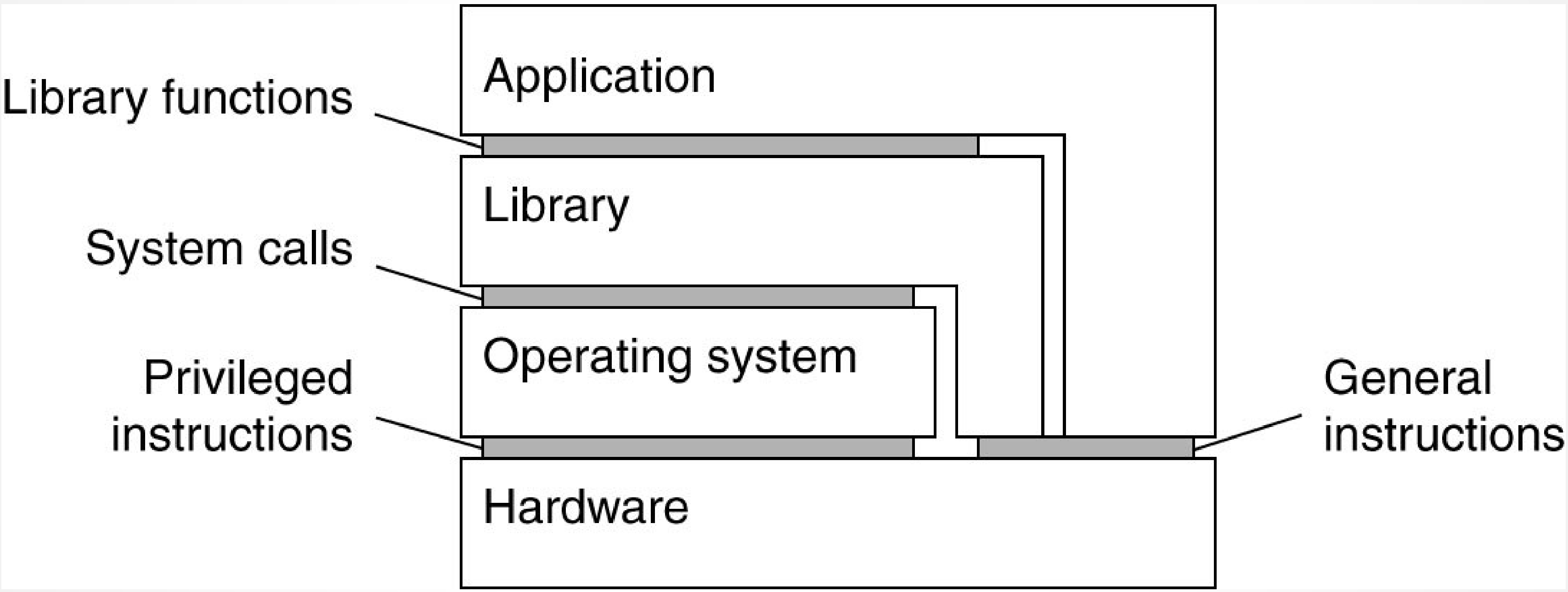
- An interface between the hardware and software consisting of machine instructions
  - that can be invoked by any program.
- An interface between the hardware and software, consisting of machine instructions
  - that can be invoked only by privileged programs, such as an operating system.

Architectures of Virtual Machines (2)

Interfaces at different levels

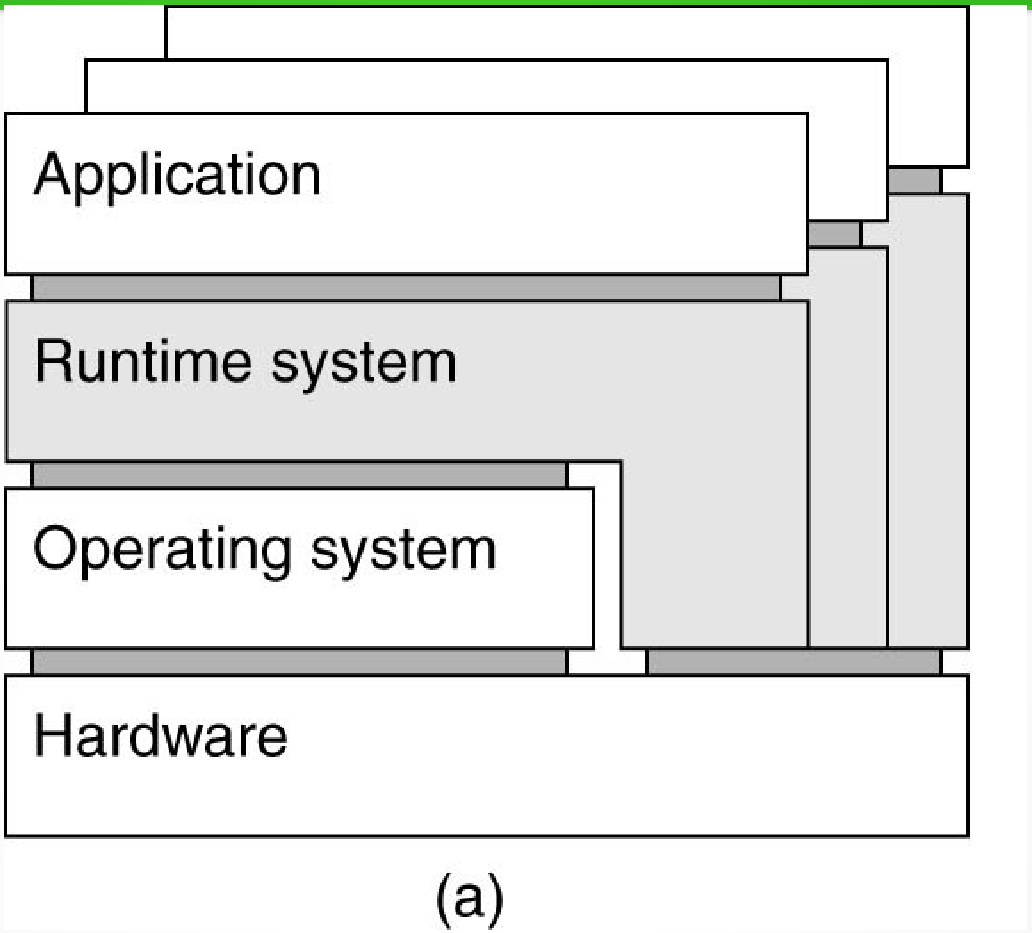
- An interface consisting of system calls as offered by an operating system.
- An interface consisting of library calls
  - generally forming what is known as an application programming interface (API).
  - In many cases, the aforementioned system calls are hidden by an API.

Architectures of Virtual Machines (3)



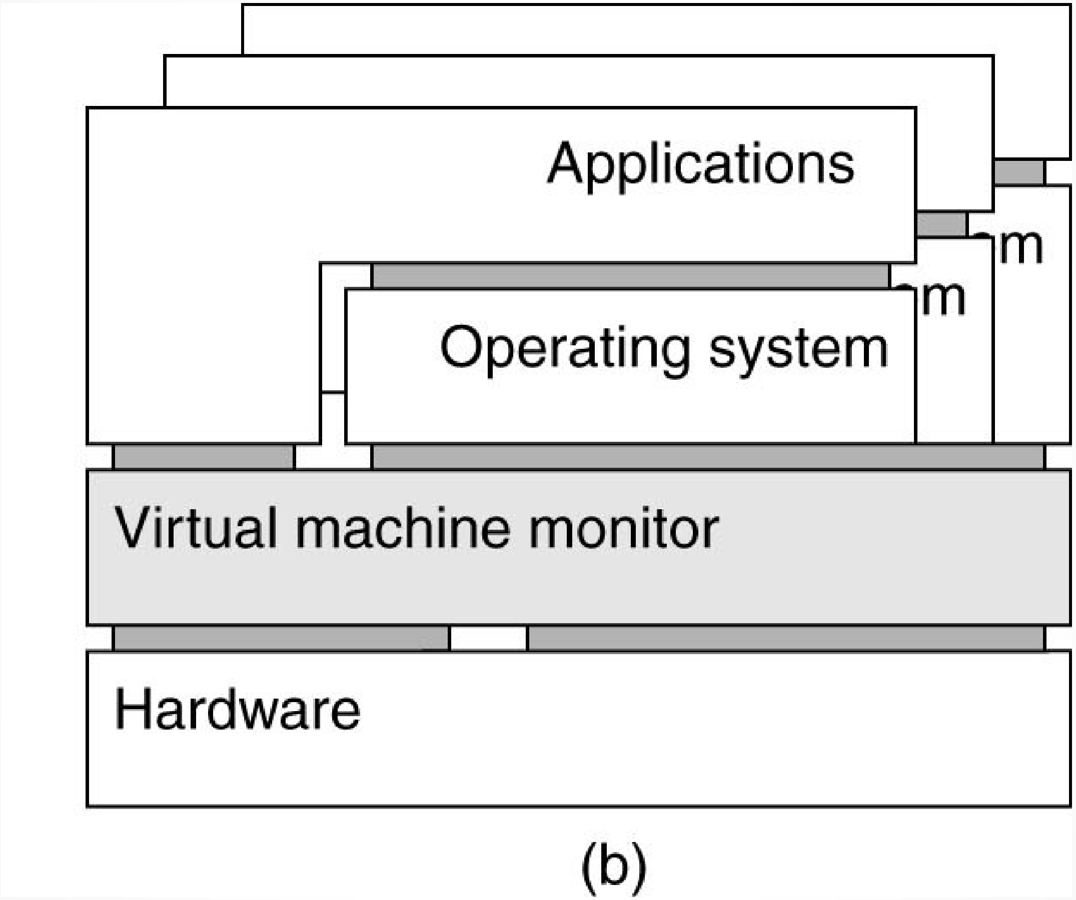
Various interfaces offered by computer systems.

Architectures of Virtual Machines (4)



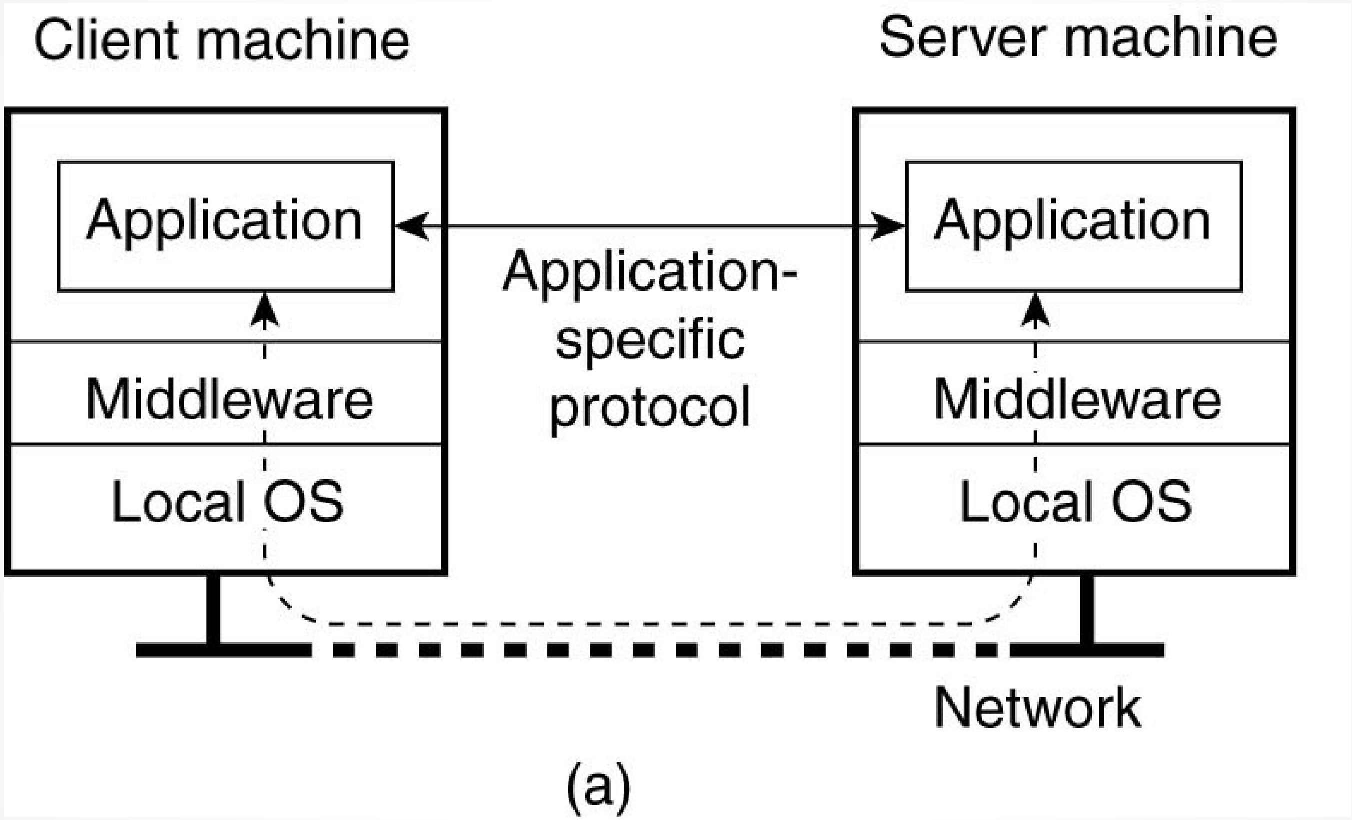
(a) A process virtual machine, with multiple instances of (application, runtime) combinations.

Architectures of Virtual Machines (5)



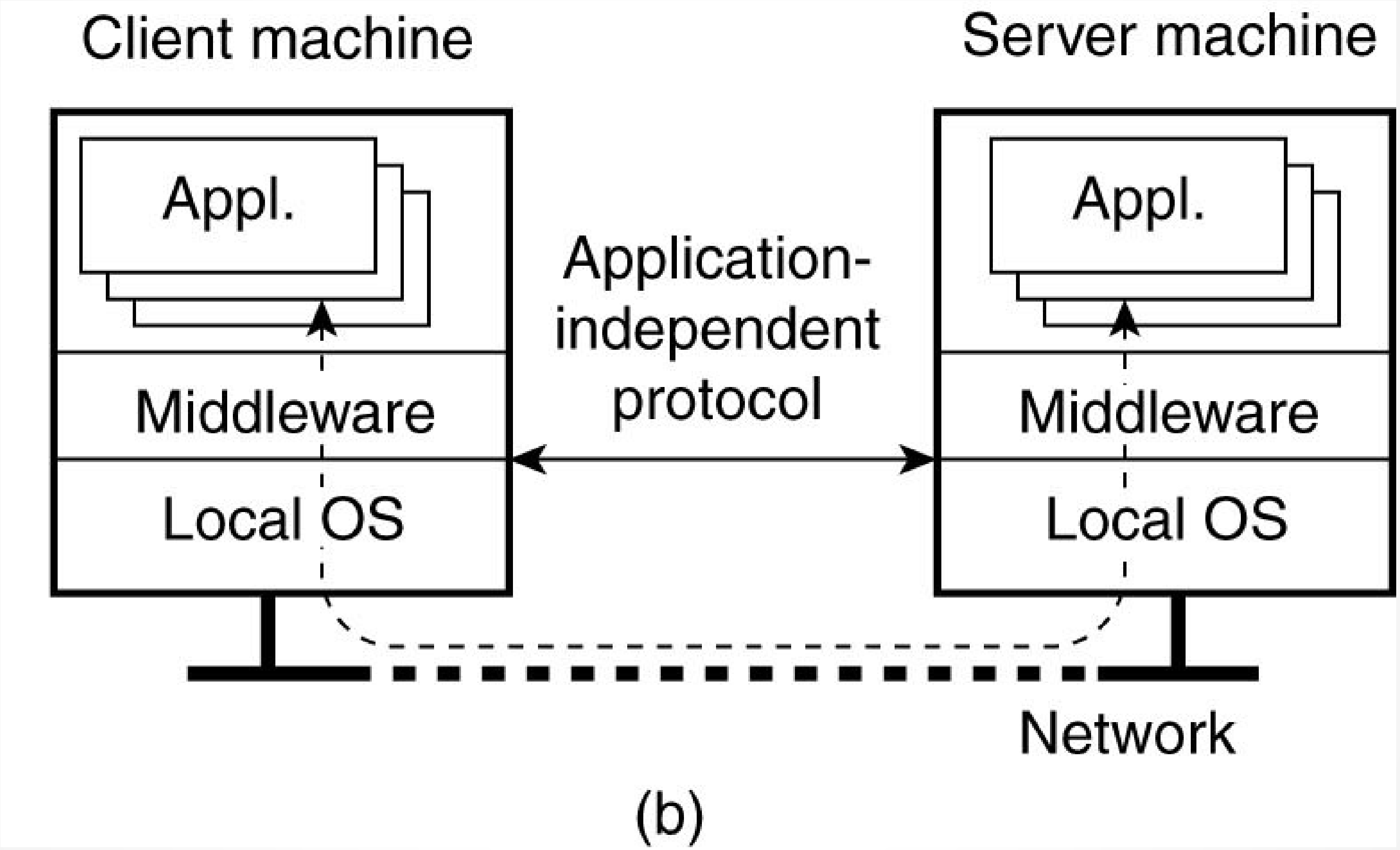
(b) A virtual machine monitor, with multiple instances of (applications, operating system) combinations.

Networked User Interfaces (1)



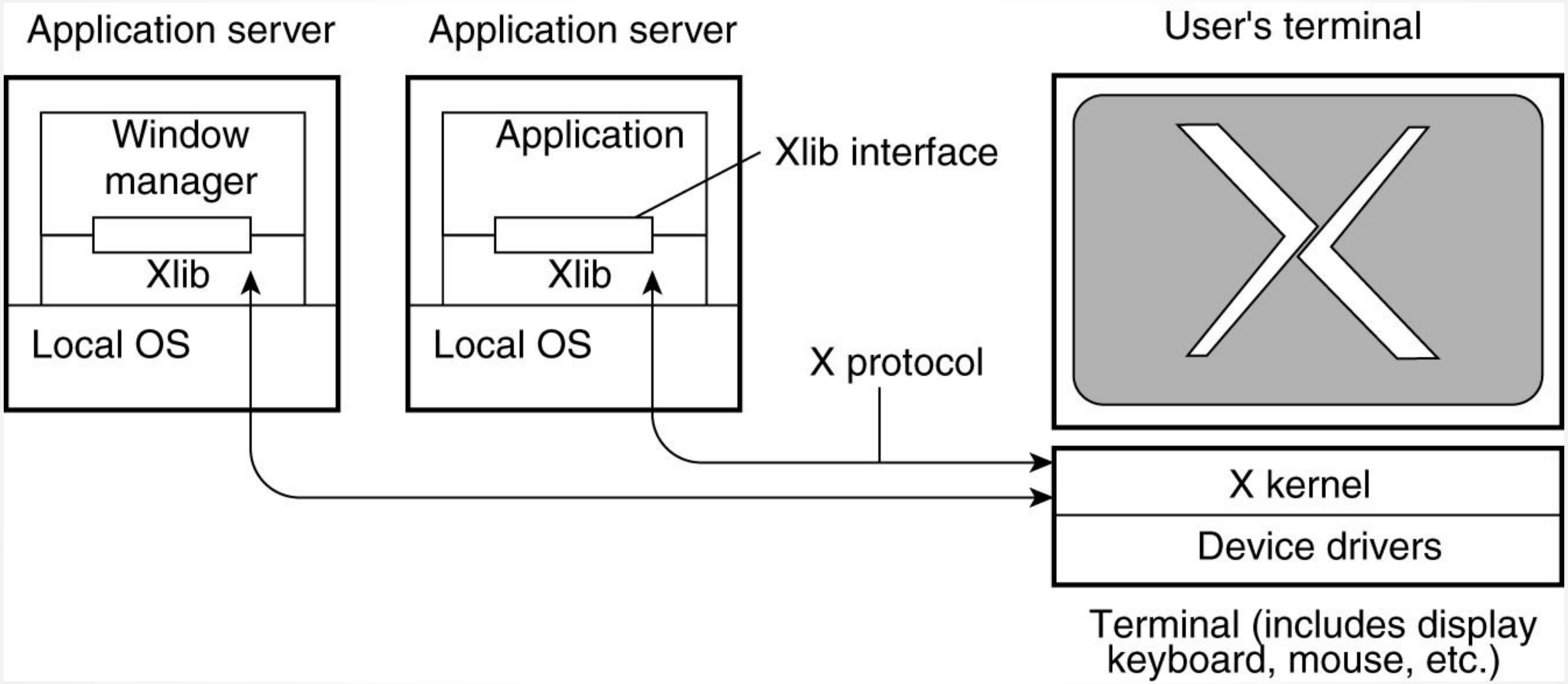
(a) A networked application with its own protocol.

Networked User Interfaces (2)



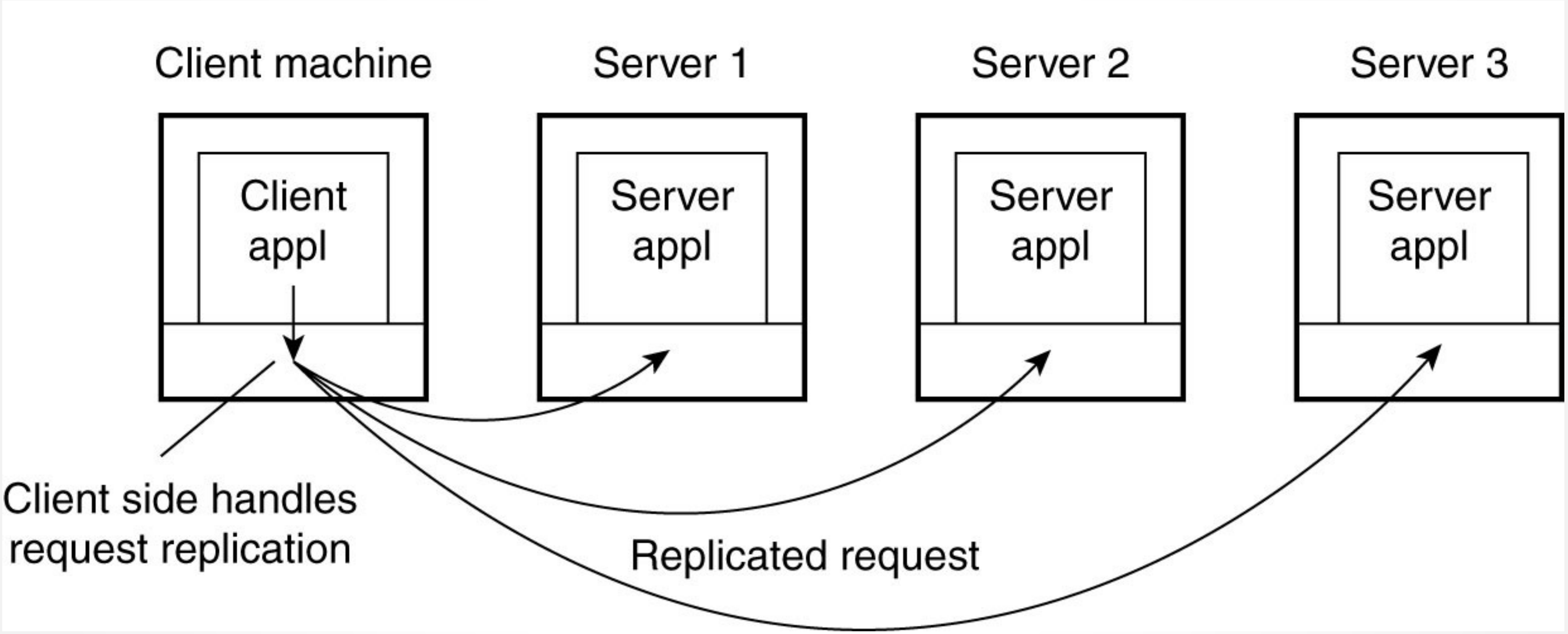
(b) A general solution to allow access to remote applications.

Example: The XWindow System



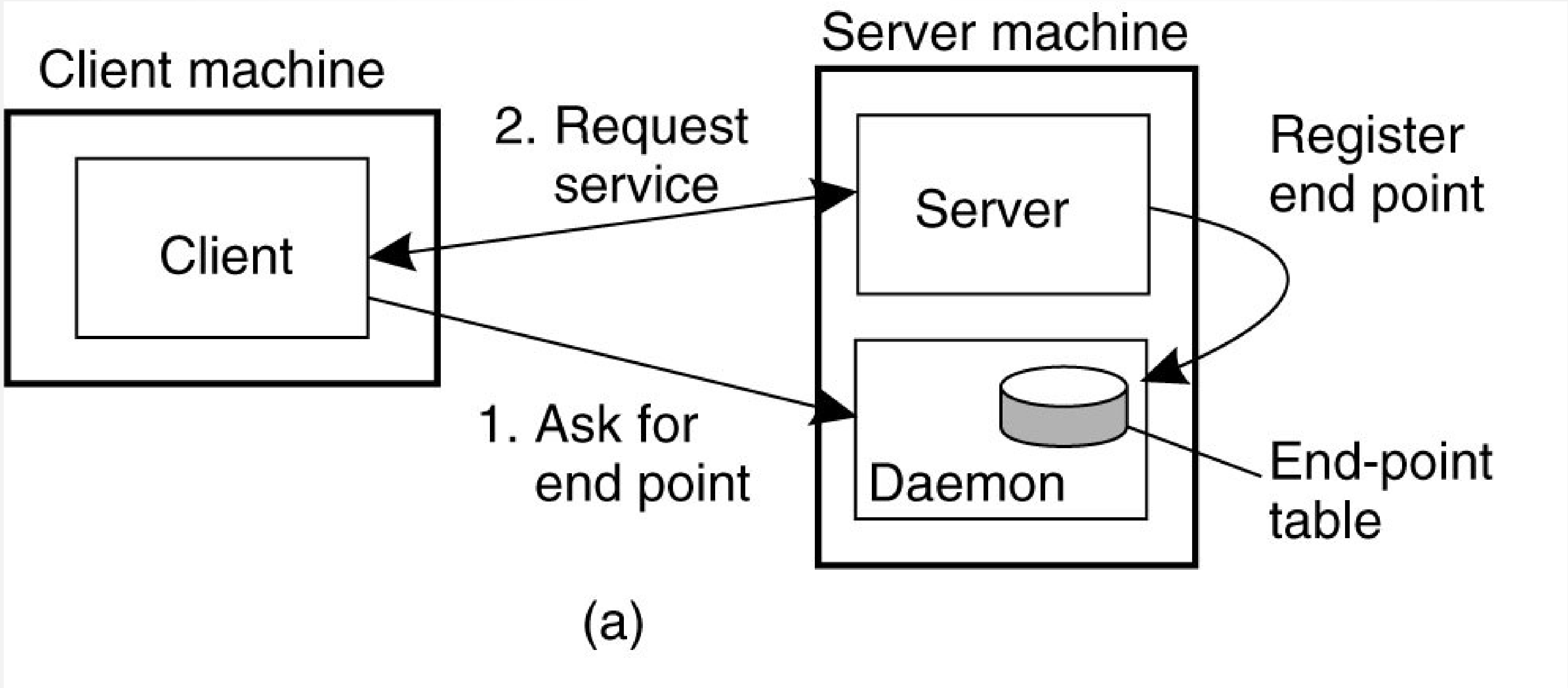
The basic organization of theXWindow System.

Client-Side Software for Distribution Transparency



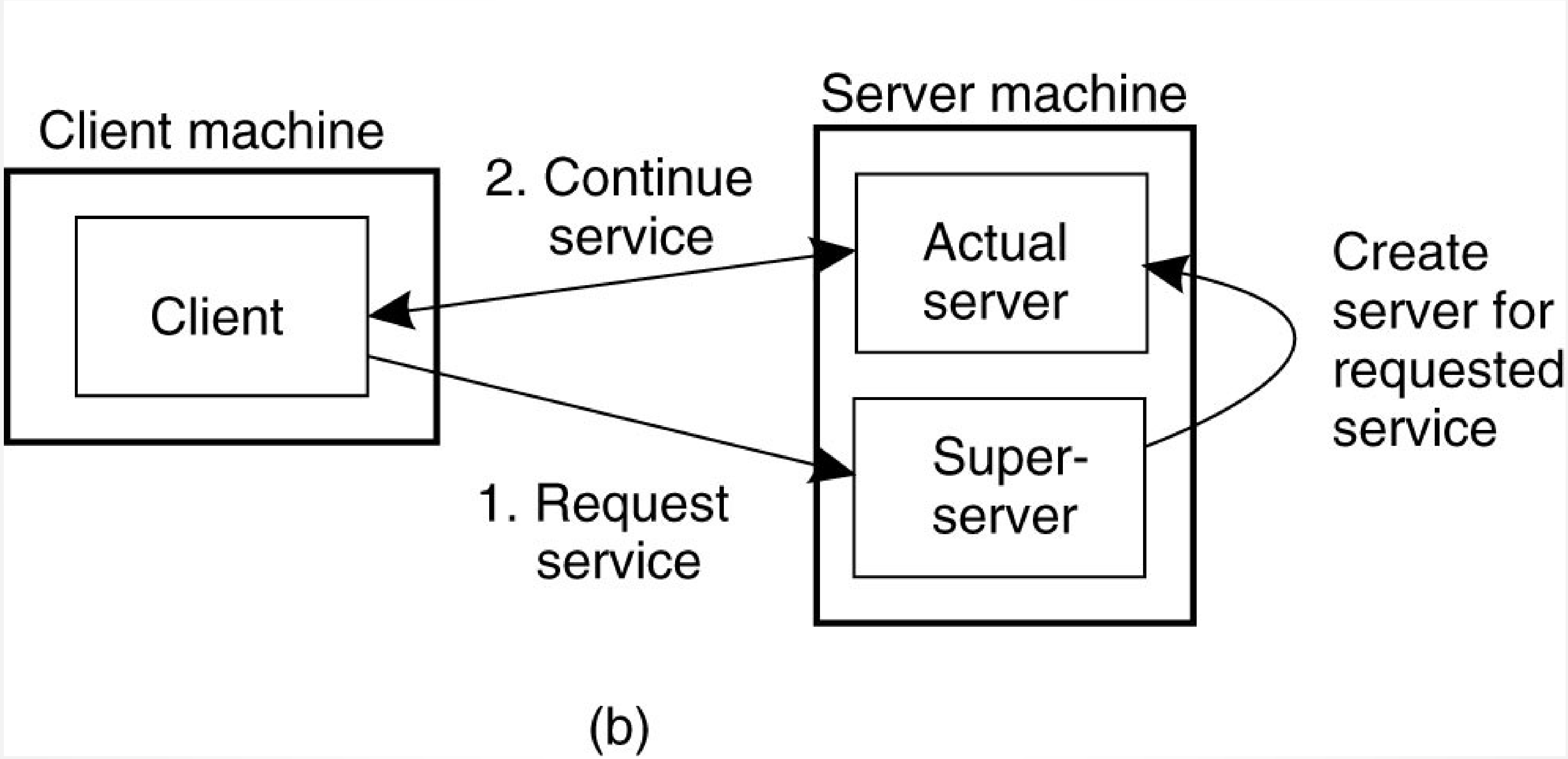
Transparent replication of a server using a client-side solution.

General Design Issues (1)



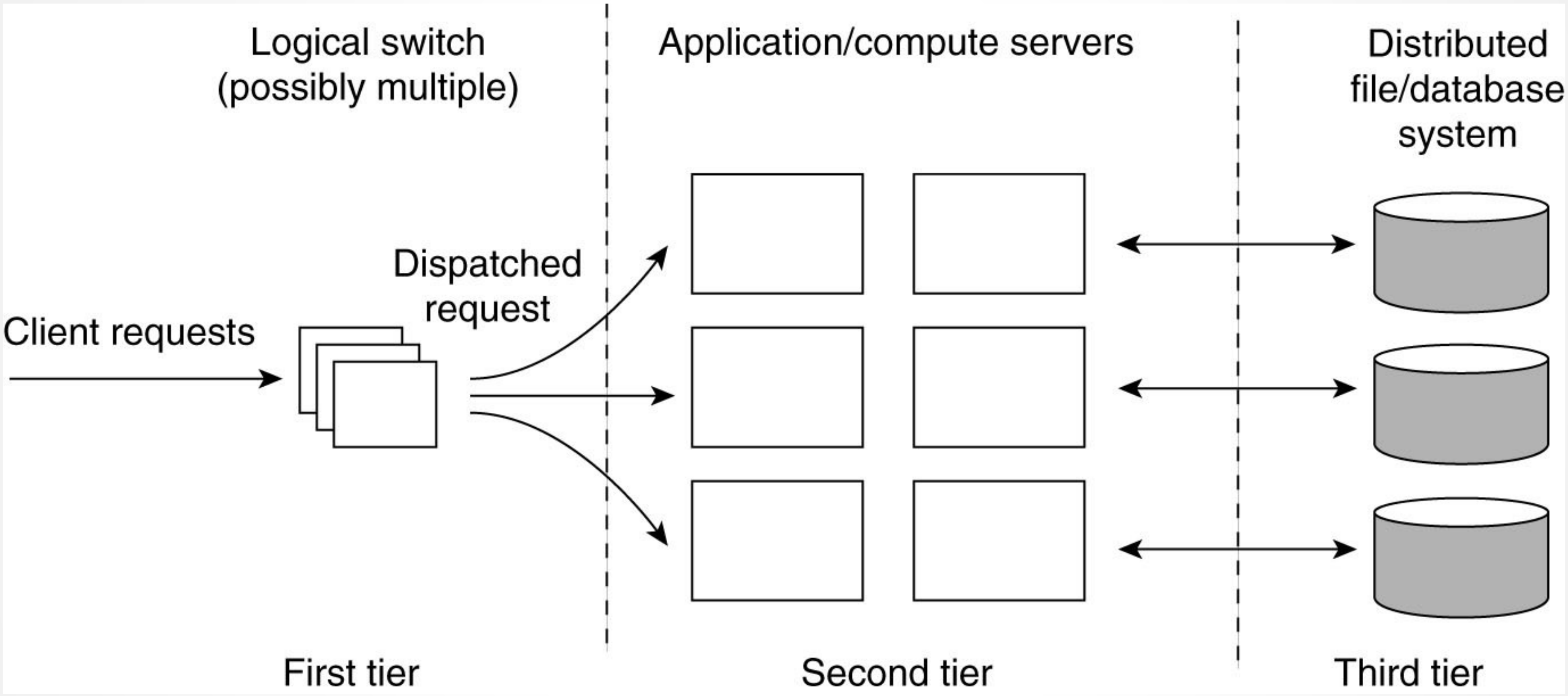
(a) Client-to-server binding using a daemon.

General Design Issues (2)



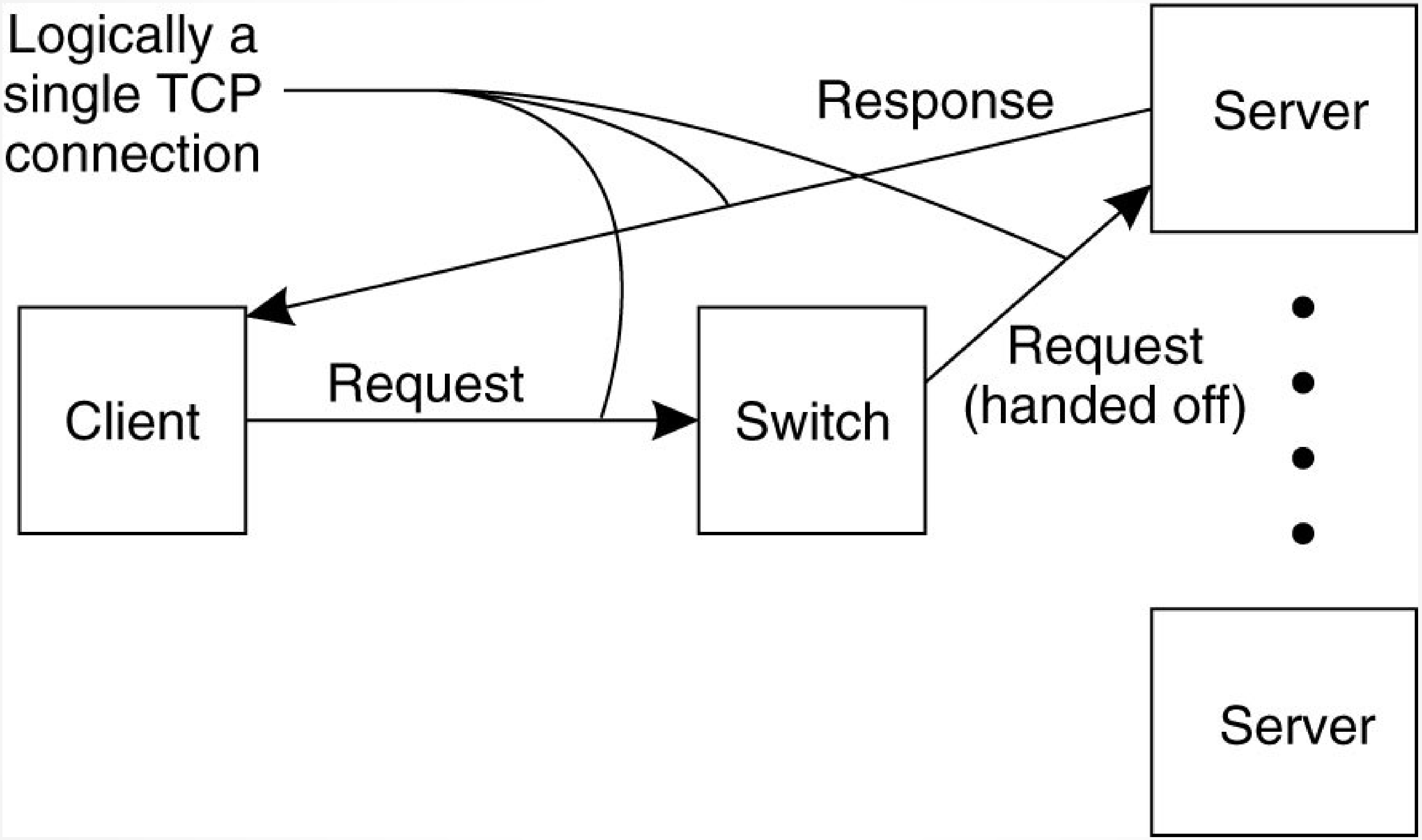
(b) Client-to-server binding using a superserver.

Server Clusters (1)



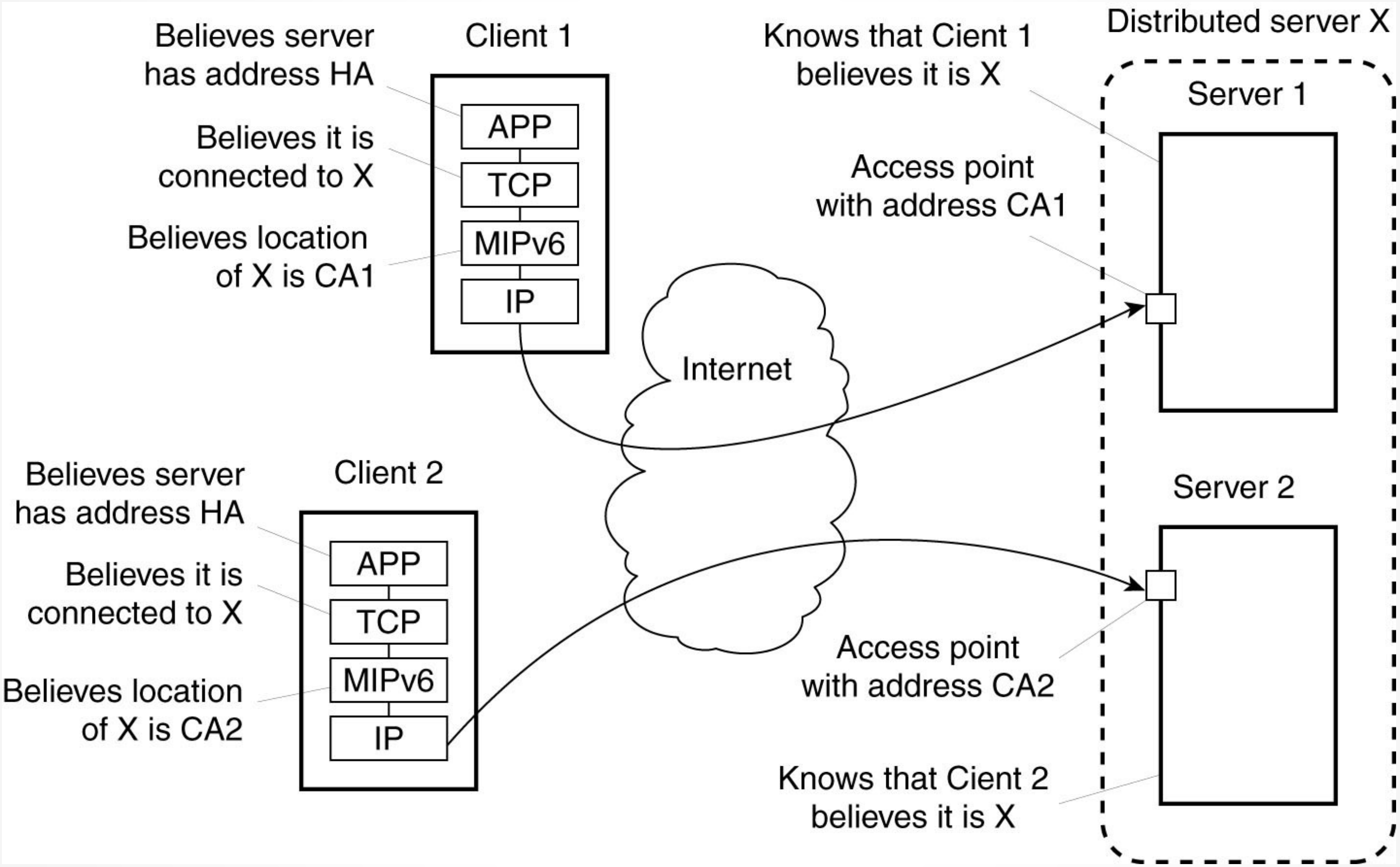
The general organization of a three-tiered server cluster.

Server Clusters (2)



The principle of TCP handoff.

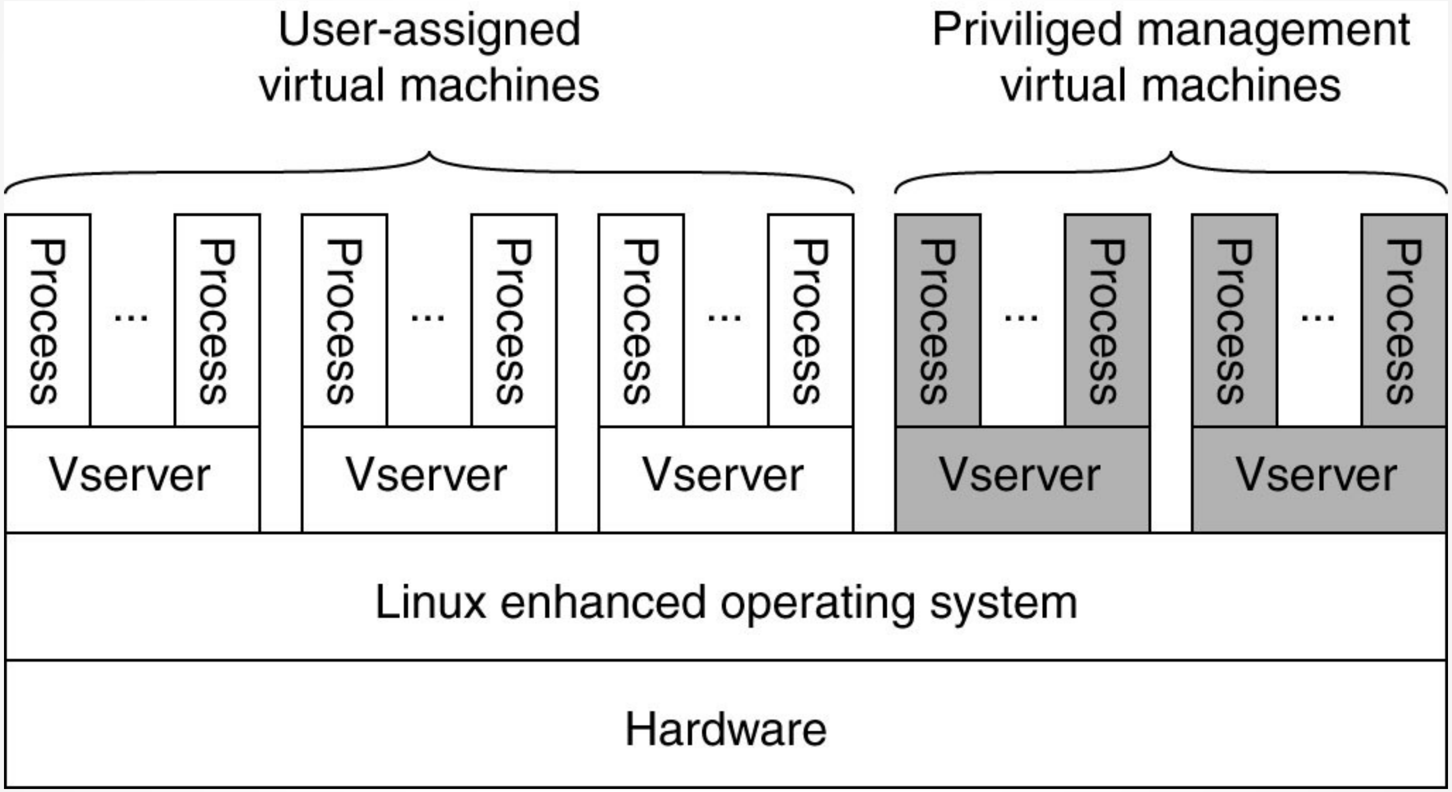
Distributed Servers



Route optimization in a distributed server.

Managing Server Clusters

Example: PlanetLab



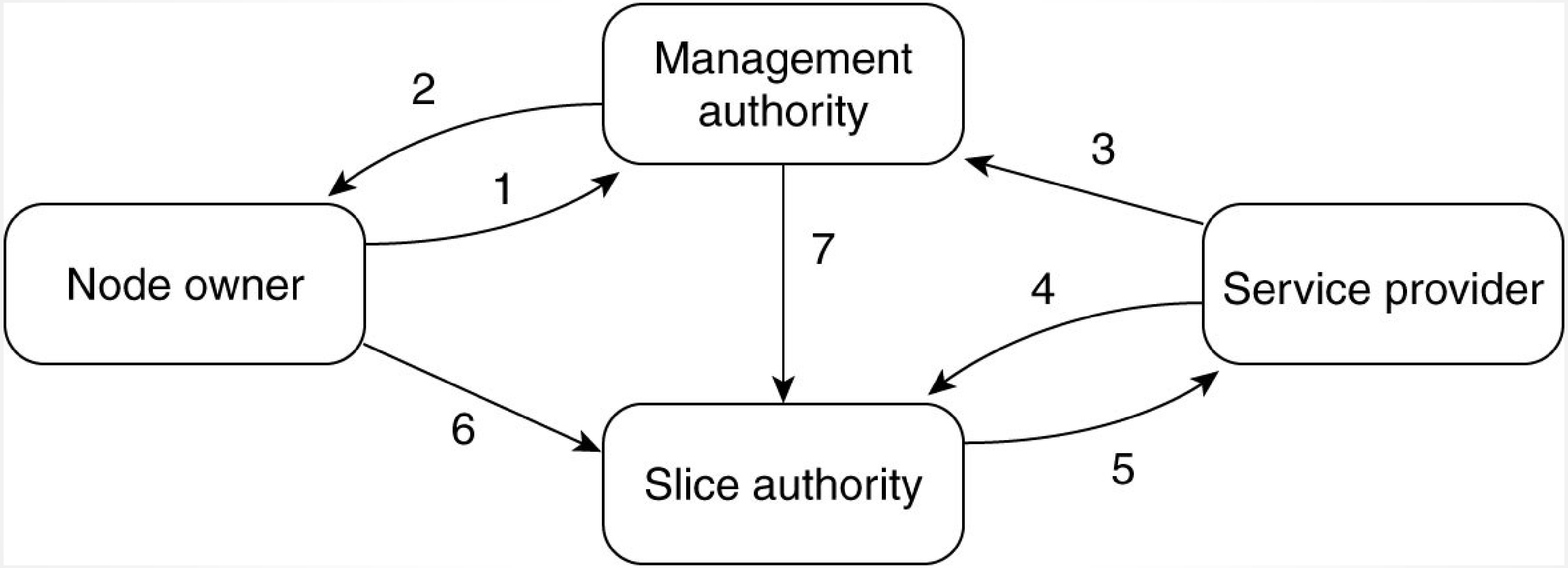
The basic organization of a PlanetLab node.

PlanetLab (1)

PlanetLab management issues:

- Nodes belong to different organizations.
  - Each organization should be allowed to specify who is allowed to run applications on their nodes,
  - And restrict resource usage appropriately.
- Monitoring tools available assume a very specific combination of hardware and software.
  - All tailored to be used within a single organization.
- Programs from different slices but running on the same node should not interfere with each other.

PlanetLab (2)



The management relationships between various PlanetLab entities.

PlanetLab (3)

Relationships between PlanetLab entities:

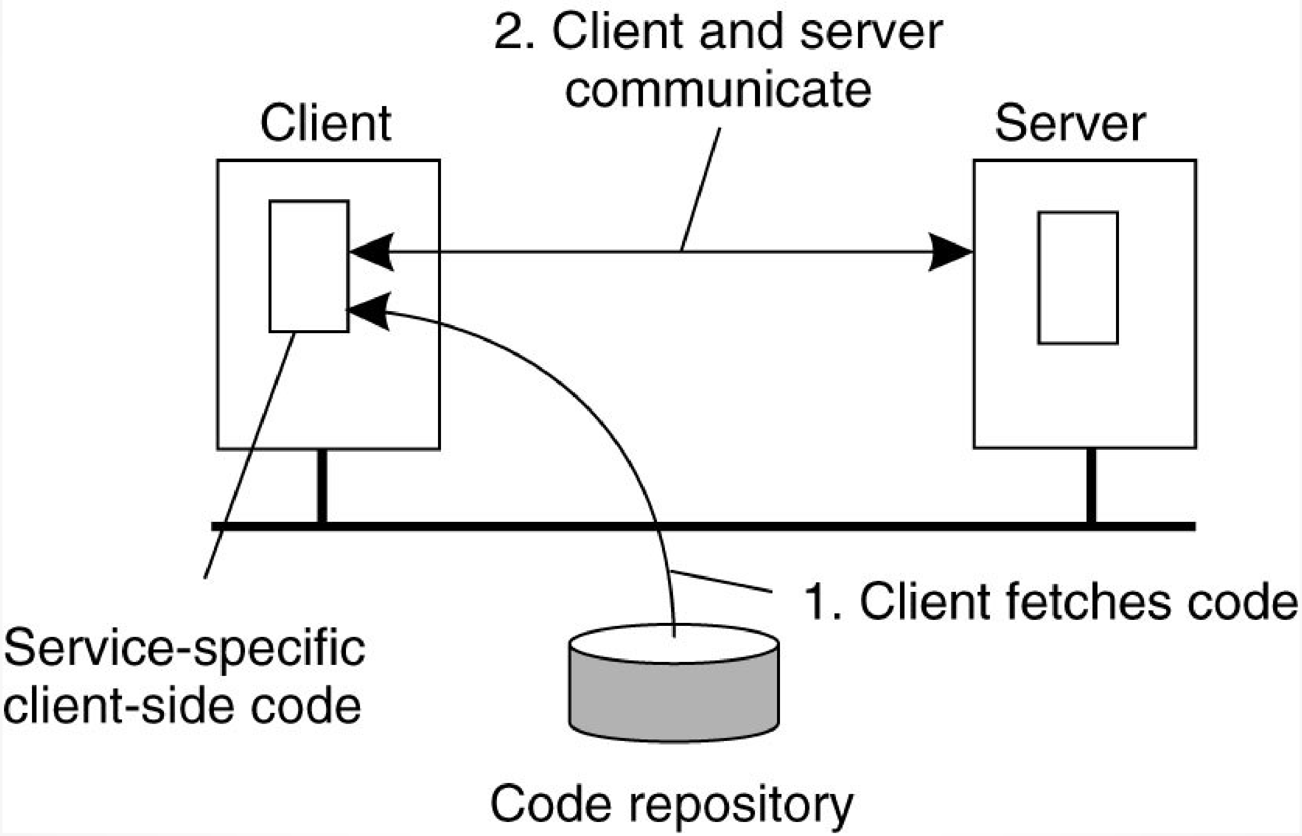
- A node owner puts its node under the regime of a management authority, possibly restricting usage where appropriate.
- A management authority provides the necessary software to add a node to PlanetLab.
- A service provider registers itself with a management authority, trusting it to provide well-behaving nodes.

PlanetLab (4)

Relationships between PlanetLab entities:

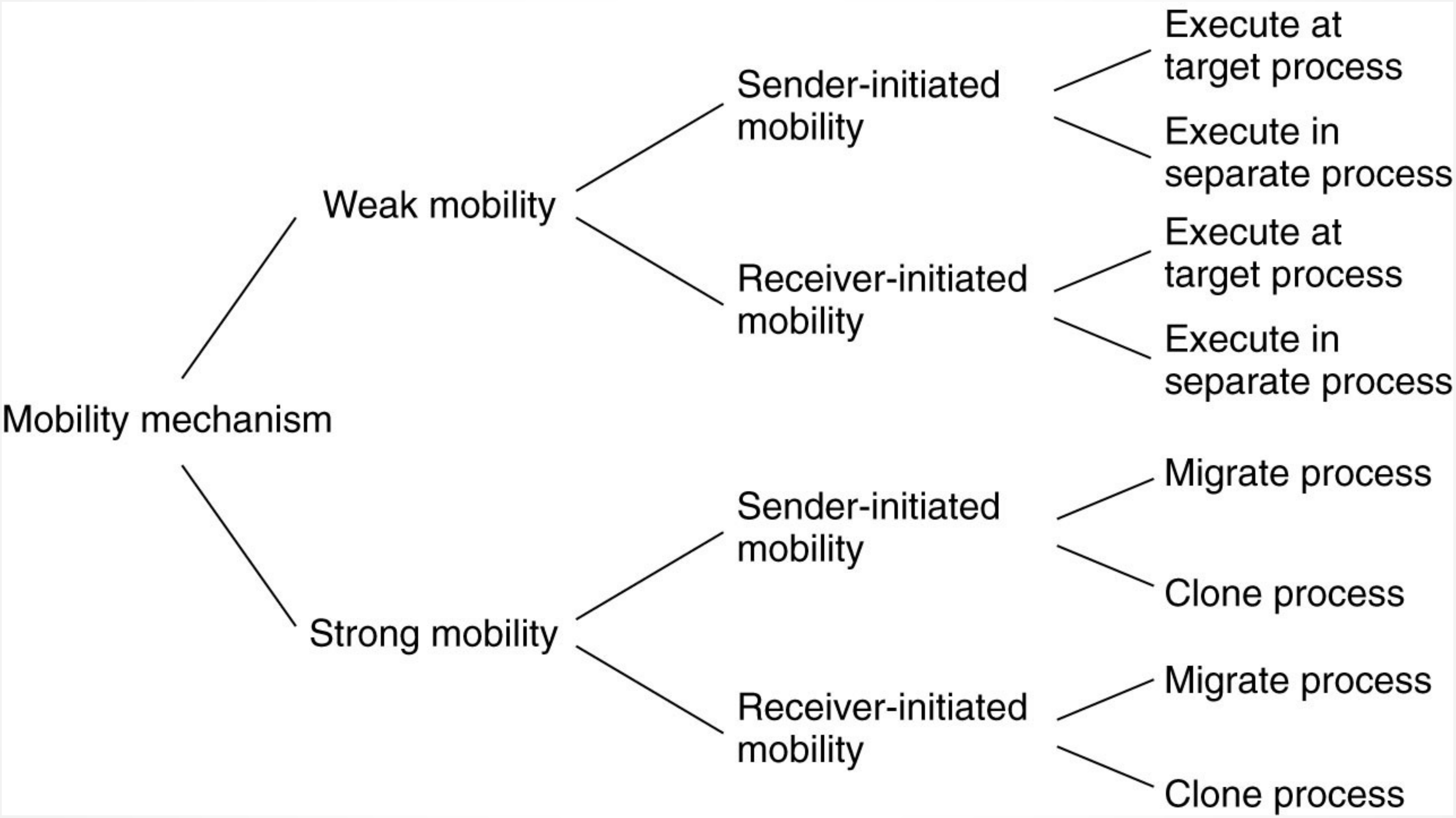
- A service provider contacts a slice authority to create a slice on a collection of nodes.
- The slice authority needs to authenticate the service provider.
- A node owner provides a slice creation service for a slice authority to create slices. It essentially delegates resource management to the slice authority.
- A management authority delegates the creation of slices to a slice authority.

Reasons for Migrating Code



The principle of dynamically configuring a client to communicate to a server. The client first fetches the necessary software, and then invokes the server.

Models for Code Migration



Alternatives for code migration.

Migration and Local Resources

		Resource-to-machine binding		
		Unattached	Fastened	Fixed
Process-to-resource binding	By identifier	MV (or GR)	GR (or MV)	GR
	By value	CP (or MV,GR)	GR (or CP)	GR
	By type	RB (or MV,CP)	RB (or GR,CP)	RB (or GR)

GR Establish a global systemwide reference
MV Move the resource
CP Copy the value of the resource
RB Rebind process to locally-available resource

Actions to be taken with respect to the references to local resources when migrating code to another machine.

Migration in Heterogeneous Systems

Three ways to handle migration (which can be combined)

- Pushing memory pages to the new machine and resending the ones that are later modified during the migration process.
- Stopping the current virtual machine; migrate memory, and start the new virtual machine.
- Letting the new virtual machine pull in new pages as needed, that is, let processes start on the new virtual machine immediately and copy memory pages on demand.

References

Tanenbaum, A. & Van Steen, M. *Distributed Systems: Principles and Paradigms.* Second Edition. Pearson - Prentice Hall, 2006.

Coulouris, G. et al. *Distributed Systems: Concepts and Design.* Fifth Edition. Addison-Wesley, 2011.