Week 1: Part 1
Introduction to distributed systems
What is a Distributed System?

A collection of independent computers connected through a communication network that work together to accomplish some goal

- No shared operating system
- No shared memory
- No shared clock
What is a Distributed System?

A distributed system is a collection of services accessed via network interfaces.
Collection of independent computers that appears as a single system to the user(s)

*Independent* = autonomous, self-contained  
*Single system* = user not aware of distribution
Classifying parallel and distributed systems
Flynn’s Taxonomy (1966)

Classify computer architectures by looking at the number of instruction streams and number of data streams

1. **SISD** — Single Instruction, Single Data stream
   - Traditional uniprocessor systems

2. **SIMD** — Single Instruction, Multiple Data streams
   - Array (vector) processors
   - Examples:
     - GPUs – Graphical Processing Units for computer graphics, GPGPU (General Purpose GPU): AMD/ATI, NVIDIA
     - AVX: Intel’s Advanced Vector Extensions

3. **MISD** — Multiple Instructions, Single Data stream
   - Sometimes (rarely!) applied to classifying fault-tolerant redundant systems

4. **MIMD** — Multiple Instruction, Multiple Data streams
   - Multiple computers, each with a program counter, program (instructions), data
   - Parallel and distributed systems
Subclassifying MIMD

Memory
- Shared memory systems: **multiprocessors**
- No shared memory: networks of computers, **multicomputers**

Interconnect
- Bus
- Switch

Delay/bandwidth
- Tightly coupled systems
- Loosely coupled systems
Multiprocessors & Multicomputers

**Multiprocessors**
- Shared memory
- Shared clock
- Shared operating system
- All-or-nothing failure

**Multicomputers** (networks of computers) ⇒ *distributed systems*
- No shared memory
- No shared clock
- Partial failures
- Inter-computer communication mechanism needed: the *network*
  - Traffic volume much lower than memory access
Why do we want distributed systems?

1. Scale
2. Collaboration
3. Reduced latency
4. Mobility
5. High availability & Fault tolerance
6. Incremental cost
7. Delegated infrastructure & operations
1. Scale
Scale: Increased Performance

Computers are getting faster

Moore's Law

Prediction: performance doubles approximately every 18 months because of faster transistors and more transistors per chip

Not a real law – just an observation from the mid 1970s
Transistor count per chip over time

Scaling a single system has limits

Getting harder for technology to keep up with Moore's law

• More cores per chip
  → requires multithreaded programming

• There are limits to the die size and # of transistors
  – Intel Xeon W-3175X CPU: 28 cores per chip ($2,999/chip!)
    • 8 billion transistors, 255 watts @ 3.1-4.3 GHz
  – Apple M1 Max: 10 cores
    • 57 billion transistors, 110 watts (max)
  – AMD EPYC 7601 CPU: 32 cores per chip ($4,200/chip)
    • 19.2 billion transistors, 180 watts
  – NVIDIA GeForce RTX 2080 Ti: 18,432 CUDA cores & 576 Tensor cores per GPU
    • Special purpose apps: Graphics rendering, neural networks
• Orange graph: overall performance, obtained by multiplying individual colors below
• Moore’s law (blue): performance based on number of transistors in a processor
• Dennard’s law (red): performance per watt grows exponentially
• Number of cores per chip (black): allowed performance to further increase
  – Amdahl’s law: decreasing returns on parallelization

We now see a move to heterogeneous computing — multiple specialized processors on a chip: GPUs, image signal processor, crypto processor
How Moore’s Law Kept Up Over Time

• Transistor size & operating frequency couldn’t keep up with the predictions of Moore’s Law
  – Increases in processor performance have not been keeping up with Moore’s Law since around 2005 (blue dots in the chart)
  – Another “law”: Dennard’s Law predicted that performance per watt will increase exponentially. This growth also tapered off in the early 2000s

• Adding more processor cores helped improve performance
  – But only if applications are multithreaded and can make use of the cores

• Heterogeneous computing helped too
  – Adding specialized processing cores: graphics processors (GPU), image signal processors, cryptographic processors, …
What if we need more performance than a single CPU?

Combine them ⇒ multiprocessors
But these have scaling limits and cost $.

Distributed systems allow us to achieve massive performance.
Our computing needs exceed CPU advances

**Movie rendering**
- *Toy Story* (1995) – 117 computers; 45 mins — 30 hours to render a frame
- *Toy Story 4* (2019) – 60-160 hours to render a frame

**Google**
- Over 63,000 search queries per second on average
- Over 130 trillion pages indexed
- Uses hundreds of thousands of servers to do this

**Facebook**
- Approximately 100M requests per second with 4B users
Example: Google

• In 1999, it took Google one month to crawl and build an index of about 50 million pages

• In 2012, the same task was accomplished in less than one minute.

• 16% to 20% of queries that get asked every day have never been asked before

• Every query has to travel on average 1,500 miles to a data center and back to return the answer to the user

• A single Google query uses 1,000 computers in 0.2 seconds to retrieve an answer

Source: http://www.internetlivestats.com/google-search-statistics/
2. Collaboration
Collaboration & Content

- Collaborative work & play
- Social connectivity
- Commerce
- News & media
Metcalfe’s Law

The value of a telecommunications network is proportional to the square of the number of connected users of the system.

The Network Effect ⇒ This makes networking interesting to us … and to investors!
3. Reduced latency
Reduced Latency

- **Cache** data close to where it is needed

- **Caching vs. replication**
  - Replication: multiple copies of data for increased fault tolerance
  - Caching: temporary copies of frequently accessed data closer to where it’s needed

- Some caching services:
  - Akamai, Cloudflare, Amazon Cloudfront, Apache Ignite
4. Mobility
>6 billion smartphone users

Remote sensors
- Cars
- Traffic cameras
- Toll collection
- Shipping containers
- Vending machines

IoT = Internet of Things
- 2017: more IoT devices than humans
5. High availability & Fault tolerance
High availability

**Redundancy** = replicated components  
Service can run even if some systems die

Reminder:

\[ P(A \text{ and } B) = P(A) \times P(B) \]

If \( P(\text{any one system down}) = 5\% \)
\[ P(\text{two systems down at the same time}) = 5\% \times 5\% = 0.25\% \]

**Uptime** = 1 – downtime = 1 – 0.0025 = 99.75%

We get 99.7% uptime instead of 95% because we need **both** replicated components to fail instead of just one.
High availability

No redundancy = dependence on all components
If we need all systems running to provide a service

\[ P(\text{any system down}) = 1 - P( A \text{ is up AND B is up }) \]
\[ = 1 - (1-5\%) \times (1-5\%) = 1 - 0.95 \times 0.95 = 9.75\% \]
⇒ 39x greater than a single component failure with redundancy!

Uptime = 1 – downtime = 1 – 0.0975 = 90.25%

With a large # of systems, \( P(\text{any system down}) \) approaches 100% !

Requiring a lot of components to be up & running is a losing proposition. With large enough systems, something is always breaking!
Series system: The system fails if ANY of its components fail

\[ P(\text{system failure}) = 1 - P(\text{system survival}) \]

If \( P_i = P(\text{component } i \text{ fails}) \) then for \( n \) components:

\[ P(\text{system failure}) = 1 - \prod_{i=1}^{n} (1 - P_i) \]

Parallel system: The system fails only if ALL of its components fail

\[ P(\text{system failure}) = P(\text{component}_1 \text{ fails}) \times P(\text{component}_2 \text{ fails}) \times \ldots \]

\[ P(\text{system failure}) = \prod_{i=1}^{n} P_i \]
Availability requires fault tolerance

• **Fault tolerance**
  – Identify & recover from component failures

• **Recoverability**
  – Software can restart and function
  – May involve restoring state
6. Incremental growth & cost
Incremental cost

- Version 1 does not have to be the full system
  - Add more servers & storage over time
  - Scale also implies cost – you don’t need millions of $ for v1.0
7. Delegated infrastructure & operations
Delegated operations

• **Offload responsibility**
  – Let someone else manage systems
  – Use third-party services

• **Speed deployment**
  – Don’t buy & configure your own systems
  – Don’t build your own data center

• **Modularize services on different systems**
  – Dedicated systems for storage, email, etc.

• **Use cloud, network attached storage**
  – Let someone else figure out how to expand storage and do backups
Transparency as a Design Goal
Transparency

High level: hide distribution from users

Low level: hide distribution from software

- **Location transparency**
  Users don’t care where resources are

- **Migration transparency**
  Resources move at will

- **Replication transparency**
  Users cannot tell whether there are copies of resources

- **Concurrency transparency**
  Users share resources transparently

- **Parallelism transparency**
  Operations take place in parallel without user’s knowledge

- **Failure transparency**
  Lower-level software works around any failures – things just work
Core challenges in distributed systems design

1. Concurrency
2. Latency
3. Partial Failure
Concurrency
Concurrency

• Lots of requests may occur at the same time

• Need to deal with concurrent requests
  – Need to ensure consistency of all data
  – Understand critical sections & mutual exclusion
  – Beware: mutual exclusion (locking) can affect performance

• Replication adds complexity
  – All operations must appear to occur in the same order on all replicas
    • Need to worry about out-of-order messages, undelivered messages, dead replicas
Latency
Latency

Network messages may take a long time to arrive

– **Synchronous network model**
  • There is some upper bound, $T$, between when a node sends a message and another node receives it
  • Knowing $T$ enables a node to distinguish between a node that has failed and a node that is taking a long time to respond

– **Partially synchronous network model**
  • There’s an upper bound for message communication but the programmer doesn’t know it – it has to be discovered
  • Protocols will operate correctly only if all messages are received within some time, $T$
    – We cannot make assumptions on the delay time distribution

– **Asynchronous network model**
  • Messages can take arbitrarily long to reach a peer node
  • This is what we get from the Internet!
Latency & asynchronous networks

• Asynchronous networks can be a pain
  • Messages may take an unpredictable amount of time
    – We may think a message is lost but it’s really delayed
    – May lead to retransmissions → duplicate messages
    – May lead us to assume a service is dead when it isn’t
    – May mess with our perception of time
    – May cause messages to arrive in a different order
      … or a different order on different systems
Latency

• Speed up data access via **caching** – temporary copies of data
• Keep data close to where it’s processed to maximize efficiency
  – Memory vs. disk
  – Local disk vs. remote server
  – Remote memory vs. remote disk
  – **Cache coherence**: cached data can become **stale**
    • The main version may change → cached data will need to be invalidated
      – Need mechanism for systems to detect that the cached copies are no longer valid
    • System using the cache may change the data → needs to propagate results
      – **Write-through cache**
      – But updates take time ⇒ meanwhile, access to data lead to **inconsistencies** (**incoherent views**)
Partial Failure
You know you have a distributed system when the crash of a computer you’ve never heard of stops you from getting any work done.

— Leslie Lamport
Failure is a fact of life in distributed systems!

In local systems, failure is usually **total** (*all-or-nothing*)

In distributed systems, we get **partial failure**

- A component can fail while others continue to work
- Failure of a network link is indistinguishable from a remote server failure
- Send a request but don't get a response ⇒ what happened?

**No global state**

- There is no global state that can be examined to determine errors
- There is no agent that can determine which components failed and inform everyone else

Need to ensure the state of the entire system is consistent after a failure
Handling failure

Handle detection, recovery, and restart

**Availability** = fraction of time system is usable
- Achieve with redundancy
- But then consistency is an issue!

**Reliability**: data must not get lost
- Includes security
System Failure Types

• **Fail-stop**
  – Failed component stops functioning
  – **Halting** = stop without notice
  – Detect failed components via **timeouts**
    • But you can’t count on timeouts in asynchronous networks
      – And what if the network isn’t reliable?
    • Sometimes we guess

• **Fail-restart**
  – Component stops but then restarts
  – Danger:
    possible **stale state** — the system didn't get updates when it was dead
Network Failure Types

- **Omission**
  - Failure to send or receive messages
    - Due to queue overflow in router, corrupted data, receive buffer overflow

- **Timing**
  - Messages take longer than expected
    - We may assume a system is dead when it isn't
    - Unsynchronized clocks can alter process coordination

- **Partition**
  - Network breaks into two or more sub-networks that cannot communicate with each other
Network & System Failure Types

• **Fail-silent**
  – A failed component (process or hardware) does not produce any output

• **Byzantine failures**
  – Instead of stopping, a component produces faulty data
  – Due to bad hardware, software, network problems, or malicious interference

Goal: avoid *single points of failure*
Redundancy

We deal with failures by adding redundancy
  – Replicated components

But this means we need to keep the state of those components replicated
State, replicas, and caches

• **State**
  – Information about some component that cannot be reconstructed
  – Network connection info, process memory, list of clients with open files, lists of which clients finished their tasks

• **Replicas**
  – Redundant copies of data → *used to address fault tolerance*

• **Cache**
  – Local storage of frequently-accessed data to reduce latency
    → *used to address latency*
No global knowledge

- Nobody has the true **global state** of a system
  - There is no global state that can be examined to determine errors
  - There is no agent that can determine which components failed and inform everyone else
  - No shared memory

- A process knows its current state
  - It may know the *last reported state* of other processes
  - It may periodically report its state to others

*No foolproof way to detect failure in all cases*
Other design considerations
Handling Scale

• Need to be able to add and remove components
• Impacts failure handling
  – If failed components are removed, the system should still work
  – If replacements are brought in, the system should integrate them
Security

• The environment
  – Public networks, remotely-managed services, 3rd party services

• Some issues
  – Malicious interference, bad user input, impersonation of users & services
  – Protocol attacks, input validation attacks, time-based attacks, replay attacks

Rely on authentication, cryptography (hashes, encryption)
  … and good defensive programming!

• Users also want convenience
  – Single sign-on, no repeated entering of login credentials
  – Controlled access to services
Other design considerations

• Algorithms & environment
  – Distributable vs. centralized algorithms
  – Programming languages
  – APIs and frameworks
Main themes in distributed systems

• **Availability & fault tolerance**
  – Fraction of time that the system is functioning
  – Dead systems, dead processes, dead communication links, lost messages

• **Scalability (Elasticity)**
  – Things may be easy on a small scale
  – But less so on a large scale
    • Geographic latency (multiple data centers), administering many thousands of systems

• **Latency & asynchronous processes**
  – Processes run asynchronously: concurrency
  – Some messages may take longer to arrive than others

• **Security**
  – Authentication, authorization, encryption
Key approaches in distributed systems

• Divide & conquer
  – Break up data sets (sharding) and have each system work on a small part
  – Merging results is usually the easy & efficient part

• Replication
  – For high availability, caching, and sharing data
  – Challenge: keep replicas consistent even if systems go down and come up

• Quorum/consensus
  – Enable a group to reach agreement
Service Models (Application Architectures)
Centralized model

- No networking
- Traditional time-sharing system
- Single workstation/PC or direct connection of multiple terminals to a computer
- One or several CPUs
- Not easily scalable
- Limiting factor: number of CPUs in system
  - Contention for same resources (memory, network, devices)
Client-Server model

- **Clients** send requests to **servers**
- A **server** is a system that runs a **service**
- Clients do not communicate with other clients
Layered architectures in software design

- Break functionality into multiple layers
- Each layer handles a specific abstraction
  - Hides implementation details and specifics of hardware, OS, network abstractions, data encoding, …

```
Hardware
  |- Operating System
    `- Middleware
       `- Applications
```

- Includes layering for file systems, networking, devices, memory
- Includes naming, security, persistence, notifications, agreement, remote procedures, data encoding, …
Tiered architectures in networked systems

• **Tiered** (multi-tier) architectures
  – Distributed systems analogy to a layered architecture

• Each tier (layer)
  – Runs as a network service
  – Is accessed by surrounding tiers

The basic client-server architecture is a **two-tier model**
Multi-tier example

- **Client**
  - User interface
  - Data presentation & validation

- **Middle tier**
  - Queuing requests
  - Coordinating a transaction among multiple servers
  - Managing connections
  - Formatting/converting data

- **Back end**
  - Database system
  - Legacy software
Multi-tier example

client → web server → application server → object store → database
Some tiers may be transparent to the application
Peer-to-Peer (P2P) Model

• No reliance on servers
• Machines (peers) communicate with each other
• Goals
  – Robustness
  – Self-scalability
• Examples
  – BitTorrent, Skype
Hybrid model

• Many peer-to-peer architectures still rely on a server
  – Look up, track users
  – Track content
  – Coordinate access

• But traffic-intensive workloads are delegated to peers
Processor pool model

• Collection of CPUs that can be assigned processes on demand
• Similar to hybrid model
  – Coordinator dispatches work requests to available processors
• Render farms, big data processing, machine learning
Resources are provided as a network (Internet) service

<table>
<thead>
<tr>
<th>Service Type</th>
<th>Description</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Software as a Service (SaaS)</strong></td>
<td>Remotely hosted software: email, productivity, games, …</td>
<td><em>Salesforce.com, Google Apps, Microsoft 365</em></td>
</tr>
<tr>
<td><strong>Platform as a Service (PaaS)</strong></td>
<td>Execution runtimes, databases, web servers, development environments, …</td>
<td><em>Google App Engine, AWS Elastic Beanstalk</em></td>
</tr>
<tr>
<td><strong>Infrastructure as a Service (IaaS)</strong></td>
<td>Compute + storage + networking: VMs, storage servers, load balancers</td>
<td><em>Microsoft Azure, Google Compute Engine, Amazon Web Services</em></td>
</tr>
<tr>
<td><strong>Storage</strong></td>
<td>Remote file storage</td>
<td><em>Dropbox, Box, Google Drive, OneDrive, …</em></td>
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The End