Ch4: Distributed Systems Architectures
• Typically, system with several interconnected computers that do not share clock or memory.

• Motivation: tie together multiple independent computers over the network to
  • share resources, enhance performance, improve reliability/availability, provide expandability.

• One possible classification of architecture
  – several “minicomputers” (machines with CPU/user < 1)
  – several hundred / thousand “workstations” (CPU/user ~ 1)
  – Processor pool (CPU/user > 1)
    • user typically has a dedicated CPU as well.
• What is an OS
  – An interface between hardware and user processes that provides an abstraction of the machine and manages its resources.

• What is a Distributed OS
  – the same, except for distributed systems
  – aims at transparency of distribution and presents a virtual uniprocessor to the user.
  – according to some, the holy grail is to create a “metacomputer” and a “Problem Solving Environment”
    • The user sees a single machine that automagically provides enough resources to do the task. The task can range from simple hello world programs to complex calculations.
Issues in Distributed OS

• Global “state” is not known
  • due to lack of shared memory and clock, unreliable message transmission.
  • Need decentralized controls
  • temporal order of events?

• Naming
  • how should an object be identified?
    – Transparent? Translucent? Explicit?
    – URIs, URNs, URLs
  • what if the object is replicated

• Scalability
  • system should continue to work efficiently as resources are added
    – consider a system that resolves IP addresses using broadcast
• Compatibility / Interoperability
  • binary level, execution level or protocol level
  • homogeneous vs heterogeneous systems

• Process Synchronization
  • mutual exclusion problem w/o shared memory

• Resource Management
  • how do you get data to the location of the computation
    – distributed filesystem ? distributed shared memory ?
  • how do you migrate a computation (remote evaluation)
    – RPC ? Client-Server ?
  • how do you migrate running processes (code on demand, mobile objects/agents)

• Security
  • authentication and authorization in a distributed system
Structure of Distributed OS

• Monolithic kernel
  • a (large) single entity that provides all the services of the distributed OS
  • may not be a good idea since “computer configurations” will vary
    – do you need to load disk drivers on a diskless client?

• Collective kernel
  • base OS functionality is in a relatively small microkernel. All other OS services are processes that run on top.
  • Microkernel will run on all machines

• OO approach
  • same as collective kernel, but OS services are implemented as objects
  • can provide a more structured approach than collective kernel
Communication

- Review Section 4.6 yourself.
- Message Passing Model
  - send and receive type primitives
  - can be blocking (reliable, unreliable) or non-blocking
  - use of buffers
  - synchronous vs asynchronous
Millennium Project

• Work at Microsoft Research (paper by Bolosky et al.)
• Features
  – seamless distribution, worldwide scalability, fault tolerance, self-tuning, self-configuring, secure, resource control
• Principles
  – aggressive abstraction, storage irrelevance, location irrelevance, JIT binding, introspection.