

CSE 486/586 Distributed Systems Introduction

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Welcome to CSE 486/586

- Why do you want to take this course?
- Some positive feedback of this course...
 - “CSE 486/586 didn't only helped with understanding the concepts involved, but have also always given me something cool and interesting to talk about in interviews.”
 - “I am actually learning new things.”
 - “CSE 486/586 literally got me a job.”
- Some negative feedback of this course...
 - “Projects are a bit too much on the difficult side.”
 - “The midterm came almost out of nowhere.”
 - “Stay away at all cost!”
- Are you ready? ;-)

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Building a Distributed System

- “The number of people who know how to build really solid distributed systems...is about ten”
 - Scott Shenker, Professor at UC Berkeley
- The point: it's hard to build a solid distributed system.
- So, why is it hard?...but first of all...

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What is a Distributed System?



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What is a Distributed System?

- A distributed system is a collection of entities with a common goal, each of which is *autonomous, programmable, asynchronous and failure-prone*, and which communicate through an *unreliable* communication medium.
- This will be a working definition for us.

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Why Is It Hard to Build One?

- **Scale:** hundreds or thousands of machines
 - Google: 4K-machine MapReduce cluster
 - Yahoo!: 4K-machine Hadoop cluster
 - Akamai: 70K machines distributed over the world
 - Facebook: 60K machines providing the service
 - Hard enough to program one machine!
- **Dynamism:** machines do fail!
 - 50 machine failures out of 20K machine cluster per day (reported by Yahoo!)
 - 1 disk failure out of 16K disks every 6 hours (reported by Google)
- As we will learn, these come with:
 - Concurrent execution, consistency, etc.

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OK; But Who Cares?

- This is where all the actions are!
 - What is the two biggest driving forces in the computing industry for the last 7-8 years?
 - It's the cloud!
 - And smartphones!
 - They are distributed!
- Now --- it's all about distributed systems!
 - Well...with a bit of exaggeration... ;-)

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OK, Cool; How Am I Going to Learn?

- Textbook
 - Main: Distributed Systems: Concepts and Design, 5th Edition (Coulouris, Dollimore, Kindberg, Blair)
 - Optional: Distributed Systems: Principles and Paradigms, 2nd Edition, (Tanenbaum, Van Steen)
- Lectures
- (Non-graded) HW assignments
- Programming assignments
- Exams

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What Am I Going to Build?

- A "starter" project: PA1
 - This will be out today and due next Monday.
- A distributed key-value storage (based on Amazon Dynamo) on Android in multiple stages
- Individual submission

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Important Policies

- Late submissions only allowed for one day
 - 20% penalty
 - The deadlines are on Friday, and we don't count weekends, so technically you have 3 more days.
- Regrading
 - If requested, the entire work will be regraded
- No "I"
- No makeup exam
- No grade negotiation

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I Have a Confession to Make...

- I have a split personality disorder.
 - Jekyll
 - Hyde
- Most of you (I expect) will just see my Jekyll's side. If you...
 - work with good ethics,
 - respect others on Piazza, office hours, etc.,
 - follow class and submission rules,
 - and generally use common sense and are a good citizen in the class.
- Some of you might see my Hyde's side. If you...
 - copy other people's code or exams,
 - try to negotiate your way in the class,
 - generally are not such a good citizen in the class.

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Academic Integrity Policies

- Academic integrity: exams, HW, and code
 - Copying others' code: no
 - Copying from other sources (the Web, books, etc.): get permission
 - Exceptions: <http://developer.android.com> (copy freely, but mark clearly that you copied)
 - <http://stackoverflow.com> (generally OK to see how things get done; but **do not copy and paste.**)
 - If found, the incident will be reported to the university.
- Will use an automatic similarity checker.
 - When similar submissions are found, **both will get F** for the entire semester.
- Please be careful when using an online code repository, e.g., GitHub, BitBucket, etc.

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How Can I Reach the Teaching Staff?

- Steve: 304 Davis
 - Lectures (MWF 1:00pm-1:50pm)
 - Office hours (MWF 2pm-3pm)
- TAs
 - Office hours: TBD
 - Undergrad recitations: Typically only when a new PA is out.
 - Please do not expect that the TAs will stay more than the announced office hours.
- Use Piazza (<http://piazza.com/class>), instead of email, mailing list, blog, etc.
 - The teaching staff will not have any activity during weekends and holidays.
 - Signup link: <http://piazza.com/buffalo/spring2015/cse486586>

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Background Required

- You **must** have some background in different topics.
- OS concepts
 - Threads, processes, synchronization (e.g., locks, semaphores), etc.
- Networking concepts
 - IP, DNS, NAT (e.g., private IPs vs. public IPs), TCP, etc.
- System programming experiences
 - Programming experiences with sockets, processes, threads, synchronization primitives, file I/O, etc.
 - Experiences with setting up environment variables, using regex, scripting (e.g., bash, python, etc.)
- Programming environment
 - Linux or Mac

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Background Check: PA1

- Programming Assignment (PA) 1
 - Use this as a background check.
 - **If you can finish this in a week all by yourself**, then you are ready to take this class.
 - See for yourself!
 - **Due on next Monday (2/2) 11:59:59 am.**
- SimpleMessenger on Android
 - Overall, need to implement a chatting app.
 - Need to set up Android programming environment.
 - Need to use sockets.
 - Need to understand the code provided.
 - Need to read Android tutorials and understand them.
 - Need to understand and use Android APIs.

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What Exactly Am I Going to Learn? Distributed Systems 10 Questions!

- Course goal: answering **10 questions on distributed systems**
 - At the end of the semester, if you can answer only 10 questions about distributed systems, you'll probably get an A.
 - Easy enough!
- What are those questions?
 - Organized in 6 themes
 - 1-2 questions in each theme
 - A few (or several) lectures to answer each question

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What Exactly Am I Going to Learn?

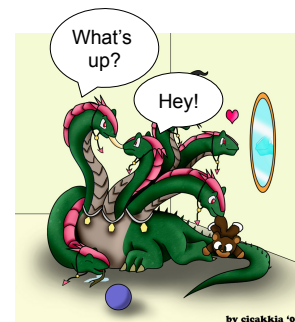
- Introducing...
- Hydie!



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Theme 1: Hint



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Theme 1: Communications

- Q1: **how do you talk to another machine?**
 - Networking basics
- Q2: **how do you talk to multiple machines at once?**
 - Multicast
- Q3: **can you call a function/method/procedure running in another machine?**
 - RPC

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Theme 2: Hint



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Theme 2: Concurrency

- Q4: **how do you control access to shared resources?**
 - Distributed mutual exclusion, distributed transactions, 2-phase commit, etc.

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Theme 3: Hint



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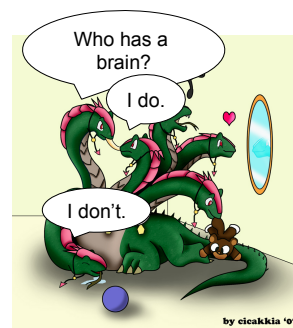
Theme 3: Consensus

- Q5: **how do multiple machines reach an agreement?**
 - Time & synchronization, global states, snapshots, mutual exclusion, leader election, paxos
- **Bad news:** it's impossible!
 - The impossibility of consensus

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Theme 4: Hint



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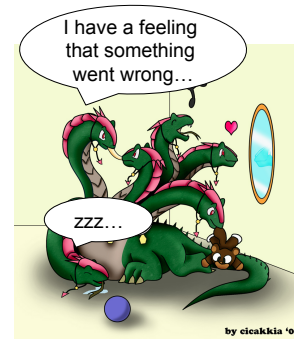
Theme 4: Storage Management

- Q6: how do you locate where things are and access them?
 - DHT, DFS

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Theme 5: Hint



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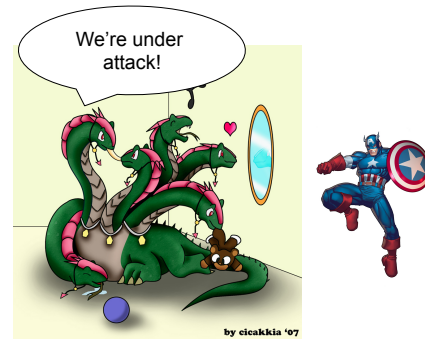
Theme 5: Non-Byzantine Failures

- Q7: how do you know if a machine has failed?
 - Failure detection
- Q8: how do you program your system to operate continually even under failures?
 - Replication, gossiping

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Theme 6: Hint



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Theme 6: Byzantine Failures

- Q9: how do you deal with attackers?
 - Security
- Q10: what if some machines malfunction?
 - Byzantine fault tolerance

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Acknowledgements

- These slides heavily contain material developed and copyrighted by Indranil Gupta at UIUC.
- The material was originally developed for courses CS425/CSE424/ECE428 at UIUC.

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