Motivation

- Distributed system is collection of loosely coupled processors that
  - do not share memory
  - interconnected by a communications network
- Reasons for distributed systems
  - Resource sharing
    - sharing and printing files at remote sites
    - processing information in a distributed database
    - using remote specialized hardware devices
  - Computation speedup - load sharing
  - Reliability - detect and recover from site failure, function transfer, reintegrate failed site
  - Communication - message passing

Distributed-Operating Systems

- Users not aware of multiplicity of machines
  - Access to remote resources similar to access to local resources
- Data Migration - transfer data by transferring entire file, or transferring only those portions of the file necessary for the immediate task
- Computation Migration - transfer the computation, rather than the data, across the system

Distributed-Operating Systems (Cont.)

- Process Migration - execute an entire process, or parts of it, at different sites
  - Load balancing - distribute processes across network to even the workload
  - Computation speedup - subprocesses can run concurrently on different sites
  - Hardware preference - process execution may require specialized processor
  - Software preference - required software may be available at only a particular site
  - Data access - run process remotely, rather than transfer all data locally

Network Topology

Robustness in Distributed Systems

- Failure detection
- Reconfiguration
Failure Detection

- Detecting hardware failure is difficult
- To detect a link failure, a handshaking protocol can be used
- Assume Site A and Site B have established a link
  - At fixed intervals, each site will exchange an I-am-up message indicating that they are up and running
- If Site A does not receive a message within the fixed interval, it assumes either (a) the other site is not up or (b) the message was lost
- Site A can now send an Are-you-up? message to Site B
- If Site A does not receive a reply, it can repeat the message or try an alternate route to Site B

Failure Detection (cont)

- If Site A does not ultimately receive a reply from Site B, it concludes some type of failure has occurred
- Types of failures:
  - Site B is down
  - The direct link between A and B is down
  - The alternate link from A to B is down
  - The message has been lost
- However, Site A cannot determine exactly why the failure has occurred

Reconfiguration

- When Site A determines a failure has occurred, it must reconfigure the system:
  1. If the link from A to B has failed, this must be broadcast to every site in the system
  2. If a site has failed, every other site must also be notified indicating that the services offered by the failed site are no longer available
- When the link or the site becomes available again, this information must again be broadcast to all other sites

Distributed Coordination

- Ordering events and achieving synchronization in centralized systems is easier.
  - We can use common clock and memory
- What about distributed systems?
  - No common clock or memory
  - happened-before relationship provides partial ordering
  - How to provide total ordering?

Event Ordering

- Happened-before relation (denoted by $\rightarrow$)
  - If $A$ and $B$ are events in the same process (assuming sequential processes), and $A$ was executed before $B$, then $A \rightarrow B$
  - If $A$ is the event of sending a message by one process and $B$ is the event of receiving that message by another process, then $A \rightarrow B$
  - If $A \rightarrow B$ and $B \rightarrow C$ then $A \rightarrow C$
  - If two events $A$ and $B$ are not related by the $\rightarrow$ relation, then these events are executed concurrently.

Relative Time for Three Concurrent Processes

Which events are concurrent and which ones are ordered?
Exercise

Which of the following event orderings are true?
(a) p0 --> p3 :
(b) p1 --> q3 :
(c) q0 --> p3 :
(d) r0 --> p4 :
(e) p0 --> r4 :

Which of the following statements are true?
(a) p2 and q2 are concurrent processes.
(b) q1 and r1 are concurrent processes.
(c) p0 and q3 are concurrent processes.
(d) r0 and p0 are concurrent processes.
(e) r0 and p4 are concurrent processes.

Distributed Mutual Exclusion (DME)

• Assumptions
  - The system consists of n processes; each process Pi resides at a different processor
  - Each process has a critical section that requires mutual exclusion
• Requirement
  - If Pi is executing in its critical section, then no other process Pj is executing in its critical section
• We present two algorithms to ensure the mutual exclusion execution of processes in their critical sections

DME: Centralized Approach

• One of the processes in the system is chosen to coordinate the entry to the critical section
• A process that wants to enter its critical section sends a request message to the coordinator
• The coordinator decides which process can enter the critical section next, and its sends that process a reply message
• When the process receives a reply message from the coordinator, it enters its critical section
• After exiting its critical section, the process sends a release message to the coordinator and proceeds with its execution
• This scheme requires three messages per critical-section entry:
  - request
  - reply
  - release

DME: Fully Distributed Approach

• When process Pi wants to enter its critical section, it generates a new timestamp, TS, and sends the message request (Pi, TS) to all processes in the system
• When process Pi receives a request message, it may reply immediately or it may defer sending a reply back
• When process Pi receives a reply message from all other processes in the system, it can enter its critical section
• After exiting its critical section, the process sends reply messages to all its deferred requests

DME: Fully Distributed Approach (Cont.)

• The decision whether process Pi replies immediately to a request(Pi, TS) message or defers its reply is based on three factors:
  - If Pi is in its critical section, then it defers its reply to Pi;
  - If Pi does not want to enter its critical section, then it sends a reply immediately to Pi;
  - If Pi wants to enter its critical section but has not yet entered it, then it compares its own request timestamp with the timestamp TS
    - If its own request timestamp is greater than TS, then it sends a reply immediately to Pi (Pi asked first)
    - Otherwise, the reply is deferred
  - Example:
    - P1 sends a request to P2 and P3 (timestamp=10)
    - P3 sends a request to P1 and P2 (timestamp=4)
**Undesirable Consequences**

- The processes need to know the identity of all other processes in the system, which makes the dynamic addition and removal of processes more complex.

- If one of the processes fails, then the entire scheme collapses.
  - This can be dealt with by continuously monitoring the state of all the processes in the system, and notifying all processes if a process fails.