Communication in Distributed Systems

• *Issues in communication (today)*
• Message-oriented Communication
• Remote Procedure Calls
  – Transparency but poor for passing references
• Remote Method Invocation
  – RMIs are essentially RPCs but specific to remote objects
  – System wide references passed as parameters
• Stream-oriented Communication

Communication Between Processes

• *Unstructured* communication
  – Use shared memory or shared data structures

• *Structured* communication
  – Use explicit messages (IPCs)

• Distributed Systems: both need low-level communication support (*why?*)
Communication Protocols

- Protocols are agreements/rules on communication
- Protocols could be connection-oriented or connectionless

Layered Protocols

- A typical message as it appears on the network.
Client-Server TCP

Middleware Protocols

- Middleware: layer that resides between an OS and an application
  - May implement general-purpose protocols that warrant their own layers
- Example: distributed commit
Client-Server Communication Model

- Structure: group of servers offering service to clients
- Based on a request/response paradigm
- Techniques:
  - Socket, remote procedure calls (RPC), Remote Method Invocation (RMI)

Issues in Client-Server Communication

- Addressing
- Blocking versus non-blocking
- Buffered versus unbuffered
- Reliable versus unreliable
- Server architecture: concurrent versus sequential
- Scalability
Addressing Issues

• *Question:* how is the server located?

• Hard-wired address
  – Machine address and process address are known a priori

• Broadcast-based
  – Server chooses address from a sparse address space
  – Client broadcasts request
  – Can cache response for future

• Locate address via name server

Blocking versus Non-blocking

• Blocking communication (synchronous)
  – Send blocks until message is actually sent
  – Receive blocks until message is actually received

• Non-blocking communication (asynchronous)
  – Send returns immediately
  – Return does not block either

• Examples:
Buffering Issues

- Unbuffered communication
  - Server must call receive before client can call send

- Buffered communication
  - Client send to a mailbox
  - Server receives from a mailbox

Reliability

- Unreliable channel
  - Need acknowledgements (ACKs)
  - Applications handle ACKs
  - ACKs for both request and reply

- Reliable channel
  - Reply acts as ACK for request

- Reliable communication on unreliable channels
  - Transport protocol handles lost messages
Server Architecture

• Sequential
  – Serve one request at a time
  – Can service multiple requests by employing events and asynchronous communication

• Concurrent
  – Server spawns a process or thread to service each request
  – Can also use a pre-spawned pool of threads/processes (apache)

• Thus servers could be
  – Pure-sequential, event-based, thread-based, process-based

• Discussion: which architecture is most efficient?

Scalability

• Question: How can you scale the server capacity?
• Buy bigger machine!
• Replicate
• Distribute data and/or algorithms
• Ship code instead of data
• Cache
To Push or Pull?

• Client-pull architecture
  – Clients pull data from servers (by sending requests)
  – Example: HTTP
  – Pro: stateless servers, failures are each to handle
  – Con: limited scalability

• Server-push architecture
  – Servers push data to client
  – Example: video streaming, stock tickers
  – Pro: more scalable, Con: stateful servers, less resilient to failure

• When/how-often to push or pull?

Group Communication

• One-to-many communication: useful for distributed applications

• Issues:
  – Group characteristics:
    • Static/dynamic, open/closed
  – Group addressing
    • Multicast, broadcast, application-level multicast (unicast)
  – Atomicity
  – Message ordering
  – Scalability
Putting it all together: Email

- User uses mail client to compose a message
- Mail client connects to mail server
- Mail server looks up address to destination mail server
- Mail server sets up a connection and passes the mail to destination mail server
- Destination stores mail in input buffer (user mailbox)
- Recipient checks mail at a later time

Email: Design Considerations

- Structured or unstructured?
- Addressing?
- Blocking/non-blocking?
- Buffered or unbuffered?
- Reliable or unreliable?
- Server architecture
- Scalability
- Push or pull?
- Group communication