Last Class: RPCs and RMI

- Case Study: Sun RPC
- Lightweight RPCs
- Remote Method Invocation (RMI)
  - Design issues

Today: Communication Issues

- Message-oriented communication
  - Persistence and synchronicity
- Stream-oriented communication
Persistence and Synchronicity in Communication

Persistence

• Persistent communication
  – Messages are stored until (next) receiver is ready
  – Examples: email, pony express
Transient Communication

- Transient communication
  - Message is stored only so long as sending/receiving application are executing
  - Discard message if it can’t be delivered to next server/receiver
  - Example: transport-level communication services offer transient communication
  - Example: Typical network router – discard message if it can’t be delivered next router or destination

Synchronicity

- Asynchronous communication
  - Sender continues immediately after it has submitted the message
  - Need a local buffer at the sending host

- Synchronous communication
  - Sender blocks until message is stored in a local buffer at the receiving host or actually delivered to sending
  - Variant: block until receiver processes the message

- Six combinations of persistence and synchronicity
Persistence and Synchronicity Combinations

a) Persistent asynchronous communication (e.g., email)
b) Persistent synchronous communication

c) Transient asynchronous communication (e.g., UDP)
d) Receipt-based transient synchronous communication
Persistence and Synchronicity Combinations

e) Delivery-based transient synchronous communication at message delivery (e.g., asynchronous RPC)
f) Response-based transient synchronous communication (RPC)

Message-oriented Transient Communication

- Many distributed systems built on top of simple message-oriented model
  - Example: Berkeley sockets
Berkeley Socket Primitives

<table>
<thead>
<tr>
<th>Primitive</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Socket</td>
<td>Create a new communication endpoint</td>
</tr>
<tr>
<td>Bind</td>
<td>Attach a local address to a socket</td>
</tr>
<tr>
<td>Listen</td>
<td>Announce willingness to accept connections</td>
</tr>
<tr>
<td>Accept</td>
<td>Block caller until a connection request arrives</td>
</tr>
<tr>
<td>Connect</td>
<td>Actively attempt to establish a connection</td>
</tr>
<tr>
<td>Send</td>
<td>Send some data over the connection</td>
</tr>
<tr>
<td>Receive</td>
<td>Receive some data over the connection</td>
</tr>
<tr>
<td>Close</td>
<td>Release the connection</td>
</tr>
</tbody>
</table>

Message-Passing Interface (MPI)

- Sockets designed for network communication (e.g., TCP/IP)
  - Support simple send/receive primitives
- Abstraction not suitable for other protocols in clusters of workstations or massively parallel systems
  - Need an interface with more advanced primitives
- Large number of incompatible proprietary libraries and protocols
  - Need for a standard interface
- Message-passing interface (MPI)
  - Hardware independent
  - Designed for parallel applications (uses transient communication)
- Key idea: communication between groups of processes
  - Each endpoint is a (groupID, processID) pair
## MPI Primitives

<table>
<thead>
<tr>
<th>Primitive</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPI_bsend</td>
<td>Append outgoing message to a local send buffer</td>
</tr>
<tr>
<td>MPI_send</td>
<td>Send a message and wait until copied to local or remote buffer</td>
</tr>
<tr>
<td>MPI_ssend</td>
<td>Send a message and wait until receipt starts</td>
</tr>
<tr>
<td>MPI_sendrecv</td>
<td>Send a message and wait for reply</td>
</tr>
<tr>
<td>MPI_isend</td>
<td>Pass reference to outgoing message, and continue</td>
</tr>
<tr>
<td>MPI_issend</td>
<td>Pass reference to outgoing message, and wait until receipt starts</td>
</tr>
<tr>
<td>MPI_recv</td>
<td>Receive a message; block if there are none</td>
</tr>
<tr>
<td>MPI_irecv</td>
<td>Check if there is an incoming message, but do not block</td>
</tr>
</tbody>
</table>

## Message-oriented Persistent Communication

- Message queuing systems
  - Support asynchronous persistent communication
  - Intermediate storage for message while sender/receiver are inactive
  - Example application: email
- Communicate by inserting messages in queues
- Sender is only guaranteed that message will be eventually inserted in recipient’s queue
  - No guarantees on when or if the message will be read
  - “Loosely coupled communication”
### Message-Queuing Model

**Primitive** | **Meaning**
---|---
Put | Append a message to a specified queue
Get | Block until the specified queue is nonempty, and remove the first message
Poll | Check a specified queue for messages, and remove the first. Never block.
Notify | Install a handler to be called when a message is put into the specified queue.
General Architecture of a Message-Queuing System (2)

- Queue manager and relays
  - Relays use an overlay network
  - Relays know about the network topology and how to route

Message Brokers

- Message broker: application level gateway in MQS
  - Convert incoming messages so that they can be understood by destination (format conversion)
  - Also used for pub-sub systems
**IBM’s WebSphere MQ**

- Queue managers manage queues
  - Connected through message channels
- Message channel agent (MCA)
  - Checks queue, wraps into TCP packet, send to receiving MCA

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**Stream Oriented Communication**

- Message-oriented communication: request-response
  - When communication occurs and speed do not affect correctness
- Timing is crucial in certain forms of communication
  - Examples: audio and video (“continuous media”)
    - 30 frames/s video => receive and display a frame every 33ms
- Characteristics
  - Isochronous communication
    - Data transfers have a maximum bound on end-end delay and jitter
    - Push mode: no explicit requests for individual data units beyond the first “play” request
Streams and Quality of Service

- Properties for Quality of Service:
  - The required bit rate at which data should be transported.
  - The maximum delay until a session has been set up.
  - The maximum end-to-end delay.
  - The maximum delay variance, or jitter.
  - The maximum round-trip delay.
Quality of Service (QoS)

- Time-dependent and other requirements are specified as *quality of service (QoS)*
  - Requirements/desired guarantees from the underlying systems
  - Application specifies workload and requests a certain service quality
  - Contract between the application and the system

<table>
<thead>
<tr>
<th>Characteristics of the Input</th>
<th>Service Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>maximum data unit size (bytes)</td>
<td>Loss sensitivity (bytes)</td>
</tr>
<tr>
<td>Token bucket rate (bytes/sec)</td>
<td>Loss interval (µsec)</td>
</tr>
<tr>
<td>Token bucket size (bytes)</td>
<td>Burst loss sensitivity (data units)</td>
</tr>
<tr>
<td>Maximum transmission rate (bytes/sec)</td>
<td>Minimum delay noticed (µsec)</td>
</tr>
<tr>
<td></td>
<td>Maximum delay variation (µsec)</td>
</tr>
<tr>
<td></td>
<td>Quality of guarantee</td>
</tr>
</tbody>
</table>

Specifying QoS: Token bucket

- The principle of a token bucket algorithm
  - Parameters (rate \( r \), burst \( b \))
  - Rate is the average rate, burst is the maximum number of packets that can arrive simultaneously
Enforcing QoS

- Enforce at end-points (e.g., token bucket)
  - No network support needed
- Mark packets and use router support
  - Differentiated services: expedited & assured forwarding
- Use buffers at receiver to mask jitter
- Packet losses
  - Handle using forward error correction
  - Use interleaving to reduce impact
Enforcing QoS (2)

• Can also use forward error correction (FEC)

HTTP Streaming

• UDP is inherently better suited for streaming
  – Adaptive streaming, specialized streaming protocols
• Yet, almost all streaming occurs over HTTP (and TCP)
  – Universal availability of HTTP, no special protocol needed
• Direct Adaptive Streaming over HTTP (DASH)
  – Intelligence is placed at the client
Stream synchronization

- Multiple streams:
  - Audio and video; layered video
- Need to sync prior to playback
  - Timestamp each stream and sync up data units prior to playback
- Sender or receiver?
- App does low-level sync
  - 30 fps: image every 33ms, lip-sync with audio
- Use middleware and specify playback rates

Synchronization Mechanism
Multicasting

- Group communication
  - IP multicast versus application-level multicast
  - Construct an overlay multicast tree rooted at the sender
  - Send packet down each link in the tree
- Issues: tree construction, dynamic joins and leaves

Overlay Construction

Diagram showing an end host, routers, and an overlay network with labeled distances.