Distributed System

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Chapter 1: Introduction

- Distributed Systems
- Hardware & software
- Transparency
- Scalability
- Distributed OS

Definition of a Distributed System

- A distributed system:
  - Multiple connected CPUs working together
  - A collection of independent computers that appears to its users as a single coherent system
- Examples: parallel machines, networked machines

Advantages and Disadvantages

- Advantages
  - Communication and resource sharing possible
  - Economics – price-performance ratio
  - Reliability, scalability
  - Potential for incremental growth
- Disadvantages
  - Distribution-aware PLs, OSs and applications
  - Network connectivity essential
  - Security and privacy

Transparency in a Distributed System

Transparency	Description
Access	Hide differences in data representation and how a resource is accessed
Location	Hide where a resource is located
Migration	Hide that a resource may move to another location
Relocation	Hide that a resource may be moved to another location while in use
Replication	Hide that a resource may have many copies
Concurrency	Hide that a resource may be shared by several competitive users
Failure	Hide the failure and recovery of a resource
Persistence	Hide whether a (software) resource is in memory or on disk

Different forms of transparency in a distributed system.

Scalability Problems

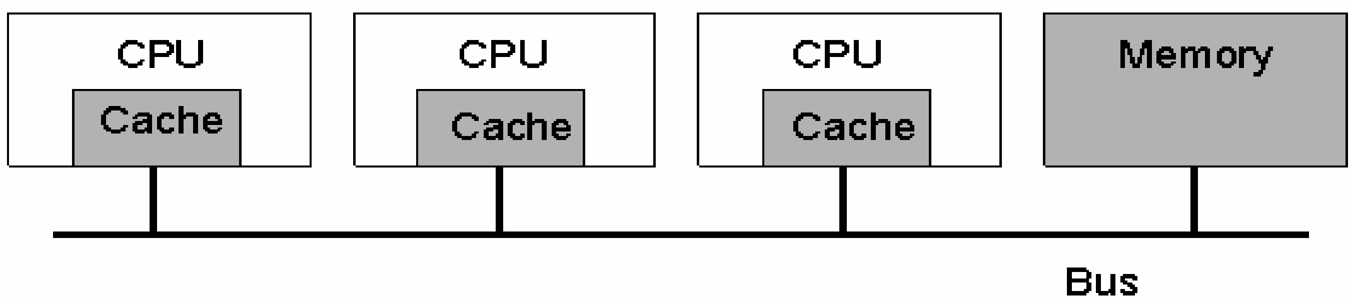
Concept	Example
Centralized services	A single server for all users
Centralized data	A single on-line telephone book
Centralized algorithms	Doing routing based on complete information

Examples of scalability limitations.

Hardware Concepts: Multiprocessors (1)

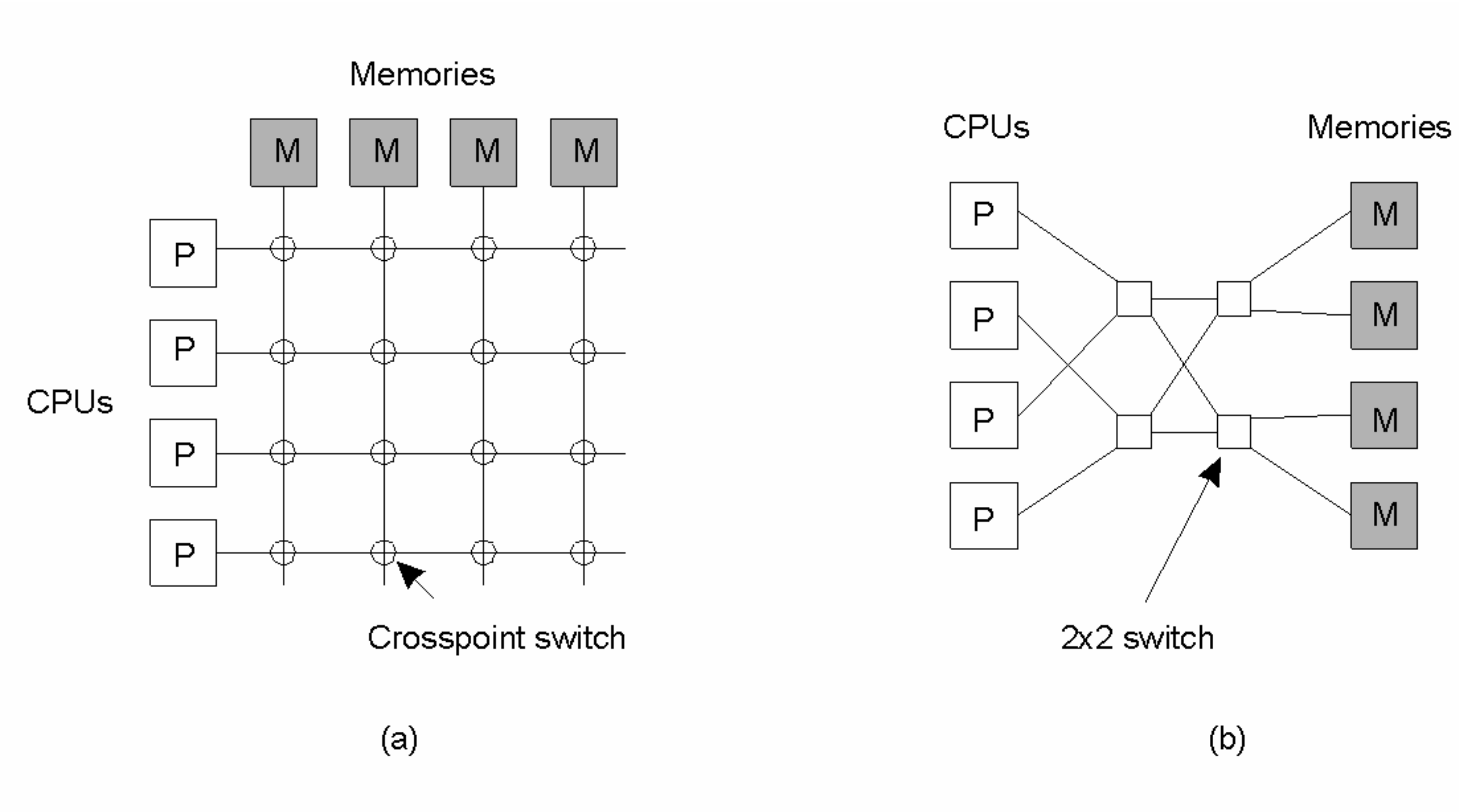
- Multiprocessor dimensions
  - Memory: could be shared or be private to each CPU
  - Interconnect: could be shared (bus-based) or switched

- A bus-based multiprocessor.



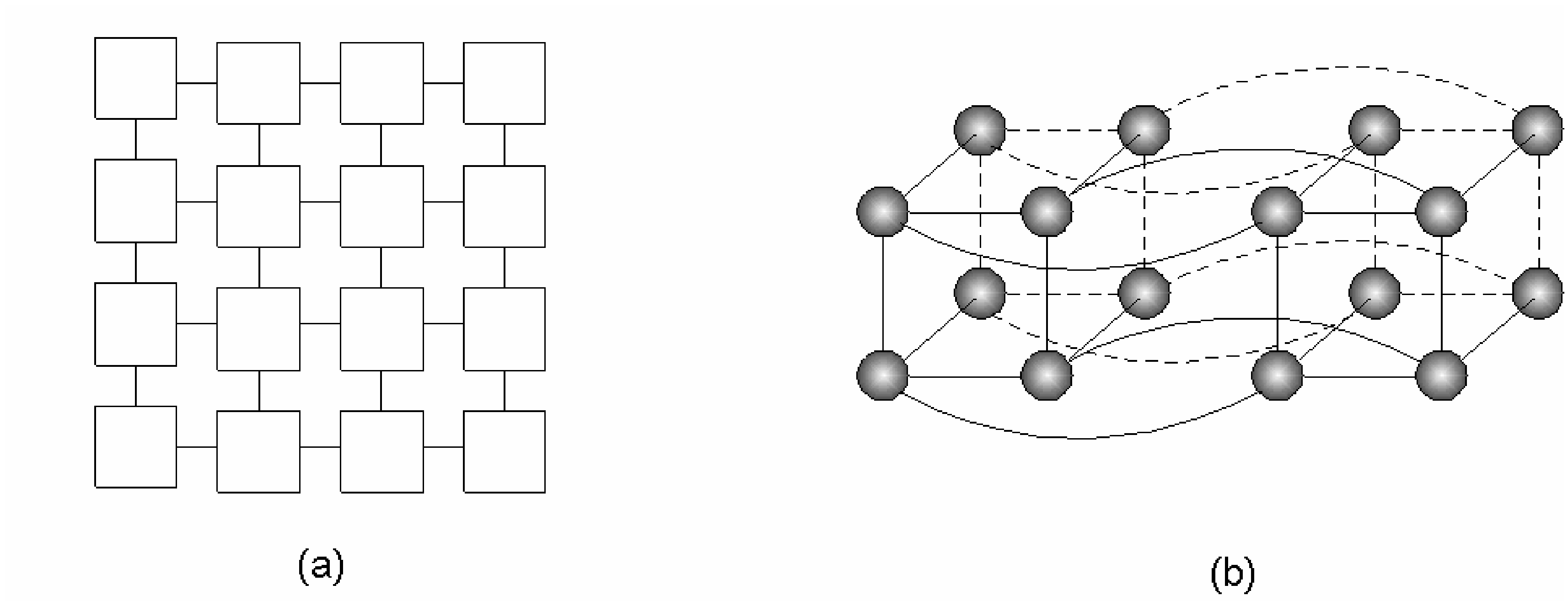
Multiprocessors (2)

a) A crossbar switch b) An omega switching network



Homogeneous Multicomputer Systems

a) Grid b) Hypercube



Distributed Systems Models

- Minicomputer model
  - Each user has local machine
  - Local processing but can fetch remote data (files, databases)
- Workstation model
  - Processing can also migrate
- Client-server Model
  - User has local workstation
  - Powerful workstations serve as servers (file, print, DB servers)
- Processor pool model
  - Terminals are Xterms or diskless terminals
  - Pool of backend processors handle processing

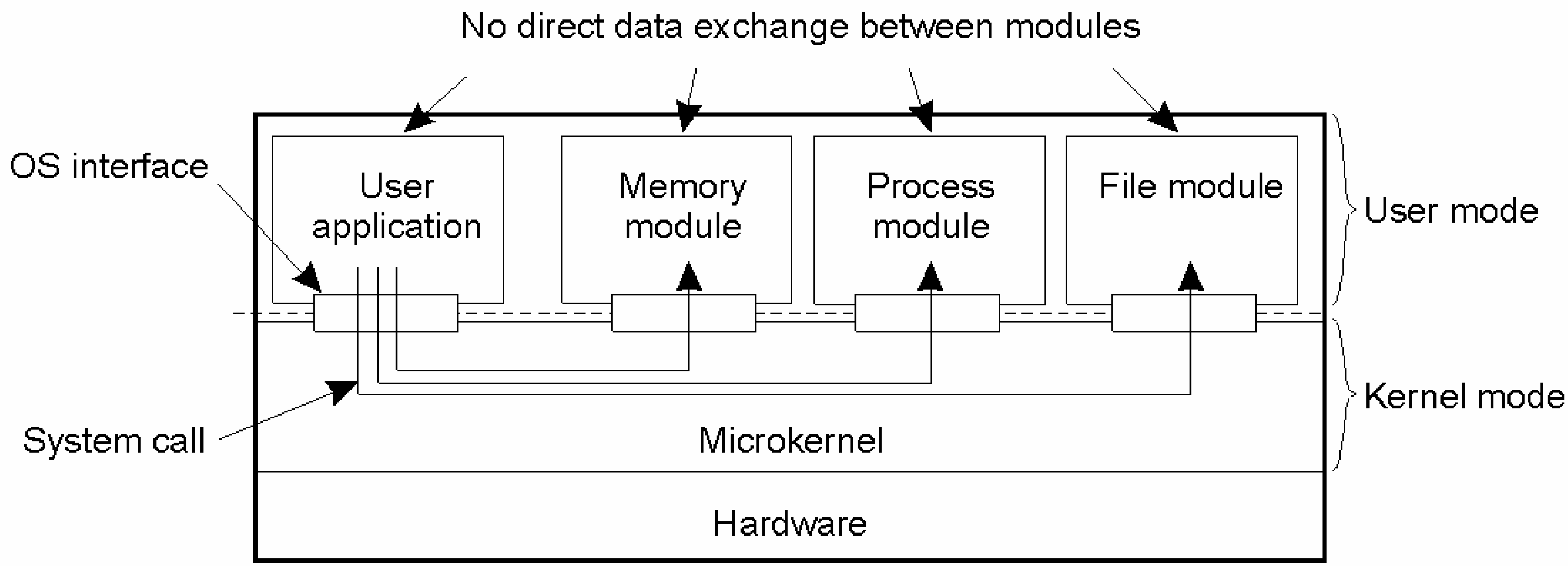
Uniprocessor Operating Systems

- An OS acts as a resource manager or an arbitrator
  - Manages CPU, I/O devices, memory
- OS provides a virtual interface that is easier to use than hardware
- Structure of uniprocessor operating systems
  - Monolithic (e.g., MS-DOS, early UNIX)
    - One large kernel that handles everything
  - Layered design
    - Functionality is decomposed into N layers
    - Each layer uses services of layer N-1 and implements new service(s) for layer N+1

Uniprocessor Operating Systems

Microkernel architecture

- Small kernel
- user-level servers implement additional functionality



Distributed Operating System

- Manages resources in a distributed system
  - Seamlessly and transparently to the user
- Looks to the user like a centralized OS
  - But operates on multiple independent CPUs
- Provides transparency
  - Location, migration, concurrency, replication,…
- Presents users with a virtual uniprocessor

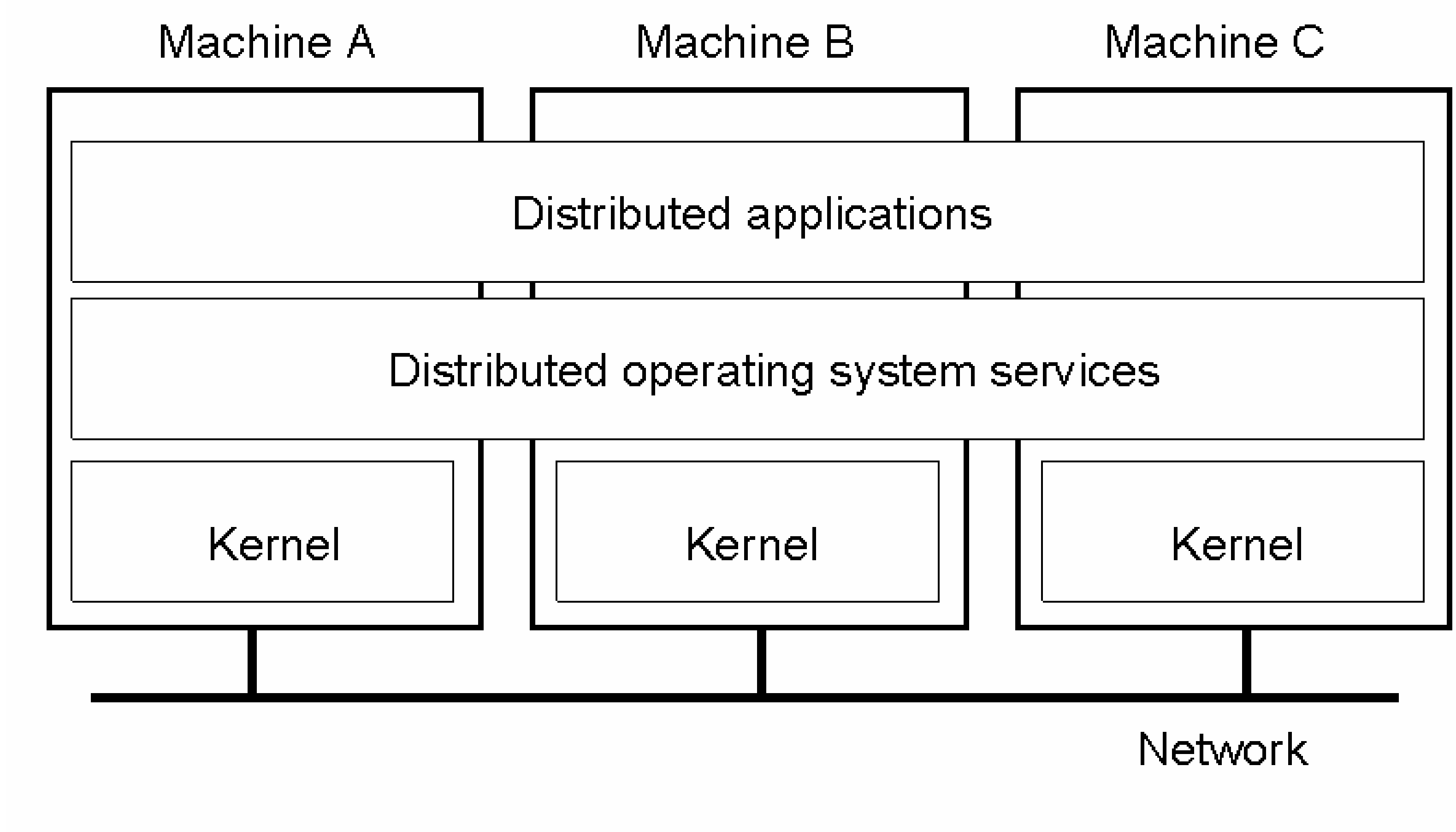
Types of Distributed OSs

System	Description	Main Goal
DOS	Tightly-coupled operating system for multi-processors and homogeneous multicomputers	Hide and manage hardware resources
NOS	Loosely-coupled operating system for heterogeneous multicomputers (LAN and WAN)	Offer local services to remote clients
Middleware	Additional layer atop of NOS implementing general-purpose services	Provide distribution transparency

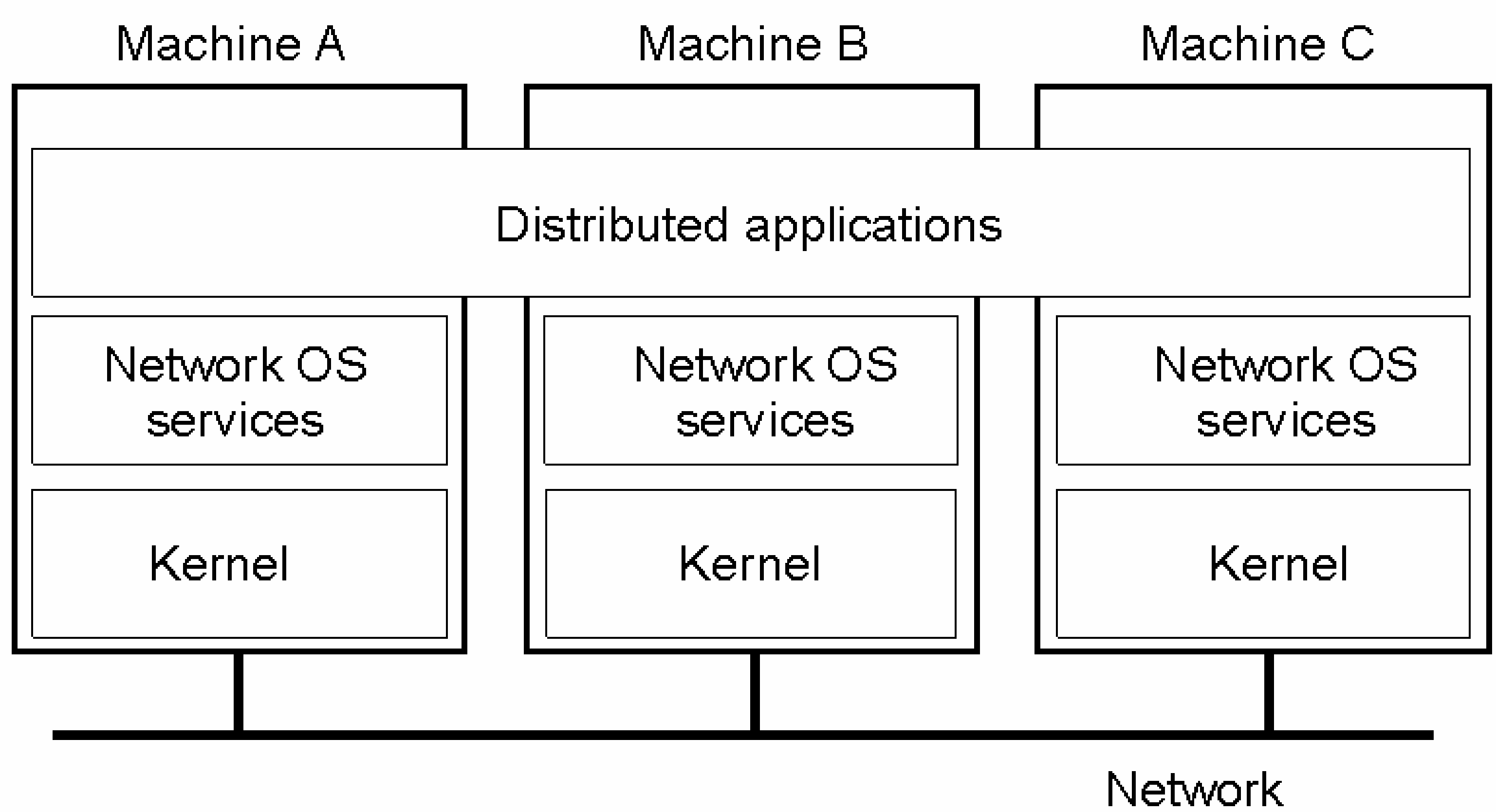
Multiprocessor Operating Systems

- Like a uniprocessor operating system
- Manages multiple CPUs transparently to the user
- Each processor has its own hardware cache
  - Maintain consistency of cached data

Multicomputer Operating Systems

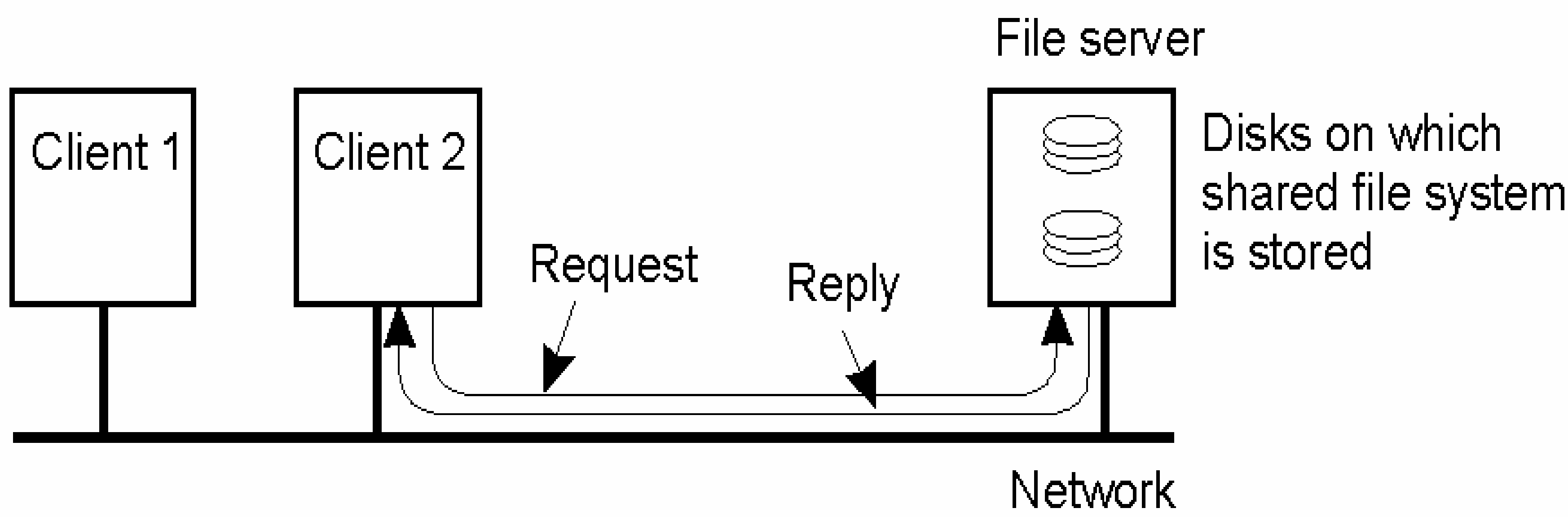


Network Operating System (1)



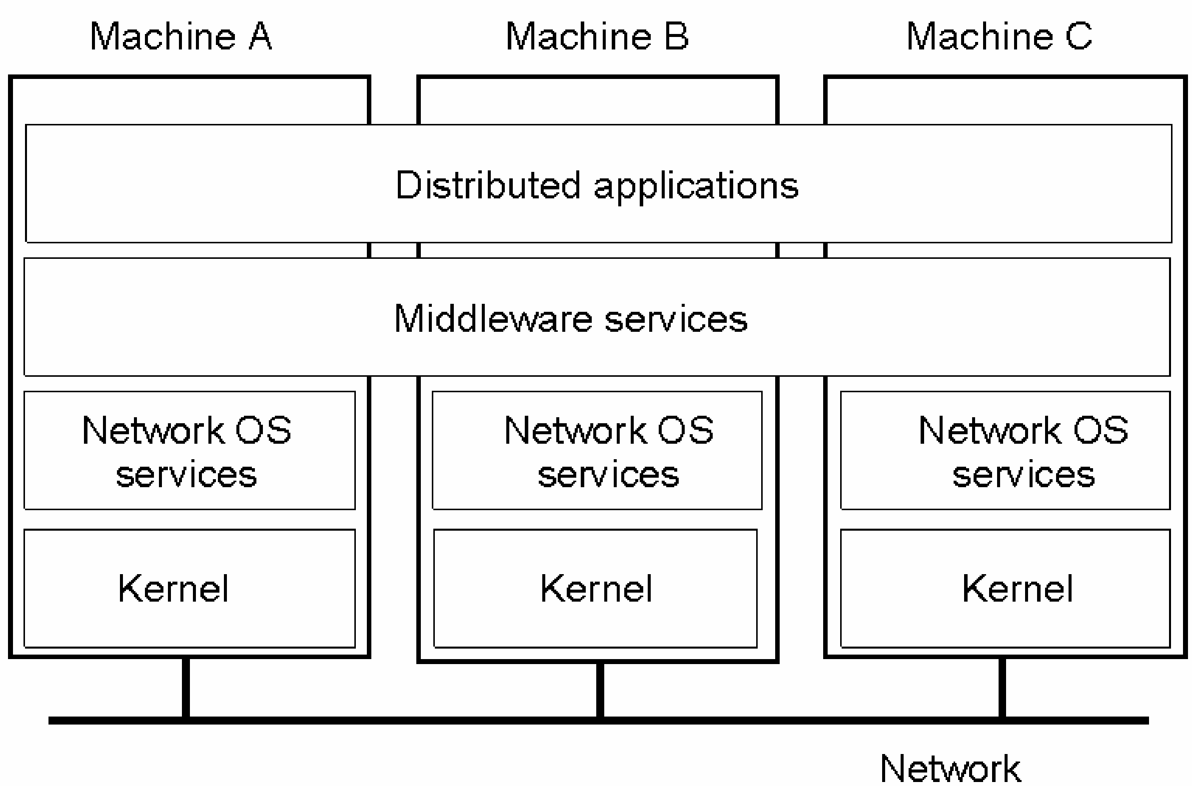
Network Operating System (2)

- Employs a client-server model
  - Minimal OS kernel
  - Additional functionality as user processes



Middleware-based Systems

- General structure of a distributed system as middleware.



Comparison between Systems

Item	Distributed OS		Network OS	Middleware-based OS
	Multiproc.	Multicomp.		
Degree of transparency	Very High	High	Low	High
Same OS on all nodes	Yes	Yes	No	No
Number of copies of OS	1	N	N	N
Basis for communication	Shared memory	Messages	Files	Model specific
Resource management	Global, central	Global, distributed	Per node	Per node
Scalability	No	Moderately	Yes	Varies
Openness	Closed	Closed	Open	Open