



Introduction to Distributed Systems

ENSC 891 – Spring 2003

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Outline

- Introduction
- Application areas
- Software architecture
- Communications architecture
- Distributed resources

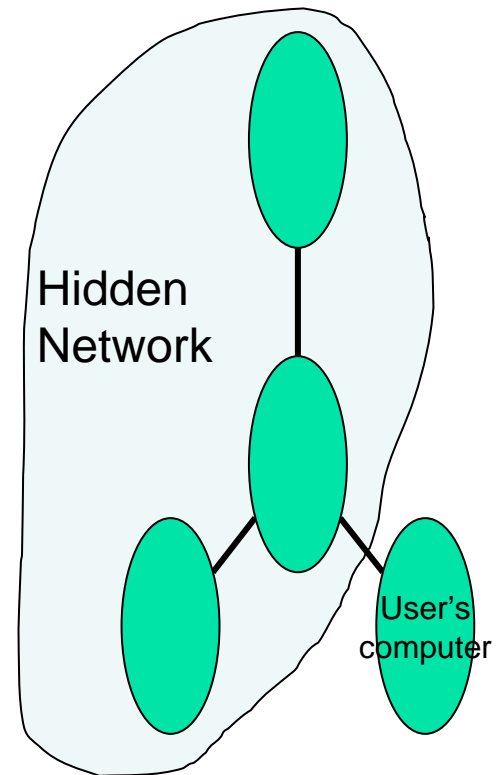


Distributed Systems

- Provides global sharing of computational resources
- Autonomous computers cooperate to solve a large problem or facilitate parallel execution of separate tasks

Attributes of a Distributed System

- A network of computers to facilitate communications
- The network is hidden from the user
- The network looks the same wherever the user is working





Distributed Systems

- In a distributed system, computers share processing functions
- If the processing is centralized at one computer, the system is not considered distributed
 - Example: remote searching of a centralized database is not a distributed system
- “Partial” distributed systems



Examples of Distributed Systems

- Networks
- E-mail
- Newsgroups and bulletin boards
- FTP, Telnet
- W W W
- Distributed computing
- Electronic payment
- Distributed real-time processing
- Software distributed systems (e.g., multi-threaded OCR software)



Major Application Areas

1. Distributed file systems
 - Store and retrieve large volumes of data
 - Network-wide file service
 - Users can create, read, write, delete files
2. Distributed database systems
 - Database is divided into separate cooperating databases
 - Users have access to local and remote data



Major Application Areas - cont

3. Distributed real-time systems
 - Examples: real-time transaction processing, e-payments, real-time process control, system monitoring
 - Provide accurate and timely information at all times
4. Distributed multimedia systems
 - Storage and retrieval, network transmission for audio and video files.
 - Signals encoded in a digital form before transmission, and decoded at the receiving sites.
5. Distributed decision support systems
 - Improves human decision-making process
 - Support several decision-makers with access to information from various sources.



Architecture of a Distributed System

- Provides a physical and logical view of the system
- Provides specs for system components and the interrelationships among these components
- Essential for implementation, development and maintenance of the system



Software Architecture

- Global view:
 - Cooperating processes: exchange messages over a network
 - Peer-to-peer or Master-slave
 - RPC (Remote Procedure Call), PVM (Parallel Virtual Machine) and MPI (Message Passing Interface)
 - Process group: all members are informed about every processing action
 - ISIS toolkit (Cornell University, Ithaca, NY)
 - Client-server: dedicated service-provider and service-consumer processes
 - Three-message and single-shot protocols



Software Architecture - cont

- Component-based view:
 - Procedure-oriented
 - C language, Pascal
 - Object-oriented
 - C++, Java
 - CORBA (Common Object Request Broker Architecture) and IIOP (Internet Inter-ORB Protocol), IDL (Interface Definition Language)
 - .NET, DCOM (Microsoft)



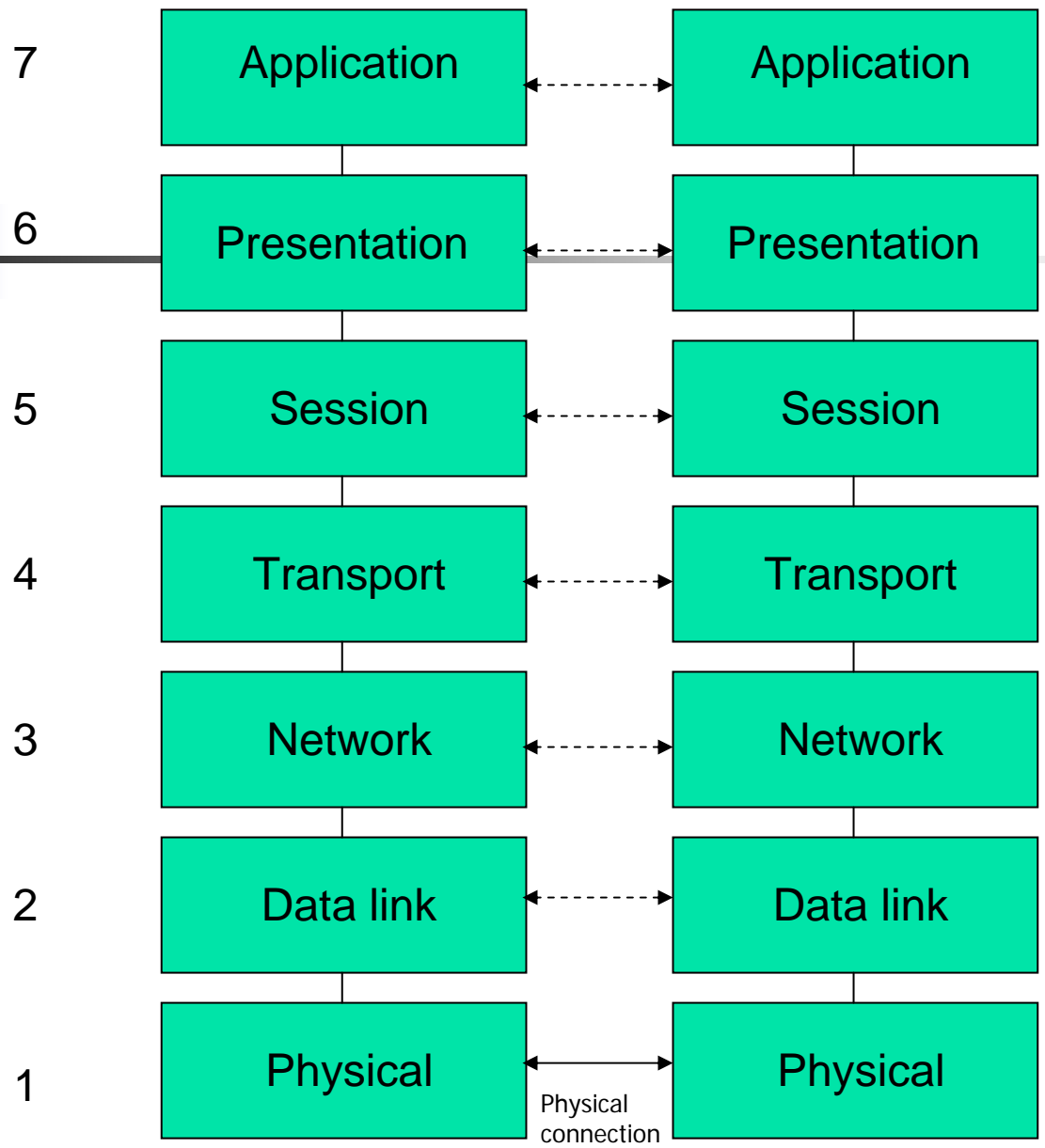
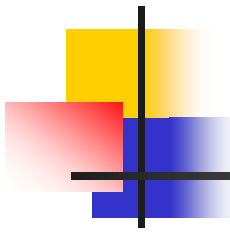
Software Architecture - cont

- Frameworks:
 - Reusable semi-complete application that can be customized for different environments
- Development environments:
 - JADE (Telecom Italia)
 - JINI (Sun)
 - JDPS (Toshiba)



Communications Architecture

- Distributed systems operate over computer networks
- Networks has a layered architecture, for each layer there are communication protocols
- A standard architecture is the ISO-OSI reference model (International Standards Organization-Open Systems Interconnection)

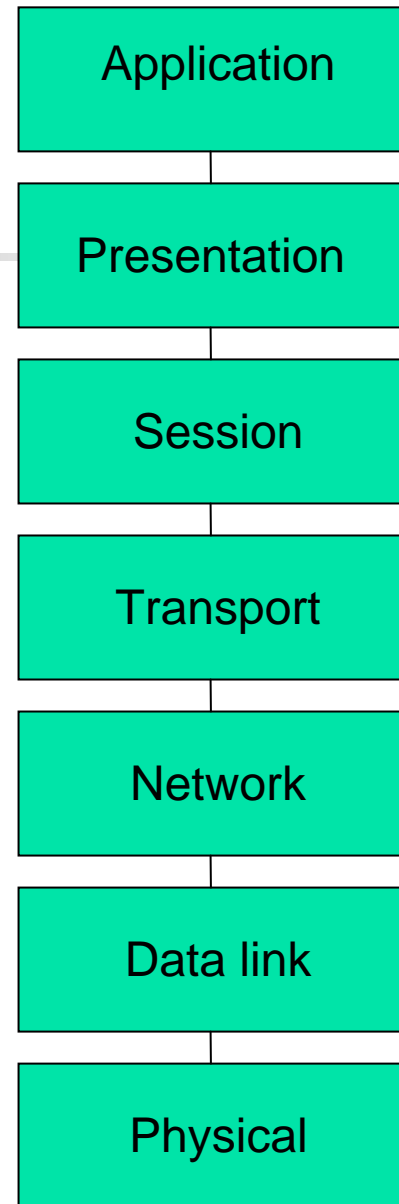


**ISO-OSI
Reference
model**



ISO-OSI model

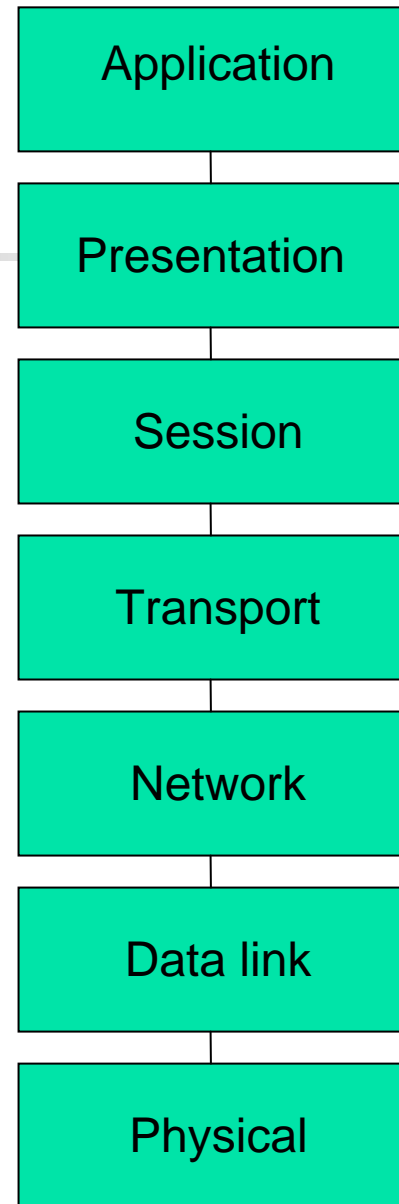
1. **Physical layer**
Transmits of raw bits over the communications channel
2. **Data link layer**
Transforms the raw bit stream into a string of bits free of errors
3. **Network layer**
Handles host-to-host communications, routing
4. **Transport layer**
Transfers messages from one application process to another





ISO-OSI model

5. **Session layer**
Initiates connection for communication
6. **Presentation layer**
Resolves differences in formats among various hosts
7. **Application layer**
Where user applications are run and created





Issues with Managing and Accessing Distributed Resources

- Naming and addressing
 - Identifying software, hardware, access privileges and ownership
- Sharing
 - Authentication of user for access to system resources
- Availability and reliability
 - System should deliver service correctly whenever there is a demand



Issues - cont

- Replication
 - Contribute to availability and reliability
 - Processing overhead to maintain consistency
- Privacy and security
 - Passwords, access control lists, firewalls, encryption methods
- Scalability
 - System can accommodate expansion and reduction easily
 - Number of users, computers, locations, etc



Issues - cont

- Communications
 - Following standard communications protocols
- Concurrency
 - Concurrent processes sharing resources can lead to conflicts
- Timing
 - Interrelated activities requires order in processing
 - Time-of-day is required in some applications
- Robustness
 - Redundant elements, logging schemes, backups, retransmission are used to hide system faults from users.



Conclusion

Advantages of distributed systems:

- Scalability
- Reliability
- Robustness to change
- Sharing of resources
- Data integrity
- Decomposing large problems into smaller ones
- Self-configuration



Summary

- Definition and attributes of a distributed system
- Examples of a distributed system
- Software and network architectures
- Managing and accessing distributed resources



Reference

- The essence of distributed systems, Joel M. Crichlow, 1999.



Questions?
