DISTRIBUTED SYSTEMS

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CS 537, Spring 2019

ADMINISTRIVIA

Project 4a, 4b grades out. Regrade requests by end of this week

Final Exam: Everything before the last lecture

No discussion this week

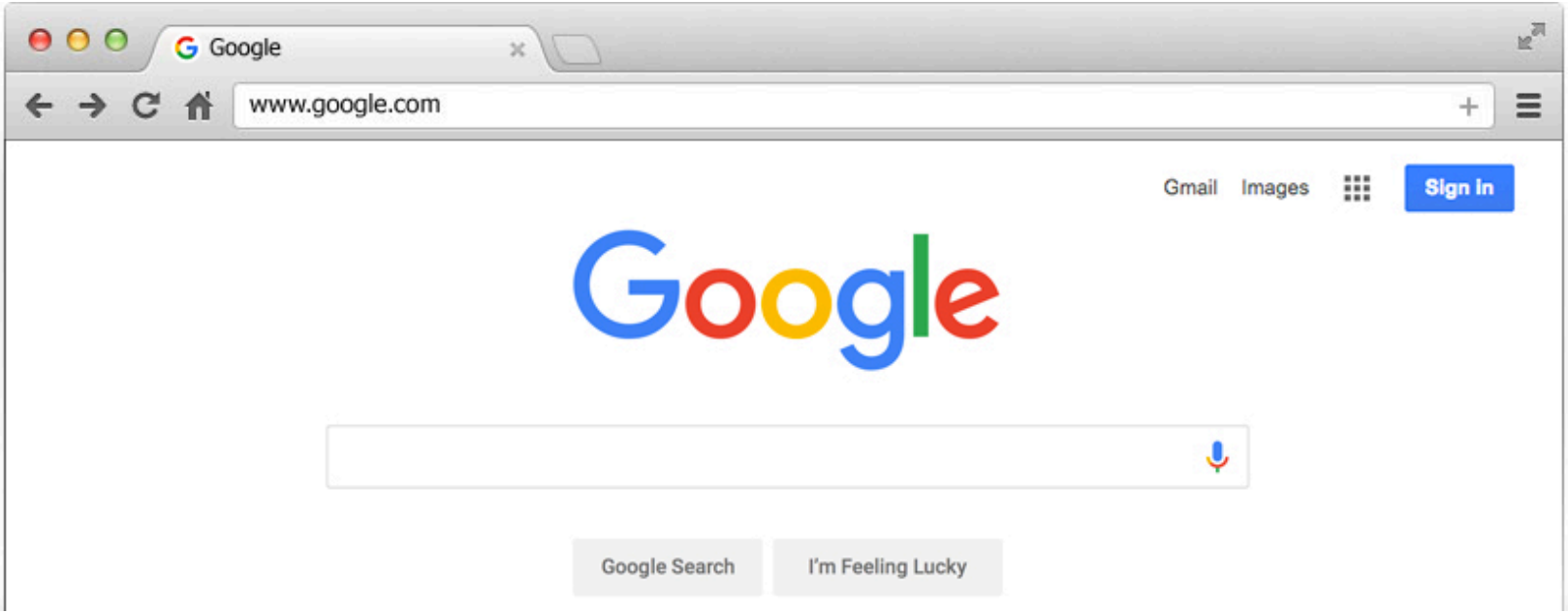
AGENDA / LEARNING OUTCOMES

How to design a distributed file system that can survive partial failures?

What are consistency properties for such designs?

RECAP

DISTRIBUTED SYSTEMS



COMMUNICATION OVERVIEW

Raw messages: UDP

Reliable messages: TCP

Remote procedure call: RPC

DISTRIBUTED FILE SYSTEMS

DISTRIBUTED FILE SYSTEMS

Local FS: processes on same machine access shared files

Network FS: processes on different machines access shared files in same way

GOALS FOR DISTRIBUTED FILE SYSTEMS

Transparent access

- can't tell accesses are over the network
- normal UNIX semantics

Fast + simple crash recovery: both clients and file server may crash

Reasonable performance?

NETWORK FILE SYSTEM: NFS

NFS: more of a protocol than a particular file system

Many companies have implemented NFS: Oracle/Sun, NetApp, EMC, IBM

We're looking at NFSv2. NFSv4 has many changes

Why look at an older protocol? Simpler, focused goals

OVERVIEW

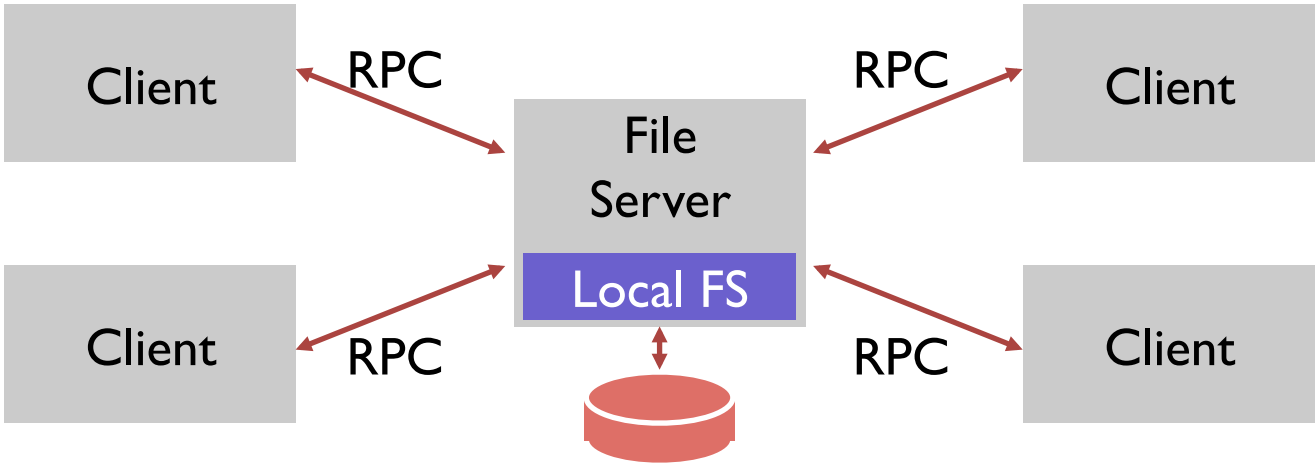
Architecture

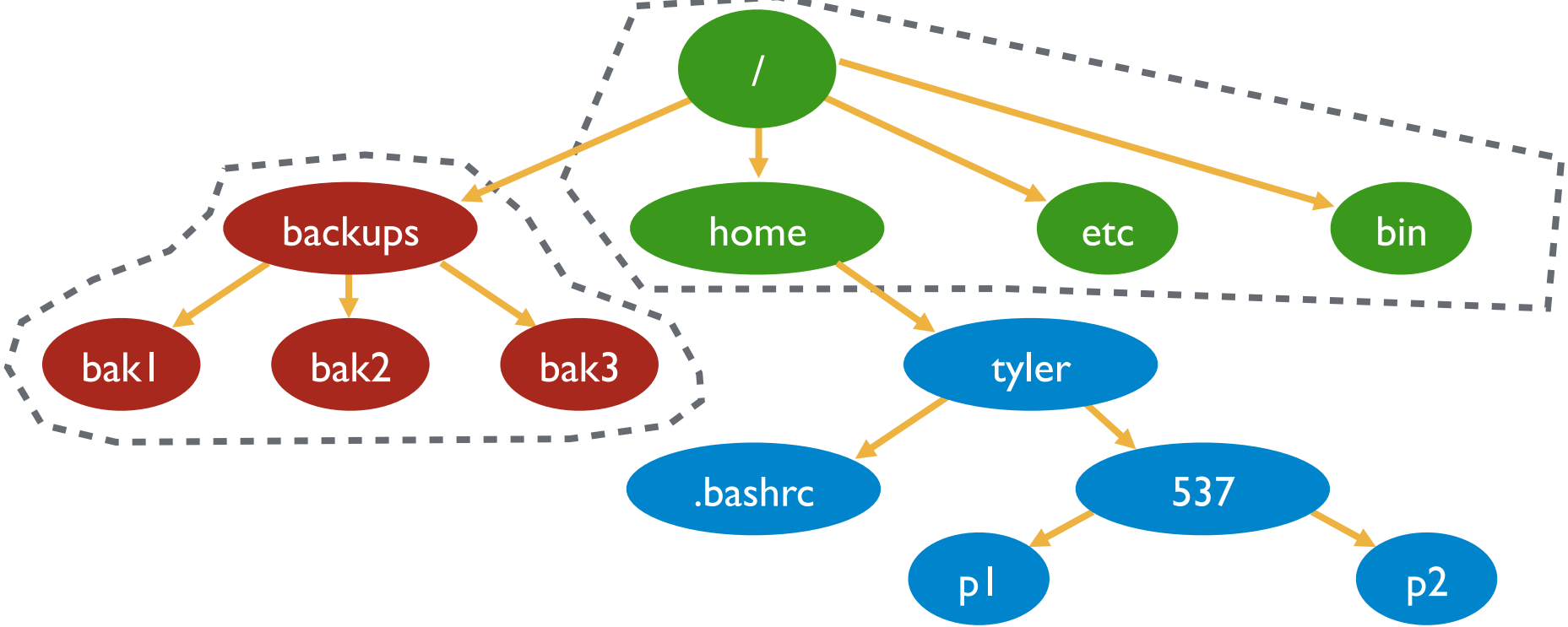
Network API

Write Buffering

Cache

NFS ARCHITECTURE

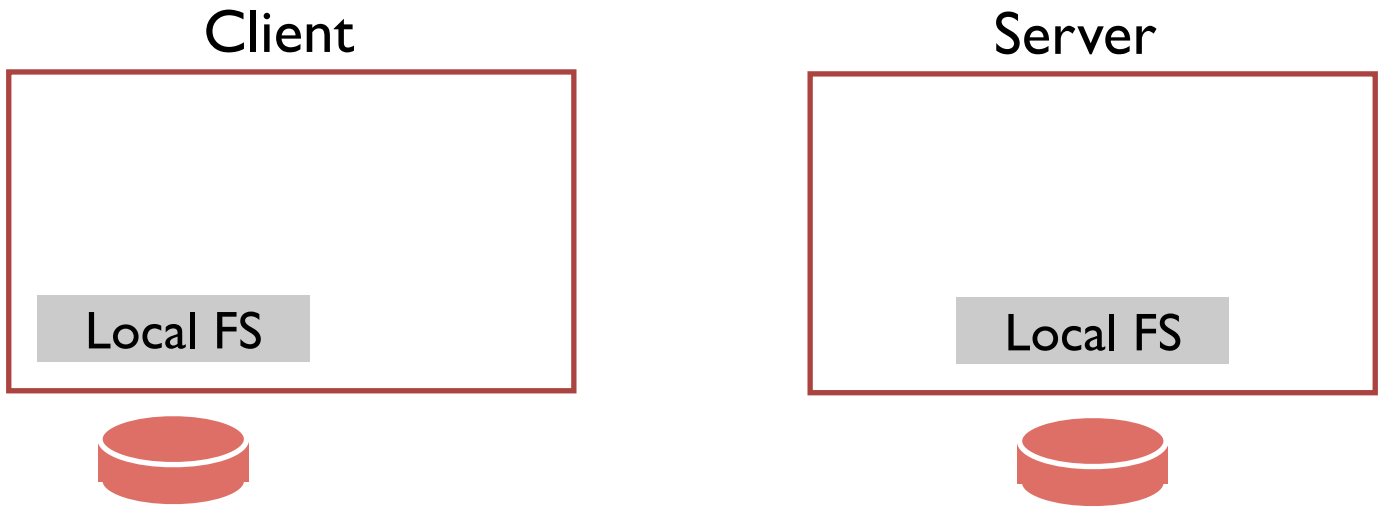




/dev/sda1 **on** /

/dev/sdb1 **on** /backups

NFS **on** /home


Client
Local FS
Server
Local FS

OVERVIEW

~~Architecture~~

Network API

Write Buffering

Cache

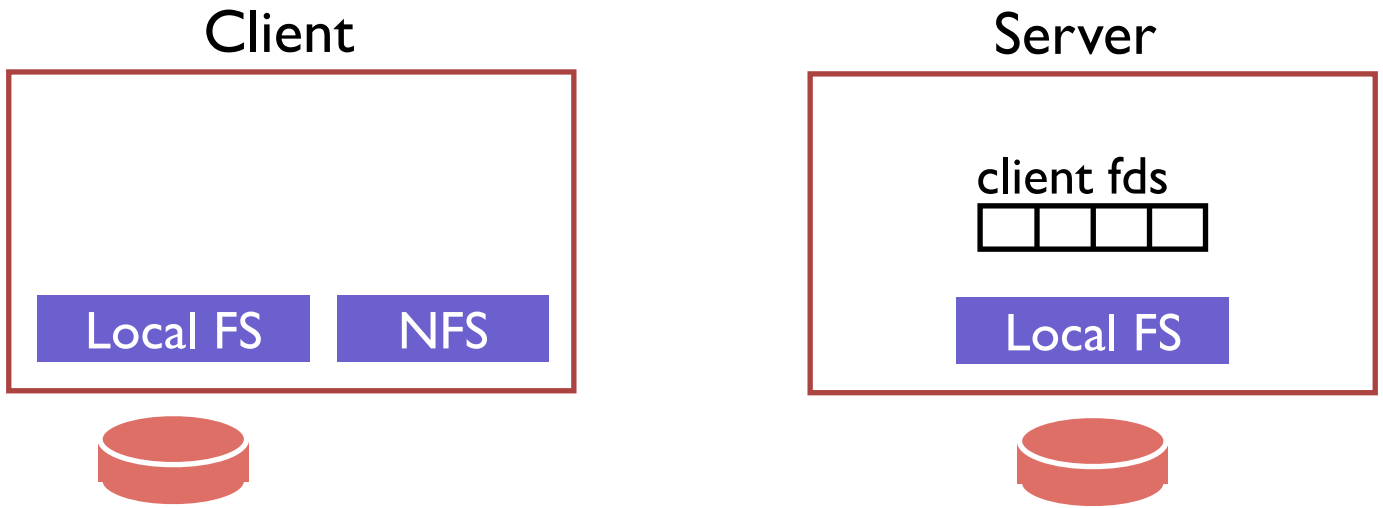
STRATEGY 1

Attempt: Wrap regular UNIX system calls using RPC

open() on client calls open() on server
open() on server returns fd back to client

read(fd) on client calls read(fd) on server
read(fd) on server returns data back to client

FILE DESCRIPTORS



Examples

- open
- read

STRATEGY 1: WHAT ABOUT CRASHES

```
int fd = open(“foo”, O_RDONLY);
read(fd, buf, MAX);
read(fd, buf, MAX);
…
read(fd, buf, MAX);
```

Server crash!

POTENTIAL SOLUTIONS

1. Run some crash recovery protocol upon reboot
   - Complex

2. Persist fds on server disk.
   - Slow
   - What if client crashes? When can fds be garbage collected?

STRATEGY 2: PUT ALL INFO IN REQUESTS

Use “stateless” protocol!

- server maintains no state about clients
- server still keeps other state, of course

STRATEGY 2: PUT ALL INFO IN REQUESTS

"Stateless" protocol: server maintains no state about clients

Need API change. One possibility:

```
pread(char *path, buf, size, offset);
pwrite(char *path, buf, size, offset);
```

Specify path and offset each time. Server need not remember anything from clients.

Pros?

Cons?

STRATEGY 3: FILE HANDLES

```
fh = open(char *path);
pread(fh, buf, size, offset);
pwrite(fh, buf, size, offset);
```

File Handle = <volume ID, inode #, **generation #**>

Opaque to client (client should not interpret internals)

```
NFSPROC_GETATTR
  expects: file handle
  returns: attributes
NFSPROC_SETATTR
  expects: file handle, attributes
  returns: nothing
NFSPROC_LOOKUP
  expects: directory file handle, name of file/directory to look up
  returns: file handle
NFSPROC_READ
  expects: file handle, offset, count
  returns: data, attributes
NFSPROC_WRITE
  expects: file handle, offset, count, data
  returns: attributes
NFSPROC_CREATE
  expects: directory file handle, name of file, attributes
  returns: nothing
NFSPROC_REMOVE
  expects: directory file handle, name of file to be removed
  returns: nothing
NFSPROC_MKDIR
  expects: directory file handle, name of directory, attributes
  returns: file handle
NFSPROC_RMDIR
  expects: directory file handle, name of directory to be removed
  returns: nothing
NFSPROC_READDIR
  expects: directory handle, count of bytes to read, cookie
  returns: directory entries, cookie (to get more entries)
```

Client	Server
fd = open("/foo", ...);	
Send LOOKUP (rootdir FH, "foo")	
	Receive LOOKUP request look for "foo" in root dir return foo's FH + attributes
Receive LOOKUP reply allocate file desc in open file table store foo's FH in table store current file position (0) return file descriptor to application	

BUNNY 21

https://tinyurl.com/cs537-sp19-bunny21

We'll now model the time of certain operations in NFS. The only costs to worry about are network costs. Assume any "small" message takes S units of time from one machine to another, whereas a "bigger" message (e.g., size of a disk block) takes B units. If a message is larger than 4KB, it should take proportionally longer (2B for 8KB)

1. How long does it take to open a 100-block (400 KB) file called /a/b/c.txt for the first time? (assume root directory file handle is already available) *

2. How long does it take to read the whole file?

CAN NFS PROTOCOL INCLUDE APPEND?

```
fh = open(char *path);
pread(fh, buf, size, offset);
pwrite(fh, buf, size, offset);

append(fh, buf, size);
```

PWRITE VS APPEND

pwrite(file, “BB”, 2, 2);

append(file, “BB”);

IDEMPOTENT OPERATIONS

Solution: Design API so no harm to executing function more than once

If f() is idempotent, then:

f() has the same effect as f(); f(); … f(); f()

CRASHES WITH IDEMPOTENT OPERATIONS

```
int fd = open(“foo”, O_RDONLY);
read(fd, buf, MAX);
write(fd, buf, MAX);
…
```

Server crash!

WHAT OPERATIONS ARE IDEMPOTENT?

Idempotent
- any sort of read that doesn't change anything
- pwrite

Not idempotent
- append

What about these?
- mkdir
- creat

OVERVIEW

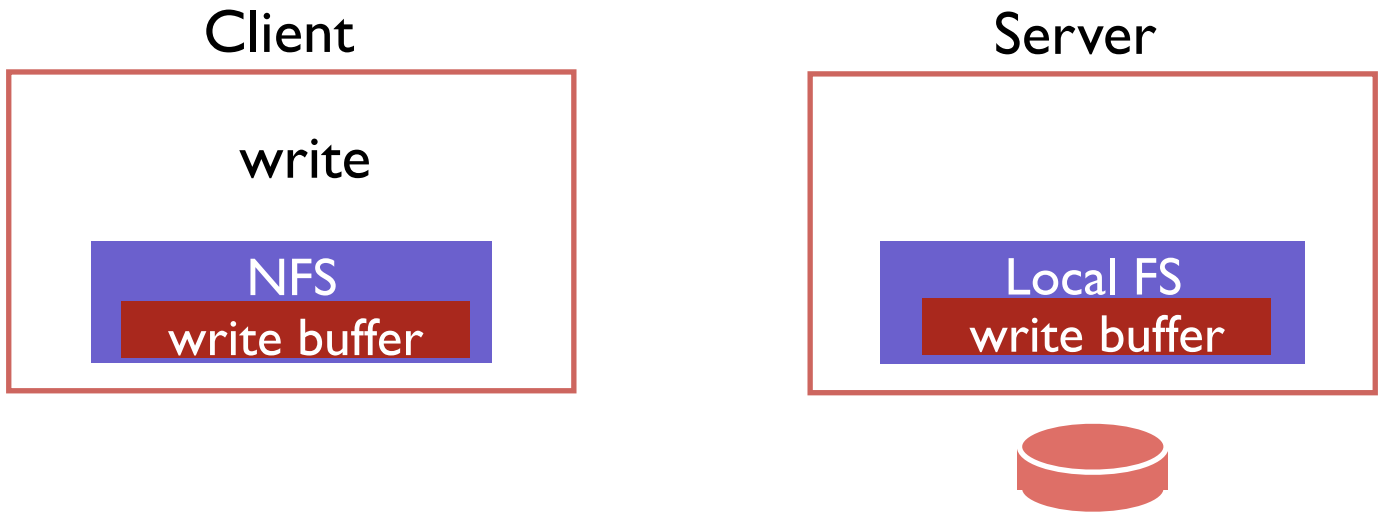
~~Architecture~~

~~Network API~~

Write Buffering

Cache

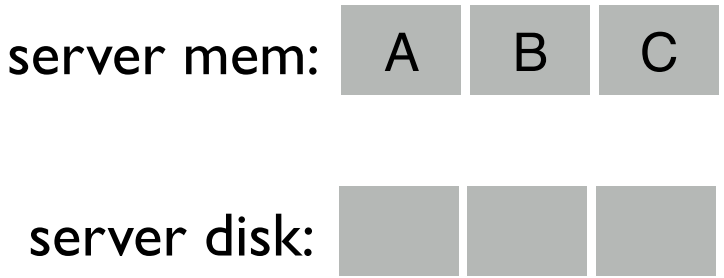
WRITE BUFFERS



Server acknowledges write before write is pushed to disk;
What happens if server crashes?

SERVER WRITE BUFFER LOST

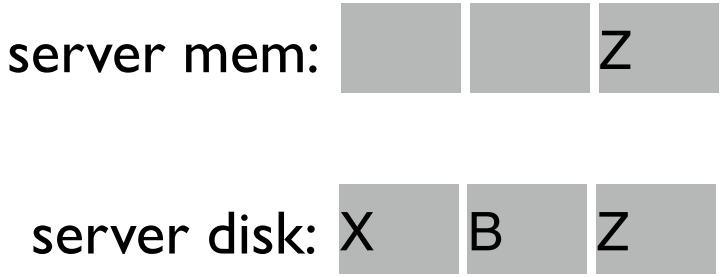
```
client:

 write A to 0
 write B to 1
 write C to 2
```



server acknowledges write before write is pushed to disk

SERVER WRITE BUFFER LOST

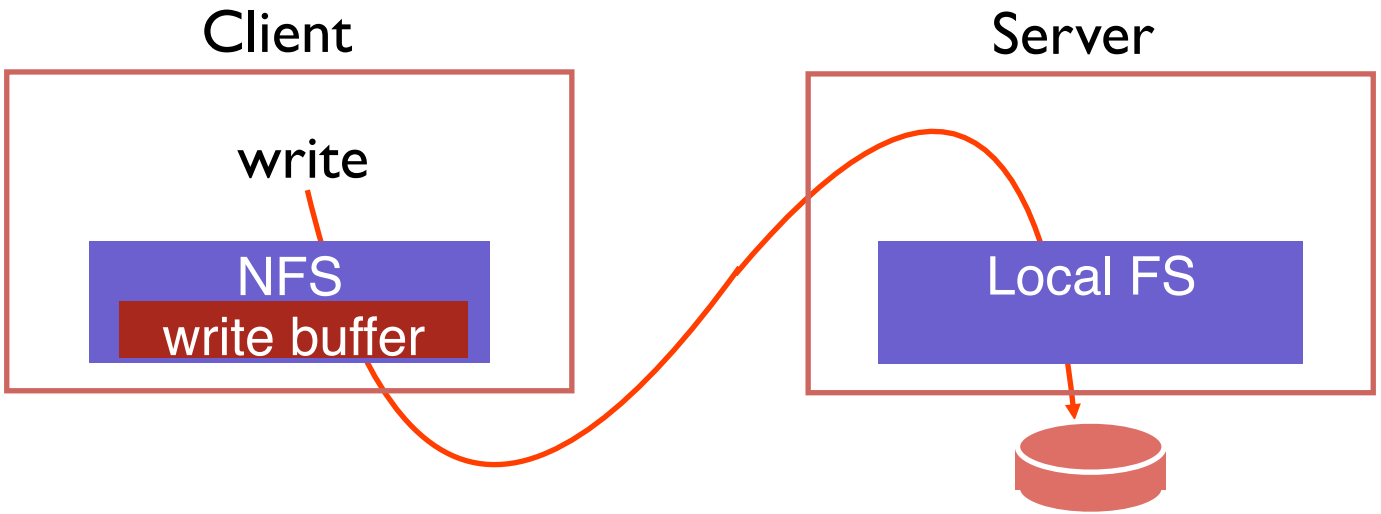
```
Client:

 write A to 0

 write B to 1

 write C to 2

 write X to 0

 write Y to 1

 write Z to 2
```



Problem:
No write failed, but disk state doesn't match any point in time

Solutions?

WRITE BUFFERS



Don't use server write buffer. Problem: Slow?

Use persistent write buffer (more expensive)

~~Architecture~~

~~Network API~~

~~Write Buffering~~

Cache

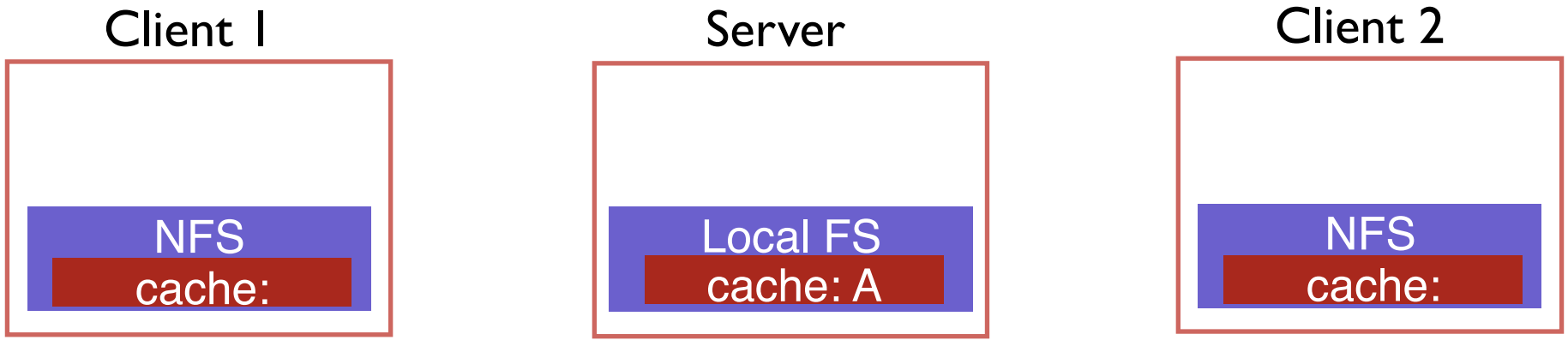
CACHE CONSISTENCY

NFS can cache data in three places:

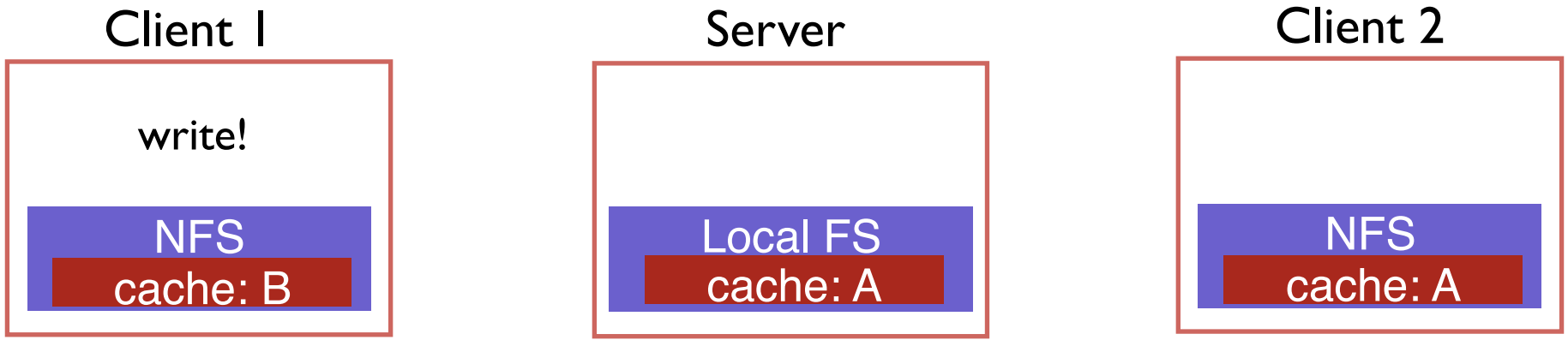
- server memory
- client disk
- client memory

How to make sure all versions are in sync?

DISTRIBUTED CACHE



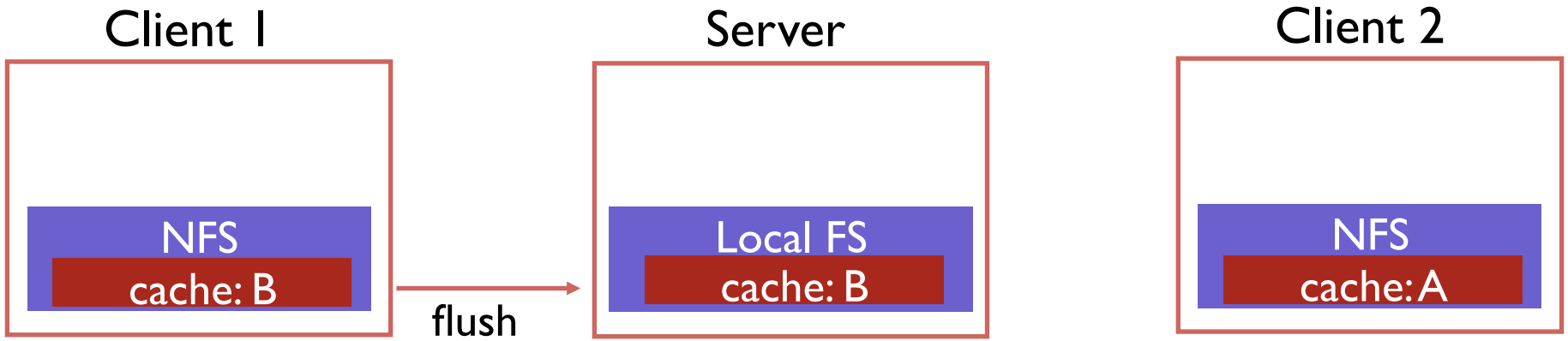
CACHE



"Update Visibility" problem: server doesn't have latest version

What happens if Client 2 (or any other client) reads data?

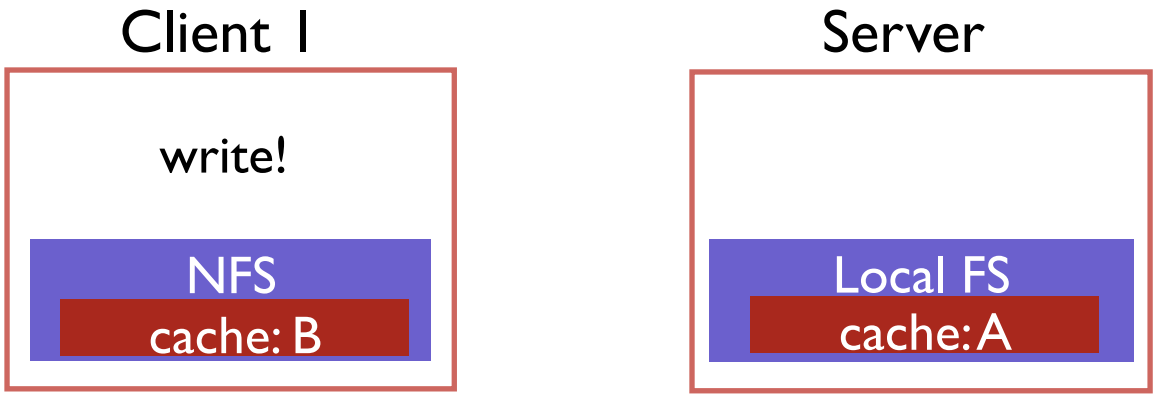
CACHE



"Stale Cache" problem: client 2 doesn't have latest version

What happens if Client 2 reads data?

PROBLEM 1: UPDATE VISIBILITY



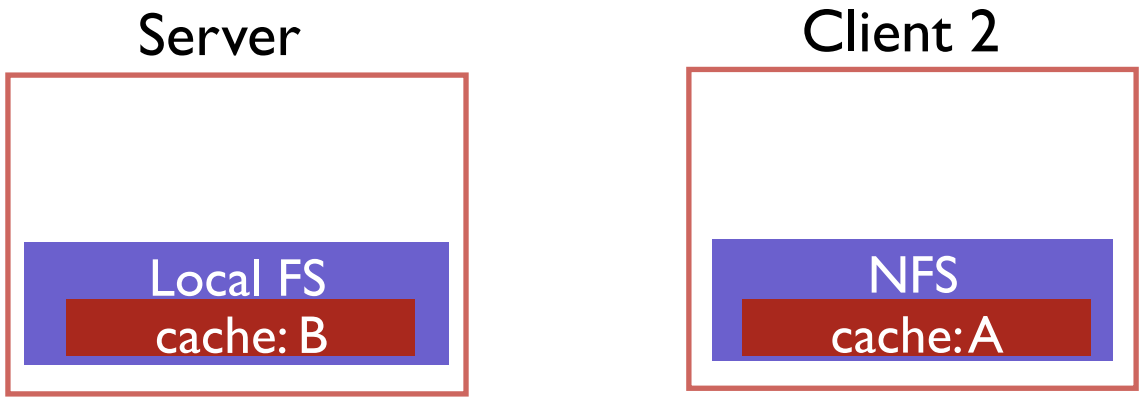
When client buffers a write, how can server (and other clients) see update?

Client flushes cache entry to server

When should client perform flush?

NFS solution: flush on fd close

PROBLEM 2: STALE CACHE

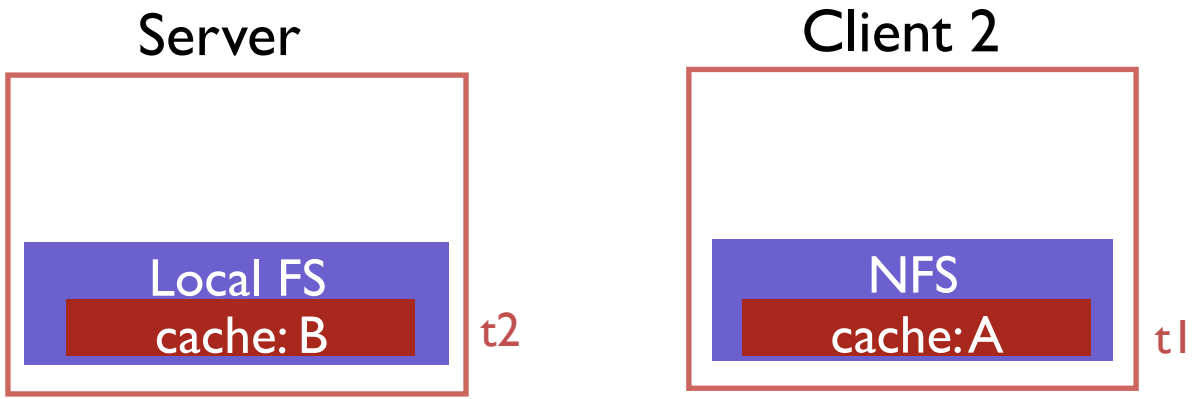


Problem: Client 2 has stale copy of data; how can it get the latest?

NFS solution:

- Clients recheck if cached copy is current before using data

STALE CACHE SOLUTION



Client cache records time when data block was fetched (t1)

Before using data block, client does a STAT request to server

- get's last modified timestamp for this file (t2) (not block…)
- compare to cache timestamp
- refetch data block if changed since timestamp (t2 > t1)

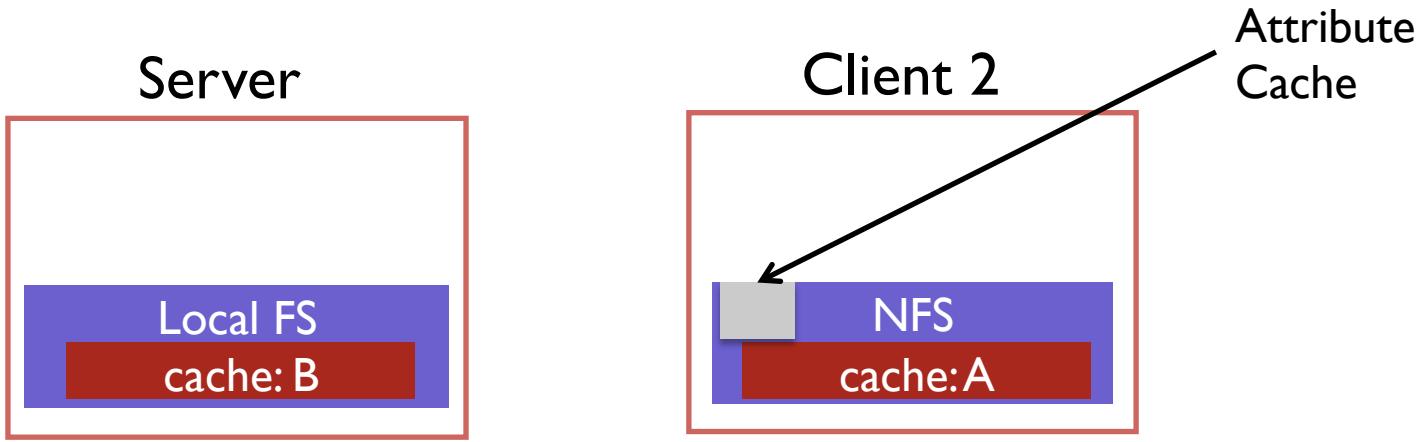
MEASURE THEN BUILD

NFS developers found `stat` accounted for 90% of server requests

Why?

Because clients frequently recheck cache

REDUCING STAT CALLS



Solution: cache results of `stat` calls

Partial Solution:

Make stat cache entries expire after a given time (e.g., 3 seconds) (discard t2 at client 2)

What is the consequence?

NFS SUMMARY

NFS handles client and server crashes very well; robust APIs that are:

- stateless: servers don't remember clients
- idempotent: doing things twice never hurts

Caching and write buffering is harder, especially with crashes

Problems:

- Consistency model is odd (client may not see updates until 3s after file closed)
- Scalability limitations as more clients call stat() on server

NEXT STEPS

Next class: AFS, Wrap up, Review

No discussion this week!