

15-440
Distributed Systems
Recitation 3

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Project 1

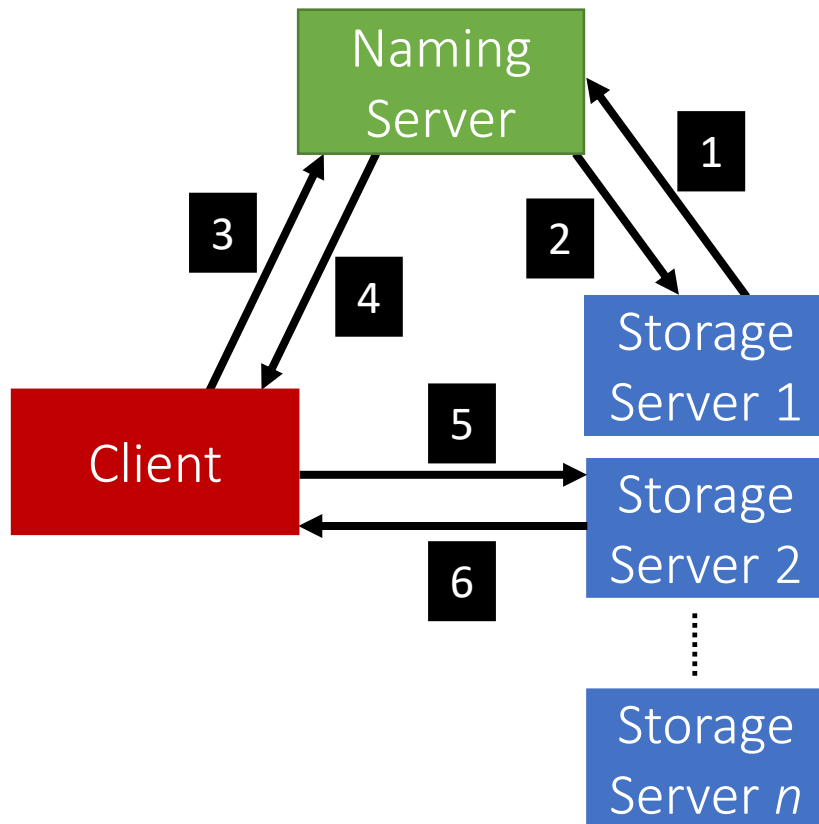
- Involves creating a *Distributed File System* (DFS): *FileStack*
- Stores data that does not fit on a single machine
- Enables clients to perform operations on files stored on **remote servers** (RMI)

Entities

- Three main entities in FileStack:
 - **Client:**
 - Creates, reads, writes files using RMI
 - **Naming Server:**
 - Runs at a predefined address
 - Maps file names to Storage Servers
 - Therefore, it has *metadata*
 - **Storage Servers:**
 - Physically hosts the files in its local file system

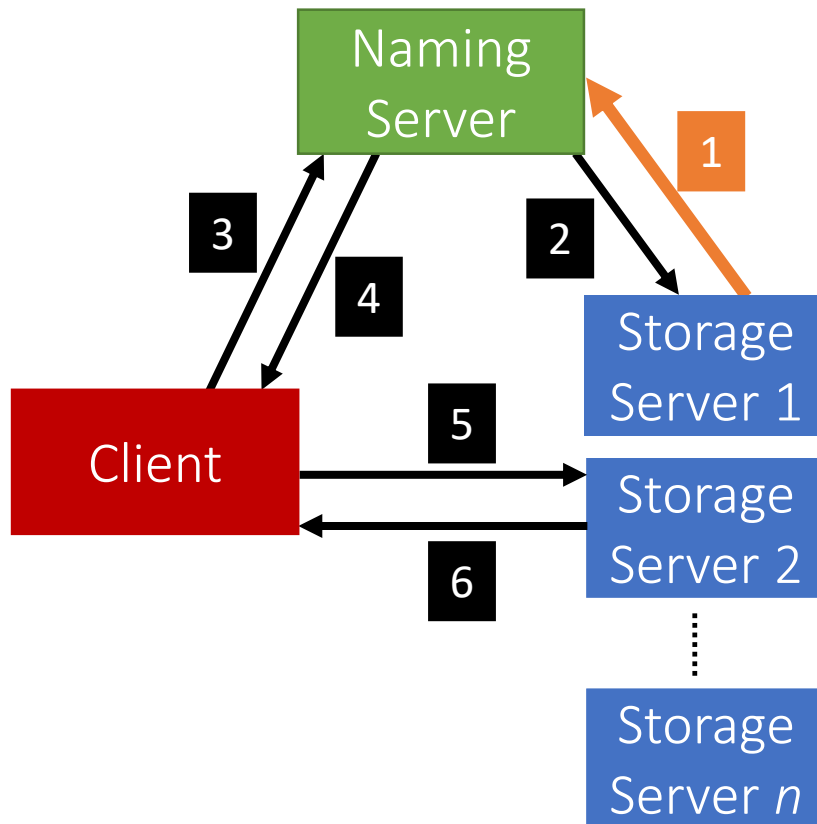
Architecture

- FileStack will boast a Client-Server architecture:



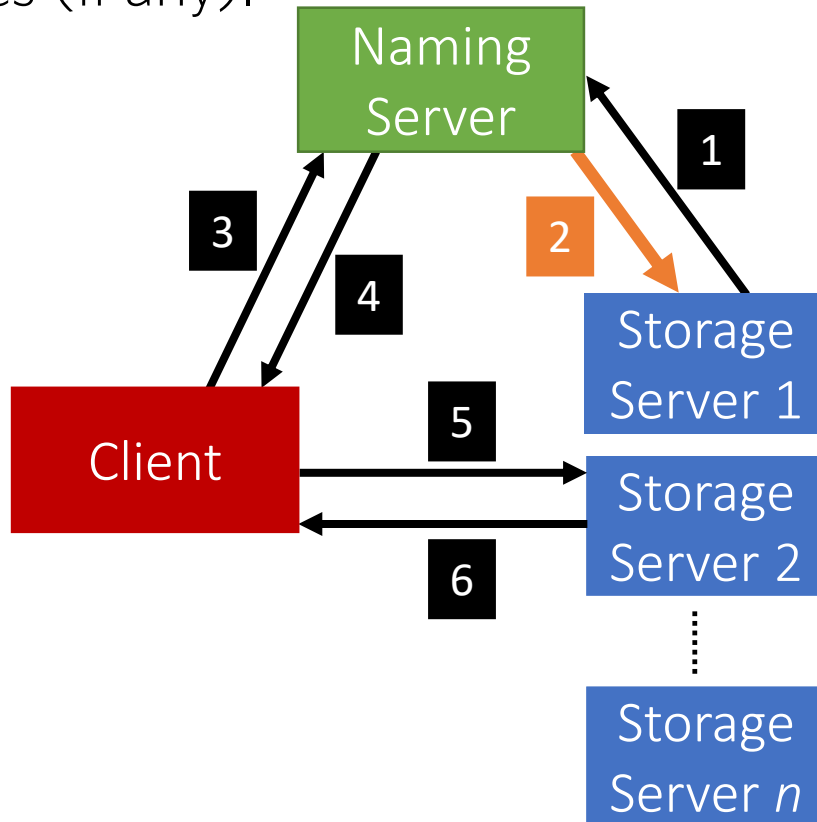
Communication

- Registration phase



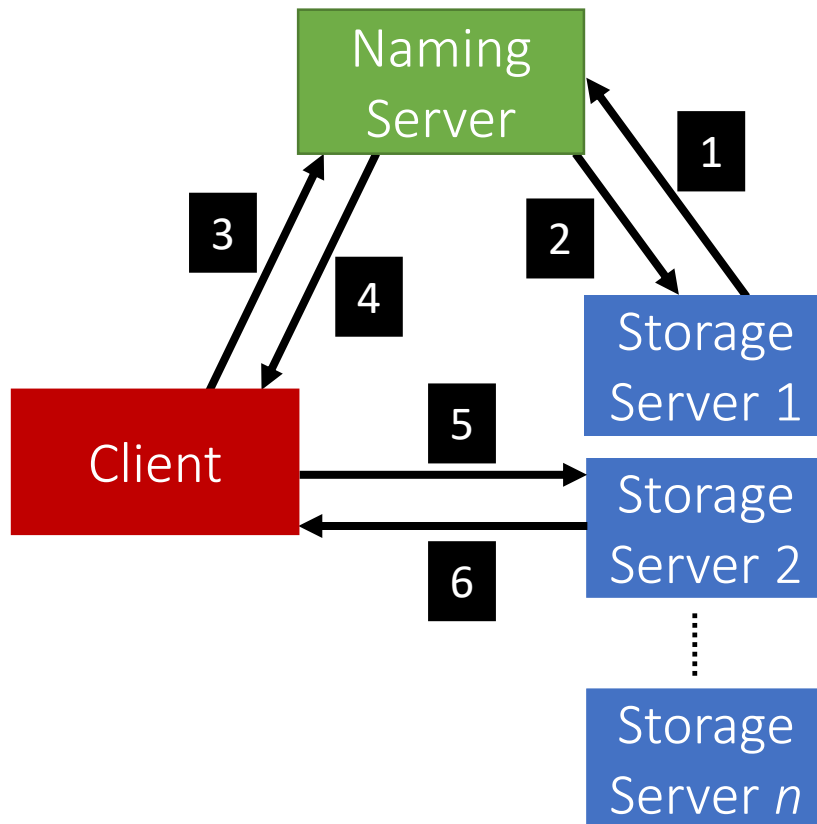
Communication

- Post registration, the Naming Server responds with a list of *duplicates* (if any).



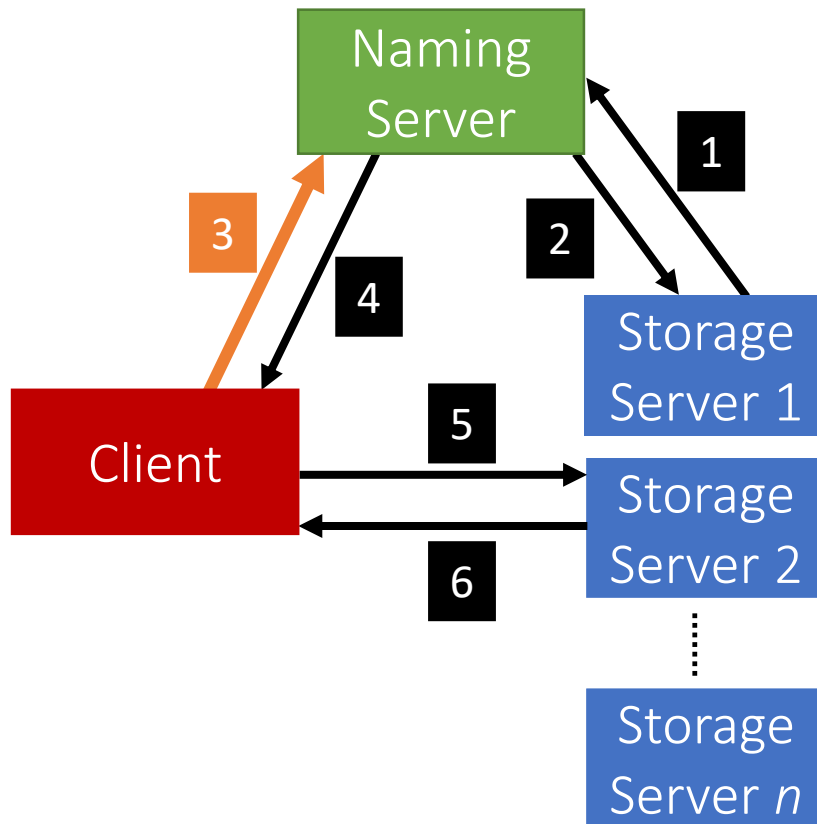
Communication

- System is now ready, the **Client** can invoke requests.



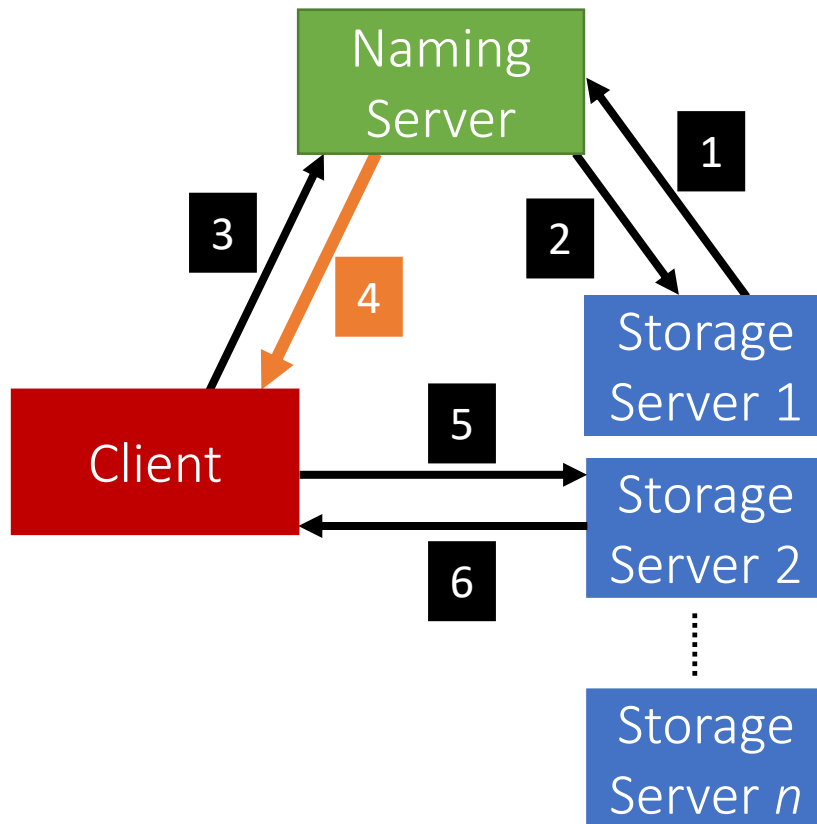
Communication

- **Client** requests a file (to read, write etc...) from the **Naming Server**.



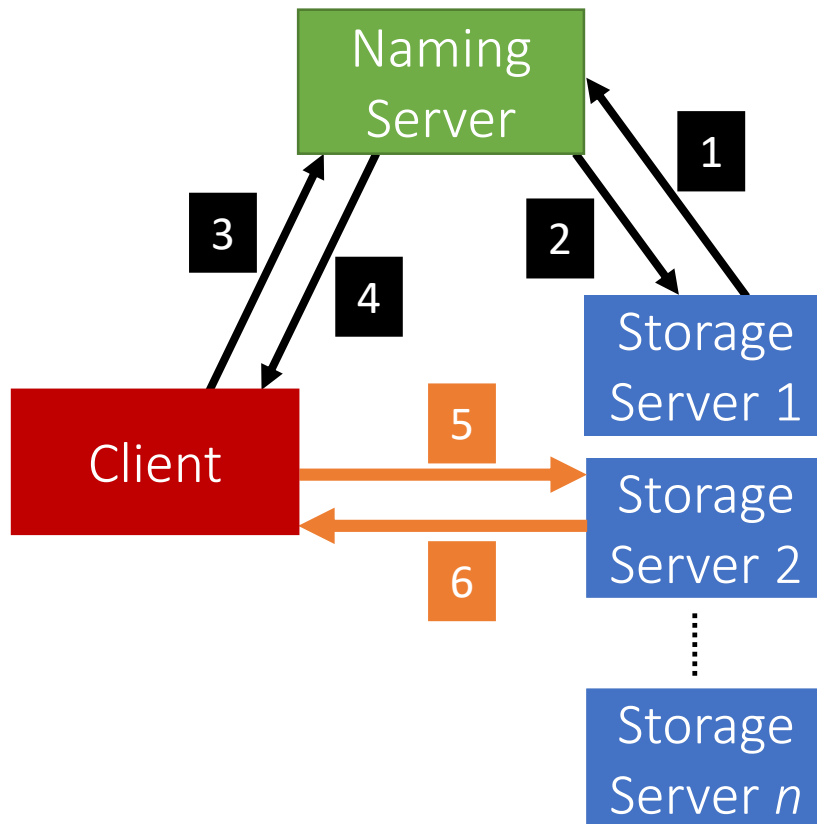
Communication

- Depending on the operation, the **Naming Server** could either perform it, or, respond back to the **Client** with the **Storage Server** that hosts the file.



Communication

- After the **Client** receives which **Storage Server** hosts the file, it contacts that **Server** to perform the file operation.



Communication

- When a **Client** invokes a method, it basically invokes a **remote** method (*and hence, Remote Method Invocation*)
 - This is because the logic of the method resides on the server
- To perform this remote invocation, we need a library: **Java RMI**
- **RMI allows the following:**
 - When the **client** invokes a request, it is **not aware of where it resides** (local or remote). It only knows the **method's** name.
 - When a **server** executes a method, it is **oblivious to the fact that the method was initiated by a remote client**.

RMI

- The RMI library is based on two important objects:
 - **Stubs:**
 - When a client needs to **perform an operation**, it invokes the method via an object called the “**stub**”
 - If the operation is **local**, it just calls the *helper function that implements this operation's logic*
 - If the operation is **remote**:
 - Sends (*marshals*) the method name and arguments to the appropriate server (*or skeleton*),
 - Receives the results (and *unmarshals*),
 - Reports them back to the client.

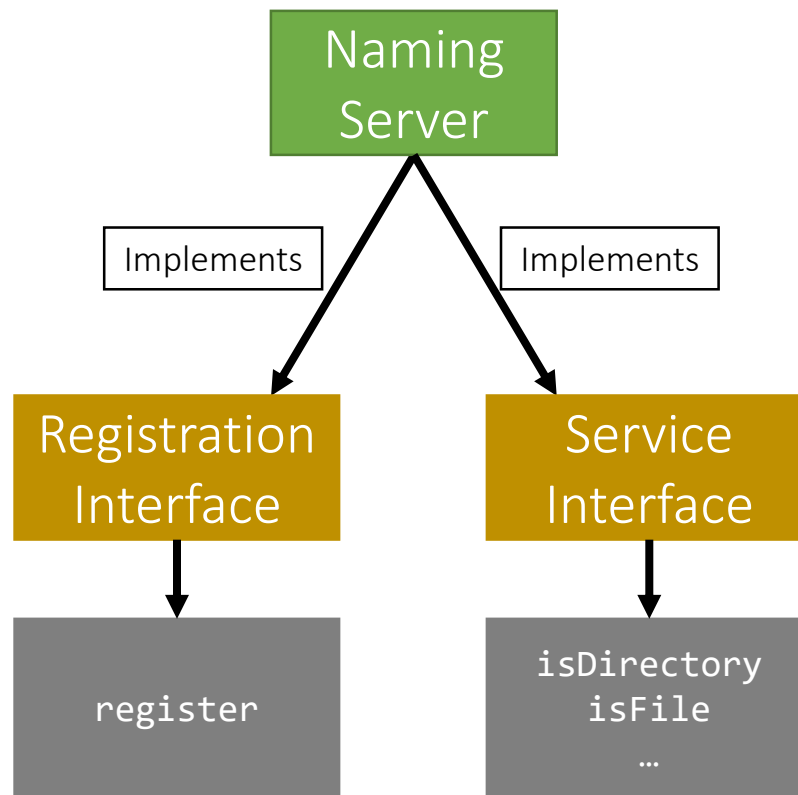
RMI

- The RMI library is based on two important objects:
 - **Skeletons:**
 - These are **counterparts** of stubs and reside reversely at the **servers**
 - Therefore, each **stub** communicates with a corresponding **skeleton**
 - It's responsible for:
 - **Listening** to multiple clients
 - **Unmarshalling** requests
 - **Processing** the requests
 - **Marshalling & sending results** to the corresponding stub

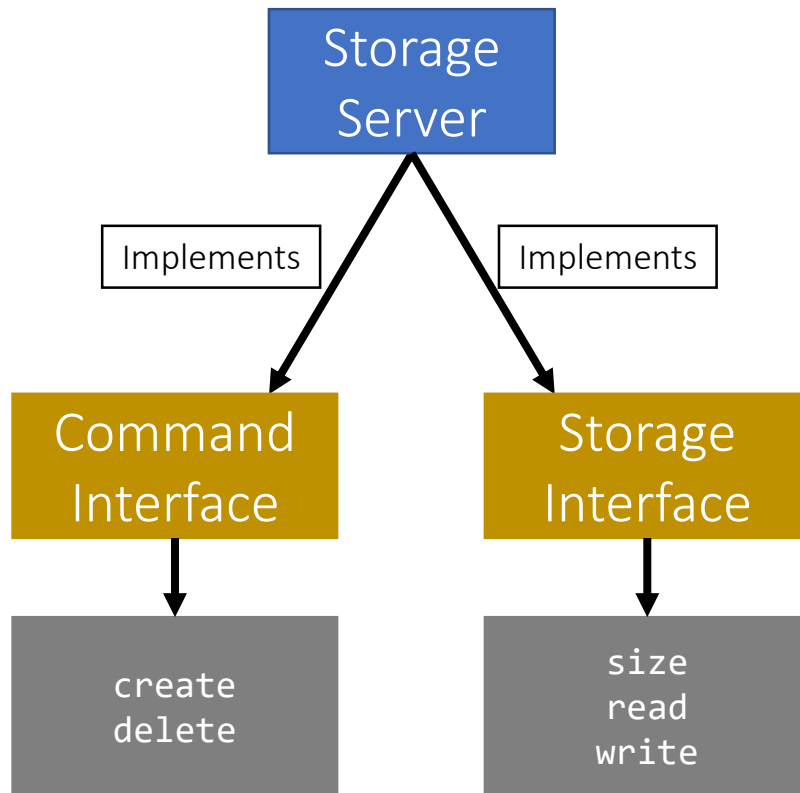
Interfaces

- Servers declare all their methods in **interfaces**
- Such interfaces contain a subset of the methods the server can perform

Naming Server Interfaces



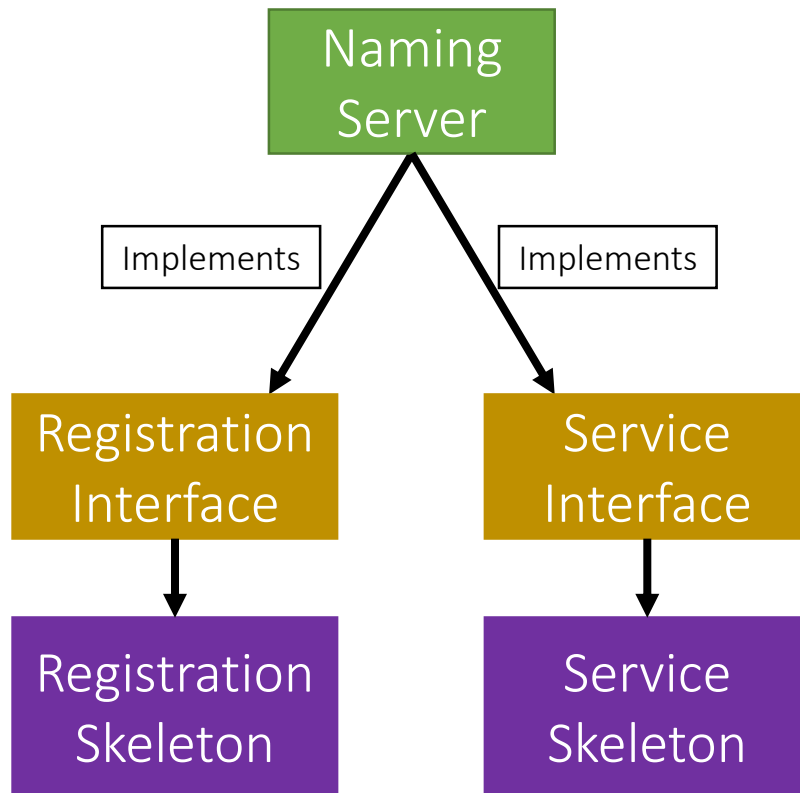
Storage Server Interfaces



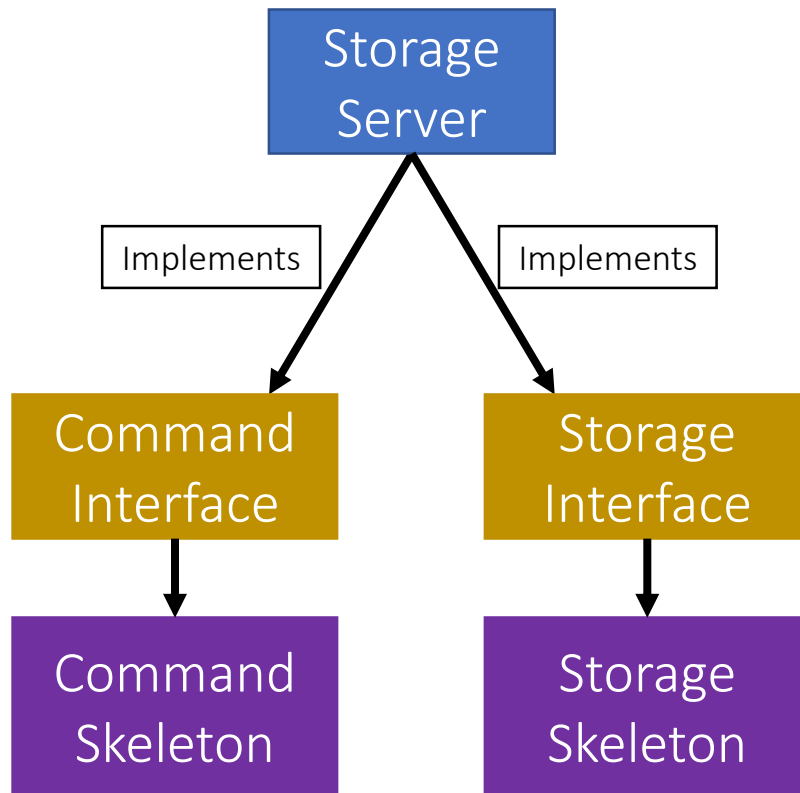
Creating Stubs & Skeletons

- For a client to create a **Stub**, it needs:
 - An **interface** of the corresponding **Skeleton**
 - **Network address** of the corresponding **Skeleton**
 - *Skeleton itself*
- For a server to create a **Skeleton**, it needs:
 - An **interface**
 - A **class** that implements the logic of the methods defined in the given interface
 - **Network address** of the server

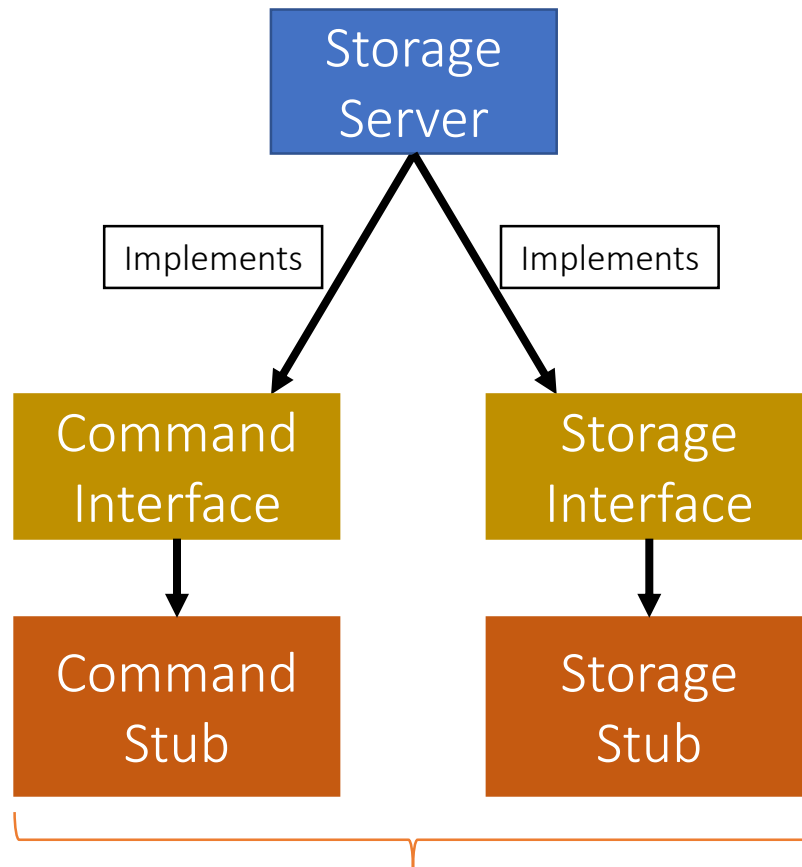
Naming Server Skeletons & Stubs



Storage Server Skeletons & Stubs

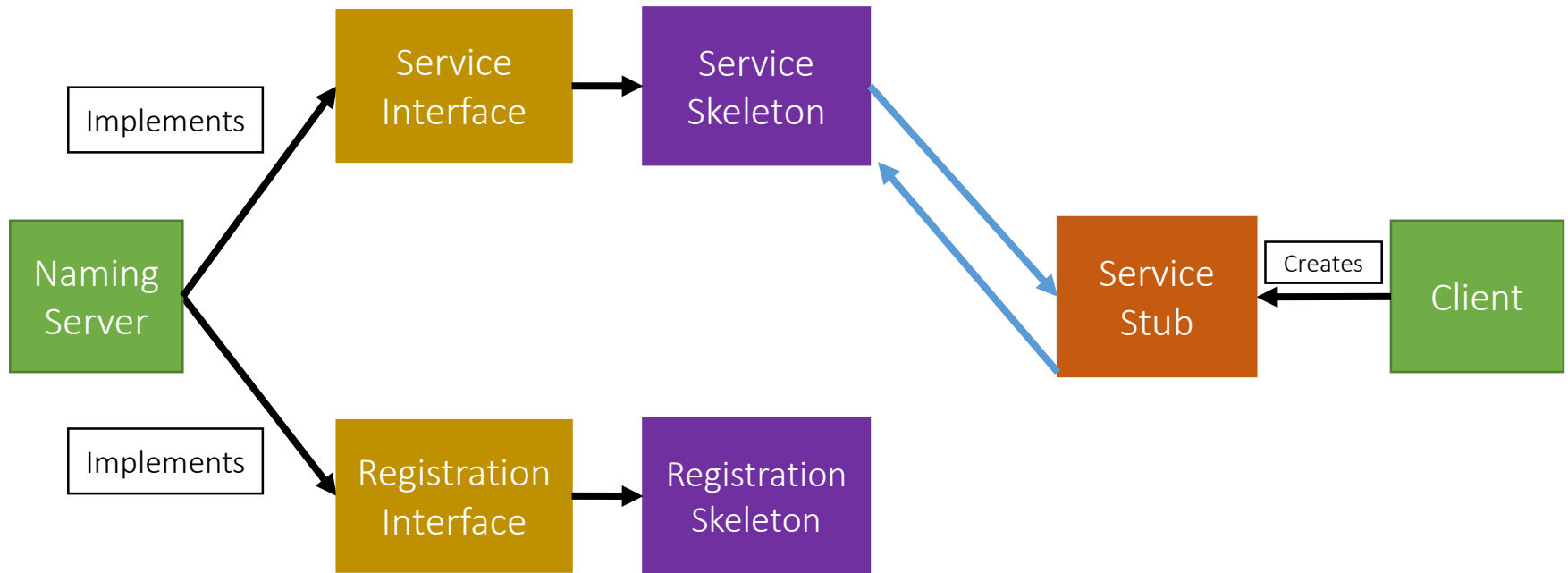


Storage Server Skeletons & Stubs



These stubs are sent to the Naming server during registration

Simple Stub-Skeleton Communication



Full Example: Client Read

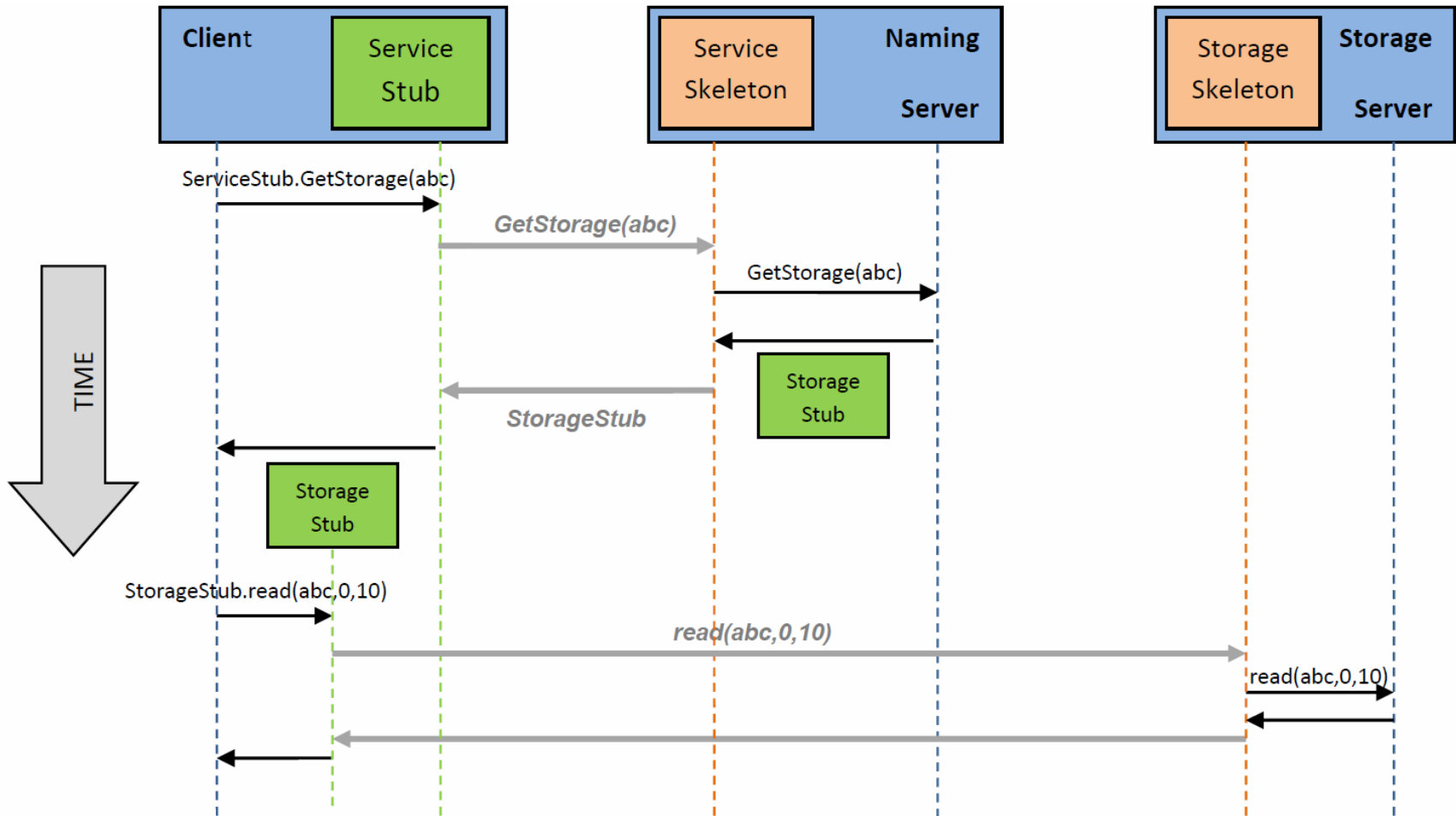


Figure 2: An example of a Client performing a read operation on file 'abc'.

Creating a Stub

- In Java, a stub is implemented as a *dynamic proxy*
- A proxy has an associated *invocation handler*
- **Example: `getStorage`** in Figure 2:
 - When **`getStorage`** is invoked on the **Service Stub**, the **proxy** encodes the method name (`getStorage`) and the argument(s) (file *abc*)
 - The proxy sends the encoded data to the **invocation handler**
 - The **invocation handler** determines if it is a **local** or **remote** procedure, and acts accordingly (as how it was shown earlier)