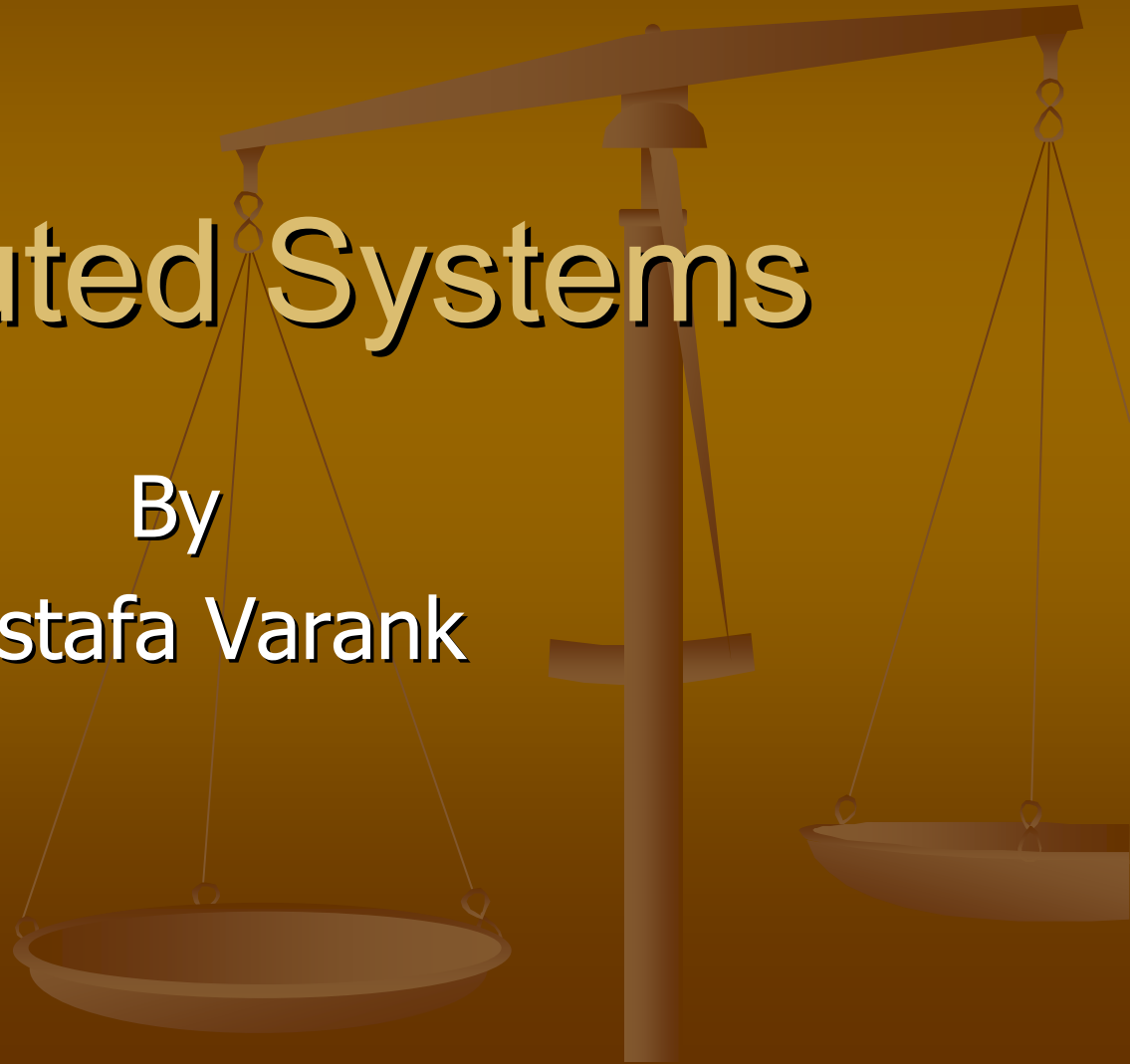


Distributed Systems

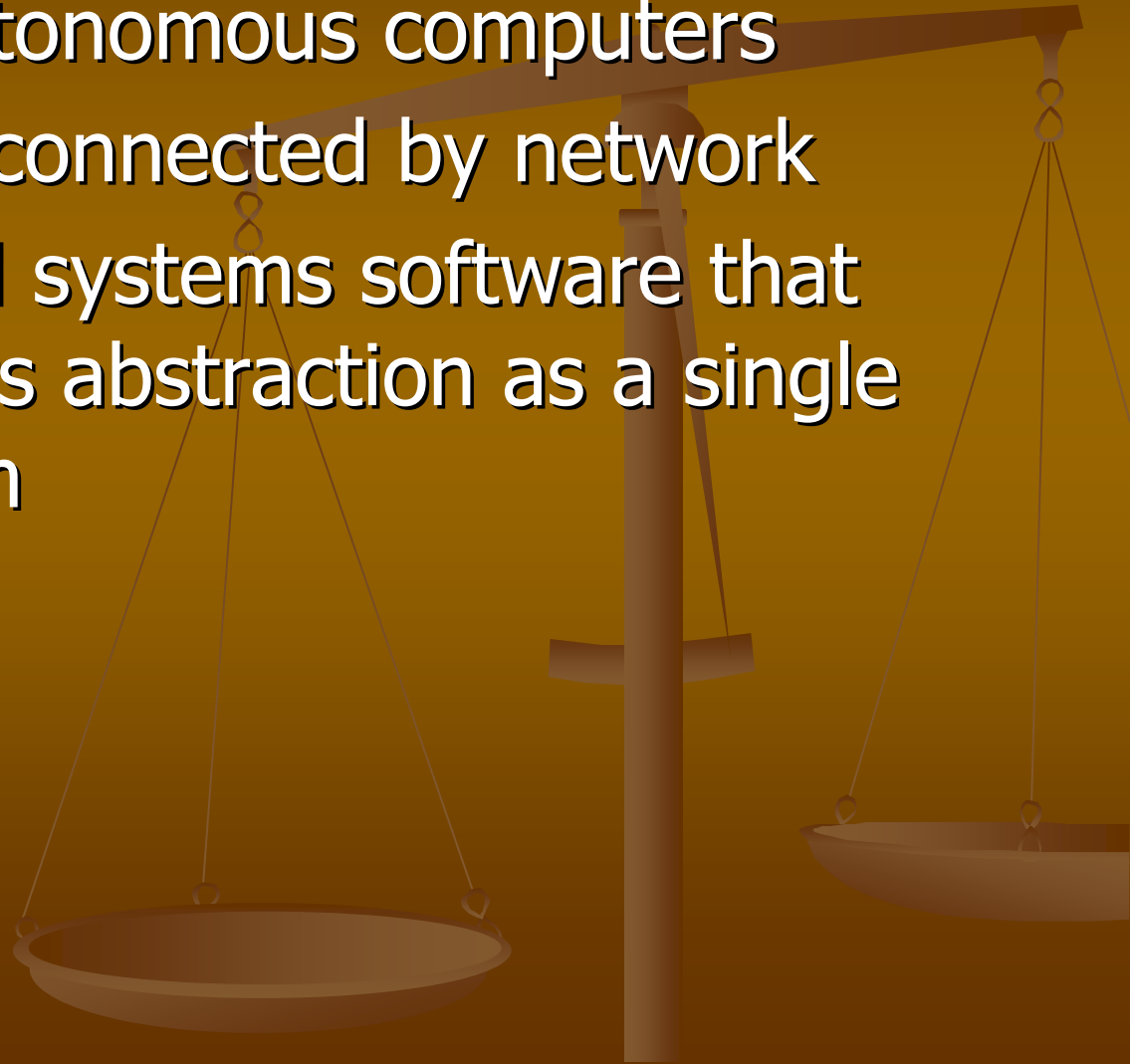
By

Mustafa Varank



What is distributed systems?

- Collection of autonomous computers
- Those systems connected by network
- Uses distributed systems software that gives to its users abstraction as a single coherent system



Example

We can divide processes among the nodes

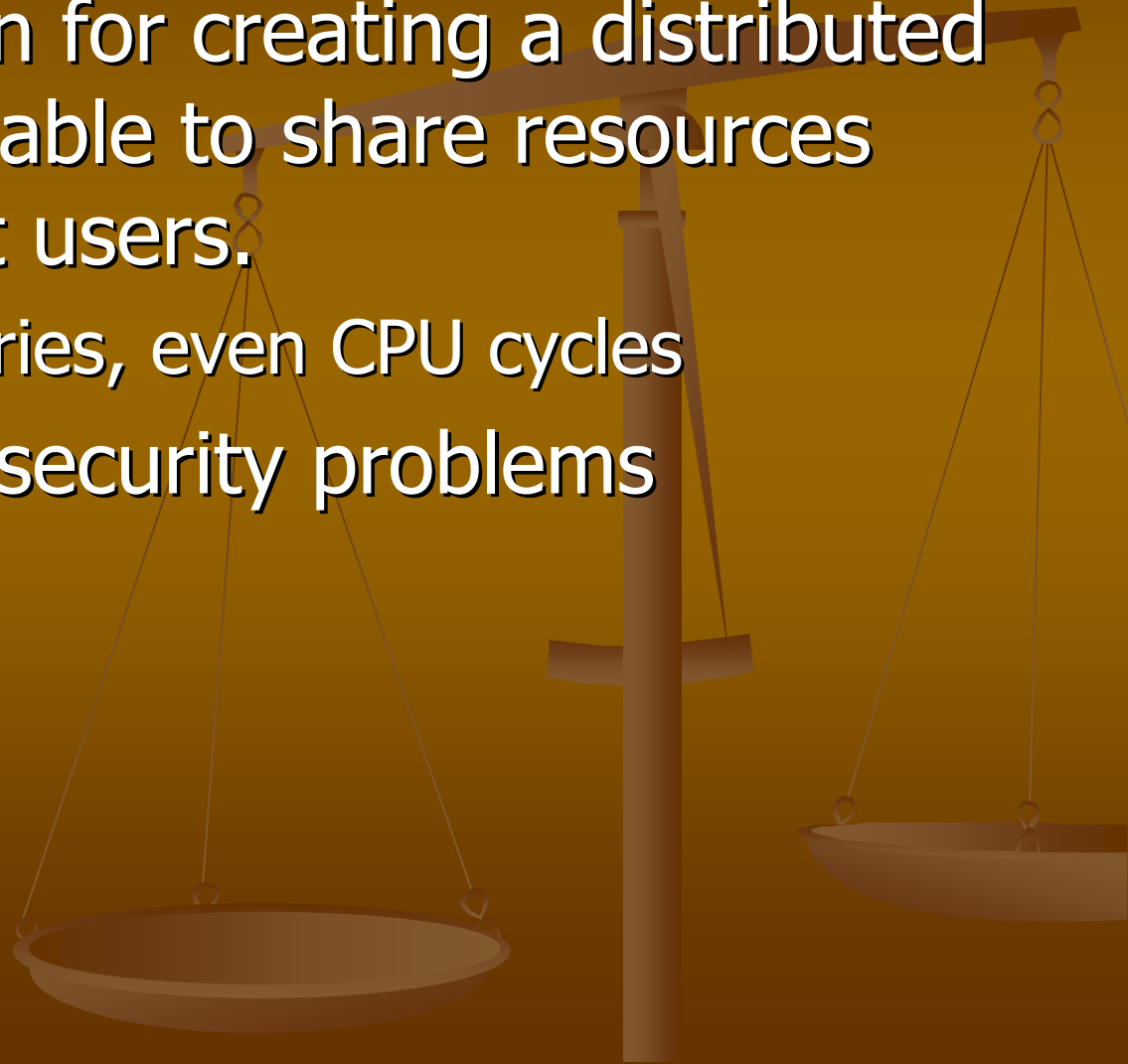
20 × 1 = 20	20 × 1 = 20	20 × 4 = 80	20 × 7 = 140
20 × 2 = 40	20 × 2 = 40	20 × 5 = 100	20 × 8 = 160
20 × 3 = 60	20 × 3 = 60	20 × 6 = 120	20 × 9 = 180
20 × 4 = 80	Done.	Done.	Done.
20 × 5 = 100			
20 × 6 = 120			
20 × 7 = 140			
20 × 8 = 160			
20 × 9 = 180			
20 × 10 = 200			

How does it work?

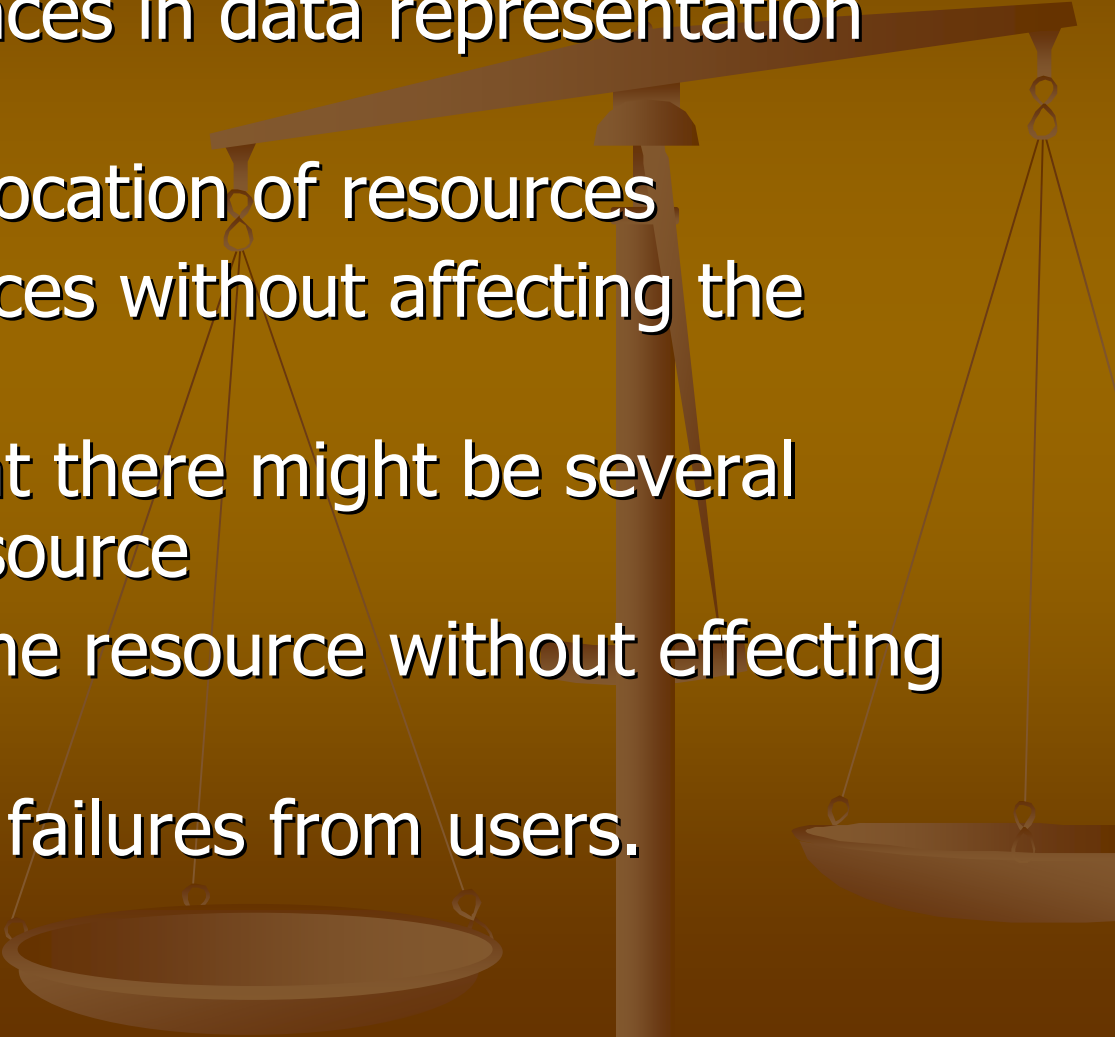
- An agent running on a processing client detects when the system is idle, notifies the management server that the system is available for processing.
- The client then receives an application package from the server and runs the software when it has spare CPU cycles, and sends the results back to the server

Resource Sharing

- The main reason for creating a distributed system is to be able to share resources among different users.
 - Printers, memories, even CPU cycles
- Sharing causes security problems

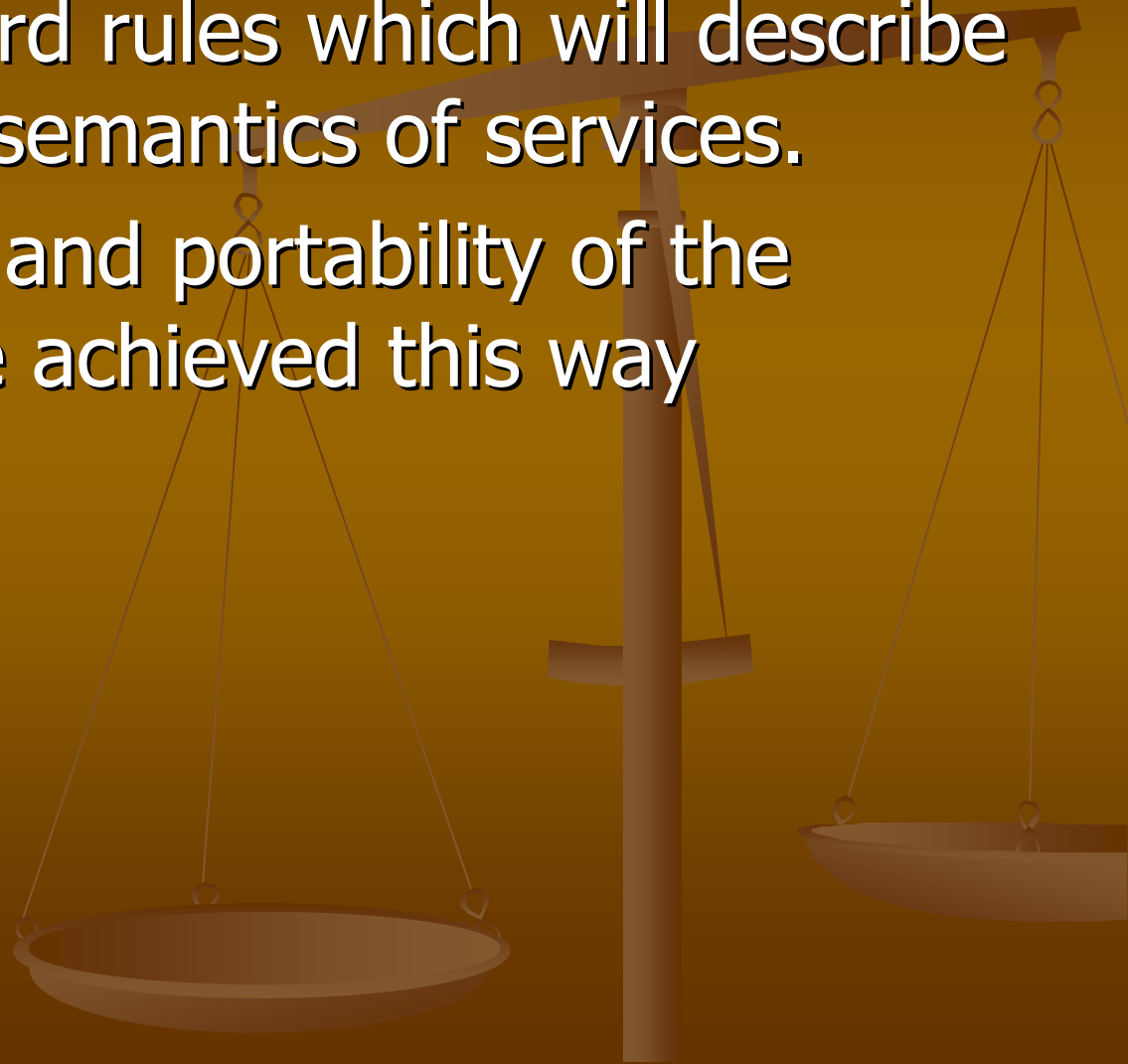


Transparency

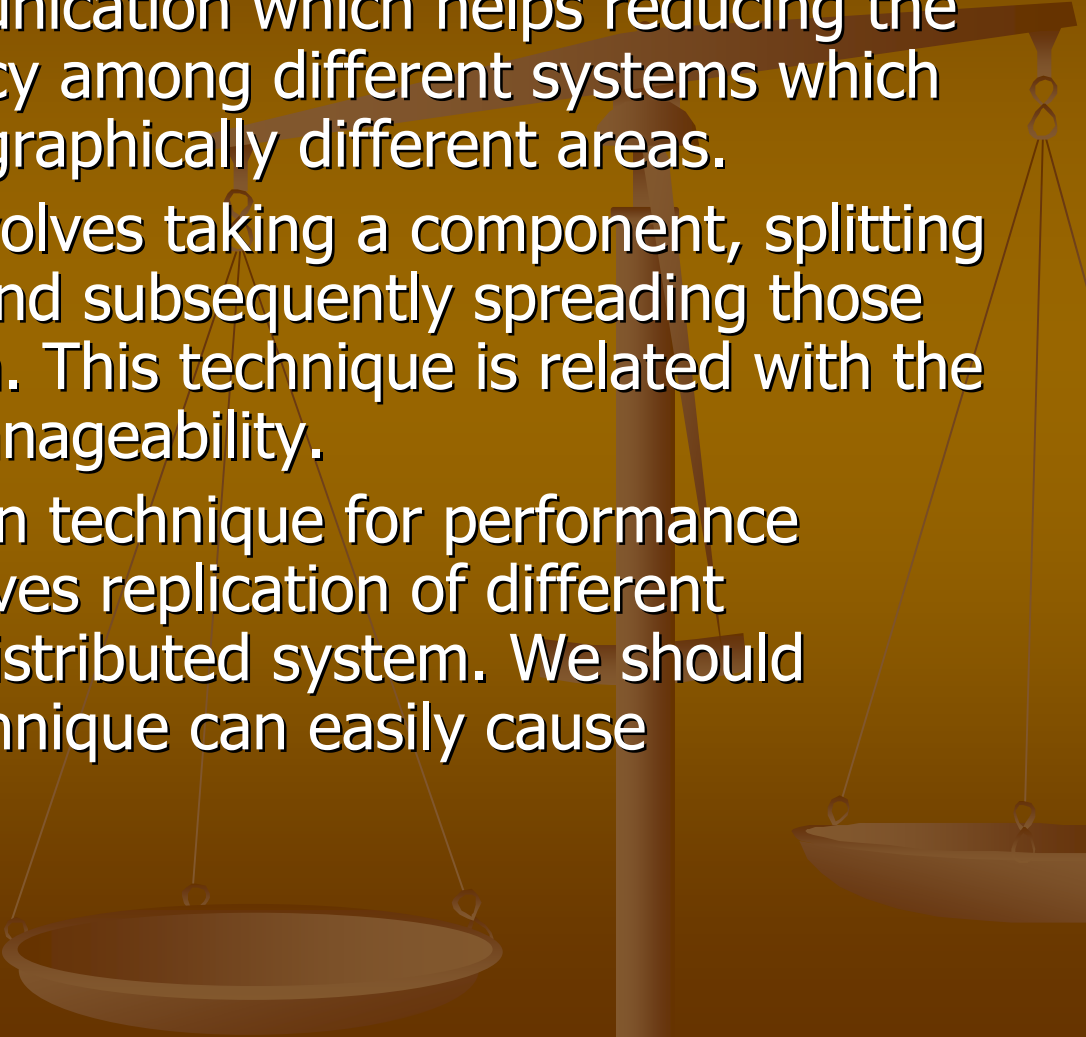
- Hiding the differences in data representation and data access
 - Hiding the actual location of resources
 - Moving the resources without affecting the access
 - Hiding the fact that there might be several copies of same resource
 - Let user share same resource without effecting each other
 - Hiding the system failures from users.
- 

Openness

- Creating standard rules which will describe the syntax and semantics of services.
- Interoperability and portability of the products can be achieved this way
 - Example? Ports

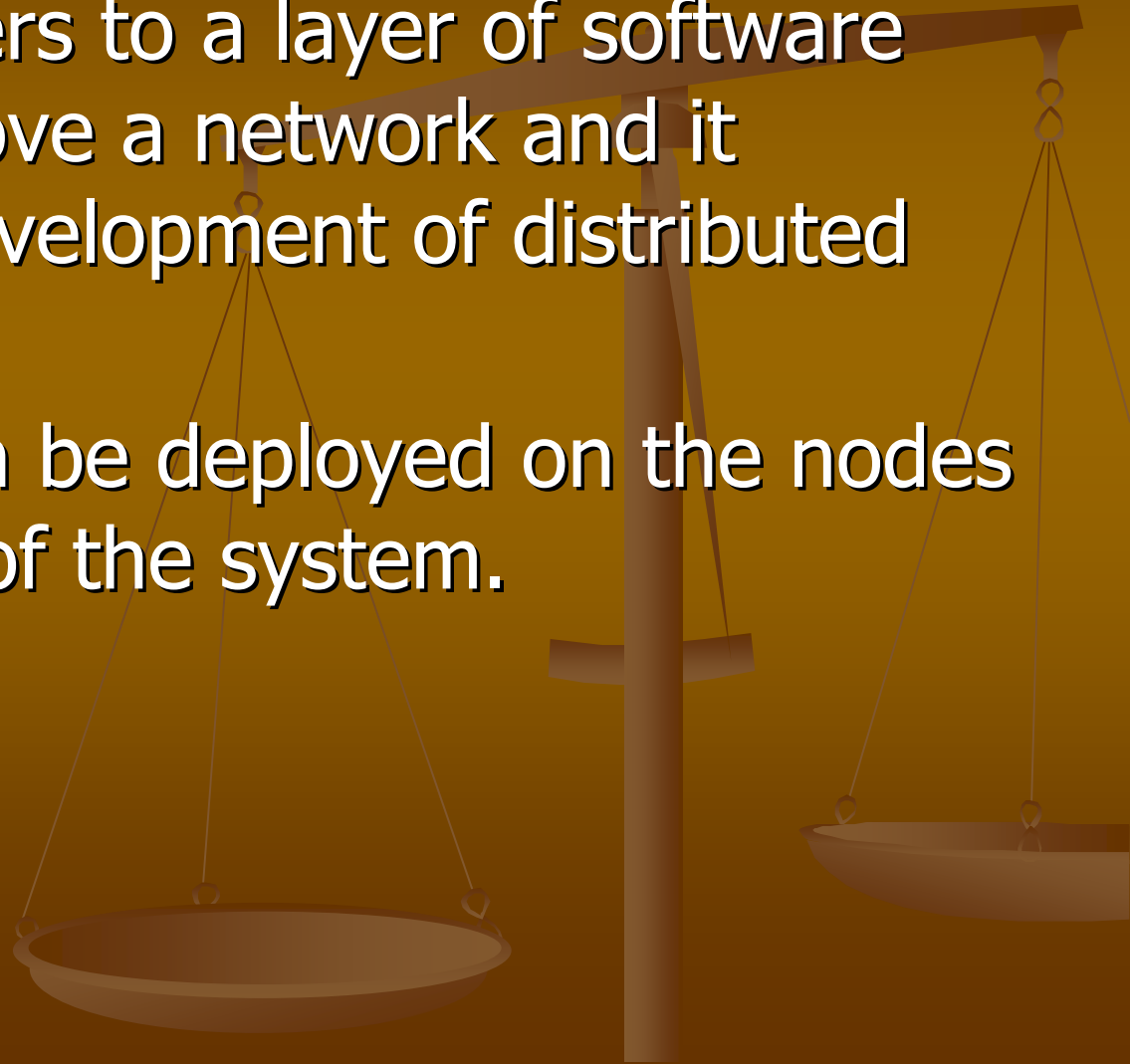


Scalability

- Asynchronous communication which helps reducing the communication latency among different systems which are populated in geographically different areas.
 - Distribution which involves taking a component, splitting it into smaller parts and subsequently spreading those parts across a system. This technique is related with the problems scalable manageability.
 - Caching is the solution technique for performance problems which involves replication of different components across distributed system. We should mention that this technique can easily cause inconsistency.
- 

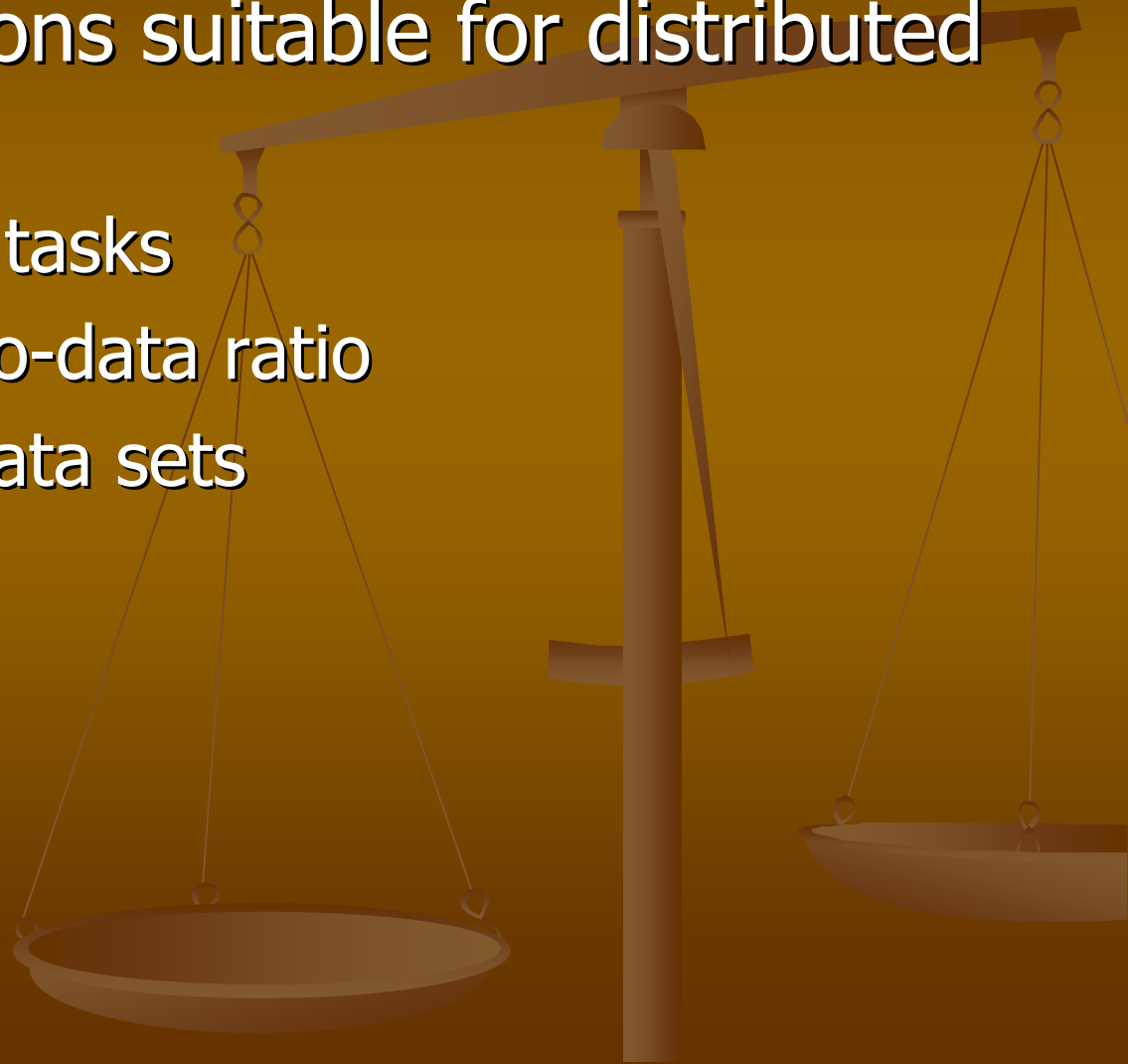
Middleware

- Middleware refers to a layer of software that resides above a network and it supports the development of distributed applications.
- Applications can be deployed on the nodes which are part of the system.

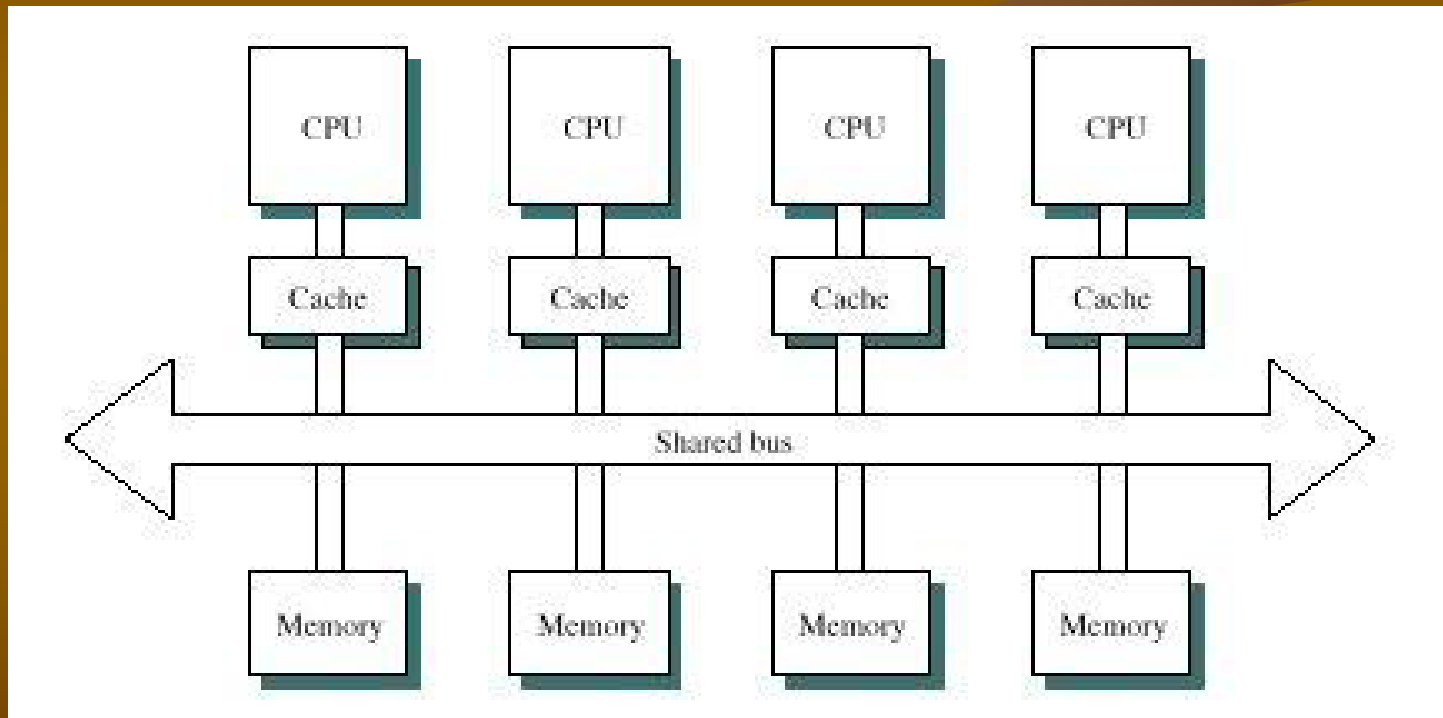


Applications

- Not all applications suitable for distributed computing.
 - Non-sequential tasks
 - high compute-to-data ratio
 - huge amount data sets

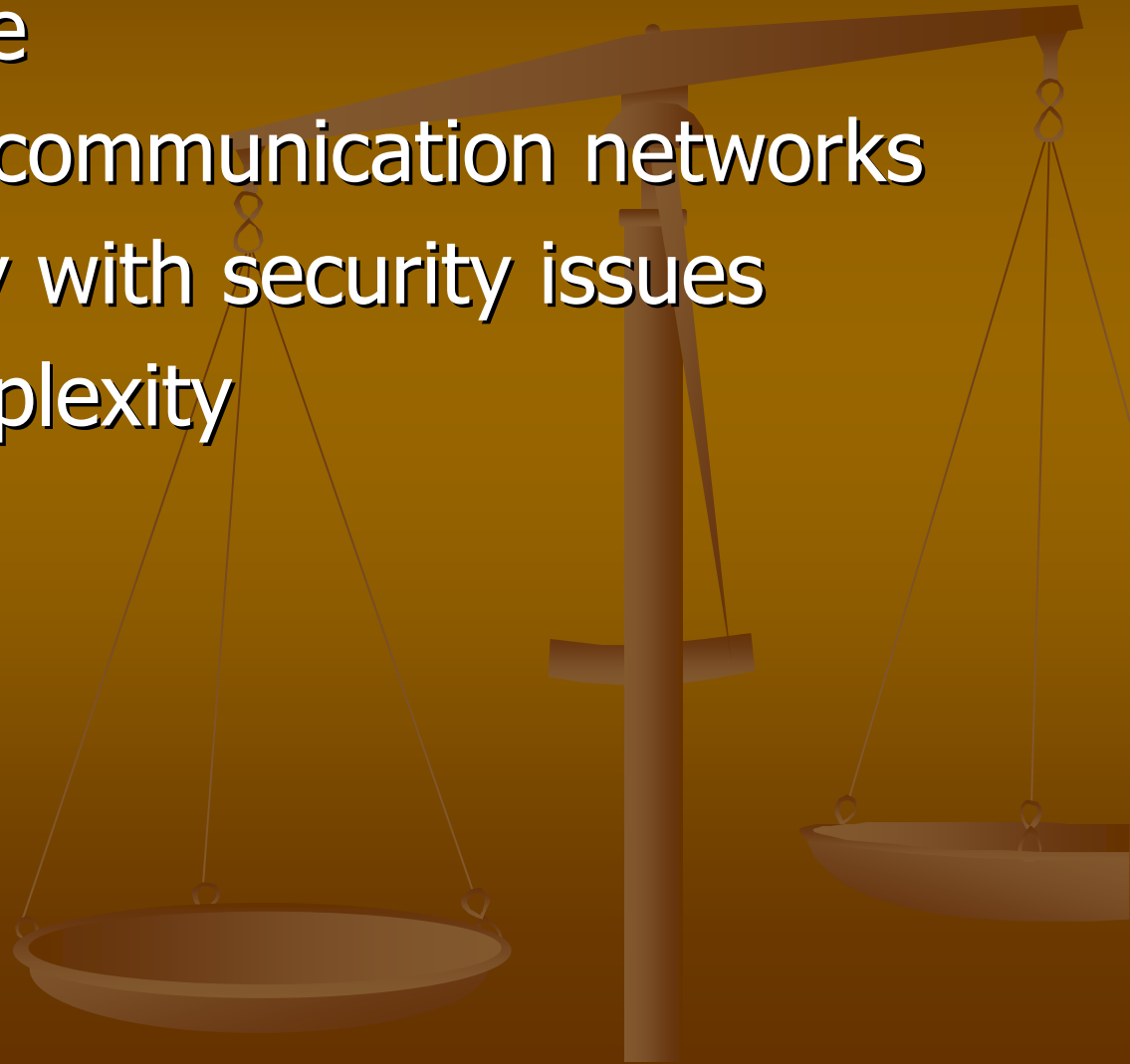


Shared Memory and Multi Processor Analogy



Disadvantages of Distributed Systems

- Limited software
- Depend on the communication networks
- Limited capacity with security issues
- Adds extra complexity



Conclusion

- Why it is good to research?
- Can advantages overcome disadvantages?

