Distributed system design, 100K ft level

April 5, 2017

Distributed system design

• What do you need to think about when designing a distributed system?

Distributed system design

- What do you need to think about when designing a distributed system?
 - System API
 - Node roles
 - Network
 - System state
 - Failures

System API

- Who are the clients of the system?
- What do they assume about the system?
- How do they contact the system?
- Concurrent clients?
- Do clients know about one another?
- How can clients interfere with one another?
- Do we trust the clients? How much and with what?

System API: A2

- Who are the clients of the system?
- What do they assume about the system?
- How do they contact the system?
- Concurrent clients?
- Do clients know about one another?
- How can clients interfere with one another?
- Do we trust the clients? How much and with what?



Node roles

- What are the different roles that nodes play in the system?
- What makes each role distinct and necessary?
- Which roles need to interact?
- What do different node roles assume about one another?
 - What is the API between node roles? (cross-cutting)
 - All API questions apply: e.g., what is the trust between roles?

Node roles: A5



- What are the different roles that nodes play in the system?
- What makes each role distinct and necessary?
- Which roles need to interact?
- What do different node roles assume about one another?
 - What is the API between node roles? (cross-cutting)
 - All API questions apply: e.g., what is the trust between roles?

Network

- What is the network model; what does the network provide?
- What is the network API? And, what are its semantics?
- How do we name entities in the network and how do we find/look them up?
- What is the network topology?
- Do we trust the network? With what?

Network: CODA



- What is the network model; what does the network provide?
- What is the network API? And, what are its semantics?
- How do we name entities in the network and how do we find/look them up?
- What is the network topology?
- Do we trust the network? With what?

System state

- What is the distributed system state?
- What is not distributed system state?
- What nodes have what state in the system?
- What distributed state can clients observe?
- What are the semantics of distributed state? Is this a function of node type, location, or other features of the system?

System state: BT

- What is the distributed system state?
- What is not distributed system state?
- What nodes have what state in the system?
- What distributed state can clients observe?
- What are the semantics of distributed state? Is this a function of node type, location, or other features of the system?

Failure (cross-cutting)

- What failures are outside the scope of what the system can deal with?
- Can the network fail, how? How does the system respond?
- Can nodes in the system fail, how? How does the system respond?
- Can clients fail? How does that impact the system?
- Can the system provide graceful degradation?
- Is there fate sharing in the system? Between what roles?

Failure: A7



- What failures are outside the scope of what the system can deal with?
- Can the network fail, how? How does the system respond?
- Can nodes in the system fail, how? How does the system respond?
- Can clients fail? How does that impact the system?
- Can the system provide graceful degradation?
- Is there fate sharing in the system? Between what roles?

Recap

- What do you need to think about when designing a distributed system?
 - System API
 - Node roles
 - Network
 - System state

Thanks for participating in 416 this term!

Failures