

Large-scale Distributed Systems and Networks (Storskaliga Distribuerade System och Nätverk)

Slides by Niklas Carlsson (including slides based on slides by P. Gill and Y. Shavitt)

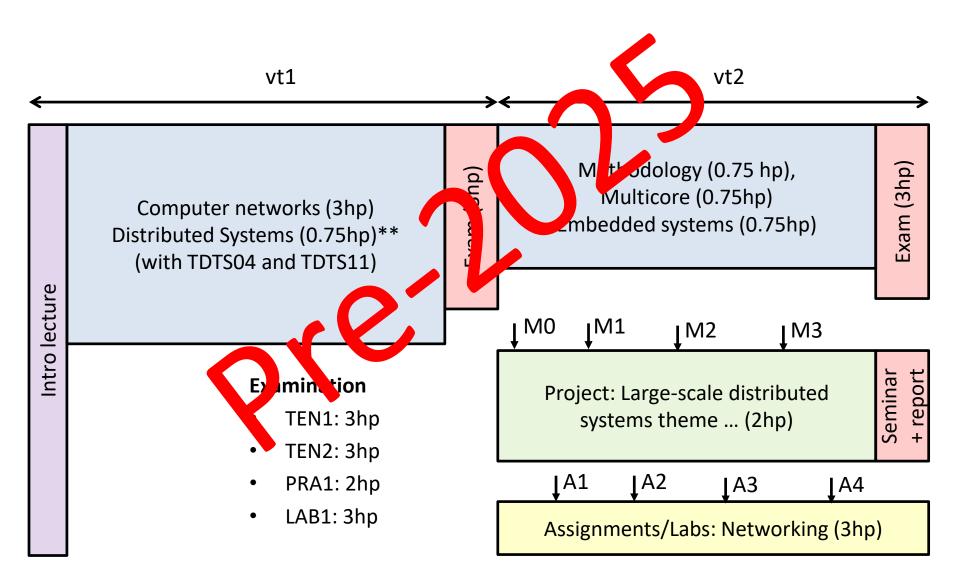
Scalability and systems thinking

- Systems thinking with focus on scalability
 - Holistic perspective (layers, components, etc.)
 - Large distributed systems and services
 - Networks and distributed systems "hand-in-hand"
 - Single to multicore; single to million machines/users
 - Scalable methods and architectures
 - Modeling and abstraction of big systems (including some basic mathematical modeling)
- Mix of theory and practice
 - "The knowledge is not yours until you use it"
 - Using experiments and measurements to improve the understanding of real systems in the wild + discuss the future

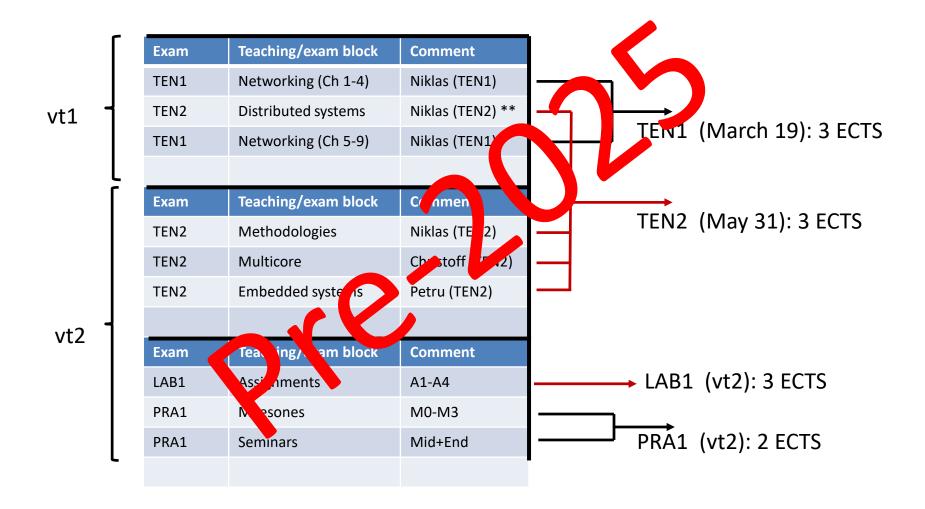
Subject knowledge

- Networking (vt1)
 - Basics/foundation, similar to TDTS06, TDTS11, and TDTS04 (12-14 lectures).
 Gives eligibility to TDTS21 (advanced networking).
 - Assignments/labs (at least one for each of the three layers 3, 4, and 5)
- Distributed systems (vt1)
 - Some introductory lectures (4 lectures)
 - Project (groups of 3-4 students)
- Multicore (vt2)
 - Kristoffer Kessler (4 lectures)
- Embedded systems (vt2)
 - Petru Eles (3 lectures)
- Methods to understand and evaluate large-scale systems (vt2)
 - Some introductory lectures (4 lectures)
 - Modeling, abstraction, and data-driven analysis methods for large-scale systems and services

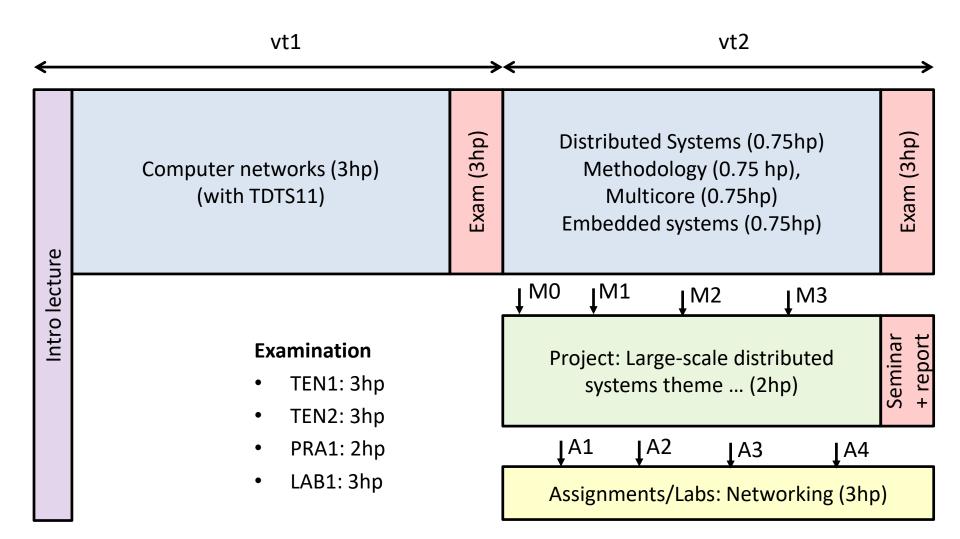
Overview (2024)



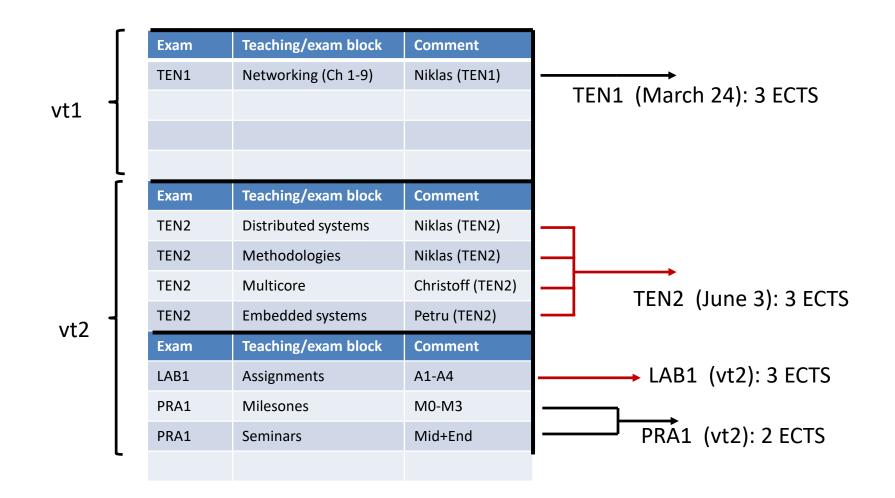
Overview (2024)...



Overview (2025)



Overview (2025)...



Projects and assignments

- 2025: Practice working in teams of 2-4 students.
- Assignments (and lab sessions)
 - Groups of 2 students
 - Register in webreg by Friday (Apr. 34, 2025)
 - 4 assignments:
 - Split across multiple network layers
 - 2 x wireshark (HTTP + TCP), proxy, and DV
 - Note: Many advantages having labs during vt2 (instead of vt1) actually think it is better! Try to use them to finish the labs quicker.
- Project
 - Groups of 3-4 students (larger groups than past courses you have seen)
 - Clear "milestones" introducing both incremental and iterative report writing, as well as oral presentation
 - Multiple "milestones" with "peer reviewing"
 - Register for webreg by Friday (Apr. 4, 2025)
 - Projects released by Monday (Apr. 7, 2025)
 - Request projects by Thursday (priority if on Wednesday)

Course evaluations [focus on complaints]

- Different quality of lectures: For those with most complaints, there are online alternatives + excellent textbook. Also, added new instructor and changed distribution of lectures.
- Shared summary lecture confusing [2023]: Separated + Niklas gives lecture for TDDE35
- vt1 + vt2 split [*Per design. See prior slides + explanations/motivations*]
 - Student prioritize Pintos + envar. [*Explain/motivate*]
 - [some] Time consuming [*Explain/motivate*]
 - Some suggestions [mostly not feasible/reasonable]
 - Did move DS lectures to vt2 (2025); further planned
- Expected attendance at seminars (2+4+2+4 hrs): Not much time + Important learning opportunity
- Request for help/suggestions how to succeed in TDDE35 [Added more examples + pointers]
- Some comments may have been a personal (defense) response

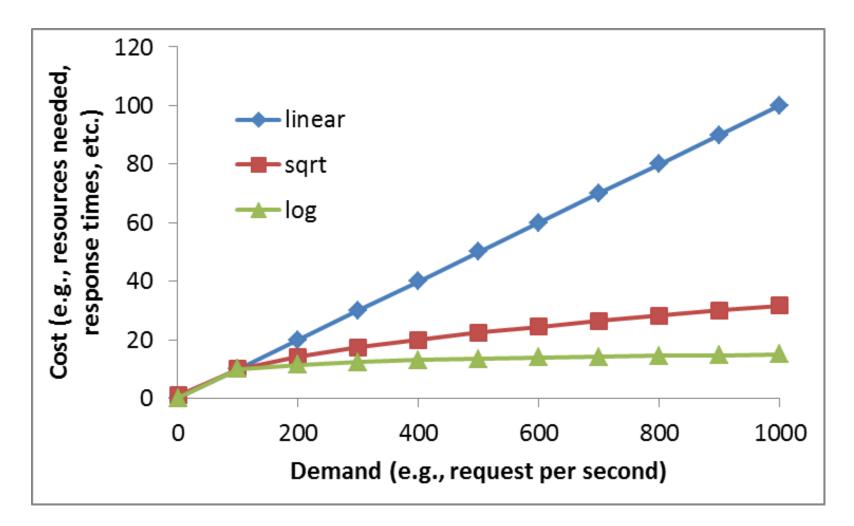
Reminder: Attend lectures ...

- In class: Examples to help build an understanding and intuition for ``scalability" and ``system thinking"
 - These abilities are hard-to-impossible to learn only from notes!!
- Projects and expectations around the projects (and report/article writing in general) will be discussed in class
- Please attend the lectures (and obtain such information ...)

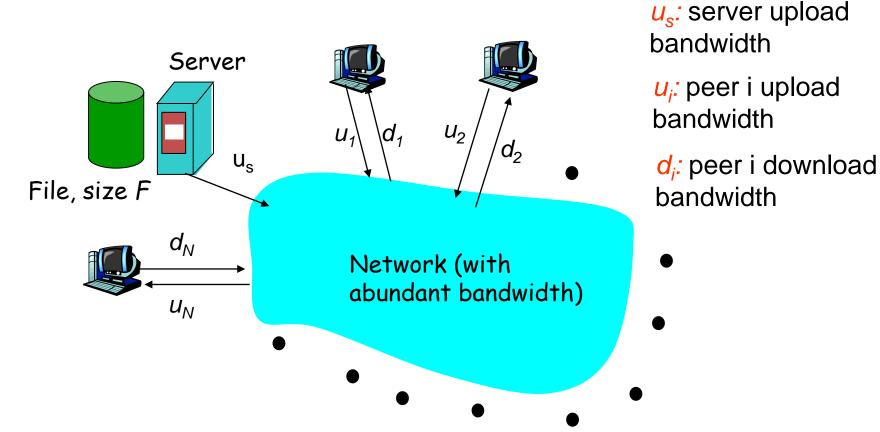
Scalability

- Typically want solutions that ``scales"
 - Ability of a system, network, or process to handle a growing amount of work effectively
 - Capability to increase its total output under an increased load when resources are added
- Typically want:
 - the costs or resource capacity needed to scale sublinearly with demand, or
 - the performance to improve at least proportionally to the capacity added

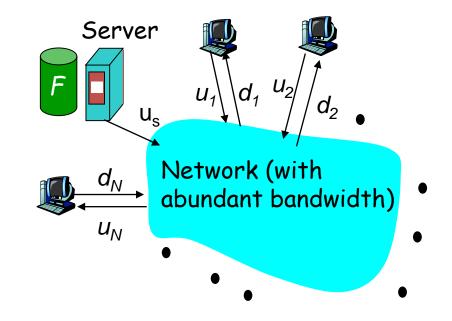
Scalability examples



Examples from earlier in the course ... <u>Question</u> : How much time to distribute file from one server to *N* peers?



File distribution time: server-client



Time to distribute F to N clients using client/server approach

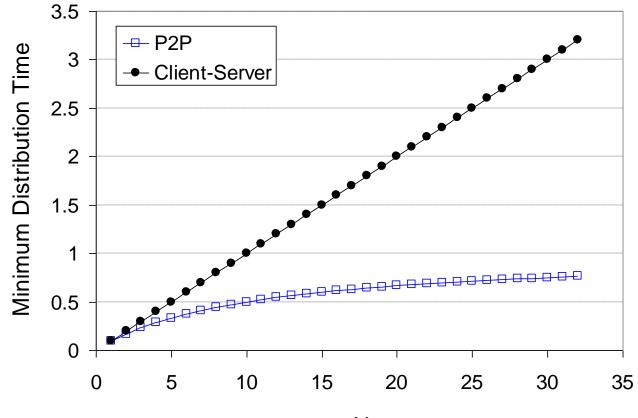
$$= d_{cs} = \max \left\{ NF/u_{s}, F/min(d_{i}) \right\}$$

... and using a P2P approach

$$d_{P2P} = \max \left\{ F/u_s, F/min(d_i), NF/(u_s + \Sigma u_i) \right\}$$

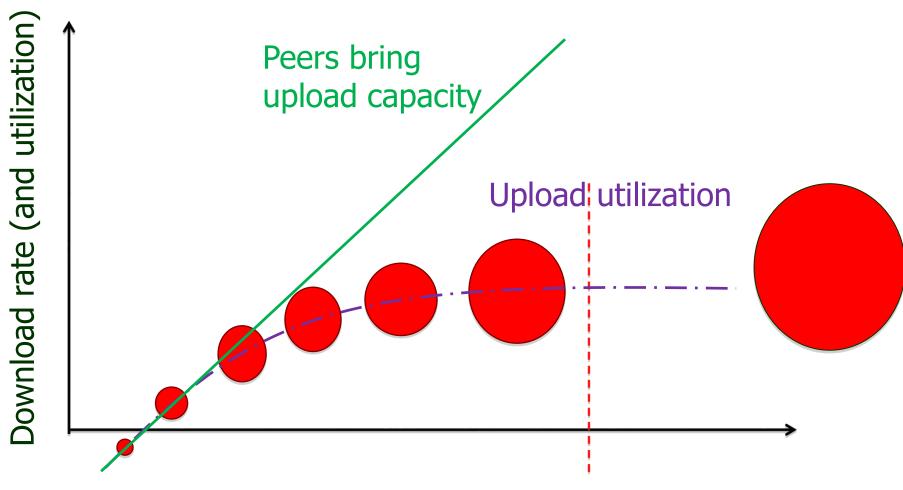
<u>Server-client vs. P2P: example</u>

Client upload rate = u, F/u = 1 hour, $u_s = 10u$, $d_{min} \ge u_s$



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Similarly, BitTorrent upload utilization ...



Torrent popularity/size

... more examples later ...

Systems thinking

- We want to understand the full system and the ecosystem it operates within; e.g.,
 - Understanding the full system
 - Looking at the parts and how they interact
- This course provide many examples ...





Measurements

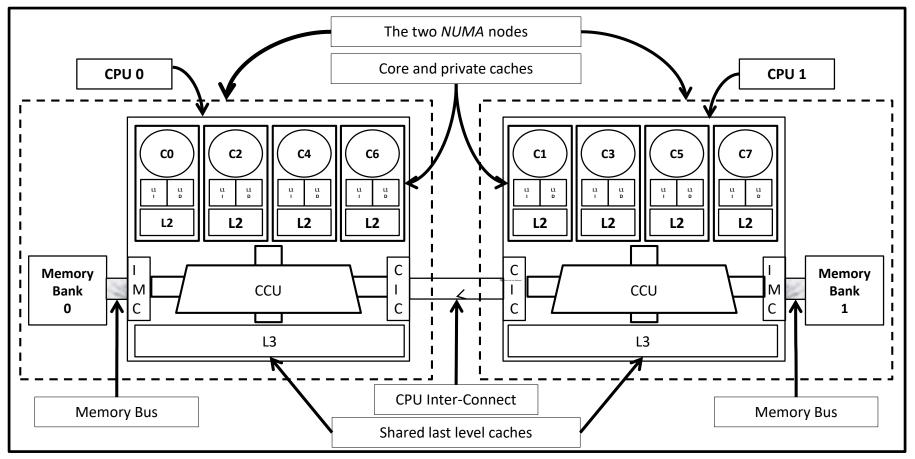
- It has often been stated that
 - "you can't manage what you can't measure" ...
- Effective tool to understand, model, test, and improve existing systems ...
 - E.g., often want to identify (and fix) system bottlenecks

Multicore systems



NUMA Architecture

An example of a two processor eight core NUMA system





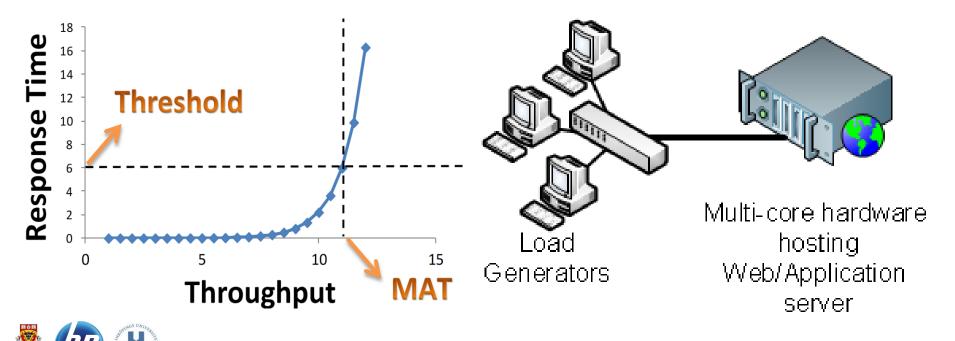
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Improving the Scalability of a Multi-core Web Server



Scalability Evaluation Measurements

- E.g., Measure Web server scalability for workloads [ICPE '13]
 - Typically want to provide some 99% response time
 - Example scalability measure: Maximum Achievable
 Throughput (MAT)



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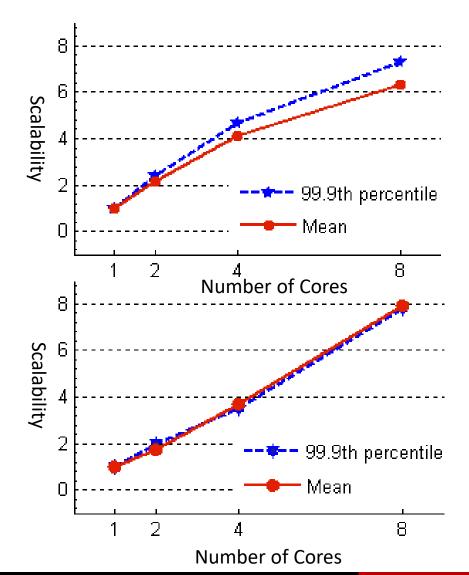
ICPE13

SCALABILITY EVALUATION

- TCP/IP Intensive workload
 - Sub-linear
 - Maximum Achievable Throughput
 - 146,000 req/sec
- SPECweb Support workload
 - Almost linear

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- Maximum Achievable Throughput
 - 23,000 req/sec





Improving the Scalability of a Multi-core Web Server

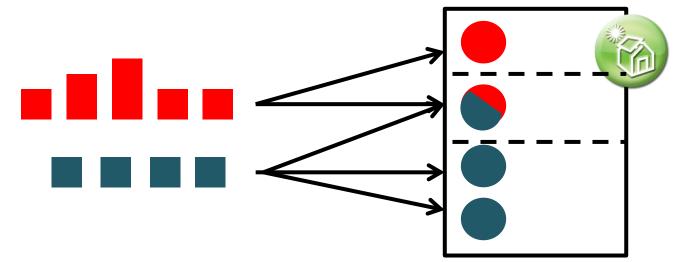
ICPE13

Identification of bottlenecks

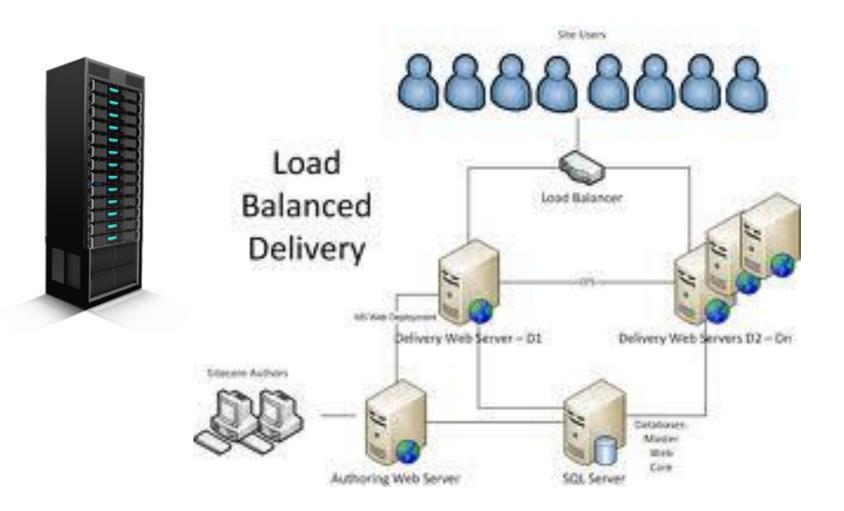
- E.g., memory, CPU, network, cache hierarchy, interconnect bus, scheduler, ...
 - Black-box testing
 - Low-level instrumentation

Identification of bottlenecks

- E.g., memory, CPU, network, cache hierarchy, interconnect bus, scheduler, ...
 - Black-box testing
 - Low-level instrumentation
- Multiple workloads ...



Often many servers (and racks)



... and data centers ...



... cost-efficient delivery ...



... and different flexibility ...

• Minimize content delivery costs

		Bandwidth	Cost
	Cloud-based	Elastic/flexible	\$\$\$
	Dedicated servers	Capped	\$
How to get the best of two worlds?			
cloud servers			

... and from who?

