

Distributed Systems

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Course Introduction



Expected Learning Outcomes

- Understand key concepts of distributed systems
- Explain structure of distributed software
- Develop distributed algorithms and programs
- Improve team work



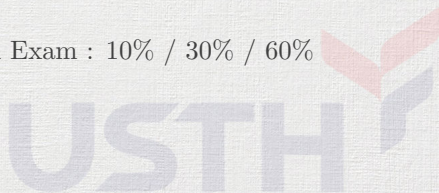
Content

- [6h] Introduction to Distributed Systems
- [6h] Communication: RPC / Message Passing
- [3h] MapReduce pattern
- [3h] Distributed file systems
- [6h] Peer-to-peer: Bittorrent, Bitcoin
- [6h] Cloud computing



Format

- 3 ECTS = 36 hours
- Lecture / Practical work : 27h / 9h
- Prerequisites: Some programming language
- Environment: Linux/Mac
 - Windows isn't supported, as usual ☺
- Assessment:
 - Attendance / Project / Final Exam : 10% / 30% / 60%



Policy

- Collaborations!
 - During exercises
 - During the project
 - Not in the final exam



Projects

- 4-5 students per group. Do it **now**.
- Only one pass: before exam
- Any learnt language at USTH
 - C/C++/Java (preferred)
 - PHP
 - Javascript
 - Go
 - Bash (!)
 - Assembly (!!)



Projects

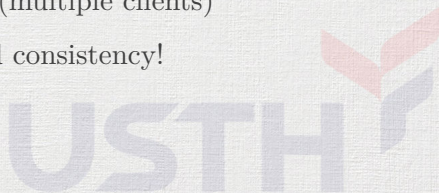
1. Fault-tolerant Key-Value server/client using RPC (Redis clone)
2. Fault-tolerant Key-Value server/client using MPI (Redis clone)
3. HTTP over RPC (act as HTTP proxy)
4. HTTP over MPI (act as HTTP proxy)
5. Distributed file system (GlusterFS clone)
6. Distributed database

Note: you ALL need scalability and consistency!

Projects

7. Hybrid centralized and peer-to-peer chat system using socket
8. Hybrid centralized and peer-to-peer chat system using MPI
9. Peer-to-peer file transfer
10. Remote shell using RPC (multiple clients)
11. Remote shell using MPI (multiple clients)
12. Remote shell using raw socket (multiple clients)

Note: you ALL need scalability and consistency!



Labwork

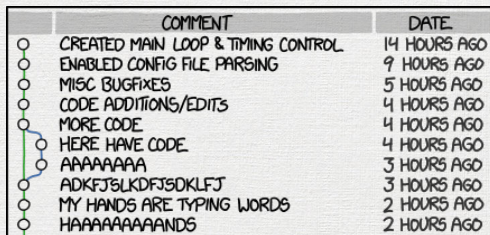
- Several C/C++/Java Programs
 - Understand what you learnt
 - Show your ability to apply it to new problems
- Compilable on Linux/Mac
 - Windows is not supported (by me, as usual ☺ !)
- Don't copy paste. **Write your own code yourself**
 - I have checker tools ☺
- Should be well organized and well written

Bad programmers worry about the code. Good programmers worry about data structures and their relationships.

- Linus Torvalds

Labwork

- Git : Version Control System
- Github
 - Initial repository and instruction
 - <https://github.com/SonTG/ds2018>



	COMMENT	DATE
○	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
○	ENABLED CONFIG FILE PARSING	9 HOURS AGO
○	MISC BUGFIXES	5 HOURS AGO
○	CODE ADDITIONS/EDITS	4 HOURS AGO
○	MORE CODE	4 HOURS AGO
○	HERE HAVE CODE	4 HOURS AGO
○	AAAAAAAAA	3 HOURS AGO
○	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
○	MY HANDS ARE TYPING WORDS	2 HOURS AGO
○	HAAAAAAAAAANDS	2 HOURS AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT
MESSAGES GET LESS AND LESS INFORMATIVE.

Don't be lazy with your commit messages

Exams

- 3 sheets of A4 documents are allowed
- No laptop / mobile phone / internet
- No discussion, of course



References

- Books:
 - Tanenbaum et al., Distributed systems: principles and paradigms, 2nd Edition, Pearson.
 - [Optional] An Introduction to Parallel Algorithms, Joseph JáJá. Addison-Wesley Professional. 1992.

