Distributed Systems and Security: An Introduction

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CS 0133
1st October 2018
Today’s Lecture

• Administrivia
• Overview of Distributed Systems
  – What are they?
  – Why build them?
  – Why are they hard to build well?
• Operating Systems Background
• Questionnaire
Prerequisites

• Undergraduates: must have taken UCL CS 3035 (0023), Networked Systems, or equivalent experience (3rd-year undergrad networking class, covering Internet protocols and architecture in depth)

• Graduates: must be concurrently enrolled in UCL CS GZ01 (0023), Networked Systems, or equivalent prior experience (3rd-year undergrad networking class, covering Internet protocols and architecture in depth)

• All: substantial programming experience; C or C++ preferred, Java acceptable if willing to commit to catch up on C on own time
Course Staff and Office Hours

• Instructor:
  – Brad Karp, MPEB 6.20, Mon 6 – 7 PM, ext. 30406

• Teaching Assistant:
  – Ahmed Awad, MPEB 7th floor lab, Wed 6 – 7 PM, ext. TBA

• Office hours begin today

• Time reserved for answering your questions

• Outside office hours, email to schedule appointment
Meeting Times and Locations

• (Most) Mondays 11 AM – 12:30 PM, Christopher Ingold Building, G21 Ramsay LT
• (Most) Wednesdays 9:30 – 11 AM, Christopher Ingold Building, G21 Ramsay LT
• (A Few) Fridays 5 – 6:30 PM, Roberts 309
• Lecture will usually run 90 minutes
• Occasionally lecture will be followed by a 30-minute discussion of an additional topic (e.g., Q&A on a coursework); on these dates, full two hours!
• No lecture 3rd, 8th, 10th October; 21st November
• Reading week: 5th – 9th November, no lecture!
Class Communication

• Class web page
  – Detailed calendar, coursework, class policies
  – **Your responsibility: check page daily!**

• 0133 Piazza Page
  – https://piazza.com/ucl.ac.uk/fall2018/computerscience0133
  – Important announcements from class staff (also forwarded to you by email)
  – Postings from class staff and students
  – **Subscribe using enrollment key**
  – You **must** subscribe (class policy)
  – **Your responsibility: check email daily!**
Using Piazza

• Please post questions on class material on Piazza, rather than emailing course staff.
• Whole class benefits from seeing your question and its answer.
• Students are encouraged to answer one another’s questions!
• When discussing something private (e.g., your marks, or details of your specific solution to a coursework), mark your post as private, so only class staff see it!
Programming Coursework: GitHub for Submission

- We provide **private GitHub repositories** for 0133 students
- Obtain code we give you by **cloning our repo**
- Use your private 0133 GitHub repo for **source code control** (revision history, backup, etc.)
- **Submit** your coursework through your private 0133 GitHub repo (i.e., **not via Moodle**!)
Readings, Lectures, and Lecture Notes

• Readings must be read before lecture; lectures assume you have done so
• Lecture notes will be posted to the class web site just after lecture
• Class calendar shows all reading assignments day by day...
Readings

• No textbook
• Classic and recent research papers on real, built distributed and secure systems
• Available on class web page; print these yourselves
• All readings examinable
• Research papers are dense and complex; they are often challenging
  – Be prepared to read and re-read the papers
  – Come to lecture with questions, and/or use office hours
Grading

- Final grade components:
  - One programming coursework: 15%
  - One problem set coursework: 15%
  - Final exam: 70%
Late Work Policy

• N.B. that **0133 policy differs from that for other CS classes!**

• For every day late or fraction thereof, **including weekend days**, 10% of marks deducted

• Each student receives budget of **3 late days** for entire term
  – Each late day “cancels” one day of lateness
  – Goal: give you flexibility, e.g., in case you can’t find a bug, or encounter unexpected other snag
  – You declare how many late days to use when turning in a coursework late; **cannot declare or change later!**
  – Must use whole late days—cannot use fractional ones!
Late Days (cont’d)

• If submission more than 2 days late after taking late days into account, zero marks

• Programming courseworks turned in online; may be submitted 24/7

• Problem set courseworks turned in on paper in lecture; can be submitted M – F only
  – Weekend days after deadline still count as elapsed days
Late Days (cont’d)

• If submission more than 2 days late after taking late days into account, zero marks

**Late days give you flexibility.** No other extensions given on coursework, unless for unforeseeable, severely extenuating circumstances!

Paper in lecture; can be submitted M – F only

– Weekend days after deadline still count as elapsed days
Academic Honesty

• All courseworks must be completed individually
• May discuss understanding of problem statement
• May not discuss details of solution
• May not show your solution to others (this year or in future years)
• May not look at others’ solutions (this year or from past years)
• May neither post questions on nor troll for related questions and answers on public Internet Q&A forums (e.g., StackExchange, etc.)
Academic Honesty (cont’d)

• We use code comparison software
  – Compares parse trees; immune to obfuscation
  – Produces color-coded all-student-pairs code comparisons

• Don’t copy code—you **will** be caught!

• Penalty for copying: automatic zero marks, referral for disciplinary action by UCL (usually leads to exclusion from all exams at UCL)
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What Is a Distributed System?

• Multiple computers ("machines," "hosts," "boxes," &c.)
  – Each with CPU, memory, disk, network interface
  – Interconnected by LAN or WAN (e.g., Internet)

• Application runs across this dispersed collection of networked hardware

• But user sees single, unified system
What Is a Distributed System? (Alternate Take)

“A distributed system is a system in which I can’t do my work because some computer that I’ve never even heard of has failed.”

– Leslie Lamport, Microsoft Research (ex DEC), 2013 Turing Award winner
Start Simple: Centralized System

• Suppose you run Gmail
• Workload:
  – Inbound email arrives; store on disk
  – Users retrieve, delete their email
• You run Gmail on one server with disk
Start Simple: Centralized System

- Suppose you run Gmail
- Workload:
  - Inbound email arrives; store on disk
  - Users retrieve, delete their email

What are shortcomings of this design?

- You run Gmail on one server with disk
Why Distribute?
For Availability

- Suppose Gmail server goes down, or network between client and it goes down
- No incoming mail delivered, no users can read their inboxes
- Fix: replicate the data on several servers
  - Increased chance some server will be reachable
  - Consistency? One server down when delete message, then comes back up; message returns in inbox
  - Latency? Replicas should be far apart, so they fail independently
  - Partition resilience? e.g., airline seat database splits, one seat remains, bought twice, once in each half!
Why Distribute?
For Scalable Capacity

• What if Gmail a huge success?
• Workload exceeds capacity of one server
• Fix: spread users across several servers
  – Best case: linear scaling—if $U$ users per box, $N$ boxes support $NU$ users
  – Bottlenecks? If each user’s inbox on one server, how to route inbound mail to right server?
  – Scaling? How close to linear?
  – Load balance? Some users get more mail than others!
Performance Can Be Subtle

• Goal: predictable performance under high load

• 2 employees run a Starbucks
  – Employee 1: takes orders from customers, calls them out to Employee 2
  – Employee 2:
    • writes down drink orders (5 seconds per order)
    • makes drinks (10 seconds per order)

• What is throughput under increasing load?
• Peak system performance: 4 drinks / min
• What happens when load > 4 orders / min?
• What happens to efficiency as load increases?
Starbucks Throughput

- Peak system performance: 4 drinks / min
- What happens when load > 4 orders / min?
- What happens to efficiency as load increases?
- What would preferable curve be?
- What design achieves that goal?

What would preferable curve be?
What design achieves that goal?
Why Are Distributed Systems Hard to Design?

- **Failure:** of hosts, of network
  - Remember Lamport’s lament
- **Heterogeneity**
  - Hosts may have different data representations
- **Need consistency (many specific definitions)**
  - Users expect familiar “centralized” behavior
- **Need concurrency for performance**
  - Avoid waiting synchronously, leaving resources idle
  - Overlap requests concurrently whenever possible
Security

• Before Internet:
  – Encryption and authentication using cryptography
  – Between parties known to each other (e.g., diplomatic wire)

• Today:
  – Entire Internet of potential attackers
  – Legitimate correspondents often have no prior relationship
    – Online shopping: how do you know you gave credit card number to amazon.com? How does amazon.com know you are authorized credit card user?
    – Software download: backdoor in your new browser?
    – Software vulnerabilities: remote infection by worms!
  – Crypto not enough alone to solve these problems!