

Hermann Härtig
Senior Professor
Head of OS group 1994 - 2019





- Lecturer in charge of DOS:
Dr. Carsten Weinhold, Barkhausen Institute TUD
- Several lectures presented by research-group members.
- **register for mailing list !!! see Website**
 - only way to inform about short-term issues
 - for questions and discussions and lecturing methods
 - must use: "tu-dresden.de" mail-adresses

- Name no more precise →
Interesting/advanced Topics in Operating Systems
 - scalability
 - systems security
 - modeling
- Some overlap with „Distributed Systems“ (Prof Schill)
and some classes by Prof Fetzer
- In some cases no written material (except slides)



1.0) DOS ORGANISATION

 **1.1) SCALABILITY IN COMPUTER SYSTEMS**

1.2) EXAMPLE: DNS/BIND

Topics:

- scalability: terminology, problems, principle approaches
- case studies, all layers of compute systems

Goal:

- understand (some of the) important principles how to build scalable systems

Outline:

- scalability ... and simple model to reason about 1 aspect
- names in Distributed Systems:
purposes of naming, terminology. (DNS)
- application of scalability approaches on name resolution

Goal:

- understand some of the important principles how to build scalable systems ... using DNS as example

- memory consistency
- locks and advanced synchronization approaches
- file systems
- load balancing (MosiX) and HPC(MPI)

Scalability:

Scalability is the property of a system to handle a growing amount of work by adding resources to the system.

Wikipedia (2019) and many other sources

ability of a system to use growing resources ...

- weak:
to handle growing load, larger problem, ...
- strong:
accelerate existing work load, same problem

problems

THINK and PAUSE!

PAUSE THE VIDEO HERE

AND THINK before continuing

- performance bottlenecks / Amdahl's Law
- failures / abuse
- administration

- processors
- communication
- memory (remember basic OS course: “thrashing”)

$$\text{Speedup: } \frac{\text{original execution time}}{\text{enhanced execution time}}$$

$$\text{Speedup: } \frac{\text{original execution time}}{\text{enhanced execution time}}$$

Parallel Execution

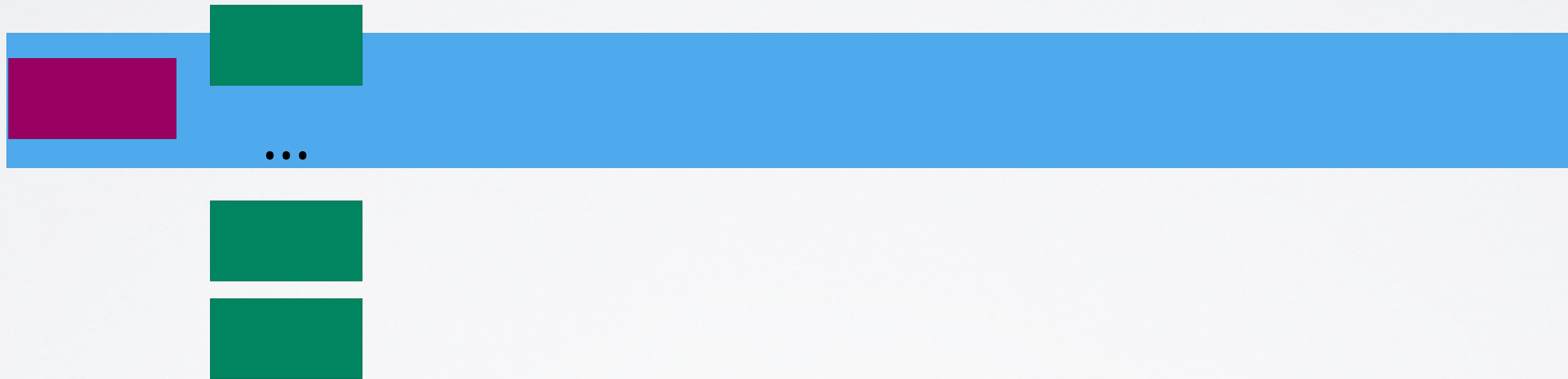


red: cannot run in Parallel

green: runs *perfectly* parallel

unlimited processors maximum speedup: **blue/red**

Parallel Execution, N processors



red: cannot run in Parallel

green: runs perfectly parallel

N processors maximum speedup: $\text{blue}/(\text{red} + \text{green}/N)$

Parallel Execution, N processors



red: cannot run in Parallel

green: runs perfectly parallel

maximum speedup: $\text{blue}/(\text{red} + \text{green}/N)$

Speedup: $\frac{\text{original execution time}}{\text{enhanced execution time}}$

- P: section that can be parallelized
- 1-P: serial section
- N: number of CPUs

$$\text{Speedup}(P,N) = \frac{1}{\left(1 - P + \frac{P}{N}\right)}$$

- if N becomes VERY large, speedup approaches: $1/(1-P)$

principle approaches

THINK and PAUSE!

PAUSE THE VIDEO HERE

AND THINK before continuing

- **partitioning**
split systems into parts that can operate independently/parallel to a large extent
- **replication**
provide several copies of components
 - that are kept consistent eventually
 - that can be used in case of failure of copies
- **locality (caching)**
maintain a copy of information that is nearer, cheaper/faster to access than the original

- identify and address bottlenecks
- specialize functionality/interfaces
- right level of consistency
caches, replicates, ... need not always be fully consistent
- lazy information dissemination
- balance load (make partitioning dynamic)



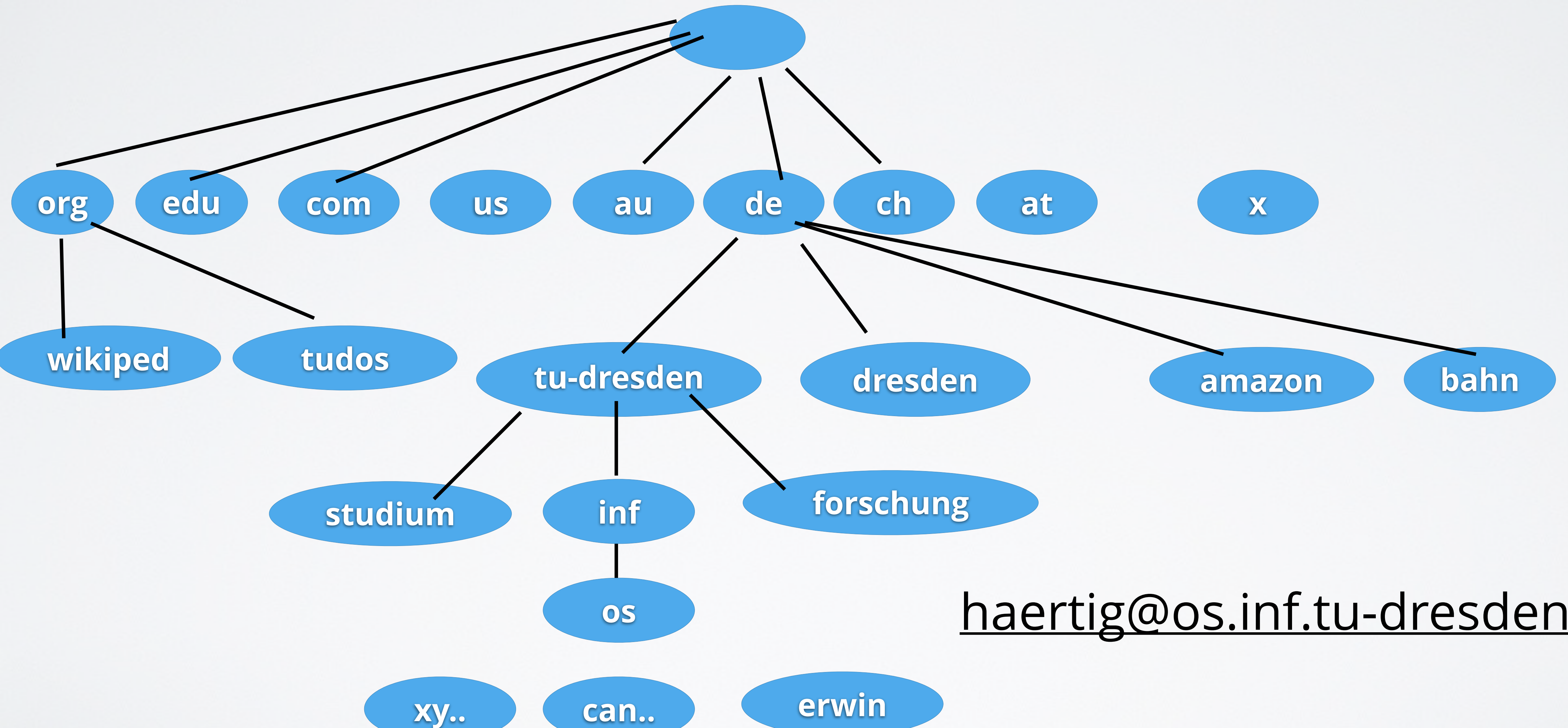
1.0) DOS ORGANISATION

1.1) SCALABILITY IN COMPUTER SYSTEMS

 **1.2) EXAMPLE: DNS/BIND**

- UUCP/MMDF (cum grano salis):
 - ira!gmdzi!oldenburg!heinrich!user (path to destination)
 - user@ira!heinrich%gmdzi
(mixing identifiers and path information)

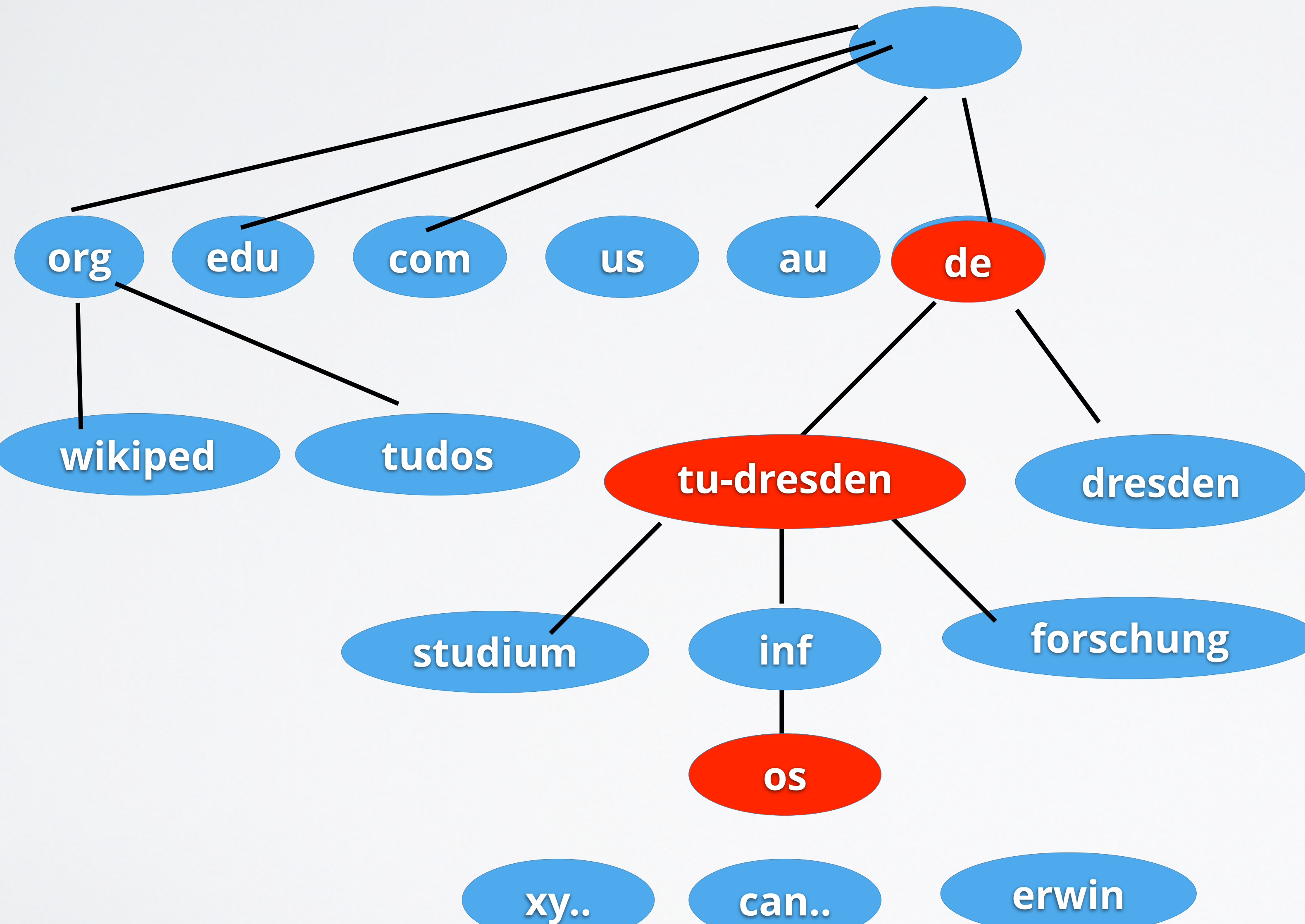
- ARPA-Net at the beginning:
 - a single file: hosts.txt
 - maintained at Network Information Center of SRI (Stanford)
 - accessed via ftp
 - TCP/IP in BSD Unix
 - => chaos name collisions, consistency, load
- DNS: Paul Mockapetries (84) ...



haertig@os.inf.tu-dresden.de

- names
 - symbolic, many names possible for 1 entity
 - have a meaning for people
- identifiers
 - identifies an entity uniquely
 - are used by programs
- addresses
 - locates an entity
 - changes occasionally (or frequently)

- name resolution:
map symbolic names to a set of attributes such as:
identifiers, addresses, alias names, security properties
encryption keys
- Principle interface:
 - Register (Context, Name, attributes, ...)
 - Lookup (Context, Name) -> attributes

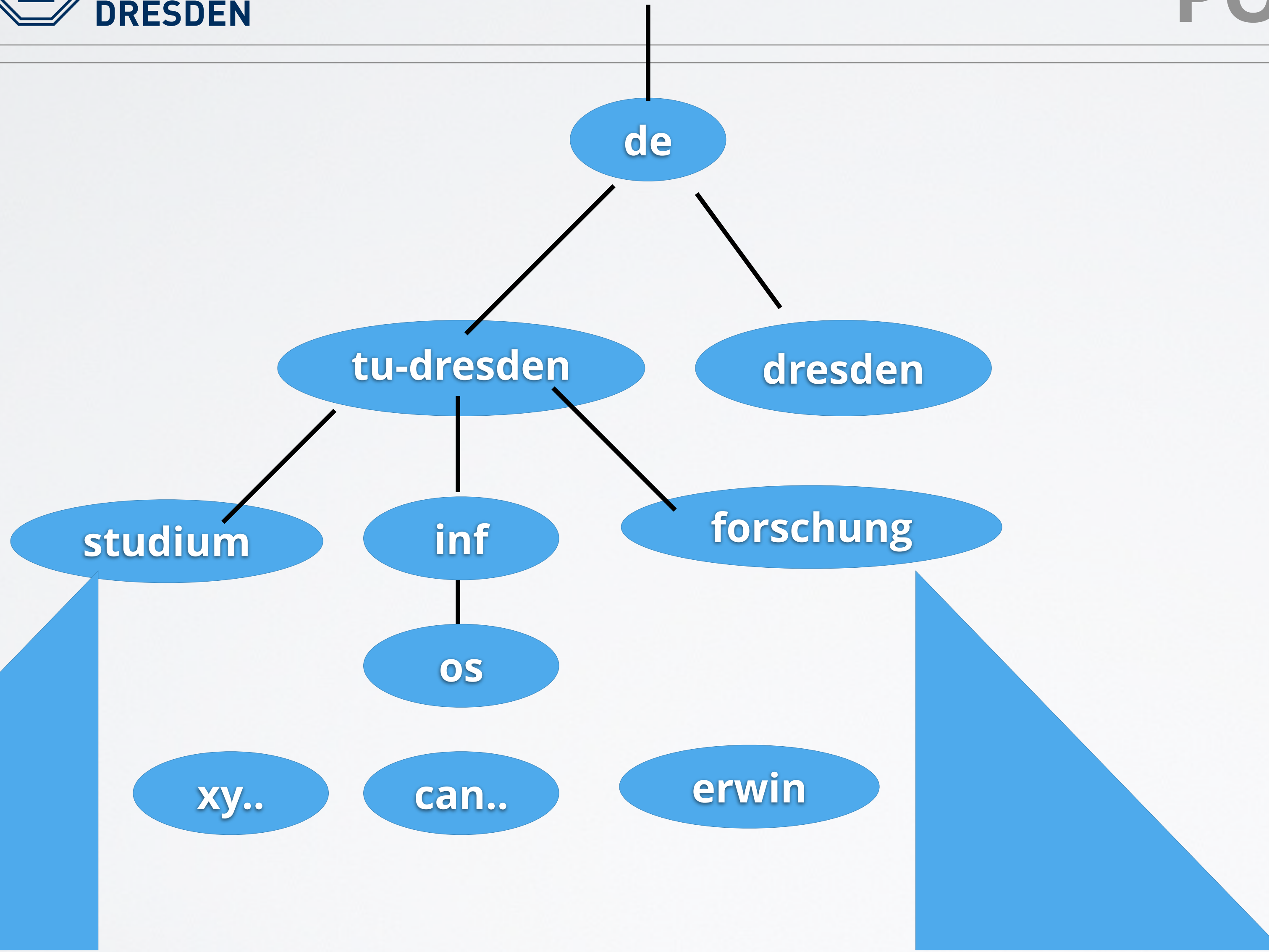


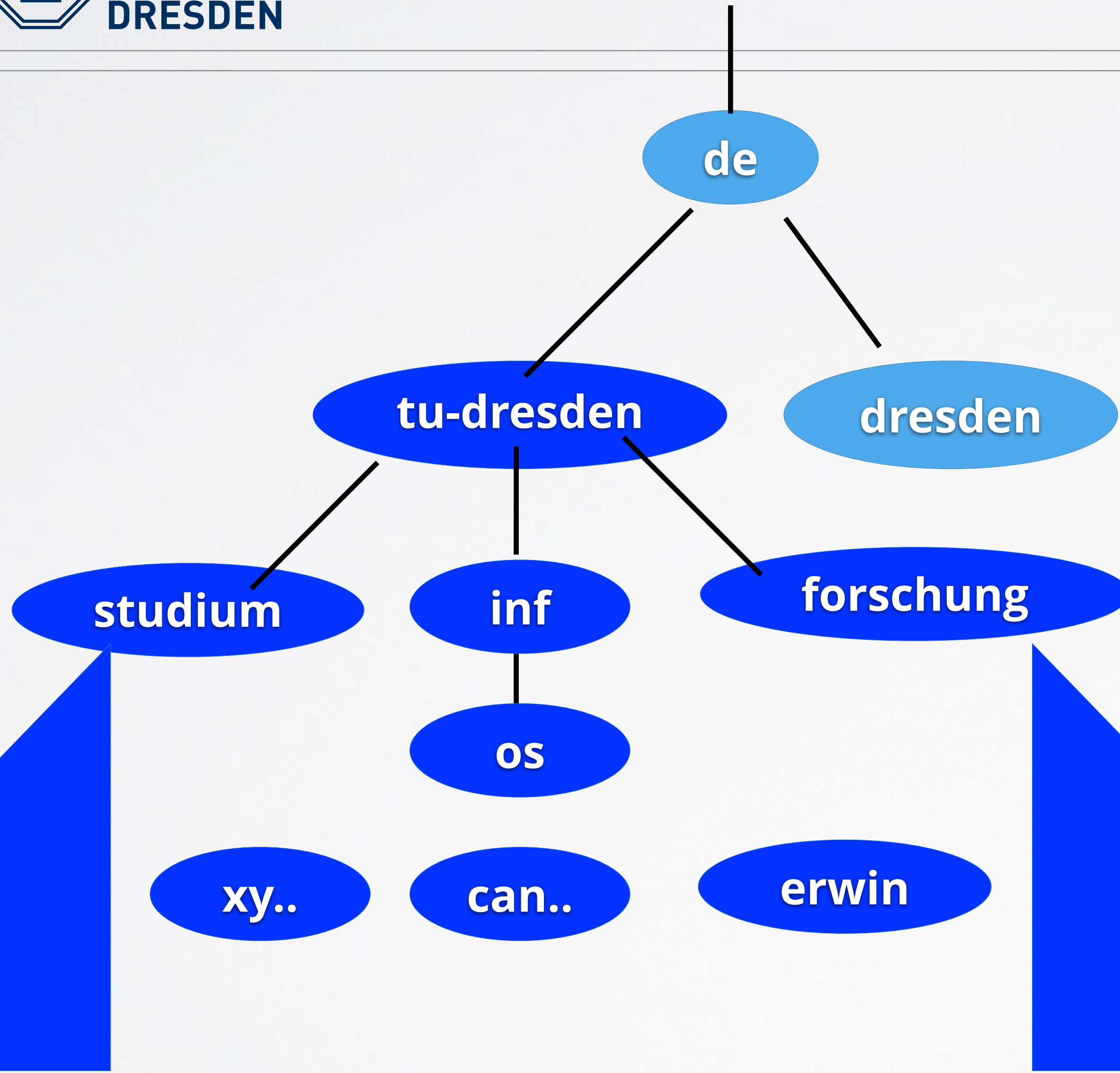
domain

subtree in DNS hierarchy:

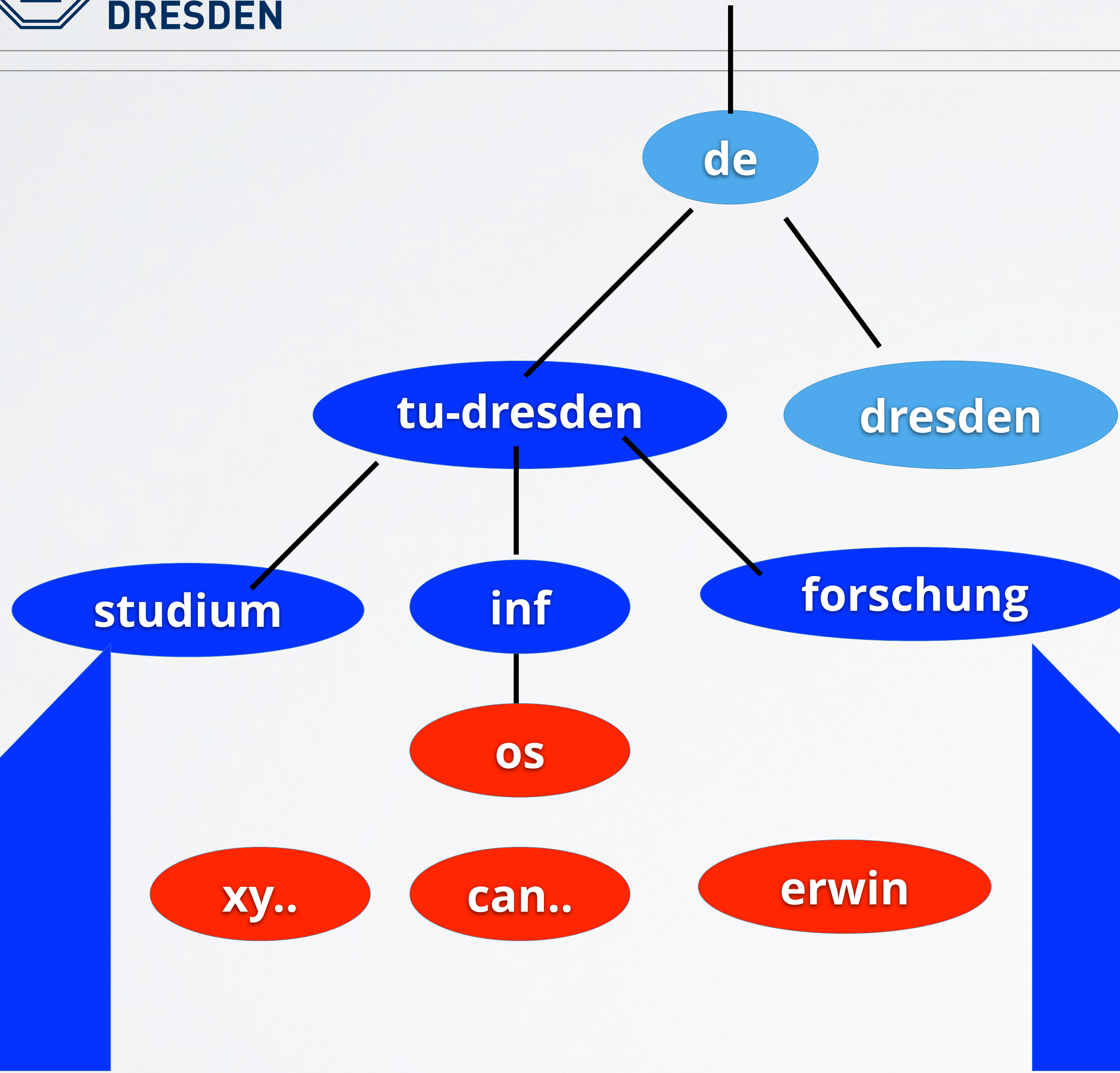
- de
- tu-dresden.de
- os.inf.tu-dresden.de
- tudos.org and os.inf.tu-dresden.de are aliases

- **zone**: Subset of a domain over which an authority has complete control. controlled by a **name server**.
Subzones can be delegated to other authorities.
- navigation
querying in a set of cooperating name servers

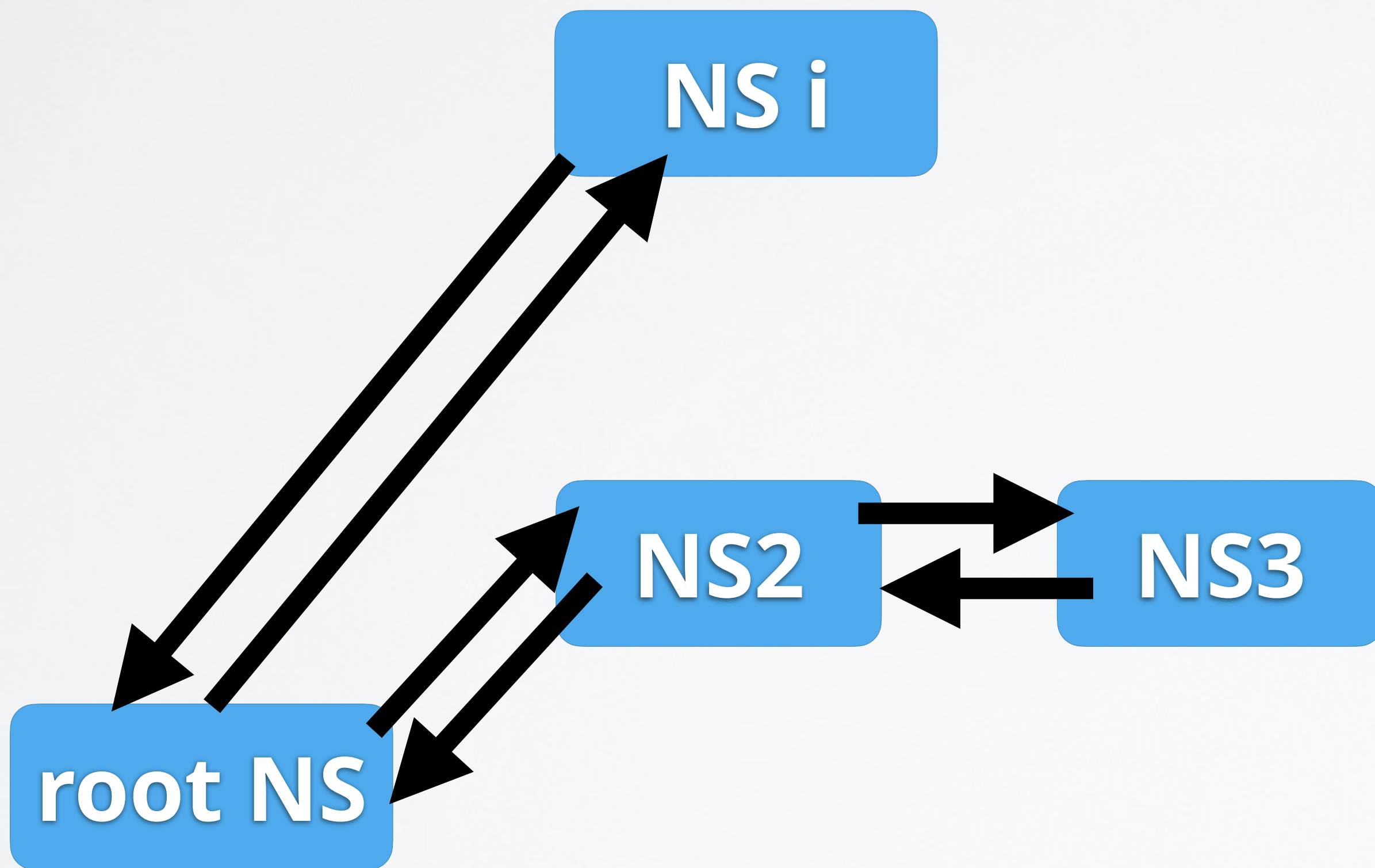




- complete tu-dresden domain

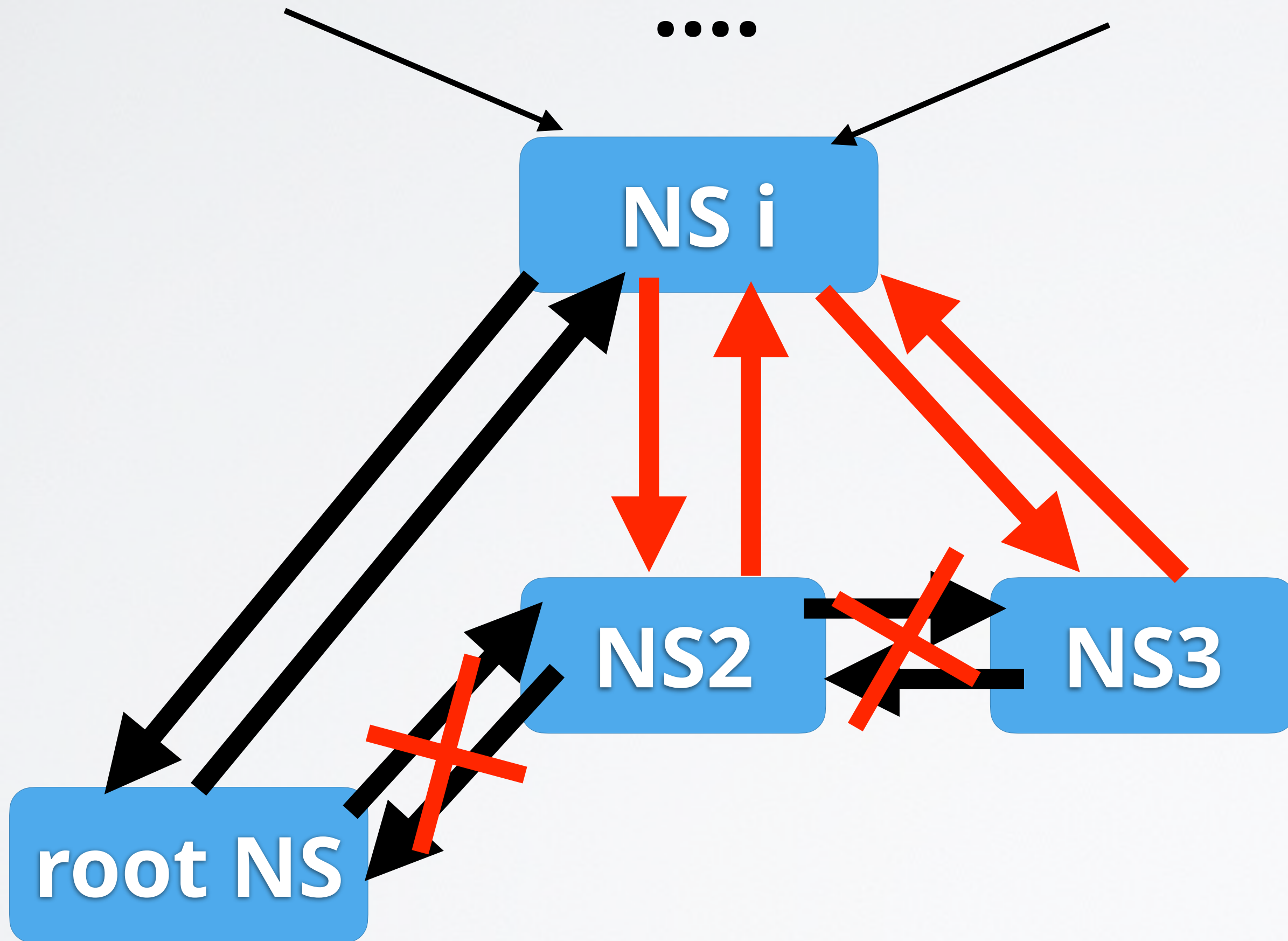


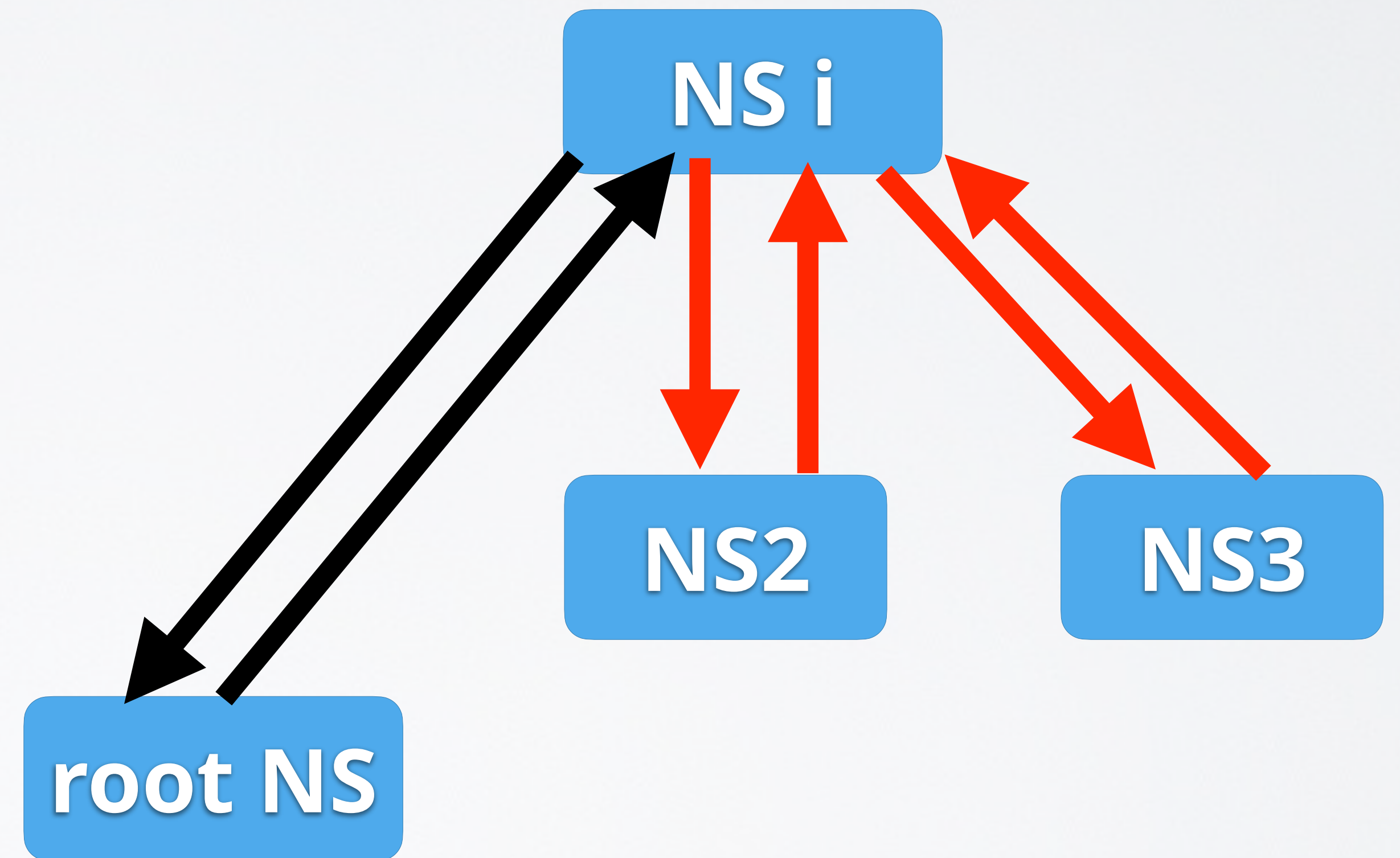
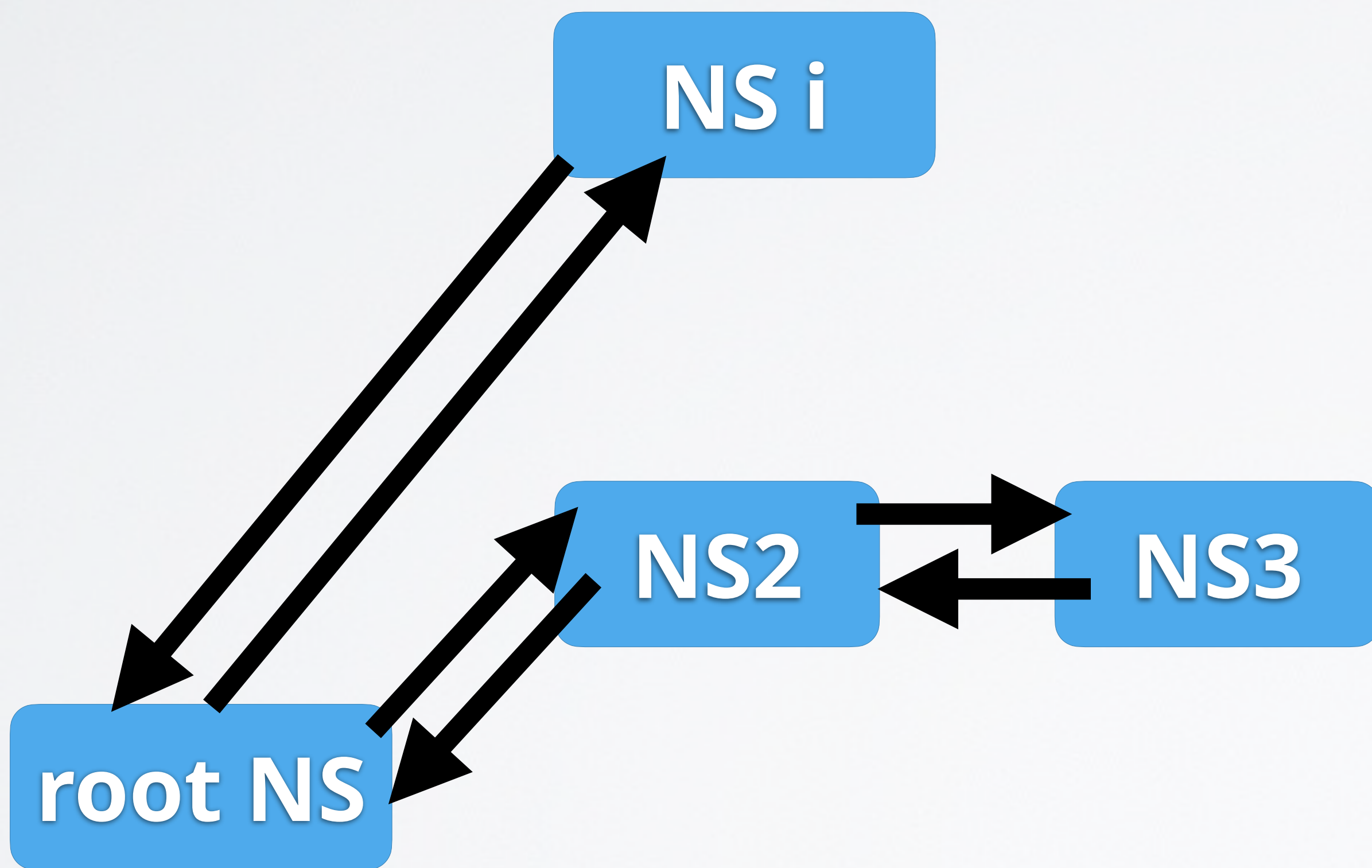
- complete tu-dresden domain
- with sub zone os (possible but unliked by ZIH)

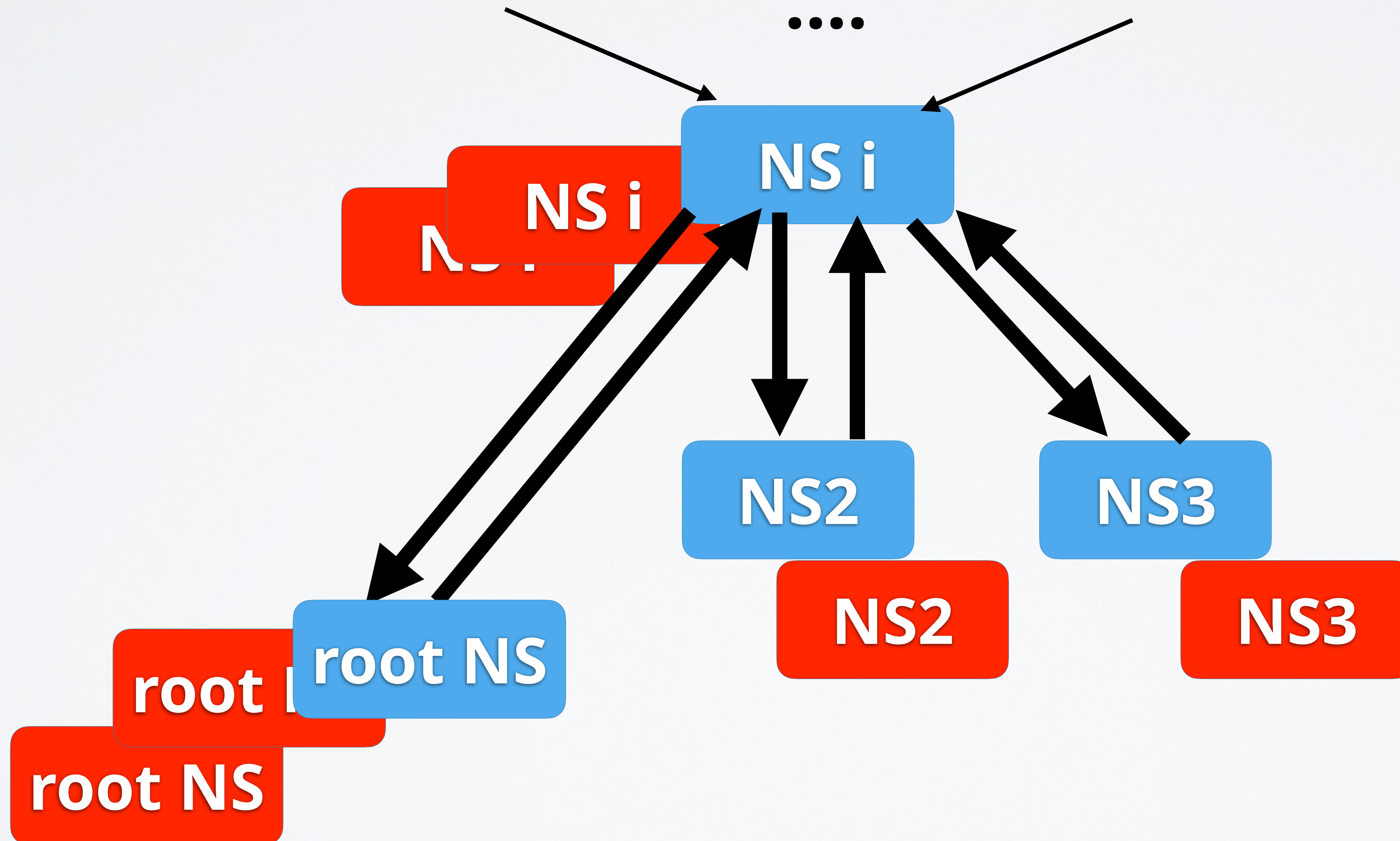


CACHING

- remember intermediate results
- @ root NS makes no sense! (overload)
- @ NS i !!!







- 2 techniques for replication:
 - several IPs/names
 - "any cast" (send packet to one of many servers with same IP)
- 13 root name server IPs, several hundreds of any cast
- each zone has at least one primary and one secondary IP

name =>

Record type	Interpretation	Content
A	address	IPv4 address
AAAA	address	IPv6 address
NS	Name server	DNS name
CNAME	Symbolic link	DNS name of canonical name
SOA	Start of authority	Zone-specific properties
PTR	IP reverse pointer	DNS name
HINFO	Host info	Text description of host OS
...

- main problems for scalability
- simple model: Amdahl' law)
- few principle approaches ...
- DNS as fine example ... more examples to come
study DNS it in your first exercise
- **register in mailing list**

- Paul Albitz & Cricket Liu
DNS and BIND
O´Reilly & Associates, Inc.
- Mark Hill, Michael Marty
Amdahl's Law in the Multicore Era IEEE
- Couluris, Tollimore, Kindberg
Distributed systems