

IMPLEMENTING REMOTE PROCEDURE CALLS

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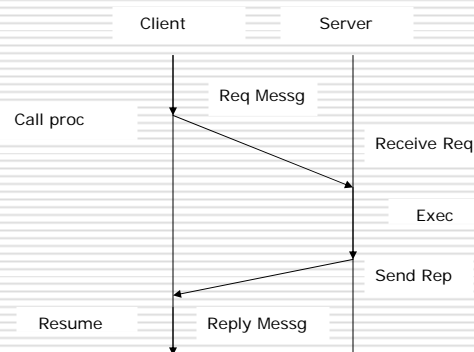
Outline

- Introduction
- RPC Binding
- Grapevine
- Simple Call, Complicated Call
- Light weight RPC
- Sun RPC

Introduction

- ❑ Transfer of control and data across a communication network
- ❑ Special case of Interprocess Communication
- ❑ Issues facing implementation --- Semantics of call, addressing the callee, integration to current system, protocols for transfer, integrity and security of data

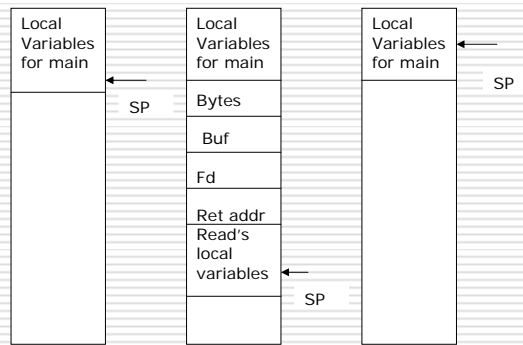
RPC Model



TYPICAL MODEL OF RPC

Example-Interprocess Communication

Count= read(Fd,Buf,nbytes)



Before call to
Read

Active Procedure

After return to
Caller

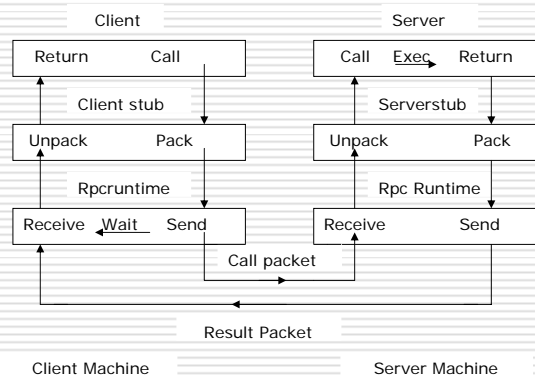
Issues

- ❑ Indistinguishable local call and remote procedure calls
- ❑ Syntactic and Semantic Transparency
- ❑ Determining the location and identity of the callee

Components

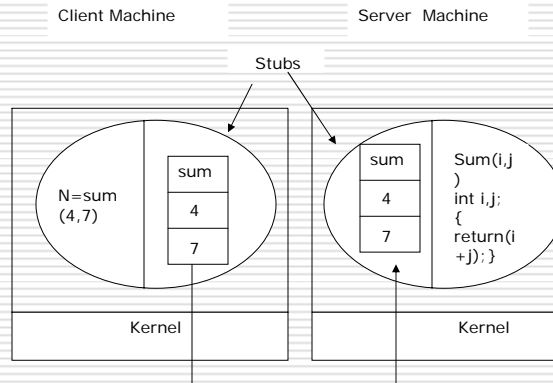
- User
- User stub
- RPC Runtime
- Server
- Server stub

Implementation



RPC IMPLEMENTATION

Parameter Passing



Computing `sum(4,7)` remotely;

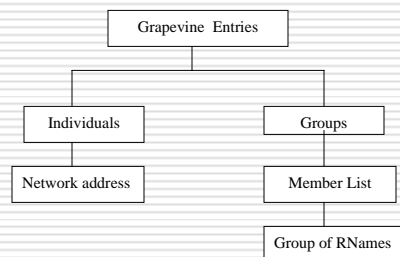
Client – Server Binding

- Interface – Type , Instance
- The interface and the services offered
- Created by user
- Locate a server- Broadcasting
- Binding agent

Grapevine

- ❑ Provides message delivery, access control and resource location
- ❑ Multiple computers communicating via the internet
- ❑ Maintains registration database- info about the users, services, machines etc
- ❑ Entry -> RName
- ❑ Replicated data

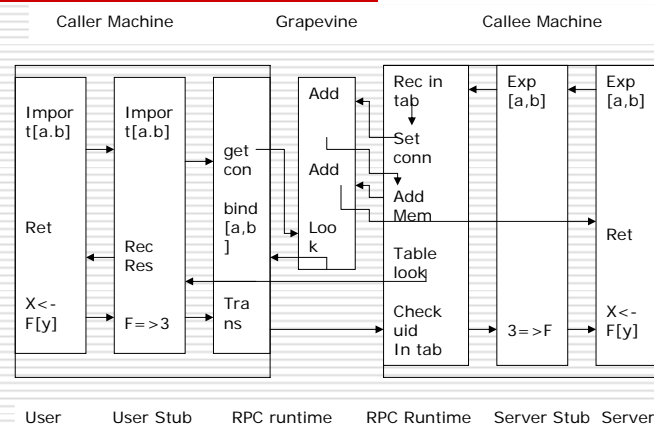
Grapevine Structure



Environment

- ❑ Cedar programming environment
- ❑ 24-bit virtual address, 80 megabyte hard disk
- ❑ Uniform access across the network
- ❑ Local Ethernet
- ❑ Powerful, convenient for building programs

Event Sequence

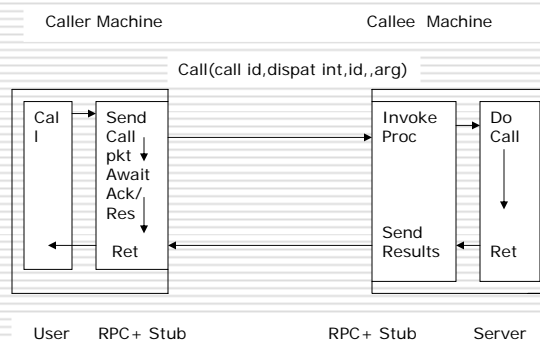


Simple Calls

- ❑ Call packet --Call identifier, data for the procedure along with the arguments
- ❑ Call identifier – Eliminates duplicate transfers
- ❑ Components of the call identifier--(machine relative identifier, sequence number) activity
- ❑ No initiation of new call until the result is obtained
- ❑ Result packet-Result and the same call identifier sent earlier

Simple Calls – Cont'd

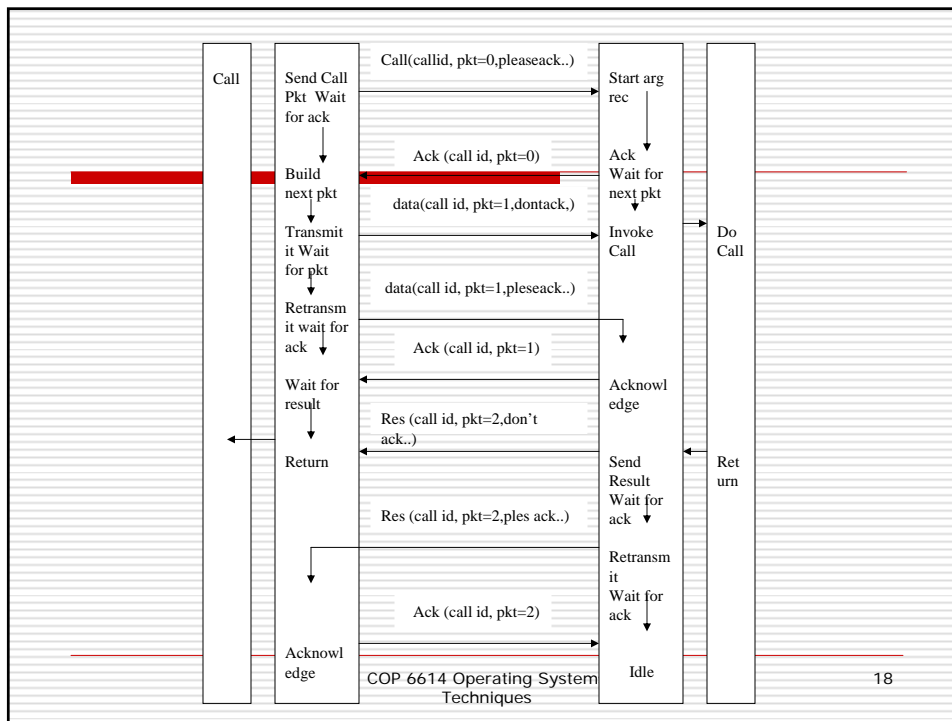
- ❑ Callee machine – table of sequence numbers



PACKETS TRANSMITTED IN A SIMPLE CALL

Complicated Calls

- ❑ Problems faced – packet loss, long waits
- ❑ Caller sends probe packets – should be acknowledged
- ❑ Notifies the crash, failure of server, exceptions etc
- ❑ Large arguments- sent in multiple packets, last packet requires acknowledgement



Processes

- Stack-Idle server processes
- No extra process creation
- Reverts to idle state when completed
- Packets – Process identifier
- Four process swaps

Exception Handling

- Called signals
- Checks for catch phrase
- If terminated by jump, caller is notified
- Procedure activations are unwound
- Security-→End to end data encryption
- Grapevine used as authentication service

Operating Systems

- ❑ Monolithic kernel OS - Large kernel separated from user programs
- ❑ Microkernel-Small kernel with primitive operations for user level servers
- ❑ Microkernel-Programmed separately with own address space which forms a domain
- ❑ Simple, flexible

Lightweight RPC

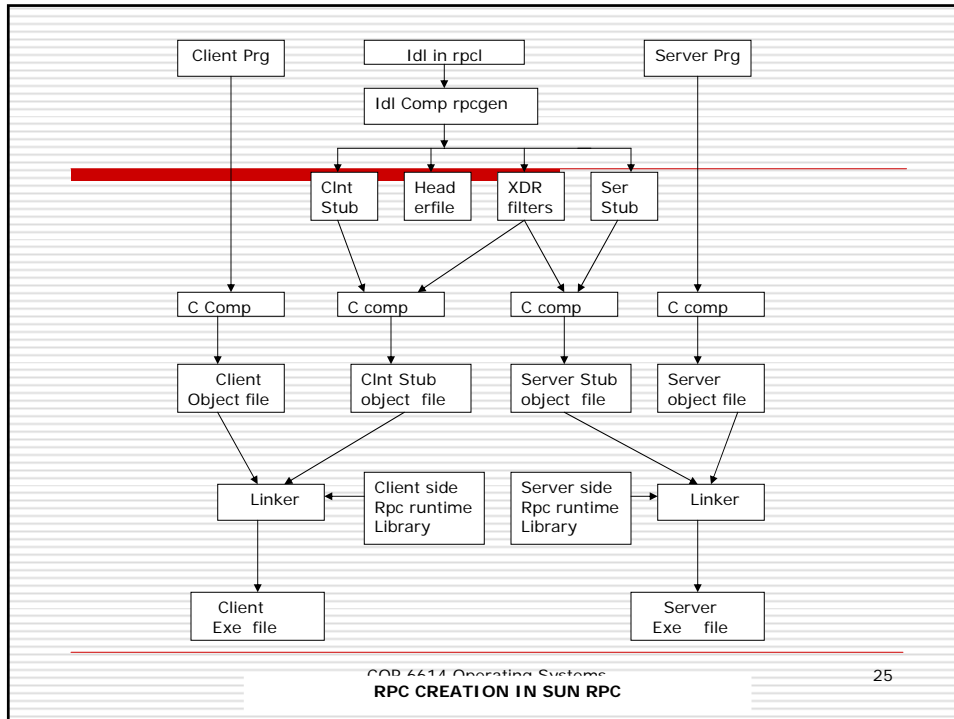
- ❑ Cross domain communication-Between domains on same machine
- ❑ Cross machine- Domains in different machines
- ❑ Lightweight – Uses optimized cross domain
- ❑ Uses special threads scheduling mechanism, hands off scheduling
- ❑ Client -> server (arg, thread)
- ❑ Server -> validates and creates a call
- ❑ Dispatches thread , starts server

Lightweight RPC

- ❑ Fewer copies of data
- ❑ Common stack is used and accessible to both the client and server
- ❑ All procedures have a call stub in client's domain and entry stub in server's domain
- ❑ Uses shared data structures, caching the domains to idle processes
- ❑ Higher performance

Sun RPC

- ❑ Developed by Sun Microsystems
- ❑ UNIX RPC
- ❑ Interface Definition -> Program number, version number, procedures, i/o parameters
- ❑ IDL compiler -> rpcgen
- ❑ RPC accepts one arg and produces one result
- ❑ Local binding agent-portmapper
- ❑ Handles exceptions



Conclusions

- ❑ RPC makes distributed computing easy and efficient
- ❑ Similar to the local calls
- ❑ Reduced cost
- ❑ Better Performance

References

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- Bershad, Anderson, Lazowska, Henry, "*Lightweight Remote Procedure Calls*", 1990
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