

CSE 451: Operating Systems Autumn 2010

Module 21 Remote Procedure Call (RPC)

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What's Interesting about RPC?

- RPC = Remote Procedure Call
 - the most common means for remote communication
 - used both by operating systems and applications
 - NFS is implemented as a set of RPCs
 - HTTP is essentially RPC
 - DCOM, CORBA, Java RMI, etc., are just RPC systems
- Someday you, too, will likely have to write an application that uses remote communications
 - you'll likely model your remote communications on RPC
- RPC is really, really simple under the covers

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2

Client/Server communication

- The prevalent model for structuring distributed computation is the client/server paradigm
 - a **server** is a program (or collection of programs) that provides a service to other programs
 - e.g., file server, name server, web server, mail server ...
 - server/service may span multiple nodes (clusters)
 - often, nodes are called servers too
 - e.g., the web server runs on a Dell server computer
 - a **client** is a program that uses the service
 - the client first **binds** to the server
 - locates it, establishes a network connection to it
 - the client then sends **requests** (with data) to perform **actions**, and the server sends **responses** (with data)
 - e.g., web browser sends a "GET" request, server responds with a web page
- TCP/IP is the transport, but what is the higher-level programming model?

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3

Messages

- Initially, people hand-coded messages to send requests and responses
 - message is a stream of bytes – "op codes" and operands
- Lots of drawbacks
 - need to worry about message format
 - have to pack and unpack data from messages
 - servers have to decode messages and dispatch to handlers
 - messages are often asynchronous
 - after sending one, what do you do until response comes back?
 - messages aren't a natural programming model

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Procedure calls

- Procedure calls are a natural way to structure multiple modules inside a single program
 - every language supports procedure calls
 - semantics are well-defined and well-understood
 - programmers are used to them
- "Server" (called procedure) exports an API
 - think about a file system / file server API: open, close, read, write, synch, etc.
- "Client" (calling procedure) calls the server procedure's API
- Linker binds the two together

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5

Procedure call example

Client Program:

```
-  
sum = server->Add(3,4);  
-
```

Server API:

```
int Add(int x, int y);
```

Server Program:

```
int Add(int x, int y) {  
    return x + y;  
}
```

- If the server were just a library, then "Add" would just be a local procedure call

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6

Remote Procedure Call

- Use procedure calls as the model for distributed (remote) communication
 - traditional procedure call syntax and semantics
 - have servers export a set of procedures that can be called by client programs
 - similar to library API, class definitions, etc.
 - clients do a local procedure call, as though they were directly linked with the server
 - under the covers, the procedure call is converted into a message exchange with the server
 - *largely invisible to the programmer!*

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7

RPC issues

- There are a bunch of hard issues:
 - how do we make the "remote" part of RPC invisible to the programmer?
 - and is that a good idea?
 - what are the semantics of parameter passing?
 - what if we try to pass by reference?
 - how do we bind (locate/connect-to) servers?
 - how do we handle heterogeneity?
 - OS, language, architecture, ...
 - how do we make it go fast?

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8

RPC model

- A server defines the service interface using an **interface definition language (IDL)**
 - the IDL specifies the names, parameters, and types for all client-callable server procedures
 - example: ASN.1 in the OSI reference model
 - example: Sun's XDR (external data representation)
- A **"stub compiler"** reads the IDL declarations and produces two stub procedures for each server procedure
 - the server programmer implements the service's procedures and links them with the **server-side stubs**
 - the client programmer implements the client program and links it with the **client-side stubs**
 - the stubs manage all of the details of remote communication between client and server using the **RPC runtime system**

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9

RPC stubs

- A client-side stub is a procedure that looks to the client as if it were a callable server procedure
 - it has the same API as the server's implementation of the procedure
 - a client-side stub is just called a "stub" in Java RMI
- A server-side stub looks like a caller to the server
 - it looks like a hunk of code that invokes the server procedure
 - a server-side stub is called a "skeleton" or "skel" in Java RMI
- The client program thinks it's invoking the server
 - but it's calling into the client-side stub
- The server program thinks it's called by the client
 - but it's really called by the server-side stub
- The stubs send messages to each other, via the runtime, to make the RPC happen transparently

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10

PC

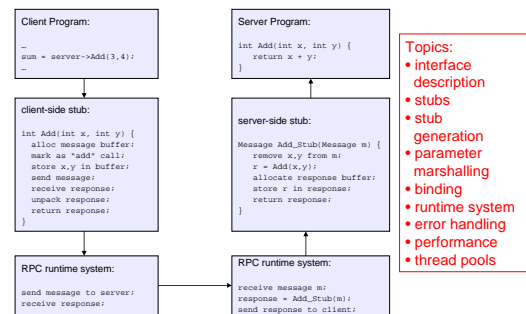


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11

RPC



- Topics:
- interface description
- stubs
- stub generation
- parameter marshalling
- binding
- runtime system
- error handling
- performance
- thread pools

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12

RPC marshalling

- Marshalling is the packing of procedure parameters into a message packet
 - the RPC stubs call type-specific procedures to marshal or unmarshal the parameters of an RPC
 - the client stub marshals the parameters into a message
 - the server stub unmarshals the parameters and uses them to invoke the service's procedure
 - on return:
 - the server stub marshals the return value
 - the client stub unmarshals the return value, and returns them to the client program

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RPC binding

- Binding is the process of connecting the client to the server
 - the server, when it starts up, exports its interface
 - identifies itself to a network name server
 - tells RPC runtime that it is alive and ready to accept calls
 - the client, before issuing any calls, imports the server
 - RPC runtime uses the name server to find the location of the server and establish a connection
- The import and export operations are explicit in the server and client programs
 - a slight breakdown in transparency
 - more to come...

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14

RPC transparency

- One goal of RPC is to be as transparent as possible
 - make remote procedure calls look like local procedure calls
 - we've seen that binding breaks this transparency
- What else breaks transparency?
 - failures: remote nodes/networks can fail in more ways than with local procedure calls
 - network partition, server crash
 - need extra support to handle failures
 - server can fail independently from client
 - "partial failure": a big issue in distributed systems
 - if an RPC fails, was it invoked on the server?
 - performance: remote communication is inherently slower than local communication
 - if you're not aware you're doing a remote procedure call, your program might slow down an awful lot...

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15

RPC and thread pools

- What happens if two client threads (or client programs) simultaneously invoke the same server using RPC?
 - ideally, two separate threads will run on the server
 - so, the RPC run-time system on the server needs to spawn or dispatch threads into server-side stubs when messages arrive
 - is there a limit on the number of threads?
 - if so, does this change semantics?
 - if not, what if 1,000,000 clients simultaneously RPC into the same server?

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16