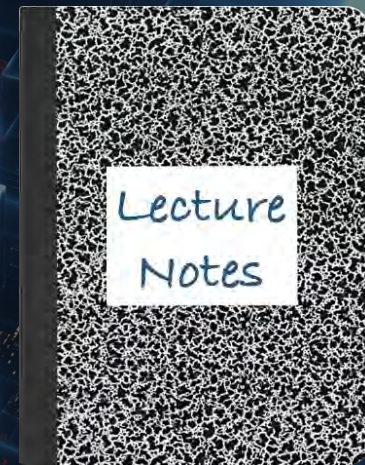


CS 417 – DISTRIBUTED SYSTEMS

Week 2: Part 3

Examples of RPC Systems



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Overview of RPC Systems & Web Services

Remote Procedure Calls

Remote Objects

Web Services

ONC (Sun) RPC

ONC (Sun) RPC

- RPC for Unix System V, Linux, BSD, macOS
 - Created by Sun (now Oracle)
 - ONC = Open Network Computing
 - Consortium of companies that supported the standard
 - RFC 1831 (1995), RFC 5531 (2009)
 - Remains in use mostly because of NFS (Network File System)
- Interfaces defined in an **Interface Definition Language (IDL)**
- IDL compiler is *rpcgen*

Sample IDL file

name.x

```
program GETNAME {  
    version GET_VERS {  
        long GET_ID(string<50>) = 1;  
        string GET_ADDR(long) = 2;  
    } = 1;    /* version */  
    version GET_VERS2 {  
        long GET_ID(string<50>) = 1;  
        string GET_ADDR(string<128>) = 2;  
    } = 2;    /* version */  
} = 0x31223456;
```

Why is versioning important?

Interface definition: version 2

`rpcgen name.x`

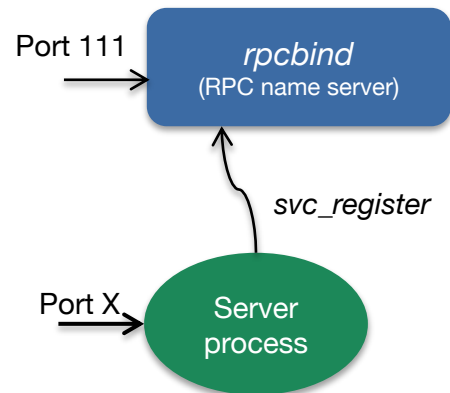
produces:

- `name.h` header
 - `name_svc.c` server skeleton (stub)
 - `name_clnt.c` client stub (proxy)
 - `[name_xdr.c]` optional XDR data conversion routines
- Function names derived from IDL function names and version numbers
 - Client gets *pointer* to result
 - Allows it to identify failed RPC (null return)
 - Reminder: C doesn't have exceptions!

What goes on in the system: server

Start server

- Server skeleton creates a socket and binds any available local port to it
- Calls a function in the RPC library:
 - *svc_register* to register program #, port #, protocol (TCP/UDP)
 - Contacts the **port mapper**, *rpcbind*:
 - Name server
 - Keeps track of {program #, version #, protocol} → port # bindings
- Server then listens and waits to accept connections



What goes on in the system: client

Client calls *clnt_create* with:

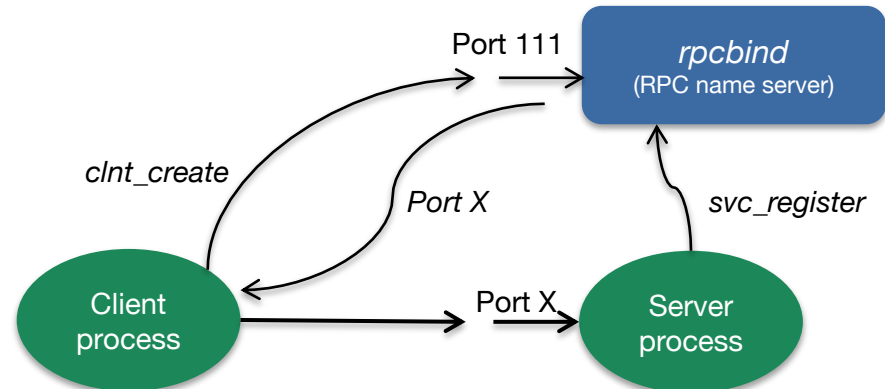
- Name of server
- Program #
- Version #
- Protocol (TCP or UDP)

clnt_create contacts *port mapper* on that server to get the port for that interface

- **early binding** – done once, not per procedure call

Communications

- Marshaling to XDR format (eXternal Data Representation)
 - Binary format using implicit typing



ONC RPC Advantages

- Don't worry about getting a unique transport address (port)
 - But with you need a unique program number per server
 - Greater portability
- Transport independent
 - Protocol can be selected at run-time
- Application does not have to deal with maintaining message boundaries, fragmentation, reassembly
- Applications need to know only one transport address
 - Port mapper (rpcbind process)
- Function call model can be used instead of send/receive
- Versioning support between client & server

DCE RPC

<http://www.opengroup.org/dce/>

- Similar to ONC RPC
- Interfaces written in an **Interface Definition Notation (IDN)**
 - Definitions look like function prototypes
- Run-time libraries
 - One for TCP/IP and one for UDP/IP
- Authenticated RPC support with DCE security services
- Integration with DCE directory services to locate servers

ONC RPC required a programmer to pick a “unique” 32-bit number

DCE: get unique ID with the uuidgen command

- Generates prototype IDN file with a 128-bit Unique Universal ID (UUID)
- 10-byte timestamp with version number
- 6-byte node identifier (ethernet address on ethernet systems)

Similar to rpcgen:

Generates header, client stub, and server skeleton

Sun RPC requires client to know name of server

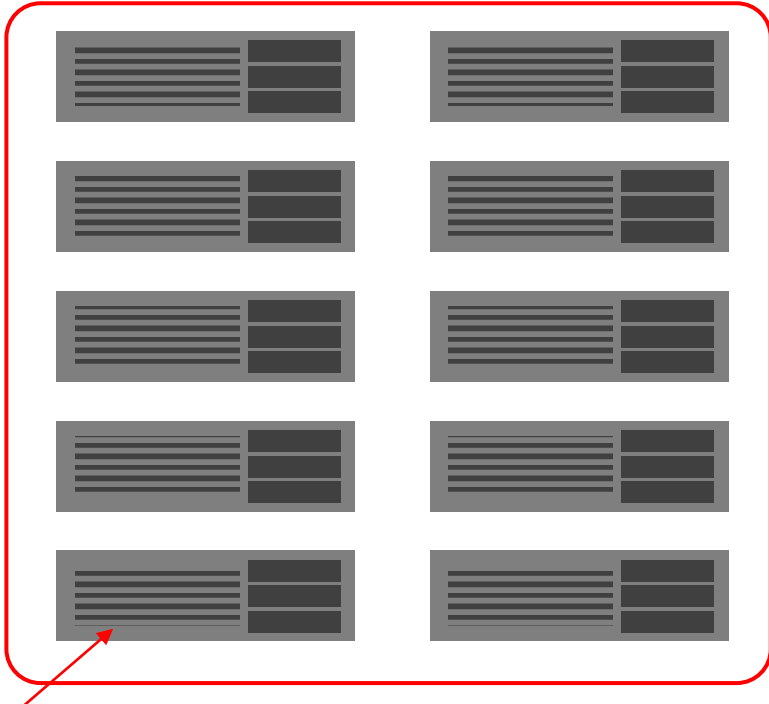
DCE allows several machines to be organized into an administrative entity
cell (collection of machines, files, users)

Cell directory server

Each machine communicates with it for cell services information

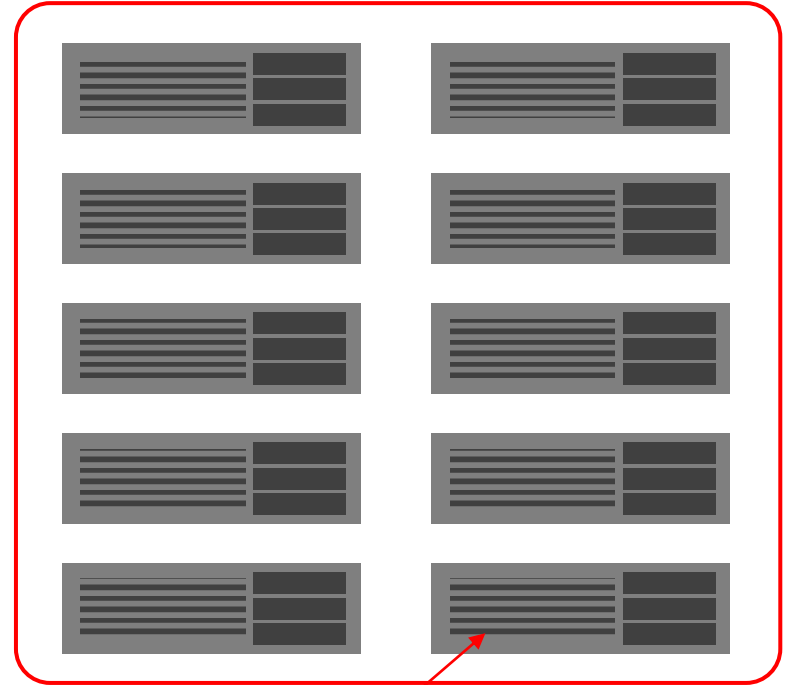
Cells & the cell directory server

cell rutgers.edu



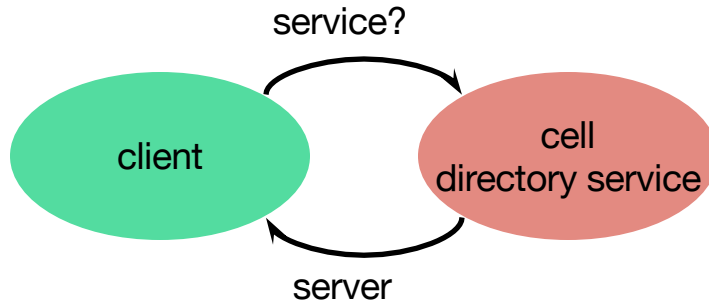
cell directory server

cell poopysbrain.com



cell directory server

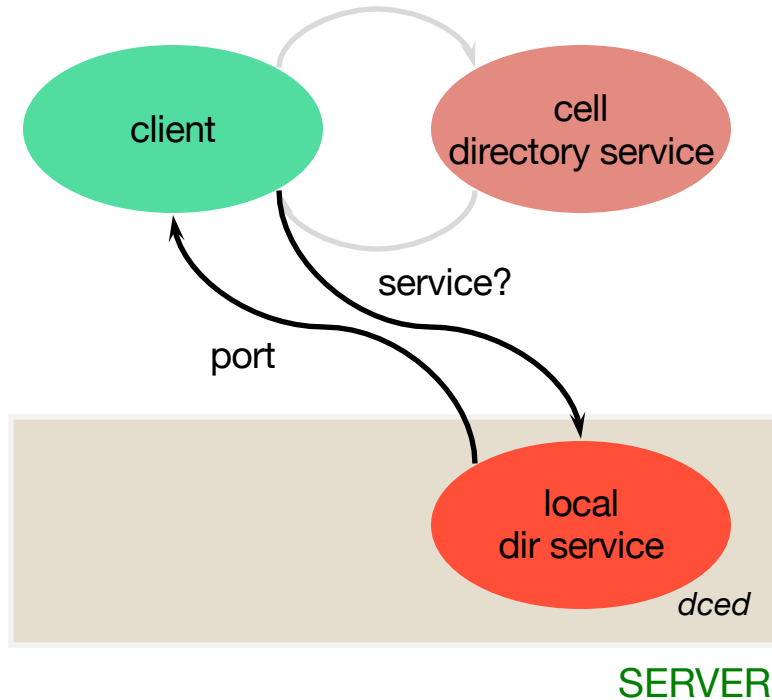
DCE service lookup



Request service
lookup from cell
directory server

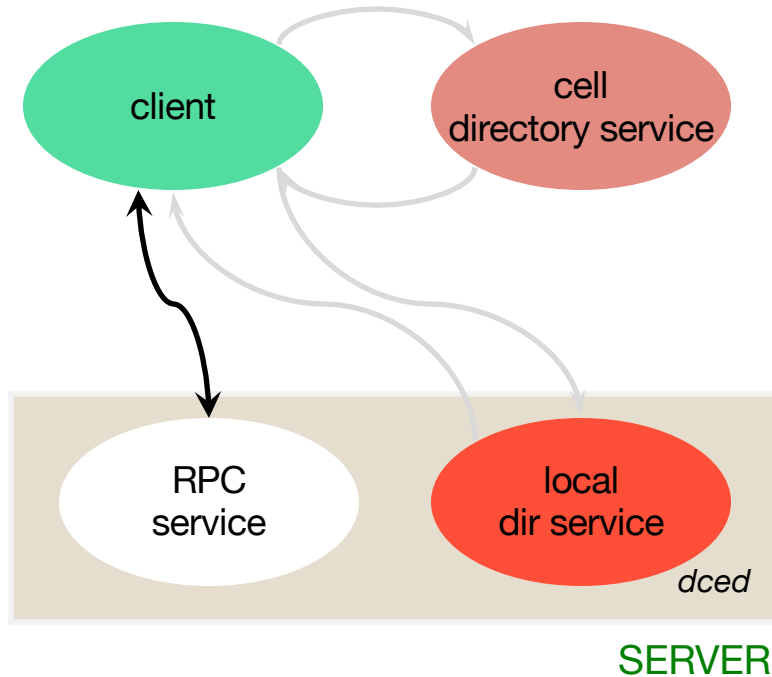
Return server machine
name

DCE service lookup



Connect to endpoint mapper service and get port binding from this local name server

DCE service lookup



Connect to service and request remote procedure execution

Marshalling

Standard formats for data

- NDR: Network Data Representation

Goal

- *Multi-canonical* approach to data conversion
 - Fixed set of alternate representations
 - Byte order, character sets, and floating-point representation can assume one of several forms
 - Sender can (hopefully) use native format
 - Receiver may have to convert

What's Good

- DCE RPC improved Sun RPC
 - Universally Unique ID (**UUID**)
 - **Multi-canonical** marshalling format
 - **Cell** of machines with a cell directory server
 - No need to know which machine provides a service

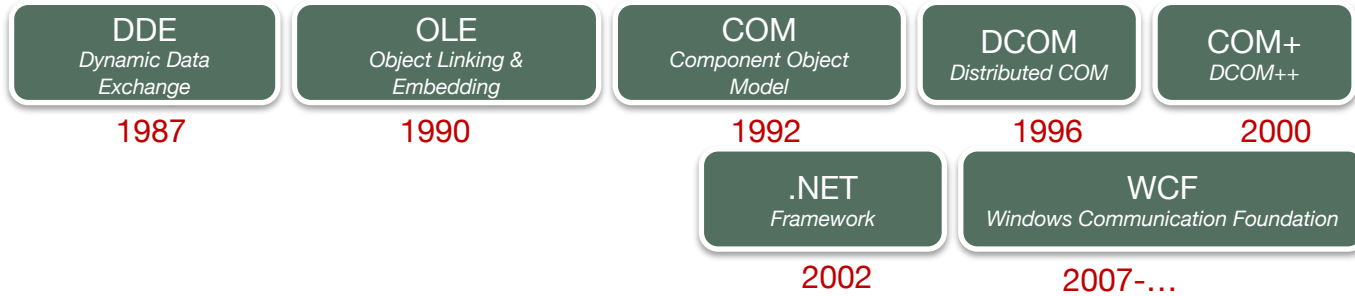
The next generation of RPCs

Distributed objects:
support for object-oriented languages

DOA: Distributed Object Architecture

Microsoft COM+ (DCOM)

Microsoft DCOM/COM+



COM+: introduced with Windows 2000

- Unified COM and DCOM plus support for transactions, resource pooling, publish-subscribe communication

Extends Component Object Model (COM) to allow objects to communicate between machines

Activation on server

Service Control Manager (SCM)

- Started at system boot. Functions as RPC server
- Maintains database of installed services
- Starts services on system startup or on demand
- Requests creation of object on server

Surrogate process runs components: `dllhost.exe`

- Process that loads DLL-based COM objects

One surrogate can handle multiple clients simultaneously

Data transfer and function invocation via Object RPC (ORPC)

- Small extension of the DCE RPC protocol

Standard DCE RPC messages plus:

- Interface pointer identifier (IPID)
 - Identifies interface and object where the call will be processed
 - Referrals: can pass remote object references
- Versioning & extensibility information

Marshalling

- Marshalling mechanism: **NDR**
same Network Data Representation used by DCE RPC
 - One new data type added: represents a marshaled interface
 - Allows one to pass interfaces to objects

- Remember: NDR is multi-canonical
 - Efficient when both systems have the same architecture

MIDL = Microsoft Interface Definition Language

MIDL files are compiled with an IDL compiler

DCE IDN + object definitions

Generates C++ code for marshalling, unmarshalling, & stubs

- Client side is called the *proxy*
- Server side is called the *stub*

Both are COM objects that are loaded by the COM libraries as needed

COM+ Distributed Garbage Collection

Object lifetime controlled by **remote reference counting**

- *RemAddRef*, *RemRelease* calls
- Object elided when reference count = 0

COM+ Distributed Garbage Collection

Abnormal client termination

- Insufficient number of *RemRelease* messages sent to server
- Object will not be deleted

In addition to reference counting:

Client Pinging

- Server has *pingPeriod*, *numPingsToTimeOut*
- Background client process sends **ping set**
 - *IDs of all remote objects used on that server*
- If ping period expires with no pings received, all references are cleared

Microsoft DCOM/COM+ Contributions

- Fits into Microsoft COM model
- Support for references to instantiated objects
- Generic server hosts dynamically loaded objects
 - Requires unloading objects (dealing with dead clients)
 - Reference counting and pinging
- But... COM+ was a Microsoft-only solution
 - And it did not work well across firewalls because of dynamic ports

Java RMI

Java RMI

- Java language had no mechanism for invoking remote methods
- 1995: Sun added extension
 - Remote Method Invocation (RMI)
 - Allow programmer to create distributed applications where methods of remote objects can be invoked from other JVMs

RMI components

Client

- Invokes method on remote object

Server

- Process that owns the remote object

Object registry

- Name server that relates objects with names

Interoperability

RMI is built for Java only!

- No goal of OS interoperability
- No language interoperability
- No architecture interoperability

No need for external data representation

- All sides run a JVM

Benefit: simple and clean design

Similar to local objects

- References to remote objects can be passed as parameters
(not as pointers, of course)
 - You can execute methods on a remote object
- Objects can be passed as parameters to remote methods
- Object can be cast to any of the set of interfaces supported by the implementation
 - Operations can be invoked on these objects

RMI differences

- Objects (parameters or return data) passed by value
 - Changes will visible only locally
- Remote objects are passed by reference
 - Not by copying remote implementation
 - The “reference” is not a pointer. It’s a data structure:
 { IP address, port, time, object #, interface of remote object }
- RMI generates extra exceptions

Classes to support RMI

- **remote class:**
 - One whose instances can be used remotely
 - Within its address space: regular object
 - Other address spaces:
 - Remote methods can be referenced via an **object handle**
- **serializable class:**
 - Object that can be marshaled
 - Support serialization of parameters or return values
 - If a parameter is a remote object, only the object handle is copied

Classes to support RMI

- **remote class:**

- One whose instances can be used remotely
- Within its address space **needed for remote objects**
- Other address spaces:
 - Remote methods can be referenced via an **object handle**

- **serializable class:**

- Object that can be marshaled
- Support serialization of **needed for parameters**
- If a parameter is a remote object, only the object handle is copied

Stub & Skeleton Generation

- Automatic stub generation since Java 1.5
 - Need stubs and skeletons for the remote interfaces
 - Automatically built from java files
 - Pre 1.5 (still supported) generated by separate compiler: *rmic*
- Auto-generated code:
 - **Skeleton**
 - Server-side code that calls the actual remote object implementation
 - **Stub**
 - Client-side proxy for the remote object
 - Communicates method invocations on remote objects to the server

Naming service

We need to look an object up by name

Get back a **remote object reference** to perform remote object invocations

Object registry does this: **rmiregistry** running on the server

Register object(s) with Object Registry

```
Stuff obj = new Stuff();  
Naming.bind("MyStuff", obj);
```

Client contacts *rmiregistry* to look up the name

```
MyInterface test = (MyInterface)
    Naming.lookup("rmi://www.pk.org/MyStuff");
```

rmiregistry service returns a remote object reference.

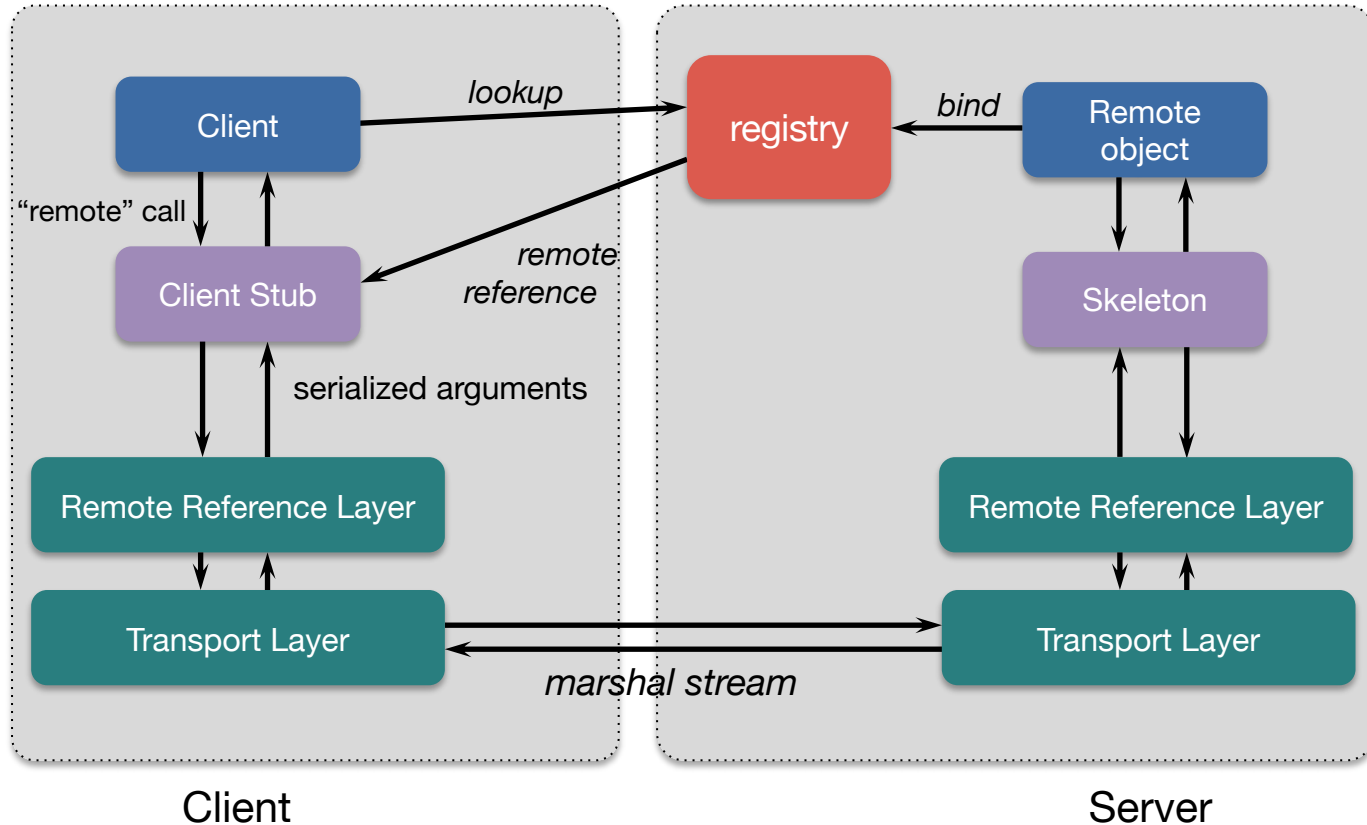
lookup method gives reference to local stub.

The stub now knows where to send requests

Invoke remote method(s):

```
test.func(1, 2, "hi");
```

Java RMI infrastructure



RMI Distributed Garbage Collection

- Lease-based garbage collection
 - Two operations: *dirty* and *clean*
- Local JVM sends a *dirty* call to the server JVM when the object is in use
 - The *dirty* call is refreshed based on the lease time given by the server
- Local JVM sends a *clean* call when there are no more local references to the object
- Unlike DCOM:
no incrementing/decrementing of references

The End