RPCs in Go
Outline

MapReduce: fault tolerance and optimizations

RPC overview

Writing an RPC server in Go
MapReduce: Fault Tolerance
MapReduce: Fault Tolerance

Synchronization barrier
MapReduce: Fault Tolerance

Synchronization barrier
MapReduce: Fault Tolerance
Launch same task on a different machine

Assumes tasks are deterministic and idempotent
What if server 1 is just **REALLY** slow?

Server 1 is a *straggler*
Use the same idea!

Speculative execution
What should we re-execute?
All mappers might provide inputs to Reduce 2
Can we be smarter?
What should we re-execute?

Write intermediate output to stable storage
What could go wrong?
Key idea: Determine tasks to recompute using \textit{data lineage}, instead of recomputing all tasks.
Lineage is useful for optimizations too
Reusing map outputs

Job 1:

Job 2:
Outline

MapReduce: fault tolerance and optimizations

RPC overview

Writing an RPC server in Go
Remote Procedure Call

*Calling a procedure on a remote process as if it were local*

Request-response interface

- Request: arguments to remote procedure
- Response: return values of remote procedure

Examples: client-server, master-worker, peer-peer
Example: Master-Worker

```
Master {
  func LaunchTasks() {
    for worker in workers {
      // want to call Worker.RunTask(...)
    }
  }
}

Worker {
  func RunTask(index) result {
    // ...
  }
}
```
Example: Master-Worker

```go
Master {
    func LaunchTasks() {
        for worker in workers {
            index = worker.Index
            address = worker.Address
            request = MakeRequest(index)
            response = sendRPC("RunTask", address, request)
            result = response.Result
            handleResult(result)
        }
    }
}

Worker {
    func RunTask(index) result {
        // ...
    }
}
```
Asynchronous RPC

Await RPC response in a separate thread

Multiple ways to implement this:

Pass a *callback* to RPC that will be invoked later
Asynchronous RPC

Await RPC response in a separate thread

Multiple ways to implement this:

Pass a *callback* to RPC that will be invoked later

```go
func handleResponse { ... }
sendRPC("RunTask", address, request, handleResponse)
```
Asynchronous RPC

Await RPC response in a separate thread

Multiple ways to implement this:

- Pass a *callback* to RPC that will be invoked later
- Use *channels* to communicate RPC reply back to main thread
Asynchronous RPC

Await RPC response in a separate thread

Multiple ways to implement this:

- Pass a *callback* to RPC that will be invoked later
- Use *channels* to communicate RPC reply back to main thread

```go
run in goroutine {
    channel <- sendRPC("RunTask", address, request)
}
handleResponse(<-channel)
```
What’s an example application where we would want asynchronous RPCs?
Outline

MapReduce: fault tolerance and optimizations

RPC overview

Writing an RPC server in Go
Go RPCs

Implementation in built-in library net/rpc

Write stub receiver methods of the form

```go
func (t *T) MethodName(args T1, reply *T2) error
```

Register receiver methods

Create a listener (i.e., server) that accepts requests
Go example: Word count server

```go
// Type definitions

type WordCountServer struct {
    addr string
}

type WordCountRequest struct {
    Input string
}

type WordCountReply struct {
    Counts map[string]int
}

// Function implementation

func (*WordCountServer) Compute(request WordCountRequest, reply *WordCountReply) error {
    counts := make(map[string]int)
    input := request.Input
    tokens := strings.Fields(input)
    for _, t := range tokens {
        counts[t] += 1
    }
    reply.Counts = counts
    return nil
}
```
func (*WordCountServer) Compute(request WordCountRequest, reply *WordCountReply) error {
    counts := make(map[string]int)
    input := request.Input
    tokens := strings.Fields(input)
    for _, t := range tokens {
        counts[t] += 1
    }
    reply.Counts = counts
    return nil
}

type WordCountServer struct {
    addr string
}

type WordCountRequest struct {
    Input string
}

type WordCountReply struct {
    Counts map[string]int
}
func (server *WordCountServer) Listen() {
    rpc.Register(server)
    listener, err := net.Listen("tcp", server.addr)
    checkError(err)
    go func() {
        rpc.Accept(listener)
    }()
}
func (server *WordCountServer) Listen() {
    rpc.Register(server)
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func (server *WordCountServer) Listen() {
    rpc.Register(server)
    listener, err := net.Listen("tcp", server.addr)
    checkError(err)
    go func() {
        rpc.Accept(listener)
    }()
}
func makeRequest(input string, serverAddr string) (map[string]int, error) {
    client, err := rpc.Dial("tcp", serverAddr)  
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    err = client.Call("WordCountServer.Compute", args, &reply)
    if err != nil {
        return nil, err
    }
    return reply.Counts, nil
}
func makeRequest(input string, serverAddr string) (map[string]int, error) {
    client, err := rpc.Dial("tcp", serverAddr)
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    err = client.Call("WordCountServer.Compute", args, &reply)
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func makeRequest(input string, serverAddr string) (map[string]int, error) {
    client, err := rpc.Dial("tcp", serverAddr)
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    err = client.Call("WordCountServer.Compute", args, &reply)
    if err != nil {
        return nil, err
    }
    return reply.Counts, nil
}
func main() {
    serverAddr := "localhost:8888"
    server := WordCountServer{serverAddr}
    server.Listen()
    input1 := "hello I am good hello bye bye bye bye bye bye good night hello"
    wordcount, err := makeRequest(input1, serverAddr)
    checkError(err)
    fmt.Printf("Result: %v\n", wordcount)
}

Result: map[hello:3 I:1 am:1 good:2 bye:4 night:1]
func makeRequest(input string, serverAddr string) (map[string]int, error) {
    client, err := rpc.Dial("tcp", serverAddr)
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    err = client.Call("WordCountServer.Compute", args, &reply)
    if err != nil {
        return nil, err
    }
    return reply.Counts, nil
}
func makeRequest(input string, serverAddr string) chan Result {
    client, err := rpc.Dial("tcp", serverAddr)
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    ch := make(chan Result)
    go func() {
        if err != nil {
            ch <- Result{nil, err} // something went wrong
        } else {
            ch <- Result{reply.Counts, nil} // success
        }
    }()
    return ch
}
Making client asynchronous

```go
func makeRequest(input string, serverAddr string) *Call {
    client, err := rpc.Dial("tcp", serverAddr)
    checkError(err)
    args := WordCountRequest{input}
    reply := WordCountReply{make(map[string]int)}
    return client.Go("WordCountServer.Compute", args, &reply, nil)
}

call := makeRequest(...) <-call.Done
checkError(call.Error)
handleReply(call.Reply)
```
Exercise: Cristian’s algorithm

Implement a CristianServer that other machines sync their local time to
Cristian’s algorithm: Outline

1. Client sends a request packet, timestamped with its local clock $T_1$
2. Server timestamps its receipt of the request $T_2$ with its local clock
3. Server sends a response packet with its local clock $T_3$ and $T_2$
4. Client locally timestamps its receipt of the server’s response $T_4$
Cristian’s algorithm: Offset sample calculation

Goal: Client sets clock $\leftarrow T_3 + \delta_{\text{resp}}$

- Client samples *round trip time* $\delta = \delta_{\text{req}} + \delta_{\text{resp}} = (T_4 - T_1) - (T_3 - T_2)$

- But client knows $\delta$, not $\delta_{\text{resp}}$

Assume: $\delta_{\text{req}} \approx \delta_{\text{resp}}$

Client sets clock $\leftarrow T_3 + \frac{1}{2} \delta$
Exercise: Cristian’s algorithm

Implement a CristianServer that other machines sync their local time to

```go
func SyncTime(serverAddr string) (time.Time, error)
```

Set local time = \( T_3 + \frac{RTT}{2} \), where RTT = \((T_4 - T_1) - (T_3 - T_2)\)

Note: You can just build a simplified version where \( T_2 = T_3 \)

Hint: use `time.Time`'s `Sub` and `Add` methods, `time.Now()`