

Sprite (contd)

- Sprite process migration
 - Facilitated by the Sprite file system
 - State transfer
 - Swap everything out
 - Send page tables and file descriptors to receiver
 - Demand page process in
 - Only dependencies are communication-related
 - Redirect communication from home WS to receiver



Code and Process Migration

- Motivation
- How does migration occur?
- Resource migration
- Agent-based system
- Details of process migration

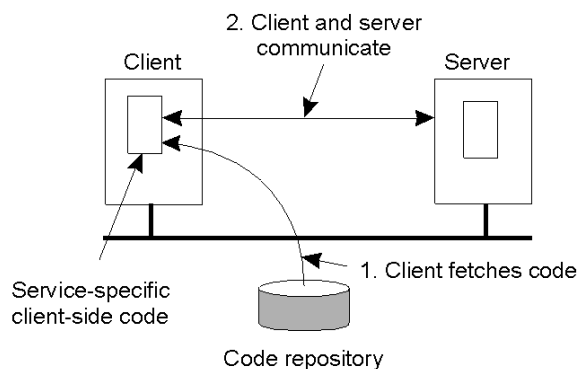


Motivation

- Key reasons: performance and flexibility
- Process migration (aka *strong mobility*)
 - Improved system-wide performance – better utilization of system-wide resources
 - Examples: Condor, DQS
- Code migration (aka *weak mobility*)
 - Shipment of server code to client – filling forms (reduce communication, no need to pre-link stubs with client)
 - Ship parts of client application to server instead of data from server to client (e.g., databases)
 - Improve parallelism – agent-based web searches

Motivation

- Flexibility
 - Dynamic configuration of distributed system
 - Clients don't need preinstalled software – download on demand



Migration models

- Process = code seg + resource seg + execution seg
- Weak versus strong mobility
 - Weak => transferred program starts from initial state
- Sender-initiated versus receiver-initiated
- Sender-initiated (code is with sender)
 - Client sending a query to database server
 - Client should be pre-registered
- Receiver-initiated
 - Java applets
 - Receiver can be anonymous

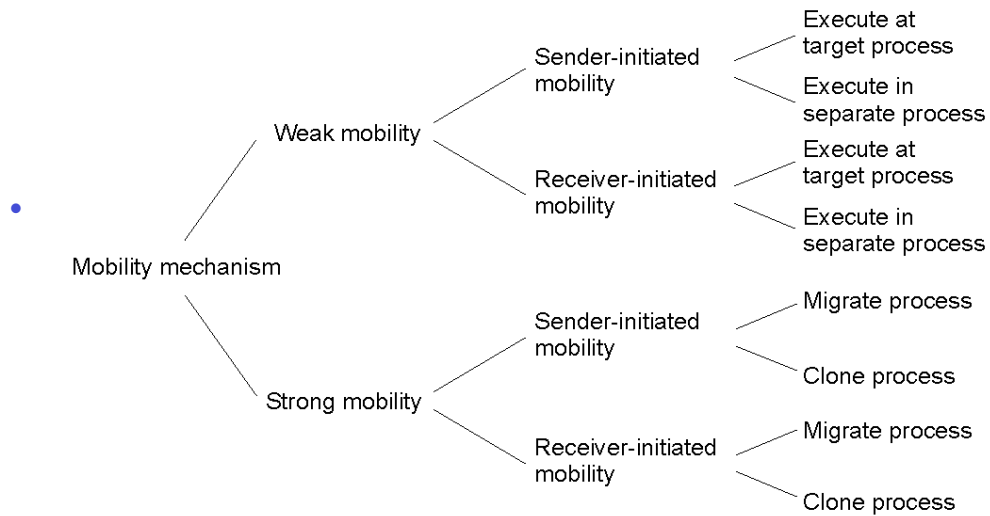


Who executes migrated entity?

- Code migration:
 - Execute in a separate process
 - [Applets] Execute in target process
- Process migration
 - Remote cloning
 - Migrate the process



Models for Code Migration



Do Resources Migrate?

- Depends on resource to process binding
 - By identifier: specific web site, ftp server
 - By value: Java libraries
 - By type: printers, local devices
- Depends on type of “attachments”
 - Unattached to any node: data files
 - Fastened resources (can be moved only at high cost)
 - Database, web sites
 - Fixed resources
 - Local devices, communication end points

Resource Migration Actions

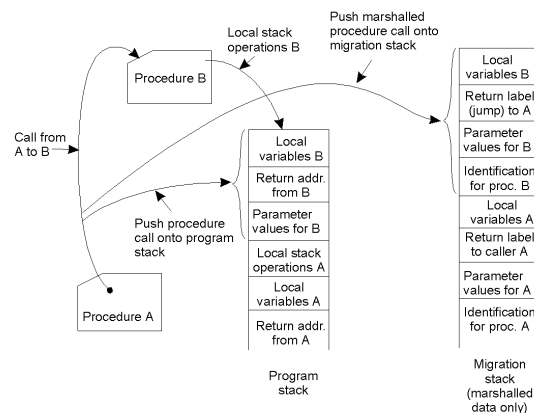
Resource-to machine binding

	Unattached	Fastened	Fixed	
Process-to-resource binding	By identifier	MV (or GR)	GR (or MV)	GR
	By value	CP (or MV, GR)	GR (or CP)	GR
	By type	RB (or GR, CP)	RB (or GR, CP)	RB (or GR)

- Actions to be taken with respect to the references to local resources when migrating code to another machine.
- GR: establish global system-wide reference
- MV: move the resources
- CP: copy the resource
- RB: rebind process to locally available resource

Migration in Heterogeneous Systems

- Systems can be heterogeneous (different architecture, OS)
 - Support only weak mobility: recompile code, no run time information
 - Strong mobility: recompile code segment, transfer execution segment [migration stack]
 - Virtual machines - interpret source (scripts) or intermediate code [Java]



Agents

- Software agents
 - Autonomous process capable of reacting to, and initiating changes in its environment, possibly in collaboration
 - More than a “process” – can act on its own
- Mobile agent
 - Capability to move between machines
 - Needs support for strong mobility
 - Example: D’Agents (aka Agent TCL)
 - Support for heterogeneous systems, uses interpreted languages

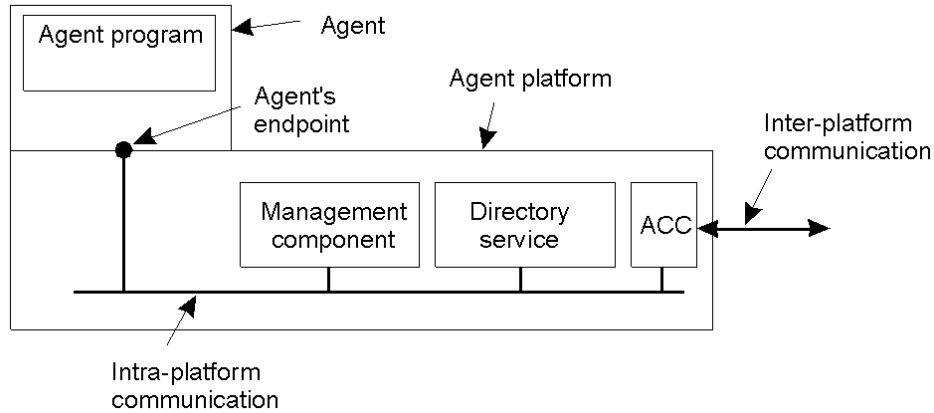
Software Agents in Distributed Systems

Property	Common to all agents?	Description
Autonomous	Yes	Can act on its own
Reactive	Yes	Responds timely to changes in its environment
Proactive	Yes	Initiates actions that affects its environment
Communicative	Yes	Can exchange information with users and other agents
Continuous	No	Has a relatively long lifespan
Mobile	No	Can migrate from one site to another
Adaptive	No	Capable of learning

- Some important properties by which different types of agents can be distinguished.

Agent Technology

- T



Agent Communication Languages

Message purpose	Description	Message Content
INFORM	Inform that a given proposition is true	Proposition
QUERY-IF	Query whether a given proposition is true	Proposition
QUERY-REF	Query for a give object	Expression
CFP	Ask for a proposal	Proposal specifics
PROPOSE	Provide a proposal	Proposal
ACCEPT-PROPOSAL	Tell that a given proposal is accepted	Proposal ID
REJECT-PROPOSAL	Tell that a given proposal is rejected	Proposal ID
REQUEST	Request that an action be performed	Action specification
SUBSCRIBE	Subscribe to an information source	Reference to source

Agent Communication Languages

Field	Value
Purpose	INFORM
Sender	max@http://fanclub-beatrix.royalty-spotters.nl:7239
Receiver	elke@iioop://royalty-watcher.uk:5623
Language	Prolog
Ontology	genealogy
Content	female(beatrice),parent(beatrice,juliana,bernhard)

- A simple example of a FIPA ACL message sent between two agents using Prolog to express genealogy information.