Designing Concurrent Systems With Apache Zookeeper

Course Summary

Description
This course is unique in that it teaches the best practices and caveats of designing modern concurrent Big Data systems. ZooKeeper is an ideal tool to understand and practice the theory, and to reason about system performance, fault tolerance, and stability.

ZooKeeper is the de facto standard for coordinating multiple components in distributed systems. In this class, we will learn ZooKeeper architecture, design, and implementation. Then we will go through the standard ZooKeeper design patterns and their implementation.

In recent year, most of the design work with ZooKeeper is done through Curator. Curator makes the implementation of the design patterns – called recipes – much easier and more robust. We will work with Elections (such as Leader Latch and Leader Election), Locks, Barriers, and more.

Topics
- ZooKeeper fundamentals
- ZooKeeper Java and C API
- ZooKeeper environment
- Curator and Exhibitor
- Curator recipes and use cases
- ZooKeeper internals

Audience
This course is designed for Developers, Architects.

Prerequisites
Experience and background in software development and administration a prerequisite.

Duration
Three Days
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Course Outline

I. **ZooKeeper Fundamentals**
   A. Distribute coordination system
   B. Design goals and results
   C. Common coordination tasks

II. **ZooKeeper Java and C API**
   A. Goals and capabilities
   B. Differences, pros, and cons
   C. Labs

III. **ZooKeeper environment**
    A. Track and react to ZooKeeper changes
    B. Handling failures (network, apps)
    C. Concurrency issues

IV. **Curator and Exhibitor**
    A. Goals and design
    B. Installation and configuration
    C. Advantages and current trends

V. **Curator recipes and use cases**
   A. Elections
   B. Locks
   C. Barriers
   D. Counters
   E. Caches
   F. Nodes
   G. Queues
   H. Centralized initialization

VI. **ZooKeeper internals**
    A. Internals
    B. Administration