Distributed Coordination

- What makes a system distributed?
- Time in a distributed system
- How do we determine the global state of a distributed system?
- Event ordering
- Mutual exclusion

Reading: Silberschatz, Chapter 18, Sections 1, 2, 6

Distr. Systems: Fundamental Characteristics

1. Multiple processors (wlog: assume one process per processor)
2. No shared memory
3. No common clock
4. Communication delays are not constant
5. Message ordering may not be maintained by the underlying communication infrastructure
**Effects of Lack of Common Clock**

**Example 1: Distributed make utility (e.g. pmake)**
- `make` goes through all target files and determines (based on timestamps) which targets need to be "(re)compiled"
- Example:
  ```
  main : main.o
  cc -o main main.o
  main.o : main.c
  cc -c main.c
  ```

**Effects of Lack of Common Clock**

- **Example 2: Distributed Checkpointing**
- "At 3pm everybody writes its state to stable storage."
- Centralized system:

  ![Centralized System Diagram]

- Distributed System:

  ![Distributed System Diagram]
Distributed Checkpointing (2)

Consistent vs. Non-Consistent Global States
**Distributed Snapshot Algorithm**

- Process $P$ starts algorithm:
  - saves state $S_P$
  - sends out marker messages to all other processes
- Upon receipt of a marker message (from process $Q$), process $P$ proceeds as follows (atomically: no messages sent/received in the meantime):
  - 1. Saves local state $S_P$
  - 2. Records state of incoming channel from $Q$ to $P$ as empty.
  - 3. Forward marker message on all outgoing channels.
- At any time after saving its state, when $P$ receives a marker from a process $R$:
  - Save state $SC_{RP}$ as sequence of messages received from $R$ since $P$ saved local state $S_P$ to when it received marker from $R$.

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**Comments**

- Any process can start algorithm. Even multiple processes can start it concurrently.
- Algorithm will terminate if message delivery time is finite.
- Algorithm is fully distributed.
- Once algorithm has terminated, consistent global state can be collected.
- Relies on ordered, reliable message delivery.
Event Ordering

- Absence of central time means: no notion of happened-when (no total ordering of events)
- But can generate a happened-before notion (partial ordering of events)
- Happened-Before relation:

1. \( P_i \)

   \( A \rightarrow B \)

   Event \( A \) happened-before Event \( B \). \((A \rightarrow B)\)

2. \( P_i \)

   \( A \rightarrow B \)

   Event \( A \) happened-before Event \( B \). \((A \rightarrow B)\)

3. \( P_i \)

   \( A \rightarrow B \rightarrow C \)

   Event \( A \) happened-before Event \( C \). \((A \rightarrow C)\) (transitivity)

Concurrent Events

- What when no happened-before relation exists between two events?

\( P_i \)

\( A \rightarrow X \rightarrow ? \rightarrow D \)

\( P_j \)

\( B \rightarrow Y \rightarrow C \)

Events \( X \) and \( Y \) are concurrent.
Happened-Before Ordering: Implementation

- Define a Logical Clock $LC_i$ at each Process $P_i$.
- Used to timestamp each event:
  - Each event on $P_i$ is timestamped with current value of logical clock $LC_i$.
  - After each event, increment $LC_i$.
  - Timestamp each outgoing message at $P_i$ with value of $LC_i$.
  - When receiving a message with timestamp $t$ at process $P_j$, set $LC_j$ to $\max(t, LC_j) + 1$.

![Diagram of Happened-Before Ordering]

Application to Distributed Checkpointing

"At logical-clock time 5000 write state to stable storage!"

![Diagram of Application to Distributed Checkpointing]
Distributed Mutual Exclusion

- Reminder: Mutual exclusion in shared-memory systems:

```c
bool lock; /* init to FALSE */
while (TRUE) {
    while (TestAndSet(lock)) no_op;
    critical section;
    lock = FALSE;
    remainder section;
}
```

D.M.E.: Centralized Approach

1. Send request message to coordinator to enter C.S.
2. If C.S. is free, the coordinator sends a reply message. Otherwise it queues request and delays sending reply message until C.S. becomes free.
3. When leaving C.S., send a release message to inform coordinator.

- Characteristics:
  - ensures mutual exclusion
  - service is fair
  - small number of messages required
  - fully dependent on coordinator
D.M.E.: Fully Distributed Approach

- Basic idea: Before entering C.S., ask and wait until you get permission from everybody else.

- Upon receipt of a message request($P_i$, $TS_i$) at node $P_i$:
  - if $P_i$ does not want to enter C.S., immediately send a reply to $P_i$.
  - if $P_i$ is in C.S., defer reply to $P_i$.
  - if $P_i$ is trying to enter C.S., compare $TS_i$ with $TS_j$. If $TS_i > TS_j$ (i.e. “$P_i$ asked first”), send reply to $P_j$; otherwise defer reply.

Fully Distributed Approach: Example

- $P_1$ and $P_3$ want to enter C.S.

$P_1$

 req($P_1$, 10) → req($P_1$, 10)

 $P_2$

 req($P_2$, 10) → req($P_2$, 10)

 $P_3$

 req($P_3$, 4) → req($P_3$, 4)

dotted arrows indicate requests and replies that do not affect the outcome of the example.

reply

reply

reply

reply

Enter C.S.
**D.M.E. Fully Distributed Approach**

- **The Good:**
  - ensures mutual exclusion
  - deadlock free
  - starvation free
  - number of messages per critical section: \(2(n-1)\)

- **The Bad:**
  - The processes need to know identity of all other processes involved (join & leave protocols needed)

- **The Ugly:**
  - One failed process brings the whole scheme down!

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**D.M.E.: Token-Passing Approach**

- Token is passed from process to process (in logical ring)
- Only processes owning a token can enter C.S.
- After leaving the C.S., token is forwarded

- **Characteristics:**
  - mutual exclusion guaranteed
  - no starvation
  - number of messages per C.S. varies

- **Problems:**
  - Process failure (new logical ring must be constructed)
  - Loss of token (new token must be generated)
Recovering Lost Tokens

- **Solution:** use **two** tokens!
  - When one token reaches \( P \), the other token has been lost if the token has not met the other token since last visit and \( P \) has not been visited by other token since last visit.

- **Algorithm:**
  - uses two tokens, called “ping” and “pong”
    
    ```c
    int nping = 1; /* invariant: nping+npong = 0 */
    int npong = -1;
    ```
  - each process keeps track of value of last token it has seen.
    
    ```c
    int m = 0; /* value of last token seen by Pi */
    ```

“Ping-Pong” Algorithm

- **upon arrival of (“ping”, nping)**
  
  ```c
  if (m == nping) {
    /* “pong” is lost!
     generate new one. */
    nping = nping + 1;
    pong = - nping;
  }
  else {
    m = nping;
  }
  ```

- **when tokens meet**
  
  ```c
  nping = nping + 1;
  npong = npong - 1;
  ```

- **upon arrival of (“pong”, npong)**
  
  ```c
  if (m == npong) {
    /* “ping” is lost!
     generate new one. */
    npong = npong + 1;
    ping = - npong;
  }
  else {
    m = npong;
  }
  ```
Election Algorithms

• Many distributed algorithms rely on coordinator.
• Coordinator may fail. Then system must start a new coordinator
• Election algorithms determine where the new coordinator will be located.
• Remarks:
  - Each process has a priority number (wlog \( P_i \) has priority \( i \))
  - Election algorithm picks active process with highest priority and informs all active processes about new coordinator.
  - Newly recovered process should be able to identify current coordinator.

Election: The Bully Algorithm (García-Molina)

• Process \( P_i \) times out during a request to coordinator; assumes that coordinator has failed.
• \( P_i \) proceeds to elect itself as coordinator by sending \textit{elect}(i) message to higher-priority processes.
  - If receives no response, considers itself elected and informs all lower-priority processes with a \textit{is_elected}(i) message.
  - If receives reply, waits to hear who has been elected. If times out, assumes that something went wrong (processes failed), and restarts from scratch.
• At process \( P_i \):
  - message \textit{is_elected}(j) comes in \((j > i)\): record information
  - message \textit{elect}(j) comes in:
    • if \((i < j)\) wait and see
    • if \((i > j)\) send response to \( P_j \) and start own election campaign.
• If process recovers from failure, starts new election campaign.
Bully Algorithm: Example

- \( P_1 \) fails
- \( P_1 \) recovers

Election: Ring Algorithm

- Basic version:
  - Each process \( P_i \) sends its own election message \( elect(i) \) around the ring.
  - All processes send their own number before passing on election messages of other processes.
  - When its own message returns, \( P_i \) knows it has seen all the messages.
- How many messages are needed per election round?