Coordination 1

To do ...

- Mutual exclusion
- Election algorithms
- Next time: Global state
Process coordination

- *How can processes coordinate their action?*
- *How can they agree on a value?*

- Two example problems
  - Mutual exclusion – As in OS for access share resources
  - Election of a leader or a coordinator
    (e.g., Cristian’s master goes away …)

- Various classical algorithms for each
  - Mutual exclusion – Central server, voting, …
  - Election – Ring-based, bully
Assumptions on failures

- Channels are reliable – “eventual” delivery
  - But unless the system is synchronous, without time bounds (hence “eventually”)

- Process fail only by crashing
  - We’ll look at arbitrary (Byzantine) failures later

- Processes are independent of each other
  - E.g., no process forwarding messages for another

- How do you know a process has failed?
Failures and failure detectors

- To detect failures, a failure detector
  - Obviously a distributed service

- Unreliable, not always accurate
  - Given a process id, returns *unsuspected/suspected*
  - Just a hint, may or not be true

- Reliable
  - *Unsuspected* (still a hint) or *failed*
  - Always accurate in detecting a process has failed
  - “Crash failure” so by definition it’s not coming back!
Failures and failure detectors

- A simple solution
  - Use heartbeats and a maximum transmission time
    • You can also adjust parameters at run-time
  - For a synchronous system, this yields a reliable detector
  - For asynchronous – unreliable is the best you can get
    • Useful if only to solve coordination problems

- Different processes may get different responses from failure detector
  - Distributed means potentially different views
Mutual exclusion

- Processes want exclusive access to a shared resource
  - A file, a printer, …
  - Application-level protocol

```plaintext
enter() // enter critical section
resourceAccess()
exit() // exit critical section
```

- No shared memory or single kernel support
- All communication is through message passing
Mutual exclusion

• Requirements for a solution
  – Essential requirements
    • ME1 (safety): At most 1 process in the CS
    • ME2 (liveness): Request to enter/exit the CS are eventually granted
  – Sometimes, include a fairness requirement
    • ME3 (→ ordering): Requests to enter the CS are granted in happened-before order

• Comparing solutions
  – Bandwidth consumed – proportional to number of messages sent in entry/exit
  – Client delay – at each entry/exit operation
  – Fault tolerance
Common algorithms for mutual exclusion

- Central server
- Ring- or token-based
- Multicast and logical clocks (Lamport’s, Ricart & Agrawala’s)
- Voting/quorum (Maekawa’s)
A central server grants permission
- To enter – process sends request to server and waits for OK
- Server upon request – if nobody is in CS, lets them go else, holds reply and queue the process
- Server upon release – chooses *oldest* request and sends OK to process

<table>
<thead>
<tr>
<th>ME1 – Mutual exclusion</th>
<th>✔</th>
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</thead>
<tbody>
<tr>
<td>ME2 – No starvation</td>
<td>✔</td>
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<tr>
<td>ME3 – Ordering</td>
<td>✗</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>msgs per entry/exit</th>
<th>2</th>
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</thead>
<tbody>
<tr>
<td>delay to entry (msgs)</td>
<td>2</td>
</tr>
<tr>
<td>Problems</td>
<td>Coordinator crash</td>
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</tbody>
</table>
Ring-based algorithm (token-based)

- Organize processes in a *logical ring*
- Exclusion is granted by having a token
- Token is passed around the ring
  - Don’t need it anymore? Pass it to the next

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<table>
<thead>
<tr>
<th>Msps per entry/exit</th>
<th>1 to infinite</th>
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<tbody>
<tr>
<td>Delay to entry (msgs)</td>
<td>0 to N-1</td>
</tr>
<tr>
<td>Problems</td>
<td>Lost token, process crash</td>
</tr>
</tbody>
</table>
Lamport’s solution – Shared priority queue

- Problem with centralized solution: ordering

Using LC – $p_i$ locally maintains $Q_i$, part of a shared priority queue

To go into critical section, $p_i$ must have replies from all others AND be at the front of $Q_i$

When it has received all replies:
  - All other processes are aware of its request
  - Process is aware of any earlier requests for CS

If $p_2$ request is granted before $p_1$’s that would violate fairness (ME3)
Lamport’s solution – Shared priority queue

- To enter critical section at \( p_i \):
  - Stamp request with the current time \( T \)
  - Add request to \( Q_i \)
  - Broadcast \( REQUEST(T) \) to all processes
  - Wait for all replies and for \( T \) to reach front of \( Q_i \)

- To leave:
  - Pop head of \( Q_i \), broadcast \( RELEASE \) to all other

- On receipt of \( REQUEST(T') \) from process \( p_j \):
  - Add \( T' \) to \( Q_i \)
  - If waiting for \( REPLY \) from \( p_j \) for an earlier request \( T \), wait until \( p_j \) replies arrives
  - Otherwise \( REPLY \)

- On receipt of \( RELEASE \)
  - Pop head of \( Q_i \)

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<thead>
<tr>
<th>Problems</th>
<th>Any process crash</th>
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</thead>
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<tr>
<td><em>msgs per entry/exit</em></td>
<td>3(N-1)</td>
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<tr>
<td>Delay to entry (msgs)</td>
<td>3(N-1)</td>
</tr>
</tbody>
</table>
Ricart and Agrawala

- Improvement on Lamport’s
  - Combine request/reply
  - Delay reply to any request arriving later than your own

- To get entry
  - Multicast request
  - Wait until getting N-1 replies
  - Now you have it

- Upon getting a request
  - If somebody has it or another process’ request is first, queue request, else reply immediately

- At exit
  - Reply to queued requests
Ricart and Agrawala

- Three processes, $p_1$ and $p_2$ want to enter the critical section
- Both multicast their request with timestamp 41 and 34

| ME1 – Mutual exclusion | ✓ |
| ME2 – No starvation | ✓ |
| ME3 - Ordering | ✓ |

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<tr>
<th>Problem</th>
<th>Description</th>
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<tr>
<td>Probs</td>
<td>Process crash</td>
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<tr>
<th>Scenario</th>
<th>Msgs per entry/exit</th>
<th>Delay to entry (msgs)</th>
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<tr>
<td>2(N-1)</td>
<td>2(N-1)</td>
<td>Process crash</td>
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Maekawa’s voting

- You don’t need everyone’s OK, just “enough” of them
- What’s enough? Any two voting sets have a non-empty intersection
- Each process $p_i$ maintain a voting set $V_i$ ($i=1, \ldots, N$), where $V_i \subseteq \{p_1, \ldots, p_N\}$
- Sets $V_i$: chosen such that $\forall \ i,j$
  - $p_i \in V_i$
  - $V_i \cap V_j \neq \emptyset$ (at least one common member of any two voting sets)
  - $|V_i| = k$ (fairness, all voting sets of the same size)
  - Each process $p_j$ is contained in $M$ of the voting sets $V_i$
Maekawa’s algorithm

- Makeawa showed that an optimal solution
  - $K \sim \sqrt{N}$ and $M = K$
- To determine $V_i$
  - Order processes on a grid $\sqrt{N} \times \sqrt{N}$
  - $V_i$ is row U column including $p_i$
- For $p_i$ to enter the CS
  - Multicast request to all processes in $V_i$
  - Wait until you get $K$ replies and you have it
- On receipt of a request from $p_i$ at $p_j$
  - If in the CS or has already voted
    - Queue request without replying
  - Else send reply and set $voted$ to true
Maekawa’s voting

- For $p_i$ to exit the CS
  - Set state to released and multicast this to all processes in $V_i$
- On receipt of a release from $p_i$ at $p_j$
  - If queue is non-empty, reply to one (*happened-before to avoid deadlocks*) and set voted to true
  - Else set voted to false

- Mutual exclusion – Since for any two processes, their voting sets intersect
- Ordering – Used happened-before to send votes

<table>
<thead>
<tr>
<th></th>
<th>3√N</th>
<th>2√N</th>
<th>Crash of voting process</th>
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<tbody>
<tr>
<td><em>msgs per entry/exit</em></td>
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Back in 5’
Election

- Many algorithms need a process to act as coordinator
- In general, it doesn’t matter which one
  - So pick the one with the largest ID/weight

- Elections conclude when all agree on new coordinator
Election algorithms

- Each process $p_i$ maintains the identity of the elected in the variable $Elected_i$ (or NIL)

- Properties to satisfy: $\forall p_i,$
  - E1 Safety: $Elected_i = \text{NIL}$ or $Elected = P$ where $P$ is the yet non-crashed process with the largest ID
  - E2 Liveness: All $p_i$ participate and eventually either set $Elected_i \neq \text{NIL}$ or crash

- Performance measurements
  - Bandwidth utilization – proportional to number of messages sent
  - Turnaround time – Number of serialized message transmissions between begin and end of a single run
A ring algorithm

- $p_i$, notice coordinator is down and calls an election
- ... sending an ELECTION message, with its number in it, to first successor up
- Recipient forward messages adding itself as candidate
- Who started it all, will eventually receive a message with itself in the list; elect coordinator and inform all (ELECTED message)
- ELECTED messages goes around the ring once
A ring algorithm

Leader is down, I'm calling an election

Elected - 6
A ring algorithm

- E1 is met – A process has to receive its own message back before sending ELECTED around so all processes before must have lower numbers
- E2 follows from the guaranteed traversal of the ring

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<th>Msgs</th>
<th>2(N-1)</th>
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<tr>
<td>Problems</td>
<td>Doesn’t tolerate faults</td>
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</table>
The Bully algorithm (Garcia-Molina)

- $p_i$ notice coordinator is down and calls an election
- $p_i$ sends ELECTION message to all processes with higher numbers
  - Assumes every process knows who those are
- If no-one responds, $p_i$ is the winner
  - Algorithm assumes a synchronous system – uses timeouts to detect process failures
- If a process with a higher number receives the ELECTION message, reply with OK and calls an election
- When done, winner let everybody know with an ELECTED message
The Bully algorithm

4 notice coordinator is down, calls an election, sending message to all processes with higher numbers

5 and 6 (those with higher numbers) reply with OK and calls an election

…

now 5 and then 6 call an election

No-one responds, 6 is the winner and lets everyone know

If 7 ever wakes up, it will call for elections
The Bully algorithm

- E1, assuming no process is replaced, is satisfied
  - No two processes will think they are the coordinator since the one with lower number will defer to the leader
  - If crashed processes are replaced by others with same identifiers E1 is not guaranteed

- E2 works by the assumption of reliable message delivery

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<tr>
<td><strong>Msgs</strong></td>
<td>N - 2 to O(N²)</td>
</tr>
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<td><strong>Problems</strong></td>
<td>System must be synchronous</td>
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</table>
Summary

- Synchronization is about doing the right thing at the right time …
- What’s the right time?
  - An issue when you don’t share clocks
- What’s the right thing to do?
  - Who can access what when?
  - Who is in charge?