Last Class: Fault Tolerance

- Basic concepts and failure models
- Failure masking using redundancy
- Agreement in presence of faults
  - Two army problem
  - Byzantine generals problem

Today: More on Fault Tolerance

- Reliable communication
  - One-one communication
  - One-many communication
- Distributed commit
  - Two phase commit
  - Three phase commit
- Failure recovery
  - Checkpointing
  - Message logging
Reliable One-One Communication

- Issues were discussed in Lecture 3
  - Use reliable transport protocols (TCP) or handle at the application layer
- RPC semantics in the presence of failures
- Possibilities
  - Client unable to locate server
  - Lost request messages
  - Server crashes after receiving request
  - Lost reply messages
  - Client crashes after sending request

![Diagram of Reliable One-One Communication]

Reliable One-Many Communication

- Reliable multicast
  - Lost messages => need to retransmit
- Possibilities
  - ACK-based schemes
    - Sender can become bottleneck
  - NACK-based schemes

![Diagram of Reliable One-Many Communication]
Atomic Multicast

• Atomic multicast: a guarantee that all process received the message or none at all
  – Replicated database example

• Problem: how to handle process crashes?

• Solution: group view
  – Each message is uniquely associated with a group of processes
    • View of the process group when message was sent
    • All processes in the group should have the same view (and agree on it)

Virtually Synchronous Multicast

Implementing Virtual Synchrony in Isis

a) Process 4 notices that process 7 has crashed, sends a view change
b) Process 6 sends out all its unstable messages, followed by a flush message
c) Process 6 installs the new view when it has received a flush message from everyone else
Distributed Commit

- Atomic multicast example of a more general problem
  - All processes in a group perform an operation or not at all
  - Examples:
    - Reliable multicast: Operation = delivery of a message
    - Distributed transaction: Operation = commit transaction

- Problem of distributed commit
  - All or nothing operations in a group of processes

- Possible approaches
  - Two phase commit (2PC) [Gray 1978]
  - Three phase commit

Two Phase Commit

- Coordinator process coordinates the operation
- Involves two phases
  - Voting phase: processes vote on whether to commit
  - Decision phase: actually commit or abort
Implementing Two-Phase Commit

actions by coordinator:
while START_2PC to local log;
multicast VOTE_REQUEST to all participants;
while not all votes have been collected {
    wait for any incoming vote;
    if timeout {
        while GLOBAL_ABORT to local log;
multicast GLOBAL_ABORT to all participants;
        exit;
    }
    record vote;
} if all participants sent VOTE_COMMIT and coordinator votes COMMIT{
    write GLOBAL_COMMIT to local log;
multicast GLOBAL_COMMIT to all participants;
} else {
    write GLOBAL_ABORT to local log;
multicast GLOBAL_ABORT to all participants;
}

• Outline of the steps taken by the coordinator in a two phase commit protocol

Implementing 2PC

actions by participant:
write INIT to local log;
wait for VOTE_REQUEST from coordinator;
if timeout {
    write VOTE_ABORT to local log;
    exit;
} if participant votes COMMIT {
    write VOTE_COMMIT to local log;
send VOTE_COMMIT to coordinator;
    wait for DECISION from coordinator;
    if timeout {
        multicast DECISION_REQUEST to other participants;
        wait until DECISION is received; /* remain blocked */
        write DECISION to local log;
    }
    if DECISION == GLOBAL_COMMIT
        write GLOBAL_COMMIT to local log;
    else if DECISION == GLOBAL_ABORT
        write GLOBAL_ABORT to local log;
    } else {
    write VOTE_ABORT to local log;
send VOTE_ABORT to coordinator;
}

actions for handling decision requests:
/*executed by separate thread */
while true {
    wait until any incoming DECISION_REQUEST is received; /* remain blocked */
    read most recently recorded STATE from the local log;
    if STATE == GLOBAL_COMMIT
        send GLOBAL_COMMIT to requesting participant;
    else if STATE == INIT or STATE ==
        GLOBAL_ABORT
        send GLOBAL_ABORT to requesting participant;
    else
        skip; /* participant remains blocked */
Three-Phase Commit

Two phase commit: problem if coordinator crashes (processes block)
Three phase commit: variant of 2PC that avoids blocking

Recovery

- Techniques thus far allow failure handling
- Recovery: operations that must be performed after a failure to recover to a correct state
- Techniques:
  - Checkpointing:
    - Periodically checkpoint state
    - Upon a crash roll back to a previous checkpoint with a consistent state
Independent Checkpointing

• Each processes periodically checkpoints independently of other processes
• Upon a failure, work backwards to locate a consistent cut
• Problem: if most recent checkpoints form inconsistent cut, will need to keep rolling back until a consistent cut is found
• Cascading rollbacks can lead to a domino effect.

Coordinated Checkpointing

• Take a distributed snapshot [discussed in Lec 11]

• Upon a failure, roll back to the latest snapshot
  – All process restart from the latest snapshot
Message Logging

• Checkpointing is expensive
  – All processes restart from previous consistent cut
  – Taking a snapshot is expensive
  – Infrequent snapshots => all computations after previous snapshot will need to be redone [wasteful]

• Combine checkpointing (expensive) with message logging (cheap)
  – Take infrequent checkpoints
  – Log all messages between checkpoints to local stable storage
  – To recover: simply replay messages from previous checkpoint
    • Avoids recomputations from previous checkpoint