Today: Fault Tolerance

- Agreement in presence of faults
  - Two army problem
  - Byzantine generals problem
- Reliable communication
- Distributed commit
  - Two phase commit
  - Three phase commit
- Failure recovery
  - Checkpointing
  - Message logging

Failure Masking by Redundancy

- Triple modular redundancy.
Agreement in Faulty Systems

- How should processes agree on results of a computation?
- *K-fault tolerant*: system can survive k faults and yet function
- Assume processes fail silently
  - Need (k+1) redundancy to tolerant k faults
- *Byzantine failures*: processes run even if sick
  - Produce erroneous, random or malicious replies
    - Byzantine failures are most difficult to deal with
  - Need ? Redundancy to handle Byzantine faults

Byzantine Faults

- Simplified scenario: two perfect processes with unreliable channel
  - Need to reach agreement on a 1 bit message
- Two army problem: Two armies waiting to attack
  - Each army coordinates with a messenger
  - Messenger can be captured by the hostile army
  - Can generals reach agreement?
  - Property: Two perfect process can never reach agreement in presence of unreliable channel
- Byzantine generals problem: Can N generals reach agreement with a perfect channel?
  - M generals out of N may be traitors
Byzantine Generals Problem

- Recursive algorithm by Lamport
- The Byzantine generals problem for 3 loyal generals and 1 traitor.
  a) The generals announce their troop strengths (in units of 1 kilosoldiers).
  b) The vectors that each general assembles based on (a)
  c) The vectors that each general receives in step 3.

Byzantine Generals Problem Example

- The same as in previous slide, except now with 2 loyal generals and one traitor.
- Property: With $m$ faulty processes, agreement is possible only if $2m+1$ processes function correctly out of $3m+1$ total processes. [Lamport 82]
  - Need more than two-thirds processes to function correctly
Byzantine Fault Tolerance

• Detecting a faulty process is easier
  – $2k+1$ to detect $k$ faults

• Reaching agreement is harder
  – Need $3k+1$ processes ($2/3$\(^{rd}\) majority needed to eliminate the faulty processes)

• Implications on real systems:
  – How many replicas?
  – Separating agreement from execution provides savings

Reaching Agreement

• If message delivery is unbounded,
  – No agreement can be reached even if one process fails
  – Slow process indistinguishable from a faulty one

• BAR Fault Tolerance
  – Until now: nodes are byzantine or collaborative
  – New model: Byzantine, Altruistic and Rational
  – Rational nodes: report timeouts etc
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](image)

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](image)
Atomic Multicast

• Atomic multicast: a guarantee that all process received the message or none at all
  – Replicated database example
  – Need to detect which updates have been missed by a faulty process
• 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)

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
Implementing Virtual Synchrony

<table>
<thead>
<tr>
<th>Multicast</th>
<th>Basic Message Ordering</th>
<th>Total-Ordered Delivery?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reliable multicast</td>
<td>None</td>
<td>No</td>
</tr>
<tr>
<td>FIFO multicast</td>
<td>FIFO-ordered delivery</td>
<td>No</td>
</tr>
<tr>
<td>Causal multicast</td>
<td>Causal-ordered delivery</td>
<td>No</td>
</tr>
<tr>
<td>Atomic multicast</td>
<td>None</td>
<td>Yes</td>
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<td>Yes</td>
</tr>
</tbody>
</table>

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

```
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 */
}

Recovering from a Crash

• If INIT : abort locally and inform coordinator
• If Ready, contact another process Q and examine Q’s state

<table>
<thead>
<tr>
<th>State of Q</th>
<th>Action by P</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMIT</td>
<td>Make transition to COMMIT</td>
</tr>
<tr>
<td>ABORT</td>
<td>Make transition to ABORT</td>
</tr>
<tr>
<td>INIT</td>
<td>Make transition to ABORT</td>
</tr>
<tr>
<td>READY</td>
<td>Contact another participant</td>
</tr>
</tbody>
</table>
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