Today: More Classical Problems

- Termination Detection
- Leader election
- Mutual exclusion

Termination Detection

- Detecting the end of a distributed computation
- Notation: let sender be predecessor, receiver be successor
- Two types of markers: Done and Continue
- After finishing its part of the snapshot, process $Q$ sends a Done or a Continue to its predecessor
- Send a Done only when
  - All of $Q$’s successors send a Done
  - $Q$ has not received any message since it check-pointed its local state and received a marker on all incoming channels
  - Else send a Continue
- Computation has terminated if the initiator receives Done messages from everyone
Election Algorithms

- Many distributed algorithms need one process to act as coordinator
  - Doesn’t matter which process does the job, just need to pick one
- Election algorithms: technique to pick a unique coordinator (aka leader election)
- Examples: take over the role of a failed process, pick a master in Berkeley clock synchronization algorithm
- Types of election algorithms: Bully and Ring algorithms

Bully Algorithm

- Each process has a unique numerical ID
- Processes know the Ids and address of every other process
- Communication is assumed reliable
- **Key Idea**: select process with highest ID
- Process initiates election if it just recovered from failure or if coordinator failed
- 3 message types: *election, OK, I won*
- Several processes can initiate an election simultaneously
  - Need consistent result
- \( O(n^2) \) messages required with \( n \) processes
Bully Algorithm Details

- Any process $P$ can initiate an election
- $P$ sends *Election* messages to all process with higher Ids and awaits *OK* messages
- If no *OK* messages, $P$ becomes coordinator and sends *I won* messages to all process with lower Ids
- If it receives an *OK*, it drops out and waits for an *I won*
- If a process receives an *Election* msg, it returns an *OK* and starts an election
- If a process receives a *I won*, it treats sender as coordinator

Bully Algorithm Example

- The bully election algorithm
- Process 4 holds an election
- Process 5 and 6 respond, telling 4 to stop
- Now 5 and 6 each hold an election
Bully Algorithm Example

d) Process 6 tells 5 to stop

(e) Process 6 wins and tells everyone

Ring-based Election

- Processes have unique IDs and arranged in a logical ring
- Each process knows its neighbors
  - Select process with highest ID
- Begin election if just recovered or coordinator has failed
- Send Election to closest downstream node that is alive
  - Sequentially poll each successor until a live node is found
- Each process tags its ID on the message
- Initiator picks node with highest ID and sends a coordinator message
- Multiple elections can be in progress
  - Wastes network bandwidth but does no harm
A Ring Algorithm

Comparison

• Assume $n$ processes and one election in progress

• Bully algorithm
  – Worst case: initiator is node with lowest ID
    • Triggers n-2 elections at higher ranked nodes: $O(n^2)$ msgs
  – Best case: immediate election: n-2 messages

• Ring
  – 2 (n-1) messages always
Elections in Wireless Environments (1)

- Election algorithm in a wireless network, with node a as the source. (a) Initial network. (b)–(e) The build-tree phase.
Elections in Large-Scale Systems

- Requirements for superpeer selection:
  1. Normal nodes should have low-latency access to superpeers.
  2. Superpeers should be evenly distributed across the overlay network.
  3. There should be a predefined portion of superpeers relative to the total number of nodes in the overlay network.
  4. Each superpeer should not need to serve more than a fixed number of normal nodes.

Elections in Large-Scale Systems (2)

- Moving tokens in a two-dimensional space using repulsion forces.

Node D will become token holder

Resulting movement by which the token at C is passed to another node
Distributed Synchronization

- Distributed system with multiple processes may need to share data or access shared data structures
  - Use critical sections with mutual exclusion
- Single process with multiple threads
  - Semaphores, locks, monitors
- How do you do this for multiple processes in a distributed system?
  - Processes may be running on different machines
- Solution: lock mechanism for a distributed environment
  - Can be centralized or distributed

Centralized Mutual Exclusion

- Assume processes are numbered
- One process is elected coordinator (highest ID process)
- Every process needs to check with coordinator before entering the critical section
- To obtain exclusive access: send request, await reply
- To release: send release message
- Coordinator:
  - Receive request: if available and queue empty, send grant; if not, queue request
  - Receive release: remove next request from queue and send grant
Mutual Exclusion: A Centralized Algorithm

(a) Process 1 asks the coordinator for permission to enter a critical region. Permission is granted.
(b) Process 2 then asks permission to enter the same critical region. The coordinator does not reply.
(c) When process 1 exits the critical region, it tells the coordinator, when then replies to 2.

Properties

- Simulates centralized lock using blocking calls
- Fair: requests are granted the lock in the order they were received
- Simple: three messages per use of a critical section (request, grant, release)
- Shortcomings:
  - Single point of failure
  - How do you detect a dead coordinator?
    - A process can not distinguish between “lock in use” from a dead coordinator
      - No response from coordinator in either case
    - Performance bottleneck in large distributed systems
Decentralized Algorithm

- Use voting
- Assume n replicas and a coordinator per replica
- To acquire lock, need majority vote $m > n/2$ coordinators
  - Non blocking: coordinators returns OK or “no”
- Coordinator crash => forgets previous votes
  - Probability that k coordinators crash $P(k) = \frac{m!}{k!(m-k)!} p^k (1-p)^{m-k}$
  - Atleast $2m-n$ need to reset to violate correctness
    - $\sum_{2m-n}^{n} P(k)$

Distributed Algorithm

- [Ricart and Agrawala]: needs 2(n-1) messages
- Based on event ordering and time stamps
  - Assumes total ordering of events in the system (Lamport’s clock)
- Process $k$ enters critical section as follows
  - Generate new time stamp $TS_k = TS_k + 1$
  - Send $request(k, TS_k)$ all other $n-1$ processes
  - Wait until $reply(j)$ received from all other processes
  - Enter critical section
- Upon receiving a $request$ message, process $j$
  - Sends $reply$ if no contention
  - If already in critical section, does not reply, queue request
  - If wants to enter, compare $TS_j$ with $TS_k$ and send reply if $TS_k < TS_j$, else queue (recall: total ordering based on multicast)
A Distributed Algorithm

(a) Two processes want to enter the same critical region at the same moment.
(b) Process 0 has the lowest timestamp, so it wins.
(c) When process 0 is done, it sends an OK also, so 2 can now enter the critical region.

Properties

- Fully decentralized
- \( N \) points of failure!
- All processes are involved in all decisions
  - Any overloaded process can become a bottleneck
A Token Ring Algorithm

a) An unordered group of processes on a network.
b) A logical ring constructed in software.

- Use a token to arbitrate access to critical section
- Must wait for token before entering CS
- Pass the token to neighbor once done or if not interested
- Detecting token loss in non-trivial

Comparison

<table>
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<tr>
<th>Algorithm</th>
<th>Messages per entry/exit</th>
<th>Delay before entry (in message times)</th>
<th>Problems</th>
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</thead>
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<tr>
<td>Centralized</td>
<td>3</td>
<td>2</td>
<td>Coordinator crash</td>
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<tr>
<td>Decentralized</td>
<td>3(m)</td>
<td>2(m)</td>
<td>starvation</td>
</tr>
<tr>
<td>Distributed</td>
<td>2((n - 1))</td>
<td>2((n - 1))</td>
<td>Crash of any process</td>
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<tr>
<td>Token ring</td>
<td>1 to (\infty)</td>
<td>0 to (n - 1)</td>
<td>Lost token, process crash</td>
</tr>
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</table>

- A comparison of four mutual exclusion algorithms.