8

Distributed Systems

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References for this chapter

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Computer Networks
Prentice Hall, 2003

OSI network reference model

Standardized as the

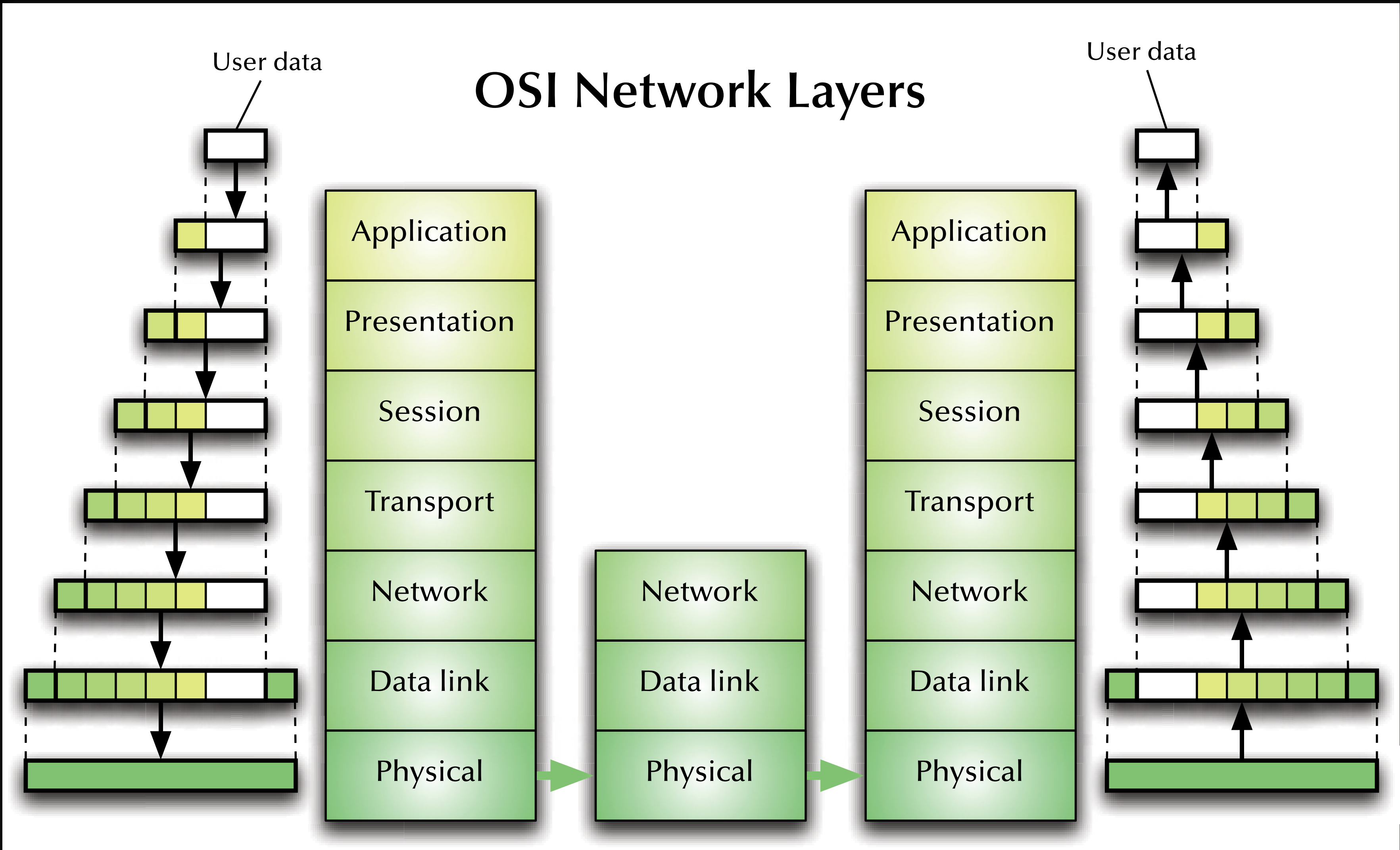
Open Systems Interconnection (**OSI**) reference model by the International Standardization Organization (ISO) in 1977

- 7 layer architecture
- Connection oriented

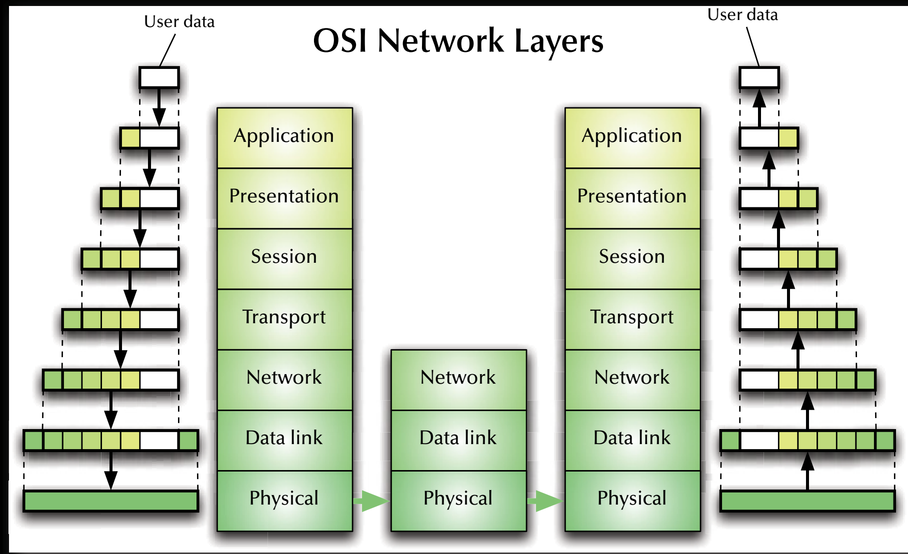
Hardy implemented anywhere in full …

…but its **concepts and terminology** are *widely used,* when describing existing and designing new protocols …

Network protocols & standards



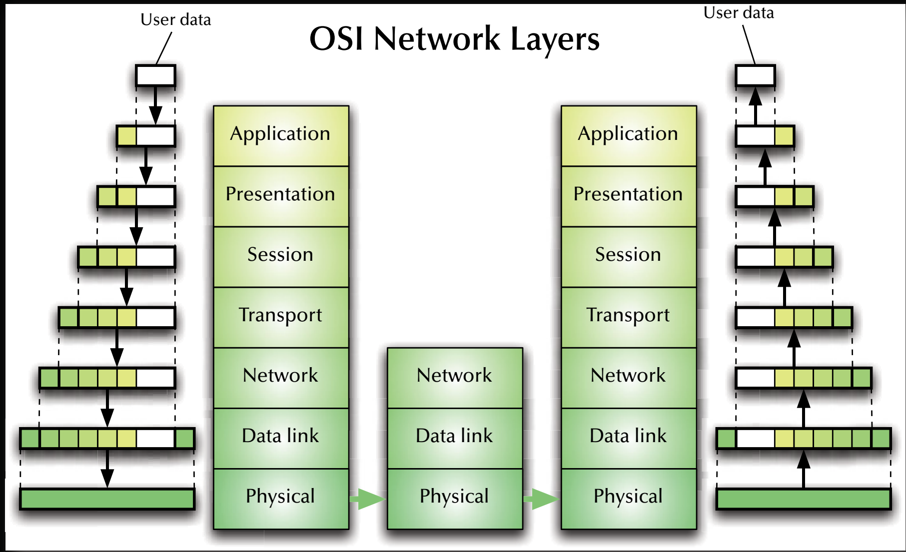
Network protocols & standards



1: Physical Layer

- *Service*: Transmission of a raw bit stream over a communication channel
- *Functions*: Conversion of bits into electrical or optical signals
- *Examples*: X.21, Ethernet (cable, detectors & amplifiers)

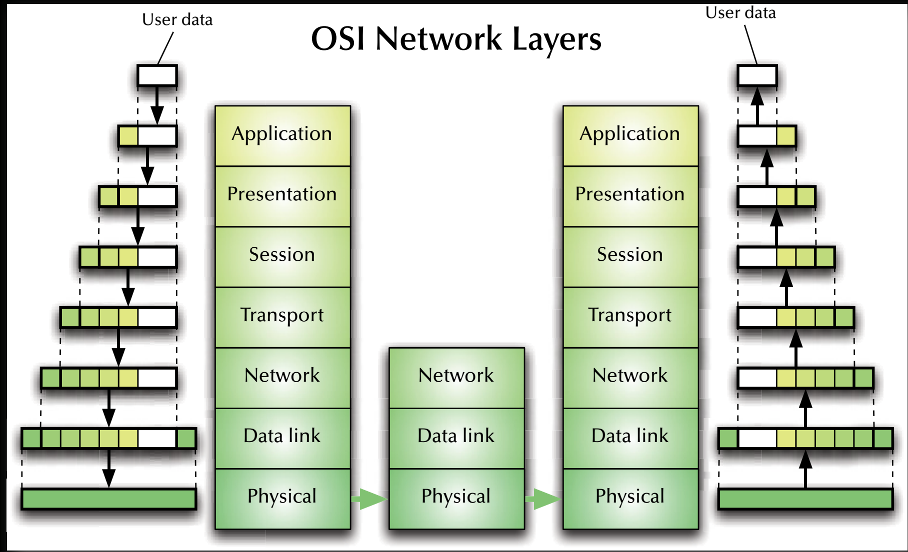
Network protocols & standards



2: Data Link Layer

- *Service*: Reliable transfer of frames over a link
- *Functions*: Synchronization, error correction, flow control
- *Examples*: HDLC (high level data link control protocol),
  LAP-B (link access procedure, balanced),
  LAP-D (link access procedure, D-channel),
  LLC (link level control), …

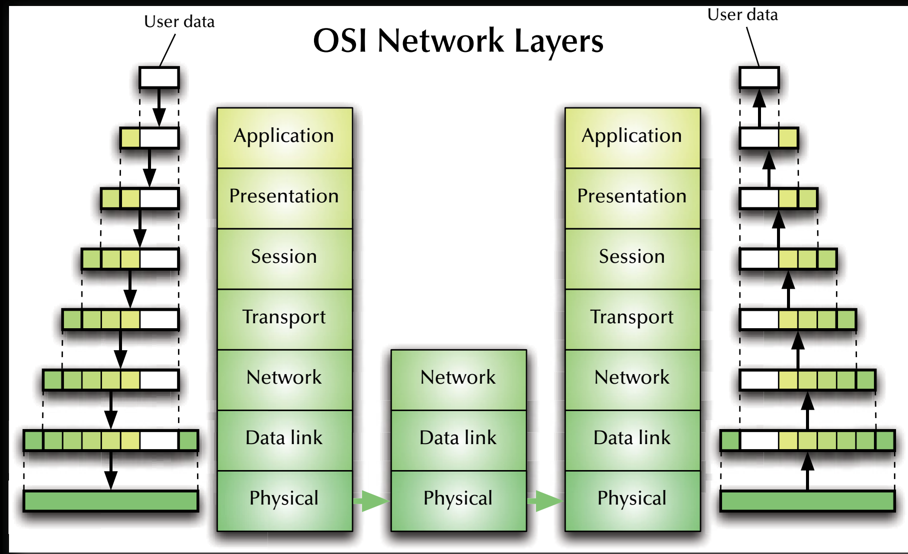
Network protocols & standards



3: Network Layer

- *Service*: Transfer of packets inside the network
- *Functions*: Routing, addressing, switching, congestion control
- *Examples*: IP, X.25

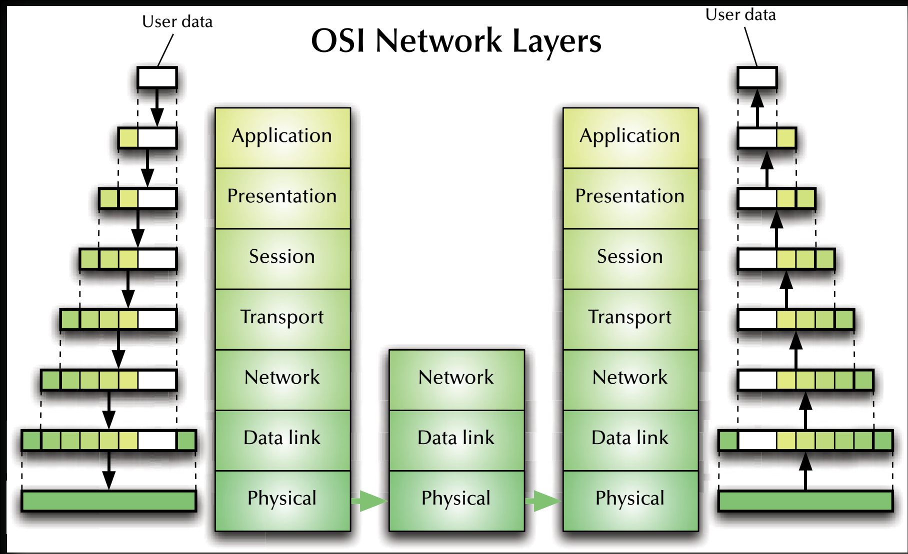
Network protocols & standards



4: Transport Layer

- *Service*: Transfer of data between hosts
- *Functions*: Connection establishment, management, termination, flow-control, multiplexing, error detection
- *Examples*: TCP, UDP, ISO TP0-TP4

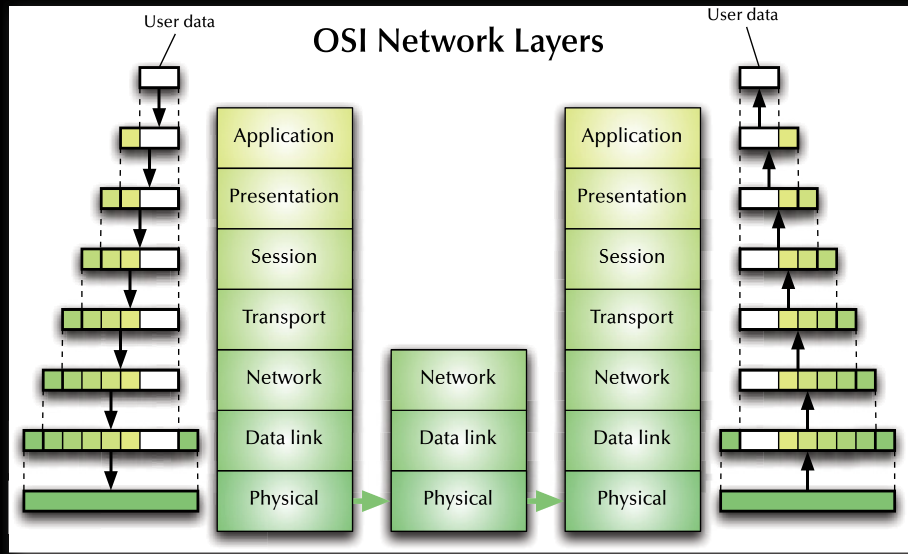
Network protocols & standards



5: Session Layer

- *Service*: Coordination of the dialogue between application programs
- *Functions*: Session establishment, management, termination
- *Examples*: RPC

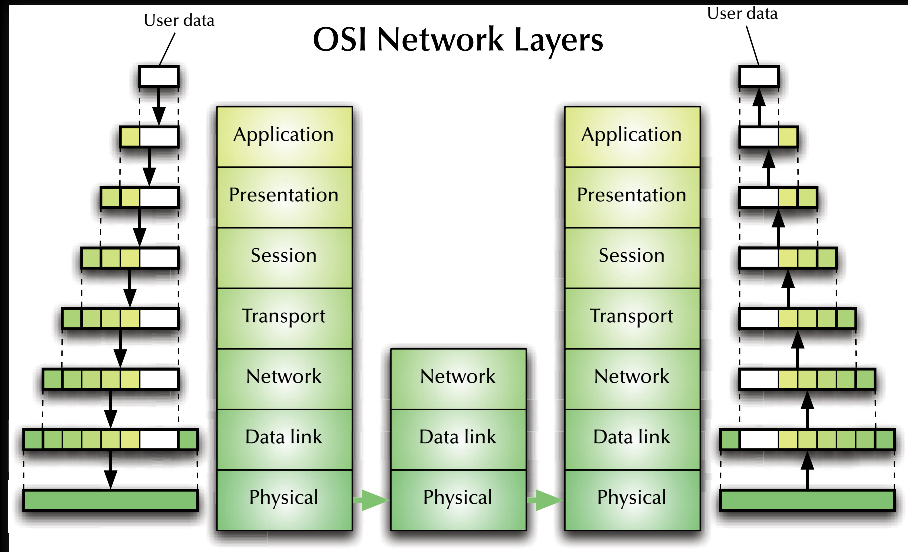
Network protocols & standards



6: Presentation Layer

- *Service*: Provision of platform independent coding and encryption
- *Functions*: Code conversion, encryption, virtual devices
- *Examples*: ISO code conversion, PGP encryption

Network protocols & standards



7: Application Layer

- *Service*: Network access for application programs
- *Functions*: Application/OS specific
- *Examples*: APIs for mail, ftp, ssh, scp, discovery protocols …

Serial Peripheral Interface (SPI)

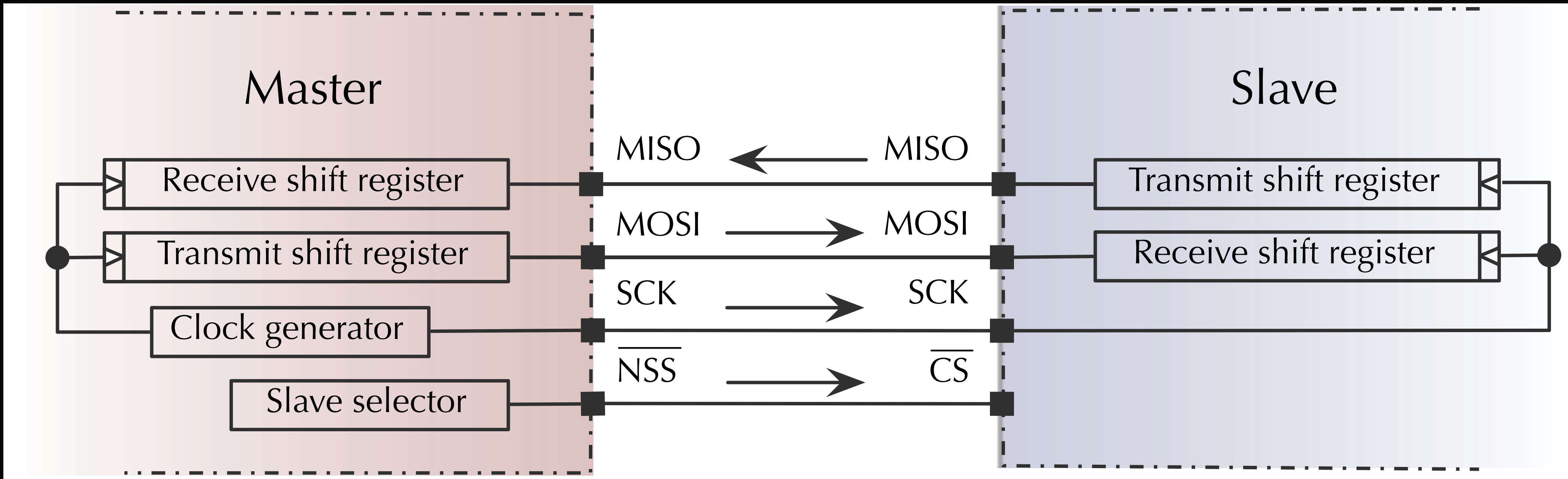
- ☞ Used by gazillions of devices … and it's not even a formal standard!
- ☞ Speed only limited by what both sides can survive.
- ☞ Usually push-pull drivers, i.e. fast and reliable, yet not friendly to wrong wiring/programming.

1.8″ COLOR TFT LCD display from Adafruit

SanDisk marketing photo

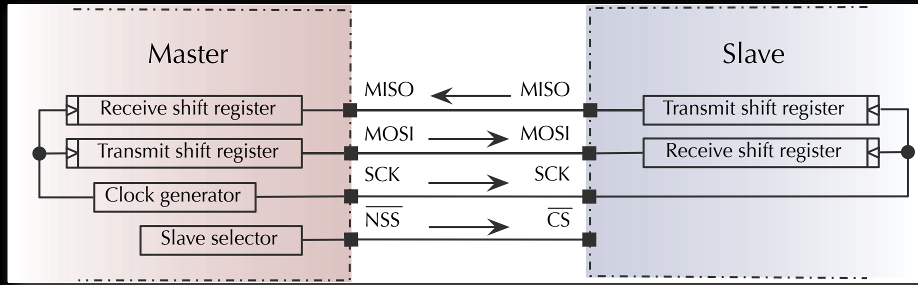
Serial Peripheral Interface (SPI)

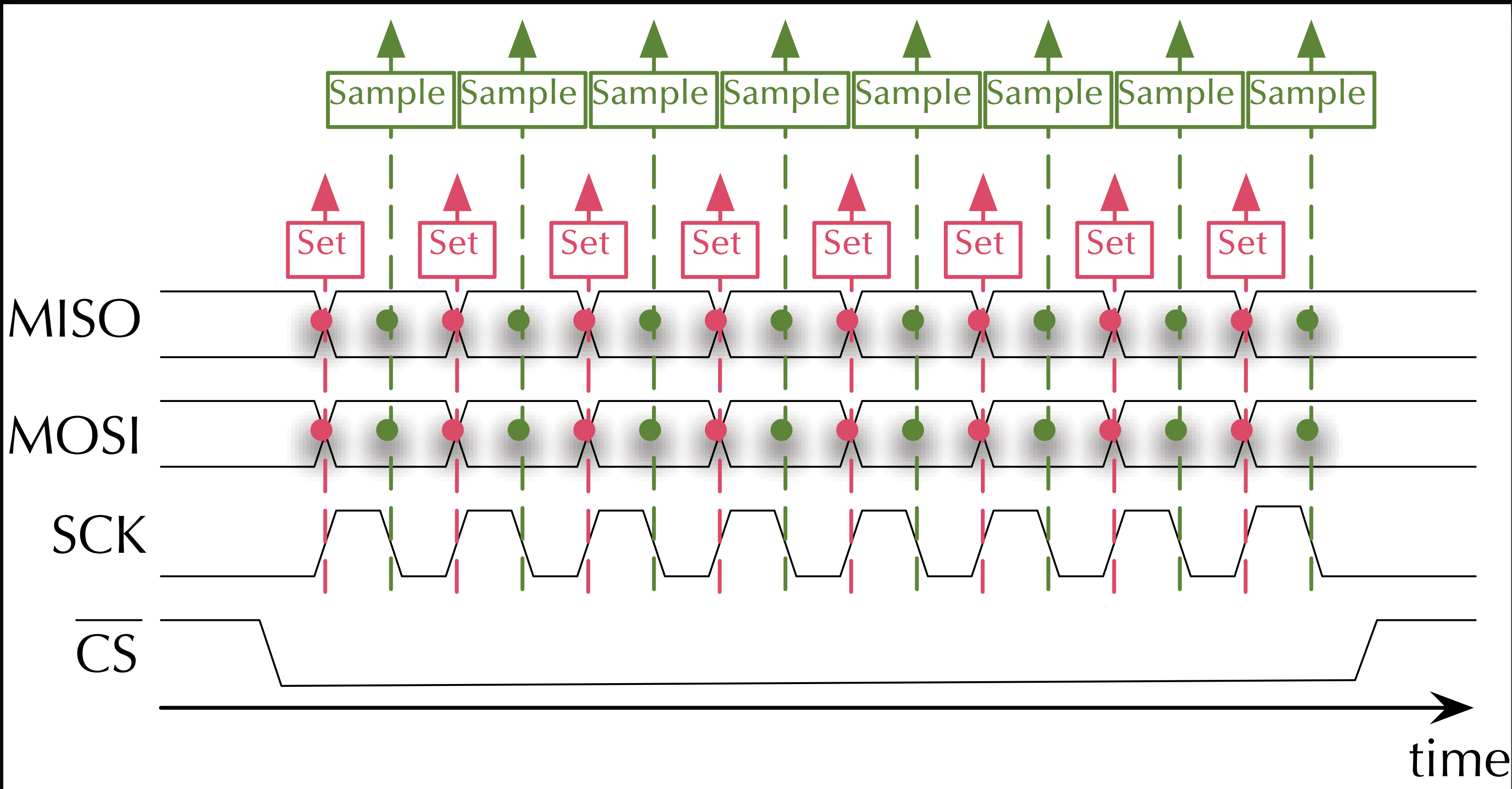
Full Duplex, 4-wire, flexible clock rate



Network protocols & standards

Serial Peripheral Interface (SPI)

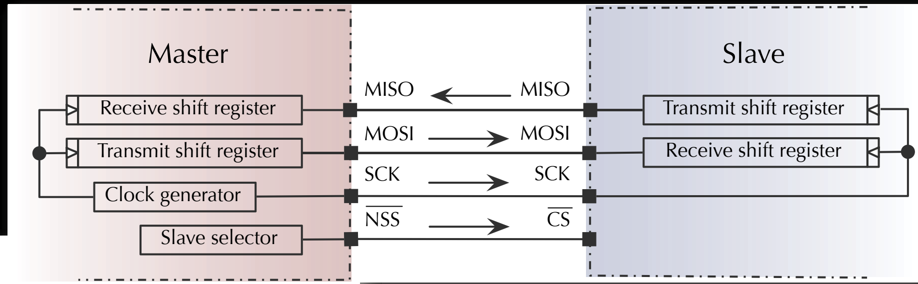


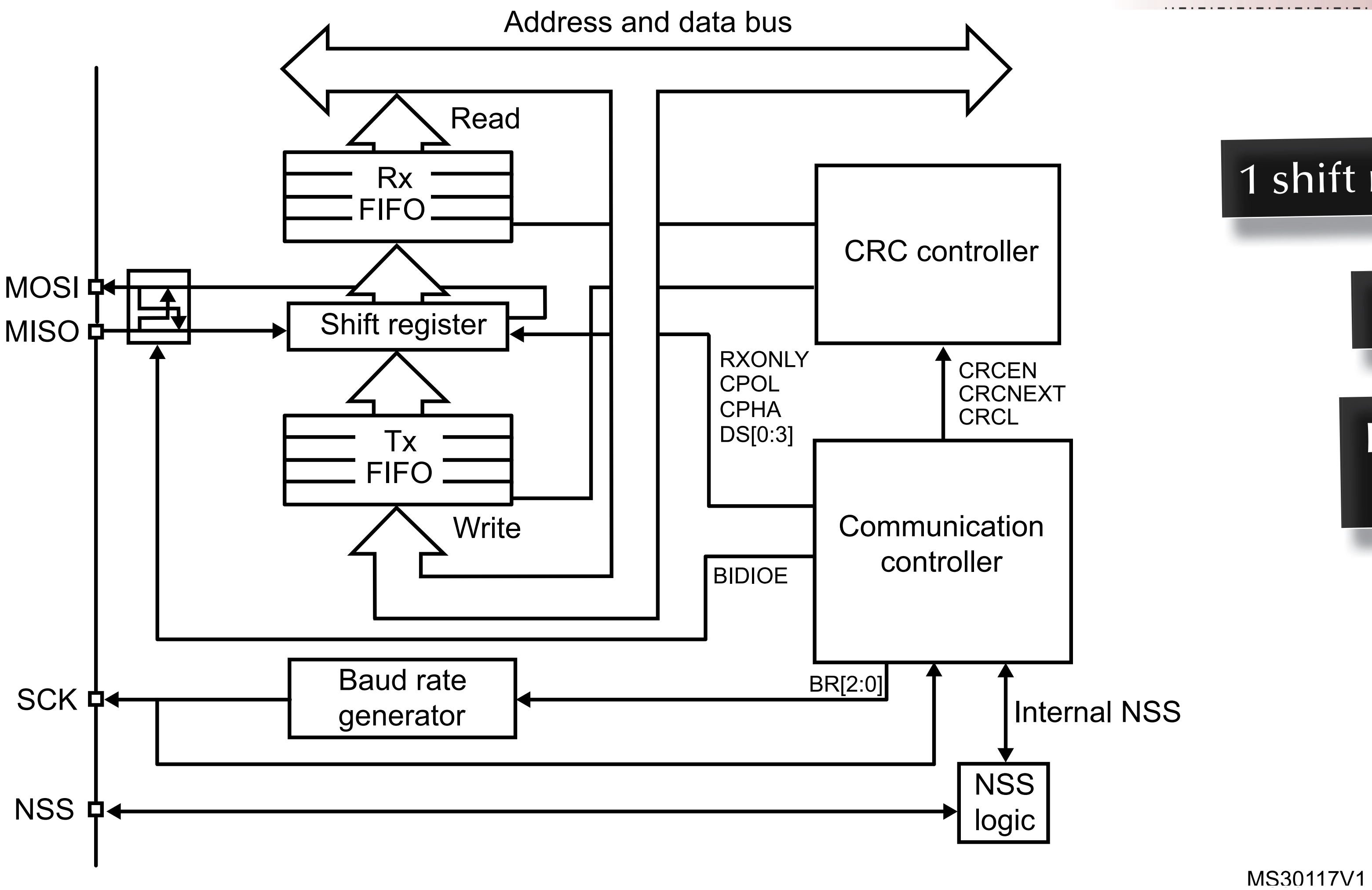


Clock phase and polarity need to be agreed upon

Network protocols & standards (SPI)

Serial Peripheral Interface (SPI)





from STM32L4x6 advanced ARM®-based 32-bit MCUs reference manual: Figure 420 on page 1291

1 shift register?

CRC?

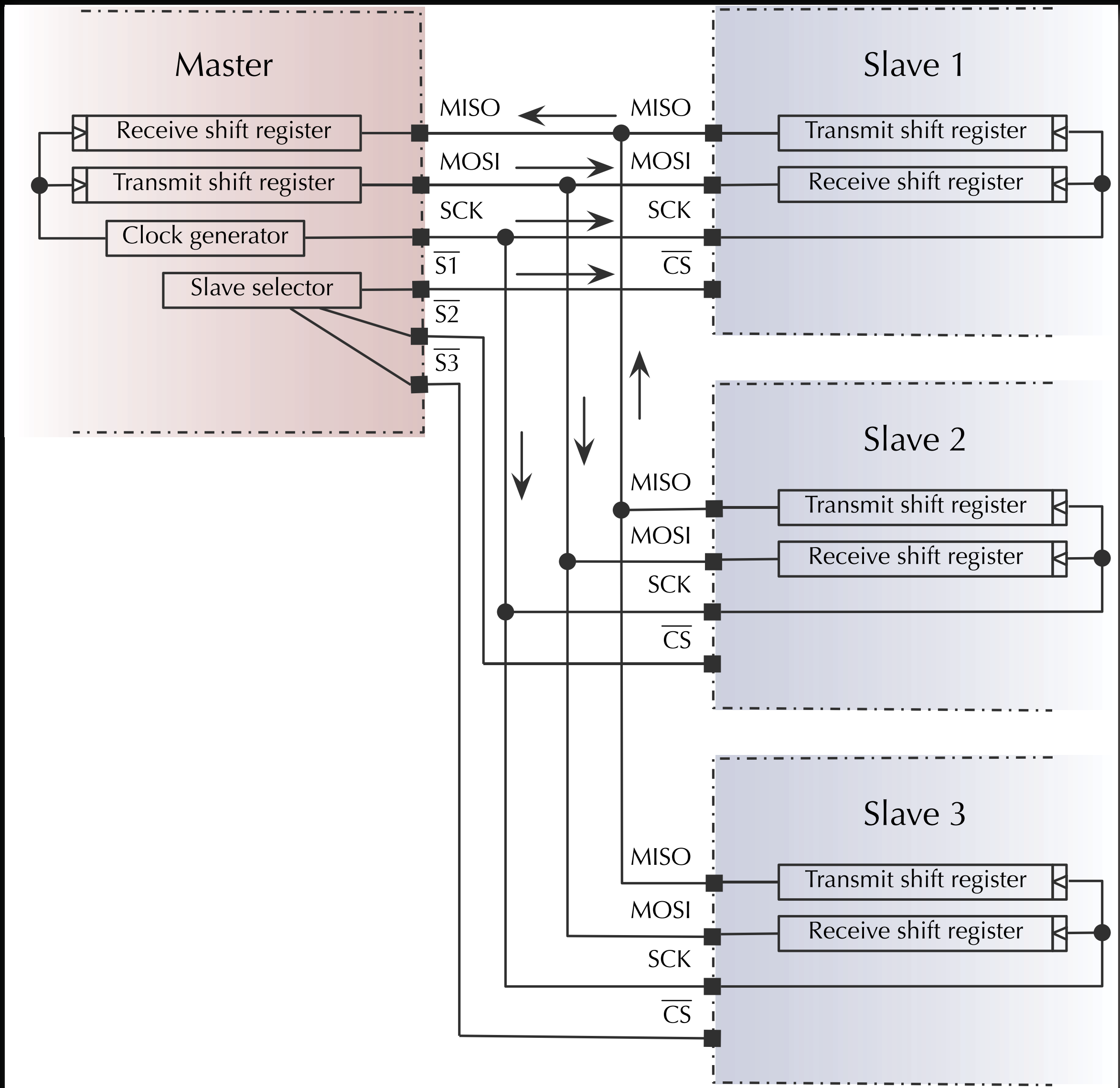
FIFOs?

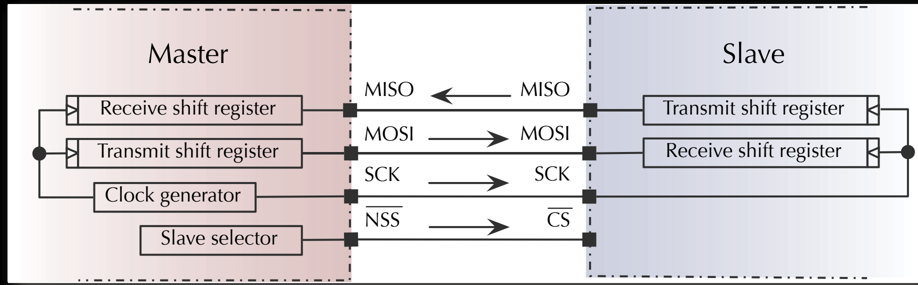
Data connected to an internal bus?

DMA?

Speed?

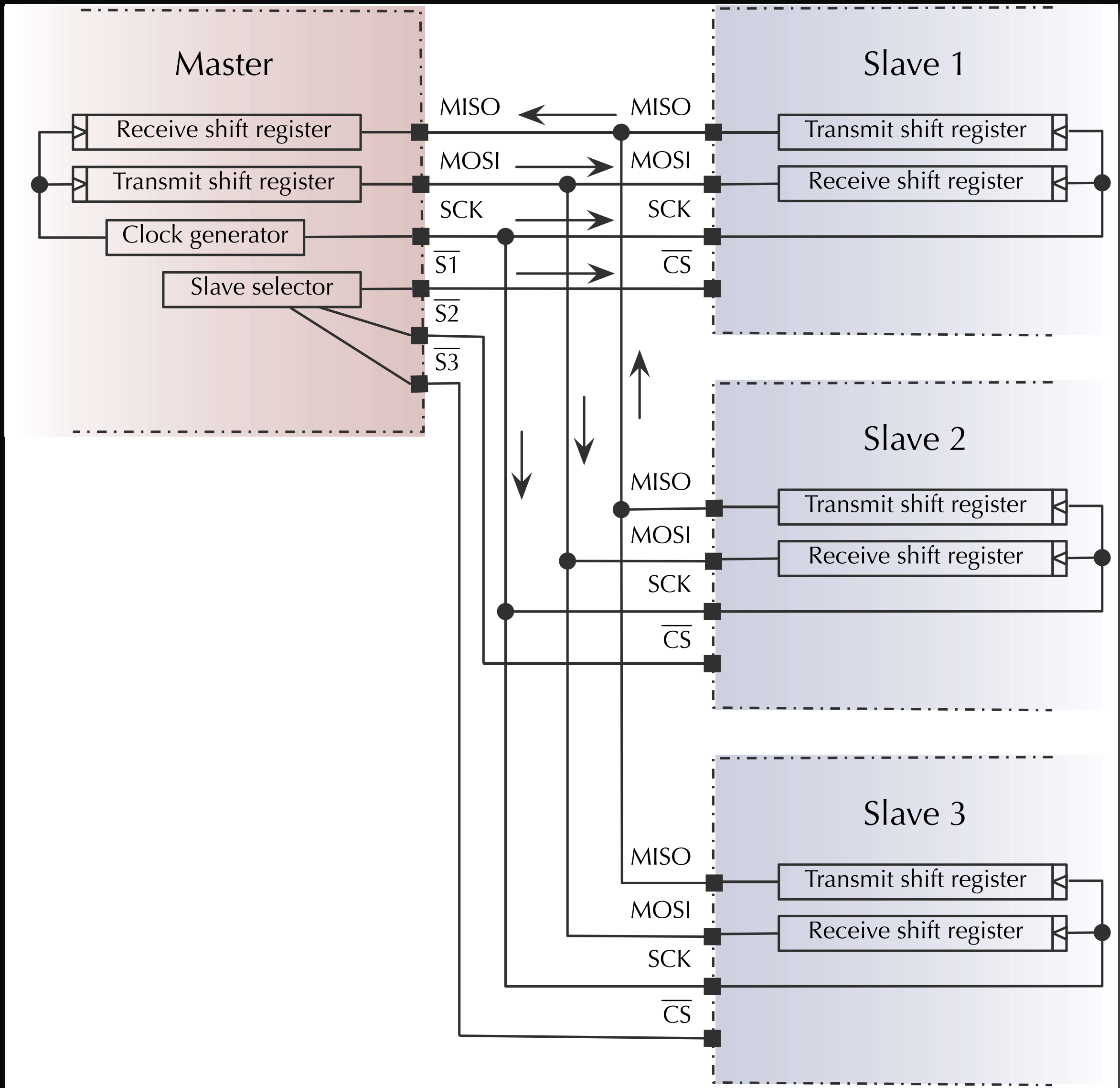
Network protocols & standards (SPI)

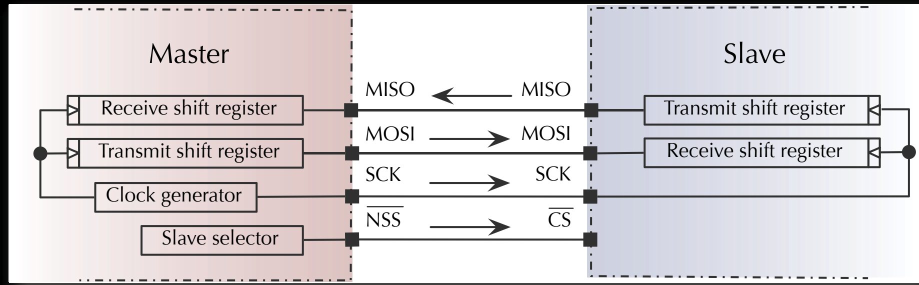




Full duplex with 1 out of *x* slaves

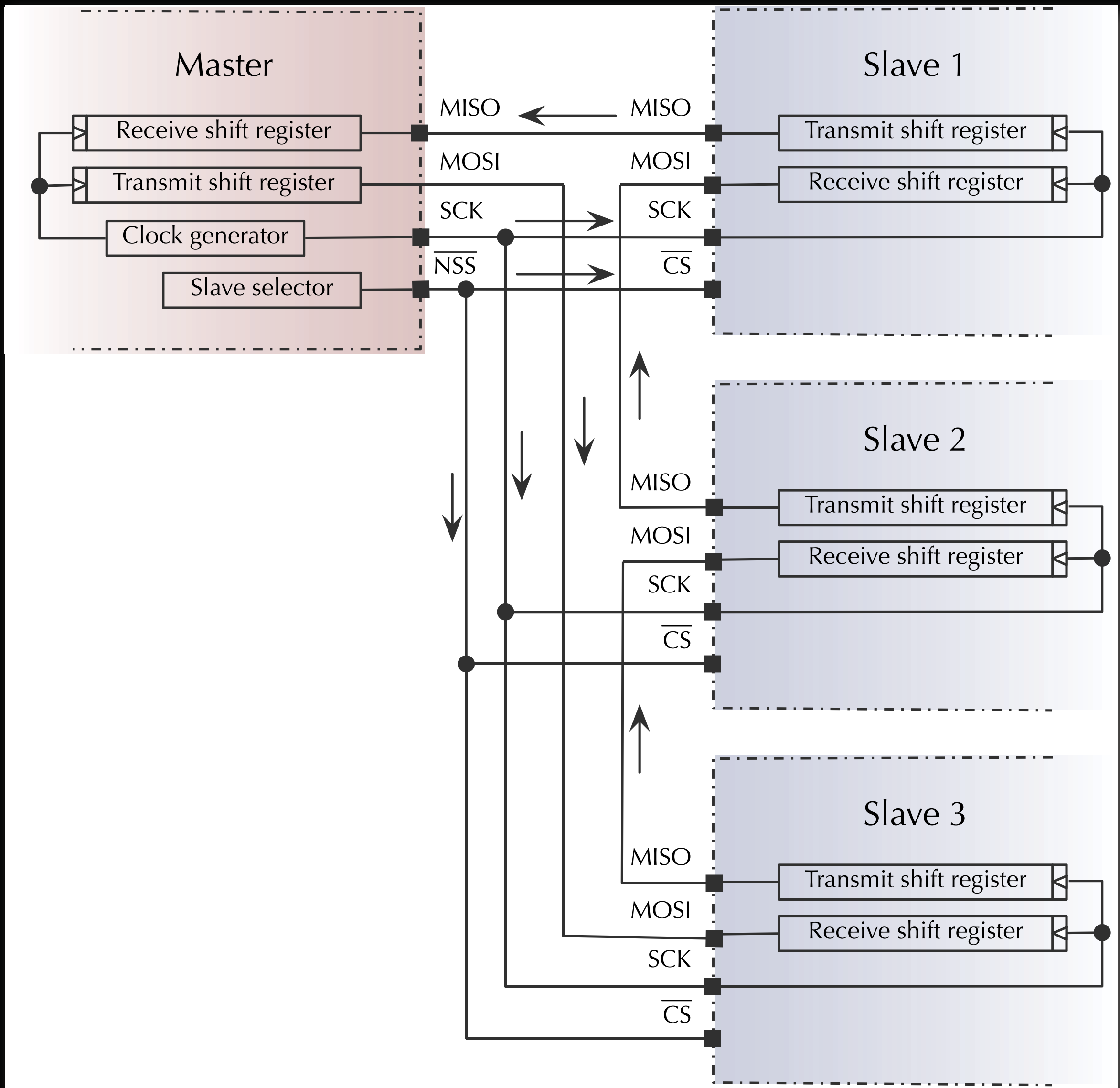
Network protocols & standards (SPI)

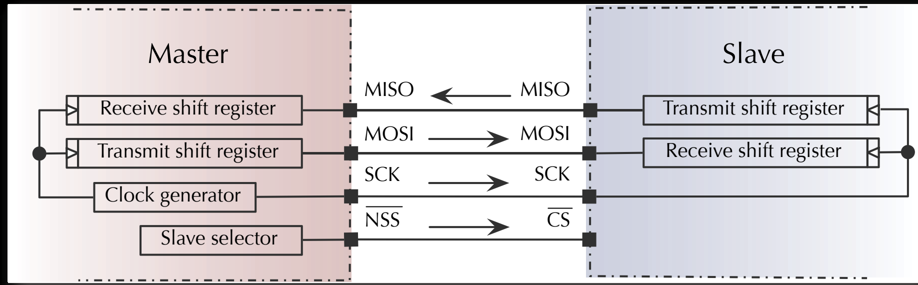




Concurrent simplex with *y* out of *x* slaves

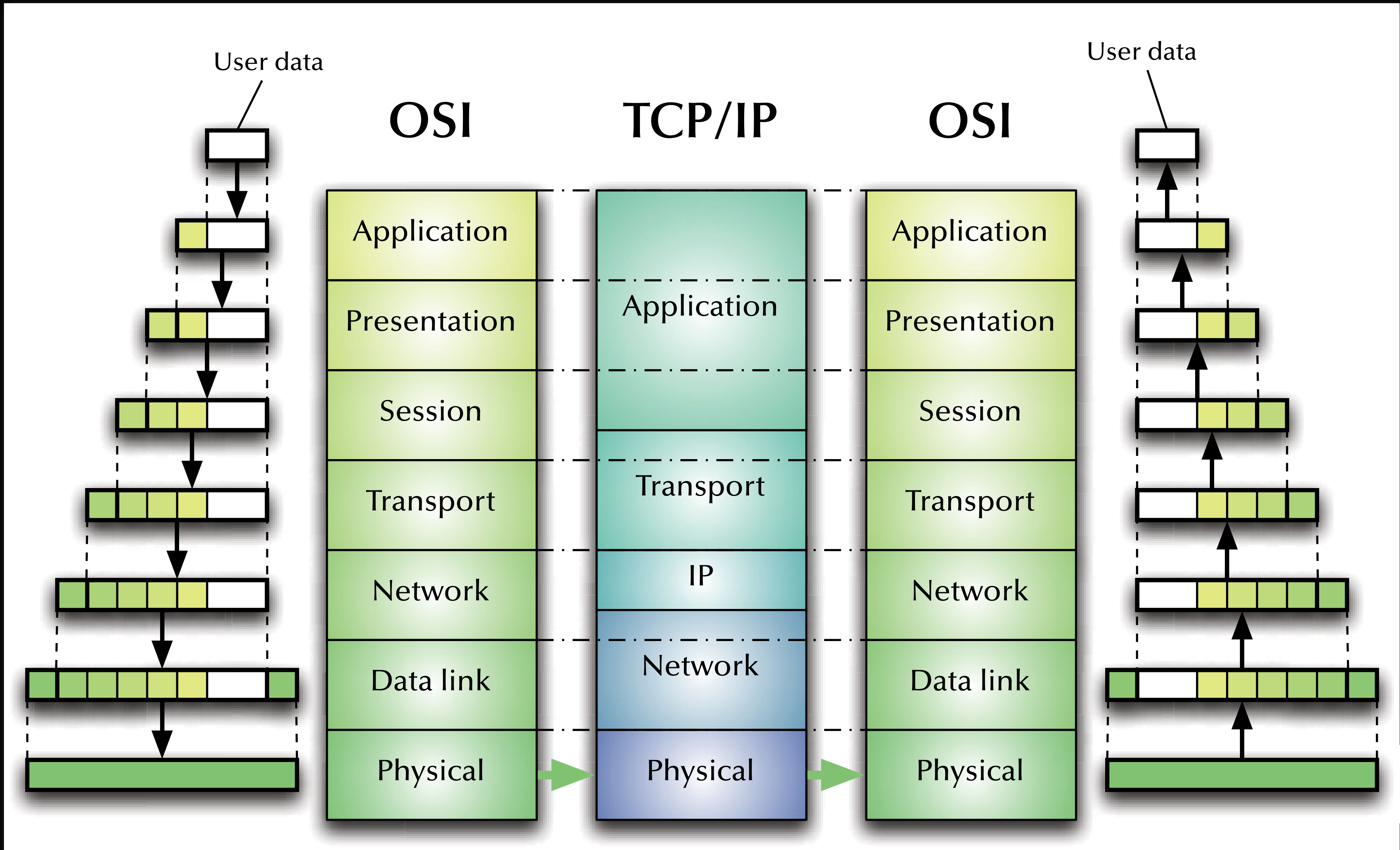
Network protocols & standards (SPI)



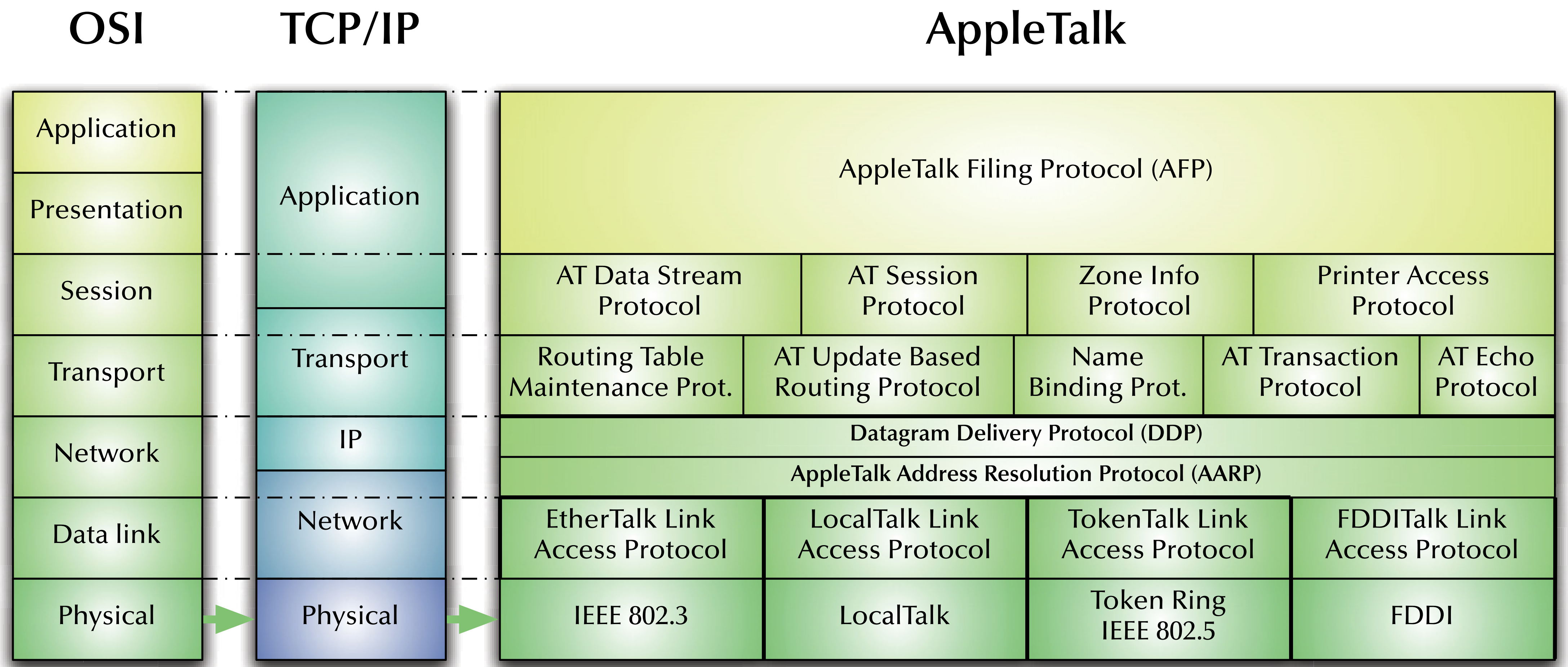


Concurrent daisy chaining with *all* slaves

Network protocols & standards

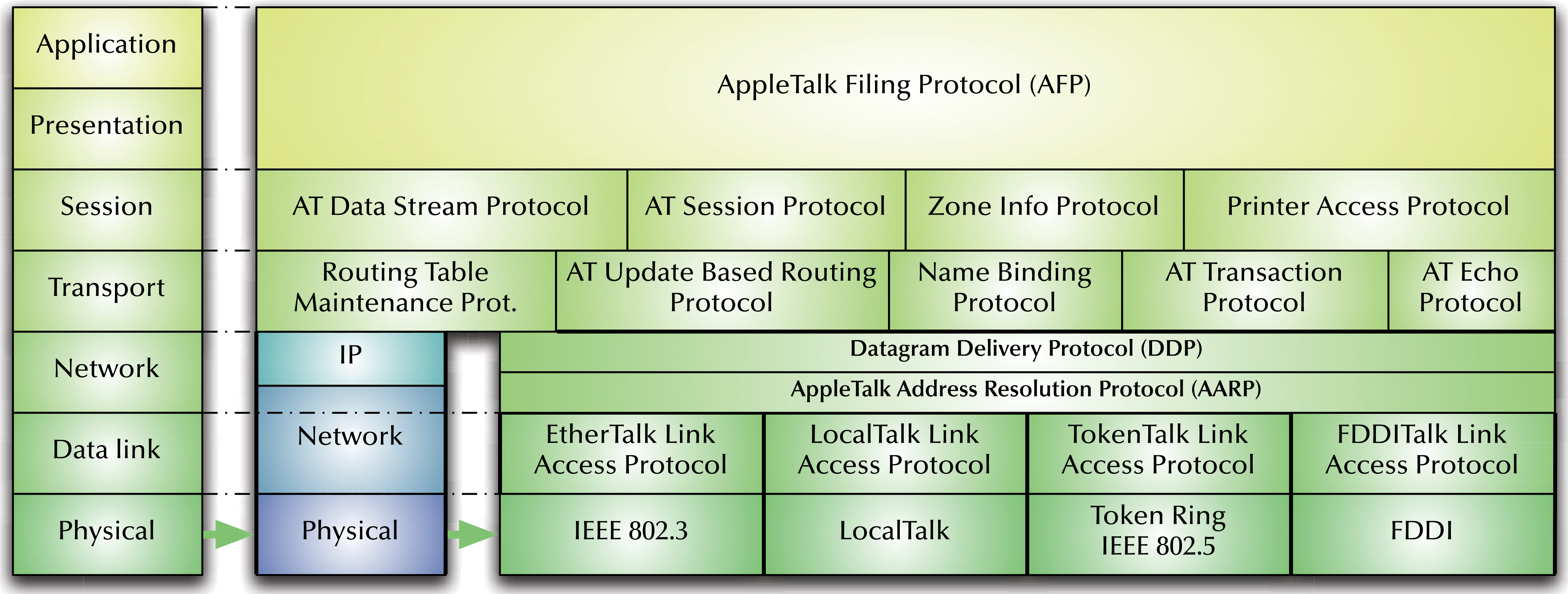


Network protocols & standards



Network protocols & standards

OSI **AppleTalk over IP**



Network protocols & standards

Ethernet / IEEE 802.3

Local area network (LAN) developed by Xerox in the 70's

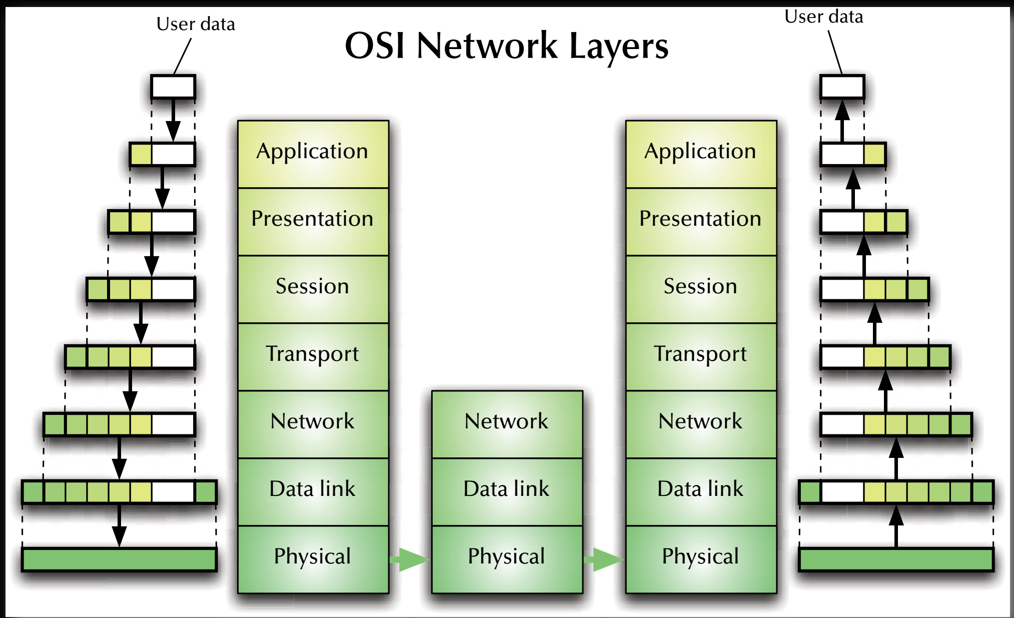
- 10 Mbps specification 1.0 by DEC, Intel, & Xerox in 1980.
- First standard as IEEE 802.3 in 1983 (10 Mbps over thick co-ax cables).
- currently 1 Gbps (802.3ab) copper cable ports used in most desktops and laptops.
- currently standards up to 100 Gbps (IEEE 802.3ba 2010).
- more than 85 % of current LAN lines worldwide (according to the International Data Corporation (IDC)).

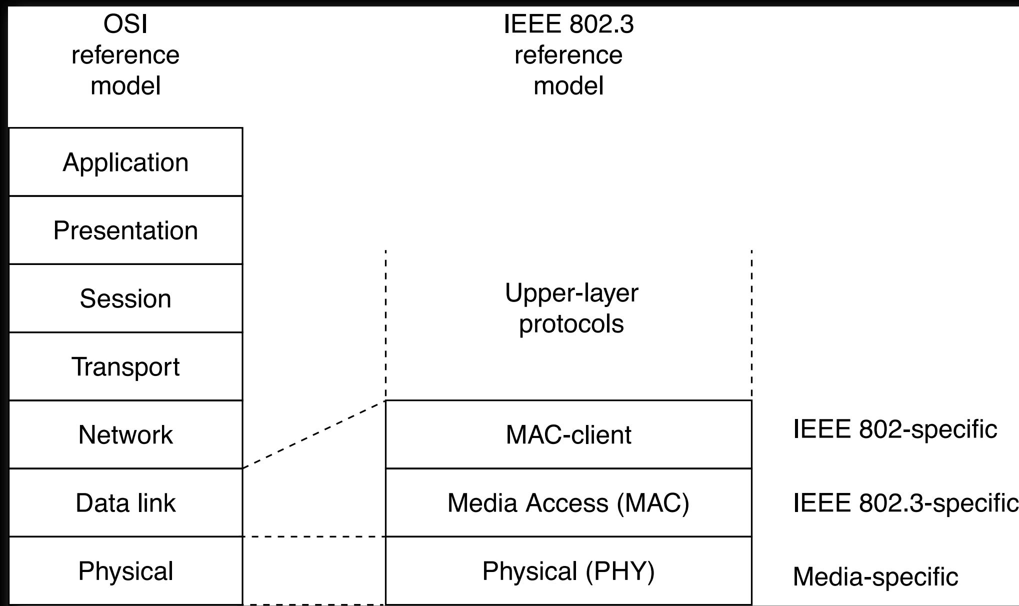
☞ **Carrier Sense Multiple Access** with **Collision Detection** (**CSMA/CD**)

Network protocols & standards

Ethernet / IEEE 802.3

OSI relation: PHY, MAC, MAC-client

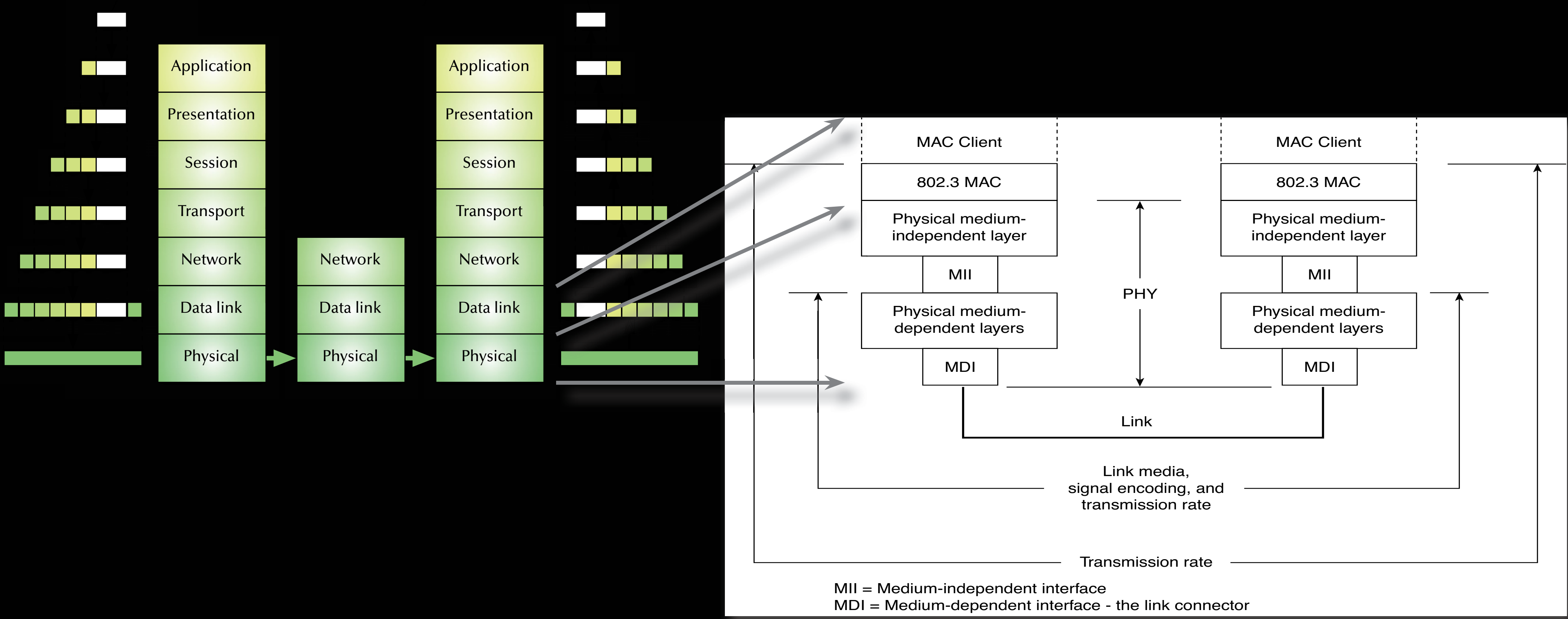




Network protocols & standards

Ethernet / IEEE 802.3

OSI relation: PHY, MAC, MAC-client



Network protocols & standards

Ethernet / IEEE 802.11

Wireless local area network (WLAN) developed in the 90's

- First standard as IEEE 802.11 in 1997 (1-2 Mbps over 2.4 GHz).
- Typical usage at 54 Mbps over 2.4 GHz carrier at 20 MHz bandwidth.
- Current standards up to 780 Mbps (802.11ac) over 5 GHz carrier at 160 MHz bandwidth.
- Future standards are designed for up to 100 Gbps over 60 GHz carrier.
- Direct relation to IEEE 802.3 and similar OSI layer association.

☞ **Carrier Sense Multiple Access** with **Collision Avoidance** (**CSMA/CA**)

☞ **Direct-Sequence Spread Spectrum (DSSS)**

Network protocols & standards

Bluetooth

Wireless local area network (WLAN) developed in the 90’s with different features than 802.11:

- Lower power consumption.
- Shorter ranges.
- Lower data rates (typically < 1 Mbps).
- Ad-hoc networking (no infrastructure required).

☞ Combinations of 802.11 and Bluetooth OSI layers are possible to achieve the required features set.

Network protocols & standards

Token Ring / IEEE 802.5 / Fibre Distributed Data Interface (FDDI)

- "Token Ring " developed by IBM in the 70's
- IEEE 802.5 standard is modelled after the IBM Token Ring architecture (specifications are slightly different, but basically compatible)
- IBM Token Ring requests are star topology as well as twisted pair cables, while IEEE 802.5 is unspecified in topology and medium
- Fibre Distributed Data Interface combines a token ring architecture with a dual-ring, fibre-optical, physical network.

☞ Unlike CSMA/CD, **Token ring** is **deterministic**
(with respect to its timing behaviour)

☞ **FDDI** is **deterministic** and **failure resistant**

☞ None of the above is currently used in performance oriented applications.

Network protocols & standards

Fibre Channel

- Developed in the late 80's.
- ANSI standard since 1994.
- Current standards allow for 16 Gbps per link.

- Allows for three different topologies:

  ☞ **Point-to-point**: 2 addresses

  ☞ **Arbitrated loop** (similar to token ring): 127 addresses ☞ deterministic, real-time capable

  ☞ **Switched fabric**: 2^{24} addresses, many topologies and concurrent data links possible

- Defines OSI equivalent layers up to the session level.

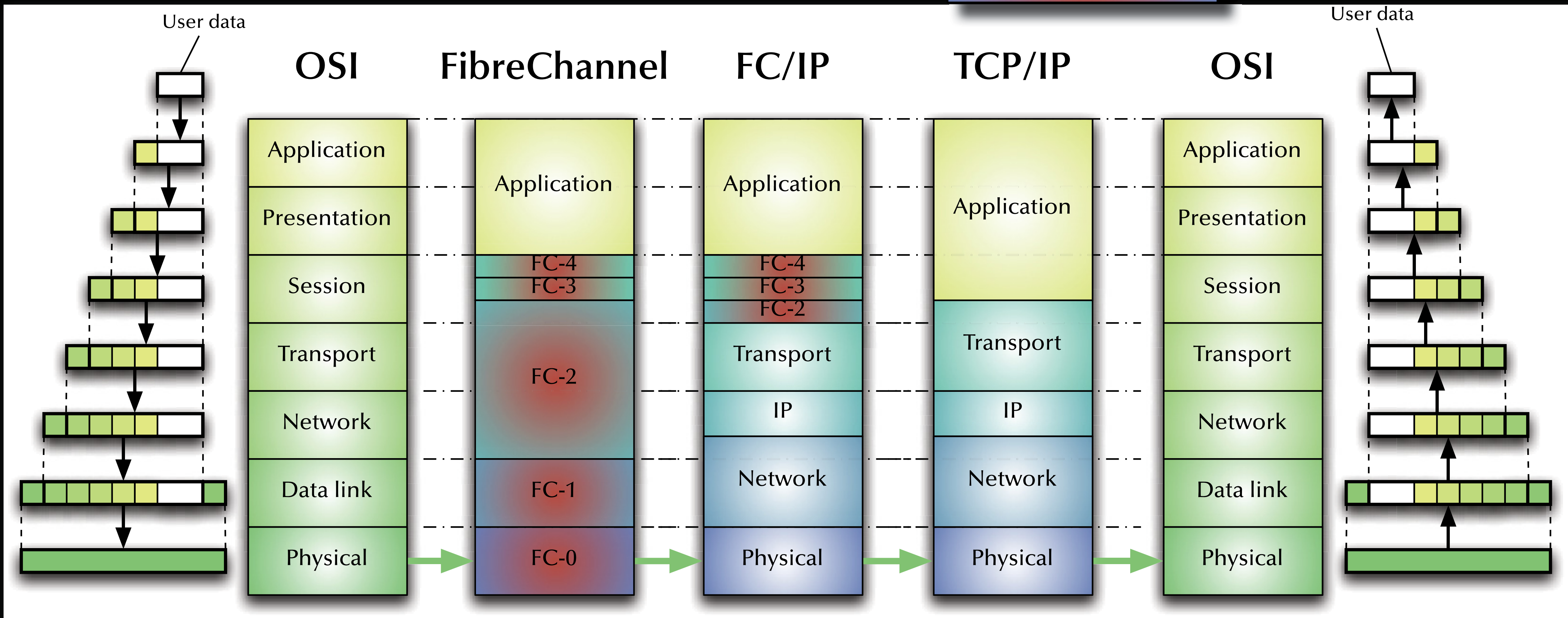
☞ Mostly used in storage arrays,
but applicable to super-computers and high integrity systems as well.

Network protocols & standards

Fibre Channel

Mapping of Fibre Channel to OSI layers:

- FC-4 Protocol mapping
- FC-3 Common service
- FC-2 Network
- FC-1 Data link
- FC-0 Physical



Network protocols & standards

InfiniBand

- Developed in the late 90's
- Defined by the InfiniBand Trade Association (IBTA) since 1999.
- Current standards allow for 25 Gbps per link.
- Switched fabric topologies.
- Concurrent data links possible (commonly up to 12 ☞ 300 Gbps).
- Defines only the *data-link layer* and parts of the *network layer*.
- Existing devices use copper cables (instead of optical fibres).

☞ Mostly used in super-computers and clusters but applicable to storage arrays as well.

☞ Cheaper than Ethernet or FibreChannel at high data-rates.

☞ Small packets (only up to 4 kB) and no session control.

Distributed Systems

Distribution!

Motivation

Possibly …

- ☞ … fits an **existing physical distribution** (e-mail system, devices in a large craft, …).
- ☞ … **high performance** due to potentially high degree of parallel processing.
- ☞ … **high reliability/integrity** due to redundancy of hardware and software.
- ☞ … **scalable**.
- ☞ … **integration** of heterogeneous devices.

Different specifications will lead to substantially different distributed designs.

Distributed Systems

What can be distributed?

- **State** ☞ *Common* operations on *distributed* data
- **Function** ☞ *Distributed* operations on *central* data
- **State & Function** ☞ Client/server clusters
- **none of those** ☞ Pure replication, redundancy

Distributed Systems

Common design criteria

- ☞ Achieve **De-coupling** / high degree of local autonomy
- ☞ **Cooperation** rather than central control
- ☞ Consider **Reliability**
- ☞ Consider **Scalability**
- ☞ Consider **Performance**

Distributed Systems

Some common phenomena in distributed systems

1. **Unpredictable delays** (communication)
   ☞ Are we done yet?

2. **Missing or imprecise time-base**
   ☞ Causal relation or temporal relation?

3. **Partial failures**
   ☞ Likelihood of individual failures increases
   ☞ Likelihood of complete failure decreases (in case of a good design)

Distributed Systems

Time in distributed systems

Two alternative strategies:

Based on a shared time ☞ **Synchronize clocks!**

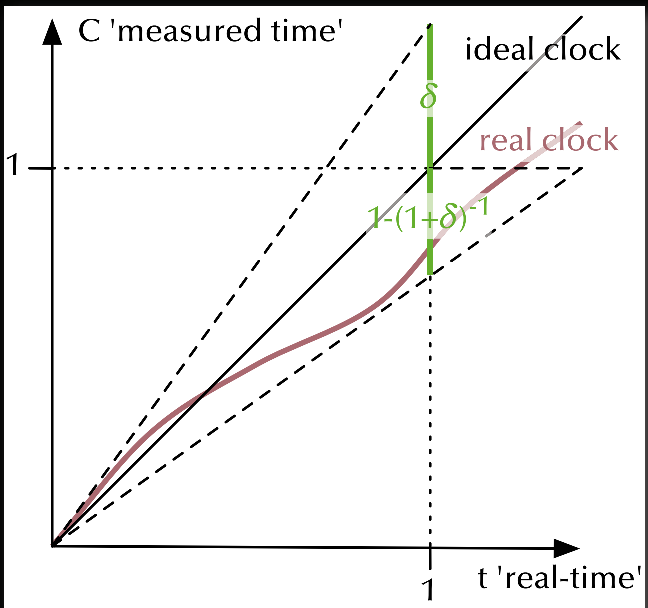
Based on sequence of events ☞ **Create a virtual time!**

Distributed Systems

'Real-time' clocks

are:

- **discrete** – i.e. time is *not* dense and there is a minimal granularity
- **drift affected**:



Maximal clock drift δ defined as:

$$(1+\delta)^{-1} \leq \frac{C(t_2) - C(t_1)}{t_2 - t_1} \leq (1+\delta)$$

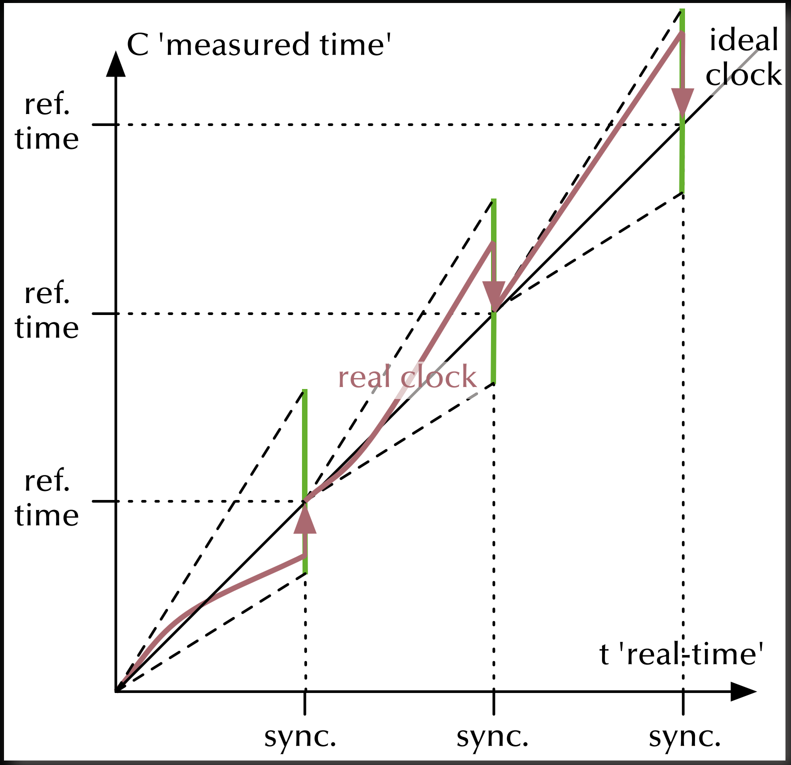
often specified as PPM (Parts-Per-Million)

(typical $\approx$20 PPM in computer applications)

Distributed Systems

Synchronize a 'real-time' clock (bi-directional)

Resetting the clock drift by regular reference time re-synchronization:



Maximal clock drift δ defined as:

$$(1+\delta)^{-1} \leq \frac{C(t_2) - C(t_1)}{t_2 - t_1} \leq (1+\delta)$$

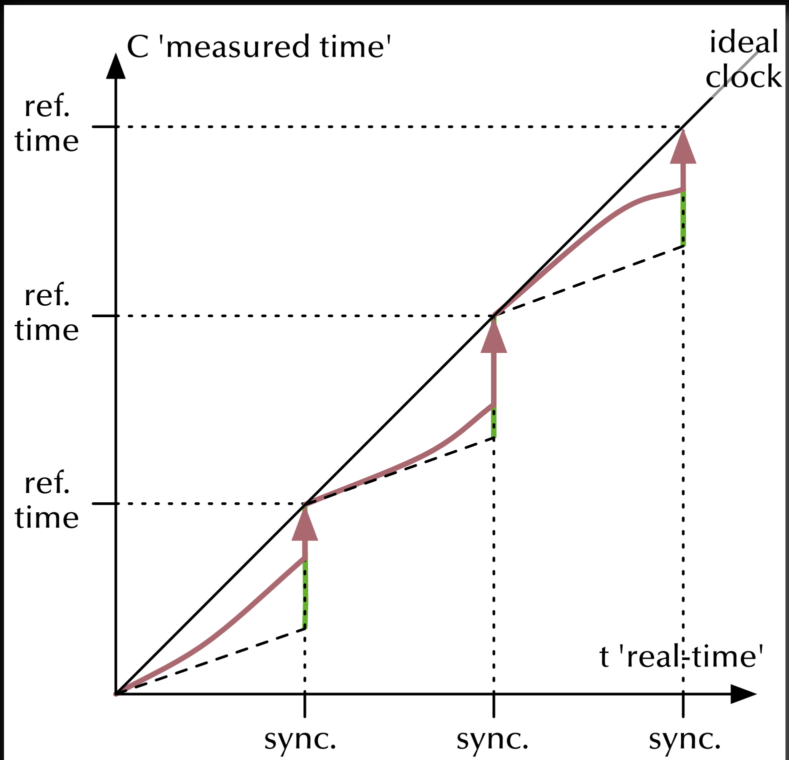
'real-time' clock is adjusted *forwards & backwards*

☞ **Calendar time**

Distributed Systems

Synchronize a 'real-time' clock *(forward only)*

Resetting the clock drift by regular reference time re-synchronization:



Maximal clock drift δ defined as:

$$(1+\delta)^{-1} \leq \frac{C(t_2) - C(t_1)}{t_2 - t_1} \leq 1$$

'real-time' clock is adjusted *forwards* only

☞ **Monotonic time**

Distributed critical regions with synchronized clocks

- ∀ times:
  ∀ received *Requests*: **Add** to local *RequestQueue* (ordered by time)
  ∀ received *Release messages*:
  Delete *corresponding Requests* in local *RequestQueue*

1. **Create** *OwnRequest* and **attach** current time-stamp.
   Add *OwnRequest* to local *RequestQueue* (ordered by time).
   Send *OwnRequest* to *all* processes.
2. **Delay** by 2*L* (*L* being the time it takes for a message to reach all network nodes)
3. **While** Top (*RequestQueue*) ≠ *OwnRequest*: **delay** until new message
4. **Enter** and **leave** critical region
5. **Send** *Release*-message to *all* processes.

Distributed critical regions with synchronized clocks

Analysis

- No deadlock, no individual starvation, no livelock.
- Minimal request delay: $2L$.
- Minimal release delay: L.
- Communications requirements per request: $2(N-1)$ messages
  (can be significantly improved by employing broadcast mechanisms).
- Clock drifts affect fairness, but not integrity of the critical region.

Assumptions:

- L is known and constant ☞ violation leads to loss of mutual exclusion.
- No messages are lost ☞ violation leads to loss of mutual exclusion.

Distributed Systems

Virtual (logical) time [Lamport 1978]

$$a \rightarrow b \Rightarrow C(a) < C(b)$$

with $a \rightarrow b$ being a causal relation between a and b,
and $C(a)$, $C(b)$ are the (virtual) times associated with a and b

$a \rightarrow b$ iff:

- a happens **earlier than** b in the *same sequential* control-flow or
- a denotes the **sending event** of message m,
  while b denotes the **receiving event** of the *same message* m or
- there is a **transitive causal relation** between a and b: $a \rightarrow e_1 \rightarrow \ldots \rightarrow e_n \rightarrow b$

Notion of concurrency:

$$a \parallel b \Rightarrow \neg(a \rightarrow b) \wedge \neg(b \rightarrow a)$$

Distributed Systems

Virtual (logical) time

$$a \to b \Rightarrow C(a) < C(b)$$

Implications:

$$C(a) < C(b) \Rightarrow ?$$

$$C(a) = C(b) \Rightarrow ?$$

$$C(a) = C(b) < C(c) \Rightarrow ?$$

$$C(a) < C(b) < C(c) \Rightarrow ?$$

Distributed Systems

Virtual (logical) time

$$a \rightarrow b \Rightarrow C(a) < C(b)$$

Implications:

$$C(a) < C(b) \Rightarrow \neg(b \rightarrow a)$$

$$C(a) = C(b) \Rightarrow a \parallel b$$

$$C(a) = C(b) < C(c) \Rightarrow ?$$

$$C(a) < C(b) < C(c) \Rightarrow ?$$

Distributed Systems

Virtual (logical) time

$$a \rightarrow b \Rightarrow C(a) < C(b)$$

Implications:

$$C(a) < C(b) \Rightarrow \neg(b \rightarrow a) = (a \rightarrow b) \vee (a \parallel b)$$

$$C(a) = C(b) \Rightarrow a \parallel b = \neg(a \rightarrow b) \wedge \neg(b \rightarrow a)$$

$$C(a) = C(b) < C(c) \Rightarrow ?$$

$$C(a) < C(b) < C(c) \Rightarrow ?$$

Distributed Systems

Virtual (logical) time

$$a \rightarrow b \Rightarrow C(a) < C(b)$$

Implications:

$$C(a) < C(b) \Rightarrow \neg(b \rightarrow a) = (a \rightarrow b) \vee (a \parallel b)$$

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$$C(a) = C(b) < C(c) \Rightarrow \neg(c \rightarrow a)$$

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Distributed Systems

Virtual (logical) time

$$a \rightarrow b \Rightarrow C(a) < C(b)$$

Implications:

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$$C(a) = C(b) \Rightarrow a \parallel b = \neg(a \rightarrow b) \wedge \neg(b \rightarrow a)$$

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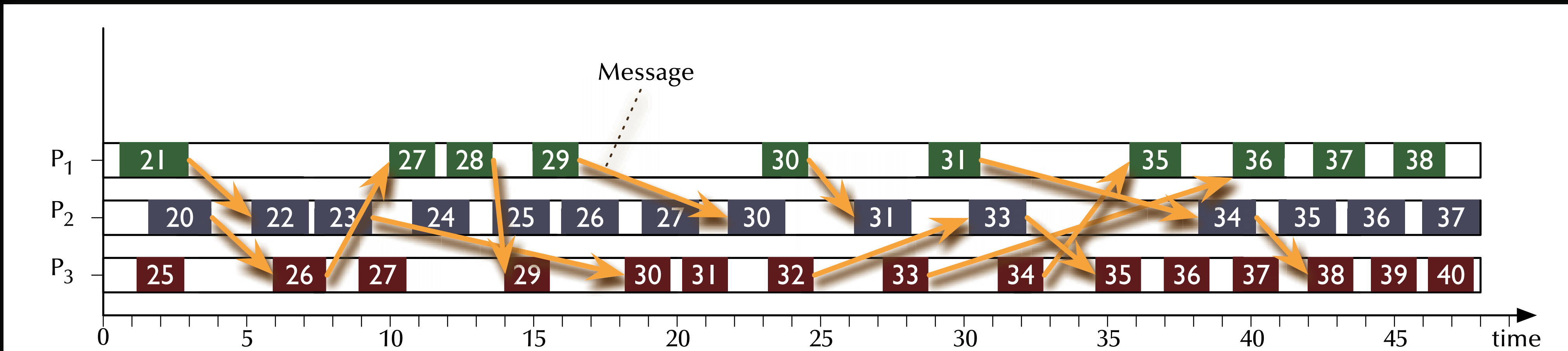
$$C(a) < C(b) < C(c) \Rightarrow \neg(c \rightarrow a) = (a \rightarrow c) \vee (a \parallel c)$$

Distributed Systems

Virtual (logical) time

Time as derived from causal relations:



☞ Events in concurrent control flows are not ordered.

☞ No global order of time.

Distributed Systems

Implementing a virtual (logical) time

1. $\forall P_i$: $C_i = 0$

2. $\forall P_i$:

   $\forall$ local events: $C_i = C_i + 1$;

   $\forall$ send events: $C_i = C_i + 1$; Send (message, C_i);

   $\forall$ receive events: Receive (message, C_m); $C_i = \max(C_i, C_m) + 1$;

Distributed critical regions with logical clocks

- ∀ times: ∀ received *Requests*:
  Add to local *RequestQueue* (ordered by time)
  Reply with *Acknowledge* or *OwnRequest*
- ∀ times: ∀ received *Release messages*:
  Delete *corresponding Requests* in local *RequestQueue*

1. **Create** *OwnRequest* and **attach** current time-stamp.
   Add *OwnRequest* to local *RequestQueue* (ordered by time).
   Send *OwnRequest* to *all* processes.
2. **Wait for** Top (*RequestQueue*) = *OwnRequest* & no outstanding replies
3. **Enter** and **leave** critical region
4. **Send** *Release*-message to *all* processes.

Distributed critical regions with logical clocks

Analysis

- No deadlock, no individual starvation, no livelock.
- Minimal request delay: $N-1$ *requests* (1 broadcast) + $N-1$ *replies*.
- Minimal release delay: $N-1$ *release* messages (or 1 broadcast).
- Communications requirements per request: $3(N-1)$ messages (or $N-1$ messages + 2 broadcasts).
- Clocks are kept recent by the exchanged messages themselves.

Assumptions:

- No messages are lost ☞ violation leads to stall.

Distributed Systems

Distributed critical regions with a token ring structure

1. **Organize** all processes in a logical or physical **ring** topology
2. **Send** one *token* message to one process
3. ∀ times, ∀processes: **On receiving** the *token* message:
   1. If required the process
      enters and **leaves** a critical section (while holding the token).
   2. The *token* is **passed** along to the next process in the ring.

Assumptions:

- Token is not lost ☞ violation leads to stall.

(a lost token can be recovered by a number of means – e.g. the ‘election’ scheme following)

Distributed Systems

Distributed critical regions with a central coordinator

A global, static, central coordinator

☞ Invalidates the idea of a distributed system

☞ Enables a very simple mutual exclusion scheme

Therefore:

- A global, central coordinator is employed in some systems … yet …
- … if it fails, a system to come up with a new coordinator is provided.

Distributed Systems

Electing a central coordinator (the Bully algorithm)

Any process *P* which notices that the central coordinator is gone, performs:

1. *P* **sends** an *Election*-message
   to all processes with *higher* process numbers.
2. *P* **waits** for response messages.
   - ☞ If no one responds after a pre-defined amount of time:
     P declares itself the new coordinator and sends out a *Coordinator*-message to all.
   - ☞ If any process responds,
     then the election activity for *P* is over and *P* waits for a *Coordinator*-message

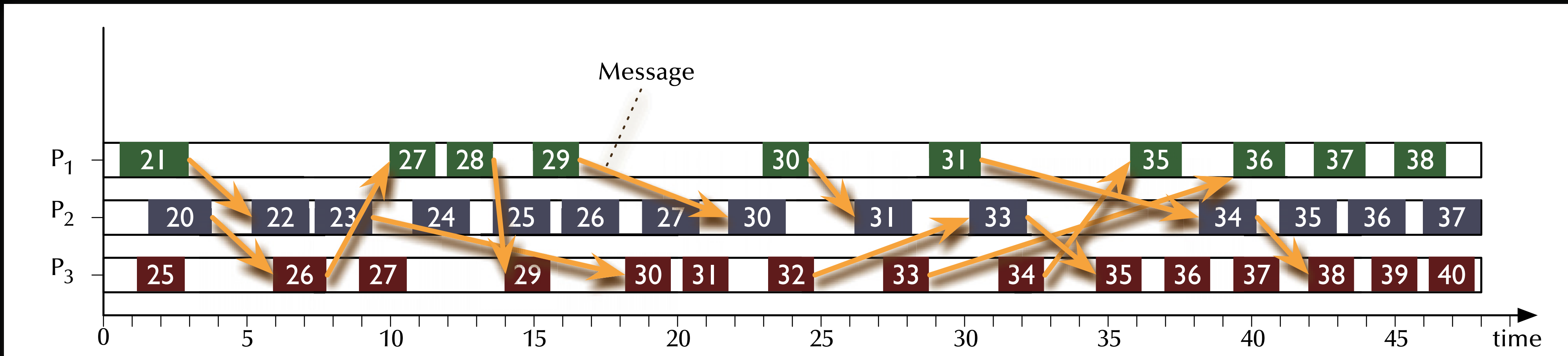
All processes P_i perform at all times:

- If P_i **receives** a *Election*-message from a process with a *lower* process number, it **responds** to the originating process and starts an election process itself (if not running already).

Distributed Systems

Distributed states

☞ How to read the current state of a distributed system?

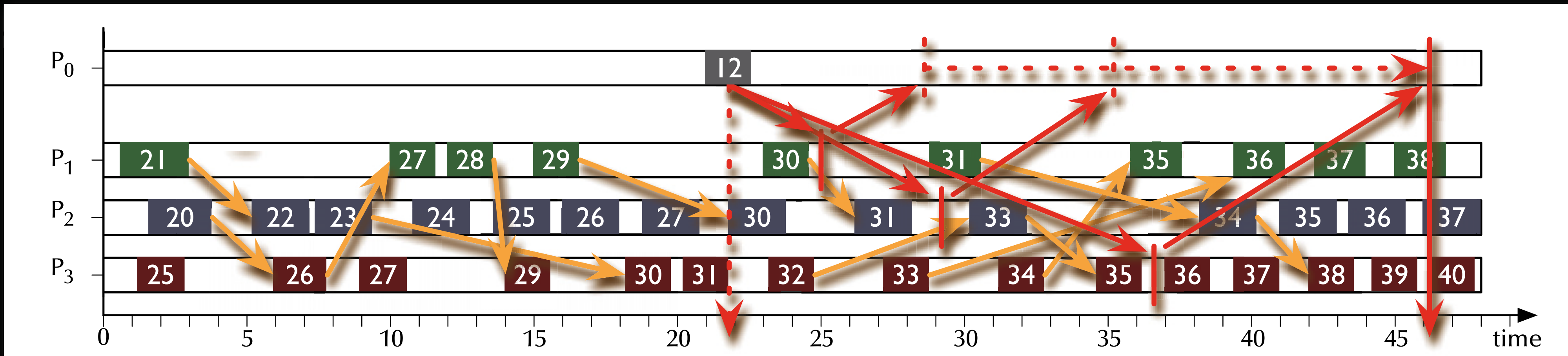


This "god's eye view" does in fact not exist.

Distributed Systems

Distributed states

☞ How to read the current state of a distributed system?



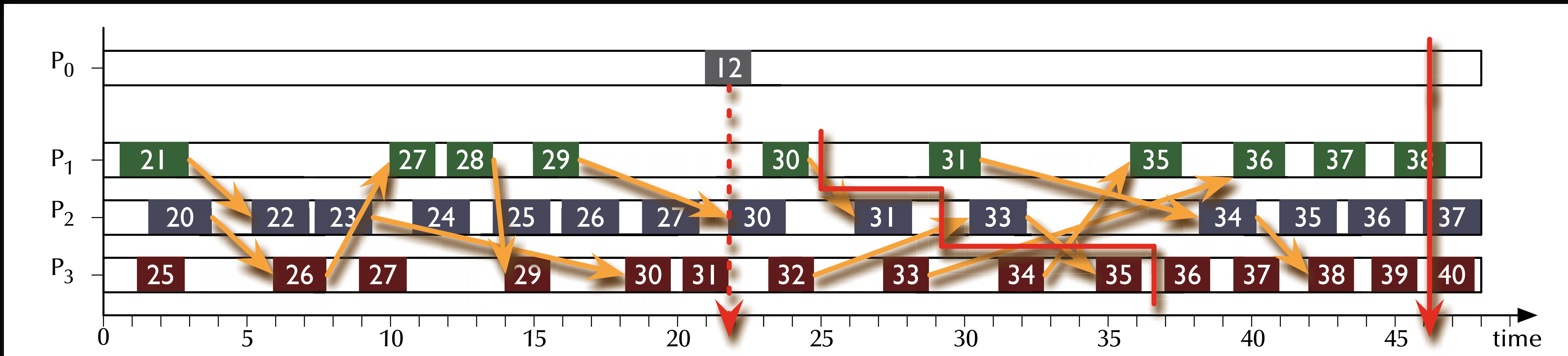
Instead: some entity probes and collects local states.

☞ What state of the global system has been accumulated?

Distributed Systems

Distributed states

☞ How to read the current state of a distributed system?



Instead: some entity probes and collects local states.

☞ What state of the global system has been accumulated?

☞ Connecting all the states to a global state.

Distributed Systems

Distributed states

A consistent global state (snapshot) is define by a unique division into:

- "The Past" P (events before the snapshot):

$$(e_2 \in P) \wedge (e_1 \rightarrow e_2) \Rightarrow e_1 \in P$$

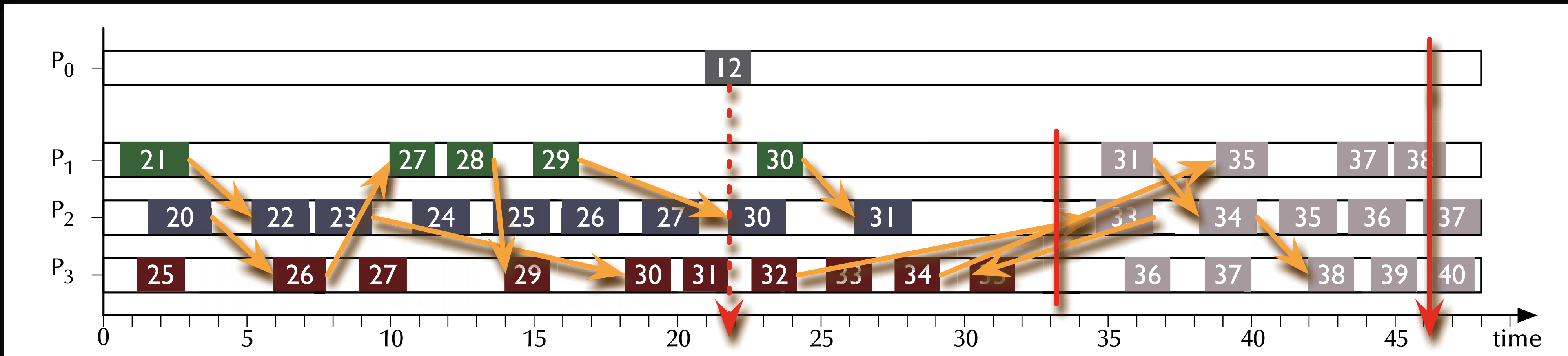
- "The Future" F (events after the snapshot):

$$(e_1 \in F) \wedge (e_1 \rightarrow e_2) \Rightarrow e_2 \in F$$

Distributed Systems

Distributed states

☞ How to read the current state of a distributed system?



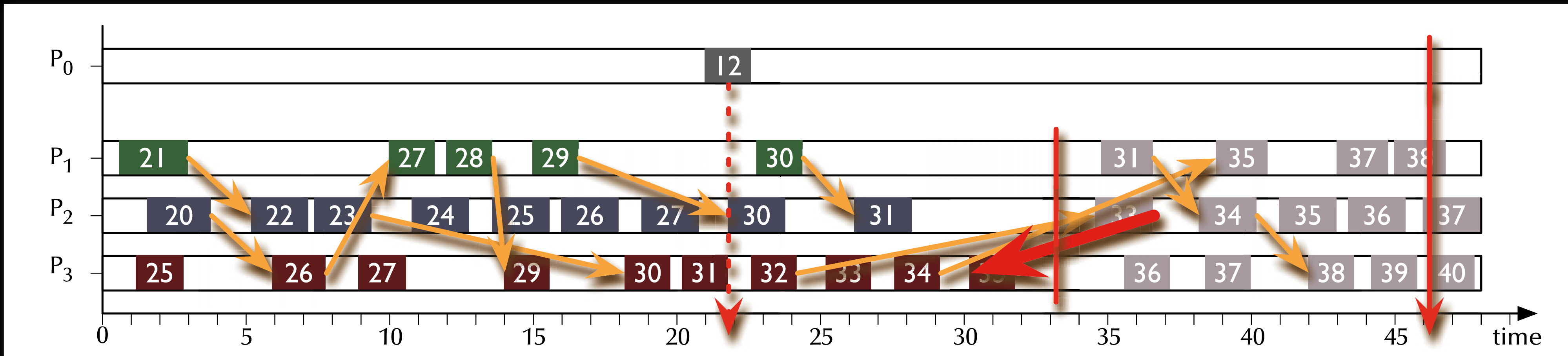
Instead: some entity probes and collects local states.

☞ What state of the global system has been accumulated?

☞ Sorting the events into past and future events.

Distributed states

☞ How to read the current state of a distributed system?



Instead: some entity probes and collects local states.

☞ What state of the global system has been accumulated?

☞ Event in the past receives a message from the future!
Division not possible ☞ Snapshot inconsistent!

Distributed Systems

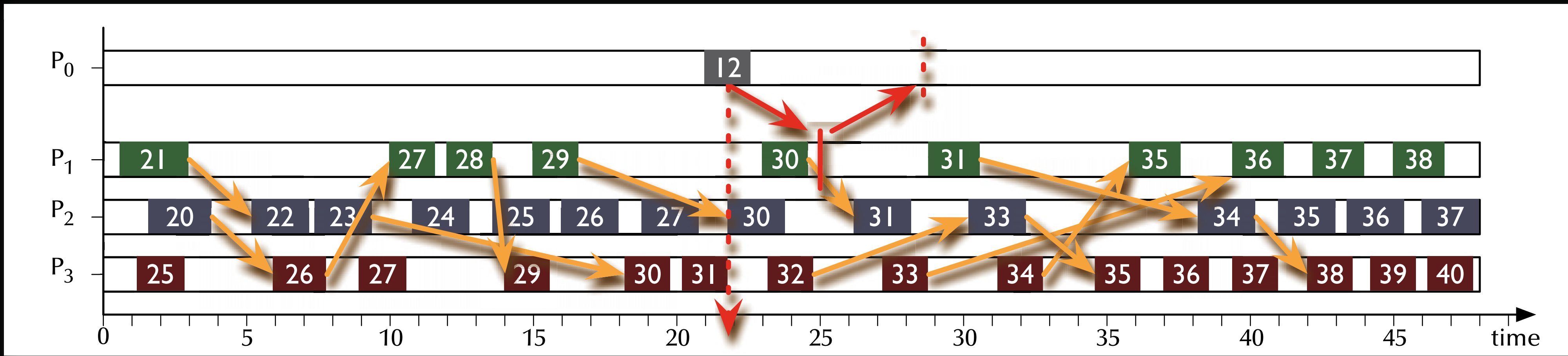
Snapshot algorithm

- Observer-process P_0 (any process) **creates** a snapshot token t_s and **saves** its local state s_0.
- P_0 **sends** t_s to all other processes.
- $\forall P_i$ which **receive** t_s (as an individual token-message, or as part of another message):
    - **Save** local state s_i and **send** s_i to P_0.
    - **Attach** t_s to all further messages, which are to be sent to other processes.
    - **Save** t_s and **ignore** all further incoming t_s's.
- $\forall P_i$ which previously received t_s and **receive** a message m without t_s:
    - **Forward** m to P_0 (this message belongs to the snapshot).

Distributed Systems

Distributed states

☞ Running the snapshot algorithm:



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Distributed Systems

Distributed states

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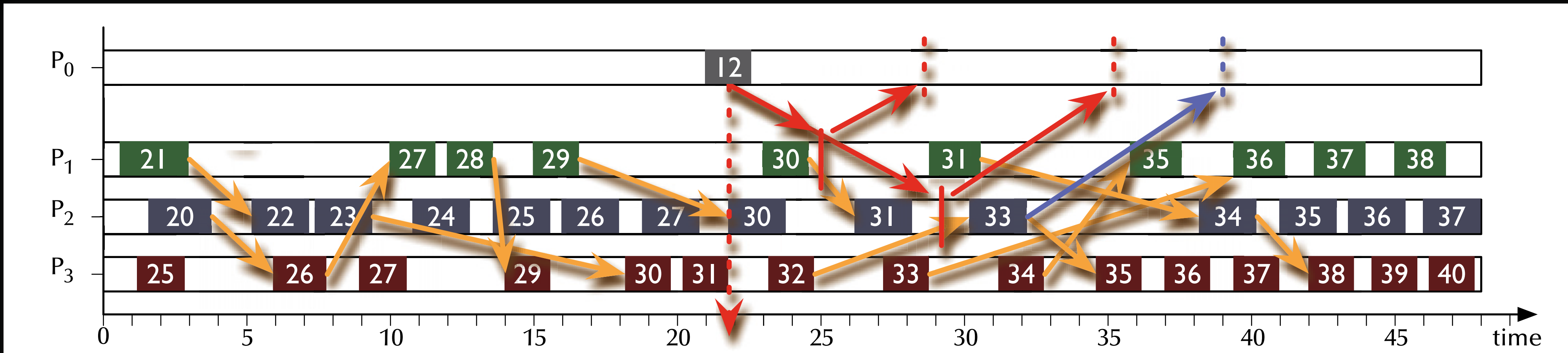

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Distributed Systems

Distributed states

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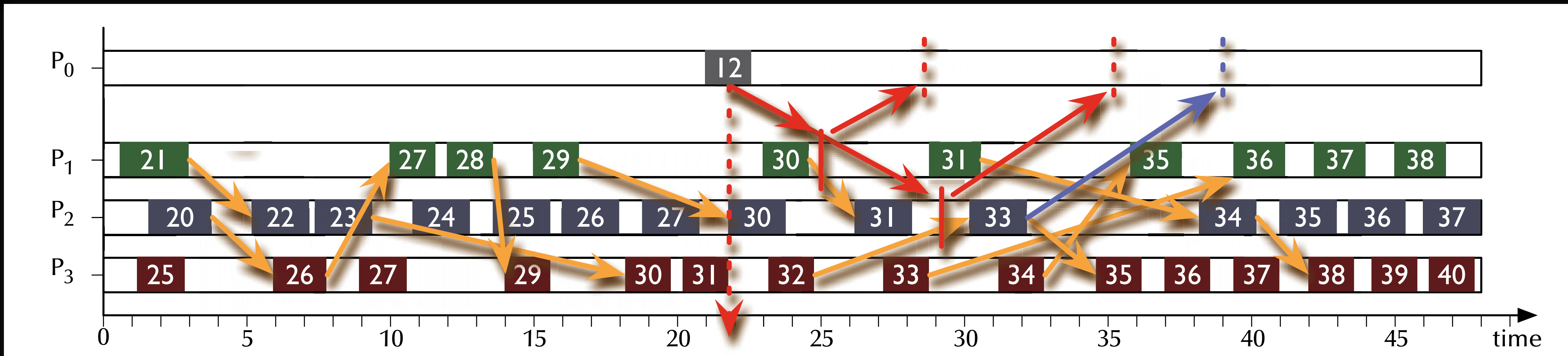

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Distributed Systems

Distributed states

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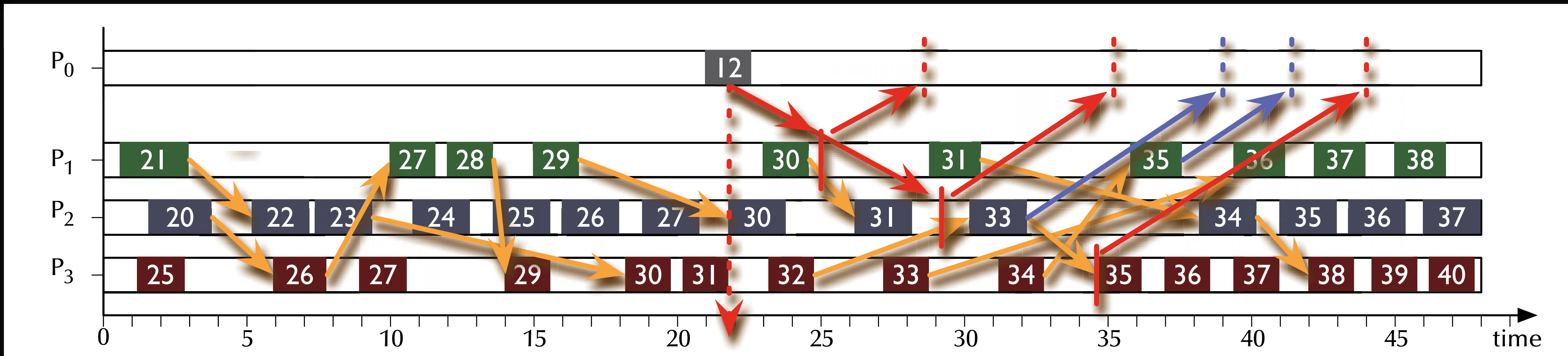

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Distributed Systems

Distributed states

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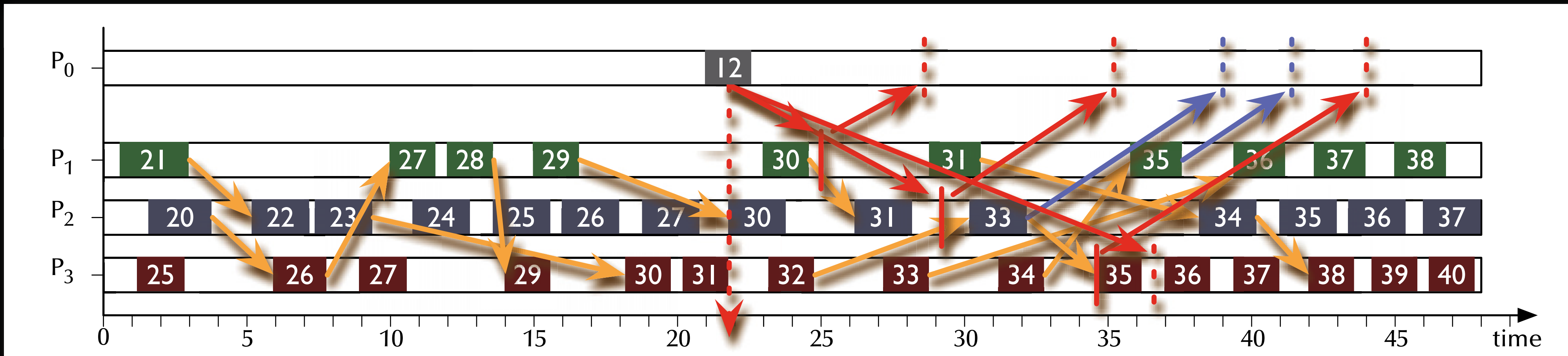

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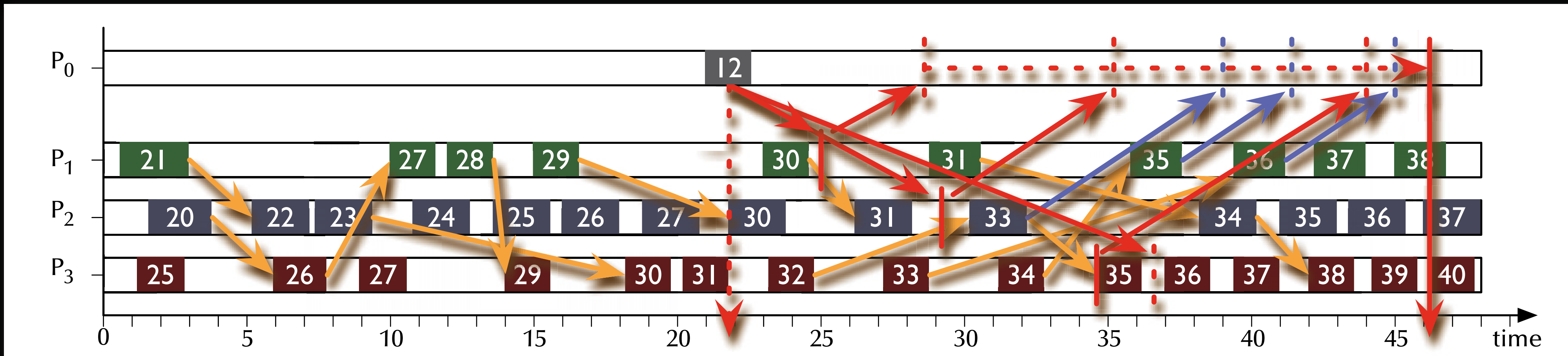
Distributed Systems

Distributed states

☞ Running the snapshot algorithm:

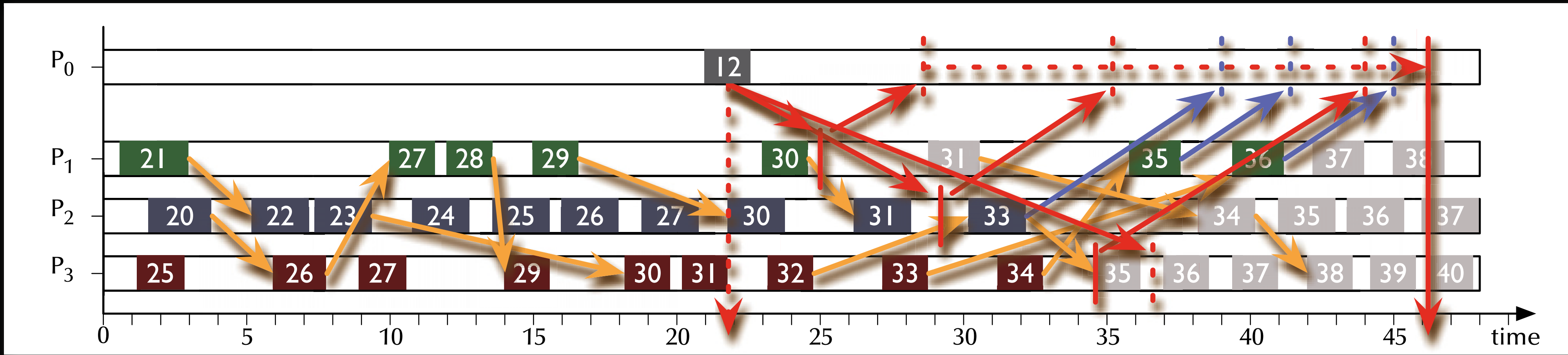


- **Finalize** snapshot

Distributed Systems

Distributed states

☞ Running the snapshot algorithm:



☞ Sorting the events into past and future events.

☞ Past and future events uniquely separated ☞ Consistent state

Distributed Systems

Snapshot algorithm

Termination condition?

Either

- Make assumptions about the communication delays in the system.

or

- Count the sent and received messages for each process (include this in the local state) and keep track of outstanding messages in the observer process.

Distributed Systems

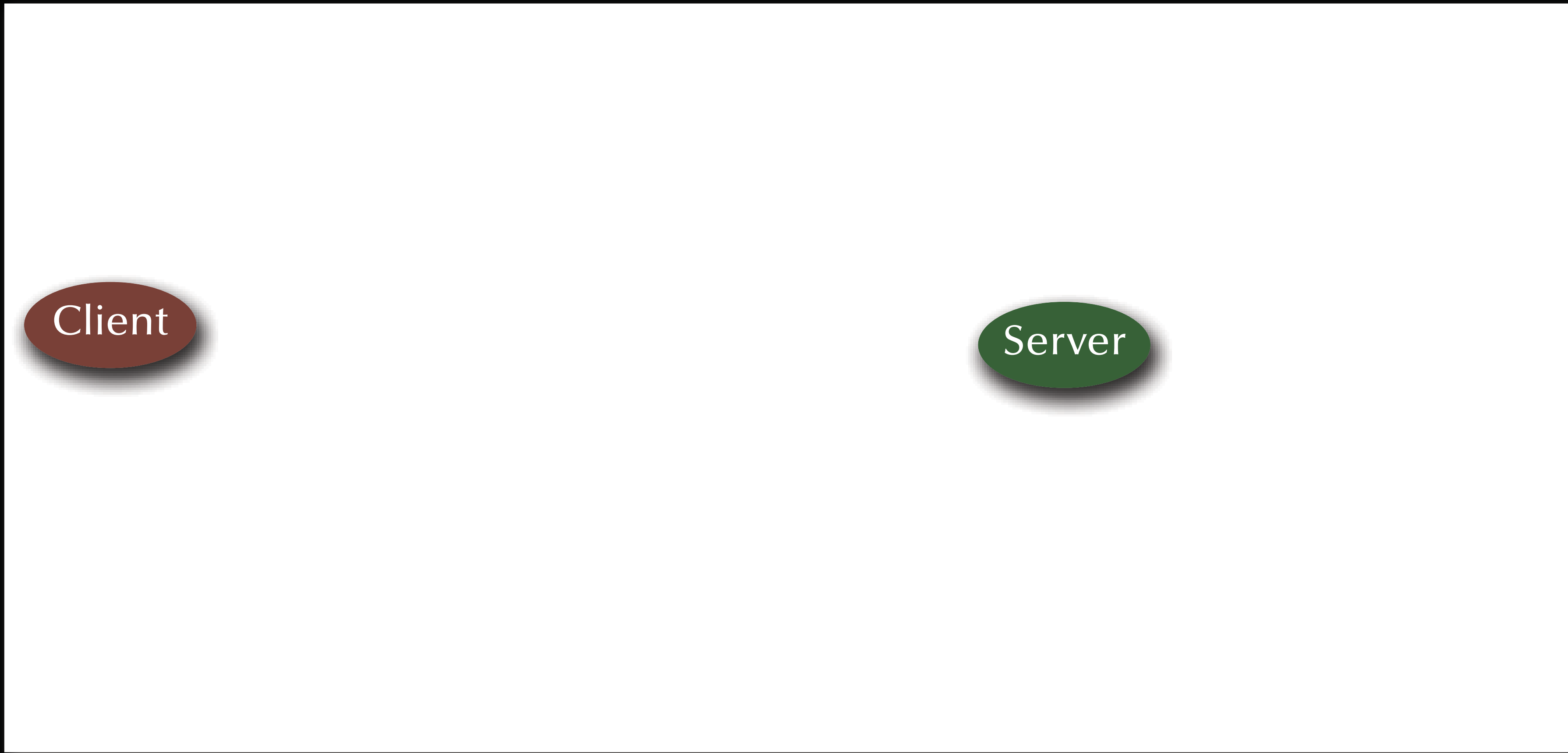
Consistent distributed states

Why would we need that?

- Find deadlocks.
- Find termination / completion conditions.
- … any other global safety of liveness property.
- Collect a consistent system state for system backup/restore.
- Collect a consistent system state for further processing (e.g. distributed databases).
- …

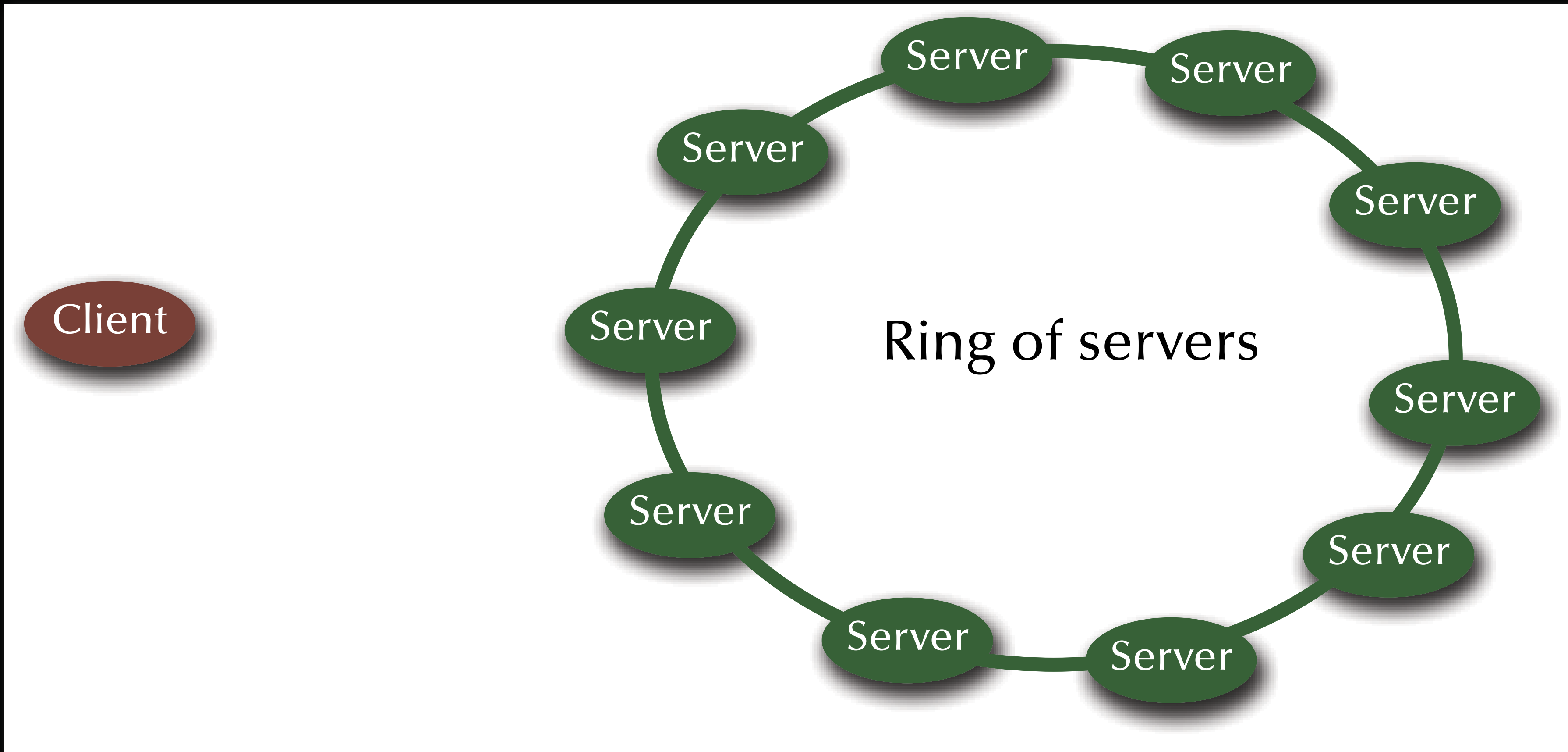
Distributed Systems

A distributed server (load balancing)



Distributed Systems

A distributed server (load balancing)



Distributed Systems

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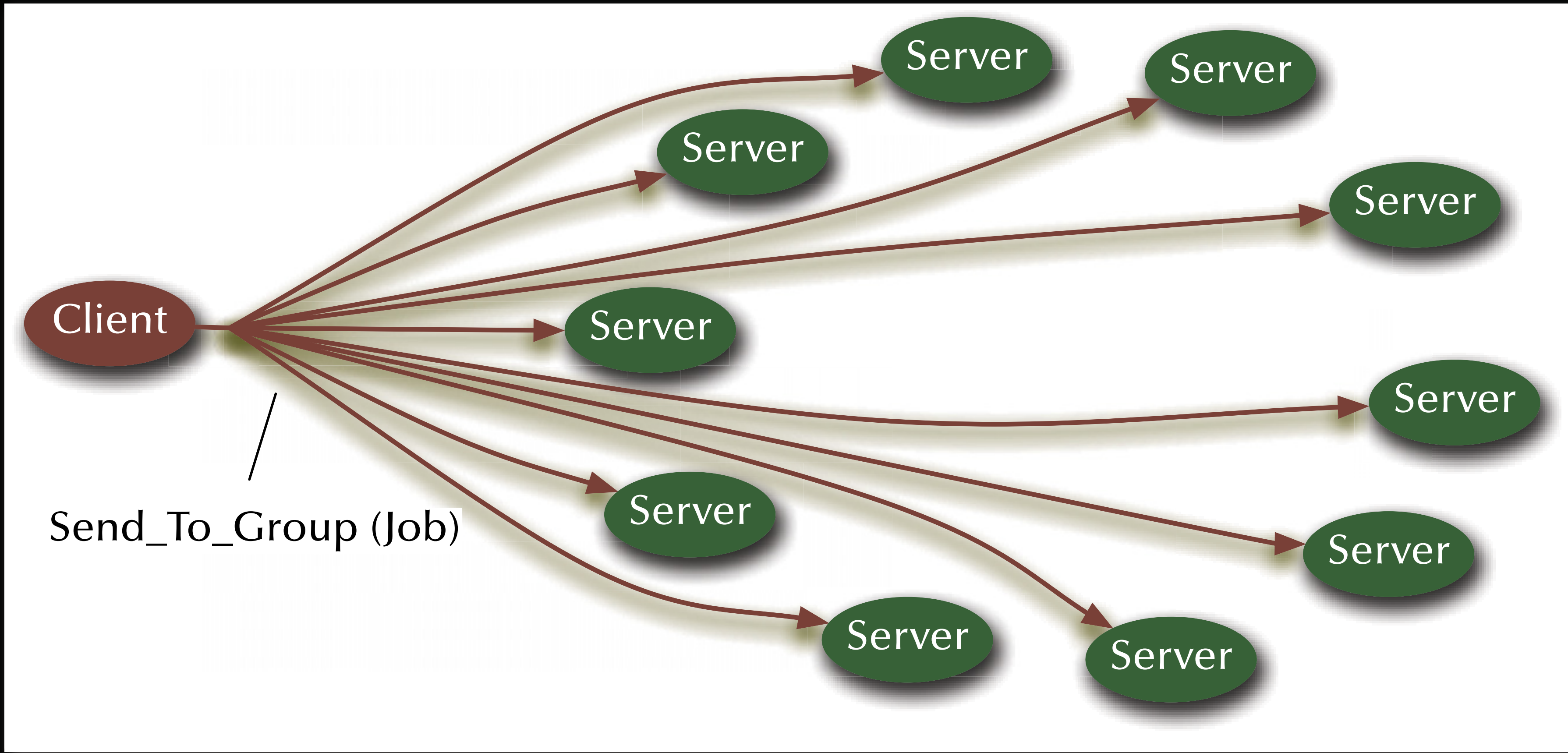

Distributed Systems

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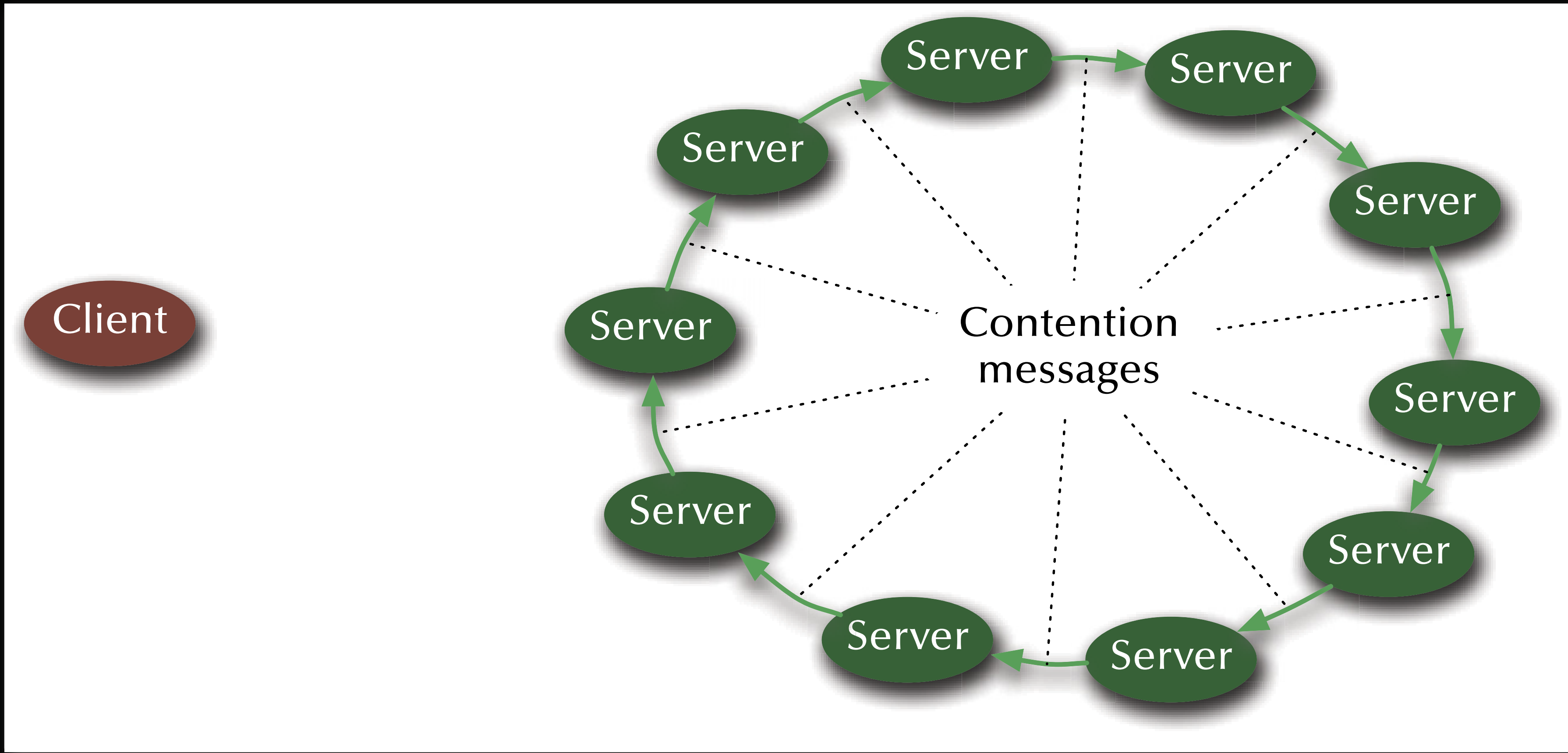

Distributed Systems

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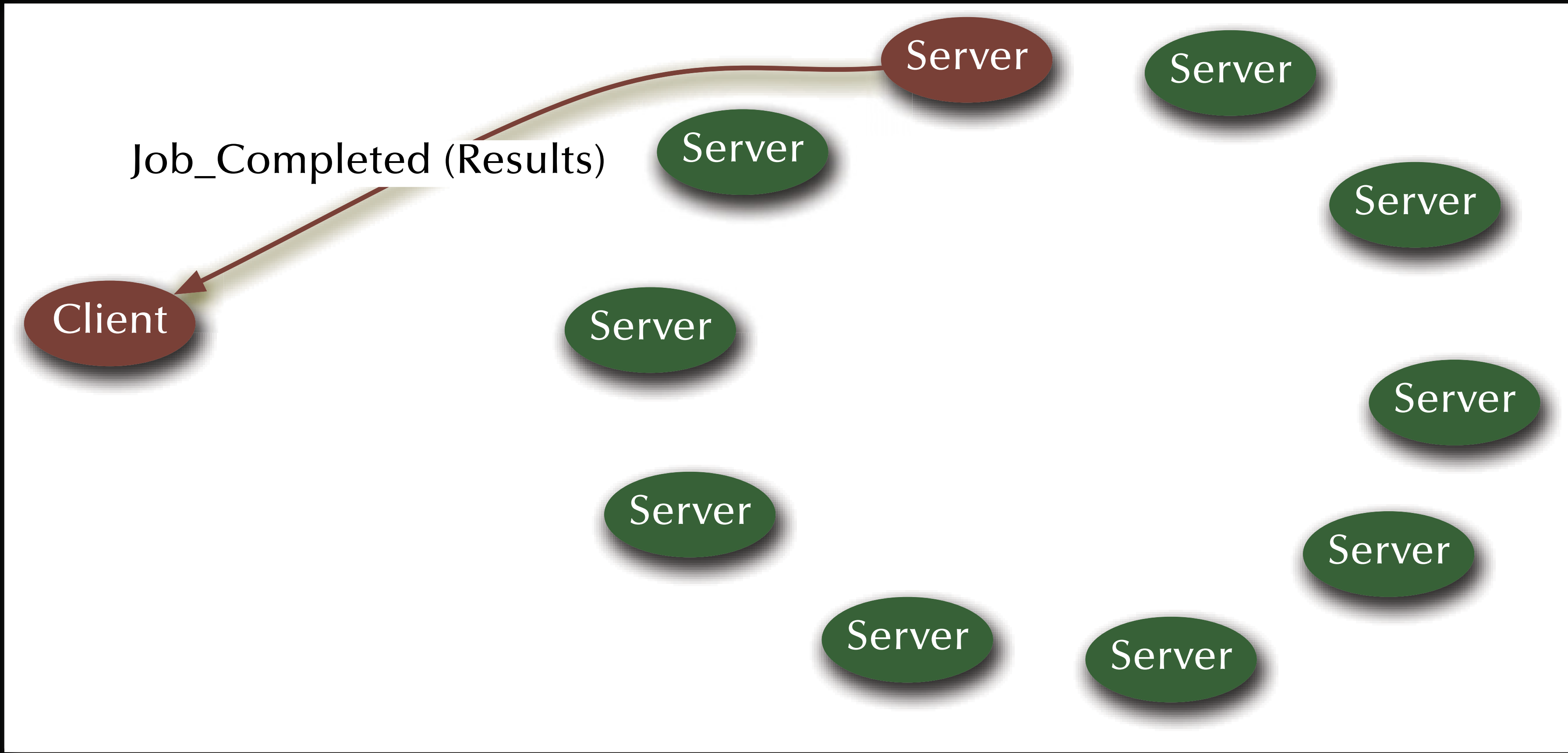


Distributed Systems

A distributed server (load balancing)

```
with Ada.Task_Identification; use Ada.Task_Identification;

task type Print_Server is

   entry Send_To_Server (Print_Job : in Job_Type; Job_Done  : out Boolean);
   entry Contention     (Print_Job : in Job_Type; Server_Id : in  Task_Id);

end Print_Server;
```

Distributed Systems

A distributed server (load balancing)

```
task body Print_Server is
   begin
      loop
         select
            accept Send_To_Server (Print_Job : in Job_Type; Job_Done : out Boolean) do
               if not Print_Job in Turned_Down_Jobs then
                  if Not_Too_Busy then
                     Applied_For_Jobs := Applied_For_Jobs + Print_Job;
                     Next_Server_On_Ring.Contention (Print_Job, Current_Task);
                     requeue Internal_Print_Server.Print_Job_Queue;
                  else
                     Turned_Down_Jobs := Turned_Down_Jobs + Print_Job;
                  end if;
               end if;
            end Send_To_Server;
```

(...)

```
      or
         accept Contention (Print_Job : in Job_Type; Server_Id : in Task_Id) do
            if Print_Job in AppliedForJobs then
               if Server_Id = Current_Task then
                  Internal_Print_Server.Start_Print (Print_Job);
               elsif Server_Id > Current_Task then
                  Internal_Print_Server.Cancel_Print (Print_Job);
                  Next_Server_On_Ring.Contention (Print_Job; Server_Id);
               else
                  null; -- removing the contention message from ring
               end if;
            else
               Turned_Down_Jobs := Turned_Down_Jobs + Print_Job;
               Next_Server_On_Ring.Contention (Print_Job; Server_Id);
            end if;
         end Contention;
      or
         terminate;
      end select;
   end loop;
end Print_Server;
```

Distributed Systems

Transactions

☞ Concurrency and distribution in systems with multiple, interdependent interactions?

☞ Concurrent and distributed client/server interactions beyond single remote procedure calls?

Distributed Systems

Transactions

Definition (ACID properties):

- **Atomicity**: **All** or **none** of the sub-operations are **performed**.
  Atomicity helps achieve crash resilience. If a crash occurs, then it is possible to roll back the system to the state before the transaction was invoked.
- **Consistency**: Transforms the system from one **consistent** state to another **consistent** state.
- **Isolation**: Results (including partial results) are **not revealed unless** and **until the transaction commits**. If the operation accesses a shared data object, invocation does not interfere with other operations on the same object.
- **Durability**: After a commit, results are **guaranteed to persist**, even after a subsequent system failure.

Distributed Systems

Transactions

Definition (ACID properties):

Atomic operations spanning multiple processes?

How to ensure consistency in a distributed system?

- **Atomicity**: **All** or **none** of the sub-operations are **performed**.
  Atomicity helps achieve crash resilience. If a crash occurs, then it is possible to roll back the system to the state before the transaction was invoked.
- **Consistency**: Transforms the system from one **consistent** state to another **consistent** state.
- **Isolation**: Results (including partial results) are **not revealed unless** and **until the transaction commits**. If the operation accesses a shared data object, invocation does not interfere with other operations on the same object.
- **Durability**: After a commit, results are **guaranteed to persist**, even after a subsequent system failure.

Shadow copies?

What hardware do we need to assume?

Actual isolation and efficient concurrency?

Actual isolation or the appearance of isolation?

Distributed Systems

Transactions

A closer look *inside* transactions:

- **Transactions** consist of a sequence of **operations**.
- If two operations out of two transactions can be performed *in any order with the same final effect*, they are **commutative** and *not critical* for our purposes.
- **Idempotent** and **side-effect free** operations are by definition *commutative*.
- *All non-commutative operations* are considered **critical operations**.
- Two *critical operations* as part of two different transactions while affecting the same object are called a **conflicting pair of operations**.

Distributed Systems

Transactions

A closer look at *multiple* transactions:

- Any *sequential* execution of multiple transactions *will fulfil* the ACID-properties, by definition of a single transaction.
- A *concurrent* execution (or 'interleavings') of multiple transactions *might fulfil* the ACID-properties.

☞ If a specific *concurrent* execution can be shown to be *equivalent* to a specific sequential execution of the involved transactions then this specific interleaving is called '**serializable**'.

☞ If a concurrent execution ('interleaving') ensures that no transaction ever encounters an inconsistent state then it is said to ensure the **appearance of isolation.**

Distributed Systems

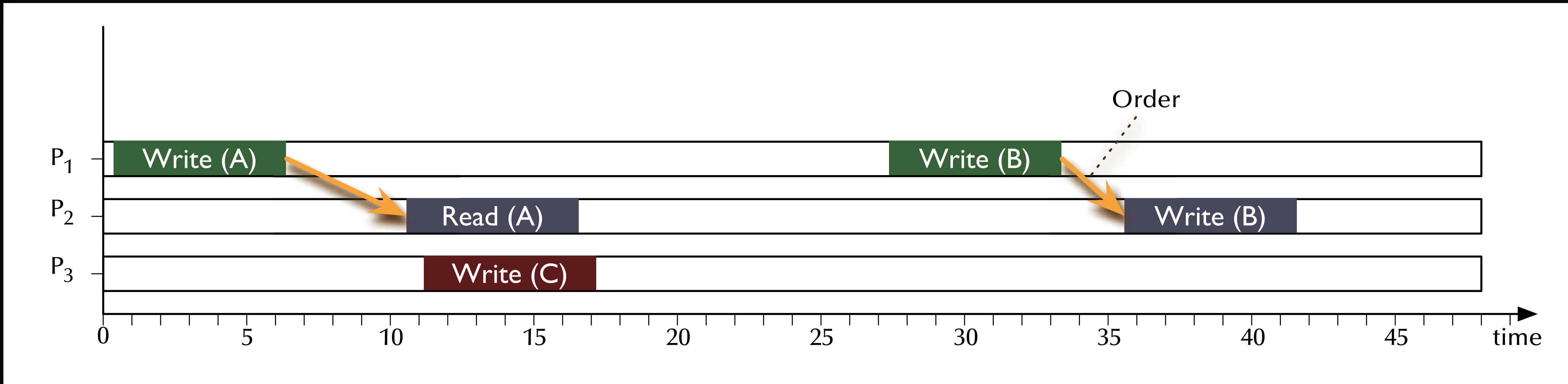
Achieving serializability

☞ For the **serializability** of two transactions it is **necessary** and **sufficient** for the *order* of their invocations of all conflicting pairs of operations to be *the same* *for all* the objects which are invoked by both transactions.

(Determining order in distributed systems requires logical clocks.)

Distributed Systems

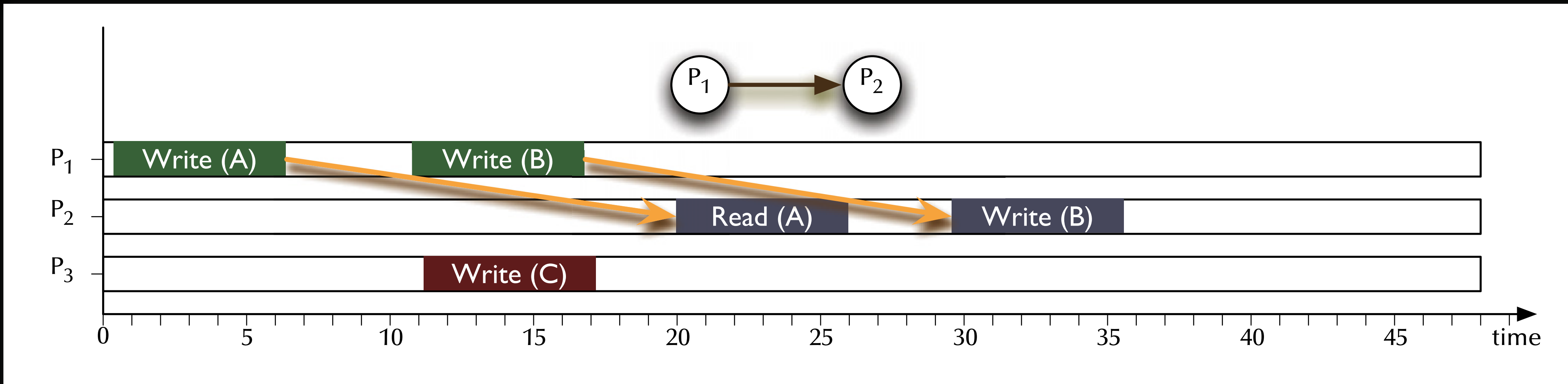
Serializability



- Two conflicting pairs of operations with the same order of execution.

Distributed Systems

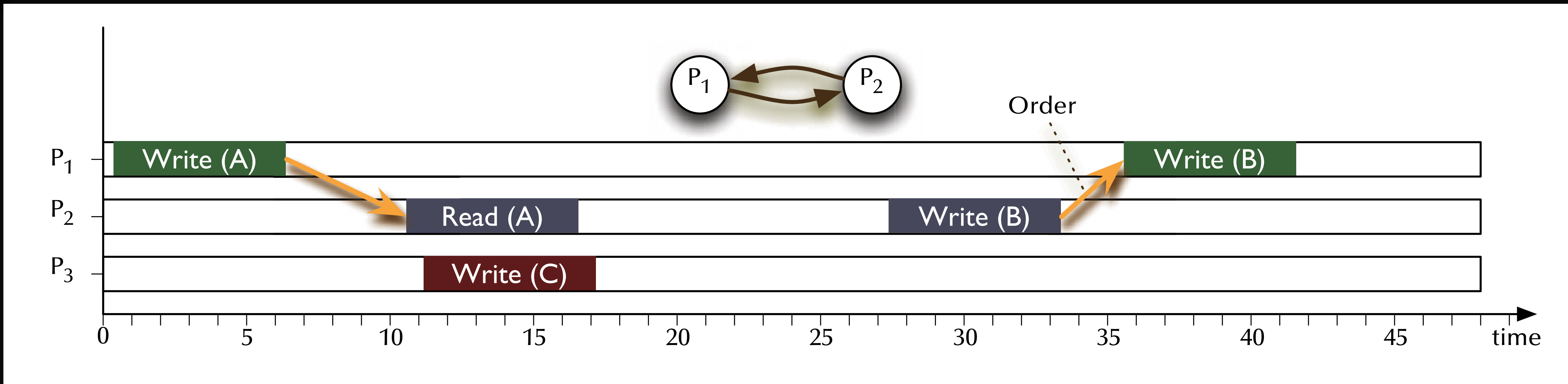
Serializability



☞ Serializable

Distributed Systems

Serializability

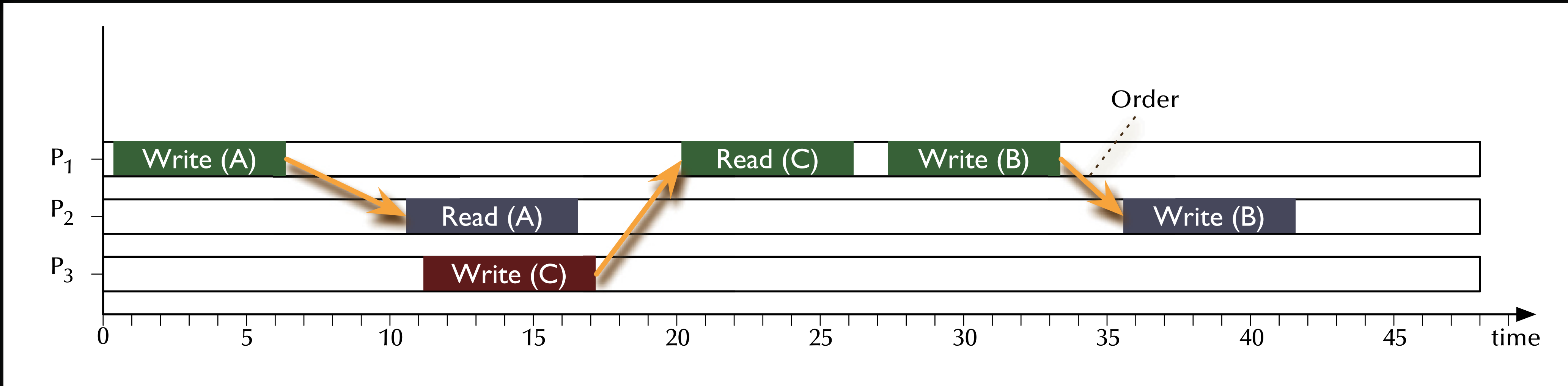


- Two conflicting pairs of operations with different orders of executions.

☞ Not serializable.

Distributed Systems

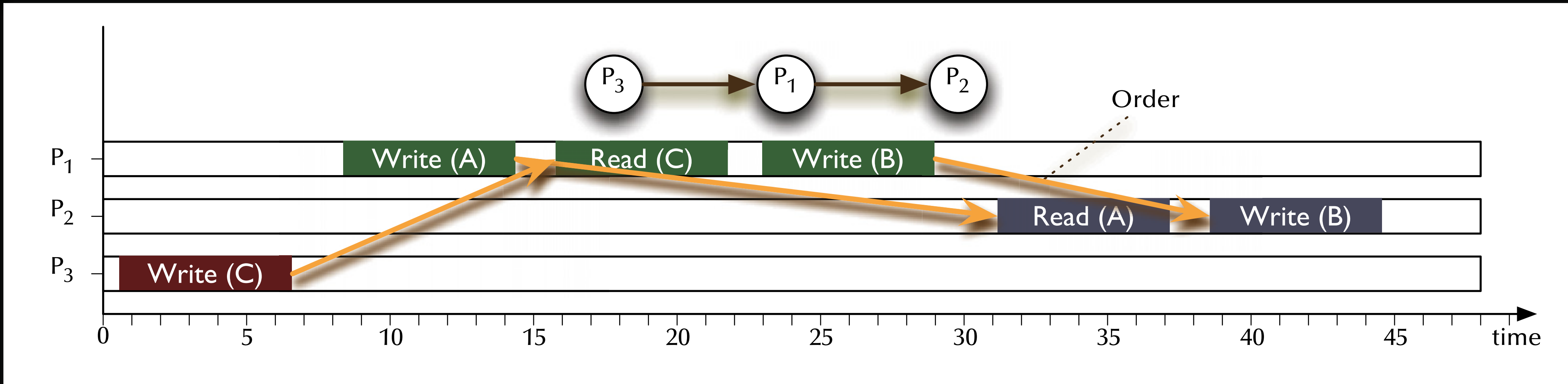
Serializability



- Three conflicting pairs of operations with the same order of execution (pair-wise between processes).
- The order between processes also leads to a global order of processes.

Distributed Systems

Serializability



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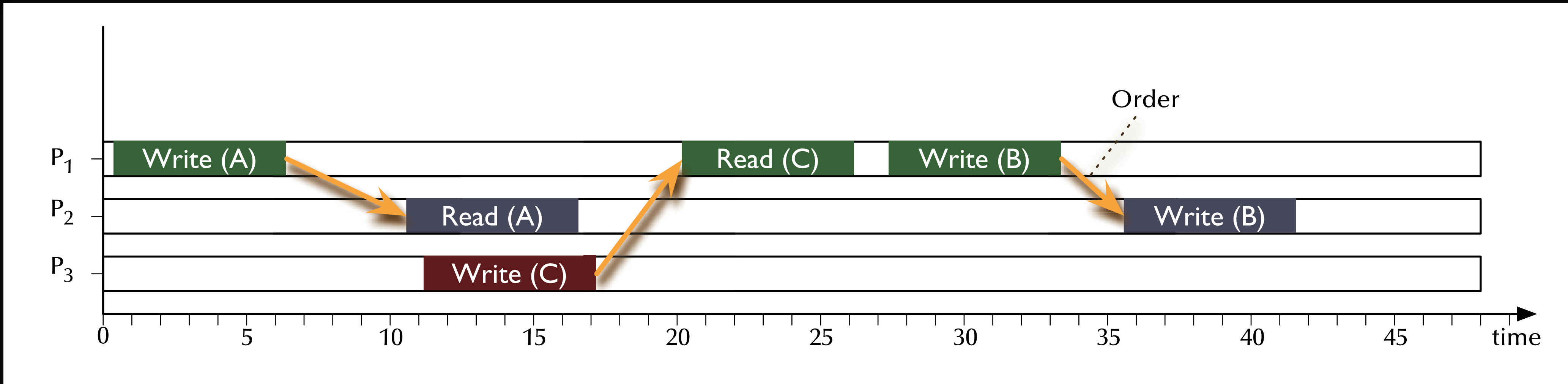
☞ Serializable

Distributed Systems

Serializability

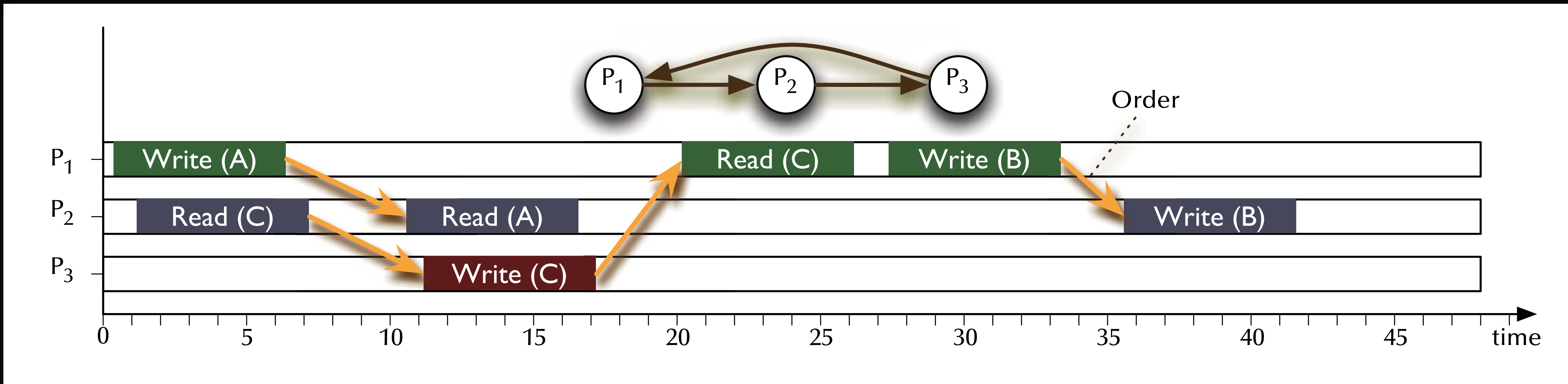


- Three conflicting pairs of operations with the same order of execution (pair-wise between processes).
- The order between processes also leads to a global order of processes.

☞ Serializable

Distributed Systems

Serializability



- Three conflicting pairs of operations with the same order of execution (pair-wise between processes).
- The order between processes *does no longer lead to a global order* of processes.

☞ Not serializable

Distributed Systems

Achieving serializability

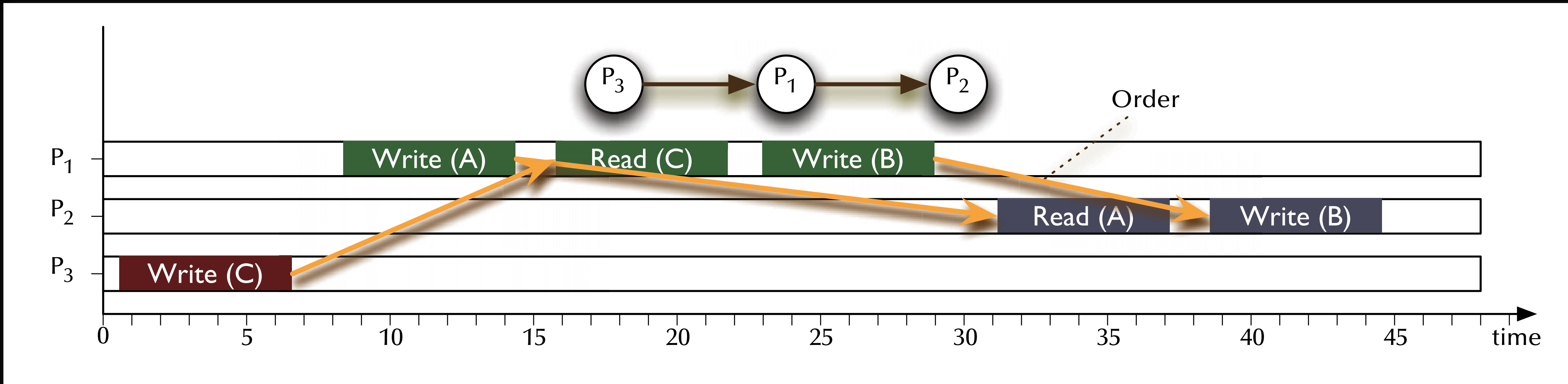
☞ For the **serializability** of *two* transactions it is **necessary** and **sufficient** for the *order* of their invocations of all conflicting pairs of operations to be *the same for all* the objects which are invoked by both transactions.

- Define: **Serialization graph**: A directed graph;
  Vertices *i* represent transactions T_i;
  Edges $T_i \rightarrow T_j$ represent an established global order dependency between all conflicting pairs of operations of those two transactions.

☞ For the **serializability** of multiple transactions it is **necessary** and **sufficient** that the serialization graph is *acyclic*.

Distributed Systems

Serializability



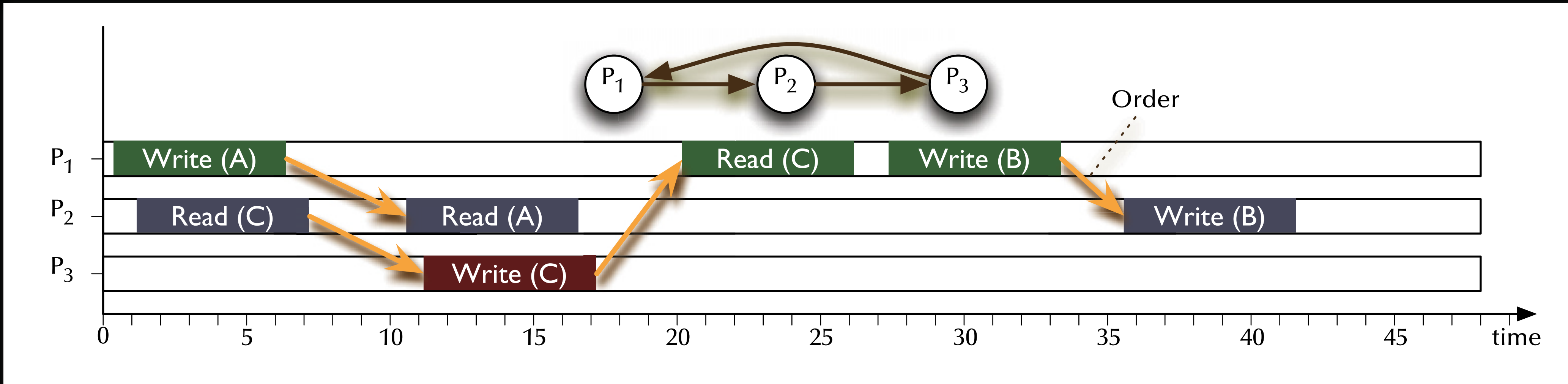
- Three conflicting pairs of operations with the same order of execution (pair-wise between processes).

☞ Serialization graph is acyclic.

☞ Serializable

Distributed Systems

Serializability



- Three conflicting pairs of operations with the same order of execution (pair-wise between processes).

☞ Serialization graph is cyclic.

☞ Not serializable

Distributed Systems

Transaction schedulers

Three major designs:

- **Locking methods**:
  Impose strict mutual exclusion on all critical sections.

- **Time-stamp ordering**:
  Note relative starting times and keep order dependencies consistent.

- **“Optimistic” methods**:
  Go ahead until a conflict is observed – then roll back.

Distributed Systems

Transaction schedulers – Locking methods

Locking methods include the possibility of deadlocks ☞ careful from here on out …

- **Complete resource allocation** before the start and release at the end of every transaction:
  ☞ This will impose a *strict sequential execution* of all critical transactions.
- **(Strict) two-phase locking**:
  Each transaction follows the following two phase pattern during its operation:
  - *Growing phase:* locks can be acquired, but not released.
  - *Shrinking phase*: locks can be *released anytime*, but not acquired (two phase locking) or locks are released *on commit only* (*strict* two phase locking).

  ☞ Possible deadlocks

  ☞ Serializable interleavings

  ☞ Strict isolation (in case of strict two-phase locking)
- **Semantic locking**: Allow for separate read-only and write-locks
  ☞ Higher level of concurrency (see also: use of functions in protected objects)

Distributed Systems

Transaction schedulers – Time stamp ordering

Add a unique time-stamp (any global order criterion) on every transaction upon start.
Each involved object can inspect the time-stamps of all requesting transactions.

- Case 1: A transaction with a time-stamp *later* than all currently active transactions applies:
  ☞ the request is accepted and the transaction can **go ahead**.
  - Alternative case 1 (strict time-stamp ordering):
    ☞ the request is **delayed** until the currently active earlier transaction has committed.
- Case 2: A transaction with a time-stamp *earlier* than all currently active transactions applies:
  ☞ the request is not accepted and the applying transaction is to be **aborted**.

☞ Collision detection rather than collision avoidance
☞ No isolation ☞ Cascading aborts possible.

☞ Simple implementation, high degree of concurrency
– also in a distributed environment, as long as a global event order (time) can be supplied.

Distributed Systems

Transaction schedulers – Optimistic control

Three sequential phases:

1. **Read & execute**:
   Create a shadow copy of all involved objects and
   perform all required operations *on the shadow copy* and *locally* (i.e. in isolation).
2. **Validate**:
   After local commit, **check** all occurred interleavings **for serializability**.
3. **Update or abort**:
   - 3a. If serializability could be ensured in step 2 then all results of involved transactions are **written** to all involved objects – *in dependency order of the transactions*.
   - 3b. Otherwise: **destroy** shadow copies and **start over** with the failed transactions.

Distributed Systems

Transaction schedulers – Optimistic control

Three sequential phases:

How to create a consistent copy?

Full isolation and maximal concurrency!

1. **Read & execute**:
   Create a shadow copy of all involved objects and
   perform all required operations *on the shadow copy* and *locally* (i.e. in isolation).
2. **Validate**:
   After local commit, **check** all occurred interleavings **for serializability**.
3. **Update or abort**:

   How to update all objects consistently?

   3a. If serializability could be ensured in step 2 then all results of involved transactions are **written** to all involved objects – *in dependency order of the transactions*.

   3b. Otherwise: **destroy** shadow copies and **start over** with the failed transactions.

Aborts happen after everything has been committed locally.

Distributed Systems

Distributed transaction schedulers

Three major designs:

- **Locking methods**: ☞ no aborts
  Impose strict mutual exclusion on all critical sections.

- **Time-stamp ordering**: ☞ potential aborts along the way
  Note relative starting times and keep order dependencies consistent.

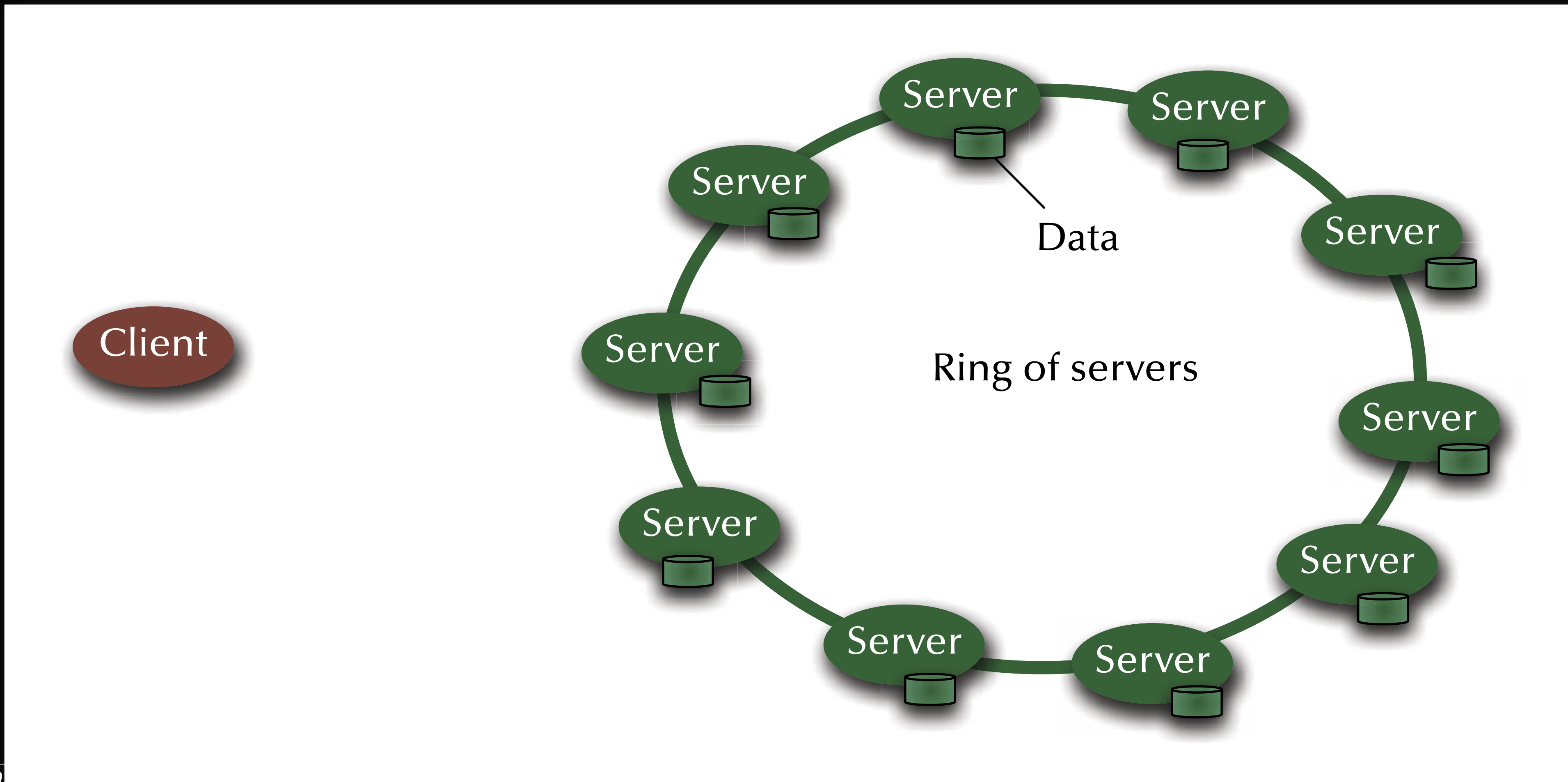
- **"Optimistic" methods**: ☞ aborts or commits at the very end
  Go ahead until a conflict is observed – then roll back.

☞ How to implement "commit" and "abort" operations
in a distributed environment?

Distributed Systems

Two phase commit protocol

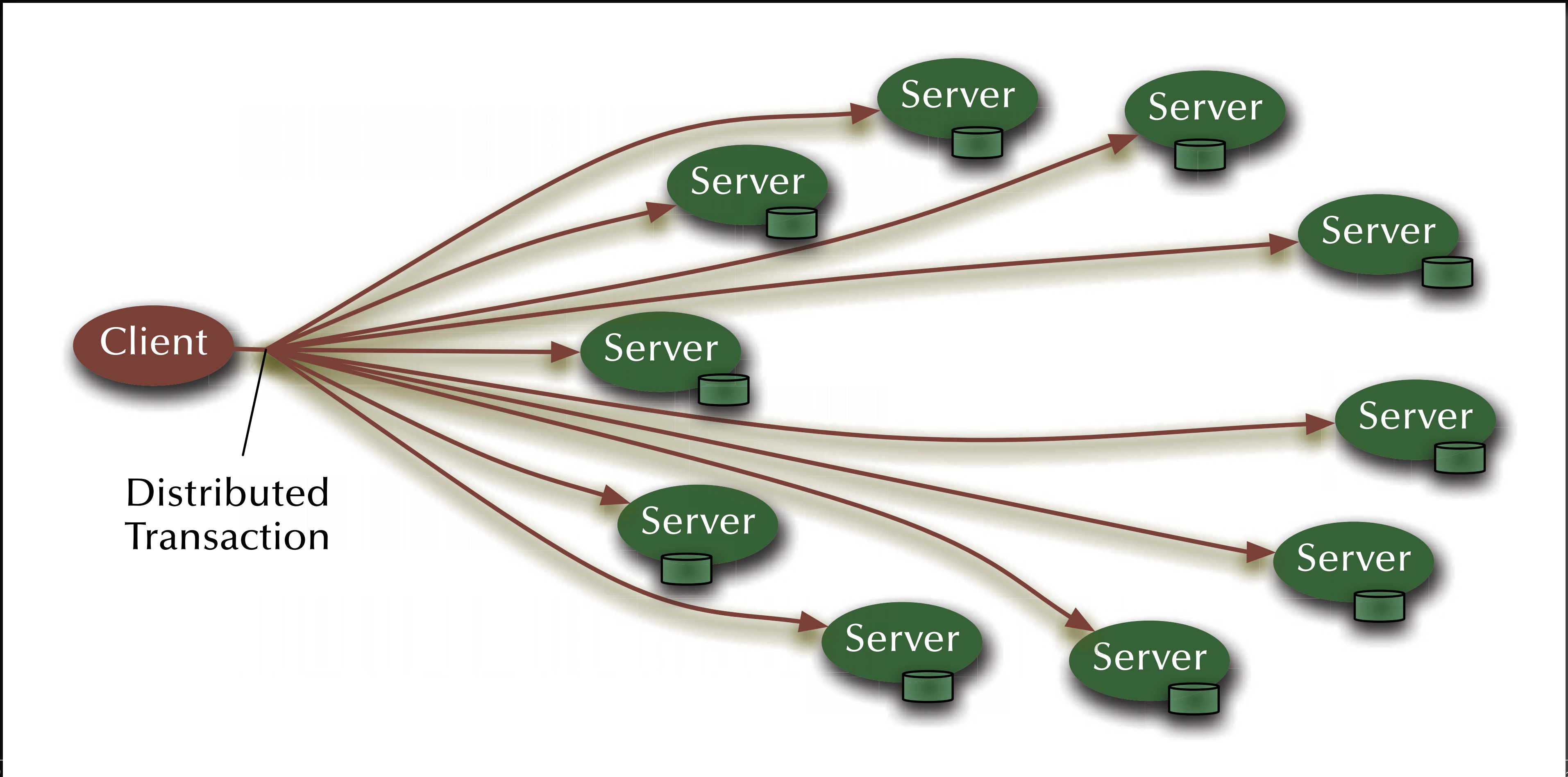
Start up (initialization) phase



Distributed Systems

Two phase commit protocol

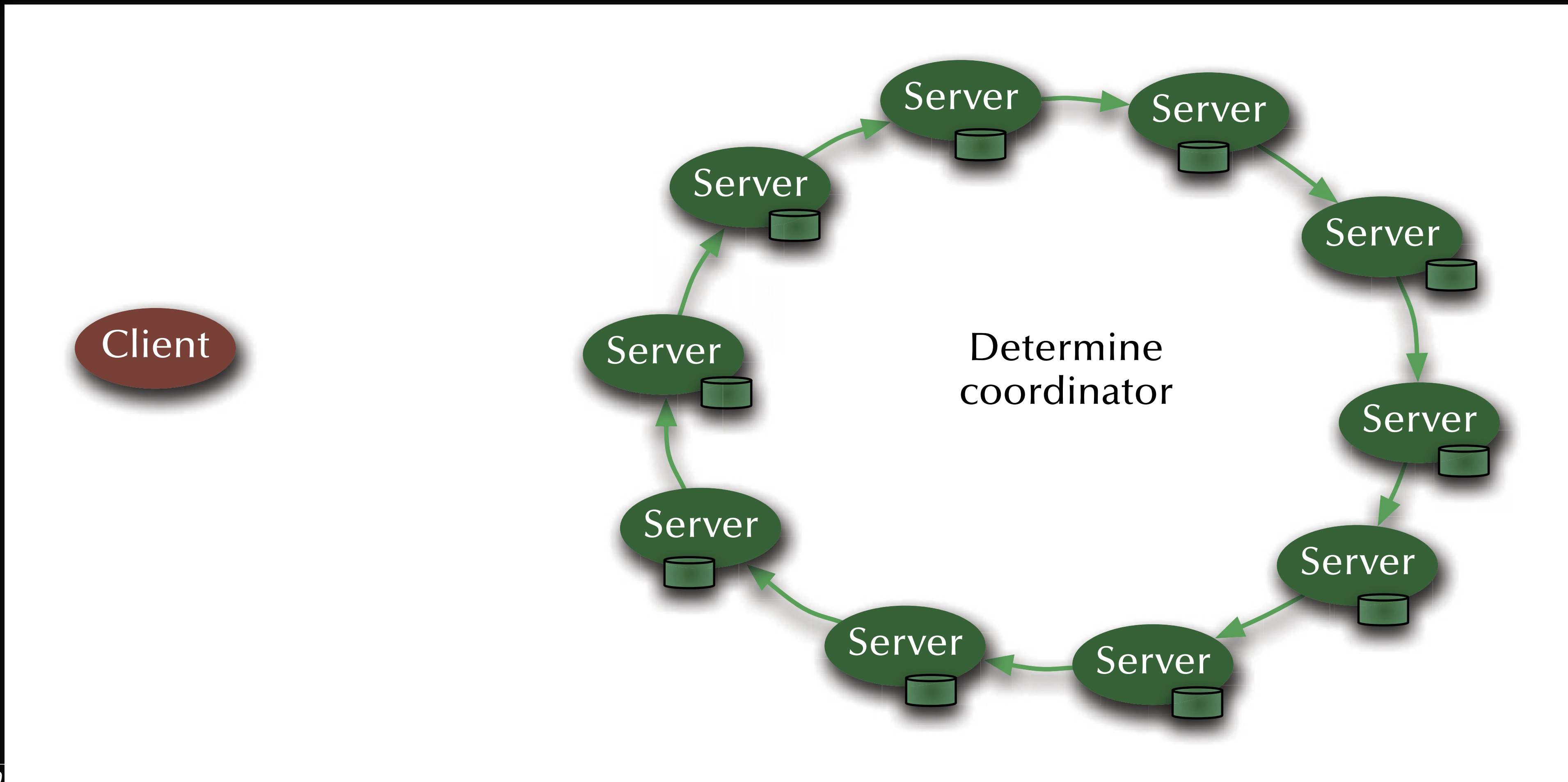
Start up (initialization) phase



Distributed Systems

Two phase commit protocol

Start up (initialization) phase



Distributed Systems

Two phase commit protocol

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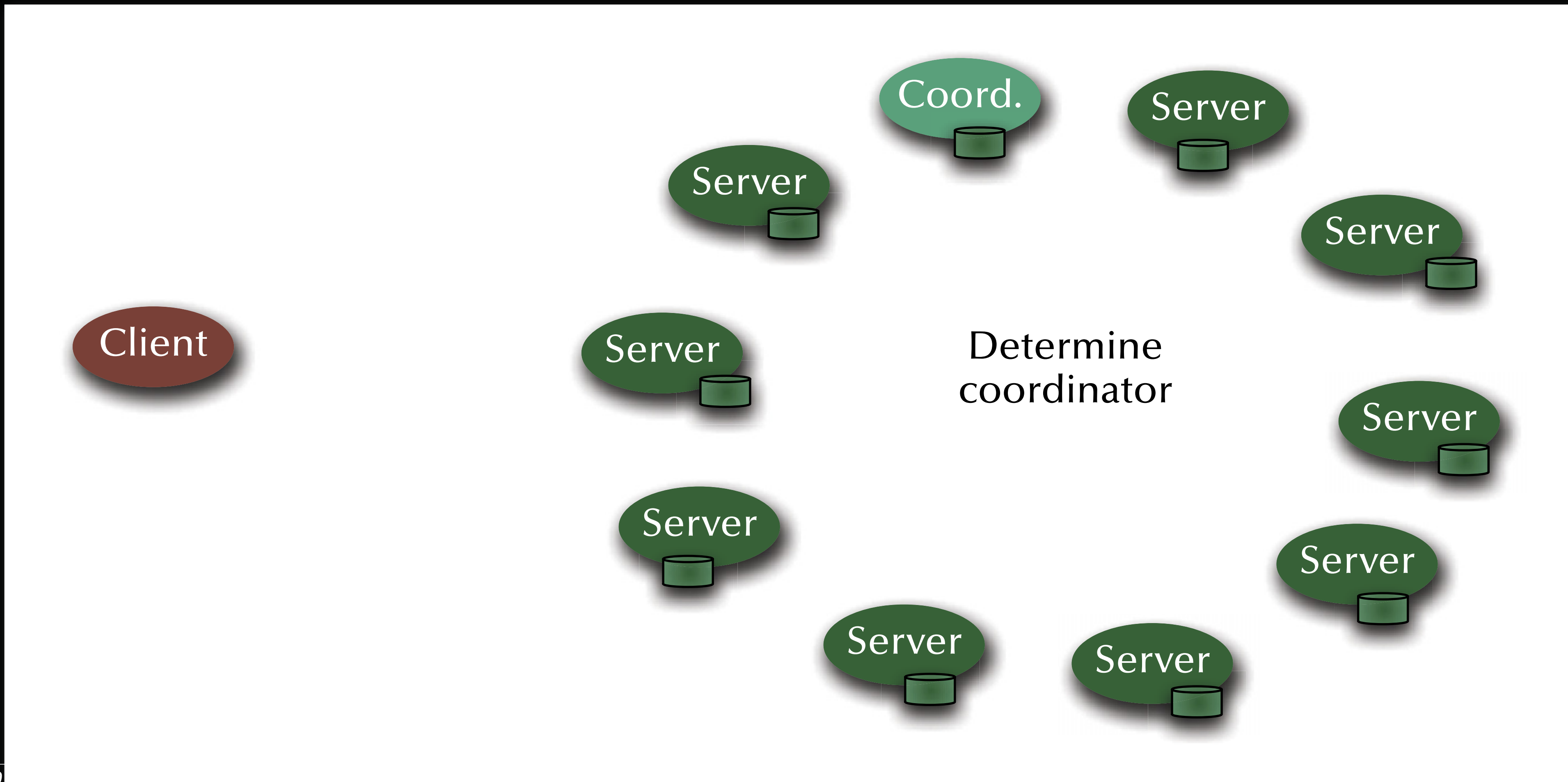

Distributed Systems

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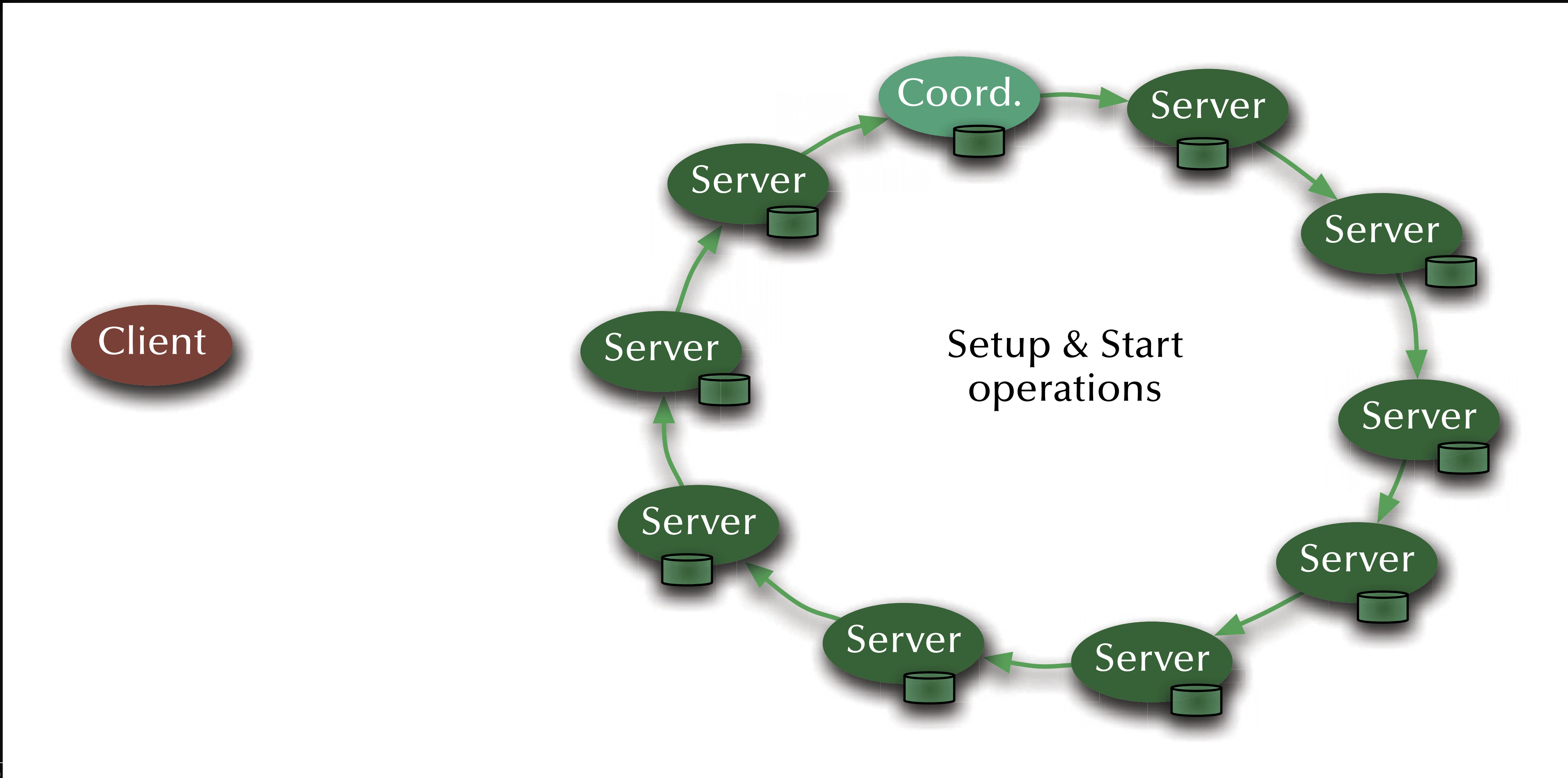
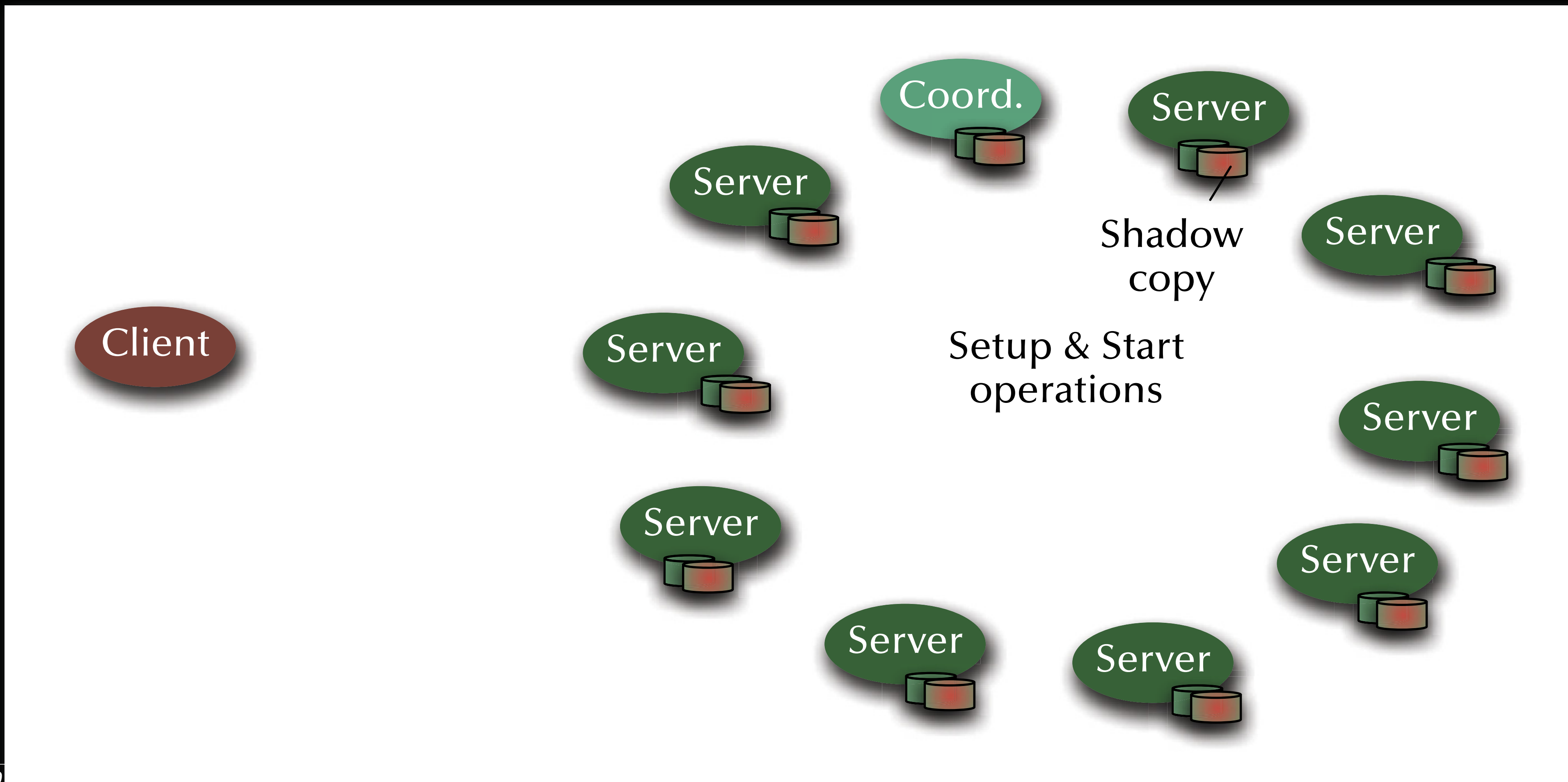


Distributed Systems

Two phase commit protocol

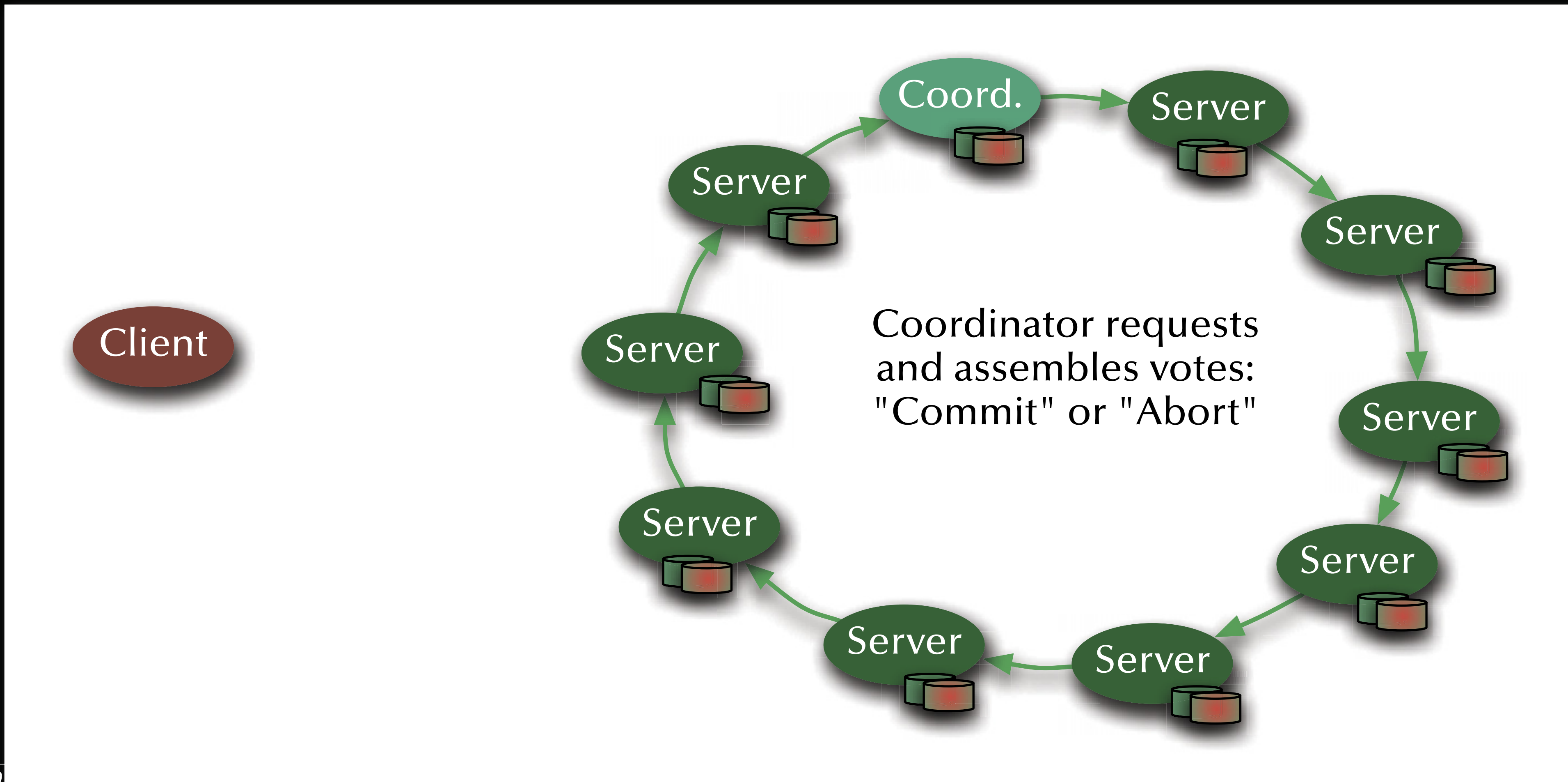
Start up (initialization) phase



Distributed Systems

Two phase commit protocol

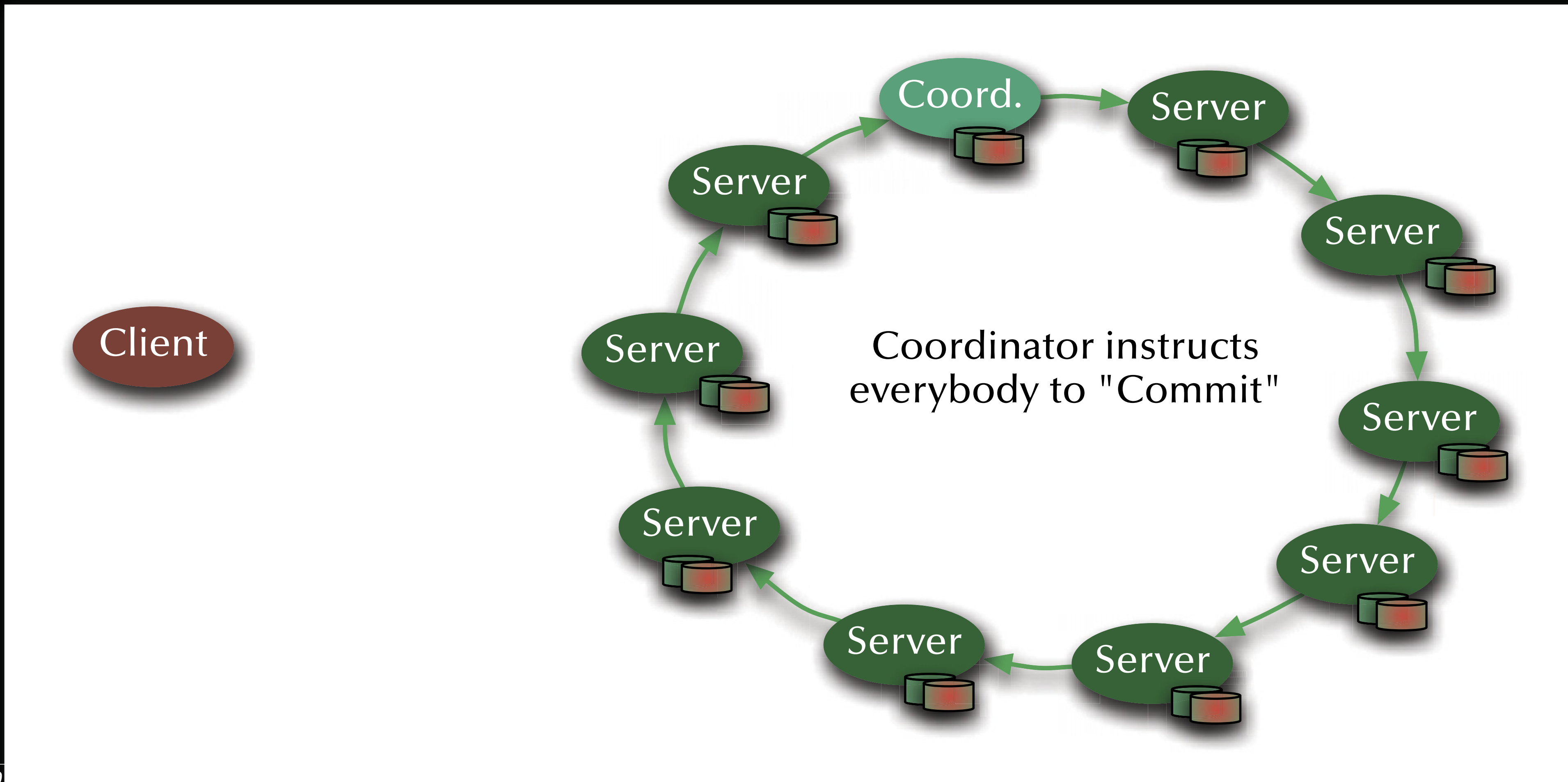
Phase 1: Determine result state



Distributed Systems

Two phase commit protocol

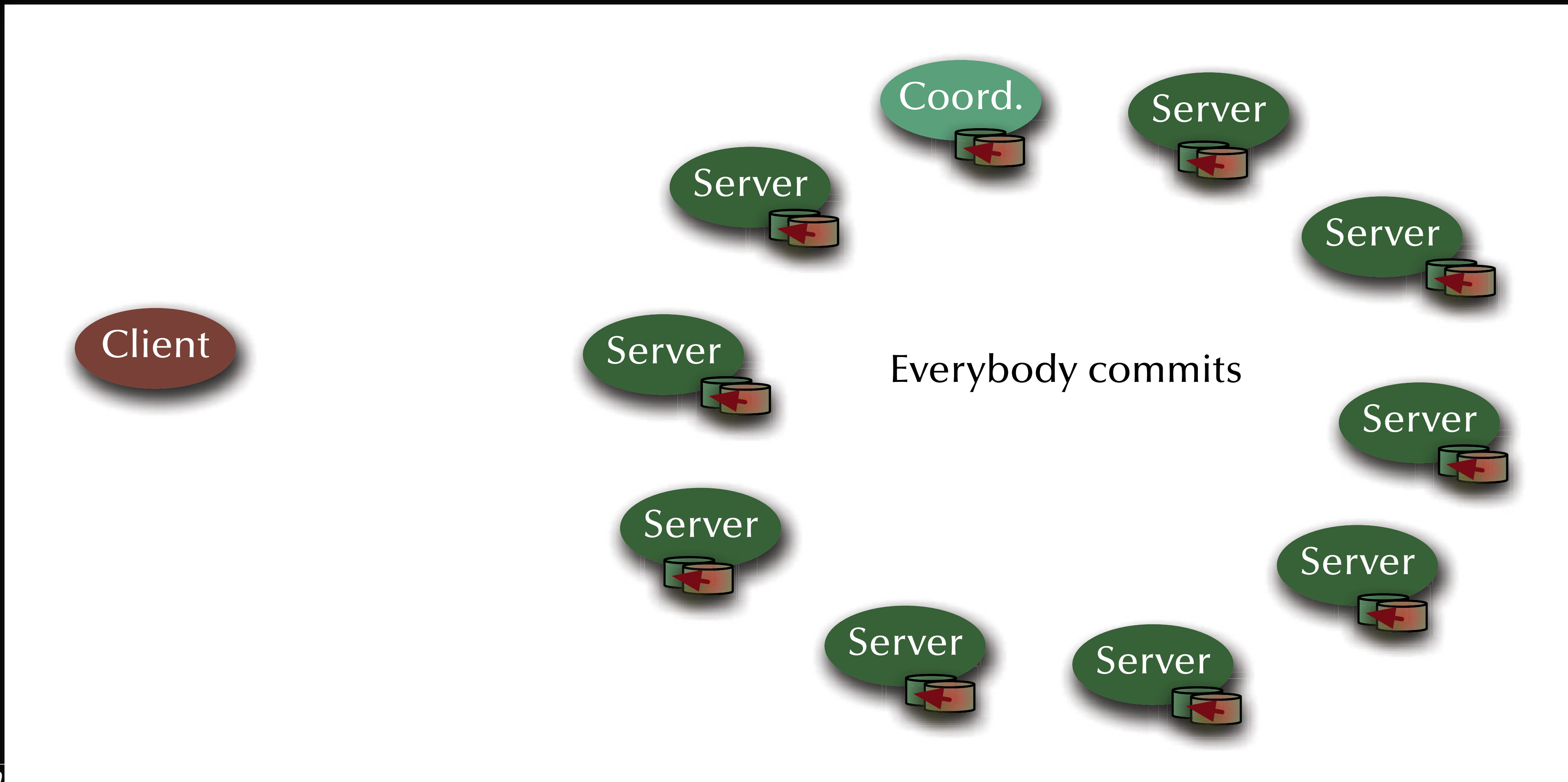
Phase 2: Implement results



Distributed Systems

Two phase commit protocol

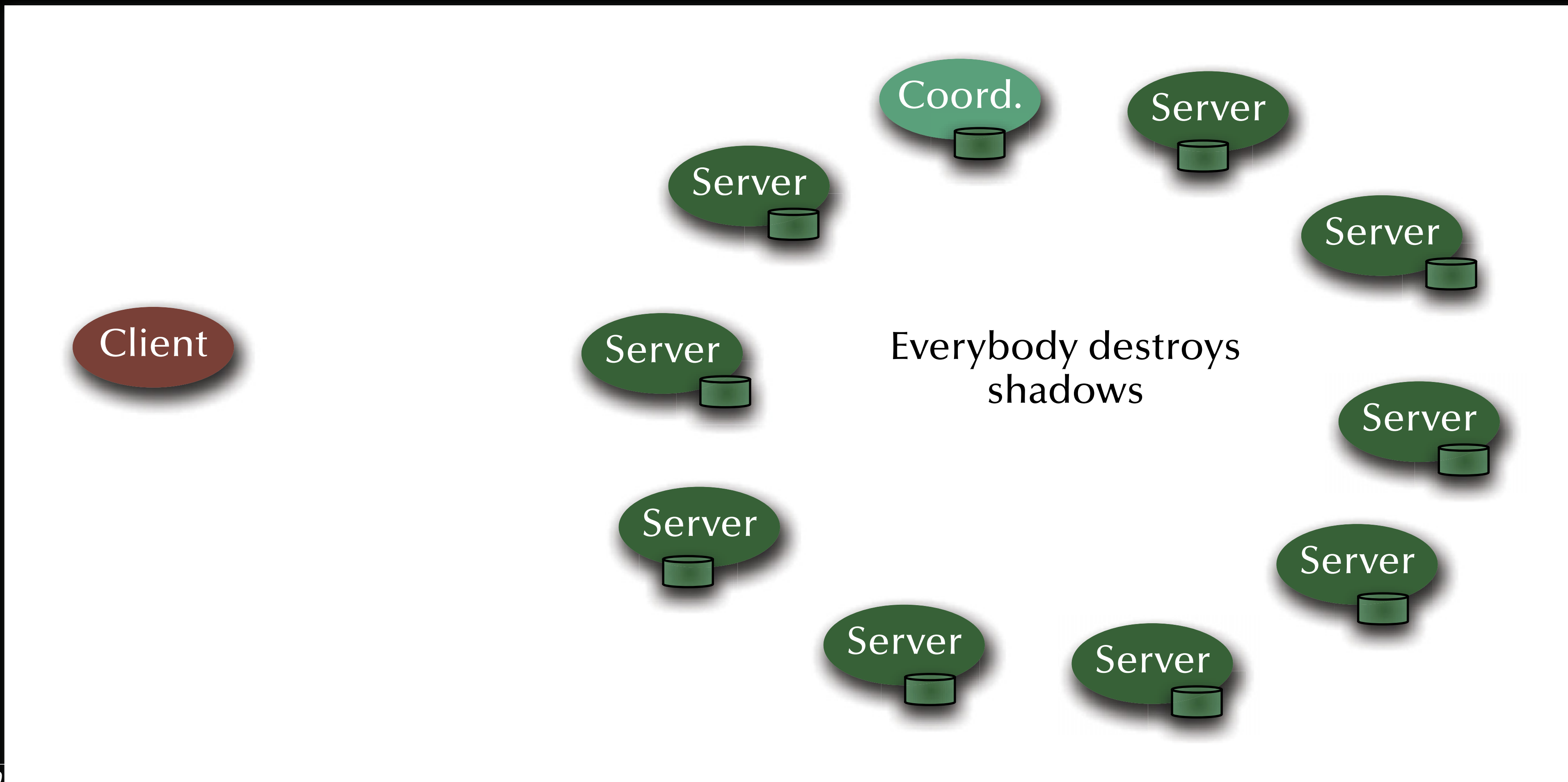
Phase 2: Implement results



Distributed Systems

Two phase commit protocol

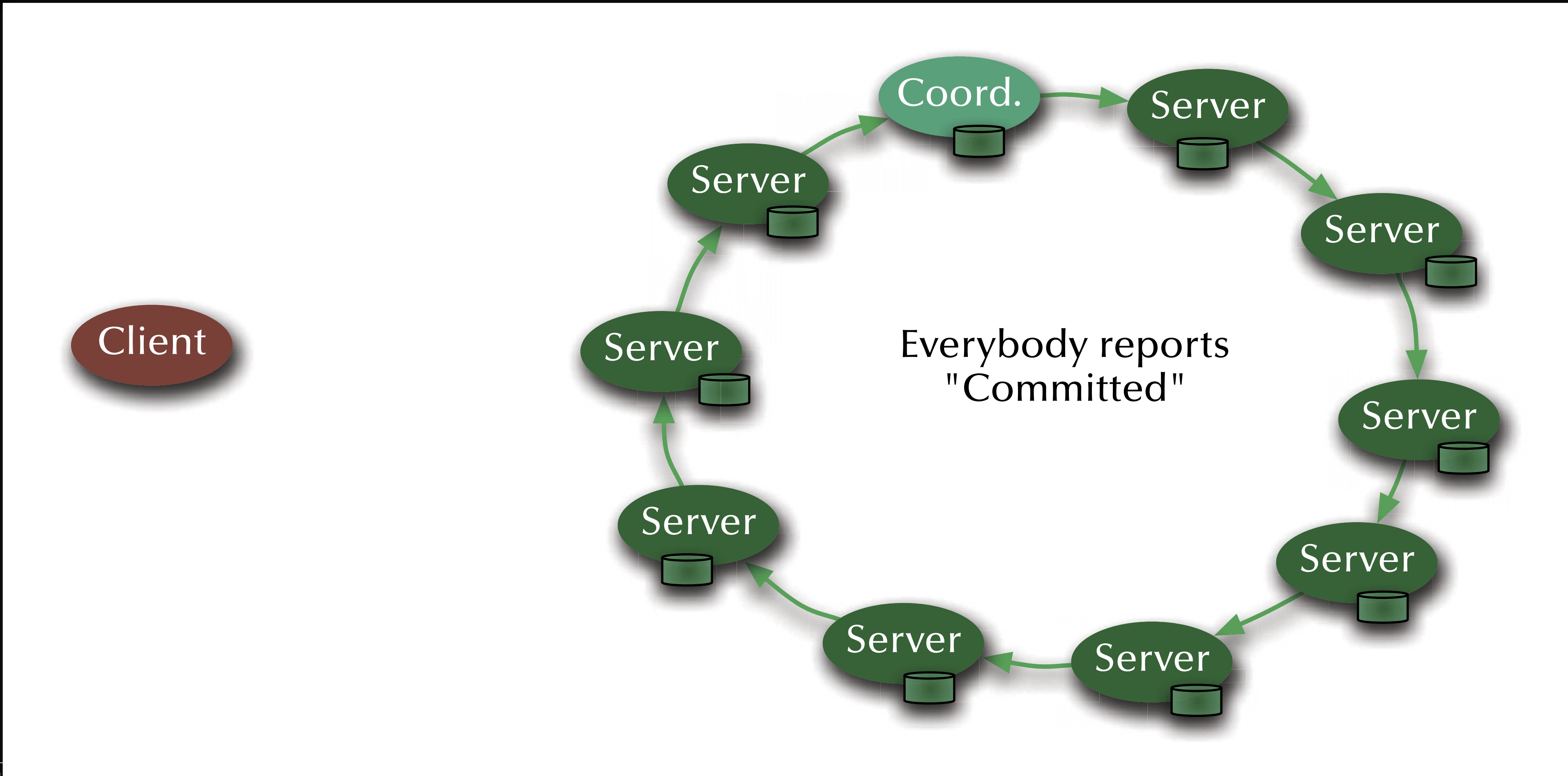
Phase 2: Implement results



Distributed Systems

Two phase commit protocol

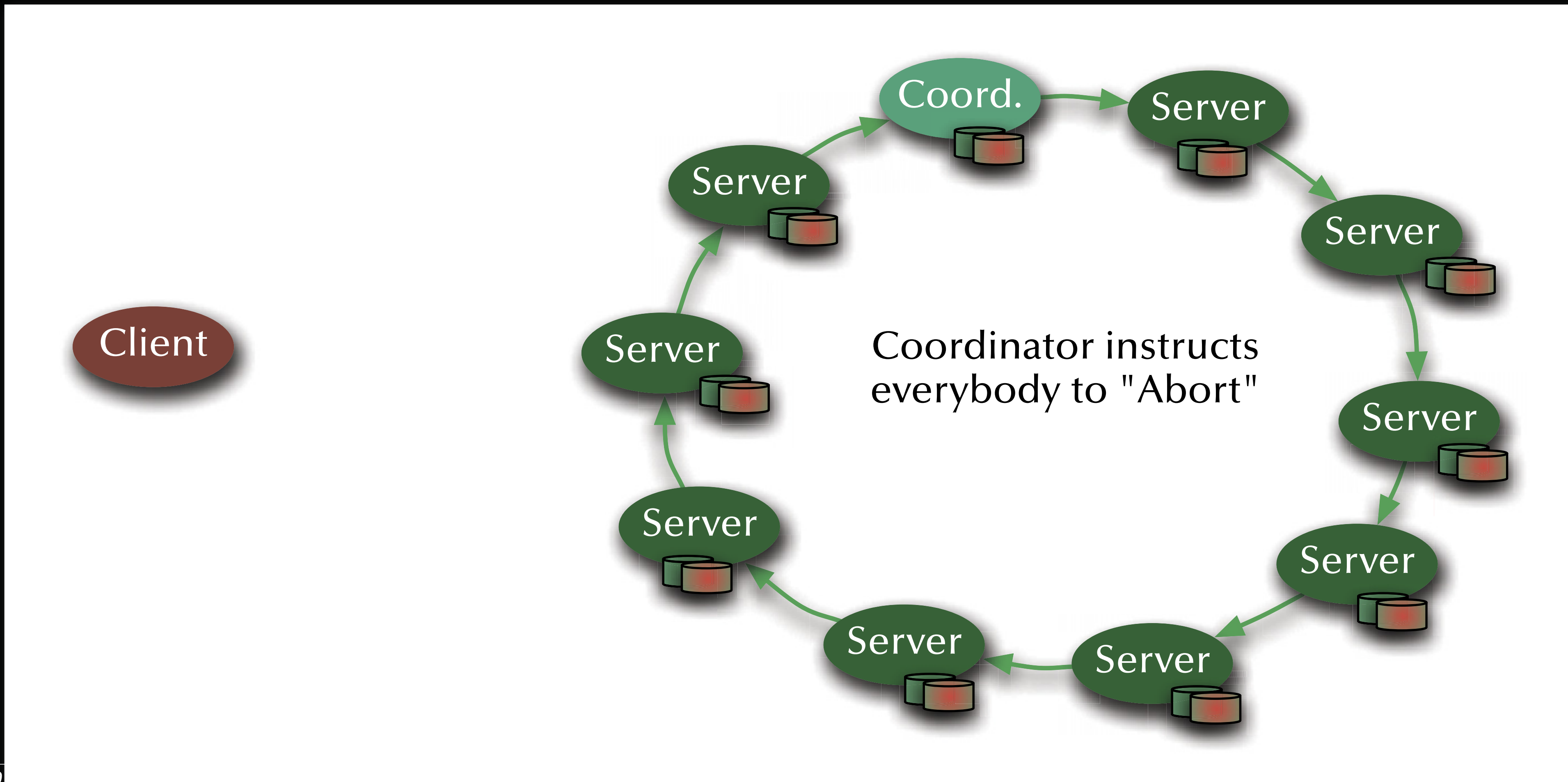
Phase 2: Implement results



Distributed Systems

Two phase commit protocol

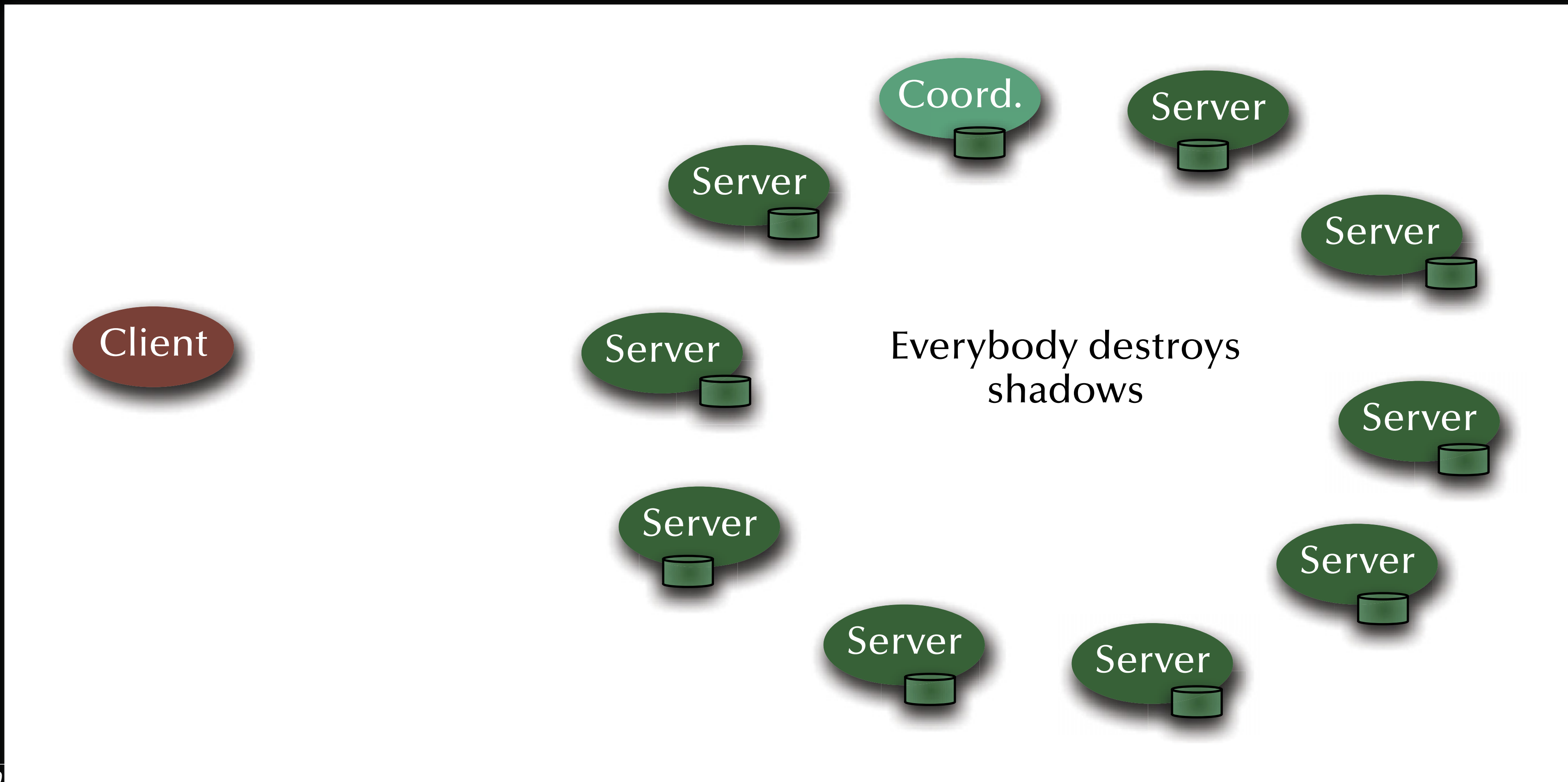
or Phase 2: Global roll back



Distributed Systems

Two phase commit protocol

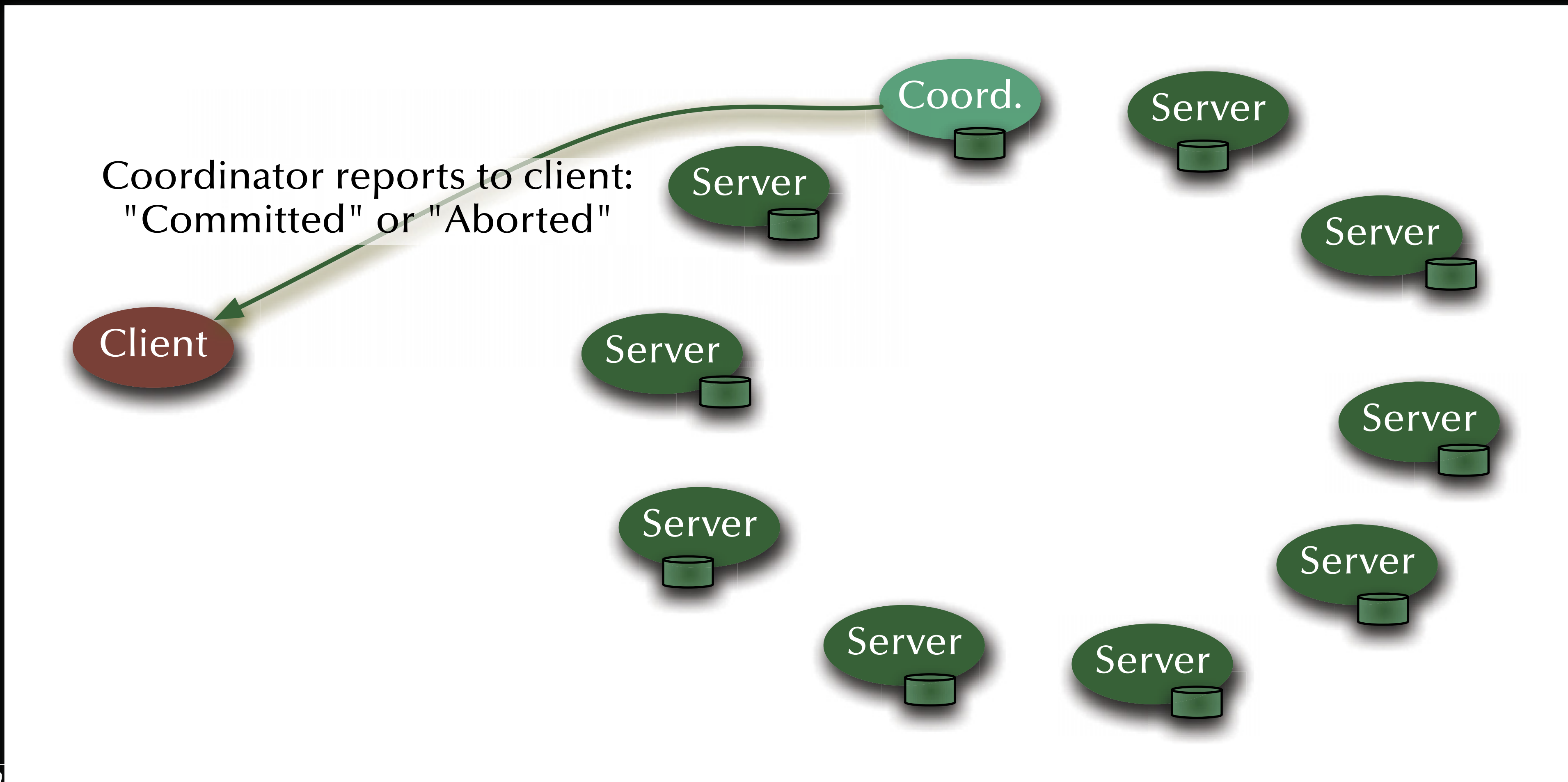
or Phase 2: Global roll back



Distributed Systems

Two phase commit protocol

Phase 2: Report result of distributed transaction



Distributed Systems

Distributed transaction schedulers

Evaluating the three major design methods in a distributed environment:

- **Locking methods**: ☞ No aborts.
  Large overheads; Deadlock detection/prevention required.
- **Time-stamp ordering**: ☞ Potential aborts along the way.
  Recommends itself for distributed applications, since decisions are taken locally and communication overhead is relatively small.
- **"Optimistic" methods**: ☞ Aborts or commits at the very end.
  Maximizes concurrency, but also data replication.

☞ Side-aspect "data replication": large body of literature on this topic
(see: distributed data-bases / operating systems / shared memory / cache management, ...)

Distributed Systems

Redundancy (replicated servers)

Premise:

A crashing server computer should not compromise the functionality of the system (full fault tolerance)

Assumptions & Means:

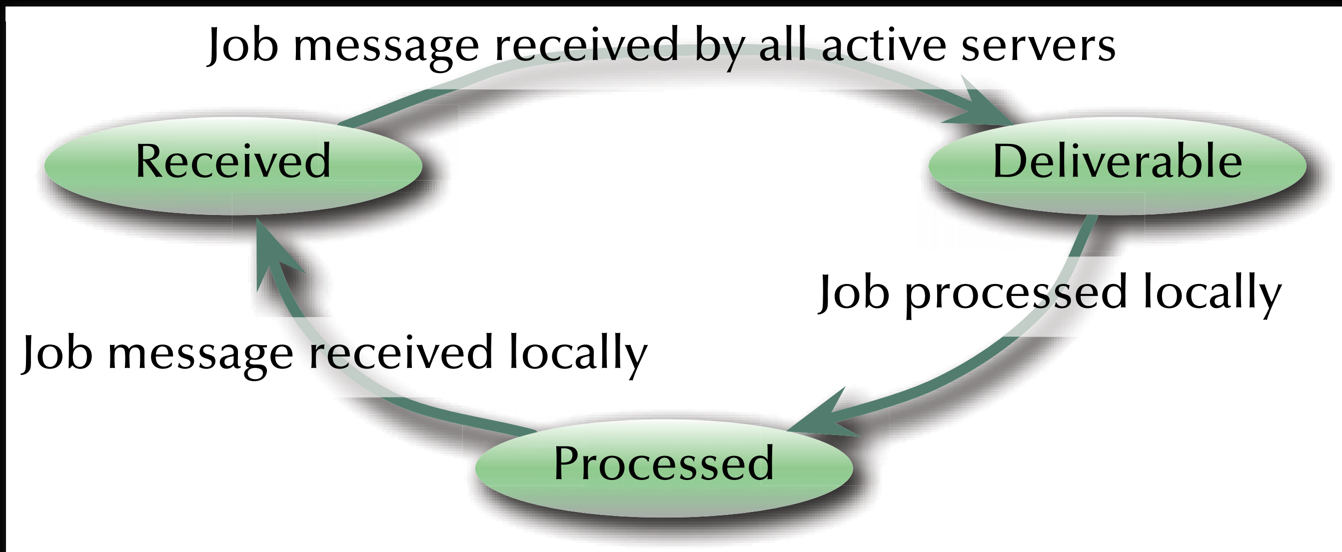
- k computers inside the server cluster might crash without losing functionality.
  ☞ Replication: at least $k + 1$ servers.
- The server cluster can reorganize any time (and specifically after the loss of a computer).
  ☞ Hot stand-by components, dynamic server group management.
- The server is described fully by the current state and the sequence of messages received.
  ☞ State machines: we have to implement consistent state adjustments (re-organization) and consistent message passing (order needs to be preserved).

[Schneider1990]

Distributed Systems

Redundancy (replicated servers)

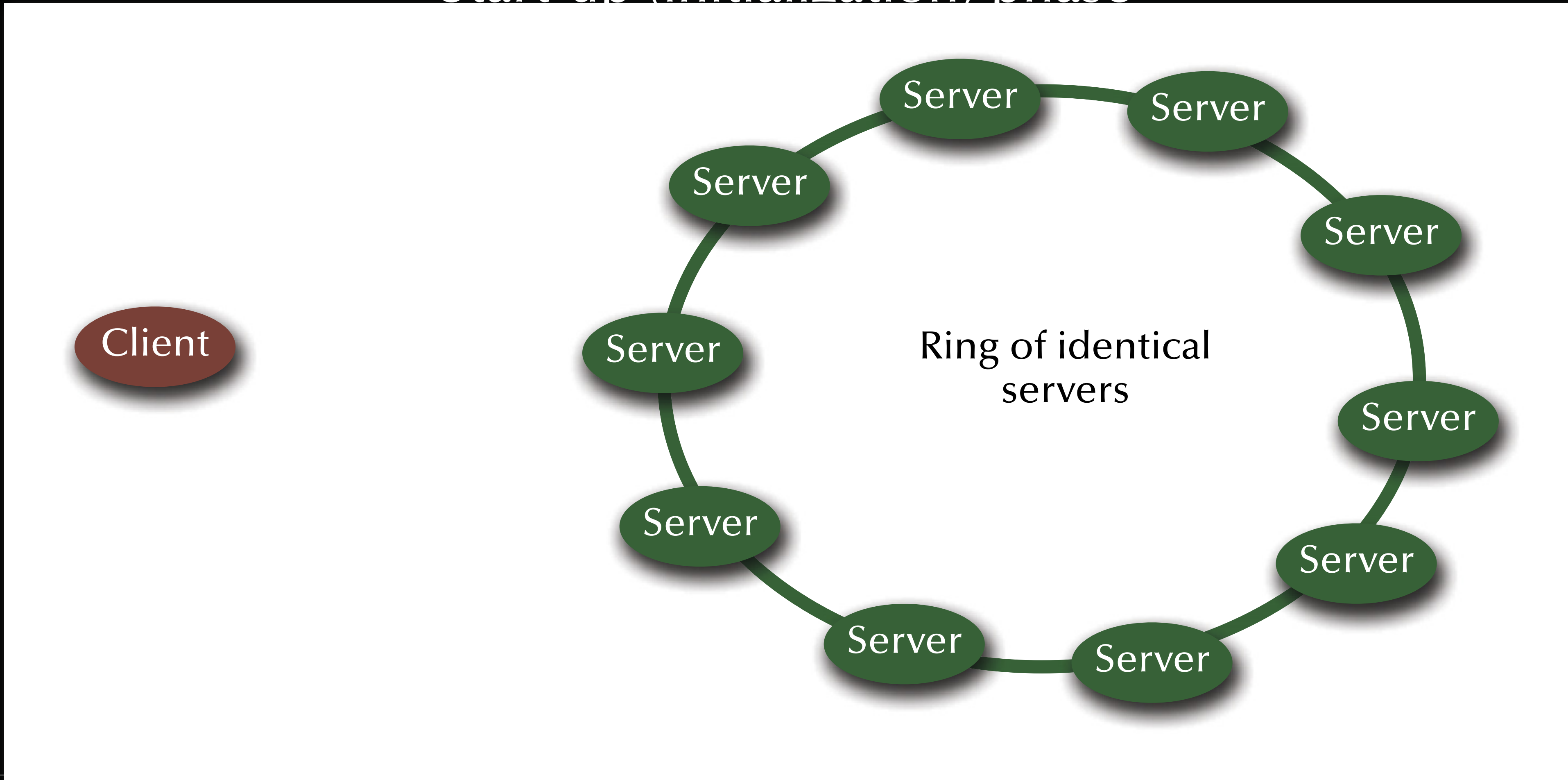
Stages of each server:



Distributed Systems

Redundancy (replicated servers)

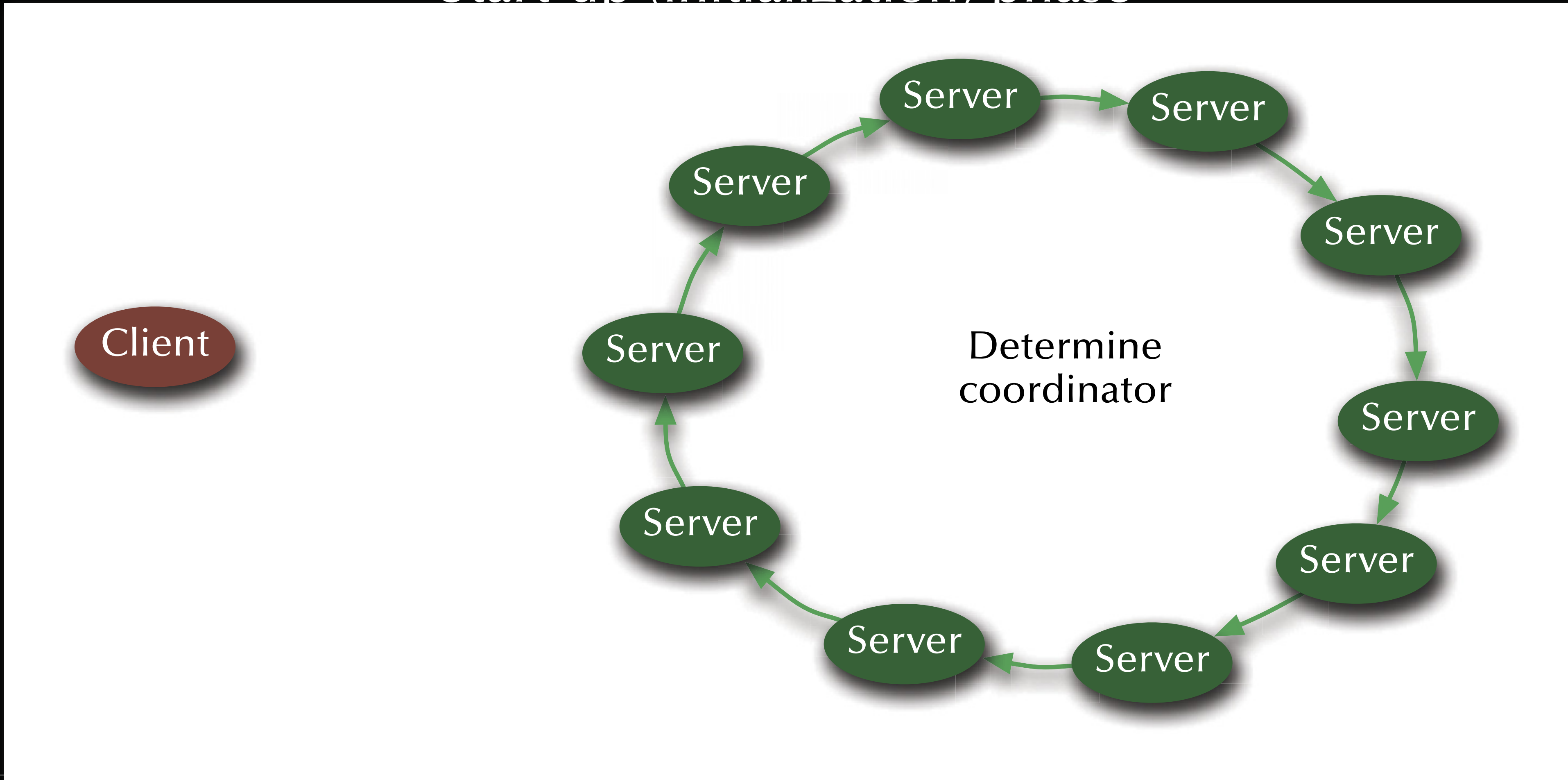
Start-up (initialization) phase



Distributed Systems

Redundancy (replicated servers)

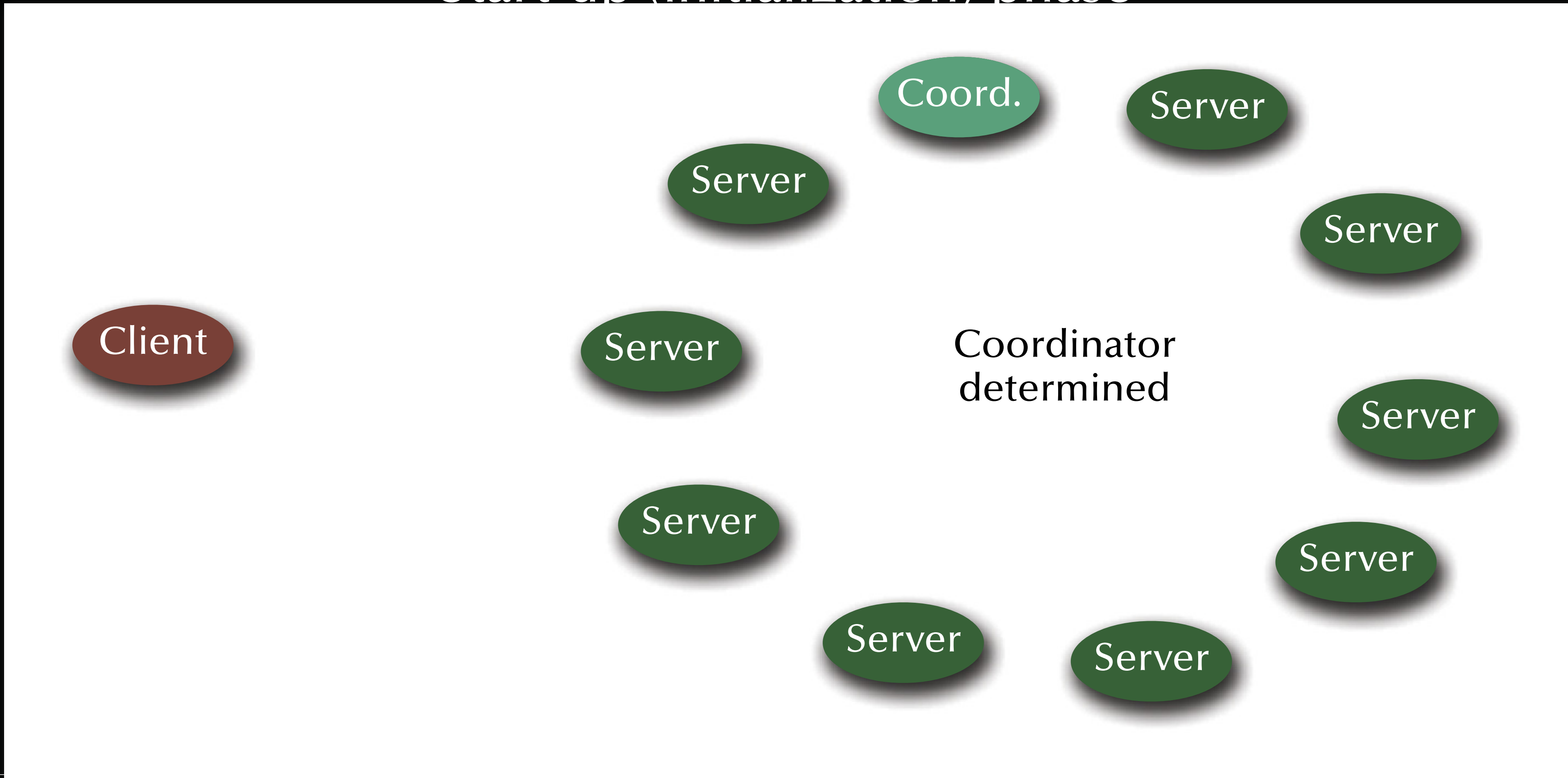
Start-up (initialization) phase



Distributed Systems

Redundancy (replicated servers)

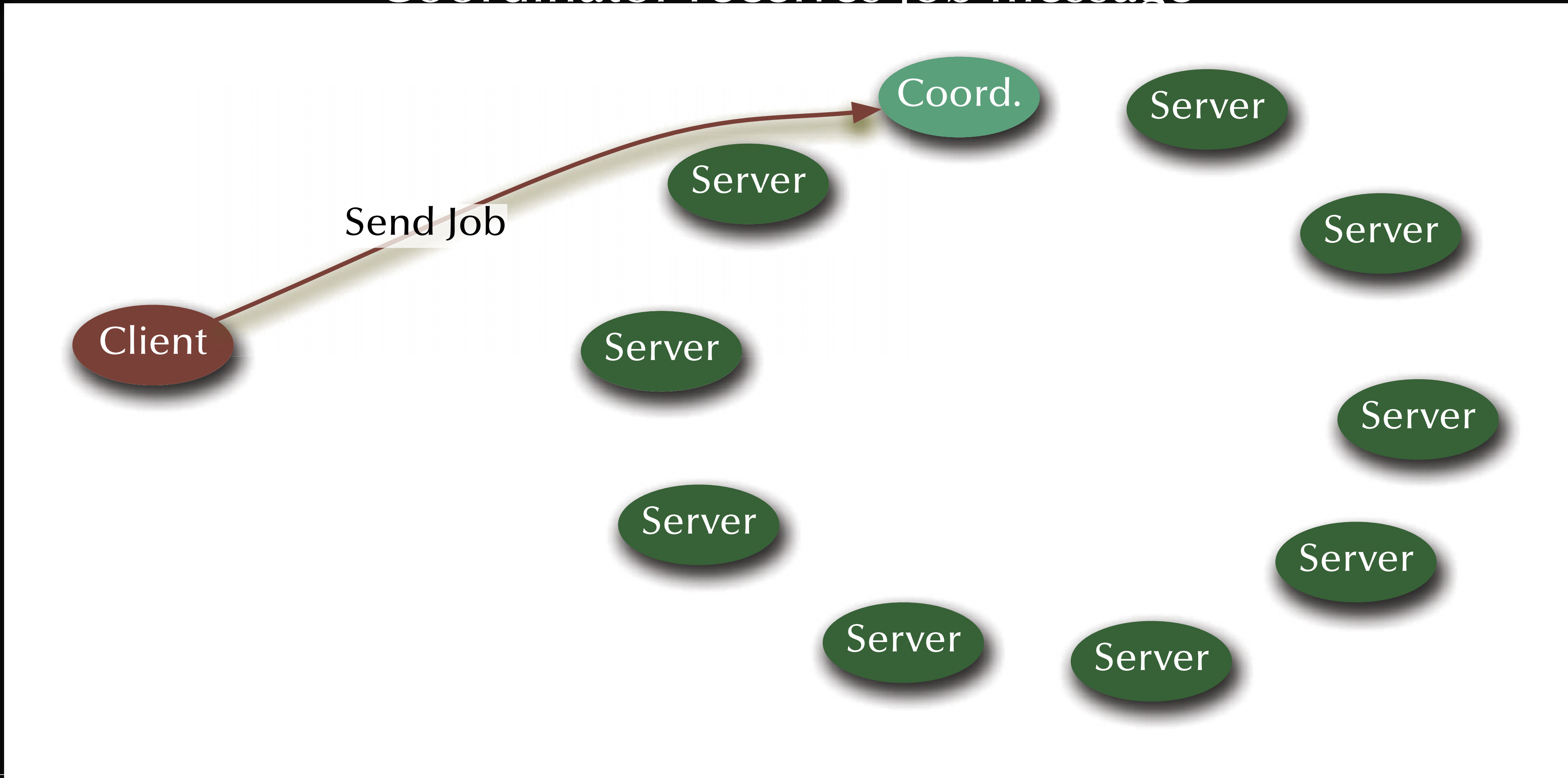
Start-up (initialization) phase



Distributed Systems

Redundancy (replicated servers)

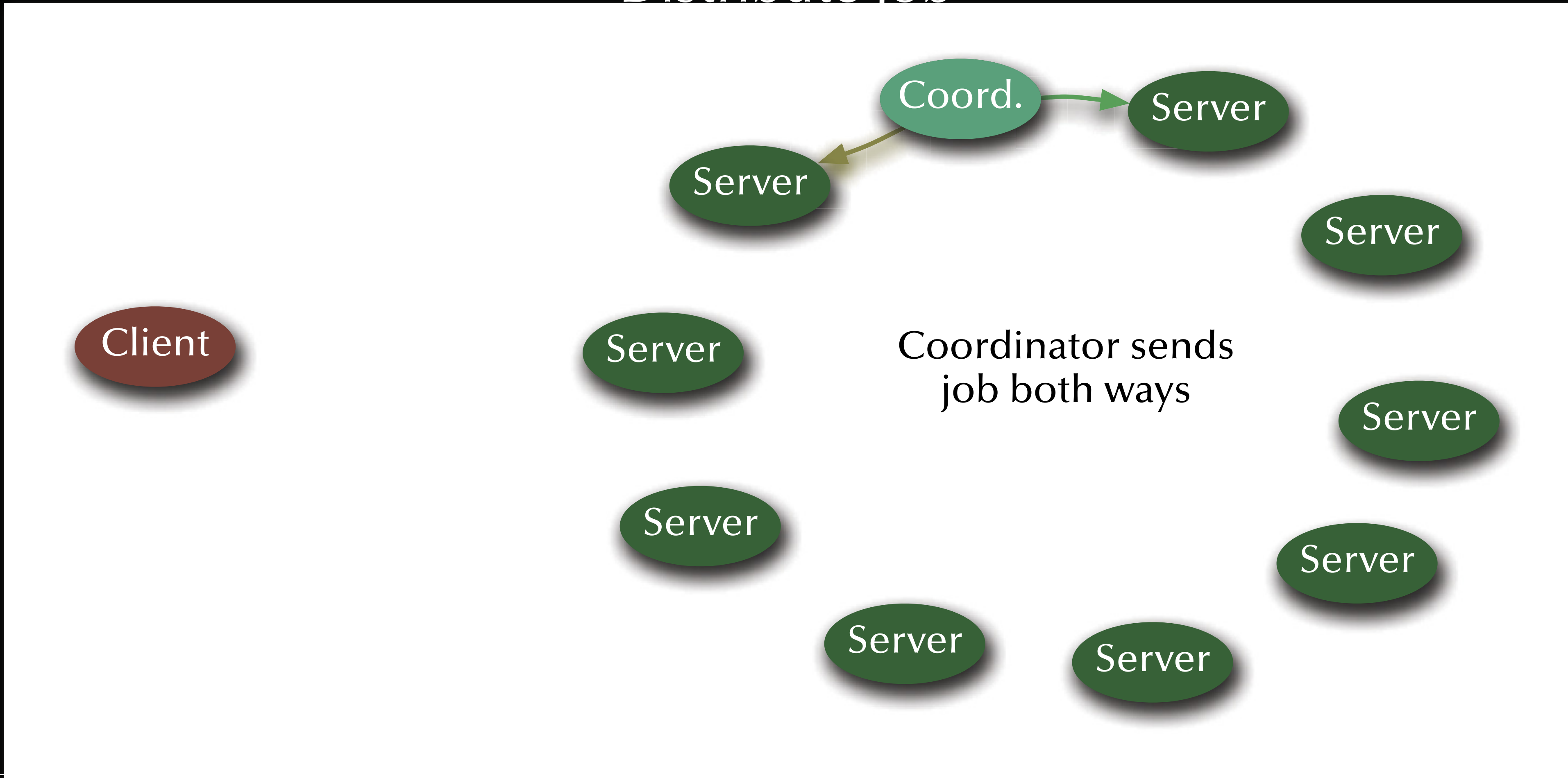
Coordinator receives job message



Distributed Systems

Redundancy (replicated servers)

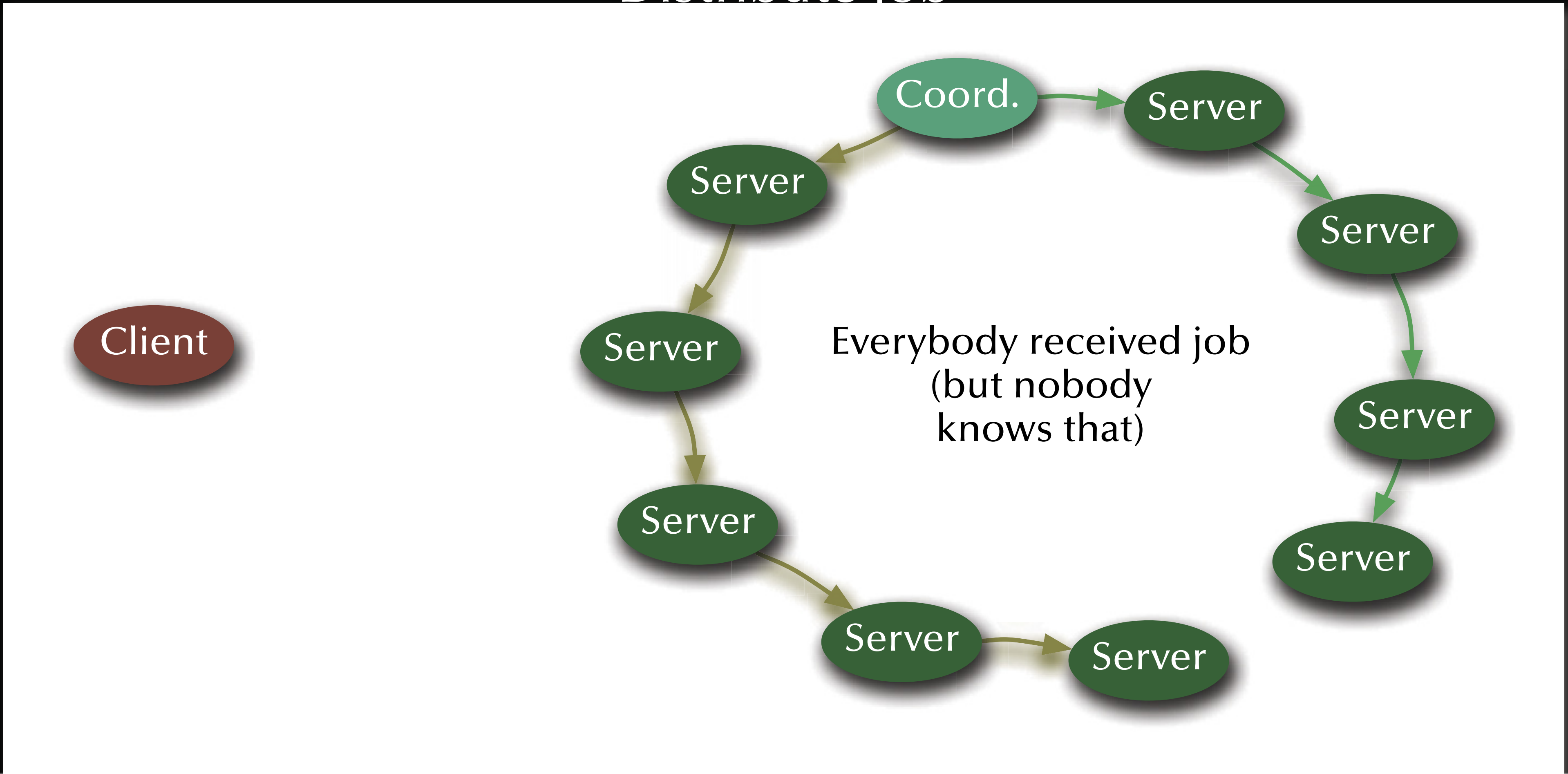
Distribute job



Distributed Systems

Redundancy (replicated servers)

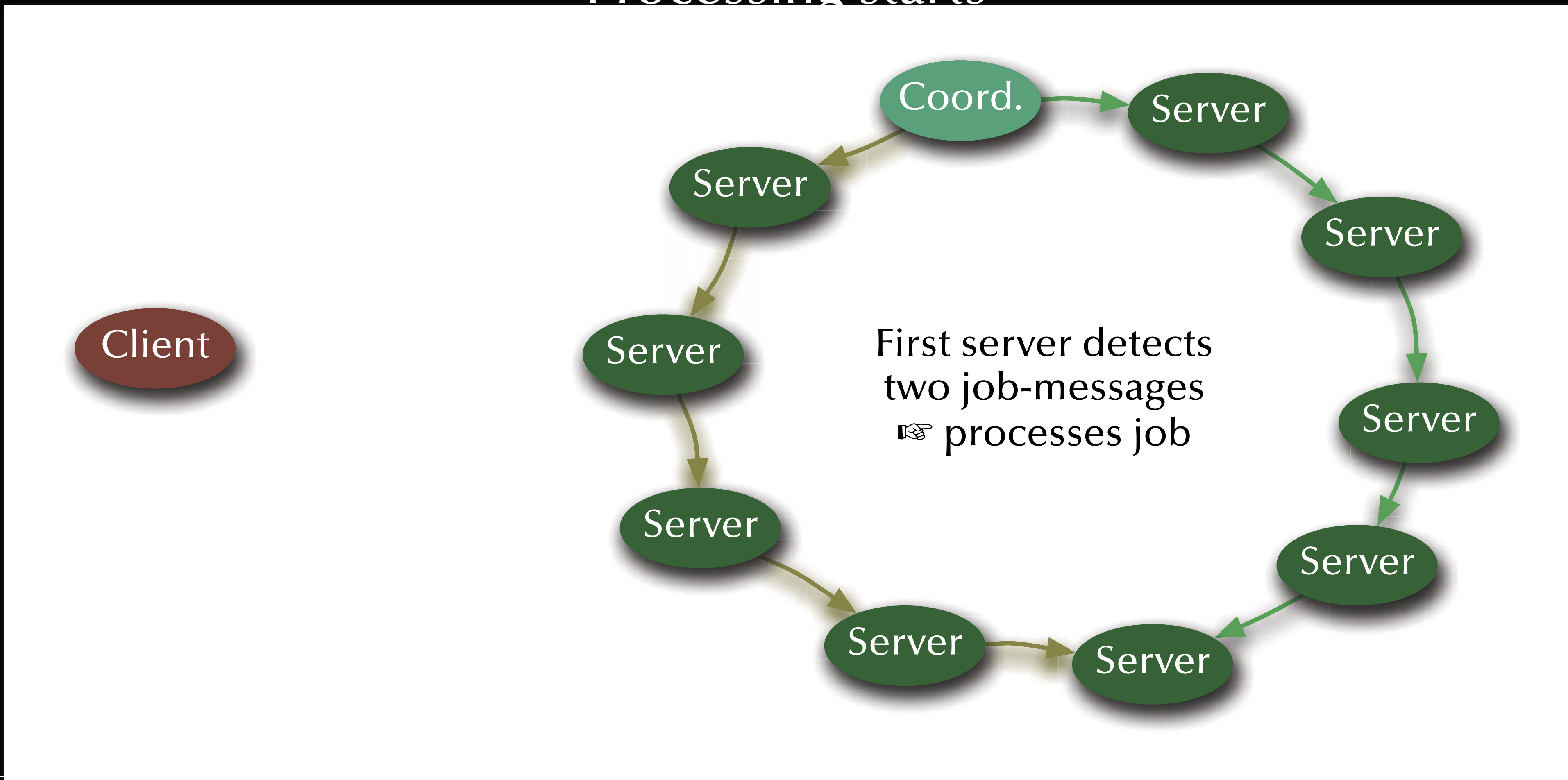
Distribute job



Distributed Systems

Redundancy (replicated servers)

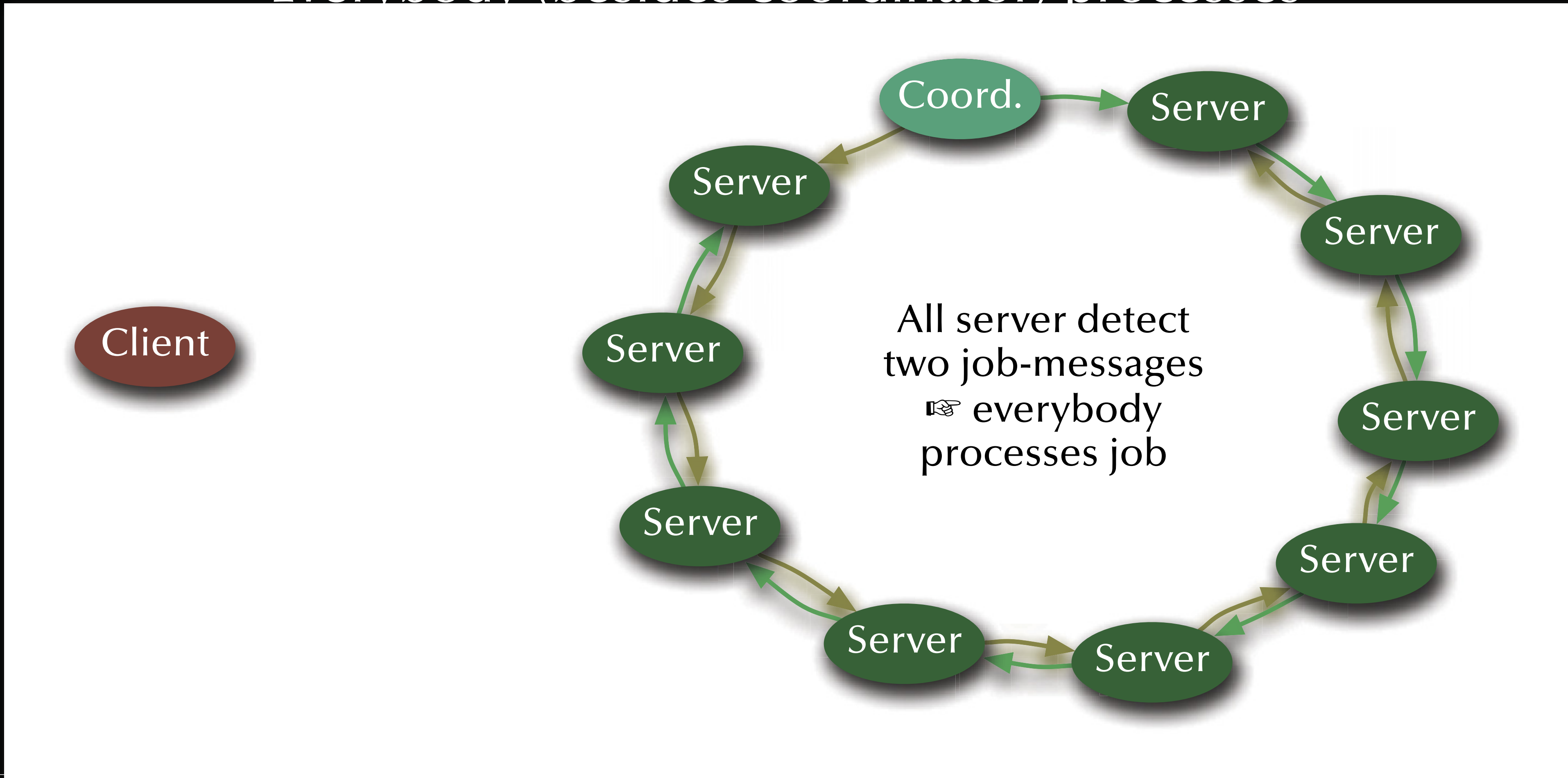
Processing starts



Distributed Systems

Redundancy (replicated servers)

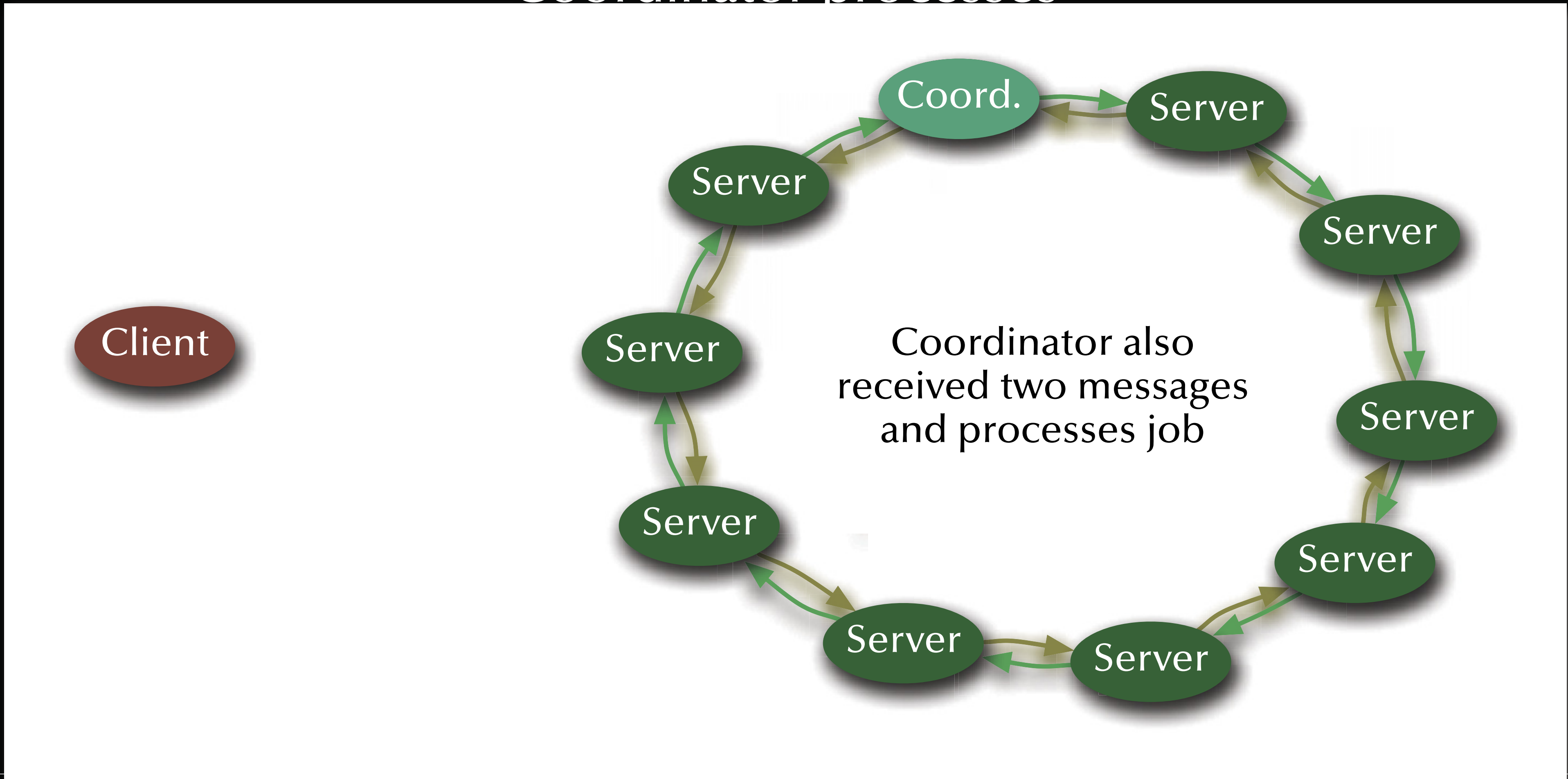
Everybody (besides coordinator) processes



Distributed Systems

Redundancy (replicated servers)

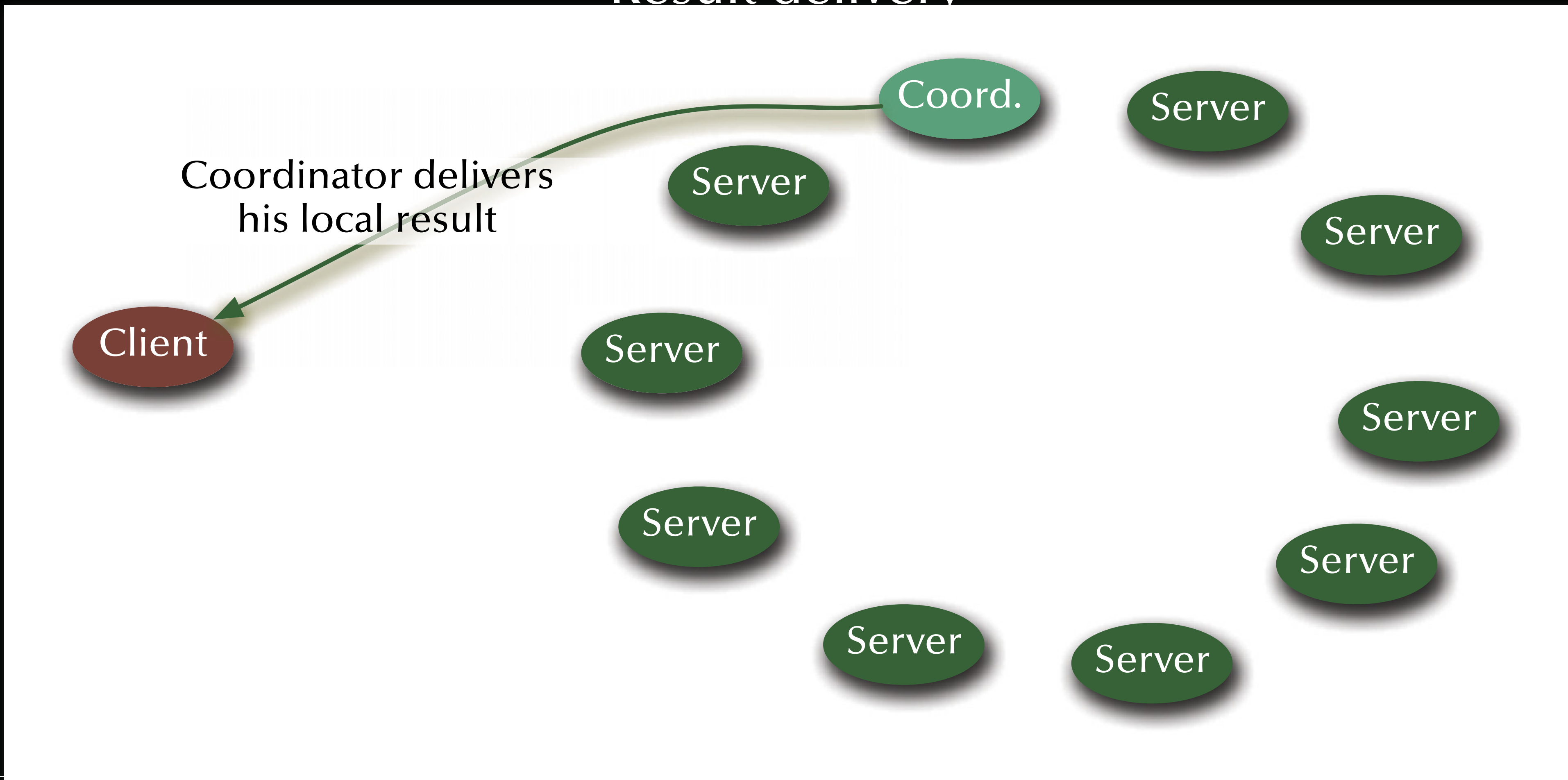
Coordinator processes



Distributed Systems

Redundancy (replicated servers)

Result delivery



Distributed Systems

Redundancy (replicated servers)

Event: Server crash, new servers joining, or current servers leaving.

☞ Server re-configuration is triggered by a message to all
(this is assumed to be supported by the distributed operating system).

Each server on reception of a re-configuration message:

1. Wait for local job to complete or time-out.
2. Store local consistent state S_i.
3. Re-organize server ring, send local state around the ring.
4. If a state S_j with $j > i$ is received then $S_i \Leftarrow S_j$
5. Elect coordinator
6. Enter 'Coordinator-' or 'Replicate-mode'

Summary

Distributed Systems

- **Networks**
  - OSI, topologies
  - Practical network standards
- **Time**
  - Synchronized clocks, virtual (logical) times
  - Distributed critical regions (synchronized, logical, token ring)
- **Distributed systems**
  - Elections
  - Distributed states, consistent snapshots
  - Distributed servers (replicates, distributed processing, distributed commits)
  - Transactions (ACID properties, serializable interleavings, transaction schedulers)