Global Predicate Detection and Event Ordering

Our Problem

To compute predicates over the state of a distributed application

Model

- Message passing
- No failures
- Two possible timing assumptions:
  1. Synchronous System
  2. Asynchronous System
     - No upper bound on message delivery time
     - No bound on relative process speeds
     - No centralized clock

Clock Synchronization

External Clock Synchronization

keep processor clock within some maximum deviation from an external time source.

- can exchange of info about timing events of different systems
- can take actions at real-time deadlines
- synchronization within 0.1 ms

Internal Clock Synchronization:

keep processor clocks within some maximum deviation from each other.

- can measure duration of distributed activities that start on one process and terminate on another
- can totally order events that occur on a distributed system

Synchronizion clocks: Take 1

- Assume an upper bound max and a lower bound min on message delivery time
- Guarantee that processes stay synchronized within max - min

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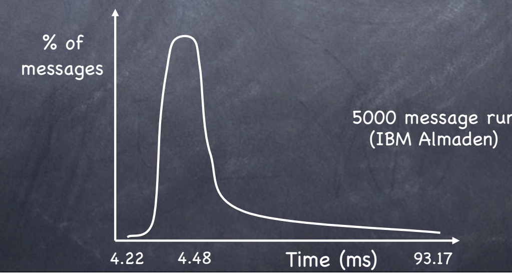
Problem:

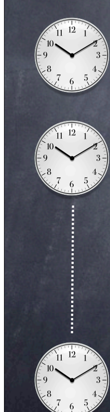


Clock Synchronization: Take 2

- No upper bound on message delivery time...
- ...but lower bound min on message delivery time
- Use timeout maxp to detect process failures
- slaves send messages to master
- Master averages slaves value; computes fault-tolerant average

Precision: 4 maxp - min

Probabilistic Clock Synchronization (Cristian)



- Master-Slave architecture
- Master is connected to external time source
- Slaves read master's clock and adjust their own

How accurately can a slave read the master's clock?

The Idea

- Clock accuracy depends on message roundtrip time
  - if roundtrip is small, master and slave cannot have drifted by much!
- Since no upper bound on message delivery, no certainty of accurate enough reading...
- ... but very accurate reading can be achieved by repeated attempts

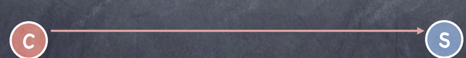
Asynchronous systems

- Weakest possible assumptions
  - cfr. "finite progress axiom"
- Weak assumptions $\equiv$ less vulnerabilities
- Asynchronous $\neq$ slow
- "Interesting" model wrt failures (ah ah ah!)

Client-Server

Processes exchange messages using
Remote Procedure Call (RPC)

A client requests a service by sending the server a message. The client blocks while waiting for a response



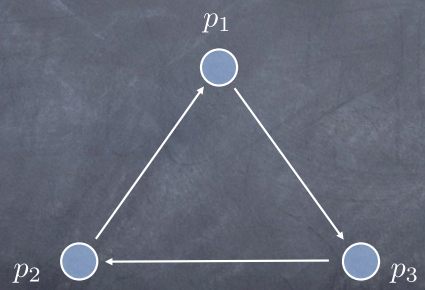
Client-Server

Processes exchange messages using
Remote Procedure Call (RPC)

A client requests a service by sending the server a message. The client blocks while waiting for a response

The server computes the response (possibly asking other servers) and returns it to the client

Deadlock!



Goal

Design a protocol by which a processor can determine whether a global predicate (say, deadlock) holds

Wait-For Graphs

- Draw arrow from p_i to p_j if p_j has received a request but has not responded yet

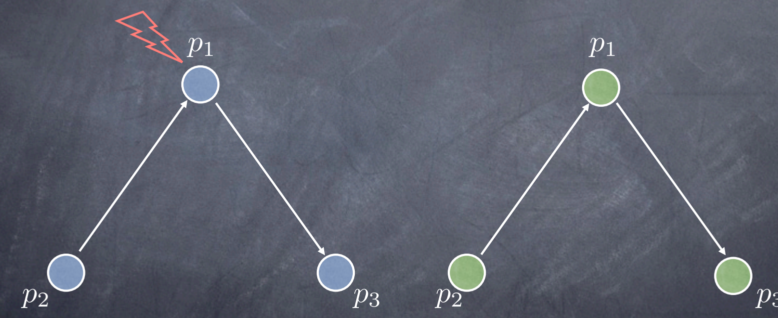
Wait-For Graphs

- Draw arrow from p_i to p_j if p_j has received a request but has not responded yet
- Cycle in WFG $\Rightarrow$ deadlock
- Deadlock $\Rightarrow \Diamond$ cycle in WFG

The protocol

- p_0 sends a message to $p_1 \ldots p_3$
- On receipt of p_0's message, p_i replies with its state and wait-for info

An execution



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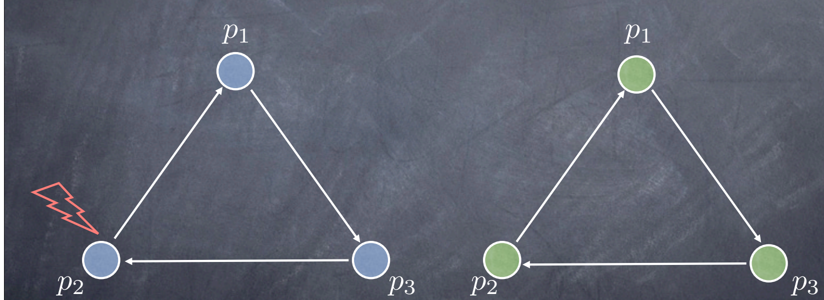

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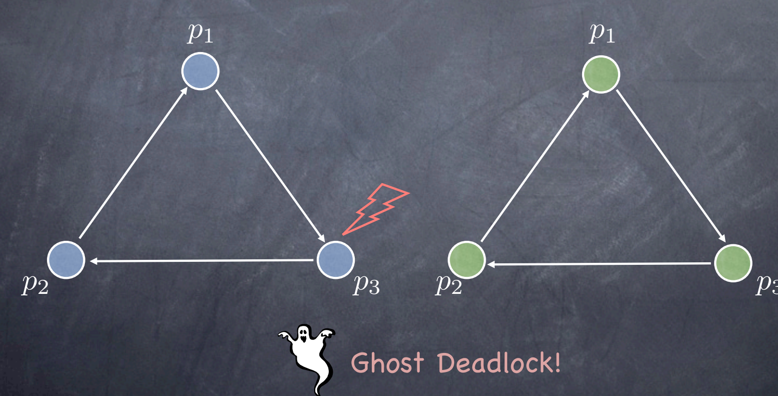


Houston, we have a problem...

- Asynchronous system
  - no centralized clock, etc. etc.
- Synchrony useful to
  - coordinate actions
  - order events
- Mmmmhhh...

Events and Histories

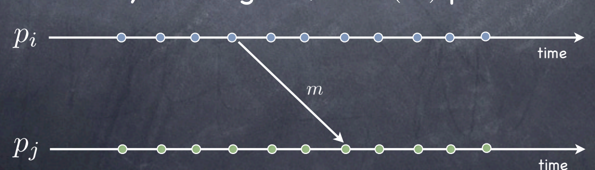
- Processes execute sequences of events
- Events can be of 3 types: local, send, and receive
- e_p^i is the i-th event of process p
- The local history h_p of process p is the sequence of events executed by process p
  - h_p^k : prefix that contains first k events
  - h_p^0 : initial, empty sequence
- The history H is the set $h_{p_0} \cup h_{p_1} \cup \ldots h_{p_{n-1}}$

NOTE: In H, local histories are interpreted as sets, rather than sequences, of events

Ordering events

- Observation 1:
  - Events in a local history are totally ordered

- Observation 2:
  - For every message m, $send(m)$ precedes $receive(m)$



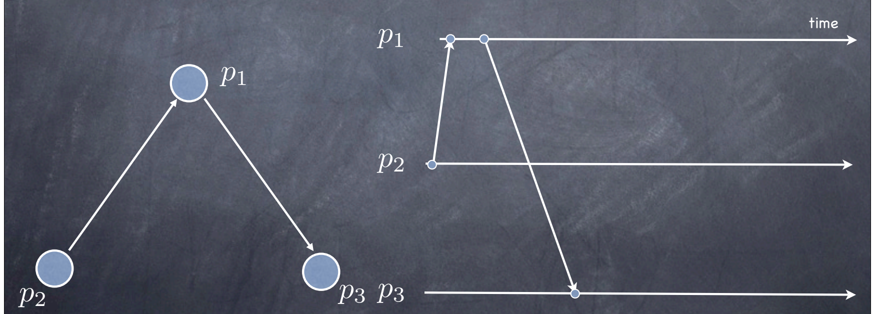
Happened-before (Lamport[1978])

A binary relation $\rightarrow$ defined over events

1. if $e_i^k, e_i^l \in h_i$ and $k < l$, then $e_i^k \rightarrow e_i^l$
2. if $e_i = send(m)$ and $e_j = receive(m)$, then $e_i \rightarrow e_j$
3. if $e \rightarrow e'$ and $e' \rightarrow e''$ then $e \rightarrow e''$

Space-Time diagrams

A graphic representation of a distributed execution



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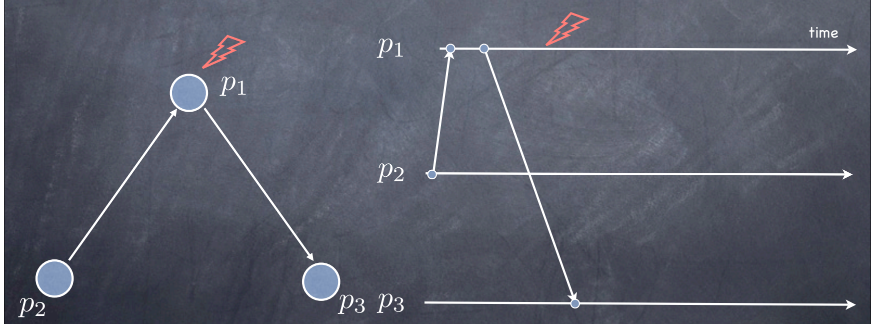

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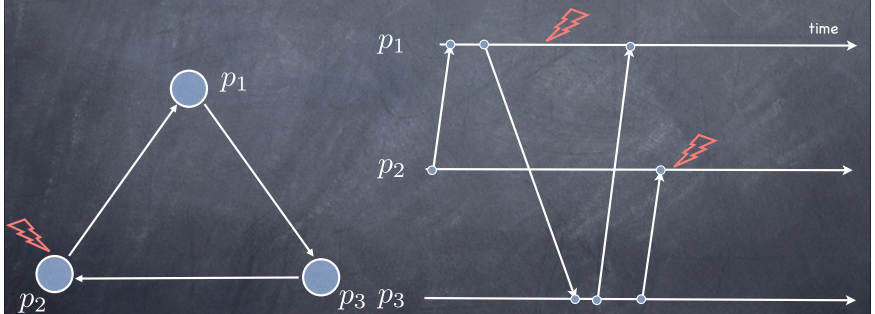

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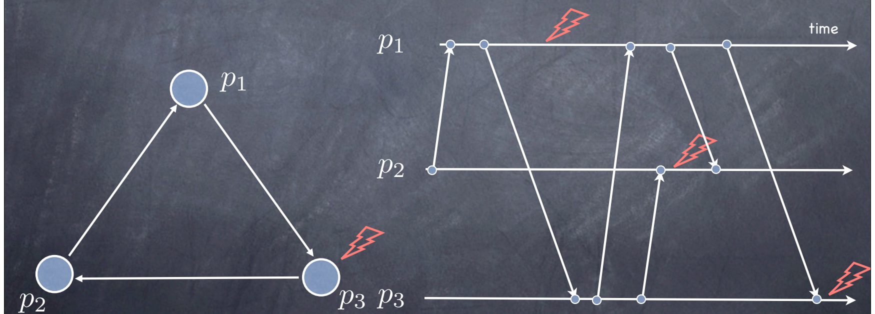

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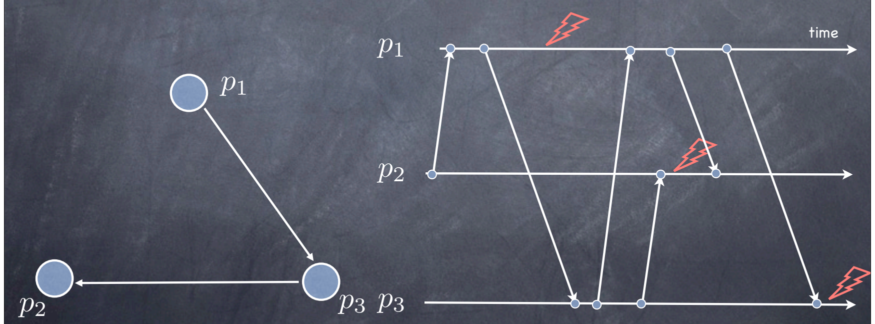

H and → impose a partial order

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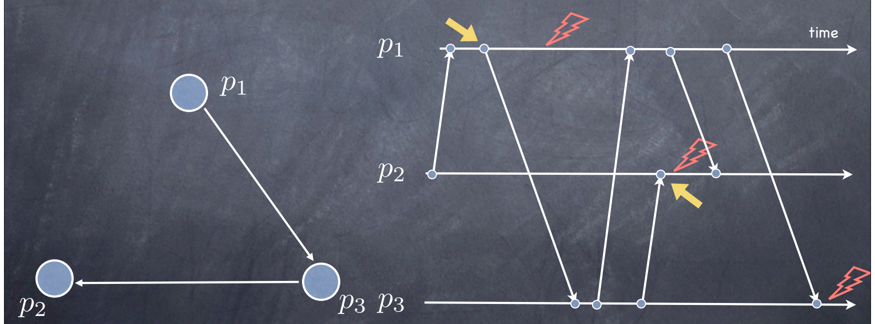

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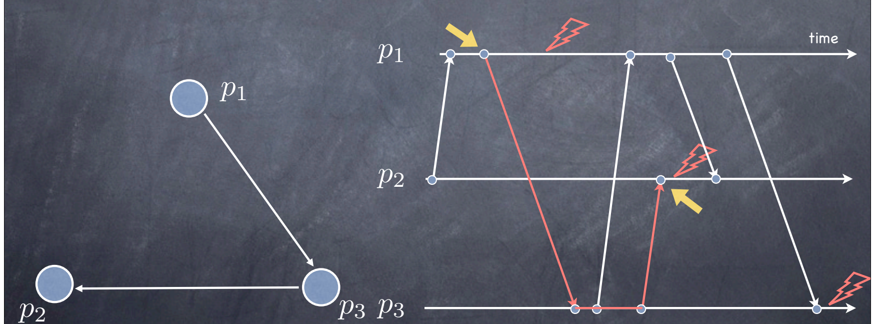

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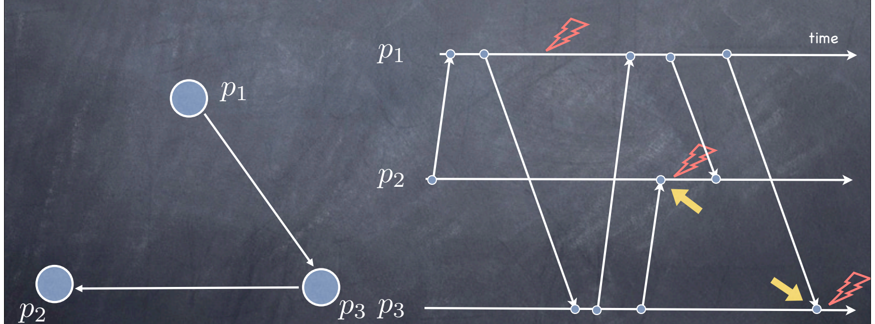


H and → impose a partial order

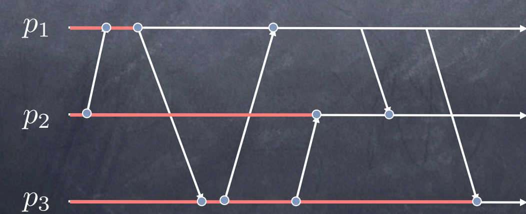
Runs and Consistent Runs

- A run is a total ordering of the events in H that is consistent with the local histories of the processors
  - Ex: $h_1, h_2, \ldots, h_n$ is a run
- A run is consistent if the total order imposed in the run is an extension of the partial order induced by $\rightarrow$
- A single distributed computation may correspond to several consistent runs!

Cuts

A cut C is a subset of the global history of H

$$C = h_1^{c_1} \cup h_2^{c_2} \cup \ldots h_n^{c_n}$$



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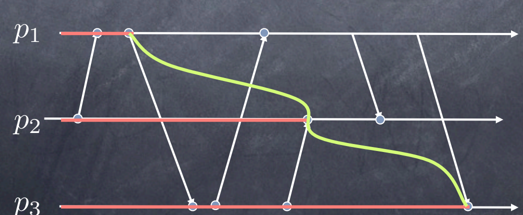
$$C = h_1^{c_1} \cup h_2^{c_2} \cup \ldots h_n^{c_n}$$

The frontier of C is the set of events

$$e_1^{c_1}, e_2^{c_2}, \ldots e_n^{c_n}$$



Global states and cuts

- The global state of a distributed computation is an n-tuple of local states

$$\Sigma = (\sigma_1, \ldots \sigma_n)$$

- To each cut $(c_1 \ldots c_n)$ corresponds a global state $(\sigma_1^{c_1}, \ldots \sigma_n^{c_n})$

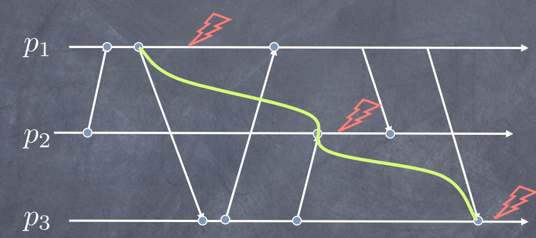
Consistent cuts and consistent global states

- A cut is consistent if

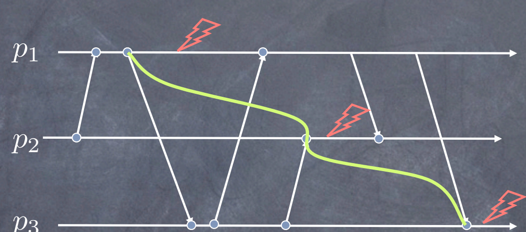
  $$\forall e_i, e_j : e_j \in C \wedge e_i \rightarrow e_j \Rightarrow e_i \in C$$

- A consistent global state is one corresponding to a consistent cut

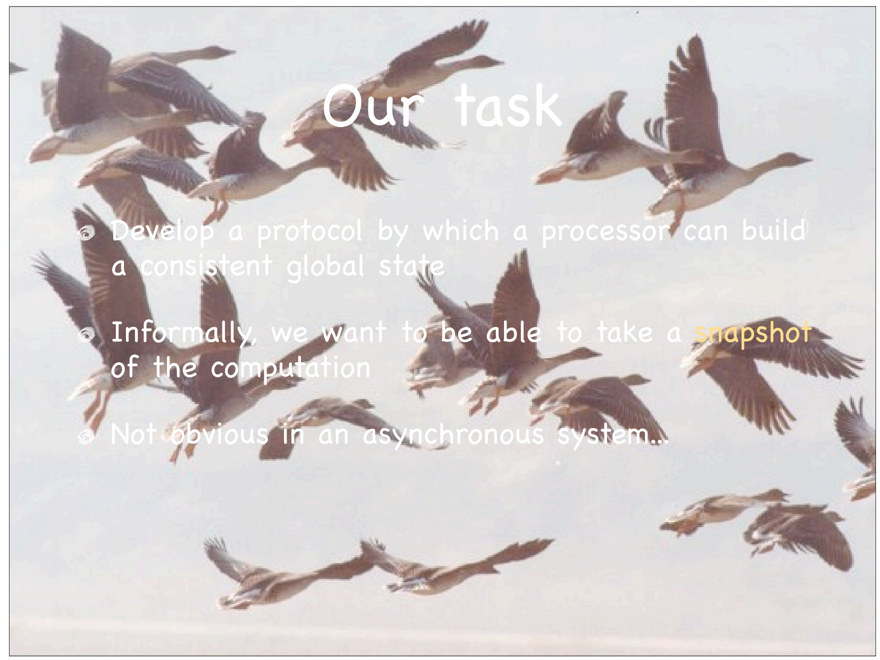
What p_0 sees



What p_0 sees



Not a consistent global state: the cut contains the event corresponding to the receipt of the last message by p_3 but not the corresponding send event



Our task

- Develop a protocol by which a processor can build a consistent global state
- Informally, we want to be able to take a snapshot of the computation
- Not obvious in an asynchronous system...

Our approach

- Develop a simple synchronous protocol
- Refine protocol as we relax assumptions
- Record:
  - processor states
  - channel states
- Assumptions:
  - FIFO channels
  - Each m timestamped with with $T(send(m))$

Snapshot I

i. p_0 selects t_{ss}

ii. p_0 **sends** "take a snapshot at t_{ss}" **to** all processes

iii. **when** clock of p_i reads t_{ss} **then** p
   a. records its local state σ_i
   b. starts recording messages received on each of incoming channels
   c. stops recording a channel when it receives first message with timestamp greater than or equal to t_{ss}

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Correctness

Theorem Snapshot I produces a consistent cut

Proof Need to prove $e_j \in C \land e_i \rightarrow e_j \Rightarrow e_i \in C$

< Definition >	< 0 and 1>	< 5 and 3>
$0.\ e_j \in C \equiv T(e_j) < t_{ss}$	$3.\ T(e_j) < t_{ss}$	$6.\ T(e_i) < t_{ss}$
< Assumption >	< Property of real time>	< Definition >
$1.\ e_j \in C$	$4.\ e_i \rightarrow e_j \Rightarrow T(e_i) < T(e_j)$	$7.\ e_i \in C$
< Assumption >	< 2 and 4>	
$2.\ e_i \rightarrow e_j$	$5.\ T(e_i) < T(e_j)$	

Clock Condition

< Property of real time>

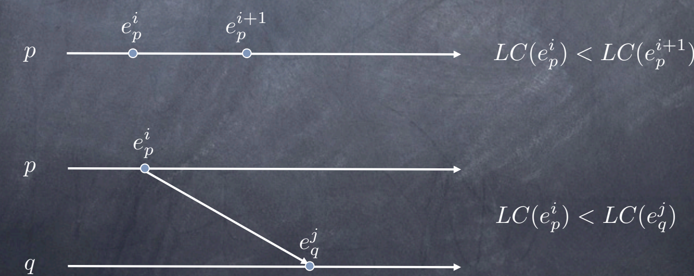
4. $e_i \rightarrow e_j \Rightarrow T(e_i) < T(e_j)$

Can the Clock Condition be implemented some other way?

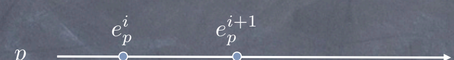
Lamport Clocks

Each process maintains a local variable LC

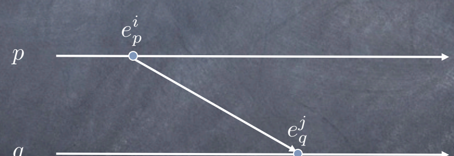
$LC(e) \equiv$ value of LC for event e



Increment Rules



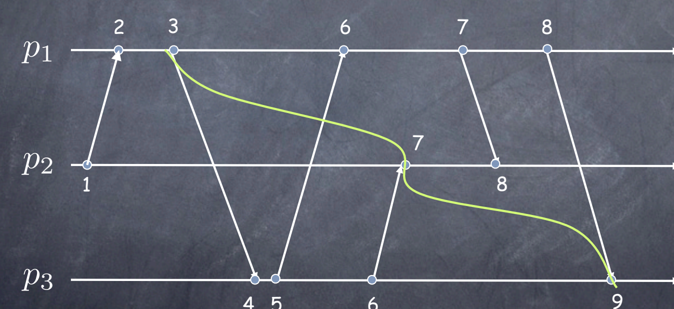
$LC(e_p^{i+1}) = LC(e_p^i) + 1$



$LC(e_q^j) = max(LC(e_q^{j-1}), LC(e_p^i)) + 1$

Timestamp m with $TS(m) = LC(send(m))$

Space-Time Diagrams and Logical Clocks



A subtle problem

when $LC = t$ do S doesn't make sense for Lamport clocks!

- there is no guarantee that LC will ever be t
- S is anyway executed after $LC = t$

Fixes:

- if e is internal/send and $LC = t - 2$
  - execute e and then S
- if $e = receive(m) \wedge (TS(m) \geq t) \wedge (LC \leq t - 1)$
  - put message back in channel
  - re-enable e ; set $LC = t - 1$; execute S

An obvious problem

- No t_{ss} !
- Choose Ω large enough that it cannot be reached by applying the update rules of logical clocks

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mmmmhhhh...

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mmmmhhhh...

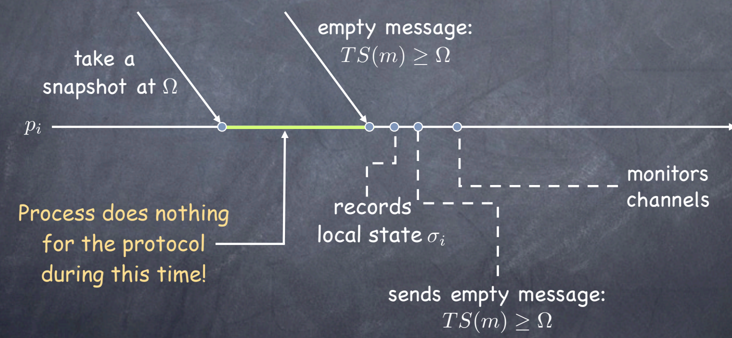
- Doing so assumes
  - upper bound on message delivery time
  - upper bound relative process speeds

We better relax it...

Snapshot II

- processor p_0 selects Ω
- p_0 sends "take a snapshot at Ω" to all processes and sets its logical clock to Ω
- when clock of p_i reads Ω then p_i
  - records its local state σ_i
  - sends an empty message along its outgoing channels
  - starts recording messages received on each incoming channel
  - stops recording a channel when receives first message with timestamp greater than or equal to Ω

Relaxing synchrony



Use empty message to announce snapshot!

Snapshot III

- processor p_0 sends itself "take a snapshot "
- when p_i receives "take a snapshot" <u>for the first time</u> from p_j:
  - records its local state σ_i
  - sends "take a snapshot" along its outgoing channels
  - sets channel from p_j to empty
  - starts recording messages received over each of its other incoming channels
- when p_i receives "take a snapshot" beyond the first time from p_k:
  - stops recording channel from p_k
- when p_i has received "take a snapshot" on all channels, it sends collected state to p_0 and stops.

Snapshots: a perspective

- The global state Σ^s saved by the snapshot protocol is a consistent global state

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- But did it ever occur during the computation?
  - a distributed computation provides only a partial order of events
  - many total orders (runs) are compatible with that partial order
  - all we know is that Σ^s could have occurred

Snapshots: a perspective

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  - a distributed computation provides only a partial order of events
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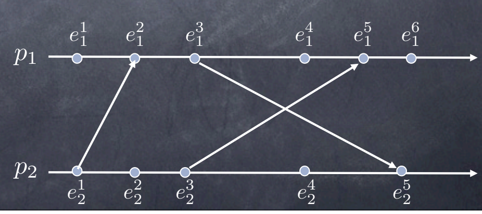
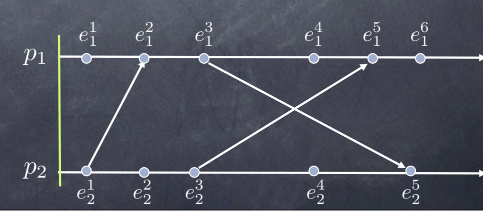
- We are evaluating predicates on states that may have never occurred!

An Execution and its Lattice



An Execution and its Lattice

Σ^{00}



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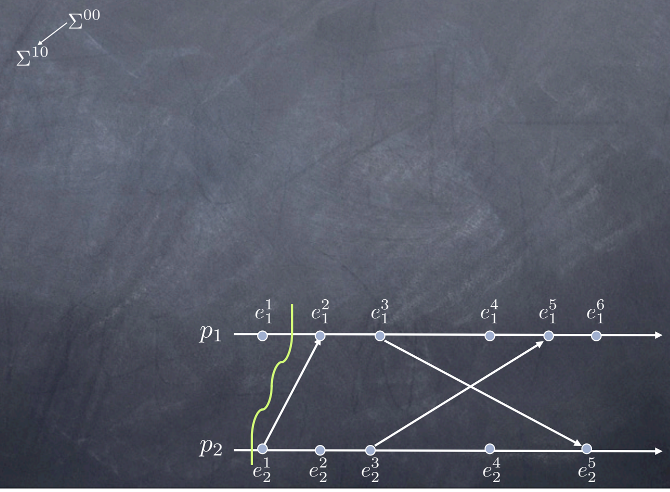

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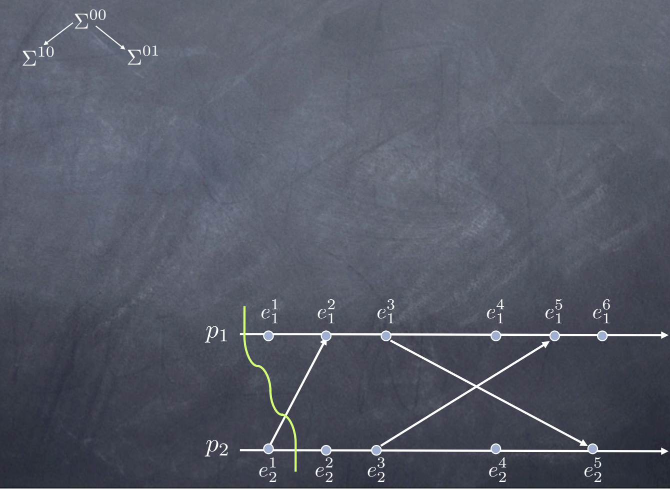

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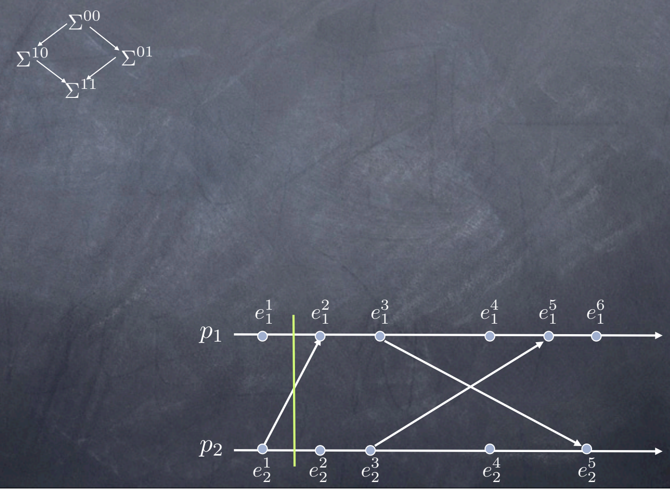

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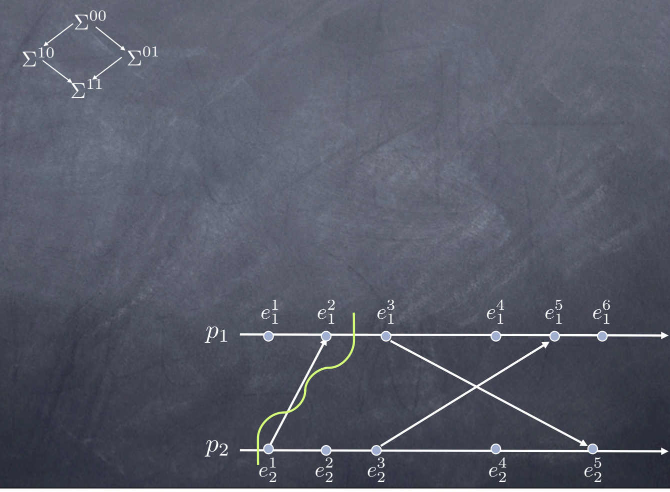

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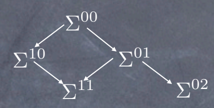

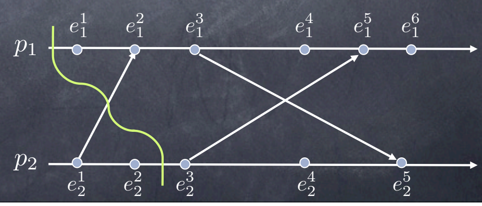

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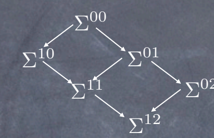

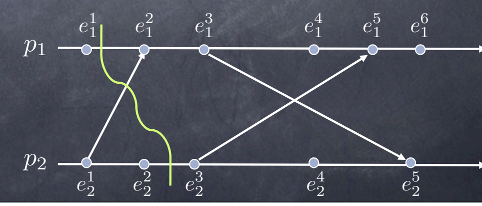

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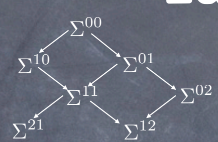

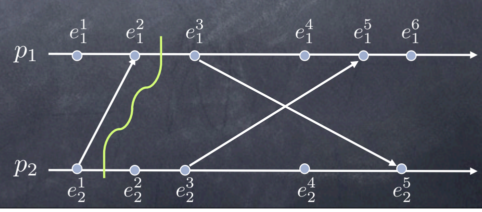

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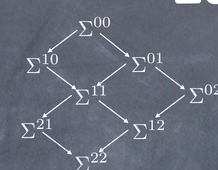

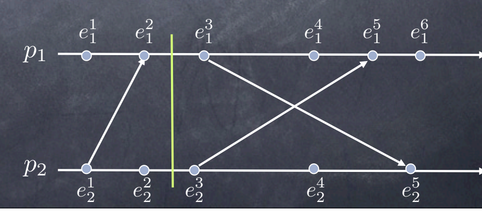

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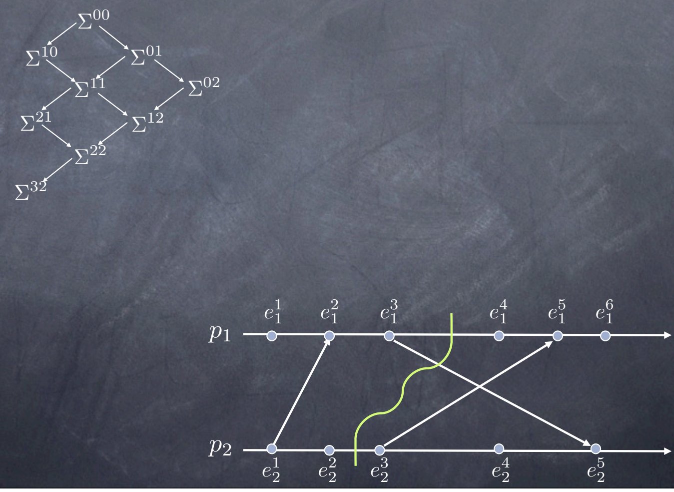

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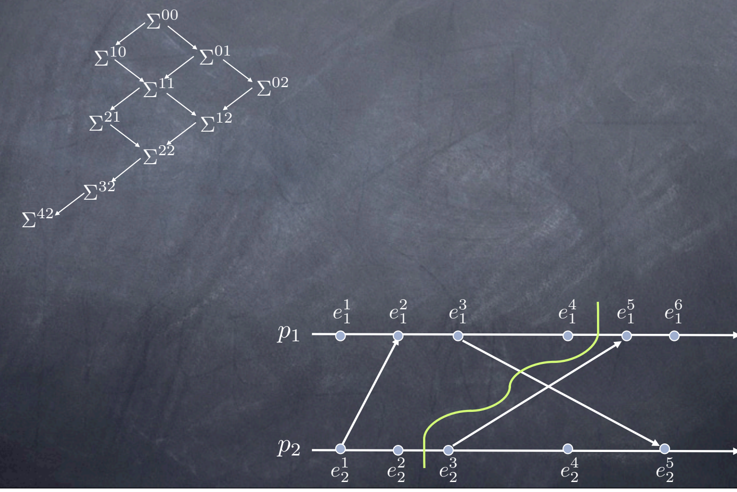

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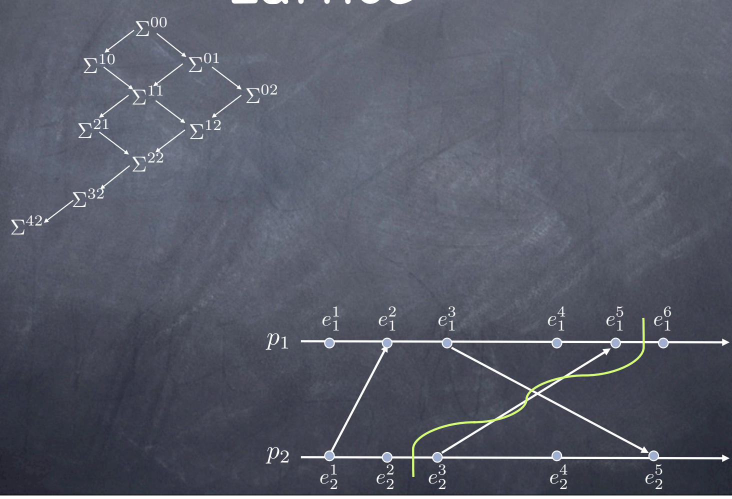

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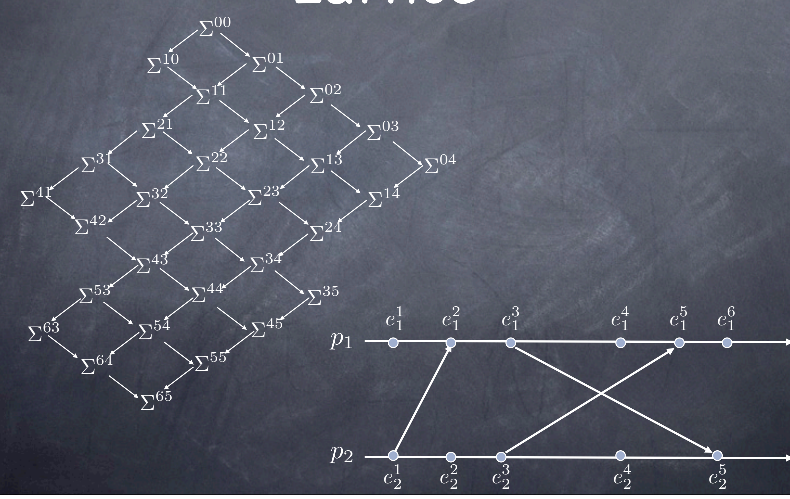
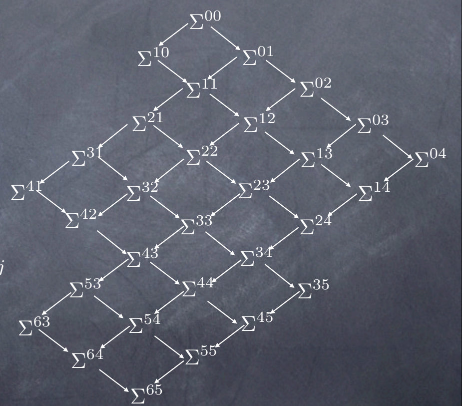
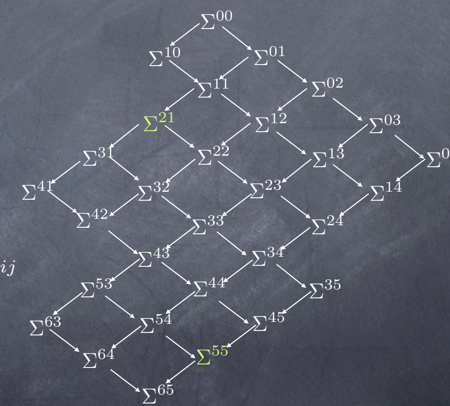


Reachability



Σ^{kl} is reachable from Σ^{ij} if there is a path from Σ^{kl} to Σ^{ij} in the lattice

Reachability



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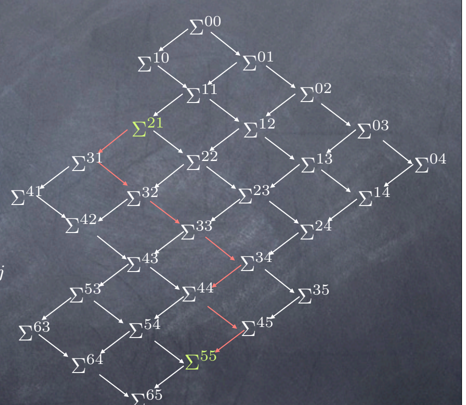

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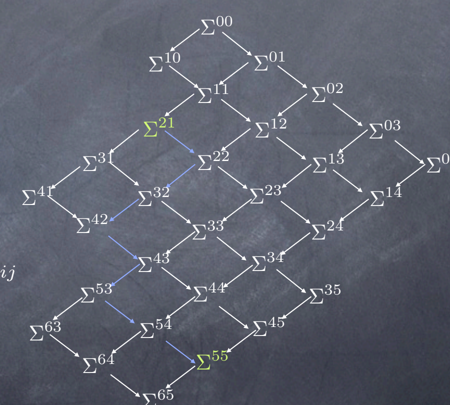

Σ^{kl} is reachable from Σ^{ij} if there is a path from Σ^{kl} to Σ^{ij} in the lattice

$$\Sigma^{ij} \rightsquigarrow \Sigma^{kl}$$

So, why do we care about Σ^s again?

- Deadlock is a stable property

  Deadlock $\Rightarrow \Box$ Deadlock

- If a run R of the snapshot protocol starts in Σ^i and terminates in Σ^f, then $\Sigma^i \rightsquigarrow_R \Sigma^f$

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- No deadlock in Σ^s implies no deadlock in Σ^i