

# Distributed Computing III

*Murphy was an optimist*

CSSE6400

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- Timeout

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### Answer

- Retry
- Restart



### Definition 1. Idempotency

Repeating an operation does not change receiver's state.

# Byzantine Generals Problem



- $n$  generals need to agree on plan
- Can only communicate via messenger
- Messenger may be delayed or lost
- Some generals are traitors
  - Send dishonest messages
  - Pretend to have not received message

## Definition 2. Byzantine Faults

Nodes in a distributed system may 'lie' – send faulty or corrupted messages or responses.

Question

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Can we design a system to be Byzantine fault tolerant?

### Answer

Yes, but, it is *challenging*.

## Limited Fault Tolerance

- Validate format of received messages
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- Validate format of received messages
  - Need strategy to handle & report errors
- Santise inputs
  - Assume any input from external sources may be malicious
- Retrieve data from multiple sources
  - If possible
  - e.g. Multiple NTP servers



## Assumption

If all nodes are part of our system, we may assume there are no Byzantine faults.

- Sanitise user input
- Byzantine faults may still arise
  - Logic defects
    - Same code is usually deployed to all replicated nodes, defeating easy fault tolerance solutions

### Definition 3. Poison Message

A message that causes the receiver to fail.

# Normal Message Flow







# Poison Message















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  - Error handling doesn't cater for error case

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# What causes a message to be poisonous?

## Answer

- Content is invalid
  - e.g. Invalid product id sent to purchasing service
  - Error handling doesn't cater for error case
- System state is invalid
  - e.g. Add item to shopping cart that has been deleted
  - Logic doesn't handle out of order messages
    - Insidious asynchronous faults

## Detecting Poison Messages

### Retry counter – with limit

- Where is counter stored?
  - Memory – What if server restarts?
  - DB – Slow
  - Must ensure counter is reset, regardless of how message is handled
    - e.g. Message is manually deleted



## Detecting Poison Messages

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### Message service may have a timeout property

- Message removed from queue
  - Pending messages get older while waiting for poison message
  - Transient network faults may exceed timeout

# Detecting Poison Messages

## Monitoring service

- Trigger action if message stays at top of queue for too long
- Can check for queue errors
  - No messages are being processed
  - Restart message service

## Handling Poison Messages

### Discard message

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### Discard message

- System must not require guarantee of message delivery
- Suitable when message processing speed is most important

### Always retry

- Requires mechanism to fix message
  - Often requires manual intervention
- Suitable when message delivery is most important
- Very long delays in processing

## Handling Poison Messages

### Dead-letter queue

- Long transient failures result in adding many messages
  - e.g. Network failure
- Requires manual monitoring and intervention
- System must not require strict ordering of messages
- Suitable when message processing speed is important

# Handling Poison Messages

## Retry queue

- Transient failures also added
- Use a previous strategy to deal with poison messages
- System must not require strict ordering of messages
- Suitable when message processing speed is very important
  - Main queue is never blocked
  - Receivers need to process from two message queues

#### Definition 4. Poison Pill Message

Special message used to notify receiver it should no longer wait for messages.

Question

Why use a poison pill message?



Question

Why use a poison pill message?

Answer

Graceful shutdown of system.

Question

How to order asynchronous messages?

## Question

How to order asynchronous messages?

## Answer

- Timestamps?
  - Can't keep clocks in sync
  - Limited clock precision

# Data Issues

Consistency

Eventual Consistency weak guarantee

Linearisability strong guarantee

Causal Ordering strong guarantee

## Eventual Consistency

- Allows stale reads
- May be appropriate for some systems
  - e.g. Social media updates<sup>1</sup>

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<sup>1</sup>See Distributed II slides 40 - 44.

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- Multi-leader replication can't be linearised
- Leaderless replication
  - Lock value on quorum before writing

## Causal Order

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  - What event needs to happen before another
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- Single-leader replication
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  - Followers read log to execute writes
- Lamport timestamps

Inventory  
Updater

Order

ProductDB1

ProductDB2



## Definition 5. Consensus

A set of nodes in the system agree on some aspect of the system's state.

## Consensus Properties

**Uniform Agreement** All nodes must agree on the decision

**Integrity** Nodes can only vote once

**Validity** Result must have been proposed by a node

**Termination** Every node that doesn't crash must decide



### Definition 6. Atomic Commit

All nodes participating in a distributed transaction need to form consensus to complete the transaction.

## Two-Phase Commit

**Prepare** Confirm nodes can commit transaction

**Commit** Finalise commit once consensus is reached

- Abort if consensus can't be reached



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  - Not realistic due to faults above
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  - Assumes important message order is preserved
  - Assumes most faults are rare & transient
  - Error handling to catch faults

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- Partially Synchronous System
  - Assumes important message order is preserved
  - Assumes most faults are rare & transient
  - Error handling to catch faults
- Asynchronous System
  - No timing assumptions
  - Important message order managed by application
  - Difficult & limited design

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# Distributed Systems Node Failure Assumptions

- Crash Stop
  - Node fails and never restarts
- Crash Recovery
  - Node fails and restarts
    - Requires persistent memory to recover to close to prior state
- Arbitrary Failure
  - Nodes may perform spurious or malicious actions
    - Byzantine faults

- Distributed systems are hard to build
- Large systems have to be distributed
  - Monoliths can't scale to millions of users
- Use environments, tools & libraries
  - Leverage others' experience