Algorithm – Ballot Leader Elector

Algorithm 1 Gossip Leader Election

Implements:

BallotLeaderElector, **instance** ble.

Uses:

PerfectPointToPointLinks, **instance** pp2p.

```
1: upon event \langle Init \rangle do
 2:
        round := 0
        ballots := \emptyset
 3:
        ballot := (0, pid)
 4:
        leader := \bot
 5:
        ballot_{max} := ballot
 6:
        delay := \Delta
 7:
        STARTTIMER(delay)
 8:
9: function CHECKLEADER
        top := (topProcess, topBallot) := MAXBYBALLOT(ballots \cup \{(self, ballot)\})
10:
        if topBallot < ballot_{max} then
11:
12:
            while ballot <= ballot_{max} do
                ballot := Increment(ballot)
13:
            leader := \bot
14:
15:
        else
16:
            if top \neq leader then
                ballot_{max} := topBallot
17:
                leader := top
18:
                trigger \( ble, Leader \| topProcess, topBallot \)
19:
   upon event \langle Timeout \rangle do
        if ballots + 1 \ge \left\lceil \frac{\Pi}{2} \right\rceil then
21:
22:
            CHECKLEADER()
        ballots := \emptyset
23:
        round := round + 1
24:
        for all p \in \Pi do
25:
            if p \neq self then
26:
                trigger \langle pp2p, Send \mid p, [HeartbeatRequest, round, ballot_{max}] \rangle
27:
28:
        STARTTIMER(delay)
29: upon event \langle pp2p, Deliver | p, [HEARTBEATREQUEST, r, bmax] \rangle do
        if bmax > ballot_{max} then
30:
            ballot_{max} := bmax
31:
        trigger \langle pp2p, Send \mid p, [HeartbeatReply, r, ballot] \rangle
32:
33: upon event \langle pp2p, Deliver \mid p, [HEARTBEATREPLY, r, b] \rangle do
        if r = round then
34:
            ballots := ballots \cup \{(p, b)\}
35:
36:
        else
37:
            delay := delay + \Delta
```