## Raft

The Understandable

<u>Distributed Consensus Protocol</u>

# What is Distributed Consensus?

## Distributed = Many nodes Consensus = Agreement

# Distributed = Many nodes Consensus = Agreement



## **Data Replication**



Leader Election



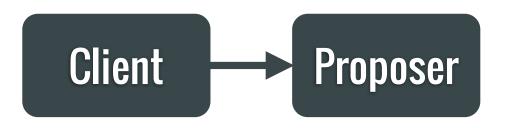
**Distributed Locks** 

## A Really Short History Of Distributed Consensus Protocols

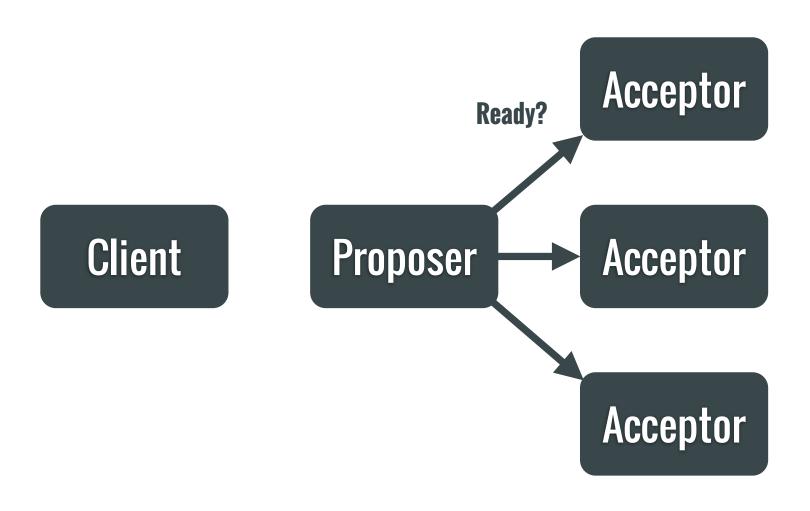
## A Really Short History Of Distributed Consensus Protocols

Paxos (1989)

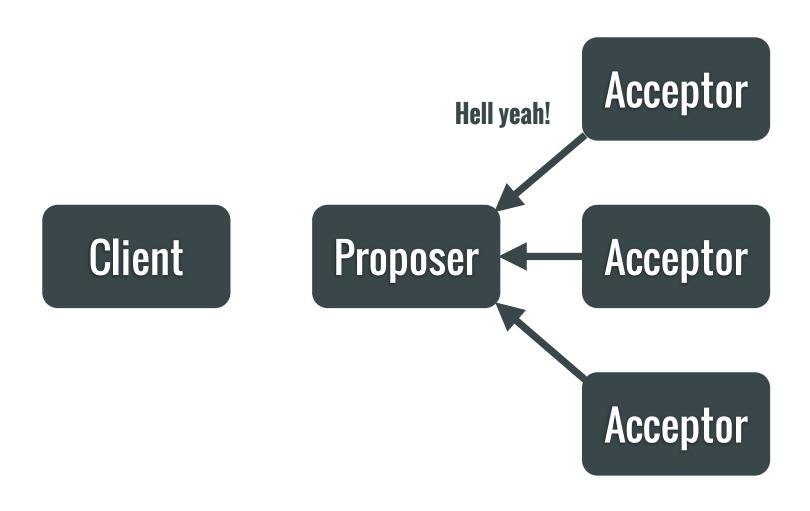
Client



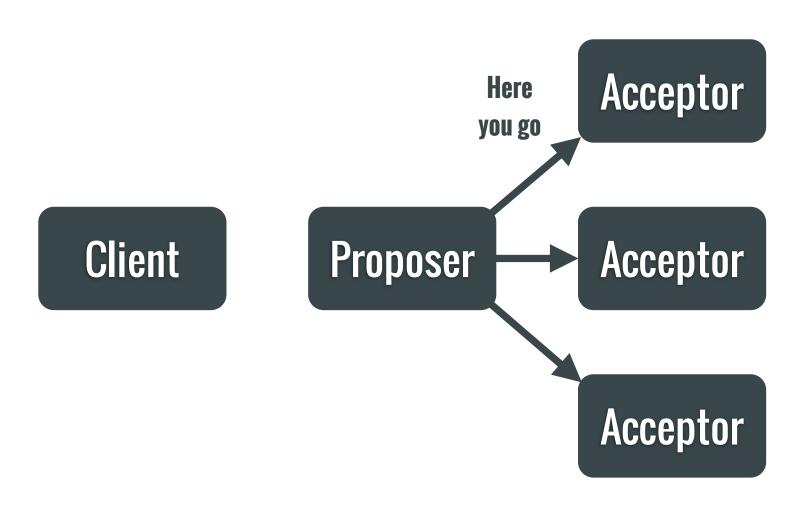
Client requests change to system



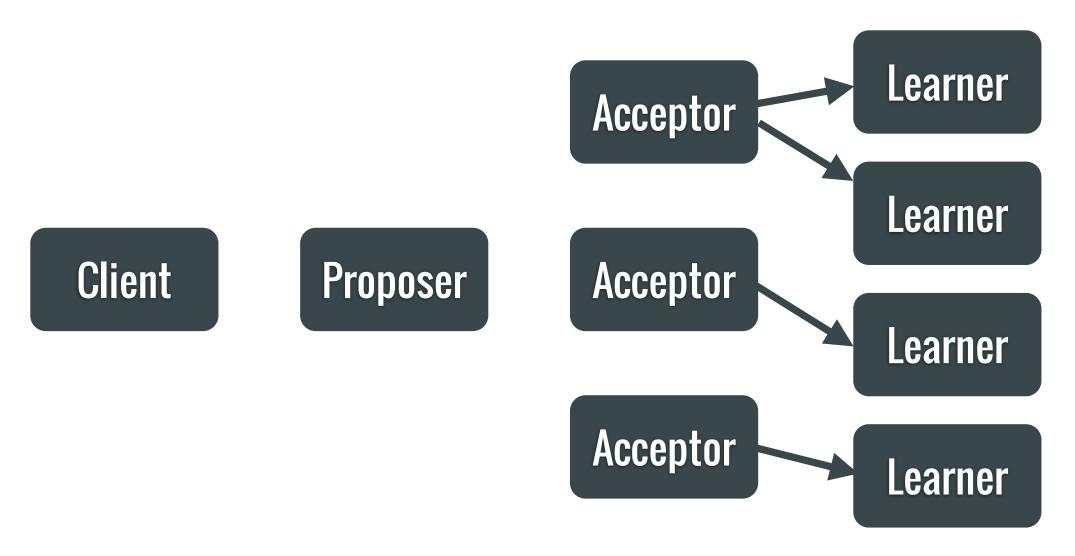
Proposer tells Acceptors to get ready for a change



Acceptors confirm to Proposer that they're ready



Proposer sends change to Acceptors



Acceptors propagate change to Learners

Learner Acceptor Leader Learner Client Acceptor Learner Acceptor Learner

Proposer is now recognized as leader

Learner Acceptor Leader Learner Client Acceptor Learner Acceptor Learner

Repeat for every new change to the system

### **Fun Raft Facts**

## **Created By:**



## Diego Ongaro

Ph.D. Student Stanford University



### Diego Ongaro

Ph.D. Student Stanford University

#### John Ousterhout

Professor of Computer Science Stanford University



# 28 Implementations across various languages

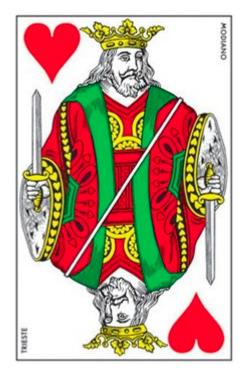
#### In Commercial Use





## **Raft Basics**

#### **Three Roles:**



The Leader



The Follower



## High-Level Example:

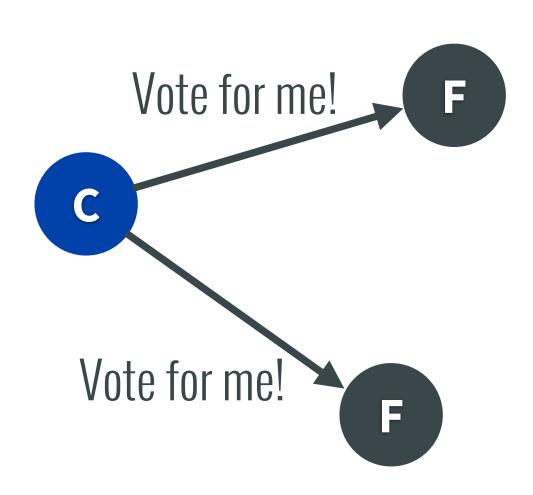


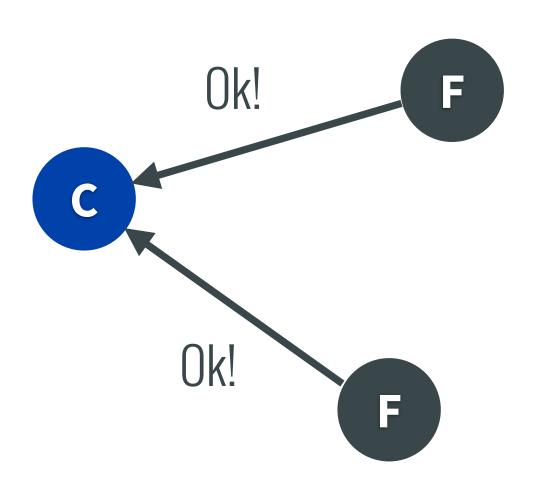




C



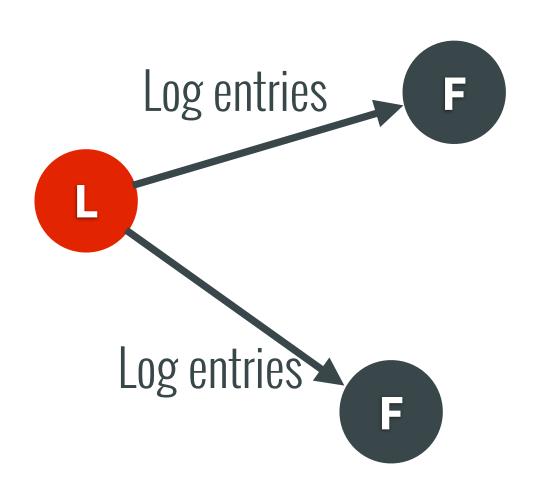


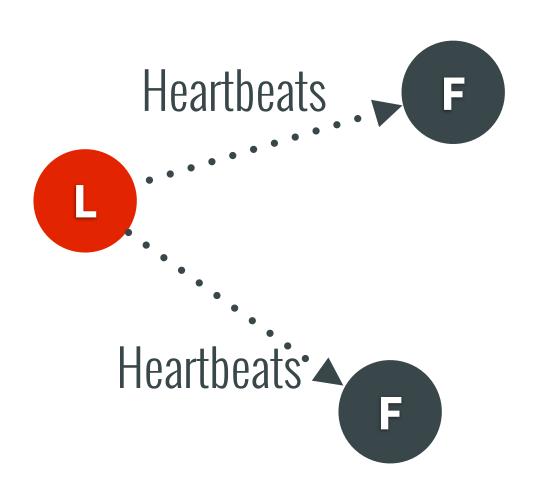




L









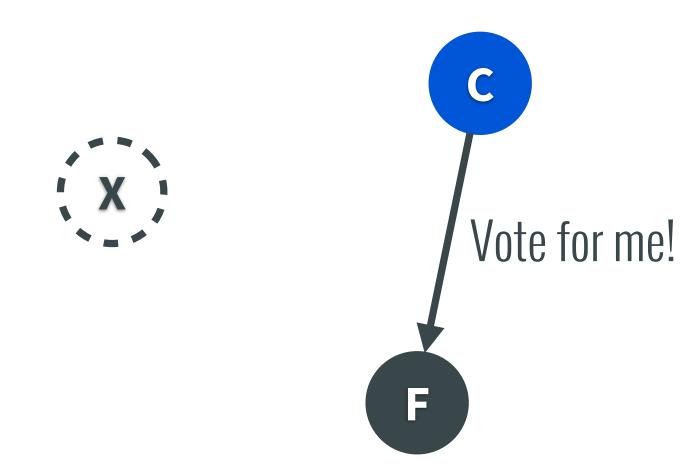


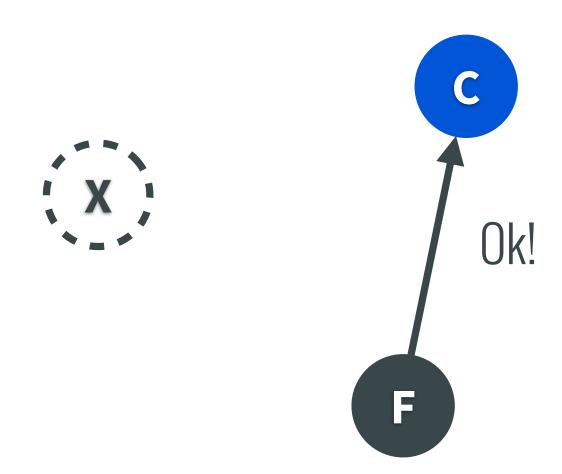




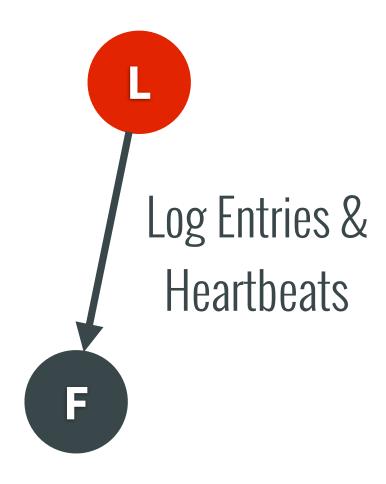


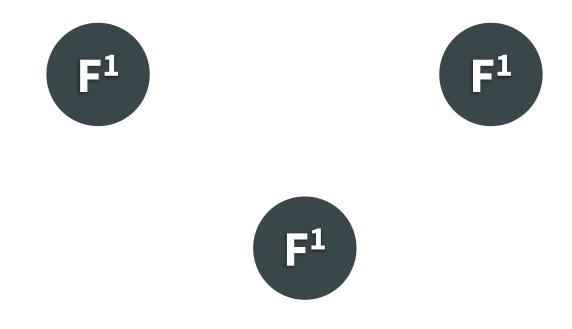






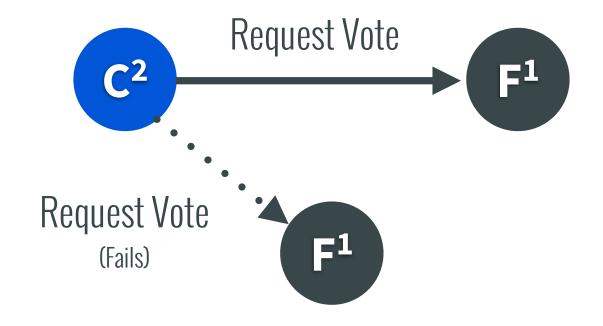






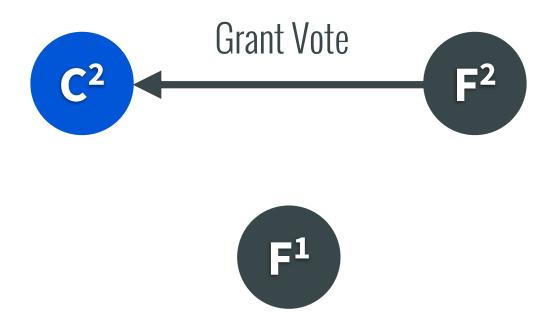


One follower becomes a candidate after an election timeout and requests votes



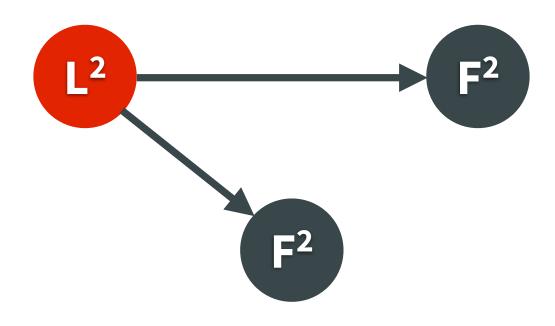


Candidate receives one vote from a peer and one vote from self



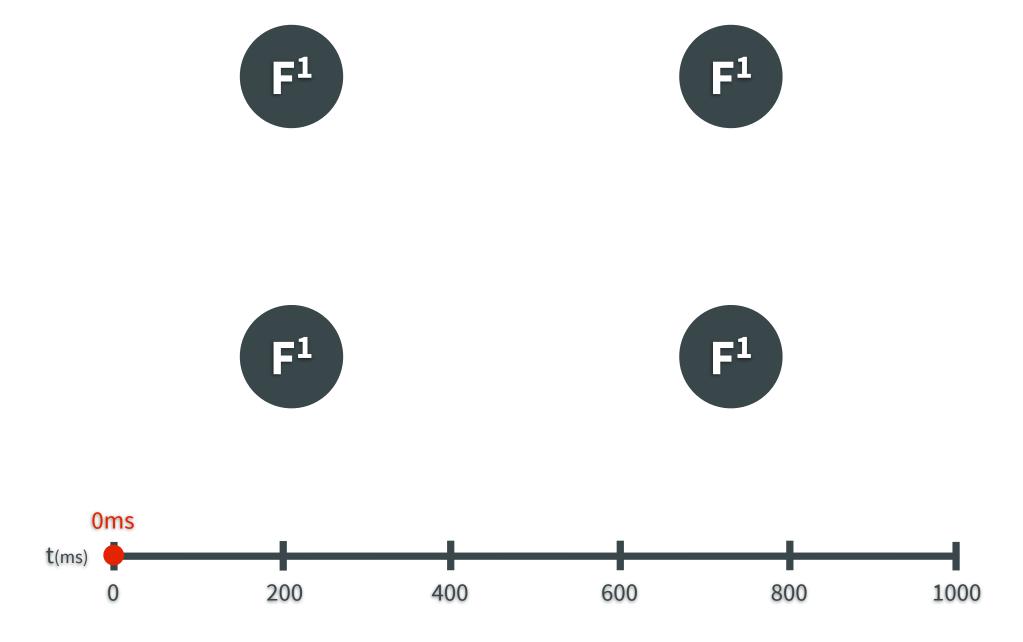


Two votes is a majority so candidate becomes leader





(Split Vote)



Two followers become candidates simultaneously and begin requesting votes







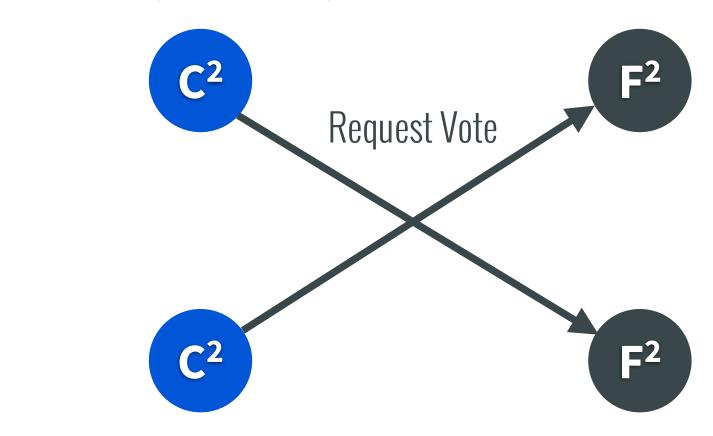
Each candidate receives a vote from themselves and from one peer





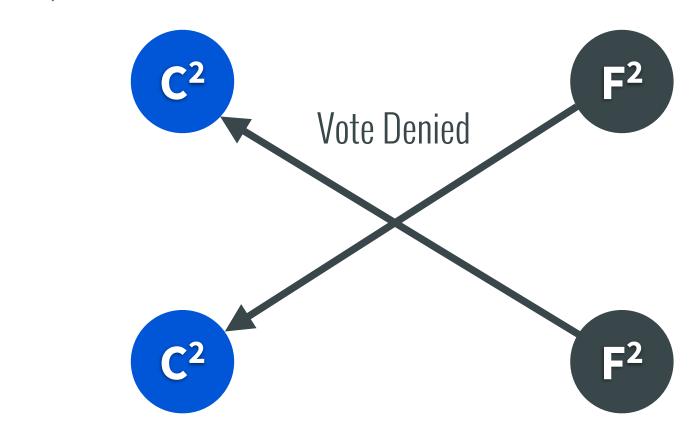


Each candidate requests a vote from a peer who has already voted



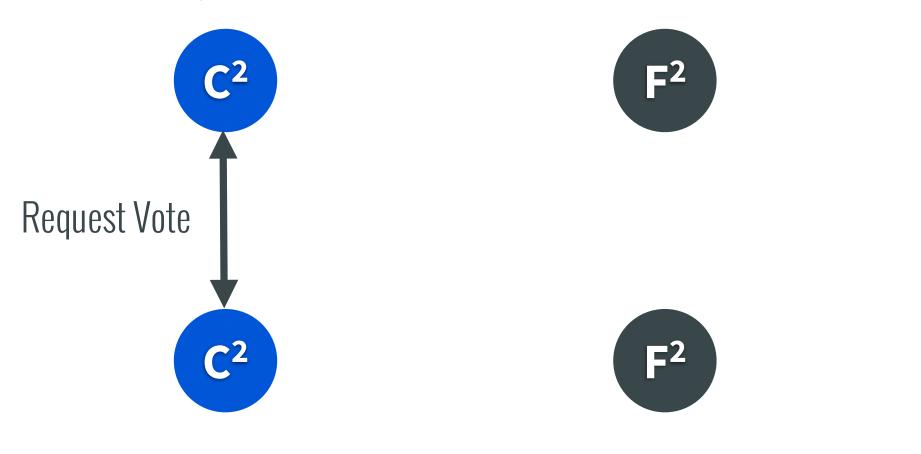


Vote requests are denied because the follower has already voted



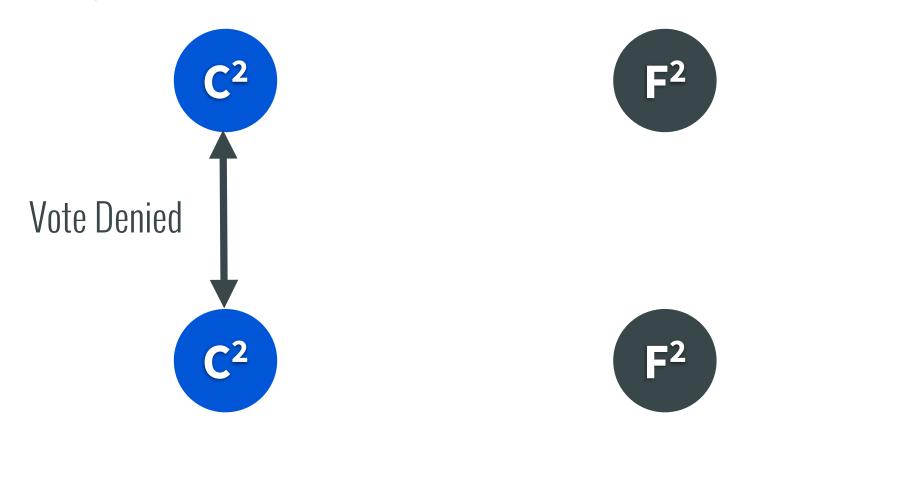


Candidates try to request votes from each other



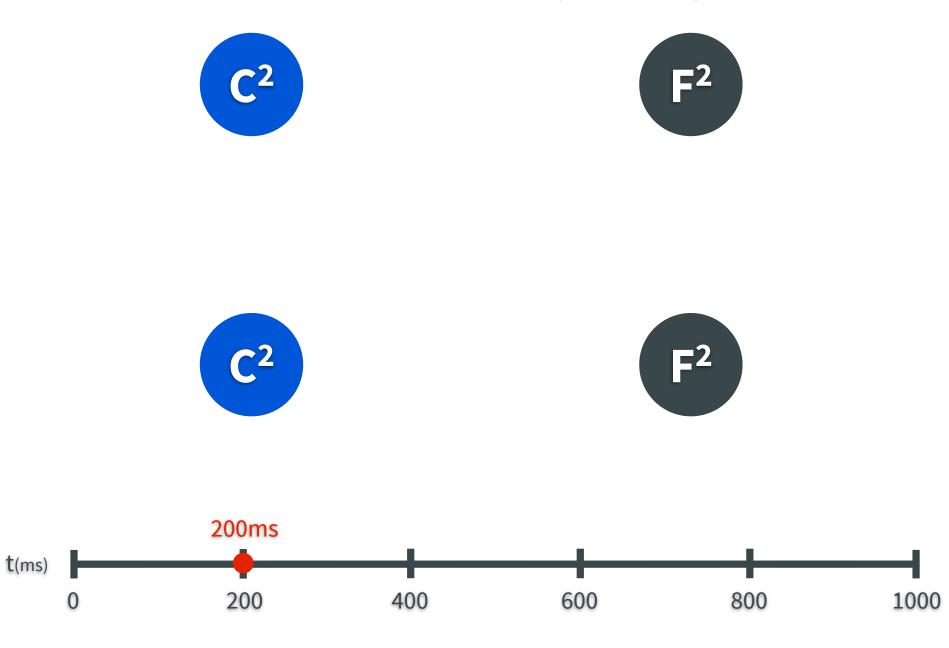


Vote requests are denied because candidates voted for themselves

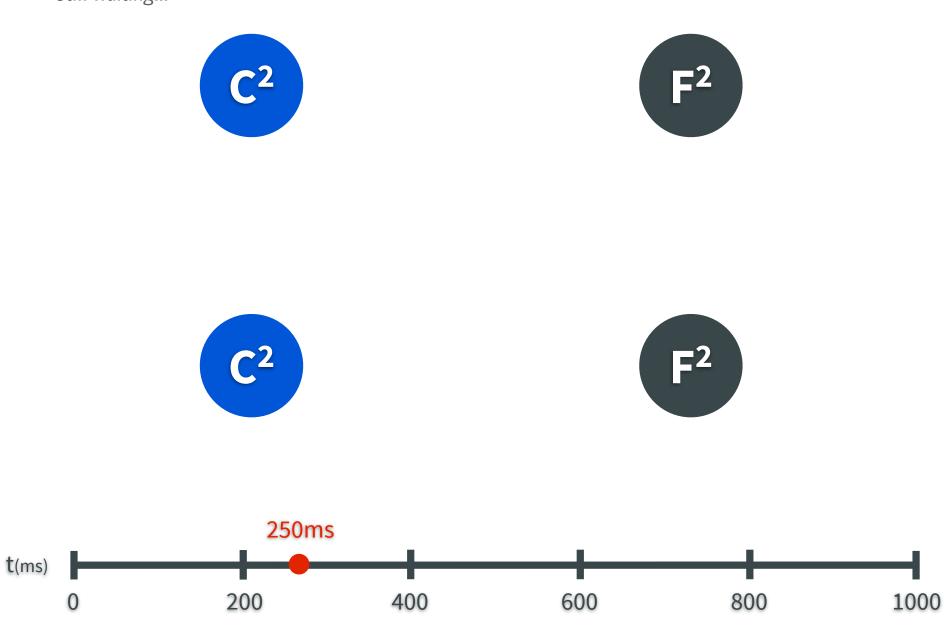




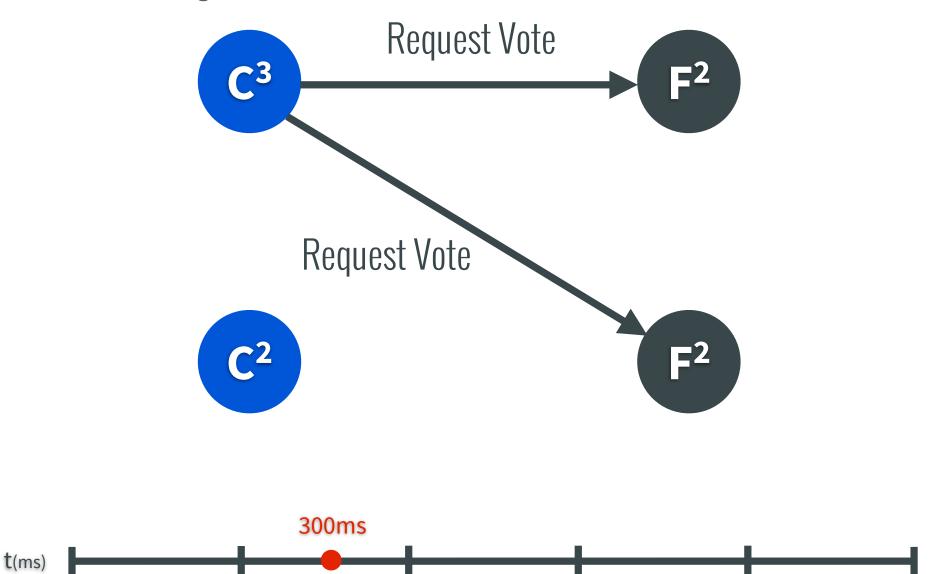
Candidates wait for a randomized election timeout to occur (150ms - 300ms)



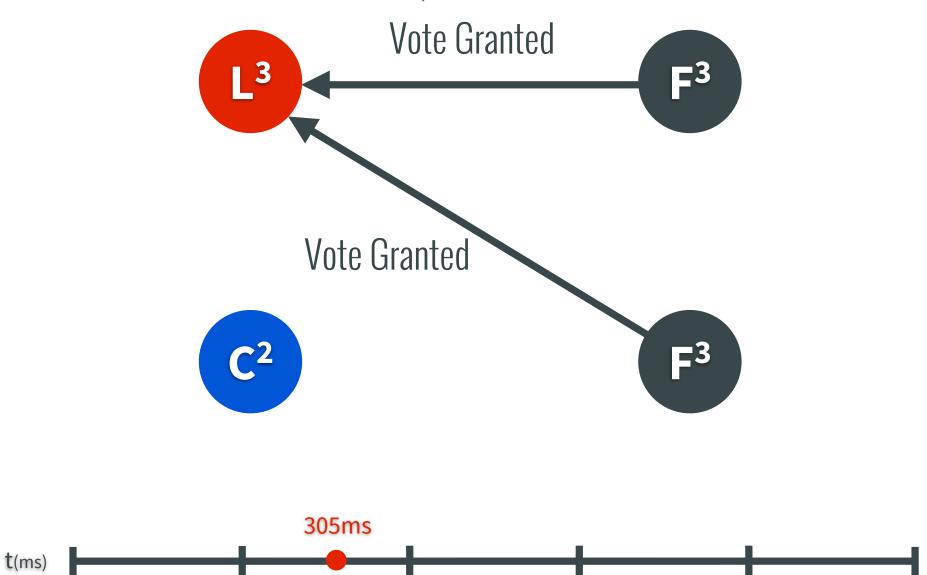
Still waiting...



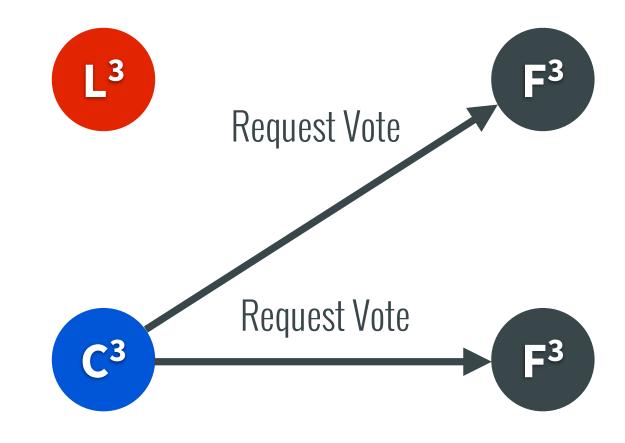
One candidate begins election term #3



Candidate receives vote from itself and two peer votes so it becomes leader for election term #3

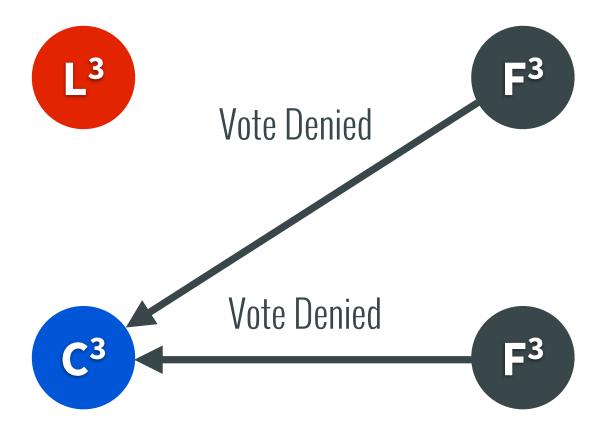


Second candidate doesn't know first candidate won the term and begins requesting votes



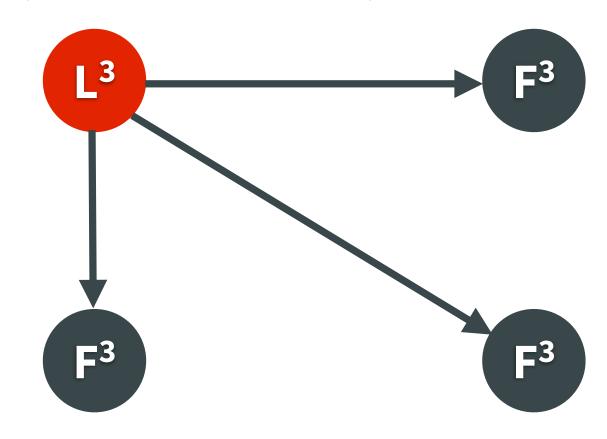


Peers already voted so votes are denied

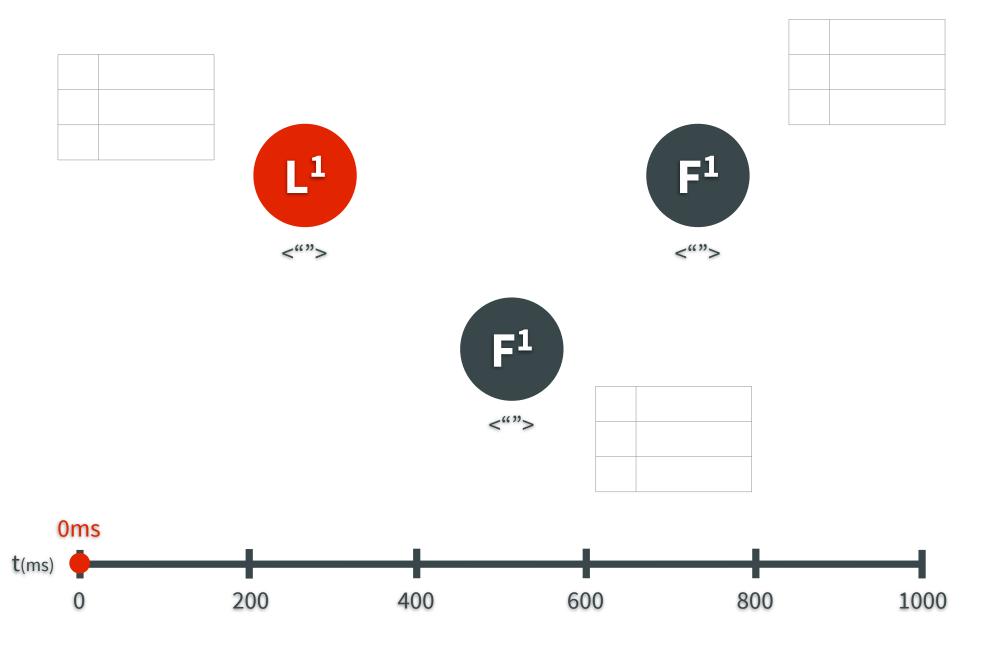




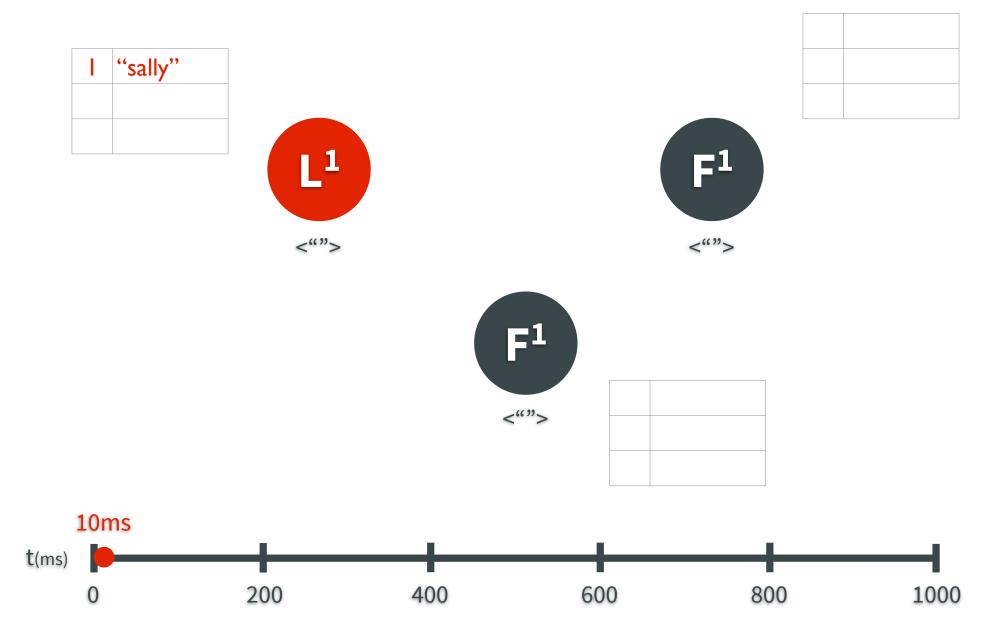
Leader notifies peers of election and other candidate steps down



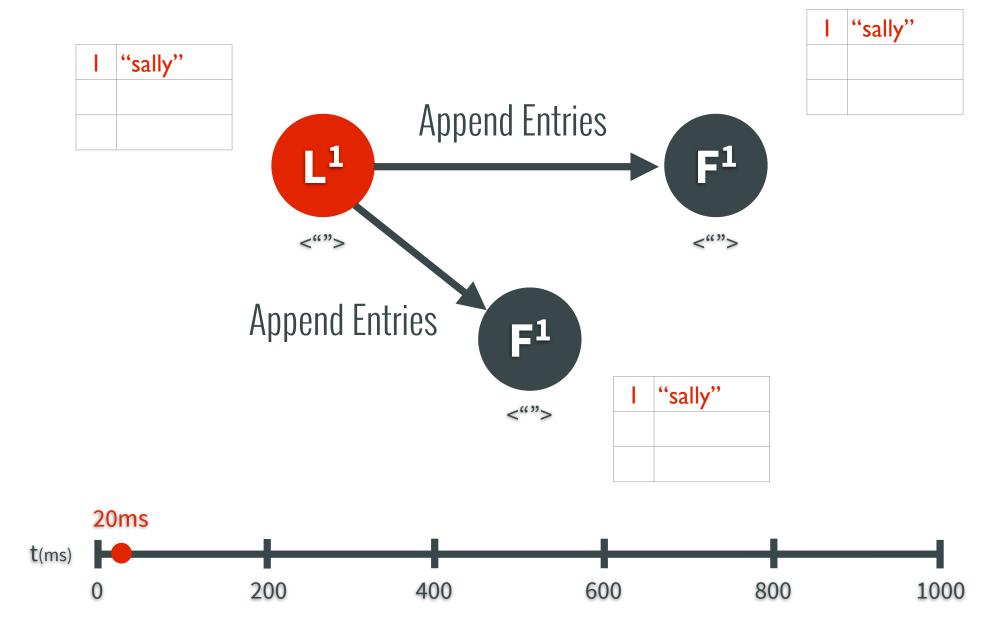




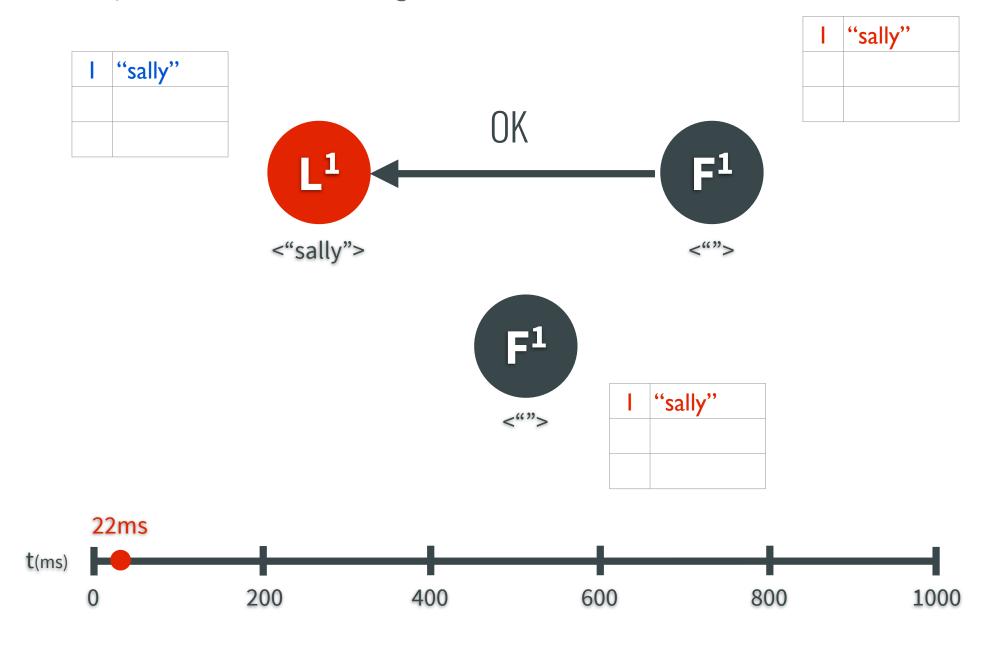
A new uncommitted log entry is added to the leader

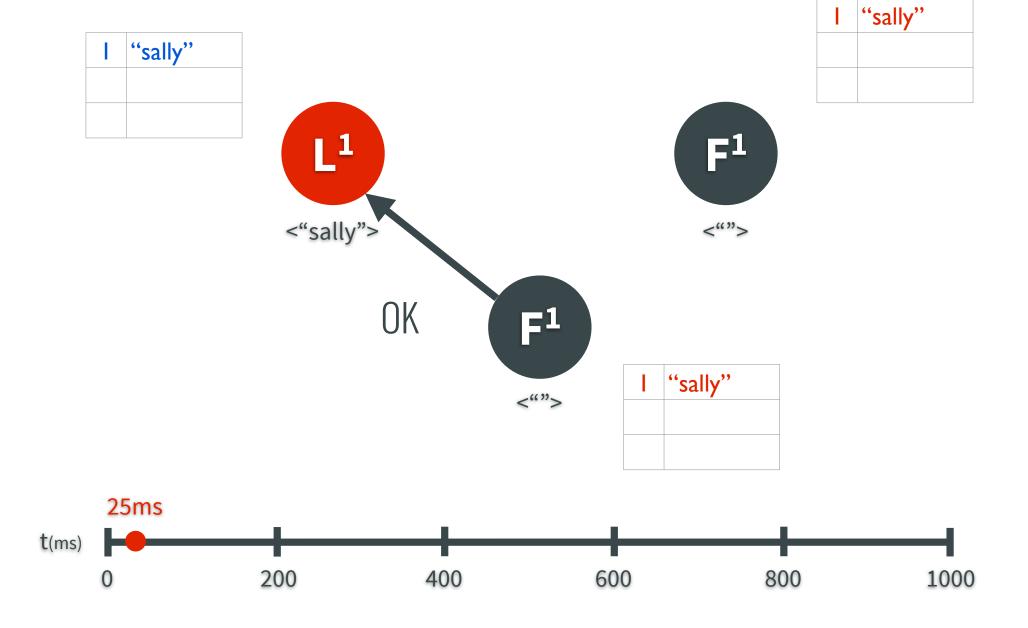


At the next heartbeat, the log entry is replicated to followers

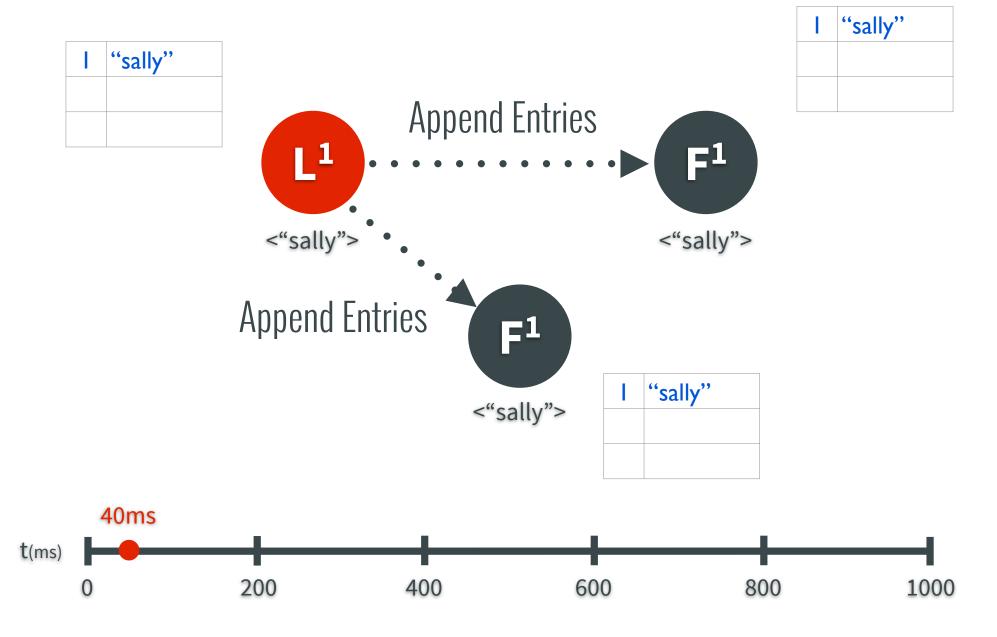


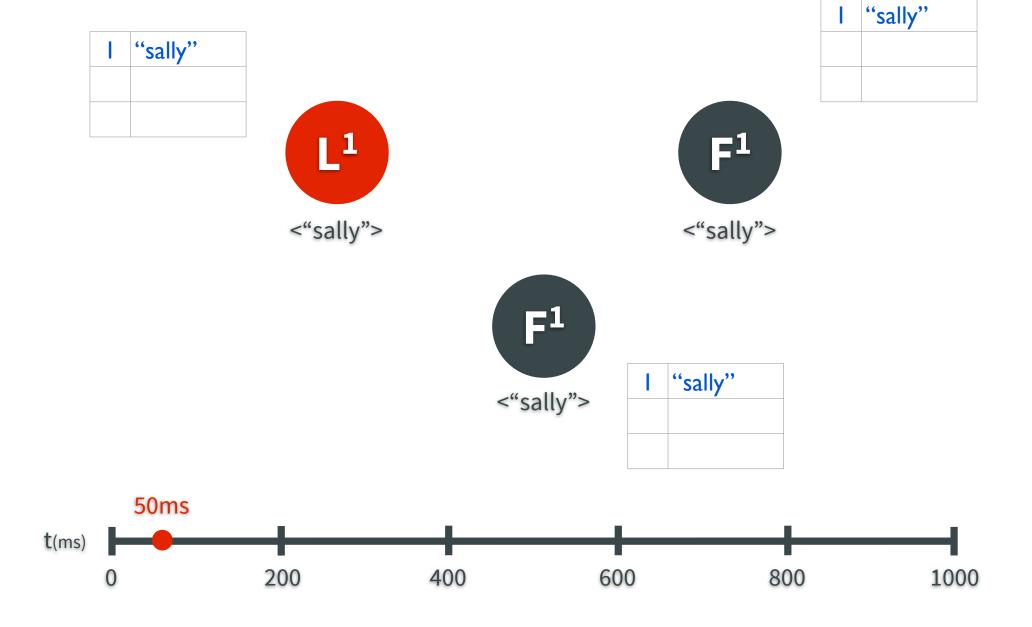
A majority of nodes have written the log entry written to disk so it becomes committed



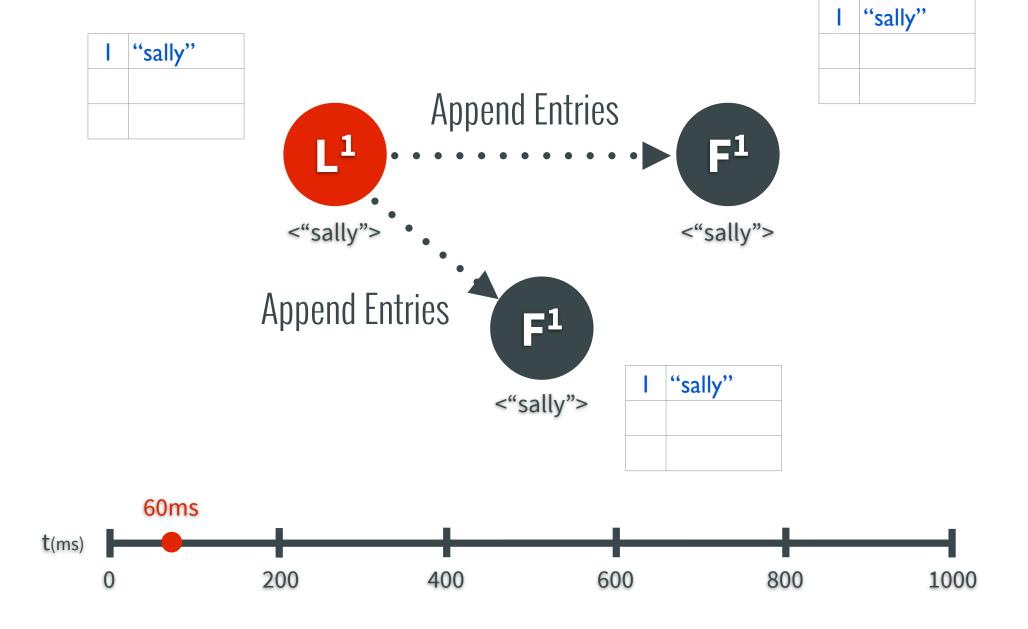


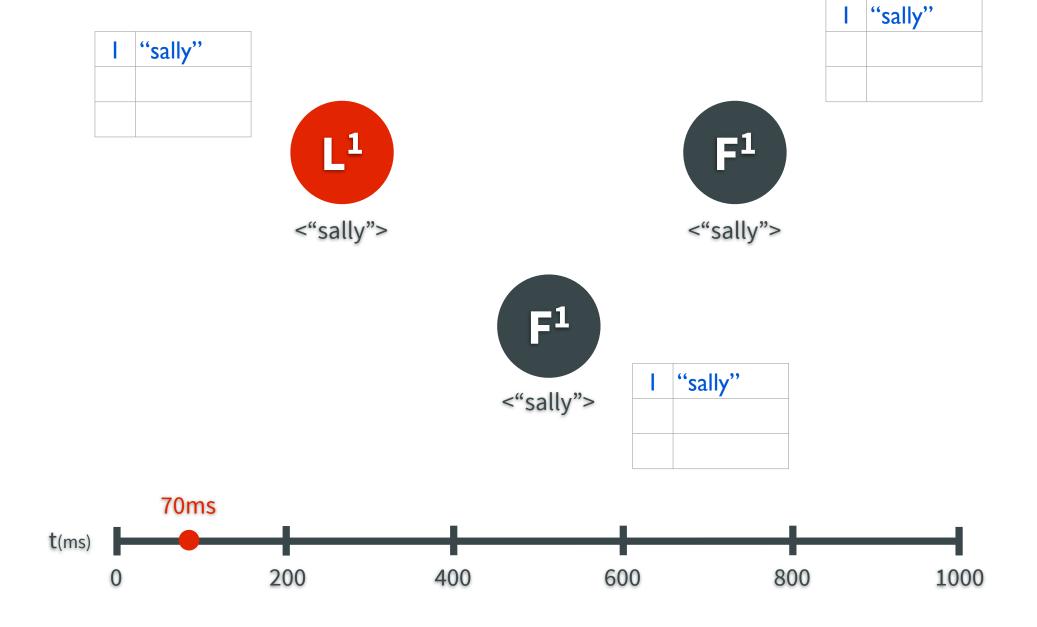
At the next heartbeat, the leader notifies followers of updated committed entries



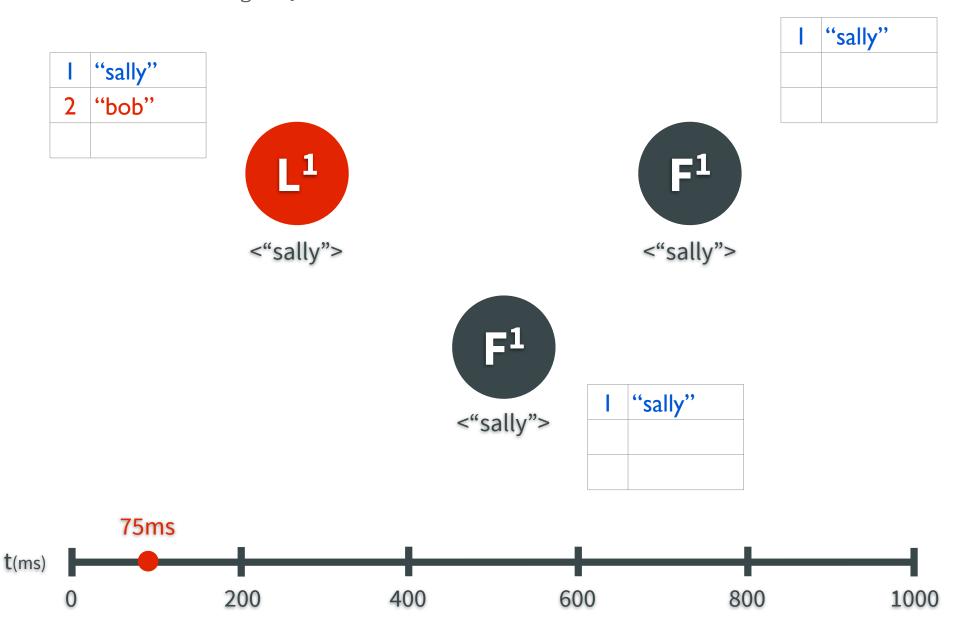


At the next heartbeat, no new log information is sent

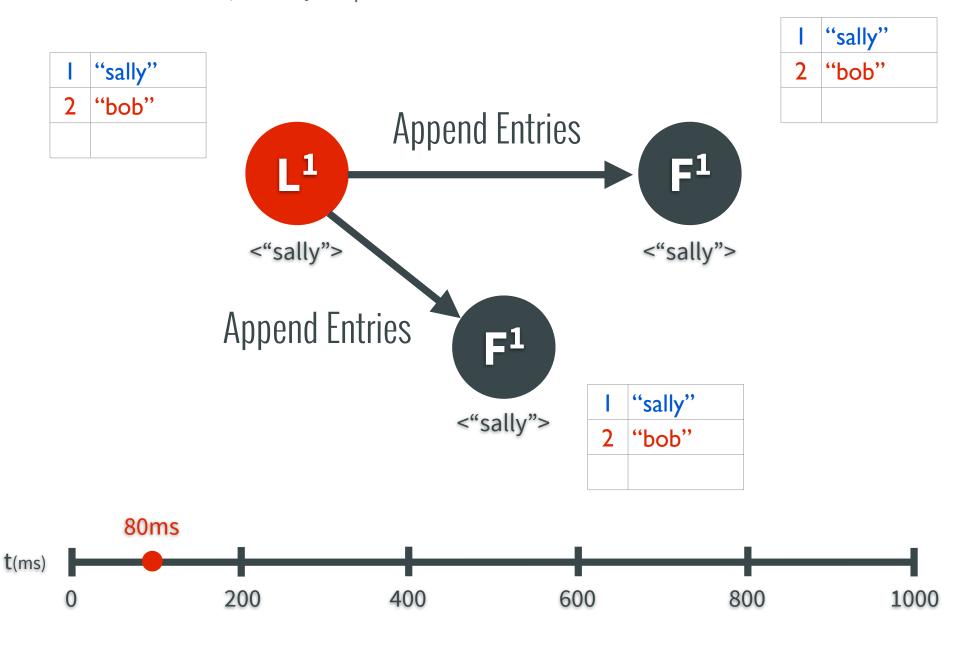




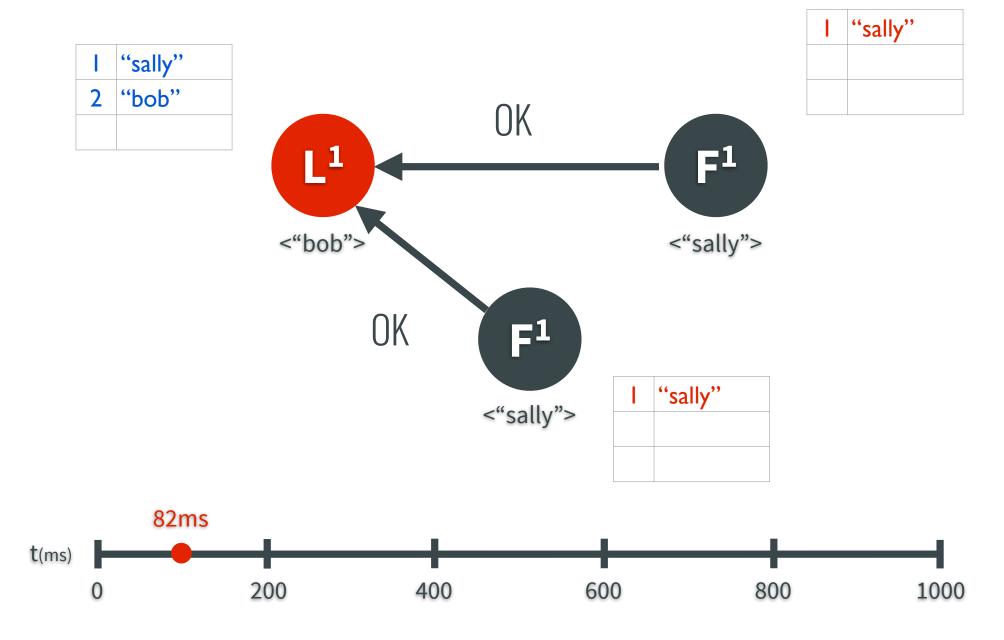
A new uncommitted log entry is added to the leader



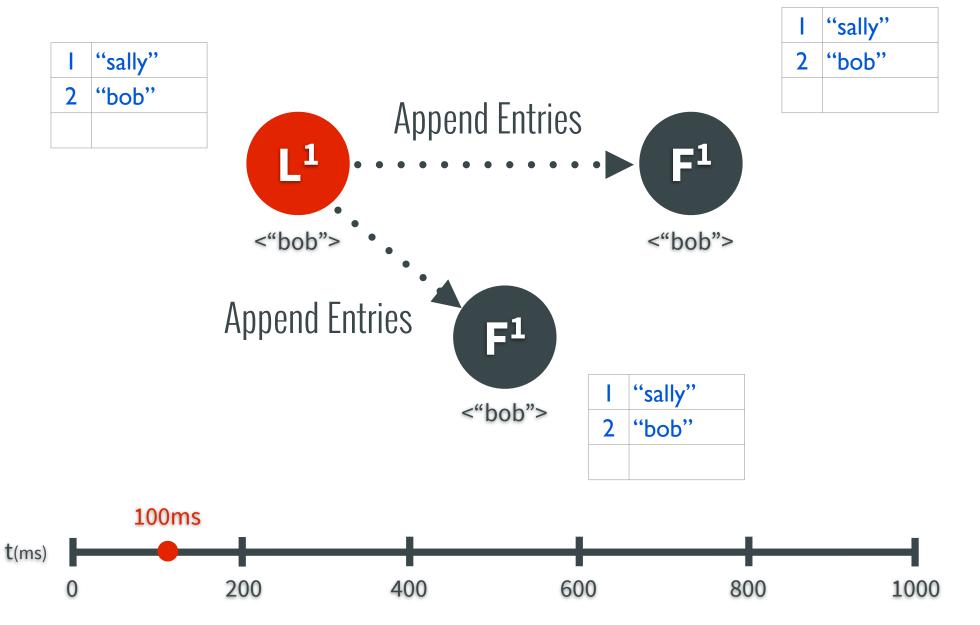
At the next heartbeat, the entry is replicated to the followers



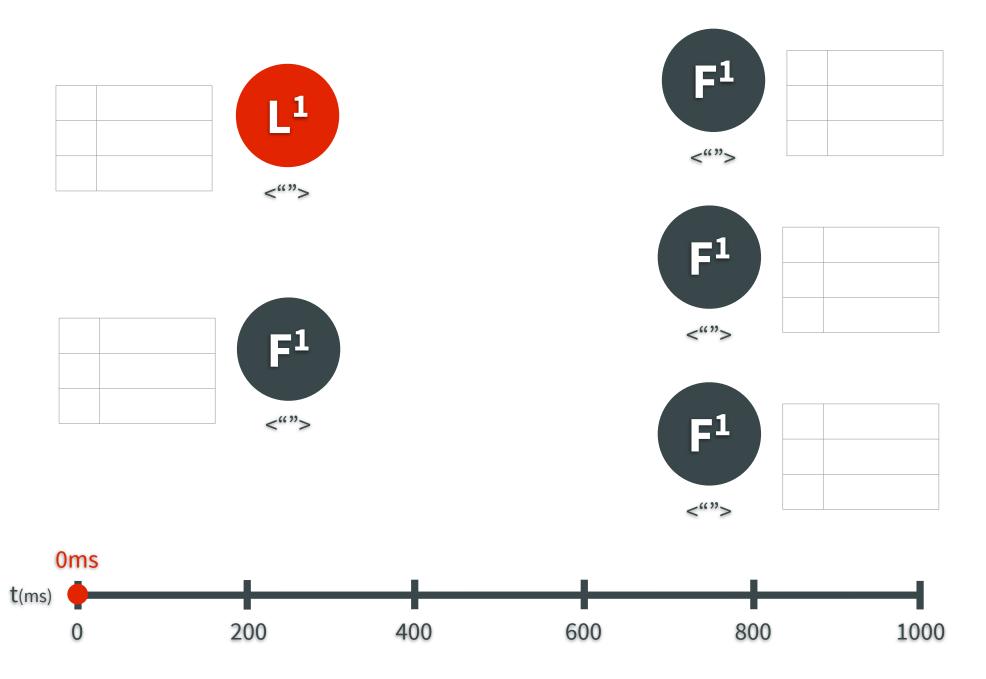
The entry is committed once the followers acknowledge the request



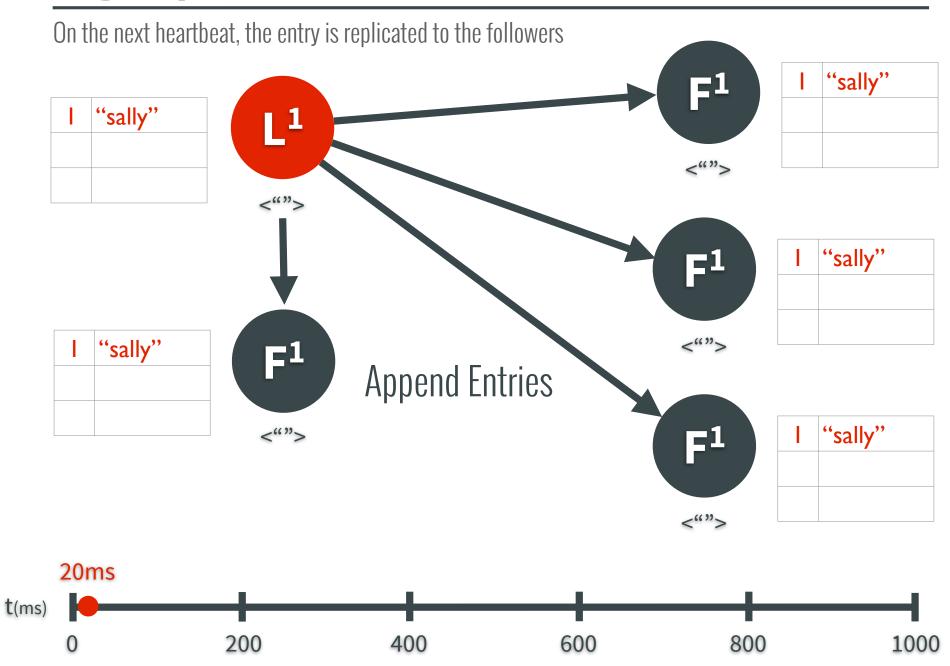
At the next heartbeat, the leader notifies the followers of the new committed entry

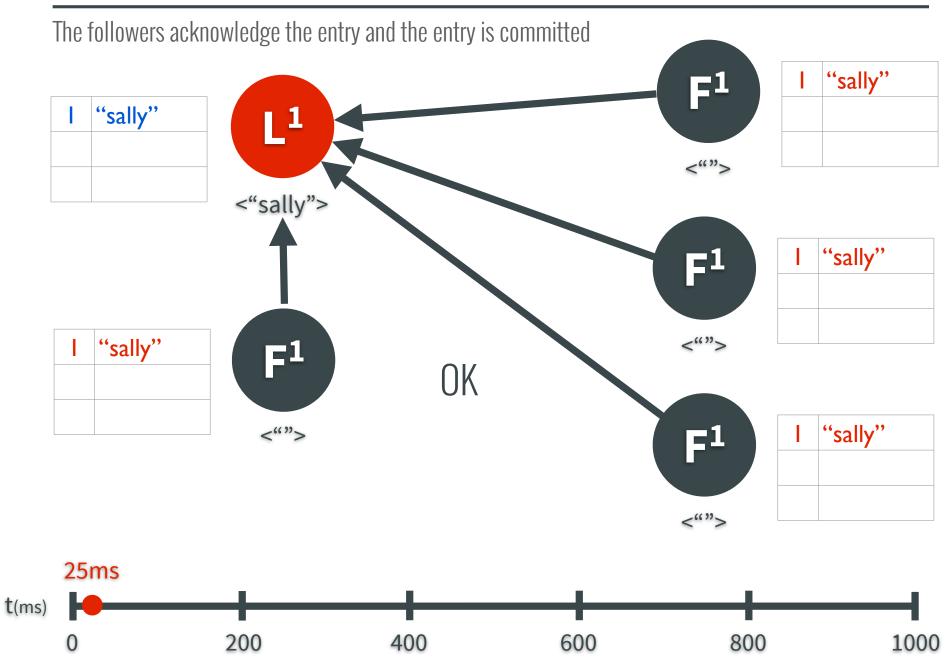


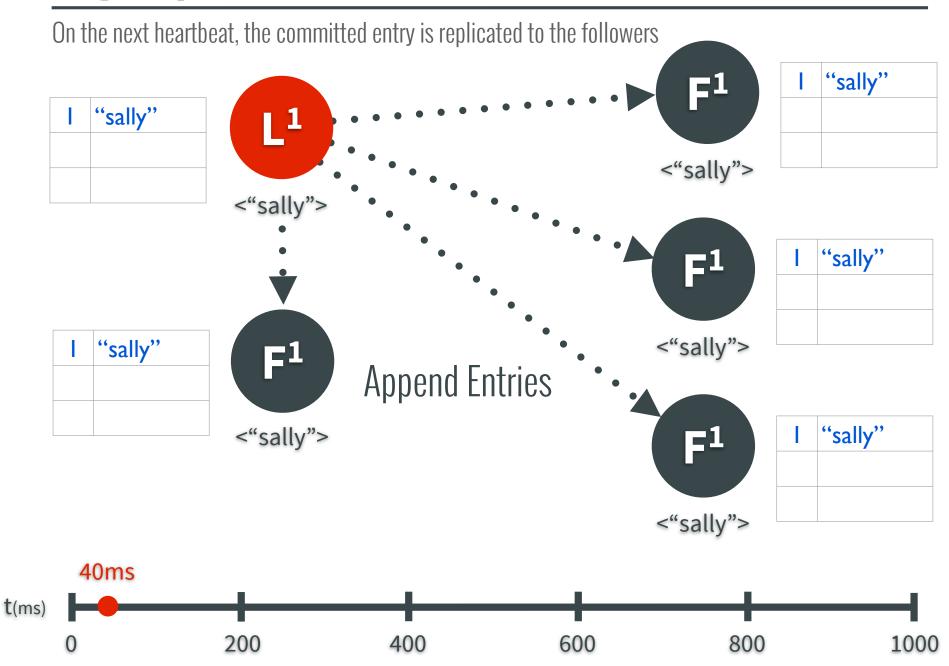
(with Network Partitions)

















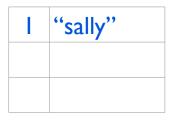




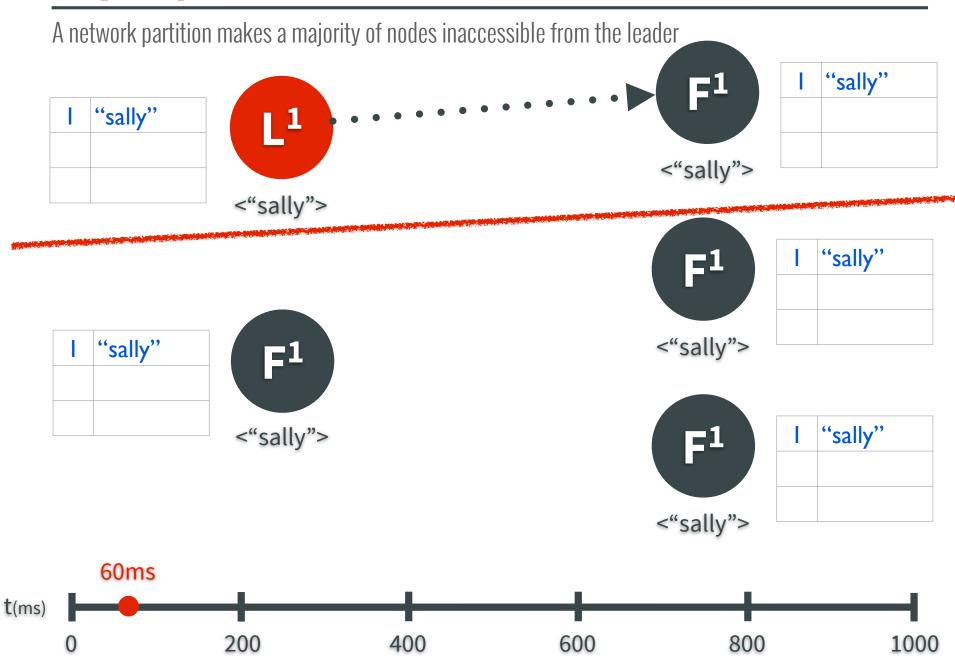
"sally"

"sally"

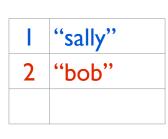








A new log entry is added to the leader









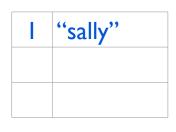
I	"sally"	



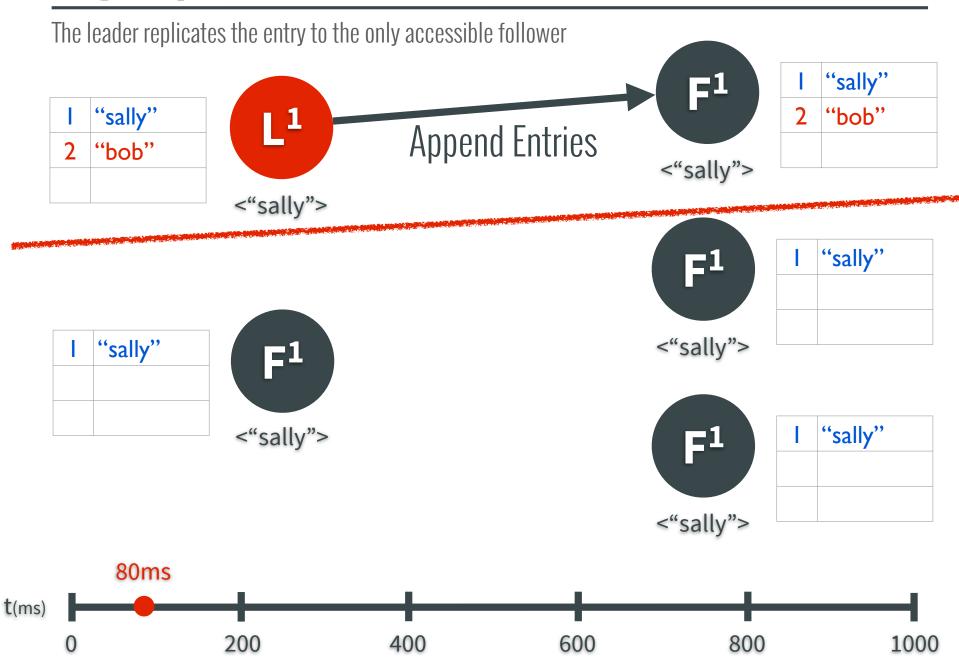
<"sally">

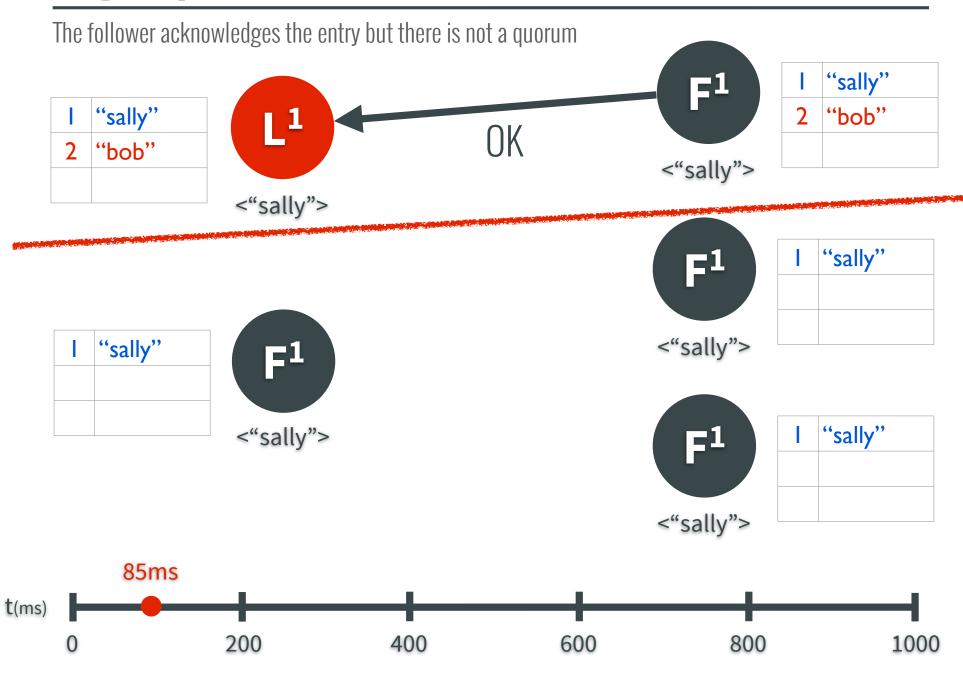
"sally"



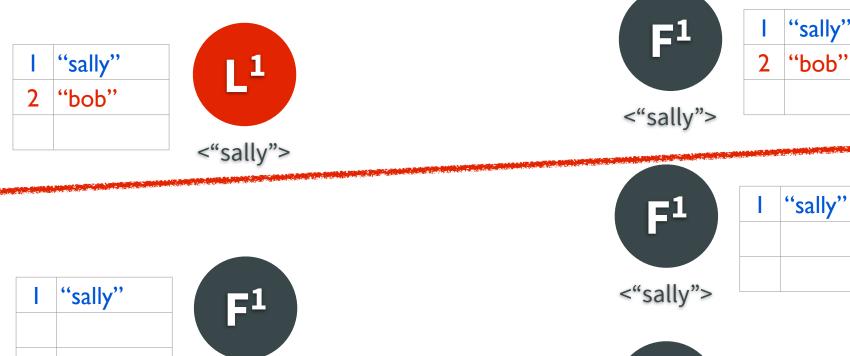








<"sally">

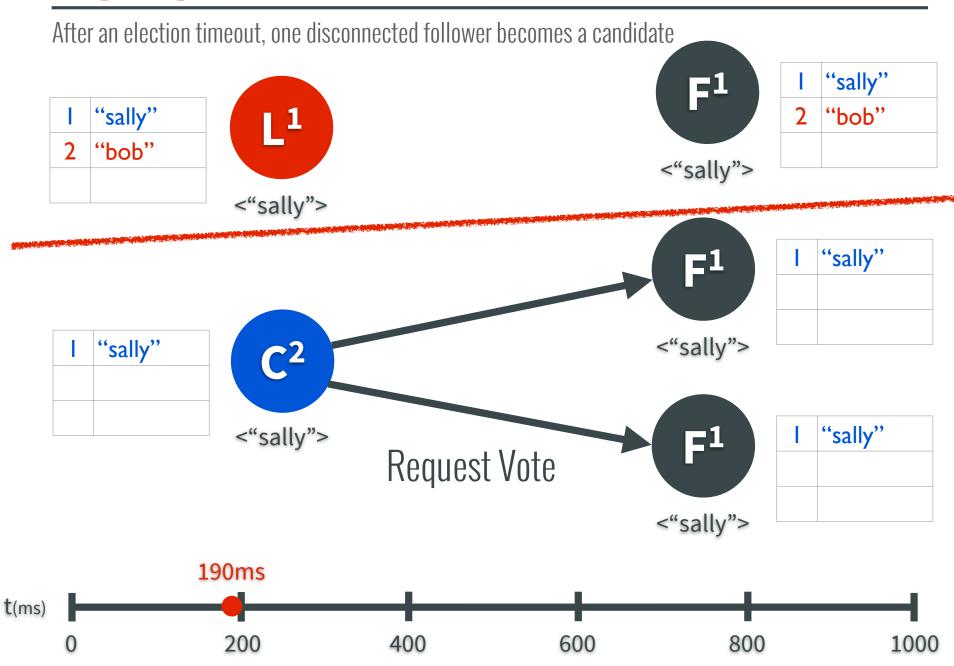


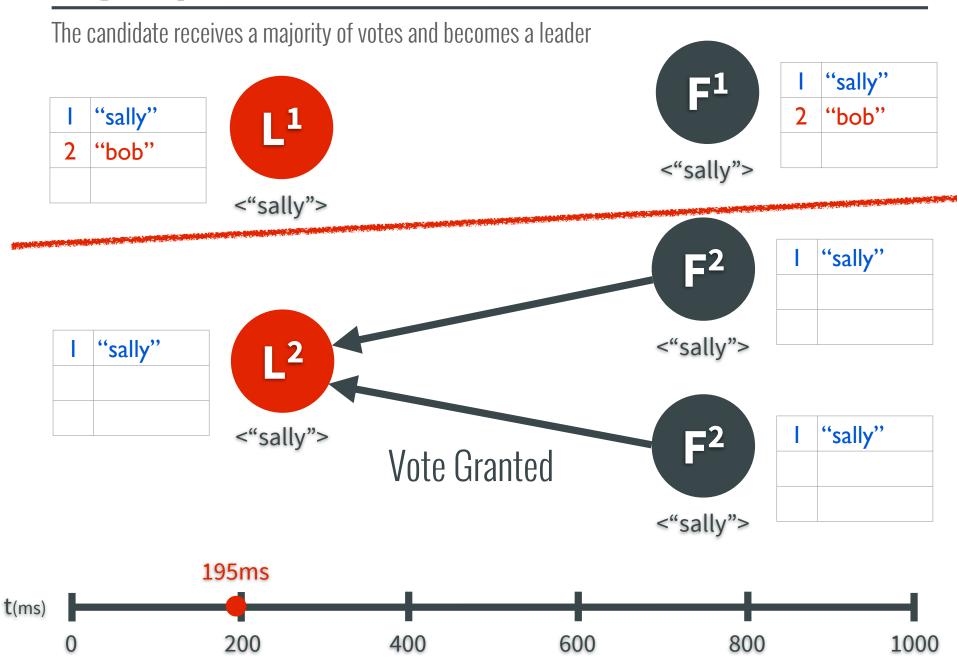


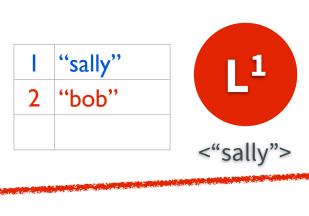
"sally"

"bob"





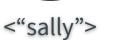






t(ms)

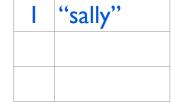




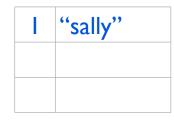
	"sally"
2	"bob"



<"sally">

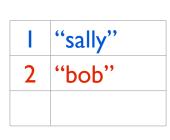








A log entry is added to the new leader







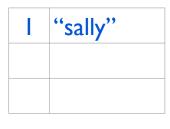


I	"sally"
2	"bob"

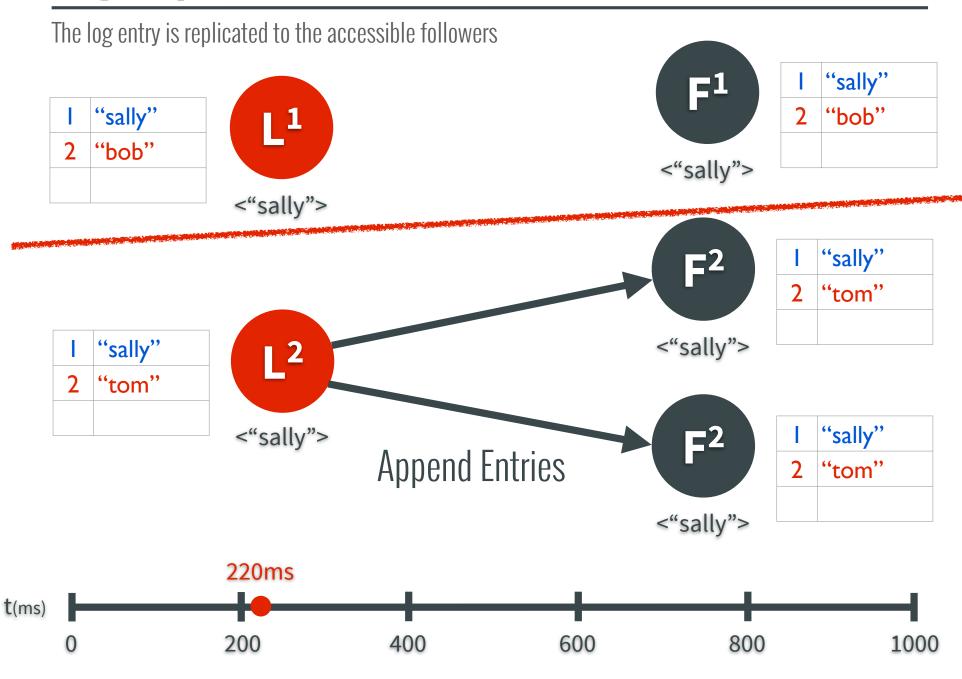


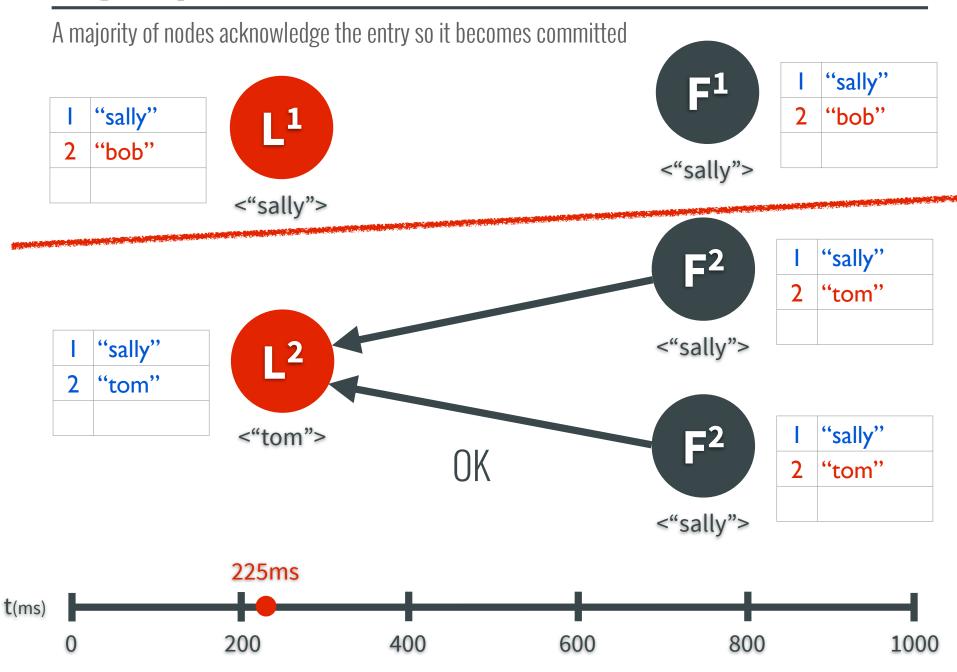
I	"sally"

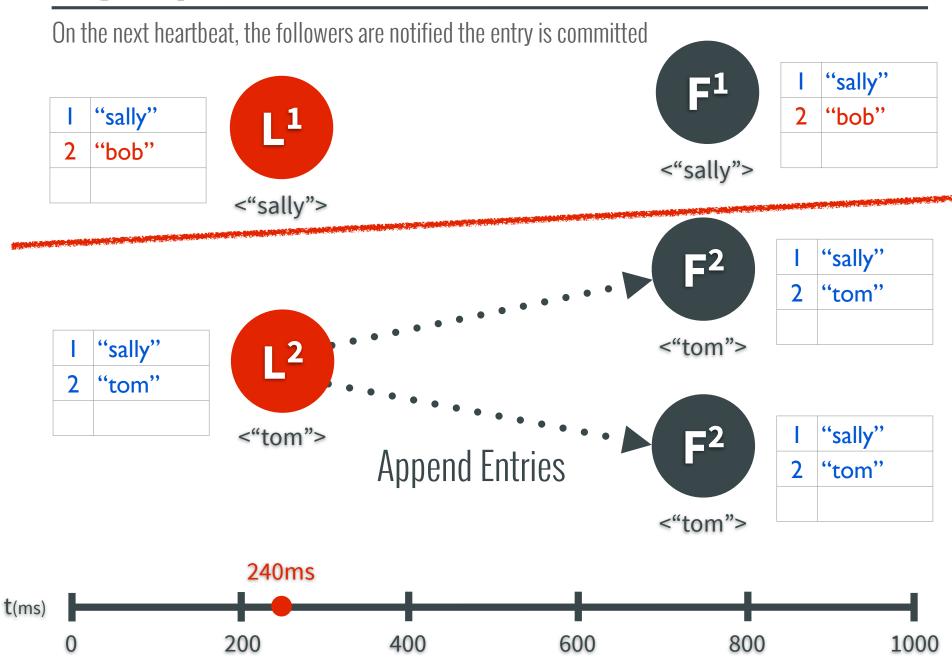


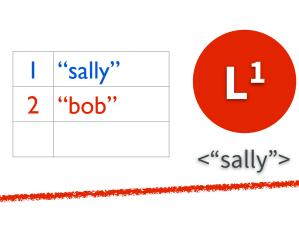
















	"sally"
2	"bob"



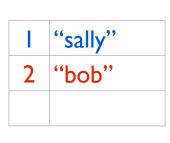
	"sally"
2	"tom"



	"sally"
2	"tom"



The network recovers and there is no longer a partition









	"sally"
2	"bob"

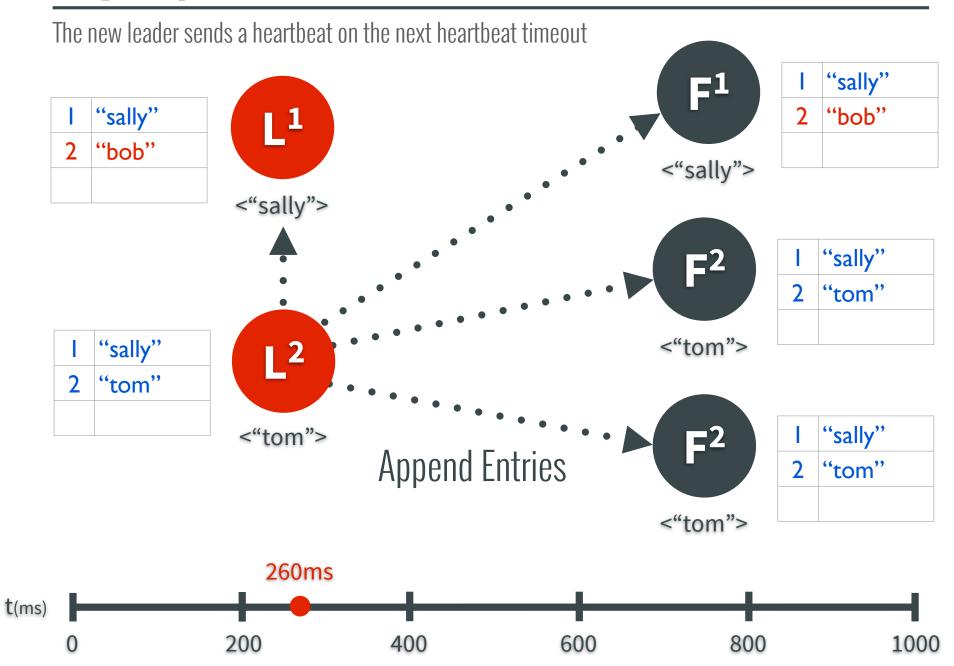


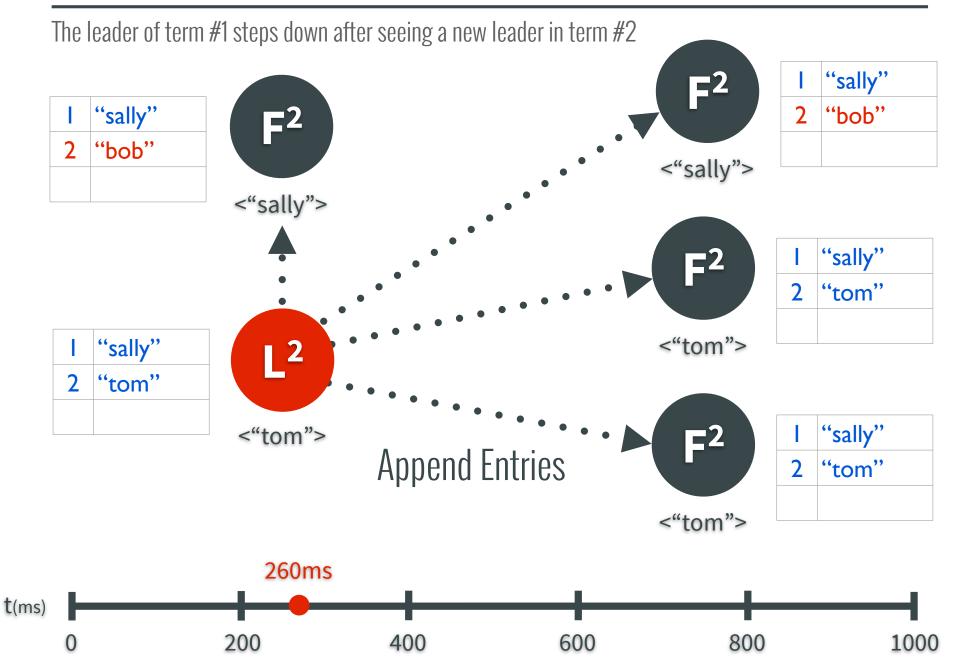
	"sally"
2	"tom"

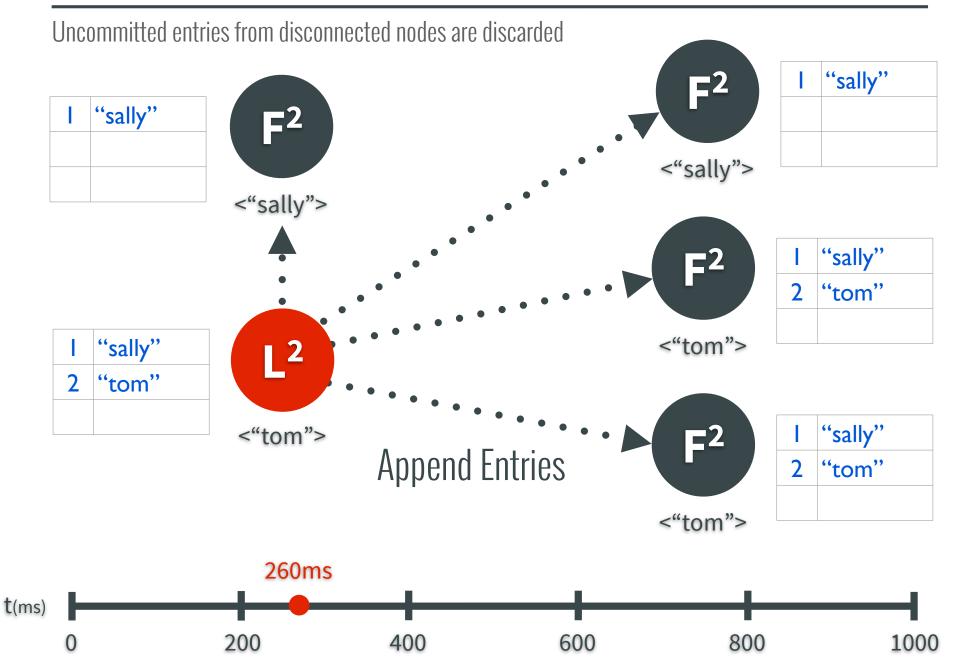


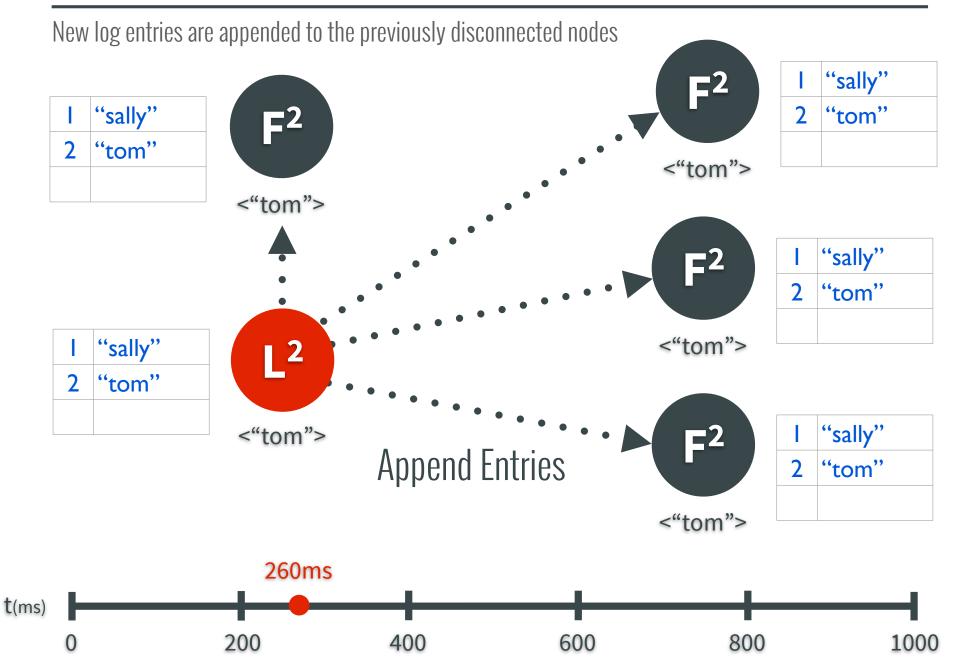
	"sally"
2	"tom"

















<"to	m">

	"sally"
2	"tom"



- 1	"sally"
2	"tom"



	"sally"
2	"tom"



## **Log Compaction**



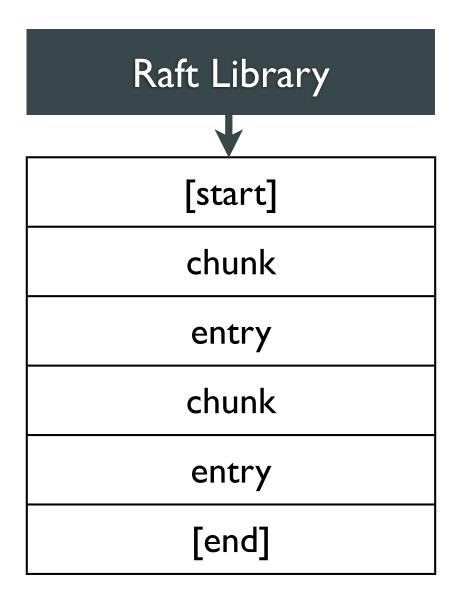
## Unbounded log can grow until there's no more disk



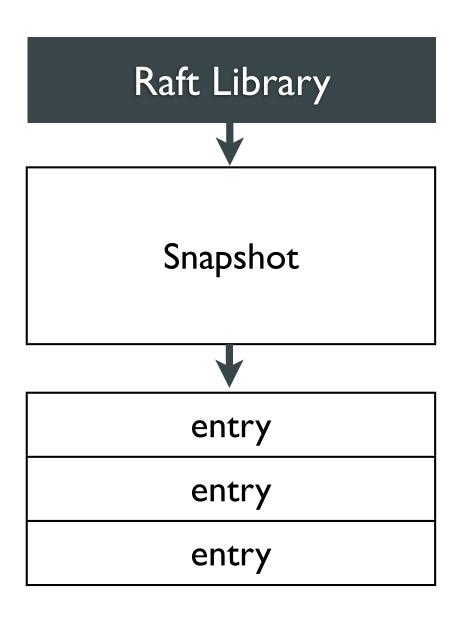
# Recovery time increases as log length increases

#### **Three Log Compaction Strategies**

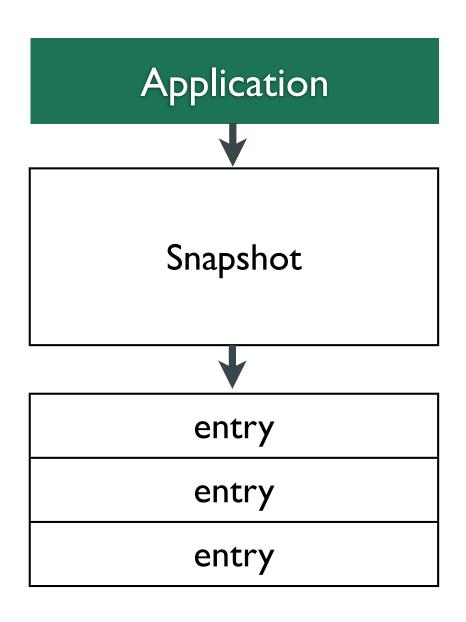
#### #1: Leader-Initiated, Stored in Log



#### #2: Leader-Initiated, Stored Externally



#### #3: Independently-Initiated, Stored Externally



## Questions?

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GitHub: benbjohnson

ben@skylandlabs.com

## Image Attribution

Database designed by Sergey Shmidt from The Noun Project
Question designed by Greg Pabst from The Noun Project
Lock from The Noun Project
Floppy Disk designed by Mike Wirth from The Noun Project
Movie designed by Anna Weiss from The Noun Project