

# In Search of an Understandable Consensus Algorithm

Diego Ongaro and John Ousterhout

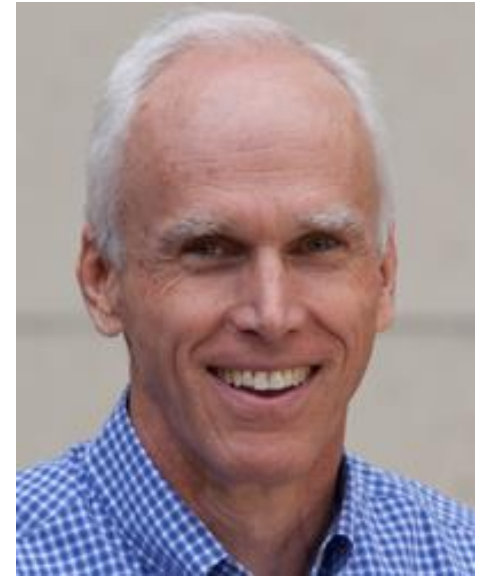
Stanford University

Distributed Computing (1986) 1: 5-6

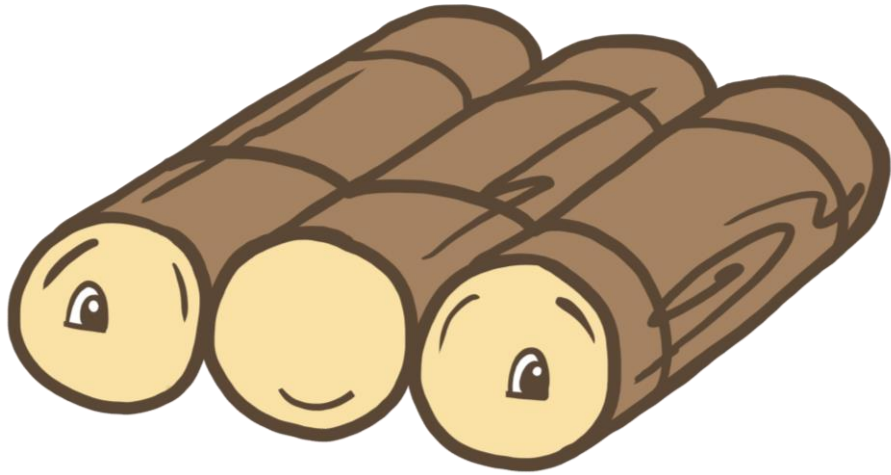
# Introducción



Diego Ongaro



John Ousterhout  
Premio Grace Hooper(1987)

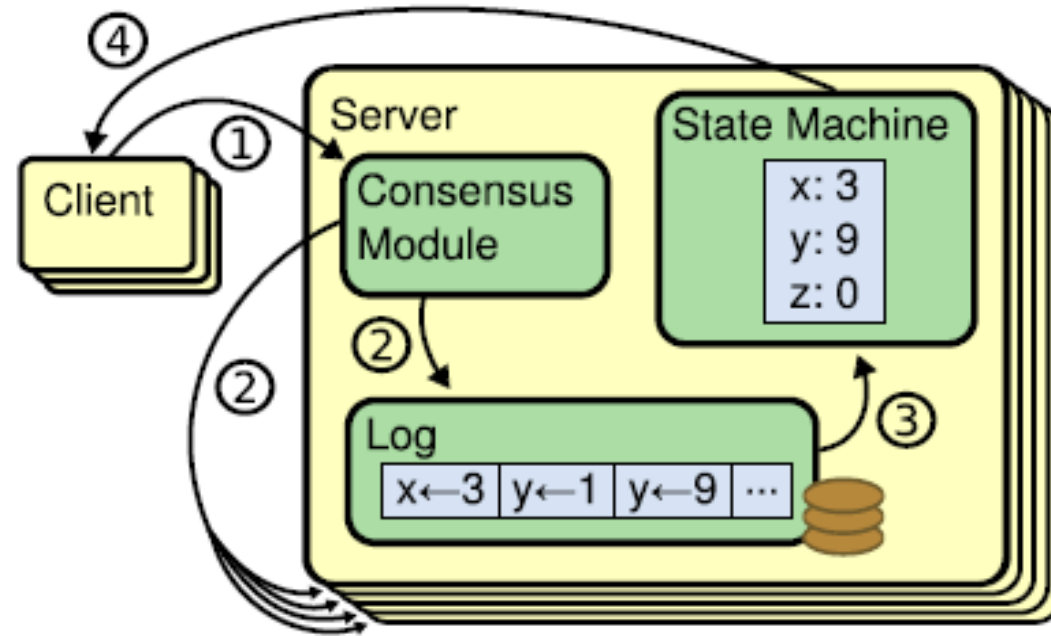


## The Raft Consensus Algorithm

# Objetivos del algoritmo

- Eficiencia
- Seguridad
- Disponibilidad
- Base completa para la construcción de un sistema
- Comprensibilidad

# Introducción



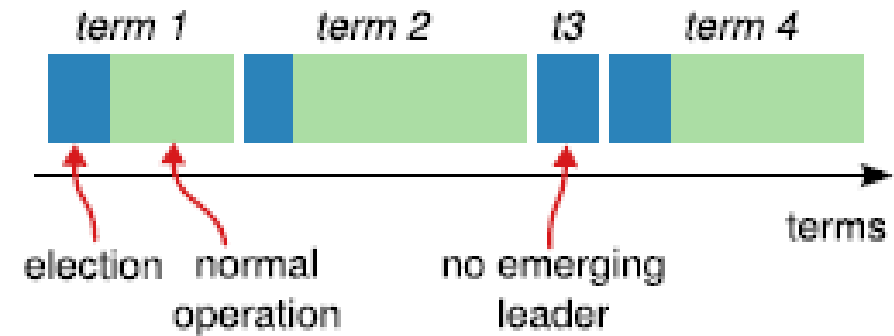
# Introducción

- Elección de un Líder
- Replicación de registros
- Seguridad

# Elección de un líder

Estado de un servidor:

- Líder
- Seguidor
- Candidato



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Estado de un servidor:

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## RequestVote RPC

Invoked by candidates to gather votes (§5.2).

### Arguments:

<b>term</b>	candidate's term
<b>candidateId</b>	candidate requesting vote
<b>lastLogIndex</b>	index of candidate's last log entry (§5.4)
<b>lastLogTerm</b>	term of candidate's last log entry (§5.4)

### Results:

<b>term</b>	currentTerm, for candidate to update itself
<b>voteGranted</b>	true means candidate received vote

### Receiver implementation:

1. Reply false if  $\text{term} < \text{currentTerm}$  (§5.1)
2. If `votedFor` is null or `candidateId`, and candidate's log is at least as up-to-date as receiver's log, grant vote (§5.2, §5.4)



# Elección de un líder

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## AppendEntries RPC

Invoked by leader to replicate log entries (§5.3); also used as heartbeat (§5.2).

### Arguments:

<b>term</b>	leader's term
<b>leaderId</b>	so follower can redirect clients
<b>prevLogIndex</b>	index of log entry immediately preceding new ones
<b>prevLogTerm</b>	term of prevLogIndex entry
<b>entries[]</b>	log entries to store (empty for heartbeat; may send more than one for efficiency)
<b>leaderCommit</b>	leader's commitIndex

### Results:

<b>term</b>	currentTerm, for leader to update itself
<b>success</b>	true if follower contained entry matching prevLogIndex and prevLogTerm

### Receiver implementation:

1. Reply false if  $\text{term} < \text{currentTerm}$  (§5.1)
2. Reply false if log doesn't contain an entry at prevLogIndex whose term matches prevLogTerm (§5.3)
3. If an existing entry conflicts with a new one (same index but different terms), delete the existing entry and all that follow it (§5.3)
4. Append any new entries not already in the log
5. If  $\text{leaderCommit} > \text{commitIndex}$ , set  $\text{commitIndex} = \min(\text{leaderCommit}, \text{index of last new entry})$



# LiveSlides web content

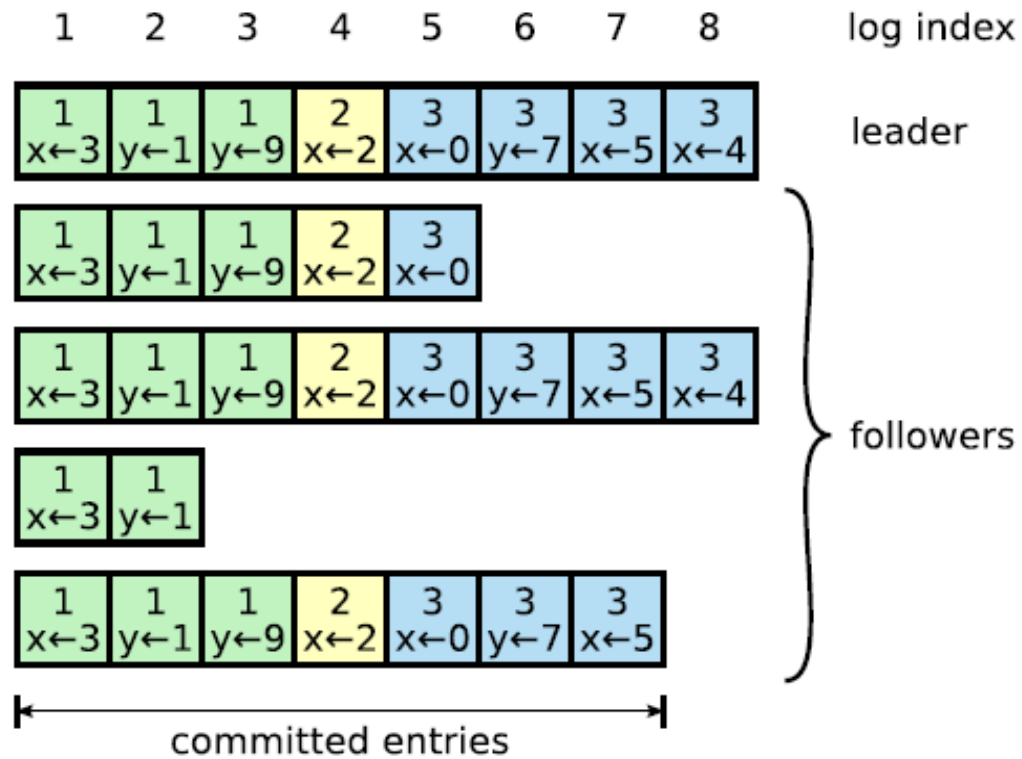
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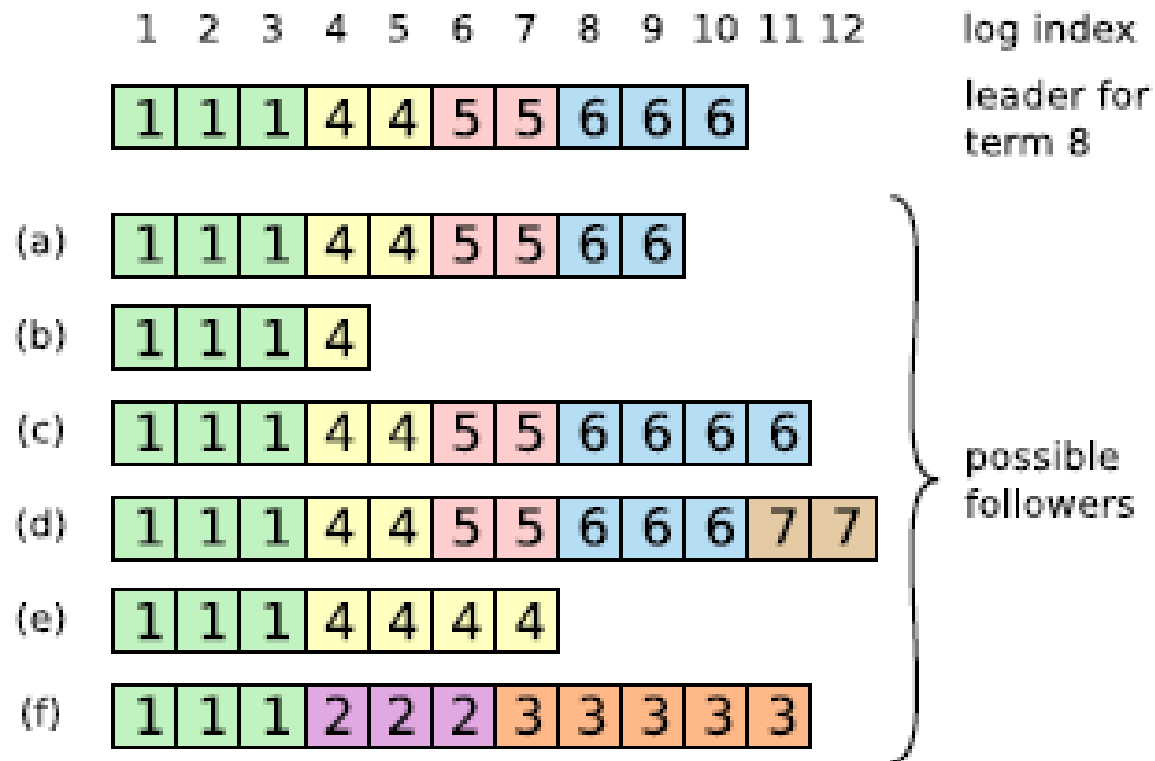
# Replicación de registros



**Leader Append-Only:** Un líder nunca sobrescribe o elimina entradas en su registro; solo agrega nuevas entradas

**Log Matching:** Si dos registros contienen una entrada con el mismo índice y término, entonces los registros son idénticos en todas las entradas hasta el índice dado.

# Inconsistencias en registros



- A un seguidor le pueden faltar entradas (a – b)
- Puede tener entradas extra no comprometidas (c – d), o ambas (e – f).



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**Completes de Líder:** Si una entrada de registro se confirma en un término dado, entonces esa entrada estará presente en los registros de los líderes para todos los términos de mayor número.

**Estado Maquina Seguro:** Si un servidor ha aplicado una entrada de registro en un índice dado a su máquina de estado, ningún otro servidor aplicará una entrada de registro diferente para el mismo índice

# Restricción de la elección

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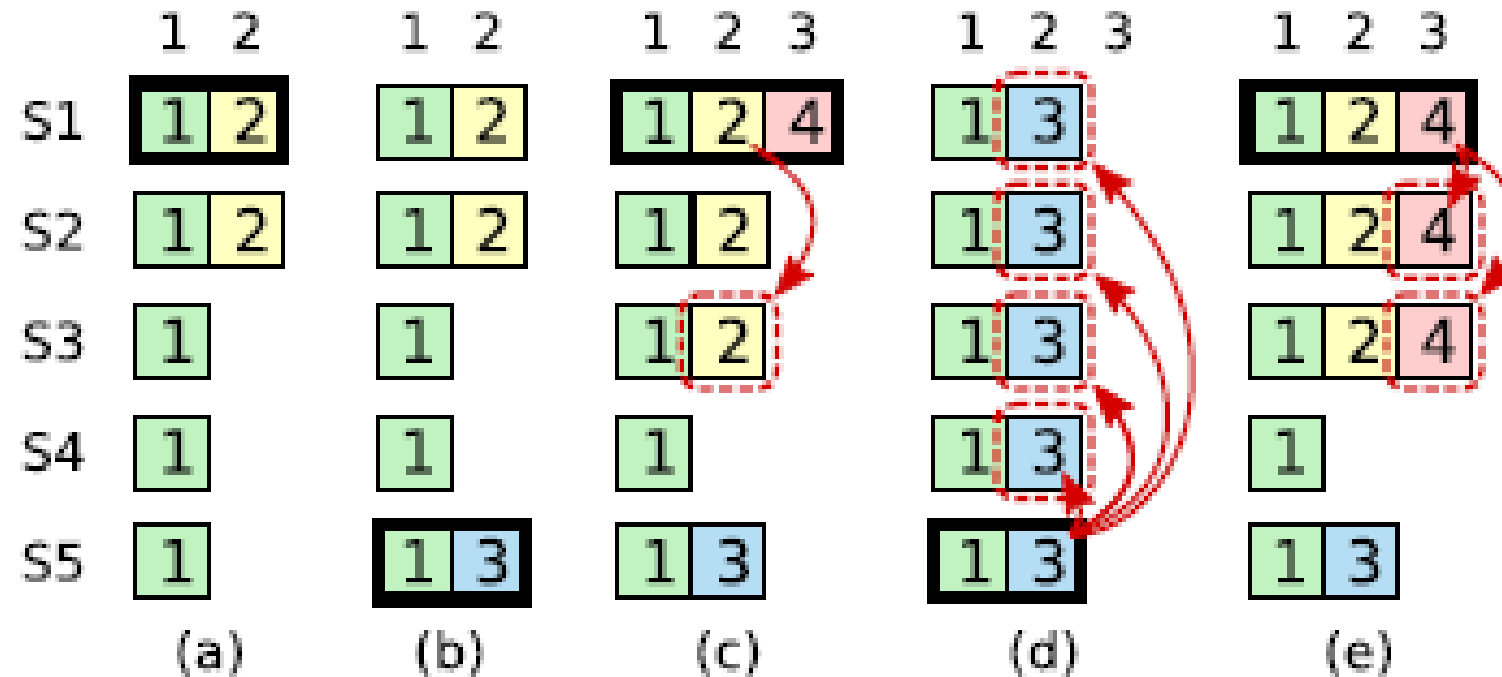
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# Confirmando entradas de términos anteriores





# Choques de seguidores y candidatos

Si un seguidor o candidato falla, los futuros RPC RequestVote y AppendEntries que se le envíen fallarán. Raft maneja estas fallas reintentando indefinidamente; Si el servidor bloqueado se reinicia, la RPC se completará con éxito. Si un servidor falla después de completar un RPC pero antes de responder, recibirá el mismo RPC nuevamente después de reiniciarse

# Instantánea del líder

## InstallSnapshot RPC

Invoked by leader to send chunks of a snapshot to a follower.  
Leaders always send chunks in order.

### Arguments:

<b>term</b>	leader's term
<b>leaderId</b>	so follower can redirect clients
<b>lastIncludedIndex</b>	the snapshot replaces all entries up through and including this index
<b>lastIncludedTerm</b>	term of lastIncludedIndex
<b>offset</b>	byte offset where chunk is positioned in the snapshot file
<b>data[]</b>	raw bytes of the snapshot chunk, starting at offset
<b>done</b>	true if this is the last chunk

### Results:

<b>term</b>	currentTerm, for leader to update itself
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### Receiver implementation:

1. Reply immediately if term < currentTerm
2. Create new snapshot file if first chunk (offset is 0)
3. Write data into snapshot file at given offset
4. Reply and wait for more data chunks if done is false
5. Save snapshot file, discard any existing or partial snapshot with a smaller index
6. If existing log entry has same index and term as snapshot's last included entry, retain log entries following it and reply
7. Discard the entire log
8. Reset state machine using snapshot contents (and load snapshot's cluster configuration)

## Reglas de reemplazo

- Si la instantanea contiene toda la informacion del registro, se elimina todo el registro
- Si hay entradas nuevas en el registro se elimina solo lo que abarca la instantanea y se conservan otras entradas