Understanding the Raft Consensus Algorithm

Shobhit Singh & Akhoury Shauryam

Chennai Mathematical Institute

October 14, 2024

Outline

Introduction

Raft Overview

Working Protocol

Example

Safety Invariants

Crash Scenarios

Comparison with Paxos

Summary

 A consensus protocol is a method used in distributed systems to ensure that all the nodes agree on a single data value or state, even in the presence of failures or unreliable communication.

- A consensus protocol is a method used in distributed systems to ensure that all the nodes agree on a single data value or state, even in the presence of failures or unreliable communication.
- Types of Fault Tolerance:

- A consensus protocol is a method used in distributed systems to ensure that all the nodes agree on a single data value or state, even in the presence of failures or unreliable communication.
- Types of Fault Tolerance:
 - Byzantine Fault Tolerance (BFT): Deals with nodes behaving arbitrarily or maliciously.

- A consensus protocol is a method used in distributed systems to ensure that all the nodes agree on a single data value or state, even in the presence of failures or unreliable communication.
- Types of Fault Tolerance:
 - Byzantine Fault Tolerance (BFT): Deals with nodes behaving arbitrarily or maliciously.
 - Crash Fault Tolerance (CFT): Deals with nodes that might crash but do not exhibit malicious behavior.

 Raft is a consensus algorithm designed for managing a replicated log.

- Raft is a consensus algorithm designed for managing a replicated log.
- It ensures that a distributed system's nodes agree on a sequence of operations, even with failures.

- Raft is a consensus algorithm designed for managing a replicated log.
- It ensures that a distributed system's nodes agree on a sequence of operations, even with failures.
- Raft is known for being easier to understand compared to Paxos.

• **Term:** Each term begins with an election, and the term increments each time after it ends.

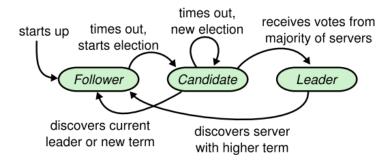
- Term: Each term begins with an election, and the term increments each time after it ends.
- Election: Candidates request votes from other nodes. A majority vote makes a candidate the leader.

- **Term:** Each term begins with an election, and the term increments each time after it ends.
- Election: Candidates request votes from other nodes. A majority vote makes a candidate the leader.
- Log Replication: The leader handles client requests and replicates logs to all the followers.

- Term: Each term begins with an election, and the term increments each time after it ends.
- Election: Candidates request votes from other nodes. A majority vote makes a candidate the leader.
- Log Replication: The leader handles client requests and replicates logs to all the followers.
- **Commitment:** After a majority of servers replicate the log entries, they are committed.

- Term: Each term begins with an election, and the term increments each time after it ends.
- Election: Candidates request votes from other nodes. A majority vote makes a candidate the leader.
- Log Replication: The leader handles client requests and replicates logs to all the followers.
- Commitment: After a majority of servers replicate the log entries, they are committed.
- Failure Handling: If the leader fails, a new election is initiated.

Overview (Continued)



currentTerm: Latest term the server has seen.

- currentTerm: Latest term the server has seen.
- votedFor: Candidate ID that received the vote in the current term (or null if none).

- currentTerm: Latest term the server has seen.
- votedFor: Candidate ID that received the vote in the current term (or null if none).
- log: Log entries.

- currentTerm: Latest term the server has seen.
- votedFor: Candidate ID that received the vote in the current term (or null if none).
- log: Log entries.
- commitIndex: Index of the highest log entry known to be committed.

- currentTerm: Latest term the server has seen.
- votedFor: Candidate ID that received the vote in the current term (or null if none).
- log: Log entries.
- commitIndex: Index of the highest log entry known to be committed.
- lastApplied: Index of the highest log entry applied to the state machine.

 During the start of a term, a candidate sends these arguments:

 During the start of a term, a candidate sends these arguments:

- During the start of a term, a candidate sends these arguments:
 - term: Candidate's term.

- During the start of a term, a candidate sends these arguments:
 - term: Candidate's term.
 - candidateId: Candidate's ID.

- During the start of a term, a candidate sends these arguments:
 - term: Candidate's term.
 - candidateld: Candidate's ID.
 - lastLogIndex: Index of candidate's last log entry.

- During the start of a term, a candidate sends these arguments:
 - term: Candidate's term.
 - candidateld: Candidate's ID.
 - lastLogIndex: Index of candidate's last log entry.
 - lastLogTerm: Term of candidate's last log entry.

- During the start of a term, a candidate sends these arguments:
 - term: Candidate's term.
 - candidateld: Candidate's ID.
 - lastLogIndex: Index of candidate's last log entry.
 - lastLogTerm: Term of candidate's last log entry.
- Nodes reply False if the term is less than currentTerm.

During the start of a term, a candidate sends these arguments:

- term: Candidate's term.
- candidateld: Candidate's ID.
- lastLogIndex: Index of candidate's last log entry.
- lastLogTerm: Term of candidate's last log entry.
- Nodes reply False if the term is less than currentTerm.
- If votedFor is null or matches the candidate, and the candidate's log is at least as up-to-date, grant the vote.

Logging Protocol

Logging Protocol

• The leader sends these arguments as a heartbeat:

Logging Protocol

- The leader sends these arguments as a heartbeat:
 - **term:** Leader's term.

- The leader sends these arguments as a heartbeat:
 - **term:** Leader's term.
 - leaderId: Leader's ID.

- The leader sends these arguments as a heartbeat:
 - **term:** Leader's term.
 - leaderId: Leader's ID.
 - prevLogIndex: Index of the log entry preceding the new ones.

- The leader sends these arguments as a heartbeat:
 - term: Leader's term.
 - **leaderId:** Leader's ID.
 - prevLogIndex: Index of the log entry preceding the new ones.
 - prevLogTerm: Term of prevLogIndex.

- The leader sends these arguments as a heartbeat:
 - term: Leader's term.
 - **leaderId:** Leader's ID.
 - prevLogIndex: Index of the log entry preceding the new ones.
 - prevLogTerm: Term of prevLogIndex.
 - entries: The newest packet of data to be added.

- The leader sends these arguments as a heartbeat:
 - **term:** Leader's term.
 - **leaderId:** Leader's ID.
 - **prevLogIndex:** Index of the log entry preceding the new ones.
 - prevLogTerm: Term of prevLogIndex.
 - **entries:** The newest packet of data to be added.
 - leaderCommit: Leader's commitIndex.

- The leader sends these arguments as a heartbeat:
 - term: Leader's term.
 - leaderId: Leader's ID.
 - prevLogIndex: Index of the log entry preceding the new ones.
 - prevLogTerm: Term of prevLogIndex.
 - entries: The newest packet of data to be added.
 - leaderCommit: Leader's commitIndex.
- Followers randomly generate a timeout. If they don't receive a heartbeat, they become candidates and initiate a re-election.

• Followers implement the following:

- Followers implement the following:
 - Reply False if term i currentTerm.

- Followers implement the following:
 - Reply False if term ; currentTerm.
 - Reply False if the log doesn't contain an entry at prevLogIndex.

- Followers implement the following:
 - Reply **False** if **term**; **currentTerm**.
 - Reply False if the log doesn't contain an entry at prevLogIndex.
 - For a conflict with the entry, delete the existing entry and the ones following it.

- Followers implement the following:
 - Reply False if term ; currentTerm.
 - Reply False if the log doesn't contain an entry at prevLogIndex.
 - For a conflict with the entry, delete the existing entry and the ones following it.
 - Append any new entry not in the log.

- Followers implement the following:
 - Reply **False** if **term**; **currentTerm**.
 - Reply False if the log doesn't contain an entry at prevLogIndex.
 - For a conflict with the entry, delete the existing entry and the ones following it.
 - Append any new entry not in the log.
 - If leaderCommit is committed, set committed = min(leaderCommit, index of last new entry).

- Followers implement the following:
 - Reply **False** if **term**; **currentTerm**.
 - Reply False if the log doesn't contain an entry at prevLogIndex.
 - For a conflict with the entry, delete the existing entry and the ones following it.
 - Append any new entry not in the log.
 - If leaderCommit is committed, set committed = min(leaderCommit, index of last new entry).
- After the leader receives a majority of Trues, it requests everyone to commit the latest entry to their state machine.

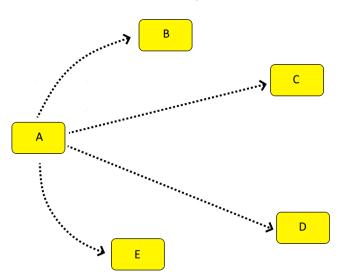
В

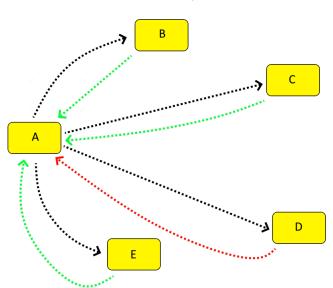
^

С

Ε

D





В

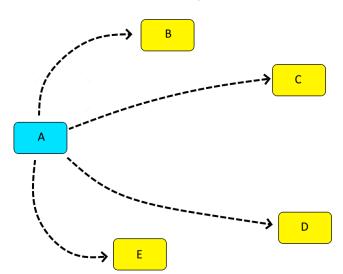
V 2

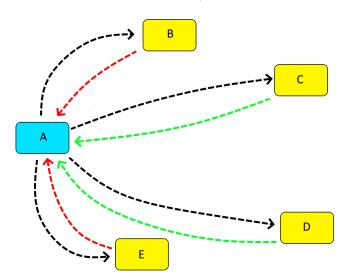
Α

С

Ε

D





В

- N - 2

Α

С

• Election Safety: At most one leader per term.

- Election Safety: At most one leader per term.
- Log Matching: Logs are identical up to a certain point.

- Election Safety: At most one leader per term.
- Log Matching: Logs are identical up to a certain point.
- Leader Completeness: Committed entries are preserved.

- **Election Safety:** At most one leader per term.
- Log Matching: Logs are identical up to a certain point.
- Leader Completeness: Committed entries are preserved.
- State Machine Safety: No conflicting committed entries.

- Election Safety: At most one leader per term.
- Log Matching: Logs are identical up to a certain point.
- Leader Completeness: Committed entries are preserved.
- State Machine Safety: No conflicting committed entries.
- Leader Election Guarantee: Only the most up-to-date candidate can be elected.

Follower Crashes: Upon restarting, it checks if term;
 currentTerm. If true, it requests the leader to send its state machine data for replication.

- Follower Crashes: Upon restarting, it checks if term;
 currentTerm. If true, it requests the leader to send its state machine data for replication.
- Leader Crashes:

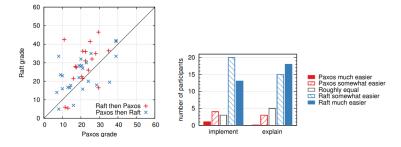
- Follower Crashes: Upon restarting, it checks if term;
 currentTerm. If true, it requests the leader to send its state machine data for replication.
- Leader Crashes:
 - Between two terms: A re-election occurs.

- Follower Crashes: Upon restarting, it checks if term;
 currentTerm. If true, it requests the leader to send its state machine data for replication.
- Leader Crashes:
 - Between two terms: A re-election occurs.
 - Before committing: Follows the protocol for a crashed follower.

 Raft implements **Snapshotting** to compact the log when it becomes too large.

- Raft implements **Snapshotting** to compact the log when it becomes too large.
- Studies show that Raft is easier to understand than Paxos.

- Raft implements **Snapshotting** to compact the log when it becomes too large.
- Studies show that Raft is easier to understand than Paxos.



Summary

Summary

• Raft ensures consensus in a distributed system through leader election, log replication, and safety invariants.

Summary

- Raft ensures consensus in a distributed system through leader election, log replication, and safety invariants.
- The protocol is designed to be easy to understand and robust in the face of failures.

Future Work

Future Work

• Implement the protocol in Python, simulate, and check the safety properties using an SMT solver like Z3.

Future Work

- Implement the protocol in Python, simulate, and check the safety properties using an SMT solver like Z3.
- Investigate different crash failure scenarios to find more invariants to check.

Questions?

Questions?

Thank You!