

Project Report

CSE223b — Alex C. Snoeren — Spring 2013

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Abstract - This paper presents a multicast system that guarantees a strong consistency among a small group of nodes, providing fault tolerance, while maintaining weaker consistency between the groups, which allows for greater performance. The system consists of key-value store that is built with a multicast protocol in conjunction with Gas Friends application, which is a simple interface that is used to show the functionality of the system.

1 Introduction

Knowing the goal of the system is a key aspect to build an efficient system that meets the requirement of the system. This paper presents a multicast system that is built for Gas Friends (GF) application. GFs main goal is to provide a fast and consistent updated for gas prices in each city in U.S . That means, when a user open the application and choose San Diego city, if the user is in San Diego then he belongs to the set of primary users of San Diego page. The set of primary users will have a strong consistency view of the list of prices. On the other hand, users in different geographical locations such as New York are considered to be secondary users for San Diego prices page, which means they will not directly benefit from San Diego page and, most probably, will not visit that page, then the need to have a strong consistent view could be compromised. Our system utilized this fact to enhance the performance by minimizing the round trip time, which is an important factor in transmission delay in other systems.

2 Motivation

The system is developed taking in consideration the user as the center of the focus. In application like GF, the goal, mainly, is to serve the first tier users and this makes the application deals with different groups of users that are constructed according to the physical presents which ends up to have the same user to be a primary in one group and a secondary in another. The set up for those group was the real motivation to create such a system that broadcast the message to all users but to wait for the acknowledgment from the primary users only

3 Description of Our Multicast Protocol

3.1 The Master Node

The system will consist of number nodes (all trusted) each is independently accessible to outside clients. When a client accesses a node, that node is known as the Master Node for that client. At any given time there will be at most as many Master Nodes as clients in system, but may be fewer as multiple clients may share the same Master Node.

3.2 The Clique Nodes

The nodes of the system will be organized into cliques of size n . A Master Node within a clique will multicast client requests to all nodes in the system, however will only require a response from member of its clique. If a clique

member fails to reply in a designated time t , the Master Node will re-multicast the message and increase the timeout t by a random value before retrying. In the event a maximum number of retries are executed, the Master Node will select another node from the system to join its clique and continue if that node responds. In the event that n clique-mates cannot be found, the Master Node, for our purposes, will fail the clients request. Note that this failure does not imply the message has not been committed by any nodes, simply that the Master Node cannot guarantee the fault tolerance agreement with the client. The master node will not advance its clock in the event of a failure.

3.3 The Non-Clique Nodes

Nodes outside the clique may or may not receive messages, receive duplicate messages or receive messages out-of-order from Master Node. These will be handled silently by the non-clique members. Any messages received can be immediately committed. In the event a non-clique member hears a message from a Master Node which a timestamp significantly newer than the last known timestamp (i.e much high clock value), the node will assume its is missing data. To retrieve this data it will begin with its own clique-mates. In the event none of its clique-mates have the data, it will contact fixed number of nodes at random asking if any of them have the missing data. Lastly if all else fails, it will contact a node within the Master Nodes Clique (this set of nodes includes the Master Node) which is guaranteed to have the missing data since the Master Node will not send a new message until all of its clique-mates are up to speed. If a request makes it way all the way to the Master Nodes clique, it will be multicast to all nodes since if things got this far, it is assumed a number of other nodes are missing the data as well.

One thing to note about this, is that by contacting other nodes asking for missing data, you are also spreading knowledge that data has gone missing. Any node receiving a message for which it cannot supply the missing data (since it is

missing it as well) will begin with the same algorithm after a random delay to allow for the event that the original node will have to contact the Master Nodes clique and thus result in the re-multicasting of the message anyway.

3.4 The Heartbeat

To ensure an individual node has not become completely isolated from the system, it will occasionally send a heartbeat request to a random node in the system along with its current vector clock. In the event the other nodes vector clock matches, an okay message is sent. In the event the two clocks dont match the node with newest clock will send the last message it received which will cause the other node to initiate the algorithm described above.

3.5 The Synchronization Protocol

(we may remove this part)Synchronization Protocol which will essentially enforce that all nodes, or a subset of nodes, synchronize all of their data before accepting any new client requests. Put another making sure that everyone knows everything that everyone else knows.

4 Environment Set-up

MiniNet [2] is the network simulation environment that we used to run the system. The language we used to implement the system is C++. The system interface (GF)is built with PHP. The client-server that we implemented are implemented with thrift-0.9.0 and compiled with GCC 4.4.

5 Experiments

The system has been tested using MiniNet simulation environment. Two scenarios were tested. First, if the system send a multicast message to all nodes and wait for acknowledgment from all nodes, Second, if the system send a multicast message to a clique (subset group of nodes) and wait for acknowledgment from the nodes in

the clique only. In the second scenario, the size of the clique is selected to be 5 ,10 and 15 nodes.

The result shows that by using cliques we were able to reduce the time needed by factor of x in the case of 15 nodes, factor of y in case of 10 and by factor of z in case we used 5 nodes per clique. The result is demonstrated in Table 1

The following part should be removed at the end.

1. Typical operation

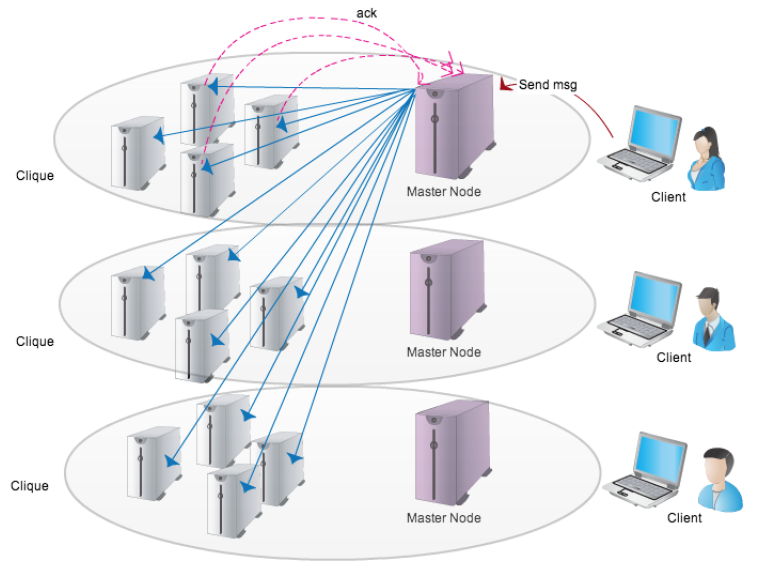
- Time synchronize clique for various clique sizes
 - Track number non-clique nodes which dont receive the message
- Time to synchronize total system (**if time permits**)
- Typical latency

2. Partitioned system

- Number messages needed to repair after partition fixed

3. Induced latency

- How one slow in-clique node affects total client operation time
- How one slow node outside the clique affects total client operation time



6 Conclusion

References

[1] <http://www.isi.edu/nsnam/ns/>

[2] <http://mininet.org>

Size of Clique	Sync Clique	Sync Sys	Latency	xxx	Standard Deviation
no clique	N/A	2 ns	2 ns	1.73 ns	239.00 ns
5 nodes	N/A	4 ns	4 ns	3.33 ns	293.49 ns
10 nodes	N/A	4 ns	4 ns	3.33 ns	293.49 ns
15 nodes	N/A	4 ns	4 ns	3.33 ns	293.49 ns

Table 1: Experiments' Result