This is the Project Title

Andreas Ramsøy

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Abstract

This project builds on the work of last year to modify the kernel of the Popcorn operating system. This year a consistency algorithm was developed and implemented in the in the kernel. Several potential algorithms were analysed using a simulation of a Popcorn network. The results of the simulation were used to inform the choice of algorithm. This algorithm was then implemented within the Popcorn Linux kernel with some optimisations to improve performance. The system was tested and was successfully able to correct mistakes in the node list.

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Chapter 1

# Introduction

The aim of this project was to develop a joining a protocol for the Popcorn multiple-kernel operating system. Last year, the project modified the kernel to allow for multiple transport protocols to be used, and allowed for the adding of nodes from user-space without requiring a reboot. An algorithm was developed to forward messages through the network to each node. The algorithm was designed to be scalable and not to overburden any nodes. The algorithm was shown to be scalable and could effectively allow for nodes to be added without needing to manually create a connection on every device on the network.

It was highlighted in last year’s work that the algorithm did not provide guarantees of consistency. Should an error occur the system did not have a mechanism to correct it. This year a mechanism for correcting errors was developed. Existing work was researched, a set of algorithms were selected and analysed in a simulation. The best algorithm was selected and implemented within the Linux kernel.

The first chapter explores background material for this project including the Popcorn operating system, last year’s work and the joining protocol. In chapter two we discuss related work including in the field of multiple kernel operating systems and consensus algorithms. Chapter 4 discusses the progress made towards encryption. The fifth chapter discusses the consistency algorithms chosen. In chapter 6 we discuss the simulation that was implemented to test these algorithms. Chapter 7 we look at the results from the simulation and decide which algorithm should be implemented. In chapter 8 we discuss the implementation of the system. Finally, in chapter 9 we conclude.

Chapter 2

# Background

## X.X Operating Systems

All the fundamental services of the computer’s software are provided by the operating system kernel e.g., scheduling, memory management, inter-process communication [1]. Operating systems must be exceptionally fast as to not introduce overheads to the programs that users run. They are difficult to debug and so should ideally be free from errors [1].

A so-called micro-kernel is an operating system designed to be as small as possible. As many of the services are implemented as applications as opposed to within the kernel. This is called the principle of minimality and is used to make the development of micro-kernels easier to manage [2]. This is compared to larger operating system kernels that their large size and interdependency means an error in one system can cause errors in others [2]. Developing these systems in user-space means that the operating system is better able to detect errors and better able to recover from them.

Micro-kernels include a messaging layer for inter-process communication. Signals can be used for inter-process communication [2]. This is when a numerical value conveys a command. Signals are very fast but are more difficult to maintain as all signal handlers must be updated if the value changes [2]. Micro-kernels most often use message passing. This allows for arbitrary messages to be sent. This makes the kernel more maintainable and easier to change in future [2].

Multi-kernel operating systems are a network of independent cores that do not share resources at the lowest level [3]. Multi-kernel operating systems are better suited for heterogeneity of hardware since the use of message passing allows them to not be restricted by the differences in the hardware design of different processors [3].

### 2.X.X Popcorn

Popcorn is a multi-kernel operating system based on Linux. It provides a single system image to the user despite being split across multiple processors or groups of processors [4] [5]. Each node, that is a processor or group of processors, run the Popcorn operating system with a single cache coherent memory linking them together [4].

Popcorn allows for heterogeneity between nodes meaning that different nodes can use different instruction set architectures (e.g. a node with an ARM processor can share data with a node with an Intel processor) [4]. Heterogeneity allows for different processes to be migrated to processors that are better tailored to particular tasks [4]. The Popcorn OS is specific to the processor architecture that it is deployed on in order to support the differences in memory architectures [4]. Popcorn allows for the sharing of pages of memory using a cache coherency protocol. This protocol assigns ownership of memory to a particular node, known as the origin node, but facilitates the transfer of memory to another node, known as the remote node.

The Popcorn messaging layer only allows for single node-to-node communication and not broadcasting to multiple nodes [4]. For this reason, every node has a single connection with every with all other nodes in the network.

### 2.X.X Summary of MInf 1

The first part of this project (MInf 1) worked to modify the existing Popcorn operating system to allow for multiple communication protocols to be used at the same time by nodes. Some additional data structures were added to support this. It was also modified to allow nodes to be dynamically added to the system without requiring reloading the kernel module.

Previously, Popcorn required all connected nodes to use the same communication protocol (e.g., TCP, RDMA, etc.) between all nodes. The modifications allowed for independent protocols to be used for different nodes. This was done in such a way that only the protocols being used are loaded. Once the network no longer has a node using that protocol then the protocol is unloaded meaning that no additional resources are used.

A data structure was used to contain all the information regarding a node such as the node index, address, transport protocol, and send/receive handlers. This was known as a message\_node. Each node stored on what is referred to as the node list. This is a dynamic structure that consists of an array of pointers to message nodes, allowing for extremely quick access. Along with the array there was also a pointer to another node list. This allowed for an arbitrary number of nodes to be connected within Popcorn.

Before last year’s project, Popcorn would only allow for a list of nodes, set when loading the message layer module, to be connected to. The module would need to be unloaded to allow for any changes to this list. This was changed to load with no other nodes attached and established a joining protocol to allow other nodes to link to the network. A proc file was used to send commands to the kernel module. Several joining protocols were considered but the final solution was chosen due to its scalability. It achieved this by forwarding messages to just two nodes each in the network, each node it passes it to forwards this message to another pair of nodes until all nodes have established a connection. Each node already on the Popcorn network would attempt a connection while the node outside the network would listen for a connection. This mimicked the existing Popcorn implementation where a node with a lower node ID would attempt a connection, and the other listening for a connection.

Evaluation of the implementation showed that the new features, which require some extra checks to take place, caused minimal slowdown to the system when compared to the previous version.

The first half of this project did not provide any method of correcting errors that may occur when adding or removing nodes within the joining protocol. It was the aim of the project this year to provide this error correction.

### X.X.X Joining Protocol

Last year a protocol was developed to allow nodes to be dynamically added to the network from user-space. The protocol created a binary tree structure in which messages were forwarded in order to propagate messages quickly and distributing the messages so that no single nodes have a significantly higher burden of processing.

Figure 1 shows how the structure that holds the information about the nodes, known as the node list, is translated into a binary tree structure where each node forwards to only two nodes. The node list may contain gaps where previous nodes have left. When there is a gap the parent node in the tree takes responsibility for forwarding the commands for the missing node. For example, in Figure 1, if node 2 (nid 2) was missing then node 0 would forward messages to node 1 (as before), node 5, and node 6. The first node in the list is referred to as the instigator node. The instigator node is the first node to establish connections and begins the process of propagating the command through the network. Should the instigator leave the network then the node in the node list becomes the new instigator node.

Assuming all nodes have a consistant node list then they will forward to the correct nodes and know which node the instigator is.

The key difference with the Popcorn joining protocol is that the hierarchy of command propagation means that nodes earlier in the node list are more likely to be correct than those further on. The fact that the protocol does not change any node IDs when a node leaves means that a mechanism to provide consistency only needs to be eventually consistent. This is only a new process that wishes to migrate to a node that has just been added needs to be connected to this node. This means that for the consistency mechanism we can afford to favour speed of adding a node over the strict guarantee of strict consistency.

Diagram

Description automatically generated

Figure 1 The Upper structure shows the node list where each node is ordered in a single list by their node id (nid). The lower structure shows how the node list is translated into a hierarchy for the joining protocol. The red lines in the lower diagram shows the paths that commands will follow through the network.

Chapter X

# Related Work

## X.X Related Operating Systems

### X.X.X Roscoe

Roscoe was a distributed operating system designed to share computing resources in a non-hierarchical manner [6]. Roscoe worked by sending messages between nodes on the network. All processors were required to be the same (however peripherals could differ) – this is referred to a non-heterogeneous setup. Memory was not shared between nodes although a paper written in 1978 states that this decision was mostly due to hardware constraints of the time [6]. The user was not informed of where a process was running and so were presented with want appeared to be a single, powerful, computer. This is known as providing a single-system image [6].

### X.X.X Barrelfish

Each core runs an instance of Barrelfish and uses message passing to maintain consistency between instances [7]. Barrelfish is a multi-kernel operating system. Unlike Popcorn, Barrelfish is not heterogeneous. However, heterogeneous versions have been proposed [8]. Messages within Barrelfish are highly optimised to the hardware architecture in order to increase speed [7].

### X.X.X Mach

Mach is a microkernel that uses messaging passing for inter-process communication [9] [10] [11]. It does this by using finite length queues of messages known as ports [12] [13]. Only the processes that require the port are allowed to access them. Mach has the advantage of being able to extend the message passing transparently across a network [10].

### X.X.X Neutrino QNX

Quick-UNIX, or QNX, is another microkernel which uses message passing for inter-process communication [14]. The messages are transported using a messaging bus. Each service is modular and communicate through messages [14].

### X.X.X Amoeba

The motivation behind Amoeba was to build a system where all resources are automatically managed by a distributed operating system [15]. Consequently, users do not know which processor their programs run on, or how and where their files are stored in the system [15]. Amoeba provides a combination of the processor pool and workstation model where users can login to a particular machine but also run large jobs on a pool of processors [16].

In Amoeba users log into a terminal computer. This device does all the low latency computation whereas the group of computers known as the “processor pool” does all the larger computations [17]. Amoeba makes use of heterogeneity by using different machines for specialised purposes e.g., devices with large storage disks are used for file storage [15].

### X.X.X Plan 9

Plan 9 allows for heterogeneity; different processor architectures can join the network running Plan 9 [18]. Messages are transferred between nodes in a high-level way, e.g. text, when possible as this simplifies the kernel when dealing with different processor architectures (however, binary can still be used for large transfers of data) [18]. Plan 9 interacts with services as if they are files and uses file operations as such. This means one simple, well understood protocol can be used to access almost all services [18]. In Plan 9 the use of the same secured protocol to represent services means that new services are automatically designed with security in mind [18]. There is no superuser, each individual server must ensure security (physical access to the server does give special permissions) [18].

### X.X.X Kerrighed

Kerrighed is an operating system for clusters [19]. It provides a single system image to the end user [19]. Kerrighed is built from Linux with some kernel modules added [19]. This has the advantage of existing programs being able to be recompiled to work on a cluster and do not require any further modification [19]. Kerrighed allows for memory sharing and message passing between nodes on a cluster [19].

### X.X.X Peer to Peer Systems

P2P systems must replicate data across several nodes as any node is liable to leave the network. Within P2P networks this can cause several problems: the hotspot, the node-failure, and the privacy problem. The hotspot problem is due to different data objects having different popularities which causes some nodes to become overloaded while others are under utilised. Since the data structure we are trying to replicate across Popcorn is the same for all nodes and present on all nodes hotspots from accessing the data will not be an issue. The node-failure problem concerns itself with recovering from a node dropping out of the network. This is relevant to Popcorn as any node has a chance of failure. For Popcorn it was engineered last year to index each of the nodes such that the index does not change while the node is connected to the network (it would need to leave and re-join the network to be assigned a new ID). The node list data structure is replicated on every node, this means that should a node drop out then only the Popcorn processes running on that node will be affected (resolving this will likely be future work but is not the subject of this project). The rest of the Popcorn network will be unaffected by the lost node. Finally, the privacy problem in P2P networks concerns itself with obscuring the location or identity of the other nodes. This is not directly applicable to Popcorn as each node knows the address of all the others [20].

## X.X Consensus Algorithms

Within a distributed network of computers, it is essential to maintain consistency between nodes. This is needed when there exists some aspect of the system which may result in a fault – such as the loss of a packet on a network.

Consensus algorithms must ensure that a single value is chosen. This value must be one that has already been proposed and the selection must be atomic [21]. Atomicity refers to an action being isolated from other actions. In this instance it refers a value either being committed or not.

A consensus algorithm can use a single designated node to resolve differences. However, this provides a single point of failure. Another method is to have multiple nodes chose the value, with a majority deciding the outcome. The problem with this is deciding nodes are needed to make the decision [21]. Not all messages may appear at the same time, and this may result in no single value receiving a majority.

In large scale networks, device or component failures are to be expected [22]. Designing a system to with stand failures is crucial for any scalable system [22].

Within large computing clusters checkpointing can be used to allow processes to restart with minimal impact or loss. However frequent checkpointing leads to large overheads which may reduce performance of the system as a whole. As a result there has been a movement towards adapting the system configuration according to node availability and failures [22].

A hierarchical structure is used to coordinate the nodes [22].

When considering which nodes to group together to perform takes: randomly allocating them to groups can be done however this does not use any information on the reliability and so is not an effective way of doing this [22].

Another method is to allocate based solely on reliability, this must be tuned [22].

### X.X.X Byzantine and Crash Failures

The Byzantine Generals’ Problem refers to a hypothetical case where several generals need to coordinate an attack. Their attack will only be successful if they all attack at the same time [23]. For the case of only two generals this is commonly referred to as the Two Generals Problem. The difficulty is that the generals can only communicate using an unreliable messaging system. This is relevant to consensus as all nodes in the network are communicating via packets that may be lost. Errors can also occur in the hardware or software of the device causing inconsistencies. A crash failure is when a process within a system stops unexpectedly and does not restart [24].

An effective consensus protocol must be able to cope with Byzantine and crash failures.

### X.X.X Paxos Algorithm

Paxos is a consensus algorithm for fault tolerance in a distributed system [21]. Paxos requires a leader to ensure liveness. A leader is chosen and used to determine the correct state when there is a conflict between nodes. The algorithm is performed in two stages a promise and a commit. The promise is where a request is sent from one node to all the others to state that it will be the leader. Each of the other nodes reply with an acknowledgement. In the commit stage the node that is the leader asks to commit a value to all of the nodes. If all nodes agree a lock is given to the node.

This way if some nodes are not present on the network if another node tries to acquire the same lock, then at least some of the nodes will not be able to fulfil the promise and so will not be able to acquire the lock. Paxos is widely used including within Google’s Chubby protocol [25].

Paxos effectively provides a mechanism to maintain consistency. However, within the Popcorn joining protocol there is a hierarchy of nodes where the lower the node ID the more likely the node is to be correct. As Paxos requires for a subset of nodes to be involved in resolving any conflicting values. All of these nodes must communicate with each other meaning that in large systems a smaller number of nodes is chosen to prevent values being changed in an unautorised way. However, Popcorn works differently in messages are only passed down a hierarchy.

### X.X.X Phase King Algorithm

This algorithm operates in a series of phases where each phase has two rounds. In each phase one of the nodes are designated to be a “king”. In the first round of each phase the nodes broadcast their values to all other nodes. In the second round, after having received these values, each node counts the occurrences of values to see if one gives a majority. The king of the phase broadcasts its value to act as a tiebreaker if the number of occurrences for all the values is less than , where is the number of nodes and is the number of failures allowed. Each of the nodes use the value previously selected (or the king’s value if none reached the threshold) as their new value for the next phase. Since the king rotates for each phase and there are phases then you can allow for a given number of failures with at least one honest node processing it. After the final phase all honest nodes should have the same value [26].

This algorithm is useful where some nodes are liable to fail or are untrustworthy. This is because it provides guarantees on the number of nodes allowed to fail but still provide the same final value, maintaining consistency. This processing would need to be done before any value can be committed meaning that it prevents errors rather than corrects them. Like Paxos, it gives consensus between a subset of nodes where all nodes in this subset communicate with each other. This prevents the wrong value being committed whereas we wish to maintain consistency between all nodes. It does not consider the structure of Popcorn where nodes closer to the instigator are more likely to be correct.

### X.X.X Lockstep Protocol

The Lockstep protocol is where each node records its actions within a given time period, known as a “bucket”. They then generate a hash of the actions for that bucket and broadcast this to all other nodes. After they have received hashes from the other nodes they reveal the plaintext actions within the bucket. If any of the hashes do not match then the majority determines the correct game state. The Lockstep protocol is often used within real-time, peer-to-peer games to prevent cheating. [27].

The bucket size can be adjusted to reduce the messages sent. This algorithm allows for error correction rather than error prevention. All nodes must send messages to all other nodes for each bucket meaning there is a large overhead. As a result, when implemented in games each player will only participate in the protocol for other players that are nearby. This is known as the “Zone of Control” [27]. The protocol is designed for untrustworthy nodes but can used in the same way to detect errors and use a majority is able repair inconsistencies. Since Popcorn is between trusted nodes, this algorithm could be performed but without the generation of hashes.

### X.X.X Proof of Work

Bitcoin and similar blockchain protocols use proof of work to maintain consistency over the network. Blockchains are distributed networks where nodes do not trust one another. They maintain consistency by making the connected nodes perform a difficult task. Usually, to determine an input that when joined with the value to be stored creates a hash that begins with specific number of zeros. The network is protected by the fact that a bad actor would need to have more than 50% of the processing power of the network in order to be able to write incorrect data [28].

The energy consumption is significant. It has been found that it is not possible to reduce the difficulty of the proof of work problem without degrading security [28].

### X.X.X SCOPE

Structured Consistency Maintenance in Structured Peer-to-peer systems, or the SCOPE protocol is already deployed in several different Peer-to-Peer systems (P2P) [20]. SCOPE was designed to maintain the consistency of a mutable data structure across a Peer-to-Peer network [20]. SCOPE has three operations to maintain consistency on data structures: subscribe, unsubscribe, and update. Nodes use these operations to register an interest in a particular data object (meaning that they will be notified of any changes to them), removes that registration of interest, and notify the network of a change to a data object, respectively [20].

In SCOPE the network is designed as a series of trees where each contains the nodes that store the replica of a particular data object. When an update to the data structure occurs, the message is propagated through the tree structure, where each node updates, forwards the message, or if it is a leaf node then it stops forwarding. This is very similar to the method employed by Popcorn from the previous year’s work. This results in O(log n) messages being sent within each tree [20]. SCOPE uses multiple replicas which is not needed within Popcorn. This algorithm is well suited to the existing design of Popcorn however contains some aspects designed for P2P that are redundant for Popcorn.

### X.X.X Summary

A variety of existing algorithms have been developed and are already in use within the field of consensus. However, all SCOPE do not consider the hierarchical structure of the Popcorn joining protocol. This structure could resolve the inconsistencies that Paxos or Phase King seek to resolve. Inspiration for an algorithm can be taken from SCOPE to use the passing of messages down the hierarchical structure without the unneeded aspects designed for P2P networks. The Lockstep protocol provides an interesting approach whereby you can verify if nodes have the same value by comparing between nodes. This could be modified such that each node on the network compares their node lists. This will eventually converge and does make use of the hierarchy of nodes within the network.

Chapter X

# Encryption

An initial aim of this project was to add encryption and authentication to the protocol. The aim of this was, in combination with the consistency algorithm and joining protocol, would mean that Popcorn would be safe to use on any network. Currently without encryption, details of any process running on Popcorn would be exposed and at risk of being modified in a network. Encryption is required for the safe deployment of Popcorn. The encryption was also needed to implement capabilities which were the original aim of this project.

Research was done on methods to encrypt data within the Linux kernel, and capabilities in various other operating systems. Encryption was then implemented within the Popcorn kernel. Each message that was sent in Popcorn was encapsulated by a new data structure. This data structure used the existing message header of the original Popcorn message, but the payload was encrypted using a symmetric key. Any message could then be received by the Popcorn, decrypted, and then processed as normal by the existing functions. The symmetric keys are stored within the message\_node structure in the node list. This system would cause minimum slow down to the system and meant that most functions would not need to change to facilitate the encrypted messages. This system is also invariant of the transport protocol that was used meaning that it only relies on one robust implementation rather than being implemented multiple times in TCP, RDMA, etc.

This system could not be tested due to this encryption API being for a later kernel version. Following this it was attempted to use TLS within the TCP specific protocol; however, this again required a later kernel version. A final attempt was made to introduce encryption by using an encryption library within the current kernel version. This was designed to allow a user-space programs to perform encryption. As a result, the memory allocator for the encryption needed to be called from user-space. This system was partly implemented. However, using a call to user-space to allocate memory for encryption is likely to introduce side-channels and is considered bad practice in the security community. Upgrading the kernel version of Popcorn would have taken considerable work beyond the range of this project. For this testing the encryption system has been left for future work. However, the implementation for encrypting and decrypting messages has been left in the kernel code but disabled by a macro. An important contribution of this chapter is that encryption should not be introduced into Popcorn within this kernel version. An attempt to do so is likely to introduce side-channel attacks, instead it is recommended that the kernel is first updated to a version that allows for encryption within the kernel.

Chapter 4

# Consistency Algorithms

## X.X Algorithms

The algorithms chosen were based on those researched but modified to be better suited to the joining protocol and the Popcorn operating system.

## X.X Acknowledgement Algorithm

This algorithm consists of each node sending an acknowledgement of the message once it, and all its children, have performed the action. This means that each command to add or remove a node is propagated through the network. Each node performs the action as it is received. Once a leaf node is reached an acknowledgement is sent to its parent. This propagates backwards through the network such that when a parent has an acknowledgement from both its children it then sent its own acknowledgement. The command has been successful if the instigator node receives acknowledgements from all its children.

If no acknowledgement be received after a timeout period, then that node will retransmit the message. The timeout period is calculated based on the number of nodes that the message must be forwarded to, that is the number of levels within the tree structure of the network. This repeats until either an acknowledgement is received, or a maximum number of attempts is received. If the maximum number of attempts is reached, then the node that has just been added is removed from the network. The connection to node that did not send the acknowledgement is checked and is also removed if it is not responding. This ensures the consistency throughout the entire network after the acknowledgement of the commands are received. This algorithm would require O(log n) time to complete as each message is forwarded to two other nodes in the network. This algorithm provides strong guarantees on the consistency of the network however it cannot detect mistakes after they have been made. When errors occur it is easy to locate exactly where they occurred as that will be the node waiting for an acknowledgement.

Since each addition needs to be entirely completed before the next node can be added this will mean long wait times particularly during the initialisation of the Popcorn network.

## X.X Check Random Algorithm

The check random algorithm works by the instigator generating a random offset value and forwarding this in a message to all other nodes. This message is forwarded in the same manner as a message to add or remove a node from the network. Each node once it receives this message calculates the node it should check, it forwards its own node list to the node for comparison. If there is a gap in the node list such that the node id that it was requested to check is not present, then it finds the next node that is present. This loops back round to zero if it goes over the length of the node list.

When a node receives another’s node list it checks for inconsistencies with its own. When there are differences, they are resolved by first checking if the node is still active and then choosing the node list with the lowest node id. This is because the lower the node id the closer to the instigator node it is and so is more likely to be correct.

By using an offset from a node ID, it means that nodes will be checked reasonably evenly and avoids many nodes being left unchecked while others being checked multiple times.

Since the offset value is random nodes will typically check different nodes with each pass. As they are corrected, errors will generally reduce with each pass. This can be proven since messages are passed through a tree structure with the instigator at the root. Each message can fail to be passed on each edge. This means the nodes closer to the root are more likely to be correct. By randomly checking and deciding that the lower node ID wins then node lists closer to the root will replace the value of the higher node ID node. As a result, the message will gradually pass through the network until all nodes are consistent.

It was considered to make each node independently choose another node to check. However, this is would result in many of the nodes being left unchecked with others checked multiple times.

This algorithm requires a central coordinator, the instigator node, to generate a random offset. It then requires the entire node list of each node to be passed with each check. The random offset must change with each run of error correction. An issue with this algorithm is that previous runs of error correction may be undone : if node 0 corrects node 4 (which has a mistake), the following round of error correction node 1 (which has a mistake) puts the error back on node 4. A simulation will be needed to determine is this is a significant problem.

## X.X Check Neighbours Algorithm

Similarly, to the check random algorithm, check neighbours operates by each node sending its node list to its neighbours. E.g., for node 4 its neighbours would be node 3 and node 5 (if they are present on the node list). If there is a gap in the node list, then the next available node is the neighbour. The node list loops back on itself so the first and last nodes are neighbours. This algorithm resolves conflicts, once found, in the same way as check random where the lowest node ID takes precedent.

This algorithm ensures that every node in the list is checked twice by different nodes. The fact that each node checks its neighbours when the node list is structured as a binary tree means that every node will always be checking a sibling/child node pair, or a sibling/parent pair. This means that you always check a node in a different branch and a different level of the tree structure, where differences are more likely to occur.

As with the previous algorithm, errors may be push through the network however with sufficient rounds of error correction it will converge to the correct values.

It differs from the previous algorithm by not needing a single node (generally the instigator node) to initialise a check. It does not require an offset value to coordinate as all nodes know exactly which nodes to check. This means that each node would be able to decide how often to run error correction independently of the others and does not require central coordination. It also requires less waiting than the check random, this is because nodes which are neighbours are close within the tree structure (the same level ±1), and so should receive messages at approximately the same time. Whereas for check random it needs to wait until all nodes have finished as they can be checked in any order.

Chapter 4

# Simulation Implementation

To determine which protocol would be most appropriate to implement, a simulation was created. The simulation was written in Python. It consisted of a data structure of containing the Popcorn network. This network contained a list of nodes, known as the master list. This is the actual state of the network. Each node was represented by a PopcornNode object. This object contains a node list containing that node’s view of the network. When created, each node object is assigned its own unique identifier, this was the time it was created. The unique identifier is used to distinguish two nodes that during the lifetime of the network had the same node id.

The PopcornNetwork class had methods to check the number of conflicts in the network. It did this by moving through each node and checking its node list against the network’s master node list. Where there were any differences this was recorded as an inconsistency in the node lists.

The simulation was able to set a drop rate for the network. This is proportion of messages dropped by the network. Within the simulation this is designed to represent the messages dropped, corrupted, or hardware or software failures which lead to messages not being processed. One condition is that the first message, to the instigator node, is never lost. This is a fair assumption as if a node was not able to make a connection with the first node then it has not managed to successfully connect.

The program randomly chose to add or remove a node with equal probability. With the exception of when there is only one node left in which case adding is guaranteed. The node would be added to the first gap in the network as per the protocol developed last year. If a node is to be removed, then one is randomly selected from ones connected to the network (i.e., on the master node list). The checking algorithm used, and the trial number is used for the random seed, this ensures easy replication of the data. Each trial ended once a node list length of 100 nodes had been reached.

Although Popcorn has asynchronous events, the simulation was designed so that everything occurs in a fixed order. This drastically reduced the complexity of the program. Instead, the simulation processed the results in a depth-first manner recording an artificial timestamp of each event. Each node only changes their own node list for one node ID per add or remove command. Following the joining protocol is a node is not present in the node list then a node will forward to its children until the end of the list is reached.

The number of nodes that were inconstant was recorded along with the time taken for the add or remove operation to complete, the number of flooded nodes – that is when many messages reach a node at the same time which may mean it becomes overwhelmed. Also, the length of the node list is recorded. This data is outputted to a CSV file which was then processed further. Several trials were used for each algorithm and drop rate, this was to ensure that the random structure of the network did not bias the results. All the results of the trials are combined and averaged.

The time that messages are sent are calculated based off when the message started and how many nodes it must have travelled through. This is trivial to do when the network is a tree structure. Using the timing results, we can detect if a particular node is flooded.

A single datatype was used for the algorithms where subclasses implemented the functions for the error detection and correction.

A common data structure was created to represent a consistency checking algorithm. This allowed a common interface between the different algorithms. The methods of note are check\_up and error these detect and fix errors respectively.

Three algorithms were implemented and one control (where no error correction is applied.

Chapter X

# Algorithm Comparison

The simulation was run on each of the algorithms with drop rates of 0%, 5%, 10%, 20% and 40% with 5 trials for each algorithm and drop rate. These values were chosen to show how the algorithm degrades as the quality of the network degrades. They are chosen to be extreme values for this reason and not expected to be as high but show trends. Each trial ends when 100 nodes are reached. The use of multiple trials ensures that the results are not due to randomness. A different seed set for each trial. It also means that the structure of the node list is different for each trial as large gaps in the network in a trial could skew results – therefore multiple trials are used.

The algorithms are compared based on the message size, number of messages, flooding of nodes, and attempts/rounds taken.

## X.X Message Size and Frequency

It is important to consider the size of the messages being sent. Large and frequent messages will cause large overheads to the network which degrades the performance of Popcorn.

### X.X.X Acknowledgement Algorithm

The acknowledgement algorithm has a comparatively small message size, needing only the node’s address, node id, and an integer to represent the command (add or remove). The messages are transmitted down the hierarchy of nodes in the same manner as the joining protocol. If a message is lost it will cause nodes waiting for an acknowledgement to timeout and all retransmit. When this occurs in leaf nodes or those close to the leaves then the number of messages retransmitted will be large. When no messages are lost every acknowledgment is only sent once per node.

### X.X.X Check Random

Check random contains n unique identifiers for a node list of n nodes, along with an integer offset value. This scales linearly, a subset of the node list could be compared to reduce the message size. However, this would be at the cost of reducing the probability of the error being detected. Instead, a hash could be used to compare a single value before triggering a full check. This algorithm would first require the offset value to be transmitted through the network in the same manner as the joining protocol. Then every node must check every other node. This results in two messages per node. If multiple rounds of this algorithm is needed then the frequency must be multiplied by this value.

### X.X.X Check Neighbours

This algorithm performs in the same way as the check random algorithm except it does not require the central coordination for the offset value. This means that the message size scales according to the number of nodes in the node list (with the same possibility of optimisation as with check random). The frequency of messages is also one per node per round. Where multiple rounds may be needed to converge to the correct value.

### X.X.X Summary

The acknowledgement algorithm has a smaller message size (O(1)) and lower frequency of messages sent O(n) with respect to the node list length. With some minor optimisations the check random and check neighbour algorithms are able to achieve a O(1) message size and a messages sent across the network of O(n) per round of conflict resolution.

## X.X Attempts or Rounds Taken

The number of attempts or rounds taken to perform any algorithm must be measured as it has an impact on the frequency of messages and the overall viability of the algorithm. Here we make a distinction between an attempt and a round. An attempt refers to any command that terminated in a message that was dropped. The experiment was initially run to find the number of attempts in the check neighbours and check random algorithms. However, since these two algorithms are not guaranteed to detect all errors, any previous errors were carried onto the following attempt for the simulation. For this reason, all errors were corrected before moving onto the next command. The number of rounds refers to the number of times that the algorithm needed to be run before all errors were resolved.

### X.X.X Acknowledgement Algorithm

For the acknowledgement algorithm the number of attempts is tracked. Figure 2 and Figure 3 show the average and maximum number of attempts in the acknowledgement algorithm respectively. These graphs show how the algorithm degrades as the node list increases in length and the number of dropped messages increases.

Figure 2: Average number of attempts against node list length for the acknowledgement algorithm. Plotted on a logarithmic scale as the drop rate of 0.4 is significantly higher than the other values.

Figure 3: Maximum attempts against node list length for acknowledgement algorithm. Plotted on a logarithmic scale.

### X.X.X Check Random and Check Neighbours

These two algorithms are evaluated together in this section as they detect and correct errors in a similar way. Their graphs are shown together with the same axis boundaries for ease of comparison.

Figure 4 and Figure 5 show the average number of rounds for the check random and check neighbours algorithms respectively. The average shows that check random marginally outperforms check neighbours with fewer rounds required. The number of rounds also increases marginally faster for check neighbours indicating that it does not scale as well. The average values appear to show a linear trend where the number of rounds required increases with the length of the node list. This was expected as when errors occur closer to the instigator node it can take multiple rounds of the algorithm for the correct value move through the network (e.g., if 3 adjacent nodes have a mistake then the node in middle will not have received the correct value after the first round). The simulation terminated the trial once a length of 100 nodes was reached. For this reason, the final values are less reliable. This also explains the dip in the number of rounds towards the end of all the graphs. To gain a better understanding of the impact that this would have on a real implementation we compare these algorithms for the average and maximum values for a node list of length 80 on with a 5% drop rate. This is because 80 is a large number of nodes but there are fewer data points closer to 100. The results are shown in Table 1.

|  |  |  |
| --- | --- | --- |
| ALGORITHM | AVERAGE ROUNDS | MAXIMUM ROUNDS |
| Check Random | 1.15 | 4 |
| Check Neighbours | 1.08 | 3 |
|  |  |  |

Table 1: Average and maximum number of rounds required to repair a network of 80 nodes with a drop rate of 5%.

This shows that in an implementation of these algorithms a small number of corrections would be needed even in a large node list. The maximum number can be used in the implementation to maximise the probability of resolving all errors.

The maximums, shown in Figure 6 and Figure 7, show that the maximum number of rounds needed does not reach excessive values. This is also confirmed by the values in Table 1.

Figure 4 Average number of rounds required to resolve all conflicts using the check random algorithm.

Figure 5: Average number of rounds required to resolve all conflicts using the check neighbours algorithm.

Figure 6: Maximum number of rounds required to resolve all conflicts using the check random algorithm.

Figure 7: number of rounds required to resolve all conflicts using the check neighbours algorithm.

### X.X.X Summary of Attempts and Rounds

In summary, the number of attempts for the acknowledgement algorithm grows quickly for large node lists. Check random marginally outperforms check neighbours in terms of the number of rounds needed for a consistent node list. The maximum number of rounds in each of these algorithms does not significantly increase as the node list length increases.

## X.X Flooding Nodes

In this paper flooding of nodes refers to when a node receives a sufficiently large number of messages that it becomes overwhelmed. This is important to determine in order to assess the scalability of different algorithms. Within the simulation a node is classed as flooded if it receives a large number of messages within a given time period. Time is simulated within the program so number of flooded nodes is arbitrary, it only provides a comparison between different nodes.

Graphs are not quite right for this section – working on this just now

PROVIDE COMPARISON BETWEEN NODES

#TODO: • we must divide the number of messages and floods by the number of times it took to resolve conflicts, should we?

SINCE ACKNOWLEGEMENT IS WAITING FOR THINGS TO COMPLETE, WHEN IT DROPS A MESSAGE LOWER IN THE NETWORK THEN ALL THE PARENTS WILL ALSO TIMEOUT! – this is not relevant for time but might be for flooding

## X.X Time Taken

It is important to consider the time taken either to add a node to the network or detect and resolve errors in the node list.

### X.X.X Acknowledgement Algorithm

The acknowledgement algorithm works by preventing errors occurring while adding a node. For this reason, only one node can be added at a time, any other node being added must wait until the action is completed. Each message takes O(log(n)) time to send a message. This is because both the action and the acknowledgement travels along a binary tree structure.

### X.X.X Check Random

Check random must first propagate a message with the offset value before running the check. Check random has a central coordinator, the instigator node, this means that the time taken for a single check to be performed is the time taken to propagate a message across the binary tree structure which is O(log n). Each check is then done independently by each node in constant time. As seen when comparing the number of rounds, this algorithm does not require many rounds to complete.

### X.X.X Check Neighbours

Check neighbours does not require any central coordinator and each node can decide independently when it wishes to run a check. This means that the time taken is simply the number of rounds needed multiplied by the time taken to perform one check. We found in the previous section that the number of rounds is low even for large node lists. The time taken to perform one check is small compared to the other algorithms as it does not require traversing the binary tree structure of the node list.

## X.X Authentication

Although the authentication of the messages has been left to future work it is important to consider how these algorithms can be adapted in future to facilitate authenticated commands. The acknowledgement algorithm could allow for messages to be signed allowing each node to easily to verify the legitimacy of the command it receives along with being able to verify that every child node has also performed the action.

For the check random and check neighbour’s algorithm this is more difficult. When adding or removing a node a command can be signed. For the check random and check neighbour algorithm they can store the signature given in the command and relay this when checking other nodes. Only valid signatures would be considered and therefore it is possible to cryptographically verify all commands with these algorithms. The downfall with this is that a signature would need to be kept for the lifetime of a node. This should not require a significant amount of memory and is therefore an acceptable solution.

## X.X Summary

In terms of message size and frequency the acknowledgment algorithm clearly outperforms the other two algorithms. However, the check neighbours and check random algorithms allow for significant optimisations. The number of attempts for the acknowledgement algorithm was larger than expected however, not to the point that this would make the algorithm infeasible. The check random and check neighbours algorithms performed well. Where the number of rounds required to perform the algorithm does not become large even for large node lists. For time taken the check neighbours outperforms the others. This is because each node can independently perform the action without the need for any central coordinator such as the check random algorithm.

Unlike the other two algorithms, the acknowledgement algorithm aims to prevent errors occurring rather than retrospectively correcting errors. It was noted during the implementation of the acknowledgement algorithm that if an error did occur the algorithm had no way of correcting it and the error grew exponentially with each subsequent change to the node list. An operating system should be robust and able to handle any error. A hardware or software failure or a bug in a related system could cause an error in the node list. A system using the check random or check neighbours would be more robust to this kind of error.

Check neighbours was chosen as the best algorithm due to its ability to be able to perform checks where each node can act independently. This results in far faster checking and correction times. Although on average it takes marginally more rounds to perform a correction, since a central coordinator is not needed the check is able to be performed faster. The algorithm allows for significant optimisation in terms of message size and since each node can decide when to run a check it can be optimised in terms of frequency (e.g., the entire system could be disabled if a user knows that the node list will not change).

Chapter X

# Popcorn Implementation

The check neighbours algorithm was implemented into the Popcorn Linux kernel. It was implemented by creating a function that added the index, address, transport protocol, and a random token to a list. The check\_and\_repair\_popcorn function then took the linked list of nodes previously generated, packaged them into a Popcorn message and sends to the neighbouring nodes. When a node receives a message with the details of other nodes it checks each one to see if there are any inconsistencies between its own node list and its neighbours. If its node ID is lower than its neighbour, it runs the check\_and\_repair\_popcorn function to send its node list to its neighbour so that it corrects its node list. If the node list is higher, then it corrects its node list. Each message must have a fixed size, for this reason each message can carry 10 nodes (this value can easily be changed). If there are more than 10 nodes, then another message is sent until all are sent. When there are not enough nodes to fill a message then it is padded with dummy values. The transport name is sent with the check so that if a connection is made then the node knows which transport protocol to use. This preserves the work done last year allowing for different transport protocols to be used by different nodes.

In the previous year’s project, a randomly generated token was used to ensure that a node outside of the network waiting for Popcorn nodes to connect them only connect to nodes within the network. This was done by the instigator randomly generating a token string which it sent to the new node and passed along with the command to all the other nodes in the network. That way the node being added knew only to add the nodes with the correct token and aborted if there were too many failed attempts. This was extended by storing the token within the node list so that it could be recalled with every check of the node list. When a node is establishing a connection due to a check in the node list it only does so if the token is correct, providing security to the node list. These messages are currently unencrypted so do not provide security in isolation, but encryption has been left as future work. A future addition could be to sign the tokens so that every node can cryptographically verify if a node should be added.

#TODO: copy the token value then release the semaphore, this speeds up the message handling as the calculating of the checksum and running of the algorithm will take longer

In order to reduce message size a type of hashing was used. If each node only needed to compare a single value, then it would significantly reduce the message size as each node would not need to send the entire node list each time it performed a check. A cryptographic hash is computationally expensive. So instead, the randomly generated tokens were used. Each token is 16 bytes long and randomly generated meaning that each bit has a 50% chance of being a one. If each of these tokens are XORed together then this will give a 16-byte representation of the entire node list. Since the result will be entirely random then the chance of a collision is 1 in 248 (or 1 in 281 trillion). This means that any differences are almost guaranteed to be detected. The number of bytes used can be reduced in future to improve performance. This method would not be able to detect if the order is incorrect however, this is unlikely to ever happen as each node is sent their index value from the instigator. This is inexpensive to compute and provides a unique value that can be used to check the node list is correct without needed to transmit the entire node list.

## X.X Evaluation

As the analysis of the algorithm was done when choosing the algorithm, this section will only discuss the evaluation of the final implementation. In order to check that the system worked we needed to create a system to deliberately create errors within the node list. This was done by creating a command called add\_no\_prop that when sent along with an integer value to the input proc file for the messaging layer triggers the adding of a node without running the joining protocol. This means that the nodes are connected but do forward the details of the new node to any other nodes. Another command called check was created that would trigger the correction algorithm.

Since neighbours frequently send messages to each other, an optimisation of the system would be place low latency devices near each other (i.e., devices that are physically closer). This means optimisation between the node list would also make the check neighbours algorithm more efficient.

Testing was done by connecting a series of virtual machines. The algorithm was able to detect and initiate a connection between the nodes and therefore repair the node list when an error occurred. This shows that the algorithm worked correctly.

Chapter X

# Conclusion

This year the aim of the project was to provide a consistency algorithm to resolve errors on the node list. The algorithm was chosen due to its scalability and low overhead ability to resolve conflicts as they occur on the node list. The algorithm was implemented in the Popcorn Linux kernel. Optimisations were made in order to reduce the size of messages sent by the algorithm. The system was tested by connecting a single node to the network and running a check. This check then detects the differences in the node lists and the nodes with missing connections establish connections with each other.

The main contributions of this project were the analysis of the algorithm, the implementation of the algorithm, and the research into encryption. This paper laid out the reasoning behind the choice of algorithm and how it best fits into the existing Popcorn system and with how it relates to the work carried out last year. The research into encryption is also important contribution as any attempt to introduce encryption should only be done after the kernel is upgraded to a newer version. The research found that attempting to use user-space encryption functions within the kernel is more likely to introduce side-channel vulnerabilities. Encryption was implemented into the kernel and so it available for future.

I had no prior experience of kernel programming or operating systems before the start of this two-year project. Implementing the algorithm in Python before implementing within the kernel made for considerably easier development this year compared to last year. Going forward, when implementing kernel or any complex project I think it is beneficial to implement in a higher-level language where it is easier to debug in order to more easily find bugs first. This greatly simplified the process when it came to kernel programming.

This project is opensourced and will be shared with the wider Popcorn project. Future work of the project is to allow for other commands to be added to the joining protocol e.g., to be able to seamlessly switch transport protocols without disconnecting. Further future work would include more testing of the system with real hardware.

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