

Algoritms

Algorithms, which are detecting termination of the computation, are closely related (similar) to algorithms, which are detecting deadlocks.

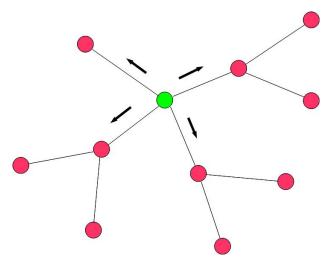
In deadlock algorithms we are looking for processes that remain themselves in the passive state, in other processes the execution can continue.

In termination algorithms, we are interested in the fact that all processes are in the passive state which can result from termination of the process or from the deadlock.

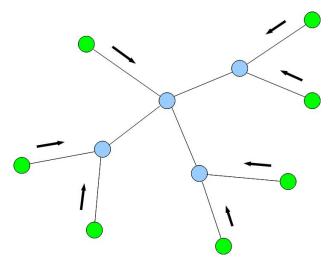
Similarly as in previous lectures, we can find algorithms, which are based on different principles.

As examples we present the test of diffusion algorithm, and the test serving as an auxiliary (additional) algorithm.

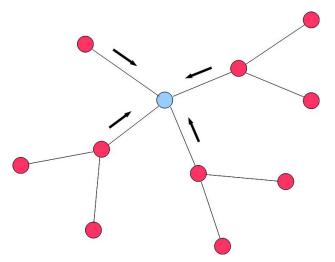














```
receiving MESSAGE from j do
begin
if DefIn=0
then Parent := j
else Others := Others+j;
DefIn := DefIn+1
end

receiving SIGNAL from j do
DefOut:=DefOut-1;

{ příjem zádosti aplikace }
```



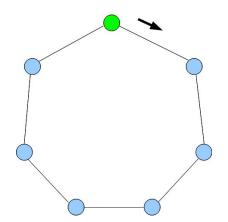
Dijkstra-Scholten

```
sending MESSAGE to j do
                                            { odeslání žádosti aplikace }
  { possible if DefIn>0 }
  DefOut := DefOut+1:
sending SIGNAL to (Oth=any of Others) do { odeslání odpovědi aplikace }
  { possible if (DefIn>1 }
  beain
    Others := Others-Oth:
    Defin := Defin-1
  end
sending SIGNAL to Parent do
                                            { odeslání odpovědi aplikace }
  { possible if (DefIn=1 and DefOut=0) }
  Defin = Defin-1
begin
                       { inicializace }
  Defin:=0; Defout:=0; Others:=
end
```

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Dijkstra-Feijen-Van Gasteren





Dijkstra-Feijen-Van Gasteren

```
receiving MESSAGE do
                                      { příjem zprávy aplikace }
  State := ACTIVE
waiting MESSAGE or State=TERMINATED do
  State = PASSIVE
                                      { čekání na zprávu aplikace }
sending MESSAGE to j begin
                                { odeslání zprávy procesu s indexem j>i }
  if i<i then Color := BLACK
when received TOKEN(ct) from i+1 do { příjem zprávy TOKEN }
  begin
    TPresent := T:
    TColor := ct:
    if i=0 then
       if Color=WHITE and TColor=WHITE
      then { TERMINATION DETECTED }
       else TColor := WHITE
  end
```

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Dijkstra-Feijen-Van Gasteren

```
when TPresent and State=PASSIVE do

begin { předání zprávy TOKEN následníkovi }

if Color=BLACK then TColor := BLACK;

TPresent := F;

send TOKEN(TColor) to i-1;

Color := WHITE

end

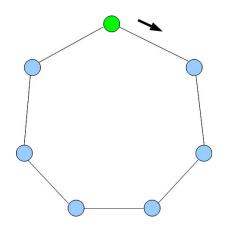
begin { inicializace }

TPresent := F; Color := WHITE

end
```



Misra





Misra

```
when received MESSAGE do
                                { příjem zprávy aplikace }
  begin
    State := ACTIVE:
    Color := BLACK
  end
when waiting MESSAGE do
                                { čekání na zprávu aplikace }
  State = PASSIVE
when received TOKEN(j) do
                                { příjem zprávy TOKEN }
  begin
    nb := i
    TPresent := T;
    if nb=Size(C) and Color=WHITE then
       { TERMINATION DETECTED }
  end
```



Misra

```
when TPresent and State=PASSIVE
begin
if Color=BLACK then nb := 0
else nb := nb+1;
send TOKEN(nb) to Succesor(C,i);
Color := WHITE;
TPresent := F
end
begin
Color := BLACK; TPresent := F; nb := 0
end

{ odeslání zprávy TOKEN }

}
```

Protection against "errors" of processes



For many applications it is sufficient, if the application steps arrange only a subset of processes, and failures of some of them will not affect the result. Such subsets can be *quora*.

- The simplest type of quorum is a subset of at least (n + 1)/2 elements, such quorum is referred to as *Majority*.
- Maekawa's quorum has a number of elements equal to \sqrt{n} for n processes, related *matrix quorum* formed by processes in the i-th column and j-th row of the matrix has $2\sqrt{(n)} 1$ elements.
- Another interesting class of quora is tree quorum. The quorum is a path between the root and a leaf of the binary tree whose nodes are processes.
 If any of the processes in this path is broken, it can be replaced by broken process "children" and routes over them to the leaves.

The quorum's mechanisms that allows to select a set of processes capable to perform calculation's steps are basis of mechanisms that allow to ensure the consistency of *replicated* data in any calculation process.



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set of nodes

$$S = \{s_1, s_2, ...s_n\}$$

coterie

$$\textit{\textbf{C}} = \{\textit{\textbf{Q}}_{1}, \textit{\textbf{Q}}_{2}, ... \textit{\textbf{Q}}_{m}\}, \ \textit{\textbf{Q}}_{i} \neq \emptyset, \ \textit{\textbf{Q}}_{i} \subseteq \textit{\textbf{S}}$$

quorum

$$Q_i \cap Q_j \neq \emptyset, \ Q_i, Q_j \in C, \ i \neq j$$
 - intersection

$$Q_i
ot\subset Q_j, \qquad Q_i, Q_j \in \mathit{C}, \ i
ot= j \qquad$$
 - minimality



Majority quorum

quorum size = (n+1)/2

Maekawa's quorum

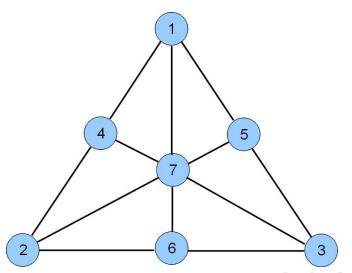
quorum size = √n

Tree quorum

quorum size = \sqrt{n} . . . (n+1)/2

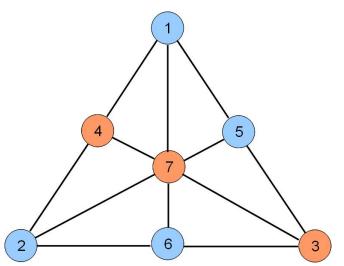
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Maekawa



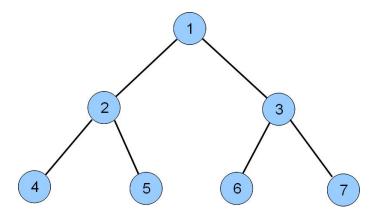


Maekawa



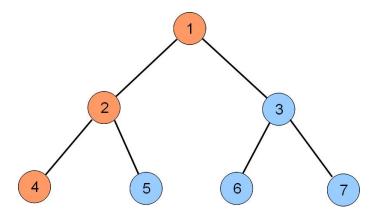


Tree quorum



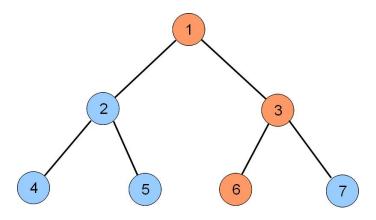


Tree quorum





Tree quorum



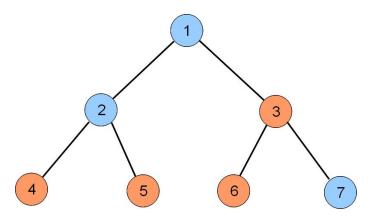


Tree quorum - Agrawal-El Abbadi

```
function GetQorum (Tree:tree) : quorumset;
var left, right : quorumset;
begin
  if Empty(Tree) then
    Return ({ });
  else
  if GrantsPermission(Tree^.Node) then
    return ({Tree^.Node} U GetQuorum(Tree^.LeftChild))
    or
    return ({Tree^.Node} U GetQuorum(Tree^.RightChild))
    else (* ... handling Tree^.Node failure ... *)
    return (GetQuorum(Tree^.LeftChild) U GetQuorum(Tree^.RightChild))
end.
```

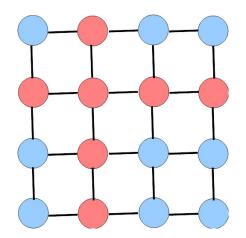


Tree quorum - Agrawal-El Abbadi



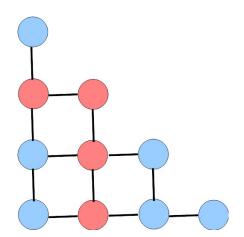


Square quorum





Triangular quorum





Quora usage

