

# Commit

### **Distributed Systems**

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### **Distributed Database Commit**

- چند سایت در اجرای یک تراکنش نقش دارند. وقتی هر یک از سایتها وظیفه خود را به پایان رساند، باید تصمیم گیری کند که تراکنش commit شود یا abort.
- در صورتی که هر سایت توانسته باشد کارهای مربوط به خود را به صورت محلی انجام دهد،
   ترجیح می دهد تصمیم commit بگیرد و در غیر اینصورت abort.
  - وقتی کامیت انجام میشود که همه سایت ها روی آن توافق داشته باشند.
    - ترجیحا توافق باید روی کامیت انجام شود.

# مدل مسئله

- فرض می کنیم خطای ارسال پیام (لینک ارتباطی) نداریم و صرفا خطای سایت یا نود داریم. ( Process Failure )
- مجموعه تصمیم گیری شامل  $\{0,1\}$  است: 0 به معنای abort و 1 به معنای شامل  $\{0,1\}$  است: 0 به معنای بود.
  - شبکه را گراف کامل در نظر می گیریم.

# شرايط

Agreement: No two processes decide on different values.

### Validity:

- 1. If any process starts with 0, then 0 is the only possible decision value.
- 2. If all processes start with 1 and there are no failures, then 1 is the only possible decision value.

#### **Termination:**

The weak termination condition says that if there are no failures then all processes eventually decide.

The strong termination condition (also known as the non-blocking condition) says that all non-faulty processes eventually decide.

### - Module TCommit -

Constant RM

The set of participating resource managers

VARIABLE rmState

rmState[rm] is the state of resource manager rm.

```
\begin{split} TCTypeOK &\triangleq \\ rmState \in [RM \rightarrow \{\text{``working''}, \text{``prepared''}, \text{``committed''}, \text{``aborted''}\}] \\ TCInit &\triangleq rmState = [r \in RM \mapsto \text{``working''}] \end{split}
```

```
canCommit \stackrel{\triangle}{=} \forall r \in RM : rmState[r] \in \{ \text{"prepared"}, \text{"committed"} \}
notCommitted \triangleq \forall r \in RM : rmState[r] \neq "committed"
Prepare(r) \triangleq \land rmState[r] = "working"
                    \land rmState' = [rmState \ EXCEPT \ ![r] = "prepared"]
Decide(r) \stackrel{\triangle}{=} \lor \land rmState[r] = "prepared"
                       \wedge canCommit
                       \land rmState' = [rmState \ EXCEPT \ ![r] = "committed"]
                    \lor \land rmState[r] \in \{ \text{"working"}, \text{"prepared"} \}
                       \wedge notCommitted
                       \land rmState' = [rmState \ EXCEPT \ ![r] = "aborted"]
TCNext \triangleq \exists r \in RM : Prepare(r) \lor Decide(r)
```

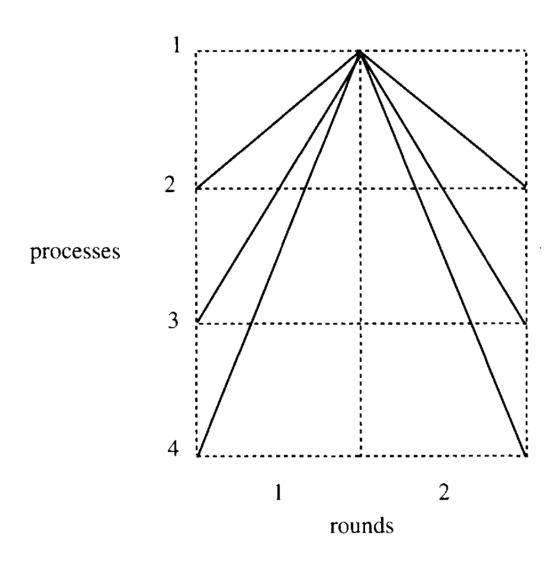
### **Two-Phase Commit**

The algorithm assumes a distinguished process, say process 1.

Round 1: All processes except for process 1 send their initial values to process 1, and any process whose initial value is 0 decides 0. Process 1 collects all these values, plus its own initial value, into a vector. If all positions in this vector are filled in with ls, then process 1 decides 1. Otherwise—that is, if there is some position in the vector that contains 0 or else some position that is not filled in (because no message was received from the corresponding process)—process 1 decides 0.

Round 2: Process 1 broadcasts its decision to all the other processes. Any process other than process 1 that receives a message at round 2 and has not already decided at round 1 decides on the value it receives in that message.

# **Communication pattern in Two-PhaseCommit**



# شرايط

- Agreement
- Validity
- Weak Termination
- Strong Termination

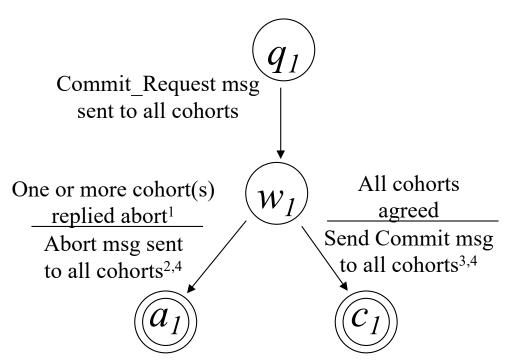
if process 1 fails before beginning its broadcast in round 2, then no nonfaulty process whose initial value is 1 ever decides.

### **Strong Termination**

- اگر پروسس 1 قبل از اعلام نتیجه از دسترس خارج شود؟ راه حل: یکی از سایتهایی که مثلا نظر 0 داشته به بقیه اطلاع دهد.
- اگر همه روی 1 توافق داشته باشند و 1 قبل از اینکه هر گونه پیامی ارسال کند از دسترس خارج شود؟ بقیه سایتها از نظر 1 مطلع نبوده و نمی توانند تصمیم گیری کنند.

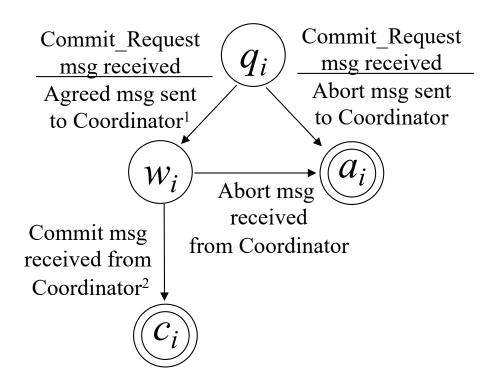
# 2-phase Commit Protocol

### **Coordinator**



- 1. Assume ABORT if there is a timeout
- 2. First, writes ABORT record to stable storage.
- 3. First, writes COMMIT record to stable storage.
- 4. Write COMPLETE record when all msgs confirmed.

### Cohort i (i=2,3,...,n)



- 1. First, write UNDO/REDO logs on stable storage.
- 2. Writes COMPLETE record; releases locks

# **Site Failures**

Who Fails	At what point	Actions on recovery
Coordinator	before writing Commit	Send Abort messages
Coordinator	after writing Commit but before writing Complete	Send Commit messages
Coordinator	after writing Complete	None.
Cohort	before writing Undo/Redo	None. Abort will occur.
Cohort	after writing Undo/Redo	Wait for message from Coordinator.

# پیچیدگی زمانی

### 2 مرحله

سوال: چرا در حالی که الگوریتم تفاهم در شرایط خطای پروسس به f+1 مرحله نیاز داشت، پروتکل PC2 صرفا به دو مرحله نیاز دارد؟

پاسخ: شرط پایان متفاوت است (weak termination)

# پیچیدگی پیامی

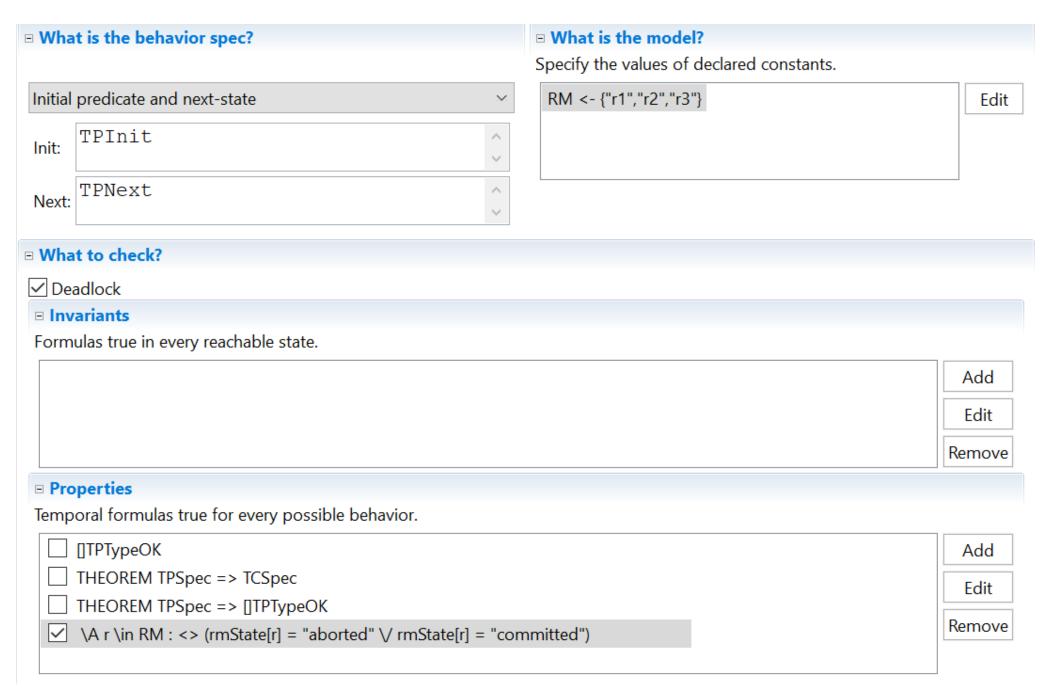
● در بدترین حالت (n-1) 2 پیام در صورتی که خطا رخ ندهد.

### Constant RMThe set of resource managers VARIABLES rmState, rmState[r] is the state of resource manager r. tmState, The state of the transaction manager. tmPrepared, The set of RMs from which the TM has received "Prepared" messages. msgs $Messages \triangleq$ $[type: \{ \text{"Prepared"} \}, rm: RM] \cup [type: \{ \text{"Commit"}, \text{"Abort"} \}]$ $TPTypeOK \triangleq$ $\land rmState \in [RM \rightarrow \{ \text{"working"}, \text{"prepared"}, \text{"committed"}, \text{"aborted"}, \text{"Failed"} \}]$ $\land tmState \in \{\text{"init"}, \text{"done"}\}\$ $\land tmPrepared \subseteq RM$ $\land msgs \subseteq Messages$ $TPInit \triangleq$ $\land rmState = [r \in RM \mapsto "working"]$ $\wedge tmState = "init"$ $\land tmPrepared = \{\}$ $\land msgs = \{\}$

```
TMRcvPrepared(r) \triangleq
  \wedge tmState = "init"
  \land [type \mapsto "Prepared", rm \mapsto r] \in msgs
  \land tmPrepared' = tmPrepared \cup \{r\}
  \land UNCHANGED \langle rmState, tmState, msgs \rangle
TMCommit \triangleq
  \wedge tmState = "init"
  \wedge tmPrepared = RM
  \wedge tmState' = "done"
  \land msgs' = msgs \cup \{[type \mapsto \text{``Commit''}]\}
  \land UNCHANGED \langle rmState, tmPrepared \rangle
TMAbort \triangleq
  \wedge tmState = "init"
  \wedge tmState' = "done"
  \land msgs' = msgs \cup \{[type \mapsto \text{``Abort''}]\}
  \land UNCHANGED \langle rmState, tmPrepared \rangle
TMFailed \triangleq
  \wedge tmState' =  "Failed"
```

```
RMPrepare(r) \triangleq
  \land rmState[r] = "working"
  \land rmState' = [rmState \ EXCEPT \ ![r] = "prepared"]
  \land msqs' = msqs \cup \{[type \mapsto "Prepared", rm \mapsto r]\}
  \land UNCHANGED \langle tmState, tmPrepared \rangle
RMChooseToAbort(r) \triangleq
  \land rmState[r] = "working"
  \land rmState' = [rmState \ EXCEPT \ ![r] = "aborted"]
  \land UNCHANGED \langle tmState, tmPrepared, msgs \rangle
RMRcvCommitMsg(r) \triangleq
  \land [type \mapsto "Commit"] \in msgs
  \land rmState' = [rmState \ EXCEPT \ ![r] = "committed"]
  \land UNCHANGED \langle tmState, tmPrepared, msgs \rangle
RMRcvAbortMsg(r) \triangleq
  \land [type \mapsto \text{``Abort''}] \in msgs
  \land rmState' = [rmState \ EXCEPT \ ![r] = "aborted"]
  \land UNCHANGED \langle tmState, tmPrepared, msgs \rangle
```

```
TPNext \triangleq
  \vee TMCommit \vee TMAbort
  \vee \exists r \in RM:
       TMRcvPrepared(r) \lor RMPrepare(r) \lor RMChooseToAbort(r)
          \vee RMRcvCommitMsg(r) \vee RMRcvAbortMsg(r)
TPSpec \triangleq TPInit \land \Box [TPNext]_{\langle rmState, tmState, tmPrepared, msgs \rangle}
THEOREM TPSpec \Rightarrow \Box TPTypeOK
INSTANCE TCommit
THEOREM TPSpec \Rightarrow TCSpec
```



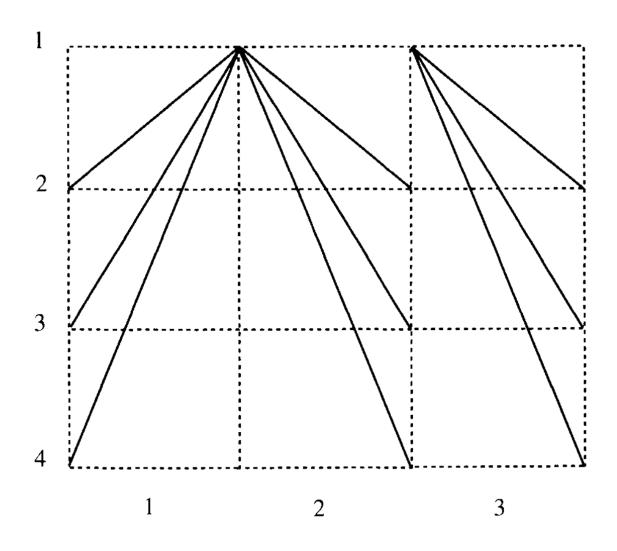
### **Three-Phase Commit**

Round 1: All processes except for 1 send their initial values to process 1, and any process whose initial value is 0 decides 0. Process 1 collects all these values, plus its own initial value, into a vector. If all positions in this vector are filled in with 1s, then process 1 becomes ready but does not yet decide. Otherwise--that is, if there is some position that contains 0 or else some position that is not filled in (because no message was received from the corresponding process)--process 1 decides 0.

Round 2: If process 1 has decided 0, then it broadcasts decide(0). If not, then process 1 broadcasts **ready**. Any process that receives decide(0) decides 0. Any process that receives ready becomes ready. Process 1 decides 1 if it has not already decided.

Round 3: If process 1 has decided 1, it broadcasts decide(1). Any process that receives decide(1) decides 1.

# **Communication pattern in Three-PhaseCommit**



### **Three-Phase Commit, termination protocol**

Round 4: All (not yet failed) processes send their current status, either dec0, dec1, ready, or uncertain, to process 2. Process 2 collects all these status values, plus its own status, into a vector. Not all the positions in the vector need be filled in--process 2 just ignores those that are not. If the vector contains any dec0 values and process 2 has not already decided, then process 2 decides 0. If the vector contains any dec1 values and process 2 has not already decided, then process 2 decides 1. If all the filled-in positions in the vector contain the value uncertain, then process 2 decides 0. Otherwise--that is, if the only values in the vector are uncertain and ready and there is at least one ready--process 2 becomes ready but does not yet decide.

Round 5: In this and the next round, process 2 behaves similarly to process 1 in rounds 2 and 3. If process 2 has (ever) decided, then it broadcasts its decision, in a decide message. If not, then process 2 broadcasts ready. Any process that receives decide(0) or decide(1) and has not already decided, decides 0 or 1, as indicated. Any process that receives ready becomes ready. Process 2 decides 1 if it has not already decided.

Round 6: If process 2 has decided 1, it broadcasts decide(1). Any process that receives decide(1), and has not already decided, decides 1.

# شرايط

- Agreement
- Validity
- Weak Termination
- Strong Termination

در صورتی که پردازش ۱ دچار خطا نشود، برقرار است.

# تحلیل پیچیدگی

### پیچیدگی زمانی:

مرحله در صورتی که n پروسس دچار خطا شود.

الگوریتم stopping agreement با حدود n مرحله به جواب میرسد.

**سوال:** چرا کامیت سه مرحلهای؟

پاسخ: در شرایط نرمال، الگوریتم در سه مرحله کار میکند که بسیار سریعتر خواهد بود.

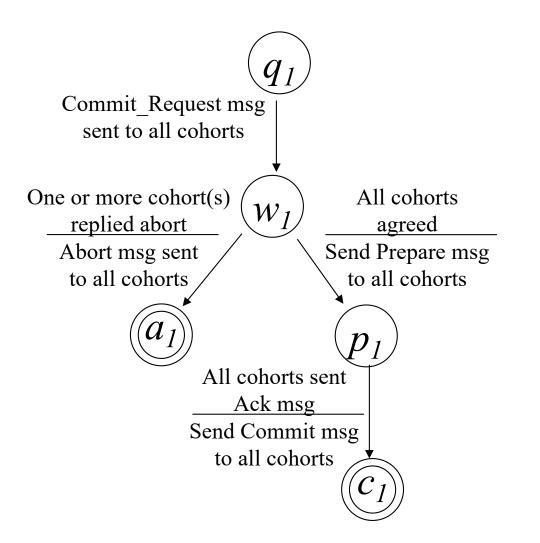
### پیچیدگی پیامی:

O(n)

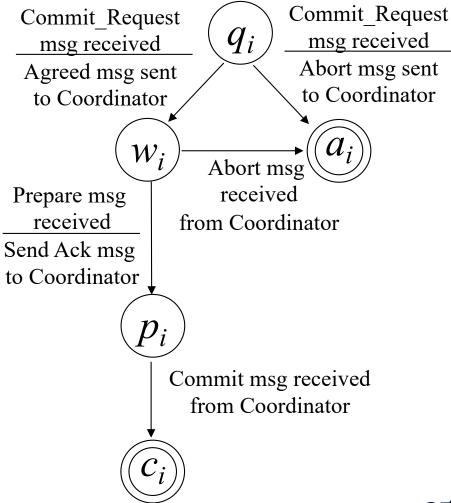
قضیه: هر الگوریتم که مساله کامیت را حل کند، حداقل به 2 - 2 پیام در صورت عدم بروز خطا و شرایطی که همه با 1 آغاز کنند، نیاز دارد.

# **3-phase Commit Protocol**

#### **Coordinator**

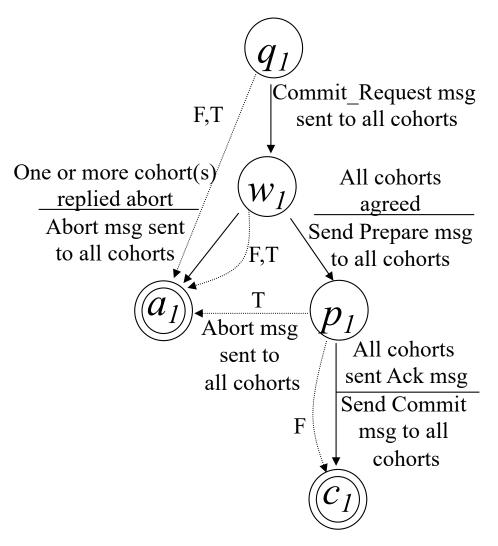


### Cohort i (i=2,3,...,n)

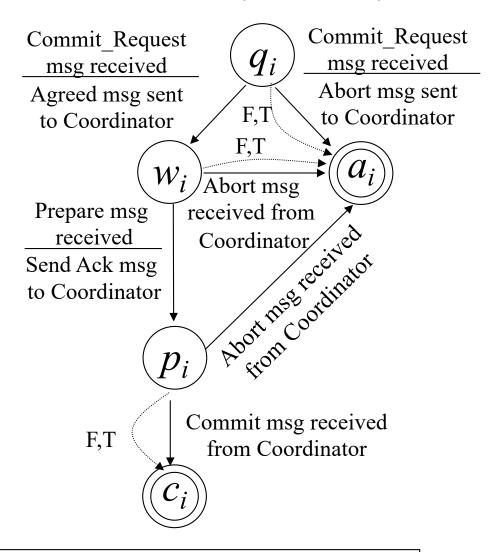


### **Timeout and Failure Transitions**

### **Coordinator**



### Cohort i (i=2,3,...,n)



### References

Lynch, Chapter 7