# Global State and Gossip

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CS 240: Computing Systems and Concurrency
Lecture 6

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Credits: Indranil Gupta developed much of the original material.

# Today

1. **Global snapshot of a distributed system**

2. Chandy-Lamport's algorithm

3. Gossip

# Distributed snapshot

- Let’s think of this as a picture of all servers and their states comprising a distributed system
- How do you calculate a “global snapshot” in a distributed system?
- What does a “global snapshot” even mean?
- Why is the ability to obtain a “global snapshot” important?

# Some uses of global system snapshot

- **Checkpointing**
  - can restart distributed system on failure
- **Gargabe collection** of objects
  - objects at servers that don't have any other objects (at any servers) with references to them
- **Deadlock detection**
  - useful in database transaction systems
- **Termination of computation**
  - useful in batch computing systems
- **Debugging**
  - useful to inspect the global state of the system

# What’s a global snapshot?

- **Global Snapshot = Global State =**
  Individual state of each process in the distributed system
  +
  Individual state of each communication channel in the distributed system

- Capture the instantaneous *state* of each process

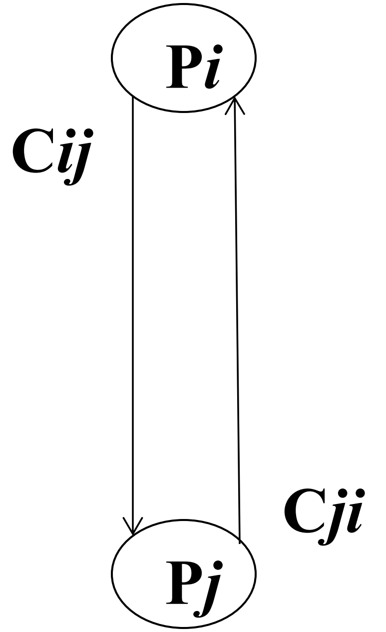
- And the instantaneous *state* of each communication channel, i.e., *messages* in transit on the channels

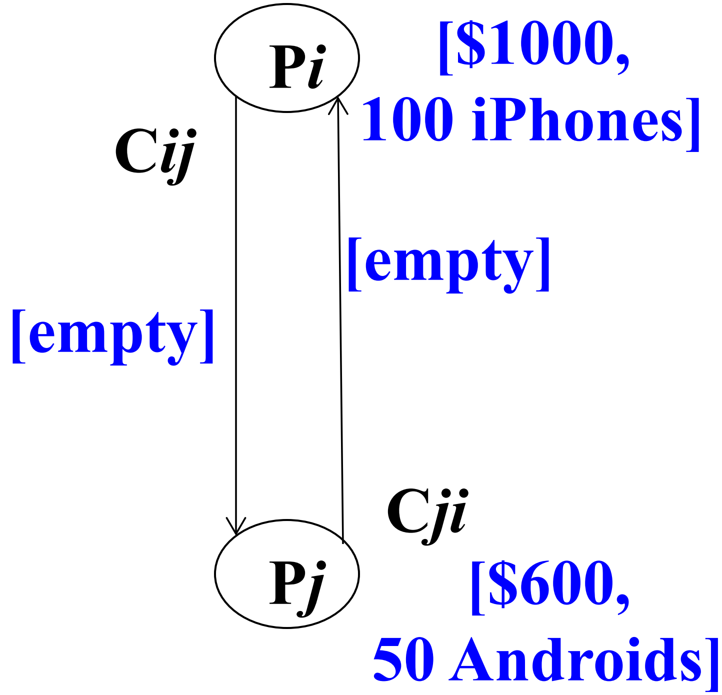
# A strawman solution

- Synchronize clocks of all processes
- Ask all processes to record their states at known time *t*
- Problems?
  - Time synchronization always has error
    - Your bank might inform you, “We lost the state of our distributed cluster due to a 1 ms clock skew in our snapshot algorithm.”
  - Also, does not record the state of messages in the channels

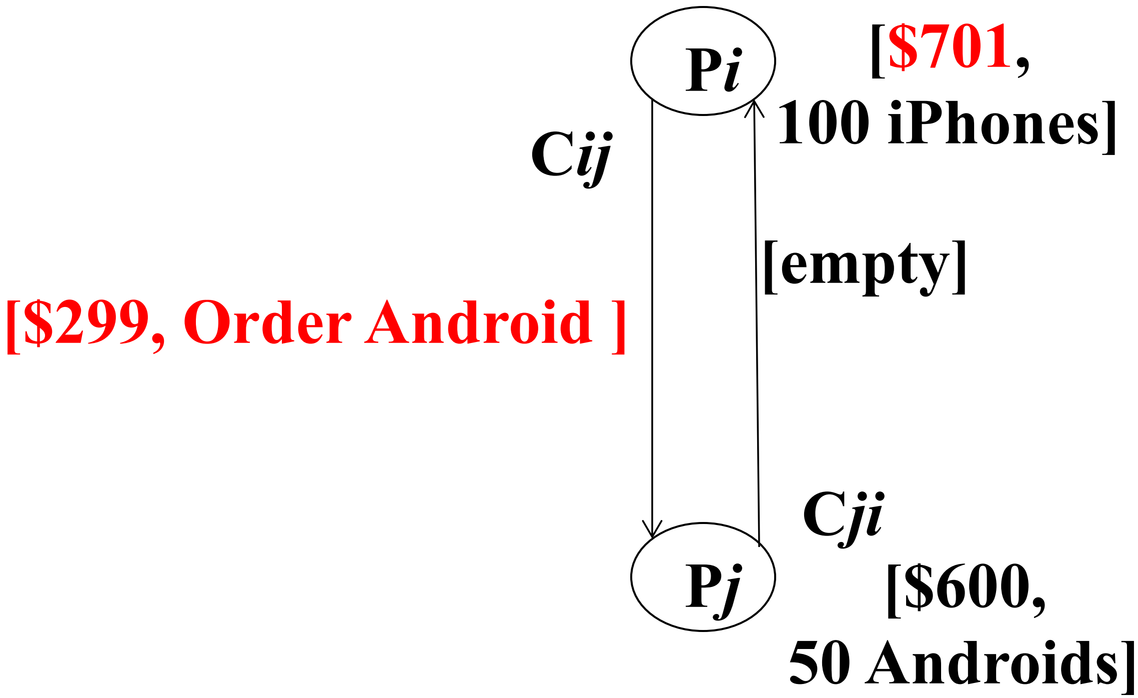
- Again: synchronization not required – causality is enough!

# Example

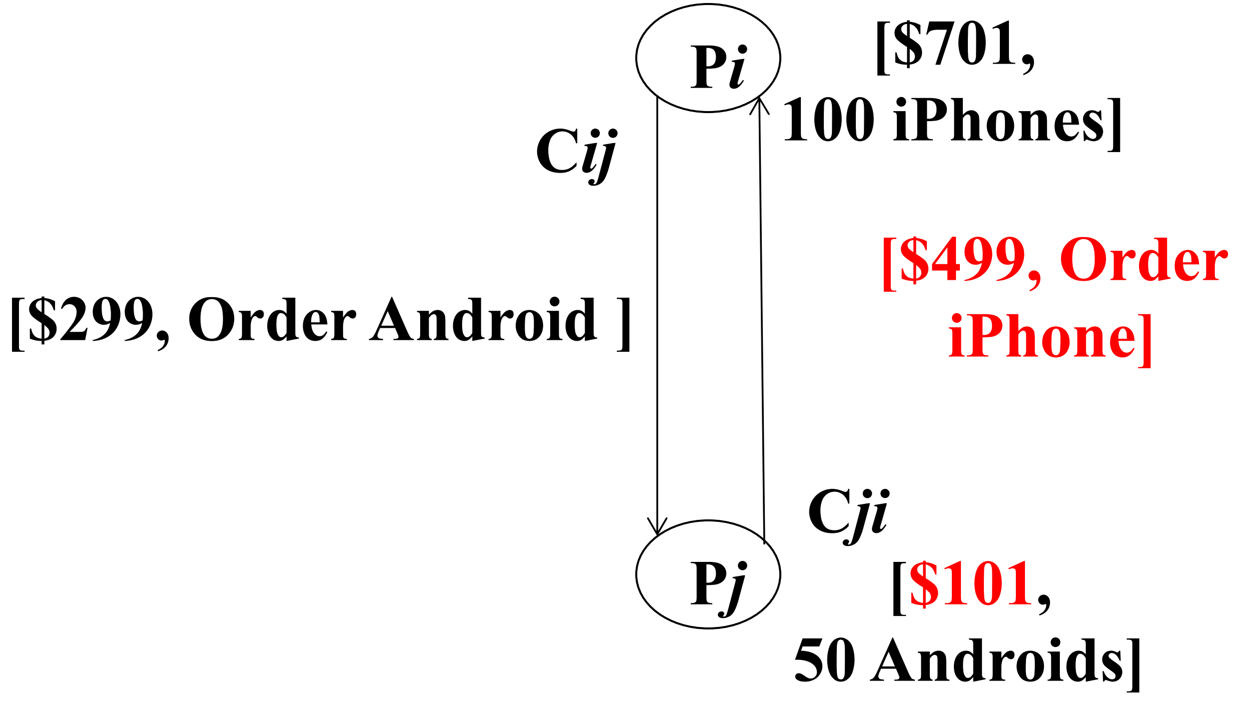




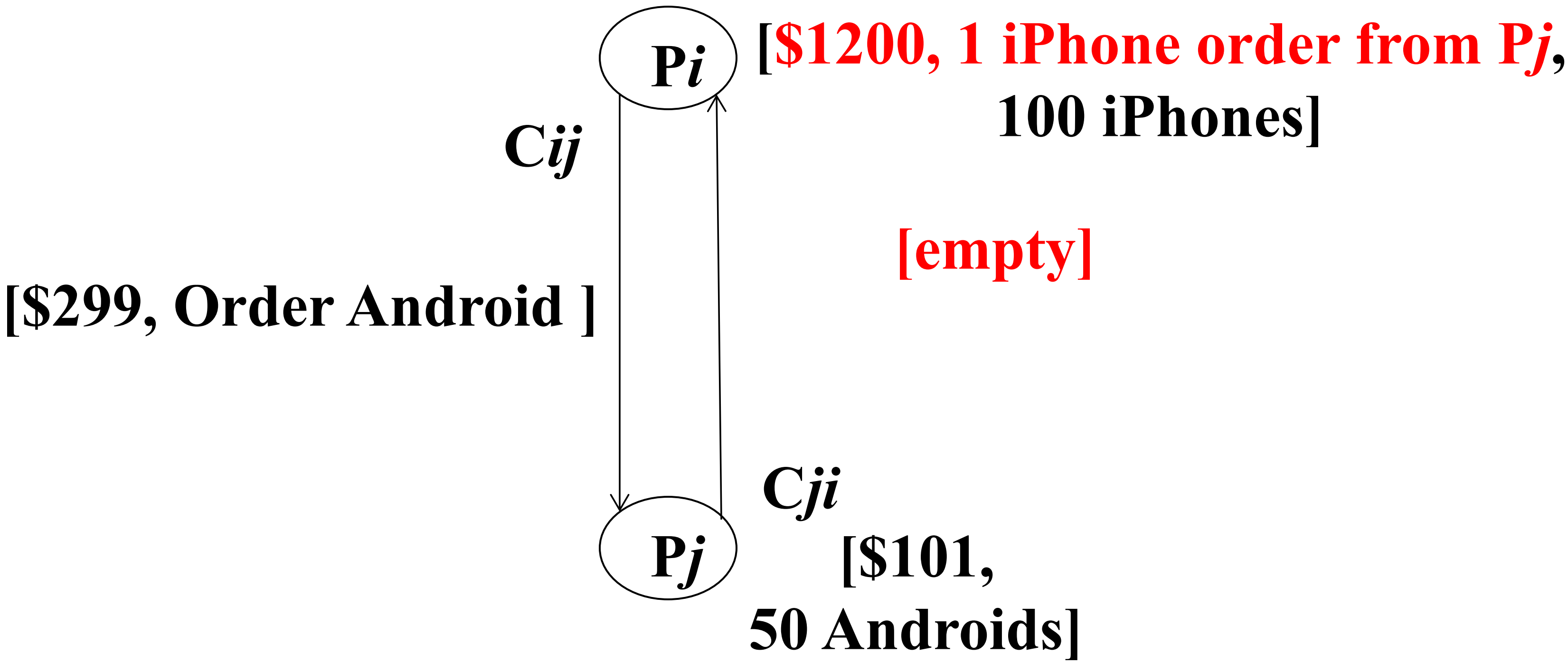

[Global Snapshot 0]




[Global Snapshot 1]

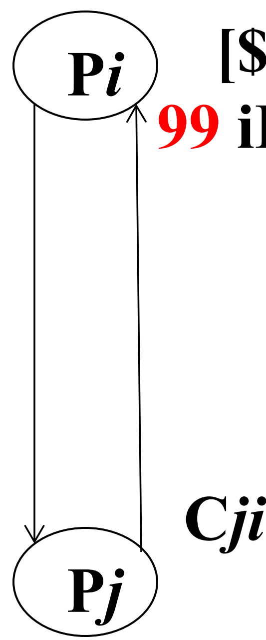



[Global Snapshot 2]




**[Global Snapshot 3]**

[$1200, 99 iPhones]

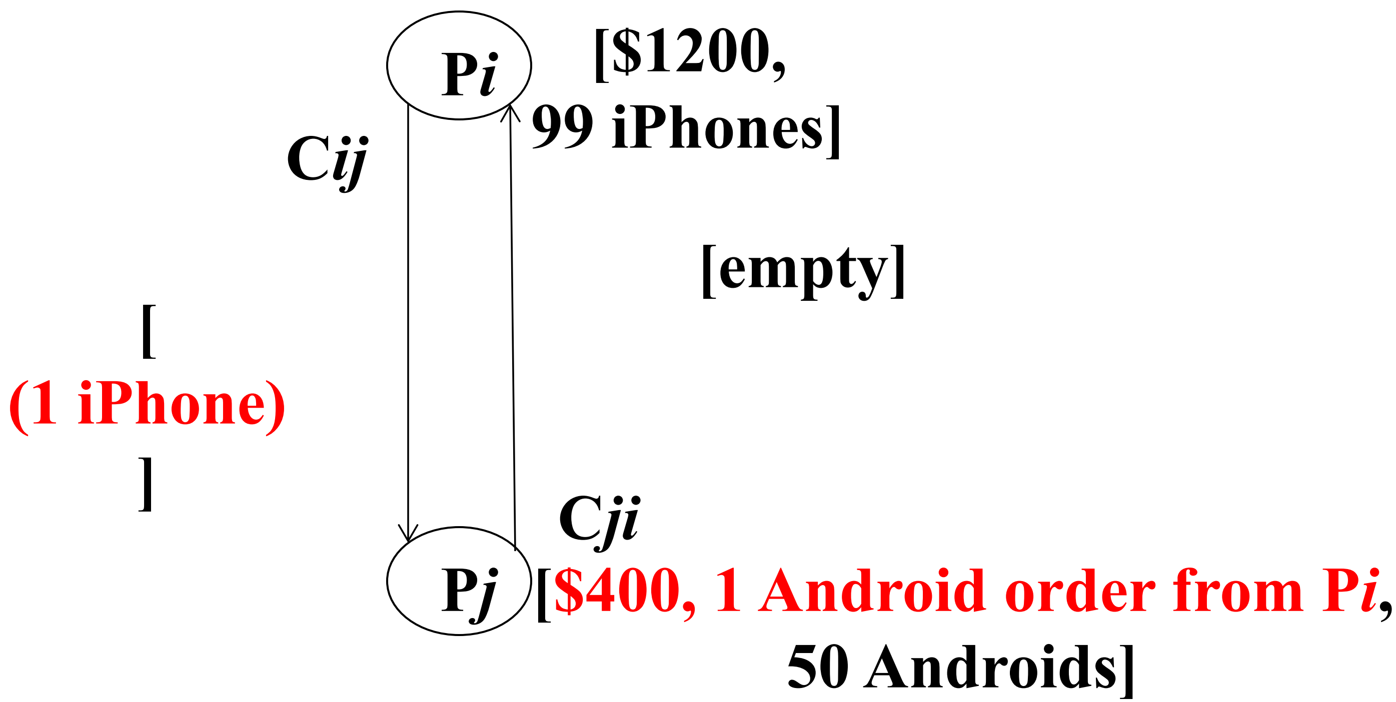



[empty]

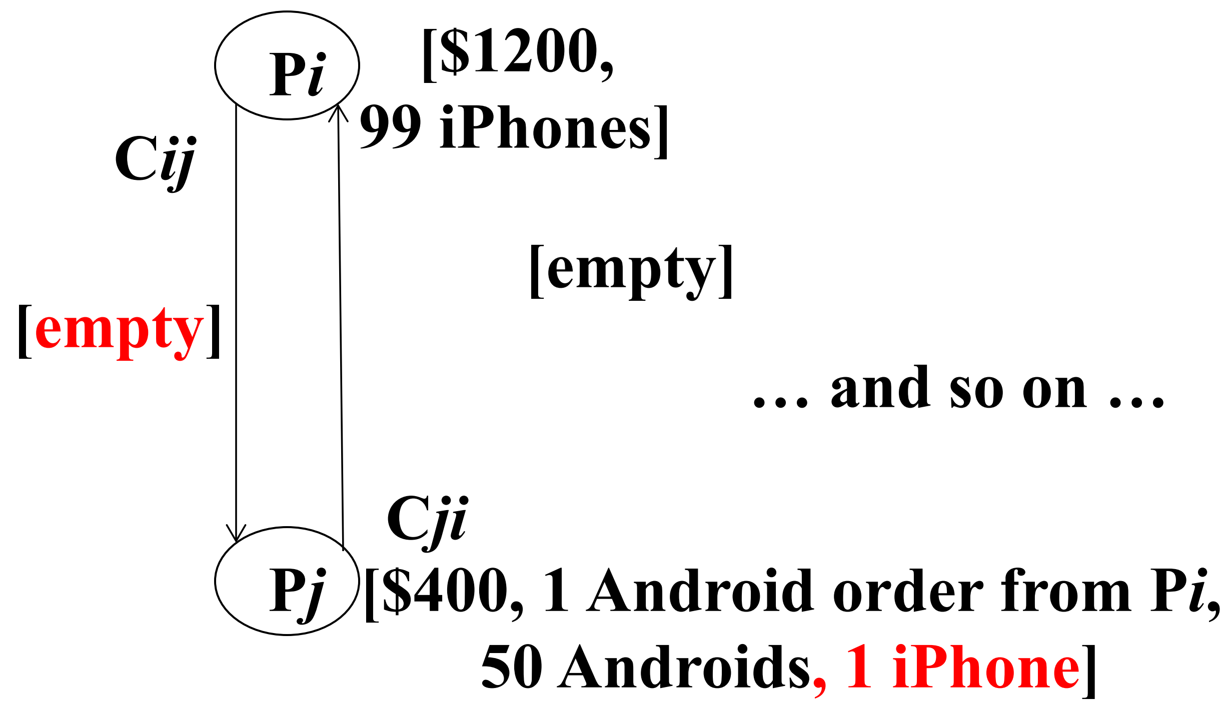
[
($299, Order Android), (1 iPhone)
]

[$101, 50 Androids]

[Global Snapshot 4]




[Global Snapshot 5]




**[Global Snapshot 6]**

# Moving from State to State

- **Whenever an event happens anywhere in the system, the global state changes**
  - Process receives message
  - Process sends message
  - Process takes a step

- **State to state movement <u>obeys causality</u>**
  - Next: Causal algorithm for Global Snapshot calculation

# Today

1. Global snapshot of a distributed system
2. **Chandy-Lamport's algorithm**
3. Gossip

# System Model

- **Problem: Record a global snapshot (state for each process, and state for each channel)**
- ***System Model*:**
  - *N* processes in the system
  - There are two uni-directional communication channels between each ordered process pair P$j$ → P$i$ and P$i$ → P$j$
  - Communication channels are FIFO-ordered
    - First in First out
  - No failure
  - All messages arrive intact, and are not duplicated
    - Other papers later relaxed some of these assumptions

# Requirements

- **Snapshot should not interfere with normal application actions, and it should not require application to stop sending messages**
- **Each process is able to record its own state**
  - Process state: Application-defined state or, in the worst case:
  - its heap, registers, program counter, code, etc. (essentially the coredump)
- **Global state is collected in a distributed manner**
- **Any process may initiate the snapshot**
  - We'll assume just one snapshot run for now

# Chandy-Lamport Global Snapshot Algorithm

- **First: Initiator P*i* records its own state**
- **Initiator process creates special messages called "Marker" messages**
  - Not an application message, does not interfere with application messages

- **for *j=1 to N* except *i***
    - P*i* sends out a Marker message on outgoing channel $C_{ij}$
  - (*N-1*) channels
- Starts recording the incoming messages on each of the incoming channels at P*i*: $C_{ji}$ (for *j=1 to N* except *i*)

# Chandy-Lamport Global Snapshot Algorithm (2)

**Whenever a process P*i* receives a Marker message on an incoming channel $C_{ki}$**

- **if** (this is the first Marker P*i* is seeing)
  - P*i* records its own state first
  - Marks the state of channel $C_{ki}$ as "empty"
  - for *j=1 to N* except *i*
    - P*i* sends out a Marker message on outgoing channel $C_{ij}$
  - Starts recording the incoming messages on each of the incoming channels at P*i*: $C_{ji}$ (for *j=1 to N* except *i* and *k*)
- **else // already seen a Marker message**
  - Mark the state of channel $C_{ki}$ as all the messages that have arrived on it since recording was turned on for $C_{ki}$

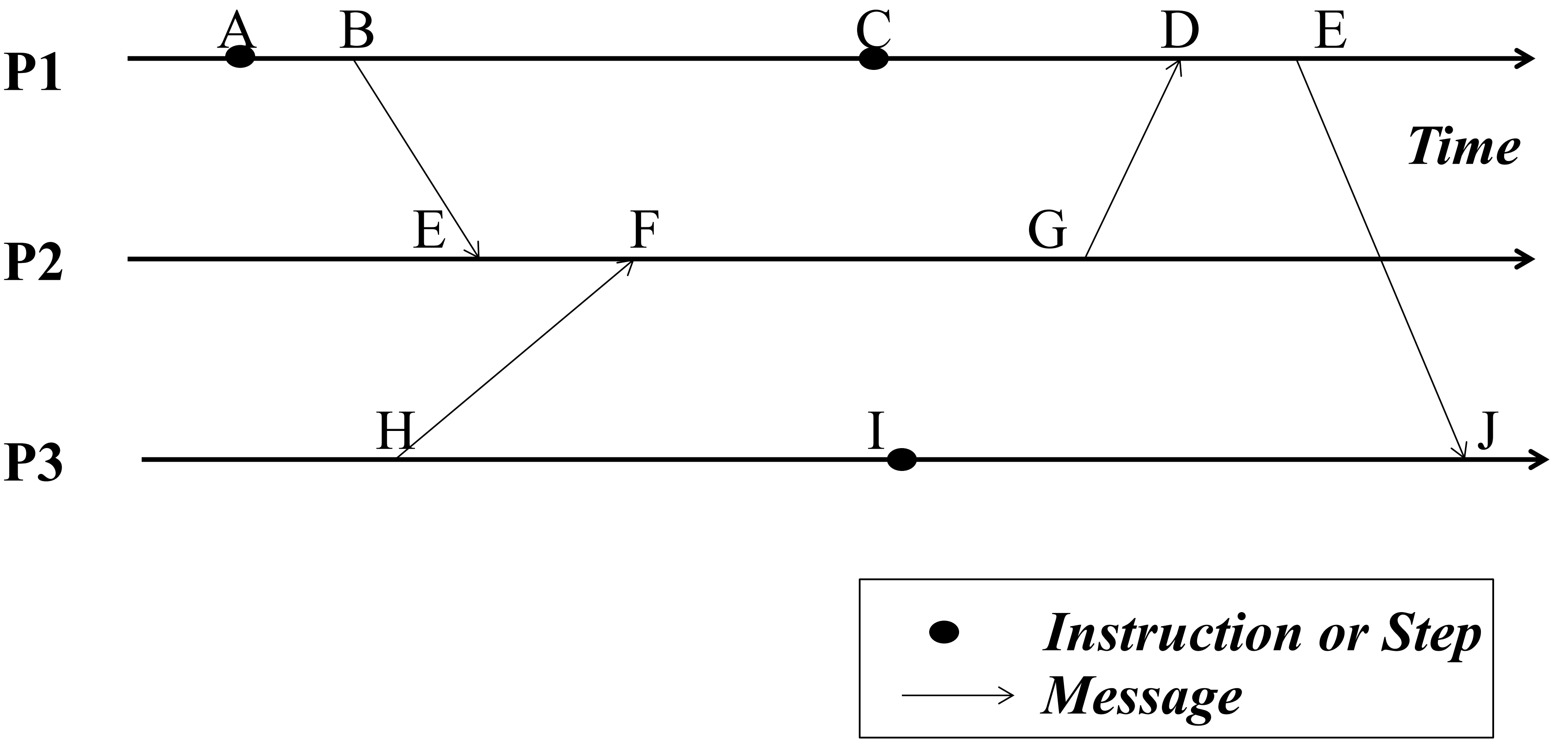
# Chandy-Lamport Global Snapshot Algorithm (3)

**The algorithm terminates when**

- All processes have received a Marker
  - To record their own state
- All processes have received a Marker on all the (*N-1*) incoming channels at each
  - To record the state of all channels

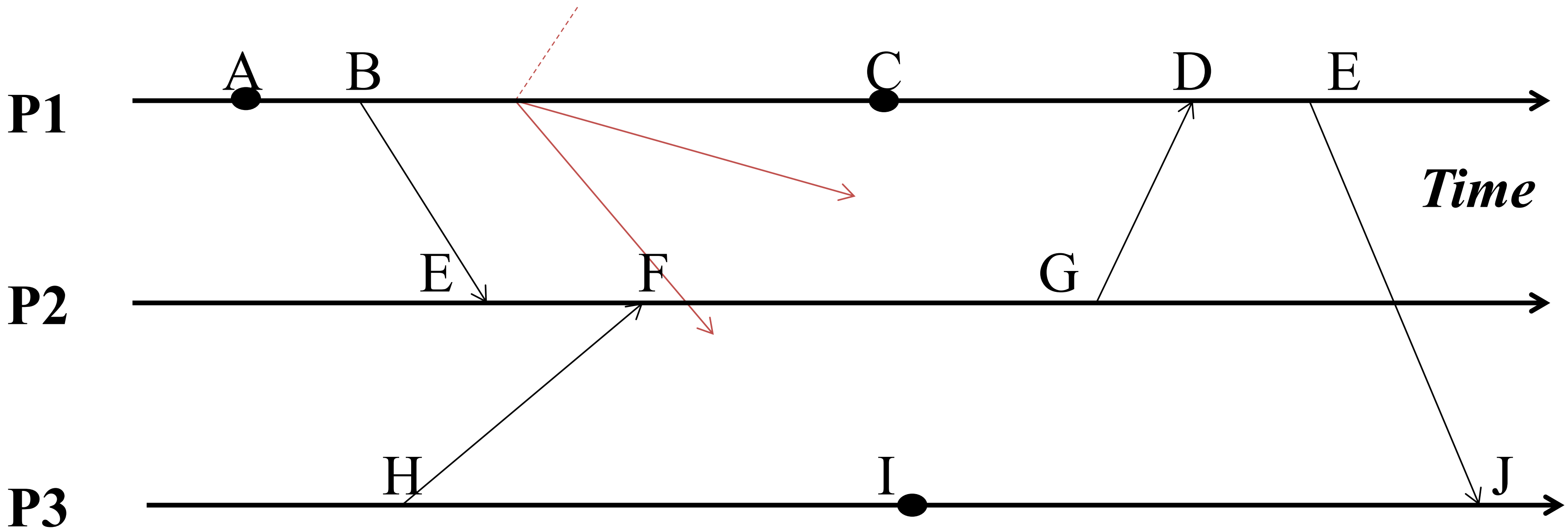
Then, (if needed), a central server collects all these partial state pieces to obtain the full global snapshot

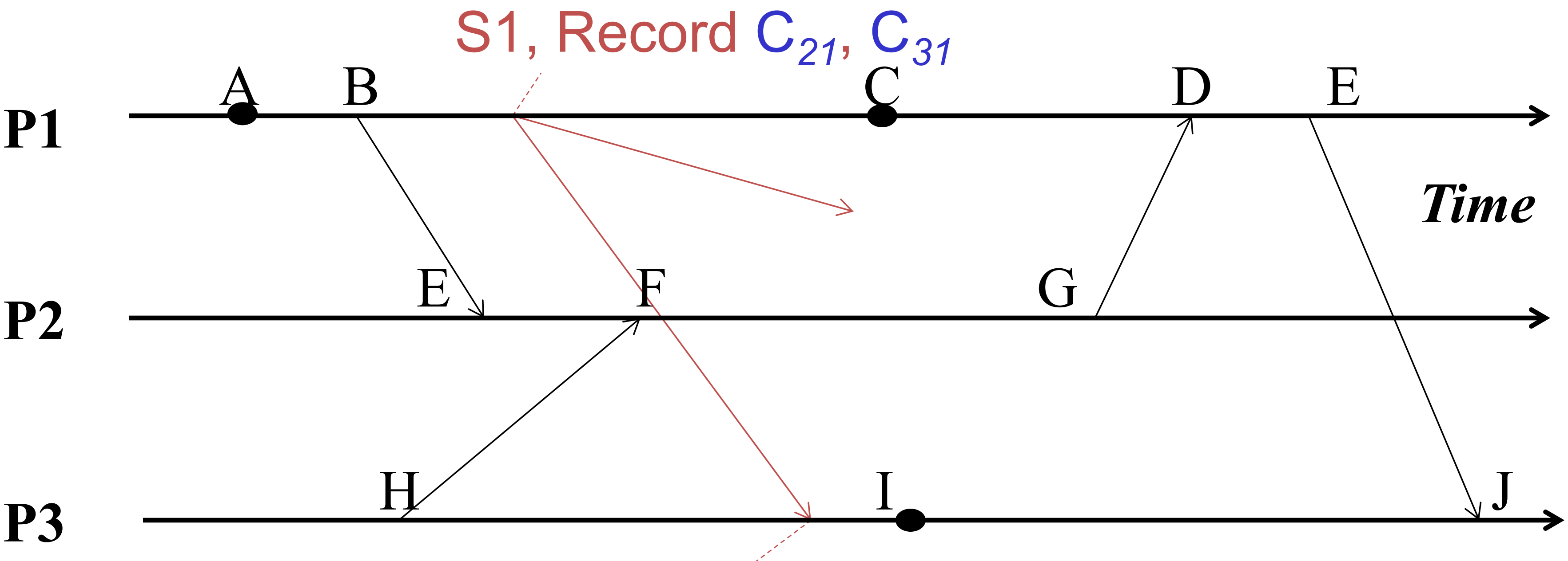
# Example



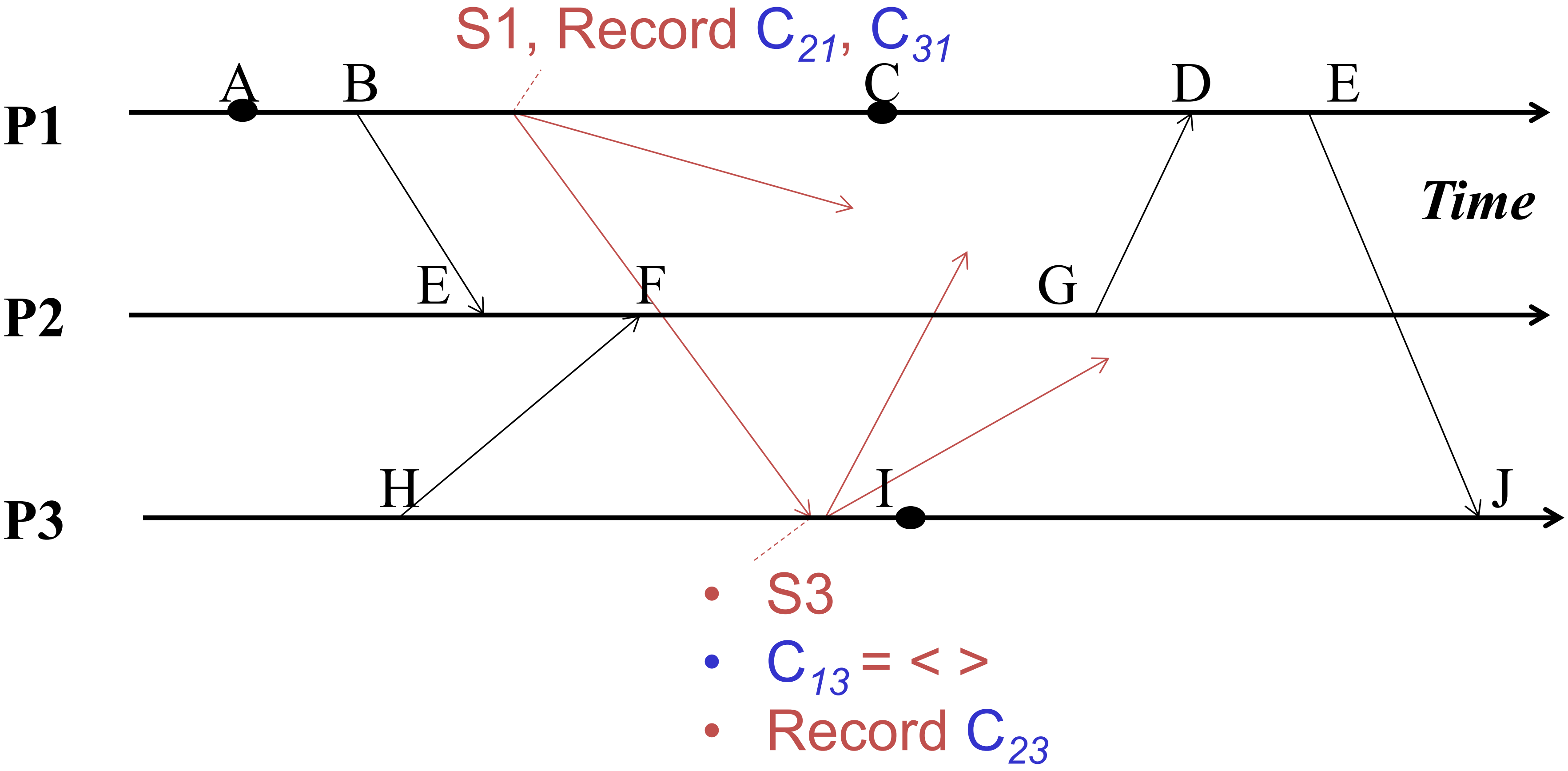
P1 is Initiator:

- Record local state S1,
- Send out markers
- Turn on recording on channels $C_{21}$, $C_{31}$

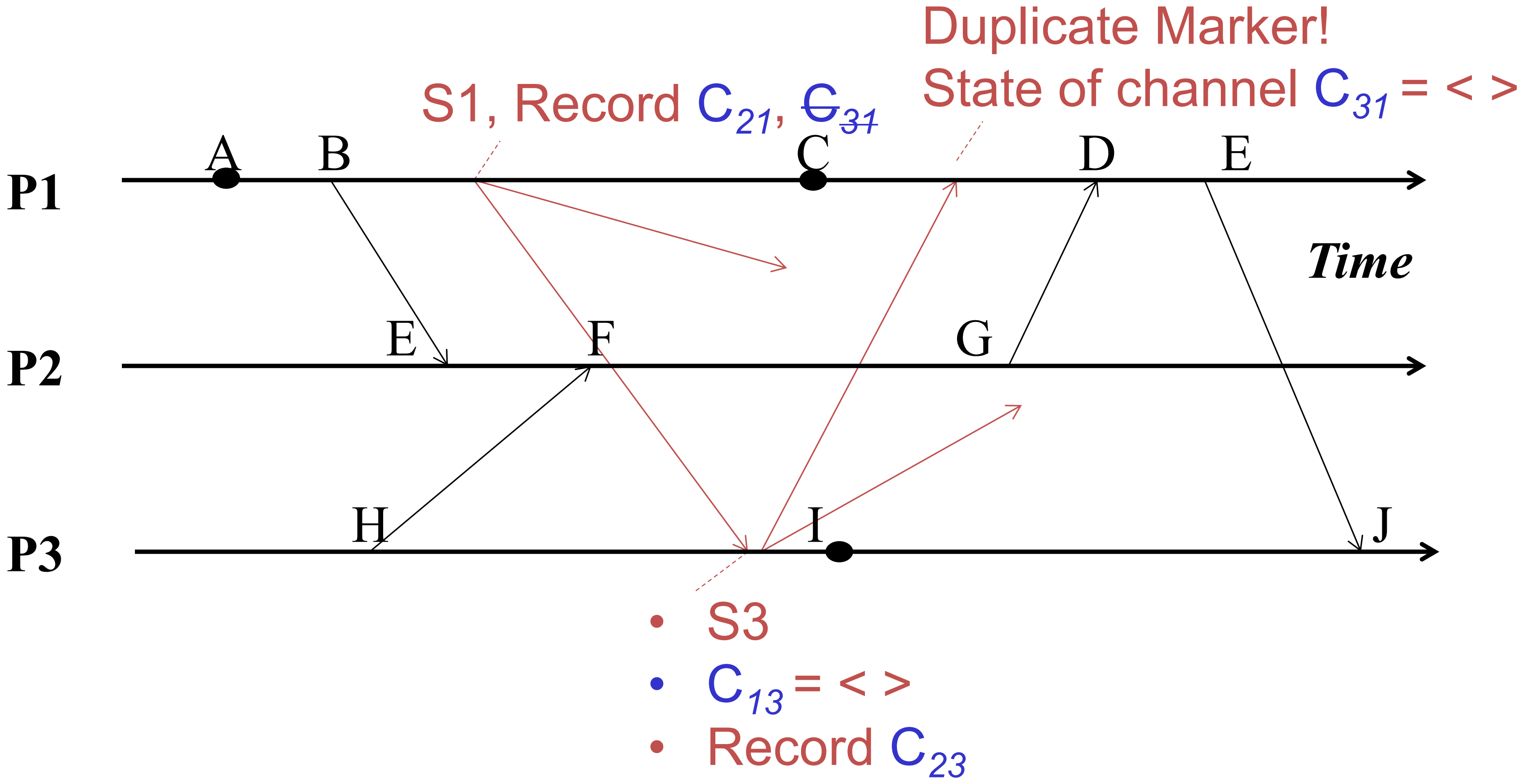




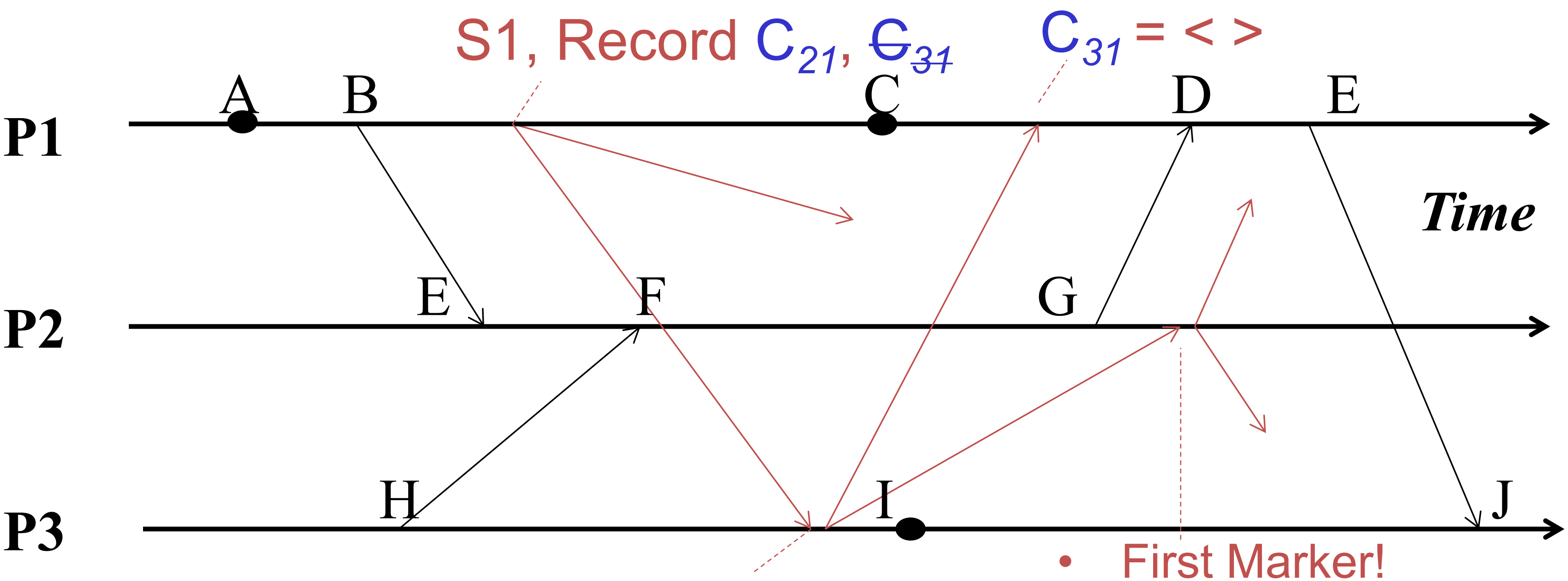

- First Marker!
- Record own state as S3
- Mark $C_{13}$ state as empty
- Turn on recording on other incoming $C_{23}$
- Send out Markers



S1, Record $C_{21}$, $C_{31}$
A
B
C
D
E
P1
Time
E
F
G
P2
H
I
J
P3
S3
$C_{13}$ = < >
Record $C_{23}$

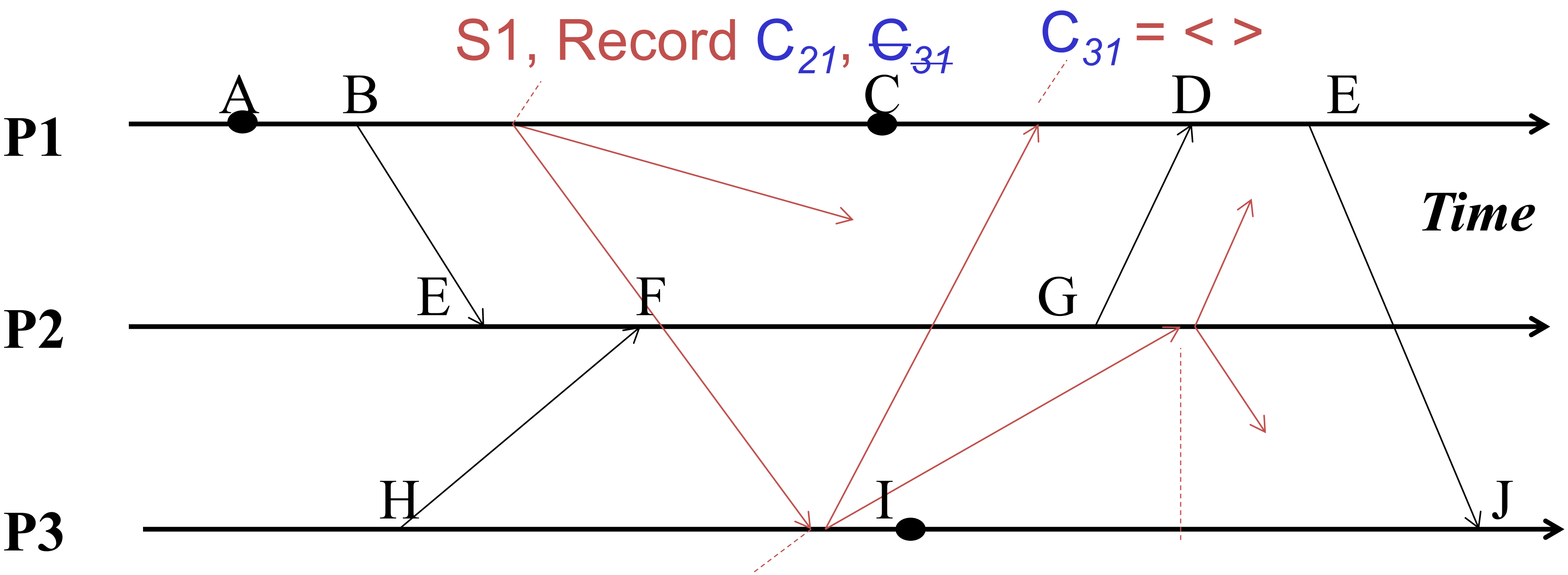


Duplicate Marker!
State of channel $C_{31}$ = < >
S1, Record $C_{21}$, ~~$C_{31}$~~
A
B
C
D
E
P1
Time
E
F
G
P2
H
I
J
P3
• S3
• $C_{13}$ = < >
• Record $C_{23}$



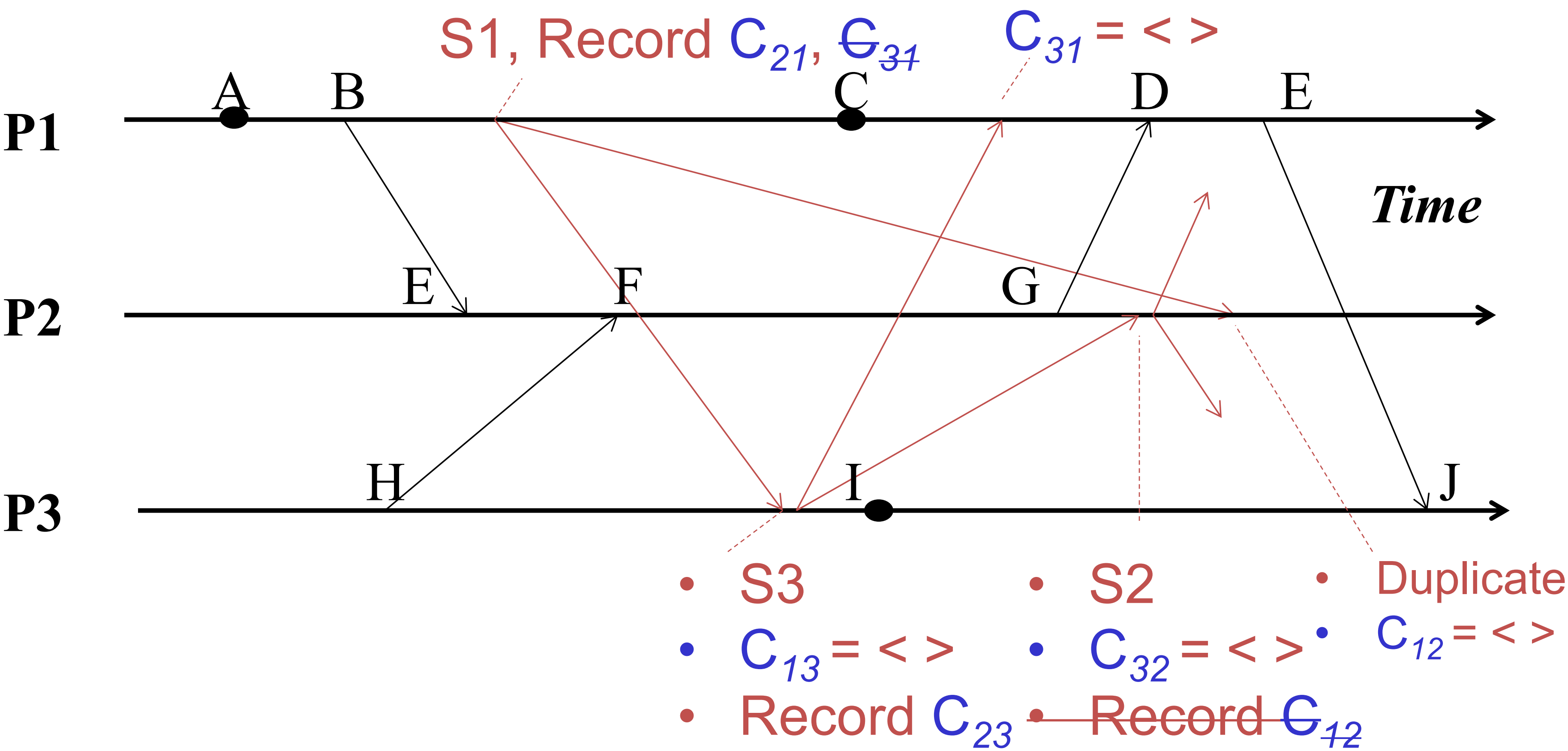

- S3
- $C_{13}$ = < >
- Record $C_{23}$

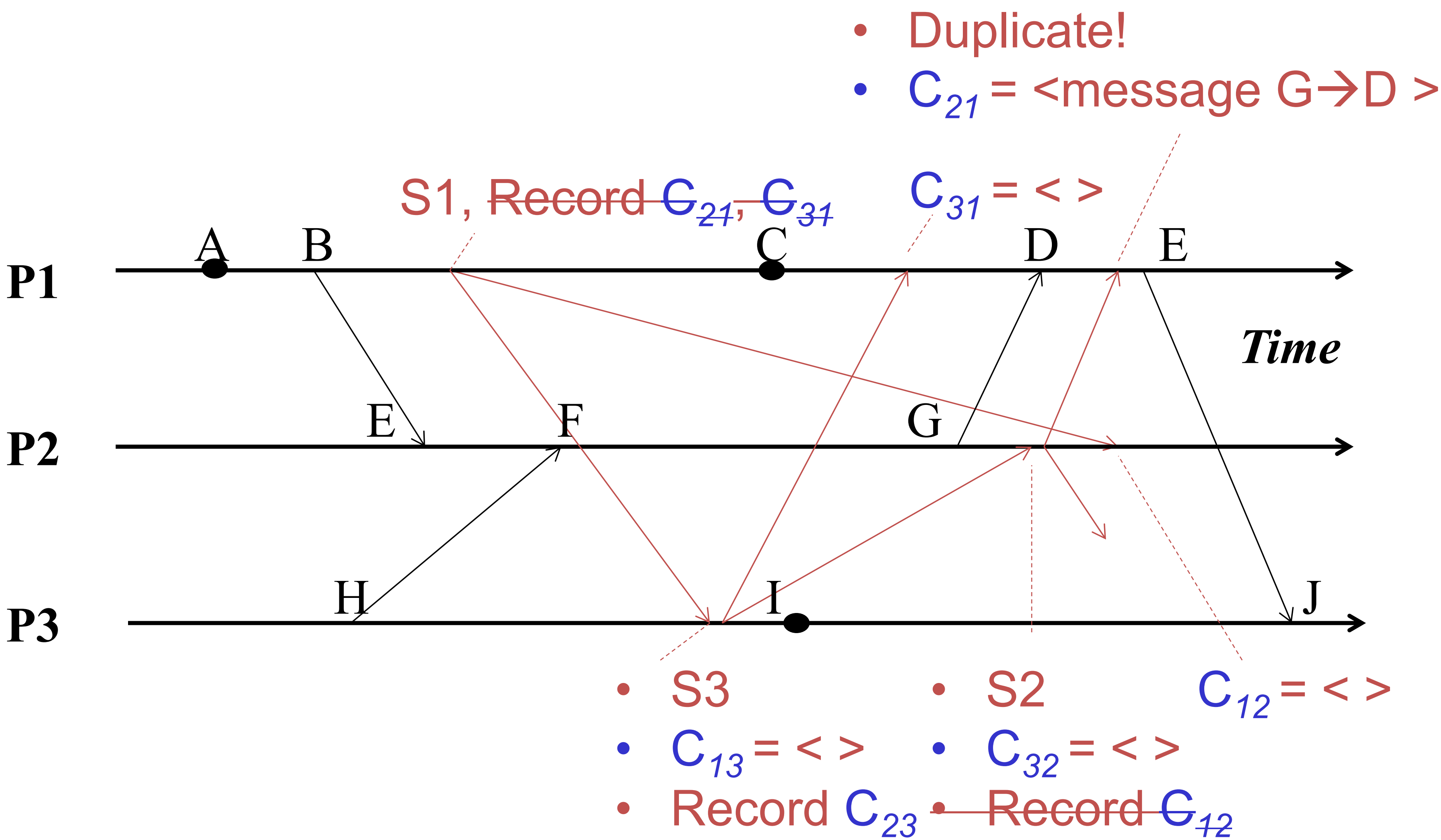
- First Marker!
- Record own state as S2
- Mark $C_{32}$ state as empty
- Turn on recording on $C_{12}$
- Send out Markers

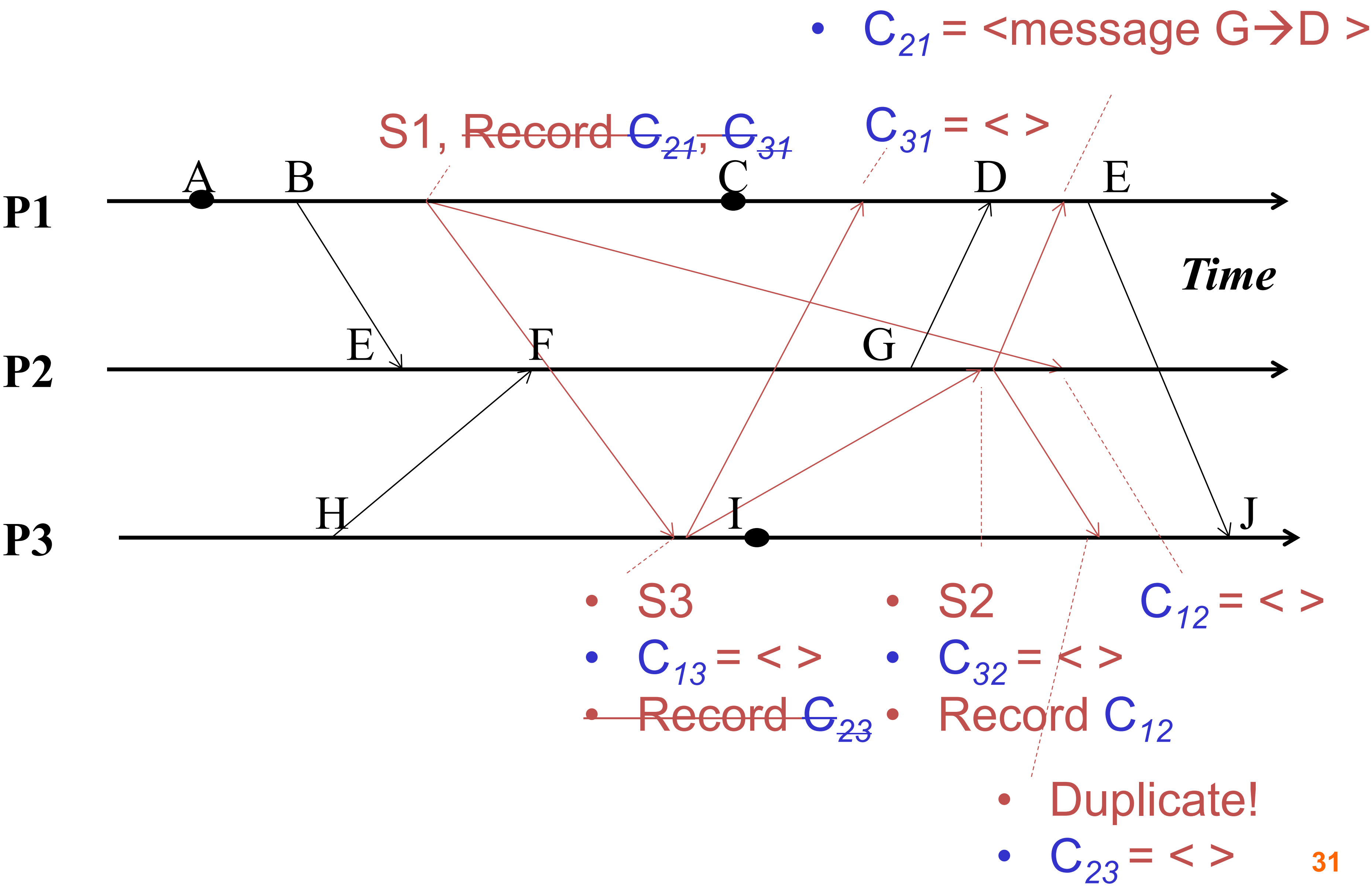



- S3
- $C_{13}$ = < >
- Record $C_{23}$

- S2
- $C_{32}$ = < >
- Record $C_{12}$

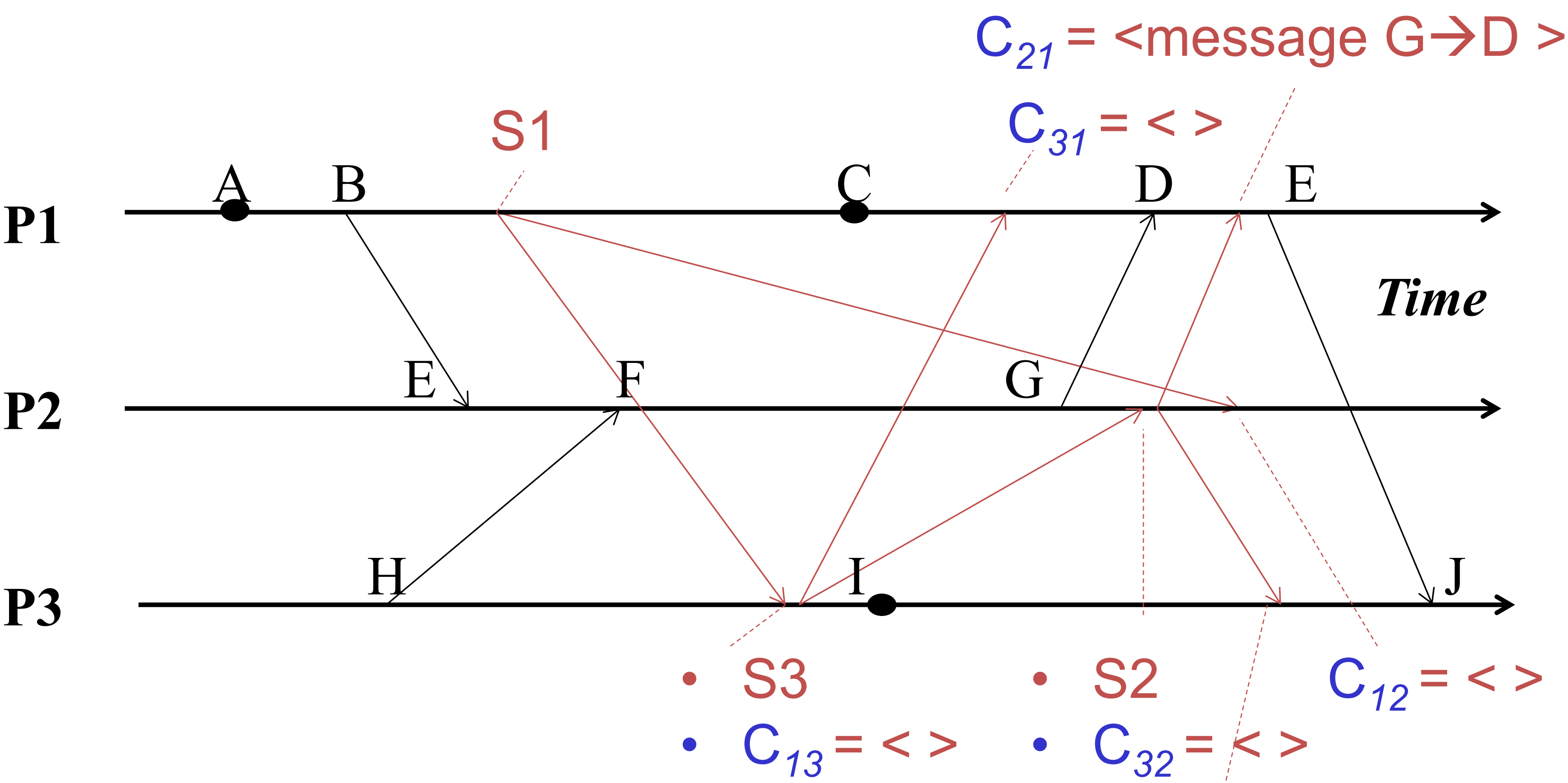

S1, Record $C_{21}$, ~~$C_{31}$~~
$C_{31}$ = < >
P1
A
B
C
D
E
Time
P2
E
F
G
P3
H
I
J
• S3
• $C_{13}$ = < >
• Record $C_{23}$
• S2
• $C_{32}$ = < >
• ~~Record $C_{12}$~~
• Duplicate!
• $C_{12}$ = < >


• Duplicate!
• $C_{21}$ = <message G→D >
$C_{31}$ = < >
S1, ~~Record $C_{21}$, $C_{31}$~~
A
B
C
D
E
P1
Time
E
F
G
P2
H
I
J
P3
• S3
• $C_{13}$ = < >
• Record $C_{23}$
• S2
• $C_{32}$ = < >
~~• Record $C_{12}$~~
$C_{12}$ = < >



S1, ~~Record $C_{21}$, $C_{31}$~~
• $C_{21}$ = <message G→D >
$C_{31}$ = < >
A
B
C
D
E
P1
Time
E
F
G
P2
H
I
J
P3
• S3
• $C_{13}$ = < >
• ~~Record $C_{23}$~~
• S2
• $C_{32}$ = < >
• Record $C_{12}$
$C_{12}$ = < >
• Duplicate!
• $C_{23}$ = < >

# Algorithm has terminated

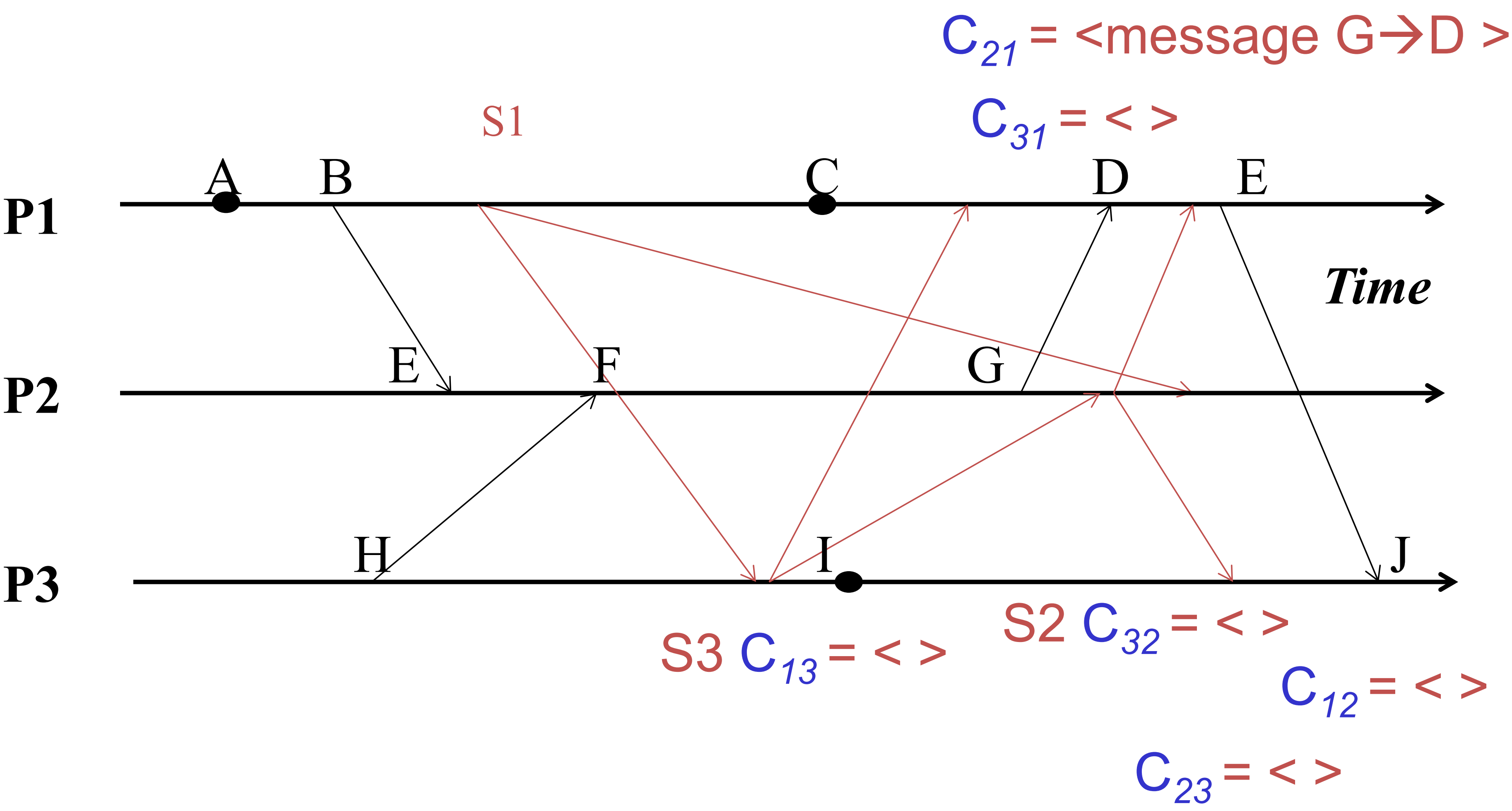



- S3
- $C_{13}$ = < >

- S2
- $C_{32}$ = < >

- $C_{23}$ = < >

# Collect the global snapshot pieces



# Next

- **Global Snapshot calculated by Chandy-Lamport algorithm is causally correct**
  - What?

# Cuts

- **Cut = time frontier at each process and at each channel**
- **Events at the process/channel that happen before the cut are “in the cut”**
  - And happening after the cut are “out of the cut”

# Consistent Cuts

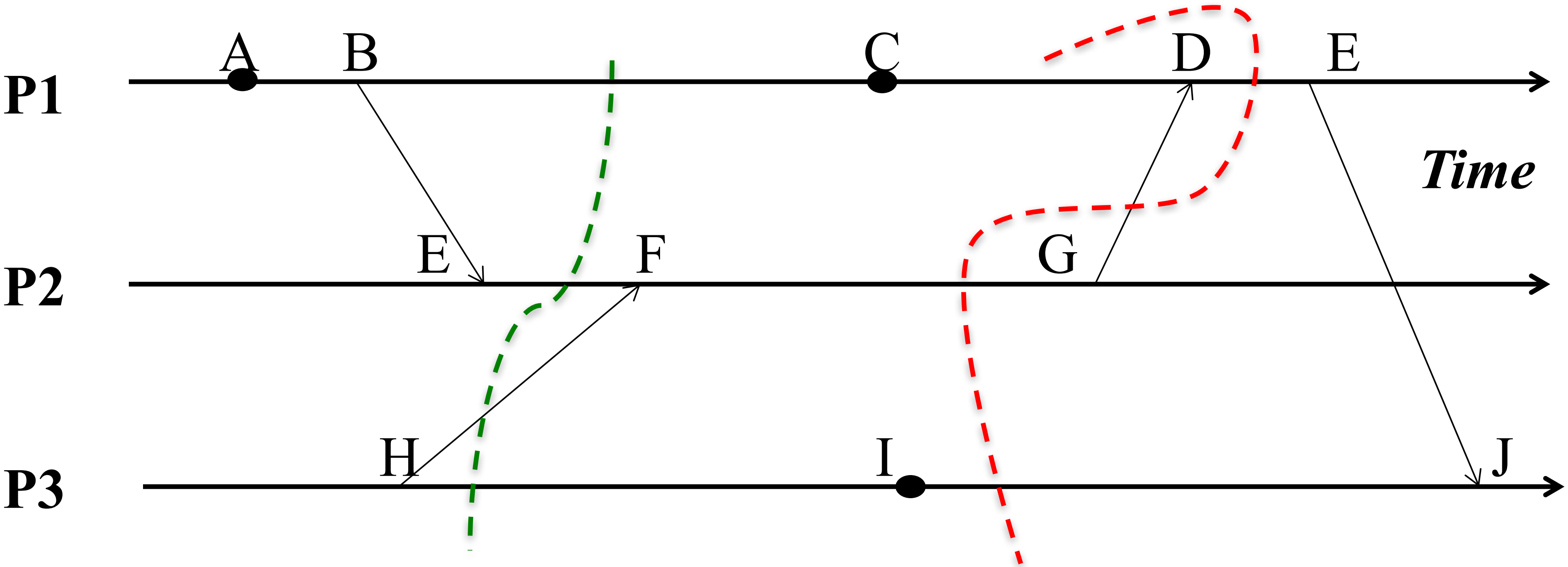
Consistent Cut: a cut that obeys causality

- Cut C is a consistent cut if and only if:

  for (each pair of events e, f in the system)

  - Such that event e is in the cut C, and if f → e (f happens-before e)
    - Then: Event f is also in the cut C

# Example

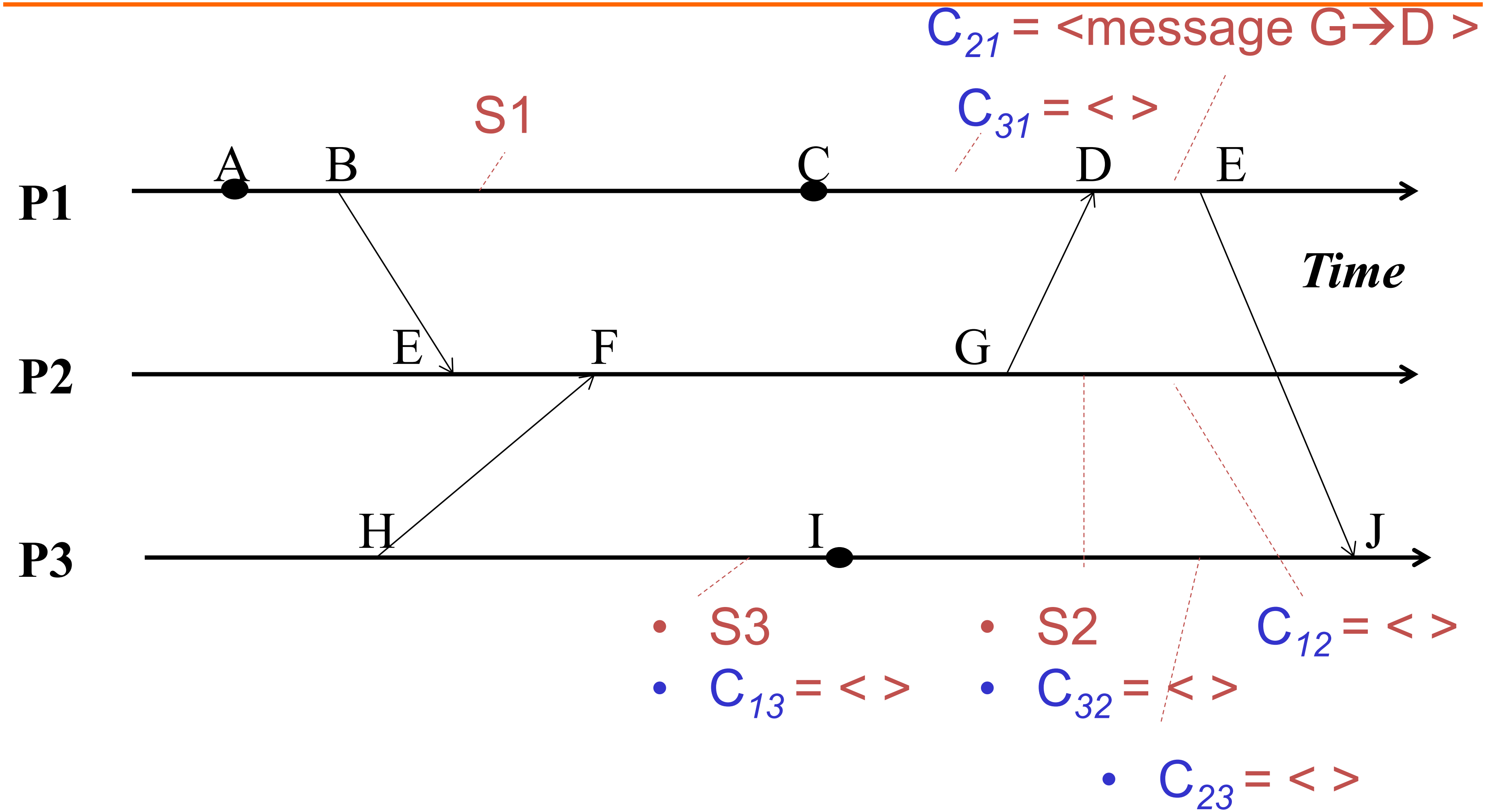



Consistent Cut

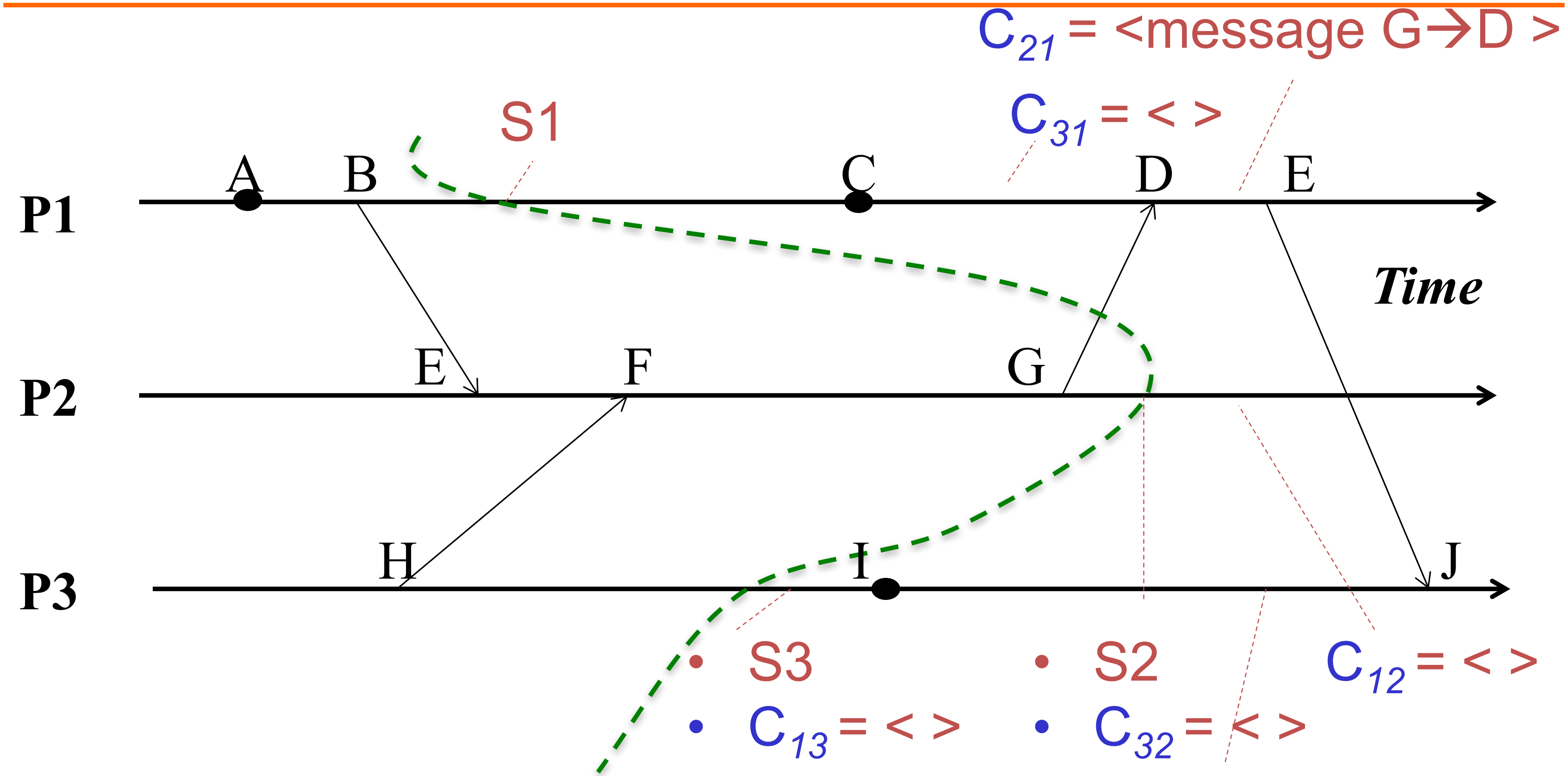
Inconsistent Cut

G → D, but only D is in cut

# Our Global Snapshot Example …



# … is causally correct




Consistent Cut captured by our Global Snapshot Example

# In fact…

- Any run of the Chandy-Lamport Global Snapshot algorithm creates a consistent cut

# Chandy-Lamport Global Snapshot algorithm creates a consistent cut

**Let's quickly look at the proof**

Let $e_i$ and $e_j$ be events occurring at P*i* and P*j*, respectively such that

- $e_i \rightarrow e_j$ ($e_i$ happens before $e_j$)

The snapshot algorithm ensures that

if $e_j$ is in the cut then $e_i$ is also in the cut

That is: if $e_j \rightarrow$ <P*j* records its state>, then

- it must be true that $e_i \rightarrow$ <P*i* records its state>

# Chandy-Lamport Global Snapshot algorithm creates a consistent cut

- **if $e_j \rightarrow$ <P*j* records its state>, then it must be true that $e_i \rightarrow$ <P*i* records its state>**
  - By contradiction, suppose $e_j \rightarrow$ <P*j* records its state> and <P*i* records its state> $\rightarrow e_i$
  - Consider the path of app messages (through other processes) that go from $e_i \rightarrow e_j$
  - Due to FIFO ordering, markers on each link in above path will precede regular app messages
  - Thus, since <P*i* records its state> $\rightarrow e_i$ , it must be true that P*j* received a marker before $e_j$
  - Thus $e_j$ is not in the cut => contradiction

# Summary

- The ability to calculate global snapshots in a distributed system is very important
- But don't want to interrupt running distributed application
- Chandy-Lamport algorithm calculates global snapshot
- Obeys causality (creates a consistent cut)

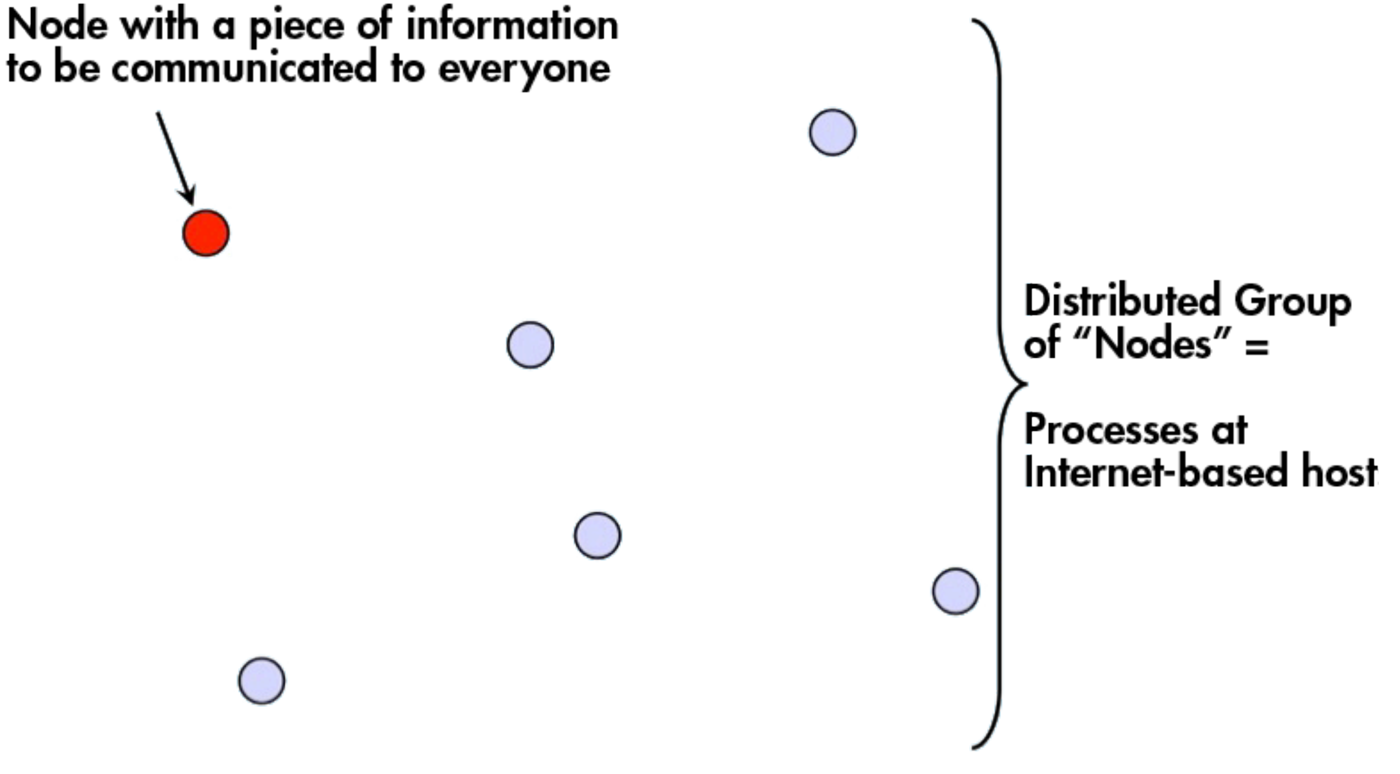
# Distributed snapshot algorithm summary

- Chandy & Lamport, 1985
  - algorithm to select a consistent cut
  - any process may initiate a snapshot at any time
  - processes can continue normal execution
    - send and receive messages
  - assumes:
    - no failures of processes & channels
    - strong connectivity
      - at least one path between each process pair
    - unidirectional, FIFO channels
    - reliable delivery of messages

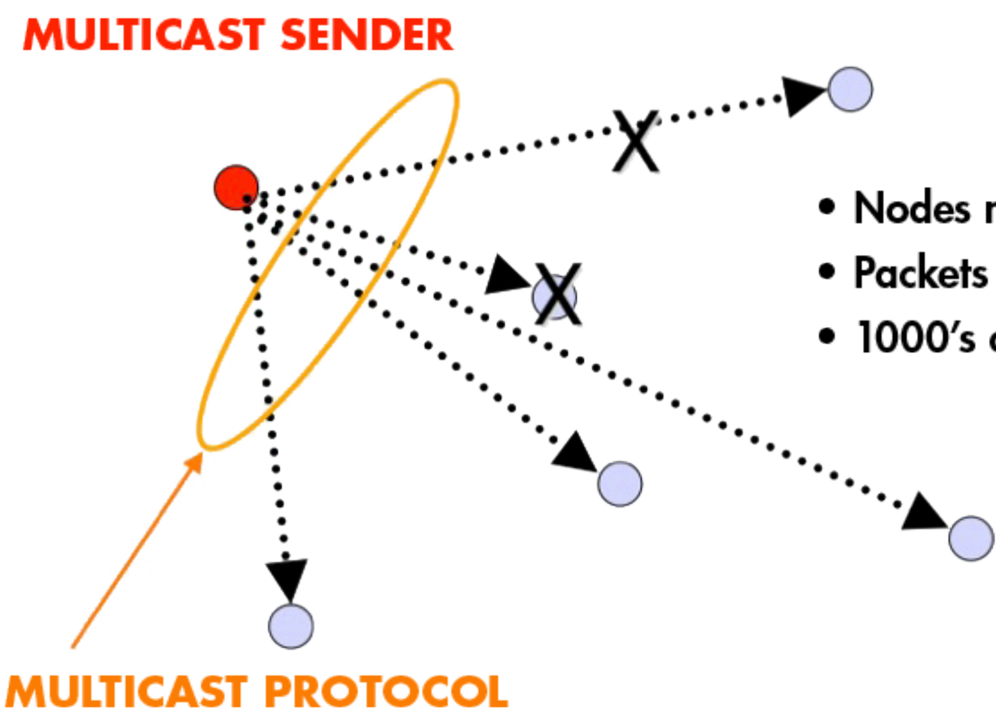
# Today

1. Global snapshot of a distributed system
2. Chandy-Lamport's algorithm
3. **Gossip**

# Multicast problem



# Fault-tolerance and Scalability

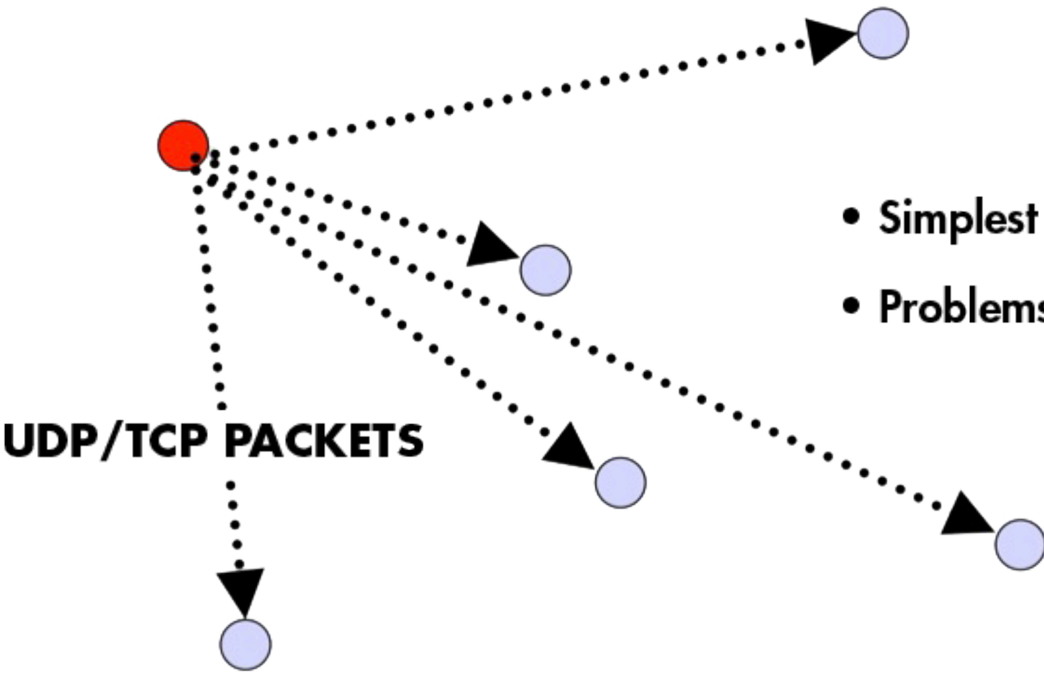



- Nodes may crash
- Packets may be dropped
- 1000's of nodes

Needs:

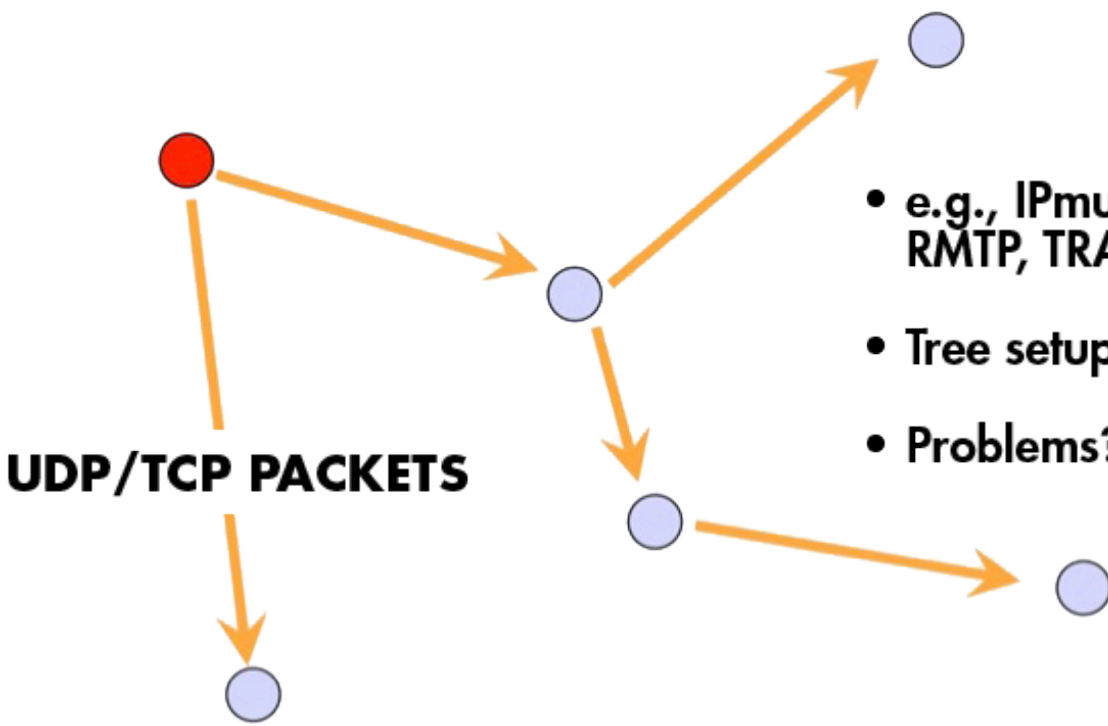
1. Reliability (Atomicity)
   - 100% receipt
2. Speed

# Centralized




- Simplest implementation
- Problems?

# Tree-Based

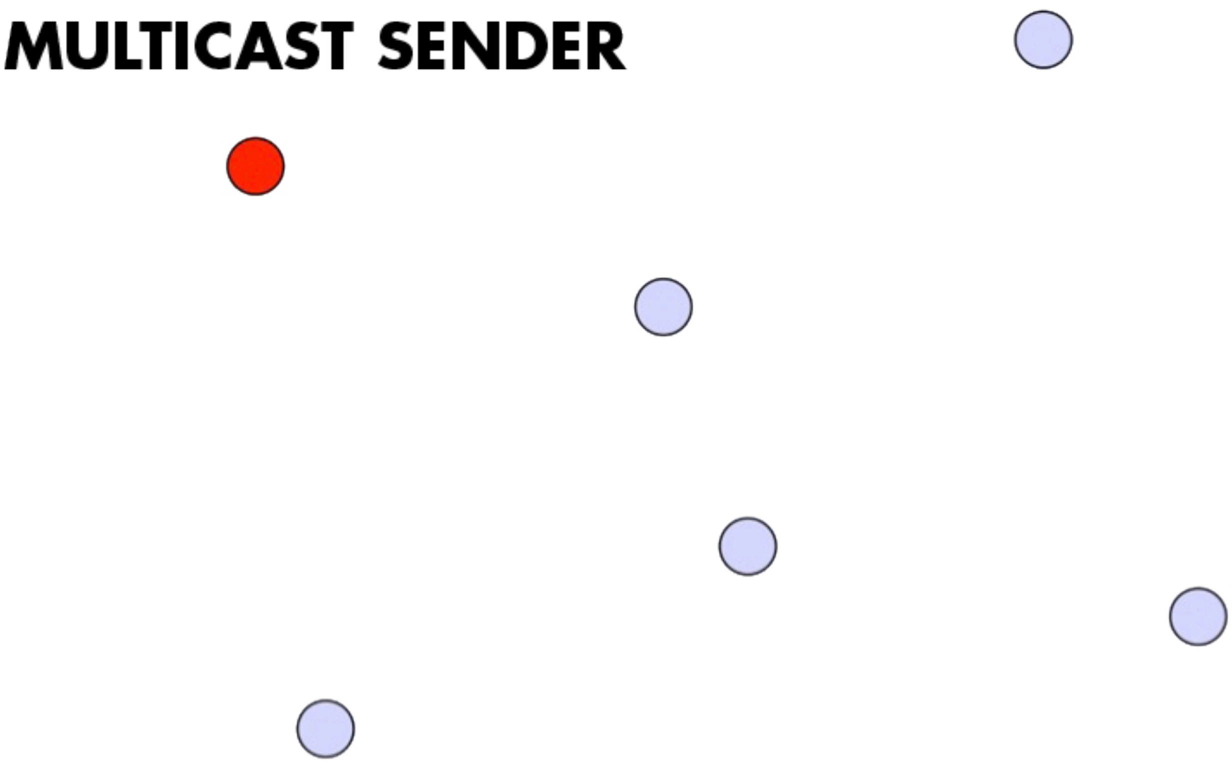



- e.g., IPmulticast, SRM RMTP, TRAM, TMTP
- Tree setup and maintenance
- Problems?

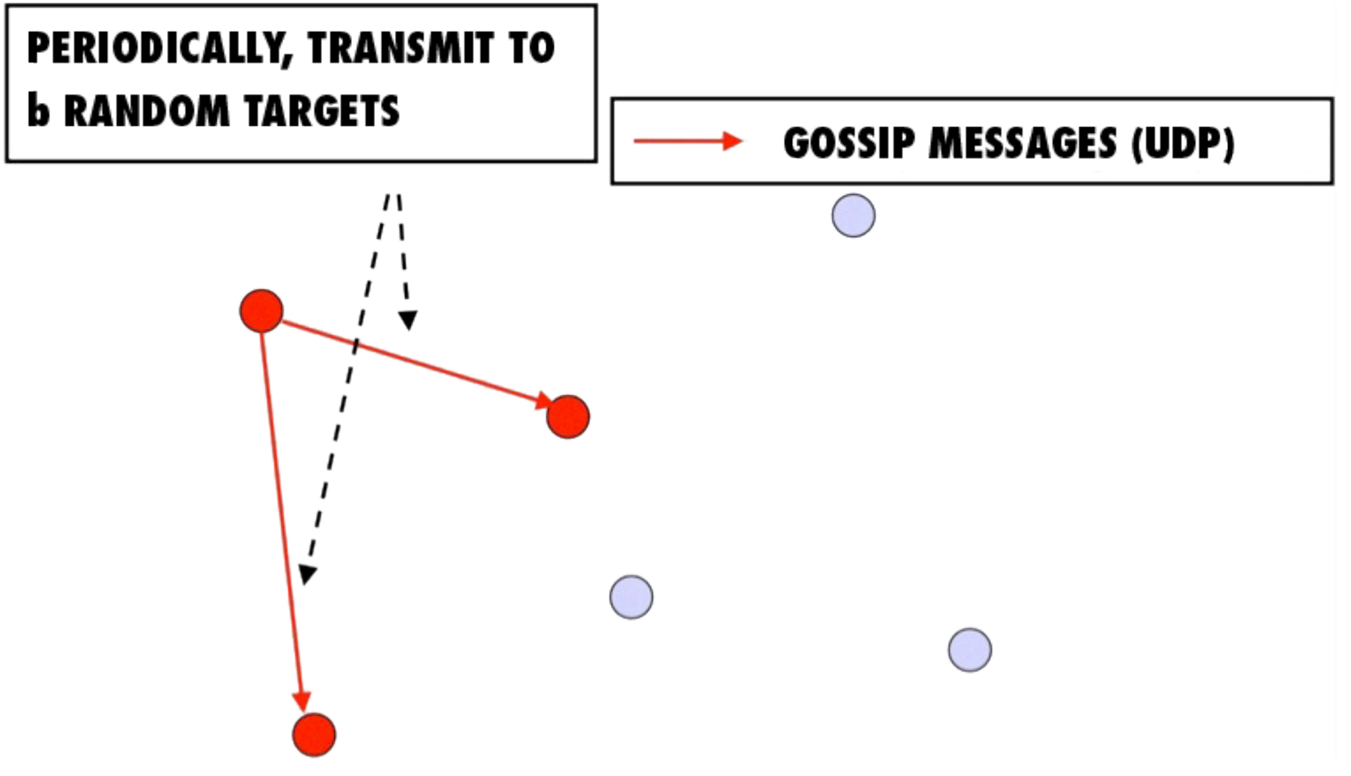
# Tree-based Multicast Protocols

- Build a spanning tree among the processes of the multicast group
- Use spanning tree to disseminate multicasts
- Use either acknowledgments (ACKs) or negative acknowledgements (NAKs) to repair multicasts not received
- SRM (Scalable Reliable Multicast)
  - Uses NAKs
  - But adds random delays, and uses exponential backoff to avoid NAK storms
- RMTP (Reliable Multicast Transport Protocol)
  - Uses ACKs
  - But ACKs only sent to designated receivers, which then re-transmit missing multicasts
- These protocols still cause an O(N) ACK/NAK overhead [Birman99]

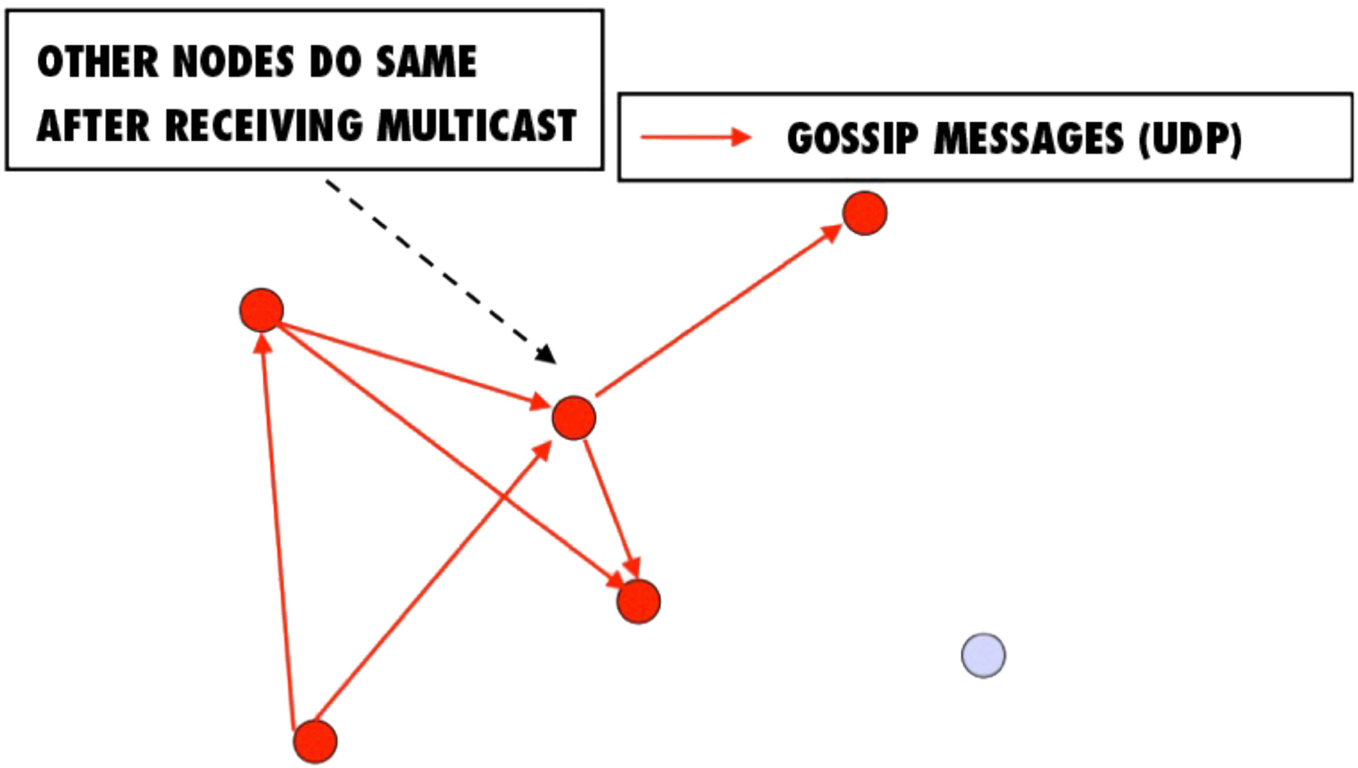
# A Third Approach



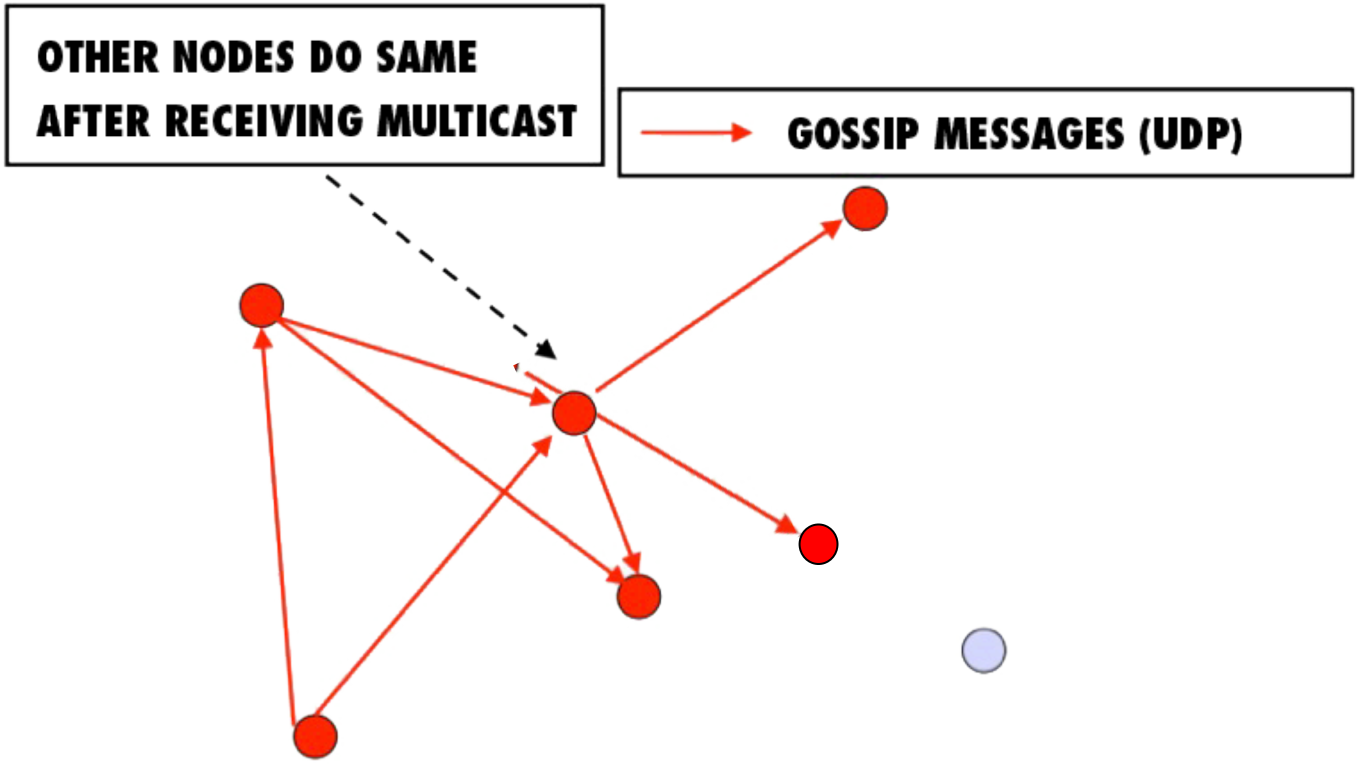
# A Third Approach



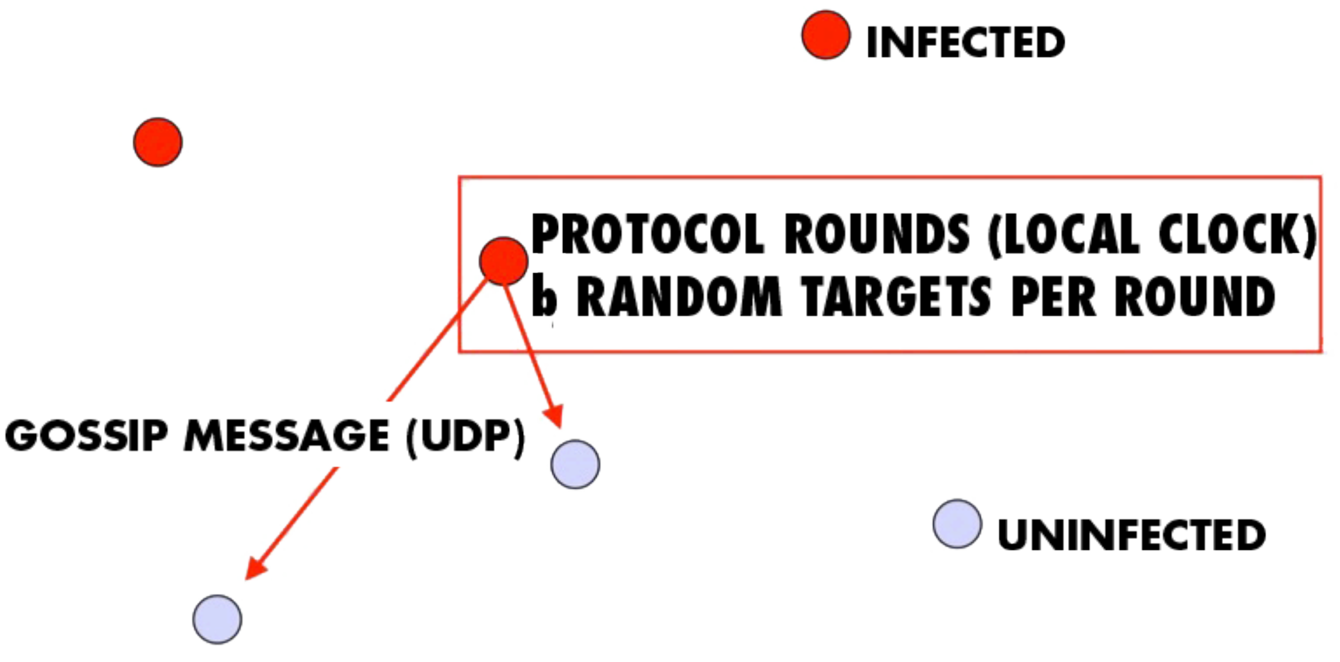
# A Third Approach



# A Third Approach



# “Epidemic” Multicast (or “Gossip”)



# Push vs. Pull

- So that was "Push" gossip
  - Once you have a multicast message, you start gossiping about it
  - Multiple messages? Gossip a random subset of them, or recently-received ones, or higher priority ones
- There's also "Pull" gossip
  - Periodically poll a few randomly selected processes for new multicast messages that you haven't received
  - Get those messages
- Hybrid variant: Push-Pull
  - As the name suggests

# Properties

Claim that the simple Push protocol

- Is lightweight in large groups
- Spreads a multicast quickly
- Is highly fault-tolerant

# Analysis

From old mathematical branch of *Epidemiology* [Bailey75]

- Population of ($n+1$) individuals mixing homogeneously
- Contact rate between any individual pair is $\beta$
- At any time, each individual is either uninfected (numbering $x$) or infected (numbering $y$)
- Then, $x_0 = n, y_0 = 1$

  and at all times $x + y = n + 1$
- Infected–uninfected contact turns latter infected, and it stays infected

# Analysis (contd.)

- Continuous time process
- Then

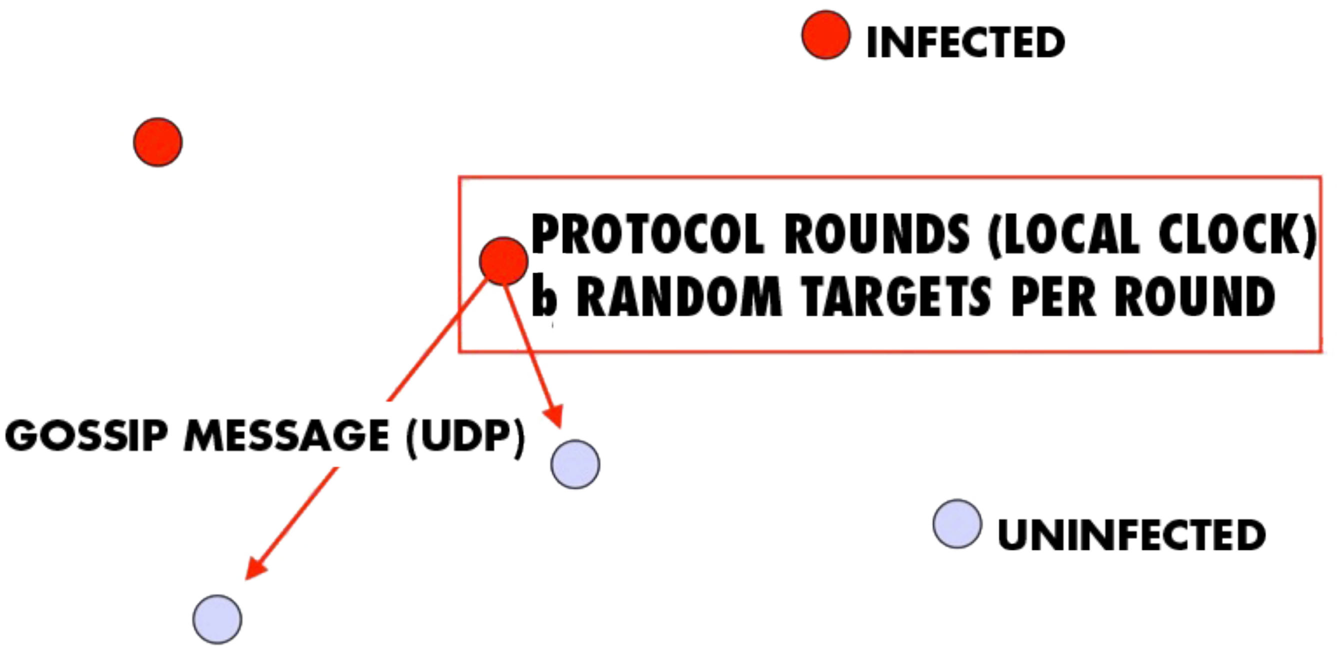
$$\frac{dx}{dt} = -\beta xy$$ (why?)

with solution:

$$x = \frac{n(n+1)}{n+e^{\beta(n+1)t}}, y = \frac{(n+1)}{1+ne^{-\beta(n+1)t}}$$

(can you derive it?)

# Epidemic Multicast



# Epidemic Multicast Analysis

$$\beta = \frac{b}{n}$$ (why?)

Substituting, at time *t=clog(n)*, the number of infected is

$$y \approx (n+1) - \frac{1}{n^{cb-2}}$$

(correct? can you derive it?)

# Analysis (contd.)

- Set *c, b* to be small numbers independent of *n*
- Within *clog(n)* rounds, [low latency]
  - all but $\frac{1}{n^{cb-2}}$ number of nodes receive the multicast

    [reliability]
  - each node has transmitted no more than *cblog(n)* gossip messages [lightweight]

# Why is log(N) low?

- log(N) is not constant in theory
- But pragmatically, it is a very slowly growing number
- Base 2
  - log(1000) ~ 10
  - log(1M) ~ 20
  - log (1B) ~ 30
  - log(all IPv4 address) = 32

# Fault-tolerance

- Packet loss
  - 50% packet loss: analyze with $b$ replaced with $b/2$
  - To achieve same reliability as 0% packet loss, takes twice as many rounds
- Node failure
  - 50% of nodes fail: analyze with $n$ replaced with $n/2$ and $b$ replaced with $b/2$
  - Same as above

# Fault-tolerance

- With failures, is it possible that the epidemic might die out quickly?
- Possible, but improbable:
  - Once a few nodes are infected, with high probability, the epidemic will not die out
  - So the analysis we saw in the previous slides is actually behavior *with high probability*

  [Galey and Dani 98]
- Think: why do rumors spread so fast? why do infectious diseases cascade quickly into epidemics? why does a virus or worm spread rapidly?

# Pull Gossip: Analysis

- In all forms of gossip, it takes O(log(N)) rounds before about N/2 processes get the gossip
  - Why? Because that's the fastest you can spread a message – a spanning tree with fanout (degree) of constant degree has O(log(N)) total nodes
- Thereafter, pull gossip is faster than push gossip
- After the *i*th, round let $p_i$ be the fraction of non-infected processes. Let each round have *k* pulls. Then

$$p_{i+1} = \left(p_i\right)^{k+1}$$

- This is super-exponential
- Second half of pull gossip finishes in time O(log(log(N))

# Summary

- Multicast is an important problem
- Tree-based multicast protocols
- When concerned about scale and fault-tolerance, gossip is an attractive solution
- Also known as epidemics
- Fast, reliable, fault-tolerant, scalable

# Next Topic:

Primary-backup replication
(pre-reading: VM replication)