

State Recording for Distributed Systems

Quest for A Consistent State Recording Algorithm



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Naïve State Recording Algorithm

- Assumptions:
 - The system is assumed to be organized in a connected graph topology
 - An edge, often referred in this domain as a channel, connects only two neighboring nodes
 - Channels have infinite capacity

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Naïve State Recording Algorithm



1. In one atomic action, the initiator
 - 1.1 Records its own state;
 - 1.2 Sends recording messages (RM) to all the neighbors;
2. On receipt of a RM for the first time, every other process,
 - 2.1 Records its own state;
 - 2.2 Sends RMs to neighbors except from which it received the RM;

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Naïve State Recording Algorithm



- The algorithm terminates when
 - Every process, other than the initiator, has received a Recording Message through each incoming channel;
 - No Recording Message is left in any channel.

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How does it work?

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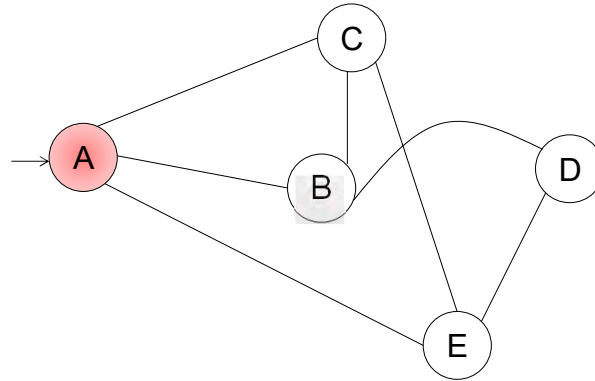
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How does it work?

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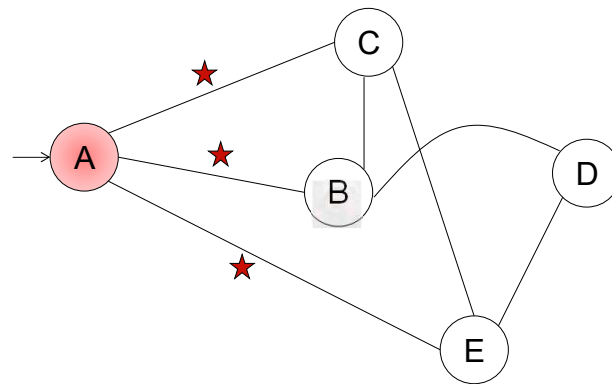
How does it work?



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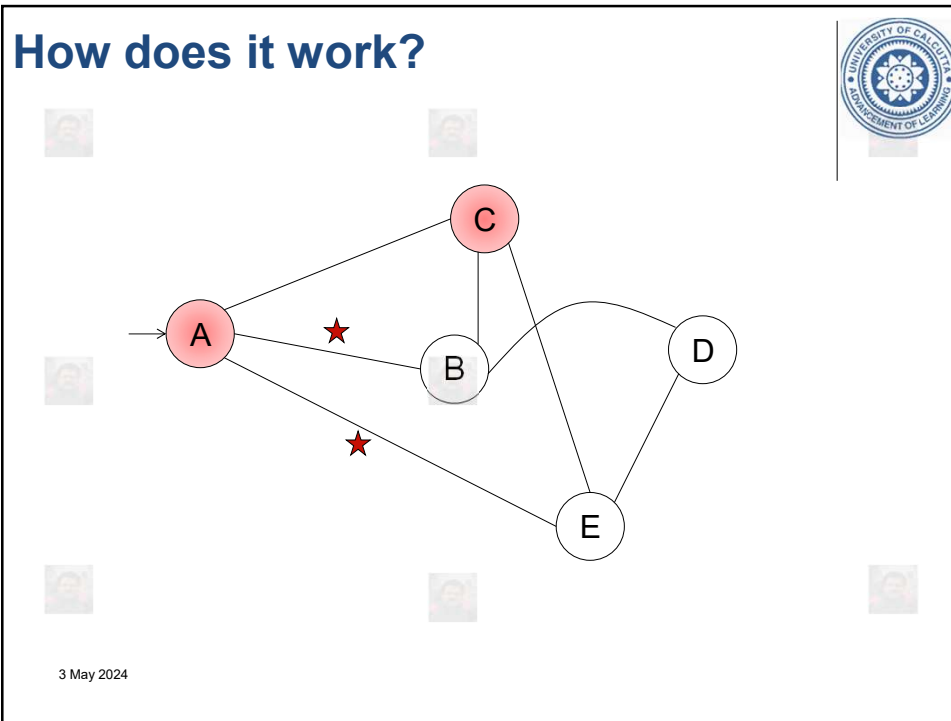
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How does it work?

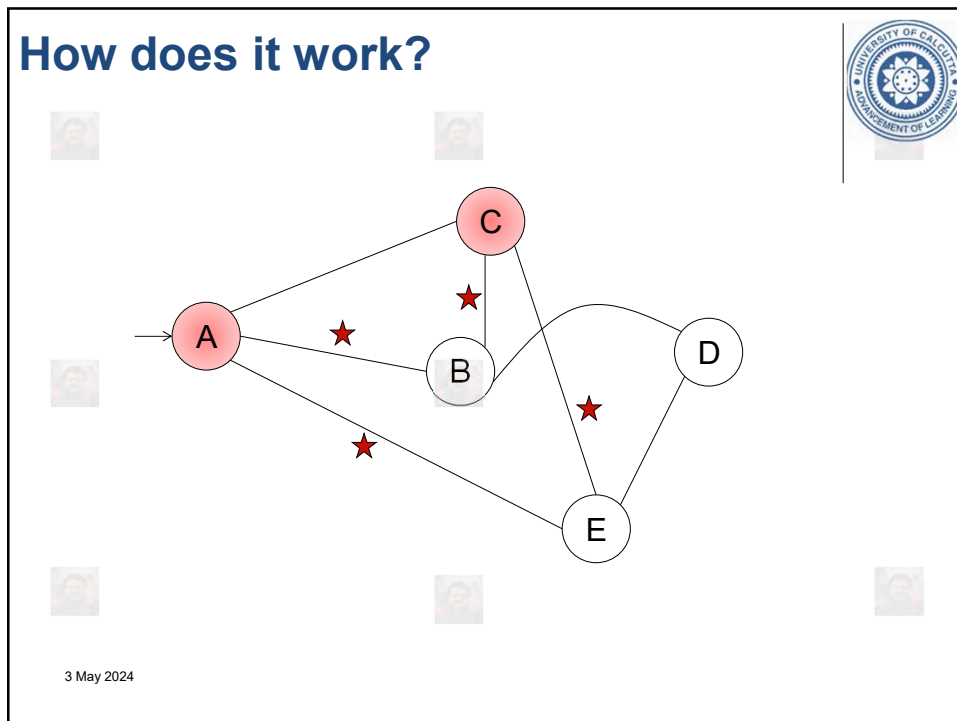


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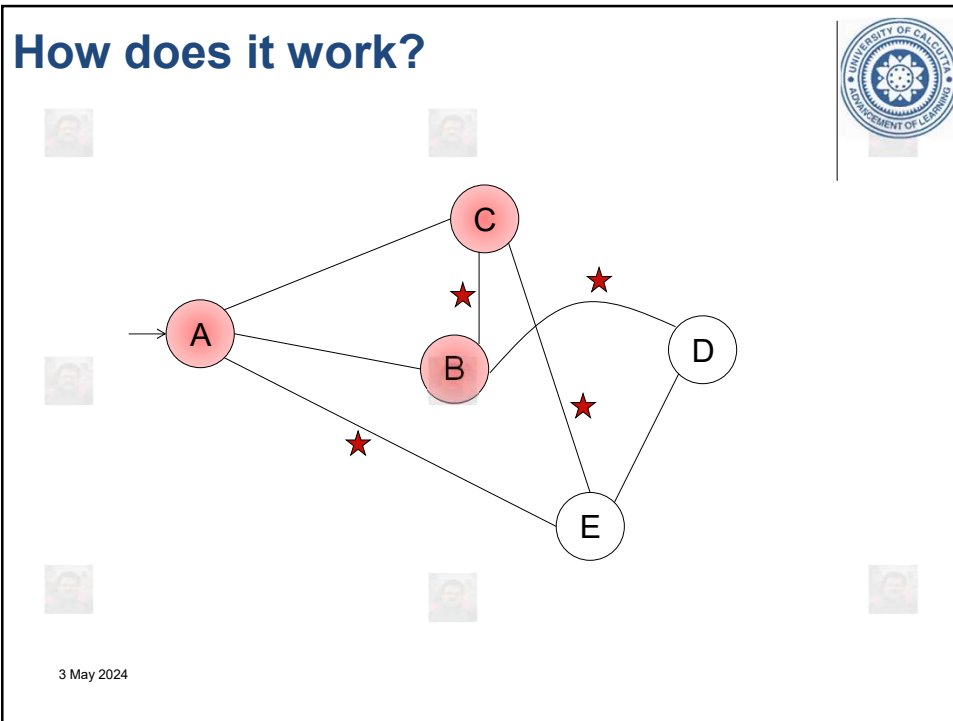
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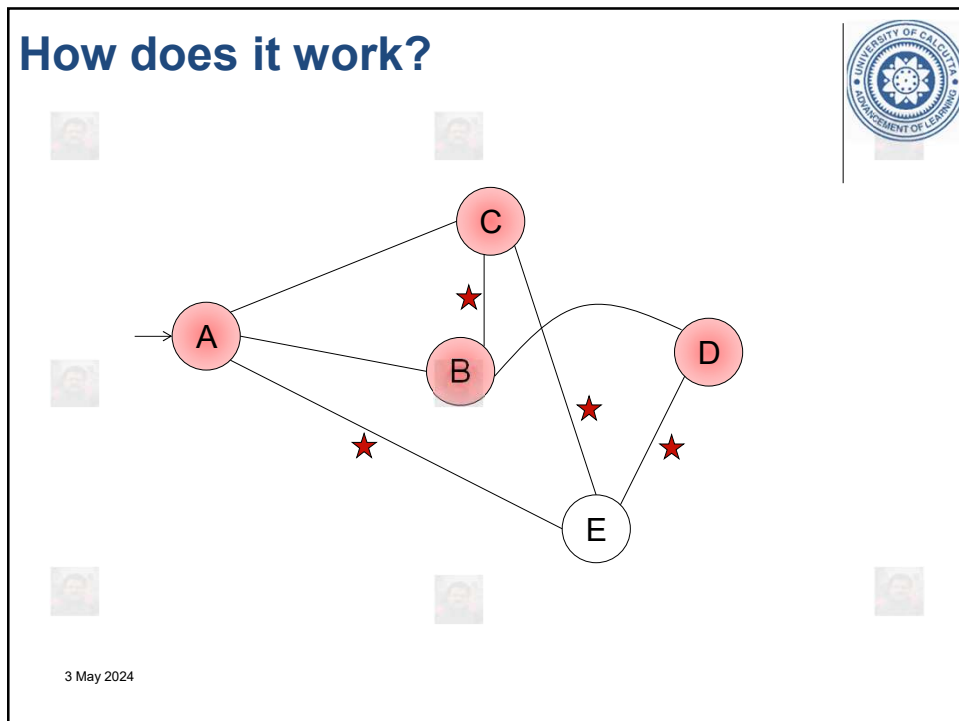
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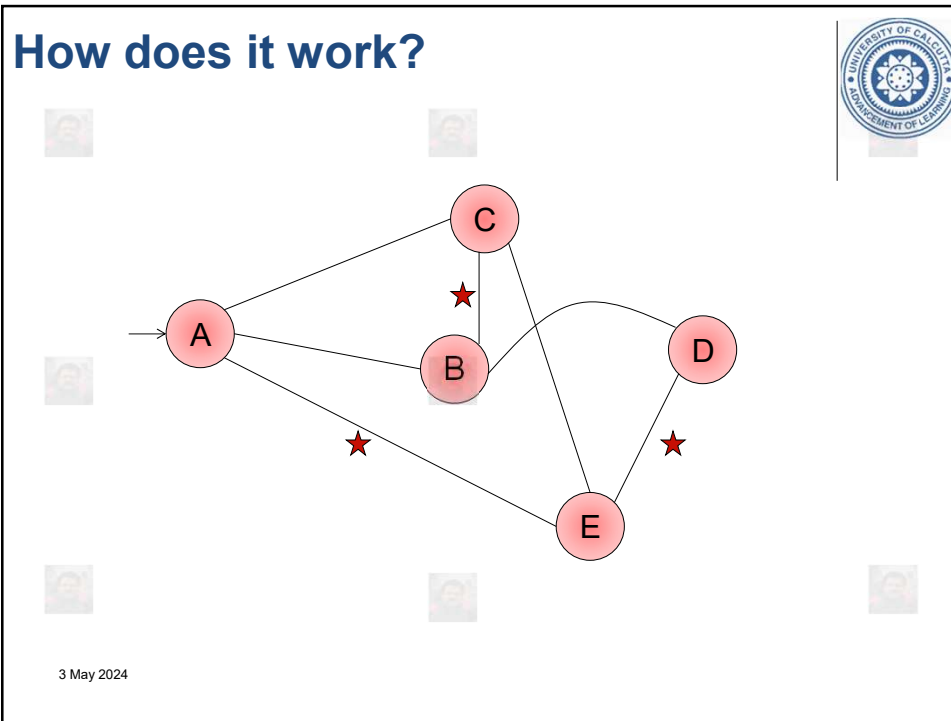
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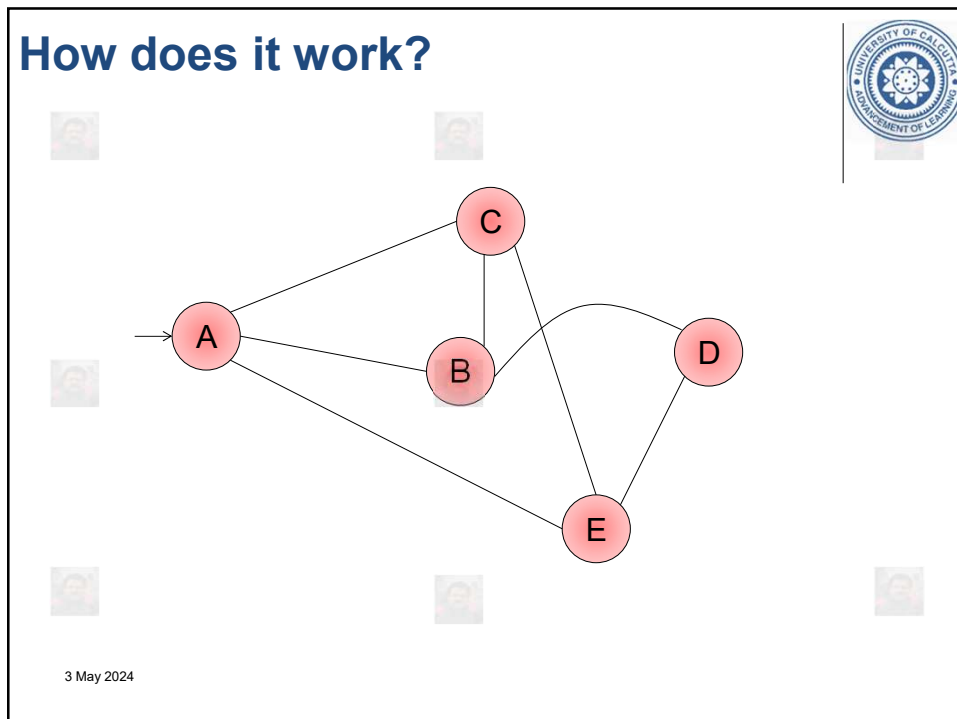
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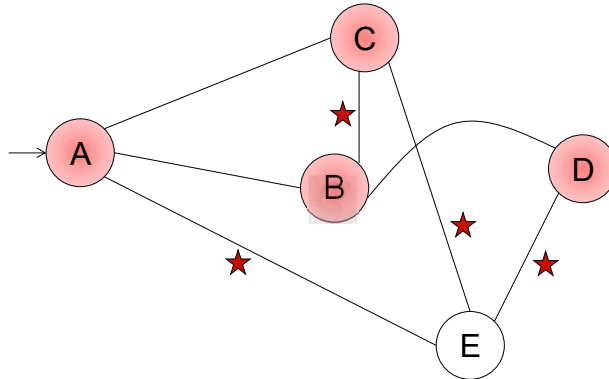


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Does it ensure Consistency?



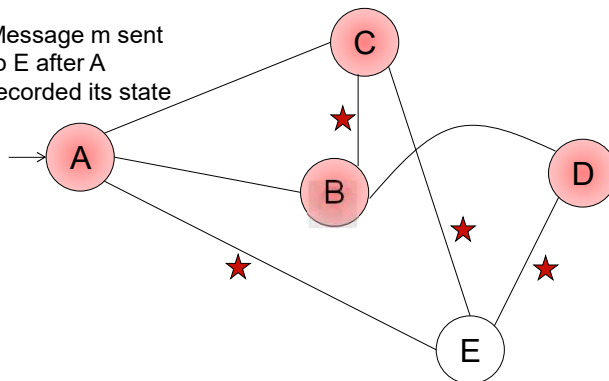
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Does it ensure Consistency?



Message m sent
to E after A
recorded its state



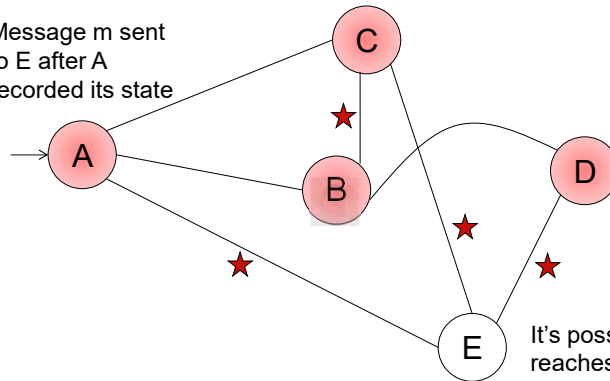
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Does it ensure Consistency?



Message m sent
to E after A
recorded its state



It's possible that m
reaches E before it
gets the first RM

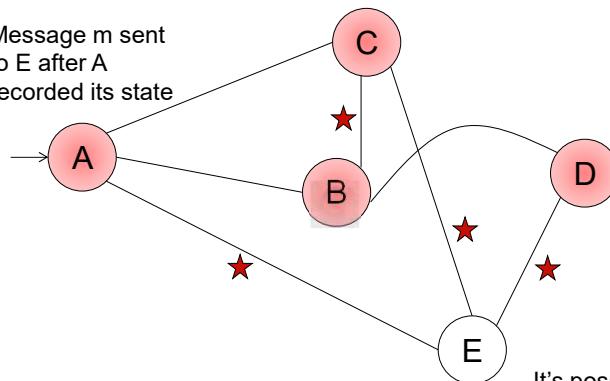
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Does it ensure Consistency?



Message m sent
to E after A
recorded its state



It's possible that m
reaches E before it
gets the first RM

**There could be 2 or more physical
paths between any pair of nodes**

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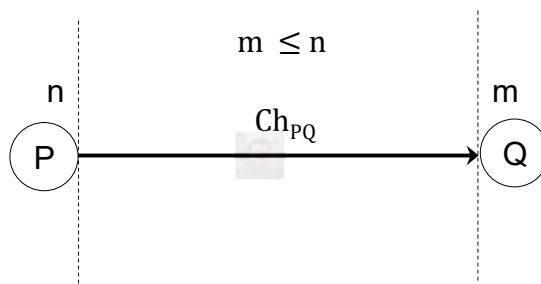
State Recording for Distributed Systems

Look for a better Algorithm



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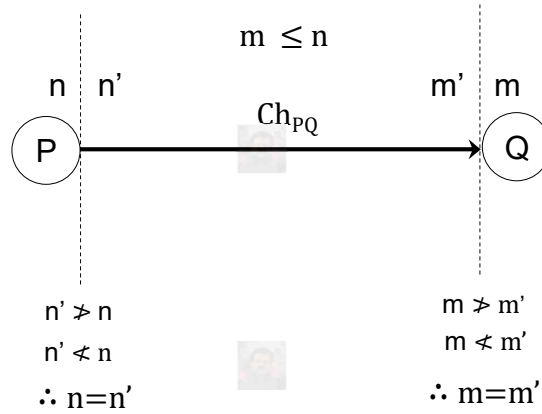
Process Channel Consistency



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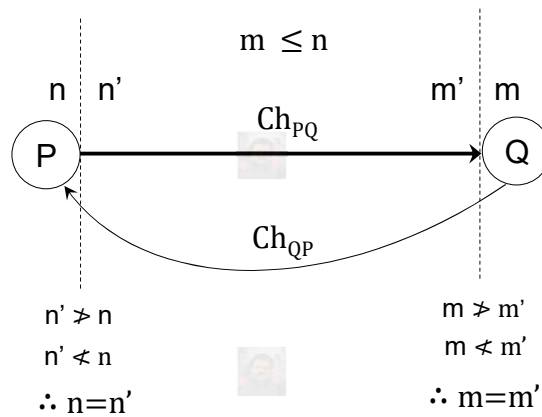
Process Channel Consistency



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Process Channel Consistency



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Chandy-Lamport's Algorithm



- Assumptions:
 - Channels are FIFO
 - Channels are unidirectional
 - Channels have infinite capacity

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Chandy-Lamport's Algorithm



1. In one atomic action, the initiator P_i
 - 1.1 Records its own state;
 - 1.2 Sends markers on all outgoing edges;
2. On receipt of the first marker, process P_k
 - 2.1 Records its own state;
 - 2.2 Sends markers on all outgoing edges;
 - 2.3 Records state of the channel C_{ik} through which it received the first marker as empty;

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Chandy-Lamport's Algorithm



3. If recipient of marker P_k has already received a marker earlier, then

3.1 Records state of the channel Ch_{ik} as holding the following messages:

$\{\text{Messages received over } Ch_{ik}\} - \{\text{Messages recorded as received over } Ch_{ik}\};$

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Chandy-Lamport's Algorithm

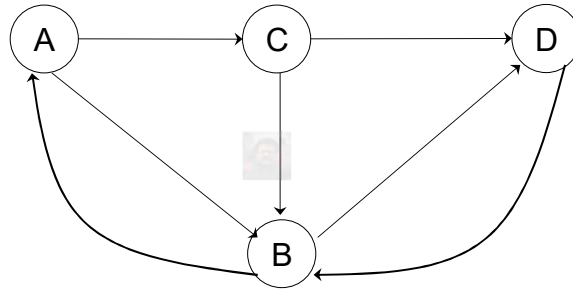


- The algorithm terminates when
 - Every process, including the initiator, has recorded its state;
 - No marker is left in any channel.

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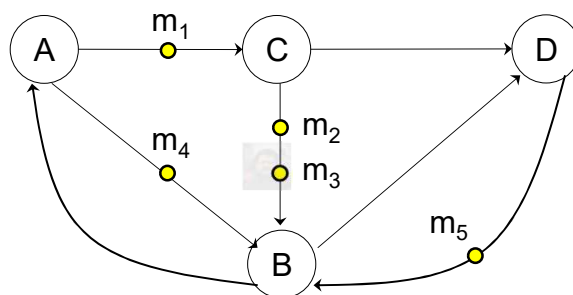
How does it work?



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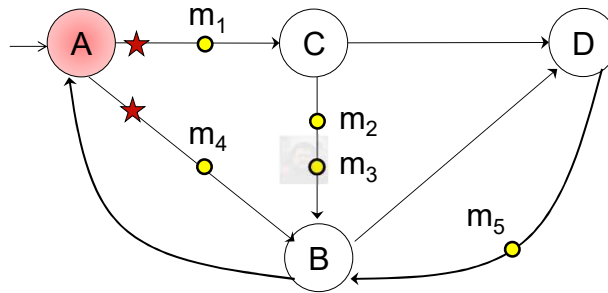
How does it work?



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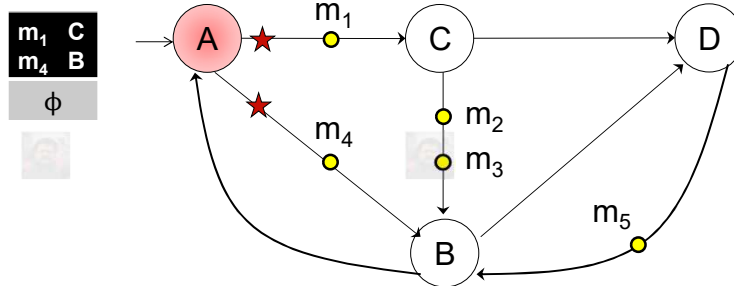
How does it work?



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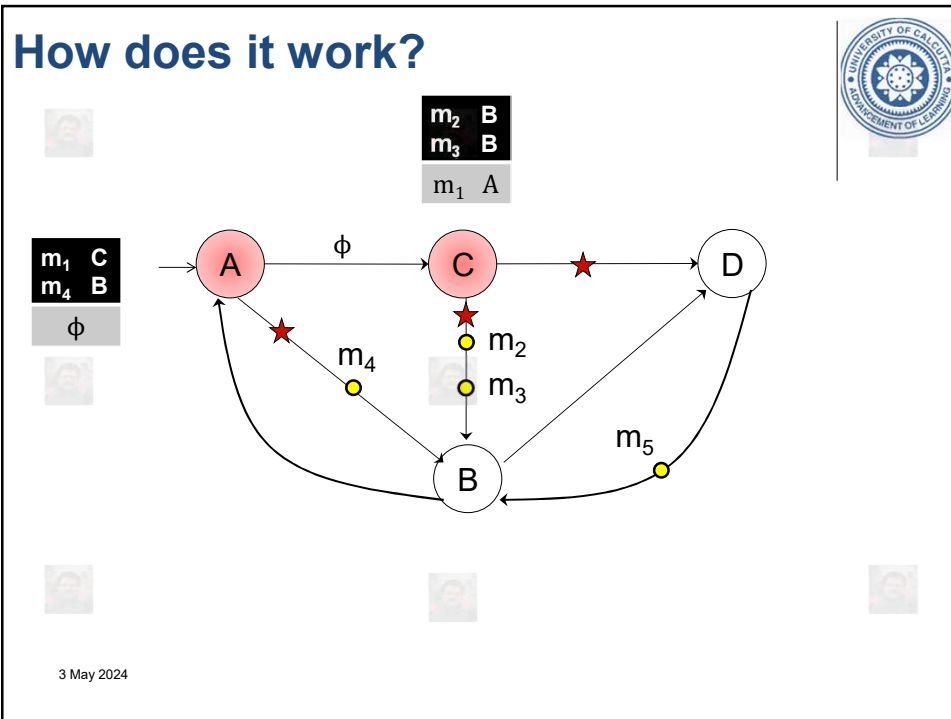
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How does it work?

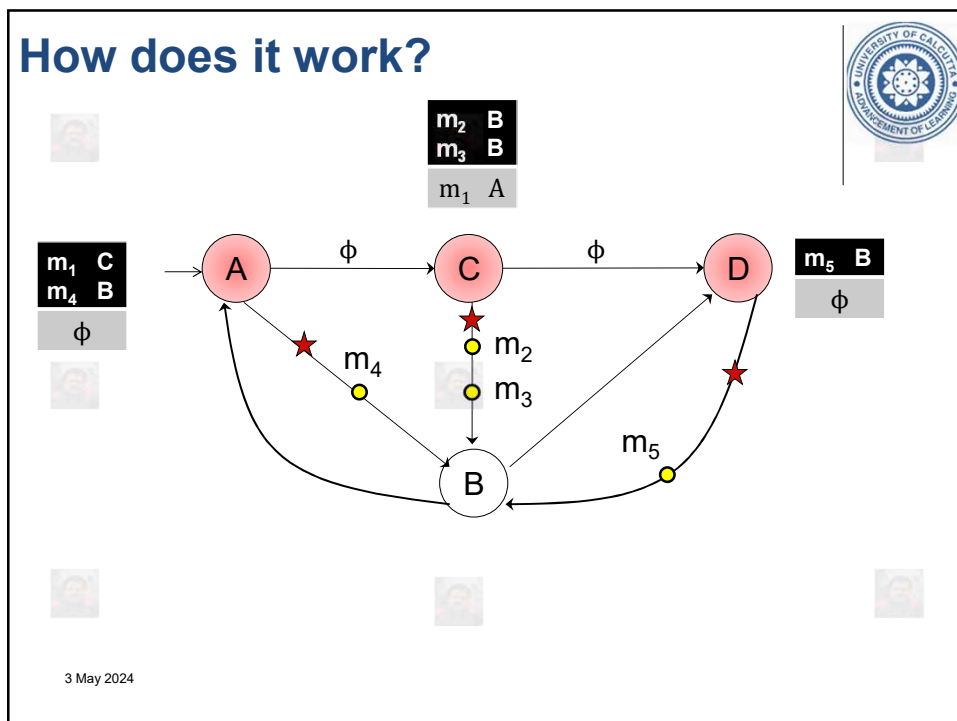


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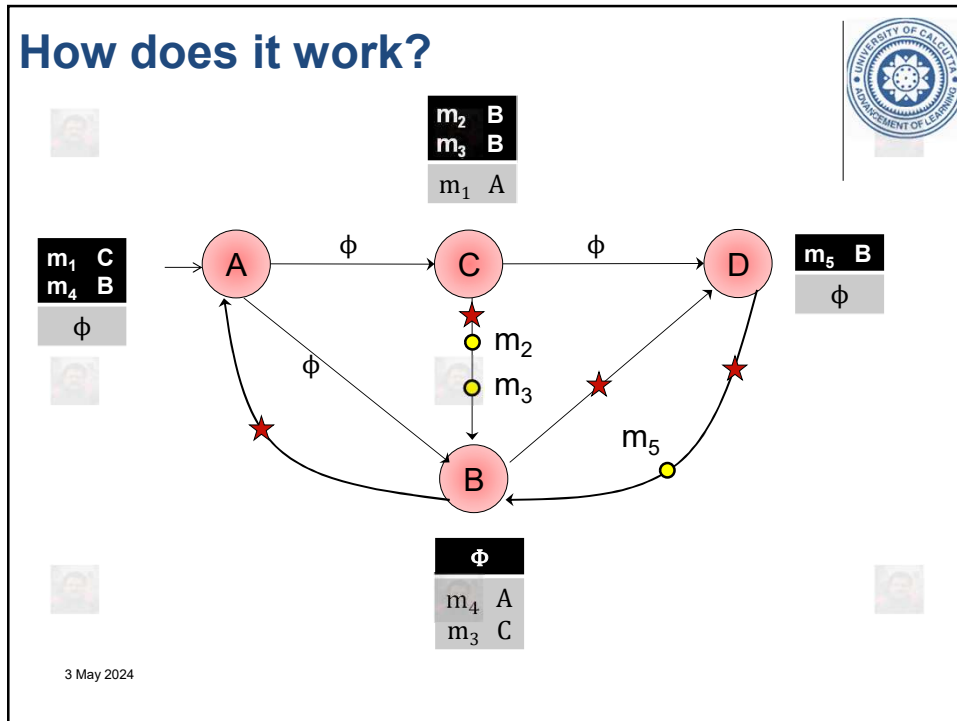


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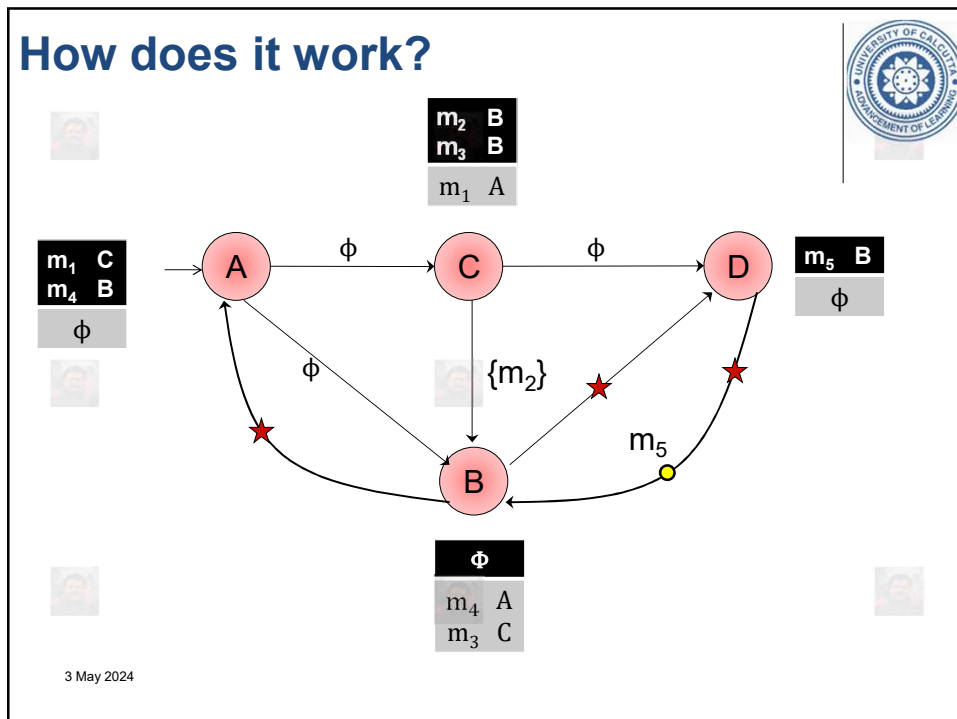
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How does it work?



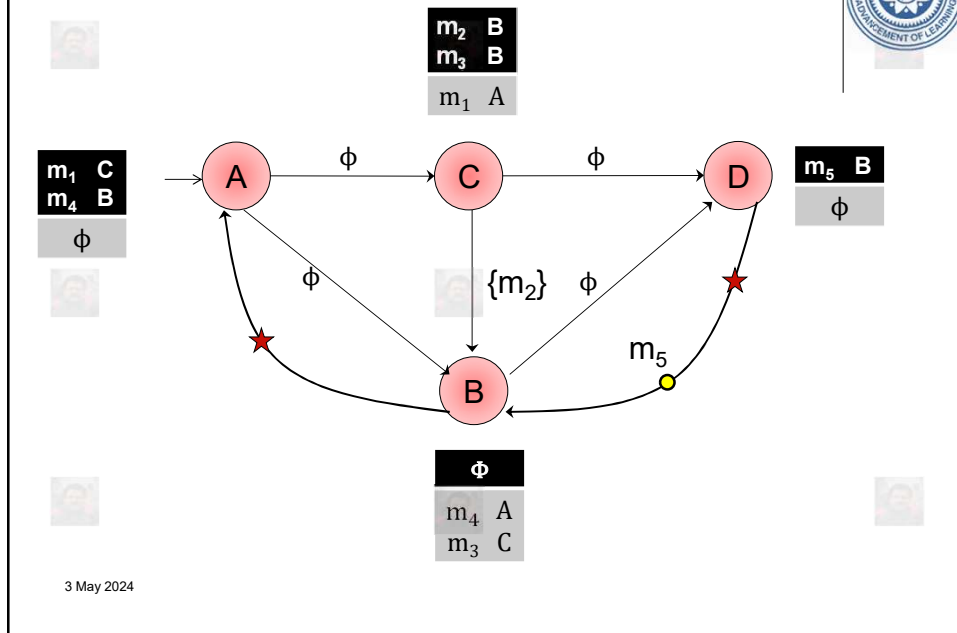
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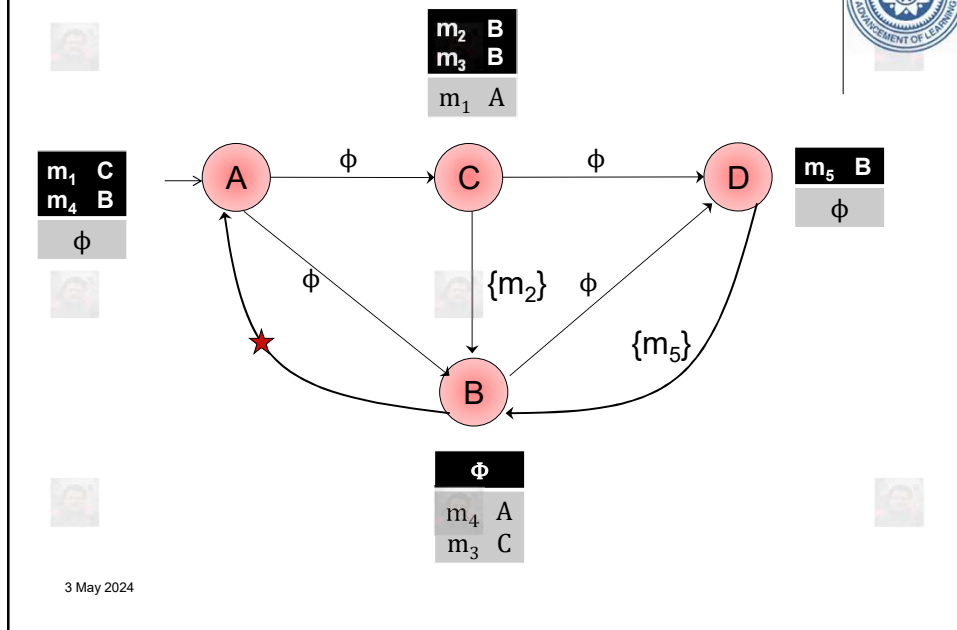
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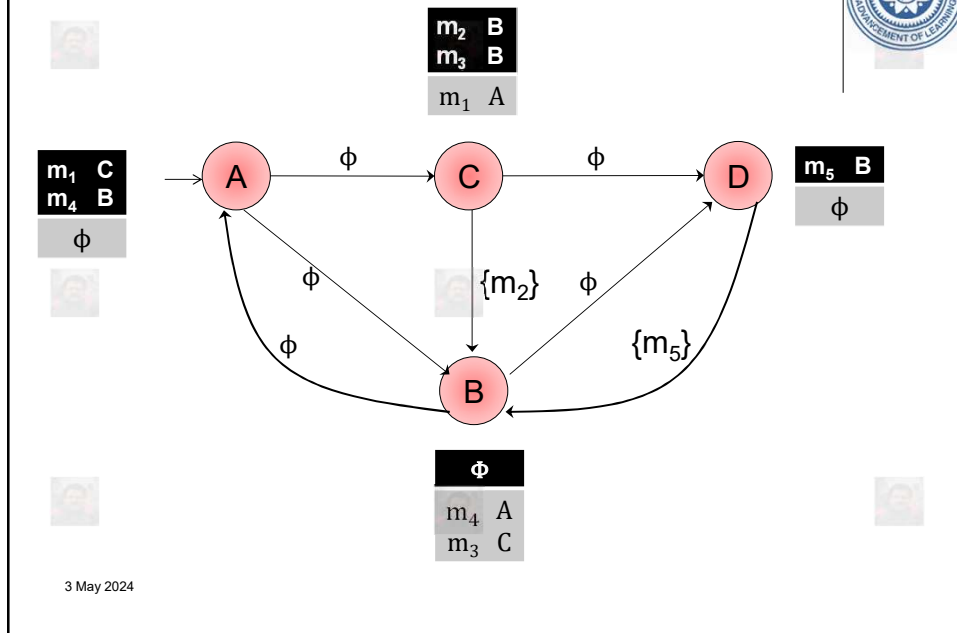
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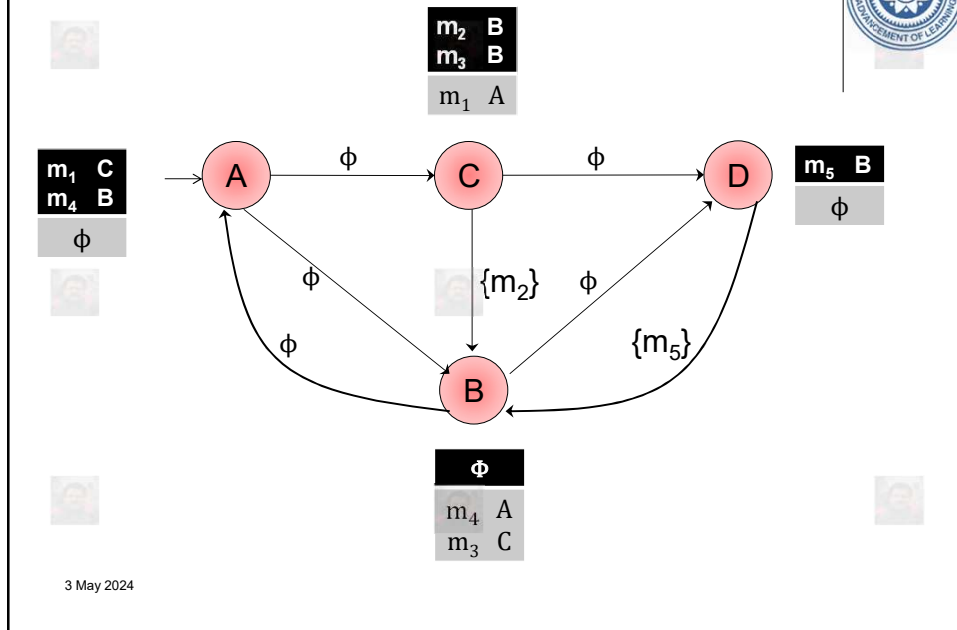
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How does it work?



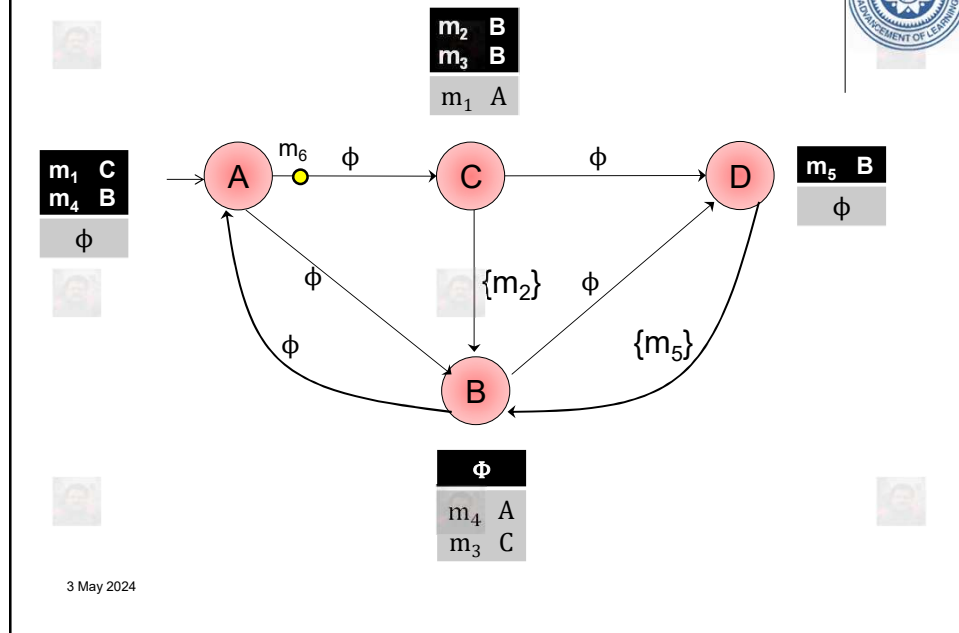
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Does it ensure Consistency?



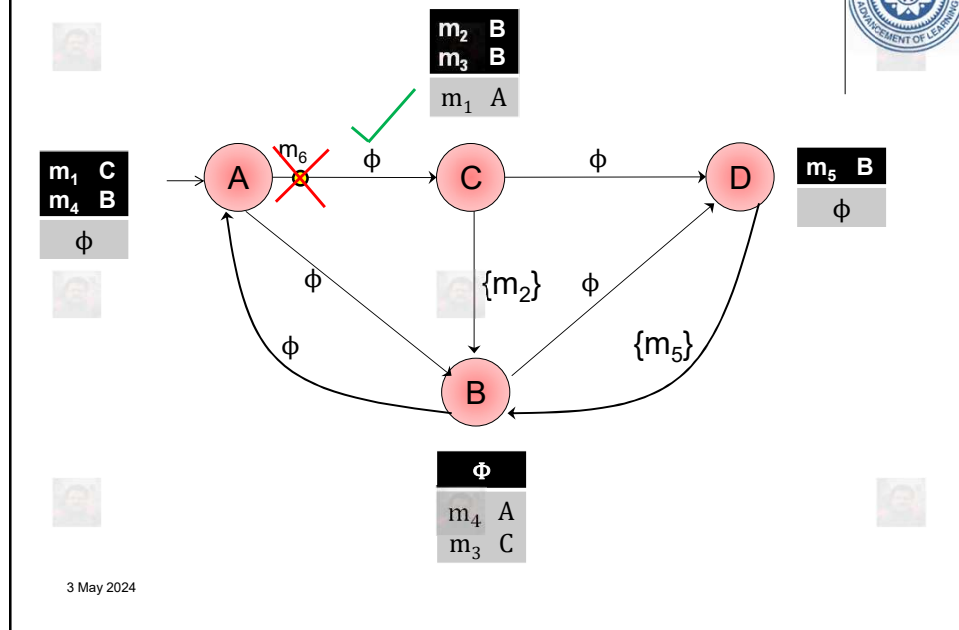
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Does it ensure Consistency?



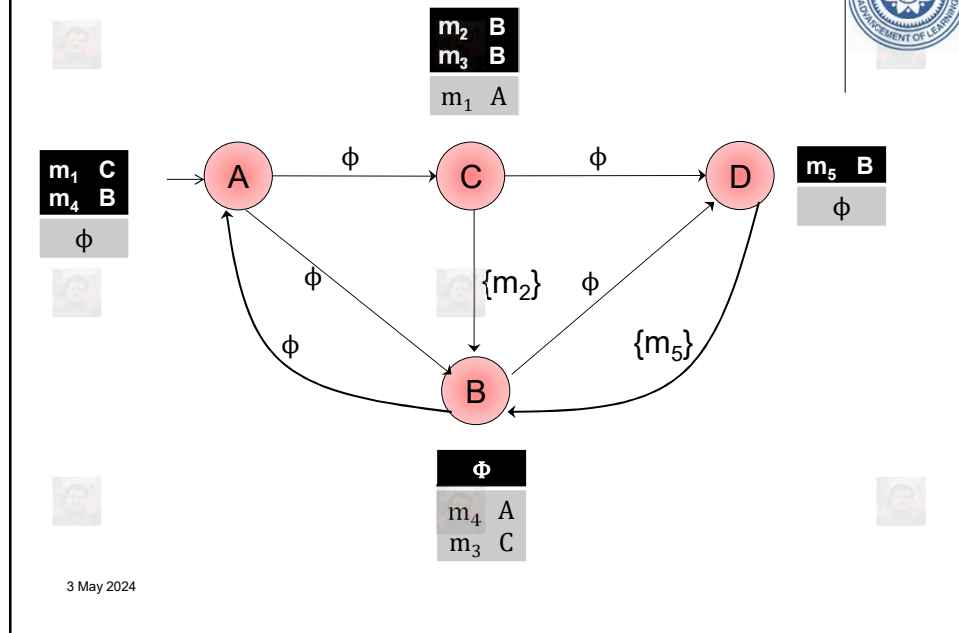
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Does it ensure Consistency?



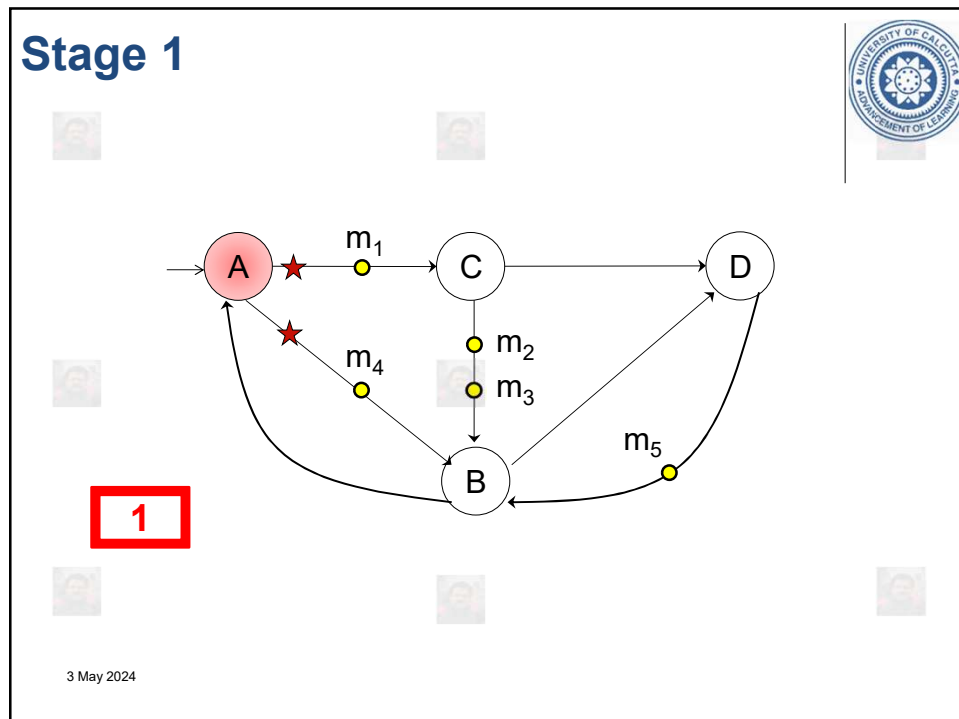
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Does it ensure Consistency?



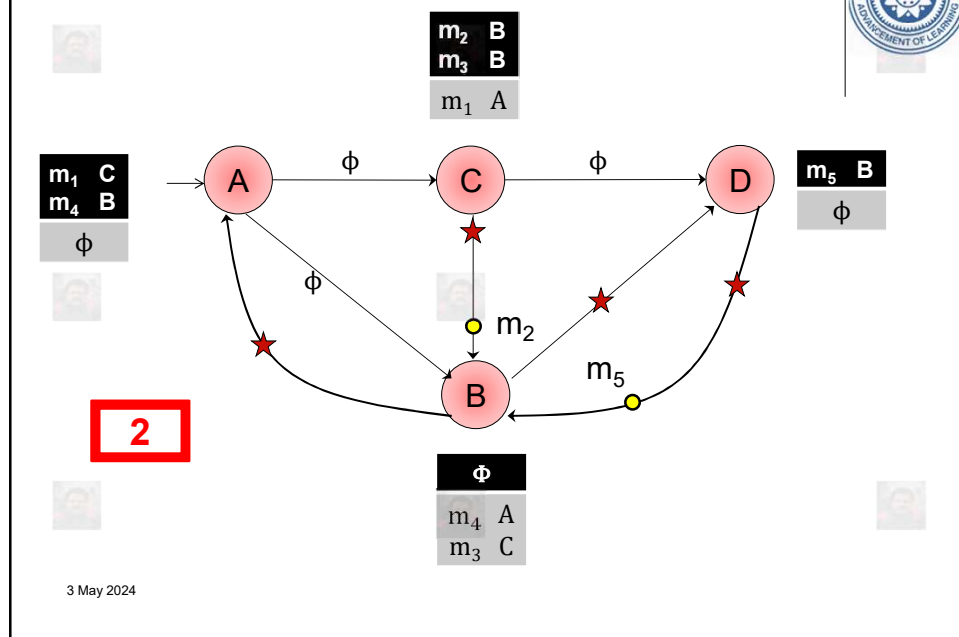
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Stage 1



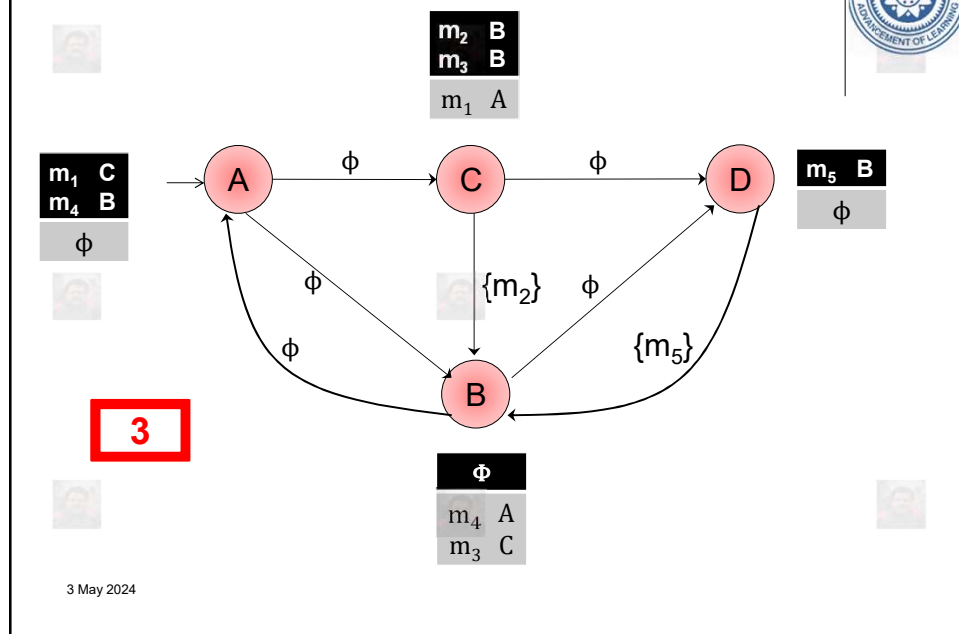
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Stage 2



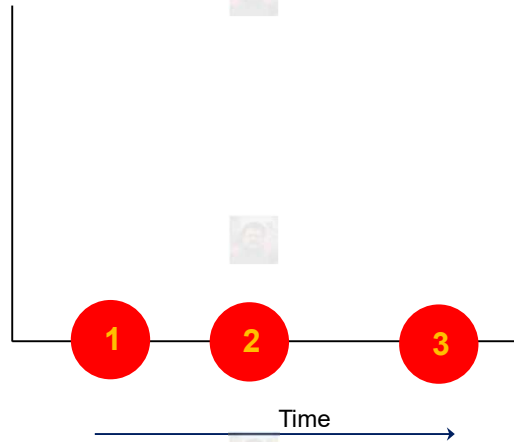
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Stage 3



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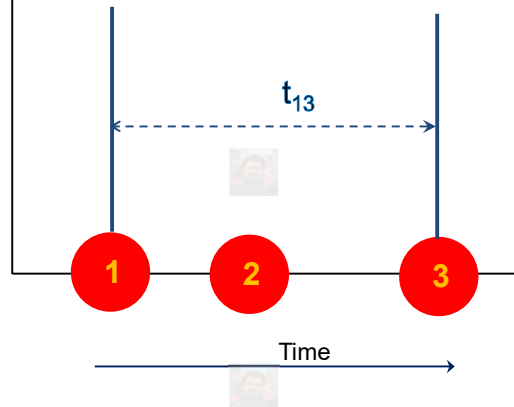
On a Timeline



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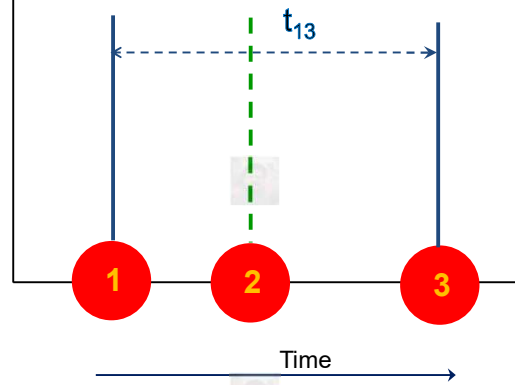
On a Timeline



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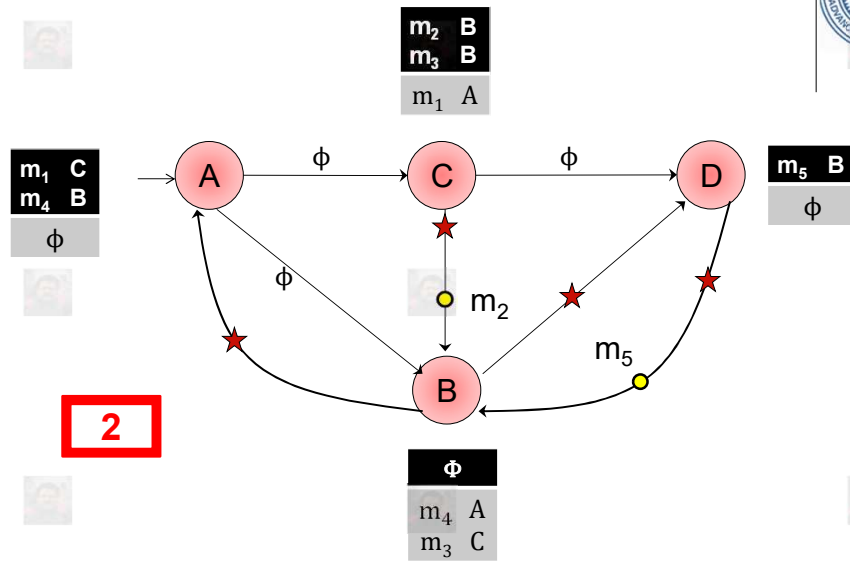
On the Time Line



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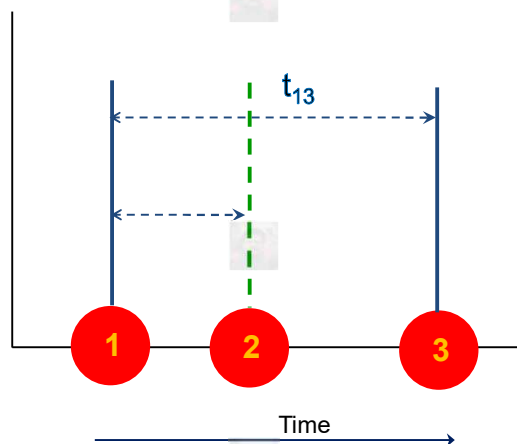
Stage 2



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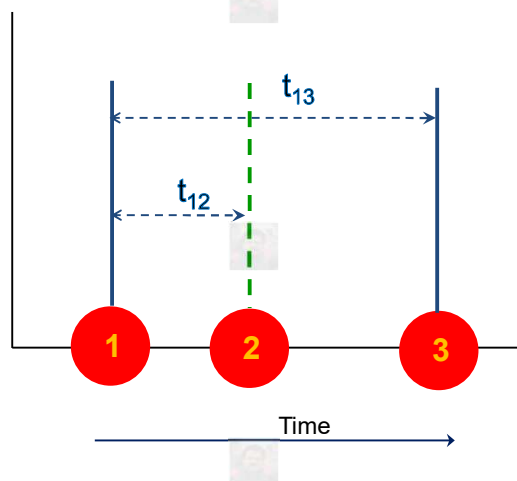
On the Time Line



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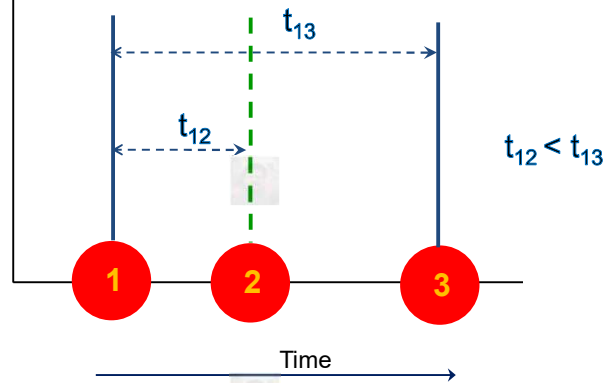
On the Timeline



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On the Time Line



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Thanks for your kind attention

Questions??

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