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# Distributed Computing

## - Distributed Sorting Algorithms



Dr. Rajendra Prasath

Indian Institute of Information Technology Sri City, Chittoor



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# > Distributed Computing?

- How will you design a Distributed Algorithm?



- Learn to Solve using Distributed Algorithms

# > About this Lecture

## What do we learn today?

- This covers a model of distributed computations that every algorithm designer needs to know

- **Challenges and Goals**
- **A model of distributed executions**

with an application to

- **Distributed Sorting on a line network**

Let us **explore** these topics ➔ ➔ ➔

# Recap: Distributed Systems

## A Distributed System:

- A collection of independent systems that appears to its users as a single coherent system
- A system in which hardware and software components of networked computers communicate and coordinate their activity only by passing messages
- A computing platform built with many computers that:
  - Operate concurrently
  - Are physically distributed (have their own failure modes)
  - Are linked by a network
  - Have independent clocks

# Recap: Characteristics

- **Concurrent execution of processes:**
  - Non-determinism, Race Conditions, Synchronization, Deadlocks, and so on
- **No global clock**
  - Coordination is done by message exchange
  - No Single Global notion of the correct time
- **No global state**
  - No Process has a knowledge of the current global state of the system
- **Units may fail independently**
  - Network Faults may isolate computers that are still running
  - System Failures may not be immediately known

# Recap: Flynn's Classification

- Single Instruction Single Data (SISD) Stream
  - Traditional von Neumann architecture
- Single Instruction Multiple Data (SIMD) Stream
  - Scientific Applications, Vector Processors, array processors and so on
- Multiple Instruction Single Data (MISD) Stream
  - Visualization is an example
- Multiple Instruction Multiple Data (MIMD) Stream
  - Distributed Systems

# Recap: Message Passing Systems

## Basic Primitive Operations

### → Send

→ *send* message from process A to Process B  
 $A \rightarrow B$

### → Receive

→ *receive* message at Process B from Process A  
 $B \leftarrow A$

### → Compute at A and / or B

→ do the specific computations at A and / or B

# Challenges / Goals of DS

What are the challenges / goals of distributed systems?

- Heterogeneity
- Openness
- Security
- Scalability
- Failure Handling
- Concurrency
- Transparency



# A Distributed Program

- A distributed program is composed of a set of  $n$  asynchronous processes,  $p_1, p_2, \dots, p_i, \dots, p_n$
- The processes do not share a global memory and communicate solely by passing messages
- The processes do not share a global clock that is instantaneously accessible to these processes
- Process execution and message transfer are asynchronous
- Without loss of generality, we assume that each process is running on a different processor
- Let  $C_{ij}$  denote the channel from process  $p_i$  to  $p_j$  and let  $m_{ij}$  denote a message sent by  $p_i$  to  $p_j$
- The message transmission delay is finite and unpredictable

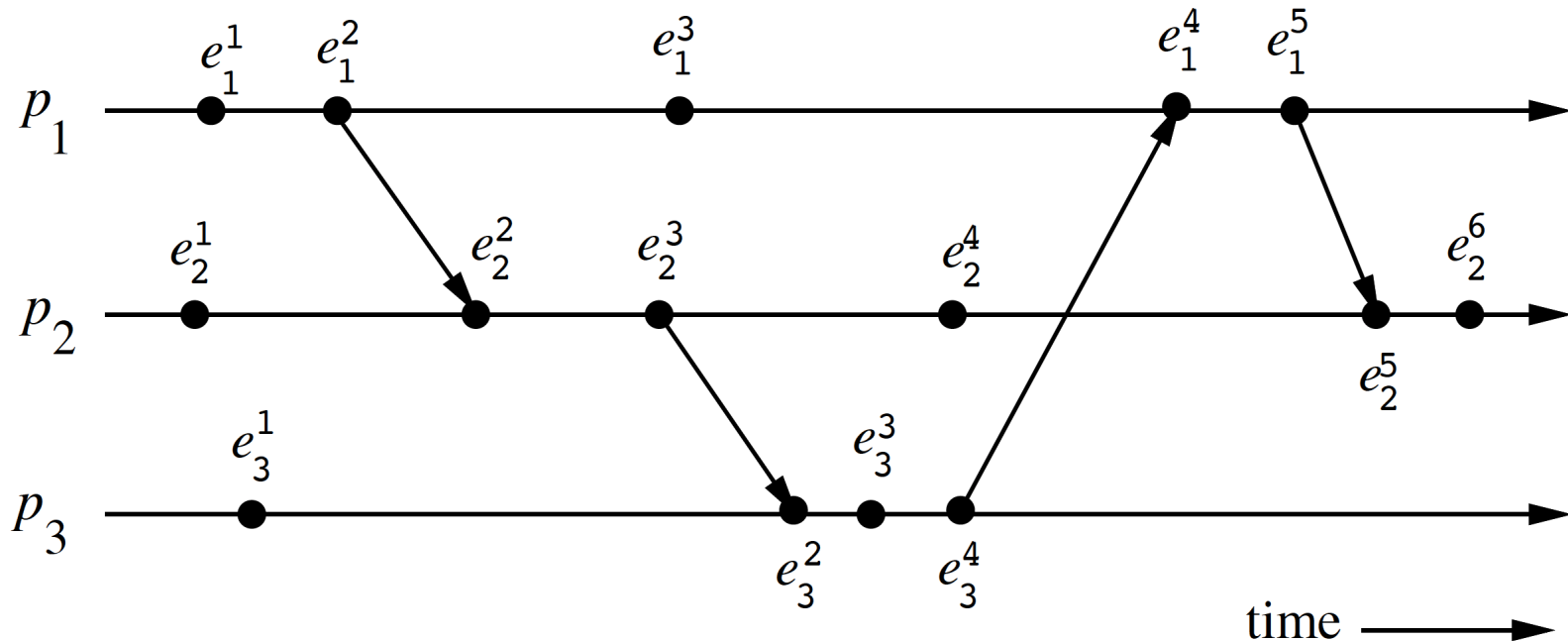
# A Model of Distributed Executions

- The execution of a process consists of a sequential execution of its actions.
- The actions are atomic and modeled as three types of events: **internal events**, message **send events**, and message **receive events**
- Let  $e_i^x$  denote the  $x^{\text{th}}$  event at process  $p_i$ .
- For a message  $m$ , let  $\text{send}(m)$  and  $\text{receive}(m)$  denote send and receive events, respectively.
- The occurrence of events changes the states of respective processes and channels.
- Internal event → changes **state of the process**
- Send and Receive events change the **state of the process** that sends / receives the message & the **state of the channel** on which the message is sent / received respectively

# A State-Time diagram

- The evolution of a distributed execution is depicted by a space-time diagram
- A horizontal line represents the progress of a specific process
- A dot indicates an event
- A slant arrow indicates a message transfer
- Since an event execution is atomic (indivisible and instantaneous), it is justified to denote it as a dot on a process line

# A State-Time diagram - An Example



➔ For Process  $p_1$ :

Second event is a message send event

First and Third events are internal events

Fourth event is a message receive event

# Distributed Sorting – An example

## Why Sorting?

Fundamental problem in computing

## Distributed Sorting (DS):

- Initially, each process  $P_i$  has an element  $s_i$  for sorting
- $n$  Elements are arranged in a **Line network**
- Position of each element has to be rearranged to satisfy the condition

$$s_i \leq s_{i+1}$$

in each process  $P_i$ ,  $1 \leq i < n$ , at the final state

- Find a strategy to minimize the amount of communication (in terms of the number of message exchanges)

# Odd-Even Transposition Sort

## Odd-Even Transposition Sorting - (n) rounds

(odd -  $i$ ):  $P_{i \text{ (=odd,)}} (v_i) \leftrightarrow P_{i+1} (v_{i+1})$ , if  $v_i > v_{i+1}$   
(even -  $i$ ):  $P_{i \text{ (=even,)}} (v_i) \leftrightarrow P_{i+1} (v_{i+1})$ , if  $v_i > v_{i+1}$

Requires knowledge about **Global** position

### Example:

→ Consider Sorting of 5 elements

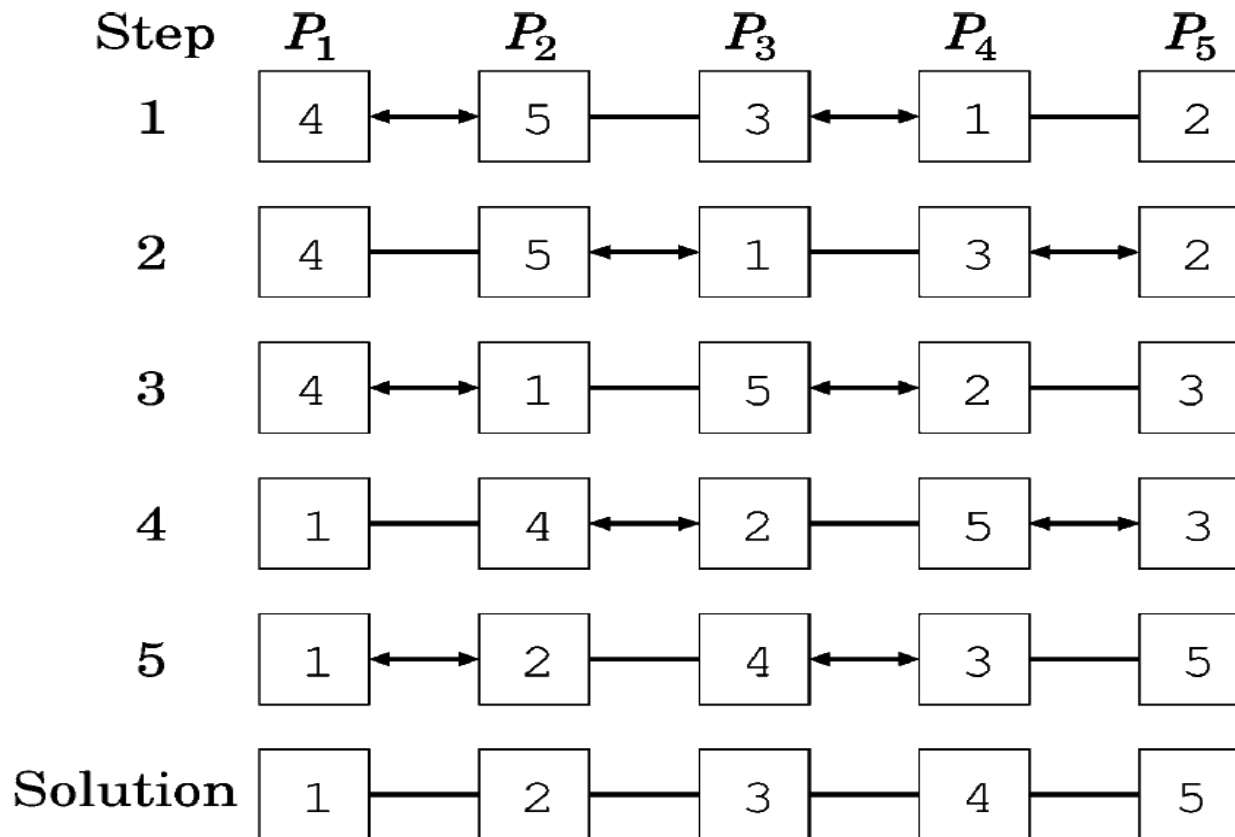
4            5            3            1            2

→ Each element is kept with a process  $P_i$

→ Line network – the underlying network that connects all processes

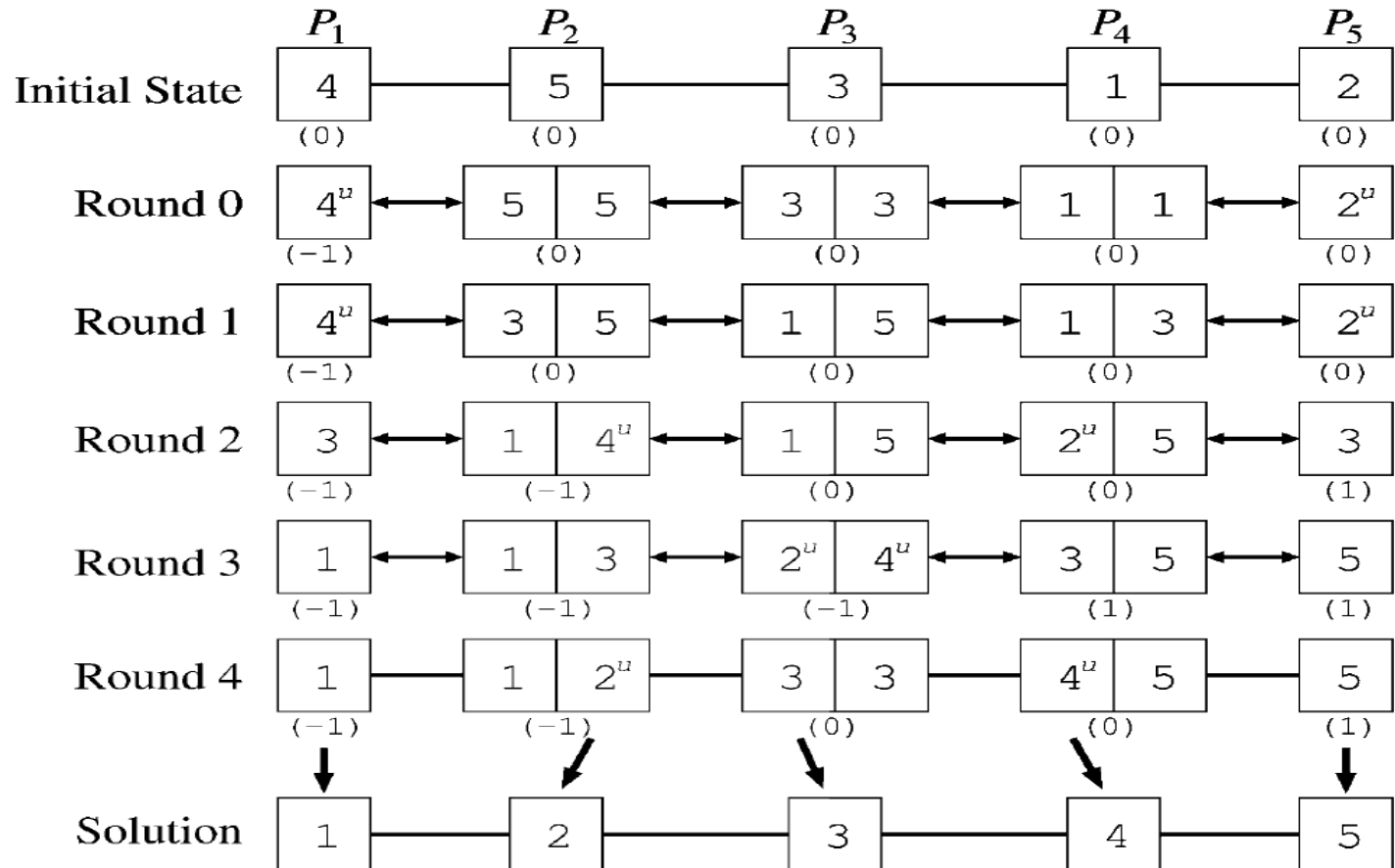
# Odd-Even Transposition Sort

## An Illustrative Example:



# Distributed Sorting – Sasaki's (n-1) round

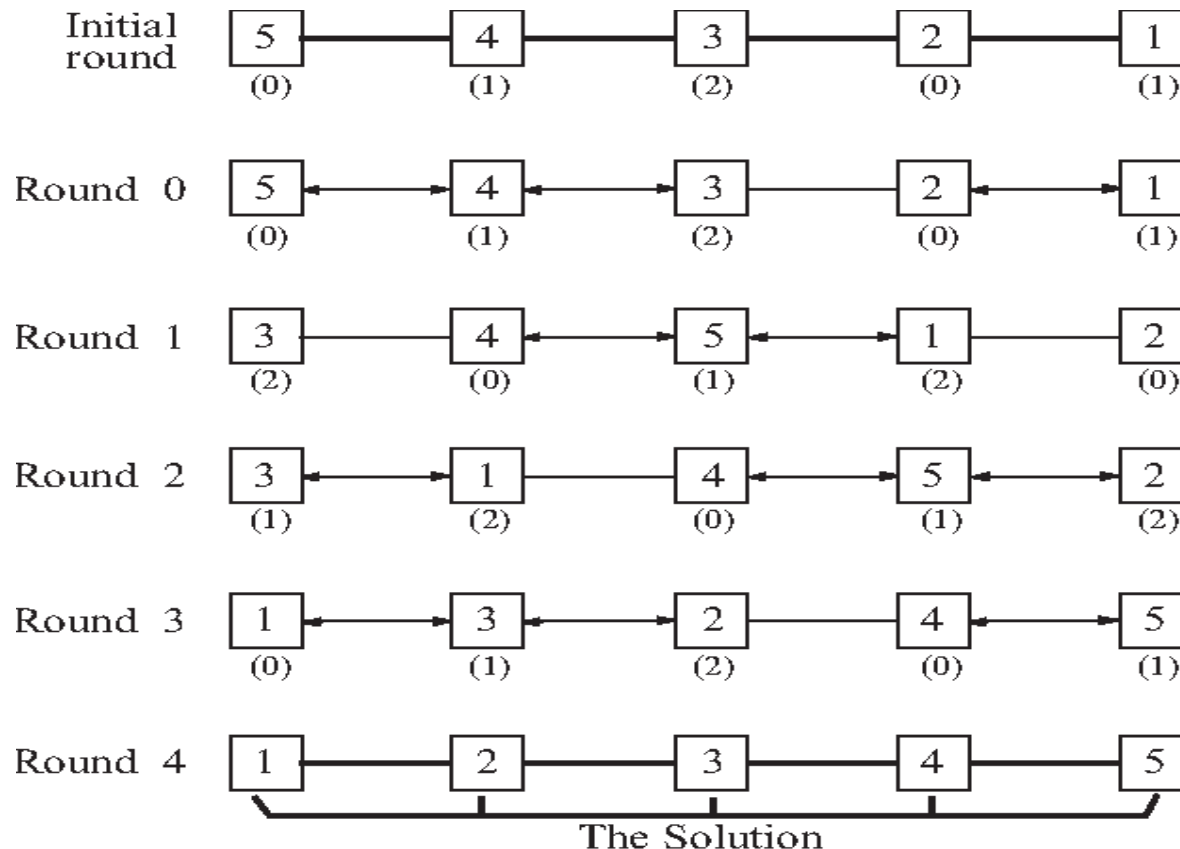
[Sasaki, 2002]



No Global position; Make copies of elements at intermediate nodes;  
Rule to select Final Solution; Computing  $n$  at runtime



# Distributed Sorting – An alternative (n-1) round



**DO NOT MAKE** copies of elements at intermediate nodes;  
**No Rule to Select the Final Solution;**  
**No Global position; Computing  $n$  at runtime**

# A Model of Distributed Executions

- The events at a process are linearly ordered by their order of occurrence.
- The execution of process  $p_i$  produces a sequence of events  $e_i^1, e_i^2, \dots, e_i^x, e_i^{x+1}, \dots$  and is denoted by  $H_i$  where

$$H_i = (h_i, \rightarrow_i)$$

$h_i$  is the set of events produced by  $p_i$  and binary relation  $\rightarrow_i$  defines a linear order on these events

- **Linear Relation:** Mathematically, the independent variable is multiplied by the slope coefficient, added by a constant, which determines the dependent variable
- Relation  $\rightarrow_i$  expresses causal dependencies among the events of  $p_i$

# A Model of Distributed Executions (contd)

- The send and the receive events signify the flow of information between processes and establish causal dependency from the sender process to the receiver process
- Define a relation  $\rightarrow_{msg}$  that captures the causal dependency due to message exchanges as follows:

For every message  $m$  that is exchanged between two processes, we have

$$send(m) \rightarrow_{msg} receive(m)$$

- Relation  $\rightarrow_{msg}$  defines causal dependencies between the pairs of corresponding send and receive events

# A Few Applications

- Mobile Systems
- Sensor networks
- Pervasive Computing
  - Smart workplace
  - Intelligent Home
- Peer-to-peer computing
- Distributed Agents
- Distributed Data Mining
- Grid Computing
- Security aspects in Distributed Systems

# Summary

- **Goals and Challenges of DS**
  - Fundamental aspects while building distributed applications
- **A model of Distributed Computations**
  - Primitives of Distributed Communications
    - Message Passing is the main focus
  - Properties of distributed Computations
  - Distributed Sorting
  - Events and their ordering
    - How to handle Causal Precedence ?
    - Lamport's Logical Clocks ?
    - Many more to come up ... stay tuned in !!

# Penalties



- Every Student is expected to strictly follow a fair Academic Code of Conduct to avoid penalties
- Penalties is heavy for those who involve in:
  - Copy and Pasting the code
  - Plagiarism (copied from your neighbor or friend - in this case, both will get "0" marks for that specific take home assignments)
  - If the candidate is unable to explain his own solution, it would be considered as a "copied case"!!
  - Any other unfair means of completing the assignments

# Help among Yourselves?

- **Perspective Students** (having CGPA above 8.5 and above)
- **Promising Students** (having CGPA above 6.5 and less than 8.5)
- **Needy Students** (having CGPA less than 6.5)
  - Can the above group help these students? (Your work will also be rewarded)
- You may grow a culture of **collaborative learning** by helping the needy students

# How to reach me?

→ Please leave me an email:

rajendra [DOT] prasath [AT] iiits [DOT] in

→ Visit my homepage @

→ <https://www.iiits.ac.in/people/regular-faculty/dr-rajendra-prasath/>

(OR)

→ <http://rajendra.2power3.com>



# Assistance

- You may post your questions to me at any time
- You may meet me in person on available time or with an appointment
- You may ask for one-to-one meeting

## Best Approach

- You may leave me an email any time  
(email is the best way to reach me faster)



# Questions It's Your Time

