

DIDA-TUPLE

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Abstract

In this project we will apply two different approaches to solve the problem of having a distributed tuplespace. These approaches have different tradeoffs considerations regarding time spent executing a request, network congestion and time spent recovering from a fault. For this work we consider a perfect failure detector, in which if a server stop responding to requests, then is because it crashed.

1. Introduction

A tuple space consists in distributed collection of tuples. A tuple contains fields that are some how related. A basic tuple space needs to be writable, readable and deletable.

Challenges. At a first glance seems easy to implement a tuple space in a distributed way however problems like consistency, data loss and performance rise.

To overcome this challenges we propose two different implementations of a distributed tuple space which solve the challenges listed above.

The State Machine Replication (SMR) which uses a coordination mechanism involving one leader to be responsible for coordination.

And a Xu and Liskov implementation that discards the need of a leader to coordinate client's requests.

2. State Machine Replication

The State Machine Replication is based on primary backup approach. Given one primary and several secondary nodes, clients will perform requests to the primary node only.

When the first server is switched on, we start by searching for alive servers requesting AREYOUThEMASTER. If no reply is given then the server becomes the leader. When others servers join the process repeats but they will receive the reply containing the URL path of the master.

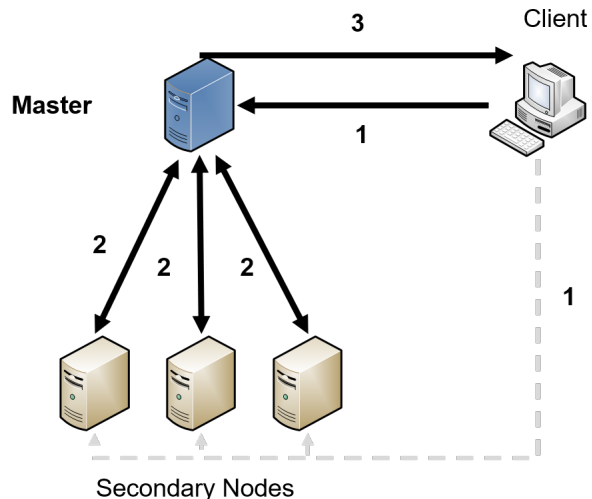


Figure 1. SMR basic communication schema

2.1. Clients request

In our solution when the client starts we begin with a list of all URL's servers, sends the request to all servers and only the leader will start processing, others simply discard the request.

2.2. Fault tolerance

This implementation has an obvious **weak point**: if the master crashes the system will stop replying to requests. Our solution to this problem consists of using an heartbeat that is sent from the secondary nodes to the primary node every random seconds between 3 to 10 seconds. This ensures that in the worst case the system will took ten seconds to recovers (assuming instant propagation of messages) . The randomization process is used to optimize network bandwidth and prevent heartbeats flooding on the master.

Every node in the SMR contains an identifier. When a master crashes the remaining node with the smallest ID will be elect as the new master. It starts by informing all secondary nodes about its leadership change. By that time all secondary nodes start sending heartbeats to the new master.

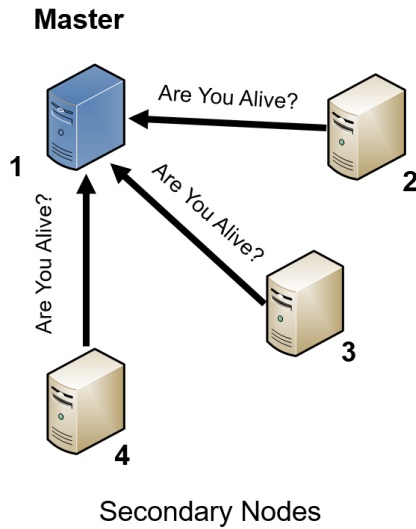


Figure 2. SMR master failure detector

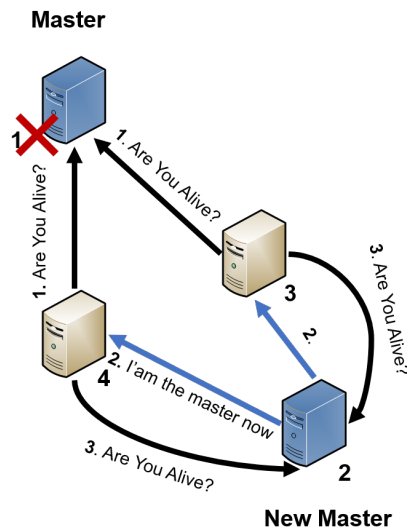


Figure 3. SMR master failure and system's recovering process

Another problem is when a **secondary node crashes**. In this case the availability of the system is not affected since the primary node continues to receive client's request. Nevertheless if that same node resurrects then it will be inconsistent with others. To fix this problem, every node has a log.

A log is used to keep track of every request made by the master **that was already executed**. When a secondary node crashes and recovers it will have no such tuple in the tuple space, then request to the master a copy of his own log. The master suspend the client's requests processing and replies to the new secondary node. As soon the new node is ready the master continues to processing client's request.

3. Xu and Liskov

In this implementation we no longer need one master to ensure the consistency of the system. Instead we introduce the concept of client's front end and the concept of view.

A Client's Front End is an interface to coordinate request to all nodes and made them transparent to the user. For example, user invoke Front End's take operation and FE is responsible for getting the current view and propagate the request to multiple nodes.

3.1. Clients request

In this approach, when a client wants to perform some operation, starts by creating a Front End. The client reads the server's URL path from the file and asks for the view.

When a request READ, WRITE or TAKE is sent to the servers, it is checked server-side if the view is up-to-date. The server will only execute the request if the view is the most recent. Otherwise simply returns null and forces the client to update its view first and repeat the request.

Every view contains a **version** which allows compare two views and determine the most recent view. When a client starts up we gets one view from the server before making requests to the client.

The **biggest advantage** over our SMR implementation is that the client will only send requests to servers that are suppose to be alive.

3.2. Fault tolerance

This approach has an advantage of time in recovering, this happens because when a node crashes the system don't need to stop. There are no coordinator node (a central point of failure) that could compromise the system availability.

However has the following **pitfall**: when a new node joins it is necessary to pause the entire system to performe a view update in order to ensure consistency and guarantee that the clients request during the view update will not disappear.

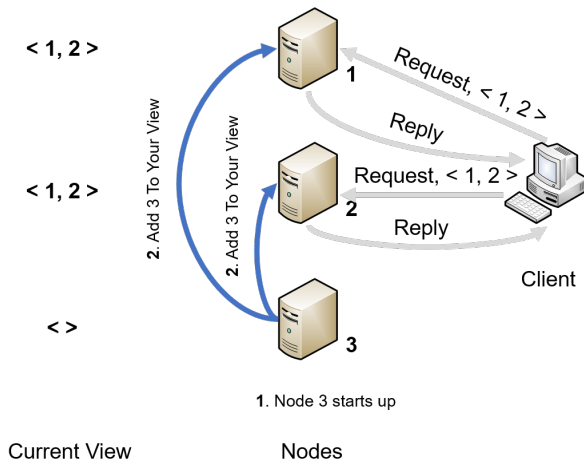


Figure 4. XL view update process

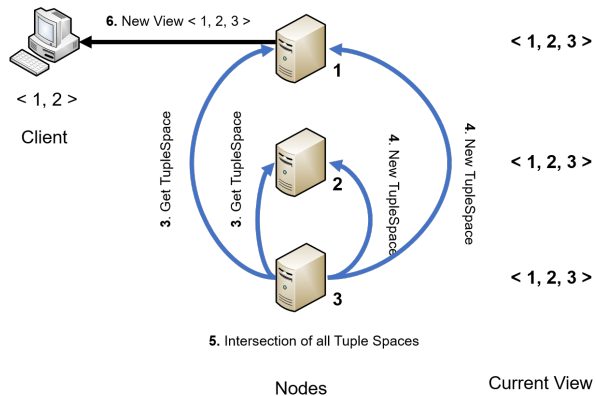


Figure 5. XL tuple space recover

The following steps are executed when a node crashes:

- Client suspend all requests
- Client detects the crash and inform all other view members
- Client resume the requests

The following steps are executed when a new node joins the system:

- New node starts up and for each path in file tries to update the view to inform his arrival
- As soon as the already alive nodes receive a request to change the view they perform the request immediately and **do not send the new view to the client.** (Figure 4)
- All client's request are reject because the client view is out-of-date.
- New node request a copy of the tuple space to all already alive nodes.
- New node performs a tuple space intersection (see more in detail above) and propagates the changes to all already alive nodes. (Omitted on Figure 4 due to preserve draw simplicity)
- Only when the new tuple space is sent to all nodes then the client is informed of the new view. (Figure 5)
- The client can resume the requests to all nodes.

Tuple Space Intersection: We defined a intersection of tuple space as the set of tuples that belongs to both tuple spaces.

Let's suppose, for example that we have **2 nodes already alive** and a new node joins the system. The following schema shows the tuple space content of each node:

$TupleSpace_1 \leftarrow \langle \text{dog}, \text{brown} \rangle, \langle \text{cat}, \text{white} \rangle, \langle \text{cat}, \text{gray} \rangle$

$TupleSpace_2 \leftarrow \langle \text{dog}, \text{brown} \rangle, \langle \text{cat}, \text{white} \rangle, \langle \text{cat}, \text{gray} \rangle, \langle \text{horse}, \text{white} \rangle$

$TupleSpace_3 \leftarrow \emptyset$

A closer look to $TupleSpace_2$ shows a partial write operation, this is the client's front end wrote on node 2 but lost his view and therefore couldn't wrote on other nodes.

Remember that node 3 will request all tuples spaces (from node 1 and 2) and perform a intersection, this is:

$TupleSpace_3 \leftarrow TupleSpace_1 \cup TupleSpace_2$

$TupleSpace_3 \leftarrow \langle \text{dog}, \text{brown} \rangle, \langle \text{cat}, \text{white} \rangle, \langle \text{cat}, \text{gray} \rangle$

At a first glance seems like the new tuple $\langle \text{horse}, \text{white} \rangle$ has been lost due to the expiration of the

view. Nevertheless the client needs to perform the request again, and because of this the tuple will be added again.

This **guarantees consistency** as the partial writes/takes will be discarded and repeated as complete write/takes operations!

4. Evaluation

In this section we will study how these approaches (SMR and XL) performs in some metrics. We still present some justifications about concrete implementation aspects.

4.1. Requests execution

4.1.1 SMR

For TAKE and WRITE operations it is necessary that the master receive the requests and then propagate it to secondary nodes. The biggest disadvantage of this approach is the extra load that a master needs to handle, this is the client's and nodes requests/replies and even heartbeats.

READ requests are the only type of client request that the master won't propagate to other nodes. As soon the master receives the READ it responds immediately to the client.

4.1.2 XL

For the WRITE operation the client's front end propagate the request to all alive servers.

The READ operation is performed by the front end and returns to the client the first response it gets.

The TAKE operation is a little bit more tricky, in the sense that has two phases:

TAKE Phase 1

- Node receives a specific tuple object to be taken from the tuple space.
- Returns a list of all matching tuples and locks them on a lock list (see more details above)
- The client's front end performs an intersection operation on all responses of all nodes and sends the result back.

TAKE Phase 2

- Node receives a specific tuple object to be taken from the tuple space.
- Removes that tuple.
- Unlocks all other tuples from the lock list.

Lock List: It is a log that creates a mapping between the client Id and the tuples that are locked to that client during the TAKE Phase 1.

Every tuple can only be locked to a user at the same time.

This lock solution has a **trivial problem**: two clients can be dead locked with one single tuple item. To overcome this situation we use the following criteria to lock matched tuples:

- Try to lock as many as possible the tuple items
- If it is not possible to acquire the lock on a specific tuple just ignore that one
- Return to the client's FE a list containing only lock-acquired tuple items

Simple Deadlock problem: Suppose that two client *client1, client2* request a *Take(< cat, * >)* :

$TupleSpace_1 \leftarrow \langle dog, brown \rangle$, $Locked_{client1}(\langle cat, white \rangle)$, $Locked_{client2}(\langle cat, gray \rangle)$

client1 will wait to lock $\langle cat, gray \rangle$ and vice-versa.

Our approach: $TupleSpace_1 \leftarrow \langle dog, brown \rangle$, $Locked_{client1}(\langle cat, white \rangle)$, $Locked_{client2}(\langle cat, gray \rangle)$

client1 will return the list $\langle cat, white \rangle$ and *client2* will return the list $\langle cat, gray \rangle$.

If one of the clients returns an empty list then the **TAKE Phase 1** is repeated.

If there are too many matching tuples in the tuple space and too many clients then

4.2. Comparison

WRITE operation in Xu and Liskov implementation tends to be faster than SMR, because doesn't exist a master that needs to retransmit all the requests to all the replicas.

READ operation are supposed to be very similar in performance as the system returns the first result to the client.

TAKE operation on SMR tends to be more efficient than XL. This occurs because we do not depend from the result of intersection operation, in which a request has a not so low probability of failing and being repeated. We are considering that the master isn't the bottleneck of the system

4.3. Network congestion

4.3.1 SMR

When a client makes a request to a SMR system the client sends the request to all nodes because the master's identity is unknown.

All secondary nodes discard the request immediately. The master node sends the request to the secondary nodes. For each client request only one request is useful, nodes keep

checking master liveness every random seconds (between 3 and 10). Comparing with XL, SMR is more network intensive.

4.3.2 XL

Following the normal flow of the system, the request is broadcasted to all the machines contained in the client front end view, normally the requests are broadcasted once. The exception is when for some reason, the take intersection operation fails, or when a new machine connects to the system and the system needs to stop to update the Views. All the requests sent while the system is stopped need to be repeated.

4.3.3 Comparison

The SMR implementation congests much more the network than the XL implementation. The XL might congests more when the View needs to be updated while a lot of requests are occurring.

4.4. Fault recovering

4.4.1 SMR

If a (secondary) node crashes then the system can continue to receive client's requests. Nevertheless when the master crashes, client request will be suspended until the new master election takes place.

The leader with the smallest id is elected as the new master.

4.4.2 XL

With this implementation when a server crashes, the system doesn't need to stop. The client just detects that a change occurred in his view and broadcasts the new view to the servers.

4.4.3 Comparison

In the worst pitfall of SMR is recovering from a master failure. In the XL the worst pitfall is to add a new node to the system and compute an intersection.

According to the context it is more reliable to choose an implementation wisely.

5. Summary and conclusions

In the SMR implementation we didn't use Views, leading to a latency growth between all server-server and client-server communications. This occurs because we need to check the availability of all servers contained in the servers

file, which contains both the alive and death servers. One further modification to our SMR implementation is to apply Views like the ones used in XL. Another problem that should be fixed in SMR is the one regarding the constant messages exchange from all Replicas to the Master. It's not possible to say which implementation is better, it is necessary to read carefully the evaluation topics written in the previous section, and based on which are the requirements for the new system, make a decision.

Alguns cenários exemplificativos: -Sistema 1 - Para o caso dos minutos finais de um leilão queremos ter um elevado throughput, nessa altura não deverão existir máquinas novas a quererem ligar-se ao sistema e caso alguma máquina crashe, o sistema não pode ficar bloqueado. Para este cenário será muito mais vantajoso a utilização do XL, pois a rede não é tão congestionada e os pedidos são executados mais rapidamente. -Sistema 2 - Para uma arquitetura Peer to Peer, na qual novas máquinas estão sempre a existir vai ser mais lucrativo utilizar o SMR pois o sistema não bloqueia com a entrada de novos nós.

Some context examples:

- **Example 1:** Suppose a limited sale system. In the final minutes is required that the system has a bigger throughput, and is very unlikely that new nodes will join the system. For this scenario a XL approach would be much more effective as the network bandwidth is low in contrast with SMR.

References

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- [2] A. N. Expert. *A Book He Wrote*. His Publisher, Erewhon, NC, 1999.