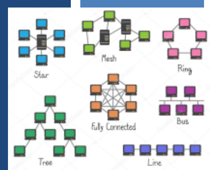
# TCSS 558:
# APPLIED DISTRIBUTED COMPUTING

**Chapter 6 – Coordination - III**

**Wes J. Lloyd**
**School of Engineering**
**& Technology (SET)**
**University of Washington - Tacoma**




1

## OBJECTIVES – 3/5

- Questions from 2/29
- Assignment 3: Replicated Key Value Store
- Chapter 6: Coordination
  - Chapter 6.2: Logical Clocks
    Vector Clocks
- Class Activity 4 – Total Ordered Multicasting
- Class Activity 5 – Causality and Vector Clocks
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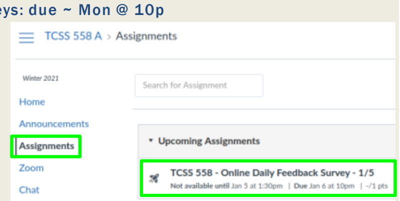
  - Chapter 6.3: Distributed Mutual Exclusion
  - Chapter 6.4: Election Algorithms



2

## ONLINE DAILY FEEDBACK SURVEY

- Daily Feedback Quiz in Canvas – Available After Each Class
- Extra credit available for completing surveys ***ON TIME***
- Tuesday surveys: due by ~ Wed @ 10p
- Thursday surveys: due ~ Mon @ 10p



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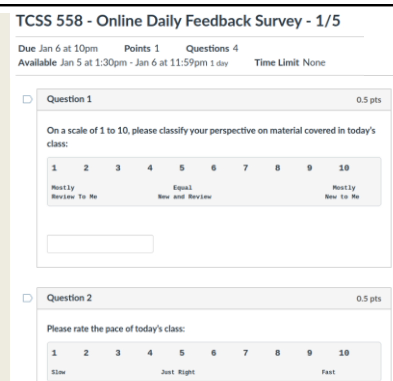




4

## MATERIAL / PACE

- Please classify your perspective on material covered in today's class (23 respondents):
- 1-mostly review, 5-equal new/review, 10-mostly new
- <u>Average – 6.87 (↑ - *previous 6.67*)</u>

- Please rate the pace of today's class:
- 1-slow, 5-just right, 10-fast
- <u>Average – 5.83 (↑ - *previous 5.52*)</u>



5

## FEEDBACK FROM 2/29

- ***<u>Clarifying question for vector clocks:</u>***
- ***For an example with two processes, if having a vector clock for the local process 1 ($a_1$, $a_2$, …, $a_n$), when receiving a message from process 2 for it's vector clock ($b_1$, $b_2$, …, $b_n$), this event at process 1 will then have a time stamp given by (max($a_1$,$b_1$) + 1, max($a_2$,$b_2$))?***
  - ***Note, if the system has more processes, we add more elements to the vector clock and take the max.. e.g. max($a_3$,$b_3$), .. max($a_n$,$b_n$)***
- ***That is, take the max of the times for each position, and then for the own (local) process, it is the max plus one.***

- Yes, this is correct- we can't increment clocks for other processes, but do increment the local clock for the event of 'receiving the message from process 2'



6

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7

## SHORT-HAND-CODES FOR MEMBERSHIP TRACKING APPROACHES

- Include readme.txt or doc file with instructions in submission
- Must document membership tracking method

***>> please indicate which types to test <<***

| ID | Description |
|---|---|
| F | Static file membership tracking – file is not reread |
| FD | Static file membership tracking DYNAMIC - file is periodically reread to refresh membership list |
| T | TCP membership tracking – servers are configured to refer to central membership server |
| U | UDP membership tracking - automatically discovers nodes with no configuration |



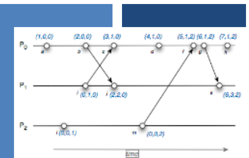
8

## ASSIGNMENT 3

- **Sunday March 10th**
- Goal: Replicated Key Value Store
- Team signup to be posted on Canvas under 'People'
- Build off of Assignment 2 GenericNode
- Focus on TCP client/server w/ replication
- How to track membership for data replication?
  - Can implement multiple types of membership tracking for extra credit
- REQUIREMENT: 'store' command needs to output 1 key-value pair per line using ASCII text (no binary)



9



## CH. 6.2: LOGICAL CLOCKS



10

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11

## CHAPTER 6 - COORDINATION

- 6.1 Clock Synchronization
  - Physical clocks
  - Clock synchronization algorithms
- 6.2 Logical clocks
  - Lamport clocks
  - Vector clocks
- 6.3 Mutual exclusion
- 6.4 Election algorithms
- 6.6 Distributed event matching *(light)*
- 6.7 Gossip-based coordination *(light)*



12

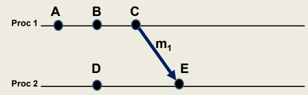
## VECTOR CLOCKS

- Lamport clocks don't help to determine causal ordering of messages
- Vector clocks capture causal histories and can be used as an alternative
- But what is causality? ...



13

## WHAT IS CAUSALITY?




- Having a causal relationship between two events (A and E) indicates that event E results from the occurrence of event A.
- When one event results from another, there is a causal relationship between the two events.
- This is also referred to as cause and effect.



14

## CAUSALITY - 2

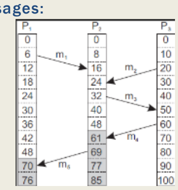
- **Disclaimer:**
- Without knowing actual information contained in messages, it is not possible to state with certainty that there is a causal relationship or perhaps a conflict
- Lamport/Vector clocks can help us suggest possible causality
- But we never know for sure…



15

## CAUSALITY - 3

- Consider the messages:




- P2 receives m1, and subsequently sends m3
- **Causality:** Sending m3 ***may*** depend on what's contained in m1
- P2 receives m2, receiving m2 is ***not*** related to receiving m1
- ***Is sending m3 causally dependent on receiving m2?***



16

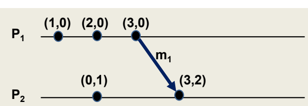
## VECTOR CLOCKS

- Vector clocks help keep track of **causal history**
- If two local events happened at process P, then the causal history H(p2) of event p2 is {p1,p2}
- P sends messages to Q (*event p3*)
- Q previously performed event q1
- Q records arrival of message as q2
- Causal histories merged at Q H(q2)= {p1,p2,p3,q1,q2}
- Fortunately, can simply store history of last event, as a vector clock → H(q2) = (3,2)
- Each entry corresponds to the last event at the process



17

## VECTOR CLOCKS - 2




- Each process maintains a vector clock which
  - Captures number of events at the local process (e.g. logical clock)
  - Captures number of events at all other processes
- Causality is captured by:
  - For each event at Pi, the vector clock ($VC_i$) is incremented
  - The msg is timestamped with $VC_i$; and sending the msg is recorded as a new event at $P_i$
  - $P_j$ adjusts its $VC_j$ choosing the **max** of: the message timestamp –or- the local vector clock ($VC_j$)



18

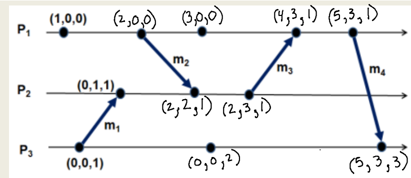
## VECTOR CLOCKS - 3

- Pj knows the # of events at Pi based on the timestamps of the received message
- Pj learns how many events have occurred at other processes based on timestamps in the vector
- These events ***"may be causally dependent"***
- **In other words:** they may have been necessary for the message(s) to be sent…



19

## VECTOR CLOCKS EXAMPLE - 3

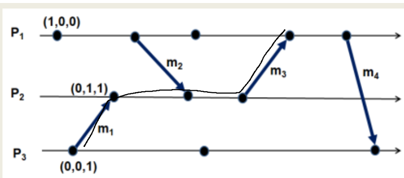



- Provide a vector clock label for unlabeled events



20

## VECTOR CLOCKS EXAMPLE - 4

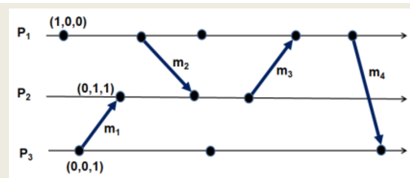



- TRUE/FALSE:
- The sending of message $m_3$ is causally dependent on the sending of message $m_1$. TRUE
- The sending of message $m_2$ is causally dependent on the sending of message $m_1$. FALSE



21

## VECTOR CLOCKS EXAMPLE - 5




- TRUE/FALSE:
- $P_1$ (1,0,0) and $P_3$ (0,0,1) may be concurrent events. TRUE
- $P_2$ (0,1,1) and $P_3$ (0,0,1) may be concurrent events. FALSE
- $P_1$ (1,0,0) and $P_2$ (0,1,1) may be concurrent events. TRUE



22

## WE WILL RETURN AT 5:00 PM

23

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24

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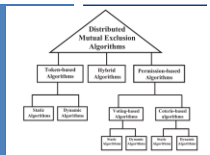
25




## CH. 6.3: DISTRIBUTED MUTUAL EXCLUSION



26

## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS

- Coordinating access among distributed processes to a shared resource requires **Distributed Mutual Exclusion**
- **Algorithms in 6.3**
- Token-ring algorithm
- ***Permission-based algorithms:***
- Centralized algorithm
- Distributed algorithm (Ricart and Agrawala)
- Decentralized voting algorithm (Lin et al.)



27

## TOKEN-BASED ALGORITHMS

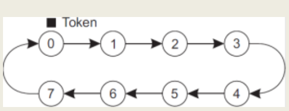
- Mutual exclusion by passing a "token" between nodes
- Nodes often organized in ring
- Only one token, holder has access to shared resource
- Avoids starvation: ***everyone gets a chance to obtain lock***
- Avoids deadlock: easy to avoid



28

## TOKEN-RING ALGORITHM

- Construct overlay network
- Establish logical ring among nodes




- Single token circulated around the nodes of the network
- Node having token can access shared resource
- If no node accesses resource, token is constantly circulated around ring



29

## TOKEN-RING CHALLENGES

1. If token is lost, token must be regenerated
   - **Problem**: may accidentally circulate multiple tokens
2. Hard to determine if token is lost
   - What is the difference between token being lost and a node holding the token (***lock***) for a long time?
3. When node crashes, circular network route is broken
   - Dead nodes can be detected by adding a receipt message for when the token passes from node-to-node
   - When no receipt is received, node assumed dead
   - Dead process can be "jumped" in the ring



30

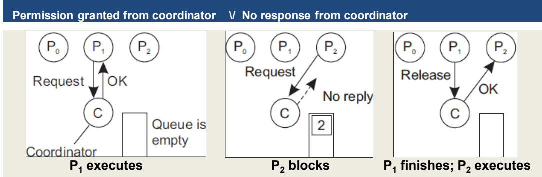
## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS - 3

- **Permission-based algorithms**
- Processes must require permission from other processes before first acquiring access to the resource
  - CONTRAST: Token-ring did not ask nodes for permission
- **Centralized algorithm**
- Elect a single leader node to coordinate access to shared resource(s)
- Manage mutual exclusion on a distributed system similar to how mutual exclusion is managed for a single system
- Nodes must all interact with leader to obtain ***"the lock"***



31

## CENTRALIZED MUTUAL EXCLUSION




- When resource not available, coordinator can block the requesting process, or respond with a reject message
- P2 must ***poll*** the coordinator if it responds with reject otherwise can wait if simply blocked
- Requests are granted permission fairly using FIFO queue
- Just three messages: (request, grant (OK), release)



32

## CENTRALIZED MUTUAL EXCLUSION - 2

- **Issues**
- Coordinator is a single point of failure
- Processes can't distinguish dead coordinator from ***"blocking"*** when resource is unavailable
  - No difference between CRASH and BLOCK (*for a long time*)
- Large systems, coordinator becomes performance bottleneck
  - Scalability: Performance does not scale
- **Benefits**
- Simplicity:
  Easy to implement compared to distributed alternatives



33

## DISTRIBUTED ALGORITHM

- Ricart and Agrawala [1981], use total ordering of all events
  - Leverages Lamport logical clocks
- Package up resource request message (AKA Lock Request)
- Send to all nodes
- Include:
  - Name of resource
  - Process number
  - Current (logical) time
- Assume messages are sent reliably
  - No messages are lost



34

## DISTRIBUTED ALGORITHM - 2

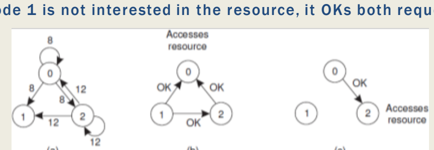
- When each node receives a request message they will:
1. Say OK (***if the node doesn't need the resource***)
2. Make **no reply**, queue request (***node is using the resource***)
3. ***If node is also waiting to access the resource:*** perform a timestamp comparison -
   1. Send OK if requester has lower logical clock value
   2. Make **no reply** if requester has higher logical clock value
- Nodes sit back and wait for all nodes to grant permission
- Requirement: every node must know the entire membership list of the distributed system



35

## DISTRIBUTED ALGORITHM - 3

- Node 0 and Node 2 simultaneously request access to **resource**
- Node 0's time stamp is lower (8) than Node 2 (12)
- Node 1 and Node 2 grant Node 0 access
- Node 1 is not interested in the resource, it OKs both requests




- **In case of conflict, lowest timestamp wins!**
  - Node 2 rejects its own request (12) in favor of node 0 (8)



36

## CHALLENGES WITH DISTRIBUTED ALGORITHM

- **Problem:** Algorithm has N points of failure !
- Where N = Number of Nodes in the system
- **No Reply Problem:** When node is accessing the resource, it does not respond
  - Lack of response can be confused with **failure**
  - ***Possible Solution:*** When node receives request for resource it is accessing, always send a reply either granting or denying permission (ACK)
  - Enables requester to determine when nodes have died



37

## CHALLENGES WITH DISTRIBUTED ALGORITHM - 2

- **Problem**: Multicast communication required –or- each node must maintain full group membership
  - Track nodes entering, leaving, crashing…
- **Problem**: Every process is involved in reaching an agreement to grant access to a shared resource
  - This approach ***may not scale*** on resource-constrained systems
- **Solution**: Can relax total agreement requirement and proceed when a **simple majority** of nodes grant permission (>50%)
  - *Presumably any one node locking the resource prevents agreement*
  - *If one node gets majority of acknowledges no other can*
  - *Requires every node to know size of system (# of nodes)*
- **Problem:** 2 concurrent transactions get 50% permission → **deadlock**?
- Distributed algorithm for mutual exclusion works best for:
  - Small groups of processes
  - When memberships rarely change



38

## DECENTRALIZED ALGORITHM

- Lin et al. [2004], decentralized voting algorithm
- Resource is replicated N times
- Each replica has its own coordinator …(N coordinators)
- Accessing resource requires majority vote: total votes (m) > N/2 coordinators
- **Assumption #1:** When coordinator does not give permission to access a resource (because it is busy) it will inform the requester



39

## DECENTRALIZED ALGORITHM - 2

- **Assumption #2:** When a coordinator crashes, it recovers quickly, but will have forgotten votes before the crash.
- Approach assumes coordinators reset **arbitrarily** at any time
- **Risk**: on crash, coordinator forgets it previously granted permission to the shared resource, and on recovery it errantly grants permission again
- **The Hope**: if coordinator crashes, *upon recovery*, ***the node granted access to the resource has already finished before the restored coordinator grants access again . . .***



40

## DECENTRALIZED ALGORITHM - 3

- With 99.167% coordinator availability (30 sec downtime/hour) chance of violating correctness **is so low** it can be neglected in comparison to other types of failure
- Leverages fact that a new node must obtain a majority vote to access resource, ***which requires time***

| N | m | p | Violation |
|---|---|---|---|
| 8 | 5 | 3 sec/hour | $< 10^{-15}$ |
| 8 | 6 | 3 sec/hour | $< 10^{-18}$ |
| 16 | 9 | 3 sec/hour | $< 10^{-27}$ |
| 16 | 12 | 3 sec/hour | $< 10^{-36}$ |
| 32 | 17 | 3 sec/hour | $< 10^{-52}$ |
| 32 | 24 | 3 sec/hour | $< 10^{-73}$ |

| N | m | p | Violation |
|---|---|---|---|
| 8 | 5 | 30 sec/hour | $< 10^{-10}$ |
| 8 | 6 | 30 sec/hour | $< 10^{-11}$ |
| 16 | 9 | 30 sec/hour | $< 10^{-18}$ |
| 16 | 12 | 30 sec/hour | $< 10^{-24}$ |
| 32 | 17 | 30 sec/hour | $< 10^{-35}$ |
| 32 | 24 | 30 sec/hour | $< 10^{-49}$ |

N = number of resource replicas, m = required “majority” vote
p=seconds per hour coordinator is offline



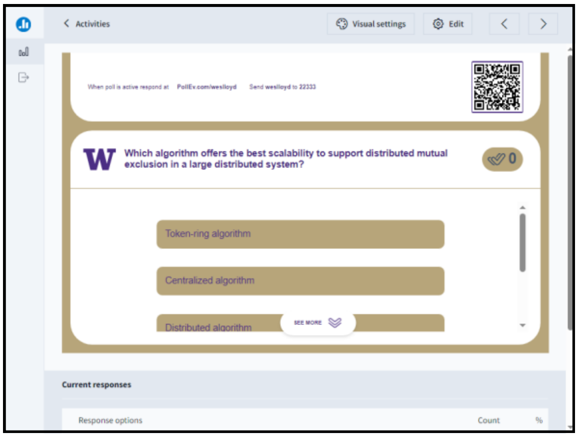
41

## DECENTRALIZED ALGORITHM - 4

- **Back-off Polling Approach for *permission-denied:***
- If permission to access a resource is denied via majority vote, process can poll to gain access again with a ***random*** delay (***known as back-off***)
- Node waits for a random amount, retries…
- If too many nodes compete to gain access to a resource, majority vote can lead to low resource utilization
  - ***No one can achieve majority vote to obtain access to the shared resource***
  - *Mimics elections where with too many candidates, where no one candidate can get >50% of the total vote*
- Problem Solution detailed in [Lin et al. 2014]



42

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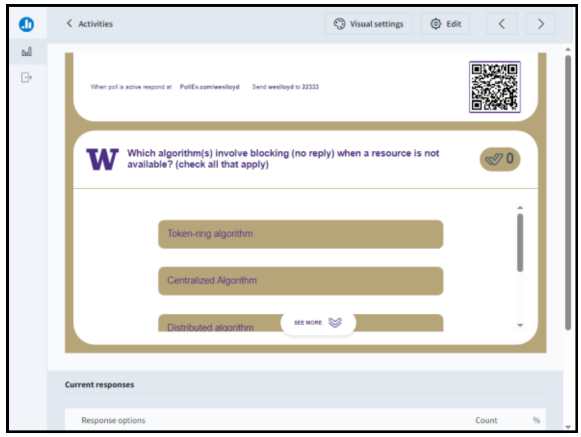


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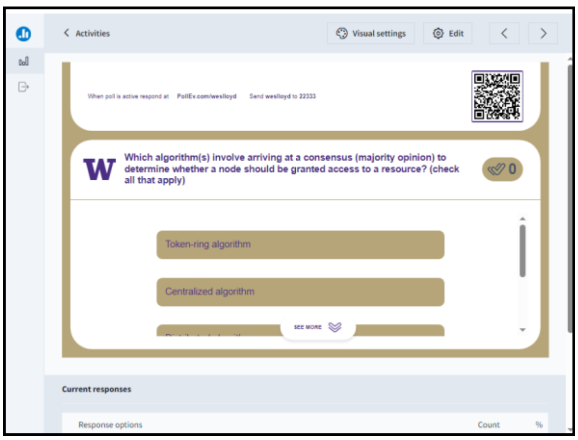


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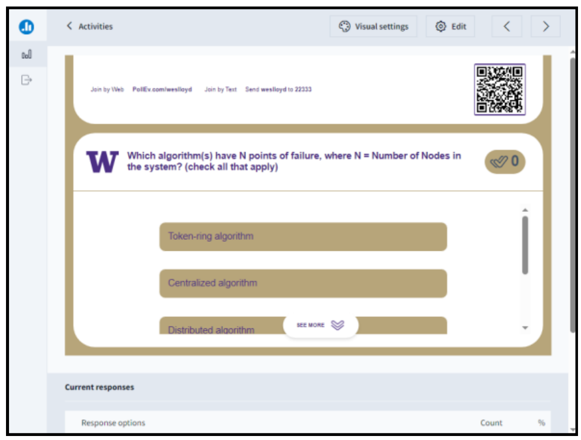


46

## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS REVIEW

- Which algorithm offers the best scalability to support distributed mutual exclusion in a large distributed system?
- (A) Token-ring algorithm
- (B) Centralized algorithm
- (C) Distributed algorithm
- (D) Decentralized voting algorithm

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|---|---|---|

47

## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS REVIEW - 2

- Which algorithm(s) involve blocking (no reply) when a resource is not available?
- (A) Token-ring algorithm
- (B) Centralized algorithm
- (C) Distributed algorithm
- (D) Decentralized voting algorithm

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|---|---|---|

48

## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS REVIEW - 3

- Which algorithm(s) involve arriving at a consensus (majority opinion) to determine whether a node should be granted access to a resource?
- (A) Token-ring algorithm
- (B) Centralized algorithm
- (C) Distributed algorithm
- (D) Decentralized voting algorithm



49

## DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS REVIEW - 4

- Which algorithm(s) have N points of failure, where N = Number of Nodes in the system?
- (A) Token-ring algorithm
- (B) Centralized algorithm
- (C) Distributed algorithm
- (D) Decentralized voting algorithm



50

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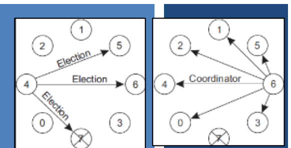
51




## CH. 6.4: ELECTION ALGORITHMS



52

## ELECTION ALGORITHMS

- Many distributed systems require one process to act as a coordinator, initiator, or provide some special role
- Generally any node (or process) can take on the role
  - In some situations there are special requirements
  - Resource requirements: compute power, network capacity
  - Data: access to certain data/information
- Assumption:
  - Every node has access to a "node directory"
  - Process/node ID, IP address, port, etc.
  - Node directory may not know "current" node availability
- Goal of election: at conclusion all nodes agree on a coordinator or "leader"



53

## ELECTION ALGORITHMS

- Consider a distributed system with N processes (*or nodes*)
- Every process has an identifier id(P)
- Election algorithms attempt to locate the highest numbered process to designate as coordinator
- **Algorithms:**
- Bully algorithm
- Ring algorithm
- Elections in wireless environments
- Elections in large-scale systems



54

## BULLY ALGORITHM

- When ***any*** process notices the coordinator is no longer responding to requests, it initiates an election
- Process $P_k$ initiates an election as follows:
  1. $P_k$ sends an ELECTION message to all processes with higher process IDs ($P_{k+1}$, $P_{k+2}$, … $P_{N-1}$)
  2. If no one responds, $P_k$ wins the election and becomes coordinator
  3. If a "higher-up" process answers ($P_{k+n}$), it will take over and run the election. $P_k$ will quit sending ELECTION messages.
- When the higher numbered process receives an ELECTION message from a lower-numbered colleague, it responds with "OK", indicating it's alive, and it takes over the election.



55

## BULLY ALGORITHM - 2

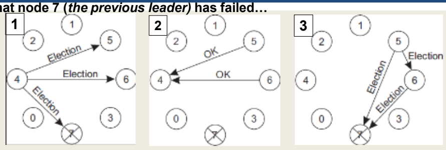
- The higher numbered process then holds an election with ***only*** higher numbered processes (nodes).
- Eventually ***all*** processes give up except one, and the remaining process becomes the new coordinator.
- The coordinator announces victory by sending all processes a message stating it is starting as the coordinator.
- If a higher numbered node that was previously down comes back up, it holds an election, and ultimately takes over the coordinator role.
- The process with the *"biggest"* ID in town always wins.
- Hence the name, **bully algorithm**



56

## BULLY ALGORITHM - 3

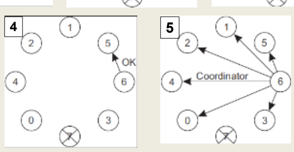
**Note that node 7 (*the previous leader*) has failed…**




**[1]** Process 4 starts an election

**[2]** Process 5 and 6 respond

**[3]** Process 5 and 6 each hold an election




**[4]** Process 6 tells Process 5 to stop

**[5]** Process 6 wins and tells everyone



57

## BULLY ALGORITHM - 4

- **Requirement:** Every node knows who is participating in the distributed system
  - Each node has a group membership directory
- First process to notice the leader is offline launches a new election
- GOAL: Find the highest number node that is running
  - Loop over the nodes until the highest numbered node is found
  - May require multiple election rounds
- Highest numbered node is always the ***"BULLY"***



58

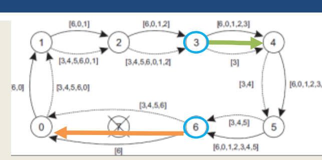
## RING ALGORITHM

- Election algorithm based on a network of nodes in logical ring
- *Does not use a token*
- Any process ($P_k$) starts the election by noticing the coordinator is not functioning
  1. $P_k$ builds an **election message**, and sends to its successor in the ring
     - If successor is down, successor is skipped
     - Skips continue until a running process is found
  2. When the **election message** is passed around, each node adds its ID to a *separate* **active node list**
  3. When **election message** returns to $P_k$, $P_k$ recognizes its own identifier in the **active node list**. Message is changed to COORDINATOR and "**elected($P_k$)**" message is circulated.
     - Second message announces $P_k$ is the NEW coordinator



59

## RING: MULTIPLE ELECTION EXAMPLE




- **PROBLEM:** Two nodes start election at the same time: $P_3$ and $P_6$
- $P_3$ sends **ELECT($P_3$)** message, $P_6$ sends **ELECT($P_6$)** message
  - $P_3$ and $P_6$ both circulate ELECTION messages at the same time
- Also circulated with ELECT message is an **active node list**
- Each node adds itself to the **active node list**
- Each node votes for the highest numbered candidate
- $P_6$ wins the election because it's the candidate with the **highest ID**



60

## RING ALGORITHM - DIFFERENCES

- Assumes nodes are organized in a ring, where each node has a known successor node
- Any node in the ring, *not necessarily the one with the highest ID*, can become the leader
- The membership list (**active node list**) is generated when circulating the ELECT message around the ring
  - Nodes do not have to maintain the membership list
  - ELECT message is simply circulated to the next node in the ring
- When multiple nodes conduct an election at the same time, the node with the higher ID wins



61

## ELECTIONS WITH WIRELESS NETWORKS

- Assumptions made by traditional election algorithms not realistic for wireless environments:
  - >>> Message passing is reliable
  - >>> Topology of the network does not change
- A few protocols have been developed for elections in ad hoc wireless networks
- Vasudevan et al. [2004] solution handles failing nodes and partitioning networks.
  - Best leader can be elected, rather than just a random one



62

## VASUDEVAN ET AL. WIRELESS ELECTION

1. Any node (***source***) (P) starts the **election** by sending an ELECTION message to immediate neighbors (any nodes in range)
2. Receiving node (Q) designates sender (P) as parent
3. (Q) Spreads election message to neighbors, ***but not to parent***
4. Node (R), receives message, designates (Q) as parent, and spreads ELECTION message to neighbors, ***but not to parent***
5. Neighbors that have already selected a parent immediately respond to R.
   - If ***all*** neighbors already have a parent, R is a leaf-node and will report back to Q quickly.
   - When reporting back to Q, R includes metadata regarding battery life and resource capacity
6. Q eventually acknowledges the ELECTION message sent by P, and also indicates the most eligible node (based on battery & resource capacity)



63

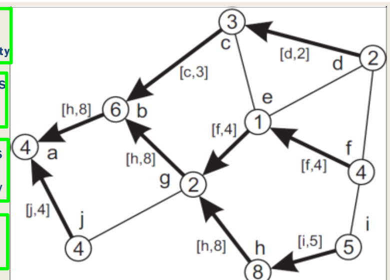
## WIRELESS ELECTION - 2
## SOURCE NODE: [A]

Node [A] initiates election: find the highest capacity

Election messages propagated to all nodes

Each node reports to its parent node with best capacity

Node A then facilitates Node H becoming leader






64

## WIRELESS ELECTION - 3

- When multiple elections are initiated, nodes only join one
- Source node tags its ELECTION message with unique identifier, to uniquely identify the election.
- With minor adjustments protocol can operate when the network partitions, and when nodes join and leave



65

## ELECTIONS FOR LARGE-SCALE SYSTEMS

- Large systems often require several nodes to serve as coordinators/leaders
- These nodes are considered ***"super peers"***
- ***Super peers*** must meet operational requirements:

1. Network latency from normal nodes to ***super peers*** must be low
2. ***Super peers*** should be evenly distributed across the overlay network (ensures proper load balancing, availability)
3. Must maintain set ratio of ***super peers*** to normal nodes
4. ***Super peers*** must not serve ***too many*** *normal nodes*



66

## ELECTIONS FOR DHT BASED SYSTEMS

- DHT-based systems use a bit-string to identify nodes
- **Basic Idea**: Reserve fraction of ID space for super peers
- Reserve first k = **$\log_2(N)$** bits for super-peer IDs
- Assume m=8 bit ID to identify nodes, with N=256 possible nodes
- m=number of bits to identify every node (m=8)
- Reserve left-most k-bits of ID to identify super peers (k=3)
- **Example:** For a system with m=8 bit identifier (256 nodes), and k=3 keys per node
- Required number of super peers is $2^{(k-m)} * N$, where N is the number of nodes, with N=256:
  - **8 total super peers required for 256 nodes**
  - ID (8-bits): 000|00000
    - left most bits identify super peers
    - right most bits identify local nodes

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67

## SUPER PEERS IN AN M-DIMENSIONAL SPACE

- Given an overlay network, the idea is to position superpeers throughout the network so they are evenly disbursed
- **Use tokens:**
- Give N tokens to N randomly chosen nodes
- No node can hold more than (1) token
- Tokens are "repelling force". Other tokens move away
- All tokens exert the same repelling force
- This automates token distribution across an overlay network

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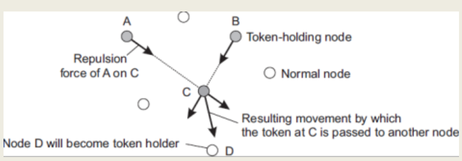
68

## OVERLAY TOKEN DISTRIBUTION

- Gossping protocol is used to disseminate token location and force information across the network
- If forces acting on a node with a token exceed a **threshold**, token is moved away (sent to nodes farther away)
- Once nodes hold token for awhile they become superpeers

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69

## QUESTIONS

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70