Computer Science 425
Distributed Systems

CS 425 / CSE 424 / ECE 428

Fall 2012

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September 18, 2012

Lecture 7

Multicast

Reading: Sections 15.4

Communication Modes in Distributed System

- Unicast (*best effort* or *reliable*)
  - Messages are sent from exactly one process to one process.
  - *Best effort*: if a message is delivered it would be intact; no reliability guarantees.
  - *Reliable:* guarantees delivery of messages.
- Broadcast
  - Messages are sent from exactly one process to all processes on the network.
  - Broadcast protocols are not practical.
- Multicast
  - Messages broadcast within a group of processes.
  - A multicast message is sent from any one process to the group of processes on the network.
  - Reliable multicast can be implemented "above" (i.e., "using") a reliable unicast.
    - This lecture!


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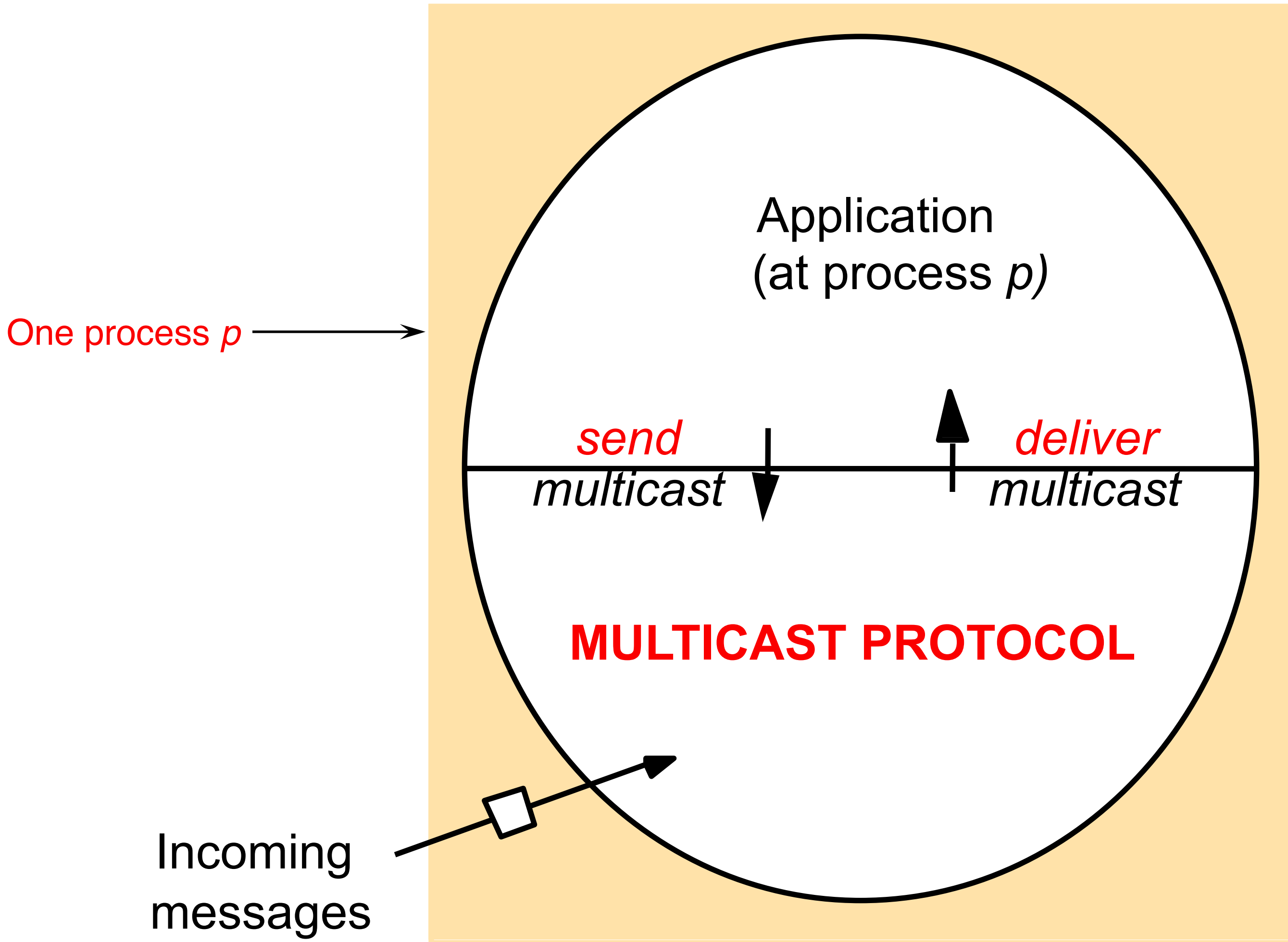
Other Examples of Multicast Use

- **Akamai's Configuration Management System (called ACMS) uses a core group of 3-5 servers. These servers continuously multicast to each other the latest updates. They use *reliable multicast*. After an update is reliably multicast within this group, it is then sent out to all the (1000s of) servers Akamai has all over the world.**
- **Air Traffic Control System: orders by one ATC need to be *ordered* (and reliable) multicast out to other ATC's.**
- **Newsgroup servers multicast to each other in a reliable and ordered manner.**

What're we designing in this class



Basic Multicast (B-multicast)

- ***A straightforward way to implement B-multicast is to use a reliable one-to-one send (unicast) operation:***
  - ***B-multicast(group g,message m):***

    for each process *p* in *g*, *send (p,m).*
  - **receive(m): *B-deliver(m)* at p.**
- **A "correct" process= a "non-faulty" process**
- **A basic multicast primitive guarantees a correct process will eventually deliver the message, as long as the sender (multicasting process) does not crash.**
  - ***Can we provide reliability even when the sender crashes (after it has sent the multicast)?***

Reliable Multicast

- *Integrity*: A *correct* (i.e., non-faulty) process *p* *delivers* a message m at most once.
- *Validity*: If a correct process multicasts (sends) message *m*, then it will eventually deliver *m* itself.
  - Guarantees <u>liveness</u> to the sender.
- *Agreement*: If some one correct process delivers message *m*, then <u>all other</u> correct processes in *group(m)* will eventually deliver *m*.
  - Property of "all or nothing."
  - Validity and agreement together ensure overall liveness: if some correct process multicasts a message m, then, all correct processes deliver m too.

Reliable R-Multicast Algorithm

R-multicast

↓ "USES"

B-multicast

↓ "USES"

reliable unicast

On initialization

  Received := {};

For process p to R-multicast message m to group g

  B-multicast(g, m);   // $p \in g$ is included as a destination

On B-deliver(m) *at process q with* $g = group(m)$

  if $(m \notin Received)$

  then

    $Received := Received \cup \{m\}$;

    if $(q \neq p)$ *then B-multicast*(g, m); *end if*

    R-deliver m;

  end if

Reliable Multicast Algorithm (R-multicast)

On initialization
  $Received := \{\};$

For process p to R-multicast message m to group g
  $B\text{-}multicast(g, m);$ // $p \in g$ is included as a destination

On B-deliver(m) at process q with g = group(m)
  $if\ (m \notin Received)$ Integrity
  then
    $Received := Received \cup \{m\};$
    $if\ (q \neq p)\ then\ B\text{-}multicast(g, m);\ end\ if$ Agreement
    $R\text{-}deliver\ m;$ Integrity, Validity
  end if

if <u>some</u> correct process B-multicasts a message m, then, all correct processes R-deliver m too. If no correct process B-multicasts m, then no correct processes R-deliver m.

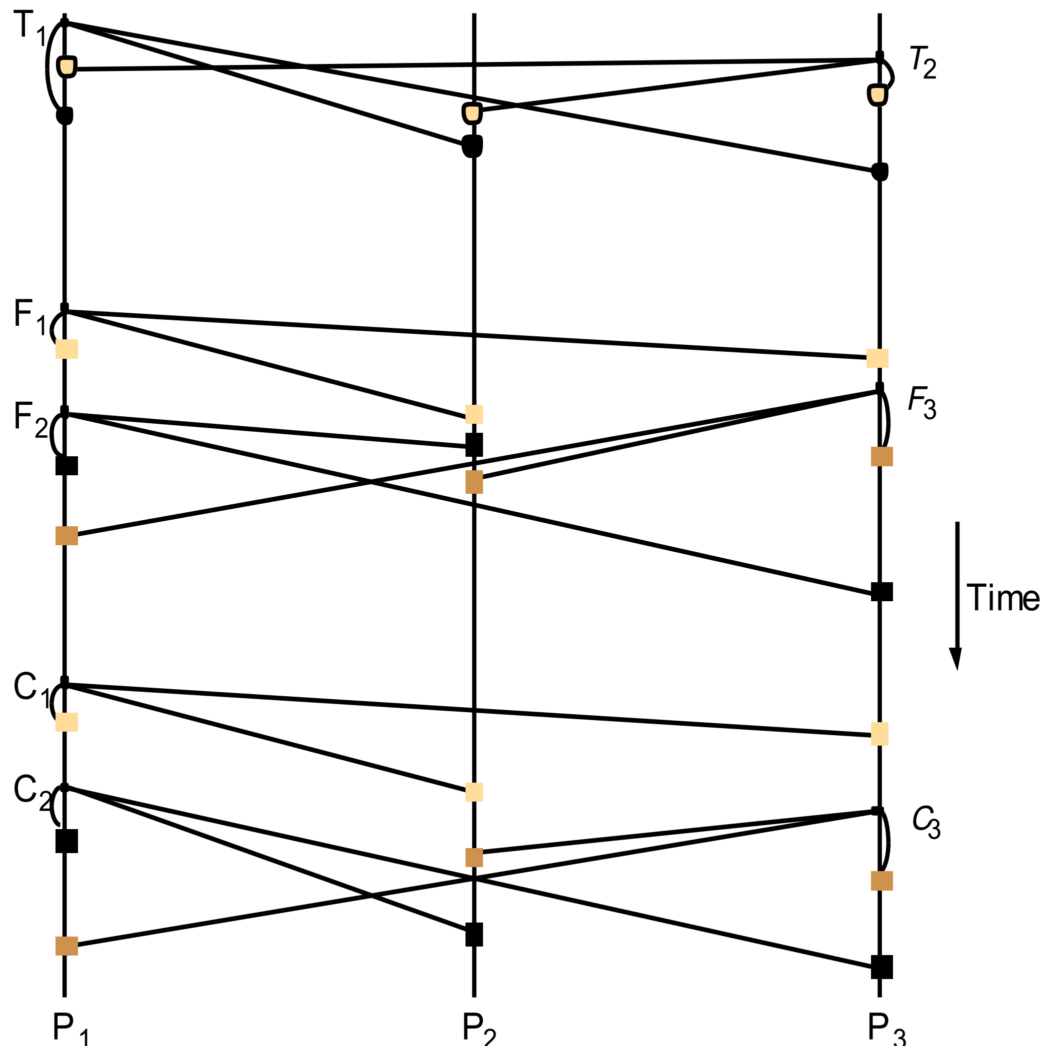
What about Multicast Ordering?

- ***FIFO ordering***: If a correct process issues *multicast(g,m)* and then *multicast(g,m')*, then every correct process that delivers *m'* will have already delivered *m*.
- ***Causal ordering***: If *multicast(g,m)* → *multicast(g,m')* then any correct process that delivers *m'* will have already delivered m.
- ***Total ordering***: If a correct process delivers message *m* before *m'* (independent of the senders), then any other correct process that delivers *m'* will have already delivered *m*.

Total, FIFO and Causal Ordering

- Totally ordered messages T_1 and T_2.
- FIFO-related messages F_1 and F_2.
- Causally related messages C_1 and C_3

- Causal ordering implies FIFO ordering
- Total ordering does not imply causal ordering.
- Causal ordering does not imply total ordering.
- Hybrid mode: causal-total ordering, FIFO-total ordering.



Display From Bulletin Board Program

Bulletin board: *os.interesting*		
Item	From	Subject
23	A.Hanlon	Mach
24	G.Joseph	Microkernels
25	A.Hanlon	Re: Microkernels
26	T.L'Heureux	RPC performance
27	M.Walker	Re: Mach
end		

What is the most appropriate ordering for this application?
(a) FIFO (b) causal (c) total

Providing Ordering Guarantees (FIFO)

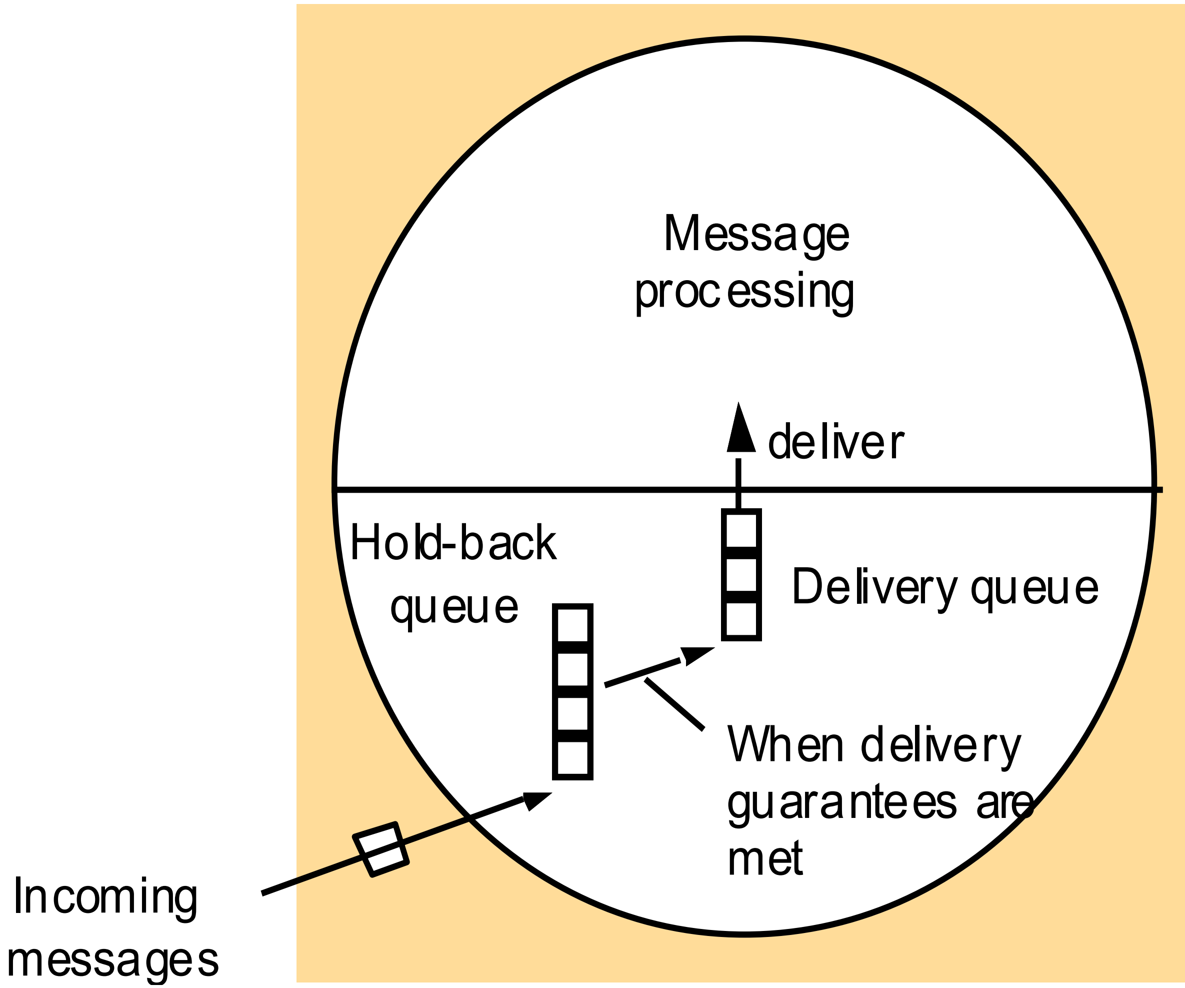
- Look at messages from each process in the order they were sent:
  - Each process keeps a sequence number for each other process (vector)
  - When a message is received,

If Message# is
- as expected (next sequence), **accept**
- higher than expected, **buffer in a queue**
- lower than expected, **reject**

Implementing FIFO Ordering

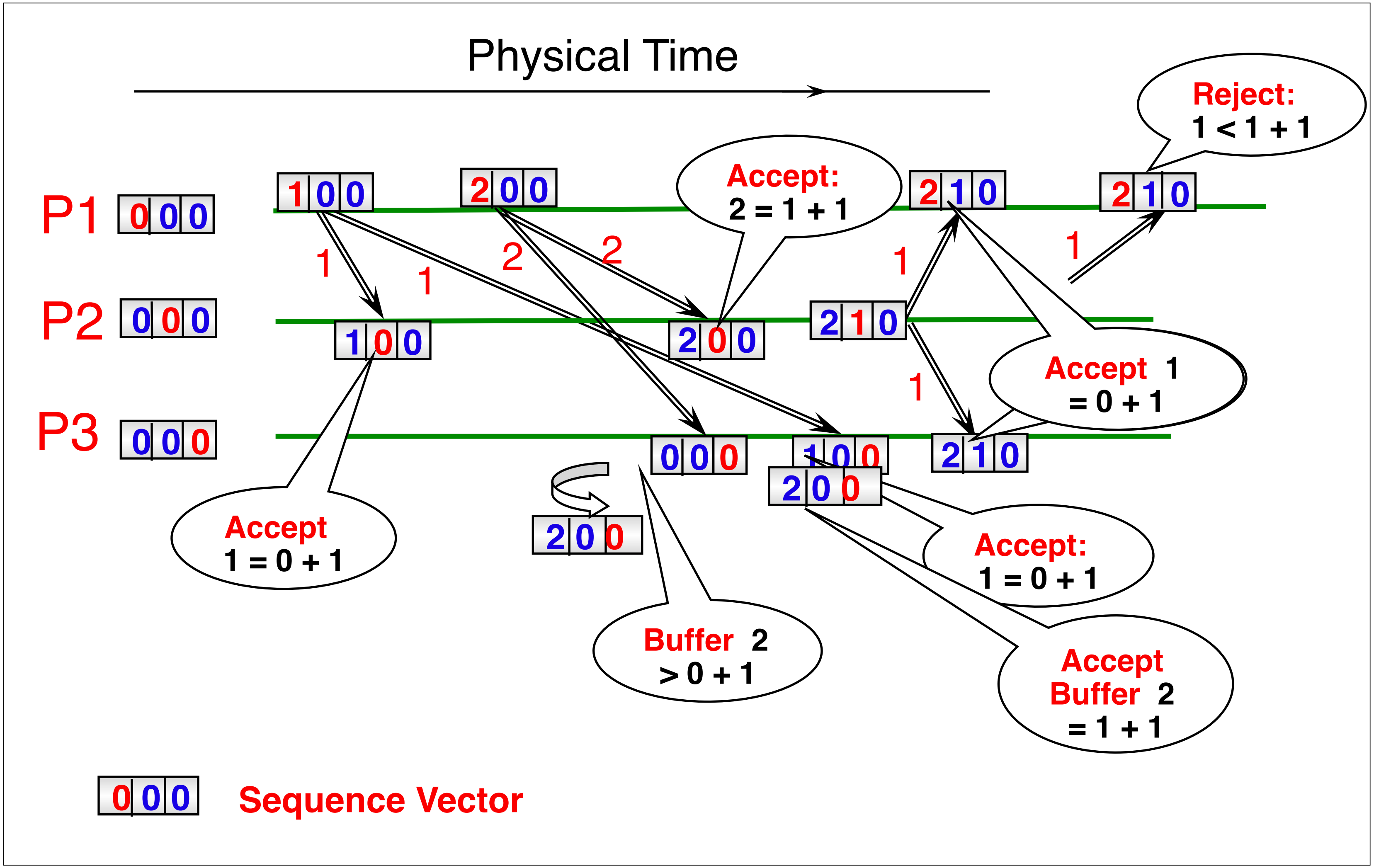
- S^p_g: the number of messages *p* has sent to *g*.
- R^q_g: the sequence number of the latest group-*g* message that *p* has delivered from *q* (maintained for all q at p)
- For *p* to FO-multicast *m* to *g*
  - *p increments S^p_g by 1.*
  - p "piggy-backs" the value S^p_g *onto the message.*
  - *p B-multicasts m to g.*
- At process *p*, Upon receipt of *m* from *q* with sequence number *S*:
  - *p checks whether $S = R^q_g+1$. If so, p FO-delivers m and increments R^q_g*
  - *If $S > R^q_g+1$, p places the message in the hold-back queue until the intervening messages have been delivered and $S = R^q_g+1$.*
  - *If $S < R^q_g+1$, reject m*

Hold-back Queue for Arrived Multicast Messages



Example: FIFO Multicast

*(do **NOT** confuse with vector timestamps)*
"Accept" = Deliver



Total Ordering Using a Sequencer

Sequencer = Leader process

1. Algorithm for group member p

On initialization: $r_g := 0$;

To TO-multicast message m to group g
B-multicast($g \cup \{sequencer(g)\}$, <*m, i*>);

On B-deliver(<*m, i*>) *with g = group*(*m*)
Place <*m, i*> in hold-back queue;

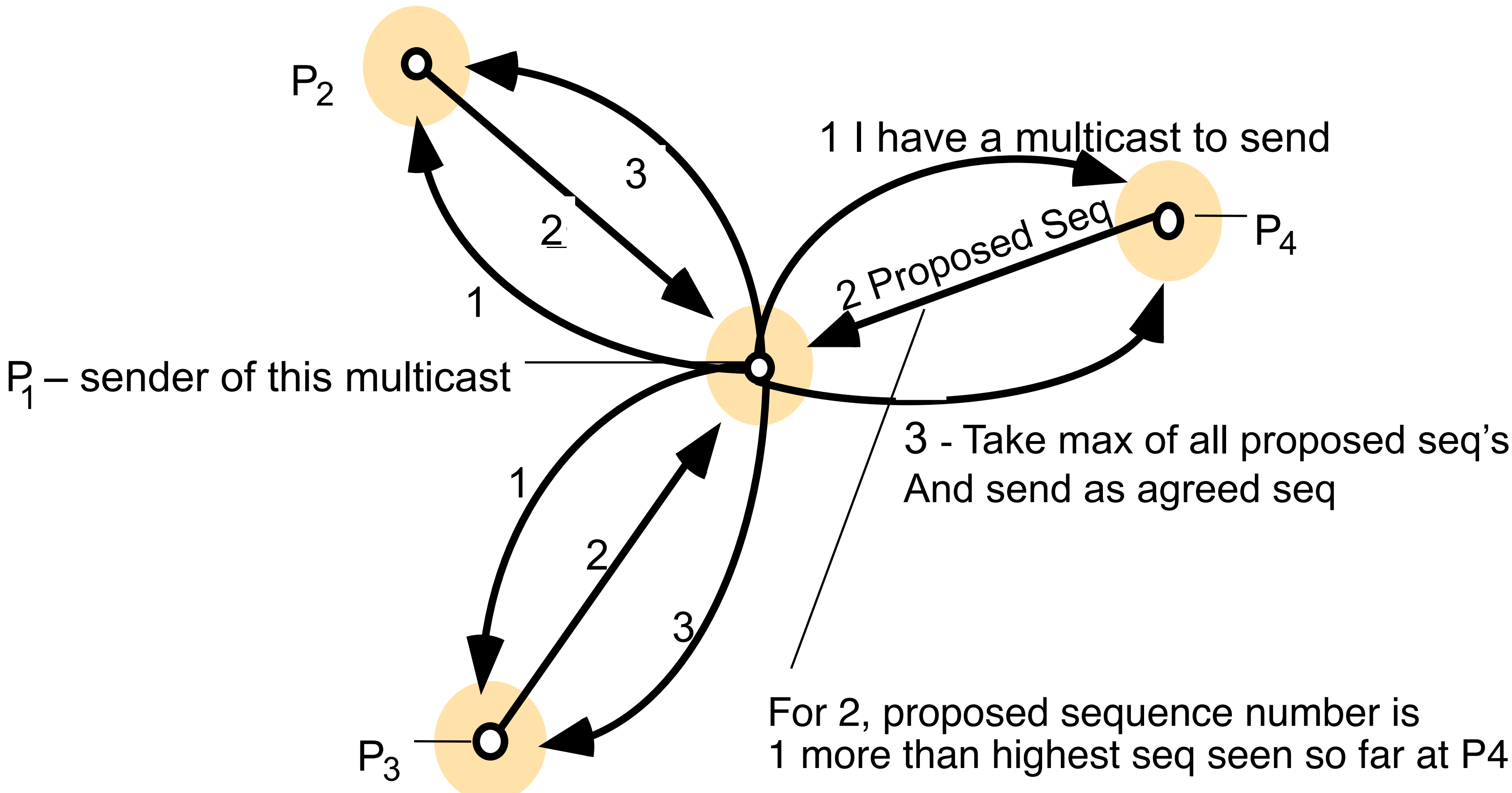
On B-deliver(m_{order} = <"order", *i, S*>) *with g = group*(m_{order})
wait until <*m, i*> in hold-back queue and $S = r_g$;
TO-deliver m; // (after deleting it from the hold-back queue)
$r_g = S + 1$;

2. Algorithm for sequencer of g

On initialization: $s_g := 0$;

On B-deliver(<*m, i*>) *with g = group*(*m*)
B-multicast(*g*, <"order", *i*, s_g>);
$s_g := s_g + 1$;

ISIS: Total ordering without sequencer



Causal Ordering using vector timestamps

Algorithm for group member p_i ($i = 1, 2..., N$)

On initialization

$V_i^g[j] := 0$ ($j = 1, 2..., N$);

The number of group-g messages from process j that have been seen at process i so far

To CO-multicast message m to group g

$V_i^g[i] := V_i^g[i] + 1$;

B-multicast(g, $<V_i^g, m>$);

On B-deliver($<V_j^g, m>$) *from* p_j, *with* $g = group(m)$

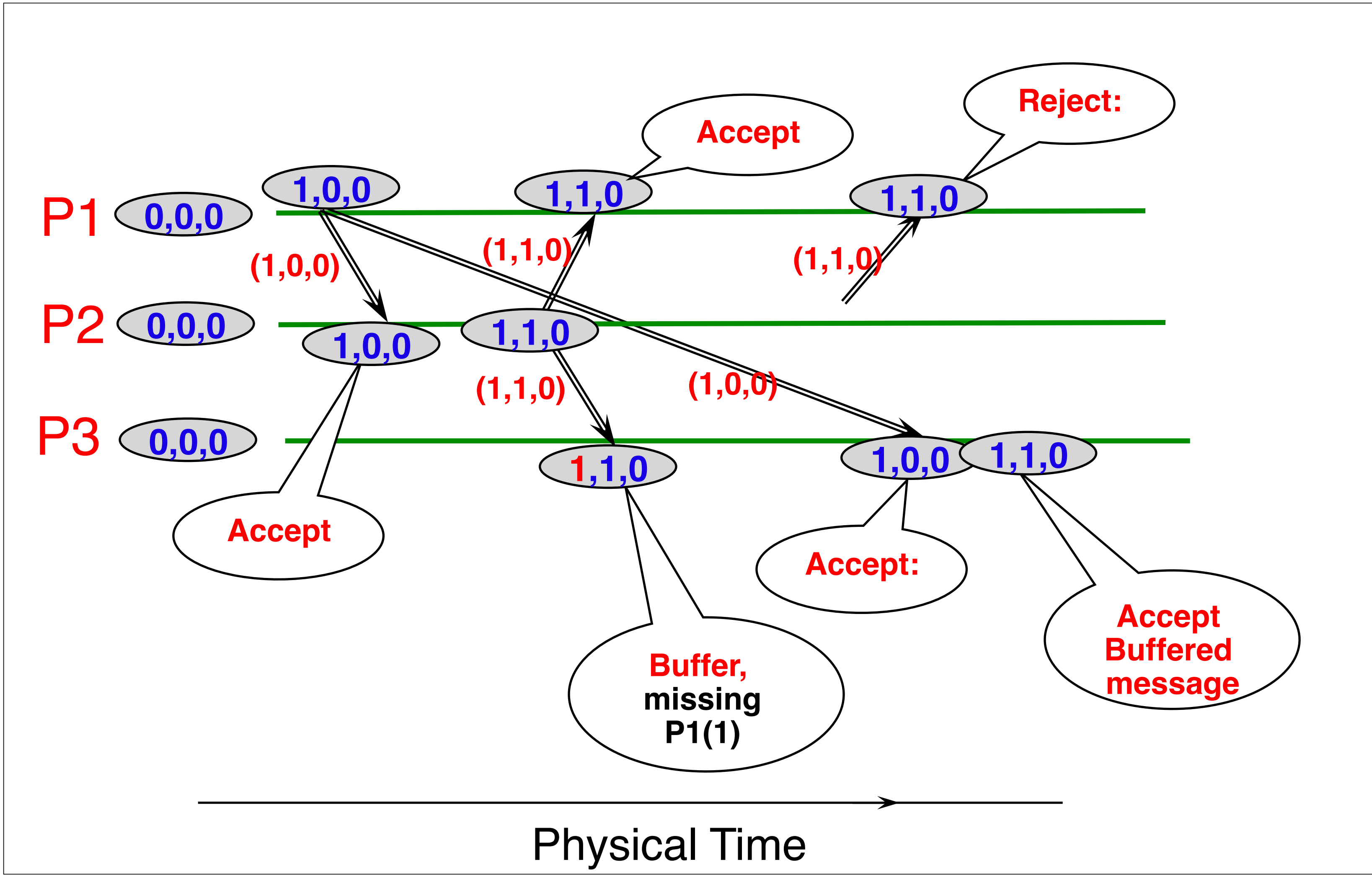
place $<V_j^g, m>$ in hold-back queue;

wait until $V_j^g[j] = V_i^g[j] + 1$ and $V_j^g[k] \le V_i^g[k]$ ($k \ne j$);

CO-deliver m; // after removing it from the hold-back queue

$V_i^g[j] := V_i^g[j] + 1$;

Example: Causal Ordering Multicast



Summary

Multicast is operation of sending one message to multiple processes in a given group

- Reliable multicast algorithm built using unicast
- Ordering – FIFO, total, causal

Thursday

- Section 4.3, parts of Chapter 5

- MP1 demos today 3.30-6.30
- Homework 1 due this Thursday
- MP2 released today/tomorrow – check website.

Optional Slides

ISIS algorithm for total ordering

1. The multicast sender multicasts the message to everyone.
2. Recipients add the received message to a special queue called the *priority queue*, tag the message *undeliverable*, and reply to the sender with a *proposed priority (*i.e., proposed sequence number). Further, this proposed priority is *1 more than the latest sequence number heard so far at the recipient*, suffixed with the *recipient's* process ID. *The priority queue is always sorted by priority.*
3. The sender collects all responses from the recipients, calculates their *maximum*, and re-multicasts original message with this as the *final priority* for the message.
4. On receipt of this information, recipients mark the message as *deliverable*, reorder the priority queue, and deliver the set of lowest priority messages that are marked as *deliverable*.

Proof of Total Order

- For a message m1, consider the first process *p* that delivers m1
- At *p*, when message m1 is at head of priority queue
- Suppose m2 is another message that has not yet been delivered (i.e., is on the same queue or has not been seen yet by *p*)

finalpriority(m2) >= Due to "max" operation at sender and since proposed priorities by process *p* only increase

proposedpriority(m2) > Since queue ordered by increasing priority

finalpriority(m1)

- Suppose there is some other process *p'* that delivers m2 before it delivers m1. Then at *p'*,

finalpriority(m1) >= Due to "max" operation at sender

proposedpriority(m1) > Since queue ordered by increasing priority

finalpriority(m2)

a contradiction!