CS 425 / ECE 428
Distributed Systems
Fall 2014

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Lecture 4: Failure Detection and Membership

A Challenge

- You’ve been put in charge of a datacenter, and your manager has told you, “Oh no! We don’t have any failures in our datacenter!”

- Do you believe him/her?

- What would be your first responsibility?
- Build a failure detector
- What are some things that could go wrong if you didn’t do this?

FAILURES ARE THE NORM

… not the exception, in datacenters.

Say, the rate of failure of one machine (OS/disk/motherboard/network, etc.) is once every 10 years (120 months) on average.

When you have 120 servers in the DC, the mean time to failure (MTTF) of the next machine is 1 month.

When you have 12,000 servers in the DC, the MTTF is about once every 7.2 hours!

Soft crashes and failures are even more frequent!

To build a failure detector

- You have a few options

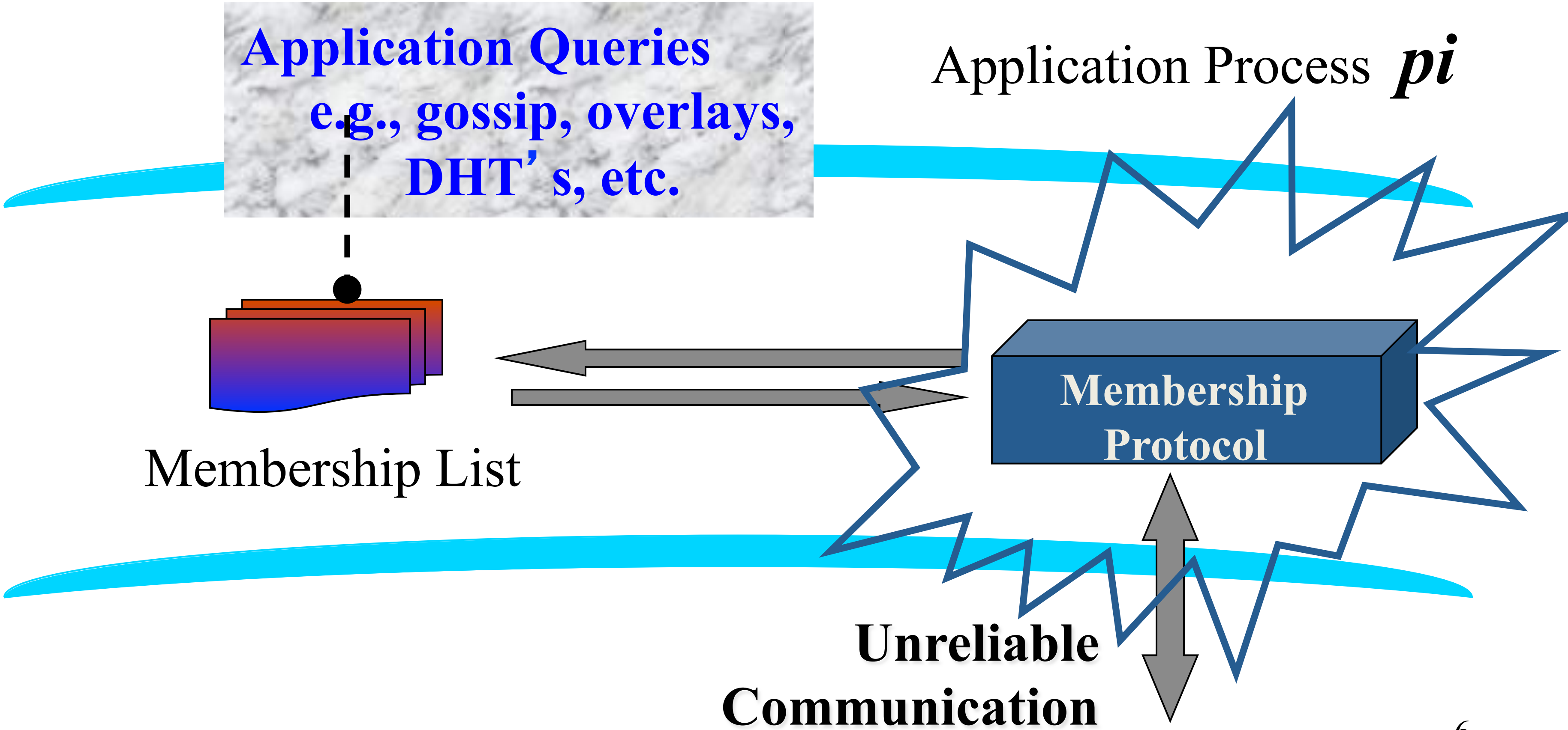
1. Hire 1000 people, each to monitor one machine in the datacenter and report to you when it fails.
2. Write a failure detector program (distributed) that automatically detects failures and reports to your workstation.

Target Settings

- Process ‘group’-based systems
  - Clouds/Datacenters
  - Replicated servers
  - Distributed databases

- Crash-stop/Fail-stop process failures

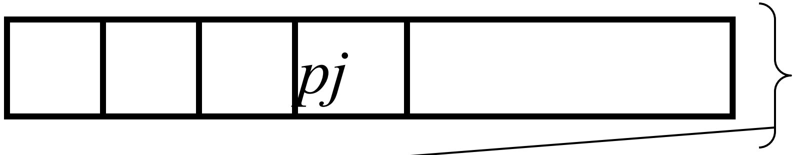
Group Membership Service



Two sub-protocols

Application Process ***pi***

Group
Membership List



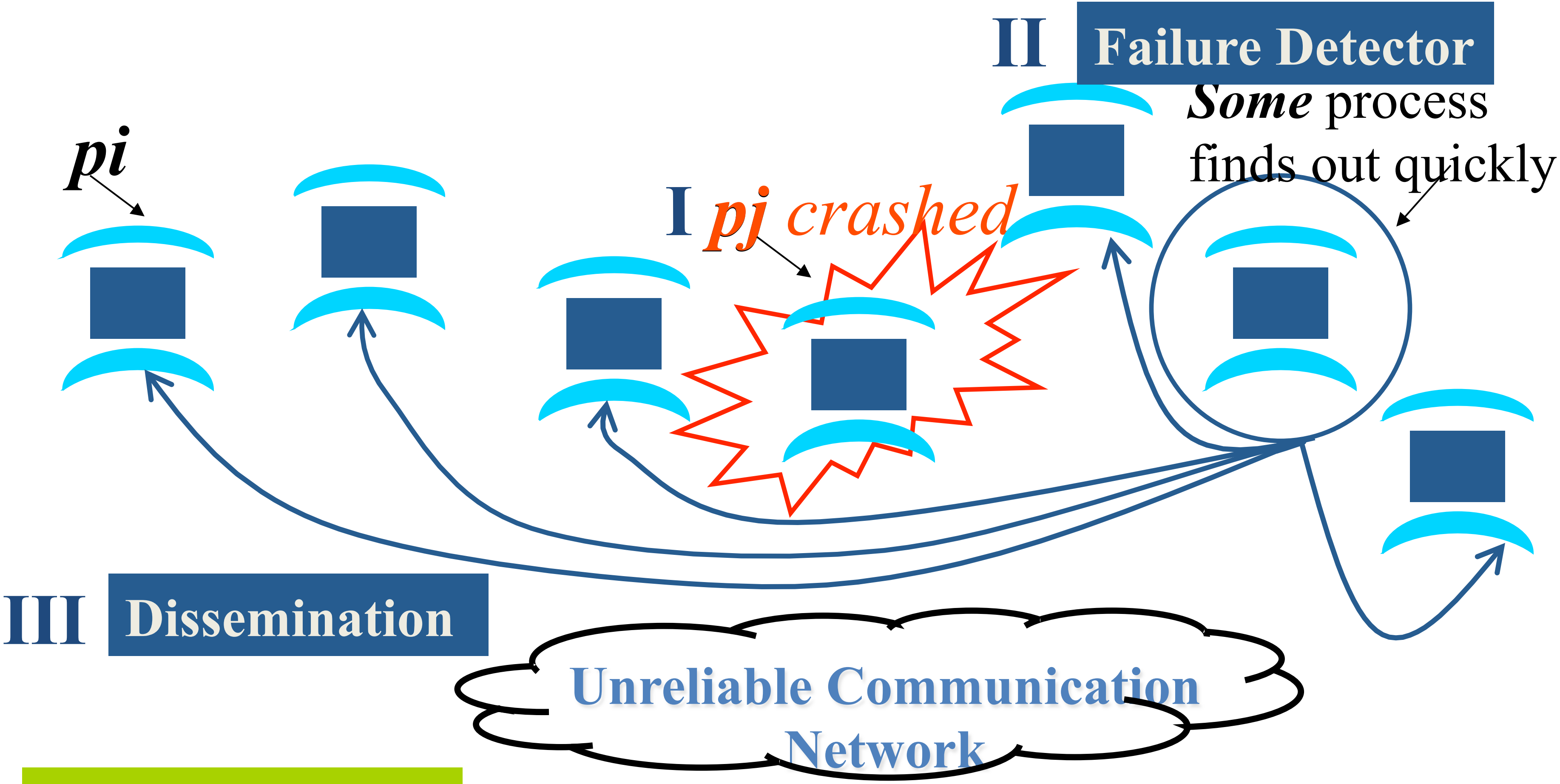
- ***Complete list all the time*** **(Strongly consistent)**
  - Virtual synchrony
- ***Almost-Complete*** **list (Weakly consistent)**
  - Gossip-style, SWIM, …
- **Or *Partial-random* list (other systems)**
  - SCAMP, T-MAN, Cyclon,…

Focus of this series of lecture

Unreliable Communication

Large Group: Scalability A Goal

Group Membership Protocol



Crash-stop Failures only

Next

- How do you design a group membership protocol?

I. *pj* crashes

- Nothing we can do about it!
- A frequent occurrence
- Common case rather than exception
- Frequency goes up linearly with size of datacenter

II. Distributed Failure Detectors: Desirable Properties

- Completeness = each failure is detected
- Accuracy = there is no mistaken detection
- Speed
  - Time to first detection of a failure
- Scale
  - Equal Load on each member
  - Network Message Load

Distributed Failure Detectors: Properties

- Completeness
- Accuracy
- Speed
  - Time to first detection of a failur
- Scale
  - Equal Load on each member
  - Network Message Load

Impossible together in lossy networks [Chandra and Toueg]

If possible, then can solve consensus!

What Real Failure Detectors Prefer

- Completeness
- Accuracy
- Speed
  - Time to first detection of a failure
- Scale
  - Equal Load on each member
  - Network Message Load

Guaranteed

Partial/Probabilistic guarantee

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Time until ***some*** process detects the failure

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Guaranteed

Partial/Probabilistic guarantee

Time until ***some*** process detects the failure

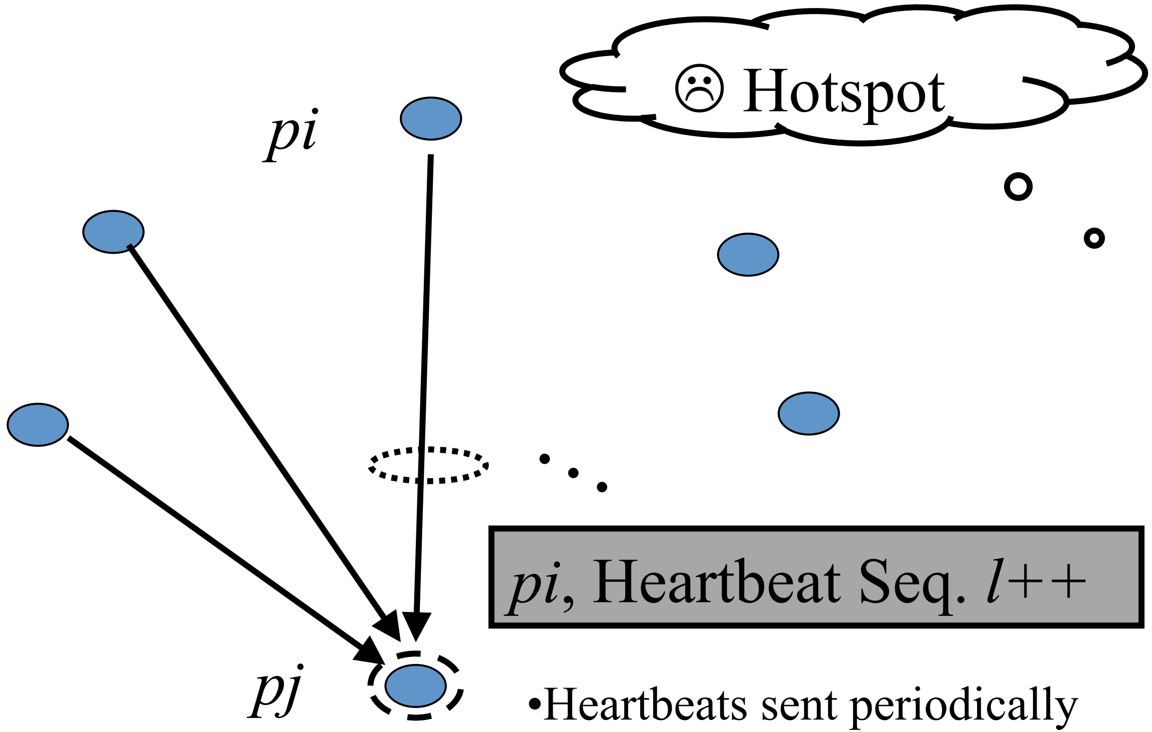
No bottlenecks/single failure point

Failure Detector Properties

- Completeness
- Accuracy
- Speed
  - Time to first detection of a failure
- Scale
  - Equal Load on each member
  - Network Message Load

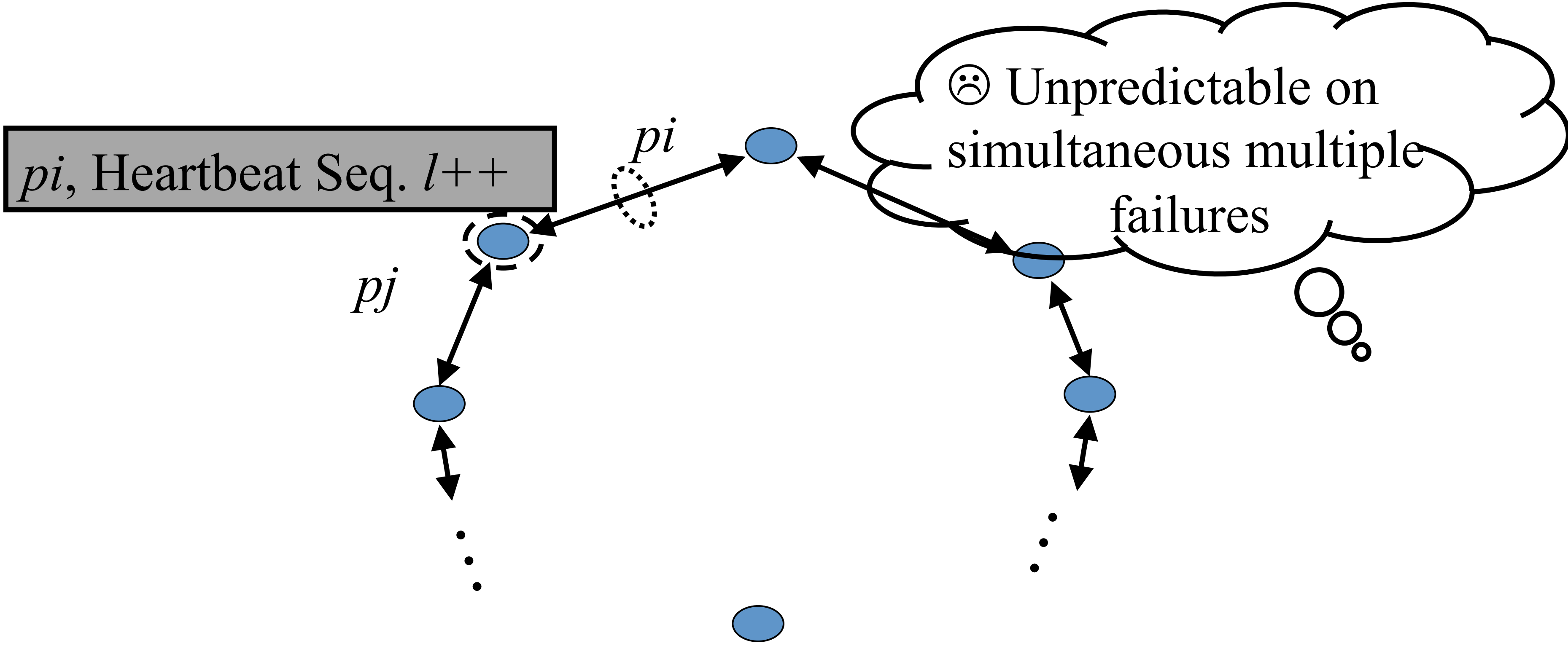
In spite of arbitrary simultaneous process failures

Centralized Heartbeating

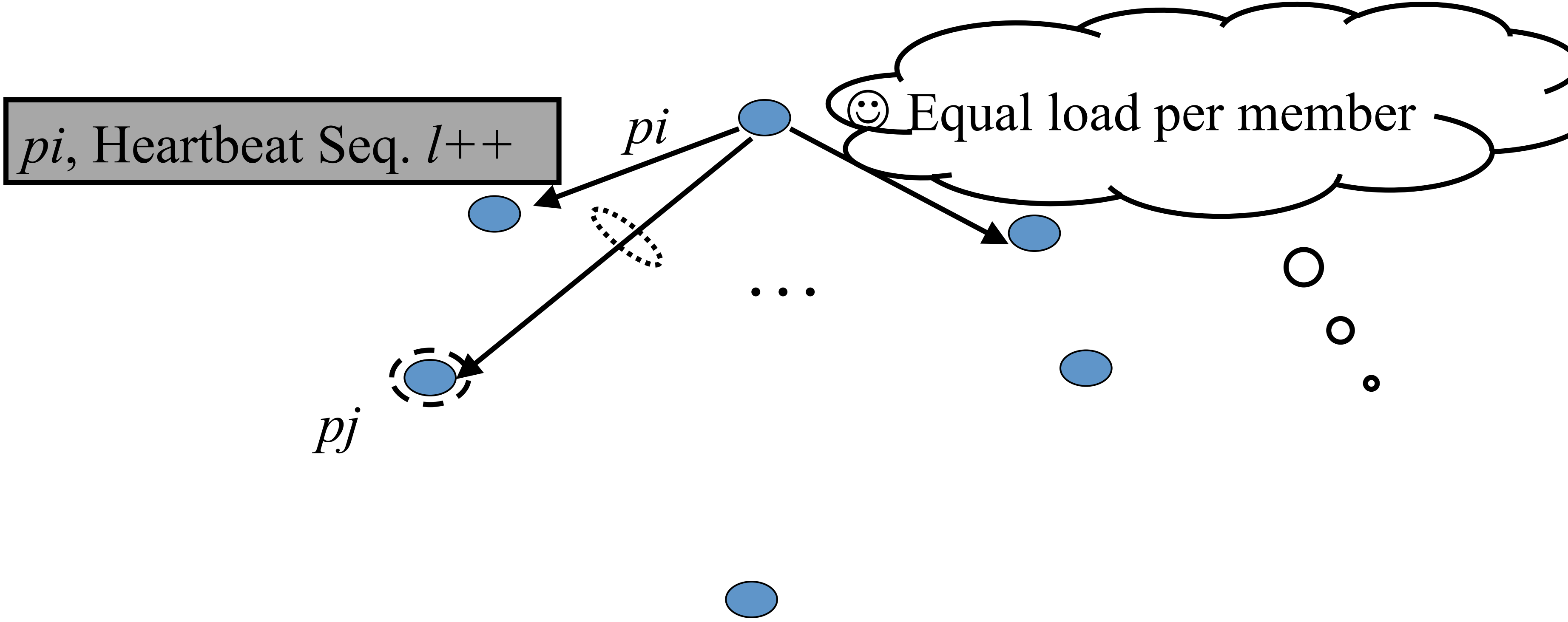


- Heartbeats sent periodically
- If heartbeat not received from *pi* within timeout, mark *pi* as failed

Ring Heartbeating



All-to-All Heartbeating

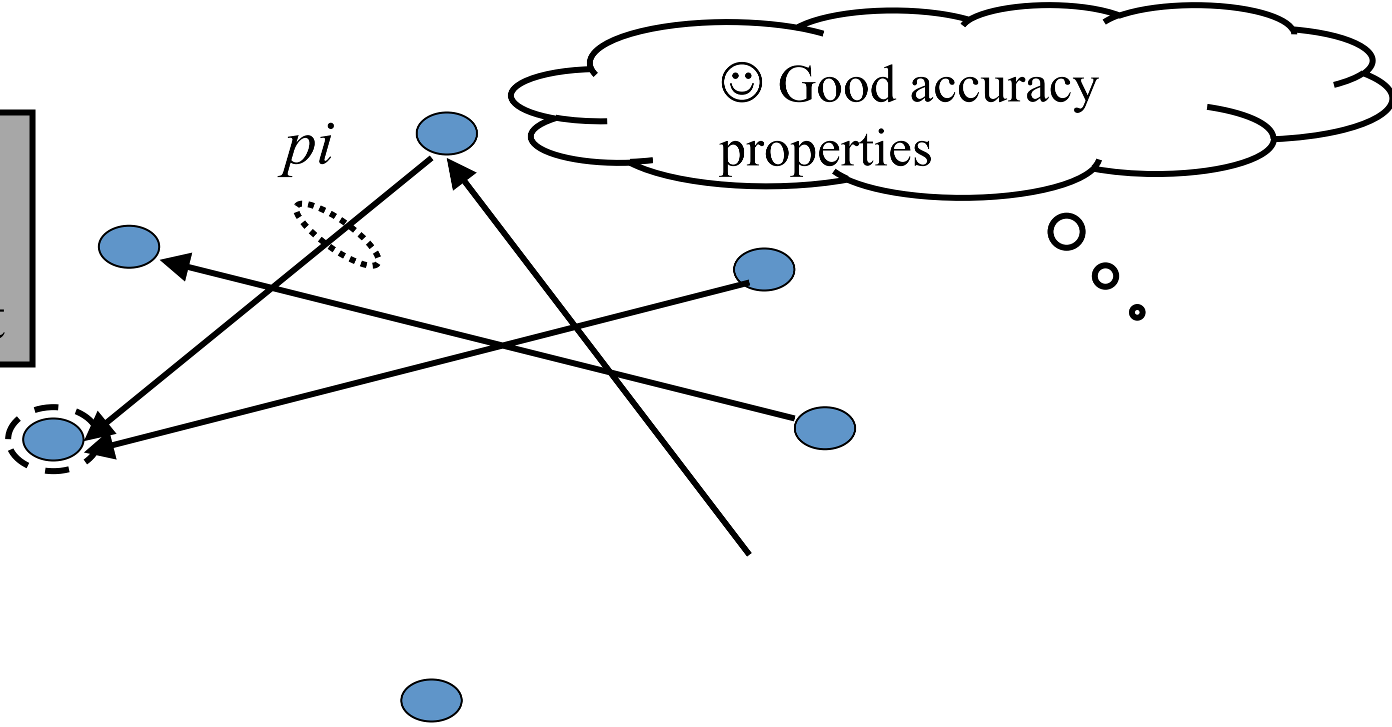


Next

- How do we increase the robustness of all-to-all heartbeating?

Gossip-style Heartbeating

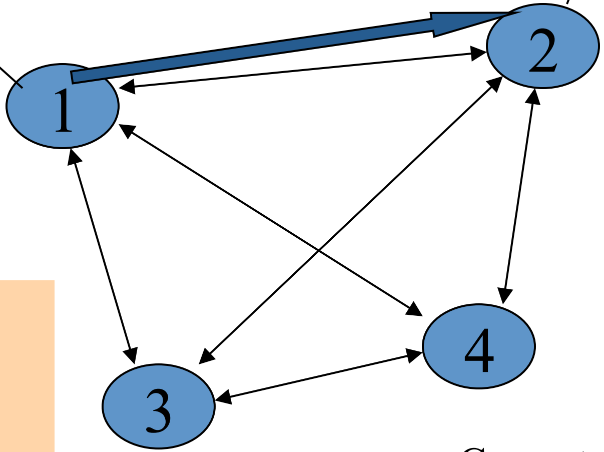
Array of
Heartbeat Seq. *l*
for member subset



Gossip-Style Failure Detection

1	10120	66
2	10103	62
3	10098	63
4	10111	65

Address
Heartbeat Counter
Time (local)



1	10118	64
2	10110	64
3	10090	58
4	10111	65

1	10120	70
2	10110	64
3	10098	70
4	10111	65

Current time : 70 at node 2

(asynchronous clocks)

Protocol:

•Nodes periodically gossip their membership list: pick random nodes, send it list

•On receipt, it is *merged* with local membership list

•When an entry times out, member is marked as failed

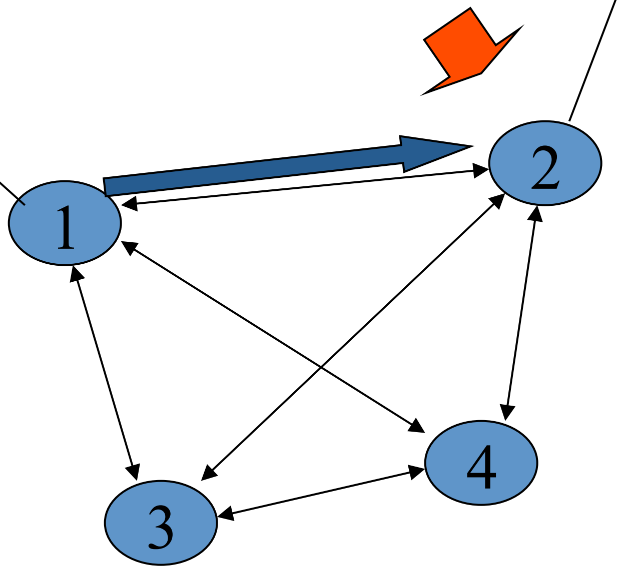
Gossip-Style Failure Detection

- If the heartbeat has not increased for more than T_{fail} seconds,
  the member is considered failed
- And after $T_{cleanup}$ seconds, it will delete the member from the list
- Why two different timeouts?

Gossip-Style Failure Detection

- What if an entry pointing to a failed node is deleted right after T_{fail} (=24) seconds?

1	10120	66
2	10103	62
3	10098	55
4	10111	65



1	10120	66
2	10110	64
3	10098	75
4	10111	65

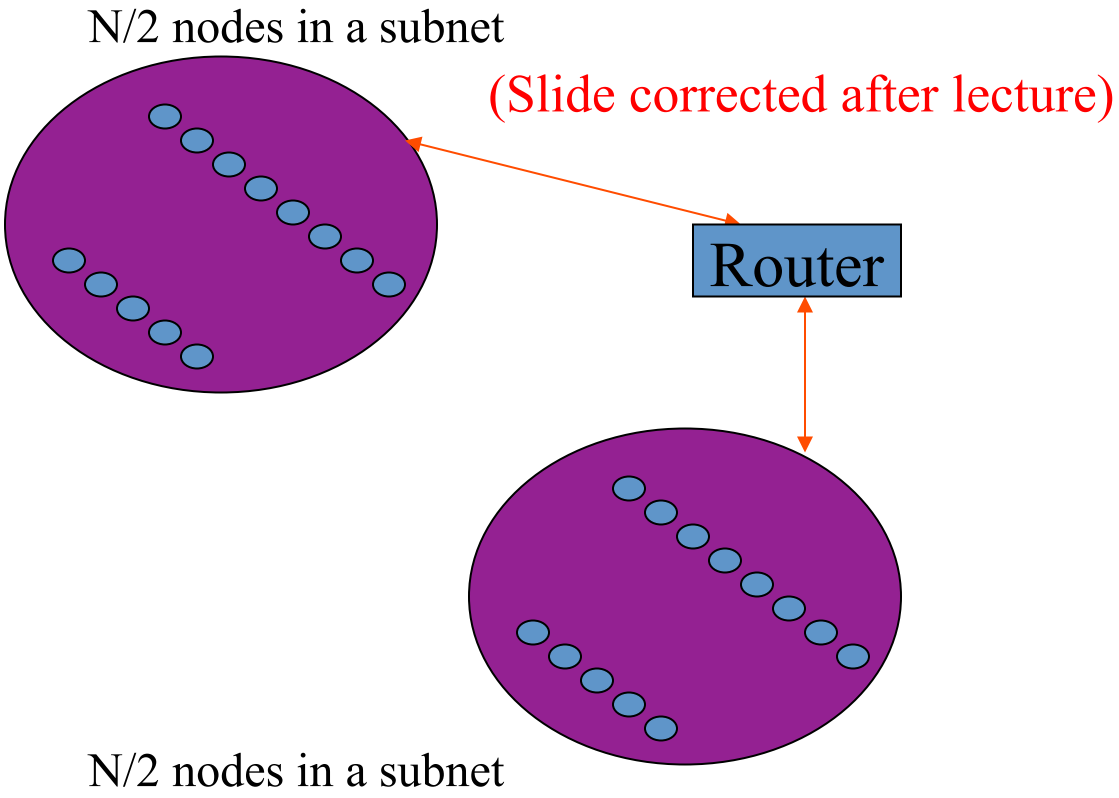
Current time : 75 at node 2

Multi-level Gossiping

- Network topology is hierarchical
- Random gossip target selection => core routers face O(N) load (Why?)

- Fix: In subnet *i*, which contains n_i nodes, pick gossip target in your subnet with probability $(1-1/n_i)$
- Router load=O(1)
- Dissemination time=O(log(N))
- What about latency for multi-level topologies?

[Gupta et al, TPDS 06]



Analysis/Discussion

- What happens if gossip period T_{gossip} is decreased?
- A single heartbeat takes O(log(N)) time to propagate. So: N heartbeats take:
  - O(log(N)) time to propagate, if bandwidth allowed per node is allowed to be O(N)
  - O(N.log(N)) time to propagate, if bandwidth allowed per node is only O(1)
  - What about O(k) bandwidth?
- What happens to $P_{mistake}$ (false positive rate) as T_{fail} ,$T_{cleanup}$ is increased?
- Tradeoff: False positive rate vs. detection time vs. bandwidth

Next

- So, is this the best we can do? What is the best we can do?

Failure Detector Properties …

- Completeness
- Accuracy
- Speed
  - Time to first detection of a failure
- Scale
  - Equal Load on each member
  - Network Message Load

…Are application-defined Requirements

- Completeness → Guarantee always
- Accuracy → Probability $PM(T)$
- Speed → T time units
  - Time to first detection of a failure
- Scale
  - Equal Load on each member
  - Network Message Load

…Are application-defined Requirements

- Completeness
- Accuracy
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  - Time to first detection of a failure
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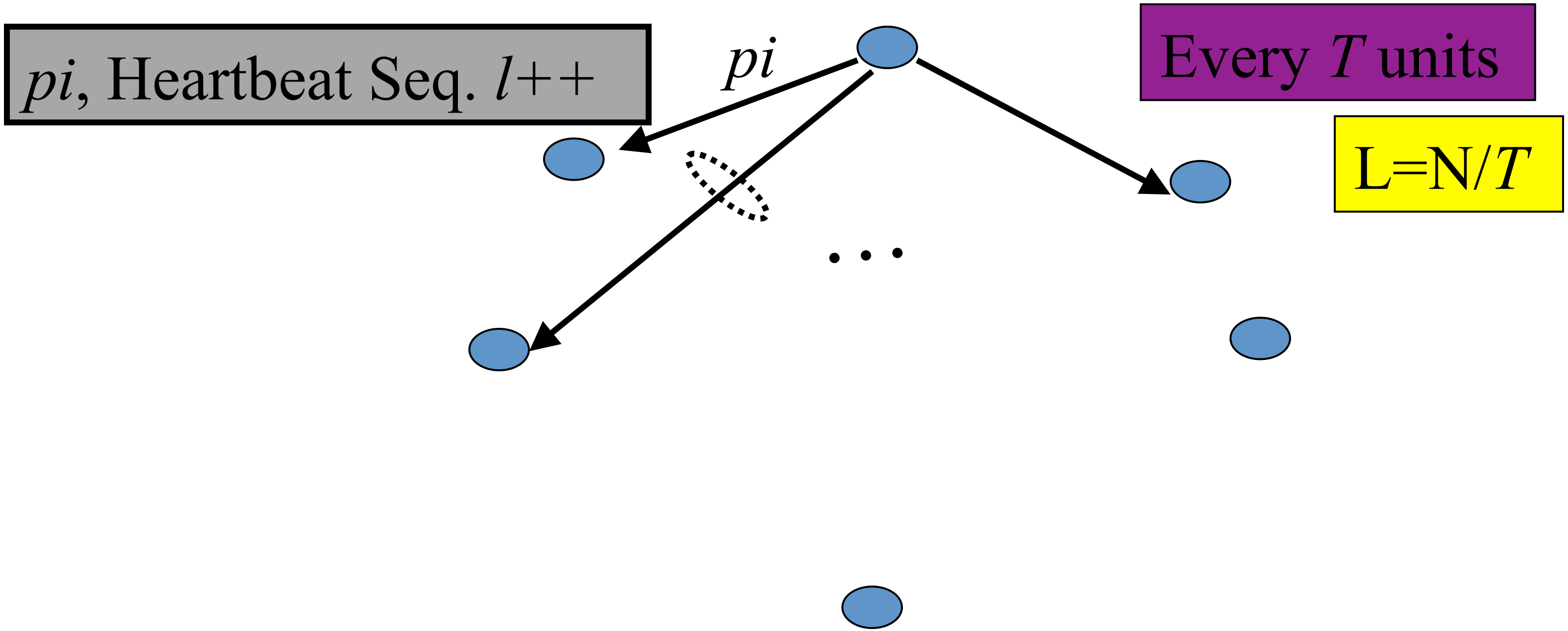
Guarantee always

Probability *PM(T)*

T time units

N*L: Compare this across protocols

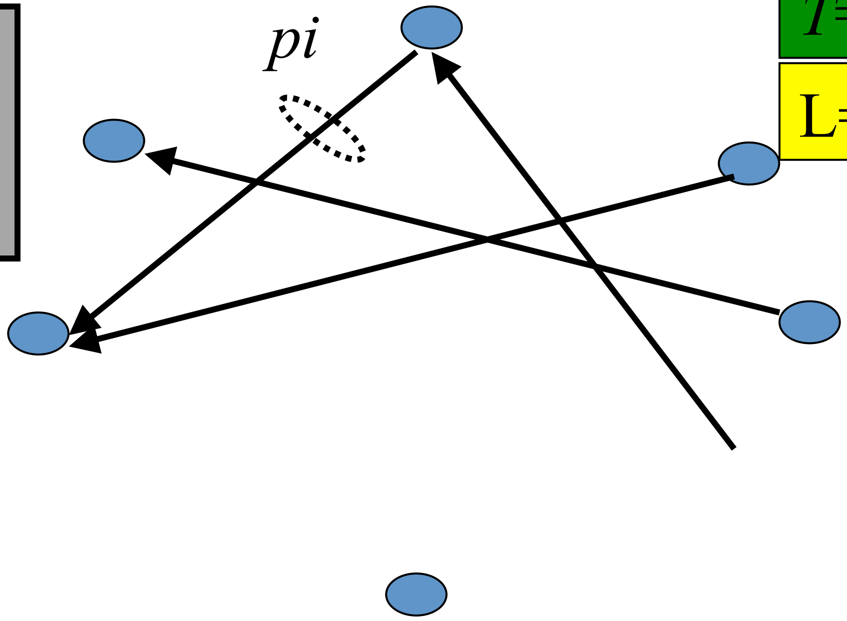
All-to-All Heartbeating



Gossip-style Heartbeating

Array of Heartbeat Seq. *l* for member subset

Every tg units =gossip period, send O(N) gossip message



T=logN * tg

L=N/tg=N*logN/*T*

What's the Best/Optimal we can do?

Slide changed after lecture

- *Worst case* load L* per member in the group (messages per second)
  - as a function of *T*, *PM(T)*, N
  - Independent Message Loss probability p_{ml}
- $$\boxed{L^* = \frac{\log(PM(T))}{\log(p_{ml})} \cdot \frac{1}{T}}$$

Heartbeating

- Optimal L is independent of N (!)
- All-to-all and gossip-based: sub-optimal
  - L=O(N/T)
  - try to achieve simultaneous detection at ***all*** processes
  - fail to distinguish *Failure Detection* and *Dissemination* components

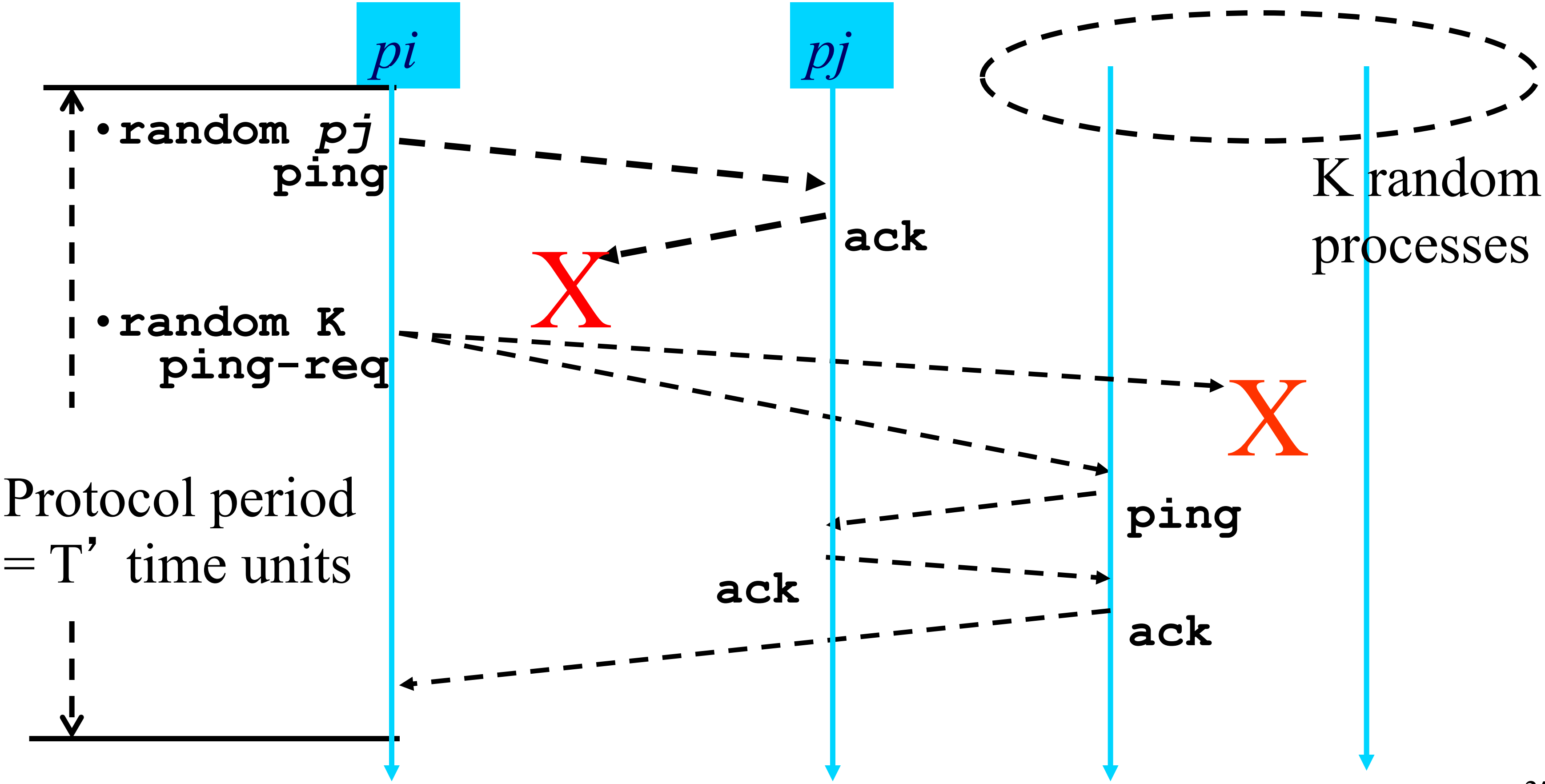
➲Key:

- Separate the two components
- Use a non heartbeat-based Failure Detection Component

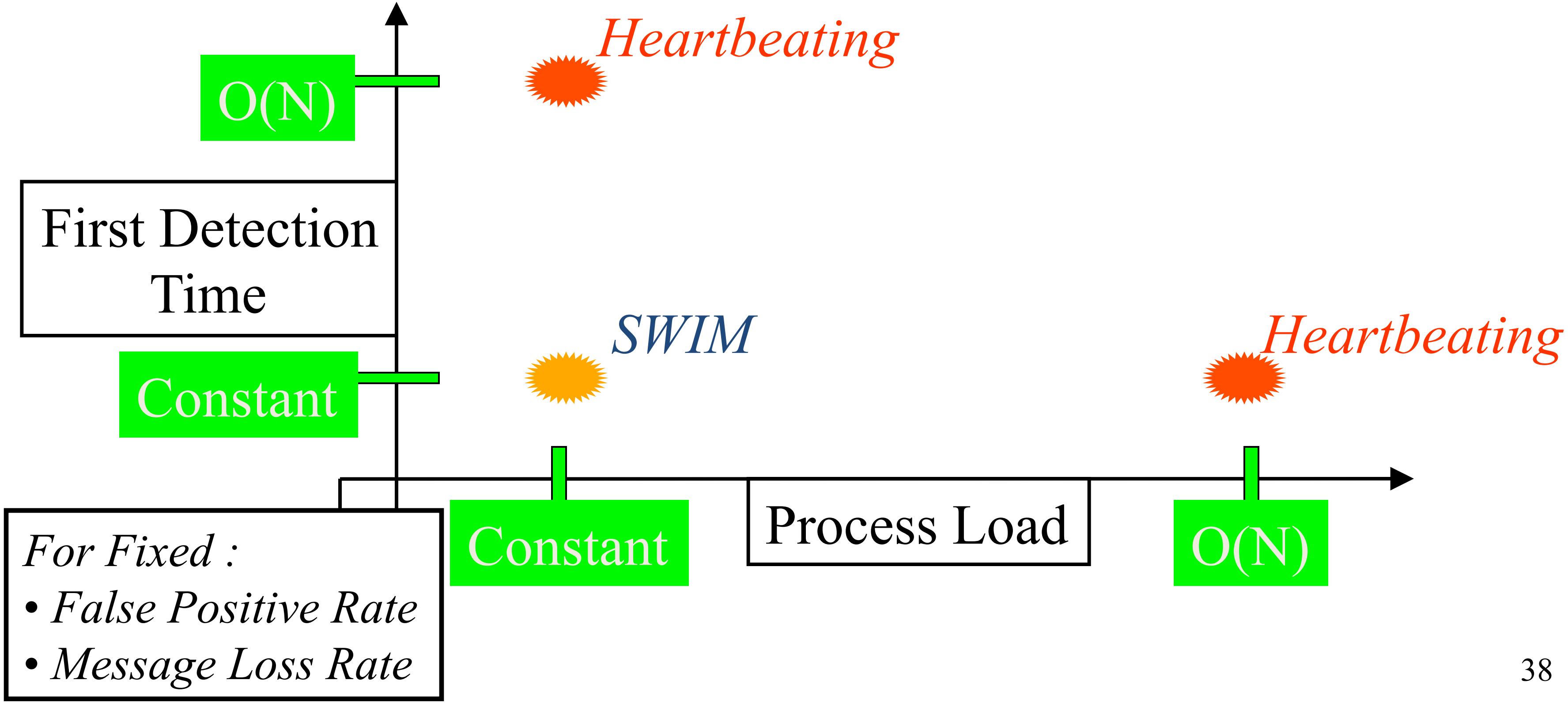
NEXT

- Is there a better failure detector?

SWIM Failure Detector Protocol



SWIM versus Heartbeating



SWIM Failure Detector

Parameter	SWIM
First Detection Time	• Expected $\left[\frac{e}{e-1}\right]$ periods • Constant (independent of group size)
Process Load	• Constant per period • < 8 L* for 15% loss
False Positive Rate	• Tunable (via K) • Falls exponentially as load is scaled
Completeness	• Deterministic time-bounded • Within O(log(N)) periods w.h.p.

Accuracy, Load

- *PM(T)* is exponential in -*K*. Also depends on *pml* (and *pf*)
  - See paper

- $\boxed{\frac{L}{L^*} < 28}$ $\boxed{\frac{E[L]}{L^*} < 8}$ for up to 15 % loss rates

DETECTION TIME

- Prob. of being pinged in T'= $1-(1-\frac{1}{N})^{N-1} = 1-e^{-1}$
- $\mathrm{E}[T] = \mathrm{T'}.\frac{e}{e-1}$
- Completeness: *Any* alive member detects failure
  - Eventually
  - By using a trick: within worst case *O(N)* protocol periods

This slide not covered (not in syllabus)

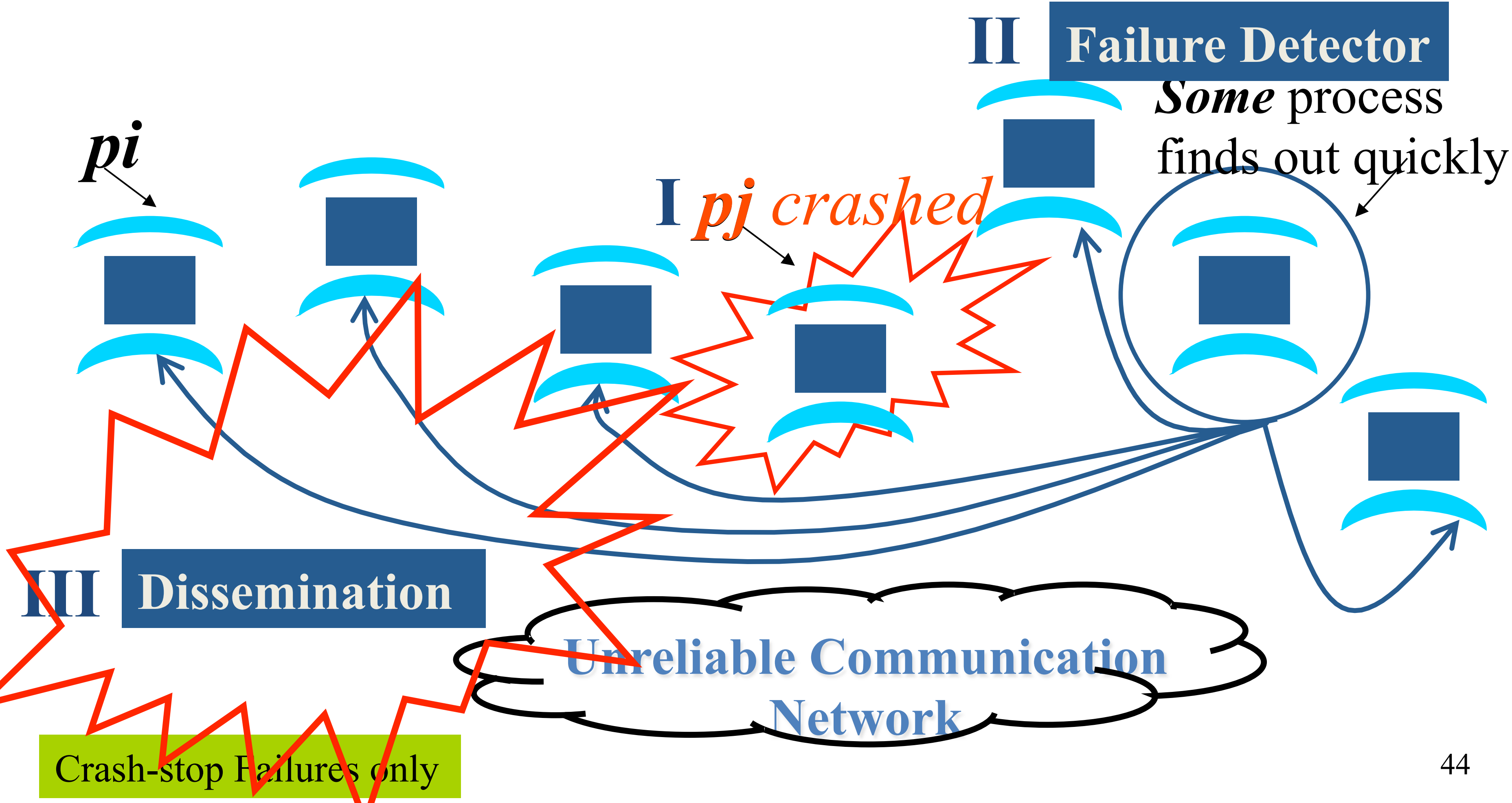
Time-bounded Completeness

- Key: select each membership element once as a ping target in a traversal
  - Round-robin pinging
  - Random permutation of list after each traversal
- Each failure is detected in worst case 2N-1 (local) protocol periods
- Preserves FD properties

Next

- How do failure detectors fit into the big picture of a group membership protocol?
- What are the missing blocks?

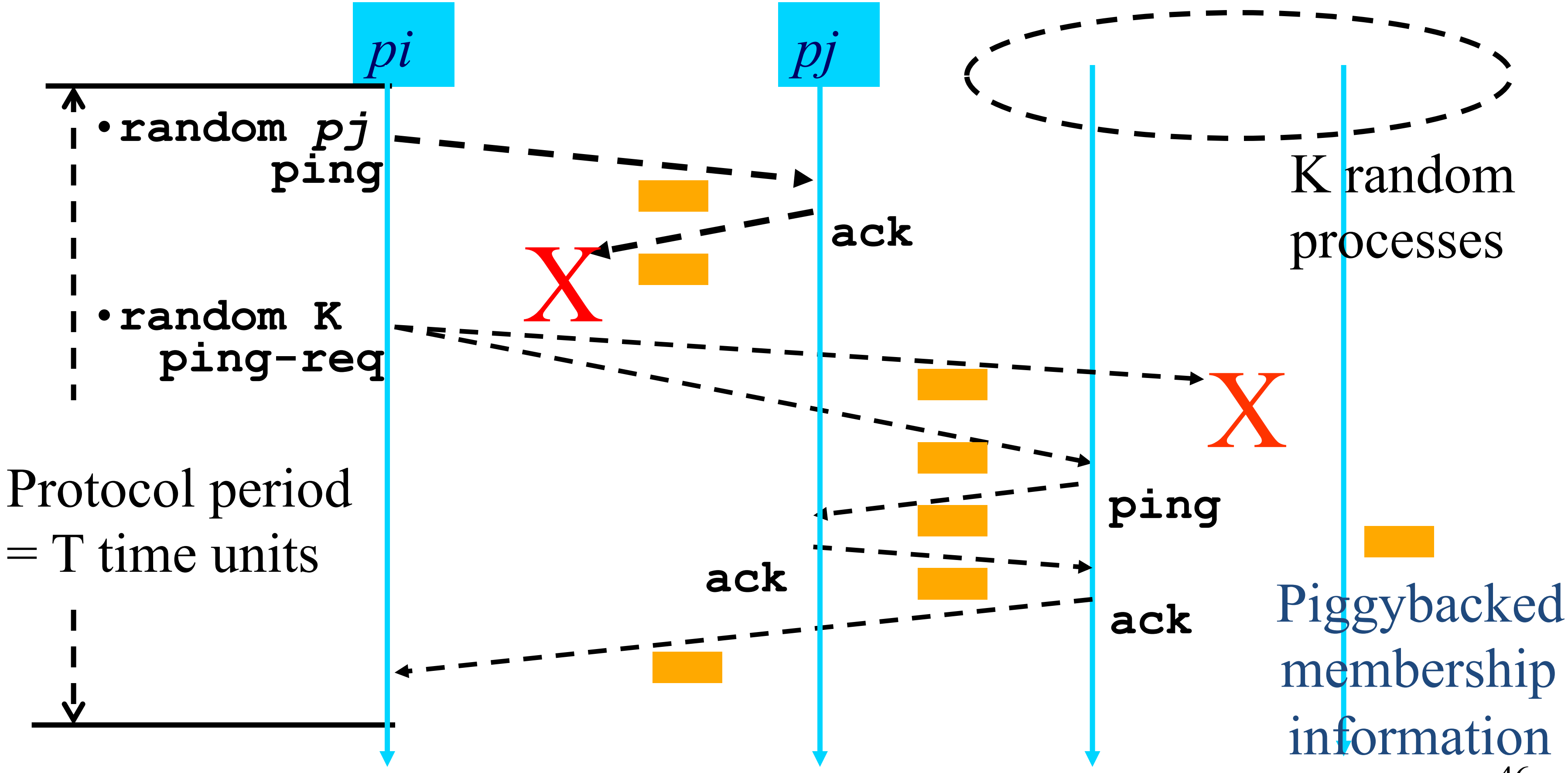
Group Membership Protocol



Dissemination Options

- Multicast (Hardware / IP)
  - unreliable
  - multiple simultaneous multicasts
- Point-to-point (TCP / UDP)
  - expensive
- Zero extra messages: Piggyback on Failure Detector messages
  - Infection-style Dissemination

Infection-style Dissemination



This slide not covered (not in syllabus)

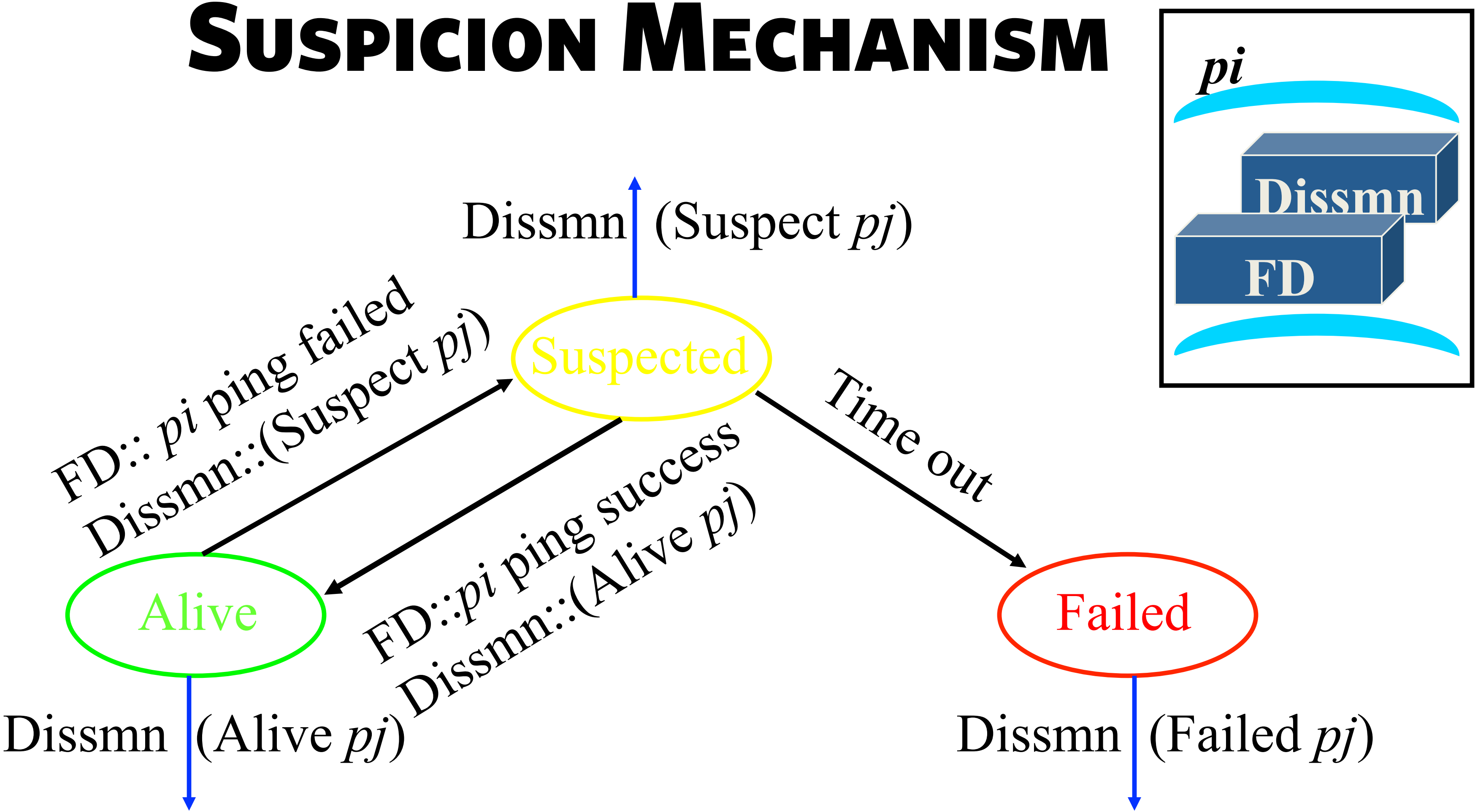
Infection-style Dissemination

- Epidemic/Gossip style dissemination
  - After $\lambda.\log(N)$ protocol periods, $N^{-(2\lambda-2)}$ processes would not have heard about an update
- Maintain a buffer of recently joined/evicted processes
  - Piggyback from this buffer
  - Prefer recent updates
- Buffer elements are garbage collected after a while
  - After $\lambda.\log(N)$ protocol periods, i.e., once they've propagated through the system; this defines weak consistency

Suspicion Mechanism

- False detections, due to
  - Perturbed processes
  - Packet losses, e.g., from congestion
- Indirect pinging may not solve the problem
- Key: *suspect* a process before *declaring* it as failed in the group

Suspicion Mechanism



Suspicion Mechanism

- Distinguish multiple suspicions of a process
  - Per-process *incarnation number*
  - *Inc* # for *pi* can be incremented only by *pi*
    - e.g., when it receives a (Suspect, *pi*) message
  - Somewhat similar to DSDV
- Higher inc# notifications over-ride lower inc#’s
- Within an inc#: (Suspect inc #) > (Alive, inc #)
- (Failed, inc #) overrides everything else

Wrap Up

- Failures the norm, not the exception in datacenters
- Every distributed system uses a failure detector
- Many distributed systems use a membership service

- Ring failure detection underlies
  - IBM SP2 and many other similar clusters/machines

- Gossip-style failure detection underlies
  - Amazon EC2/S3 (rumored!)

Important Announcement

- Next week Tue and Thu: We'll have a **flipped classroom**! (like Khan Academy)
- Homework **before** Next week
  - Please see video lectures for two topics
    - Timestamps and Ordering before Tue
    - Global Snapshots before Thu
- When you come to class on Sep 9th (Tue) and Sep 11th (Thu) the TAs will be helping you do **exercises in class** (not HW problems, but other exercise problems we will give you)
- We will not replay videos in class, i.e., there will be no lecturing.
- If you don't see the videos **before** class, you will flounder in class. So make sure you see them before class.
- Exercises *may* count for grades.
- Please bring a pen/pencil and paper to both classes.