

Murat Osmanoglu





















 distributed software is often structured in terms of clients and service















- distributed software is often structured in terms of clients and service
- service is modeled as a state machine that is replicated across different nodes in a distributed system



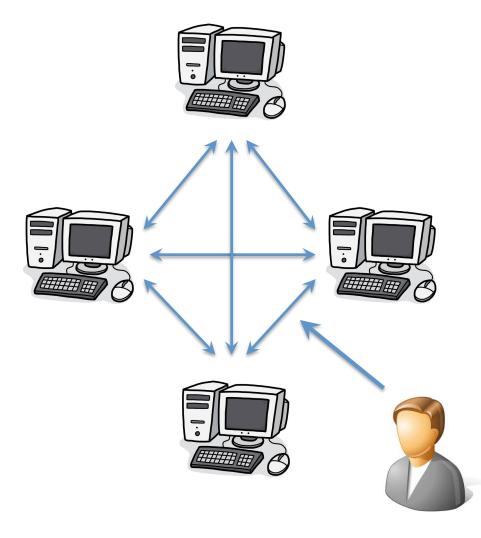




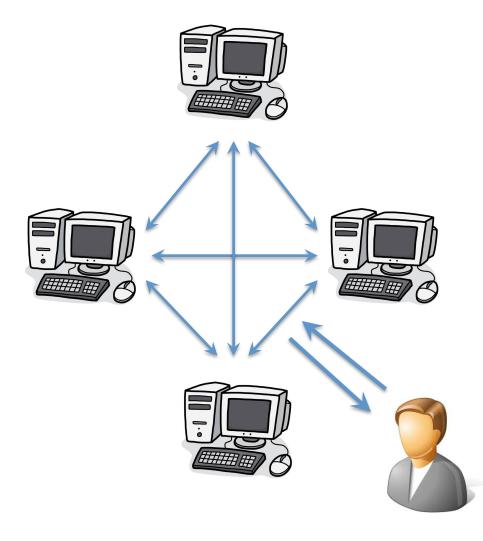




- distributed software is often structured in terms of clients and service
- service is modeled as a state machine that is replicated across different nodes in a distributed system



- distributed software is often structured in terms of clients and service
- service is modeled as a state machine that is replicated across different nodes in a distributed system



- distributed software is often structured in terms of clients and service
- service is modeled as a state machine that is replicated across different nodes in a distributed system

**Assumptions** 

#### <u>Assumptions</u>

• the system is asynchronous

#### <u>Assumptions</u>

• the system is asynchronous

#### <u>Assumptions</u>

• the system is asynchronous

the network may fail to deliver messages, delay them, duplicate them, or deliver them out of order

• nodes can be failures independently

#### <u>Assumptions</u>

• the system is asynchronous

- nodes can be failures independently
- there is a very strong adversary that can coordinate faulty nodes, delay communication, or delay correct nodes

#### <u>Assumptions</u>

• the system is asynchronous

- nodes can be failures independently
- there is a very strong adversary that can coordinate faulty nodes, delay communication, or delay correct nodes
- the adversary is computationally bound :

#### <u>Assumptions</u>

• the system is asynchronous

- nodes can be failures independently
- there is a very strong adversary that can coordinate faulty nodes, delay communication, or delay correct nodes
- the adversary is computationally bound :
  - cannot produce a valid signature of a non-faulty node

#### <u>Assumptions</u>

• the system is asynchronous

- nodes can be failures independently
- there is a very strong adversary that can coordinate faulty nodes, delay communication, or delay correct nodes
- the adversary is computationally bound :
  - cannot produce a valid signature of a non-faulty node
  - cannot compute an input of the hash function from the output

#### <u>Assumptions</u>

• the system is asynchronous

- nodes can be failures independently
- there is a very strong adversary that can coordinate faulty nodes, delay communication, or delay correct nodes
- the adversary is computationally bound :
  - cannot produce a valid signature of a non-faulty node
  - cannot compute an input of the hash function from the output
  - cannot find two messages having the same hash value

**Objectives** 

### <u>Objectives</u>

• An algorithm that can be used to implement any deterministic replicated service with a state and some operations

### <u>Objectives</u>

- An algorithm that can be used to implement any deterministic replicated service with a state and some operations
- the algorithm provides safety and liveness assuming no more than m faulty replicas when there are 3m+1 replicas at total

### <u>Objectives</u>

- An algorithm that can be used to implement any deterministic replicated service with a state and some operations
- the algorithm provides safety and liveness assuming no more than m faulty replicas when there are 3m+1 replicas at total
  - (safety) all faulty replicas agree on a total order for the execution of requests despite failures

### <u>Objectives</u>

- An algorithm that can be used to implement any deterministic replicated service with a state and some operations
- the algorithm provides safety and liveness assuming no more than m faulty replicas when there are 3m+1 replicas at total
  - (safety) all faulty replicas agree on a total order for the execution of requests despite failures
  - (liveness) clients eventually receive replies to their requests, provided at most m replicas are faulty and delay(t) does not grow faster than t indefinitely

### <u>Objectives</u>

- An algorithm that can be used to implement any deterministic replicated service with a state and some operations
- the algorithm provides safety and liveness assuming no more than m faulty replicas when there are 3m+1 replicas at total
  - (safety) all faulty replicas agree on a total order for the execution of requests despite failures
  - (liveness) clients eventually receive replies to their requests, provided at most m replicas are faulty and delay(t) does not grow faster than t indefinitely

delay(t) is the time between the moment t when a message is sent for the first time and the moment when it is received by its destination

The Algorithm

• the set of replicas is denoted as  $R = \{0, 1, \dots, |R| - 1\}$ 

- the set of replicas is denoted as  $R = \{0, 1, \dots, |R| 1\}$
- IRI = 3f + 1 where f is the maximum number of replicas that may be faulty

- the set of replicas is denoted as R = {0, 1, ..., IRI 1}
- IRI = 3f + 1 where f is the maximum number of replicas that may be faulty
- the replicas move through a succession of configuration called views

- the set of replicas is denoted as R = {0, 1, ..., IRI 1}
- IRI = 3f + 1 where f is the maximum number of replicas that may be faulty
- the replicas move through a succession of configuration called views
- In a view, one replica will be the primary and the others are backups

### The Algorithm

- the set of replicas is denoted as R = {0, 1, ..., IRI 1}
- IRI = 3f + 1 where f is the maximum number of replicas that may be faulty
- the replicas move through a succession of configuration called views
- In a view, one replica will be the primary and the others are backups
- the primary of a view will be the replica p such that

```
p = v mod IRI
```

where v is the view number











(3f + 1) replicas



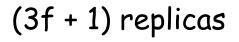








#### backup





#### backup



primary



backup



(3f + 1) replicas

#### backup



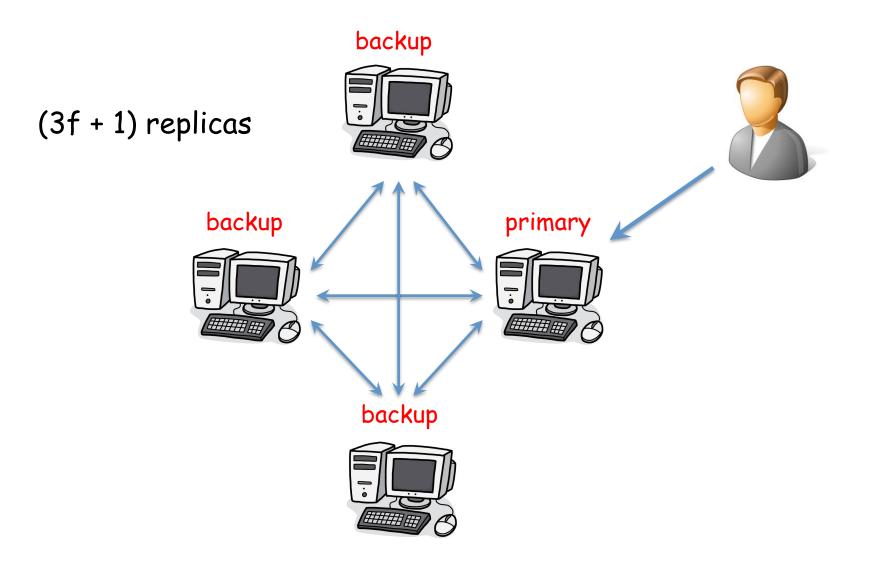
primary

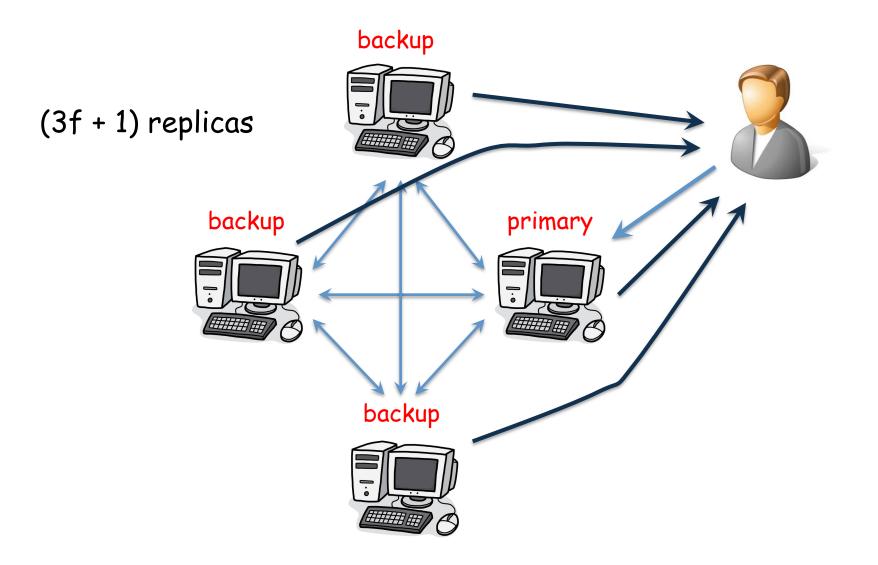


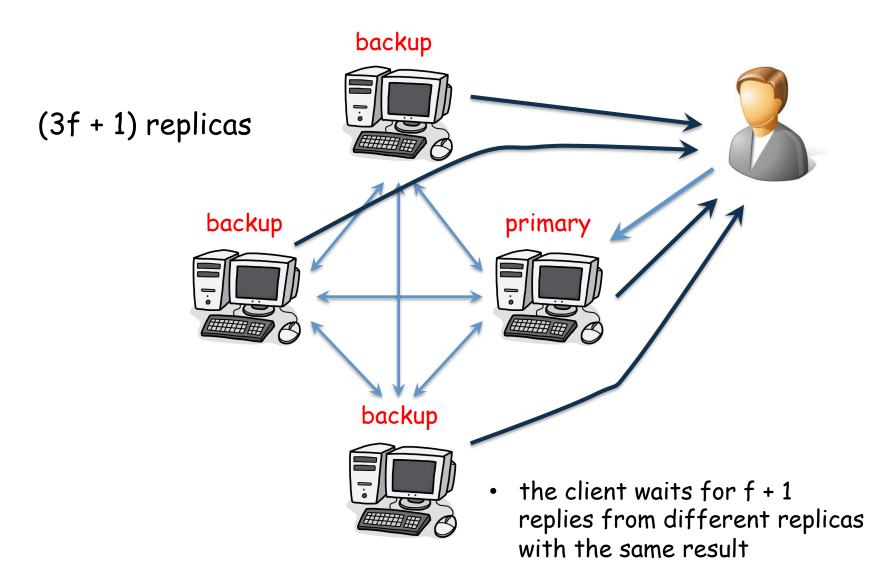
backup

backup

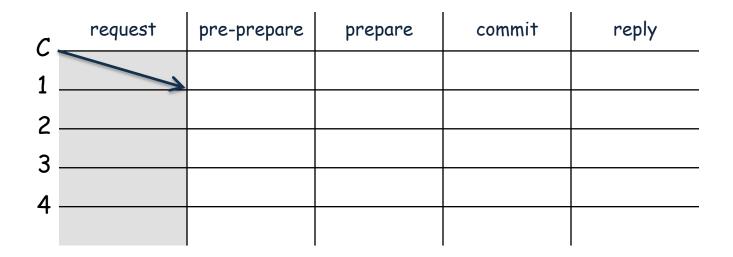




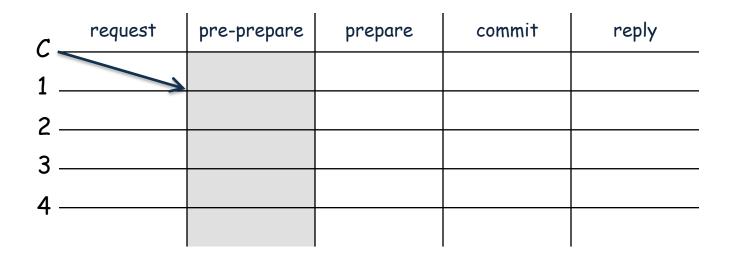




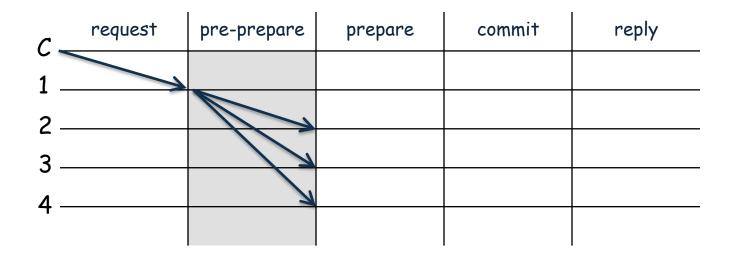
C	request	pre-prepare	prepare	commit	reply
- 2					
- 3					
4					
I					



 client C requests the execution of state machine operation o by sending a [REQUEST, o, t, c]<sub>SIG</sub> message to the primary



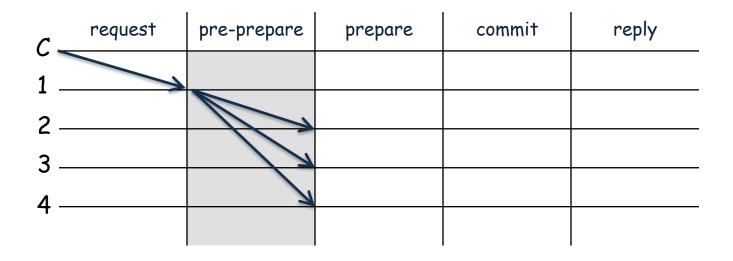
 After receiving a request message [REQUEST, o, t, c]<sub>SIG</sub> from a client, the primary assigns a sequence number n to the request,



 After receiving a request message [REQUEST, o, t, c]<sub>SIG</sub> from a client, the primary assigns a sequence number n to the request, and broadcasts a pre-prepare message

```
[[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m]
```

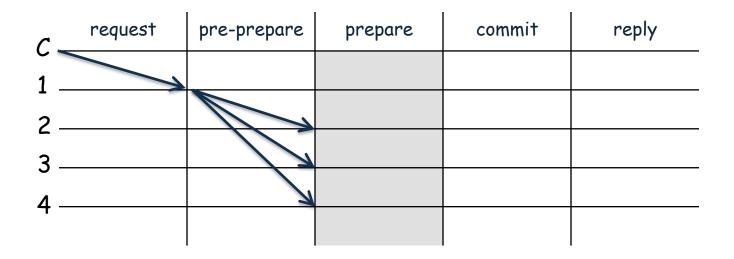
to all backups and



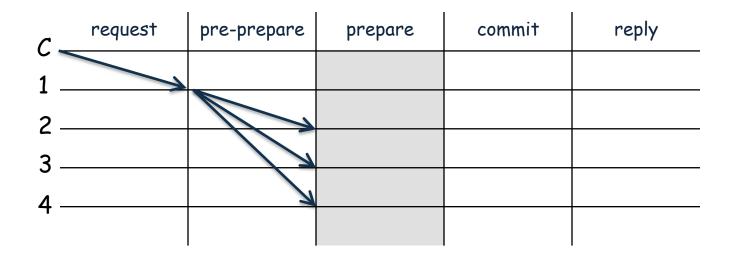
 After receiving a request message [REQUEST, o, t, c]<sub>SIG</sub> from a client, the primary assigns a sequence number n to the request, and broadcasts a pre-prepare message

```
[[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m]
```

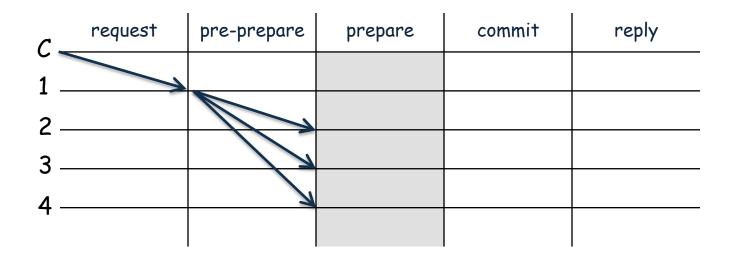
to all backups and appends the message to its LOG where m is the client's request and d is the digest of m



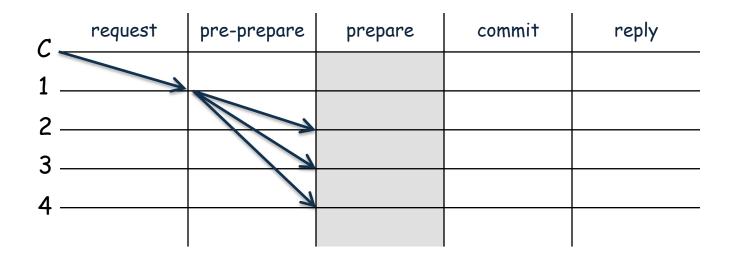
• A backup accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m] if



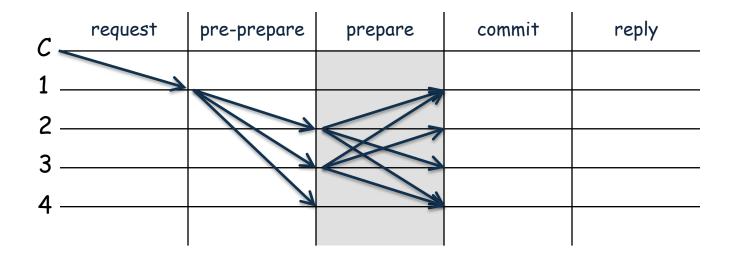
- A backup accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m] if
  - the signatures in Pre-Prepare and m are correct and d is the digest of m



- A backup accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m] if
  - the signatures in Pre-Prepare and m are correct and d is the digest of m
  - it is in view v



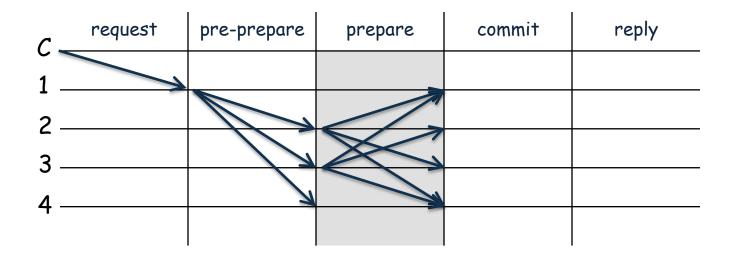
- A backup accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m] if
  - the signatures in Pre-Prepare and m are correct and d is the digest of m
  - it is in view v
  - it has not accepted a pre-prepare message for view v and sequence number n containing a different digest



• If backup i accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m], it broadcasts a prepare message

[PREPARE, v, n, d, i]<sub>SIG-i</sub>

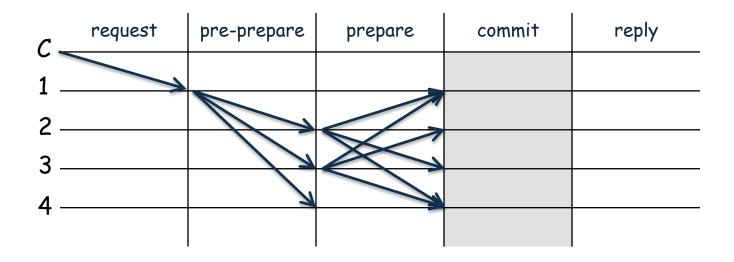
to all other replicas and



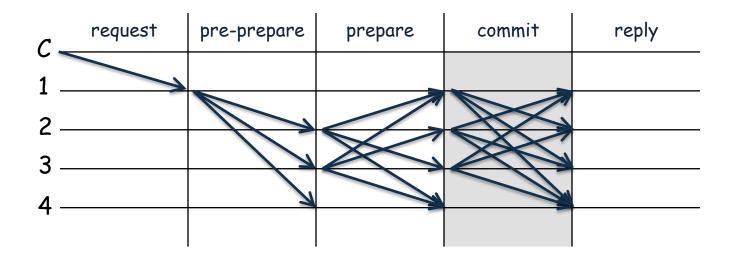
• If backup i accepts [[PRE-PREPARE, v, n, d]<sub>SIG</sub>, m], it broadcasts a prepare message

[PREPARE, v, n, d, i]<sub>SIG-i</sub>

to all other replicas and appends both messages to its LOG

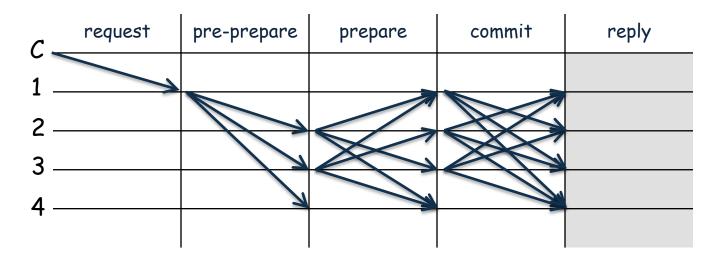


- A backup accepts [PREPARE, v, n, d, i]<sub>SIG-i</sub> if
  - the signature in Prepare is valid
  - the view number v is equal the current view number
  - it has not accepted a prepare message for view v and sequence number n containing a different digest

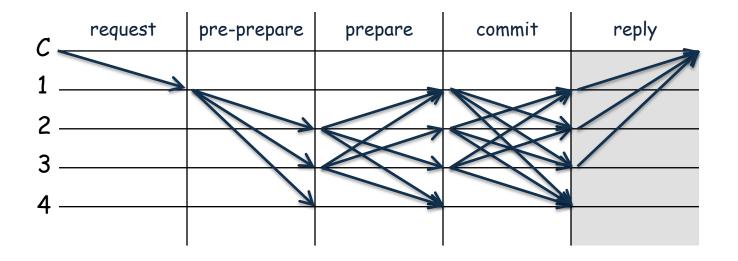


• If 2f prepares message from different backups that match the pre-prepare of the backup i holds, the backup i broadcasts a commit message

```
[COMMIT, v, n, d, i]<sub>SIG-i</sub>
```



- A backup accepts [COMMIT, v, n, d, i]<sub>SIG-i</sub> if
  - the signature in Commit is valid
  - the view number v is equal the current view number
  - it has not accepted a commit message for view v and sequence number n containing a different digest
- Backups append commit messages to its LOG after accepting it



• If 2f commit messages from different backups that match the pre-prepare of the backup i holds, the backup i sends a reply message

where v is the current view, t is the timestamp of the corresponding request, i is the replica number, r is the result

#### Garbage Collection

• when a request with a sequence number divisible by some constant is executed, the replicas create checkpoints

- when a request with a sequence number divisible by some constant is executed, the replicas create checkpoints
- when a replica i produces a checkpoint, it broadcasts a message [CHECKPOINT, n, d, i]<sub>SIG-i</sub> to other replicas where d is the digest of the state

- when a request with a sequence number divisible by some constant is executed, the replicas create checkpoints
- when a replica i produces a checkpoint, it broadcasts a message [CHECKPOINT, n, d, i]<sub>SIG-i</sub> to other replicas where d is the digest of the state
- each replica collects checkpoint messages in its LOG until it has 2f + 1 of them (proof for checkpoint)

- when a request with a sequence number divisible by some constant is executed, the replicas create checkpoints
- when a replica i produces a checkpoint, it broadcasts a message [CHECKPOINT, n, d, i]<sub>SIG-i</sub> to other replicas where d is the digest of the state
- each replica collects checkpoint messages in its LOG until it has 2f + 1 of them (proof for checkpoint)
- a checkpoint with a proof becomes stable and replica discards all pre-prepare, prepare, and commit messages with sequence number less than or equal to n from its LOG, and also discards all earlier checkpoints and checkpoint messages

View Changes(Liveness)

#### <u>View Changes(Liveness)</u>

• Backups use a timer to check whether the primary fails or not

- Backups use a timer to check whether the primary fails or not
- when the timer of backup i expires in view v, the backup starts a view change to move the system to view v + 1 by broadcasting [VIEW-CHANGE, v + 1, n, C, P, i]<sub>SIG-i</sub> to other replicas where

- Backups use a timer to check whether the primary fails or not
- when the timer of backup i expires in view v, the backup starts a view change to move the system to view v + 1 by broadcasting [VIEW-CHANGE, v + 1, n, C, P, i]<sub>SIG-i</sub> to other replicas where
  - n is the sequence number of the last stable checkpoint s known to i

- Backups use a timer to check whether the primary fails or not
- when the timer of backup i expires in view v, the backup starts a view change to move the system to view v + 1 by broadcasting [VIEW-CHANGE, v + 1, n, C, P, i]<sub>SIG-i</sub> to other replicas where
  - n is the sequence number of the last stable checkpoint s known to i
  - C is a set of 2f + 1 valid checkpoint messages proving the correctness of s

- Backups use a timer to check whether the primary fails or not
- when the timer of backup i expires in view v, the backup starts a view change to move the system to view v + 1 by broadcasting [VIEW-CHANGE, v + 1, n, C, P, i]<sub>SIG-i</sub> to other replicas where
  - n is the sequence number of the last stable checkpoint s known to i
  - C is a set of 2f + 1 valid checkpoint messages proving the correctness of s
  - P is a set containing a set  $P_m$  for each request m, prepared at I with a sequence number higher than n

- Backups use a timer to check whether the primary fails or not
- when the timer of backup i expires in view v, the backup starts a view change to move the system to view v + 1 by broadcasting [VIEW-CHANGE, v + 1, n, C, P, i]<sub>SIG-i</sub> to other replicas where
  - n is the sequence number of the last stable checkpoint s known to i
  - C is a set of 2f + 1 valid checkpoint messages proving the correctness of s
  - P is a set containing a set  $P_m$  for each request m, prepared at I with a sequence number higher than n
  - each  $\mathsf{P}_\mathsf{m}$  contains a valid pre-prepare message and 2f matching prepare message

<u>View Changes(Liveness)</u>

• When the primary p of v + 1 receives 2f valid view-change messages from other replicas, it broadcasts a message

[NEW-VIEW, v + 1, V, O]<sub>SIG-p</sub>

to other replicas where

<u>View Changes(Liveness)</u>

• When the primary p of v + 1 receives 2f valid view-change messages from other replicas, it broadcasts a message

 $[NEW-VIEW, v + 1, V, O]_{SIG-p}$ 

to other replicas where

 V is a set containing the valid view-change messages received by the primary + the primary produced

<u>View Changes(Liveness)</u>

• When the primary p of v + 1 receives 2f valid view-change messages from other replicas, it broadcasts a message

 $[NEW-VIEW, v + 1, V, O]_{SIG-p}$ 

to other replicas where

- V is a set containing the valid view-change messages received by the primary + the primary produced
- O is a set of pre-prepare messages

Why 2f + 1 (Safety)?

Why 2f + 1 (Safety)?

Why 2f + 1 (Safety)?

f messages as [PREPARE, v, n, d<sub>1</sub>, i]<sub>SIG-i</sub>

Why 2f + 1 (Safety)?

f messages as [PREPARE, v, n, d<sub>1</sub>, i]<sub>SIG-i</sub> f messages as [PREPARE, v, n, d<sub>2</sub>, i]<sub>SIG-i</sub>

Why 2f + 1 (Safety)?

f messages as [PREPARE, v, n, d<sub>1</sub>, i]<sub>SIG-i</sub> f messages as [PREPARE, v, n, d<sub>2</sub>, i]<sub>SIG-i</sub>

Why 2f + 1 (Safety)?

f messages as [PREPARE, v, n, d<sub>1</sub>, i]<sub>SIG-i</sub> f messages as [PREPARE, v, n, d<sub>2</sub>, i]<sub>SIG-i</sub>

f faulty nodes

3f < 3f + 1

Why 2f + 1 (Safety)?

f + 1 messages as [PREPARE, v, n, d<sub>1</sub>, i]<sub>SIG-i</sub> f + 1 messages as [PREPARE, v, n, d<sub>2</sub>, i]<sub>SIG-i</sub>

f faulty nodes

3f + 2 > 3f + 1