

Introduction to distributed computing

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Distributed algorithms

- Algorithms that run on several nodes connected by network;
- Irrelevant whether WAN, LAN, ...
- Broader definition can even include shared memory algorithms;
- Some key attributes:
 - Interprocess Communication (IPC) Model;
 - Timing model;
 - Failure Model;



Interprocess communication model

- Shared memory;
- Point-to-point messages;
- Broadcast messages;



Timing model

- Many possible timing assumptions;
- One extreme: completely synchronous
communication and computation, in lock-step;
- Another: completely asynchronous
arbitrary relative speeds, arbitrary order;
- In between: partial synchrony assumptions
e.g. bounds on relative speeds or communication delay



Failure model

- Algorithms may be designed to tolerate some faults.
- Processor failures:
 - processors stop;
 - transient failures;
 - Byzantine Failures, with arbitrary behavior;
- Communication failures:
 - message loss;
 - message duplication;



Working under uncertainty

- Many interesting algorithms do not make many assumptions regarding environment;
- Examples:
 - unknown number of processors;
 - unknown network topology;
 - programs starting at different times, operating at different speeds;
 - unknown message delivery times;
 - unknown message ordering;
 - processor and communication failures;



Understanding distributed algorithms

- Uncertainty leads to difficulty in understanding;
- Normal difficulties in concurrency (like arbitrary interleavings)
- Plus asynchrony and failures;
- Cannot predict what exactly will happen;
many behaviors even for same inputs
- But understand properties;
 - correctness;
 - complexity and lower bounds;
 - impossibility results;
- Underlying this are mathematical models of distributed systems;



Approach

- Concentrate on essential problems;
- Organization according to system models;



Concentrate on essential problems

- Field is very large;
- But some fundamental problems recur in many applications;
- Examples:
 - leader election;
 - network searching;
 - spanning tree construction;
 - consensus;
 - mutual exclusion;
 - resource allocation;
 - global snapshots;
 - reliable communication;



Organization according to system models

- Consider same problems in different system models;
- What causes most impact are the timing models;
- Timing models used for top-level organization;
 - synchronous model;
 - asynchronous model;
 - partially synchronous model;



Synchronous model

- Execution proceeds in synchronous rounds;
- Simplest model to program and reason about;
- Provides insight to solve problems in asynchronous models;
- Strongest model; impossibility results apply to other models;



Asynchronous model

- Components take steps in arbitrary order at arbitrary speeds;
- Harder to program due to more uncertainty;
- Weakest model; more problems unsolvable;
- Algorithms are more general and work in other models;



Partially synchronous model

- Some assumptions can be made about relative timing of events;
- Most realistic model;
- Most difficult to program;
- Efficient but fragile algorithms if assumptions violated;



Course Outline

- Synchronous network algorithms
 - Synchronous network model;
 - Leader election in a synchronous ring;
 - Distributed consensus with link failures;
 - Distributed consensus with process failures;
- Asynchronous network algorithms:
 - Asynchronous network model;
 - Leader election in an asynchronous ring;
 - Logical time;
 - Global snapshots and stable properties;
 - Distributed consensus with process failures;
- Partially synchronous network algorithms:
 - Partially synchronous network model;
 - Distributed consensus with partial synchrony;

