CSE 421/521 - Operating Systems
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LECTURE - XXIV

DISTRIBUTED SYSTEMS - II

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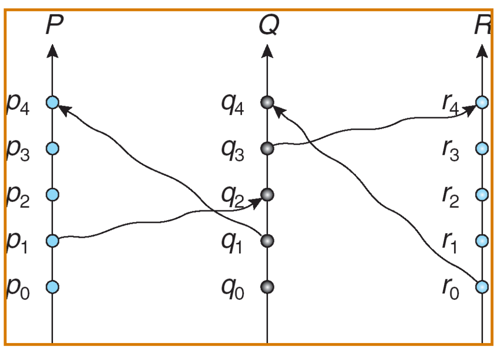
Event Ordering

- Happened-before relation (denoted by →)
  - If *A* and *B* are events in the same process (assuming sequential processes), and *A* was executed before *B*, then *A* → *B*
  - If *A* is the event of sending a message by one process and *B* is the event of receiving that message by another process, then *A* → *B*
  - If *A* → *B* and B → *C* then *A* → *C*
  - If two events A and B are not related by the → relation, then these events are executed concurrently.

Relative Time for Three Concurrent Processes



Which events are concurrent and which ones are ordered?

Distributed Mutual Exclusion (DME)

- Assumptions
  - The system consists of *n* processes; each process P_i resides at a different processor
  - Each process has a critical section that requires mutual exclusion
- Requirement
  - If P_i is executing in its critical section, then no other process P_j is executing in its critical section
- We present two algorithms to ensure the mutual exclusion execution of processes in their critical sections

DME: Centralized Approach

- One of the processes in the system is chosen to coordinate the entry to the critical section
- A process that wants to enter its critical section sends a request message to the coordinator
- The coordinator decides which process can enter the critical section next, and its sends that process a reply message
- When the process receives a reply message from the coordinator, it enters its critical section
- After exiting its critical section, the process sends a release message to the coordinator and proceeds with its execution
- This scheme requires three messages per critical-section entry:
  - request
  - reply
  - release

DME: Fully Distributed Approach

- When process P_i wants to enter its critical section, it generates a new timestamp, *TS*, and sends the message *request* (P_i, *TS*) to all processes in the system
- When process P_j receives a *request* message, it may reply immediately or it may defer sending a reply back
- When process P_i receives a *reply* message from all other processes in the system, it can enter its critical section
- After exiting its critical section, the process sends *reply* messages to all its deferred requests

DME: Fully Distributed Approach (Cont.)

- The decision whether process P_j replies immediately to a *request*(P_i, *TS*) message or defers its reply is based on three factors:
  - If P_j is in its critical section, then it defers its reply to P_i
  - If P_j does *not* want to enter its critical section, then it sends a *reply* immediately to P_i
  - If P_j wants to enter its critical section but has not yet entered it, then it compares its own request timestamp with the timestamp *TS*
    - If its own request timestamp is greater than *TS*, then it sends a *reply* immediately to P_i (P_i asked first)
    - Otherwise, the reply is deferred
  - Example: P1 sends a request to P2 and P3 (timestamp=10)
    P3 sends a request to P1 and P2 (timestamp=4)

Token-Passing Approach

- Circulate a token among processes in system
  - **Token** is special type of message
  - Possession of token entitles holder to enter critical section
- Processes *logically* organized in a **ring structure**
- Unidirectional ring guarantees freedom from starvation
- Two types of failures
  - Lost token - election must be called
  - Failed processes - new logical ring established

Distributed Deadlock Handling

- Resource-ordering deadlock-prevention
  =>define a *global* ordering among the system resources
  - Assign a unique number to all system resources
  - A process may request a resource with unique number *i* only if it is not holding a resource with a unique number grater than *i*
  - Simple to implement; requires little overhead
- Timestamp-ordering deadlock-prevention
  =>unique Timestamp assigned when each process is created

  1. wait-die scheme -- non-reemptive
  2. wound-wait scheme -- preemptive

Prevention: Wait-Die Scheme

- non-preemptive approach
- If P_i requests a resource currently held by P_j, P_i is allowed to wait only if it has a smaller timestamp than does P_j (P_i is older than P_j)
  - Otherwise, P_i is rolled back (dies - releases resources)
- Example: Suppose that processes P_1, P_2, and P_3 have timestamps 5, 10, and 15 respectively
  - if P_1 request a resource held by P_2, then P_1 will wait
  - If P_3 requests a resource held by P_2, then P_3 will be rolled back
- The older the process gets, the more waits

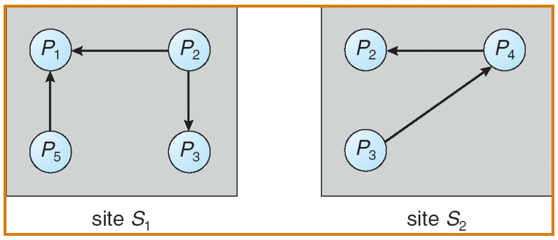
Prevention: Wound-Wait Scheme

- Preemptive approach, counterpart to the wait-die system
- If P_i requests a resource currently held by P_j, P_i is allowed to wait only if it has a larger timestamp than does P_j (P_i is younger than P_j). Otherwise P_j is rolled back (P_j is wounded by P_i)
- Example: Suppose that processes P_1, P_2, and P_3 have timestamps 5, 10, and 15 respectively
  - If P_1 requests a resource held by P_2, then the resource will be preempted from P_2 and P_2 will be rolled back
  - If P_3 requests a resource held by P_2, then P_3 will wait
- The rolled-back process eventually gets the smallest timestamp.

Comparison

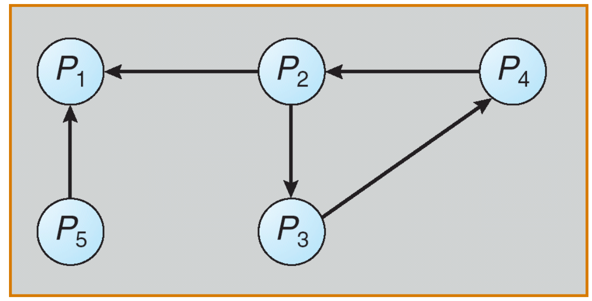
- Both avoid starvation, provided that when a process is rolled back, it is not assigned a new timestamp
- In wait-die, older process must wait for the younger one to release its resources. In wound-wait, an older process never waits for a younger process.
- There are fewer roll-backs in wound-wait.
  - Pi->Pj; Pi dies, requests the same resources; Pi dies again...
  - Pj->Pi; Pi wounded. requests the same resources; Pi waits..

Deadlock Detection



Two Local Wait-For Graphs

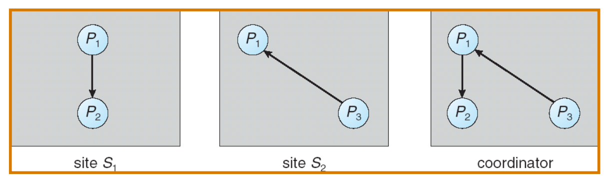
Global Wait-For Graph



Deadlock Detection – Centralized Approach

- Each site keeps a local wait-for graph
  - The nodes of the graph correspond to all the processes that are currently either holding or requesting any of the resources local to that site
- A global wait-for graph is maintained in a single coordination process; this graph is the union of all local wait-for graphs
- There are three different options (points in time) when the wait-for graph may be constructed:
  1. Whenever a new edge is inserted or removed in one of the local wait-for graphs
  2. Periodically, when a number of changes have occurred in a wait-for graph
  3. Whenever the coordinator needs to invoke the cycle-detection algorithm
- Option1: unnecessary rollbacks may occur as a result of false cycles

Local and Global Wait-For Graphs



Detection Algorithm Based on Option 3

- Append unique identifiers (timestamps) to requests form different sites
- When process P_i, at site A, requests a resource from process P_j, at site B, a request message with timestamp TS is sent
- The edge $P_i \rightarrow P_j$ with the label TS is inserted in the local wait-for of A. The edge is inserted in the local wait-for graph of B only if B has received the request message and cannot immediately grant the requested resource

Algorithm: Option 3

1. The controller sends an initiating message to each site in the system
2. On receiving this message, a site sends its local wait-for graph to the coordinator
3. When the controller has received a reply from each site, it constructs a graph as follows:
   (a) The constructed graph contains a vertex for every process in the system
   (b) The graph has an edge Pi → Pj if and only if
   - there is an edge Pi → Pj in one of the wait-for graphs, or

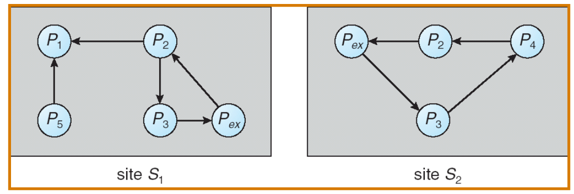
If the constructed graph contains a cycle ⇒ deadlock

*To avoid report of false deadlocks, requests from different sites appended with unique ids (timestamps)

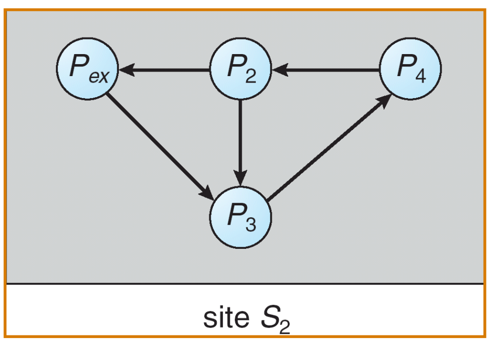
Fully Distributed Approach

- All controllers share equally the responsibility for detecting deadlock
- Every site constructs a wait-for graph that represents a part of the total graph
- We add one additional node P_{ex} to each local wait-for graph
  - P_i ->P_{ex} exists if P_i is waiting for a data item at another site being held by any process
- If a local wait-for graph contains a cycle that does not involve node P_{ex}, then the system is in a deadlock state
- A cycle involving P_{ex} implies the possibility of a deadlock
  - To ascertain whether a deadlock does exist, a distributed deadlock-detection algorithm must be invoked

Augmented Local Wait-For Graphs



Augmented Local Wait-For Graph in Site S2



Distributed File Systems

- Distributed file system (**DFS**) – a distributed implementation of the classical time-sharing model of a file system, where multiple users share files and storage resources over a network
- A DFS manages set of dispersed storage devices
- Overall storage space managed by a DFS is composed of different, remotely located, smaller storage spaces
- There is usually a correspondence between constituent storage spaces and sets of files

DFS Structure

- **Service** – software entity running on one or more machines and providing a particular type of function to a priori unknown clients
- **Server** – service software running on a particular machine
- **Client** – process that can invoke a service using a set of operations that forms its *client interface*
- A client interface for a file service is formed by a set of primitive *file operations* (create, delete, read, write)
- Client interface of a DFS should be transparent, i.e., not distinguish between local and remote files

Naming and Transparency

- **Naming** – mapping between logical and physical objects
- Multilevel mapping – abstraction of a file that hides the details of how and where on the disk the file is actually stored
- A **transparent** DFS hides the location where in the network the file is stored
- For a file being replicated in several sites, the mapping returns a set of the locations of this file's replicas; both the existence of multiple copies and their location are hidden

Naming Structures

- **Location transparency** – file name does not reveal the file's physical storage location
  - File name still denotes a specific, although hidden, set of physical disk blocks
  - Convenient way to share data
  - Can expose correspondence between component units and machines
- **Location independence** – file name does not need to be changed when the file's physical storage location changes
  - Better file abstraction
  - Promotes sharing the storage space itself
  - Separates the naming hierarchy form the storage-devices hierarchy