CSE 486/586 Distributed Systems
Mutual Exclusion

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Recap: Consensus

- On a synchronous system
  - There's an algorithm that works.
- On an asynchronous system
  - It's been shown (FLP) that it's impossible to guarantee.
- Getting around the result
  - Masking faults
  - Using failure detectors
  - Still not perfect
- Impossibility Result
  - Lemma 1: schedules are commutative
  - Lemma 2: some initial configuration is bivalent
  - Lemma 3: from a bivalent configuration, there is always another bivalent configuration that is reachable.

Why Mutual Exclusion?

- Bank's Servers in the Cloud: Think of two simultaneous deposits of $10,000 into your bank account, each from one ATM.
  - Both ATMs read initial amount of $1000 concurrently from the bank's cloud server
  - Both ATMs add $10,000 to this amount (locally at the ATM)
  - Both write the final amount to the server
  - What's wrong?

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- The ATMs need mutually exclusive access to your account entry at the server (or, to executing the code that modifies the account entry)

Mutual Exclusion

- Critical section problem
  - Piece of code (at all clients) for which we need to ensure there is at most one client executing it at any point of time.
- Solutions:
  - Semaphores, mutexes, etc. in single-node OS
  - Message-passing-based protocols in distributed systems:
    - » enter() the critical section
    - » AccessResource() in the critical section
    - » exit() the critical section
- Distributed mutual exclusion requirements:
  - **Safety** – At most one process may execute in CS at any time
  - **Liveness** – Every request for a CS is eventually granted
  - **Ordering** (desirable) – Requests are granted in the order they were made

Mutexes

- To synchronize access of multiple threads to common data structures

Allows two operations:

```
lock()
        while true:                // each iteration atomic
                if lock not in use:
                        label lock in use
                        break
unlock()
        label lock not in use
```

Semaphores

- To synchronize access of multiple threads to common data structures
- Semaphore S=1;
  - Allows two operations
  - wait(S) (or P(S)):

```
while(1){ // each execution of the while loop is atomic
  if (S > 0)
    S--;
    break;
}
```

  - signal(S) (or V(S)):

```
S++;
```

  - Each while loop execution and S++ are each atomic operations

How Are Mutexes Used?

```
mutex L= UNLOCKED;           extern mutex L;

ATM1:                        ATM2
    lock(L); // enter            lock(L); // enter
        // critical section          // critical section
    obtain bank amount;          obtain bank amount;
    add in deposit;              add in deposit;
    update bank amount;          update bank amount;
    unlock(L); // exit           unlock(L); // exit
```


Distributed Mutual Exclusion Performance Criteria

- **Bandwidth**: the total number of messages sent in each entry and exit operation.
- **Client delay**: the delay incurred by a process at each entry and exit operation (when no other process is in, or waiting)
  - (We will prefer mostly the entry operation.)
- **Synchronization delay**: the time interval between one process exiting the critical section and the next process entering it (when there is only one process waiting)
- These translate into throughput — the rate at which the processes can access the critical section, i.e., x processes per second.
- (these definitions more correct than the ones in the textbook)

Assumptions/System Model

- For all the algorithms studied, we make the following assumptions:
  - Each pair of processes is connected by reliable channels (such as TCP).
  - Messages are eventually delivered to recipients' input buffer in FIFO order.
  - Processes do not fail (why?)
- Four algorithms
  - Centralized control
  - Token ring
  - Ricart and Agrawala
  - Maekawa

1. Centralized Control

- A central coordinator (master or leader)
  - Is elected (next lecture)
  - Grants permission to enter CS & keeps a queue of requests to enter the CS.
  - Ensures only one process at a time can access the CS
  - Has a special token per CS
- Operations (token gives access to CS)
  - To enter a CS Send a request to the coord & wait for token.
  - On exiting the CS Send a message to the coord to release the token.
  - Upon receipt of a request, if no other process has the token, the coord replies with the token; otherwise, the coord queues the request.
  - Upon receipt of a release message, the coord removes the oldest entry in the queue (if any) and replies with a token.

1. Centralized Control

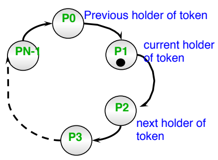
- Safety, liveness, ordering?
- Bandwidth?
  - Requires 3 messages per entry + exit operation.
- Client delay:
  - one round trip time (request + grant)
- Synchronization delay
  - one round trip time (release + grant)
- The coordinator becomes performance bottleneck and single point of failure.

2. Token Ring Approach

- Processes are organized in a logical ring: pi has a communication channel to p(i+1)mod (n).
- Operations:
  - Only the process holding the token can enter the CS.
  - To enter the critical section, wait passively for the token. When in CS, hold on to the token.
  - To exit the CS, the process sends the token onto its neighbor.
  - If a process does not want to enter the CS when it receives the token, it forwards the token to the next neighbor.

Features:

- **Safety & liveness, ordering?**
- **Bandwidth: 1 message per exit**
- **Client delay: 0 to N message transmissions.**
- **Synchronization delay between one process's exit from the CS and the next process's entry is between 1 and N-1 message transmissions.**



CSE 486/586 Administrivia

- PA2 due this Friday.
- Midterm on Wednesday (3/12)

3. Ricart & Agrawala's Algorithm

- Processes requiring entry to critical section multicast a request, and can enter it only when all other processes have replied positively.
- Messages requesting entry are of the form <T,pi>, where T is the sender's timestamp (Lamport clock) and pi the sender's identity (used to break ties in T).

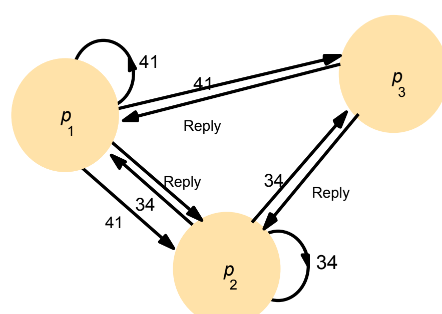
3. Ricart & Agrawala's Algorithm

- To enter the CS
  - set state to wanted
  - multicast "request" to all processes (including timestamp)
  - wait until all processes send back "reply"
  - change state to held and enter the CS
- On receipt of a request <Ti, pi> at pj:
  - if (state = held) or (state = wanted & (Tj, pj)<(Ti,pi)), enqueue request
  - else "reply" to pi
- On exiting the CS
  - change state to release and "reply" to all queued requests.

3. Ricart & Agrawala's Algorithm

On initialization
  state := RELEASED;
To enter the section
  state := WANTED;
  Multicast *request* to all processes;
  T := request's timestamp;
  Wait until (number of replies received = $(N - 1)$);
  state := HELD;
On receipt of a request $<T_i, p_i>$ *at* p_j $(i \neq j)$
  if (*state* = HELD or (*state* = WANTED *and* $(T, p_j) < (T_i, p_i)$))
  then
    queue *request* from p_i without replying;
  else
    reply immediately to p_i;
  end if
To exit the critical section
  state := RELEASED;
  reply to any queued requests;

3. Ricart & Agrawala's Algorithm

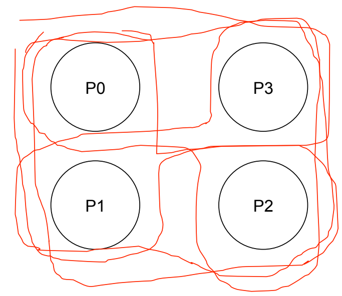


Analysis: Ricart & Agrawala

- Safety, liveness, and ordering?
- Bandwidth:
  - 2(N-1) messages per entry operation
  - N-1 unicasts for the multicast request + N-1 replies
  - N-1 unicast messages per exit operation
- Client delay
  - One round-trip time
- Synchronization delay
  - One message transmission time

4. Maekawa's Algorithm

- Simple example



4. Maekawa's Algorithm

- Observation: no need to have all peers reply
- Only need to have a subset of peers as long as all subsets overlap.
- Voting set: a subset of processes that grant permission to enter a CS
- Voting sets are chosen so that for any two processes, p_i and p_j, their corresponding voting sets have at least one common process.
  - Each process p_i is associated with a voting set v_i (of processes)
  - Each process belongs to its own voting set
  - The intersection of any two voting sets is non-empty
  - Each voting set is of size K
  - Each process belongs to M other voting sets

4. Maekawa's Algorithm

- Multicasts messages to a (voting) subset of processes
  - To access a critical section, p_i requests permission from all other processes in its own voting set v_i
  - Voting set member gives permission to only one requestor at a time, and queues all other requests
  - Guarantees safety
  - Maekawa showed that K=M=√N works best
  - One way of doing this is to put N processes in a √N by √N matrix and take union of row & column containing p_i as its voting set.

Maekawa's Algorithm – Part 1

On initialization
    state := RELEASED;
    voted := FALSE;
For p_i to enter the critical section
    state := WANTED;
    Multicast *request* to all processes in V_i;
    Wait until (number of replies received = K);
    state := HELD;
On receipt of a request from p_i at p_j
    if (*state* = HELD *or voted* = TRUE)
    then
        queue *request* from p_i without replying;
    else
        send *reply* to p_i;
        voted := TRUE;
    end if

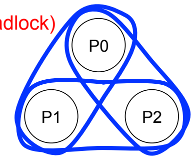
Continues on next slide

Maekawa's Algorithm – Part 2

For p_i to exit the critical section
    state := RELEASED;
    Multicast *release* to all processes in V_i;
On receipt of a release from p_i at p_j
    if (queue of requests is non-empty)
    then
        remove head of queue – from p_k, say;
        send *reply* to p_k;
        voted := TRUE;
    else
        voted := FALSE;
    end if

Maekawa's Algorithm – Analysis

- Bandwidth: 2√N messages per entry, √N messages per exit
  - Better than Ricart and Agrawala's (2(N-1) and N-1 messages)
- Client delay: One round trip time
  - Same as Ricart and Agrawala
- Synchronization delay: One round-trip time
  - Worse than Ricart and Agrawala
- May not guarantee liveness (may deadlock)
  - How?



Summary

- Mutual exclusion
  - Coordinator-based token
  - Token ring
  - Ricart and Agrawala's timestamp algorithm
  - Maekawa's algorithm

Acknowledgements

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