CSE 486/586 Distributed Systems
Byzantine Fault Tolerance

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Recap

- Digital certificates
  - Binds a public key to its owner
  - Establishes a chain of trust
- TLS
  - Provides an application-transparent way of secure communication
  - Uses digital certificates to verify the origin identity
- Authentication
  - Needham-Schroeder & Kerberos

Byzantine Fault Tolerance

- Fault categories
  - Benign: failures we've been talking about
  - Byzantine: arbitrary failures
- Benign
  - Fail-stop & crash: process halted
  - Omission: msg loss, send-omission, receive-omission
  - All entities still follow the protocol
- Byzantine
  - A broader category than benign failures
  - Process or channel exhibits arbitrary behavior.
  - May deviate from the protocol
  - Processes can crash, messages can be lost, etc.
  - Can be malicious (attacks, software bugs, etc.)

Byzantine Fault Tolerance

- Result: with *f faulty nodes*, we need *3f + 1* nodes to tolerate their Byzantine behavior.
  - Fundamental limitation
  - Today's goal is to understand this limitation.
- How about Paxos (that tolerates benign failures)?
  - With *f* faulty nodes, we need *2f + 1* (i.e., we need a correct majority.)
  - Having *f* faulty nodes means that as long as *f* + 1 nodes are reachable, Paxos can guarantee an agreement.
  - This is the known lower bound for consensus with non-Byzantine failures.

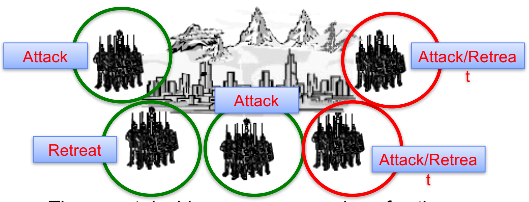
"Byzantine"

- Leslie Lamport (again!) defined the problem & presented the result.
- *"I have long felt that, because it was posed as a cute problem about philosophers seated around a table, Dijkstra's dining philosopher's problem received much more attention than it deserves."*
- *"At the time, Albania was a completely closed society, and I felt it unlikely that there would be any Albanians around to object, so the original title of this paper was The Albanian Generals Problem."*
- *"…The obviously more appropriate Byzantine generals then occurred to me."*

Introducing the Byzantine Generals

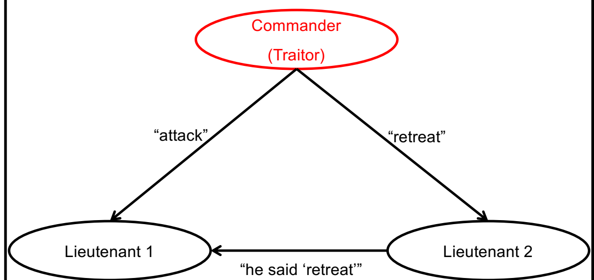
- Imagine several divisions of the Byzantine army camped outside of a city
- Each division has a general.
- The generals can only communicate by a messenger.

Introducing the Byzantine Generals

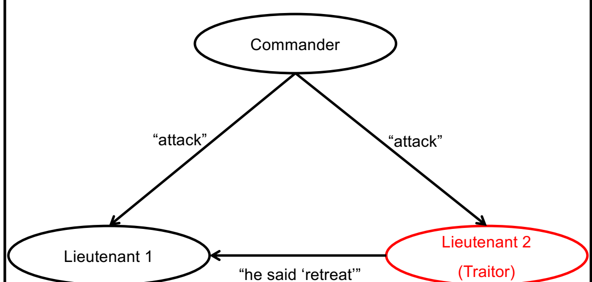


- They must decide on a common plan of action.
  - What is this problem?
- But, *some of the generals can be traitors*.
- Quick example to demonstrate the problem:
  - One commander and two lieutenants
  - With one traitor, can non-traitors decide on a common plan?

Understanding the Problem



Understanding the Problem



Understanding the Problem

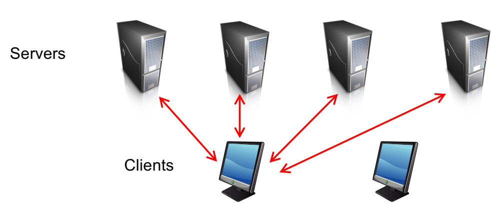
- One traitor makes it impossible with three generals.
- Or more generally, when *f* nodes can behave arbitrarily (Byzantine), *2f + 1* nodes are not enough to tolerate it.
  - This is unlike Paxos (tolerating non-Byzantine failures).

CSE 486/586 Administrivia

- Final: 5/18/2017, Thursday, 6 pm – 8 pm, Knox 110
- PA4 due on 5/12/2017 at 12 pm.

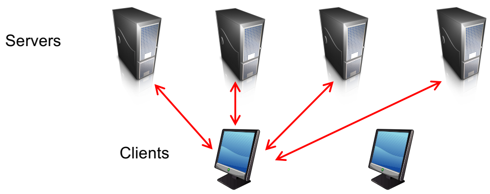
More Practical Setting

- Replicated Web servers
  - Multiple servers running the same state machine.
  - For example, a client asks a question and each server replies with an answer (yes/no).
  - The client determines what the correct answer is based on the replies.



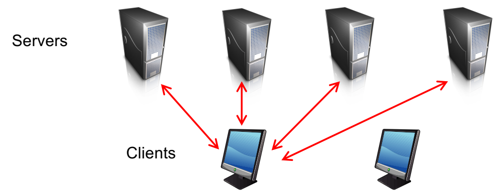
More Practical Setting

- *f* Byzantine failures
  - At any point of time, there can be up to *f* failures.
- Many possibilities for a failure
  - A crashed process, a message loss, malicious behavior (e.g., a lie), etc., but a client cannot tell which one it is.
  - But in total, the maximum # of failures is bounded by *f*.



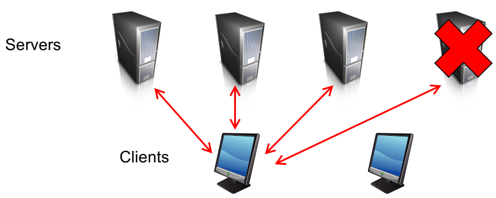
BFT Question

- Given *f*, how many nodes do we need to tolerate *f* Byzantine failures?
  - *f* failures can be any mix of malicious servers, crashed servers, message losses, etc.
  - Malicious servers can do anything, e.g., they can lie (if yes, say no, if no, say yes).



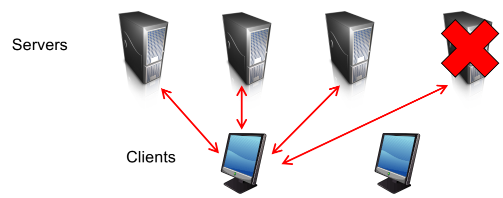
Intuition for the Result

- Let's say we have *n* servers, and maximum *f* Byzantine failures.
- What is the minimum # of replies that you are *always* guaranteed to get?
  - *n - f*
  - Why? *f* maximum failures can all be crashed processes



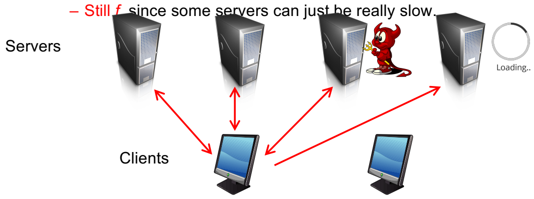
Intuition for the Result

- The problem is that a client does not know what kinds those *f* failures are.
- Upon receiving *n – f* replies (guaranteed), can the client tell if the rest of the replies will come?
  - No, *f* faults might all be crashed processes. But what does this mean?



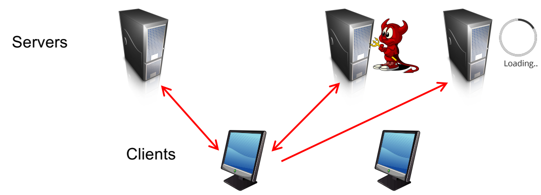
Intuition for the Result

- This means that if a client receives *n – f* replies, the client needs to determine what the correct answer is at that time. The rest of the replies might never come.
- Upon receiving *n – f* replies, how many replies can come from malicious servers (i.e., lies)?
  - Still *f*, since some servers can just be really slow.



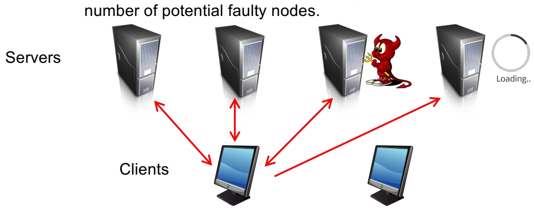
Intuition for the Result

- What can be the minimum *n* to determine the correct answer? What if *n == 2f + 1*?
- It doesn't work.
- How can we make it work?
  - If we make sure that *n – f* replies always contain more replies from honest nodes than Byzantine nodes, we're safe.



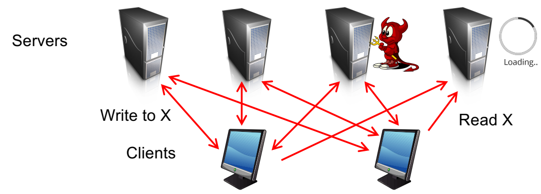
Intuition for the Result

- How can we make sure that *n – f* replies always contain more replies from honest nodes than Byzantine nodes?
  - We set n == 3f + 1
  - We can always obtain *n – f*, i.e., *2f + 1* votes. Then we have at least *f + 1 votes from honest nodes*, one more than the number of potential faulty nodes.



Write/Read Example

- One client writes to X.
- A malicious node omits it.
- Another client reads X.
- It can still get the latest write.



Summary

- Byzantine generals problem
  - They must decide on a common plan of action.
  - But, some of the generals can be traitors.
- Requirements
  - All loyal generals decide upon the same plan of action (e.g., attack or retreat).
  - A small number of traitors cannot cause the loyal generals to adopt a bad plan.
- Impossibility result
  - In general, with less than *3f + 1* nodes, we cannot tolerate *f* faulty nodes.

Acknowledgements

- These slides contain material developed and copyrighted by Indranil Gupta (UIUC).