

CONTENTS

Preface	xiv
1. Distributed Computing Environments	1
1.1 Entities	1
1.2 Communication	4
1.3 Axioms and Restrictions	4
1.3.1 Axioms	5
1.3.2 Restrictions	6
1.4 Cost and Complexity	9
1.4.1 Amount of Communication Activities	9
1.4.2 Time	10
1.5 An Example: Broadcasting	10
1.6 States and Events	14
1.6.1 Time and Events	14
1.6.2 States and Configurations	16
1.7 Problems and Solutions (★)	17
1.8 Knowledge	19
1.8.1 Levels of Knowledge	19
1.8.2 Types of Knowledge	21
1.9 Technical Considerations	22
1.9.1 Messages	22
1.9.2 Protocol	23
1.9.3 Communication Mechanism	24
1.10 Summary of Definitions	25
1.11 Bibliographical Notes	25
1.12 Exercises, Problems, and Answers	26
1.12.1 Exercises and Problems	26
1.12.2 Answers to Exercises	27
2. Basic Problems And Protocols	29
2.1 Broadcast	29
2.1.1 The Problem	29
2.1.2 Cost of Broadcasting	30
2.1.3 Broadcasting in Special Networks	32
	vii

2.2	Wake-Up	36
2.2.1	Generic Wake-Up	36
2.2.2	Wake-Up in Special Networks	37
2.3	Traversal	41
2.3.1	Depth-First Traversal	42
2.3.2	Hacking (★)	44
2.3.3	Traversal in Special Networks	49
2.3.4	Considerations on Traversal	50
2.4	Practical Implications: Use a Subnet	51
2.5	Constructing a Spanning Tree	52
2.5.1	SPT Construction with a Single Initiator: Shout	53
2.5.2	Other SPT Constructions with Single Initiator	58
2.5.3	Considerations on the Constructed Tree	60
2.5.4	Application: Better Traversal	62
2.5.5	Spanning-Tree Construction with Multiple Initiators	62
2.5.6	Impossibility Result	63
2.5.7	SPT with Initial Distinct Values	65
2.6	Computations in Trees	70
2.6.1	Saturation: A Basic Technique	71
2.6.2	Minimum Finding	74
2.6.3	Distributed Function Evaluation	76
2.6.4	Finding Eccentricities	78
2.6.5	Center Finding	81
2.6.6	Other Computations	84
2.6.7	Computing in Rooted Trees	85
2.7	Summary	89
2.7.1	Summary of Problems	89
2.7.2	Summary of Techniques	90
2.8	Bibliographical Notes	90
2.9	Exercises, Problems, and Answers	91
2.9.1	Exercises	91
2.9.2	Problems	95
2.9.3	Answers to Exercises	95
3.	Election	99
3.1	Introduction	99
3.1.1	Impossibility Result	99
3.1.2	Additional Restrictions	100
3.1.3	Solution Strategies	101
3.2	Election in Trees	102
3.3	Election in Rings	104
3.3.1	All the Way	105

3.3.2 As Far As It Can	109
3.3.3 Controlled Distance	115
3.3.4 Electoral Stages	122
3.3.5 Stages with Feedback	127
3.3.6 Alternating Steps	130
3.3.7 Unidirectional Protocols	134
3.3.8 Limits to Improvements (★)	150
3.3.9 Summary and Lessons	157
3.4 Election in Mesh Networks	158
3.4.1 Meshes	158
3.4.2 Tori	161
3.5 Election in Cube Networks	166
3.5.1 Oriented Hypercubes	166
3.5.2 Unoriented Hypercubes	174
3.6 Election in Complete Networks	174
3.6.1 Stages and Territory	174
3.6.2 Surprising Limitation	177
3.6.3 Harvesting the Communication Power	180
3.7 Election in Chordal Rings (★)	183
3.7.1 Chordal Rings	183
3.7.2 Lower Bounds	184
3.8 Universal Election Protocols	185
3.8.1 Mega-Merger	185
3.8.2 Analysis of Mega-Merger	193
3.8.3 YO-YO	199
3.8.4 Lower Bounds and Equivalences	209
3.9 Bibliographical Notes	212
3.10 Exercises, Problems, and Answers	214
3.10.1 Exercises	214
3.10.2 Problems	220
3.10.3 Answers to Exercises	222
4. Message Routing and Shortest Paths	225
4.1 Introduction	225
4.2 Shortest Path Routing	226
4.2.1 Gossiping the Network Maps	226
4.2.2 Iterative Construction of Routing Tables	228
4.2.3 Constructing Shortest-Path Spanning Tree	230
4.2.4 Constructing All-Pairs Shortest Paths	237
4.2.5 Min-Hop Routing	240
4.2.6 Suboptimal Solutions: Routing Trees	250
4.3 Coping with Changes	253
4.3.1 Adaptive Routing	253

4.3.2	Fault-Tolerant Tables	255
4.3.3	On Correctness and Guarantees	259
4.4	Routing in Static Systems: Compact Tables	261
4.4.1	The Size of Routing Tables	261
4.4.2	Interval Routing	262
4.5	Bibliographical Notes	267
4.6	Exercises, Problems, and Answers	269
4.6.1	Exercises	269
4.6.2	Problems	274
4.6.3	Answers to Exercises	274
5.	Distributed Set Operations	277
5.1	Introduction	277
5.2	Distributed Selection	279
5.2.1	Order Statistics	279
5.2.2	Selection in a Small Data Set	280
5.2.3	Simple Case: Selection Among Two Sites	282
5.2.4	General Selection Strategy: RankSelect	287
5.2.5	Reducing the Worst Case: ReduceSelect	292
5.3	Sorting a Distributed Set	297
5.3.1	Distributed Sorting	297
5.3.2	Special Case: Sorting on a Ordered Line	299
5.3.3	Removing the Topological Constraints: Complete Graph	303
5.3.4	Basic Limitations	306
5.3.5	Efficient Sorting: SelectSort	309
5.3.6	Unrestricted Sorting	312
5.4	Distributed Sets Operations	315
5.4.1	Operations on Distributed Sets	315
5.4.2	Local Structure	317
5.4.3	Local Evaluation (★)	319
5.4.4	Global Evaluation	322
5.4.5	Operational Costs	323
5.5	Bibliographical Notes	323
5.6	Exercises, Problems, and Answers	324
5.6.1	Exercises	324
5.6.2	Problems	329
5.6.3	Answers to Exercises	329
6.	Synchronous Computations	333
6.1	Synchronous Distributed Computing	333
6.1.1	Fully Synchronous Systems	333

6.1.2	Clocks and Unit of Time	334
6.1.3	Communication Delays and Size of Messages	336
6.1.4	On the Unique Nature of Synchronous Computations	336
6.1.5	The Cost of Synchronous Protocols	342
6.2	Communicators, Pipeline, and Transformers	343
6.2.1	Two-Party Communication	344
6.2.2	Pipeline	353
6.2.3	Transformers	357
6.3	Min-Finding and Election: Waiting and Guessing	360
6.3.1	Waiting	360
6.3.2	Guessing	370
6.3.3	Double Wait: Integrating Waiting and Guessing	378
6.4	Synchronization Problems: Reset, Unison, and Firing Squad	385
6.4.1	Reset/Wake-up	386
6.4.2	Unison	387
6.4.3	Firing Squad	389
6.5	Bibliographical Notes	391
6.6	Exercises, Problems, and Answers	392
6.6.1	Exercises	392
6.6.2	Problems	398
6.6.3	Answers to Exercises	400
7.	Computing in Presence of Faults	408
7.1	Introduction	408
7.1.1	Faults and Failures	408
7.1.2	Modelling Faults	410
7.1.3	Topological Factors	413
7.1.4	Fault Tolerance, Agreement, and Common Knowledge	415
7.2	The Crushing Impact of Failures	417
7.2.1	Node Failures: Single-Fault Disaster	417
7.2.2	Consequences of the Single Fault Disaster	424
7.3	Localized Entity Failures: Using Synchrony	425
7.3.1	Synchronous Consensus with Crash Failures	426
7.3.2	Synchronous Consensus with Byzantine Failures	430
7.3.3	Limit to Number of Byzantine Entities for Agreement	435
7.3.4	From Boolean to General Byzantine Agreement	438
7.3.5	Byzantine Agreement in Arbitrary Graphs	440
7.4	Localized Entity Failures: Using Randomization	443
7.4.1	Random Actions and Coin Flips	443
7.4.2	Randomized Asynchronous Consensus: Crash Failures	444
7.4.3	Concluding Remarks	449

7.5	Localized Entity Failures: Using Fault Detection	449
7.5.1	Failure Detectors and Their Properties	450
7.5.2	The Weakest Failure Detector	452
7.6	Localized Entity Failures: Pre-Execution Failures	454
7.6.1	Partial Reliability	454
7.6.2	Example: Election in Complete Network	455
7.7	Localized Link Failures	457
7.7.1	A Tale of Two Synchronous Generals	458
7.7.2	Computing With Faulty Links	461
7.7.3	Concluding Remarks	466
7.7.4	Considerations on Localized Entity Failures	466
7.8	Ubiquitous Faults	467
7.8.1	Communication Faults and Agreement	467
7.8.2	Limits to Number of Ubiquitous Faults for Majority	468
7.8.3	Unanimity in Spite of Ubiquitous Faults	475
7.8.4	Tightness	485
7.9	Bibliographical Notes	486
7.10	Exercises, Problems, and Answers	488
7.10.1	Exercises	488
7.10.2	Problems	492
7.10.3	Answers to Exercises	493
8.	Detecting Stable Properties	500
8.1	Introduction	500
8.2	Deadlock Detection	500
8.2.1	Deadlock	500
8.2.2	Detecting Deadlock: Wait-for Graph	501
8.2.3	Single-Request Systems	503
8.2.4	Multiple-Requests Systems	505
8.2.5	Dynamic Wait-for Graphs	512
8.2.6	Other Requests Systems	516
8.3	Global Termination Detection	518
8.3.1	A Simple Solution: Repeated Termination Queries	519
8.3.2	Improved Protocols: Shrink	523
8.3.3	Concluding Remarks	525
8.4	Global Stable Property Detection	526
8.4.1	General Strategy	526
8.4.2	Time Cuts and Consistent Snapshots	527
8.4.3	Computing A Consistent Snapshot	530
8.4.4	Summary: Putting All Together	531
8.5	Bibliographical Notes	532

8.6 Exercises, Problems, and Answers	534
8.6.1 Exercises	534
8.6.2 Problems	536
8.6.3 Answers to Exercises	538
9. Continuous Computations	541
9.1 Introduction	541
9.2 Keeping Virtual Time	542
9.2.1 Virtual Time and Causal Order	542
9.2.2 Causal Order: Counter Clocks	544
9.2.3 Complete Causal Order: Vector Clocks	545
9.2.4 Concluding Remarks	548
9.3 Distributed Mutual Exclusion	549
9.3.1 The Problem	549
9.3.2 A Simple And Efficient Solution	550
9.3.3 Traversing the Network	551
9.3.4 Managing a Distributed Queue	554
9.3.5 Decentralized Permissions	559
9.3.6 Mutual Exclusion in Complete Graphs: Quorum	561
9.3.7 Concluding Remarks	564
9.4 Deadlock: System Detection and Resolution	566
9.4.1 System Detection and Resolution	566
9.4.2 Detection and Resolution in Single-Request Systems	567
9.4.3 Detection and Resolution in Multiple-Requests Systems	568
9.5 Bibliographical Notes	569
9.6 Exercises, Problems, and Answers	570
9.6.1 Exercises	570
9.6.2 Problems	572
9.6.3 Answers to Exercises	573
Index	577