Distributed Process Management

Chapter 14

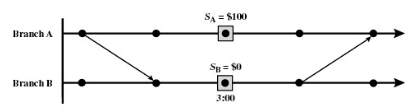
Distributed Global States

- Operating system cannot know the current state of all process in the distributed system
- A process can only know the current state of all processes on the local system
- Remote processes only know state information that is received by messages
  - These messages represent the state in the past

Example

- Bank account is distributed over two branches
- The total amount in the account is the sum at each branch
- At 3 PM the account balance is determined
- Messages are sent to request the information

Example



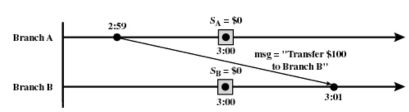
(a) Total = $100

Figure 14.3 Example of Determining Global States

Example

- If at the time of balance determination, the balance from branch A is in transit to branch B
- The result is a false reading

Example



(b) Total = $0

Figure 14.3 Example of Determining Global States

Example

- All messages in transit must be examined at time of observation
- Total consists of balance at both branches and amount in message

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Example

- If clocks at the two branches are not perfectly synchronized
- Transfer amount at 3:01 from branch A
- Amount arrives at branch B at 2:59
- At 3:00 the amount is counted twice

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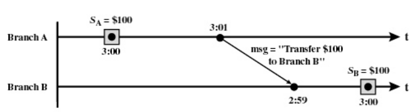
Example



(c) Total = $200

Figure 14.3 Example of Determining Global States

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Some Terms

- Channel
  - Exists between two processes if they exchange messages
- State
  - Sequence of messages that have been sent and received along channels incident with the process

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Some Terms

- Snapshot
  - Records the state of a process
- Global state
  - The combined state of all processes
- Distributed Snapshot
  - A collection of snapshots, one for each process

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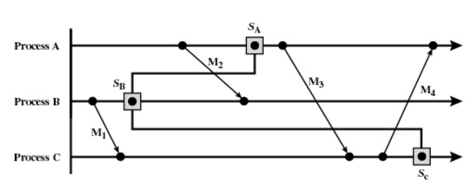
Global State



(a) Inconsistent Global State

Figure 14.4 Inconsistent and Consistent Global States

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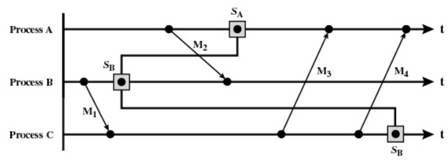
Global State



(b) Consistent Global State

Figure 14.4 Inconsistent and Consistent Global States

Distributed Snapshot Algorithm

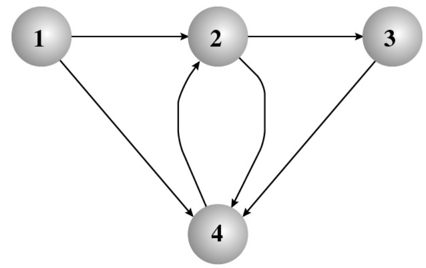


Figure 14.5 Process and Channel Graph

Mutual Exclusion Requirements

- Mutual exclusion must be enforced: only one process at a time is allowed in its critical section
- A process that breaks in its noncritical section must do so without interfering with other processes
- It must not be possible for a process requiring access to a critical section to be delayed indefinitely: no deadlock or starvation

Mutual Exclusion Requirements

- When no process is in a critical section, any process that requests entry to its critical section must be permitted to enter without delay
- No assumptions are made about relative process speeds or number of processors
- A process remains inside its critical section for a finite time only

Centralized Algorithm for Mutual Exclusion

- One node is designated as the control node
- This node control access to all shared objects
- If control node fails, mutual exclusion breaks down

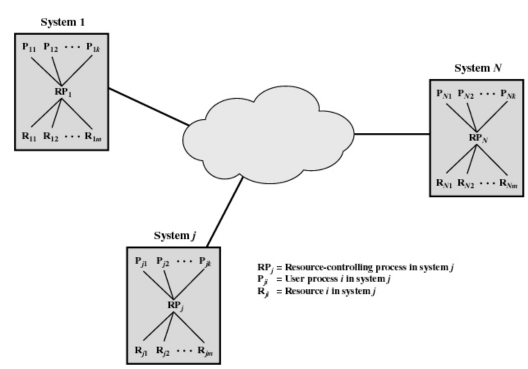


Figure 14.7 Model for Mutual Exclusion Problem in Distributed Process Management

Distributed Algorithm

- All nodes have equal amount of information, on average
- Each node has only a partial picture of the total system and must make decisions based on this information
- All nodes bear equal responsibility for the final decision

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Distributed Algorithm

- All nodes expend equal effort, on average, in effecting a final decision
- Failure of a node, in general, does not result in a total system collapse
- There exists no system-wide common clock with which to regulate the time of events

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Ordering of Events

- Events must be ordered to ensure mutual exclusion and avoid deadlock
- Clocks are not synchronized
- Communication delays
- State information for a process is not up to date

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Ordering of Events

- Need to consistently say that one event occurs before another event
- Messages are sent when wanting to enter critical section and when leaving critical section
- Time-stamping
  - Orders events on a distributed system
  - System clock is not used

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Time-Stamping

- Each system on the network maintains a counter which functions as a clock
- Each site has a numerical identifier
- When a message is received, the receiving system sets is counter to one more than the maximum of its current value and the incoming time-stamp (counter)

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Time-Stamping

- If two messages have the same time-stamp, they are ordered by the number of their sites
- For this method to work, each message is sent from one process to all other processes
  - Ensures all sites have same ordering of messages
  - For mutual exclusion and deadlock all processes must be aware of the situation

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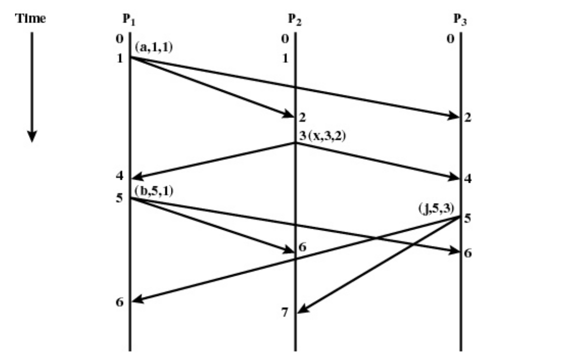

Figure 14.8 Example of Operation of Timestamping Algorithm

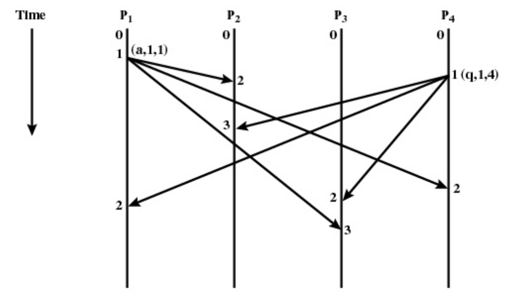

Figure 14.9 Another Example of Operation of Timestamping Algorithm

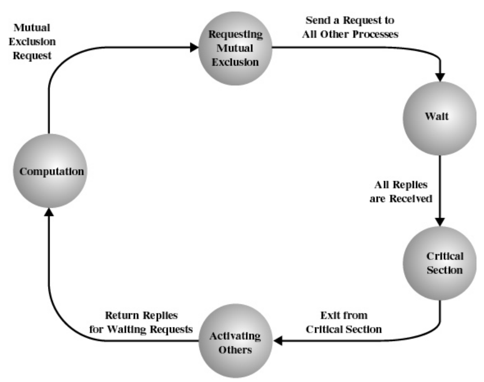

Figure 14.10 State Diagram for Algorithm in [RICA81]

Token-Passing Approach

- Pass a token among the participating processes
- The token is an entity that at any time is held by one process
- The process holding the token may enter its critical section without asking permission
- When a process leaves its critical section, it passes the token to another process

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Deadlock in Resource Allocation

- Mutual exclusion
- Hold and wait
- No preemption
- Circular wait

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Deadlock Prevention

- Circular-wait condition can be prevented by defining a linear ordering of resource types
- Hold-and-wait condition can be prevented by requiring that a process request all of its required resource at one time, and blocking the process until all requests can be granted simultaneously

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Deadlock Avoidance

- Distributed deadlock avoidance is impractical
  - Every node must keep track of the global state of the system
  - The process of checking for a safe global state must be mutually exclusive
  - Checking for safe states involves considerable processing overhead for a distributed system with a large number of processes and resources

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Distributed Deadlock Detection

- Each site only knows about its own resources
  - Deadlock may involve distributed resources
- Centralized control – one site is responsible for deadlock detection
- Hierarchical control – lowest node above the nodes involved in deadlock
- Distributed control – all processes cooperate in the deadlock detection function

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Deadlock in Message Communication

- Mutual Waiting
  - Deadlock occurs in message communication when each of a group of processes is waiting for a message from another member of the group and there are no messages in transit

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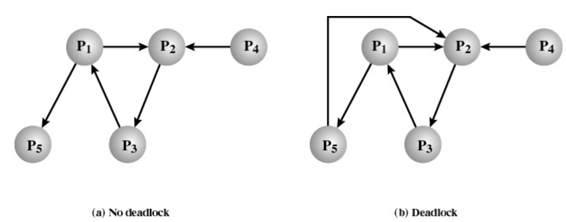

Figure 14.16 Deadlock in Message Communication

Deadlock in Message Communication

- Unavailability of Message Buffers
  - Well known in packet-switching data networks
  - Example: buffer space for A is filled with packets destined for B. The reverse is true at B.

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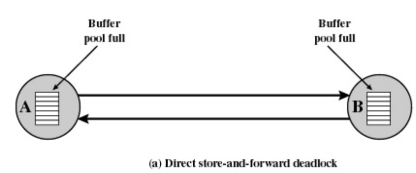
Direct Store-and-Forward Deadlock



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Deadlock in Message Communication

- Unavailability of Message Buffers
  - For each node, the queue to the adjacent node in one direction is full with packets destined for the next node beyond

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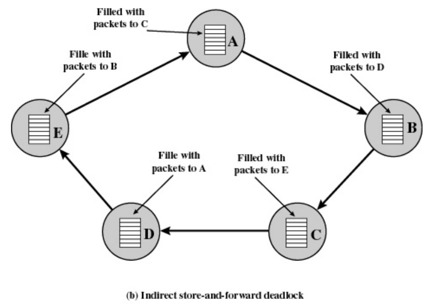

Figure 14.17 Store-and-Forward Deadlock

Structured Buffer Pool

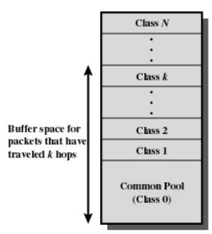

Figure 14.18 Structured Buffer Pool for Deadlock Prevention

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