Consensus (Contd.)
– Today we continue talking about Raft, but in more details.
GAME: CONSENSUS (REVENGE)!

— Each student votes on an integer between 1 - 100.
  — Can only vote once, repeated votes become invalid.
— Win: if the majority of voters have chosen the same number, everyone in the quorum gets extra credits in the final.
— Lose: no quorum reached.
— Extra: before checking results, Chang can void a number.
— Extra2: n malicious students have joined the game.
  — Their goal is to create a split and fail the quorum.
— You have 5 min to discuss a strategy.
— Submit your votes to https://shorturl.at/jCT15
GOAL: REPLICATED LOG

- Replicated log => replicated state machine
  - All servers execute same commands in same order
- Consensus module ensures proper log replication
RAFT OVERVIEW

— 1. Leader election
— 2. Normal operation (basic log replication)
— 3. Safety and consistency after leader changes
— 4. Neutralizing old leaders
— 5. Client interactions
SERVER STATES

— At any given time, each server is either:
   — Leader: handles all client interactions, log replication
   — Follower: completely passive
   — Candidate: used to elect a new leader
— Normal operation: 1 leader, N-1 followers
   — Exercise: how to states transit to others?
STATE TRANSITION

— Servers start as followers
— Leaders send heartbeats (empty AppendEntries RPCs) to maintain authority over followers
— If electionTimeout elapses with no RPCs (100-500ms), follower assumes leader has crashed and starts new election
TERMS (AKA EPOCHS)

- Time divided into terms
  - Election (either failed or resulted in 1 leader)
  - Normal operation under a single leader
- Each server maintains current term value
- Key role of terms: identify obsolete information
ELECTIONS

— Start election:
  — Increment current term, change to candidate state, vote for self

— Send Request Vote to all other servers, retry until either:
  — 1. Receive votes from majority of servers:
    — Become leader
    — Send AppendEntries heartbeats to all other servers
  — 2. Receive RPC from valid leader:
    — Return to follower state
  — 3. No-one win selection (election timeout elapses):
    — Increment term, start new election
TWO PROPERTIES

— Safety
  — only good things happen

— Liveness
  — good things will eventually happen
ELECTIONS

- Safety: allow at most one winner per term
  - Each server votes only once per term (persists on disk)
  - Two different candidates can’t get majorities in same term

- Liveness: some candidate eventually wins
  - Each choose election timeouts randomly in \([T, 2T]\)
  - One usually initiates and wins election before others start
  - Works well if \(T \gg\) network RTT
LOG STRUCTURE

- Log entry = < index, term, command >
- Log stored on stable storage (disk); survives crashes
- Entry committed -> stored on majority of servers
  - Durable / stable, will eventually be executed by state machines
NORMAL OPERATION

- Client sends command to leader
- Leader appends command to its log
- Leader sends AppendEntries RPCs to followers
- Once new entry committed:
  - Leader passes command to its state machine, sends result to client
  - Leader piggybacks commitment to followers in later AppendEntries
  - Followers pass committed commands to their state machines
NORMAL OPERATION

— Crashed / slow followers?
— Performance is “optimal” in common case:
  — Leader retries RPCs until they succeed
  — One successful RPC to any majority of servers
  — Followers pass committed commands to their state machines
LOG OPERATION: HIGHLY COHERENT

- If log entries on different server have same index and term:
  - Store the same command ⇒ one leader, one entry, one index, one term + log position never change
  - Logs are identical in all preceding entries ⇒ consistency check
- If given entry is committed, all preceding also committed
LOG OPERATION: CONSISTENCY CHECK

- AppendEntries has \(<\text{index},\text{term}>\) of entry preceding new ones
- Follower must contain matching entry; otherwise it rejects
- Implements an induction step, ensures coherency
LEADER CHANGES

— New leader’s log is truth, no special steps, start normal operation
  — Will eventually make follower’s logs identical to leader’s
  — Old leader may have left entries partially replicated
— Multiple crashes can leave many extraneous log entries (?)
SAFETY REQUIREMENT

Once log entry applied to a state machine, no other state machine must apply a different value for that log entry.

- Raft safety property: If leader has decided log entry is committed, entry will be present in logs of all future leaders.
- Why does this guarantee higher-level goal?
  - 1. Leaders never overwrite entries in their logs.
  - 2. Only entries in leader’s log can be committed.
  - 3. Entries must be committed before applying to state machine.

Committed $\rightarrow$ Present in future leaders’ logs

Restrictions on commitment

Restrictions on leader election
## PICKING THE BEST LEADER

- Elect candidate most likely to contain all committed entries
  - In RequestVote, candidates incl. index + term of last log entry
  - Voter V denies vote if its log is “more complete”: (newer term) or (entry in higher index of same term)
  - Leader will have “most complete” log among electing majority
COMMITTING ENTRY FROM CURRENT TERM

— Case #1: Leader decides entry in current term is committed
— Safe: leader for term 3 must contain entry 4
COMMITTING ENTRY FROM EARLIER TERM

— Case #2: Leader trying to finish committing entry from earlier
— Entry 3 not safely committed:
  — s5 can be elected as leader for term 5 (how?)
  — If elected, it will overwrite entry 3 on s1, s2, and s3
NEW COMMITMENT RULES

— Storing on a majority does not mean the entry is committed!

— For leader to decide entry is committed:
  — Entry stored on a majority
  — ≥1 new entry from leader’s term also on majority

— Example; Once e4 committed, s5 cannot be elected leader for term 5, and e3 and e4 both safe
CHALLENGE: LOG INCONSISTENCIES

Leader for term 8

(a) 1 1 1 4 4 4 5 5 6 6 6
(b) 1 1 1 4
(c) 1 1 1 4 4 4 5 5 6 6 6
(d) 1 1 1 4 4 4 5 5 6 6 6
(e) 1 1 1 4 4 4 4
(f) 1 1 1 2 2 2 3 3 3 3 3 3

Possible followers

Missing Entries
Extraneous Entries

— Leader changes can result in log in inconsistencies
REPAIRING FOLLOWER LOGS

- New leader must make follower logs consistent with its own
  - Delete extraneous entries
  - Fill in missing entries

- Leader keeps nextIndex for each follower:
  - Index of next log entry to send to that follower
  - Initialized to \((1 + \text{leader’s last index})\)

- If AppendEntries consistency check fails, decrement nextIndex, try again
REPAIRING FOLLOWER LOGS

Leader for term 7

Before repair (f)

After repair (f)

nextIndex

1 1 1 4 4 5 5 6 6 6
NEUTRALIZING OLD LEADERS

— Leader temporarily disconnected
  — other servers elect new leader
    — old leader reconnected
      — old leader attempts to commit log entries

— Terms used to detect stale leaders (and candidates)
  — Every RPC contains term of sender
  — Sender’s term < receiver:
    — Receiver: Rejects RPC (via ACK which sender processes...)
  — Receiver’s term < sender:
    — Receiver reverts to follower, updates term, processes RPC

— Election updates terms of majority of servers
  — Deposed server cannot commit new log entries
CLIENT PROTOCOL

- Send commands to leader
  - If leader unknown, contact any server, which redirects client to leader
- Leader only responds after command logged, committed, and executed by leader
- If request times out (e.g., leader crashes):
  - Client reissues command to new leader (after possible redirect)
- Ensure exactly-once semantics even with leader failures
  - E.g., Leader can execute command then crash before responding
  - Client should embed unique request ID in each command
  - This unique request ID included in log entry
  - Before accepting request, leader checks log for entry with same id
GAME: CONSENSUS RESULT

– https://shorturl.at/jCT15
TAKEAWAYS

– Node roles: Leader, Candidate, Follower
– Terms: to identify obsolete information
– Committed log: durable on the majority of nodes (+ new entry rule)
– Repair logs: Delete extraneous entries + Fill in missing entries
– Next class: Midterm Review.
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