Self-Stabilization & Recovery



Want: Self-stabilizing GCS

Theorem

For any $\mu \ge 2(\theta-1)$, there is a self-stabilizing algorithm s.t.

$dH/dt \le dL/dt \le (1+\mu)dH/dt$,

the global and local skew are

O((u+μd) D) and **O((u+μd) log_σ D)**, respectively,

where $\sigma = \mu/(\theta-1)$, and the stabilization time is

$O((d+u/\mu)D)$.

Step

Done? Time

Stabilize BFS tree



Step

Done? Time

Stabilize BFS tree

Reduce global skew to O((u+µd)D)



Step

Stabilize BFS tree

Reduce global skew to $O((u+\mu d)D)$

Stabilize estimates of $\delta = O(u+\mu d)$



Step Done? Time

Stabilize BFS tree

Reduce global skew to $O((u+\mu d)D)$

Stabilize estimates of $\delta = O(u+\mu d)$

Maintain global skew of $O((u+\mu d)D)$



*Almost same proof, but modify for small times.



*Almost same proof, but modify for/discard small times.



*Almost same proof, but modify for/discard small times.

Breakout Session



catch: this subroutine must modify logical clocks => need to avoid messing up the GCS algorithm!

Assumption:

There are always n-f correct & synchronized nodes.

These will pulse as for "standard" LW.

Goal: Nodes should resync after transiently failing!

Algorithm 12 Lynch-Welch pulse synchronization algorithm with recovery
mechanism, code for node $v \in V_g$.
1: wait until getH() $\geq S$ // $H_w(0) \in [0, S)$ for correct nodes w
2: for all rounds $r \in \mathbb{N}$ do
3: generate <i>r</i> -th pulse
4: $h \leftarrow \text{getH}()$
5: wait until getH() $\ge h + 2\vartheta S$ or getH() $< h //$ all nodes are in round r
6: broadcast empty message to all nodes (including self)
7: wait until getH() $\ge h + 2(\vartheta^2 + \vartheta)S + \vartheta d$ or getH() $< h + 2\vartheta S$ //
denote this time by $\tau_{v,r}$
// correct nodes' messages should have arrived
8: if received messages from $n - f$ distinct nodes during current loop
iteration then
9: $h' \leftarrow$ median of $\{h_x \mid h_x \text{ local reception time of latest message}$
from some $x \in V$ (as multiset, i.e., values may repeat)
10: for each node $w \in V$ do
11: if received message from <i>w</i> during current loop iteration then
12: let h_w be local time at latest received message from w
13: $\Delta(w) \leftarrow h_w - h - d + u - 2S$
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16: end if
17: end for
18: $U \leftarrow \{\Delta(w) \mid w \in V\}$ (as multiset, i.e., values may repeat)
19: $\Delta \leftarrow \left(U^{(f+1)} + U^{(n-f)} \right) / 2$
20: wait until getH() $\geq h + \Delta + T$ or getH() $< h + \Delta - 3S$
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25: end if
26: end for

Main changes:

1. timing checks => no "getting stuck" due to buggy state

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Main changes:

1. timing checks
 => no "getting stuck"
 due to buggy state

2. extra slack for message reception
 => works for skew 2S

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Main changes:

- 1. timing checks
 => no "getting stuck"
 due to buggy state
- 2. extra slack for message
 reception
 => works for skew 2S
- 3. recovery mode if < n-f messages received => resync to sync'ed majority (skew <2S)

Why it works (1):

 can't get stuck on these waiting statements due to checks

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Why it works (1):

- can't get stuck on these waiting statements due to checks
- can't get stuck on this waiting statement due to sync'ed pulses

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Why it works (1):

- can't get stuck on these waiting statements due to checks
- can't get stuck on this waiting statement due to sync'ed pulses
- => new loop iteration within O(T) time (clears all state but timing of new iteration)

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Why it works (2):

- \geq n-f messages received
- => n-2f > f from sync'ed
- => (f+1)-th within range
 spanned by sync'ed

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- => skew S (from sync'ed) plus δ (meas. error) plus ≈(θ-1)T (drift) < 2S</p>

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- => skew S (from sync'ed) plus δ (meas. error) plus ≈(θ-1)T (drift) < 2S</p>
- => receive all sync'ed mess. on next cycle
- => sync to n-f sync'ed

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Why it works:

- < n-f messages received
- => switch to recovery
- => (f+1)-th within range spanned by sync'ed (can't have missed first sync'ed, as then all sync'ed would have been out of window before branch)

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- < n-f messages received
- => switch to recovery
- => (f+1)-th within range spanned by sync'ed (can't have missed first sync'ed, as then all sync'ed would have been out of window before branch)
- => also restart loop with skew 2S & recover

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