

# *Systemes Distribués*

*Master MIAGE 1*

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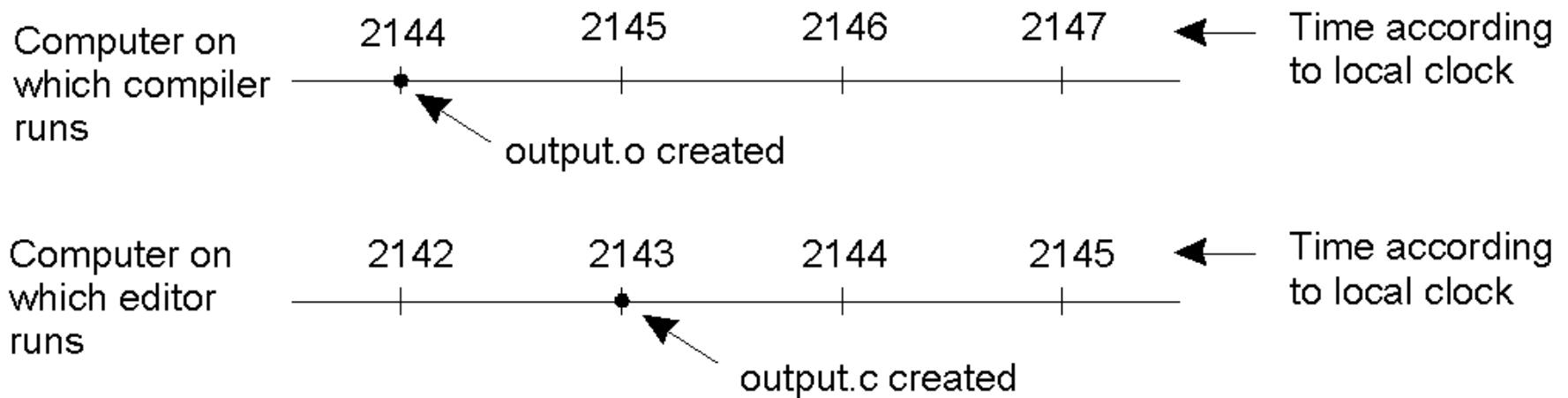
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*CM - Séance 5*

# **Synchronisation**

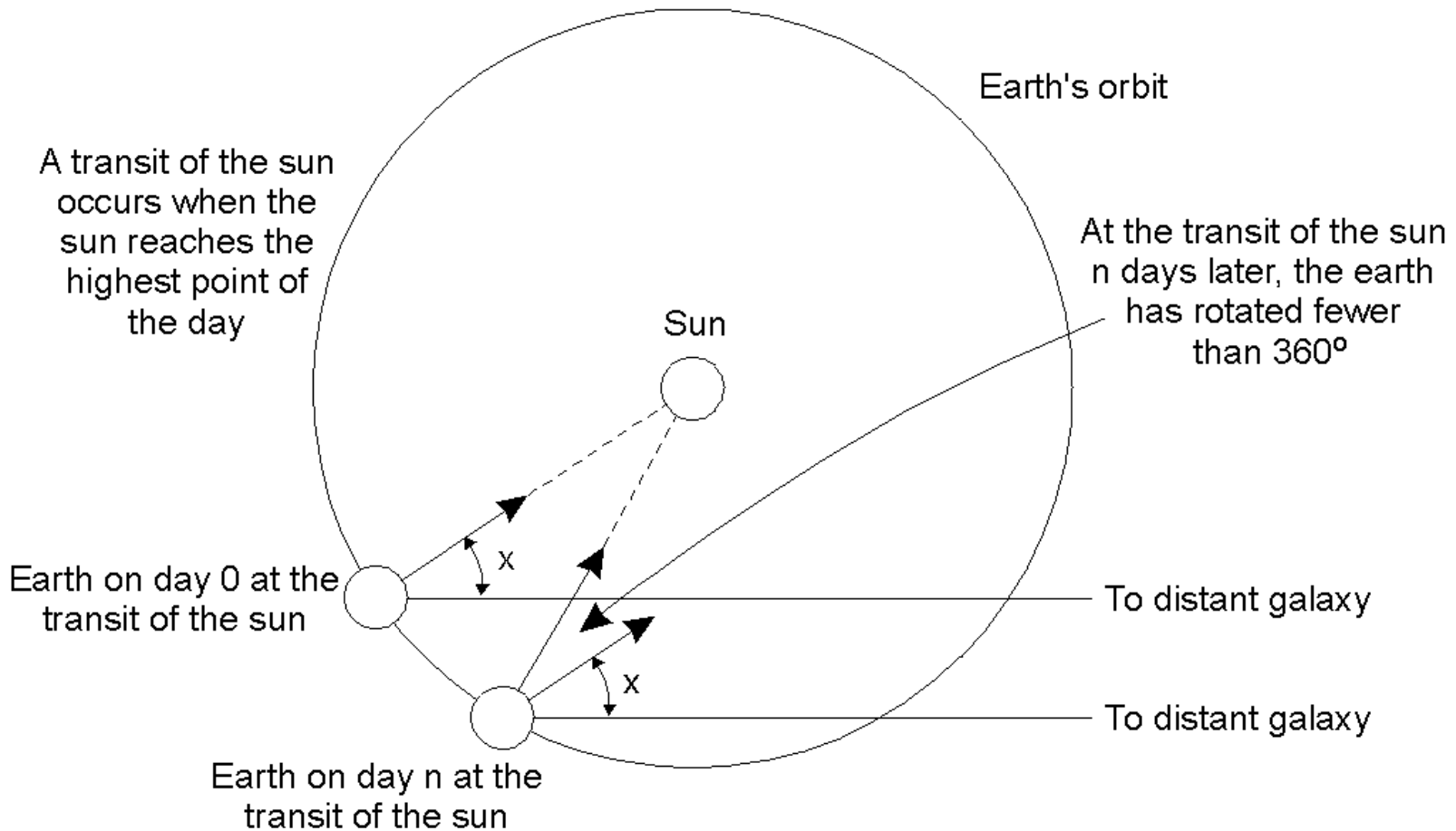
## **(chapitre 6)**

# Clock Synchronization



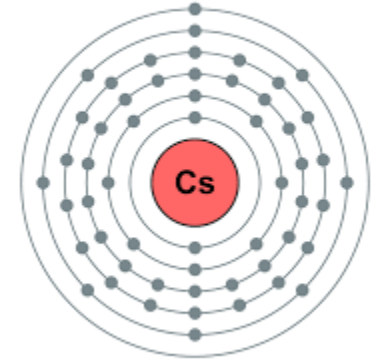
When each machine has its own clock, an event that occurred after another event may nevertheless be assigned an earlier time.

# Physical Clocks (1)

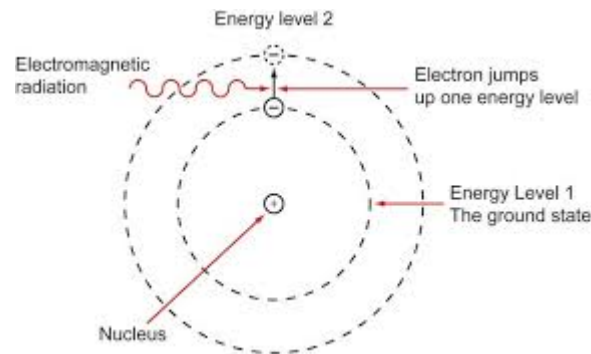


## Computation of the mean solar day.

# Horloges Atomiques



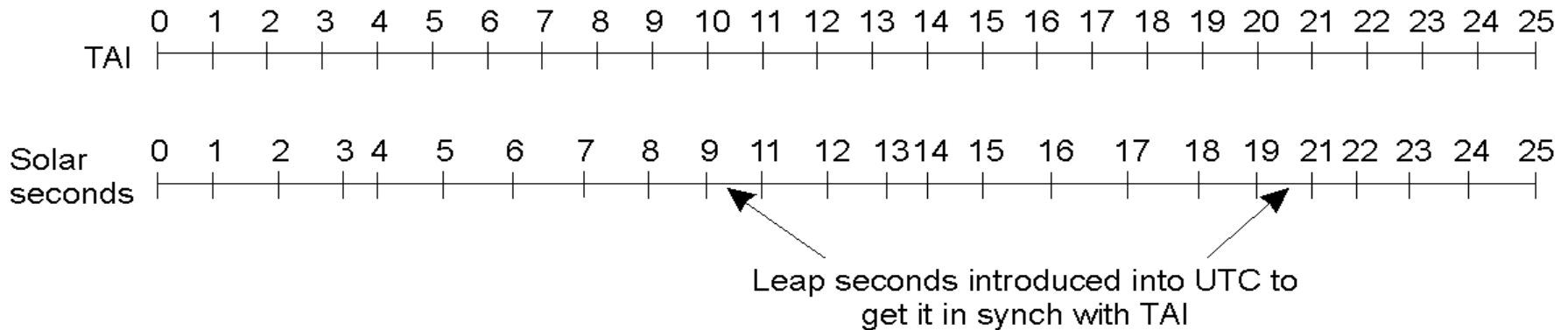
- $^{133}\text{Cs}$  (le seul isotope stable du césium)
- 1 s = 9 192 631 770 périodes de la radiation correspondant à la transition entre les deux niveaux hyperfins de l'état fondamental de l'atome de césium 133



- Exactitude de  $2 \times 10^{-14}$  (soit une seconde sur 1 600 000 ans)
- Bureau International de l'Heure (BIH) de Paris

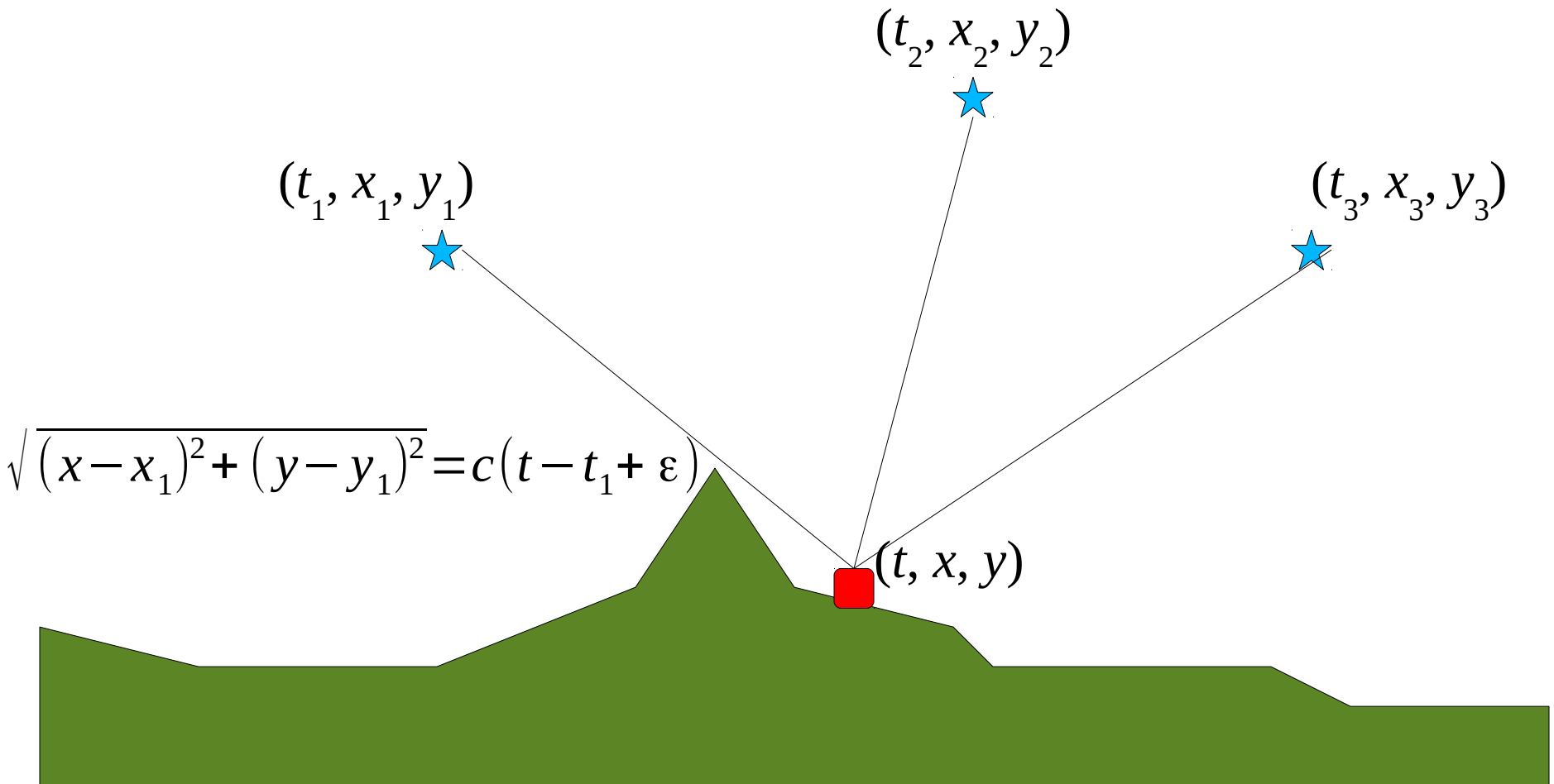
# Physical Clocks (3)

## Temps atomique international (TAI)

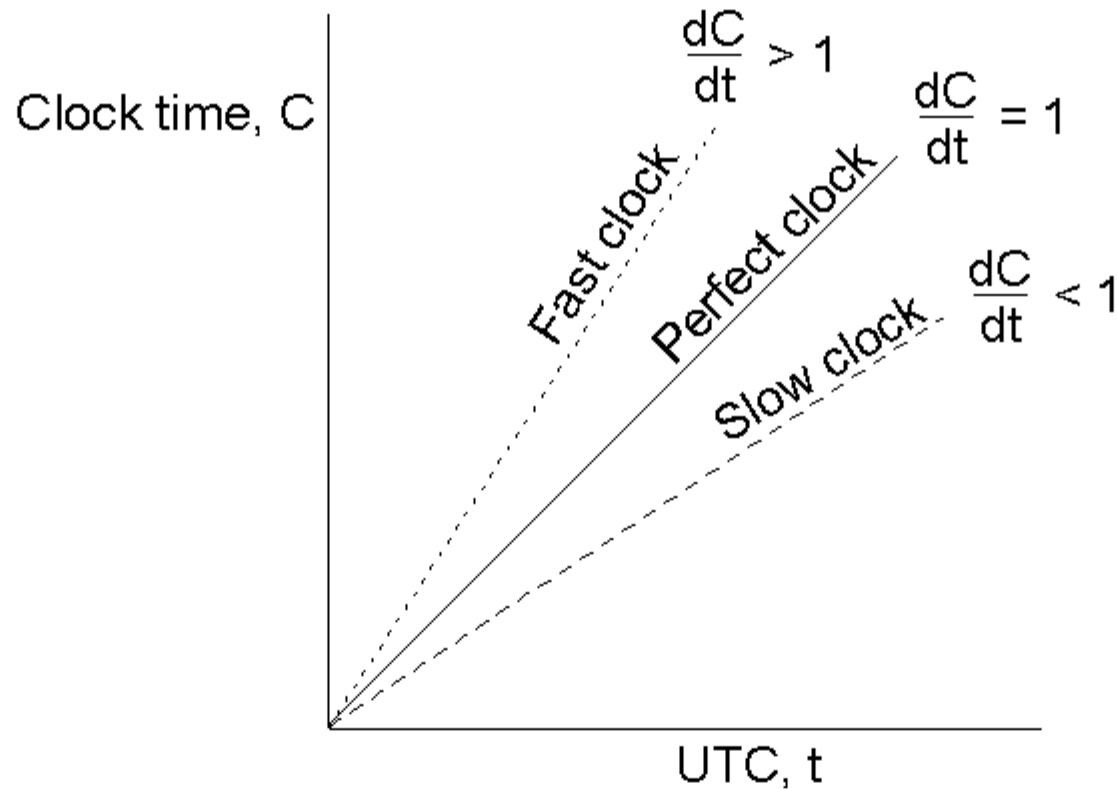


TAI seconds are of constant length, unlike solar seconds. Leap seconds are introduced when necessary to keep in phase with the sun.

# Global Positioning System



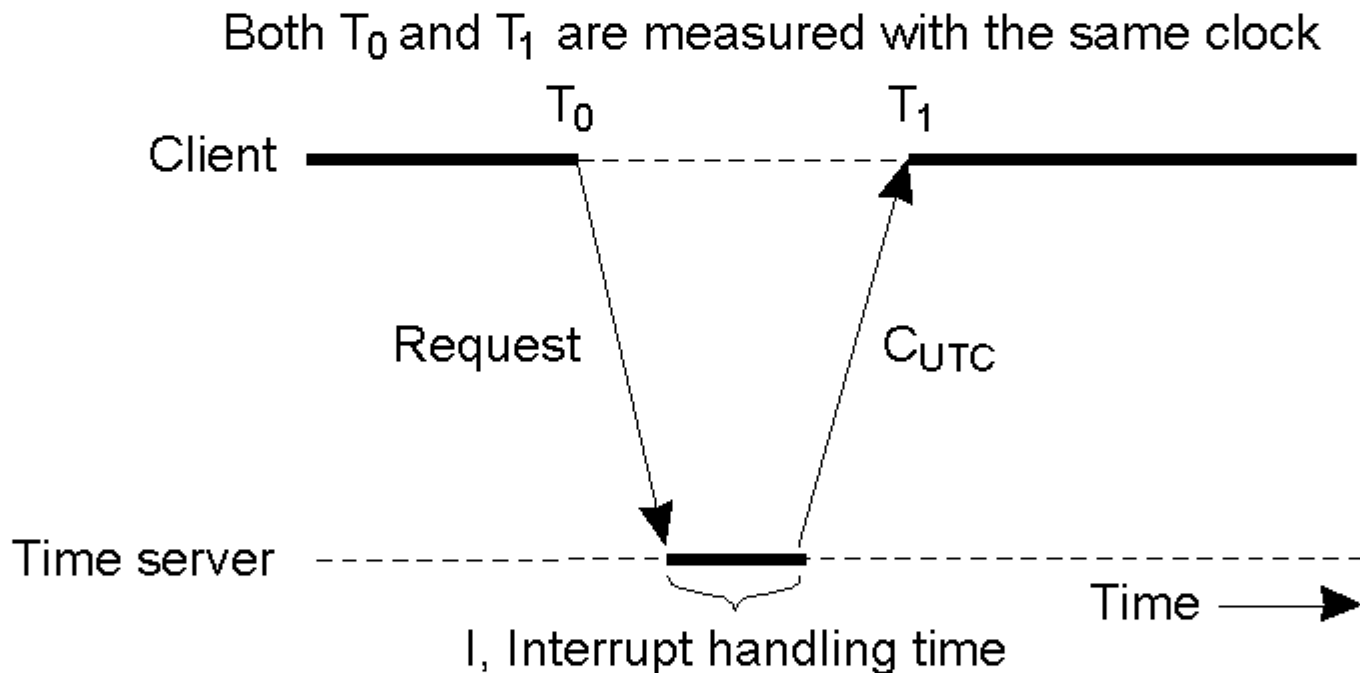
# Clock Synchronization Algorithms



The relation between clock time and UTC when clocks tick at different rates.

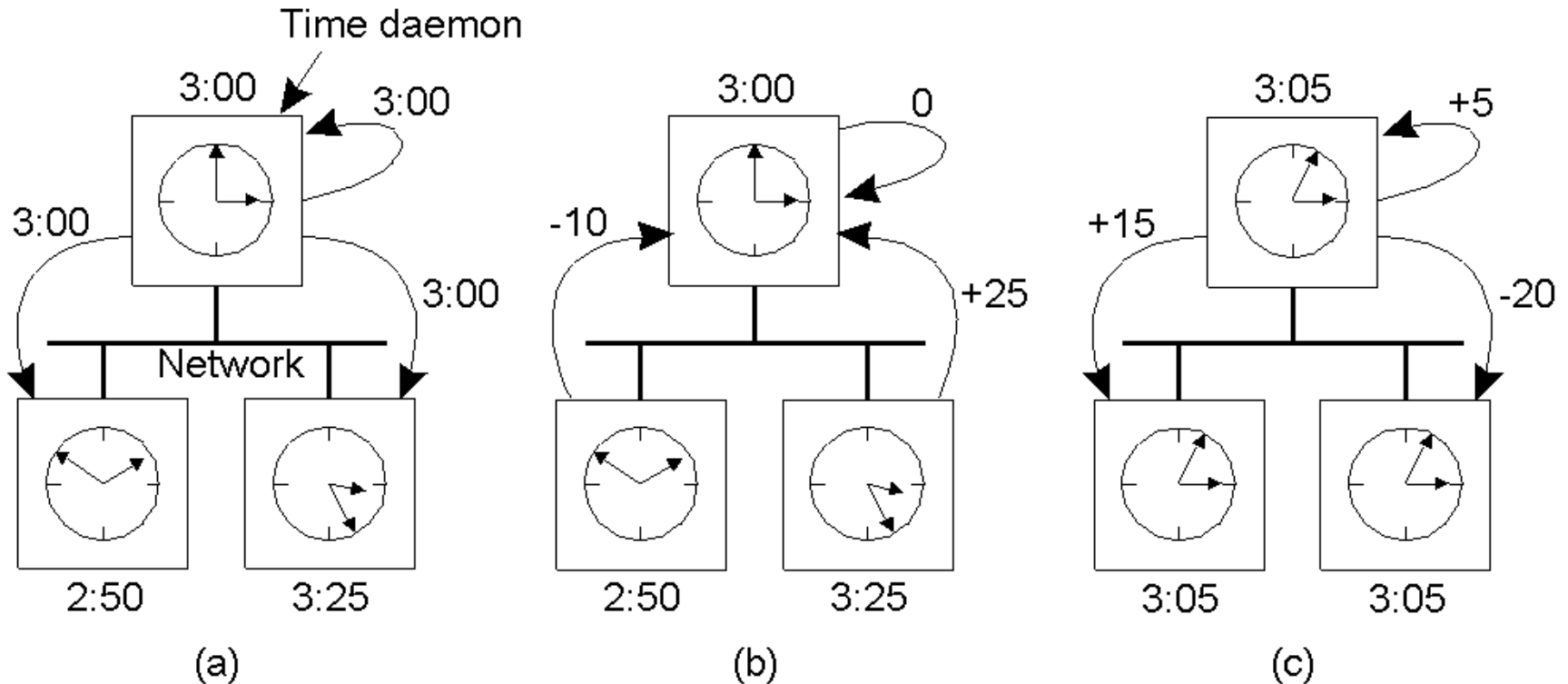


# Cristian's Algorithm



Getting the current time from a time server.

# The Berkeley Algorithm



- a) The time daemon asks all the other machines for their clock values
- b) The machines answer
- c) The time daemon tells everyone how to adjust their clock

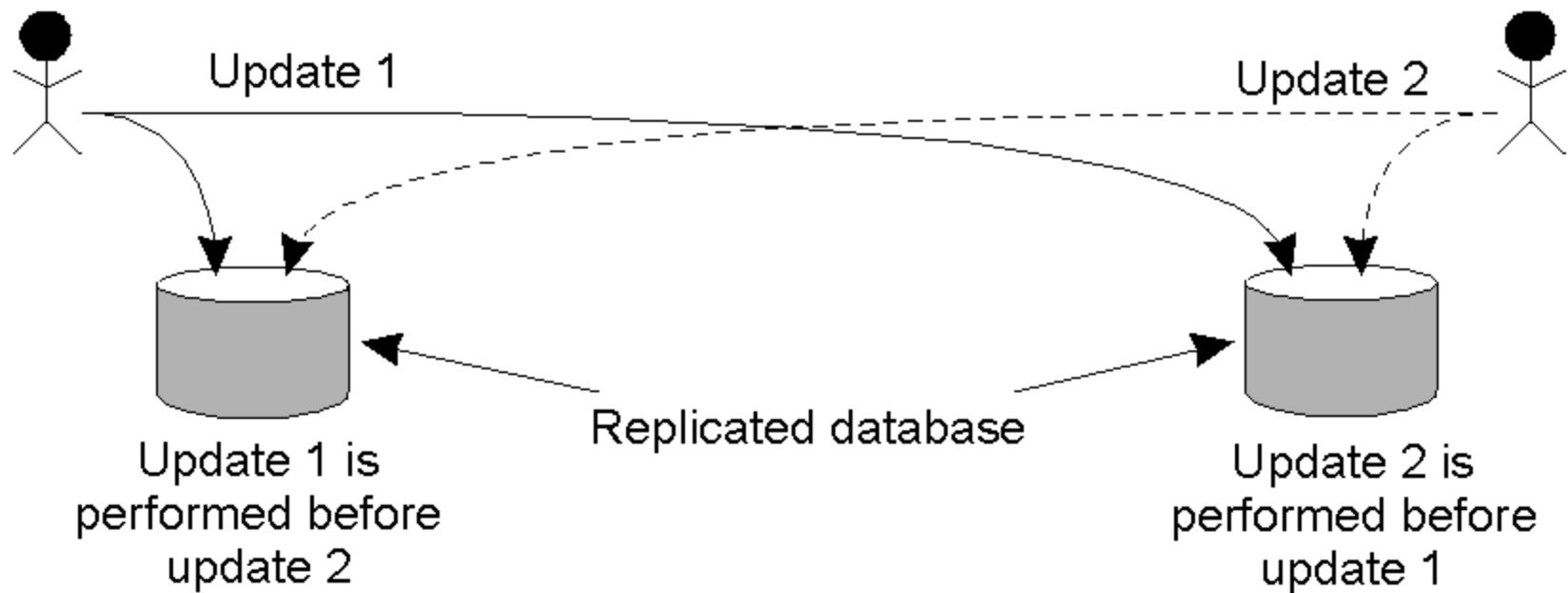
# NTP

- Network Time Protocol (RFC 958 → RFC 5905)
- High-accuracy time synchronization for computers across the net
- In Unix : ntpd – NTP daemon, adjusts its own computer time
- Each daemon can be client, server, or peer for other daemons:
  - As client it queries reference time from one or more servers
  - As server it makes its own time available as reference time
  - As peer it compares its system time to other peers until all the peers finally agree about the "true" time to synchronize to
- Hierarchical time synchronization structure (strata)
- A daemon's stratum is the stratum of its time source + 1
- Radio clocks have a stratum number of 0

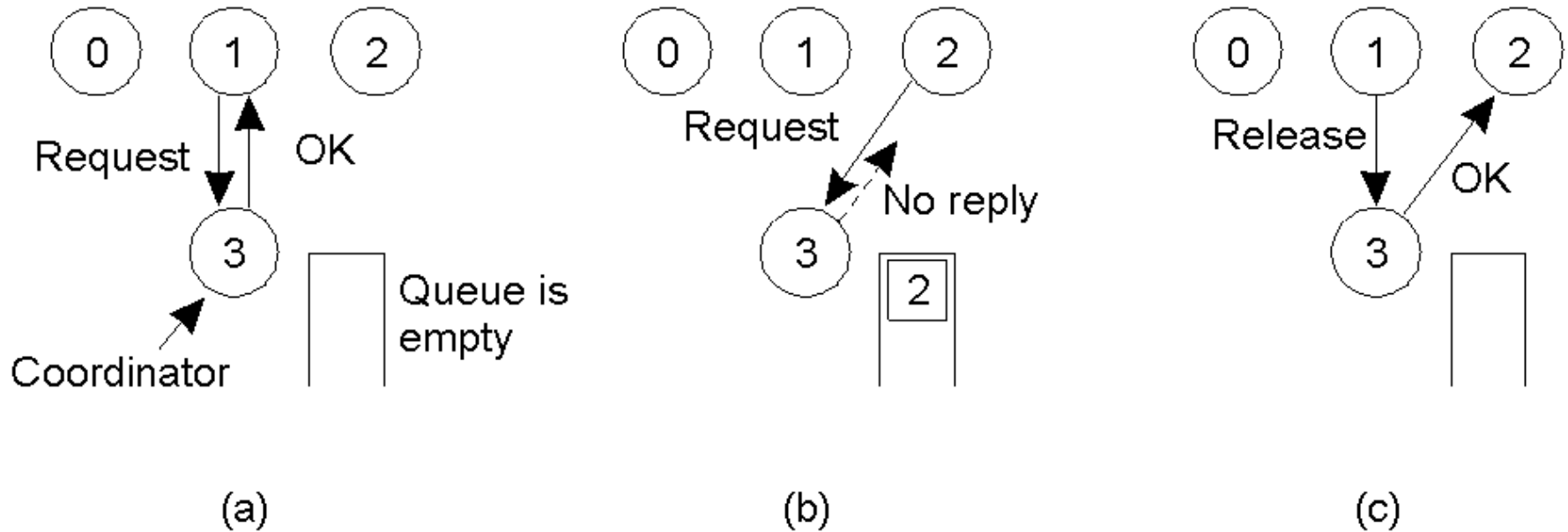
# Lamport's Logical Clocks

- Relation  $\rightarrow$ 
  - If  $a$  and  $b$  are events in the same thread and  $a$  comes before  $b$ , then  $a \rightarrow b$
  - If  $a$  is the sending of a message by a thread and  $b$  is the receipt of the same message by a different thread, then  $a \rightarrow b$
- Clock Condition: for any events,  $a$  and  $b$ ,
  - If  $a \rightarrow b$  then  $C(a) < C(b)$
- Implementation
  - Each thread increments its clock between any two successive events
  - A message contains  $C(a)$  as its timestamp; upon receiving it, the receiving thread sets its clock to  $\max\{\text{clock}, C(a) + 1\}$

# Lamport Timestamps



# Mutual Exclusion: A Centralized Algorithm



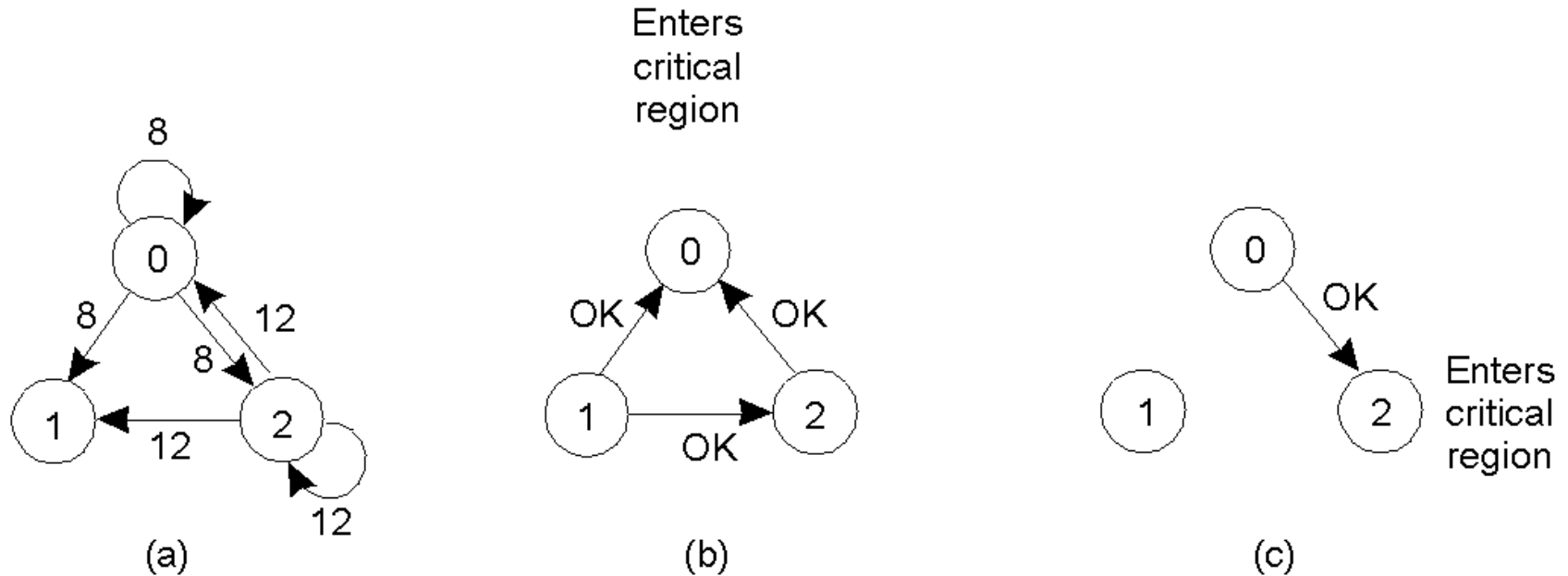
- Process 1 asks the coordinator for permission to enter a critical region. Permission is granted
- Process 2 then asks permission to enter the same critical region. The coordinator does not reply.
- When process 1 exits the critical region, it tells the coordinator, when then replies to 2

# A Decentralized Algorithm

- For each resource,  $n$  coordinators
- Access granted with  $m > n/2$  authorizations
- Let  $p$  = prob that a coordinator resets in  $\Delta t$ ,
- $P[k]$  =  $k$  coordinators reset

$$P[k] = \binom{m}{k} p^k (1-p)^{m-k}$$

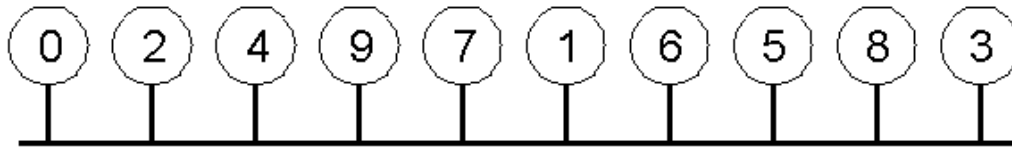
# A Distributed Algorithm



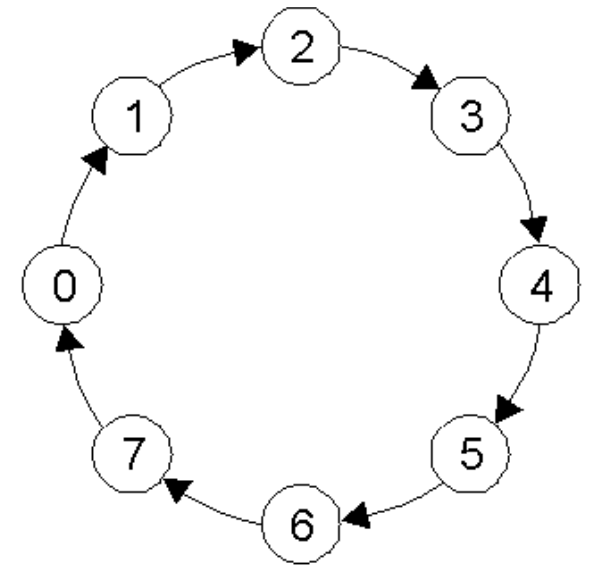
- a) Two processes want to enter the same critical region at the same moment.
- b) Process 0 has the lowest timestamp, so it wins.
- c) When process 0 is done, it sends an OK also, so 2 can now enter the critical region.



# A Token Ring Algorithm



(a)



(b)

- a) An unordered group of processes on a network.
- b) A logical ring constructed in software.

# Comparison

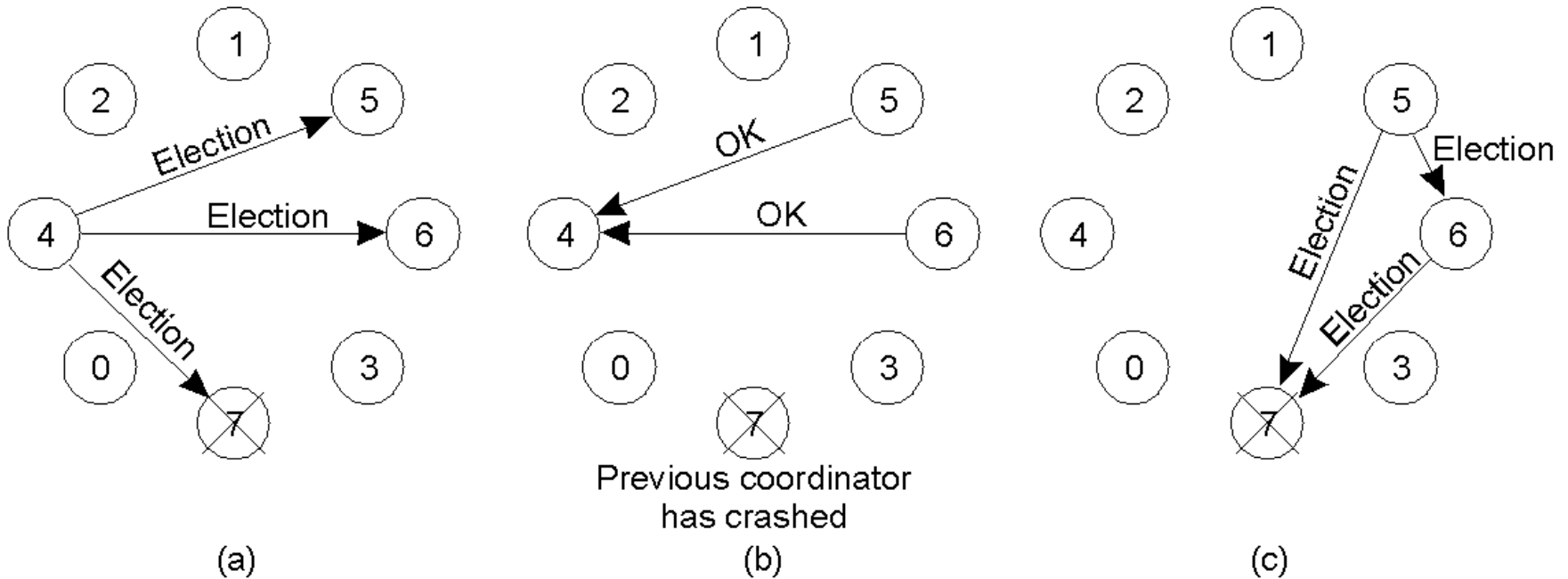
<b>Algorithm</b>	<b>Messages per entry/exit</b>	<b>Delay before entry (in message times)</b>	<b>Problems</b>
Centralized	3	2	Coordinator crash
Distributed	$2(n - 1)$	$2(n - 1)$	Crash of any process
Token ring	1 to $\infty$	0 to $n - 1$	Lost token, process crash

A comparison of three mutual exclusion algorithms.

# *Election Algorithms*

- How is coordinator to be selected dynamically?
- N.B.: in some systems, chosen by hand (e.g., file server) → single point of failure
- Questions:
  - Centralized or decentralized?
  - Which one is more robust?

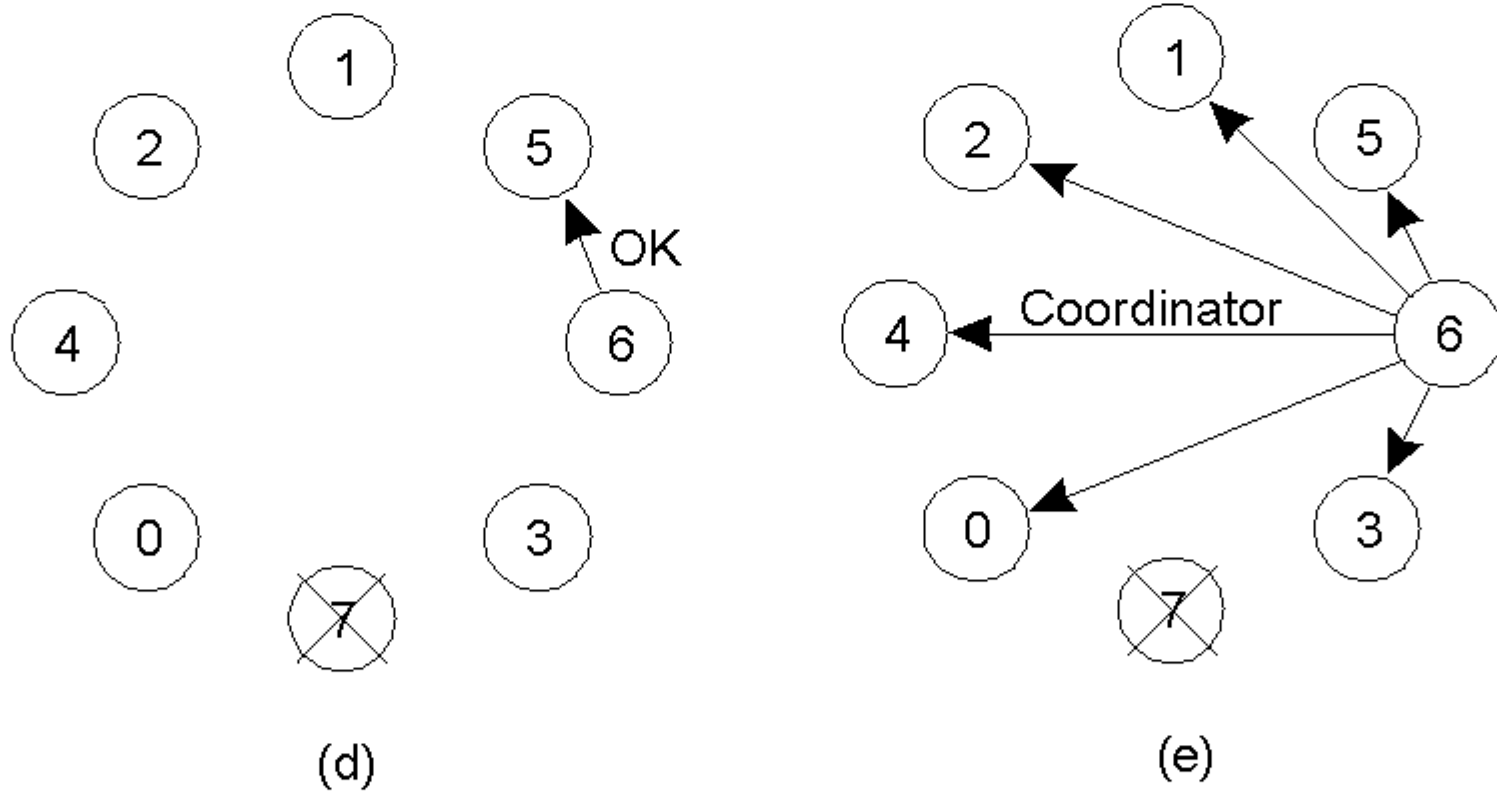
# The Bully Algorithm (1)



The bully election algorithm

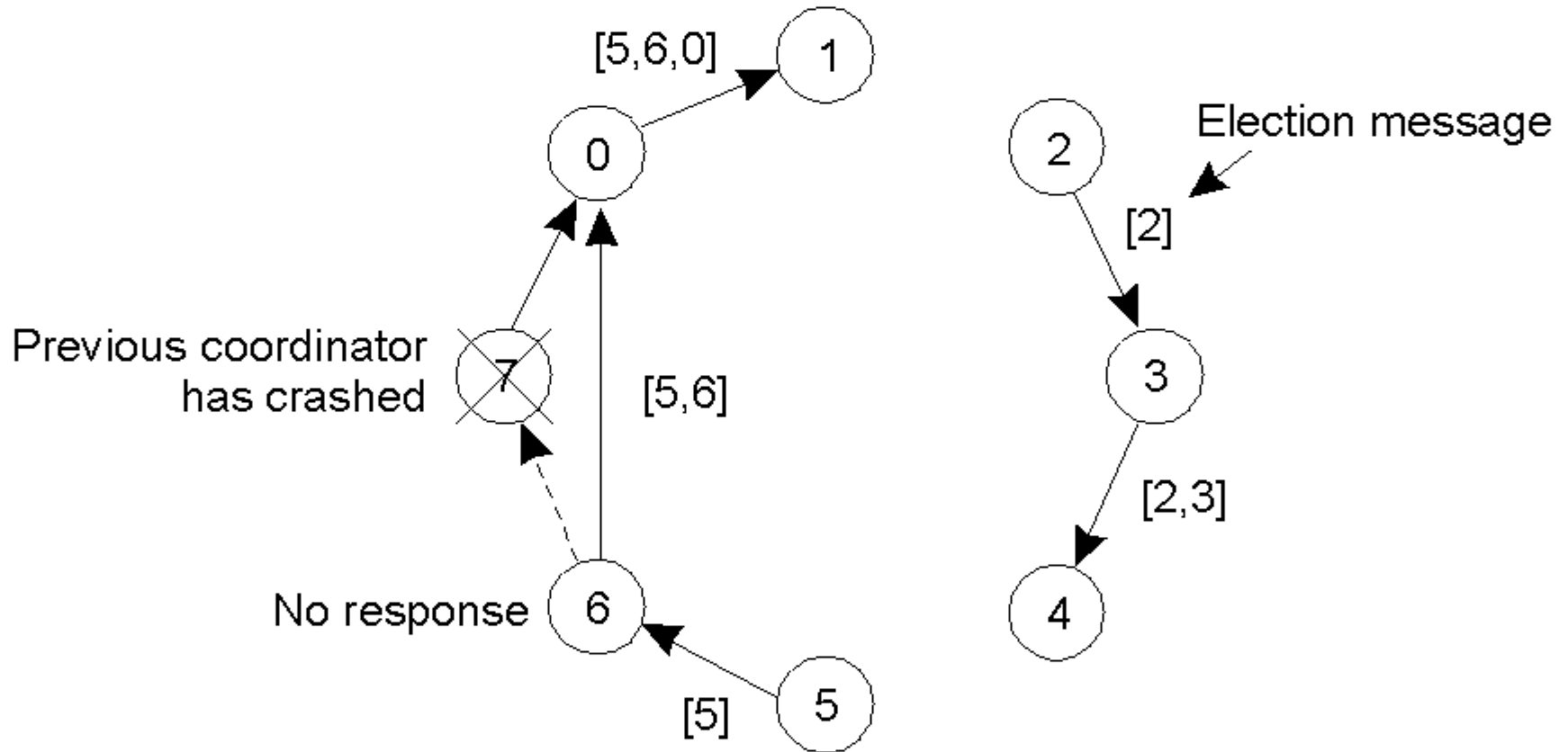
- Process 4 holds an election
- Process 5 and 6 respond, telling 4 to stop
- Now 5 and 6 each hold an election

## The Bully Algorithm (2)



- a) Process 6 tells 5 to stop
- b) Process 6 wins and tells everyone

# A Ring Algorithm



# *Superpeer Election*

- How can we select superpeers such that:
  - Normal nodes have low-latency access to them
  - Superpeers are evenly distributed
  - There is a predefined fraction of superpeers
  - Each superpeer does not serve more than a fixed number of normal nodes

# Superpeer Election in DHTs

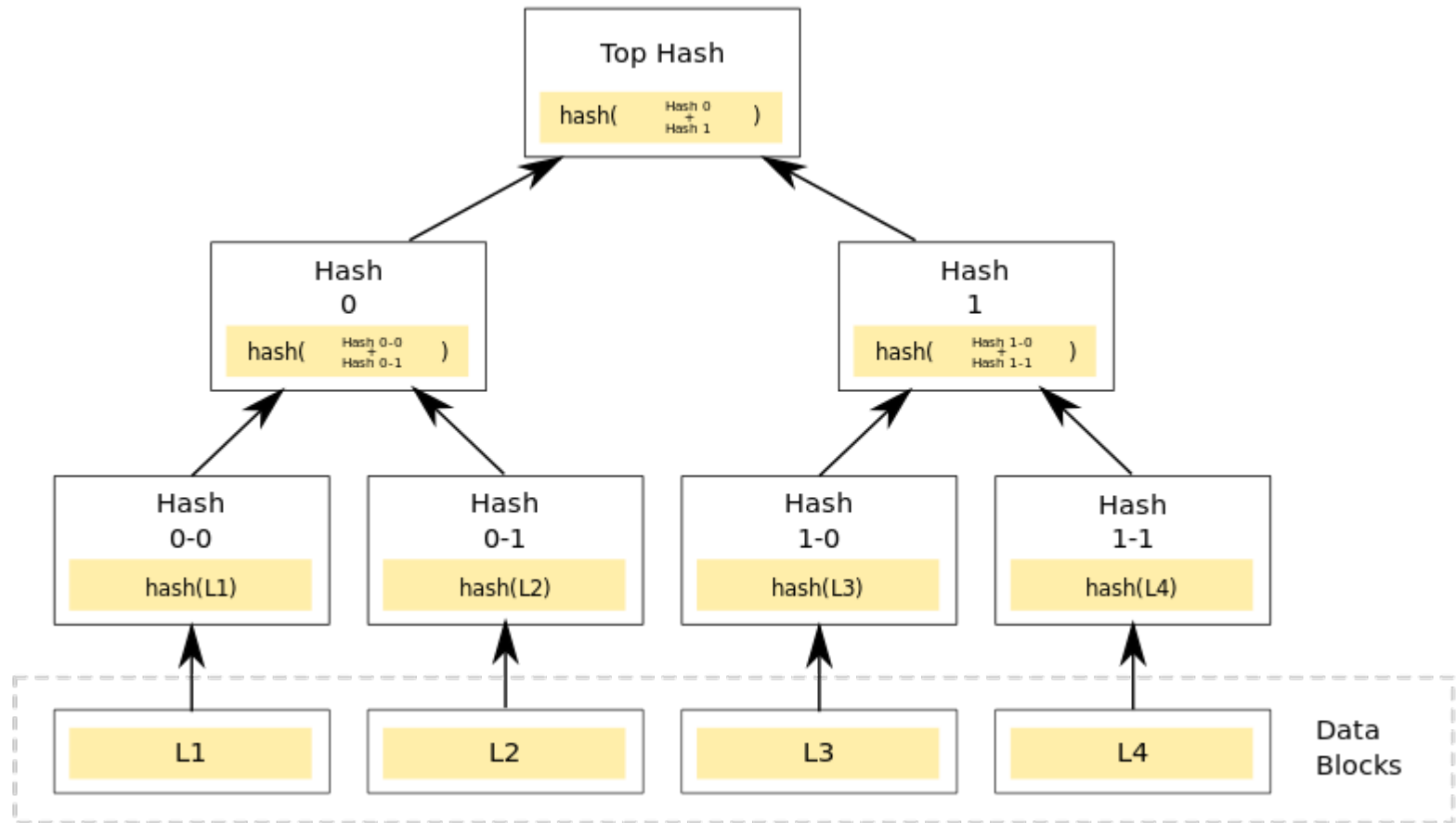
- Reserve a fixed part of ID space for superpeers
- $S$  = desired number of superpeers
- $m$  = bit-length of keys
- Reserve  $k = \lceil \log_2 S \rceil$  bits for superpeers
  
- Routing to superpeers: send message for key  $p$
- to node responsible for  $p$  &  $\underbrace{11\dots11}_{k}00\dots00$



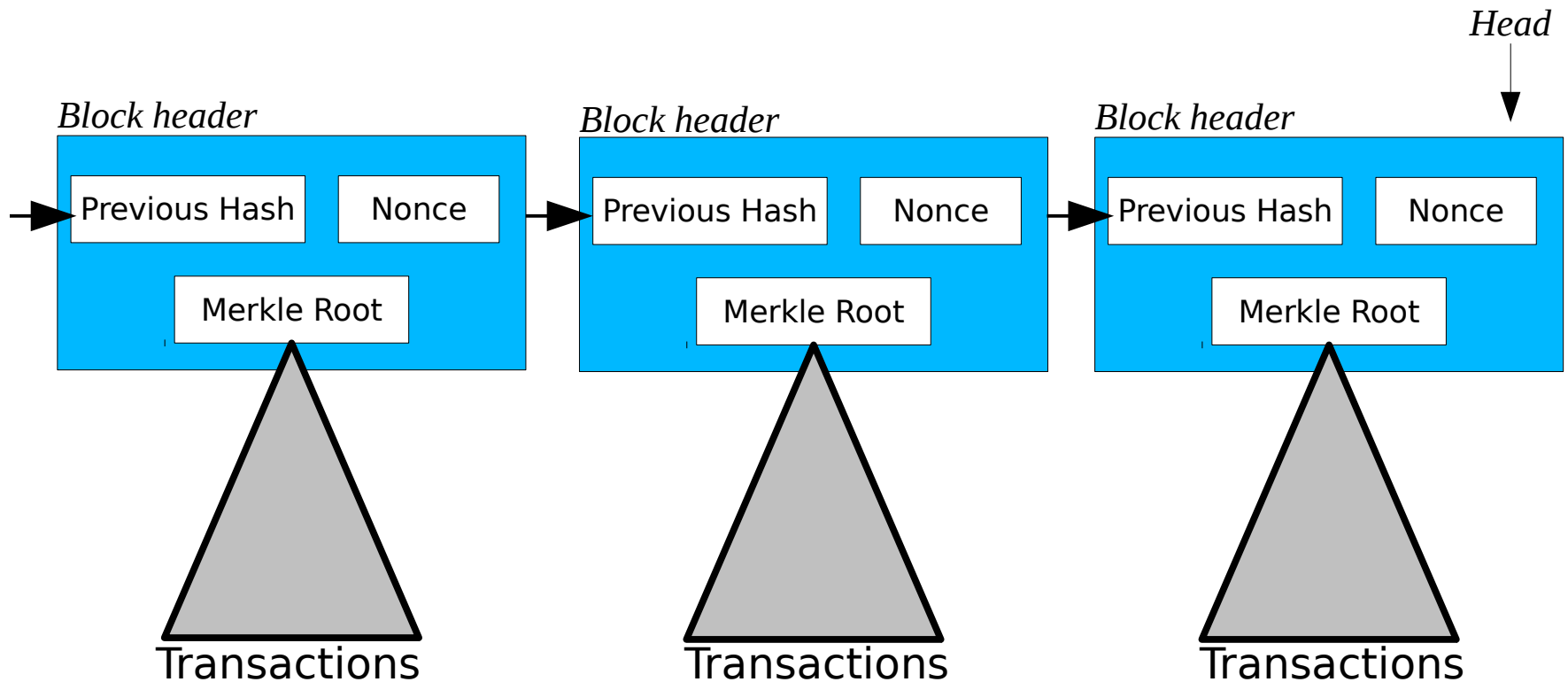
# Bitcoin

- Bitcoin is the first fully decentralized cryptocurrency.
- The security properties of Bitcoin rely on blockchain technology, which is an open ledger containing all current and historical transactions in the system.
- The header of each block in a blockchain contains a Merkle root of the latest transactions, the hash value of the previous block header, and a nonce.
- Bitcoin relies on the SHA-2 cryptographic algorithm, in particular the sha256 32-bit hash function

# Merkle Tree



# Blockchain



# Mining Process

- Mining is the process of generating nonces, which are proofs of work (PoWs) derived from solving cryptographic puzzles.
- A miner must find a valid nonce as a PoW satisfying  $\text{sha256}(\text{sha256}(\text{blkhdr})) < t$ , where
  - `blkhdr` refers to all data in a block header
  - $t$  is a 256-bit number specified by the Bitcoin protocol, so it is more difficult to find a valid nonce given a smaller  $t$ .
  - The value of  $t$  is automatically adjusted by the Bitcoin system to keep the average duration of each round 10 minutes.
- When a miner finds a valid nonce and generates a new block, this block is broadcast to every node in the Bitcoin network.
- All nodes receiving it regard it as the new head of the blockchain.

# Forks

- If two miners build and broadcast two different valid blocks, a node may consider the block first received as the new head.
- Because of different network latencies, more than two heads can exist at the same time. This situation is called a **fork**.
- By appending a subsequent block to only one branch in the fork, the branch is defined as valid, while all others are invalidated.
- The PoW uses the one-CPU-one-vote principle to solve the problem of majority decision making representation.
- The majority decision is represented by the longest chain, which has the greatest PoW effort invested in it.
- If a majority of CPU power is controlled by honest nodes, the honest chain will grow the fastest and outpace any other chain.

*Merci de votre attention*

