



Principles of Distributed Computing

Exercise 7: Sample Solution

1 Failure Detectors

- a) All nodes regularly (always after time τ) send an *alive* message to all other nodes. Then, no node has to wait longer than $\tau + \Delta$ to receive a message of a correct server.

Algorithm 1 Code for P_i :

```
1:  $\mathcal{D}_i := \{1, \dots, n\}$ 
2:
3: // Thread 1:
4: while true do
5:   send alive to all servers;
6:   sleep( $\tau$ )
7: end while
8:
9: // Thread 2:
10: upon receiving alive from  $P_j$ , remove  $j$  from  $\mathcal{D}_i$ 
11: when more than  $\tau + \Delta$  time has passed since the last (alive) message from  $P_j$  was received,
    add  $j$  to  $\mathcal{D}_i$ 
```

- b) See Algorithm 2 on the next page.

2 Timed Reliable Broadcast

First note that as soon as a correct server r-delivers a message m , all other correct server have r-delivered a message m after time $d\Delta$ because every two correct servers are connected by a path of at most length d consisting only of correct servers.

Suppose that the sender is faulty. It may be that he still manages to send a message to some of its neighbors before he fails. Like that, the message can first be sent from one faulty server to another until reaching a correct server after at most f steps. Thus, if there is a correct server which r-delivers a message m , there must be a correct server which r-delivers a message after at most time $f\Delta$.

Adding the two times ($f\Delta$ and $d\Delta$), we get the $(f + d)\Delta$ -Timeliness.

Algorithm 2 Code for P_i :

```
1:  $\mathcal{D}_i := \emptyset$ 
2:  $\Delta :=$  default time-out interval
3:
4: // Thread 1:
5: while true do
6:   send alive to all servers;
7:   sleep( $\tau$ )
8: end while
9:
10: // Thread 2:
11: while true do
12:   for all  $j \in \{1, \dots, n\}$  do
13:     if  $j \notin \mathcal{D}_i$  and  $P_i$  did not receive alive during the last  $\tau + \Delta$  ticks of  $P_i$ 's clock then
14:        $\mathcal{D}_i := \mathcal{D}_i \cup \{j\}$  // time-out:  $P_i$  suspects  $P_j$  has crashed
15:     end if
16:   end for
17: end while
18:
19: // Thread 3:
20: upon receiving alive from  $P_j$ :
21: if  $j \in \mathcal{D}_i$  then
22:    $\mathcal{D}_i := \mathcal{D}_i \setminus \{j\}$ ;
23:    $\Delta := \Delta + 1$ 
24: end if
```
