Exercise Session 9 Shared Memory

Problem 1

Why does the Read also return the timestamp on the fail-silent algorithm?

Solution

The reader also needs read ids to differentiate replies to consecutive read queries. Suppose that a reader p emits a read request r1, gets a majority of replies, performs some local computation, then emits a read request r2, gets a majority of replies, performs local computation, then emits a read request r3. It might happen that p now gets late replies from r1 and late replies from r2; both are minorities in the case of r1 and r2, but together they can form a majority (e.g., replies from p1, p2, p3 are late replies to r1 and replies from p4, p5, p6 are late for r2). That means that p might gather a majority of stale replies and return old data for the read. The reader ids solve this issue by differentiating replies for r1, r2 and r3.

Problem 2

Explain why a timestamp is needed in the "Majority Voting" algorithm (Algorithm 4.2 in the book, or ABD95 algorithm from slides), but not in the "Read-One Write-All" algorithm (Algorithm 4.1, or the Algorithm from slide 21).

Solution

The timestamp is needed precisely because we do not make use of a perfect failure detector. Without the use of any timestamp, a reader q would not have any means to compare different values from any read majority. In particular, if process p first writes a value v and subsequently writes a value w, but does not access the same majority in both cases, then q, which is supposed to return w, might have no information about which value is the latest. The timestamp is used to distinguish the values and to help the reader with determining the latest written value. Such a timestamp is not needed in the "Read-Impose Write-All" algorithm because the writer always accesses all processes that did not crash. The writer can do so because it relies on a perfect failure detector. It is not possible that a reader can obtain different values from the processes, as in the Majority Voting algorithm.