Contents

	Preface	page xv
1	Introduction	1
1.1	Definition	1
1.2	Relation to computer system components	2
1.3	Motivation	3
1.4	Relation to parallel multiprocessor/multicomputer systems	5
1.5	Message-passing systems versus shared memory systems	13
1.6	Primitives for distributed communication	14
1.7	Synchronous versus asynchronous executions	19
1.8	Design issues and challenges	22
1.9	Selection and coverage of topics	33
1.10	Chapter summary	34
1.11	Exercises	35
1.12	Notes on references	36
	References	37
2	A model of distributed computations	39
2.1	A distributed program	39
2.2	A model of distributed executions	40
2.3	Models of communication networks	42
2.4	Global state of a distributed system	43
2.5	Cuts of a distributed computation	45
2.6	Past and future cones of an event	46
2.7	Models of process communications	47
2.8	Chapter summary	48
2.9	Exercises	48
2.10	Notes on references	48
	References	49

3	Logical time	50	289	5.11	Challenges in designing distributed graph algorithms
3.1	Introduction	50	290	5.12	Object replication problems
3.2	A framework for a system of logical clocks	52	298	5.13	Chapter summary
3.3	Scalar time	53	300	5.14	Exercises
3.4	Vector time	55	301	5.15	Notes on references
3.5	Efficient implementations of vector clocks	59	302		References
3.6	Jard-Jourdan's adaptive technique	65	303		Further classification obsert/altrasto soloM (4.8)
3.7	Matrix time	68	303	6	Message ordering and group communication
3.8	Virtual time	69		6.1	
3.9	Physical clock synchronization: NTP	78	305	6.2	Message ordering paradigms Asynchronous execution with synchronous communication
3.10	Chapter summary	81	305	6.3	Synchronous program order on an asynchronous system
3.11	Exercises	84	306		
3.12	Notes on references	84	.900	6.4	Group communication
	References	84	312	6.5	Causal order (CO) Total order
		04		6.6	
4	Global state and snanshet recording all the		315	6.7	71 nomenciature for muticust
4.1	Global state and snapshot recording algorithms	87	321, 321,	6.8	Tropagation nees for muticast
	Introduction	87	327	6.9	Classification of application-level multicast algorithms
4.2	System model and definitions	90	328	6.10	Semantics of fault-tolerant group communication
4.3	Snapshot algorithms for FIFO channels	93	331	6.11	Distributed multicast algorithms at the network layer
4.4	Variations of the Chandy-Lamport algorithm	97	336	6.12	Chapter summary
4.5	Snapshot algorithms for non-FIFO channels	101	336	6.13	Exercises 1915 124 Obtained at 1886 2014 - 1880 2014 114.8
4.6	Snapshots in a causal delivery system	106	339	6.14	Notes on references
4.7	Monitoring global state	109	348		References (Manual Manual Manu
4.8	Necessary and sufficient conditions for consistent global snapshots	2.452	348		9.14 Exercises 9.15 Notes on references activated activation.
4.9	Finding consistent global snapshots in a distributed	110	350	7	Termination detection
	computation			7.1	Introduction
4.10	Chapter summary	114		7.2	System model of a distributed computation
4.11	Exercises	121	352	7.3	Termination detection using distributed snapshots
4.12		122	A STATE OF THE STA	7.4	Termination detection by weight throwing
4.12	Notes on references	122	352	7.5	A spanning-tree-based termination detection algorithm
	References	123	353	7.6	Message-optimal termination detection
	gorgona hararinga A		355	7.7	Termination detection in a very general distributed computing
5	Terminology and basic algorithms	126			model model and to not to the second and a second and the second a
5.1	Topology abstraction and overlays	126	358	7.8	Termination detection in the atomic computation model
5.2	Classifications and basic concepts	128	The state of the s	7.9	Termination detection in a faulty distributed system
5.3	Complexity measures and metrics	135	360	7.10	Chapter summary
5.4	Program structure		362	7.11	Exercises
5.5	Elementary graph algorithms	137	364	7.12	Notes on references
5.6		138	365	Island Sylvenia	References
	Maximal independent and (MAG)	163	374		resolution statement (10.10 Chapter statement)
5.8	Connected dominating cat	169	373	8	Peaconing with knowledge
		171	375	8.1	Reasoning with knowledge The muddy children puzzle
5.10	Leader election	172	376	8.1	
		174		0.2	Logic of knowledge

28 28

Co	ntents		xi	Co	ontents	
3.3	Knowledge in synchronous systems	289	510	11.3	Clabel and the detailed in the second	379
		290			Global predicate detection	
3.4	Knowledge in asynchronous systems		510	11.1	Stable and unstable predicates	379
3.5	Knowledge transfer	298	514	11.2	Modalities on predicates	382
3.6	Knowledge and clocks	300		11.3	Centralized algorithm for relational predicates	384
3.7	Chapter summary	301	515	11.4	Conjunctive predicates	388
3.8	Exercises and the second secon	302		diw 2011.5	Distributed algorithms for conjunctive predicates	395
3.9	Notes on references	303	516	11.6	Further classification of predicates	404
	References	303		may an 11.7	Chapter summary	405
			529	11.8	Exercises Services Application algorithm	406
9	Distributed mutual exclusion algorithms	305	544	11.9	Notes on references	407
0.1	Introduction	305	562		References	408
9.2	Preliminaries Application of the Preliminaries	306	563			
9.3	Lamport's algorithm	309	564	12	Distributed shared memory	410
9.4	Ricart-Agrawala algorithm	312	292	12.1	Abstraction and advantages	410
9.5	Singhal's dynamic information-structure algorithm	315		12.2	Memory consistency models	413
9.6	Lodha and Kshemkalyani's fair mutual exclusion algorithm	321	567	12.3	Shared memory mutual exclusion statistics	427
9.7	Quorum-based mutual exclusion algorithms	327	295	12.4	Wait-freedom	434
9.8	Maekawa's algorithm	328	568	12.5	Register hierarchy and wait-free simulations	434
9.9	Agarwal-El Abbadi quorum-based algorithm	331	377	12.6	Wait-free atomic snapshots of shared objects	447
9.10	Token-based algorithms	336	583	12.7	Chapter summary	451

12.8

12.9

13

13.1

13.2

13.3

13.4

13.5

13.6

13.7

13.8

13.9

13.10

13.11

13.12

13.13

Exercises

References

Introduction

Notes on references

Checkpointing and rollback recovery

Koo-Toueg coordinated checkpointing algorithm

Peterson-Kearns algorithm based on vector time

Manivannan-Singhal quasi-synchronous checkpointing

Helary-Mostefaoui-Netzer-Raynal communication-induced

Juang-Venkatesan algorithm for asynchronous checkpointing

Background and definitions

Issues in failure recovery

and recovery

algorithm

protocol

Chapter summary

Notes on references

Exercises

References

Checkpoint-based recovery

Log-based rollback recovery

452

453

454

456

456

457

462

464

470

476

478

483

492

499

505

506

506

507

336

339

348

348

349

350

352

352

352

353

355

358

360

362

364

365

374

375

375

376

Suzuki-Kasami's broadcast algorithm

Deadlock detection in distributed systems

Knapp's classification of distributed deadlock detection

Mitchell and Merritt's algorithm for the single-

Chandy-Misra-Haas algorithm for the AND model

Kshemkalyani-Singhal algorithm for the P-out-of-Q model

Chandy-Misra-Haas algorithm for the OR model

Raymond's tree-based algorithm

Chapter summary

Notes on references

Exercises

References

Introduction

System model

Preliminaries

Models of deadlocks

algorithms

Chapter summary

Notes on references

Exercises

References

resource model

9.11

9.12

9.13

9.14

9.15

10

10.1

10.2

10.3

10.4

10.5

10.6

10.7

10.8

10.9

10.10

10.11

10.12

14	Consensus and agreement algorithms	510
14.1	Problem definition Overview of results	510
14.2		514
14.3	Agreement in a failure-free system (synchronous or	
	asynchronous)	515
14.4	Agreement in (message-passing) synchronous systems with failures	
-		516
14.5	Agreement in asynchronous message-passing systems with	
	failures	529
14.6	Wait-free shared memory consensus in asynchronous systems	544
14.7	Chapter summary	562
14.8	Exercises	563
14.9	Notes on references	564
	References	565
8.0	Singled's deal grades a management of the property of the prop	
15	Failure detectors	567
15.1	Introduction and an interest of the second s	567
15.2	Unreliable failure detectors	568
15.3	The consensus problem	577
15.4	Atomic broadcast	583
15.5	A solution to atomic broadcast	584
15.6	The weakest failure detectors to solve fundamental agreement	
	problems	585
15.7	An implementation of a failure detector	589
15.8	An adaptive failure detection protocol	591
15.9	Exercises	596
15.10	Notes on references	596
	References	596
16	Authentication in distributed systems	598
16.1	Introduction	598
16.2	Background and definitions	599
16.3	Protocols based on symmetric cryptosystems	602
16.4	Protocols based on asymmetric cryptosystems	615
16.5	Password-based authentication	622
16.6	Authentication protocol failures	625
16.7	Chapter summary	626
16.8	Exercises	627
16.9	Notes on references	627
	References	628
17	Self-stabilization	631
17.1	Introduction	631
17.2	System model	632

17.3	Definition of self-stabilization	63-
17.4	Issues in the design of self-stabilization algorithms	63
17.5	Methodologies for designing self-stabilizing systems	64
17.6	Communication protocols	64
17.7	Self-stabilizing distributed spanning trees	65
17.8	Self-stabilizing algorithms for spanning-tree construction	65
17.9	An anonymous self-stabilizing algorithm for 1-maximal	
	independent set in trees	65
17.10	A probabilistic self-stabilizing leader election algorithm	66
17.11	The role of compilers in self-stabilization	66
17.12	Self-stabilization as a solution to fault tolerance	66
17.13	Factors preventing self-stabilization	66
17.14	Limitations of self-stabilization	66
17.15	Chapter summary	670
17.16	Exercises	670
17.17	Notes on references	67
	References	67
18	Peer-to-peer computing and overlay graphs	67
18.1	Introduction	
18.2	Data indexing and overlays	
18.3	Unstructured overlays	
18.4	Chord distributed hash table	
18.5		
18.6	Tapestry	
18.7	Some other challenges in P2P system design	
18.8	Tradeoffs between table storage and route lengths	
18.9	Graph structures of complex networks	
18.10	Internet graphs	
18.11	Generalized random graph networks	
18.12	Small-world networks	720
18.13	Scale-free networks	
18.14	Evolving networks	
18.15		
18.16	Exercises Notes on references	
18.17	Notes on references	728
	References	729
	Index	