State-Machine Replication

Modeling faults

- Mean Time To Failure/ Mean Time To Recover
  - close to hardware
- Threshold: $f$ out of $n$
  - makes condition for correct operation explicit
  - measures fault-tolerance of architecture, not single components
- Set of explicit failure scenarios

A hierarchy of failure models

- Crash

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- Fail-stop
- Crash
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Fail-stop → Crash
Send Omission → Receive Omission
General Omission
Arbitrary failures with message authentication

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- Arbitrary (Byzantine) failures
- General Omission
- Send Omission
- Receive Omission

The Problem

- Clients
- Server

Solution: replicate server!

Replication in space

- Run parallel copies of a unit
- Vote on replica output
- Failures are masked
- High availability, but at high cost

Replication in time

- When a replica fails, restart it (or replace it)
- Failures are detected, not masked
- Lower maintenance, lower availability
- Tolerates only benign failures
Non-determinism

An event is non-deterministic if the state that it produces is not uniquely determined by the state in which it is executed.

Handling non-deterministic events at different replicas is challenging:
- Replication in time requires to reproduce during recovery the original outcome of all non-deterministic events.
- Replication in space requires each replica to handle non-deterministic events identically.

The Solution

1. Make server deterministic (state machine)
2. Replicate server
3. Ensure correct replicas step through the same sequence of state transitions.
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3. Ensure correct replicas step through the same sequence of state transitions
4. Vote on replica outputs for fault-tolerance

A conundrum

A: voter and client share fate!
State Machines

- Set of state variables + Sequence of commands
- A command
  - Reads its read set values (opt. environment)
  - Writes to its write set values (opt. environment)
- A deterministic command
  - Produces deterministic wsvs and outputs on given rsv
- A deterministic state machine
  - Reads a fixed sequence of deterministic commands

Replica Coordination

- Agreement: Every non-faulty state machine receives every command
- Order: Every non-faulty state machine processes the commands it receives in the same order

Primary-Backup

The Idea

- Clients communicate with a single replica (primary)
- Primary:
  - sequences clients’ requests
  - updates as needed other replicas (backups) with sequence of client requests or state updates
  - waits for acks from all non-faulty clients
- Backups use timeouts to detect failure of primary
- On primary failure, a backup is elected as new primary
Primary-backup and non-determinism

- Non-deterministic commands executed only at the primary
- Backups receive either
  - state updates (non-determinism?)
  - command sequence (non-determinism?)

Where should RC be implemented?

- In hardware
  - sensitive to architecture changes
- At the OS level
  - state transitions hard to track and coordinate
- At the application level
  - requires sophisticated application programmers

Hypervisor-based Fault-tolerance

- Implement RC at a virtual machine running on the same instruction-set as underlying hardware
- Undetectable by higher layers of software
- One of the great come-backs in systems research!
  - CP-67 for IBM 369 [1970]
  - Xen [SOSP 2003], VMware

The Hypervisor as a State Machine

- Two types of commands
  - virtual-machine instructions
  - virtual-machine interrupts (with DMA input)
- State transition must be deterministic
  - ...but some VM instructions are not (e.g. time-of-day)
  - interrupts must be delivered at the same point in command sequence
The Architecture

- Good-ol’ Primary-Backup
- Primary makes all non-deterministic choices

I/O Accessibility Assumption
Primary and backup have access to same I/O operations

Ensuring identical command sequences
- Ordinary (deterministic) instructions
- Environment (nondeterministic) instructions

Environment Instruction Assumption
Hypervisor captures all environment instructions, simulates them, and ensures they have the same effect at all state machines

Ensuring identical command sequences
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VM interrupts must be delivered at same point in instruction sequence at all replicas
Ensuring identical command sequences

- Ordinary (deterministic) instructions
- Environment (nondeterministic) instructions
- Environment Instruction Assumption
- VM interrupts must be delivered at same point in instruction sequence at all replicas
- Instruction Stream Interrupt Assumption
  Hypervisor can be invoked at specific point in the instruction stream

The failure-free protocol

P0: On processing environment instruction \( i \) at \( pc \), HV of primary \( p \):
- sends \([e_p, pc, Val_i]\) to backup \( b \)
- waits for ack

P1: If \( b \) HV receives \( Int \) from its VM:
- \( b \) buffers \( Int \) until epoch ends

P2: If epoch ends at \( p \):
- \( p \) sends to \( b \) all buffered \( Int \) in \( e_p \)
- \( p \) waits for ack
- \( p \) delivers all VM \( Int \) in \( e_p \)
- \( e_p := e_p + 1 \)
- \( p \) starts \( e_p \)

P3: If \( b \) HV processes environment instruction \( i \) at \( pc \):
- \( b \) waits for \([e_i, pc, Val_i]\) from \( p \)
- returns \( Val_i \)
- If \( b \) receives \([E, pc, Val]\) from \( p \):
  - \( b \) sends ack to \( p \)
  - \( b \) buffers \( Val \) for delivery at \( E, pc \)

P4: If \( b \) HV receives \( Int \) from its VM
- \( b \) ignores \( Int \)

P5: If epoch ends at \( b \):
- \( b \) waits from \( p \) for interrupts for \( e_b \)
- \( b \) sends ack to \( p \)
- \( b \) delivers all VM \( Int \) buffered in \( e_b \)
- \( e_b := e_b + 1 \)
- \( b \) starts \( e_b \)

If the primary fails...

P6: If \( b \) receives a failure notification instead of \([e_b, pc, Val_b]\), \( b \) executes \( i \)

If in P5 \( b \) receives failure notification instead of \( Int \):

\[ e_b := e_b + 1 \]

\( b \) starts \( e_b \)  
--- failover epoch

\( b \) is promoted primary for epoch \( e_b + 1 \)

If \( p \) crashes before sending \( Int \) to \( b \),
\( Int \) is lost!
Failures and the environment

- No exactly-once guarantee on outputs
- On primary failure, avoid input inconsistencies
  - Time must increase monotonically
    - At epoch boundaries, primary informs backup of value of its clock
  - Interrupts must be delivered as a fault-free processor would
    - But interrupts can be lost...
    - Weaken constraints on I/O interrupts

On I/O device drivers

IO1: If an I/O instruction is executed and the I/O operation performed, the issuing processor delivers a completion interrupt, unless it fails. If the processor fails, the I/O device continues as if the interrupt had been delivered.

IO2: An I/O device may cause an uncertain interrupt (indicating the operation has been terminated) to be delivered by the processor issuing the I/O instruction. The instruction could have been in progress, completed, or not even started.

On an uncertain interrupt, the device driver reissues the corresponding I/O instruction—not all devices though are idempotent or testable.

Backup promotion and uncertain interrupts

P7: The backup's VM generates an uncertain interrupt for each I/O operation that is outstanding right before the backup is promoted primary (at the end of the failover epoch)

The Hypervisor prototype

- Supports only one VM to eliminate issues of address translation
- Exploits unused privileged levels in HP's PA-RISC architecture (HV runs at level 1)
- To prevent software to detect HV, hacks one assembly HP-UX boot instruction
RC in the Hypervisor

- Nondeterministic ordinary instructions *(Surprise!)*
  - TLB replacement policy non-deterministic
  - TLB misses handled by software
  - Primary and backup may execute a different number of instructions!

HV takes over TLB replacement

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Optimizations

- \( p \) sends \( Int \) immediately
- \( p \) blocks for acks only before output commit

Primary-backup: Updates

Transfer update
Primary-backup: Updates

Transfer state

Primary-backup: Updates

ack

ack

ack

ack

Primary-backup: Updates

Reply

Primary-backup: Queries

However...
Primary-backup: Queries

Primary cannot respond until it has received ack for prior updates!

Chain replication

Van Renesse, Schneider, OSDI '04

Chain replication

Van Renesse, Schneider, OSDI '04

Chain replication: Updates

Van Renesse, Schneider, OSDI '04
Furthermore...

Tail can respond immediately, without waiting for the new update.

Some like it hot

- **Hot** Backups process information from the primary as soon as they receive it.
- **Cold** Backups log information received from primary, and process it only if primary fails.
- Rollback Recovery implements cold backups cheaply:
  - the primary logs directly to stable storage the information needed by backups
  - if the primary crashes, a newly initialized process is given content of logs—backups are generated “on demand”