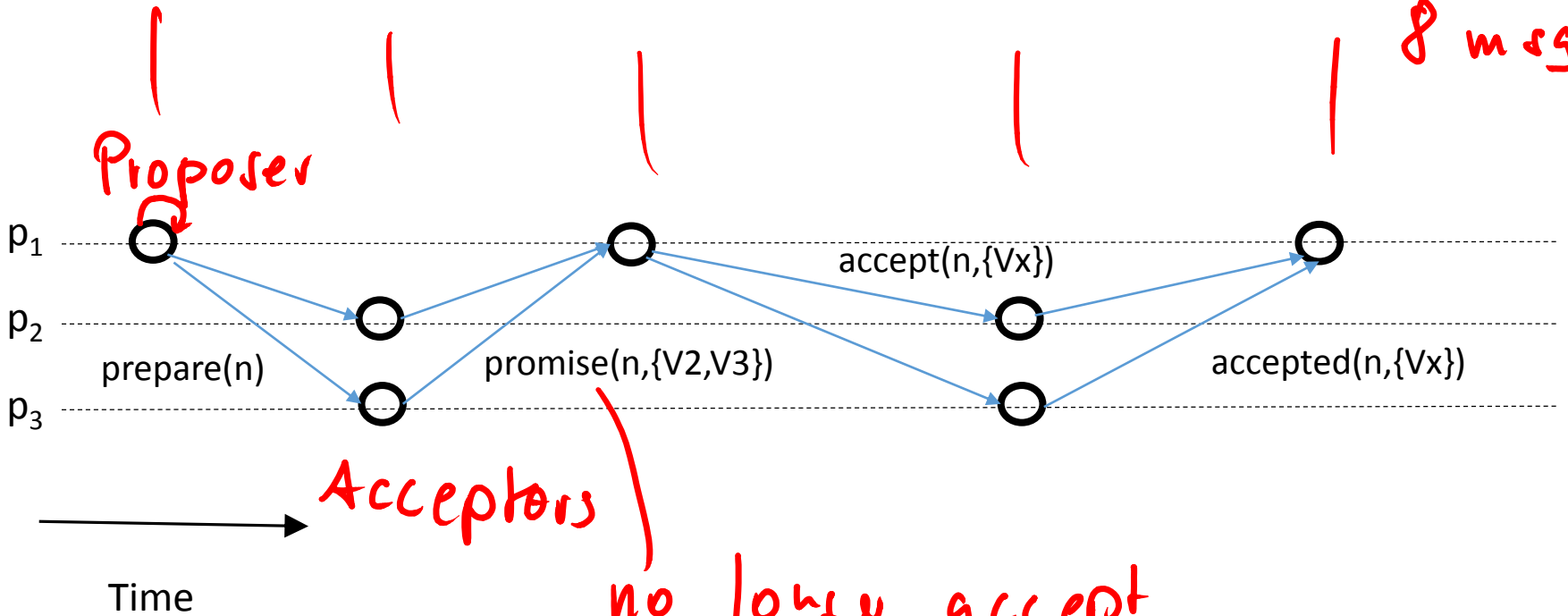


Distributed Systems

Exercise 5

a) p1 wants to publish a value and no failures occur.

4 rounds
8 msg

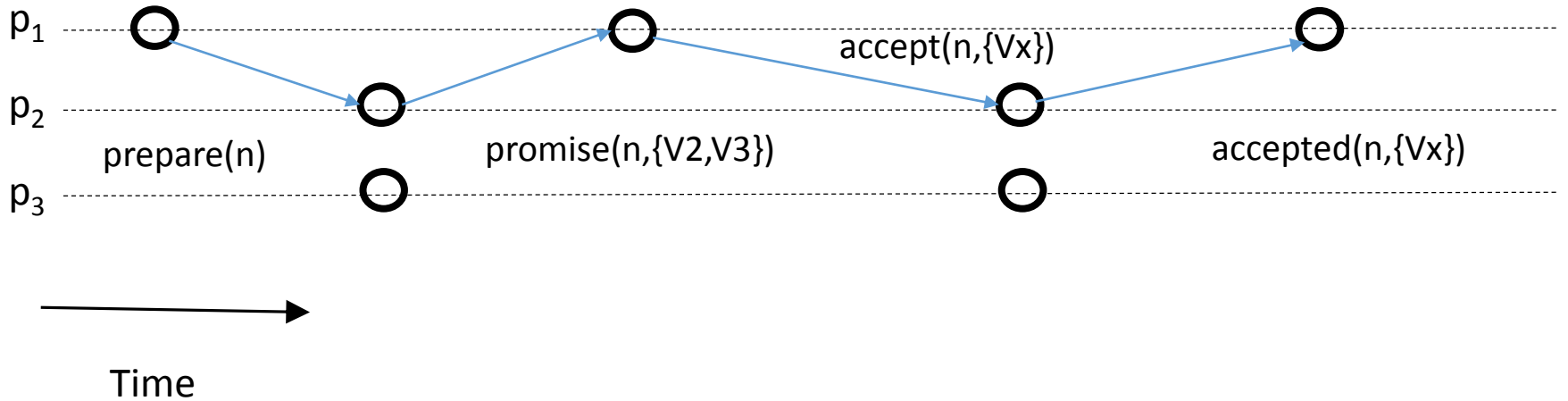


no promised values \rightarrow Proposer chooses value

Acceptors made promise before \rightarrow send most recent value to prop / Prop choose most recent

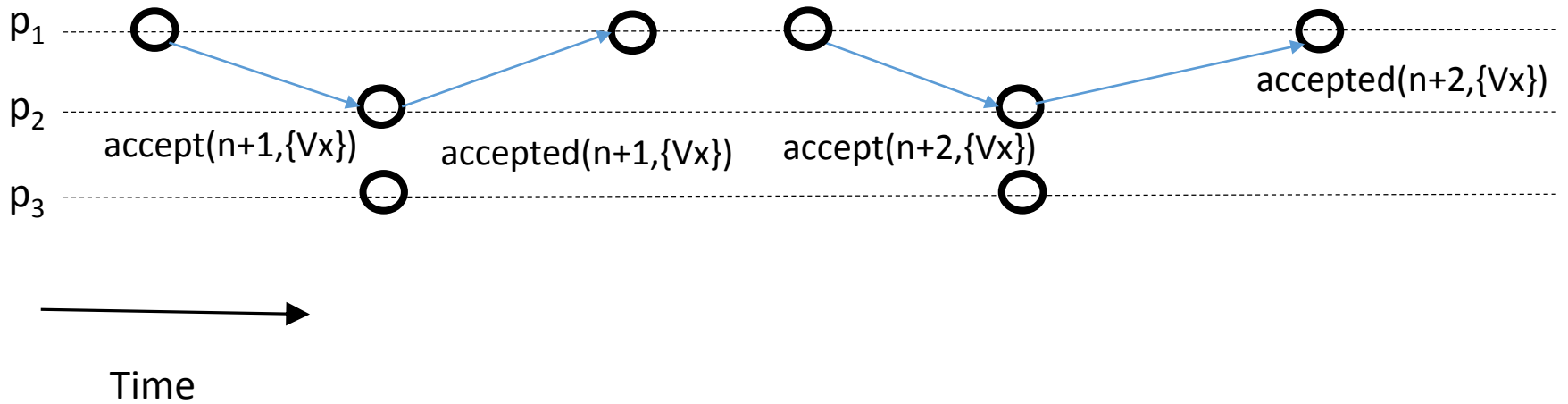
b) p1 uses an optimized version, where it only communicates with a quorum, again without failures!

4 round trips
4 messages



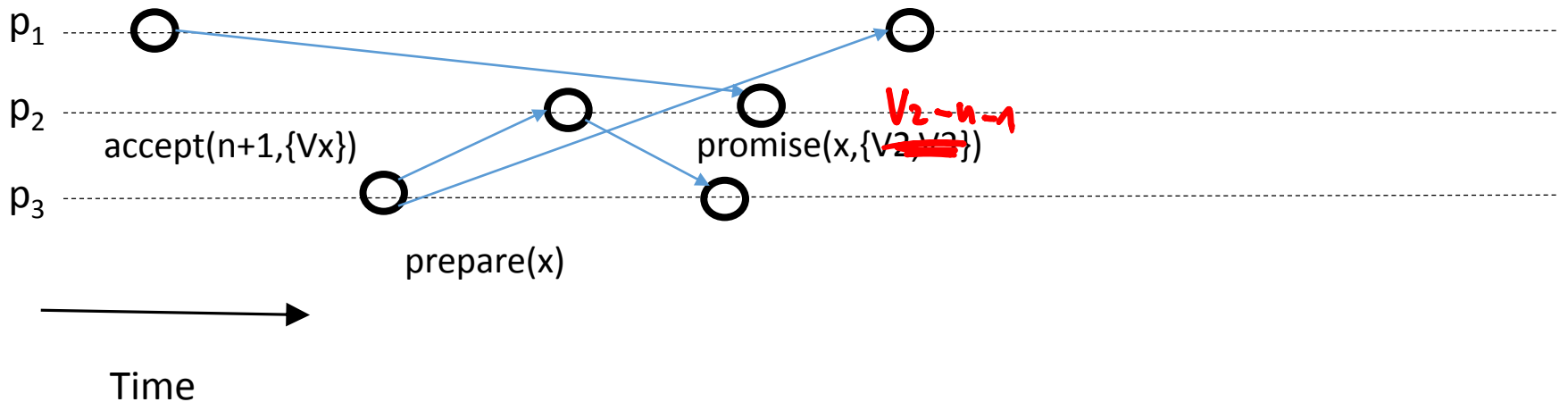
On failure of p2, start a ~~new~~ new proposal with all acceptors → p3 → quorum reached!

c) Another iteration of b. optimized by using Multi-Paxos
(System is already in a steady state).



c) Another iteration of b. optimized by using Multi-Paxos
(System is already in a steady state).

d)



x smaller : deny (or ignore)

x greater : p_n promises + sends value

p_n fails acceptance \Rightarrow regular paxos

p_1 our dead in Null - Paxos



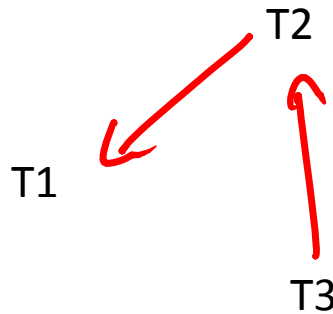
if $p_{2/3}$ - prepare(x) smaller than existing proposal number, keep proposing with increasing number

$S_1: R_3X R_2Y W_2Y R_1Y W_1Y R_2X W_2X R_1X W_1X W_3Z.$

X: $T_3 \rightarrow T_2 \rightarrow T_1$

Y: $T_2 \rightarrow T_1$

Z:



yes

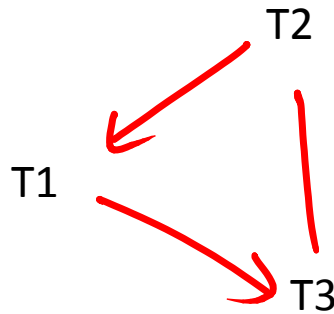
$T_3 \rightarrow T_2 \rightarrow T_1$

equivalent

S₂: R₃X R₂Y W₂Y R₁Y W₁Y R₂X W₂X R₁X W₁X W₃Y

X: $\overline{T_3} \rightarrow T_2 \rightarrow T_1$

Y: $T_2 \rightarrow T_1 \rightarrow \overline{T_3}$

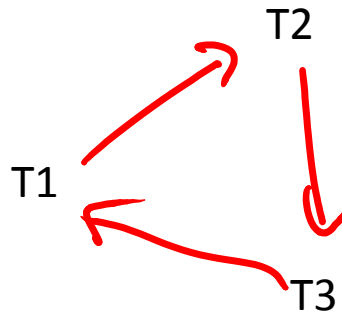


no \rightarrow
cycle

S₃: R₁Y W₁Y R₂Y W₂Y R₂X W₂X R₃Z W₃X R₁X W₁X.

X: $T_2 \rightarrow T_3 \rightarrow T_1$

Y: $T_1 \rightarrow T_2$



no

T₁: RA WA

T₂: RA WA

T₃: RA WA

a) What is the number of serial schedules?

6 - all permutations

b) Which schedules exist that are **serializable**, but not **serial**?

0 same data access order

R_i R_j W_i W_j

R_i R_j U_j W_i

→ not possible

due to
conflicts

T1 : RA WC
 T2 : RB WA
 T3 : RC WD

a) How many schedules exist that are not serializable?

0 no cycle possible

b) Does using 2PL permit all serializable schedules?

S = R₁A R₂B W₂A R₃C W₃D W₁C

L₁A

U₁A

not possible

T₁ → T₂ → ~~T₃~~
 → T₃