Modes of communication

• One-to-One
  – Unicast
    • 1 ↔ 1
    • Point-to-point
  – Anycast
    • 1 → nearest 1 of several identical nodes
    • Introduced with IPv6; used with BGP routing protocol

• One-to-many
  – Broadcast
    • 1 → all
  – Multicast
    • 1 → many = group communication
Groups

Groups allow us to deal with a collection of processes as one abstraction

Send message to one entity
– Deliver to entire group

Groups are dynamic
– Created and destroyed
– Processes can join or leave
  • May belong to 0 or more groups

Primitives:
• join_group
• leave_group
• send_to_group
• query_membership (sometimes)
Design Issues

• Closed vs. Open
  – Closed: only group members can send messages

• Peer vs. Hierarchical
  – Peer: each member communicates with the entire group
  – Hierarchical: go through coordinator(s)
    • Root coordinator: forwards message to appropriate subgroup coordinators

• Managing membership & group creation/deletion
  – Distributed vs. centralized

• Leaving & joining must be synchronous

• Fault tolerance
  – Reliable message delivery? What about missing members?
Failure considerations

The same things bite us with unicast communication

• Crash failure
  – Process stops communicating

• Omission failure (typically due to network)
  – Send omission: A process fails to send messages
  – Receive omission: A process fails to receive messages

• Byzantine failure
  – Some messages are faulty

• Partition failure
  – The network may get segmented, dividing the group into two or more unreachable sub-groups
Implementing Group Communication Mechanisms
Hardware multicast

If we have hardware support for multicast
  – Group members listen on network address

send $addr=m_1$

listen $addr = m_1$

listen $addr = m_1$

listen $addr = m_1$

listen $addr = m_1$
Diffusion group: send to all clients & then filter

- Software filters incoming multicast address
- May need to use auxiliary address to identify the group (not in the network address header)
Hardware multicast & broadcast

- Ethernet supports both multicast & broadcast
- Limited to local area networks
Software implementation: multiple unicasts

Sender knows group members

![Diagram showing multiple unicasts with send and listen operations](image-url)
Software implementation: hierarchical

Multiple unicasts via group coordinator
- Coordinator knows group members
- Coordinator iterates through group members
- May support a hierarchy of coordinators
Reliability of multicasts
Unreliable multicast (best effort)

• Basic multicast

• Hope it gets to all the members

• Best-effort delivery
  – The system (computers & network) tries to deliver messages to their destinations but does not retransmit corrupted or lost data
Reliable multicast

• All non-faulty group members will receive the message
  – Assume sender & recipients will remain alive
  – Network may have glitches
    • Try to retransmit undelivered messages … but eventually give up
  – It’s OK if some group members don’t get the message

• Acknowledgements
  – Send message to each group member
  – Wait for acknowledgement from each group member
  – Retransmit to non-responding members
  – Subject to feedback implosion in group communication
    • Feedback implosion = a system sends one message but gets many back in response. E.g., send a message to a group of 1,000 members and get back 1,000 acknowledgements.
Optimizing Acknowledgements

• Easiest thing is to wait for an ACK before sending the next message
  – But that incurs a round-trip delay

• Optimizations
  – **Pipelining**
    • Send multiple messages – receive ACKs asynchronously
    • Set timeout – retransmit message for missing ACKs
  – **Cumulative ACKs**
    • Wait a little while before sending an ACK
    • If you receive other messages, then send one ACK for everything
  – **Piggybacked ACKs**
    • Send an ACK along with a return message
  – **Negative ACKs**
    • Use a sequence # on each message
    • Receiver requests retransmission of a missed message
    • More efficient but requires sender to buffer messages indefinitely

• TCP (not multicast) does the first three of these
  … but with groups we must do this for each recipient
Atomic multicast

Atomicity – “all or nothing” property

A message sent to a group arrives at all group members.
If it fails to arrive at any member, no member will process it.

Problems

Unreliable network
- Each message should be acknowledged
- Acknowledgements can be lost
Message sender might die
Achieving atomicity

• General idea
  – Ensure that every recipient acknowledges receipt of the message
  – Only then allow the application to process the message
  – If we give up on a recipient
    then no recipient can process that received message

• Easier said than done!
  – What if a recipient dies after acknowledging the message?
    • Is it obligated to restart?
    • If it restarts, will it know to process the message?
  – What if the sender (or coordinator) dies partway through the protocol?
Achieving atomicity – example 1

Retry through network failures & system downtime

• Sender & receivers maintain a persistent log
• Each message has a unique ID so we can discard duplicates
• Sender
  – Send message to all group members
  – Write message to log
  – Wait for acknowledgement from each group member
  – Write acknowledgement to log
  – If timeout on waiting for an acknowledgement, retransmit to group member
• Receiver
  – Log received non-duplicate message to persistent log
  – Send acknowledgement

• NEVER GIVE UP!
  – Assume that dead senders or receivers will be rebooted and will restart where they left off
Redefine the group

• If some members failed to receive the message:
  – Remove the failed members from the group
  – Then allow existing members to process the message

• But still need to account for the death of the sender
  – Surviving group members may need to take over to ensure all current group members receive the message

• This is the approach used in virtual synchrony
Message ordering
Good Ordering

message $a$

message $b$

order received

$\text{order received}$

$a, b$

$a, b$

$a, b$

February 17, 2020

© 2014-2020 Paul Krzyzanowski
Bad Ordering

message $a$

message $b$

order received

$a, b$

$b, a$
Good Ordering

Process 0

message $a$

Process 1

message $b$

order received

$a, b$
Good ordering = *consistent order*
If a node sends a sequence of messages, all group members will receive the messages in the same order

Bad ordering =
Some group members receive the messages in a different order than others
Sending vs. Receiving vs. Delivering

• Multicast receiver algorithm decides when to deliver a message to the process.

• A received message may be:
  – Delivered immediately
    (put on a delivery queue that the process reads)
  – Placed on a hold-back queue
    (because we need to wait for an earlier message)
  – Rejected/discarded
    (duplicate or earlier message that we no longer want)
Sending, delivering, holding back

sender

Multicast sending algorithm

send

receiver

deliver

delivery queue

hold-back queue

discard

Multicast receiving algorithm

message transmission

receive

?
Global time ordering

• All messages are delivered in exact order sent
• Assumes two events never happen at the exact same time!

• Difficult (impossible) to achieve
• Not viable
Total ordering

• Consistent ordering at all receivers
• All messages are delivered at all group members in the same order
  – They are sorted in the same order in the delivery queue

1. If a process sends \( m \) before \( m' \) then \textit{any} other process that delivers \( m' \) will have delivered \( m \).
2. If a process delivers \( m' \) before \( m'' \) then \textit{every} other process will have delivered \( m' \) before \( m'' \).

Implementation:

• Attach \textit{unique totally sequenced message ID}
• Receiver delivers a message to the application only if it has received all messages with a smaller ID
Causal ordering

Also known as partial ordering

- Messages sequenced by Lamport or Vector timestamps

If $\text{multicast}(G, m) \rightarrow \text{multicast}(G, m')$

then *every* process that delivers $m'$ will have delivered $m$

If message $m'$ is causally dependent on message $m$, all processes must deliver $m$ before $m'$. 
Causal ordering example

$m_1$ is causally dependent on the receipt of $m_0$. Hence, $m_1$ must be delivered after $m_0$ has been delivered.

$m_0$ and $m_1$ have no causal relationship (they are concurrent). Any process can deliver them in any order.
Causal ordering – implementation

Implementation: $P_a$ receives a message from $P_b$

- Each process keeps a **precedence vector** (similar to vector timestamp)

- Vector is updated on multicast *send* and *receive* events
  - Each entry = # of latest message from the corresponding group member that causally precedes the event

![Diagram showing $P_b$ sending $(M, V_b)$ to $P_a$]
Causal ordering – implementation

Algorithm

– When $P_b$ sends a message, it increments its own entry and sends the vector

$$V_b[b] = V_b[b] + 1$$

Send $V_b$ with the message

– When $P_a$ receives a message from $P_b$
  - Check that the message arrived in FIFO order from $P_b$:
    $$V_b[b] == V_a[b] + 1 ?$$
  - Check that the message does not causally depend on something $P_a$ has not seen:
    $$\forall i, i \neq b: V_b[i] \leq V_a[i] ?$$
  - If both conditions are satisfied, $P_a$ will deliver the message
    At $P_a$, update $V_a[b] = V_a[b] + 1$
  - Otherwise, *hold the message* until the conditions are satisfied
P₂ receives message m₁ from P₁ with V₁=(1,1,0)

(1) Is this in FIFO order from P₁?

Compare current V on P₂: V₂=(0,0,0) with received V from P₁, V₁=(1,1,0)

Yes: V₂[1] = 0, received V₁[1] = 1 ⇒ sequential order

(2) Is V₁[i] ≤ V₂[i] for all other i?

Compare the same vectors: V₁=(1,1,0) vs. V₂=(0,0,0)

No. (V₁[0] = 1) > (V₂[0] = 0)

Therefore: **hold back m₁ at P₂**
P₂ receives message m₀ from P₀ with V=(1,0,0)

(1) Is this in FIFO order from P₀?

Compare current V on P₂: V₂=(0,0,0) with received V from P₀, V₀=(1,0,0)

Yes: V₂[0] = 0, received V₀[0] = 1 ⇒ sequential

(2) Is V₀[i] ≤ V₂[i] for all other i?

Yes. (0 ≤ 0), (0 ≤ 0).

Deliver m₀ on P₂
Update precedence vector on P₂ from (0, 0, 0) to (1, 0, 0)

Now check hold-back queue. Can we deliver m₁?
(1) Is the held-back message $m_1$ in FIFO order from $P_0$?

Compare element 1 on current $V$ on $P_2$: $V_2=(1,0,0)$ with held-back $V$ from $P_0$, $V_0=(1,1,0)$

Yes: (current $V_2[1] = 0$) vs. (received $V_1[1] = 1$) ⇒ sequential

(2) Is $V_0[i] \leq V_2[i]$ for all other $i$?

Now yes. ($V_0[0] = 1$) $\leq$ ($V_2[0] = 1$) and element 2: ($V_0[2] = 0$) $\leq$ ($V_2[2] = 0$)

Deliver $m_1$ on $P_2$ and update the precedence vector on $P_2$: $V_2 = (1, 1, 0)$
Causal Ordering

Causal ordering can be implemented more efficiently than total ordering:

• No need for a global sequencer
• Expect reliable delivery but we may not need to send immediate acknowledgements
Sync ordering

• Messages can arrive in any order
• Special message type
  – Synchronization primitive = barrier
  – Ensure all pending messages are delivered before any additional (post-sync) messages are accepted

If m’ is sent with a sync-ordered primitive and m’ is multicast, then every process either delivers m before m’ or delivers m’ before m.

Multiple sync-ordered primitives from the same process must be delivered in order.
Single Source FIFO (SSF) ordering

- Messages from the same source are delivered in the order they were sent.

- Message $m$ must be delivered before message $m'$ iff $m$ was sent before $m'$ from the same host.

If a process issues a multicast of $m$ followed by $m'$, then every process that delivers $m'$ will have already delivered $m$. 
Unordered multicast

• Messages can be delivered in different order to different members

• Order per-source does not matter
Multicasting considerations

- Atomic
- Reliable
- Unreliable

Message Ordering
- Unordered
- Unordered FIFO
- Sync
- Causal
- Total
- Global
IP multicast routing
IP multicast routing

- Deliver messages to a subset of nodes
  - Send to a **multicast address**

- How do we identify the recipients?
  - Enumerate them in the header?
    - What if we don’t know?
    - What if we have thousands of recipients?

- Use a **special IP address** to identify a group of receivers
  - A copy of the packet is delivered to all receivers associated with that group
  - **IPv4:** Class D multicast IP address
    - 32-bit address that starts with 1110
      (224.0.0.0/4 = 224.0.0.0 – 239.255.255.255)
  - **IPv6:** 128-bit address with high-order bits 8 bits all 1
    - ff00:0:0:0:0:0:0:0/8
  - **Host group** = set of machines listening to a particular multicast address
    - A copy of the message is delivered to all receivers associated with that group
IP multicasting

- Can span multiple physical networks
- Dynamic membership
  - Machine can join or leave at any time
- No restriction on number of hosts in a group
- Machine does not need to be a member to send messages
- Efficient: Packets are replicated only when necessary
- Like IP, no delivery guarantees
IP multicast addresses

• Addresses chosen arbitrarily for an application
• Well-known addresses assigned by IANA

Internet Assigned Numbers Authority
IPv4 addresses: http://www.iana.org/assignments/multicast-addresses/multicast-addresses.xml
IPv6 addresses: https://www.iana.org/assignments/ipv6-multicast-addresses/ipv6-multicast-addresses.xhtml

– Similar to ports – service-based allocation
  • For ports, we have:
    – FTP: port 21, SMTP: port 25, HTTP: port 80
  • For multicast, we have:

    224.0.0.1: all systems on this subnet
    224.0.0.2: all multicast routers on subnet
    224.0.23.173: Philips Health
    224.0.23.52: Amex Market Data
    224.0.12.0-63: Microsoft & MSNBC
    FF02:0:0:0:0:9: RIP routers
IGMP

Internet Group Management Protocol (IGMP)

- Operates between a host and its attached router
- Goal: *allow a router to determine to which of its networks to forward IP multicast traffic*
- IP protocol (IP protocol number 2)

Three message types

1. **Membership_query**
   
   Sent by a router to all hosts on an interface (i.e., on the LAN) to determine the set of all multicast groups that have been joined by the hosts on that interface

2. **Membership_report**
   
   Host response to a query or an initial join or a group

3. **Leave_group**
   
   - Host indicates that it is no longer interested
   - Optional: router infers this if the host does not respond to a query
IGMP allows a host to *subscribe* to receive a multicast stream

What about the source?

- There is no protocol for the source!
- It just sends one message to a class D address
- Routers have to do the work
IGMP & Wide-Area Multicast Routing

Senders: no protocol!

IGMP

PIM

Internet multicast routing

Receivers: IGMP
Multicast Forwarding

- **IGMP**: Internet Group Management Protocol
  - Designed for routers to talk with hosts on directly connected networks

- **PIM**: Protocol Independent Multicast
  - Multicast Routing Protocol for delivering packets across routers
  - Topology discovery is handled by other protocols
  - Two forms:
    1. Dense Mode (PIM-DM)
    2. Sparse Mode (PIM-SM)
Forward multicast packet to all connected routers

- Use a spanning tree and reverse path forwarding (RPF) to avoid loops
- Feedback & cut off if there are no interested receivers on a link
  - A router sends a prune message.
  - Periodically, routers send messages to refresh the prune state
- Flooding is initiated by the sender’s router

- Use Reverse path forwarding (RPF): avoid routing loops
  - Packet is duplicated & forwarded ONLY IF it was received via the link that is the shortest path to the sender
  - Shortest path is found by checking the router’s forwarding table to the source address
PIM-DM: Dense Mode Multicast – *flooding*

- **Advantage:**
  - Simple
  - Good if the packet is desired in most locations

- **Disadvantage:**
  - Wasteful on the network, wasteful extra state & packet duplication on routers
PIM-SM: Sparse Mode Multicast

**Initiated by the routers at each receiver**

Each router requests a multicast feed with a PIM *Join* message

- Initiated by a router at the destination that gets an IGMP *join*
- Rendezvous Point: meeting place between receivers & source
  - *Join* messages propagate to a defined *rendezvous point* (RP)
  - Sender transmits only to the rendezvous point
  - RP announcement messages inform edge routes of rendezvous points
- A *Prune* message stops a feed

**Advantage**

- Packets go only where needed
- Creates extra state in routers only where needed
IP Multicast in use

• Initially exciting:
  – Internet radio, NASA shuttle missions, collaborative gaming

• But:
  – Few ISPs enabled it
  – For the user, required tapping into existing streams (not good for on-demand content)
  – Industry embraced unicast instead
IP Multicast in use: IPTV

• IPTV has emerged as the biggest user of IP multicast
  – Cable TV networks have migrated (or are migrating) to IP delivery

• Cable TV systems: aggregate bandwidth ~ 4.5 Gbps
  – Video streams: MPEG-2 or MPEG-4 (H.264)
  – MPEG-2 HD: ~30 Mbps ⇒ 150 channels = ~4.5 Gbps
  – MPEG-4 HD: ~6-9 Mbps; DVD quality: ~2 Mbps

• Multicast
  – Reduces the number of servers needed
  – Reduces the number of duplicate network streams
IP Multicast in use: IPTV

- Multicast allows one stream of data to be sent to multiple subscribers using a single address
- IGMP from the client
  - Subscribe to a TV channel
  - Change channels
- Use unicast for video on demand
The end