Raft

11/9/18

Raft

System for enforcing strong consistency (linearizability)

Similar to Paxos and Viewstamped Replication, but much simpler

Clear boundary between *leader election* and *consensus*

Leader log is ground truth; log entries only flow in one direction

Assignment 3 hints

You will implement the *leader election* portion of Raft in assignment 3 You will implement the *log replication* portion of Raft in assignment 4

Use time. Timer and select statements to implement timeout

- Need to time out on heartbeats → Start election
- Need to time out on waiting for majority of votes

Raft logs are 1-indexed; add a dummy entry in the first slot to enforce this

When voting for yourself, you can skip the RPC

Importance of readability

A luxury for small projects, but a necessity for large and complex projects

HW4 will build on top of your solution for HW3 HW3 only accounts for about 20% of the work

Some tips:

Duplicate code is *really* bad; avoid at all costs

If a function is more than 30 lines, it is too long → split!

Avoid nested if-else's; use returns and continues where possible

Raft

Leader election

0	currentTerm votedFor commitIndex lastApplied nextIndex matchIndex	0 -1 0 0 []	
(log entries here)			

Logs are 1-indexed

 currentTerm
 latest term server has seen

 votedFor
 candidate ID that received vote in current term, or -1 if none

 commitIndex
 index of highest log entry known to be committed

 lastApplied
 index of highest log entry applied to state machine

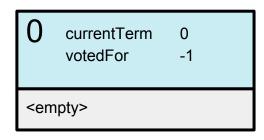
(Only on leader)

nextIndex for each server, index of the next log entry to send

to that server

matchIndex for each server, index of highest log entry known to

be replicated on the server



currentTerm latest term server has seen

votedFor candidate ID that received vote in current term,

or -1 if none

State required for election

Leader election

Everyone sets a randomized timer that expires in [T, 2T] (e.g. T = 150ms)

When timer expires, increment term and send a RequestVote to everyone Retry this until either:

You get majority of votes (including yourself): become leader

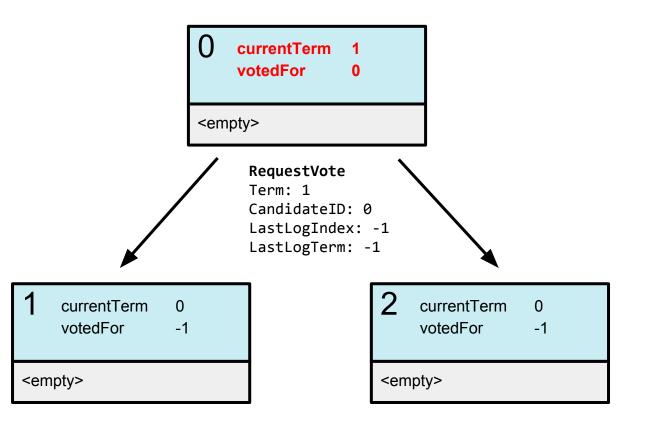
You receive an RPC from a valid leader: become follower again

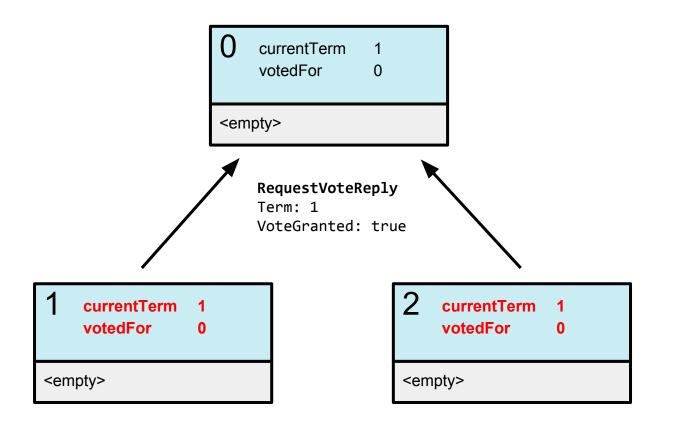
O currentTerm 0 votedFor -1 <empty>

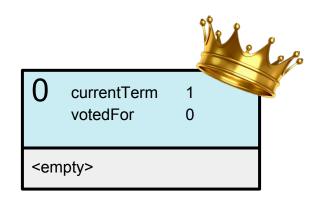
Timeout

1 currentTerm 0 votedFor -1 <empty>

2 currentTerm 0 votedFor -1 <empty>



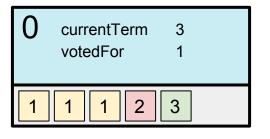




1 currentTerm 1 votedFor 0 <empty>

2 currentTerm 1 votedFor 0 <empty>

Suppose there are existing log entries...



Timeout

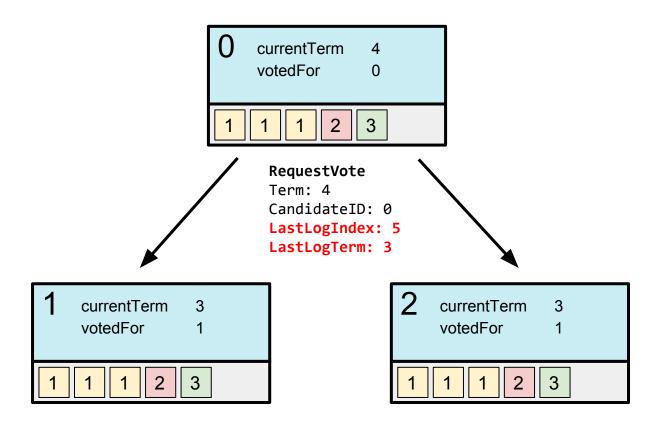
 1
 currentTerm
 3

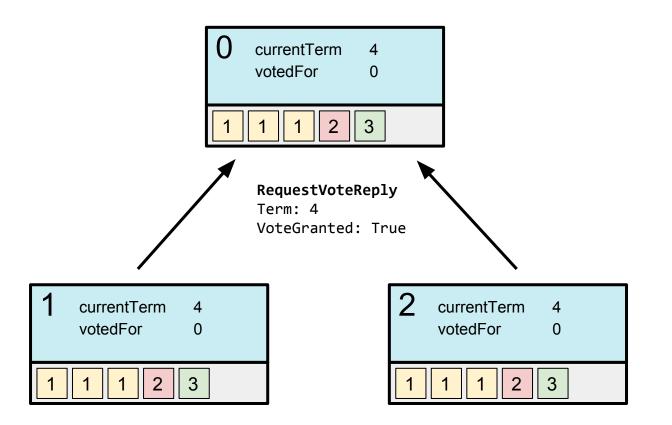
 votedFor
 1

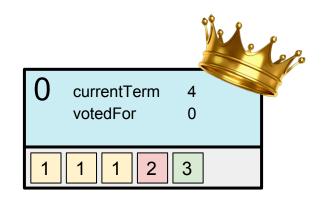
 1
 1
 1

 2
 3

2 currentTerm 3 votedFor 1







1 currentTerm 4 votedFor 0

2 currentTerm 4 votedFor 0

Conditions for granting vote

- We did not vote for anyone else in this term
- Candidate term must be >= ours
- 3. Candidate log is at least as *up-to-date* as ours
 - a. The log with higher term in the last entry is more up-to-date
 - b. If the last entry terms are the same, then the longer log is more up-to-date

Which one is more *up-to-date*?

1 1 1 2 3

1 | 1 | 1 | 1 | 1 | 1 | 1

Which one is more *up-to-date*?

1 | 1 | 2 | 3

1 1 2 3 3 3

Which one is more *up-to-date*?

1 1 1 2 3

1 1 4

Why reject logs that are not *up-to-date*?

Leader log is always the ground truth

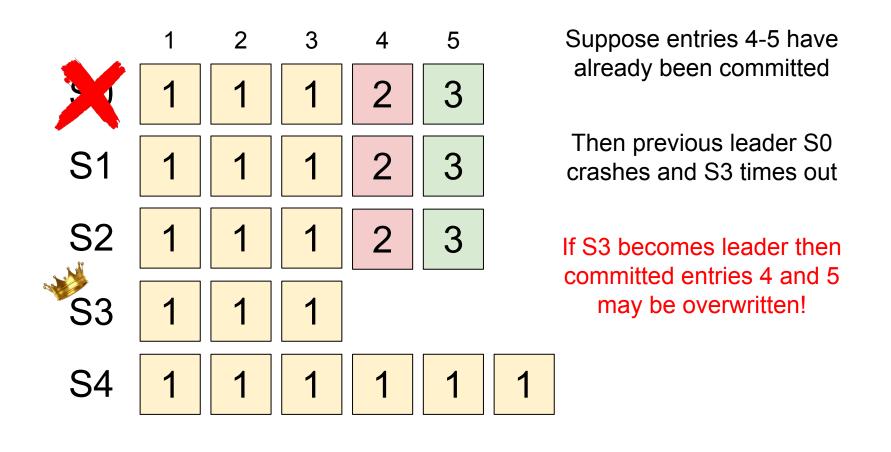
Once someone is elected leader, followers must throw away conflicting entries

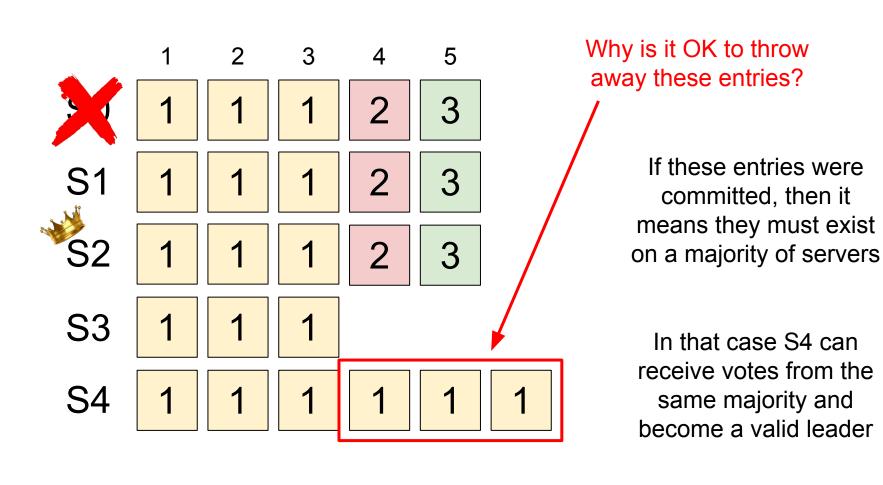
Must NOT throw away committed entries!

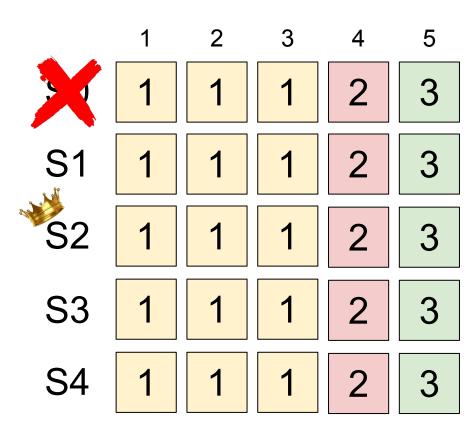
Note: Log doesn't need to be the MOST up-to-date among all servers

What if we accept logs that are not as

up-to-date as ours?







One caveat with entries from old terms...

(later)

Raft

Normal operation

O currentTe votedFor commitIne lastApplie	-1 dex 0
nextIndex matchInd	
<empty></empty>	

Logs are 1-indexed

 currentTerm
 latest term server has seen

 votedFor
 candidate ID that received vote in current term, or -1 if none

 commitIndex
 index of highest log entry known to be committed

 lastApplied
 index of highest log entry applied to state machine

(Only on leader)

nextIndex for each server, index of the next log entry to send

to that server

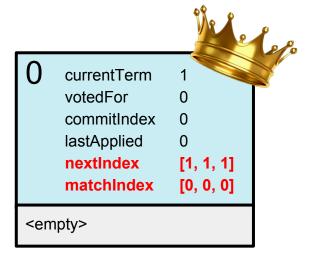
matchIndex for each server, index of highest log entry known to

be replicated on the server

```
O currentTerm 0
votedFor -1
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []
<empty>
```

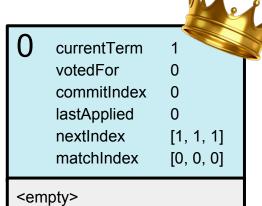
```
1 currentTerm 0
votedFor -1
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []
<empty>
```

```
2 currentTerm 0
votedFor -1
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []
<empty>
```



```
1 currentTerm 1
votedFor 0
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []
<empty>
```

```
2 currentTerm 1
votedFor 0
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []
<empty>
```



AppendEntries

Term: 1 LeaderID: 0

PrevLogIndex: 0 PrevLogTerm: -1

LeaderCommit: 0

currentTerm votedFor 0 commitIndex **lastApplied** 0 nextIndex matchIndex

<empty>

AppendEntries

Term: 1

LeaderID: 0

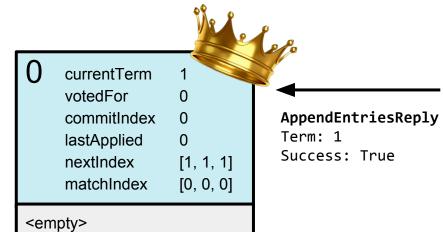
PrevLogIndex: 0

PrevLogTerm: -1

LeaderCommit: 0

currentTerm votedFor 0 commitIndex 0 0 lastApplied [] nextIndex matchIndex []

<empty>



4		
1	currentTerm	1
	votedFor	0
	commitIndex	0
	lastApplied	0
	nextIndex	[]
	matchIndex	[]
<empty></empty>		

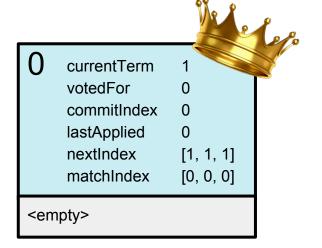
AppendEntriesReply

Term: 1

Success: True

2 currentTerm 1
votedFor 0
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []

<empty>

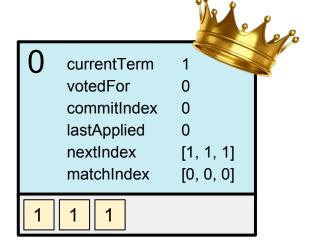


1 current	Term 1
votedFo	or 0
commit	Index 0
lastApp	olied 0
nextInd	ex []
matchlr	ndex []
<empty></empty>	

Request 1

Client

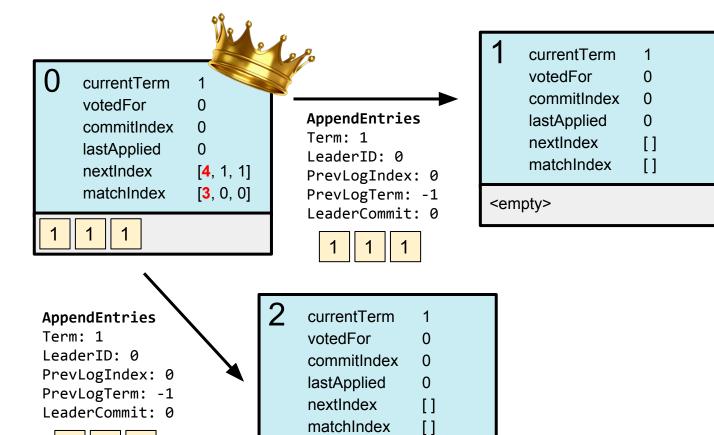
2	currentTerm	1	
	votedFor	0	
	commitIndex	0	
	lastApplied	0	
	nextIndex	[]	
	matchIndex	[]	
<em< td=""><td>pty></td><td></td><td></td></em<>	pty>		



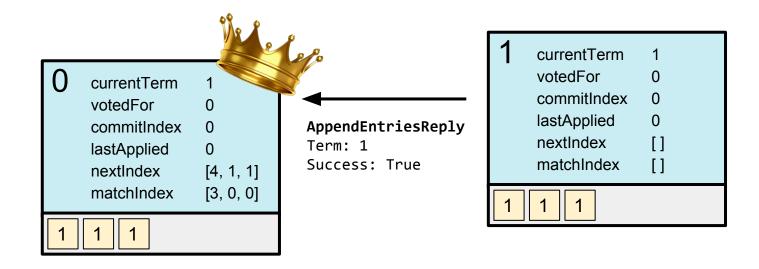
1	currentTerm	1
	votedFor	0
	commitIndex	0
	lastApplied	0
	nextIndex	[]
	matchIndex	[]
<empty></empty>		

Client Request 1
Request 2
Request 3

2 currentTerm 1
votedFor 0
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []



<empty>

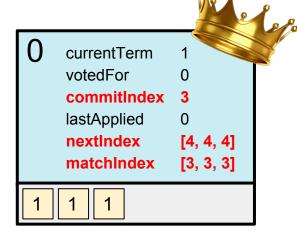


AppendEntriesReply

Term: 1

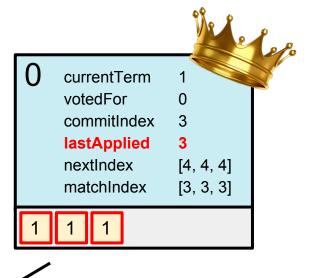
Success: True

2 currentTerm 1
votedFor 0
commitIndex 0
lastApplied 0
nextIndex []
matchIndex []



Entry 3 is now replicated on a majority, so we can commit it

while commitIndex > lastApplied,
 apply commands to state machine



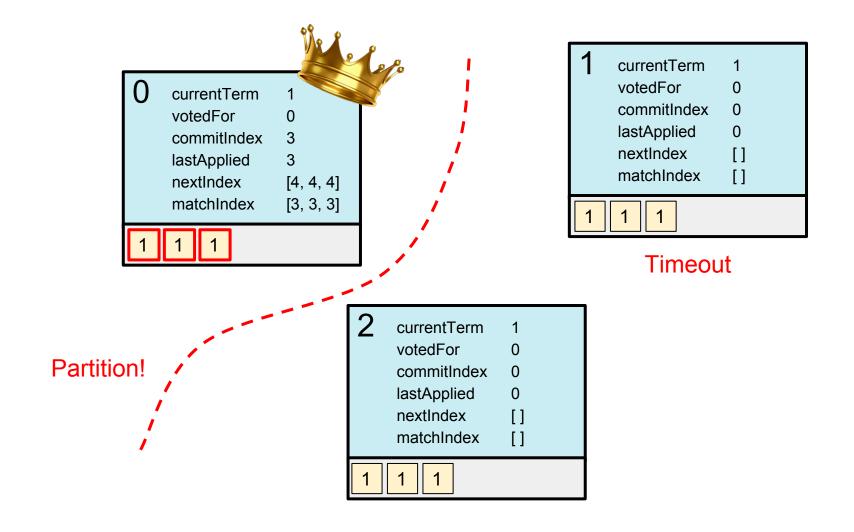
Once leader has applied an entry to state machine, it is safe to tell the client that the entry is committed

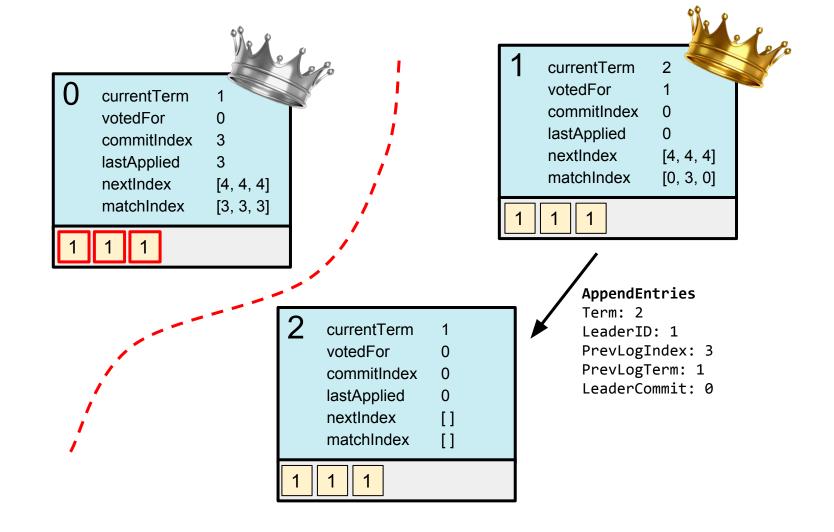
Response 1 2 3

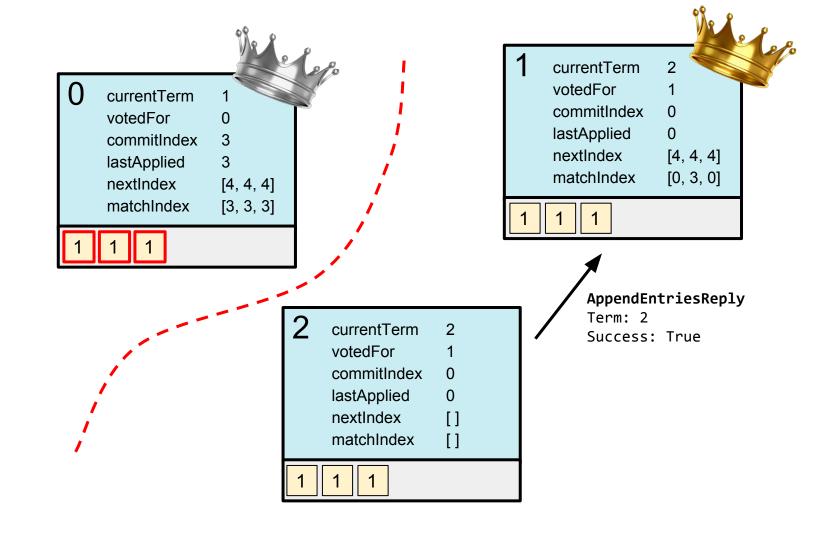
Client

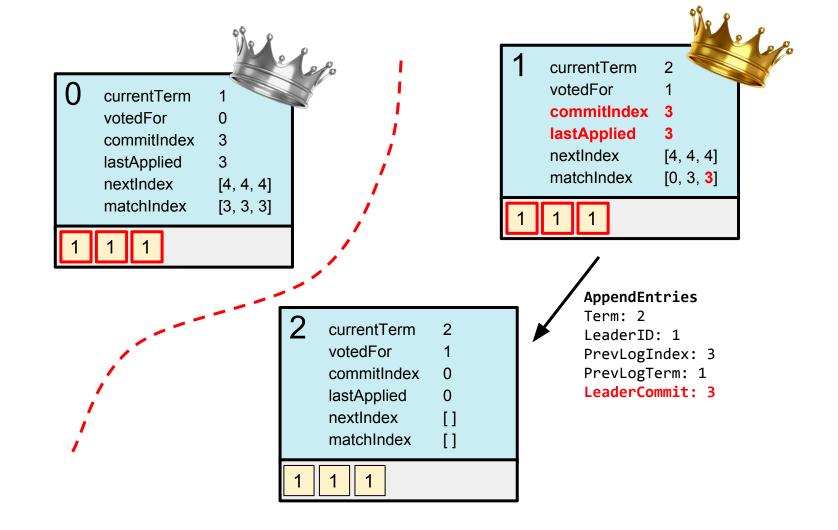
Raft

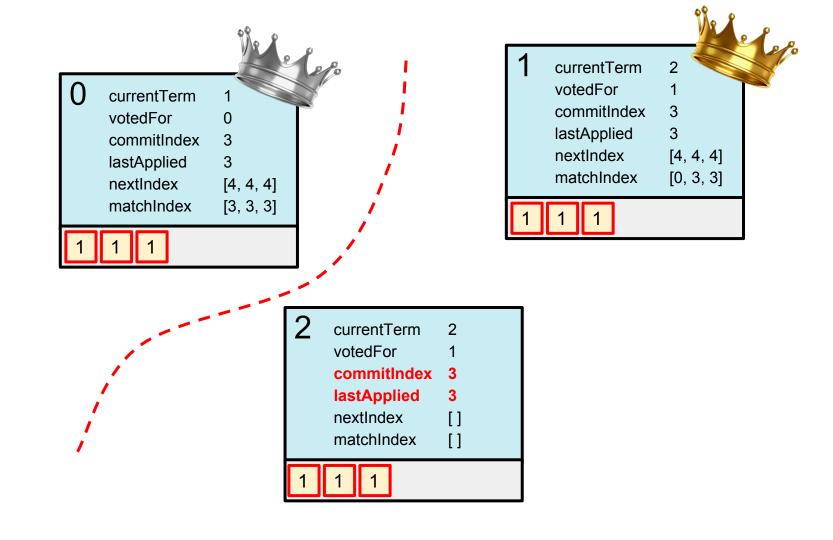
After new leader election

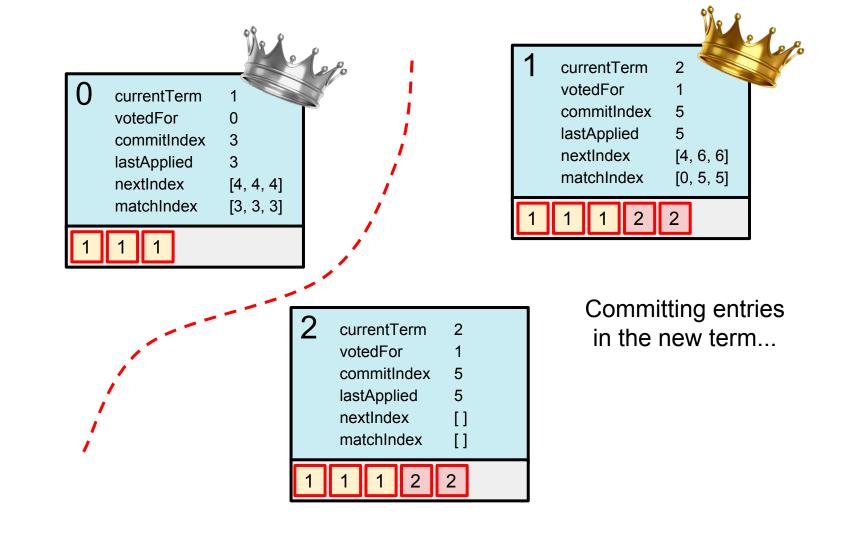




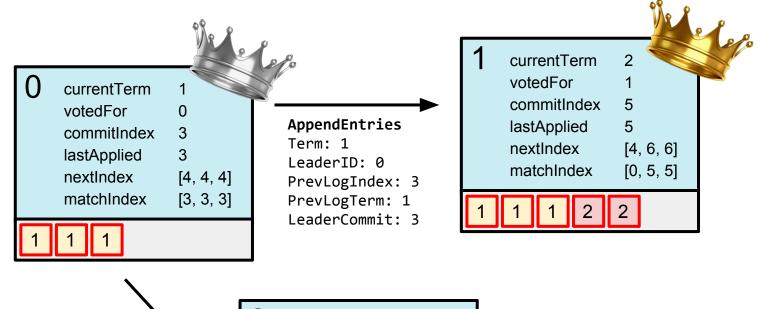








Let's fix the partition...



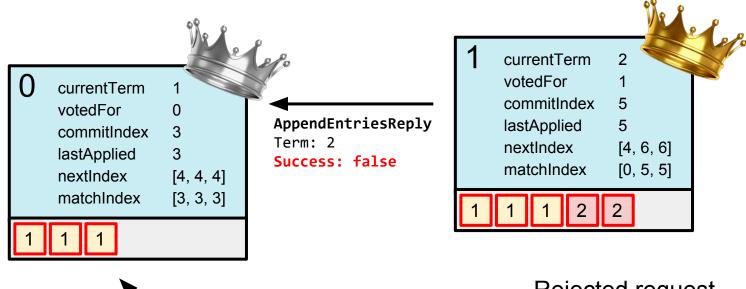
AppendEntries

Term: 1

LeaderID: 0

PrevLogIndex: 3 PrevLogTerm: 1 LeaderCommit: 3

currentTerm 2 votedFor commitIndex 5 5 lastApplied nextIndex [] matchIndex []



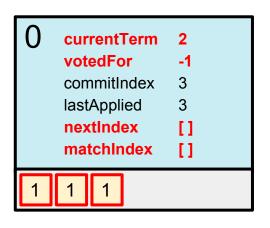
AppendEntriesReply

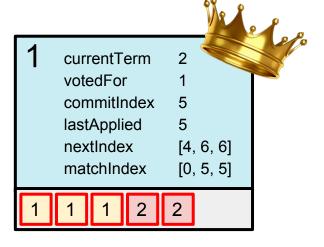
Term: 2

Success: false

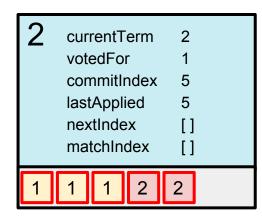
2 currentTerm 2 votedFor 1 commitIndex 5 lastApplied 5 nextIndex [] matchIndex []

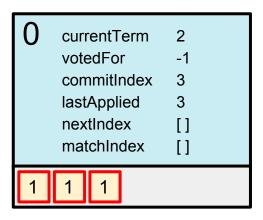
Rejected request because local term is higher (2 > 1)





Old leader is dethroned!







Term: 2 LeaderID: 1

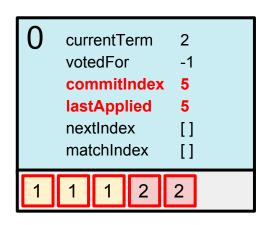
PrevLogIndex: 3
PrevLogTerm: 1

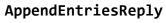
LeaderCommit: 5

2 2



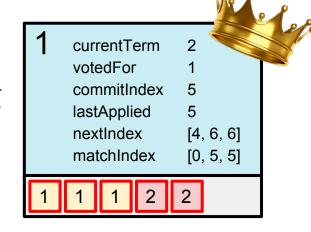
2 currentTerm 2 votedFor 1 commitIndex 5 lastApplied 5 nextIndex [] matchIndex []



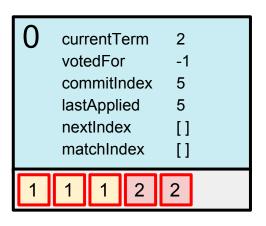


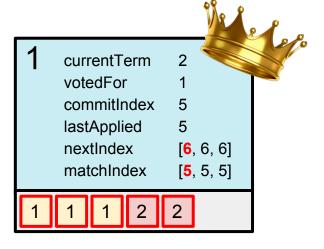
Term: 2

Success: true

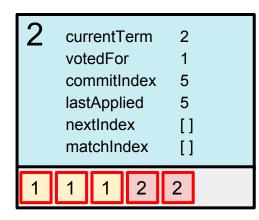


2 currentTerm 2 votedFor 1 commitIndex 5 lastApplied 5 nextIndex [] matchIndex []

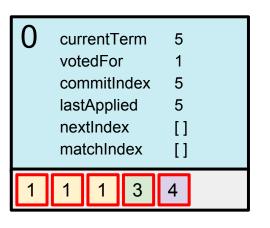


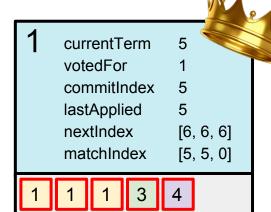


Everyone is on the same page again

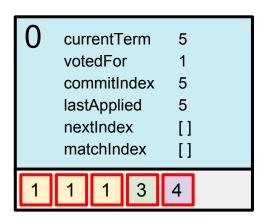


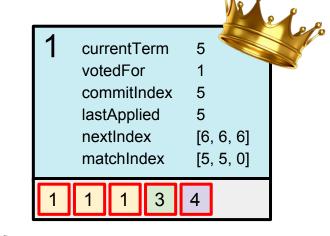
When log entries don't match...





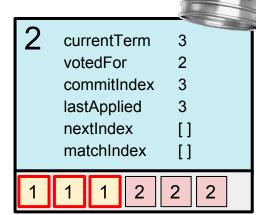






prevLogIndex = 5
 S1 log[5] = 4
 S2 log[5] = 2

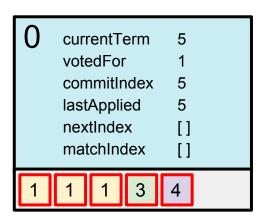
Mismatch!

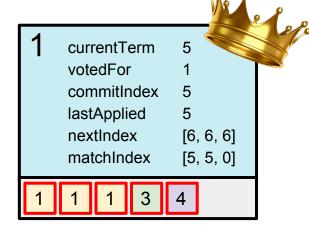


AppendEntries

Term: 5 LeaderID: 1

PrevLogIndex: 5
PrevLogTerm: 4
LeaderCommit: 5



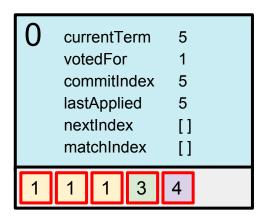


2 currentTerm 5 votedFor -1 commitIndex 3 lastApplied 3 nextIndex [] matchIndex []

AppendEntriesReply

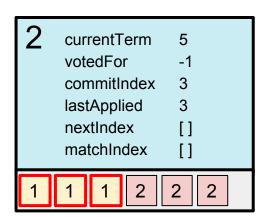
Term: 5

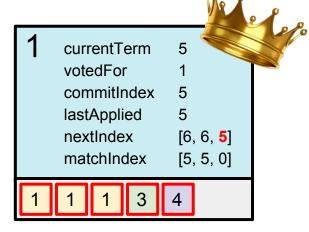
Success: False



prevLogIndex = 4
 S1 log[4] = 3
 S2 log[4] = 2

Mismatch!



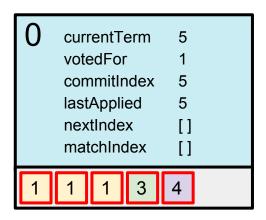


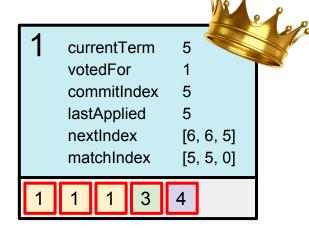
AppendEntries

Term: 5 LeaderID: 1

PrevLogIndex: 4
PrevLogTerm: 2
LeaderCommit: 5

4



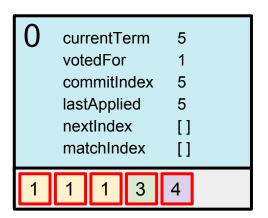


2 currentTerm 5 votedFor -1 commitIndex 3 lastApplied 3 nextIndex [] matchIndex []

AppendEntriesReply

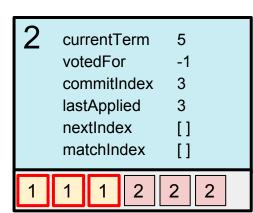
Term: 5

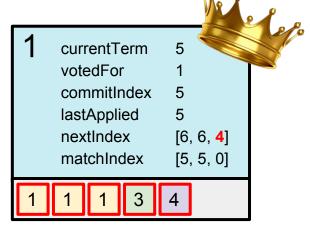
Success: False



prevLogIndex = 3
 S1 log[3] = 1
 S2 log[3] = 1

Match!



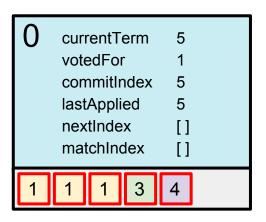


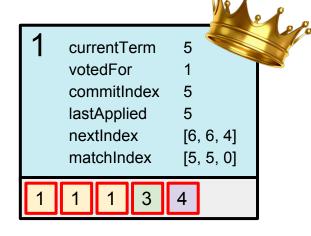
AppendEntries

Term: 5 LeaderID: 1

PrevLogIndex: 3
PrevLogTerm: 1
LeaderCommit: 5

3 4



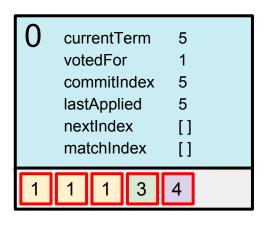


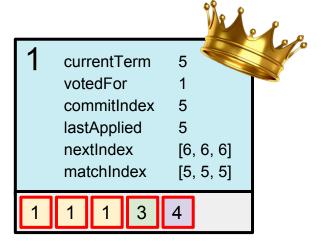
2 currentTerm 5 votedFor -1 commitIndex 5 lastApplied 5 nextIndex [] matchIndex []

AppendEntriesReply

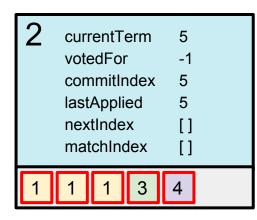
Term: 5

Success: True





Everyone is on the same page again



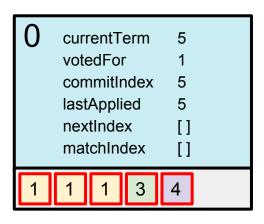
When log entries don't match...

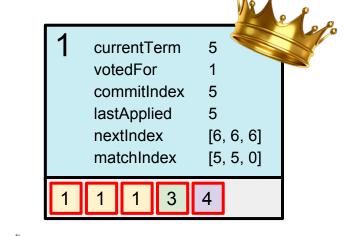
When log entries don't match...

- The leader will find the latest log entry in the follower where the two logs agree
- At the follower:
 - Everything after that entry will be deleted
 - The leader's log up to that point will be replicated on the follower

number of messages?

Optimization to reduce



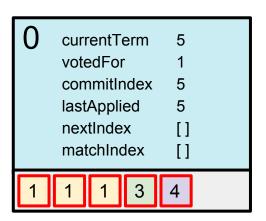


2 currentTerm 3 votedFor 2 commitIndex 3 lastApplied 3 nextIndex [] matchIndex []

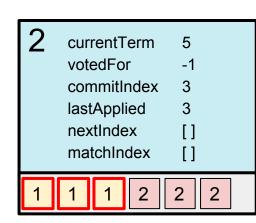
AppendEntries

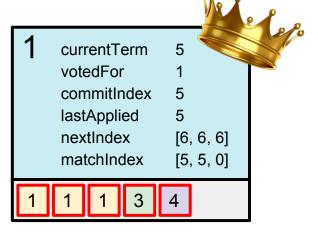
Term: 5
LeaderID: 1
PrevLogIndex: 5

PrevLogTerm: 4
LeaderCommit: 5



Specify index of first log entry in the new term

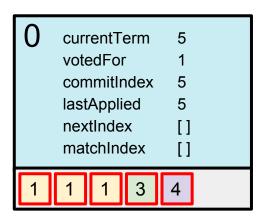


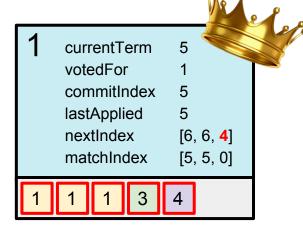


AppendEntriesReply

Term: 5

Success: False
RequestedIndex: 4





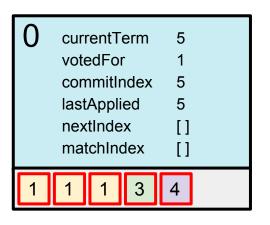
2 currentTerm 5 votedFor -1 commitIndex 3 lastApplied 3 nextIndex [] matchIndex []

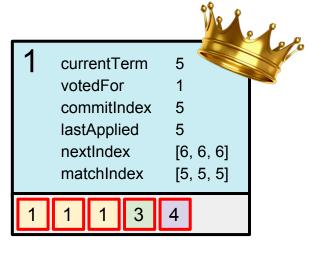
AppendEntries

Term: 5 LeaderID: 1

PrevLogIndex: 3
PrevLogTerm: 1
LeaderCommit: 5

3 4





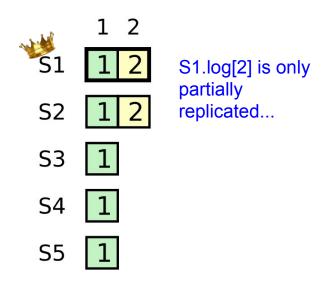
2 currentTerm 5
votedFor -1
commitIndex 5
lastApplied 5
nextIndex []
matchIndex []

Decrement nextIndex one term at a time

Conditions for committing an entry

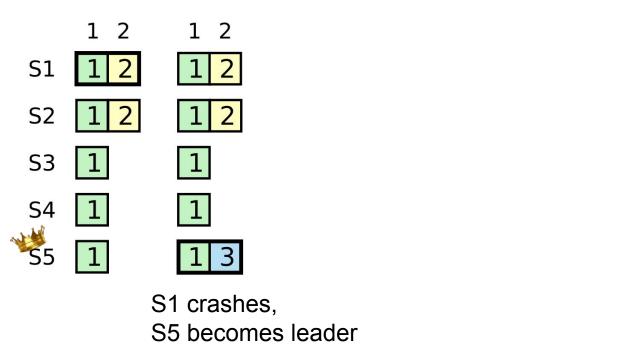
- 1. The entry exists on a majority AND it is written in the current term
- 2. The entry precedes another entry that is committed

Can't assume an old entry has been committed even if it exists on a majority

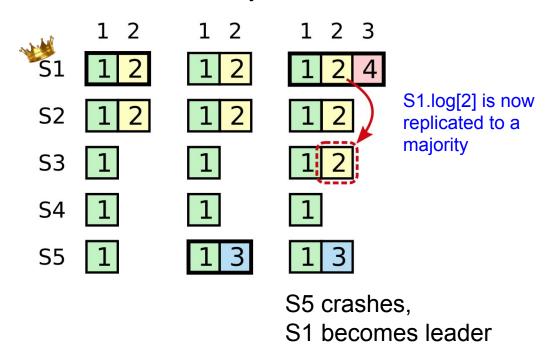


S1 is the leader

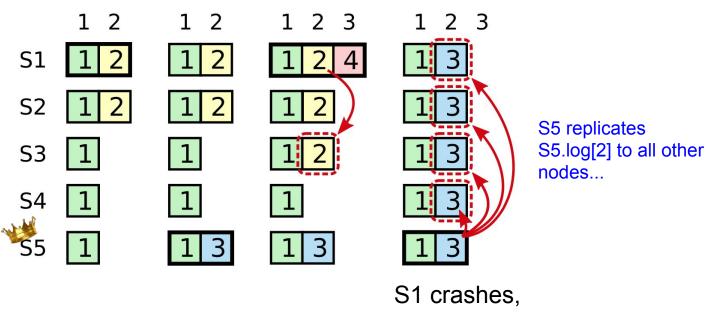
Can't assume an old entry has been committed even if it exists on a majority



Can't assume an old entry has been committed even if it exists on a majority

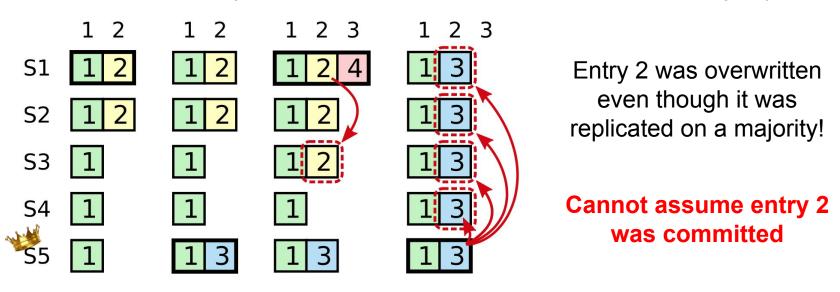


Can't assume an old entry has been committed even if it exists on a majority

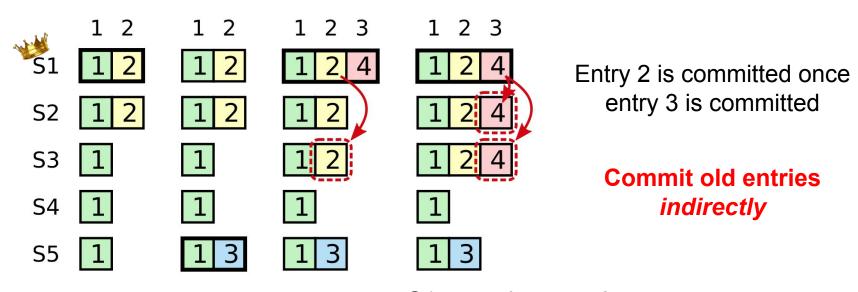


S5 becomes leader

Can't assume an old entry has been committed even if it exists on a majority



Can't assume an old entry has been committed even if it exists on a majority



S1 commits entry 3