

Infrastructure Technologies for Large-Scale Service-Oriented Systems

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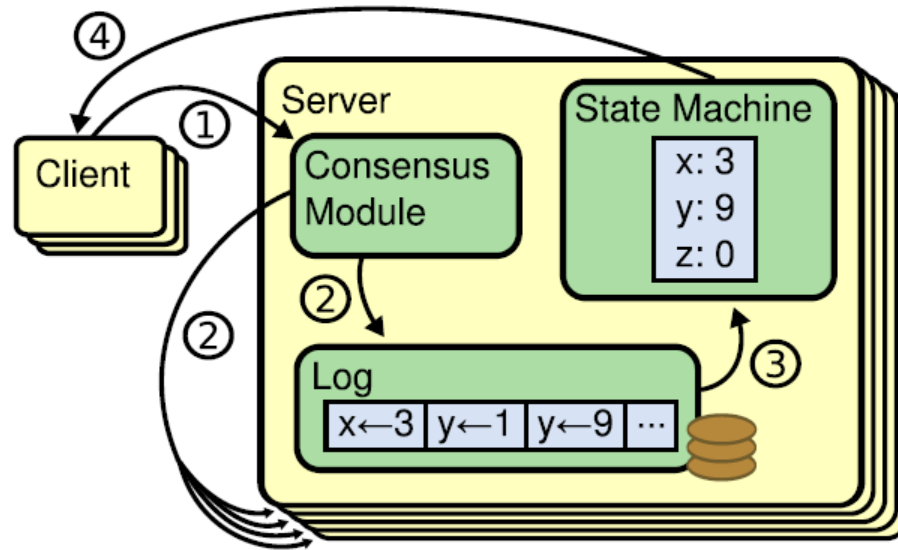
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Raft

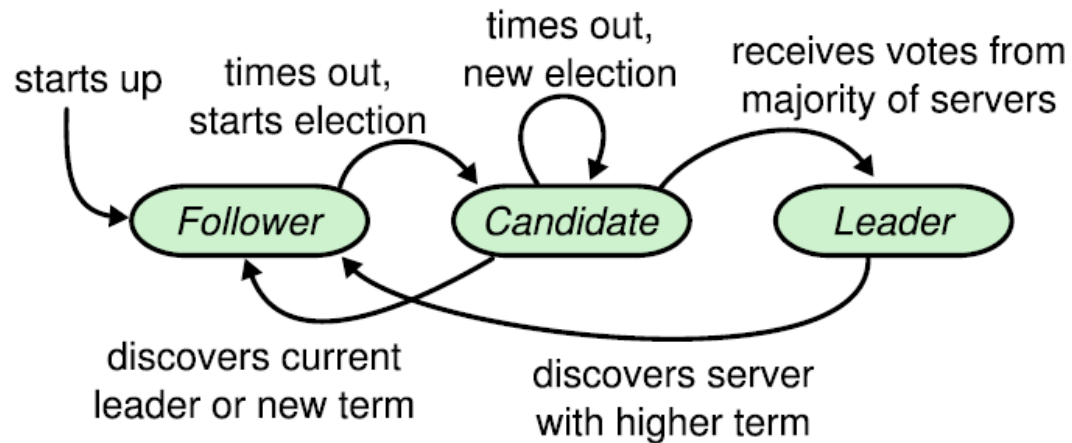
- Consensus algorithm for log replication
- Easier to understand compared to Multi-Paxos

Replicated state machine architecture

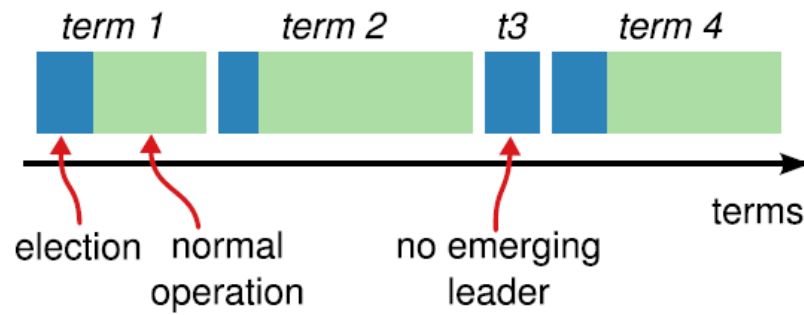


Raft

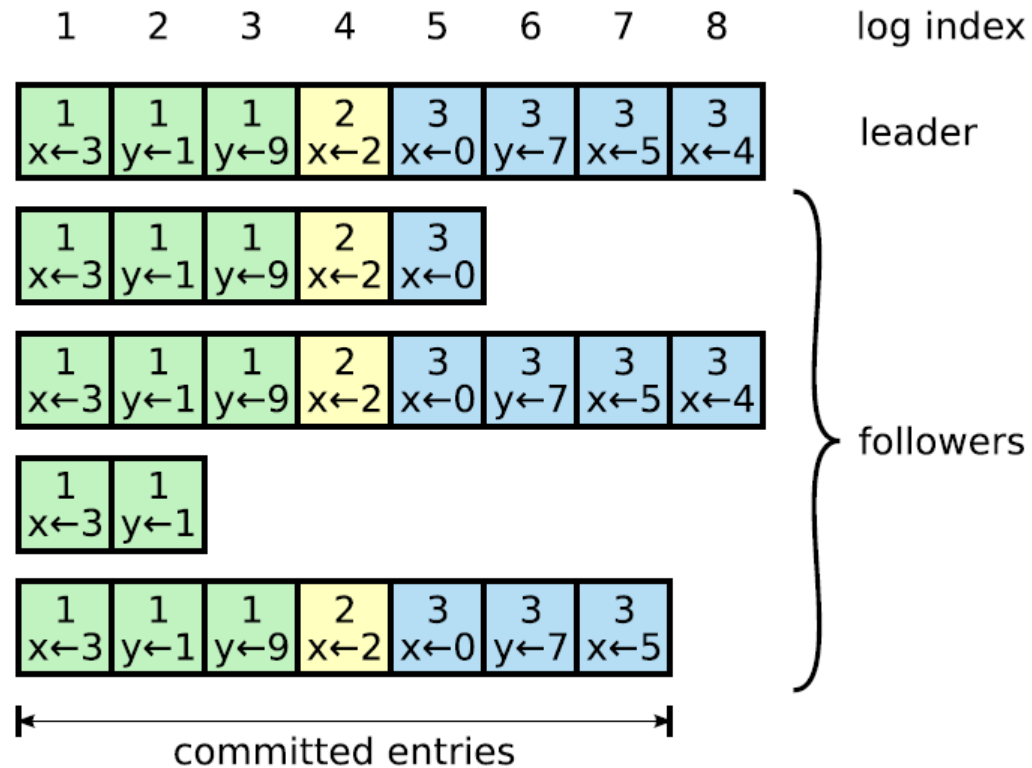
Server states



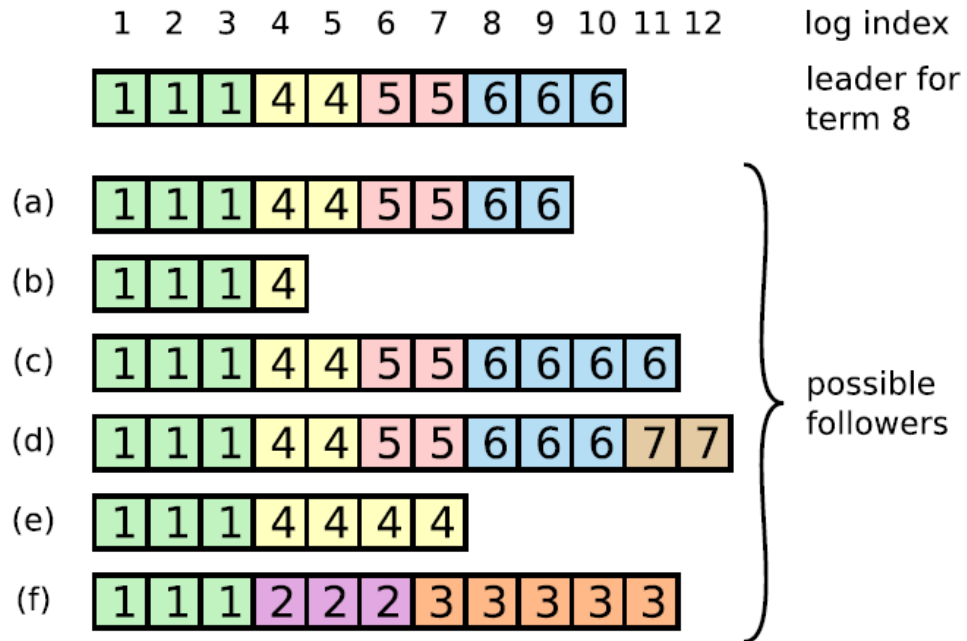
Terms (epochs)



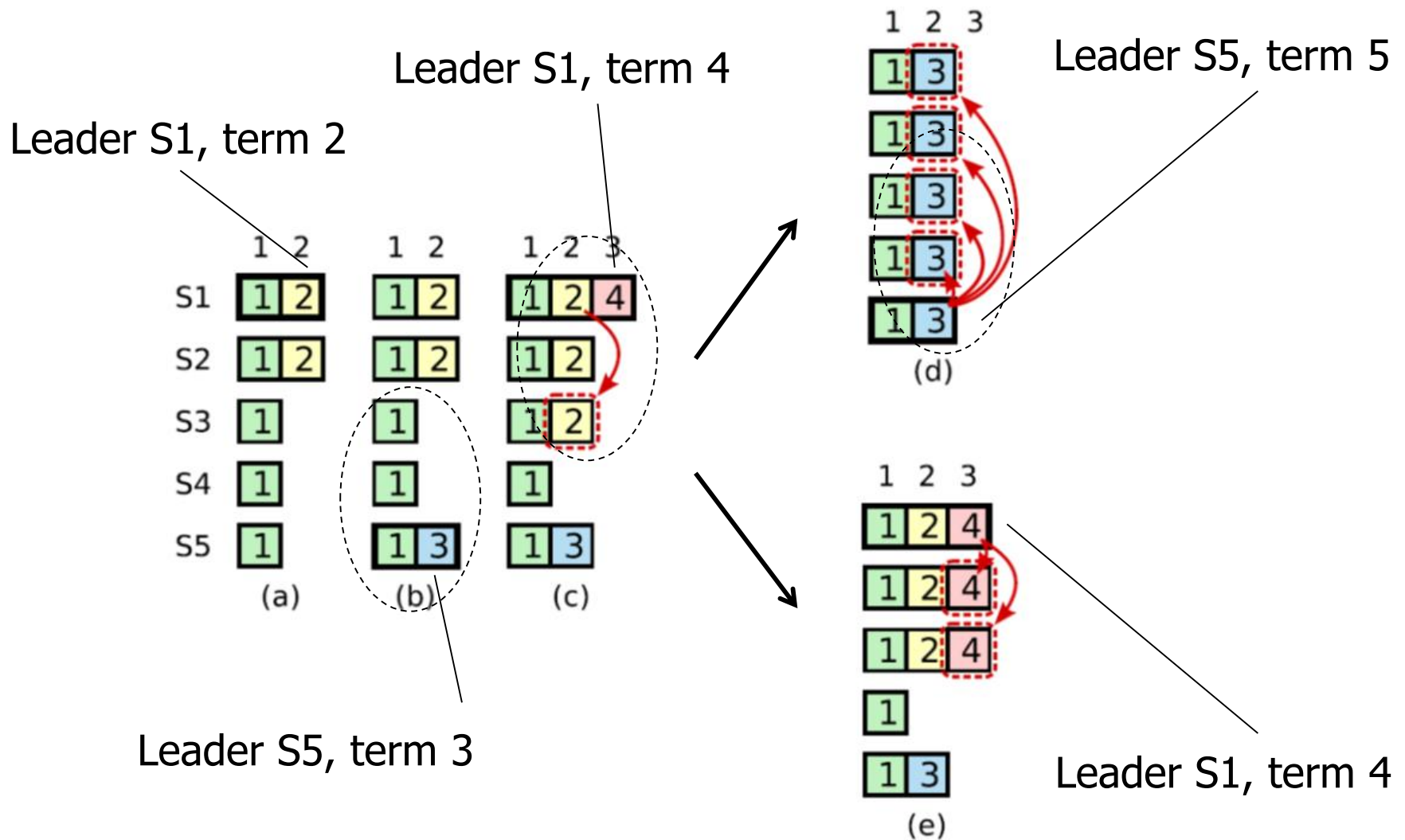
Log entries



Possible states of followers



When is an entry committed?



Properties

Election Safety: at most one leader can be elected in a given term. §5.2

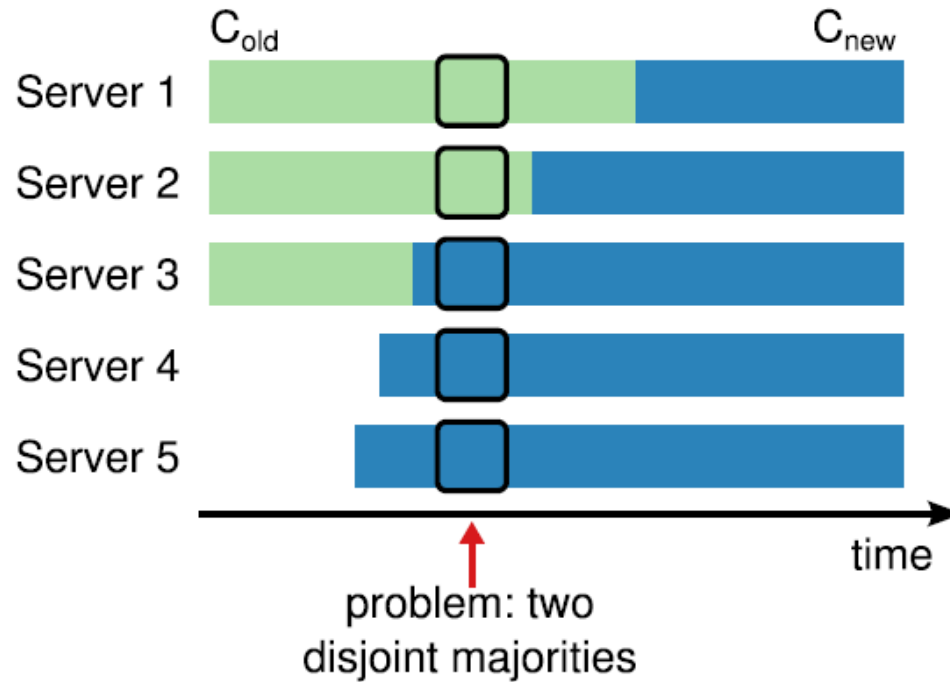
Leader Append-Only: a leader never overwrites or deletes entries in its log; it only appends new entries. §5.3

Log Matching: if two logs contain an entry with the same index and term, then the logs are identical in all entries up through the given index. §5.3

Leader Completeness: if a log entry is committed in a given term, then that entry will be present in the logs of the leaders for all higher-numbered terms. §5.4

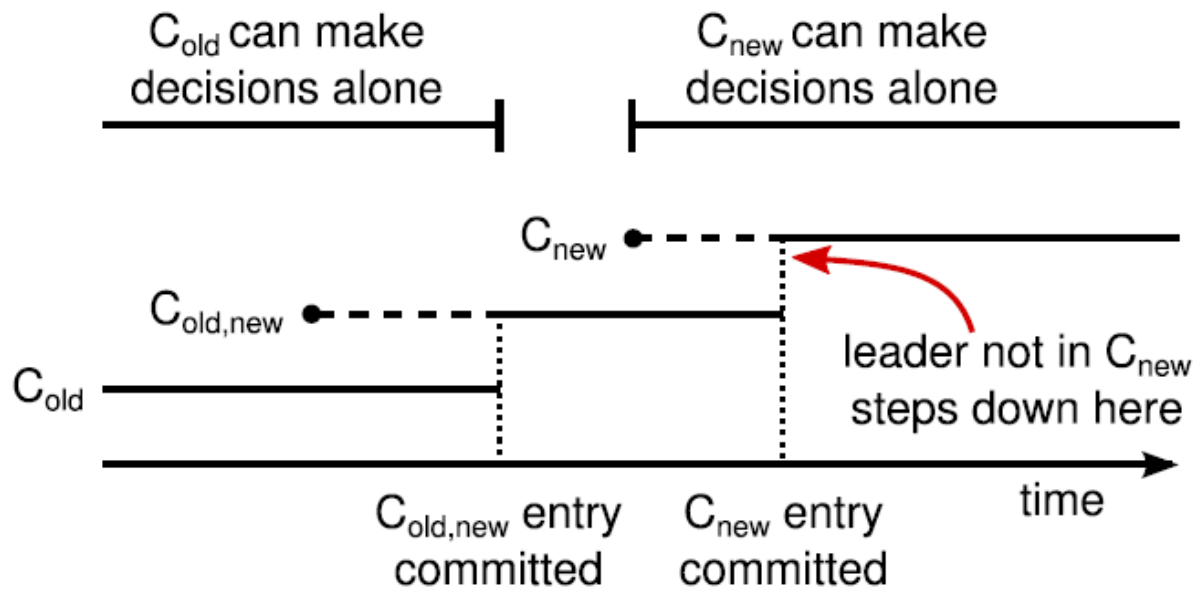
State Machine Safety: if a server has applied a log entry at a given index to its state machine, no other server will ever apply a different log entry for the same index. §5.4.3

Reconfiguration

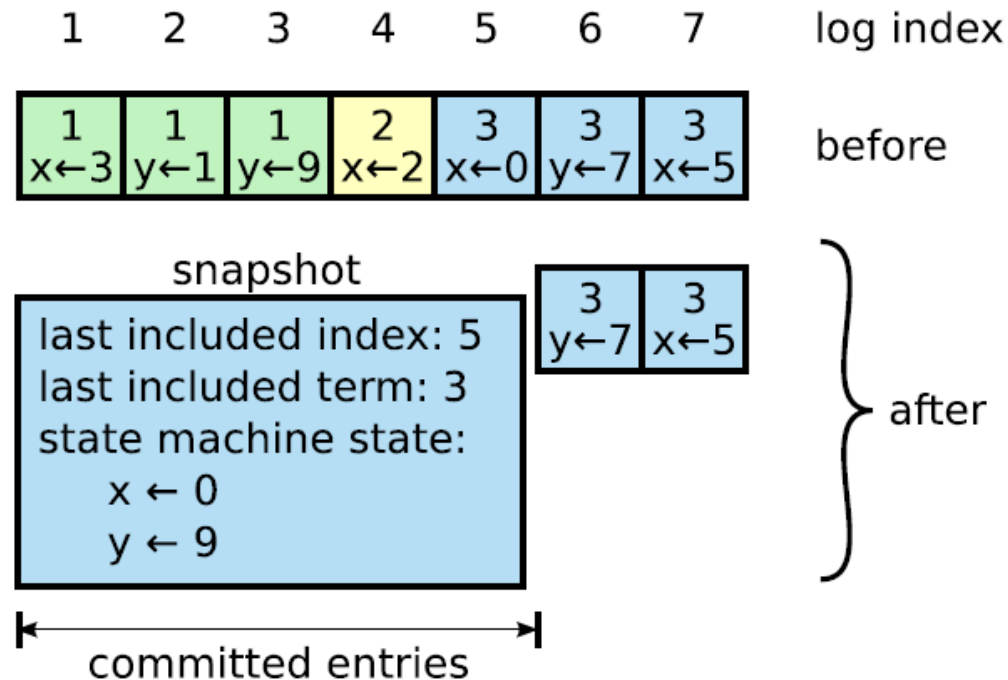


Raft

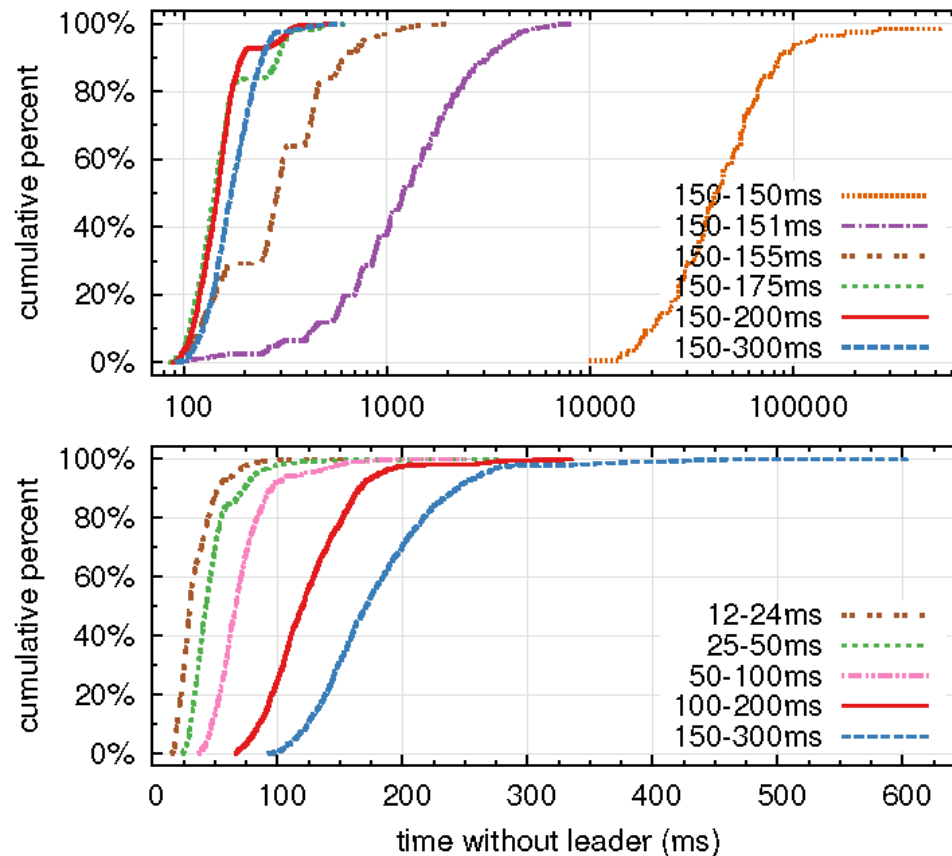
Joint consensus



Log compaction - snapshots



Time to detect and replace crashed leader



Timing requirement

$$broadcastTime \ll electionTimeout \ll MTBF$$

Raft