Deadlock-free Packet Switching

CS60002: Distributed Systems

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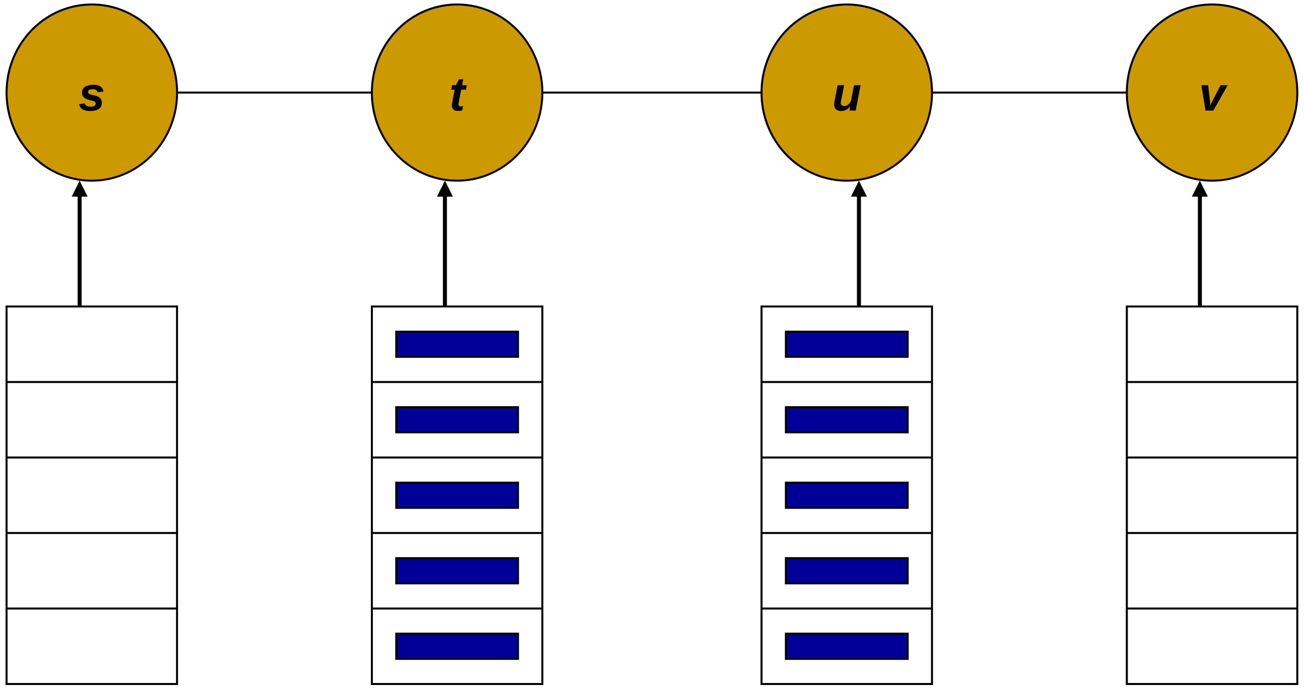
Store and forward deadlock



Buffer-size = 5

Node *s* sending 5 packets to *v* through *t*
Node *v* sending 5 packets to *s* through *u*

Model

- The network is a graph G = (V, E)
- Each node has *B* buffers

Moves:

- ***Generation.*** A node *u* creates a new packet *p* and places it in an empty buffer in *u*. Node *u* is the source of *p*.
- ***Forwarding.*** A packet *p* is forwarded from a node *u* to an empty buffer in the next node *w* on its route.
- ***Consumption.*** A packet *p* occupying a buffer in its destination node is removed from the buffer.

Requirements

The packet switching controller has the following requirements:

1. **The consumption of a packet (at its destination) is always allowed.**

2. **The generation of a packet in a node where all buffers are empty is always allowed.**

3. **The controller uses only local information, that is, whether a packet can be accepted in a node *u* depends only on information known to *u* or contained in the packet**

Solutions

- Structured solutions
  - Buffer-graph based schemes
    - The destination scheme
    - The hops-so-far scheme
    - Acyclic orientation based scheme

- Unstructured solutions
  - Forward count and backward count schemes
  - Forward state and backward state schemes

Buffer Graph

- A buffer graph (for, *G, B*) is a directed graph *BG* on the buffers of the network, such that

    1. *BG* is acyclic (contains no directed cycle);

    2. *bc* is an edge of *BG* if *b* and *c* are buffers in the same node, or buffers in two nodes connected by a channel in G; and

    3. for each path $\pi \in$ P there exists a path in *BG* whose image is π.

        – P is the collection of all paths followed by the packets – this collection is determined by the routing algorithm.

Suitable buffer and guaranteed path

Let *p* be a packet in node *u* with destination *v*.

- **A buffer *b* in *u* is suitable for *p* if there is a path in *BG* from *b* to a buffer *c* in *v*, whose image is a path that *p* can follow in *G*.**

- **One such path in *BG* will be designated as the guaranteed path and *nb*(*p, b*) denotes the next buffer on the guaranteed path.**

- **For each newly generated packet *p* in *u* there exists a *designated suitable buffer, fb*(*p*) in *u*.**

The buffer-graph controller

A buffer-graph controller decides how packets are routed through the BG.

Requirements

1. **The generation of a packet *p* in *u* is allowed iff the buffer *fb*(*p*) is free. If the packet is generated it is placed in this buffer.**

2. **The forwarding of a packet *p* from a buffer in *u* to a buffer in *w* is allowed iff *nb*(*p, b*) (in *w*) is free. If the forwarding takes place *p* is placed in *nb*(*p, b*).**

The buffer-graph controller is a deadlock-free controller.

The Destination Scheme

- **Uses N buffers in each node u, with a buffer $b_u[v]$ for each possible destination v**
  - **It is assumed that the routing algorithm forwards all packets with destination v via a directed tree T_v rooted towards v.**

The buffer graph is defined by $BG = (B, E)$, where $b_u[v_1]b_w[v_2] \in E$ iff $v_1 = v_2$ and uw is an edge of T_{v1}.

There exists a deadlock-free controller for arbitrary connected networks that uses N buffers in each node and allows packets to be routed via arbitrarily chosen sink trees

The Hops-so-far Scheme

- Node *u* contains $k + 1$ buffers $b_u[0], \ldots, b_u[k]$.
- It is assumed that each packet contains a hop-count indicating how many hops the packet has made from its source

The buffer graph is defined by $BG = (B, E)$, where $b_u[i]b_w[j] \in E$ iff $i + 1 = j$ and *uw* is an edge of the network.

There exists a deadlock-free controller for arbitrary connected networks that uses D+1 buffers in each node (where D is the diameter of the network), and requires packets to be sent via minimum-hop paths.

Acyclic Orientation based Scheme

Goal: To use only a few buffers per node

- An acyclic orientation of G is a directed acyclic graph obtained by directing all edges of G
- A sequence $G_1, \ldots, G_B$ of acyclic orientations of G is an *acyclic orientation cover* of size B for the collection P of paths if each path $\pi \in P$ can be written as a concatenation of B paths $\pi_1, \ldots, \pi_B$, where π_l is a path in G_i.

  - A packet is always generated in node u in buffer $b_u[1]$
  - A packet in buffer $b_u[i]$ that must be forwarded to node w is placed in buffer $b_w[i]$ if the edge between u and w is directed towards w in G_i, and to $b_w[i + 1]$ if the edge is directed towards u in G_i.

If an acyclic orientation cover for P of size B exists, then there exists a deadlock-free controller using only B buffers in each node.

Forward and Backward-count Controllers

Forward-count Controller:

- For a packet p, let s_p be the number of hops it still has to make to its destination ($0 \leq s_p \leq k$)
- For a node u, f_u denotes the number of free buffers in u ($0 \leq f_u \leq B$)

The controller accepts a packet p in node u iff $s_p < f_u$.

If $B > k$ then the above controller is a deadlock-free controller

Backward-count Controller:

- For a packet p, let t_p be the number of hops it has made from its source

The controller accepts a packet p in node u iff $t_p > k - f_u$.

Forward and Backward-state Controllers

Forward-state Controller:

- For a node u define (as a function of the state of u) the state vector as $(j_0, \ldots, j_k)$, where j_s is the number of packets p in u with $s_p = s$.

The controller accepts a packet p in node u with state $(j_0, \ldots, j_k)$ iff:

$$\forall i, 0 \leq i \leq s_p : i < B - \sum_{s=i}^{k} j_s$$

If B > k then the above controller is a deadlock-free controller

Backward-state Controller:

- Define the state vector as $(i_0, \ldots, i_k)$, where i_t is the number of packets in node u that have made t hops.

The controller accepts a packet p in node u with state $(i_0, \ldots, i_k)$ iff:

$$\forall j, t_p \leq j \leq k : j > \sum_{t=0}^{j} i_t - B + k$$

Forward-state versus Forward-count

- **Forward-state controller is more liberal than the forward-count controller**

- ***Every move allowed by the forward-count controller is also allowed by the forward-state controller***