

Asynchronous ASMs

Consensus in Networks

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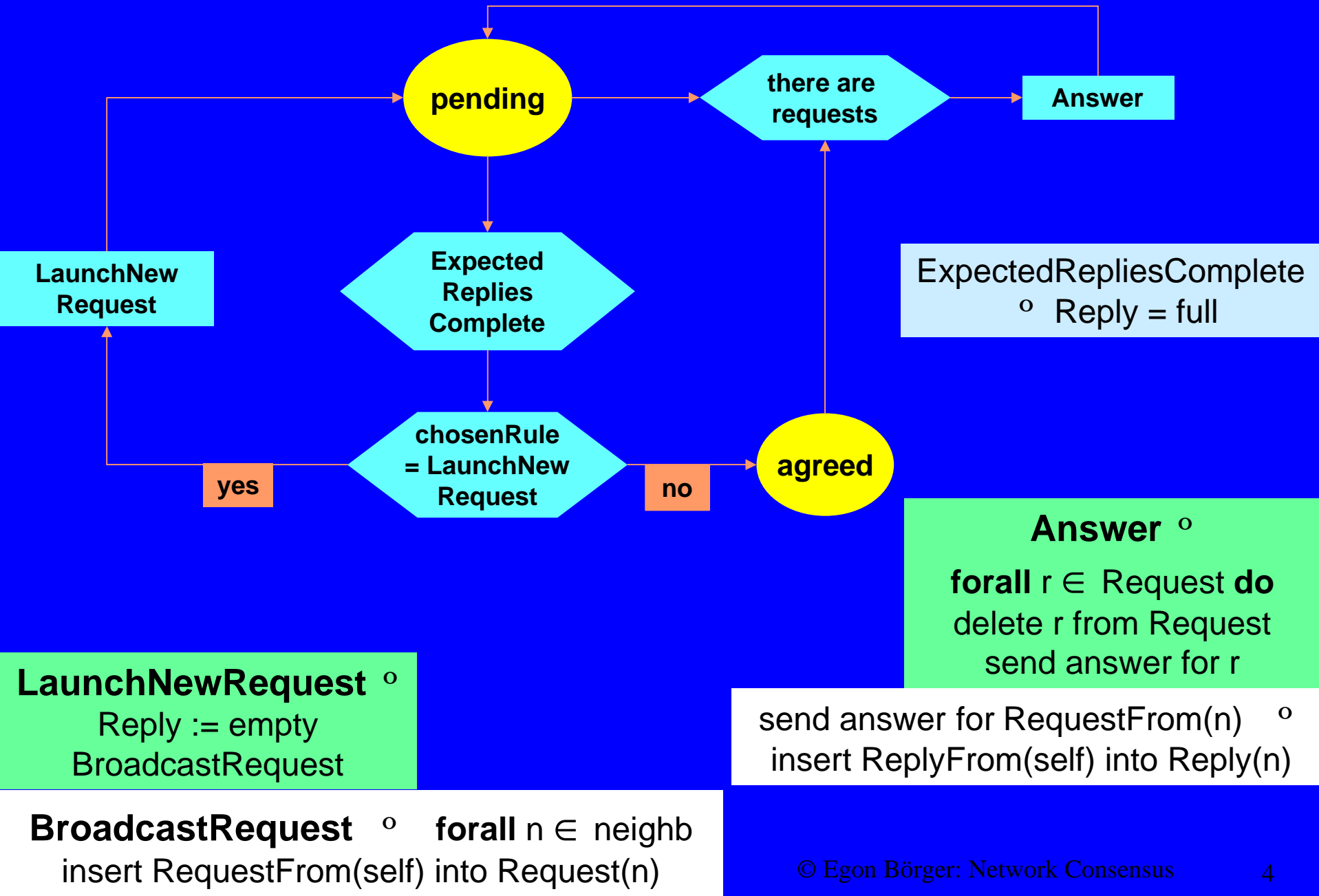
Consensus in Networks: problem statement

- Goal: Design a distributed algorithm for reaching consensus among homogeneous agents of finite connected networks (using only communication between neighbors, without broker or mediator, with abstract requests and answers).
- Algorithmic Idea: every agent (node) may
 - launch a request to his neighbors and wait for the replies
 - agree with the replies received from his neighbors
 - reply to requests received from his neighbors
- until all agents agree (maybe never)

Consensus ASM: Agent Signature

- **Agent** : finite connected set (of nodes)
- Each agent equipped with:
 - **neighb** \subseteq Agent (external function)
 - **Request** $\subseteq \{\text{RequestFrom}(n) | n \in \text{neighb}\}$
(controlled function)
 - **Reply** $\subseteq \{\text{ReplyFrom}(n) | n \in \text{neighb}\}$
(controlled function)
 - **ctl_state** : {pending, agreed}
- Initially **ctl_state**=pending, **Request** = empty, **Reply** = full

Consensus Control State ASM



Consensus ASM : Stability property

- Proposition: In every distributed run of agents equipped with the consensus ASM, if the run terminates, then for every agent holds:
 - $ctl_state = agreed$
 - $Reply = full$
 - $Request = empty$
- Proof (assuming that every enabled agent will eventually make a move): follows from the definition of LaunchNewRequest, Answer.
 - When $Reply=full$ at agent, then there is no $RequestFrom(agent)$ in $Request(n)$ for any $n \in neighb(agent)$

Reference

- W.Reisig: Elements of Distributed Algorithms
Springer-Verlag 1998
 - See Section 35 (in particular Fig. 35.1) and Section 80 for a correctness proof.
- E. Börger, R. Stärk: Abstract State Machines. A Method for High-Level System Design and Analysis
Springer-Verlag 2003, see <http://www.di.unipi.it/AsmBook>
 - See Chapter 6.1