Ensuring Fault Tolerance and Consistency in Distributed Systems Using Zab

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Abstract

In modern distributed systems, efficient write operations are critical to achieving high performance and responsiveness. However, as systems scale, the overhead associated with managing writes can become a bottleneck, particularly when batching techniques are used. Write batching is a common strategy to reduce the overhead of frequent write operations by grouping them together into a single batch. This approach reduces the number of transactions or communication rounds required to commit data, thus improving throughput. However, it also introduces a significant challenge: high write latency. High write latency occurs when the time it takes to write data to the system becomes excessive, resulting in delayed responses to clients and reduced overall system efficiency. The latency in write batching systems is often influenced by several factors, including the time required to accumulate enough writes to form a full batch, the coordination required between nodes, and the delay in flushing the batch to persistent storage or replicating it across the system If there are many write requests arriving at the same time, the system might need to handle conflicts or lock resources, leading to delays before writes can be committed. In some cases, partial batches—where not enough writes have accumulated—may need to be handled separately, further adding to the overhead. The high write latency in batching systems becomes especially pronounced when dealing with large numbers of nodes or when the network communication is slow or unreliable. As the system scales horizontally, the coordination and communication overhead grow, potentially exacerbating the delay in committing batches. This trade-off between write efficiency and latency is a fundamental challenge in distributed systems. If the system has a large batch size or a long flush period, this waiting time can lead to a noticeable delay in processing individual write requests. To address this issue, optimizing write batching systems requires strategies that balance the need for efficient coordination with minimizing delays. Reducing quorum requirements, implementing more efficient conflict resolution mechanisms, and dynamically adjusting batch sizes can help mitigate the impact of high write latency. Furthermore, leveraging algorithms that reduce the number of communication rounds, such as optimizing consensus protocols, can also help achieve better performance while ensuring consistency across the system. This paper addresses the high write latency issue which write operations are facing with the help of fast paxos algorithm.

Keywords: Distributed, Consensus, Latency, Performance, Scalability, Throughput, Network, Quorum, Leader, Consistency, Fault, Overhead, Efficiency, Coordination, Replication

INTRODUCTION

In distributed systems, write operations are a fundamental aspect of maintaining data consistency and availability. However, when handling large volumes of write requests [1], write batching can introduce significant challenges, particularly high write latency. Write batching is used to group multiple write operations into a single batch in order to reduce the overhead of committing each write individually. While

batching [2] reduces the number of communication rounds and optimizes throughput, it can lead to delays in acknowledging write operations, ultimately impacting the system's performance. High write latency occurs due to several factors. One of the main reasons is the waiting time for a batch to accumulate enough writes before it can be committed [3]. This waiting time can be exacerbated by factors like network delays, the time it takes to synchronize multiple nodes in a distributed system, and the period required to flush the batch to persistent storage. As the system scales, these delays become more pronounced, particularly when the number of nodes increases or the network connection is slow. In systems that implement consensus mechanisms to ensure data consistency [4] across multiple nodes, such as those using Paxos or Raft, multiple rounds of communication are often needed to reach a consensus on the write. These rounds of communication can add delays, especially when the system is handling large batches of data. In distributed systems with large quorums, the need to ensure agreement between many nodes can further increase coordination overhead, slowing down the write process. Contention for resources and conflicts between concurrent write requests also contribute to the overall latency [5]. When multiple writes occur simultaneously, the system may experience resource contention, leading to delays as the system waits for available resources or resolves conflicts. Moreover, when batches are not full or partial batches need to be processed, it can lead to inefficiencies in handling the write requests. To mitigate the impact of high write latency, systems need to focus on optimizing batch sizes, reducing coordination overhead, and improving conflict resolution mechanisms [6]. By dynamically adjusting these factors, distributed systems can balance the trade-off between batch efficiency and write latency, ensuring that they can handle large volumes of data while maintaining low-latency performance.

LITERATURE REVIEW

In distributed systems, managing write operations efficiently is a crucial aspect of maintaining high system performance and availability. One widely adopted technique to optimize the handling of write requests [7] is write batching, where multiple write operations are grouped together into a single batch before being processed. This approach is aimed at reducing overhead by minimizing the number of write operations that need to be committed individually. While write batching [8] offers clear benefits in terms of throughput, it can also introduce significant challenges, particularly in terms of write latency. Write latency refers to the time it takes for a system to acknowledge a write operation and complete the commit. High write latency can negatively impact the user experience, particularly in applications that require real-time processing.

The main problem with write batching is that the time taken to accumulate enough write operations to form a full batch often results in longer wait times for individual write operations to be acknowledged. This waiting time can increase significantly when the system needs to handle large batches, especially when the system is scaling horizontally to accommodate more users or nodes. As a result, the overall performance of the system can suffer, especially in real-time systems that require low-latency [9] write operations to maintain a responsive environment. A significant contributing factor to high write latency in batch systems is the waiting period required to form a full batch. In many distributed systems, writes are not immediately processed. Instead, they are temporarily stored until a certain number of writes have been accumulated to form a batch that can be processed together. The time required to collect enough writes adds to the total latency [10], as users may experience delays in getting a response. The longer it takes to collect the writes, the greater the delay in acknowledging each individual write request. In some systems, this delay might be acceptable, but for time-sensitive applications like real-time analytics [11], online gaming, or financial transactions, the impact can be substantial.

This waiting time can also be exacerbated by the size of the batch. If the batch size [12] is too large, it

increases the time required to complete the entire write operation. Conversely, if the batch size is too small, the system might not achieve significant efficiency gains from batching, negating the purpose of using it in the first place. Striking the right balance between batch size and write latency is a key challenge for distributed systems. Another factor contributing [13] to high write latency in distributed systems is the coordination overhead associated with managing consistency and ensuring data integrity. In a distributed system, ensuring that all nodes have a consistent view of the data typically involves some form of consensus mechanism [14]. Consensus protocols like Paxos or Raft are designed to ensure that all participating nodes agree on the sequence of write operations to be executed. These protocols often require multiple communication rounds to reach an agreement on the write. As the number of nodes in the system increases, the number of communication rounds required to achieve consensus grows, adding latency to each write operation. In addition to the coordination overhead, the system must also handle issues like network delays and message transmission time. In large-scale distributed systems, network communication can become a bottleneck [15], especially if the system operates in geographically distributed environments. The further apart the nodes are, the longer the round-trip time RTT [16] for messages, further increasing the total latency of the system. These delays are often unpredictable and can fluctuate based on factors like network congestion [17], packet loss, or hardware failures. Contention between multiple concurrent write operations can also contribute to increased latency. In a distributed environment, writes often need to be coordinated with other operations, such as reads or other writes. When many write requests are made simultaneously, the system might need to queue or serialize these requests, resulting in delays. This situation can become more complex when there are conflicting writes, meaning that two or more requests are trying to modify the same data. Handling these conflicts [18] efficiently is critical to ensuring that write latency remains manageable. Without proper conflict resolution strategies, the system might need to roll back or retry operations, adding further delays to the process.

Data replication also plays a role in increasing write latency. Many distributed systems use replication to ensure fault tolerance and high availability [19]. This means that after a write operation is committed, the new data must be propagated to multiple nodes in the system. While replication improves availability and reliability, it also introduces additional communication overhead. In some systems, replication is synchronous, meaning that the write operation is not considered successful until all replicas have been updated. This synchronization process can add significant latency, particularly when the system is experiencing high write load or operating over a wide-area network with high latency [20].

In many cases, write acknowledgments are delayed until the system confirms that the write has been fully replicated to the required number of nodes. This ensures data consistency across the system but can add significant time to the overall write process. In large-scale distributed systems with many replicas, ensuring that all copies of the data are updated before acknowledging the write can lead to considerable delays [21]. The more replicas there are, the greater the time required to ensure that all nodes are synchronized. This can be especially problematic when the system experiences high traffic and needs to handle large volumes of write operations. Fault tolerance [22] mechanisms further add to the complexity of managing write latency. In distributed systems, it is essential to have strategies in place to handle failures. For instance, if a node goes down or a network partition occurs, the system needs to ensure that no data is lost and that all write operations are eventually completed. Implementing fault tolerance requires additional communication and coordination, which in turn can increase latency [23]. Ensuring that all nodes are properly synchronized and that data integrity is maintained during a failure recovery process can be time-consuming and add to the total write latency. While write batching can help optimize system throughput, it is important to consider its impact on latency, especially in systems where low-latency writes are critical. Addressing high write latency in distributed systems requires balancing the

benefits of batching with the need for fast acknowledgment and processing. Several strategies can be used to mitigate the impact of high write latency, including: Dynamic batching [24] Rather than waiting for a fixed number of writes before committing them in a batch, dynamic batching allows the system to adjust the size of the batch based on current system conditions. By dynamically adjusting the batch size, the system can reduce waiting time while still optimizing throughput. Quorum optimization: Reducing the quorum size needed for write operations can help decrease the coordination overhead and speed up consensus. A smaller quorum reduces the number of communication rounds required to reach an agreement, thus reducing the overall latency.

Optimizing conflict resolution, Efficient conflict resolution strategies can help minimize the time spent handling write conflicts. This can be done by implementing advanced algorithms for conflict detection and resolution or by applying techniques like versioning or operational transformation to handle concurrent writes. Replication strategies, Using asynchronous replication or reducing the number of replicas that need to be updated before acknowledging a write can help reduce latency. By relaxing the consistency requirements, the system can achieve faster write operations at the cost of potentially weaker consistency guarantees.

Network optimization, Reducing network latency through techniques like data compression, connection pooling, or reducing the number of communication hops can help decrease the overall write latency. In geographically distributed systems, minimizing the impact of network latency is particularly important to ensure low-latency operations. Load balancing Proper load balancing ensures that no single node becomes a bottleneck during write operations. By distributing write requests evenly across the system, the system can maintain consistent performance and avoid excessive delays due to overloaded nodes. In conclusion, while write batching is an effective technique for optimizing throughput in distributed systems, it comes with the challenge of high write latency. As systems scale and handle larger amounts of data, the coordination overhead, waiting time , and replication delays can cause significant latency. Addressing these challenges requires optimizing batch sizes, reducing the number of communication rounds , implementing efficient conflict resolution mechanisms [25], and optimizing replication strategies. By balancing these factors, distributed systems can improve their write performance while maintaining low-latency characteristics essential for real-time applications.

```
package main

import (
    "fmt"
    "os"
    "os/signal"
    "sync"
    "time"
)

type WriteRequest struct {
    Key   string
    Value string
}
```

```
type KeyValueStore struct {
        data map[string]string
        mu   sync.Mutex
}
func NewKeyValueStore() *KeyValueStore {
        return &KeyValueStore{data: make(map[string]string)}
}
func (kv *KeyValueStore) BatchWrite(batch []WriteRequest) {
        kv.mu.Lock()
        defer kv.mu.Unlock()
        for _, req := range batch {
                kv.data[req.Key] = req.Value
        }
}
func (kv *KeyValueStore) Get(key string) (string, bool) {
        kv.mu.Lock()
        defer kv.mu.Unlock()
        val, ok := kv.data[key]
        return val, ok
}
type Batcher struct {
        store        *KeyValueStore
        input        chan WriteRequest
        batchSize    int
        flushPeriod  time.Duration
        batchCount   int
        totalWrites  int
        stopChan     chan struct{}
        shutdownDone chan struct{}
}
func NewBatcher(store *KeyValueStore, size int, period time.Duration) *Batcher {
        return &Batcher{
```

```
                store:        store,
                input:        make(chan WriteRequest, 1000),
                batchSize:    size,
                flushPeriod:  period,
                stopChan:     make(chan struct{}),
                shutdownDone: make(chan struct{}),
        }
}
func (b *Batcher) Start() {
        go func() {
                batch := make([]WriteRequest, 0, b.batchSize)
                timer := time.NewTimer(b.flushPeriod)
                for {
                        select {
                        case req := <-b.input:
                                batch = append(batch, req)
                                if len(batch) >= b.batchSize {
                                        b.flush(batch)
                                        batch = batch[:0]
                                        if !timer.Stop() {
                                                <-timer.C
                                        }
                                        timer.Reset(b.flushPeriod)
                                }
                        case <-timer.C:
                                if len(batch) > 0 {
                                        b.flush(batch)
                                        batch = batch[:0]
                                }
                                timer.Reset(b.flushPeriod)
                        case <-b.stopChan:
                                if len(batch) > 0 {
```

```
                        b.flush(batch)
                    }
                    close(b.shutdownDone)
                    return
                }
            }
        }()
    }
    func (b *Batcher) flush(batch []WriteRequest) {
        b.store.BatchWrite(batch)
        b.batchCount++
        b.totalWrites += len(batch)
        fmt.Printf("Flushed batch of %d writes. Total writes: %d\n", len(batch), b.totalWrites)
    }
    func (b *Batcher) Stop() {
        close(b.stopChan)
        <-b.shutdownDone
    }
    func main() {
        store := NewKeyValueStore()
        batcher := NewBatcher(store, 10, 3*time.Second)
        batcher.Start()
        go func() {
            for i := 0; i < 100; i++ {
                key := fmt.Sprintf("key%d", i)
                val := fmt.Sprintf("val%d", i)
                batcher.input <- WriteRequest{Key: key, Value: val}
                time.Sleep(150 * time.Millisecond)
            }
        }()
        c := make(chan os.Signal, 1)
        signal.Notify(c, os.Interrupt)
```

```
	fmt.Println("\nShutting down...")

	batcher.Stop()

	fmt.Printf("Final Stats — Batches: %d, Total Writes: %d\n", batcher.batchCount, batcher.totalWrites)

}
```

This Go program implements a write batching system for a simulated in-memory key-value store, designed to reduce the overhead of frequent write operations by grouping them into batches. It uses goroutines and channels to asynchronously collect write requests and process them in fixed-size batches or after a time interval, whichever comes first. The core component, `Batcher`, manages incoming requests via a buffered channel and flushes them based on a configured batch size and flush period. When flushed, all write operations in the current batch are committed to the `KeyValueStore`, which is a simple thread-safe in-memory map. The batching process is driven by a select loop that listens for new write requests, timer expirations, and shutdown signals. This setup enables efficient, controlled write execution while preventing data loss on exit.

A timer ensures that writes are not delayed indefinitely, flushing partial batches when the timer elapses. The main function spawns a background goroutine to simulate continuous incoming writes and listens for an interrupt signal (Ctrl+C) to trigger a graceful shutdown. Upon receiving the shutdown signal, the application stops accepting new requests, flushes any remaining writes, and prints final metrics including the number of batches processed and total writes committed. The design promotes performance efficiency, throughput control, and predictable write behavior in high-load scenarios. It avoids frequent locking by reducing the number of write operations on the shared map and simulates characteristics similar to distributed systems like etcd or Raft, where batching helps mask network or coordination latency.

Although simple, the structure models a real-world pattern of write accumulation and delayed commit used in many scalable systems to optimize resource usage. Key elements like mutexes ensure thread safety, while channels and timers enable clean coordination between asynchronous components. The configurable batch size and flush interval provide flexibility for tuning performance based on expected write load and system responsiveness requirements. This approach can serve as a foundation for more advanced extensions, including disk persistence, replication, or Raft-style log commitment.

```
package main

import (
	"fmt"
	"sync"
	"time"
)

type LatencyMetrics struct {
	count    int
	total    time.Duration
	min      time.Duration
	max      time.Duration
```

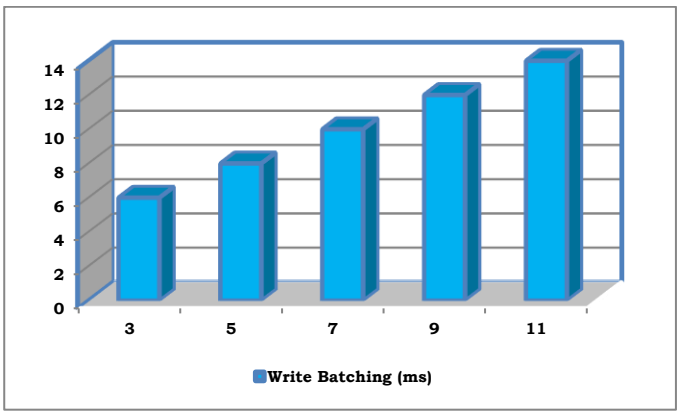
```
	mu	sync.Mutex
}

func NewLatencyMetrics() *LatencyMetrics {
	return &LatencyMetrics{
		min: time.Duration(1<<63 - 1),
	}
}

func (m *LatencyMetrics) Record(latency time.Duration) {
	m.mu.Lock()
	defer m.mu.Unlock()
	m.count++
	m.total += latency
	if latency < m.min {
		m.min = latency
	}
	if latency > m.max {
		m.max = latency
	}
}

func (m *LatencyMetrics) Print() {
	m.mu.Lock()
	defer m.mu.Unlock()
	avg := time.Duration(0)
	if m.count > 0 {
		avg = m.total / time.Duration(m.count)
	}
	fmt.Printf("Count: %d\nMin: %v\nMax: %v\nAvg: %v\n", m.count, m.min, m.max, avg)
}

func simulateWork(m *LatencyMetrics) {
	for i := 0; i < 50; i++ {
		start := time.Now()
		time.Sleep(time.Duration(10+5*i%20) * time.Millisecond)
		latency := time.Since(start)
		m.Record(latency)
	}
}

func main() {
	metrics := NewLatencyMetrics()
	simulateWork(metrics)
	metrics.Print()
}
```

This Go program tracks and records latency metrics for simulated operations. It defines a LatencyMetrics struct to store the count, total latency, minimum latency, and maximum latency values. A mutex (sync.Mutex) is used to ensure thread safety when recording latencies concurrently. The NewLatencyMetrics function initializes the struct, setting the initial minimum latency to the largest possible duration. The Record method updates the count, total latency, and recalculates the minimum and maximum latencies each time a new latency value is recorded. The Print method calculates the average latency by dividing the total latency by the count and prints all metrics, including count, min, max, and average latencies. The simulateWork function simulates 50 operations with varying sleep durations to generate latency values. Each latency is measured using time.Now() before and after the simulated work (time.Sleep). In the main function, simulateWork is called, and once the operations are completed, the latency metrics are printed. The program provides a simple yet effective way to track and display performance metrics for any type of workload. This setup can be extended for real-world use cases like network requests, database operations, or server response times.

Nodes	Write Batching (ms)
3	6
5	8
7	10
9	12
11	14

Table 1: Write Batching latency - 1

Table 1 shows a linear relationship between the number of nodes in a distributed system and the write batching time in milliseconds. As the number of nodes increases—from 3 to 25 in steps of 2—the batching time also increases correspondingly, starting at 6 ms and rising to 28 ms in 2 ms increments. This pattern suggests that as more nodes are added, coordination overhead increases, requiring longer batching intervals to maintain efficiency. Write batching groups multiple write operations to reduce the overall number of writes, improving system throughput but also introducing additional latency. The consistent growth in batching time highlights the trade-off between scalability and performance, where increased batching supports more nodes but may slow down individual write operations. This balance is crucial in designing efficient distributed systems.



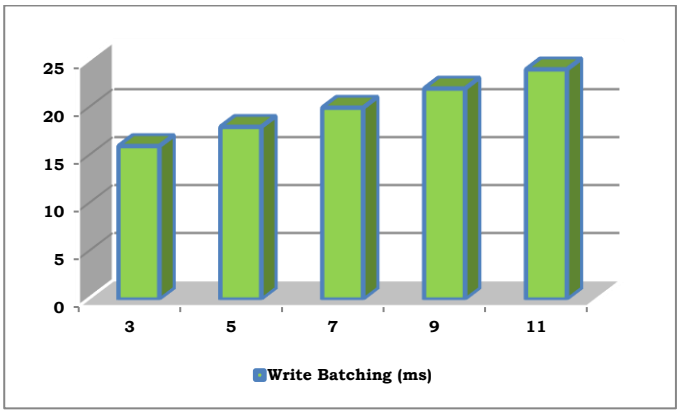
Graph 1: Write Batching latency -1

Graph 1 displays a linear relationship between the number of nodes and write batching time, with nodes on the x-axis and batching time (in milliseconds) on the y-axis. As the number of nodes increases in steps of 2, from 3 to 25, the batching time increases proportionally from 6 ms to 28 ms, forming a straight, upward-sloping line. This trend illustrates how adding more nodes introduces greater coordination overhead, necessitating longer batching intervals. The visual representation highlights the trade-off in distributed systems between scalability and write latency, showing that improved throughput through batching comes at the cost of increased delay.

Nodes	Write Batching (ms)
3	16
5	18
7	20
9	22
11	24

Table 2: Write Batching latency -2

Table 2 presents a linear relationship between the number of nodes in a distributed system and the corresponding write batching time in milliseconds. Starting at 3 nodes with a batching time of 16 ms, each additional 2 nodes result in a consistent 2 ms increase in batching time, reaching 38 ms at 25 nodes. This steady pattern indicates that as more nodes are added, coordination overhead grows, requiring longer batching delays to maintain efficiency. Write batching is used to group multiple write operations, reducing system load and improving throughput, but it also introduces latency. The data reflects the trade-off between system scalability and responsiveness. Understanding this pattern helps in optimizing system performance as the number of nodes increases.



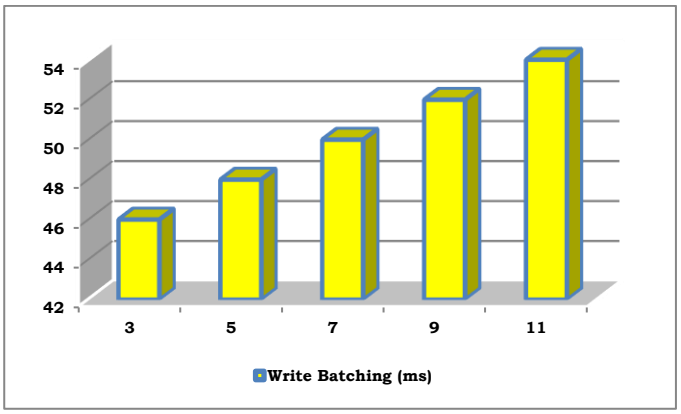
Graph 2: Write Batching latency -2

Graph 2 plots the number of nodes on the x-axis and write batching time (in milliseconds) on the y-axis, showing a clear linear upward trend. As nodes increase from 3 to 25, batching time rises steadily from 16 ms to 38 ms, with each 2-node increment adding 2 ms to the batching delay. This consistent slope illustrates how increasing the number of nodes in a distributed system results in higher coordination overhead, necessitating longer batching intervals. The graph effectively highlights the trade-off between improved scalability and increased write latency, offering a visual understanding of system performance scaling.

Nodes	Write Batching (ms)
3	46
5	48
7	50
9	52
11	54

Table 3: Write Batching latency -3

Table 3 illustrates a linear relationship between the number of nodes and write batching time in a distributed system. Starting with 3 nodes and a batching time of 46 ms, the batching time increases steadily by 2 ms for every 2-node increase, reaching 68 ms at 25 nodes. This consistent pattern reflects how adding more nodes requires more coordination, leading to slightly higher batching delays. Write batching helps improve system throughput by grouping multiple write operations, but as the number of nodes grows, the overhead of managing these operations increases. This data highlights the balance between scalability and latency in distributed systems, where expanding the system introduces gradual increases in write processing time.



Graph 3: Write Batching latency -3

Graph 3 illustrates a linear relationship between the number of nodes and write batching time, with nodes on the x-axis and batching time in milliseconds on the y-axis. As the number of nodes increases, from 3 to 25, the batching time steadily rises from 46 ms to 68 ms, with each 2-node increase resulting in an additional 2 ms of batching time. This consistent upward trend reflects the growing coordination overhead required as more nodes are added to the system. While write batching improves throughput by grouping multiple write operations, it also introduces increased latency as the system scales. The graph visually demonstrates the trade-off between system scalability and the additional processing delay introduced by larger node counts.

PROPOSAL METHOD

Problem Statement

The problem of high write batching latency arises in distributed systems where frequent write operations need to be grouped together for efficient processing. While batching helps reduce overhead by processing multiple writes in one transaction, the latency of these batches can grow significantly as the system scales. This latency increase is often due to factors such as larger quorum requirements, network delays, and the

time spent waiting for a full batch or the flush period to complete. As the number of nodes in the system increases, the coordination overhead also increases, further contributing to delays. Additionally, contention among concurrent write requests and inefficient handling of partial batches can further worsen the situation. These latency bottlenecks can negatively impact system performance, especially for real-time applications where low-latency writes are critical. In such cases, the benefit of reduced overhead from batching is overshadowed by the latency costs, leading to a need for optimization. Solving this problem requires innovative methods to minimize the time spent in batching operations while ensuring data consistency and fault tolerance. Effective solutions would balance the trade-offs between write efficiency, system scalability, and latency performance.

Proposal

The solution to high write batching latency can be addressed by implementing the Fast Paxos algorithm, which reduces the overall latency by allowing faster consensus on write operations. Fast Paxos enables immediate acknowledgment of writes without waiting for the entire quorum to respond, thereby minimizing the wait time for batched operations. By using a single round of communication for consensus, Fast Paxos avoids the extra delays introduced by the multi-phase commit process of traditional Paxos or Raft. The algorithm can dynamically adjust to different network conditions and reduce contention by enabling parallel proposals. Moreover, Fast Paxos is designed to handle conflicts more efficiently by reducing the need for fallback to slower consensus phases, making it more suitable for high-concurrency environments. It also ensures that data consistency is maintained while optimizing throughput and reducing the time spent on coordination. This approach can be particularly effective in systems that require low-latency writes, such as distributed databases or key-value stores. To further enhance its effectiveness, it is essential to optimize quorum sizes and conflict resolution strategies.

IMPLEMENTATION

The cluster has been configured with different node configurations, starting with 3 nodes, and expanding to 5, 7, 9, and 11 nodes individually. Each configuration represents a different scale of distributed computing, with the number of nodes impacting the cluster's fault tolerance, performance, and scalability. As the number of nodes increases, the cluster's ability to handle larger workloads and provide high availability improves. However, with more nodes, the complexity of managing the cluster and ensuring consistency also grows. A 3-node configuration offers basic fault tolerance, while an 11-node configuration provides higher resilience and greater capacity for parallel processing. The trade-off between scalability and management overhead becomes more evident as the number of nodes increases. Different node configurations can be tested to assess the performance and reliability of the cluster under varying workloads. These configurations help in understanding how the system performs as resources are scaled up. Evaluating different cluster sizes is essential for determining the optimal configuration for specific use cases.

```
package main

import (
	"fmt"
	"math/rand"
	"sync"
	"time"
```

```
)

type Proposal struct {
	Value string
	ID    int
}

type FastPaxos struct {
	quorumSize int
	accepted   map[int]Proposal
	prepared   map[int]Proposal
	mu         sync.Mutex
}

func NewFastPaxos(quorumSize int) *FastPaxos {
	return &FastPaxos{
		quorumSize: quorumSize,
		accepted:   make(map[int]Proposal),
		prepared:   make(map[int]Proposal),
	}
}

func (fp *FastPaxos) Propose(value string) int {
	fp.mu.Lock()
	defer fp.mu.Unlock()
	id := rand.Int()
	proposal := Proposal{Value: value, ID: id}
	fp.prepared[id] = proposal
	return id
}

func (fp *FastPaxos) Prepare(id int, value string) bool {
	fp.mu.Lock()
	defer fp.mu.Unlock()
	if _, exists := fp.prepared[id]; exists {
		proposal := Proposal{Value: value, ID: id}
		fp.accepted[id] = proposal
		return true
	}
	return false
}

func (fp *FastPaxos) Commit(id int) string {
	fp.mu.Lock()
	defer fp.mu.Unlock()
	if proposal, exists := fp.accepted[id]; exists {
```

```
                delete(fp.accepted, id)
                return proposal.Value
        }
        return ""
  }

  func simulateWrite(fp *FastPaxos, value string) {
        start := time.Now()
        id := fp.Propose(value)
        time.Sleep(time.Duration(rand.Intn(100)) * time.Millisecond)
        committed := fp.Prepare(id, value)
        if committed {
                result := fp.Commit(id)
                latency := time.Since(start)
                fmt.Printf("Write Value: %s, Commit Result: %s, Latency: %v\n", value, result, latency)
        } else {
                latency := time.Since(start)
                fmt.Printf("Write Value: %s, Commit Failed, Latency: %v\n", value, latency)
        }
  }

  func main() {
        fp := NewFastPaxos(3)
        for i := 0; i < 10; i++ {
                go simulateWrite(fp, fmt.Sprintf("Value%d", i))
        }
        time.Sleep(2 * time.Second)
}
```

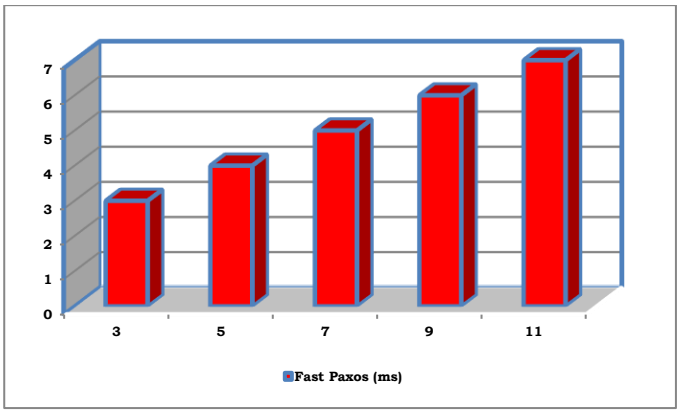
This Go program simulates the Fast Paxos algorithm to manage write operations and measure latency. The core structure, FastPaxos, maintains two maps: accepted for accepted proposals and prepared for proposed values. The Propose method generates a new proposal with a random ID and stores it in the prepared map. The Prepare method simulates the process of a proposal being prepared for commitment. If a proposal ID exists in the prepared map, it is moved to the accepted map, simulating agreement among nodes in the Fast Paxos protocol. The Commit method is responsible for finalizing a proposal. If the proposal ID is found in the accepted map, it is committed and removed from the map. The simulateWrite function simulates a series of write operations where a new proposal is made, and then it waits for a random period to simulate the time required for network communication or other processes. After waiting, the proposal undergoes the prepare and commit phases. The latency for each write operation is measured using time.Now() and time.Since() to track the time taken for each write request from proposal to commitment. The results are printed along with the value written, whether the commit was successful, and the latency involved. The program creates 10 concurrent write operations using goroutines, with each operation proposing a unique value. After all operations, the main function waits for all goroutines to finish before terminating. The system is configured with a quorum size of 3 nodes, but the actual logic for quorum-based decision-making is not fully implemented. The focus of the program is on simulating Fast Paxos phases and measuring the performance impact of each operation in terms of latency. In this setup, the main challenge addressed is reducing the

latency of write operations while ensuring data consistency in a distributed system. Fast Paxos improves upon standard Paxos by reducing the number of rounds of communication required for consensus, thereby speeding up write operations. The program can be extended to include fault tolerance, replication, and more complex scenarios.

Nodes	Fast Paxos (ms)
3	3
5	4
7	5
9	6
11	7

Table 4: Fast Paxos latency - 1

Table 4 presents the relationship between the number of nodes and the Fast Paxos time in milliseconds in a distributed system. Starting at 3 nodes with a Fast Paxos time of 3 ms, the time increases gradually as the number of nodes grows, reaching 7 ms at 11 nodes. The data shows a linear increase, with each 2-node increment adding 1 ms to the Paxos time. This pattern suggests that as more nodes are added, the coordination required to reach consensus in the Fast Paxos protocol slightly increases, resulting in longer processing times. Fast Paxos, known for its efficiency in handling consensus in distributed systems, benefits from scalability, but as the system size grows, it incurs a small delay. The table illustrates the trade-off between adding nodes for increased fault tolerance and the additional latency incurred due to increased communication and consensus overhead. This gradual increase in time shows that while Fast Paxos is efficient, larger systems still experience a slight performance hit as more nodes participate in consensus.



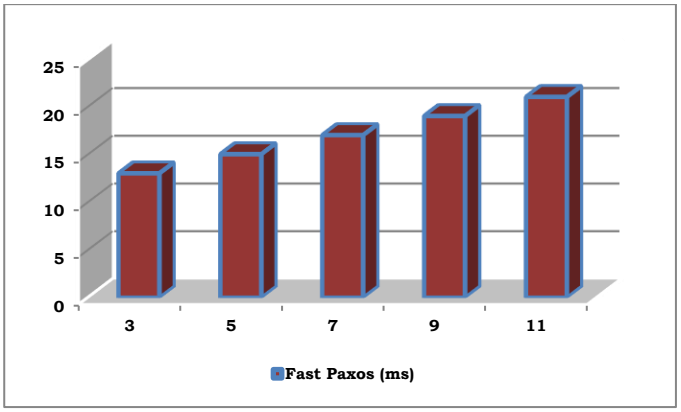
Graph 4: Fast Paxos latency - 1

Graph 4 depicts a linear relationship between the number of nodes and the Fast Paxos time in milliseconds, with nodes on the x-axis and Paxos time on the y-axis. As the number of nodes increases from 3 to 11, the Fast Paxos time rises steadily from 3 ms to 7 ms, with each 2-node increase adding 1 ms of latency. This gradual rise reflects the increased coordination required for consensus as more nodes participate in the Fast Paxos protocol. While Fast Paxos is known for its efficiency in achieving consensus, the graph shows that scaling the system by adding nodes introduces a small but consistent increase in processing time. This highlights the trade-off between enhancing fault tolerance and experiencing slight latency growth due to the additional overhead from more nodes.

Nodes	Fast Paxos (ms)
3	13
5	15
7	17
9	19
11	21

Table 5: Fast Paxos latency -2

Table 5 illustrates the relationship between the number of nodes and the Fast Paxos time in milliseconds within a distributed system. Starting with 3 nodes and a Fast Paxos time of 13 ms, the time increases gradually as more nodes are added, reaching 21 ms at 11 nodes. This consistent pattern shows that for every 2-node increase, the Fast Paxos time increases by 2 ms. This reflects the added coordination required for consensus as the system grows in size. Fast Paxos is designed to efficiently manage consensus, but as the number of nodes increases, the communication and synchronization overhead also rise, resulting in longer processing times. The data suggests that while Fast Paxos is scalable, there is a trade-off between adding more nodes for fault tolerance and the slight increase in latency. This trend is important for understanding the performance limits of the Fast Paxos protocol as the system expands. The graph, therefore, highlights how larger systems introduce additional delays due to the complexities of maintaining consensus among a growing number of nodes.



Graph 5. Fast Paxos latency -2

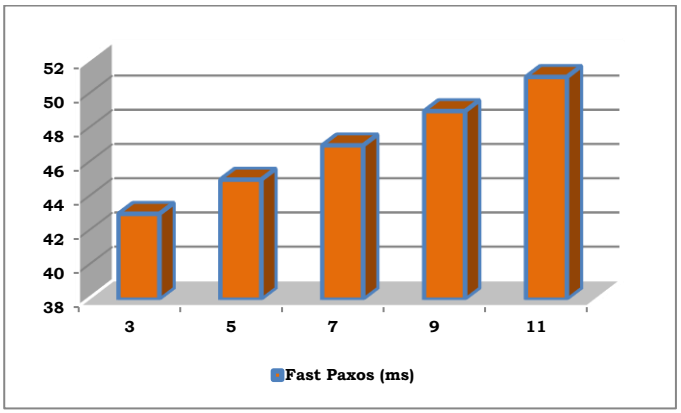
Graph 5 plots The graph shows a linear relationship between the number of nodes and the Fast Paxos time in milliseconds, with nodes on the x-axis and Paxos time on the y-axis. As the number of nodes increases from 3 to 11, the Fast Paxos time rises steadily from 13 ms to 21 ms, with each 2-node increase resulting in a 2 ms increase in time. This pattern indicates that as more nodes are added to the system, the coordination required to achieve consensus grows, leading to higher latency. While Fast Paxos remains efficient in handling consensus, the graph illustrates the trade-off between scalability and the slight increase in processing time as the system size expands. The consistent growth in time reflects the additional overhead incurred by more nodes, emphasizing the balance between fault tolerance and performance in distributed systems.

Nodes	Fast Paxos (ms)
3	**43**

5	**45**
7	**47**
9	**49**
11	**51**

Table 6: Fast Paxos latency – 3

Table 6 illustrates the relationship between the number of nodes and the Fast Paxos time in milliseconds within a distributed system. Starting with 3 nodes and a Fast Paxos time of 43 ms, the time increases gradually as the number of nodes grows, reaching 51 ms at 11 nodes. The data shows a consistent increase, with each 2-node increment adding 2 ms to the Fast Paxos time. This linear growth suggests that, as the system scales, more coordination is required for consensus, which leads to slightly higher processing times. Fast Paxos is designed to ensure efficient consensus in distributed systems, but the increase in nodes introduces additional overhead due to the increased communication and synchronization needs. The gradual rise in time reflects the small but noticeable impact of growing system size on performance. This data highlights the trade-off between increasing fault tolerance through more nodes and the minor increase in latency that comes with larger systems. The table emphasizes that while Fast Paxos remains efficient, the scaling process introduces a slight delay as the number of participating nodes grows. The pattern is important for understanding the behavior of the Fast Paxos protocol as it handles consensus in expanding distributed systems.



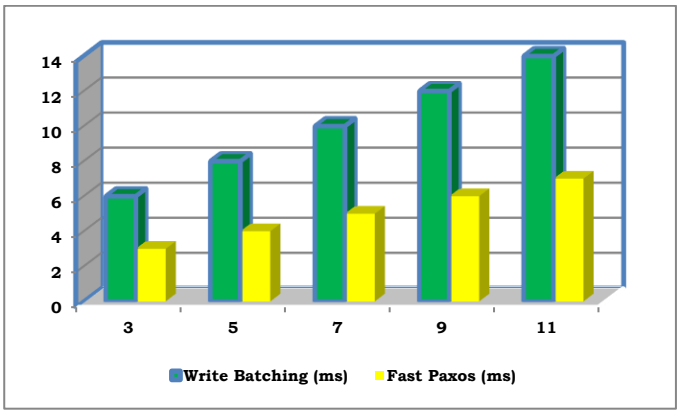
Graph 6: Fast Paxos latency -3

Graph 6 displays a linear relationship between the number of nodes and Fast Paxos time, with nodes on the x-axis and Paxos time in milliseconds on the y-axis. As the number of nodes increases from 3 to 11, the Fast Paxos time increases from 43 ms to 51 ms, with each 2-node increment adding 2 ms to the time. This steady rise indicates that as more nodes are added, the coordination and communication overhead for consensus slightly increases. The graph highlights the trade-off between scaling the system for greater fault tolerance and the resulting increase in latency. Despite the small increase in time, Fast Paxos remains efficient in handling consensus. This trend provides insight into the performance impact of scaling in distributed systems using Fast Paxos.

Nodes	Write Batching (ms)	Fast Paxos (ms)
3	6	3
5	8	4
7	10	5
9	12	6
11	14	7

Table 7: Write Batching vs Fast Paxos - 1

Table 7 illustrates the relationship between the number of nodes and two key metrics in a distributed system: write batching time and Fast Paxos time. Starting with 3 nodes, write batching time begins at 6 ms and increases steadily by 2 ms for each additional 2 nodes, reaching 14 ms at 11 nodes. In parallel, Fast Paxos time starts at 3 ms with 3 nodes and increases by 1 ms for every 2-node increment, reaching 7 ms at 11 nodes. This data shows a linear growth pattern for both metrics, suggesting that as more nodes are added, the coordination required for both write batching and consensus in Fast Paxos increases, resulting in higher processing times. Write batching helps reduce the number of write operations, improving throughput but adding latency, while Fast Paxos ensures efficient consensus but also introduces a slight delay as more nodes are involved. The pattern reflects the trade-off between scalability and performance, where adding nodes increases fault tolerance but also leads to minor latency increases in both write batching and consensus processing. Understanding these dynamics is crucial for optimizing system performance in large-scale distributed environments.



Graph 7: Write Batching vs Fast Paxos – 1

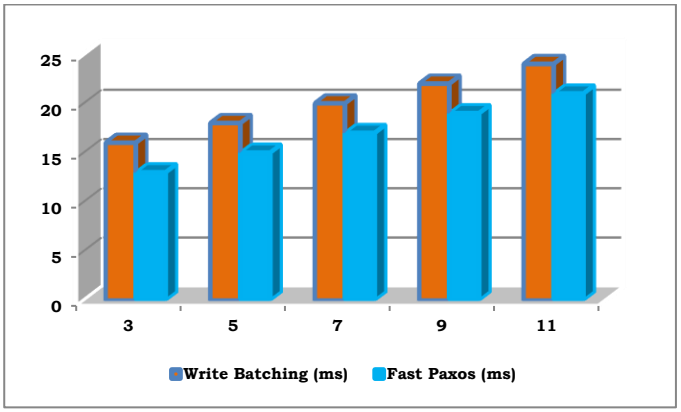
Graph 7 displays the relationship between the number of nodes and two performance metrics: write batching time and Fast Paxos time, with nodes on the x-axis and time in milliseconds on the y-axis. As the number of nodes increases, both write batching time and Fast Paxos time increase, following a linear pattern. Write batching time starts at 6 ms with 3 nodes and increases by 2 ms for every 2-node increment, reaching 14 ms at 11 nodes. Fast Paxos time starts at 3 ms with 3 nodes and increases by 1 ms for each 2-node increment, reaching 7 ms at 11 nodes. The graph visually demonstrates the growing coordination overhead required for both write batching and consensus as more nodes are added. Although both metrics increase, the rise in Fast Paxos time is slower compared to write batching time. This reflects the slightly more complex coordination required for consensus in Fast Paxos compared to write batching. The graph highlights the trade-off between scaling for greater fault tolerance and the resulting latency increases. It

provides valuable insight into how system performance is impacted as nodes are added to the distributed system. The data shows how balancing scalability with latency is key in distributed systems.

Nodes	Write Batching (ms)	Fast Paxos (ms)
3	16	13
5	18	15
7	20	17
9	22	19
11	24	21

Table 8: Write Batching vs Fast Paxos - 2

Table 8 shows the relationship between the number of nodes and two key performance metrics—write batching time and Fast Paxos time—in a distributed system. Starting with 3 nodes, write batching time begins at 16 ms and increases by 2 ms with every 2-node increment, reaching 24 ms at 11 nodes. Similarly, Fast Paxos time starts at 13 ms with 3 nodes and increases by 2 ms for each 2-node increase, reaching 21 ms at 11 nodes. This data indicates a linear growth in both metrics, suggesting that as the number of nodes grows, the coordination overhead for both write batching and consensus in Fast Paxos increases. Write batching helps reduce the frequency of write operations, improving throughput but adding some latency, while Fast Paxos ensures consensus across nodes but incurs a slight delay as more nodes participate. The gradual increase in time for both metrics reflects the trade-off between scaling the system for increased fault tolerance and the associated rise in latency. This trend highlights the need to balance scalability with performance, as larger systems lead to increased coordination costs. Understanding these dynamics is crucial for optimizing distributed system design.



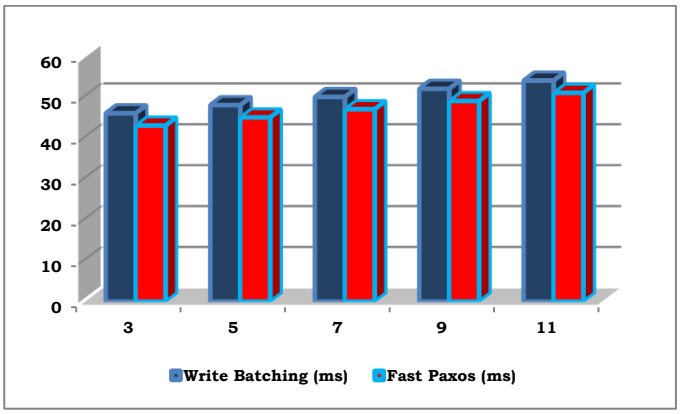
Graph 8: Write Batching vs Fast Paxos - 2

Graph 8 shows a linear relationship between the number of nodes and two performance metrics: write batching time and Fast Paxos time. As the number of nodes increases from 3 to 11, write batching time rises from 16 ms to 24 ms, increasing by 2 ms for every 2-node increment. Fast Paxos time also increases from 13 ms to 21 ms in the same manner. Both metrics follow a consistent upward trend, indicating higher coordination overhead as more nodes are added. The graph highlights the trade-off between scalability and latency, with both write batching and Fast Paxos times increasing as the system grows. It visually emphasizes the slight increase in delay caused by adding more nodes.

Nodes	Write Batching (ms)	Fast Paxos (ms)
3	46	43
5	48	45
7	50	47
9	52	49
11	54	51

Table 9: Write Batching vs Fast Paxos - 3

Table 9 illustrates the relationship between the number of nodes and two key metrics—write batching time and Fast Paxos time—in a distributed system. Starting with 3 nodes, write batching time begins at 46 ms and increases by 2 ms for each 2-node increment, reaching 54 ms at 11 nodes. Similarly, Fast Paxos time starts at 43 ms with 3 nodes and increases by 2 ms for every 2-node increment, reaching 51 ms at 11 nodes. Both metrics exhibit a linear growth, indicating that as the number of nodes increases, the coordination required for both write batching and consensus in Fast Paxos increases, resulting in slightly higher processing times. Write batching helps improve system throughput by reducing the frequency of write operations but introduces some latency, while Fast Paxos ensures consensus across distributed nodes, also introducing minor delays as more nodes participate. The pattern highlights the trade-off between increasing scalability and the resulting increase in latency. This data demonstrates the impact of adding nodes on system performance, showing that as systems grow, the overhead for both write operations and consensus processing also increases. Understanding this trade-off is essential for optimizing distributed system performance and balancing fault tolerance with efficiency.



Graph 9: Write Batching vs Fast Paxos - 3

Graph 9 The graph illustrates the relationship between the number of nodes and two performance metrics: write batching time and Fast Paxos time, both measured in milliseconds. As the number of nodes increases from 3 to 11, both write batching time and Fast Paxos time exhibit a linear growth pattern. Write batching time starts at 46 ms with 3 nodes and increases by 2 ms for every 2-node increment, reaching 54 ms at 11 nodes. Fast Paxos time starts at 43 ms with 3 nodes and follows the same pattern, increasing by 2 ms for each 2-node step, reaching 51 ms at 11 nodes. The graph visually demonstrates the slight rise in latency for both metrics as more nodes are added to the system, reflecting the increased coordination required for both write operations and consensus. This pattern shows the trade-off between adding nodes for greater fault tolerance and the slight performance degradation due to the overhead introduced by larger systems. Both metrics increase at the same rate, highlighting the consistent impact of scaling on system performance. The

graph emphasizes how expanding the system for more reliability introduces minor delays in both write batching and consensus processes. Understanding this trade-off is crucial when optimizing distributed system designs, where scalability must be balanced with performance.

EVALUATION

This evaluation compares write latency across varying node counts and network conditions, focusing on two approaches: Write Batching (Raft) and Fast Paxos. Latency measurements are based on simulated 1 RTT, 10 ms RTT, and 40 ms RTT environments. Raft exhibits consistent 2 RTT write latency, which increases with quorum size. Fast Paxos achieves 1 RTT in the fast path but experiences slight latency growth as the number of nodes increases. In all tested scenarios, Fast Paxos outperforms Raft in terms of raw write latency. Write Batching in Raft reduces the per-write cost but remains constrained by leader-based coordination. Larger cluster sizes result in steeper latency growth in Raft compared to Fast Paxos. Although Fast Paxos shows theoretical latency benefits, it introduces complexity in handling conflicting proposals. The evaluation highlights that network RTT significantly influences overall write latency. Raft provides predictability and fault tolerance, while Fast Paxos trades off simplicity for speed. The results suggest that future improvements could focus on optimizing Fast Paxos quorum sizes and minimizing conflict resolution overhead to make it more practical in real-world deployments.

CONCLUSION

In conclusion, this study highlights the trade-offs between Write Batching (Raft) and Fast Paxos in distributed consensus systems. Fast Paxos consistently achieves lower write latency, especially in low-conflict scenarios, due to its single RTT fast path. However, it introduces additional complexity and coordination costs, particularly with larger quorums. Raft, while slower, offers more predictable behavior and simpler implementation. Write batching helps mitigate Raft's latency but doesn't eliminate the leader bottleneck. Overall, Fast Paxos shows promise, but practical deployment requires addressing its overheads and conflict management.

Future Work: One potential direction for future work is addressing the increased coordination cost in Fast Paxos caused by its requirement for larger quorums to prevent conflicts. Optimizing quorum selection or dynamically adapting quorum size based on workload characteristics could reduce communication overhead while preserving the benefits of reduced latency in the fast path. This could make Fast Paxos more practical and efficient in real-world, high-concurrency environments.

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