

Consensus in the presence of Overlapping Faults and Total Omission Setting

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Inputs

Validity

• Consistency

• Termination

Outputs





• Validity

• Consistency

Termination

Outputs





• Validity



• Consistency

Termination





• Validity

• Consistency

Termination







Validity
Consistency



Termination













- Send Omission(Ghost)
- Receive Omission(Zombie₂)
- Byzantine Corruption
- Full-Omission(Overlapping Faults)





• Send Omission 👻



• Send Omission 👻





• Send Omission 👻





• Send Omission 🗝









• Send Omission 🗝









• Receive Omission



Receive Omission

It is allowed to output a flag Z=True to indicate it is actually receive omission.

When it outputs Z=True, it must be receive omission.

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When it sets itself as Send Omission, it must be the case it is send omission.

It must output the "correct" value if it is not receive omission.



Basic Idea: Self-Detection



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Receive Omission Detection



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If a party receives number of messages less than it expected, at least one message has been dropped on its side, so it can detect itself as receive omission.



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Send Omission Detection

If a party knows at least one nonfaulty party has not received the message it is expected to send, it can detect itself as send omission.



Undead Weak Multicast























































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Closes the Door, Leaves a Window

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Closes the Door, Leaves a Window

Our Result: There is a Byzantine Agreement Protocol with s + r = n.





Undead Very Weak Multicast

A Consensus Protocol with s+r=n(s<n)

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For s+1 Different Leaders

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For s+1 Different Leaders





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Impossibility proof in the case s = n.



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Separation Between Agreement and Broadcast

Impossibility proof for Broadcast with s + r = n.



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Optimal Resilience

Impossibility proof for Agreement with s + r > n (with overlapping).





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Thank you!