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A Quorum-based Commit and Termination Protocol
for Distributed Database Systems*

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Abstract

Correctness and availability are two competing goals in the
design of a fault-tolerant transaction processing strategy for dis-
tributed database systems. To achieve absolute correctness,
availability of data may be reduced when failures occur. In
this paper, a quorum-based commit and termination protocol
is designed with the goal of maintaining high data availability
in case of failures. The protocol proposed is resilient to arbitrary
availability of data may be reduced when failures occur. In
this paper, a quorum-based commit and termination protocol
distributed database systems. To achieve absolute correctness,
availability of data may be reduced when failures occur. In
this paper, a quorum-based commit and termination protocol

1 INTRODUCTION

A distributed database system supports a database physically
distributed over multiple sites interconnected by a computer net-
work. Compared to centralized database systems, distributed
database systems have at least the following distinctive advan-
tages: (1) copies of data can be replicated in more than one site
to improve performance and availability of the system. By stor-
ing copies of data in sites where they are frequently accessed,
the need for expensive remote access can be reduced. By stor-
ing copies of critical data on processors with independent failure
modes, the probability that at least one copy of the data will be
accessible increases. (2) concurrent execution of multiple trans-
actions at the same time can provide higher system throughput.
However, there are disadvantages also. Maintaining database
correctness in a distributed environment is more difficult due to
failures and synchronization problems. The generally accepted
notion of correctness in a distributed database system is that it
executes transactions so that they appear to users as indivisible,
solated actions on the database. This property, referred to as
atomic execution [4], can be achieved by guaranteeing the fol-
lowing properties: atomic commitment for each transaction and
serializability among all transactions in an environment where
failures may occur. The failure scenarios considered are site
failures, lost messages, and network partitioning (the network is
partitioned into several disjoint components with no communi-
cation possible between them.) Atomic commitment means that
either all of a transaction's updates are performed or none are
performed. The execution of a set of transactions is serializable
if it has the same effect as executing the same set of transactions
one at a time in some order.

Atomic commitment is ensured by commit protocols and ter-
mination protocols. A termination protocol is invoked to con-
sistently terminate transactions when failures occur and ren-
der the continued execution of a commit protocol impossible.
Several commit protocols and termination protocols have been
proposed. The two-phase commit protocol (2PC) [9,11] is the
simplest one (Fig. 1). The protocol uses a designated site (usu-
ally the site where a transaction is issued) to coordinate the
execution of the transaction at the other sites (participants). In
the first phase of the protocol, the coordinator distributes the
update values (in Vote-Req messages) to all sites which contain
data items to be updated, and then each site individually votes
on whether to commit ('yes') or abort ('no') the transaction.
(An example in which a site may vote 'no' is when its I/O sub-
system fails and it cannot implement the update.) In the second
phase, the coordinator makes a decision on whether the transac-
tion should be committed or aborted based on the responses it
receives from the participants (the transaction can be commit-
ted iff every site votes 'yes'), and informs each site its decision.
Each site will then commit or abort the transaction accordingly
when the coordinator's decision is received. The termination
(i.e. commit or abort) of a transaction at a site is an irrevocable
operation. If a transaction is committed (aborted), it cannot be
later aborted (committed).

In the absence of failures, two-phase commit works well.
However, it is blocking under site failures or network partition-
ing. In the protocol, once a participant has voted 'yes', it cannot
terminate the transaction until it has received the coordinator's
decision. If the coordinator crashes and fails to send out its
decision, or the network is partitioned and the decision cannot
be delivered, the participants must block the transaction's execu-
tion and wait for the failures to recover. When a transac-
tion is blocked, locks will be held on data items accessed by the
transaction, rendering those data items inaccessible to the other
transactions.

It has been proved that there does not exist a commit pro-
tocol nonblocking to concurrent site failures and network parti-
tioning [14,17]. Since it is impossible to eliminate blocking, it
is desirable to minimize the reduction in data availability when

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failures occur. There are two factors that affect the availability of data items. First, to ensure atomic commitment, data items locked by blocked transactions are not accessible to the other transactions. Secondly, to ensure serializability, conflicting operations issued by transactions executing in different partitions of the network should be controlled (by partition processing strategies), further reducing the availability of the data. All existing commit and termination protocols do not take the second factor into consideration in the design, therefore data availability is more likely to be reduced by both factors.

In this paper, we propose a quorum-based commit and termination protocol with the goal of maintaining high data availability in case of failures. The protocol proposed has the following salient features:

1. It is resilient to arbitrary concurrent site failures, lost messages and network partitioning.
2. It does not require the correct identification of the failure type and it does not require that the coordinator in each partition be unique.
3. It can deal with additional failures that occur during the execution of the termination protocol, i.e., it is reentrantable.
4. It takes the voting partition processing strategy into consideration in the design. By doing so, we decrease the reduction in data availability due to failures.

This paper is organized as follows. In section 2, we give an overview of related work and then describe a problem with the existing protocols. In section 3, quorum-based commit and termination protocols are developed. Section 4 gives the proofs of correctness of the protocols. We conclude in section 5 with some discussions on the protocols proposed.

2 RELATED WORK

The local transaction states of any commit protocol form two disjoint subsets: the committable states and the noncommittable states. A site will occupy a committable state only if all participating sites have voted "yes" on the transaction. In [15], a three-phase commit protocol (Fig. 2) and a termination protocol were presented. By introducing a buffer state PC (Prepare-to-Commit) between the wait state (W) and the commit state (C), there exists no local state adjacent to both the abort state and the commit state and there exists no noncommittable state adjacent to the commit state, rendering the three-phase commit protocol nonblocking under site failures.

In [16], a quorum-based commit and termination protocol is proposed which reduces the probability that a large partition (one consisting of many participants) will be blocked in the event of a partitioning. The protocol uses a weighted voting scheme to resolve conflicts during failures. Each site is assigned some number of votes. When failures occur, a transaction is committed only if a minimum number of votes, called a commit quorum, are cast for committing. Similarly, a transaction will be aborted only if a minimum number of votes, called an abort quorum, are cast for aborting. The sum of the commit quorum and the abort quorum must exceed the total number of votes.

Serializability in nonpartitioned database systems can be achieved by using concurrency control algorithms [2,6,10,13]. When the database is partitioned, not only must serializability be ensured in each partition but also across partitions. Several partition-processing strategies for ensuring serializability in a partitioned environment have been proposed [1,3,4,5], [8,12,18,19] and most of them are based on the observation that a sufficient (but not necessary) condition for serializability is that no two partitions execute conflicting data operations. Among them, the voting scheme [8] is the most commonly used. In the scheme, every copy of each data item is assigned some number of votes. A transaction must collect \( r(x) \) votes of a data item \( x \) before it can read the data item, and collect \( w(x) \) votes of a data item \( x \) before it can write that data item. Two constraints must be satisfied:

1. \( r(x) + w(x) > v(x) \)
2. \( w(x) > v(x)/2 \). The first constraint ensures that data read by any transaction will contain the most recent copy. (Version numbers are used to identify the most recent copy.) It also ensures that a data item cannot be read in one partition and written in another when the system is partitioned.

The second constraint ensures that two writes on a data item cannot happen in parallel, or if the system is partitioned, that writes cannot occur in two different partitions.

The missing writes scheme [5] is an adaptive voting strategy that improves performance when there are no failures in the system.

If we use any existing commit and termination protocol to ensure atomic commitment and use the voting scheme to ensure serializability, then the correctness of the database can be maintained. However, we note that the availability of the data items is reduced twice, first by the commit protocol and the termination protocol and then by the partition-processing strategy. If a transaction is blocked in a partition and the termination protocol fails, then even though the partition may have enough votes for some data items in the write set of that transaction, those data items are not accessible in the partition. On the other hand, even though a transaction is terminated in a partition by the termination protocol, if the partition does not have enough votes for some data items in the write set of that transaction, those data items are not accessible in the partition. The following examples illustrate this point.

EXAMPLE 1 A transaction TR issued at site1 updates data items \( x \) and \( y \). Data item \( x \) has copies \( x_1, x_2, x_3 \) and \( x_4 \) stored at site1, site2, site3, and site4, respectively. Data item \( y \) has copies \( y_1, y_2, y_3, y_4 \) stored at site1, site2, site3, and site4, respectively. Suppose the quorum-based commit and termination protocol [16] is used to ensure atomic commitment and the voting scheme is used to ensure serializability. Assume the vote assigned to each site in the quorum-based protocol is \( 1 \) with commit quorum \( V_c = 5 \) and abort quorum \( V_a = 4 \) (\( V_c > V_a > 8 = V_i \), the total number of votes), and the vote assigned to each copy of \( x \) and \( y \) in the voting scheme is also 1 with \( r(x) = r(y) = 2 \) and \( w(x) = w(y) = 3 \) (The two constraints are satisfied). Suppose during the commitment procedure of TR, the coordinator \((\text{site})\) fails and the network is partitioned into three parts: \( G_1 = \{\text{site}_1, \text{site}_2, \text{site}_3\} \), \( G_2 = \{\text{site}_4, \text{site}_5\} \), and \( G_3 = \{\text{site}_6, \text{site}_7\} \), leaving the local state of \( \text{site}_6 \) as PC and all the other active participants as W (Fig. 3). Since the votes contained in each partition is less than both the commit quorum and the abort quorum, transaction TR will be blocked in all the partitions, which causes data item \( x \) and \( y \) to be inaccessible in all the partitions even though partition \( G_1 \) has enough votes for reading data item \( x \) and partition \( G_2 \) has enough votes for updating data item \( y \).
EXAMPLE 2 Suppose we have the same scenario as Example 1 except that the three-phase commit and termination protocol is used for ensuring atomic commit. The termination protocol of the three-phase commit protocol is designed for dealing with site failures only, and it dictates that if there exists a site in PC state or committed state, then the transaction should be committed; else the transaction should be aborted. Therefore, partition G1 and G2 will abort transaction TR while partition G3 will commit the transaction, and transaction TR is terminated inconsistently.

3 THE QUORUM-BASED COMMIT AND TERMINATION PROTOCOLS

Atomic commitment is ensured by the quorum-based commit and termination protocols. The termination protocol is invoked to correctly terminate a transaction at all active participating sites (participants) when the normal commitment procedure is interrupted by failures. When it is invoked, a coordinator will first be elected in each partition by an election protocol [7]. In the following, we will assume that an election protocol is availability. It should be noted that our protocols do not require the election of a unique coordinator in each partition.

3.1 THE QUORUM-BASED TERMINATION PROTOCOLS

In this subsection, we will assume that the commit protocol used is the three-phase commit protocol. A quorum-based commit protocol similar to the three-phase commit protocol will be designed in the next subsection. The quorum-based commit protocol will help speed up the commitment procedure.

Notation 1: \( W(TR) \) is the set of data items in the writset of transaction TR.

Definition 1 (partition state) The partition state PS of a transaction TR in a partition is the set of local states of all active participants of TR in the partition.

Definition 2 (concurrency set) The concurrency set \( C(PS) \) of a partition state PS is the set of partition states which may be concurrent with PS.

To terminate a transaction consistently in all the partitions, the following rules must be obeyed.

Rule 1: Given that the partition state of a transaction in a partition is PS. If \( C(PS) \) contains a partition state where at least one participant is in the commit state, then the partition should commit the transaction. On the other hand, if \( C(PS) \) contains a partition state where at least one participant is in the abort state, then the partition should abort the transaction.

Rule 2: If a partition has partition state PS for a transaction TR, the partition should either block TR or terminate TR consistently with all the other partitions with state PS' for TR, where PS' is in \( C(PS) \).

To minimize the reduction in data availability, we should design a termination protocol with the following property: if a partition has enough votes for a data item, that data item will not be blocked in the partition by the termination protocol; that is, if a partition has enough votes for a data item in the writset of a transaction, the termination protocol should either commit or abort the transaction in the partition. Unfortunately, the following argument shows that such a termination protocol does not exist.

When the commitment procedure of a transaction is interrupted by failures, the mutually-exclusive, collectively-exhaustive partition states that a partition can be in and their corresponding concurrency sets are listed in Fig. 4. By rule 1, PS1 should be aborted, PS2 should be committed. By rule 2, both PS1 and PS2 should be blocked or aborted since PS1 is in both \( C(PS1) \) and \( C(PS2) \); PS3 should be blocked or committed since PS3 is in \( C(PS5) \); PS4 should be blocked or terminated consistently with PS2 and PS3. Note that PS2 is in \( C(PS5) \) and vice versa. When a partition G1 has enough votes for some but not all of the data items in \( W(TR) \) of a transaction TR and is in state PS1 for the transaction, it is possible that some other partition G2 may have enough votes for some other data items in \( W(TR) \) and is in state PS2 for TR. As partitions in state PS2 can only be blocked or aborted and partitions in state PS3 can only be blocked or committed, it is impossible to terminate TR in both G1 and G2 even though both of them have enough votes for some data item in \( W(TR) \). This argument can be generalized for any termination protocol working with any commit protocol.

In spite of the negative result shown above, we expect to be able to maintain higher data availability if the partition processing strategy is taken into consideration in the design of a termination protocol. The following two solutions follow such an approach.

3.1.1 TERMINATION PROTOCOL 1

This termination protocol consists of three phases. In the first phase the newly elected coordinator polls the participants of transaction TR in its partition about their local states, and their replies determine the action taken in the next two phases. If any participant has committed, then transaction TR is immediately committed at all participants in the partition. If any participant has aborted or is in the initial state, then transaction TR is immediately aborted at all participants in the partition. Otherwise, the coordinator will attempt to establish a quorum.

We introduce a new state, PA, and a new message, Prepare-To-Abort. A site will relinquish its right to participate in an abort quorum by moving to state PC when a commit quorum is formed and a Prepare-To-Commit message is received. A site will relinquish its right to participate in a commit quorum by moving to state PA when an abort quorum is formed and a Prepare-To-Abort message is received. A commit quorum is possible if at least one participant is in the commit state PC and the partition has at least \( w(z) \) votes for every data item \( z \) in \( W(TR) \) from those participants which are not in state PA. If this is the case, the coordinator will attempt to move all participants in state W (wait) into PC by broadcasting Prepare-To-Commit messages. Barring additional failures, the coordinator will then commit the transaction in the partition.

An abort quorum is possible if not all participants in the partition are in state PC and the partition has at least \( r(z) \) votes for some data item \( z \) in \( W(TR) \) from those participants which are not in state PC. If this is the case, the coordinator will attempt to move all participants in state W (wait) into PA by broadcasting Prepare-To-Abort messages. Barring
additional failures, the coordinator will then abort the transaction in the partition. Note that if a commit quorum is formed in one partition, then it is impossible for an abort quorum to be formed in another partition and vice versa. However, several abort quorums may be formed at the same time.

If there are additional failures and the coordinator does not receive enough acknowledgment messages, then the termination protocol will be repeated again. A prototype for termination protocol 1 is shown in Fig. 5. The longest end-to-end propagation delay of the network is assumed to be T.

The state transition diagram is given in Fig. 6. Note that there is no transition between PC and PA. A participant should ignore PREPARE-TO-COMMIT messages if it is in PA state and ignore PREPARE-TO-ABORT messages if it is in PC state. These are required to deal with additional failures and the possibility of more than one coordinators in a partition, each communicating with distinct intersecting subsets of the participants. It can be best explained by a counterexample.

**Example 3** A transaction TR issued at site 1 updates data items x and y which have copies x1, x2, x3, y1, and y2 stored at sites 2, 3, 4, and 5, respectively. Assume the vote of each copy of both x and y is 1 and w(x) = w(y) = 3, r(f) = r(p) = 2. Suppose we adopt termination protocol 1. However, a participant will respond to a PREPARE-TO-ABORT message when in PC state and respond to a PREPARE-TO-COMMIT message when in PA state. Suppose during the commitment procedure of TR, the coordinator fails and the network is partitioned into two parts: G1 = {site1, site2} and G2 = {site3, site4, site5}, leaving the local state of site1 as FC and all the other active participants as W (Fig. 7). After the election protocol, site2 and site3 will be elected as the coordinator of G1 and G2, respectively. However, just before site2 starts collecting local state information, the network recovers, giving rise to two coordinators in the same partition. Assume that all the messages between site2 and site3 and from site2 to site5 are somehow lost in the network. So site2 will only collect enough votes to abort TR and will send out PREPARE-TO-ABORT messages, while site3 will collect enough votes to commit TR and will send out PREPARE-TO-COMMIT messages. If a site is allowed to respond to a PREPARE-TO-ABORT message in PC state and to respond to a PREPARE-TO-COMMIT message in PA state, then site2 will respond to both the PREPARE-TO-ABORT message and the PREPARE-TO-COMMIT message. Therefore, site2 will receive enough PA-ACK’s to send ABORT commands, while site3 will receive enough PC-ACK’s to send COMMIT commands, and transaction TR is terminated inconsistent.

The following example illustrates that termination protocol 1 can maintain higher data availability than the protocol in [16].

**Example 4** Suppose we have the same scenario as example 1 except that the three-phase commit protocol and termination protocol 1 is used for ensuring atomic commitment. Since both partitions G1 and G2 satisfy the abort quorum in protocol 1, transaction TR can be aborted in G1 and G2. Now data item x in G1 is not blocked any more and G1 has enough votes for reading data x, so x can be read in G1. Similarly, data item y can be updated in G1.

3.1.2 TERMINATION PROTOCOL 2

Protocol 2 is the same as protocol 1 except that the criteria for forming a quorum is different. In this protocol, an abort quorum is possible if the partition has at least w(x) votes for every data item x in W(TR) from participants which are not in PC state. A commit quorum is possible if at least one participant is in state PC and the partition has at least r(x) votes for some data item x in W(TR) from participants which are not in PA state. A prototype for this protocol is shown in Fig. 8.

3.2 THE QUORUM-BASED COMMIT PROTOCOLS

Instead of using the three-phase commit protocol, we can design a quorum-based commit protocol for each termination protocol described above. These protocols are similar to the three-phase commit protocol except that the coordinator can send out commit commands before all the PC-ACK’s are received (Fig. 9), thus speeding up the commitment procedure. For commit protocol 1, the coordinator only has to wait for w(x) votes of PC-ACK’s for every data item x in the write set, because receiving these PC-ACK’s ensures that an abort quorum can never be formed for the transaction anymore. For commit protocol 2, the coordinator only has to wait for r(x) votes of PC-ACK’s for some data item x in the write set for similar reasons. So commit protocol 2 runs faster than commit protocol 1.

4 PROOF OF CORRECTNESS

In this section, we give the proof of correctness of commit protocol 1 and termination protocol 1. Similarly, protocol 2 can be proved.

**Lemma 1 If the first participant that terminates transaction TR commits the transaction, then all other participants will either commit or block transaction TR in the termination protocol when failures occur.**

**Proof:** Let the first participant that terminates transaction TR be sitea. Consider the following two cases:

**Case (1): sitea is committed by the quorum-based commit protocol.**

In this case, participants which are in PC or commit state must constitute at least w(x) votes for every data item x in W(TR) before the termination protocol is executed. For any given partition, if the local states collected by its coordinator contains a commit, then the coordinator will send commit commands to all participants in the partition; else there must be less than r(x) votes for every data item x in W(TR) from participants which are not in PC state and the coordinator will not be able to move any participant to PA state. Therefore, no participant in the partition will abort transaction TR.

**Case (2): sitea is commited by the termination protocol.**

In this case, it is impossible to have a partition that contains a participant in the initial state because there must exist a participant in PC state for sitea to be committed. It is also impossible to have a partition where the coordinator can receive enough PA-ACK’s from participants weighing a total of at least r(x) for some data item x in W(TR). This is because before sitea is committed, participants weighing a total of at least w(x) for every data item x in W(TR) must have been moved to state
PC and none of them will respond to a PREPARE-TO-ABORT message. Therefore, no participant will abort transaction TR.

Q.E.D.

**Lemma 3** If the first participant that terminates transaction TR aborts the transaction, then all other participants will either abort or block transaction TR in the termination protocol when failures occur.

*Proof* Let the first participant that terminates transaction TR be sitea. Consider the following two cases:

Case(1): sitea is aborted by the quorum-based commit protocol.

In this case, all other participants of transaction TR must either be in the abort state, the wait state or the initial state before the termination protocol is executed. So it is impossible to have a partition that contains at least one participant in state PC, which in turn prevents any partition to have a commit quorum. Therefore, no participant will commit the transaction.

Case(2): sitea is aborted by the termination protocol.

In this case, it is impossible to have a participant that receives a delayed commit command because the participants in the same partition sitea cannot call be in state PC for sitea to be aborted. It is also impossible to have a partition where the coordinator can receive enough PC-ACK's from participants weighing a total of at least w(e) for every data item e in W(TR). This is because before sitea is aborted, participants weighing a total of at least r(e) for some data item e must have been moved to state PA and none of them will respond to a PREPARE-TO-COMMIT message. Therefore, no participant will commit the transaction.

Q.E.D.

**Theorem 1** The proposed termination protocol will terminate transactions consistently under concurrent site failures, lost messages and network partitioning.

*Proof* Follows as a direct consequence of Lemma 1 and Lemma 2.

Q.E.D.

5 CONCLUSIONS

We have presented two quorum-based commit and termination protocols which are resilient to arbitrary concurrent site failures, lost messages and network partitioning. By taking the voting partition processing strategy into consideration in the design, our protocols are expected to maintain higher data availability than existing ones. The idea can be generalized to work with other partition-processing strategies. Protocol 2 is expected to perform better than protocol 1 because its commit protocol runs faster, which not only shortens the commitment procedure of transactions when the system operates normally but also makes transactions less susceptible to failures.

References


Fig. 1 The Two-Phase Commit Protocol.

Fig. 2 The Three-Phase Commit Protocol.

Fig. 3 Figure for Example 1.

Fig. 4 The Concurrency Set of Partition States.

Fig. 5 State Transition Diagram for the Termination Protocol.

Fig. 6 State Transition Diagram for the Termination Protocol.

Fig. 7 Figure for Example 3.

Fig. 8 The Quorum-Based Commit Protocol.
PROTOCOL 1 PROTOTYPE

COORDINATOR

Phase 1
Request local states from all reachable participants

Phase 2

PARTICIPANTS’ RESPONSES

if ( ≥ 1 commit state ) OR ( there are at least w(x) votes for every data item x in W(TR) from participants in PC state )

elseif ( ≥ 1 abort state or initial state ) OR ( there are at least r(x) votes for some data item x in W(TR) from participants in PA state )

elseif ( there exists a participant in PC state ) AND ( there are at least w(x) votes for every data item x in W(TR) from participants not in PA state )

elseif ( there are at least r(x) votes for some data item x in W(TR) from participants not in PC state )

e else

Phase 3

(3a)
if ( the participants which reply PC state in phase 1 and the participants which reply PC-ACK within the timeout period 2T in phase 2 constitute at least w(x) votes for every data item x in W(TR) )
then send COMMIT commands to all reachable participants;
else start the election protocol;

(3b)
if ( the participants which reply PA state in phase 1 and the participants which reply PA-ACK within the timeout period 2T in phase 2 constitute at least r(x) votes for some data item x in W(TR) )
then send PREPARE-TO-ABORT commands to all reachable participants;
else start the election protocol;

PARTICIPANTS’ ACTIONS

send COMMIT commands to all reachable participants;
terminate;

send ABORT commands to all reachable participants;
terminates;

send PREPARE-TO-COMMIT to all participants in W state;
continue with (3a);

send PREPARE-TO-ABORT to all participants in W state;
continue with (3b);

block;

PARTICIPANTS

EVENTS

(1) receive a request for local state of TR

(2) receive PREPARE-TO-COMMIT for transaction TR

(3) receive PREPARE-TO-ABORT for transaction TR

(4) receive COMMIT command for transaction TR

(5) receive ABORT command for transaction TR

(6) time out

(* Occurs when the participant does not receive a response from the coordinator within 3T after sending a message to the coordinator *)

send the local state of TR

if ( TR is not in PA or Commit state )
then enter PC state for transaction TR;
send PC-ACK back to the coordinator;

if ( TR is not in PC or abort state )
then enter PA state for transaction TR;
send PA-ACK back to the coordinator;

commit transaction TR and then terminate;
abort transaction TR and then terminate;
start the election protocol;

Fig. 5 The Termination Protocol 1.
PROTOCOL 2 PROTOTYPE

COORDINATOR

Phase 1
Request local states from all reachable participants

Phase 1

PARTICIPANTS’ RESPONSES

if \((\geq 1\ \text{commit state})\) OR \((\text{there are at least } r(x)\ \text{votes for some data item } x \text{ in } W(TR) \text{ from participants in PC state})\)

else if \((\geq 1\ \text{abort state or initial state})\) OR \((\text{there are at least } w(x)\ \text{votes for every data item } x \text{ in } W(TR) \text{ from participants in PA state})\)

else if \((\text{there exists a participant in PC state})\) AND \((\text{there are at least } r(x)\ \text{votes for some data item } x \text{ in } W(TR) \text{ from participants not in PA state})\)

else if \((\text{there are at least } w(x)\ \text{votes for every data item } x \text{ in } W(TR) \text{ from participants not in PC state})\)

else

COORDINATOR’S ACTIONS

send COMMIT commands to all reachable participants;
terminate;

send ABORT commands to all reachable participants;
terminates;

send PREPARE-TO-COMMIT to all participants in W state;
continue with (3a);

send PREPARE-TO-ABORT to all participants in W state;
continue with (3b);

block;

Phase 3

(3a)
if \((\text{the participants which reply PC state in phase 1 and the participants which reply PC-ACK within the timeout period } 2T \text{ in phase 2 constitute at least } r(x)\ \text{votes for some data item } x \text{ in } W(TR))\)

then
send COMMIT commands to all reachable participants;
start the election protocol;

else
start the election protocol;

(3b)
if \((\text{the participants which reply PA state in Phase 1 and the participants which reply PA-ACK within the timeout period } 2T \text{ in phase 2 constitute at least } w(z)\ \text{votes for every data item } x \text{ in } W(TR))\)

then
send ABORT commands to all reachable participants;

else
start the election protocol;

PARTICIPANTS

SAME AS TERMINATION PROTOCOL 1.

Fig. 8 The Termination Protocol 2.