Michel RAYNAL

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March 2024

This document is made up of 4 parts:

To make the reading of each part as independent as possible from the other parts, a few paragraphs and figures appear in several parts.

Part 1/4:

CV, Biography

and a View of my Job in my Scientific Domain

1 One-page Curriculum Vitæ

Michel RAYNAL
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Campus de Beaulieu, 35042 Rennes, France
French, January 16, 1949 (Douelle, Lot, France).
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Academic curiculum

▷ *Doctorat d'État* (Informatics), Rennes University, 1981. Title : Process cooperation in languages and systems.
▷ PhD, Rennes University, 1975. Title : Design an implementation of a high level language-based virtual machine.
▷ Engineer diploma (Informatics), 1973.
▷ French *Baccalauréat* in Sciences (1968) and Literature –Latin, Greek, Italian– (1969), both with honors.

Professional career

▷ 2017 : Series editor of the *Synthesis Lectures on Distributed Computing Theory* (Morgan & Clapypool).
▷ 2013-2020: Member of the board of directors and the scientific board of SIF (Société Informatique de France).
▷ 2011-2015: Member of the scientific board of INS2I (Informatics Department of French CNRS).
▷ 2004-2021: member of the steering committees of ACM PODC, DISC, IEEE ICDCS, ACM ICDCN, NETYS.
▷ 2000-2004: Chair of the SC of the DISC symposia.
▷ 1995-2016: Member of the editorial board of IEEE TC, IEEE TPDS, JPDC (among others).
▷ 1990-2021: Expertise for EU, French ANR, NSF, CONACYT, Australia, Austria, Canada, Sweden, etc.
▷ 1987: Invited researcher: IBM Almaden (California).
▷ 1984-2002: Founder and head of the ADP Inria/IRISA research team on distributed algorithms.
(At that time: one of the very first research groups in the world entirely devoted to distributed algorithms.)
▷ 1984-1987: Consulting position at CNET (French Telecom).
▷ 1984: Associate professor and then (1989) Full professor, University of Rennes, France.
▷ 1981-1984: Founder and head of the CS department at SupTelecom Brest (Telecom. Engineer school).
▷ 1976-1981: Full-time researcher at Inria.

Research topics

▷ Distributed algorithms and systems, Concurrency, Distributed computing, Fault-tolerance, Synchronization.
▷ Fundamental principles that underlie the design and the construction of distributed computing.

A few numbers (As any number, the numbers that follow have to be interpreted according to the context) ▷ h-index: 65. ▷ i10-index: 328. ▷ Citations: 16 322. ▷ Number of co-authors: 194. ▷ Guide2Research Int'l: 1727 Nat'l: 28. ▷ PhD students: 48. ▷ Best paper awards: 8 (ACM PODC, DISC, 3 ICDCS, Europar, 2 SSS). ▷ Program committees (int'l conf.) > 180. ▷ Chair of int'l progam committees > 25. ▷ PhD and "Habilitation" committees > 200 (all over the world). ▷ Invitations by foreign universities > 50 (Europe, N & S America, Asia, Africa). ▷ Articles in journals: 198. ▷ Articles in conferences: 384. ▷ Author: 13 books. 1984-2018 (MIT Press, Wiley, Springer). ▷ Chapter downloading of the last three books > 150 000.

National and international recognition

▷ 2019 : ACM Sigops France "*Outstanding Career Award*".
▷ 2018 : IEEE "*Outstanding Technical Achievement in Distributed Computing Award*".
▷ 2017 : International workshop in my honor: click [IW-MR], IRISA/Inria Rennes (> 250 participants).
▷ 2017 : *Distinguished Chair Professor*, Polytechnic University, Hong Kong.
▷ 2015 : Elected member of *Academia Europaea*.
▷ 2015 : SIROCCO Prize "*Innovation in Distributed Computing*".
▷ 2010 : Senior member of *Institut Universitaire de France* (IUF).

Outside informatics

▷ I enjoy literature, rugby, hiking, and cats. ▷ I am a wine amateur (Vigneron d'honneur de la confrérie de Saint-Emilion) and enjoys Cahors's wine (A *Malbec* that is the darkest wine in the world!).
▷ My Erdős number is 2 (Erdős → Zaks → Raynal). ▷ Cited in the French Whoswho since 2009.

2 Biography

After obtaining an engineer diploma from INSA (Institut National des Sciences Appliquées de Rennes), I obtained a PhD grant from the CNRS, and defended in 1975 a PhD (supervised by J.-P. Verjus) the topic of which was related to synchronization. I was then hired as a full-time researcher by IRIA (now INRIA) from 1976 until 1981, where I worked on abstract data types, protection, synchronization, and programming languages. In 1981 I obtained the "Doctorat d'Etat" degree in informatics, the title of which was "Contribution à l'étude de la coopération dans les langages et les systèmes informatiques". Then, I moved to Brest (France) in an engineer school (namely ENST de Bretagne, a French engineer school on telecommunications, sister-school of ENST ParisTech), where, as a professor, I created and managed the "computer science and engineering" department.

In 1984, I moved back to the university of Rennes where, since then, I have been a professor in informatics. At IRISA (CNRS-INRIA-University joint computing research laboratory located in Rennes), I founded a research group on Distributed Algorithms in 1984 (one of the very first groups on this topic in Europe at that time). Moreover, I had a consulting position at CNET (national research center of France-Telecom) during the period 1983-1986.

My research interests includes distributed algorithms, distributed computing systems, distributed computability and dependability. My main interest lies in the fundamental principles that underlie the design and the construction of distributed computing systems. I have been Principal Investigator of many research grants in these areas (founded by the European community, private companies -such as Alcatel, GEC-Alsthom and France-Telecom-, or the French government). I have also obtained grants from bi-national research programmes between France and other countries such as Brazil, Hong-Kong, Israel, Italy, Japan, Mexico, Portugal, and USA (Santa Barbara, Georgia Tech, Kansas State U.). I have been invited by more than 55 universities all over the world (Europe, North and South America, Africa, and Asia) to give lectures on distributed algorithms and distributed computing.

Up to now, I published 198 papers in journals. These journals cover both theory and practice. Among them, there are the following prestigious journals: the Journal of the ACM, Algorithmica, SIAM Journal of Computing, Acta Informatica, Distributed Computing, The Communications of the ACM, Information and Computation, Journal of Computer and System Sciences, JPDC, IEEE Transactions on Computers, IEEE Transactions on Software Engineering, IEEE Transactions on Knowledge and Data Engineering, IEEE Transactions on TPDS, IEEE Computer, IEEE Software, Journal of Supercomputing, IPL, PPL, Theoretical Computer Science, Theory of Computing Systems, Real-Time Systems Journal, The Computer Journal, etc. I have also published 384 papers in conferences (ACM STOC, ACM PODC, ACM SPAA, IEEE ICDCS, IEEE DSN, DISC, COCOON, IEEE IPDPS, ICDCN, OPODIS, Europar, FST&TCS, IEEE SRDS, etc.), and written twelve books devoted to parallelism, distributed algorithms and systems (published by the MIT Press, Wiley & Sons, Morgan & Claypool, and Springer). I have been an invited speaker in more than 38 international conferences (including the prestigious DISC, IEEE ICDCS, SIROCCO, EUROPAR, ICDCN, IEEE NCA, and OPODIS conferences). Among my publications, 527 are listed when querying DBLP. My current *h-index* is 65 (as computed by Google Scholar).

I currently serve in the editorial board of three international journals. I served in program committees for more than 160 international conferences (including ACM PODC, DISC, ICDCS, IPDPS, DSN, LADC, SRDS, SIROCCO, ICDCN, SSS, NETYS, OPODIS, etc.) and chaired the program committee of more than 20 international top conferences (including DISC -twice-, ICDCS, SIROCCO, ICDCN, OPODIS, and NETYS). I received 8 best paper Awards in international top conferences (IEEE ICDCS three times in a row 1999, 2000, and 2001, SSS in 2009 and 2011, Europar in 2010, DISC in 2010, PODC in 2014). In the past five years, I chaired ICDCN 2013 (devoted to distributed computing and networked systems, LNCS 7730) and NETYS 2014 (devoted to networked systems, LNCS 8593). I also wrote three books (500 pages each) one on fault-tolerant synchronization (Springer 2013), one on failure-free distributed computing (Springer 2013), and one on fault-tolerant message-passing systems (Springer 2018).

I served as the chair of the steering committee leading the DISC symposium series in 2002-2004, I have been a member of the steering committees of ACM PODC (ACM Symposium on the Principles of Distributed Computing) during the period 2005-2009, and I am a member of the steering committees of IEEE ICDCS (Int'l Conference on Distributed Computing and Systems), and ICDCN (Int'l Conference on Distributed Computing and Networks). Since 2006, I am the European representative in the IEEE technical committee on Distributed Computing. Since 2010, I am a senior member of the *Institut Universitaire de France*. In 2015, I was awarded the Prize "*Innovation in Distributed Computing*" (award ceremony during the SIROCCO 2015 conference), and was elected member of *Academia Europaea*. Since 2017 I have a Distinguished Chair Professor position at the department of computing at Hong Kong Polytechnic University. In 2018, I received the *Outstanding Technical Achievement Award* from the IEEE Technical Committee on Distributed Processing. In 2019, I received the *Outstanding Career Award* from ACM Sigops France. I am currently the editor of the *Synthesis Lectures on Distributed Computing Theory* published by Morgan & Claypool.

On visiting (research/teaching) positions
Lots of stay (two weeks to several months) in a lot of labs and universities all over the world.

▷ IBM Almaden (California, USA),
▷ University of Santa Barbara (USA),
▷ Austin University (USA),
▷ Georgia Tech, Atlanta (USA),
▷ EPFL, Lausanne (Switzerland),
▷ Université de Montréal (Canada),
▷ Hong-Kong Polytechnic University,
▷ University of Nanjing (China),
▷ University of Guangzhou –Canton– (China),
▷ Federal University of Salvador de Bahia (Brazil),
▷ UNAM (Mexico),
▷ Universidade Rey Juan Carlos (Madrid),
▷ University of the Basque Country (San Sebastian, Spain),
▷ Konkuk university (Seoul, South Korea),
▷ Tokyo Denki University (Japan),
▷ Seikei University (Japan),
▷ JAIST (Japan),
▷ University of Lisboa (Portugal),
▷ Università di Roma La Sapienza (Italy),
▷ Università di Napoli (Italy),
▷ Ecole nationale d'ingénieurs de Tunis (Tunisia),
▷ Institut national d'informatique d'Alger (Algeria),
▷ Université de Yaoundé (Cameroun),
▷ ENSIAS, Rabat (Morocco),
▷ Ben Gourion University (Israël),
▷ Sun Yat-Sen University (Guangzhou, China),
▷ Hosei University, Tokyo (Japan),
▷ East China Normal University (Shanghai, China),
▷ Mohammed VI Polytechnic University (Morocco).

3 A glimpse at a few figures

Miscellaneous	02/2024
Books	13
Chapters in books/encyclopedia	9
Papers in peer-reviewed Journals	198
Papers in peer-reviewed Conf. proceedings	384
Best paper awards (in top conferences)	8
Invited Papers (Int'l Conf + workshops)	38
Supervised PhD Co-supervised PhD	38 10
Invited Courses/Lectures	> 55
PC Member	> 180
PC Chair and Proceedings Editor	> 25
PhD Committees	> 200
Nb of co-authors (as cited by DBLP)	194

Numerical impact factors	02/2024
h-index Google scholar	65
i-10 index Google scholar	328
Nb citations Google scholar	16 322
Articles cited by DBLP	527

Among my 384 articles in conferences	02/2024
Published by ACM (not counting short)	40
Published by IEEE	134
Published by Springer LNCS or LIPICS	154
Published by North Holland	11
PODC papers regular, short	18, 21
DISC papers regular, short	23, 5
ICDCS papers	24
SPAA papers	6
SIROCCO papers	17
OPODIS papers	17
SRDS and DSN papers	20

Among my 198 articles in journals	02/2024
IEEE Transactions in Parallel and Dist. Systems	16
IEEE Other Trans. (TC, TSE, TKDE, TDCS, TMC)	14
Distributed Computing	11
Journal of Parallel and Distributed Computing	12
Theoretical Computer Science (TCS)	23
Information Processing Letters	19
Parallel Processing Letters	11
JACM, SIAM JC, Algorithmica, JCSS, Springer ToCS Acta Informatica, Information & Computation	19
The Computer Journal	4
Magazines: IEEE Computer, IEEE Software, CACM	9
Articles in French Journals	18
Articles in Asian Journals	3

Downloaded chapters of my Springer books up to	06/2021
Concurrent programming ... foundations	46 870
Distributed algorithms in message-passing systems	38 221
Fault-tolerant ... an algorithmic approach	13 679

4 Academic genealogy

Sources: https://academictree.org/physics/tree.php?pid=25655&fontsize=1&pnodecount=4&cnodecount=2 and https://genealogy.math.ndsu.nodak.edu
Johan Bernoulli (1667-1748)
Leonhard Euler (1707-1783)
Joseph Louis Lagrange (Giuseppe Luigi Lagrangia, 1736-1813)
Siméon Denis Poisson (1781-1840), Co-advised by: Pierre-Simon de Laplace (1749-1827)
Michel Chasles (1793-1880)
Gaston Darboux (1842-1917)
Émile Borel (1871-1956)
Georges Valiron (1884-1955)
Jean Kuntzmann (1912-1992)
Louis Bolliet (1928)
Jean-Pierre Verjus (1943)
Michel Raynal.

5 My view

5.1 What is research? What is teaching? A personal view

Our job (as a University Professor) combines research and teaching activities, which are the two faces of a same coin. This section presents personal views (that consequently are both partial and questionable). The style is voluntarily informal and I am conscious that the way this view is exposed is a little bit schematic or even provocative.

Research To me "research" is an *adventure, both personal and collective, of intellectual nature* (it is not a joint venture ...). We are working in a scientific domain (basically, "informatics" can be abstracted as the science of operations), and our job is to set and answer questions (specifically, given a set of operations, what can be computed, and -if any- which is the best solution). More generally, our job is to think -within our scientific domain- for the long run[1].

(I basically share the point of view expressed by Odeh Goldreich in his essai "On our duties as scientists"[2].) For us, application domains are more important because they ask for new solutions, than for their today economical value. We never have to forget that "it is not by improving the candle technology that electrical lamps have been discovered, understood and mastered".

Teaching For Henri Lebesgue (1875-1941) "teaching" was the activity of "penser à haute voix devant les étudiants" (to teach is to think in a loud voice in front of students"). It is not a quiz exercise. I share this view. Of course, new technologies (e.g. embedded in a new programming language) have to be taught, but ultimately, a pupil does not learn how to write in reading explanatory leaflets of washing machines, but in reading great authors from the literature. This means that our lectures have to provide the students with (1) enough food for their brain in order they be able to address and correctly solve the problems they will encounter, and (2) enough background knowledge and insight in order they still have a job in twenty years! To quote Lamport: "Teaching is not an accumulation of facts"[3].

Students are our "products", and, due to what they learned, each generation of students gives rise to a new way of thinking when they are going to work in a company, each generation entailing its "small revolution" in the software industry. That is our main impact on the society. Each new student generation makes the industry moves to better knowledge and better practices. That is why teaching is fundamental. And the teaching activity is difficult because we have to teach in a way as simple as possible, and simplicity is very difficult to reach (as Blaise Pascal wrote "I am sorry for having written such a long letter, I had not enough time to write a shorter one", and Albert Einstein wrote "Make it as simple as possible, but not simpler"). This motivated me to write books, and a great lot of survey papers on emerging topics.

[1] To better understand a part of the the duality researcher/engineer, I sometimes parallel it with the duality historian/journalist. The job of a historian is to analyze and relate events in time, in order to provide us with a continuous, consistent and global view of things that have happened. Differently, the job of a journalist is to relate (and sometimes analyze) the last events that occurred. Similarly to a historian, the job of a professor is to work and investigate scientific domains in order to provide the students with a deep and global view of these domains. Obtaining a view of a domain that allows to provide students with a deep scientific background requires a strong involvement in research. As for a journalist who, differently from a historian, works with "today" facts/inputs, the job of an engineer (differently from a theory researcher) depends highly on the current (perishable) technology. Of course, this view is a little bit schematic, but nevertheless captures a difference in two extreme behaviors encountered in the scientific and engineering communities working in informatics.

[2] http://www.wisdom.weizmann.ac.il/ oded/on-duties.html.

[3] In "Teaching concurrency", *ACM Sigact NEWS*, 40(1):58-62, 2009.

5.2 My view of informatics and distributed computing

Informatics can be defined as the meeting point between mathematics and technology[4]. Roughly speaking, its two components, *computing science* and *computing engineering*, can be seen as complementary facets: computing science is to understand, computer engineering is to build. Said in other words, we are concerned with a science of *abstraction*, namely, creating the right model for a problem and devising the appropriate mechanizable techniques to solve it. This is specifically true in (fault-tolerant/dynamic/large-scale/etc.) distributed computing where finding models that are realistic while remaining abstract enough to be tractable, was, is, and still remains a real challenge.

Distributed computing was born in the late seventies when people started taking into account the intrinsic characteristics of physically distributed systems. The field then emerged as a specialized research area distinct from networks, operating systems and parallelism. Its birth certificate is usually considered as the publication in 1978 of Lamport's most celebrated paper "*Time, clocks and the ordering of events in a distributed system*". Since then, several high level journals and (mainly ACM and IEEE) conferences are devoted to distributed computing.

Distributed computing arises when one has to solve a problem in terms of entities (usually called processes, agents, sensors, peers, actors, processors, nodes, etc.) such that each entity has only a partial knowledge of the many parameters involved in the problem that has to be solved. While parallelism and real-time can be characterized by the words *efficiency* and *on time computing*, respectively, distributed computing can be characterized by the word *uncertainty*. This uncertainty is created by asynchrony, failures, unstable behaviors, non-monotonicity, system dynamism, mobility, low computing capability, scalability requirements, etc. Mastering one form or another of uncertainty is pervasive in all distributed computing problems[5]. Finally, as the aim of a theory is to codify knowledge in order it can be transmitted (to students, engineers, practitioners, etc), research in distributed computing theory is fundamental. When something works we must know why it works, and when something does not work ... we must know why it does not work.

5.3 Why research in distributed computing is fundamental

Looking to the past to appreciate the future One of the main problems in the fifties, sixties and even seventies, was to produce efficient (sequential and parallel) programs. It appears that to attain this goal, researchers have spent lots of efforts in establishing strong results in algorithms and formal languages. The benefit is obvious. The results in algorithms and formal languages allowed us to replace tricks by scientific solutions based on systematic approaches. Now, thanks to their lectures on formal languages and algorithms students know what can be done, what cannot be done, and what can be done efficiently.

The same analysis holds for lock-based concurrency. The problem of mastering multiprogramming was addressed in the late sixties and early seventies. Thanks to the work of Brinch Hansen, Dijkstra and Hoare (among others), basic concepts to master lock-based synchronization were developed (e.g., semaphores and monitors) and an associated methodology based on invariants was developed[6]. Thanks to these results, students know how to manage and cope with multithreaded computing, and how to analyze multiprocess programs in failure-free environments.

Today, it is an obvious fact that languages and synchronization are useful, and, due to lots of associated results (e.g., the fact that the classes of deterministic FSA and the class of non-deterministic FSA are equivalent), that they are among the elements that set up informatics as a science[7]. We cannot

[4]In some sense, we could say that "Informatics is the language of technology".

[5]A foundational paper of distributed computing is the celebrated paper "*Impossibility of distributed consensus with one faulty process*" by Fischer M.J., Lynch N.A., and Paterson M.S., published in the Journal of the ACM, 32(2):374-382, 1985. This paper established the domain on sane foundations.

[6]"The origin of concurrent programming", Springer-Verlag, 534 pages (2002), Edited by P. Brinch Hansen.

[7]I have considered here only two domains (languages and synchronization). Of course, this list is not exhaustive. I could

imagine mastering object-oriented programming or software engineering without relying on the scientific background accumulated in language theory, synchronization and other basic domains. The actual advances in software engineering is (partially) an implicit output of these early results.

Why DC is fundamental The computational universe surrounding us today is clearly very different from that envisioned by designers forty years ago. Even the most futuristic visions of that time of supercomputing and parallel machines (which have guided the research and absorbed a consequent part of the research funding) are far from today's computational realities. More specifically, computing devices are conquering the world. They are spreading out everywhere (and we could now nearly say that a high speed train or a plane is a sophisticated local area network with "additional devices").

The today computing applications are characterized by networked entities communicating with each other, cooperating towards common tasks or the solution to a shared problem, and acting partially in an autonomous way. Said, differently, the computational world is inherently *distributed*. So, mastering information science and information technology in the future goes through mastering distributed computing.

The moral of the story is that we have to do *today* research in the basics of distributed computing if we want to be able to master *future* applications, to known what can be done, what cannot be done, what can be done efficiently, etc., despite physical program distribution, asynchrony, failures, mobility, dynamism, unstable behavior, scalability requirements, etc. We have to go from tricks to a scientific knowledge that can be transmitted to, and exploited by, engineers.

5.4 My view in French

Sous le titre "L'informatique, science et technique" le texte qui suit est paru –sous licence Creative Commons– dans le numéro 171 (2015) de la revue EpiNet (Revue électronique de l'EPI – (association "Enseignement Public et Informatique"–)

Entre Bill Gates, Mark Zuckerberg, le Web Netscape, Facebook, etc. d'un coté, Alan Turing, les limites du calcul et la thèse de Church-Turing de l'autre, qu'est et où se situe l'informatique ? Un monde technique où priment la vitesse et la quasi-instantanéité ou bien un monde de la pérennité ? Tout enseignant-chercheur est interpellé par cette question tant dans sa façon de définir son enseignement et de le faire ≪ passer ≫ auprès des étudiants, que dans la thématique et la problématique de son activité de recherche.

Née de préoccupations concrètes (que l'on en voit l'origine dans les procédés de calcul inscrits sur les tablettes babyloniennes, la machine de Pascal ou la deuxième guerre mondiale, l'informatique est pour moi, enseignant-chercheur du supérieur, avant tout la science des algorithmes et des machines capables de les interpréter. Elle se caractérise par une démarche essentiellement constructive. Décidabilité, recherche de solutions optimales (algorithmes), définition et construction de machines (au sens large, c'est-à -dire comprenant systèmes et langages) en constituent ainsi le cœur. C'est en ce sens que l'informatique ne peut être ni réduite, ni confondue avec les avancées technologiques (par ailleurs remarquables) qui l'alimentent et qu'elle alimente. Toutefois cette perception de notre discipline (que d'aucuns pourraient qualifier de trop "académique", voire de "passéiste" !), ne doit pas être dissociée du monde des applications dont elle est issue : ce monde lui confère une dimension technique qu'il serait à son tour réducteur de ramener à un recueil de recettes. Il est par ailleurs important de noter que cette dualité science-technique de notre discipline façonne la perception que nous avons des algorithmes et des machines qui s'avèrent être importants à un instant donné[8].

have taken similar examples in other domains such as databases, computability, algorithms, etc.

[8]Aujourd'hui, le monde des applications est fortement caractérisé par la dimension "monde de la vitesse et de l'instantanéité" de l'informatique. Il suffit pour s'en convaincre de regarder les appels d'offres financés par la communauté

Ainsi ma philosophie d'enseignant a toujours consisté à donner aux étudiants cette double perception de l'informatique en faisant en sorte qu'ils perçoivent le monde de la pérennité comme un des prérequis indispensables pour mener à bien leurs futures réalisations. J'utilise souvent avec eux l'image suivante : "Vous avez une culture scientifique (en l'occurrence physique) qui vous permet de ne pas être mystifié lorsque quelqu'un prétend avoir inventé un moteur avec un rendement de 100%: votre connaissance des principes de la thermodynamique vous autorise à ne pas le croire. Il en va de même en informatique : la différence entre un hacker et vous passe par la connaissance d'un certain nombre de résultats qui vous permettront de distinguer ce qui est dans le domaine du réalisable de ce qui ne l'est pas, et, pour ce qui est faisable, par l'apprentissage des résultats (concepts, techniques et méthodes) qui vous permettront de résoudre vos problèmes. Le but de l'enseignement réside précisément là. Dans un contexte d'études supérieures, le savoir-faire est important, mais le savoir ne se réduit pas au savoir-faire (ni le savoir-faire au savoir). Le but de l'enseignement est de faire la part de chacun et de les enseigner tous deux en conséquence". C'est cet état d'esprit qui préside à mes cours et à présidé à l'écriture de mes ouvrages : assimiler les principaux résultats de recherche dans un domaine (à savoir les algorithmes pour les systèmes répartis) afin d'en faire passer l'essentiel auprès des étudiants. Une autre chose qu'il m'arrive de dire aux étudiants est la suivante "Votre connaissance des concepts "premiers" de la discipline et de la technologie matérielle ou logicielle (par exemple, tel matériel, tel langage ou tel système spécifique) est importante car c'est souvent elle qui vous permettra d'avoir un travail après avoir obtenu votre diplôme. La connaissance des concepts fondamentaux et le recul par rapport à ceux-ci sont encore plus importants car ce sont eux qui vous permettront d'avoir encore du travail dans vingt ans".

européenne et les agences de recherche nationales.

Part 2/4:

Recognition,

Management of Scientific Activities, and

a Few Research Grants in the Recent Past

6 Recognition

International recognition
▷ 2019: ACM Sigops France "*Outstanding Career*" Award.
▷ 2018: IEEE *Award for Outstanding Technical Achievement*.
▷ 2015: elected member of *Academia Europaea*.
▷ 2015 SIROCCO Prize for *Innovation in Distributed Computing*.
▷ Distinguished Chair Professor at Hong Kong Polytechnic university.

Numerical impact factors
▷ h-index : 65 (Google Scholar), i10-index : 328 (Google Scholar).
▷ Number of citations: 16 322 (Google Scholar).
▷ 8 *best paper* awards in top conferences: 8 (3 ICDCS, DISC, 2 SSS, Europar, PODC).
▷ Author of 13 books (10 in English, 3 in French) and 582 refereed articles (journal and conferences).
▷ Number of co-authors (as counted by DBLP): 194.

An international ranking (2007)
A distributed computing-oriented article titled "The Theoretic Center of Computer Science" that appeared in the December 2007 issue of *ACM Sigact News* (Vol. 38, No. 4) ranked my name in the top 10 of the most *central* authors of the *Principles of Distributed Computing* area, in its "all-time" ranking.

Elsevier science-wide ranking (2021)
In the 2021 "Science-wide author databases of standardized citation indicators" established by Elsevier Elsevier my name appears in top 2% of the most cited authors.

Reseach.com ranking (2022)
In its edition of top Computer Scientists, the leading academic platform for researchers *Reseach.com* ranks me as #19 in France https://research.com/scientists-rankings/computer-science/fr

My algorithms in textbooks
Some of my algorithms (e.g., message causal ordering, checkpointing, termination detection, randomized consensus, total order message delivery) and references to my books appear in textbooks written by experts in the domain. Among others, there are the following.

- Attiya H. and Welch J., Distributed computing: fundamentals, simulations and advanced topics, (2d Edition), *Wiley-Interscience*, 414 pages, 2004.
- Barbosa V.C., An introduction to distrbuted algorithms. *MIT Press*, 365 pages, 1996.
- Cachin Ch., Guerraoui R., and Rodrigues L., Introduction to reliable and secure distributed programming. *Springer*, 367 pages, 2011.
- Garg V., Elements of distributed computing. *Wiley-Interscience*, 423 pages, 2002.
- Ksemkalyani A. and Singhal M., Distributed computing: principles, algorithms, and systems. *Cambridge University Press*, 738 pages, 2008.
- Lynch N., Distributed algorithms. *Morgan Kaufmann Pub.,* 872 pages, 1996.
- Taubenfeld G., Synchronization algorithms and concurrent programming. *Pearson Education/Prentice Hall*, 423 pages, 2006.

At the national level
▷ "Senior member" of the *Institut Universitaire de France*.
▷ Member of the Scientific Board of the Computing Science Institute (INS2I) of the French CNRS (national research center): 2011-2015.
▷ Member of the Executive Board of the SIF: *Société Informatique de France* (French Computing Science Society) during the period 2013-2020.
▷ Member of the Scientific Board of the SIF since 2013.
▷ Expert-member of the "pôle numérique" of the French Academia of Technology.
▷ Talks at *Collège de France* on distributed computing :

- Parallélisme asynchrone et calcul réparti (2010, (invitation from Gérard Berry).
- Un Borobo m'a dit ... (quelques réflexions sur l'informatique et le calcul réparti) (2019, invitation from Rachid Guerraoui).

Member of the editorial board of the following journals
▷ IEEE Transactions on Parallel and Distributed Systems (2006-2011).
▷ IEEE Transactions on Computers (2010-2015).
▷ Journal of Parallel and Distributed Computing (2005-2017).
▷ Journal of Computer Systems Science and Engineering (since 1998).
▷ Foundations of Computing and Decision Sciences (since 1995).

Professorship positions at PolyU, Hong Kong
▷ *Adjunct* Professor (2013-2016), Polytechnic University (PolyU).
▷ *Distinguished Chair* Professor in Distributed Algorithms (2017-2020), Polytechnic University (PolyU).

IEEE TC on distributed computing
▷ European representative in the IEEE technical committee on Distributed Computing.

Birthday celebration
▷ The distributed computing community has celebrated my 60th birthday with a symposium that was part the international conference DISC 2009, which was held in Spain, september 2009. (The corresponding articles are recorded in the DISC'09 proceedings, Springer LNCS 5805, pages 3-5.)
▷ Locally, my University department organized a Colloquium to celebrate my 60th birtday in May 2009. Among others, the invited speakers included Leslie Lamport (triple winner of the Dijkstra award, and Turing Award 2013), Maurice Herlihy (winner of the Dijkstra award and the Godel Award), and Rachid Guerraoui (European ERC Grant Laureate).

"Innovation in Distributed Computing" award
▷ Winner of the 2015 "Innovation in Distributed Computing" award (also called SIROCCO award) that I will formally receive at the 2015 SIROCCO conference. I am awarded this prize in distributed computing for my work on the condition-based approach to solve the consensus problem, and my work on message communication patterns related to message causal ordering and distributed checkpointing.
▷ The Prize for "Innovation in Distributed Computing" is an award presented annually at the *International Colloquium on Structural Information and Communication Complexity* (SIROCCO) to an individual who have made a major contribution to understanding "the relationships between information and efficiency in decentralized computing", which is the main area of interest for this conference, whose typical topics are distributed computing, communication networks, game theory, parallel computing, social networks, mobile computing, autonomous robots, peer to peer systems, and communication complexity. The SIROCCO proceedings are published by Springer in its LNCS series.

▷ As expressed in the call for nominations, the aim of this award is *to recognize inventors of new ideas that were unorthodox and outside the mainstream at the time of their introduction*. To be eligible for this award: (1) The original contribution must have appeared in a publication at least five years before the year of the award, and (2) one of the articles related to this contribution must have appeared in the proceedings of SIROCCO. The award was presented for the first time in 2009. The previous winners are (in chronological order) Nicola Santoro, David Peleg, Jean-Claude Bermond, Roger Wattenhofer, Andrzej Pelc, and Pierre Fraigniaud.

IEEE Award in distributed computing
In 2018, I was the recipient of the *IEEE Outstanding Technical Achievement in Distributed Computing Award*. The award ceremony took place during the banquet of the $38th$ IEEE ICDCS conference in Vienna (July 2018). https://team.inria.fr/wide/award-for-michel-raynal/

French Chapter of the ACM
In 2019, I was the recipient of the *ACM Oustanding Carreer Award*. The award ceremony took place in Lyon during the banquet of the $38th$ Symposium on Reliable Distributed Systems (November 2019).
https://team.inria.fr/wide/award-for-michel-raynal-2/

Informatics Europe
▷ The *Informatics Europe* society asked me to chair its first *Best Currriculum Pratice Award*, which was devoted to "Parallelism and Concurrency" (2011). (The award was 30K Euros funded by Intel Co.)

Recommendation letters
▷ I have written lots of recommendation letters (more than 60) for Green Card (USA), tenure position or promotion to the rank of full professor. USA, UK, Canada, China, Germany and Israel are a subset of the corresponding countries for the professor positions.
▷ I am regularly solicited to write recommendation letters to support applications to ACM or IEEE Fellowship. I have also written support letters for applications to the Turing award. I was a member of the Dijkstra Award in 2005.

Book Series Editorship
▷ Since 2017, Editor of the *Synthesis Lectures on Distributed Computing Theory*, published by Morgan & Claypool Pub., http://www.morganclaypool.com/toc/dct/1/1 (Founding Editor: Nancy Lynch, MIT).

Book prefaces
I have been sollicited to write book prefaces. This concerns the book "Elements of Distributed Computing" by Vijay Garg (UT Austin), published by Wiley & Sons (2004), and the book "Do-All Computing in Distributed Systems: Cooperation in the Presence of Adversity" by Chryssis Georgiou (University of Cyprus) and Alex Shvartsman (MIT and University of Connecticut), published by Springer (2008).

Steering committee member
▷ ACM PODC and DISC are considered as the top conferences specialized in the theory and the principles of distributed computing. IEEE ICDCS is considered as one the best from a more applied point of view.

- Vice-chair (2000-2002) and then chair (2002-2004) of the steering committee of DISC (Symposium on DIStributed Computing).
- Member of the steering committee of SIROCCO (Colloquium on Structural InfoRmatiOn and Communication COmplexity)[9]: 2005-2008.

[9] The proceedings of both DISC and SIROCCO are published in the Springer LNCS series.

- ACM PODC (Symposium on Principles of Distributed Computing): "member at large" for a three year term, elected during the plenary meeting at PODC 2006.

▷ Currently member of the SC of:

- IEEE ICDCS (Int'l Conference on Distributed Computing Systems), SC member since 2006 (I was the conference chair of ICDCS 2006).
- ICDCN (Int'l Conference on Distributed Computing and Networking), since 2004. ICDCN is becoming a premier distributed computing venue in Asia.
- NETYS (Int'l Conference on Networked systems), since 2013. NETYS is a new conference whose aim is to become a premier distributed computing venue in Africa.

PhD committees
▷ Since 1980, I have been a member of more than 200 PhD committees (mainly in France).
▷ Numerous PhD committees in France: Amiens, Besançon, Bordeaux, Brest, Caen, Grenoble, Lille, Montpellier, Nancy, Orléans, Paris 5, Paris 6, Paris 7, Paris 11, Rennes, Toulouse.
▷ I have been an external examiner for PhD in the following countries: Algeria (Alger, Oran), UK (Newcastle upon Tyne: 1995, 2005, Cambridge 2006), Australia (Australian National University, Canberra, 1996), Belgium, Cameroun (Université de Yaoundé), Canada (Concordia University 1996 et 2000, Université de Montréal), Spain (Madrid, 2004), Ireland (Trinity College, 1996), Italy (Rome, 1998, 2006, 2011), Norway (Tromsoe University), Netherlands, Portugal (INESC 1996, Universidade de Lisboa 2014), Switzerland (EPFL, 1992, 1995, 2005), Tunisia (ENSI, Tunis, 1999), and USA (Atlanta Georgia Tech 1999, Kansas State University, University of Texas at Austin, 1996), University of Puebla (Mexico, 2009), Germany (Technical University of Berlin, 2015), Morocco (ENSIAS Rabat, 2015), Poznań University (Poland, 2017), Calgary (Canada, 2018).

International expertise
Since more than 20 years, I have written many reviews for projects submitted to the European community, NSF (USA), FCAR (Québec, Canada), IAS (Australian Institute for Advanced Research), VR (Swedish Research Council), the funding research agency of Austria, the Natural Sciences and Engineering Research Council of Canada (NSERC), and CONICYT (Chili).

Recognition of foreign researchers by my university
▷ I nominated Leslie Lamport (Microsoft, 2003), David Harel (Weizmann Institute of Science, Israel, 2005), and Gregor von Bochmann (University of Ottawa, 2012), who received the "Doctor Honoris Causa" title from my University.

International collaboration
▷ I have co-authored articles with 194 co-authors (as cited by DBLP) all over the World. Those include:

- Israel: Yehuda Afek (Tel Aviv university), Roy Friedman, Yoram Moses, Shmuel Zaks (The Technion, Haifa, Israel), Gadi Taubenfeld (Herzliya), Shlomi Dolev (Ben Gourion Univ. , Israel).
- Europe: Ozalp Babaoğlu (Universitá di Bologna, Italy), Roberto Baldoni and Francisco Quaglia (Universitá La Sapienza, Roma, Italy), Jerzy Brezinsky (University of Poznan, Poland), Paul Ezilchelvan (University of Newcastle, UK), Antonio Fernandez (University del Rey Juan Carlos, Madrid, Spain), Cristof Fetzer (Dresden University, Germany), José Ramon Gonzalez de Mendivil (University of Pamplona, Spain), Rachid Guerraoui and André Schiper (EPFL, Switzerland), Mikel Larrea (University of the Basque Country, Spain), Luis Rodrigues and Paulo Verìssimo (Lisbon, Portugal),

- US and Canada: Divy Agrawal and Amr El Abbadi (Santa Barbara), Mustaque Ahamad (Georgia Tech), Ajoy Datta (University of Las Vegas), Vijay Garg (Austin, TX), Eli Gafni (UCLA), Ajay Ksemkalyani (University of Chicago), Masaaki Mizuno (Kansas State University), Gil Neiger (Intel, Portland, Oregon), Rob Netzer (when he was at Brown university), Maurice Herlihy (Brown University), Ravi Prakash (University of TX, Richardson), Mukesh Singhal (Kentucky university), Sam Toueg (University of Toronto), K. Vidyasankar (University of Newfoundland, Canada).
- Latin and South America: Sergio Rajsbaum and Armando Castañeda (UNAM Mexico), Fabiola Greve and Raimundo Macedo (Federal university of Salvador de Bahia, Brazil), Francisco Brasileiro (Campina Grande, Brazil).
- Asia: Makoto Takizawa (Tokyo Denki University), Yoshifumi Manabe (NTT, Tokyo), Jiannong Cao (Hong-Kong Polytechnic University), Weigang Wu (Sun Yat-Sen University, Guangzhou, China), Weiping Zhu (Wuhan University, China).

▷ I obtained with most of the previous researchers bi-national grants which allowed us to visit each other and produce new results. The corresponding countries are Israel, USA (NSF agreement with CNRS or INRIA), Italy, Portugal, Brazil, Mexico, Japan and Hong-Kong.

Invited talks/keynote speeches since 2000

▷ 6th Int'l Conference EUROPAR, Munich, 2000. *Logical instantaneity and causal order*: Springer LNCS 1900, pp. 13-20. Europar is considered as the first European venue for parallelism.

▷ 6th Int'l Workshop on Distributed Computing (this IWDC workshop is now the ICDCN conference), Kolkata (India), 2004: *The notion of veto number for distributed agreement problems*. Springer LNCS 3326, pp. 315-325.

▷ Int'l workshop on Dynamic Distributed Systems (satellite workshop of IEEE ICDCS), Lisbon, 2006: *From static distributed systems to dynamic systems*.

▷ 10th Int'l Conference on Principles of Distributed Systems, Bordeaux, 2006 (OPODIS'06). *In search of the holy grail: looking for the weakest failure detector for wait-free set agreement*: Springer LNCS 4305, pp. 1-17. (The other invited speakers were Amir Pnueli and Butler Lampson, both winner of the Turing award).

▷ 6th Int'l IEEE Symposium on Network Computing and Applications, Boston, 2006 (NCA'06). *Eventual leader service in unreliable asynchronous systems: why? How?* IEEE Computer Press, pp. 11-21.

▷ 21th Int'l Symposium on Distributed Computing, Cyprus, 2007 (DISC'07): *A subjective visit to selected topics in distributed computing*, Springer LNCS 4731, pp. 5-6. (The other invited speaker was David Peleg from the Weizmann Institute).

▷ 22th Int'l IEEE Conference on Advanced Information Networking and Applications (AINA'08), Okinawa, Japan, 2008: *Synchronization is coming back, but is it the same?* IEEE Computer Press, pp. 1-10.

▷ Workshop on Theoretical Aspects of Dynamic Distributed Systems (TADDS'09) in conjunction with DISC 2009. Elche (Spain), 2009: *How to implement a shared memory in a dynamic system? Which are the constraints?*

▷ Talk on distributed computability titled "From Turing to the clouds" given at the "Alan Turing Year" conference, University of Mexico, November 2012.

▷ *A look at distributed recursion*. Talk given at the LADA (Languages for Distributed Algorithms) Workshop, Satellite workshop of 33th ACM POPL (Principles of Programming Languages) conference, 2012.

▷ *Concurrency-related distributed recursion*. Talk given at the 15th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'13), Springer LNCS 8255, 2013.

▷ *What can be computed in a distributed system?* Talk given at the Workshop "From Programs to Systems: The Systems Perspective in Computing" in honor of Turing Award Winner Professor Joseph Sifakis, Springer LNCS 8415, 2014.

▷ *From Turing to the clouds (on the computability power of distributed systems).* Talk given at the 21th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'14), LNCS 8576, pp. xiii-xiv, 2014.
▷ *Concurrent systems: hybrid object implementations and abortable objects*. Invited talk. 21th Int'l European Parallel Computing Conference (EUROPAR'15), Springer LNCS 9233, pp. 3-15, 2015.
▷ *Communication patterns and input patterns in distributed computing*. Invited talk. 22th Int'l Colloquium on l Information and Communication Complexity (SIROCCO'15), Springer LNCS 9439, pp. 1-15, 2015.
▷ *A look at basics of distributed computing*. Invited tutorial. Proc. 36th IEEE Int'l Conference on Distributed Computing (ICDCS'16), IEEE Press, pp. 2-11, 2016.
▷ *Theory and practice of dependability for message-passing distributed systems: the case of Byzantine failures*. 7th Latin-American Symposium on Dependable Computing (LADC 2016). Cali (Colombia).
▷ *t-Resilient Immediate Snapshot is Impossible*. Banff International Research, (On Invitation) Workshop 16w152 on "Complexity and Analysis of Distributed Algorithms", Oaxaca, Mexico (November 2016).
▷ *Distributed universal constructions: a guided tour*. CNRS Spring school on Theretical Computing, Porquerolles (France, May 2017), and Summer school on Concurrent Systems, St-Petersburg (Russia, July 2017).
▷ *A Simple Broadcast Algorithm for Recurrent Dynamic Systems*. 2d DISC Satellite Workshop on Computing in Dynamic Networks (Vienna, Austria, October 2017).
▷ *A Pleasant Stroll Through the Land of Distributed Machines, Computation, and Universality*. 8th Conference on Machines, Computations and Universality (Fontainebleau, France, June 2018).
▷ *Communication and Agreement in Byzantine Asynchronous Systems*. 38th IEEE International Conference on Distributed Computing Systems (ICDCS-18), Vienna, Austria, July 2018).
▷ *The notion of universality in fault-tolerant message-passing distributed systems*. 37th IEEE International Conference on Reliable Distributed Systems (SRDS-19), Lyon, France, 2019).
▷ *What is Informatics? What is distributed computing about?* Departement of Mathematics, UNAM, Mexico (2019). https://www.youtube.com/watch?v=jV7H8pKrxPo
▷ *What is Informatics? What is distributed computing about?* Keynote speech, LIG Grenoble (October 2020). https://www.liglab.fr/en/events/keynote-speeches/michel-raynal-what-is-informatics-what-is-distributed-computing-about
▷ *Informatics, distributed computing, our job: my view*, invited talk at the 20th anniversary of LIRIS (Lyon CNRS research lab in informatics) in 2023, and at LAAS (Toulouse CNRS research lab in robotics and informatics) in 2024.

7 Miscellaneous (in French)

Articles "grand public"
▷ *Architecture, matériel et réseaux.* Dans *L'état des sciences et des techniques, Collection L'Etat du Monde, Ed. La Découverte*, Paris (1991).
▷ *Protocoles et fiabilité*. Numéro 80, Le Courrier du CNRS (1993).
▷ *L'informatique, science et technique*, numéro 171 (2015), Revue électronique de l'EPI (Enseignement Public et Informatique).
▷ *Le mythe improbable d'un monde sans panne*, Journal Le Monde, numéro 23170, page 26, 10 juillet 2019, en collaboration avec Gérard Roucairol.

Articles de vulgarisation
▷ *Un regard sur les apports de Leslie Lamport à travers le prix Dijkstra*, numéro 5 du bulletin 1024 de la SIF (Société Informatique de France), pages 61-65, mars 2015.

▷ *À propos de calcul réparti : un de mes algorithmes préférés,* numéro 16 du bulletin 1024 de la SIF, pages 3-13, octobre 2020.

Points de vue
▷ *Réflexions désordonnées*, numéro 9 du bulletin 1024 de la SIF, pages 115-122, novembre 2016.
▷ *Entretien avec Michel Raynal*, réalisé par Benjamin Thierry, numéro 13 du bulletin 1024 de la SIF, pages 57-65, avril 2019.

8 Scientific management activities

Reviewer for journals and books
▷ I regularly review papers submitted to international journals. These journals include: Journal of the ACM (JACM), Information and Computation, Distributed Computing, ACM Transactions on Computer Systems (ACM TOCS), ACM Transactions on Programming Languages and Systems (ACM TOPLAS), ACM Transactions on Database Systems (ACM TODS), Journal of Algorithms, Journal of Systems and Software (JSS), Journal of Computer and System Science (JCSS), Information Processing Letters (IPL), Parallel Processing Letters (PPL), IEEE Transactions on Computers (IEEE TC), IEEE Transactions on Parallel and Distributed Systems (IEEE TPDS), IEEE Transactions on Knowledge and Data Engineering (IEEE TKDE), IEEE Transactions on Software Engineering (IEEE TSE), IEEE Transactions on Dependable and Secure Computing (IEEE TDSC), Science of Computer Programming (SCP), Theoretical Computer Science (TCS), Theory of Computing Systems (TCS), The Computer Journal.

▷ I am regularly asked to review book proposals by Wiley & Sons, Springer, and Kluwer Academic Press.

▷ Member of the committee for selection of the *Principles of Distributed Computing Dissertation Award* (2017). This award was created in 2012 by the PODC (ACM) and DISC (EATCS) conferences community to acknowledge and promote outstanding research by doctoral (PhD) students on the principles of Distributed Computing.

PC chair, PC member, organizing committee member of the int'l conferences PODC, DISC, ICDCS, SIROCCO, and NETYS
▷ ACM PODC: PC member 2001, 2004, 2006, 2013, 2014, 2015.
SC member during 2006-2009.
I have been sollicited several times to chair the PC of PODC (2005, 2012, and 2015) but I had to decline due to health (hearing) problems.

▷ The workshop on Distributed Algorithm (WDAG) became the int'l symposium on Distributed Computing (DISC) in 1996. PODC and DISC are recognized as the top conferences in the theory of distributed computing. Thanks to Jan van Leuween, I was involved in WDAG-DISC since its second edition, 1987. Since then, in one way or another, I spent lot of time and energy to have DISC a world leader conference.
PC chair: 1989 (Springer LNCS 312), 1995 (Springer LNCS 972).
PC member: 1987, 1990, 1993, 1996, 2006, 2008, 2013.
SC member: 2000-2004. SC Chair: 2002-2004.

▷ Birthday Article "*DISC at its 20th anniversary*" in *Proc. 21th Int'l Symposium on Distributed Computing (DISC'07)*, Springer LNCS 4731, pp. 501-504, 2007 (with S. Zaks –the Technion–, S. Toueg

–Toronto University–).

▷ The Dijkstra Award was created by ACM PODC in 2000 for outstanding papers on the principles of distributed computing, whose significance and impact on the theory and/or practice of distributed computing has been evident for at least a decade. When I was chair of the DISC steering committee I (with the help of A. Schwarzmann) obtained that DISC becomes sponsored by EATCS, and that the Dijkstra Award becomes an ACM PODC/EATCS DISC award presented alternately at PODC (even years) and DISC (odd years).

▷ IEEE ICDCS. The IEEE Int'l Conference on Distributed Computing Systems was created in 1981. I have been involved in ICDCS since the very beginning (as one of my very first papers was at the first ICDCS).
PC member: 1990, 1993, 1995, 1998, 2000, 2004, 2007, 2009.
Chair of the track "Distributed Algorithms and Methods": 1994.
Chair of the track "Distributed Synchronization": 1999.
Chair of the track "Formal models and theory": 2005.
Chair of the track "Theoretical foundations": 2008.
Program chair: 2002. Conference chair: 2006. Workshop co-chair: 2002, 2010.
Int'l liaison chair: 2003, 2009, 2013. Award committee chair: 2004. Tutorial chair: 2010.

▷ SIROCCO. This conference is on complexity and the interplay between communication and computation. Its proceedings are published in the Springer LNCS series.
PC co-chair (with Andrzej Pelc): 2005. PC member: 2007.
Guest co-editor (with Andrzej Pelc and David Peleg) of a special issue of TCS (Theoretical Computer Science) devoted to Communication Complexity (Vol. 384, 2007). This issue includes the revised and improved versions of the best papers of SIROCCO 2005.

▷ NETYS. This is a new conference on Networked Systems. Its proceedings are published in the Springer LNCS series. PC member in 2013, 2015, 2016, and 2017. Program chair in 2014.

Other conferences I have been involved in more than 180 program committees of int'l conferences, workshops, summer/winter schools. Here only a subset of them is listed.
▷ PC co-chair, 23rd IEEE International Conference on Parallel and Distributed Systems (ICPADS). Shenzhen (China), December 2017.
▷ ICDCN (Int'l Conf. on Distributed Computing and Networking). PC member: 2005, 2008. PC chair: 2013. A special issue of TCS published in 2015.
▷ IEEE DSN (Int'l Conf. on Dependable Systems and Networks). PC : 2000, 2001, 2002, 2004.
▷ IEEE SRDS (Symposium on Reliable Distributed Systems). PC: 1996, 1998, 2001, 2002, 2003, 2005. Award chair: 2014.
▷ OPODIS (Int'l Symposium on Principles of Distributed Systems). PC 2006 and 2015. Program chair: 2009.
▷ IEEE FTDCS (Int'l workshop on Future Trends of Distributed Computing Systems). PC: 1995. Program Chair: 1995, 2003.
▷ IEEE SPDP (Symposium on Parallel and Distributed Systems). PC: 1993, 1995.
▷ IEEE IPDPS satellite workshop on Fault-tolerance in Parallel and Distributed Systems. PC: 1996, 1997, 1999, 2000, 2002, 2004.
▷ IEEE ICA3P2 (Int'l Conference on Algorithms and Architecture for Parallel Processing). PC: 1995, 1997, 2002, 2007.
▷ IEEE ISORC (Int'l Symposium on Object-oriented Real-time Distributed Computing).

Conference chair: 2002. Program chair: 1999. PC: 2003, 2006.
▷ IEEE PRDC (Pacific Rim Dependable Computing).
PC: 2002, 2004, 2006. Int'l liaison chair: 2005.
▷ IEEE NCA (Int'l Symposium. on Network Computing and Applications). PC: 2001, 2003, 2004, 2006.
▷ PaCT (Int'l Conference on Parallel Computing Technologies). PC: 2001, 2003, 2005, 2007, 2009. (This conference is organized in Russia every two years.)
▷ EUROPAR (European Conference on Parallelism). PC: 1999, 2001.
▷ LADC (Latin-American Conference on Dependable Computing). PC: 2004, 2005, 2009.
▷ IEEE AINA (Int'l Conference on Advanced Information Networking and Applications). PC: 2003, 2004, 2006. Int'l liaison co-chair: 2005.
▷ MFSC (Int'l Symposium on Mathematical Foundations of Computer Science), PC: 2009.
▷ COCOA Annual Int'l Conference on Combinatorial Optimization and Applications, PC: 2009.

9 Research grants in the recent past

9.1 European Marie Curie project TRANSFORM

This European project involved EPFL (Lausanne, Switzerland), TU Berlin (Germany), The Technion (Haifa, Israel), FORTH Heraklion (Greece), and IRISA (Rennes, France). It was founded in the context of the "Marie Curie" reserach projects of the 7th Framework Programme of the European Community.

Title Theoretical Foundations of Transactional Memory. Acronym: TRANSFORM.

Duration November 2009 - October 2013.

Amount Total: 2 000 000 Euros. For IRISA: 425 300 Euros.

Scientific content Major chip manufacturers have shifted their focus from trying to speed up individual processors into putting several processors on the same chip. They are now talking about potentially doubling efficiency on a $2x$ core, quadrupling on a $4x$ core and so forth. Yet multi-core is useless without concurrent programming. The constructors are now calling for a new software revolution: the concurrency revolution. This might look at first glance surprising for concurrency is almost as old as computing and tons of concurrent programming models and languages were invented. In fact, what the revolution is about is way more than concurrency alone: it is about concurrency for the masses.

The current parallel programming approach of employing locks is widely considered to be too difficult for any but a few experts. Therefore, a new paradigm of concurrent programming is needed to take advantage of the new regime of multicore computers. Transactional Memory (TM) is a new programming paradigm which is considered by most researchers as the future of parallel programming. Not surprisingly, a lot of work is being devoted to the implementation of TM systems, in hardware or solely in software. What might be surprising is the little effort devoted so far to devising a sound theoretical framework to reason about the TM abstraction. To understand properly TM systems, as well as be able to assess them and improve them, a rigorous theoretical study of the approach, its challenges and its benefits is badly needed. This is the challenging research goal undertaken by this research project.

9.2 Project DISPLEXITY (French national research agency ANR)

National project involving the following labs: IRIF (Paris), Prof. Pierre Fraigniaud), Labri (Bordeaux) Prof. Cyril Gavoille), and IRISA (me).

Title Distributed Computing: complexity and computability. Acronym: DISPLEXITY.

Duration January 2012 - June 2016.

Amount Total: 733 500 Euros. For IRISA: 226 500 Euros.

Scientific content Distributed computation keep raising new questions concerning computability and complexity. For instance, as far as fault-tolerant distributed computing is concerned, impossibility results do not depend on the computational power of the processes, demonstrating a form of undecidability which is significantly different from the one encountered in sequential computing. In the same way, as far as network computing is concerned, the impossibility of solving certain tasks locally does not depend on the computational power of the individual processes. The main goal of DISPLEXITY is to establish the scientific foundations for building up a consistent theory of computability and complexity for distributed computing. One difficulty to be faced by DISPLEXITY is to reconcile the different sub-communities corresponding to a variety of classes of distributed computing models. The current distributed computing community may indeed be viewed as two not necessarily disjoint sub-communities, one focusing on the impact of temporal issues, while the other focusing on the impact of spatial issues. The different working frameworks tackled by these two communities induce different objectives: computability is the main concern of the former, while complexity is the main concern of the latter. Within DISPLEXITY, the reconciliation between the two communities will be achieved by focusing on the same class of problems, those for which the distributed outputs are interpreted as a single binary output: yes or no. Those are known as the yes/no-problems. The strength of DISPLEXITY is to gather specialists of the two main streams of distributed computing. Hence, DISPLEXITY will take advantage of the experience gained over the last decade by both communities concerning the challenges to be faced when building up a complexity theory encompassing more than a fragment of the field. In order to reach its objectives, DISPLEXITY aims at achieving the following tasks:
- Formalizing yes/no-problems (decision problems) in the context of distributed computing. Such problems are expected to play an analogous role in the field of distributed computing as that played by decision problems in the context of sequential computing.
-Formalizing decision problems (yes/no-problems) in the context of distributed computing. Such problems are expected to play an analogous role in the field of distributed computing as that played by decision problems in the context of sequential computing. -Revisiting the various explicit (e.g., failure-detectors) or implicit (e.g., a priori information) notions of oracles used in the context of distributed computing allowing us to express them in terms of decidability/complexity classes based on oracles.
-Identifying the impact of non-determinism on complexity in distributed computing. In particular, DISPLEXITY aims at a better understanding of the apparent lack of impact of non-determinism in the context of fault-tolerant computing, to be contrasted with the apparent huge impact of non-determinism in the context of network computing. Also, it is foreseen that non-determinism will enable the comparison of complexity classes defined in the context of fault-tolerance with complexity classes defined in the context of network computing.

9.3 Franco-Hong Kong project CO2Dim

Binational Franco-Hong Kong project involving the Departement of computing of Polytechnic University, HK (Prof. Jianniong Cao), the Department of Informatics of the University of Franche-Comté, France, (Prof. Julien Bourgeois), and IRISA (me). Project founded by the RGC agency on the Hong Kong side and the ANR agency on the French side.

Title Coordination and Computation in distributed intelligent MEMS. Acronym: CO2Dim.

Duration March 2013 - August 2016.

Amount (French side) Total: 240 000 Euros. For IRISA: 65 000 Euros.

Scientific content Over the last decades, MEMS (MicroElectroMechanical Systems) research has focused on the engineering process, but future challenges will consist in adding embedded intelligence to MEMS systems to obtain distributed intelligent MEMS. One intrinsic characteristic of MEMS is their ability to be mass-produced. This, however, poses scalability problems because a significant number of MEMS can be placed in a small volume. Managing this scalability requires paradigm-shifts both in hardware and software parts. Furthermore, the need for actuated synchronization, programming, communication and mobility management raises new challenges in both control and programming. Finally, MEMS are prone to faulty behaviors as they are mechanical systems and they are issued from a batch fabrication process. A new programming paradigm which can meet these challenges is therefore needed. This project proposes to develop CO2Dim, which stands for Coordination and Computation in Distributed Intelligent MEMS. CO2DIM is a new programming language based on a joint development of programming and control capabilities so that actuated synchronization can easily be programmed and can scale up to millions of units.

9.4 Franco-German project DISCMAT

Binational Franco-German project involving the Departement of Mathematics of University of Bremen, Germany, (Prof. Dmitri Kozlov), the Department of Informatics of Telecom, Paris Tech (Prof. Petr Kuznetsov), and IRISA (me). Project founded by the DFG agency on the German side and the ANR agency on the French side.

Title Mathematical methods in distributed computing. Acronym: DISCMAT.

Duration November 2014 - January 2018.

Amount (French side) Total: 401 500 Euros. For IRISA: 209 000 Euros.

Scientific content The goal of this interdisciplinary project is to develop new mathematical tools in the analysis of distributed systems and to improve our understanding of complexity and computability bounds in distributed computing.

Practically all computing systems, from fire alarms to Internet-scale services, are nowadays *distributed*: they consist of a number of computing units performing independent computations and communicating with each other to synchronize their activities. Our dependence on performance and reliability of the distributed computing becomes more and more imminent. Therefore, understanding fundamentals of distributed computing is of crucial importance.

The main complication here is the existing immense diversity of distributed applications, models of distributed computations, and performance metrics, combined with the lack of mathematical tools to handle this complexity. Recently, an impressive attempt to address this challenge was made: a number of long-standing open questions in distributed computability were resolved using some of the most advanced branches of modern mathematics, including the elements of combinatorial and algebraic topology. These encompass proving impossibility of solving the fundamental problems of agreement, and renaming. However, most of the existing applications of topology in distributed computing concern theoretical positive or negative results, i.e., proving that no solution to a given problem in a given model exists or proving the existence fact in a non-constructive way. With a few exceptions, there are no convincing examples of using advanced mathematical tools to design new efficient algorithms.

At a higher level, this proposal aims at better understanding of what can and what cannot be implemented in specific distributed environments. In particular, we intend to apply the power of modern mathematics in deriving new algorithms and tight lower bounds for distributed computing problems.

9.5 Project DESCARTES (French national research agency ANR)

National project involving the following labs: IRIF (Paris, Prof. Pierre Fraigniaud), Labri (Bordeaux, Prof. Cyril Gavoille), and IRISA (me).

Title Abstractions layers for distributed computing. Acronym: DESCARTES.

Duration October 2016 - September 2020.

Amount Total: 395 000 Euros. For IRISA: 115 000 Euros.

Scientific content Despite the practical interests of reusable frameworks for implementing specific distributed services, many of these frameworks still lack solid theoretical bases, and only provide partial solutions for a narrow range of services. We argue that this is mainly due to the lack of a generic framework that is able to unify the large body of fundamental knowledge on distributed computation that has been acquired over the last 40 years. The DESCARTES project aims at bridging this gap, by developing a systematic model of distributed computation that organizes the functionalities of a distributed computing system into reusable modular constructs assembled via well-defined mechanisms that maintain sound theoretical guarantees on the resulting system. DESCARTES arises from the strong belief that distributed computing is now mature enough to resolve the tension between the social needs for distributed computing systems, and the lack of a fundamentally sound and systematic way to realize these systems.

9.6 Project ByBLoS (French national research agency ANR)

National project involving the following labs: IRISA (Rennes), LS2N (University of Nantes), and LIRIS (Insa Lyon). Scientific coordinator: Prof. François Taïni, IRISA.

Title Beyond blockchains: modular building blocks for large-scale trustless multi-users applications. Acronym: ByBloS.

Duration October 2020 - September 2023.

Amount Total: 573 600 Euros.

Scientific content The rise of blockchains over the last decade has attracted growing attention from both academia and industry, leading to the development of several highly-visible systems and algorithms. These blockchain-based systems come, however, with many caveats in terms of performance and scalability, that are inherent to the total order that blockchain algorithms seek to achieve on their operations, which implies in turn a Byzantine-tolerant agreement. To overcome these limitations, the ByBloS project takes a step aside, and exploits the fact that many applications – in-cluding cryptocurrencies – do not require full Byzantine agreement, and can be implemented with much lighter, and hence more scalable and efficient, guarantees. We further argue that these novel Byzantine-tolerant applications have the potential to power large-scale multi-user online systems, and that, in addition to Byzantine Fault Tolerance, these systems may also provide strong privacy protection mechanisms, that are designed from the ground up to exploit implicit synergies with Byzantine mechanisms.

Part 3/4:

Past and Present Research Activities

10 General considerations

My research domain

The term distributed computing characterizes my research activity since 1983. The following list of keywords gives a a more detailed projection of my research.

Agreement problems (e.g., consensus), Asynchronous and synchronous systems, Causality, Checkpointing, Communication abstraction, Concurrent objects, Coordination, Distributed algorithms, Distributed computability, Dynamic systems, Fault-tolerance, Memory anonymity, Message-passing system, Process anonymity, Process coordination, Shared memory system, Symmetry breaking, Synchronization.

What is distributed computing? (Excerpt from the preface of my book [10]).

Distributed computing was born in the late 1970s when researchers and practitioners started taking into account the intrinsic characteristic of physically distributed systems. The field then emerged as a specialized research area distinct from networking, operating systems, and parallel computing.

Distributed computing arises when one has to solve a problem in terms of distributed entities (usually called processors, nodes, processes, actors, agents, sensors, peers, etc.) such that each entity has only a partial knowledge of the many parameters involved in the problem that has to be solved. While parallel computing and real-time computing can be characterized, respectively, by the terms *efficiency* and *on-time computing*, distributed computing can be characterized by the term *uncertainty*. This uncertainty is created by asynchrony, multiplicity of control flows, absence of shared memory and global time, failure, dynamicity, mobility, etc. Mastering one form or another of uncertainty is pervasive in all distributed computing problems. A main difficulty in designing distributed algorithms comes from the fact that no entity cooperating in the achievement of a common goal can have an instantaneous knowledge of the current state of the other entities, it can only know their past local states.

Although distributed algorithms are often made up of a few lines, their behavior can be difficult to understand and their properties hard to state and prove. Hence, distributed computing is not only a fundamental topic but also a challenging topic where simplicity, elegance, and beauty are first-class citizens.

Defining a research domain is missing "something" if the definition is not accompagnied by references to the articles that "created" the research domain and established its foundations. As far as distributed computing is concerned, I consider the following articles.

- Lamport L., Time, clocks, and the ordering of events in a distributed system. *Communications of the ACM*, 21(7):558–565, 1978.
- Fischer M.J., Lynch N.A. and Paterson M.S., Impossibility of distributed consensus with one faulty process. *Journal of the ACM*, 32(2):374-382, 1985.
- Lamport L., On interprocess communication, Part 1: Basic formalism, Part II: Algorithms. *Distributed Computing*, 1(2):77-101, 1986.
- Herlihy M., Wait-free synchronization. *ACM Transactions on Programming Languages and Systems*, 13 (1):124-149, 1991.

Dissiminating knowledge: Books and surveys

I consider that writing books and surveys is important. Establishing new results or designing "disrupting" prototypes is fundamental but, from a society point of view, it is only one side of the coin. The other side consists in disseminating and transmitting the most important results to students and colleagues. While research transfer to industry impact the society in the short term, transfer of knowledge impact the society over the long term. This motivated me to participate in summer/winter schools and write books many surveys that appeared in journals (e.g., [R31,R43,R47,R65,R68,R72,R85,R87,R120,

[10] *Fault-tolerant message-passing distributed systems: an algorithmic approach*, Springer, 492 pages, 2018.

R153,R170,174]) or conference proceedings (e.g., [C123,C149,C150,C164, C201,C229,C234,266,283, 332,336]).

11 Scientific achievements: 1984-2000

I list and comment here only a a subset of my previous works. A reference of the type [Rx] refers to a journal paper, while a reference of the type [Cy] refers to a paper that appeared in a conference. In both cases the titles of the articles I consider as the most important appear in bold characters.

11.1 Early research

Very early research My early work was on operating systems and abstract data types. Then, I started working of communication systems with Gregor von Bochmann [R5]. It is during this "warm up" research period that I became interested in distributed computing.

Failure-free distributed synchronization My very first interest in distributed computing has been the mutual exclusion problem. I wrote a book on that topic and designed (with J.-M. Hélary and N. Plouzeau) one of the very first algorithms for arbitrary networks [R11]. A few years later, I designed (with Hélary and Mostéfaoui) a very general token-based mutex algorithm in which the token moves on an abstract tree that can be dynamically modified by an adversary daemon [R22]. (Interestingly, each of the mutex algorithms that uses a token moving a tree corresponds to a particular behavior of the underlying daemon.)

In the same spirit, I designed an algorithm for the h out of k resource allocation problem [C30]. While working on that topic, I entered the domain of quorums, and (with M. Mizuno) I introduced a general method to define and compose quorums [C33]. I also investigated the notion of k-arbiter [R39] to address the h out of k resource allocation problem.

Detection of stable/unstable properties My interest in the detection of stable properties started with my first PODC paper (1987) [C12] that presents a very general distributed detection algorithm for a large class of stable properties (properties on system global states). These properties are such that, once true, they remain true forever. Then, I addressed the case of algorithms targeted for specific stable properties, mainly distributed termination detection [C42] and distributed deadlock detection [R30].

Then, motivated by a project on distributed debugging, I started working on the detection of unstable properties. Here, the additional difficulty comes from the fact that such a property can be satisfied only intermittently. My main contributions to this topic are described in [R26,R28,R41,R48,C43,C46,C56,C66]. Among them, [R28] was one of the very first papers addressing properties defined on the many control flows present in a distributed execution, while [R41] introduced the notion of *inevitable global state* and defined an algorithm to detect them (such a state is a state that is seen by all the sequential observers of the corresponding distributed execution). Finally the work described in [R48] concerns the detection of conjunction of local predicates; it presents one of the most efficient algorithms proposed so far to detect on the fly such predicates.

Data consistency Distributed computing involves distributed data. This part of my work has many facets. In [R51], Vijay Garg and I introduced the *normality* consistency condition. Its definition is based only on the local order of operations as perceived by each process and by each object. If each operation is on exactly one object, normality and linearizability[11] are the same. Differently, when operations span

[11] Herlihy M.P. and Wing J.M., Linearizability: a Correctness Condition for Concurrent Objects. *ACM Transactions on Programming Languages and Systems*, 12(3):463-492, 1990.

several objects, normality is weaker than linearizability.

I have also proposed several protocols to implements sequentially consistent memories [R74,C47,C54] and shown that sequential consistency can be seen as a for of lazy linearizability [C148].

I also investigated (mainly with M. Ahamad from Georgia Tech) the notion of *timed consistency* for shared distributed objects. This work was published in the top conferences PODC and DISC [C97,C100] and in journals (e.g., [R71]).

11.2 Causality, checkpointing, virtual precedence and vector clocks

Causal order An important part of my past work was on *causality* in message-passing systems and its applications. This fundamental notion was introduced in 1978 by L. Lamport[12].

One of my early work on causality is a protocol to deliver messages according to the so-called *causal order*. This simple and elegant protocol (designed with A. Schiper and S. Toueg), that appeared in IPL [R17], is widely referenced and appears in several textbooks devoted to distributed computing.

Checkpointing Then, my interest in causality moved to the checkpointing problem, and more specifically to communication-induced checkpointing (CIC). This checkpointing technique allows the application messages to piggyback control information, but does not allow the use of additional control messages. In this context, We (I with mainly J.-M. Hélary, A. Mostéfaoui) produced several results, among which the following ones.

- An important theoretical question is "Given an arbitrary set of local checkpoints, do these local checkpoints belong to the same consistent global checkpoint?" While this question has been answered by Netzer and Xu in the particular context of message passing systems[13], we answered it in a very general asynchronous computational model that encompasses shared memory systems and various message passing systems with reliable or unreliable and point-to-point or multicast or broadcast communication. This result has been published in *Acta Informatica* [R45].
- A very general definition of global checkpoint consistency that appeared in *IEEE Transactions on Software Engineering* [R49].
- A communication-induced snapshot algorithm that appeared in *IEEE TPDS* [R53]. This very generic algorithm can be instantiated in many ways. It shows that consistent global states can be determined without the help of additional control messages (differently from the well-known Chandy and Lamport's snapshot algorithm which uses additional control messages[14]).
- A family of algorithms that allows the processes to define independent local checkpoints in such a way that any local checkpoint is part of a consistent global checkpoint. This work appeared in *Distributed Computing* [R57].
- The impossibility to design scalar-based communication-induced checkpointing protocols that satisfy the Rollback-Dependency Trackability property. This work appeared in *Information processing Letters* [R61].
- A Characterization of the *Rollback-Dependency Trackability* property. This work appeared in *Information and Computation* [R62].

All this work participated in providing checkpointing with solid theoretical foundations.

[12] Lamport L., Time, clocks, and the ordering of events in a distributed system. *Communications of the ACM*, 21(7):558–565, 1978.

[13] Netzer, R.H.B. and Xu, J., Necessary and Sufficient Conditions for Consistent Global Snapshots, *IEEE Transactions on Parallel and Distributed Systems*, 6(2):165-169, 1995.

[14] Chandy K.M. and Lamport L., Distributed snapshots: determining global states of distributed systems, *ACM Transactions on Computer Systems*, 3(1):63–75, 1985.

Virtual precedence In [R70,C87], Hélary, Mostéfaoui, and I introduced and investigated the concept of *virtual precedence*. The problem is the following. An interval of a sequential process is a sequence of consecutive events of this process. The set of intervals defined on a distributed computation defines an abstraction of this distributed computation, and the traditional causality relation on events induces a relation on the set of intervals. The question is then: "Is the interval-based abstraction associated with a distributed computation consistent?". To answer this question, this paper introduces the *Interval Consistency* (IC) condition. Intuitively, this condition states that an interval-based abstraction of a distributed computation is consistent if its precedence relation does not contradict the sequentiality of each process. Interestingly, the IC condition can be operationally characterized in terms of timestamps (whose values belong to a lattice). The paper uses this characterization to design a versatile protocol that, given intervals defined by a daemon whose behavior is unpredictable, breaks them (in a non trivial manner) in order to produce an abstraction satisfying the IC condition. (Among other problems, communication-induced checkpointing can benefit from IC.)

Optimal implementation of vector clocks The major parts of the previous protocols are based on vector clocks, whose size is equal to the number of processes. So, an important question is the following "Given a message m, which is the minimal subset of the entries of a vector clock that m has to piggyback in order to fully capture causality?" We answered this question by stating a necessary and sufficient condition, and showed how it can implemented. This is an important result as, for each message m, it states the minimal quantity of information m has to carry in order the vector clock system allows the processes to fully capture the causality relation [R57]. Moreover, we also designed the first (to our knowledge) distributed algorithm that computes on the fly the *transitive reduction* associated with the partial order defined by a distributed execution [R73,C144] (the transitive reduction captures exactly the minimal partial order associated with a distributed execution).

12 Scientific achievements: 2000-2010

Since more than 20 years, an important part of my research is mainly focused on algorithms for distributed agreement, with a few incursions into distributed computability.

One of my first work in distributed agreement is a (co-authored) paper titled "From group communications to transactions in distributed systems" that appeared in a 1996 special issue of *Communications of the ACM* devoted to "group communication" [R36]. Then, I became interested in the consensus problem, its variants such as the k-set agreement, and the design of protocols implementing failure detectors.

12.1 Consensus

I designed several consensus algorithms in asynchronous message-passing systems or shared memory systems for the crash failure model [R54,R67,R69,R82,R83,R95,C110,C134] or the Byzantine failure model [R79,R89,R90].

More specifically, [C110] (DISC 1999) presents a very simple consensus algorithm that is generic in the sense that it can be instantiated with any failure detector of any failure detector class as defined by Chandra and Toueg[15]. This algorithm was the first failure detector-based consensus algorithm that uses quorums in an explicit way to ensure the agreement property. Interestingly, the pattern on which this algorithm is based is very similar to the *adopt/commit* pattern proposed by Gafni[16]. Many consensus algorithms proposed after ours, follows our pattern. Similarly, the leader-based consensus protocol

[15]Chandra T.D. and Toueg S., Unreliable Failure Detectors for Reliable Distributed Systems. *Journal of the ACM*, 43(2):225-267, 1996.

[16]Gafni E., Round-by-round Fault Detectors: Unifying Synchrony and Asynchrony. *Proc. 17th ACM Symposium on Principles of Distributed Computing (PODC'00)*, ACM Press, pp. 143-152, 1998.

described in [R67], that was one of the very first Omega-based protocol, is widely referenced in the literature.

I have been one of the very first researcher to investigate the situations where consensus can be solved in one communication step. The corresponding paper [C134] is also widely referenced. In the same spirit, a transformation from binary consensus to multi-valued consensus is presented in [R58].

I revisited (with Y. Moses) the simultaneous consensus problem [C228] and showed that it cannot benefit from the condition-based approach. "Simultaneous" means that the processes that decide have to decide during the very same round. I also investigated the use of consensus to solve agreement problems such as total order multicast in overlapping groups [R60], atomic broadcast in crash/recovery systems whose aim is to implement quorum-based replication [R77], and how to save consensus executions when one has to implement atomic broadcast [C124].

12.2 Failure detectors

I have addressed several directions of research related to failure detectors.

Computing with failure detectors In [R59,R76] (with co-authors) I investigated the *Global Data Computation* problem (also known under the name *Interactive Consistency*[17]). It consists in providing each process with the same vector (with one entry per process) such that each entry is filled with the value supplied by the corresponding process if it has not crashed, and its value or $\perp$ otherwise. The paper [R76] presents an algorithm, based on a perfect failure detector, that requires the processes to execute at most $\min(f+2, t+1)$ rounds (where t is the model upper bound on the number of processes that can crash, and f the actual number of crashes). This showed that solving that problem in an asynchronous system enriched with a perfect failure detector is not more expensive than solving it in a synchronous system.

From one failure detector to another one With A. Mostéfaoui, I introduced the notion of failure detectors with *limited scope accuracy* [C111,C121] (they are failure detectors whose scope is limited to a subset of $x \leq n$ processes). [R81] presents a necessary and sufficient condition that allows transforming a failure detector with a limited scope accuracy into its non-limited scope counterpart. This condition states that the scope x of the failure detector has to be greater than t (the upper bound on the number of processes that can crash). Other failure detector transformations are described in [R56] and [R94]. This last JPDC paper presents a transformation that is quiescent (after some finite time, the transformation does not require message to be exchanged).

On the weakest failure detector classes [R97] shows that there is no one-shot agreement problem for which the failure detector class $\Diamond\mathcal{P}$ is the weakest that allows to solve it (the class $\Diamond\mathcal{P}$ is the class of *eventually perfect* failure detectors: after some finite time they do suspect only the processes that have crashed). The articles [R103,C198] study classes of failure detectors whose power can be added to conditions to obtain an "arithmetic" of failure detector classes.

Implementing failure detectors Traditional implementations of failure detectors consider that the system satisfy additional synchrony assumptions. In [C160,R93] I proposed (with Mostéfaoui and Mourgaya) a totally new approach to implement failure detectors. That approach relies on the pattern of messages exchanged by the processes. Basically, this novel assumption requires that there is one (or several) process(es) whose answers to queries are among the $n-t$ first answers received by the

[17] Pease L., Shostak R. and Lamport L., Reaching Agreement in Presence of Faults. *Journal of the ACM*, 27(2):228-234, 1980.

process that issued the query. I have then shown that this novel kind of assumption can be combined with timing assumptions associated with a subset of the channels [R92]. It is important to see that such an approach favors the assumption coverage.

In [R113] is presented a weak timing assumption that allows the construction of an eventual leader service (Omega) in an asynchronous shared memory system, while [C221] considers the case of a message-passing system. Unifying these two approaches is still an open problem.

12.3 The condition-based approach

The consensus problem is one of the most important problem in asynchronous systems prone to failures: it captures the difficulty of coordinating independent entities when these entities can fail. Each process proposes a value, and all the non-faulty processes have to agree on the same value that has to be one of the proposed values. Unfortunately, despite its very simple formulation, there is no deterministic algorithm that can solve the consensus problem as soon as (even only) one process can crash. This is the famous FLP impossibility result[18]. Until 2000, mainly three approaches were proposed to circumvent this impossibility. One consists in looking for a non-deterministic solution: a process can draw random numbers[19]. Another consists in enriching the system with a failure detector of an appropriate class[15]. The last one, that concerns shared-memory systems, consists in enriching the system with operations stronger than the base read and write operations (e.g. a Compare&Swap() operation). This approach has given rise to the notion of consensus number and to Herlihy's hierarchy[20].

In 2000, with S. Rajsbaum and A. Mostéfaoui (during a visit of S. Rajsbaum at IRISA) we started a collaboration that proved to be very fruitful, namely we introduced a novel way of circumventing the FLP impossibility result. This new approach does not consist in enriching the underlying system, but in restricting the set of input vectors (such a restricted set defines a *condition*). The main challenge is then to characterize the largest conditions that allows solving consensus in presence of up to t process crashes. This is the problem solved in [R78]. Then, [R80] establishes a hierarchy of conditions and presents corresponding efficient algorithms.

While the result in [R78] establishes the frontier from which a condition allows solving consensus despite asynchrony and up to t process crashes, we showed in [R91] that a condition can allow expediting consensus in a synchronous system. Said differently, [R91] extends to synchronous systems the hierarchy of conditions, namely, a condition that allows solving consensus despite t crashes in an asynchronous system, allows solving consensus optimally (in two rounds) in a synchronous systems: decidability in asynchronous system can be converted in efficiency in a synchronous system.

In a very interesting way, we have shown that there is a very strong connection between error-correcting code and distributed agreement problems [R98] (intuitively, an input vector encodes a value that has to be decided by the processes). We have also investigated the combined power of conditions and failure detectors to solve agreement problems [R105]. With my PhD student F. Bonnet, I also extended the condition-based approach to address the k-set agreement problem [R110]. This provides us with a very general condition-based framework.

[18] Fischer M.J., Lynch N.A. and Paterson M.S., Impossibility of Distributed Consensus with One Faulty Process. *Journal of the ACM*, 32(2):374-382, 1985.

[19] Ben-Or M., Another Advantage of Free Choice: Completely Asynchronous Agreement Protocols. *Proc. 2nd ACM Symposium on Principles of Distributed Computing (PODC'83)*, pp. 27-30, 1983.
Rabin M., Randomized Byzantine Generals. *Proc. 24th IEEE Symposium on Foundations of Computer Science (FOCS'83)*, IEEE Computer Press, pp. 403-409, 1983.

[20] Herlihy M.P., Wait-Free Synchronization. *ACM Transactions on Programming Languages and Systems*, 13(1):124-149, 1991.

12.4 k-Set agreement in synchronous/asynchronous systems

The k-set agreement problem is a weakening of the consensus in the sense that up to k different values can be decided. I worked on this problem in failure prone synchronous and asynchronous systems.

Set agreement in synchronous systems The main result in this type of systems is described in [R112], where the fault model is the general omission failure model. A new termination property is introduced. Let a *good* process be process that neither crashes nor commits receive omission failure. The new property, called *strong termination*, obliges the good processes to decide. A k-set algorithm is presented where every good process decides and halts by round $\min(\lfloor \frac{f}{k} \rfloor + 2, \lfloor \frac{t}{k} \rfloor + 1)$. This algorithm is clearly optimal. In addition to the strong termination property, (as far as I know) this algorithm is the only early-deciding and stopping k-set agreement algorithm proposed so far for the general omission failure. A survey of synchronous set agreement is presented in [201].

Set agreement in asynchronous systems Differently from synchronous systems, k-set agreement cannot be solved in asynchronous systems when $k \leq t$. As already indicated, [C121] investigates failure detectors with limited scope accuracy to solve k-set agreement, and presented several protocols. Differently, [C131] considers that the additional power is supplied by random numbers. [R105,C184] add the power of appropriate failure detector classes to conditions in order to solve k-set agreement. In the context of shared memory systems, the invited paper [C205] posed the problem of the weakest failure detector for solving the k-set agreement problem. At the rump session of PODC 2007, I posed the following conjecture at the rump session "$\overline{\Omega_k}$ *is the weakest failure detector for* $k-$*set agreement in shared memory systems*". This conjecture has been positively answered by three independent groups of researchers (PODC 2009). I am now working for the weakest failure detector for $k-$set agreement in message passing systems.

12.5 Distributed computability

I started becoming interested in distributed computability in 2006. I worked on this topic mainly with E. Gafni, S. Rajsbaum, and C. Travers (who, at that time, was one of my PhD students).

Committee decision and renaming My first (co-authored) contribution was the definition of the *committee decision* problem [C192] that was later generalized to the notion of *simultaneous consensus task* [C204].The question answered is the following: "What is the power of the task where processes are involved in k simultaneous consensus instances and each is required to decide in only one of them (several processes deciding possibly in different instances)?"

My second contribution is a wait-free k-Test&Set-based adaptive renaming algorithm [C200]. The paper shows that the new space name can be reduced from $2p-1$ (where p is the number of participating processes) to $2p - \lceil \frac{p}{k} \rceil$. This work encouraged us to investigate the relation linking Test&Set, adaptive agreement and set agreement. This investigation resulted in [C216,C223]. As Test&Set, adaptive agreement and set agreement are sub-consensus tasks (i.e., they are weaker than consensus), the holy grail is here to establish a hierarchy of subconsensus tasks (if any), similarly to the hierarchy of consensus tasks as defined by Herlihy[20]. This line of research is fundamental if we want to understand the power of base synchronization primitives. In some sense, the research agenda is here to establish the "Mendeleiev's table" of sub-consensus tasks. A very early step in that direction appears in [R106].

I also proposed and investigated (with G. Taubenfeld) the notion of *timed register* [C208]. A timed register generalizes the notion of an atomic register as follows: if a process invokes two consecutive operations on the same timed register which are a read followed by a write, then the write operation is executed only if it is invoked at most d time units after the read operation, where d is defined as part of the read operation. We show that a timed register is a universal object (i.e., an object from which any object defined by a sequential specification can be built despite asynchrony and failures)[20].

[C223] explores a new direction to solve the k-set agreement problem in a synchronous system of n processes. It considers that the system is enriched with base objects (denoted $[m, \ell]$_SA objects) that allow solving the ℓ-set agreement problem in a set of m processes ($m < n$). This work has several contributions. It first proposes a synchronous k-set agreement algorithm that benefits from such underlying base objects. This algorithm requires $O(\frac{t\ell}{mk})$ rounds, more precisely, $\lfloor \frac{t}{\Delta} \rfloor + 1$ rounds, where $\Delta = m\lfloor \frac{k}{\ell} \rfloor + (k \bmod \ell)$. It also shows that this bound, that involves all the parameters that characterize both the problem (k) and its environment (t, m and ℓ), is a lower bound. This work is then extended to the early deciding case. It presents a k-set agreement algorithm that directs the processes to decide and stop by round $\min\left(\lfloor \frac{f}{\Delta} \rfloor + 2, \lfloor \frac{t}{\Delta} \rfloor + 1\right)$. These bounds generalize the bounds previously established for solving the k-set agreement problem in pure synchronous systems.

Formal models for distributed computing The *Iterated Immediate Snapshot* (IIS) model has been introduced by E. Borowsky and E. Gafni[21]. It is an asynchronous computation model where processes communicate through a sequence of one-shot *immediate snapshot* objects. It is known that this model is equivalent to the usual asynchronous read/write shared memory model, for wait-free task solvability. Its interest lies in the fact that its runs are more structured and easier to analyze than the runs in the shared memory model. As the IIS model and the shared memory model are equivalent for wait-free task solvability, a natural question is the following: "Are they still equivalent for wait-free task solvability, when they are enriched with the same failure detector?" Rajsbaum, Travers, and I showed in [R100] that the answer to this question is "no."

At first glance, this answer can appear counter-intuitive. So, the next question is the following: "Given a shared memory model enriched with a failure detector, what is an equivalent IIS model?" [C226] shows that an elegant way of capturing the power of a failure detector and other partially synchronous systems in the IIS model is by restricting appropriately its set of runs, giving rise to the *Iterated Restricted Immediate Snapshot* model (IRIS).

12.6 Software transactional memory and synchronization

I started becoming interested in software transactional memories (STM) in 2007. Basically, the problem consists in discharging the application programmer from the management of the underlying synchronization in multiprocess programs that access shared objects. From a practical point of view, STM systems are one of the most promising approach to take up challenge posed by the recent advance of multicore architectures and the deployment of multiprocessors as the mainstream computing platforms. From a theoretical point of view, STM systems give a new impetus that forces to rethink the way synchronization problems have to be solved (basically, synchronization is coming back, but it is not the same [C224]).

My initial contributions concern the following points. While the fate of a transaction is to commit or abort, no current STM specification states situations where the STM system is forced to commit a transaction. In [C231], with my PhD student D. Imbs, I introduced a new property called *obligation* that specifies situations where a transaction cannot be aborted. A corresponding STM protocol is presented and formally proved correct.

The second contribution is the definition of a general framework to state consistency conditions suited to STM systems [C236]. This framework not only encompasses serializability, strict serializability and opacity (that are "traditional" consistency conditions), but permits to define new meaningful consistency conditions. Among them the (new) *virtual world* condition is particularly interesting: it is

[21]Borowsky E. and Gafni E., Immediate Atomic Snapshots and Fast Renaming. *Proc. 12th Principles of Distributed Computing (PODC'93)*, ACM Press, pp. 41-51, 1993.

less restrictive than than opacity, while requiring that (whatever the fact that it commits or aborts) any transaction always reads its values from a consistent global state.

13 Scientific achievements: 2010-2015

Whatever their granularity, today distributed applications are pervasive and benefit everyone (e.g., P2P, cloud computing, sensors networks, or social networks for "large grain" applications, and multicore for "small grain" applications). All these applications are becoming larger and larger and more and more distributed. The development of such platforms and their usage have somehow preceded their theoretical foundations. Up to now, their design principles look sometimes more like a "trick" than well-mastered basic principles. The explosion of the number of distributed applications and the number of "computing adversaries" such as scaling, misbehaviors (also characterized as malicious behaviour when referring to entities attempting to voluntarily or not hurt the system), dynamicity, etc., makes their basic principles more and more difficult to grasp. Traditional algorithms simply do not fit this challenging new setting and it is required to revisit the field.

Hence, research addressing distributed computing theory that can benefit future applications is more needed than ever. This is a great challenge for the computer science community and constitutes my main research motivation since 2010. As already said, of my leitmotifs is "When something works we have to know why it works, and when it does not work we have to know why it does not work".

13.1 Symmetry breaking

Symmetry breaking (in the presence of failures) is a fundamental problem of distributed computing. More precisely, processes in a concurrent system need to coordinate using an underlying shared memory or a message-passing system in order to solve agreement tasks such as, for example, consensus or set agreement. However, coordination is often needed to break the symmetry of processes that are initially in the same state, for example, to get exclusive access to a shared resource, to get distinct names, or to elect a leader.

I (with A. Castañeda, D. Imbs, and S. Rajsbaum) introduced and studied the family of generalized symmetry breaking (GSB) tasks, that includes election, renaming and many other symmetry breaking tasks [C265]. Differently from agreement tasks, a GSB task is inputless, in the sense that processes do not propose values; the task only specifies the symmetry breaking requirement, independently of the initial state of the system (where processes differ only on their identifiers). Among various results characterizing the family of GSB tasks, we showed is shown that perfect renaming is universal for all GSB tasks [C275].

We then studied the power of renaming with respect to k-set agreement. We showed that, in a system of n processes, perfect renaming is strictly stronger than $(n-1)$-set agreement, but not stronger than $(n-2)$-set agreement. Furthermore, $(n+1)$-renaming cannot solve even $(n-1)$-set agreement. As a consequence, there are cases where set agreement and renaming are incomparable when looking at their power to implement each other. We also showed that there is a large family of GSB tasks that are more powerful than $(n-1)$-set agreement [C287]. Some of these tasks are equivalent to n-renaming, while others lie strictly between n-renaming and $(n+1)$-renaming. Moreover, none of these GSB tasks can solve $(n-2)$-set agreement. Hence, the GSB tasks have a rich structure and are interesting in their own. The proofs of these results are based on combinatorial topology techniques and new ideas about different notions of non-determinism that can be associated with shared objects. Interestingly, this paper sheds a new light on the relations linking set agreement and symmetry breaking. All these results are pieced together in [R145]. We also showed that the notion of a *process group* allows the renaming space to be reduced according to the number of process groups [C284].

13.2 Failure detectors

Hybrid distributed system With my PhD student D. Imbs, I introduced an asynchronous crash-prone hybrid system model, where the system is hybrid in the way the processes can communicate. On the one side, a process can send messages to any other process. On another side, the processes are partitioned into clusters and each cluster has its own read/write shared memory. In addition to the model, one of our contributions concerns the implementation of an atomic register in this system model. More precisely, we introduced a new failure detector (denoted $M\Sigma$) and showed that, when considering the information on failures needed to implement a register, this failure detector is the weakest. To that end, we presented an $M\Sigma$-based algorithm that builds a register in the considered hybrid system model and showed that it is possible to extract $M\Sigma$ from any failure detector-based algorithm that implements a register in this model. We also (a) showed that $M\Sigma$ is strictly weaker than Σ (which is the weakest failure detector to implement a register in a classical message-passing system) and (b) presented a necessary and sufficient condition to implement $M\Sigma$ in a hybrid asynchronous communication system. These result are described in [R134] and [C269] (which obtained the Best Paper Award at SSS 2011.

Iterated distributed model The basic distributed asynchronous read/write computation model is made up of n asynchronous processes which communicate by reading and writing atomic registers only. The distributed asynchronous iterated model is a more constrained model in which the processes execute an infinite number of rounds and communicate at each round with a new object called immediate snapshot object. Moreover, in both models up to $n - 1$ processes may crash in an unexpected way. When considering computability issues, two main results are associated with the previous models. The first states that they are computationally equivalent for decision tasks. The second states that they are no longer equivalent when both are enriched with the same failure detector.

With my PhD student J. Steiner, I showed how to capture failure detectors in each model so that both models become computationally equivalent [C280]. To this end, I introduced the notion of a "strongly correct" process which appears particularly well-suited to the iterated model, and presents simulations that prove the computational equivalence when both models are enriched with the same failure detector. I also extended also these simulations to the case where the wait-freedom requirement is replaced by the notion of t-resilience. (The important new idea is here the notion of strongly correct processes. Those are the processes that "see" each other infinitely often. If, after some time, a process is late, it sees the values written by the strongly correct processes but the values it writes are not seen by them.)

13.3 Process anonymity

Due to the multiplicity of loci of control, a main issue distributed systems have to cope with lies in the uncertainty on the system state created by the adversaries that are asynchrony, failures, dynamicity, mobility, etc. Considering message-passing systems, I addressed (with my PhD student F. Bonnet) the uncertainty created by the net effect of asynchrony and process crash failures in systems where the processes are anonymous (i.e., processes have no identity and locally execute the very same algorithm).

Trivially, agreement problems such as consensus, that cannot be solved in non-anonymous asynchronous systems prone to process failures, cannot be solved either if the system is anonymous. So, we investigated failure detectors that allow processes to circumvent this impossibility.

In [R121] we introduced a failure detector class denoted ψ, that gives to each process an upper bound on the number of processes that are currently alive (in a non-anonymous system, the classes ψ and $\mathcal{P}$ -the class of perfect failure detectors- are equivalent). We designed a simple ψ-based consensus algorithm where the processes decide in $2t + 1$ asynchronous rounds (where t is an upper bound on the number of faulty processes), and showed shows that $2t + 1$ is a lower bound for consensus in the anonymous systems equipped with ψ. We then showed addressed early-decision, and presented and proved an early-deciding algorithm where the processes decide in $\min(2f + 2, 2t + 1)$ asynchronous rounds (where f is the actual number of process failures). This leads to think that anonymity doubles the cost (wrt synchronous systems) and it is conjectured that $\min(2f+2, 2t+1)$ is the corresponding lower bound.

We then continued our work of anonymous distributed systems and presented four failure detectors (denoted AP, $\overline{AP}$, $A\Omega$, and $A\Sigma$) and show that they are the "identity-free" counterparts of perfect failure detectors, eventual leader failure detectors and quorum failure detectors, respectively. $A\Sigma$ is new and showing that $A\Sigma$ and Σ have the same computability power in a non-anonymous system is not trivial. We also showed that the notion of failure detector reduction is related to the computation model. Then, we presented and proved correct a uniform anonymous consensus algorithm based on the failure detector pair $(A\Omega, A\Sigma)$ ("uniform" means here that not only processes have no identity, but no process is aware of the total number of processes). This new algorithm is not a simple "straightforward extension" of an algorithm designed for non-anonymous systems. To benefit from $A\Sigma$, it uses a novel message exchange pattern where each phase of every round is made up of sub-rounds in which appropriate control information is exchanged. Finally, we introduced the notions of failure detector hierarchy, weakest failure detector for anonymous consensus, and the implementation of identity-free failure detectors in anonymous systems. This work was published in [R133, C254].

I also studied the computability power of homonymous systems in [C277]. In these systems, several processes can have the same name. If all processes have distinct names we are in a classical distributed system, while we are in an anonymous system if all the processes have the same name. I mainly studied the solvability of the consensus problem in such a context.

13.4 Synchronous vs asynchronous systems: when are they equivalent?

A message adversary is a daemon that suppresses messages in round-based message-passing synchronous systems in which no process crashes. This notion has first been introduced by N. Santoro and P. Widmayer a long time ago[22]. A property imposed on a message adversary defines a subset of messages that cannot be eliminated by the adversary. It has recently been shown[23] that when a message adversary is constrained by a property denoted TOUR (for tournament), the corresponding synchronous system and the asynchronous crash-prone read/write system have the same computability power for task solvability.

We my PhD student J. Stainer, I investigated in [C290] new message adversary properties (denoted SOURCE and QUORUM), and showed that the synchronous round-based systems whose adversaries are constrained by these properties are characterizations of classical asynchronous crash-prone systems (1) in which processes communicate through atomic read/write registers or point-to-point message-passing, and (2) enriched with failure detectors such as the eventual leader Ω and the quorum failure detector Σ. Hence these properties characterize maximal adversaries, in the sense that they define strongest message adversaries equating classical asynchronous crash-prone systems. They consequently provide strong relations linking round-based synchrony weakened by message adversaries with asynchrony restricted with failure detectors. This not only enriches our understanding of the synchrony/asynchrony duality, but also allows for the establishment of a meaningful hierarchy of property-constrained message adversaries.

13.5 Asynchronous systems with Byzantine processes

Since 2013, I started to work again on Byzantine failures (a process commits a Byzantine failure when it behaves arbitrarily). My main results concern two of the most important problems of message-passing

[22]N. Santoro and P. Widmayer, Time is not a healer, *Proc. 6th Annual Symposium on Theoretical Aspects of Computer Science (STACS'89)*, Springer LNCS 349, pp. 304-316, 1989. This notion is also addressed by Kuhn F., Lynch N.A., and Oshman R.,in their paper "Distributed computation in dynamic networks", *Proc. 42nd ACM Symposium on Theory of Computing (STOC'10)*, ACM press, pp. 513-522, 2010.

[23]Afek Y. and Gafni E., Asynchrony from synchrony, *Proc. Int'l Conference on Distributed Computing and Networking (ICDCN'13)*, Springer LNCS 7730, pp. 225-239, 2013.

distributed computing in the presence of failures, namely, agreement (consensus) and the construction of a read/write shared memory abstraction.

Optimal consensus in the presence of Byzantine processes With my colleague A. Mostéfaoui, I considered the consensus problem in asynchronous message-passing systems. We designed a new round-based asynchronous consensus algorithm that copes with up to $t < n/3$ Byzantine processes, where n is the total number of processes. In addition of not using signature, not assuming a computationally-limited adversary, while being optimal with respect to the value of t, this algorithm has several noteworthy properties: the expected number of rounds to decide is four, each round is composed of two or three communication steps and involves $O(n^2)$ messages, and a message is composed of a round number plus a single bit. To attain this goal, the consensus algorithm relies on a common coin as defined by Rabin, and a new extremely simple and powerful broadcast abstraction suited to binary values. The main target when designing this algorithm was to obtain a cheap and simple algorithm. This was motivated by the fact that, among the first-class properties, simplicity –albeit sometimes under-estimated or even ignored– is a major one. The paper presenting this result [C301] obtained the Best Paper Award at the ACM Conference on Principles of Distributed Systems (PODC 2014), which is the premier conference in the domain. A journal version appeared in JACM [R140], I also showed that multivalued consensus can be solved with $O(n^2)$ expected messages [R155].

Building a shared memory on top of a Byzantine message-passing system With D. Imbs, S. Rajsbaum, and J. Stainer, I addressed the construction and the use of a shared memory abstraction on top of an asynchronous message-passing system in which up to t processes may commit Byzantine failures [C303]. This abstraction consists of arrays of n single-writer/multi-reader atomic registers, where n is the number of processes. A distributed algorithm building such a shared memory abstraction it first presented. This algorithm assumes $t < n/3$, which is shown to be a necessary and sufficient condition for such a construction. Hence, the algorithm is resilient-optimal. Then we presented a distributed algorithms built on top of this shared memory abstraction, which cope with up to t Byzantine processes. The simplicity of these algorithms constitutes a strong motivation for such a shared memory abstraction in the presence of Byzantine processes.

For a lot of problems, algorithms are more difficult to design and prove correct in a message-passing system than in a shared memory system. Using a protocol stacking methodology, the aim of the proposed abstraction is to allow an easier design (and proof) of distributed algorithms, when the underlying system is an asynchronous message-passing system prone to Byzantine failures.

13.6 Concurrent data structures

An atomic snapshot object is an object that can be concurrently accessed by asynchronous processes prone to crash. It is a fundamental object of concurrent programming in the presence of failures[24]. It is made of m components (base atomic registers) and is defined by two operations: an update operation that allows a process to atomically assign a new value to a component, and a snapshot operation that atomically reads and returns the values of all the components.

In [R127] I proposed an algorithm implementing a partial snapshot object, i.e., an object where the snapshot operation that can take any subset of the components as input parameter, and atomically reads and returns the values of this subset of components. This algorithm is based on new notions called called *help-locality* and *freshness*. Help-locality requires that an update operation helps only the concurrent partial snapshot operations that read the component it writes. When an update of a component r helps a partial snapshot, freshness requires that the update provides the partial snapshot

[24] Afek Y., Attiya H., Dolev D., Gafni E., Merritt M. and Shavit N., Atomic Snapshots of Shared Memory. *Journal of the ACM*, 40(4):873-890, 1993.

with a value of the component r that is at least as recent as the value it writes into that component. (No snapshot algorithm proposed so far satisfies these properties). The algorithm is wait-free, linearizable and satisfies the previous efficiency properties. Interestingly, the principle that underlies the proposed algorithm is different from the one used so far, namely, it is based on the "write first, and help later" strategy. An improvement of the previous algorithm, based on LL/SC atomic registers, is also presented, which decreases the number of base registers from $O(n^2)$ to $O(n)$.

With T. Crain (Marie Curie PhD student) we investigated efficient implementations of concurrent data structures such as binary trees, skip-lists, etc. The corresponding results are described in [C273,C288,C291].

13.7 Software transactional memory again

The aim of a Software Transactional Memory (STM) system is to discharge the programmer from the explicit management of synchronization issues. The programmer's job resides in the design of multiprocess programs in which processes are made up of transactions, each transaction being an atomic execution unit that accesses concurrent objects. The important point is that the programmer has to focus her/his efforts only on the parts of code which have to be atomic execution units without worrying on the way the corresponding synchronization has to be realized.

After having introduced the *virtual world consistency* (VWC) condition [R128], I have shown that the three properties read invisibility, permissiveness and opacity are incompatible, while read invisibility, permissiveness and VWC are compatible [C271]. While opacity requires that all the transactions (be them aborted or committed) appear as being totally ordered, VWC is weaker in as it only requires that an aborted transaction be ordered with respect to committed transactions only. This allows more transactions to be committed.

Among other results I also designed (with my PhD students D. Imbs and T. Crain) a universal construction for transaction-based multiprocess systems [R135]. This construction is such that (1) every invocation of a transaction is executed exactly once and (2) the notion of commit/abort of a transaction remains unknown to the programmer. This system, which imposes restriction neither on the design of processes nor on their concurrency pattern, can be seen as a step towards the design of a deterministic universal construction to execute transaction-based multiprocess programs on top of a multiprocessor. Interestingly, the proposed construction is lock-free (in the sense that it uses no lock).

13.8 Miscellaneous

During the period 2010-2014, I also worked on other topics. I presents here only two of them.

An important concept is the concept of recursivity. I investigated recursivity asynchronous distributed systems where communication is through atomic read/write registers, and any number of processes can commit crash failures [R139,C274]. In such a context and differently from sequential and parallel recursion, the conceptual novelty lies in the fact that the aim of the recursion parameter is to allow each participating process to learn the number of processes that it sees as participating to the task computation.

A second important work is a joint work with Y. Moses [R130]. This work addresses the condition-based simultaneous consensus problem in synchronous message-passing systems (simultaneous means here that all processes have to stop during the very same round). The paper shows that, contrary to what could be hoped, when considering condition-based consensus with simultaneous decision, we can benefit from the best of both actual worlds (either the failure world or the condition world), namely, we cannot benefit from the sum of savings offered by both. Only the best discount applies.

14 Research agenda since 2015: At the frontiers of distributed computing

This part describes research topics in which I am currently involved. In order to be self-contained, this section contains material sections. In this way, they can be read independently.

14.1 Introduction

Preamble Research constitutes one of the main *raisons d'être* of the Universities. It is an obligation for all professors and an absolutely necessary activity to maintain their lectures vivid and up-to-date. I do think that, as a university professor (in informatics), my research activity has to concentrate on understanding computing phenomena, introducing computing-related concepts and clarifying notions that are relevant to computing. That is why I always strove to design algorithms that are as generic and simple as possible. Being generic and simple, they are not bound to specific contexts and consequently capture the essence of the problem they solve (the complementary facet to capture their essence being the determination of the lower bounds associated with the problems they solve). I also do think that genericity and simplicity (that go with beauty and elegance) are first-class citizen criteria when designing solutions to computing problems. I am proud to have some of my algorithms (e.g., message causal ordering, checkpointing, randomized consensus) presented in textbooks written by experts in the domain (e.g., [1, 2, 3, 4]).

[1] Attiya H. and Welch J., Distributed Computing: Fundamentals, Simulations and Advanced Topics, (2d Edition), *Wiley-Interscience*, 414 pages, 2004.
[2] Garg V., Elements of Distributed Computing. *Wiley-Interscience*, 423 pages, 2002.
[3] Cachin Ch., Guerraoui R. and Rodrigues L., Introduction to Reliable and Secure Distributed Programming. *Springer*, 367 pages, 2011.
[4] Ksemkalyani A. and Singhal M., Distributed Computing: Principles, Algorithms, and Systems. *Cambridge University Press*, 738 pages, 2008.

A big picture As already indicated, from a theoretical point of view, the aim of distributed computing is to answer the question: "Which problems can be solved by a set of cooperating entities, and, if the answer is yes, which are the best algorithms for the corresponding problem (best according to some complexity measures)?" Since more than twenty years, this constitutes my research interests. In this context, my research program is focused on fundamental issues, namely investigate the limits of distributed computing in presence of *adversaries* such that asynchrony, failures, anonymity, dynamicity, etc. Lots of results are known for asynchronous systems prone to failures (e.g., the fundamental problem that is consensus has concentrated lots of efforts and its study has provided computer scientists with a deep knowledge on what constitutes a part of the ´essence¡ of distributed computing). Despite these great advances, lot of work remains to be done. As an example, despite their interest in real applications, dynamicity and anonymity are not yet well understood. My research programmed looks in this direction and focuses on the following domains: distributed computability in asynchronous read/write shared memory systems, distributed computability in asynchronous message-passing systems, relations between the two previous distributed computing models, and concurrent objects. It is of great importance to develop a theory of distributed computing that provides us with concepts and paradigms that help us understand the possibilities and limitations of distributed systems. Such a knowledge is a necessary pre-requisite if one wants to master future (non-trivial) distributed applications.

Today distributed applications are pervasive, some very successful (e.g., Internet, P2P, social networks, cloud computing), and benefit everyone, but the design and the implementation of a lot of them still rely more on "tricks" than on a solid theory. The next generation of distributed applications and services will be more and more complex and requires that we spend today research efforts in establishing sane theoretical foundations to be able to master their design, their properties and their implementation.

One of my leitmotifs is “When something works we have to know why it works, and when it does not work we have to know why it does not work”.

14.2 Distributed computability

Be the communication medium a shared memory of a message-passing system, the aim of distributed computability is to answer the question “what can be computed in a distributed system?” I present below a few fundamental distributed computability problems in which I am interested.

From decision problems to the ranking of sub-consensus tasks I became acquainted with this topic when I tried to establish a connection between the adaptive renaming problem and both the k-set agreement and the (weaker) k-test&set problem [C200,C216]. These works showed that the new space name can be reduced from $2p-1$ (where p is the number of participating processes) to $2p - \lfloor \frac{p}{k} \rfloor$ if we have underlying k-test&set objects, and to $p+k-1$ if we have underlying k-set agreement objects. These results encouraged me to to investigate the relation linking Test&set, adaptive agreement and set agreement. This investigation resulted in [C216]. This “warm-up” research period showed me the richness and the profoundness of the topic. As Test&set, adaptive agreement and set agreement are sub-consensus tasks (i.e., they are weaker than consensus), the “Holy grail” quest is here to establish a hierarchy of sub-consensus tasks (if any), similarly to the hierarchy of consensus tasks as defined by Herlihy. This line of research is fundamental if we want to understand the power of base synchronization primitives. In some sense, we can say that while Herlihy has established the “Mendeleiev’s table” of consensus tasks, the research agenda is here to establish the corresponding table of sub-consensus tasks. The paper that appeared in SIAM JC [R145] is a promising step in this direction, that I continue investigating.

Distributed universal construction A notion of a *universal construction* suited to distributed computing has been introduced by M. Herlihy in his celebrated paper on wait-free synchronization[25]. A universal construction is an algorithm that can be used to wait-free implement any object defined by a sequential specification. Herlihy’s paper shows that the basic system model, which supports only atomic read/write registers, has to be enriched with consensus objects to allow the design of universal constructions. The generalized notion of a *k-universal* construction has been recently introduced by Gafni and Guerraoui[26]. A k-universal construction is an algorithm that can be used to simultaneously implement k objects (instead of just one object), with the guarantee that at least one of the k constructed objects progresses forever. While Herlihy’s universal construction relies on atomic registers and consensus objects, a k-universal construction relies on atomic registers and k-simultaneous consensus objects (which are wait-free equivalent to k-set agreement objects in the read/write system model).

I intend to work on distributed universal constructions, and I already started thinking to build a very general universal construction with the following properties (not satisfied by previous universal constructions). (1) Among the k objects that are constructed, *at least* ℓ objects (and not just one) are guaranteed to progress forever; (2) The progress condition for processes is *wait-freedom*, which means that each correct process executes an infinite number of operations on each object that progresses forever; (3) If any of the k constructed objects stops progressing, all its copies (one at each process) stop in the same state; (4) The proposed construction is *contention-aware*, in the sense that it uses only read/write registers in the absence of contention; (5) It has to be *generous* with respect to the *obstruction-freedom* progress condition, which means that each process is able to complete any one of its pending operations

[25] Herlihy M., Wait-free synchronization. *ACM Transactions on Programming Languages and Systems*, 13(1):124-149, 1991.

[26] Gafni E. and Guerraoui R., Generalizing universality. *Proc. 22nd Int’l Conference on Concurrency Theory (CONCUR’11)*, Springer, LNCS 6901, pp. 17-27, 2011.

on the k objects if all the other processes hold still long enough. Such a construction, that I call (k, ℓ)-universal, should be based on a simple extension of k-simultaneous consensus objects that I (with co-authors) introduced in [R117].

A long lasting open problem: the weakest failure detector for message-passing k-set agreement Assuming each process proposes a value, the k-set agreement requires that each non-faulty process decides a value such that a decided value is a proposed value, and at most k different values are decided. This problem, which generalizes consensus, is impossible to solve in asynchronous crash-prone systems.

While the weakest failure detector for solving the k-set agreement problem in crash-prone asynchronous read/write shared memory systems is known [27], for message-passing systems the weakest failure detectors are known only for the extreme cases $k = 1$ and $k = n - 1$. The important remaining problem is then finding the weakest failure detector for any value of k. I think that answering this question is related to the minimal consistency properties a shared memory has to satisfy in order the k-set agreement problem can be solved (these properties being weaker than the classical properties associated with read/write operations). I started investigating this difficult question, but up to now I have only partial answers [R122,C270,C282]. Hence, despite the efforts of the community, this is an important and lasting consistency problem that belongs to my research program. My hope is that solving this problem will give us a much clearer view of the relation between read/write shared memory systems and message-passing systems.

14.3 Again and again fault-tolerance in the presence of Byzantine processes

The weakest synchrony assumption for Byzantine consensus Let us consider the family of deterministic Byzantine consensus algorithms (i.e., algorithms which are not randomized algorithms). In such a context a fundamental question is the following: "Which are the weakest synchrony assumptions needed to solve consensus in a message-passing system prone to Byzantine process failures?" I solved this important open problem (with Z. Bouzid and A. Mostéfoui) in a PODC paper [C309].

From crash failures to Byzantine failures Borowsky-Gafni's (BG) simulation[28] is a very powerful reduction algorithm designed for asynchronous read/write crash-prone systems, namely, it allows a set of $(t + 1)$ asynchronous sequential processes to wait-free simulate (i.e., despite the crash of up to t of them) an arbitrary number n of processes under the assumption that at most t of them crash. This shows that, in read/write crash-prone systems, t-resilience of decision tasks can be fully characterized in terms of wait-freedom. Said another way, the BG simulation shows that, in read/write systems, a crucial parameter is not the number n of processes, but the upper bound t on the number of processes that may crash in a run.

With D. Imbs, I designed a BG-like simulations in the context of asynchronous *message-passing* systems (which was not addressed before). This, which allowed us to consider crash failures and Byzantine withe same view, was be done in two directions [C327]. The first considers that processes may fail by crashing. Assuming $t < \min(n', n/2)$, the aim is to simulate a system of n' processes where up to t may crash, on top of a basic system of n processes where up to t may crash. The second simulation concerned the case where processes may commit Byzantine failures (up to now the BG simulation considered only process crash failures). Assuming $t < \min(n', n/3)$, the aim is here to simulate a system

[27] Gafni E. and Kuznetsov P., On set consensus number, *Distributed Computing*, 24(3-4):149-163, 2011, and Delporte C., Fauconnier H., Guerraoui R., and Tielmann A., The disagreement power of an adversary. *Distributed Computing* 24(3-4):137-147, 2011.

[28] Borowsky E. and Gafni E., Generalized FLP Impossibility Results for t-Resilient Asynchronous Computations. *Proc. 25th ACM Symposium on Theory of Computing (STOC'93)*, ACM Press, pp. 91-100, 1993, and Borowsky E., Gafni E., Lynch N. and Rajsbaum S., The BG Distributed Simulation Algorithm. *Distributed Computing*, 14:127-146, 2001.

of n' processes where up to t may be Byzantine, on top of a basic system of n processes where up to t may be Byzantine. Moreover, these asynchronous message-passing simulations are direct (in the sense that they do not simulate a shared memory on top of which a suited read/write BG simulation would be used). These constraints are motivated by the fact that they help better understand the deep nature and the difference of crash failures and Byzantine failures in asynchronous message-passing systems.

14.4 Communication abstraction vs agreement abstraction: the two faces of a same coin

It is well-known that consensus (one-set agreement) and total order broadcast are equivalent in asynchronous systems prone to process crash failures. So, I became interested in the following more general question: which is the communication abstraction that "captures" k-set agreement? To this end A. Mostéfaoui, D. Imbs, M Perrin and I introduced a new broadcast communication abstraction, called k-BO-Broadcast, which restricts the disagreement on the local deliveries of the messages that have been broadcast (1-BO-Broadcast boils down to total order broadcast). Hence, in this context, $k = 1$ is not a special number, but only the first integer in an increasing integer sequence [C334]. This establishes a new "correspondence" between distributed agreement problems and communication abstractions, which enriches our understanding of the relations linking fundamental issues of fault-tolerant distributed computing.

We also introduced the "set delivery broadcast" abstraction, which offers the power of atomic registers in crash-prone asynchronous message-passing systems [C335]. This abstraction has a software engineering flavor as it simplifies the message-passing construction of read/write implementable distributed objects.

14.5 Relating theory and practice

A Holy Grail: Is there a "Grand Unified Model"? Synchronous systems and asynchronous systems are the two endpoints of the synchrony axis. With the new adversaries that are anonymity, dynamicity, mobility, etc., finding a distributed computing model that is both realistic and abstract enough (to be tractable) is a real challenge, which will maybe remain an inaccessible scientific "holy grail". Like physicists who are looking for a "Grand Unified Theory" that would encompass all the fundamental concepts of physics, a (much more modest but still) very challenging task would consist in looking for a "Grand Unified Model" for distributed computing. Albeit answering this question seems to much ambitious, it remains at the horizon as a Leibnitz's dream. I started working very recently on this topic ([C290] is a very partial answer to this fundamental issue) and I intend to continue.

Engineering of distributed computing Practitioners and engineers have proposed a number of reusable frameworks and services to implement specific distributed services (from Remote Procedure Calls with Java RMI or SOAP-RPC, to JGroups for group communication, and Apache Zookeeper for primary backup replication). Unfortunately, many of these efforts lack a sound grounding in distributed computation theory (with the notable exceptions of JGroups and Zookeeper), and only provide punctual and partial solutions for a narrow range of services. From my point of view, this is because we still lack a generic framework that is able to unify the large body of fundamental knowledge on distributed computation that has been acquired over the last 20 years. A central issue of distributed computing consists consequently in bridging this gap, by developing a systematic model of distributed computation that organizes the functionalities of a distributed computing system into reusable modular constructs. These constructs should be composable via well-defined mechanisms that maintain sound theoretical guarantees on the resulting system. In relation with my previous research topics, I intend to spend some time and efforts also in this direction, which is crucial for distributed computing engineering. Sound distributed computing engineering is related to the foundations of distributed computing.

Anonymous memory: foundations and algorithms The concept of an anonymous memory was introduced by G. Taubenfed in PODC 2017. An anonymous shared memory REG can be seen as an array of atomic registers such that there is no a priori agreement among the processes on the names of the registers. As an example a very same physical register can be known as $REG[x]$ by a process p and as $REG[y]$ (where $y \neq x$) by another process q. Moreover, the register known as $REG[a]$ by a process p and the register known as $REG[b]$ by a process q can be the same physical register. It is assumed that each process has a unique identifier that can only be compared for equality.

In such a context, mainly with G. Taubenfeld and D. Imbs, we designed algorithms solving fundamental problems such as mutual exclusion [C345], leader election [C355], and memory de-anonymization [R176]. We established necessary and sufficient conditions for these problems, and in a memory anonymous context. These conditions are primality constraints relating the number of processes ad the size m of the anonymous memory. We also designed a mutual exclusion algorithm in with both the processes and the memory are anonymous [R172].

Concurrent relaxed data structures: the linearizability hierarchy Considering asynchronous shared memory systems in which any number of processes may crash, I recently started working with A. Castaneda and S. Rajsbaum on the identification and the formally definition of relaxations of queues and stacks that can be non-blocking or wait-free while being implemented using only read/write operations. Set-linearizability and interval-linearizability are used to specify the relaxations formally, and precisely identify the subset of executions which preserve the original sequential behavior. They allow for an item to be returned more than once by different operations, but only in case of concurrency, a property property called multiplicity. The stack implementation is wait-free, while the queue implementation is non-blocking. Interval-linearizability is used to describe a queue with multiplicity, with the additional relaxation that a dequeue operation can return *weak-empty*, which means that the queue might be empty. We designed a read/write wait-free interval-linearizable algorithm of for such a concurrent queue. As far as we know, this work is the first that provides formalizations of the notions of multiplicity and weak-emptiness, which can be implemented on top of read/write registers only. This work can be seen as a practical view of the theoretical notions we have introduced in a JACM article [R164].

Part 4/4:

List of Publications

A numerical projection of the following publications is presented p. 7. (A projection is here only a number whose meaning is context-dependent.)

15 Theses

1. *Contribution à l'étude de la coopération entre processus dans les langages et les systèmes informatiques*. Thèse d'État, université de Rennes, 1981.

2. *Conception et réalisation d'une machine-langage de haut niveau adaptée à l'écriture de systèmes*. Thèse de 3ème cycle, université de Rennes, 1975.

16 Guest Editor of Int'l Journals

- Guest editor (with Andrzej Pelc and David Peleg) of the volume 384(2-3):135-286, of the journal *Theoretical Computer Science*, devoted to the publication of selected papers of SIROCCO 2005 (*12th Colloquium on Structural Information and Communication Complexity*.
- Guest editor of a volume of the journal *Theoretical Computer Science* (Volume 561(B):87-144, January 2015) devoted to the publication of selected papers of ICDCN 2013 (*14th Int'l Conference on Distributed Computing and Networking*).
- Guest editor of the Volume 98(8), published in August 2016, of the special issue of the Springer journal *Computing* devoted to selected papers of the international conference NETYS 2014 on networked systems (whose proceedings appeared in Springer LNCS 8593).

17 Books (author)

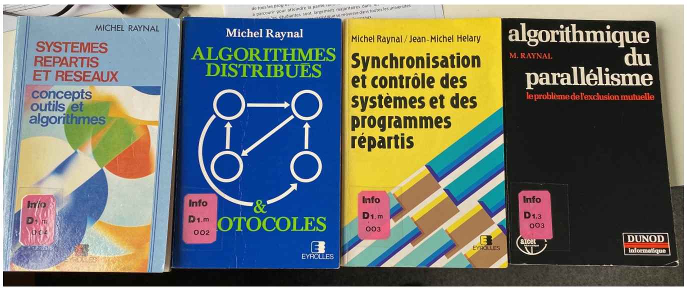
The books appear in the order of their publication date (from 1984 to 2022).

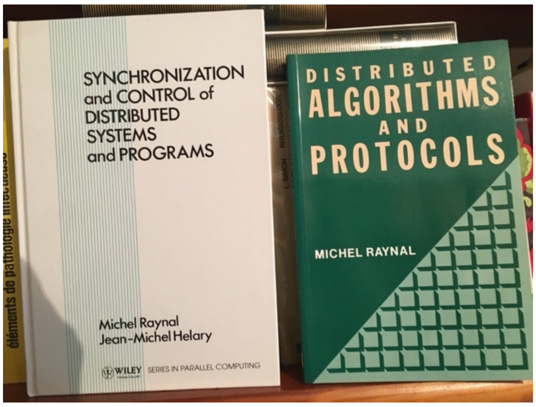
1. **Algorithmique du parallélisme : le problème de l'exclusion mutuelle**. *Dunod Ed.*, 160 pages, 1984.
   ▷ English translation: **Algorithms for mutual exclusion**, *MIT Press,* 107 pages, ISBN 0-262-18119-3, 1986.
   ▷ Spanish translation: **Algoritmica del paralelismo**, *Omega S.A.*, Barcelona, 1988.
   ▷ Critical review 8704-0237 in *ACM Computing Reviews*, 28(4), 1987.

2. **Algorithmes distribués et protocoles**. *Eyrolles Ed.*, 142 pages, 1985.
   ▷ English translation: **Distributed algorithms and protocols**, *Wiley & Sons*, 1988.
   ▷ Critical review in *Software Practice and Experience*, 18(7):711, 1988.

3. **Systèmes répartis et réseaux: concepts, outils et algorithmes**. *Eyrolles Ed.*, 200 pages, 1987.
   ▷ English translation: **Networks and distributed computation**, *MIT Press,* 166 pages, 1988.
   ▷ Critical review 8902-0036 in *ACM Computing Reviews*, 30(2):77, 1989.

4. **Synchronisation et contrôle des systèmes et programmes répartis**, (with J.-M. Hélary), *Eyrolles Ed.*, 200 pages, 1988.
▷ English translation: **Synchronization and control of distributed systems and programs**, *Wiley & Sons,* 160 pages, 1991.
▷ Critical review 9110-0751 in *ACM Computing Reviews*, 32(10):491, 1991.





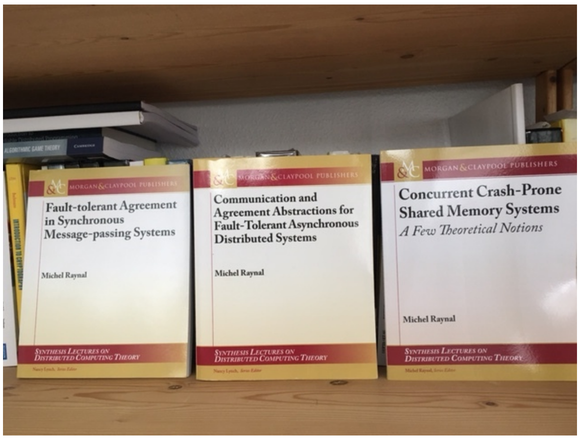
5. **La communication et le temps dans les réseaux et les systèmes répartis**. (Tome 1 d'une introduction aux principes des systèmes répartis). *Eyrolles Ed., collection EDF,* 1991, 232 p.
▷ Préface de Robert Dautray, membre de l'Académie des Sciences.

6. **Synchronisation et état global dans les systèmes répartis**. (Tome 2 d'une introduction aux principes des systèmes répartis). *Eyrolles Ed., collection EDF*, 1992, 228 p.

7. **Gestion des données réparties : problèmes et protocoles**. (Tome 3 d'une introduction aux principes des systèmes répartis). *Eyrolles Ed., collection EDF*, 1993, 200 p.

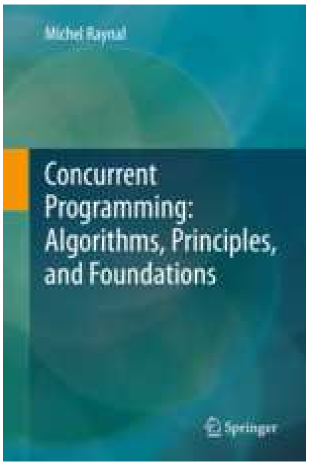
8. **Communication and agreement abstractions for fault-tolerant asynchronous distributed systems**. *Morgan & Claypool Publishers*, 251 pages, 2010 (ISBN 978-1-60845-293-4).

9. **Fault-tolerant agreement in synchronous message-passing systems**. *Morgan & Claypool Publishers*, 165 pages, 2010 (ISBN 978-1-60845-525-6).



10. **Concurrent programming: algorithms, principles and foundations**. *Springer*, 515 pages, 2012 (ISBN 978-3-642-32026-2).

    For a description of of the content: click [Springer-1].



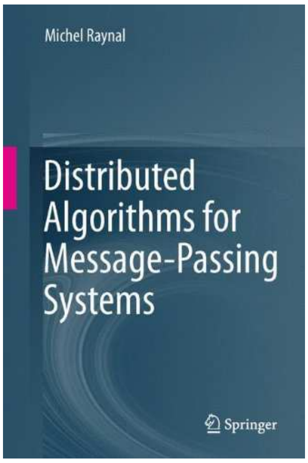
From the reviews:
"Concurrent programming is the study of the methods which will ensure correct interactions. ... Raynal (Univ. of Rennes, France) presents these classical techniques at the beginning of his book, and then moves on to cover such topics as transactional memory and current areas of research like consensus in the face of crash failures. The coverage is very up-to-date, including references through 2010. ... This would be an ideal text for a beginning graduate course. Summing Up: Highly recommended. Graduate students, researchers/faculty, and professionals/practitioners."
(P. Cull, Choice, Vol. 50 (11), August, 2013)

"A very comprehensive treatment of both fundamentals and recent results in concurrent programming is presented in this book. ... The book is well structured, with many examples to help the reader. Each chapter starts with a short presentation of the content and a list of keywords, and concludes with a summary of the main points and results. ... I can recommend this book ..."
(Sergei Gorlatch, ACM Computing Reviews, June, 2013)

Since its online publication on December 23, 2012, until June 2020, there have been a total of 46 870 chapter downloads for the eBook version of this book on SpringerLink.

11. **Distributed algorithms for message-passing systems**. *Springer*, 510 pages, 2013 (ISBN: 978-3-642-38122-5).

    For a description of of the content: click [Springer-2].



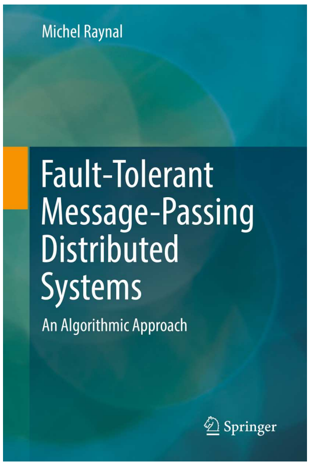
From the reviews:
"The book presents in well structured manner the basic concepts and algorithms currently used in distributed systems based on message passing. ... The book can be used as textbook by undergraduate students in distributed systems. What distinguishes this book from similar ones are the text accessibility and the well organization of a classical material. Many figures and pseudo-codes are helping the understanding of the algorithms."
(Dana Petcu, zbMATH, Vol. 1282, 2014)

"This book offers balanced coverage of the major topics encountered in courses on modern distributed computations. The text is primarily intended for courses on distributed systems; it can be used for both undergraduate and postgraduate courses. . . . Overall, this title is an instructive and valuable book that deserves to be studied.
(Dimitrios Katsaros, ACM Computing Reviews, June, 2014)

Since its online publication on July 13, 2013 until June 2020, there have been a total of 38 221 chapter downloads for the eBook version of this book on SpringerLink.

12. **Fault-tolerant message-passing distributed systems: an algorithmic approach**. *Springer*, 492 pages, 2018 (ISBN: 978-3-319-94140-0).

For a description of of the content: click [Springer-3].



From the reviews:
Although my entire career has centered on building sophisticated distributed systems, I've never been particularly good at explaining complex protocols. Yet this need is unavoidable in my graduate courses at Cornell – I have in mind topics like proving bounds on Byzantine Agreement under various models, or showing how self-stabilizing token rings repair themselves after damage. The author's treatment here is a breath of fresh air: a principled exploration of the important concepts and protocols, intelligently organized. I plan to draw on this book when preparing my lectures, and to use it as a resource for students who want to explore the ideas in greater depth. The many case studies are valuable too, because they show how the protocols and theory can be applied to real-world systems, and how they can sometimes be specialized to leverage features of the hardware for speedups. The author has created a wonderful resource, and I highly recommend it.
Ken Birman, Dept. of Computer Science, Cornell University.

This brilliant book is a must-read for all students and researchers in the area of distributed systems. The author has presented fundamental issues in designing fault-tolerant distributed systems in a clear and concise manner. The book provides intuition behind complex ideas as well as rigorous proofs for mathematically minded readers. The book is also quite timely due to the emergence of cloud computing and blockchains. I would recommend this book for practitioners as well as theoreticians in distributed computing.

Vijay K. Garg, The University of Texas at Austin.

13. **Concurrent crash-prone shared memory systems: a few theoretical notions**. *Morgan & Claypool Publishers*, 139 pages, ISBN 9781636393315, DOI 10.2200/S01165ED1V01Y202202DCT018 (2022)

18 Chapters in books and articles in encyclopdia

1. Chapter "Consensus in Asynchronous Distributed Systems: A Concise Guided tour", in *Advances Distributed Systems*, Springer, LNCS 1752, pp. 33-47, 2000 (with R. Guerraoui, M. Hurfin, A. Mostéfaoui, R. Oliveira and A. Schiper).

2. Chapter “Time in Distributed Systems: Models and Algorithms” in *Advances Distributed Systems*, Springer, LNCS 1752, pp. 33-47, 2000 (with Paulo Verissimo -Lisbon University-).

3. Chapter “Reliable Logical Clocks for Unreliable Process Groups” in “Dependable Network Computing” pp. 93-108, *Kluwer Academic Press*, 2001 (with A. Mostéfaoui, M. Takizawa -Tokyo Denki University-).

4. Chapitre “Une introduction à l’algorithmique distribuée des systèmes asynchrones”, *Encyclopédie Vuibert* de l’informatique et des systèmes d’information, pp. 179-194, 2006 (ISBN 978-2-7117-4846-4).

5. Article “Failure Detectors for Asynchronous Distributed Systems: an Introduction”. *Wiley Encyclopdia of Computer Science and Engineering*, Vol. 2, pp. 1181-1191, 2009 (ISBN 978-0-471-38393-2).

6. Article “ Set agreement”, Second Edition of Encyclopedia of Algorithms, pp. 1956-1959, *Springer*, 2016 (ISBN 978-1-4939-2863-7).

7. Article “ Distributed Snapshots”, Second Edition of Encyclopedia of Algorithms, pp. 581-586, *Springer*, 2016 (ISBN 978-1-4939-2863-7).

8. Article “Messages adversaries”, Second Edition of Encyclopedia of Algorithms, pp. 1272-1276, *Springer*, 2016 (ISBN 978-1-4939-2863-7).

9. Chapter “A short visit to distributed computing where simplicity is considered as a first class property”, in *The French School of Programming*, B. Meyer Editor, Springer (2024).

19 Articles in journals

Among my 198 publications in journals, 18 are in French and 180 in english. **The title of the papers I consider as the most important are in bold characters**. *Moreover, except for extremely few, the author list in my journal and conference papers obeys alphabetical order.*

[R1] Une expression de la synchronisation pour les types abstraits. *RAIRO Revue Bleue/Computer Science*, 12(4):307-316, 1978.

[R2] An experience in implementing abstract data types. *Software Practice and Experience*, 11:315-320, 1980 (with M. Banatre, A. Couvert, c D. Herman).

[R3] Types in a mixed language system. *BIT*, (now *Nordic Journal of Computing*) 23(2):246-256, 1981 (with Ph. Darondeau, P. Le Guernic).

[R4] Une analyse de la spécification de la coopération entre processus par variables partagées. *Techniques et Science Informatiques (TSI)*, 1(3):201-210, 1982.

[R5] **Structured specification of communicating systems.** *IEEE Transactions on Computers*, vol.C32(2):120-133, 1983 (with G. von Bochmann –Université de Montréal–).

[R6] Un algorithme d’exclusion mutuelle pour une structure logique en anneau. *Techniques et Science Informatiques (TSI)*, 4(5):471-474, 1985.

[R7] A distributed algorithm to prevent mutual drift between n logical clocks. *Information Processing Letters*, 24:199-202, 1987.

[R8] Parcours et apprentissage dans un réseau de processus communicants. *Techniques et Science Informatiques (TSI)*, 5(2):127-140, 1987 (with J.-M. Hélary, A. Maddi, N. Plouzeau).

[R9] Producteur-consommateur : quelques solutions réparties. *Techniques et Science Informatiques (TSI)*, 6(3):231-241, 1987 (with N. Plouzeau, J.-P. Verjus).

[R10] Calcul distribué d’un extremum et du routage associé dans un réseau quelconque. *Rairo Informatique Théorique et Applications*, 21(3):1-22, 1987 (with J.-M. Hélary, A. Maddi).

[R11] A distributed algorithm for mutual exclusion in an arbitrary network. *The Computer Journal*, 31(4):289-295, 1988 (with J.M. Hélary and N. Plouzeau).

[R12] **Un schéma abstrait d'itération répartie, application au calcul des chemins de valeurs minimales.** *Techniques et Science Informatiques (TSI)*, 8(3):259-268, 1989 (with J.-M. Hélary).

[R13] Prime numbers as a tool to design distributed algorithms. *Information Processing Letters*, 33(1):53-58, 1989.

[R14] Simulation répartie : schémas d'exécution pour un modèle à processus. *Techniques et Science Informatiques (TSI)*, 9(5):383-398, 1990 (with Ph. Ingels).

[R15] Vers la construction raisonnée d'algorithmes répartis, le cas de la terminaison. *Techniques et Science Informatiques (TSI)*, 10(3):203-209, 1991 (with J.-M. Hélary).

[R16] La communication causale dans les systèmes répartis, protocoles fondés sur le comptage. *Revue Réseaux et Informatique Répartie*, 1(1):87-99, 1991.

[R17] **The causal ordering abstraction and a simple way to implement it.** *Information Processing Letters*, 39:343-351, 1991 (with A. Schiper –EPFL, Lausanne–, S. Toueg –Cornell University–).

[R18] A debugging tool for distributed Estelle programs. *Journal of Computer Communications*, 16(5):328-333, 1993 (with M. Hurfin, N. Plouzeau).

[R19] Protocoles simples pour l'implémentation répartie des sémaphores. *Annales des Télécommunications*, 48(5-6):260-273, 1993.

[R20] Un noyau réparti pour les applications fondées sur la progression d'un temps virtuel. *Revue Réseaux et Informatique Répartie*, 3(2):145-168, 1993 (with Ph. Ingels, C. Maziero).

[R21] Towards the construction of distributed detection programs with an application to distributed termination. *Distributed Computing*, 7(3):137-147, 1994 (with J.-M. Hélary).

[R22] **A general scheme for token and tree based distributed mutual exclusion algorithms.** *IEEE Transactions on Parallel and Distributed Systems*, 5(11):1185-1196, 1994 (with J.-M. Hélary, A. Mostéfaoui).

[R23] Déterminer un état global dans un système réparti. *Annales des télécommunications*, 49(7-8):460-469, (with J.-M. Hélary, A. Mostéfaoui).

[R24] An implementation of global flush primitives using counters. *Parallel Processing Letters*, 5(2):171-178, 1995 (with M. Ahuja –Univerity of California, San Diego–).

[R25] A graph-based characterization of communication modes in distributed executions. *Journal of Foundations of Computing and Decision Sciences*, 20(1):3-20, 1995 (with R. Baldoni -University of Roma-).

[R26] **Specification and verification of dynamic properties in distributed computations**. *Journal of Parallel and Distributed Computing,* 28(2): 173-185, 1995 (with O. Babaoğlu -University of Bologna, Italy-).

[R27] Distributed algorithms for static and dynamic termination detection. *Bulletin of the Polish Academy of Sciences*, 43(3):363-380, 1995 (with J. Brzezinsky -University of Poznan-, J.-M. Hélary).

[R28] **On-the-fly analysis of distributed computations**. *Information Processing Letters*, 54:267-274, 1995 (with E. Fromentin, C. Jard, G.-V., Jourdan).

[R29] Semantics of recovery lines for backward recovery in distributed systems. *Annales des Télécommunications*, 50(10-11):874-887, 1995 (with J. Brzezinsky -University of Poznan-, J.-M. Hélary).

[R30] **Deadlock models and a general algorithm for distributed deadlock detection**. *Journal of Parallel and Distributed Computing*, 31(2):112-125, 1995. (with J. Brzezinsky -University of Poznan-, J.-M. Hélary, M. Singhal –Ohio State University, Colombus–).

[R31] An introduction to snapshot algorithms in distributed computing, *Journal of Distributed Systems Engineering*, 2(4):224-233, 1995 (with A. Kshemkalyani, M. Singhal -Ohio state university-).

[R32] Causal delivery of messages with real-time data in unreliable networks, *Real-Time Systems Journal*, 10(3): 245-262, 1996 (with R. Baldoni –La Sapienza, Roma–, A. Mostéfaoui).

[R33] Logical time: capturing causality in distributed systems. *IEEE Computer*, 29(2):49-57, 1996 (with M. Singhal –Ohio State University, Colombus–).

[R34] An optimistic protocol for a linearizable distributed shared memory system. *Parallel Processing Letters*, 6(2):65-278, 1996 (with M. Mizuno, M. Neilsen -Kansas state University-).

[R35] A unified framework for expressing and detecting run-time properties of distributed computations. *Journal of Systems Software*, 33(3):287-298, 1996 (with O. Babaoglu –Univeritá di Bologna, Italy–, E. Fromentin).

[R36] **From group communication to transactions in distributed systems**. *Communications of the ACM*, 39(4):84-90, 1996 (with A. Schiper –EPFL, Lausanne–).

[R37] On-the-fly detection of a class of words-based patterns in labeled dags. *Applied Mathematics and Computer Science*, 7(1):205-216, 1997 (with M. Hurfin).

[R38] Adaptive checkpointing in message-passing distributed systems. *Int'l Journal of Systems Science*, 28(11):1145-1161, 1997. (with R. Baldoni, –University of Roma–, J.-M. Hélary, A. Mostéfaoui).

[R39] k-Arbiter: a safe and general scheme for h out of k mutual exclusion. *Theoretical Computer Science*, 193(1-2):97-112, 1998. (with R. Baldoni –La Sapienza, University of Roma–, Y. Manabe –NTT, Japan–).
▷ Critical review in *ACM Computing Reviews*, 39(11):572.

[R40] An adaptive causal ordering algorithm suited to mobile computing environments. *Journal of Parallel and Distributed Computing*,41(1):190-204, 1997 (with M. Singhal, R. Prakash –Ohio State University, Colombus–).

[R41] **Shared global states in distributed computations**. *Journal of Computer and System Sciences*, 55(3):522-528, 1997 (with E. Fromentin).

[R42] Revisiting the non-blocking atomic commitment problem in distributed data management systems. *Ingénierie des Systèmes d'Information*, 5(6):639-659, 1997.

[R43] A suite of definition for consistency criteria in distributed shared memories. *Annales des Télécommunications*, 52(11-12):652-661, 1997 (with A. Schiper –EPFL, Lausanne–).

[R44] Efficient delta-causal broadcasting. *Journal of Computer Systems Science and Engineering*, vol. 13(5):263-270, 1998 (with R. Baldoni, R. Prakash, M. Singhal –Ohio State University, Colombus–).

[R45] Consistent records in asynchronous computations. *Acta Informatica*, 35:441-455, 1998 (with R. Baldoni, J.-M. Hélary).

[R46] De la validation atomique au consensus: une approche synthétique. *Techniques et Science Informatiques (TSI)*, 17(3):279-298, 1998 (with R Guerraoui, A. Schiper –EPFL Lausanne–).

[R47] Points de contrôle dans les systèmes répartis : concepts et protocoles. *Techniques et Science Informatiques (TSI)*, 17(10):1223-1246, 1998 (with A. Mostéfaoui, J.-M. Hélary).

[R48] **Efficient distributed detection of conjunction of local predicates**. *IEEE Transactions on Software Engineering*, 24(8):664-677, 1998. (with M. Hurfin, M. Mizuno, M. Singhal).
▷ Critical review in *ACM Computing Reviews*, 39(10):527.

[R49] **Consistency issues in distributed checkpoints.** *IEEE Transactions on Software Engineering*, 25(4):274-281, 1999 (with R. Netzer –Brown University–, J.-M. Hélary).

[R50] Non-blocking atomic commitment in distributed systems: a tutorial based on a generic protocol. *Journal of Computer Systems Science and Engineering*, 15(2):77-86, 2000.

[R51] **Normality: a consistency criterion for concurrent objects.** *Parallel Processing Letters*, 9(1):123-134, 1999 (with V. Garg – University of Texas, Austin–).

[R52] An adaptive architecture for causally consistent distributed services. *Distributed Systems Engineering Journal*, 6(2):63-70, 1999 (with M. Ahamad, G. Thia-Kime).

[R53] **Communication-induced determination of consistent snapshots**. *IEEE Transactions on Parallel and Distributed Systems*, 10(9):865-877, 1999 (with J.-M. Hélary, A. Mostéfaoui).

[R54] A simple and fast asynchronous consensus protocol based on a weak failure detector. *Distributed Computing*, 12(4):209-223, 1999 (with M. Hurfin).

[R55] Group membership failure detection: a simple protocol and its probabilistic analysis. *Distributed Systems Engineering Journal*, 6(3):95-102, 1999 (with F. Tronel).

[R56] Restricted failure detectors: definition and reduction protocols. *Information Processing Letters*, 72:91-97, 1999 (with F. Tronel).

[R57] **Communication-based prevention of useless checkpoints in distributed computations**. *Distributed Computing*, 13(1):29-43, 2000. (with J.-M. Hélary, R. Netzer, A. Mostéfaoui).

[R58] **From binary consensus to multivalued consensus in asynchronous message-passing systems**. *Information Processing Letters*, 73:207-213, 2000. (with A. Mostéfaoui, F. Tronel).

[R59] **Computing global functions in asynchronous distributed systems with perfect failure detectors**. *IEEE Transactions on Parallel and Distributed Systems*, 11(9):897-909, 2000 (with J.-M. Hélary, M. Hurfin, A. Mostéfaoui, F. Tronel).

[R60] Fault-tolerant consensus-based total order multicast. *IEEE Transactions on Parallel and Distributed Systems*. 13(2):147-157, 2001 (with U. Fridzke, Ph. Ingels, A. Mostéfaoui).

[R61] Impossibility of scalar clock-based communication-induced checkpointing protocols ensuring the RDT property. *Information Processing Letters*, 80:105-111, 2001 (with R. Baldoni, A. Mostéfaoui, J.-M. Hélary).

[R62] Rollback-dependency trackability: a minimal characterization and its protocol. *Information and Computation*, 165(2):144-173, 2001 (with R. Baldoni, J.-M. Hélary).

[R63] Direct dependency-based determination of consistent global checkpoints. *Journal of Computer Systems Science and Engineering*, 16(1):43-50, 2001 (with R. Baldoni, G. Cioffi –La Sapienza, University of Roma–, J.M. Hélary).

[R64] The logically instantaneous communication mode: a communication abstraction. *Future Generation of Computer Systems*, 17(6):669-678, March 2001. (with A. Mostéfaoui, P. Verissimo).

[R65] Mastering agreement problems in distributed systems. *IEEE Software*, 18(4):40-47, 2001 (with M. Singhal, Ohio State university).

[R66] Consistent checkpointing for transaction systems. *The Computer Journal*, 44(2):92-100, 2001 (with R. Baldoni, F. Quaglia –La Sapienza, University of Roma–).

[R67] **Leader-based consensus**. *Parallel Processing Letters*, 11(1):95-107, 2001 (with A. Mostéfaoui).

[R68] Fundamentals of distributed computing: a practical tour of vector-clock systems. *IEEE Distributed Systems Online* (http://www.computer.org/dsonline), 3(2):1-18, 2002 (with R. Baldoni).

[R69] **A versatile family of consensus protocols based on Chandra-Toueg's unreliable failure detectors**. *IEEE Transactions on Computers*, 51(4):395-408, 2002. (with M. Hurfin, A. Mostéfaoui).

[R70] **Interval consistency of asynchronous distributed computations**. *Journal of Computer and System Sciences,* 64(2):329-349, 2002 (with A. Mostéfaoui, J.-M. Hélary).

[R71] Real-time based consistency models for distributed objects. *Journal of Computer Systems Science and Engineering*, 17(2):133-142, 2002 (with M. Ahamad, F. Torres, Georgia Tech).

[R72] An introduction to oracles for asynchronous distributed systems. *Future Generation Computer Systems*, 18(6):757-767, 2002 (with E. Mourgaya, A. Mostéfaoui).

[R73] A Note on the determination of the immediate predecessors in a distributed computation. *Int'l Journal of Foundations of Computer Science (IJFCS)*, 13(6):865-972, 2002 (with E. Anceaume, J.M. Hélary).

[R74] Token-based sequential consistency. *Journal of Computer Systems Science and Engineering*, 17(6):359-365, 2002.

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20 Articles in conferences

A ratio a/n appearing after a title means that a papers were accepted from a total of n submissions. As for journals, titles of the **papers I consider as the most important are in bold characters**.

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[C175] On the benefits of the functional modular approach in distributed data management systems. Invited Talk. *Proc. First IEEE Workshop on Dependable Distributed Data Management (WDDDM'04, SRDS'04 satellite workshop)*, IEEE Computer Society Press, pp. 1-6, Florianopolis (Brazil), 2004 (with R. Friedman –the Technion–).

[C176] The notion of veto number for distributed agreement problems. Invited Talk. *6th International Workshop on Distributed Computing (IWDC'04, Now ICDCN)*, Springer LNCS 3326, pp. 315-325, Kolkata (India), 2004 (with R. Friedman, A. Mostéfaoui).

[C177] A simple protocol offering both atomic consistent read operations and sequentially consistent read operations. *18th Int'l IEEE Conference on Advanced Information Networking and Applications (AINA'05)*, IEEE Computer Press, pp. 961-966, Taipei (Taiwan), March 2005 (with M. Roy, C. Tutu).

[C178] **Building and using quorums despite any number of process crashes**. *5th European Dependable Computing Conference (EDCC'05)*, Budapest (Hungary), Springer LNCS 3463, pp. 2-19, 2005 (with R. Friedman, A. Mostéfaoui).

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[C185] From static distributed systems to dynamic systems. (20/67). *24th IEEE Symposium on Reliable Distributed Systems (SRDS'05)*, IEEE Computer Society Press, pp. 109-119, Orlando (FL), 2005 (with A. Mostéfaoui, C. Travers, S. Peterson, A. El Abbadi, D. Agrawal (-UCSB-).

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[C192] **The committee decision problem**. (66/224). *Proc. Latin American Theoretical Informatics Symposium (LATIN'06).* Springer LNCS 3887, pp. 502-514, 2006 (with E. Gafni, S. Rajsbaum, C. Travers).

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[C195] **Leader election with weak assumptions on initial knowledge, communication reliability and synchrony**. (34/187) *36th Int'l IEEE Conference on Dependable Systems and Networks (DSN'06)*, IEEE Computer Society Press, pp. 166-175, Philadelphia (Pennsylvania), June 2006 (with A. Fernandez, E. Jimenez -Madrid-).

[C196] Strongly-terminating early-stopping k-set agreement in synchronous systems with general omission failures. *13th Colloquium on Structural Information and Communication Complexity (SIROCCO'06)*, Springer LNCS 4056, pp. 182-196, Chester (UK), 2006 (with P. Raipin Parvedy, C. Travers).

[C197] From static distributed systems to dynamic systems: an approach for a first step. Invited Talk. *Proc. International workshop on Dynamic Distributed Systems (IWDDS'06)*, in conjunction with *25th IEEE Int'l Conference on Distributed Computing Systems (ICDCS'06)*, IEEE Computer Society Press, Lisbon (Portugal), 2006.

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[C199] The power and limit of adding synchronization messages for synchronous agreement. (64/201) *Proc. 35th Int'l Conference on Parallel Processing (ICPP'06)*, IEEE Computer Society Press, pp. 399-406, Colombus (Ohio), 2006 (with J. Cao, W. Wu, X. Wang -Hong-Kong-).

[C200] **Exploring Gafni's reduction land: from Ω^k to wait-free adaptive $(2p-\lceil \frac{p}{k} \rceil)$-renaming via k-set agreement**. (35/145) *Proc. 20th Int'l Symposium on DIStributed Computing (DISC'06)*, Springer LNCS 4167, pp. 1-16, Stockholm (Sweden), 2006 (with A. Mostéfaoui, C. Travers).

[C201] Synchronous set agreement: a concise guided tour (including a new algorithm and a list of open problems). (41/117). *Proc. 12th Int'l IEEE Pacific Rim Dependable Computing Symposium (PRDC'2006)*, IEEE Society Press, pp. 267-274, Riverside (CA), 2006 (with C. Travers).

[C202] Core persistence in peer-to-peer systems: relating size to lifetime. *Proc. Workshop on Reliability in Decentralized Distributed Systems (RDDS'06)*, Springer LNCS 4278, pp. 1470-1479, Montpellier (France), 2006 (with V. Gramoli, Anne-Marie Kermarrec, A. Mostéfaoui, B. Sericola).

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[C205] In search of the holy grail: looking for the weakest failure detector for wait-free set agreement. Invited Talk. *Proc. 10th Int'l Conference On Principles Of Distributed Systems (OPODIS'06)*, Springer LNCS 4305, pp. 1-17, 2006 (with C. Travers).

[C206] A universal construction for wait-free objects. *Proc. ARES 2007 Workshop on Foundations of Fault-tolerant Distributed Computing (FOFDC 2007)*, IEEE Society Computer Press, pp. 959-966, 2007 (with R. Guerraoui –EPFL, Lausanne–).

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[C208] **The notion of a timed register and its application to indulgent synchronization**. (37/130) *19th ACM Symposium on Parallel Algorithms and Architectures (SPAA'07)*, San Diego (CA), ACM Press, pp. 200-209, 2007 (with G. Taubenfeld).

[C209] From renaming to k-set agreement. *14th Colloquium on Structural Information and Communication Complexity (SIROCCO'07)*, Springer LNCS 4474, pp. 62-76, Castiglioncello (Italy), 2007 (with A. Mostéfaoui, C. Travers).

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[C211] Distributed slicing in dynamic systems. (71/528) *27th IEEE Int'l Conference on Distributed Computing Systems (ICDCS'07)*, IEEE Computer Society Press, pp. 209-218, Toronto (Canada), 2007(with A. Fernandez, V. Gramoli, E. Jimenez and Anne-Marie Kermarrec).

[C212] Eventual leader service in unreliable asynchronous systems: why? How? Invited Talk. *Proc. 6th IEEE International Symposium on Network Computing and Applications (NCA'07)*, IEEE Computer Society Press, pp. 11-21, Cambridge (MA), 2007.

[C213] From unreliable objects to reliable objects: the case of atomic registers and consensus. *9th Int'l Conference on Parallel Computing Technologies (PaCT'07)*, Peereslavl-Zalessky (Russia), Springer LNCS LNCS 4671, pp. 47-61, 2007 (with R. Guerraoui).

[C214] Towards a definition of dynamic distributed systems. *9th Int'l Conference on Parallel Computing Technologies (PaCT'07)*, Peereslavl-Zalessky (Russia), Springer LNCS 4671, pp. 1-14, 2007 (with R. Baldoni, S. Tucci –La Spienza, University of Roma–, M. Bertier).

[C215] A subjective visit to selected topics in distributed computing. Invited Talk. *Proc. 21th Int'l Symposium on Distributed Computing (DISC'07)*, Springer LNCS 4731, pp. 5-6, 2007.

[C216] **Test&set, adaptive renaming and set agreement: a guided visit to asynchronous computability**.(25/185). *26th IEEE Symposium on Reliable Distributed Systems (SRDS'07)*, IEEE Computer Society Press, pp. 93-102, Beijing (China), 2007 (with E. Gafni, C. Travers).

[C217] The eventual clustered oracle and its application to consensus in MANETs. (25/185). *26th IEEE Symposium on Reliable Distributed Systems (SRDS'07)*, IEEE Computer Society Press, pp. 23-32, Beijing (China), 2007 (with Jiannong Cao, Weigang Wu -Hong-kong Polytechnic University-).

[C218] The eventual leadership in dynamic mobile networking environments. *Proc. 13th IEEE Pacific Rim International Symposium on Dependable Computing (PRDC'07)*, IEEE Computer Society Press, pp. 123-130, Melbourne (Australia), 17-19, 2007 (with Jiannong Cao, Weigang Wu -Hong-kong Polytechnic University- and C. Travers).

[C219] A dual-token-based fault-tolerant mutual exclusion algorithm for MANETs. *Proc. 3rd Int'l Conference on Mobile Ad-hoc and Sensor Networks (MSN 2007)*, Springer LNCS LNCS 4864, pp. 572-583, Beijing (China), 2007 (with Jiannong Cao, Weigang Wu -Hong-kong Polytechnic University-).

[C220] Small-world networks: is there a mismatch between theory and practice? *Proc. 11th Int'l Conference On Principles Of Distributed Systems (OPODIS'07)*, Springer LNCS 4878, pp. 372-385, 2007 (with F. Bonnet, A.-M. Kermarrec).

[C221] **From an intermittent rotating star to a leader**. *Proc. 11th Int'l Conference On Principles Of Distributed Systems (OPODIS'07)*, Springer LNCS 4878, pp. 189-203, 2007 (with A. Fernandez).

[C222] Timed quorum systems for large scale and dynamic environments. *Proc. 11th Int'l Conference On Principles Of Distributed Systems (OPODIS'07)*, Springer LNCS 4878, pp. 429-442, 2007 (with V. Gramoli).

[C223] **Narrowing power vs efficiency in synchronous set agreement**. (30/185). *Proc. 9th Int'l Conference on Distributed Computing and Networking (ICDCN'08)*, Springer LNCS 4904, pp. 99-111, Kolkata (India), 2008 (with A. Mostéfaoui, C. Travers).

[C224] Synchronization is coming back, but is it the same? Invited Talk . *IEEE 22nd Int'l Conference on Advanced Information Networking and Applications (AINA'08)*, pp. 1-10, Okinawa (Japan), 2008.

[C225] **Conditions for set agreement with an application to synchronous systems**. (102/638). *28th IEEE Int'l Conference on Distributed Computing Systems (ICDCS'08)*, IEEE Computer Society Press, pp. 663-672, Beijing (China), 2008 (with F. Bonnet).

[C226] **The iterated restricted immediate snapshot (IRIS) model**. (66/172). *14th Int'l Computing and Combinatorics Conference (COCOON'08)*, Dalian (China), Springer LNCS 5092, pp.487-496, 2008. (with S. Rajsbaum, C. Travers).

[C227] On modeling fault-tolerance of gossip-based reliable multicast protocols. *37th Int'l Conference on Parallel Processing (ICPP'08)*, IEEE Computer Society Press, pp. 149-156, Portland (OR), 2008 (with Xiaopeng Fan, Jiannong Cao, Weigang Wu -Hong-kong Polytechnic University-).

[C228] **No double discount: condition-based simultaneity yields limited gain**. *Proc. 22th Int'l Symposium on Distributed Computing (DISC'08)*, Springer LNCS 5218, pp. 423-437, 2008 (with Y. Moses -The Technion-).

[C229] Locks considered harmful: a look at non-traditional synchronization. *Proc. 6th Int'l Workshop on Embedded and Ubiquitous computing Systems (SEUS'08)*, Springer, LNCS 5287, pp. 369-380, 2008.

[C230] On the solvability of anonymous partial grid exploration by mobile robots. (30 regular/102). *Proc. 12th Int'l Conference On Principles Of Distributed Systems (OPODIS'08)*, Springer LNCS 5401, pp. 428-445, 2008. (with R. Baldoni, F. Bonnet, A. Milani).

[C231] A lock-based STM protocol that satisfies opacity and progressiveness. (30 regular/102). *Proc. 12th Int'l Conference On Principles Of Distributed Systems (OPODIS'08)*, Springer LNCS 5401, pp. 226-245, 2008 (with D. Imbs).

[C232] **Provable STM properties: leveraging clock and locks to favor commit and early abort**. (24 regular/176). *Proc. 10th Int'l Conference on Distributed Computing and Networking (ICDCN'09)*, Springer LNCS 5408, pp. 67-78, Hyderabad (India), 2009 (with D. Imbs).

[C233] Large scale networked systems: from anarchy to geometric self-structuring. (24 regular/176). *Proc. 10th Int'l Conference on Distributed Computing and Networking (ICDCN'09)*, Springer LNCS 5408, pp. 25-36, Hyderabad (India), 2009. (with A.-M. Kermarrec, A. Mostéfaoui, A. Viana, G. Trédan).

[C234] Shared memory synchronization in the presence of failures: an exercise-based introduction for the sophomore. *IEEE Int'l Conference on Complex, Intelligent and Software Intensive Systems (CISIS'09)*, IEEE Computer Society Press, pp. 9-18, Fukuoka (Japan), 2009.

[C235] **Implementing a register in a dynamic distributed system.** (74/455). *29th IEEE Int'l Conference on Distributed Computing Systems (ICDCS'09)*, IEEE Computer Society Press, pp. 639-647, Montreal (Canada), June 2009. (With R. Baldoni, S., Bonomi, A.-M. Kermarrec).

[C236] **A versatile STM protocol with invisible read operations that satisfies the virtual world consistency condition.** *Proc. 16th Colloquium on Structural Information and Communication Complexity (SIROCCO'09)*, Springer LNCS, 5869, pp. 266-280, May 2009. (With D. Imbs).

[C237] Regular register: an implementation in a churn prone environment. *16th Colloquium on Structural Information and Communication Complexity (SIROCCO'09)*, Springer LNCS, 5869, pp. 15-29, May 2009. (With R. Baldoni, S., Bonomi).

[C238] Software transactional memories: an approach for multicore programming. *10th Int'l Conference on Parallel Computing Technologies (PaCT'09)*, Novosibirsk (Russia), Springer LNCS 5698, pp. 26-40, 2009. (With D. Imbs).

[C239] Adding dynamicity to the uncertainty that characterizes distributed systems: challenges ahead. *Proc. Franco-Brazilian Colloquium on Advances and Challenges in Computer Science (COLIBRI'09)*, pp. 141-147, Bento Gonçalves (Brazil), july 2009. (With R. Macedo, Salvador de Bahia, Brazil).

[C240] Software transactional memory: what? why? how? a new challenge? Invited Talk . *Proc. Franco-Brazilian Colloquium on Advances and Challenges in Computer Science (COLIBRI'09)*, pp. 5-7, Bento Gonçalves (Brazil), july 2009.

[C241] How to implement a shared memory in a dynamic system? Which are the constraints? Invited Talk . *Int'l Workshop on Theoretical Aspects of Dynamic Distributed Systems (TADDS'09)*, in conjunction with DISC 2009, Elche (Spain), 2009.

[C242] **Help when needed, but no more: efficient read/write partial snapshot.** (33/117). *Proc. 23th Int'l Symposium on Distributed Computing (DISC'09)*, Springer LNCS 5805, pp. 142-156, 2009 (With D. Imbs).

[C243] **The price of anonymity: optimal consensus despite asynchrony, crash and anonymity**.(33/117). *Proc. 23th Int'l Symposium on Distributed Computing (DISC'09)*, Springer LNCS 5805, pp. 341-355, 2009 (With F. Bonnet).

[C244] **Looking for the weakest failure detector for k-Set agreement in message-passing systems: Is Π_k the end of the road?** Best paper Award. (49/126). *Proc. 11th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'09)*, Springer LNCS 5873, pp. 149-164, 2009 (With F. Bonnet).

[C245] Visiting Gafni's reduction land: from the BG simulation to the extended BG simuation. (49/126). *Proc. 11th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'09)*, Springer LNCS 5873, pp. 369-383, 2009 (With D. Imbs).

[C246] Joining a distributed shared memory computation in a dynamic distributed system. *Proc. 7th Workshop on Software Technologies for Future Embedded and Ubiquitous Computing Systems (SEUS'09)*, Springer LNCS 5860, pp. 91-102, 2009 (With R. Baldoni, S. Bonomi).

[C247] D2HT: the best of both worlds, integrating RPS (random peer sampling) and DHT. *8th European Dependable Computing Conference (EDCC'10)*. IEEE Computer Society Press, Valencia (Spain), April 2010 (With M. Bertier, F. Bonnet, A.-M. Kermarrec, V. Leroy, S. Peri).

[C248] Early consensus in message-passing systems enriched with a perfect failure detector and its application in the Theta model. *8th European Dependable Computing Conference (EDCC'10)*. IEEE Computer Society Press, Valencia (Spain), April 2010 (With F. Bonnet).

[C249] Consensus in anonymous distributed systems: Is there a weakest failure detector? *24th IEEE International Conference on Advanced Information Networking and Applications (AINA'10)*, IEEE Computer Society Press, Perth (Australia), April 2010 (With F. Bonnet).

[C250] **The multiplicative power of consensus numbers**. (39/179). *29th ACM Symposium on Principles of Distributed Computing (PODC'10)*, ACM Press, pp. 26-35,July 2010, Zurich. (With D. Imbs.)

[C251] **On asymmetric progress conditions** .(39/179). *29th ACM Symposium on Principles of Distributed Computing (PODC'10)*, ACM Press, pp. 55-64, July 2010, Zurich. (With D. Imbs, G. Taubenfeld.)

[C252] Value-based sequential consistency for set objects in dynamic distributed systems. *Proc. 16th Int'l European Parallel Computing Conference (EUROPAR'10)*, Springer LNCS 6271, pp. 523-534, 2010. (With R. Baldoni, S., Bonomi).

[C253] The x-wait-freedom progress condition. *Proc. 16th Int'l European Parallel Computing Conference (EUROPAR'10)*, Distinguished paper Award. Springer LNCS 6271, pp. 584-595, 2010. (With D. Imbs.)

[C254] **Anonymous asynchronous systems: the case of failure detectors**. Best paper Award. *Proc. 24th Int'l Symposium on Distributed Computing (DISC'10)*, Springer LNCS 6343, pp. 206-220, 2010. (With F. Bonnet.)

[C255] On adaptive renaming under eventually limited contention. *Proc. 12th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'10)*, Springer LNCS 6366, pp. 377-387, 2010. (With D. Imbs.)

[C256] Signature-free broadcast-based intrusion tolerance: never decide a Byzantine value. *Proc. 14th Int'l Conference On Principles Of Distributed Systems (OPODIS'010)*, Springer LNCS 6490, pp. 144-159, 2010. (With A. Mostéfaoui.)

[C257] **A necessary and sufficient condition for solving Byzantine consensus in symmetric networks**. (31 regular/140). *Proc. 12th Int'l Conference on Distributed Computing and Networking (ICDCN'11)*, Springer LNCS 6522, pp. 215-226, Bangalore (India), 2011. (With O. Baldellon, A. Mostéfaoui.)

[C258] A theory-oriented introduction to wait-free synchronization based on the adaptive renaming problem. *IEEE 25nd Int'l Conference on Advanced Information Networking and Applications (AINA'11)*, IEEE Computer Press, pp. 356-363, Singapore, March 2011. (With S. Rajsbaum.)

[C259] A simple snapshot algorithm for multicore systems. *Proc. 5th IEEE Latin-American Symposium on Dependable Computing (LADC'11)*, IEEE Computer Press, pp. 17-23, Sao José dos Campos (Brazil) March 2011. (With D. Imbs.)

[C260] k-Bounded set objects in eventually synchronous distributed systems with churn and continuous accesses. *Proc. 13th European Workshop on Dependable Computing (EDCC'11)*; ACM Digital Library, ISBN 978-1-4503-0284-5, 2011. (With R. Baldoni, S. Bonomi –Universitá L Sapienza, Roma.)

[C261] Looking for efficient implementations of concurrent objects. *11th Int'l Conference on Parallel Computing Technologies (PaCT'11)*, Kazan, (Russia), Springer LNCS 6873, pp. 74-87, 2011. (With A. Mostéfaoui).

[C262] Power and limits of distributed computing shared memory models. Invited Talk. *Proc. 2nd Int'l Workshop on Logical Aspects of Fault-Tolerance (LAFT'11)*, in conjunction with the Int'l conference *Logic In Computer Science (LICS'11)*, Toronto, Canada, June 2011. (With S. Rajsbaum –UNAM, Mexico–.)

[C263] Specifying and implementing an eventual leader service for dynamic systems. (56/168). *Proc. 14th Int'l Conference on Network-Based Information Systems (NBiS'11)*, pp. 243-249, IEEE Press, September 2011. (With M. Larrea –University of the Basque Country, San Sebastian, Spain–.)

[C264] Distributed computing with mobile robots: an introductory survey. (56/168). *Proc. 14th Int'l Conference on Network-Based Information Systems (NBiS'11)*, pp. 318-324, IEEE Press, September 2011. (With M. Gradinariu, S. Tixeuil –LIP6, Paris VI–.)

[C265] **The universe of symmetry breaking tasks**. *Proc. 18th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'11)*, Springer LNCS 6796, pp. 66-77, 2011. (With D. Imbs, S. Rajsbaum –UNAM, Mexico–.)

[C266] A survey on some recent advances in shared memory models. (56/168). *Proc. 18th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'11)*, Springer LNCS 6796, pp. 17-28, 2011. (With S. Rajsbaum –UNAM, Mexico–.)

[C267] Ressources informatiques : encore une histoire de temps ! *Colloque du 20ème Anniversaire de l'Institut Universitaire de France*, Les colloques de l'IUF, Presses de l'université de St-Etienne, pp. 225-243, Lyon, Mai 2011. (With Benoit A., Paschos V., Robert Y., and Trystram D.)

[C268] On the implementation of concurrent objects. *Dependable and Historic Computing (Randell's Tales: a Festschrift recognising the contributions of Brian Randell)*, Springer LNCS 6875, pp. 453-478, 2011.

[C269] **The weakest failure detector to implement a register in asynchronous systems with hybrid communication**. (29/79). Best paper Award. *Proc. 13th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'11)*, Springer LNCS 6976, pp. 268-282, 2011. (With D. Imbs.)

[C270] Relations linking failure detectors associated with k-set agreement in message-passing systems. (29/79). *Proc. 13th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'11)*, Springer LNCS 6976, pp. 341-355, 2011. (With A. Mostéfaoui, J. Stainer.)

[C271] Read invisibility, virtual world consistency and permissiveness are compatible. (24/88). *Proc. 11th Int'l Conference on Algorithms and Architectures for Parallel Processing (ICA3PP)*, Springer LNCS 7016, pp. 245-258, 2011. (With T. Crain, D. Imbs.)

[C272] Towards a universal construction for transaction-based multiprocess programs. *Proc. 13th Int'l Conference on Distributed Computing and Networking (ICDCN'12)*, Springer LNCS 7129, pp. 61-75, Hong-Kong, 2012. (With T. Crain, D. Imbs.)

[C273] A transaction-friendly binary search tree. (26/175). *Proc. 17th ACM SIGPLAN Symposium on Principles and Practice of Parallel Programming (PPoPP'12)*, ACM Press, pp. 161-170, 2012. (With T. Crain, V. Gramoli.)

[C274] A look at distributed recursion. Invited Talk. *LADA (Languages for Distributed Algorithms), Satellite Workshop of the 33rd ACM POPL (Principles of Programming Languages) conference*, ACM Press, January 2012.

[C275] **Renaming is weaker than set agreement but for perfect renaming: A Map of Sub-Consensus Tasks**. *Proc. 10th Latin American Theoretical INformatics Symposium (LATIN'12)*, Springer LNCS 7256, pp. 145-156, 2012. (With A. Castaneda, D. Imbs, S. Rajsbaum–UNAM, Mexico–.)

[C276] Trying to unify the LL/SC synchronization primitive and the notion of a timed register. (126/445). *IEEE 26nd Int'l Conference on Advanced Information Networking and Applications (AINA'12)*, IEEE Computer Press, pp. 326-330, Fukuoka, March 2012. (With D. Imbs.)

[C277] **Failure detectors in homonymous distributed systems (with an application to consensus)**. (71/515). *Proc. 32nd Int'l Conference on Distributed Computing Systems (ICDCS'12)*, IEEE Computer Press, pp. 275-284, 2012. (With S. Arevalo, A. Fernandez, D. Imbs, E. Jimenez –Madrid–.)

[C278] A simple asynchronous shared memory consensus algorithm based on Ω and closing sets. (54/215). *Proc. 6th Int'l Conference on Complex, Intelligent, and Software Intensive Systems (CISIS'12)*, IEEE Computer Press, pp. 357-364, 2012. (With J. Stainer.)

[C279] Leader election: from Higham-Przytycka's algorithm to a gracefully degrading algorithm. (54/215). *Proc. 6th Int'l Conference on Complex, Intelligent, and Software Intensive Systems (CISIS'12)*, IEEE Computer Press, pp. 225-232, 2012. (With José-Ramon Mendivil and Itziar Arrieta – Pamplona University, Spain–.)

[C280] **Increasing the power of the iterated immediate snapshot model with failures detectors**. *Proc. 19th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'12)*, Springer LNCS 7355, pp. 231-242, 2012. (With J. Stainer.)

[C281] **From a store-collect object and Ω to efficient asynchronous consensus**. *Proc. 18th Int'l European Parallel Computing Conference (EUROPAR'12)*, Springer LNCS 7484, pp. 427-438, 2012.(With J. Stainer.)

[C282] **Chasing the weakest failure detector for k-set agreement in message-passing systems**. *Proc. 11th IEEE Int'l Symposium on Network Computing and Applications (NCA'12)*, IEEE Press, pp. 44-51, Boston (USA), 2012. (With A. Mostéfaoui, J. Stainer.)

[C283] STM systems: enforcing strong isolation between transactions and non-transactional code. *Proc. Int'l Conference on Algorithms and Architectures for Parallel Processing (ICA3PP'12)*, Springer LNCS 7439, pp. 317-331, 2012. (With T. Crain, E. Kanellou.)

[C284] When and how process groups can be used to reduce the renaming Space. *Proc. 16th Int'l Conference On Principles Of Distributed Systems (OPODIS'12)*, Springer LNCS 7702, pp. 91–105 , 2012. (With A. Castaneda, J. Stainer.)

[C285] Coordination and computation in distributed intelligent MEMS.(159/567). *IEEE 27nd Int'l Conference on Advanced Information Networking and Applications (AINA'13).* IEEE Computer Press, pp.129–136, Barcelona, March 2013. (With J. Bourgeois J., Cao J., Raynal M., Dhoutaut D., Piranda, E. Dedu E., Mostéfaoui M., and Mabed H.)

[C286] A short introduction to synchronous communication. (159/567). *IEEE 27nd Int'l Conference on Advanced Information Networking and Applications (AINA'13)*, IEEE Computer Press, pp. 1136-1143, Barcelona, March 2013.

[C287] **Agreement via symmetry breaking: On the structure of weak subconsensus tasks**. (106/494). *Proc. 27th IEEE Int'l Parallel & Distributed Processing Symposium (IPDPS'13)*, IEEE Press, pp. 1147-1158, 2013. (With A. Castaneda, S. Rajsbaum –UNAM, Mexico–.)

[C288] **No hot spot non-blocking skip list**. (61/464). *Proc. 33nd Int'l Conference on Distributed Computing Systems (ICDCS'13)*, IEEE Computer Press, pp. 196-205, 2013. (With T. Crain, V. Gramoli.)

[C289] On the consensus number of non-adaptive perfect renaming. *Proc. First Int'l Conference on Networked Systems (NETYS'13)*, Springer LNCS 7853, pp. 1-12, 2013. (With A. Castaneda – UNAM, Mexico–.)

[C290] **Round-based synchrony weakened by message adversaries vs asynchrony enriched with failure detectors.** *32th ACM Symposium on Principles of Distributed Computing (PODC'13)*, ACM Press, pp. 166-175, 2013. (With J. Stainer.)

[C291] A Contention-friendly binary search tree. (70/261). *Proc. 19th Int'l European Parallel Computing Conference (EUROPAR'13)*, Springer LNCS 8097, pp. 229-240, 2013. (With T. Crain, V. Gramoli.)

[C292] Cliff-edge consensus: agreeing on the precipice. *12th Int'l Conference on Parallel Computing Technologies (PaCT'13)*, St-Petersbourg (Russia), Springer LNCS 7979, pp. 51-64, 2013. (With Taïnai F., Porter B., Coulson G.)

[C293] Simultaneous consensus vs set agreement a message-passing sensitive hierarchy of agreement problems. *Proc. 20th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'13)*, Springer LNCS 8179, pp. 298-309, 2013. (With J. Stainer.)

[C294] A generalized mutual exclusion problem and its algorithm. *42nd Int'l Conference on Parallel Processing (ICPP'13)*, IEEE Press pp. 300-309, Lyon (France), 2013. (With A. Luo and W. Wu –Sun Yat-Sen University, Guangzhou, China–, and J. Cao –Poly U, Hong-Kong–.)

[C295] Fault-tolerant leader election in mobile dynamic distributed systems. *19th IEEE Int'l Pacific Rim Symposium on Dependable Computing*. IEEE Press, pp. 78-87, 2013. (With Gómez-Calzado, Lafuente A., Larrea M., Spain.)

[C296] Concurrency-related distributed recursion. Invited Talk. *Proc. 15th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'13)*, Springer LNCS 8255, pp. xviii-xx, 2013.

[C297] **Computing in the presence of concurrent solo executions**. *Proc. 11th Latin American Symposium on Theoretical INformatics (LATIN'14)*, Springer LNCS 8392, pp. 214-225, 2014. (With M. Herlihy, S. Rajsbaum, J. Stainer).

[C298] What can be computed in a distributed system? Invited Talk. *Workshop "From Programs to Systems: The Systems Perspective in Computing" workshop in honor of Professor Joseph Sifakis*, Springer LNCS 8415, pp. 209-224, 2014.

[C299] A simple broadcast algorithm for recurrent dynamic systems. *IEEE 28nd Int'l Conference on Advanced Information Networking and Applications (AINA'14).* IEEE Computer Press, pp. 933-939, Vancouver, May 2014. (With Cao J. –Hong Kong Polytechnic University–, J. Stainer –IRISA–, W. Wu –Sun Yat-Sen Univerity, Guangzhou, China–.)

[C300] Simple deadlock detection for the And-communication model. (50/167.) *8th IEEE Int'l Conference on Complex, Intelligent and Software Intensive Systems (CISIS'14)*, IEEE Computer Society Press, pp. 273-278, Birmingham (UK), 2014.

[C301] **Signature-free asynchronous Byzantine consensus with $t < n/3$ and $O(n^2)$ messages.** Best paper Award. *Proc. 33th ACM Symposium on Principles of Distributed Computing (PODC'14)*, ACM Press, pp. 2-9, 2014. (With A. Mostéfaoui and Hamouma Moumen.)

[C302] From Turing to the clouds (on the computability power of distributed systems). Invited Talk. *Proc. 21th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'14)*, Springer LNCS 8576, pp. xiii-xiv, 2014.

[C303] **Reliable shared memory abstractions on top of asynchronous Byzantine message-passing systems**. *Proc. 21th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'14)*, Springer LNCS 8576, pp. 37-53, 2014. (With D. Imbs, S. Rajsbaum, J. Stainer.)

[C304] An Exercise in concurrency: from non-blocking objects to fair objects. (52/181). *17th IEEE Int'l Conference on Network-based Information Systems (NBIS'14)*, IEEE Computer Society Press, pp. 1-7, 2014. (With C. Delporte and H. Fauconnier.)

[C305] Fair synchronization in the presence of process crashes, and its weakest failure detector. *Proc. 33th Int'l Symposium on Reliable Distributed Systems (SRDS'14)*, IEEE Press, pp. 161-170, 2014. (With C. Delporte, H. Fauconnier.)

[C306] **Distributed universality**. (32/98). *Proc. 18th Int'l Conference On Principles Of Distributed Systems (OPODIS'14)*, Springer LNCS 8878, pp. 469–484, 2014. (With J. Stainer and G. Taubenfeld.)

[C307] A simple predicate to expedite the termination of a randomized consensus algorithm (140/472). *IEEE 29nd Int'l Conference on Advanced Information Networking and Applications (AINA'15).* IEEE Computer Press, pp. 106-111, March 2015.

[C308] Fisheye consistency: keeping data in synchr in a georeplicated world. *Proc. Third Int'l Conference on Networked Systems (NETYS'15)*, Springer LNCS 9466, pp. 246-262, 2015. (With R. Friedman and F. Taïani.)

[C309] **Minimal synchrony for Byzantine consensus**. *Proc. 34th ACM Symposium on Principles of Distributed Computing (PODC'15)*, ACM Press, pp. 461-470, 2015. (With Z. Bouzid and A. Mostéfaoui.)

[C310] **Stabilizing server-based storage in Byzantine asynchronous message-passing systems**. *Proc. 34th ACM Symposium on Principles of Distributed Computing (PODC'15)*, ACM Press, pp. 471-480, 2015. (With S. Bonomi (Roma), M. Potop-Butucaru (LIP6), and S. Dolev (Ben Gourion University, Israël).)

[C311] Communication patterns and input patterns in distributed computing. Invited talk. *Proc. 22th Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'15)*, Springer LNCS 9439, pp. 1-15, 2015.

[C312] Concurrent systems: hybrid object implementations and abortable objects. Invited Talk. *Proc. 21th Int'l European Parallel Computing Conference (EUROPAR'15)*, Springer LNCS 9233, pp. 3-15, 2015.

[C313] **Signature-free asynchronous Byzantine systems: from multivalued to binary consensus with $t < n/3$, $O(n^2)$ messages, and constant time.** *Proc. 22nd Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'15)*, Springer LNCS 9439, pp. 194-208, 2015. (With A. Mostéfaoui.)

[C314] Parallel computing *vs* distributed computing: a great confusion? *Proc. 1st European Workshop on Parallel and Distributed Computing Education for Undergraduate Students (Euro-EDUPAR), Satellite workshop of EUROPAR'15*, Springer LNCS 9523, pp. 41-53, 2015.

[C315] **Specifying concurrent problems: beyond linearizability and up to tasks**. *Proc. 29th Symposium on Distributed Computing (DISC'15)*, Springer LNCS 9363, pp. 420-435, 2015. (With A. Castañeda and S. Rajsbaum, UNAM, Mexico).

[C316] Eventual leader election despite crash-recovery and omission failures. *21th IEEE Int'l Pacific Rim Symposium on Dependable Computing (PRDC'15)*. IEEE Press, pp. 209-214, 2015. (With Fernńdez-Campusano F., Larrea M., Cortiñas R. –University of the Basque Country, San Sebastian, Spain–).

[C317] **Anonymous obstruction-free (n, k)-set agreement with $(n - k + 1)$ atomic read/write registers**. *Proc. 19th Int'l Conference On Principles Of Distributed Systems (OPODIS'15)*, Leibniz Int'l Proceedings in Informatics, LIPICS 46, Article 18, 17 pages (2015). (With Z. Bouzid and P. Sutra.)

[C318] Signature-free communication and agreement in the presence of Byzantine processes. *Proc. 19th Int'l Conference On Principles Of Distributed Systems (OPODIS'15)*, Leibniz Int'l Proceedings in Informatics, LIPICS 46, Article 1, 11 pages (ISBN 978-3-939897-98-9) (2015).

[C319] A Communication-efficient leader election algorithm in partially synchronous systems prone to crash-recovery and omission failures. *Proc. 17th Int'l Conference on Distributed Computing and Networking (ICDCN'16)*, ACM Press, Article 5, 6 pages, 2016. (With M. Larea, Ch. Fernãndez, and R. Cortiñas –University of the Basque Country, San Sebastian, Spain–.)

[C320] Modular randomized Byzantine k-set agreement in asynchronous message-passing systems. *Proc. 17th Int'l Conference on Distributed Computing and Networking (ICDCN'16)*, ACM Press, Article 8, 10 pages, 2016. (With Achour Mostéfaoui and Hamouma Moumen.)

[C321] Efficient broadcast protocol for Internet of things. (160/541.) (With H. Lakhlef and J. Bourgeois). *30th IEEE Int'l Conference on Advanced Information Networking and Applications (AINA'16)*. IEEE Computer Press, pp. 999-1005, March 2016.

[C322] A look at basics of distributed computing. Invited Tutorial. *Proc. 36th IEEE Int'l Conference on Distributed Computing (ICDCS'16)*, IEEE Press, pp. 1-11, 2016.

[C323] Time-efficient atomic read/write register in crash-prone asynchronous message-passing systems. (21/124). *Proc. 4th Int'l Conference on Networked Systems (NETYS'16)*, Springer LNCS 9944, pp. 250-265, 2016. (With Achour Mostéfaoui.)

[C324] **Two-bit messages are sufficient to implement atomic read/write registers in crash-prone systems**. (40/137) *Proc. 35th ACM Symposium on Principles of Distributed Computing (PODC'16)*, ACM Press, pp. 381-390, 2016. (With Achour Mostéfaoui.)

[C325] Optimal collision/conflict-free distance-2 coloring in wireless broadcast/receive synchronous tree networks. (54/251). *Proc. 45th Annual Conference on Parallel Processing (ICPP'16)*, pp. 350-359, 2016. (With Davide Frey and Hicham Lakhlef.)

[C326] **t-Resilient immediate snapshot is impossible**. *Proc. 23nd Int'l Colloquium on Structural Information and Communication Complexity (SIROCCO'16)*, Springer LNCS 9988, pp. 177-191, 2016. (With C. Delporte and H. Fauconnier, Université Paris 7–, and S. Rajsbaum –UNAM, Mexico–.)

[C327] **Are Byzantine failures really different from crash failures?** (32/132). *Proc. 30th Symposium on Distributed Computing (DISC'16)*, Springer LNCS 9888, pp. 215-229, 2016. (With Damien Imbs and Julien Stainer.)

[C328] Vertex coloring with communication and local memory constraints in synchronous broadcast networks. *Proc. 12th Int'l Symposium on Algorithms and Experiments for Wireless Sensor Networks (ALGOSENSORS'16)*, Springer LNCS 10050, pp. 29-44, 2016. (With Hicham Lakhlef and François Taïani.)

[C329] Implementing snapshot objects on top of crash-prone asynchronous message-passing systems. *Proc. 16th Int'l Conference on Algorithms and Architectures for Parallel Processing (ICA3PP'16)*, Springer LNCS 10048, pp. 341-355, 2016. (With C. Delporte and H. Fauconnier –Paris 7–, and S. Rajsbaum –UNAM, Mexico–.)

[C330] **Making local algorithms wait-free, the case of ring coloring**. *Proc. 18th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'16)*, Springer LNCS 10083, pp. 109-125, 2016. (With A. Castañeda and S. Rajsbaum, UNAM, Mexico, and C. Delporte and H. Fauconnier, –IRIF, Paris 7–.)

[C331] Providing collision-free and conflict-free communication in general synchronous broadcast/receive networks. *Proc.31th IEEE Int'l Conference on Advanced Information Networking and Applications (AINA'17)*. IEEE Computer Press, pp. 309-406 (2017). (With A. Bouhabdallah, Hicham Lakhlef and François Taïani.)

[C332] Early decision in synchronous consensus: a predicate-based guided tour. *Proc. 5th Int'l Conference on Networked Systems (NETYS'17)*, Springer LNCS 10299, pp. 206-221, 2017. (With A. Castañeda, Y. Moses, and M. Roy.)

[C333] **Long-lived tasks**. *Proc. 5th Int'l Conference on Networked Systems (NETYS'17)*, Springer LNCS 10299, pp. 439-454, 2017. (With A. Castañeda and S. Rajsbaum.)

[C334] **Which broadcast abstraction captures k-set agreement?** *Proc. 31th Int'l Symposium on Distributed Computing (DISC'17)*, Leibniz Int'l Proceedings in Informatics LIPICs, Vol. 91, Article 27, 16 pages (2017) (With D. Imbs, A. Mostéfaoui, and M. Perrin).

[C335] **Set-constrained delivery broadcast: definition, abstraction power, and computability limits**. *Proc. 19th Int'l Conference on Distributed Computing and Networking (ICDCN'18)*, ACM Press, Article 7, 10 pages, 2018. (With D. Imbs, A. Mostéfaoui, and M. Perrin).

[C336] Anonymity in distributed read/write systems: a short introduction. *Proc. 6th Int'l Conference on Networked Systems (NETYS'18)*, Springer LNCS 11028, pp. 122-140 (2018) (With Jiannong Cao, Polytechnic University, Hong Kong).

[C337] Time-efficient RFID-based stocktaking with a coarse-grained inventory list. *Proc. IEEE/ACM International Symposium on Quality of Service (IWQoS'18)*. IEEE/ACM Press, 6 pages (2018) (With Weiping Zhu Xing Meng, Xiaolei Peng –Wuhan University, RPC– and Jiannong Cao –Polytechnic University Hong Kong–).

[C338] A pleasant stroll through the land of distributed machines, computation, and universality. Invited Talk. *Proc. 8th In'l Conference on Machines, Computations, and Universality (MCU'18)*, Springer LNCS 10881, pp. 34-50 (2018). (With Jiannong Cao, Polytechnic Univesrity, Hong Kong).

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[C384] A short history of synchronization: from physical objects to logical objects and fully anonymous systems Keynote Talk. To appear, *Proc. 26th Int'l Symposium on Stabilization, Safety, and Security of Distributed Systems (SSS'24)*, Springer LNCS, pp. abc-def, (2024)

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[C385] Self-stabilizing Byzantine and intrusion-tolerant consensus. (With Duvignau R. and Elad Schiller–Chalmers University, Sweden–).

[C386] **Context-adaptive cooperation**. (With T. Albouy, D. Frey, M. Gestin and F. Taïani).

[C387] **Towards optimal communication Byzantine reliable broadcast under a message adversary**. (With Albouy T., Frey D., Gelles R.– Bar Ilan University–, Hazay C., Schiller E.–Chalmers University–, Taiani F., and Zikas V.)

[C388] Churn-Tolerant Consensus-Free Asset Transfer. (With Albouy T., Frey D., Taiani F.)