Synql: A CRDT-based Approach for Replicated Relational Databases with **Integrity Constraints**

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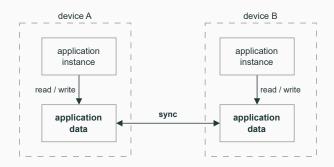




- several persons modify together a shared content
 - located at different places
 - simultaneous modifications or at distinct time
- adding collaborative features to applications is hard
 - ullet sequential o concurrent modifications
 - offline support

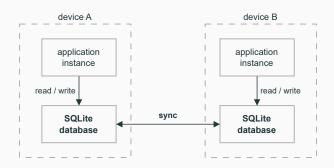


- replicate the application?
 - require dedicated development



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- replicate the application data^a

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- replicate the application?
 - require dedicated development
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- SQLite is embedded in many applications

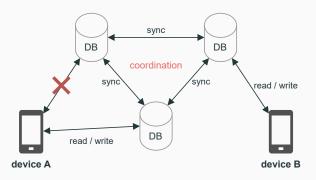
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Referential integrity



- ensure that the target of a reference exists
- the deletion of a reference target can result in
 - the abortion of the deletion
 - the **propagation of the deletion** to the reference source

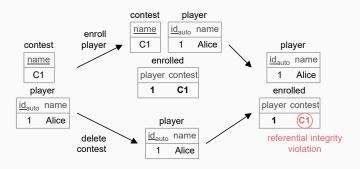
Replicating relational databases: already done?



- client-server architecture
- coordination to maintain data integrity^a

^aBailis et al., "Highly Available Transactions: Virtues and Limitations".

Referential integrity in face of coordination-less concurrencies



concurrent deletion and referencing of a row

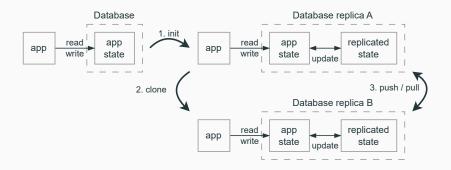
Coordination-less replication of relational databases



- Git-like **coordination-less** replication of relational databases^a
 - based on Conflict-free Replicated Data Types (CRDTs)
- can break data integrity and user intent
- not Strongly Convergent

^aYu et al., "Conflict-Free Replicated Relations for Multi-Synchronous Database Management at Edge".

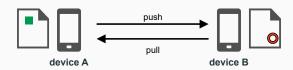
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Strong convergence



- property enforced by CRDTs^a
- advantages:
 - low latency
 - no flickering

^aShapiro et al., "Conflict-Free Replicated Data Types".

Strong convergence

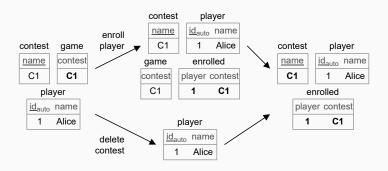




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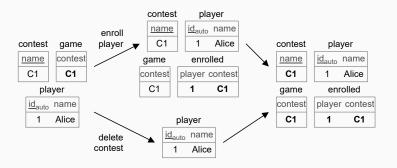
Referential integrity maintenance - state of the art



- writes are compensated^a in order to ensure integrity
- the contest is restored
- however, the game is not restored

^aBalegas et al., "IPA: Invariant-preserving Applications for Weakly-consistent Replicated Databases".

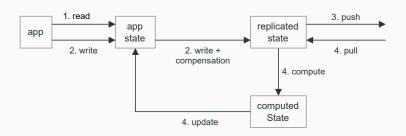
Referential integrity maintenance - desired output



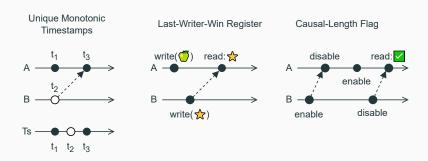
• the game should be restored

Can we replicate a relational database without any coordination that enforces Strong Convergence and maintains data integrity?

Architecture overview

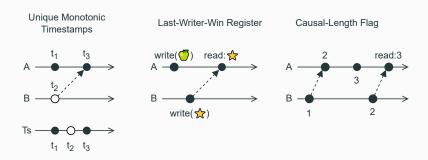


- app read without overhead
- an app write triggers replicated state update
- push / pull in background
- a pull merges the received state and computes app state



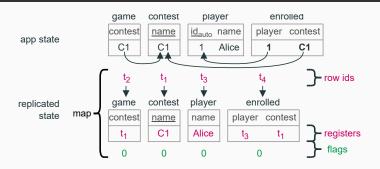
- globally unique and monotonic timestamps
 - monotonic: greater than previously observed timestamps
- Last-Writer-Win (LWW) Register^a keeps the newest value
- state of CLFlag computed from the longest chain

^aJohnson et al., "Maintenance of duplicate databases".

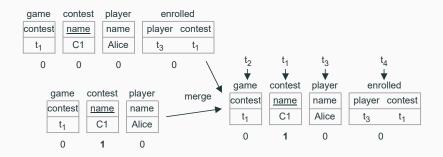


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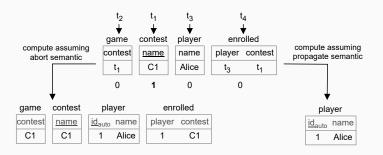


- timestamps as row identifiers
- a CL-Flag indicates if a row is removed
- a replicated attribute is a LWW-Register
- row identifiers as values of foreign keys



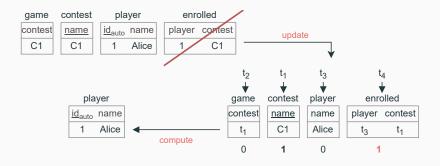
• the replicated state encodes only the app write

Compute app state from replicated state



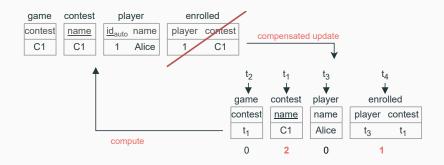
- app state is derived fom the replicated state
- leverage database schema for selecting computation semantic

Compensation of app writes



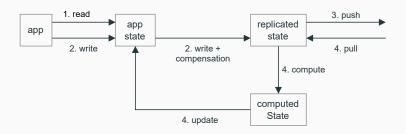
• state computation can result in surprising effect on app writes

Compensation of app writes



- state computation can result in surprising effect on app writes
- app writes must be compensated for ensuring user intent

Conclusions



- coordination-less replication of relational database
 - maintains data integrity
 - Strongly Convergent
- composition of CRDTs + state computation + compensations

