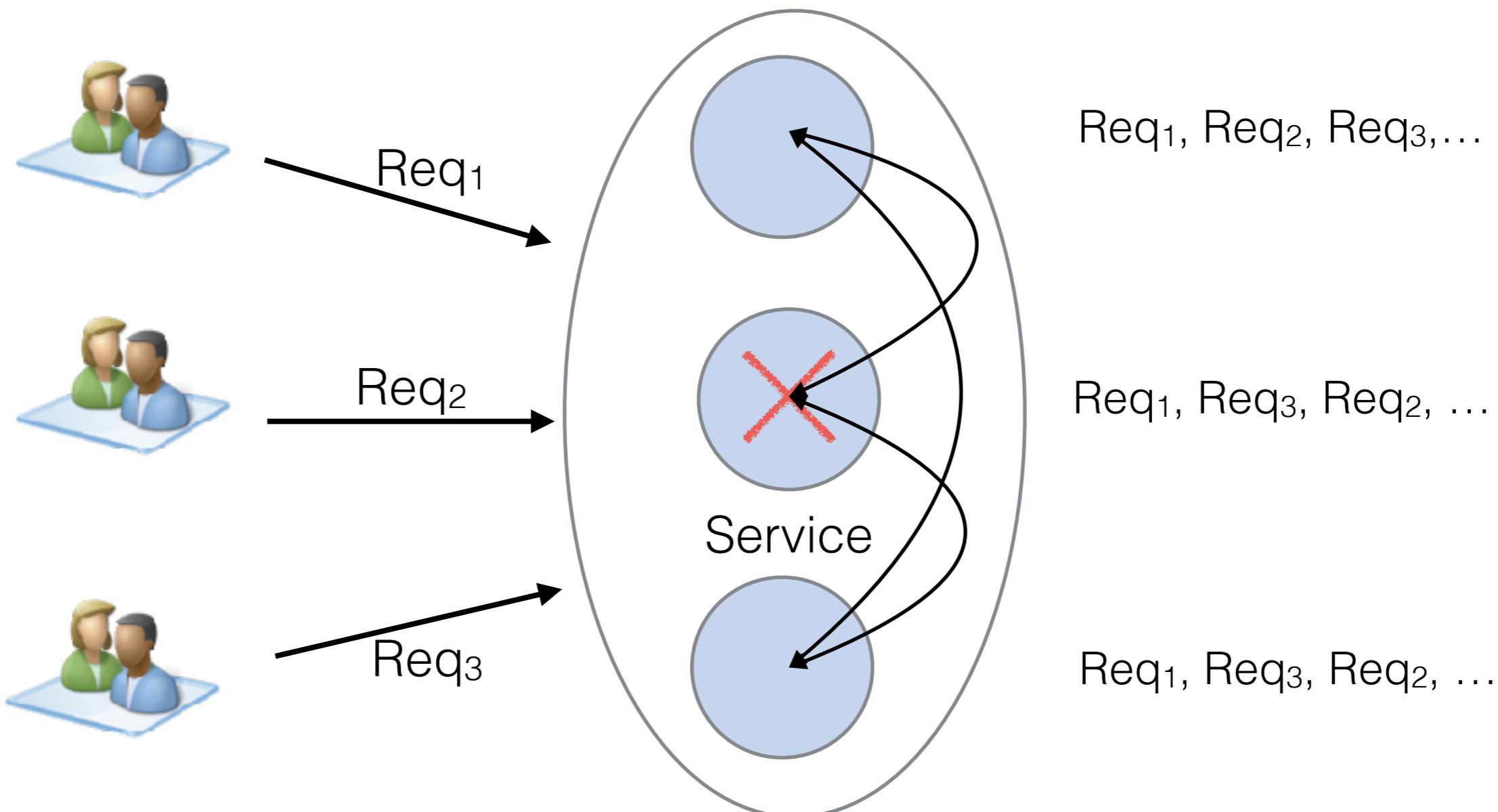


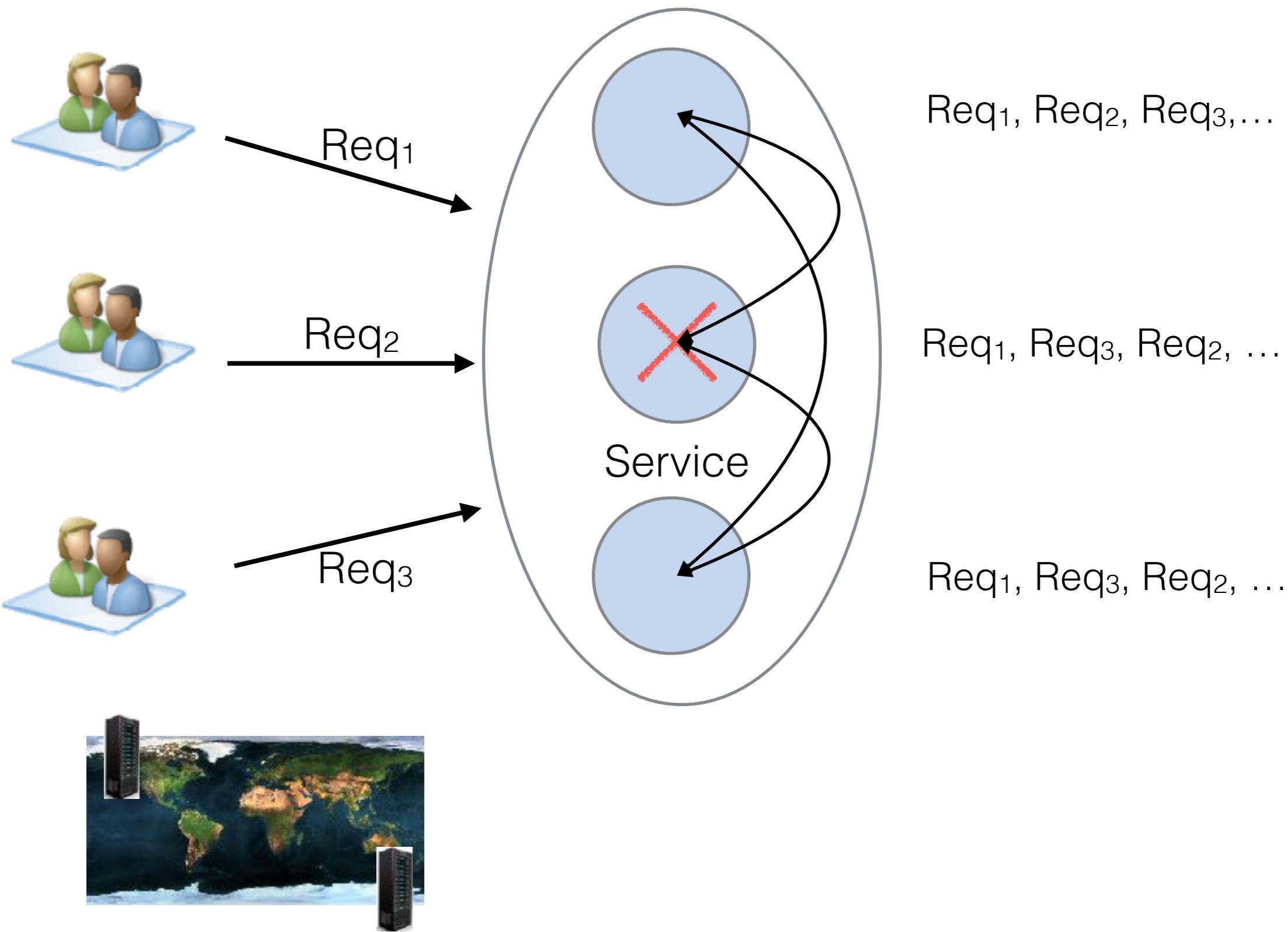
Commutativity Reasoning for Automated Distributed Coordination

Mohsen Lesani
University of California, Riverside

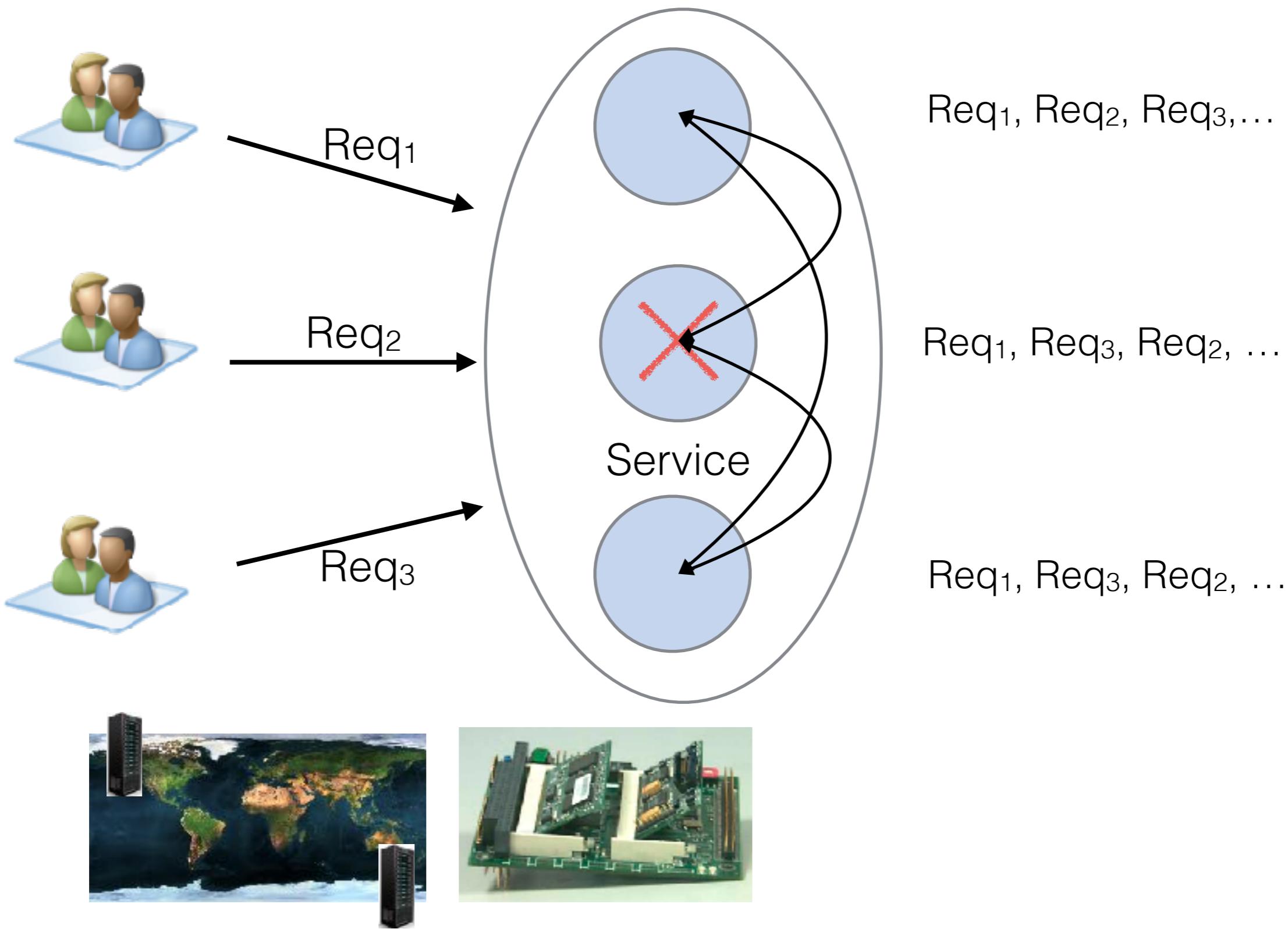
Replication



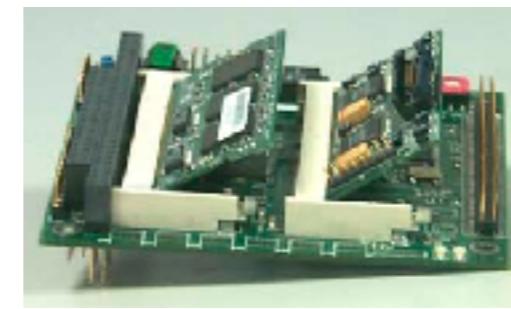
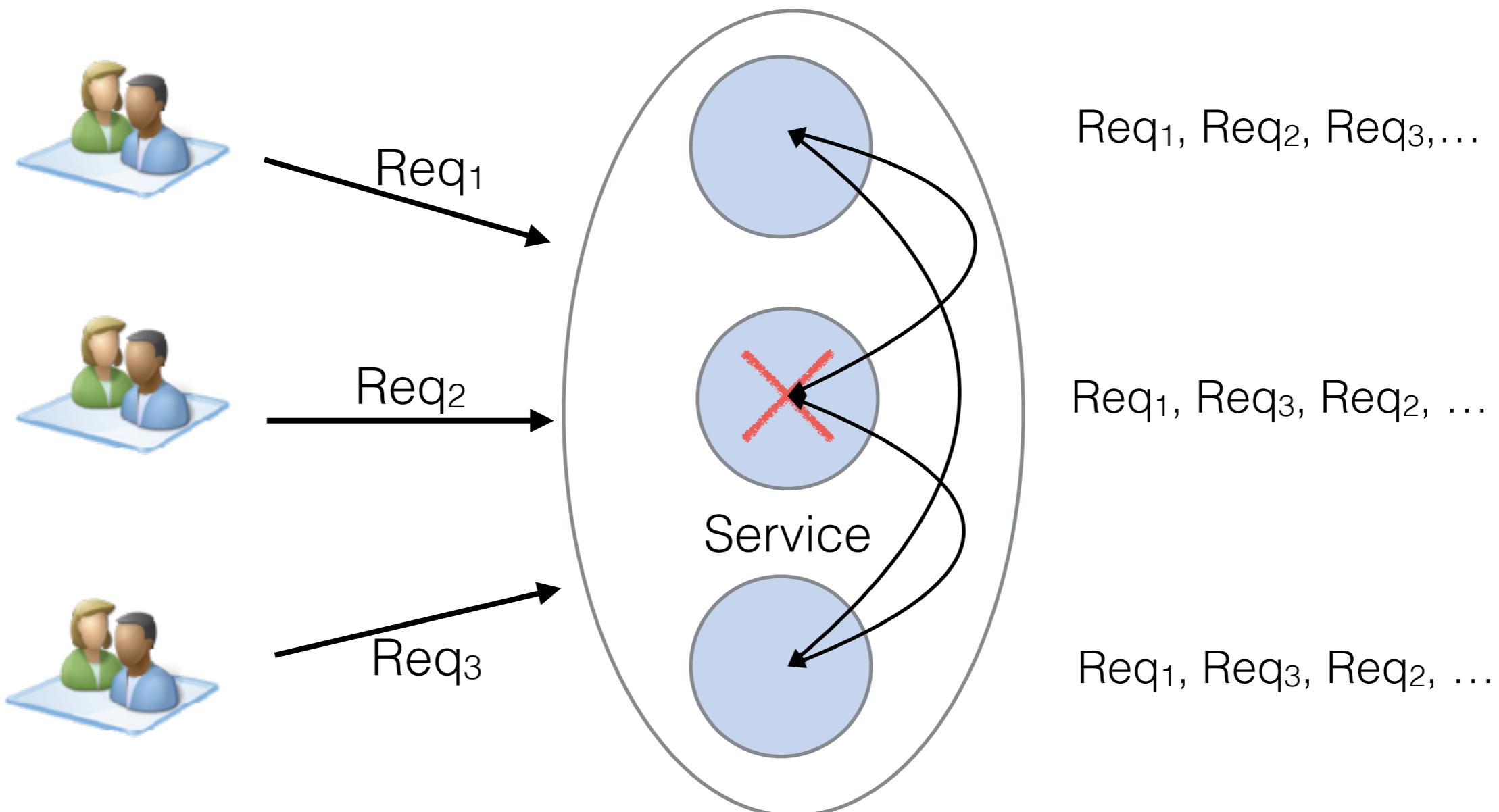
Replication



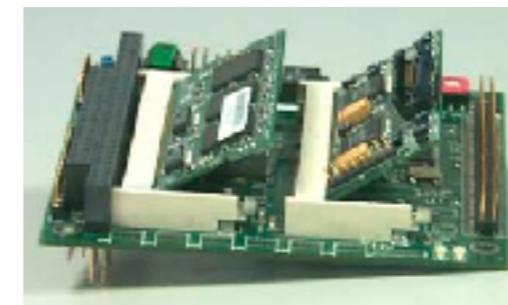
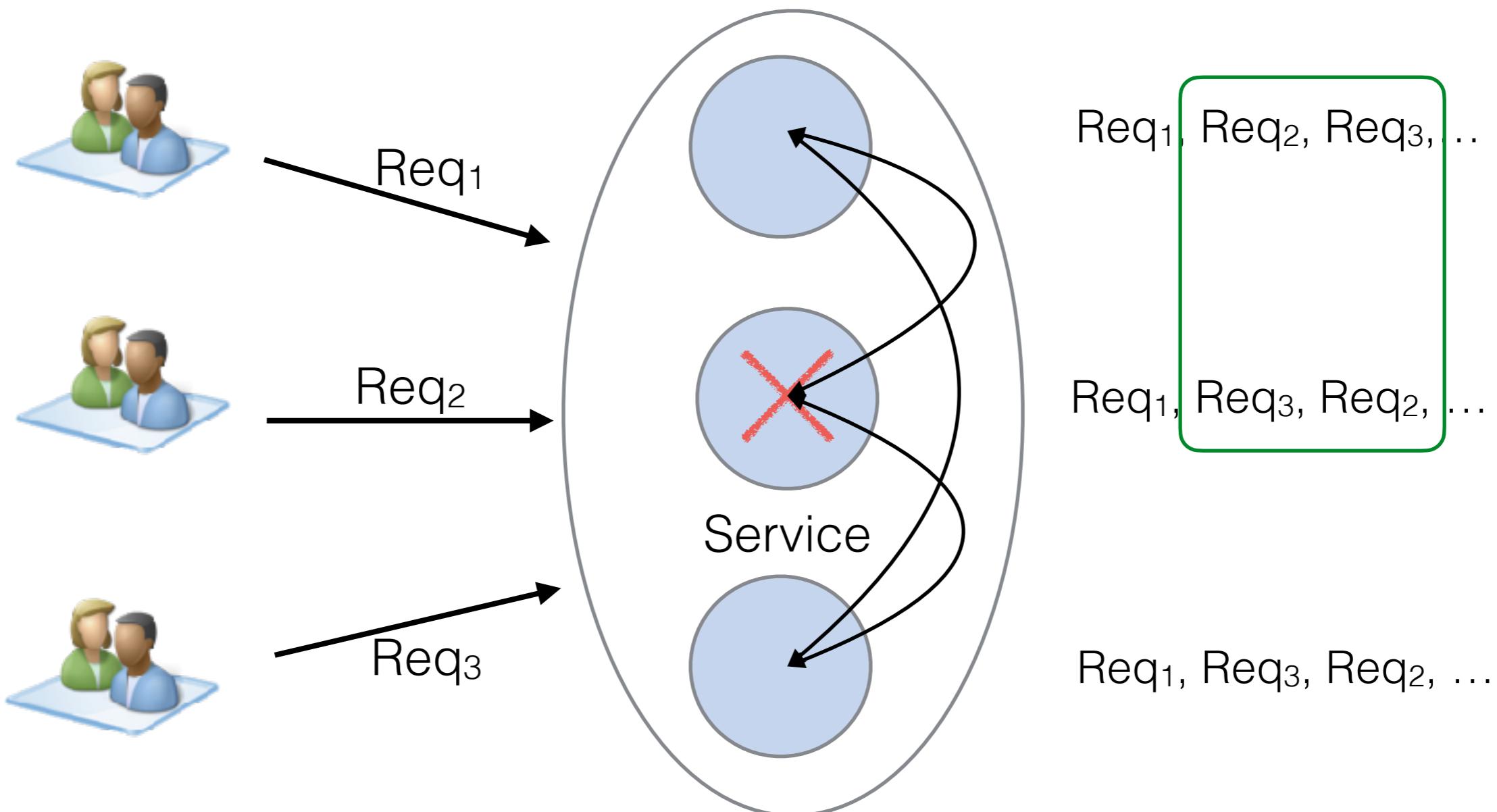
Replication



Replication



Replication



Consistency vs. Responsiveness and Availability

Viewstamp [PODC'88]
Paxos [98]
Raft [USENIX'14]

Sequential Consistency

Consistency



Responsiveness
Availability

Eventual Consistency



SOSP'07

OSR'10

Consistency vs. Responsiveness and Availability

Viewstamp [PODC'88]
Paxos [98]
Raft [USENIX'14]

Sequential Consistency

COPS [SOSP'11]
Eiger [NSDI'13]
BoltOn [SIGMOD'13]
GentleRain [SOCC'14]

Causal Consistency

 
SOSP'07 OSR'10

Eventual Consistency

Consistency



Responsiveness
Availability

Confusing Weak Consistency Notions

The screenshot shows a Stack Overflow page titled "Strong Consistency in Cassandra". The left sidebar includes links for Home, PUBLIC, Questions (highlighted), Tags, Users, COLLECTIVES, Explore Collectives, FIND A JOB, Jobs, Companies, and TEAMS. A sidebar at the bottom promotes "Stack Overflow for Teams". The main content discusses strong consistency in Cassandra, mentioning a DataStax article and asking what it means. A green box highlights the question "In short, does strong consistency mean 100% consistency?". Below the question, there's an "Edit 1" section and a note about scenarios where Cassandra might not be consistent even with R+W>RF, followed by two links: "Write fails with Quorum CL" and "Cassandra's eventual consistency".

According to datastax article, strong consistency can be guaranteed if, $R + W > N$ where R is the consistency level of read operations W is the consistency level of write operations N is the number of replicas

What does strong consistency mean here? Does it mean that 'every time' a query's response is given from the database, the response will 'always' be the last updated value? If conditions of strong consistency is maintained in cassandra, then, are there no scenarios where the data returned might be inconsistent? In short, does strong consistency mean 100% consistency?

Edit 1

Adding some additional material regarding some scenarios where Cassandra might not be consistent even when $R+W>RF$

1. [Write fails with Quorum CL](#)
2. [Cassandra's eventual consistency](#)

Confusing Weak Consistency Notions

The screenshot shows a Stack Overflow page with the following details:

- Header:** stack overflow, About, Products, For Teams, Search.
- Left Sidebar (PUBLIC section):** Home, PUBLIC, Questions (highlighted), Tags, Users, COLLECTIVES (Explore Collectives), FIND A JOB (Jobs, Companies), TEAMS (Stack Overflow for Teams – Collaborate and share knowledge).
- Page Content:** Title: Data consistency in DynamoDB.
 - Post 1:** Upvotes: 0, Downvotes: 0. Text: "I want to use DynamoDB for a large scale service which would be accessed by many users within a second. I want to know how correct would be the read data from DynamoDb which provides \"Eventual Consistent\" reads." (Link to API Summary: <http://docs.aws.amazon.com/amazondynamodb/latest/developerguide/APISummary.html>)
 - Comment:** Text: "The strongly consistent read is costly and may take more time, so I prefer the normal reads. If necessary I'll have to check for strongly consistent read." (Text in a green box)
 - Comment:** Text: "I am little bit afraid of the \"Eventual\" word. Has anyone seen such a scenario where DynamoDB is being successfully used or the other way round, i.e. the inconsistent results read were found?" (Text in a green box)

Consistency and Integrity

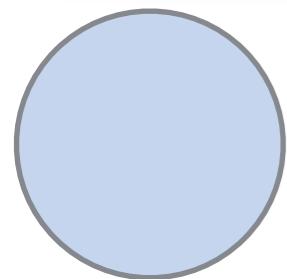
Consistency and Integrity

- Bank Account. Integrity: Non-negative balance.

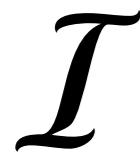
Consistency and Integrity

- Bank Account. Integrity: Non-negative balance.
- What users need is integrity and
Consistency is just a means to **Integrity**.

Hamsaz: Coordination-avoiding Replicated Object Synthesis



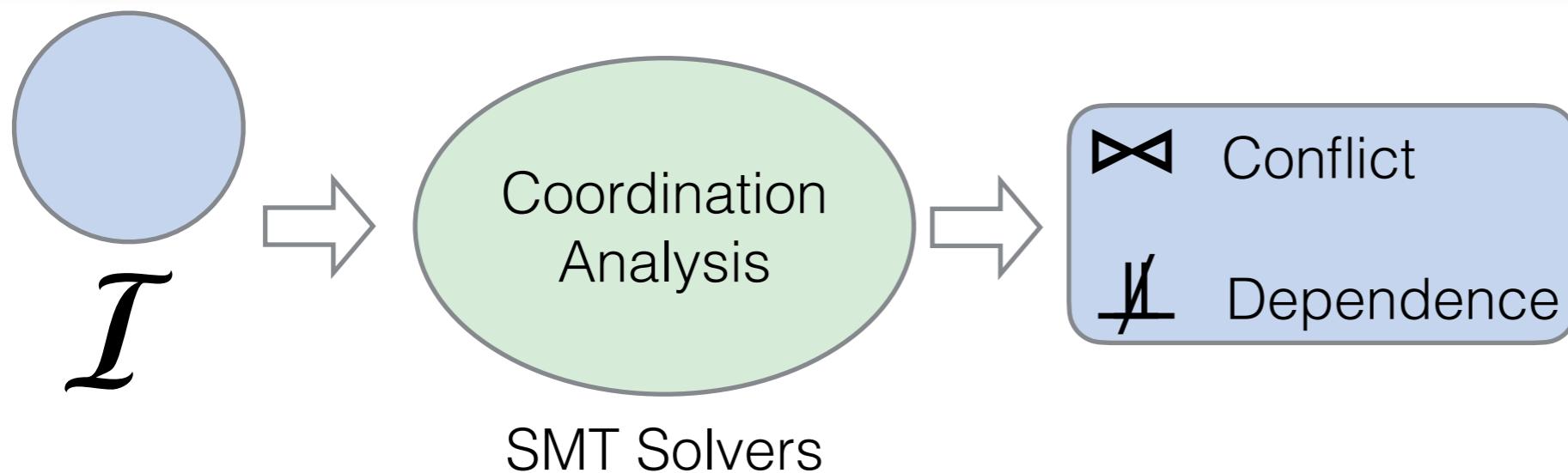
Class



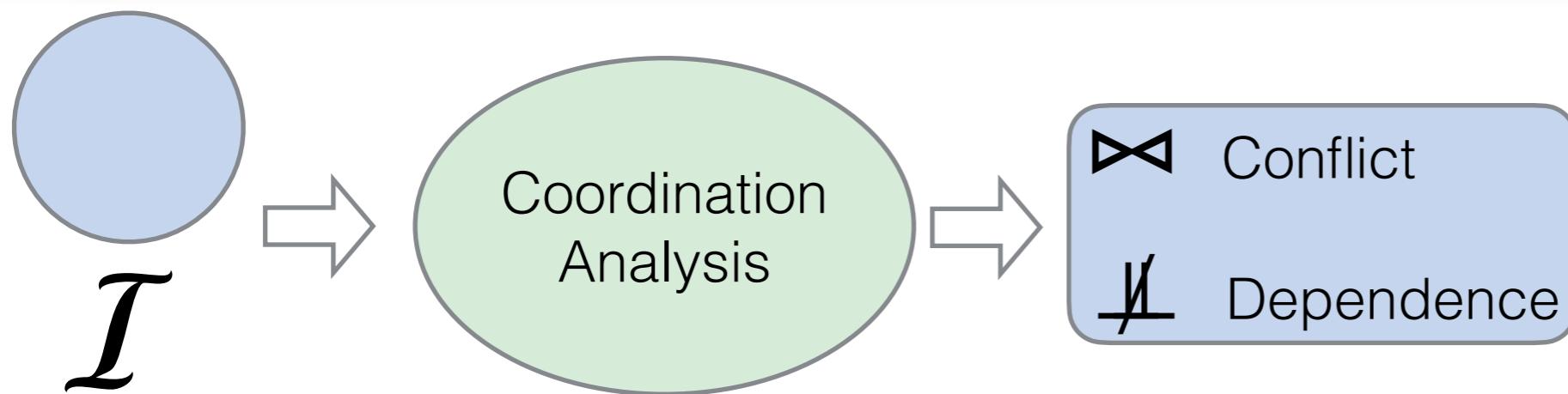
Integrity Property

Synthesis of replicated objects that preserve integrity and convergence and minimize coordination

Hamsaz: Coordination-avoiding Replicated Object Synthesis



Hamsaz: Coordination-avoiding Replicated Object Synthesis



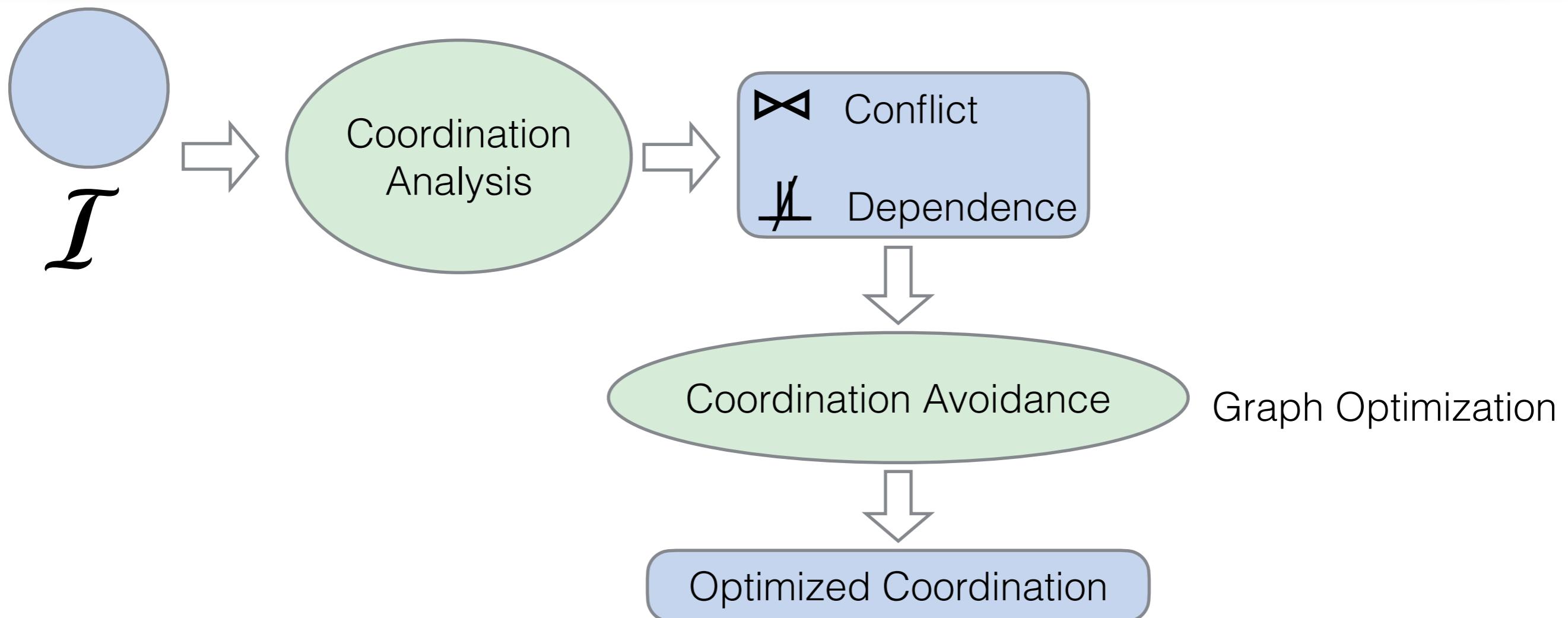
Well-coordination:

Synchronization between conflicting
Causality between dependent

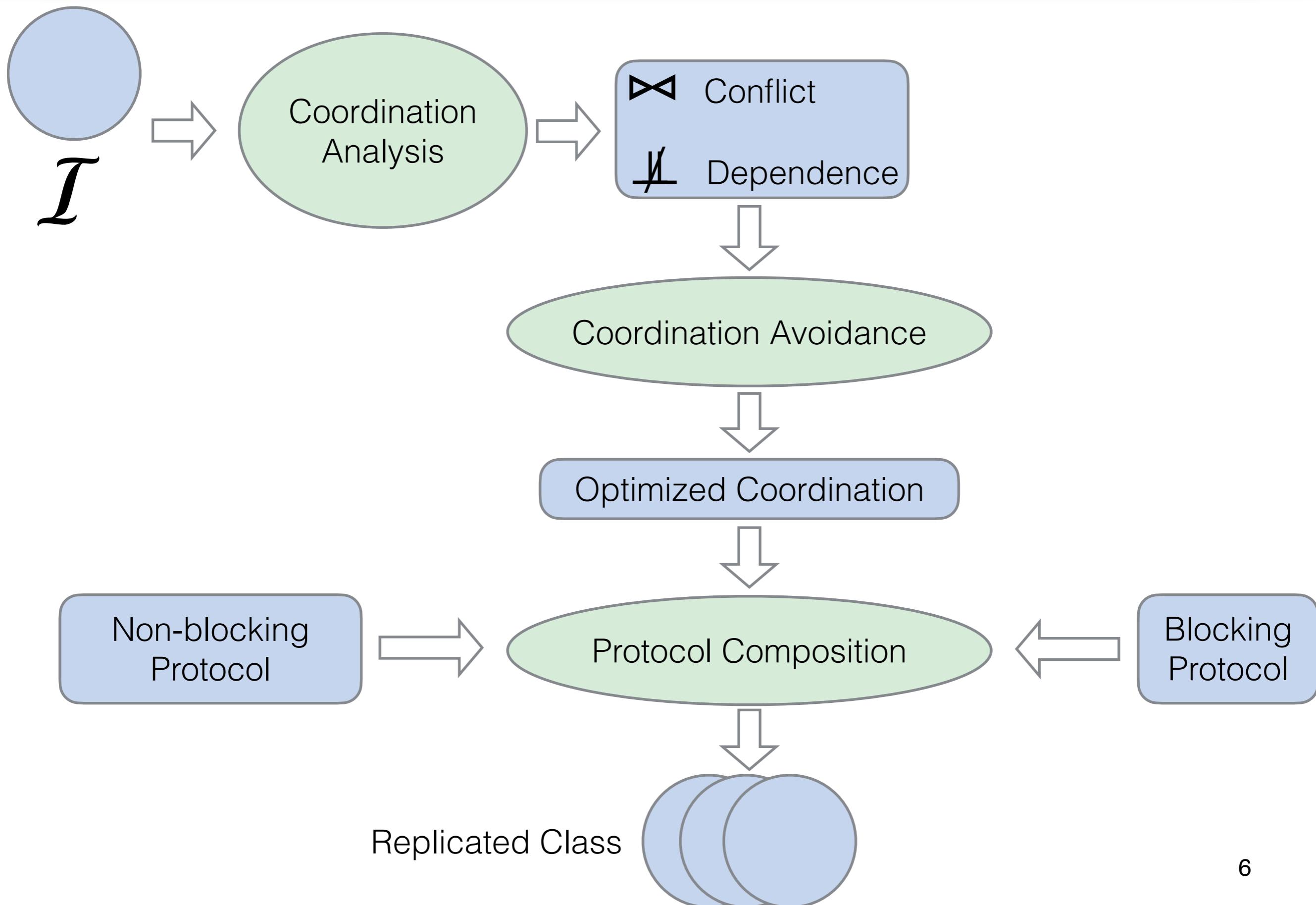
Theorem:

Well-coordination is sufficient for
integrity and convergence

Hamsaz: Coordination-avoiding Replicated Object Synthesis



Hamsaz: Coordination-avoiding Replicated Object Synthesis



Example Class

Class Courseware

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let Student := Set <sid: SId> in
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⟨guard, update, retv⟩

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Example Class

Class Courseware

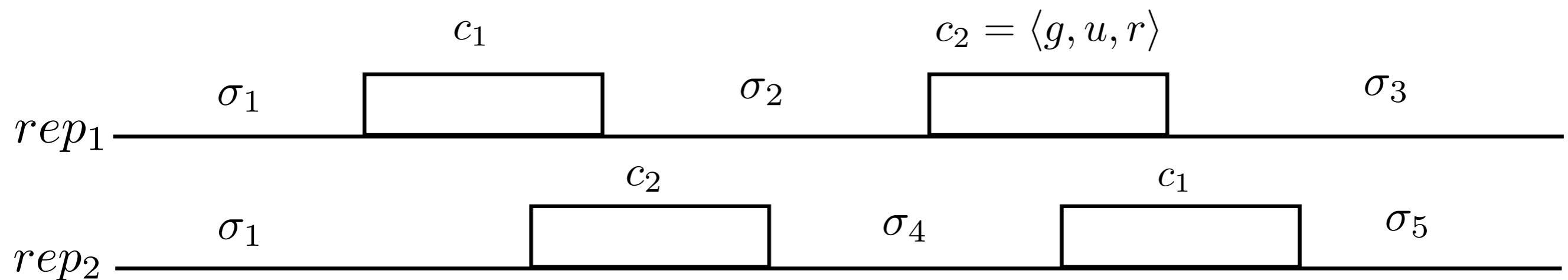
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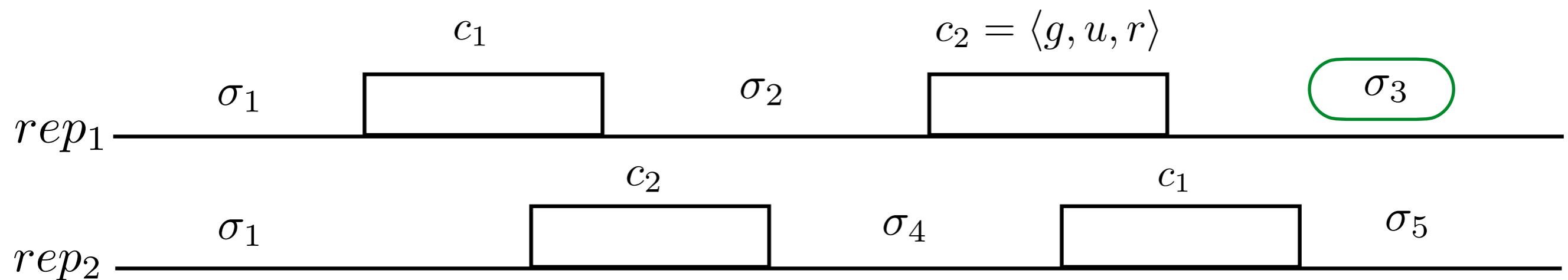
Convergence and Integrity

Convergence



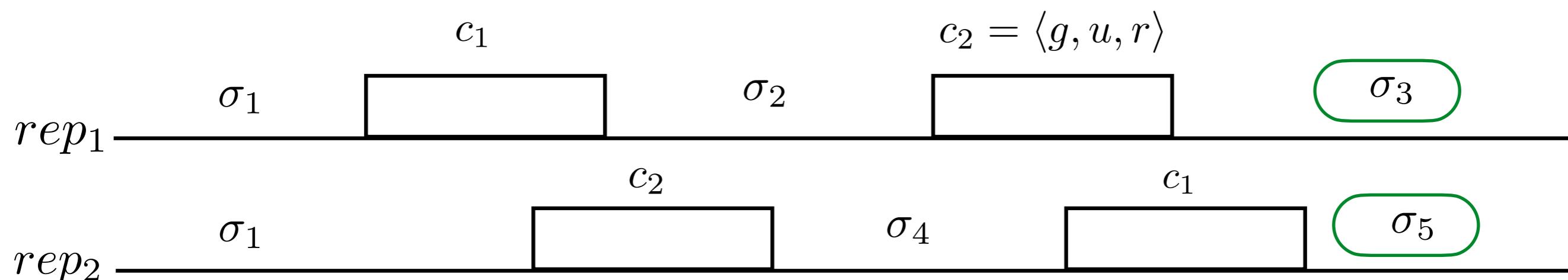
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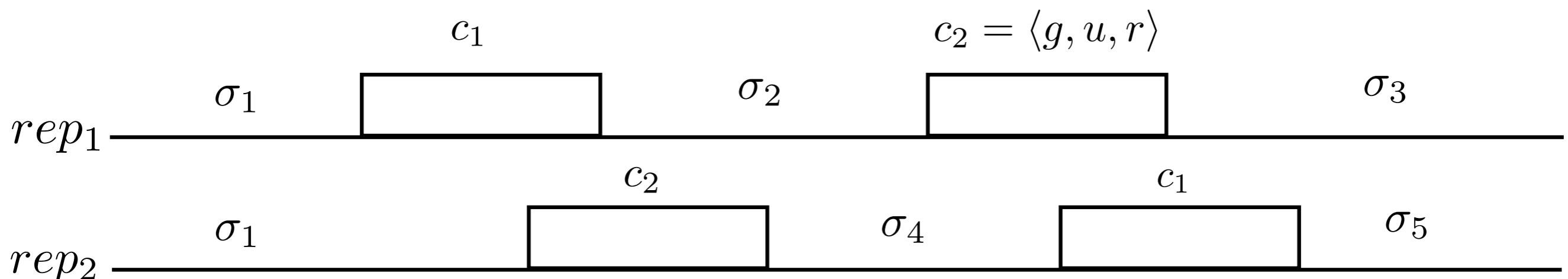
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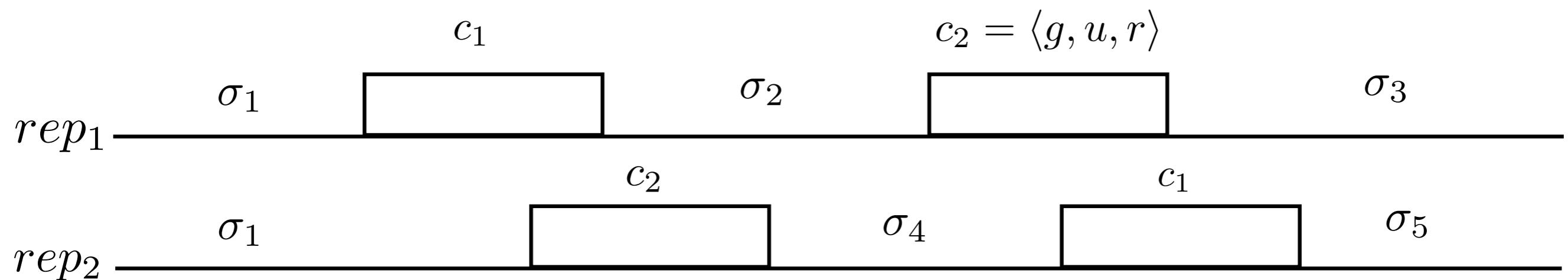
Convergence

$$\sigma_3 = \sigma_5$$



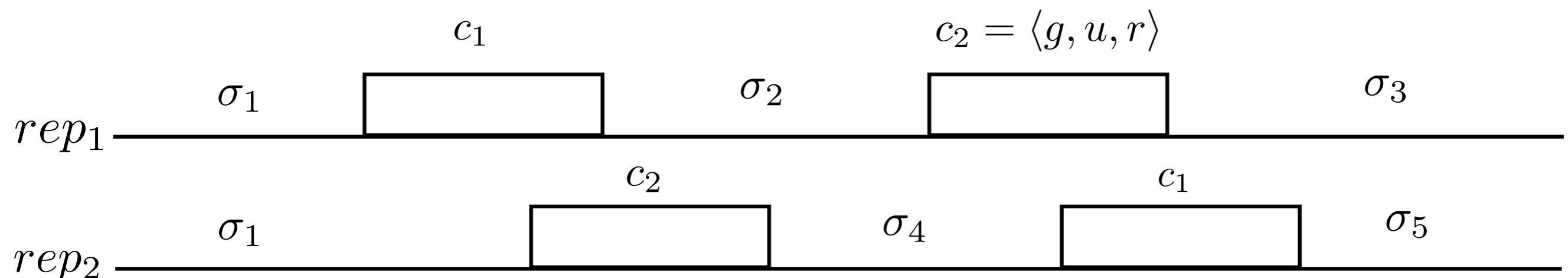
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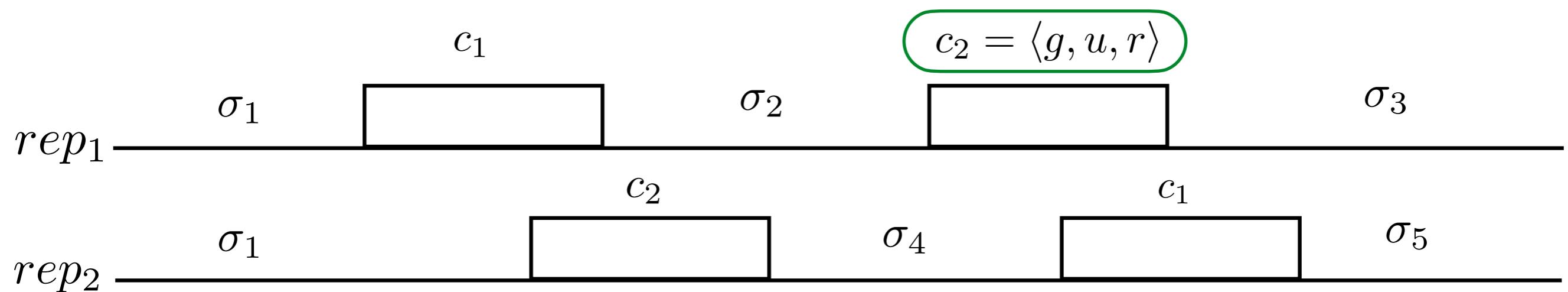
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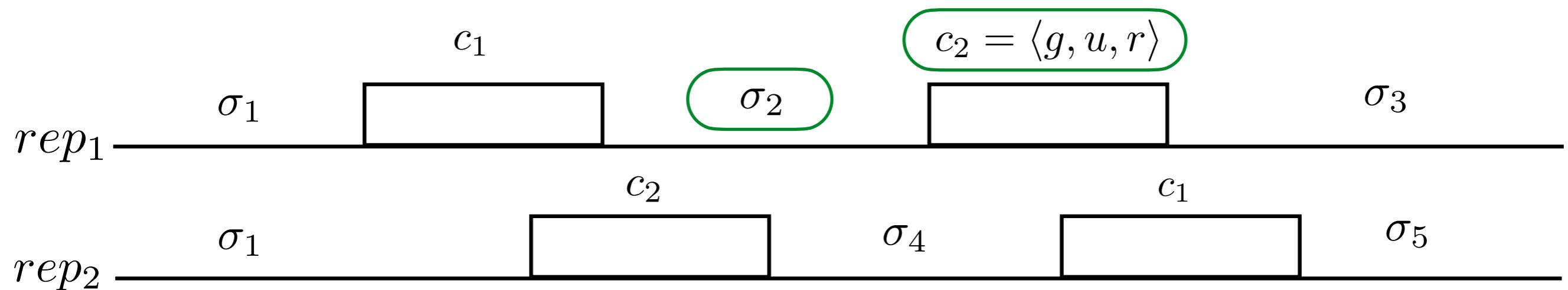
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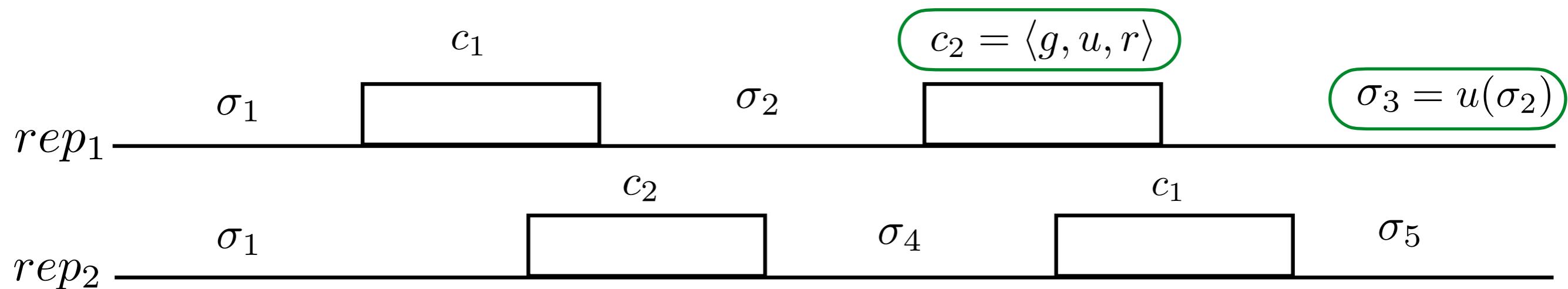
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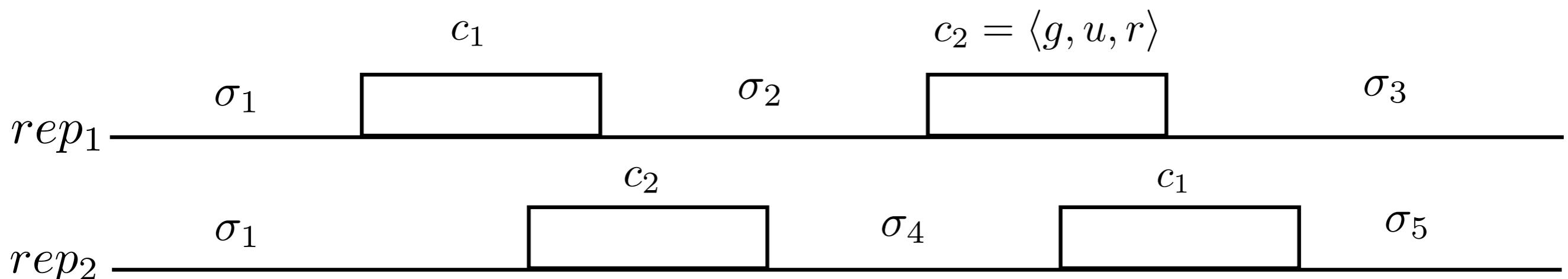
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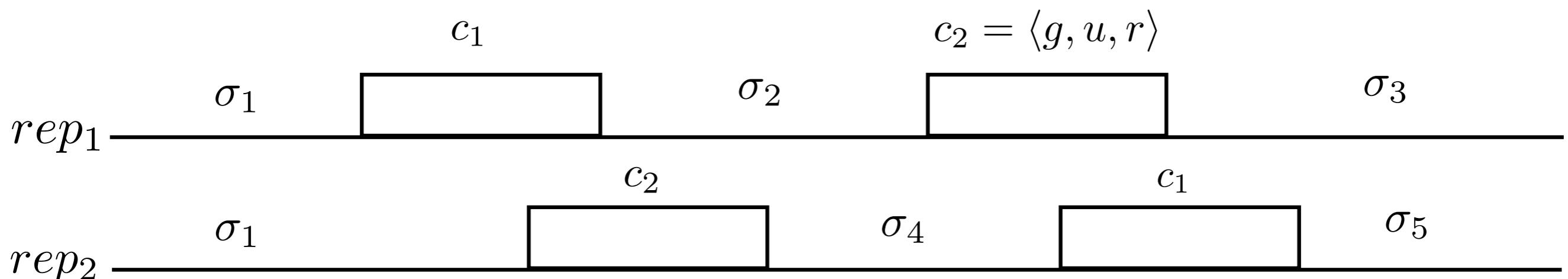
$$\mathcal{C}(\sigma_2, c_2) = \\ g(\sigma_2) \wedge \\ \mathcal{I}(\sigma_2)$$



Convergence and Integrity

Integrity

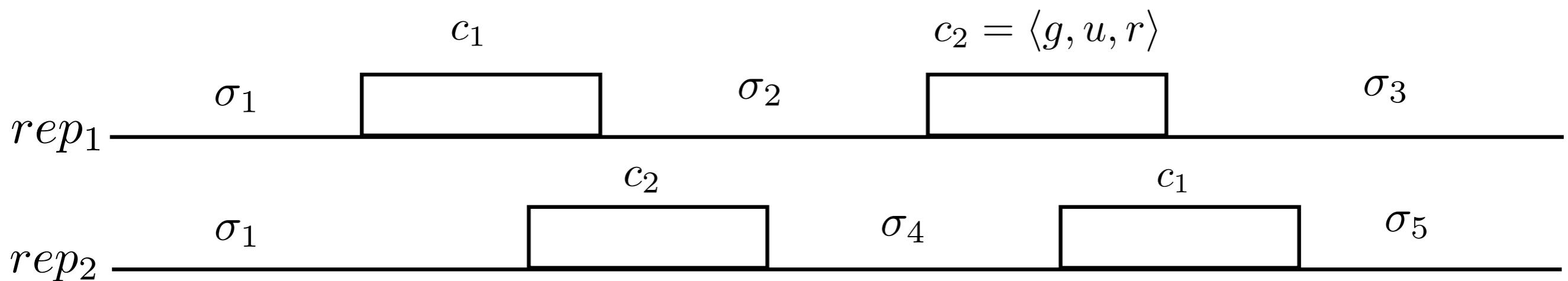
$$\begin{aligned}\mathcal{C}(\sigma_2, c_2) = \\ g(\sigma_2) \wedge \\ \mathcal{I}(\sigma_2)\end{aligned}$$



Convergence and Integrity

Integrity
Permissibility

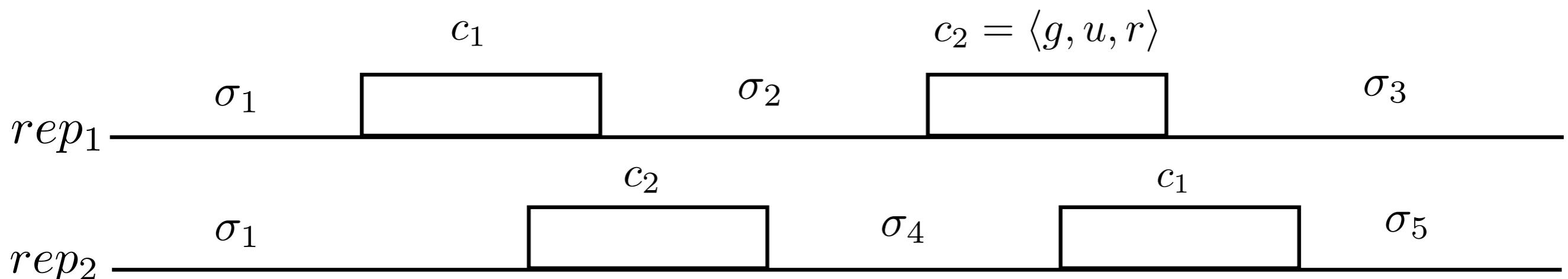
$$\begin{aligned}\mathcal{C}(\sigma_2, c_2) = \\ g(\sigma_2) \wedge \\ \mathcal{I}(\sigma_2)\end{aligned}$$



Convergence and Integrity

Integrity
Permissibility

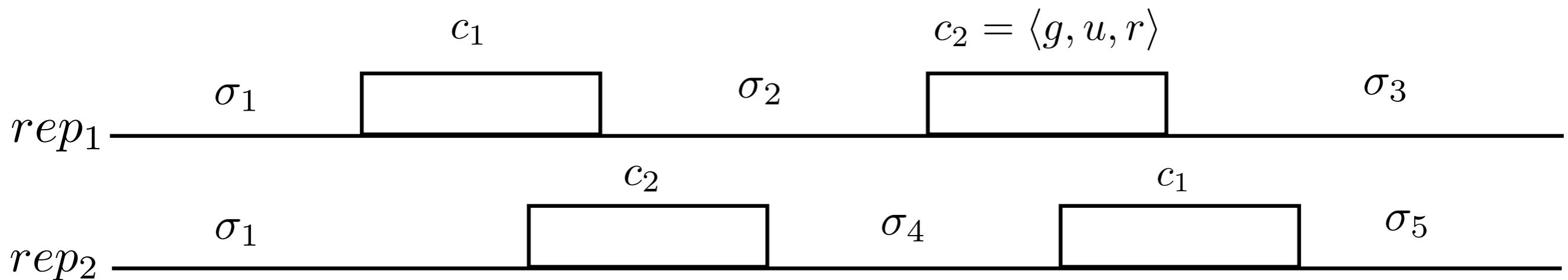
$$\begin{aligned}\mathcal{C}(\sigma_2, c_2) = & \quad \mathcal{P}(\sigma_2, c_2) = \\ & g(\sigma_2) \wedge \\ & \mathcal{I}(\sigma_2)\end{aligned}$$



Convergence and Integrity

Integrity
Permissibility

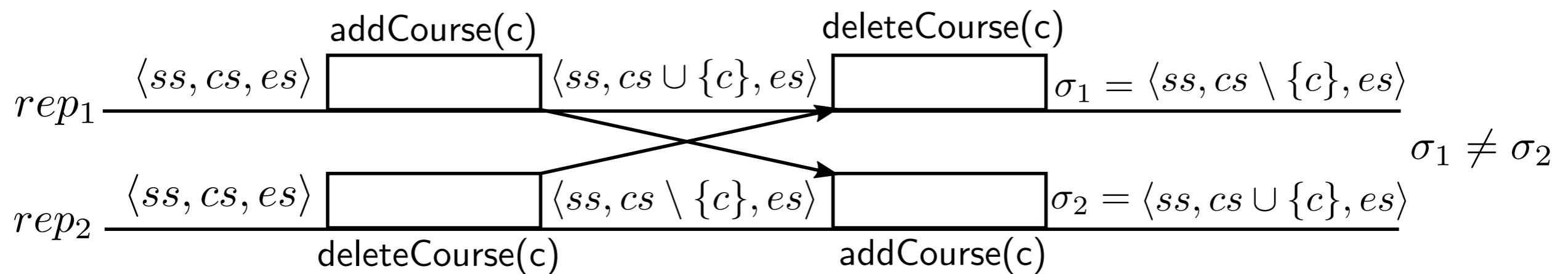
$$\begin{array}{ll} \mathcal{C}(\sigma_2, c_2) = & \mathcal{P}(\sigma_2, c_2) = \\ g(\sigma_2) \wedge & g(\sigma_2) \wedge \\ \mathcal{I}(\sigma_2) & \mathcal{I}(u(\sigma_2)) \end{array}$$



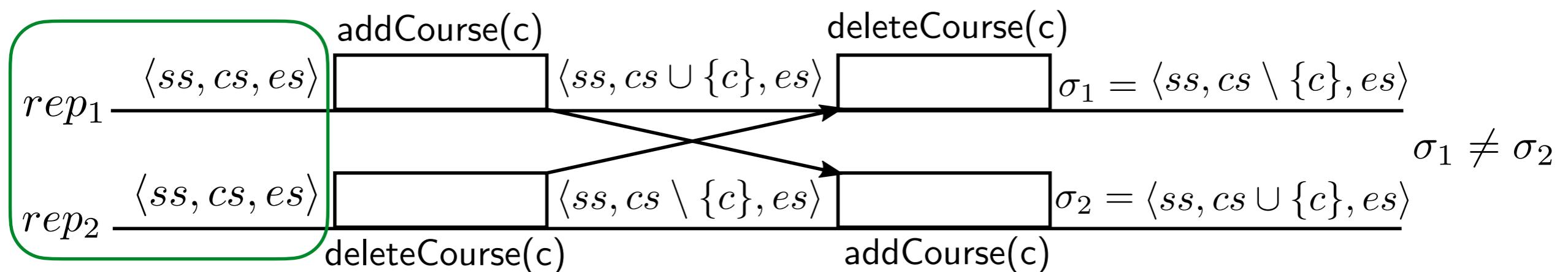
Coordination Conditions as Commutativity Conditions

Conflict
Dependency

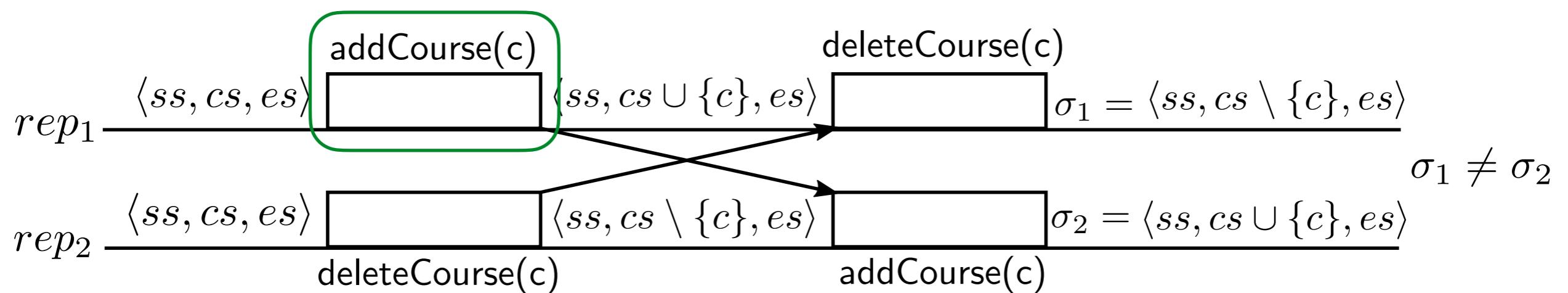
\mathcal{S} -conflict



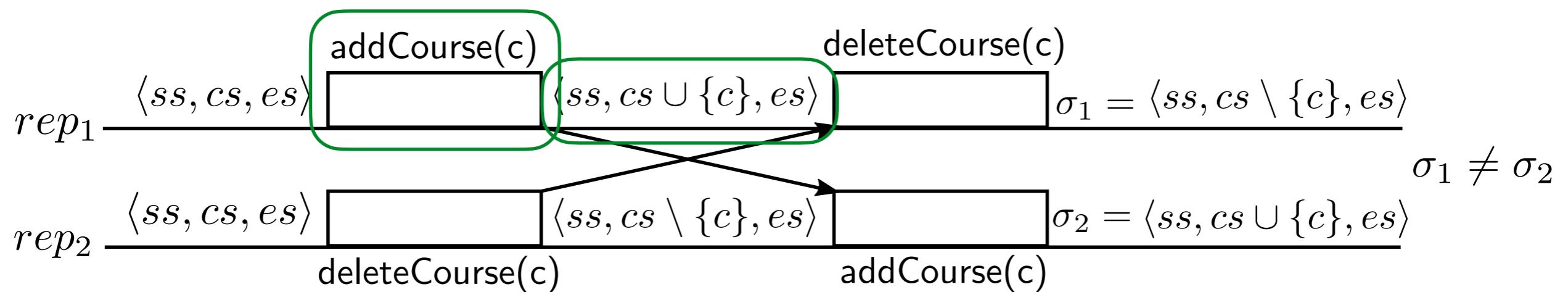
\mathcal{S} -conflict



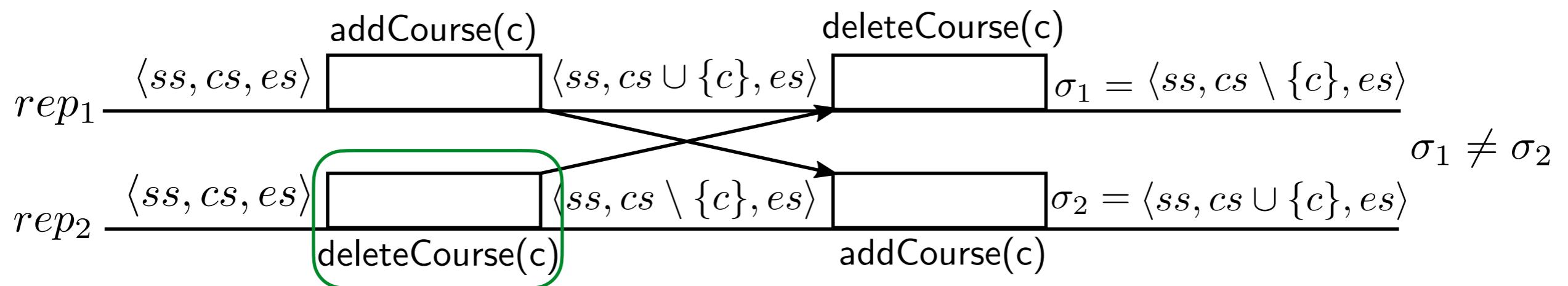
\mathcal{S} -conflict



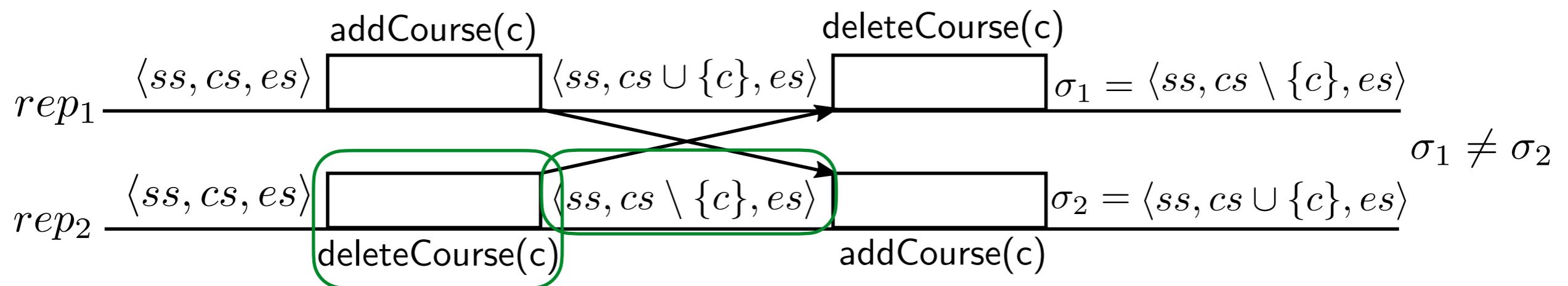
\mathcal{S} -conflict



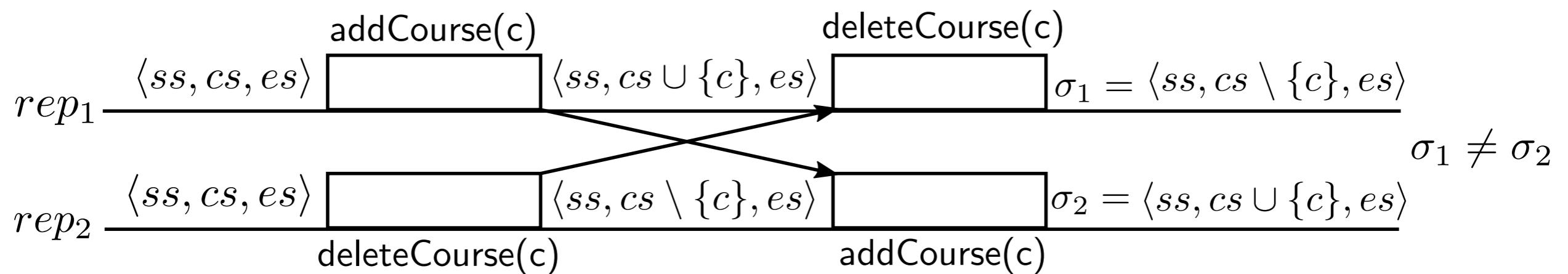
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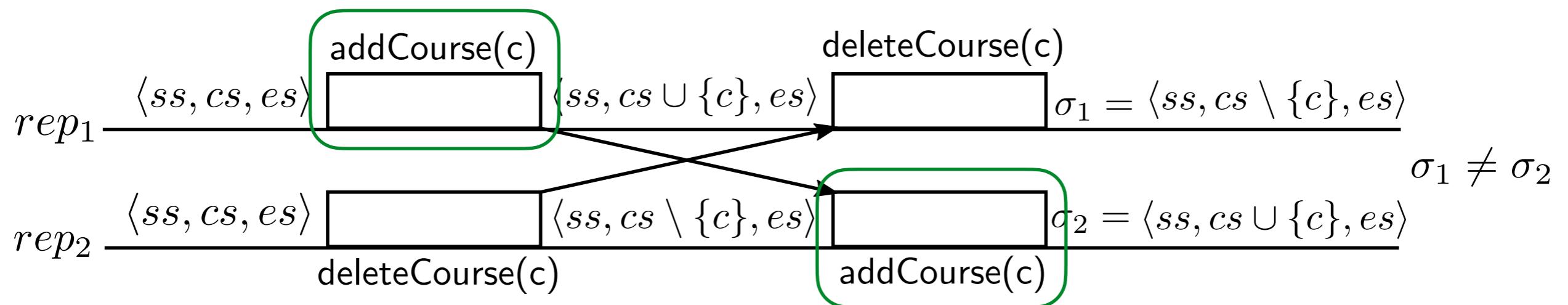
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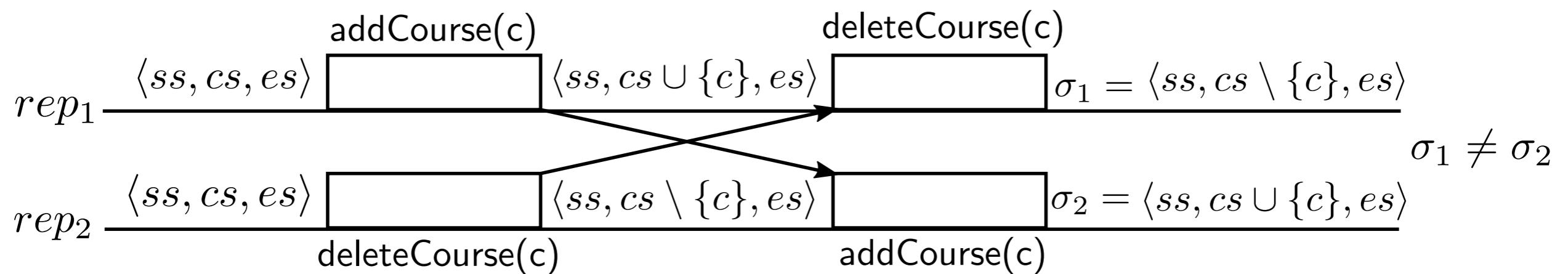
\mathcal{S} -conflict



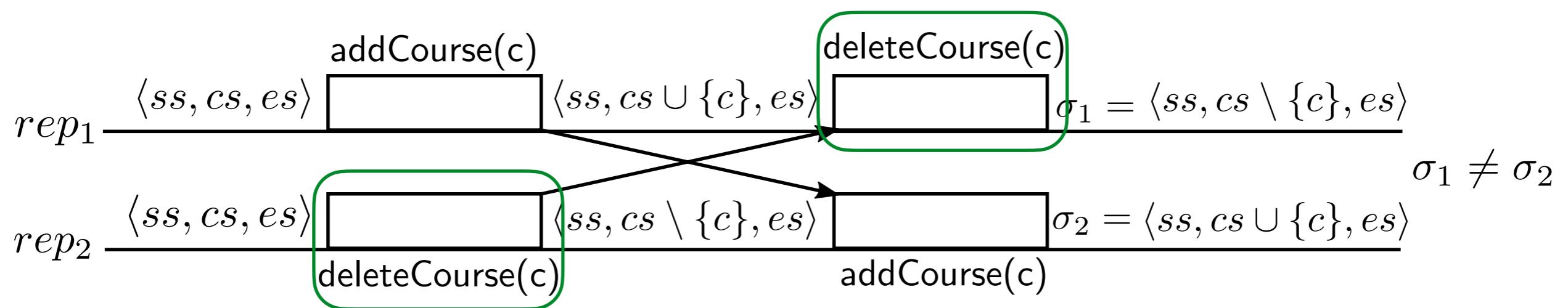
\mathcal{S} -conflict



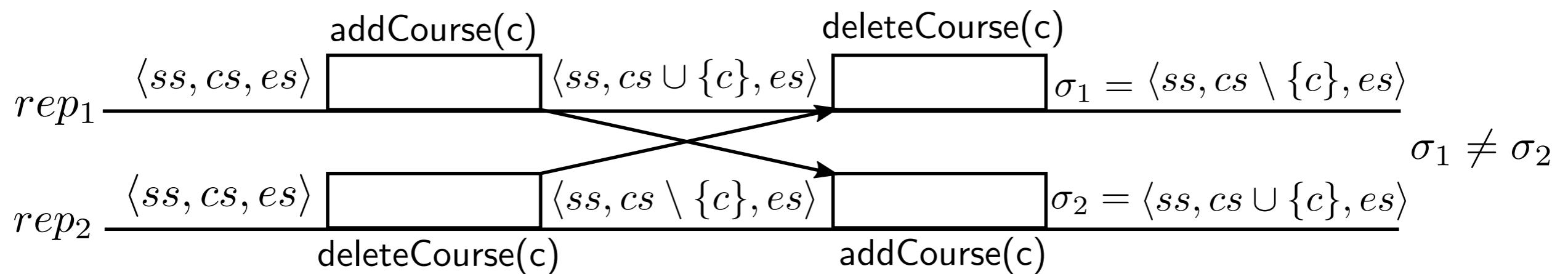
\mathcal{S} -conflict



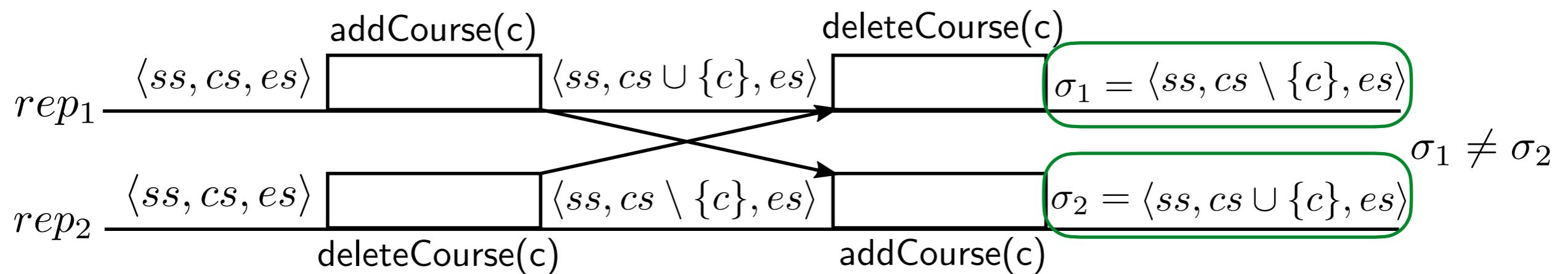
\mathcal{S} -conflict



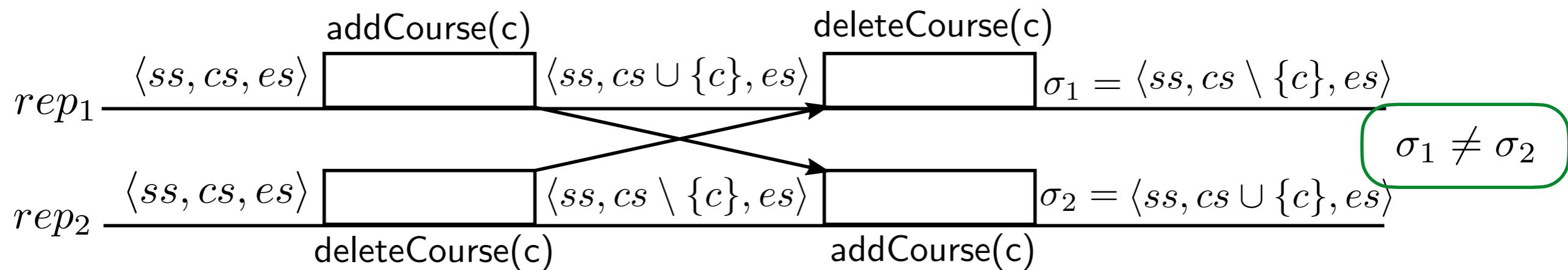
\mathcal{S} -conflict



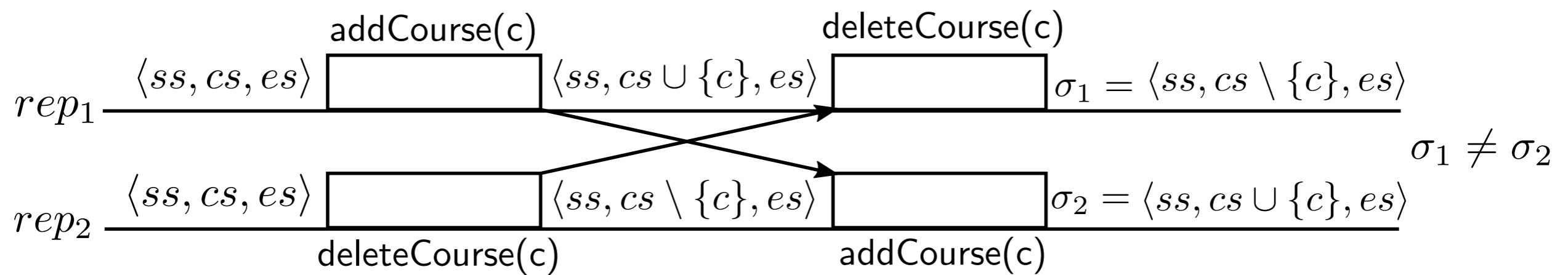
\mathcal{S} -conflict



\mathcal{S} -conflict

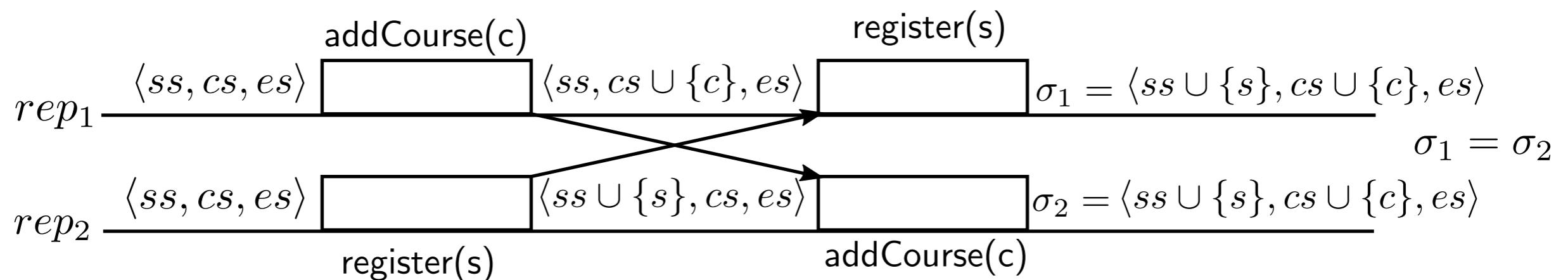


\mathcal{S} -conflict



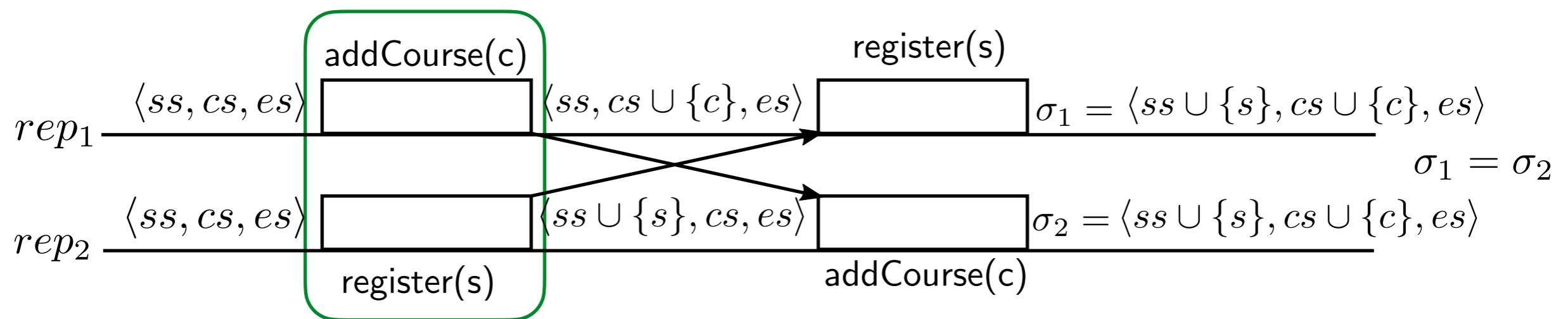
1 State-Commute

\mathcal{S} -commute



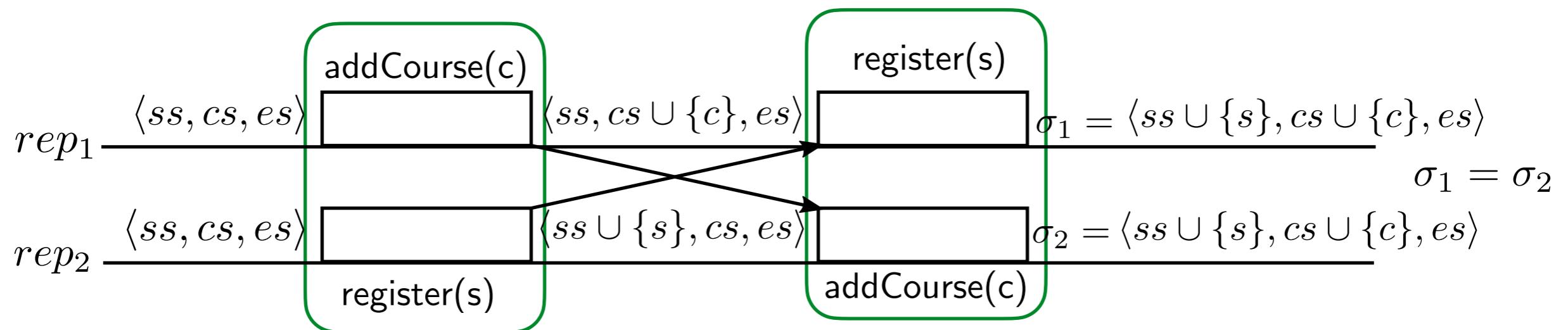
1 State-Commute

\mathcal{S} -commute



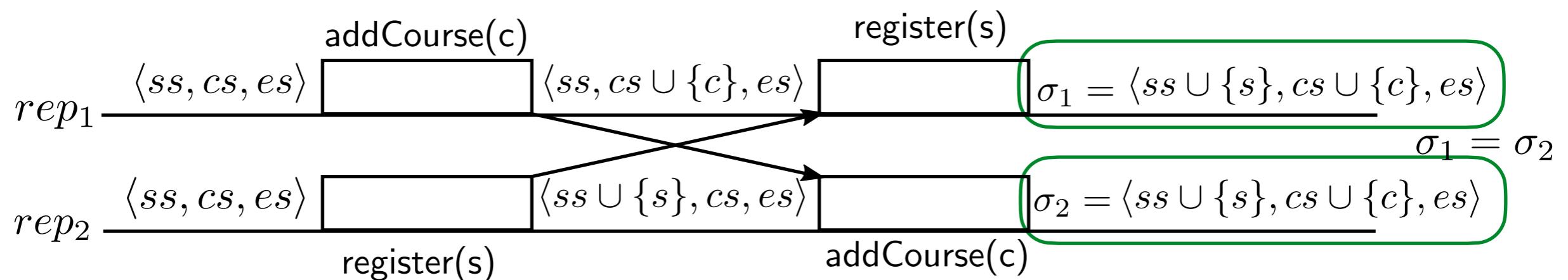
1 State-Commute

\mathcal{S} -commute



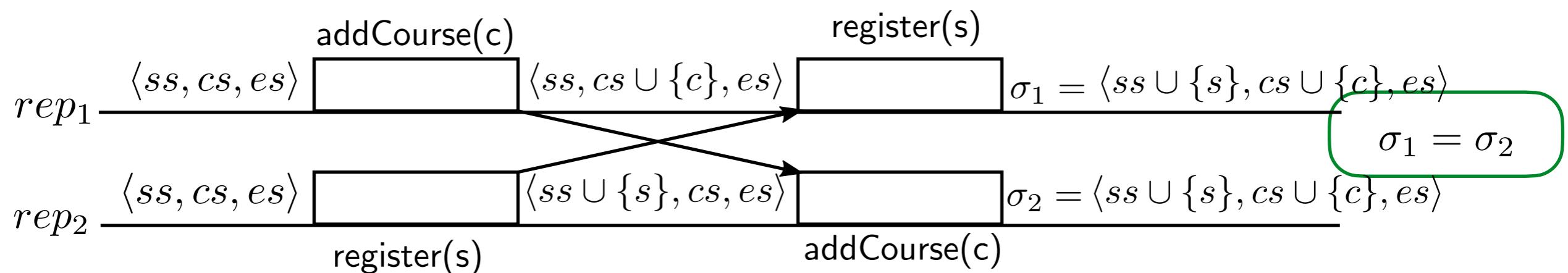
1 State-Commute

\mathcal{S} -commute



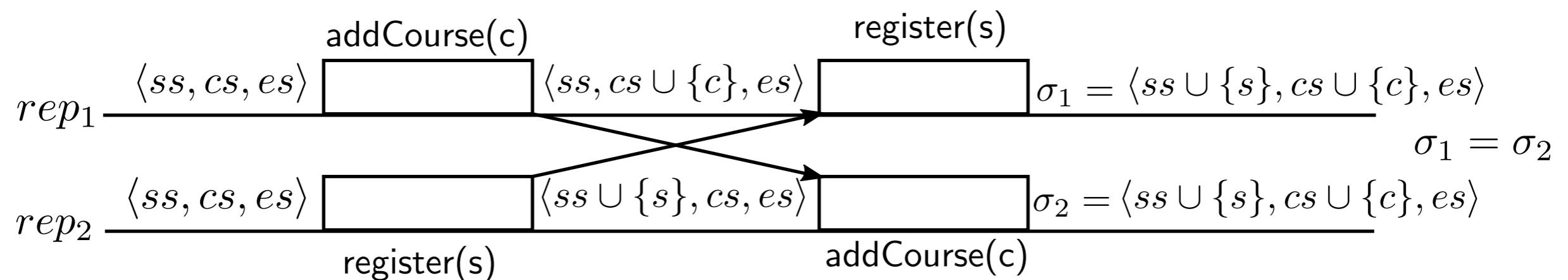
1 State-Commute

\mathcal{S} -commute

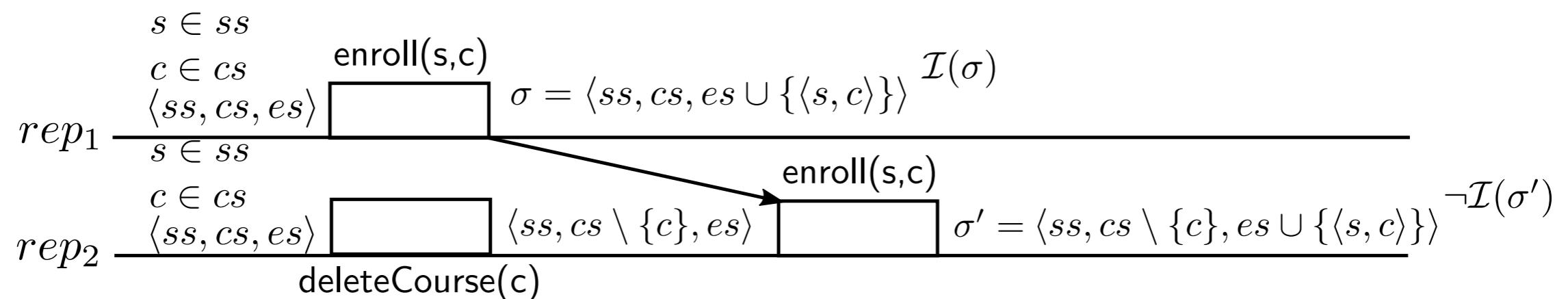


1 State-Commute

\mathcal{S} -commute

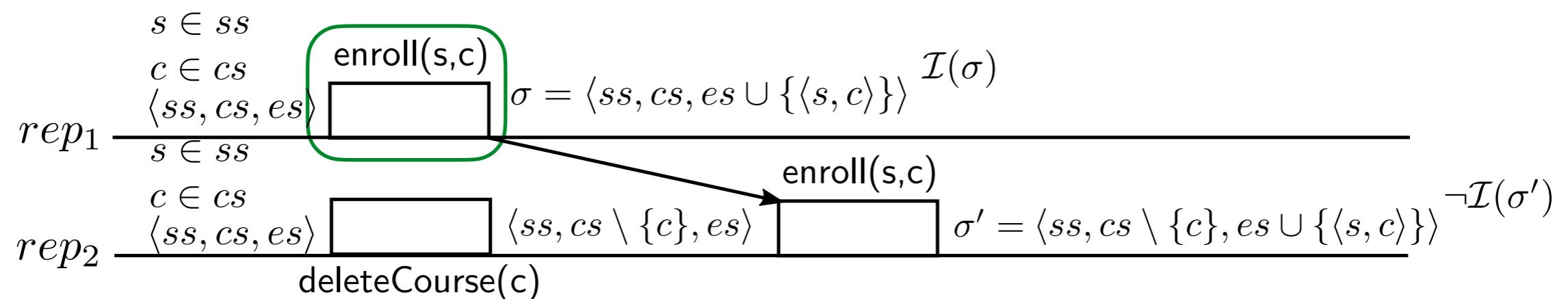


\mathcal{P} -conflict



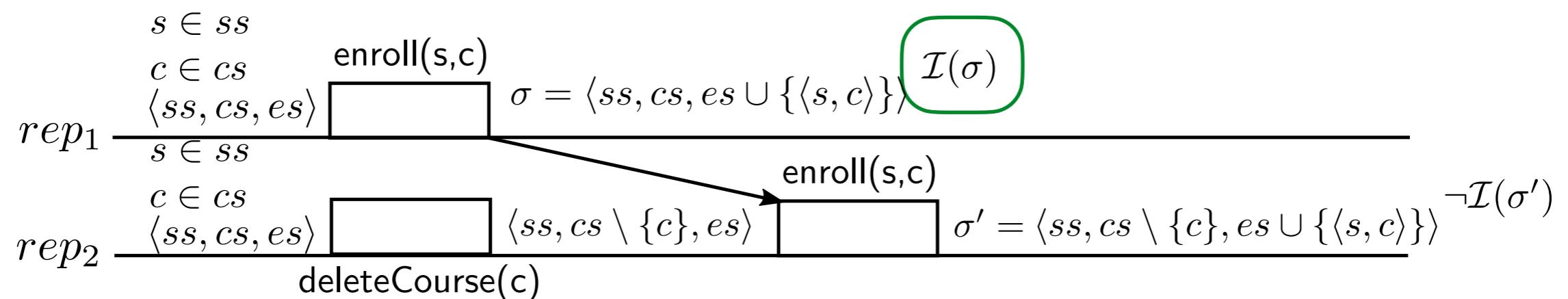
2 Permissible-Conflict

\mathcal{P} -conflict

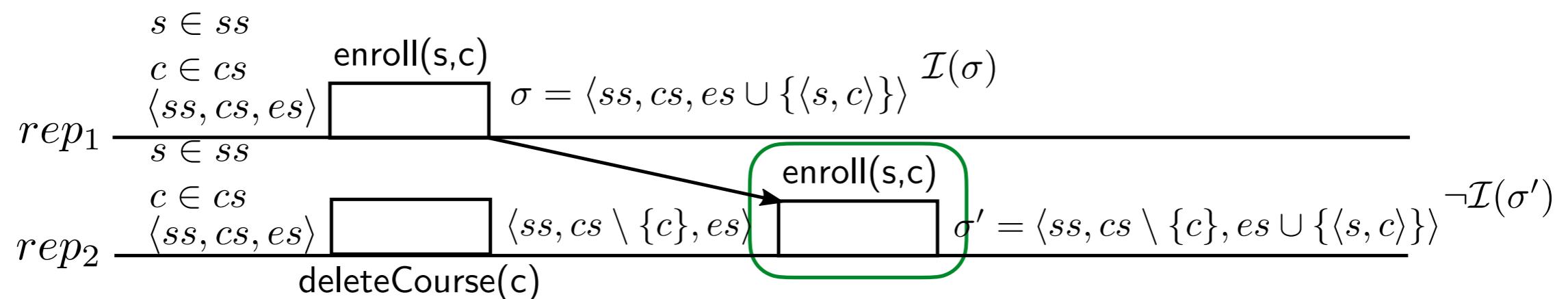


2 Permissible-Conflict

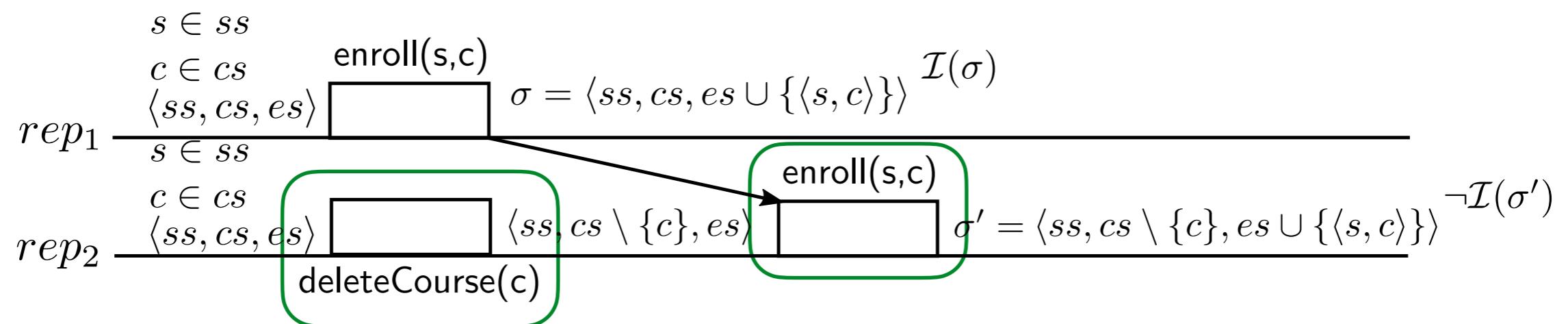
\mathcal{P} -conflict



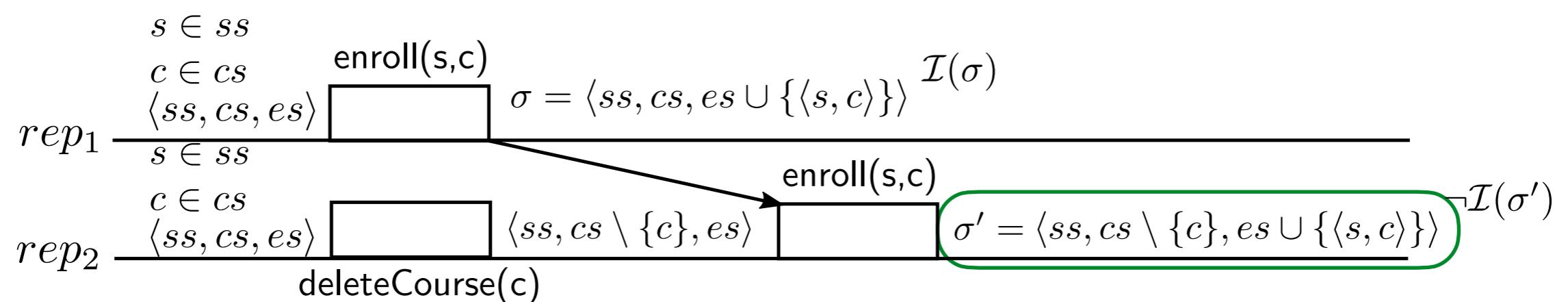
\mathcal{P} -conflict



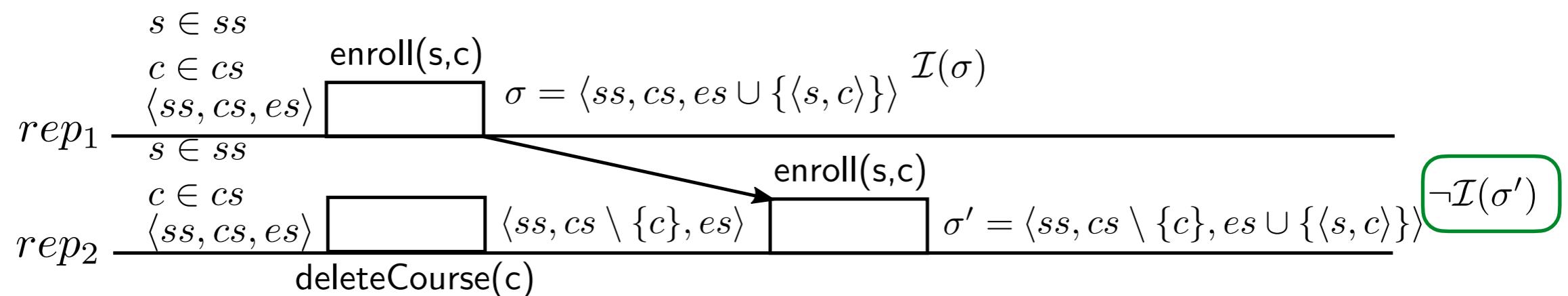
\mathcal{P} -conflict



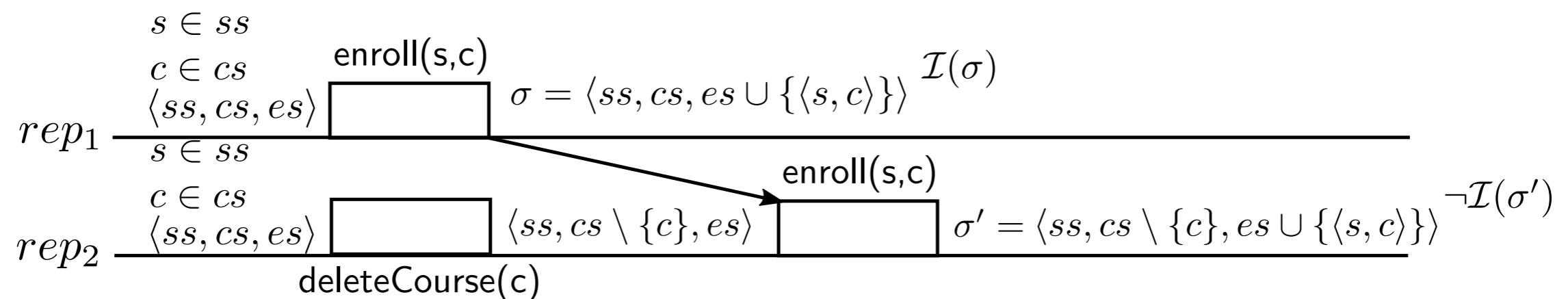
\mathcal{P} -conflict



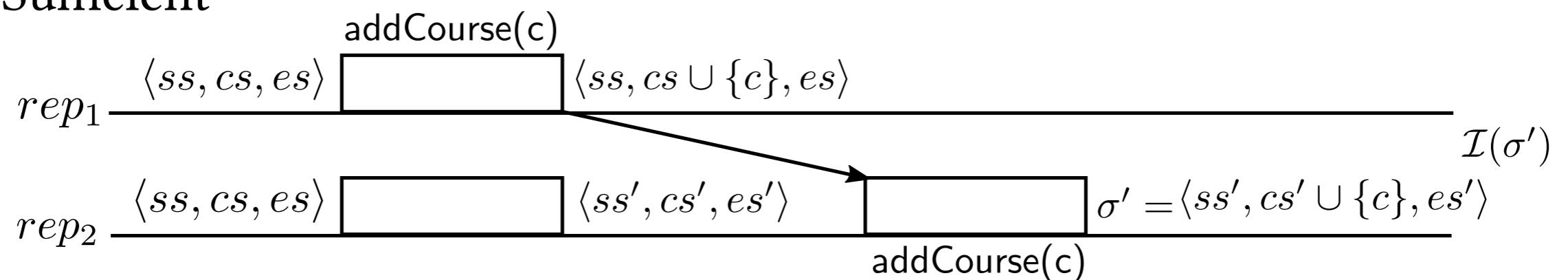
\mathcal{P} -conflict



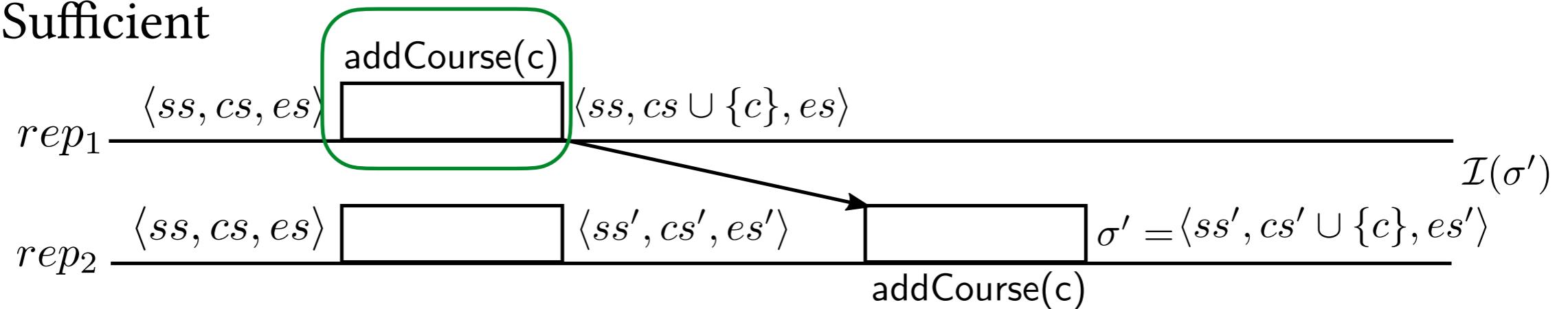
\mathcal{P} -conflict



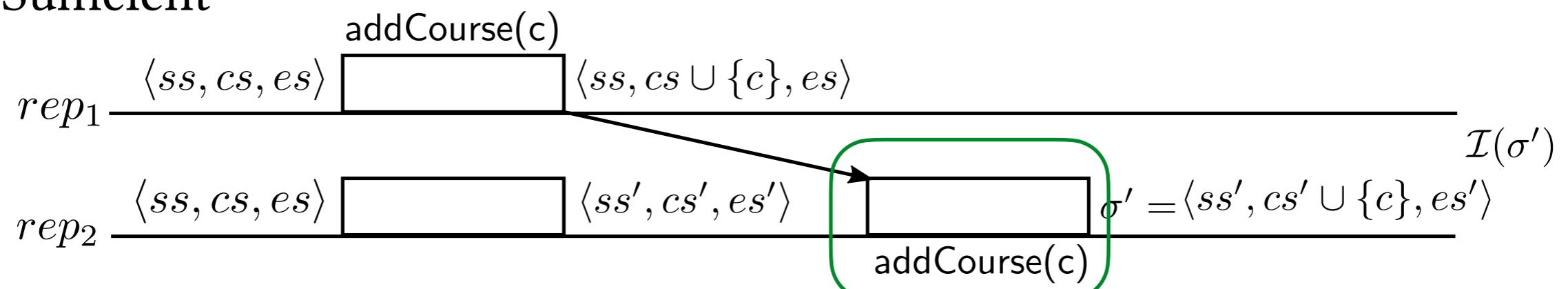
\mathcal{I} -Sufficient



\mathcal{I} -Sufficient

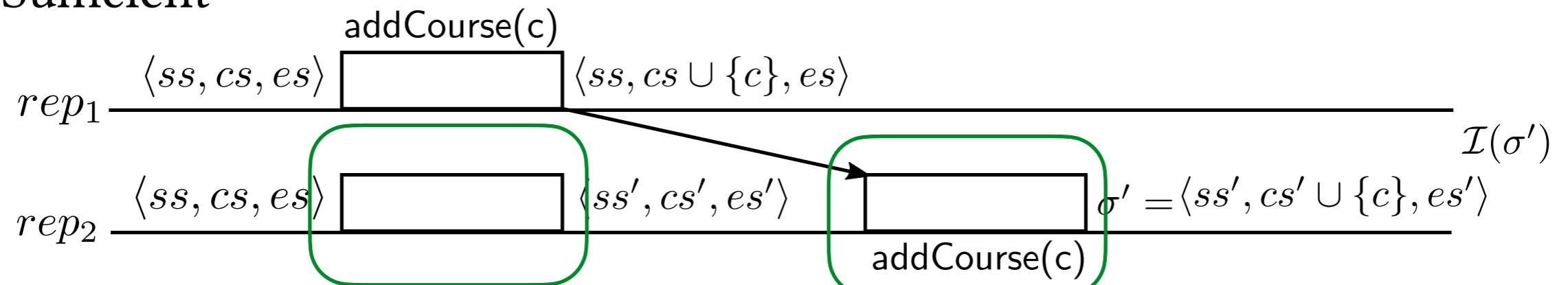


\mathcal{I} -Sufficient



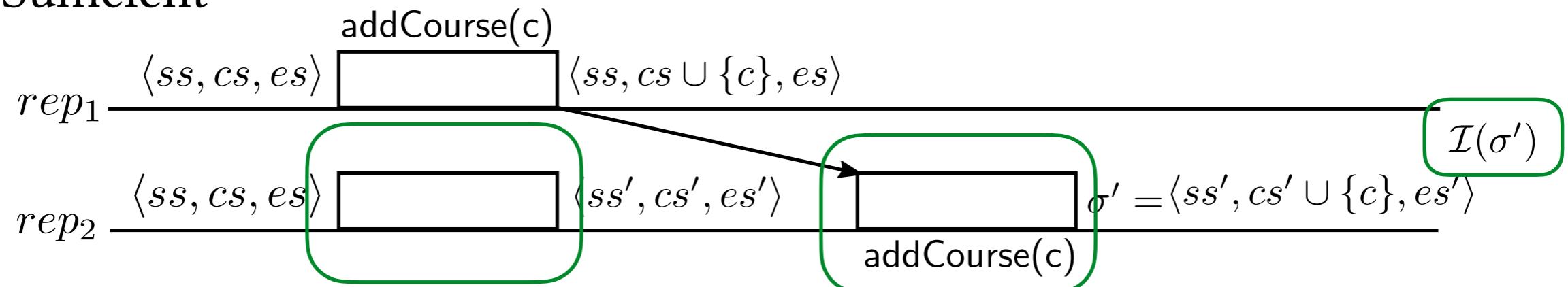
2 Permissible-Concur

\mathcal{I} -Sufficient

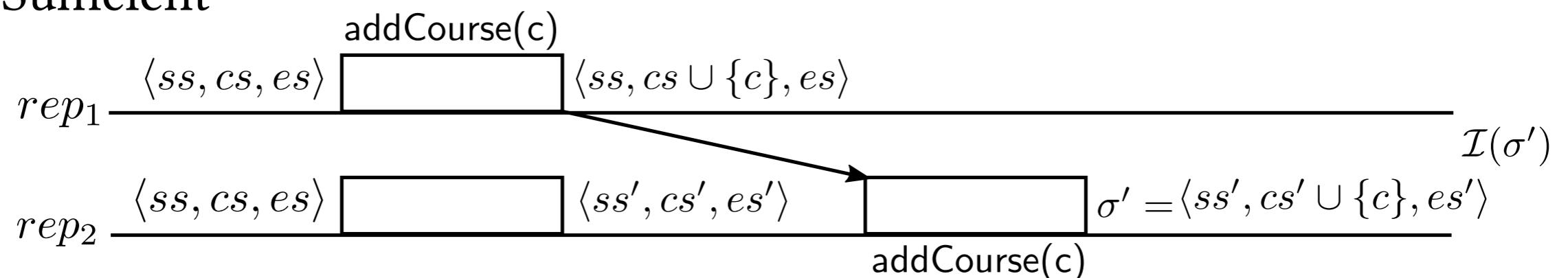


2 Permissible-Concur

\mathcal{I} -Sufficient

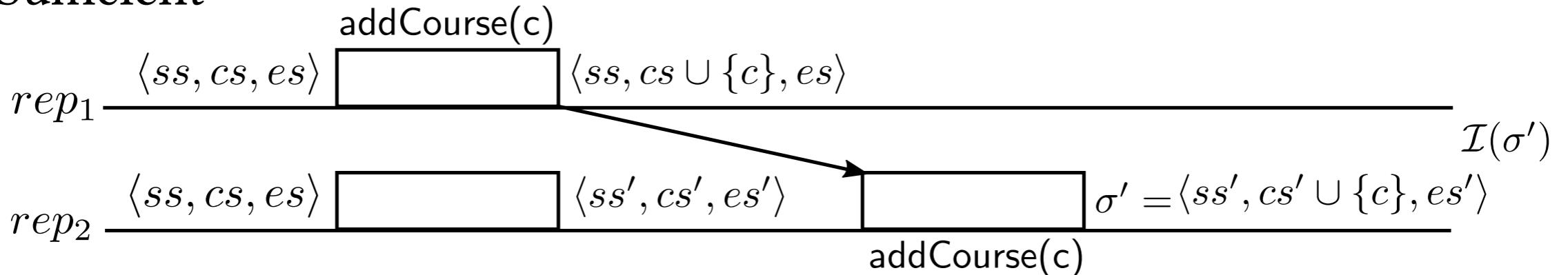


\mathcal{I} -Sufficient

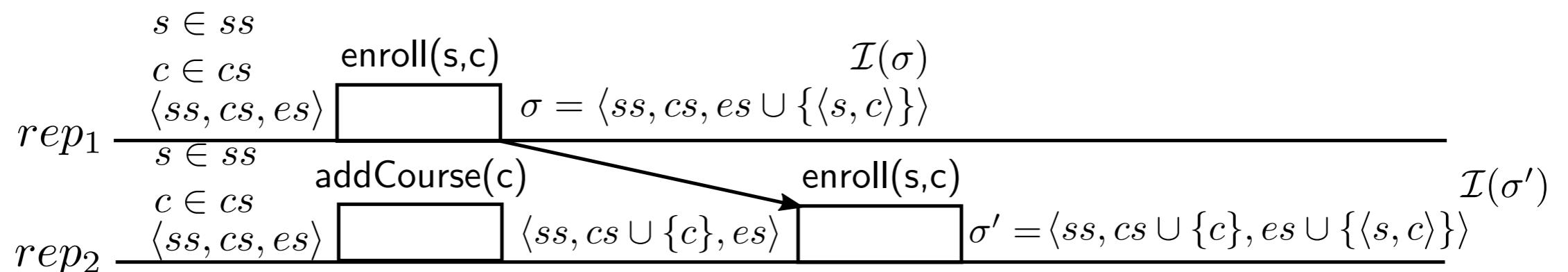


2 Permissible-Concur

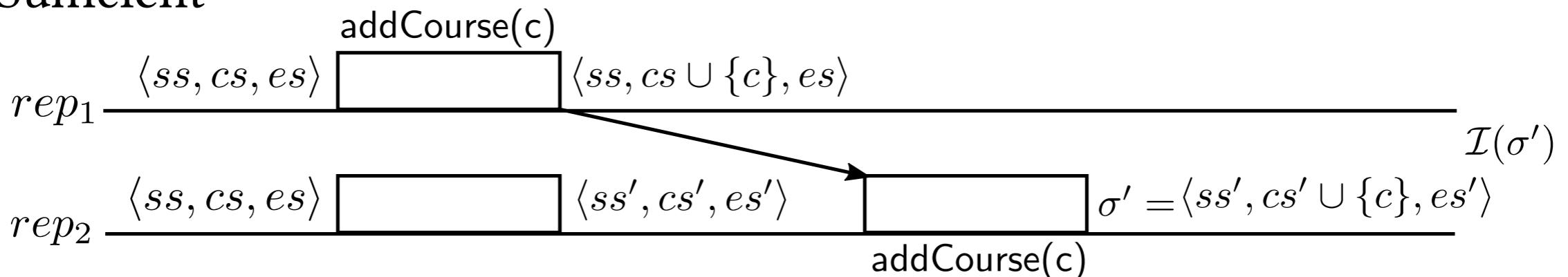
\mathcal{I} -Sufficient



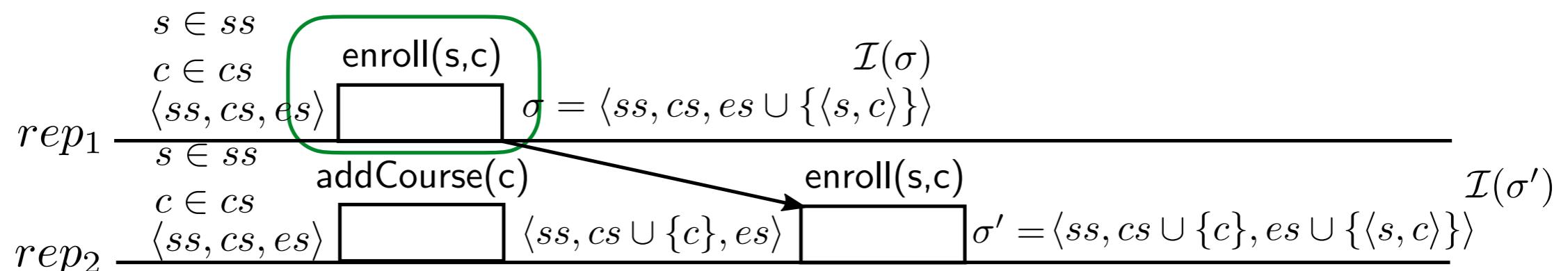
\mathcal{P} -R-Commutativity



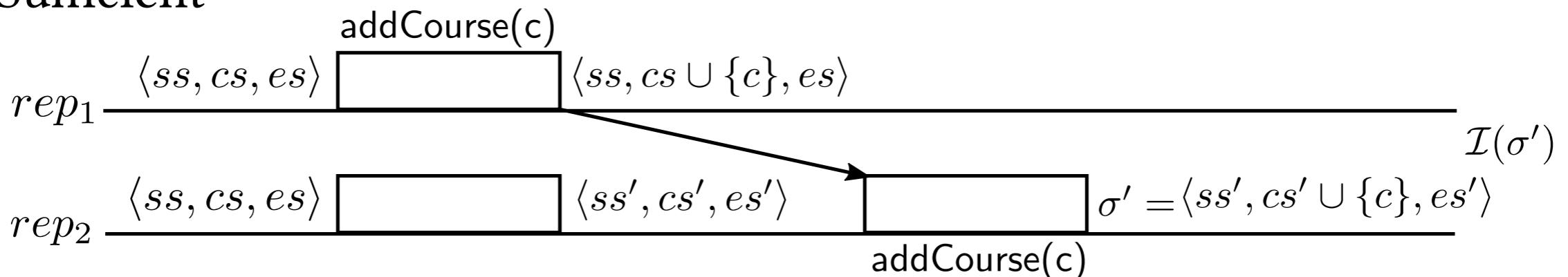
\mathcal{I} -Sufficient



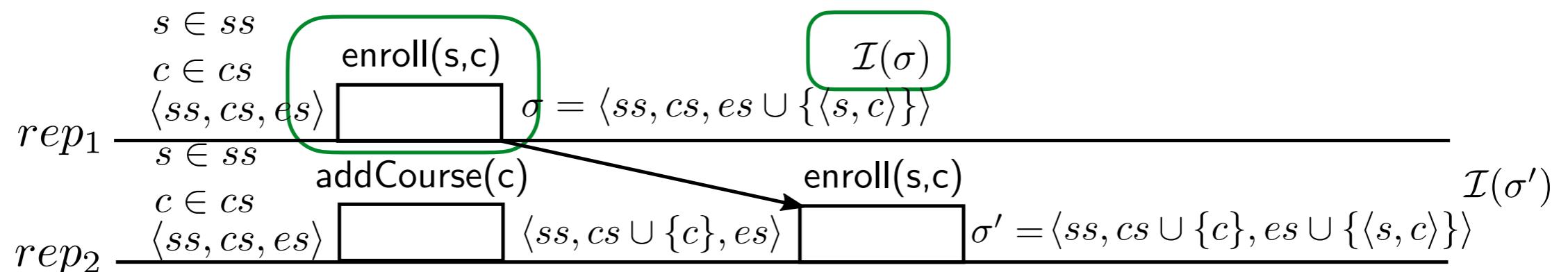
\mathcal{P} -R-Commutativity



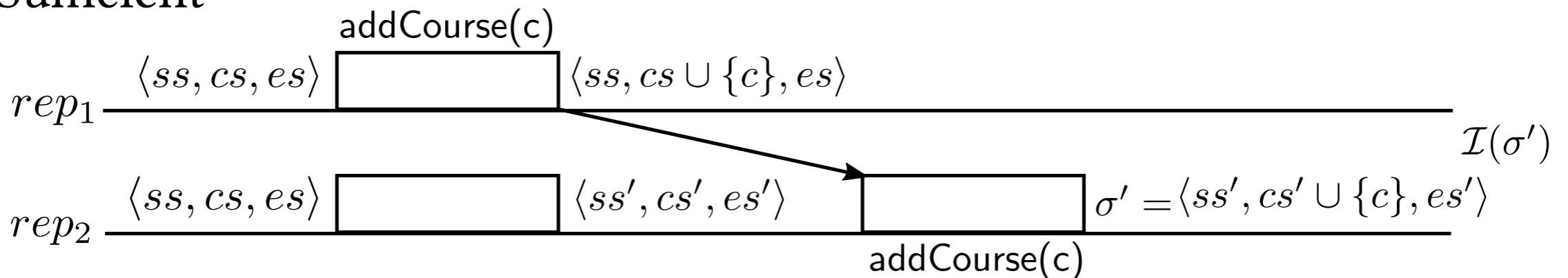
\mathcal{I} -Sufficient



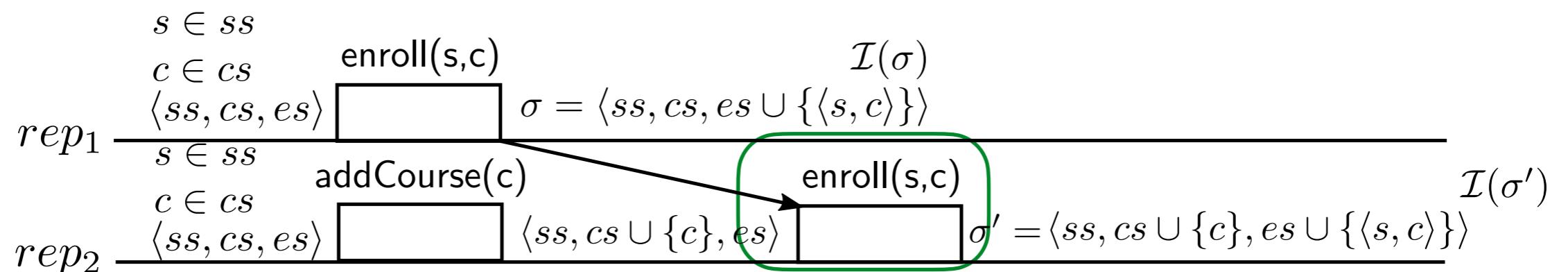
\mathcal{P} -R-Commutativity



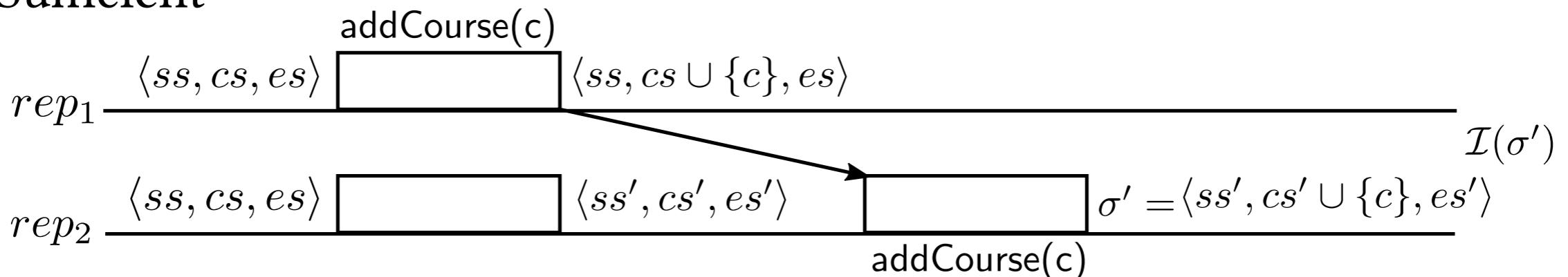
\mathcal{I} -Sufficient



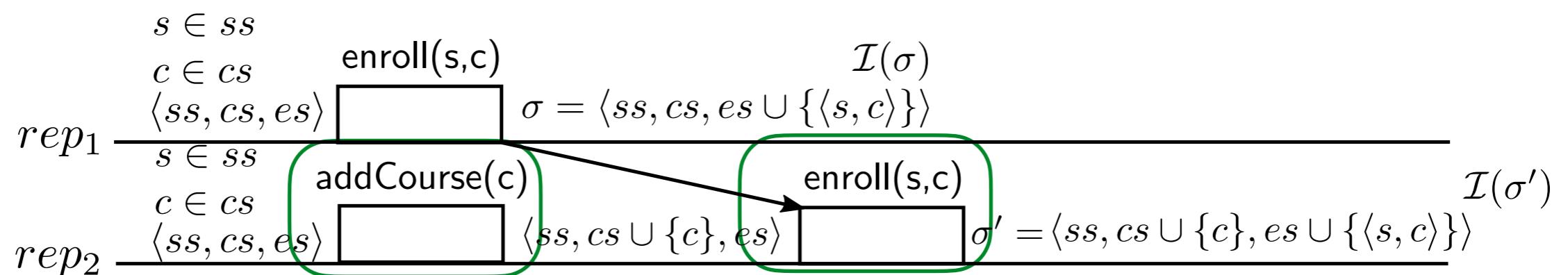
\mathcal{P} -R-Commutativity



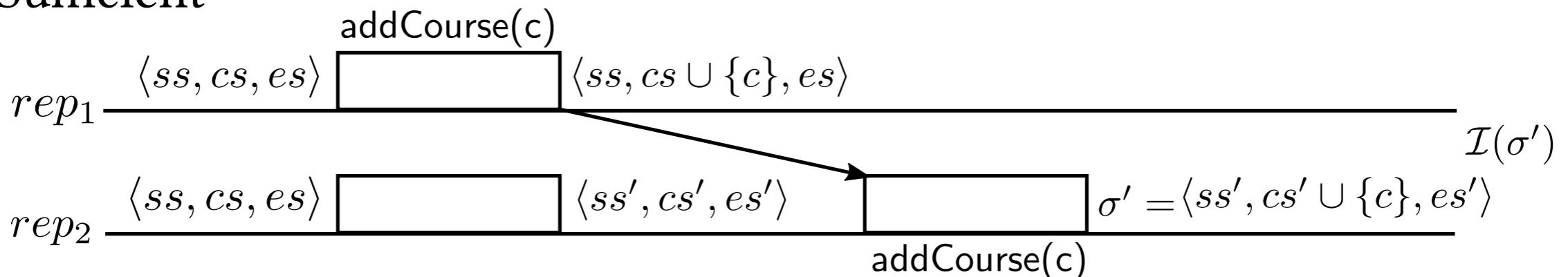
\mathcal{I} -Sufficient



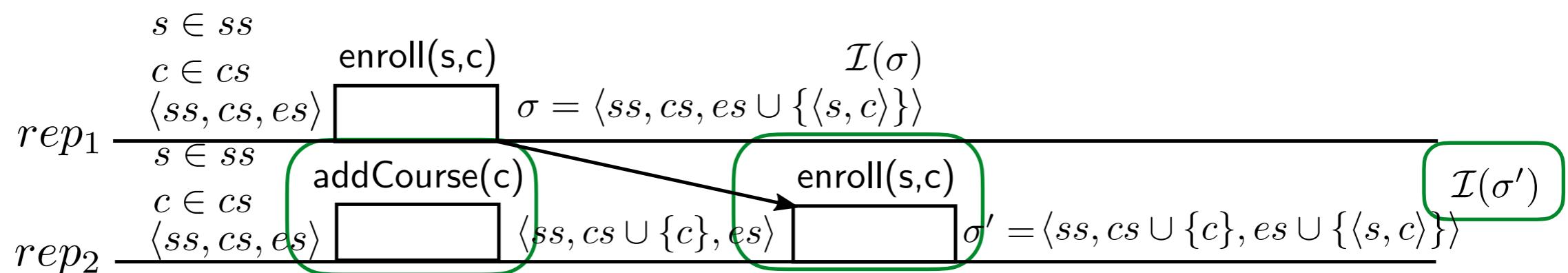
\mathcal{P} -R-Commutativity



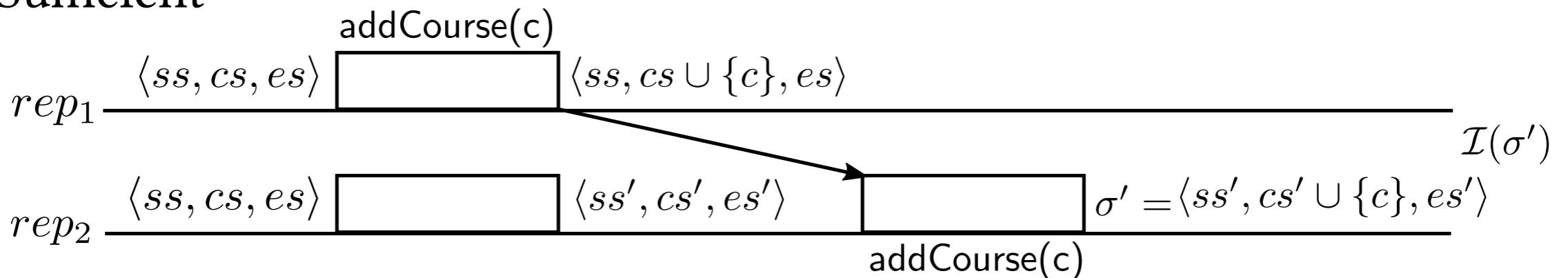
\mathcal{I} -Sufficient



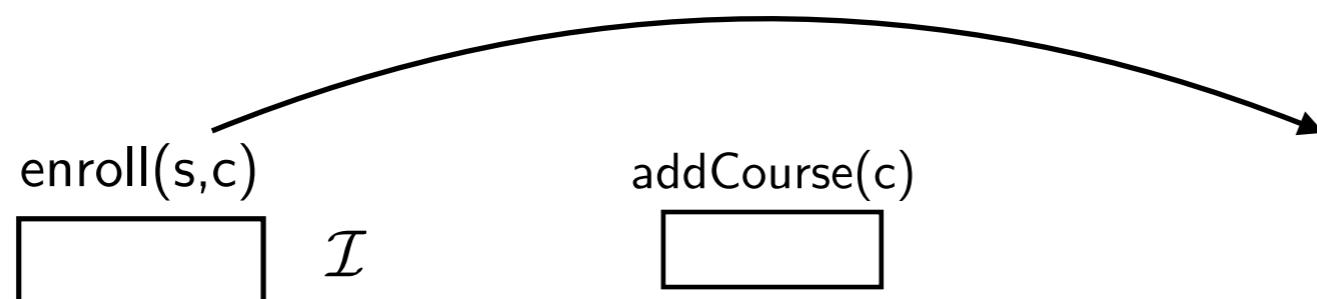
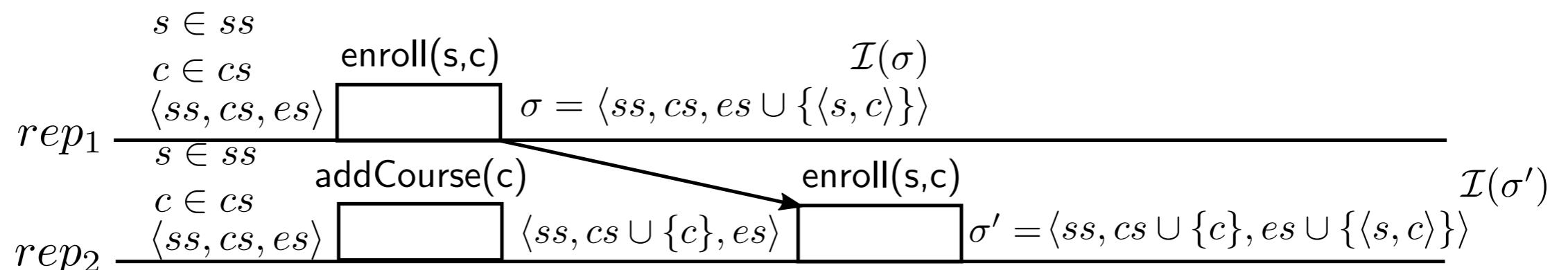
\mathcal{P} -R-Commutativity



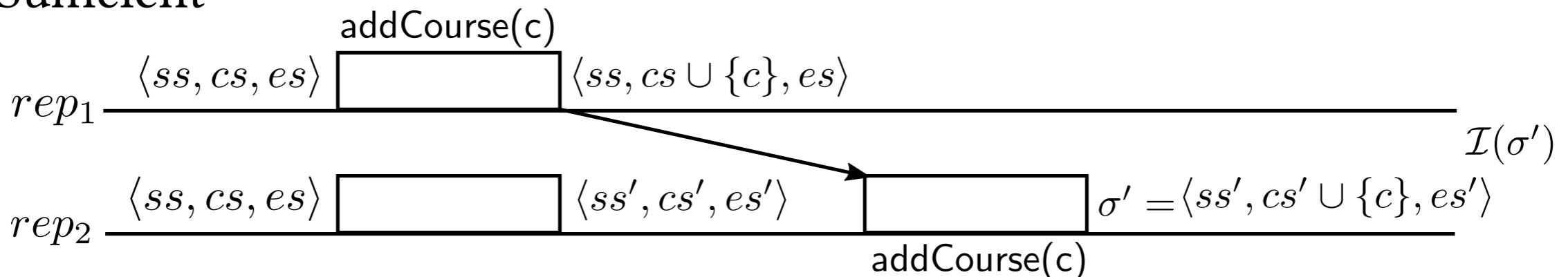
\mathcal{I} -Sufficient



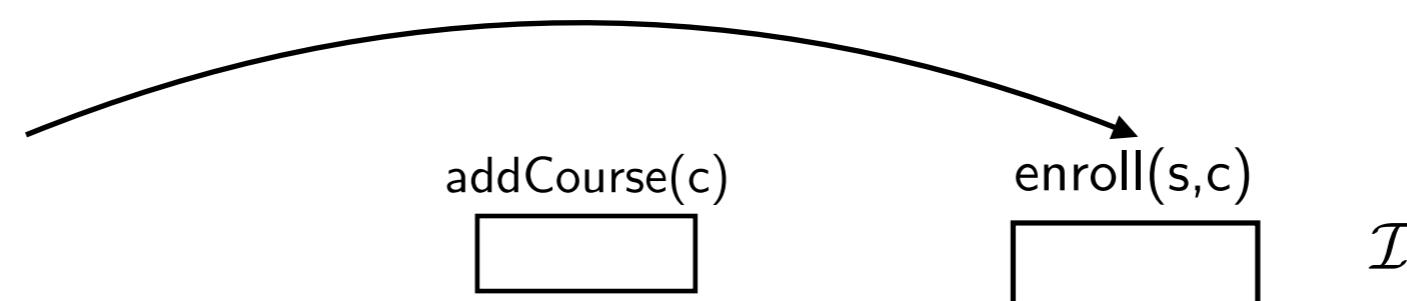
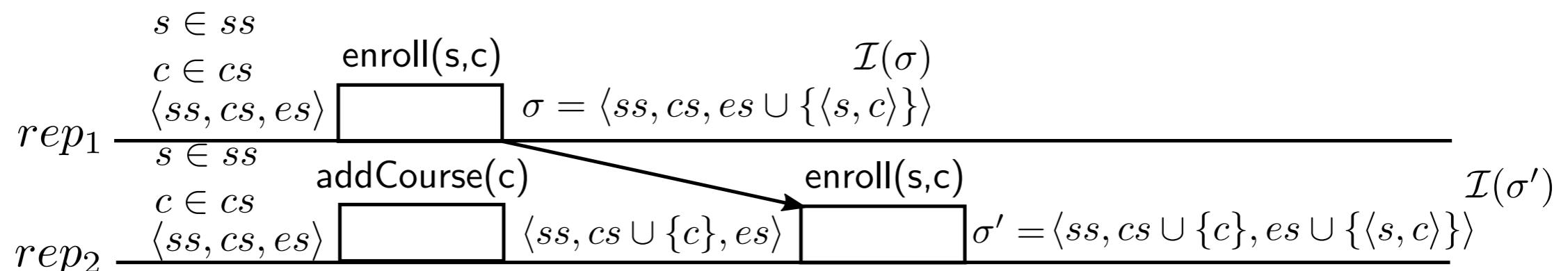
\mathcal{P} -R-Commutativity



\mathcal{I} -Sufficient



\mathcal{P} -R-Commutativity



Concur and Conflict

Concur and Conflict

\mathcal{S} -commute

Concur and Conflict

\mathcal{S} -commute

\mathcal{P} -concur

Concur and Conflict

\mathcal{S} -commute

\mathcal{P} -concur

Concur

\mathcal{S} -commute \wedge \mathcal{P} -concur

Concur and Conflict

\mathcal{S} -commute

\mathcal{P} -concur

Concur

\mathcal{S} -commute \wedge \mathcal{P} -concur

Conflict

\neg Concur

Concur and Conflict

\mathcal{S} -commute

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✗	✓
e	✓	✓	✓	✓	✓
d	✓	✗	✓	✓	✓
q	✓	✓	✓	✓	✓

\mathcal{P} -concur

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✓	✓
e	✓	✓	✓	✗	✓
d	✓	✓	✗	✓	✓
q	✓	✓	✓	✓	✓

Concur

\mathcal{S} -commute \wedge \mathcal{P} -concur

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✗	✓
e	✓	✓	✓	✗	✓
d	✓	✗	✗	✓	✓
q	✓	✓	✓	✓	✓

Conflict

\neg Concur

Concur and Conflict

\mathcal{S} -commute

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✗	✓
e	✓	✓	✓	✓	✓
d	✓	✗	✓	✓	✓
q	✓	✓	✓	✓	✓

\mathcal{P} -concur

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✓	✓
e	✓	✓	✓	✗	✓
d	✓	✓	✗	✓	✓
q	✓	✓	✓	✓	✓

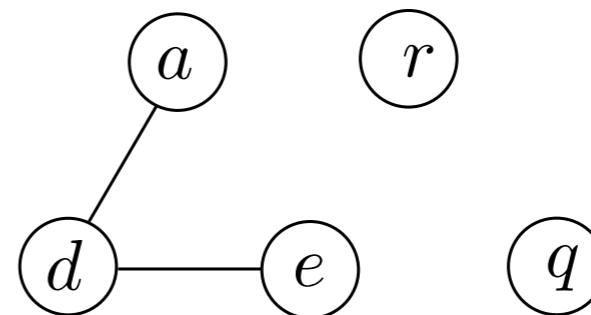
Concur

\mathcal{S} -commute \wedge \mathcal{P} -concur

	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✗	✓
e	✓	✓	✓	✗	✓
d	✓	✗	✗	✓	✓
q	✓	✓	✓	✓	✓

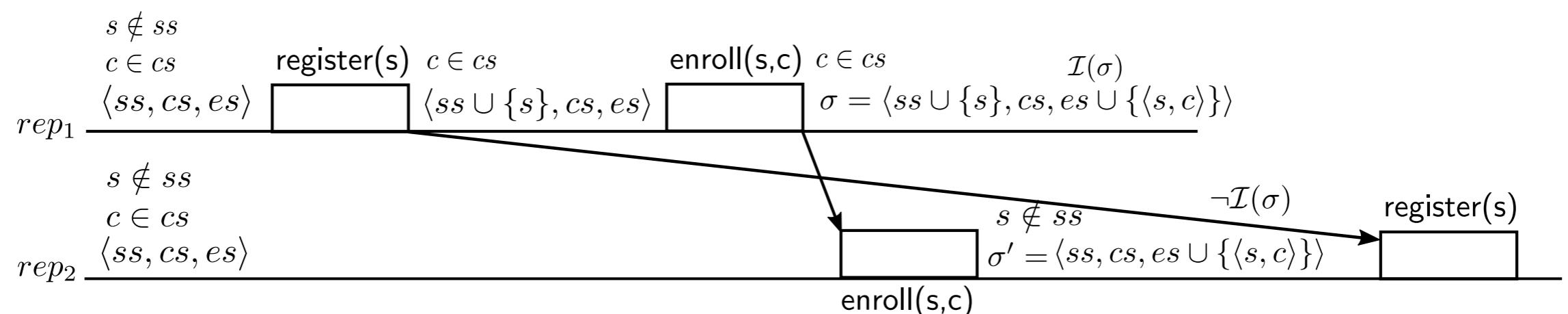
Conflict

\neg Concur



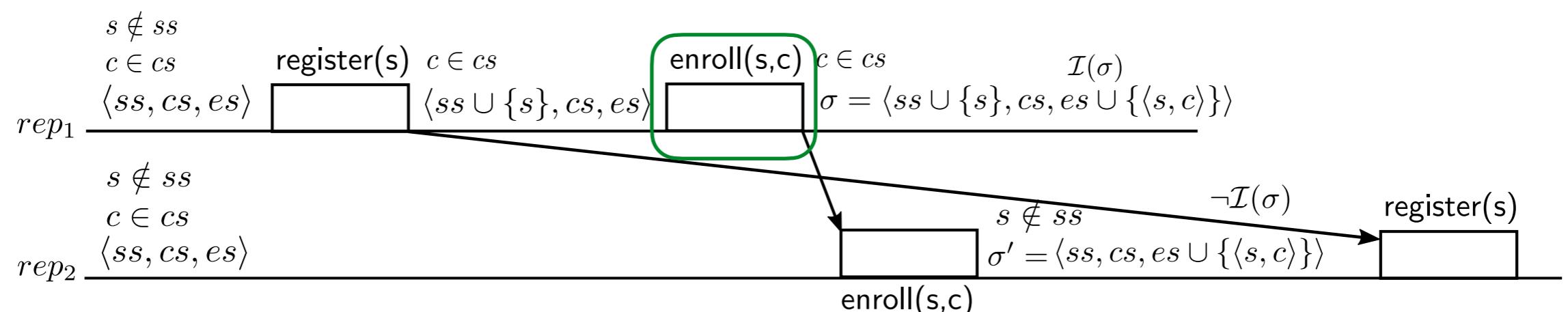
Dependence

Dependence



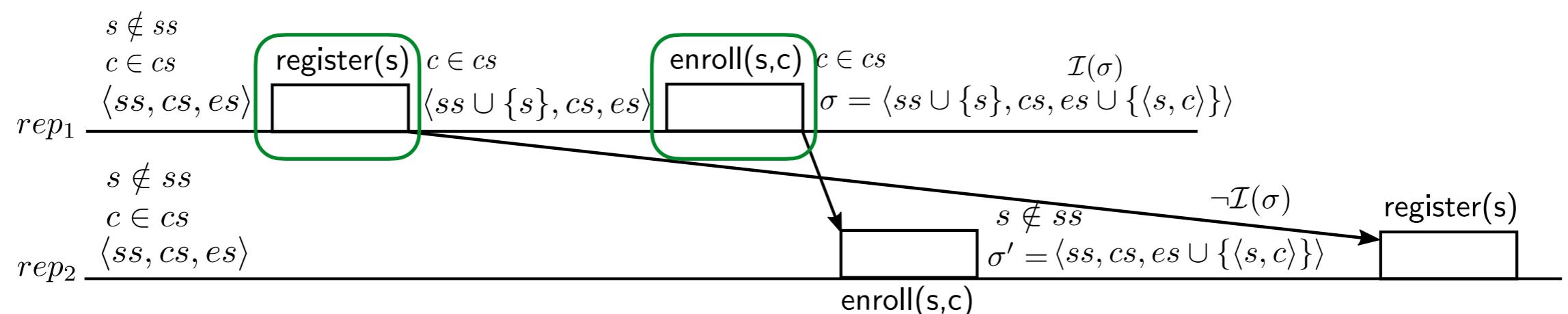
Dependence

Dependence



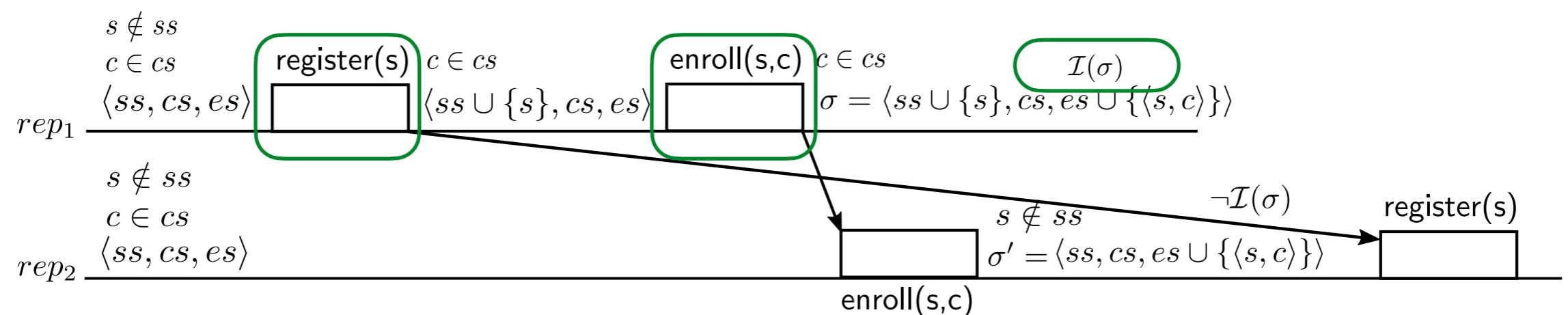
Dependence

Dependence



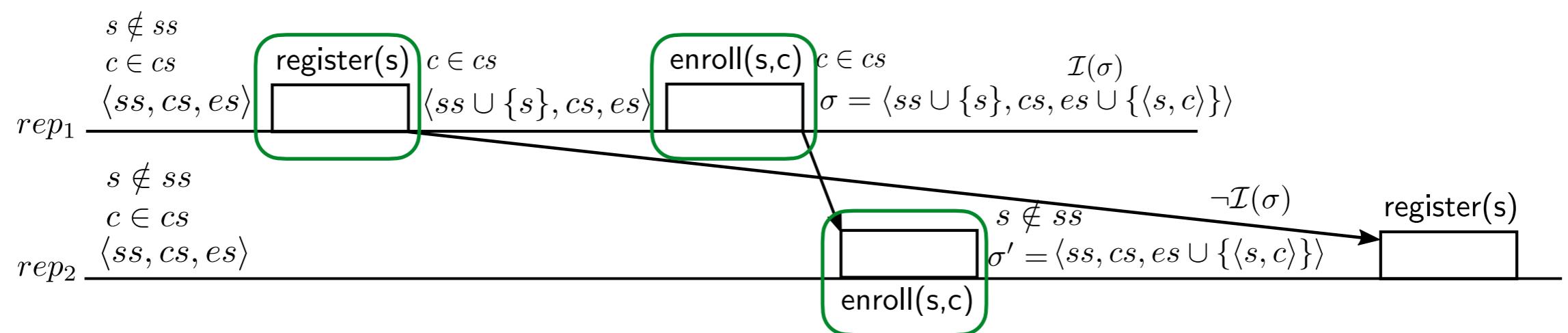
Dependence

Dependence



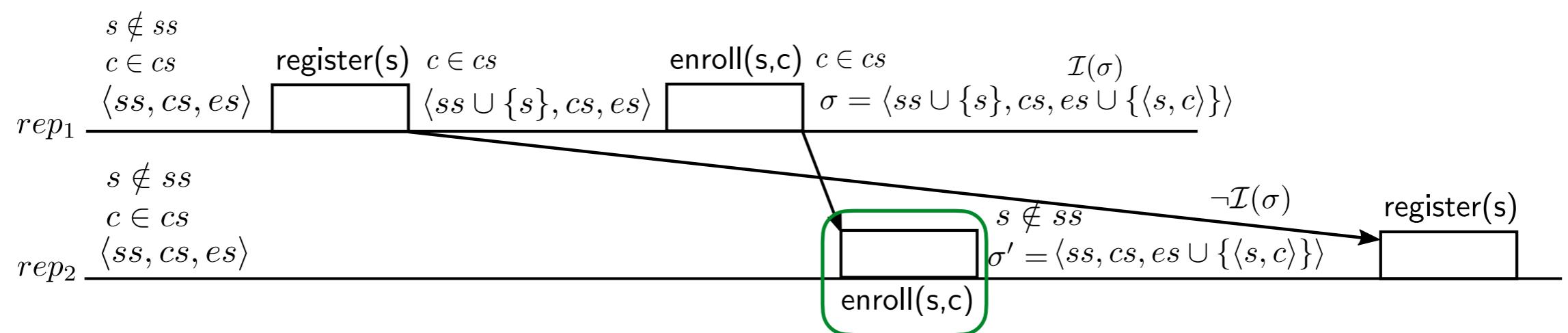
Dependence

Dependence



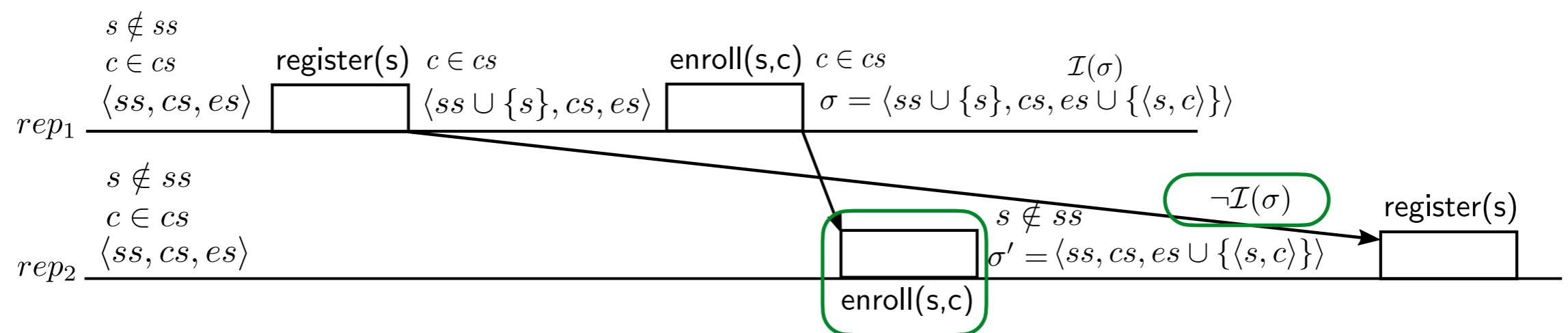
Dependence

Dependence



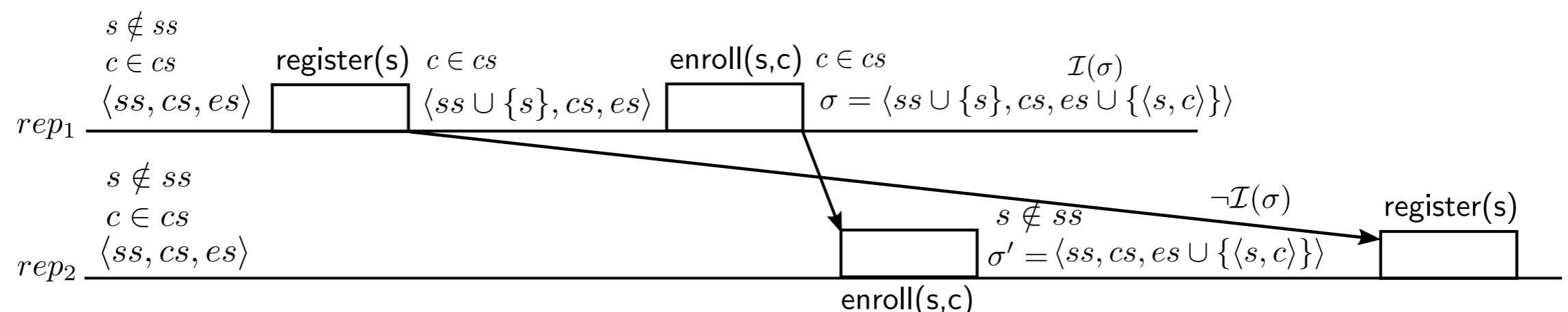
Dependence

Dependence



Dependence

Dependence

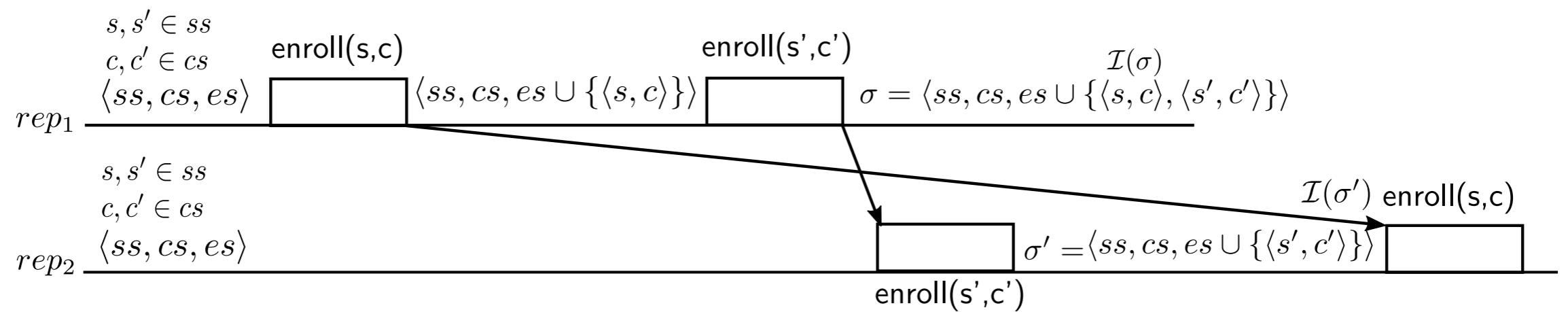


Independence

\mathcal{I} -Sufficient

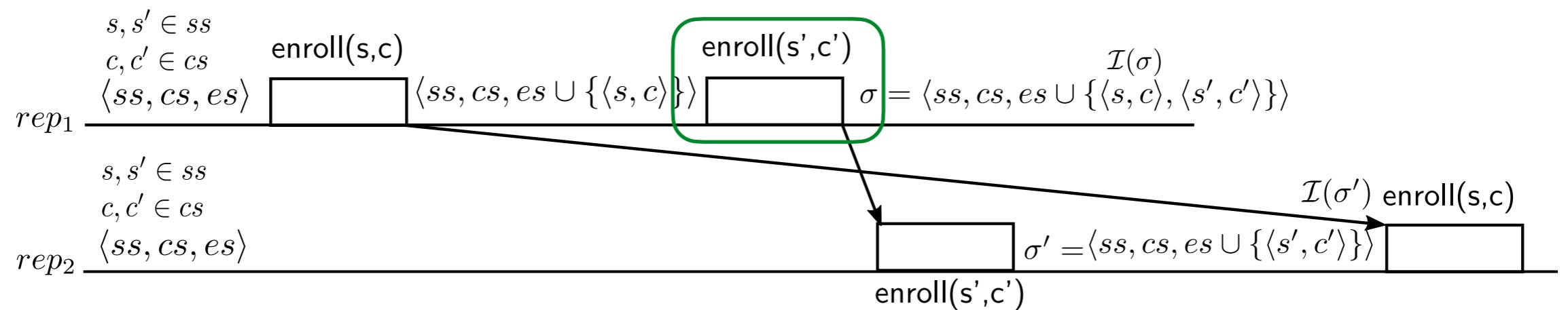
Independence

\mathcal{P} -L-commute



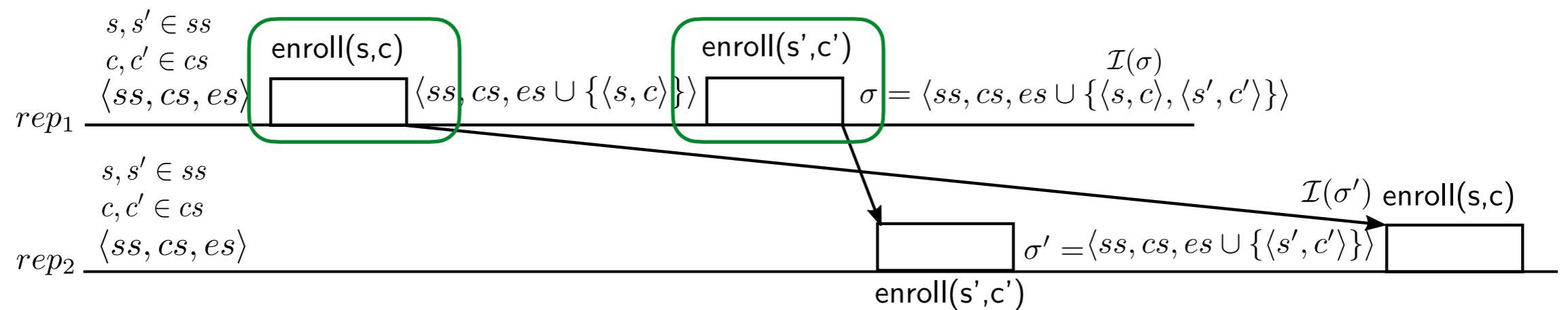
Independence

\mathcal{P} -L-commute



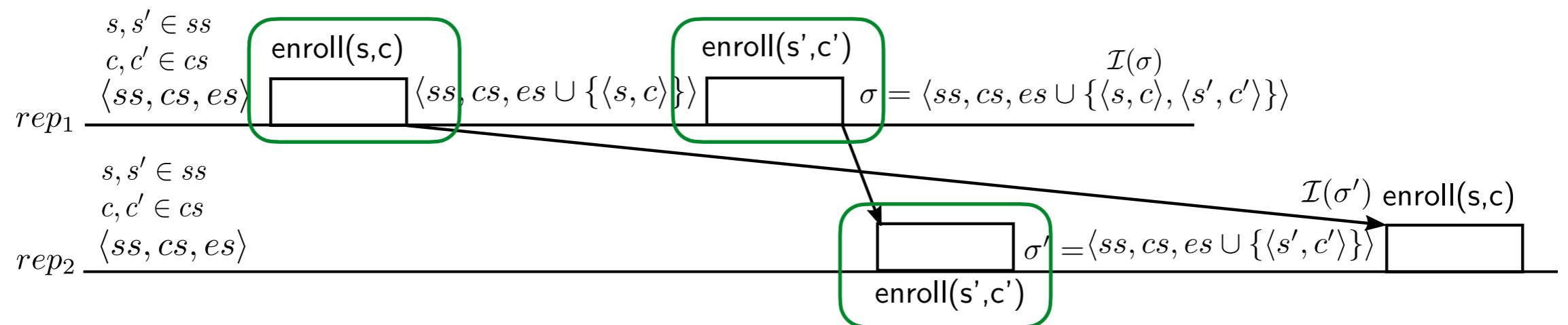
Independence

\mathcal{P} -L-commute



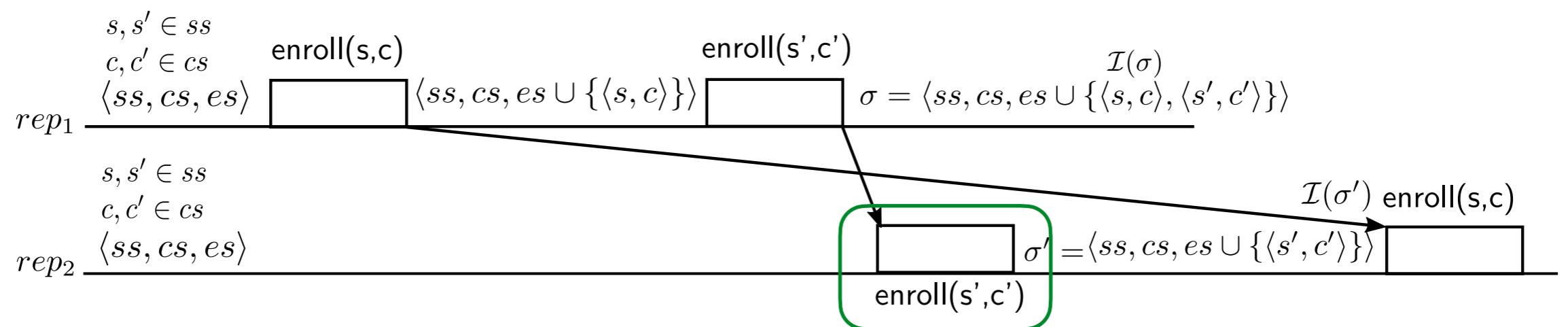
Independence

\mathcal{P} -L-commute



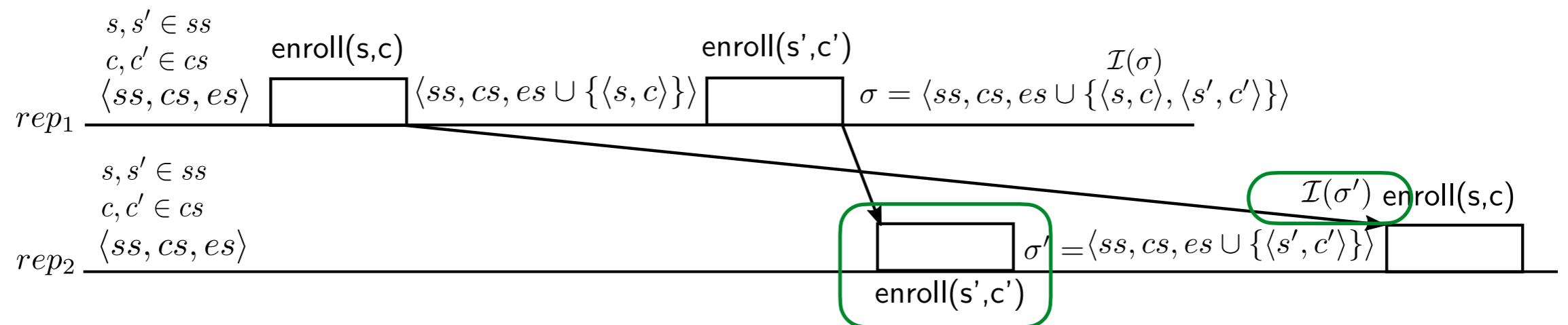
Independence

\mathcal{P} -L-commute



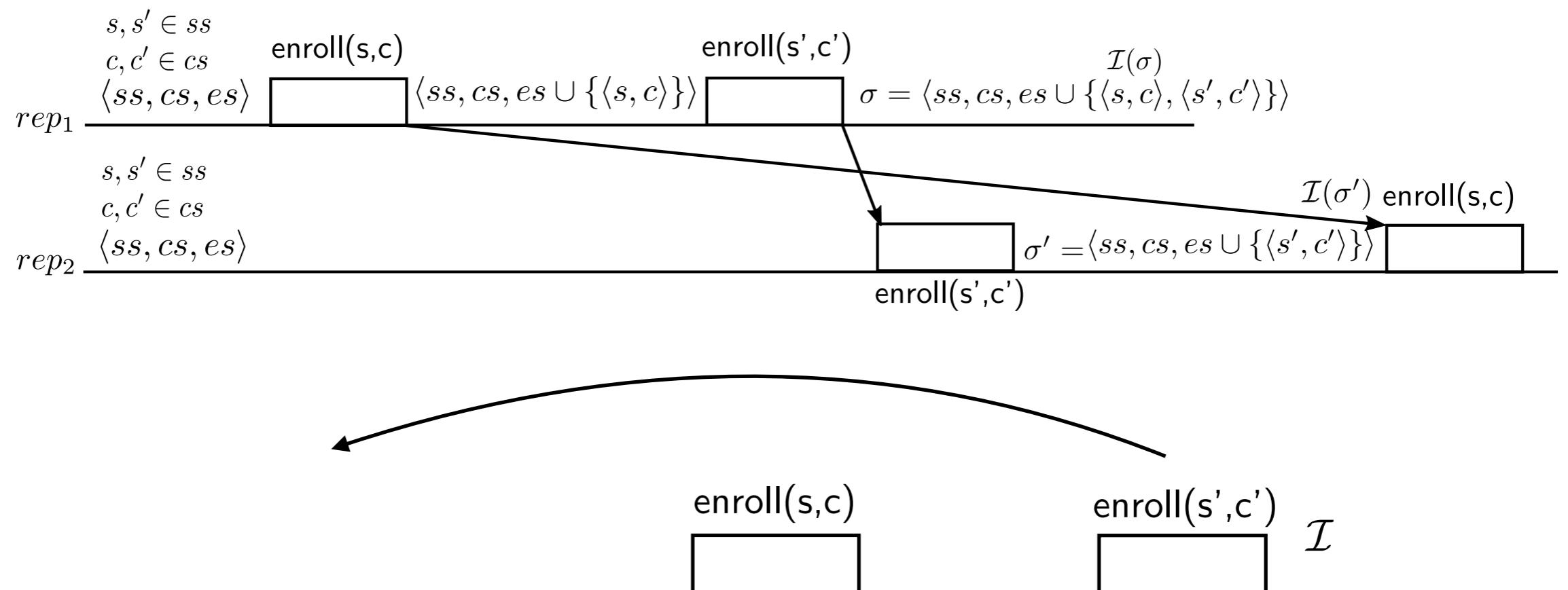
Independence

\mathcal{P} -L-commute



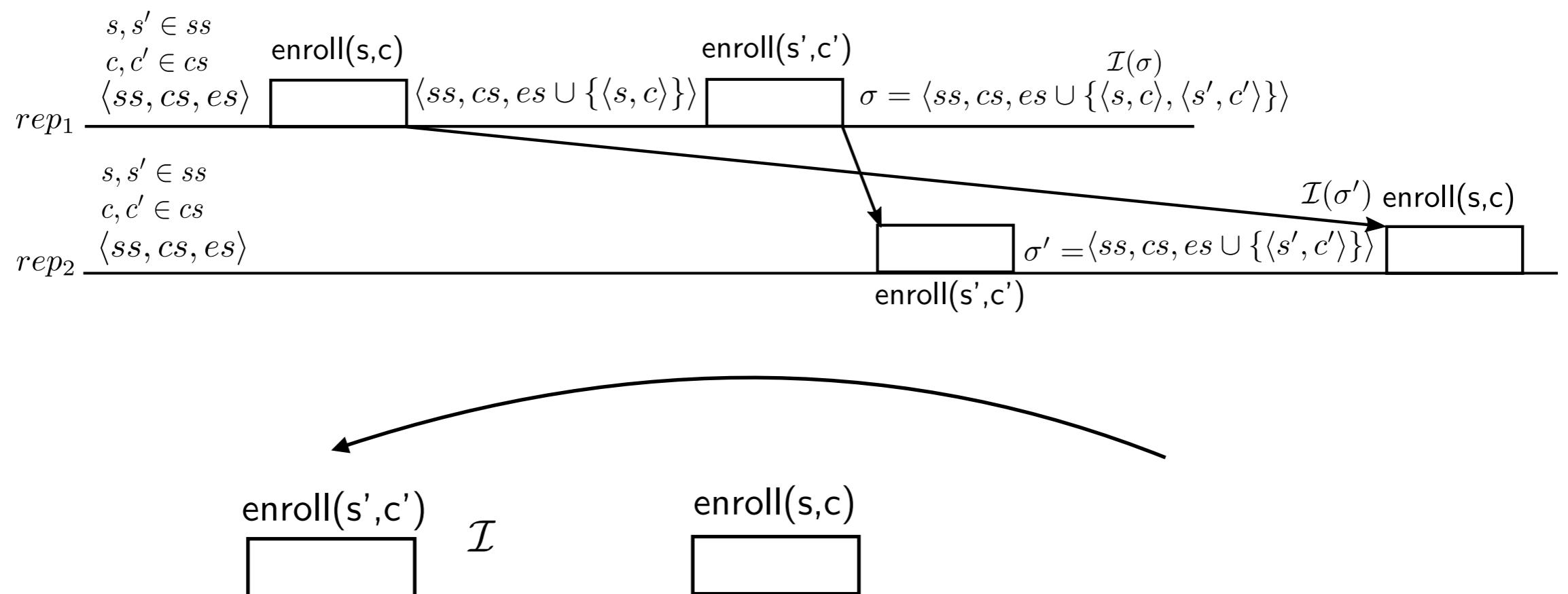
Independence

\mathcal{P} -L-commute



Independence

\mathcal{P} -L-commute



Dependence

Dependence

Independent

\mathcal{I} -Sufficient $\vee \mathcal{P}$ -L-commute

Dependence

Independent

\mathcal{I} -Sufficient $\vee \mathcal{P}$ -L-commute

Dependent

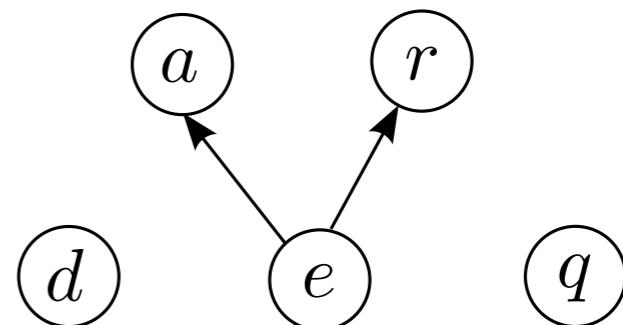
\neg Independent

Dependence

Independent
 \mathcal{I} -Sufficient $\vee \mathcal{P}$ -L-commute

Dependent
 \neg Independent

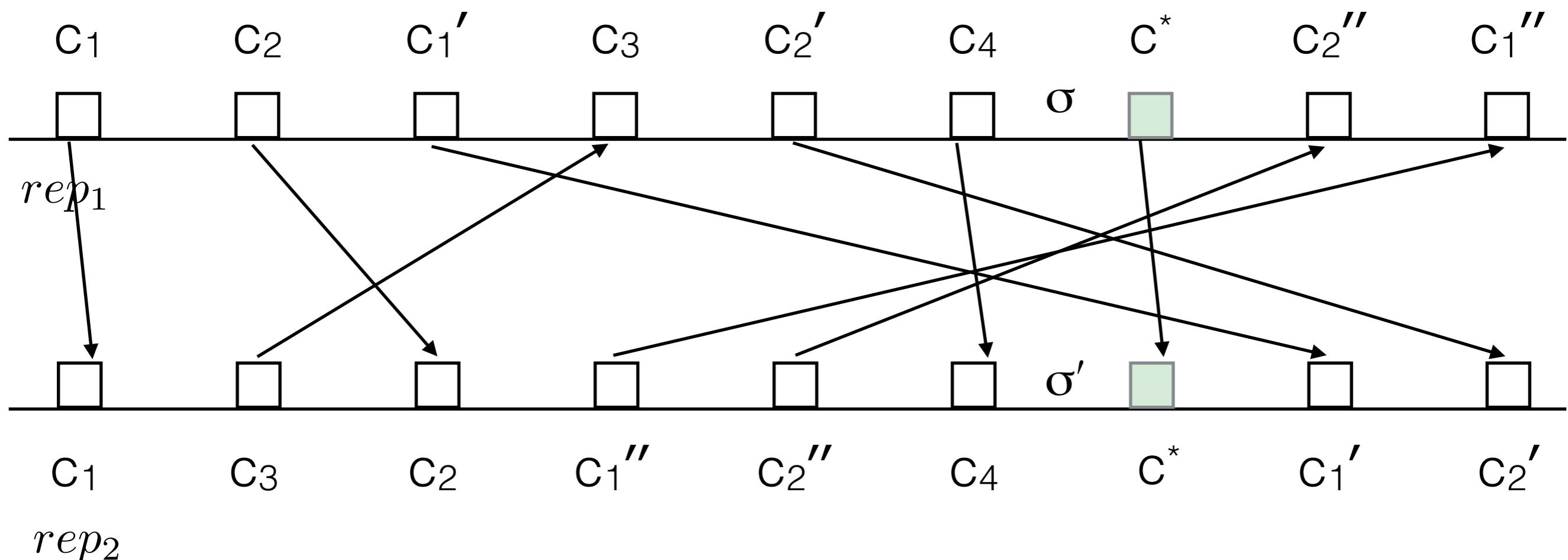
	r	a	e	d	q
r	✓	✓	✓	✓	✓
a	✓	✓	✓	✓	✓
e	✗	✗	✓	✓	✓
d	✓	✓	✓	✓	✓
q	✓	✓	✓	✓	✓



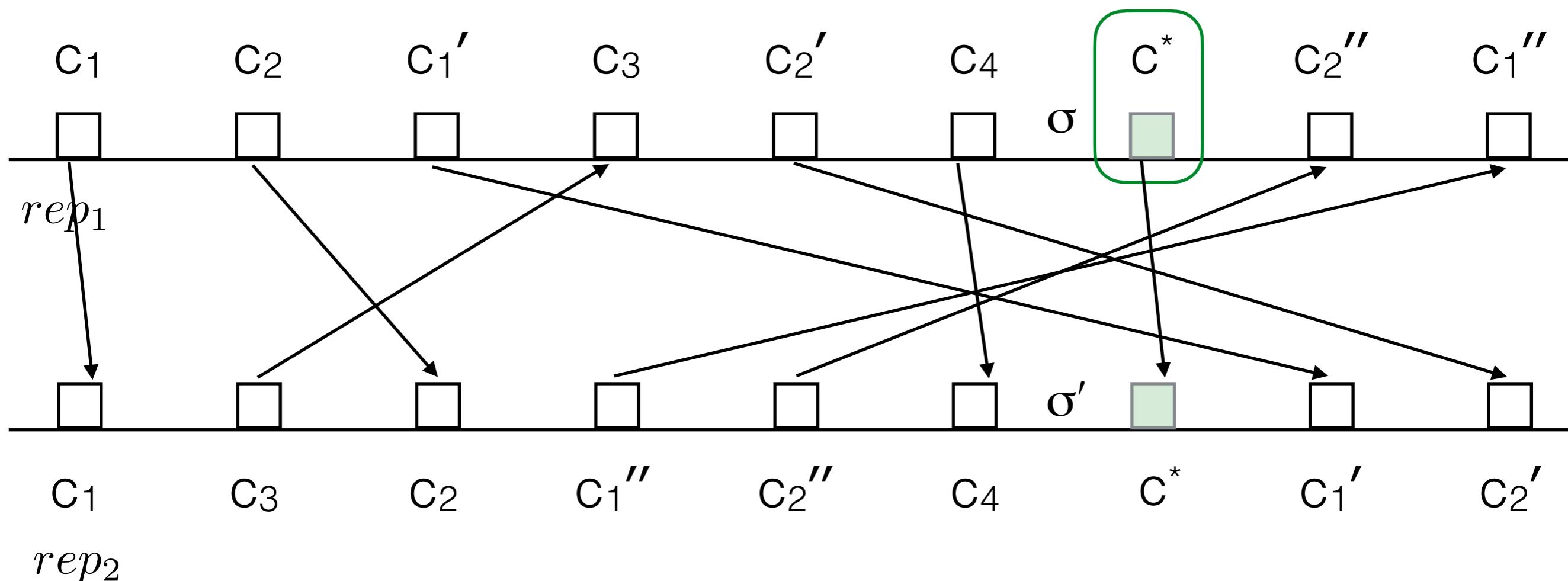
Well-coordination

- Well-coordination
 - Locally permissible
 - Conflict-synchronizing
 - Dependency-preserving
- Theorem:
Well-coordination
is sufficient for
integrity and convergence.

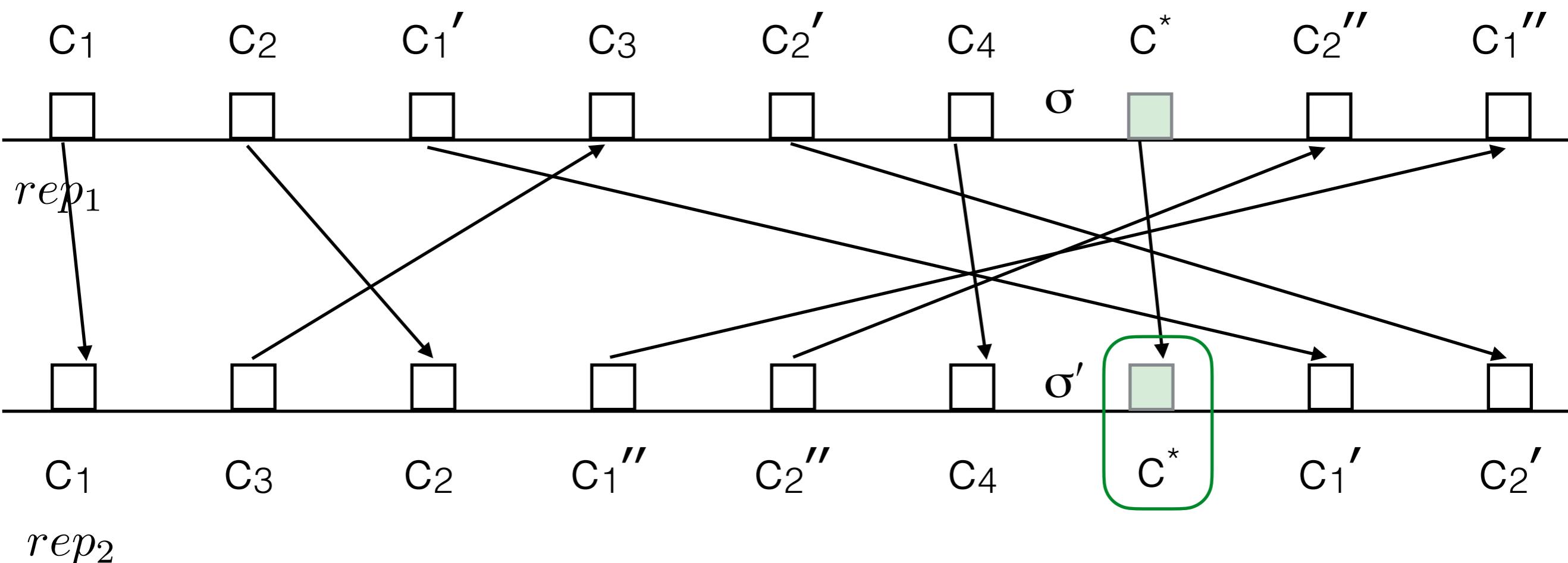
Well-coordination



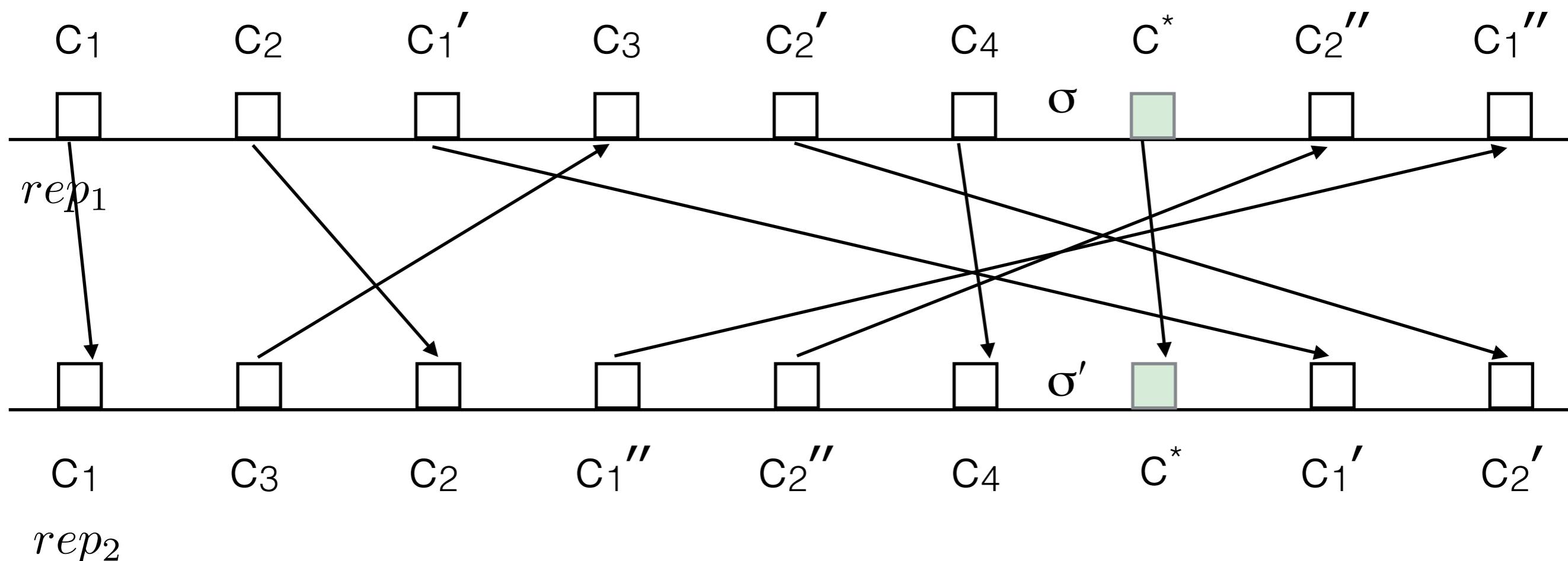
Well-coordination



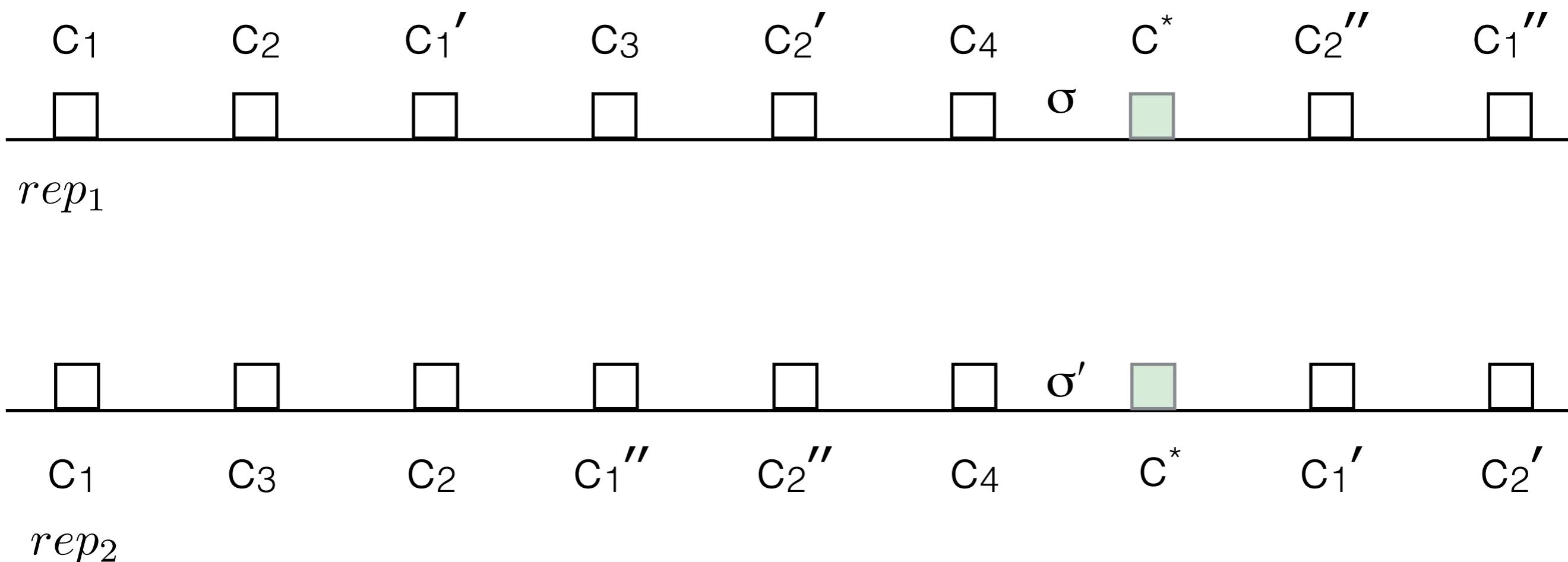
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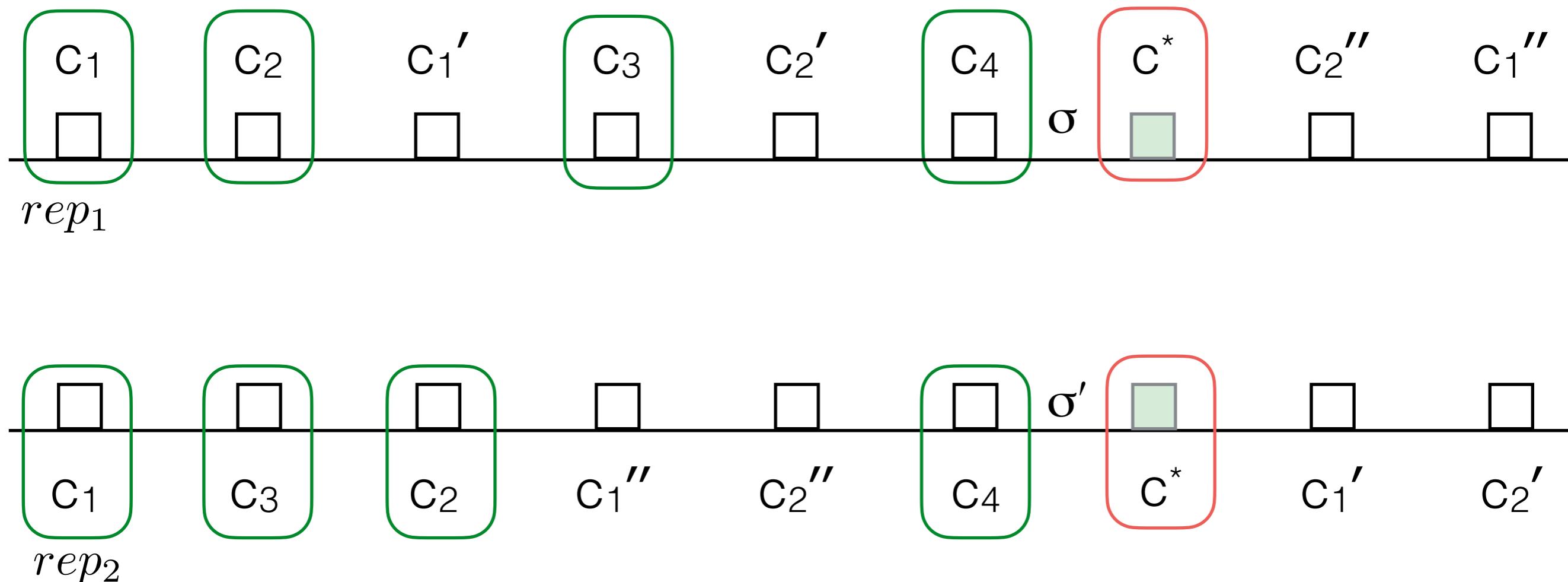
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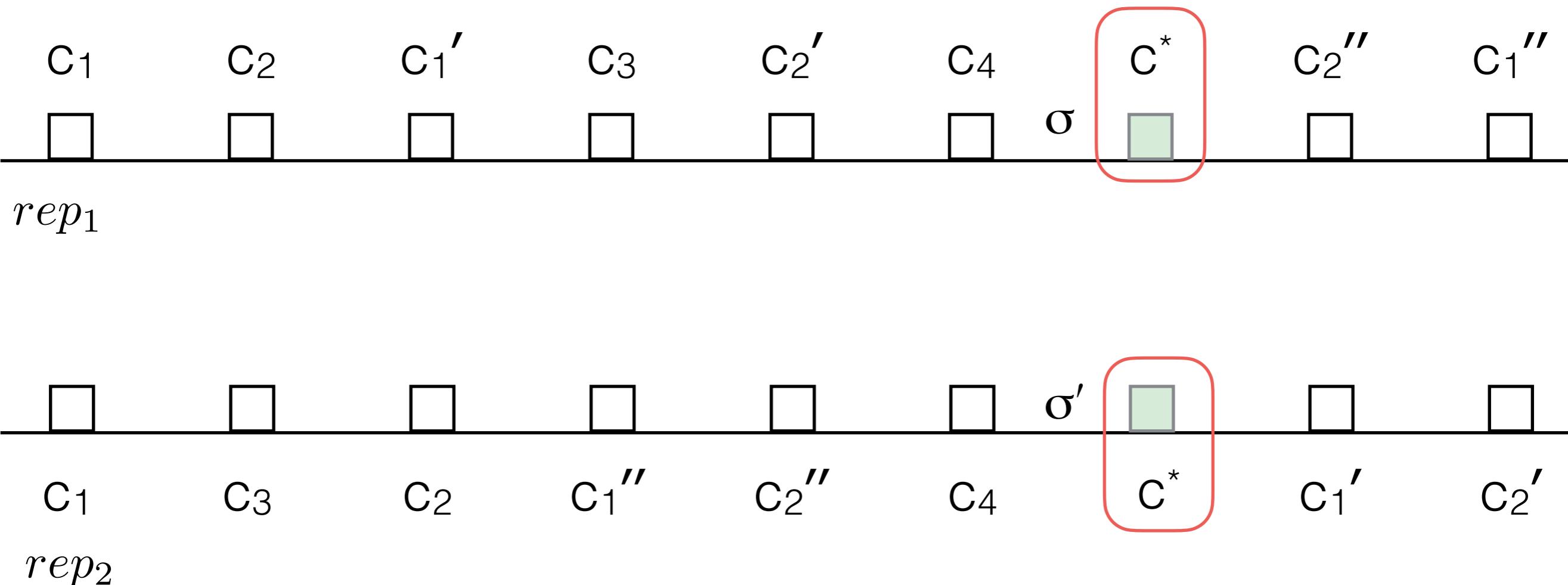
Well-coordination



Well-coordination

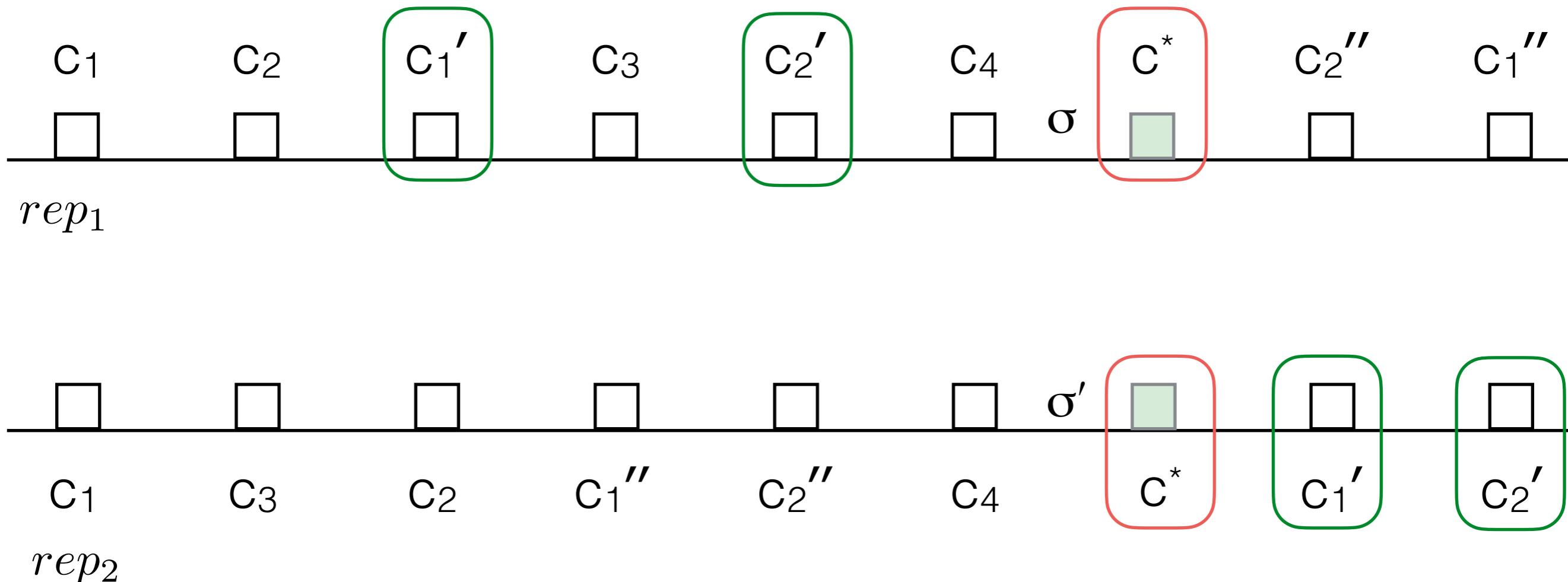


Well-coordination

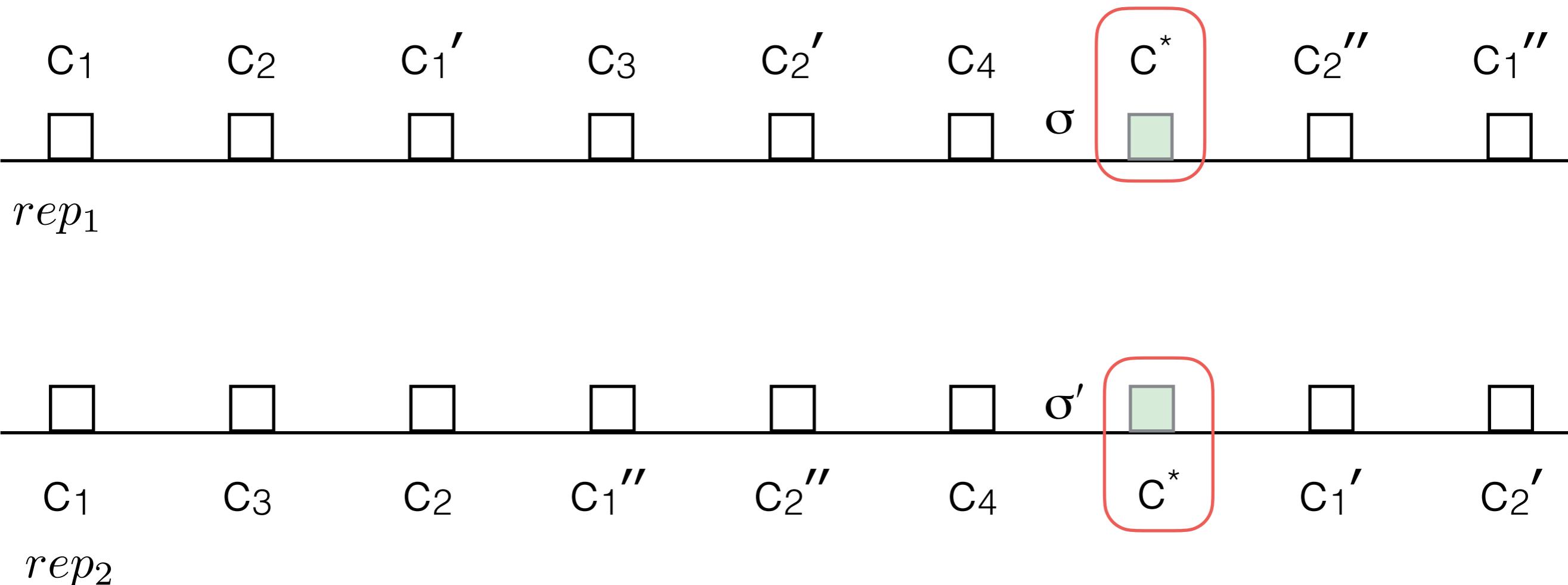


Well-coordination

\mathcal{P} -L-Commutativity

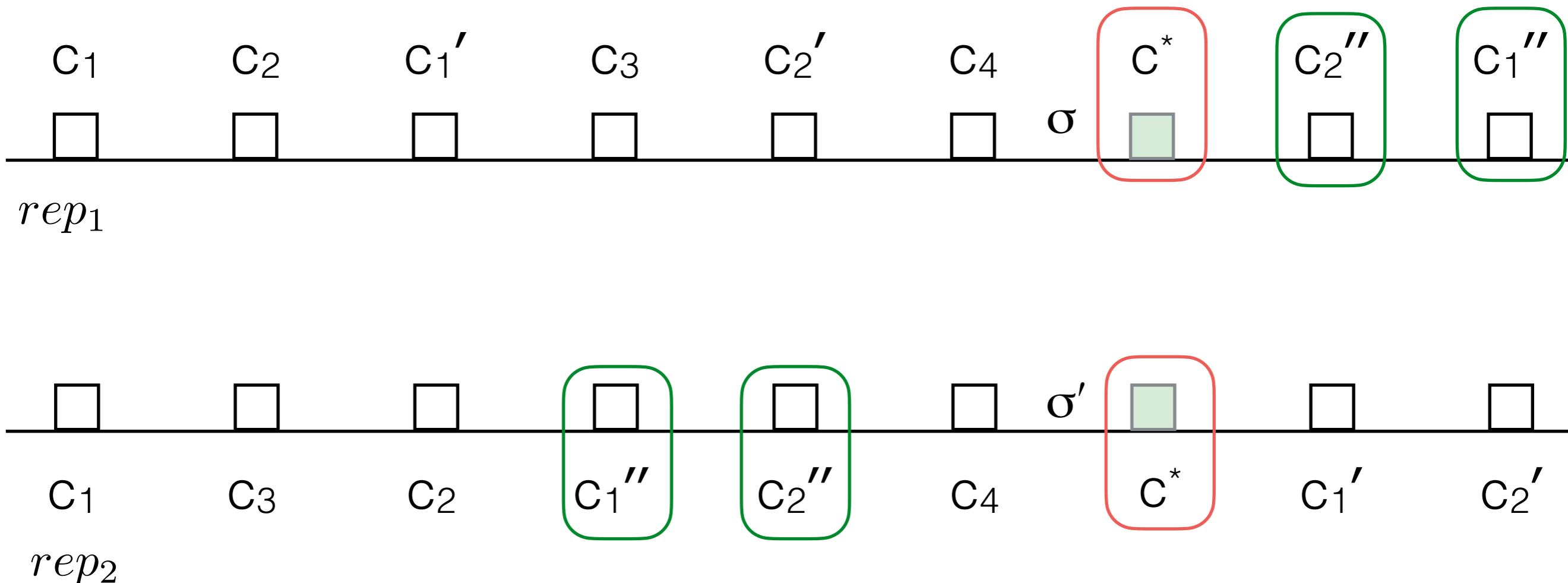


Well-coordination

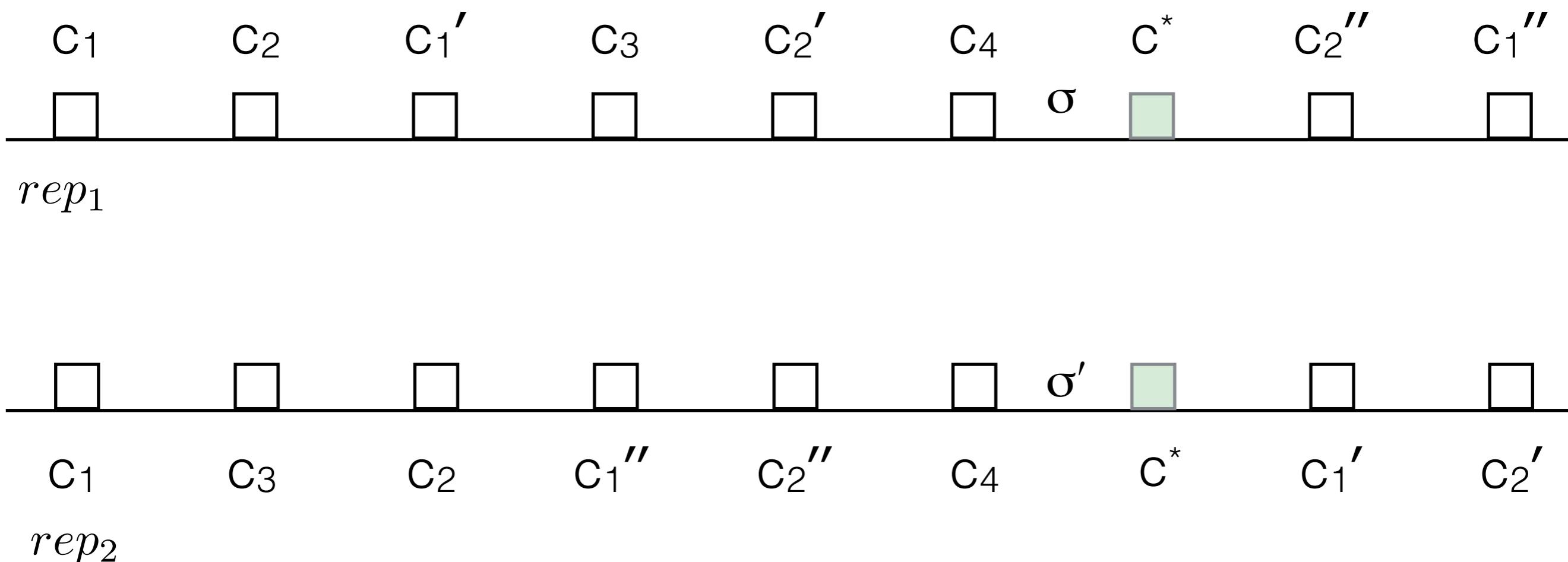


Well-coordination

\mathcal{P} -R-Commutativity

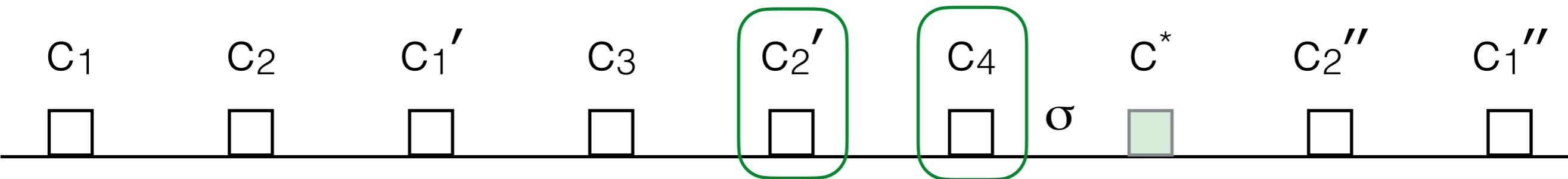


Well-coordination

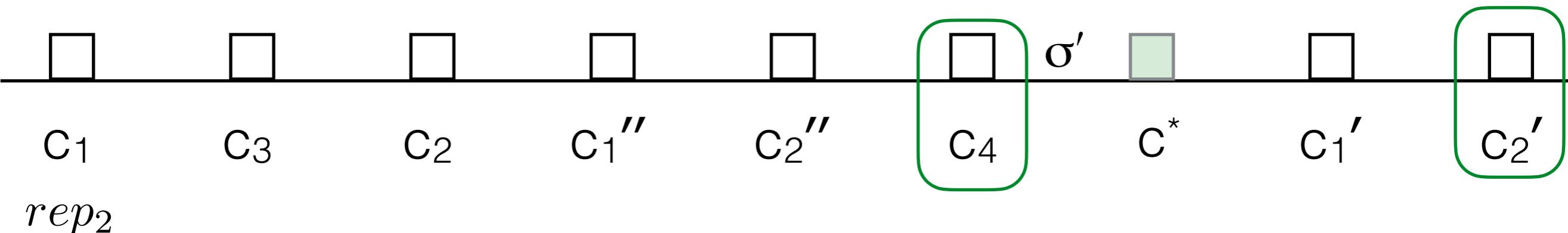


Well-coordination

S -commute



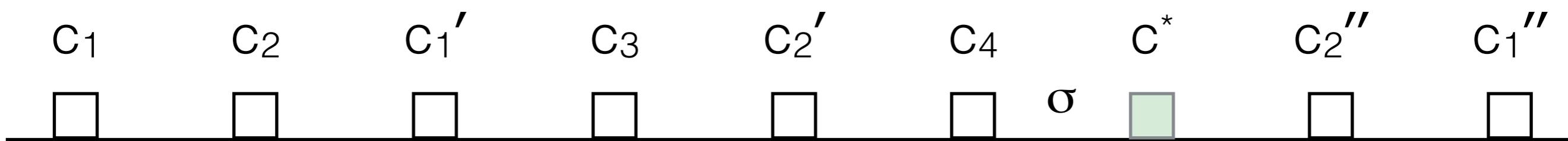
rep_1



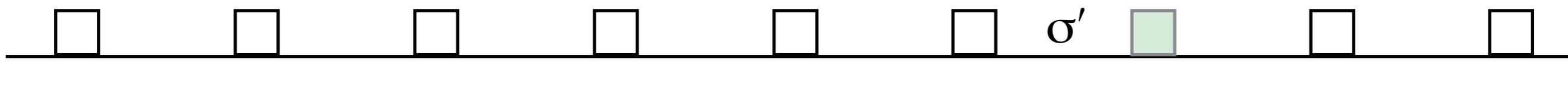
rep_2

Well-coordination

S -commute



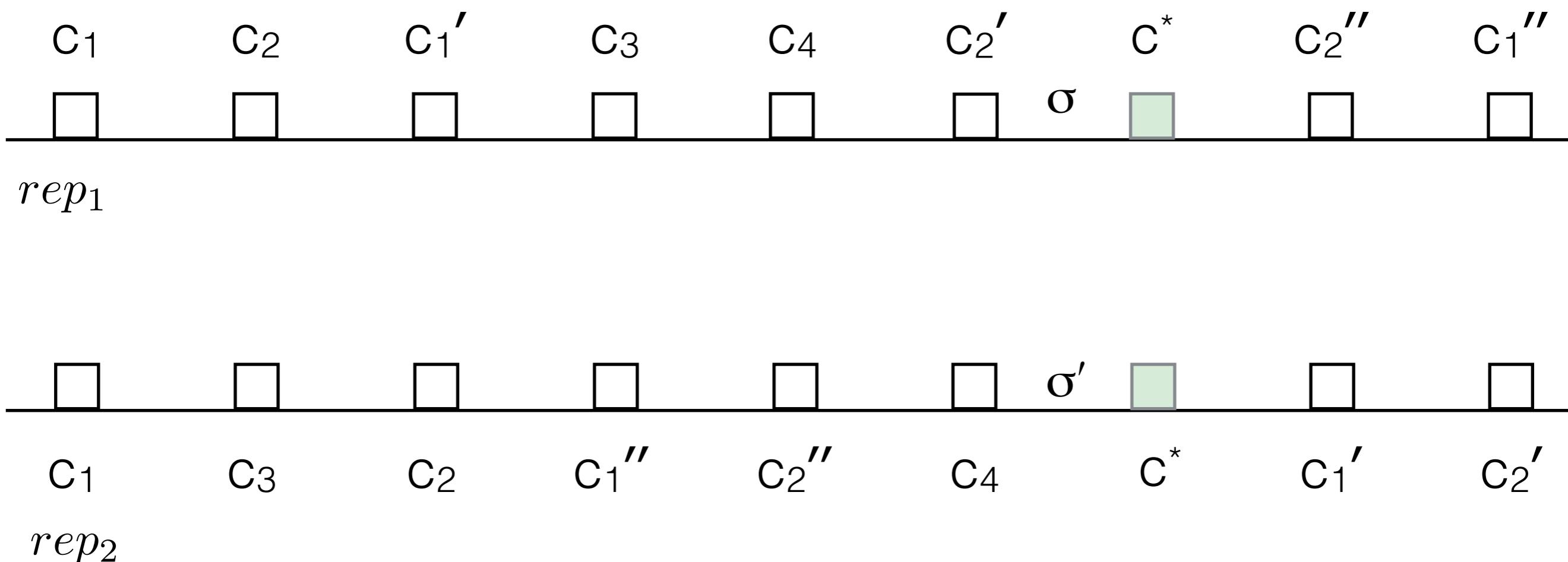
rep_1



rep_2

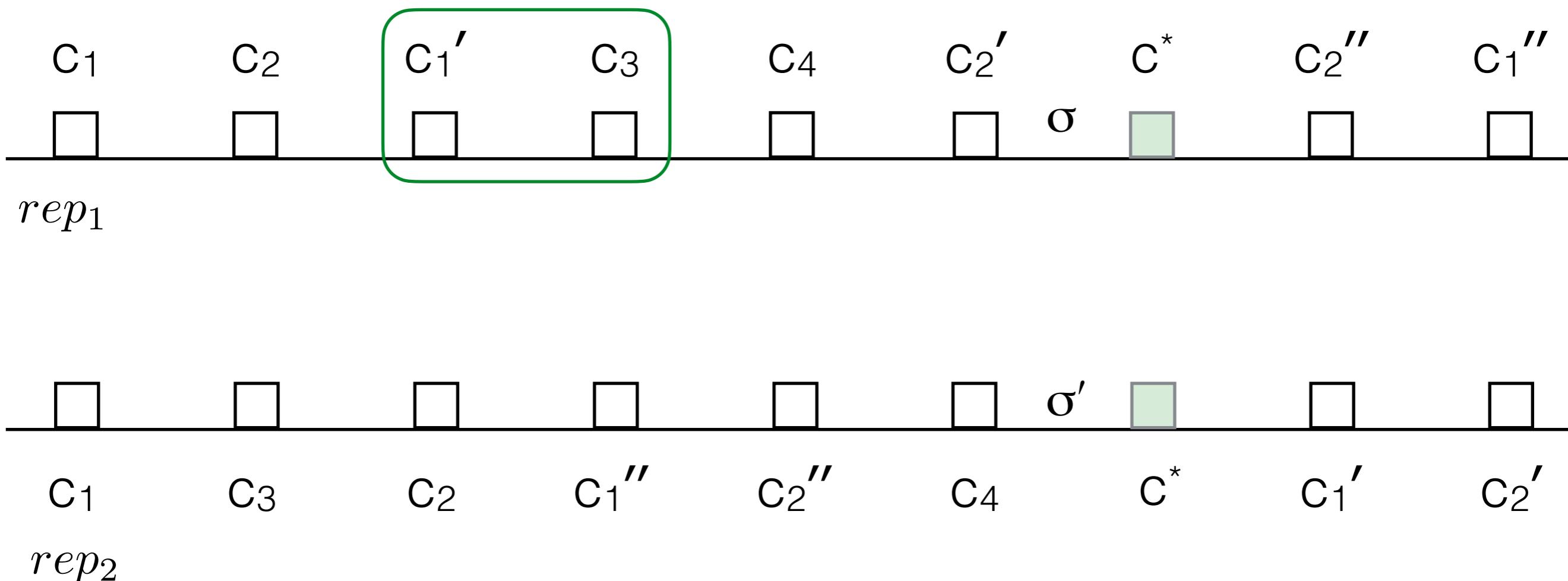
Well-coordination

S -commute



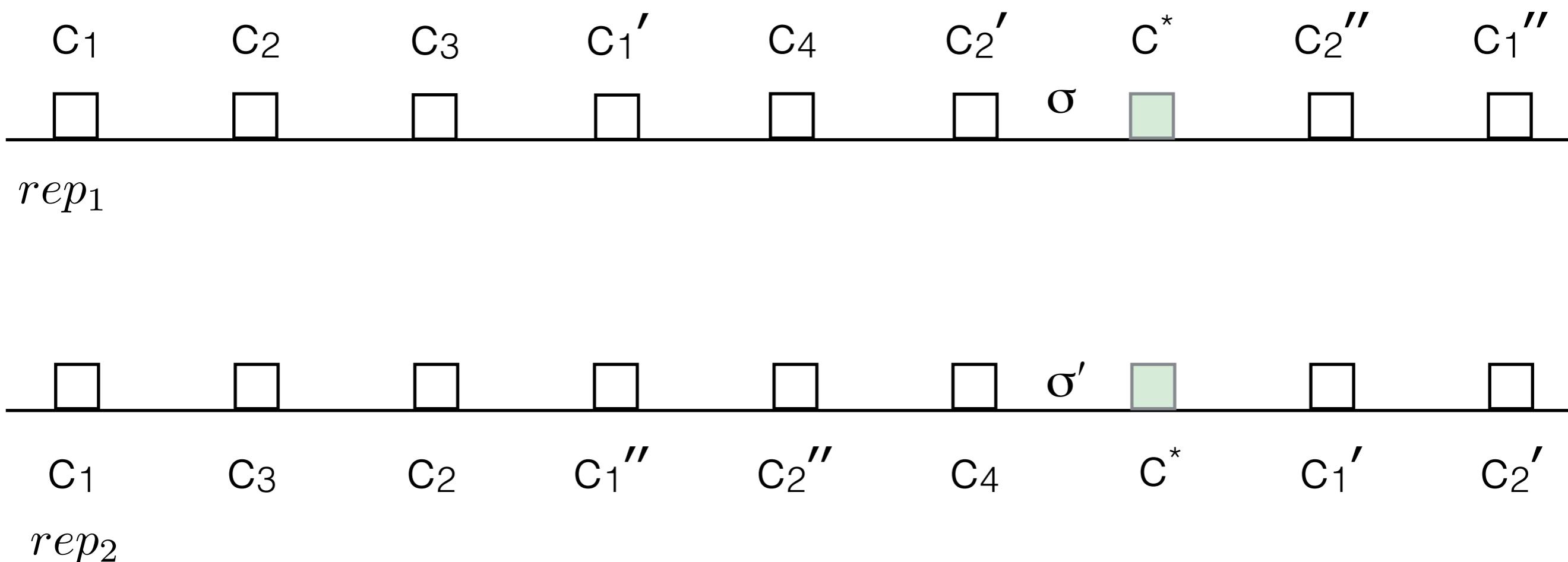
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S -commute



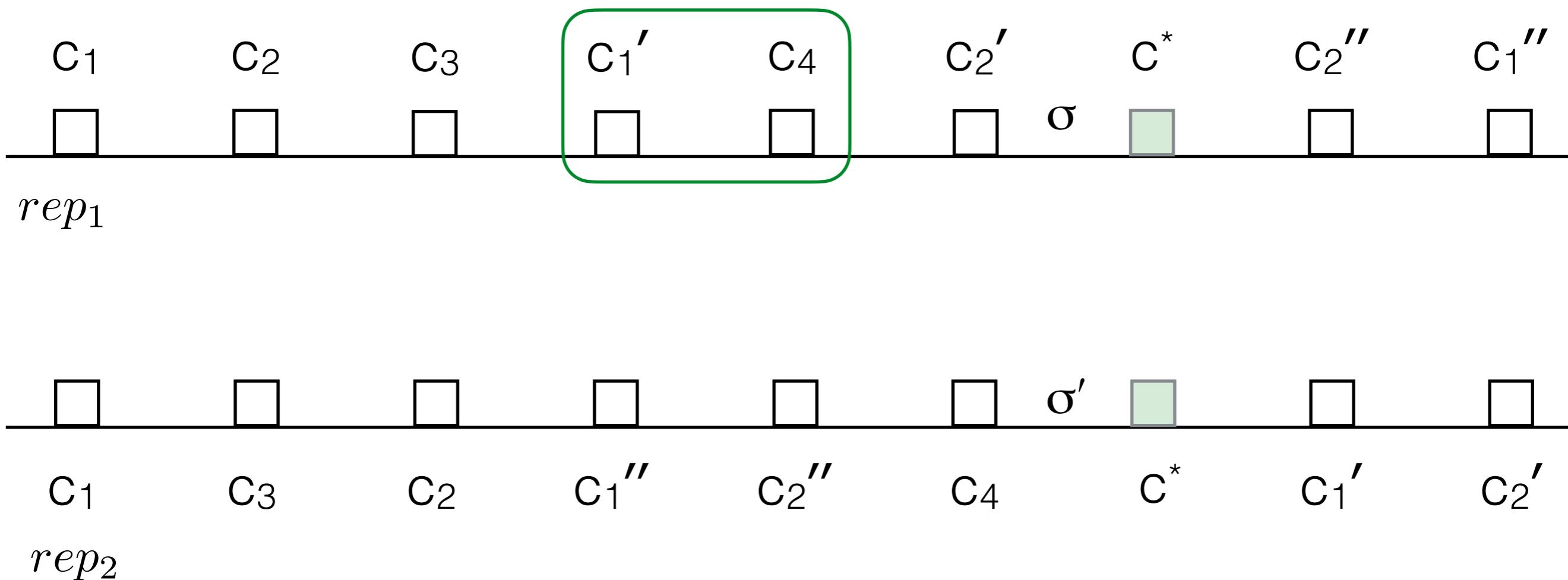
Well-coordination

S -commute



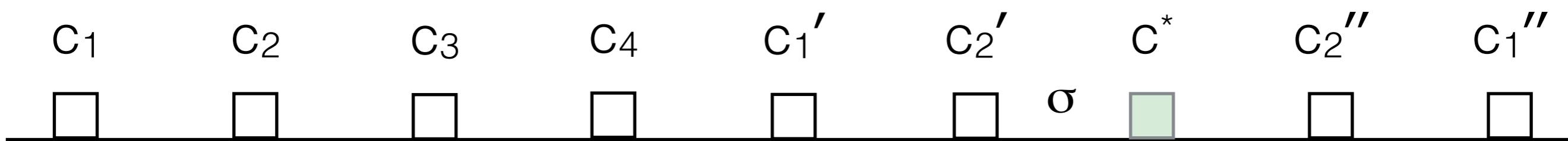
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S -commute

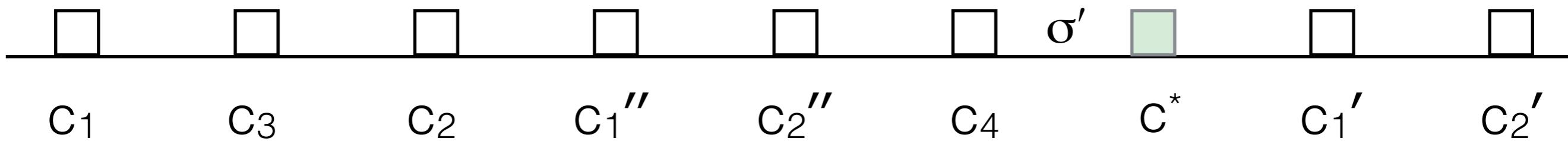


Well-coordination

S -commute



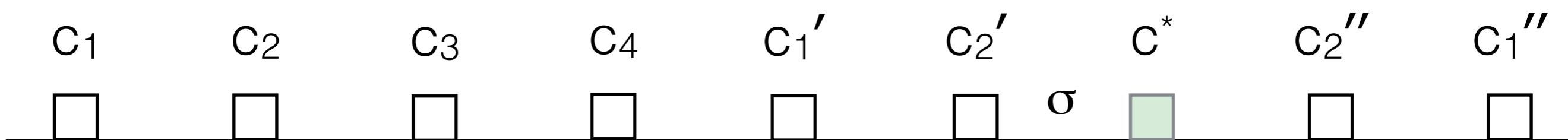
rep_1



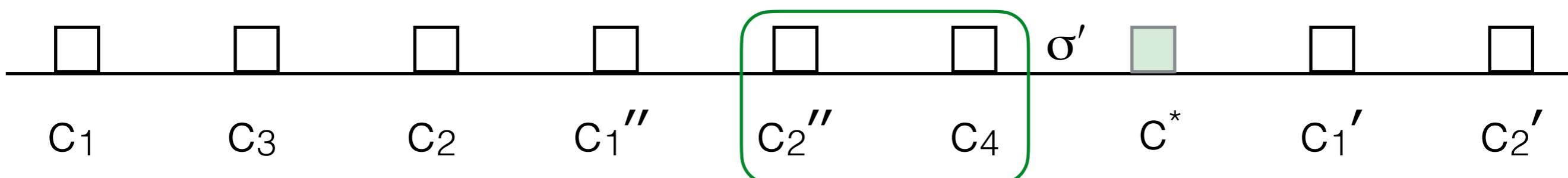
rep_2

Well-coordination

S -commute



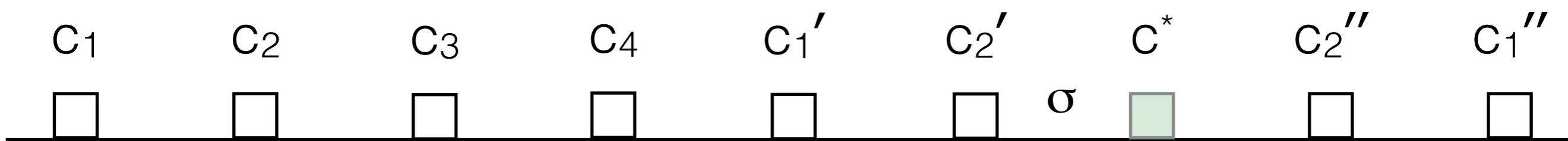
rep_1



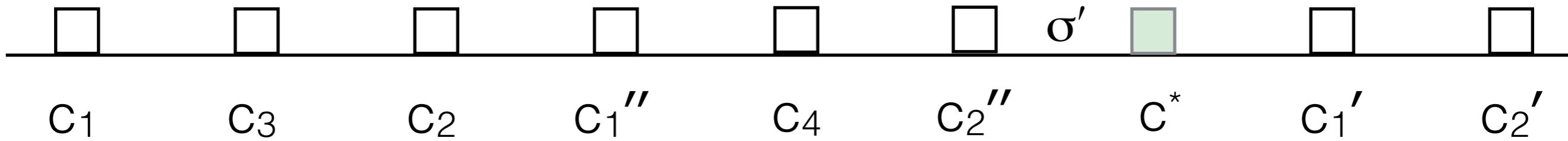
rep_2

Well-coordination

S -commute



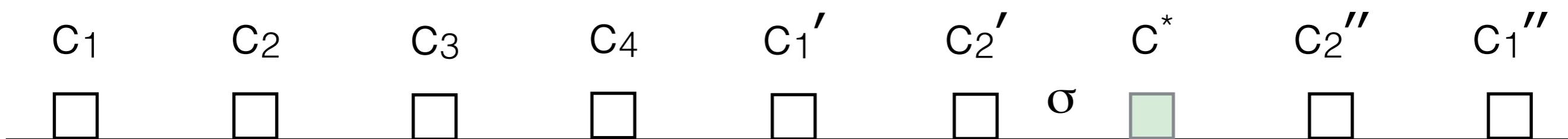
rep_1



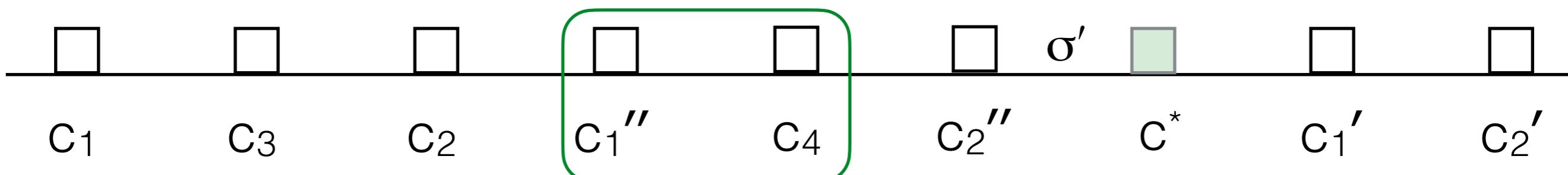
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Well-coordination

S -commute



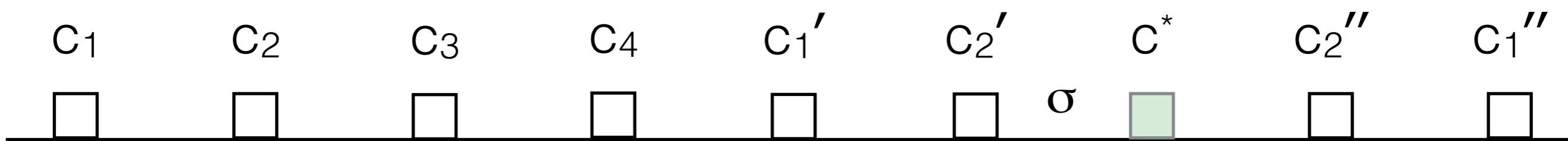
rep_1



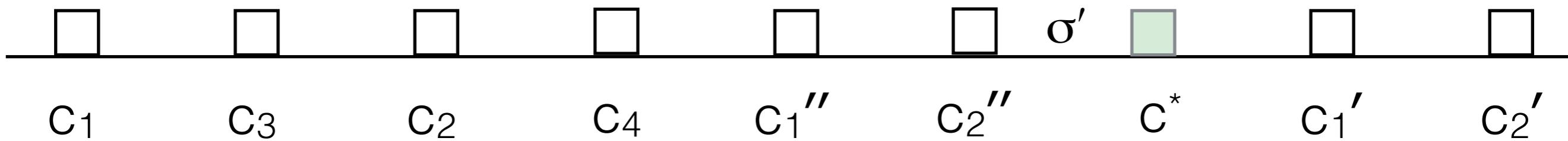
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Well-coordination

S -commute



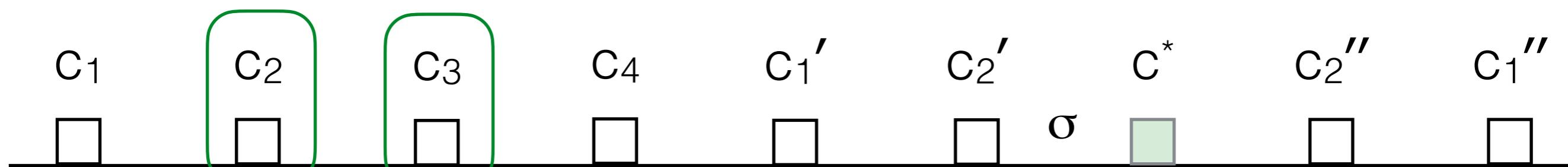
rep_1



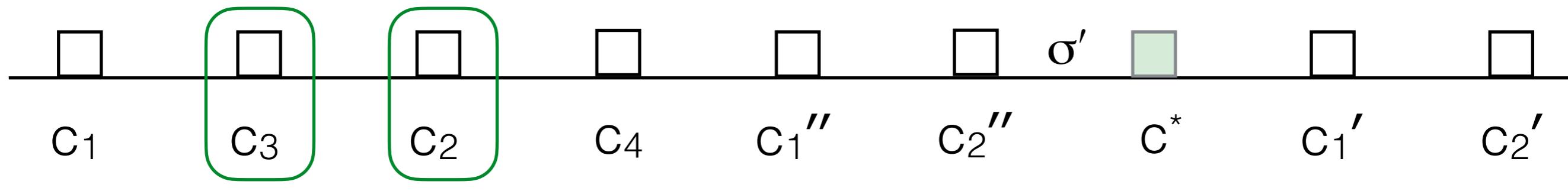
rep_2

Well-coordination

S -commute



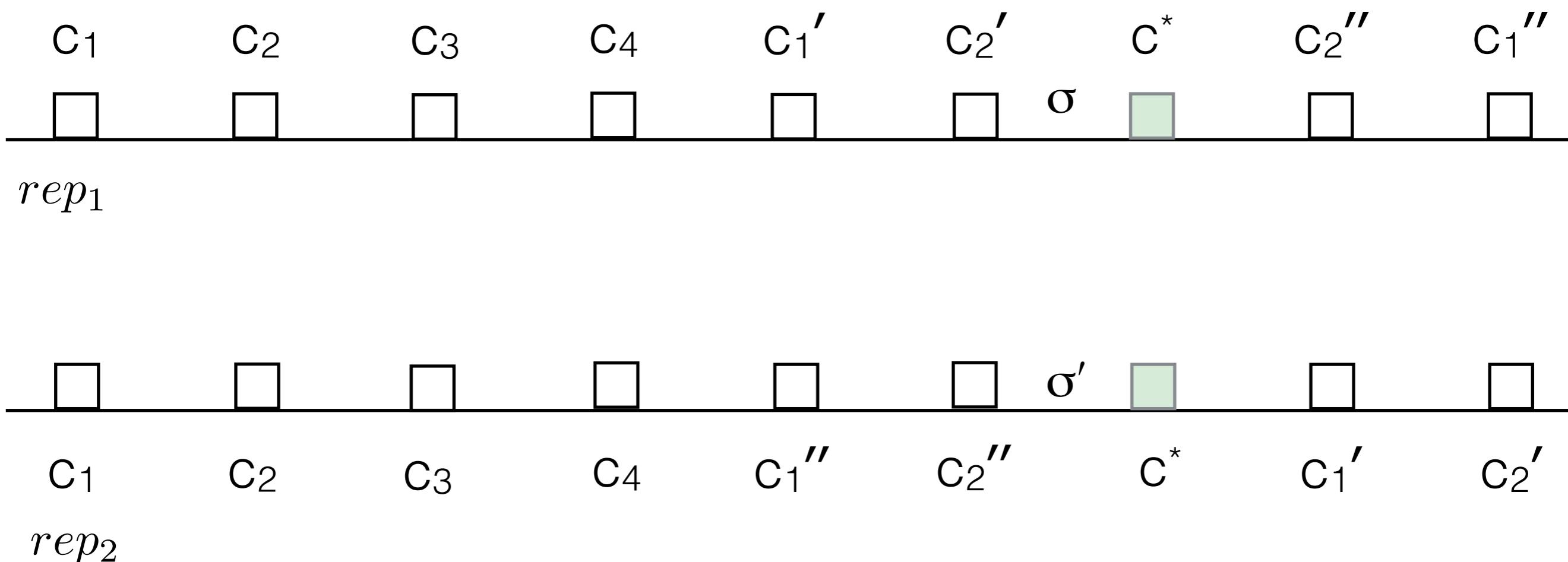
rep_1



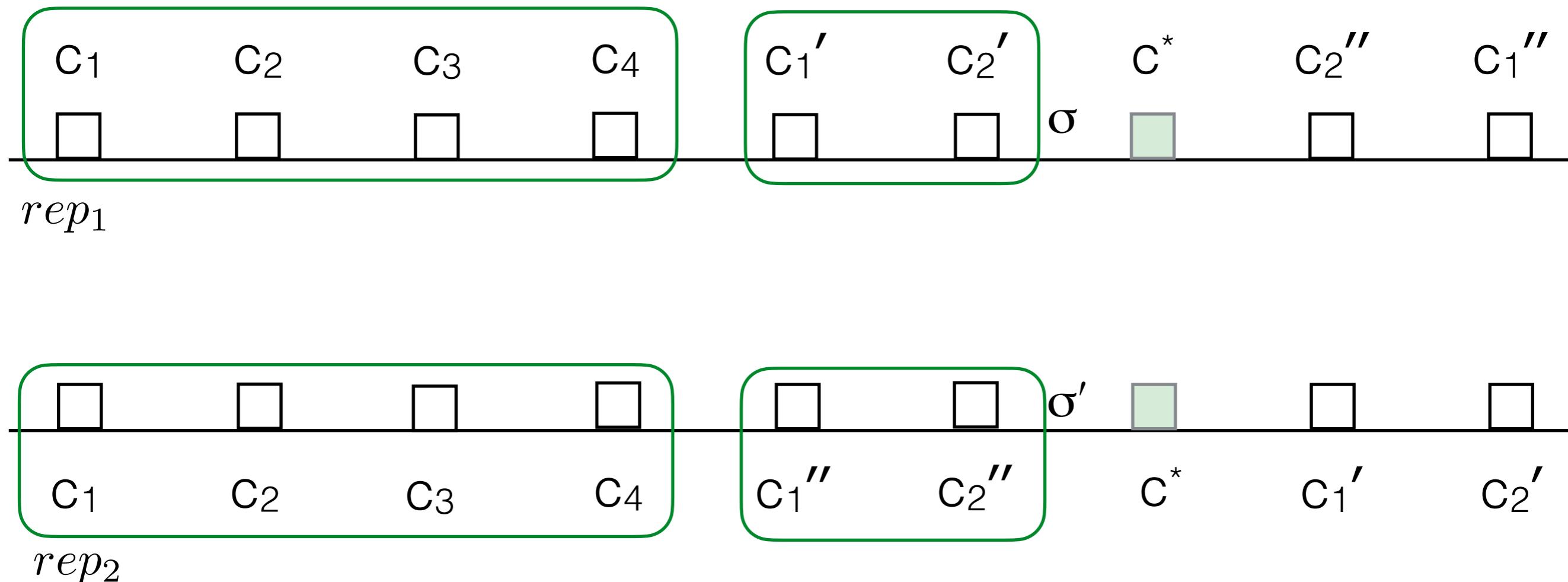
rep_2

Well-coordination

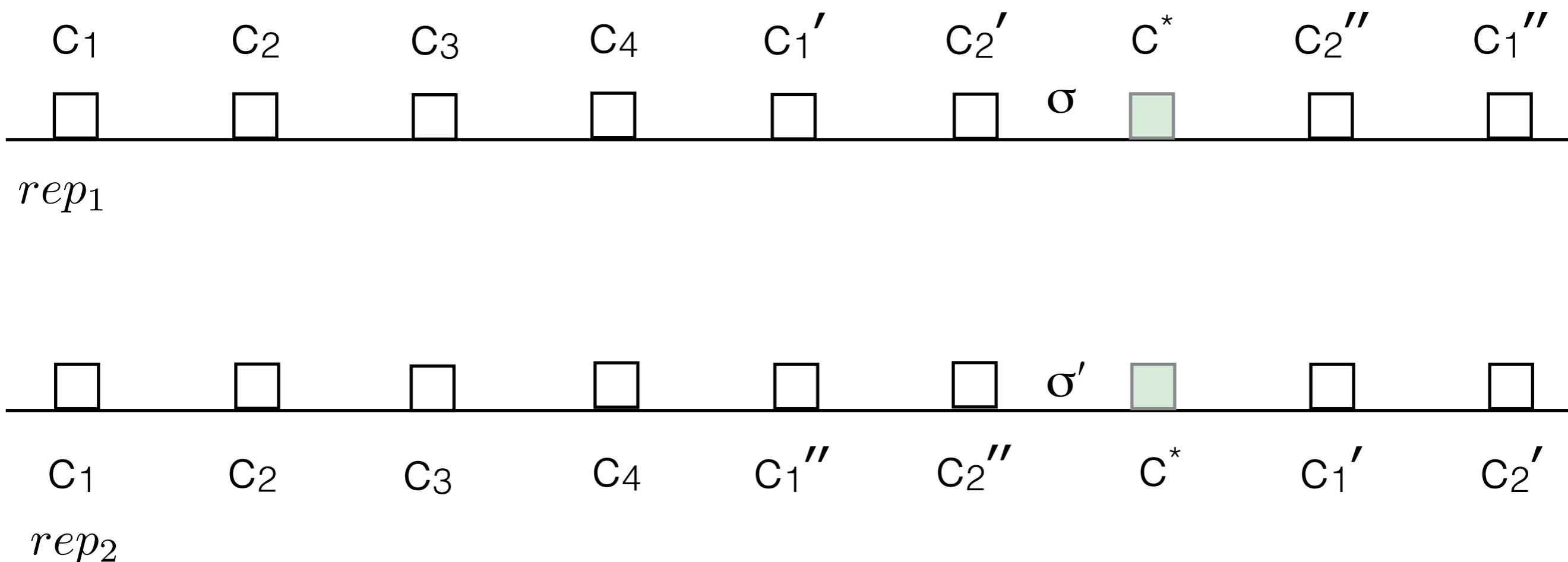
S -commute



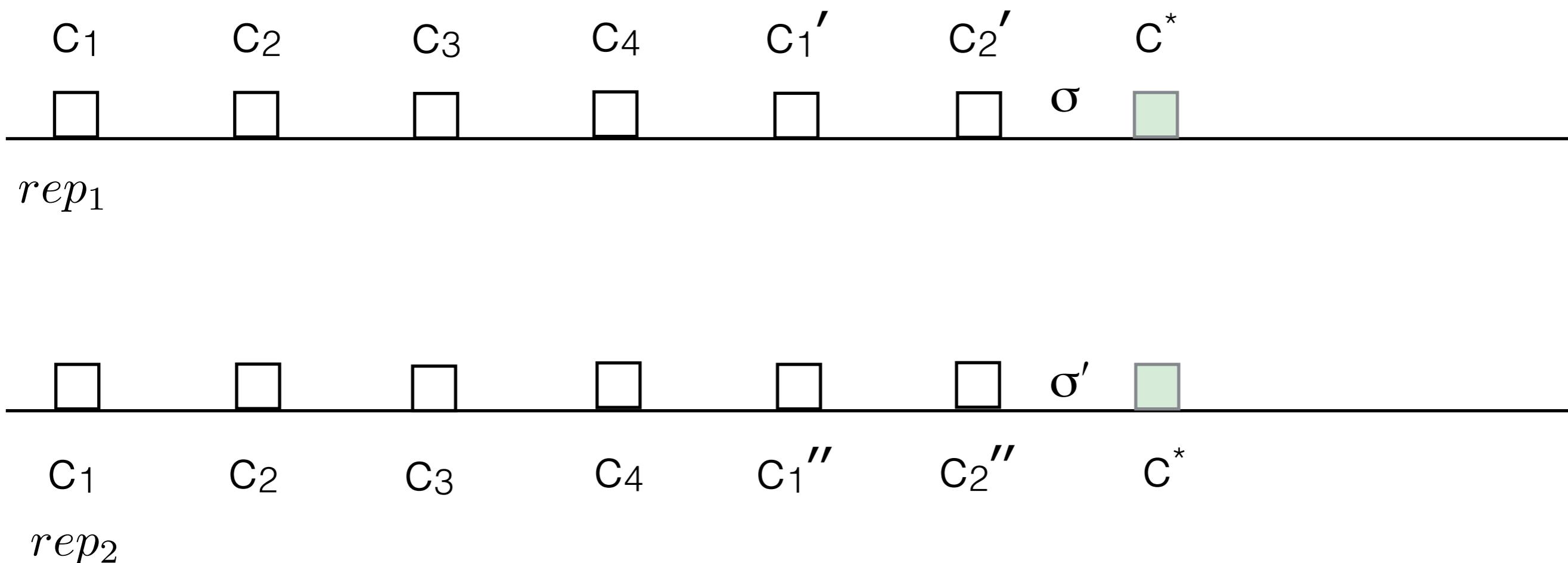
Well-coordination



Well-coordination

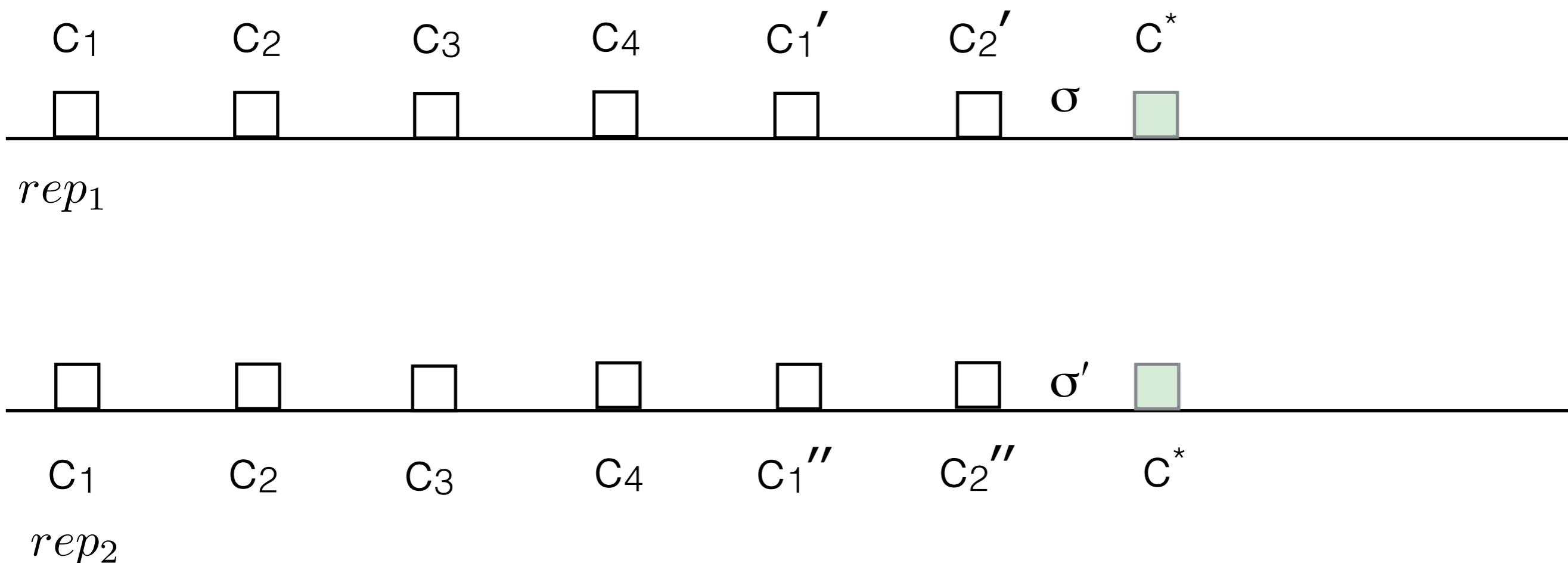


Well-coordination



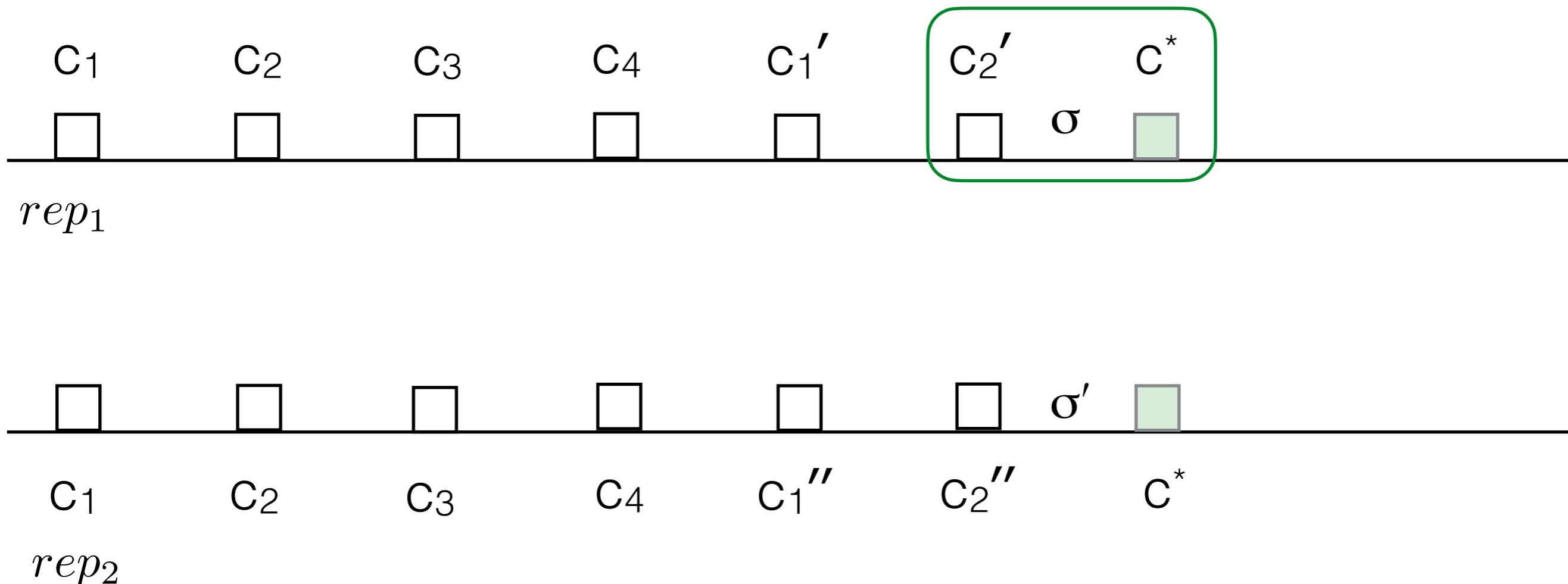
Well-coordination

\mathcal{P} -L-Commutativity



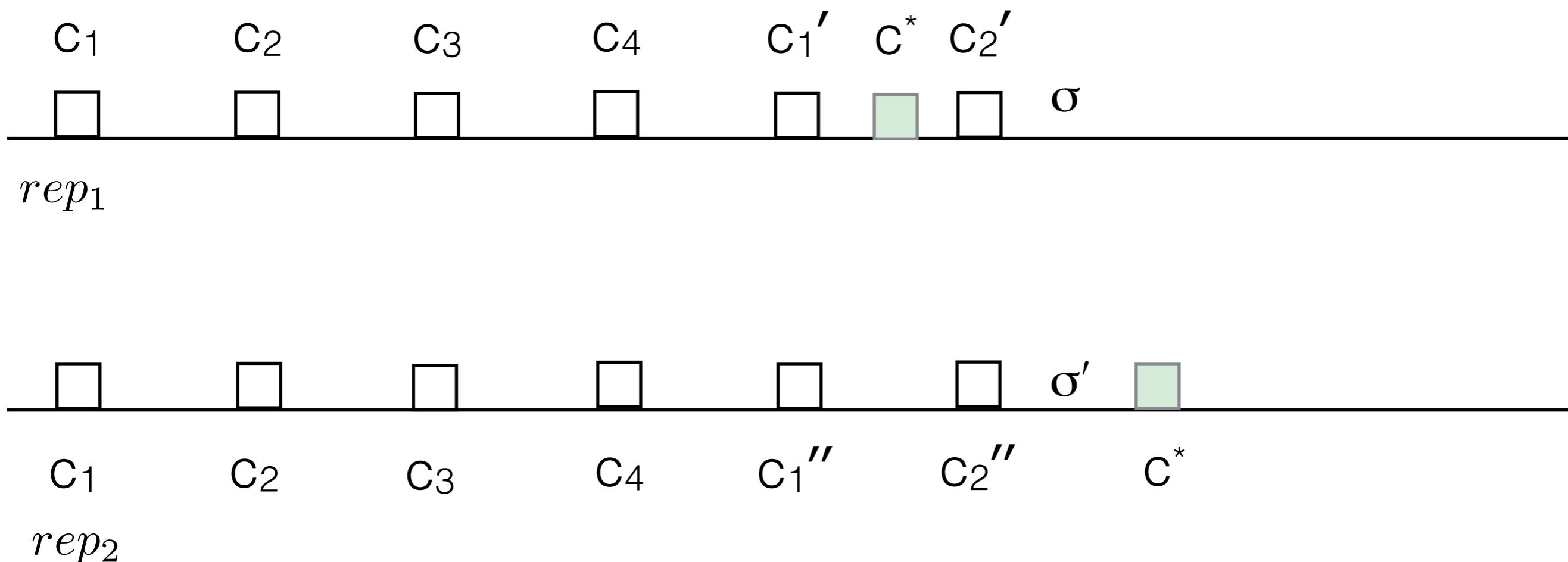
Well-coordination

\mathcal{P} -L-Commutativity



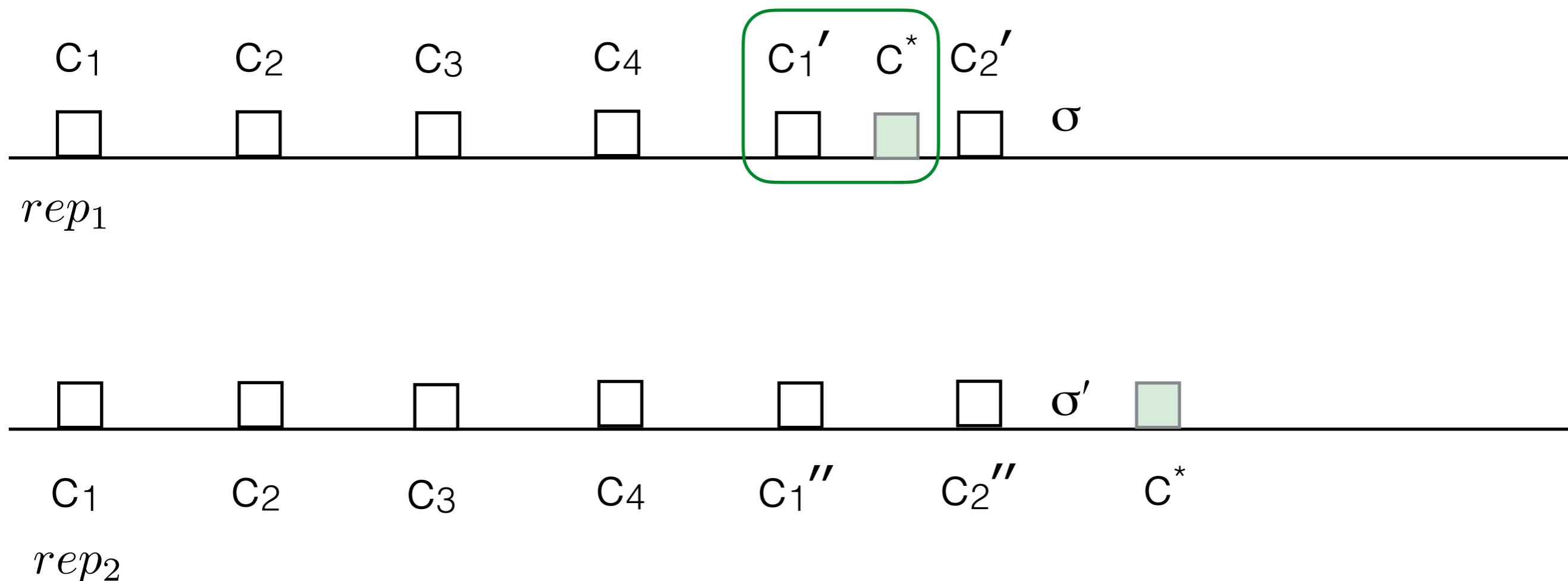
Well-coordination

\mathcal{P} -L-Commutativity



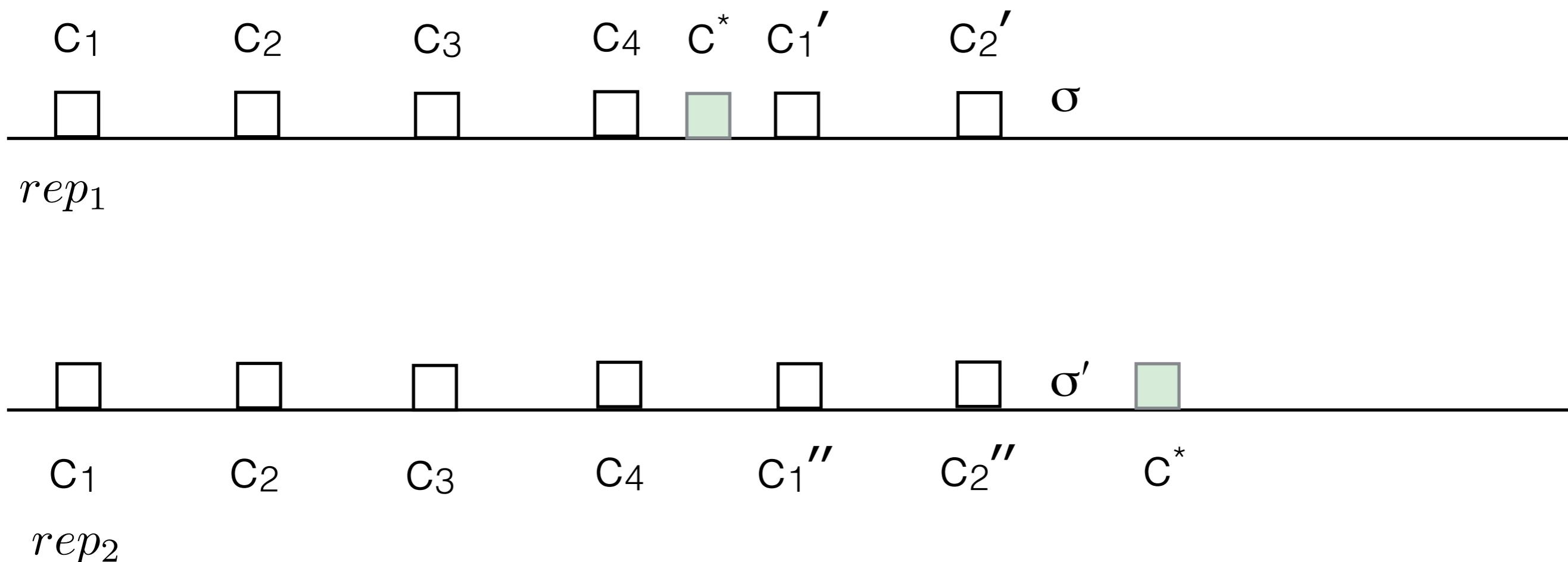
Well-coordination

\mathcal{P} -L-Commutativity

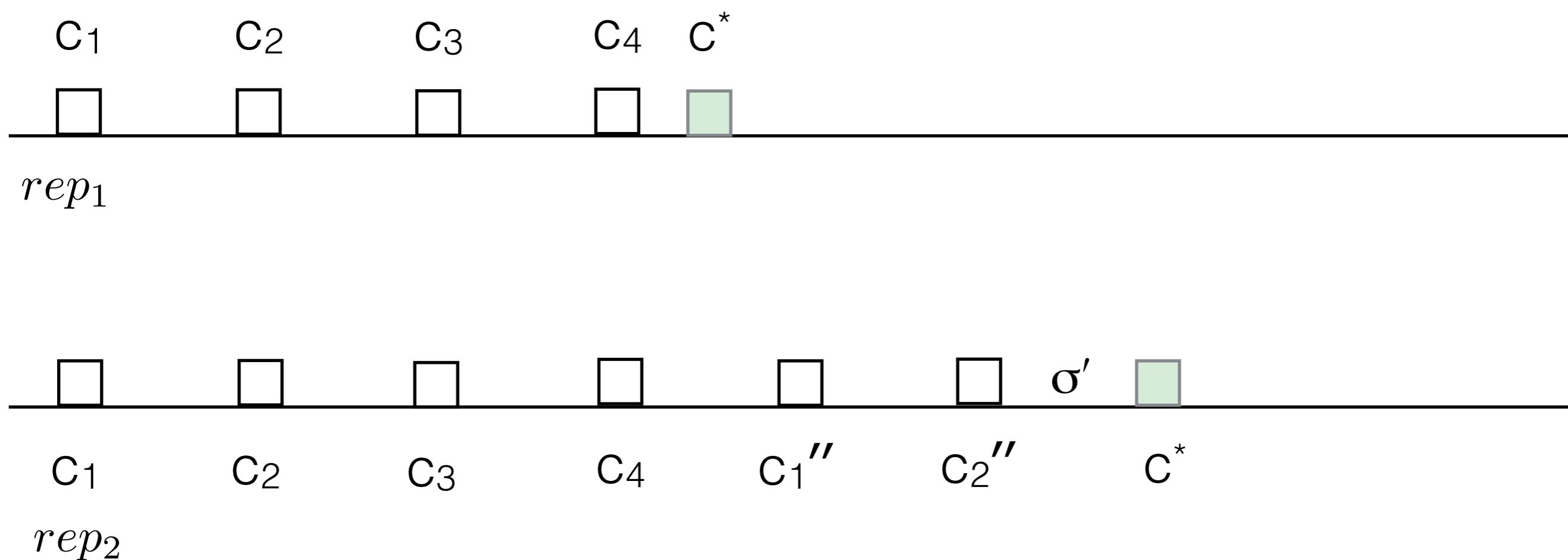


Well-coordination

\mathcal{P} -L-Commutativity

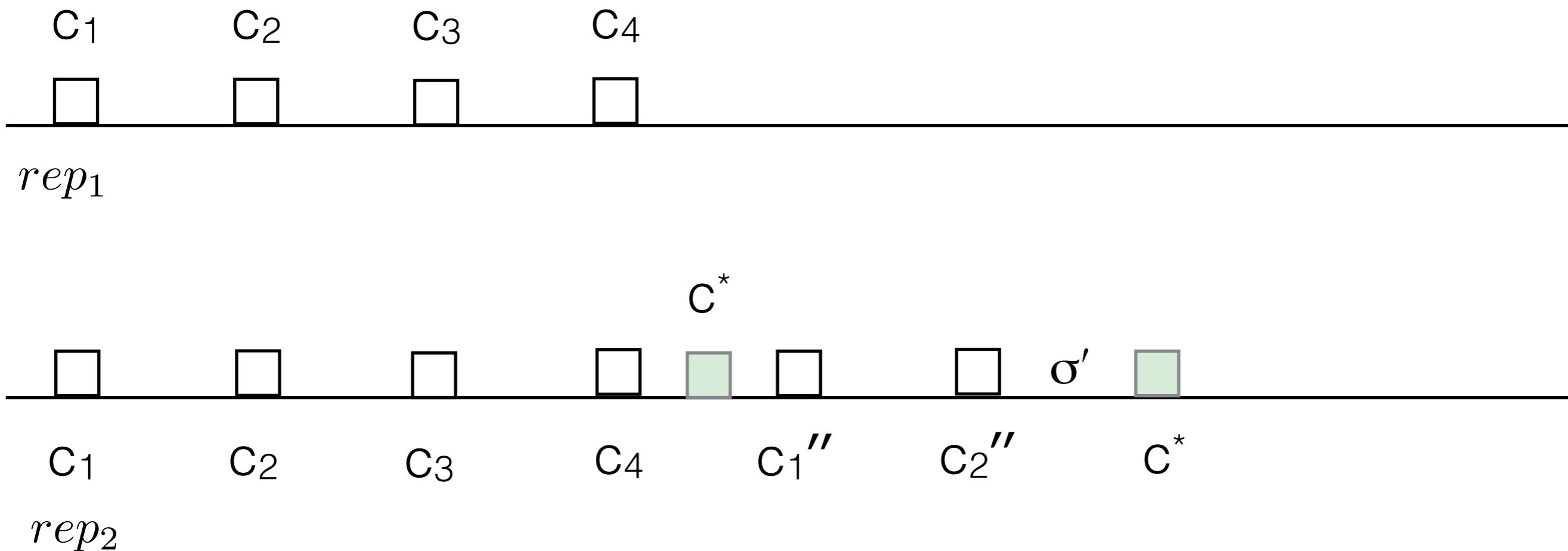


Well-coordination



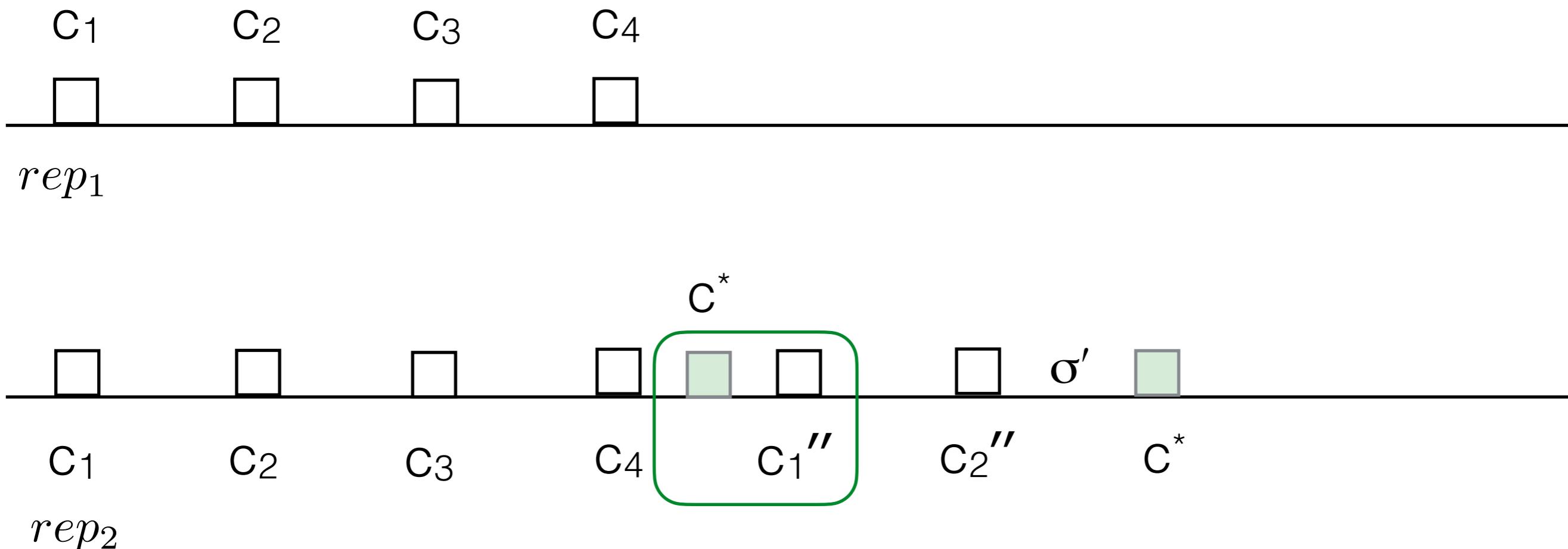
Well-coordination

\mathcal{P} -R-Commutativity



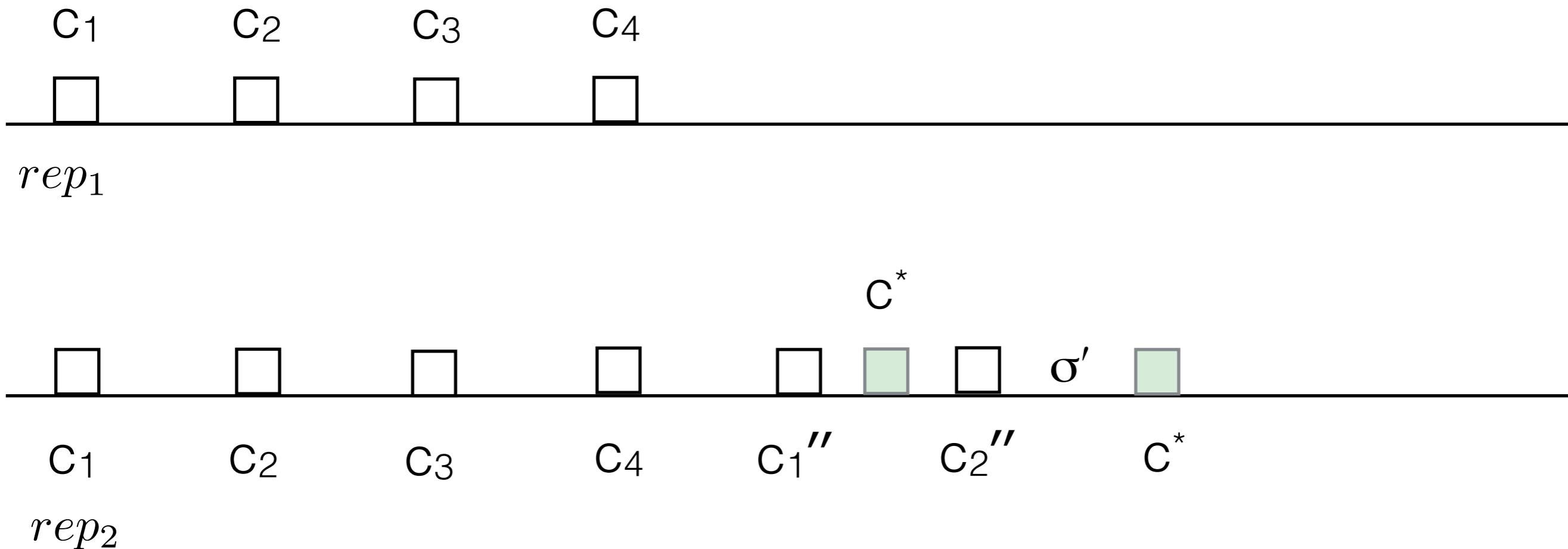
Well-coordination

\mathcal{P} -R-Commutativity



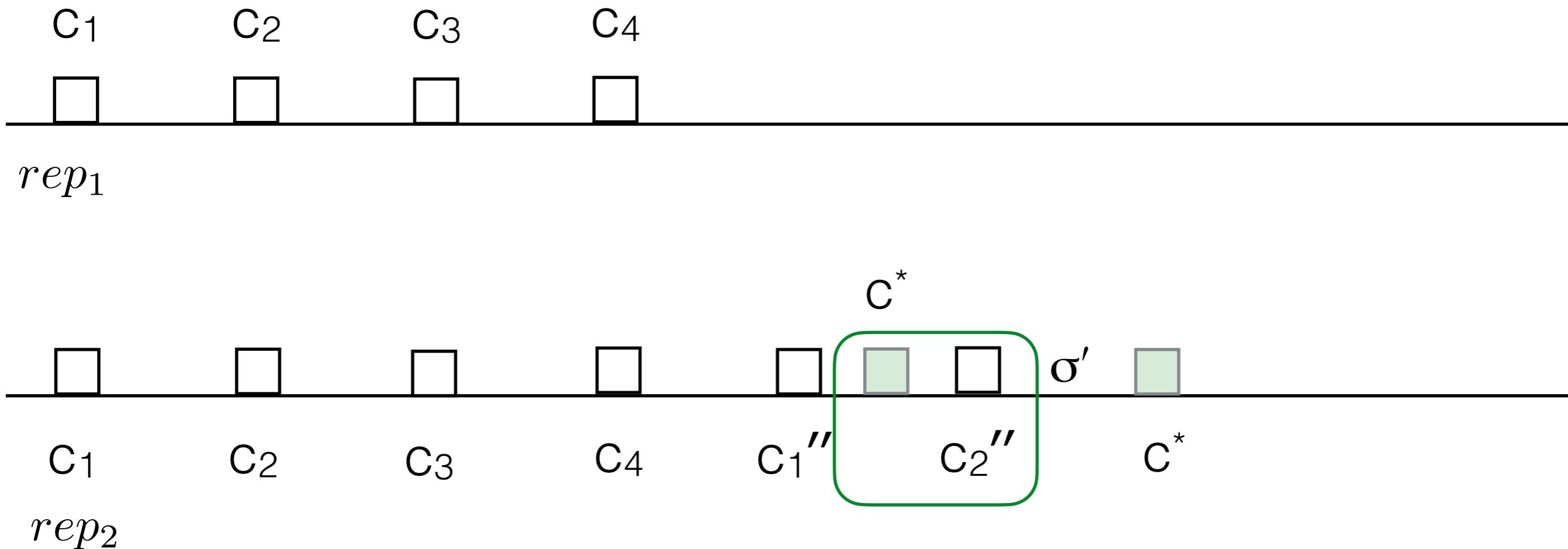
Well-coordination

\mathcal{P} -R-Commutativity



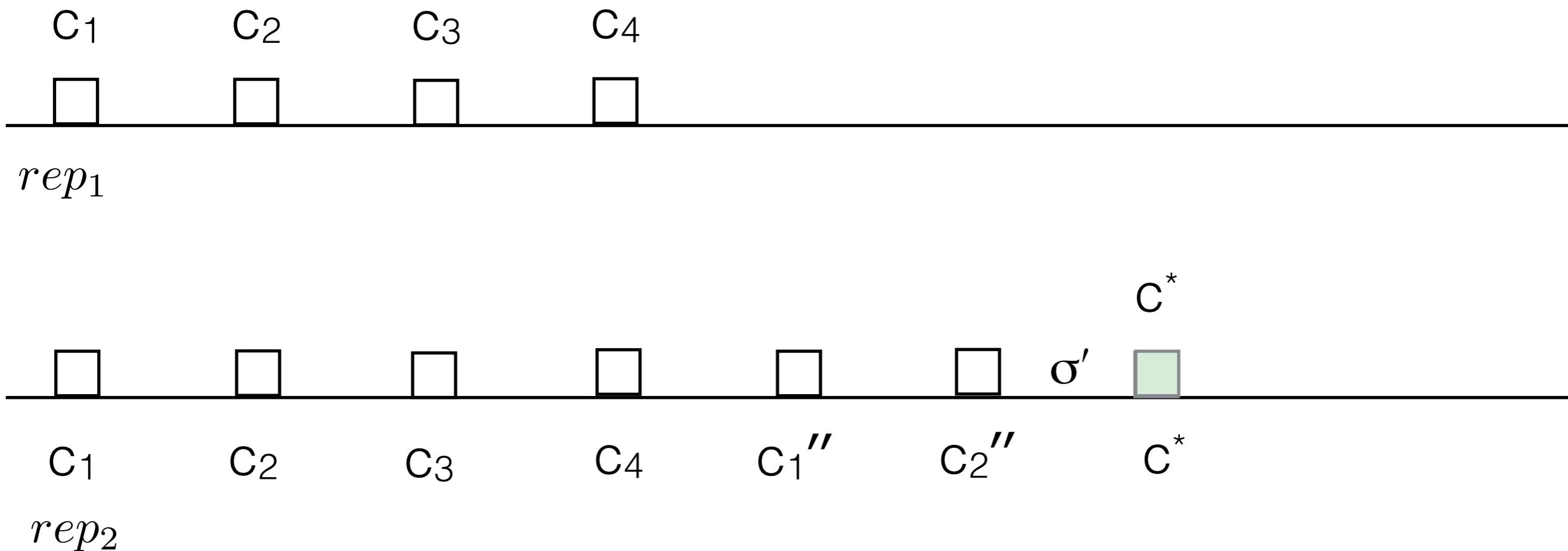
Well-coordination

\mathcal{P} -R-Commutativity

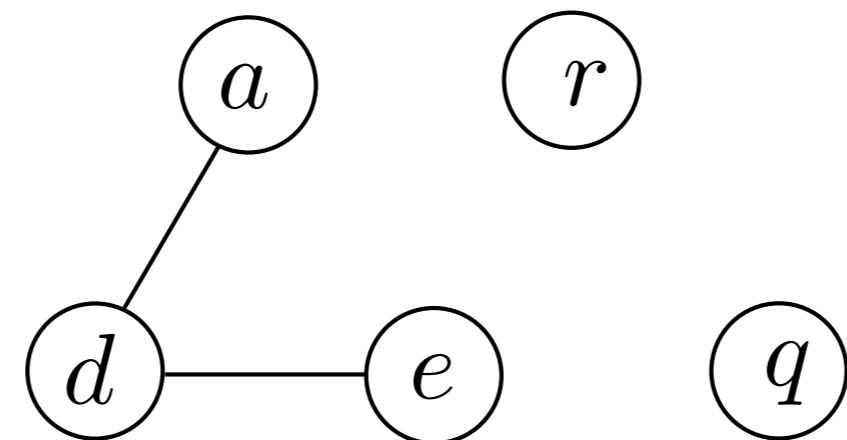


Well-coordination

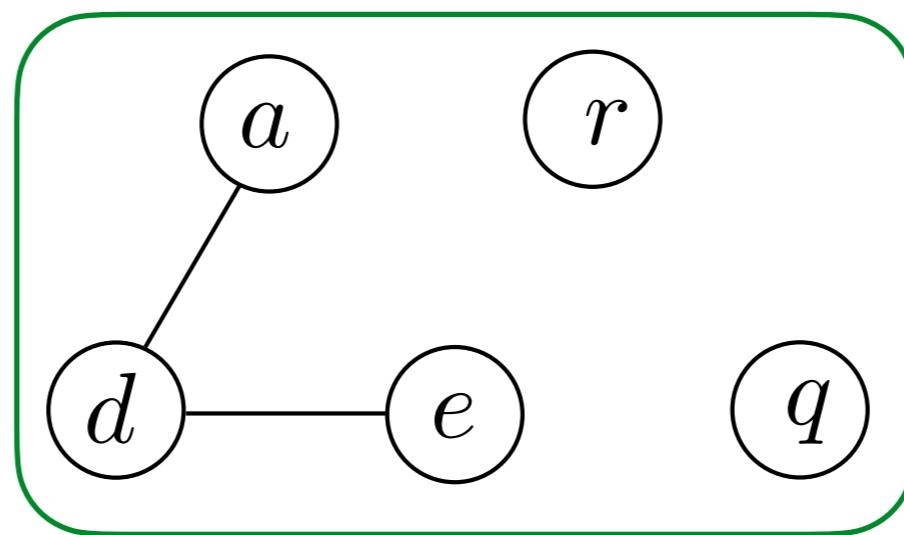
\mathcal{P} -R-Commutativity



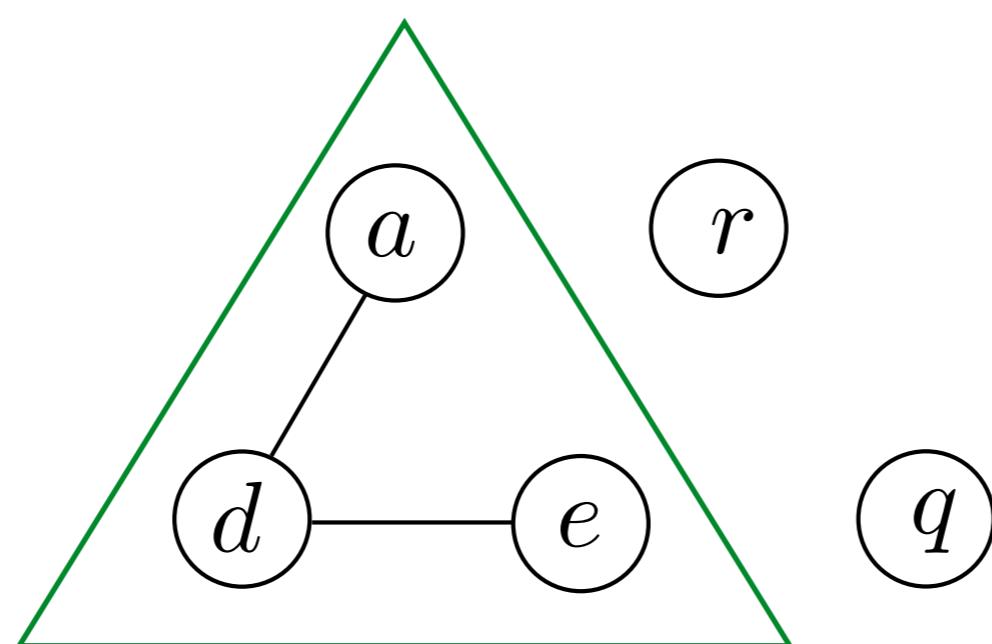
Synchronization



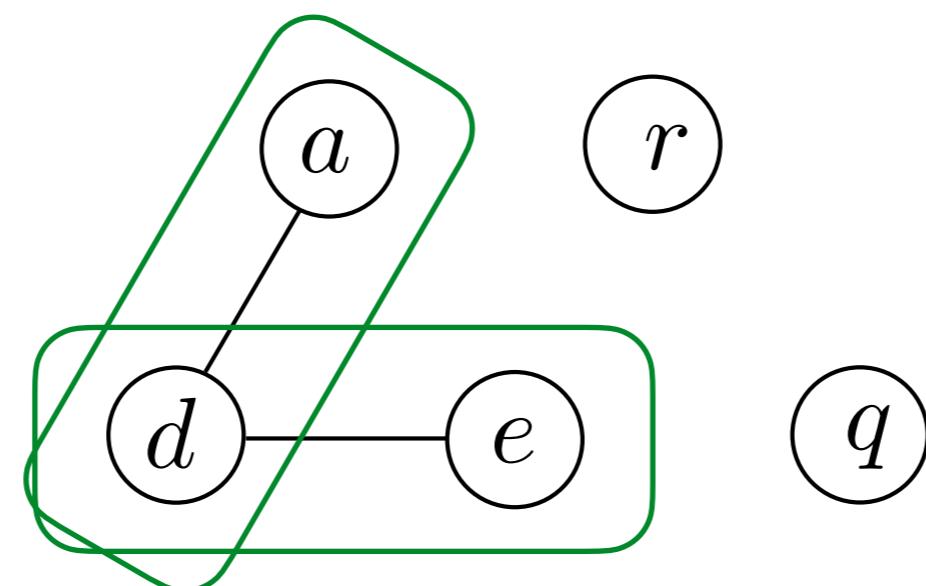
Synchronization



Synchronization

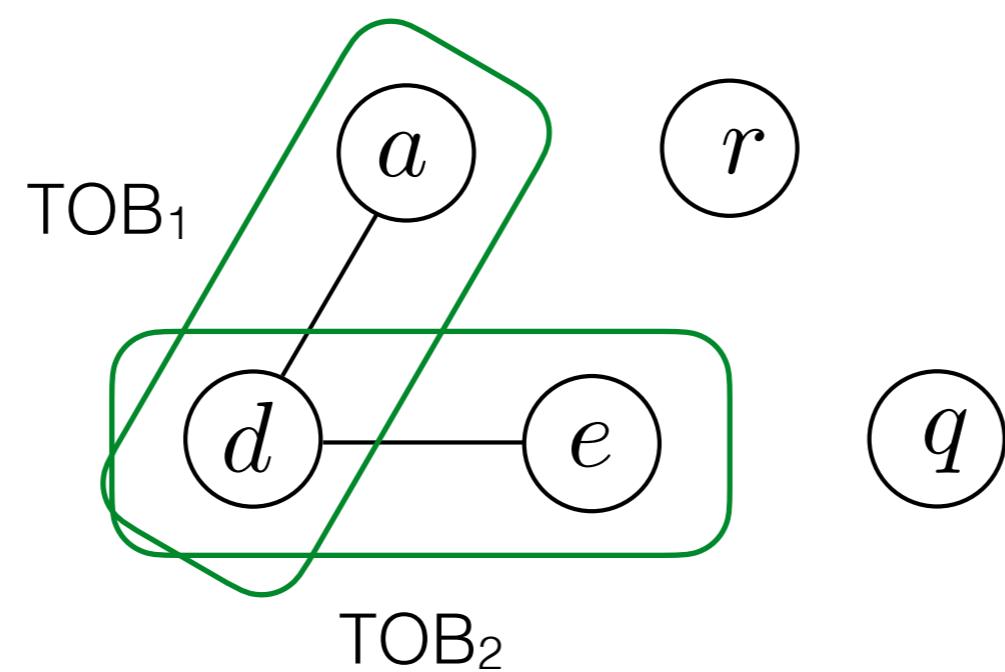


Synchronization



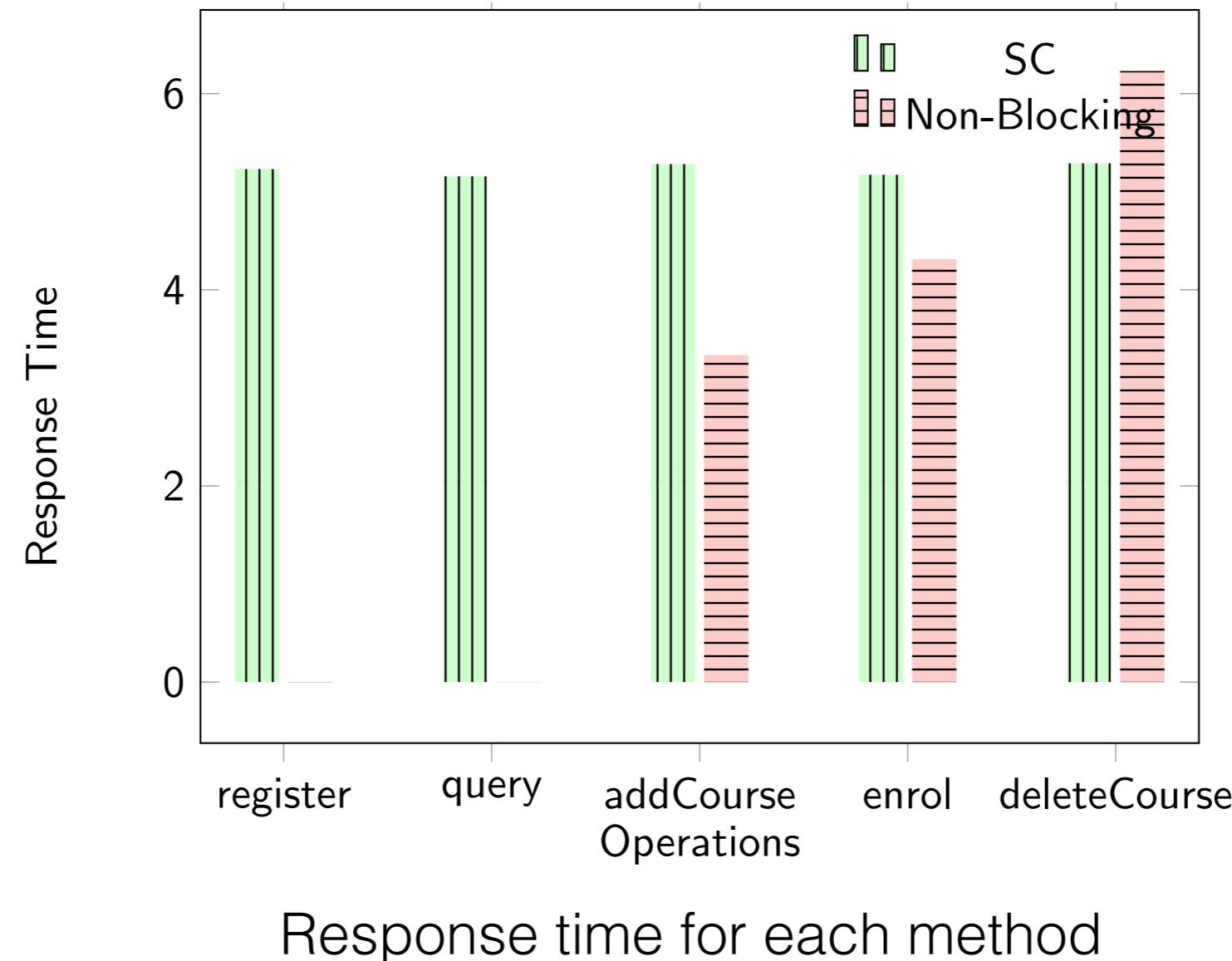
Maximal Cliques

Synchronization

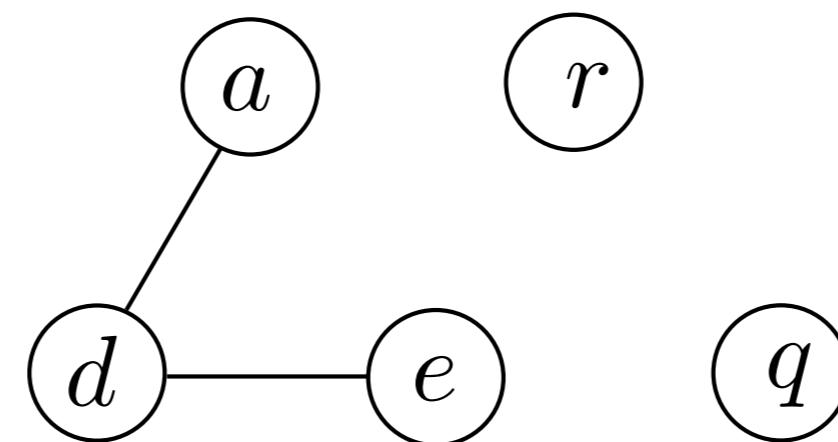


Maximal Cliques

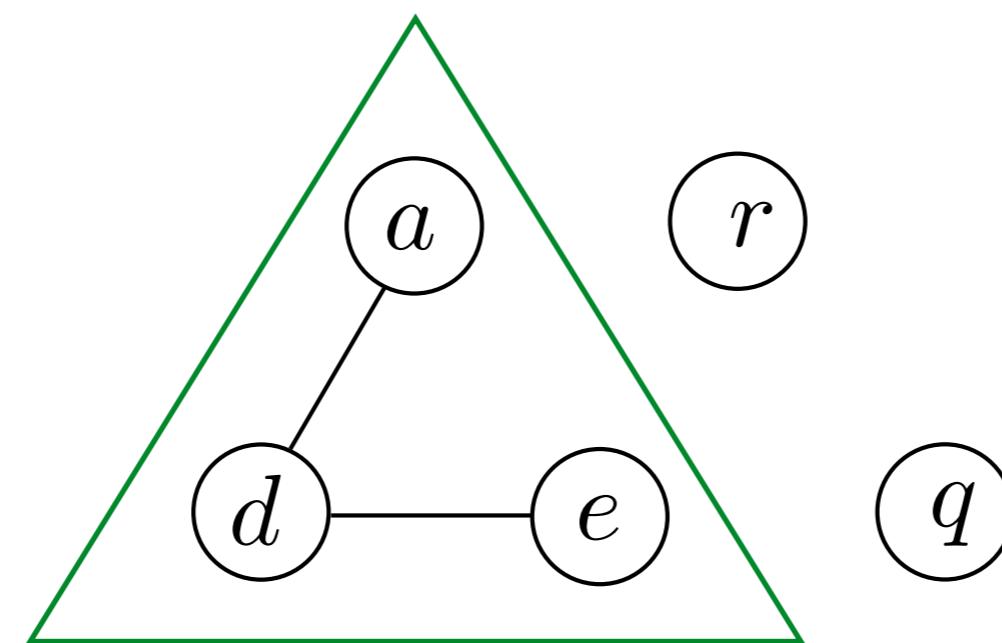
Experimental Results



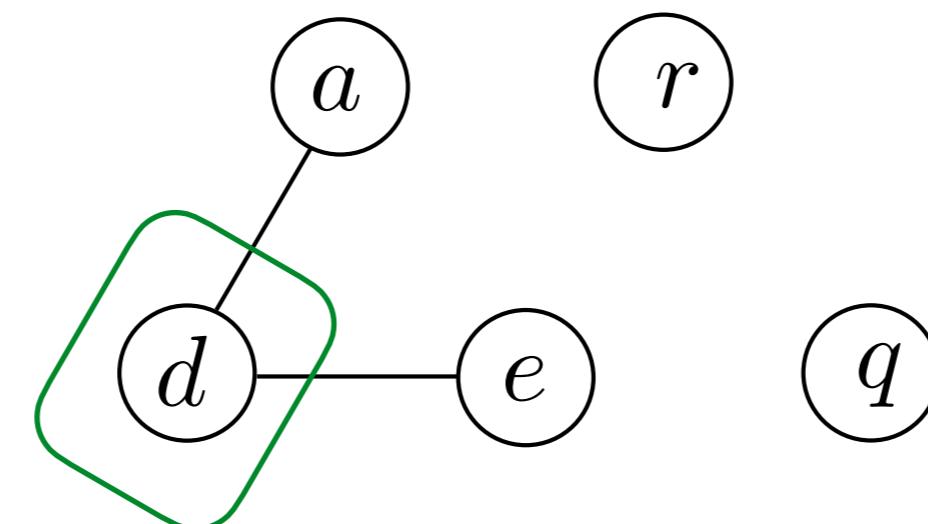
Asymmetric Synchronization



Asymmetric Synchronization



Asymmetric Synchronization



Minimum Vertex Cover

Guarantees

- Convergence
- Integrity
- Recency?

Movie Booking use-case



`book(<u, m>)`

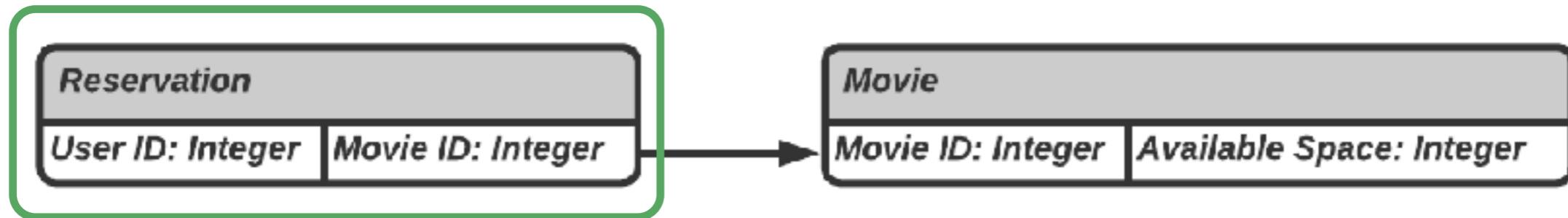
`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Movie Booking use-case



`book(<u, m>)`

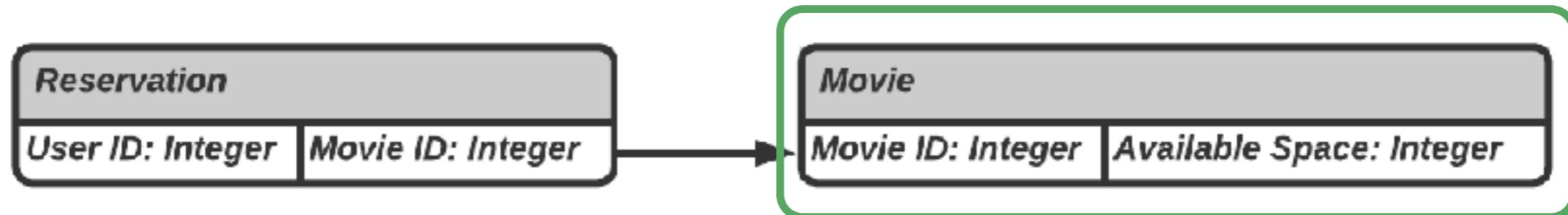
`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Movie Booking use-case



`book($\langle u, m \rangle$)`

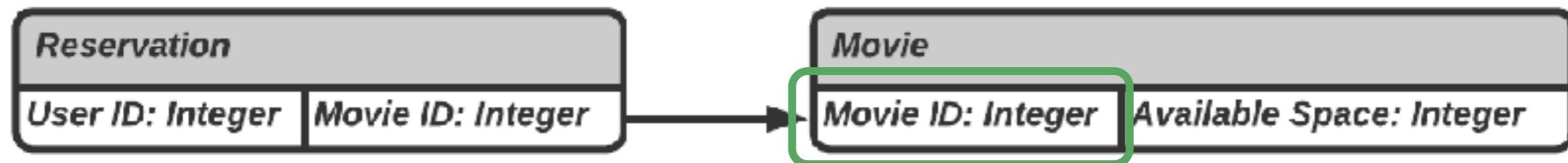
`cancelBook($\langle u, m \rangle$)`

`offScreen(m)`

`specialReserve($\langle m, n \rangle$)`

`increaseSpace($\langle m, n \rangle$)`

Movie Booking use-case



`book($\langle u, m \rangle$)`

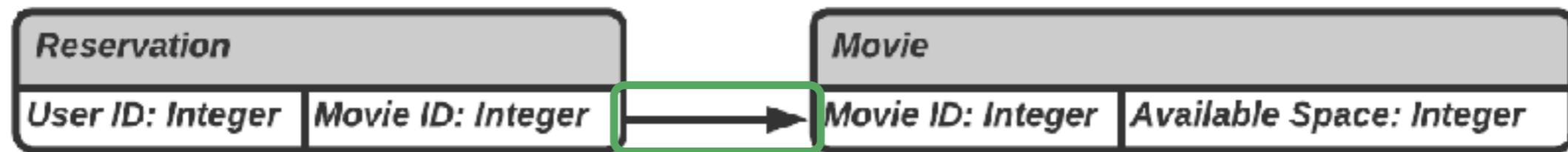
`cancelBook($\langle u, m \rangle$)`

`offScreen(m)`

`specialReserve($\langle m, n \rangle$)`

`increaseSpace($\langle m, n \rangle$)`

Movie Booking use-case



`book($\langle u, m \rangle$)`

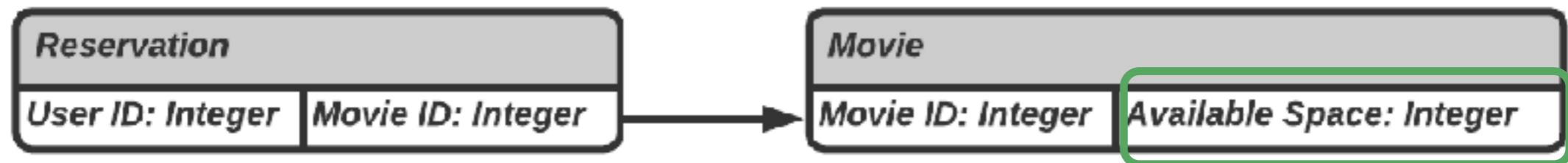
`cancelBook($\langle u, m \rangle$)`

`offScreen(m)`

`specialReserve($\langle m, n \rangle$)`

`increaseSpace($\langle m, n \rangle$)`

Movie Booking use-case



`book(<u, m>)`

`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Movie Booking use-case



`book(<u, m>)`

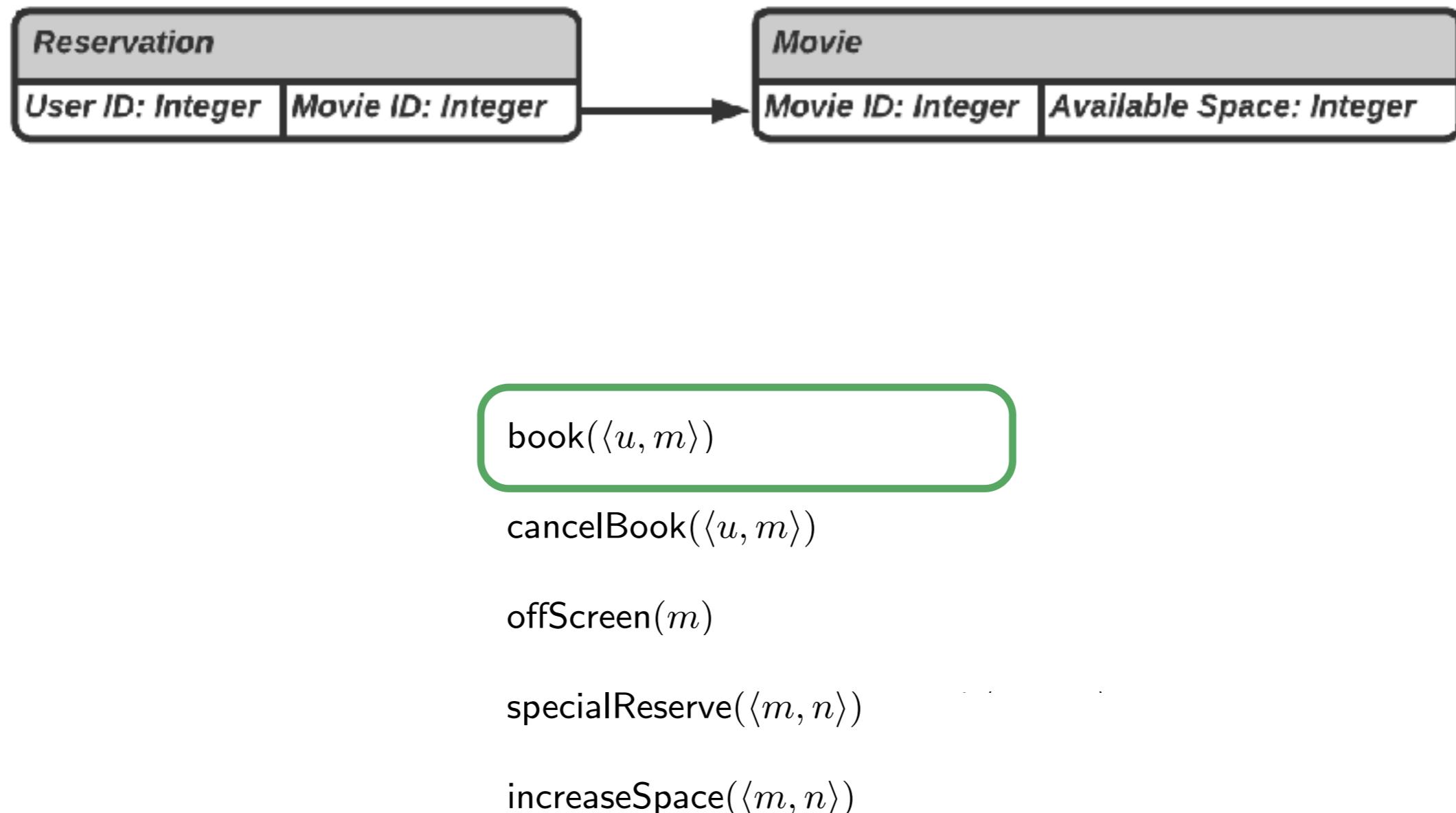
`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Movie Booking use-case



Movie Booking use-case



book($\langle u, m \rangle$)

cancelBook($\langle u, m \rangle$)

offScreen(m)

specialReserve($\langle m, n \rangle$)

increaseSpace($\langle m, n \rangle$)

Movie Booking use-case



`book(<u, m>)`

`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Movie Booking use-case



`book($\langle u, m \rangle$)`

`cancelBook($\langle u, m \rangle$)`

`offScreen(m)`

`specialReserve($\langle m, n \rangle$)`

`increaseSpace($\langle m, n \rangle$)`

Movie Booking use-case



`book($\langle u, m \rangle$)`

`cancelBook($\langle u, m \rangle$)`

`offScreen(m)`

`specialReserve($\langle m, n \rangle$)`

`increaseSpace($\langle m, n \rangle$)`

Movie Booking use-case



`book(<u, m>)`

`cancelBook(<u, m>)`

`offScreen(m)`

`specialReserve(<m, n>)`

`increaseSpace(<m, n>)`

Staleness bounds specification and inference

querySpace(m) := 3 $\lambda \langle rs, ms \rangle . \quad \dots$

queryReservations(u) := 4 $\lambda \langle rs, ms \rangle . \quad \dots$

querySpaces(u) := 6 $\lambda \langle rs, ms \rangle . \quad \dots$

Staleness bounds specification and inference

querySpace(m) := 3 $\lambda \langle rs, ms \rangle . \quad \dots$

queryReservations(u) := 4 $\lambda \langle rs, ms \rangle . \quad \dots$

querySpaces(u) := 6 $\lambda \langle rs, ms \rangle . \quad \dots$

Staleness bounds specification and inference

querySpace(m) := 3 $\lambda \langle rs, ms \rangle . \quad \dots$

queryReservations(u) := 4 $\lambda \langle rs, ms \rangle . \quad \dots$

querySpaces(u) := 6 $\lambda \langle rs, ms \rangle . \quad \dots$

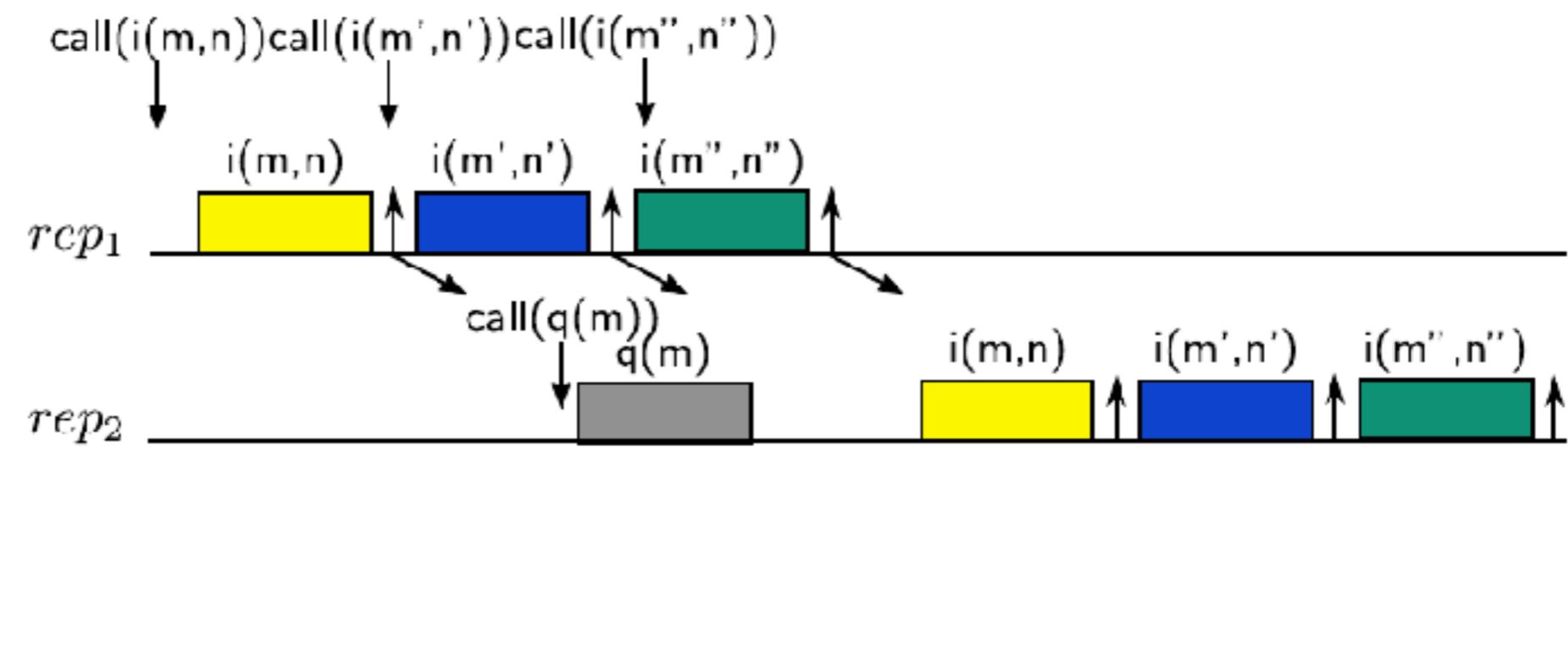
Staleness bounds specification and inference

querySpace(m) := 3 $\lambda \langle rs, ms \rangle . \quad \dots$

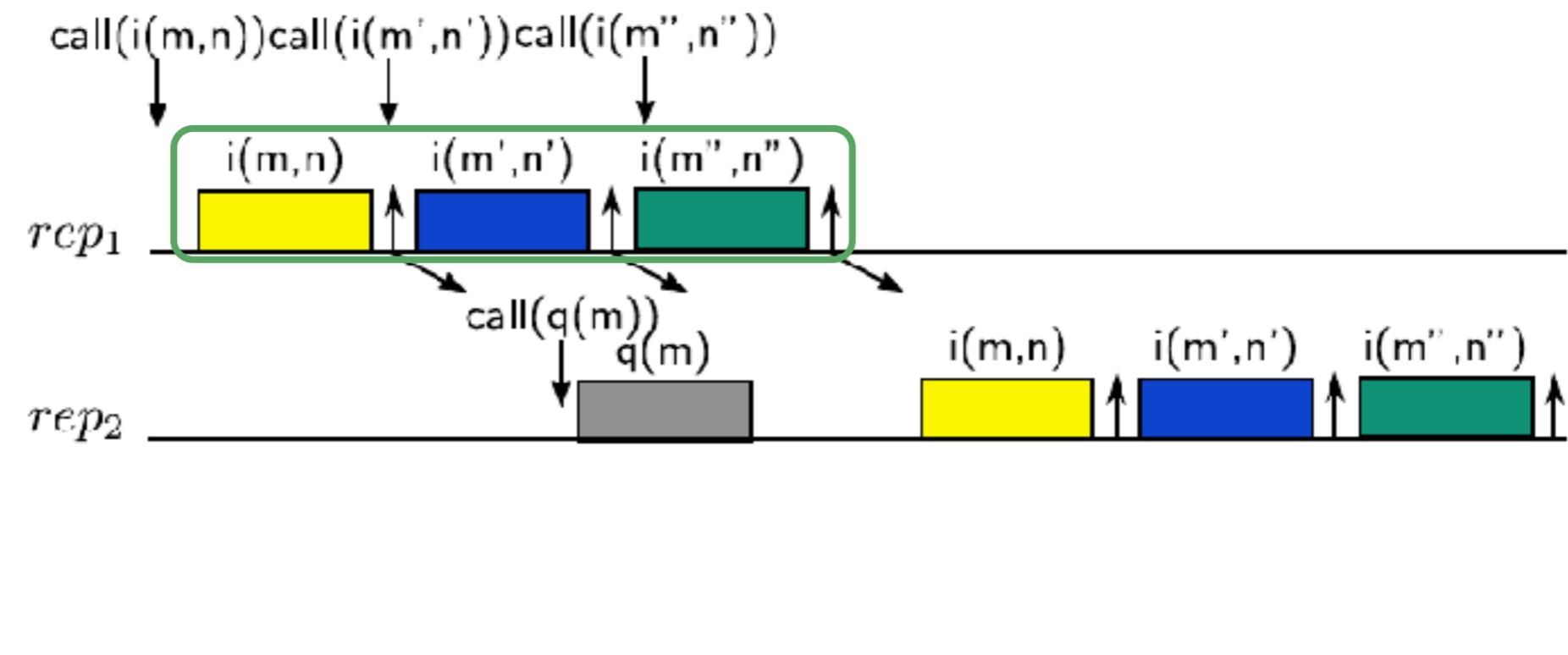
queryReservations(u) := 4 $\lambda \langle rs, ms \rangle . \quad \dots$

querySpaces(u) := 6 $\lambda \langle rs, ms \rangle . \quad \dots$

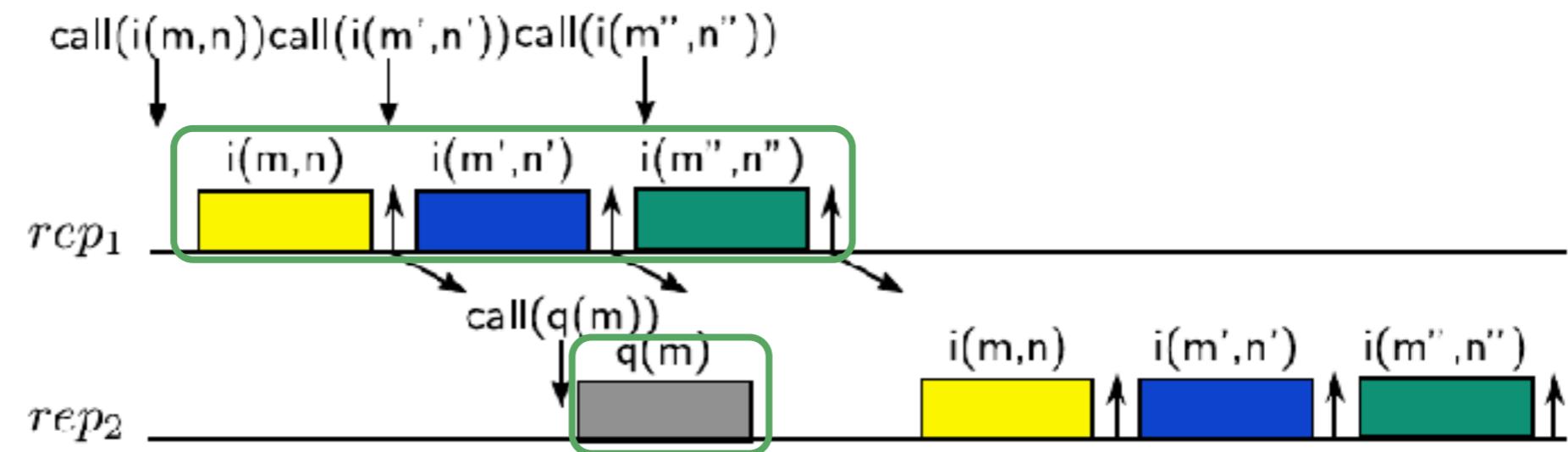
Staleness Bound and Recency



Staleness Bound and Recency

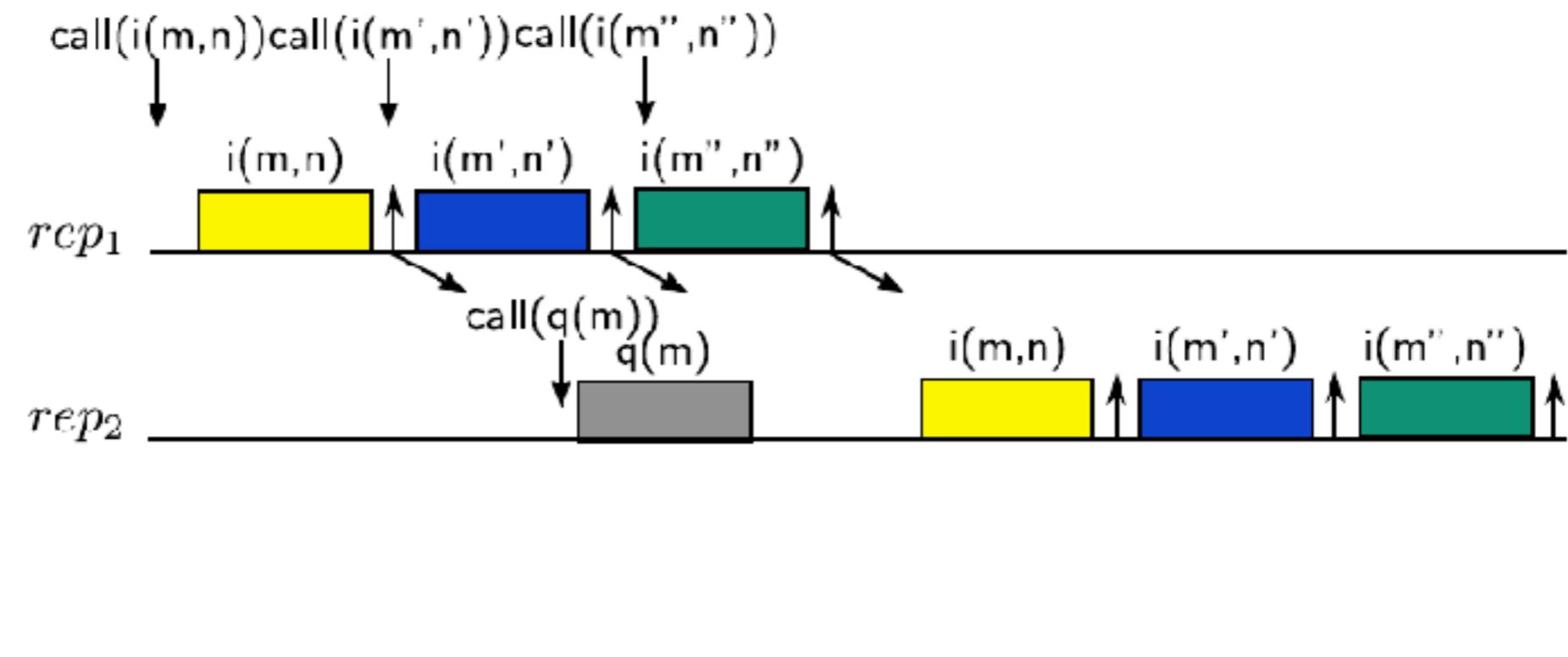


Staleness Bound and Recency

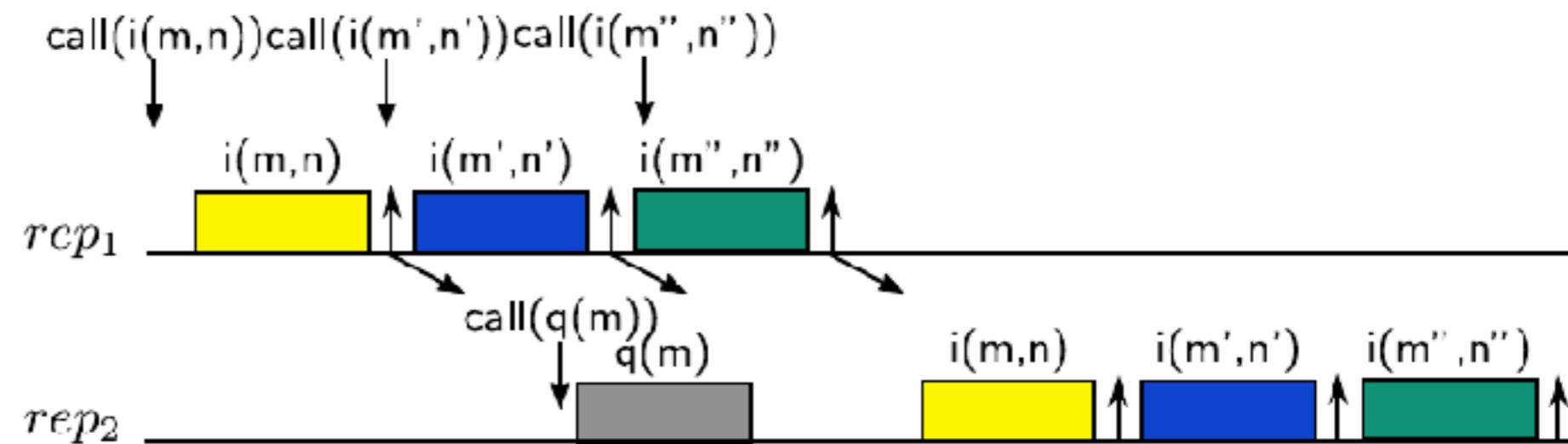


↓ request issued
↑ request return

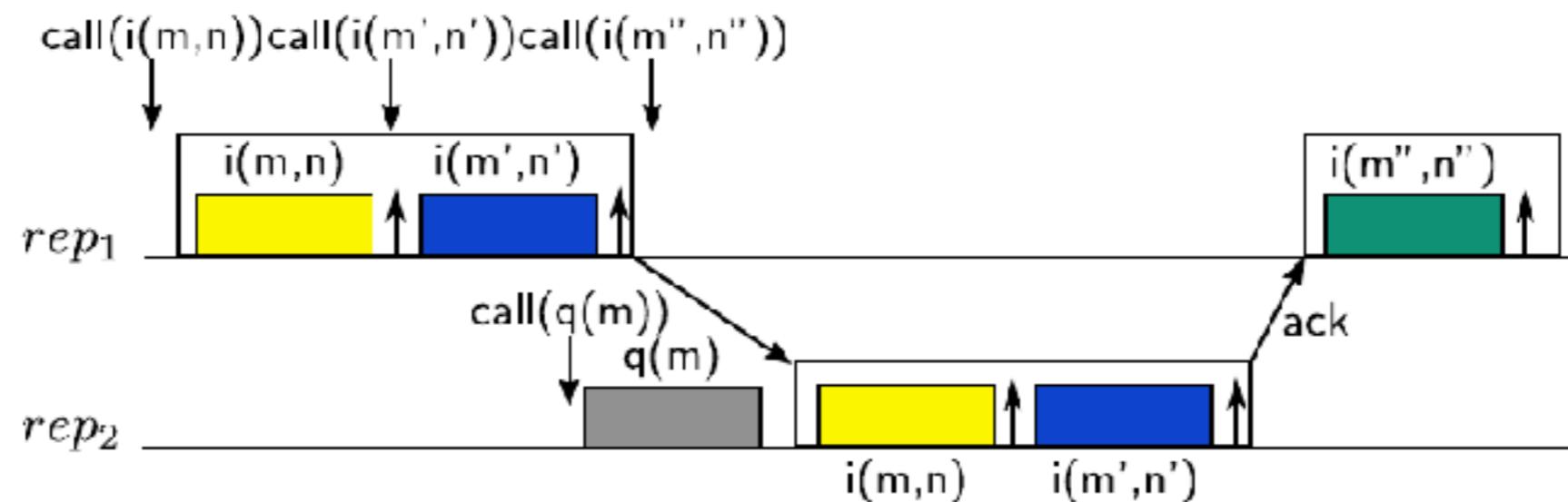
Staleness Bound and Recency



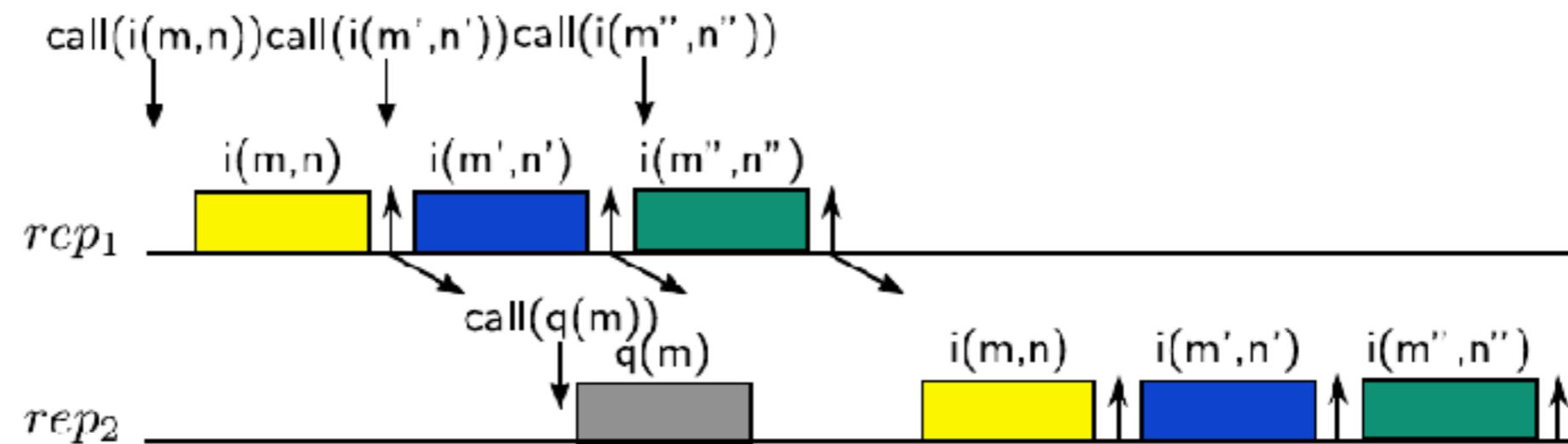
Staleness Bound and Recency



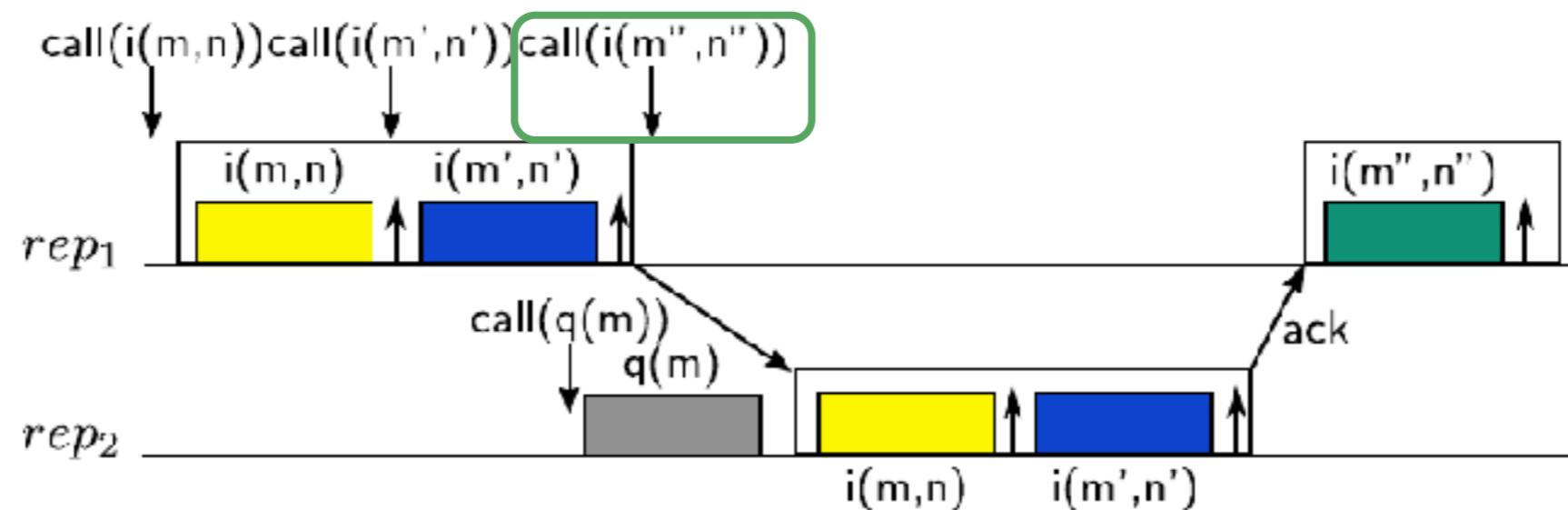
\downarrow request issued
 \uparrow request return



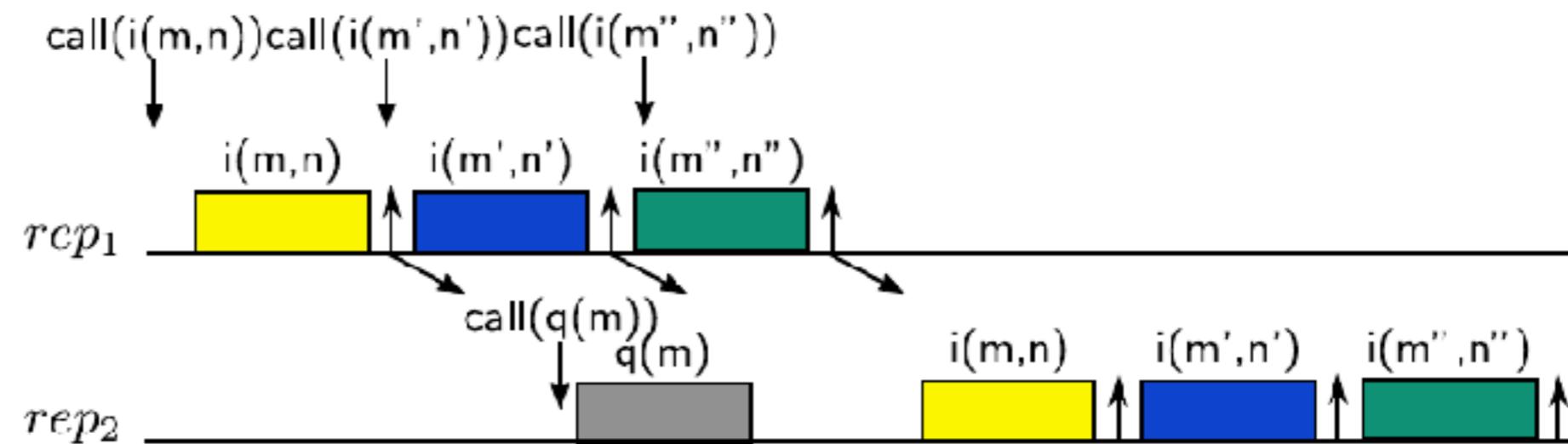
Staleness Bound and Recency



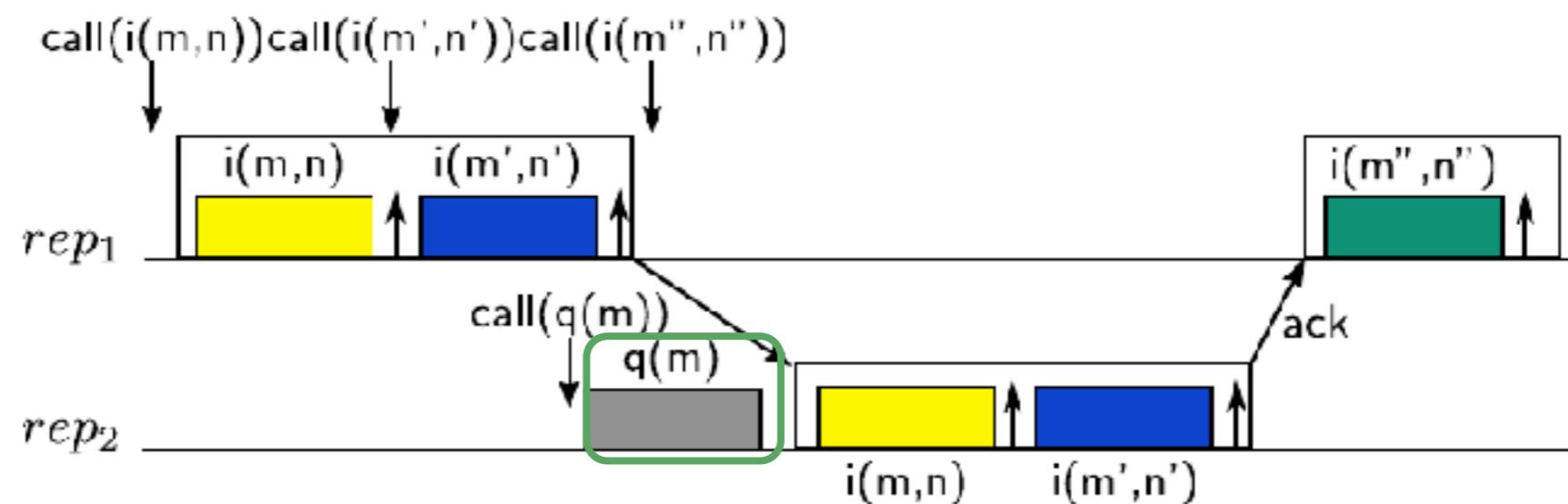
\downarrow request issued
 \uparrow request return



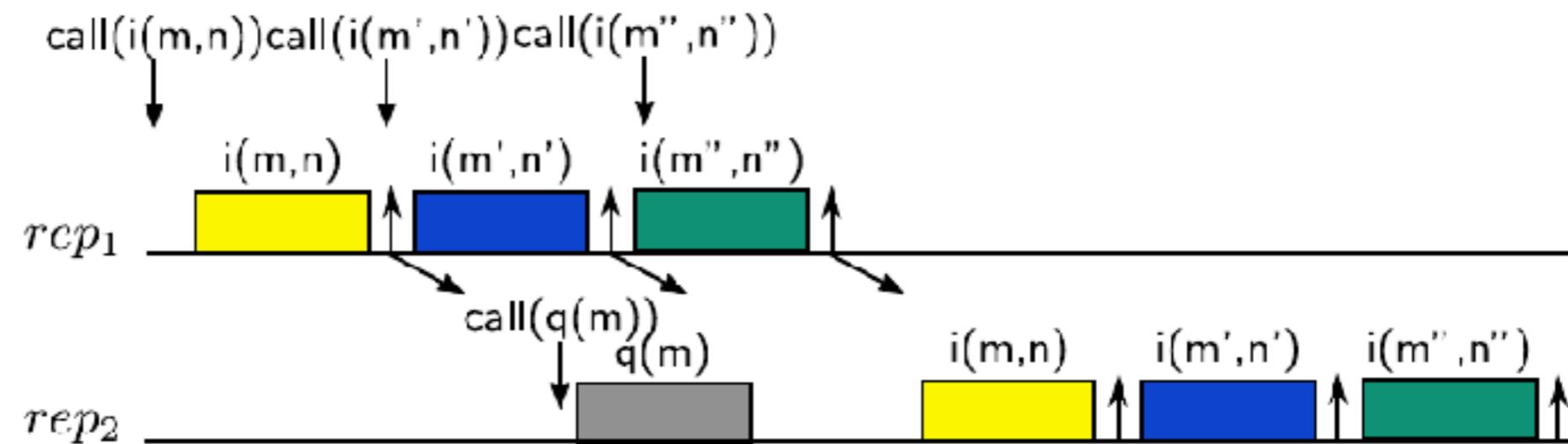
Staleness Bound and Recency



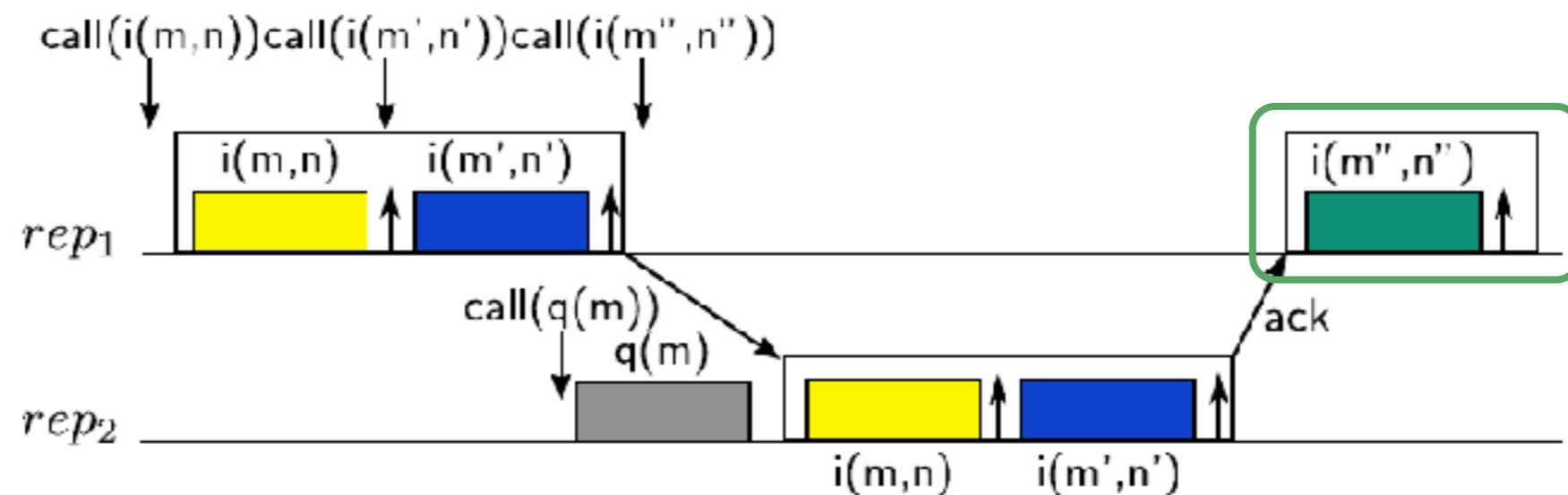
\downarrow request issued
 \uparrow request return



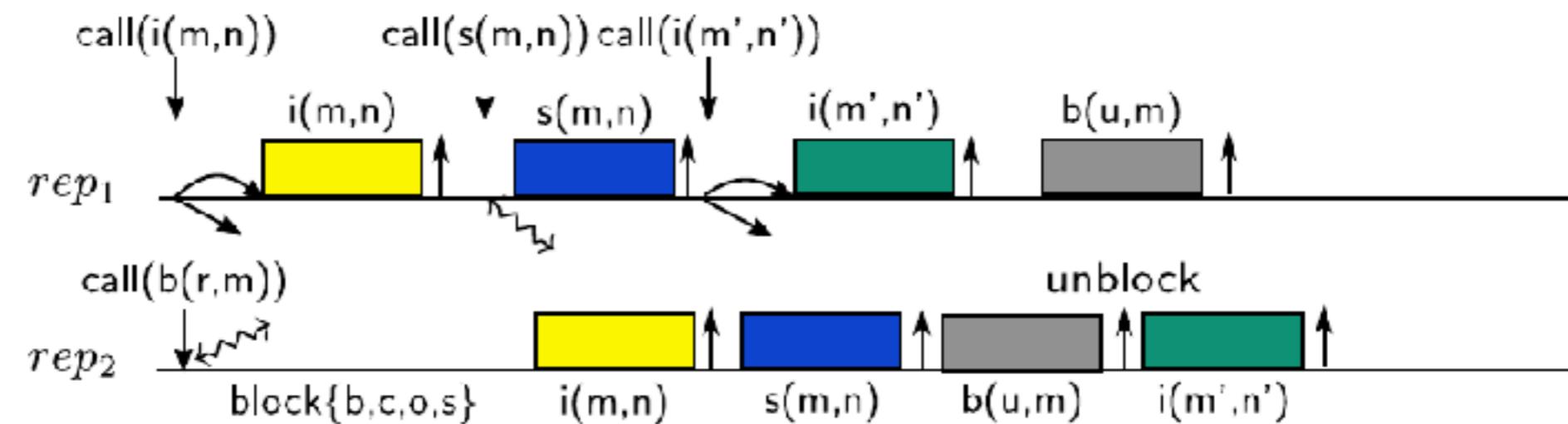
Staleness Bound and Recency



\downarrow request issued
 \uparrow request return



Communication and Synchronization Avoidance

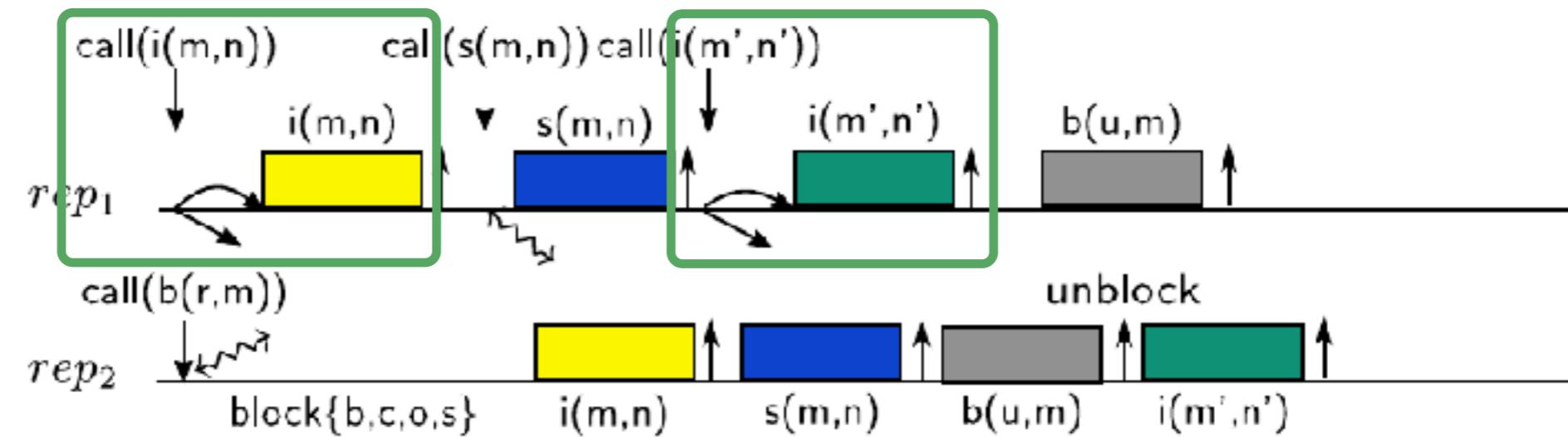


↓ request issued

↑ request return

~~~~ synchronization

# Communication and Synchronization Avoidance

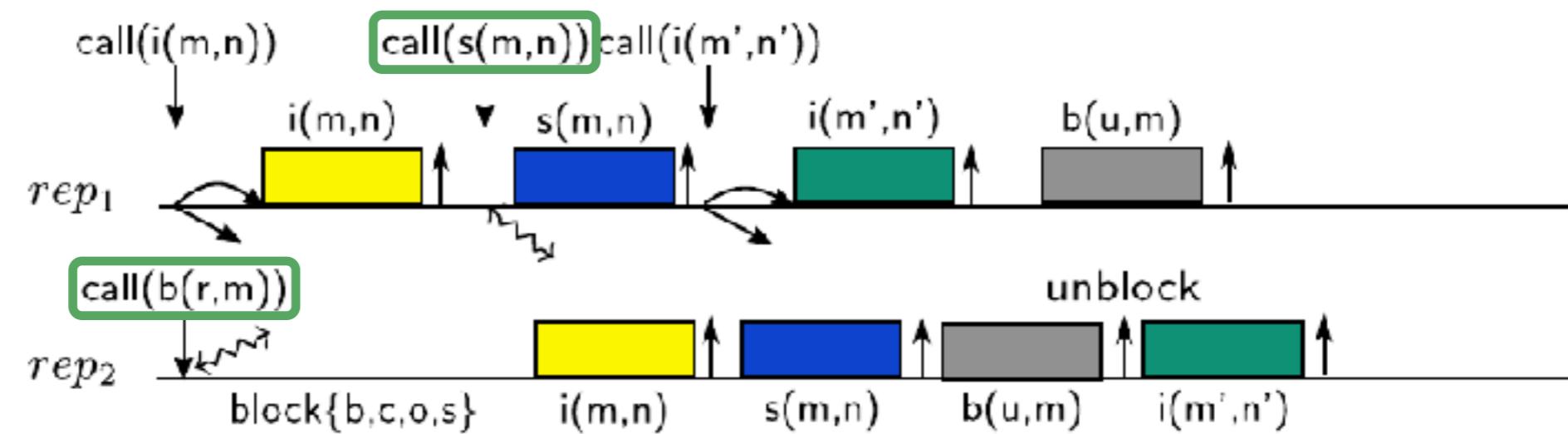


↓ request issued

↑ request return

↖ synchronization

# Communication and Synchronization Avoidance

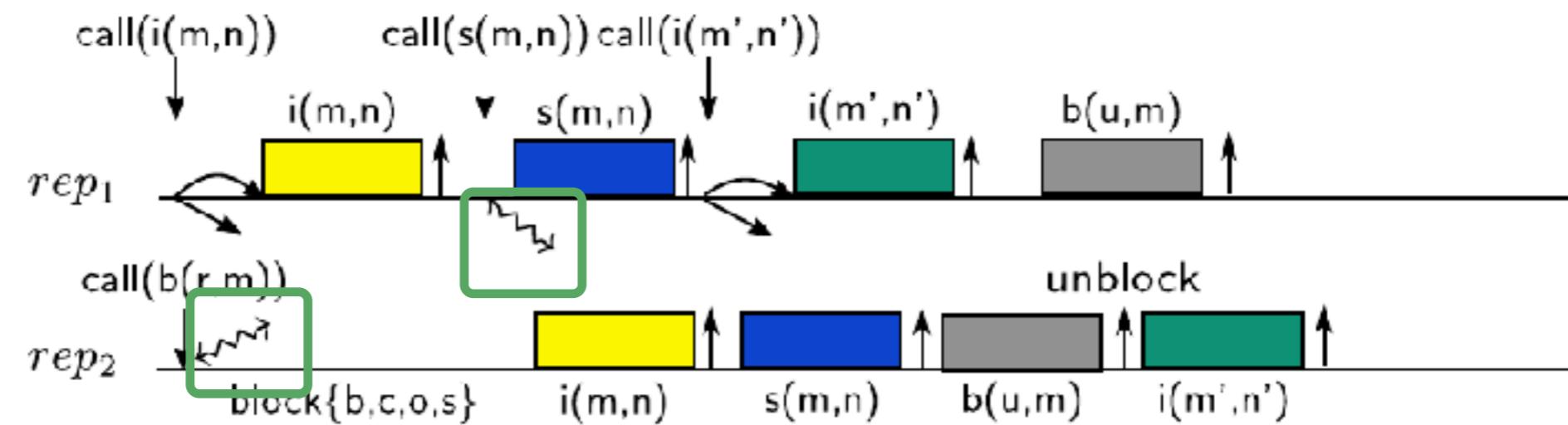


↓ request issued

↑ request return

↔ synchronization

# Communication and Synchronization Avoidance

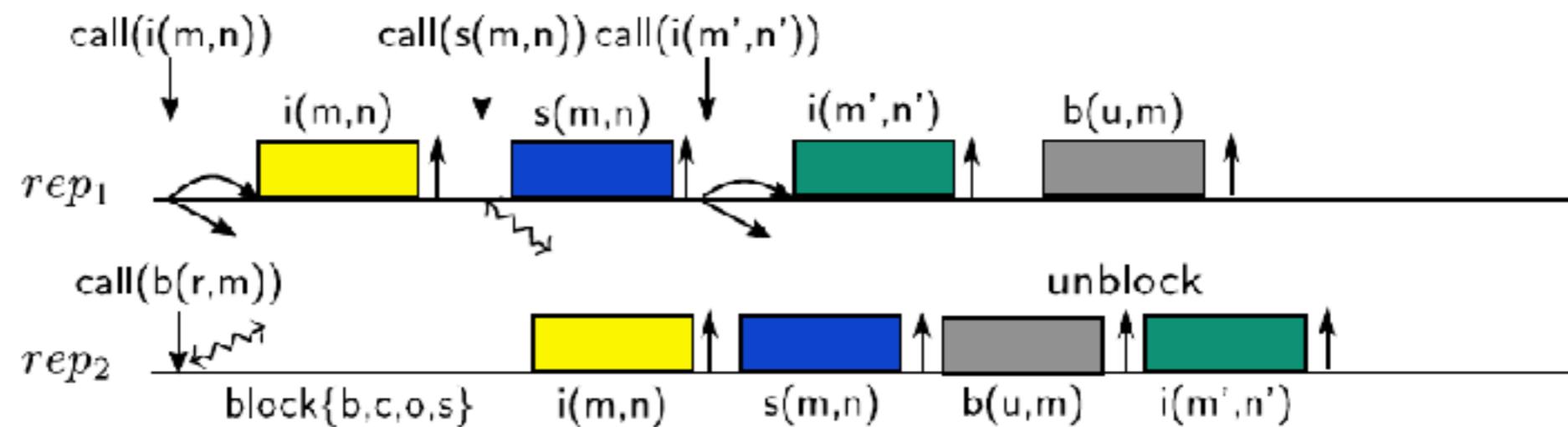


↓ request issued

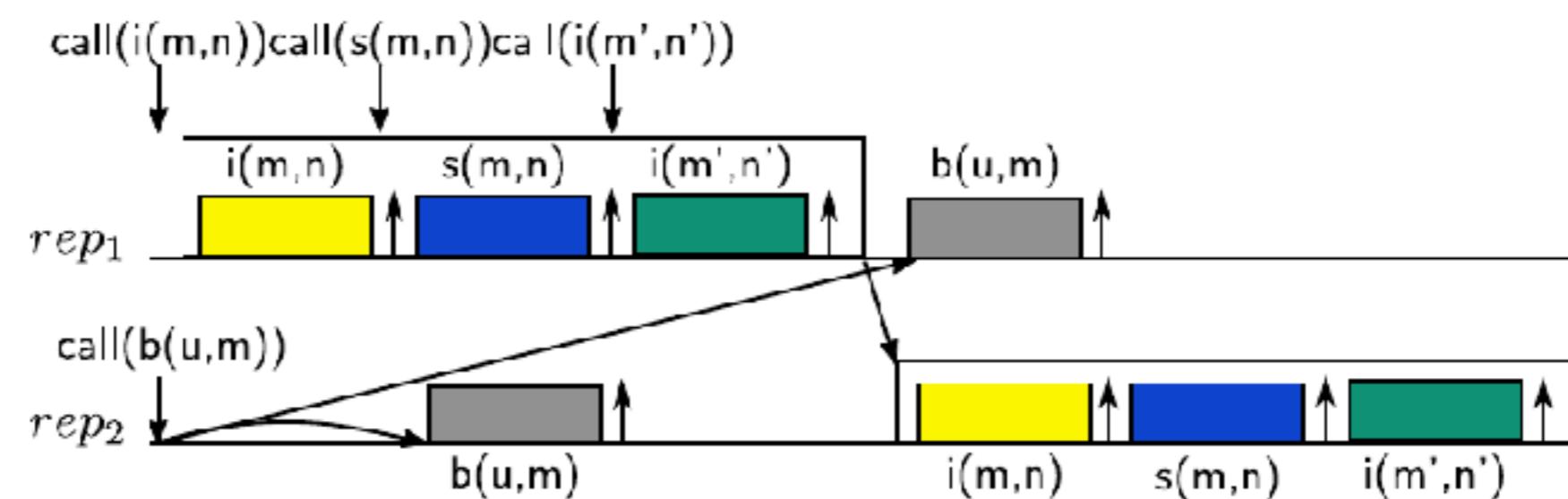
↑ request return

↖ synchronization

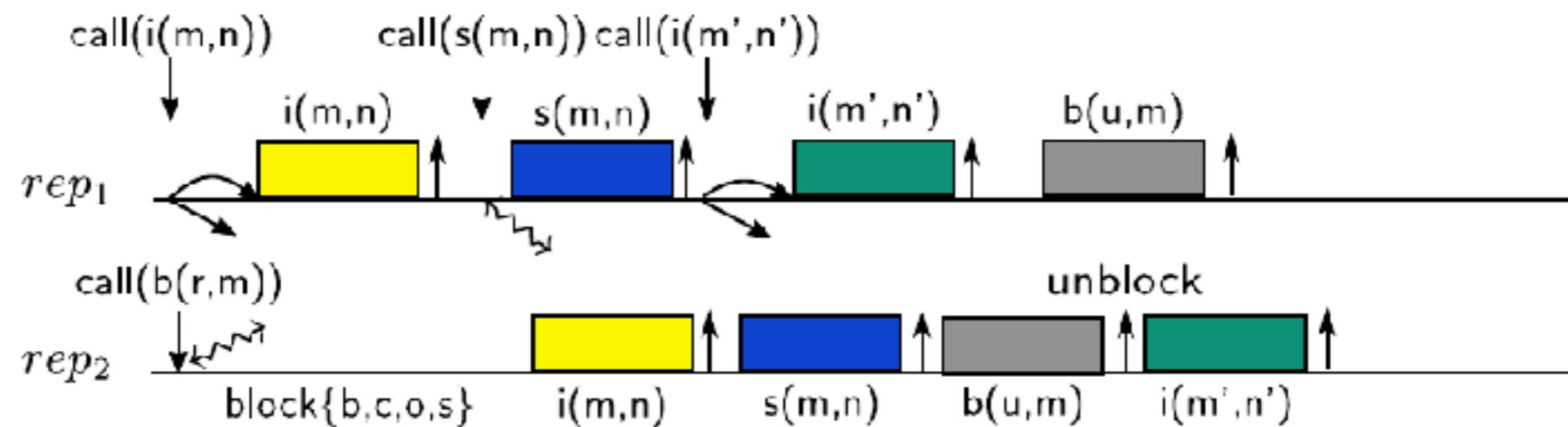
# Communication and Synchronization Avoidance



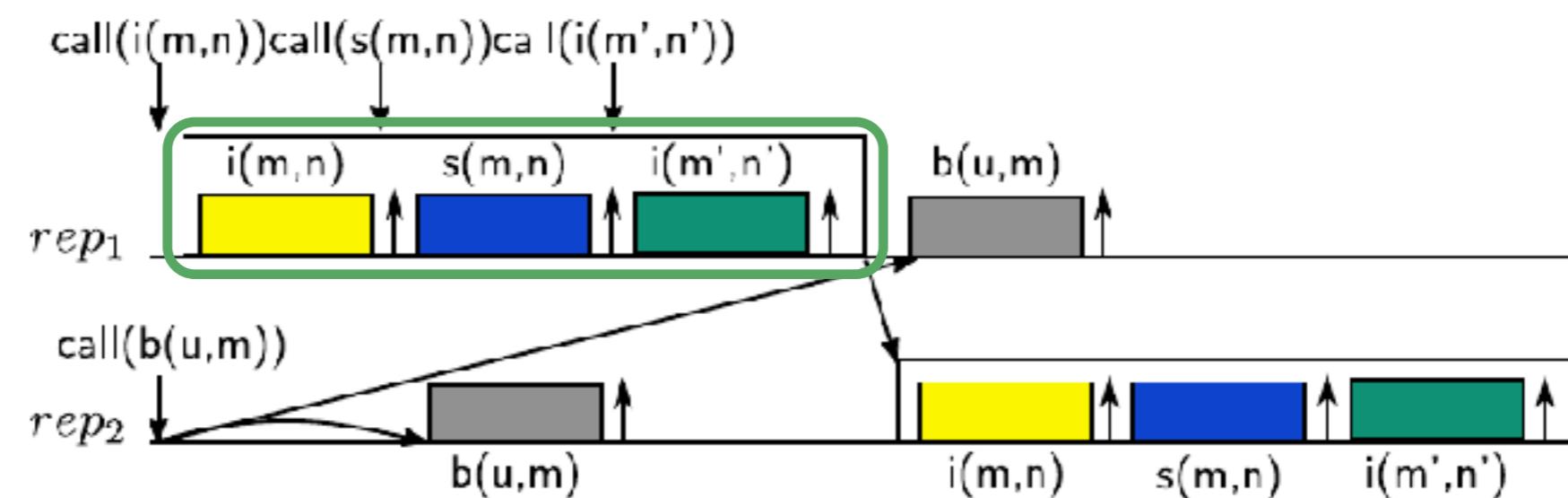
↓ request issued  
 ↑ request return  
 ↗ synchronization



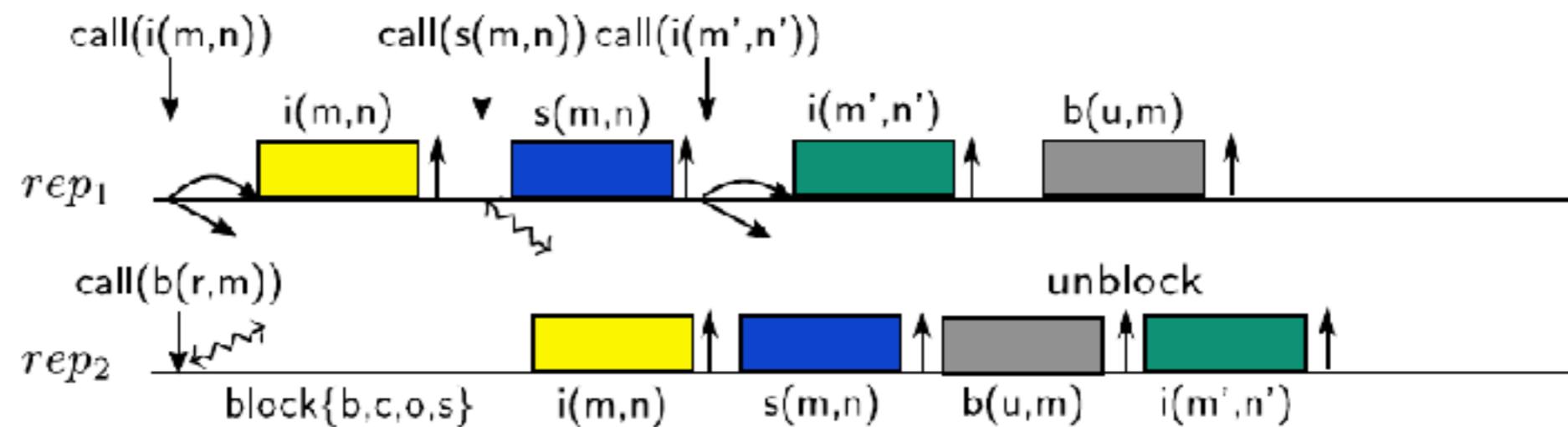
# Communication and Synchronization Avoidance



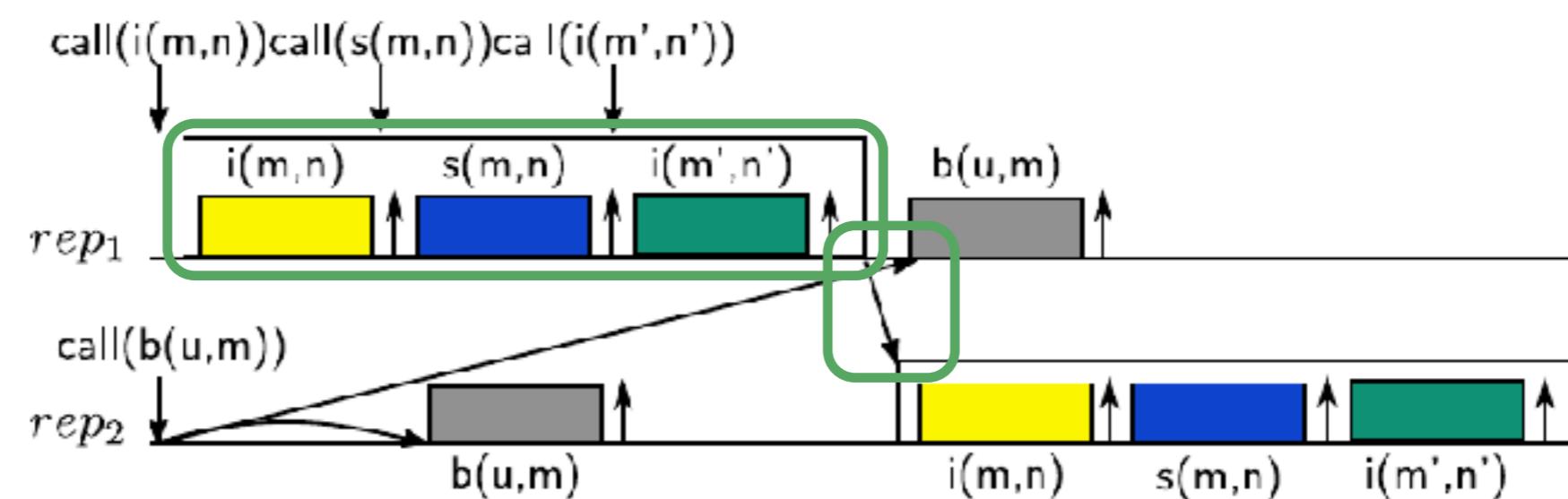
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↑ request return  
↖ synchronization



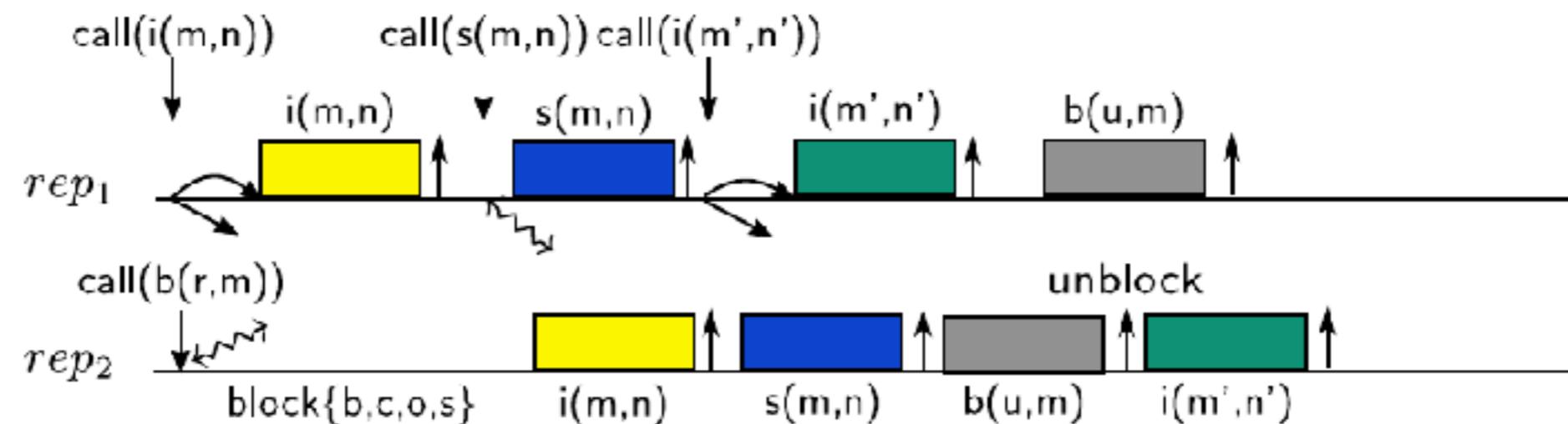
# Communication and Synchronization Avoidance



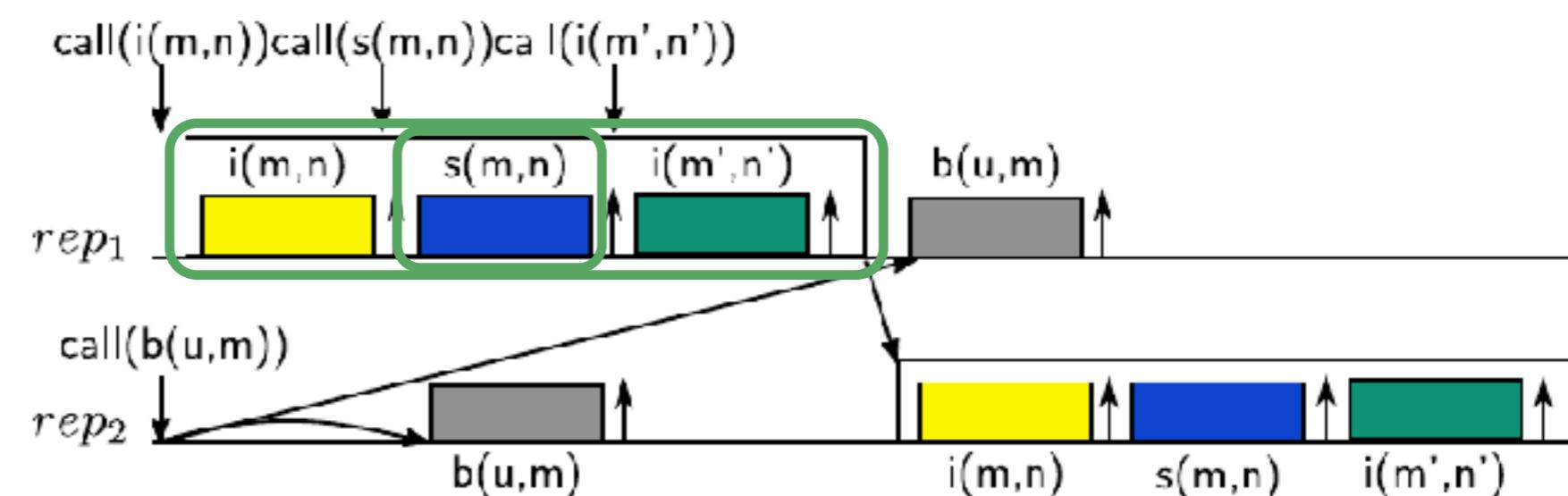
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 ↑ request return  
 ↗ synchronization



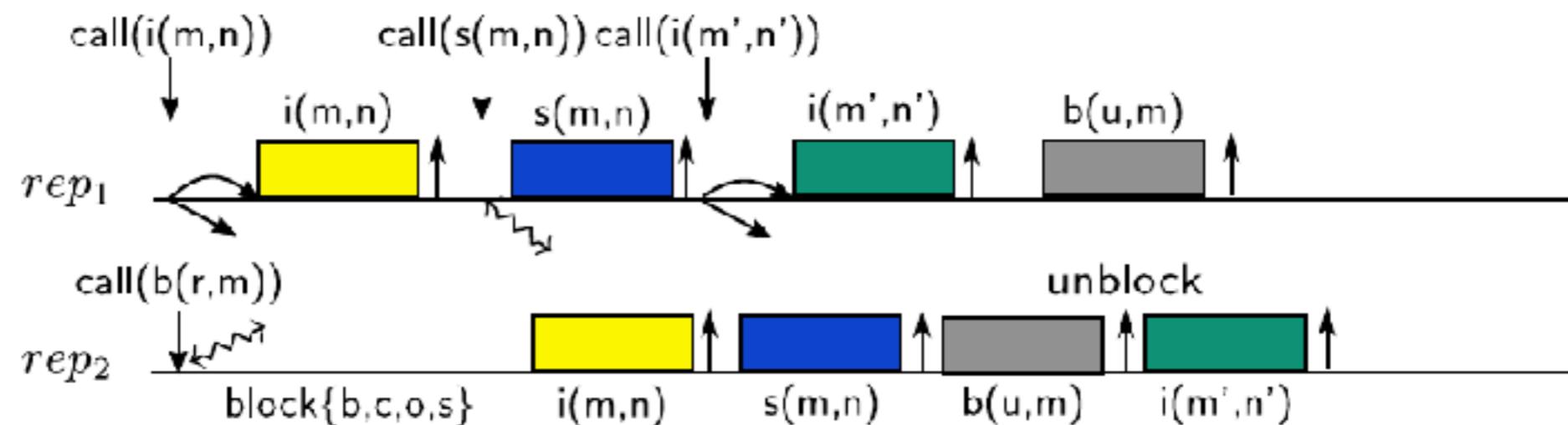
# Communication and Synchronization Avoidance



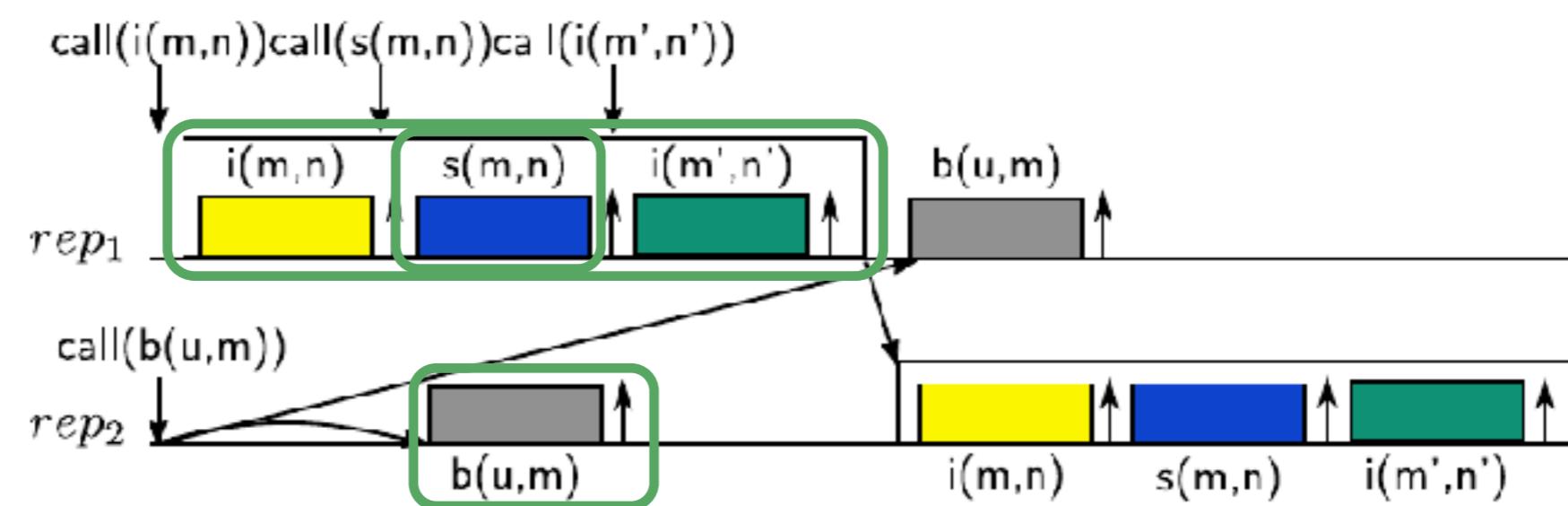
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 ↑ request return  
 ↗ synchronization



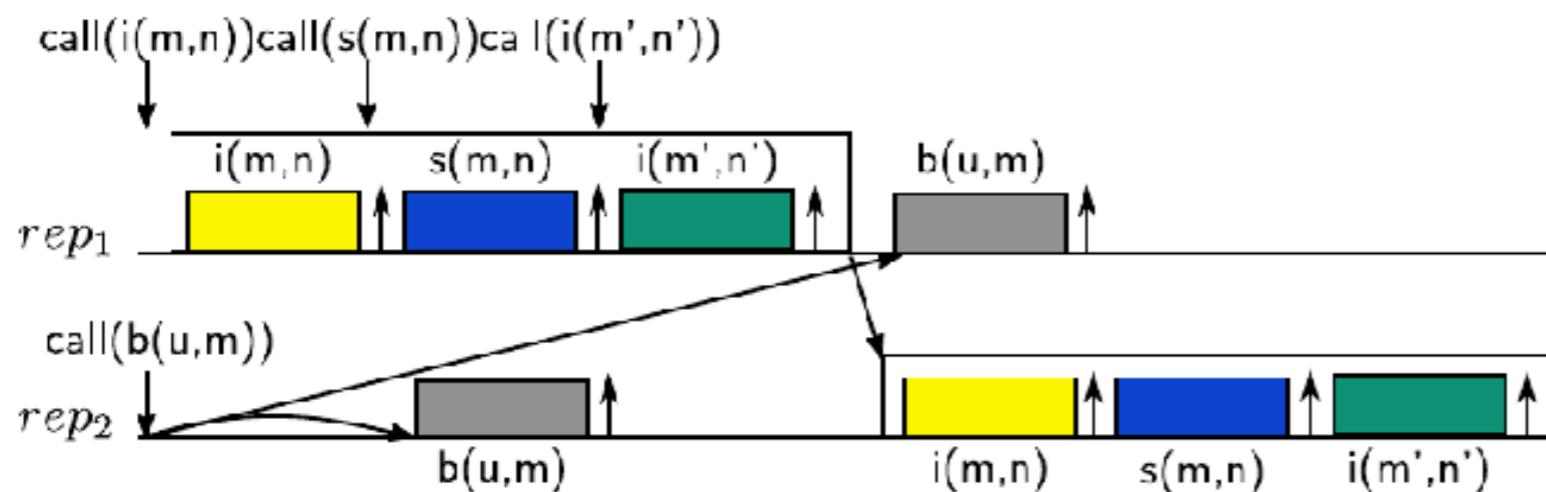
# Communication and Synchronization Avoidance



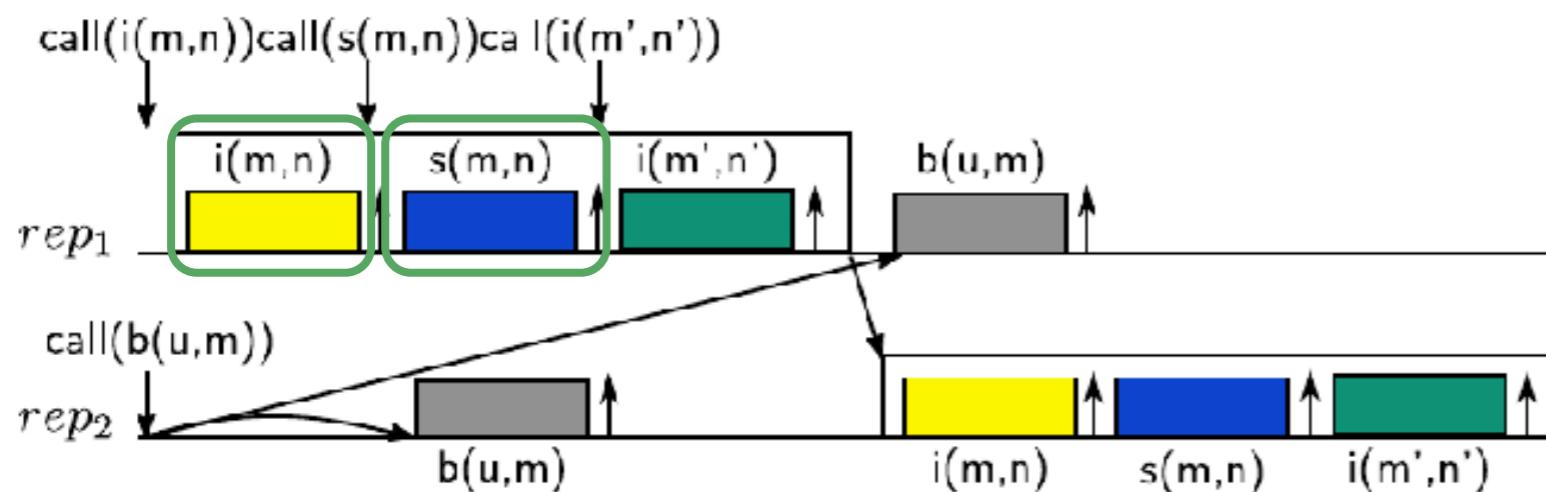
↓ request issued  
 ↑ request return  
 ↗ synchronization



# Conditions for Buffering

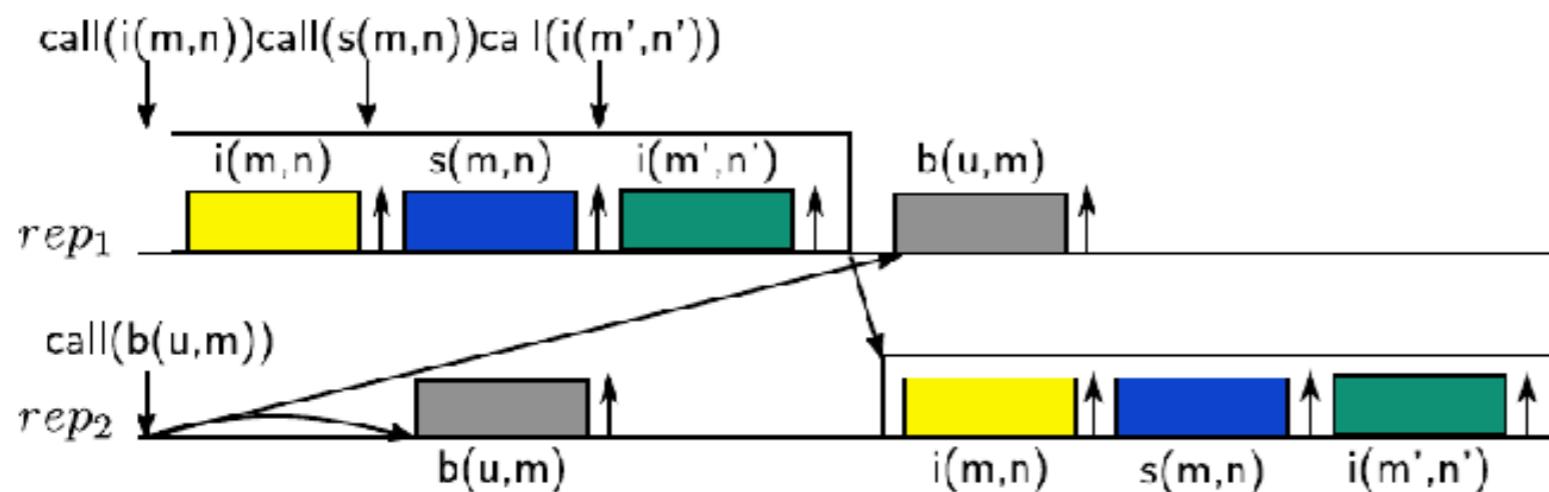


# Conditions for Buffering

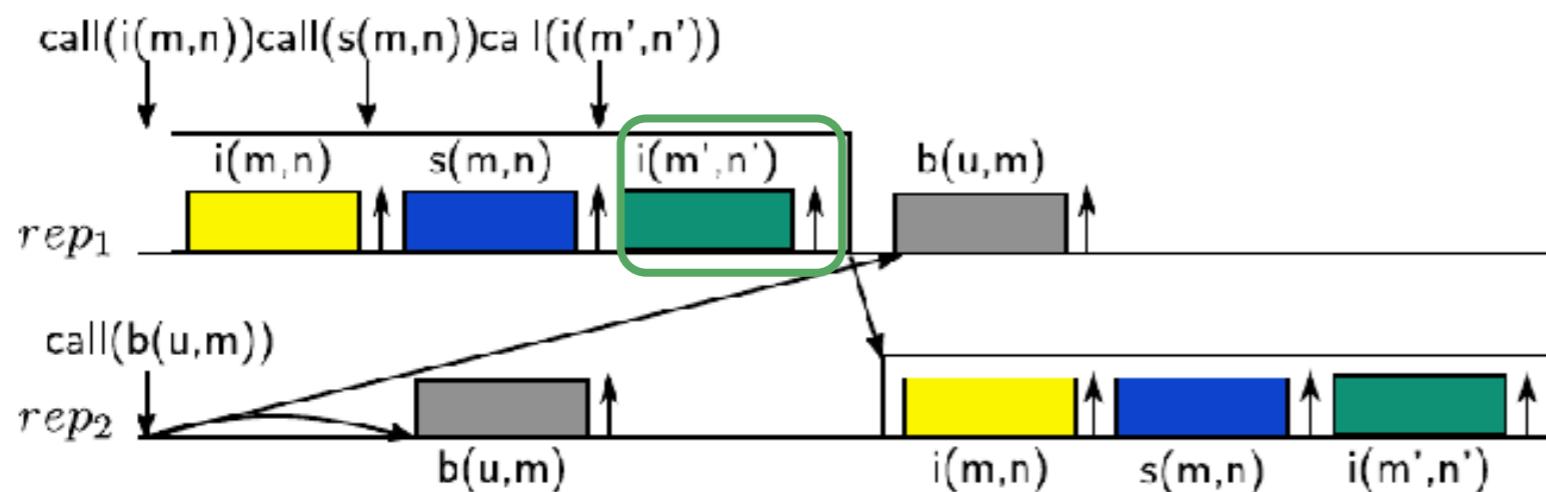


1. All-state-commutativity

# Conditions for Buffering

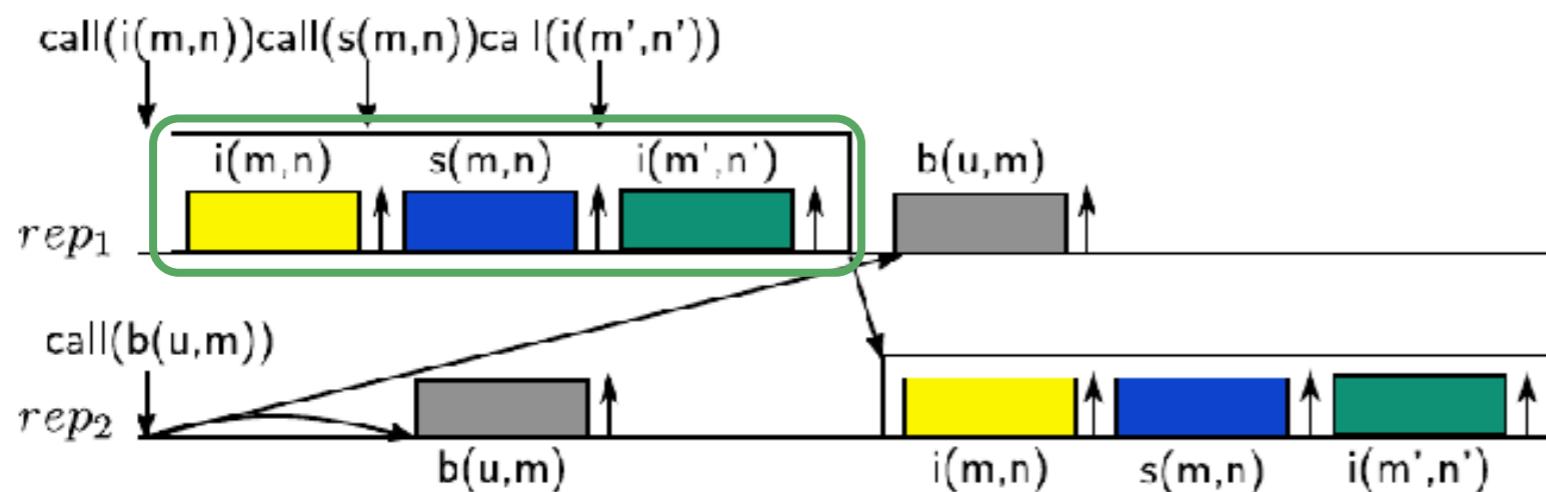


# Conditions for Buffering



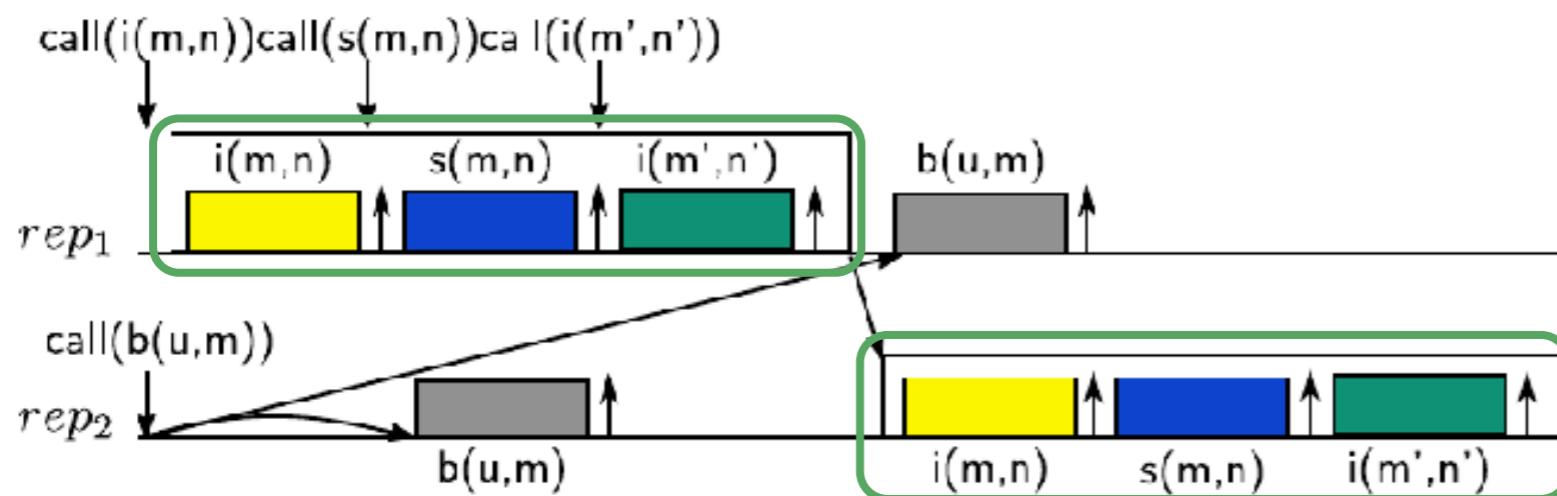
2. In-bound

# Conditions for Buffering



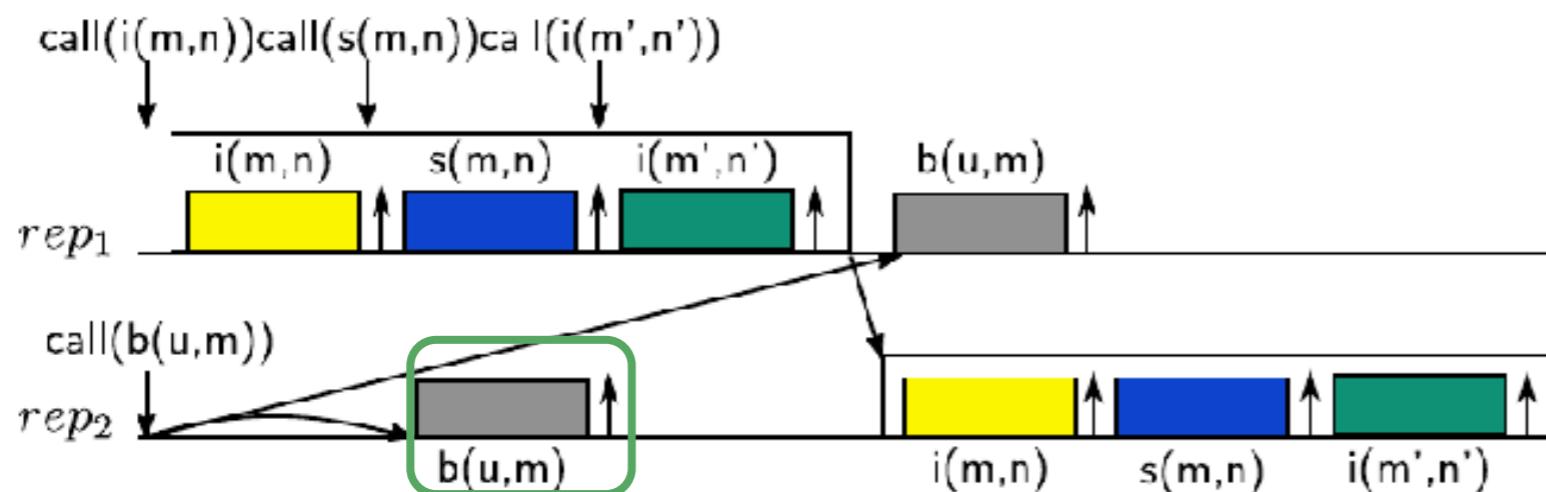
3. Invariant-sufficiency

# Conditions for Buffering



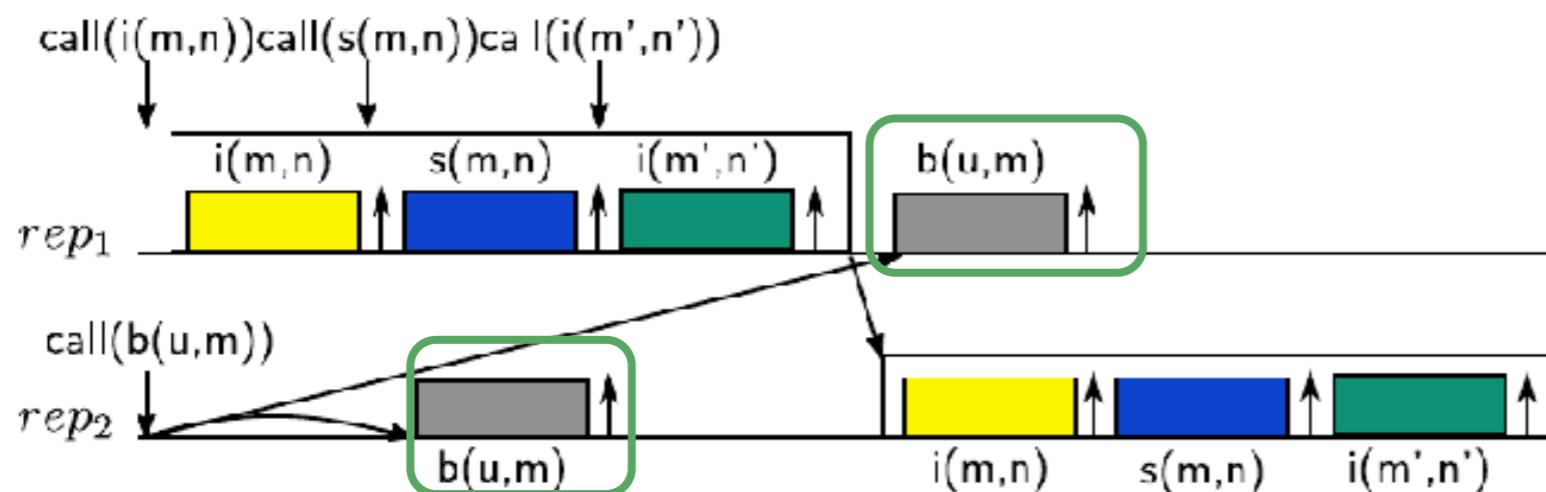
3. Invariant-sufficiency

# Conditions for Buffering



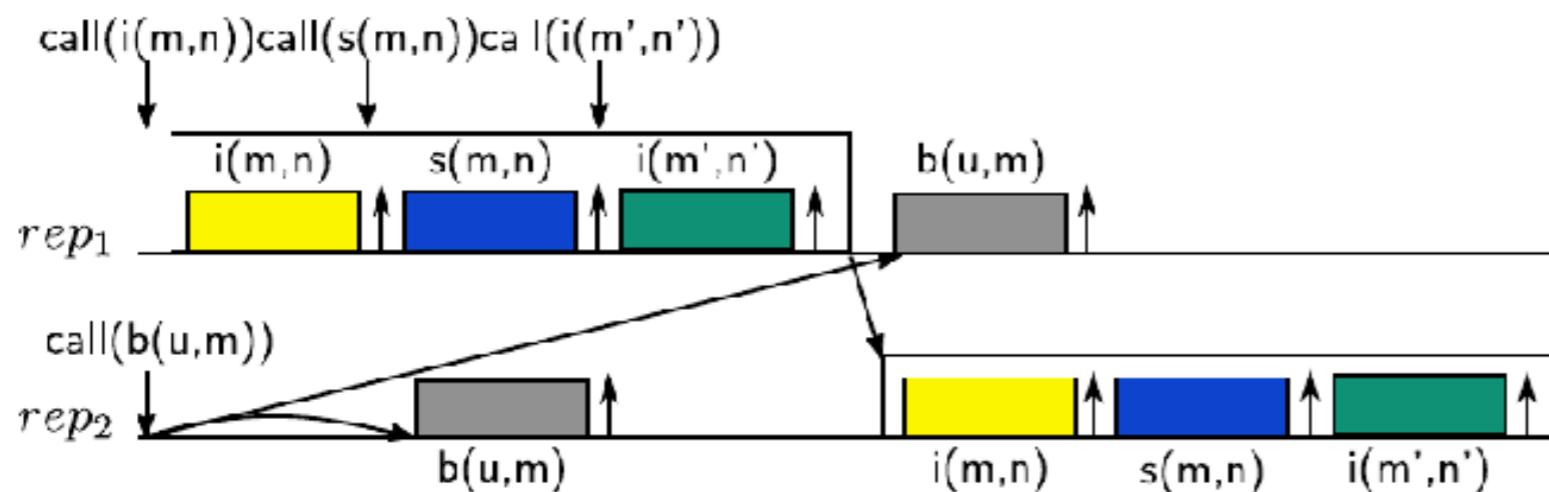
4. Let-P-R-commutativity

# Conditions for Buffering



4. Let-P-R-commutativity

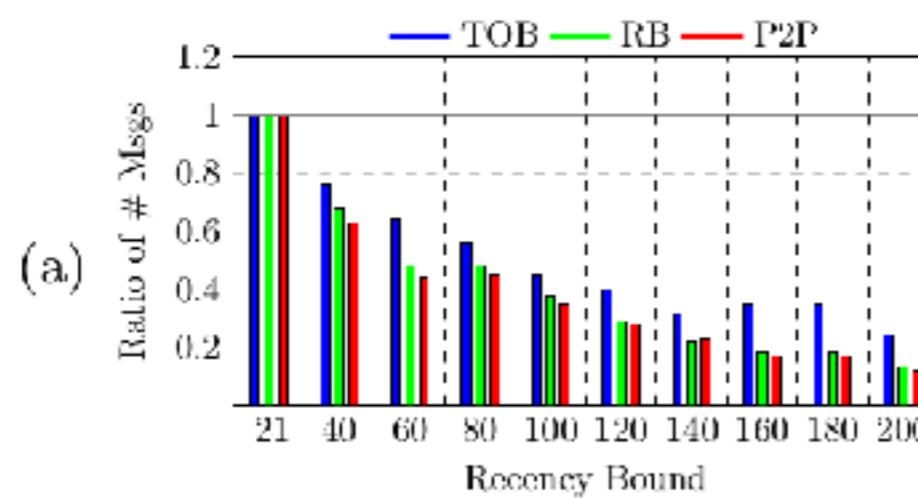
# Conditions for Buffering



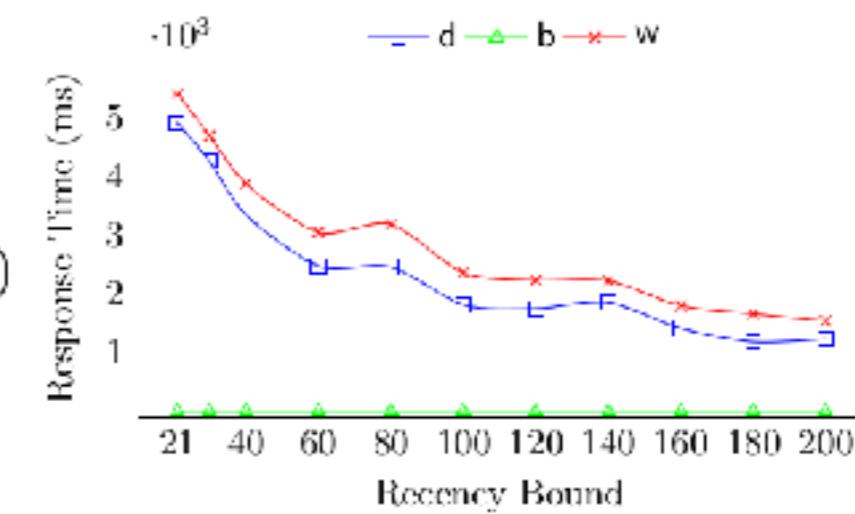
# Experimental Results

As the recency bound increases,  
the coordination overhead and response time decrease.

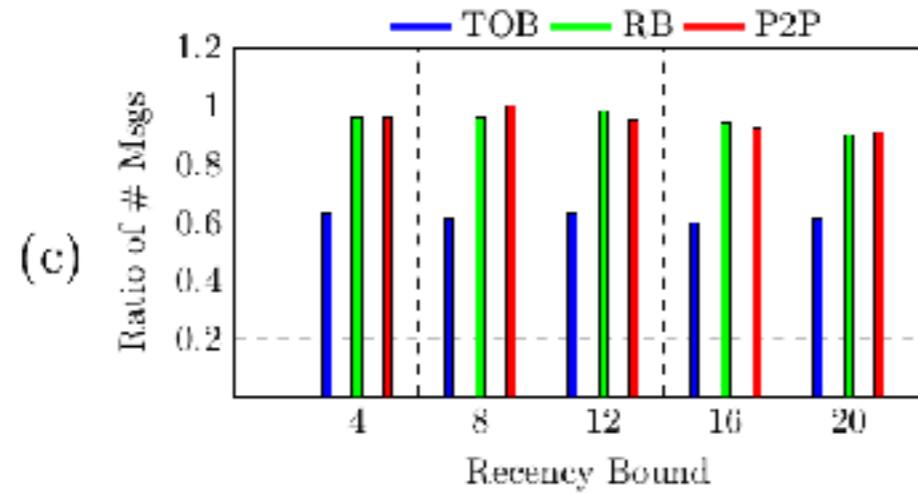
Bank account



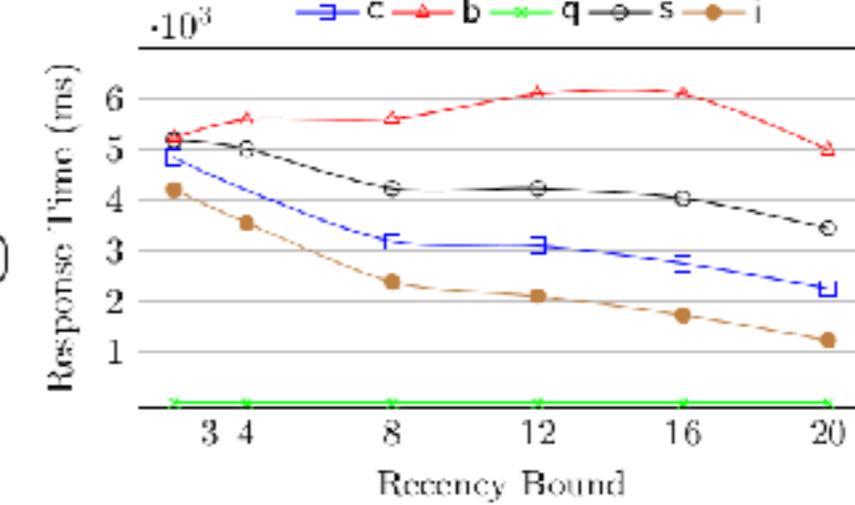
(b)



Movie booking



(d)



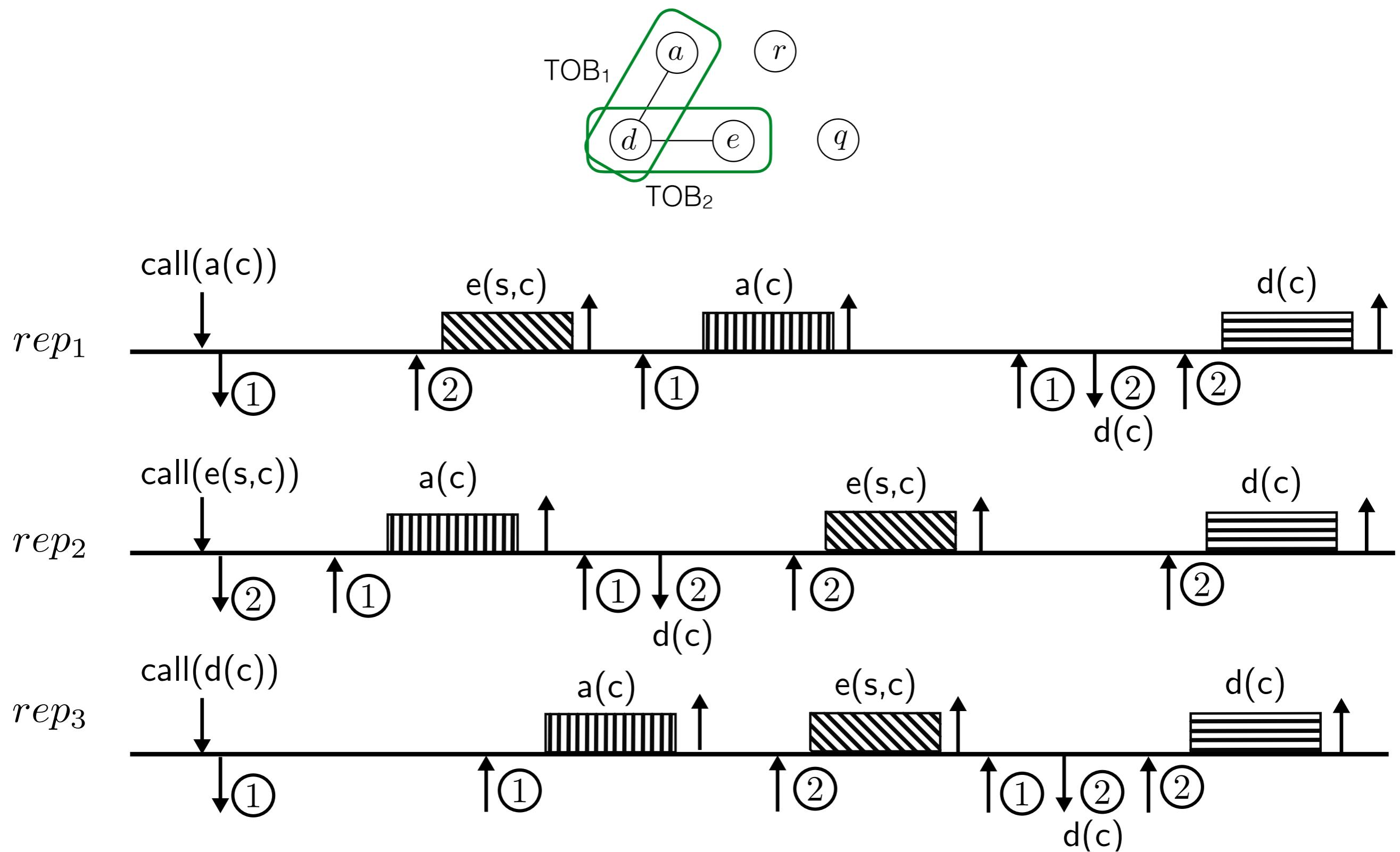
# Coordination as Commutativity

- Synthesis of replicated objects that preserve integrity, convergence and recency, and minimize coordination
- Coordination conditions sufficient for these properties that are captured as commutativity conditions
- Reduced coordination minimization to classical graph optimization
- Coordination protocols that preserve these conditions

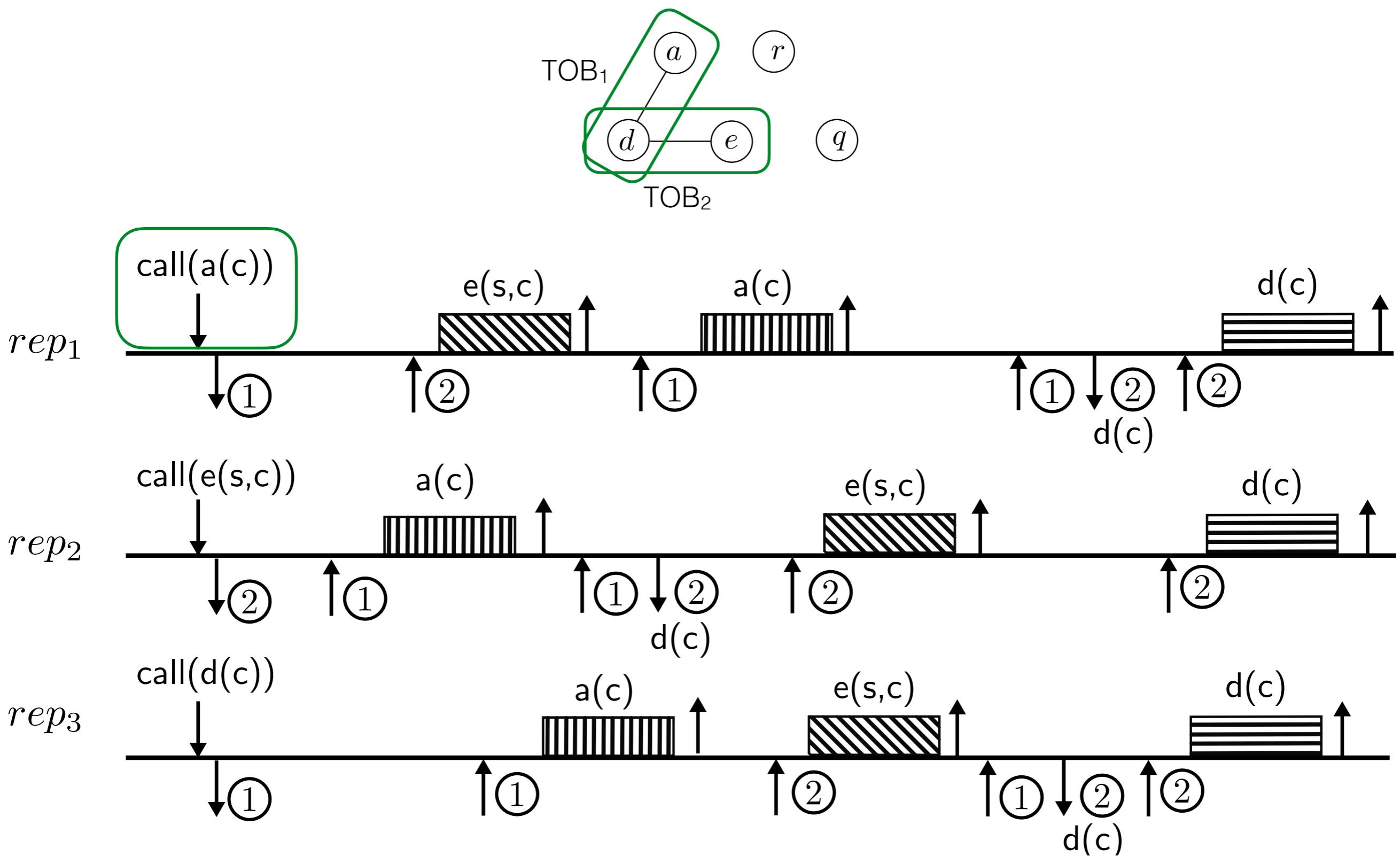
# Commutativity Reasoning for Automated Distributed Coordination

Mohsen Lesani  
University of California, Riverside

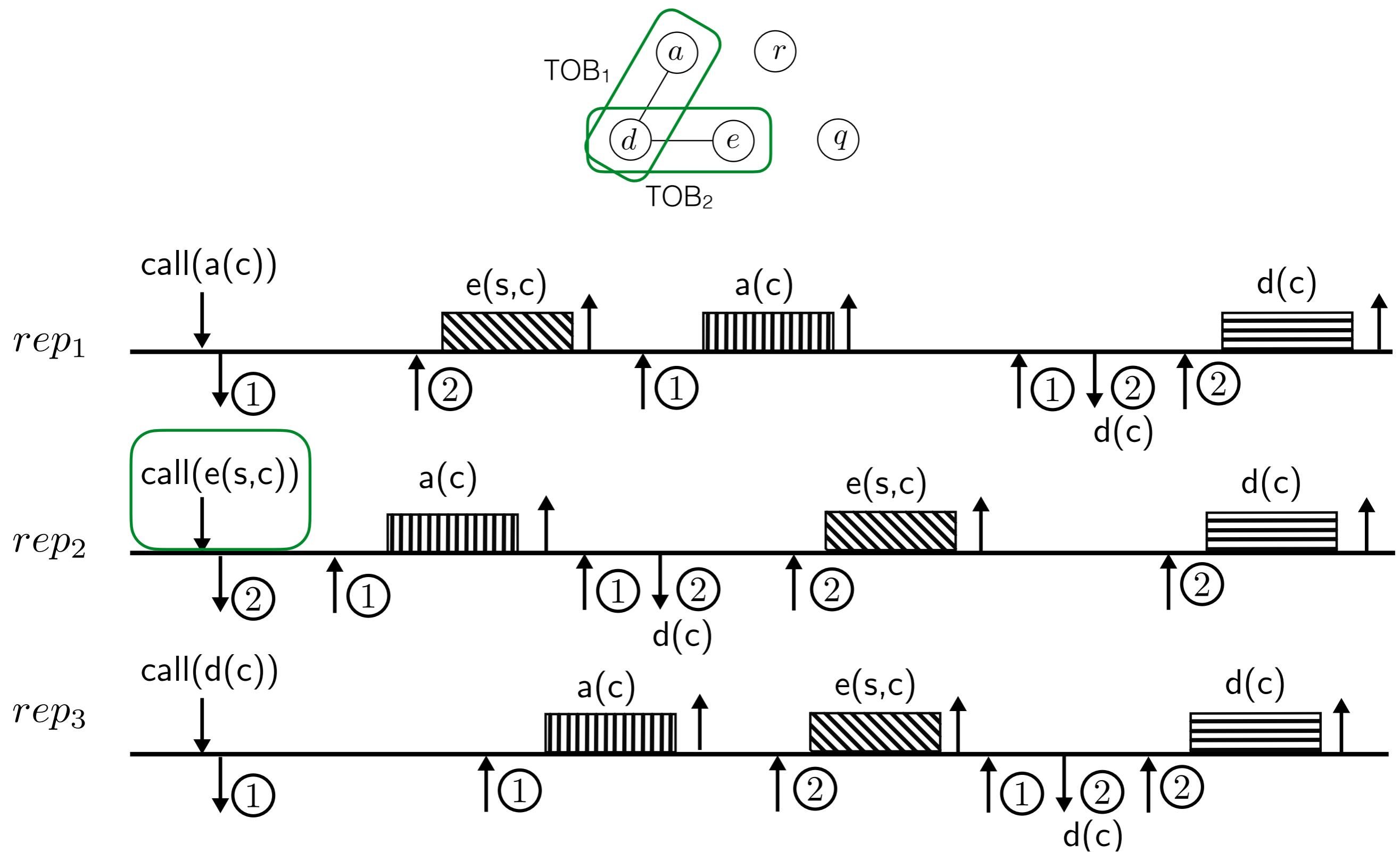
# Non-blocking Protocol



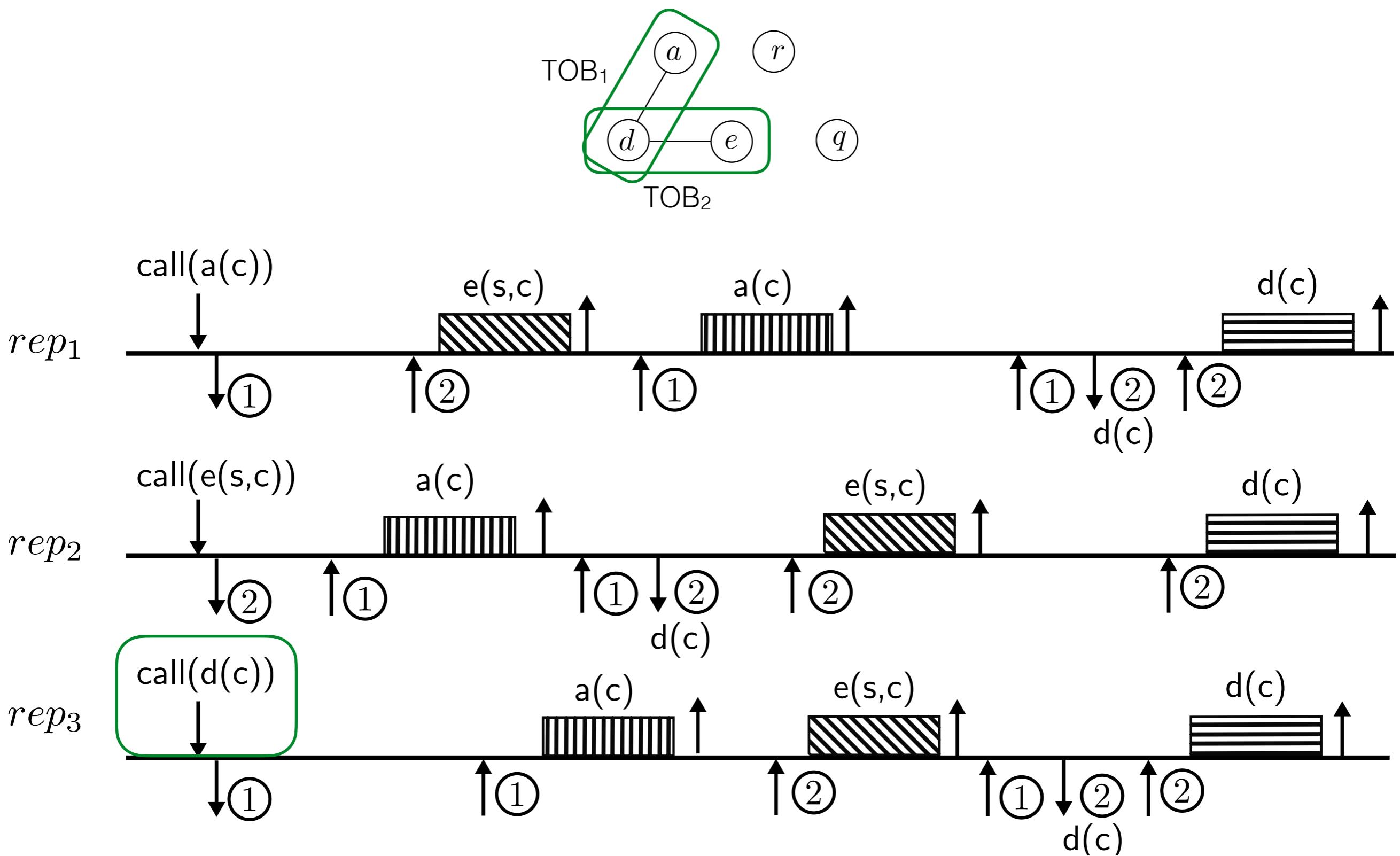
# Non-blocking Protocol



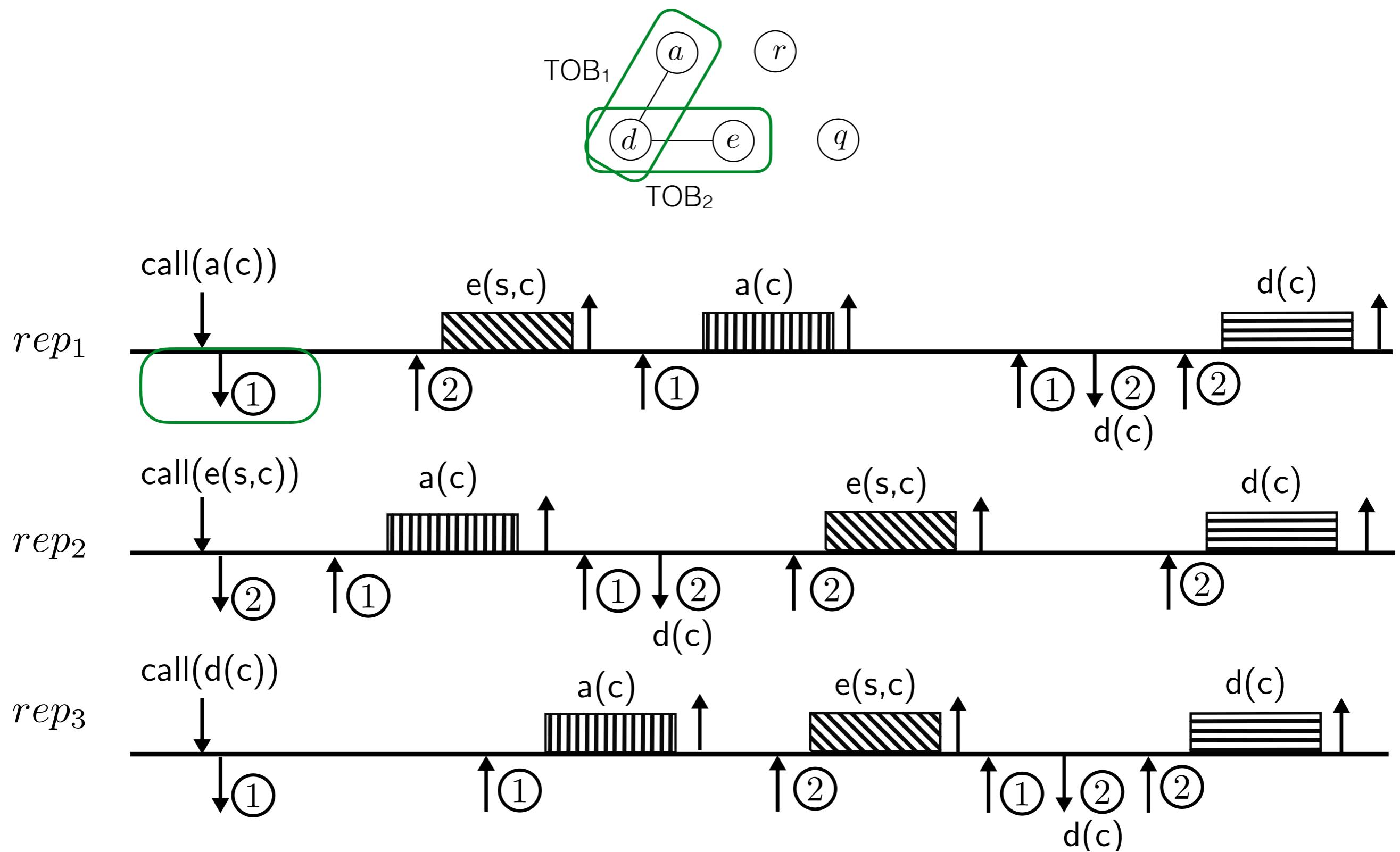
# Non-blocking Protocol



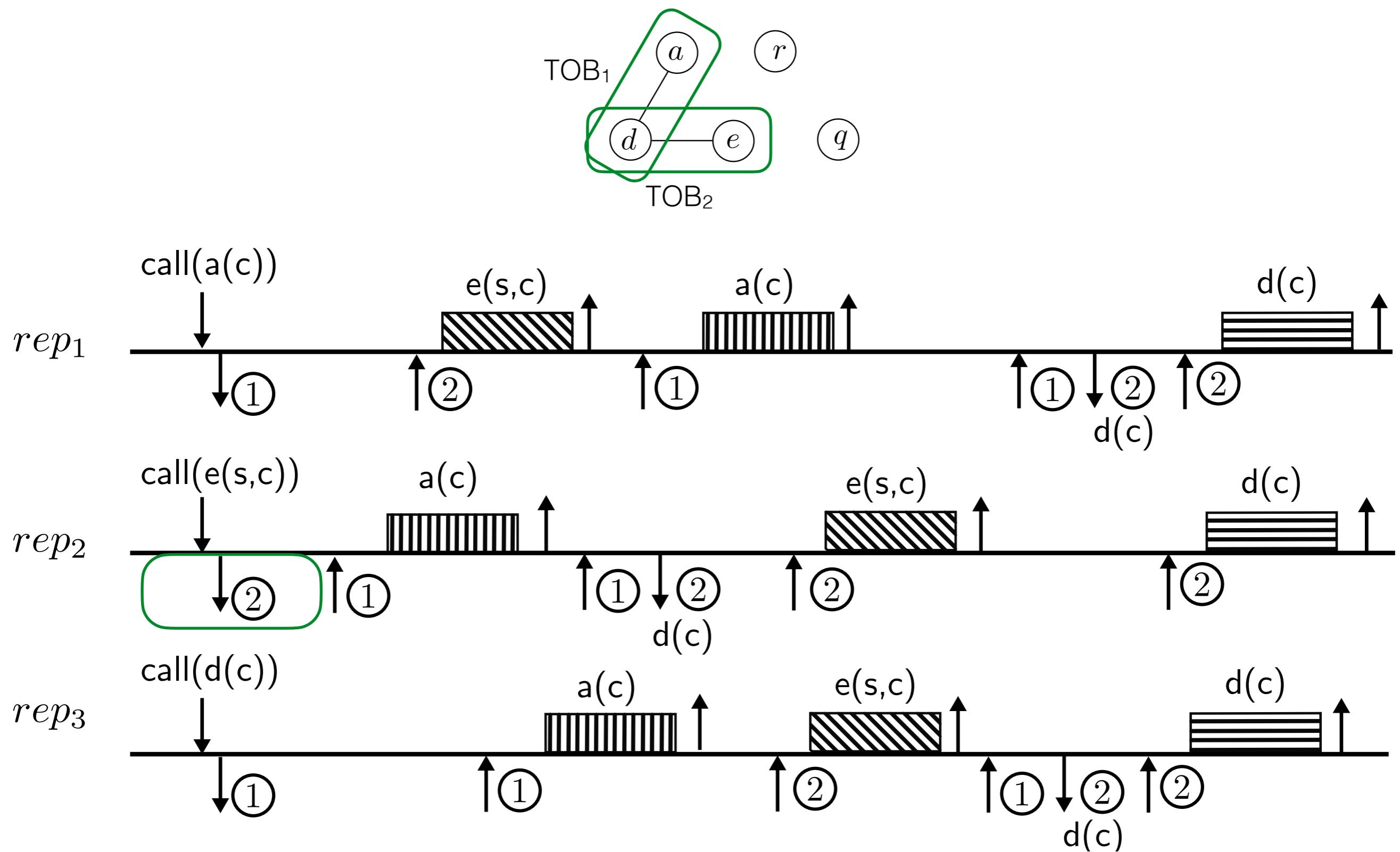
# Non-blocking Protocol



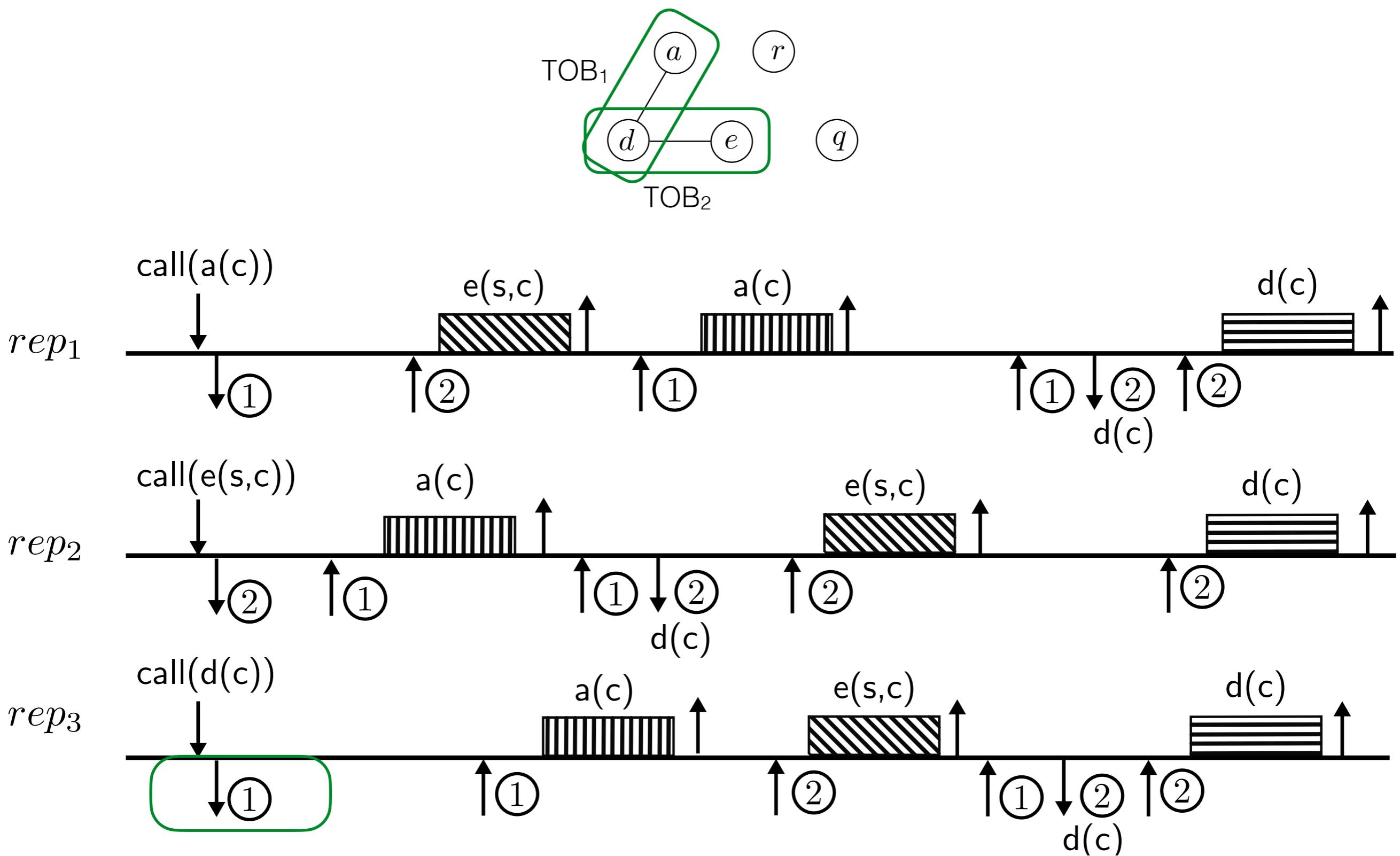
# Non-blocking Protocol



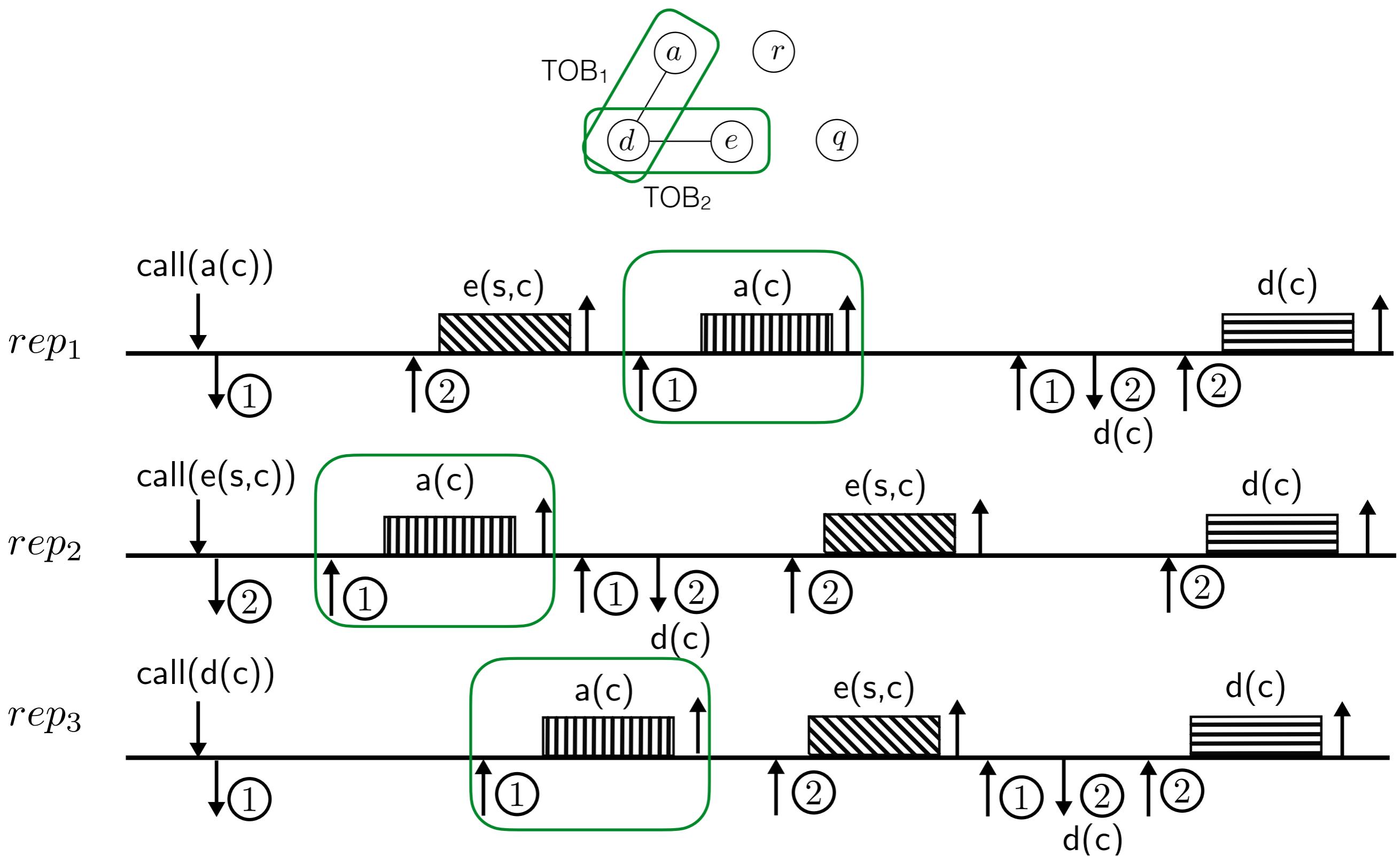
# Non-blocking Protocol



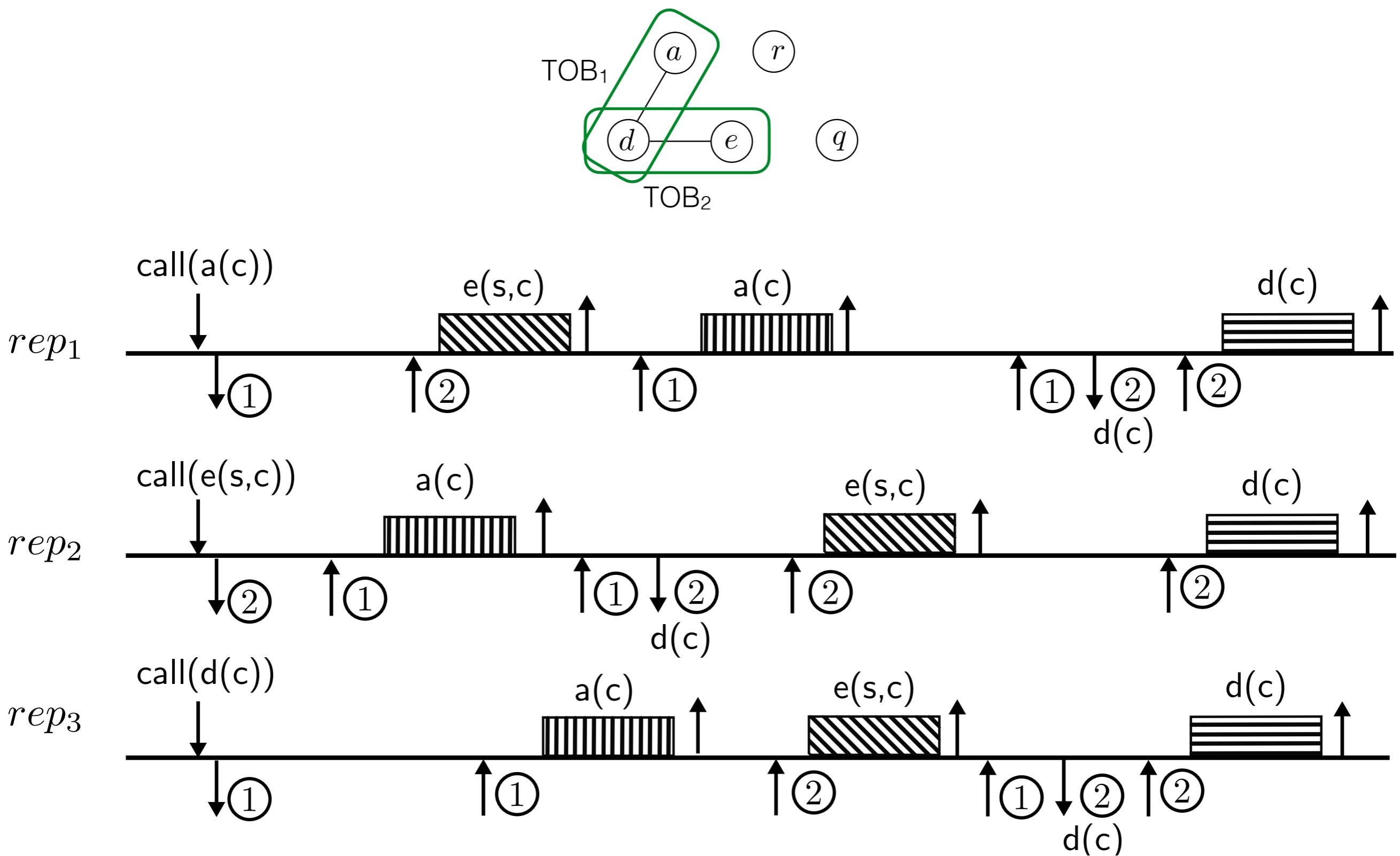
# Non-blocking Protocol



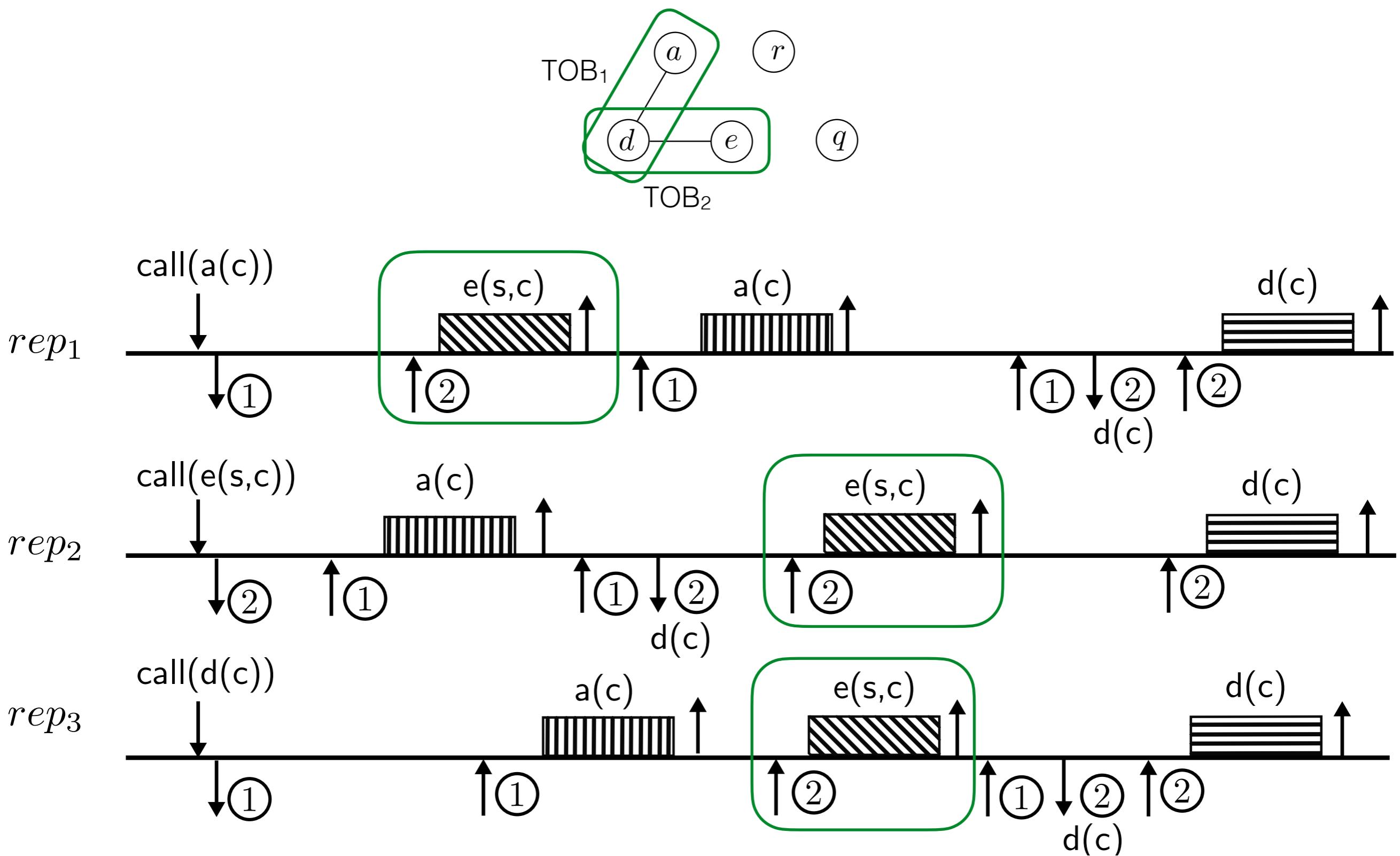
# Non-blocking Protocol



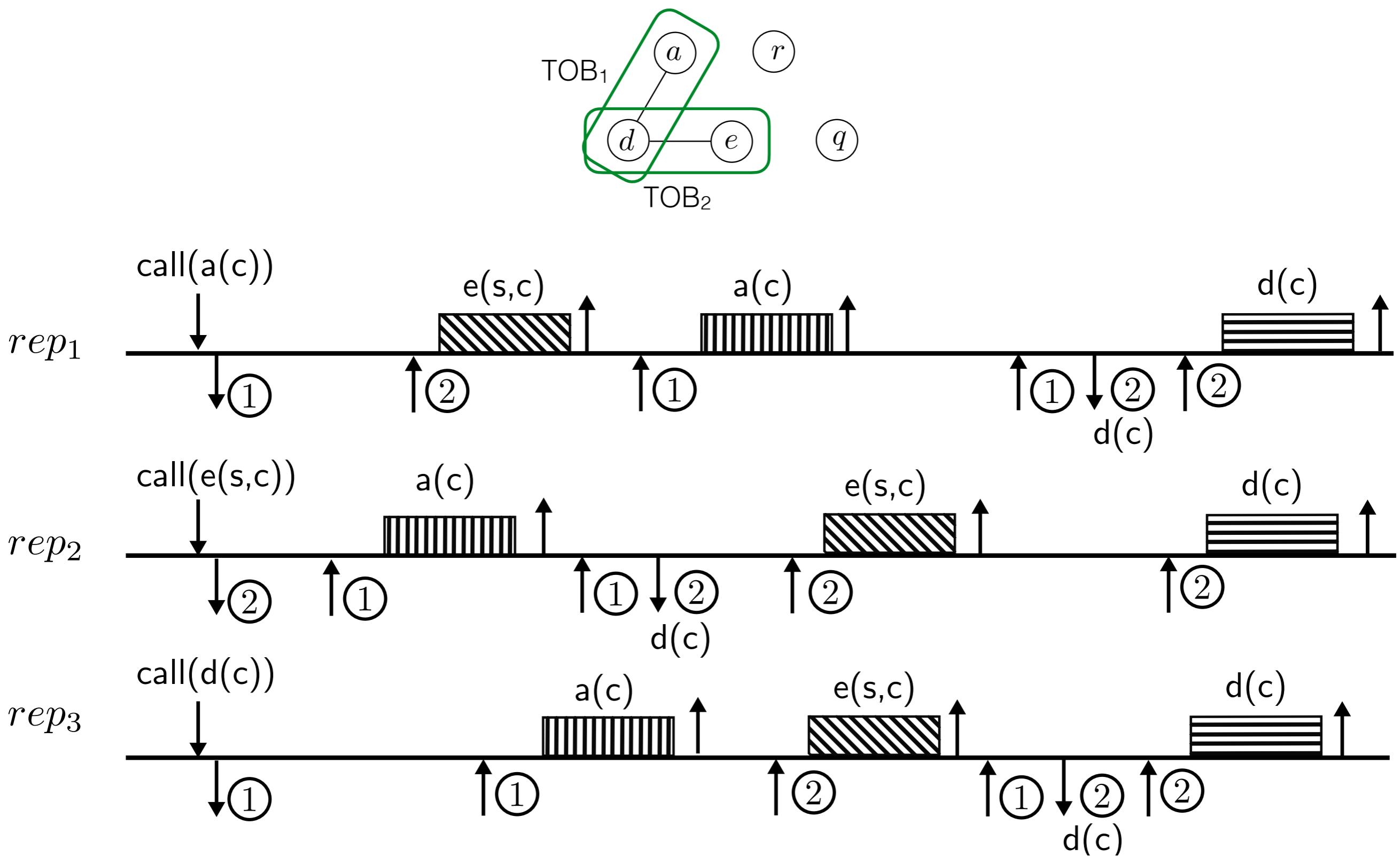
# Non-blocking Protocol



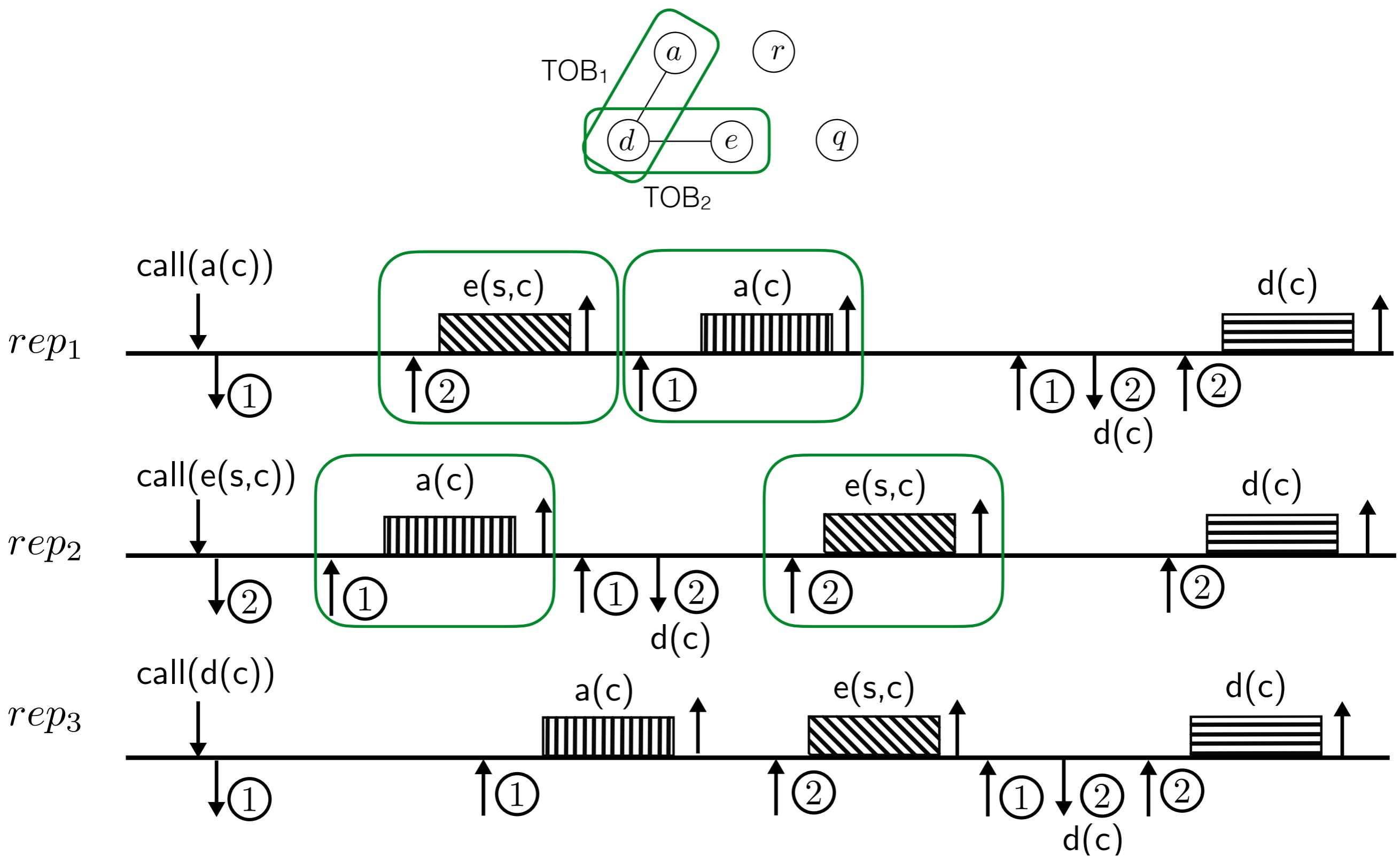
# Non-blocking Protocol



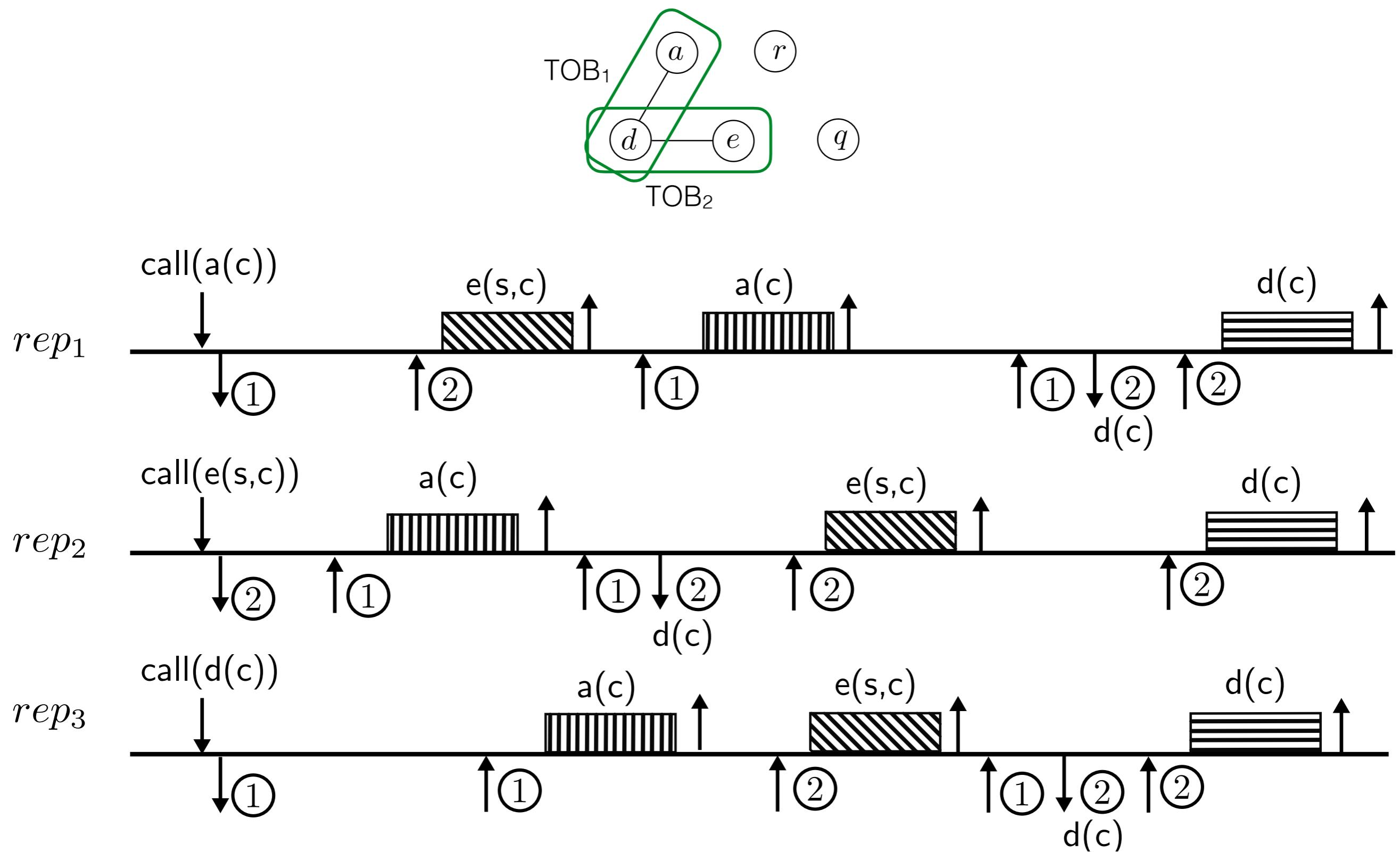
# Non-blocking Protocol



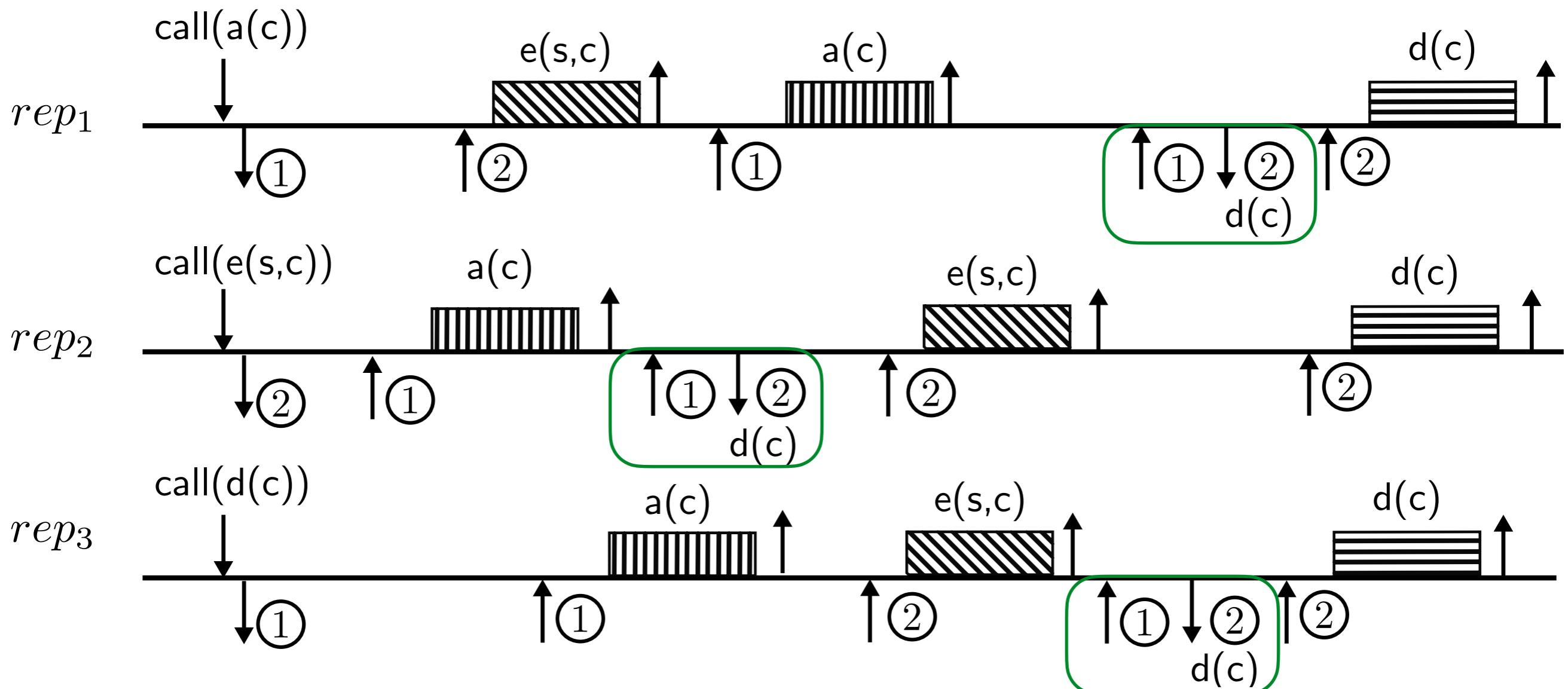
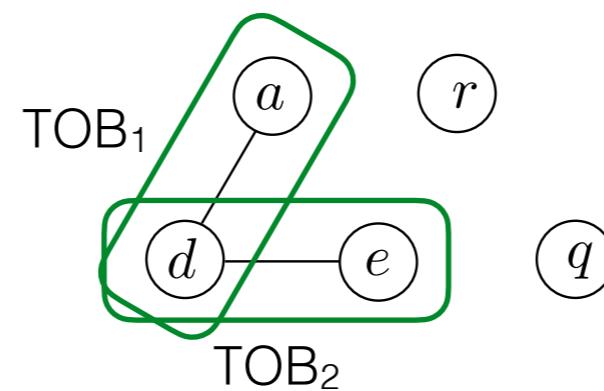
# Non-blocking Protocol



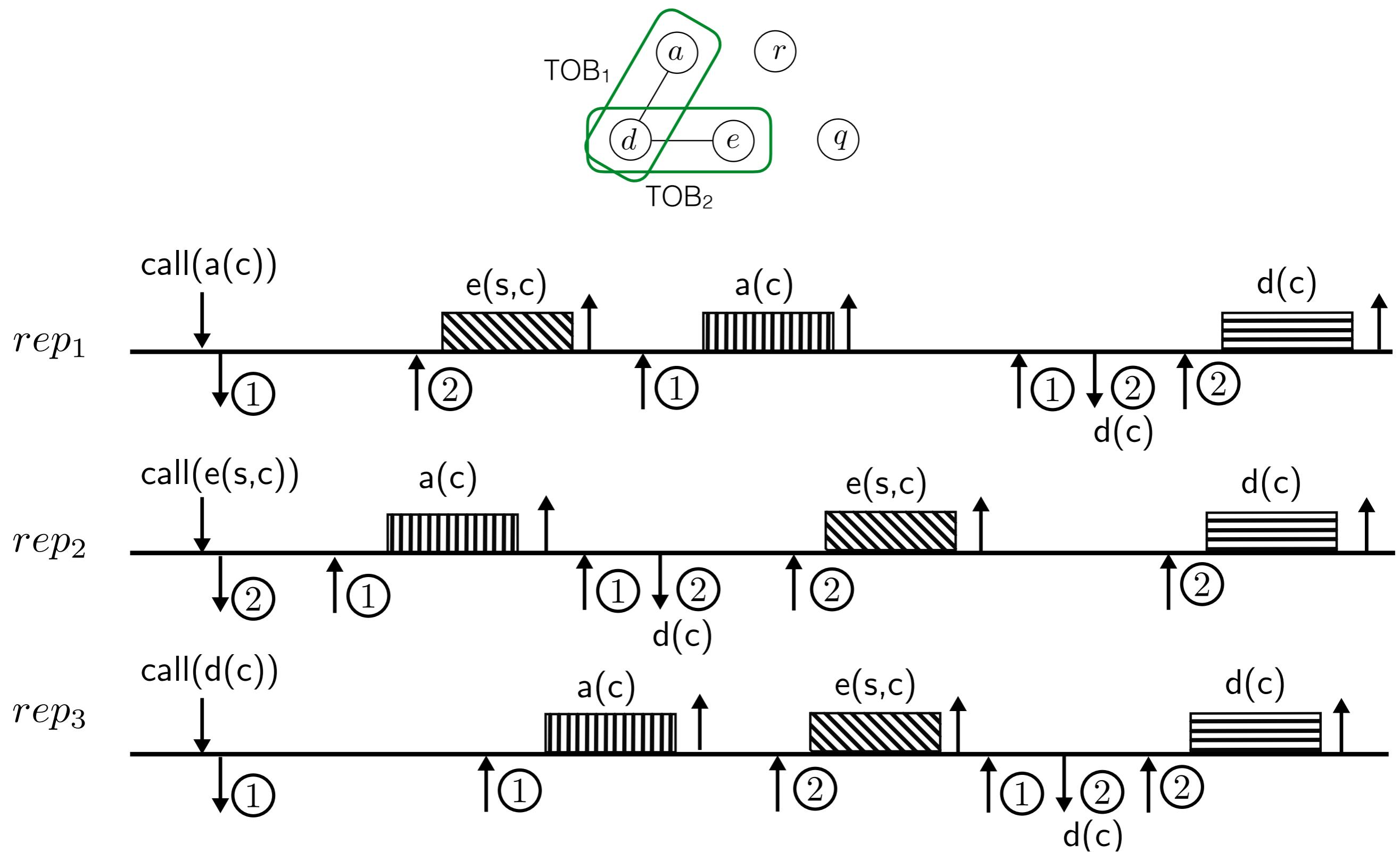
# Non-blocking Protocol



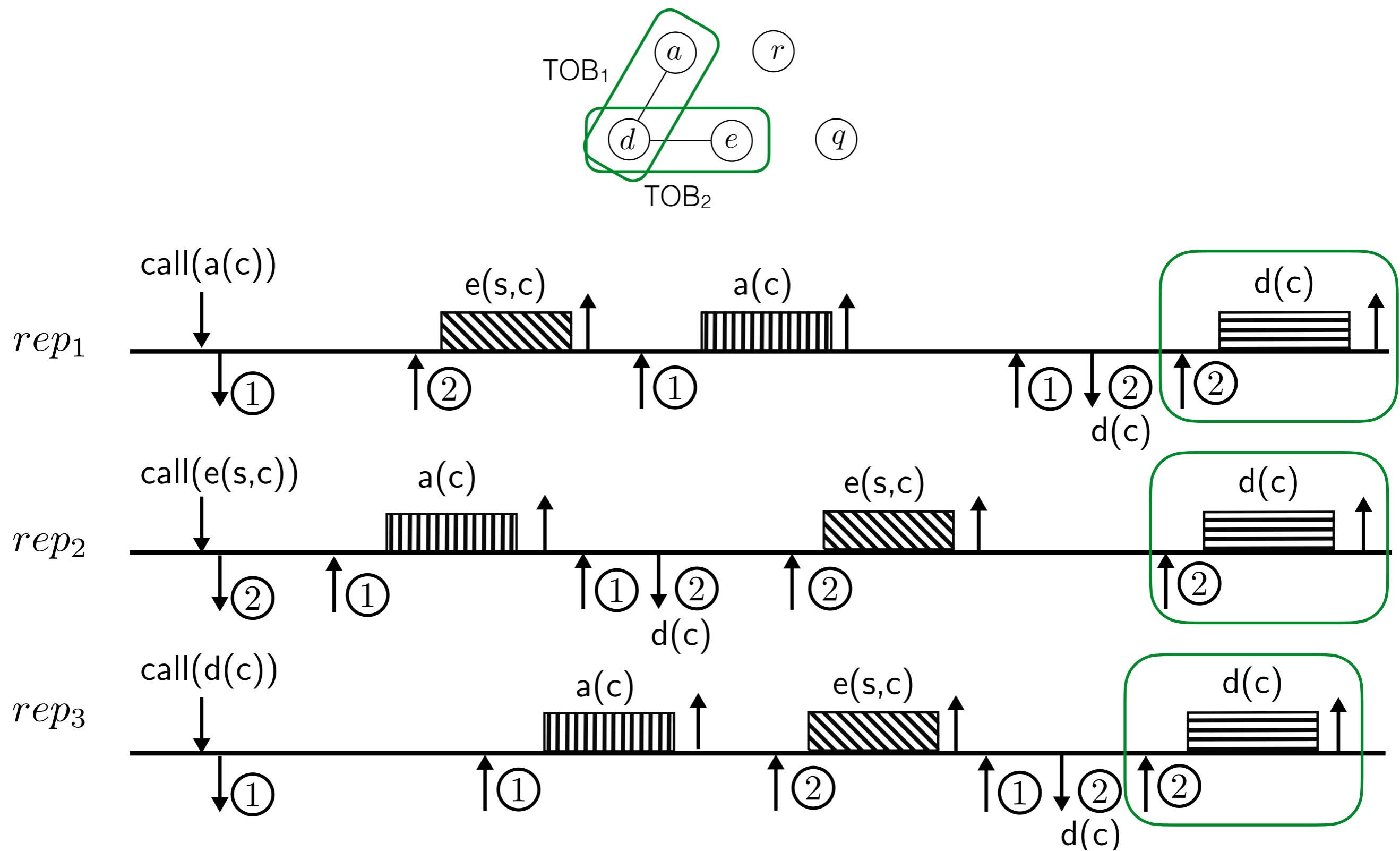
# Non-blocking Protocol



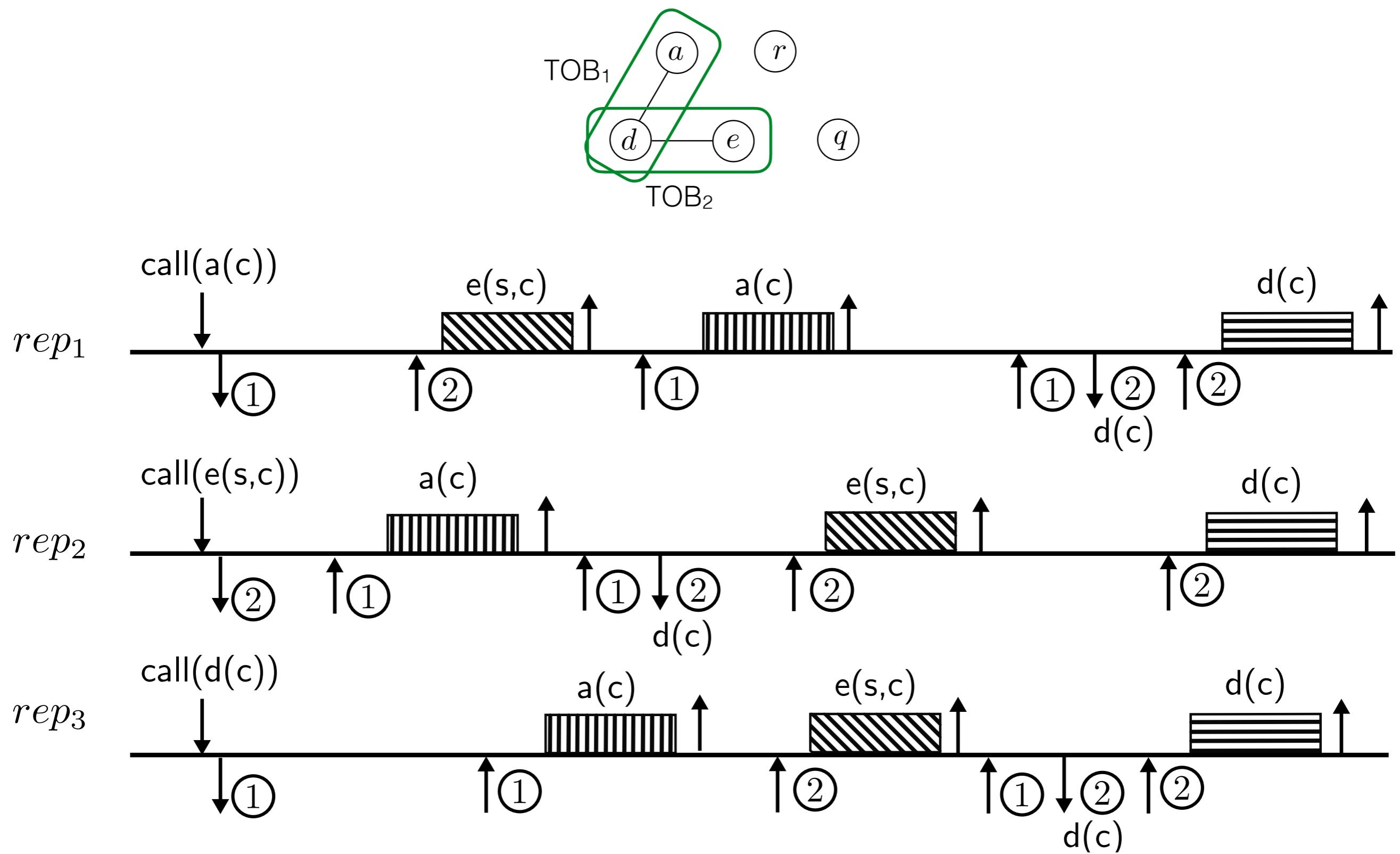
# Non-blocking Protocol



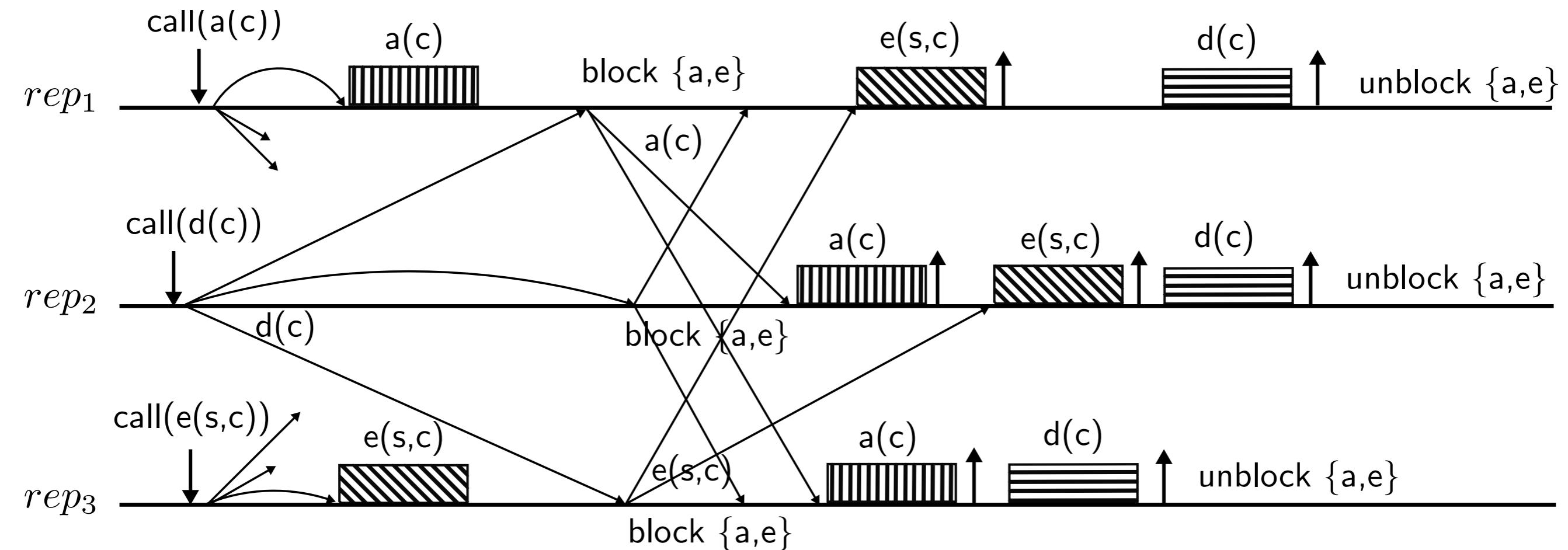
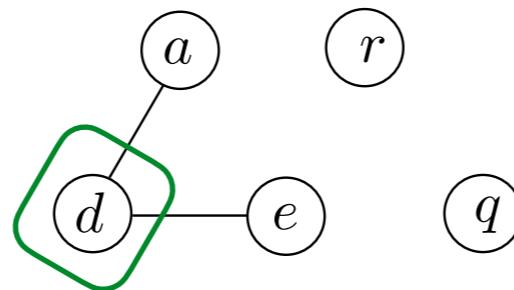
# Non-blocking Protocol



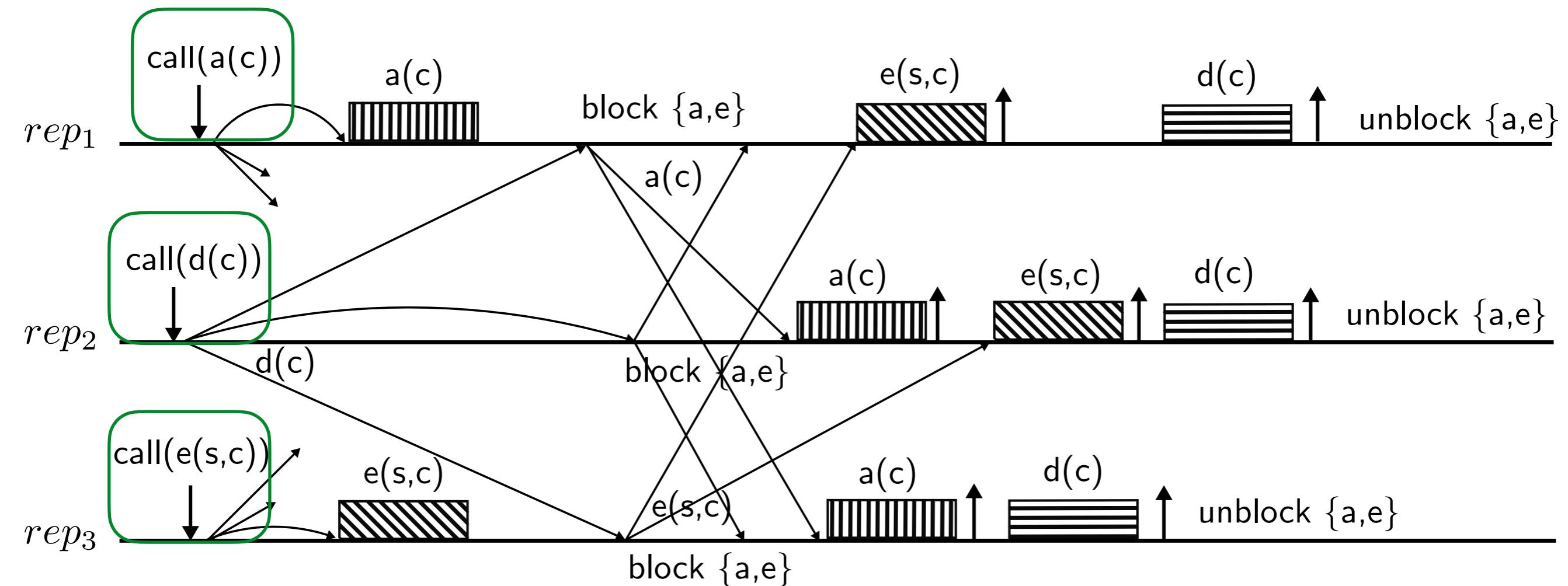
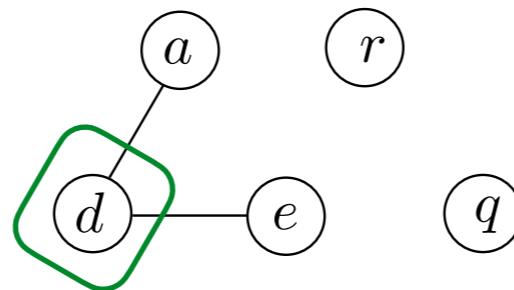
# Non-blocking Protocol



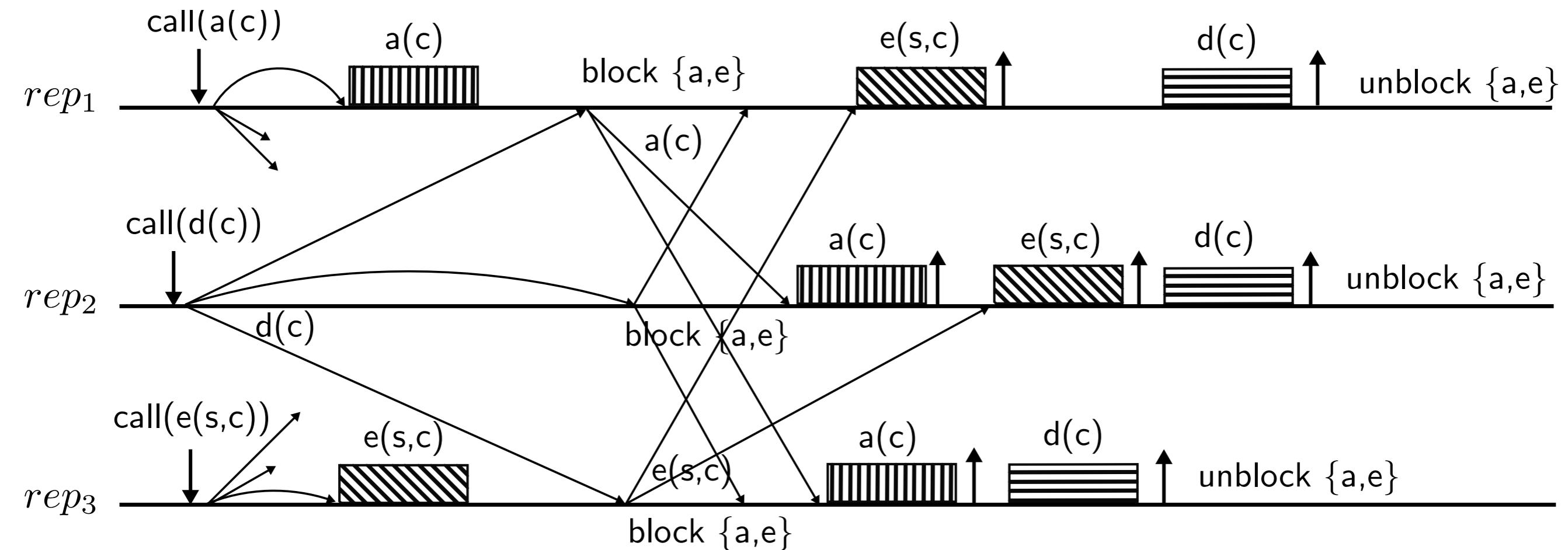
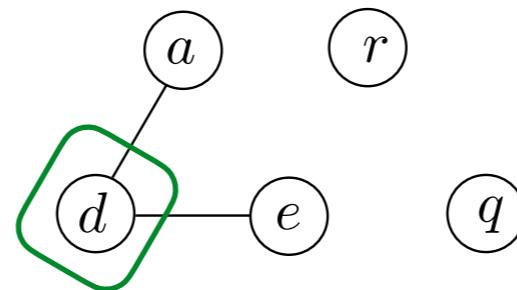
# Blocking Protocol



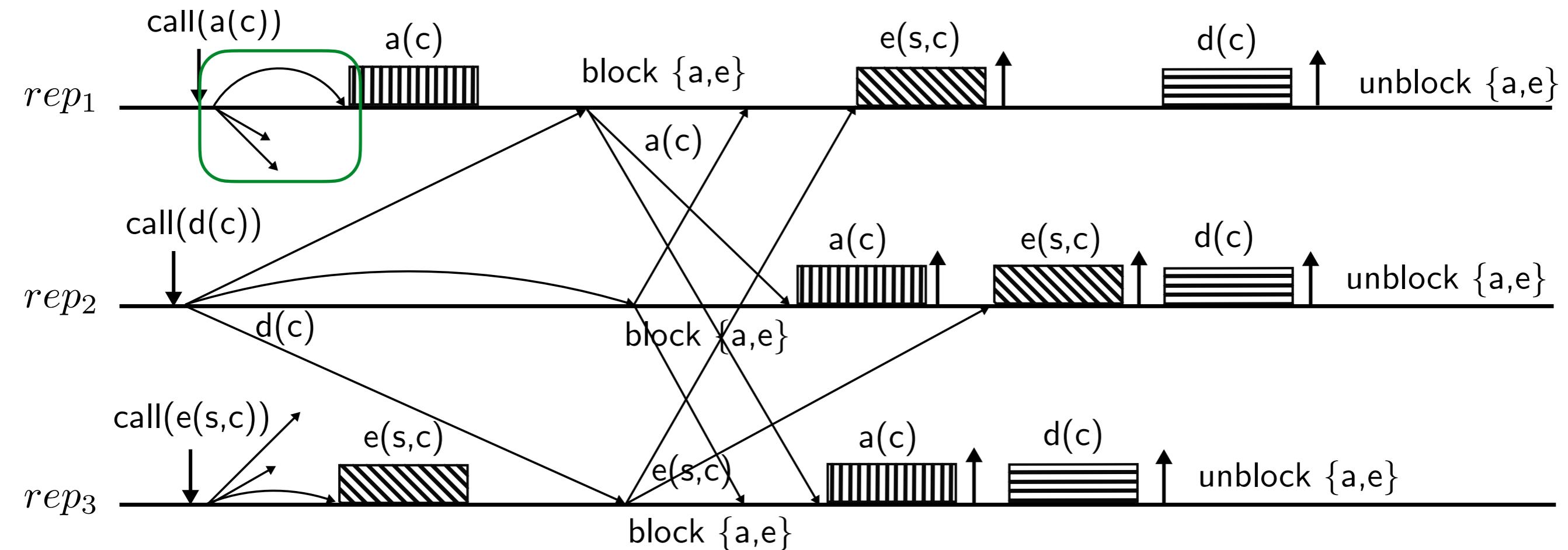
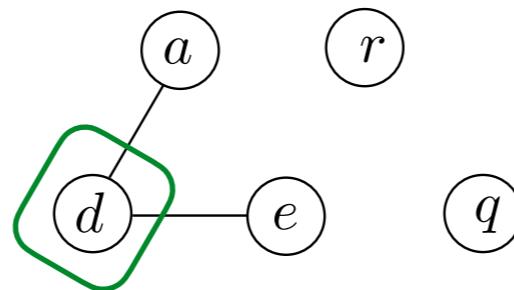
# Blocking Protocol



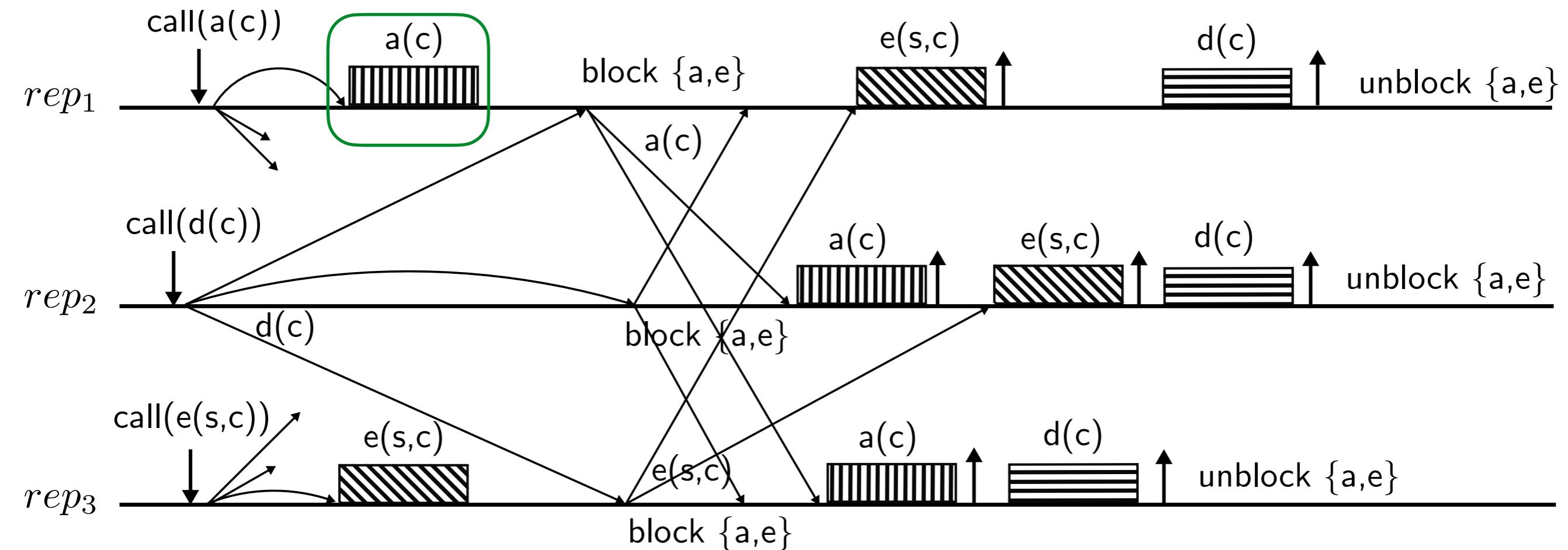
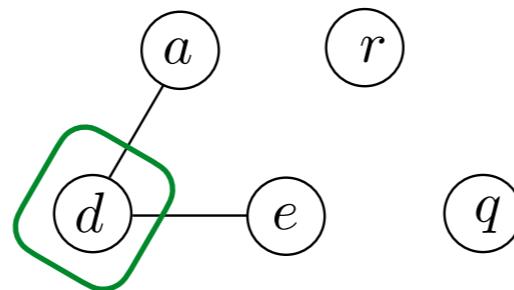
# Blocking Protocol



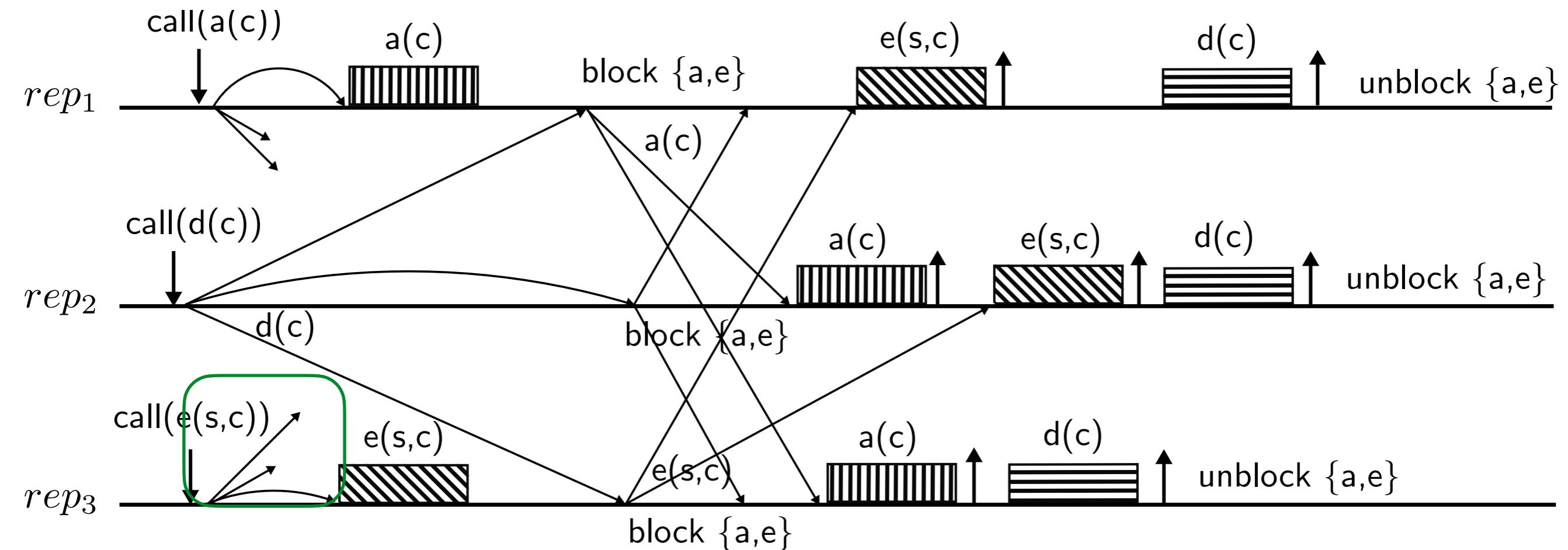
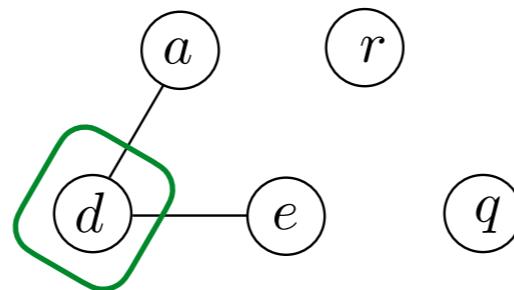
# Blocking Protocol



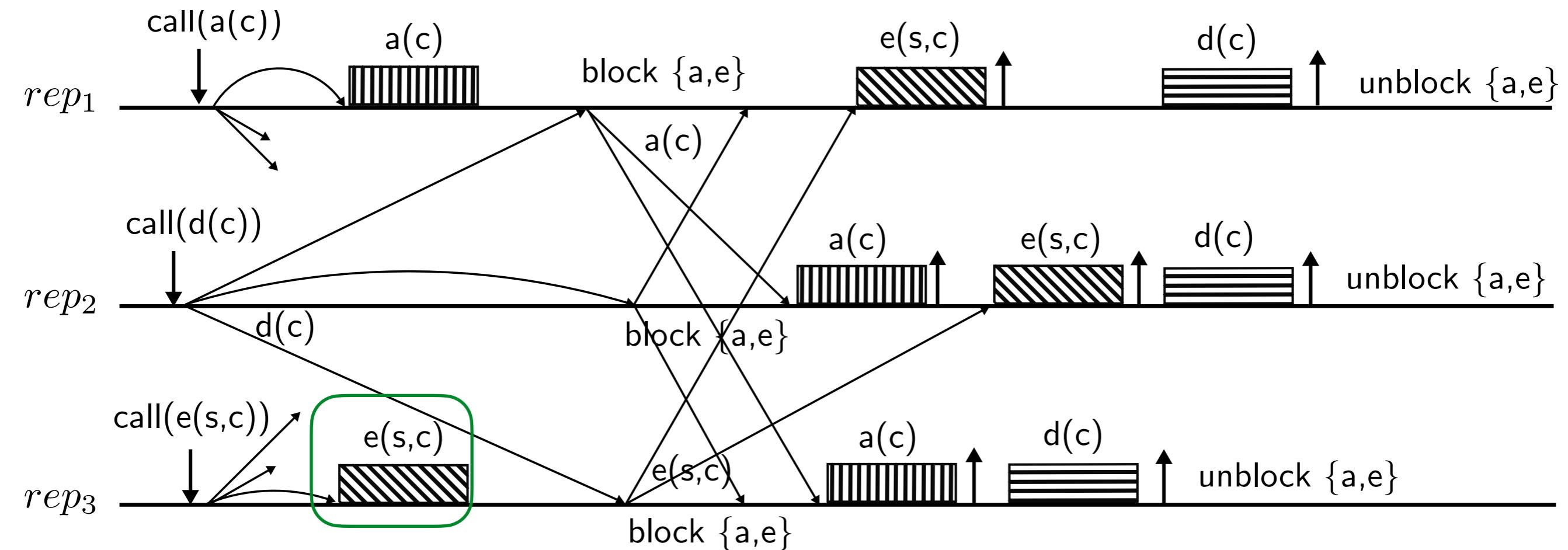
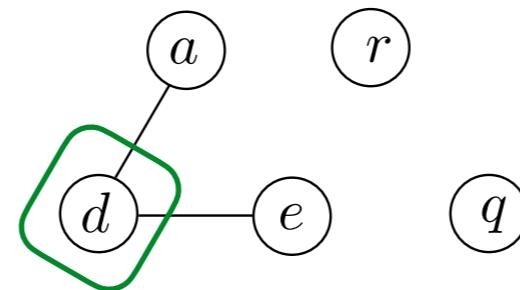
# Blocking Protocol



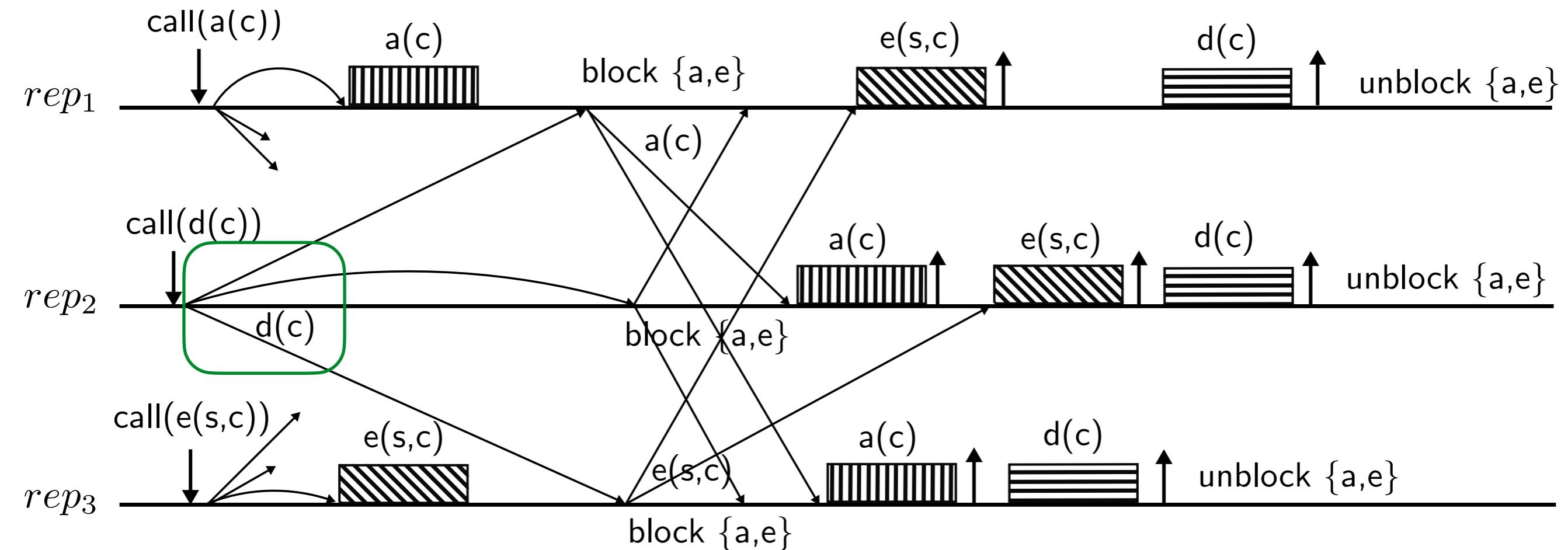
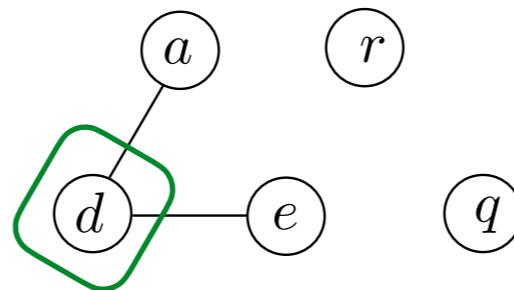
# Blocking Protocol



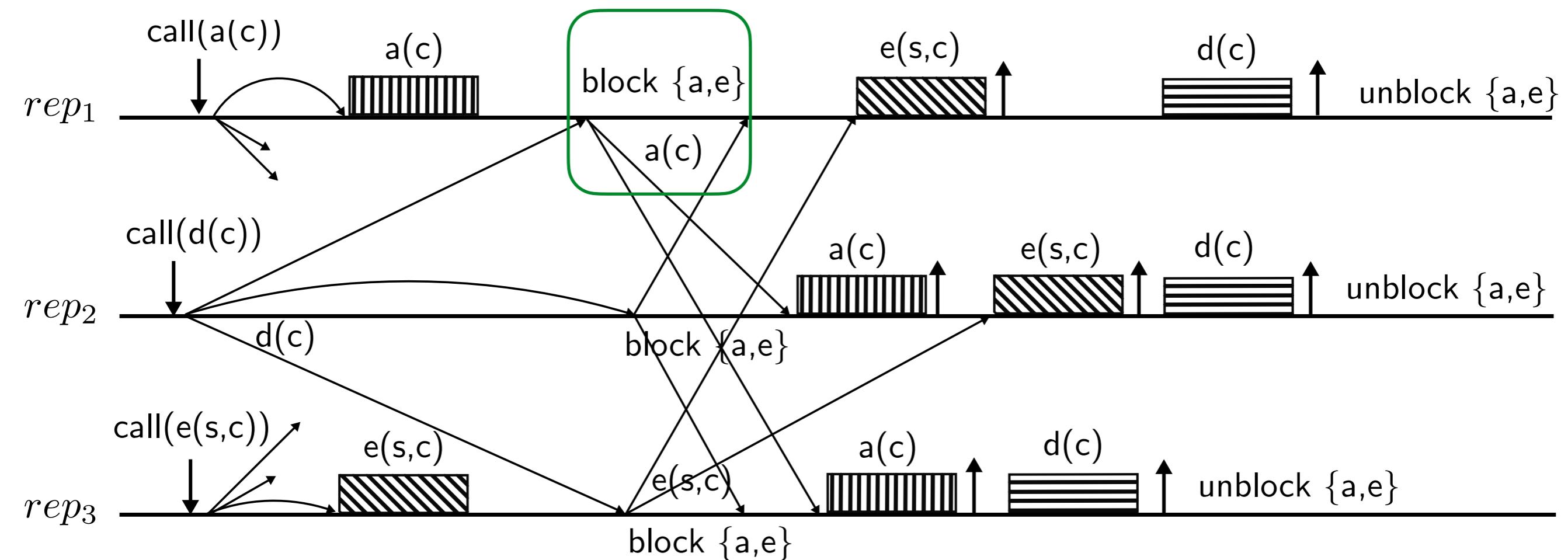
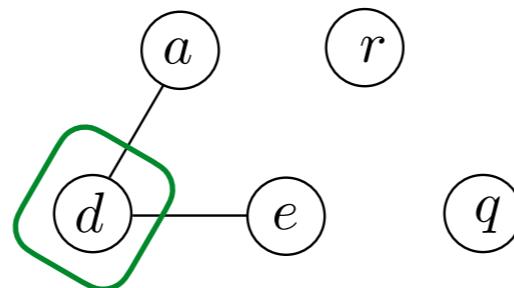
# Blocking Protocol



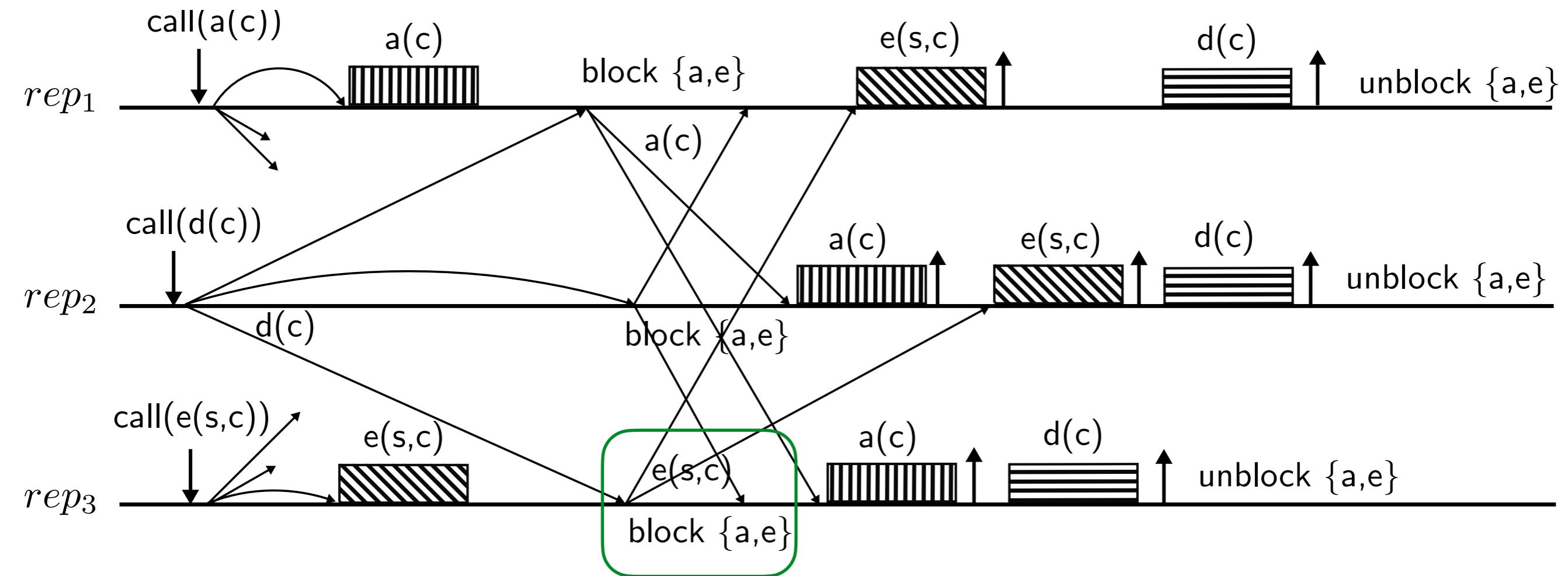
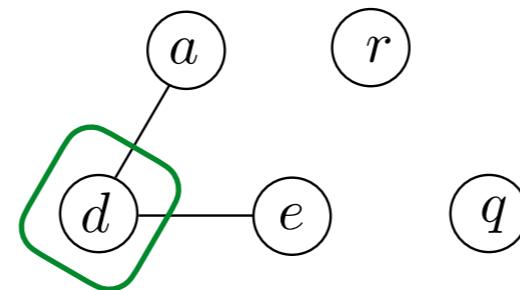
# Blocking Protocol



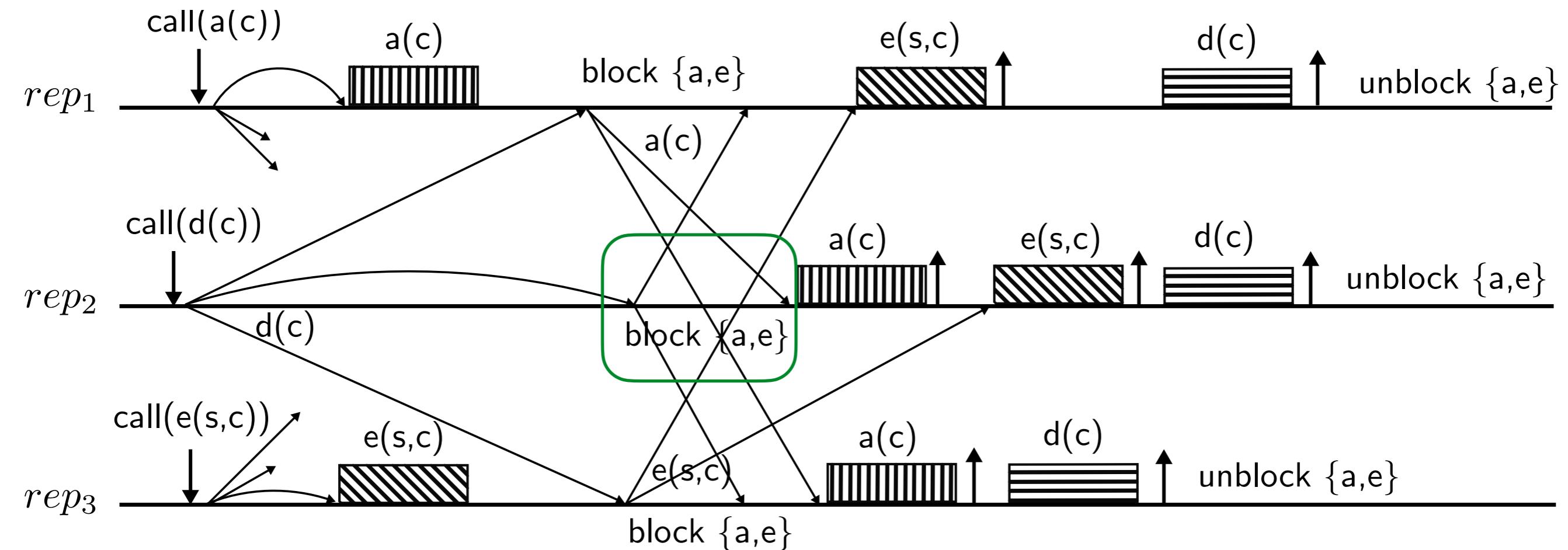
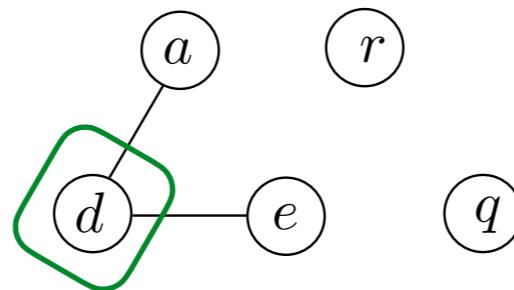
# Blocking Protocol



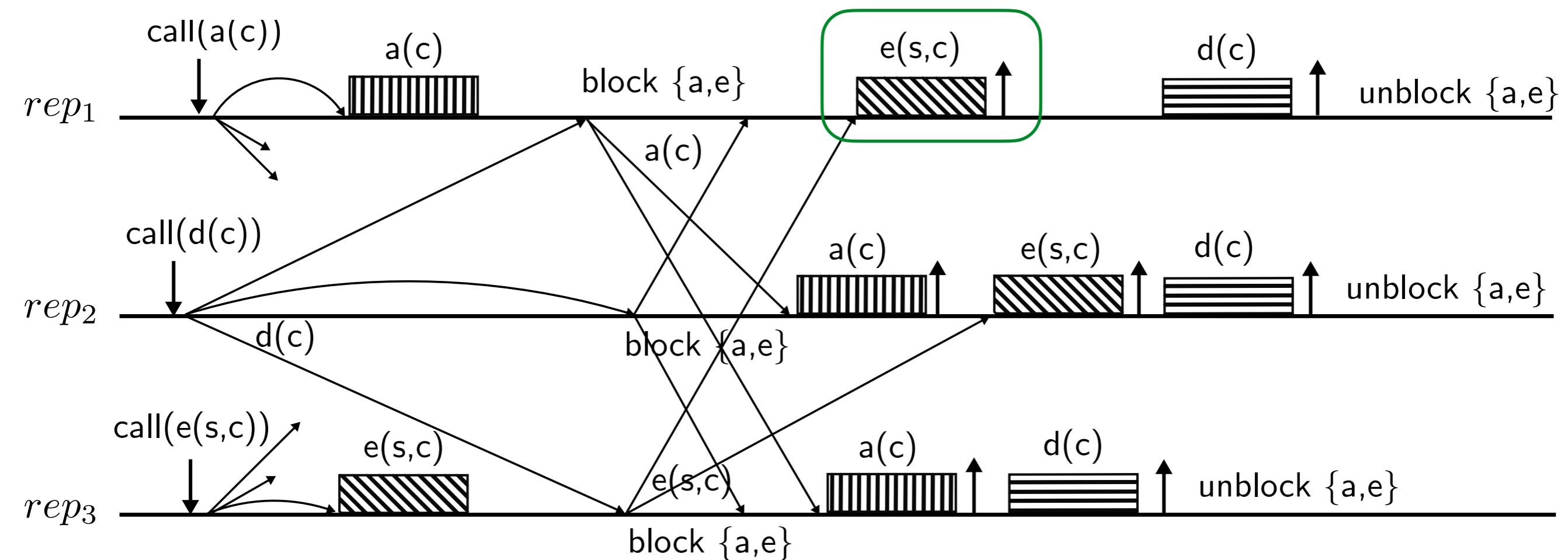
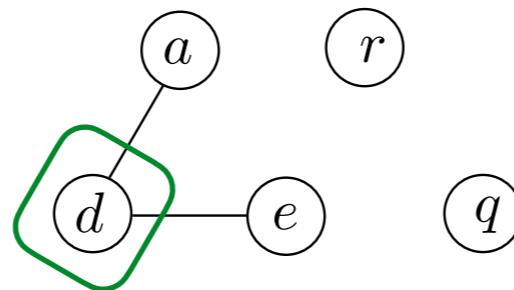
# Blocking Protocol



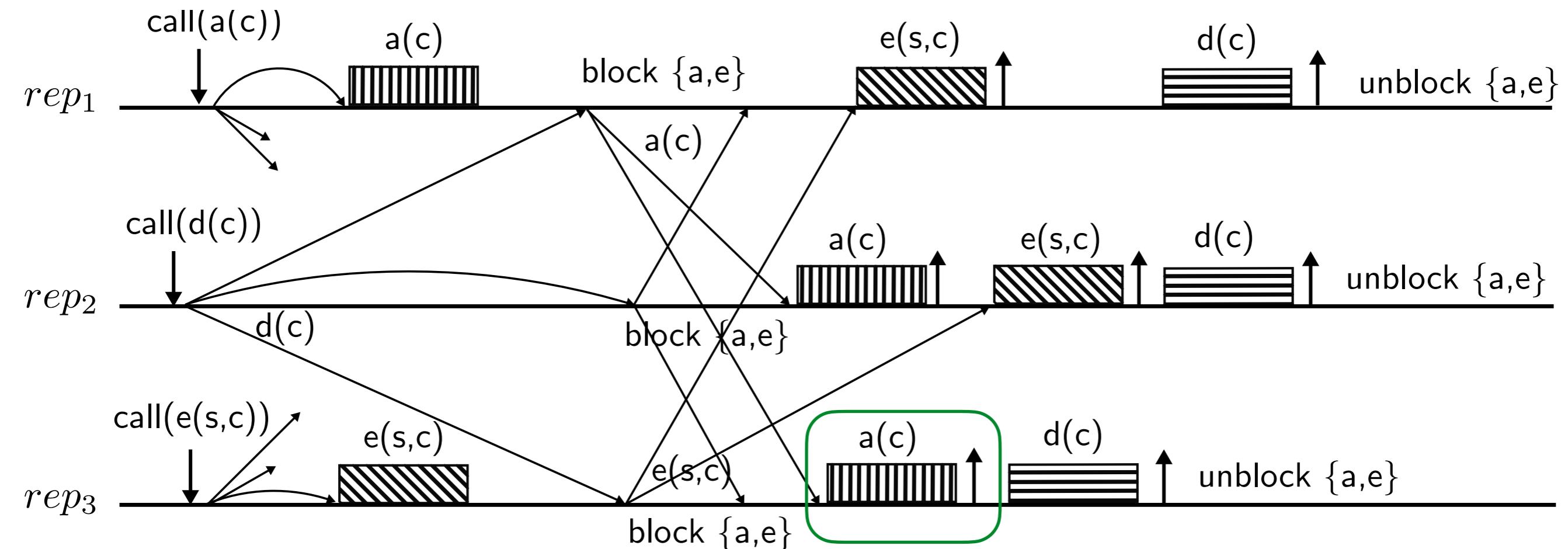
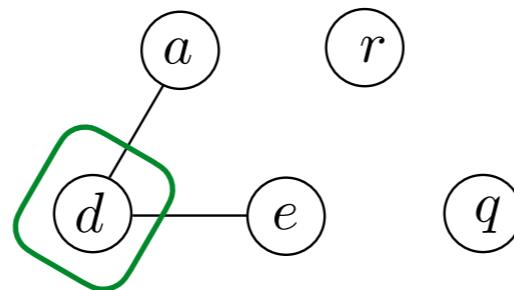
# Blocking Protocol



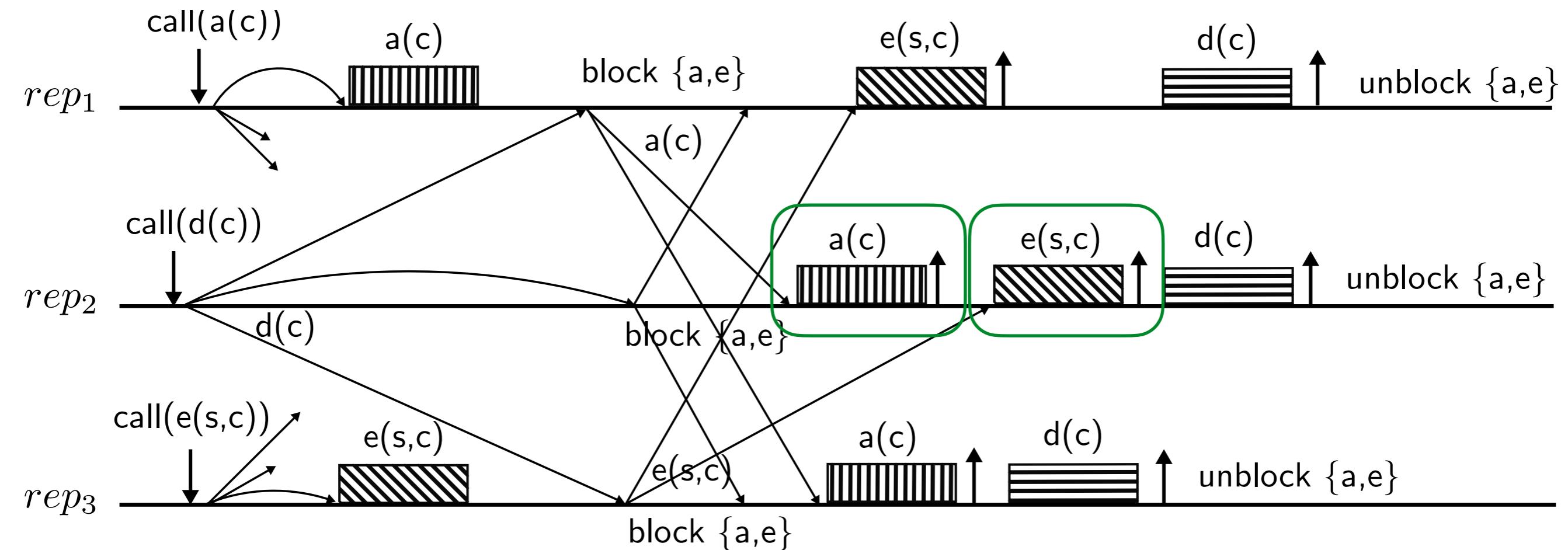
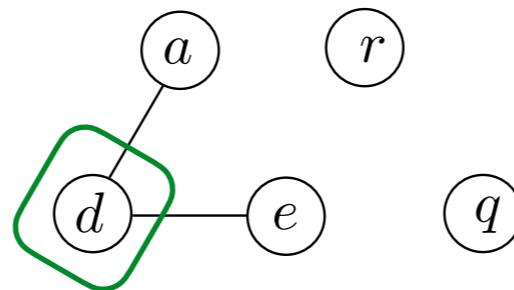
# Blocking Protocol



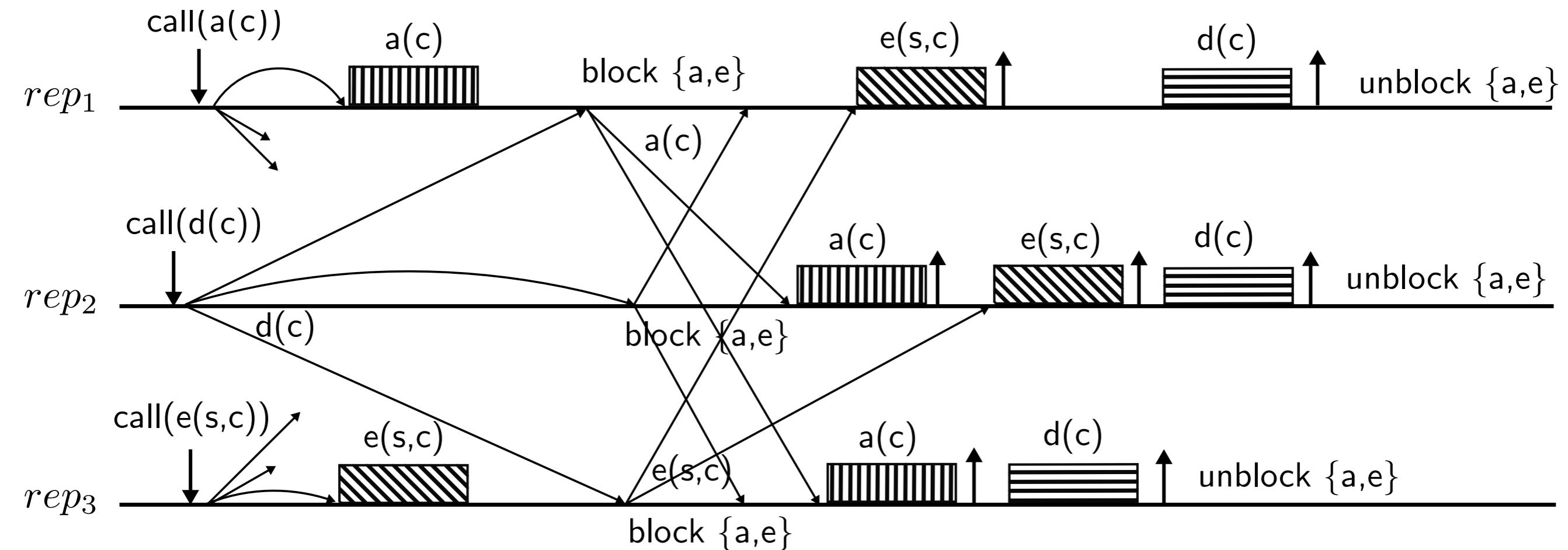
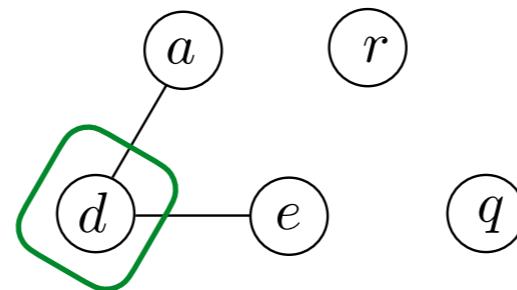
# Blocking Protocol



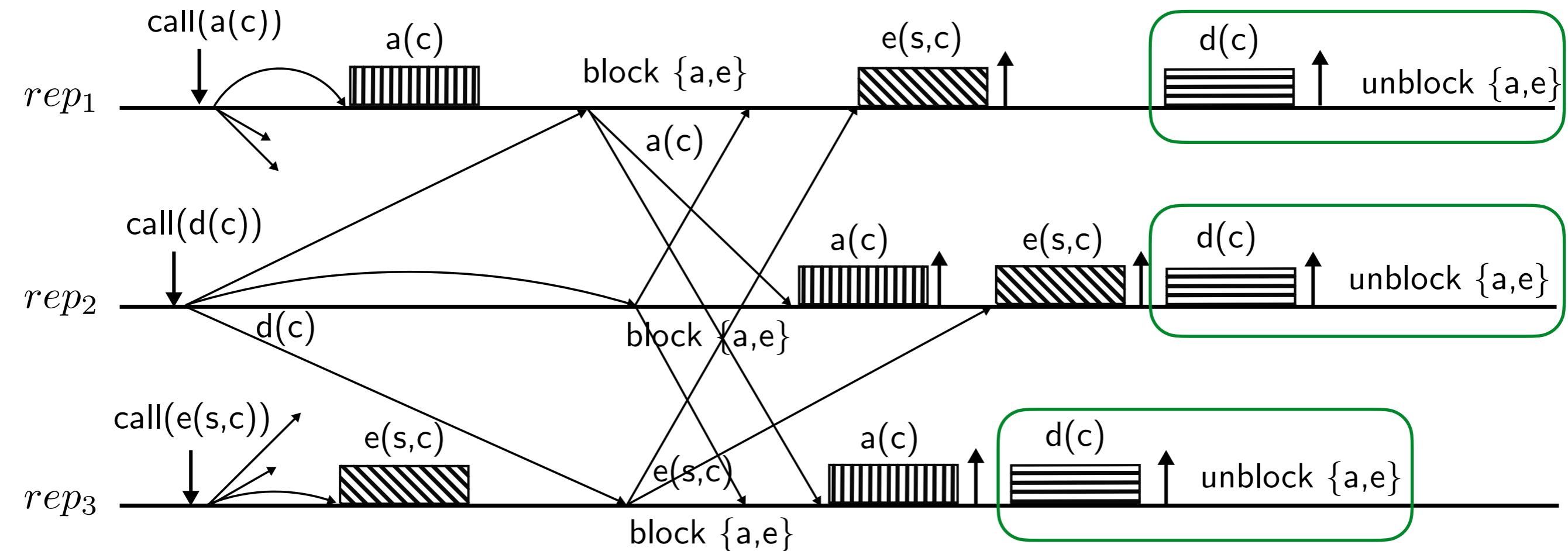
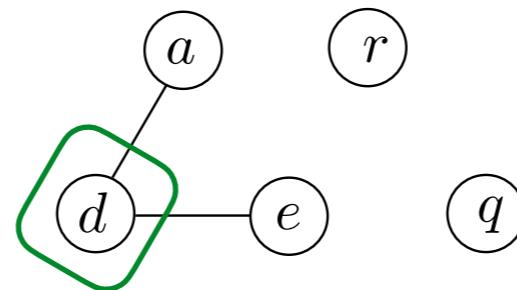
# Blocking Protocol



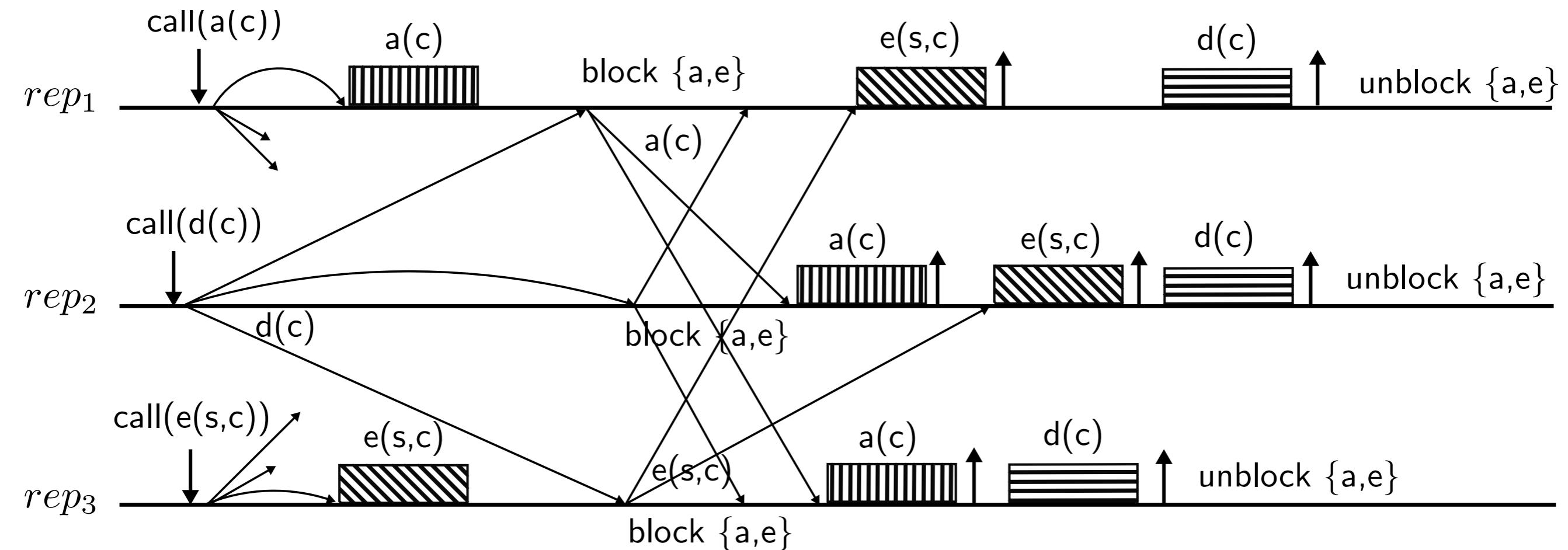
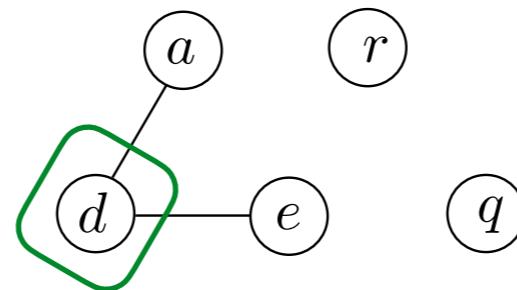
# Blocking Protocol



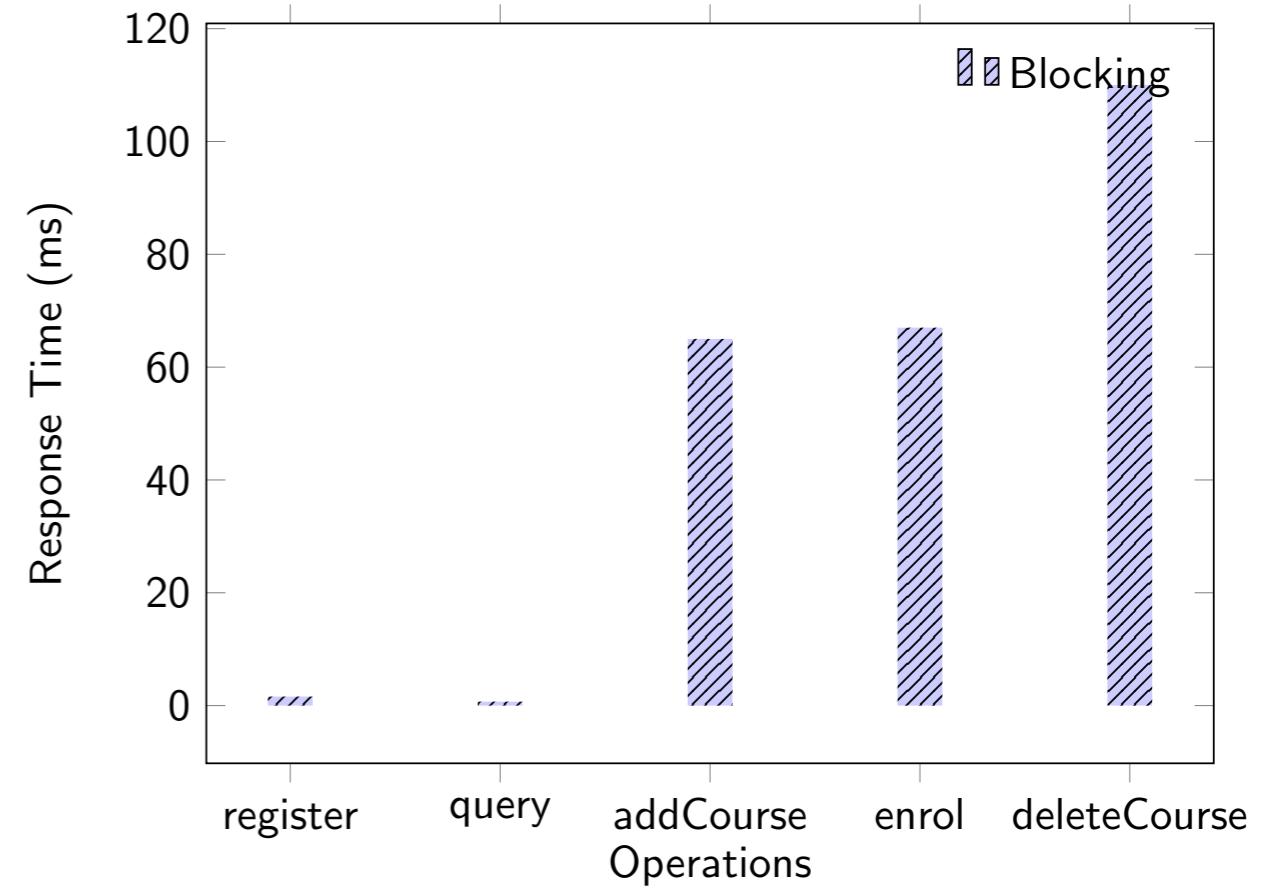
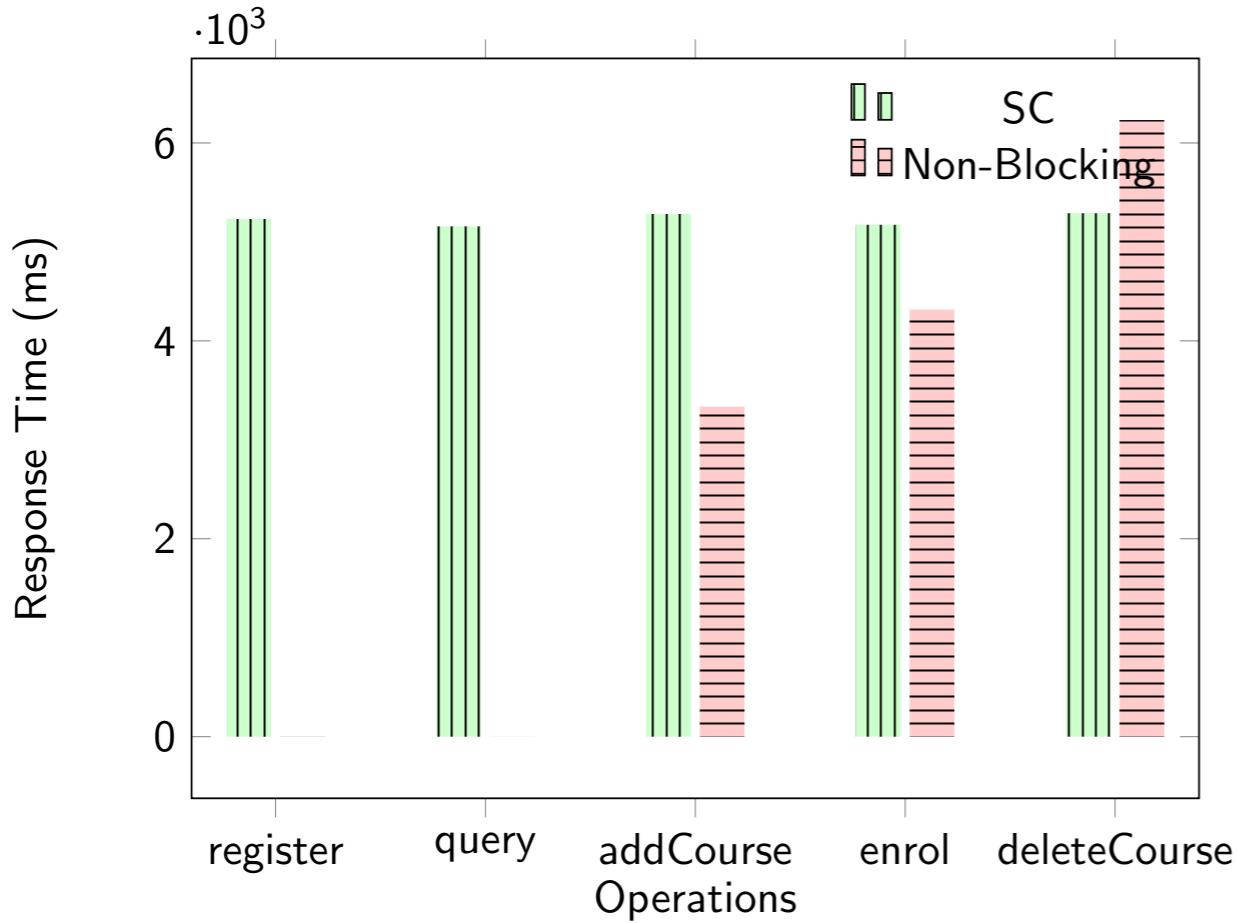
# Blocking Protocol



# Blocking Protocol



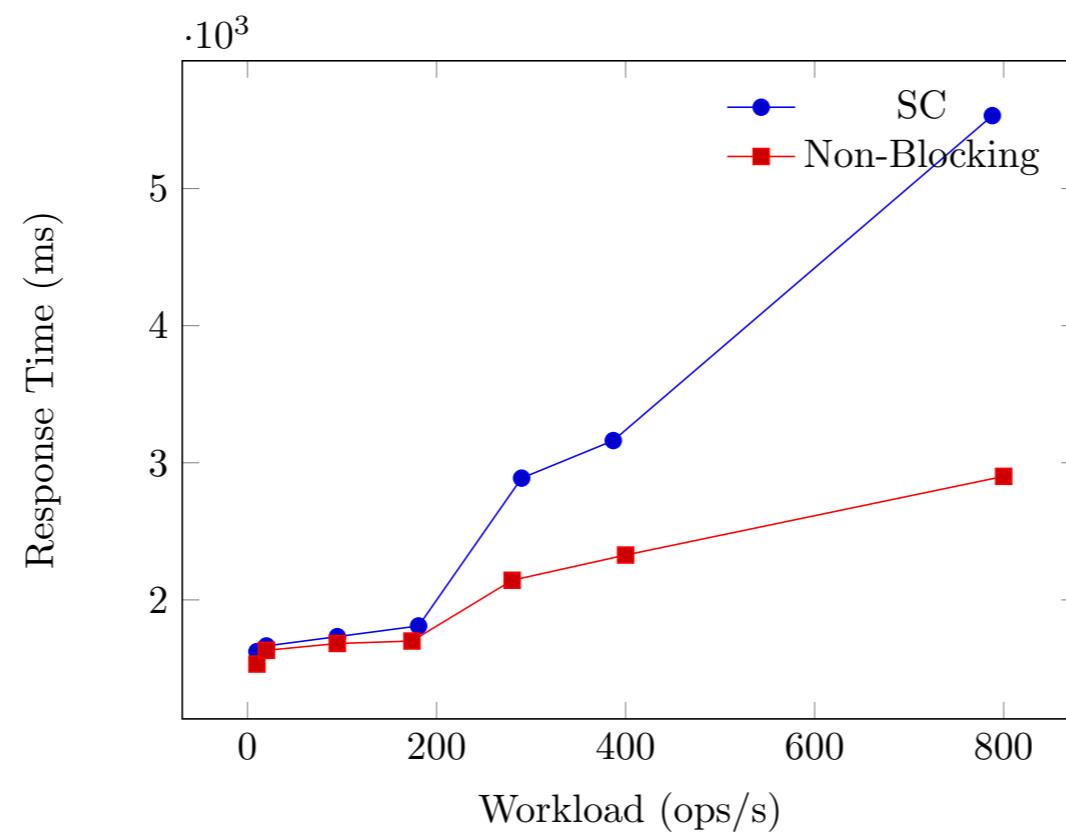
# Experiments



We execute 500 calls evenly distributed on the methods.

We issue one call per millisecond and measure the average response time of the calls on each method.

# Experiments



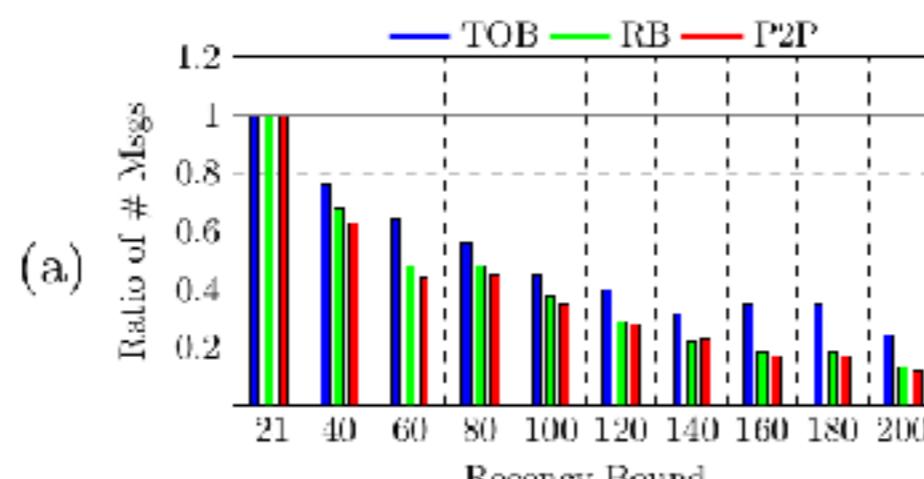
We execute 500 calls evenly distributed on the methods.

We increase the workload from 10 to 800 calls per second and measure the average response time over all the calls.

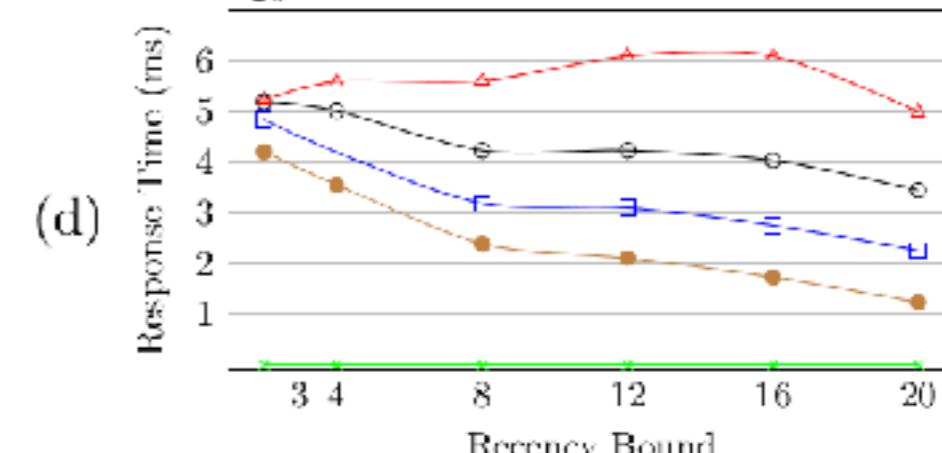
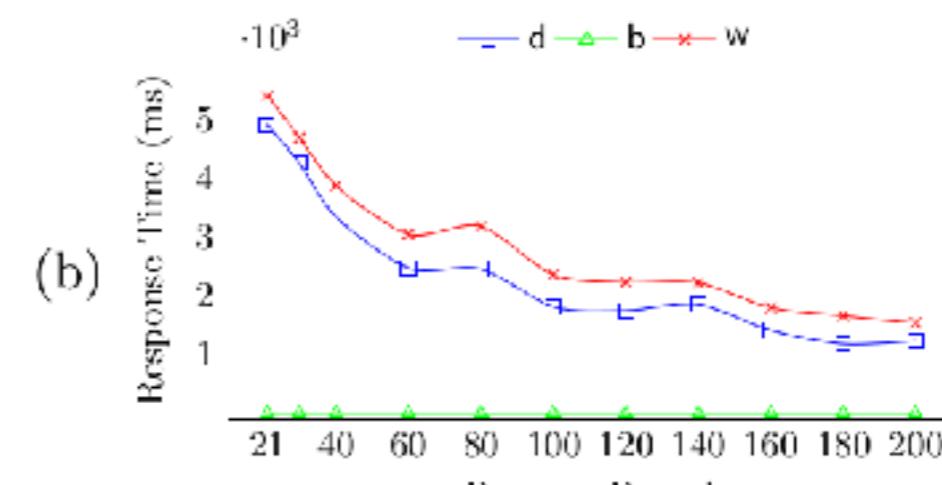
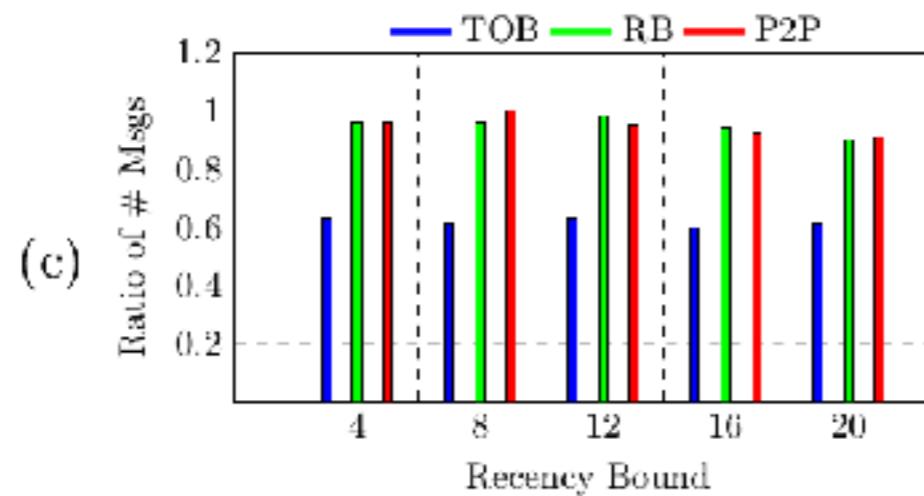
# Experimental Results

As the recency bound increases,  
the coordination overhead and response time decrease.

Bank account



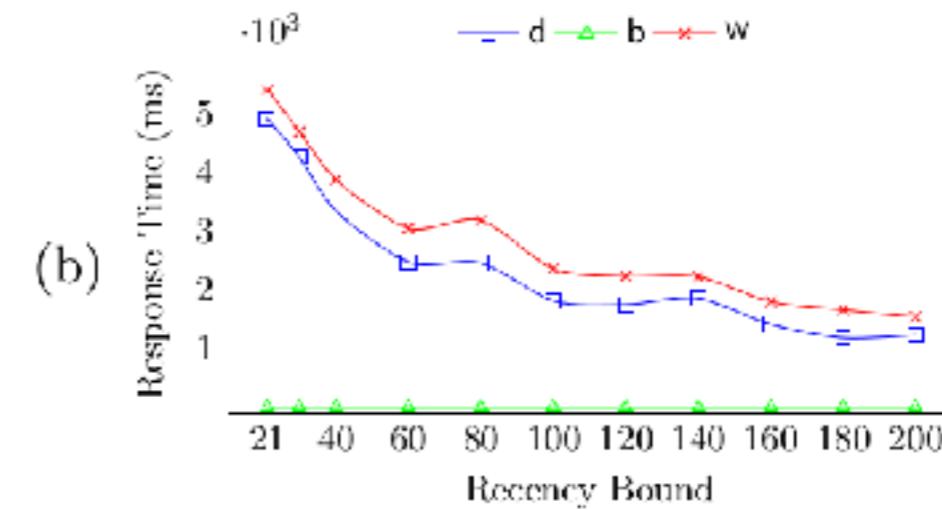
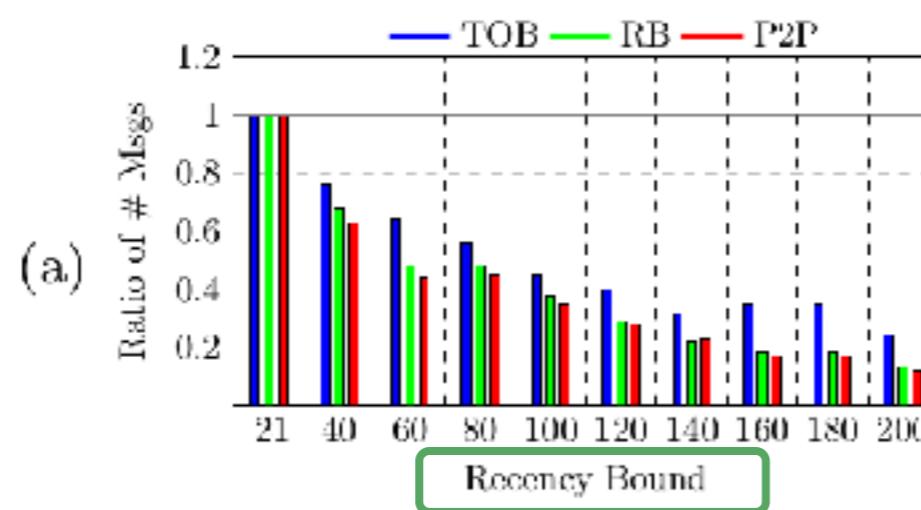
Movie booking



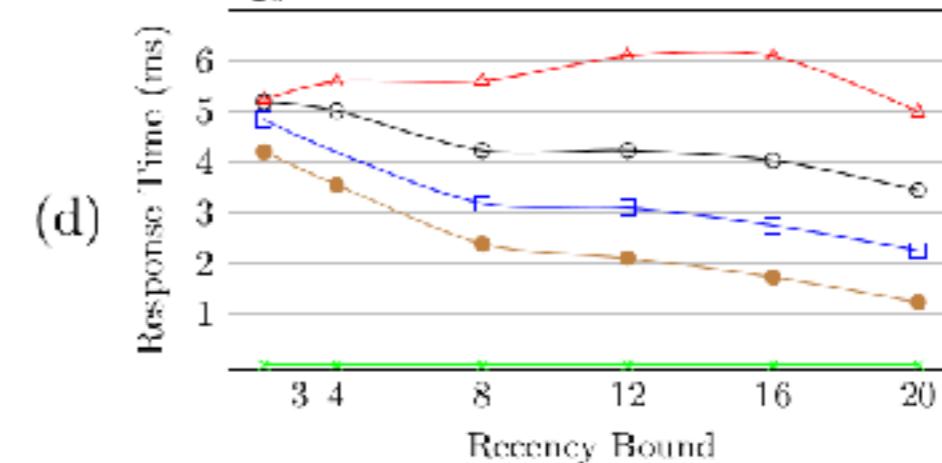
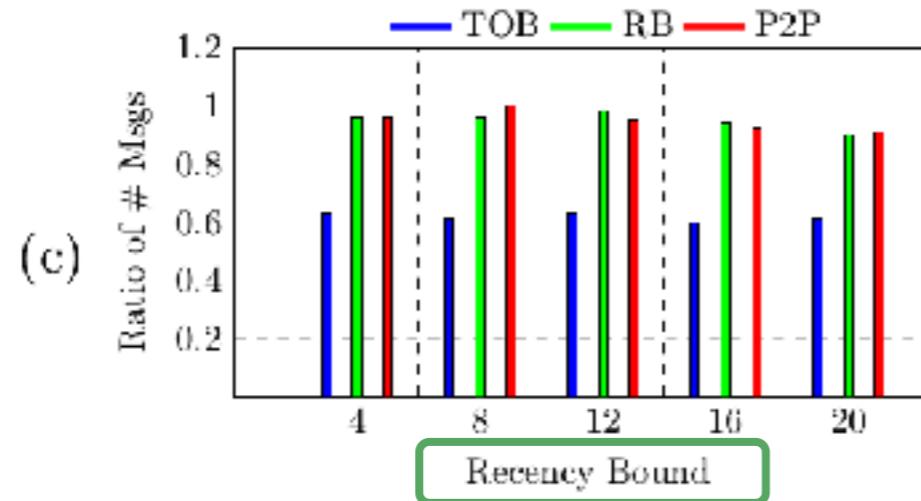
# Experimental Results

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Bank account



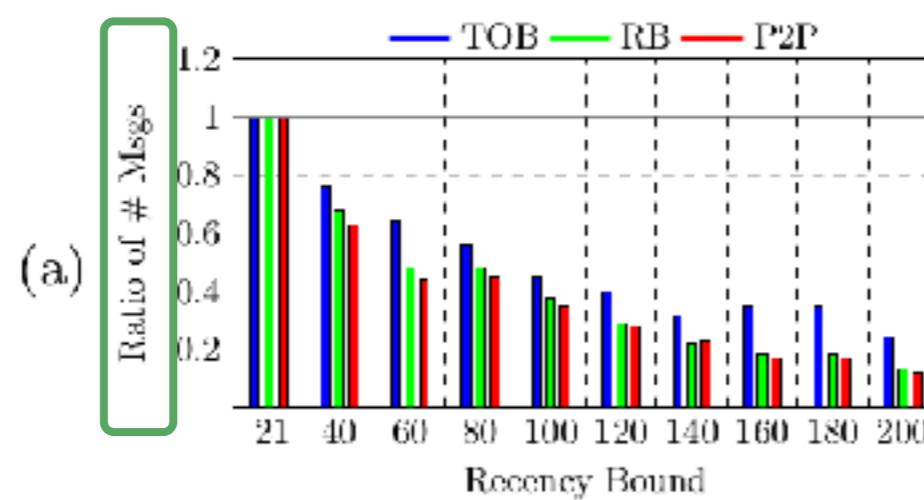
Movie booking



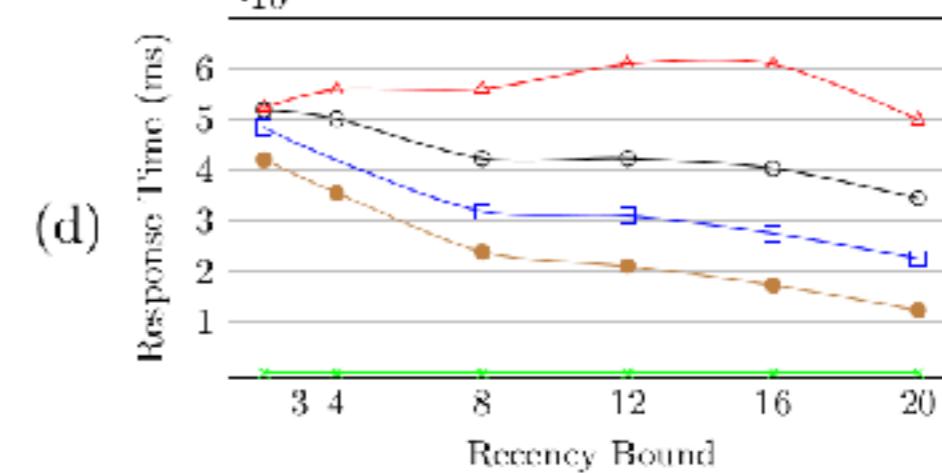
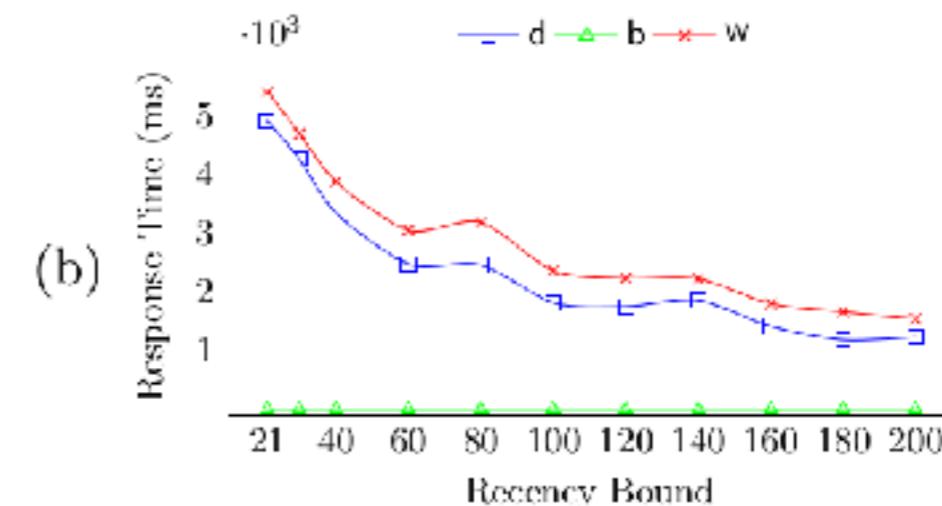
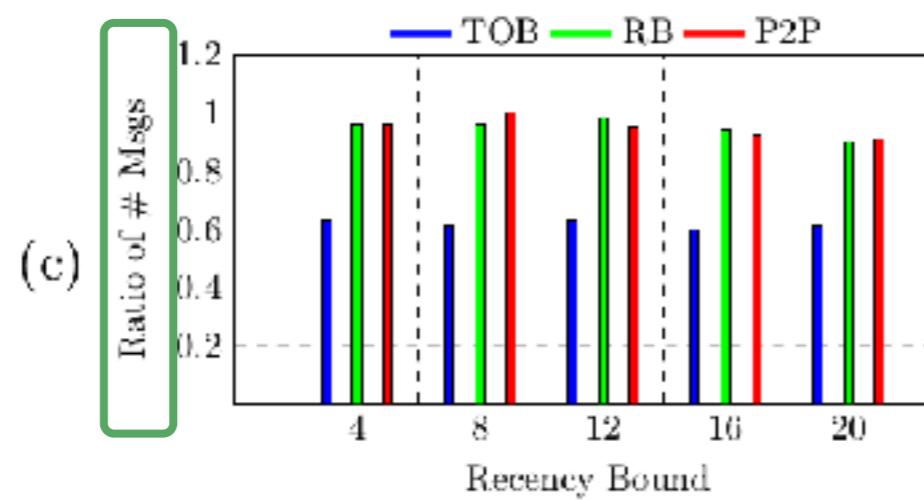
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Bank account



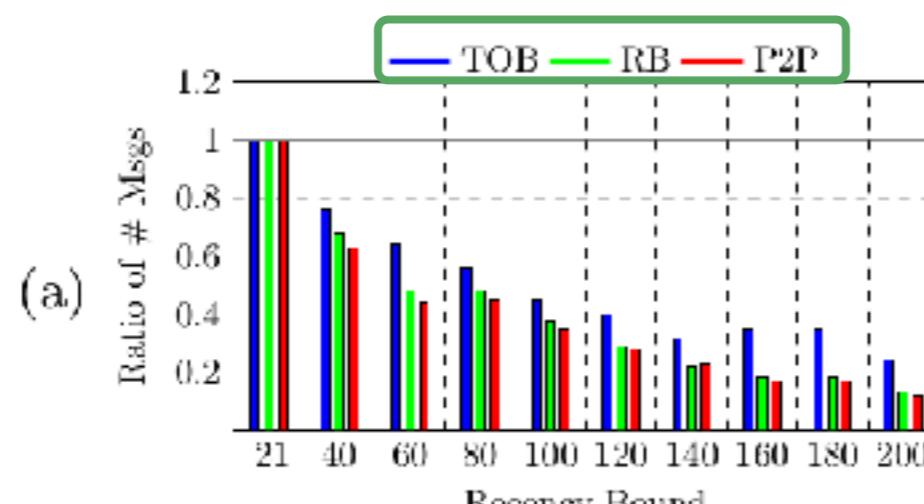
Movie booking



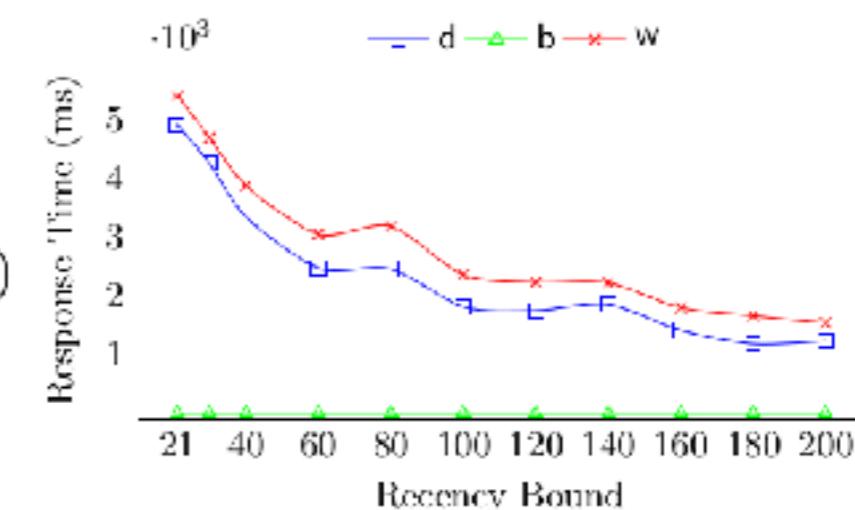
# Experimental Results

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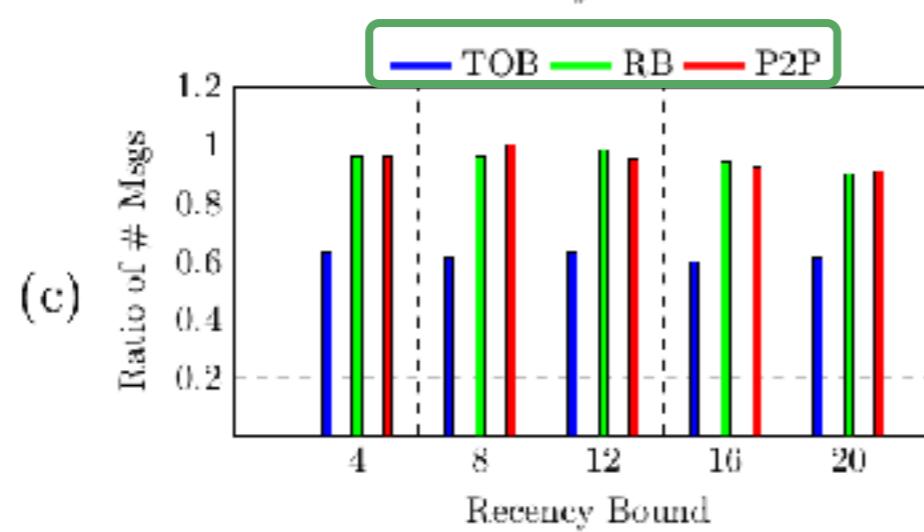
Bank account



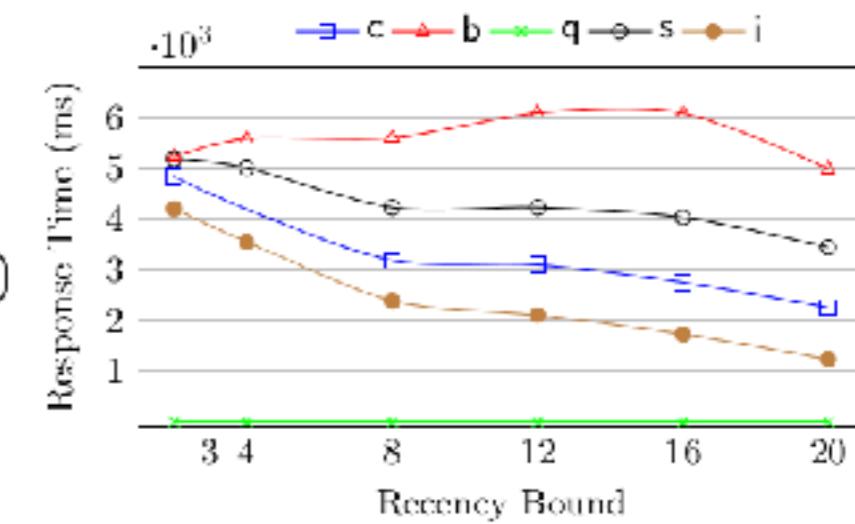
(b)



Movie booking



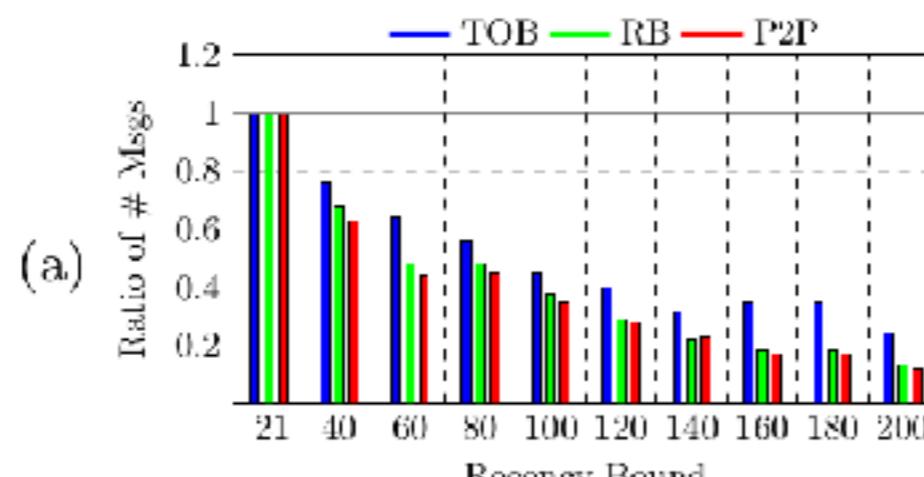
(d)



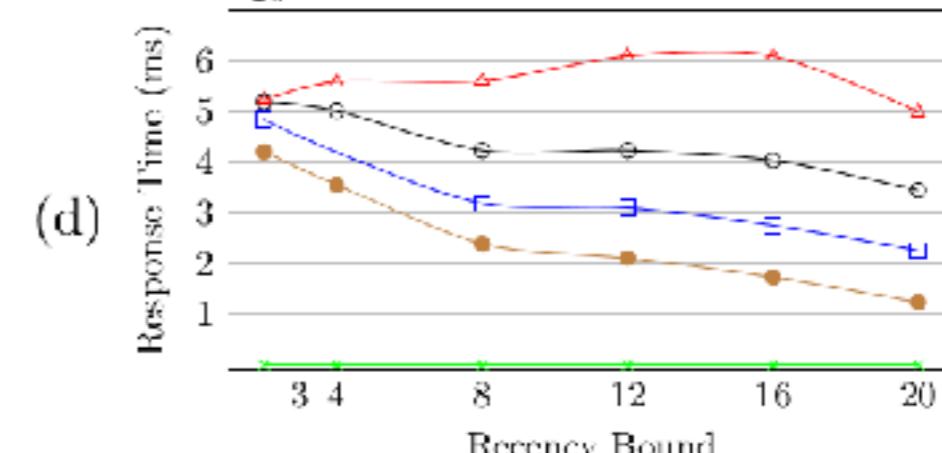
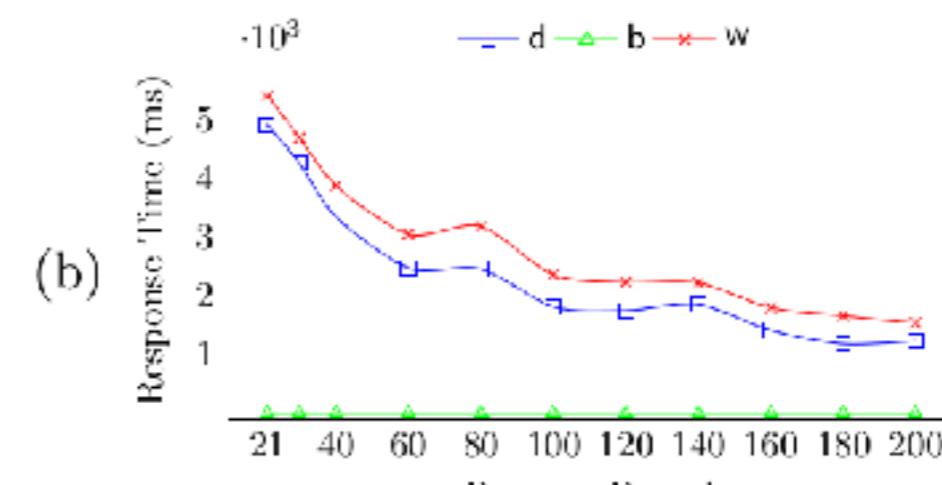
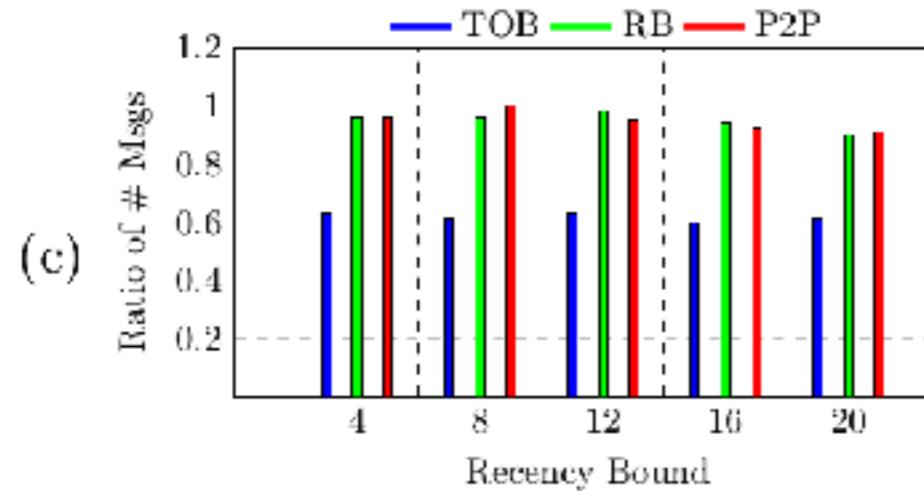
# Experimental Results

As the recency bound increases,  
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Bank account



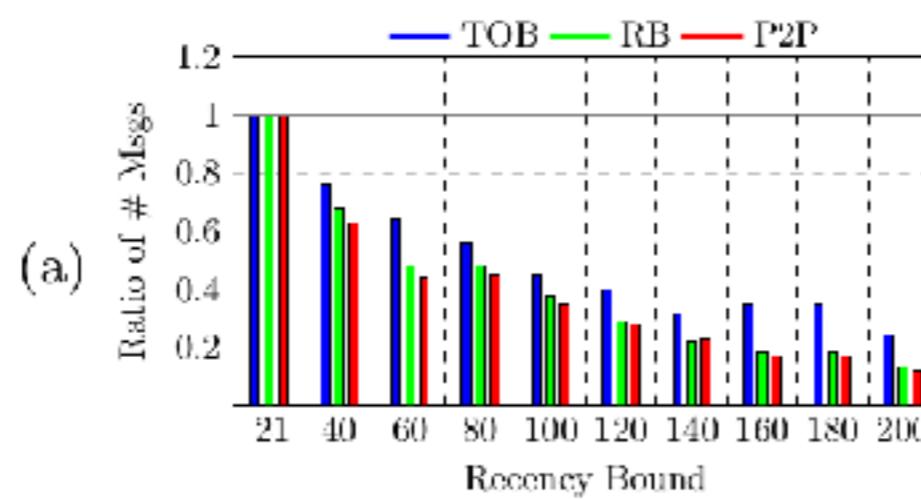
Movie booking



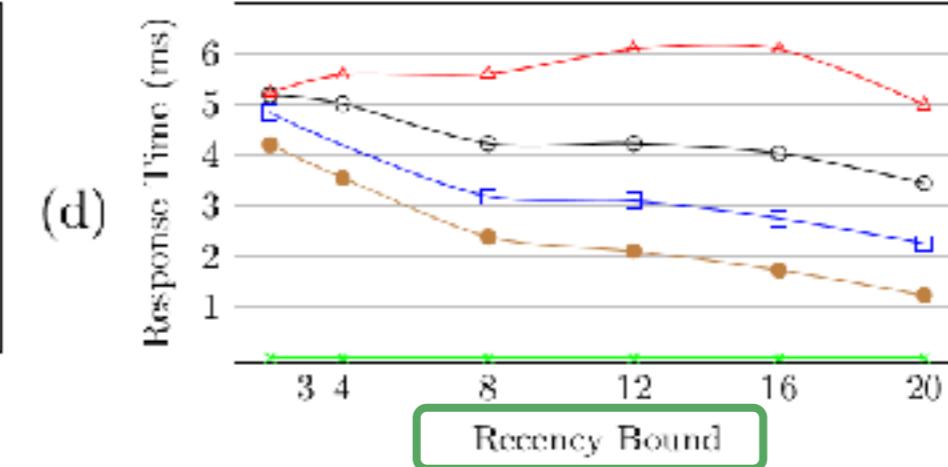
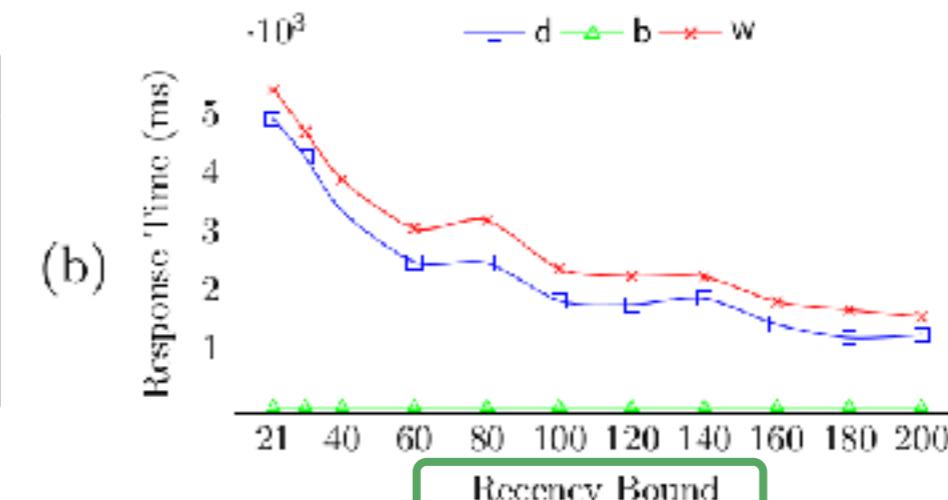
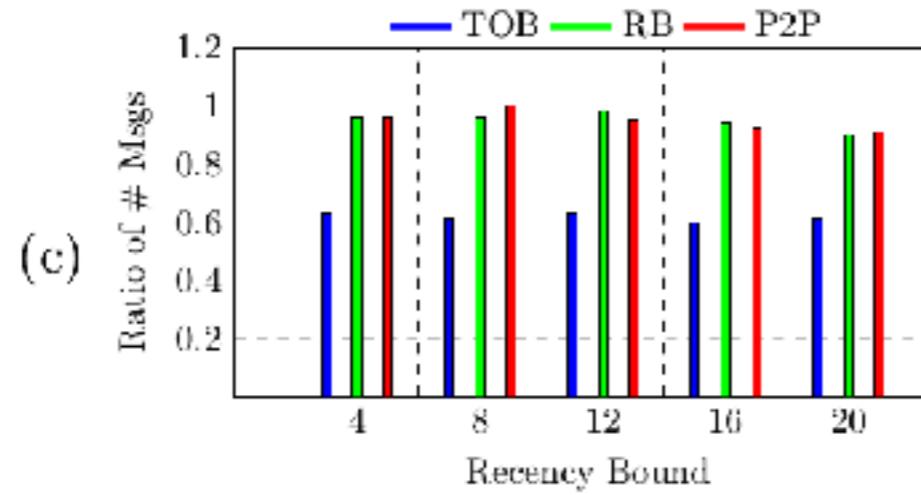
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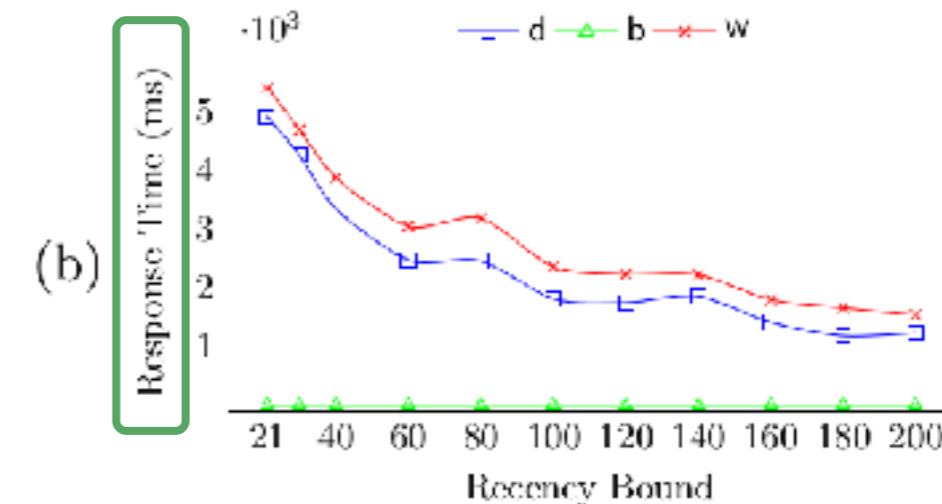
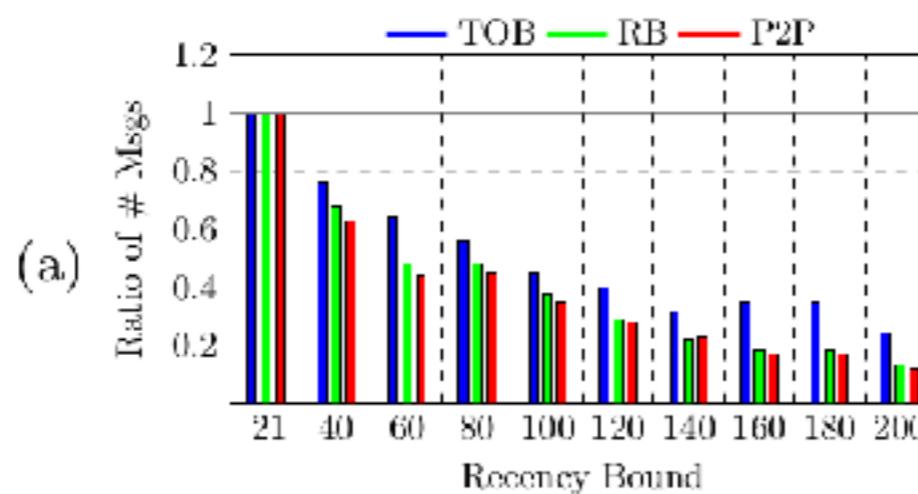
Movie booking



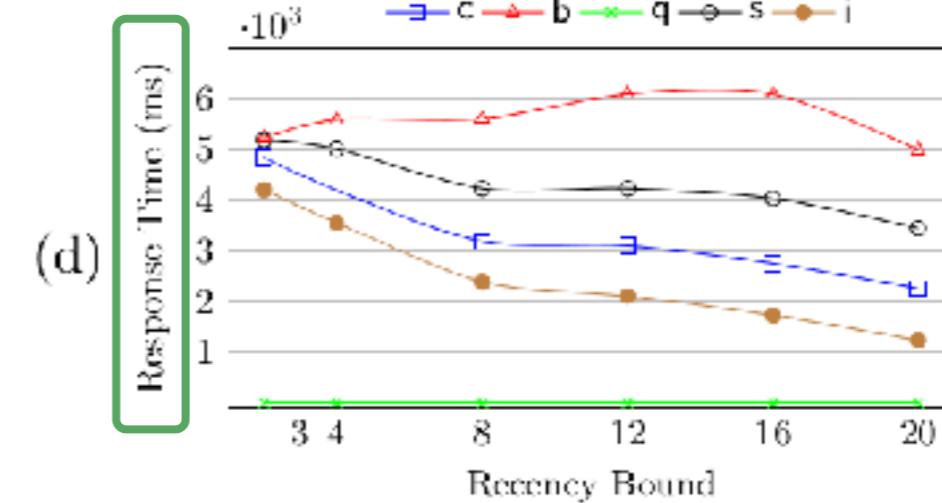
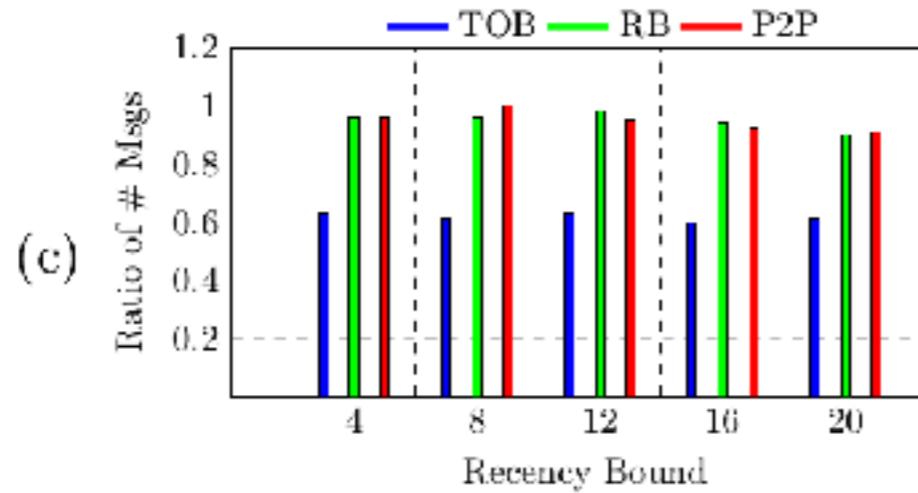
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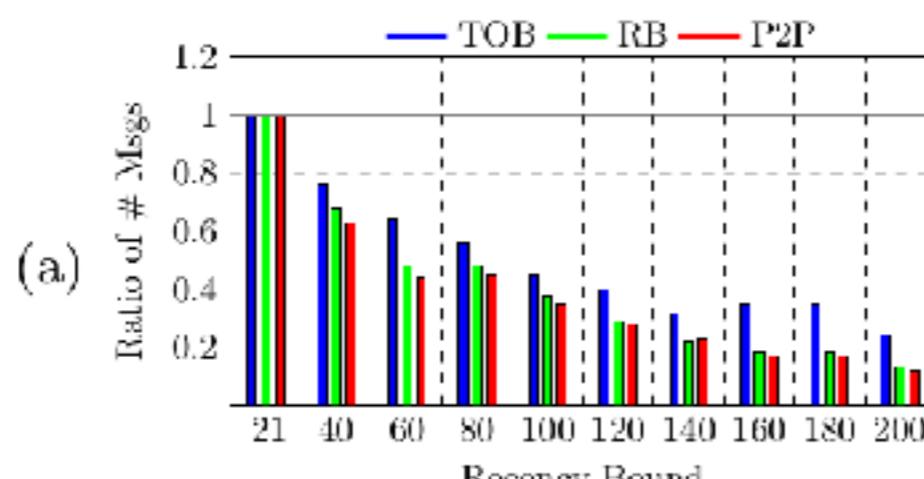
Movie booking



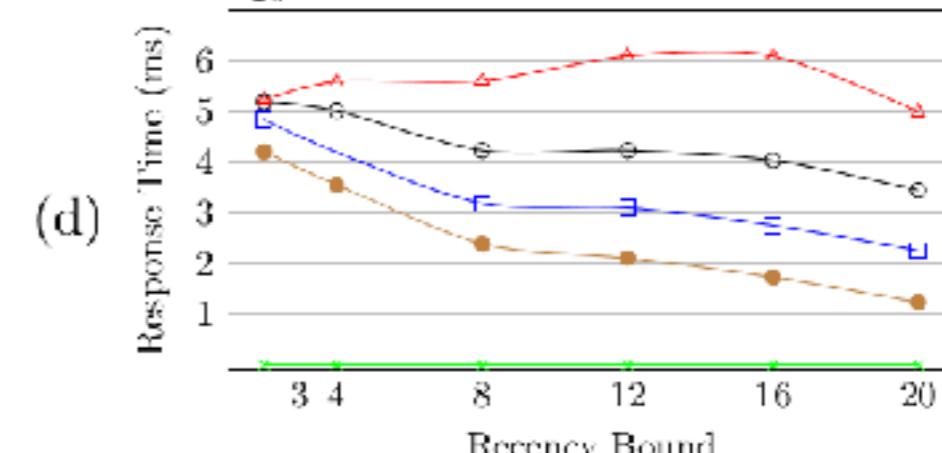
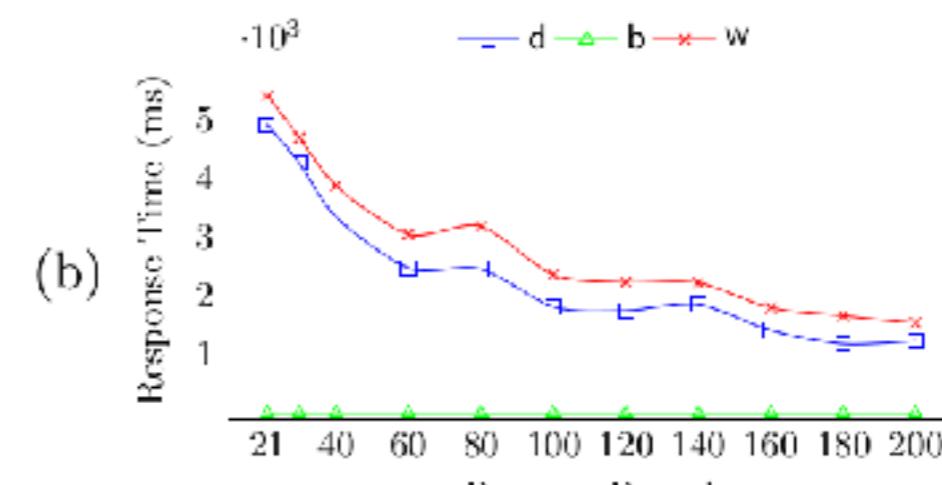
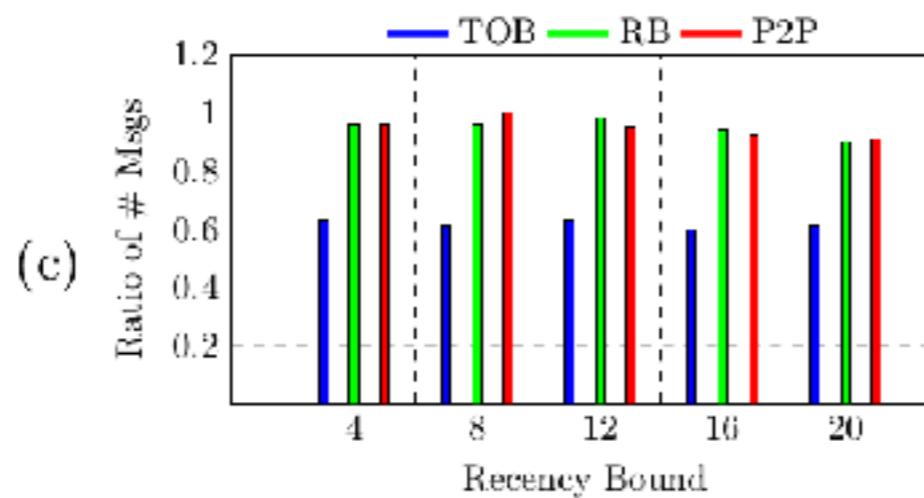
# Experimental Results

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Bank account



Movie booking



# Movie Booking use-case



## Class MovieBooking

$\Sigma := \text{let } rs := \text{Set } \mathbb{N} \times \mathbb{N} \text{ in } \triangleright \text{Reservation: user identifier and movie identifier}$   
 $\quad \text{let } ms := \text{Set } \mathbb{N} \times \mathbb{N} \text{ in } \triangleright \text{Movie: movie identifier and available space}$   
 $\quad \langle rs, ms \rangle$

$\mathcal{I} := \lambda \langle rs, ms \rangle. \text{unique}(ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{refIntegrity}(rs, \lambda \langle u, m \rangle. m, ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{rowIntegrity}(ms, \lambda \langle m, a \rangle. a \geq 0)$

$\text{book}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \langle u, m \rangle \notin rs, \langle rs \cup \langle u, m \rangle, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a-1 \rangle} ms \rangle, \perp \rangle$

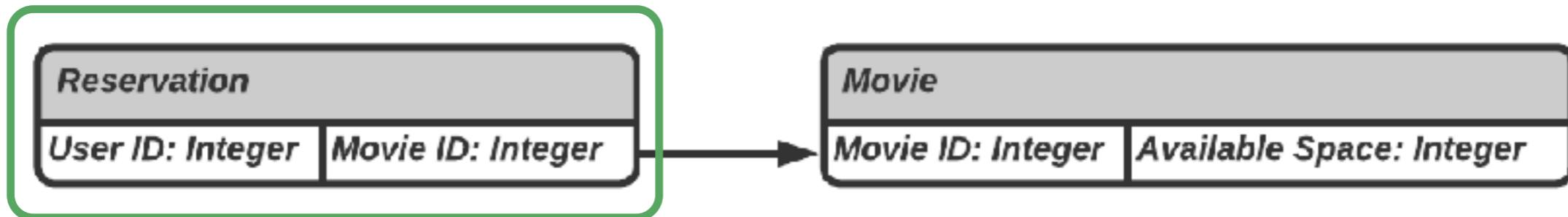
$\text{cancelBook}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs \setminus \langle u, m \rangle, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a+1 \rangle} ms \rangle, \perp \rangle$

$\text{offScreen}(m) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs, ms \setminus \sigma_{\lambda \langle m', a \rangle. m' = m} ms \rangle, \perp \rangle$

$\text{specialReserve}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a-n \rangle} ms \rangle, \perp \rangle$

$\text{increaseSpace}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a+n \rangle} ms \rangle, \perp \rangle$

# Movie Booking use-case



Class MovieBooking

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$$\quad \langle rs, ms \rangle$$

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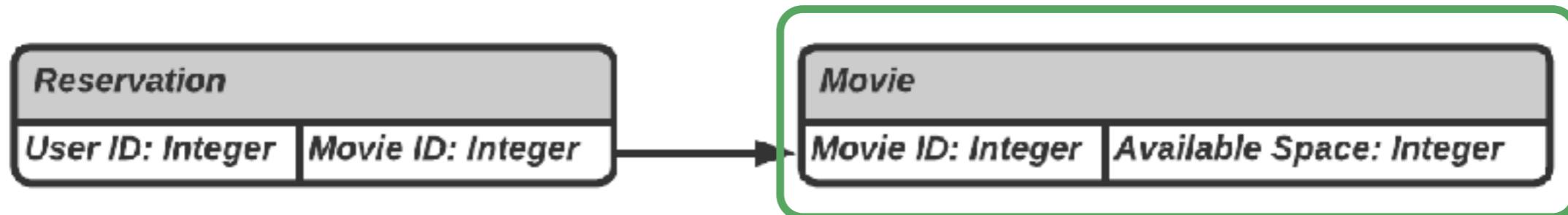
$$\text{specialReserve}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$$

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# Movie Booking use-case



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$\text{increaseSpace}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$

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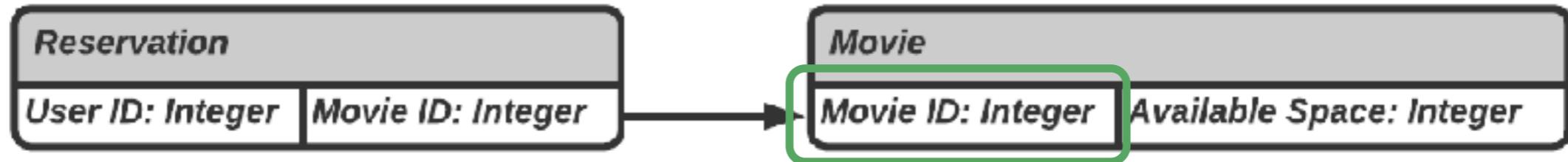
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 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a+n \rangle} ms \rangle, \perp \rangle$

# Movie Booking use-case



## Class MovieBooking

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# Movie Booking use-case



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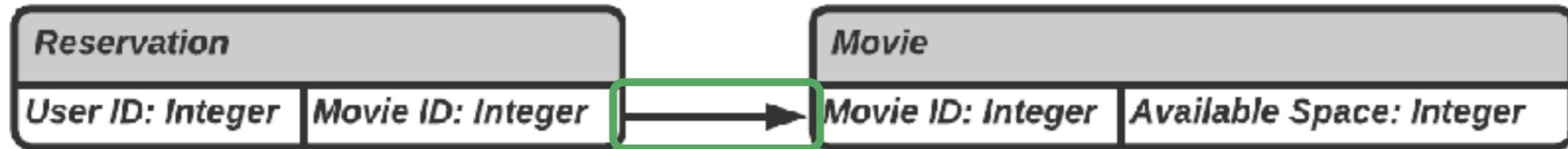
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# Movie Booking use-case



## Class MovieBooking

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$\mathcal{I} := \lambda \langle rs, ms \rangle. \text{unique}(ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{refIntegrity}(rs, \lambda \langle u, m \rangle. m, ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{rowIntegrity}(ms, \lambda \langle m, a \rangle. a \geq 0)$

$\text{book}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \langle u, m \rangle \notin rs, \langle rs \cup \langle u, m \rangle, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a-1 \rangle} ms \rangle, \perp \rangle$

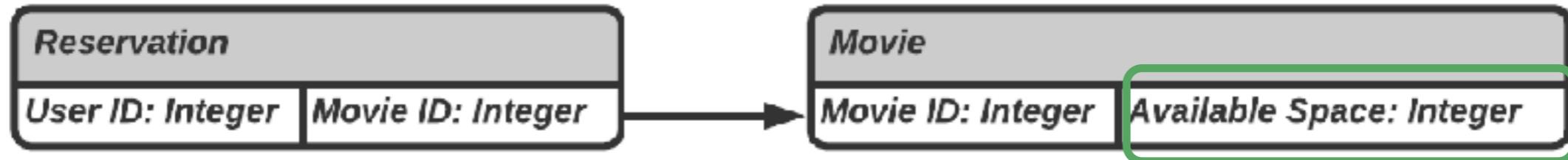
$\text{cancelBook}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs \setminus \langle u, m \rangle, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a+1 \rangle} ms \rangle, \perp \rangle$

$\text{offScreen}(m) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs, ms \setminus \sigma_{\lambda \langle m', a \rangle. m' = m} ms \rangle, \perp \rangle$

$\text{specialReserve}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a-n \rangle} ms \rangle, \perp \rangle$

$\text{increaseSpace}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a+n \rangle} ms \rangle, \perp \rangle$

# Movie Booking use-case



## Class MovieBooking

$\Sigma := \text{let } rs := \text{Set } \mathbb{N} \times \mathbb{N} \text{ in } \triangleright \text{Reservation: user identifier and movie identifier}$   
 $\quad \text{let } ms := \text{Set } \mathbb{N} \times \mathbb{N} \text{ in } \triangleright \text{Movie: movie identifier and available space}$   
 $\quad \langle rs, ms \rangle$   
 $\mathcal{I} := \lambda \langle rs, ms \rangle. \text{unique}(ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{refIntegrity}(rs, \lambda \langle u, m \rangle. m, ms, \lambda \langle m, a \rangle. m) \wedge$   
 $\quad \text{rowIntegrity}(ms, \lambda \langle m, a \rangle. a \geq 0)$   
 $\text{book}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
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 $\text{cancelBook}(\langle u, m \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs \setminus \langle u, m \rangle, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a + 1 \rangle} ms \rangle, \perp \rangle$   
 $\text{offScreen}(m) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle \text{True}, \langle rs, ms \setminus \sigma_{\lambda \langle m', a \rangle. m' = m} ms \rangle, \perp \rangle$   
 $\text{specialReserve}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a - n \rangle} ms \rangle, \perp \rangle$   
 $\text{increaseSpace}(\langle m, n \rangle) := 0 \lambda \langle rs, ms \rangle.$   
 $\quad \langle n > 0, \langle rs, \mathcal{U}_{\lambda \langle m', a \rangle. \langle m' = m, \langle m, a + n \rangle} ms \rangle, \perp \rangle$

# Movie Booking use-case



## Class MovieBooking

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# Movie Booking use-case



## Class MovieBooking

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# Movie Booking use-case



## Class MovieBooking

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# Movie Booking use-case



## Class MovieBooking

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# Movie Booking use-case



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# Movie Booking use-case



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# Movie Booking use-case



## Class MovieBooking

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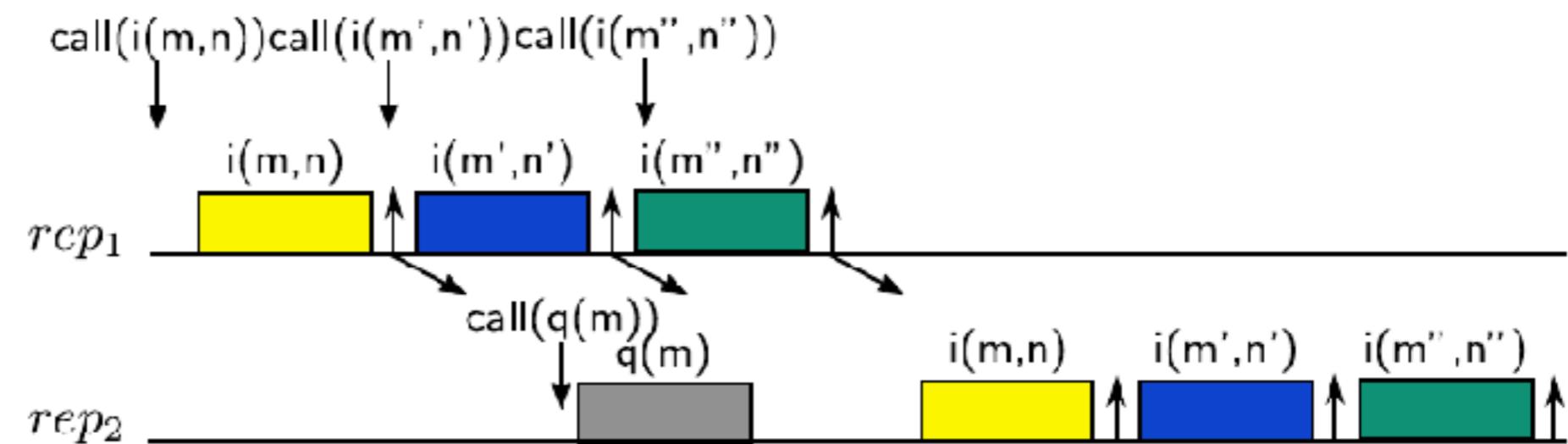
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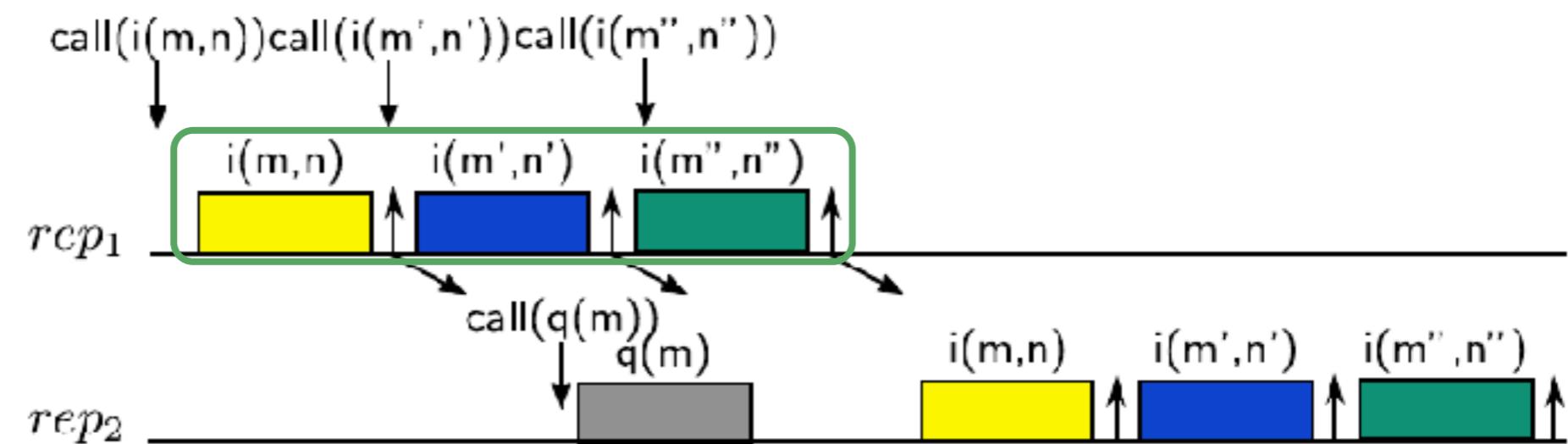
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# Recency

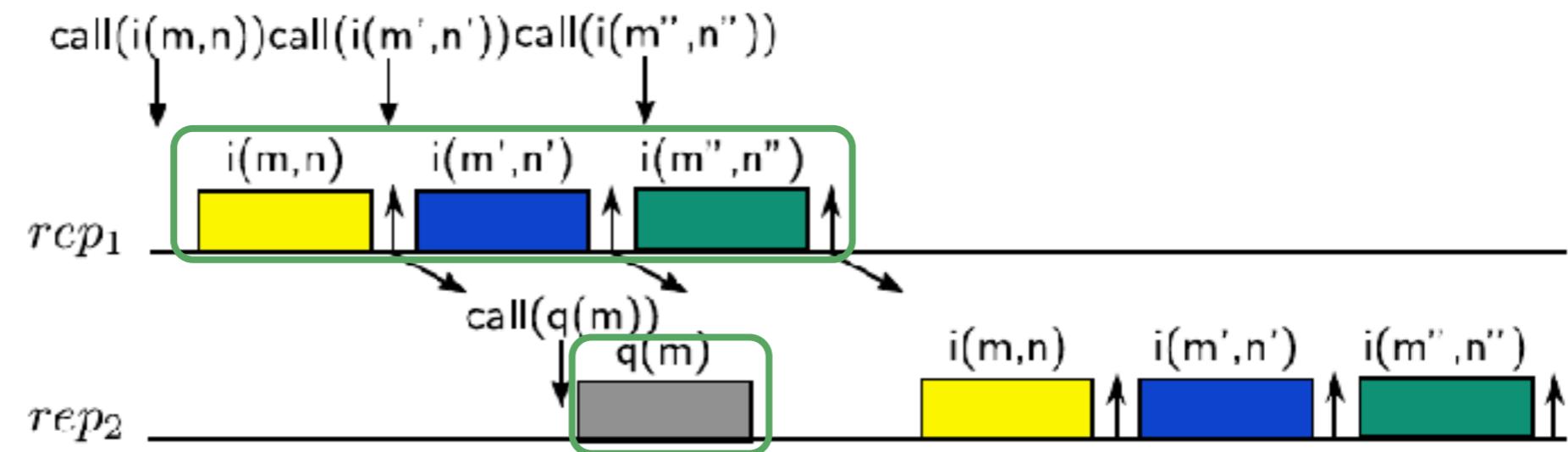


# Recency



↓ request issued  
↑ request return

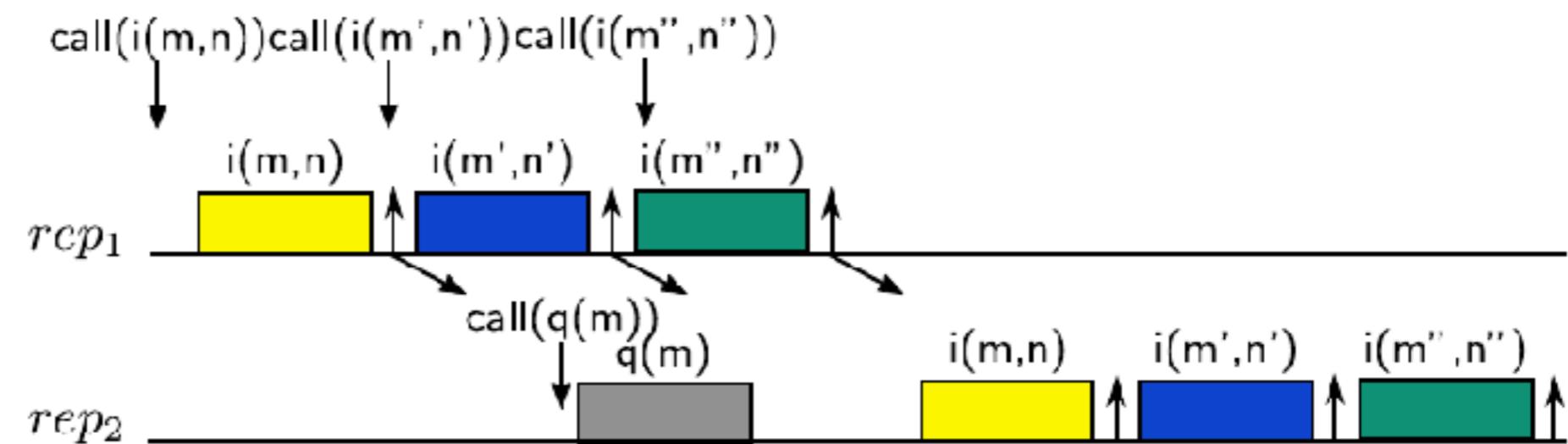
# Recency



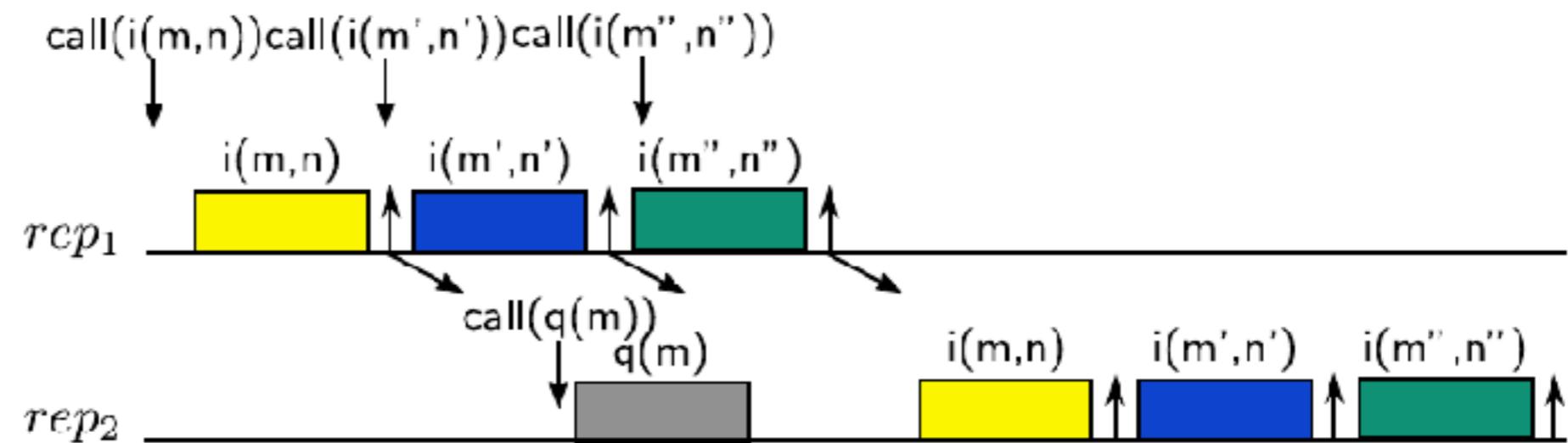
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↑ request return

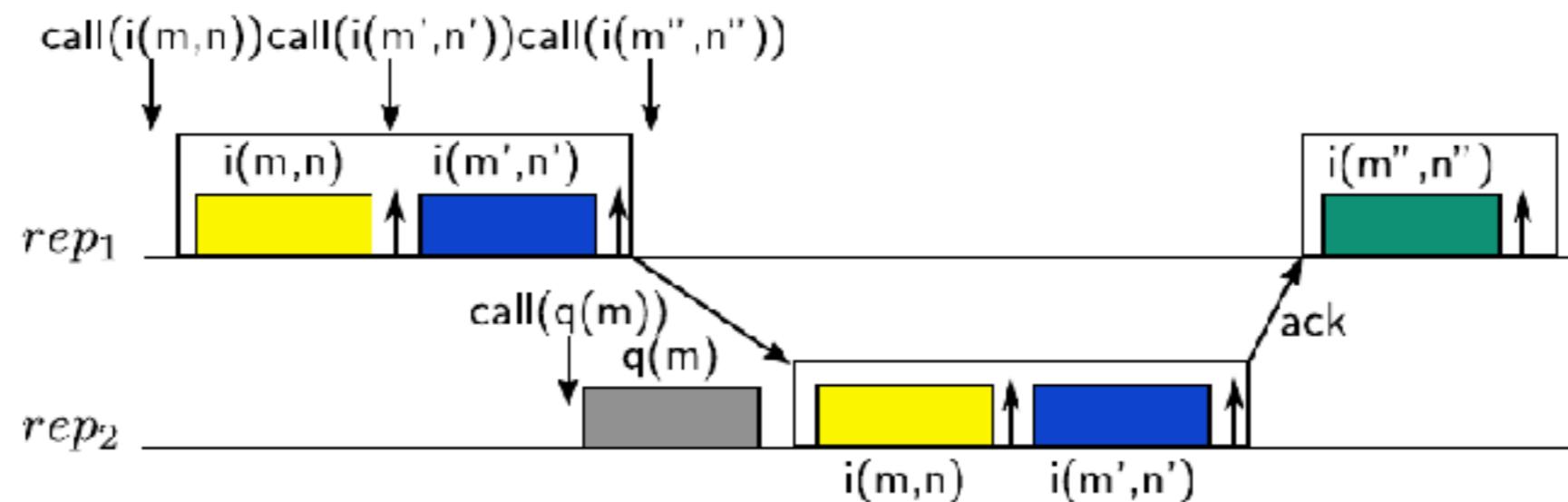
# Recency



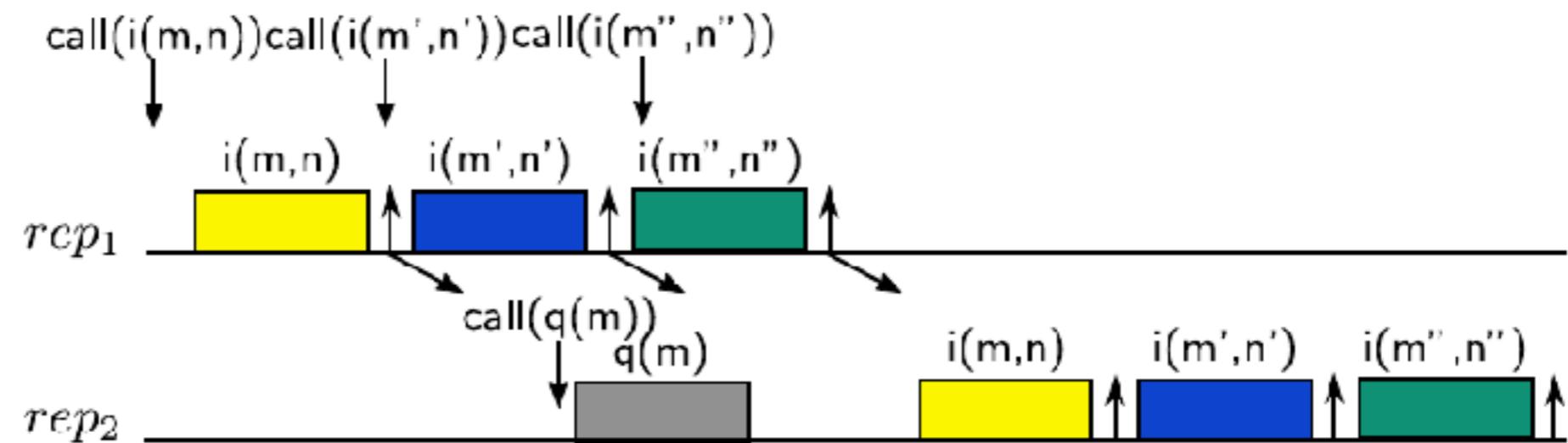
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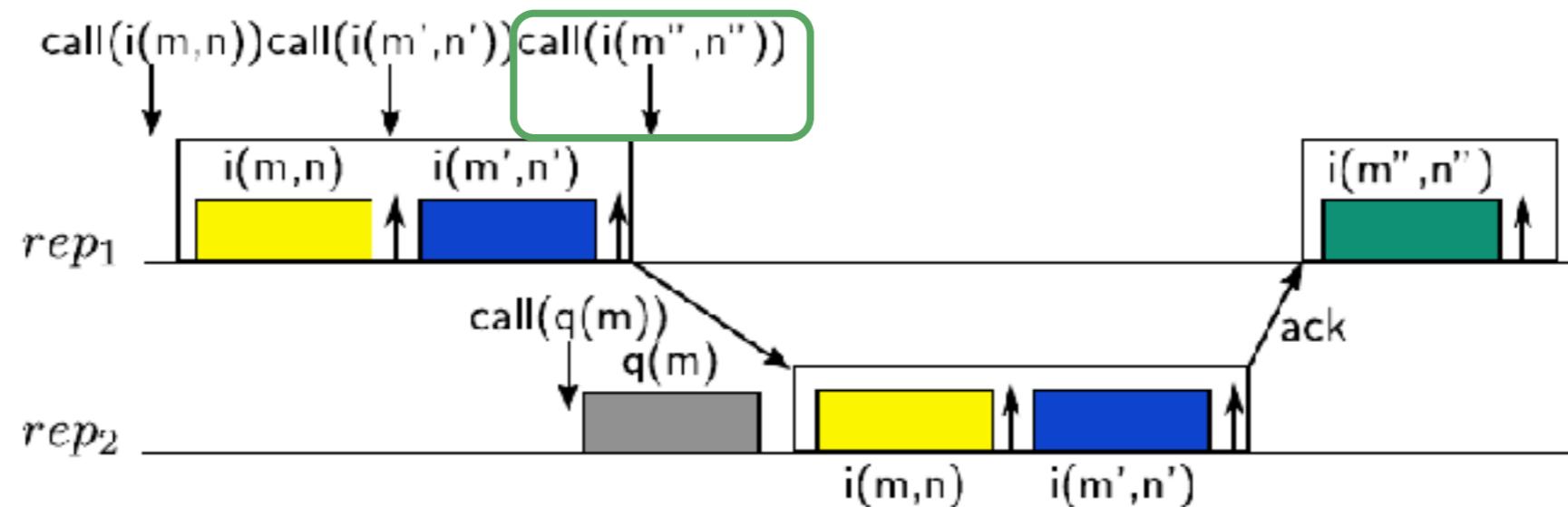
↓ request issued  
↑ request return



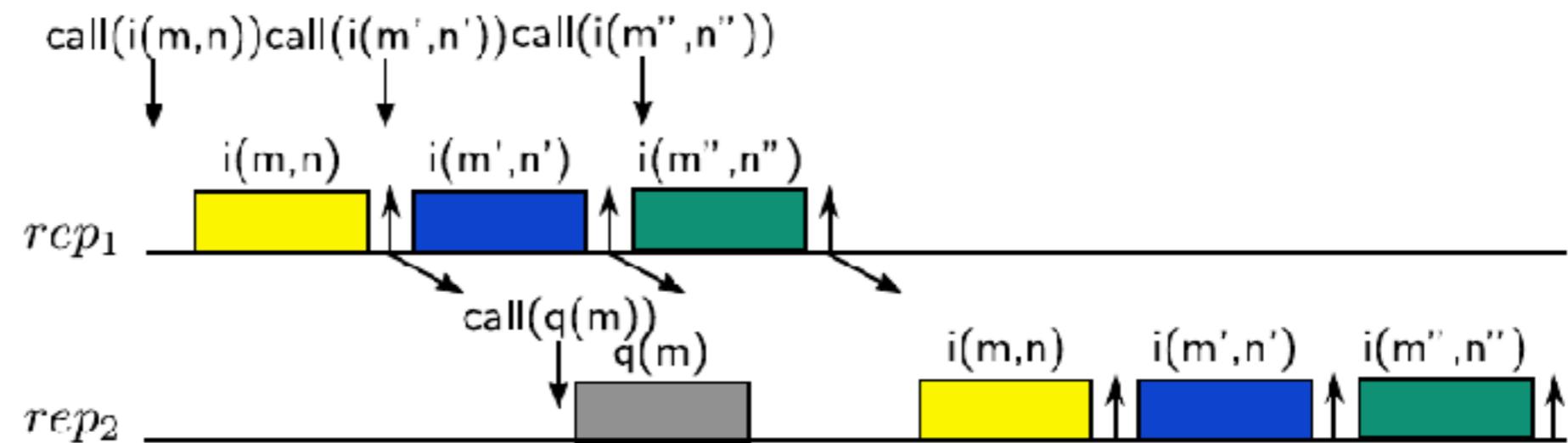
# Recency



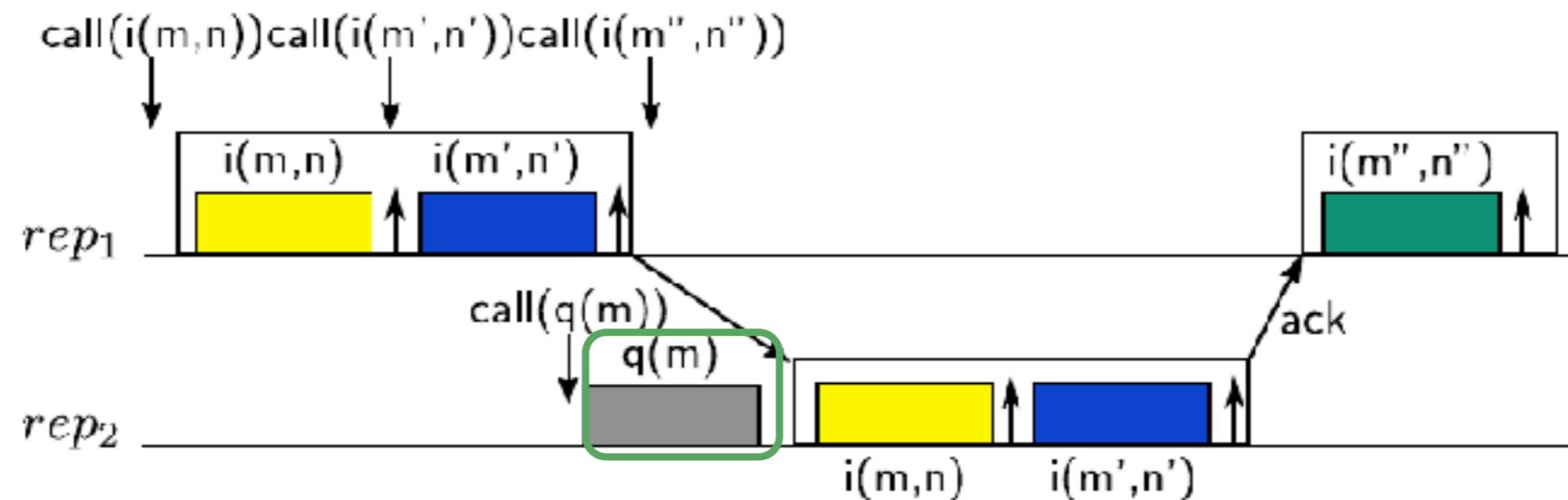
$\downarrow$  request issued  
 $\uparrow$  request return



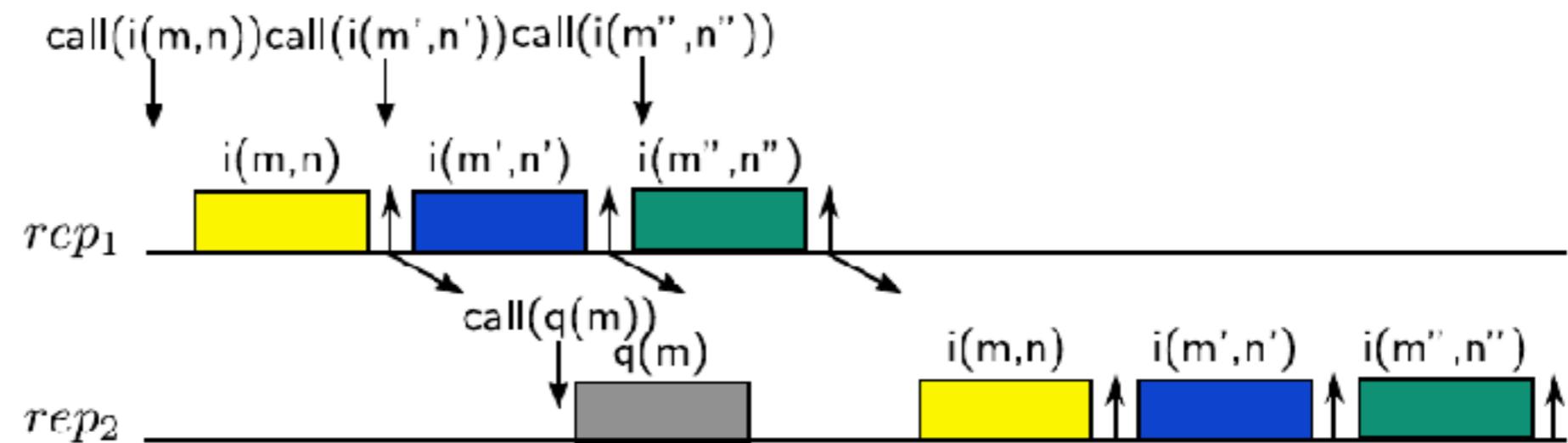
# Recency



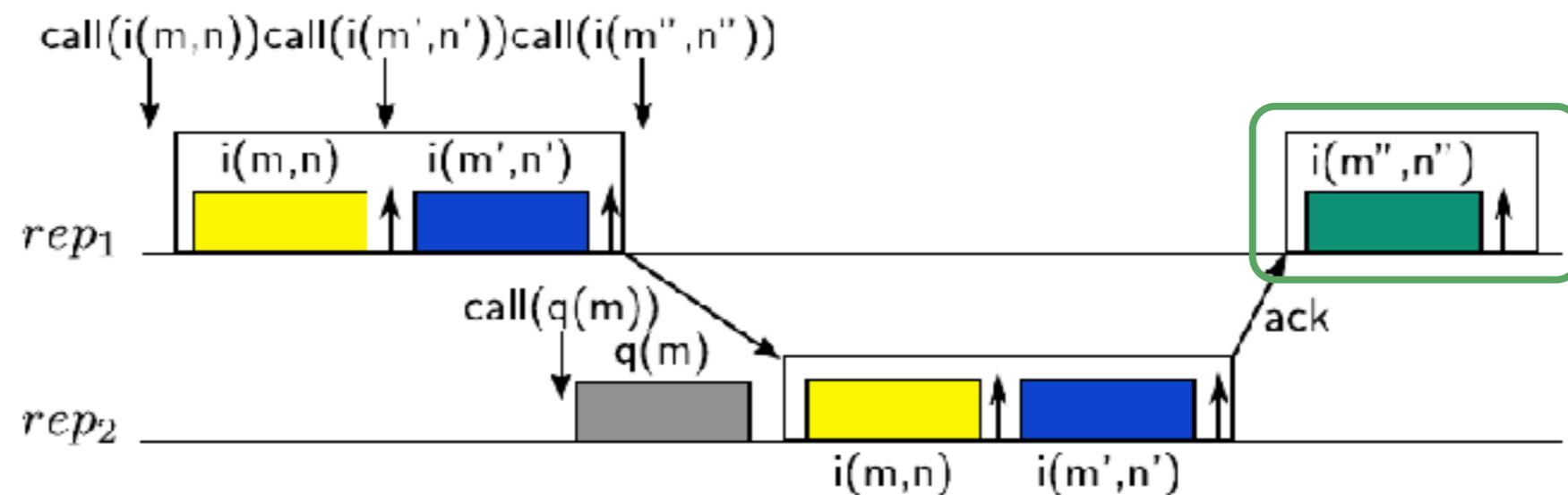
$\downarrow$  request issued  
 $\uparrow$  request return



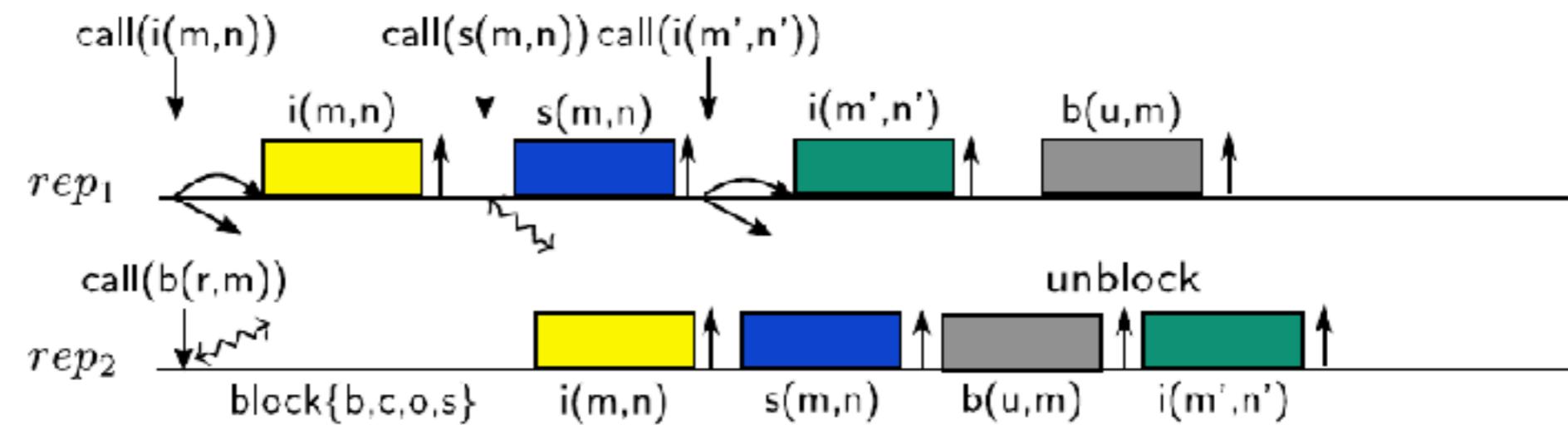
# Recency



$\downarrow$  request issued  
 $\uparrow$  request return



# Communication and Synchronization Avoidance

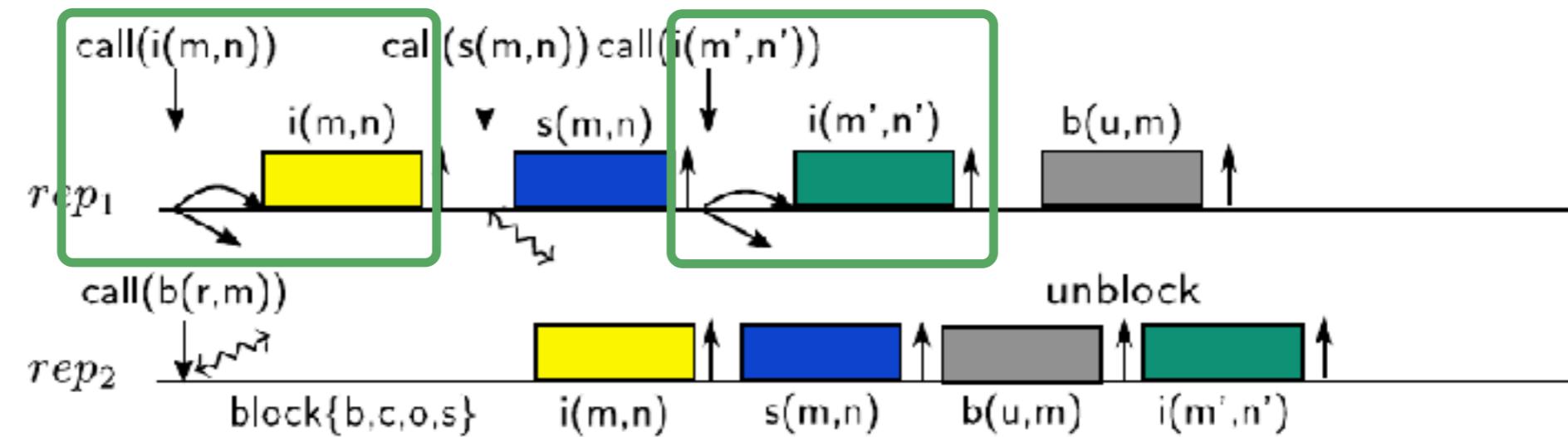


↓ request issued

↑ request return

~~~~ synchronization

Communication and Synchronization Avoidance

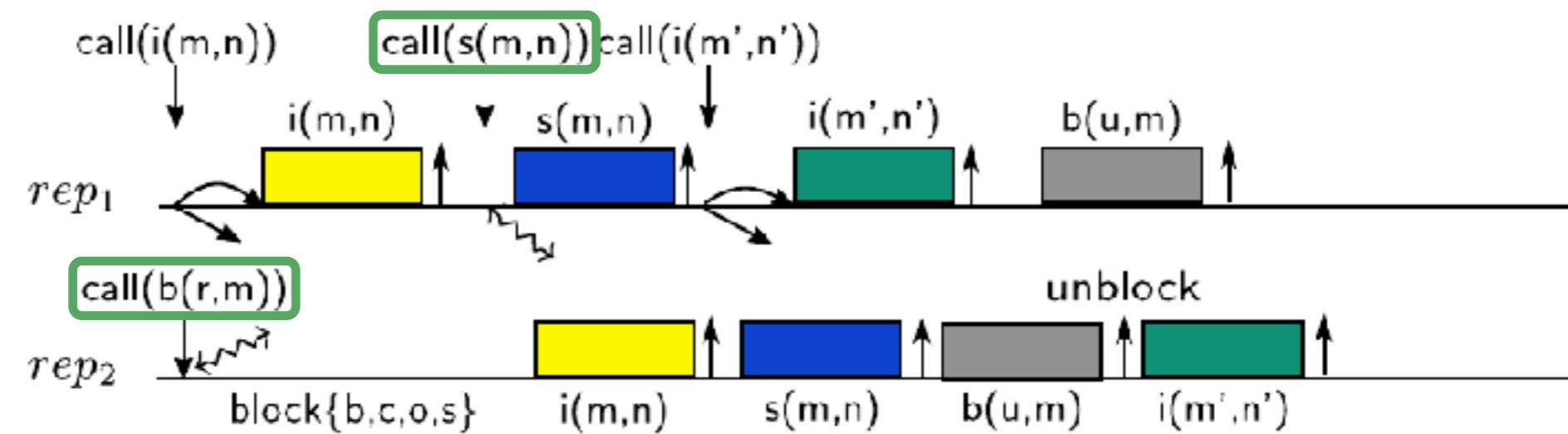


↓ request issued

↑ request return

↔ synchronization

Communication and Synchronization Avoidance

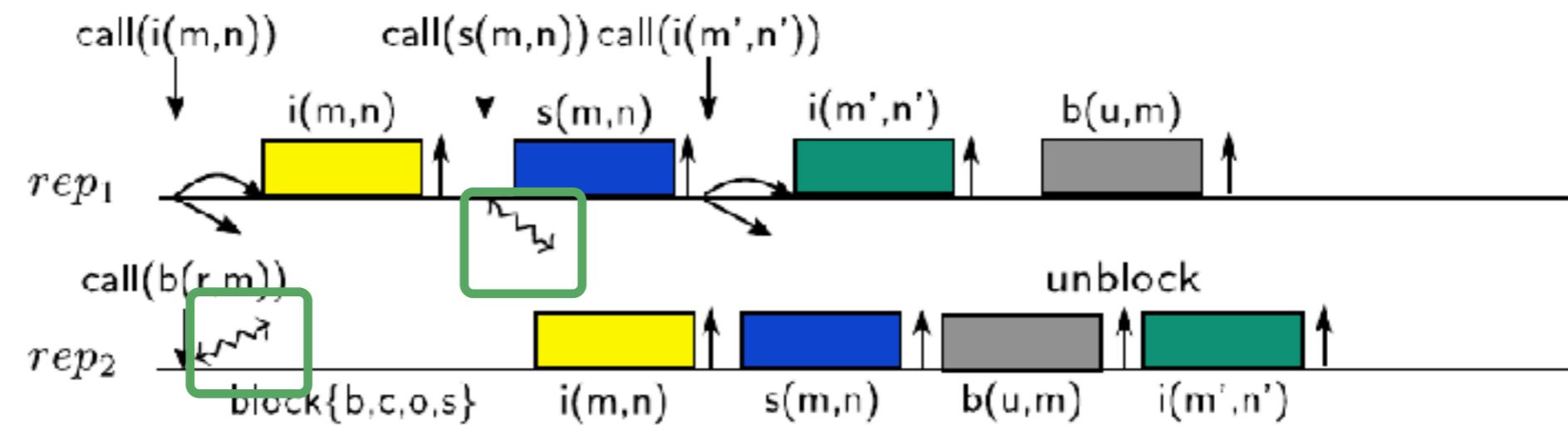


↓ request issued

↑ request return

↔ synchronization

Communication and Synchronization Avoidance

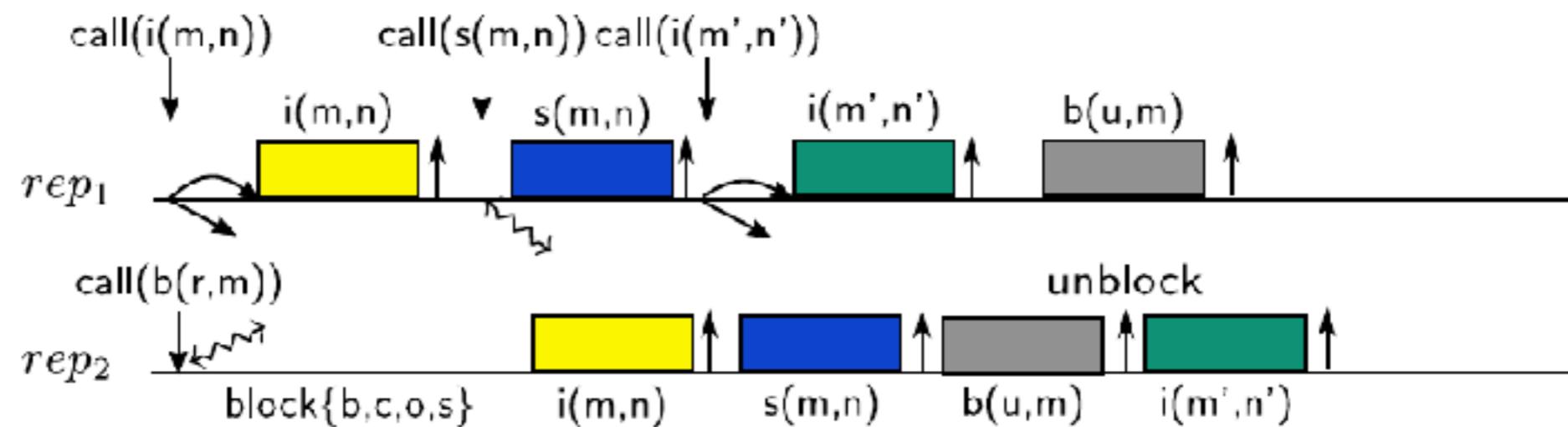


↓ request issued

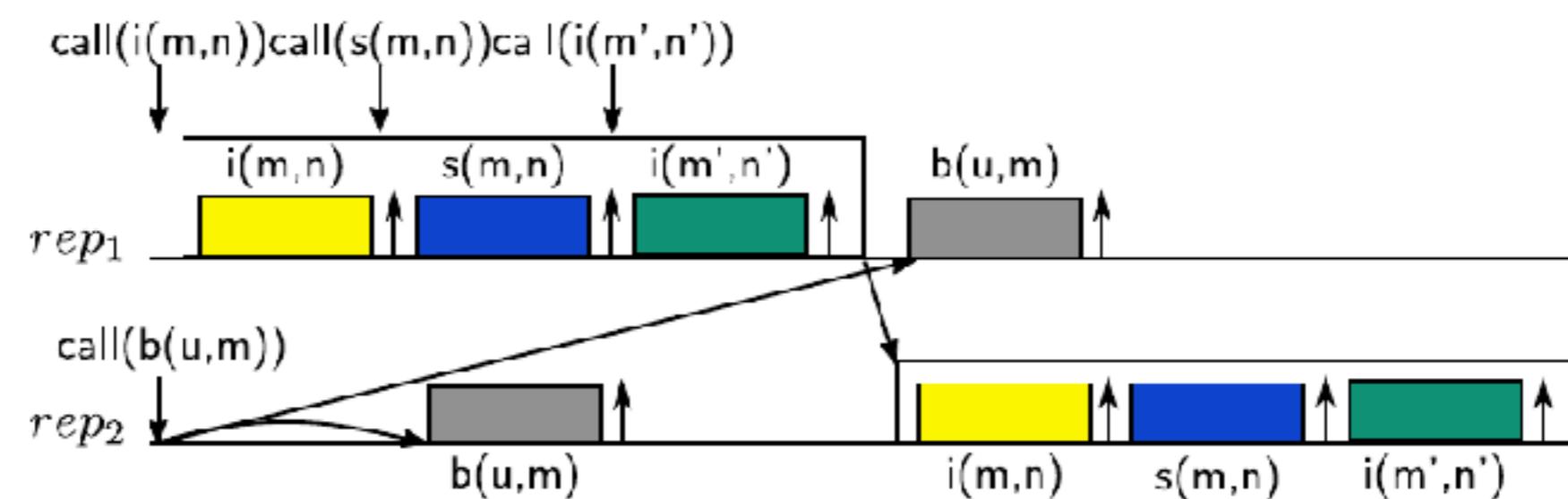
↑ request return

↖ synchronization

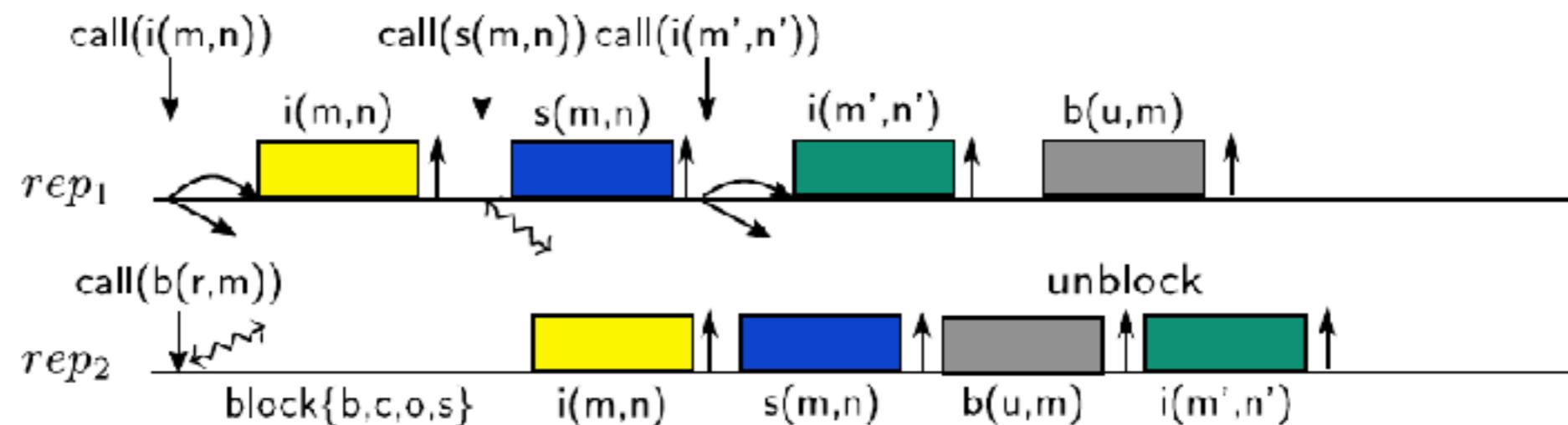
Communication and Synchronization Avoidance



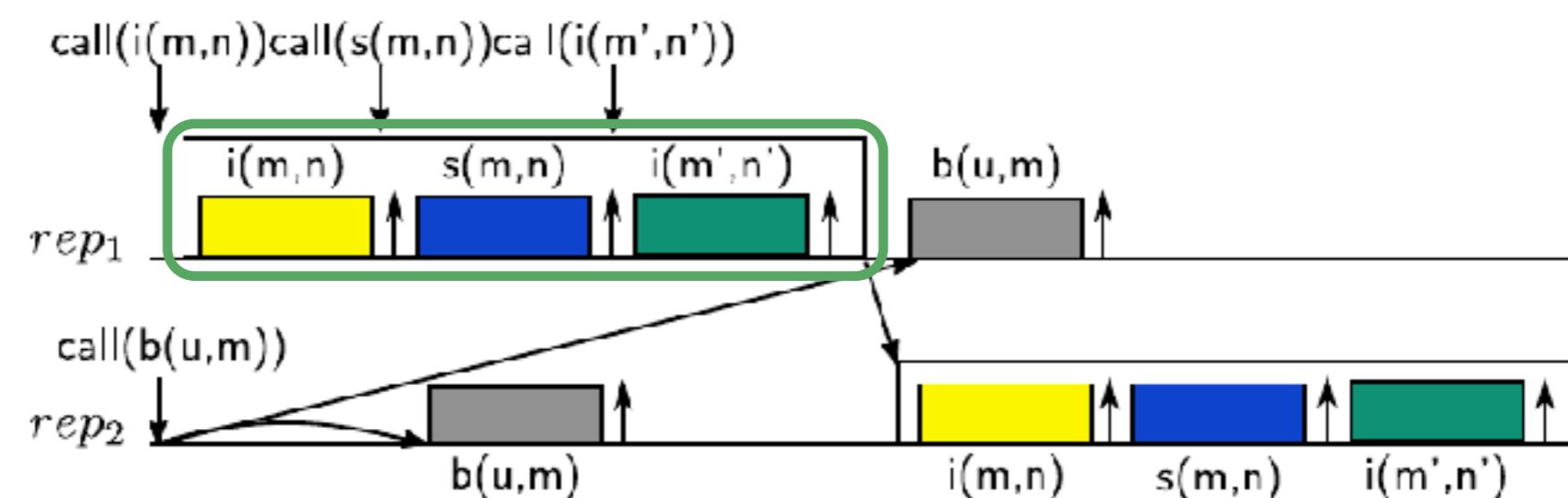
↓ request issued
 ↑ request return
 ↗ synchronization



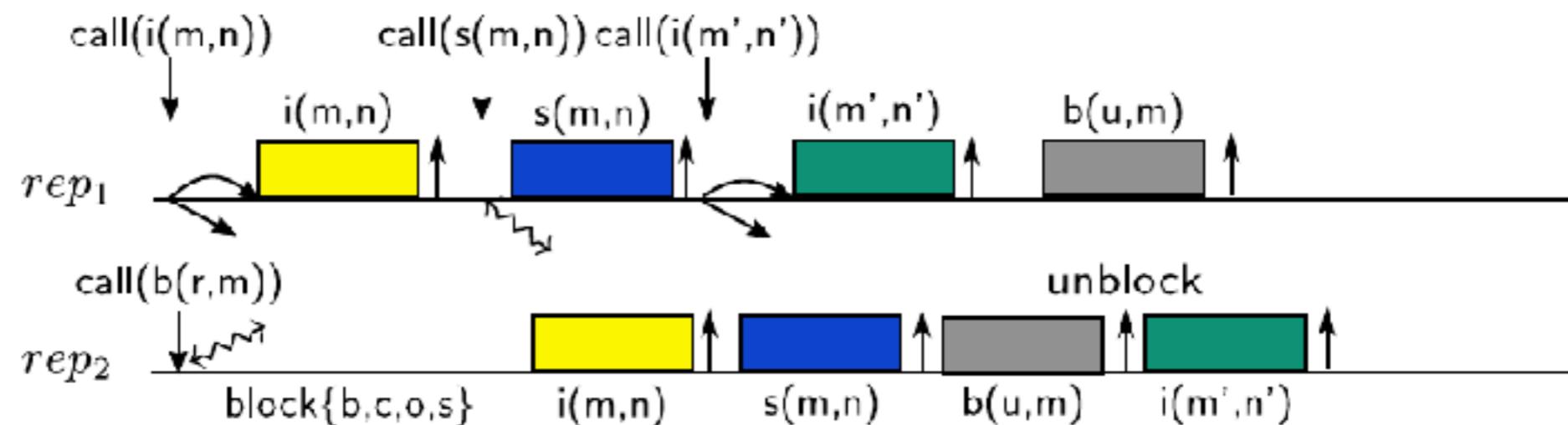
Communication and Synchronization Avoidance



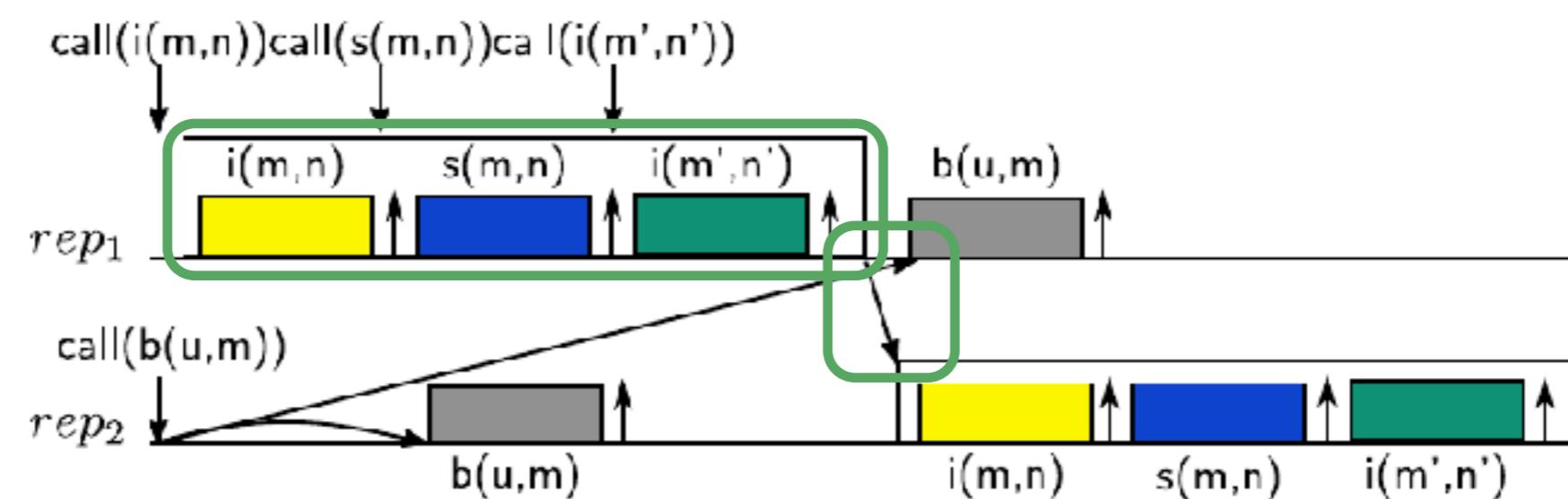
↓ request issued
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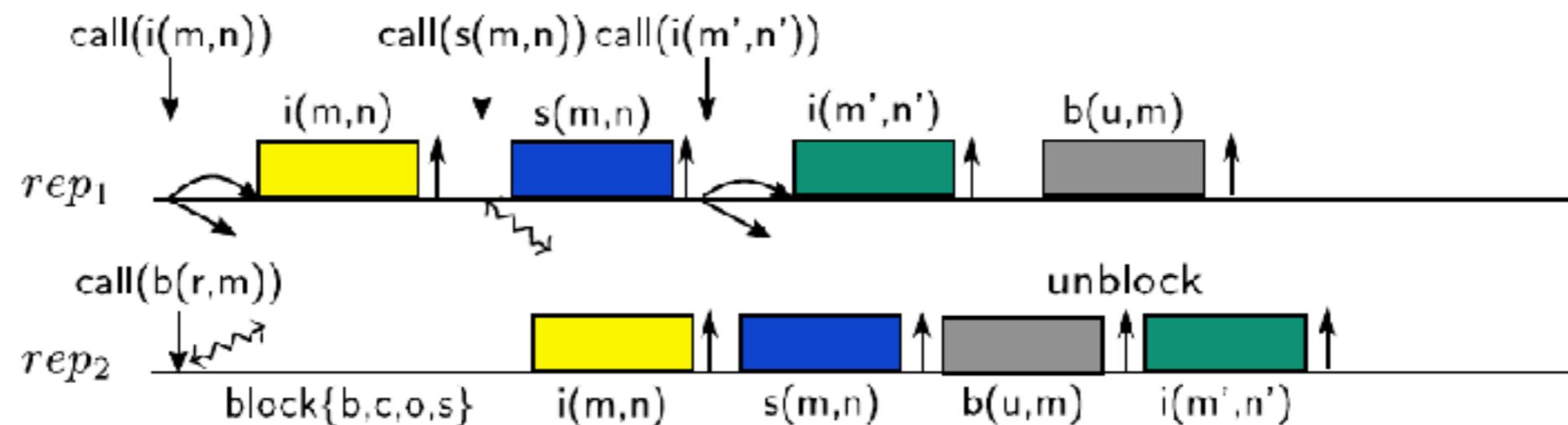
Communication and Synchronization Avoidance



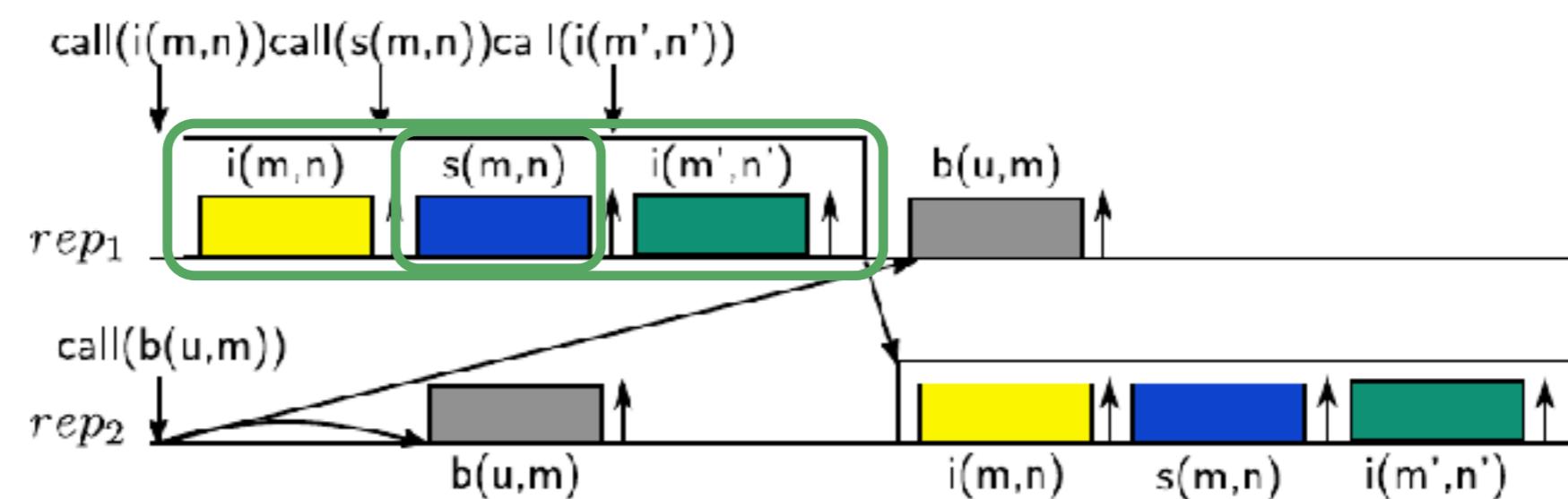
↓ request issued
 ↑ request return
 ↗ synchronization



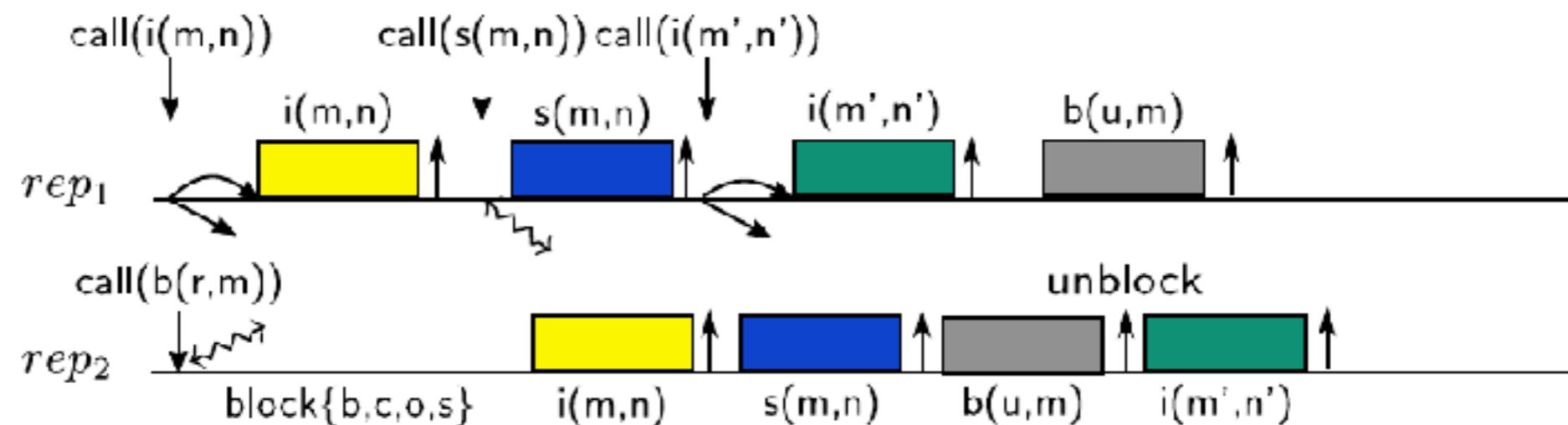
Communication and Synchronization Avoidance



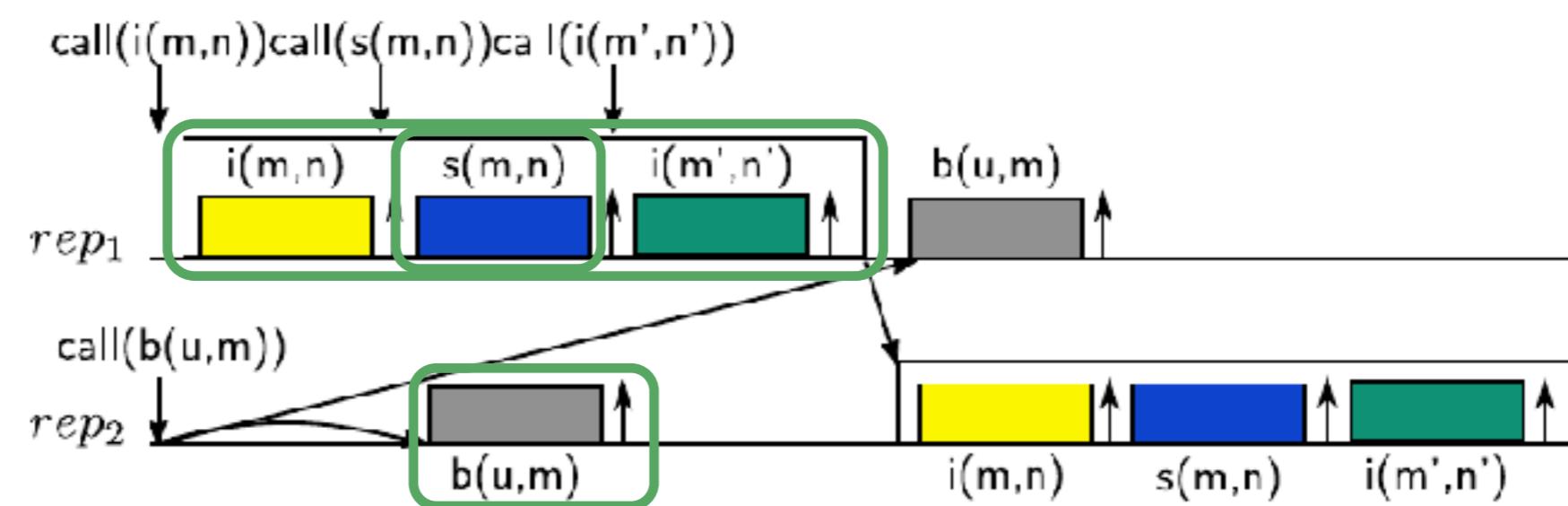
↓ request issued
 ↑ request return
 ↗ synchronization



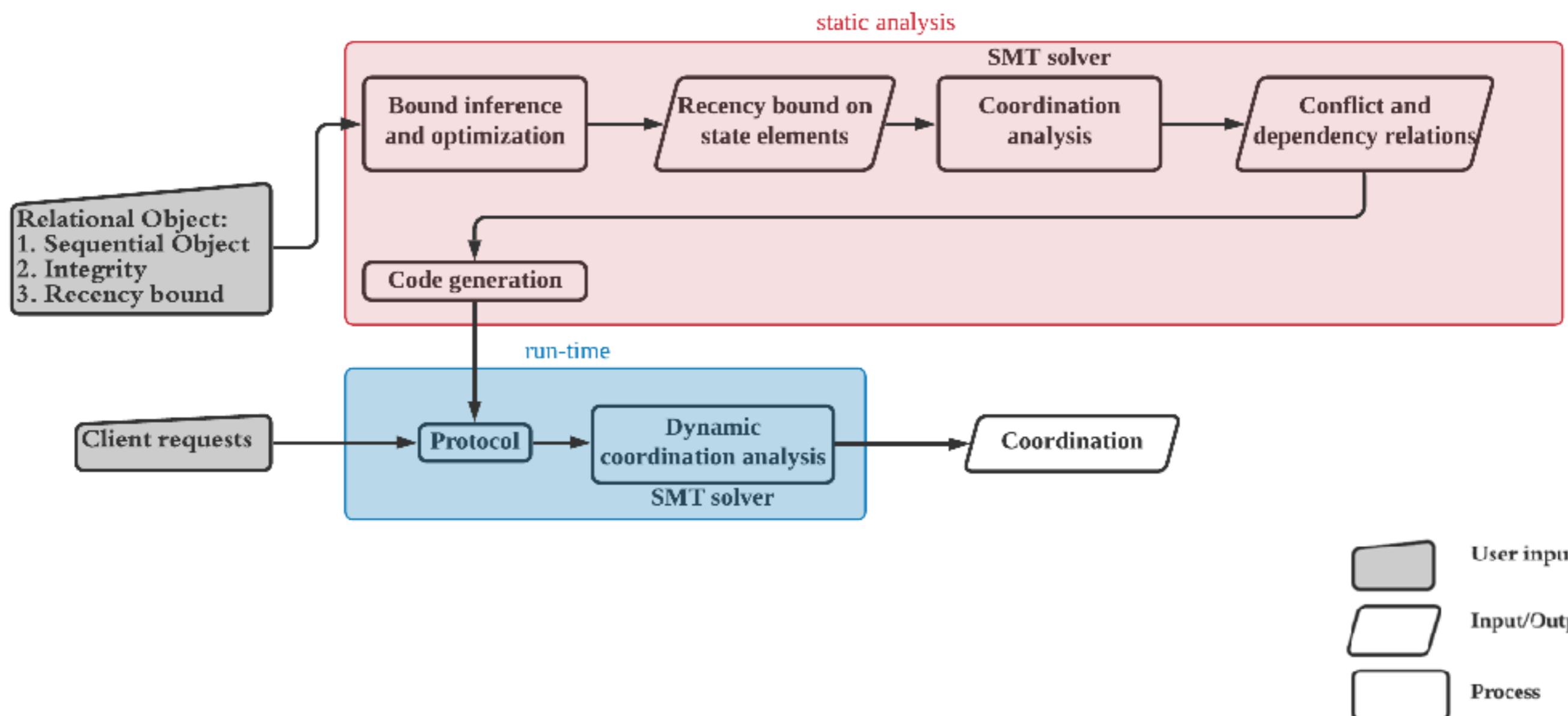
Communication and Synchronization Avoidance



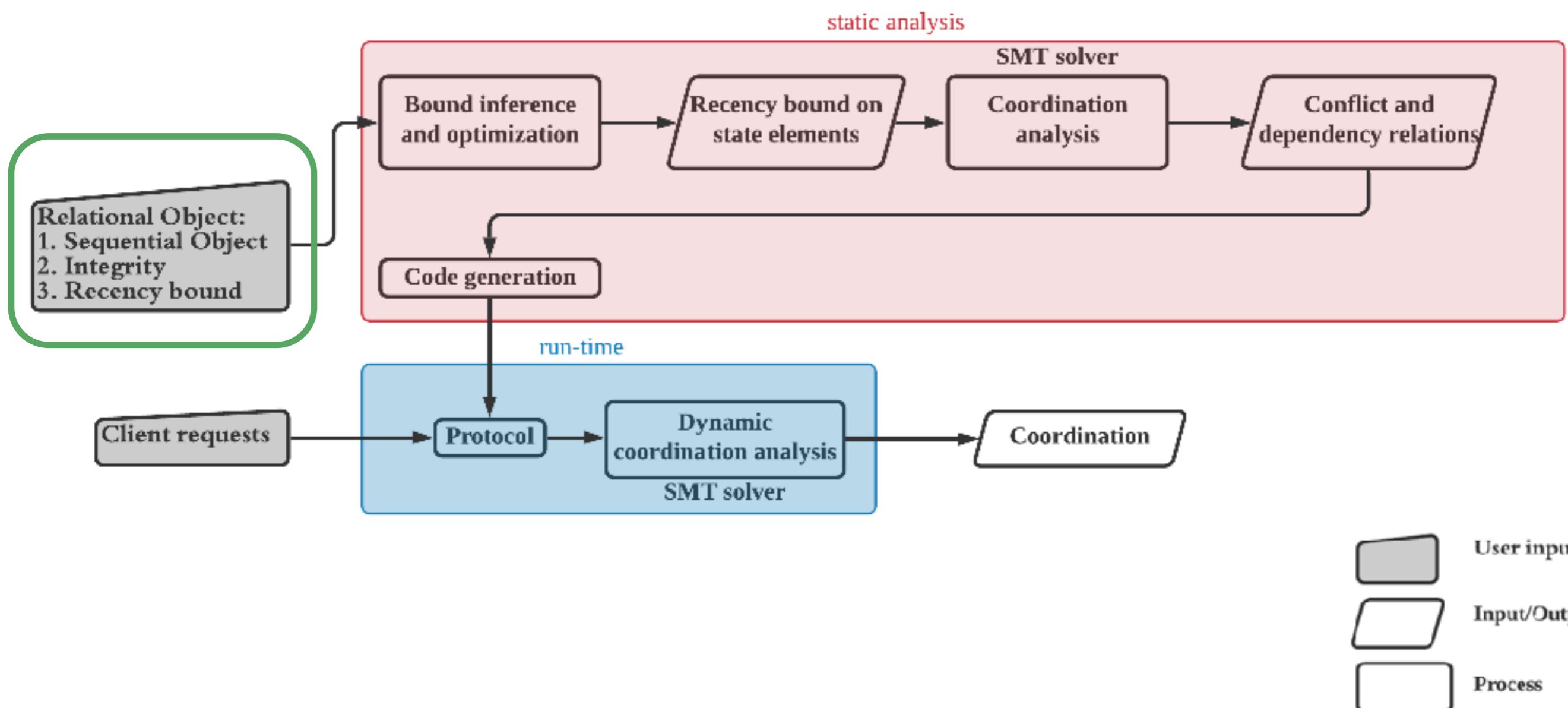
↓ request issued
 ↑ request return
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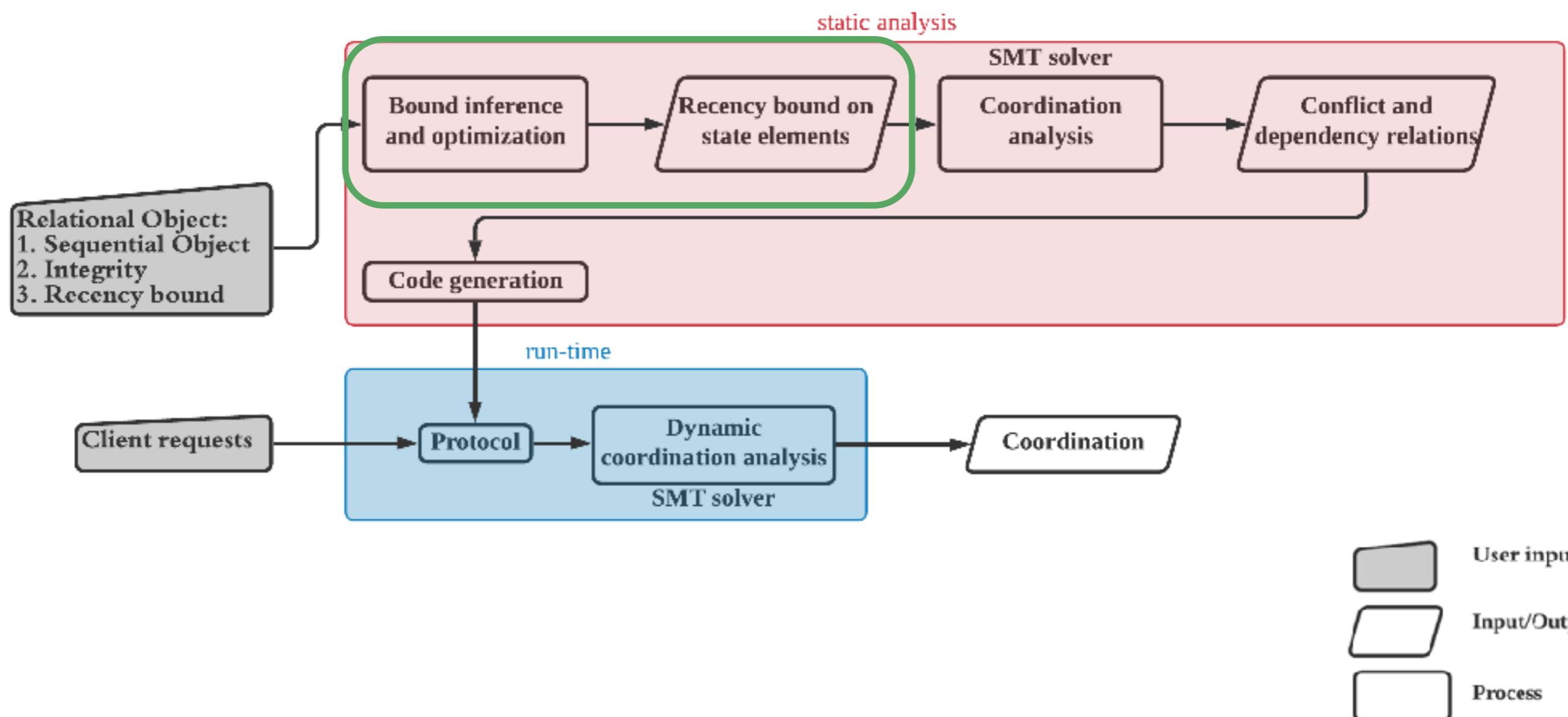
The Anatomy of Hampa



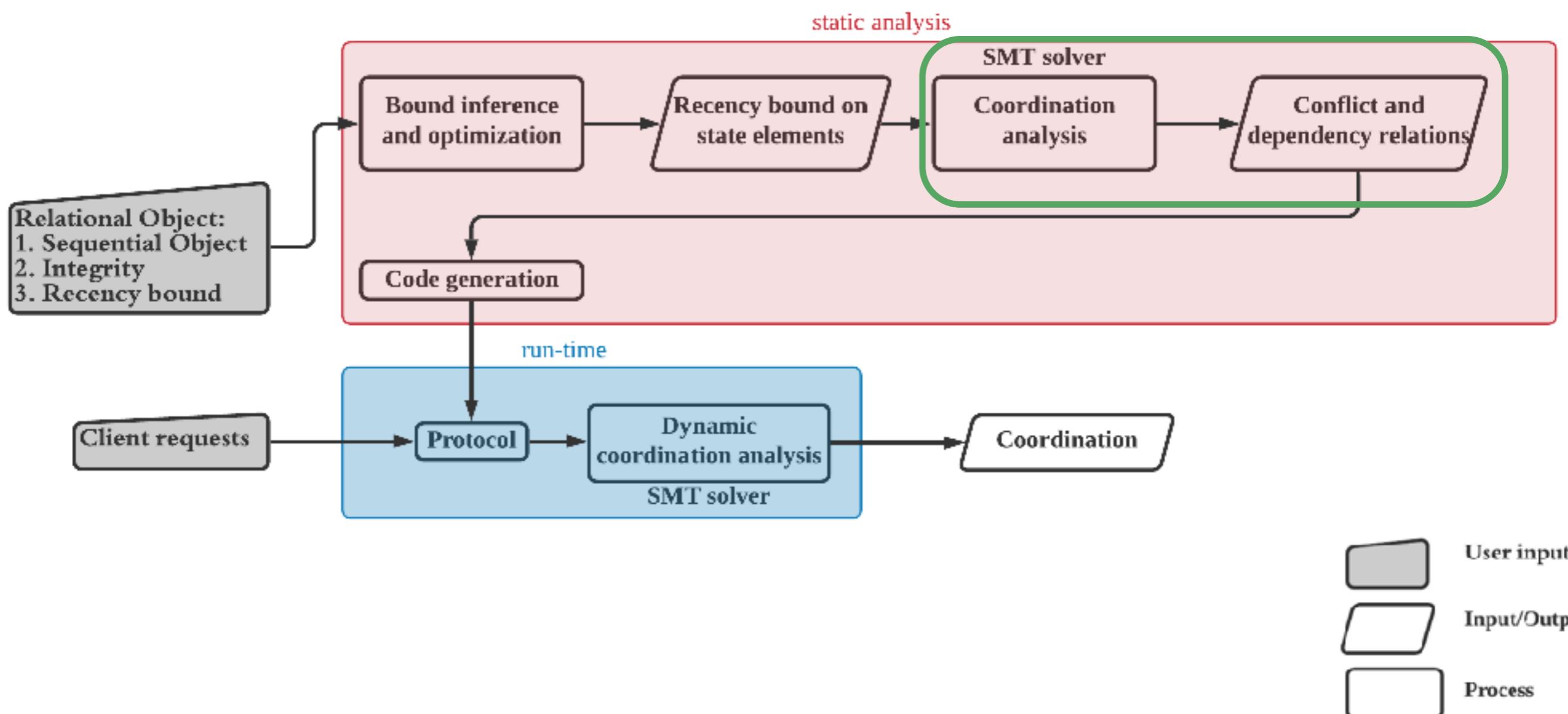
The Anatomy of Hampa



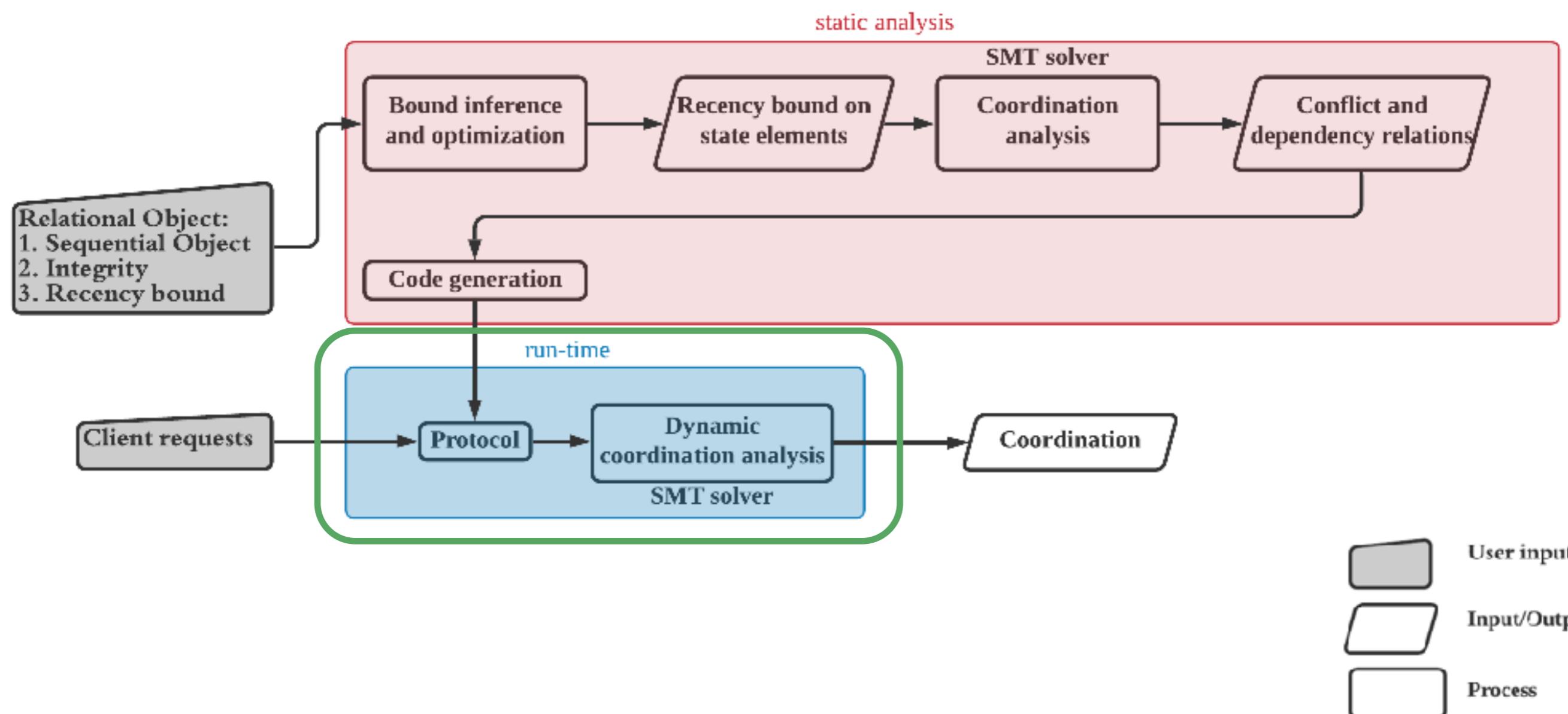
The Anatomy of Hampa



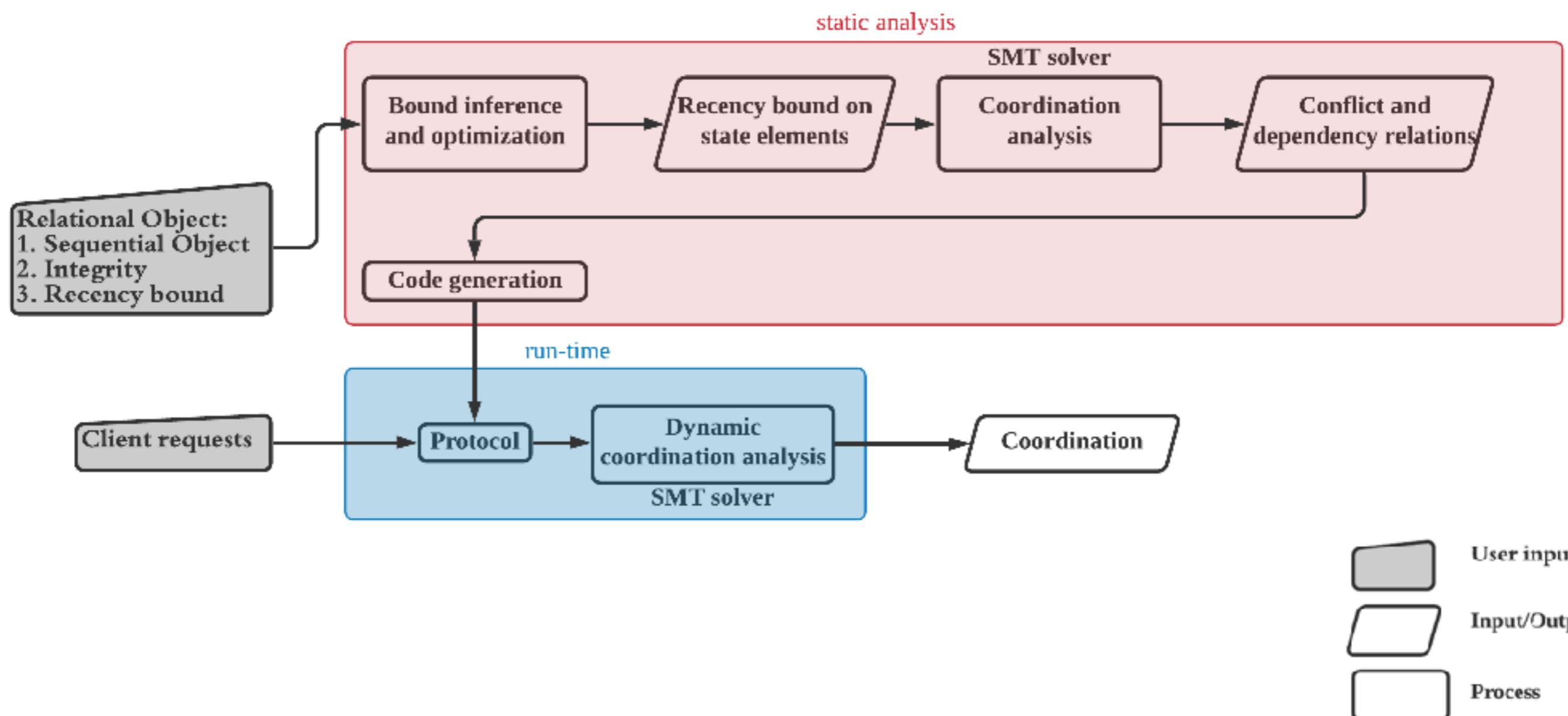
The Anatomy of Hampa



The Anatomy of Hampa



The Anatomy of Hampa



Bound Inference

querySpace(m) := 3 $\lambda\langle rs, ms \rangle$.

$\langle \dots, \dots, \Pi_{\lambda\langle m', a \rangle. \langle a \rangle} (\sigma_{\lambda\langle m', a \rangle. m' = m} ms) \rangle$

queryReservations(u) := 4 $\lambda\langle rs, ms \rangle$.

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Solution:
 $\Delta ms = 3$
 $\Delta rs = 2$

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C_{PROD}

$$\frac{\Gamma \vdash e \triangleright \delta, C \quad \Gamma \vdash e' \triangleright \delta', C'}{\Gamma \vdash e \times e' \triangleright \delta \times \delta', C \wedge C'}$$

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C_{PROD}

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C_{PROD}

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Constrains:

$$\Delta ms \times \Delta rs \leq 6$$

$$\Delta ms \leq 3$$

$$\Delta rs \leq 4$$

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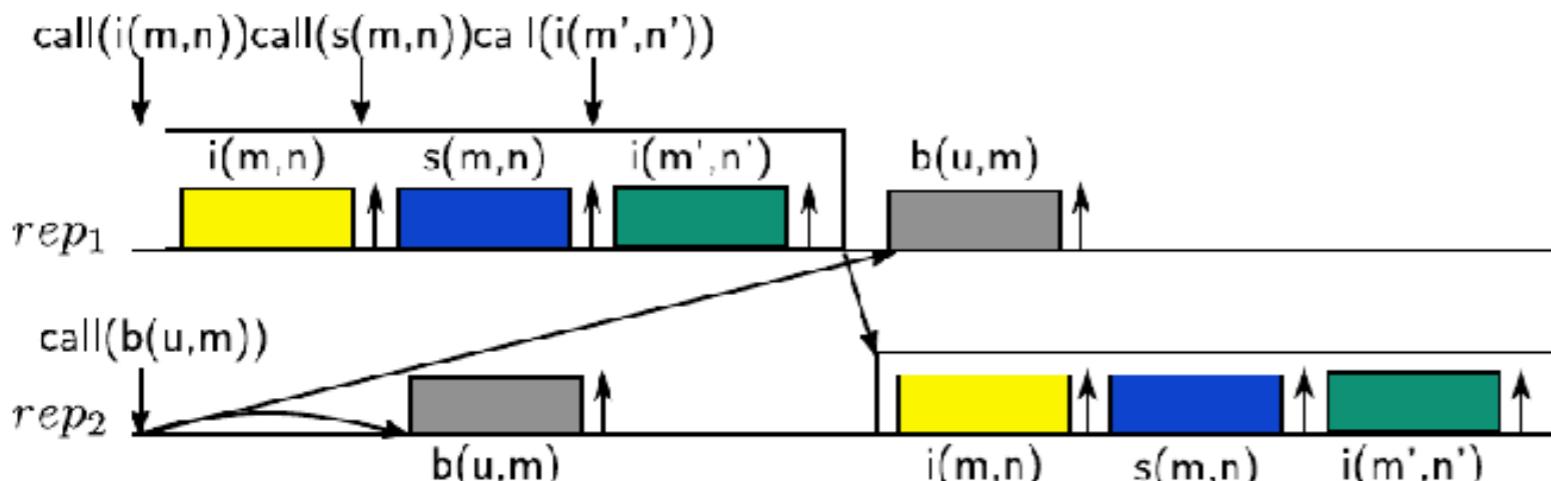
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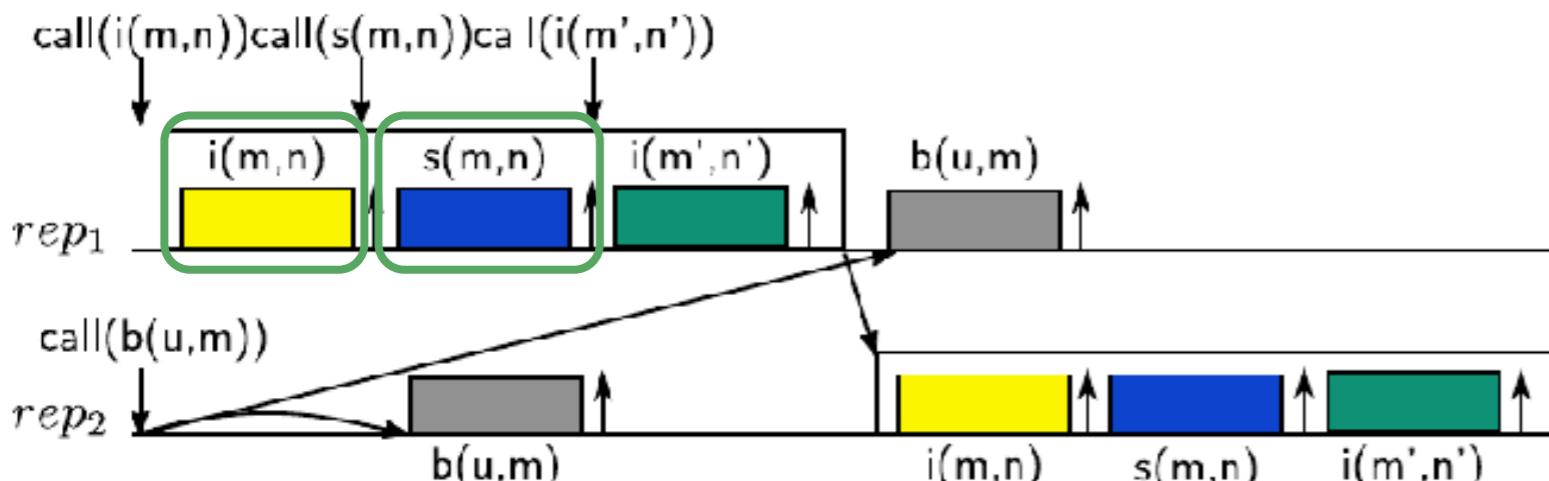
Coordination Conditions and Operational Semantics



CALLLOCAL

$$\frac{\begin{array}{c} \mathcal{P}(\sigma, c) \quad c(\sigma) = \langle _, \sigma', v \rangle \\ c' = c \cdot \text{call}(r) \\ \text{AllSComm}(c) \\ \text{InvSuff}(c') \quad \text{LetPRComm}(c') \\ \text{call}' = \text{call}[r \mapsto c'] \\ \text{xs}' = \begin{cases} \text{xs}[n \mapsto (\text{xs}(n) :: r)] & \text{if } \text{call}(r) = \text{id} \\ \text{xs} & \text{else} \end{cases} \\ \text{InBound}_{\langle \text{orig}, \text{call}' \rangle}(\text{xs}', n) \end{array}}{(h[n \mapsto (x \leftarrow c; s, \sigma, r)], t, \text{xs}, \text{orig}, \text{call}) \xrightarrow{n,r,c} (h[n \mapsto (s[x \mapsto v], \sigma', r)], t, \text{xs}', \text{orig}, \text{call}')}.$$

Coordination Conditions and Operational Semantics



CALLLOCAL

$$\mathcal{P}(\sigma, c) \quad c(\sigma) = \langle _, \sigma', v \rangle$$

$$c' = c \cdot \text{call}(r)$$

$$\boxed{\text{AllSComm}(c)}$$

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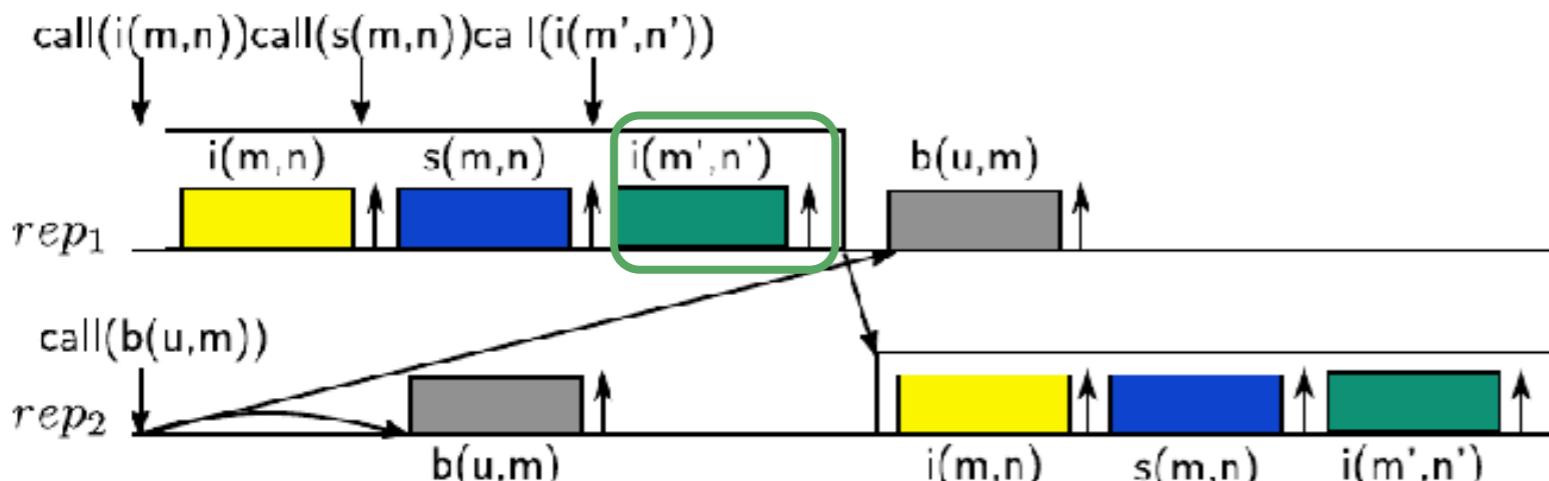
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Coordination Conditions and Operational Semantics



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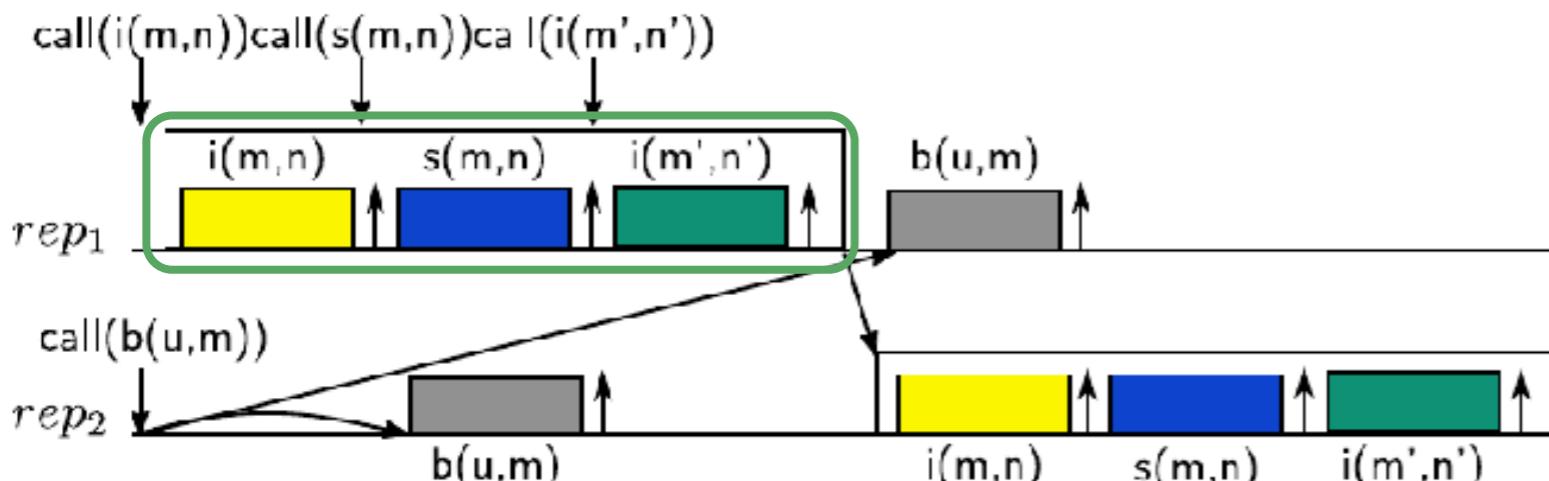
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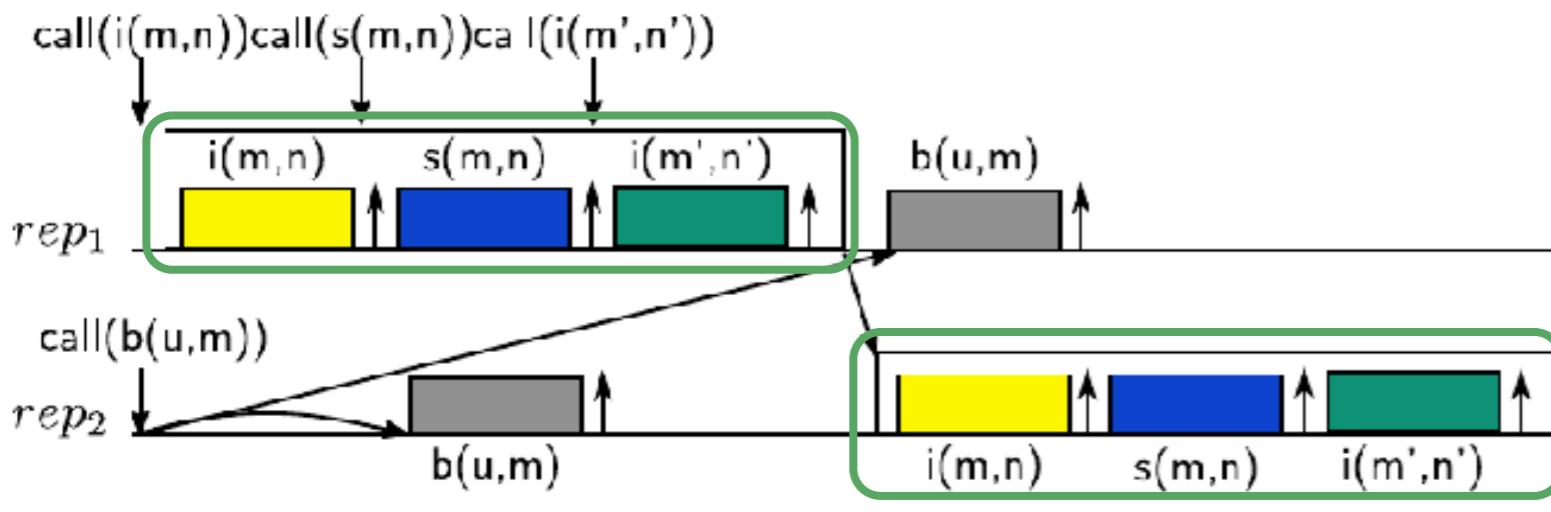
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Coordination Conditions and Operational Semantics



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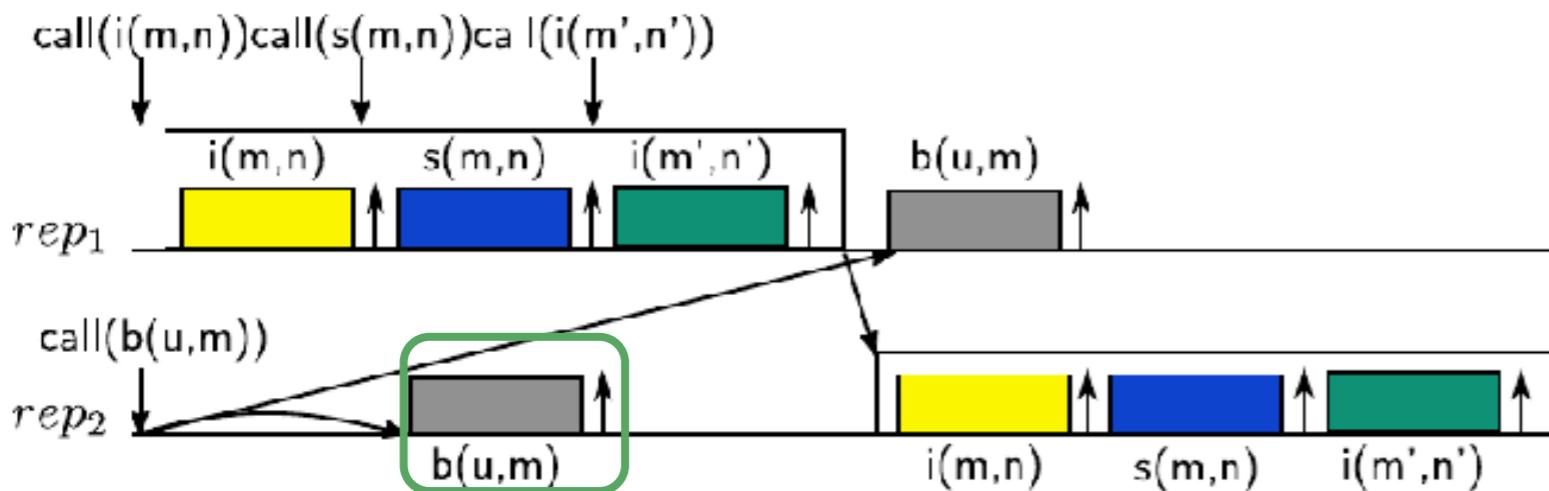
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Coordination Conditions and Operational Semantics



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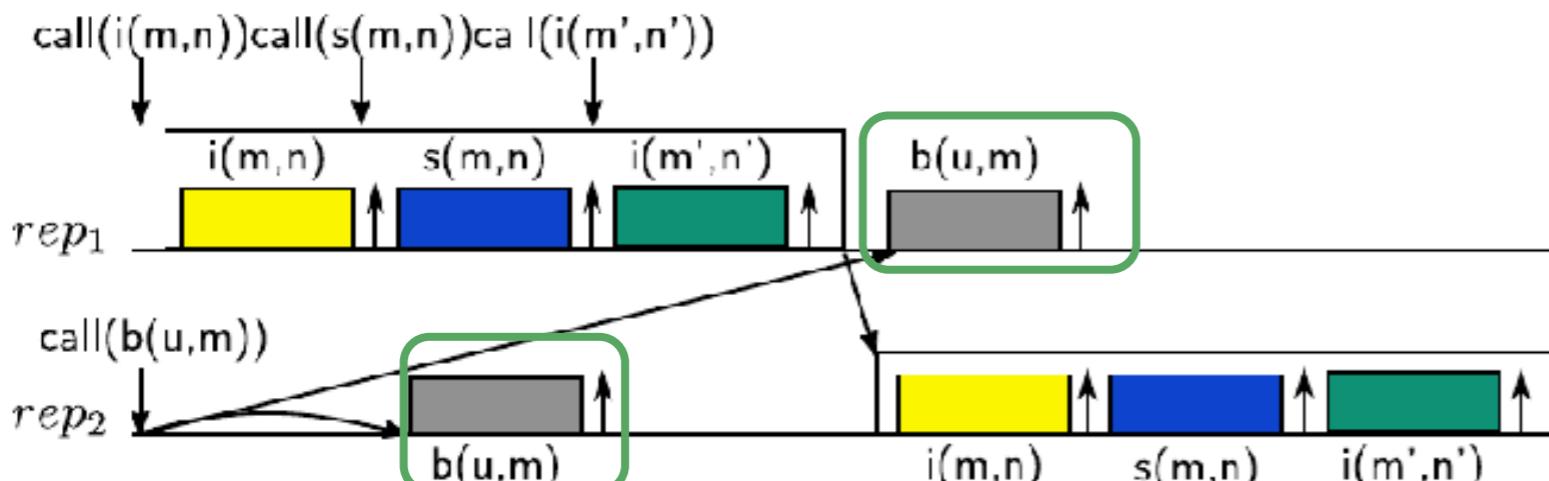
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Coordination Conditions and Operational Semantics



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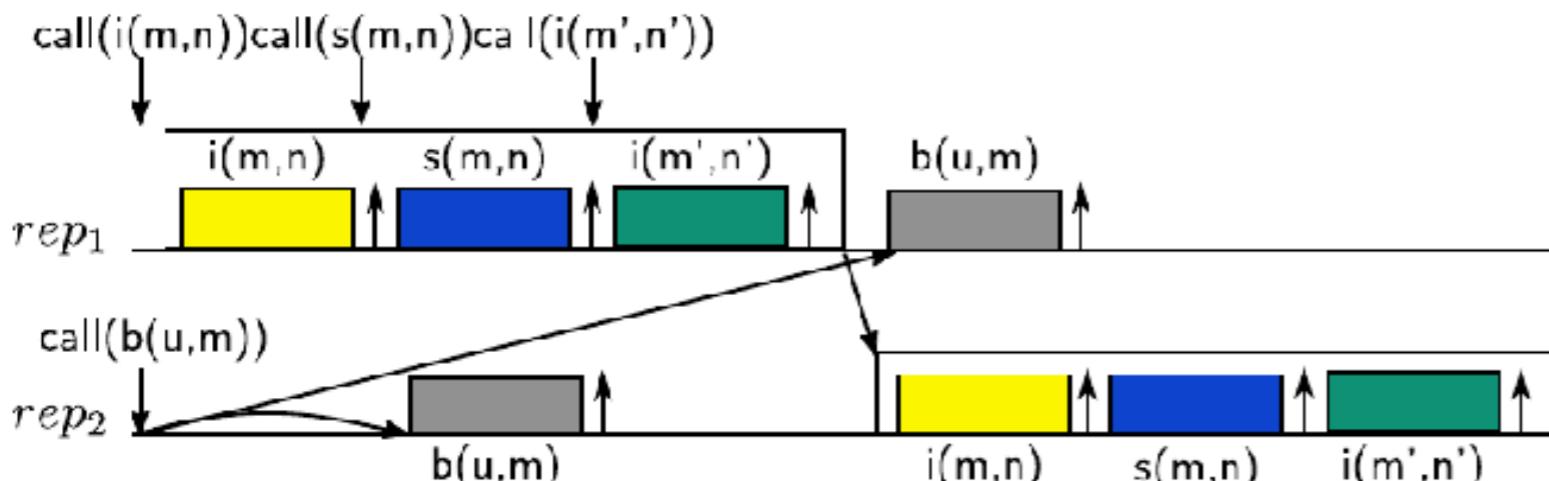
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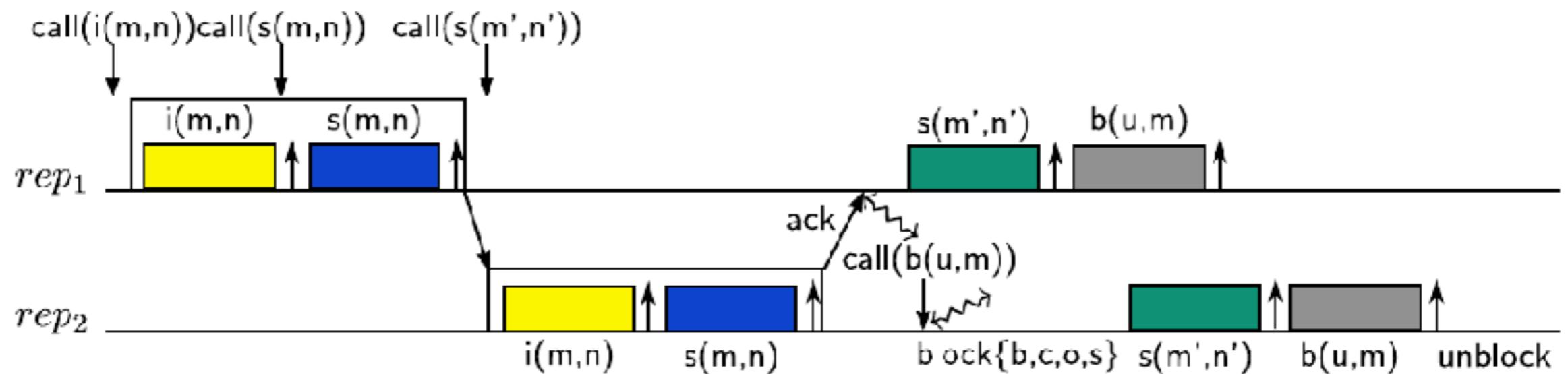
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Protocol



request issued



request execution



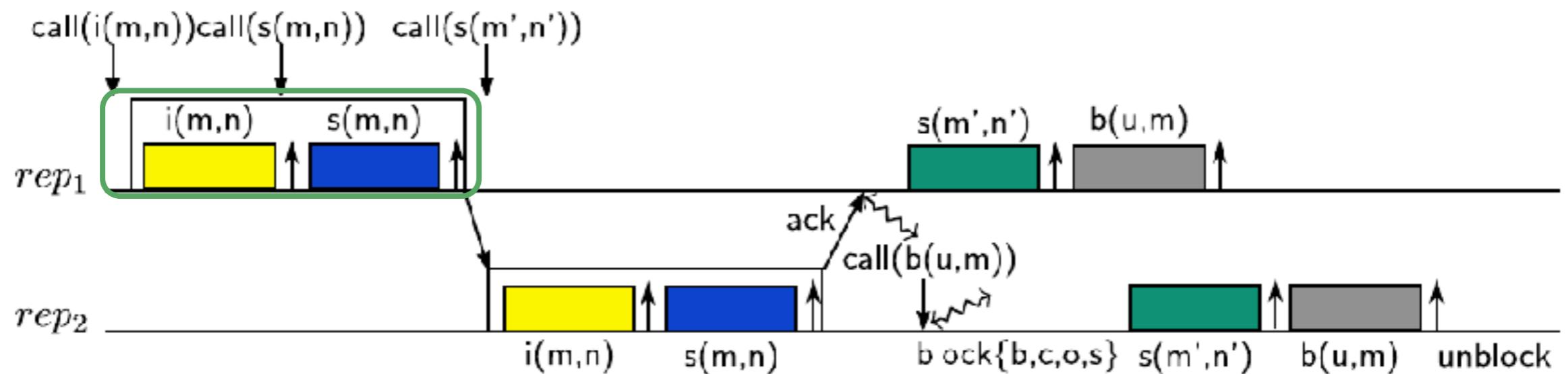
request return



broadcast

synchronization

Protocol



request issued



request execution



request return

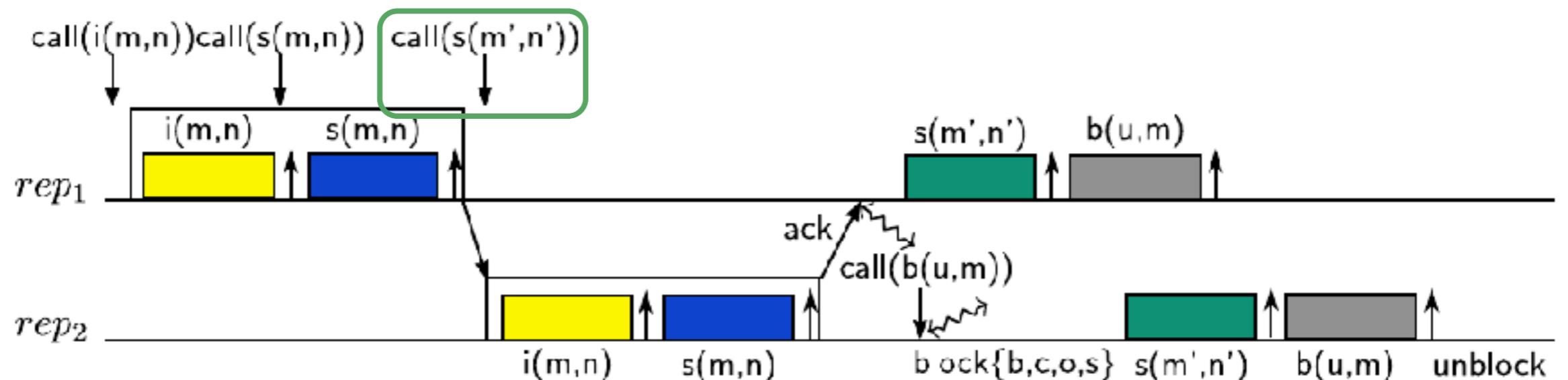


broadcast



synchronization

Protocol



request issued



request execution



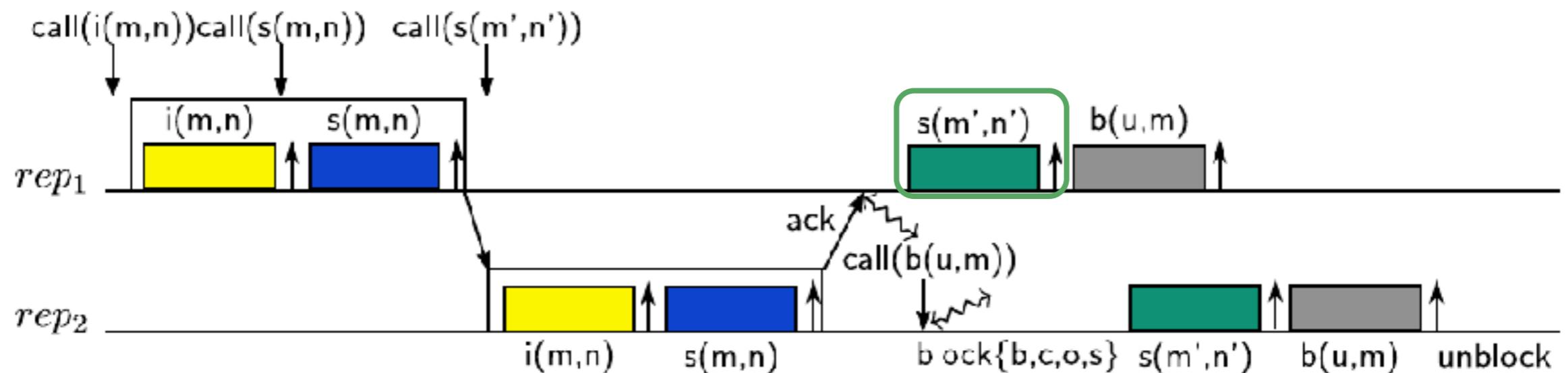
request return



broadcast

synchronization

Protocol



request issued



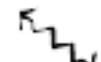
request execution



request return

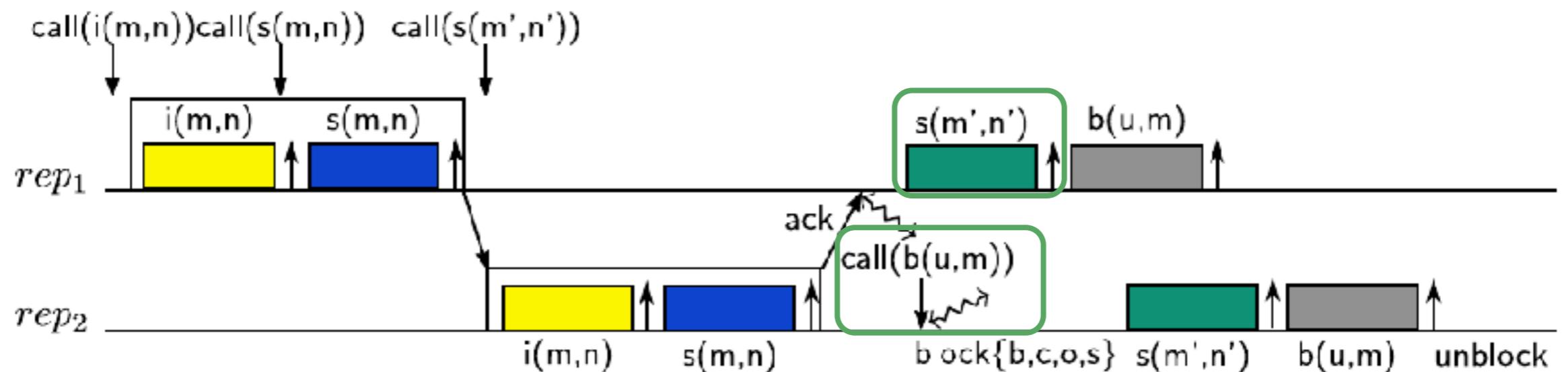


broadcast



synchronization

Protocol



request issued



request execution



request return



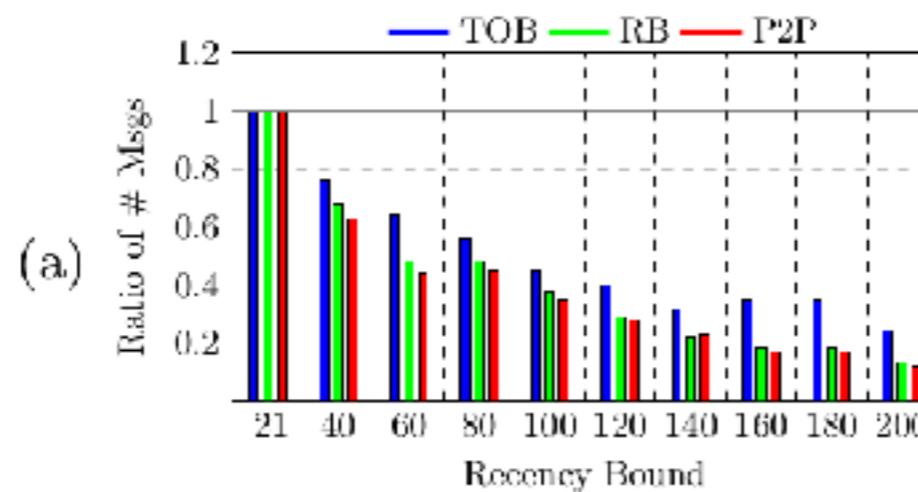
broadcast



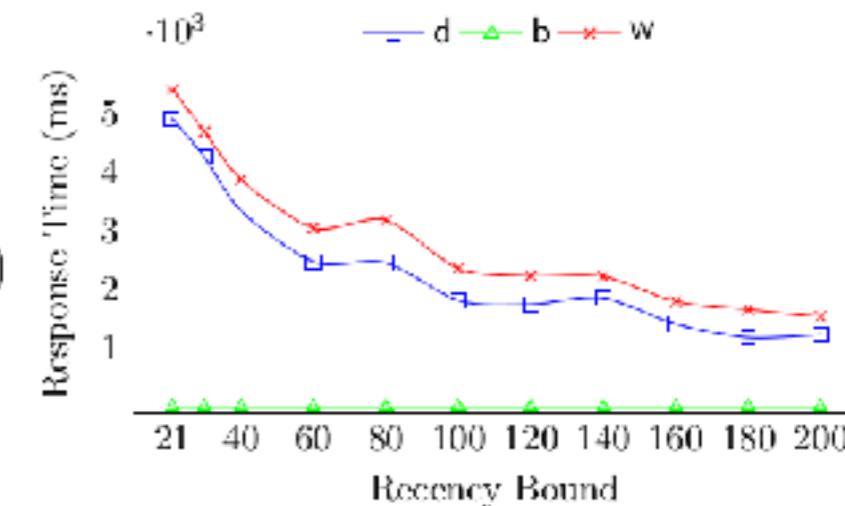
synchronization

Experimental Results

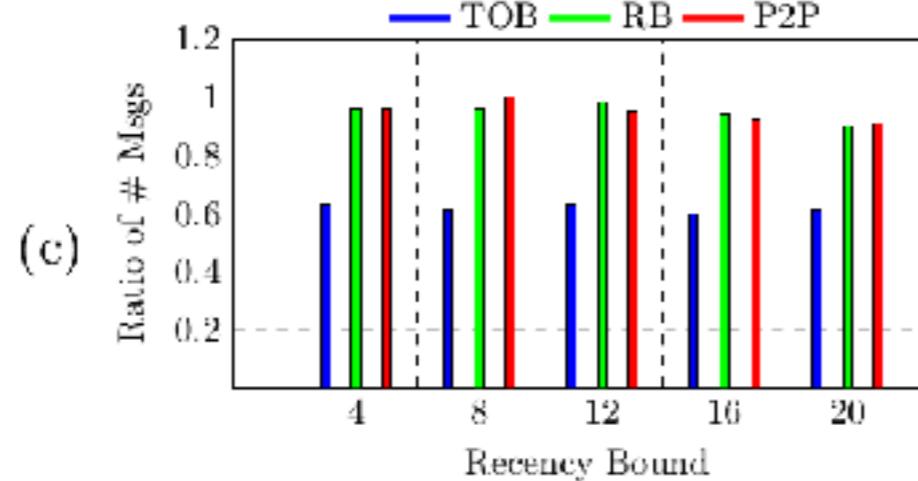
Bank account



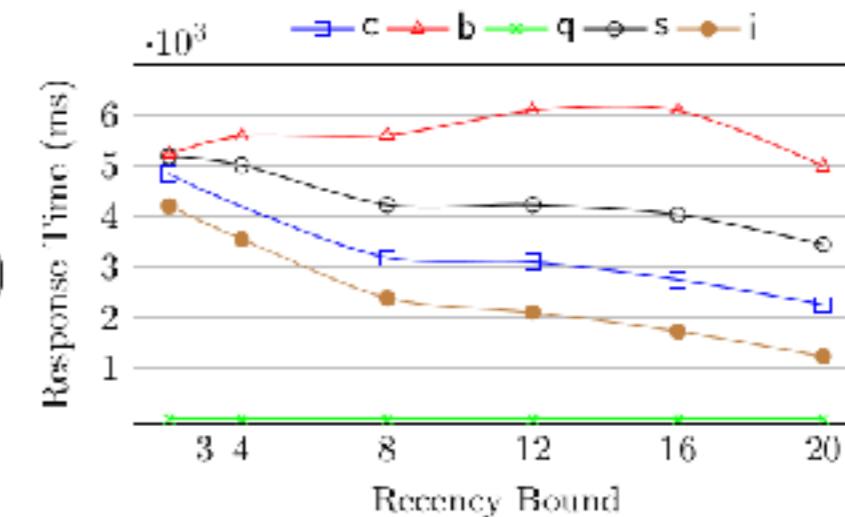
(b)



Movie booking

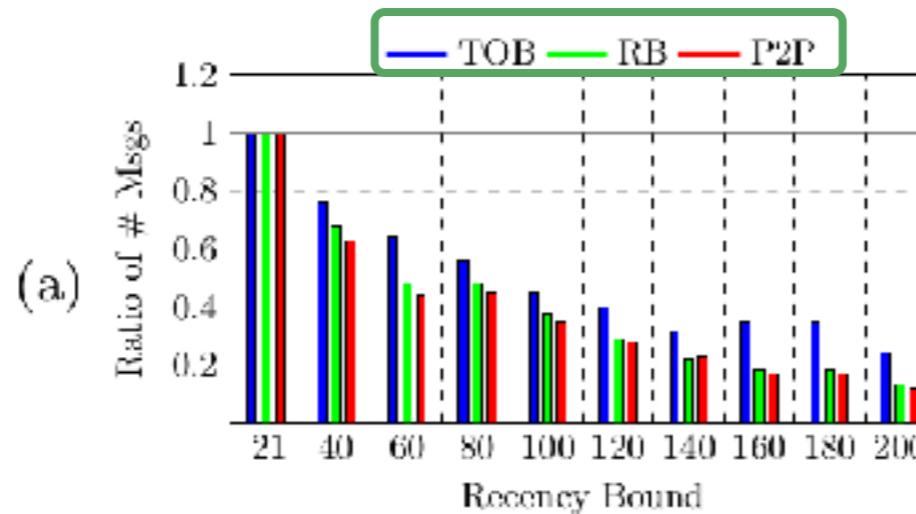


(d)

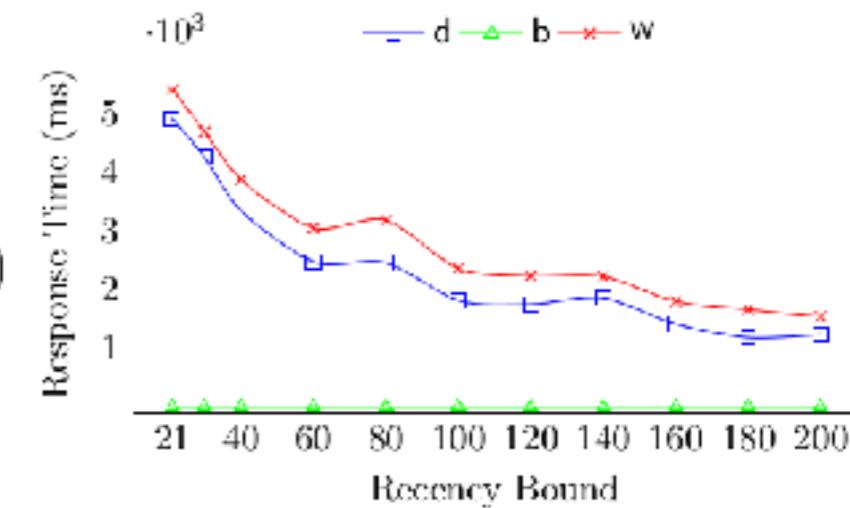


Experimental Results

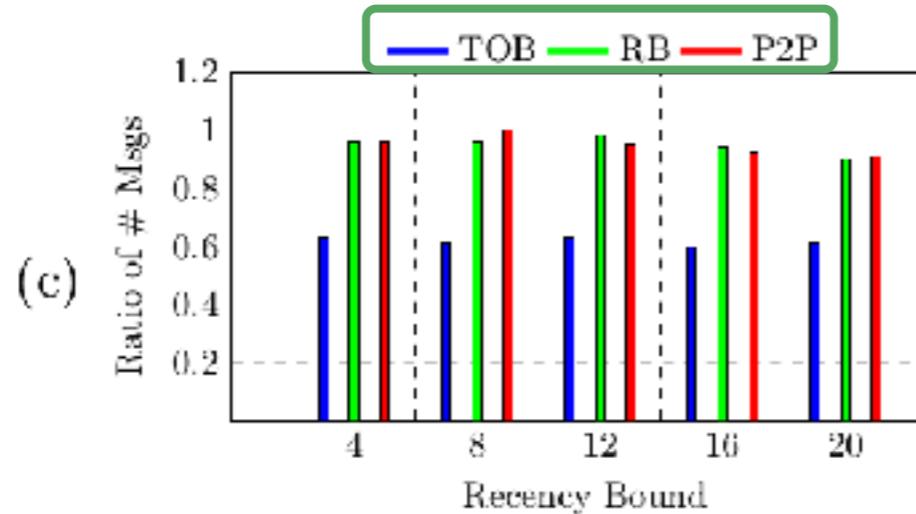
Bank account



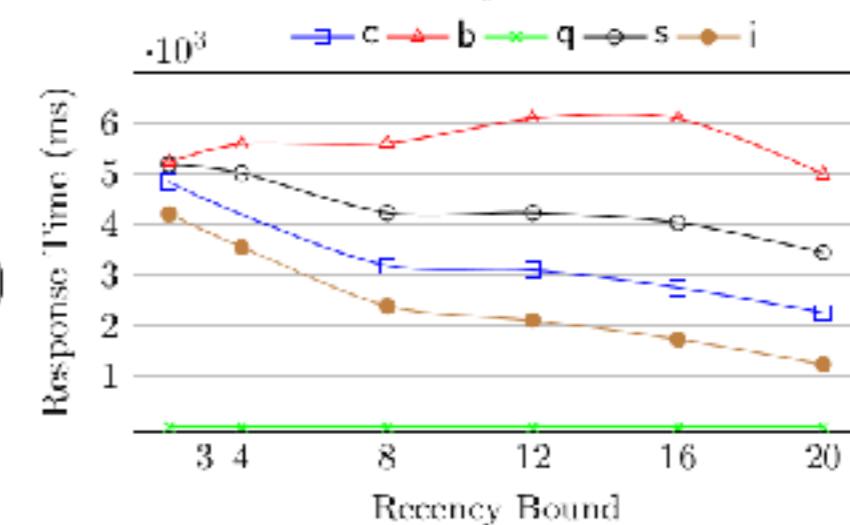
(b)



Movie booking

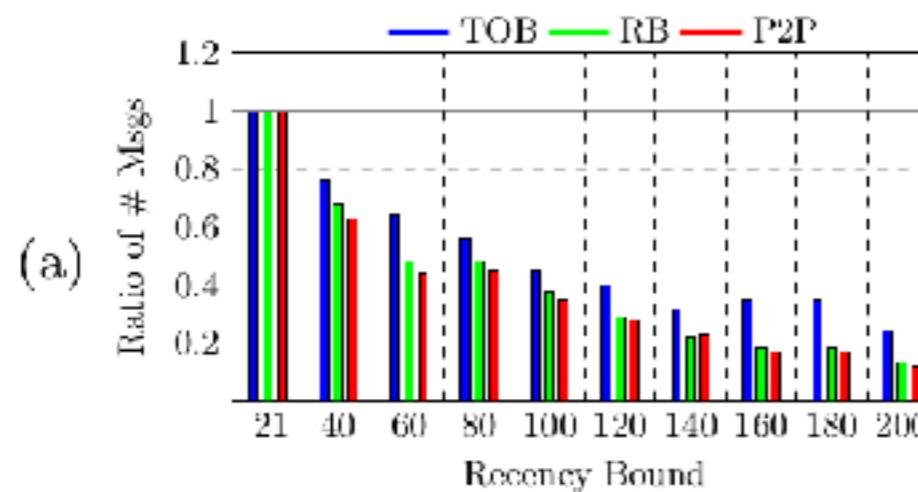


(d)

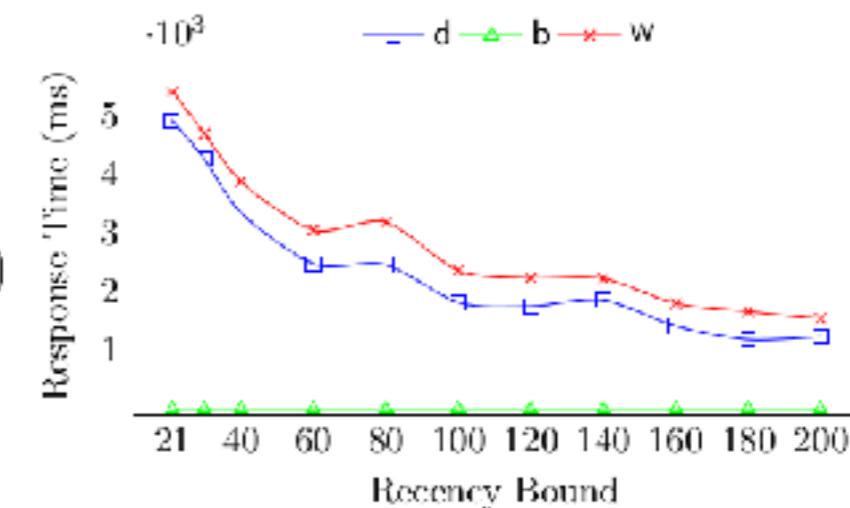


Experimental Results

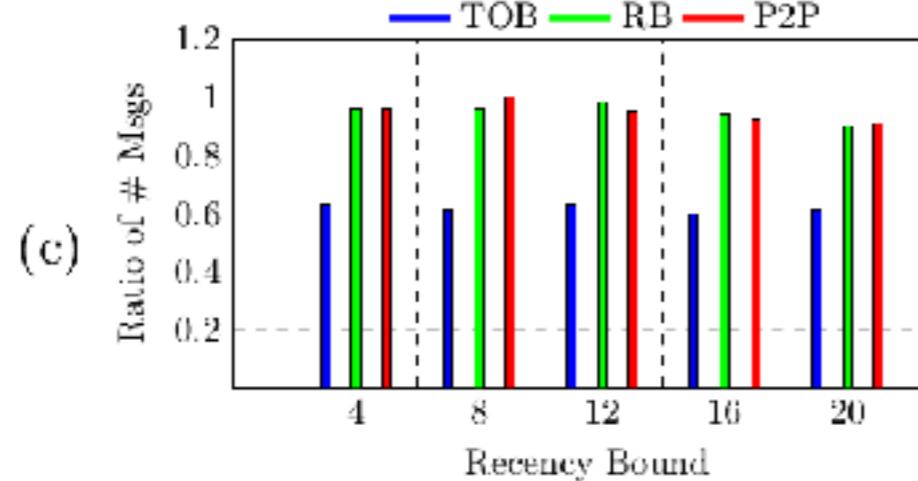
Bank account



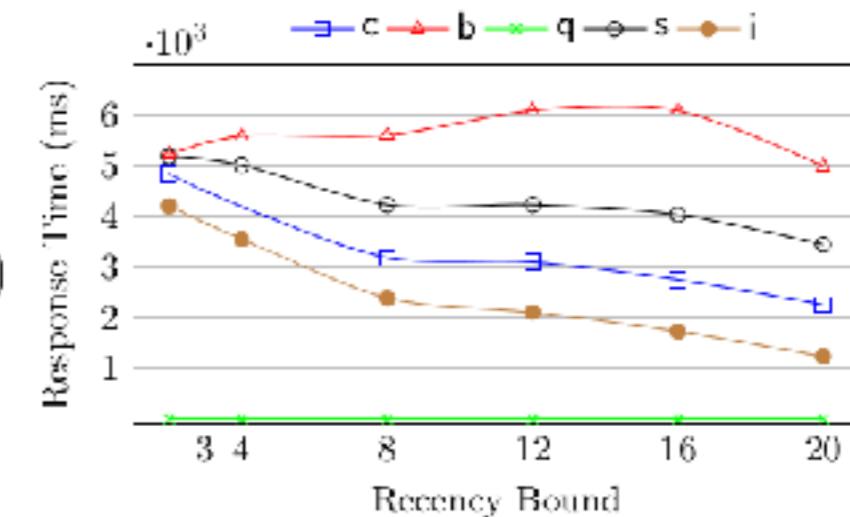
(b)



Movie booking

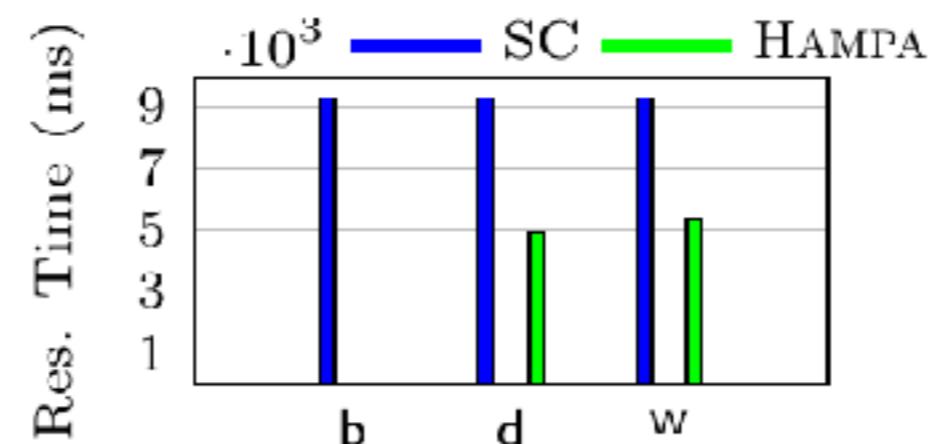


(d)

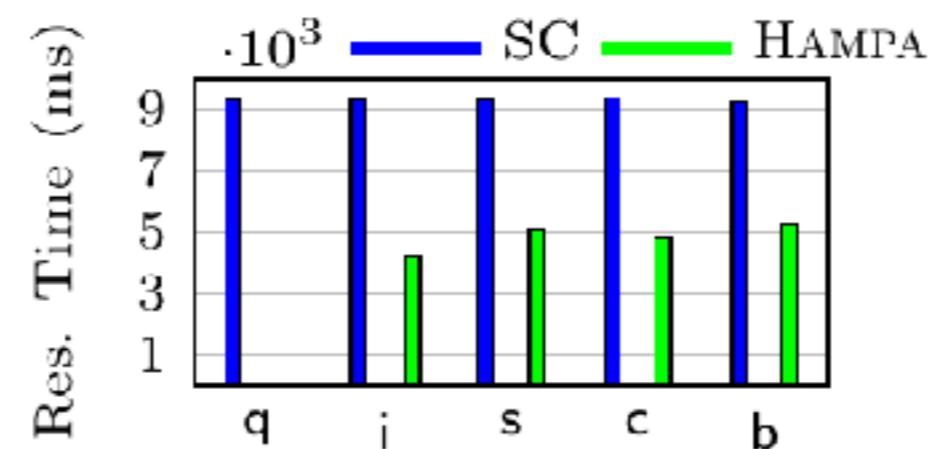


Experimental Results

Bank
account



Movie
booking



State of the art

| | Convergence | Integrity | Recency | Synchronization avoidance | Communication avoidance |
|--------------------------------------|-------------|-----------|---------|---------------------------|-------------------------|
| Strong consistency | ✓ | ✓ | ✓ | ✗ | ✗ |
| Eventual consistency / CRDT | ✓ | ✗ | ✗ | ✓ | ✗ |
| Sieve, Indigo, CISE, Hamsaz, Soteria | ✓ | ✓ | ✗ | ✓ | ✗ |
| TACT, TRAPP, FRACT, PBS | ✓ | ✗ | ✓ | ✗ | ✓ |
| Hampa | ✓ | ✓ | ✓ | ✓ | ✓ |

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State of the art

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| Hampa | ✓ | ✓ | ✓ | ✓ | ✓ |

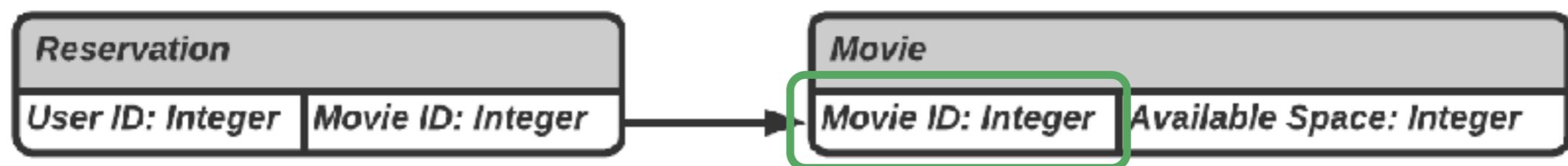
State of the art

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|--------------------------------------|-------------|-----------|---------|---------------------------|-------------------------|
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| TACT, TRAPP, FRACT, PBS | ✓ | ✗ | ✓ | ✗ | ✓ |
| Hampa | ✓ | ✓ | ✓ | ✓ | ✓ |

Movie use-case



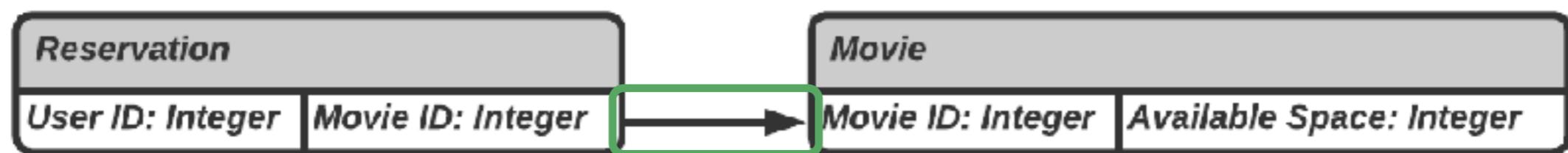
Movie use-case



Movie use-case



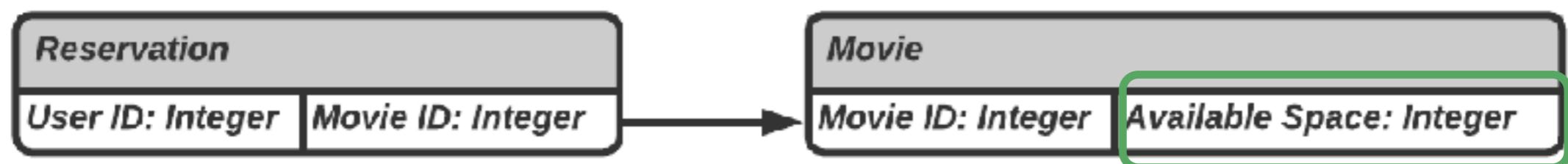
Movie use-case



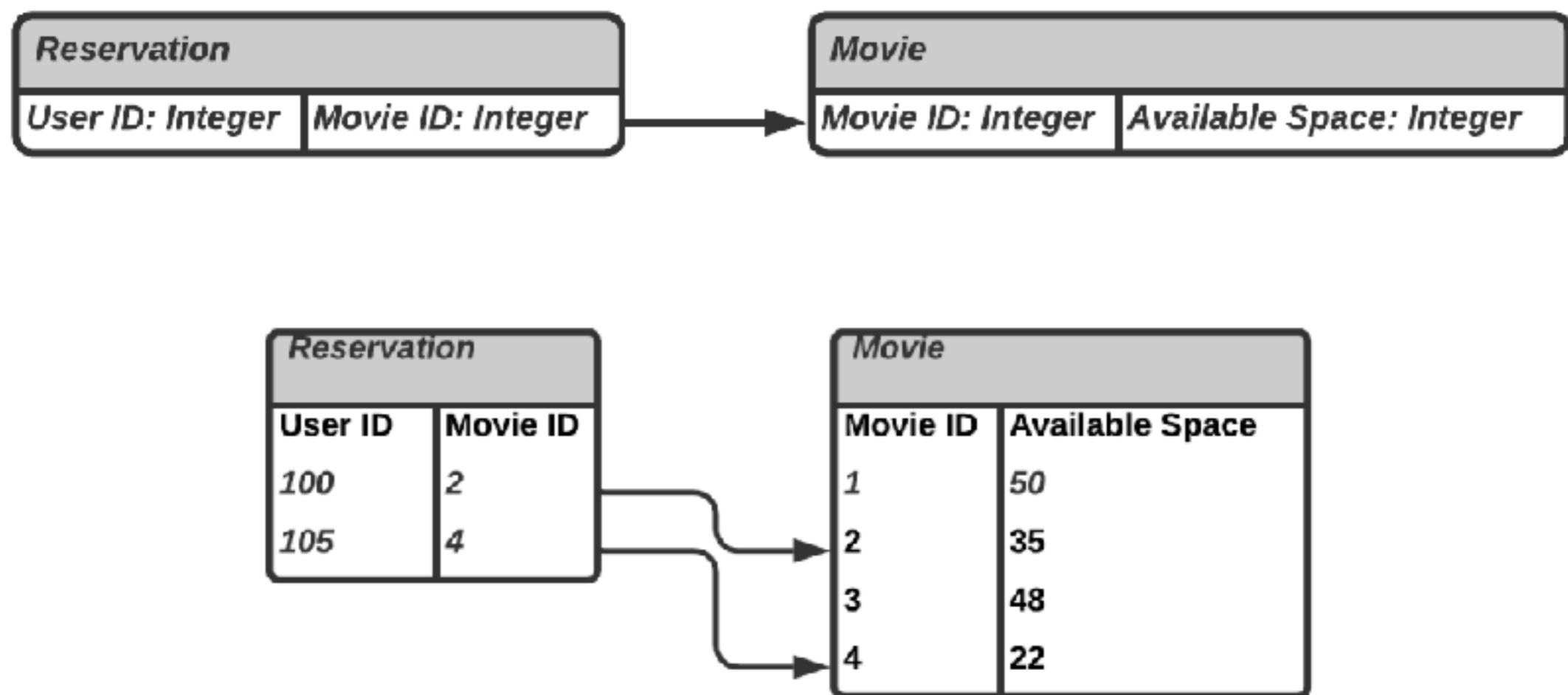
Movie use-case



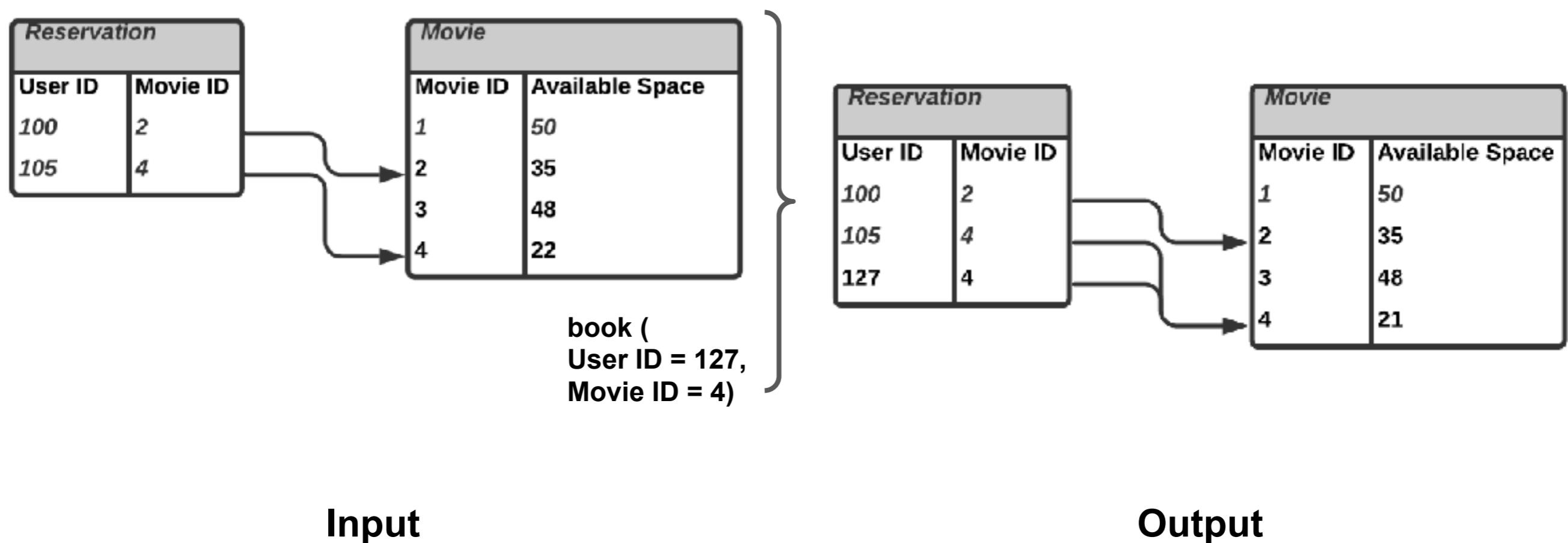
Movie use-case



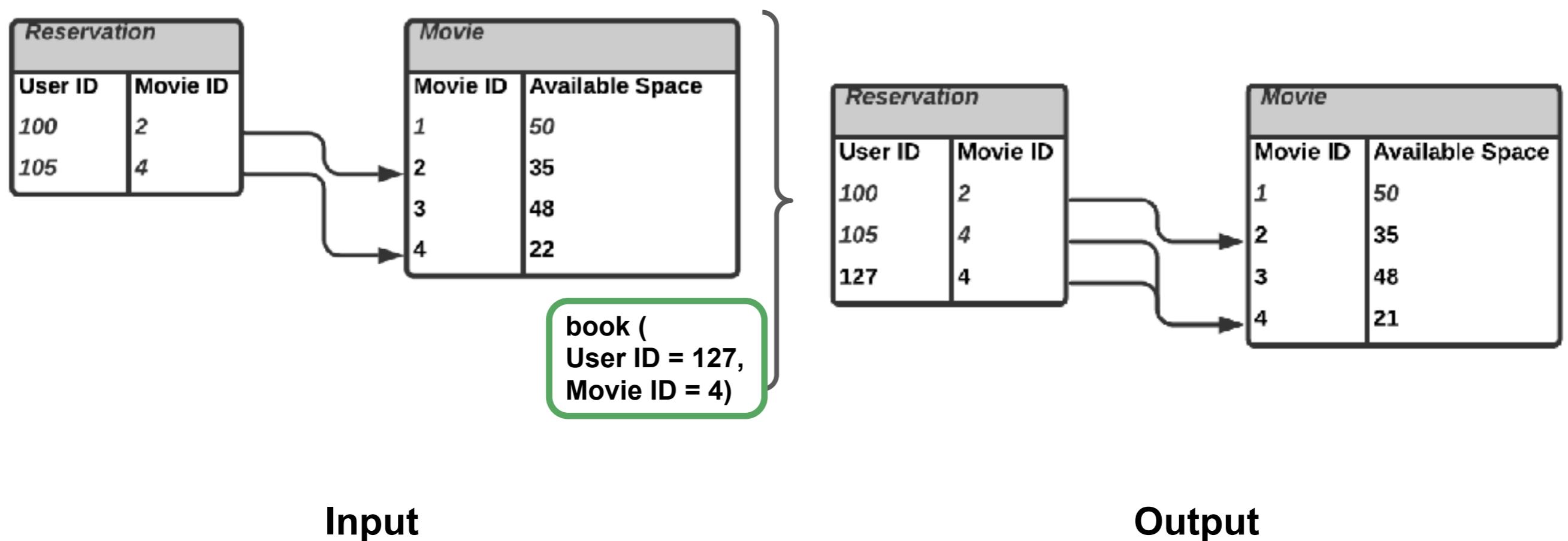
Movie use-case



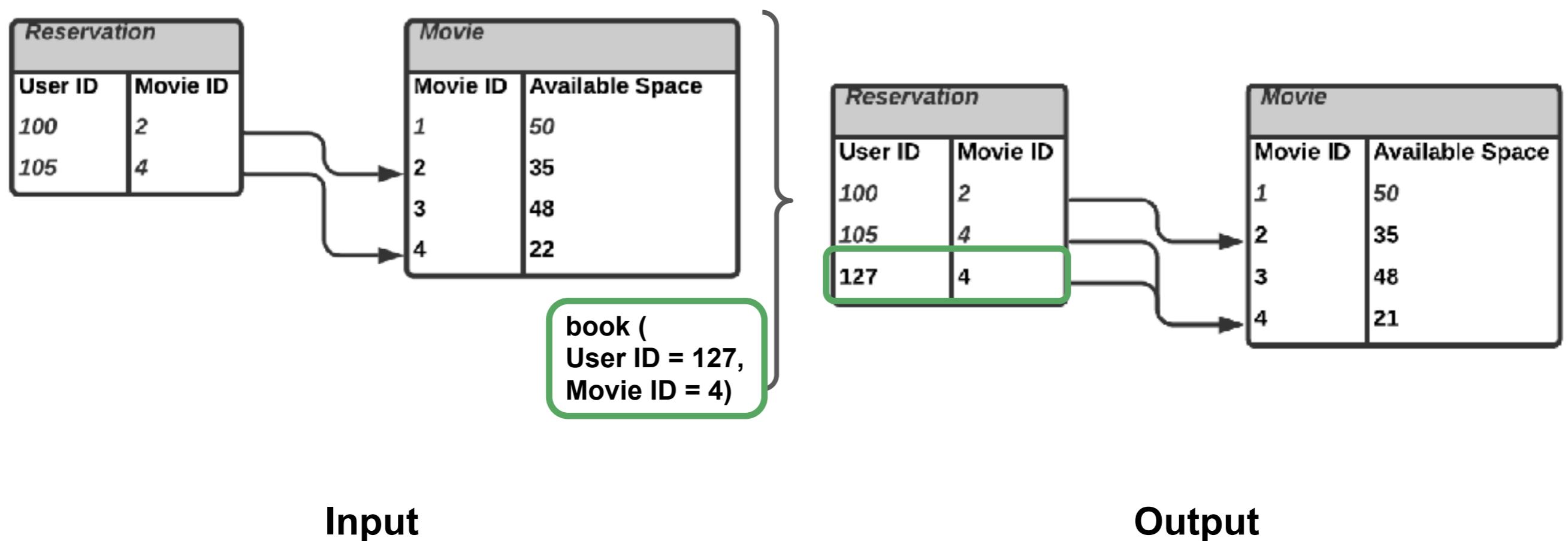
book method



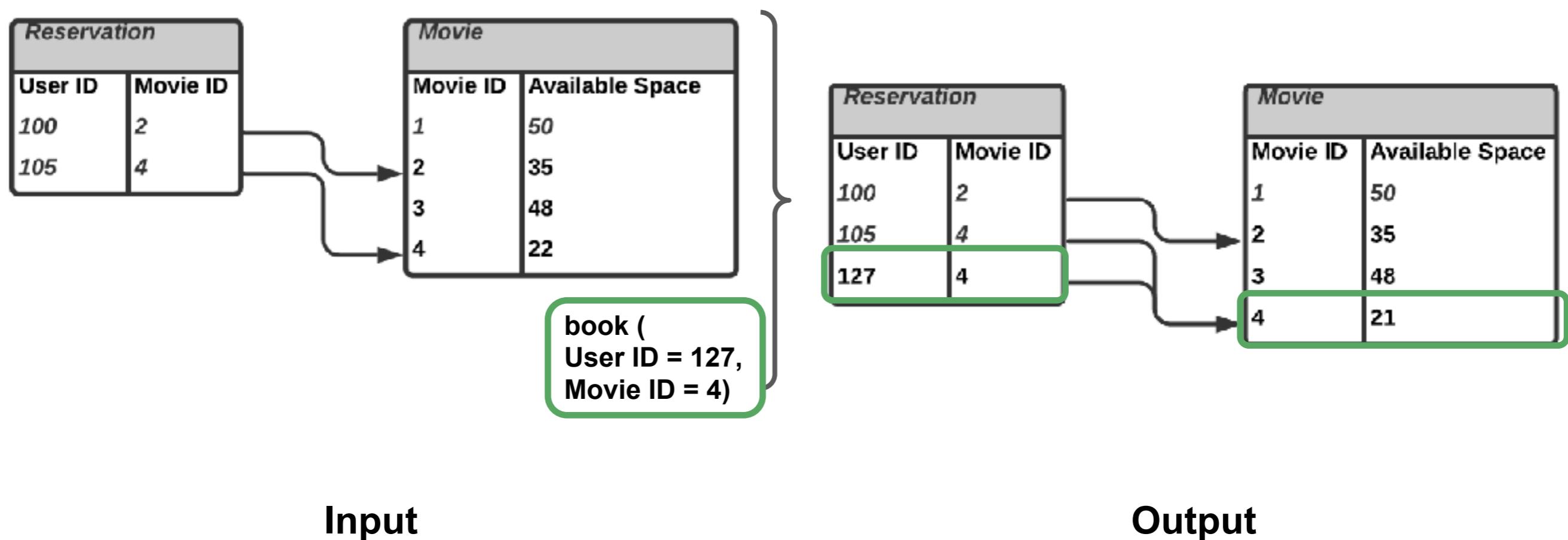
book method



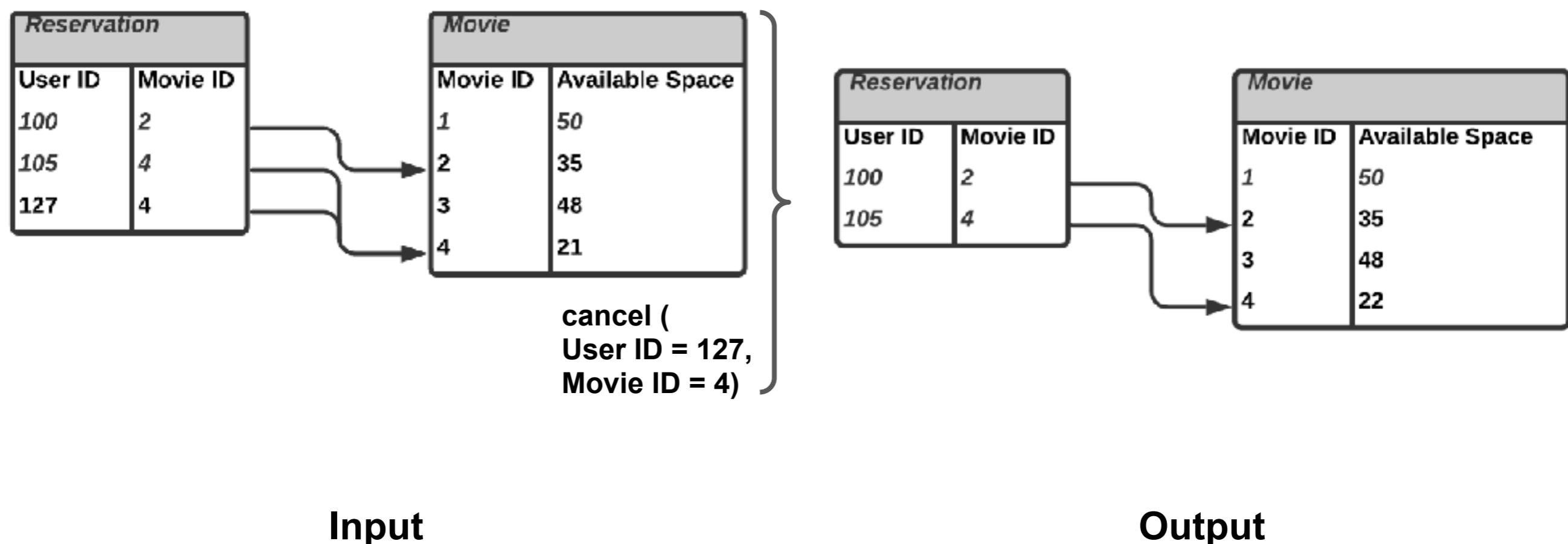
book method



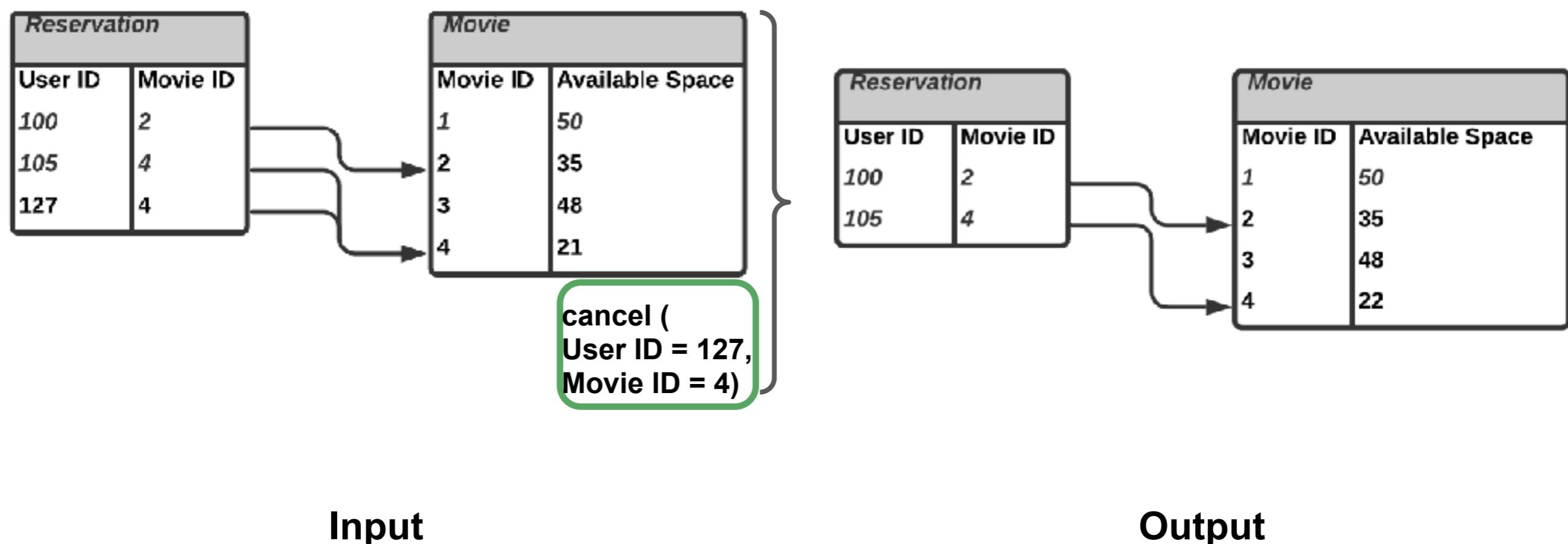
book method



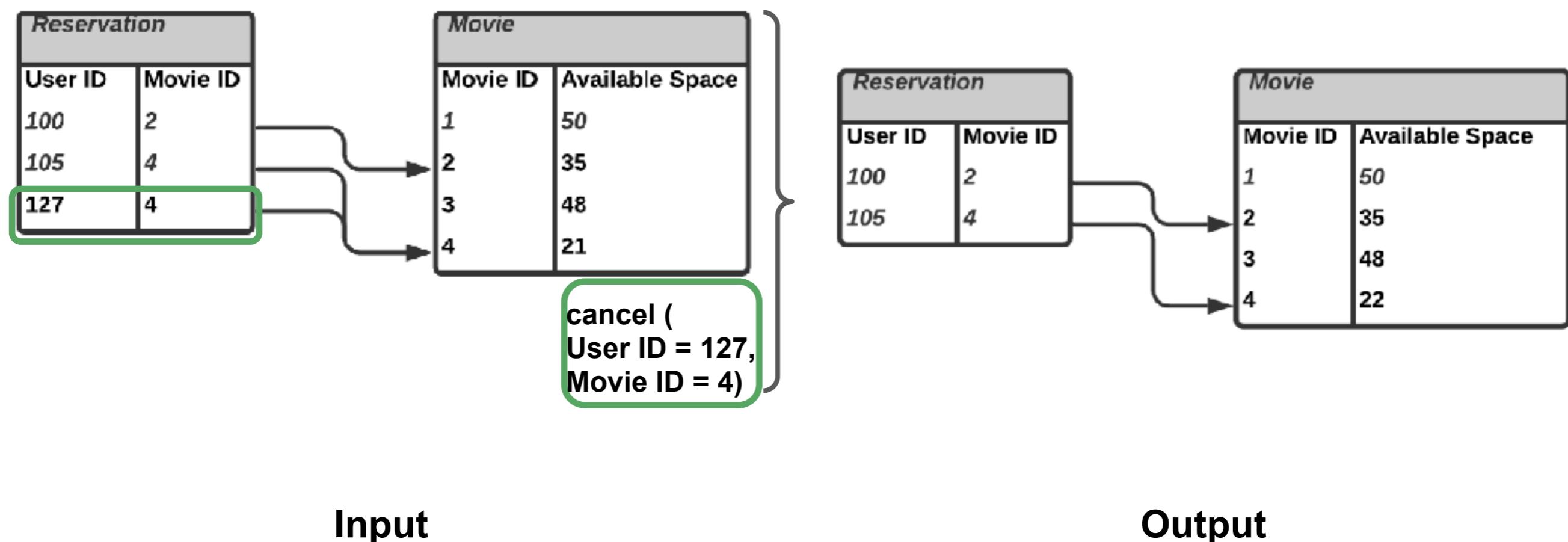
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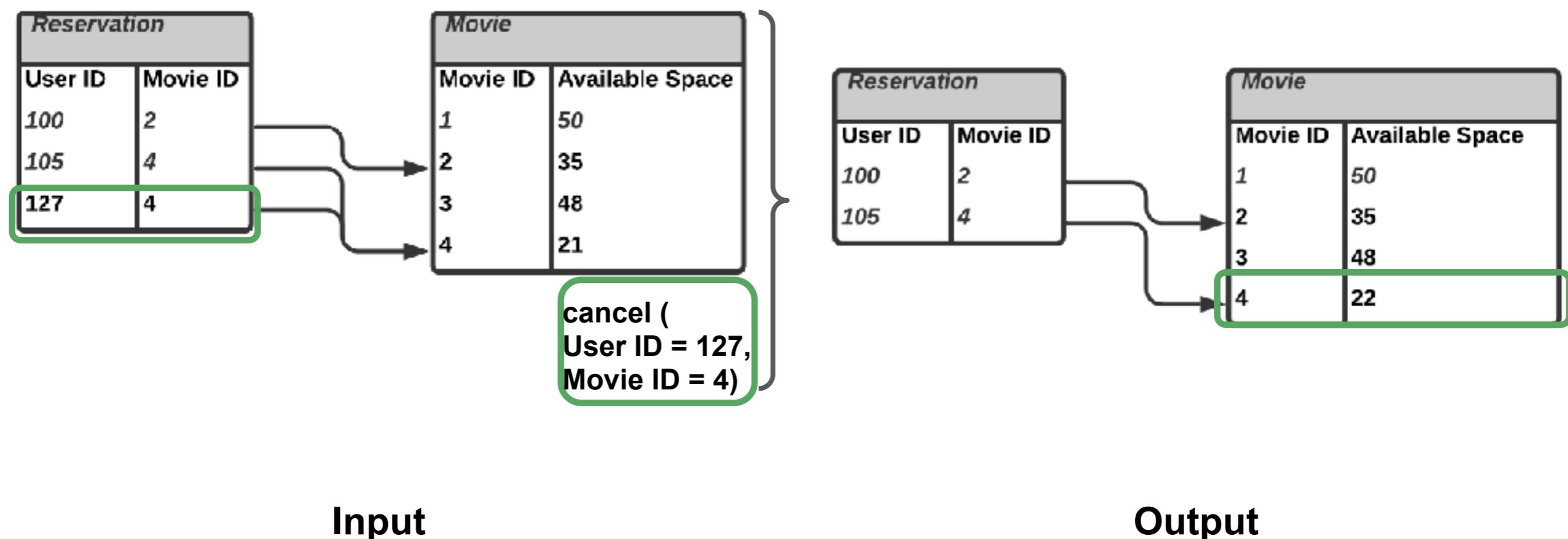
cancel method



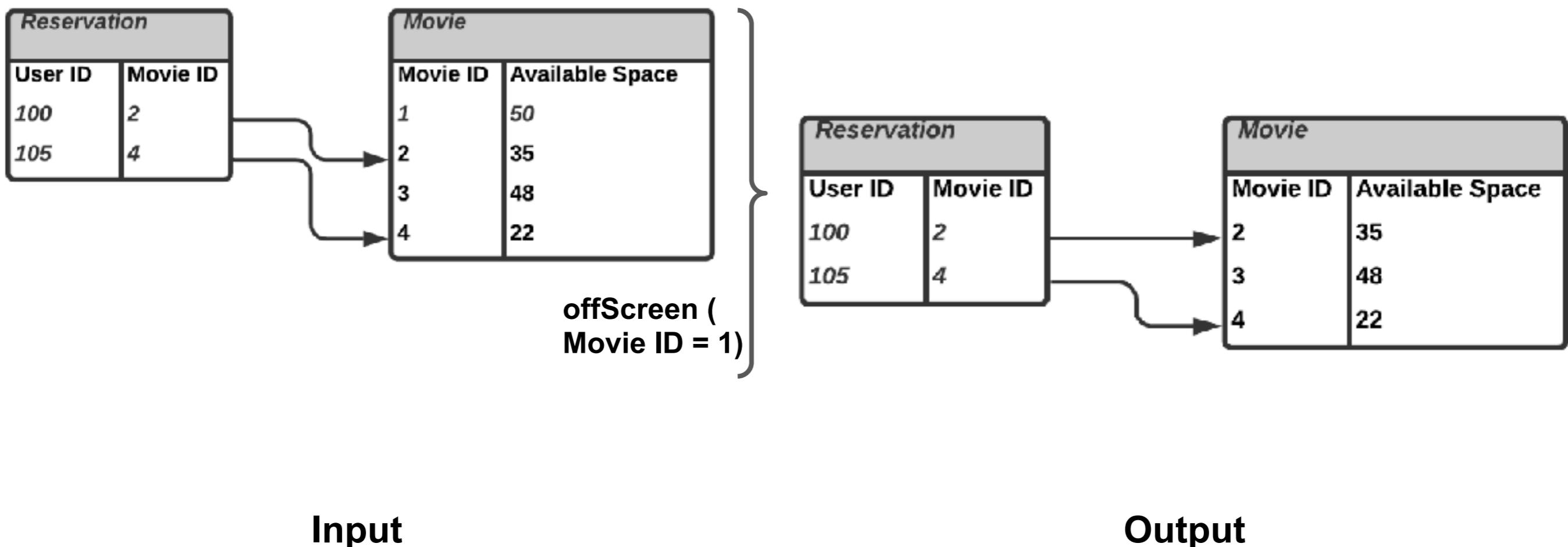
cancel method



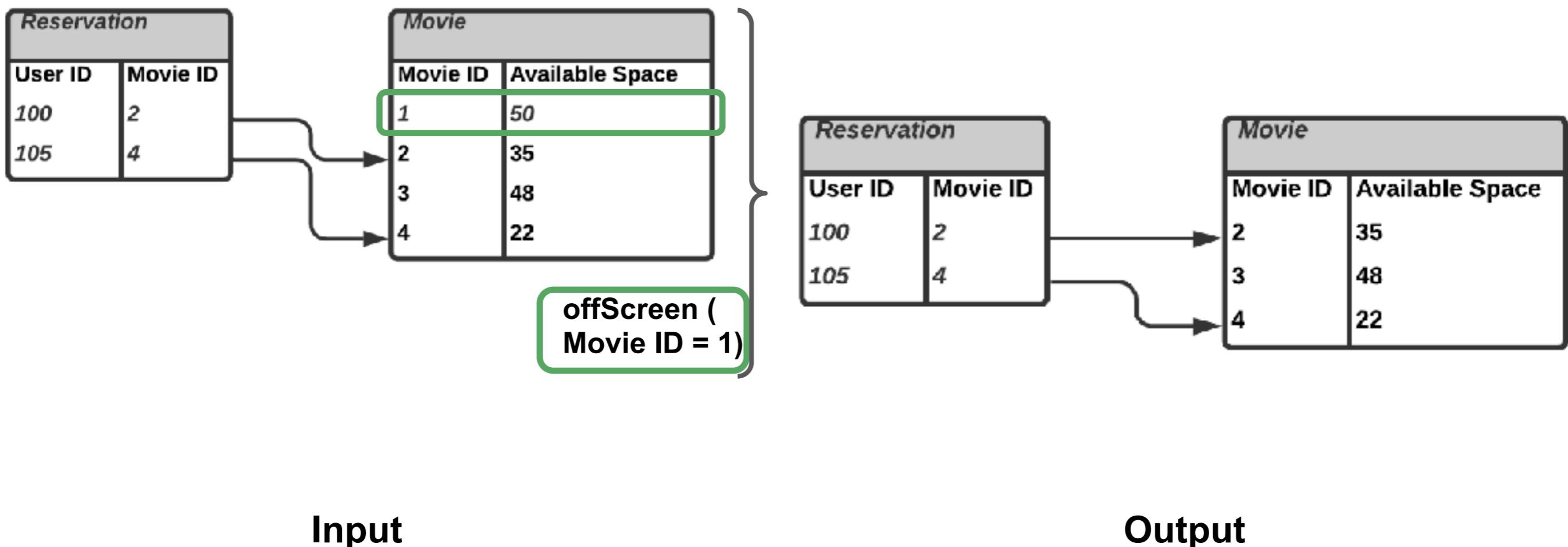
cancel method



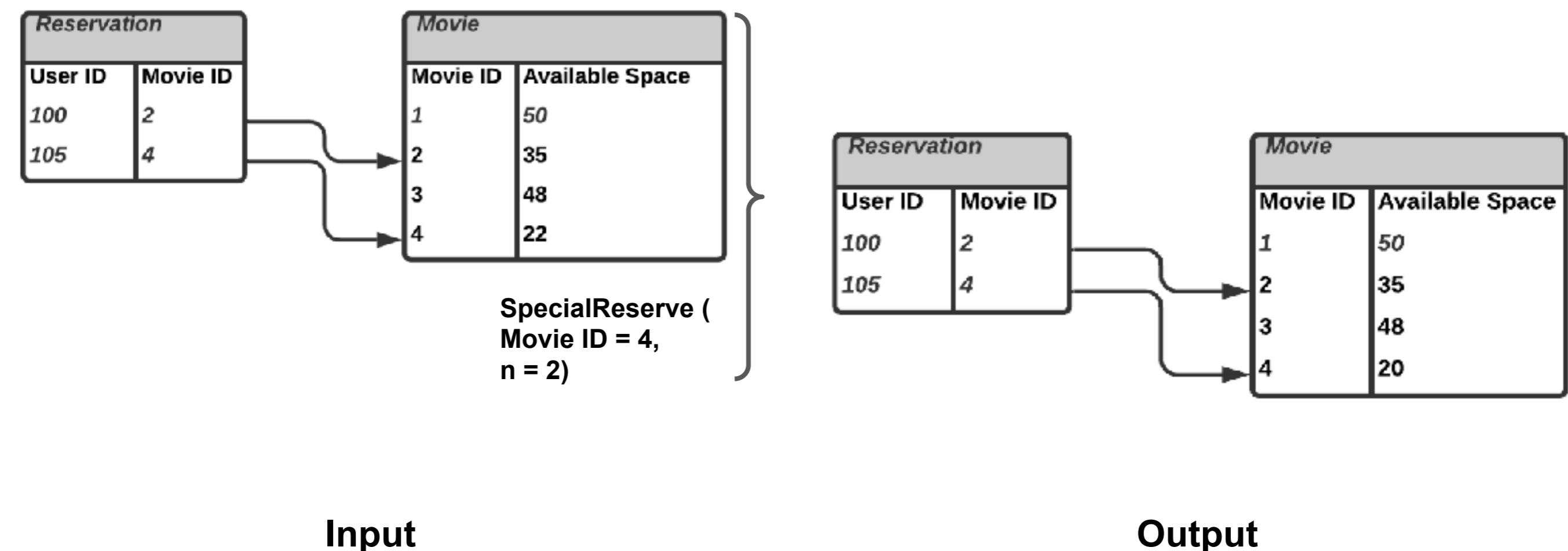
offScreen method



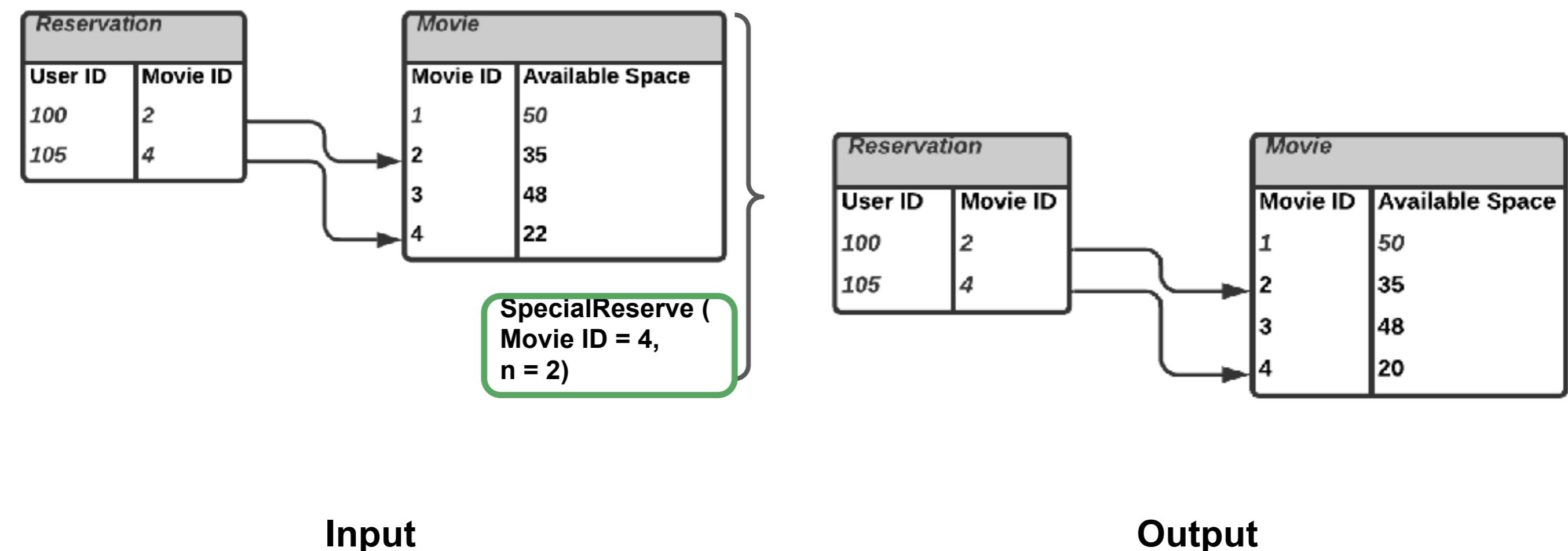
offScreen method



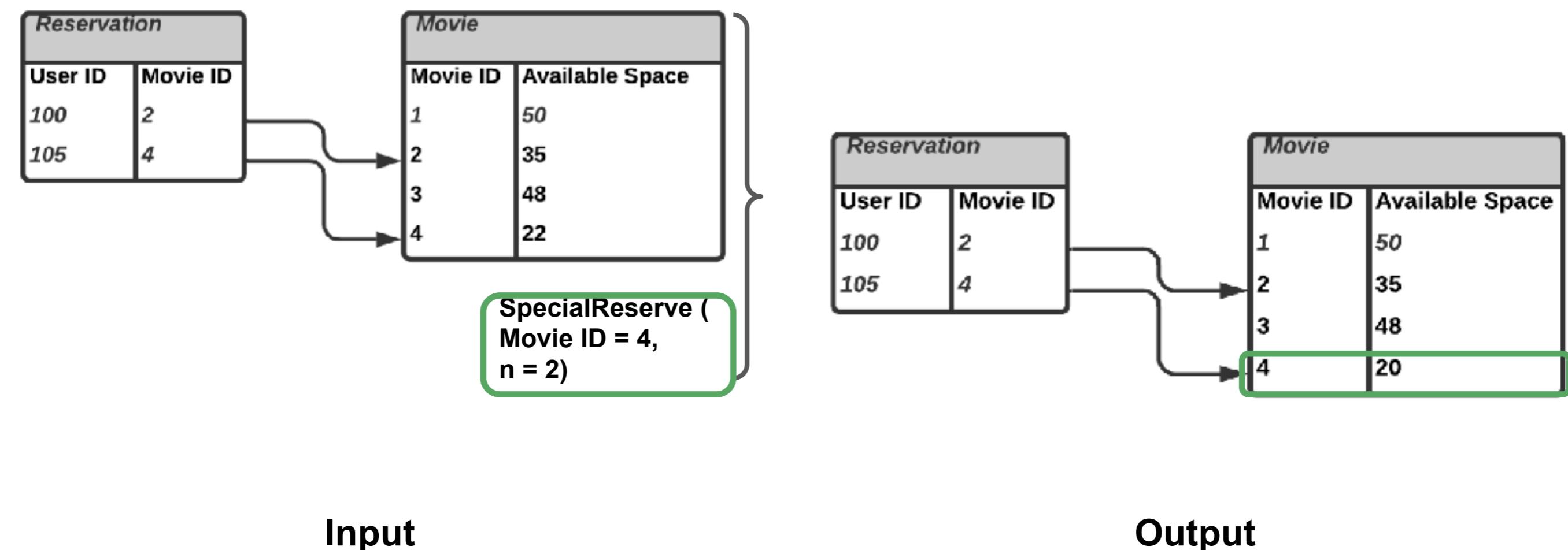
specialReserve method



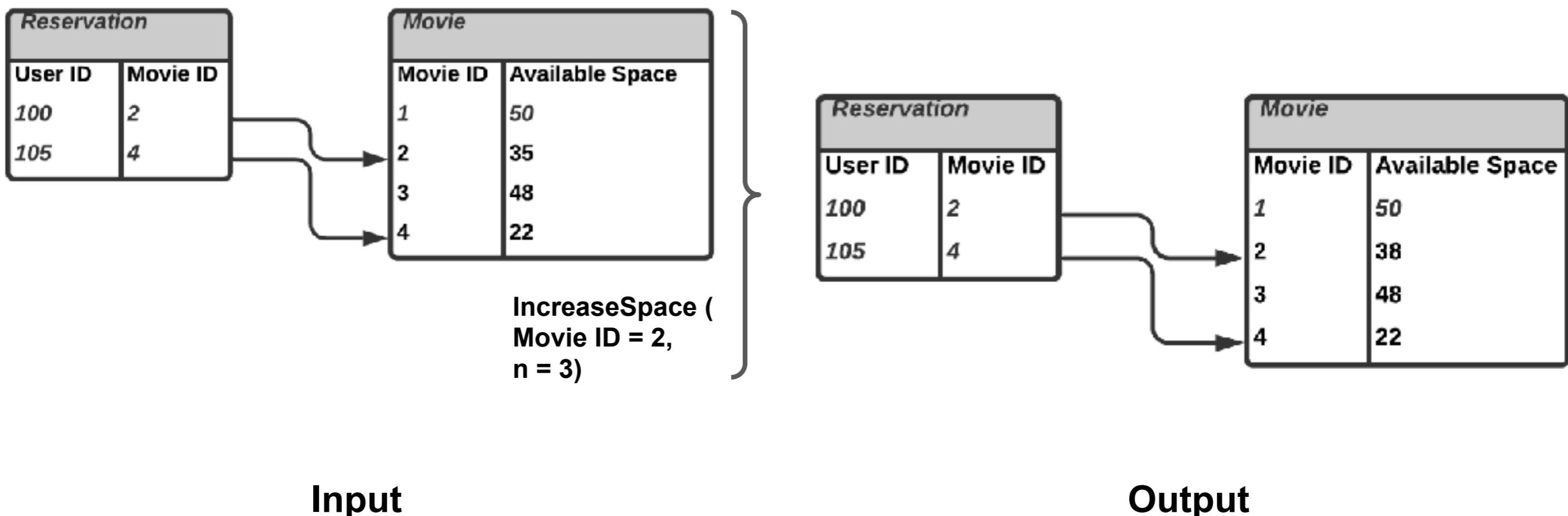
specialReserve method



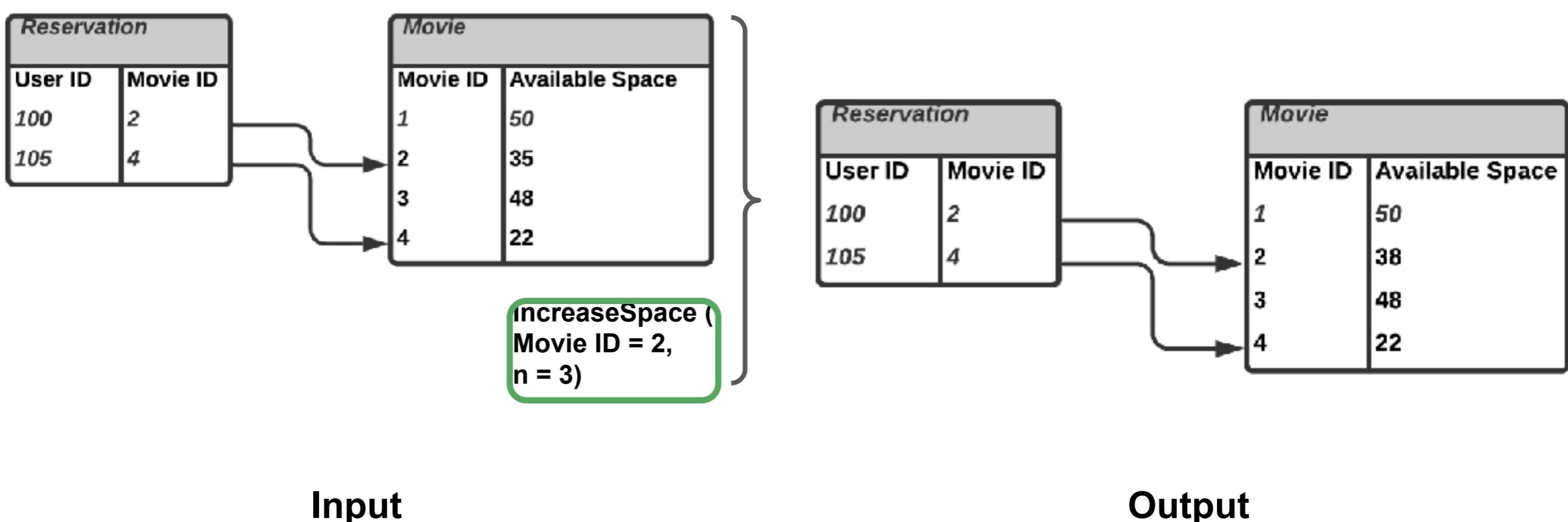
specialReserve method



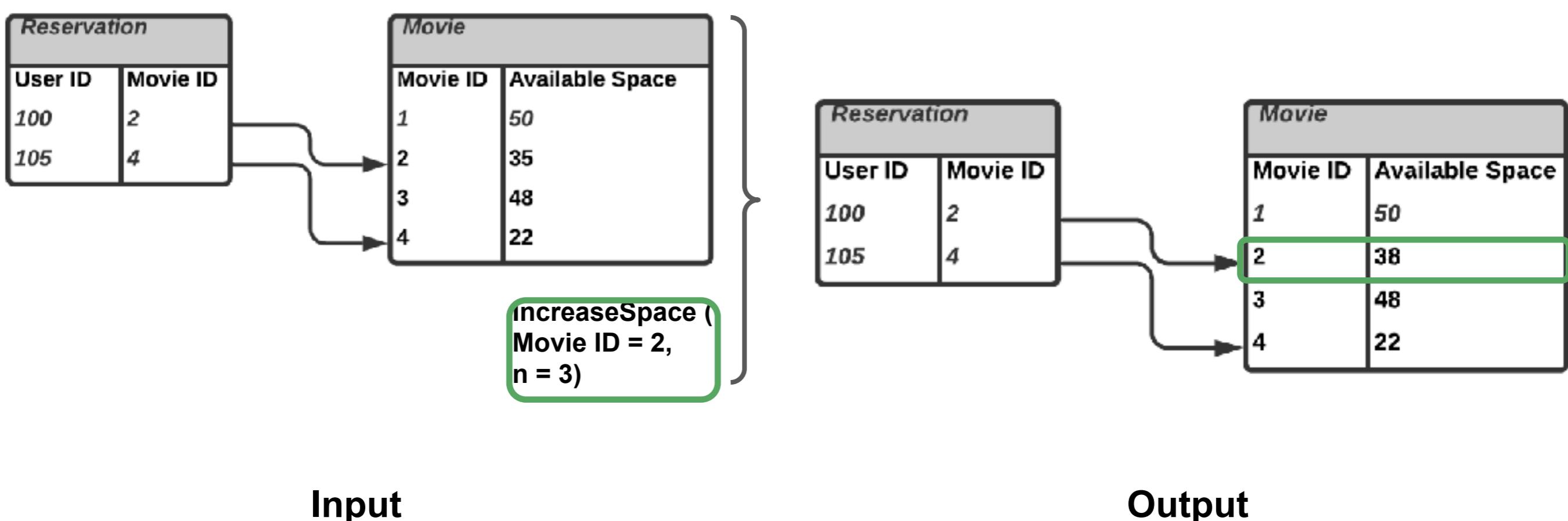
increaseSpace method



increaseSpace method



increaseSpace method



Facilitating the consistency choices

- Require user-specified choices or annotations
- Crucially dependent on causal consistency as the weakest notion