



AZURE COSMOS DB- CONSISTENCY LEVELS

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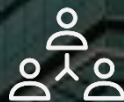
CORPORATE FACTS

Established in 2000



90+

Customers Served



2300+

Employees



23%

CAGR since inception

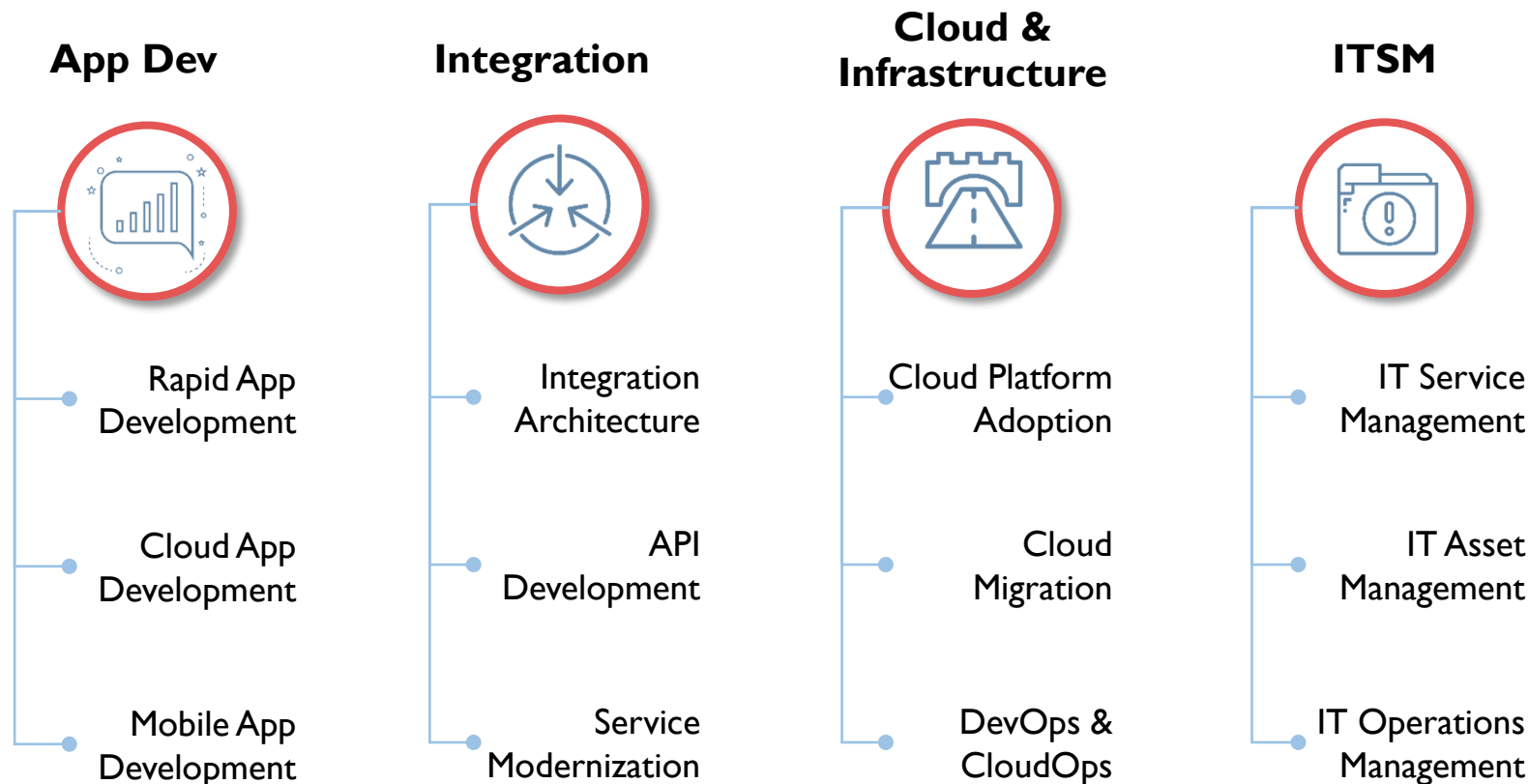


Top 10

NA P/C IT Svs Provider
by # of customers

OUR DIGITAL & CLOUD SERVICES

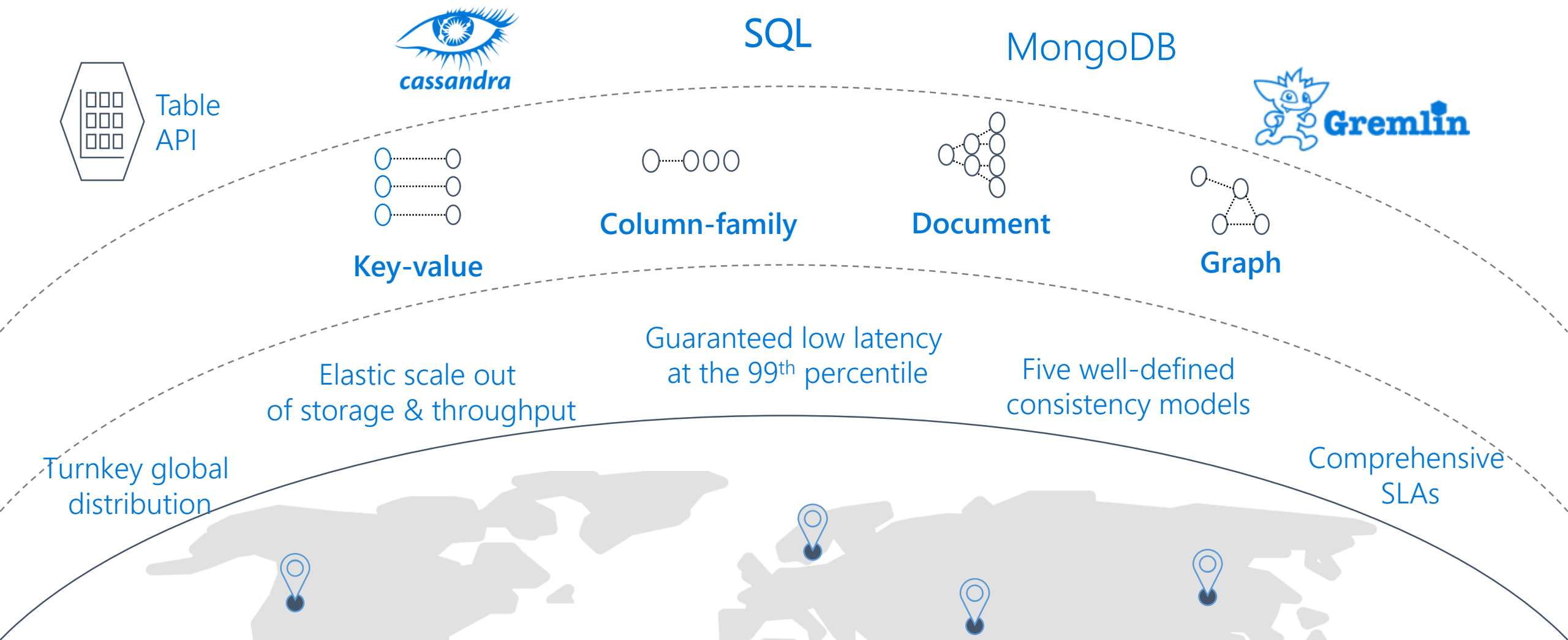
Customers trust ValueMomentum to rapidly deliver new experiences and stay competitive in today's digital-centric market.*



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Azure Cosmos DB

A globally distributed, massively scalable, multi-model database service



Replication and Consistency

Why replication?

Performance

- Within a region, ensures SLA on RUs purchased
- Across regions, brings data closer to the consumer

Business Continuity

- In the event of major failure or natural disaster

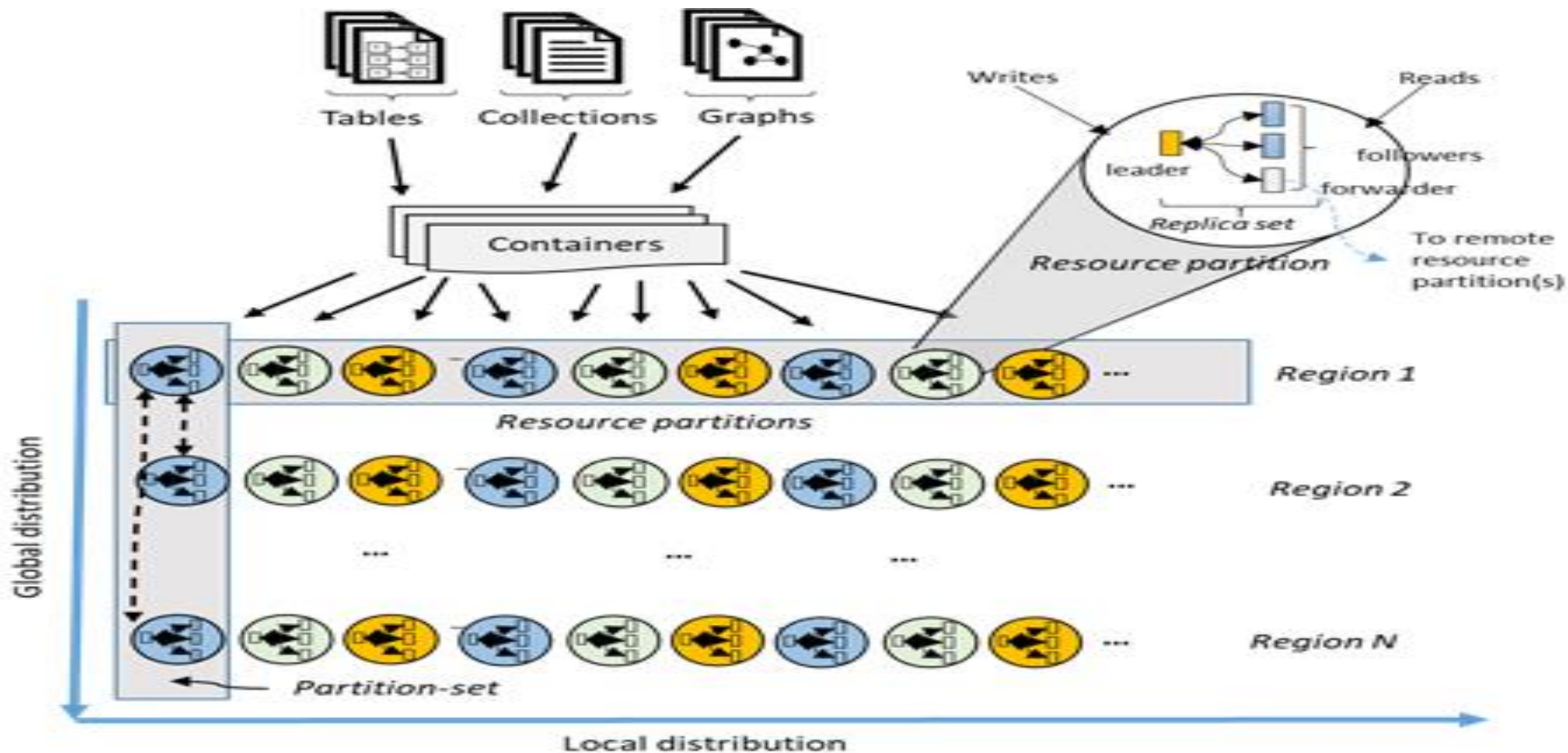
Global replication

- It takes hundreds of milliseconds to move data across continents

How do you ensure consistent reads across replicas?

- Define a consistency level

Cosmos DB Global Distribution



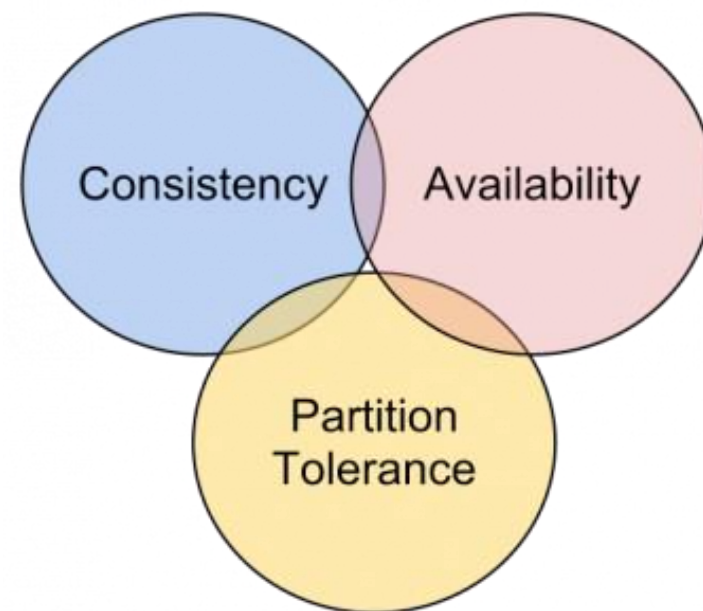
Consistency-Availability-Partition Tolerance Theorem

Consistency: Every read receives the most recent write or an error

Availability: Every request receives a (non-error) response – without the guarantee that it contains the most recent write

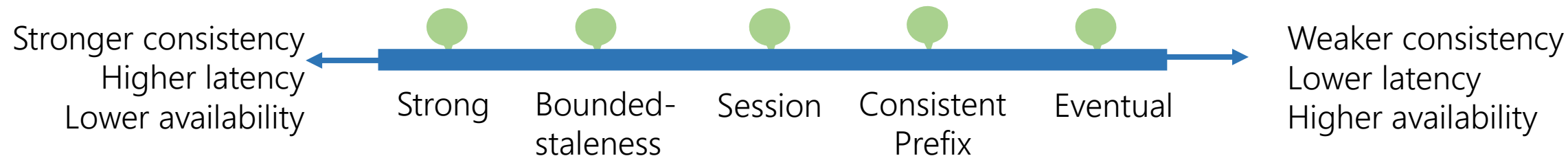
Partition tolerance: The system continues to operate despite an arbitrary number of messages being dropped (or delayed) by the network between nodes

The CAP theorem implies that in the presence of a network partition, one has to choose between consistency and availability

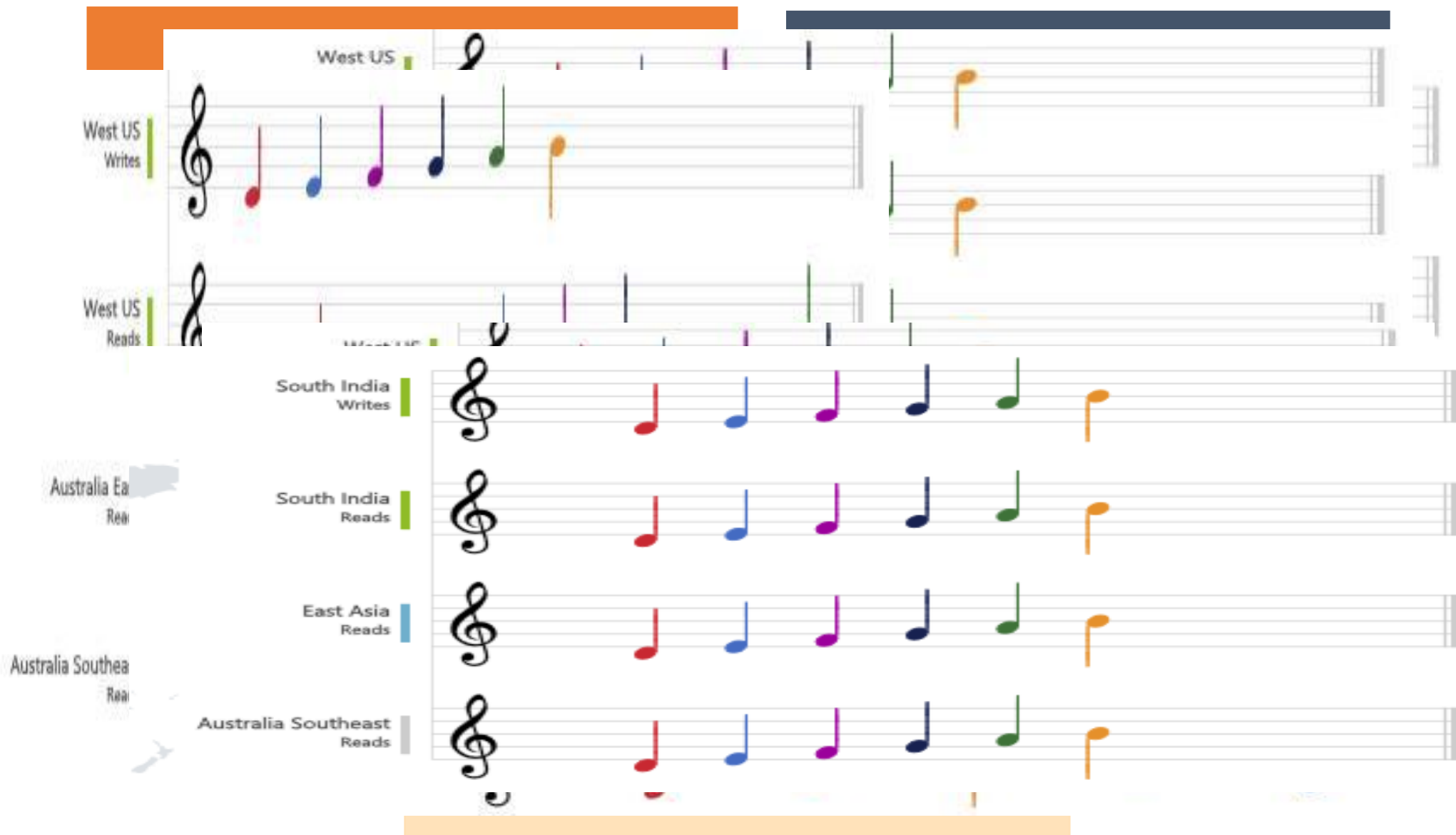


Setting the Consistency Level

- Set default for entire account:
Can be changed at any time
- Override at the request level:
Any request can weaken the default consistency level



Semantics of the five consistency levels



Score Board

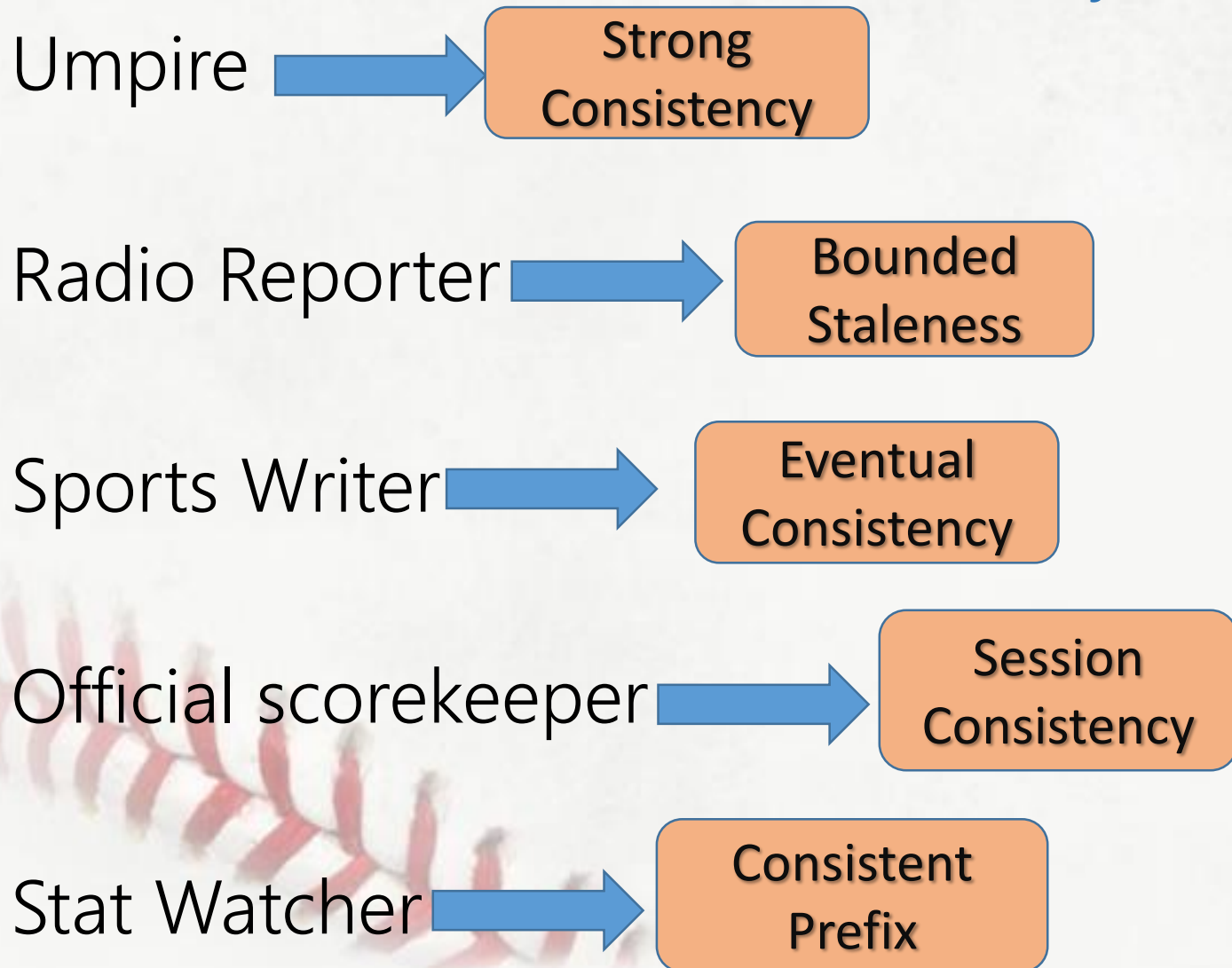
	1	2	3	4	5	6	7	8	9	RUNS
Team A	0	0	1	0	1	0	0			2
Team B	1	0	1	1	0	2				5

The Table below lists the complete set of scores that could be returned by reading the Team A and Team B scores

Consistency level	Scores (Team A, Team B)
Strong	2-5
Bounded staleness	Scores that are at most one inning out of date: 2-3, 2-4, 2-5
Session	<ul style="list-style-type: none"> •For the writer: 2-5 •For anyone other than the writer: 0-0, 0-1, 0-2, 0-3, 0-4, 0-5, 1-0, 1-1, 1-2, 1-3, 1-4, 1-5, 2-0, 2-1, 2-2, 2-3, 2-4, 2-5 •After reading 1-3: 1-3, 1-4, 1-5, 2-3, 2-4, 2-5
Consistent prefix	0-0, 0-1, 1-1, 1-2, 1-3, 2-3, 2-4, 2-5
Eventual	0-0, 0-1, 0-2, 0-3, 0-4, 0-5, 1-0, 1-1, 1-2, 1-3, 1-4, 1-5, 2-0, 2-1, 2-2, 2-3, 2-4, 2-5


Consistency levels Explained Through Baseball

Lets lists the consistencies used by each Participants



Consistency, Availability, Performance Tradeoffs



Property →	Latency		Throughput		Data Durability
Consistency level ↓	Read	Write	Read (for same RUs)	Write	Durability
Strong	Less than 10 milliseconds at 99 th percentile		X (say)	Identical for all levels	 D E C R E A S E S
Bounded Staleness					
Session					
Consistent Prefix					
Eventual			2X		

Demo



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