

# CRDTs for fun and profit

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@protocol7



# Distributed rate limiting

# Token buckets

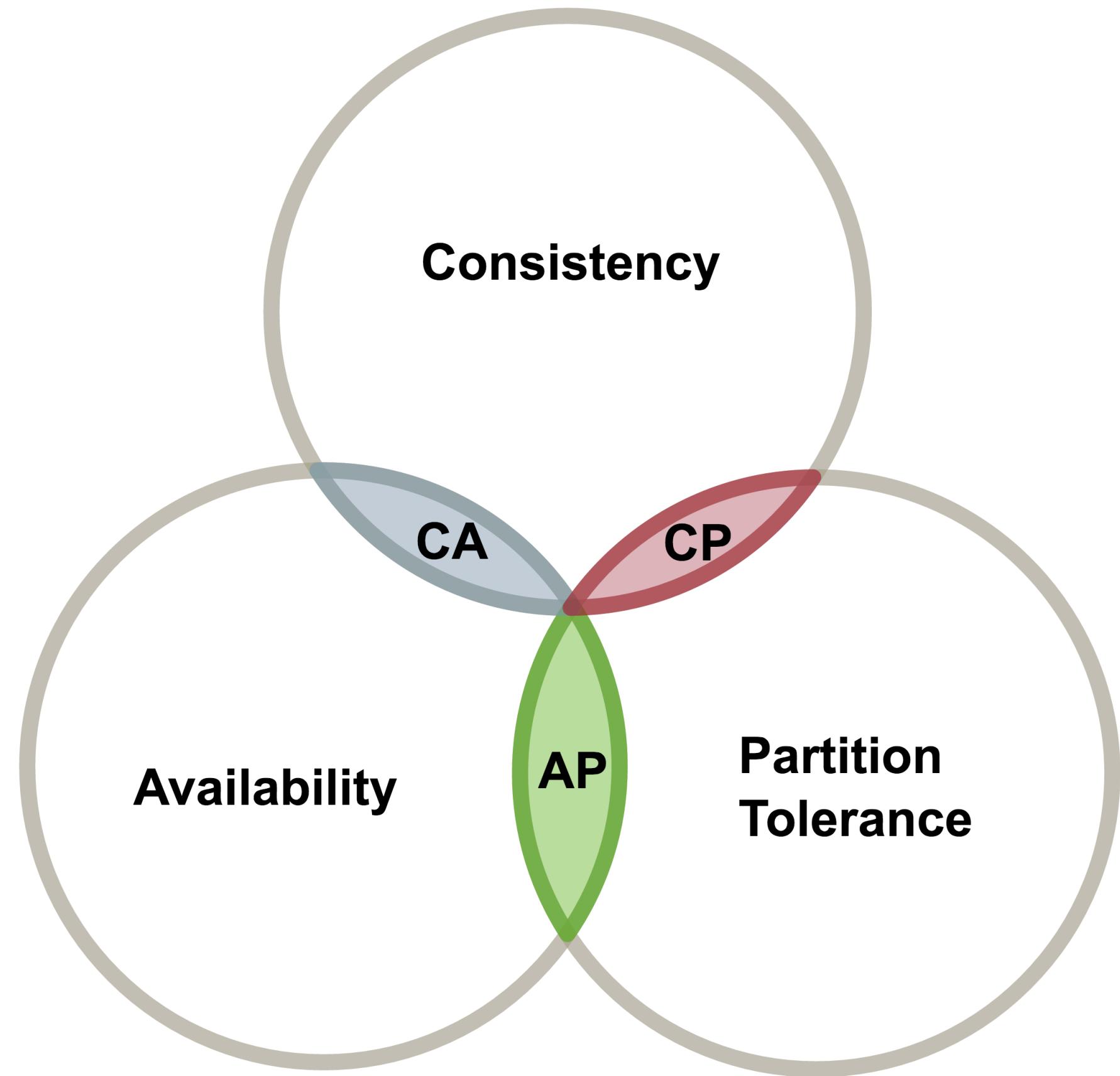
# Requirements

Local reads/updates only

# Network splits

Best effort

# Eventual consistency



# CRDTs



INSTITUT NATIONAL DE RECHERCHE EN INFORMATIQUE ET EN AUTOMATIQUE

*A comprehensive study of  
Convergent and Commutative Replicated Data Types*

Marc Shapiro, INRIA & LIP6, Paris, France  
Nuno Preguiça, CITI, Universidade Nova de Lisboa, Portugal  
Carlos Baquero, Universidade do Minho, Portugal

Marek Zawirski, INRIA & UPMC, Paris, France

Conflict-free Replicated Data Type

Convergent Replicated Data Type

Commutative Replicated Data Type

# Ops vs state based CRDTs

State based

```
(defprotocol CRDT
  (get)
  (update [val])
  (merge [other_crdt]))
```

# Merging

# Commutative

$$4+3 = 3+4$$

# Associative

$$2 + (3 + 4) = (2 + 3) + 4$$

# Idempotence

$$f^n(x) = f^n(f^n(x))$$

# Some known CRDTs

# Counters

- G counter
- PN counter

- Node 1

{node1 0}

- Node 2

{node2 0}

- Node 1

{node1 1}

- Node 2

{node2 0}

- Node 1

{node1 1}

- Node 2

{node2 2}

- Node 1

{node1 1, node2 2}

- Node 2

{node1 1, node2 2}

Unbounded growth/GC

## Sets/registers

- G set
- 2P set
- LWW set
- LWW register
- Multi value register

- Node 1

```
{node1 { adds #{}, removes #{}} }
```

- Node 2

```
{node2 { adds #{}, removes #{}} }
```

- Node 1

```
{node1 { adds #{x}, removes #{ } }}
```

- Node 2

```
{node2 { adds #{}, removes #{ } }}
```

- Node 1

```
{node1 { adds #{x}, removes #{ } }}
```

- Node 2

```
{node2 { adds #{y}, removes #{ } }}
```

- Node 1

```
{node1 { adds #{x}, removes #{ } }}
```

- Node 2

```
{node2 { adds #{y}, removes #{x} }}
```

- Node 1

```
{  
    node1 { adds #{x}, removes #{ } },  
    node2 { adds #{y}, removes #{x} }  
}
```

- Node 2

```
{  
    node1 { adds #{x}, removes #{ } },  
    node2 { adds #{y}, removes #{x} }  
}
```

## Other examples

- Graphs
- Treedocs
- Maps
- ...

# Gossip

"More typically gossip protocols are those that specifically run in a regular, periodic, relatively lazy, symmetric and decentralized manner; the high degree of symmetry among nodes is particularly characteristic. [...] Frequently, the most useful gossip protocols turn out to be those with exponentially rapid convergence towards a state that "emerges" with probability 1.0.

-- [https://en.wikipedia.org/wiki/Gossip\\_protocol](https://en.wikipedia.org/wiki/Gossip_protocol)

# Our implementation

- GCounter

{random-node-id 1}

- LWW counter

{value 1488746782, timestamp 1488745432}

# Delta based gossip

# Recommended reading

- <https://christophermeiklejohn.com/crdt/2014/07/22/readings-in-crdts.html>
- <http://hal.upmc.fr/inria-00555588/document>
- <https://dist-sys-slack.herokuapp.com/> #crdts
- <https://github.com/aphyr/meangirls>
- @xmal
- <http://docs.basho.com/riak/latest/dev/using/data-types/>

# Questions?

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