#### Paper 1: Li et al.

## Consistency in the Cloud II

Satabdi Aditya and Shannon Harwick

Li et al.

Lloyd et al

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**Title** Making Geo-Replicated Systems Fast as
Possible, Consistent when necessary
10th USENIX Symposium on Operating Systems Design and
Implementation
Authors
Date

#### Motivation:

## Consistency in the Cloud II

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- 1 To improve user-experience, services replicate system state across geographical diverse sites.
- Performance vs Consistency
  - Amazonś Dynamo eventual consistency where state temporarily diverge.
  - Yahoo PNUTS avoids state divergence by requiring all operations that update the service state to be funneled through a primary site and thus incurring increased latency.

#### Overview:

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- RedBlue Consistency Blue operations execute locally and are lazily replicated. Red operations are serialized with respect to each other and are immediately cross-site coordinated.
- 2 Conditions under which operations must be colored red or blue.
- 3 Decomposing operations into two components a generator operation and a shadow operation.

## Properties of Geo-Replicated Systems

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- 1 Low latency Operations should proceed after contacting a small number of users.
- Causality Monotonicity of user request within session and also preserving causality across clients
- 3 State Convergence All replicas have executed the same set of operations
- 4 All operations should return a single value.
- **5** The system should provide a set of stable histories and support for general operations.
- **6** The system should preserve a set of invariants.
- 7 Eventual Propagation

# Related Work: Target end-to-end Properties

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Consistency level	Example systems	Immediate response	State convergence	Single value	General operations	Stable histories	Classification strategy
Strong	RSM [20, 31]	no	yes	yes	yes	yes	N/A
Timeline/snapshot	PNUTS [8], Megastore [3]	reads only	yes	yes	yes	yes	N/A
Fork	SUNDR [24]	all ops	no	yes	yes	yes	N/A
Eventual	Bayou [38], Depot [26]	all ops	yes	no	yes	yes	N/A
	Spore [12], CRDT [33]	all ops	yes	yes	no	yes	N/A
	Zeno [34], COPS [25]	weak/all ops	yes	yes	yes	no	no / N/A
Multi	PSI [35]	cset	yes	yes	partial	yes	no
	lazy repl. [19], Horus [39]	immed./causal ops	yes	yes	yes	yes	no
RedBlue	Gemini	Blue ops	yes	yes	yes	yes	yes

Table 1: Tradeoffs in geo-replicated systems and various consistency levels.

# Related Work: Strong vs Weak Consistency

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#### Related Work: Other

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# System Model

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# RedBlue Consistency

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# RedBlue Consistency - Definition

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# State Convergence and RedBlue Bank

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# Replicating side effects - Defining shadow operations

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# Revisiting RedBlue consistency

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## Paper 2: Lloyd et al.

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Ribliograph

# Stronger Semantics for Low-Latency Geo-Replicated Storage

Proceedings of the 10th USENIX Symposium on Networked Systems Design and Implementation (NSDI13) Wyatt Lloyd, Michael J. Freedman, Michael Kaminsky, and David G. Andersen April 2013

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■ Take slight hit in throughput to get stronger version of consistency

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- Take slight hit in throughput to get stronger version of consistency
- Causal Consistency Instead of Eventual Consistency (causal is stronger)

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- Take slight hit in throughput to get stronger version of consistency
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- We require low latency

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- Take slight hit in throughput to get stronger version of consistency
- Causal Consistency Instead of Eventual Consistency (causal is stronger)
- We require low latency
- Extend previous systems: Cassandra and COPS

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- Low Latency
- High throughput (slightly lower than Cassandra)
- Causal Consistency (rather than eventual as in Cassandra)

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- Low Latency
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- Write Only Algorithm

# Background

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- Cassandra
  - Eventual Consistency

# Background

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- Cassandra
  - Eventual Consistency
- COPS

# Consistency - Causal versus Eventual

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# Consistency - Causal versus Eventual

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#### **Evaluation**

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- Versus Cassandra
  - Within 7% of throughput Using Facebook-like data
    - Ops/sec
    - Keys/sec
    - Columns/sec

#### **Evaluation**

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- Versus Cassandra
  - Within 7% of throughput Using Facebook-like data
    - Ops/sec
    - Keys/sec
    - Columns/sec
- Versus COPS

# Follow Up Research

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# Follow Up Research

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#### Ideas for Future Research

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