



hochschule mannheim

# Understanding Eventual Consistency

MSI Presentation SS2014

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# Introduction

*" ...the storage system guarantees that if no new updates are made to the object, eventually all accesses will return the last updated value"*  
–W. Vogels (2009)

# Introduction

## Interpretations of Eventual Consistency

### Interpretation 1

*"When you read data[...], the response might not reflect the results of a recently completed write operation. The response might include some stale data. Consistency across all copies of the data is usually reached within a second; so if you repeat your read request after a short time, the response returns the latest data."*

### Interpretation 2

*"This sort of system we term "single writer eventual consistency". So what are its properties?*

- (1) A client could read stale data.*
- (2) The client could see out-of-order write operations. [...] So this is our weakest form of consistency - eventually consistent with out of order reads in the short term."*

# Introduction

## Interpretations of Eventual Consistency

### DynamoDB Documentation

*"When you read data[...], the response might not reflect the results of a recently completed write operation. The response might include **some stale data**. Consistency across all copies of the data is **usually reached within a second**; so if you repeat your read request after a short time, the response returns the latest data."*

### MongoDB Documentation

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*(1)**A client could read stale data.***

*(2)**The client could see out-of-order write operations.[...]***

*So this is our weakest form of consistency - eventually consistent with **out of order reads** in the short term."*

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*resolution of conflicts in multiple replicas*
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⇒ some sort of formalism is needed to define semantics of Eventual Consistency

# Agenda

- ① Replicated Data Types
- ② Axiomatic Specification Framework
- ③ Consistency Strengthening Interfaces
- ④ Conclusion / Discussion

# Replicated Data Types

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  - a **type**  $\text{type}(x) \leftrightarrow \tau$
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- two examples: Int Register **intreg**, Counter **ctr**

$$\begin{aligned}\text{Op}_{\text{ctr}} &= \{\text{rd}, \text{inc}\} \\ \text{Op}_{\text{intreg}} &= \{\text{rd}, \text{wr}(k) \mid k \in \mathbb{Z}\}\end{aligned}$$

# Replicated Data Types

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in a *strongly consistent system*, the semantics of a data type can be specified by a function:

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$$S_{\text{intreg}}(\sigma \text{wr}(k)) = S_{\text{ctr}}(\sigma \text{inc}) = \perp;$$

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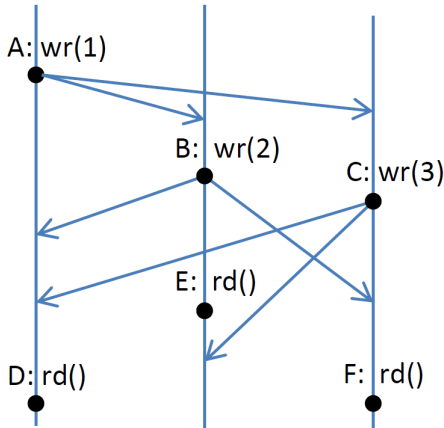
# Replicated Data Types

## Semantics of Eventual Consistency

- semantics of eventually consistent systems are harder to formalize
- concurrent operations on the same object happen on multiple replicas
- each replica executes operations immediately, updating other replicas later → **conflicts**
- different conflict resolution strategies for replicated data types

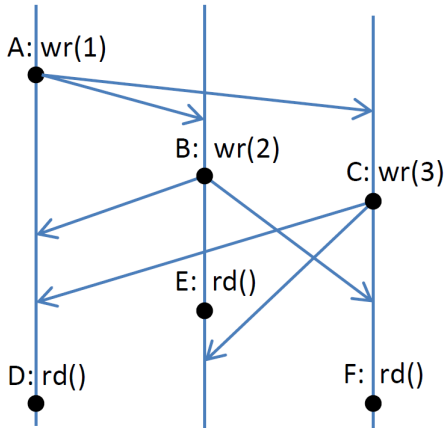
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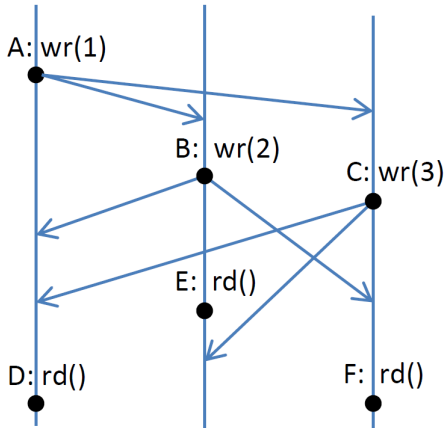
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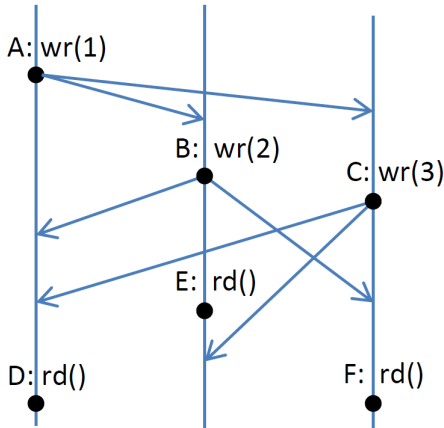
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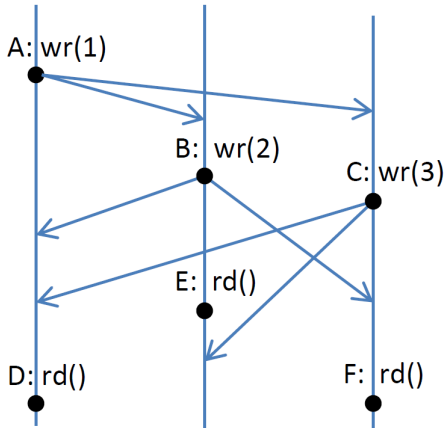
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## Conflict Resolution Strategies



- ① make concurrent operations commutative
- ② order concurrent operations
- ③ flag conflicts (let the user decide)
- ④ resolve conflicts semantically

# Replicated Data Types

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- **visibility** and **order** of preceding operations have to be included



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$$\begin{aligned} C &= (f, V, \text{ar}, \text{vis}) \\ u &\xrightarrow{\text{vis}} v, \text{vis} \subseteq V \times V \\ u &\xrightarrow{\text{ar}} v, \text{ar} \subseteq V \times V \end{aligned}$$

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example: Strategy **Make Concurrent Calls Commutative**

$$F_{\text{ctr}}(\text{inc}, V, \text{vis}, \text{ar}) = \perp;$$

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example: Strategy **Order Concurrent Operations**

$$F_{\text{intreg}}(f, V, \text{vis}, \text{ar}) = S_{\text{intreg}}(V^{\text{ar}} f) \\ (S_{\tau} : \text{Op}_{\tau}^{+} \rightarrow \text{Val})$$

# Axiomatic Specification Framework

## Levels of Eventual Consistency

- with replicated data types we can define multiple forms of Eventual Consistency
  - Basic Eventual Consistency
  - Session Guarantees
  - Causality
- every form contains multiple axioms
- more axioms mean stronger consistency

# Axiomatic Specification Framework

## Basic Eventual Consistency Axioms

- axioms a database implementation has to enforce to offer **basic eventual consistency**
- Well Formedness Axioms
  - SOwf: *so is the union of transitive, irreflexive and total orders on actions by each session*
  - VISwf:  $\forall a, b. a \xrightarrow{\text{vis}} b \Rightarrow \text{obj}(a) = \text{obj}(b)$
  - ARwf:  $\forall a, b. a \xrightarrow{\text{ar}} b \Rightarrow \text{obj}(a) = \text{obj}(b)$

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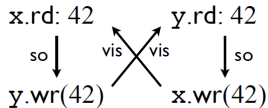


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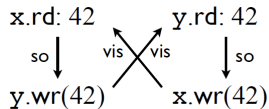
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- EVENTUAL:

$$\forall a \in A. \neg(\exists \text{infinitely many } b \in A. \text{same}(a, b)) \wedge \neg(a \xrightarrow{\text{vis}} b)$$

# Axiomatic Specification Framework

Problem with basic eventual consistency

TODO: Image explaining photo/noboss example from paper

# Axiomatic Specification Framework

## Session guarantees

- with basic eventual consistency we still might be reading values out of order
- axioms that formalise that all operation within a session keep the current context consistent:
  - Read Your Writes: *An operation sees all previous operations by the same session*
  - Writes Follow Reads in Visibility: *Arbitration orders an operation after other operations previously seen by the same session*
  - ... etc.

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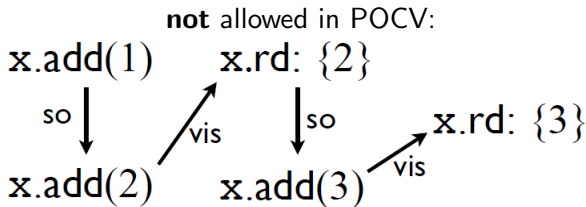
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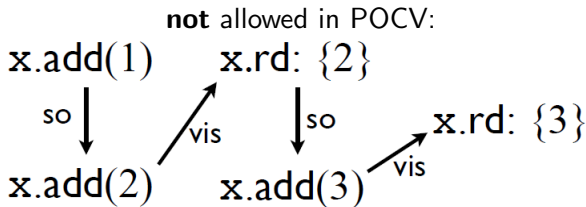
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- Per-object-causal-arbitration: *POCA correspondingly restricts the arbitration relation*

# Consistency Strengthening Interfaces

## Online Shopping

- almost everybody does online shopping
  - we put items in our shopping cart
  - we pay them
  - we continue shopping.. or not



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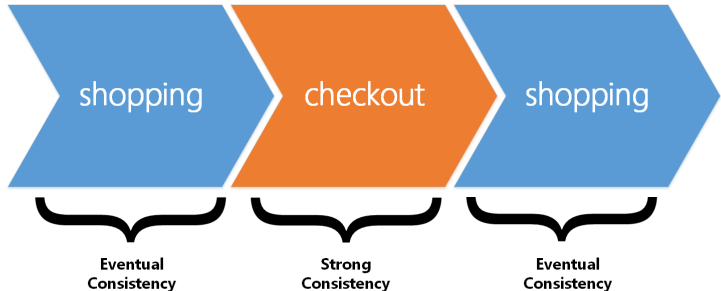
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# Consistency Strengthening Interfaces

## Consistency Annotations

- every **action** accepted by the database has to be marked with a **consistency annotation**

$$(e, s, [x.f_\mu : k])_\mu \in \{ORD, CSL\}$$

- either **ordinary** or **causal**
- ordinary actions behave like we defined previously
- causal actions make all operations performed before the annotations visible to all previous actions

# Consistency Strengthening Interfaces

## Fences

- instead of annotating every single action, a **fence** can be used
- a **fence** is an **action** where the executing replica forces all its updates on every other replica in the cluster

$$\text{action } a = (e, s, \text{fence})$$

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- the execution of other actions is halted until all replicas acknowledge the receipt
- the database behaves like a **CP** database !

## Conclusion

- the paper provides a formal way to **precisely specify eventually consistent systems**
- **Every aspect of a system is covered**, from data types to client interaction
- specifications are **independent of implementation details**
- still **very theoretical**, no tools available to map between specifications and implementation
- the framework is **not suitable for programmers**, as it is very abstract and not easily understandable and applicable
- the paper is still "work in progress"

# Discussion