hochschule mannheim



Understanding Eventual Consistency

MSI Presentation SS2014

Horst Schneider, Patrick Beedgen Hochschule Mannheim

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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 valuee"
–W. Vogels (2009)

"Zweites Zitat über Ev. Consistency"

The Problem

- The definitions are ambiguous
- Most big players claim to implement it
- Implementations can't be be compared... scientifically
- In real world distributed databases updates never stop

2 Axiomatic Specification Framework

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- Two examples: Int Register intreg, Counter ctr

$$\begin{aligned} & \mathrm{Op_{ctr}} = \{\mathrm{rd}, \mathrm{inc}\} \\ & \mathrm{Op_{intreg}} = \{\mathrm{rd}, \mathrm{wr}(k) | k \in \mathbb{Z}\} \end{aligned}$$

Sequential Data Type Specification

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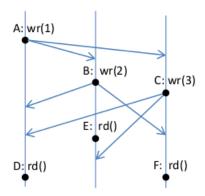
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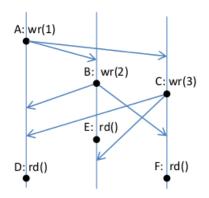
$$S_{\rm intreg}(\sigma\ {\rm wr}(k)) = S_{\rm ctr}(\sigma\ {\rm inc}) = \bot;$$
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Replicated Data Types Semantics of Eventual Consistency

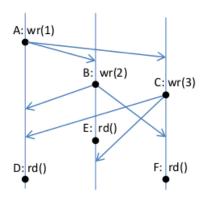
- semantics of eventually consistent systems are harder to formalize
- concurrent operations on the same object happen on multiple replicas
- each replica executes operations immediately, updating other replicas later
- different implementation strategies for replicated data types



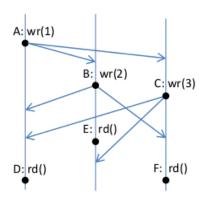
Conflict Resolution Strategies



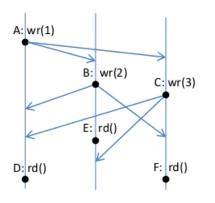
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- Order concurrent operations
- Flag conflicts (let the user decide)
- 4 Resolve conflicts semantically

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Example: Strategy Order Concurrent Operations

$$F_{\text{intreg}}(\text{inc}, V, \text{vis}, \text{ar}) = S_{\text{intreg}}(V^{\text{ar}}f)$$

Session and Action

- clients wish to perform operations in a common context
- sessions provide a way to track client identity for operations
- an **action** is a tuple (e, s, [x.f:k])
 - e: unique identifier
 - s: session id \in SId
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$$a = (1af3c, 17, [x.rd : k]); \text{ type}(x) = \text{intreg}$$

Axiomatic Specification Framework History and Execution

- the set of all actions that happen in a database is denoted as Act
- a history (A, so) is a set of actions $A \subseteq Act$ and a session order relation $so \subseteq A \times A$
- an **execution** X = (A, so, vis, ar) enhances the history with visibility and arbitration relations
- we can now extract an operation context for any action in any session, providing a deterministic return value

Levels of Eventual Consistency

- With replicated data types we can define multiple forms of eventual consistency
 - Basic eventual consistency
 - Ordering guarantees
 - on-demand consistency strengthening
- Every form contains multiple axioms

Axiomatic Specification Framework Client Interaction Model

- Clients often wish to perform multiple operations within some context
- bla

Basic Eventual Consistency Axioms

- Axioms a database has to fulfill to be eventual consistent
- SOWF, ARWF, VISWF, RVAL, EVENTUAL, THINAIR

Session guarantees

- Axioms that ensure that databases stay consistent within a single session with a client
- RYW, MR, WYRV, WFRA, MWV, MWA

Causal Consistency Axioms

• POCV, POCA, COCV, COCA

Conclusion

- the paper provides a way to precisely specify eventually consistent systems in a common notation
- 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

Discussion