

Eventual Consistency

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What is Consistency?

Consistency model defines **rules** for the apparent order and visibility of **updates**, and it is a continuum with tradeoffs
– Todd Lipcon

Examples

Local memory:

Write x=5 Read x (should be 5)

$X \leftarrow X+1; Y \leftarrow Y+1$ Assert($X+Y == \text{Const}$)

Database:

Single object consistency is also called “coherence”

Time
>

Consistency across multiple objects (all or nothing)

Consistency Challenges

No right or wrong consistency models

- Tradeoff between ease of programmability and efficiency
(e.g., what's the consistency model for web pages?)

Consistency is hard in (distributed) systems

- Data replication (Caching)
- Concurrency (no shared clock)
- Failures (machine or network)

Consistency so far

Concurrency forces us to think about meaning of read/write

Sequential consistency: everyone sees same read/write order (e.g., IVY)

Release consistency: everyone sees write in unlock order (e.g., TreadMarks)

Recap Consistency

Sequential consistency

- All read/write ops follow some total ordering
- Read must see result of latest write

Release consistency

- Delay changes visible to other processors until certain synchronization access occurs
- Update-base vs. Invalidate-based protocol
- Eager vs. Lazy release

Disadvantages of S/RC

Very slow

- Must ask before each operation
- IVY (sequential): ask master
 - Read and write (Copy_Set, Owner)
- TreadMarks (release): ask lock server
 - Acquire or release (Write Notices)

Disadvantages of S/RC

Require highly **available** connections

- Lots of chatter between master/worker

Not suitable for certain **scenarios**

- Disconnected clients (e.g., laptop, iPhone)
- Apps might prefer potential inconsistency to loss of availability (e.g., shopping cart)
- Geo-graphically distant apps (e.g., twitter)

Why (not) **Eventual** Consistency?

Support **disconnected** operations

- Better to read a **stale** value than **nothing**
- Better to save writes **somewhere** than **nothing**

Potentially **anomalous** application behavior

- Stale reads
- Conflicting writes
- ...

Eventual Consistency

Sequential vs. Eventual

Sequential: **pessimistic** conflict handling

- Conflicting writes is **common** case
- Updates cannot take effect unless they are serialized **first**

Eventual: **optimistic** conflict handling

- Conflicting writes is **rare** case
- Let updates happen, worry about whether they can be serialized **later**

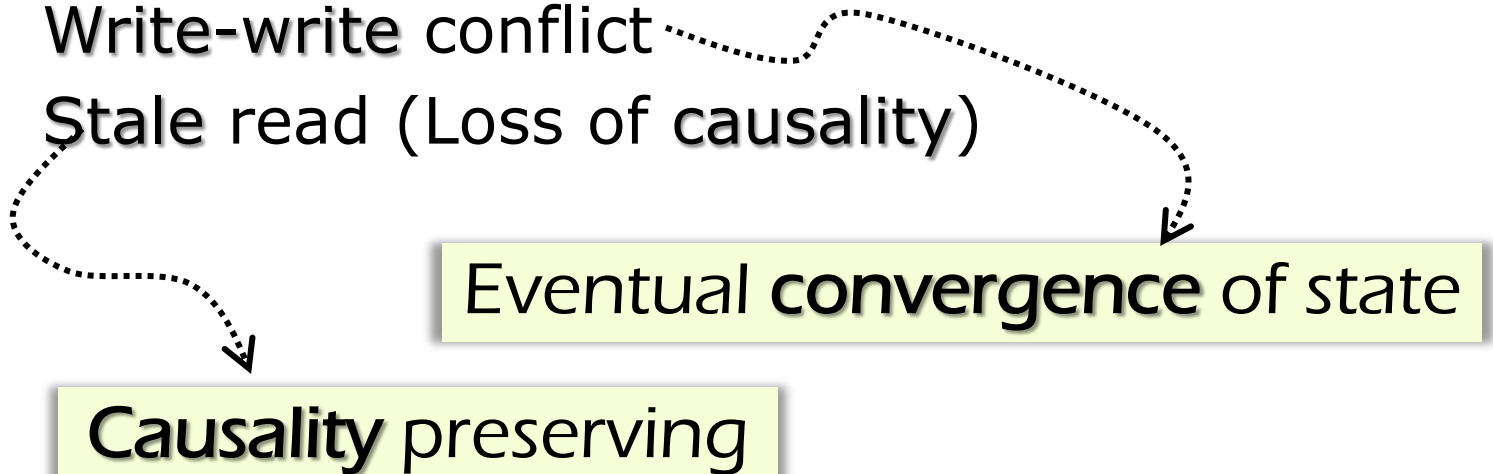
Eventual Consistency

For better performance

- Accept a write before being able to serialize it
- Reads can return a (possible) stale value than blocking for the latest value

Anomalies

- Write-write conflict
- Stale read (Loss of causality)



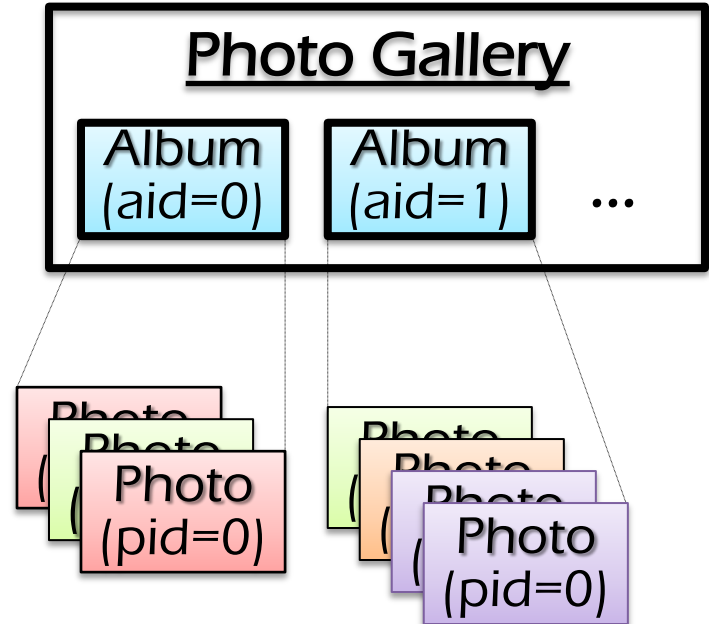
Example: Photo Gallery

App: photo gallery

- Consist of many **albums** (identified by an 'aid')
- Each album contains an ordered list of **photos** (identified by a 'pid')

Operations

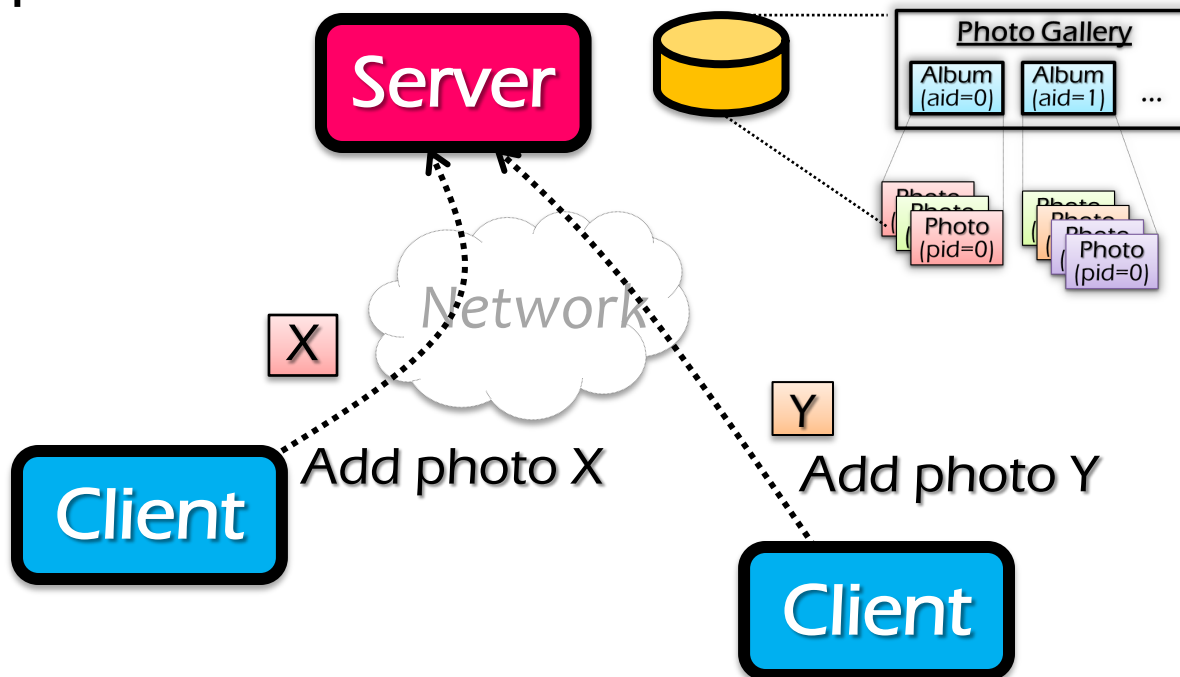
- Add/delete album
- Add photo to album
- ...



Traditional Solution

One server

- Server processes requests one at a time
- Server implicitly choose order for concurrent requests

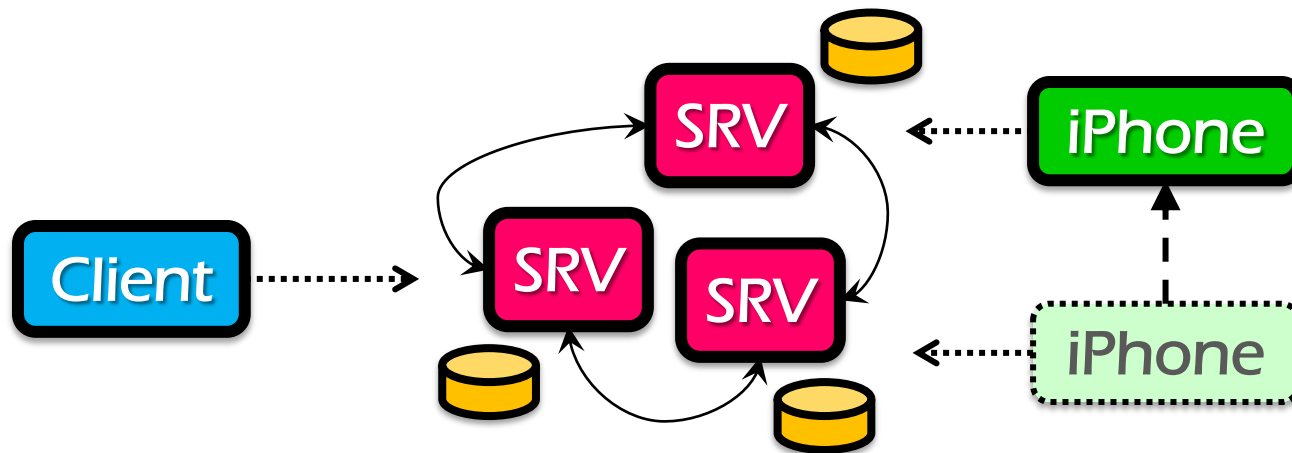


Why not Central Server?

We want to operate on my photo gallery at the iPhone

- *i.e.*, storage replicated in every node
- Modify on any node, as well as read

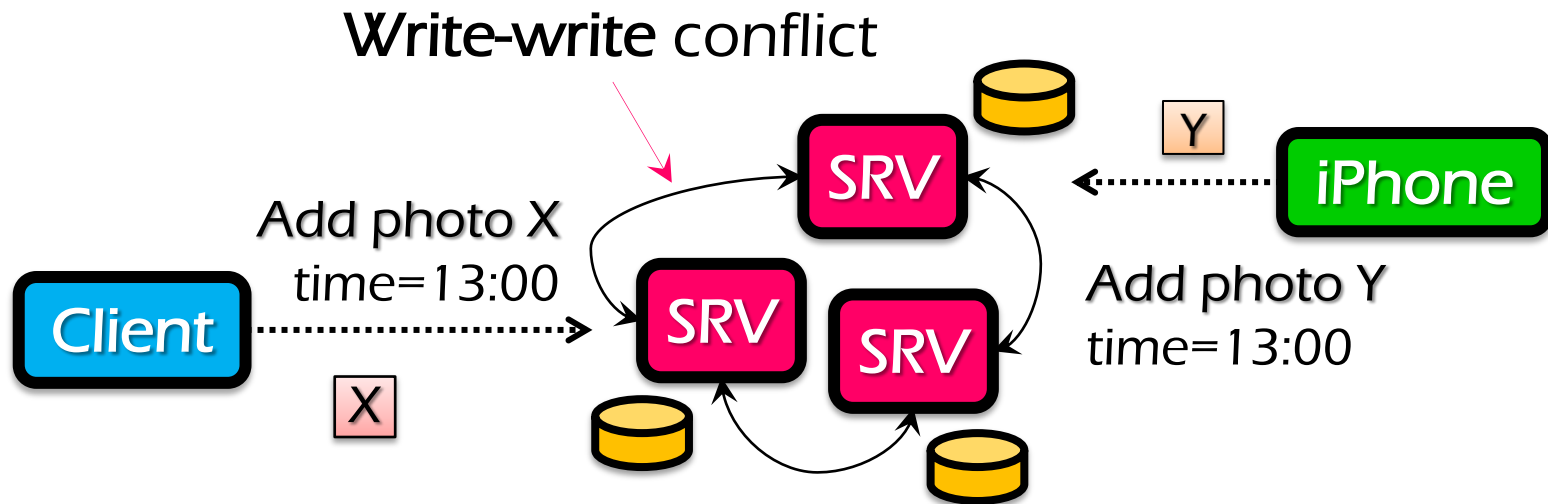
Periodic connectivity to net and other nodes



Straw Man: Merge Storage

What if there's a write-write conflict

- Add **two** photos to the same album at the same time



We want **automatic** conflict resolution

Solution: Update Functions

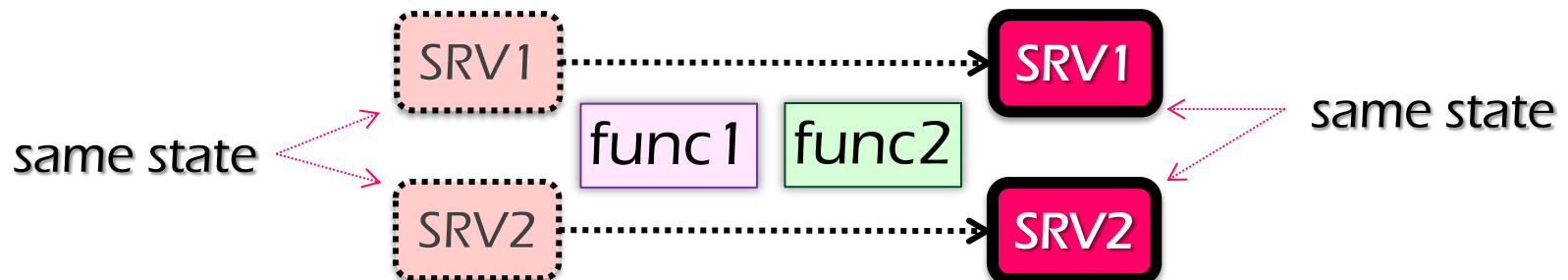
Have **update** be a function, not a new value

- e.g., function: add 'pid' to album with 'aid'

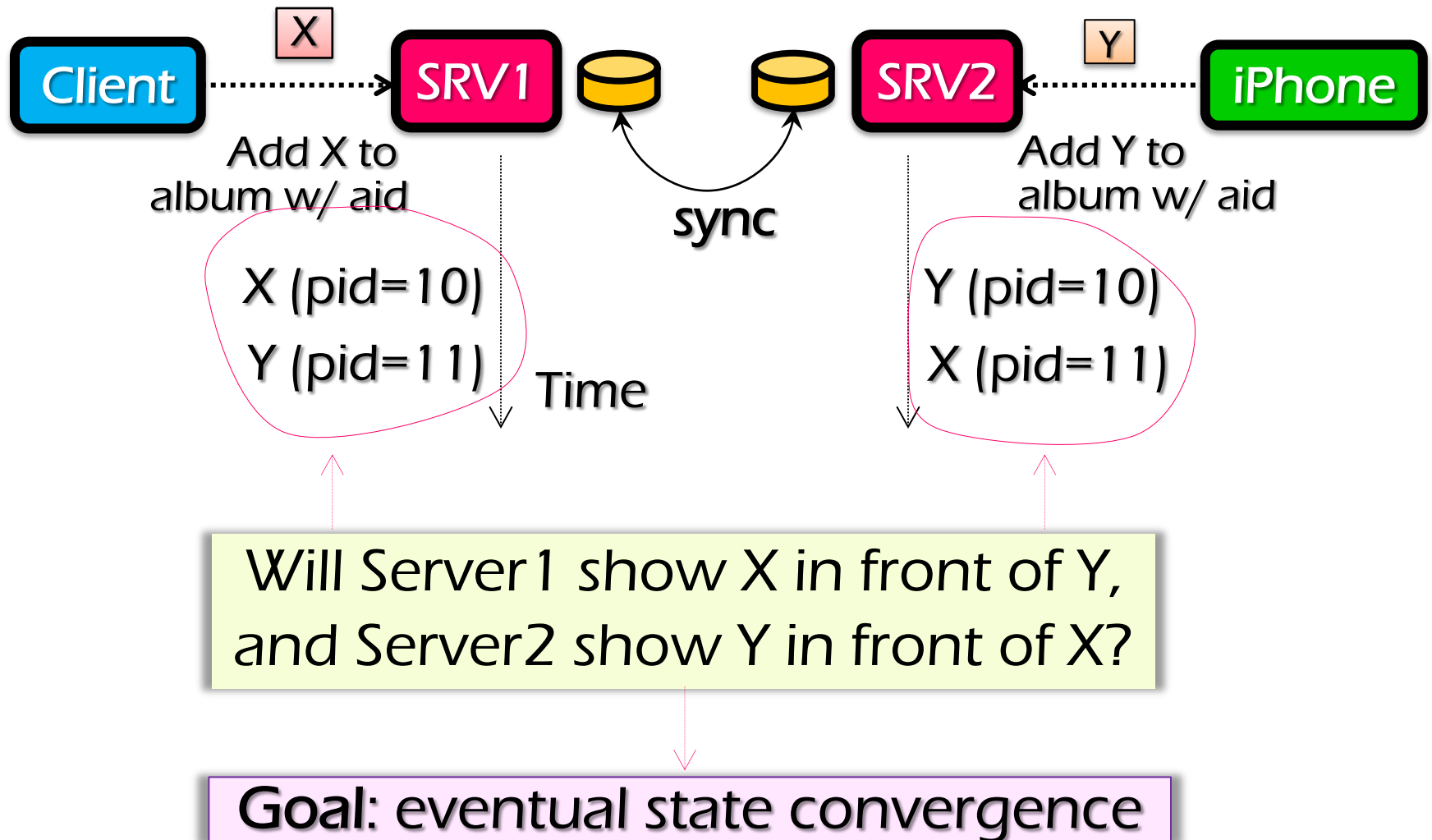
Read **current** state of storage, decide best change

Function must be **deterministic**

- Otherwise nodes will get different answers



Challenge: Ordering



Solution: Ordered Update Log

Ordered list of updates at each node

Storage state is result of applying updates in order

Syncing: ensure both nodes have the same updates in log

How can nodes **agree** on **update order**?

Solution: Ordered Update Log

Update ID: **<time T, node ID>**

Assigned by node that creates the update

Ordering update **X** and **Y**:

$X < Y$ iff $(X.T < Y.T)$

or

$(X.T = Y.T \text{ and } X.ID < Y.ID)$

Solution: Ordered Update Log

Example:

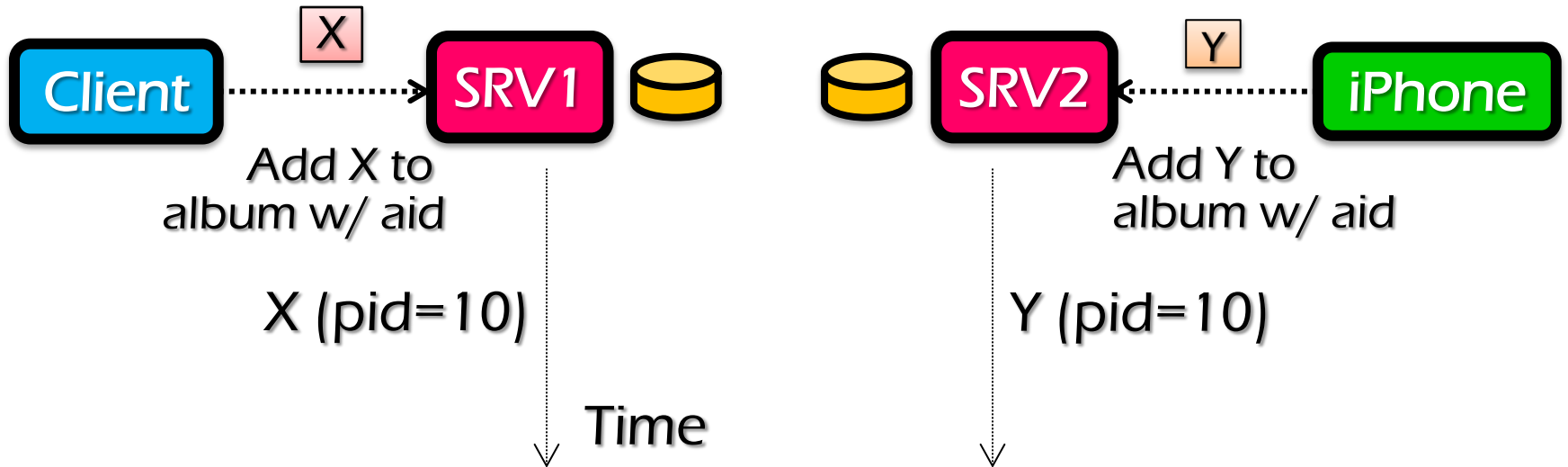
<10, Srv1>: Photo X at 10th or 11th position for album#1

<20, Srv2>: Photo Y at 10th or 11th position for album#1

Question: What's the correct final outcome?

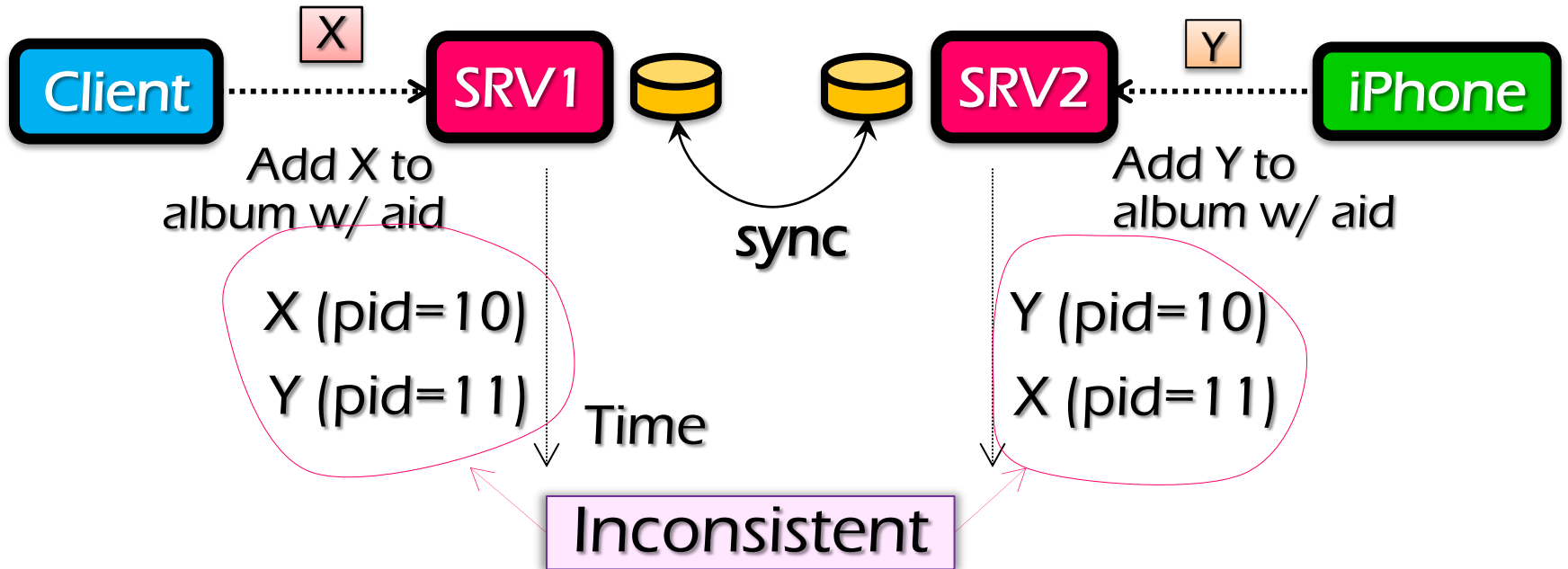
Photo X at 10th and Photo Y at 11th position

Example: Photo Gallery



The client will see before syncing

Example: Photo Gallery



If just run the update function against storage state

Solution: Rollback and Replay

Re-run **all** update functions, starting from **empty** storage state

- After **syncing**, Srv1 and Srv2 have same set of updates (ordered logs)
- Srv1 and Srv2 **arrive** at same final state

We will optimize this in a bit

Challenge: Clock Time

Will update order be consistent with **wall-clock** time?

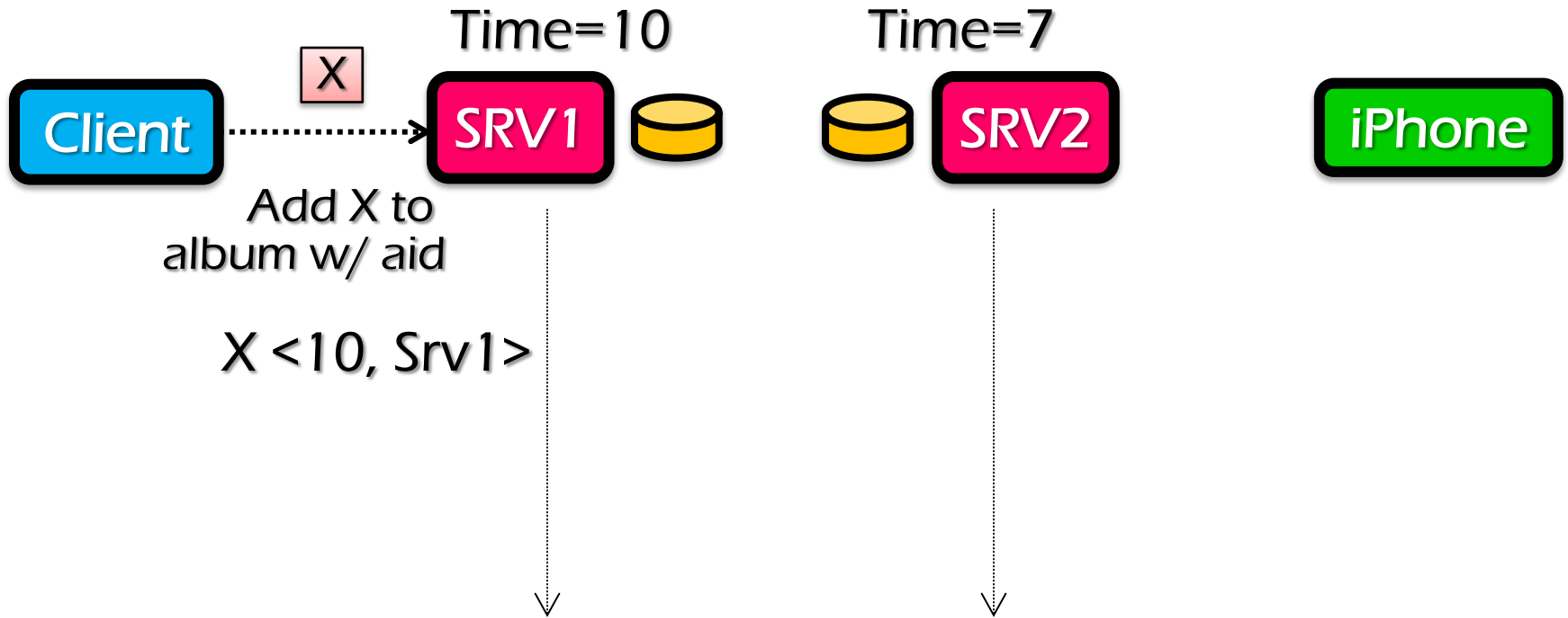
- Srv2's photo gets priority, even Srv1 post first
→ Wall-clocks are not perfectly synchronized

Example:

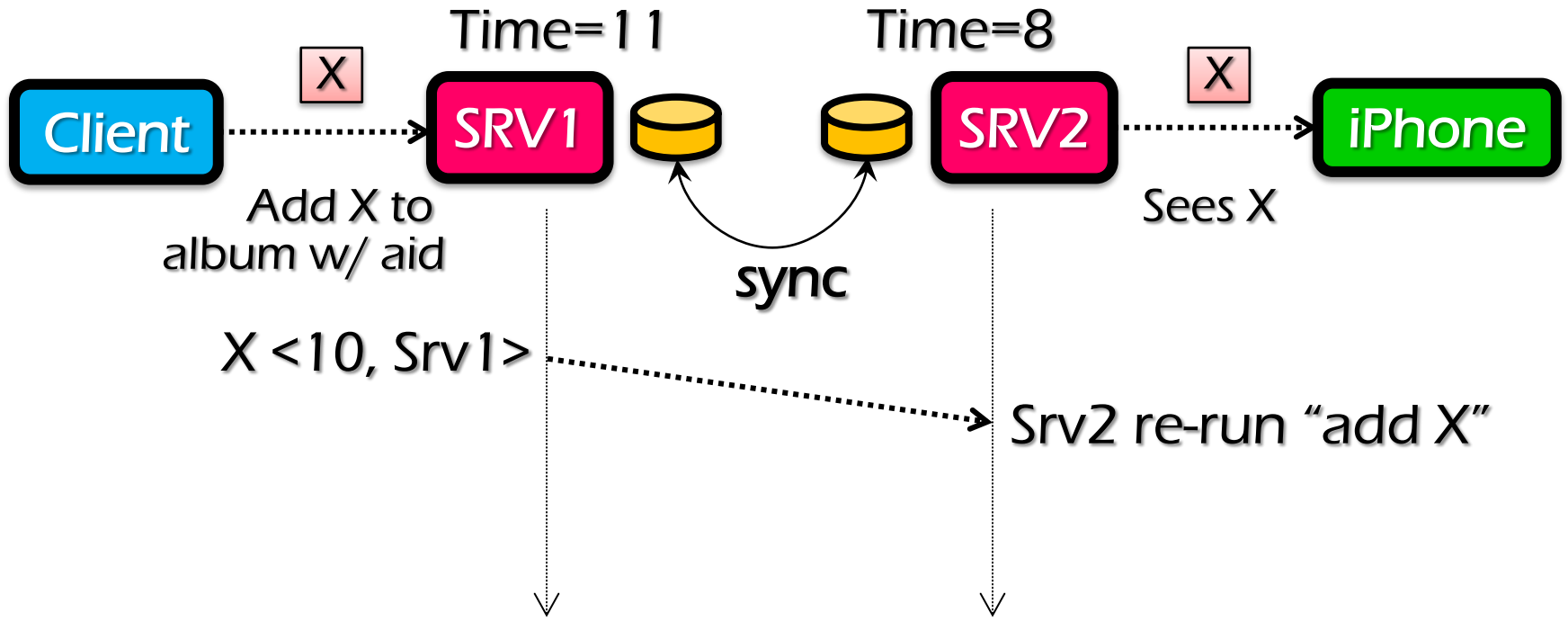
Srv1 went first in **wall-clock** time with $\langle 10, \text{Srv1} \rangle$

Srv2 could still generate update ID $\langle 9, \text{Srv2} \rangle$

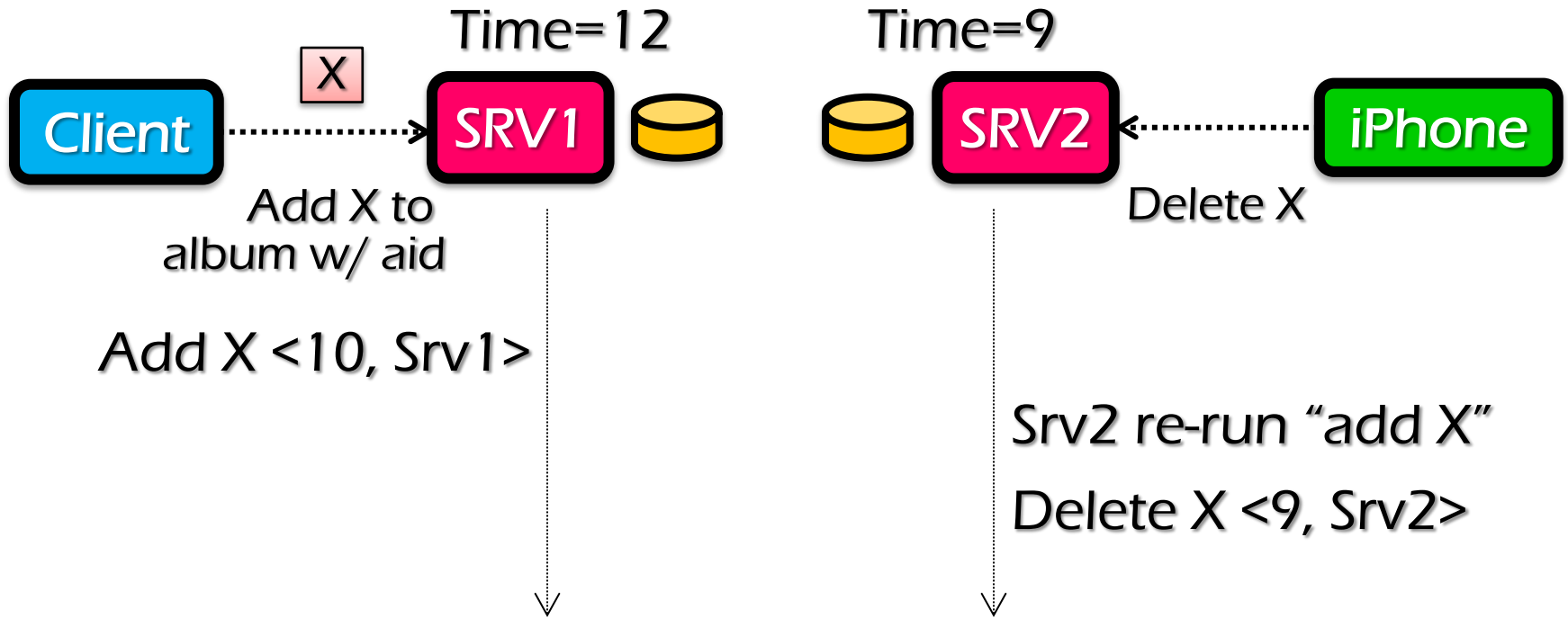
Example: Photo Gallery



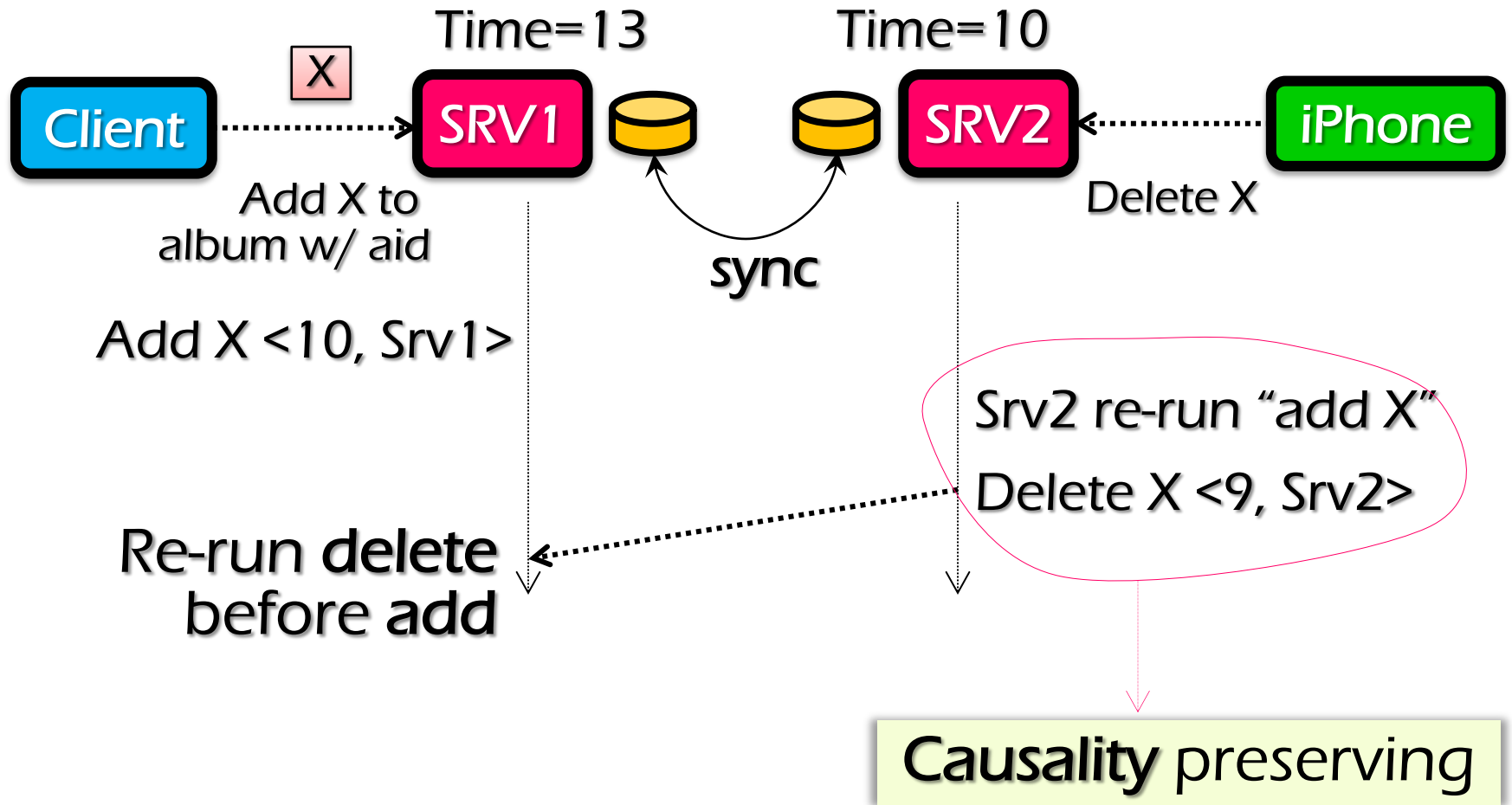
Example: Photo Gallery



Example: Photo Gallery



Example: Photo Gallery



Solution: Logical Clock

We need causality timestamp

- if observe event#1, then generate event#2
→ **$TS(e1) < TS(e2)$**
- if event#1 and event#2 on the same server
→ **$TS(e1) < TS(e2)$**
- All servers will order events according TS

Solution: Logical Clock

Lamport logical clock

1. Each server keeps a clock **T**
2. Increments **T** as real time passes, one second per second
3. Modify **$T = \text{Max}(T, T' + 1)$**
if sees **T'** from another server

Srv1: Add X with **<10, Srv1>**, Suppose $T_1 = 10$

Srv2: Sees "add X", then update $T_2 = \text{Max}(T_2, 11)$

Srv2: Delete X with **<11, Srv2>**

Now, **causality** preserving!

Challenge: Tentative

Displayed photo positions are “tentative”

- **Never know** if there's some other photo from servers you haven't yet synced
- Long-delayed updates with lower TS
→ the results of server to change

Would be **nice** if updates were eventually “stable”

- Results can never change again
e.g., photo X is at position 10
- No need to re-run update function

Solution: De-centralized

Commit scheme

1. Sync always send in log order
2. If you have seen updates with **TS > N** from every node
 - Never again see log lower **<N, Srv>**
 - **<N, Srv>** is stable

Question?

If **any** node is **offline**, the **stable** portion of **all** logs stops growing

Solution: Centralized

Commit scheme

Commit-Seq-No

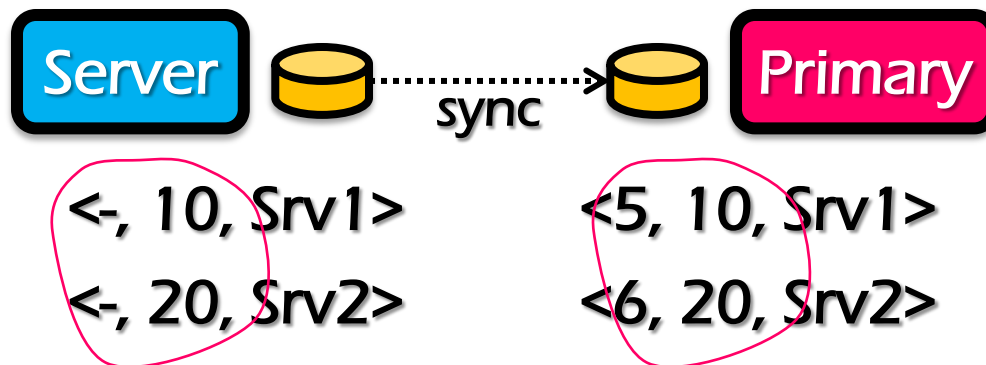
1. One server designated “primary”
 - Assign a total commit order: **CSN**
 - Complete timestamp: **<CSN, local-TS, SrvID>**
 - Any write with a known **CSN** is stable
2. All **stable** writes are ordered before **tentative** writes
3. CSNs are exchanged between servers
 - CSNs define a **total order** for committed update

Solution: Centralized

Question: will commit order match tentative order?

- Often “YES”
- Syncs send in log order (including updates learned from other servers)

Example:



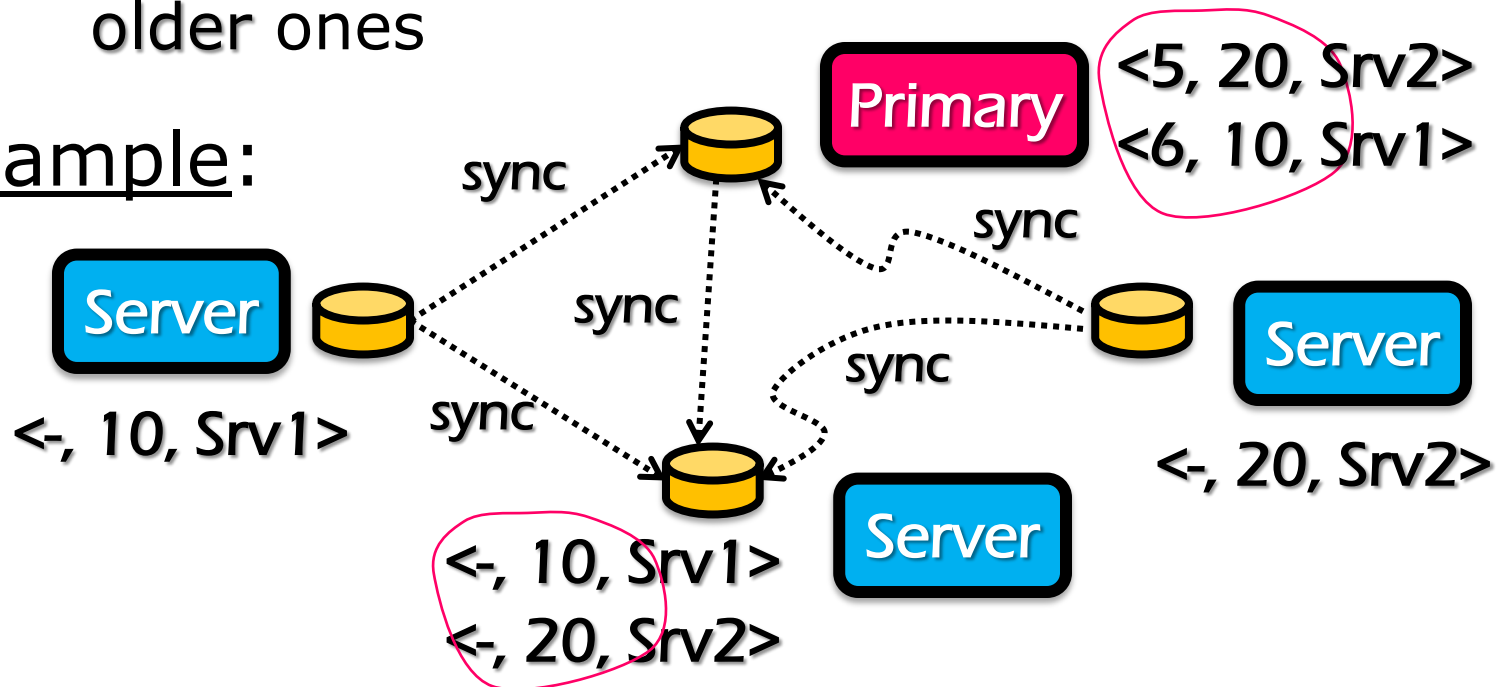
Commit order **match**
tentative order

Solution: Centralized

Question: will commit order always match tentative order?

- "NO"
- Primary may see newer updates before older ones

Example:

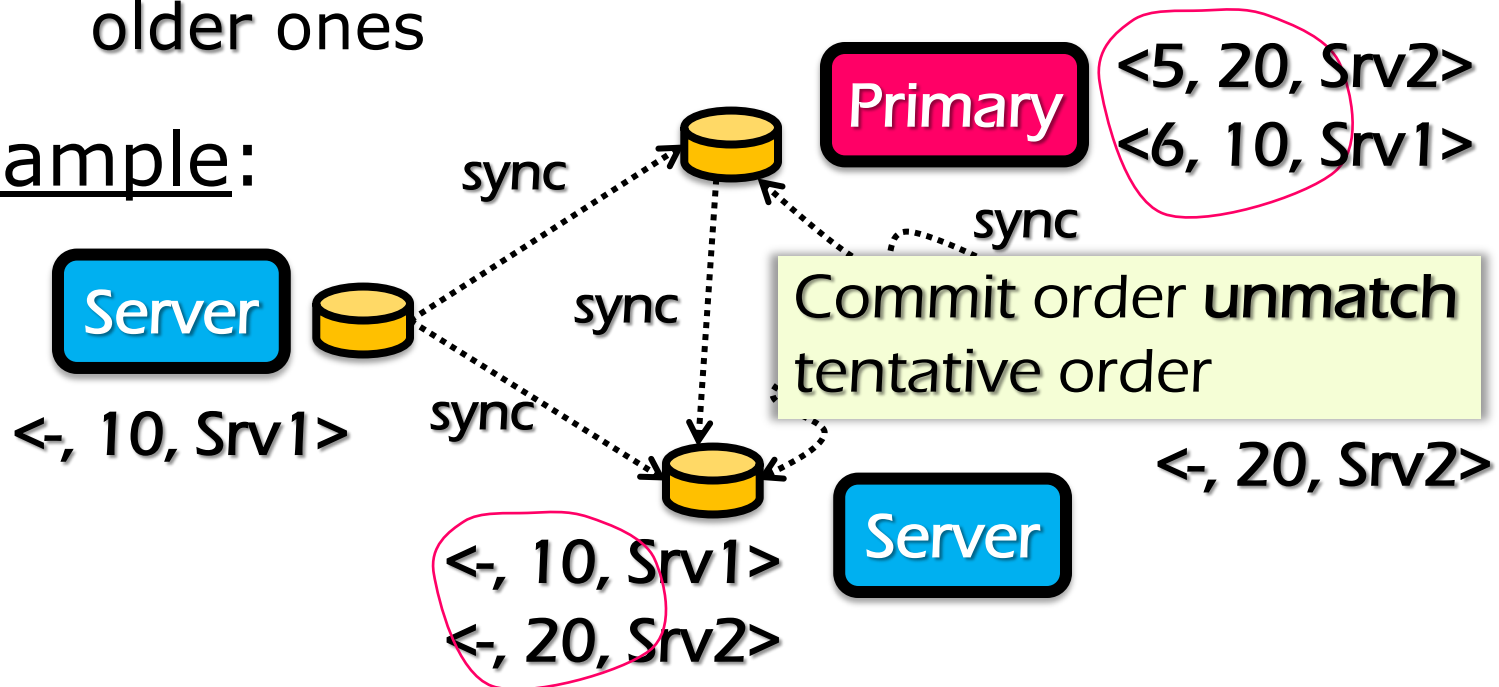


Solution: Centralized

Question: will commit order always match tentative order?

- "NO"
- Primary may see newer updates before older ones

Example:



Summary

Bayou⁺ introduced some very influential design ideas

- Update functions
- Ordered update log is the real truth, not the storage/database
- Allowed general purpose conflict resolution

Bayou made good use of existing idea

- Eventual consistency
- Logical clock

Summary

Replicas, write any copy, update function , and sync are good idea

- Now widely used by both user apps and multi-site storage systems

Central commit server seems reasonable

- *i.e.*, you don't need pure peer-to-peer commit
- Protocol much simpler since central server does all resolution

COPS: Scalable Causal Consistency for Wide-Area Storage

Scalable Causal Consistency



Stores:

Status Updates
Likes
Comments
Photos
Friends List



Stores:

Posts
+1s
Comments
Photos
Circles

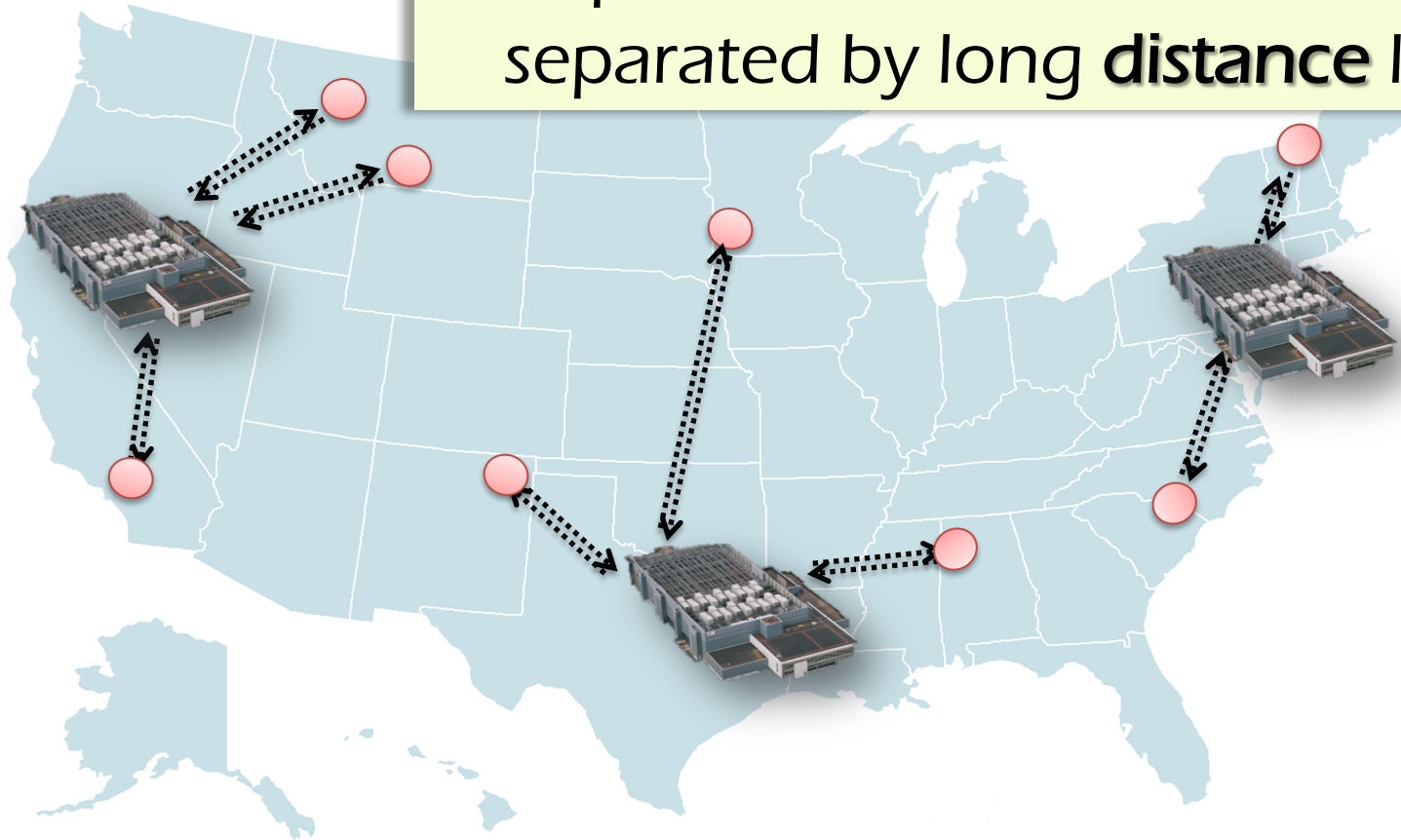


Stores:

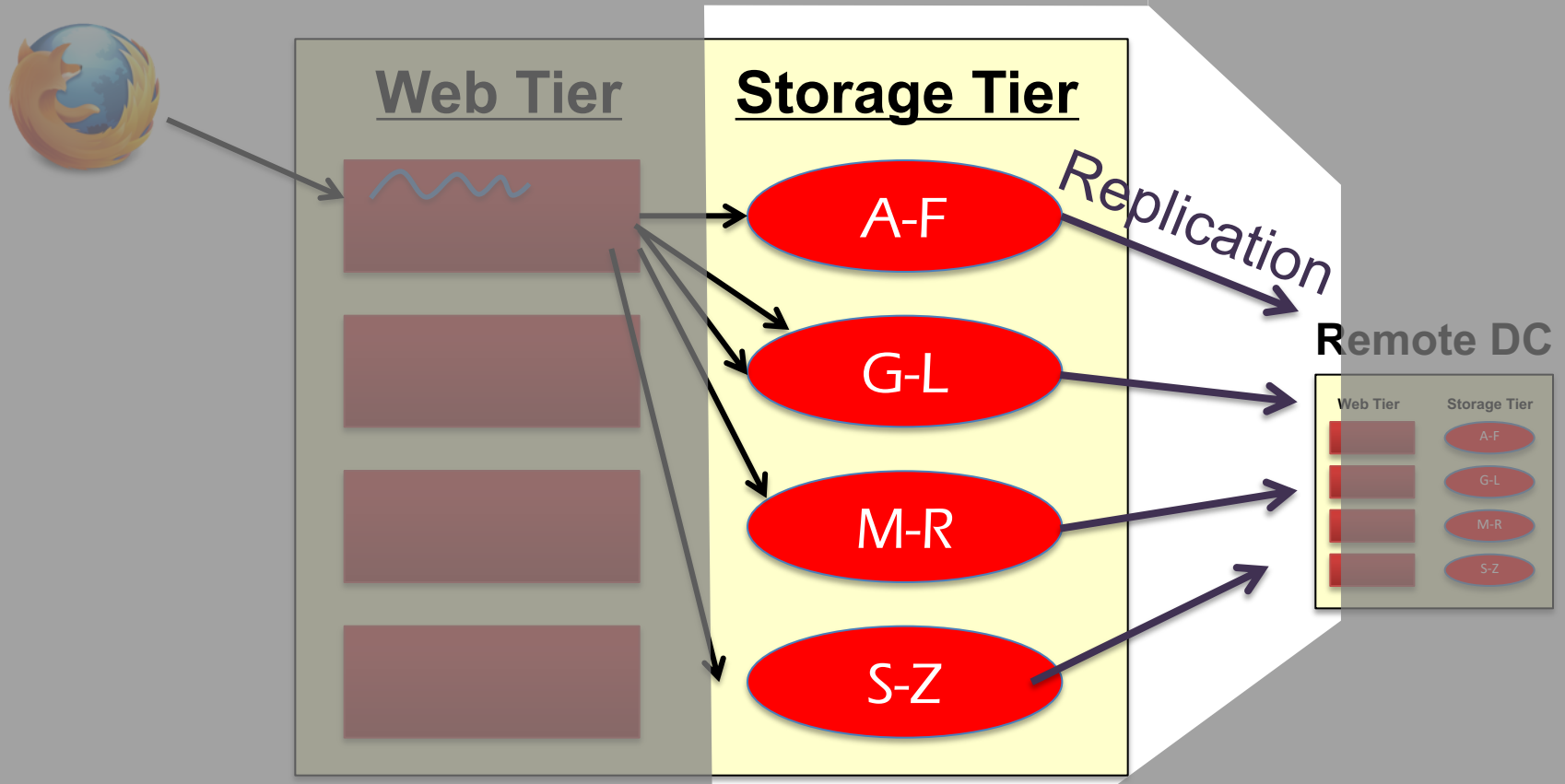
Tweets, Favorites,
Following List

Wide-Area Storage

Multiple **Datacenters**,
separated by long **distance** links



Inside the Datacenter



Each DC has many nodes

Storage state is **fully** replicated at each DC

Desired Properties

	Bayou	COPS
A vailability	✓	✓
L ow Latency	✓	✓
P artition Tolerance	✓	✓
S calability	✗	✓
<i>Causal</i> + Consistency	✓	✓

ALP = “always on”

Basic COPS Summary

Async: serve operations locally, replicate in background

- Always On

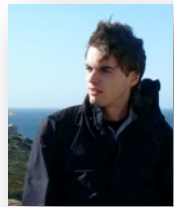
Control replication with **dependencies**

- Causal+ consistency

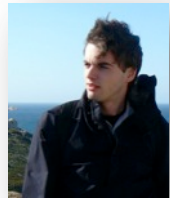
Partition key-space onto many nodes

- Scalability

Causality by Example

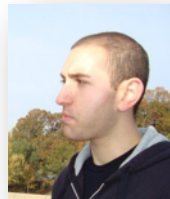


Remove boss from friends group

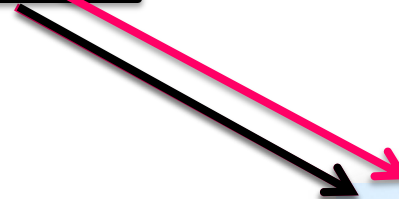


Post to friends:

"Time for a new job!"



Friend reads post



Causality : →

Thread-of-Execution
Gets-From
Transitivity

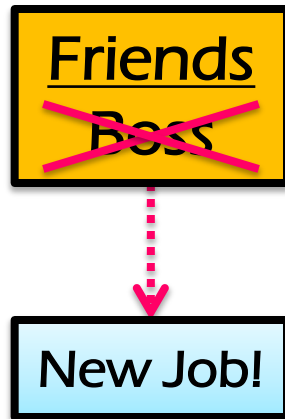
Causal Consistency

Partial orders

- if op1 and op2 are in the single thread of execution and op1 is issued before op2
→ op1 → op2 (**Thread-of-Execution**)
- if op2 read the results written by op1
→ op1 → op2 (**Get-from**)
- if op1 → op2, and op2 → op3
→ op1 → op3 (**Transitivity**)

Causal is Useful

For Users:



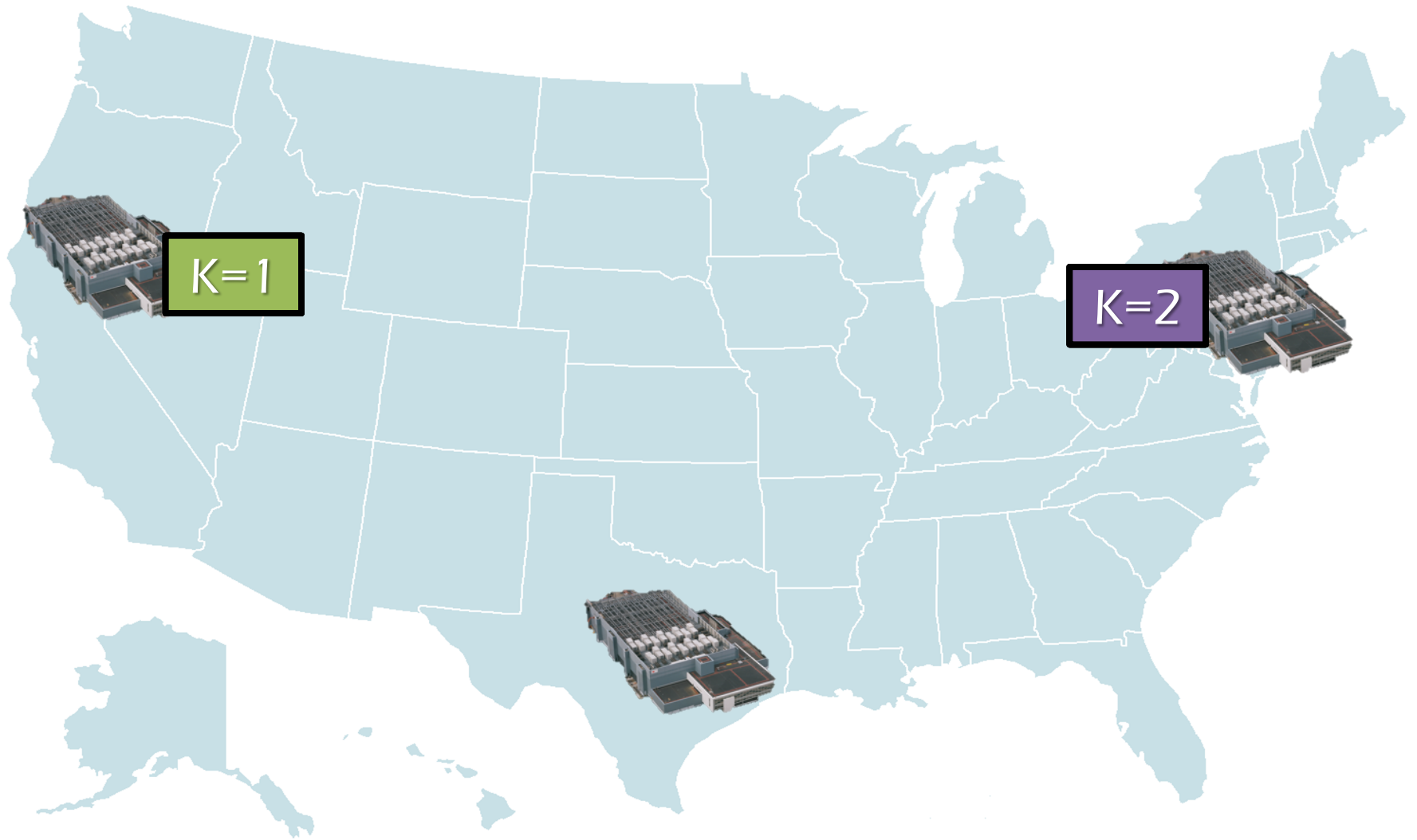
Employment Integrity

For Programmers:

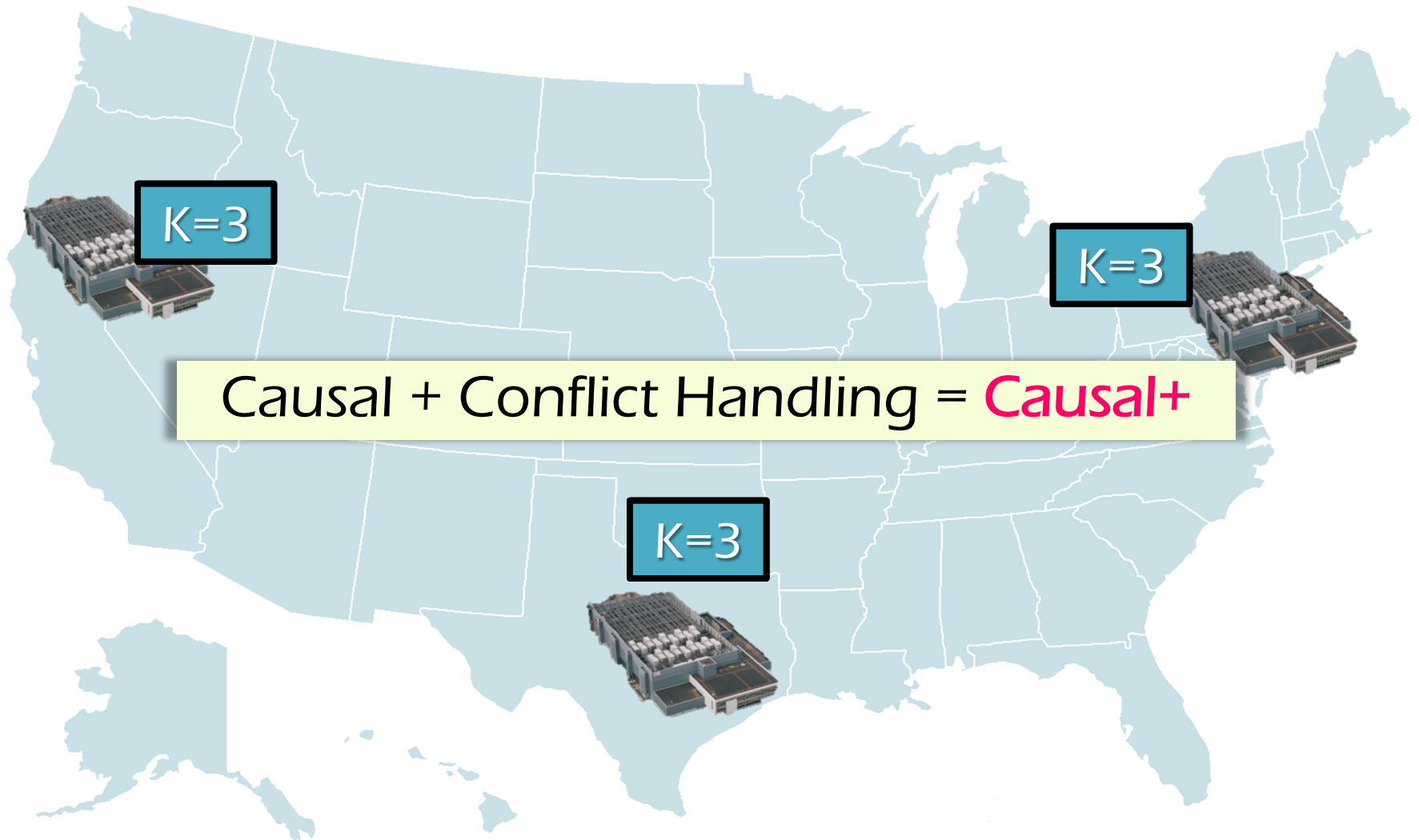


Referential Integrity

Conflict in Causal

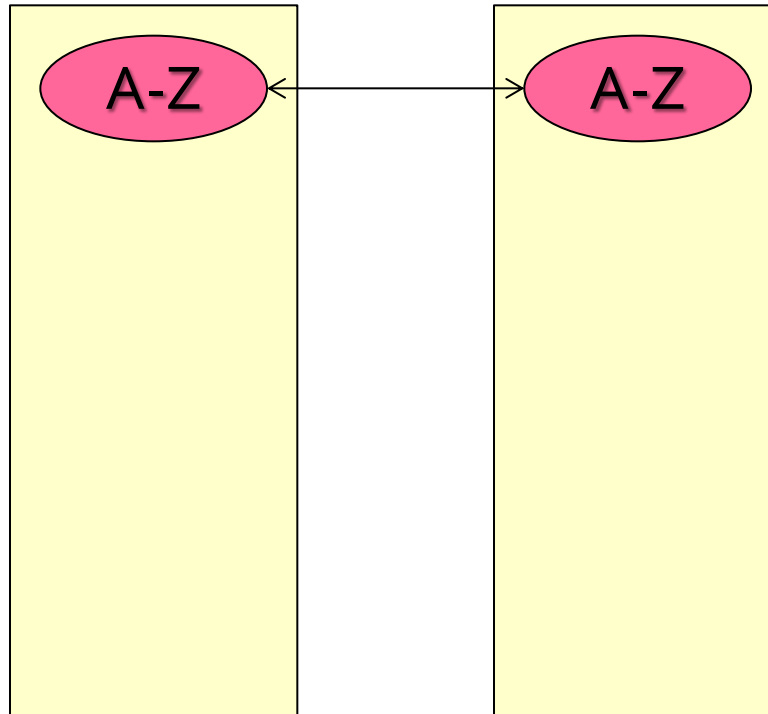


Conflict in Causal



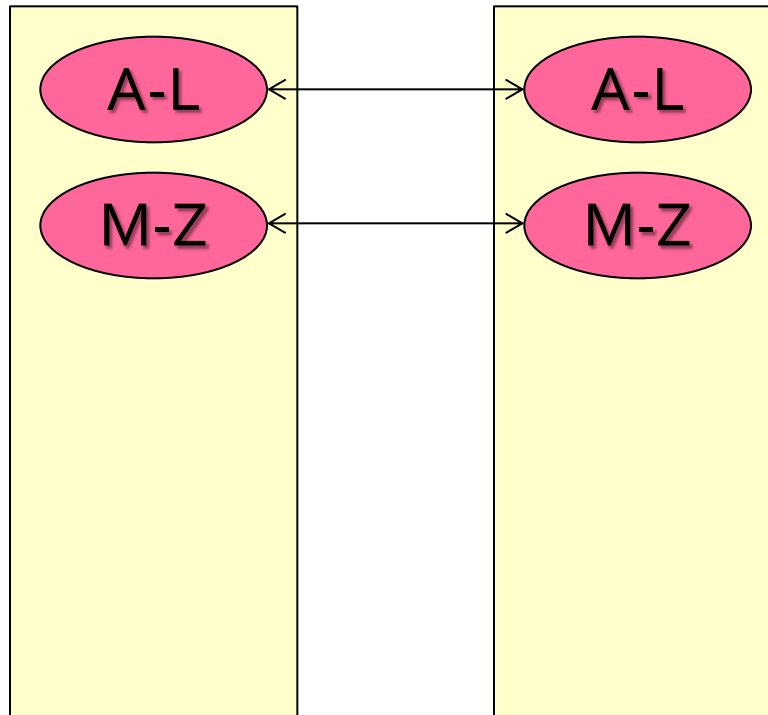
Scalability

Increase capacity and throughput in each DC



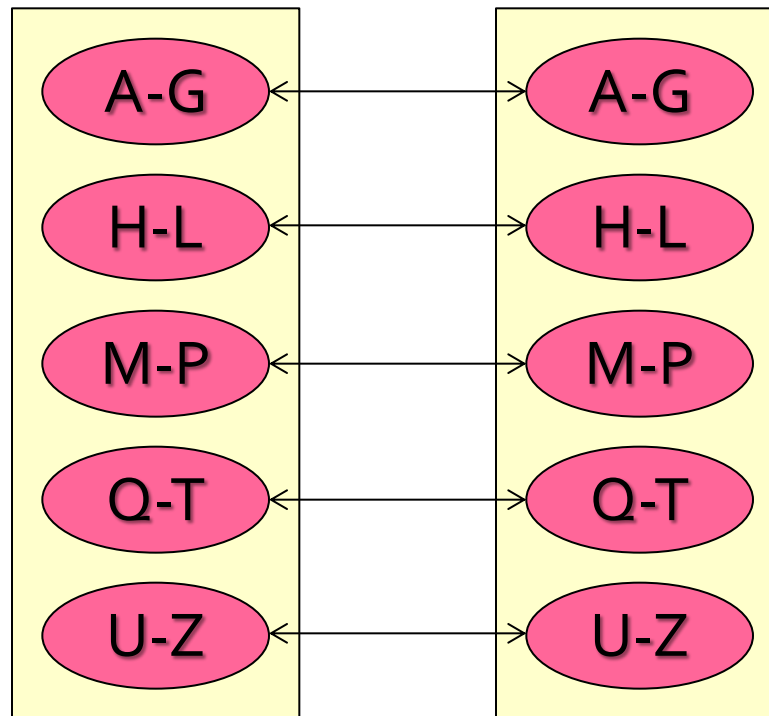
Scalability

Increase capacity and throughput in each DC



Scalability

Increase capacity and throughput in each DC



Previous Causal+ Systems

Bayou '95, TACT '00, PRACTI '06

- Log-exchange based

Log is single serialization point

- Implicitly captures and enforces causal order
- Limits scalability
 - One node store all keys
 - Provide log for all ops across a cluster
- No cross-site causality

Scalability Key Ideas

Dependency metadata explicitly capture causality

Distributed verifications replace single serialization

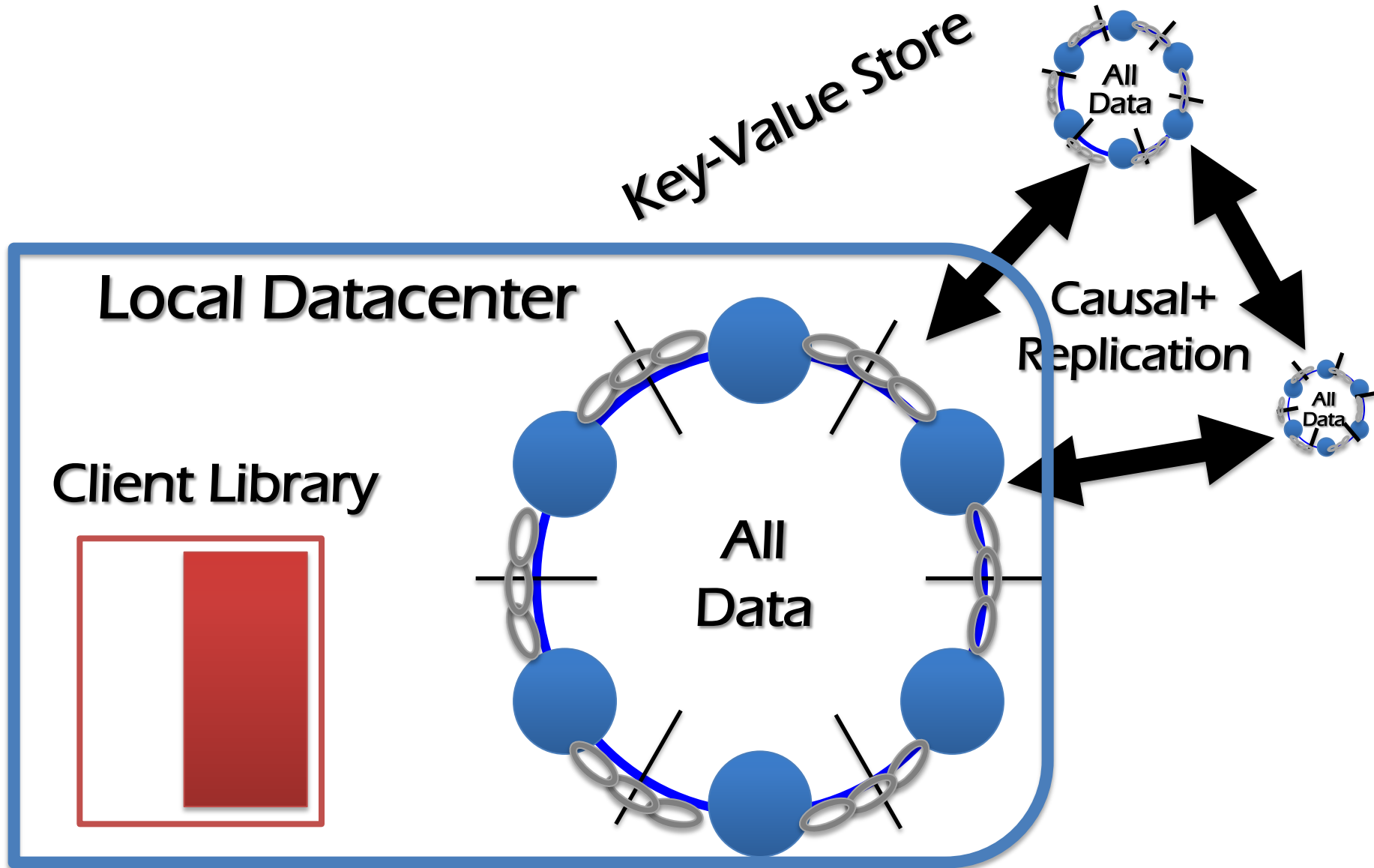
- Delay exposing replicated puts until all dependencies are satisfied in the datacenter

Explicit Dependency Propagate

Explicitly keep track explicit dependencies (partial order) for each write

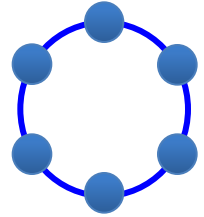
- Site A performs a write, replicates it together with the dependencies to another site B
- Site B waits until the write's dependencies are satisfied in B before committing the write

Architecture



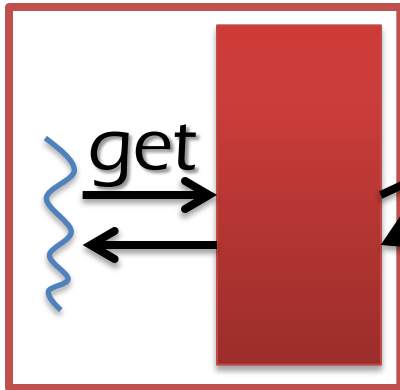
Get

Key-Value Store

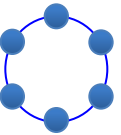
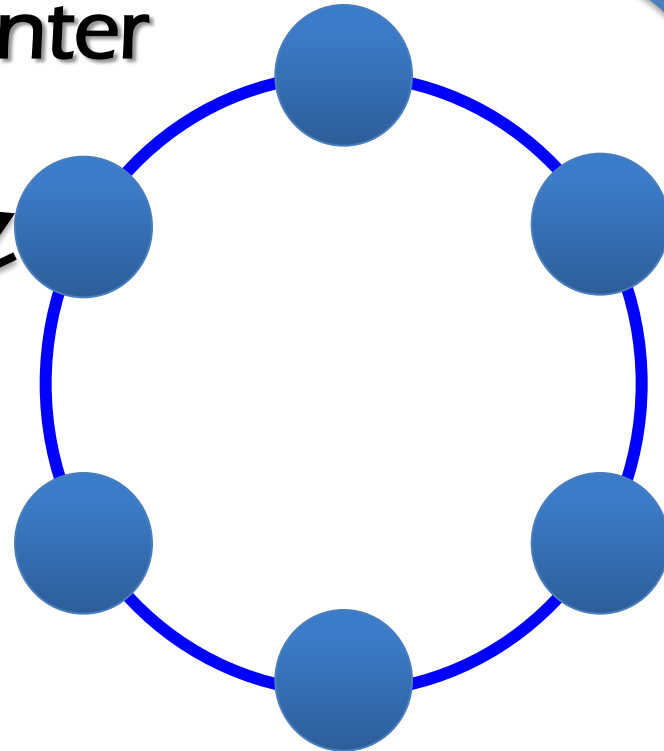


Local Datacenter

Client Library



get



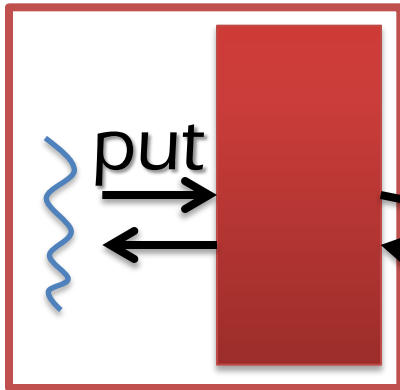
Put

$$\text{put_after} = \text{put} + \text{ordering metadata}$$

Key-Value Store

Local Datacenter

Client Library

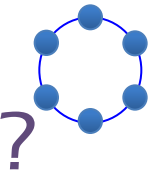
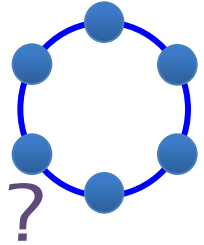


put_after

K:V

Replication Q

put
after



Dependency

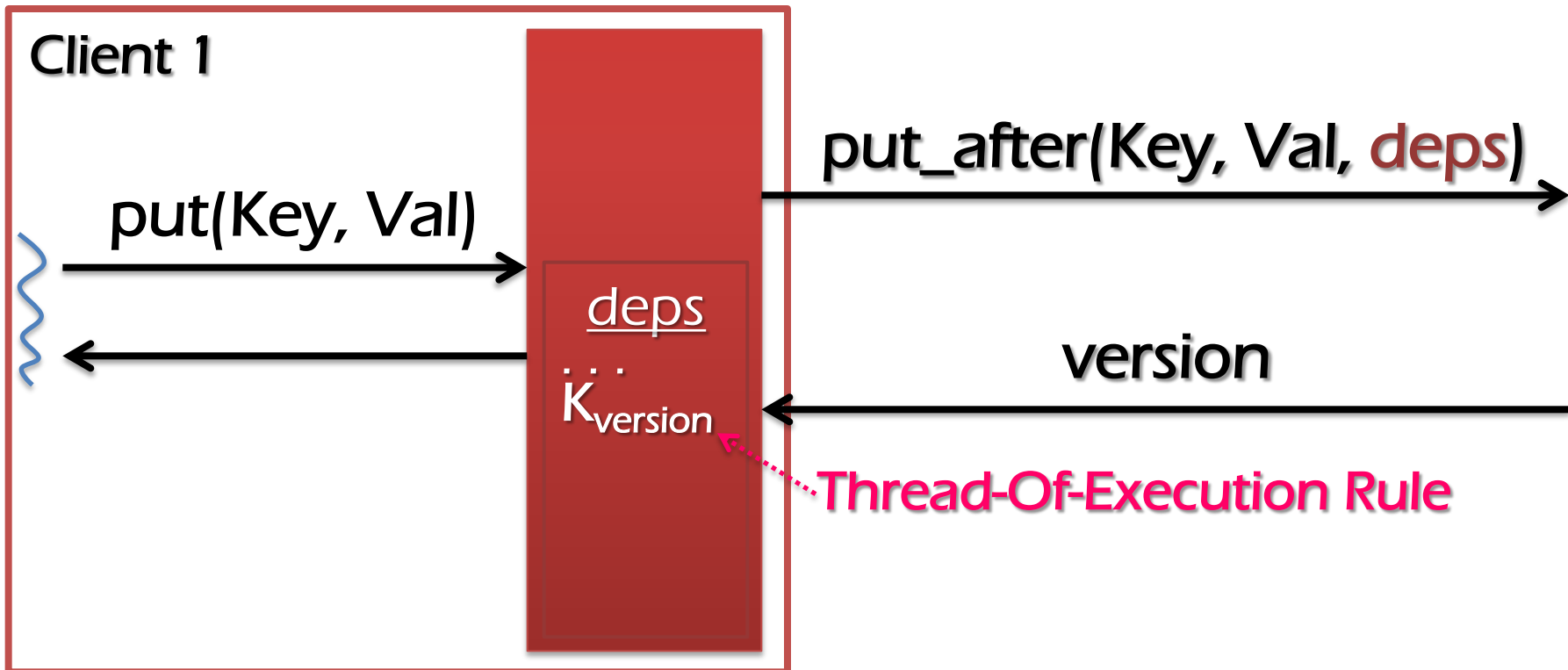
Deps are explicit metadata on values

Library track and attaches deps to **put_afters**

Dependency

Deps are explicit metadata on values

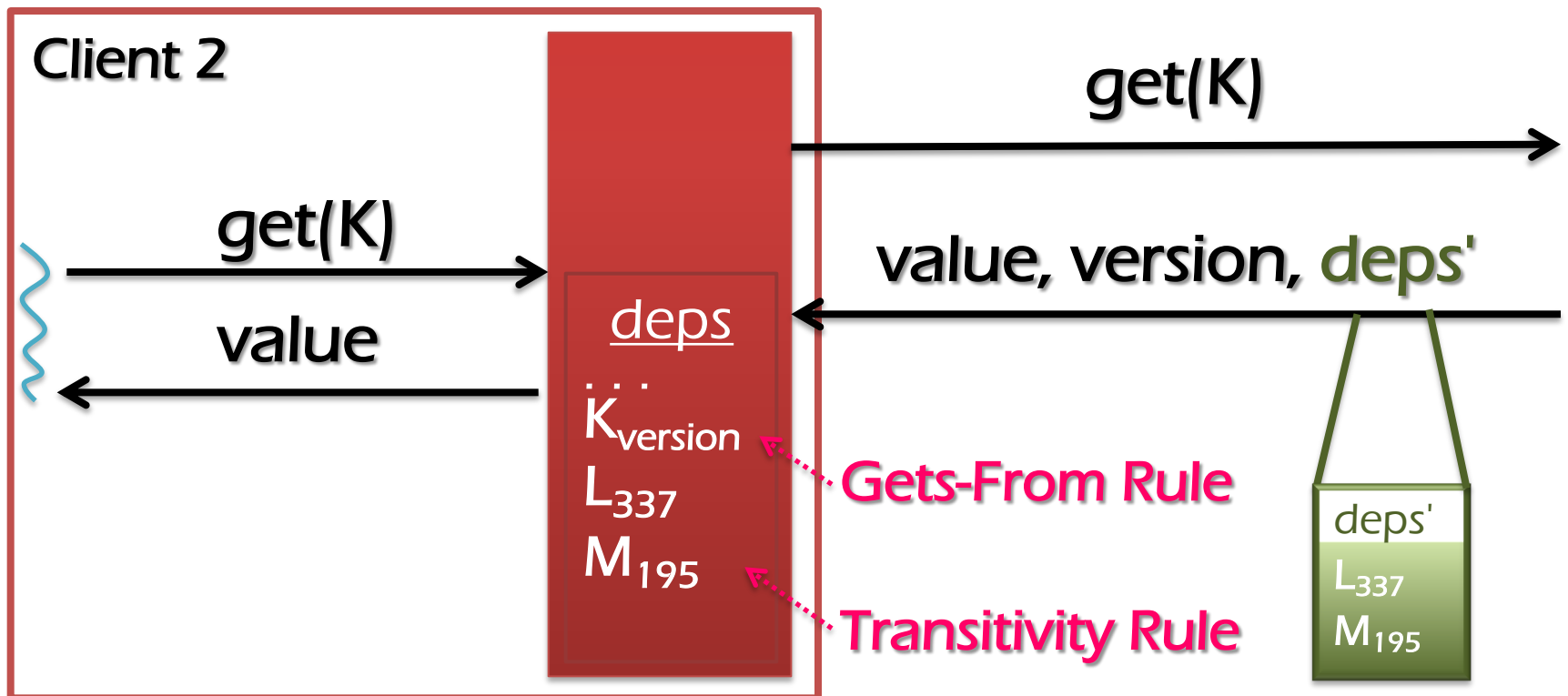
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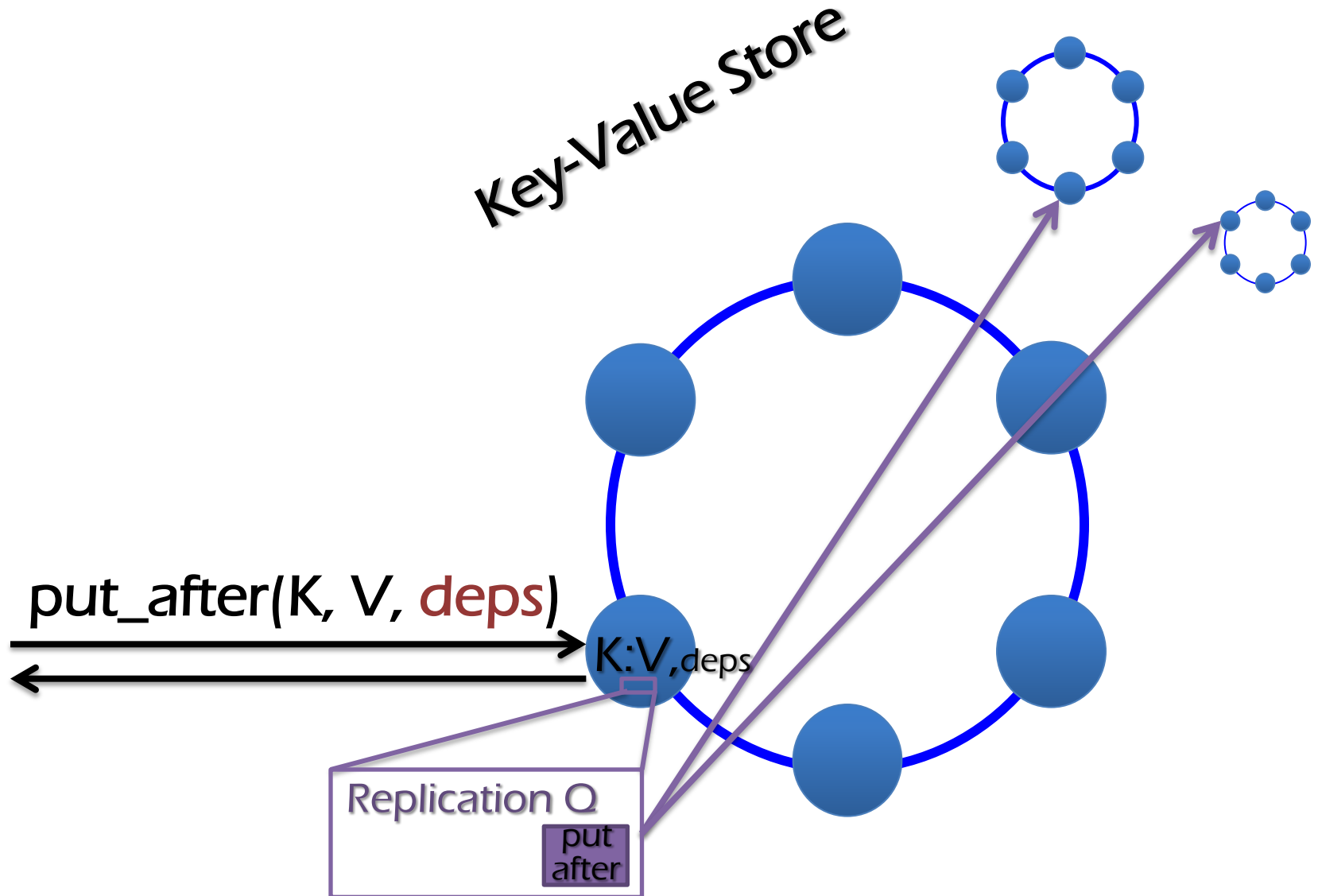
Dependency

Deps are explicit metadata on values

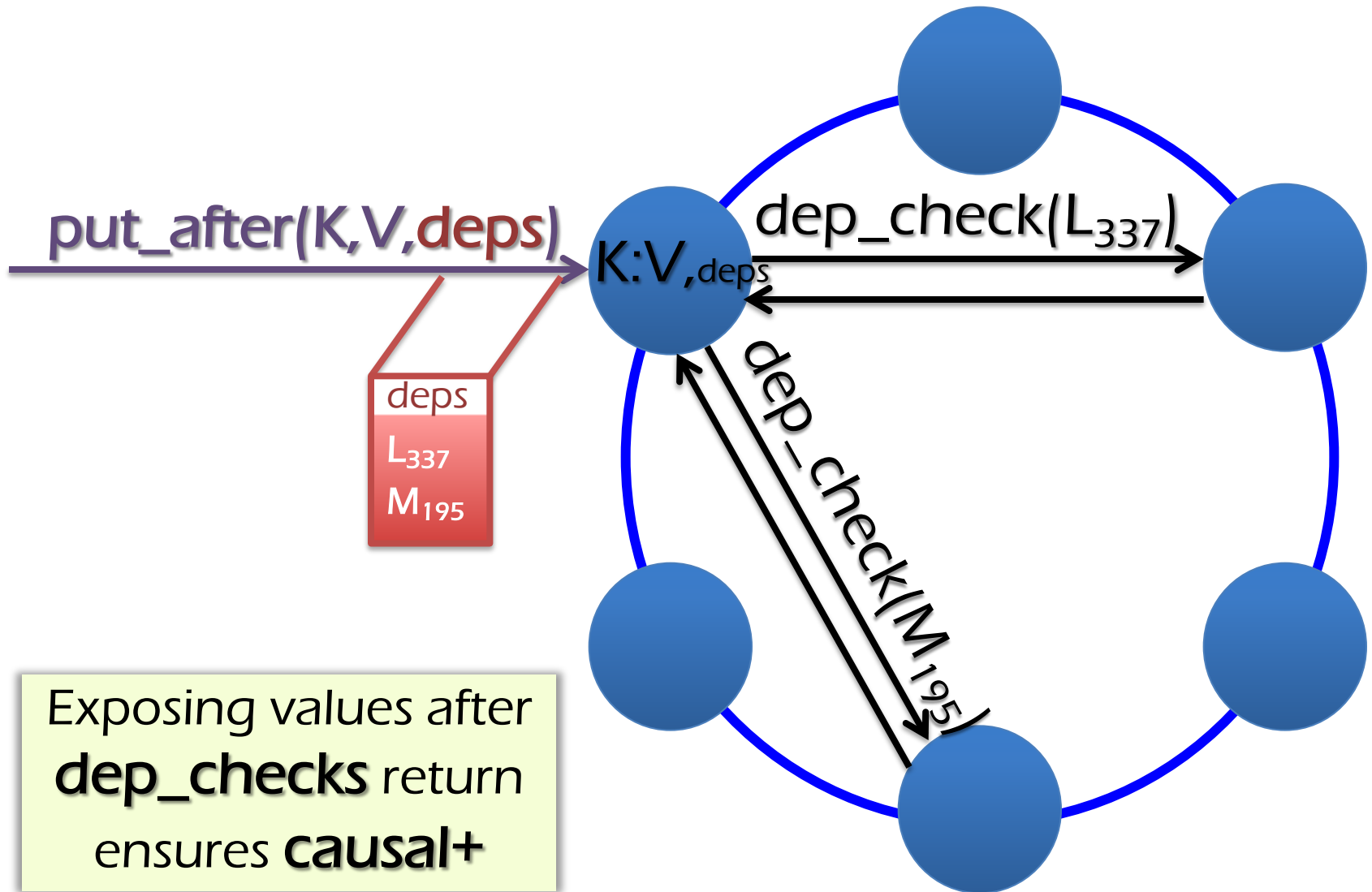
Library track and attaches deps to **put_afters**



Causal+ Replication



Causal+ Replication



Summary

COPS is a **scalable** distributed storage system that provides **causal+** consistency without sacrificing **ALPS** properties

COPS achieves causal+ consistency by tracking and **explicitly** checking that **causal dependencies** are satisfied before exposing writes in each cluster

Next Lecture

Topic: Crash Recovering & Logging

THANKS