

# PUTTING CONSISTENCY BACK INTO EVENTUAL CONSISTENCY

Valter Balegas, Sérgio Duarte, Carla Ferreira, Rodrigo Rodrigues, Nuno Preguiça NOVA LINCS / U. Nova de Lisboa

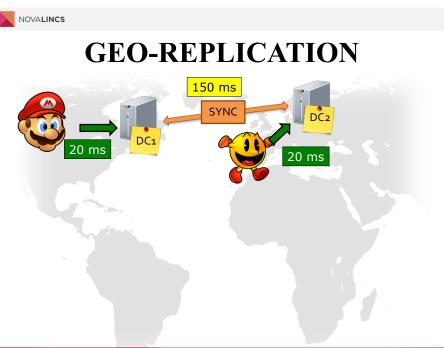
Mahsa Najafzadeh, Marc Shapiro INRIA, LIP6



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# **INTERNET SERVICES NOWADAYS**

- Services operate on a global scale.
- An unprecedented number of people are using internet services.







#### **GEO-REPLICATION** Tournament Tournament Player Player Sonic А Sonic А В Pac-man в Pac-man Mario Mario Valter Balegas – NOVA LINCS, FCT-UNL - Putting Consistency Back Into Eventual Consistency @ Eurosys'15

**GEO-REPLICATION** 

enroll(Pac-man, A)

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Player

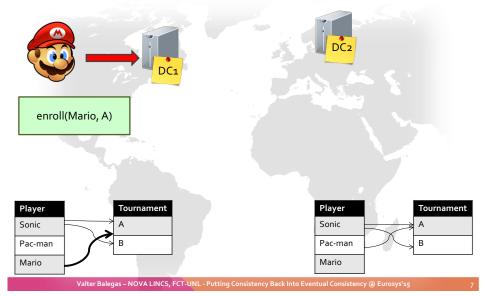
Sonic

Mario

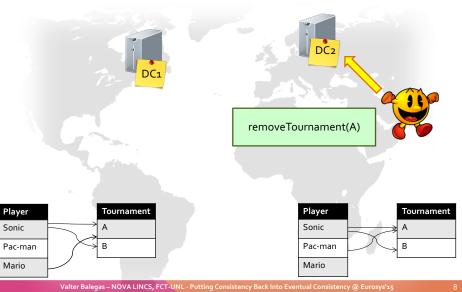


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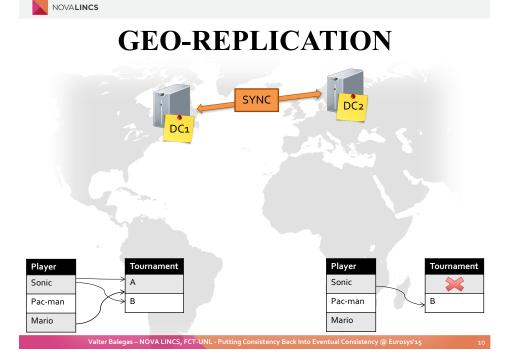
# **GEO-REPLICATION**



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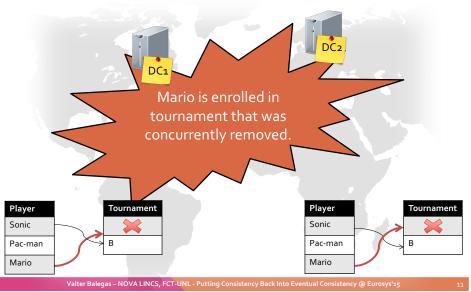


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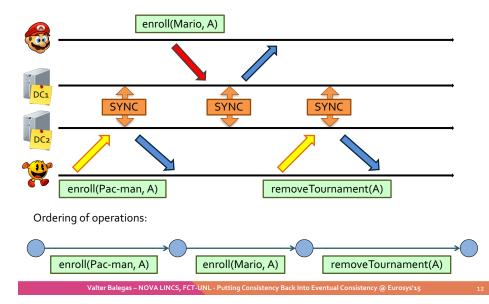
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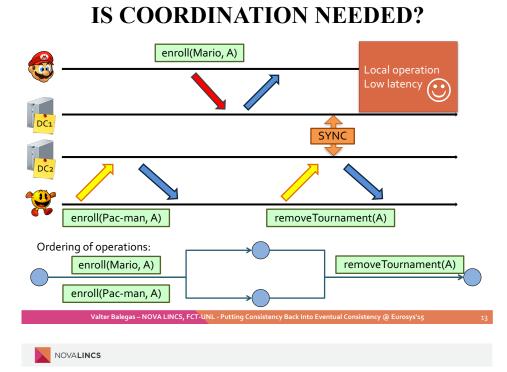
# **GEO-REPLICATION**



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#### STRONG CONSISTENCY





# **EXPLICIT CONSISTENCY**

- Programmer specifies application invariant.
- System ensures that every state transition preserves the invariant.
- Opportunity to improve performance by not restricting execution ordering.



# OUTLINE

- Background
- Explicit Consistency
- Indigo
- Evaluation
- Conclusion

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## A METHODOLOGY FOR EXPLICIT CONSISTENCY

- Identify *I-offenders* 
  - Static analysis identifies operations that may break invariants when executed concurrently.
- Choose reservations
  - Efficient mechanism to execute *I-offenders* avoiding coordination.
- Instrument application code with selected mechanism.

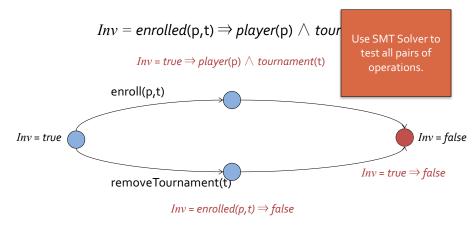
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# **STATIC ANALYSIS:** ALGORITHM



#### **STATIC ANALYSIS:** APPLICATION MODEL

- Programmer specifies:
  - Invariant:

"Players can only participate in existing tournaments."

*Inv* = enrolled(p,t)  $\Rightarrow$  player(p)  $\land$  tournament(t)

- Operations' side effects:

- enroll (p,t): {enrolled(p,t) := true }
- removeTournament(t): { tournament(t) := false}

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#### A METHODOLOGY FOR EXPLICIT CONSISTENCY

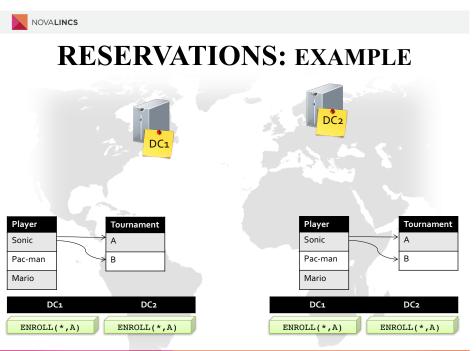
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# RESERVATIONS

- Mechanisms to control the execution of *I-offenders* without breaking invariants.
- Coordination outside the operation flow.
- Different reservations for different invariants:

| Invariant type        | Reservation      |
|-----------------------|------------------|
| Generic               | Multi-level Lock |
| Numeric               | Escrow           |
| Referential Integrity | Multi-level Lock |
| Uniqueness            | UID Generator    |
| Disjunction           | Multi-level Mask |
| Range partition       | Partition Lock   |

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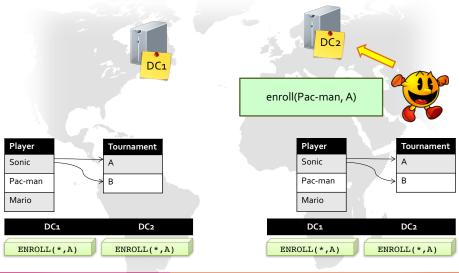
#### **RESERVATIONS:** MULTI-LEVEL LOCK

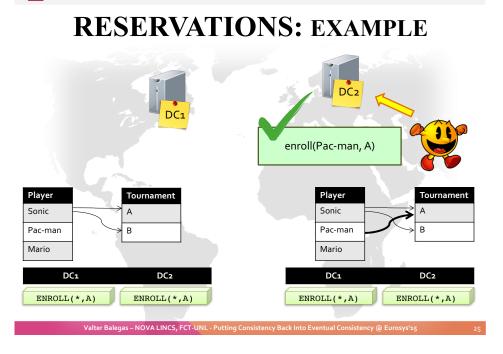
- Protects the execution of conflicting operations.
- Only allow the execution of one type of operation at a time.
- Operation can be executed by multiple clients that hold the lock.

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# **RESERVATIONS:** EXAMPLE





#### **RESERVATIONS:** EXAMPLE enroll(Mario, A) Player Tournament Player Tournament Sonic Sonic А А Pac-man Pac-man В В Mario Mario

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DC1

ENROLL(\*,A)

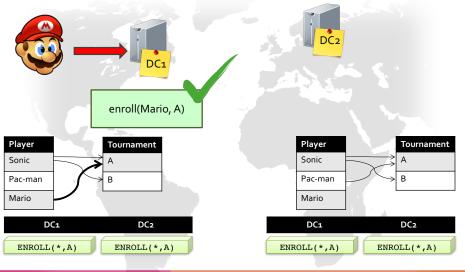
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DC2

ENROLL(\*,A)

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# **RESERVATIONS:** EXAMPLE



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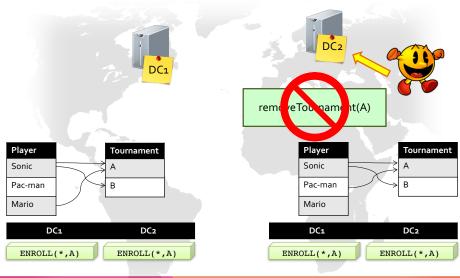
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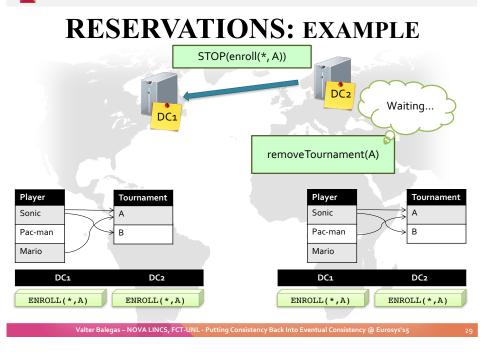
DC1

ENROLL(\*,A)

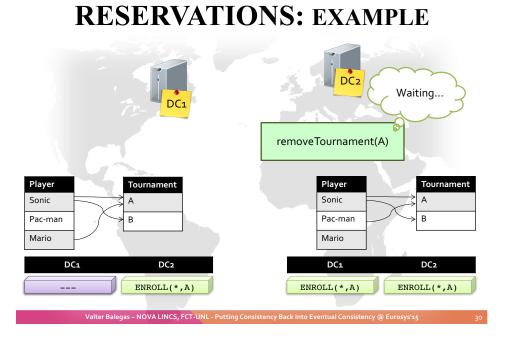
DC2

ENROLL(\*,A)



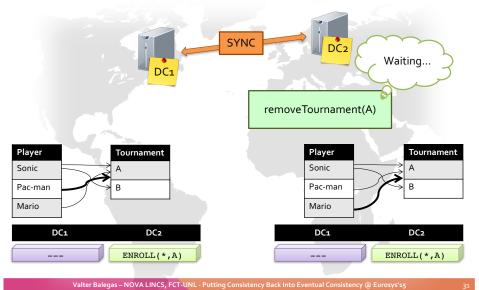


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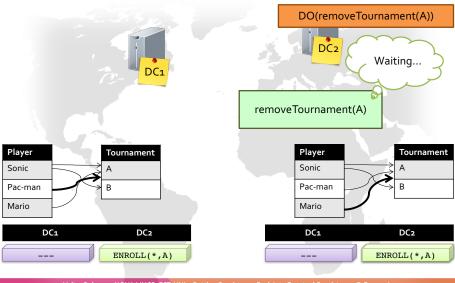


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# **RESERVATIONS:** EXAMPLE



## **RESERVATIONS:** EXAMPLE



| <b>RESERVATIONS:</b> EXAMPLE                       |   |
|--|---|
| DC1  | DC2   |
|  | removeTournament(A)                                     |
| Player Tournament   Sonic A                        | Player Tournament<br>Sonic                              |
| Pac-man B<br>Mario                                 | Pac-man B<br>Mario                                      |
| DC1 DC2  | DC1 DC2   |
| ENROLL(*, A)                                       | REMOVE_TRNMT (A)  |
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|  |   |
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# **EVALUATION**

- How well does the system scale?
- What is the latency of operations?
- Behavior with more reservations per operation?
- Applicability of the solution.

# INDIGO

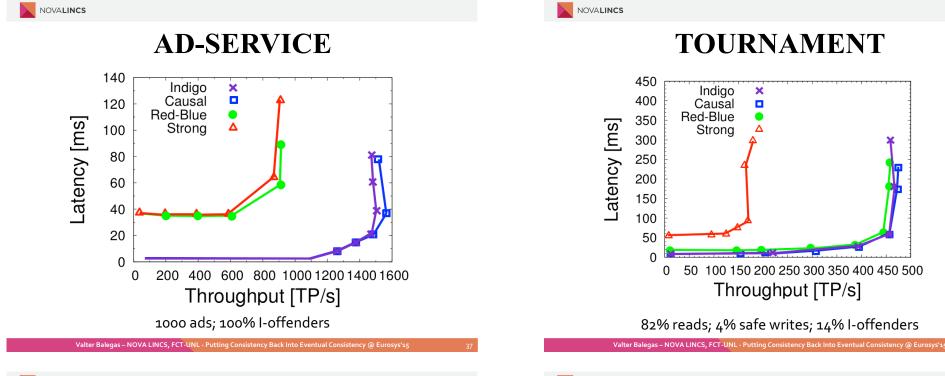
- Middleware that provides Explicit consistency on top of KV-Stores.
- Requires only properties that are known to be efficient.
- Can be extended with new reservations.

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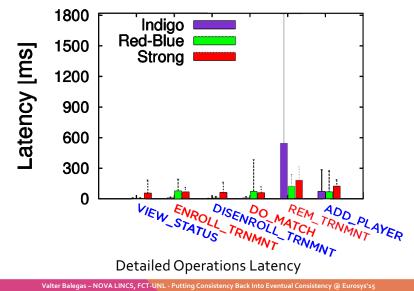
# DEPLOYMENT

- Data-centers deployed in AWS:
  - 3 Regions (EU, US-EAST/WEST);
  - N app-servers connect to local DBs;
  - Clients submit operations to the app-server in close loop.
- Compare performance:
  - Causal Consistency
  - Strong Consistency (Writes to single server)
  - Red-Blue Consistency (Causal + Writes to single server)
  - Explicit Consistency (Causal + Reservations)



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## **TOURNAMENT: OPERATIONS LATENCY**



# CONCLUSIONS

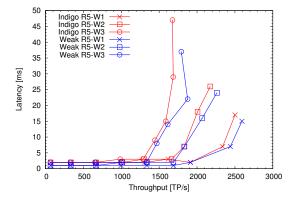
• Explicit Consistency successfully reduces coordination:

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- Programmers provide simple annotations;
- Static analysis detects conflicting operations;
- Low-latency operations with reservations.
- Performance comparable to Causal consistency.



# **Adding more reservations**



(b) Peak throughput with an increasing number of invariants (ad counter application).

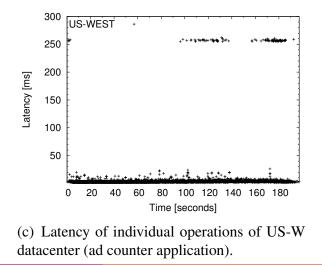
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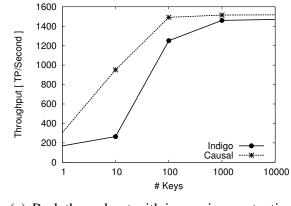
## Latency over time

**QUESTIONS?** 



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#### **Overhead with increasing contention**



(a) Peak throughput with increasing contention (ad counter application).