

# Just-Right Consistency

*Living on the edge, safely*

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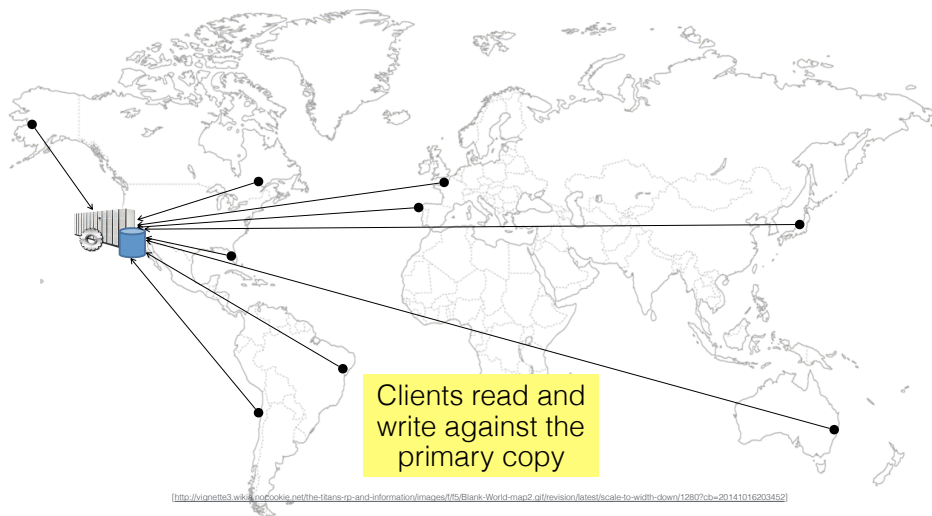
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Valter Balesgas, U. Nova Lisboa



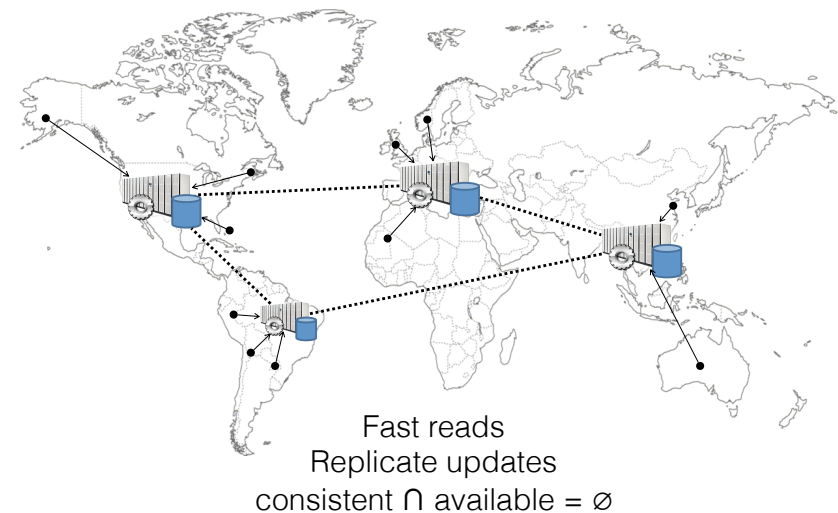
- I. Geo-distribution and consistency
- II. Consistency — just right for your application
- III. Antidote, a database for JRC
- IV. WIP: Antidote towards the edge

## Sequential data access

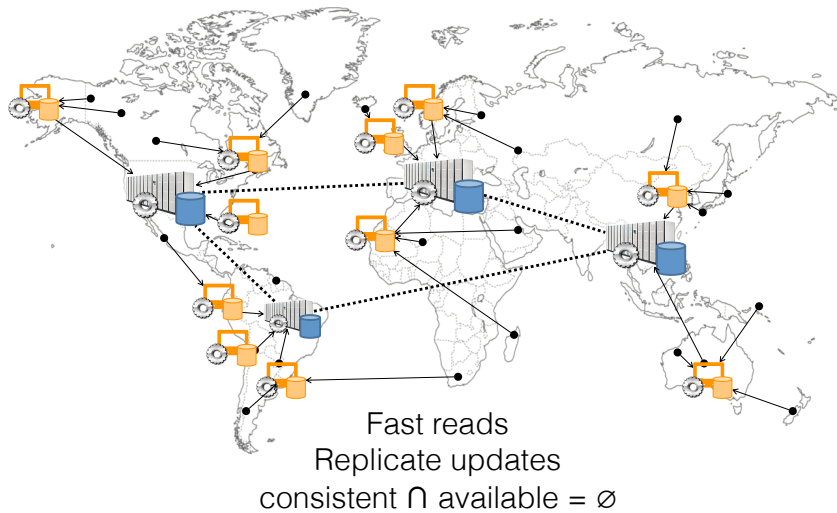


<http://imgur.com/12807cbe>

## Cloud



# Fog

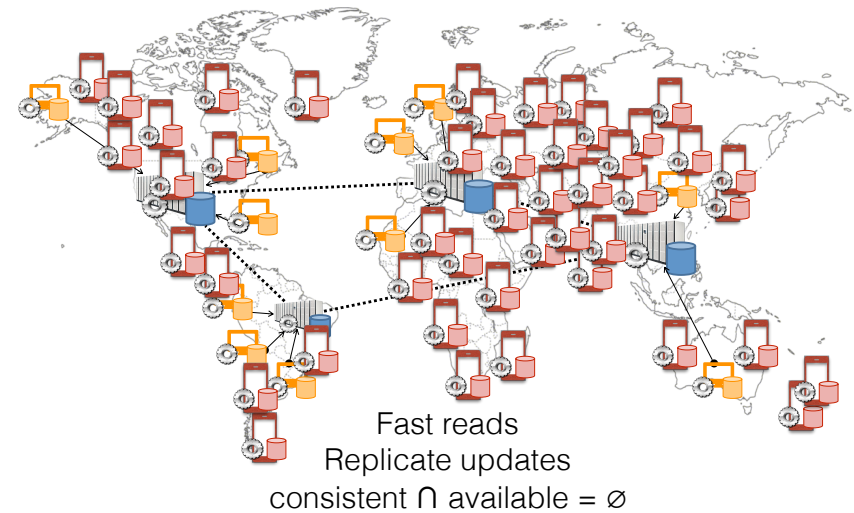


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# Far edge

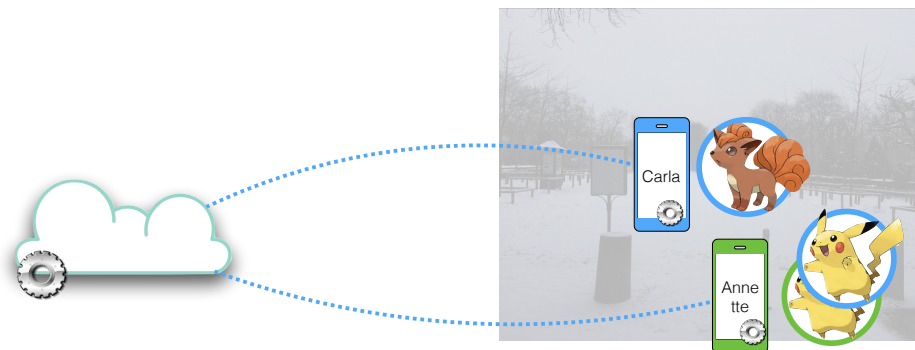


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# Consistency: Pokémon Go



Data at the edge, cloud-centric

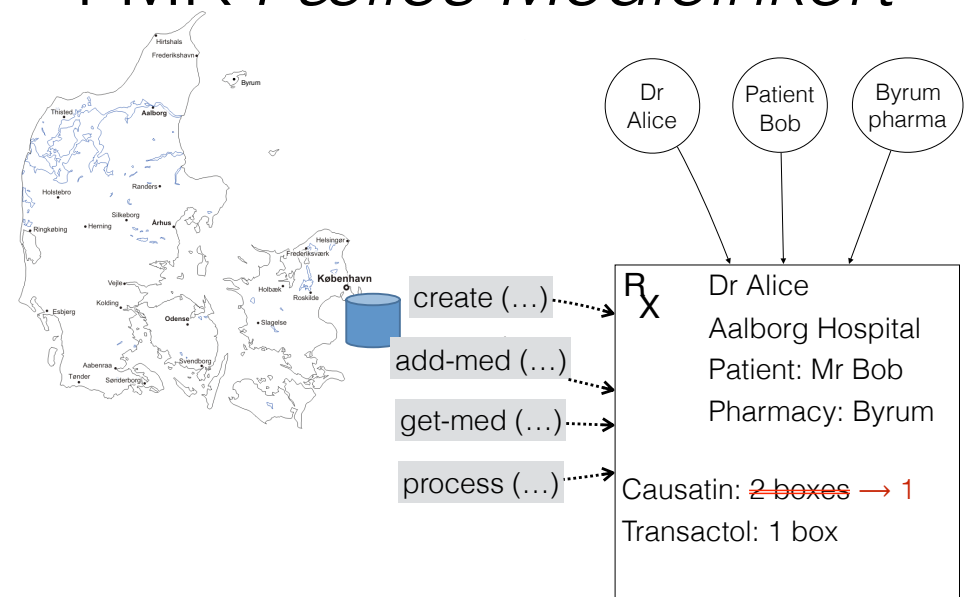
- ✓ availability, ✗ latency, ✗ bandwidth
- poor interaction
- anomalies

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# FMK *Fælles Medicinkort*



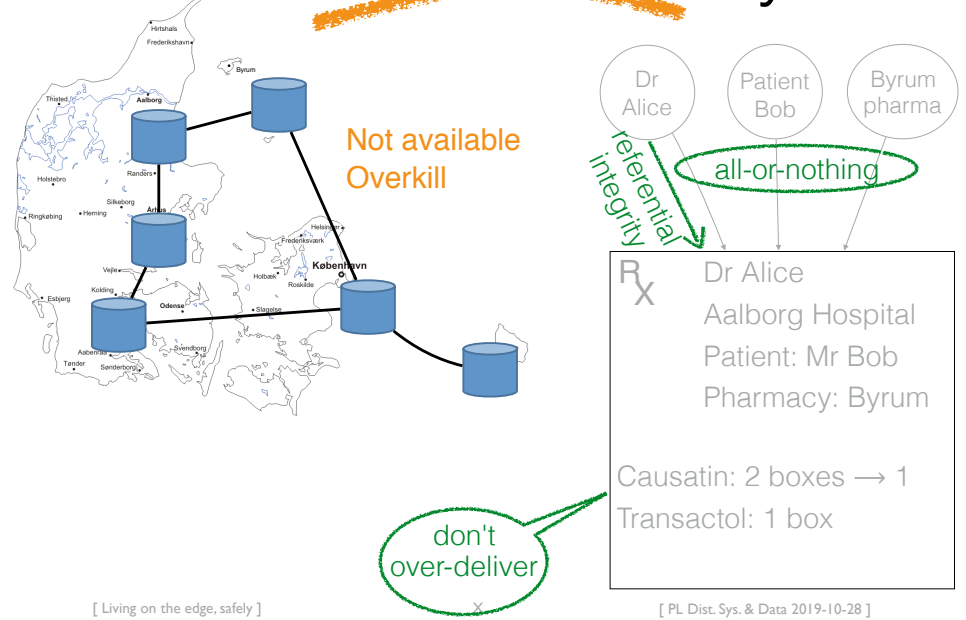
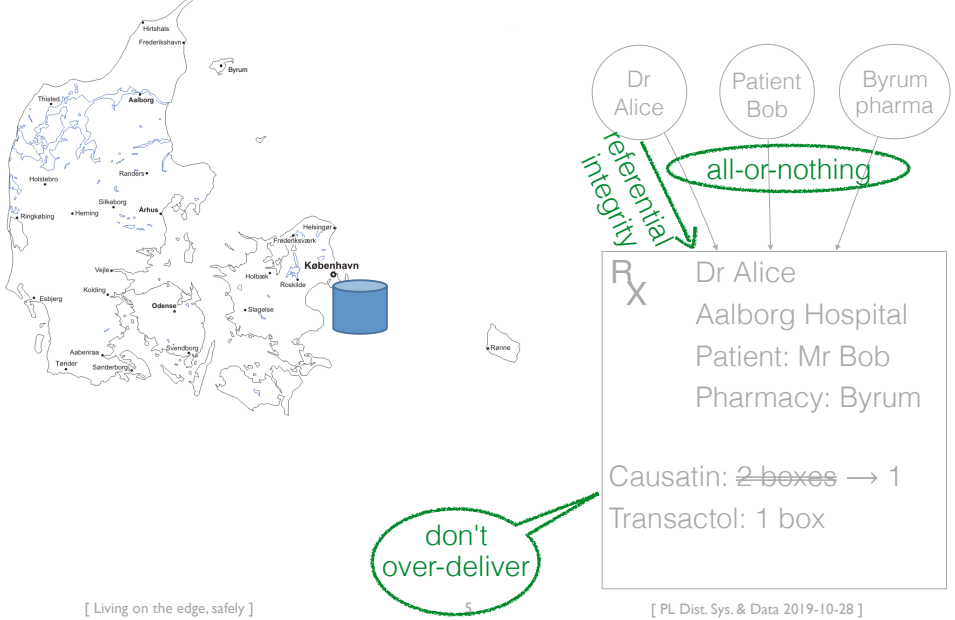
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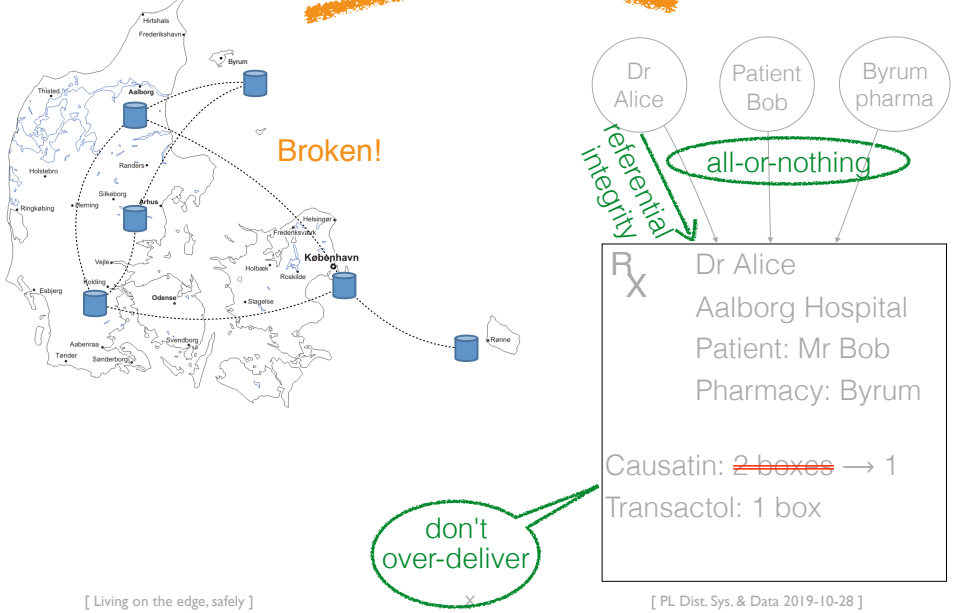
# Correctness invariants

# Strict serialisability



# Eventual consistency

# What is the right consistency model?



- No "one-size-fits-all" consistency model
- All-CP: over-conservative
  - All-AP: risk anomalies
- Consistency options?
- Hard to choose the right one
  - What happens when switching?

# Just-Right Consistency

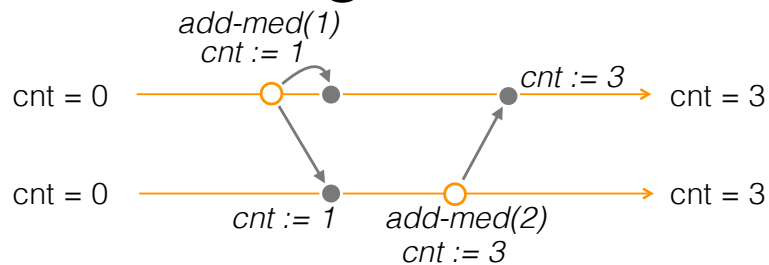
Sequential version is correct

Tailor consistency to *application invariants*

As available as possible & as consistent as necessary

- Asynchronous by default
- Synchronise (only) when required by application invariants
- Co-design application & protocol
- Correct by construction

## assign + CP



Concurrent, asynchronous updates

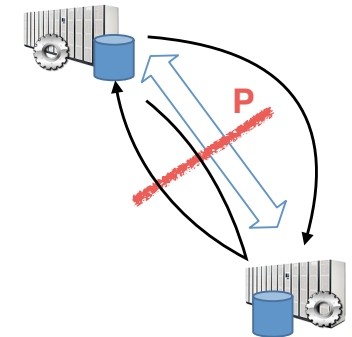
- Standard register model: assignments  $\Rightarrow$  CP
- AP  $\Rightarrow$  concurrent updates + merge

CRDT: register, counter, set, map, sequence

- Plug-in replacement for sequential type

Rx.Patient: write\_once\_reg. Rx.Meds: set

# Approach



Consistency: one size does *not* fit all

Correct: maintain invariants

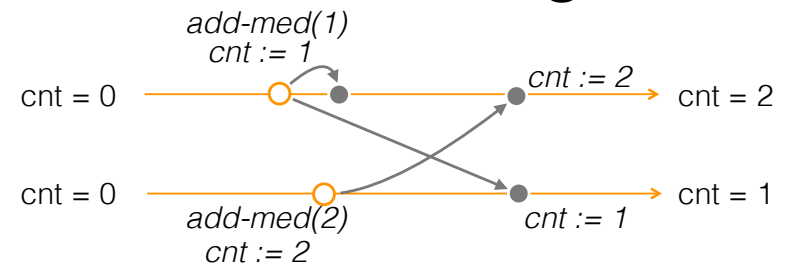
- But often unknown!

Methodology:

- Preserve sequential *patterns*
- Synchronise only when *strictly necessary* for application

best possible availability and performance

## Concurrent assignment



Concurrent, asynchronous updates

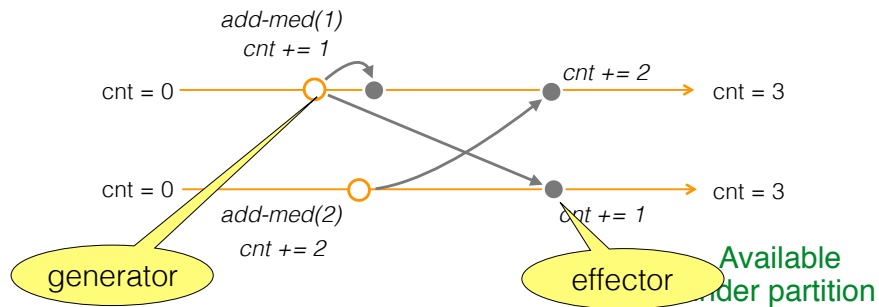
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Rx.Patient: write\_once\_reg. Rx.Meds: set

# Conflict-free Replicated Data Type



Concurrent, asynchronous updates

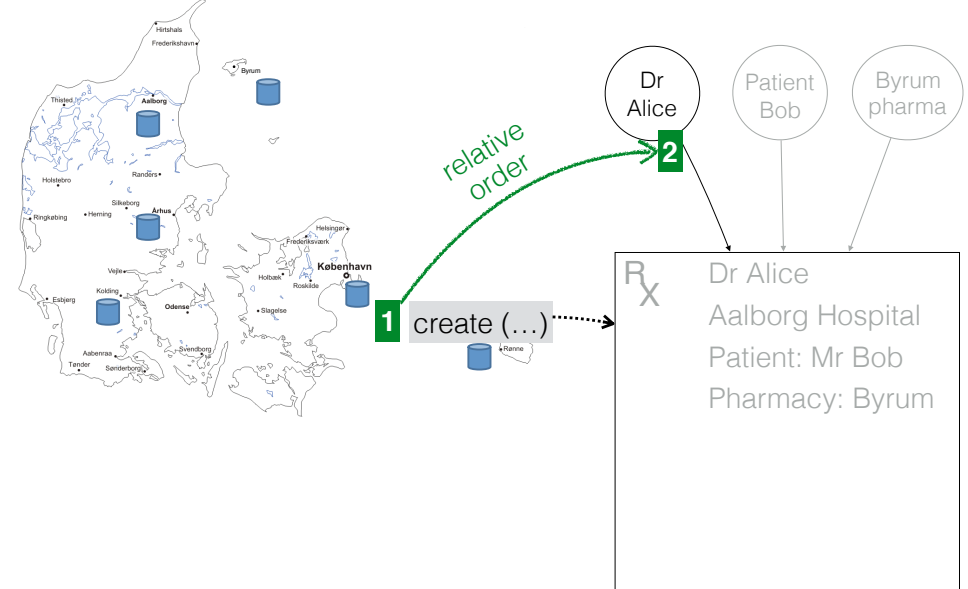
- Standard register model: assignments  $\Rightarrow$  CP
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# Ordered-item invariant



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without CC animation

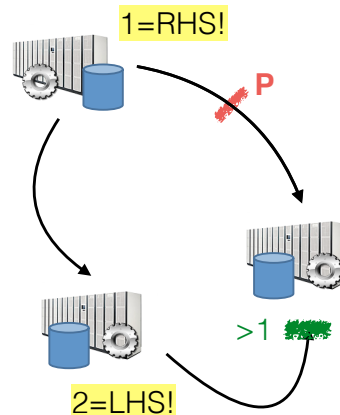
# Causal consistency

*create-p* before *add-med*

- “Bob points to Rx  $\Rightarrow$  Rx valid”
- General case: LHS  $\Rightarrow$  RHS
- pattern: RHS!; LHS!

Deliver in the right order: Causal Consistency

AP-compatible



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with CC animation

# Causal consistency

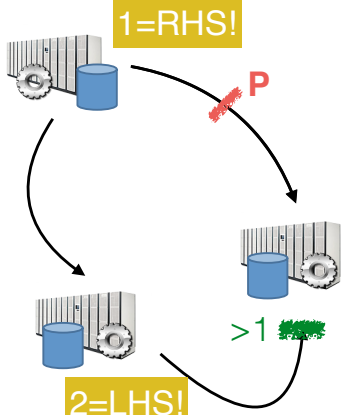
Available under partition

*create-p* before *add-med*

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Deliver in the right order: Causal Consistency

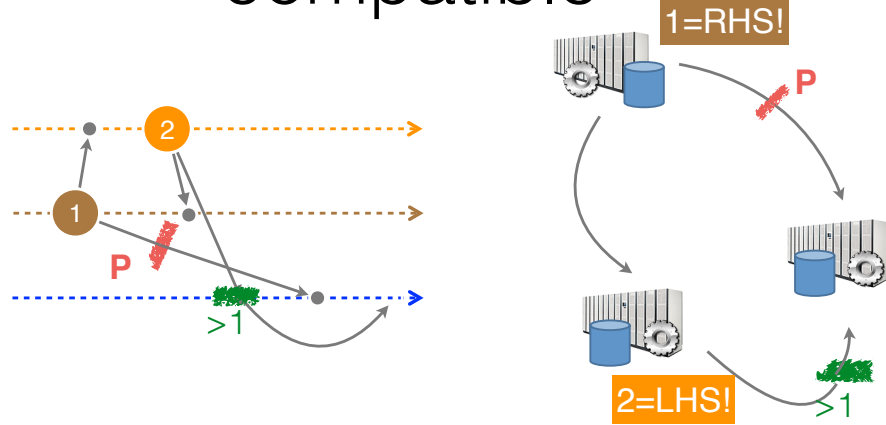
AP compatible



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with animations

# Local consistency is AP-compatible



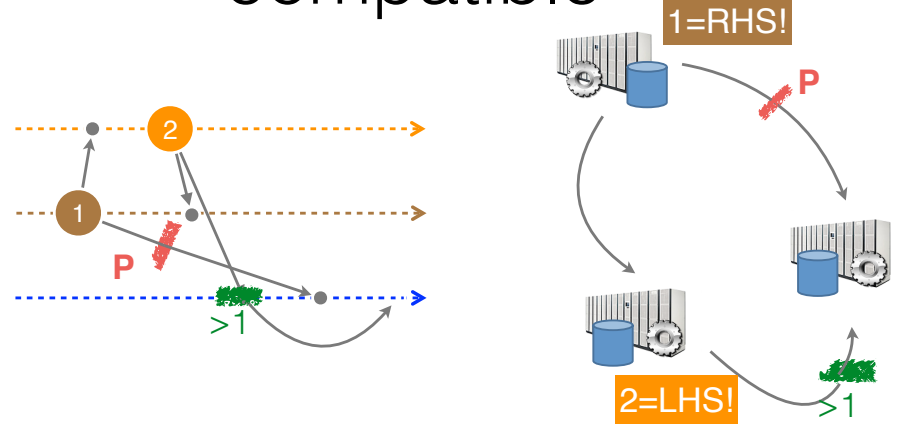
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no animations

# Local consistency is AP-compatible

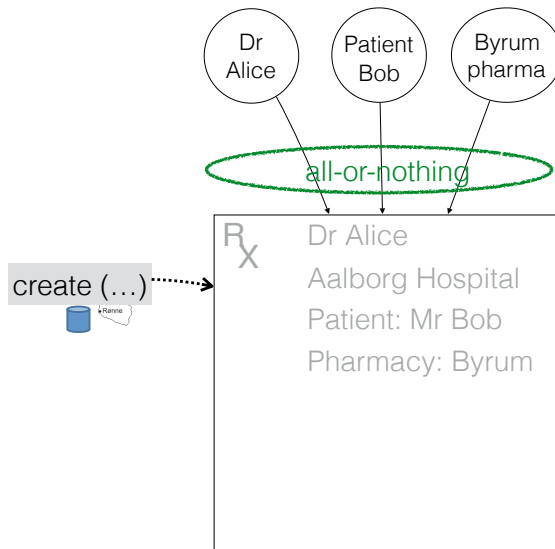
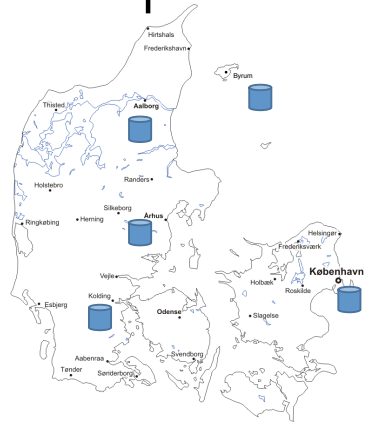


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# Equivalent-item invariant



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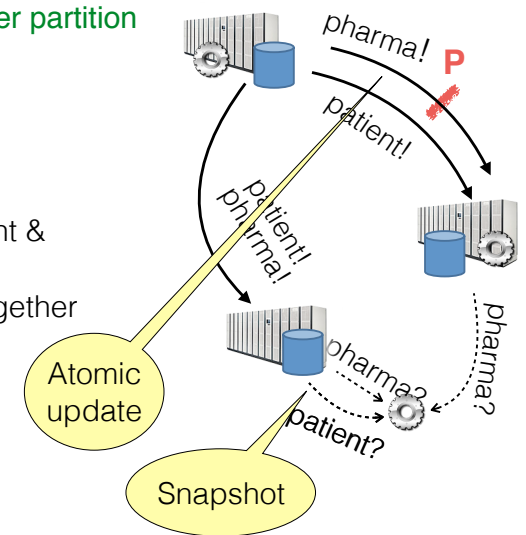
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with animations

# All-or-nothing bundle

Available under partition

*create-p* updates doctor, patient & pharmacy record  
 Transmit, read joint updates together  
 = All-or-Nothing ( $\Delta$  of  $\Delta$ CID)  
 AP-compatible



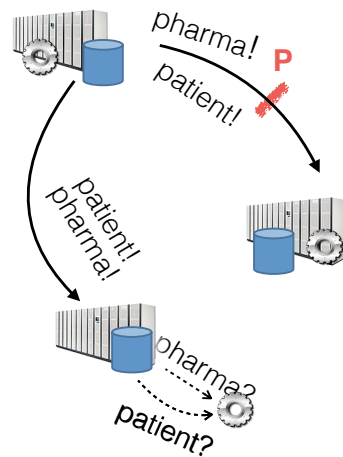
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# All-or-nothing

*create-p* updates doctor, patient & pharmacy record  
 Transmit, read joint updates together  
 = All-or-Nothing ( $\Delta$  of  $\Delta$ CID)  
 AP-compatible



# Txn| Causal Consistency

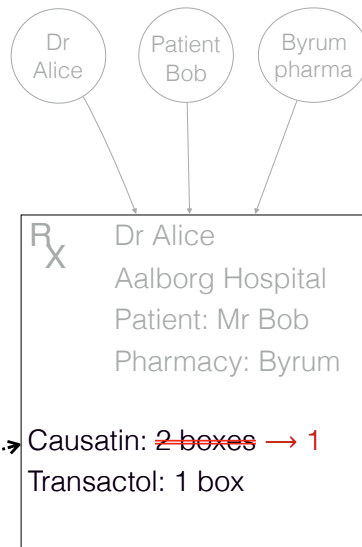
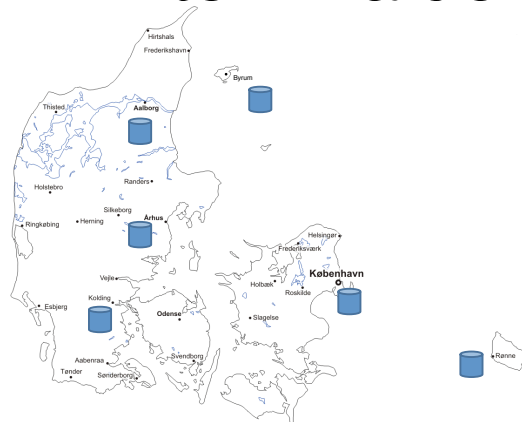
Transactional Causal Consistency (TCC) = strongest AP model  
 Guarantees AP-compatible invariant patterns  
 Antidote: first industrial-strength TCC data store

- alpha

Guarantees Relative-Order and Joint-Update invariant patterns



# Item-value invariant



precondition-modify

# CISE result

Assume:

- Causal consistency, atomic effectors
- Initial state satisfies invariant
- $u$  and  $v$  maintain the invariant in isolation ( $\Rightarrow u; v$  maintains invariant)

If

- $U_{eff}, V_{eff}$  commute
- $U_{pre}$  stable under  $V_{eff}$ ,  $V_{pre}$  stable under  $U_{eff}$

Then  $u \parallel v$  maintains the invariant

- Otherwise, disallow  $u \parallel v$

Sequential  $\rightarrow$  concurrent

Safe sequential code

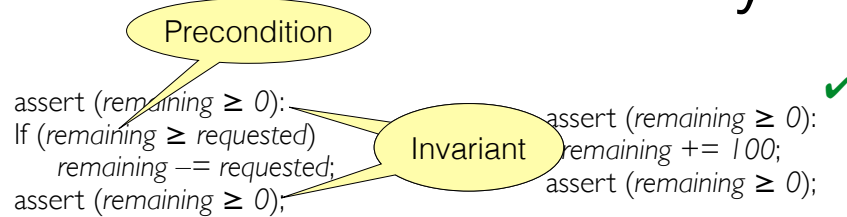
CRDTs

Synchronise only when necessary

What invariant?



# Precondition-modify



May precondition be negated by concurrent update?

If precondition of  $u$  is stable under  $v$ , and vice-versa:  
then  $u \parallel v$  OK.

otherwise

- weaken invariant, Available under partition
- or synchronisation required.

# Precondition-modify



May precondition be negated by concurrent update?

If precondition of  $u$  is stable under  $v$ , and vice-versa:  
then  $u \parallel v$  OK. Available under partition

otherwise

- weaken invariant,
- or synchronisation required.

# Sequential → concurrent

Assume

- Causal consistency, atomic effectors
- Sequentially-correct program

Transformations:

- Replace sequential data types with CRDTs
  - If not possible, synchronise access
- Verify precondition stability
- If not stable
  - either weaken invariant
  - or synchronise

# Just-Right Consistency

Tailor consistency to application invariants

- (possibly unknown)

Three types of invariants:

- Ordered updates ⇒ Causal, AP
- Joint updates ⇒ Bundled, AP
- CAP-sensitive: precondition-modify
  - Mutually stable ⇒ concurrent OK. AP.
  - Otherwise, concurrency control. CP

Baseline: Correct app under strong consistency

- Identify, maintain programming patterns

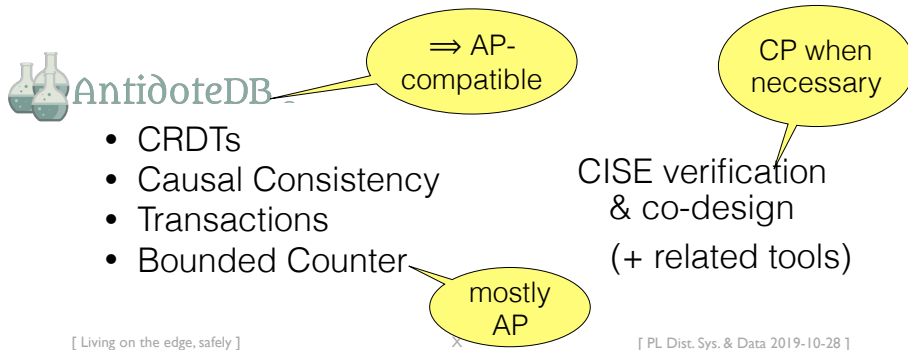


# Just-Right Consistency

Methodology for provably ensuring  
As Available as Possible, Consistent Enough

TCC ⇒ AP-compatible invariants

CAP-sensitive invariants: Bounded Ctr, CISE



CRDT data model

- Register, counter, set, map, sequence
- Extends sequential semantics

Transactional Causal Consistency Plus (TCC+)

- ≙ Relative Order + Bundles + CRDTs
- Strongest AP model

CISE: verify precondition stability

Open source, well engineered, growing community

# Open issues

Leap of faith: invariants → patterns; three patterns.

Scale to the edge: causal consistency expensive

Transaction semantics

- atomicity = easy
- cost of snapshot reads

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