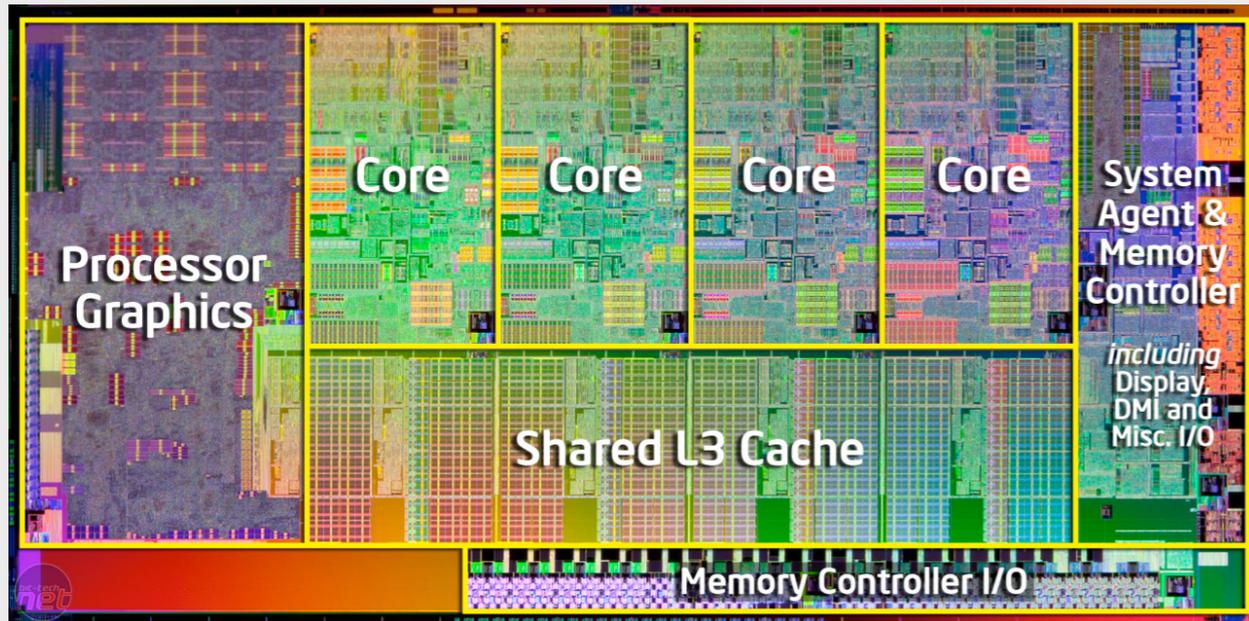


LVars for distributed programming or, LVars and CRDTs **join** forces

Lindsey Kuper
Programming Systems Lab, Intel Labs

IFIP WG 2.8 Meeting
May 26, 2015

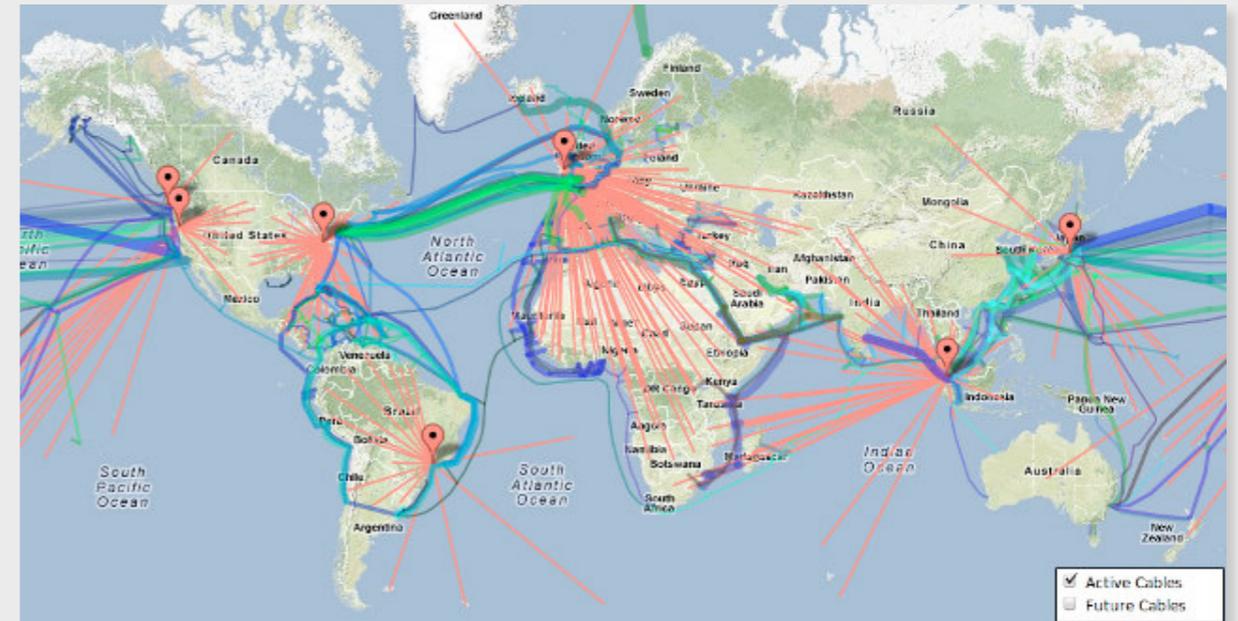




Shared-memory
parallel programming

LVars

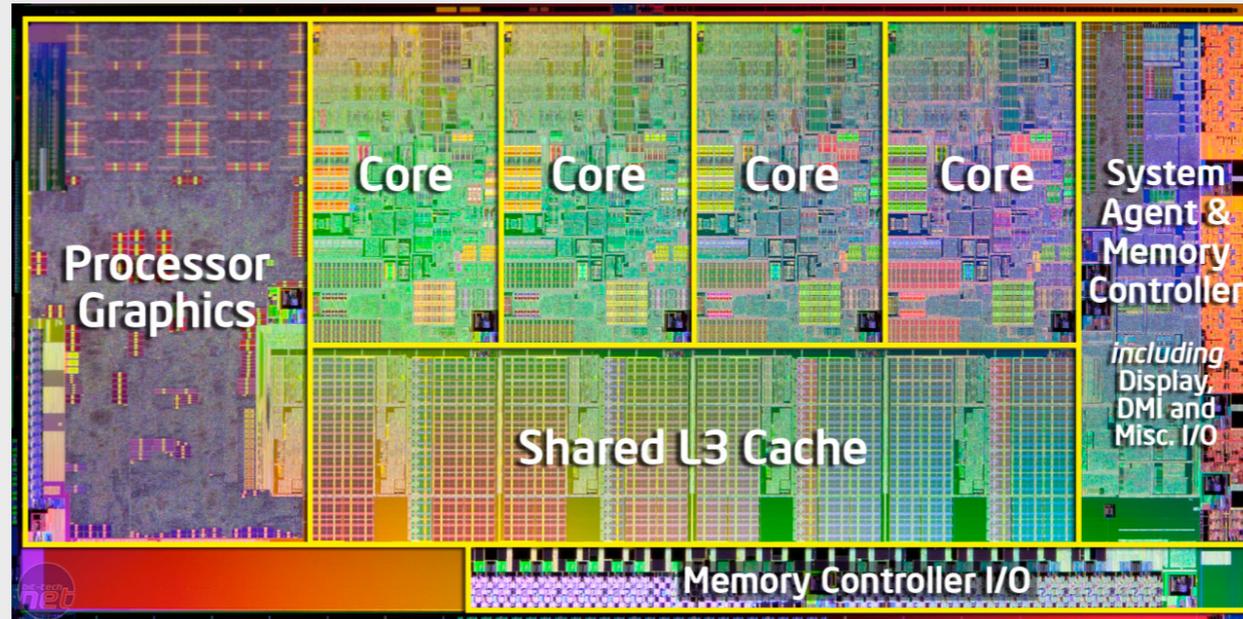
(Observable) determinism



Distributed
programming

CRDTs

(Eventual) consistency



Shared-memory
parallel programming

LVars

(Observable) determinism

```
data Item = Book | Shoes | ...
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

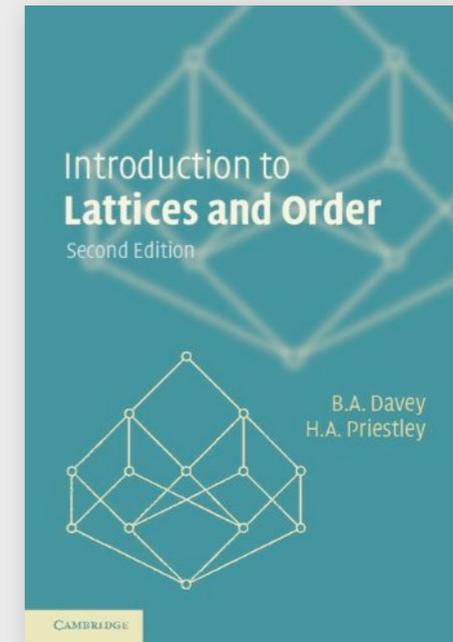
```
p = do cart <- newIORef empty
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
            (\m -> (insert Book 1 m, ())))
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
            (\m -> (insert Book 1 m, ())))
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```



(What happens when we run this?)

```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```

MVars: single writes, blocking (but exact) reads

[Arvind *et al.*, 1989]

LMVars: **commutative and inflationary** writes,
blocking **threshold** reads



```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```

lVars: single writes, blocking (but exact) reads

[Arvind *et al.*, 1989]

lVars: **commutative and inflationary** writes,
blocking **threshold** reads

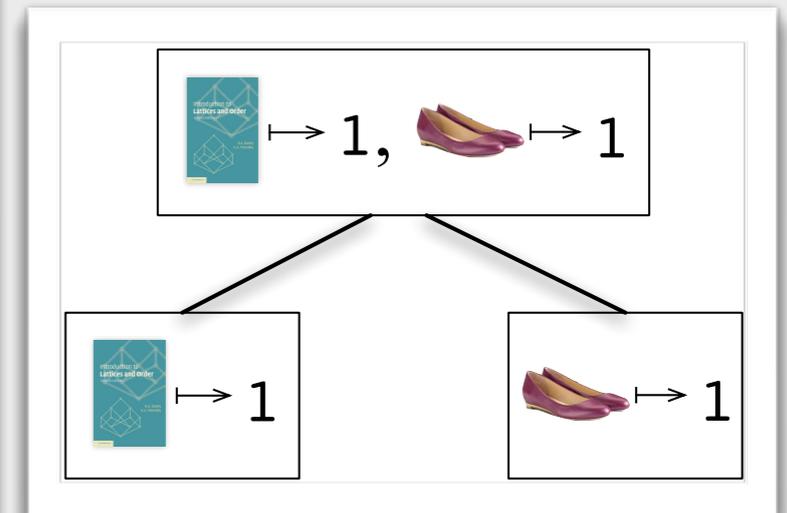


* actually a bounded join-semilattice

```
data Item = Book | Shoes | ...
```

```
p :: IO (Map Item Int)
```

```
p = do cart <- newIORef empty  
      async (atomicModifyIORef cart  
             (\m -> (insert Book 1 m, ())))  
      async (atomicModifyIORef cart  
             (\m -> (insert Shoes 1 m, ())))  
      res <- async (readIORef cart)  
      wait res
```



IVars: single writes, blocking (but exact) reads

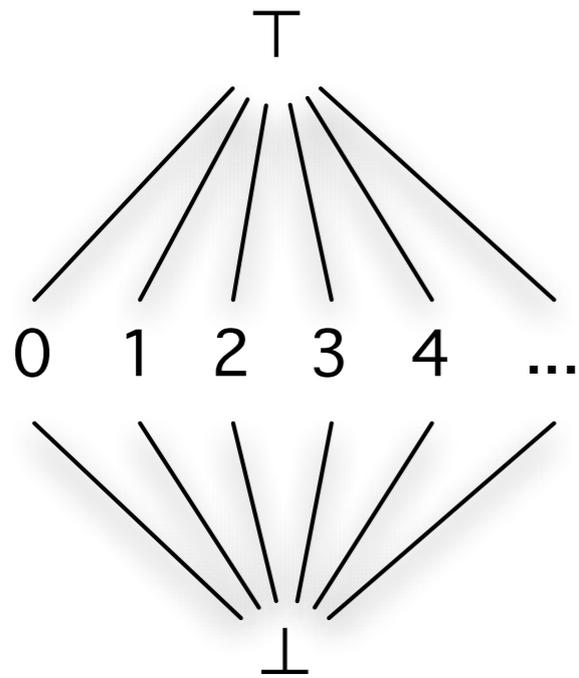
[Arvind *et al.*, 1989]

LVars: **commutative and inflationary** writes,
blocking **threshold** reads



* actually a bounded join-semilattice

num



Raises an error, since $3 \sqcup 4 = \top$

do

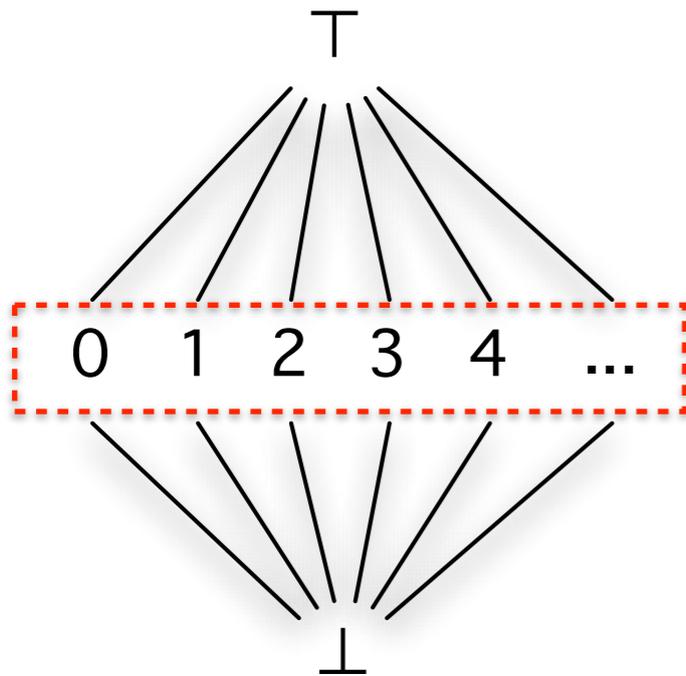
```
fork (put num 3)  
fork (put num 4)
```

Works fine, since $4 \sqcup 4 = 4$

do

```
fork (put num 4)  
fork (put num 4)
```

num



Raises an error, since $3 \sqcup 4 = \top$

do

```
fork (put num 3)  
fork (put num 4)
```

Works fine, since $4 \sqcup 4 = 4$

do

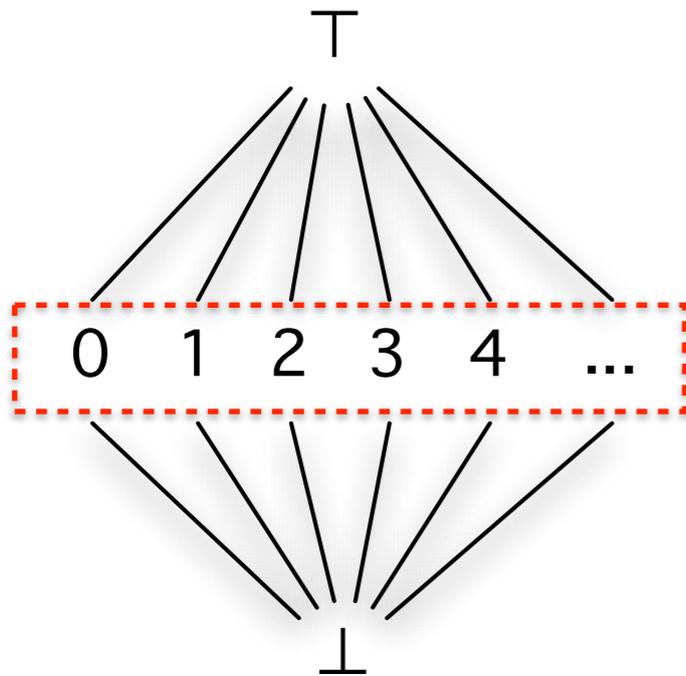
```
fork (put num 4)  
fork (put num 4)
```

get blocks until threshold is reached

do

```
fork (put num 4)  
get num
```

num



Raises an error, since $3 \sqcup 4 = \top$

do

```
fork (put num 3)
fork (put num 4)
```

Works fine, since $4 \sqcup 4 = 4$

do

```
fork (put num 4)
fork (put num 4)
```

get blocks until threshold is reached

do

```
fork (put num 4)
get num
```

Data structure author's
obligation:

threshold set elements
must be

pairwise incompatible

counter

┌
|
|
:
3
|
2
|
1
|
└

Works fine, since `incrs` commute

do

```
fork (incr1 counter)
```

```
fork (incr42 counter)
```

counter

┌
|
:
3
|
2
|
1
|
└

Works fine, since `incrs` commute

do

```
fork (incr1 counter)
```

```
fork (incr42 counter)
```

`get` blocks until threshold is reached

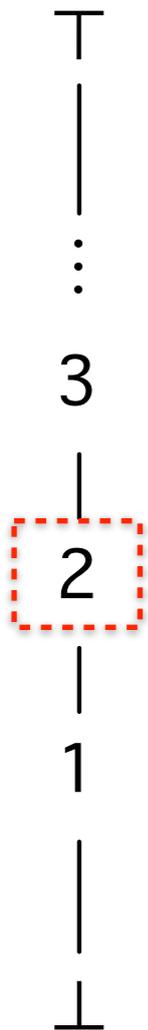
do

```
fork (incr1 counter)
```

```
fork (incr42 counter)
```

```
get counter 2
```

counter



Works fine, since `incrs` commute

do

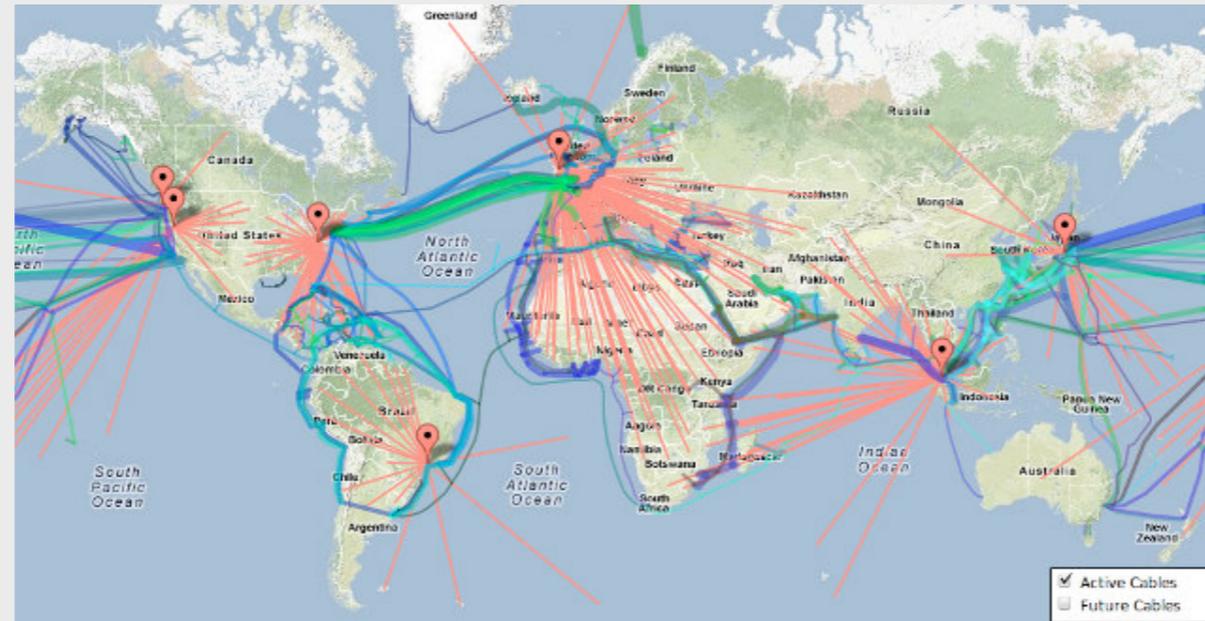
```
fork (incr1 counter)
fork (incr42 counter)
```

`get` blocks until threshold is reached

do

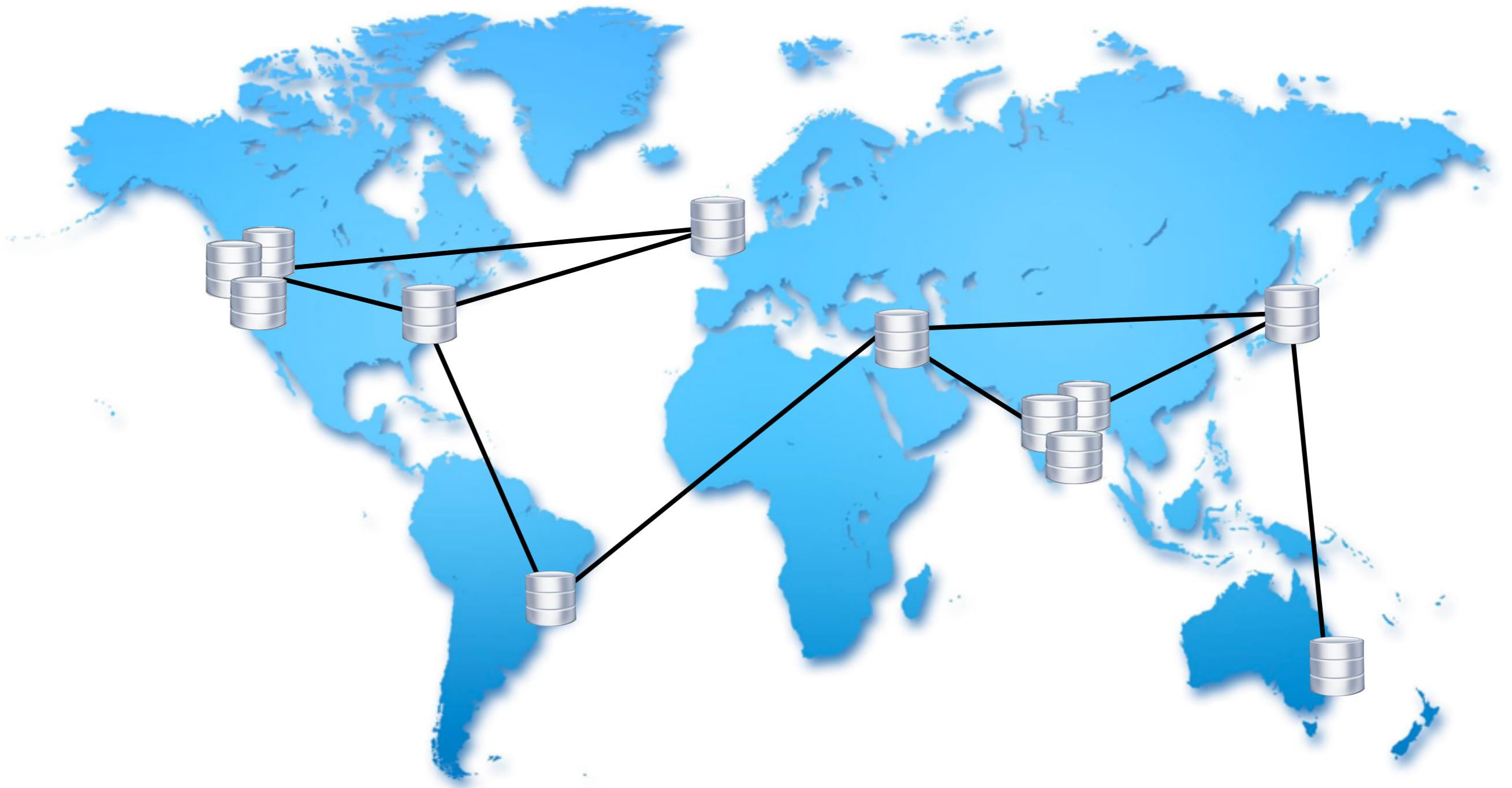
```
fork (incr1 counter)
fork (incr42 counter)
get counter 2
```

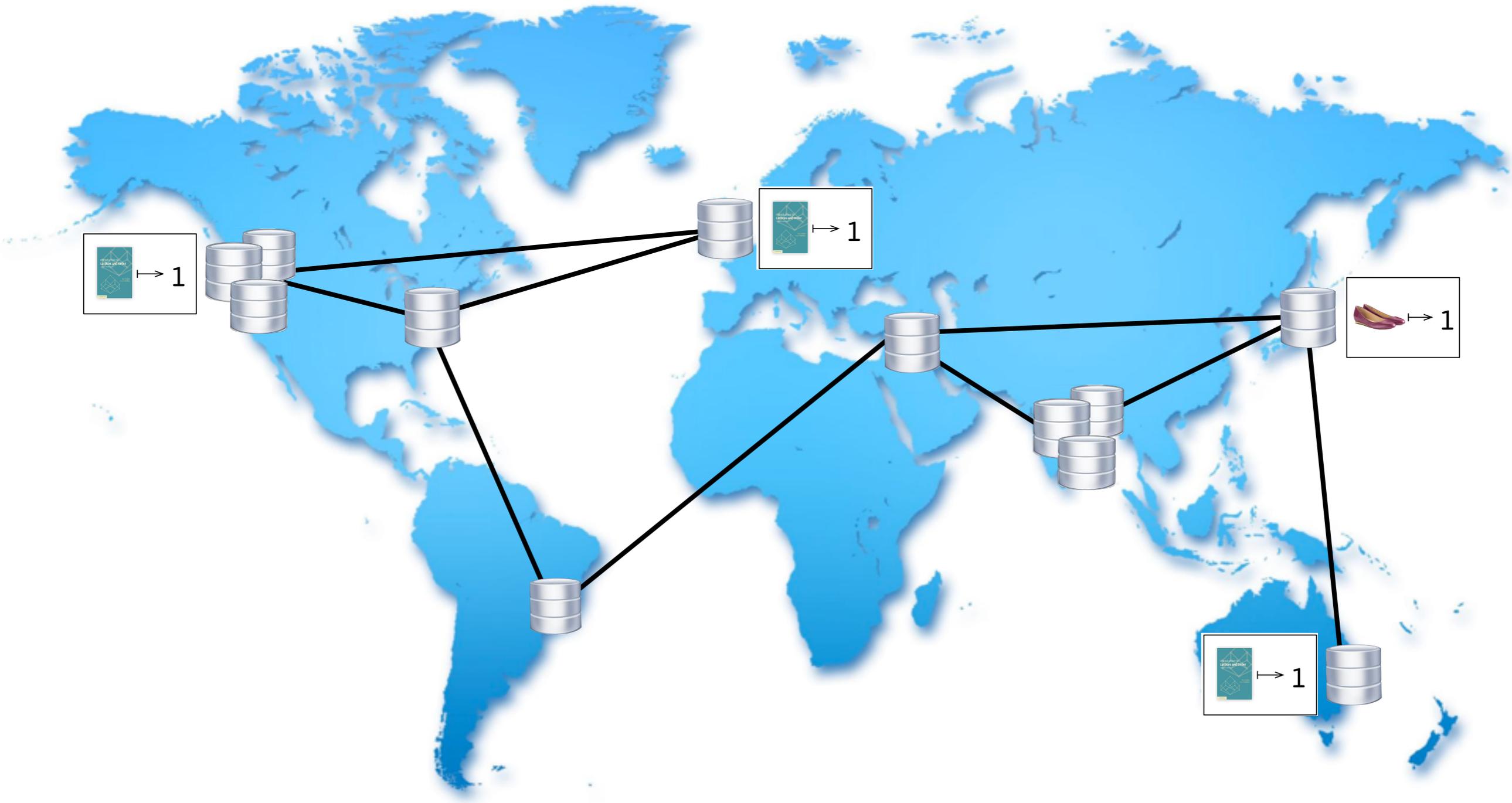
unblocks when `counter` is at least 2
exact contents of `counter` **not observable**

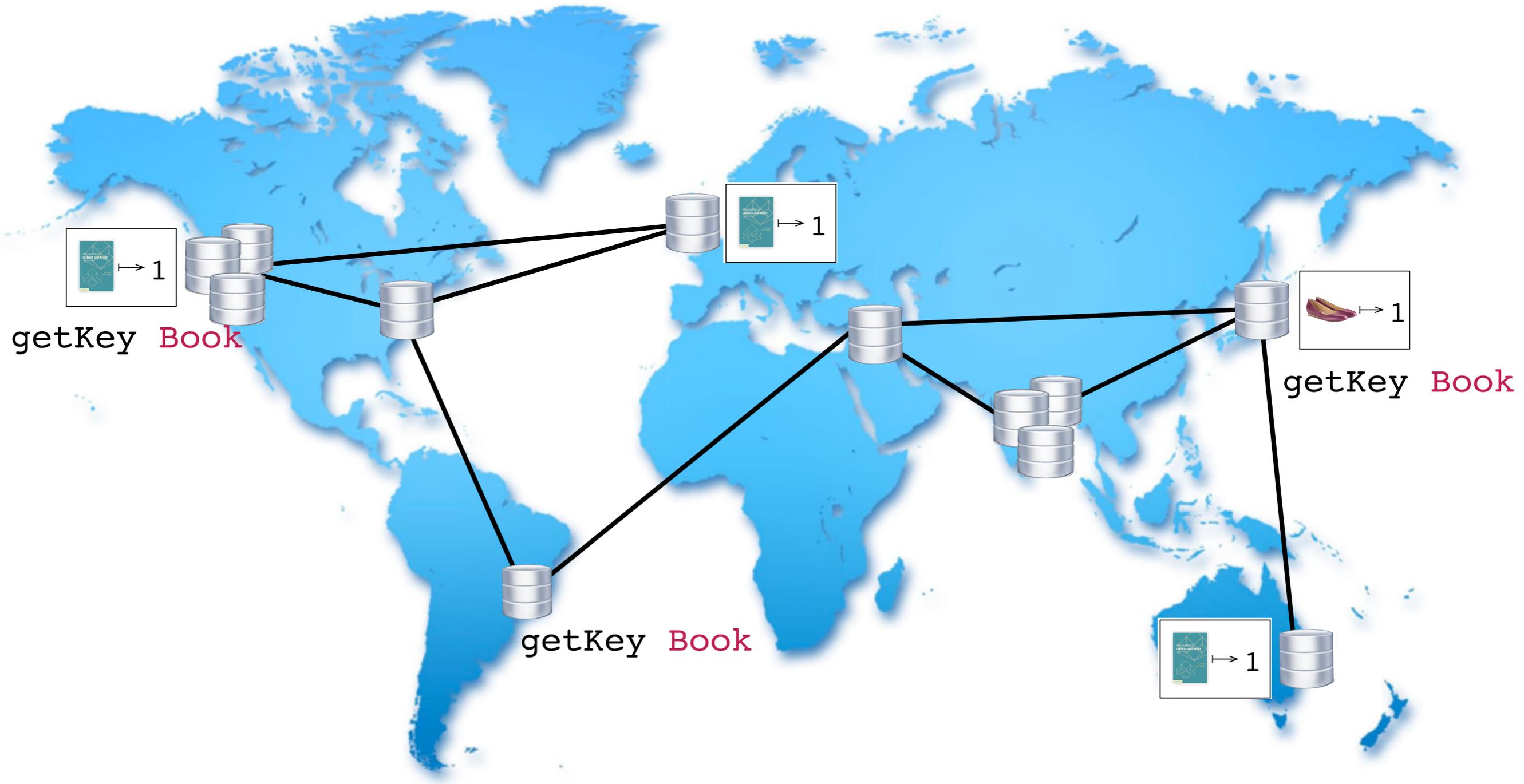


Distributed
programming
CRDTs
(Eventual) consistency









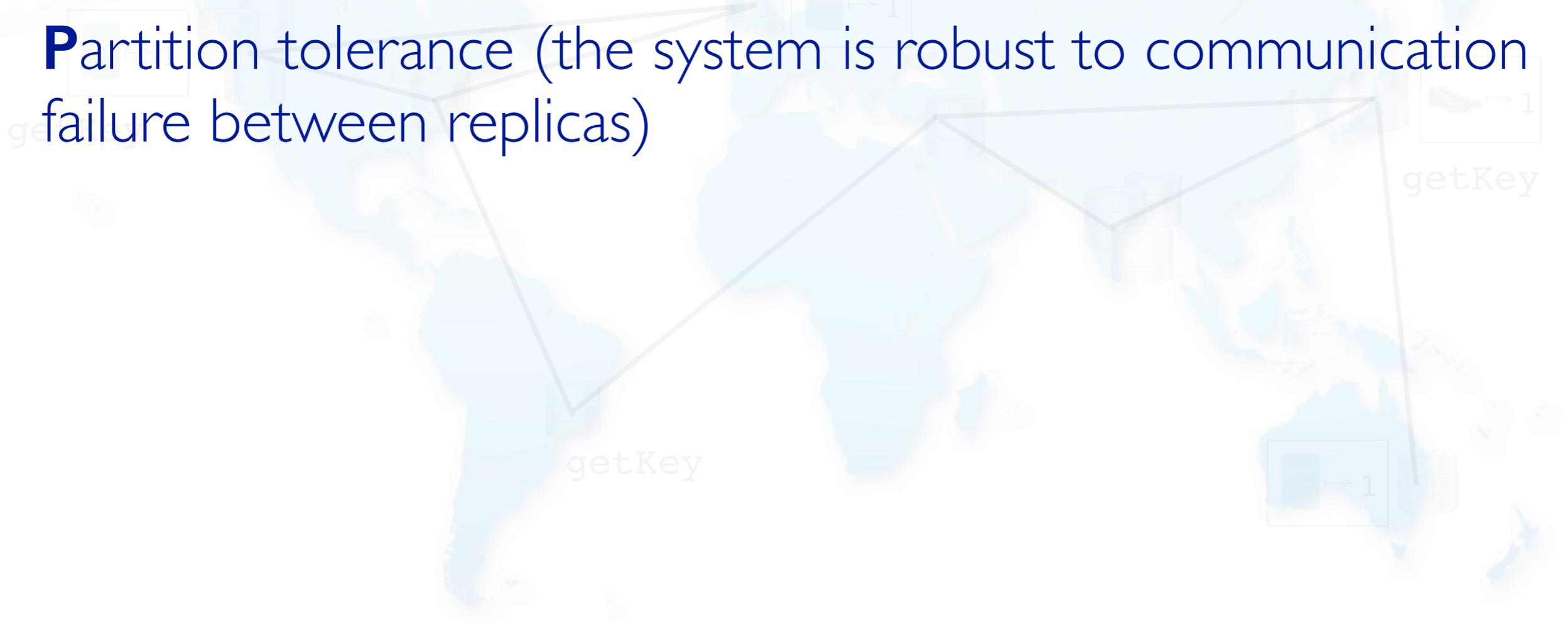


Replication requires us to trade off between:

Consistency (all replicas agree on the data)

Availability (all replicas can read or write at all times)

Partition tolerance (the system is robust to communication failure between replicas)



Replication requires us to trade off between:

Consistency (all replicas agree on the data)

Availability (all replicas can read or write at all times)

Partition tolerance (the system is robust to communication failure between replicas)

At most two of these properties hold of a given system
[Brewer, 2000; Gilbert and Lynch, 2002]

Replication requires us to trade off between:

Consistency (all replicas agree on the data)

Availability (all replicas can read or write at all times)

Partition tolerance (the system is robust to communication failure between replicas)

At most two of these properties hold of a given system
[Brewer, 2000; Gilbert and Lynch, 2002]

In large distributed systems, **network partitions are a given**,
so we have to give up one of C or A

Replication requires us to trade off between:

Consistency (all replicas agree on the data)

Availability (all replicas can read or write at all times)

Partition tolerance (the system is robust to communication failure between replicas)

At most two of these properties hold of a given system
[Brewer, 2000; Gilbert and Lynch, 2002]

In large distributed systems, **network partitions are a given**,
so we have to give up one of C or A

But: **we should think of C, A, and P**
as **more continuous than binary** [Brewer, 2012]

Replication requires us to trade off between:

Consistency (all replicas agree on the data)

Availability (all replicas can read or write at all times)

Partition tolerance (the system is robust to communication failure between replicas)

At most two of these properties hold of a given system
[Brewer, 2000; Gilbert and Lynch, 2002]

In large distributed systems, **network partitions are a given**,
so we have to give up one of C or A

But: **we should think of C, A, and P**
as **more continuous than binary** [Brewer, 2012]

We can opt for **eventual consistency** [Vogels, 2009]

Dynamo: Amazon's Highly Available Key-value Store

Giuseppe DeCandia, Deniz Hastorun, Madan Jampani, Gunavardhan Kakulapati, Avinash Lakshman, Alex Pilchin, Swaminathan Sivasubramanian, Peter Vosshall and Werner Vogels

Amazon.com

ABSTRACT

Reliability at massive scale is one of the biggest challenges we face at Amazon.com, one of the largest e-commerce operations in the world; even the slightest outage has significant financial consequences and impacts customer trust. The Amazon.com platform, which provides services for many web sites worldwide, is implemented on top of an infrastructure of tens of thousands of servers and network components located in many datacenters around the world. At this scale, small and large components fail continuously and the way persistent state is managed in the face of these failures drives the reliability and scalability of the software systems.

This paper presents the design and implementation of Dynamo, a highly available key-value storage system that some of Amazon's core services use to provide an "always-on" experience. To achieve this level of availability, Dynamo sacrifices consistency under certain failure scenarios. It makes extensive use of object versioning and application-assisted conflict resolution in a manner that provides a novel interface for developers to use.

Categories and Subject Descriptors

D.4.2 [Operating Systems]: Storage Management; D.4.5 [Operating Systems]: Reliability; D.4.2 [Operating Systems]: Performance

One of the lessons our organization has learned from operating Amazon's platform is that the reliability and scalability of a system is dependent on how its application state is managed. Amazon uses a highly decentralized, loosely coupled, service oriented architecture consisting of hundreds of services. In this environment there is a particular need for storage technologies that are always available. For example, customers should be able to view and add items to their shopping cart even if disks are failing, network routes are flapping, or data centers are being destroyed by tornados. Therefore, the service responsible for managing shopping carts requires that it can always write to and read from its data store, and that its data needs to be available across multiple data centers.

Dealing with failures in an infrastructure comprised of millions of components is our standard mode of operation; there are always a small but significant number of server and network components that are failing at any given time. As such Amazon's software systems need to be constructed in a manner that treats failure handling as the normal case without impacting availability or performance.

To meet the reliability and scaling needs, Amazon has developed a number of storage technologies, of which the Amazon Simple Storage Service (also available outside of Amazon and known as

since the application is aware of the data schema it can decide on the conflict resolution method that is best suited for its client's experience. For instance, the application that maintains customer shopping carts can choose to "merge" the conflicting versions and return a single unified shopping cart.

is probably the best known. This paper presents the implementation of Dynamo, another highly available distributed data store built for Amazon's platform. To manage the state of services that have very different requirements and need tight control over the tradeoffs between availability, consistency, cost-effectiveness and performance, Amazon's platform has a very diverse set of storage technologies. A select set of storage technologies provides a different storage requirements. A select set of storage technologies provides a storage technology that is flexible enough to allow system designers configure their data store appropriately to meet the tradeoffs to achieve high availability and performance in the most cost effective manner.

Some services on Amazon's platform that only need to store data to a data store. For many services, such as product recommendations, best seller lists, shopping carts, customer reviews, user management, sales rank, and product catalog, the use of a relational database would lead to a performance limit scale and availability. Dynamo provides a key-value only interface to meet the requirements of

Dynamo is a synthesis of well known techniques to achieve high availability: Data is partitioned and replicated using consistent hashing [10], and consistency is facilitated by object versioning [12]. The consistency among replicas during updates is maintained by a quorum-like technique and a decentralized replica synchronization protocol. Dynamo employs

[DeCandia et al., 2007]

Use of this notice and the full citation on the first page. To copy, to republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee.
SOSP '07, October 14-17, 2007, Stevenson, Washington, USA.
Copyright 2007 ACM 978-1-59593-591-5/07/0010...\$5.00.

Conflict-free replicated data types

[Shapiro *et al.*, 2011]

since the application is aware of the data schema it can decide on the conflict resolution method that is best suited for its client's experience. For instance, the application that maintains customer shopping carts can choose to "merge" the conflicting versions and return a single unified shopping cart.

[DeCandia *et al.*, 2007]

Dynamo: Amazon's Highly Available Key-value Store

Giuseppe DeCandia, Deniz Hastorun, Madan Jampani, Gunavardhan Kakulapati, Avinash Lakshman, Alex Pilchin, Swaminathan Sivasubramanian, Peter Vosshall and Werner Vogels

Amazon.com

ABSTRACT

Reliability at massive scale is one of the biggest challenges we face at Amazon.com, one of the largest e-commerce operations in the world; even the slightest outage has significant financial consequences and impacts customer trust. The Amazon.com platform, which provides services for many web sites worldwide, is implemented on top of an infrastructure of tens of thousands of servers and network components located in many datacenters around the world. At this scale, small and large components fail continuously and the way persistent state is managed in the face of these failures drives the reliability and scalability of the software systems.

This paper presents the design and implementation of Dynamo, a highly available key-value storage system that some of Amazon's core services use to provide an "always-on" experience. To achieve this level of availability, Dynamo sacrifices consistency under certain failure scenarios. It makes extensive use of object versioning and application-assisted conflict resolution in a manner that provides a novel interface for developers to use.

Categories and Subject Descriptors

D.4.2 [Operating Systems]: Storage Management; D.4.5

[Operating Systems]: Reliability; D.4.2 [Operating Systems]:

Performance

One of the lessons our organization has learned from operating Amazon's platform is that the reliability and scalability of a system is dependent on how its application state is managed. Amazon uses a highly decentralized, loosely coupled, service oriented architecture consisting of hundreds of services. In this environment there is a particular need for storage technologies that are always available. For example, customers should be able to view and add items to their shopping cart even if disks are failing, network routes are flapping, or data centers are being destroyed by tornados. Therefore, the service responsible for managing shopping carts requires that it can always write to and read from its data store, and that its data needs to be available across multiple data centers.

Dealing with failures in an infrastructure comprised of millions of components is our standard mode of operation; there are always a small but significant number of server and network components that are failing at any given time. As such Amazon's software systems need to be constructed in a manner that treats failure handling as the normal case without impacting availability or performance.

To meet the reliability and scaling needs, Amazon has developed a number of storage technologies, of which the Amazon Simple Storage Service (also available outside of Amazon and known as

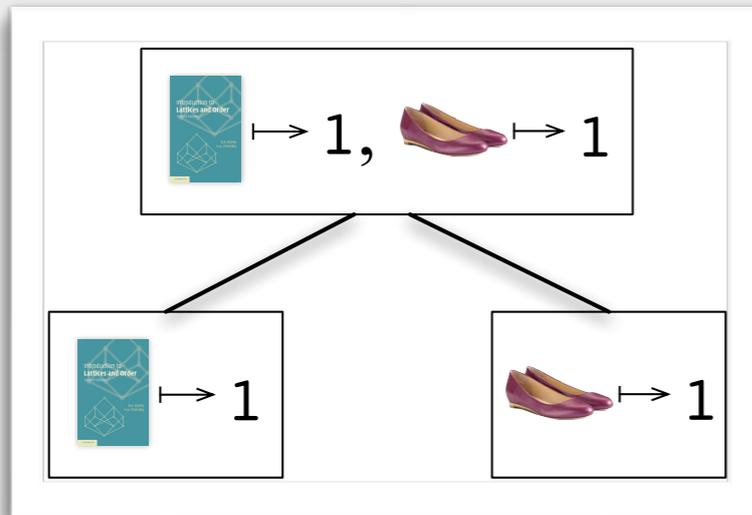
S3) is probably the best known. This paper presents the implementation of Dynamo, another highly available distributed data store built for Amazon's platform. To manage the state of services that have very different requirements and need tight control over the tradeoffs between availability, consistency, cost-effectiveness and performance, Amazon's platform has a very diverse set of storage technologies. A select set of these technologies provides a different storage requirements. A select set of these technologies provides a storage technology that is flexible enough for designers to configure their data store appropriately to meet their tradeoffs to achieve high availability and performance in the most cost effective manner.

Many services on Amazon's platform that only need to store a small amount of data need to access a data store. For many services, such as product recommendations, best seller lists, shopping carts, customer reviews, user management, sales rank, and product catalog, the use of a relational database would lead to a performance limit scale and availability. Dynamo provides a key-value only interface to meet the requirements of these services.

Dynamo is a synthesis of well known techniques to achieve high availability: Data is partitioned and replicated using consistent hashing [10], and consistency is facilitated by object versioning [12]. The consistency among replicas during updates is maintained by a quorum-like technique and a decentralized replica synchronization protocol. Dynamo employs

Use or reuse of this notice and the full citation on the first page. To copy, to republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee.

SOSP '07, October 14–17, 2007, Stevenson, Washington, USA.
Copyright 2007 ACM 978-1-59593-591-5/07/0010...\$5.00.



Conflict-free replicated data types

[Shapiro *et al.*, 2011]

Dynamo: Amazon's Highly Available Key-value Store

Giuseppe DeCandia, Deniz Hastorun, Madan Jampani, Gunavardhan Kakulapati, Avinash Lakshman, Alex Pilchin, Swaminathan Sivasubramanian, Peter Vosshall and Werner Vogels

Amazon.com

ABSTRACT

Reliability at massive scale is one of the biggest challenges we face at Amazon.com, one of the largest e-commerce operations in the world; even the slightest outage has significant financial consequences and impacts customer trust. The Amazon.com platform, which provides services for many web sites worldwide, is implemented on top of an infrastructure of tens of thousands of servers and network components located in many datacenters around the world. At this scale, small and large components fail continuously and the way persistent state is managed in the face of these failures drives the reliability and scalability of the software systems.

This paper presents the design and implementation of Dynamo, a highly available key-value storage system that some of Amazon's core services use to provide an "always-on" experience. To achieve this level of availability, Dynamo sacrifices consistency under certain failure scenarios. It makes extensive use of object versioning and application-assisted conflict resolution in a manner that provides a novel interface for developers to use.

Categories and Subject Descriptors

D.4.2 [Operating Systems]: Storage Management; D.4.5 [Operating Systems]: Reliability; D.4.2 [Operating Systems]: Performance

One of the lessons our organization has learned from operating Amazon's platform is that the reliability and scalability of a system is dependent on how its application state is managed. Amazon uses a highly decentralized, loosely coupled, service oriented architecture consisting of hundreds of services. In this environment there is a particular need for storage technologies that are always available. For example, customers should be able to view and add items to their shopping cart even if disks are failing, network routes are flapping, or data centers are being destroyed by tornados. Therefore, the service responsible for managing shopping carts requires that it can always write to and read from its data store, and that its data needs to be available across multiple data centers.

Dealing with failures in an infrastructure comprised of millions of components is our standard mode of operation; there are always a small but significant number of server and network components that are failing at any given time. As such Amazon's software systems need to be constructed in a manner that treats failure handling as the normal case without impacting availability or performance.

To meet the reliability and scaling needs, Amazon has developed a number of storage technologies, of which the Amazon Simple Storage Service (also available outside of Amazon and known as

since the application is aware of the data schema it can decide on the conflict resolution method that is best suited for its client's experience. For instance, the application that maintains customer shopping carts can choose to "merge" the conflicting versions and return a single unified shopping cart.

[DeCandia *et al.*, 2007]

Please bear this notice and the full citation on the first page. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee.
SOSP '07, October 14-17, 2007, Stevenson, Washington, USA.
Copyright 2007 ACM 978-1-59593-591-5/07/0010...\$5.00.

is probably the best known. This paper presents the implementation of Dynamo, another highly available distributed data store built for Amazon's platform. To manage the state of services that have very different requirements and need tight control over the seen availability, consistency, cost-effectiveness and Amazon's platform has a very diverse set of different storage requirements. A select set of requires a storage technology that is flexible enough designers configure their data store appropriately tradeoffs to achieve high availability and performance in the most cost effective manner.

services on Amazon's platform that only need access to a data store. For many services, such as best seller lists, shopping carts, customer session management, sales rank, and product catalog, the use of using a relational database would lead to a limit scale and availability. Dynamo provides a key only interface to meet the requirements of

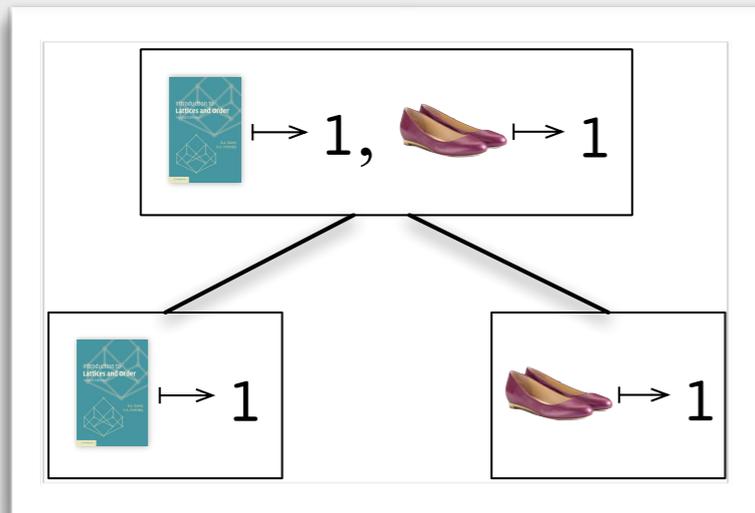
synthesis of well known techniques to achieve availability: Data is partitioned and replicated using consistent hashing [10], and consistency is facilitated by object versioning [12]. The consistency among replicas during updates is maintained by a quorum-like technique and a decentralized replica synchronization protocol. Dynamo employs

Two flavors of CRDTs

“Convergent”

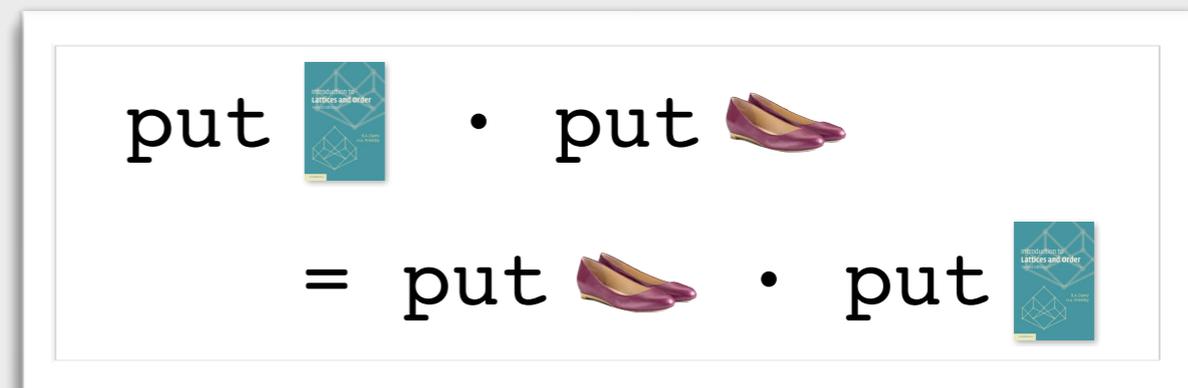
“state-based”

CvRDTs



“Commutative”
“operation-based”

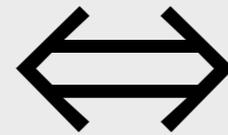
CmRDTs



Two flavors of CRDTs

“Convergent”
“state-based”

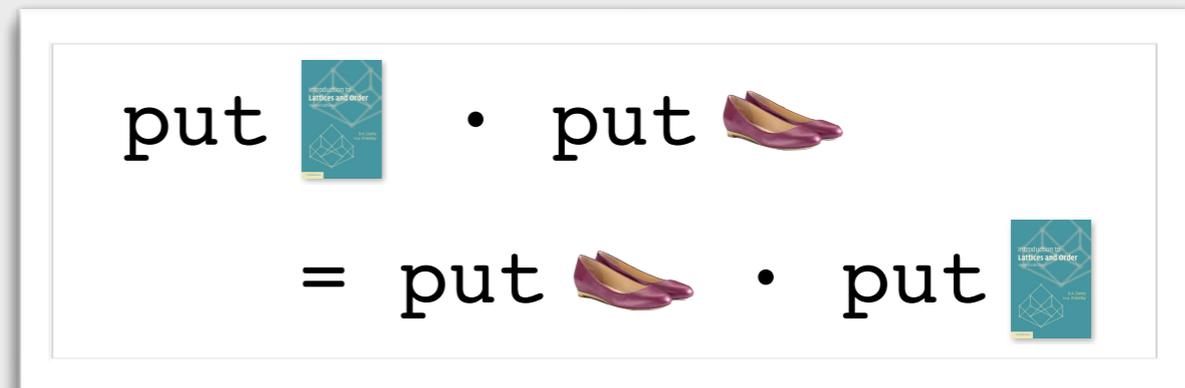
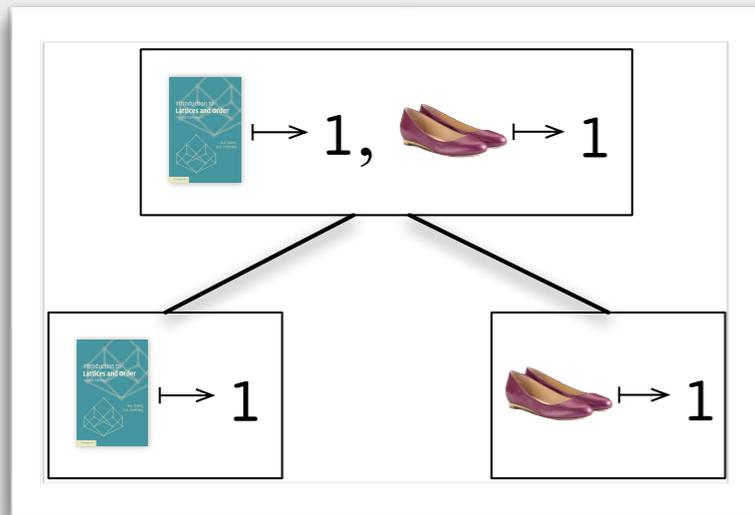
CvRDTs



[Shapiro *et al.*, 2011]

“Commutative”
“operation-based”

CmRDTs



LVars vs. CvRDTs

Threshold reads
(deterministic)

Least-upper-bound writes
(every write computes a lub)

Shared

Ordinary reads
(non-deterministic)

Inflationary, commutative writes
(only **replica merges** must be lubs)

Replicated!

LVars vs. CvRDTs

Threshold reads (deterministic)	Ordinary reads (non-deterministic)
Least-upper-bound writes (every write computes a lub)	Inflationary, commutative writes (only replica merges must be lubs)
Shared	Replicated!

So, to join forces:

- ▶ Generalize LVars to inflationary, commutative writes
This gives us non-idempotent, **incrementable** counters
(we were using them anyway...)
- ▶ Extend CvRDTs with threshold queries
Systems in the wild (e.g., Amazon SimpleDB) already
allow consistency choices at per-read granularity

LVars vs. CvRDTs

Threshold reads
(deterministic)

Ordinary reads
(non-deterministic)

~~Least upper bound writes
(every write computes a lub)~~

Inflationary, commutative writes
(only **replica merges** must be lubs)

Shared

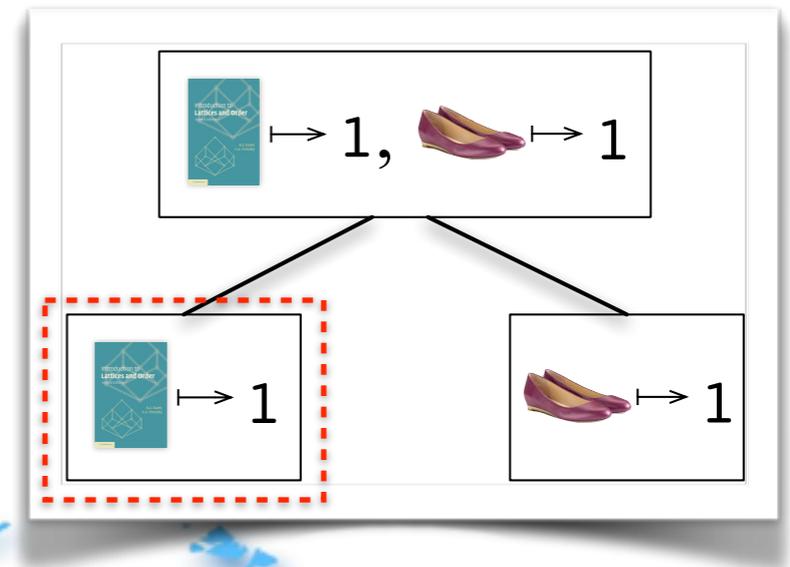
Replicated!

So, to join forces:

- ▶ Generalize LVars to inflationary, commutative writes
This gives us non-idempotent, **incrementable** counters
(we were using them anyway...)
- ▶ Extend CvRDTs with threshold queries
Systems in the wild (e.g., Amazon SimpleDB) already
allow consistency choices at per-read granularity

Deterministic **threshold queries** of CvRDTs:

Block only until a threshold element appears at **one** replica (that's all we need!)





Programming Systems Lab

(We're hiring! Email me!)