Chapter 7
Consistency and Replication

Reasons for Replication

- Data are replicated to increase the reliability of a system.
- Replication for performance
  - Scaling in numbers
  - Scaling in geographical area
- Caveat
  - Gain in performance
  - Cost of increased bandwidth for maintaining replication

Data-centric Consistency Models

Figure 7-1. The general organization of a logical data store, physically distributed and replicated across multiple processes.

Continuous Consistency (1)

Replica A

<table>
<thead>
<tr>
<th>Cont</th>
<th>Op</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 6</td>
<td>x = x + 2</td>
<td>[6 = 8]</td>
</tr>
<tr>
<td>y = 2</td>
<td>y = y + 2</td>
<td>[2 = 4]</td>
</tr>
<tr>
<td>z = 3</td>
<td>z = z + 1</td>
<td>[3 = 4]</td>
</tr>
<tr>
<td>a = 2</td>
<td>a = a - 2</td>
<td>[2 = 0]</td>
</tr>
</tbody>
</table>

Order deviation = 3
Numerical deviation = 1

Replica B

<table>
<thead>
<tr>
<th>Cont</th>
<th>Op</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 2</td>
<td>x = x + 2</td>
<td>[2 = 4]</td>
</tr>
<tr>
<td>y = 5</td>
<td>y = y + 3</td>
<td>[5 = 8]</td>
</tr>
</tbody>
</table>

Order deviation = 2
Numerical deviation = 3

Figure 7-2. An example of keeping track of consistency deviations [adapted from (Yu and Vahdat, 2002)].
**Continuous Consistency (2)**

Figure 7.3. Choosing the appropriate granularity for a cont.
(a) Two updates lead to update propagation.
(b) No update propagation is needed (yet).

**Sequential Consistency (1)**

P1: \( W(x)a \)

P2: \[ R(x)\text{NIL} \quad R(x)a \]

Figure 7.4. Behavior of two processes operating on the same data item. The horizontal axis is time.

**Sequential Consistency (2)**

A data store is sequentially consistent when:

The result of any execution is the same as if the (read and write) operations by all processes on the data store ...

- were executed in some sequential order and ...
- the operations of each individual process appear ...
  - in this sequence
  - in the order specified by its program.
Sequential Consistency (3)

(a) P1: W(x)a
   P2: W(x)b
   P3: R(x)b  R(x)a
   P4: R(x)b  R(x)a

(b) P1: W(x)a
    P2: W(x)b
    P3: R(x)b  R(x)a
    P4: R(x)b  R(x)a

Figure 7-5. (a) A sequentially consistent data store.  
(b) A data store that is not sequentially consistent.

Sequential Consistency (4)

Process P1: x ← 1; y ← 1; print(y, z);
Process P2: y ← 1; print(x, z);
Process P3: z ← 1; print(x, y);

Figure 7-6. Three concurrently-executing processes.

Sequential Consistency (5)

x ← 1; y ← 1; z ← 1;
print(x, y);
print(y, z);
print(x, z);

Prints: 001011
Signature: 001011

(a) (b) (c) (d)

Figure 7-7. Four valid execution sequences for the processes of Fig. 7-6. The vertical axis is time.

Causal Consistency (1)

For a data store to be considered causally consistent, it is necessary that the store obeys the following condition:

 Writes that are potentially causally related …
  • must be seen by all processes  
  • in the same order.  
 Concurrent writes …
  • may be seen in a different order  
  • on different machines.
Causal Consistency (2)

P1: W(x)a
P2: R(x)a  W(x)c
P3: R(x)a  R(x)c  R(x)b
P4: R(x)a  R(x)b  R(x)c

Figure 7-8. This sequence is allowed with a causally-consistent store, but not with a sequentially consistent store.

Causal Consistency (3)

P1: W(x)a
P2: R(x)a  W(x)b
P3: R(x)b  R(x)a
P4: R(x)a  R(x)b

(a)

Figure 7-9. (a) A violation of a causally-consistent store.

Causal Consistency (4)

P1: W(x)a
P2: W(x)b
P3: R(x)b  R(x)a
P4: R(x)a  R(x)b

(b)

Figure 7-9. (b) A correct sequence of events in a causally-consistent store.

Grouping Operations (1)

Necessary criteria for correct synchronization:

- An acquire access of a synchronization variable, not allowed to perform until all updates to guarded shared data have been performed with respect to that process.

- Before exclusive mode access to synchronization variable by process is allowed to perform with respect to that process, no other process may hold synchronization variable, not even in nonexclusive mode.

- After exclusive mode access to synchronization variable has been performed, any other process' next nonexclusive mode access to that synchronization variable may not be performed until it has performed with respect to that variable's owner.
Grouping Operations (2)

P1: \text{Acq}(Lx) \text{ W}(x) a \text{ Acq}(Ly) \text{ W}(y) b \text{ Rel}(Lx) \text{ Rel}(Ly)

P2: \text{Acq}(Lx) \text{ R}(x) a \text{ R}(y) \text{ NIL}

P3: \text{Acq}(Ly) \text{ R}(y)b

Figure 7-10. A valid event sequence for entry consistency.

Eventual Consistency

![Diagram of eventual consistency]

Figure 7-11. The principle of a mobile user accessing different replicas of a distributed database.

Monotonic Reads (1)

A data store is said to provide monotonic-read consistency if the following condition holds:

If a process reads the value of a data item \( x \) ...
- any successive read operation on \( x \) by that process
- will always return that same value
- or a more recent value.

Monotonic Reads (2)

L1: \text{WS}(x_1) \text{ R}(x_1)

L2: \text{WS}(x_1,x_2) \text{ R}(x_2)

(a)

Figure 7-12. The read operations performed by a single process \( P \) at two different local copies of the same data store.
(a) A monotonic-read consistent data store.
Monotonic Reads (3)

\[
\begin{align*}
L_1: \quad & WS(x_1) \quad \rightarrow \quad R(x_1) \\
L_2: \quad & WS(x_2) \quad \rightarrow \quad R(x_2)
\end{align*}
\]

Figure 7-12. The read operations performed by a single process \( P \) at two different local copies of the same data store. (b) A data store that does not provide monotonic reads.

Monotonic Writes (1)

In a monotonic-write consistent store, the following condition holds:

A write operation by a process on a data item \( x \) ...
- is completed before any successive write operation on \( x \)
- by the same process.

Monotonic Writes (2)

\[
\begin{align*}
L_1: \quad & W(x_1) \\
L_2: \quad & WS(x_1) \quad \rightarrow \quad W(x_2)
\end{align*}
\]

Figure 7-13. The write operations performed by a single process \( P \) at two different local copies of the same data store. (a) A monotonic-write consistent data store.

Monotonic Writes (3)

\[
\begin{align*}
L_1: \quad & W(x_1) \\
L_2: \quad & W(x_2)
\end{align*}
\]

Figure 7-13. The write operations performed by a single process \( P \) at two different local copies of the same data store. (b) A data store that does not provide monotonic-write consistency.
Read Your Writes (1)

A data store is said to provide read-your-writes consistency, if the following condition holds:
The effect of a write operation by a process on data item x ...
- will always be seen by a successive read operation on x
- by the same process.

Read Your Writes (2)

Figure 7-14. (a) A data store that provides read-your-writes consistency.

Read Your Writes (3)

Figure 7-14. (b) A data store that does not.

Writes Follow Reads (1)

A data store is said to provide writes-follow-reads consistency, if the following holds:
A write operation by a process ...
- on a data item x following a previous read operation on x by the same process ...
- is guaranteed to take place on the same or a more recent value of x that was read.
Figure 7-15. (a) A writes-follow-reads consistent data store.

Figure 7-15. (b) A data store that does not provide writes-follow-reads consistency.

Figure 7-16. Choosing a proper cell size for server placement.

Figure 7-17. The logical organization of different kinds of copies of a data store into three concentric rings.
Server-Initiated Replicas

Figure 7-18. Counting access requests from different clients.

State versus Operations

Possibilities for what is to be propagated:

1. Propagate only a notification of an update.
2. Transfer data from one copy to another.
3. Propagate the update operation to other copies.

Pull versus Push Protocols

<table>
<thead>
<tr>
<th>Issue</th>
<th>Push-based</th>
<th>Pull-based</th>
</tr>
</thead>
<tbody>
<tr>
<td>State at server</td>
<td>List of client replicas and caches</td>
<td>None</td>
</tr>
<tr>
<td>Messages sent</td>
<td>Update (and possibly fetch update later)</td>
<td>Poll and update</td>
</tr>
<tr>
<td>Response time at client</td>
<td>Immediate (or fetch-update time)</td>
<td>Fetch-update time</td>
</tr>
</tbody>
</table>

Figure 7-19. A comparison between push-based and pull-based protocols in the case of multiple-client, single-server systems.

Remote-Write Protocols

W1. Write request
W2. Forward request to primary
W3. Tell backups to update
W4. Acknowledge update
W5. Acknowledge write completed

R1. Read request
R2. Response to read

Figure 7-20. The principle of a primary-backup protocol.
Figure 7.21. Primary-backup protocol in which the primary migrates to the process wanting to perform an update.

Figure 7.22. Three examples of the voting algorithm. (a) A correct choice of read and write set. (b) A choice that may lead to write-write conflicts. (c) A correct choice, known as ROWA (read one, write all).