Consistency Models



COS 418/518: Distributed Systems Lecture 14

Mike Freedman, Jialin Ding

Consistency Models

- Contract between a distributed system and the applications that run on it
- A consistency model is a set of guarantees made by the distributed system

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Linearizability

- All replicas execute operations in some total order
- That total order preserves the real-time ordering between operations
 - If operation A completes before operation B begins, then A is ordered before B in real-time
 - If neither A nor B completes before the other begins, then there is no realtime order
 - (But there must be some total order)

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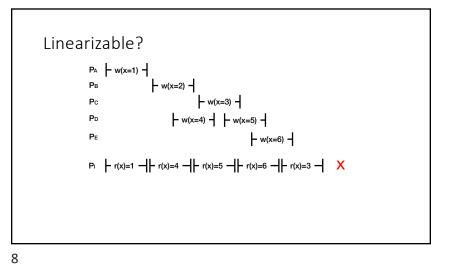
Real-Time Ordering Examples

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Linearizable?

P_{A} 
ormals | w(x=1) 
ormals | w(x=2) 
ormals | w(x=3) 
ormals | w(x=3) 
ormals | w(x=5) 
ormals | w(x=6) 
ormals | w(x=6)
```

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Linearizability == "Appears to be a Single Machine"

- Single machine processes requests one by one in order it receives them
 - Will receive requests ordered by real-time in that order
 - Will receive all requests in some order
- Atomic Multicast, Viewstamped Replication, Paxos, and RAFT provide Linearizability
- Single machine processing incoming requests one at a time also provide Linearizability ⁽³⁾

Linearizability is Ideal?

- Hides the complexity of the underlying distributed system from applications!
 - Easier to write applications
 - Easier to write correct applications
- But, performance trade-offs

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Stronger vs Weaker Consistency

- Stronger consistency models
 - + Easier to write applications
 - More guarantees for the system to ensure Results in performance tradeoffs
- Weaker consistency models
 - Harder to write applications
 - + Fewer guarantees for the system to ensure

Strictly Stronger Consistency

- A consistency model A is strictly stronger than B if it allows a strict subset of the behaviors of B
 - · Guarantees are strictly stronger

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Sequential Consistency

- All replicas execute operations in some total order
- That total order preserves the process ordering between operations
 - If process P issues operation A before operation B, then A is ordered before B by the process order
 - If operations A and B and done by different processes then there is no process order between them
 - (But there must be some total order)

Sequential Consistency ≈ "Appears to be a Single Machine"

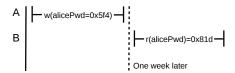
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Linearizability is strictly stronger than Sequential Consistency

- Linearizability: ∃total order + real-time ordering
- Sequential: 3total order + process ordering
 - Process ordering \subseteq Real-time ordering

Sequential But Not Linearizable



Consistency Hierarchy Linearizability e.g., RAFT Sequential Consistency Causal+ Consistency e.g., Bayou Eventual Consistency e.g., Dynamo

Causal+ Consistency

- Partially orders all operations, does not totally order them
 - Does not look like a single machine
- Guarantees
 - For each process, ∃ an order of all writes + that process's reads
 - Order respects the happens-before (→) ordering of operations
 - + replicas converge to the same state
 - · Skip details, makes it stronger than eventual consistency

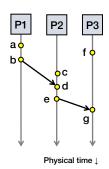
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Causal Consistency

- Writes that are potentially causally related must be seen by all processes in same order.
- Concurrent writes may be seen in a different order on different processes.
- Concurrent: Ops not causally related

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