

# Concurrency Distributed 2

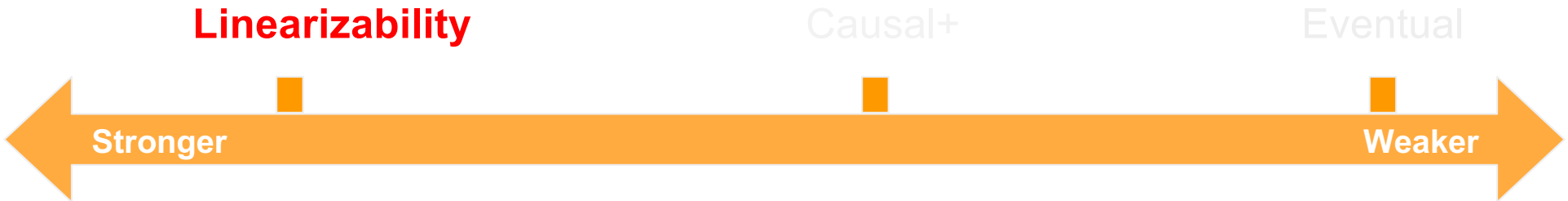
COS 316 Precept 8

# Outline

- Consistency Model Practice
- Replicated State Machines (Primary- Backup)

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# Linearizability

Total order: There exists some legal total order of operations.

Preserves real-time ordering: if an operation  $A$  completes before operation  $B$  begins, then op  $A$  occurs before op  $B$  in the total order.

A completed write op is visible to all future read ops.

Intuition: once a read “sees” a new write, all future reads must also “see” that write.

# Linearizability Example

**Linearizable?**

**No**

P1: W(x)a

P2: W(x)b

P3: R(x)b R(x)a

P4: R(x)b R(x)a

**Linearizable?**

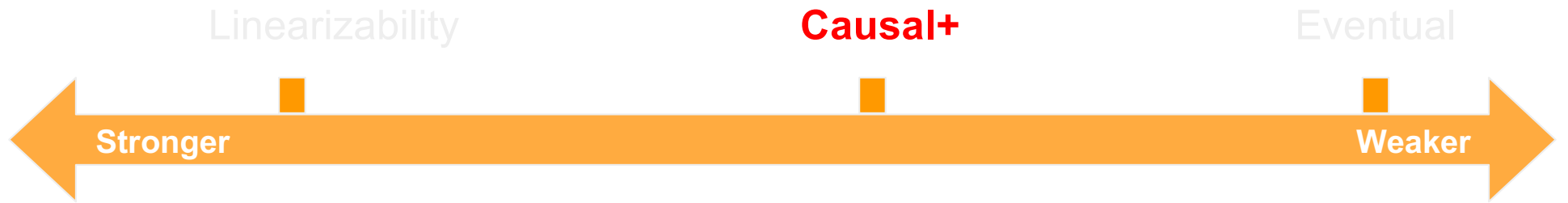
**Yes**

P1: W(x)a

P2: W(x)b

P3: R(x)a R(x)b

P4: R(x)a R(x)b



# Causal+ Consistency

Partial order: order causally related ops the same way across all processes

+: replicas' total order eventually converges.

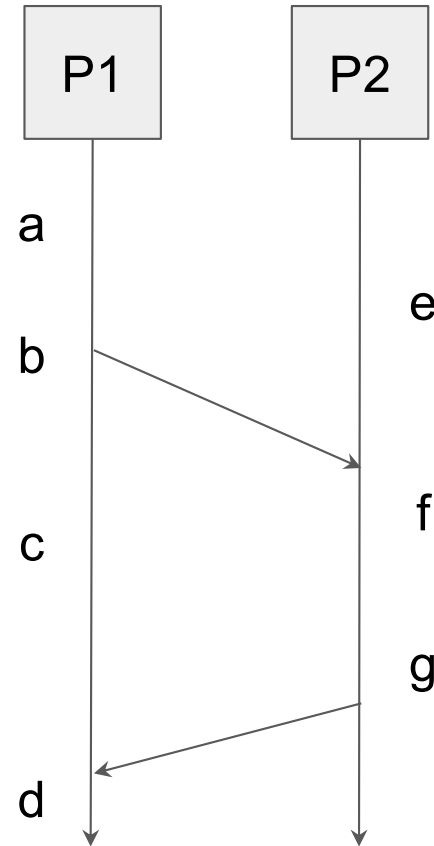
Difference from *Linearizability*?

Only causally related ops need to be ordered: **no guaranteed total order.**

Concurrent ops may be ordered differently across different processes.

# Review Concurrency / Causality

Ops	Concurrent
a,b	No
a,e	Yes
a,g	No
c,e	Yes
c,d	No
d,g	No
d,f	No
e,g	No
a,d	No



### Causally+ Consistent? **Yes**

P1: W(x)a

P2: W(x)b

P3: R(x)b R(x)a

P4: R(x)a

### Causally+ Consistent? **No**

P1: W(x)a

P2: R(x)a W(x)b

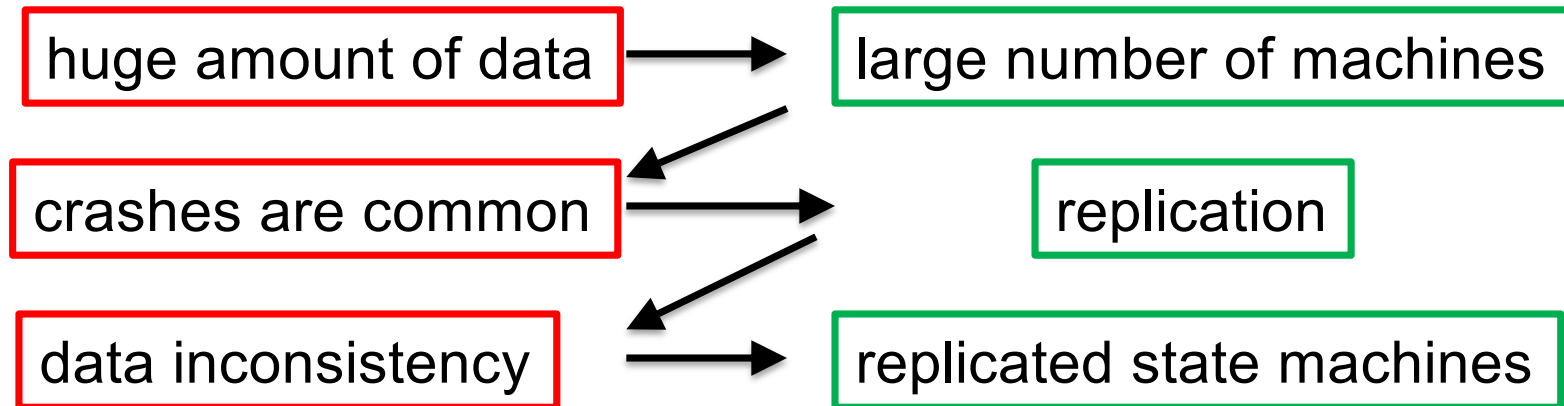
P3: R(x)b R(x)a

P4: R(x)a

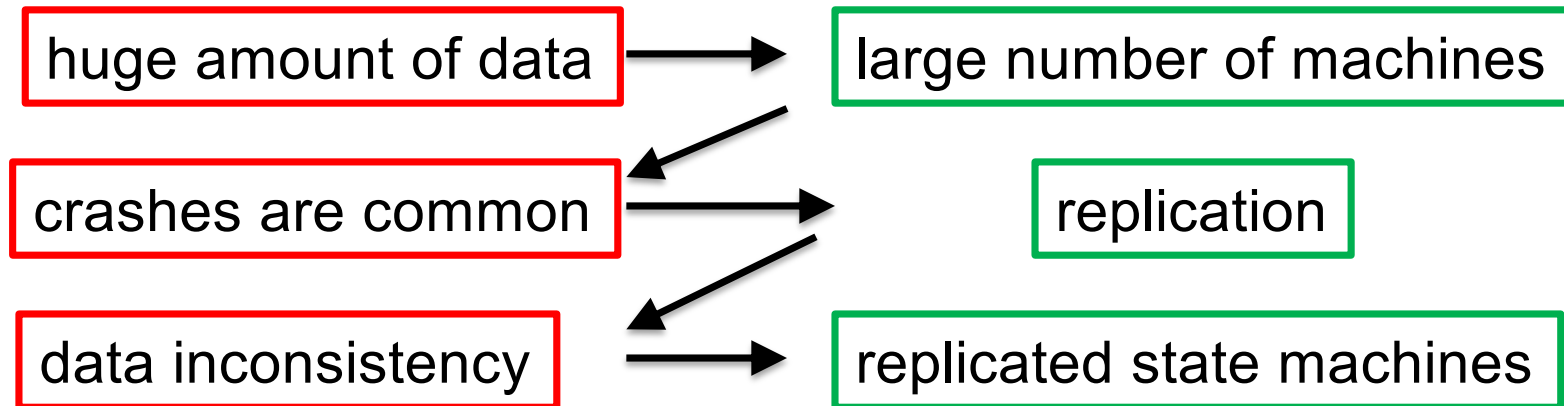
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## Why Using Replicated State Machines?

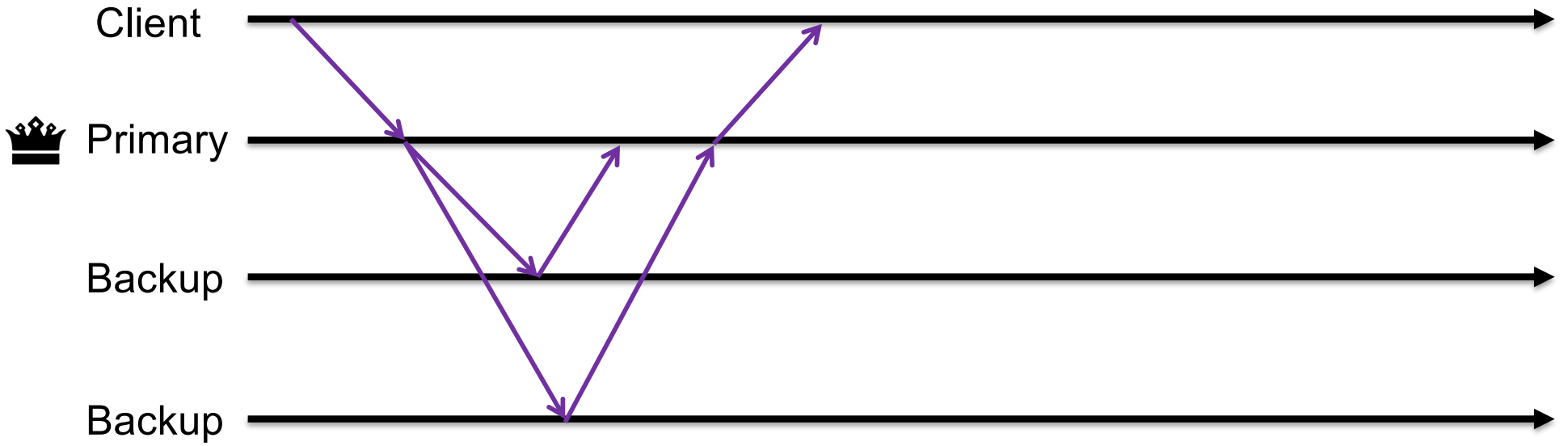


## Why Using Replicated State Machines?



Start from the same initial state,  
same sequence of state transitions

# Primary-Backup



# Primary-Backup

- The primary decides orders of client requests
- The primary commits a request after hearing back from all backups
- A request can only be executed if it is committed and all previous requests in the log are executed
- After executing a request, the primary replies to the client

Compared to a single machine:

primary-backup system has higher latency (more rounds of messages)

lower throughput (the primary is the bottleneck)

If adding more backups:

latency goes up (the primary needs to hear back from all backups)

throughput goes down (the primary processes more messages)