

CAP Theorem & Causal Consistency

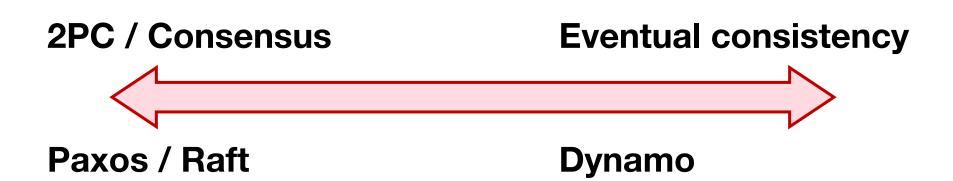
CS 475: Concurrent & Distributed Systems (Fall 2021)
Lecture 12

Yue Cheng

Some material taken/derived from:

- Princeton COS-418 materials created by Michael Freedman.
- MIT 6.824 by Robert Morris, Frans Kaashoek, and Nickolai Zeldovich. Licensed for use under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

Tradeoffs are fundamental?



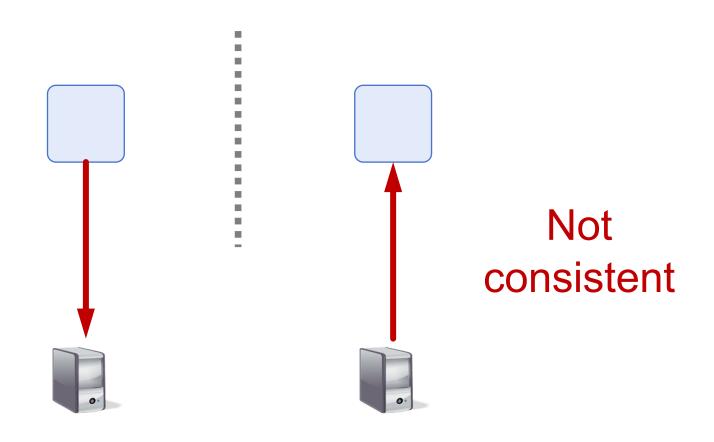
"CAP" conjecture for distributed systems

- From keynote lecture by Eric Brewer (2000)
 - History: Eric started Inktomi, early Internet search site based around "commodity" clusters of computers
 - Using CAP to justify "BASE" model: Basically Available, Soft-state services with Eventual consistency

"CAP" conjecture for distributed systems

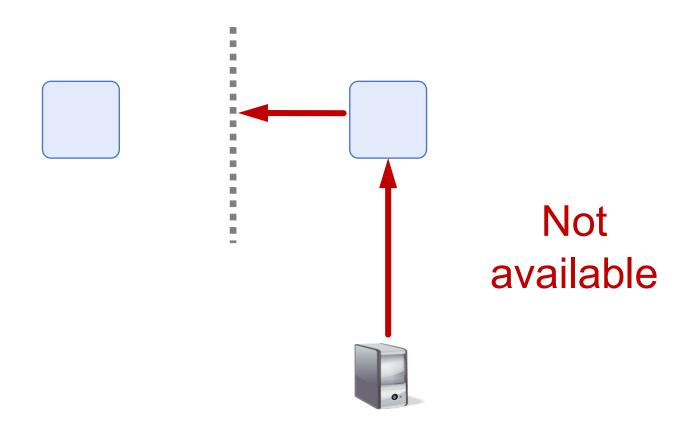
- From keynote lecture by Eric Brewer (2000)
 - History: Eric started Inktomi, early Internet search site based around "commodity" clusters of computers
 - Using CAP to justify "BASE" model: Basically Available, Soft-state services with Eventual consistency
- Popular interpretation: 2-out-of-3
 - Consistency (Linearizability)
 - Availability
 - Partition Tolerance: Arbitrary crash/network failures

CAP Theorem: Proof



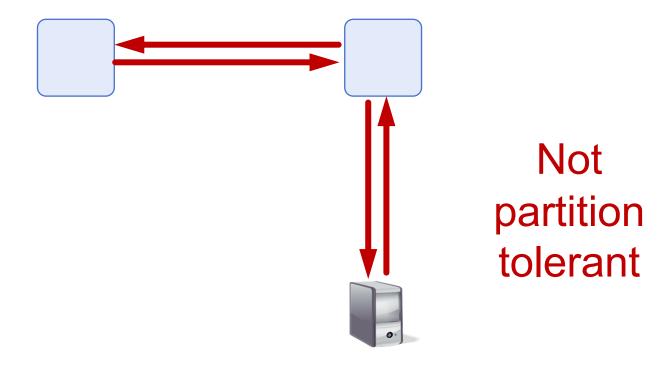
Gilbert, Seth, and Nancy Lynch. "Brewer's conjecture and the feasibility of consistent, available, partition-tolerant web services." ACM SIGACT News 33.2 (2002): 51-59.

CAP Theorem: Proof



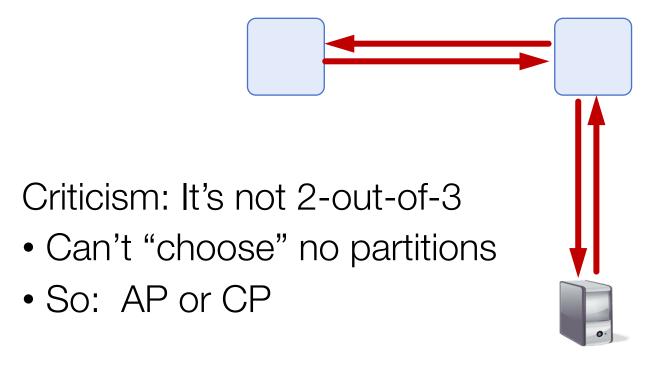
Gilbert, Seth, and Nancy Lynch. "Brewer's conjecture and the feasibility of consistent, available, partition-tolerant web services." ACM SIGACT News 33.2 (2002): 51-59.

CAP Theorem: Proof



Gilbert, Seth, and Nancy Lynch. "Brewer's conjecture and the feasibility of consistent, available, partition-tolerant web services." ACM SIGACT News 33.2 (2002): 51-59.

CAP Theorem: AP or CP



Not partition tolerant

More tradeoffs L vs. C

• L: Low-latency: Speak to fewer than quorum of nodes?

• 2PC: write N, read 1

• Raft: write [N/2] + 1, read [N/2] + 1

• General: |W| + |R| > N

More tradeoffs L vs. C

• L: Low-latency: Speak to fewer than quorum of nodes?

• 2PC: write N, read 1

• Raft: write |N/2| + 1, read |N/2| + 1

• General: |W| + |R| > N

- L and C are fundamentally at odds
 - "C" = linearizability, sequential, serializability (more later)

PACELC

- If there is a partition (P):
 - How does system tradeoff A and C?
- Else (no partition)
 - How does system tradeoff L and C?

PACELC

- If there is a partition (P):
 - How does system tradeoff A and C?
- Else (no partition)
 - How does system tradeoff L and C?
- Is there a useful system that switches?
 - Dynamo: PA/EL
 - "ACID" DBs: PC/EC

PACELC

- If there is a partition (P):
 - How does system tradeoff A and C?
- Else (no partition)
 - How does system tradeoff L and C?
- Is there a useful system that switches?
 - Dynamo: PA/EL
 - "ACID" DBs: PC/EC

http://dbmsmusings.blogspot.com/2010/04/problems-with-cap-and-yahoos-little.html

Consistency models

Linearizability Causal Eventual
Sequential

Recall use of logical clocks (lec N?)

• Lamport clocks: C(a) < C(z) Conclusion: None

• Vector clocks: V(a) < V(z) Conclusion: $a \rightarrow ... \rightarrow z$

Recall use of logical clocks (lec N?)

- Lamport clocks: C(a) < C(z) Conclusion: None
- Vector clocks: V(a) < V(z) Conclusion: $a \rightarrow ... \rightarrow z$

- Distributed bulletin board application
 - Each post gets sent to all other users
 - Consistency goal: No user to see reply before the corresponding original message post
 - Conclusion: Deliver message only after all messages that causally precede it have been delivered

1. Writes that are *potentially* causally related must be seen by all machines in same order.

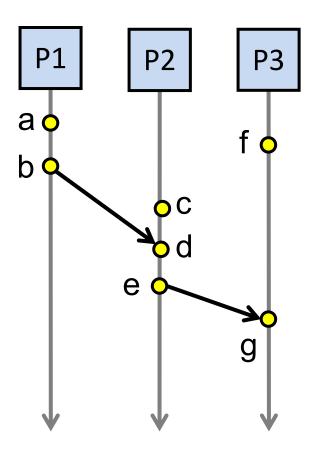
- 1. Writes that are *potentially* causally related must be seen by all machines in same order.
- 2. Concurrent writes may be seen in a different order on different machines.

- 1. Writes that are *potentially* causally related must be seen by all machines in same order.
- 2. Concurrent writes may be seen in a different order on different machines.

Concurrent: Ops not causally related

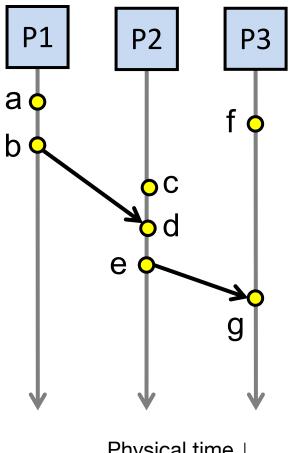
- 1. Writes that are *potentially* causally related must be seen by all machines in same order.
- 2. Concurrent writes may be seen in a different order on different machines.

Concurrent: Ops not causally related



Physical time ↓

Operations	Concurrent?
a, b	
b, f	
c, f	
e, f	
e, g	
a, c	
a, e	



Physical time ↓

Operations	Concurrent?
a, b	N
b, f	Y
c, f	Y
e, f	Y
e, g	N
a, c	Y
a, e	N

