

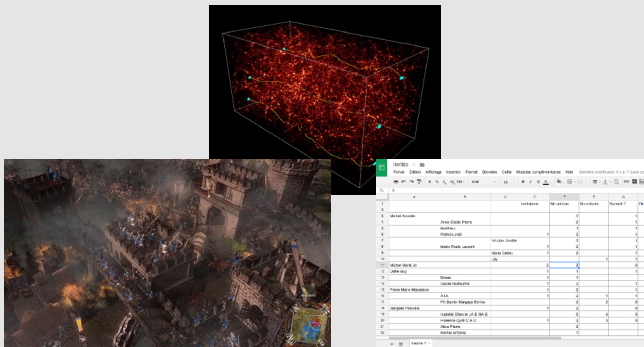
Brief Announcement: Update Consistency in Partitionable Systems

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Shared Objects in Distributed Systems



- ▶ Strong Consistency
- ▶ Availability
- ▶ Partition tolerance

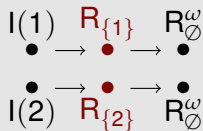
Impossible [Gilbert, Lynch, 2002]

Eventual Consistency

Eventual consistency

H is EC if either:

- ▶ U_H infinite
- ▶ remove $Q' \subset Q_H$ finite:
all the queries are
done in the same state



Specification

- ▶ To what state ?

\emptyset	$I(1)$	$\{1\}$
\emptyset	$I(1) \rightarrow D(1)$	\emptyset
\emptyset	$D(1)$ $I(1)$	$\{1\}$
\emptyset	$D(1) \begin{matrix} \searrow \\ \rightarrow \\ \searrow \end{matrix} \begin{matrix} D(1) \\ I(2) \end{matrix}$	$\{1,2\}$

Limits

- ▶ Simple?
- ▶ A set?
- ▶ Implementation independent?

Update Consistency

Eventual consistency

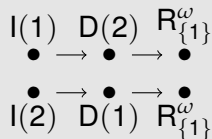
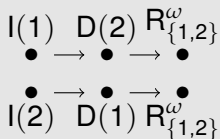
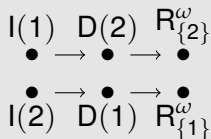
H is EC if either:

- ▶ U_H infinite
- ▶ remove $Q' \subset Q_H$ finite:
all the queries are
done in the same state

Update consistency

H is UC if either:

- ▶ U_H infinite
- ▶ remove $Q' \subset Q_H$ finite:
 H is sequentially
consistent



Properties of Update Consistency

Based on a sequential specification

- ▶ Defined by classes
- ▶ Allows formal methods

Can be implemented

- ▶ For all UQ-ADTs!

Stronger than eventual consistency

- ▶ Can replace EC objects in a program
- ▶ Also works if distributed specification (e.g. the OR-set)