Replication and Consistency

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Chapter Outline

- Replication
- Consistency models
- Distribution protocols
- Consistency protocols
Data Replication

user A

object

user B

user C

object
Reasons for Data Replication

- **Dependability requirements**
  - availability
    - at least some server somewhere
    - wireless connections => a local cache
  - reliability (correctness of data)
    - fault tolerance against data corruption
    - fault tolerance against faulty operations

- **Performance**
  - response time, throughput
  - scalability
    - increasing workload
    - geographic expansion
  - mobile workstations => a local cache

- **Price to be paid: consistency maintenance**
  - performance vs. required level of consistency
    - (need not care ↔ updates immediately visible)
Object Replication (1)

Organization of a distributed remote object shared by two different clients (consistency at the level of critical phases).
Object Replication (2)

(a) A remote object capable of handling concurrent invocations on its own.

(b) A remote object for which an object adapter is required to handle concurrent invocations.
a) A distributed system for replication-aware distributed objects.
b) A distributed system responsible for replica management
Services Provided for Process Groups

Group address expansion

Group send

Multicast communication

Group membership management

Join

Fail

Leave

Process group

CoDoKi, Figure 14.2
A Basic Architectural Model for the Management of Replicated Data

Figure 14.1
The Passive (primary-backup) Model for Fault Tolerance

Figure 14.4
Active Replication

Figure 14.5
Replication and Scalability

- Requirement: "tight" consistency
  (an operation at any copy => the same result)

- Difficulties
  - atomic operations (performance, fault tolerance??)
  - timing: when exactly the update is to be performed?

- Solution: consistency requirements vary
  - always consistent => generally consistent
    (when does it matter? depends on application)
  - => improved performance

- Data-centric / client-centric consistency models
Data-Centric Consistency Models (1)

The general organization of a logical data store, physically distributed and replicated across multiple processes.
Data-Centric Consistency Models (2)

- Contract between processes and the data store:
  - processes obey the rules
  - the store works correctly

- Normal expectation: a read returns the result of the last write

- Problem: which write is the last one?
  ⇒ a range of consistency models
Strict Consistency

Any read on a data item x returns a value corresponding to the result of the most recent write on x.

\[
\begin{array}{c|c|c|c|}
P1: & W(x)a & P1: & W(x)a \\
\hline
P2: & R(x)a & P2: & R(x)\text{NIL} & R(x)a \\
\hline
\end{array}
\]

(a) (b)

Behavior of two processes, operating on the same data item.

a) A strictly consistent store.
b) A store that is not strictly consistent.

A problem: implementation requires absolute global time.
Another problem: a solution may be physically impossible.
Sequential Consistency

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. **Note:** nothing said about time!

A sequentially consistent data store. A data store that is not sequentially consistent.

**Note:** a process sees all writes and own reads
Linearizability

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.

*In addition,*
if \(TS_{OP1}(x) < TS_{OP2}(y)\), then operation \(OP1(x)\) should precede \(OP2(y)\) in this sequence.

**Linearizability:** primarily used to assist formal verification of concurrent algorithms.

**Sequential consistency:** widely used, comparable to serializability of transactions (performance??)
Linearizability and Sequential Consistency (1)

Three concurrently executing processes

<table>
<thead>
<tr>
<th>Process P1</th>
<th>Process P2</th>
<th>Process P3</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 1;</td>
<td>y = 1;</td>
<td>z = 1;</td>
</tr>
<tr>
<td>print (y, z);</td>
<td>print (x, z);</td>
<td>print (x, y);</td>
</tr>
</tbody>
</table>

Initial values: x = y = z = 0
All statements are assumed to be indivisible.

Execution sequences
- 720 possible execution sequences (several of which violate program order)
- 90 valid execution sequences
Linearizability and Sequential Consistency (2)

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

Prints: 001011

(a)

(b)

(c)

(d)

Four valid execution sequences for the processes.

The contract:
the process must accept all valid results as proper answers and work correctly if any of them occurs.
Causal Consistency (1)

Necessary 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)

<table>
<thead>
<tr>
<th>P1:</th>
<th>W(x)a</th>
<th>W(x)c</th>
</tr>
</thead>
<tbody>
<tr>
<td>P2:</td>
<td>R(x)a</td>
<td>W(x)b</td>
</tr>
<tr>
<td>P3:</td>
<td>R(x)a</td>
<td>R(x)c</td>
</tr>
<tr>
<td>P4:</td>
<td>R(x)a</td>
<td>R(x)b</td>
</tr>
</tbody>
</table>

This sequence is allowed with a causally-consistent store, but not with sequentially or strictly consistent store.
Causal Consistency (3)

A correct sequence of events in a causally-consistent store.

A violation of a causally-consistent store.

(a)

(b)
FIFO Consistency (1)

Necessary Condition:

**Writes** done by a single process are seen by all other processes in the order in which they were issued, but **writes** from different processes may be seen in a different order by different processes.
FIFO Consistency (2)

A valid sequence of events of FIFO consistency

<table>
<thead>
<tr>
<th>P1: W(x)a</th>
</tr>
</thead>
<tbody>
<tr>
<td>P2:</td>
</tr>
<tr>
<td>R(x)a</td>
</tr>
<tr>
<td>W(x)b</td>
</tr>
<tr>
<td>W(x)c</td>
</tr>
<tr>
<td>P3:</td>
</tr>
<tr>
<td>R(x)b</td>
</tr>
<tr>
<td>R(x)a</td>
</tr>
<tr>
<td>R(x)c</td>
</tr>
<tr>
<td>P4:</td>
</tr>
<tr>
<td>R(x)a</td>
</tr>
<tr>
<td>R(x)b</td>
</tr>
<tr>
<td>R(x)c</td>
</tr>
</tbody>
</table>

Guarantee:

- writes from a single source must arrive in order
- no other guarantees.

Easy to implement!
FIFO Consistency (3)

Statement execution as seen by the three processes from a previous slide.
The statements in bold are the ones that generate the output shown.
Sequential consistency vs. FIFO consistency
- both: the order of execution is nondeterministic
- sequential: the processes agree what it is
- FIFO: the processes need not agree

<table>
<thead>
<tr>
<th>Process P1</th>
<th>Process P2</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 1;</td>
<td>y = 1;</td>
</tr>
<tr>
<td>if (y == 0) kill (P2);</td>
<td>if (x == 0) kill (P1);</td>
</tr>
</tbody>
</table>

assume: initially x = y = 0

possible outcomes: P1 or P2 or neither is killed

FIFO: also possible that both are killed
Less Restrictive Consistencies

- Needs
  - FIFO too restrictive: sometimes no need to see all writes
  - example: updates within a critical section (the variables are locked => replicas need not be updated -- but the database does not know it)

- Replicated data and consistency needs
  - single user: data-centric consistency needed at all?
    - in a distributed (single-user) application: yes!
    - but distributed single-user applications exploiting replicas are not very common …
  - shared data: mutual exclusion and consistency obligatory

=> combine consistency maintenance with the implementation of critical regions
Consistency of Shared Data (1)

- Assumption: during a critical section the user has access to one replica only

- Aspects of concern
  - consistency maintenance timing, alternatives:
    - entry: update the active replica
    - exit: propagate modifications to other replicas
  - asynchronous: independent synchronization
  - control of mutual exclusion:
    - automatic, independent
  - data of concern:
    - all data, selected data
Consistency of Shared Data (2)

- Weaker consistency requirements
  - Weak consistency
  - Release consistency
  - Entry consistency

- Implementation method
  - control variable
    - synchronization / locking
  - operation
    - synchronize
    - lock/unlock and synchronize
Weak Consistency (1)

- Synchronization independent of “mutual exclusion”
- All data is synchronized

Implementation
  - synchronization variable S
  - operation synchronize
  - synchronize(S):
    - all local writes by P are propagated to other copies
    - writes by other processes are brought into P’s copy
Weak Consistency (2)

P1: W(x)a W(x)b S

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

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

(a)

A valid sequence of events for weak consistency.

(b)

An invalid sequence for weak consistency.
Weak consistency enforces consistency of a group of operations, not on individual reads and writes.

Sequential consistency is enforced between groups of operations.

Compare with: distributed snapshot.
Weak Consistency (3)

Properties:

1. **Accesses to synchronization variables** associated with a data store are **sequentially consistent** (*synchronizations are seen in the same order*).

2. **No operation on a synchronization variable** is allowed to be performed **until all previous writes have been completed** everywhere.

3. **No read or write operation** on data items are allowed to be performed **until all previous operations to synchronization variables** have been performed.
Release Consistency (1)

- Consistency synchronized with “mutual exclusion”
  => fewer consistency requirements needed
  - enter: only local data must be up-to-date
  - exit: writes need not be propagated until at exit
  - only protected data is made consistent

- Implementation
  - “lock” variables associated with data items
  - operations acquire(Lock) and release(Lock)
  - implementation of acq/rel application dependent:
    lock <=> data associations are application specific
    (this functionality could be supported by middleware)
Release Consistency (2)

Synchronization: enter or exit a critical section

- enter => bring all local copies up to date
  *(but even previous local changes can be sent later to others)*
- exit => propagate changes to others
  *(but changes in other copies can be imported later)*

P1: \( \text{Acq}(L) \ W(x)a \ W(x)b \ \text{Rel}(L) \)

P2: \( \text{Acq}(L) \ R(x)b \ \text{Rel}(L) \)

P3: \( R(x)a \)

*A valid event sequence for release consistency.*
Release Consistency (3)

Rules:
- Synchronization (mutual ordering) of
  - acquire/release operations
    wrt.
  - read/write operations
    see: weak consistency
- Accesses to synchronization variables are FIFO consistent
  (sequential consistency is not required).

The lazy version
- release: nothing is sent
- acquire: get the most recent values
Entry Consistency (1)

- Consistency combined with “mutual exclusion”

- Each shared data item is associated with a synchronization variable $S$

- $S$ has a current owner (who has exclusive access to the associated data, which is guaranteed up-to-date)

- Process $P$ enters a critical section: Acquire($S$)
  - retrieve the ownership of $S$
  - the associated variables are made consistent

- Propagation of updates: first at the next Acquire($S$) by some other process
Entry Consistency (2)

P1: Acq(\textbf{L}_x) W(\textbf{x})a Acq(\textbf{L}_y) W(\textbf{y})b Rel(\textbf{L}_x) Rel(\textbf{L}_y)

P2: Ack(\textbf{L}_x) Ack(\textbf{L}_x) x R(\textbf{x})a R(\textbf{y})\text{NIL}

P3: Acq(\textbf{L}_y) R(\textbf{y})b

A valid event sequence for entry consistency.
### Summary of Consistency Models (1)

<table>
<thead>
<tr>
<th>Consistency</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Strict</strong></td>
<td>Absolute time ordering of all shared accesses matters.</td>
</tr>
<tr>
<td><strong>Linearizability</strong></td>
<td>All processes see all shared accesses in the same order. Accesses are furthermore ordered according to a (nonunique) global timestamp</td>
</tr>
<tr>
<td><strong>Sequential</strong></td>
<td>All processes see all shared accesses in the same order. Accesses are not ordered in time</td>
</tr>
<tr>
<td><strong>Causal</strong></td>
<td>All processes see causally-related shared accesses in the same order.</td>
</tr>
<tr>
<td><strong>FIFO</strong></td>
<td>All processes see writes from each other in the order they were used. Writes from different processes may not always be seen in that order.</td>
</tr>
</tbody>
</table>

*Consistency models not using synchronization operations.*
# Summary of Consistency Models (2)

<table>
<thead>
<tr>
<th>Consistency</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weak</td>
<td>Shared data can be counted on to be consistent only after a synchronization is done</td>
</tr>
<tr>
<td>Release</td>
<td>All shared data are made consistent after the exit out of the critical section</td>
</tr>
<tr>
<td>Entry</td>
<td>Shared data associated with a synchronization variable are made consistent when a critical section is entered.</td>
</tr>
</tbody>
</table>

*Models with synchronization operations.*
Client-Centric Models

- Environment
  - most operations: “read”
  - “no” simultaneous updates
  - a relatively high degree of inconsistency tolerated
    (examples: DNS, WWW pages)

- Wanted
  - eventual consistency
  - consistency seen by one single client
Eventual Consistency

Client moves to other location and (transparently) connects to other replica

Replicas need to maintain client-centric consistency

Wide-area network

Distributed and replicated database

Portable computer

Read and write operations
Monotonic Reads

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.

(Example: e-mail)

\[
\begin{align*}
\text{L1:} & \quad WS(x_1) \quad R(x_1) \\
\text{L2:} & \quad WS(x_1; x_2) \quad R(x_2) \\
& \quad \text{(a)}
\end{align*}
\]

A monotonic-read consistent data store

\[
\begin{align*}
\text{L1:} & \quad WS(x_1) \quad R(x_1) \\
\text{L2:} & \quad WS(x_2) \quad R(x_2) \quad WS(x_1; x_2) \\
& \quad \text{(b)}
\end{align*}
\]

A data store that does not provide monotonic reads.

\( WS(x_i) \): write set = sequence of operations on \( x \) at node \( L_i \)
Monotonic Writes

A write operation by a process on a data item $x$ is completed before any successive write operation on $x$ by the same process. (Example: software updates)

(a)

L1: $W(x_1)$

L2: $W(x_1) \quad W(x_2)$

A monotonic-write consistent data store.

(b)

L1: $W(x_1)$

L2: $W(x_2)$

A data store that does not provide monotonic-write consistency.
Read Your Writes

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. (Example: edit www-page)

(a)

(b)

A data store that does not provide read-your-writes consistency.

L1: \( W(x_1) \)

L2: \( WS(x_1; x_2) \quad R(x_2) \)

A data store that provides read-your-writes consistency.

L1: \( W(x_1) \)

L2: \( WS(x_2) \quad R(x_2) \)
Writes Follow Reads

L1: \( WS(x_1) \quad R(x_1) \)
L2: \( WS(x_1; x_2) \quad W(x_2) \)

(a) A writes-follow-reads consistent data store

L1: \( WS(x_1) \quad R(x_1) \)
L2: \( WS(x_2) \quad W(x_2) \)

(b) A data store that does not provide writes-follow-reads consistency

Process P: a write operation (on x) takes place on the same or a more recent value (of x) that was read. (Example: bulletin board)
Distribution Protocols

- Replica placement
- Update propagation
- Epidemic protocols
Replica Placement (1)

The logical organization of different kinds of copies of a data store into three concentric rings.
Replica Placement (2)

- permanent replicas
- server-initiated replicas
- client-initiated replicas

servers
clients

mirror
Permanent Replicas

- Example: a WWW site
- The initial set of replicas: constitute a distributed data store
- Organization
  - A replicated server (within one LAN; transparent for the clients)
  - Mirror sites (geographically spread across the Internet; clients choose an appropriate one)
Server-Initiated Replicas (1)

- Created at the initiative of the data store (e.g., for temporary needs)
- Need: to enhance performance
- Called as **push caches**
- Example: *www hosting services*
  - a collection of servers
  - *provide access to www files belonging to third parties*
  - *replicate files “close to demanding clients”*
Server-Initiated Replicas (2)

- Issues:
  - improve response time
  - reduce server load; reduce data communication load
  - bring files to servers placed in the proximity of clients

- Where and when should replicas be created/deleted?
  - determine two threshold values for each (server, file):
    - $\text{rep} > \text{del}$
    - $\#[\text{req}(S,F)] > \text{rep}$ => create a new replicate
    - $\#[\text{req}(S,F)] < \text{del}$ => delete the file (replicate)
    - otherwise: the replicate is allowed to be migrated

- Consistency: responsibility of the data store
Client-Initiated Replicas

- Called as **client caches**
  (local storage, temporary need of a copy)
- Managing left entirely to the client
- Placement
  - typically: the client machine
  - a machine shared by several clients
- Consistency: responsibility of client
Example: Shared Cache in Mobile Ad Hoc Networks

1. $C_1$: Read $F$  $\Rightarrow$ $N_1$ returns $F$
2. $N_3$: several clients need $F$  $\Rightarrow$ Cache $F$
3. $C_5$: Read $F$  $\Rightarrow$ $N_3$ returns $F$

Source: Cao et al, Cooperative Cache-Based Data Access ...; Computer, Febr. 2004
Update Propagation: State vs. Operations

- Update route: client => copy => \{other copies\}
- Responsibility: push or pull?
- Issues:
  - consistency of copies
  - cost: traffic, maintenance of state data
- What information is propagated?
  - notification of an update (invalidation protocols)
  - transfer of data (useful if high read-to-write ratio)
  - propagate the update operation (active replication)
Pull versus Push (1)

- **Push**
  - a server sends updates to other replica servers
  - typically used between permanent and server-initiated replicas

- **Pull**
  - client asks for update / validation confirmation
  - typically used by client caches
    - client to server: \{data X, timestamp t_i, OK?\}
    - server to client: OK or \{data X, timestamp t_{i+k}\}
A comparison between push-based and pull-based protocols in the case of multiple client, single server systems.

<table>
<thead>
<tr>
<th>Issue</th>
<th>Push-based</th>
<th>Pull-based</th>
</tr>
</thead>
<tbody>
<tr>
<td>State of 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>
Pull vs. Push: Environmental Factors

- **Read-to-update ratio**
  - high $\Rightarrow$ push (one transfer – many reads)
  - low $\Rightarrow$ pull (when needed – check)

- **Cost-QoS ratio**
  - factors:
    - update rate, number of replicas $\Rightarrow$ maintenance workload
    - need of consistency (guaranteed vs. probably_ok)
  - examples
    - (popular) web pages
    - arriving flights at the airport

- **Failure prone data communication**
  - lost push messages $\Rightarrow$ unsuspected use of stale data
  - pull: failure of validation $\Rightarrow$ known risk of usage
  - high reqs $\Rightarrow$ combine push (data) and pull
Leases

- Combined push and pull
- A “server promise”: push updates for a certain time
- A lease expires
  => the client
    - polls the server for new updates or
    - requests a new lease

Different types of leases

- age based: \{time to last modification\}
- renewal-frequency based: long-lasting leases to active users
- state-space overhead: increasing utilization of a server => lower expiration times for new leases
Propagation Methods

- Data communication
  - LAN: push & multicasting, pull & unicasting
  - wide-area network: unicasting

- Information propagation: epidemic protocols
  - a node with an update: infective
  - a node not yet updated: susceptible
  - a node not willing to spread the update: removed

- propagation: anti-entropy
  - P picks randomly Q
  - three information exchange alternatives:
    - P => Q or P <= Q or P ⇔ Q

- propagation: gossiping
Gossiping (1)

P starts a gossip round (with a fixed k)

1. P selects randomly \{Q_1, \ldots, Q_k\}
2. P sends the update to \{Q_i\}
3. P becomes “removed”

Q_i receives a gossip update

- If \(Q_i\) was susceptible, it starts a gossip round
- else \(Q_i\) ignores the update

The textbook variant (*for an infective P*)

P: do until removed

- {select a random \(Q_i\); send the update to \(Q_i\);
  if \(Q_i\) was infected then remove P with probability \(1/k\)}
Gossiping (2)

- Coverage: depends on $k$ (fanout)
  - a large fanout: good coverage, big overhead
  - a small fanout: the gossip (epidemic) dies out too soon
  - $n$: number of nodes, $m$: parameter (fixed value)
    
    $k = \log(n)+m \Rightarrow$
    
    $P\{\text{every node receives}\} = e^{-(e^{-(k)})}$
    
    (esim: $k=2 \Rightarrow P=0.87$; $k=5 \Rightarrow P=0.99$)

- Merits
  - scalability, decentralized operation
  - reliability, robustness, fault tolerance
  - no feedback implosion, no need for routing tables
Epidemic Protocols: Removing Data

The problem

1. server P deletes data D => all information on D is destroyed
   [server Q has not yet deleted D]

2. communication P ⇔ Q => P receives D (as new data)

A solution: deletion is a special update (death certificate)

- allows normal update communication
- a new problem: cleaning up of death certificates
- solution: time-to-live for the certificate
  - after TTL elapsed: a normal server deletes the certificate
  - some special servers maintain the historical certificates
    forever (for what purpose?)
Consistency Protocols

- Consistency protocol: implementation of a consistency model
- The most widely applied models
  - sequential consistency
  - weak consistency with synchronization variables
  - atomic transactions
- The main approaches
  - primary-based protocols (remote write, local write)
  - replicated-write protocols (active replication, quorum based)
  - (cache-coherence protocols)
Primary-based remote-write protocol with a fixed server to which all read and write operations are forwarded.
Remote-Write Protocols (2)

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

Sequential consistency
Read Your Writes

The principle of primary-backup protocol.
Primary-based local-write protocol in which a single copy is migrated between processes.
Primary-backup protocol in which the primary migrates to the process wanting to perform an update.

Example: Mobile PC <= primary server for items to be needed
Active replication (1)

- Each replica:
  
an associated process carries out update operations

- Problems
  - replicated updates: total order required
  - replicated invocations

- Total order:
  - sequencer service
  - distributed algorithms
Active Replication (2)

Client replicates invocation request

Object receives the same invocation three times

All replicas see the same invocation

Replicated object

The problem of replicated invocations.
Active Replication (3)

Forwarding an invocation request from a replicated object

Returning a reply to a replicated object.
Quorum-Based Protocols

- Consistency-guaranteeing update of replicas: an update is carried out as a transaction

- Problems
  - Performance?
  - Sensitivity for availability (all or nothing)?

- Solution:
  - A subgroup of available replicas is allowed to update data

- Problem in a partitioned network:
  - the groups cannot communicate =>
    - each group must decide independently whether it is allowed to carry out operations.

- A quorum is a group which is large enough for the operation.
Three voting-case examples:

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)

The constraints:

1. \( N_R + N_W > N \)

2. \( N_W > N/2 \)
### Quorum Consensus: Examples

<table>
<thead>
<tr>
<th></th>
<th>Example 1</th>
<th>Example 2</th>
<th>Example 3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Latency (msec)</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Replica 1</td>
<td>75</td>
<td>75</td>
<td>75</td>
</tr>
<tr>
<td>Replica 2</td>
<td>65</td>
<td>100</td>
<td>750</td>
</tr>
<tr>
<td>Replica 3</td>
<td>65</td>
<td>750</td>
<td>750</td>
</tr>
<tr>
<td><strong>Voting configuration</strong></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Replica 1</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Replica 2</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Replica 3</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><strong>Quorum sizes</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>W</td>
<td>1</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Derived performance of file suite:**

<table>
<thead>
<tr>
<th></th>
<th>Read</th>
<th>Write</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Latency</td>
<td>Latency</td>
</tr>
<tr>
<td></td>
<td>Blocking probability</td>
<td>Blocking probability</td>
</tr>
<tr>
<td></td>
<td>0.01</td>
<td>0.0002</td>
</tr>
<tr>
<td></td>
<td>0.01</td>
<td>0.0101</td>
</tr>
</tbody>
</table>
Quorum-Based Voting

Read
- Collect a read quorum
- Read from any up-to-date replica (the newest timestamp)

Write
- Collect a write quorum
- If there are insufficient up-to-date replicas, replace non-current replicas with current replicas *(WHY?)*
- Update all replicas belonging to the write quorum.

Notice: each replica may have a different number of votes assigned to it.
Quorum Methods Applied

- Possibilities for various levels of “reliability”
  - Guaranteed up-to-date: collect a full quorum
  - Limited guarantee: insufficient quorum allowed for reads
  - Best effort
    - read without a quorum
    - write without a quorum - if consistency checks available

- Transactions involving replicated data
  - Collect a quorum of locks
  - Problem: a voting process meets another ongoing voting
    - alternative decisions:
      - abort
      - wait
      - continue without a vote
      - problem: a case of distributed decision making
        (figure out a solution)