

# Conflict Free Replicated Data-types in Eventually Consistent Systems

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#NoSQLrs

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# Riak

Distributed, Masterless, Key/Value Database  
+ Extras

Key

Value

Key

Value

Key

Value

Key

Value

Key

Value

Key

Value

# Buckets, Keys and Values

Simple operations;  
GET, PUT, DELETE

# Distributed & Scalable

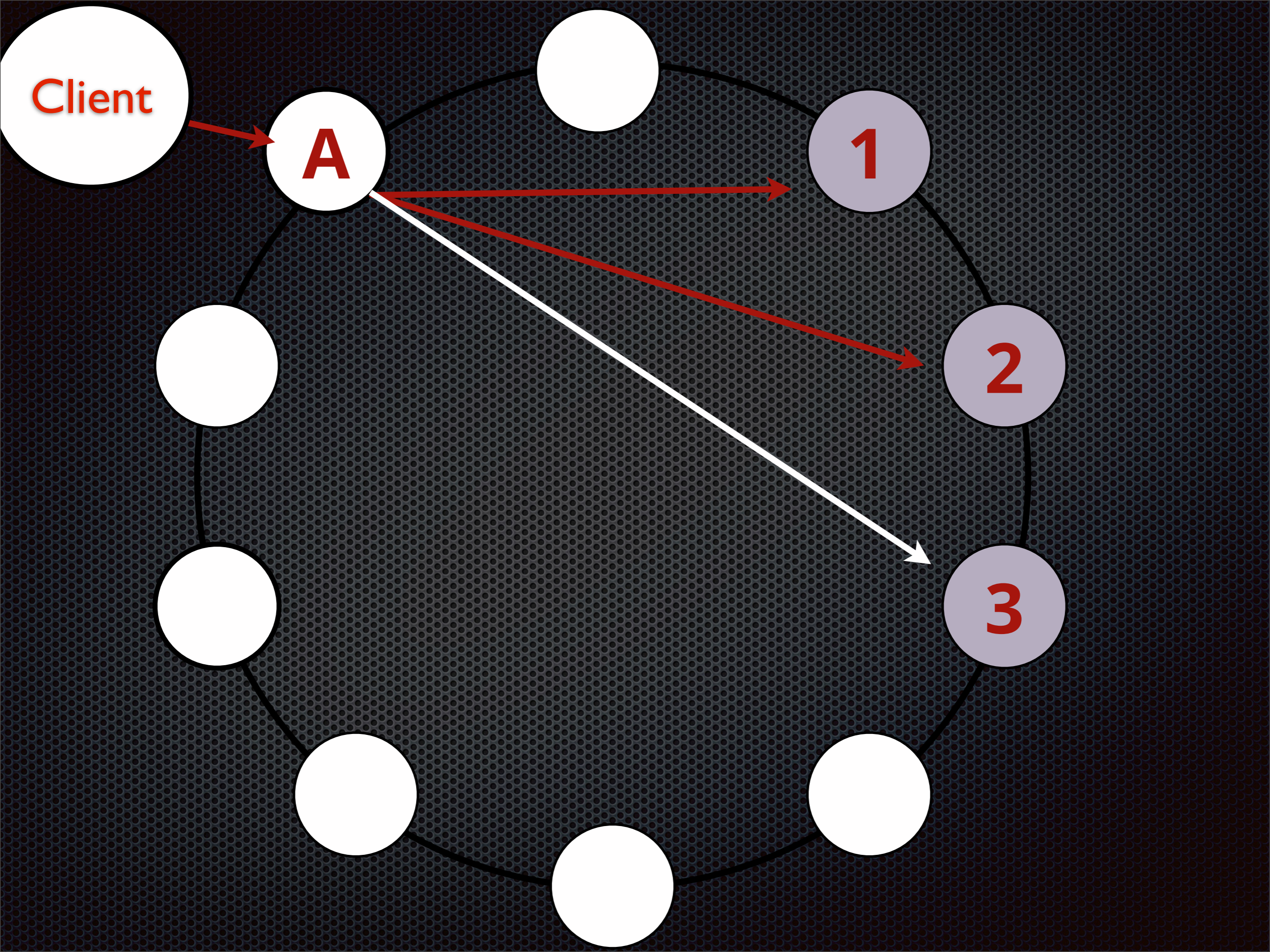


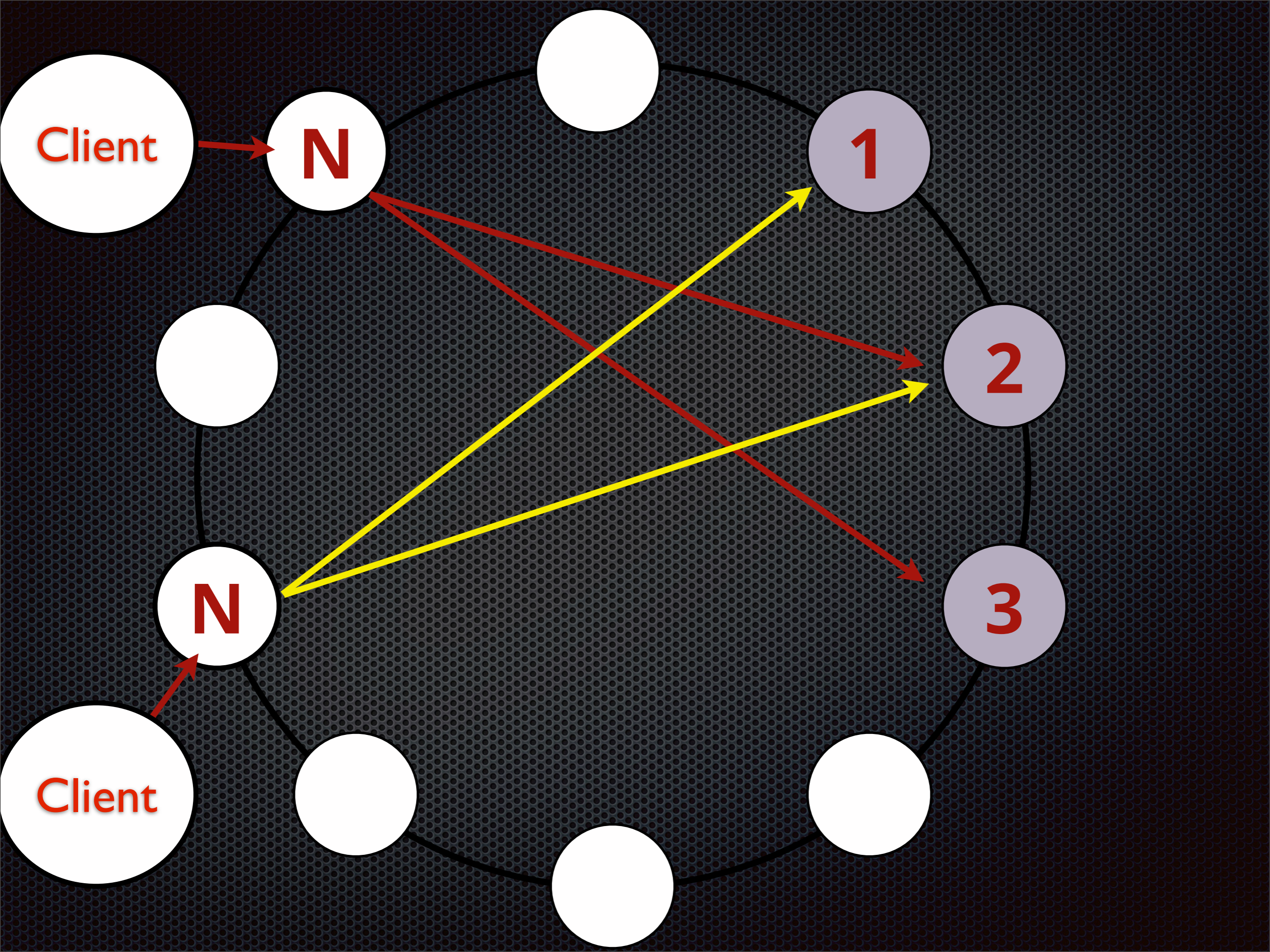
# Fault Tolerance

- ✦ Any node can serve R/W requests
- ✦ Data is replicated
- ✦ Fallback Node
- ✦ Hinted Handoff

# Dynamo Systems

- ✦ Distributed
- ✦ High Availability
- ✦ Masterless
- ✦ Eventually Consistent







# Conflicts

# Conflict Resolution

- Last-Write Wins (LWW)
- Vector Clocks (Siblings)

# Sibling Resolution

# Conflict-Free Replicated Data Types



INSTITUT NATIONAL DE RECHERCHE EN INFORMATIQUE ET EN AUTOMATIQUE

***A comprehensive study of  
Convergent and Commutative Replicated Data Types***

Marc Shapiro, INRIA & LIP6, Paris, France  
Nuno Preguiça, CITI, Universidade Nova de Lisboa, Portugal  
Carlos Baquero, Universidade do Minho, Portugal  
Marek Zawirski, INRIA & UPMC, Paris, France

- 13 Jan 2011

[http://hal.upmc.fr/docs/00/55/55/88/PDF/  
techreport.pdf](http://hal.upmc.fr/docs/00/55/55/88/PDF/techreport.pdf)

# Primitives

- ✦ Counters
- ✦ Sets
- ✦ Maps
- ✦ Registers
- ✦ Booleans

# Counters

```
{
  {
    'type': 'g-
counter',
    'e': {
      'a': 1,
      'b': 5,
      'c': 2
    }
  }
}

{
  'type': 'pn-counter',
  'p': {
    'a': 10,
    'b': 2
  },
  'n': {
    'c': 5,
    'a': 1
  }
}
```

P=12, N=6, value = 6

# The Problem of Absence



# Sets

```
{  
  'type': 'g-set',  
  'e': ['a', 'b', 'c']  
}
```

```
{  
  'type': 'or-set'  
  [ {a, 3}, {b, 2}, {c, 2}],           %% Version Vector  
    [{ 'bob', [{a, 1}]}],             %% Bob was added by  
    'a' at logical time 1 (a's first event)  
    {'joel', [{a, 3}]},               %% Joel was added by  
    'a' at logical time 3  
    {'sean', [{a, 2}, {c, 1}]},  
    {'matt', [{b, 1}]},  
    {'stu', [{c, 2}, {b, 2}]}]       W, element->dots  
}]
```

# Maps

```
{  
  'type': 'map',  
  gold=100, stone=10,  
  weapons=[sword, knife, shotgun],  
  armour=[helmet, shield]  
}
```

Hey Riak with Map at Key K ->

```
[{increment gold by 10, decrement  
stone by 4, add uzi to weapons and  
remove helmet from armour}]
```

# Use-Cases

- ✦ Advert clicks (G-Counter)
- ✦ Shopping cart (Modified OR-Set)
- ✦ Logged in users (P-N Counter)
- ✦ Maps can be composed of complex data

# Common Questions

- ✦ What do they cost me?
- ✦ How big are they?
- ✦ What can't they do?

# Riak 2.0

- Riak Data Types
- Strong Consistency
- New Full-Text Search (Solr)
- Security

# Useful links

<http://hal.upmc.fr/docs/00/55/55/88/PDF/techreport.pdf>

<http://arxiv.org/pdf/1210.3368.pdf>

<https://gist.github.com/russelldb/f92f44bdfb619e089a4d>

<http://gsd.di.uminho.pt/members/cbm/ps/scadt3.pdf>

<http://arxiv.org/abs/1011.5808>

Thank you

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