### Étude de la cohérence dans les systèmes distribués Journée DALGO

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LIS-LAB, Scille

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- Introduction
- My internship

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### Présentation

- Amaury JOLY
- Master Informatique
  - Option Fiabilité Sécurité Informatique (FSI)

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### My Internship

- Begin in april
- Collaboration between Parsec and LIS-LAB
  - Parsec is a for-profit organization working on an open-source software named Parsec
  - It's a software architecture to file sharing with E2EE in a zero-trust approach
- Parsec want to add Collaborative Editing on their products :
  - With a zero-trust approach (so probably decentralized)
  - With a high avaibility and low latency approach
- Subject is Weak Consistency Byzantin Fault Tolerent

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### A distributed system

#### Definition

A distributed system is a group of **actors** able to comunicate **each-other** working together to **complete a common task**.

The system we consider on this presentation is a **asynchronous message-passing** system.

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### A distributed system is a living system

A distributed system changes over time.

There's some way to study these changes :

- focus on the churn (node addition and removal).
- focus on the messages.
- focus on the connectedness.
- focus on the states.  $\Leftarrow$
- probably more...?

The study of the state changes is also called the study of **consistency**. A small exemple : A peer-to-peer discussion

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#### The compromises of consistency

- Strong consistency
- The compromises of the strong consistency
- In a malicious context?

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### Safety

#### Definition

Each **read** operation made in the same **non-competitor** context provide the same result.



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### Regularity

#### Definition

An reading operation concurrent with a writing operation must provide the value before or after the write.



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### Atomicity

#### Definition

If two reading are non-competitor, the second one must provide a value at least as recent as the previous one.



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### Atomic Consistency $(C_{\top})$

#### Définition

Atomic consistency is the stronger consistency class.

- Provide an awful interactivity.
- Need a strong synchronization between each operation.
  - Each read or write operation lock the others and need to wait the realease from the previous one.
- He's used as a reference for the other consistency class.

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### The models of consistency





#### Les classes de cohérences

- 2 big family :
  - Strong Consistency
  - Weak Consistency :
    - Eventual Consistency (EC)
    - State Locality (SL)
    - Validity (V)

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a. Perrin, Concurrence et cohérence dans les systèmes répartis, 2017

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## Eventual Consistency (EC)

#### Definition

There exist a set of confinite operations where each one must be justify with the same state.



$$\begin{aligned} E' &= \{r/(1,2)^{\omega}, r/(1,2)^{\omega}\}\\ \delta &= ((1,2), \emptyset) \text{ is a valid state}\\ \text{justifying } E'. \end{aligned}$$



 $E' = \{r/(1,2)^{\omega}, r/(2,1)^{\omega}\}.$ There exist no state able to justify E' because the two infinite read are not consistent.

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### State Locality

#### Definition

For all p, there exist one linearization who include all the read operations of p. According to the local order of these reads.





$$C_{p_0} = \{r/(0,0), r/(0,2)^{\omega}, w(2)\},\$$
  

$$C_{p_1} = \{r/(0,0), r/(0,1)^{\omega}, w(1)\},\$$
  

$$r/(0,0) \bullet w(2) \bullet r/(0,2)^{\omega},\$$
  

$$r/(0,0) \bullet w(1) \bullet r/(0,1)^{\omega}$$

$$\begin{split} E'_{p_0} &= \{r/(0,0), r/(2,1)^{\omega}\}, \\ r/(0,0) \bullet w(2) \bullet w(1) \bullet r/(2,1)^{\omega} \\ E'_{p_1} &= \{r/(0,1), r/(2,1)^{\omega}\}. \\ \text{There exist no linearization of } p_1 \\ \text{satisfying the definition of state} \\ \text{locality} \end{split}$$

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#### Definition

There exist a cofinite set of operations such as for each of them must be justified by a linearization of all the write operation.



$$E' = \{r/(2,1)^{\omega}, r/(1,2)^{\omega}\} \\ w(2) \bullet w(1) \bullet r/(2,1)^{\omega} \\ w(1) \bullet w(2) \bullet r/(1,2)^{\omega}$$

$$w(1) \quad r/(0,1) r/(0,1)^{\omega}$$

$$P_0 \bigoplus \bigoplus \bigoplus$$

$$p_1 \bigoplus \bigoplus \bigoplus$$

$$w(2) \quad r/(0,2) r/(1,2)^{\omega}$$

 $E' = \{r/(0,1)^{\omega}, r/(1,2)^{\omega}\}.$ There is no linearization of the write operation able to justify  $r/(0,1)^{\omega}$ .

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The Byzantin context associate to the weak consistency

#### Some questions about :

- is the weak consistency introduce new possibility of malicious behaviours.
- is the weak consistency reduce by design the field of milicious behaviours.

The state of the art is poor about these questions and few formalized algoritms are available.

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### Conclusion

#### What's next?

- Study and formalize some "in-prod" algoritms using weak consistency in byzantin contexts.
- Continue the colaboration with Parsec :
  - formalize a list of properties
  - provide a proof of concept of a colaborative editor

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