



**Exercises**  
**Distributed Systemes: Part 2**  
**Summer Term 2015**  
21.7.2015

## 6. Exercise sheet: Distributed Concurrency Control and Replication

### Exercise 1

Consider the following local schedules:

- $S_1 : R_1A \ W_1A \ R_2A \ W_2A$   
 $S_2 : R_2B \ W_2B \ R_1B \ W_1B$
- $S_1 : R_1A \ W_2A$   
 $S_2 : R_3B \ W_1B \ R_2C \ W_3C$
- $S_1 : R_1A \ R_3A \ R_3B \ W_3A \ W_3B \ R_2B$   
 $S_2 : R_4D \ W_4D \ R_1D \ R_2C \ R_4C \ W_4C$
- $S_1 : W_1A \ c_1 \ R_3A \ R_3B \ c_3 \ W_2B \ c_2$   
 $S_2 : W_2C \ c_2 \ R_4C \ R_4D \ c_4 \ W_1D \ c_1$

- (1) Verify whether or not the schedules are serializable.
- (2) Demonstrate that by applying Distributed 2PL/Timestamp Protocol prevents non-serializable schedules.
- (3) Check whether or not the schedules are rigorous and commit-deferred.
- (4) Demonstrate that by applying a Ticket-based concurrency control prevents non-serializable schedules.

### Exercise 2

Keeping consistency in replicated data is a key issue, for which several approaches exist

- a) Compare the combinations of update primary copy/update anywhere and eager/lazy propagation in terms of availability, consistency and cost for read/write operations
- b) What kind of consistency problems could occur with a read quorum  $\frac{2}{3}N+1$  and a write quorum of  $N/3+1$ ?

### Exercise 3

Eventual consistency provides high availability and scalability, but limits consistency

- a) Provide examples of consistency problems/anomalies that could occur!
- b) In current cloud storage systems, *Latest write wins* is a popular approach to resolve concurrent updates. Explain the problems that may occur when using physical/wall-clock timestamps!
- c) Describe an approach that uses logical clocks to handle such concurrent updates

### Exercise 4

Different consistency models provide different tradeoffs between availability and consistency

- a) Explain why preventing lost updates can lead to unavailability
- b) How can you guarantee Read Committed, but stay available?