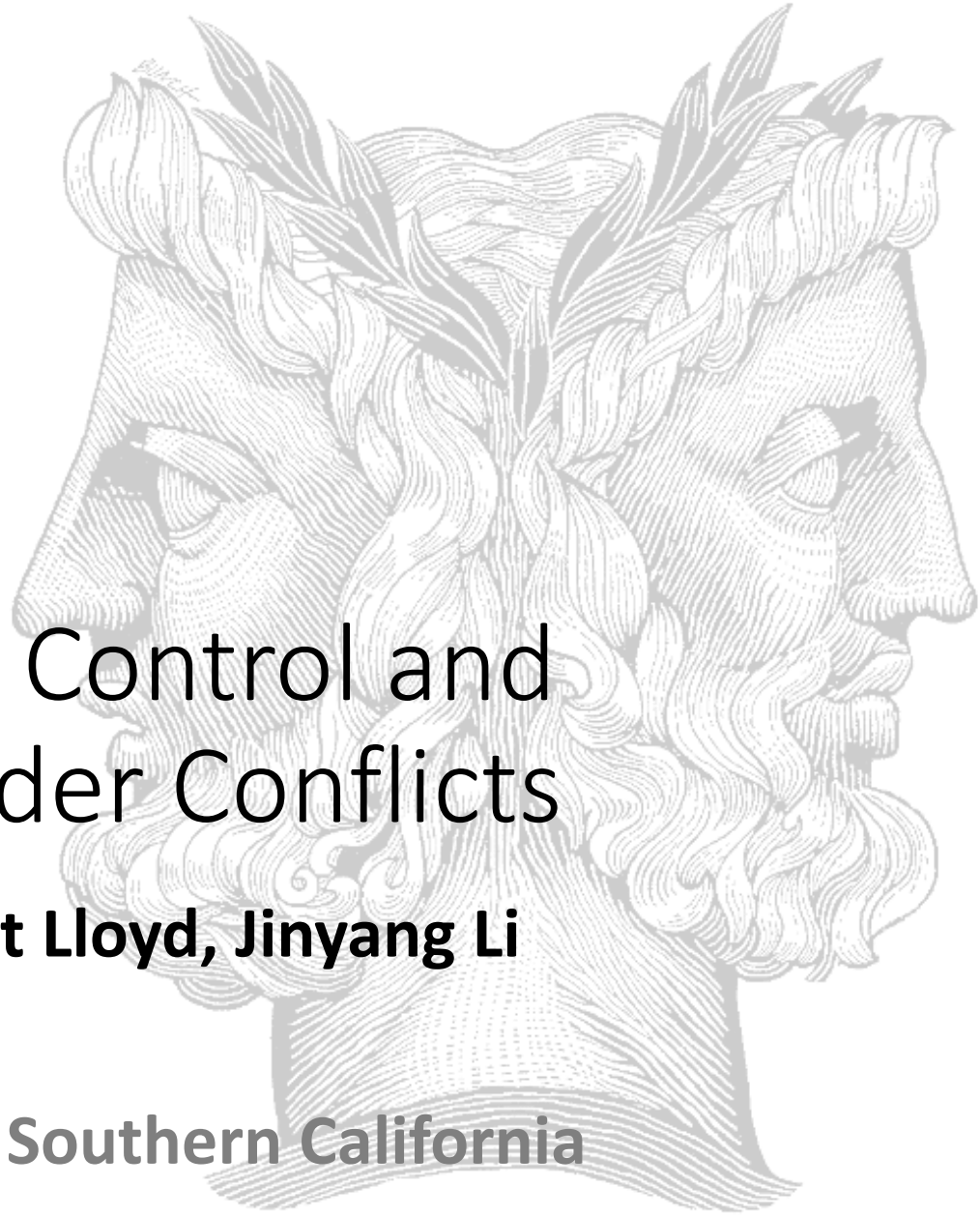


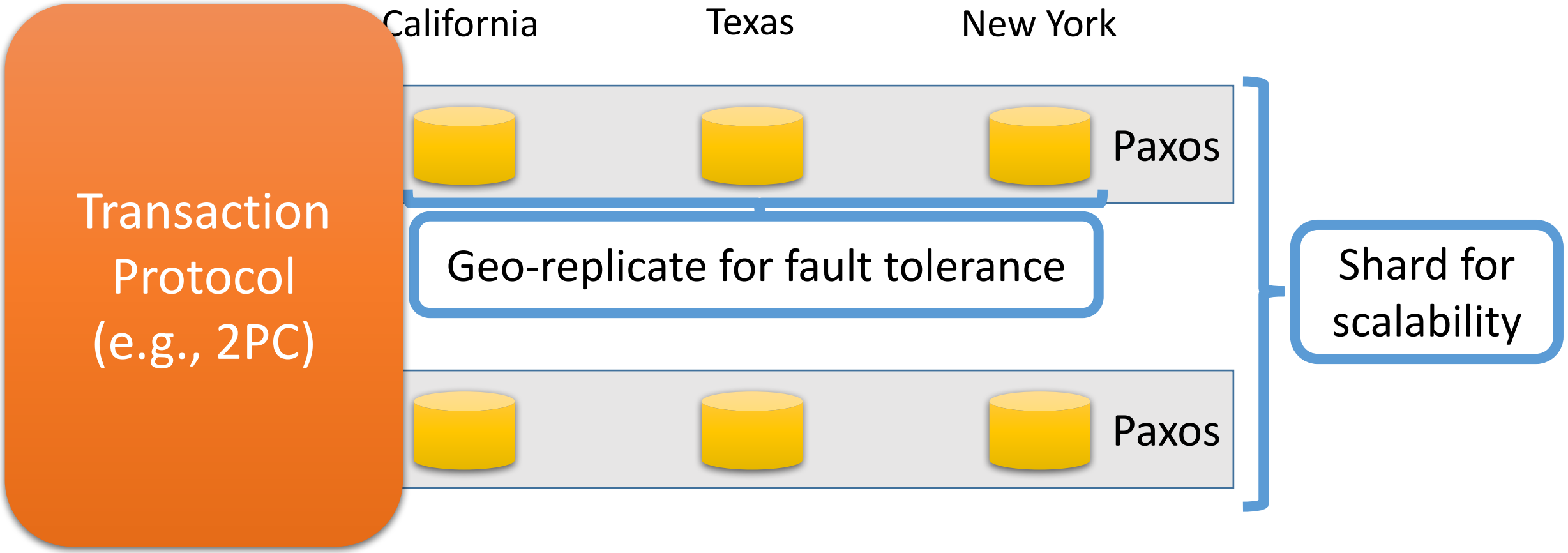
Janus
Consolidating Concurrency Control and Consensus for Commits under Conflicts

Shuai Mu, **Lamont Nelson, Wyatt Lloyd, Jinyang Li**

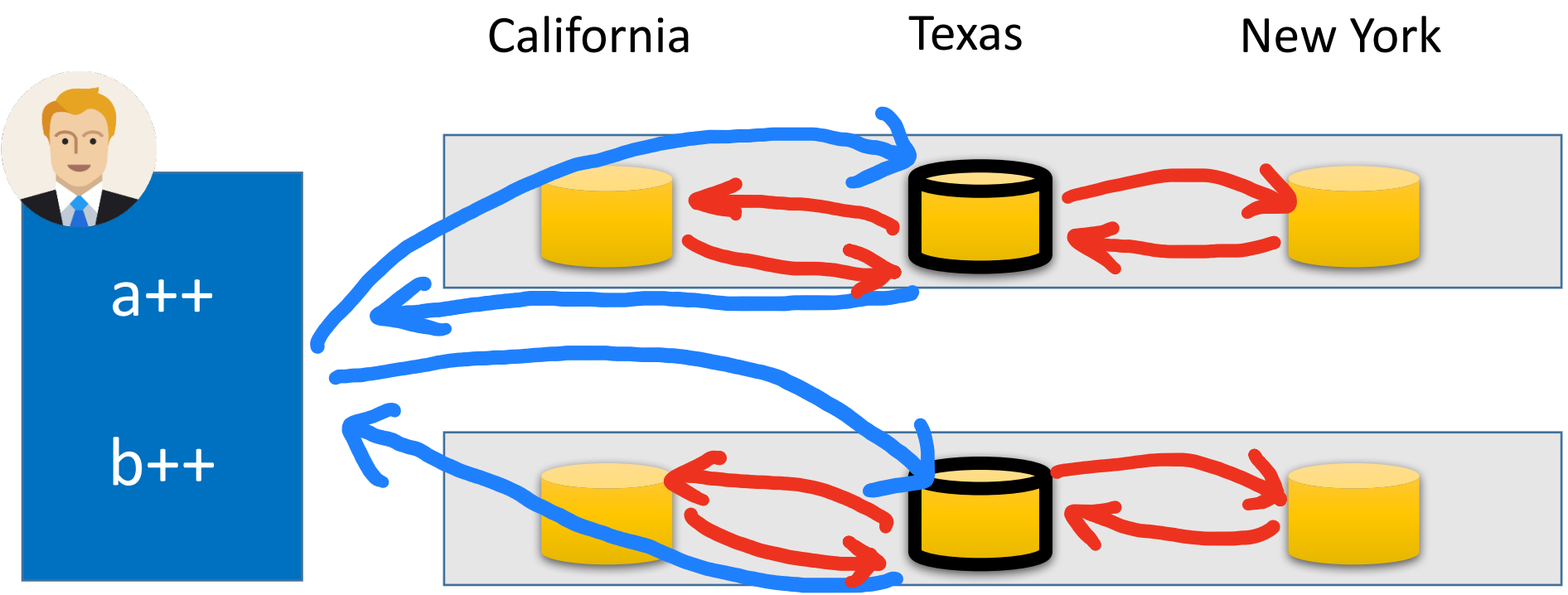
New York University, University of Southern California

State of the Art for Distributed Transactions

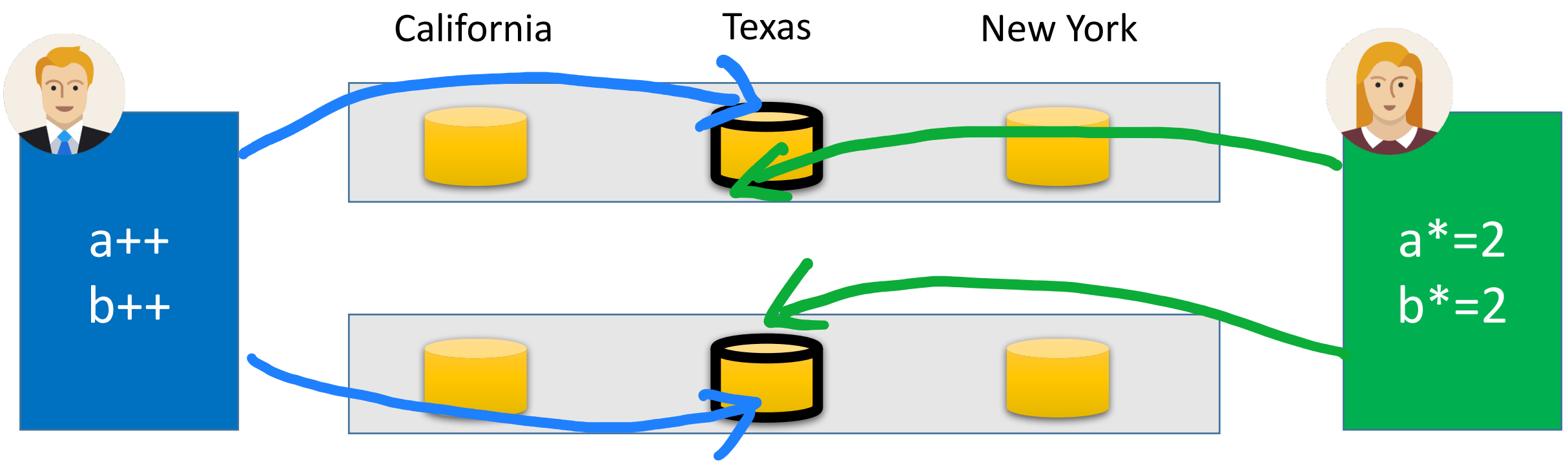
Layer Concurrency Control on top of Consensus



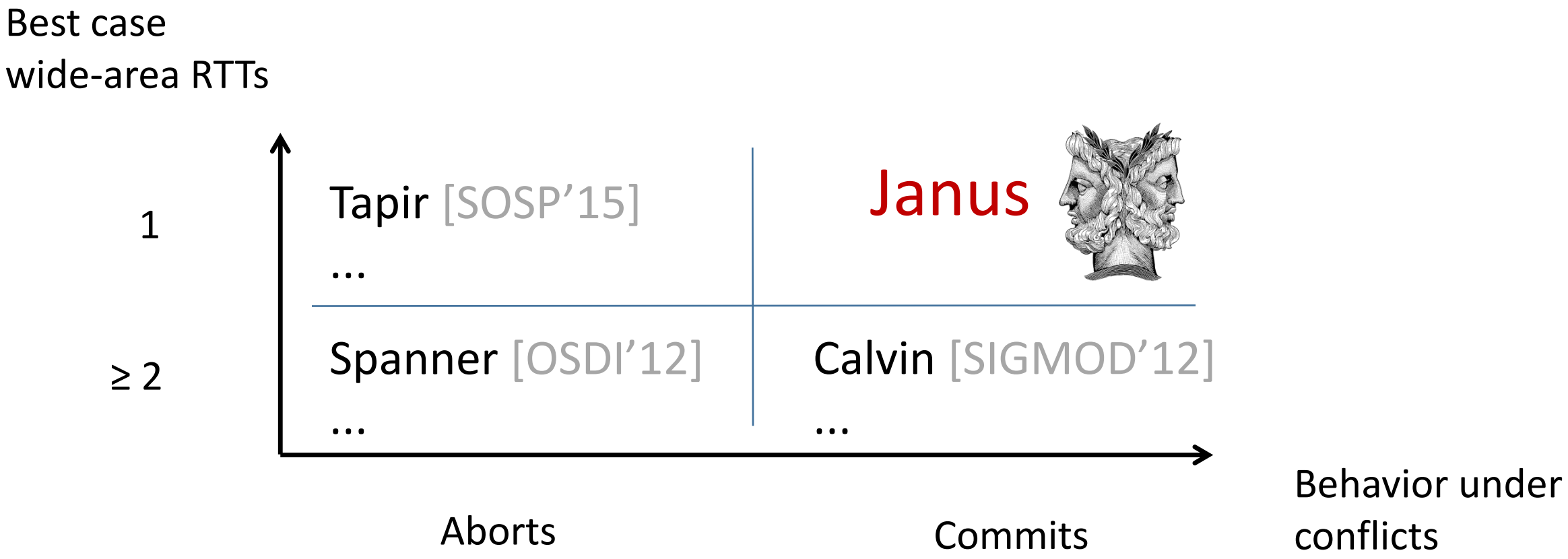
Latency Limitation:
Multiple Wide-Area Round Trips from Layering



Throughput Limitation: Conflicts Cause Aborts

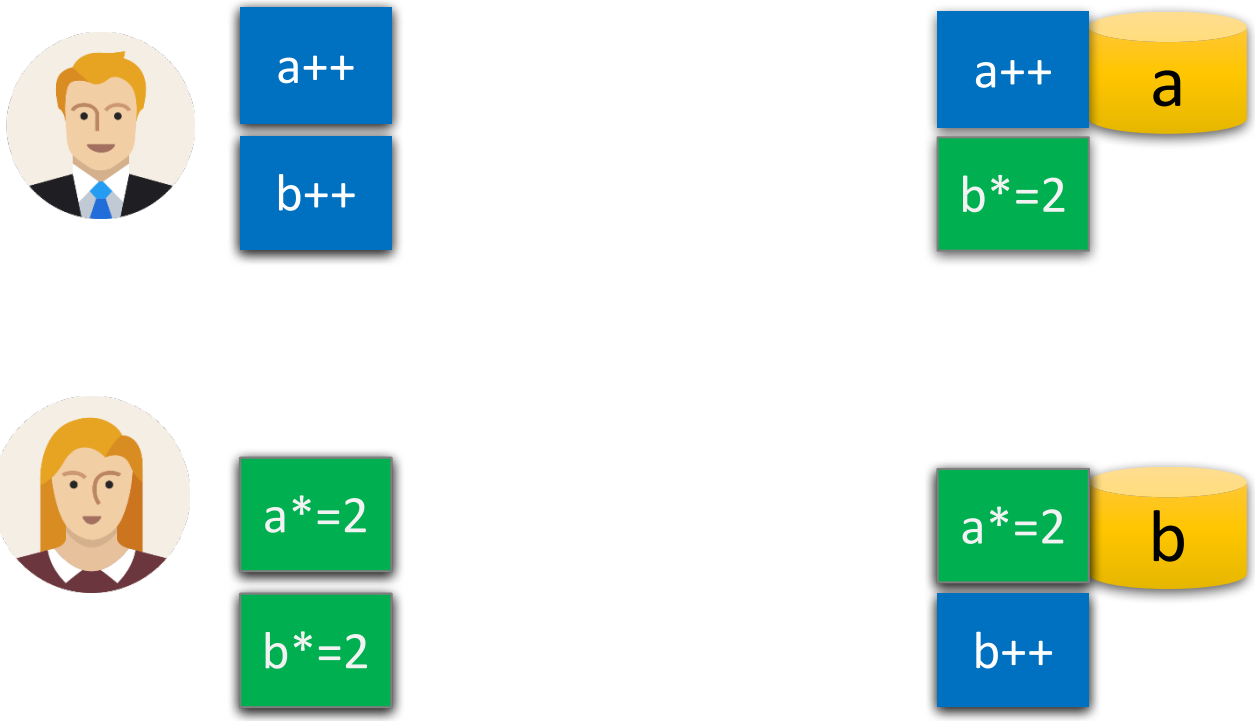


Goals: Fewer Wide-Area Round Trips and Commits Under Conflicts



Establish Order Before Execution to Avoid Aborts

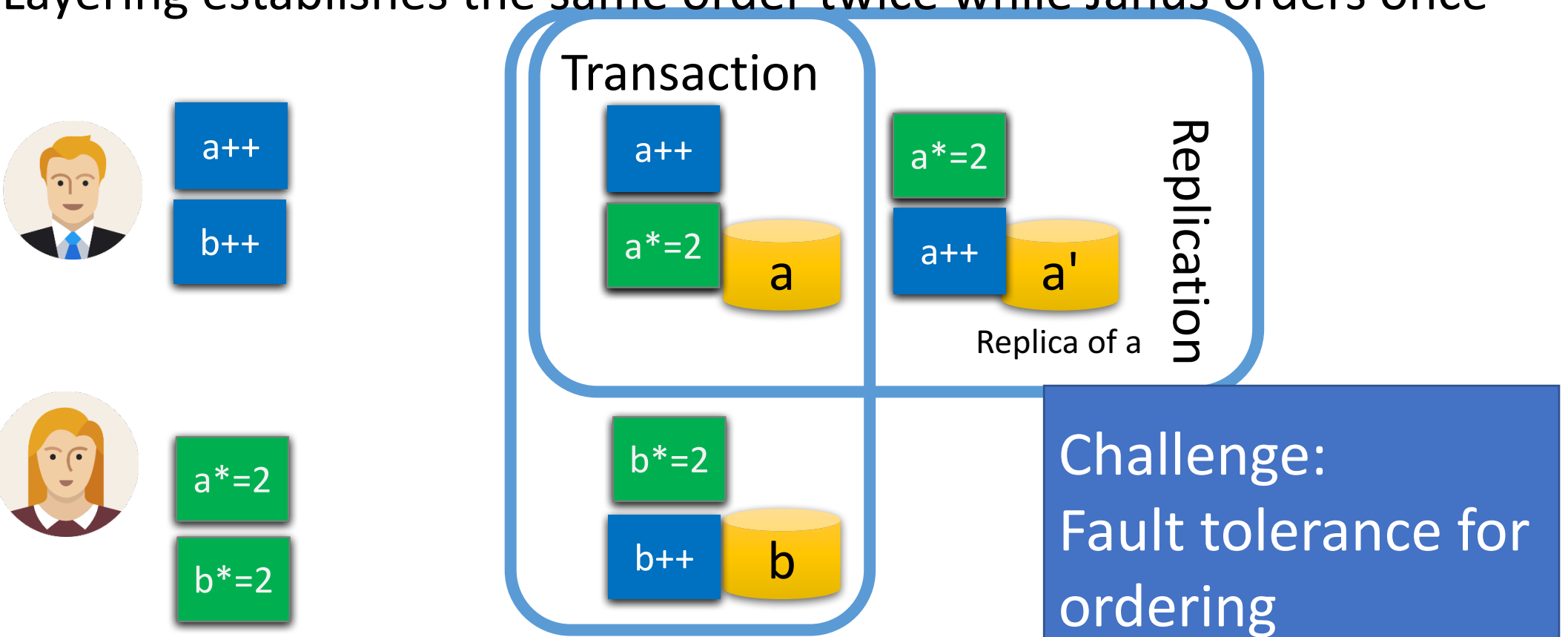
- Designed for transactions with static read & write-sets
- Structure a transaction as a set of stored procedure pieces
- Servers establishes consistent ordering for pieces before execution



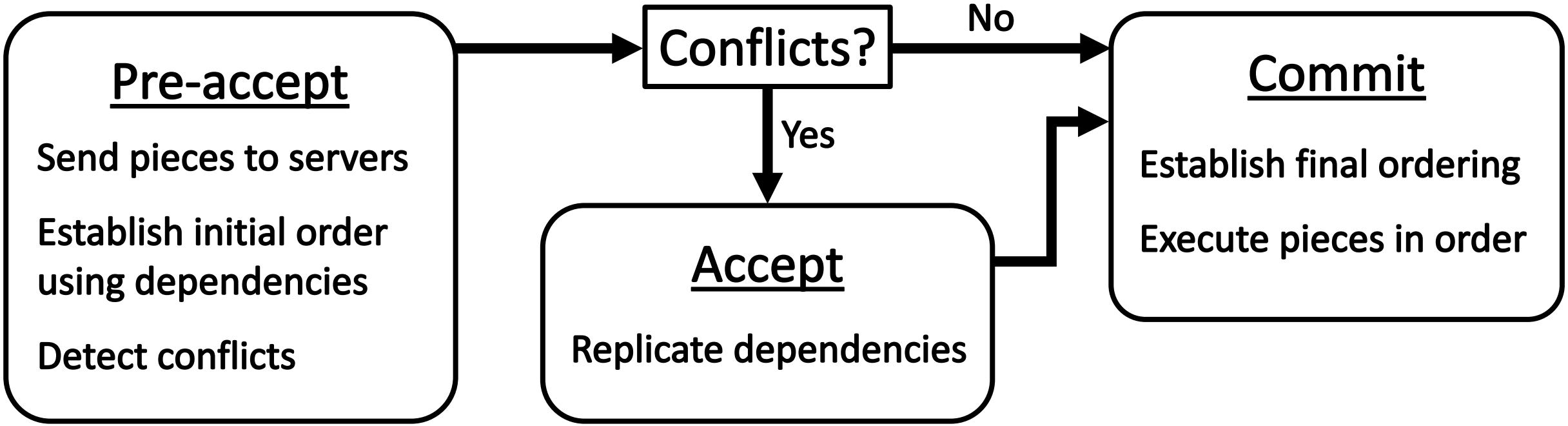
Challenge:
Distributed ordering to avoid bottleneck

Establish Order for Transactions and Replication Together to Commit in 1 Wide-area Roundtrip

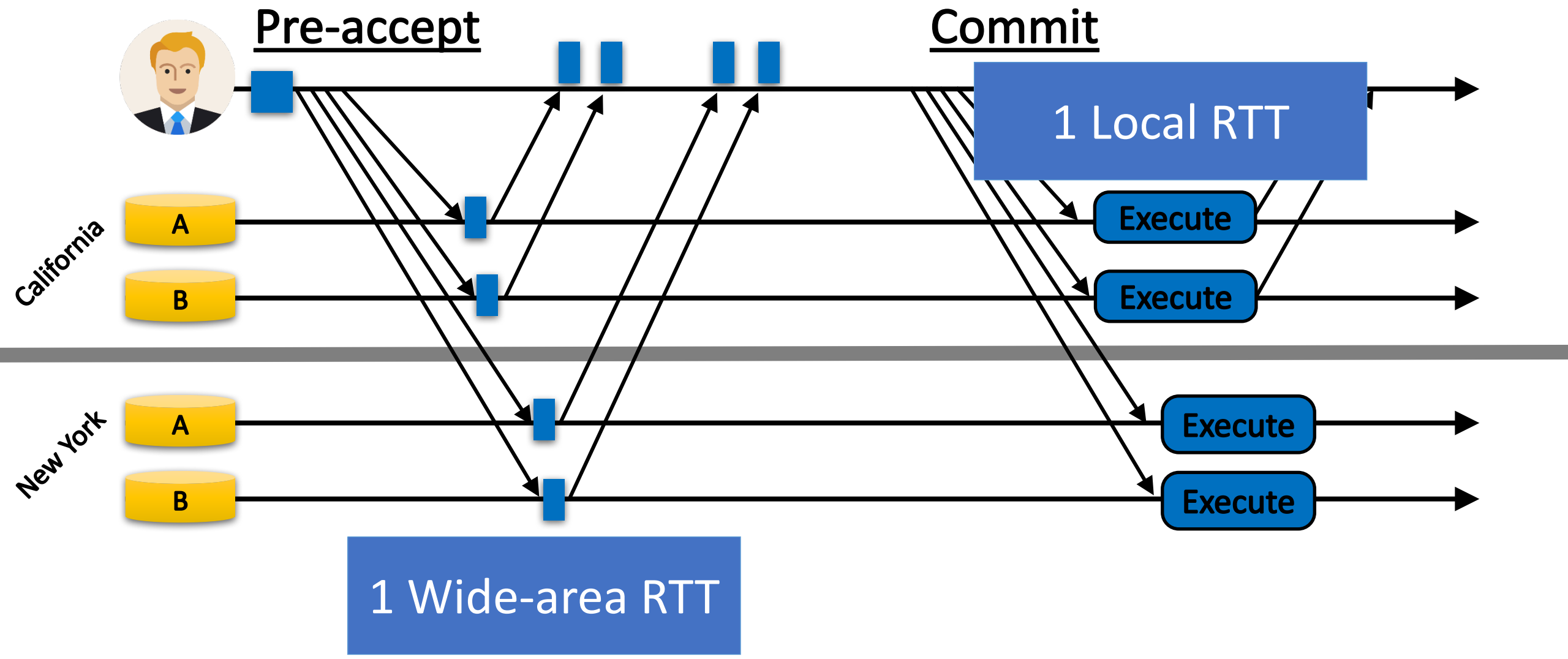
- Consistent ordering for transaction and replication is the same!
- Layering establishes the same order twice while Janus orders once



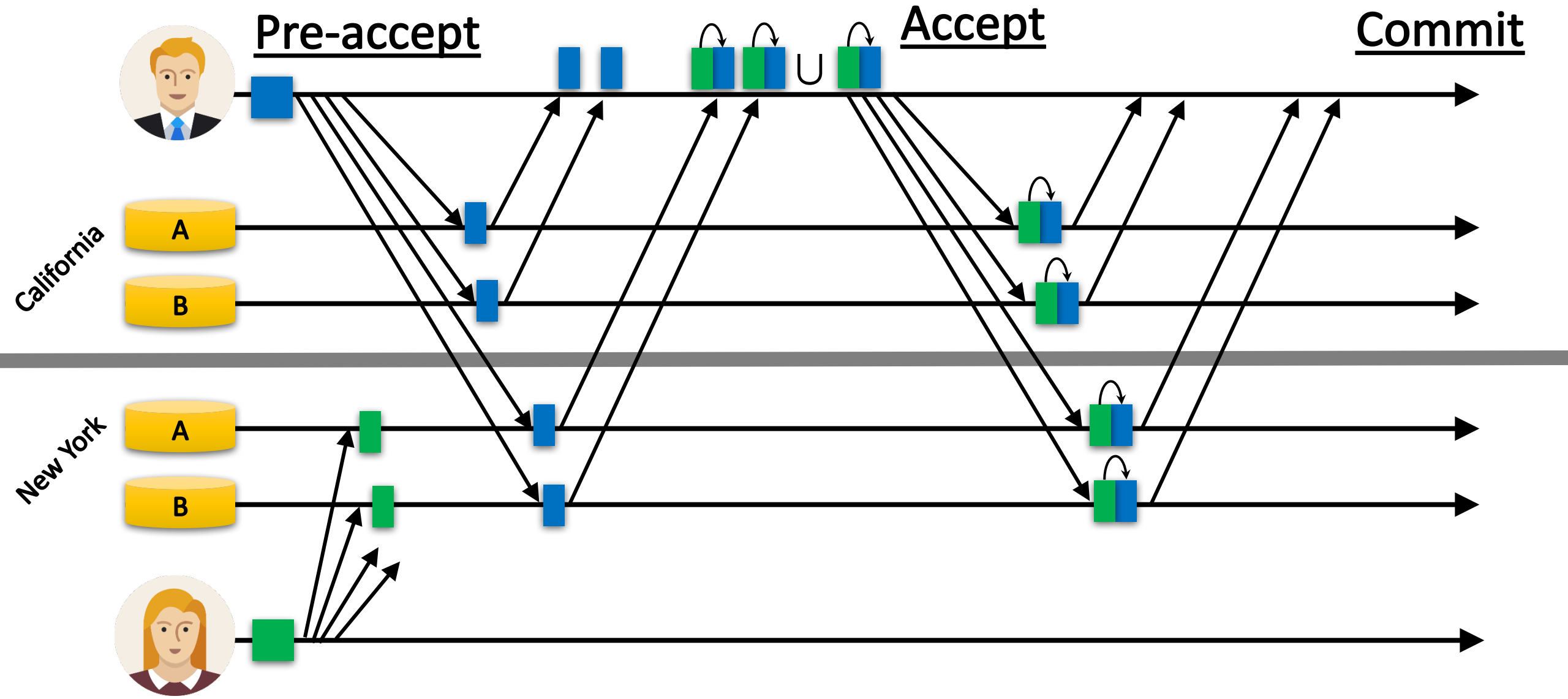
Overview of the Janus Protocol



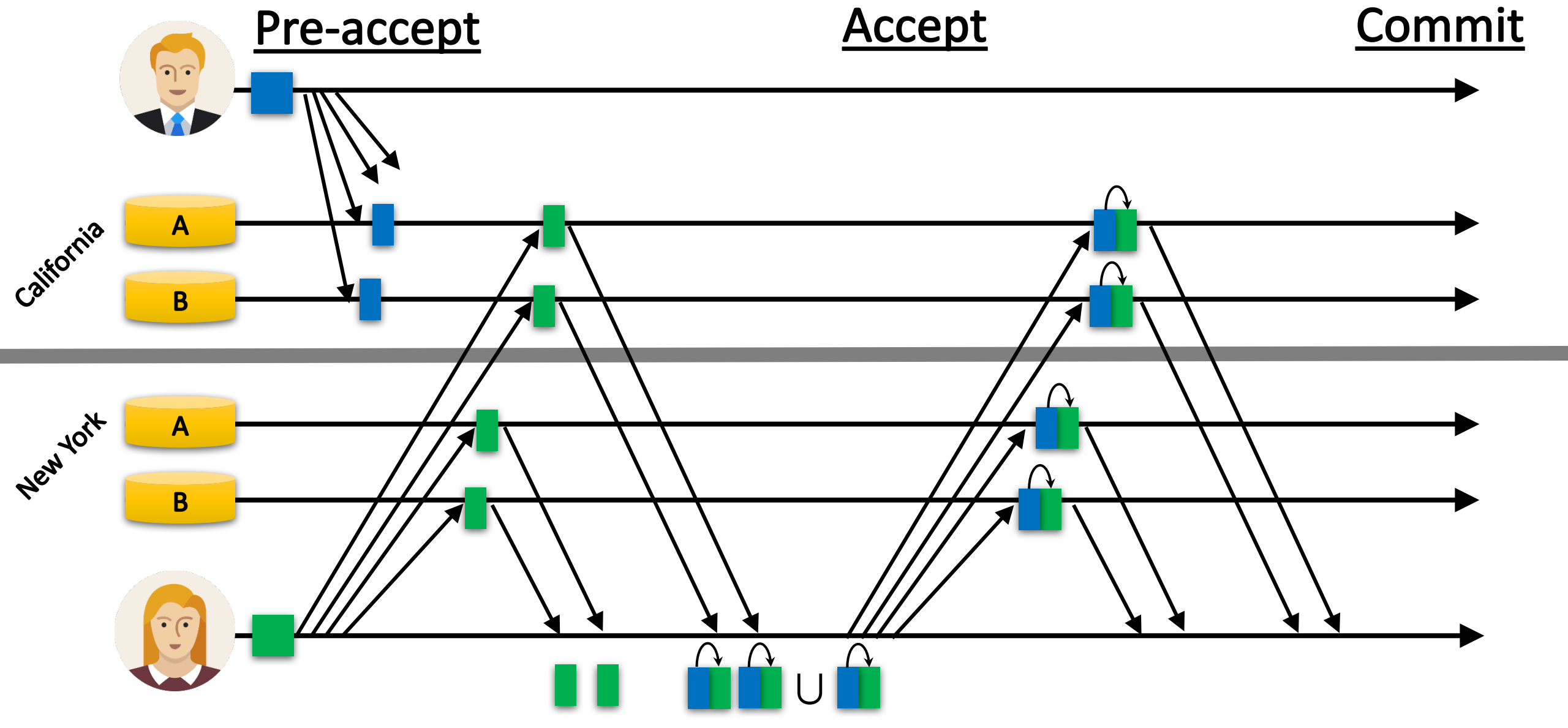
No Conflicts: Commit in 1 Wide-Area Round Trip



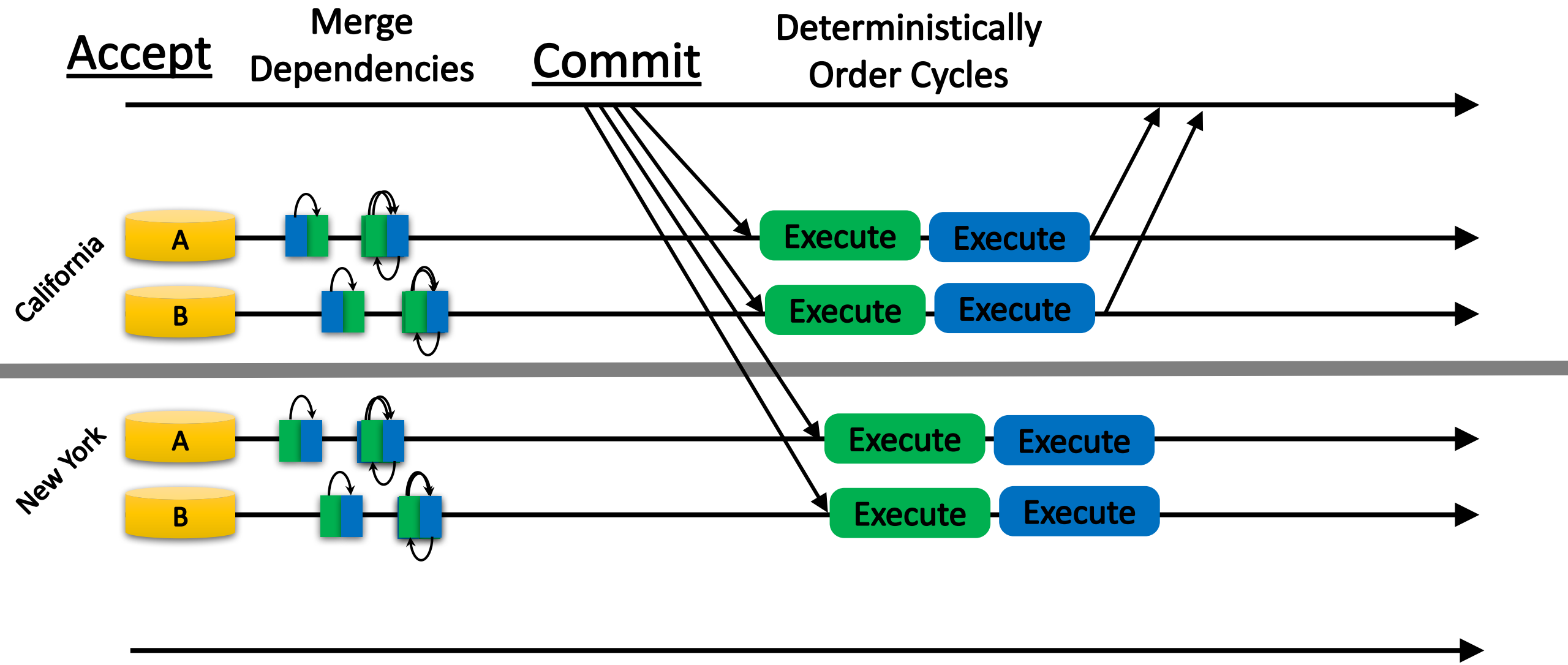
Conflicts: Commit in 2 Wide-Area RTT



Conflicts: Commit in 2 Wide-Area Round Trips



Conflicts: Commit in 2 Wide-Area Round Trip



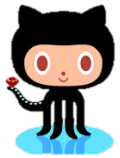
Janus Achieves Fewer Wide-Area Round Trips and Commits Under Conflicts

- No conflicts: commit in 1 wide-area round trip
  - Pre-accept sufficient to ensure same order under failures
- Conflicts: commit in 2 wide-area round trips
  - Accept phase replicates dependencies to ensure same order under failures

Janus Paper Includes Many More Details

- Full details of execution
- Quorum sizes
- Behavior under server failure
- Behavior under coordinator (client) failure
- Design extensions to handle dynamic read & write sets

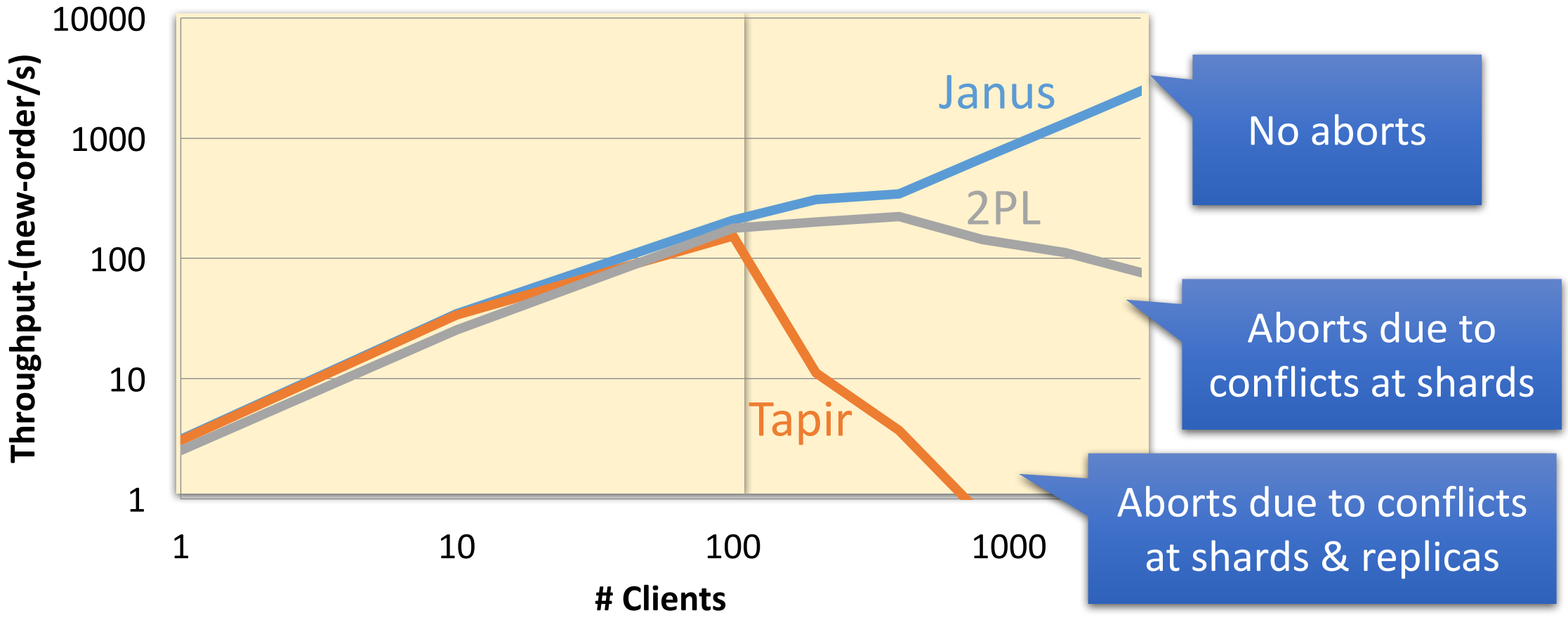
Evaluation



https://github.com/NYU-NEWS/janus

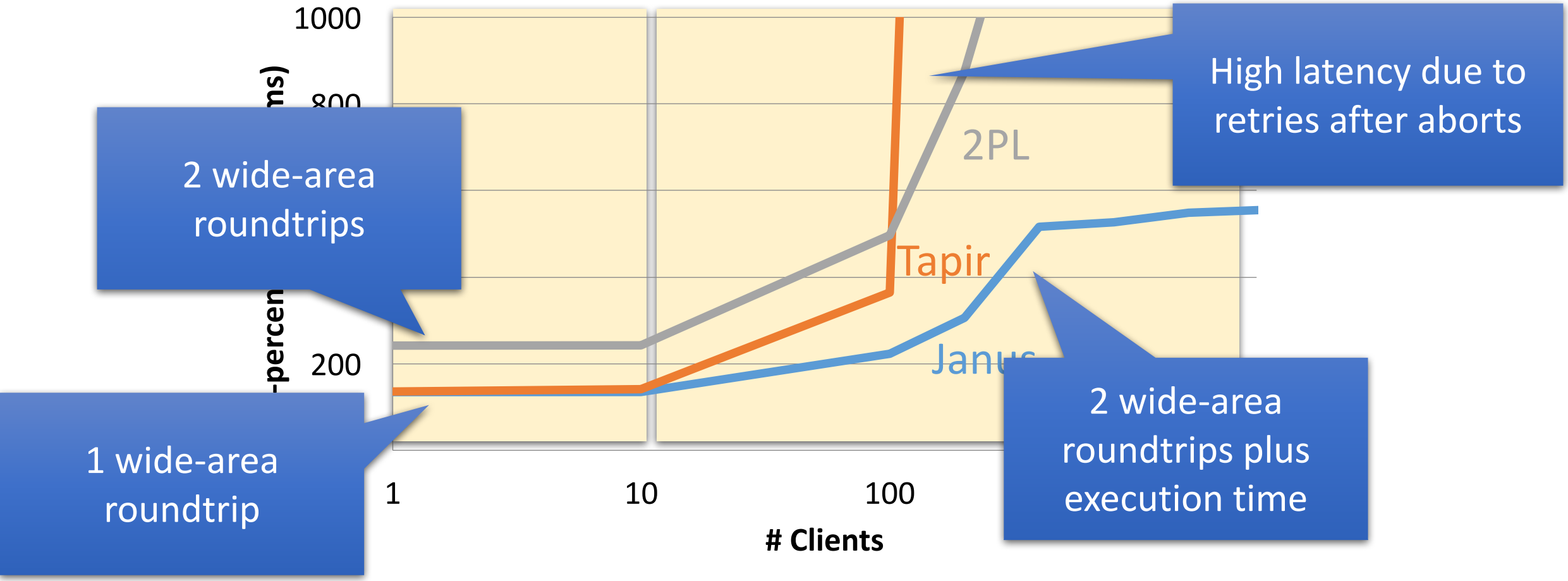
- Throughput under conflicts
- Latency under conflicts
- Overhead when there are no conflicts?
- Baselines
  - 2PL (2PC) layered on top of MultiPaxos
  - TAPIR [SOSP'15]
- Testbed: EC2 (Oregon, Ireland, Seoul)

Janus Commits under Conflicts for High Throughput



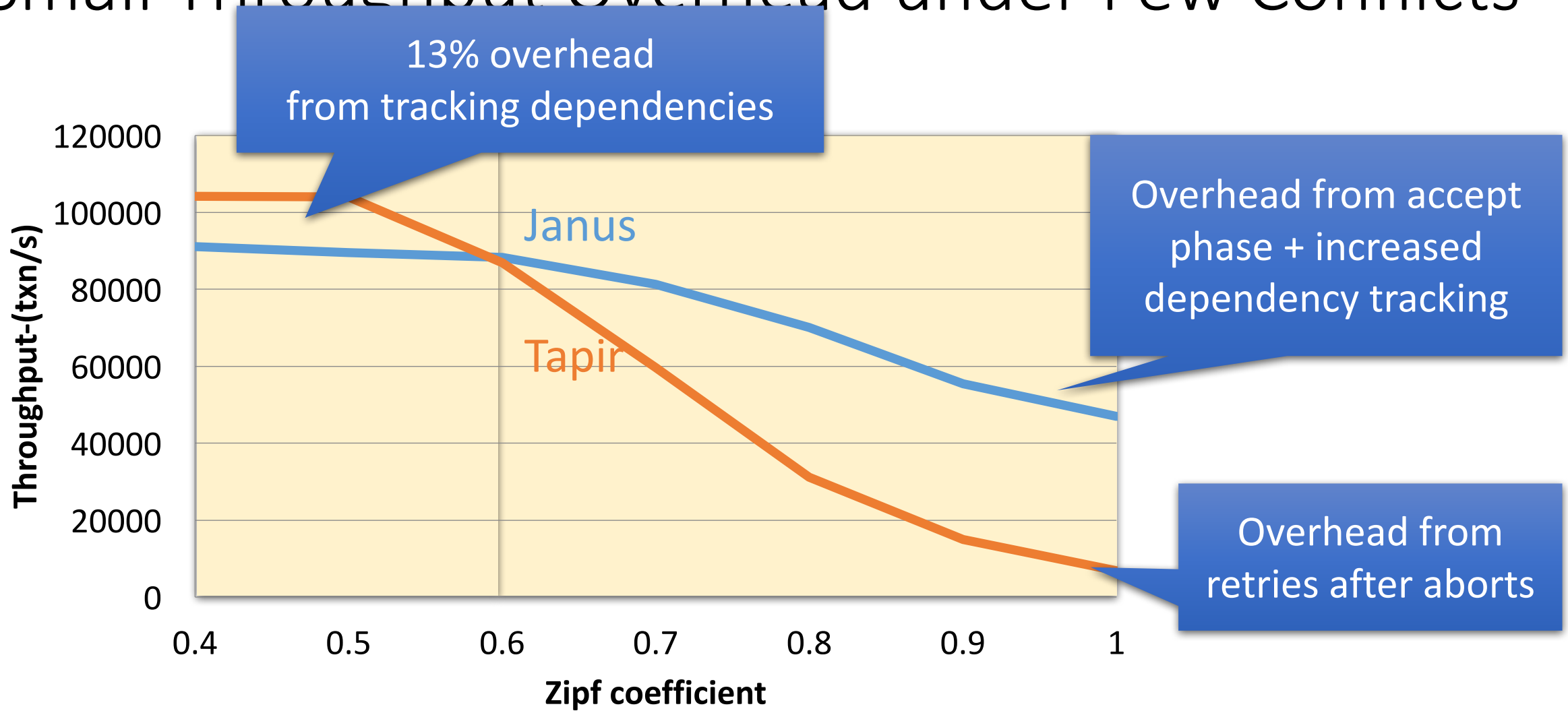
TPC-C with 6 shards, 3-way geo-replicated (9 total servers), 1 warehouse per shard.

Janus Commits under Conflicts for Low Latency



TPC-C with 6 shards, 3-way geo-replicated (9 total servers), 1 warehouse per shard.

Small Throughput Overhead under Few Conflicts



Microbenchmark with 3 shards, 3-way replicated in a single data center (9 total servers).

Related Work

	Isolation Level	1 RTT	Commit under Conflicts
Janus [OSDI'16]	Strict-Serial	✔	✔
Tapir [SOSP'15]	Strict-Serial	✔	✖
Rep.Commit [VLDB'13]	Strict-Serial	✔	✖
Calvin [SIGMOD'12]			✔
Spanner [OSDI'12]			✖
MDCC [EuroSys'13]			✖
COPS [SOSP'11]	Causal+	✔	✔
Eiger [NSDI'13]	Causal+	✔	✔

EPaxos [SOSP'13]
Rococo [OSDI'14]

Conclusion

- Two limitations for layered transaction protocols
  - Multiple wide-area round trips in the best case
  - Conflicts cause aborts
- Janus consolidates concurrency control and consensus
  - Ordering requirements are similar and can be combined!
  - Establishing a single ordering with dependency tracking enables:
    - Committing in 1 wide-area round trip in the best case
    - Committing in 2 wide-area round trips under conflicts
- Evaluation
  - Small throughput overhead when there are no conflicts
  - Low latency and good throughput even with many conflicts