## Everything About Distributed Systems is Terrible

Hillel Wayne hillelwayne.com @hillelogram

## Designing Distributed Systems with TLA+

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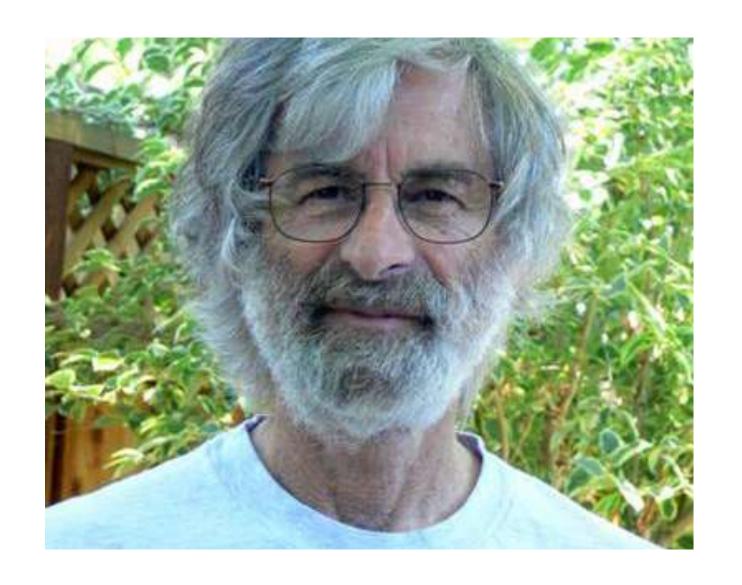
# hillelwayne.com/talks/designing-distributed-systems

"A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable."

Leslie Lamport

#### Things Lamport did

- TLA+
- Paxos
- Bakery Algorithm
- Byzantine Generals
- LaTeX
- Many hats



### Distributed System

- Multiple agents
- Global properties
- Localized information
- Partial Failure

#### **Computer 1**

## tmp = serverdb.get(x)

#### **Computer 2**

```
tmp = serverdb.get(x)
serverdb.set(x, tmp + 1) serverdb.set(x, tmp + 1)
```

#### Thread 1

$$tmp = x$$

$$x = tmp + 1$$

#### Thread 2

$$tmp = x$$

$$x = tmp + 1$$

## Threads = Computers

### Temporal Logic

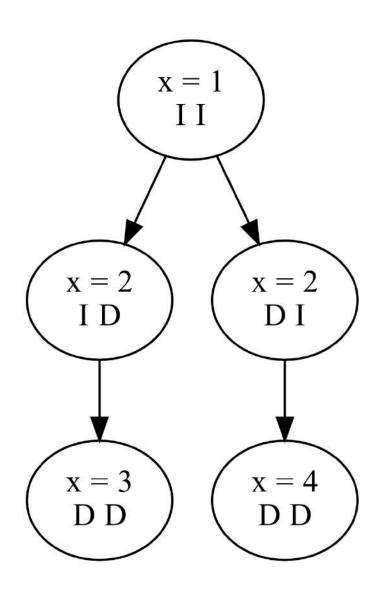
### global x = 1

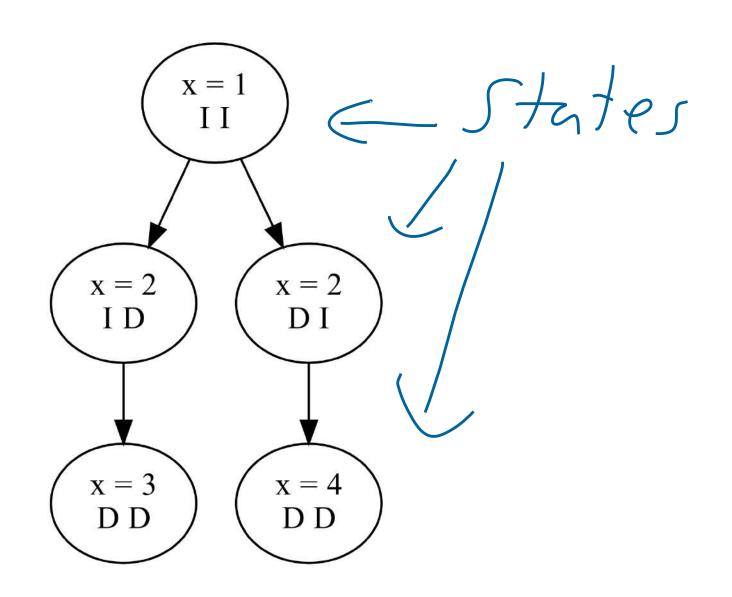
agent 1

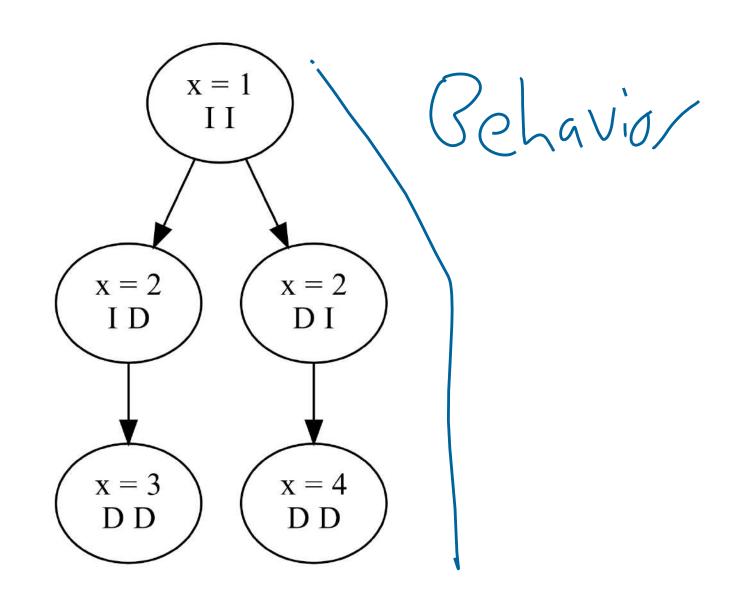
$$x = x + 1$$

agent 2

$$x = x * 2$$

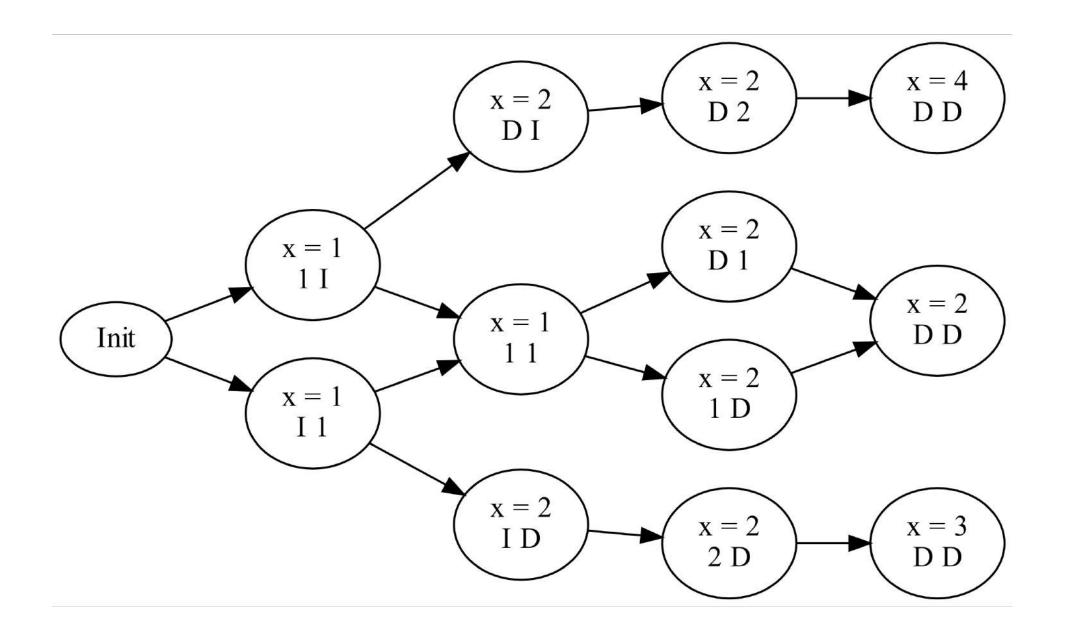






### global x = 1

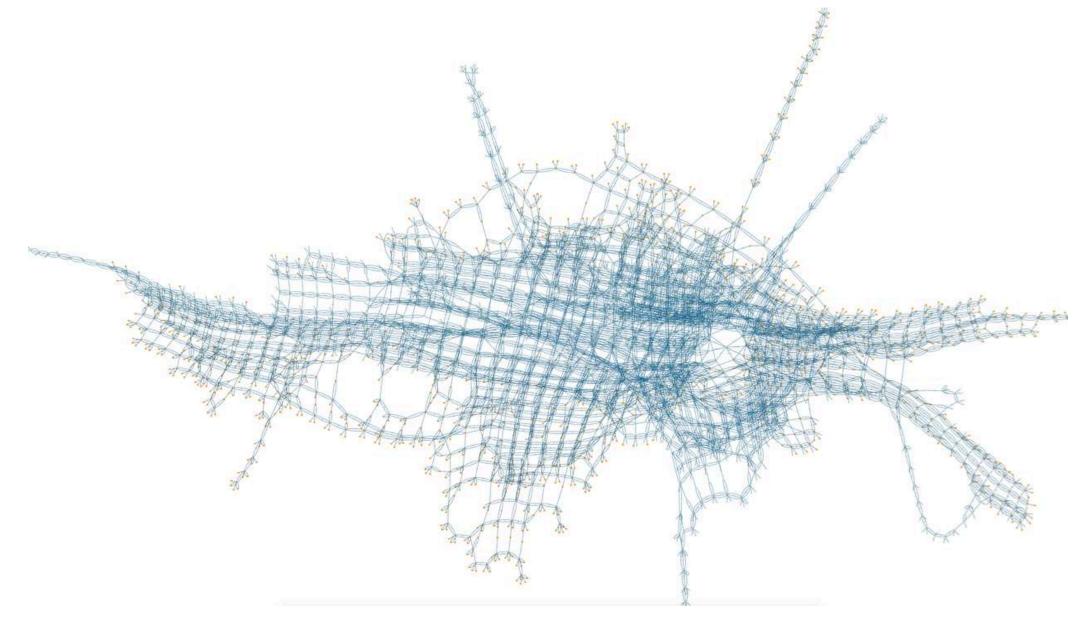
```
agent 1 agent 2 local tmp = xx = tmp + 1agent 2local tmp = xx = tmp * 2
```



 $(m \cdot n)(m \cdot n)!/m! \uparrow n$ 

n = num agents

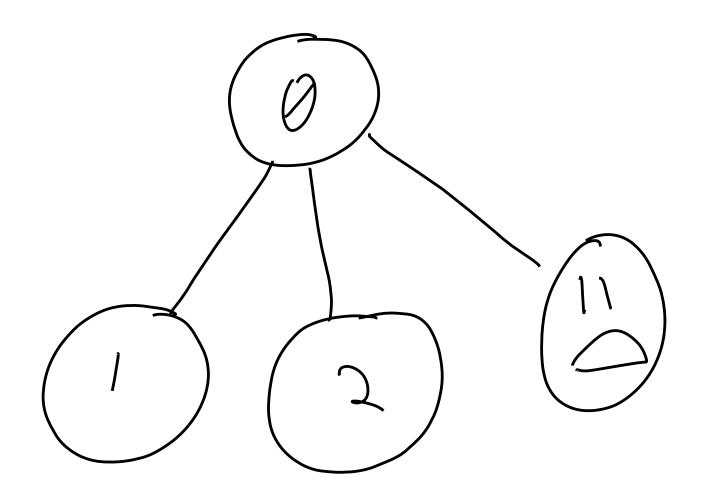
m = num steps



https://www3.hhu.de/stups/prob/index.php/State\_space\_visualization\_examples

### The number of states grows fast

$$x = 0$$



$$x = 0$$

while true:

$$x = x + 1$$

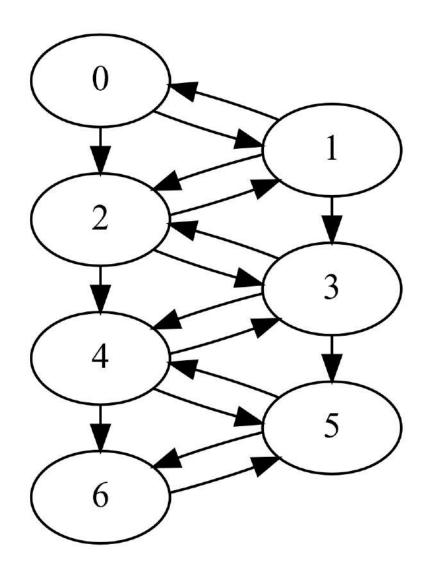
or

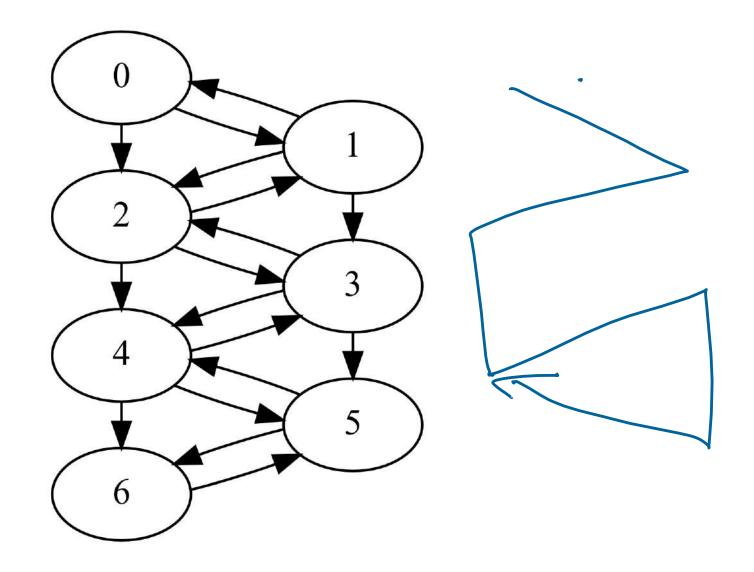
$$x = x + 2$$

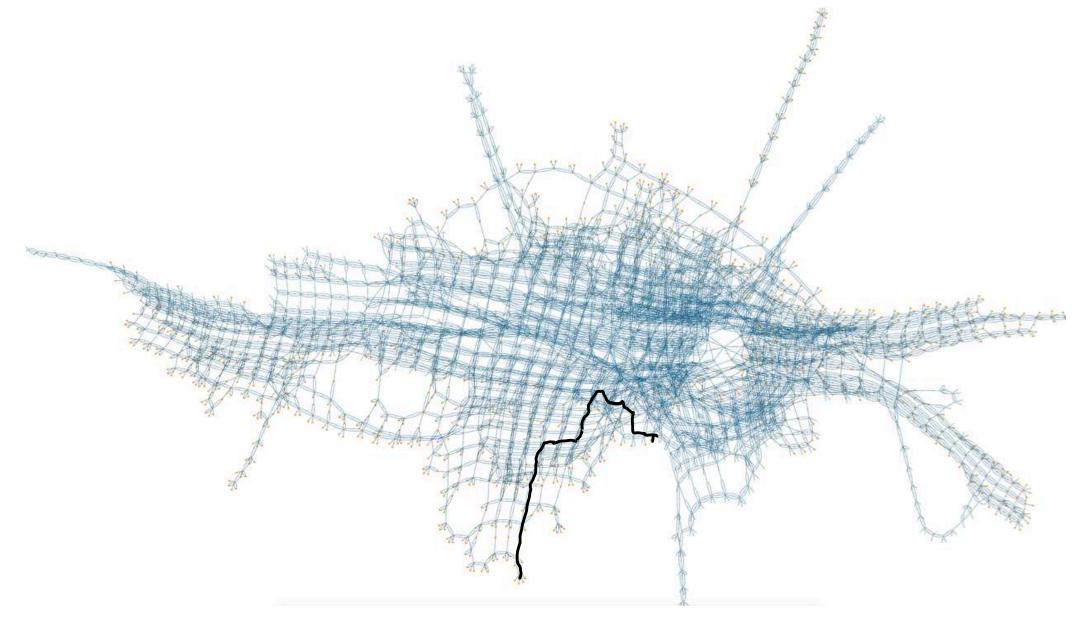
while true:

if 
$$x > 0$$
:

$$x = x - 1$$

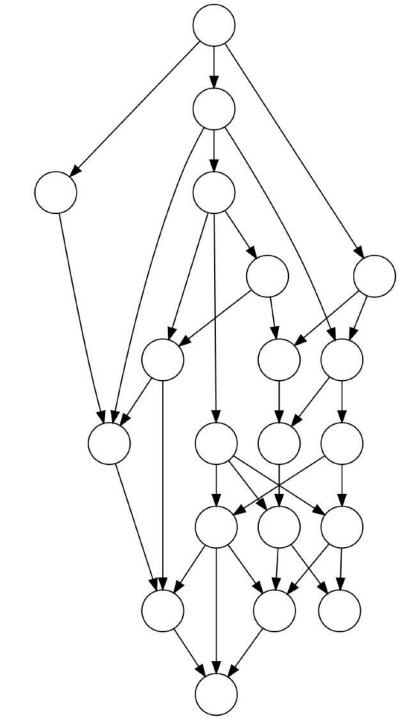


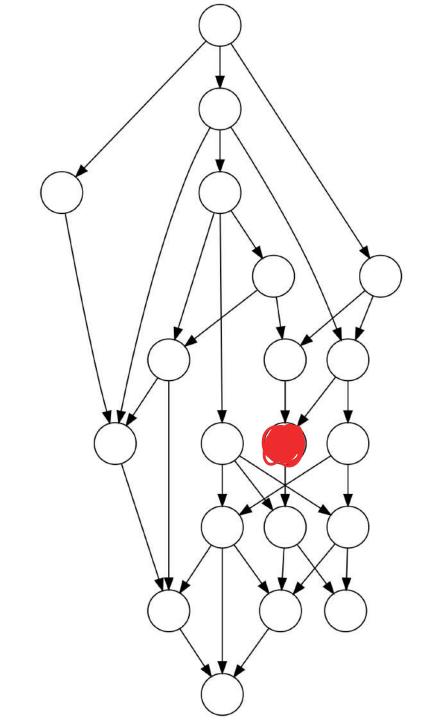


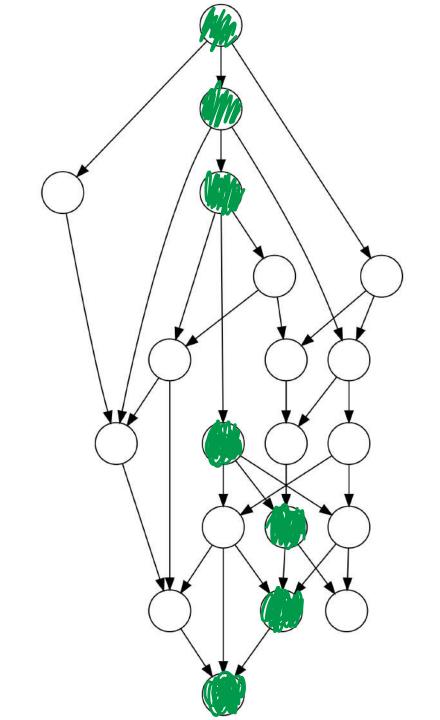


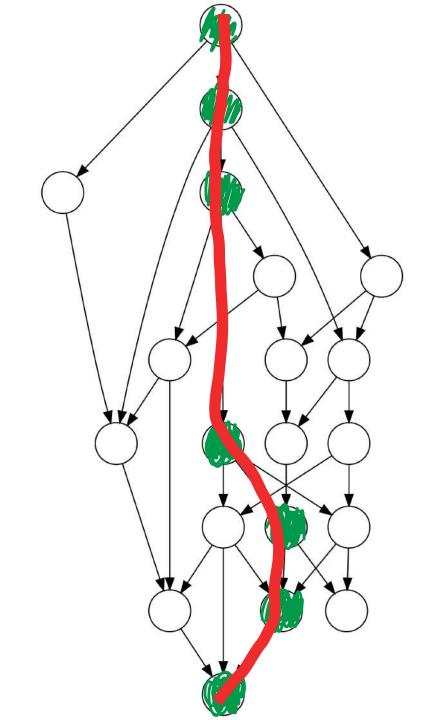
https://www3.hhu.de/stups/prob/index.php/State\_space\_visualization\_examples

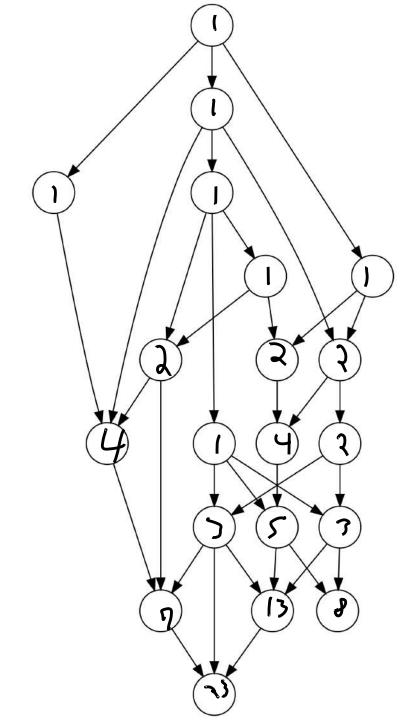
## The number of behaviors grows very fast



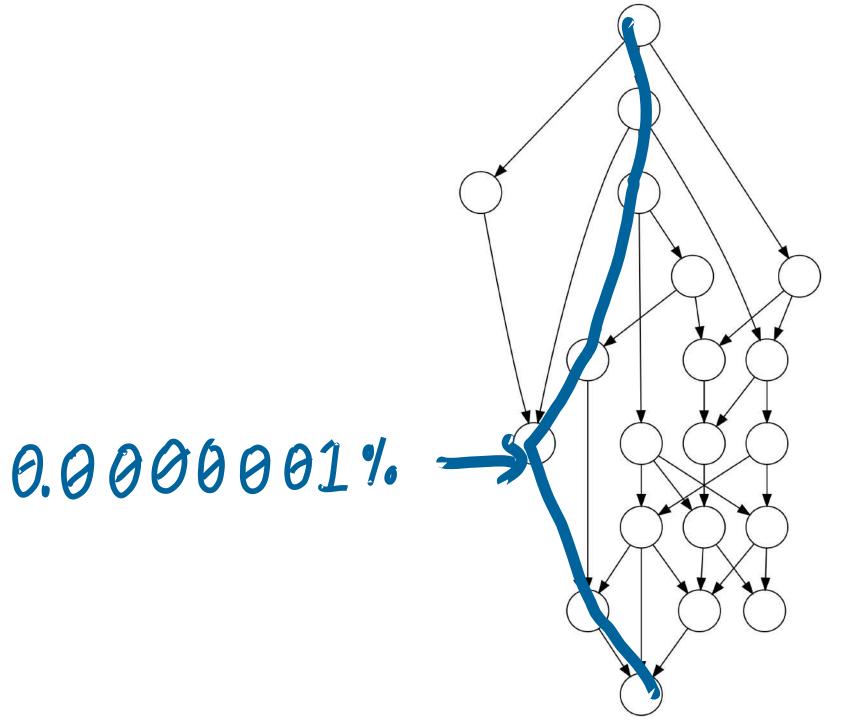


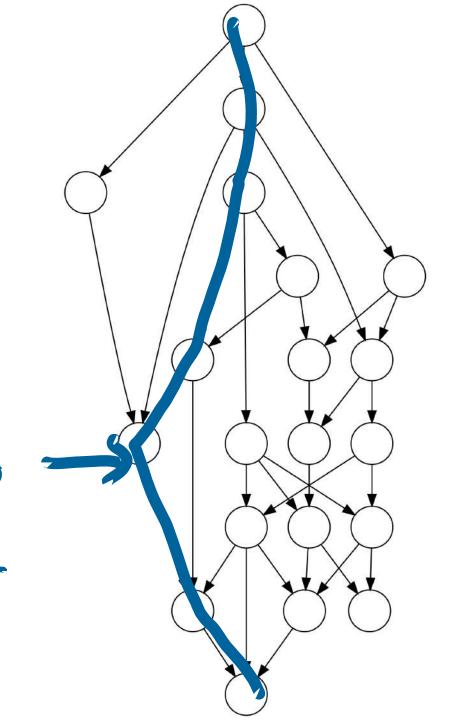






## Systems may have invalid behaviors and states



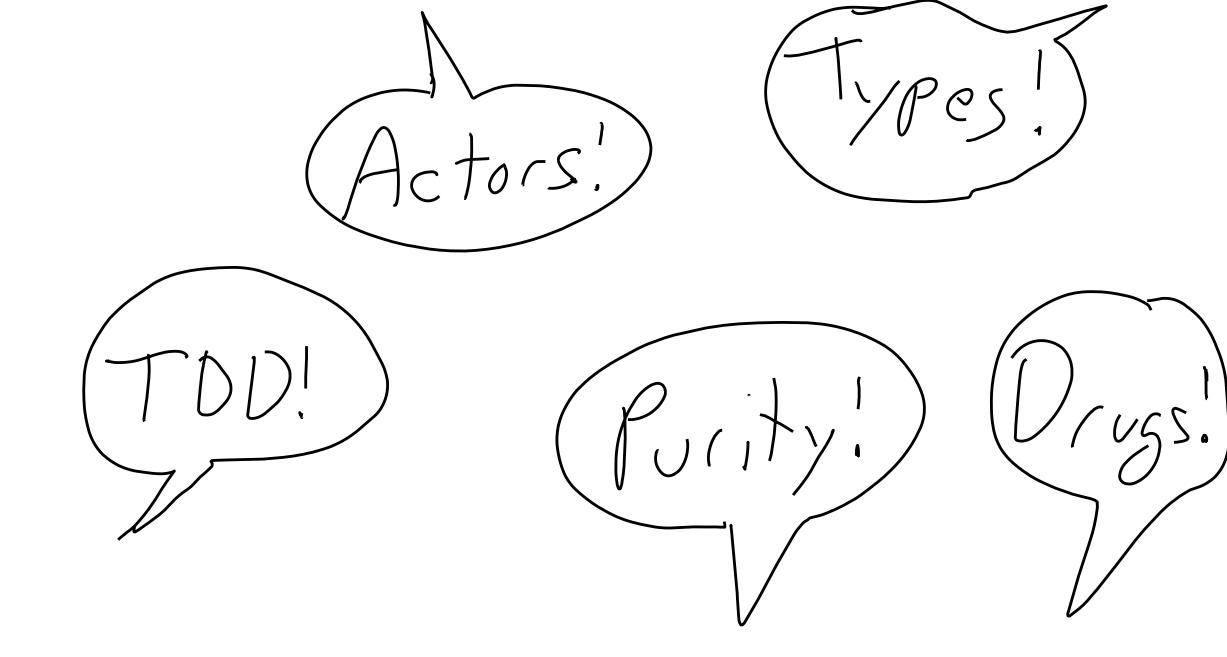


0.0000001%

~3 months

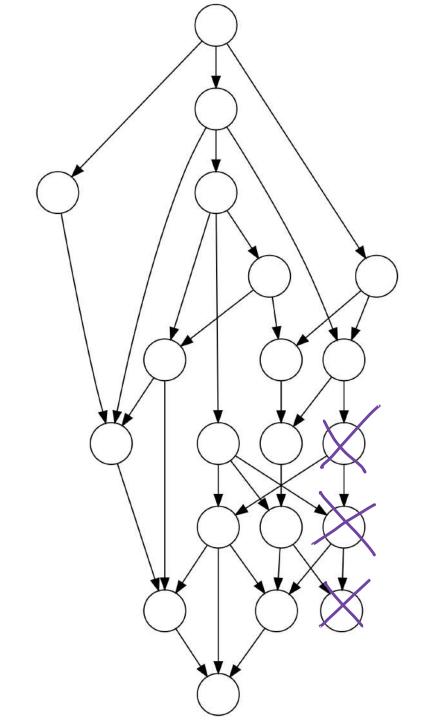
## Over a long enough time, a system will do everything.

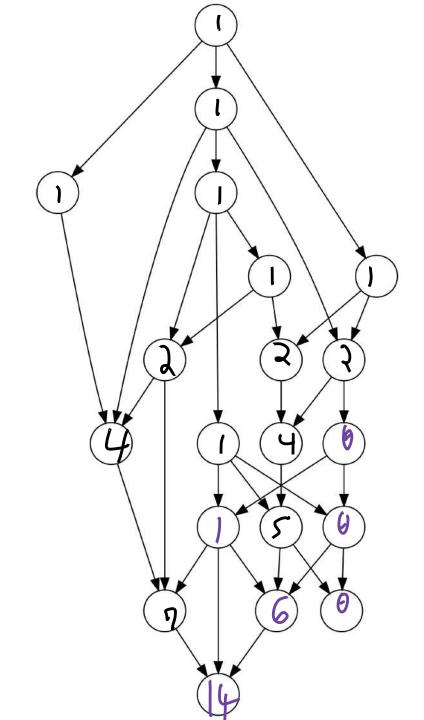
Anything that can go wrong, will go wrong.

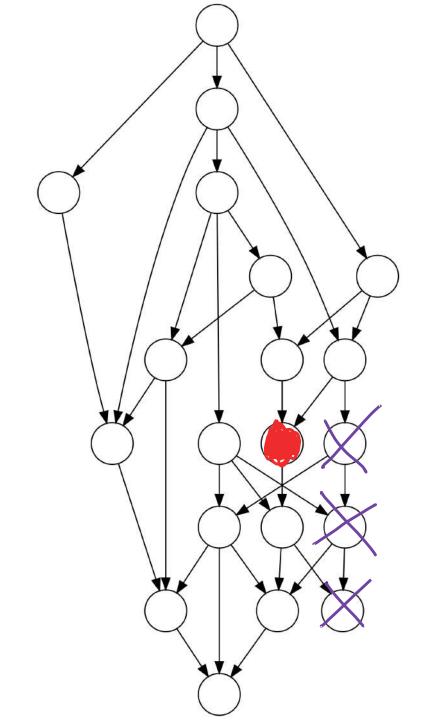


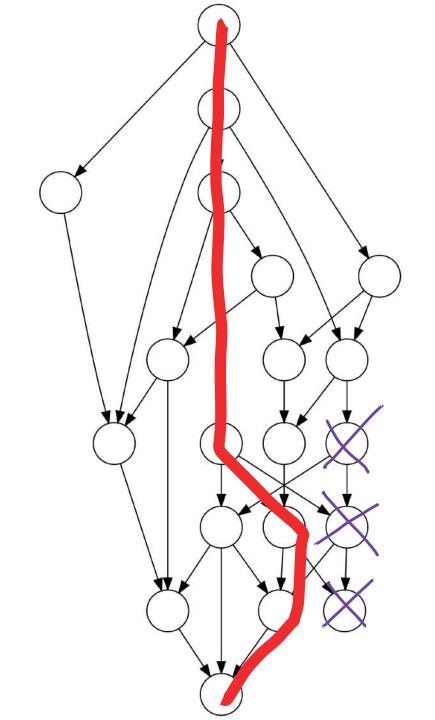
- CAS
- Transactions
- STM
- Locks
- Semaphores
- Promises
- Nurseries
- Async/await

- Monads
- Futures
- Supervisors
- Actors
- Goroutines









# Formal Specification



```
Max(set) ==
  CHOOSE x \in set:
  \A y \in set:
  x >= y
```

$$INIT x = 1$$

OR 
$$x != 0$$
 AND  $x' = 0$ 

#### **State Invariants**

"At least one server is online"

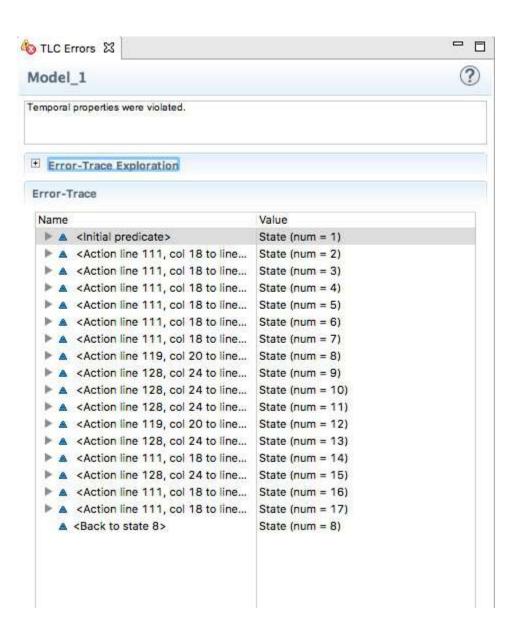
**Action Invariants** 

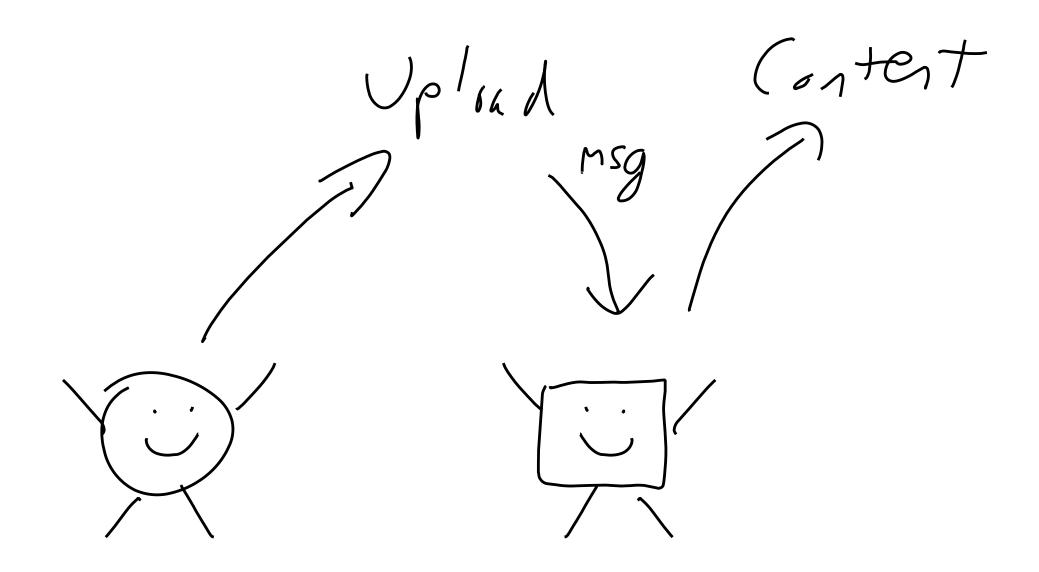
"We do not remove servers if below capacity"

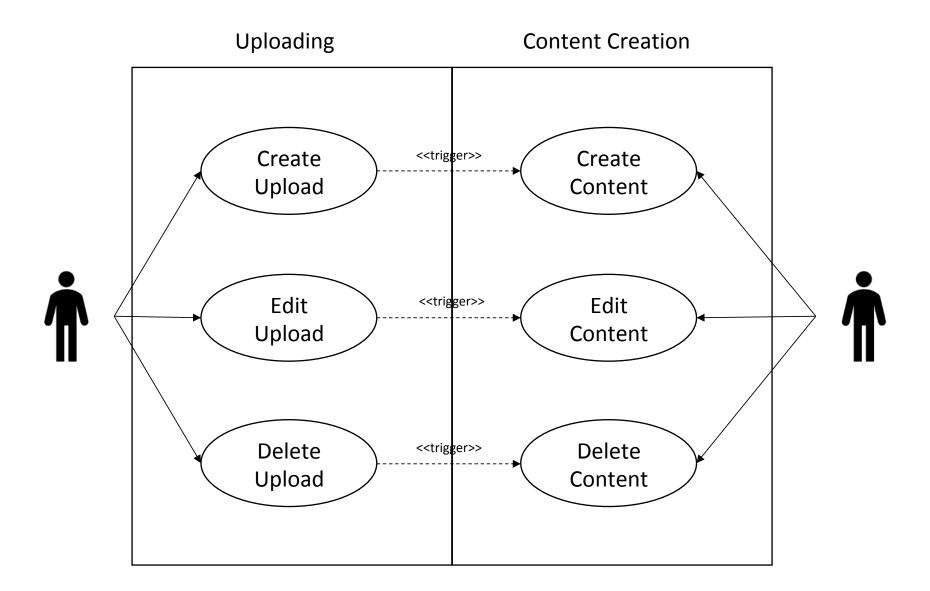
**Behavior Invariants** 

"Eventually we have enough servers"

explicit







Pecs do hot Check cade

### Original

\E

#### Slides

**\Exists** 

# hillelwayne.com/talks/designing-distributed-systems

EXTENDS Sequences, Integers, TLC PARAMS Users, Workers, NULL

```
(*--algorithm uploader
```

```
variables
uploads = {};
content = {};
queue = [];
next_id = 1;
```

```
process user \in Users
begin
  User:
    while TRUE do
      either
        \* Create
      or
        \* Edit
      or
        \* Delete
      end either;
    end while;
end process;
```

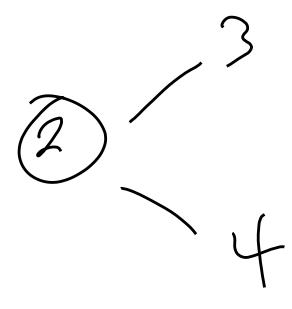
### either

$$x := x + 1;$$

or

$$x := x * 2;$$

end either;



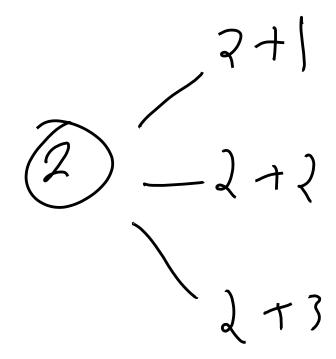
### Create

```
with
  create = {from: self,
            version: 1,
            id: next id}
do
  uploads := uploads ++ create;
  send msg(create.id, "create");
  next id := next id + 1;
end with;
```

### Delete

```
with
  delete \in {u \in uploads:
              u.from = self}
do
  uploads := uploads -- delete;
  send_msg(delete.id, "delete");
end with;
```

# with y \in {1, 2, 3} do x := x + y; end with;



### Edit

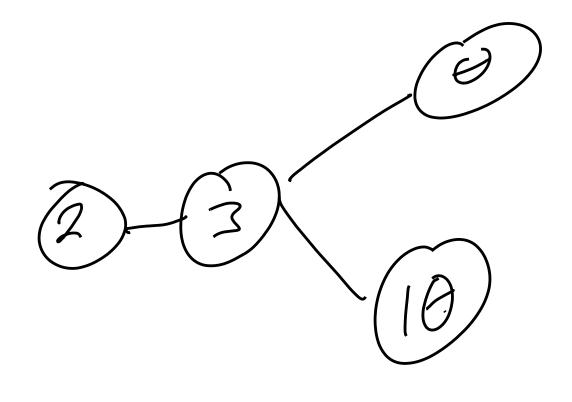
```
with
  upload \in {u \in uploads: u.from = self},
  edit = {from: upload.from,
          id: upload.id,
          verson: upload.version + 1}
do
  uploads := uploads -- upload ++ edit;
  send msg(edit.id, "edit");
end with;
```

```
process worker \in Workers
variables
  msg = NULL; local = NULL;
begin
  Receive:
    while TRUE do
      await Nonempty(queue);
      msg := Head(queue);
      queue := Tail(queue);
      \* process message code
    end while;
end process;
```

# Process Message Code

```
if msg.action = "create" then
      Create:
    elsif msg.action = "edit" then
      Edit:
      PushEdit:
    elsif msg.action = "delete" then
      Delete:
    else \* wtf
      assert FALSE;
    end if;
```

```
A:
 x := x + 1
B:
 either
   x := 0
 or
   x := 10
 end either;
```



### Create

```
with upload = UploadWith(msg.id) do
  content := content ++ upload;
end with;
```

```
def UploadWith(id):
   CHOOSE msg \in uploads:
   msg.id = id
```

### Edit

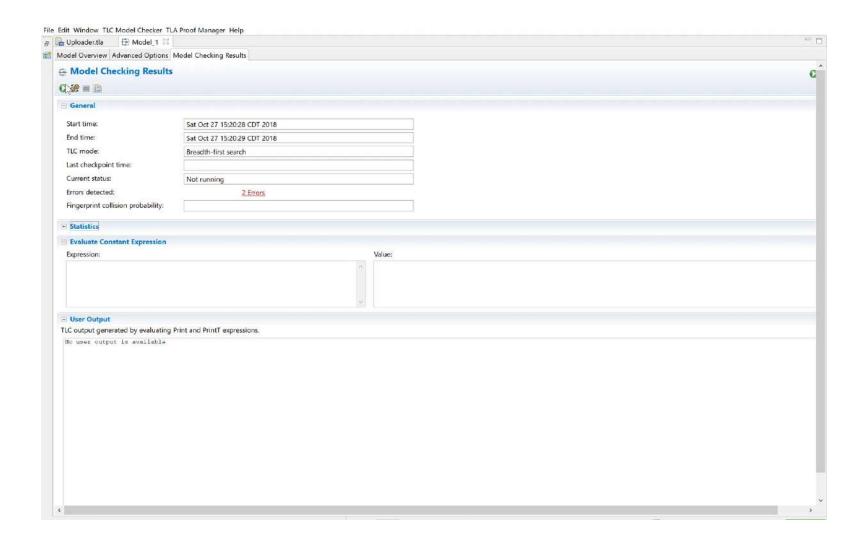
```
with
  upload = UploadWith(msg.id),
  exists = ContentWith(msg.id)
do
  content := content -- exists;
  local := upload;
end with;
```

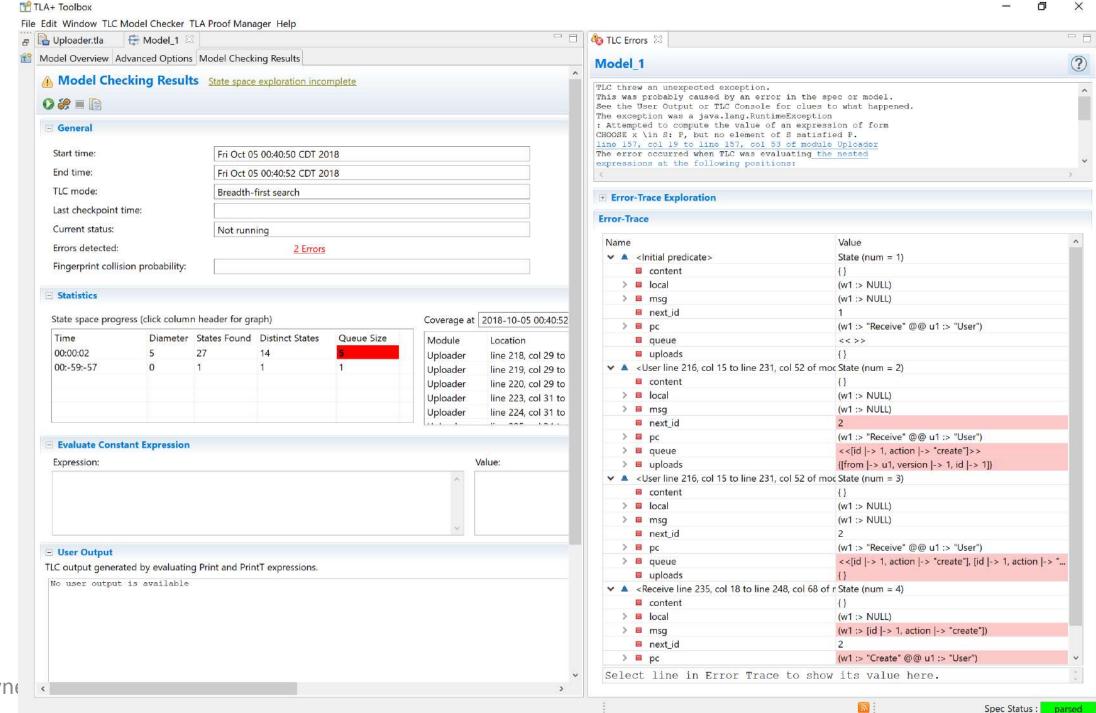
## PushEdit

```
content := content ++ local;
local := NULL;
```

### **PARAMS**

```
Workers <- {w1}
Users <- {u1}
```



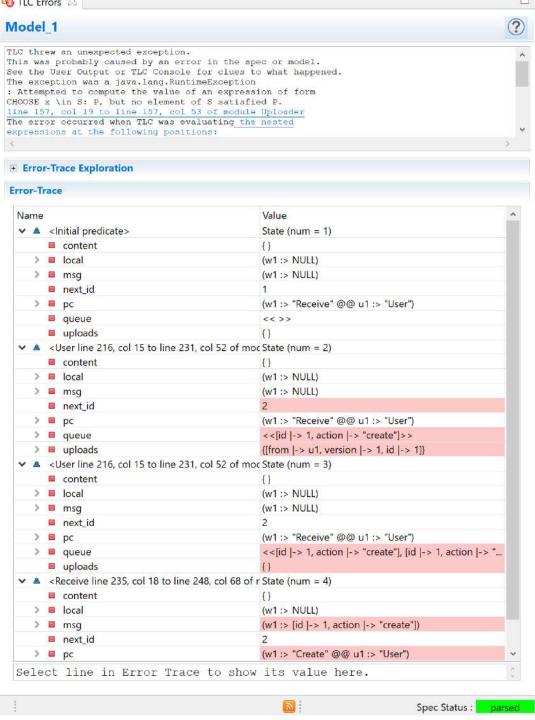


E(10)

Vhat arread

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@hillelogram



- User creates upload 1
- User deletes upload 1
- Worker receives "create 1"
- Worker can't find upload 1

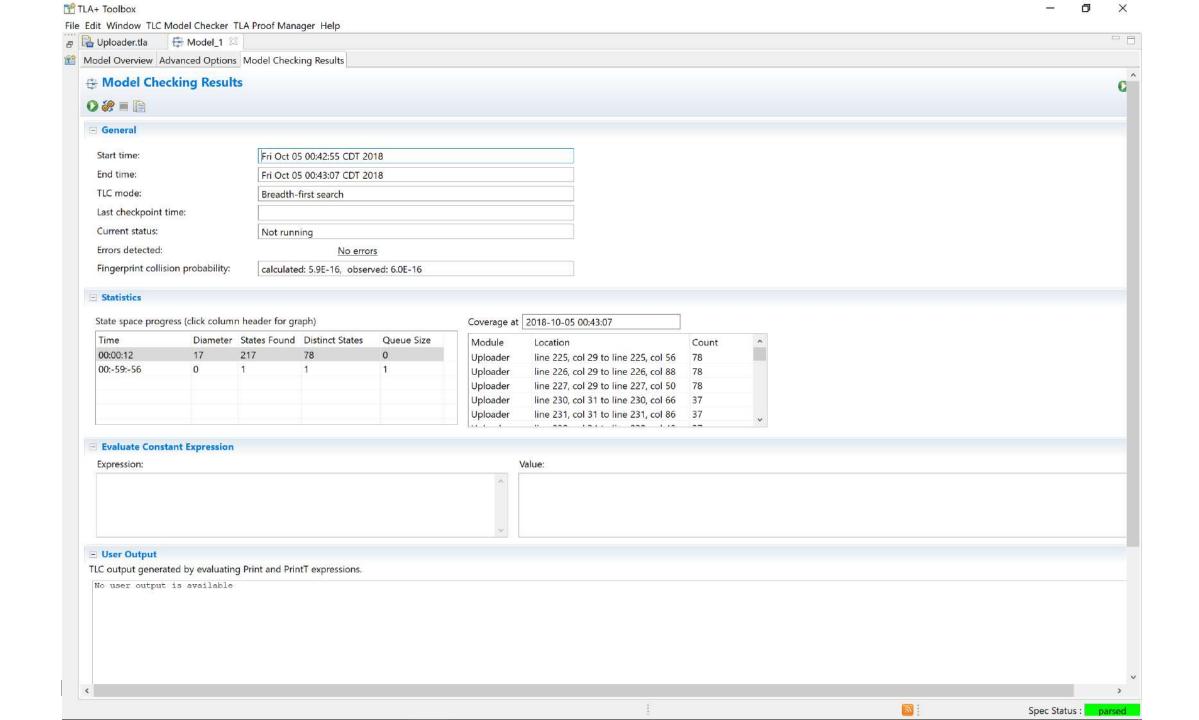
TLA+ wants us to be explicit.

#### Create

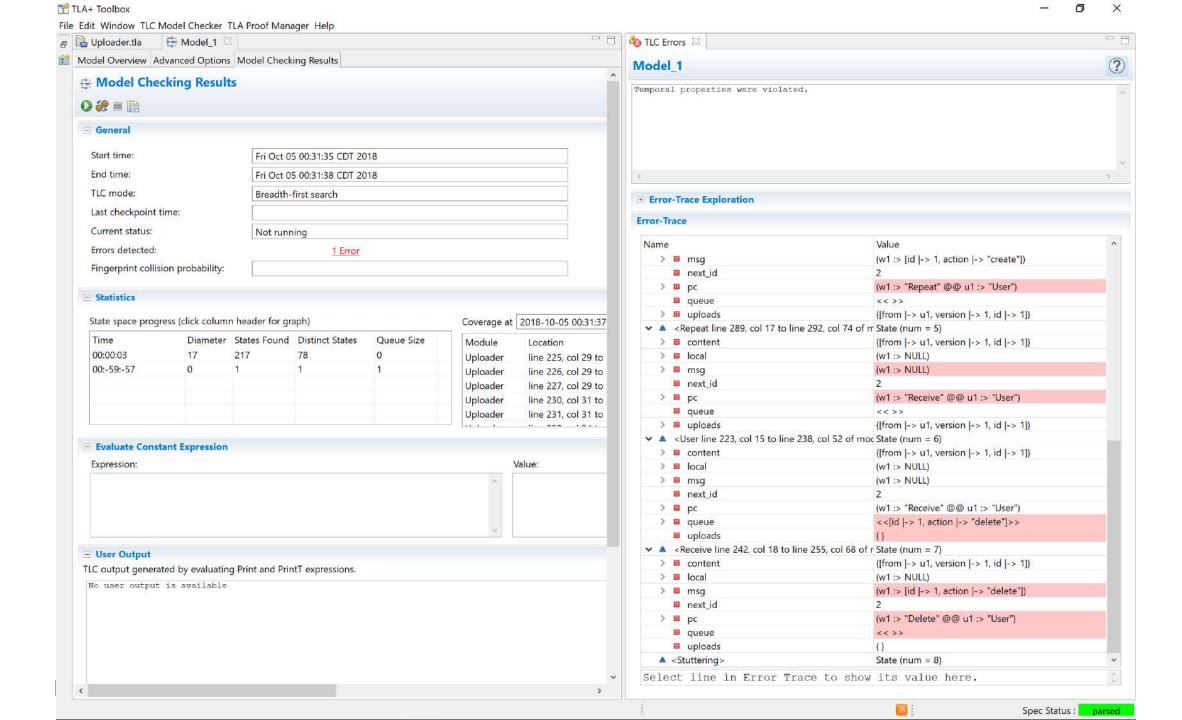
```
if \Exists x \in uploads:
        x.id = msg.id;
then
with upload = UploadWith(msg.id) do
  content := content ++ upload;
end with;
end if
```

#### Create

```
if ExistsUploadWith(msg.id) then
with upload = UploadWith(msg.id) do
  content := content ++ upload;
end with;
end if
```



```
PROPERTY NoOrphanContent:
    \Forall c \in content:
      \Exists u \in uploads:
        c = u
```



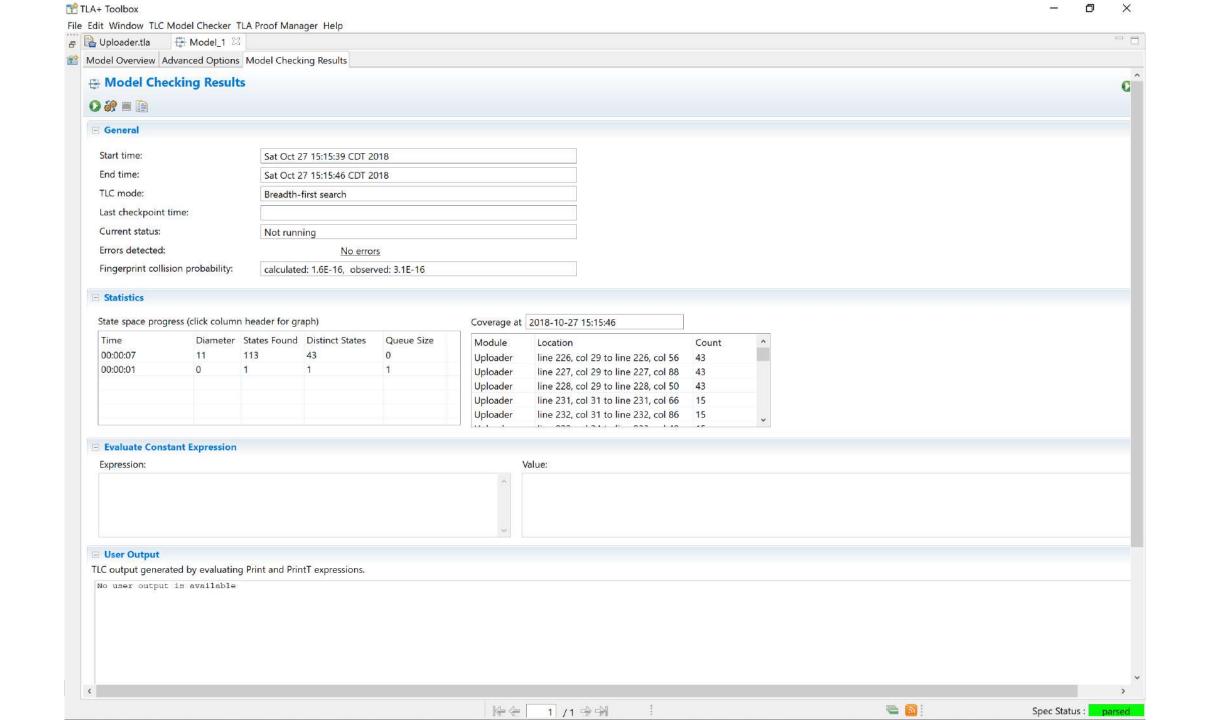
~	A	<receive 18="" 242,="" 255,="" 68="" col="" line="" of="" r<="" th="" to=""><th>State (num = 7)</th><th></th></receive>	State (num = 7)	
	>	content	{[from  -> u1, version  -> 1, id  -> 1]}	
	>	■ local	(w1 :> NULL)	
	>	■ msg	(w1 :> [id  -> 1, action  -> "delete"])	
		next_id	2	
	>	■ рс	(w1 :> "Delete" @@ u1 :> "User")	
		queue	<< >>	
		uploads	{}	
	$\triangle$	<stuttering></stuttering>	State (num = 8)	<b>~</b>

<b>~</b> 🔺 <	Receive line 242, col 18 to line 255, col 68 of r	State (num = 7)
> =	content	{[from  -> u1, version  -> 1, id  -> 1]}
> =	local	(w1:> NULL)
> =	l msg	(w1 :> [id  -> 1, action  -> "delete"])
	next_id	2
> =	рс	(w1 :> "Delete" @@ u1 :> "User")
	queue	<< >>
	uploads	{}
<b>A</b> <	Stuttering>	State (num = 8)

- User creates upload 1
- Worker receives "create 1"
- Worker creates content 1
- User deletes upload 1
- Worker receives "delete 1"
- Worker crashes

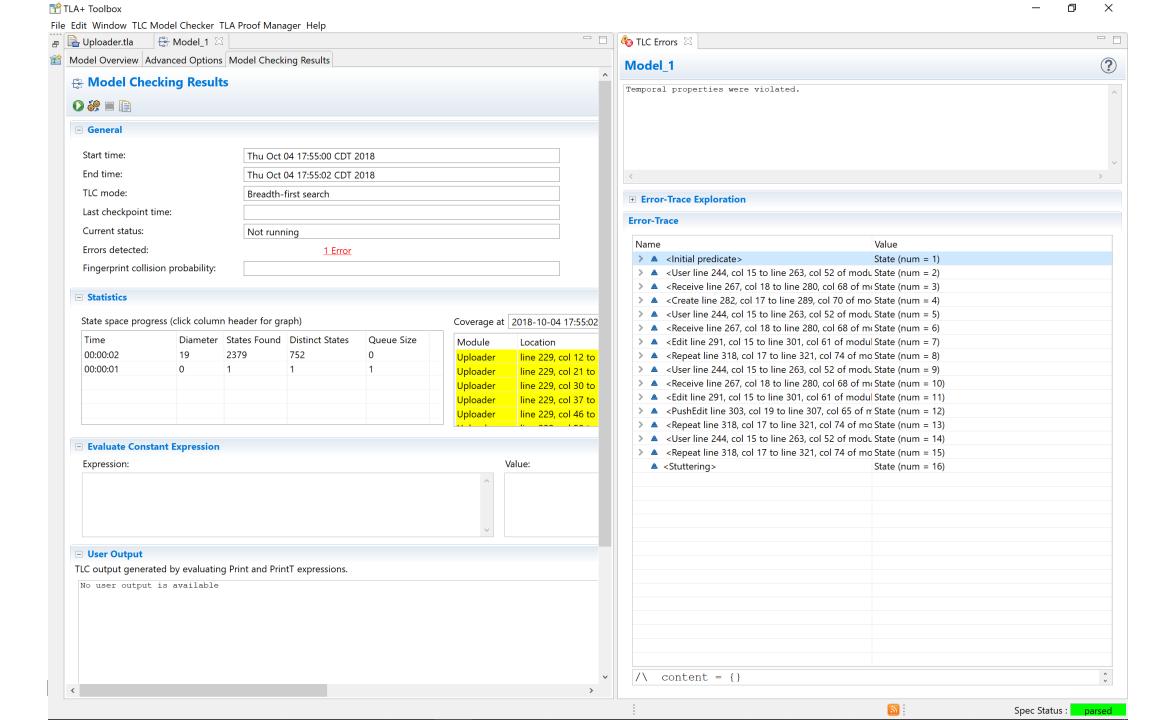
Fix

fair process worker \in Workers



#### **PARAMS**

```
Workers <- {w1, w2}
Users <- {u1}
```



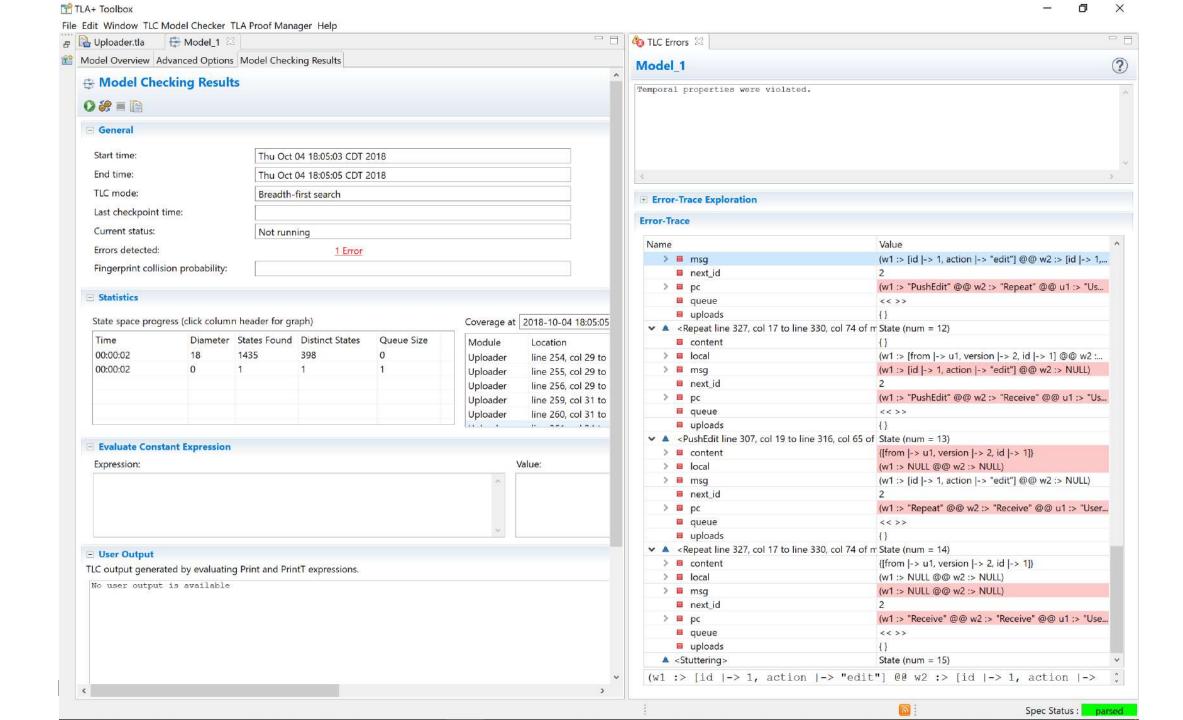
#### **Error-Trace**

Name		Value
> A	<initial predicate=""></initial>	State (num = 1)
> 🔺	<user 15="" 244,="" 263,="" 52="" col="" line="" modu<="" of="" th="" to=""><th>State (num = 2)</th></user>	State (num = 2)
> 🔺	<receive 18="" 267,="" 280,="" 68="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 3)</th></receive>	State (num = 3)
> A	<create 17="" 282,="" 289,="" 70="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 4)</th></create>	State (num = 4)
> 🔺	<user 15="" 244,="" 263,="" 52="" col="" line="" modu<="" of="" th="" to=""><th>State (num = 5)</th></user>	State (num = 5)
> 🔺	<receive 18="" 267,="" 280,="" 68="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 6)</th></receive>	State (num = 6)
> 🔺	<edit 15="" 291,="" 301,="" 61="" col="" line="" modul<="" of="" th="" to=""><th>State (num = 7)</th></edit>	State (num = 7)
> 🔺	<repeat 17="" 318,="" 321,="" 74="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 8)</th></repeat>	State (num = 8)
> 🔺	<user 15="" 244,="" 263,="" 52="" col="" line="" modu<="" of="" th="" to=""><th>State (num = 9)</th></user>	State (num = 9)
> 🔺	<receive 18="" 267,="" 280,="" 68="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 10)</th></receive>	State (num = 10)
> 🔺	<edit 15="" 291,="" 301,="" 61="" col="" line="" modu<="" of="" th="" to=""><th>State (num = 11)</th></edit>	State (num = 11)
> 🔺	<pushedit 19="" 303,="" 307,="" 65="" col="" line="" m<="" of="" th="" to=""><th>State (num = 12)</th></pushedit>	State (num = 12)
> 🔺	<repeat 17="" 318,="" 321,="" 74="" col="" line="" mo<="" of="" td="" to=""><td>State (num = 13)</td></repeat>	State (num = 13)
> 🔺	<user 15="" 244,="" 263,="" 52="" col="" line="" modu<="" of="" th="" to=""><th>State (num = 14)</th></user>	State (num = 14)
> 🔺	<repeat 17="" 318,="" 321,="" 74="" col="" line="" mo<="" of="" th="" to=""><th>State (num = 15)</th></repeat>	State (num = 15)
	<stuttering></stuttering>	State (num = 16)

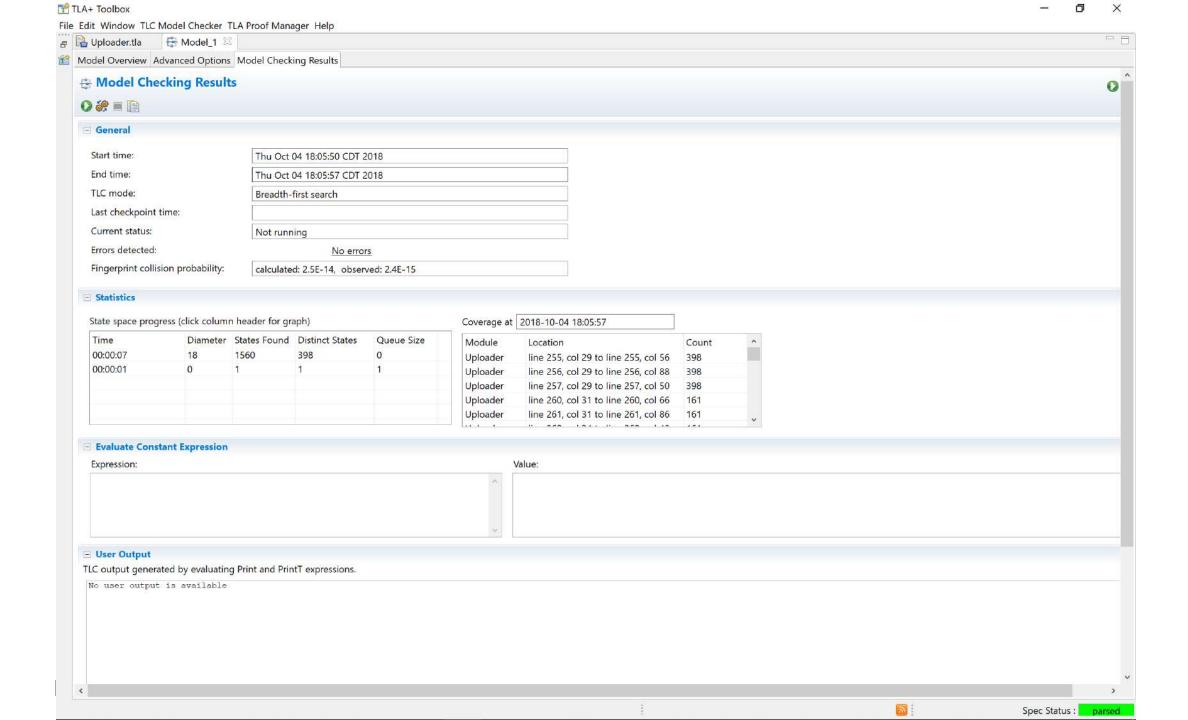
• Oh boy...

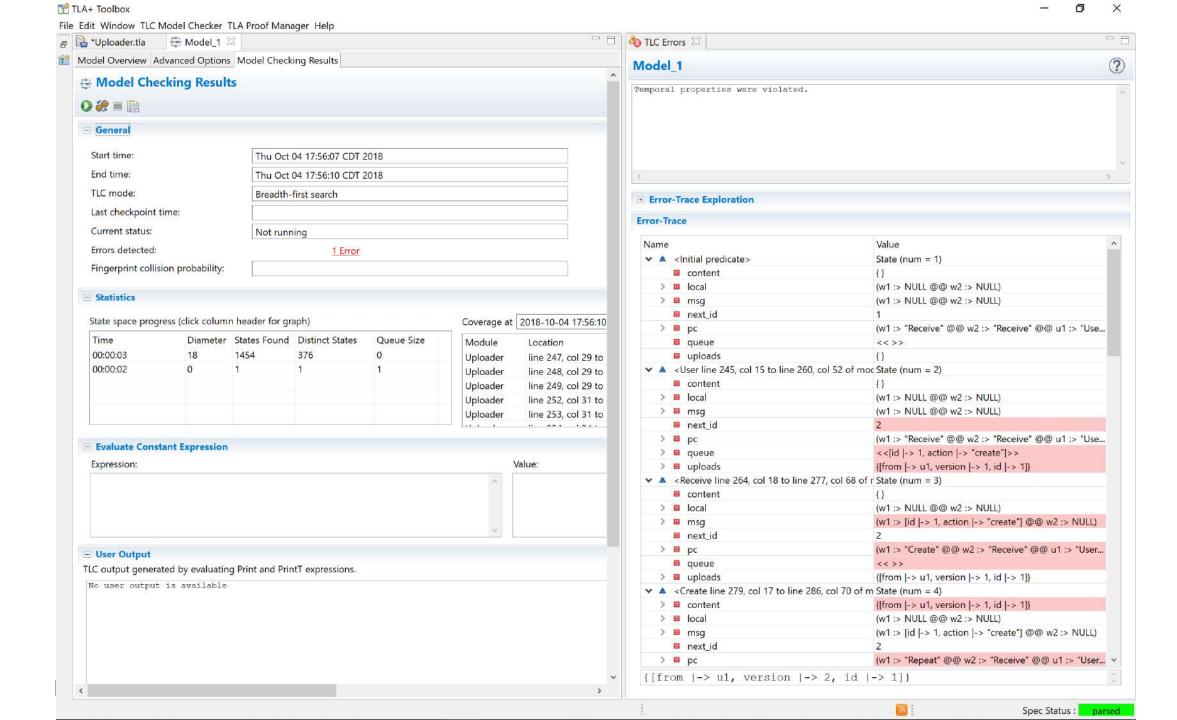
- User creates 1
- Worker creates 1
- User edits 1
- W1 edits 1
- User edits 1
- W2 edits 1
- W2 skips edit
- W1 pushes edit

```
if
  ExistsUploadWith(local.id)
   and UploadWith(local.id).version
> local.version
then
  local := NULL;
  goto Edit;
else
  content := content ++ local;
  local := NULL;
end if;
```



```
fair process cleaner = "cleaner"
begin
 Clean:
   while TRUE do
     with
        id \in
          LET
            upload_ids == {u.id: u \in uploads}
            content_ids == {c.id: c \in content}
          ΙN
            content_ids \ upload_ids
        , exists = ContentWith(id)
      do
        content := content -- exists;
      end with;
    end while;
end process;
```





- Duplicate messages
- Dropped messages
- Permissions
- Partial failure
- Webhooks

## Does it work?

## Companies using TLA+

- AWS
- Amazon
- Azure
- Xbox
- eSpark Learning
- Sutori
- Elastic
- Mongo

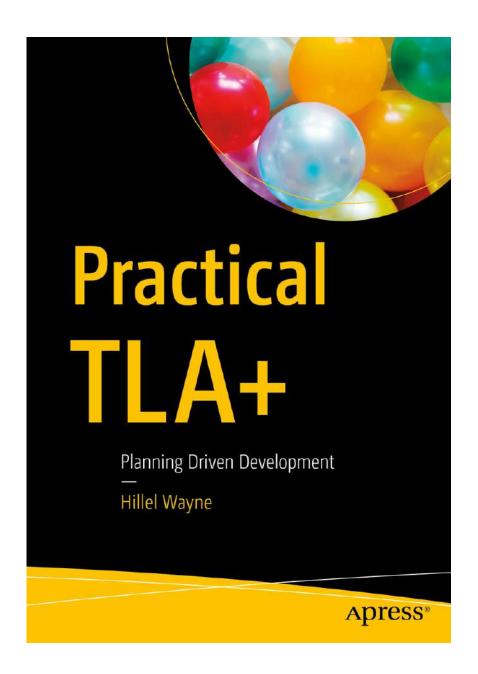
- ING
- OSOCO
- OpenStack
- Several clients under NDA
- Like 80 blockchain companies

#### Conclusions

- Distributed Systems are Hard
- Specification is good
- TLA+ is good

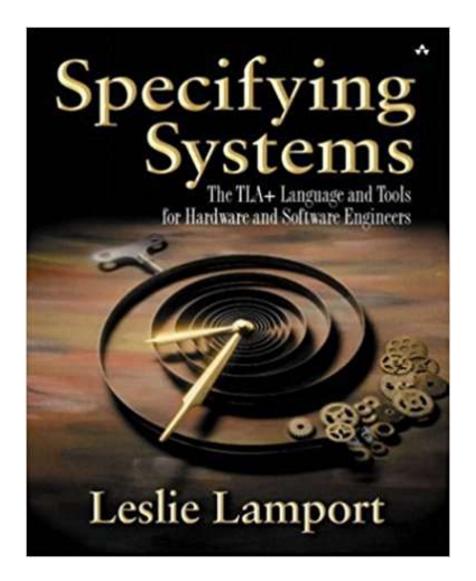
#### Practical TLA+

- Me
- Beginner level
- Tons of practical examples
  - MapReduce!
  - Dekker's Algorithm!
  - Cache Invalidation!
- Out now!



### Specifying Systems

- Leslie Lamport
- Intermediate level
- Canonical Text
- Covers theory



#### Just Hire Me Lol

• I do workshops!

• Public: Jan 14-18, http://www.dabeaz.com/tla.html

• Corporate: talk to me after

# hillelwayne.com/talks/designing-distributed-systems

## Hillel Wayne hillelwayne.com @hillelogram