Riak DT

- Riak Core Application
- Runs alongside Riak KV
- Own Storage

Riak DT

- HTTP API
- -behaviour(riak_dt).
- State-based

CRDT Behaviour

- new/0 empty CRDT
- value/1 the resolved value
- update/3 mutate CRDT
- merge/2 converge two CRDTs
- equal/2 compare internal value

CRDTs implemented

- Counters
 - G-Counter
 - PN-Counter

- Sets
 - G-Set
 - OR-Set

G-Counter

- Simple version vector (28 LoC) [{ActorId, Count}]
- Update: increment actor's count
- Merge: greatest value per Actor
- Value: sum of Counts

G-Counter

```
new() ->
   [].

value(GCnt) ->
   sum([Cnt || {_Act, Cnt} <- GCnt]).

equal(VA,VB) ->
   lists:sort(VA) =:= lists:sort(VB).
```

PN-Counter

```
{
   P = [{a,10},{b,2}],
   N = [{a,1},{c,5}]
}

(10 + 2) - (1 + 5)
   = 12 - 6
   = 6
```

- 2 x G-Counter
- P N = value

Riak DT In Action

- Bitcask storage per vnode
- Value / Update FSM per request
- Webmachine resource(s)e.g. GET /counters/key

Update FSM

- Sync call update on vnode
 - Read, Local Update, Reply
- Async send merge to replicas
- Await W responses
- Reply to client

Value FSM (Read)

- Async call value on all replicas
- Await R replies
- Merge all replies with merge/2
- Return merged value to client
- Read Repair

Read Repair

- Compare answers to merged result using equal/2
- Send merge to stale replicas

Multi-Datacenter

- Behaviour addition
 - rollup/2 collapsed local view
- Counters
 - Roll up all actors in cluster: [{ClusterId, Count}]

Trade-Offs

- Update: Primary only
 - Secondary/Fallbacks may Merge
- Read-before-Write in the request path
- PW=DW=1 by default

Garbage

- Counters
 - Dead actors
- Sets
 - Tombstones

Elegance = Punt

- Is GC non-monotonic?
- Needs consensus to collect
- Following research community

And then?

- Stats/Metrics & Polish
- Multi-Datacenter Replication
- Active Anti-Entropy

And then?

- KV as storage
- GC / low garbage datatypes
- Op based / hybrid

Open Source

