A CAPable Distributed Programming Model

Florian Myter  
Vrije Universiteit Brussel  
Brussel, Belgium  
fmyter@vub.be

Christophe Scholliers  
Universiteit Gent  
Gent, Belgium  
Christophe.Scholliers@UGent.be

Wolfgang De Meuter  
Vrije Universiteit Brussel  
Brussel, Belgium  
wdeuter@vub.be

Abstract
Developers of modern distributed systems continuously face the impossibility result proved by the CAP theorem. In a nutshell, the theorem states that a partition-tolerant system can either guarantee consistency or availability. Most distributed programming languages implicitly make the choice between consistency or availability in their designs and implementations. Concretely, distributed programming languages can be roughly divided into two categories. A first category of languages provide abstractions to implement the consistent parts of a distributed system. A second category of languages provide abstractions to implement the available parts of a distributed system. However, real-world distributed systems often require consistency for some parts while requiring availability for others. Programmers are therefore forced to implement the abstractions missing from their chosen distributed programming language themselves or rely on external libraries.

In this paper we present a novel distributed programming model. This model introduces two object-oriented abstractions: consistents and availables. The former guarantees strong consistency by sacrificing availability. The latter guarantees availability, but only provides eventual consistency. Through these constructs programmers are able to implement the entirety of their distributed system within the same language.

We present a prototypical implementation of the model as a TypeScript library called CAPtain.js. To showcase the usefulness of our approach we implement a non-trivial example application. Moreover, we highlight both the functional as well as the performance characteristics of both language abstractions.

CCS Concepts • Software and its engineering → Distributed programming languages;

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1 Introduction
Modern distributed web applications replicate their state across multiple servers and/or clients to provide features such as offline availability, performance, security, etc. Replication forces the developer to think about Consistency, Availability and Partition tolerance as captured by the CAP theorem [3, 9]. This theorem proves that it is impossible for a distributed system to simultaneously guarantee all three. Since web applications must be partition tolerant (clients disconnect frequently) the programmer is left with a trade-off guaranteeing either availability or consistency.

Most high-level distributed programming languages and libraries implicitly make this trade-off for the programmer. For example, E’s [21] eventual references are used to implement consistent and partition-tolerant (CP) systems. On the other side of the spectrum, Lasp [18] exclusively relies on CRDTs [23] for distribution which makes it suitable to implement available and partition-tolerant (AP) systems. Unfortunately, many applications cannot be categorized as fully AP or CP. Programmers faced with such mixed AP-CP applications cannot rely on the high-level abstractions offered by a single distributed programming language. Instead they are forced to resort to low level APIs or external libraries to guarantee either their system’s consistency or availability.

This paper builds forth on the idea presented by Christopher Meiklejohn in [19]: distributed programming languages should provide programmers the tools to explicitly specify the AP and CP parts of their system. To this end we introduce a novel object-oriented distributed programming model. At the core of this model lie two kinds of objects: availables and consistents. Our model ensures that invocations on available objects always return a value. Moreover, our model also ensures that all instances of an available object are kept eventually consistent across the application. Conversely, invocations on consistent objects are not guaranteed to return a value (e.g. in the case of network failures or partitions).
However, instances of a consistent object are guaranteed to be strongly consistent. Concretely, this paper provides the following contributions:

- A novel distributed programming model for AP-CP applications.
- A prototypical implementation of this model in a TypeScript library called CAPtain.js.
- The implementation of collaborative grocery list application which showcases the functional characteristics of CAPtain.js.
- Micro-benchmarks which showcase the performance characteristics of CAPtain.js.

2 CAP and its (im)Practical Implications

The CAP theorem [3, 9] is a widely cited impossibility result in the field of distributed systems and distributed programming. Since the original publication of the CAP theorem a large number of alternative definitions and personal interpretations have emerged [13]. In this paper, we follow the definition of the CAP theorem as given by Seth Gilbert and Nancy Lynch [9]. We summarize this definition using a fully connected distributed system consisting of three nodes (i.e., A, B, and C) which conceptually share a piece of readable and writeable memory.

Consistency Assume B writes a value v to the shared memory at some point in time. A distributed system guarantees consistency if all subsequent read operations by any node in the network return v until the memory is overwritten by another value. This property is also known as linearizability [11].

Availability A system ensures availability if a node is guaranteed to receive meaningful results for all operations performed on the shared memory (e.g., a request-timeout exception is not considered meaningful). In other words, a node is able to read from and write to the shared memory at any point in time.

Partition Tolerance A partition separates the network into disjoint sub-networks. Communication across sub-networks is impossible for the duration of the partition. In our example, a network partition could separate A from B and C. A system is partition tolerant if it is able to maintain its consistency or availability guarantees in the face of these partitions.

The CAP theorem proves that it is impossible for any distributed system to ensure that the operations on shared memory are consistent, available and partition tolerant. Distributed systems can only guarantee two out of these three properties. Because any real-world distributed system faces partitions at some point in time the programmer is left with the choice between offering availability or consistency.

While the CAP theorem proofs that sharing data in a partition-tolerant distributed system is either available or consistent this choice can be made for each shared piece of data.

For example, consider a collaborative grocery list application which allows users to add grocery items to a list and mark items on the list as bought. Availability of the grocery list ensures that users can concurrently add items to the grocery list even if the user is temporarily disconnected from the application’s server. Consistency of the bought status of an item ensures that said item can only be bought once. Unfortunately, current distributed programming languages only natively offer the ability to implement the former or the latter requirement of our example. This make it extremely tedious to develop such mixed AP-CP applications.

In this paper we introduce two novel object-oriented language constructs for distributed programming: availables and consistents. On one hand availables allow the programmer to implement the AP functionalities of their system. Our runtime ensures that availability is guaranteed even in the face of partitions. Moreover, availables are kept eventually consistent across nodes in the network. This unburdens the programmer from manually synchronising diverging state of availables after a partition heals. On the other hand consistents allow the programmer to implement the CP functionalities of their system. The runtime guarantees that operations on consistents are consistent even in the face of partitions. This comes at the price of these operations not always being available.

In this paper we mean eventual consistency to be the kind of eventual consistency guaranteed by, for example, the global sequence protocol [4]. This contrasts with strong eventual consistency, as provided by CRDTs [23], which we do not yet support.

3 CAPtain: a Novel AP-CP Programming Model

This section starts by introducing CAPtain: a novel programming model for AP-CP distributed systems. Furthermore, we provide an overview of CAPtain.js 1: a prototypical implementation of our distributed programming model in Spider.js [22] 2.

3.1 The CAPtain Programming Model

Our core model consists of two kinds of distributed objects: availables implement the AP functionality in a distributed application. Figure 1 (A) gives a conceptual overview of how they work. A node x has acquired a replica of an available (marked A). Conceptually, a single node in the network (i.e. node y) owns the master (marked A') replica for all instances of an available. An object

1https://github.com/myter/CAPtain
2A Typescript library offering actor-based programming for web applications
in x synchronously invokes a method of A (1), the method executes locally on A and returns a value (2). Subsequently, A sends its new local state to its master (3) which merges the state with its own and returns the new global state (4).

**Consistents** Implement the CP functionality in a distributed application. Figure 1 (B) gives a conceptual overview of how they work. A node x has acquired a replica of a consistent (marked C). As is the case for availables, a single node in the network (i.e. node y) owns the master (marked C’) replica for all instances of a consistent. An object in x asynchronously invokes one of C’s methods (1) which returns a promise (2). Subsequently, C sends the invocation (i.e. the method’s name and arguments) to its master (3) which locally performs the invocation and sends back the return value (4). Finally C resolves the promise (5) returned in step 2 with the return value received from C’ in step 4.

Availables and consistents differ in their underlying synchronisation mechanisms. The state of an available can always be changed or read, the synchronisation mechanism eventually ensures that this state change propagates to the other replicas. In contrast, the state of a consistent can only be changed or read if strong consistency amongst all replicas is guaranteed. It is important to note that CAPtain abstract away from the actual implementation of these synchronisation mechanisms.

### 3.2 Implementing a Counter in CAPtain.js

**Listing 1.** Defining an available counter

```javascript
class AvailableCounter extends Available {
  value
  constructor () {
    super()
    this.value = 0
  }

  @mutating
  inc () {
    this.value++
  }
}
```

**Listing 2.** Defining a consistent counter

```javascript
class ConsistentCounter extends Consistent {
  value
  constructor () {
    super()
    this.value = 0
  }

  inc () {
    this.value++
  }
}
```

**Listing 3.** Initialising the counter server.

```javascript
let conTopic = new Topic("Consistent")
let avTopic = new Topic("Available")
setupPubSubServer(serverAddress, serverPort)
sub(conTopic, each (replica) => {
  replica.inc()
})
sub(avTopic, each (replica) => {
  replica.onLocal()
  // Update UI
})
```

**Listing 4.** Publishing and subscribing to counters

Replicas are disseminated across clients through a topic-based publish-subscribe mechanism. Clients can publish a replica under a certain topic, after which other clients can obtain a copy of this replica by subscribing to said topic.

We introduce CAPtain.js (a prototypical implementation of the CAPtain model) using a counter example. Listings 1 and 2 contain the definitions for two kinds of counters: available and consistent counters. Instantiating a counter from either of these definitions returns a replica which can be replicated amongst clients. AvailableCounter replicas can be incremented, and their values can be read, regardless of a node’s network connectivity. Consequently, the value of these replicas might temporarily diverge on multiple clients. CAPtain.js ensures the eventual consistency of all replicas of an AvailableCounter instance. In contrast, the value of ConsistentCounter replicas never diverges amongst clients. CAPtain.js ensures this by only allowing connected clients to access ConsistentCounter replicas.

The main difference between both definitions is the @mutating annotation for the inc method on line 9 in Listing 1. This annotation informs the CAPtain.js runtime that invocations of this method mutate the state of a replica. CAPtain.js synchronises the state of all instances of a replica as soon as it detects that inc was invoked on one of them.
which might never resolve.

whenever its master sends the new global state. Programmers are able to install two 
instances. This would jeopardise the availability of the object 
restriction an available could have a field containing a con-
consistent as argument. If CAPtain would not enforce this 
thaw 
On the other hand, 
freeze 
represents a snapshot of the available’s state at freeze time. 

tent objects are completely separated from each other. To 
in order to guarantee their properties, available and consist-
tent objects are completely separated from each other. To 
allow a limited form of interaction, CAPtain provides opera-
tors which convert available objects into consistent objects and the other way around. On one hand freeze accepts an 
available as argument and creates a new consistent which 
represents a snapshot of the available’s state at freeze time. 

Fields of an available cannot be assigned to a consistent 
value nor can a method of an available be invoked with a 
consistent as argument. If CAPtain would not enforce this 
restriction an available could have a field containing a con-
sistent. This would jeopardise the availability of the object 
because reading the field’s value could return a promise which might never resolve.

The restrictions which apply to consistent are similar to 
those on availables. Consistents can only hold references 
to other consistents or primitive values. Accessing a consist-
tent’s field or invoking one of its methods is strongly consist-
tent across all nodes in the network. This property cannot 
be guaranteed if consistents can hold references to avail-
able which only provide eventual consistency. CAPtain.js 
enforces these restrictions through run-time exceptions.

Finally, CAPtain also imposes a number of restrictions on 
the lexical scope of availables and consistents. Both avail-
able and consistents only have (restricted) access to their 
lexical scopes at creation time. While this might look very re-
stricting at first sight it closely resembles Scala’s spores [20]. 

In a nutshell, spores allow programmers to create closures 
which can be safely distributed (e.g. by enforcing that spores and the variables they capture are serialisable). Both 
approaches rely on the programmer to specify which variables in the available’s/consistent’s or spore’s lexical scope are to 
be captured. However, the spores approach is more substanc-
as it includes a type system which can enforce safety 
properties at compile time.

4 Ensuring Consistency in Captain

Availables and consistents differ in the consistency guaran-
tees they provide. The former provide some form of eventual 
consistency (i.e. eventual or strong eventual consistency) 
while the latter provide some form of strong consistency. 

Our model abstracts away the mechanisms used to provide 
these consistency guarantees. Implementations of our model 
are free to choose how they provide these consistency guar-
antees. For example, availables in CAPtain.js use the global 
sequence protocol (GSP) [4] to provide eventual consistency. 

Consistents in CAPtain.js use far references [6] to provide 
sequential consistency.

4.1 Eventual Consistency through GSP

In a nutshell, GSP allows for concurrent and offline oper-
ations to be performed on replicated pieces of data, called 
data models. Each data model defines an operation which can 
be applied over it (i.e. Update). Updates over a data model 
are aggregated in a log of operations. Furthermore, each 
data model is associated with a function which returns the 
value of an instance of the model given the update log and an 
initial value (i.e. Read). In our counter example the Read 
function returns the length of the update log, which contains 
increment operations.

Distributed clients each have an instance of the data model. 
Clients can perform updates on their local instances of this 
data model. GSP ensures that all clients eventually read the 
same value for their instance of the data model. To do so it 
assumes that clients communicate through a reliable total 
order broadcast (RTOB) [7] communication medium (i.e. all 
messages are reliably received by all clients in the same 
order). CAPtain.js ensures RTOB through a client-server (i.e.
A CAPable Distributed Programming Model

Figure 2. Example run of the GSP algorithm on the counter example. t=1, consistent starting state. t=2, Client 1 performs an increment. t=3, consistent final state.

slave and master replicas) architecture, where the server acts as a broadcaster.

Offline operations are supported by letting each instance of a data model maintain two logs of updates: committed and tentative updates. The former represents the last known global log of updates. The latter contains a log of update operations which are yet to be broadcasted. For instance, operations performed while the client lost connection. Applying Read to the committed and tentative logs returns the current value for an instance of a data model.

Whenever a client performs an update on its instance of a data model the update is added to the tentative log. Furthermore, the update is broadcasted to all clients. Upon receiving an update each client adds the update to the committed log. If a client receives its own update it removes said update from the tentative log. Figure 2 depicts how GSP ensures eventual consistency for our counter example. At t=1 Client 1 and Client 2 are in a consistent state. Both have a single update operation (i.e. an inc) in their committed log. Performing the Read operation with the committed log, tentative log and the initial value 0 therefore returns 1 for both clients. At t=2 Client 1 performs an update which is added to Client 1’s tentative log. This update is broadcasted by Client 1 but not yet received by Client 2. The clients are therefore in a temporarily inconsistent state given that applying the Read function returns a different value for both clients. At t=3 Client 2 and Client 1 have received the broadcast. Both clients add the operation to their committed log and Client 1 removes the update from its tentative log. Applying the Read function returns a consistent value (i.e. 2) for both clients.

Explaining the complete workings of the algorithm (i.e. how it deals with message loss and efficiency optimisations) would take us out of the scope of this paper. However, the implementation used in CAPtain.js adheres to an optimised and fault tolerant version of the algorithm. We refer the reader to [4] for an in-depth explanation of optimisations for the algorithm as well as how it deals with message loss and disconnections.

4.2 Sequential Consistency through Far References

CAPtain.js implements consistents using far references [6]. The node in the network which instantiates a new consistent is said to be the server for said instance. All other nodes have proxies to this instance. Each method invocation or field access on such a proxy results in an asynchronous message sent to the server and returns a promise. The server performs the invocation or field access and resolves the promise with the return value of the invocation or access. In case the connection between a proxy and the server is lost all messages are buffered by the proxy until the connection is re-established. This mechanism guarantees sequential consistency: the operations issued by a node in the network follow that node’s program execution. Moreover, the result of all operations on a consistent is the same as if these operations were executed in some sequential order.

5 Availability versus Consistency: A Functional Choice

To showcase how availables and consistents are used to build real-world web applications we detail the implementation of Myosotis 3: a collaborative grocery list application. Figure 3 shows a screenshot of the application.

The navigation bar at the top of the screen shows the grocery lists linked to the user’s account. Moreover, it allows to create new grocery lists. The lower part of the screen shows all the items contained within one of these grocery

3 https://github.com/myter/Myosotis
lists. The quantity needed of each item can be incremented or decremented. Moreover, a user is able to mark an item as bought using the "shopping cart" button. Myositis requires both available and consistent functionality:

**Available Functionality** Once a user logs in it receives a replica of all the grocery lists created for its account. A user is always able to create a new list, add an item to a list or change an item’s quantity (i.e. increment or decrement it). Two users logged into the same account might therefore temporarily witness different values for the collection of lists, items in a list or the quantity of an item.

**Consistent Functionality** Marking an item as bought happens strongly consistent. In other words, an item can only be marked as bought once by a single user. Consequently, this functionality is only available to users which are connected to the Myositis server.

We discuss the implementation of both kinds of functionality using Captain.js.

### 5.1 Implementing Availability in Myositis

```java
class AccountLists extends Available{
  owner : string
  lists : Array<GroceryList>

  @mutating
  newList(list : GroceryList){
    this.lists.push(list)
  }
}
```

**Listing 5.** Defining the lists per account.

```java
class GroceryList extends Available{
  listName : string
  items : Array<GroceryList>

  @mutating
  addItem(itemName){
    if (this.items.has(itemName)){
      this.incQuantity(itemName)
    } else {
      this.items.set(itemName, 1)
    }
  }

  @mutating
  remItem(itemName){
    this.items.delete(itemName)
  }

  @mutating
  incQuantity(itemName){
    this.items.get(itemName)+=1
  }

  @mutating
  decQuantity(itemName){
    let curr = this.items.get(itemName)
    if (curr -1 <= 0){
      this.remItem(itemName)
    } else {
      this.items.get(itemName)--=1
    }
  }
}
```

**Listing 6.** Defining individual grocery lists

We implement Myositis’ available functionality using two availables: one which maintains all lists of an account and one which maintains the state of individual lists. The definition of the former is given by Listing 5. The `AccountLists` available maintains an array of all lists created for a particular account. It defines a single mutating method `newList` which adds a newly created `GroceryList` instance for the account. The definition of `GroceryList` is given by Listing 6. It maintains a hashmap which pairs the name of a specific item to the desired quantity. Moreover, it provides a number of mutating methods to add or remove items from a list and increment or decrement the quantity of a specific item.

The functionality provided by `AccountLists` and `GroceryList` instances is available by design. Users are able to create new lists or update the state of a specific list on local replicas, CAPtain.js’ runtime ensures that the state of these replicas is kept eventually consistent. CAPtain.js programmers are freed from manually maintaining replicated state. However, programmers cannot be completely oblivious to the inherent concurrency of availables. For example, the `addItem` method (see line 6 in Listing 6) needs to check whether an item is already present in the list. If this is the case the quantity of the desired item is incremented. This is needed due to the possibility of two users concurrently adding the same item to the list. Similarly, before retrieving the quantity of an item in the `items` map one needs to ensure that the item is present in the map (i.e. it might have been deleted by another user). We omit this sanity check from Listing 6 for the sake of brevity.

### 5.2 Implementing Consistency in Myositis

```java
class Bought extends Consistent{
  bought : Map<string, Array<string>>

  buyItem(listName, itemName){
    let lst = this.bought.get(listName)
    if (lst.includes(itemName)){
      return false
    } else {
      lst.push(itemName)
      return true
    }
  }
}
```

**Listing 7.** Defining the bought markers for items

Listing 7 shows the consistent responsible for Myositis’ marking functionality. A single instance of `Bought` is created per account by the server. Upon connection of a client the server returns a replica of this instance together with an `AccountLists` replica. `Bought`’s single method `buyItem` allows a user to mark a specific item as bought. The method returns whether marking the item happened successfully. In other words, the method returns false if the item had previously been marked as bought. `Bought` guarantees sequential consistency. Only the server is able to execute the `buyItem` method, which ensures that an item can only be bought once.
Moreover, clients which have lost connection with the server are unable to execute the method.

5.3 Disseminating the Data and Reacting to Change

```javascript
setupPubSubServer(serverAddress, serverPort)
var loginTopic = new Topic("LoginReq")
var loginResTopic = new Topic("LoginResp")
let reps = new Map()
sub(loginTopic).each((accountName) =>{
    let lists
    let bought
    if(reps.has(accountName)){
        [lists, bought] = reps.get(accountName)
    }
    else{
        lists = new AccountLists()
bought = new Bought()
reps.set(accountName,[lists, bought])
    }
pub([lists, bought], loginResTopic)
})
```

Listing 8. The Myosotis server

Listings 8 and 9 show simplified implementations of the Myosotis server and clients respectively. The server maintains a hashmap (i.e. `reps`) which contains the replicas (i.e. an instance of `AccountLists` and `Bought`) associated to each account. Whenever a client logs into the Myosotis server (i.e. by publishing a login request) the server either creates a new `AccountLists` and `Bought` replica (see line 12) or it fetches the previously stored ones (see line 9). Subsequently the server returns the client’s replicas (i.e. by publishing a login response, see line 16).

```javascript
setupPubSubClient(serverAddress, serverPort)
pub(accountName, loginTopic)
sub(loginReqTopic).each(([lists, bought]) =>{
    lists.onGlobal({}
        //update UI
    }
    lists.onLocal({}
        //update UI
    })
})
```

Listing 9. The Myosotis client

Clients start by publishing a login request (see line 2 in Listing 9) using their `accountName` (which we assume is provided on start-up). Whenever a client receives a login response it installs `onGlobal` (see line 4) and `onLocal` (see line 7) listeners on the `AccountLists` replica. Whenever a new grocery list is created or an item is mutated these listeners will ensure that the client’s UI remains up to date.

6 Availability versus Consistency: A Performance Choice

Programmers implement different parts of their distributed systems using availables or consistents based on functional requirements (e.g. offline availability). However, availables and consistents also differ in their performance characteristics. Assume that an operation `o` changes the state of a given available or consistent replica `r`. We define the following two performance characteristics:

**Time to Consistency (TC)** is the time required for the state change induced by `o` to be visible on all other replicas.

**Time to Local Change (TLC)** is the time required for the state change induced by `o` to be visible on `r` itself (i.e. within the node in which `o` is applied).

6.1 Comparing Availables and Consistents

In order to showcase how availables and consistents differ with regards to these characteristics we perform micro-benchmarks using two versions of Myosotis. The first version (i.e. `MyosotisAP`) is discussed in detail in Section 5. In a nutshell, all list functionality (i.e. creating lists, adding items to a list, etc.) is implemented by two availables. The only consistent in `MyosotisAP` is responsible for marking items as bought. The second version (i.e. `MyosotisCP`) solely uses consistent. In other words, `MyosotisCP` clients are unable to use any functionality while being offline. However, all changes to lists are always ensured to be strongly consistent across all clients.

The micro-benchmarks are conducted on an Ubuntu 14.04 server with two dual core Intel Xeon 2637 processors (2 physical threads per core) at 3.5 GHz with 265 GB of RAM using CAPtain.js version 0.5.0. For each version of Myosotis we simulate 50 clients concurrently adding 10 items to a shared grocery list.
Figure 4 shows the results of these benchmarks that highlight a fundamental difference between availables and consistent. In MyosotisAP the TLC is roughly a factor 1000 faster than the TC. In comparison, this difference is substantially more nuanced for MyosotisCP where the TLC is roughly twice as fast as the TC. There are two reasons for this difference. First, availables are able to perform operations immediately which results in low TLC. However, maintaining all available replicas eventually consistent produces a significant performance overhead: Each operation must be sent to the server which conceptually replays the entire log of operations. Subsequently this log is sent to all replicas which in turn replay all operations as well. Second, operations are only performed by a consistent replica if it can guarantee strong consistency. In other words, such operations only require a single round trip message to the server. Although this negatively impacts TLC, this reduces the synchronization overhead needed to maintain the global state strongly consistent. The difference between TLC and TC is therefore much smaller for consistent.

6.2 Availability on Demand

MyosotisCP models the application’s entire state using consistent. In other words, AccountLists and GroceryList (see Listings 5 and 6 in Section 5.1) extend consistent rather than available. As shown in Section 6.1, implementing MyosotisCP entirely using consistent reduces the time to consistency. This comes at the cost of MyosotisCP not providing any offline availability.

Through CAPtain.js’ built-in freeze and thaw methods we are able to dynamically make a trade-off between performance and offline availability. To do so, the server needs to switch from a consistent to an available implementation of all list-related functionality at run time. Concretely, by pressing a button clients inform the server that all lists linked to their account should be made available. Conversely, clients can inform the server that their lists are no longer required to be available. It is important to note that this run-time switching can only happen if all logged-in clients linked to a specific account are connected to the server.

```javascript
function goOffline() {
  pub(accountName, offTopic)
}

function goOnline() {
  pub(accountName, onTopic)
}

sub(offTopic).each((listsAV) => {
  // continue using consistent AccountState
})
sub(onTopic).each((listsC) => {
  // continue using available AccountState
})
```

Listing 10. The MyosotisCP server

The server reacts to these client requests as follows. If a user requests their lists to be available (see line 7 in Listing 11) the server thaws the consistent (i.e. an instance of the consistent version of AccountLists) representing the lists linked to the specified account. The result of thaw is an available copy (i.e. both state and methods) of the AccountLists consistent. The server publishes this available copy to all clients logged in to the specified account, which use the available (see line 7 in Listing 10) from that point on.

If a user requests their lists to be consistent again (see line 13) the server freezes the previously thawed AccountLists instance. The result of freeze is a consistent copy of the provided available. The server publishes the consistent copy which allows clients to continue running the MyosotisCP application as it was before requesting availability.

7 Related Work

This work is heavily inspired by Repliqs [5]. A repliq is a first-class replicated object which is kept eventually consistent across clients through the global sequence protocol [4]. In this regard repliqs and availables are essentially the same. Repliqs allow programmers to implement the AP parts of distributed systems. We extend the work presented in [5] with constructs to implement the CP parts of distributed systems. Moreover, we introduce constructs to convert the AP parts of a distributed system into CP parts and vice versa.

Correctables [10] are a language construct which allows programmers to perform operations on replicated objects using different levels of consistency. In a nutshell, invoking an operation on a correctable will initially return a weakly consistent result after which it will progressively be refined with more consistent results (e.g. strongly consistent results). Additionally, correctables allow programmers to explicitly specify the level of consistency desired for a particular operation. Correctables differ from our approach with regards to
the level of granularity on which programmers specify the desired level of consistency. Programmers using correctables specify the desired level of consistency per operation. Both approaches also differ from a programmer’s perspective. The work presented in [10] provides an API consisting of three methods: invokeStrong, invokeWeak and invoke. These methods allow the programmer to specify the desired level of consistency given an operation to be performed on a replicated object. Moreover, the correctables API allows programmers to implement their own consistency guarantees. In contrast, CAPtain provides a full-fledged distribution model: it enables programmers to define the consistency levels for data types as well as how instances of these data types should be replicated amongst nodes in the network.

Lasp [18] is a distributed programming language whose sole data abstractions are CRDTs [23]. Lasp is therefore able to model the AP parts of a distributed system while guaranteeing strong eventual consistency. However, Lasp lacks the programming constructs to implement the CP parts of a distributed system.

Dexter [26] is a Java framework which allows programmers to implement various distributed parameter passing semantics. Two of these semantics are of particular interest compared to the work presented in this paper. Pass by remote reference is essentially the same as AmbientTalk’s far references or E’s eventual references. In other words, using pass by remote reference one is able to implement the CP parts of a distributed system. Pass by copy-restore allows an object to be passed by copy between a server and a client. Changes made to the copy by the server are later restored on the client. To some extend this enables the implementation of the AP parts of a distributed system in Dexter. To the best of our knowledge copy-restore does not provide any consistency guarantees. In other words, conflicts arising from concurrent modifications are not resolved. In contrast, availables allow concurrent modifications while ensuring eventual consistency.

In the tuple space model [8] processes conceptually access a globally shared memory comprised of data structures called tuples. Processes can write, read and remove tuples from this global memory. In the traditional tuple space model as defined by [8] a centralised server maintains the state shared by clients. This model therefore only allows to implement the CP parts of a distributed system. Other tuple space models [1, 16] replicate tuples across clients, allowing them to read or write tuples while being offline. However, these models do not account for conflicting updates to the conceptually shared tuple space. They are therefore unable to provide the eventual consistency guarantees required by availables.

E [21] and AmbientTalk [6] both provide language constructs to implement the CP parts of a distributed systems (i.e. eventual and far references respectively). Moreover, AmbientTalk provides isolates which are a kind of object that adhere to pass-by-copy semantics. Although isolates can therefore be used to implement the AP parts of a distributed system they provide no consistency guarantees whatsoever. In other words, the states of two instances of the same isolate are never synchronised.

A number of approaches have been proposed which allow programmers to perform operations (e.g. queries) on replicated datastores with various levels of consistency. In contrast, CAPtains provides a general purpose programming model which introduces replicated data as first-class language abstractions (e.g. availables can be provided as arguments to remote method invocations or published/subscribed to).

Using Sieve [15] programmers specify application invariants to help static and dynamic analyses to determine optimal consistency levels for operations on the datastore. Operations which can run under weak consistency are translated to commutative shadow operations (i.e. operations on CRDTs). In Quelea [24] programmers write contracts which specify the application-level consistency requirements of operations. The Quelea runtime statically verifies these contracts while a theorem prover maps these contracts to consistency properties which adhere to the contract’s semantics. DCCT [27] allows programmers to separate a datastore’s objects into regions. These regions are annotated with varying degrees of consistency which influences the semantics of the read and write operations one can perform on objects within a region. IPA [12] programmers specify consistency policies by using an extensive annotation system (e.g. one can dynamically specify consistency policies based on the system’s latency). Furthermore, IPA’s type system allows it to enforce a number of properties at compile time (e.g. weakly consistent values never flow into strongly consistent operations). ConSysT [17] provides consistency specifications at the type level (i.e. values are typed with the desired consistency level). ConSysT’s type system guards the programmer from erroneously combining values with different consistency levels (e.g. low consistency values flowing into high consistency computations).

8 Vision and Future Work

CAPtains serves as a prototypical implementation of our CAPtain model. As such, it only provides two levels of consistency: sequential consistency and eventual consistency (i.e. not strong eventual consistency). Section 4 discusses how we implement the former using fast references and the latter using the global sequence protocol. Both approaches pose a number of disadvantages: On one hand, fast references provide a replication factor of 1. For example, in Myosotis the server maintains the actual instance of the Bought consistent while clients only have a proxy (i.e. a far reference) to this instance. On the other hand, the global sequence protocol only guarantees eventual consistency. In contrast to strong eventual consistency (e.g. as provided by CRDTs [23]) this
means that two concurrent operations on available replicas might conflict.

Our vision is for CAPtain.js to support a multitude of consistency levels. For example, availables would come in multiple flavours (e.g. eventually and strongly eventually consistent). Similarly, programmers would be able to choose a consistent’s replication factor (the CAPtain.js runtime would ensure consistency of these replicas through two-phase locking or Paxos for example).

CAPtain.js already provides programmers the necessary language constructs to implement this vision. Explaining the intricate details of these constructs would take us beyond the scope of this paper. In a nutshell, CAPtain.js provides a mirror-based metaprogramming API [2] akin to mirrors in AmbientTalk [25]. This allows expert programmers to implement different kinds of consistency by extending the mirrors provided by availables and consistent-flavours. For example, strongly eventually consistent availables can be implemented by extending the default available mirror with the functionality provided by general purpose CRDTs [14].

9 Conclusion
Most modern distributed systems provide some form of data replication (e.g. for security, redundancy, offline availability, etc.). As a result, programmers have to face the impossibility result posed by the CAP theorem. In a nutshell, the CAP theorem states that a partition-tolerant system can either guarantee the consistency (CP) or availability (AP) of a replicated piece of data. Most distributed programming languages implicitly make the choice between CP and AP for the programmer. As a result, programmers are unable to express both the CP and AP parts of their distributed systems in a single language.

In this paper we present a novel distributed programming model. In this model programmers implement the CP and AP parts of their systems using dedicated object-oriented language constructs: consistent-flavours and availables. All instances of a consistent object are guaranteed to be strongly consistent. However, method invocations and field accesses are not guaranteed to return a value. Conversely, instances of an available object are only guaranteed to be eventually consistent. However, method invocations and field accesses always return a value.

We provide a prototypical implementation of this model in a TypeScript library called CAPtain.js. We showcase the power of our model and its functional characteristics by implementing a collaborative grocery list application. Through micro-benchmarks we showcase the performance characteristics of availables and consistent-flavours.

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References
A CAPable Distributed Programming Model


