Carnegie Mellon University

22 Introduction to Distributed Databases

Intro to Database Systems
15-445/15-645
Fall 2020

AP
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Computer Science
Carnegie Mellon University

ADMINISTRIVIA

Homework #5: Sunday Dec 6th @ 11:59pm

Project #4: Sunday Dec 13th @ 11:59pm

Potpourri + Review: Wednesday Dec 9th
→ Vote for what system you want me to talk about.
https://cmudb.io/f20-systems

Final Exam:
→ Session #1: Thursday Dec 17th @ 8:30am
→ Session #2: Thursday Dec 17th @ 1:00pm

UPCOMING DATABASE TALKS

Confluent ksqlDB (Kafka)
→ Monday Nov 23rd @ 5pm ET

Microsoft SQL Server Optimizer
→ Monday Nov 30th @ 5pm ET

Snowflake Lecture
→ Monday Dec 7th @ 3:20pm ET

PARALLEL VS. DISTRIBUTED

Parallel DBMSs:

→ Nodes are physically close to each other.
→ Nodes connected with high-speed LAN.
→ Communication cost is assumed to be small.

Distributed DBMSs:

→ Nodes can be far from each other.
→ Nodes connected using public network.
→ Communication cost and problems cannot be ignored.

DISTRIBUTED DBMSs

Use the building blocks that we covered in single-node DBMSs to now support transaction processing and query execution in distributed environments.

→ Optimization & Planning
→ Concurrency Control
→ Logging & Recovery

TODAY'S AGENDA

System Architectures

Design Issues

Partitioning Schemes

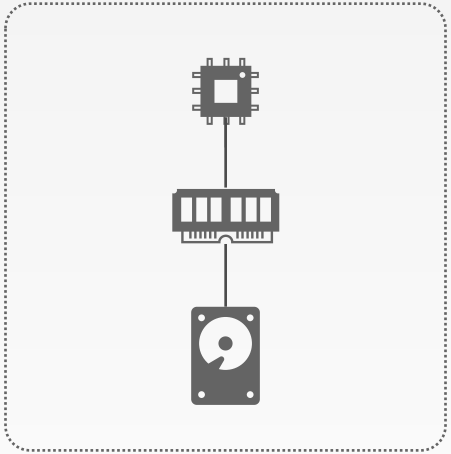
Distributed Concurrency Control

SYSTEM ARCHITECTURE

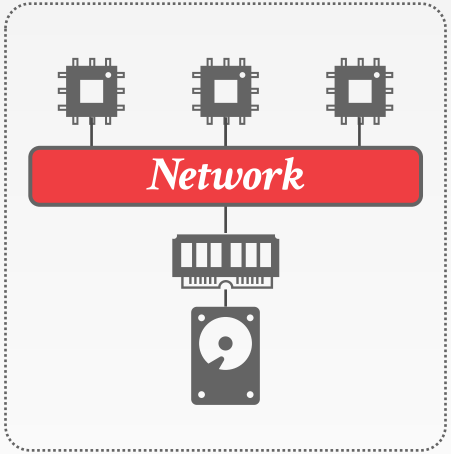
A DBMS's system architecture specifies what shared resources are directly accessible to CPUs.

This affects how CPUs coordinate with each other and where they retrieve/store objects in the database.

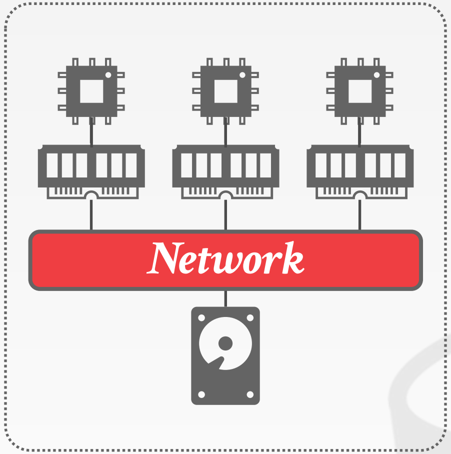
SYSTEM ARCHITECTURE



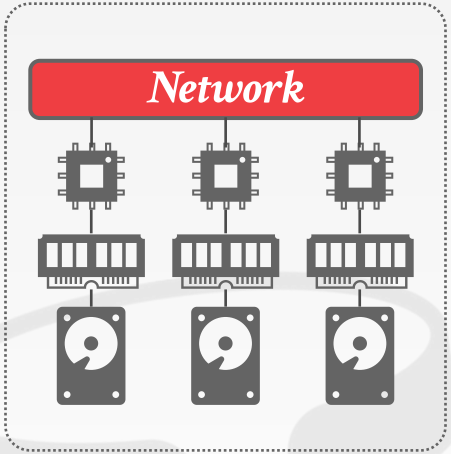
Shared Everything



Shared Memory



Shared Disk



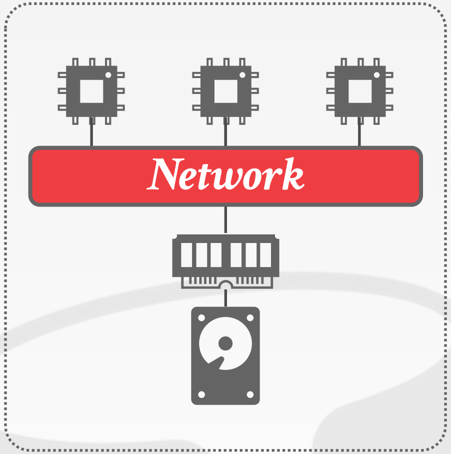
Shared Nothing

SHARED MEMORY

CPUs have access to common memory address space via a fast interconnect.

→ Each processor has a global view of all the in-memory data structures.

→ Each DBMS instance on a processor has to "know" about the other instances.

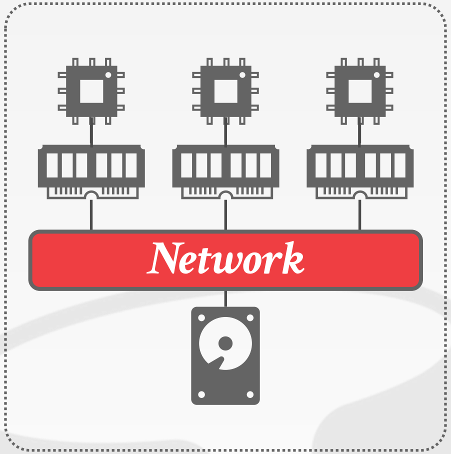


SHARED DISK

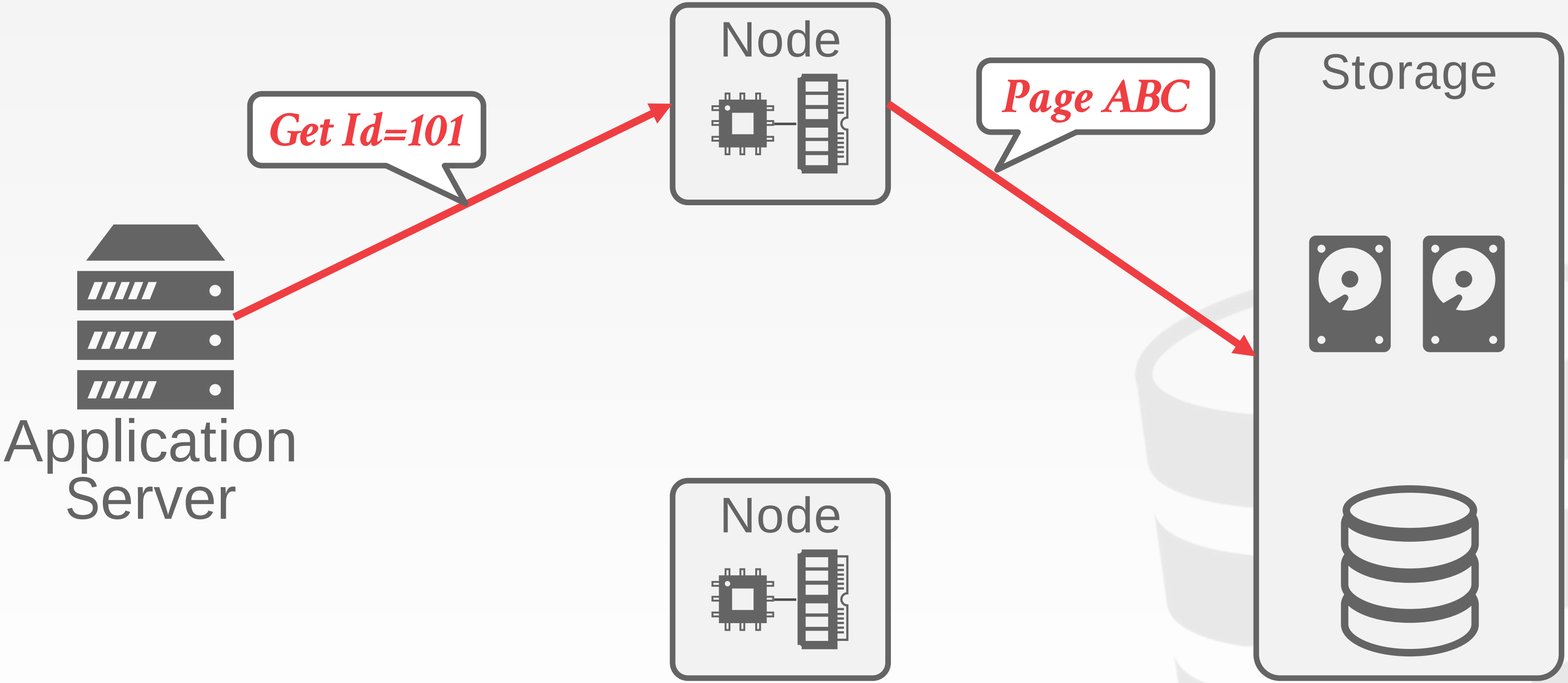
All CPUs can access a single logical disk directly via an interconnect, but each have their own private memories.

→ Can scale execution layer independently from the storage layer.

→ Must send messages between CPUs to learn about their current state.



SHARED DISK EXAMPLE



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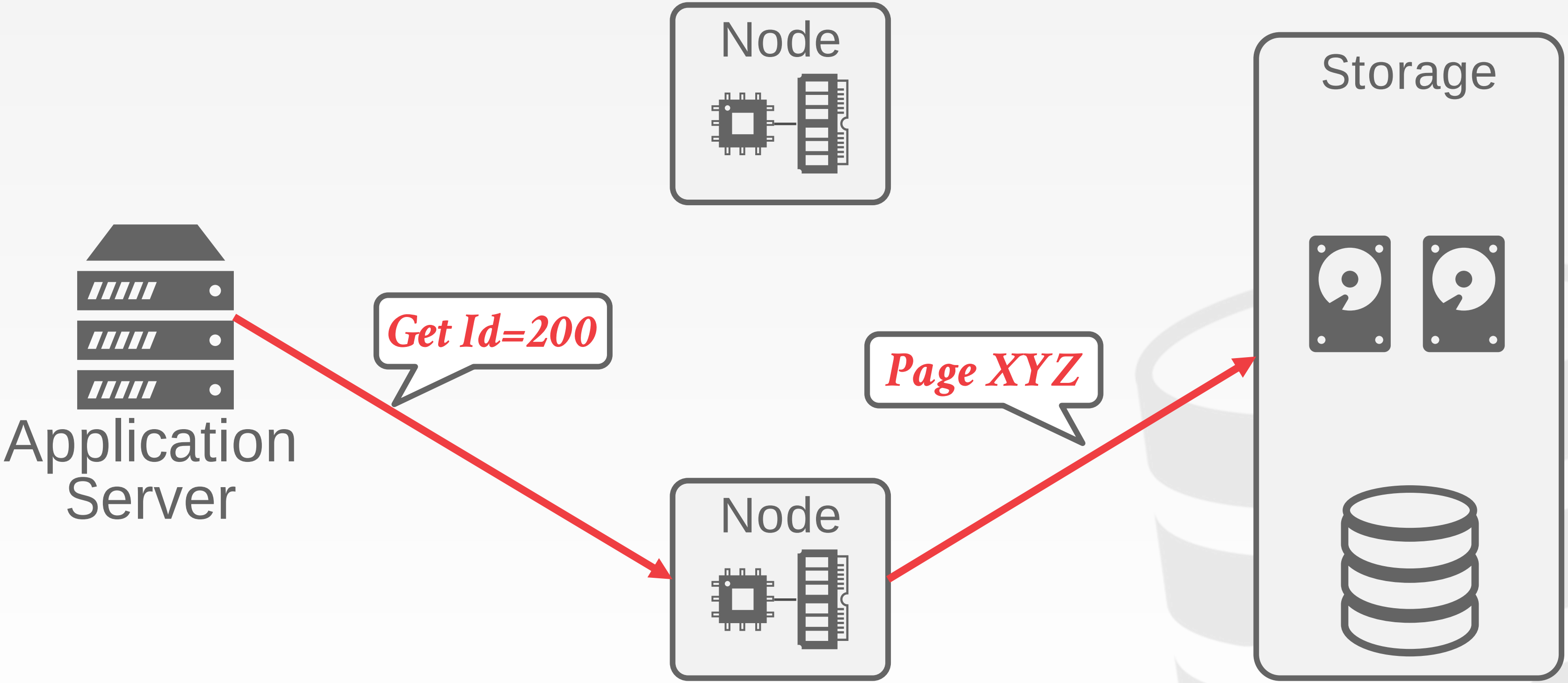

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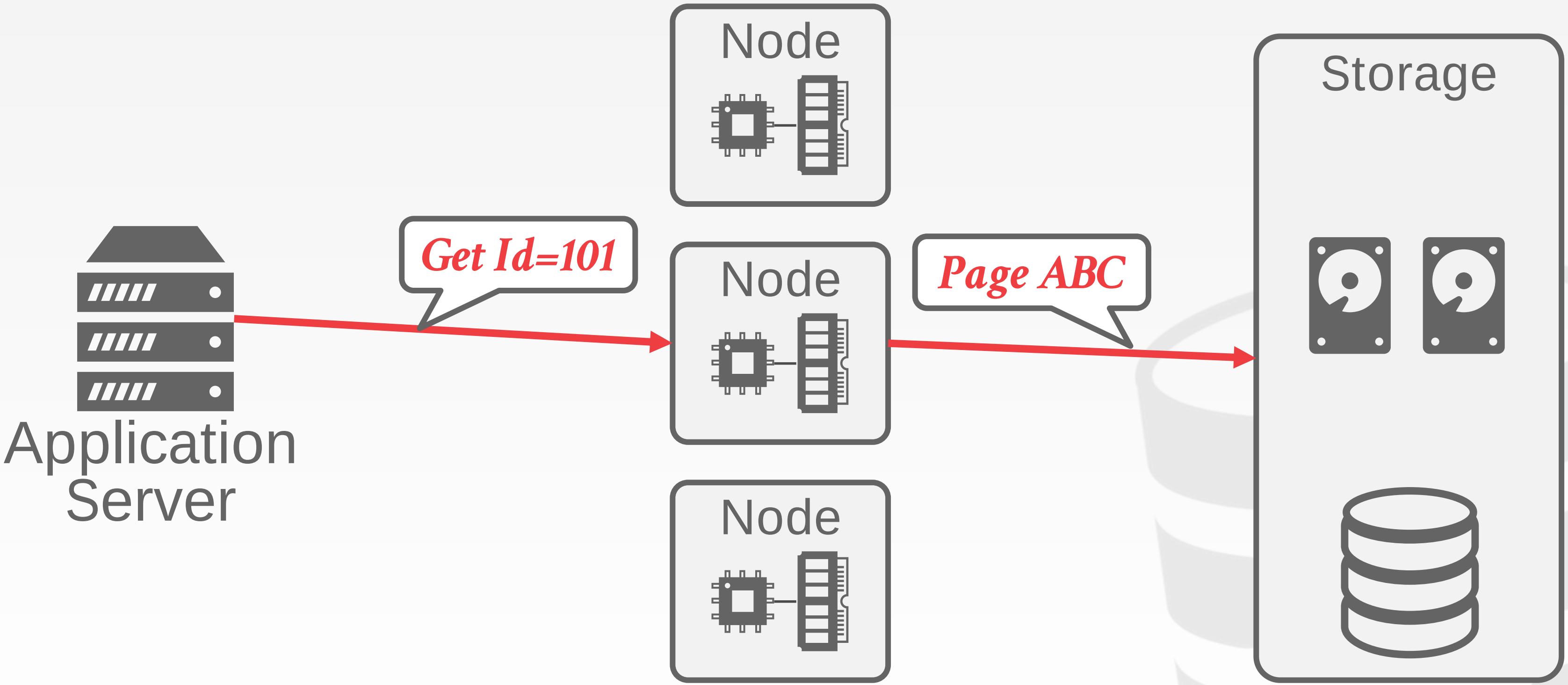

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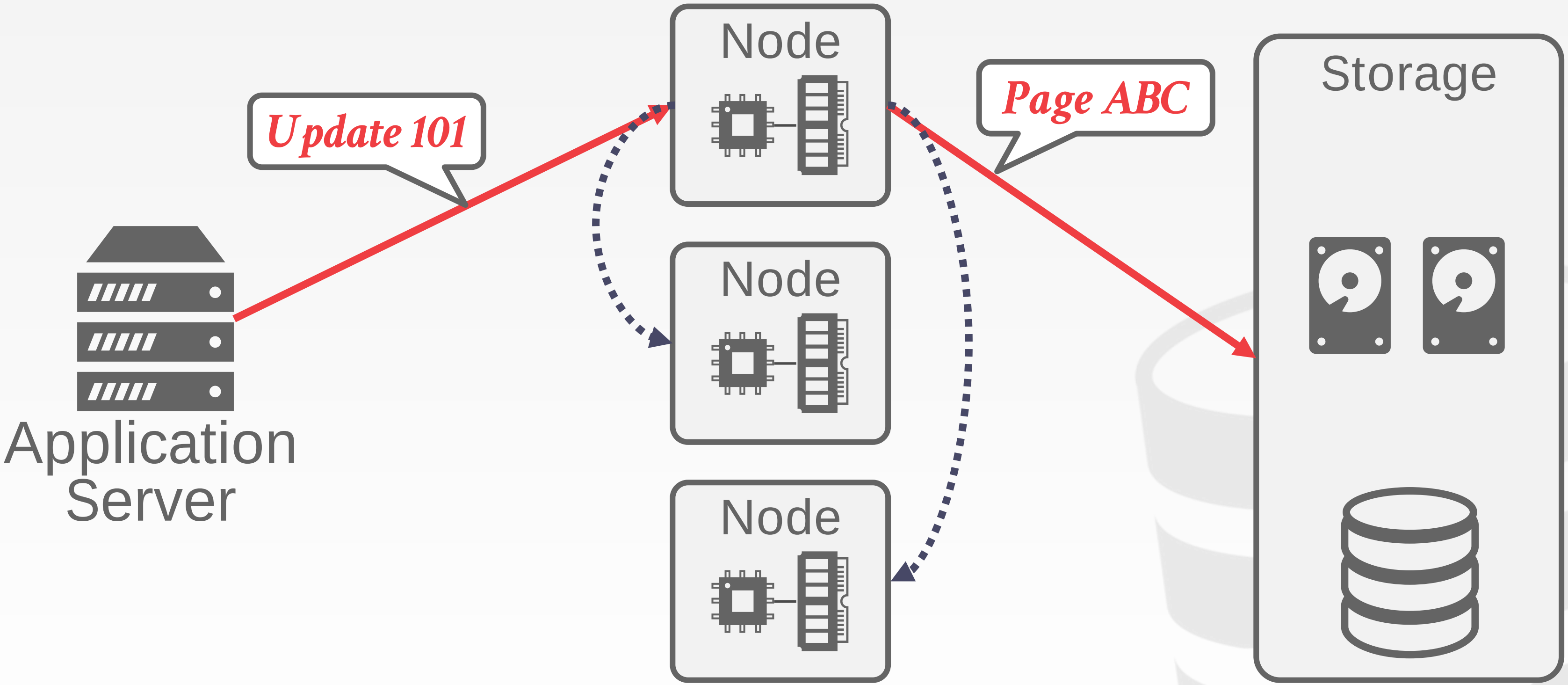
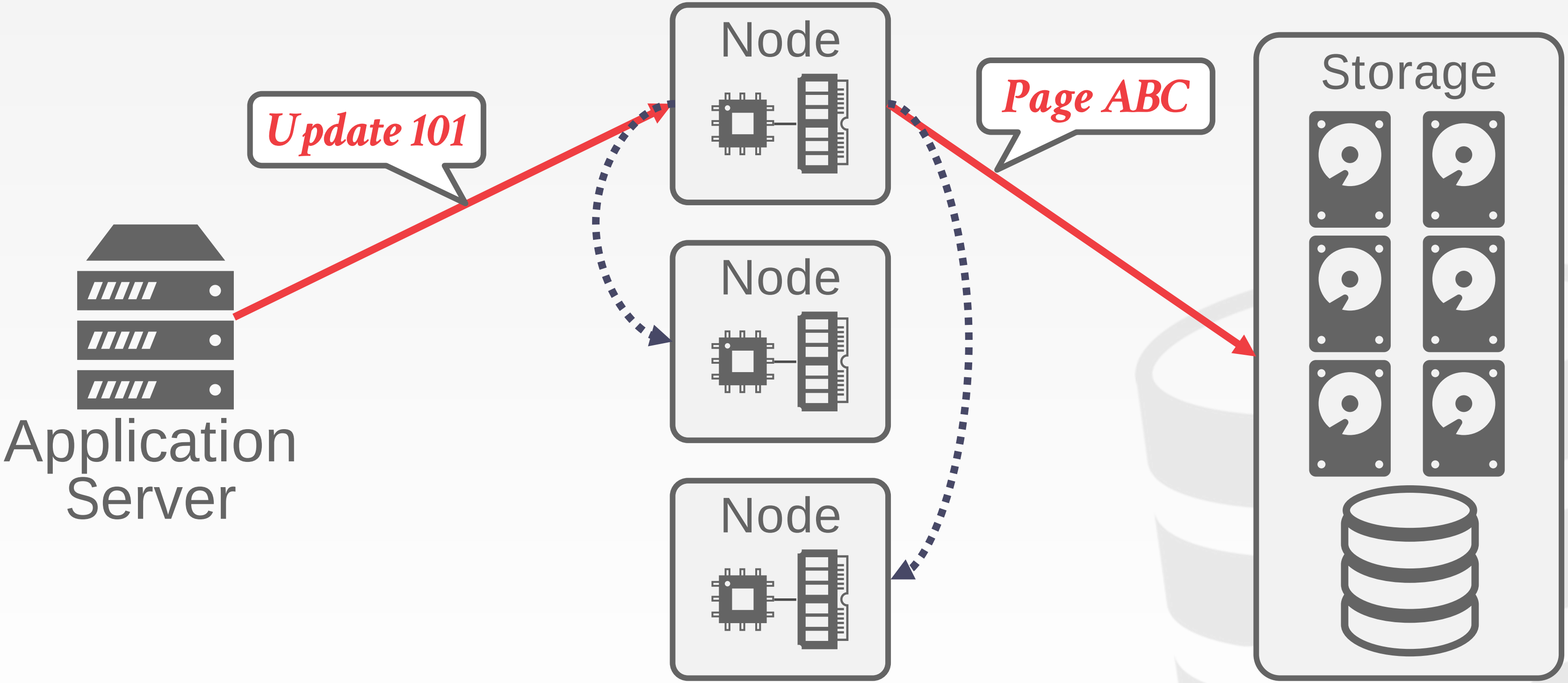


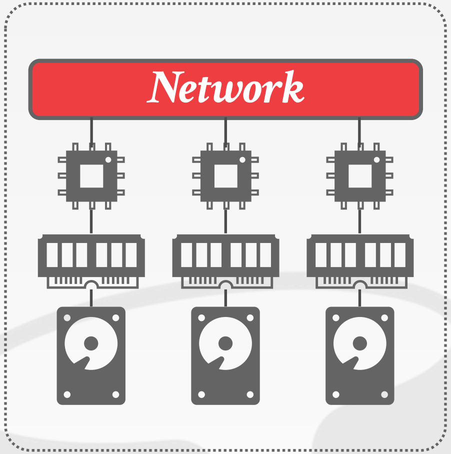
SHARED DISK EXAMPLE



SHARED NOTHING

Each DBMS instance has its own CPU, memory, and disk.

Nodes only communicate with each other via network.
- → Harder to scale capacity.
- → Harder to ensure consistency.
- → Better performance & efficiency.



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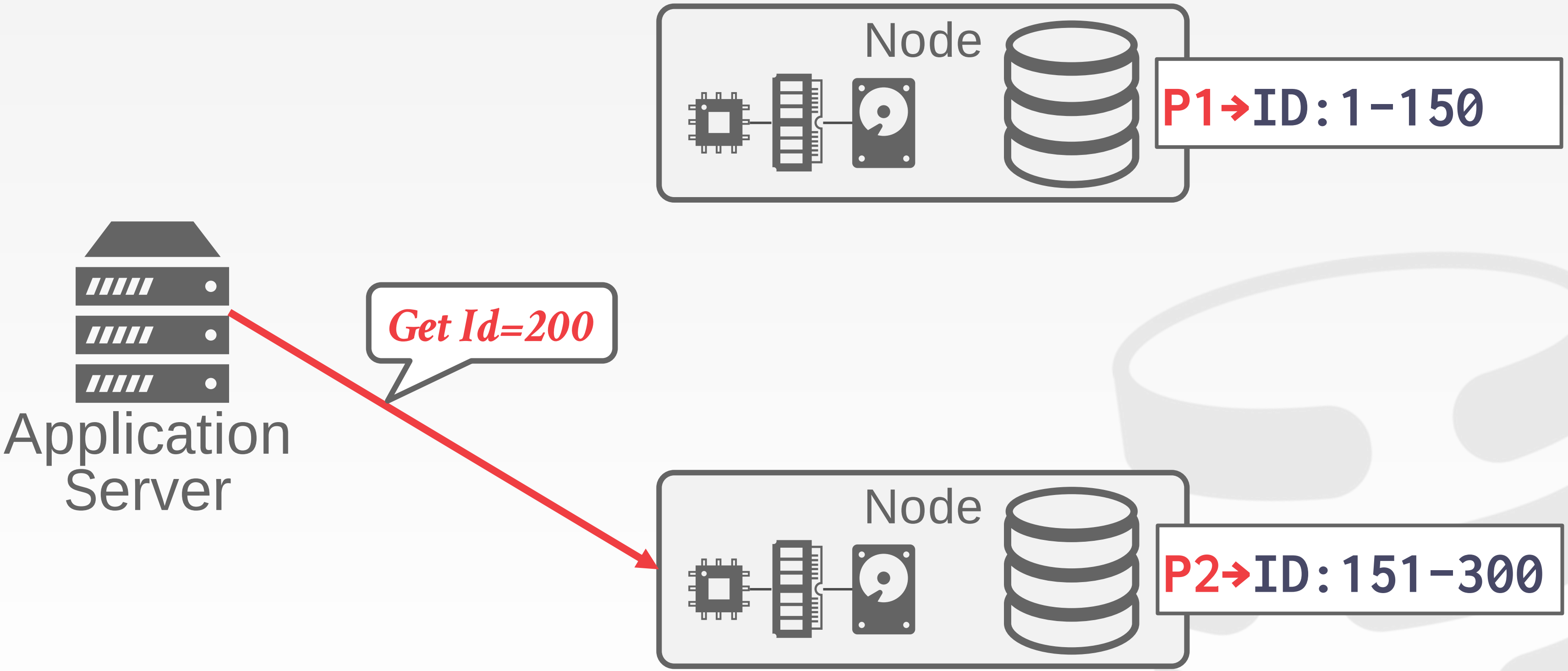

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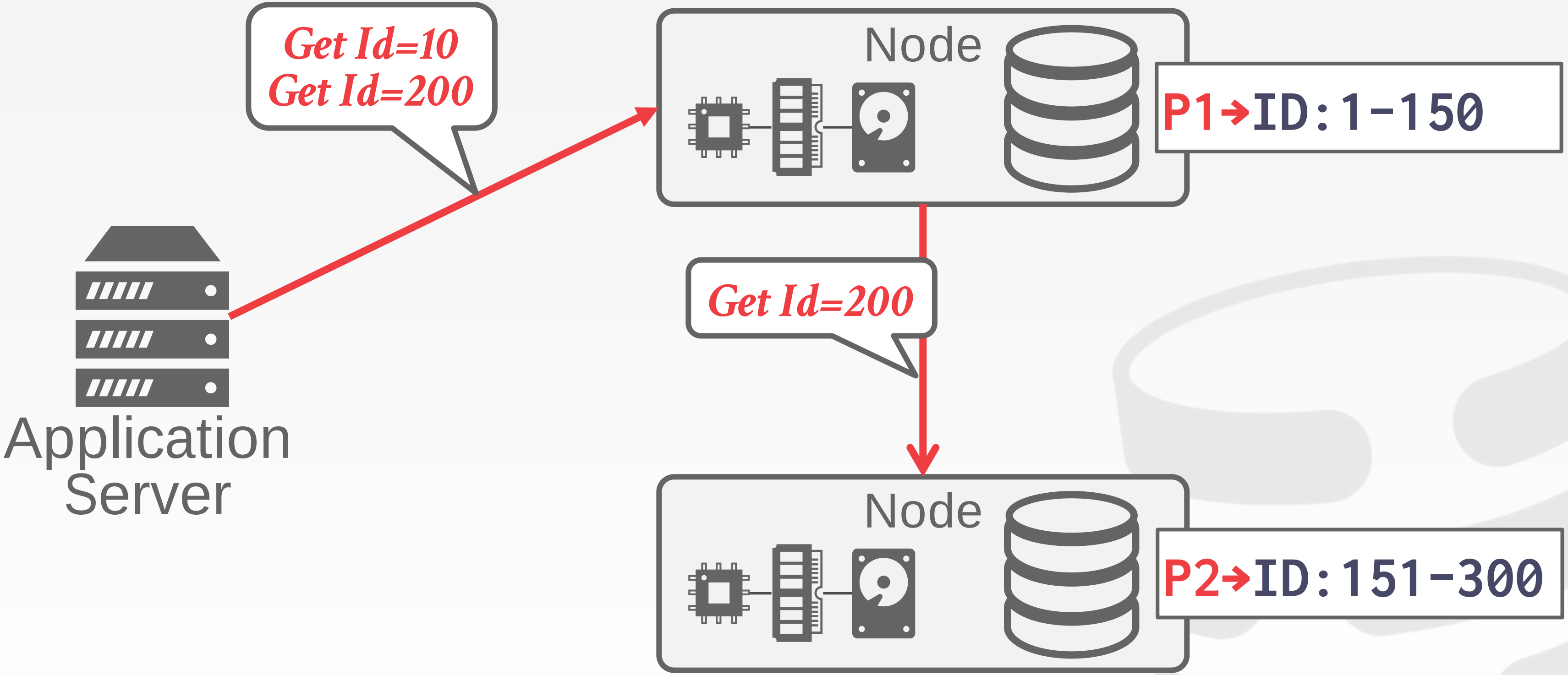

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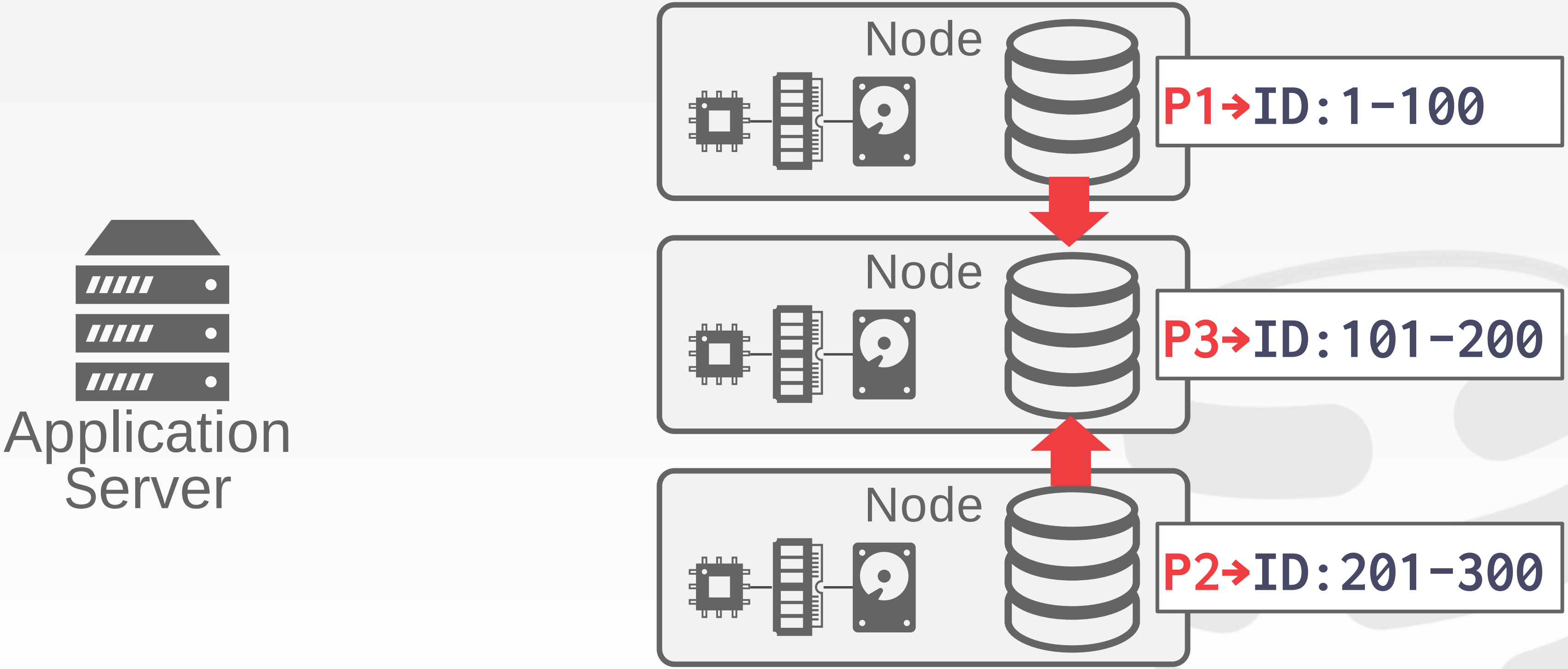


EARLY DISTRIBUTED DATABASE SYSTEMS

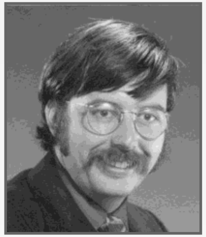
MUFFIN – UC Berkeley (1979)

SDD-1 – CCA (1979)

System R* – IBM Research (1984)

Gamma – Univ. of Wisconsin (1986)

NonStop SQL – Tandem (1987)


Stonebraker


Bernstein


Mohan


DeWitt


Gray

DESIGN ISSUES

How does the application find data?

How to execute queries on distributed data?

→ Push query to data.
→ Pull data to query.

How does the DBMS ensure correctness?

HOMOGENOUS VS. HETEROGENOUS

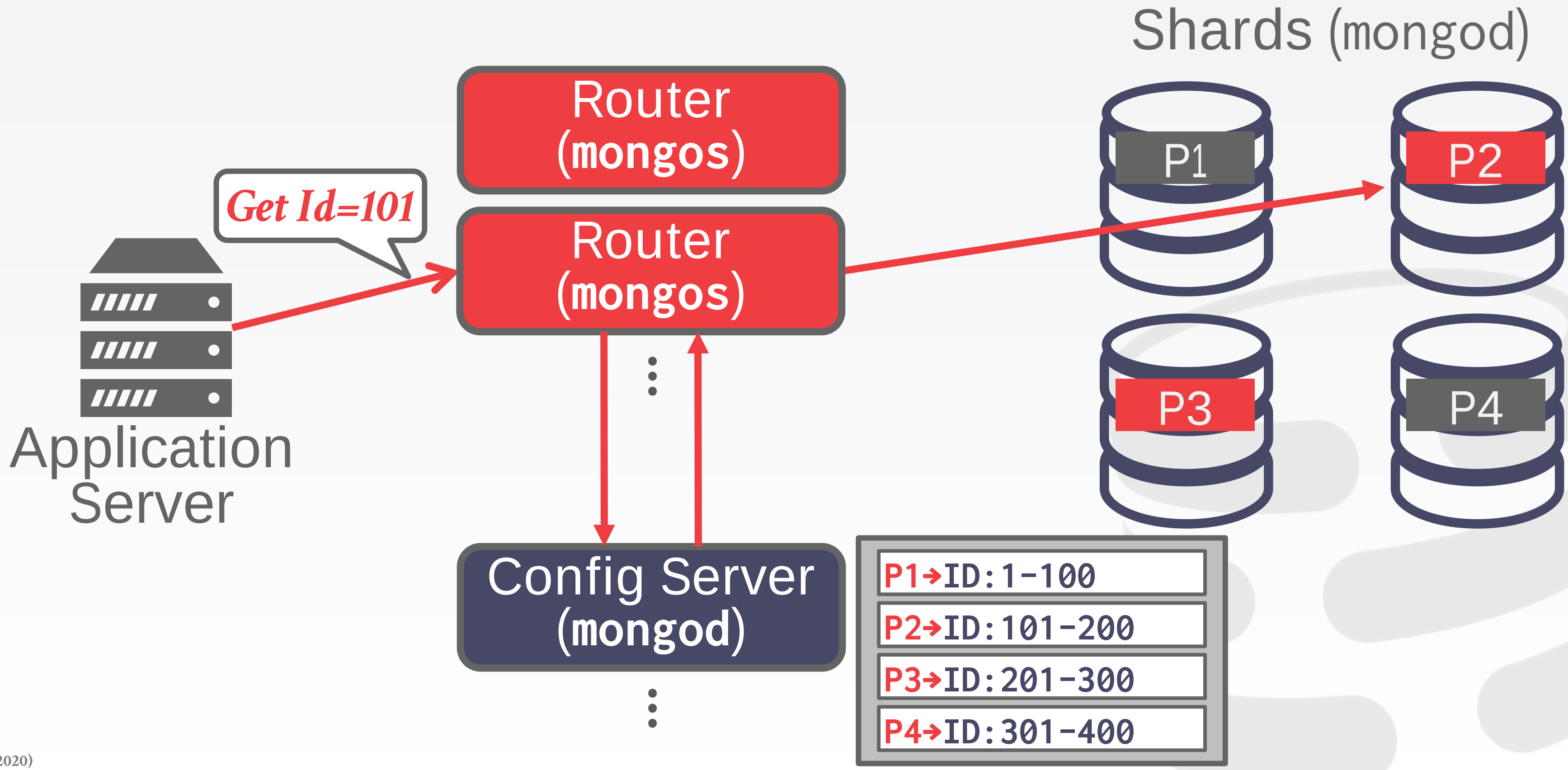
Approach #1: Homogenous Nodes

→ Every node in the cluster can perform the same set of tasks (albeit on potentially different partitions of data).
→ Makes provisioning and failover "easier".

Approach #2: Heterogenous Nodes

→ Nodes are assigned specific tasks.
→ Can allow a single physical node to host multiple "virtual" node types for dedicated tasks.

MONGODB HETEROGENOUS ARCHITECTURE



DATA TRANSPARENCY

Users should not be required to know where data is physically located, how tables are **partitioned** or **replicated**.

A query that works on a single-node DBMS should work the same on a distributed DBMS.

DATABASE PARTITIONING

Split database across multiple resources:
→ Disks, nodes, processors.
→ Often called "sharding" in NoSQL systems.

The DBMS executes query fragments on each partition and then combines the results to produce a single answer.

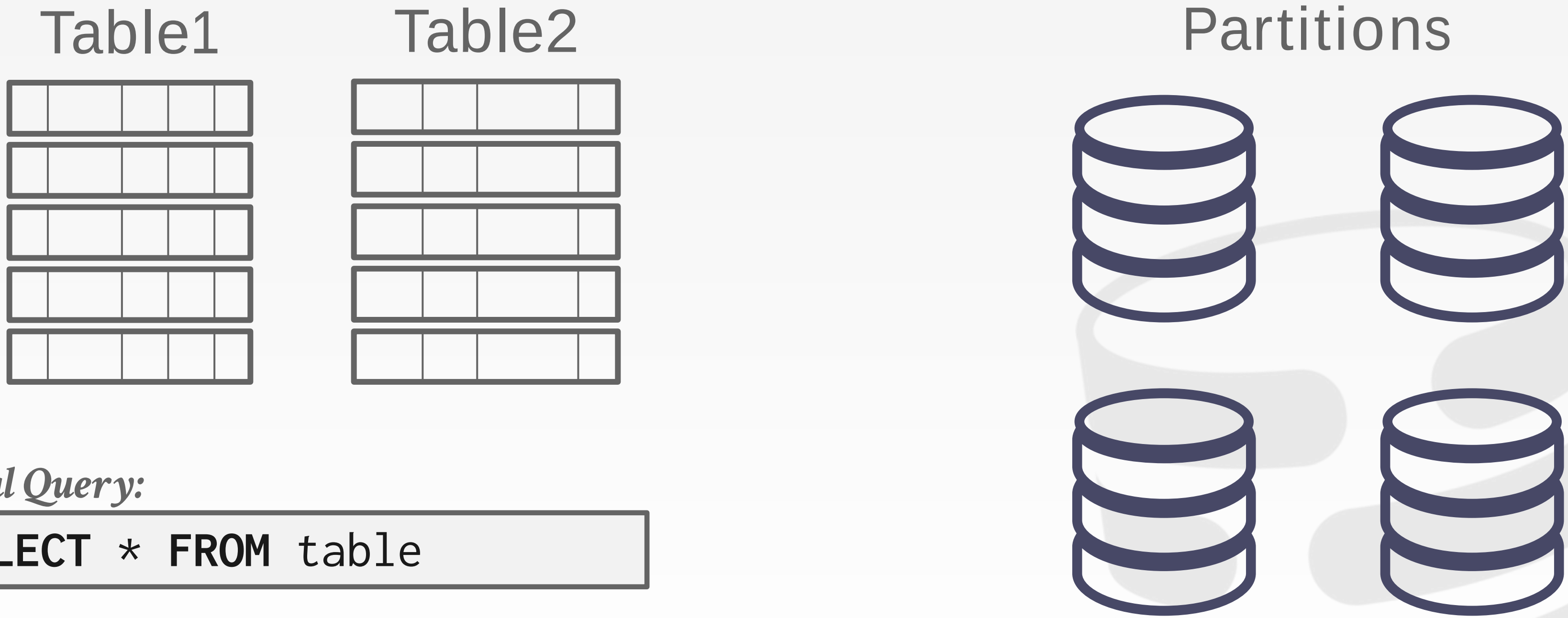
NAÏVE TABLE PARTITIONING

Assign an entire table to a single node.

Assumes that each node has enough storage space for an entire table.

Ideal if queries never join data across tables stored on different nodes and access patterns are uniform.

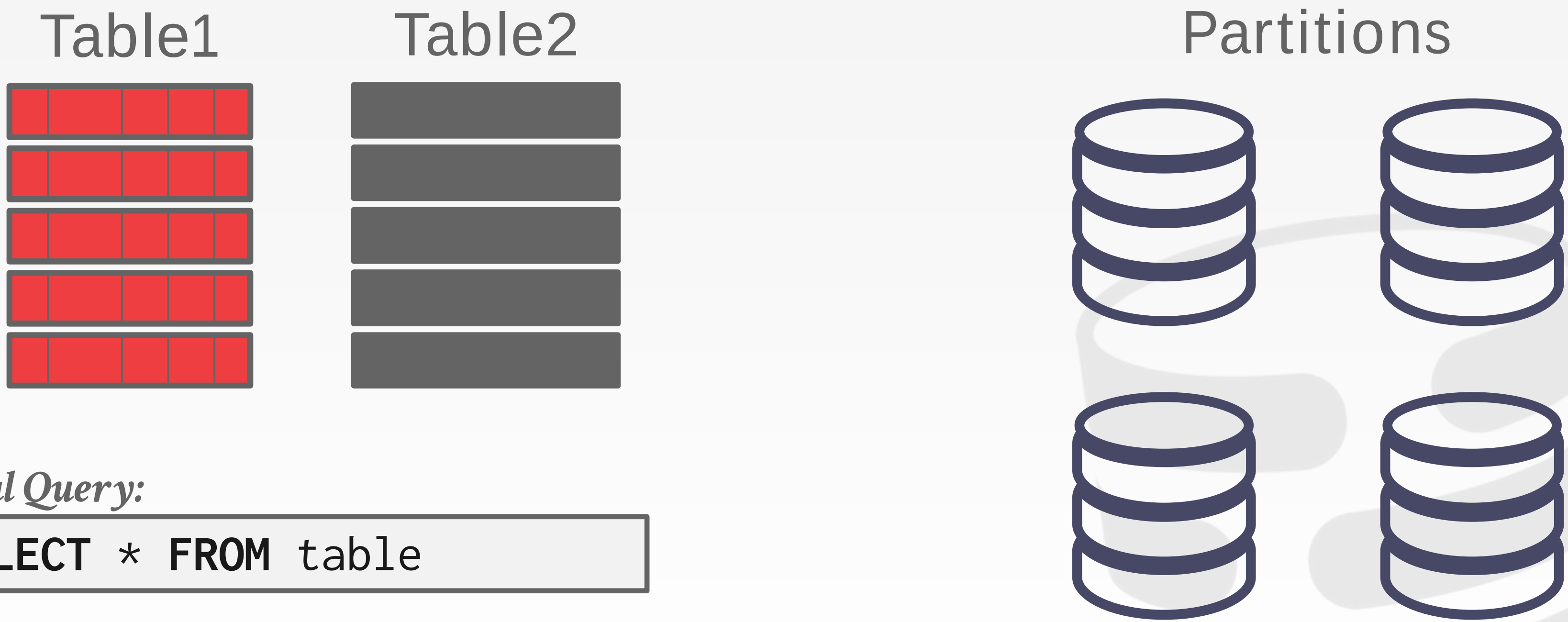
NAÏVE TABLE PARTITIONING



Ideal Query:

```
SELECT * FROM table
```

NAÏVE TABLE PARTITIONING



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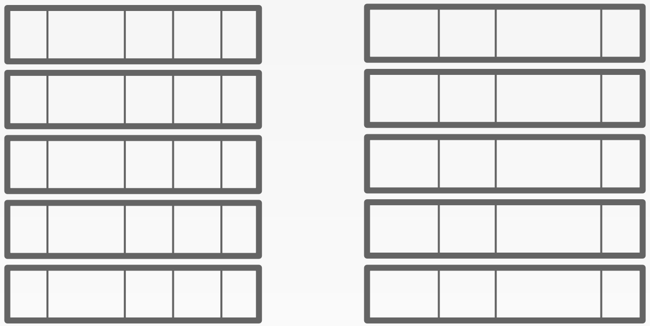
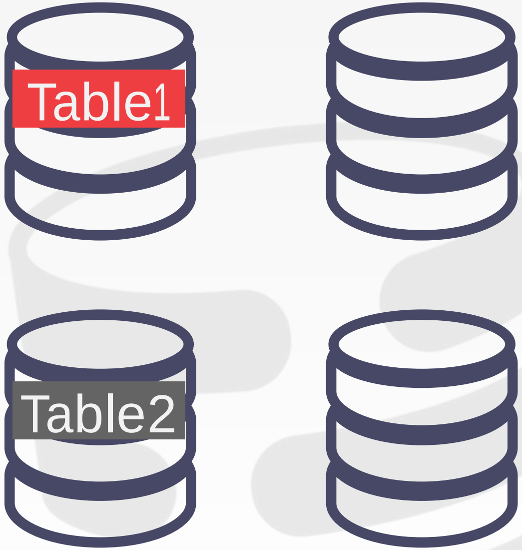
NAÏVE TABLE PARTITIONING

Table1 Table2



Partitions



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HORIZONTAL PARTITIONING

Split a table's tuples into disjoint subsets.
→ Choose column(s) that divides the database equally in terms of size, load, or usage.
→ Hash Partitioning, Range Partitioning

The DBMS can partition a database **physical** (shared nothing) or **logically** (shared disk).

HORIZONTAL PARTITIONING

Partitioning Key

Table1

101	a	XXX	2019-11-29	*hash(a)%4 = P2*
102	b	XXY	2019-11-28	*hash(b)%4 = P4*
103	c	XYZ	2019-11-29	*hash(c)%4 = P3*
104	d	XYX	2019-11-27	*hash(d)%4 = P2*
105	e	XYY	2019-11-29	*hash(e)%4 = P1*

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Ideal Query:

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SELECT * FROM table
 WHERE partitionKey = ?
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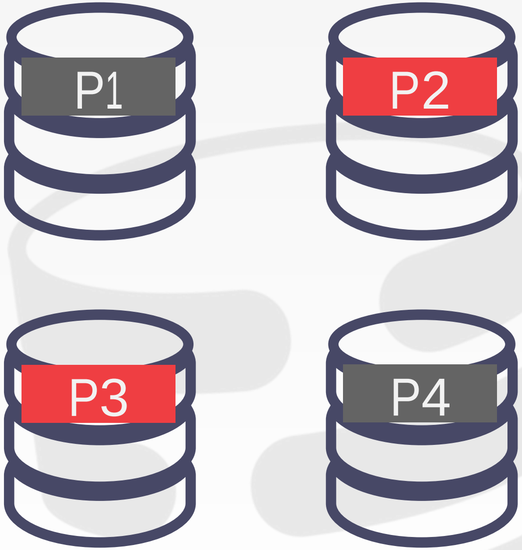

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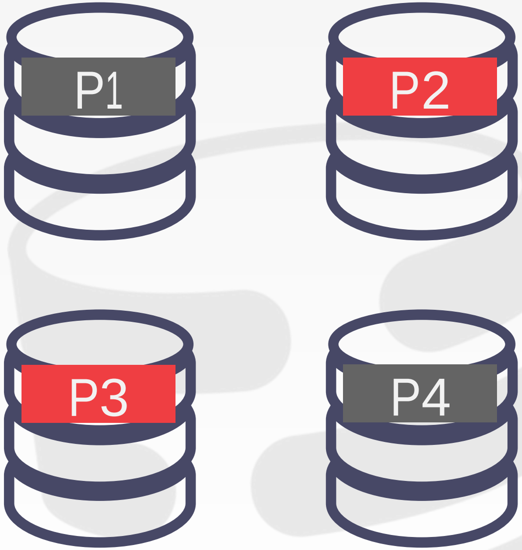

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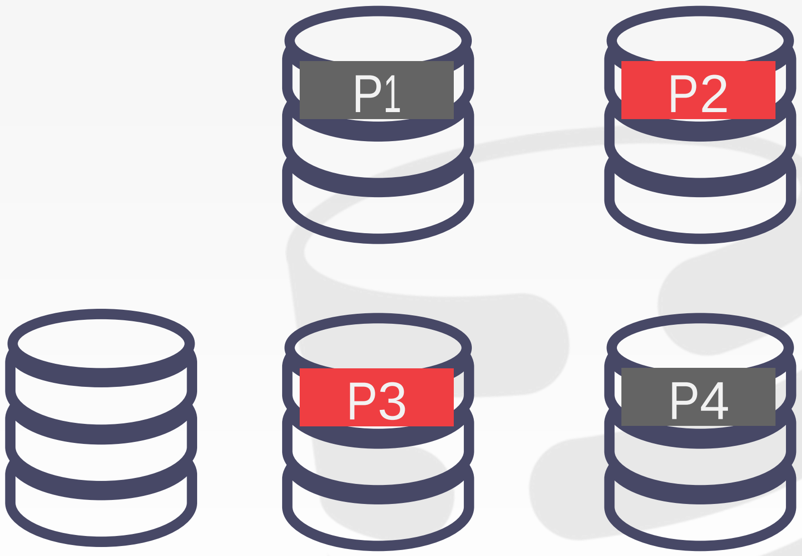

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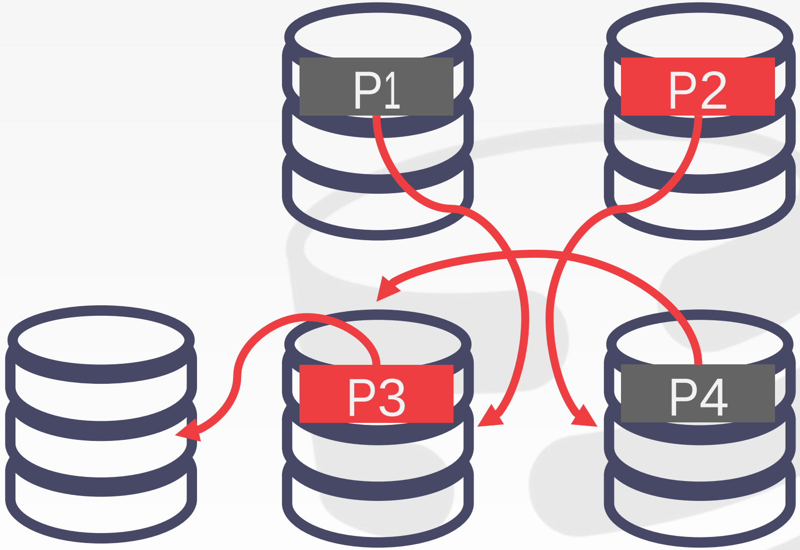
hash(a)%5 = P4
hash(b)%5 = P3
hash(c)%5 = P5
hash(d)%5 = P1
hash(e)%5 = P3

Partitions



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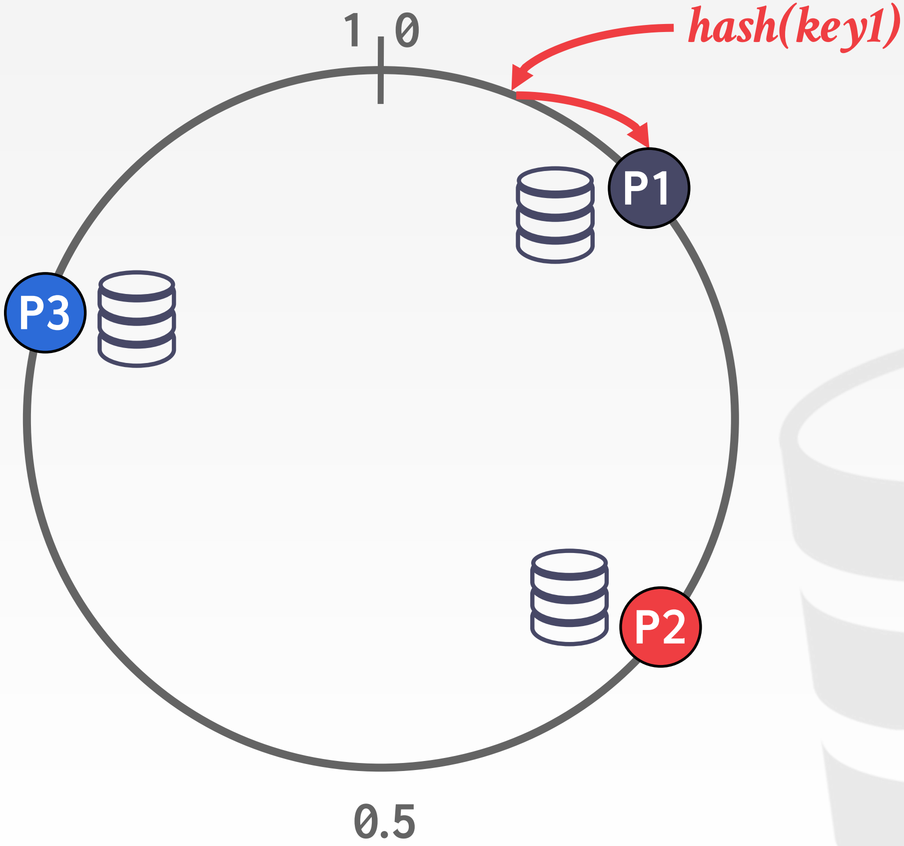
CONSISTENT HASHING



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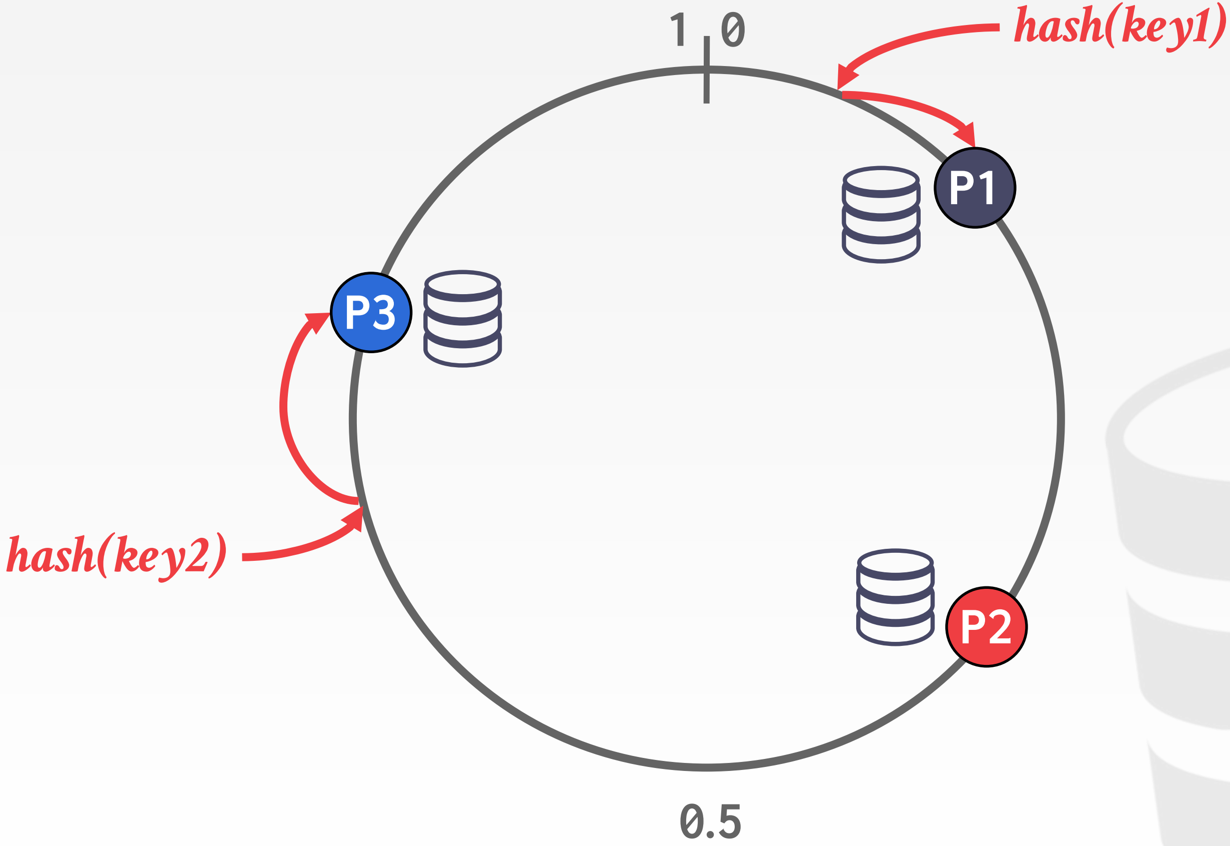

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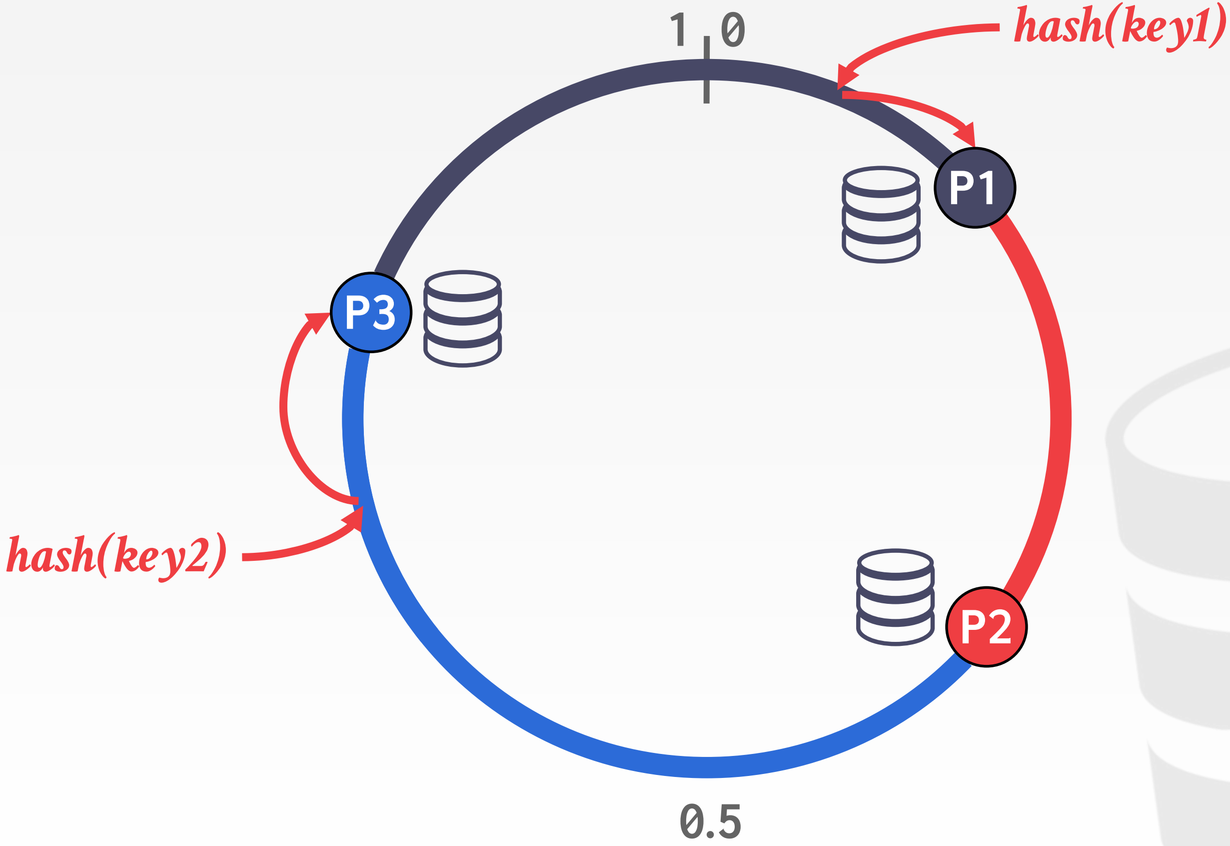

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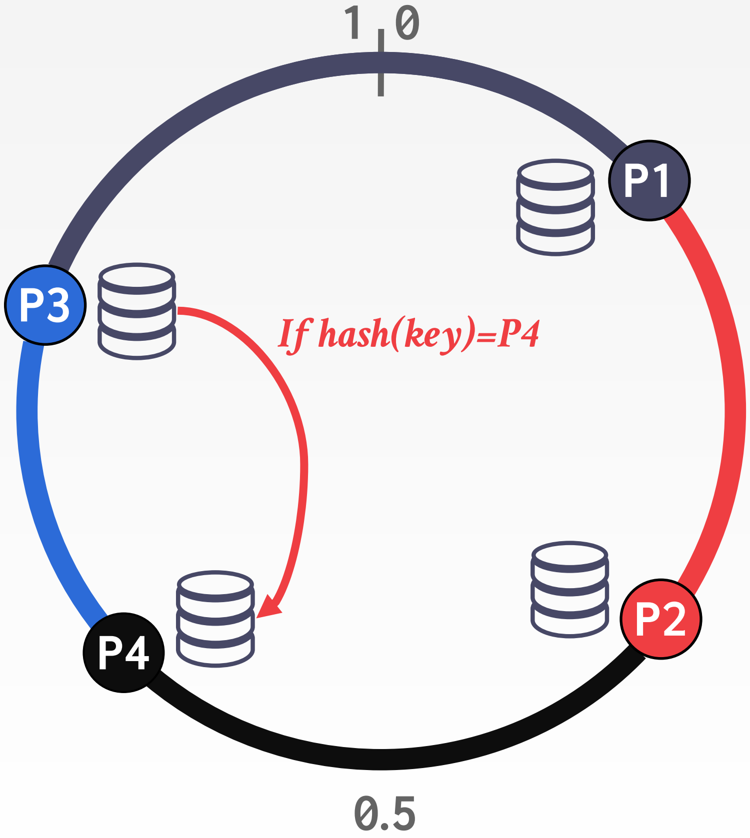

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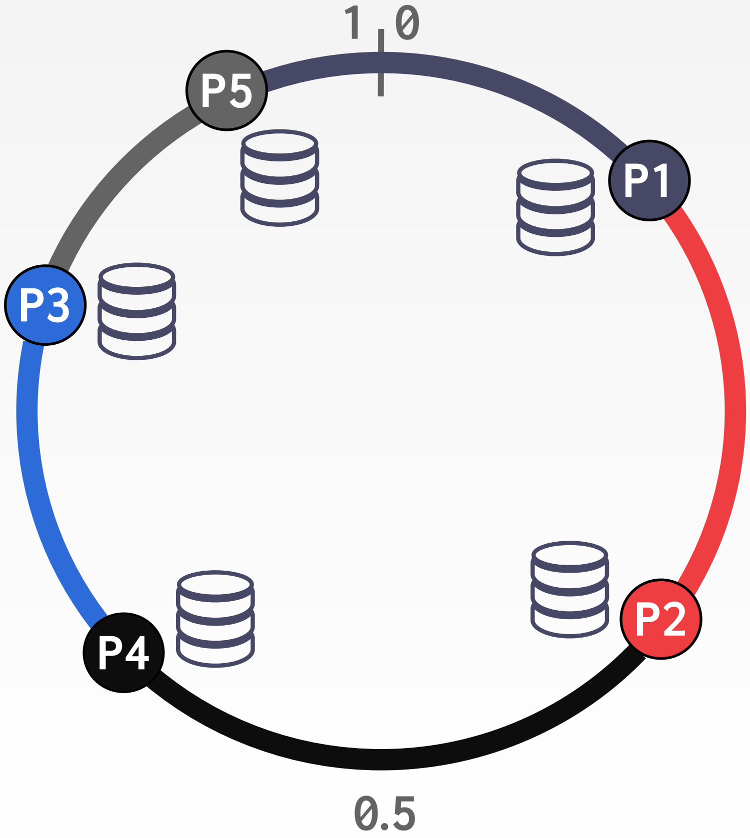

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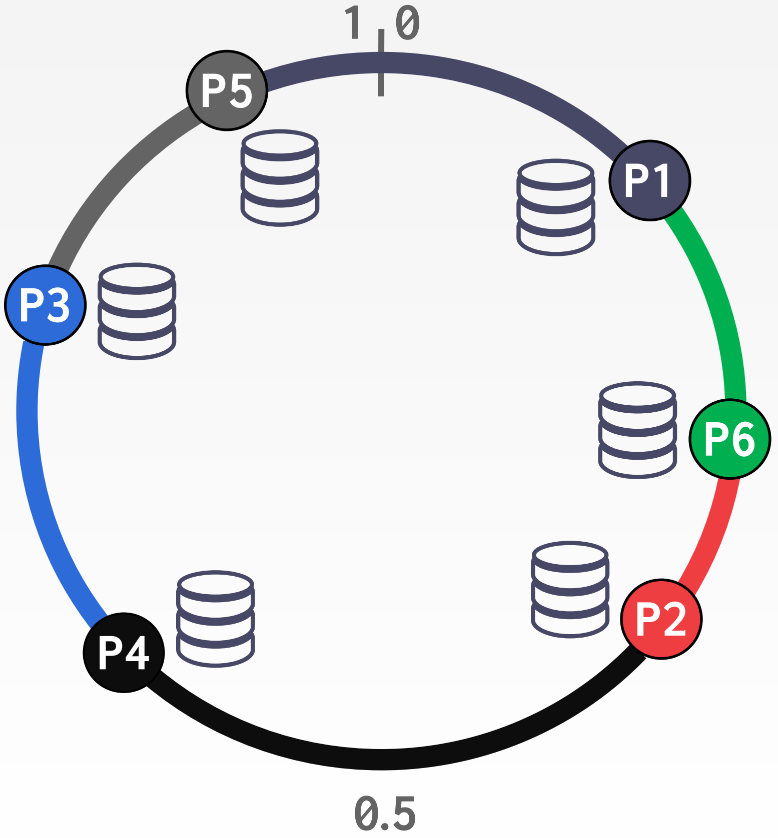

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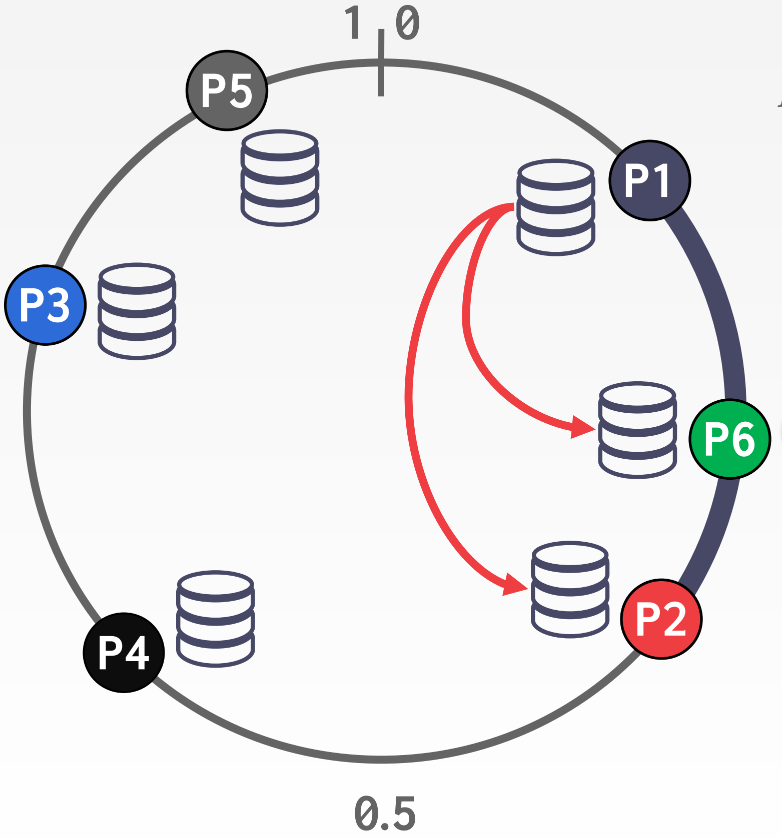
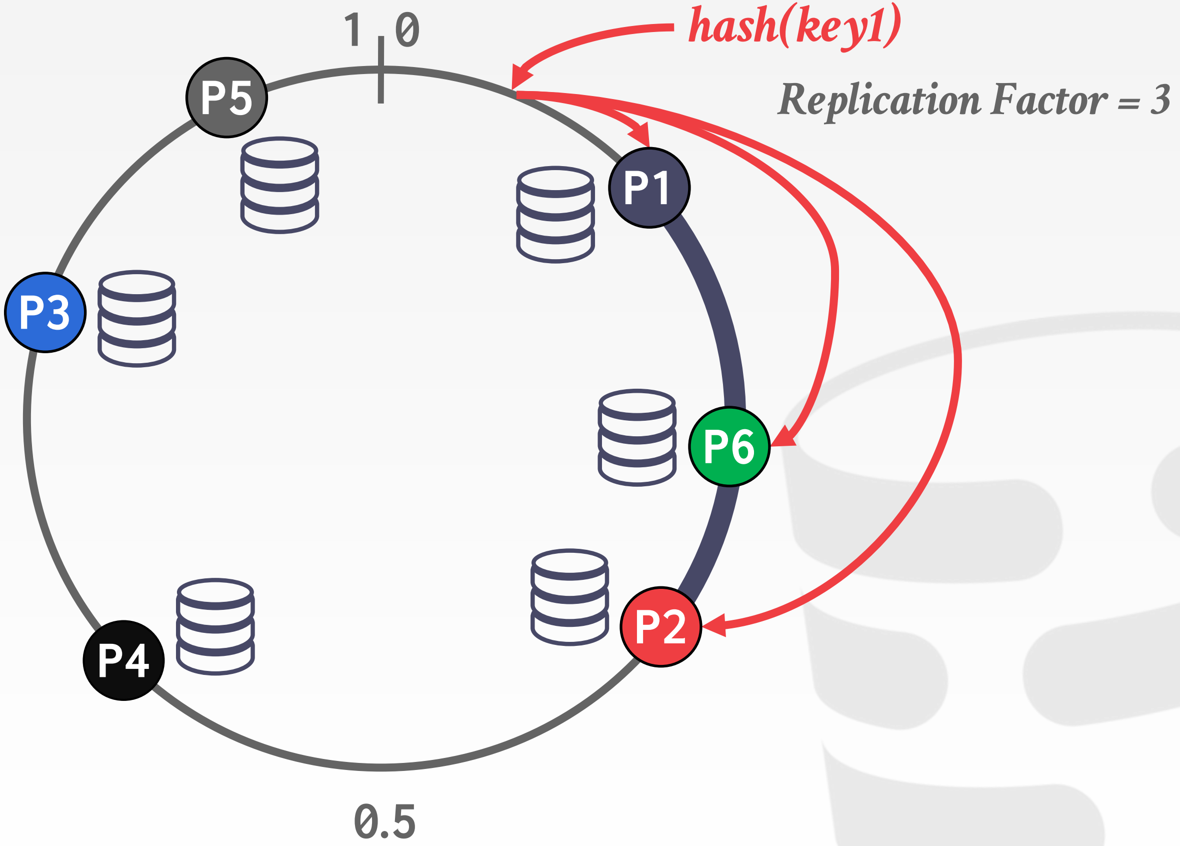


Replication Factor = 3

CONSISTENT HASHING



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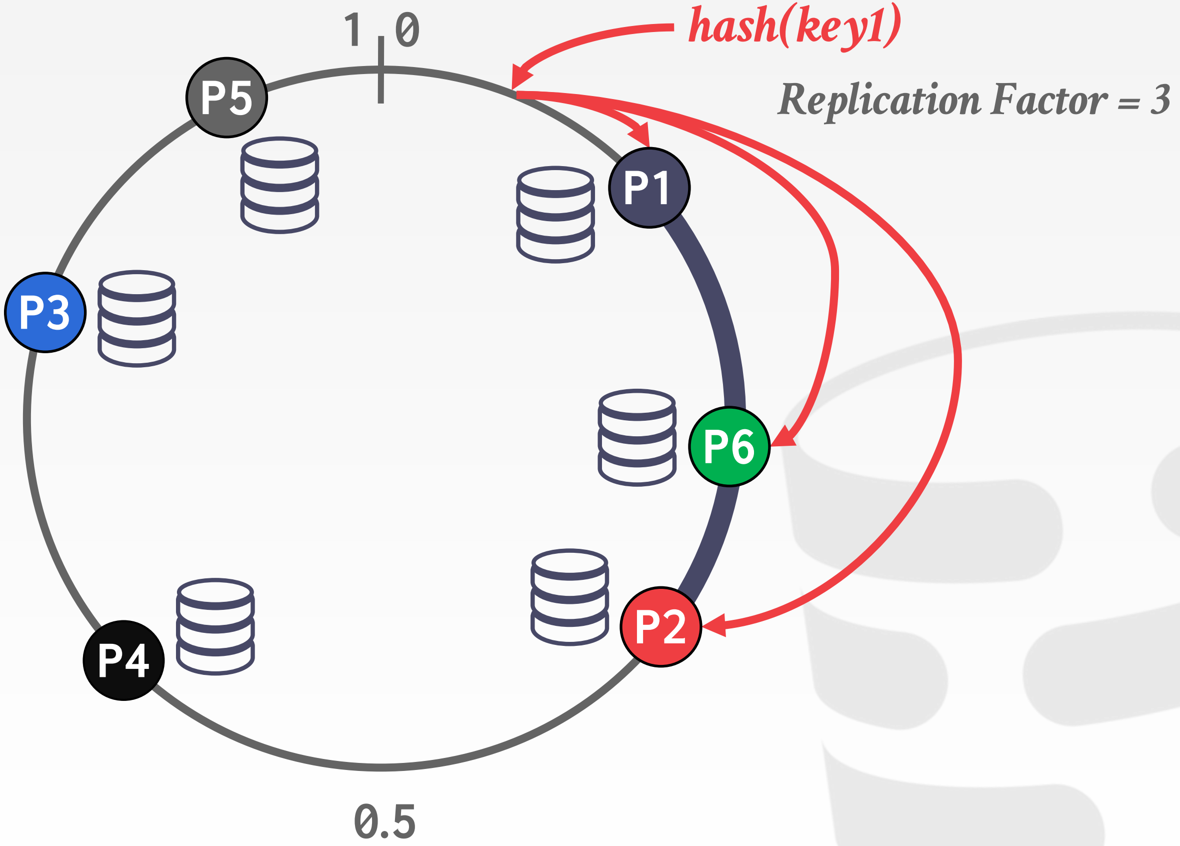
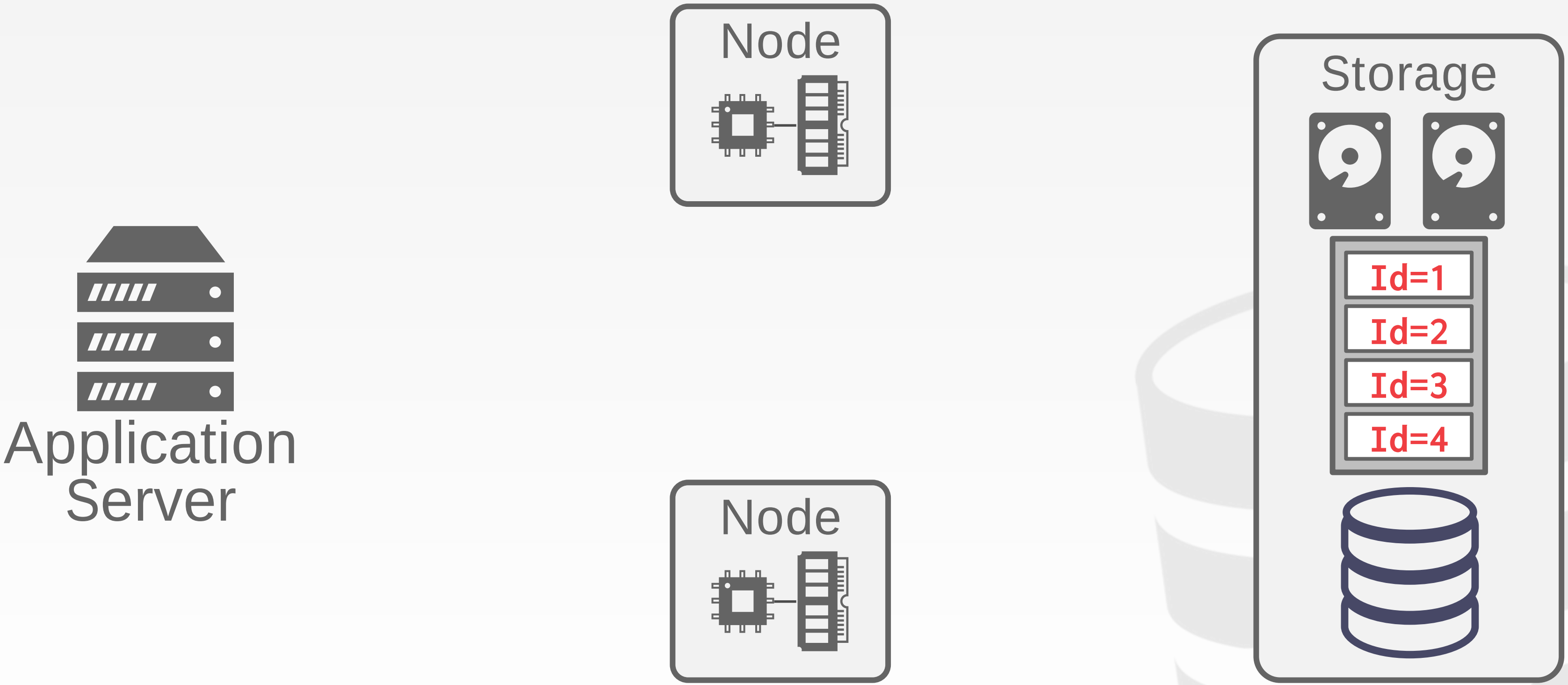


LOGICAL PARTITIONING



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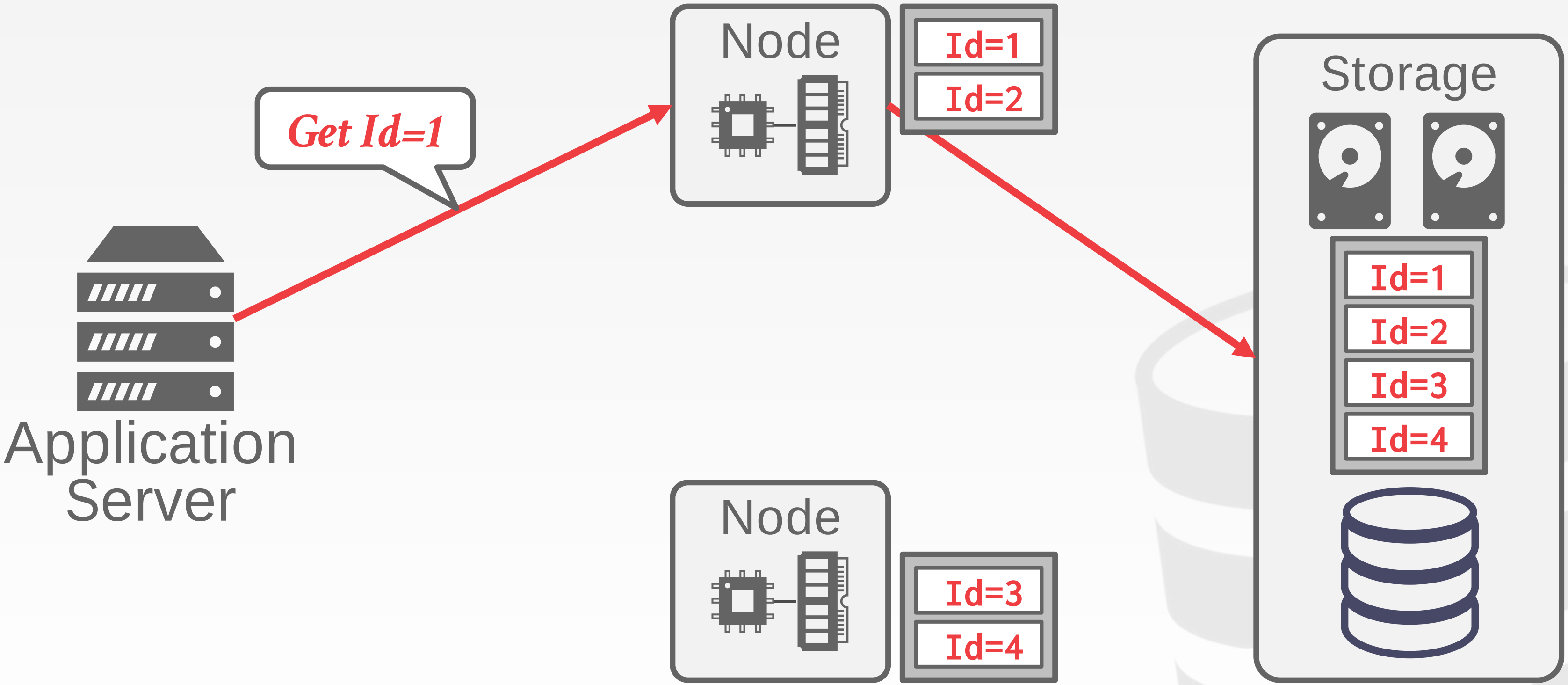

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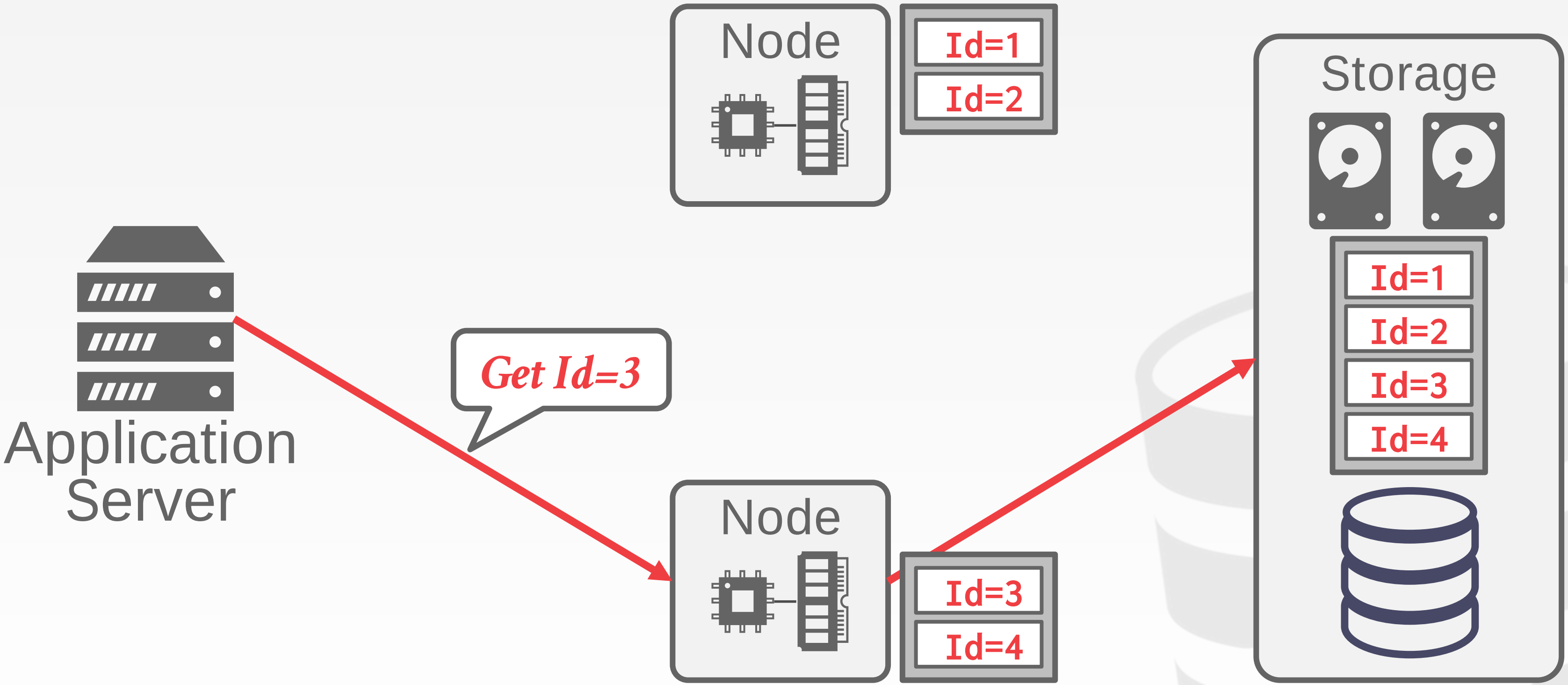
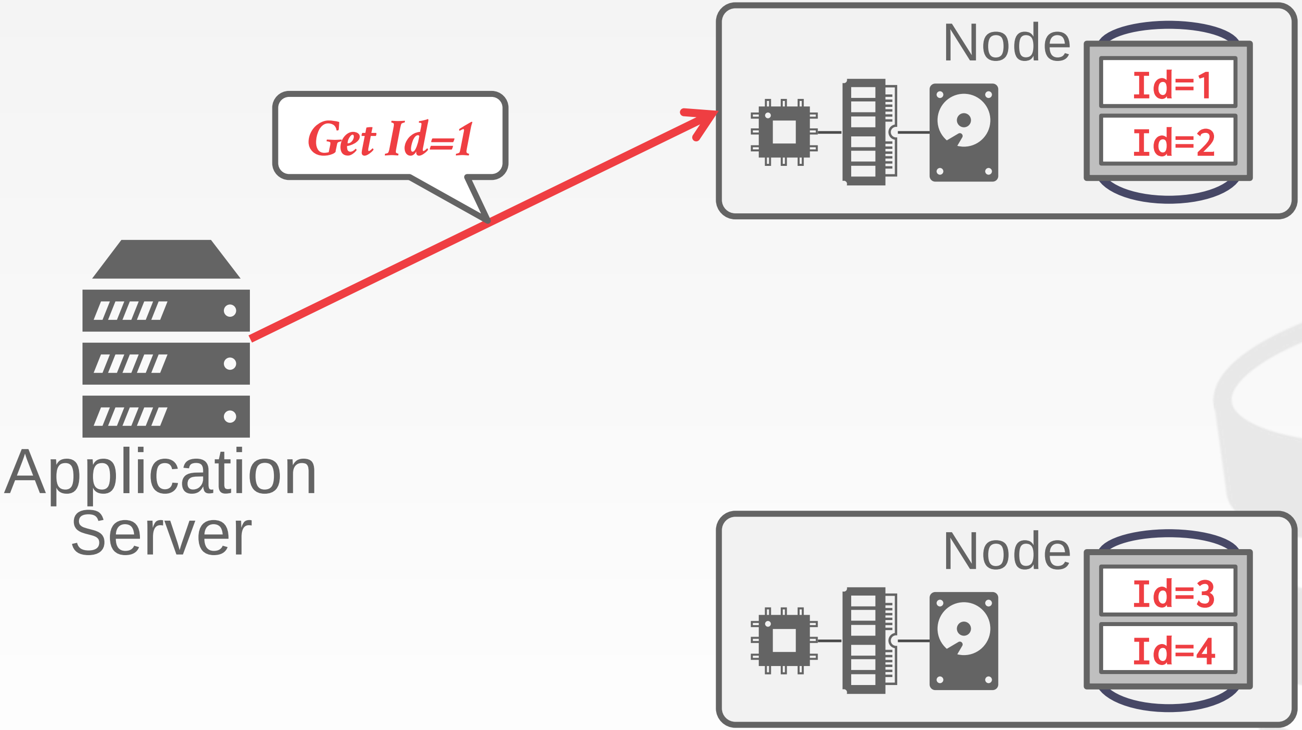


PHYSICAL PARTITIONING



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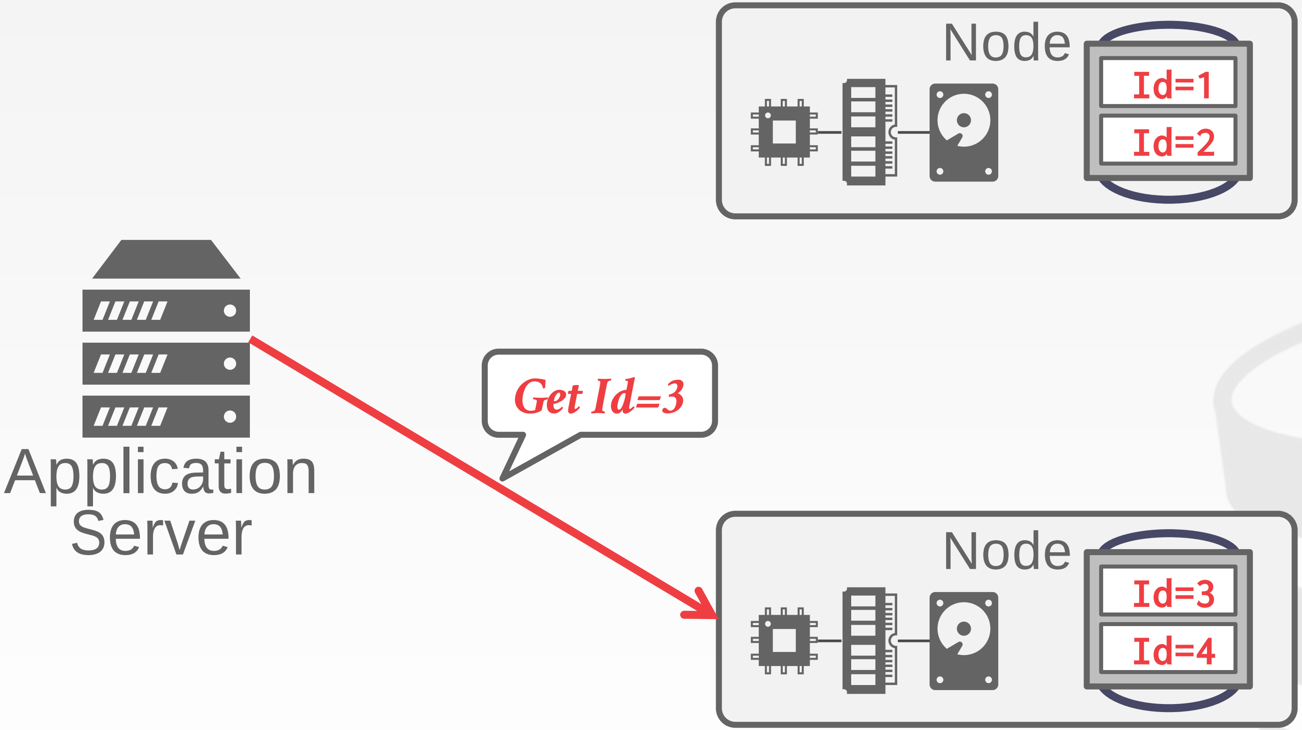


SINGLE-NODE VS. DISTRIBUTED

A **single-node** txn only accesses data that is contained on one partition.

→ The DBMS does not need coordinate the behavior concurrent txns running on other nodes.

A **distributed** txn accesses data at one or more partitions.

→ Requires expensive coordination.

TRANSACTION COORDINATION

If our DBMS supports multi-operation and distributed txns, we need a way to coordinate their execution in the system.

Two different approaches:

→ **Centralized**: Global "traffic cop".
→ **Decentralized**: Nodes organize themselves.

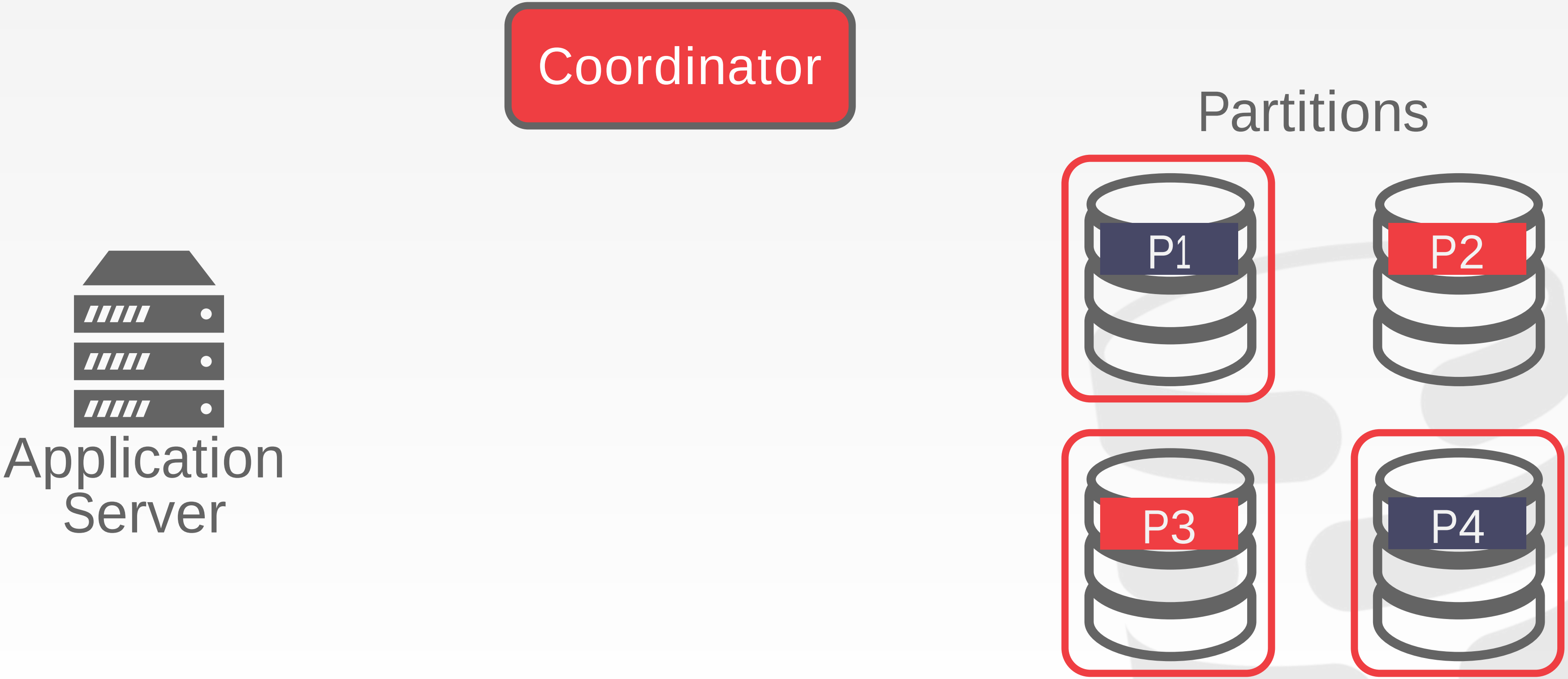
TP MONITORS

A **TP Monitor** is an example of a centralized coordinator for distributed DBMSs.

Originally developed in the 1970-80s to provide txns between terminals and mainframe databases.
→ Examples: ATMs, Airline Reservations.

Many DBMSs now support the same functionality internally.

CENTRALIZED COORDINATOR



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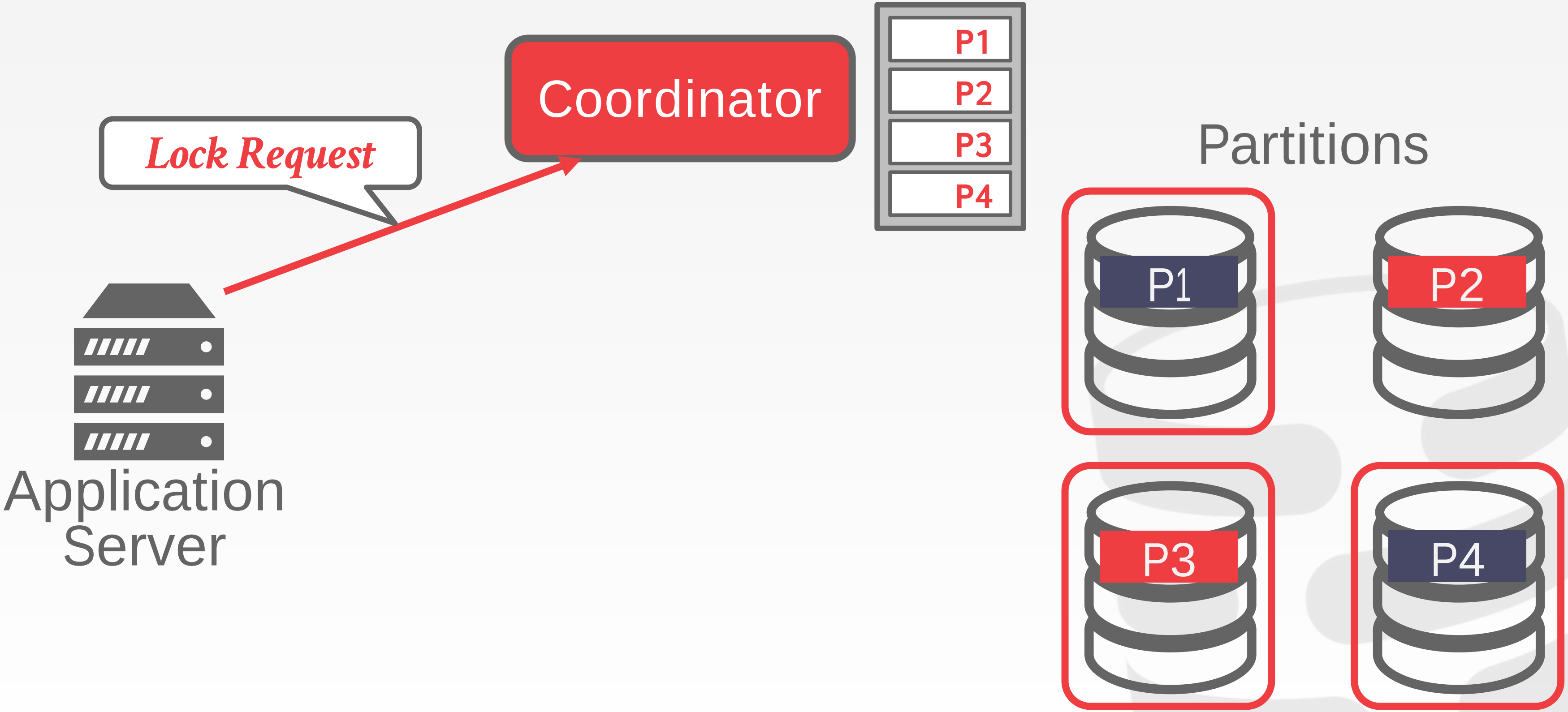

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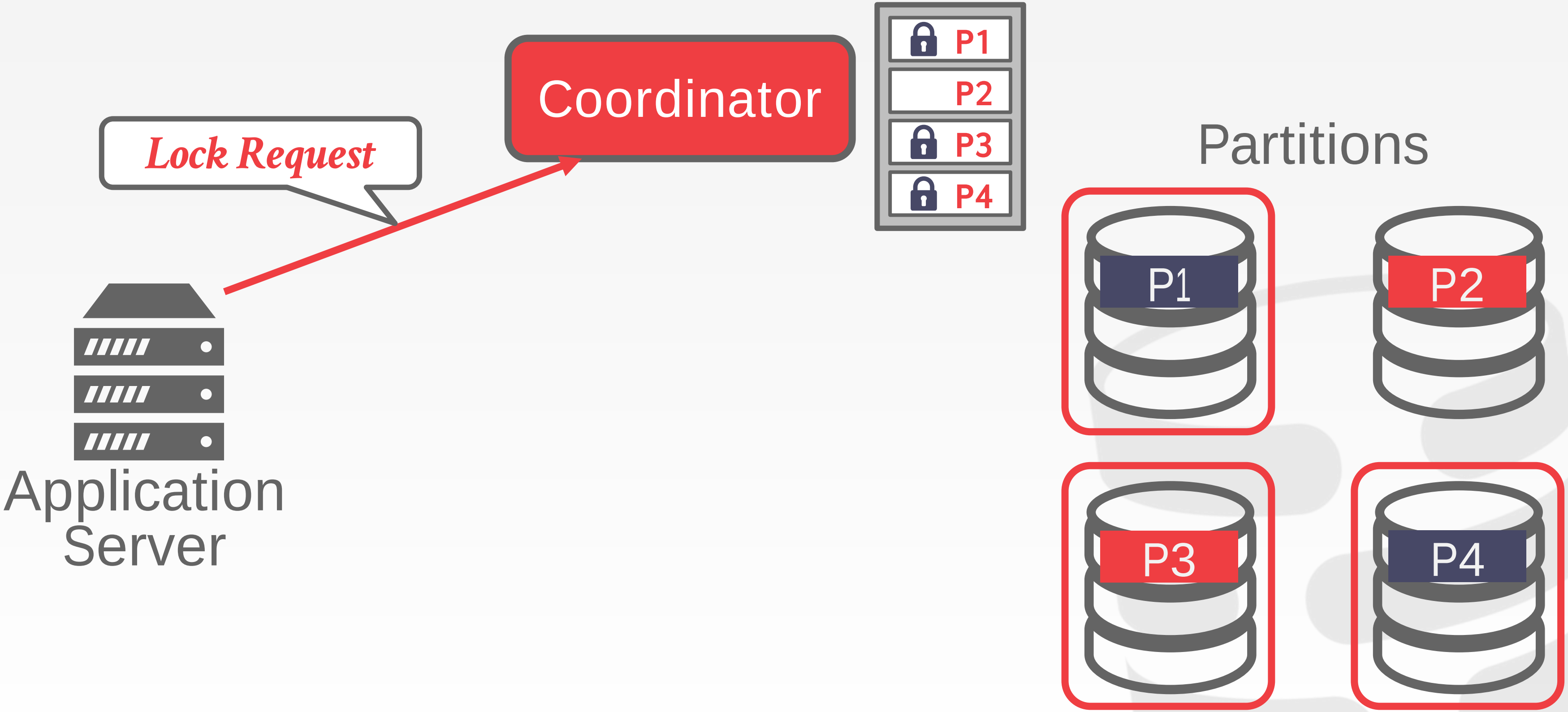

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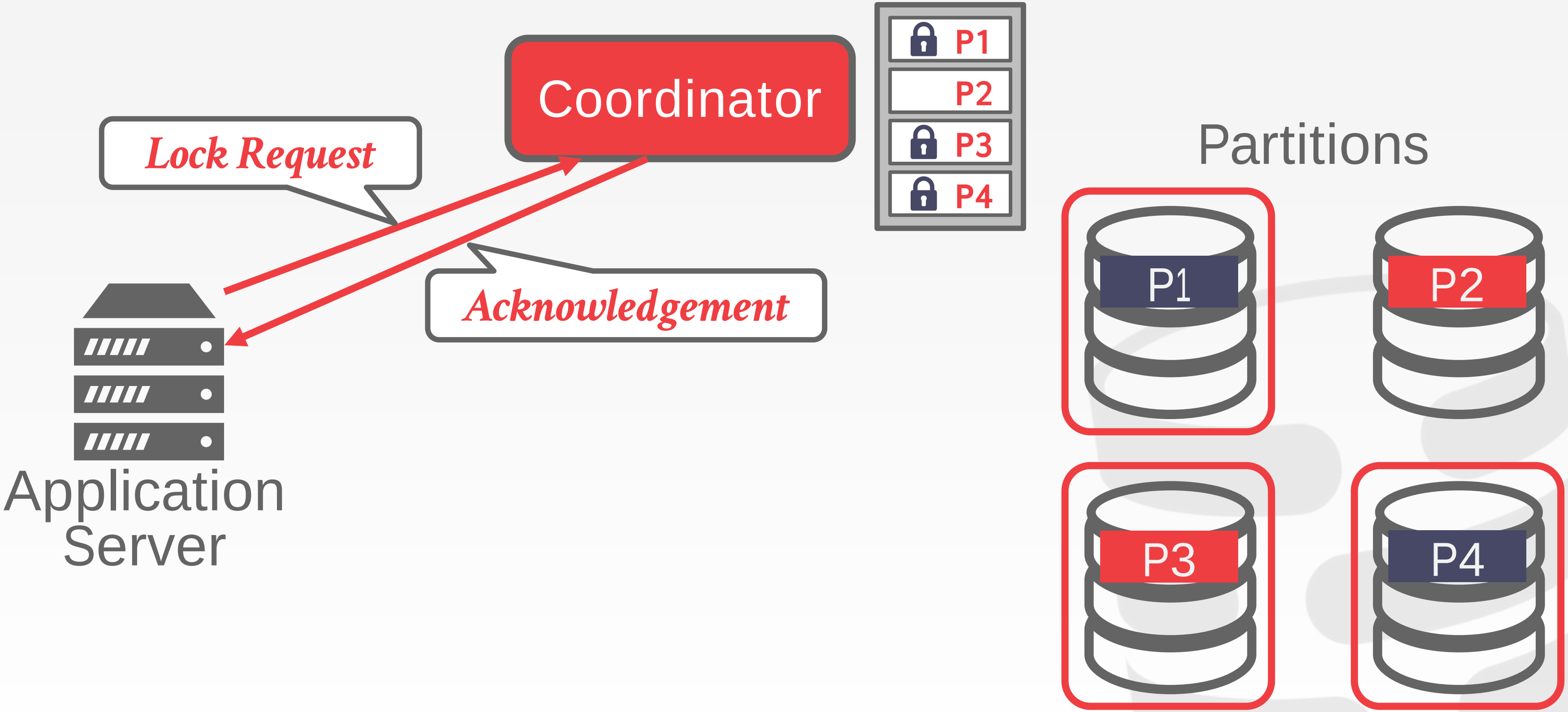

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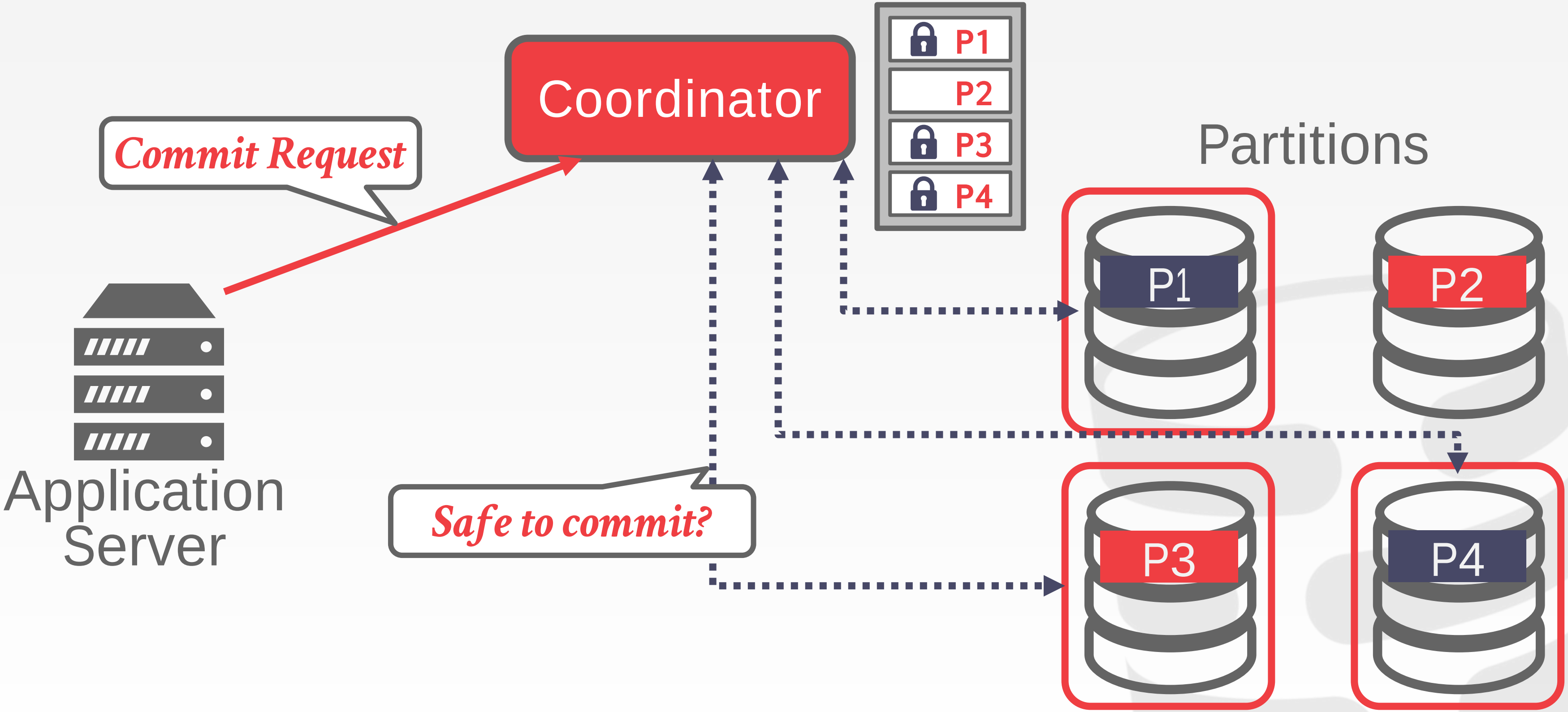

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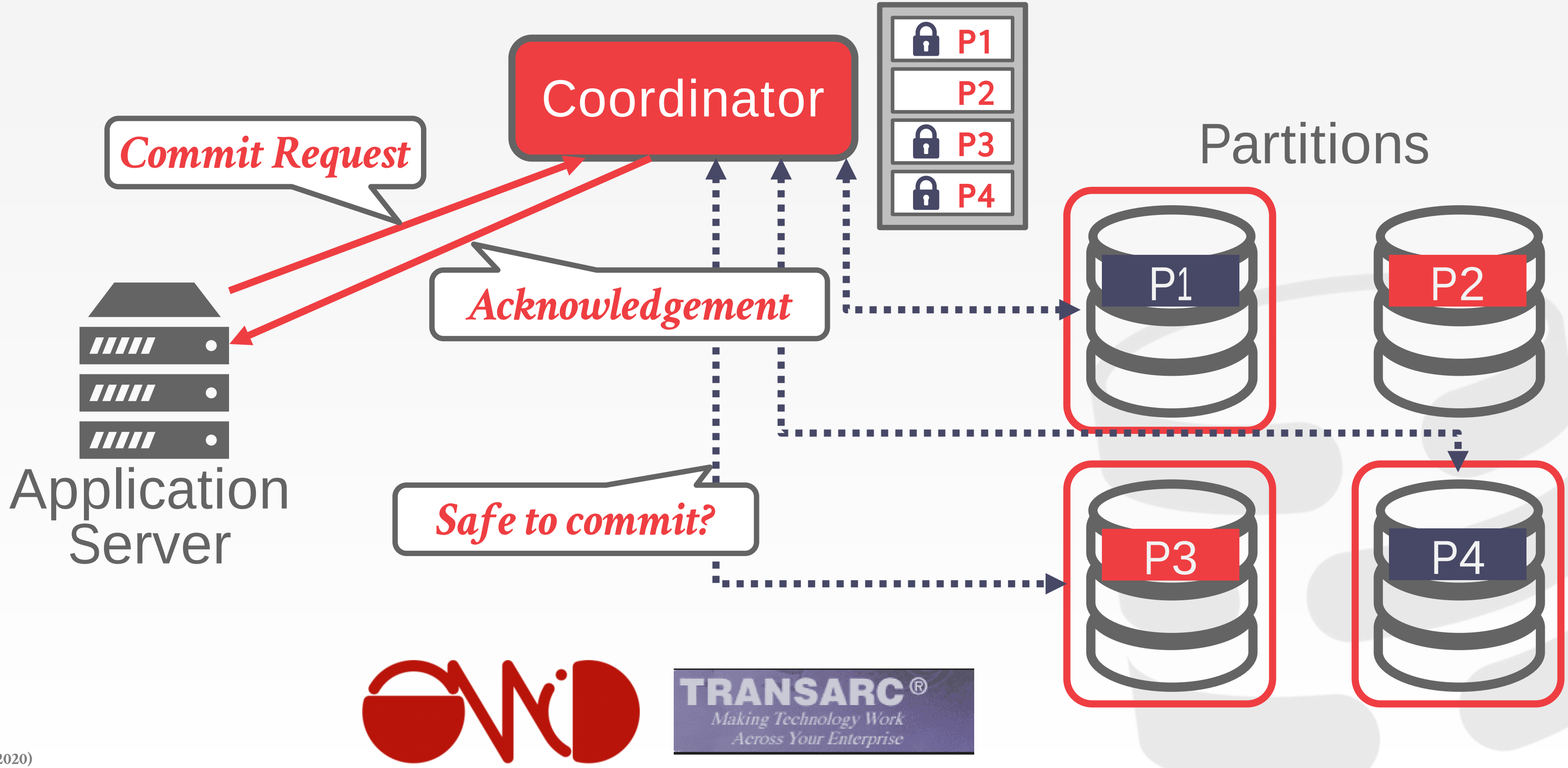

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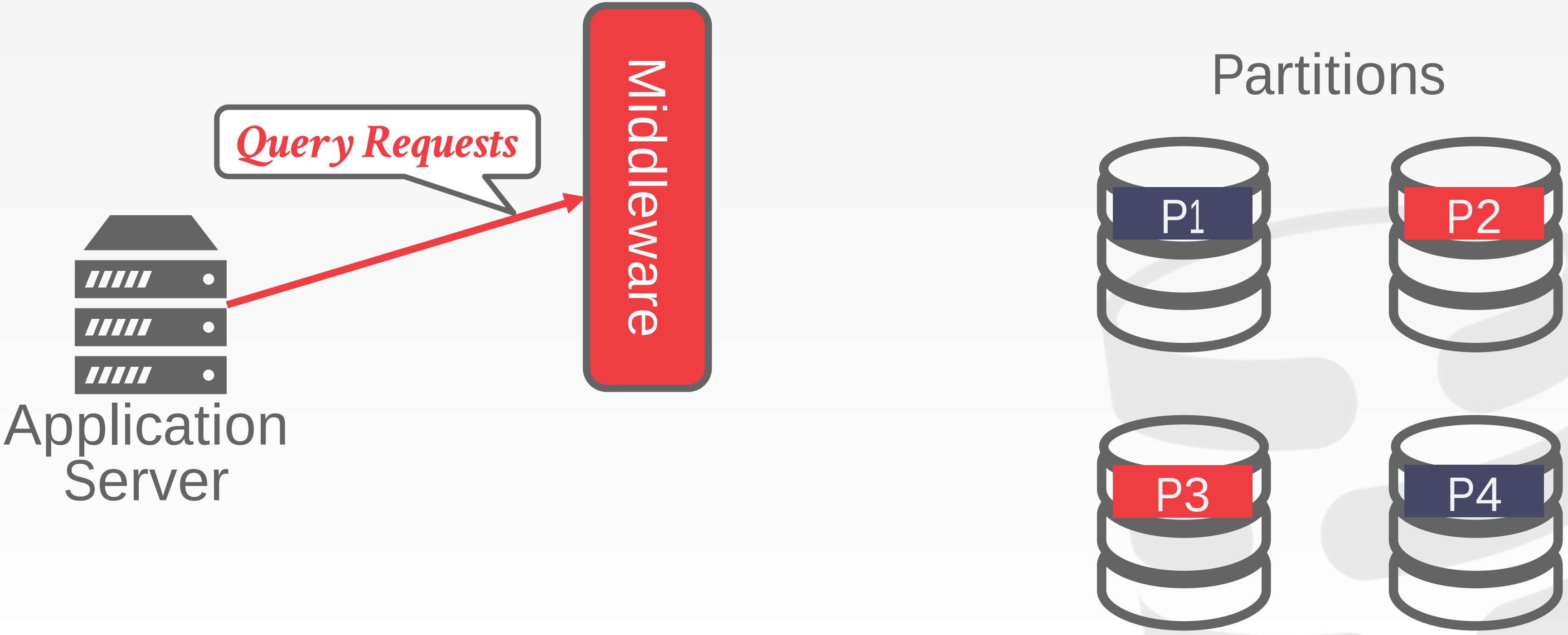

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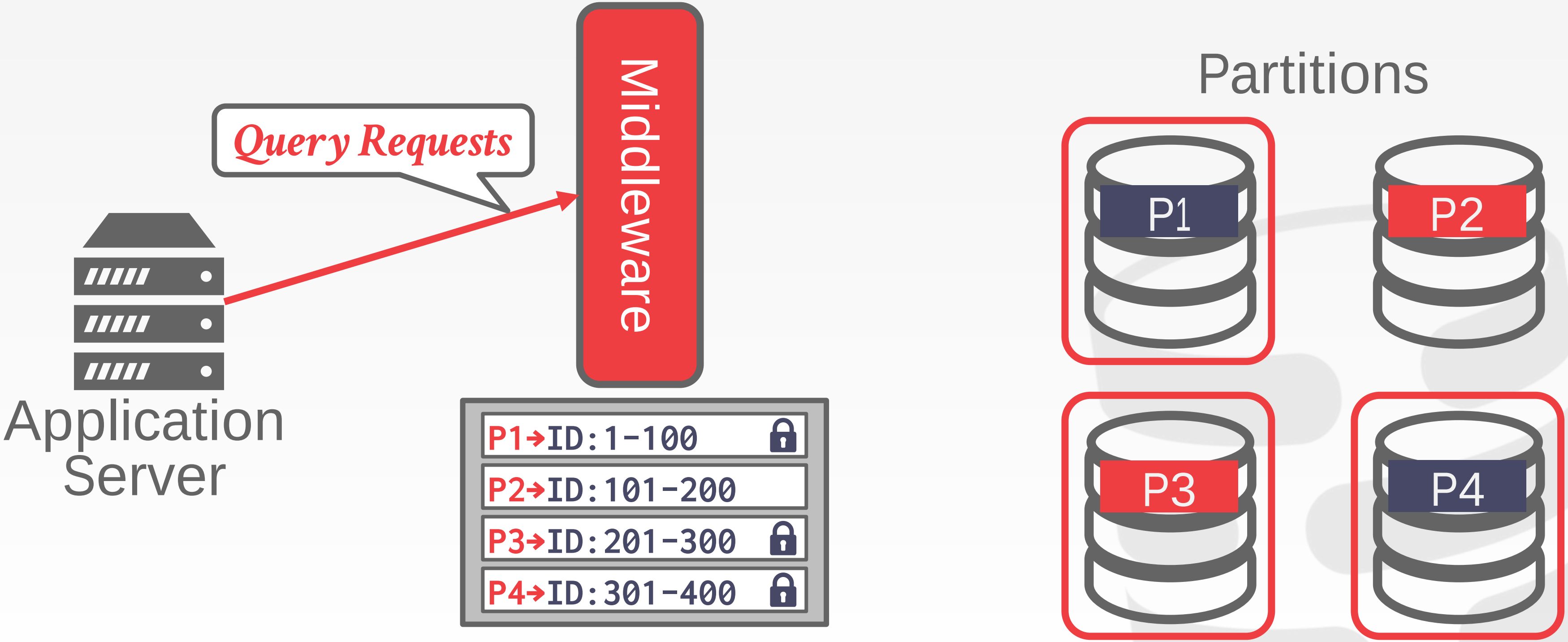

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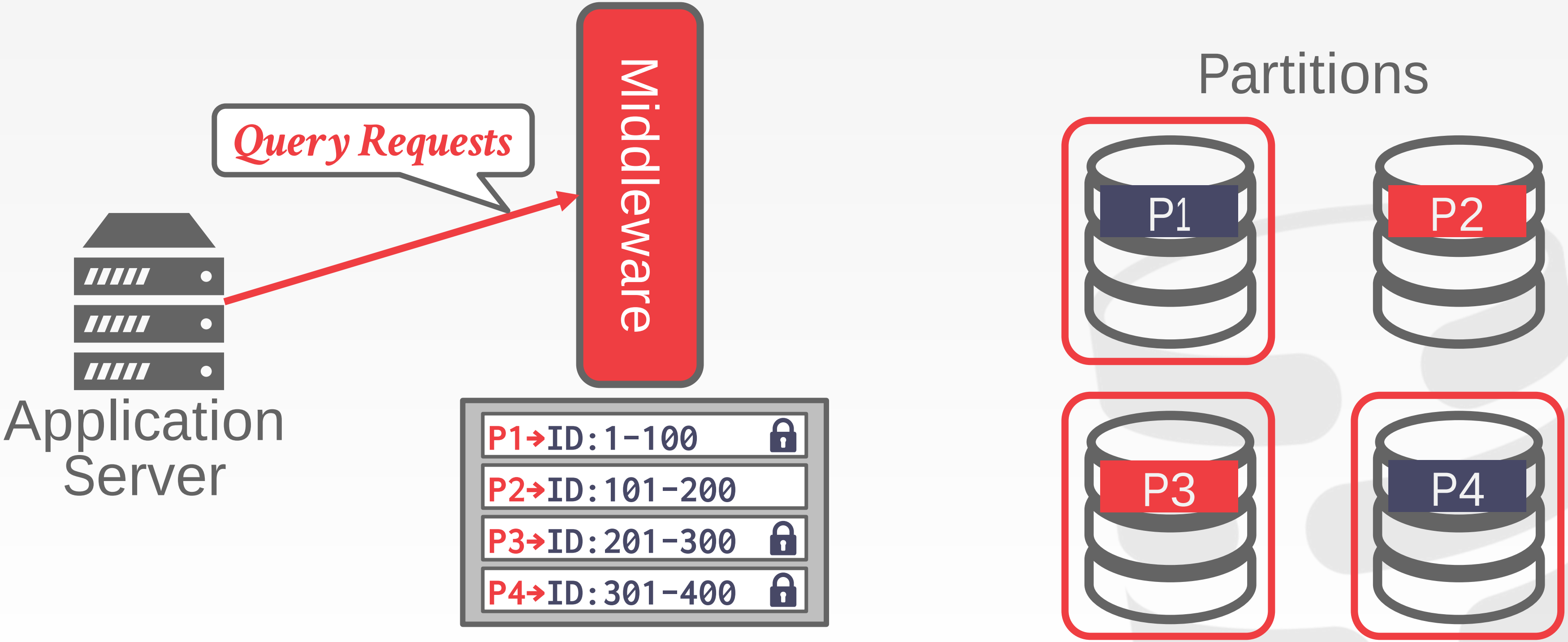

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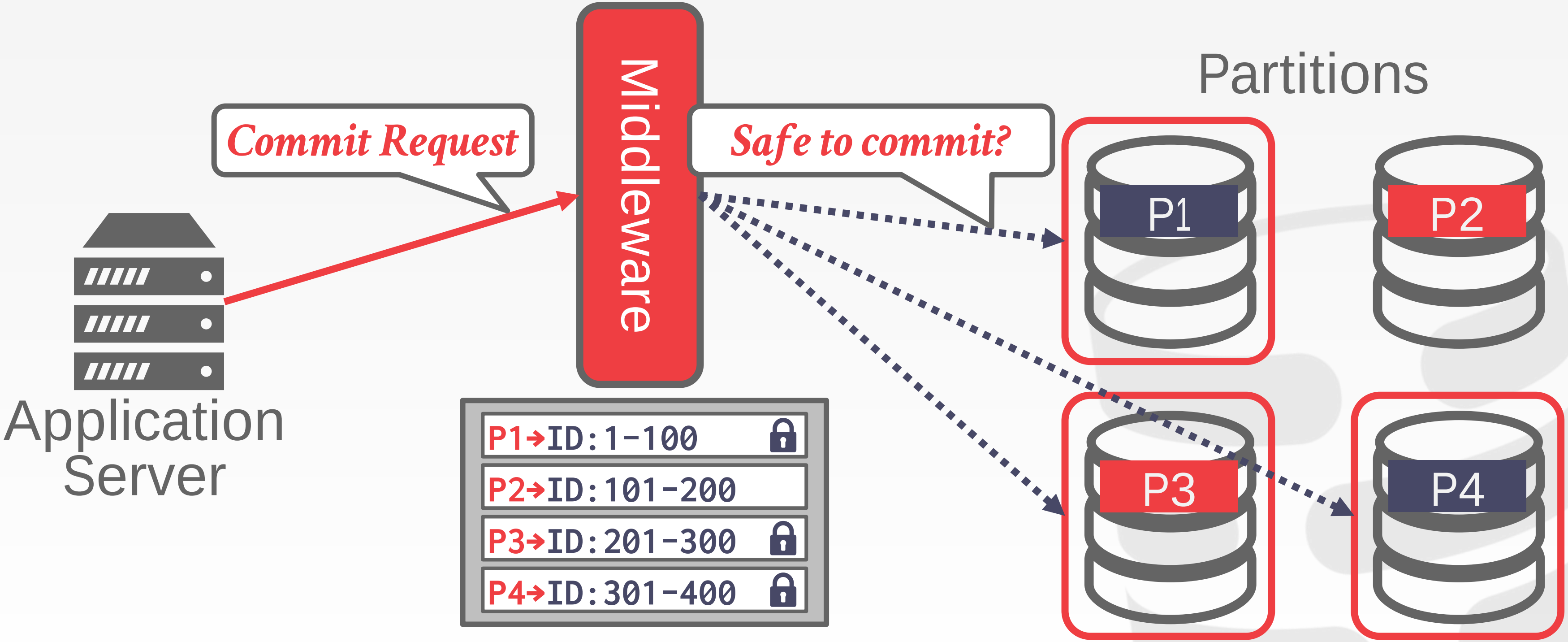
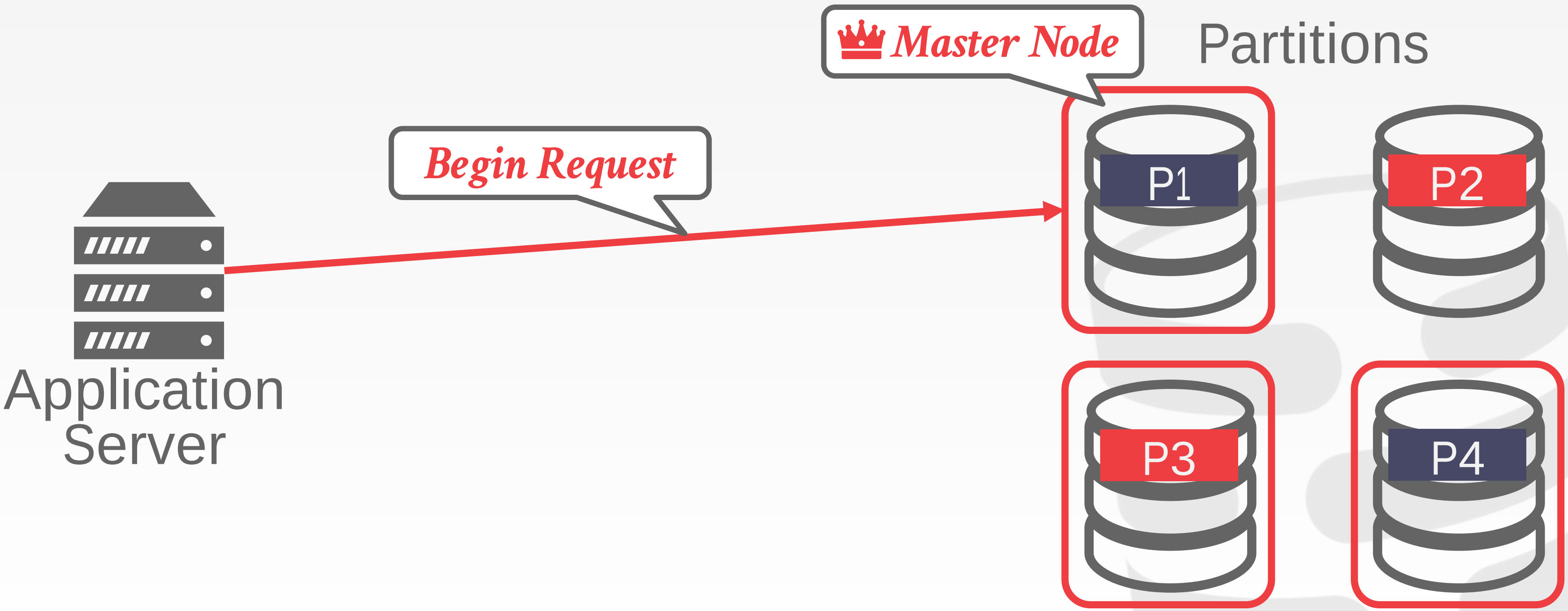
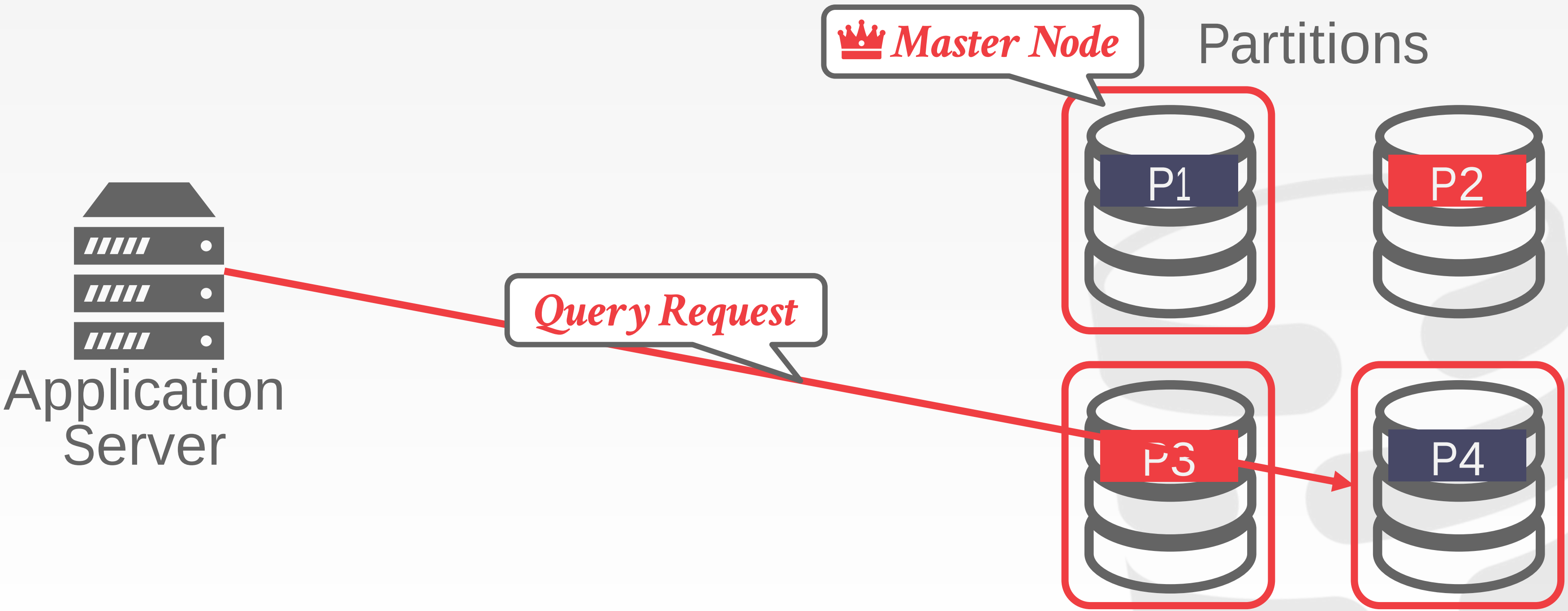


DECENTRALIZED COORDINATOR



DECENTRALIZED COORDINATOR



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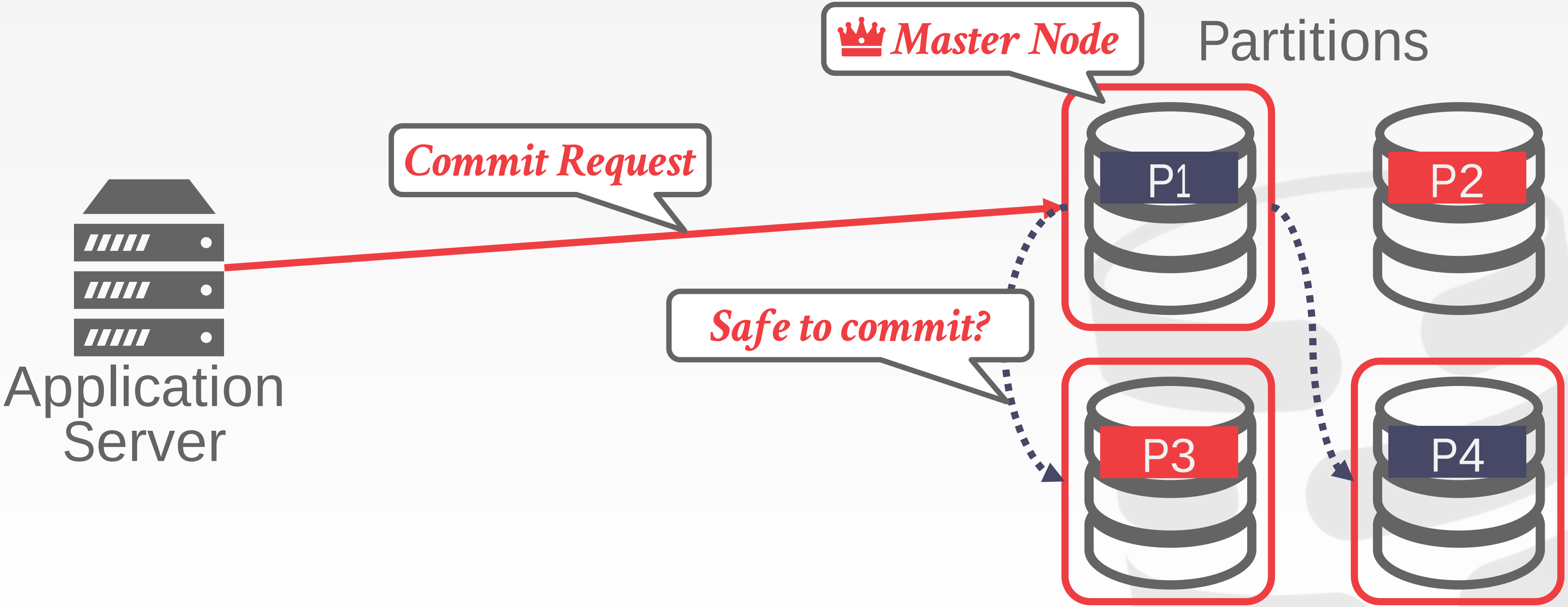


DISTRIBUTED CONCURRENCY CONTROL

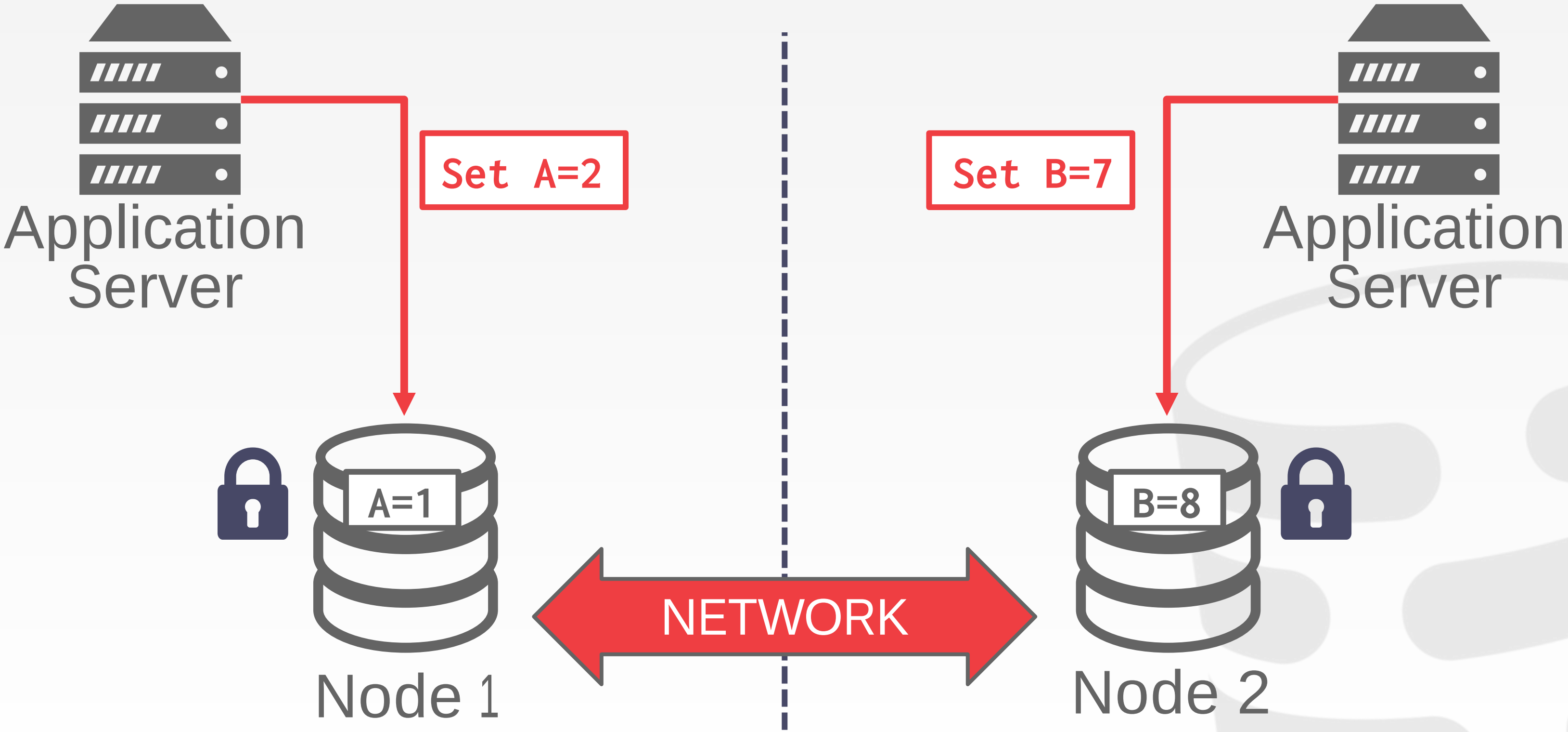
Need to allow multiple txns to execute simultaneously across multiple nodes.

→ Many of the same protocols from single-node DBMSs can be adapted.

This is harder because of:

→ Replication.
→ Network Communication Overhead.
→ Node Failures.
→ Clock Skew.

DISTRIBUTED 2PL



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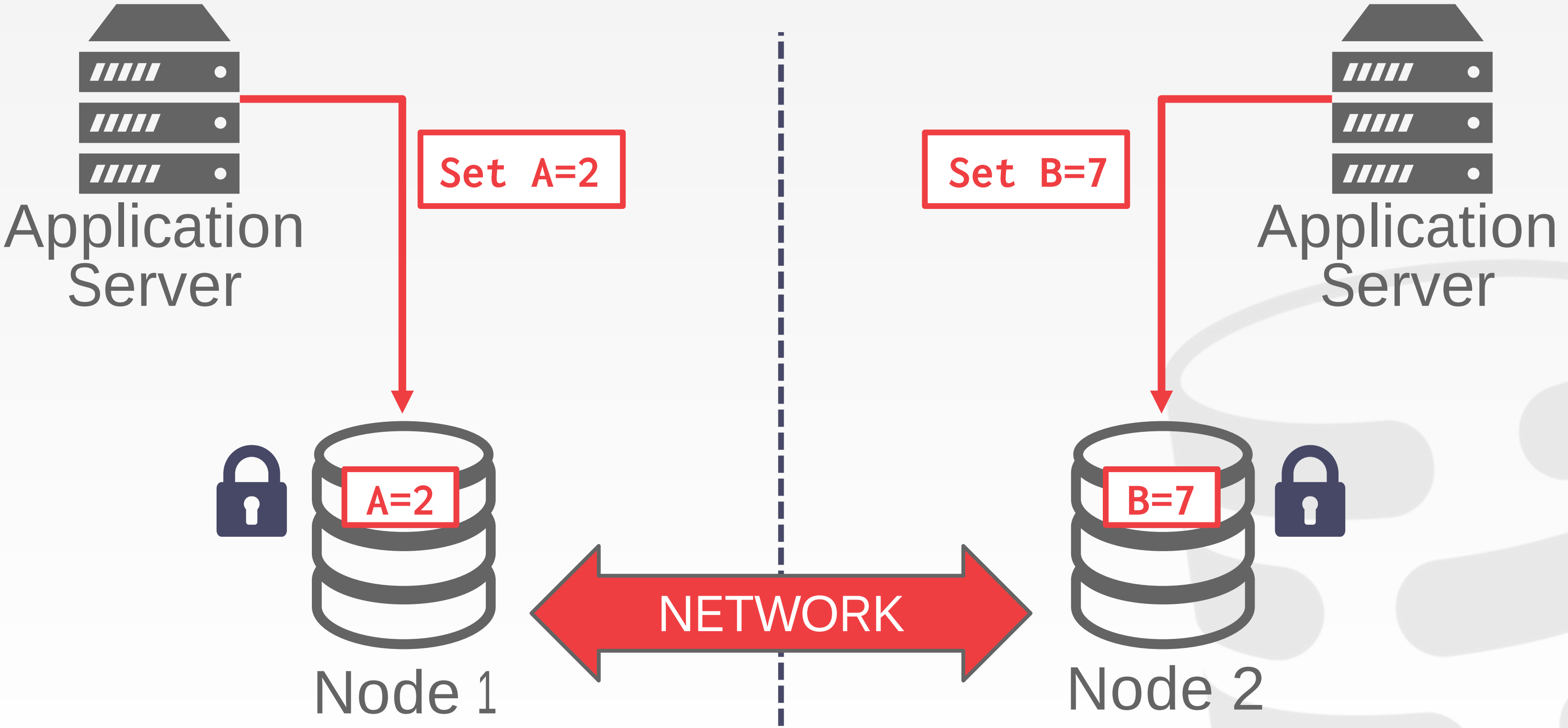

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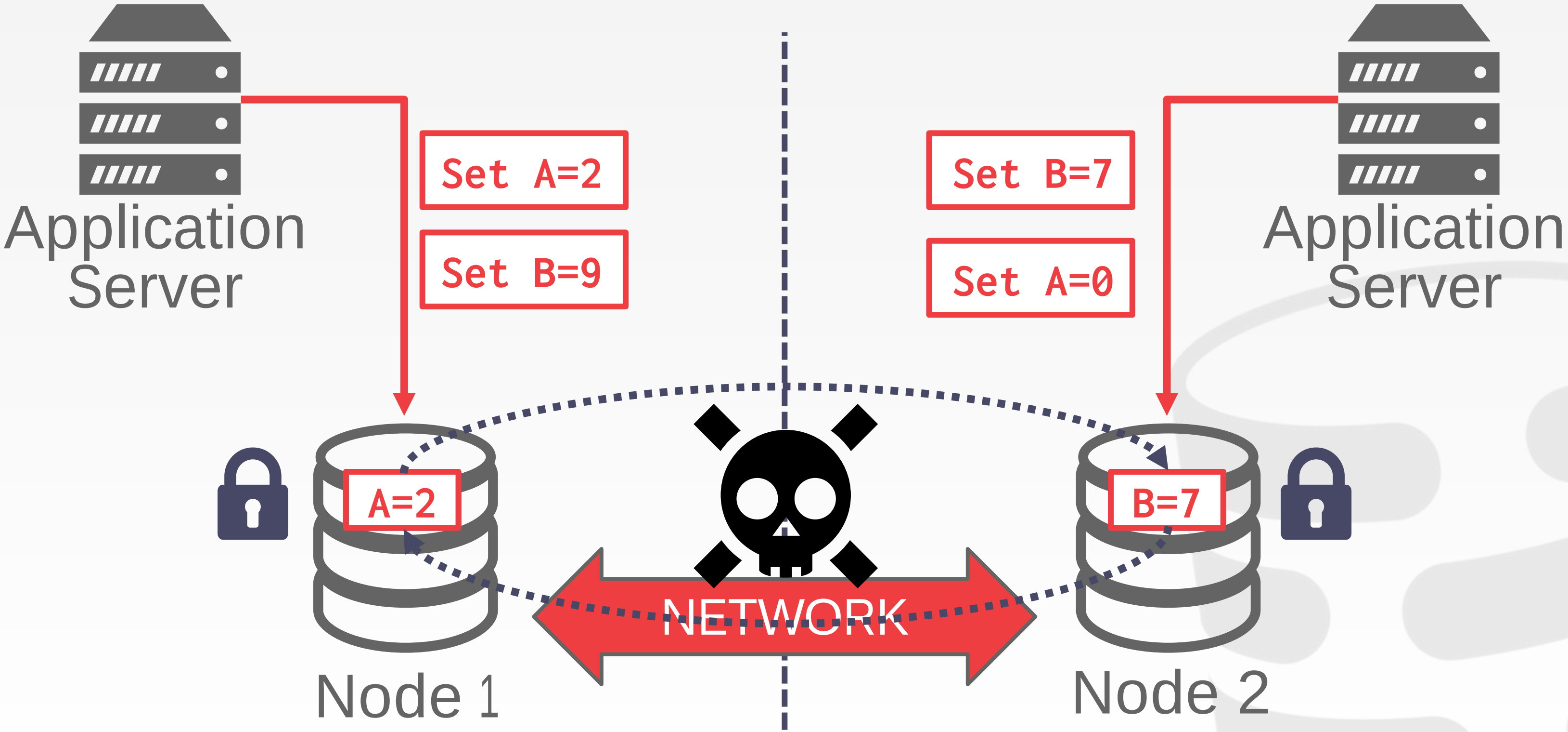
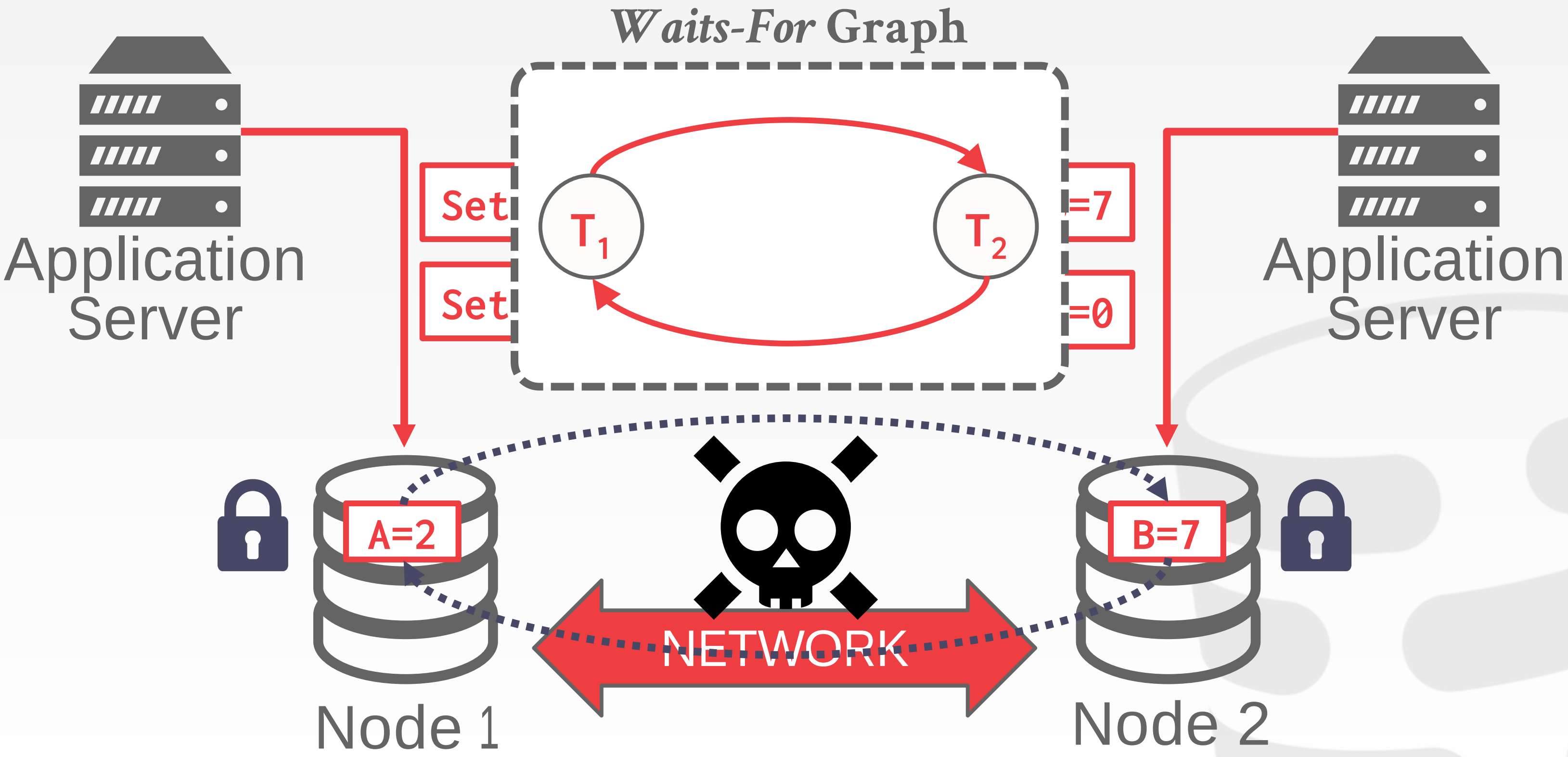


DISTRIBUTED 2PL



CONCLUSION

I have barely scratched the surface on distributed database systems…

It is **hard** to get this right.

NEXT CLASS

Distributed OLTP Systems

Replication

CAP Theorem

Real-World Examples