Wide-column Stores

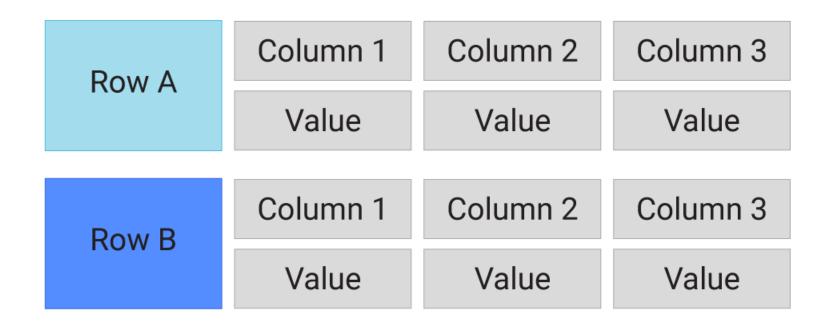
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Introduction

A **Columnar** data store will store each column separately on disk.

Wide-column stores such as Bigtable and Apache Cassandra are not column stores.

Wide-column stores support **column families** that are stored separately. Each column family typically contains **multiple columns** that are used together. Within a given column family, all data is stored in a **row-by-row** fashion, such that the columns for a given row are stored together.



How it relates to a key-value store

We look at wide-column stores as a 2-dimensional key-value store, where the first key is used as a row identifier and the second is used as a column identifier.

^{*} Each row may have different columns. It is schemaless.

Key-value store	Wide-column store	
key = rowID, value = data	key = (rowID, columnID), value = data	

Key-value store:



Wide-column store:

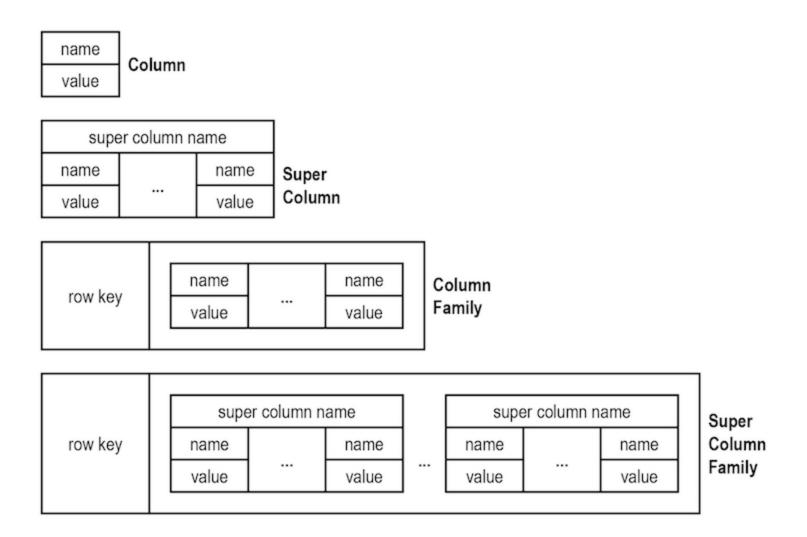
Key	Col1	Col2	Col3	Col4	Col5
	Val1	Val2	Val3	Val4	Val5

Case study: Apache Cassandra

Data model

A data model represents **entities** and their **relationships**. Cassandra's **performance** is highly dependent on the way the data model is designed.

Cassandra's data model consists of four building blocks:



Columns and Super Columns are both a tuple of a **name** and a **value**. The difference is that a Column's value is a **"string"** but a Super Column's value is a **map of Columns**.

The Column Family and Super Column family simply gives a **row id** to the first two models in the picture for quicker retrieval of information.

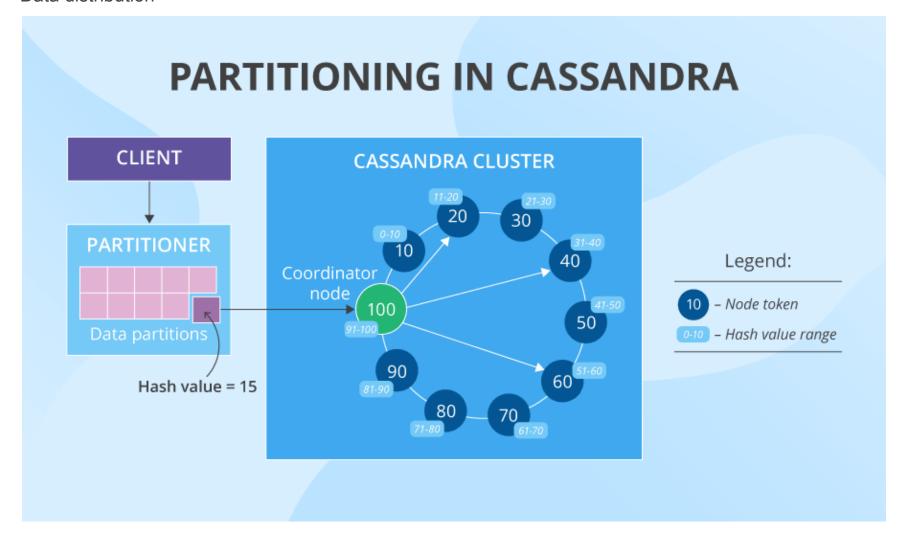
Note that data is always **sorted**: (Super) Columns are always sorted by their **name**. There are built-in data types for (Super) Columns' names. The comparison method can be customized.

In Cassandra, data modeling is **query-driven** (while in relational databases, data modeling is table-centric). That means each query is backed by a table, so data is duplicated across multiple tables.

"dogmas" of Cassandra's data modeling:

- Disk space is cheap.
- Writes are cheap.
- Network communication is expensive.

Data distribution

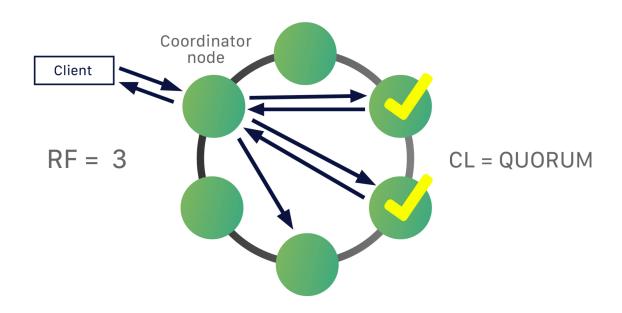


A partitioner is a **hash function** for computing the token (it's hash) of a **partition key**. Each **row** of data is uniquely identified by a partition key and distributed across the cluster by the value of the token.

Nodes communicate with one another through a protocol called **gossip**, which is a process of computer peer-to-peer communication. Cassandra also has a **masterless** architecture – any node in the database can provide the exact same functionality as any other node

When data comes in, the **coordinator** node takes on the job of assigning to a given partition. The coordinator node isn't a single location; the system would be fragile if it were. It's simply **the node that gets the request** at that particular moment. Any node can act as the coordinator.

Cassandra is by default an **AP** (Available Partition-tolerant) database, hence it is "always on". But you can indeed **configure** the **consistency** on a per-query basis. In this context, the consistency level represents the minimum number of Cassandra nodes that must **acknowledge** a read or write operation to the coordinator before the operation is considered successful.



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