Partitioning

When the total amount of inque data exceeds one computer's storage capacity, or quity processing capability, the data needs to be partitioned.

larger, more complex queries may need to be parallelized derous multiple nodes, which is hard to do well.

Partitions can be replicated, and the replicas can be stand on a whole bunch of other nodes that may be the leaders of other partitions: (it using leader-follower)

Node 2 Partition | Follower Partition 2 Leader Partition 3 Follower

Node 2 Partition | Follower Putition 2 Follower Partition 3 leader

Node 3 Partition 1 Leader Partition 2 Follower Pullition 3 Follower

Partitioning of Key-Valve Data

If the data is perfectly distributed, then the throughput of the whole system scales linearly. But it the partitioning is bad, then you can end up with hot spots.

Random designment is bad as reads can't determine which hade it's on, and so you have to query all hader.

Instead, we can terrange key-value's primary indexing to also det as a look up. This means it's a giant distributed K-V table.



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Partitioning by key Range If the Keys span a continuous range, each partition (an contain a sub-range of the total: Mode 1 Note 2 Note 3 Note 10 Equal. fartition bandaries can be determined manually, or automatically (which requires rebalancing). This is used by Big Table, HBase, Rethink DB, and Mongo DB before V2.4 Data between ranges can be kept in sorted order, meaning range scarches are easy. A downside is that it doesn't account for the amount of load on particular partition may receive. This means that the key has to be chosen carefully, Partitioning by Key Hashing Hash functions can be used to partition, and doesn't need to be cryptographically strong. As long as it's unitorm, it's good. Be aware that some larguage built-in hash furthers like Obsect. hash Code () in Jana may have different harbes for different processes. So it's unsuitable for partitioning Now, instead of separating boundaries by key, you can separate it by hash ranges.

Consistent hashing is when the host boundaries

One randomly chosen, and is rarely used in databases
because it doesn't work well in practice. (So it's usually used in other applied tions). The term is sometimes missed in place of host partitioning".

A donnsite is that sorting by key is not passible anymore, so range queries are harder. Most DBs don't allow for range queries by primary key, or they do by sending it to all partitions (as seen in Morgo DB).

Workload Balancity

The main issue is that despite keys being distributed pertectly. It's perfectly possible (albeit unlikely) that all the reads and writes go to a small amount of keys.

For example, a trendy reddit link (an be bombarded heavily in a small time frame. Since it's the same entry, all the quires go to the same partition (s) anymay.

Most DB: don't automatically handle skewed workloads, so the application needs to be responsible.

One technique is to divide the key into subkeys: you and it done from 1-100, throughputs for writer increases by 106

The downside is reads need to query 100 times more tays. so this is only north doing it write throughput is extremely high.

