

Distributed Systems II

Software Architecture

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March 25, 2024

Distributed Systems Series

Distributed I *Reliability* and *scalability* of
stateless systems.

Distributed II *Complexities* of *stateful*
systems.

Distributed III *Hard problems* in distributed
systems.

Distributed Systems Series

Distributed I Reliability and scalability of stateless systems.

Distributed II *Complexities* of *stateful* systems.

Distributed III Hard problems in distributed systems.

Previously in CSSE6400...



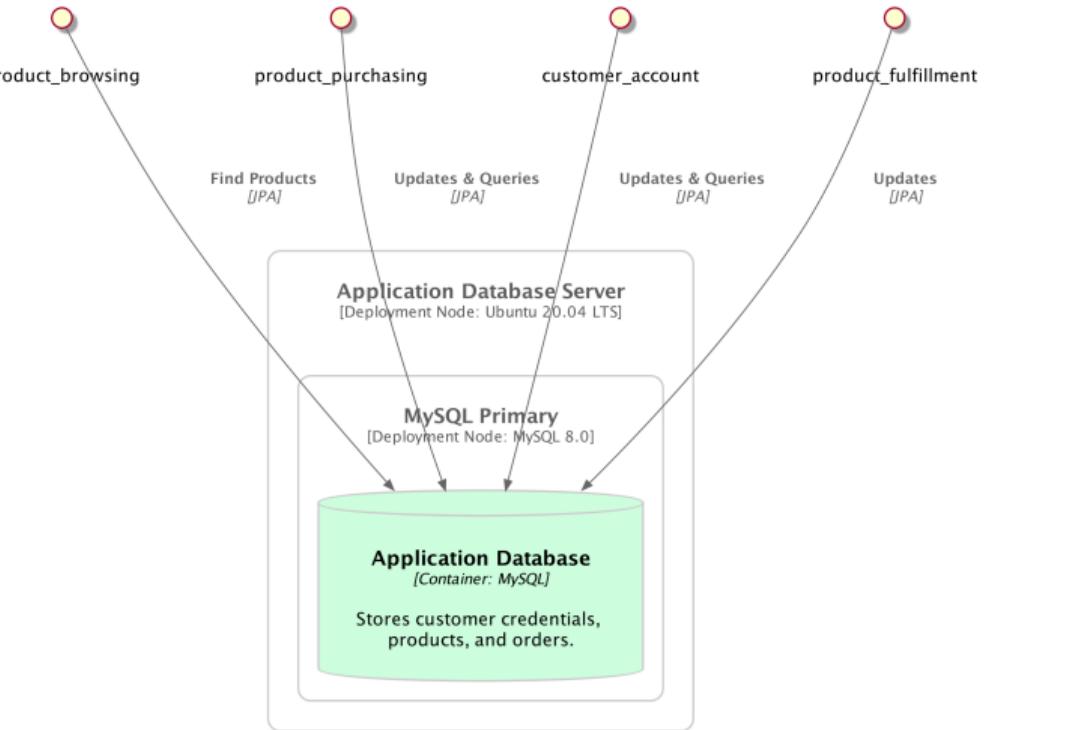
- We scaled a stateless service.
- It was stateless as it didn't require persistent data.
- This is normally easy to do.

Question

What is the *problem*?

The database

Database



- The database has state, persistent data.
- This is much harder to scale.

Disclaimer

This is *not* a database course.

Advanced Database Systems (INFS3200)

Course level

Undergraduate

Faculty

Engineering, Architecture & Information Technology

School

Info Tech & Elec Engineering

Units

2

Duration

One Semester

Class contact

2 Lecture hours, 1 Tutorial hour, 1 Practical or Laboratory hour

Incompatible

INF57907

Prerequisite

INFS2200

Assessment methods**Current course offerings****Course offerings** **Location** **Mode** **Course Profile**Semester 1, 2022 St Lucia Internal [COURSE PROFILE](#)Semester 1, 2022 External External [COURSE PROFILE](#)

Semester 2, 2022 External External PROFILE UNAVAILABLE

Semester 2, 2022 St Lucia Internal PROFILE UNAVAILABLE

Please Note: Course profiles marked as not available may still be in development.

Course description

Distributed database design, query and transaction processing, data integration, data warehousing, data cleansing, management of spatial data, and data from large scale distributed devices.

Archived offerings**Course offerings** **Location** **Mode** **Course Profile**Semester 1, 2021 St Lucia Flexible Delivery [COURSE PROFILE](#)Semester 1, 2021 External External [COURSE PROFILE](#)Semester 2, 2021 External External [COURSE PROFILE](#)Semester 2, 2021 St Lucia Internal [COURSE PROFILE](#)Semester 1, 2020 St Lucia Internal [COURSE PROFILE](#)

This is a database course.

Question

How do we fix database scaling issues?

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How do we fix database scaling issues?

Answer

- Replication

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- Replication
- Partitioning

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How do we fix database scaling issues?

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- Replication
- Partitioning
- Independent databases

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Question

What is *replication*?

Definition 1. Replication

Data copied across multiple different machines.



product_id	name	stock	price
1234	Nicholas Cage Reversible Pillow	10	\$10.00
4321	Lifelike Elephant Inflatable	5	\$50.00



product_id	name	stock	price
1234	Nicholas Cage Reversible Pillow	10	\$10.00
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Definition 2. Replica

Database node which stores a copy of the data.

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What are the advantages of *replication*?

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- *Scale* out our to cope with higher loads.

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- *Scale* out our to cope with higher loads.
- Provide *fault tolerance* from a single instance failure.

Question

What are the advantages of *replication*?

Answer

- *Scale* out our to cope with higher loads.
- Provide *fault tolerance* from a single instance failure.
- Locate instances *closer to end-users*.
- Scalability
- Reliability
- Performance

Question

How do we replicate our data?

- Easy without updates, just copy it.
- Updates, or writes, must propagate changes.

First approach

Leader-follower Replication



- Leader-follower is the most common implementation.
- Multiple followers, only one leader.

Leader-based Replication

On write Writes sent to leader, change is propagated via change stream.

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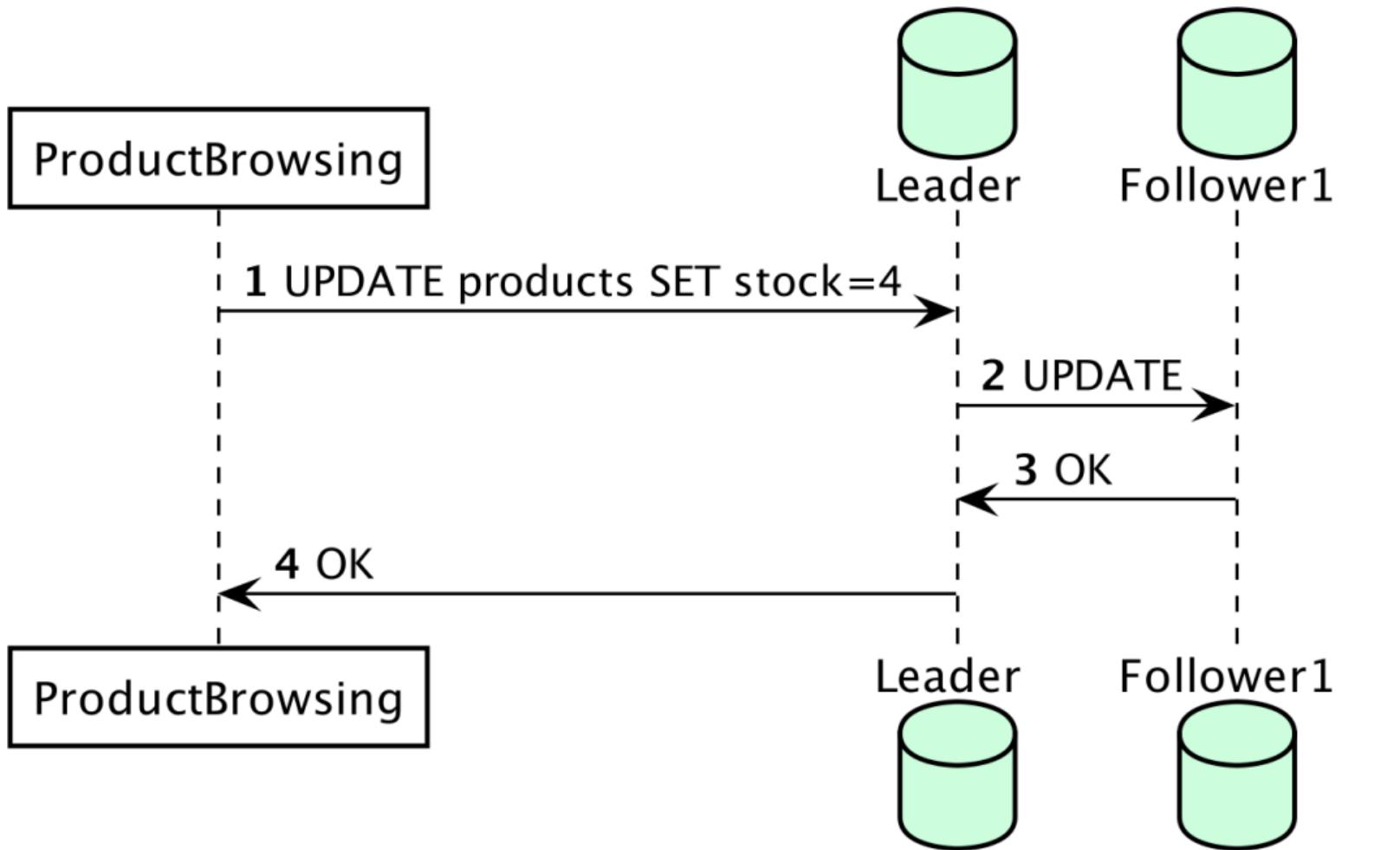
On read Any replica can be queried.



- Built-in to PostgreSQL, MySQL, MongoDB, RethinkDB, and Espresso.
- Can be added to Oracle and SQL Server.

Propogating changes

Synchronous vs. Asynchronous







Synchronous propagation

- Writes must propagate to *all followers* before being successful.

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Synchronous propagation

- Writes must propagate to *all followers* before being successful.
- *Any* replica goes down, *all* replicas are un-writable.
- Writes must *wait* for propagation to all replicas.

Asynchronous propagation

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Asynchronous propagation

- Writes *don't* have to *wait* for propagation.
- If the leader goes down before propagating, the *write is lost*.
- Replicas can have out-dated or *stale* data.

Definition 3. Replication Lag

The time taken for replicas to update *stale* data.



The time it takes for the change to the name of the product to update across all followers



The purple part is replication lag

Eventually, all replicas must become consistent

The system is *eventually consistent*

- If writes stop for long enough
- Eventually is intentionally ambiguous

Eventual Consistency

Problems?



Brae Webb
@braewebb



Brae Webb
@braewebb

Name:	<input type="text" value="Brae"/>
<input type="button" value="Cancel"/>	<input type="button" value="Save"/>



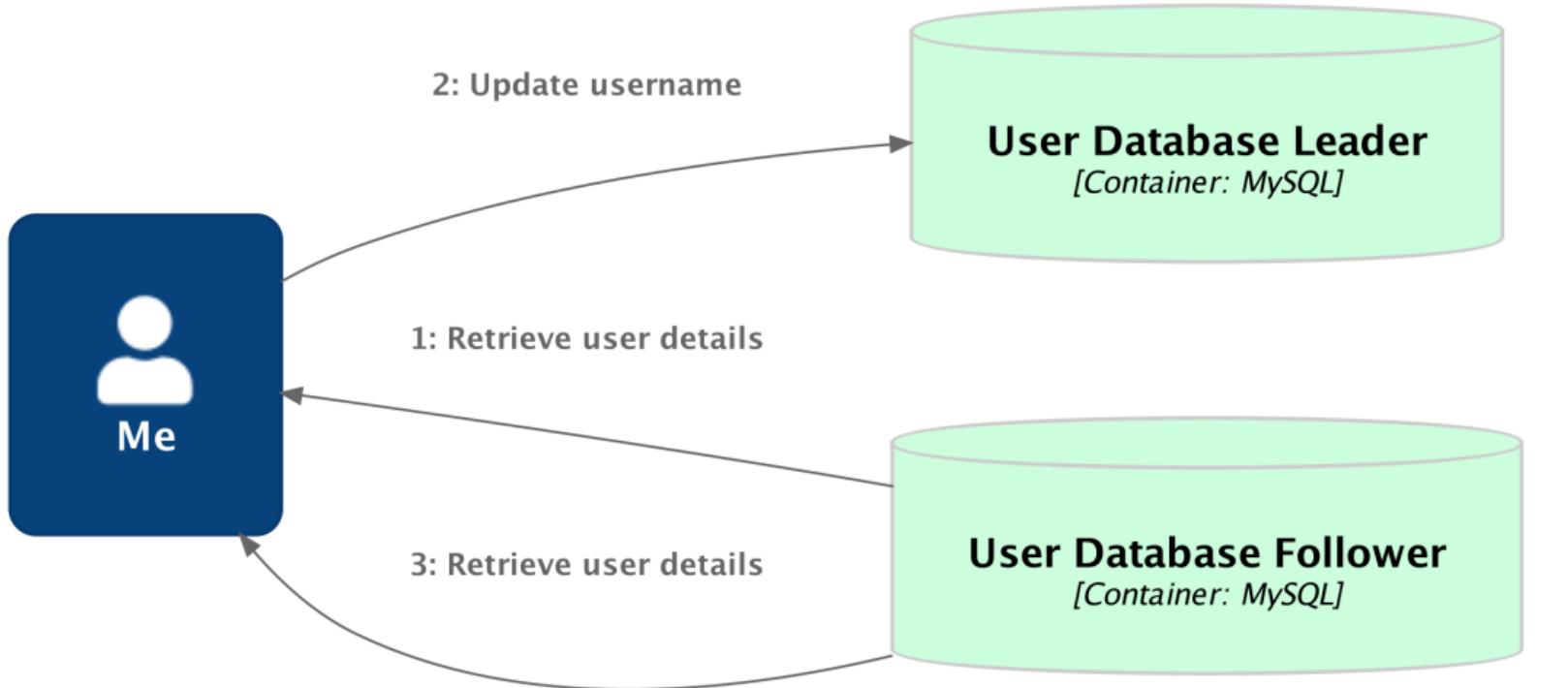
Brae Webb
@braewebb

Name:



Brae Webb
@braewebb

- Read user details
- Decide I don't like by name
- Update name
- Read user details



Definition 4. Read-your-writes Consistency

Users always see the updates that *they have made*.

Doesn't care what other users see



Brae Webb
@braewebb

My fist post



Brae Webb
@braewebb

My fist post



Brae Webb
@braewebb

My first post



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Definition 5. Monotonic Reads

Once a user reads an updated value, they don't later see the old value.

User doesn't travel back in time

Summary

- Leader-follower databases allow *reads to scale* more effectively.
- Asynchronous propagation weakens consistency to *eventually consistent*.
- Leader-follower databases still have a *leader write bottle-neck*.

Second approach

Multi-leader Replication



Why multi-leader?

- If you have multiple leaders, you can write to any, allowing *writes to scale*.

Why multi-leader?

- If you have multiple leaders, you can write to any, allowing *writes to scale*.
- A leader going down doesn't prevent writes, giving *better fault-tolerance*.
- Available via extensions in most databases, often not natively supported.
- Best to avoid where possible.

Question

What might go wrong?

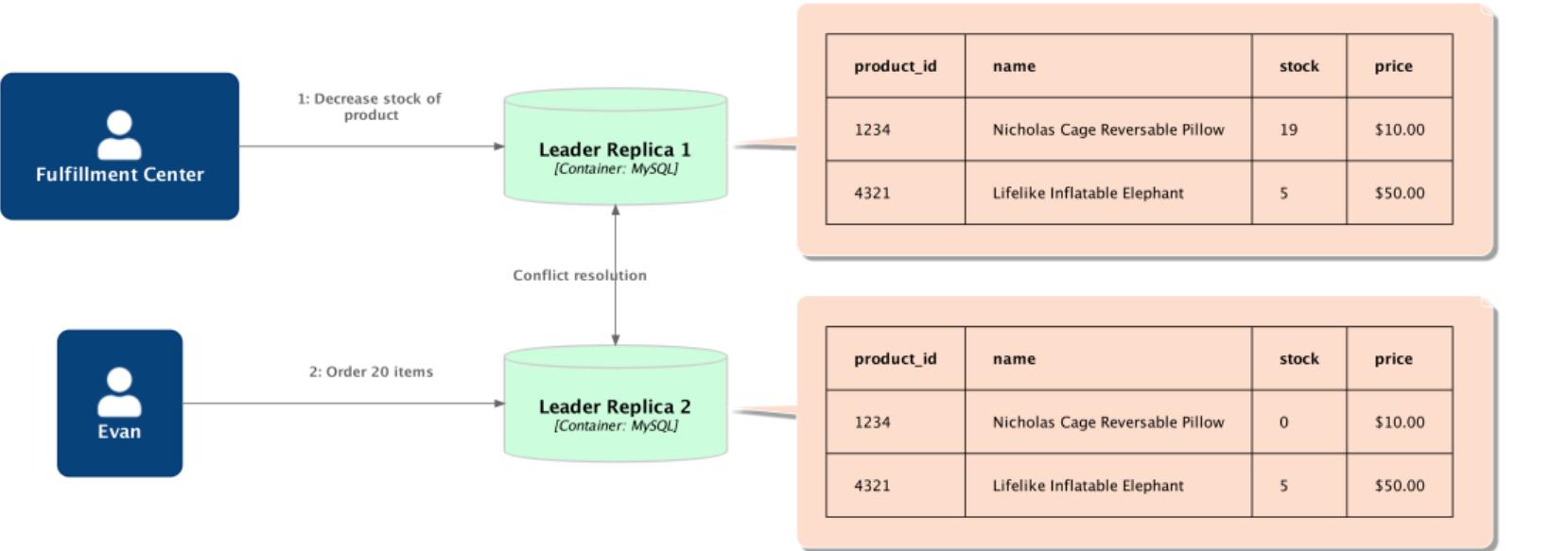
Question

What might go wrong?

Answer

Write conflicts

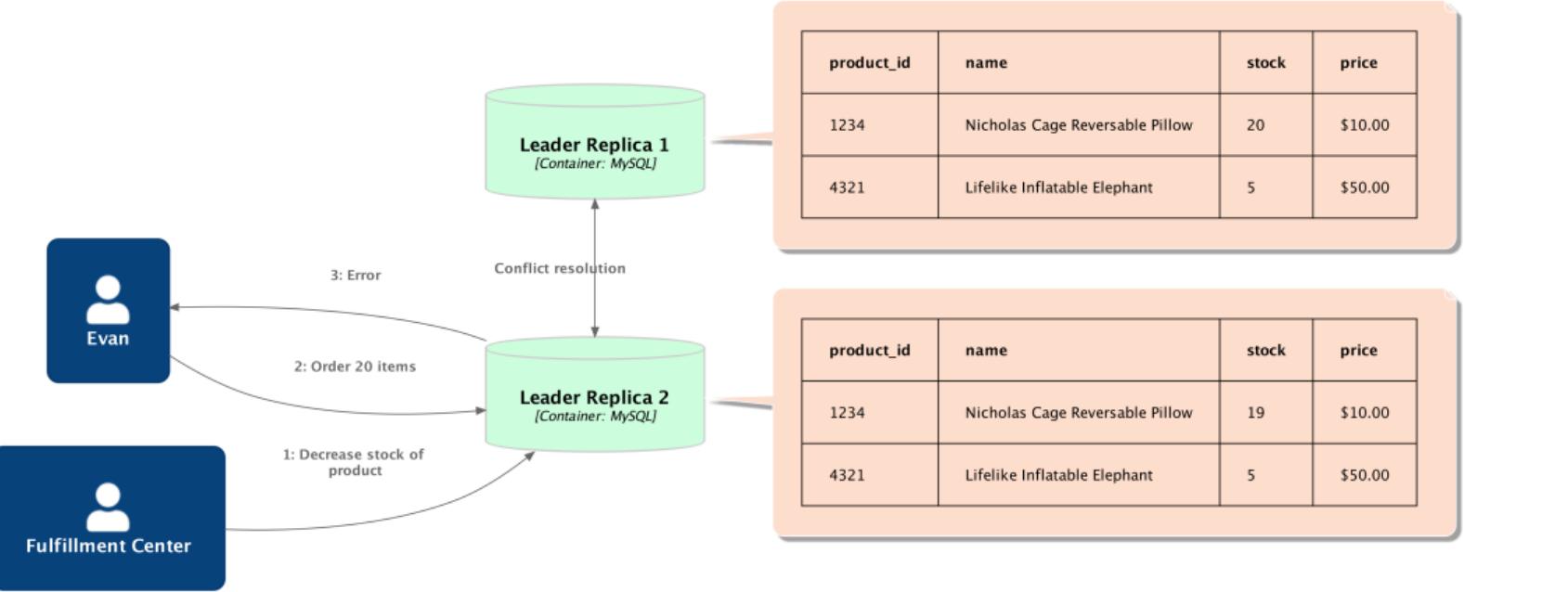
Write conflicts require the conflict to be resolved.



-1 Pillows? How do we resolve this?

Where possible

Avoid write conflicts



Where impossible

Convergence

Convergence Strategies

- Assign each *write* a unique ID.

Convergence Strategies

- Assign each *write* a unique ID.
- Assign each *leader replica* a unique ID.

Convergence Strategies

- Assign each *write* a unique ID.
- Assign each *leader replica* a unique ID.
- Custom resolution logic.



Resolving Conflicts

On Write When a conflict is first noticed, take proactive resolution action.

On Read When a conflict is next read, ask for a resolution.

- Bucardo allows a perl script for on write resolution.
- CouchDB prompts reads to resolve the conflict.

Third Approach

Leaderless Replication

- Early distributed databases were leaderless.
- Resurgence after Amazon created Dynamo.
- Dynamo is an internal service and not DynamoDB.
- Riak, Cassandra, and Voldemort are leaderless databases.

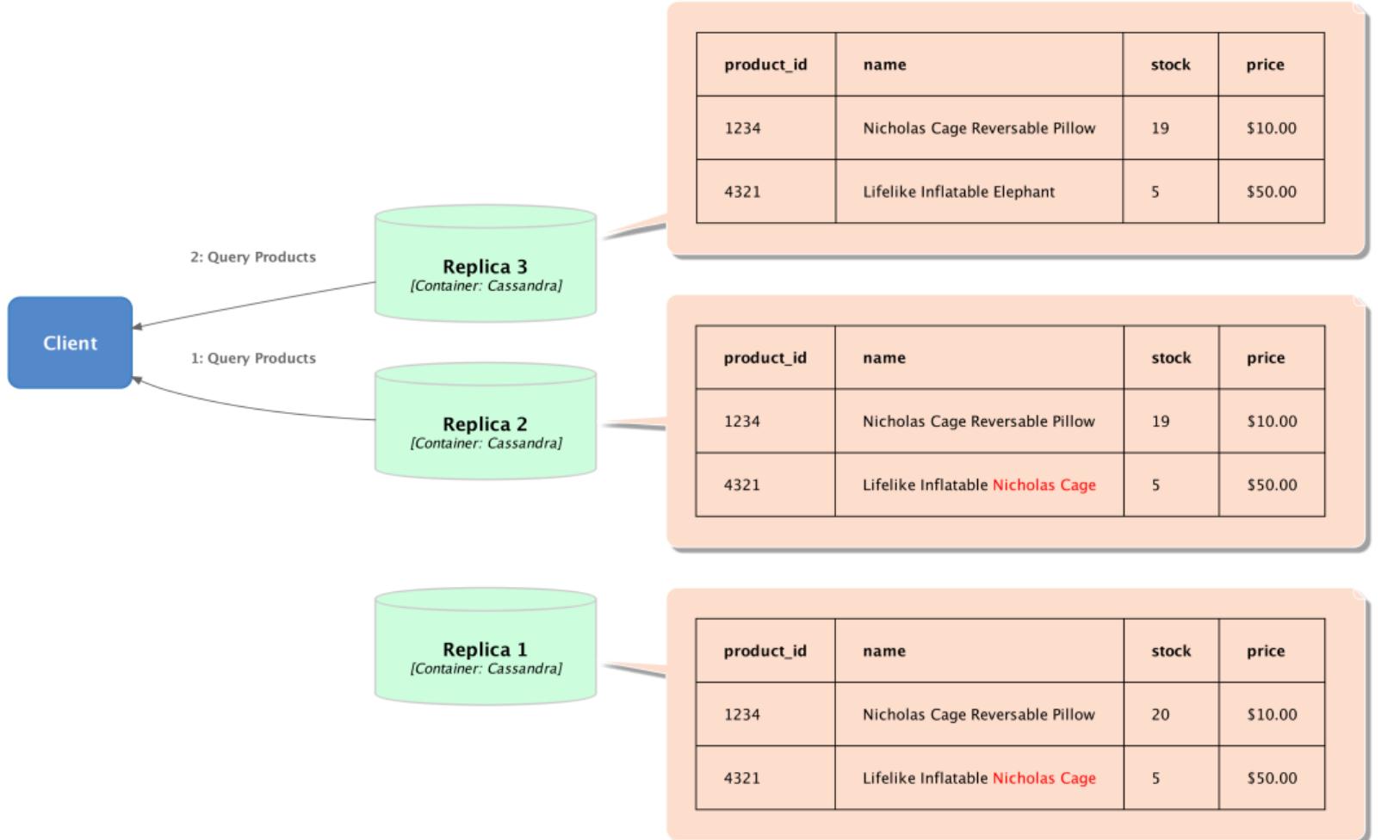


Reads and writes can be written to any node.

How do they work?

Each read/write is sent to *multiple* replicas.





At least one of the reads has the updated value

How are changes propagated?

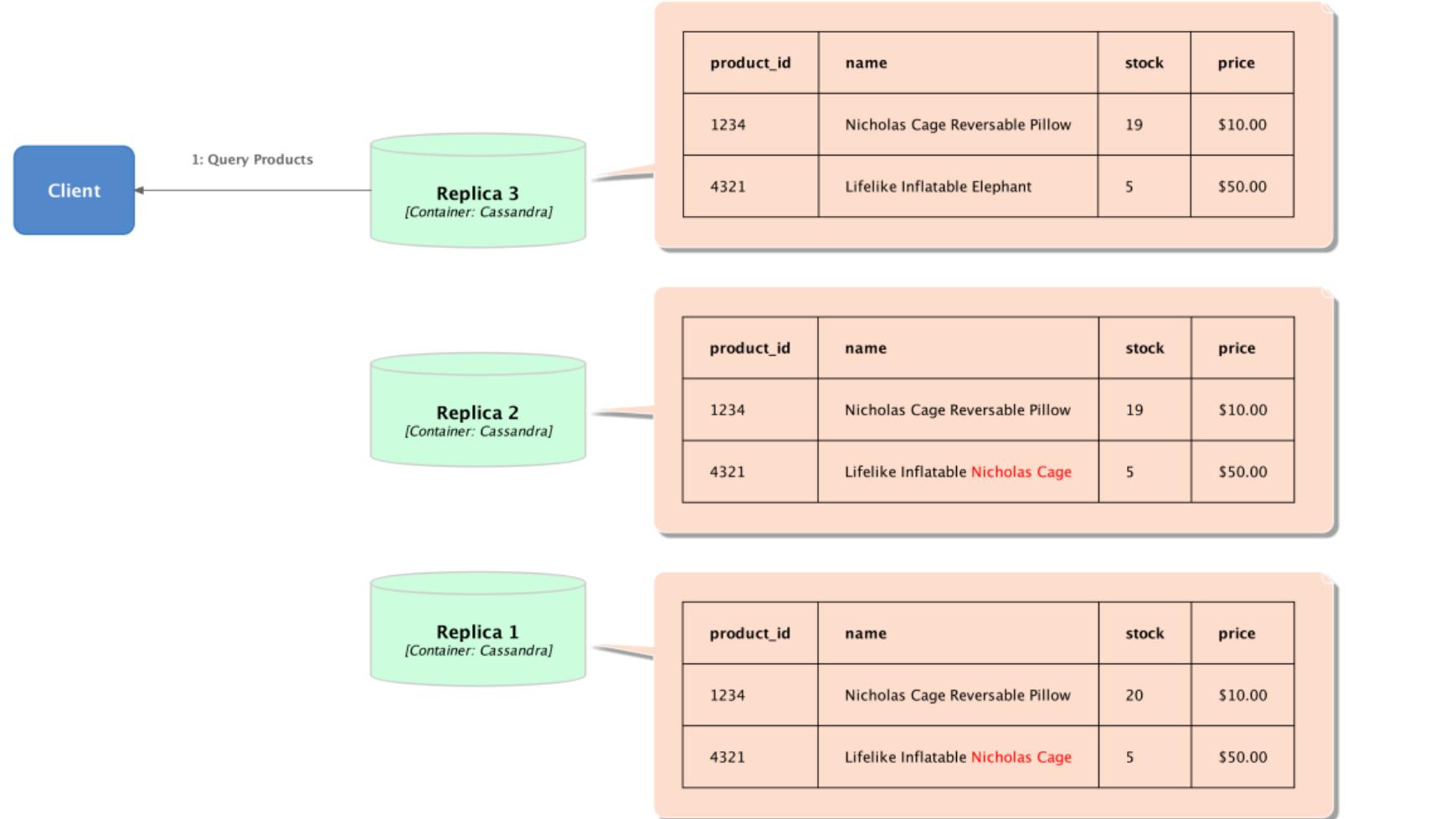
- Read Repair

How are changes propagated?

- Read Repair
- Anti-entropy Process

Question

How do we know it's consistent?



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Answer

Quorum Reads and Writes

Quorum Consistency

$$w + r > n$$

n total replicas

w amount of replicas to *write* to

r amount of replicas to *read* from

Quorum Consistency

$$2 + 2 > 3$$

n total replicas

w amount of replicas to *write* to

r amount of replicas to *read* from

Quorum Consistency

$$1 + 3 > 3$$

n total replicas

w amount of replicas to *write* to

r amount of replicas to *read* from

The nodes read from must overlap with the nodes written to



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- *Leader-based* replication is most common and simplest.
- Replication introduces *eventual consistency*.
- *Multi-leader* replication scales writes as well as reads but introduces *write conflicts*.
- *Leaderless* replication is another approach which keeps the problems of multi-leader.

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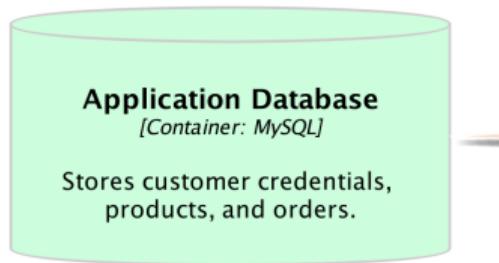
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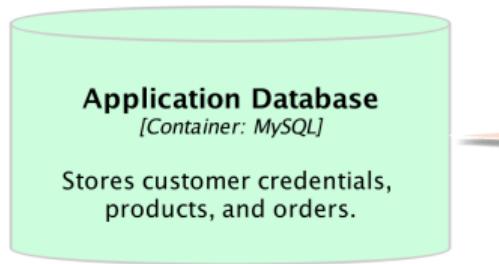
Definition 6. Partitioning

Split the data of a system onto multiple nodes, these nodes are *partitions*.

Also called shardes, regions, tablets, etc.



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- Pioneered in the 1980s
- Allow scalability of large data, not just large load.
- Partitioning is normally combined with replication.

Question

How should we decide which data is stored where?



An example partitioning based on primary key, student ID

Question

What is the problem with this?

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Answer

Over time some partitions become inactive,
while others receive almost all load.

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Answer

Maximize spread of requests, avoiding *skewing*.

Question

Have we seen this before?

Question

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Answer

Hashing?

Hash tables hash entries to maximize the spread between buckets.

Question

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What is the problem with this?

Answer

Range queries are inefficient, i.e. get all
students between s4444444 and s4565656

Question

How do we route queries?

Unlike stateless, only one node can process queries.

Query-insensitive Load Balancer

Randomly route to any node, responsibility of the node to re-route to the correct node.



Query-sensitive Load Balancer

A load balancer which understands which queries should be forwarded to which node.



Client-aware Queries

Place the responsibility on clients to choose the correct node.



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- A *consistent method* to chose which node is required.
- Partitioning by *primary key* can create *skewing*.
- Partitioning by *hash* makes range queries less efficient.
- Three approaches to *routing requests*.

Disclaimer

We have ignored the hard parts of replication.

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- Consistent method to pick nodes for data
- Avoiding skewing