
An introduction to Milvus - the world's most popular open-source vector database.

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Getting Started with Vector Database - Introduction to Milvus

Introduction

In the previous tutorial, we took a quick tour of vector databases and listed the features an ideal vector database should implement. We then compared vector databases to vector search libraries¹ and vector search plugins². Through example code, we found that neither vector search libraries nor vector search plugins fulfill all of the features required to store, index, and search across large datasets of unstructured data. This prompted us to go over some of the technical challenges vector database developers face.

Milvus history

Milvus is one of the first and foremost vector databases most developers think of when discussing vector databases. A big reason for this is Milvus' rich history.

Milvus development began in 2018 at *Zilliz*, making it the world's first and most popular open-source vector database. Although vector indices and search strategies were prevalent in that time, vector databases were still a relatively unknown concept. Milvus' initial conception was infrastructure which could be used to build and scale search applications; as such, Milvus was initially intended to be more of a search engine for unstructured data. During this process, we discovered that Milvus had the potential to be significantly more than what we originally intended it to be.

As we developed Milvus, we refined the concept as a combination of search, storage, and indexing, making it a full-fledged managed database. In November of 2019, Milvus v0.6 was open-sourced under the Apache 2.0 license and released to the general public as the first widely available vector database solution. Milvus during its v0.6 release was mostly single-instance and supported only a handful of indexes.

In March 2020, Milvus joined the LF AI & Data Foundation, a nonprofit organization under the broader Linux Foundation umbrella. With help from the LF AI & Data Foundation, the Milvus community has been able to reposition itself as a *database for the AI era*, while also helping engage with the broader open-source community. While with LF AI & Data, Milvus continues to receive constant updates from both Zilliz as well as the broader open-source community. More about LF AI & Data [here](#).

¹These libraries include ANNOY, FAISS, ScaNN, DiskANN, and others.

²We defined the term "vector search plugin" as an enhancement or add-on for traditional databases and/or search systems meant to store and index structured data.

Milvus 2.x

We'll continue the topic of Milvus history by discussing Milvus 1.0 (1.x) and 2.0 (2.x) along with the major differences between them.

Milvus 1.0 was released in March 2021 as the first major Milvus release. This version was built atop the previous releases, and supported a number of similarity metrics (Euclidean/L2 distance, Hamming distance, Jaccard similarity, etc) along with multiple ANN indexes (FAISS, HNSW, ANNOY, and standard inverted indices). Horizontal scaling was accomplished through a feature called *Mishards*, and storage was achieved through either local storage or NFS. Milvus 1.0 also supported fast indexing and querying through general purpose computing processors used by machine learning engineers, including NVidia GPUs and Xilinx FPGAs. Milvus' accomplishments and impact in the field of vector databases was recognized in ACM SIGMOD 2021, one of the field's top-tier academic conferences. You can read our paper [here](#).

The first version of Milvus 2.0 was released in June 2021, the same month that Milvus became a graduate of the LF AI & Data Foundation. Unlike Milvus 1.x, Milvus 2.x's architecture is a *fully cloud-native* architecture, scalable to hundreds of individual nodes with a target availability/uptime of 99.9%. Also in contrast with Milvus 1.x, Milvus 2.x incorporates multiple *levels of data consistency*, allowing enabling maximum flexibility when it comes to application development. Milvus 2.x also supports a number of other advanced features, such as multi-cloud integration, an administrative console (via Zilliz's Attu), and time travel. For a deep dive into the architecture of Milvus 2.x, feel free to read our VLDB 2022 paper ***LINK COMING SOON***.

Milvus 2.x is a completely novel vector database system/solution (when compared with Milvus 1.x) - it is highly available, scalable, and distributed. Due to these architectural advancements, Milvus 1.x has been officially deprecated.

Touring Milvus's architecture

Now that we've covered Milvus' history as well as how Milvus 2.x differs from Milvus 1.x, let's take some time to go over Milvus 2.x's architecture. Just as a quick refresher, here are the key features a vector database should implement³: - Scalability and tunability - Multi-tenancy and data isolation - A complete suite of APIs - An intuitive user interface/administrative console

As we move through each of the individual components within Milvus 2.0 (see the diagram below), we'll see how these design choices are enable Milvus to implement each of these key features.

Access layer

³See our previous tutorial for a more in-depth explanation of each bullet point.

Milvus's access layer is responsible for communication with the outside world, helping implement the "a complete suite of APIs" feature. When the access layer receives a request, a proxy within the layer is tapped to processes client connections, carrying out static verification and dynamic checks for client requests before forwarding the request to the appropriate service. Once the downstream service completes execution, it returns relevant data back to the access layer; the access layer then forwards the returned content back to the end user.

Within the access layer, proxies are essentially stateless containers which provide a unified front to the outside world through load-balanced components (Nginx, Kubernetes Ingress, NodePort, and LVS). Milvus uses a massive parallel processing (MPP) architecture, where proxies return results gathered from worker nodes after global aggregation and post-processing.

Coordinator service

The coordinator service acts as Milvus's central command center, and is responsible for everything from load balancing to data management. The service itself is composed of four coordinators - the root coordinator, query coordinator, data coordinator, and index coordinator. We'll briefly describe each coordinator here - if you're interested in learning more, please check out the Milvus documentation. - The root coordinator handles data-related requests such as collection, partition, and index creation/deletion requests. The root coordinator also manages global timestamps - all requests are assigned a timestamp the moment the root coordinator receives the request. - The query coordinator administers all query nodes within Milvus. As the name suggests, query nodes are responsible for performing searches using index and delta files. - The data coordinator manages all data nodes within Milvus, maintains metadata, and triggers flush, compact, and other background data operations. More on these operations in a future tutorial. - The index coordinator maintains the index nodes and index metadata, automatically instructing each node to load raw embedding vectors and build/rebuild vector indices when necessary.

Worker nodes

Within Milvus, worker nodes are responsible for execution. Worker nodes are horizontally scalable pods which execute commands from the corresponding coordinator service⁴, akin to data nodes in Hadoop. A query request into Milvus, for example, goes first through a proxy in the access layer before reaching the query coordinator. Given the state of the query cluster, the coordinator will then send an appropriate set of control/command signals to the query cluster in order to successfully execute the request.

The coordinators and their corresponding worker nodes together help fulfill the "scalability and tunability" plus "multi-tenancy and data isolation" features for vector databases. Scalability is obvious - as the amount of data, queries, or indexing requirements grows and shrinks, the individual worker node clusters are able to grow and shrink horizontally with system load. By segregating querying from

⁴With the exception of the root coordinator, each coordinator service has a corresponding set of worker nodes.

indexing from storage, Milvus has been architected to be highly tunable and can support applications that require varying query/write speeds in addition to varying levels of consistency.

Object storage

The object storage layer helps put the “database” in Milvus, and is responsible for general data persistence. The storage layer is divided into three separate components: - Meta store: Responsible for storing snapshots of meta data such as collection schema, node status, message consumption checkpoints, etc. Milvus relies on [etcd](#), a distributed key-value store, for this functionality. [etcd](#) also helps preform service registration and health checks. - Log broker: The log broker is a pub/sub system that supports playback and is responsible for streaming data persistence, reliable asynchronous query execution, event notifications, and returning query results. When nodes are performing downtime recovery, the log broker ensures the integrity of incremental data through a feature called a log broker playback. Milvus uses Pulsar as its log broker when running in distributed mode and RocksDB as its log broker when running in standalone mode. Streaming storage services such as Kafka and Pravega can also be used as log brokers. - Object storage: The object storage layer stores log snapshots, index files, and intermediate query processing results. Milvus supports both AWS S3 and Azure Blob Storage, in addition to MinIO, a lightweight, open-source object storage service. Due to the high access latency and billing per query of object storage services, Milvus will soon support memory/SSD-based cache pools and hot/cold data separation to improve performance and reduce costs.

Future roadmap (endgame/long-term vision)

Milvus is already the world's most popular open-source vector database, and arguably the world's most advanced as well. Our technological accomplishments in the field of unstructured data processing has already been recognized in the industry's top-tier academic conferences (SIGMOD 2021 and VLDB). Furthermore, Milvus has already been tested and trusted by thousands of corporations for use in production systems at scale.

From a technological standpoint, Milvus shines in comparison with other vector database solutions⁵ by paying extra attention to components that impact scalability and performance. With a number of advanced features (different types of indexes, time travel, multi-cloud object storage), choosing Milvus for your next unstructured data application is a no-brainer. A fully managed solution - the last “missing piece” - is coming soon as well, courtesy of Zilliz.

Our endgame vision for Milvus is to be a *complete* database for unstructured data processing. While Milvus 2.x is already a highly scalable and flexible architecture for querying, indexing, and storage, further improvements can be made to create a complete vector database ecosystem. This includes 1) integrating unstructured data ETL, 2) support for Azure and GCP deployments (in addition to AWS),

⁵Such as Vespa, Pinecone, Weaviate, etc.

and 3) support for traditional metadata types such as lists and JSON objects. In the upcoming years, the broader Milvus community will continue to improve Milvus' features and functionality. We won't rest until Milvus is *the premier* platform for all things related to unstructured data.

Wrapping up

In this tutorial, we provided a brief introduction to Milvus, Milvus' history, as well as the primary differences between Milvus 1.x and Milvus 2.x. We also took a quick tour of the architecture of Milvus 2.x and helped shine some light on how Milvus' architecture allows it to implement all of the required features of vector databases. There is no doubt that Milvus has helped revolutionize unstructured data processing, and will continue to do so in the years to come.

In the next several tutorials, we'll provide a series of *Milvus quickstarts*, designed to help you spin up and use a Milvus instance in just a couple of minutes: - In the first tutorial, we'll provide a *Milvus standalone quickstart*, designed to help you get Milvus up and running on a local x86 or ARM/M1 instance. - In the second tutorial, we'll emulate a cluster on a local machine in order to demonstrate how to boot up a *Milvus distributed cluster*. - In the third tutorial, we'll show how to deploy an *on-premise version of Milvus*.

See you in the next couple of tutorials.
