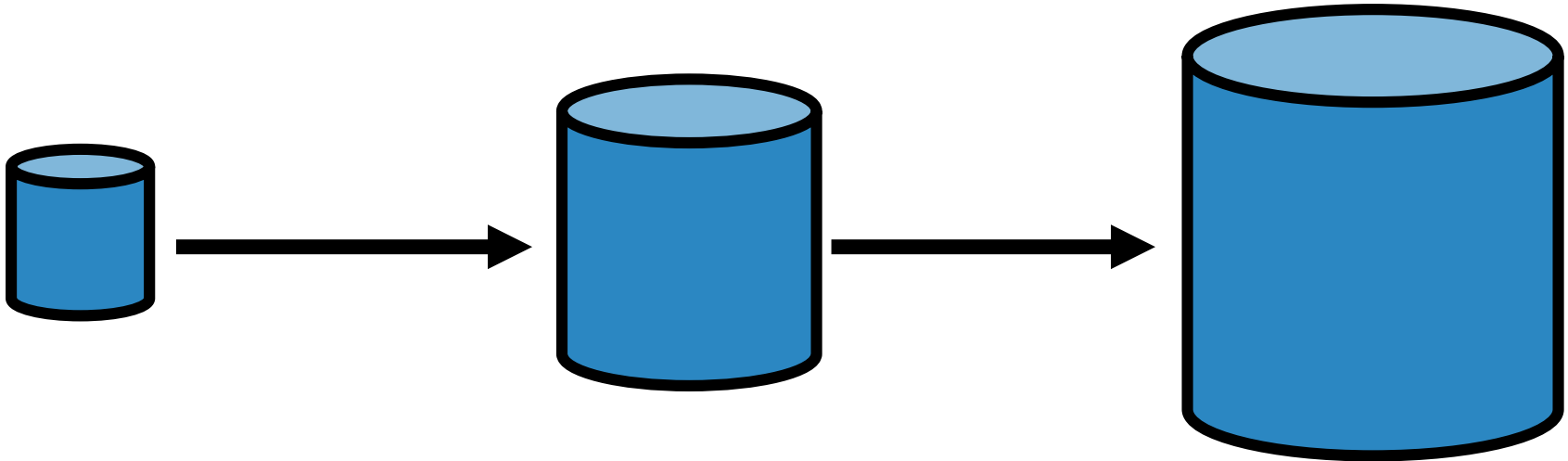


Introduction to NoSQL Databases

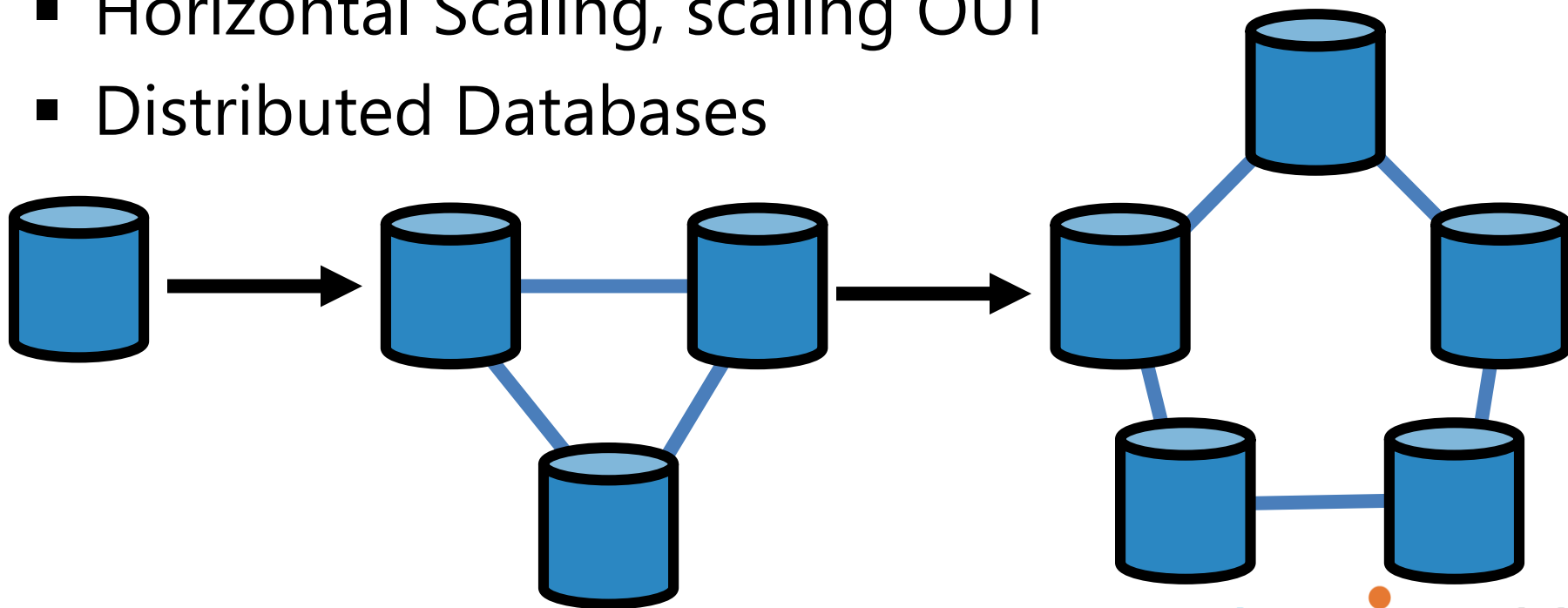
Scaling, Traditional Relational DB

- Vertical Scaling, scaling UP

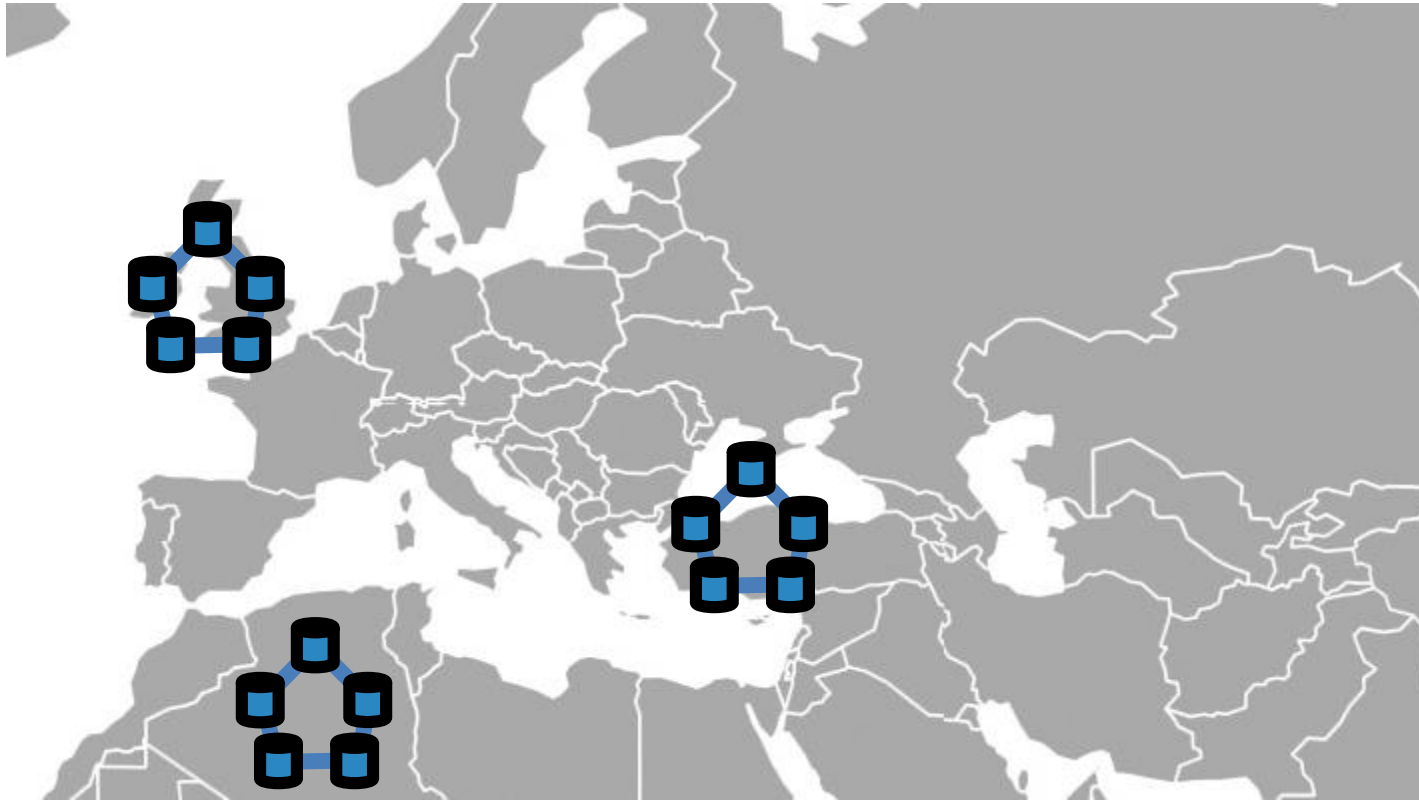


Scaling, NoSQL Era

- Horizontal Scaling, scaling OUT
- Distributed Databases



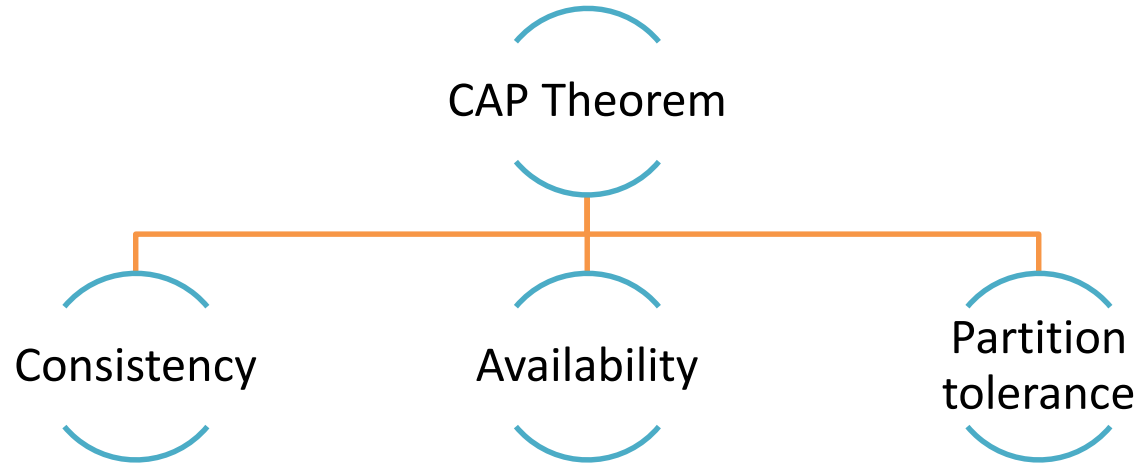
Scaling, NoSQL Era



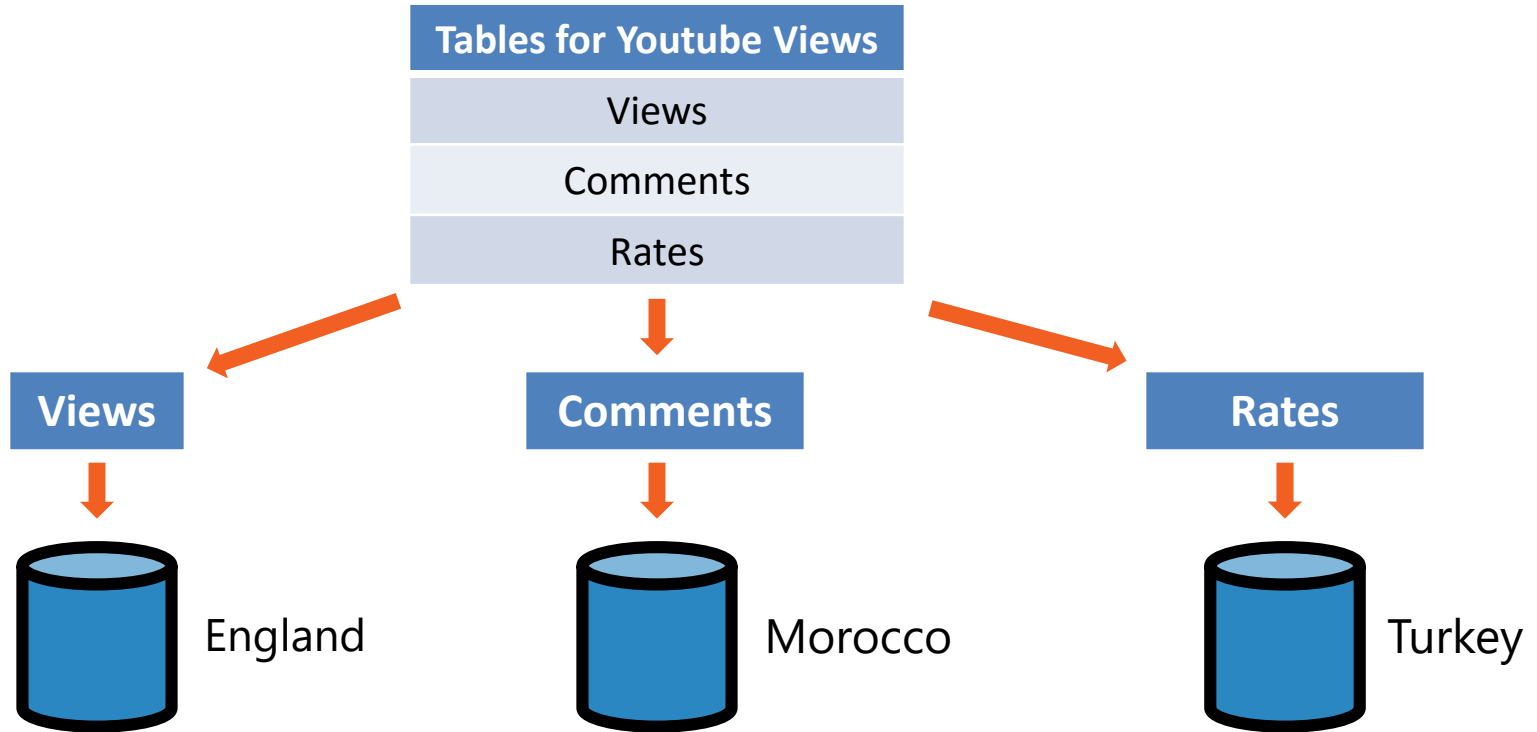
Data Architecture

- No standard solution that fits all
- Business and data defines the architecture
- Multiple databases, different types depending on the characteristics of each data subset

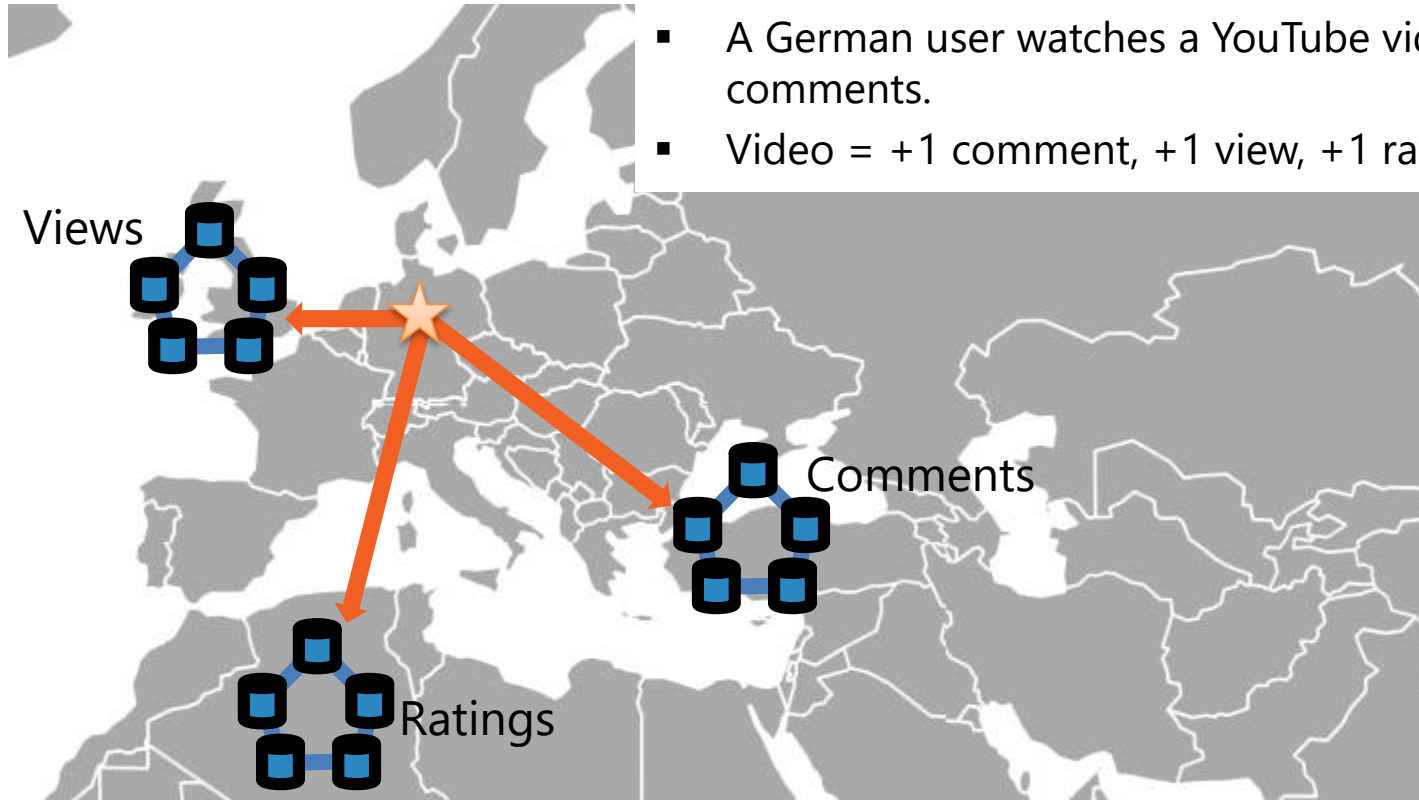
CAP



CAP: Network Partition



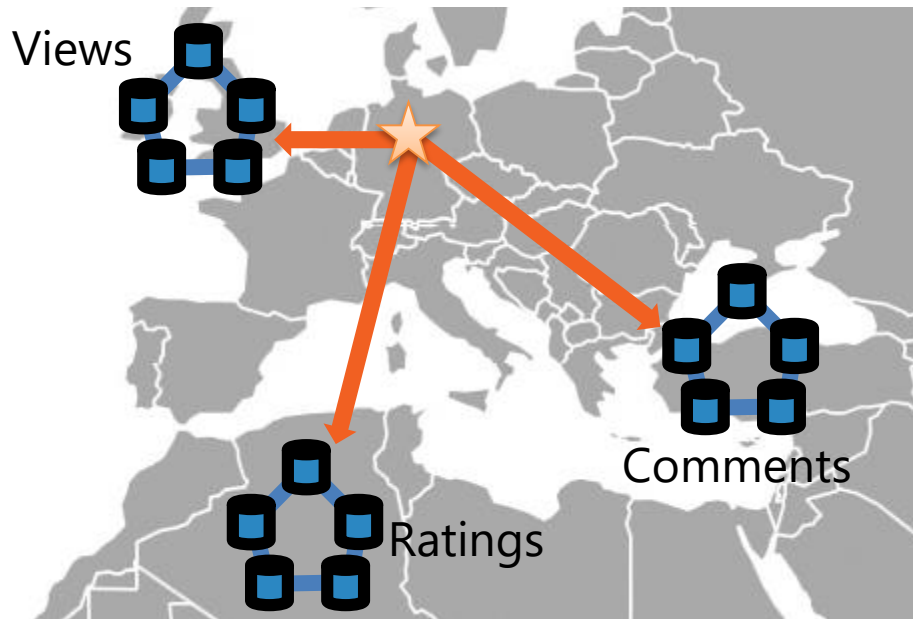
Wide-area Network Partition



- A German user watches a YouTube video, rates it, then comments.
- Video = +1 comment, +1 view, +1 rating

CAP: Partition Tolerance

- A German user watches a YouTube video, rates it, then comments.
- Video = +1 comment, +1 view, +1 rating

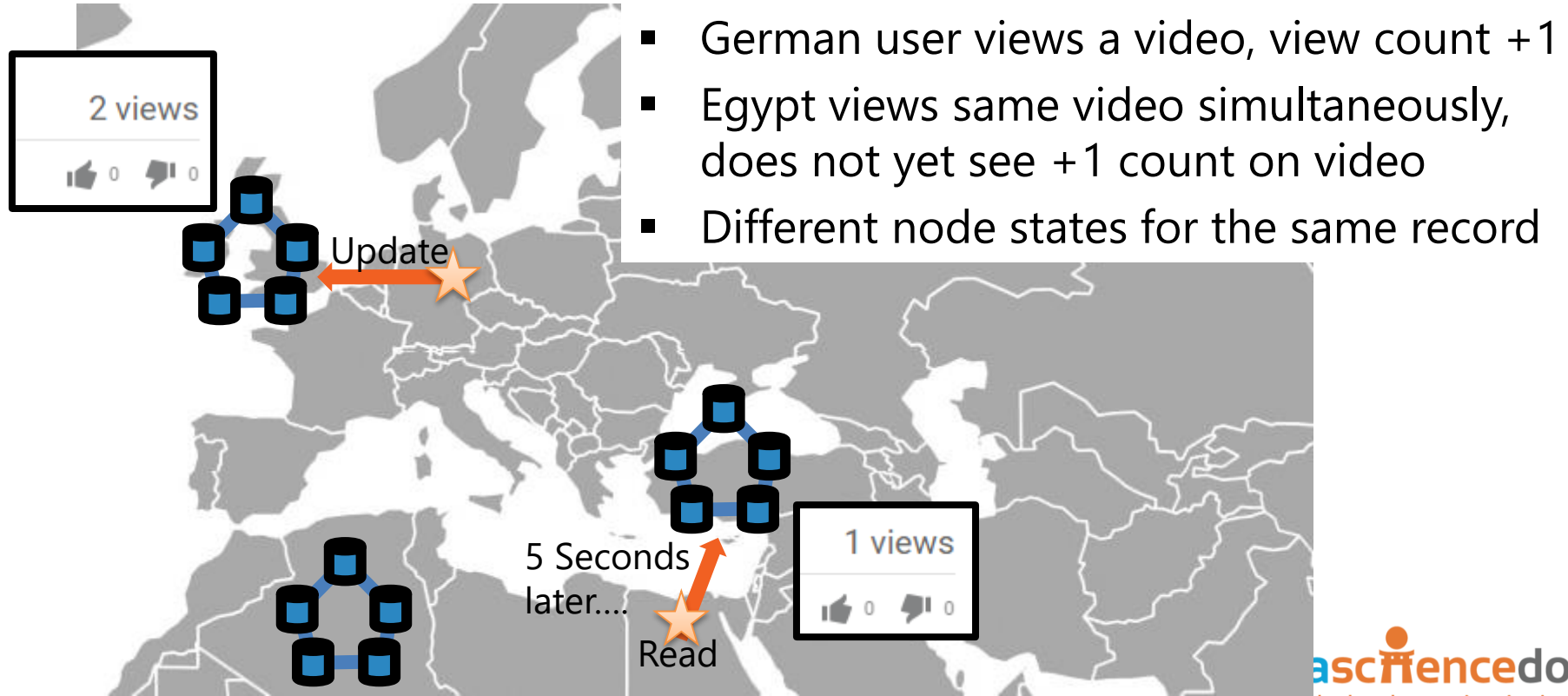


- Definition: The system will continue to function when network partitions occur.
- Most important desirable property for wide-area databases (across geographies)
- Rarest of the 3 desirable properties
 - Must have a distributed and partitioned database

CAP Theorem

- It is impossible for a distributed processing system to simultaneously provide all three of the following guarantees
 - **Consistency** - A read is guaranteed to return the most recent write for a given client.
 - **Availability** - A non-failing node will return a reasonable response within a reasonable amount of time (no error or timeout).
 - **Partition Tolerance** - The system will continue to function when network partitions occur.

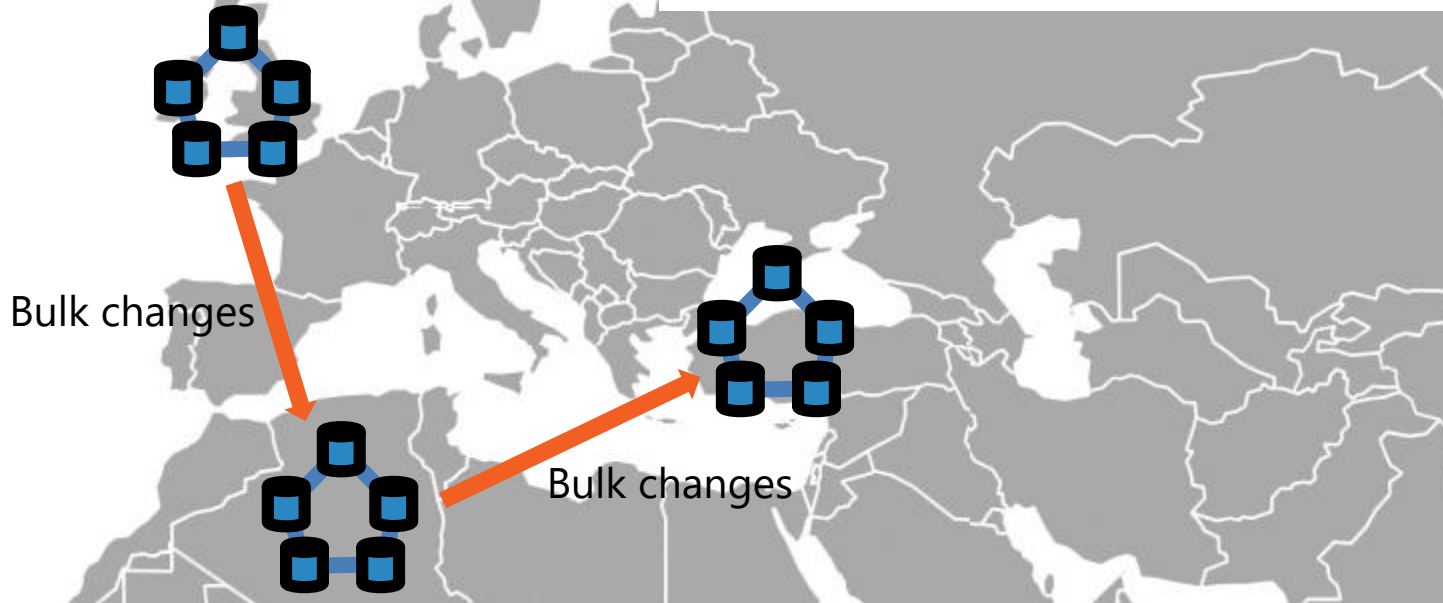
AP – Lack of (Immediate) Consistency



AP – Eventual Consistency

1 hour later....

- As time goes by... changes made by German viewer is propagated through the other DB clusters.

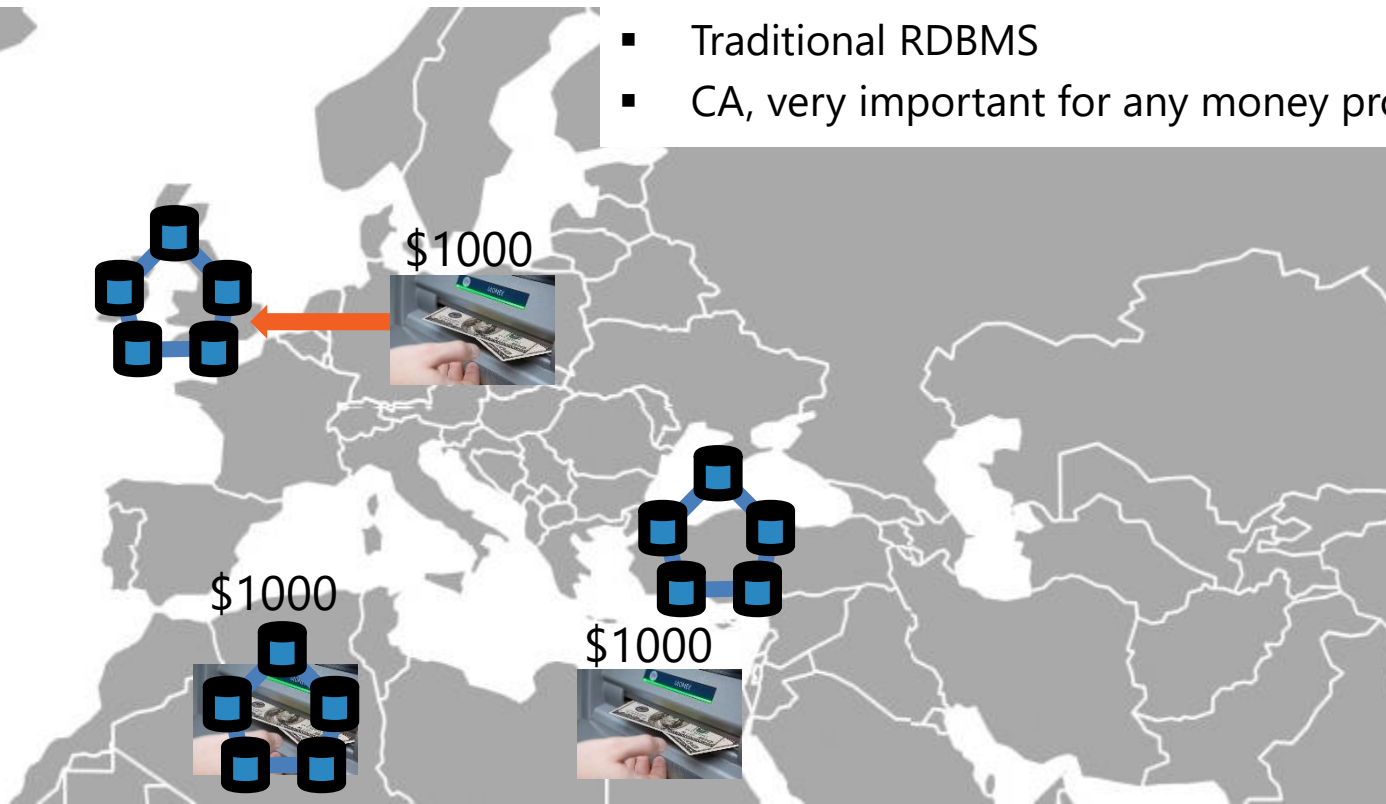


ATMs



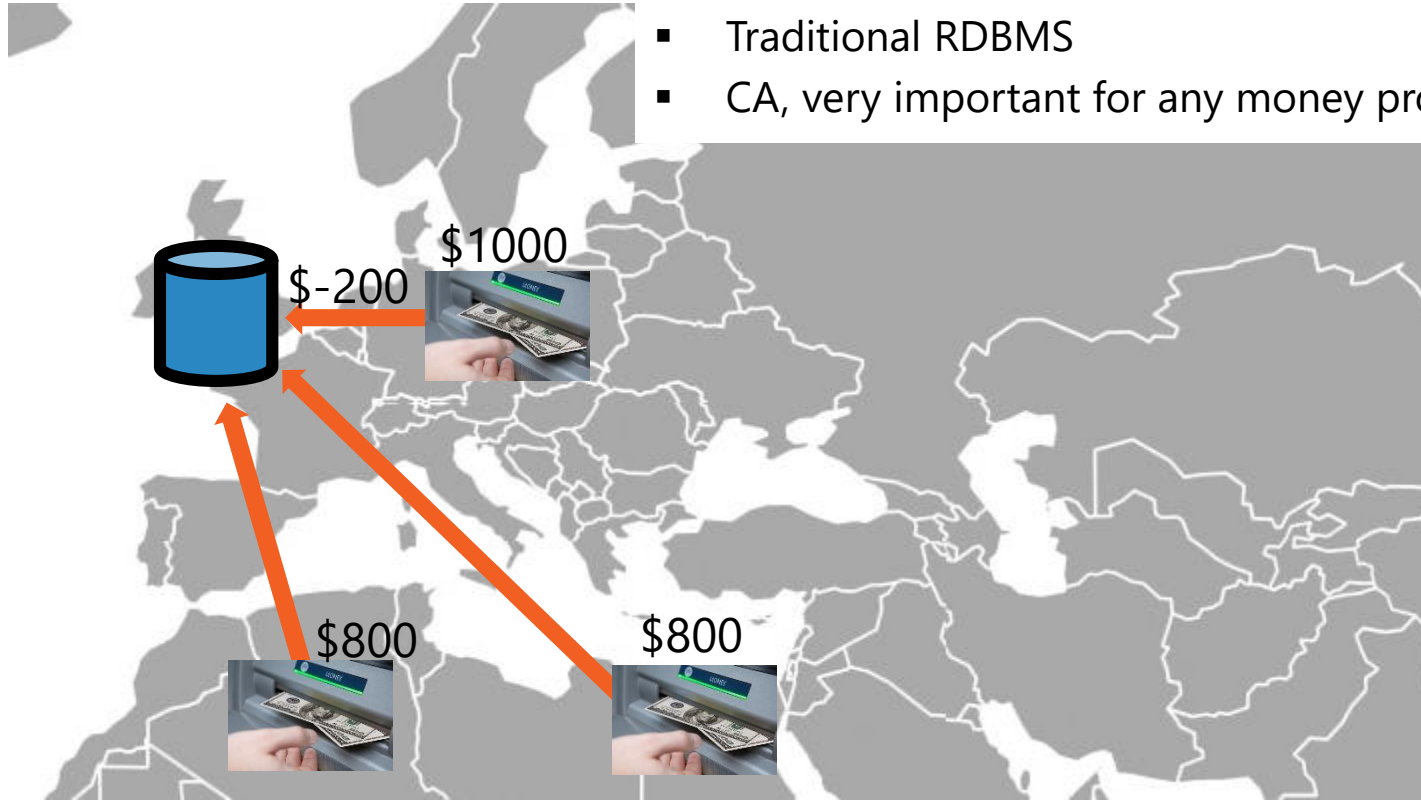
Why Consistency Matters

- Traditional RDBMS
- CA, very important for any money processing

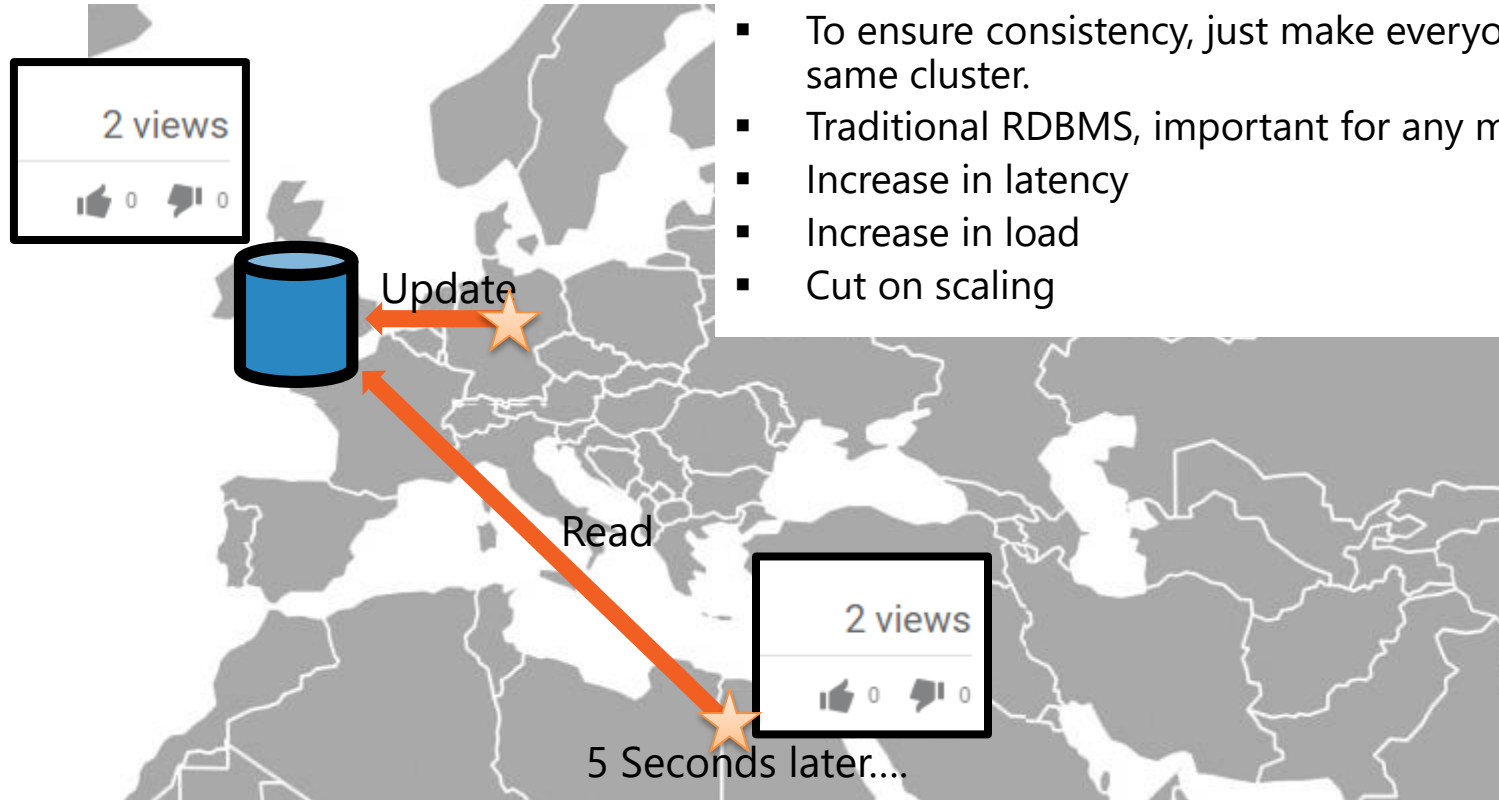


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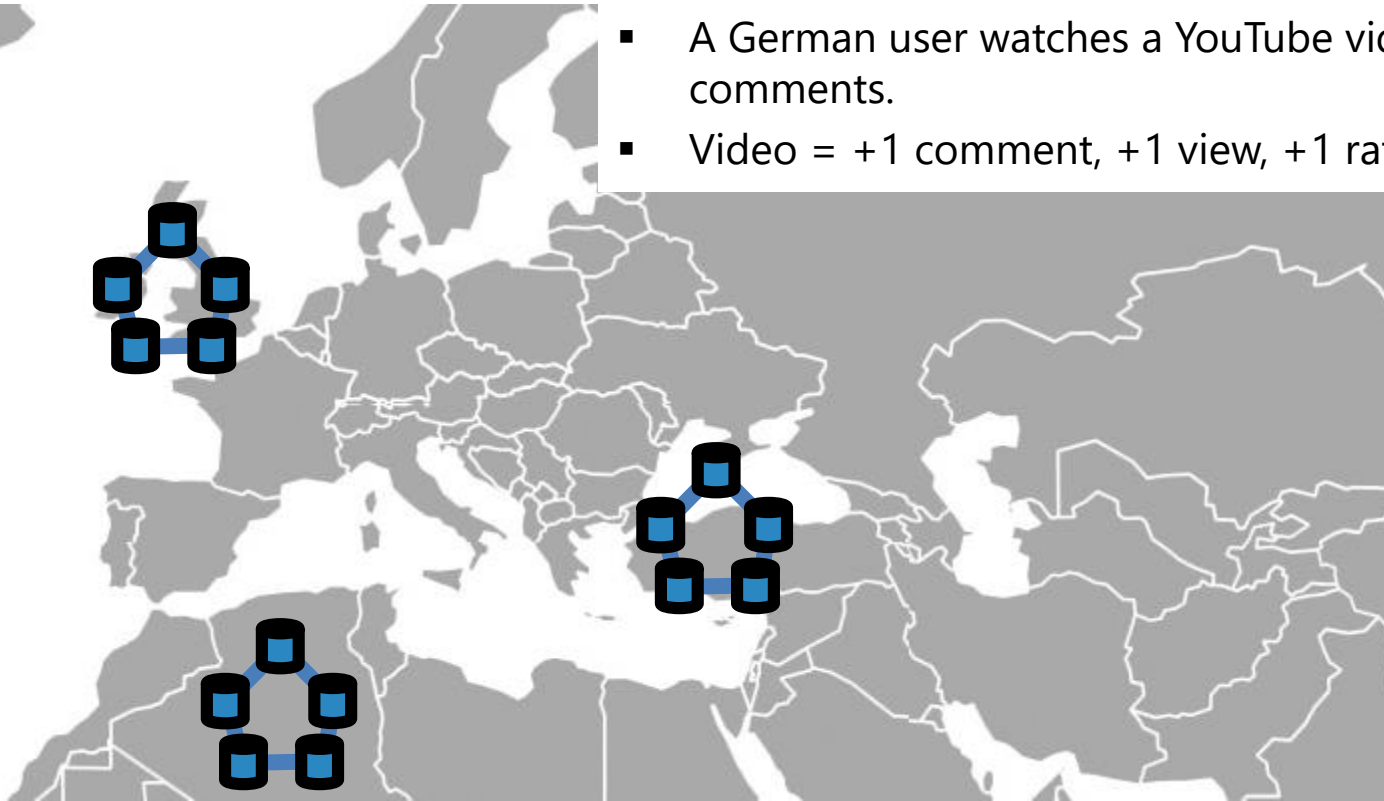
CA – Lack of Partition Tolerance



- To ensure consistency, just make everyone read from the same cluster.
- Traditional RDBMS, important for any money processing
- Increase in latency
- Increase in load
- Cut on scaling

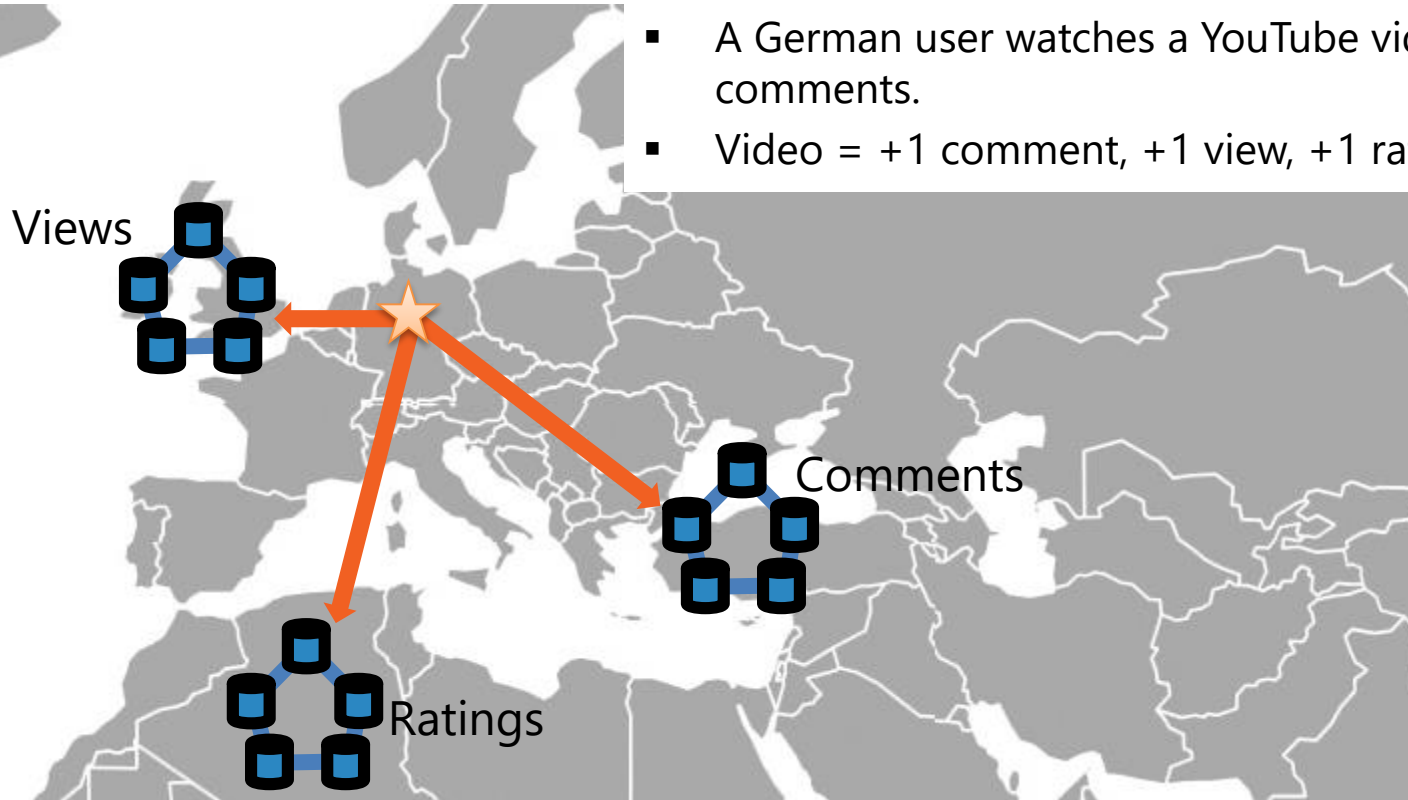
Consistency + Partitions?

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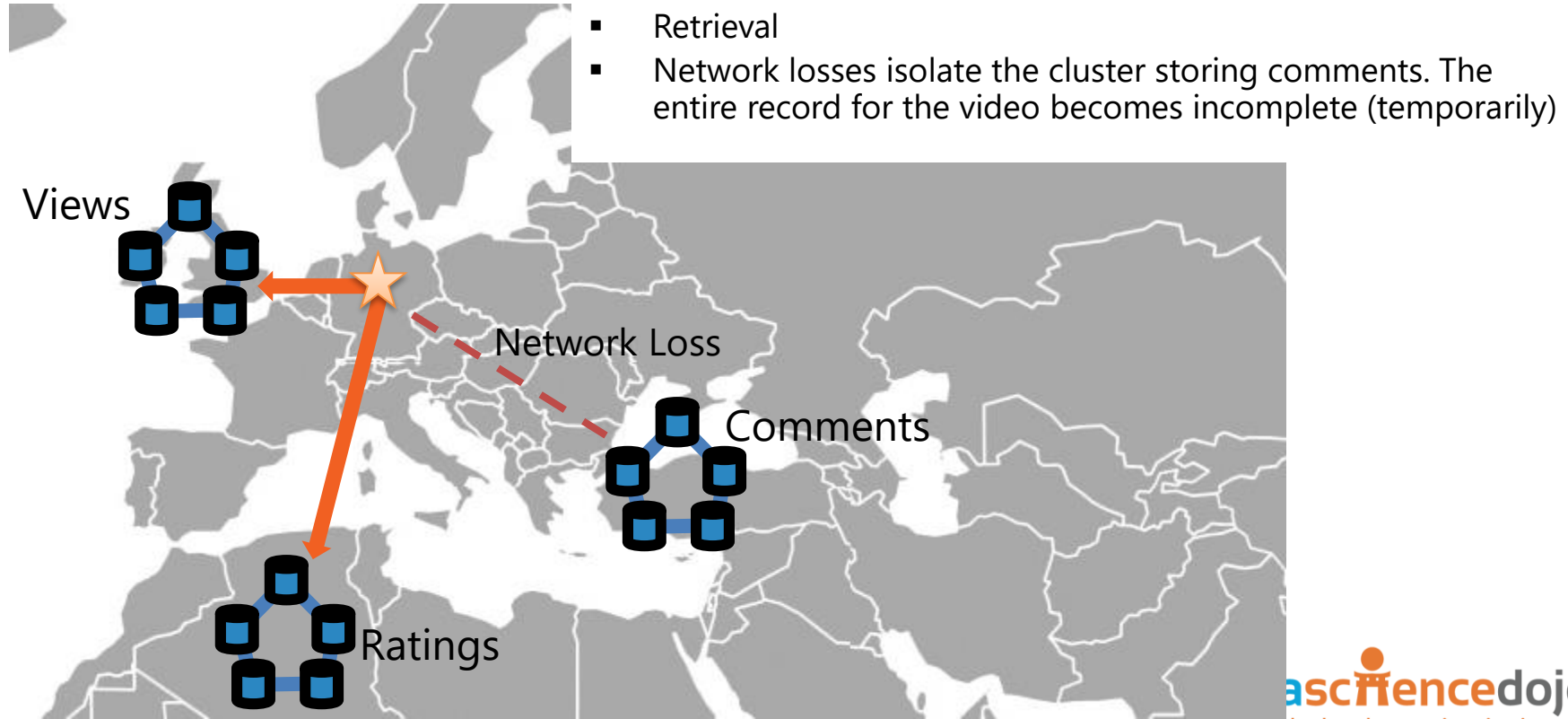


Consistency + Partitions?

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CP: Loss of Availability

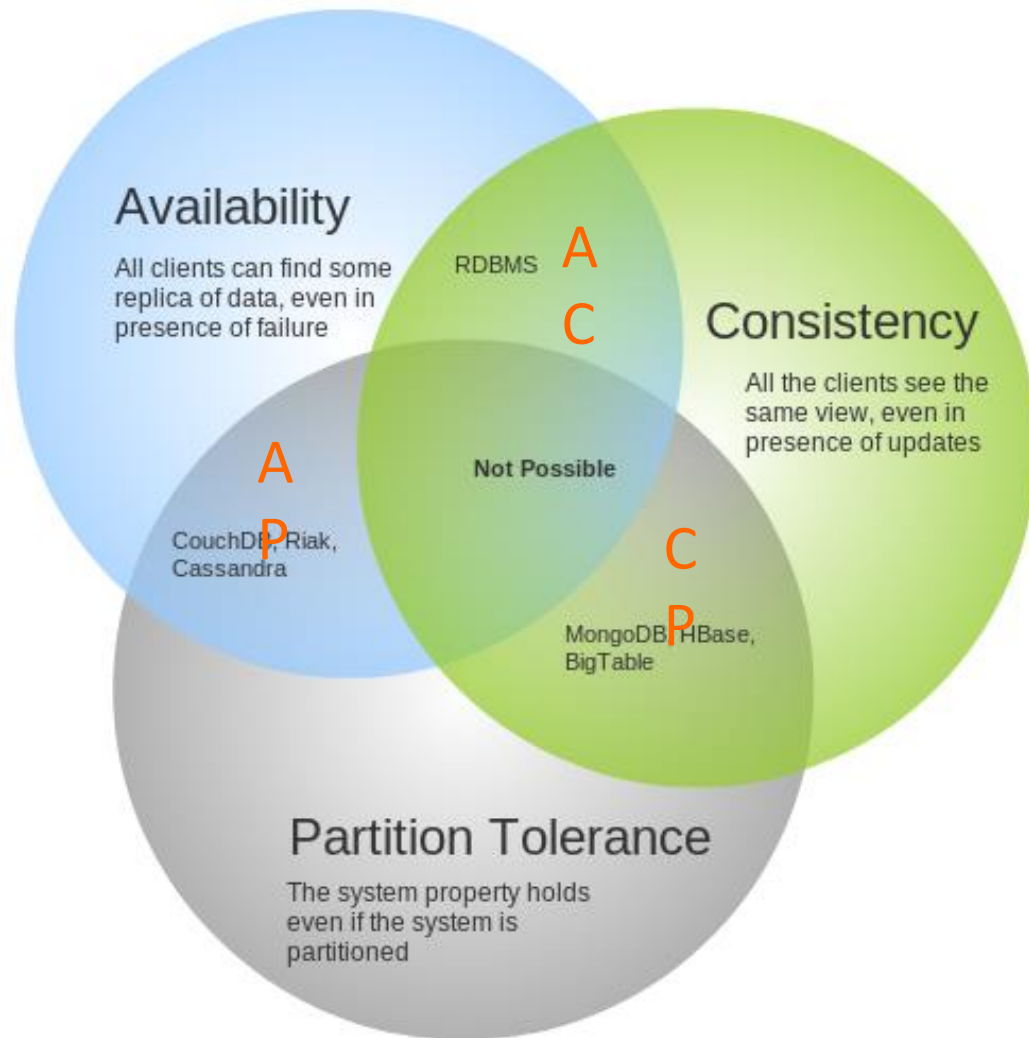


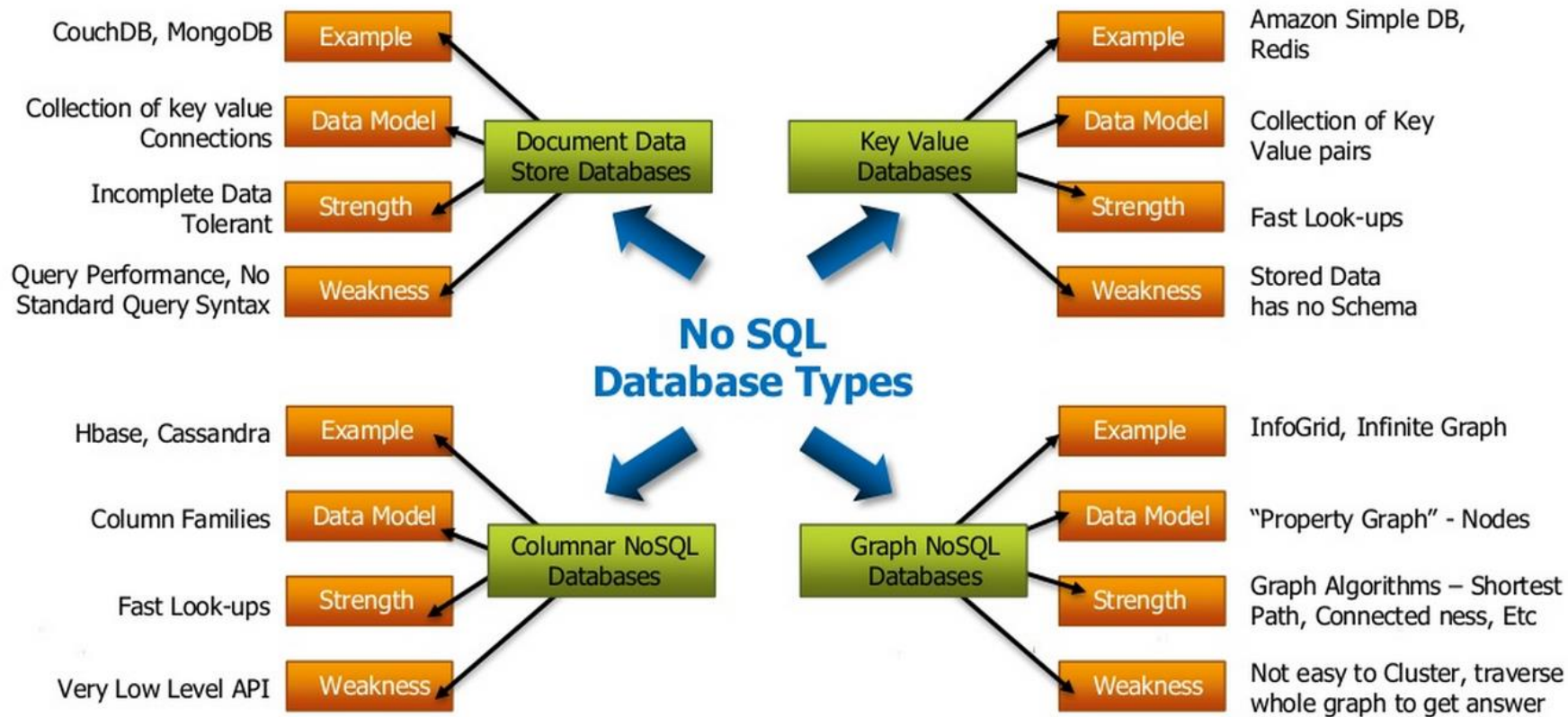
CAP Theorem

- CAP provides the basic requirements for a distributed system
- **Impossible** to fulfill all 3
- NoSQL databases each make different choices of which 2 to fulfill

NoSQL vs. SQL

- NoSQL
 - Availability first (Consistency second)
- SQL (Traditional RDBS databases)
 - Consistency first (Availability second)





What is HBase

- Distributed, non-relational database
 - Columnar, schema-free data model
 - NoSQL on top of Hadoop
- Large scale
 - Linear scalability
 - Billions of rows X millions of columns
 - Many deployments with 1000+ nodes, PBs of data
- Low latency
 - Real-time random read/writes
- Open Source
 - Modeled after Google's BigTable
 - Started in 2006



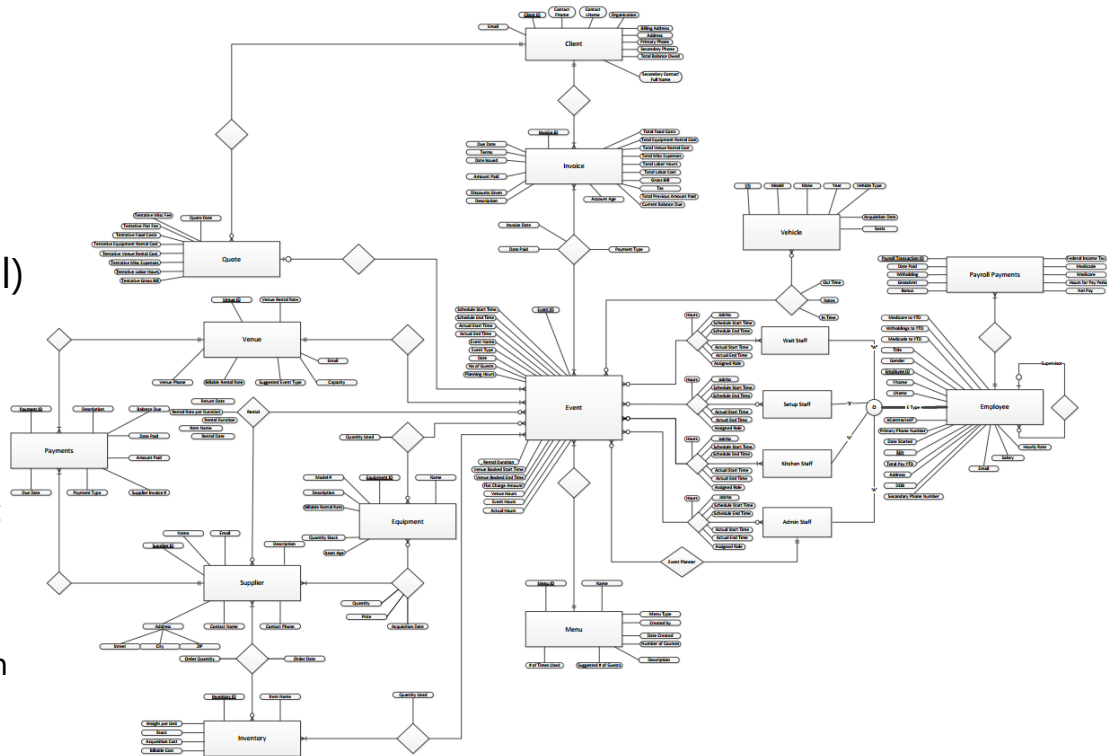
Problems with Schema

Pros:

- Relationships
- Consistency: Reading is easier to develop for (each column is guaranteed to be there, even null)

Cons:

- Records everything, even null
- Writes take longer
 - Schema validation against each insert
 - Writes can be rejected
- Rigid by design
 - Business processes change faster than databases can be architected and migrated



Row Store

Table

	Country	Product	Sales
Row 1	India	Chocolate	1000
Row 2	India	Ice-cream	2000
Row 3	Germany	Chocolate	4000
Row 4	US	Noodle	500

Pros:

- Fast record query
- Relationships
- Less redundancy
- Single line insert

Cons:

- Thin tables
- Getting a single column value, retrieves the entire record (even null)
 - Terrible with wide tables
- Aggregations must sift through all columns for each row

Columnar

Table

	Country	Product	Sales
Row 1	India	Chocolate	1000
Row 2	India	Ice-cream	2000
Row 3	Germany	Chocolate	4000
Row 4	US	Noodle	500

Pros

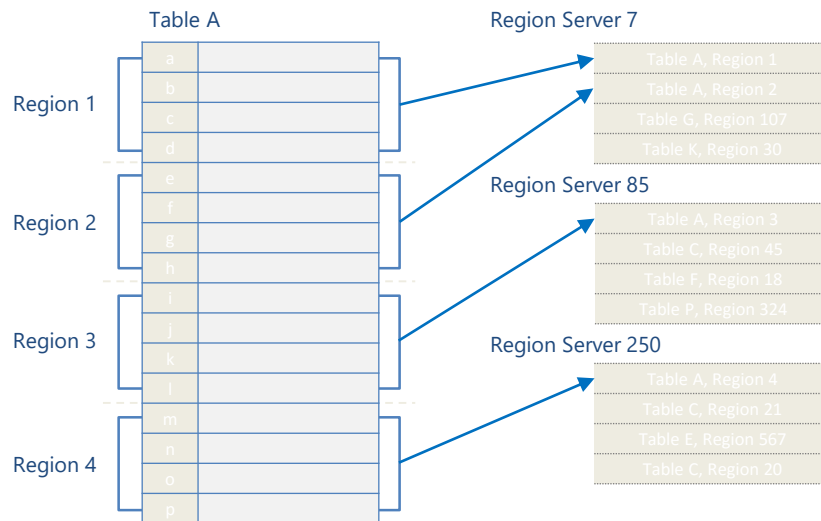
- High speed aggregations
- Compression
- Wide tables are now possible (billions of columns, instead of hundreds)
- High speed snap shot retrieval
- Easily Distributable

Cons

- Bad for record retrieval
- Terrible at relationships
- O(M) line insert

Data Model

- Scale-out architecture
 - Automatic sharding of tables
 - Automatic failover
 - Strong consistency for reads and writes
- APIs
 - Get/Put
 - Scan
 - Coprocessors



Performance Features

- Column Families
- In-memory caching
- High throughput streaming writes

Row Key	Customer		Sales	
Customer Id	Name	City	Product	Amount
101	John White	Los Angeles, CA	Chairs	\$400.00
102	Jane Brown	Atlanta, GA	Lamps	\$200.00
103	Bill Green	Pittsburg, PA	Desk	\$500.00
104	Jack Black	St. Louis, MO	Bed	\$1600.00

Column Families

Sharding

- Holding rows of database on different partitions
- Same table divided onto different servers, even different geographies
- Reduces index size

Sharding

- More reliance on interconnection between servers
- Increased latency in querying when more than one shard must be searched
 - Some searches are fast, others are slow
- Often no guarantees about cross shard consistency

Notable Capabilities

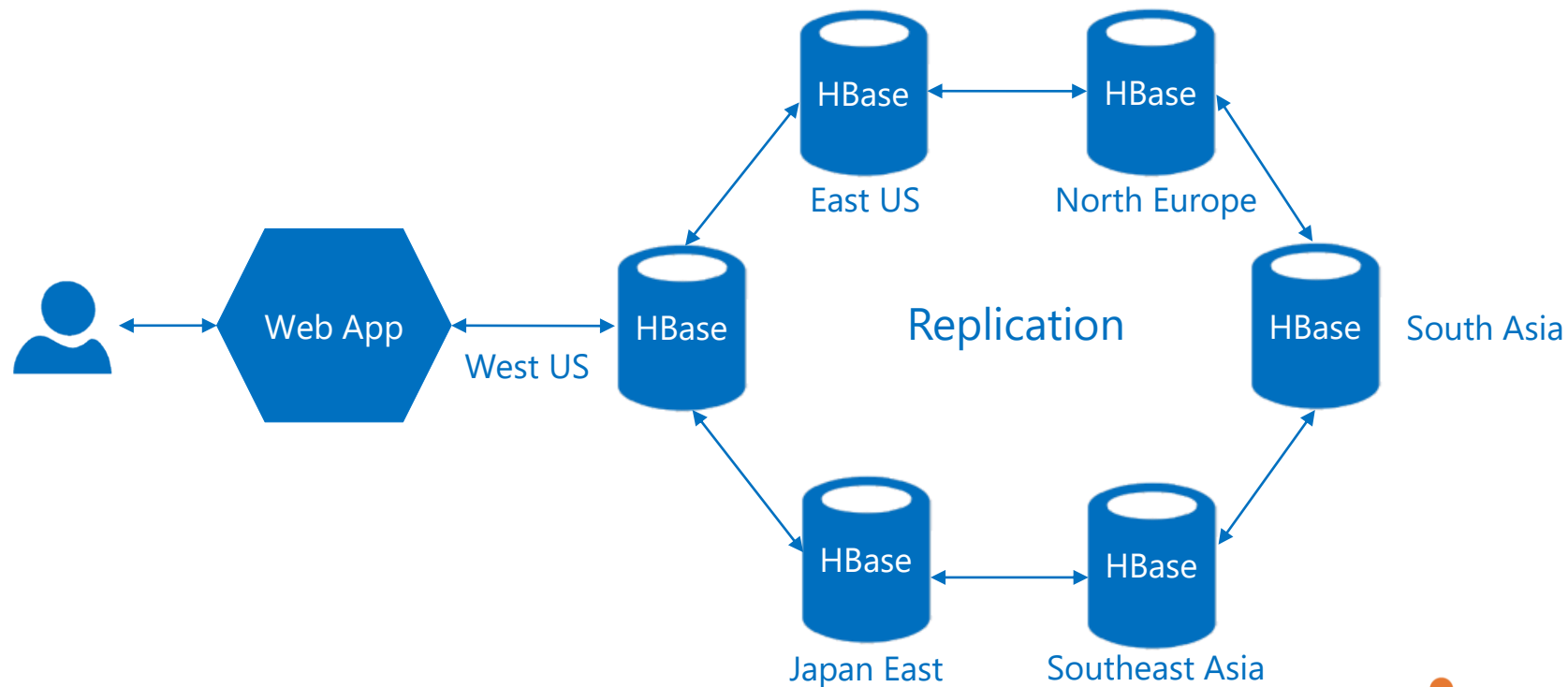
- Integration features
 - Integration with Hadoop MapReduce, Hive, Tez, Spark (hardware pending)
 - Bulk import of large amounts of data
- Client APIs
 - Java, REST, python, node.js, php, .NET

Use case #1: key value store

- Key value store
 - Message systems
 - Content management systems
- Examples
 - Facebook Messages
 - Twitter-like messages
 - Webtable – web crawler/indexer



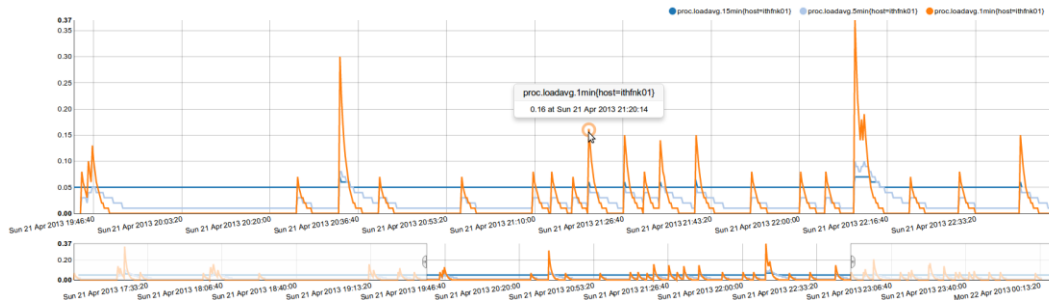
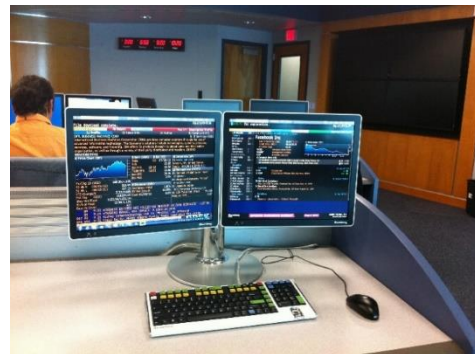
Use case #1: key value store



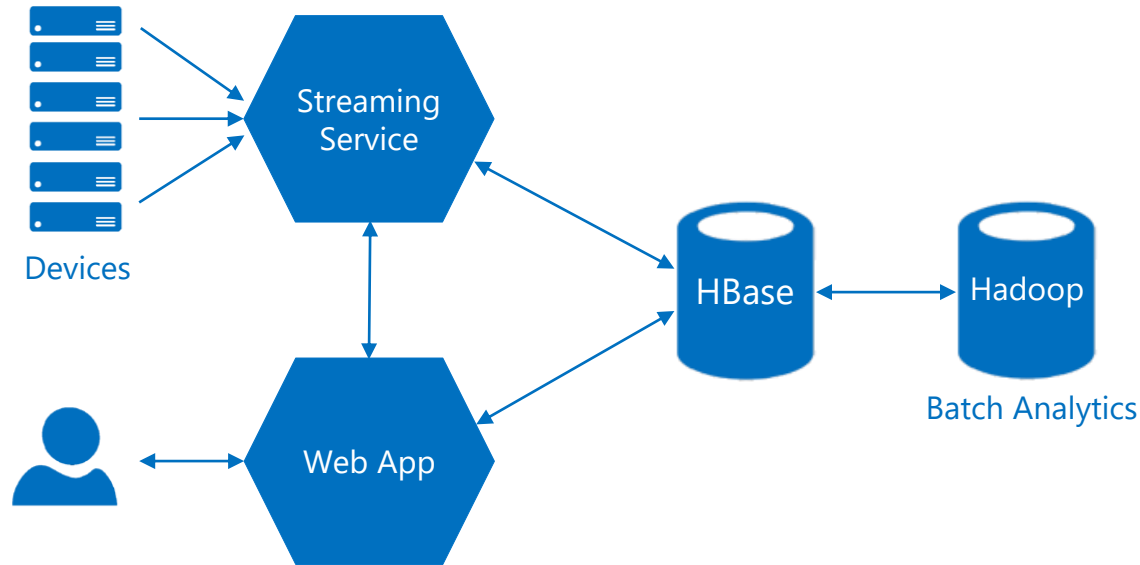
- Architecture

Use case #2: sensor data

- Sensor data
 - Social analytics
 - Time series databases
 - Interactive dashboards with trends, counters, etc
 - Audit log systems



Use case #2: sensor data



- Architecture

Questions?