

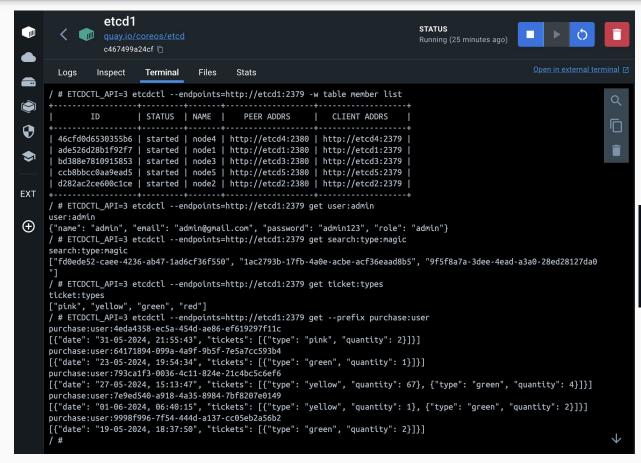
Group 5:

Fábio Sá - up202007658 Inês Gaspar - up202007210 José Gaspar - up202008561

Overview of the technology

- Key-Value database (5th key-value DB in popularity in db-engines)
- Developed by CoreOS
- Name
 - etc related to /etc folder
 - d from distributed
- Widely used in distributed systems
 - Configuration management and coordination of systems
- Strong consistency, fault-tolerant
- Use cases:
 - Kubernetes
 - Container Linux by CoreOS

Administration overview & Client libraries



There are no official client libraries, but the etcd community recommends some:

For JS/TS:



For Python:

```
☐ python-etcd3 Public

Python client for the etcd API v3

Python ☆ 418 ~ 170
```

Data Model

Logical View

- Flat binary key space
- Multiple revisions / versions
 over key-value pairs
- Creating a key increments its version
- Deleting a key resets its version to 0 - tombstone

Physical View

- Persistent B+tree
 - Ordered lexically for fast ranged lookups over revision deltas
- Each revision containing only the delta from the previous
 - Very efficient for range queries over deltas

Data Operations

etcd provides a HTTP/JSON API

- GET (one or several keys)
 - single key
 - range of queries by prefix
- PUT (one key)
- DELETE (one key)
- Watcher
 - generation of watchers used to monitor a value of a given key
 - o it is possible to see previous versions of the key-value pair

Features

Replication and node communication features

- Database works in a distributed way mainly (if nodes > 1)
- Number of nodes is preferible odd
 - etcd works with quorums of size (n / 2) + 1
- Uses Raft Consensus algorithm
 - leader election
- The leader node is responsible for
 - ensuring data replication
 - load balance of requests
- FULL-REPLICATION
- FAULT-TOLERANT

Consistency features

- Sequential consistency
 - all nodes reads same events in the same order - stronger form of consistency

Eventual consistency is not enough!

→ can lead to problems in critical systems

Nodes do not need to be physically together!

→ latency tends to increase

Features

Watcher feature

- Used to monitor a given value of a certain key over time based on the operations executed over that key.
- PUT, GET or both operations can be monitored
- Useful in configuration systems

Data processing features

Functions like count, average, sum DO NOT exist!

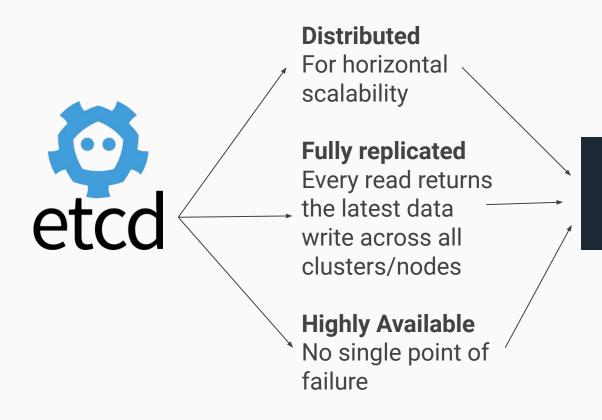
Regarding data types - etcd is limited due to its creation purpose

- only numbers and strings (all stored in binary)
- use of (de)serialization functions to bypass this limitation

Limitations of etcd

- Lack of data processing features
- Prefix search is allowed but not suffix
 - Require extra carefulness while designing aggregates
- Requests are limited to 1.5Mib and ideally DB should not have more than 8GiB (ideal size is <= 2GiB)
 - Not appropriate to handle large amounts of data
- Writes are a bottleneck and limit database scalability
 - Needing at least 50 sequential IOPS (e.g., from a 7200 RPM disk) and ideally 500 sequential IOPS (e.g., from a local SSD or high-performance virtualized block device) for heavily loaded clusters
- Total replication is also a drawback in terms of performance

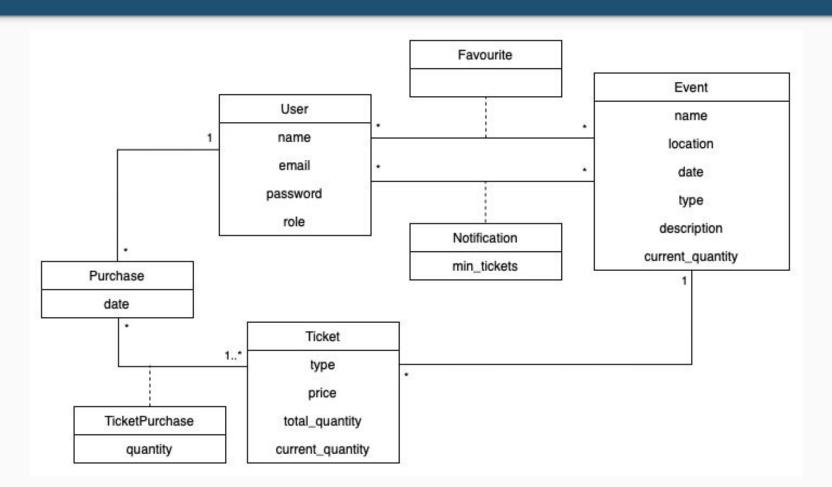
Prototype TickETCD - Overview



TickETCD

Consistency in Every Ticket

Prototype TickETCD - Conceptual Model



Prototype TickETCD - Physical Model (1/3)

user:<USERNAME>

```
"user:johndoe": {
    "name": "john doe", "email": "john@mail.com",
    "password": "john123", "role": "admin"
}
```

event:<EVENT_ID>

```
"event:92fe965d-a189-4f26-844c-0979c6ca035e": {
    "name": "Simple concert", "description": "A simple event example",
    "location": "Porto", "type": "concert", "date": "2024-03-13",
    "current_quantity": "14"
}
```

ticket:<EVENT_ID>:<TYPE>

```
"ticket:92fe965d-a189-4f26-844c-0979c6ca035e:pink": {
    "total_quantity": "34", "current_quantity": "23", "price": "23.99"
}
```

Prototype TickETCD - Physical Model (2/3)

```
notification:<USERNAME>:<EVENT_ID>
 "notification:johndoe:92fe965d-a189-4f26-844c-0979c6ca035e" : {
     "limit": 42, "active": true
favourite:<USERNAME>
"favourite:johndoe": [ "92fe965d-a189-4f26-844c-0979c6ca035e" ]
purchase:<USERNAME>:<EVENT_ID>
"purchase: johndoe: ad25c85c-6714-4d1f-857b-9bcd1a45ccb9": [ {
         "date": "2024-03-14 13:45:00".
         "tickets": [{ "type": "red", "quantity": "3"}]
```

Prototype TickETCD - Physical Model (3/3)

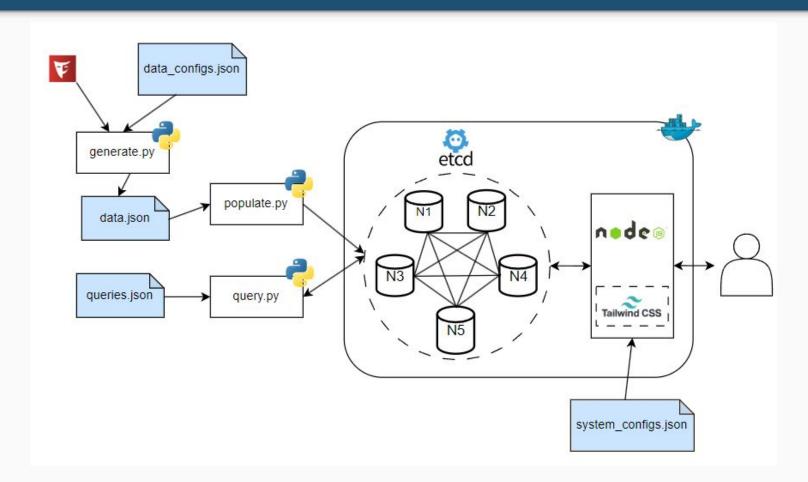
Static data

```
"event:locations": ["lisbon","porto","braga"],
"event:types": ["concert","theater","dance", "magic","circus"],
"ticket:types": ["pink","blue","green","red"]
```

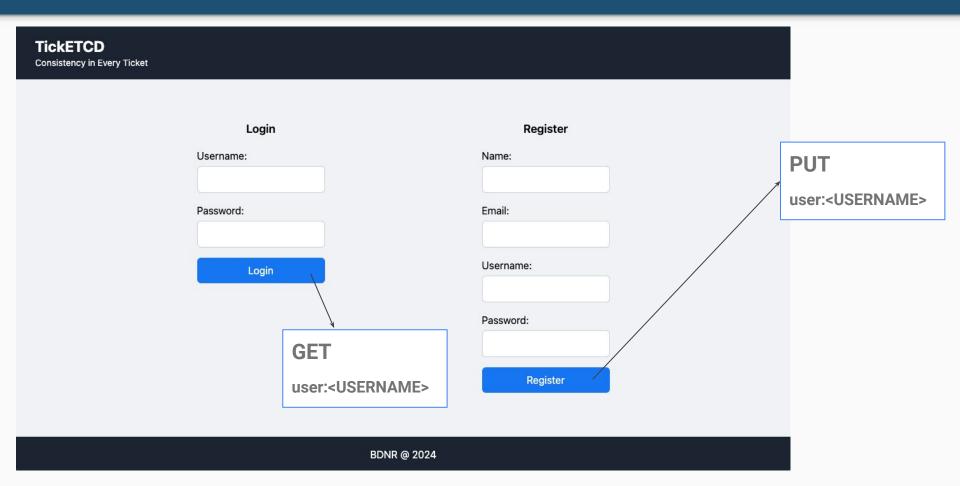
search:<TYPE>:<INPUT>

```
"search:text:some": [ "92fe965d-a189-4f26-844c-0979c6ca035e" ]
"search:type:concert": [ "f2af5c43-7cad-49f8-88c1-2ff7e8fe8d81" ]
"search:location:lisbon": [ "97636456-a096-4868-9dc1-aac79a22961c" ]
```

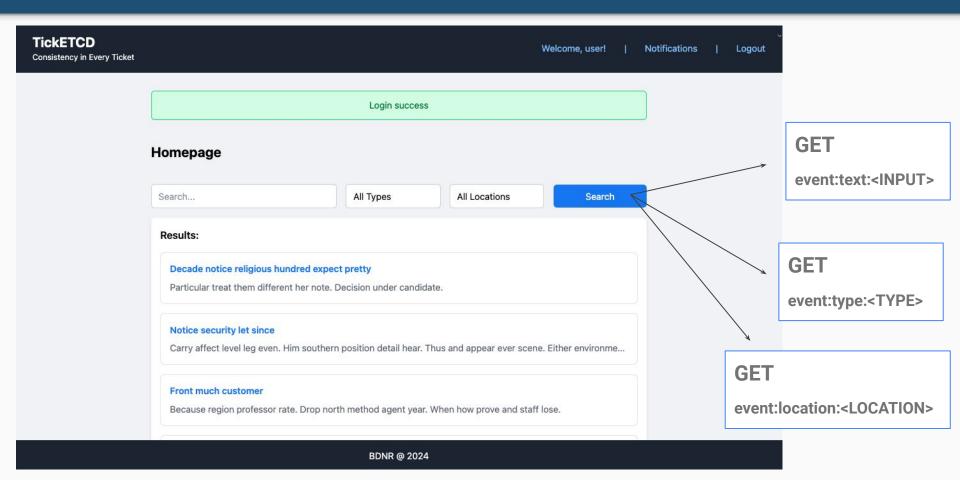
Prototype TickETCD - Architecture



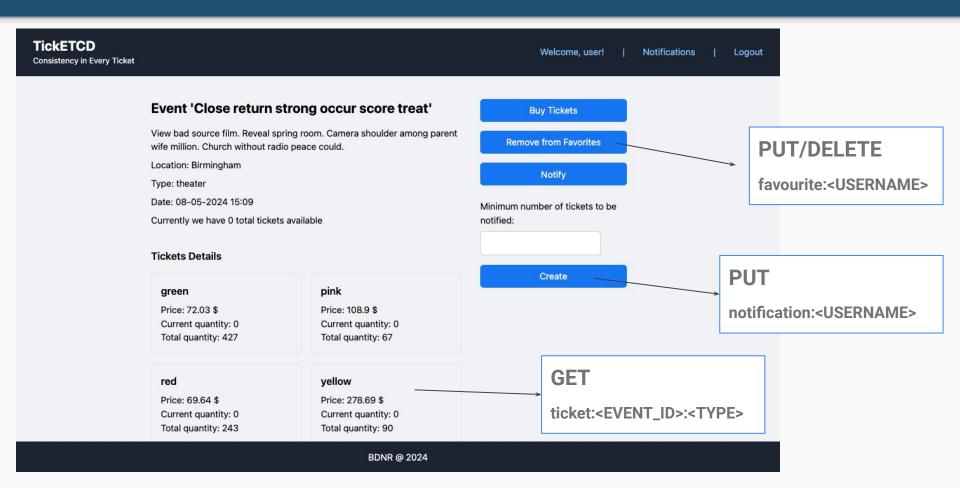
Prototype TickETCD - Features (1/10)



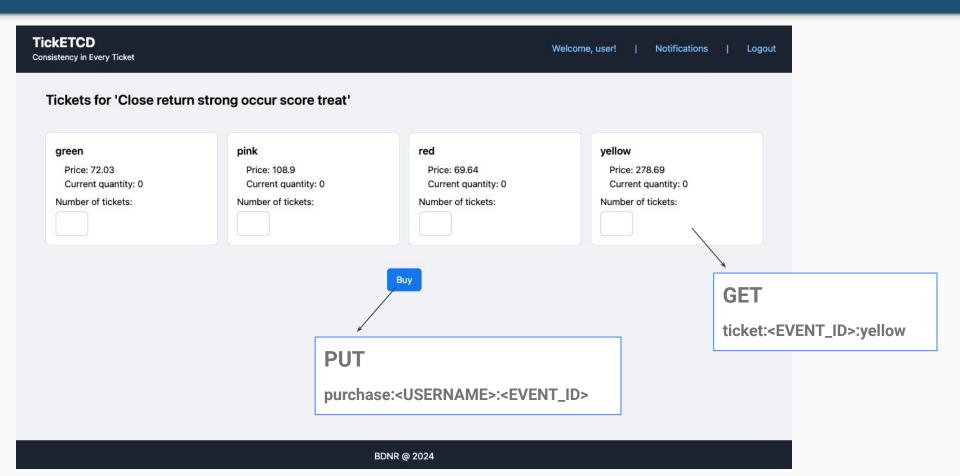
Prototype TickETCD - Features (2/10)



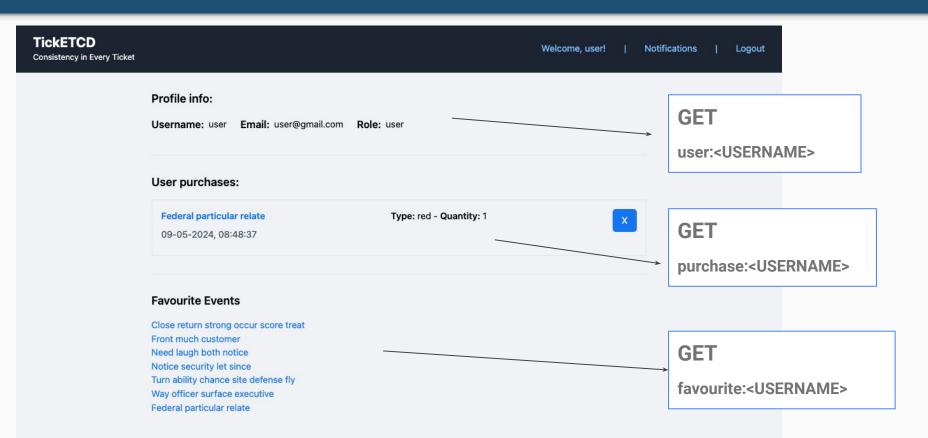
Prototype TickETCD - Features (3/10)



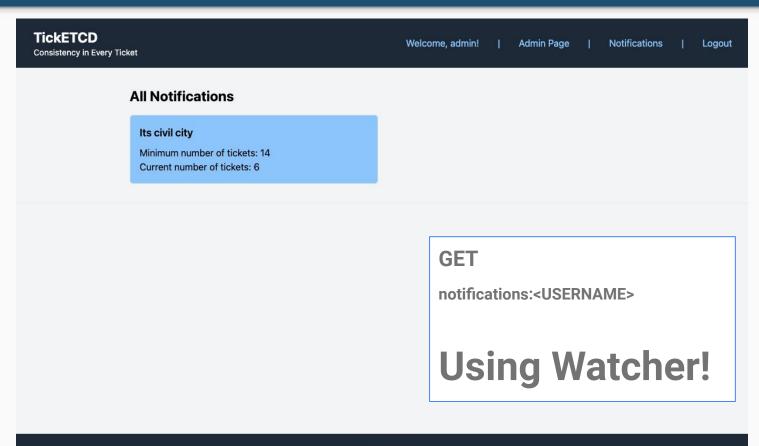
Prototype TickETCD - Features (4/10)



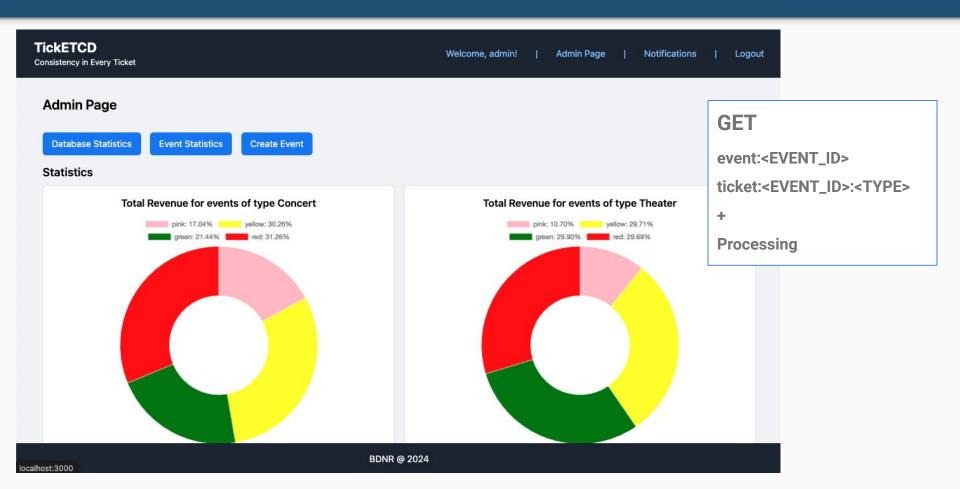
Prototype TickETCD - Features (5/10)



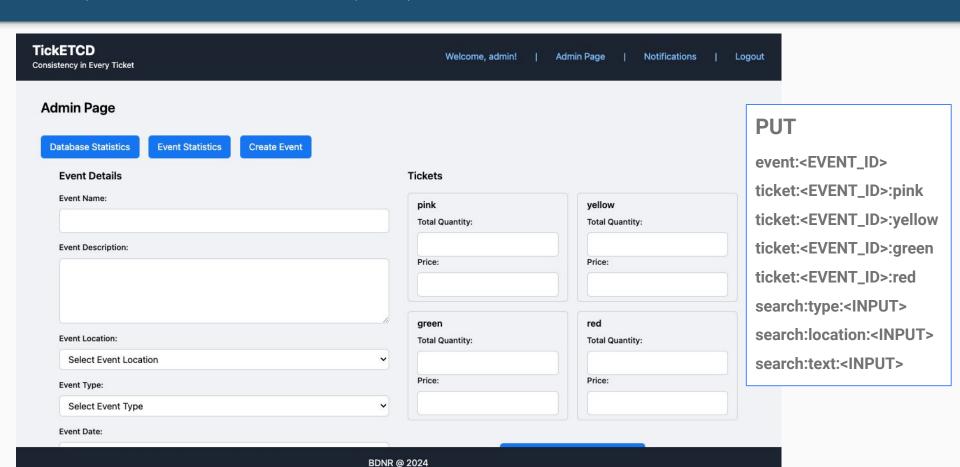
Prototype TickETCD - Features (6/10)



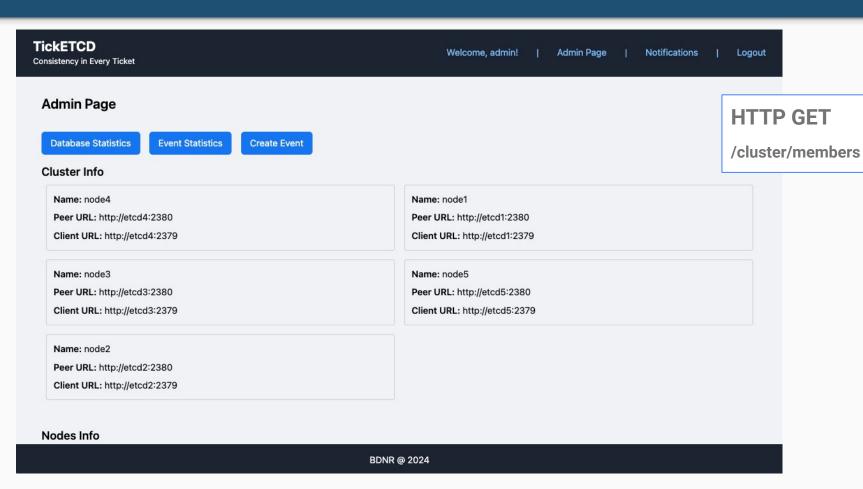
Prototype TickETCD - Features (7/10)



Prototype TickETCD - Features (8/10)



Prototype TickETCD - Features (9/10)



Prototype TickETCD - Features (10/10)

Nodes Info

Name: node1

ID: ade526d28b1f92f7

State: StateFollower

Start Time: 2024-05-12T22:49:07.195776Z

Leader:

bd388e7810915853

Uptime:

1h40m43.658626s

Recy Append Request

Count: 875

Send Append Request

Count: 0

Name: http://etcd2:2379

Error Message: Node not

alive!

Name: node3

ID: bd388e7810915853

State: StateLeader

Start Time: 2024-05-12T22:49:05.754089Z

Leader:

bd388e7810915853

Uptime:

1h40m44.097984s

Recv Append Request

Count: 0

Send Append Request

Count: 3476

Name: http://etcd4:2379

Error Message: Node not

alive!

HTTP GET

/node/info

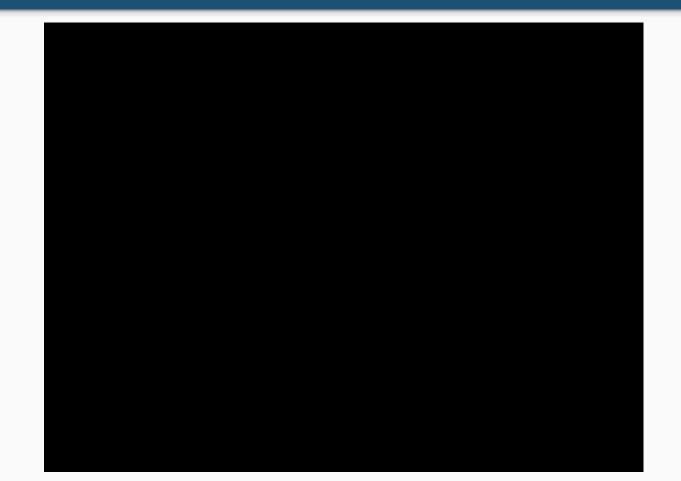
Name: node5

ID: ccb8bbcc0aa9ead5

State: StateFollower

Start Time: 2024-05-

Prototype TickETCD - Demo



Prototype TickETCD - Limitations (1/5)

Redundancy, redundancy, redundancy...

```
$ cat configurations.json
{
    "NUM_USERS": 10,
    "NUM_EVENTS": 10,
    "TICKET_TYPES": ["pink", "yellow", "green", "red"],
    "NODES": 5
    ...
}
```

Just 10 users and 10 events... more than 400 key-value pairs and took more than 3 minutes in populate step!

```
python3 data/generate.py data/data.json
python3 data/populate.py data/data.json
Populating ETCD with 429 key-value pairs...
Populate done. Inserted 429 key-value pairs in 195.1 seconds
```

Prototype TickETCD - Limitations (2/5)

Adding more redundancy to the system is good in etcd... or not!

```
"user:johndoe" : {
    "name" : "john doe",
    "email" : "john@mail.com",
    "password" : "john123",
    "role" : "admin"
}
```

```
"user:johndoe:name" : "jonh doe",

"user:johndoe:email" : "john@mail.com",

"user:johndoe:password" : "john123",

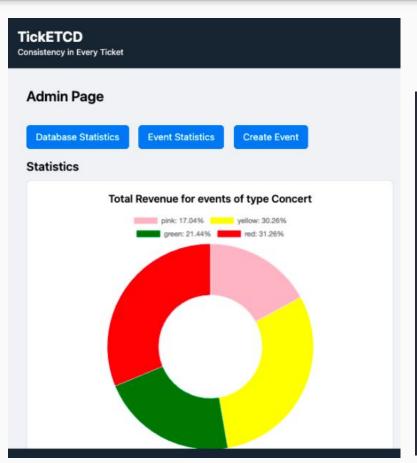
"user:johndoe:role" : "admin"
```

```
N attributes = 1 Query
+
Object serialization/deserialization
```

N attributes = N Queries (disk!)
+

Not suitable for most TickETCD aggregates

Prototype TickETCD - Limitations (3/5)



Event statistics is a nice feature, but...

```
async function getStatistics(db, reg, res) {
    let stats = {}
   try {
       const event_types = await utils.getEventTypeKeys(db);
       for (const event_type of event_types) {
           const events = await db.get(`search:type:${event_type}`).json();
           let total = 0;
           stats[event_type] = {};
           for (const event id in events) {
               const ticket_types = await utils.getTicketTypes(db);
               for (const ticket_type in ticket_types) {
                   const details = await db.get(`ticket:${events[event_id]}:${ticket_types[ticket_type]}`).json();
                   const price_per_ticket_type = details.price * (details.total_quantity - details.current_quantity);
                   total += price_per_ticket_type;
                   if (!stats[event_type][ticket_types[ticket_type]])
                       stats[event_type][ticket_types[ticket_type]] = price_per_ticket_type;
                       stats[event_type][ticket_types[ticket_type]] += price_per_ticket_type;
           stats[event_type]['total'] = total;
   } catch (e) {
       console.log(e);
   } finally {
        return stats;
```

Prototype TickETCD - Limitations (4/5)

Searching by event attributes requires a **lot of external processing**...

```
"event:1234" : {
                                                          "BDNR Data Bases Bases Data" =
    "name": "BDNR",
                                                                     ['bdnr', 'data', 'bases']
    "description": "Data Bases Bases Data",
    "type": "MEIC",
    "location": "Porto"
                                                     "search:text:bdnr" : [ "1234" ],
                                                     "search:text:data" : [ "1234" ],
       type = 'MEIC' => 'meic'
                                                     "search:text:bases" : [ "1234" ],
       location = 'Porto' => 'porto'
                                             ... and makes updating event
"search:type:meic" : [ "1234" ],
"search:location:porto" : [ "1234" ],
                                                                attributes unfeasible!
```

Prototype TickETCD - Limitations (5/5)

Let's take a look at the computation flow for purchasing tickets of type **X** and **Y** for event **bdnr** by user **jonhdoe**...

- 1. Insert an entry in the array purchase:jonhdoe:bdnr
- 2. Update **ticket:bdnr:x** ticket current quantity
- 3. Update **ticket:bdnr:y** ticket current quantity
- Update the global ticket quantity in event:bdnr

Manipulates 4
aggregates sequentially
and **not atomically**!

for multiple aggregates at the same time!

Conclusions

- Exploration with more detail of one of the paradigms of non-relational databases, key-value
- Opportunity to study a new technology, etcd, understand its specificities
- The implementation of the prototype made it possible to understand this approach and to apply features such as the scalability and consistency that these technology offer