

HBase Concrete Architecture

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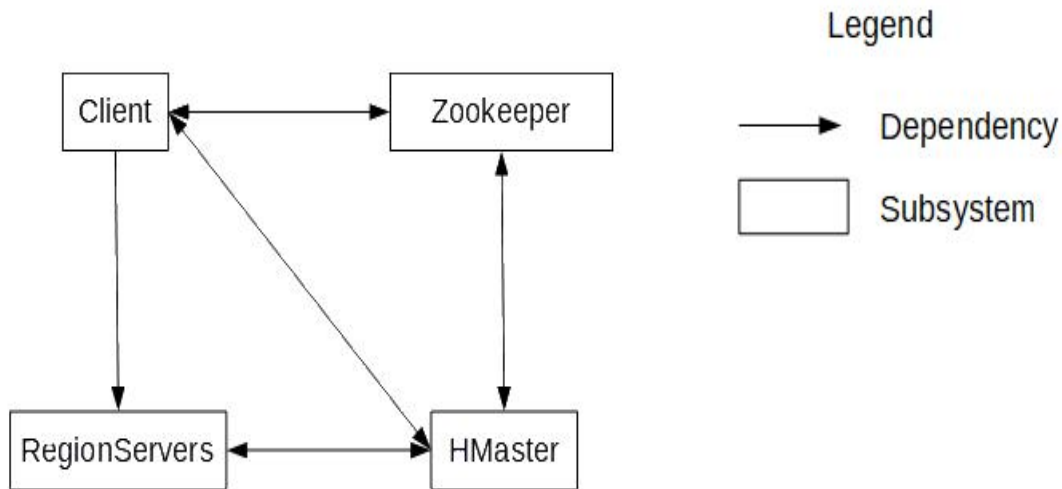
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OVERVIEW OF PRESENTATION

1. Subsystem Overview
2. Subsystem Derivation Process
3. Subsystem Focus - regionserver
4. Architectural Analysis
5. Concurrency Analysis
6. Use case and Lessons Learned

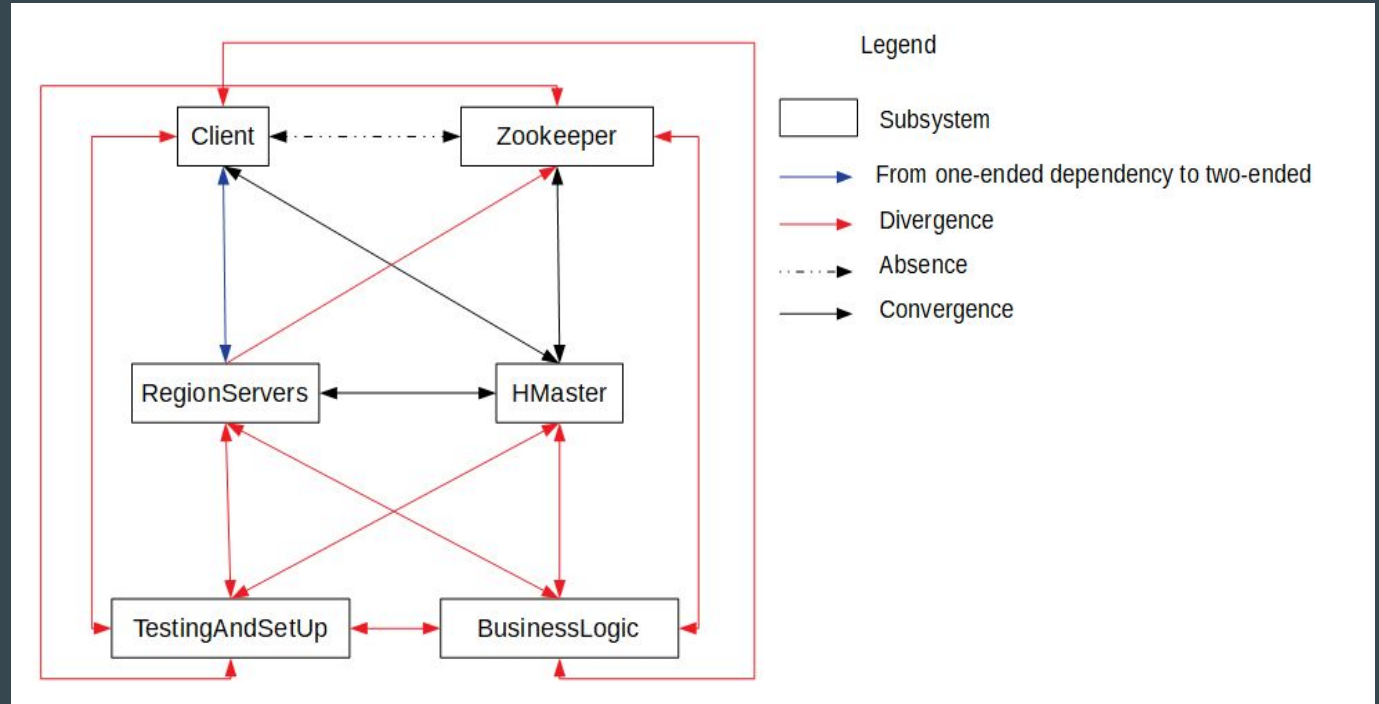
Subsystem Overview - Conceptual Model



Conceptual Architecture -
Simplified to emphasize on
dependency between
subsystems

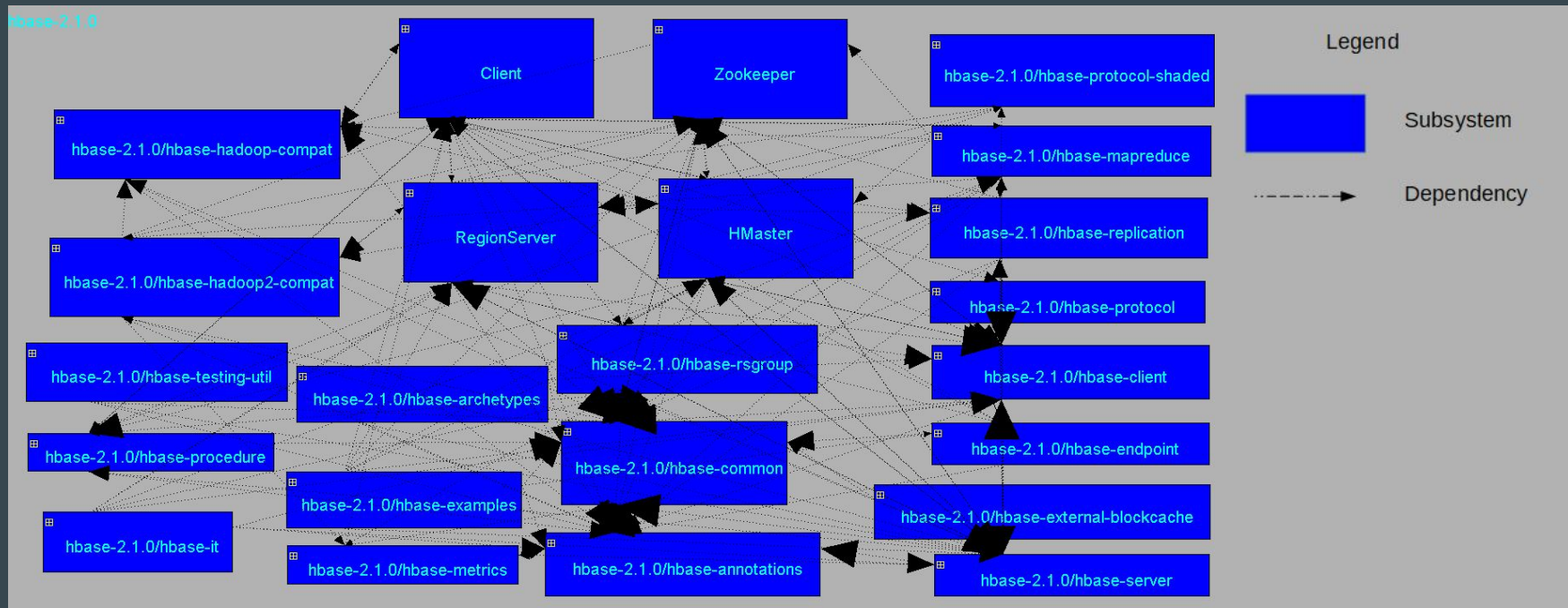
Subsystem Overview - Reflexion Model

Concrete Architecture -
New additions to the
subsystems as well as
dependencies



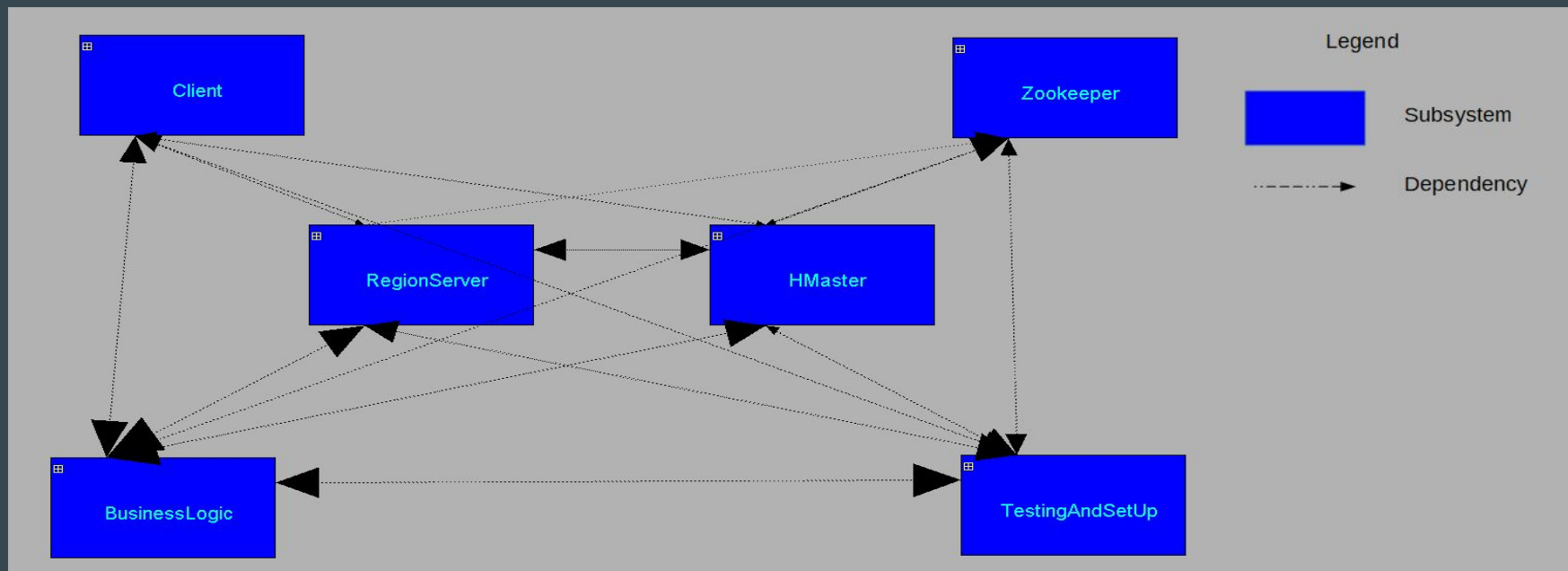
Subsystem Derivation Process - Step 1

Place all the directories that relate to our conceptual architecture in their respective entities

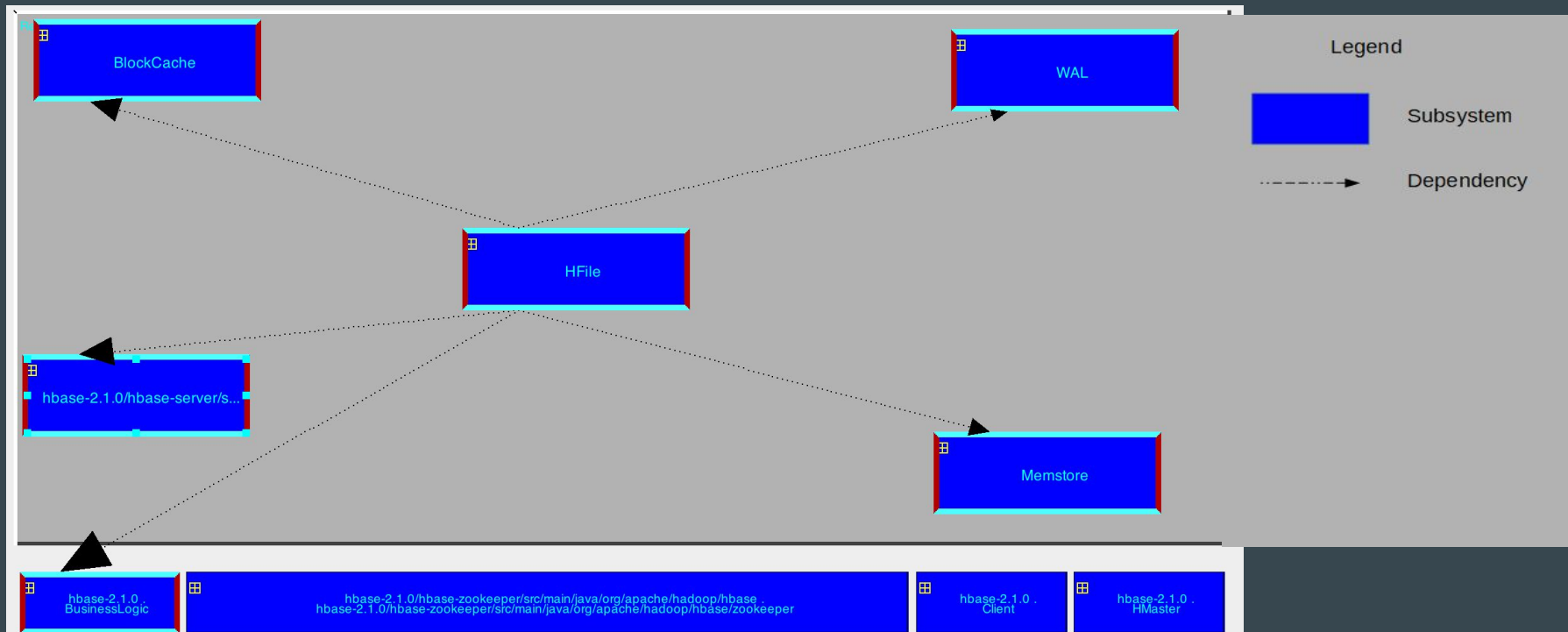


Subsystem Derivation Process - Step 2

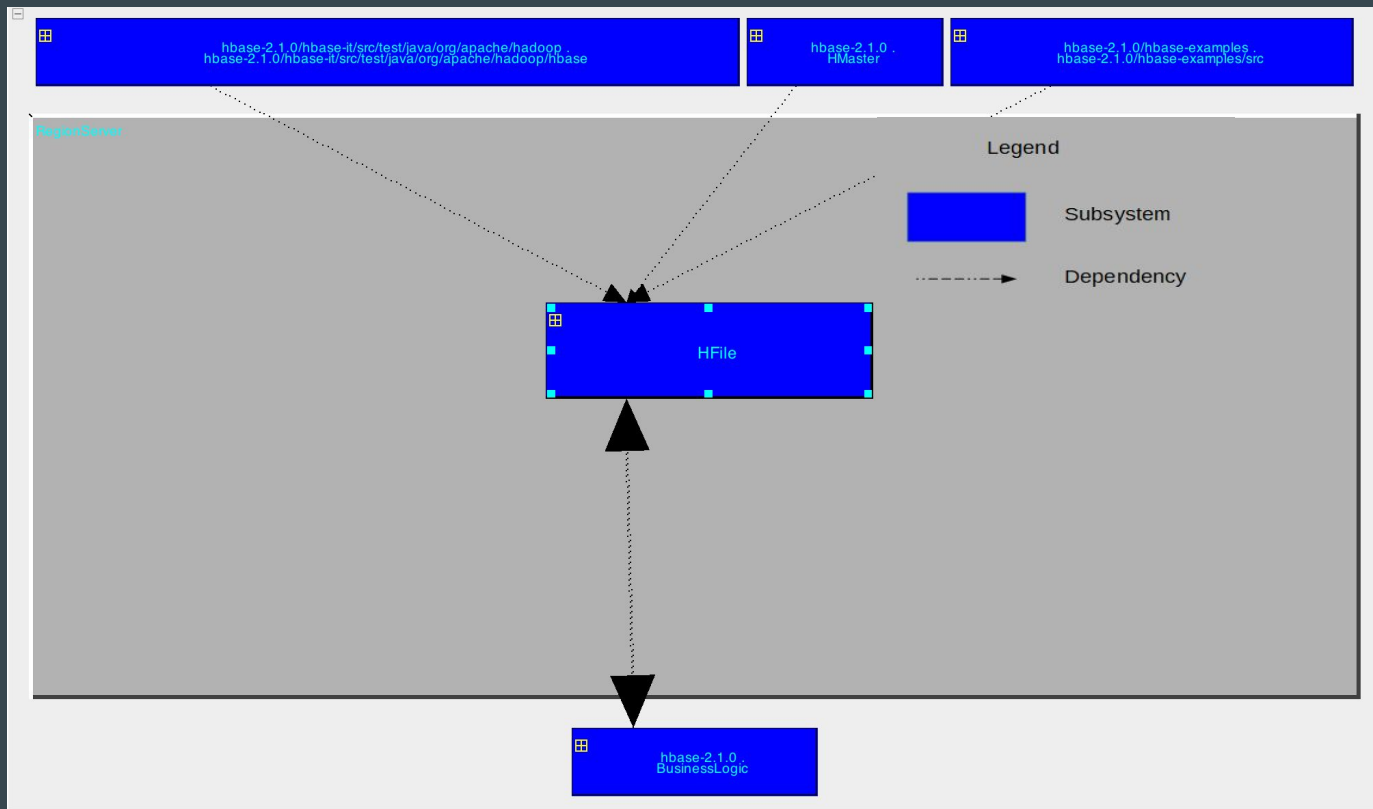
Research what the other subsystems did and place them in a matching directory name along with other subsystems that do similar processes



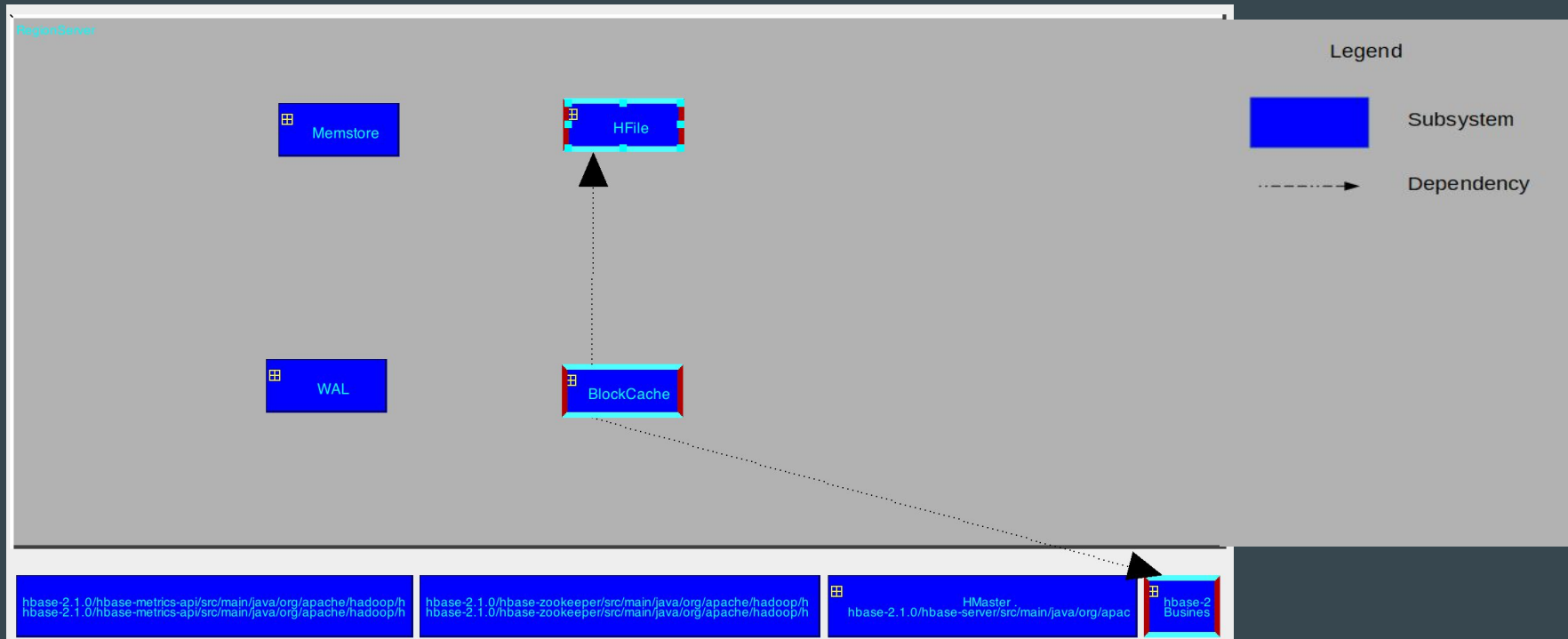
Subsystem Focus - Regionserver



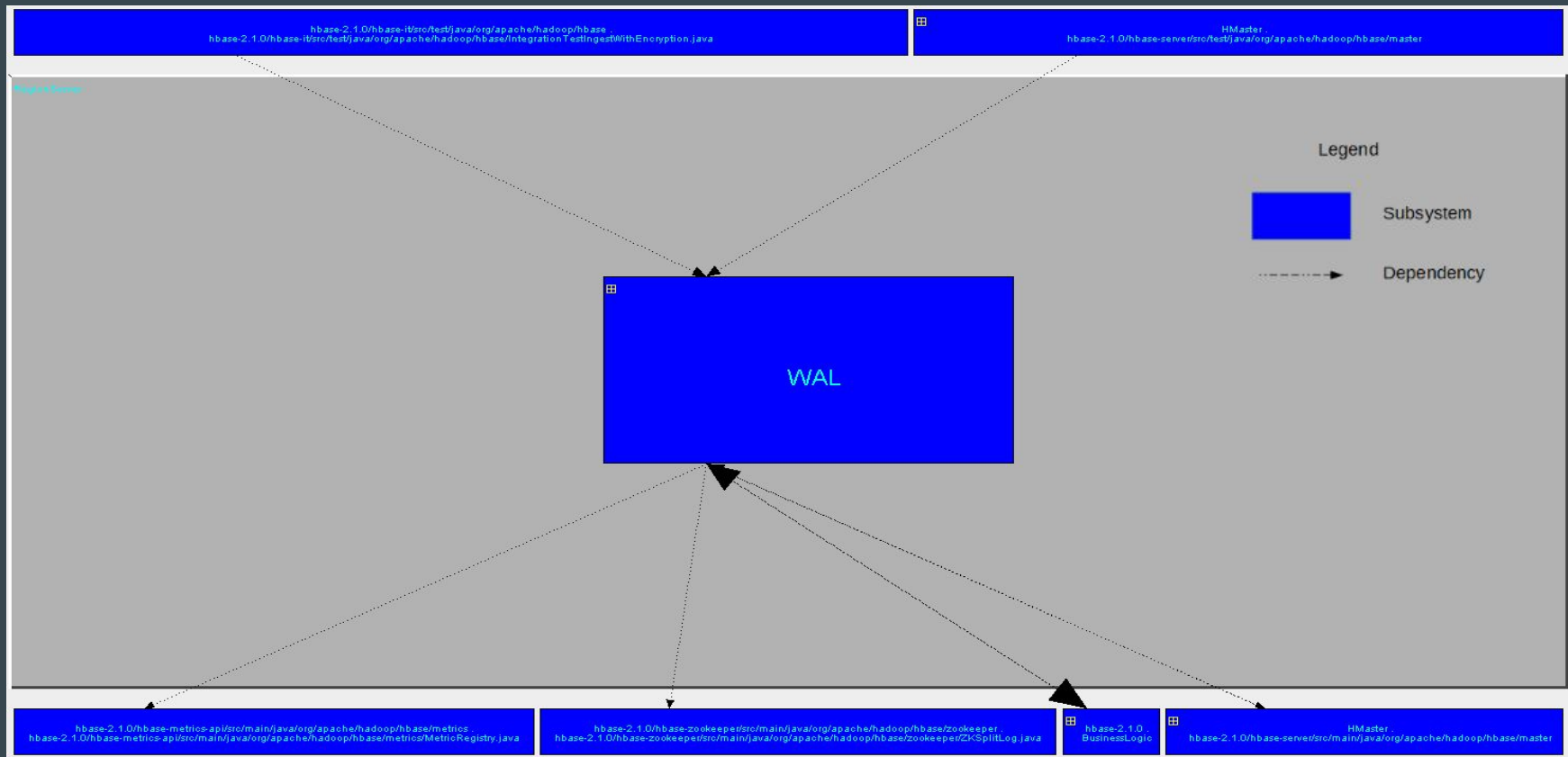
Region Server Detail - HFile



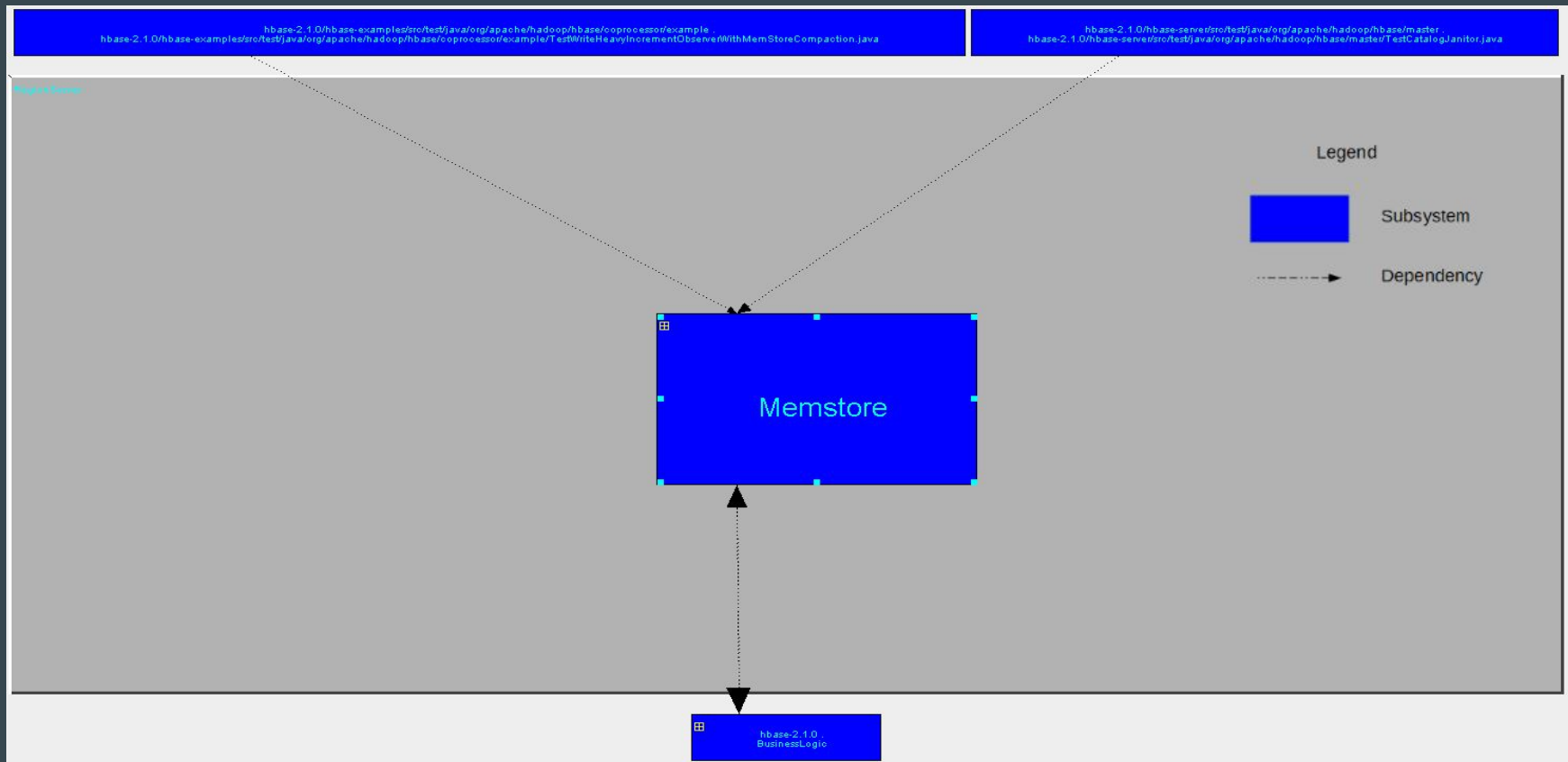
Region Server Detail - Blockcache



Region Server Detail - WAL



Region Server Detail - Memstore

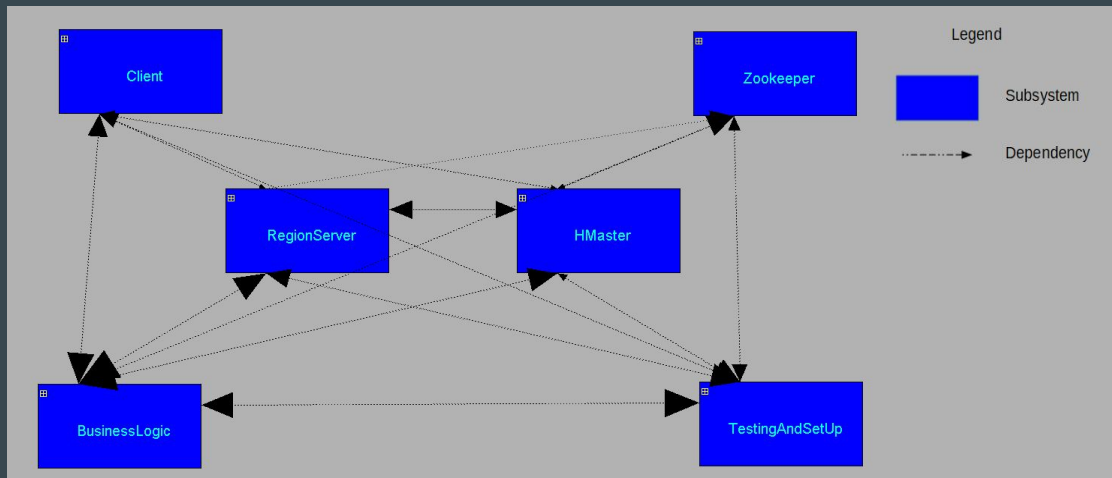


Architecture Analysis - Hbase

- Layered and Master/Slave Architecture.

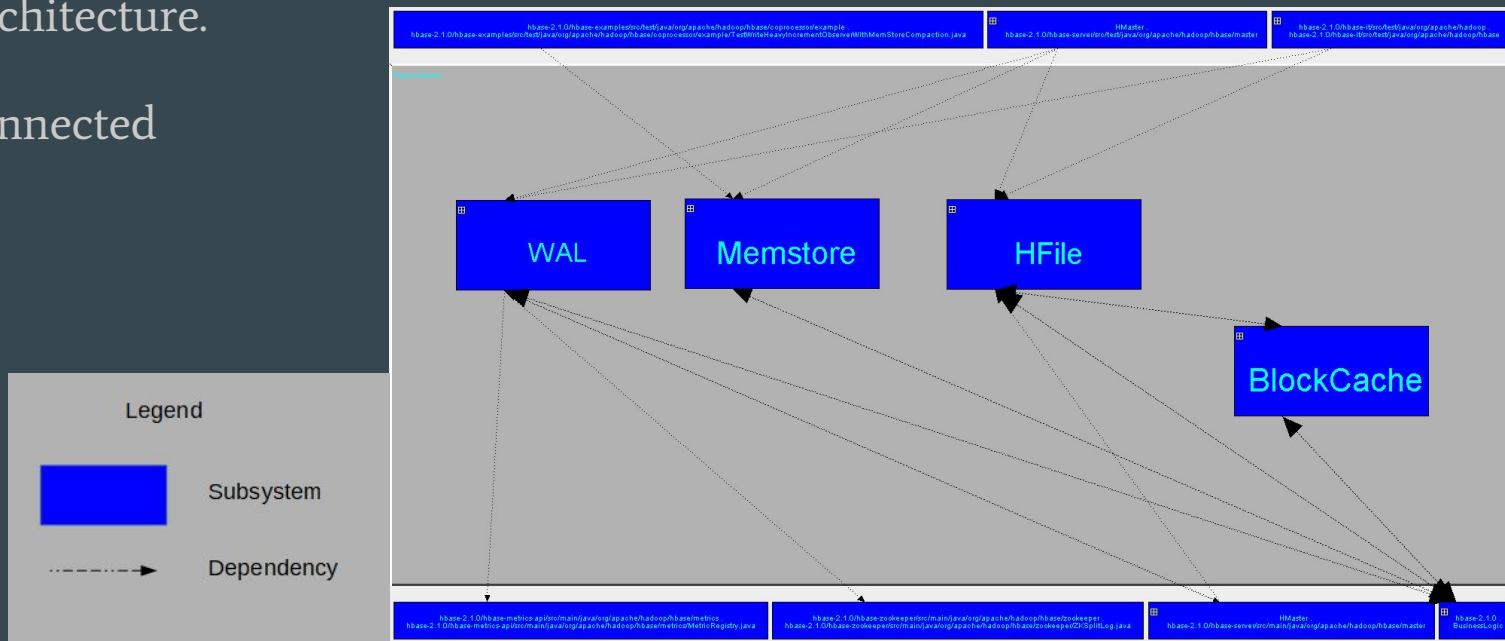
- New *TestingAndSetUp* Subsystem.

- New *BusinessLogic* Subsystem.

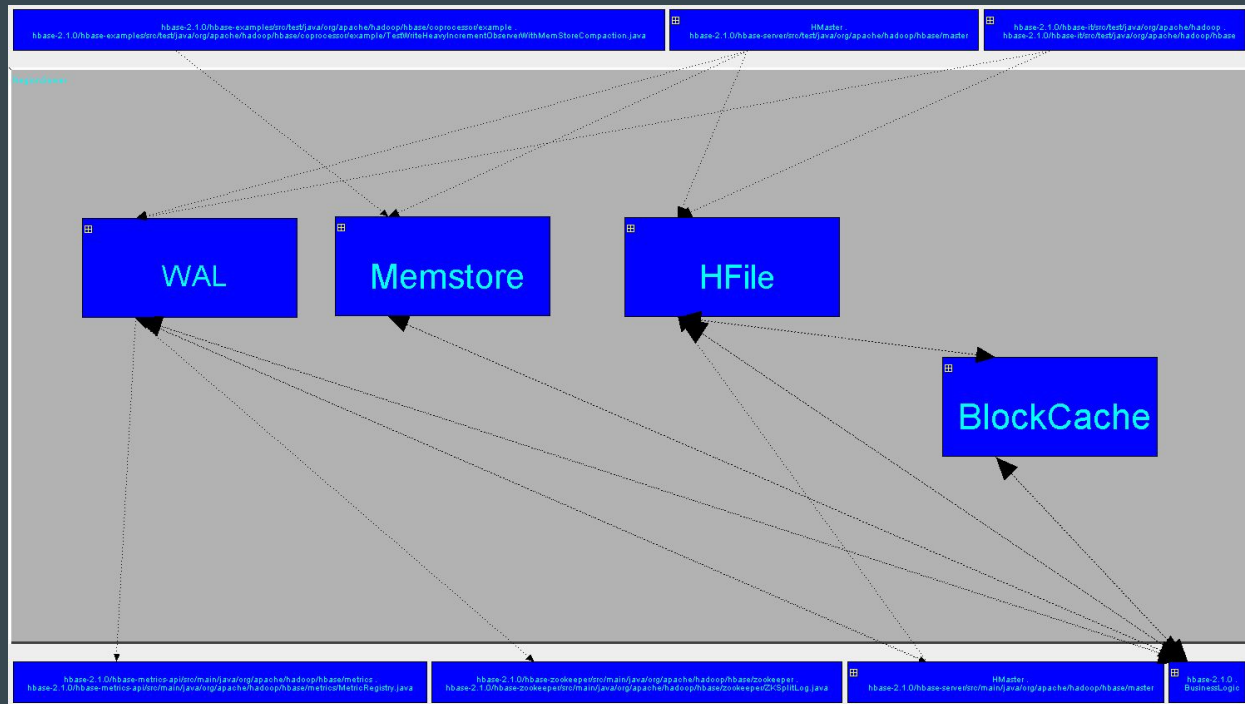


Architecture Analysis - Regionserver

- Layered Architecture.
- Four Disconnected Subsystems.

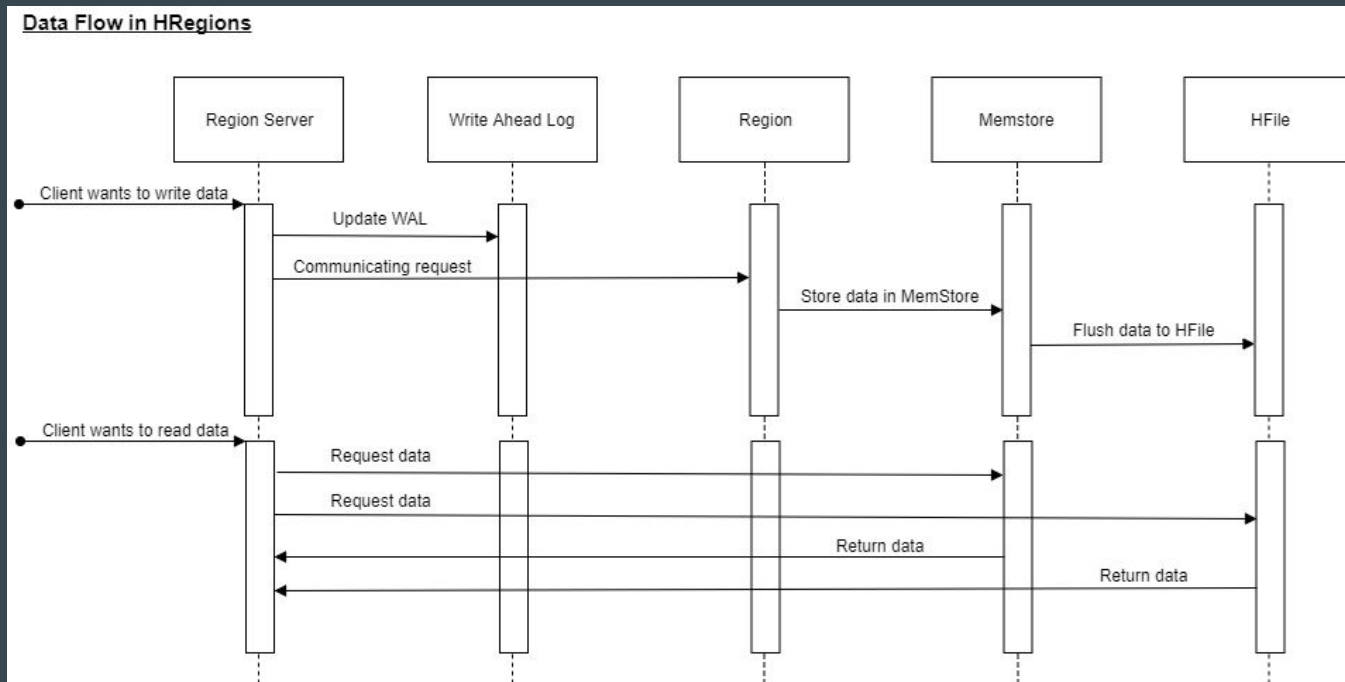


Concurrency



Use Case

Basic Read and Write operations in HRegions is demonstrated here



Lessons Learned

1. Extracting concrete architecture is **REALLY** hard
2. Many hidden subsystems appear (notably Business Logic)
3. Conceptual subsystems can have components spread throughout the code hierarchy
4. You could devote two months to this exercise and keep learning new interesting things



Closing

HBase is a complex and delicate system of interwoven components, more so than any of us originally imagined!

