



# NoSQL Databases

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# The Course Web Page

<https://id2221kth.github.io>

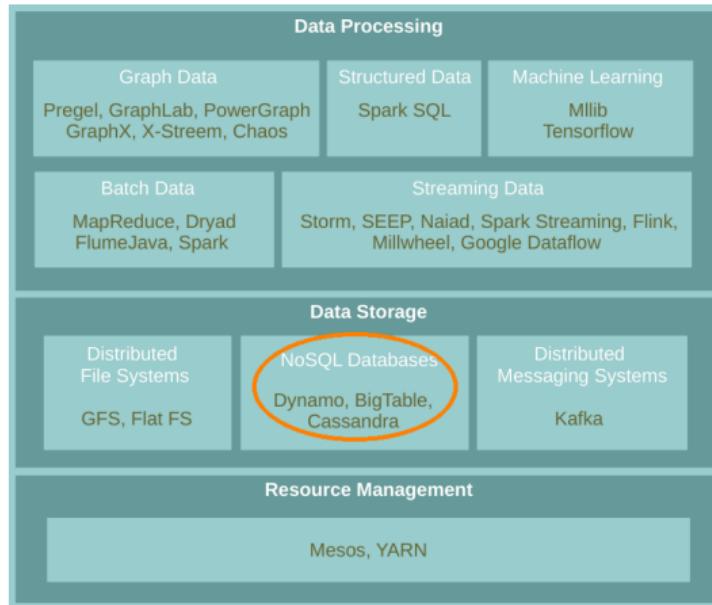


## The Questions-Answers Page

<https://tinyurl.com/hk7hzpw5>



# Where Are We?



# Database and Database Management System

- ▶ **Database:** an **organized** collection of **data**.
- ▶ **Database Management System (DBMS):** a **software** to **capture** and **analyze** data.





# SQL vs. NoSQL Databases

# Relational SQL Databases

- ▶ The **dominant** technology for storing **structured** data in web and business applications.
- ▶ **SQL** is good
  - Rich language and toolset
  - Easy to use and integrate
  - Many vendors
- ▶ They promise: **ACID**





# ACID Properties

## ► Atomicity

- All included statements in a transaction are either **executed** or the **whole** transaction is **aborted** without affecting the database.

## ► Consistency

- A database is in a **consistent** state before and after a transaction.

## ► Isolation

- Transactions can not see **uncommitted changes** in the database.

## ► Durability

- Changes are written to a **disk** before a database commits a transaction so that committed data cannot be lost through a power **failure**.



# SQL Databases Challenges

- ▶ Web-based applications caused spikes.
  - Internet-scale data size
  - High read-write rates
  - Frequent schema changes
- ▶ RDBMS were **not** designed to be **distributed**.



# NoSQL

- ▶ Avoids:
  - Overhead of ACID properties
  - Complexity of SQL query
- ▶ Provides:
  - Scalability
  - Easy and frequent changes to DB
  - Large data volumes





# Availability vs. Consistency

# Availability

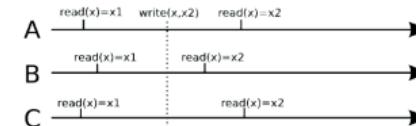
- ▶ Replicating data to improve the availability of data.
- ▶ Data replication
  - Storing data in more than one site or node



# Consistency

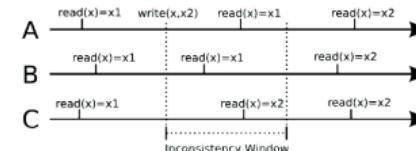
## ► Strong consistency

- After an update completes, any subsequent access will return the **updated value**.



## ► Eventual consistency

- Does **not guarantee** that subsequent accesses will return the **updated value**.
- **Inconsistency window**.
- If no new updates are made to the object, **eventually** all accesses will return the last updated value.





# Availability vs. Consistency

- ▶ The large-scale applications have to be **reliable**: consistency, availability, partition tolerance
- ▶ Achieving **ACID** properties on large-scale applications is **challenging**.
- ▶ **CAP** theorem

# CAP Theorem

## ► Consistency

- Consistent state of data after the execution of an operation.

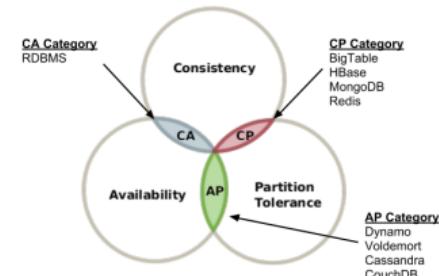
## ► Availability

- Clients can always read and write data.

## ► Partition Tolerance

- Continue the operation in the presence of network partitions.

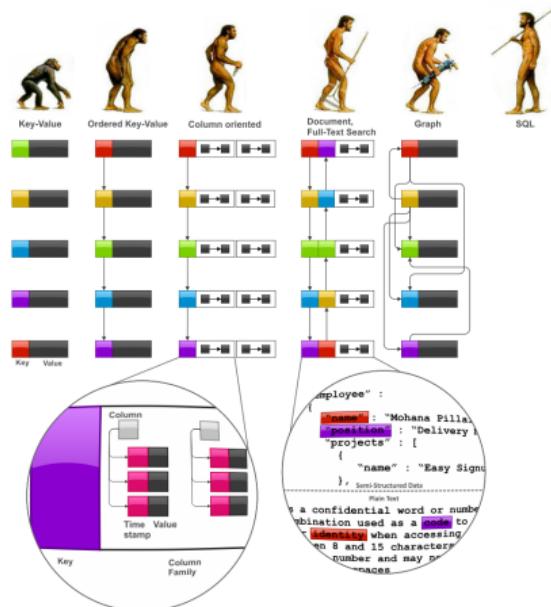
## ► You can choose only two!





# NoSQL Data Models

# NoSQL Data Models



[<http://highlyscalable.wordpress.com/2012/03/01/nosql-data-modeling-techniques>]



# Key-Value Data Model

- ▶ Collection of **key/value** pairs.
- ▶ **Ordered Key-Value:** processing over **key ranges**.
- ▶ **Dynamo, Scalaris, Voldemort, Riak, ...**

# Column-Oriented Data Model

- ▶ Similar to a **key/value** store, but the **value** can have multiple **attributes** (Columns).
- ▶ **Column**: a set of data **values** of a particular **type**.
- ▶ Store and process data by **column** instead of **row**.
- ▶ **BigTable, Hbase, Cassandra, ...**





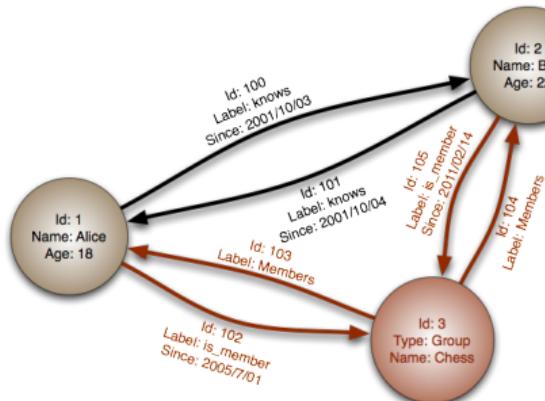
# Document Data Model

- ▶ Similar to a **column-oriented** store, but values can have **complex documents**.
- ▶ Flexible schema (XML, YAML, JSON, and BSON).
- ▶ **CouchDB, MongoDB, ...**

```
{  
    FirstName: "Bob",  
    Address: "5 Oak St.",  
    Hobby: "sailing"  
}  
  
{  
    FirstName: "Jonathan",  
    Address: "15 Wanamassa Point Road",  
    Children: [  
        {Name: "Michael", Age: 10},  
        {Name: "Jennifer", Age: 8},  
    ]  
}
```

# Graph Data Model

- ▶ Uses **graph** structures with **nodes**, **edges**, and **properties** to represent and store data.
- ▶ Neo4J, InfoGrid, ...



[[http://en.wikipedia.org/wiki/Graph\\_database](http://en.wikipedia.org/wiki/Graph_database)]



# BigTable

# BigTable

- ▶ Lots of (semi-)structured data at Google.
  - URLs, per-user data, geographical locations, ...
- ▶ Distributed multi-level map
- ▶ CAP: strong consistency and partition tolerance





# Data Model



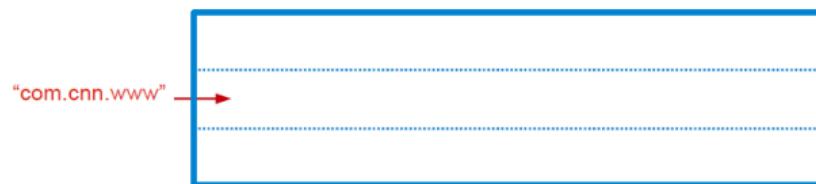
## Data Model (1/5)

- ▶ Table
- ▶ Distributed multi-dimensional sparse map



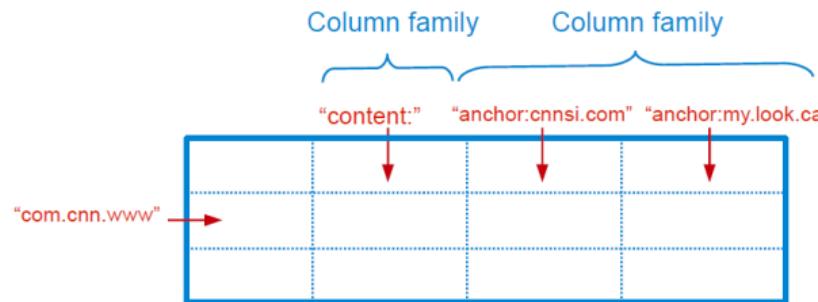
## Data Model (2/5)

- ▶ Rows
- ▶ Every read or write in a **row** is **atomic**.
- ▶ Rows sorted in **lexicographical** order.



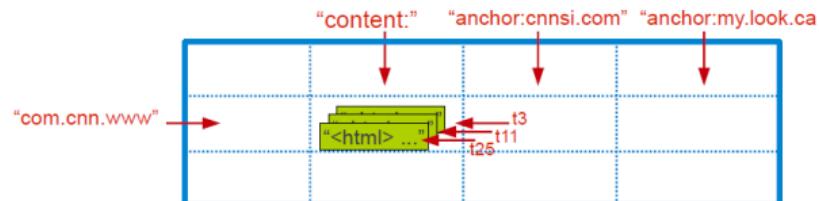
## Data Model (3/5)

- ▶ Column
- ▶ The **basic unit** of data access.
- ▶ Column families: group of (the same type) column keys.
- ▶ Column key naming: **family:qualifier**



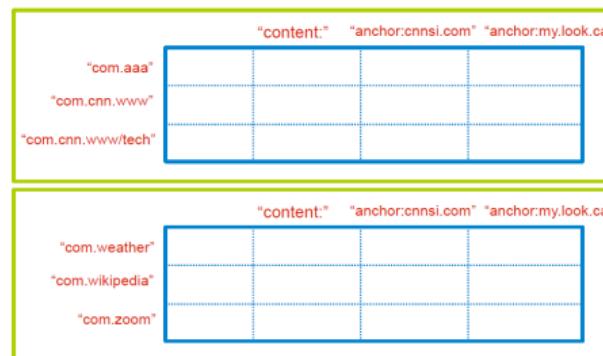
## Data Model (4/5)

- ▶ **Timestamp**
- ▶ Each column value may contain multiple **versions**.



## Data Model (5/5)

- ▶ **Tablet:** contiguous ranges of rows stored together.
- ▶ Tablets are **split** by the system when they become too large.
- ▶ Each **tablet** is served by exactly one **tablet server**.

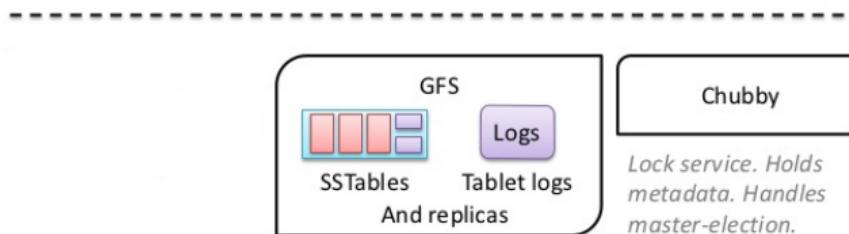
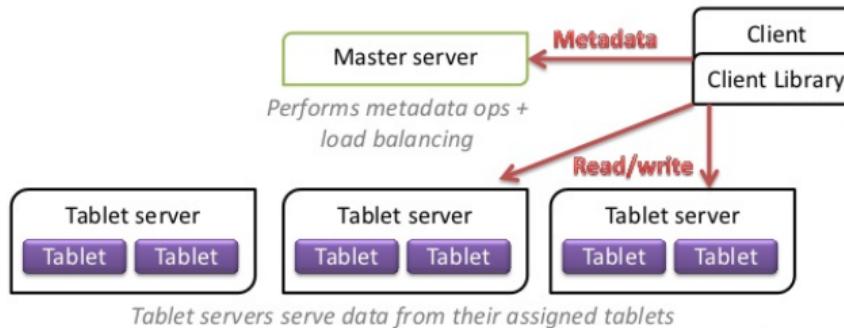




# System Architecture



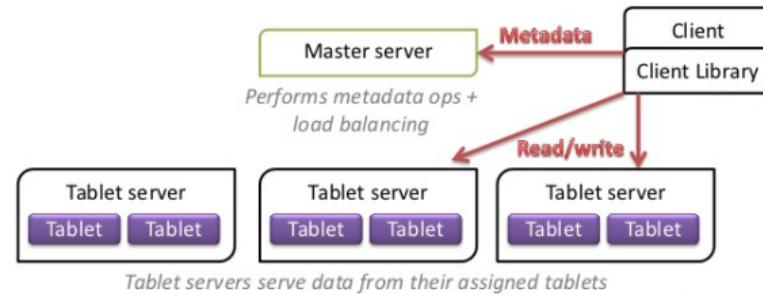
# BigTable System Structure



[<https://www.slideshare.net/GrishaWeintraub/cap-28353551>]

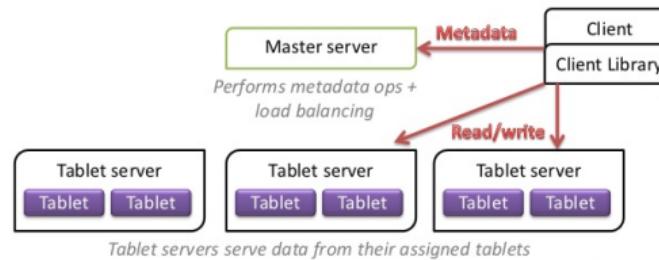
# Main Components

- ▶ Master
- ▶ Tablet server
- ▶ Client library



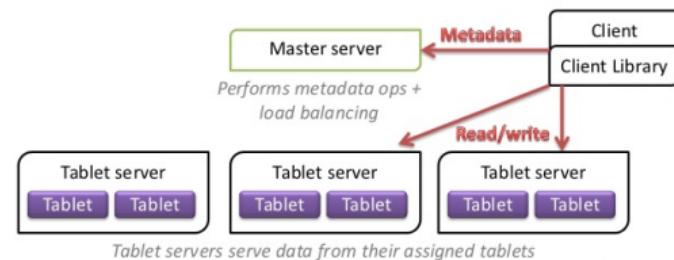
# Master

- ▶ Assigns tablets to tablet server.
- ▶ Balances tablet server load.
- ▶ Garbage collection of unneeded files in GFS.
- ▶ Handles schema changes, e.g., table and column family creations



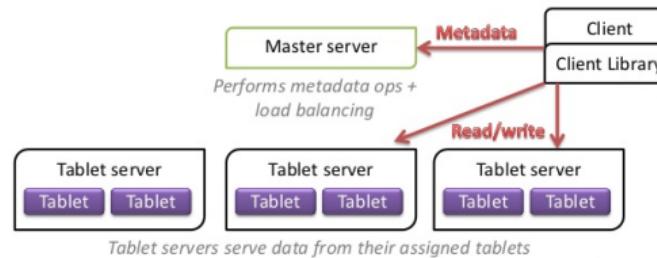
# Tablet Server

- ▶ Can be **added** or **removed** **dynamically**.
- ▶ Each **manages** a set of tablets (typically 10-1000 tablets/server).
- ▶ Handles **read/write** requests to tablets.
- ▶ **Splits tablets** when too large.



# Client Library

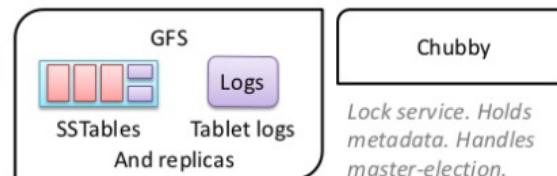
- ▶ **Library** that is linked into every client.
- ▶ Client **data** does not move though the **master**.
- ▶ Clients communicate **directly** with **tablet servers** for **reads/writes**.



# Building Blocks

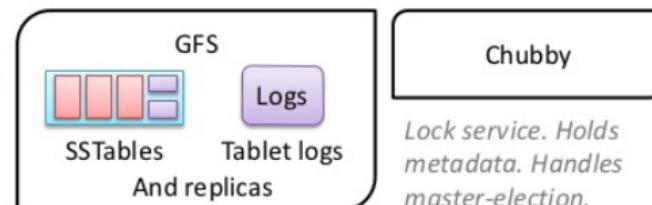
- ▶ The building blocks for the BigTable are:

- Google File System (GFS)
- Chubby
- SSTable



# Google File System (GFS)

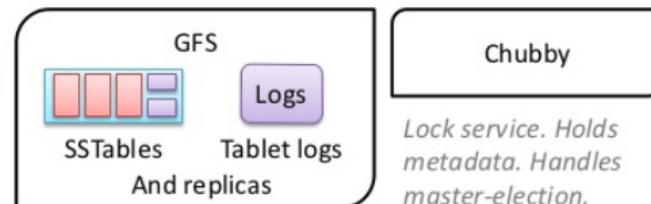
- ▶ Large-scale **distributed file system**.
- ▶ Store **log** and **data** files.





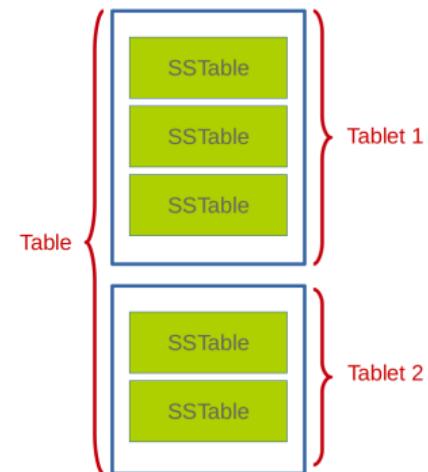
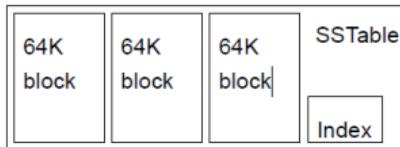
# Chubby Lock Service

- ▶ Ensure there is only **one active master**.
- ▶ Store **bootstrap location** of BigTable data.
- ▶ **Discover** tablet servers.
- ▶ Store BigTable **schema** information and **access control lists**.



# SSTable

- ▶ **SSTable** file format used internally to store BigTable data.
- ▶ Chunks of **data** plus a **block index**.
- ▶ **Immutable**, sorted file of **key-value** pairs.
- ▶ Each SSTable is stored in a **GFS** file.





# Tablet Serving



# Master Startup

- ▶ The **master** executes the following steps at **startup**:
  - Grabs a unique master **lock in Chubby**, which prevents **concurrent master** instantiations.
  - **Scans the servers directory** in Chubby to find the live servers.
  - **Communicates** with every live tablet server to discover what tablets are already assigned to each server.
  - **Scans the METADATA** table to learn the set of tablets.

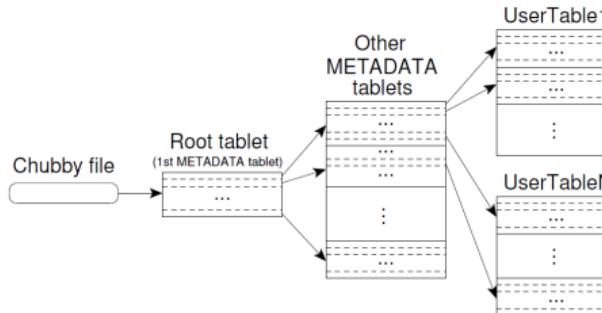


# Tablet Assignment

- ▶ 1 tablet → 1 tablet server.
- ▶ Master uses **Chubby** to keep tracks of **live tablet servers** and **unassigned tablets**.
  - When a **tablet server starts**, it creates and acquires an **exclusive lock** in Chubby.
- ▶ Master detects the **status of the lock of each tablet server** by checking periodically.
- ▶ Master is responsible for finding when tablet server is **no longer serving its tablets** and **reassigning** those tablets as soon as possible.

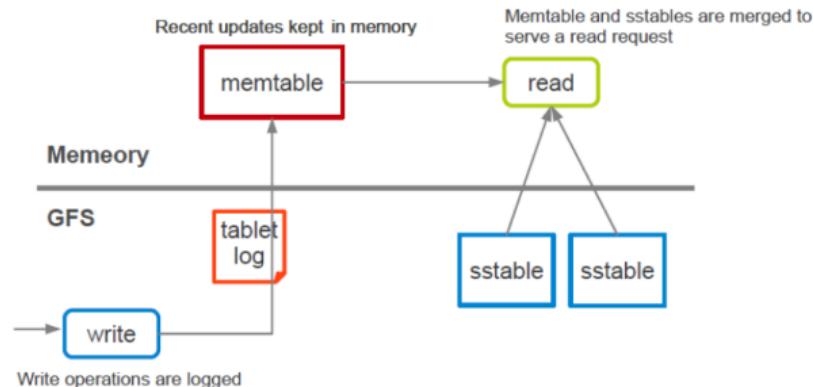
# Finding a Tablet

- ▶ Three-level hierarchy.
- ▶ The first level is a **file stored in Chubby** that contains the location of the root tablet.
- ▶ Root tablet contains **location of all tablets** in a special **METADATA** table.
- ▶ **METADATA** table contains location of each **tablet** under a row.
- ▶ The client library **caches tablet locations**.



## Tablet Serving (1/2)

- ▶ Updates committed to a **commit log**.
- ▶ Recently committed updates are stored in **memory - memtable**
- ▶ Older updates are stored in a sequence of **SSTables**.





## Tablet Serving (2/2)

- ▶ Strong consistency
  - Only one tablet server is responsible for a given piece of data.
  - Replication is handled on the GFS layer.
- ▶ Trade-off with availability
  - If a tablet server fails, its portion of data is temporarily unavailable until a new server is assigned.



# BigTable vs. HBase

BigTable	HBase
GFS	HDFS
Tablet Server	Region Server
SSTable	StoreFile
Memtable	MemStore
Chubby	ZooKeeper



# HBase Example

```
# Create the table "test", with the column family "cf"
create 'test', 'cf'
```

```
# Use describe to get the description of the "test" table
describe 'test'
```

```
# Put data in the "test" table
put 'test', 'row1', 'cf:a', 'value1'
put 'test', 'row2', 'cf:b', 'value2'
put 'test', 'row3', 'cf:c', 'value3'
```

```
# Scan the table for all data at once
scan 'test'
```

```
# To get a single row of data at a time, use the get command
get 'test', 'row1'
```



# Cassandra

# Cassandra

- ▶ A **column-oriented** database
- ▶ It was created for **Facebook** and was later **open sourced**
- ▶ **CAP**: availability and **partition tolerance**





## Borrowed From BigTable

- ▶ Data model: **column oriented**
  - **Keyspaces** (similar to the schema in a relational database), **tables**, and **columns**.
- ▶ **SSTable** disk storage
  - Append-only commit log
  - Memtable (buffering and sorting)
  - Immutable sstable files

## Data Partitioning (1/2)

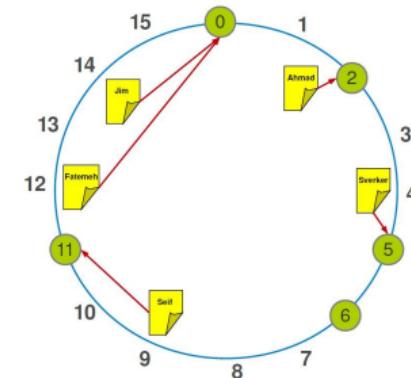
- ▶ Key/value, where values are stored as **objects**.
- ▶ If size of data **exceeds the capacity** of a single machine: **partitioning**
- ▶ **Consistent hashing** for partitioning.



## Data Partitioning (2/2)

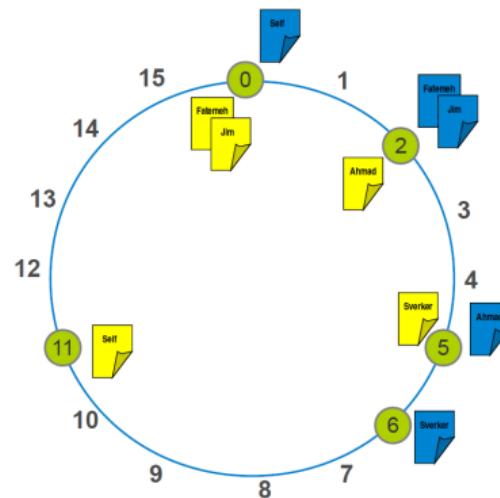
- ▶ Consistent hashing.
- ▶ Hash both data and node ids using the same hash function in a same id space.
- ▶ `partition = hash(d) mod n`, d: data, n: the size of the id space

```
id space = [0, 15], n = 16
hash("Fatemeh") = 12
hash("Ahmad") = 2
hash("Seif") = 9
hash("Jim") = 14
hash("Sverker") = 4
```



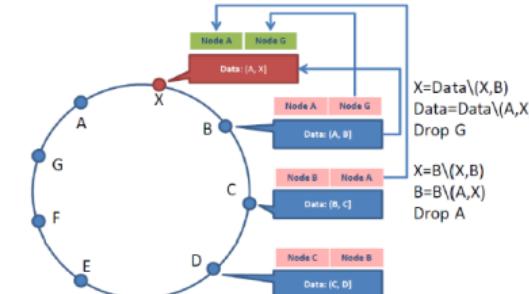
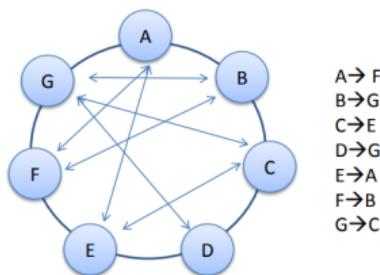
# Replication

- To achieve high availability and durability, data should be replicated on multiple nodes.



# Adding and Removing Nodes

- ▶ Gossip-based mechanism: periodically, each node contacts another randomly selected node.





# Cassandra Example

```
# Create a keyspace called "test"
create keyspace test
with replication = {'class': 'SimpleStrategy', 'replication_factor': 1};
```

```
# Print the list of keyspaces
describe keyspaces;
```

```
# Navigate to the "test" keyspace
use test
```

```
# Create the "words" table in the "test" keyspace
create table words (word text, count int, primary key (word));
```

```
# Insert a row
insert into words(word, count) values('hello', 5);
```

```
# Look at the table
select * from words;
```



# Neo4j



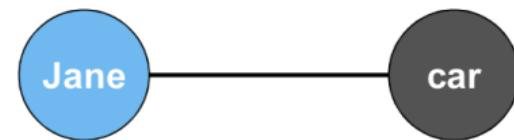
- ▶ A graph database
- ▶ The relationships between data is **equally important** as the **data itself**
- ▶ **Cypher**: a declarative query language similar to SQL, but **optimized for graphs**
- ▶ **CAP**: **strong consistency** and **availability**



## Data Model (1/4)

### ► Node (Vertex)

- The **main data element** from which graphs are constructed.
- A waypoint along a **traversal route**



## Data Model (2/4)

- ▶ Relationship (Edge)
- ▶ May contain
  - Direction
  - Metadata, e.g., weight or relationship type



## Data Model (3/4)

### ► Label

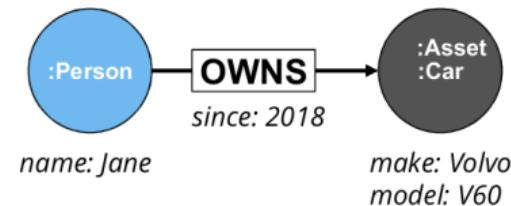
- Define node category (optional)
- Can have more than one



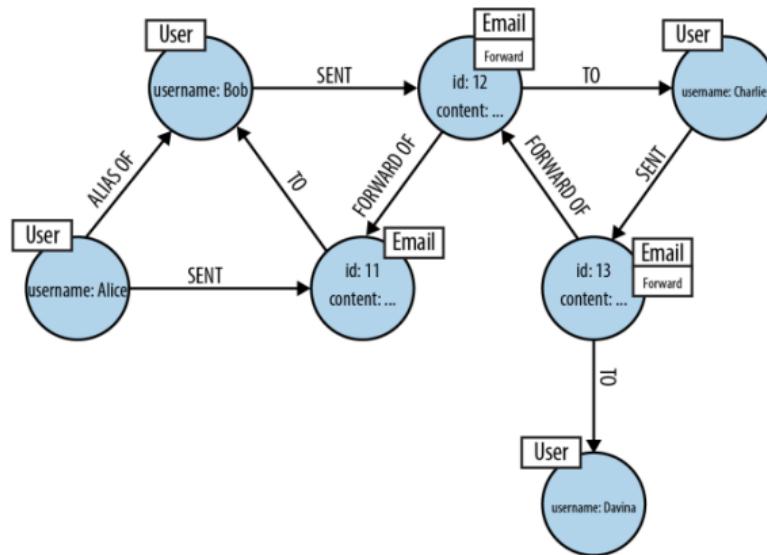
## Data Model (4/4)

### ► Properties

- Enrich a node or relationship



# Example



[Ian Robinson et al., Graph Databases, 2015]



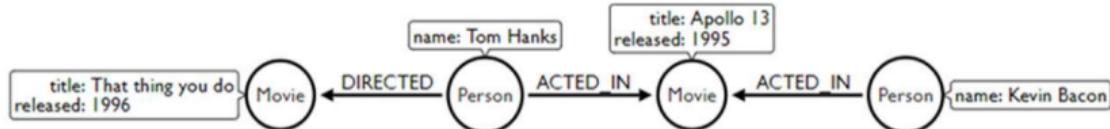


# What is Cypher?

- ▶ Declarative query language
- ▶ (): Nodes
- ▶ []: Relationships
- ▶ {}: Properties



## Cypher Example (1/2)

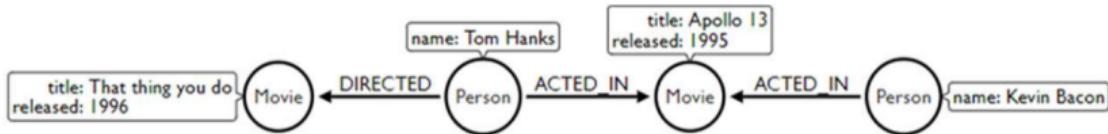


```
// Match all nodes
MATCH (n)
RETURN n;
```

```
// Match all nodes with a Person label
MATCH (n:Person)
RETURN n;
```

```
// Match all nodes with a Person label and property name is 'Tom Hanks'
MATCH (n:Person {name: 'Tom Hanks'})
RETURN n;
```

## Cypher Example (2/2)



```
// Return nodes with label Person and name property equals 'Tom Hanks'  
MATCH (p:Person)  
WHERE p.name = 'Tom Hanks'  
RETURN p;
```

```
// Return nodes with label Movie, released property is between 1991 and 1999  
MATCH (m:Movie)  
WHERE m.released > 1990 AND m.released < 2000  
RETURN m;
```

```
// Find all the movies Tom Hanks acted in  
MATCH (:Person {name: 'Tom Hanks'})-[:ACTED_IN]->(m:Movie)  
RETURN m.title;
```



# Summary



# Summary

- ▶ NoSQL data models: key-value, column-oriented, document-oriented, graph-based
- ▶ CAP (Consistency vs. Availability)



# Summary

- ▶ BigTable
- ▶ Column-oriented
- ▶ Main components: master, tablet server, client library
- ▶ Basic components: GFS, SSTable, Chubby
- ▶ CP



# Summary

- ▶ Cassandra
- ▶ Column-oriented (similar to BigTable)
- ▶ Consistency hashing
- ▶ Gossip-based membership
- ▶ AP



# Summary

- ▶ Neo4j
- ▶ Graph-based
- ▶ Cypher
- ▶ CA

## References

- ▶ F. Chang et al., Bigtable: A distributed storage system for structured data, ACM Transactions on Computer Systems (TOCS) 26.2, 2008.
- ▶ A. Lakshman et al., Cassandra: a decentralized structured storage system, ACM SIGOPS Operating Systems Review 44.2, 2010.
- ▶ I. Robinson et al., Graph Databases (2nd ed.), O'Reilly Media, 2015.



# Questions?

## Acknowledgements

Some content of the Neo4j slides were derived from Ljubica Lazarevic's slides.