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Chapter 4 NoSQL - part 1 CAP theorem

Scaling Traditional Databases

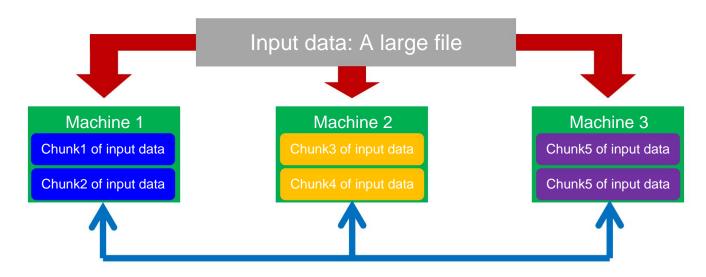
- Traditional RDBMSs can be either scaled: Vertically (or
 - Up) Can be
 - achieved by hardware upgrades (eg, faster CPU, more memory, or larger disk)
 - Limited by the amount of CPU, RAM and disk that can be configured on a single machine
 - Horizontally (or Out)
 - Can be achieved by adding more machines
 Requires database sharding and probably replication
 Limited by the Read-to-Write ratio and overhead communication



Data sharding

 Data is typically sharded (or striped) to allow for concurrent/parallel accesses

Will it scale for complex query processing?

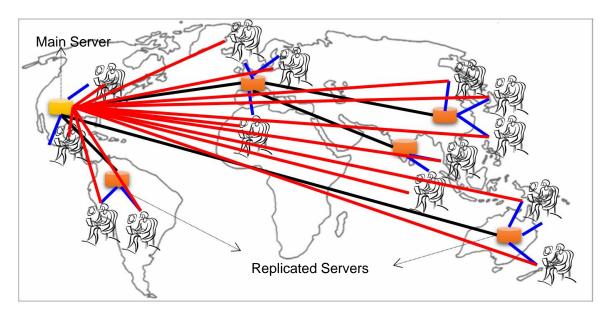


Eg, Chunks 1, 3 and 5 can be accessed in parallel



Data replication

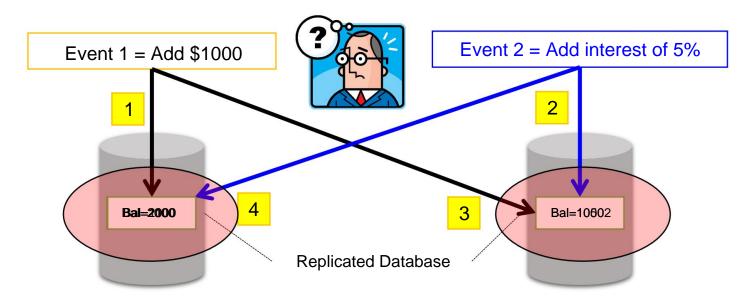
 Replicating data across servers helps in: • Avoiding performance bottlenecks • Avoiding single point of failures • And, therefore, enhancing scalability and availability





But, Consistency Becomes a Challenge

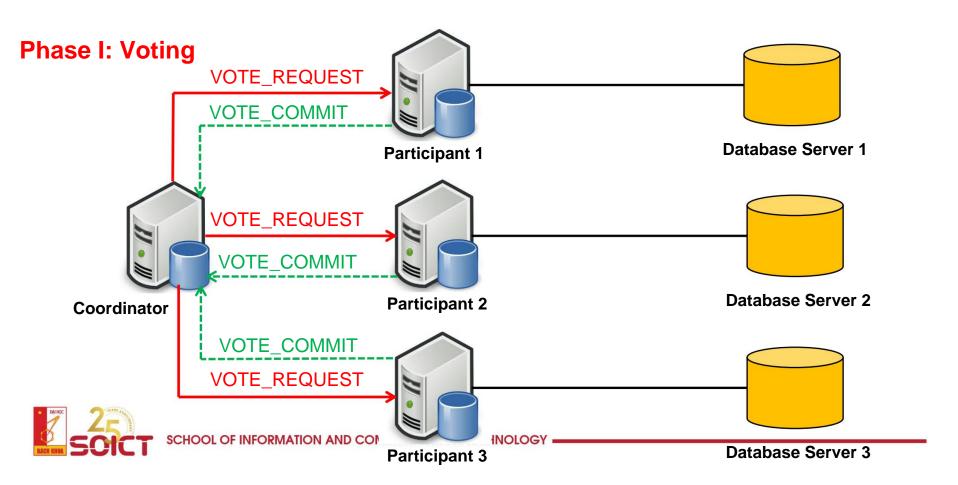
- An example:
 - In an e-commerce application, the bank database has been replicated across two servers
 - Maintaining consistency of replicated data is a challenge





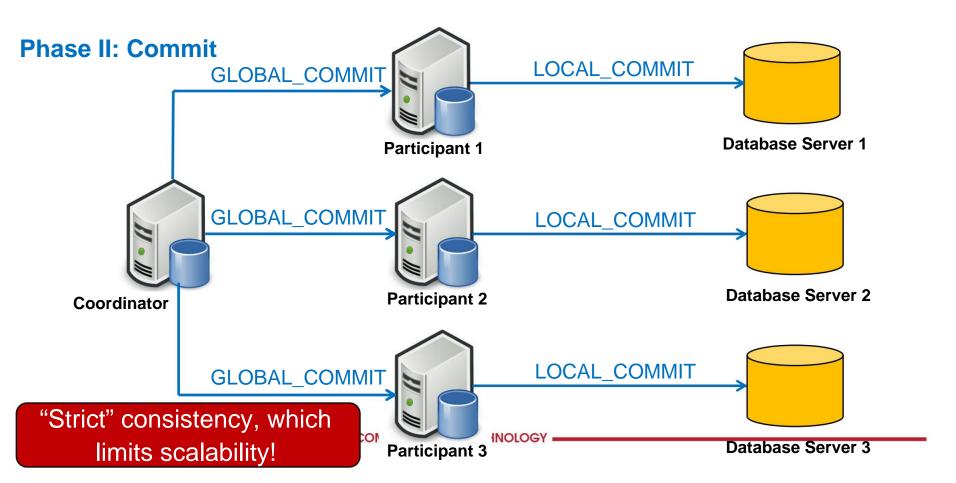
The Two-Phase Commit Protocol

 The two-phase commit protocol (2PC) can be used to ensure atomicity and consistency



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The CAP Theorem

- The limitations of distributed databases can be described in the so called the CAP theorem
 - Consistency: every node always sees the same data at any given instance (ie, strict consistency)
 - Availability: the system continues to operate, even if nodes in a cluster crash, or some hardware or software parts are down due to upgrade
 - Partition Tolerance: the system continues to operate in the presence of network partitions

CAP theorem: any distributed database with shared data, can have <u>at most</u> <u>two</u> of the three desirable properties, C, A or P. These are trade-offs involved in distributed system by Eric Brewer in PODC 2000.



CAP Theorem

Availability Each client can always read and write Total Redundancy Consensus Protocols **Eventual Consistency** MySQL CouchDB Cassandra Hypergraph Neo4j Riak Pick Two Р **Partition Tolerance Enforced Consistency** System works well despite All clients always have the **HBase**

physical network partitions

Infinite Scale Out



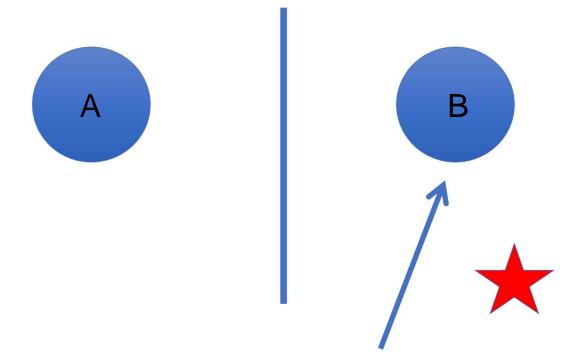
Consistency

same view of the data

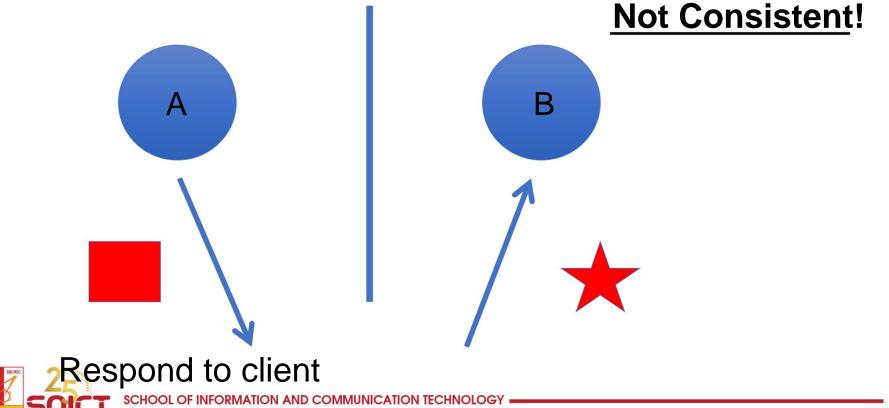
ACID, Transactions

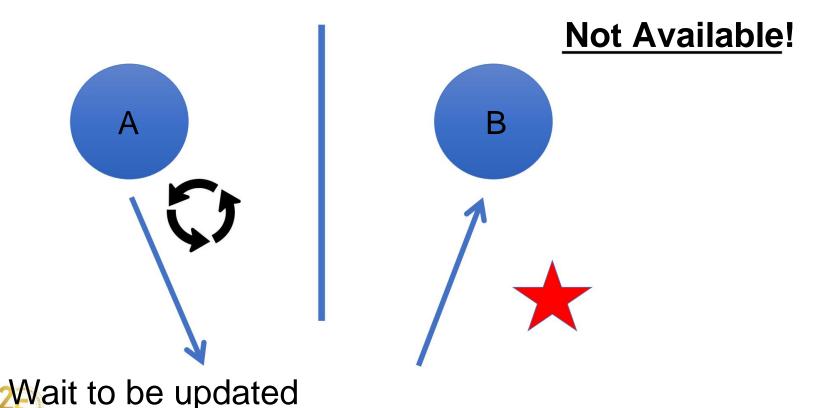
MongoDb

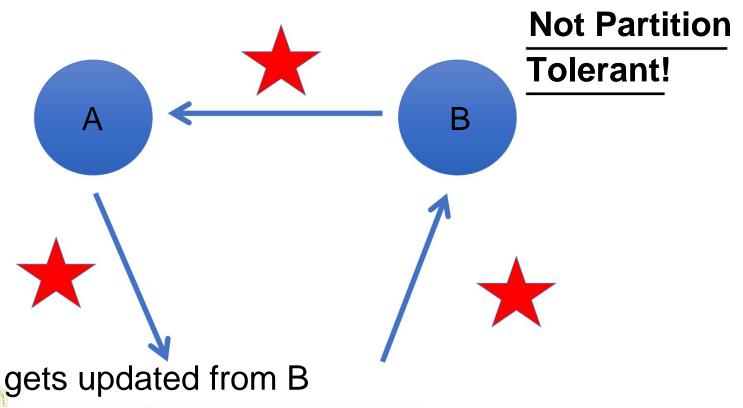
Redis











Scalability of relational databases

- The Relational Database is built on the principle of ACID (Atomicity, Consistency, Isolation, Durability)
- It implies that a truly distributed relational database should have availability, consistency and partition tolerance.
- Which unfortunately is impossible ...



Large-Scale Databases

- When companies such as Google and Amazon were designing large-scale databases, 24/7 Availability was a key
 - A few minutes of downtime means lost revenue
- When horizontally scaling databases to 1000s of machines, the likelihood of a node or a network failure increases enormously

Therefore, in order to have strong guarantees on Availability and Partition Tolerance, they had to sacrifice "strict" Consistency (implied by the CAP theorem)



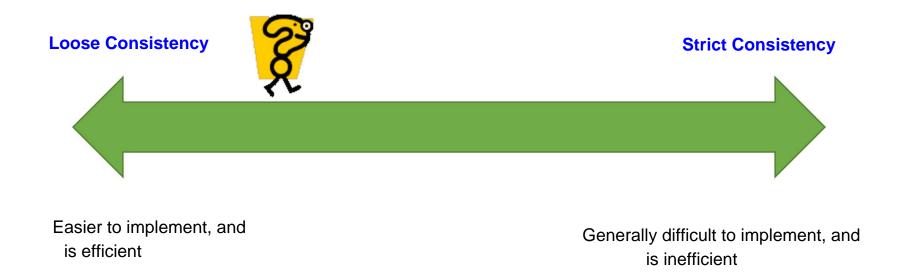
Trading-Off Consistency

- Maintaining consistency should balance between the strictness of consistency versus availability/scalability
 - Good-enough consistency depends on your application



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The BASE Properties

- The CAP theorem proves that it is impossible to guarantee strict Consistency and Availability while being able to tolerate network partitions
- This results in databases with relaxed ACID guarantees
- In particular, such databases apply the BASE properties:
 - Basically Available: the system guarantees Availability
 - Soft-State: the state of the system may change over time
 - Eventual Consistency: the system will eventually become consistent



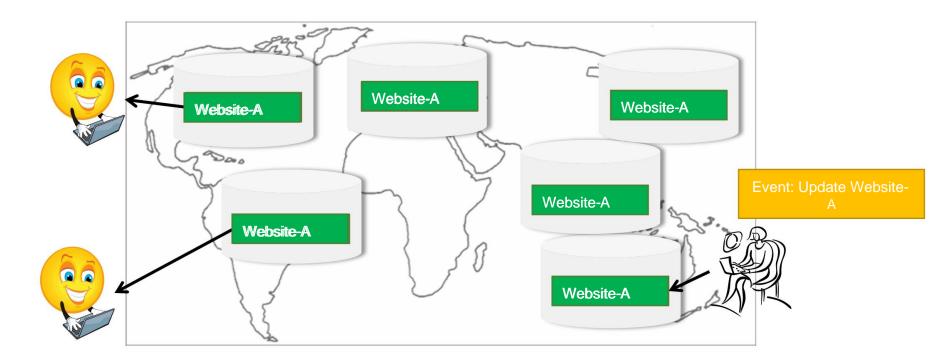
Eventual Consistency

- A database is termed as eventually Consistent if:
 - All replicas will gradually become consistent in the absence of new updates



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Read-after-write consistency (eg. Amazon S3)

 But, what if the client accesses the data from different replicas?



Protocols like Read Your Own Writes (RYOW) can be applied!



References

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- Brewer, Eric. "CAP twelve years later: How the "rules" have changed." *Computer* 45.2 (2012): 23-29.
- Chandra, Deka Ganesh. "BASE analysis of NoSQL database." Future Generation Computer Systems 52 (2015): 13-21.





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Thank you for your attention!!!

