Using Rust to Build a Distributed Transactional Key-Value Database

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About Me

- Chief Engineer of PingCAP
- Leader of TiKV
- Open source lovers: go-mysql, raft-rs, rust-prometheus, etc.
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Agenda

- Problems
- How do we build TiKV?
- Beyond TiKV





When we want to build a distributed transactional key-value database...



Problems

- How to save the data in the machine?
- 2. How to support fault-tolerance?
- 3. How to provide ACID features?
- 4. How to communicate with the servers?
- 5. How to test the database?
- 6. ..











A High Building, A Low Foundation





Language











Let's start from scratch!!!

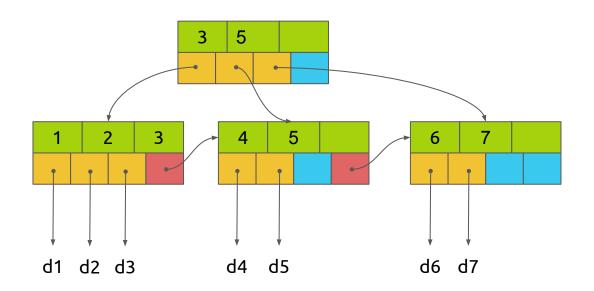




Storage

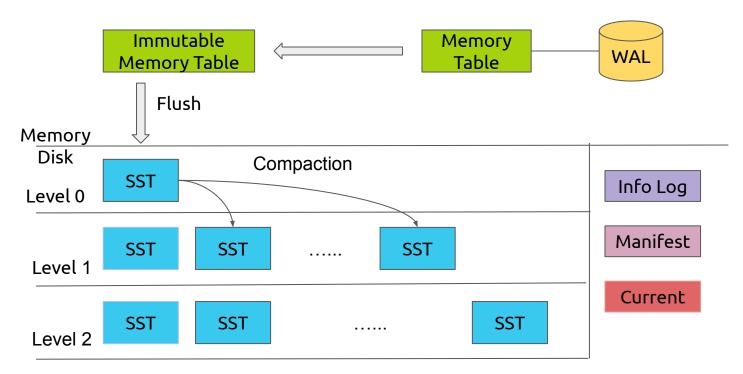


B+ Tree

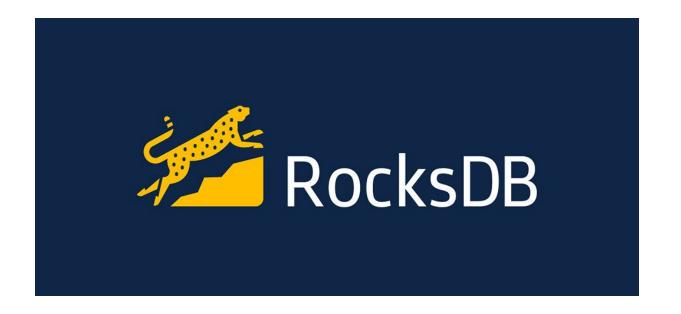




LSM

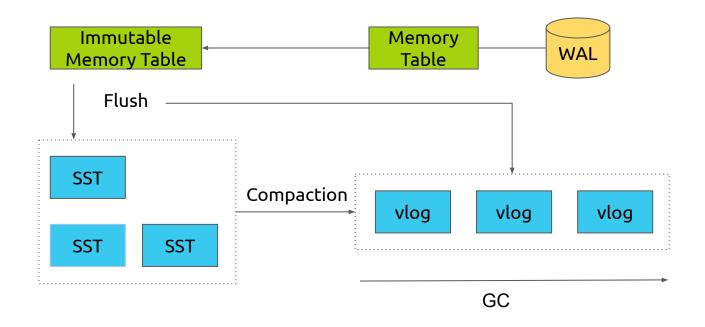








Titan





https://github.com/pingcap/rust-rocksdb





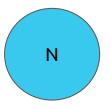




Raft

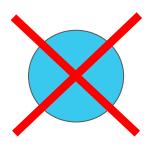


One Node





One Node





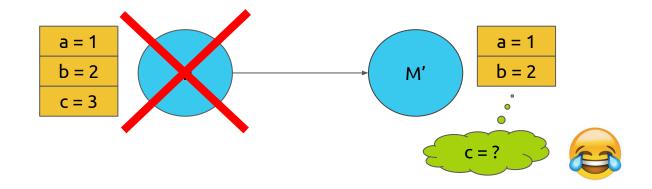


Async Replication





Async Replication



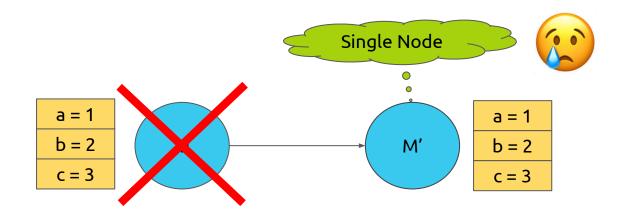


Sync Replication



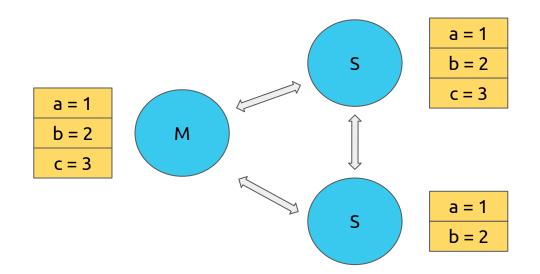


Sync Replication



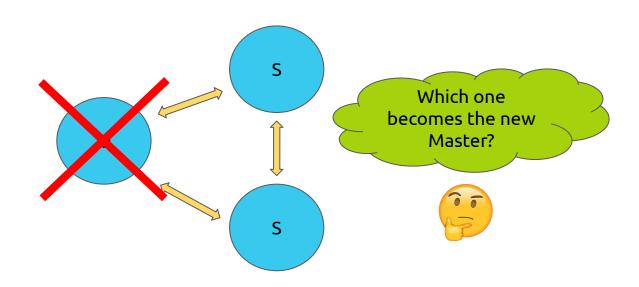


Quorum, 2N + 1



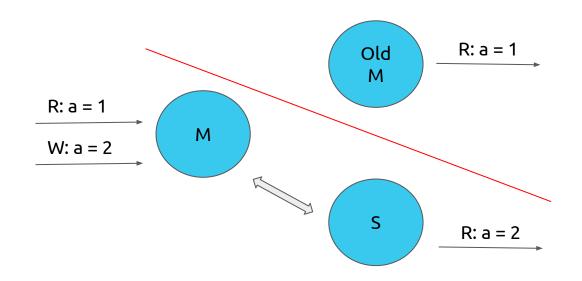


Failover





Brain Split









Key Points

- Election
- Replication

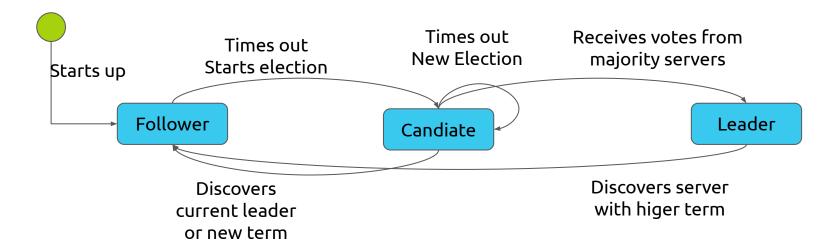


Role

- Leader
 - Only one Leader
 - Elected by the majority of the peers
 - Handles all the client requests
- Follower
 - Receives Replicated Logs from the Leader
- Candidate
 - Campaigns to become leader

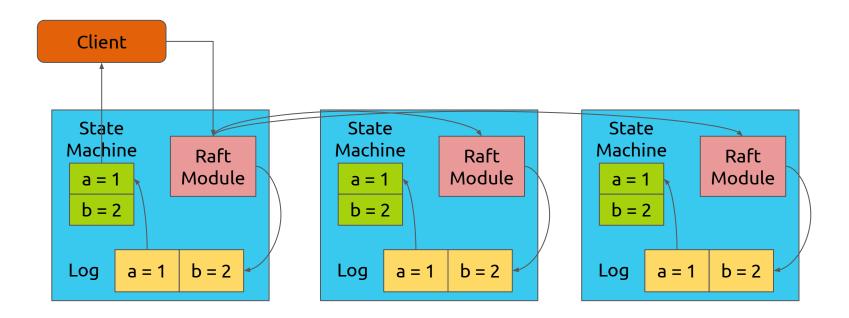


Election





Log Replication





https://github.com/pingcap/raft-rs

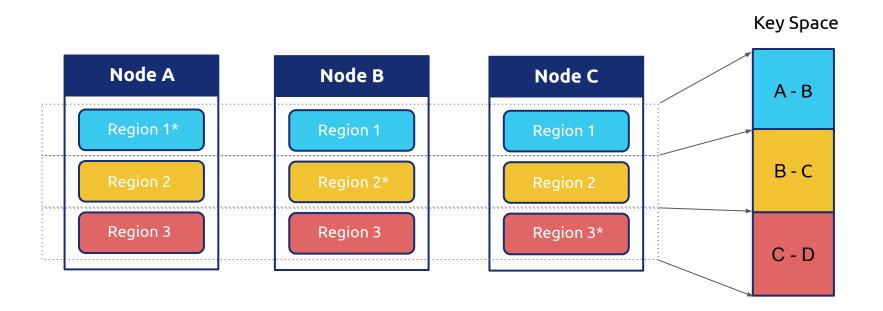




Multi Raft

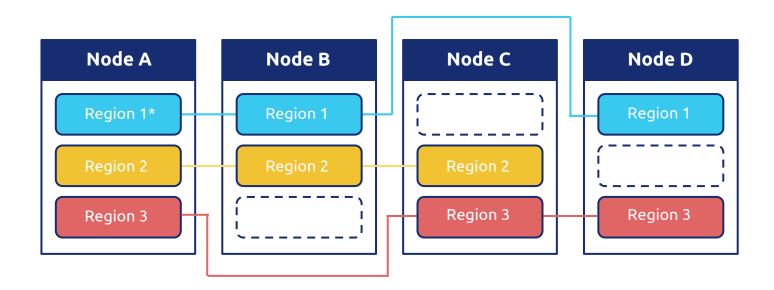


Multi-Raft



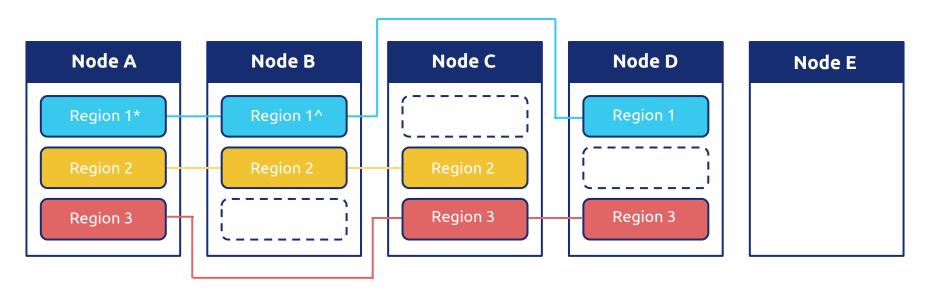


Scale-out





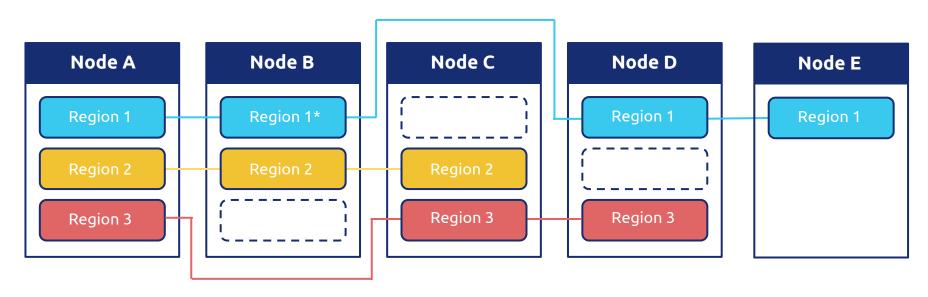
Scale-out



1. Transfer leadership of region 1 from Node A to Node B.



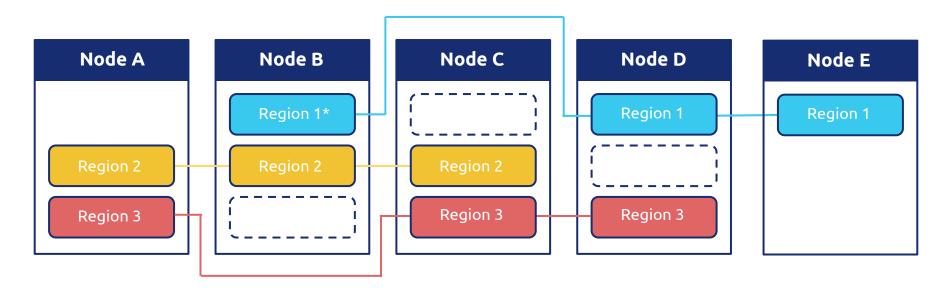
Scale-out



2. Add Replica on Node E.



Scale-out



3. Remove replica from Node A.

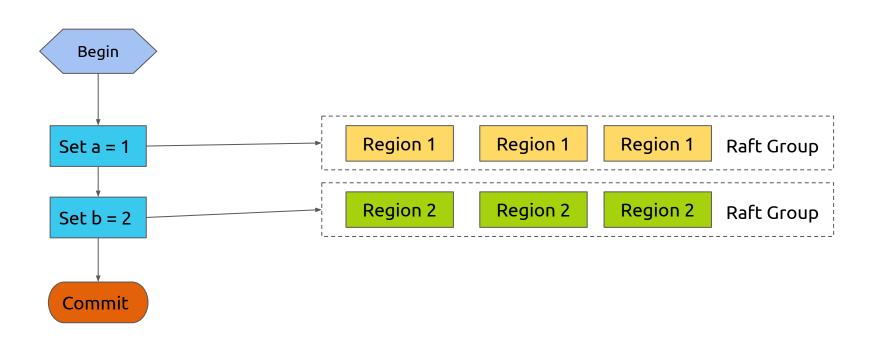




Distributed Transaction



Why?







ACID

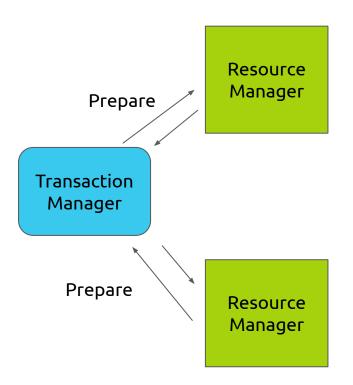


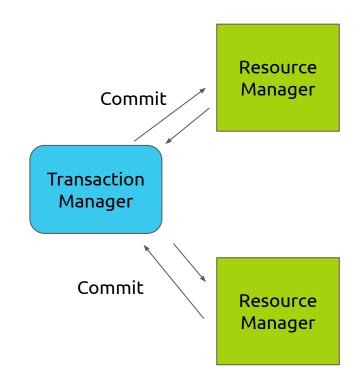
ACID

- Atomicity
- Concistency
- Isolation
- Durability



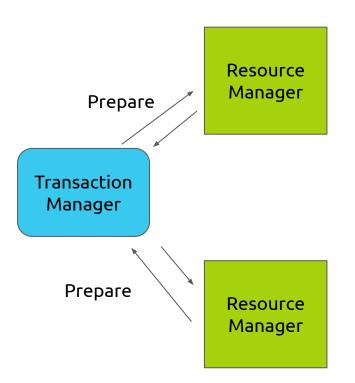
Two-Phase Commit

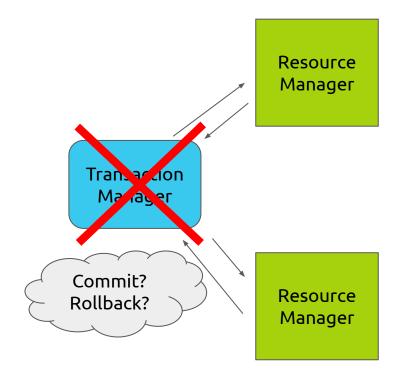






Two-Phase Commit









Communication







gRPC

- Mode
 - Unary
 - Client streaming
 - Server streaming
 - Duplex streaming

Using Futures to wrap the asynchronous C gRPC API

```
let f = unary(service, method, request);
let resp = f.wait();
```



https://github.com/pingcap/grpc-rs





Monitoring







Prometheus

```
Type
          Counter
         Gauge
          Histogram
lazy_static! {
  static ref HTTP_COUNTER: Counter = register_counter!(
      "http_request_total",
      "Total number of HTTP request."
   ).unwrap();
HTTP_COUNTER.inc();
```



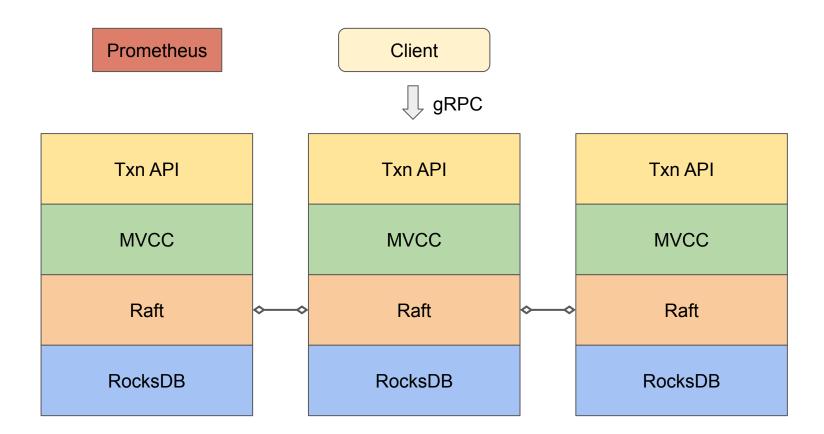
https://github.com/pingcap/rust-prometheus





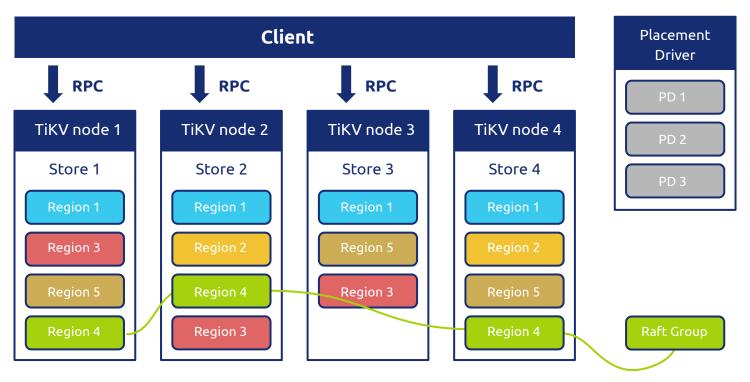
TiKV







TiKV: The whole picture











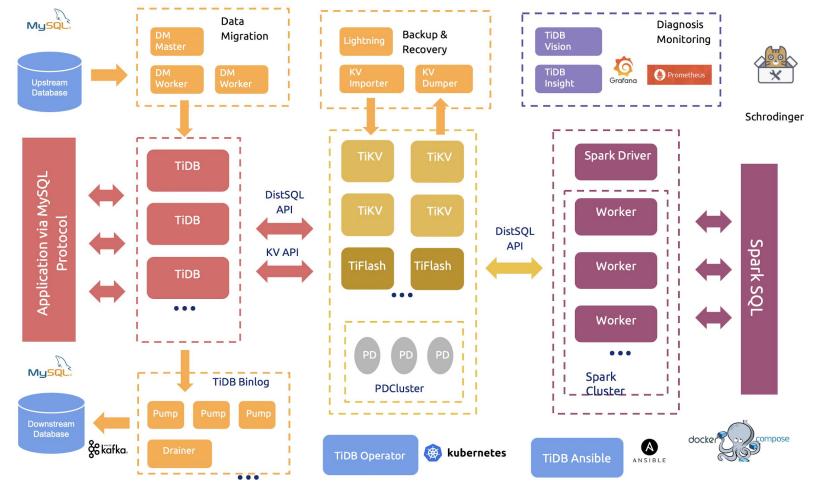
https://github.com/pingcap/tikv





Beyond TiKV







Thank You!

https://github.com/pingcap/tidb https://github.com/pingcap/tikv



