# **Unity Catalog**

### Introduction

Unity catalog is a **unified governance** solution for data and AI assets on **lake house**. It provides **centralized metadata management**, **standard SQL syntax for permissions**, user-level audit logs, and more.

- Unity catalog is a premium offering from Databricks available on major Cloud platforms like AWS, Azure, and Google

  Unity catalog allows for a centralized metadata layer, enabling sharing of databases, tables, and views across multiple Databricks workspaces.

  Standard SQL syntax can be used to grant permissions on databases, tables, and views, which work across all workspaces.

  Unity catalog captures user-level audit logs and offers features like data discovery and lineage.

  The architecture of Unity catalog involves the management of identity and metastore, where Databricks identities and metadata reside.
- Databricks workspace.

Without Unity catalog, access control, user management, and metadata are decentralized to each

- Durity catalog follows a hierarchical naming standard, with metastore at the root level, catalogs containing schemas, and databases containing tables and views.
- Enabling Unity catalog involves creating a premium edition Databricks workspace, obtaining initial admin access from Azure AD Global admin, and creating metastore.

## Catalog configure prerequisites

It covers creating a user, assigning roles, and creating necessary resources like a data bricks workspace and storage account.

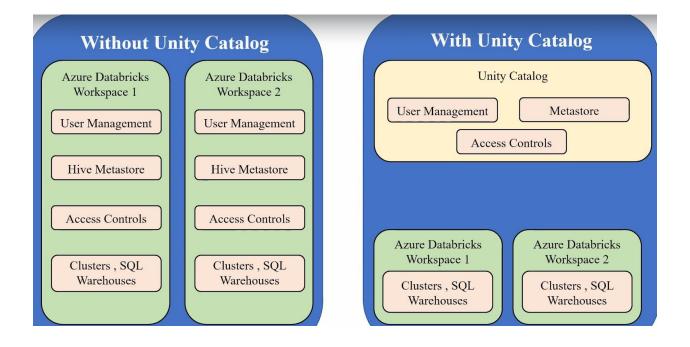
- The steps to create a user for the demo are explained, including navigating to Azure Active Directory, creating a new user, assigning the Global Administrator role, and noting down the user ID for future use.
- The process of assigning certain roles to the user at the subscription level is described, including searching for the subscription, accessing Identity and Access Management (IAM) control, and adding the role assignment.
- (ii) The video instructs the user to log in with the newly created user account, change the password, and optionally set up multi-factor authentication. It also discusses creating a resource group, data bricks workspace, storage account, and access connector.
- The viewer is directed to launch the data bricks workspace and access the Unity catalog page for further configuration.
- The video concludes by mentioning that the prerequisites have been covered and the next video will focus on Unity catalog configuration.
- Treating a user and assigning roles in Azure Active Directory is crucial for managing access and permissions within Unity catalog.

Assigning roles at the subscription level ensures that the user has the necessary permissions to deploy and manage resources in Unity.
Logging in with the newly created user account and configuring multi-factor authentication enhances security for accessing Unity catalog.
Launching the data bricks workspace provides the platform for Unity catalog configuration and resource creation.
The video script provides a comprehensive overview of the prerequisites, setting up the foundation for a smooth Unity catalog configuration process.
how to create a Unity catalog meta store in this video by logging into the Azure portal and following the steps provided.
Use accounts.ashodatabricks.net for Unity catalog access
Use Azure AD credential to login
Explore workspace, data, user management, and settings tabs
☐ Create a meta store using ADLs storage
Integrate meta store with workspaces
✓ Validate meta store attachment from workspaceKey Insights
Unity catalog meta store is used to store databases, table schema, etc., and is backed by ADLs storage.
The URL "accounts.ashodatabricks.net" is used to access the Unity catalog.
Azure AD credentials are required to login to the Unity catalog account page.

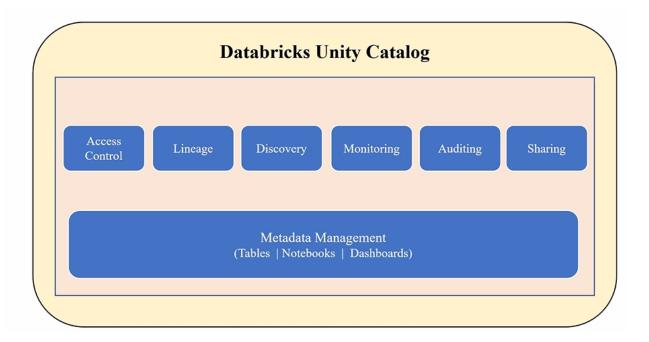
- The workspace menu lists available workspaces, while the data menu displays the created meta store.
- User management allows onboarding of users, service principles, and groups.
- Settings enable user provisioning and integration with Azure AD for automatic user loading.
- The meta store can be validated from the workspace by checking the attached meta store.

There will be a business/ project requirement to create multiple databricks workspace for each environment.

Where every workspace needs to be managed individually for user Management, Access control. There is no centralized location for auditing regarding the governance, access.



With unity catalog, we can have a centralized location for access to database objects, User Management.



with unity catalog, we can have all the above features at one place.

#### **Databricks Access Connector**

We cannot grant permissions to unity catalog to ADLS Gen 2 storage account, because it is not a separate service, we need to have a managed identity

Creating Databricks Access Connector

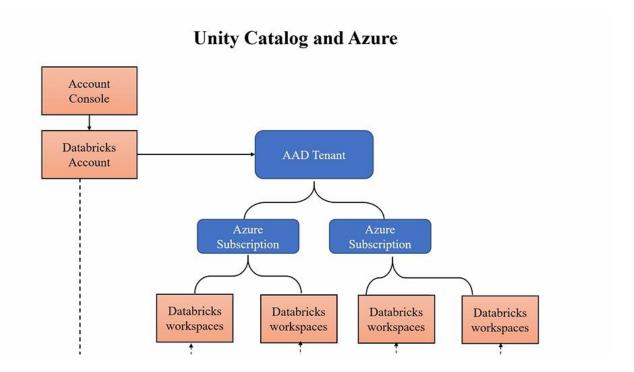
- 1. Create access connector through portal using create resource option.
- 2. Go to ADLS Gen 2 storage account, navigate to the Access Control(IAM) permissions.
  - a. Add Role assignment-(Storage Blob Data contributor)
  - b. Managed Identity–(Select the access connector created previously)

Prerequisites for creating a unity catalog

- 3. A premium databricks workspace is required.
- 4. Metastore should be created.

#### Creating a meta store

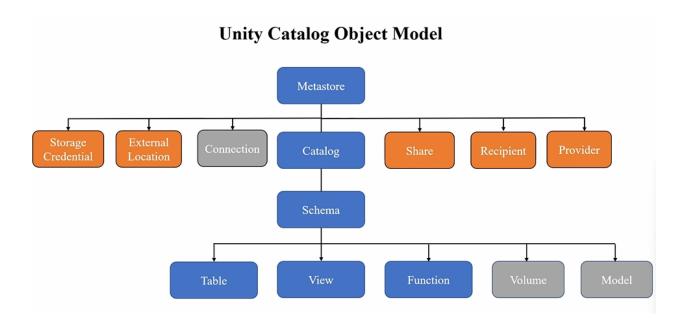
- 5. Admin access is required for the creating a metastore.
- 6. Go to accounts.azuredatabricks.net→data section → create a metastore
- 7. It is good to have storage accounts, metastore in a same region
- 8. Only one metastore can be created per region, multiple metastores cannot be created in a region.
- 9. For storing the managed tables in the metasore ADLS path is <a href="mailto:required.(abfss://<container\_name>@<storageaccount>.dfs.core.windows.net/<folder\_path>)</a>
- 10. Provide the databricks access connector created in the previous step
- 11. Attach the premium workspace to enable the unity catalog



Account is associated at the Azure Active Directory tenant level, with this all the workspaces that are present in the different subscriptions are visible in the Account console.

### Unity catalog Object Model

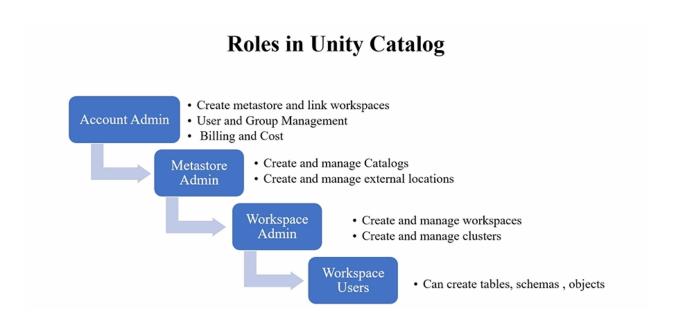
hive metastore and unity catalog enabled metastore are both different, by default a workspace comes with hive metastore, we cannot share the database objects through the hive metastore.



Unity catalog follows a 3 level namespace, a metastore can have multiple catalogs for each environment(Development, Staging and Production).

A catalog can have multiple schemas, which inturn have low level objects, Tables, Views, Function, Volumes, ML Models.

### Roles in Unity Catalog



Creating users in the Microsoft Entra ID and user management

- 12. Create users through the Microsoft Entra ID
- 13. log in to the Databricks Admin account→Manage Account
- 14. Add users and create groups(add the users to the groups) through → User Management
- 15. Go to the workspace and select the permissions, add permission→select the group

#### Cluster policies

- 16. Users can be restricted from creating clusters through policies.
- 17. To limit the users to create cluster with specific attributes
- 18. To control the user ability to provision the cluster with a set of rules.
- 19. Cluster policies have ACLs limiting the use to specific users and groups.

Sample policy for creating a single node cluster with DBR version 13.3 LTS and Auto Termination time of 20 min.

```
"data_security_mode": {
"node_type_id": {
                                                   "type": "fixed",
 "type": "allowlist",
                                                   "value": "SINGLE USER"
 "values": [
  "Standard_DS3_v2"
                                                 "cluster_type": {
                                                  "type": "fixed",
 ]
                                                   "value": "all-purpose"
},
"spark_version": {
 "type": "fixed",
                                                 "instance_pool_id": {
 "value": "13.3.x-scala2.12"
                                                   "type": "forbidden",
                                                 "hidden": true
"runtime_engine": {
                                                 },
 "type": "fixed",
                                                 "azure attributes.availability": {
 "value": "STANDARD",
                                                  "type": "fixed",
                                                  "value": "ON_DEMAND_AZURE",
 "hidden": true
                                                  "hidden": true
},
"num_workers": {
                                                 },
```

```
"type": "fixed",
    "value": 0,
    "hidden": true
},

"type": "fixed",
    "type": "fixed",
    "value": "singleNode",
    "hidden": true
},

"autotermination_minutes": {
    "type": "fixed",
    "value": 20
}
}
```

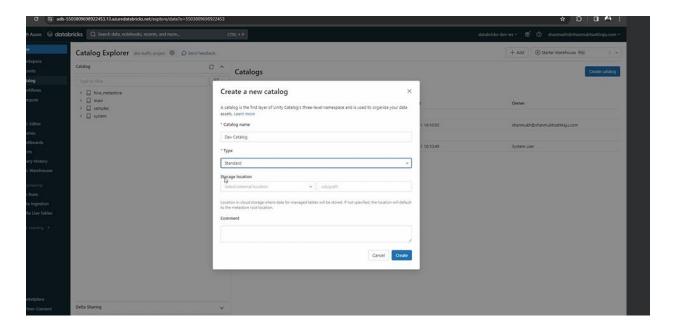
### Creating a cluster pool

While executing a job if a cluster is in terminated state, to initiate the cluster, it will take 4-5 minutes, in the real time scenario it will have impact on job SLAs.

To mitigate the issue, a job pool with a Max capacity and IDLE resources can be provisioned, with this always a specific number of virtual machines will be readily available for executing the job, which reduces the lead times considerably.

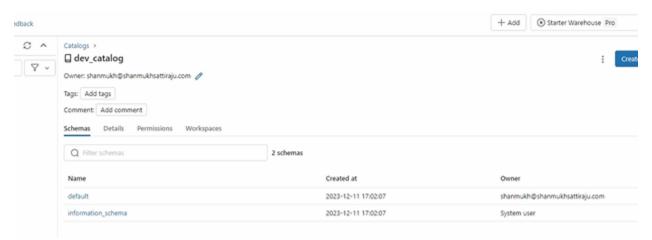
In addition to it, cluster policy can be modified to select the cluster pools.

#### Creating a catalog



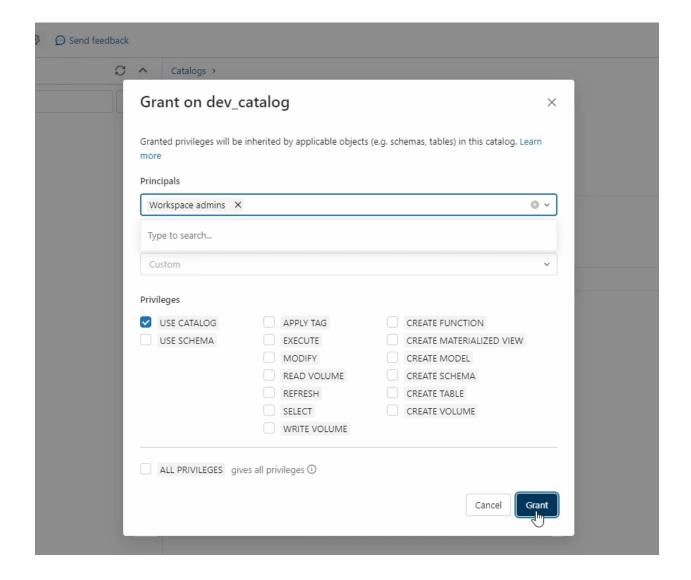
We can either create a Standard or Foreign catalog depending on the use case

If all the objects created under the catalog needs to be stored in an external location(an location can be specified)

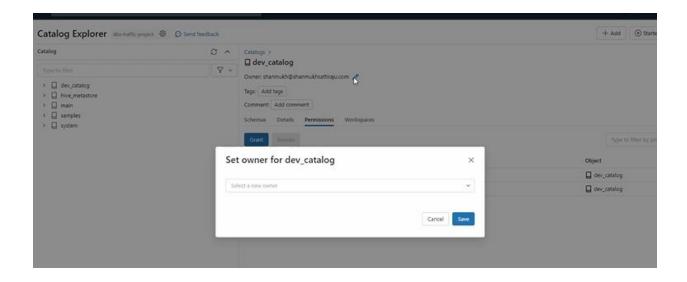


Initially a catalog will be created with **default schema** and **information\_schema**, if a table is created without specifying the schema, it will be created under default schema. Information\_schema has the metadata about all the tables in the catalog.

## Privileges on Unity catalog



From the workspace Admin account privileges can be granted against the unity catalog



It is a good practice to change the owner of the catalog from individual user to group.



Using SQL commands to grant permissions for an object to a user or group

If we create a table in a unity catalog enabled workspace with specifying the 3 level namespace, table will be created in the legacy hive metastore default schema. (We cannot have any data lineage or delta sharing features in the tables created in the hive metastore)

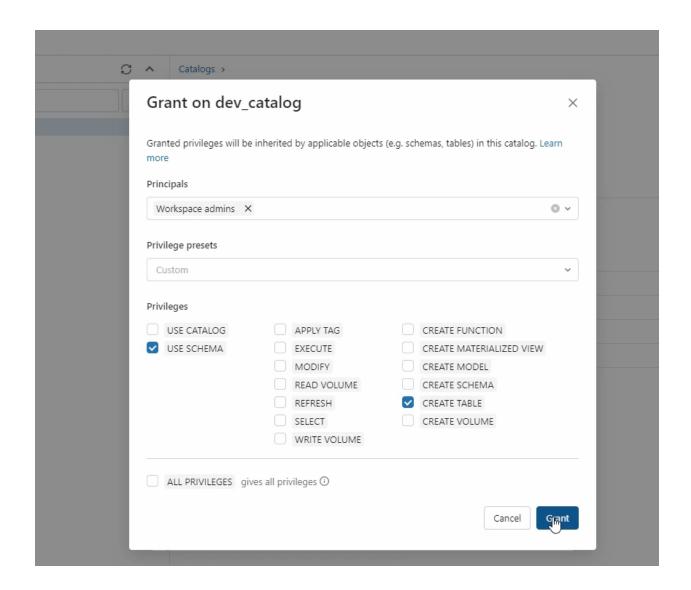
```
P (4) Spark Jobs
OK
Command took 19.07 seconds -- by jarvis@shanmukhsattiraju.com at 11/12/2023, 19:00:32 on Jarvis workspace Admin's Project Defaults Cluster

and 4

CREATE TABLE "dev_catalog"."default".Persons(
2 PersonID int,
3 LastName varchar(30),
4 FirstName varchar(30),
5 Address varchar(30)
6 )
7

Shift-Enter to run
```

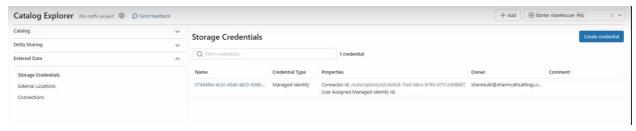
A three level namespace should be used to create a tables in the unity catalog enabled hive metastore.



Create table and Use schema permissions are required to create a table in the metastore

Storage credentials and external location

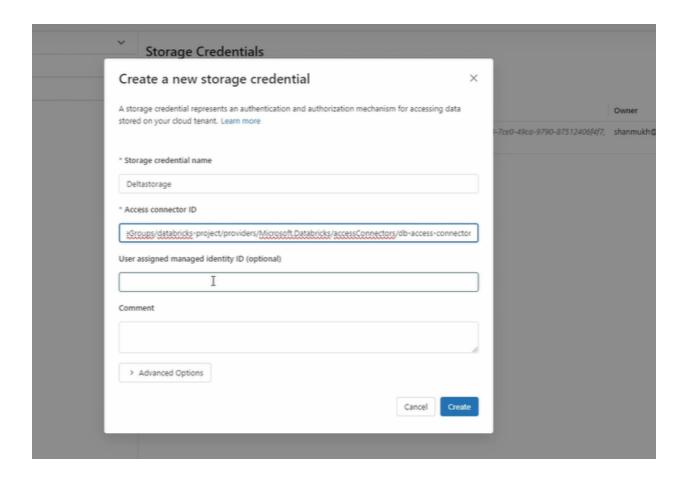
Storage credentials and external location are managed at the catalog level

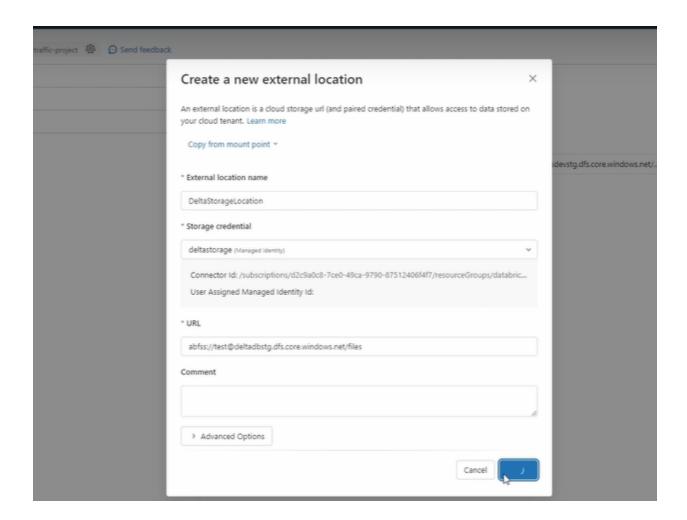


Firstly, in the storage credentials only one Managed Identity will exist which is while granting access to the storage account for creating managed tables.

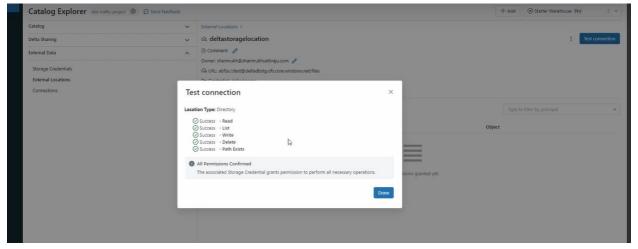
To access any external account and its container, to the external storage account, Storage Blob contributor access needs to be added.

A new storage credential can be created using the UI, Access connector can be fetched from the databricks access connector resource.

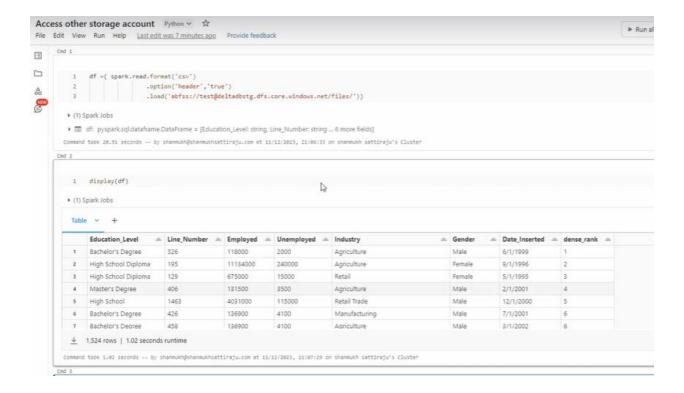




an external location can be created, selecting the storage credential and providing the storage account URL.

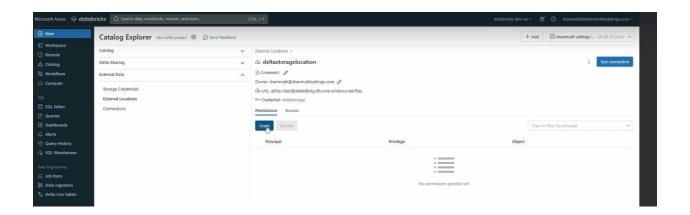


A test connection can be performed after creating the storage and external credential.



Reading the data after creating the external storage access credentials

To read the data from different container in the same storage account a separate external storage credential is required.



Access can be fine tuned for the external containers

Specific permissions can be granted to either the groups or users.

## Managed and external tables in Unity catalog

Managed Tables	External Tables
Tables can be created without specifying the location.	Location need to be specified
Dropping the table will removes the metadata as well as actual data, however in unity catalog underlying data will be present for 30 days	Dropping the table will deletes only the meta data, actual data will still exist.
	External location and managed storage credential needs to be place



external locations can be listed

Creating an external table, LOCATION must be specified