



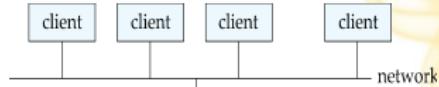
UMD DATA605 - Big Data Systems

10.1: Parallel and Distributed Systems / DBs

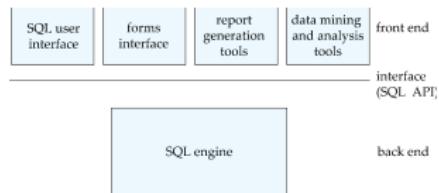
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Client-Server Architecture

- **Client-server:** Model for distributed applications partitioning tasks between:
 - *Clients:* Request service (e.g., dashboard, GUI, client applications)
 - *Servers:* Provide resource or service (e.g., database)



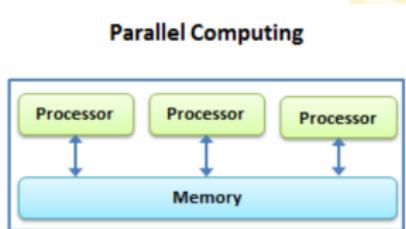
- **Architecture of a database system:**
 - *Back-end (Server):* manage access, query evaluation, optimization, concurrency control, recovery
 - *Front-end (Clients):* tools like forms, report-writers, GUI
- Interface between front-end and back-end:
 - SQL
 - Application programming interface (API)



Parallel vs Distributed Computing

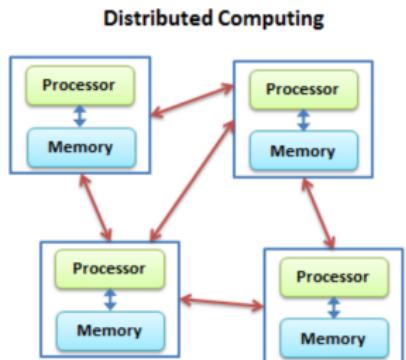
- **Parallel computing**

- One computer, multiple CPUs
- Cluster: many computers, multiple CPUs
- Homogenous, geographically close nodes
- Work on one task



- **Distributed computing**

- Autonomous, geographically separate systems
- Heterogeneous and distant
- Perform separate tasks



Parallel Systems

- **Parallel systems** consist of:
 - Multiple processors
 - Multiple memories
 - Multiple disks
 - Fast interconnection network
- **Coarse-grain parallel machine**
 - Small number of powerful processors
 - E.g., your laptop with multiple CPUs
- **Fine-grain parallel machine**
 - Aka massively parallel
 - Thousands of smaller processors
 - Larger degree of parallelism
 - With or without shared memory
 - E.g., GPUs, The Connection Machine



The Connection Machine, MIT, 1980s

Parallel Databases: Introduction

- Parallel DBs were the standard approach before MapReduce
- Parallel machines have become common and affordable
 - Prices of microprocessors, memory, and disks drop sharply
 - Desktop/laptop computers feature multiple processors
 - Trend will continue
- DBs are growing increasingly large
 - Large volumes of transaction data collected and stored for analysis
 - Multimedia objects increasingly stored in databases
- Large-scale parallel DBs increasingly used for:
 - Storing large volumes of data
 - Processing time-consuming queries
 - Providing high throughput for transaction processing

Parallel Databases

- Internet / Big Data created need for large, fast DBs
 - Store petabytes of data
 - Process thousands of transactions per second (e.g., commerce website)
- **Databases can be parallelized**
 - Set-oriented nature of DB queries suits parallelization
 - Some operations are embarrassingly parallel
 - E.g., join between R and S on $R.b = S.b$ as MapReduce task
- **Parallel DBs**
 - More transactions per second or less time per query
 - Throughput vs response time
 - Speed-up vs scale-up
- **Perfect speedup doesn't happen** due to:
 - Start-up costs
 - Task interference
 - Skew

How to Measure Parallel Performance

- **Throughput**

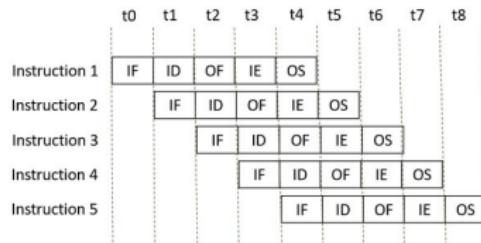
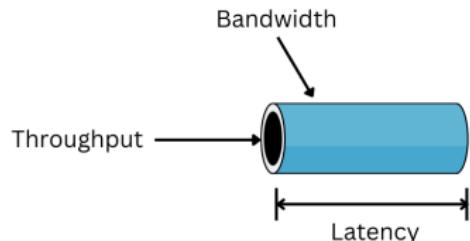
- Number of tasks completed in given time
- Increase by processing tasks in parallel

- **Latency**

- Time to complete single task from submission
- Decrease by performing subtasks in parallel

- **Throughput and latency are related but not the same**

- Increase throughput by reducing latency
- Increase throughput by pipelining (overlapping task execution)
 - E.g., building a car takes weeks, but one car is completed per hour
 - Pipelining of microprocessor instructions



Speed-Up and Scale-Up: Intuition

- You have a workload to execute
 - Change workload M
 - Number of DB transactions
 - Amount of DB data to query
- You need to execute the workload on a machine
 - Change computing power N
 - Better CPU (scale vertically, scale up)
 - More CPUs (scale horizontally, scale out)
- Two ways to measure efficiency when increasing workload and computing power
 - Speed-up
 - Keep constant problem size M
 - Increase machine power N
 - Scale-up
 - Increase problem size M
 - Increase machine power N

Speed-Up vs Scale-Up

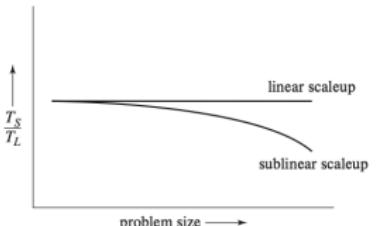
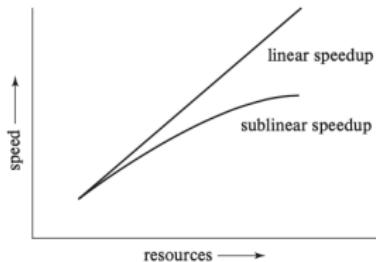
- The amount of computing power N can be changed
- The amount of work M can be changed
- Speed-up:** fixed-sized problem on a small system given to a system N -times larger

$$\text{speed-up} = \frac{\text{small system elapsed time}}{\text{large system elapsed time}}$$

- Speed-up is linear if equation equals N
- Scale-up:** increase size of both problem M and system N
 - N -times larger system to perform M -times larger job

$$\text{scale-up} = \frac{\text{small system-problem time}}{\text{big system-problem time}}$$

- Scale-up is linear if equation equals 1

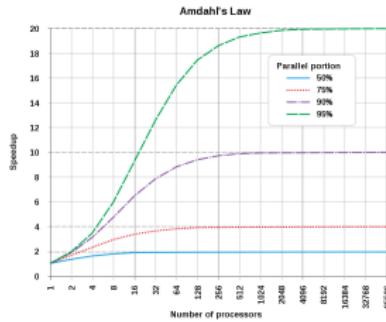


Factors Limiting Speed-up and Scale-up

- Speed-up and scale-up are often sub-linear due to several issues
 - E.g., some computation is parallel, others sequential
- **Amdahl's Law**

- p = fraction parallelizable
- s = number of nodes
- T = execution time serially
- $T(p) = \text{execution time on } s \text{ nodes} = (1 - p)T + (p/s)T$

$$\text{Speedup}(s) = \frac{T}{T(s)} = \frac{1}{(1 - p) + \frac{p}{s}}$$



- E.g.,
 - 90% parallelizable → max speed-up 10x
 - 50% parallelizable → max speed-up 2x (even with infinite nodes)

Factors Limiting Speed-up and Scale-up

- **Startup costs**

- Starting processes may dominate computation time
- E.g., dBs create thread pool at startup

- **Interference**

- Processes compete for shared resources (e.g., system bus, disks, locks)
- Time spent waiting on other processes
- E.g., devs touching same code create merge conflicts

- **Cost of synchronization**

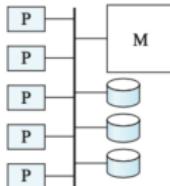
- Smaller work pieces increase synchronization complexity
- E.g., hiring many developers in a company

- **Skew**

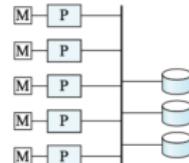
- Splitting work increases variance in task response time
- Difficult to split tasks equally
- Execution time determined by slowest task

Topology of Parallel Systems

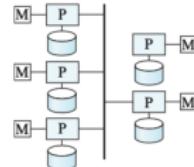
- Several ways to organize computation and storage
 - M = memory
 - P = processors
 - D = disks



(a) shared memory

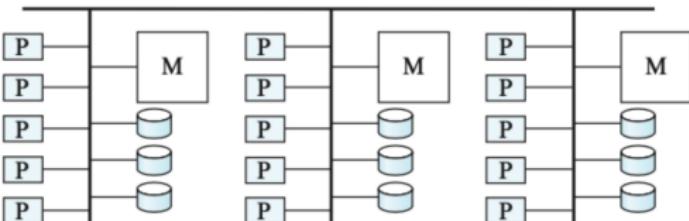


(b) shared disk



(c) shared nothing

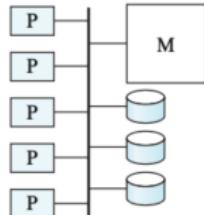
- **Topology**
 - Shared memory
 - Shared disk
 - Shared nothing
 - Hierarchical
- **Problems**
 - Cache coherency
 - Data communication
 - Fault tolerance
 - Resource congestion



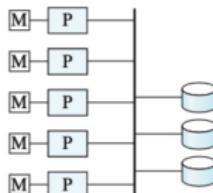
(d) hierarchical

Topology of Parallel Systems: Comparison

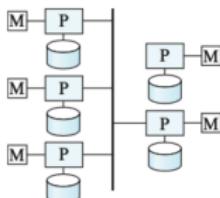
	Shared Memory	Shared Disk	Shared Nothing
Communication between processors	Extremely fast	Disk interconnect is very fast	Over a LAN, so slowest
Scalability?	Not beyond 32 or 64 or so (memory bus is the bottleneck)	Not very scalable (disk interconnect is the bottleneck)	Very very scalable
Notes	Cache-coherency an issue	Transactions complicated; natural fault-tolerance.	Distributed transactions are complicated (deadlock detection etc);
Main use	Low degrees of parallelism	Not used very often	Everywhere



(a) shared memory



(b) shared disk

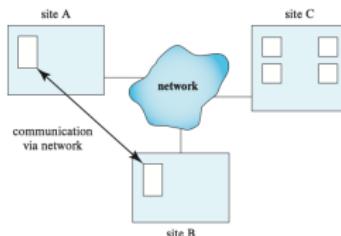
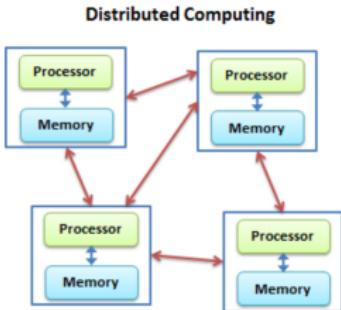


(c) shared nothing



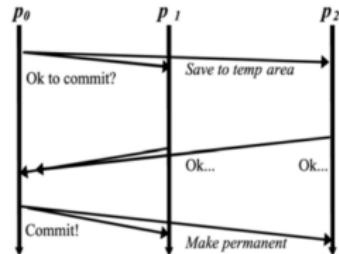
Distributed Databases

- **Distributed DBs**
 - DB stored on nodes at geographically separated sites
 - Communicate through high-speed private networks or Internet
- Done due to necessity, e.g.,
 - Large corporation with global offices
 - Redundancy and disaster recovery
 - E.g., natural disasters, power outage, hacker attacks
 - Achieve high-availability despite failures
- Typically not for performance reasons
 - Use parallel DB for high performance
- Wide-area networks (WAN) vs Local-area networks (LAN)
 - Lower bandwidth
 - Higher latency
 - Greater probability of failures
 - Network-link failures may cause network partition



Consistency Issues in Distributed DB Systems

- Parallel and distributed DBs work well for query processing
 - Only reading data
- Updating a parallel or distributed DB requires consistency enforcement
- **Atomicity issues**
 - *Problem:* Transaction is all-or-nothing across multiple nodes
 - Two-phase commit (2PC) is a centralized approach
 - Commit decision delegated to a single coordinator node
 - Each node executes the transaction, reaching a “ready state”
 - If each node reaches ready state, coordinator commits
 - If a node fails in ready state, it can recover from failure (e.g., write-ahead logs on stable storage)
 - If a node aborts, coordinator aborts transaction
 - Distributed consensus, e.g.,
 - Paxos
 - Blockchain



Coordinator :

- multicast: *ok to commit?*
- collect replies
- all *ok* => *send commit*
- else => *send abort*

Participant:

- ok to commit* =>
- save to temp area, reply *ok*
- commit* =>
- make change permanent
- abort* =>
- delete temp area

Consistency Issues in Distributed DB Systems

- **Concurrency issues**

- *Problem:* Multiple processes writing and reading simultaneously
 - Locks / deadlock management

- **Autonomy issues**

- *Problem:* Units/departments protective of their systems
 - E.g., administering systems, patching, updating