构建高可用分布式 Key-Value Store

使用LedisDB + xcodis + redis-failover

Agenda

- 1. What: Key-Value Store简介
- 2. Why: 再造Key-Value Store的理由
- 3. How: 如何构建一个Key-Value Store

关于我

- 1, WPS资深程序员
- 2. 热爱开源
- 3, Go重度用户
- 4, LedisDB, xcodis等作者

What

什么是Key-Value Store

Use the associative array as fundamental data model.

现有的栗子

- 1. Memcached
- 2. MySQL
- 3. Redis
- 4. MongoDB, Couchbase, 特多了!

Why?

Why?

- 1. 程序员天生的造轮子情结
- 2. 不同NoSQL选型学习成本
- 3. 基础服务的可控性
- 4. 能学到太多的东西

How?

Feature

- 1. Language
- 2. Protocol
- 3. API
- 4. High Availability
- 5. Cluster

Let's Go!



如果用C++写一个服务?

- 1. 要学习socket API
- 2. 了解epoll, kqueue或者IOCP
- 3. 异步逻辑导致的代码割裂
- 4. 异步代码对象生存期管理
- 5. 开发速度慢

Go

- 1. 天生的服务端并发编程语言
- 2. 官方自带高性能net package
- 3. goroutine解决异步编程难题
- 4. 开发快速, 个人感觉 > python

Protocol

Protocol

- 1. 易于实现
- 2. 快速解析
- 3. 可读性好

Redis Serialization Protocol

- Simple String: "+OK\r\n"
- Error: "-Error message\r\n"
- Integer: ":123\r\n"
- Bulk String: "\$6\r\nfoobar\r\n"
- Array: "*2\r\n\$3\r\nfoo\r\n\$3\r\nbar\r\n"

API

API

- String: SET, GET, etc.
- Hash: HSET, HGET, etc.
- List: LPUSH, LPOP, etc.
- SET: SADD, SISMEMBER, etc.
- ZSET: ZADD, ZRANGE, etc.

这货不是Redis?

LedisDB

- 1. 使用Redis协议
- 2. 类Redis API
- 3. 提供KV, Hash, List, Set, ZSet数据结构支持
- 4. 底层基于RocksDB等, 超越内存限制

LedisDB

//start ledis server ledis-server

//another shell ledis-cli -p 6380 ledis> set a 1 OK ledis> get a "1"

High Availability

High Availability

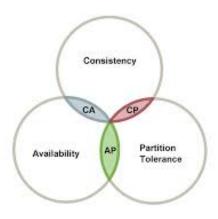
- 1. CAP
- 2. Data Security
- 3. Fault Tolerance

CAP

C: Consistency

A: Availability

P: Partition tolerance



Data Security

不要把鸡蛋放到一个篮 子里!

不要把数据放到一台机 器上!

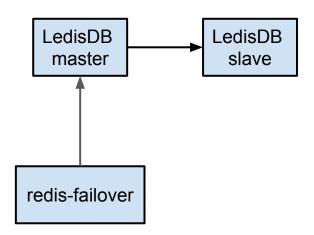


Data Security

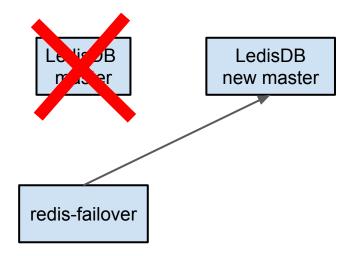
- 1. Backup
- 2. BinLog
- 3. Replication Topology
 - a. Synchronous
 - b. Asynchronous
 - c. Semi-synchronous

Fault Tolerance

Monitor



Failover



Cluster

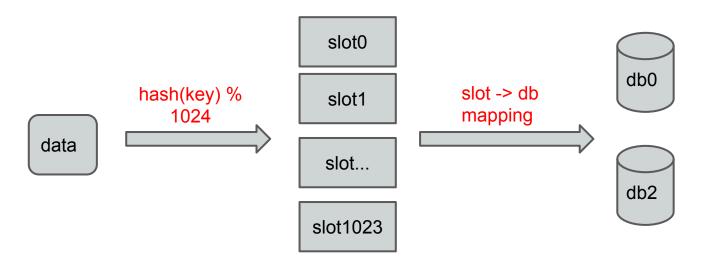
Cluster

- 1. 如何进行数据切分以及查找
- 2. 如何动态扩容
- 3. 如何对外提供服务
- 4. 如何协调多个服务

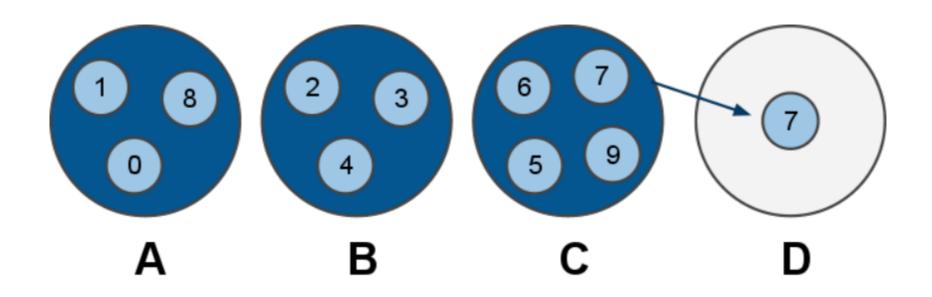
Key Routing

- 1. Hash
- 2. Consistent Hash
- 3. Routing Table

Hash + Routing Table



Resharding



Usage

- 1. 类redis cluster
- 2. 自定义客户端
- 3. proxy

Coordination

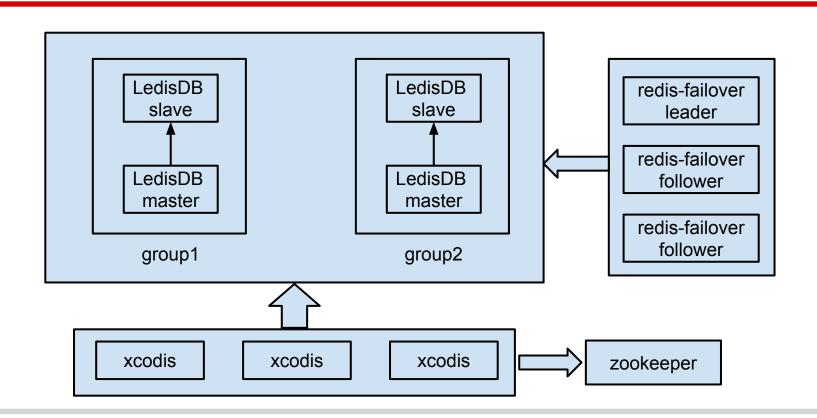
zookeeper

etcd





Final Architecture



Question?

Thank you!

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