

TiDB Theory and Practice

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Who am I

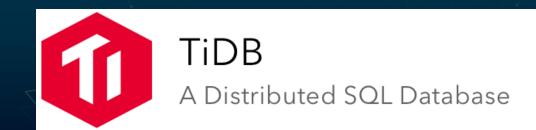


- Qi Liu (刘奇)
- Co-founder & CEO of PingCAP
- JD/Wandoulabs
- Infrastructure software engineer / Open source hacker
- Codis / TiDB / TiKV

What's TiDB



- NewSQL database inspired by Google Spanner / F1
- Open source, of course
 https://github.com/pingcap/tidb



What's new at the end of 2016 OSC

OSCi原创会 科 2016

- TiDB
 - Open source for 1+ years
 - 5300+ stars
 - 58+ people
 - 4000+ commits
 - -\31 meetups
 - Alpha → Beta → RC1

What surprises me?



- Game companies need new technology
- Internet companies
- Other traditional companies

Why TiDB?



First, I want to ask one question:

How to scale your MySQL database?

Why TiDB?



No more:

- splitting DB/Table
- choosing sharding keys
- workarounds for cross-shard transaction support
- inconsistent data
- waking up at midnight to do DDL or re-shard :)
- slow queries that can't scale

Why TiDB?



MySQL grammar and protocol compatibility



Complex query support: Join / Subquery / Group By / ... 😞



ACID Transaction



Elastic scaling



Auto-failover









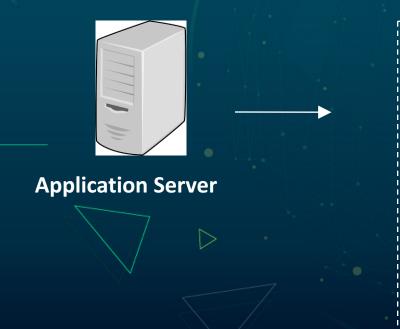


Patterns.

All come from real user cases.



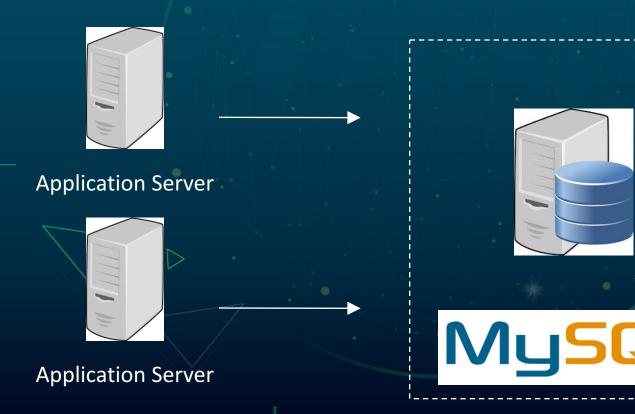
At first, you got a MySQL and one application server.







And then, workload continuously increases.





And then, workload continuously increases.





 To cope with the continuously increasing workload, you add more and more application servers.

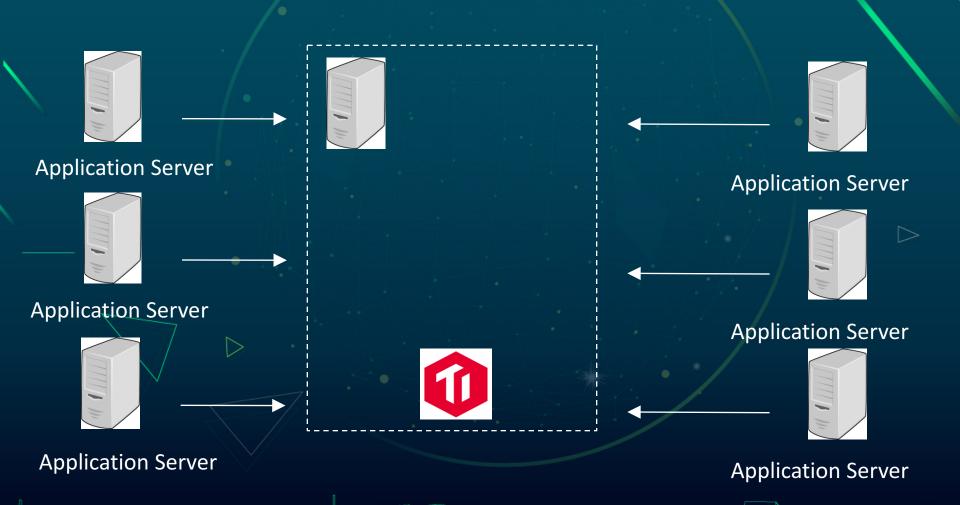




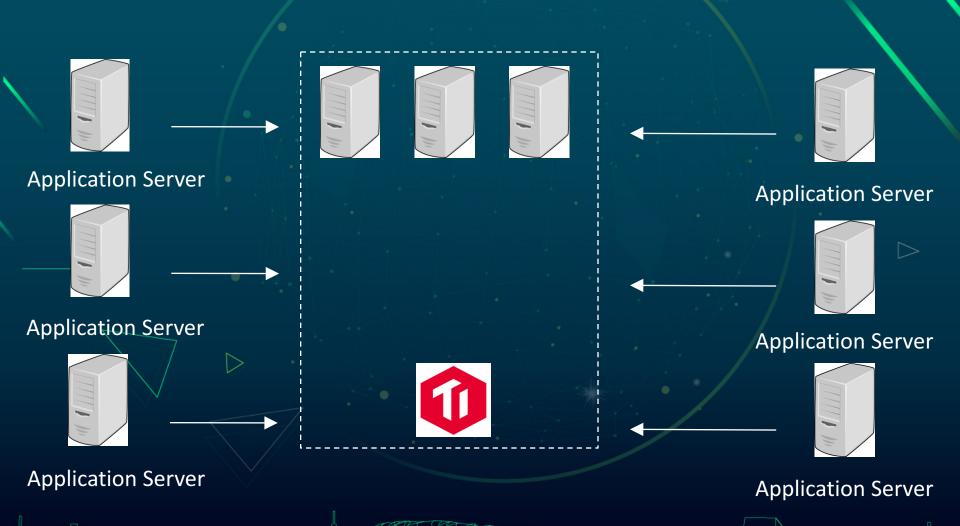
One day, shit happens.



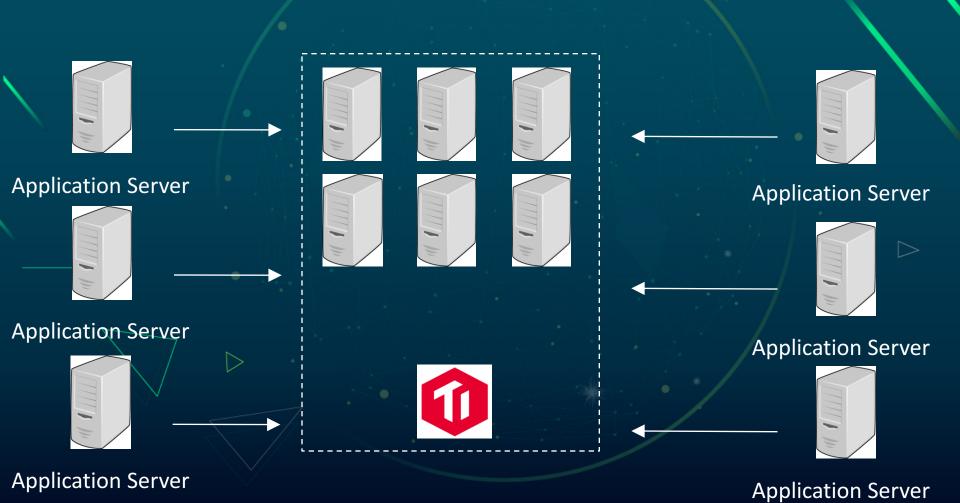




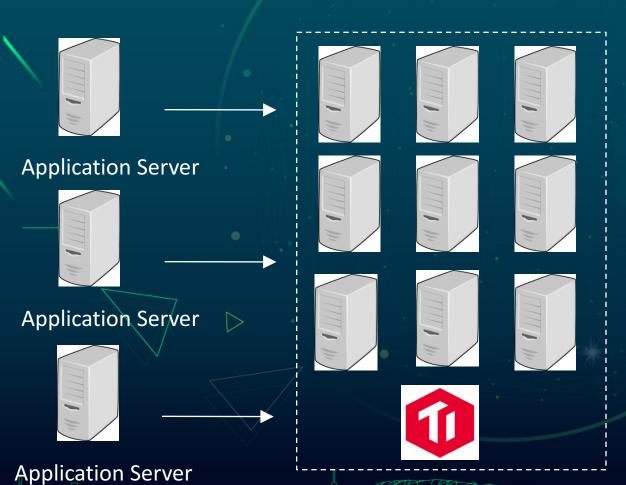


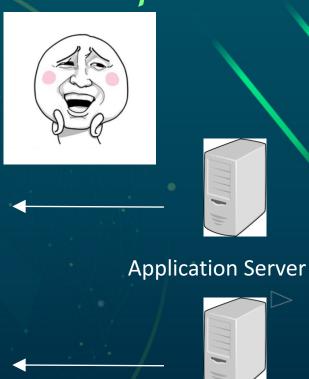












Application Server



Application Server

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- TiDB supports elastic scaling.
- Adding more machines, TiDB will rebalance the load and data.
- Thanks to the Raft consensus algorithm.

Remember that, as your business grows rapidly, you don't want to waste time on refactoring your code...



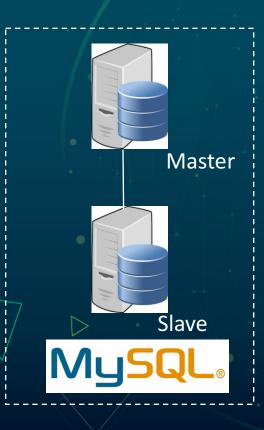


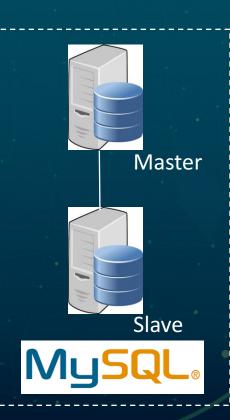
Scale without changing a single line of code.

Pattern 2: Real-time backup



Old days:



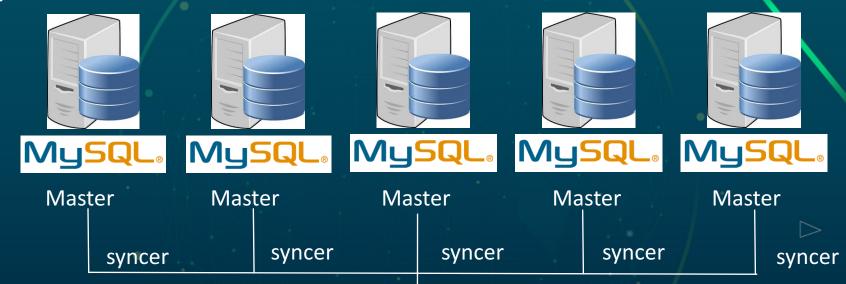




Pattern 2: Real-time backup



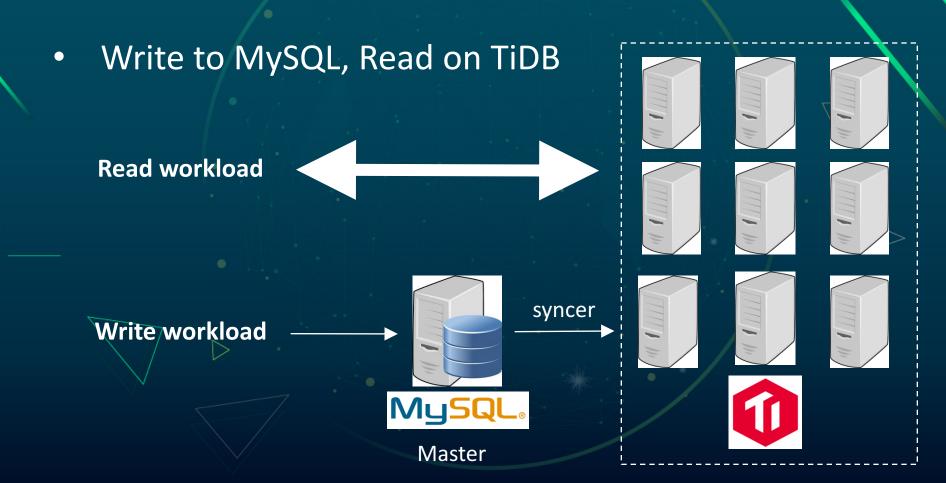
Now:





Pattern 3: Read/Write splitting

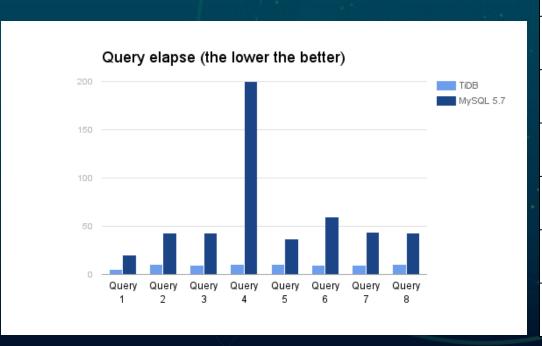




Pattern 4: Ad-Hoc OLAP



- Why MySQL?
- Why MySQL sucks?



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TiDB Elapse	MySQL Elapse
5.07699437s	19.93s
10.524703077s	43.23s
10.077812714s	43.33s
10.285957629s	>20 mins
10.462306097s	36.81s
9.968078965s	1 min 0.27 sec
9.998030375s	44.05s
10.866549284s	43.18s



Tools matter.

Make miracles happen

syncer

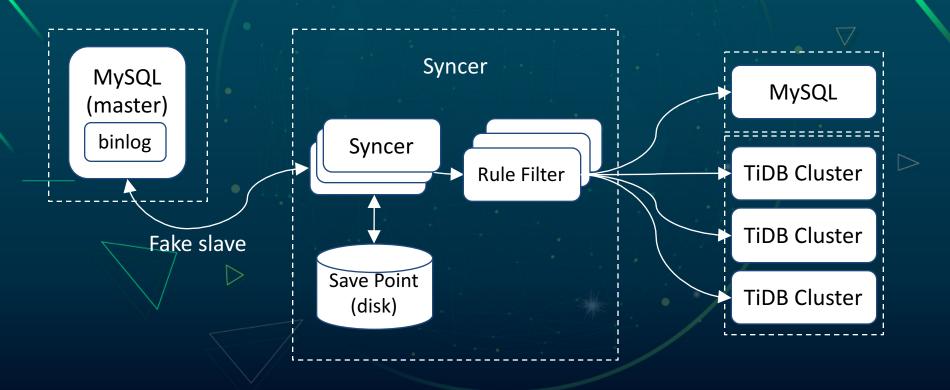


- MySQL row-based binlog parser and real-time data synchronization to any point which is compatible

 with MySQL protocol, like MySQL, TiDB.
- Auto reconnection, high concurrent and savepoint support.
- For more information, see syncer.

syncer





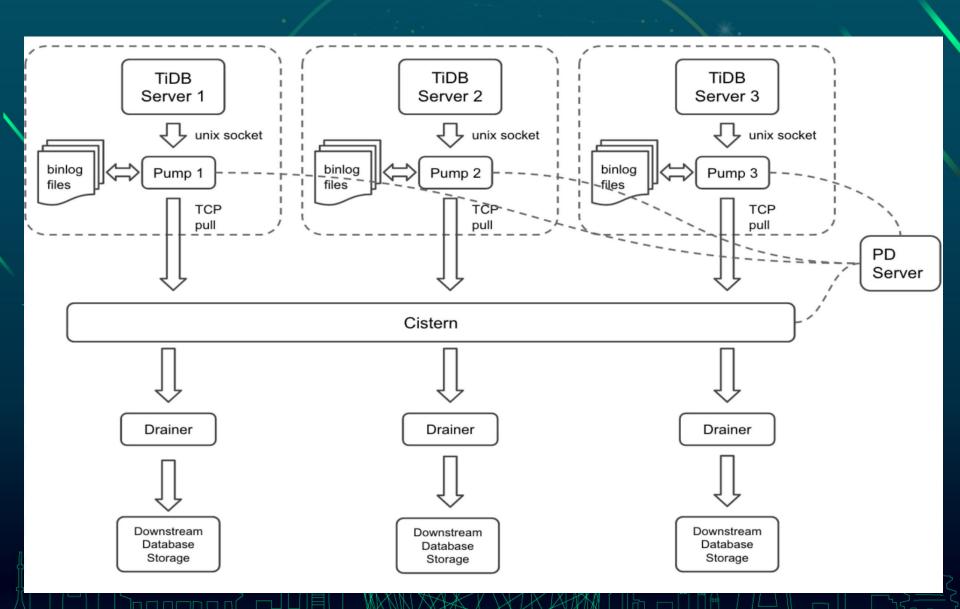
TiDB binlog



- Collect TiDB's binlogs for quasi real-time data backup and synchronization. Of course, it's distributed.
- Self-description, support syncing from any point
- Awesome tool for production with mydumper/myloader.

TiDB binlog





TiDB binlog



pump

Pump is a daemon that receives real-time binlog from tidb-server and writes in sequential disk files synchronously.

cistern

Cistern collects binlog from each pump in cluster, and stores them on disk in order of commitTS.

<u>drainer</u>

Drainer transforms binlog to various dialects of SQL, and applies to downstream database or filesystem. (Not only MySQL:))

mydumper / myloader



- Pros:
 - Multithread/Fast
 - Not LSM engine friendly
- Cons:
 - Lacks of retry logic.

Reliable

More friendly to LSM engine

Community matter



Work with Spark.

More raw KV interfaces: get/set/cas

More and more documents

Thanks



Project Repo:

https://github.com/pingcap/tidb

https://github.com/pingcap/tikv

Documents:

https://github.com/pingcap/docs English

https://github.com/pingcap/docs-cn 简体中文

TiDB 交流群

