

Freshness-aware Data Management in a Polystore system

Master's Thesis

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Acknowledgments

So Long, and Thanks for All the Fish. And the template.

Abstract

We summarize the feature for freshness-awareness and exemplify the implementation on the basis of the polystore system Polypheny-DB.

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1

Introduction

For the past decade, cloud computing has become a crucial and central part in the industry [3]. This technological advancement in infrastructure provisioning allows companies to obtain software as well as hardware resources to compose their entire data center virtually in the cloud. Without having to invest in expensive hardware and real estate they can now avoid maintaining their computing resources solely on premise. These providers usually manage different distributed data centers across the globe and provide private or shared access on resources according to their Service Level Agreement (SLA). Such guarantees in quality-of-service (QoS) usually include elastic up- and down-scaling of resources and a high degree of availability, which is achieved by replicating data throughout different regions [13] [44].

Ever since the rise of the *Big Data* era, these providers are faced with continuous and rapidly growing heterogeneous datasets. These are accompanied by widely varying requirements and characteristics for data driven applications. This increased the need to leverage custom-tailored database systems to gain meaningful insights on their data as quickly as possible. To efficiently process and extract relevant information out of these data silos new systems have emerged. These aim to provide a solution for the new demands on varying workloads and ever-growing data sources. Such novel Polystore systems combine several distributed physical data engines to enable various new possibilities and provide the best response time for every use case by exploiting the key benefits of each engine [42] [47]. Although these data management systems are inherently built to process heterogeneous data with high throughput, the amount of produced data still grows continuously. Therefore, the importance to efficiently access the right data is crucial for organizations to stay economical and competitive. Cloud providers which offer such systems consequently need reliable functionality to manage these large volumes of data. Otherwise, they would waste useful computations and time when users try to retrieve relevant data items [30]. To comply with their QoS requirements and sufficiently provide acceptable access times for their services, they have come up with data freshness strategies as an essential part of data management in a distributed setup. The freshness in such cases reflects how current and up-to-date a specific data item is. Since not all applications pursue similar goals, they often require different levels of freshness. These levels can be used to identify a well-suited location to retrieve the

desired data object. This consequently mitigates the need to always update every existing data replica to the most recent state. Changes can now rather be deferred, until they are processable by the underlying system again. Such delayed updates now allow for a much higher throughput and increased performance in scenarios where also slightly outdated data is acceptable.

1.1 Goal?

The system therefore needs to be able to allow transactional as well as analytical workload in parallel.

Missing: TCO because even if highly replicated systems we might not use the secondary nodes in case of failure situations.

1.2 Contribution

The contribution of this thesis is fivefold. First, we identify and define necessary requirements to establish freshness-awareness in general. Second, we outline and propose various possibilities to enable freshness-awareness. Third, we introduce a query extension to allow the specification of tolerated and desirable freshness levels on various metrics. Fourth, To identify necessary requirements to implement and design possible freshness variations in a polystore system. Several aspects of previous published research work is compared and considered when adapting it to polystore systems.

Missing: with Polyphenys lazy replication we could limit the primary update to fast OLTP driven stores and lazily update other stores

Missing: Allow parallel workload (transactional/analytical) by reducing locks and allowing reads to be applied to outdated nodes

1.3 Outline

This thesis is structured as follows: Chapter 2 motivates and illustrates the benefits of a freshness-aware data management approach and how it would impact a given scenario. In Chapter 3 the foundations and concepts of data freshness characteristics and requirements are presented. We give an overview over the current state of research in the field of data freshness. Chapter 4 illustrates existing fundamental concepts in the context of distributed data management systems. Chapter 5 describes the functional requirements, necessary to introduce the notion of freshness inside a polystore system. Additionally, it proposes and discusses possible approaches how to implement them in a polystore system. In Chapter 6 these concepts including all requirements and building blocks will be applied to Polypheny-DB, a specific polystore system. While Chapter 7 focuses on possibilities how to ensure correctness and measure the performance of an implementation, including all necessary prerequisites. Finally, Chapter 8 concludes the thesis by summarizing the individual contributions according to the proposed implementations and gives an outlook to future work and possible extensions.

2

Motivational Scenario

Explain scenario and why especially necessary on polystore systems transactional UPTO-DATE workload on postgres and Analytical in in-memory order column-oriented DB.

(Imagine a distributed system)

Consider locking in a distributed setup. Why this is limited by the slowest performing node. (maybe cite) Amdahls law .

We can now harvest the benefits of a polystore system with their distinct replication engines

Imagine an *Enterprise Resource Planning* (ERP) system, containing several different customers. This comprehensive system is able to provide purchasing, accounting, inventory stocking and warehouse management within one system. Since these systems are inherently used to reproduce an entire supply chain, they can be easily be used to report on different sales metrics or run analytical queries to aggregate certain multidimensional results. This is certainly desirable to analyze the current state of the company as well as adequately adapt to new trends or opportunities. However, even in we imagine that we have a distributed system

If our system however only supports strong consistency by eagerly replicating all incoming updates to every available node, we are limited by the slowest performing node in this setup. During these write operations no could

Explain that this system in this scenario does not allow concurrent writes and reads. Since reads do not alter that data, we can provide multiple

However, since ERP are strong transactional systems receiving write-heavy workload the write speed is essentially bound by the lowest performing

This does not only limit locking situations but also increases the databases' response time. Furthermore, this enables this system even in a distributed setup to work with several nodes.

Even if not all nodes are directly notifying the system that they have succesfully finished the operation we could continue with the operation. Depending on the tolerated level of consistency we give in on consistency to improve availability. This can of course also be

tuned to wait until a majority or defined number of nodes have committed the transaction. All activity is primarily executed through a central ERP system.

Since this company has locations around the world the ERP system has an evenly distributed load throughout the day without any peak performance windows. The availability as well

This might not be suitable in Motivational Scenario

Missing: Cite this

Missing: Imagine a global manufacturing company that is responsible for the entire supply chain. enable direct purchase through an ERP system which has several thousand customers, production ready assembly lines

as the processing throughput of this system is crucial for the company to stay competitive. While the processing department concerned with sales and production, the business intelligence (BI) team on the other hand needs to analyze to provide sales forecasts recognize upcoming trends. Since the company and data is still globally distributed and each entity additionally stores some information locally, that are unique to this branch or division. So any analysis done by the BI team needs to retrieve data from different locations maybe even companies. Although, these They cannot interfere with the daily-operation of the company. Although this is provided within one central system the use cases and requirements are fundamentally different. Since the company is globally distributed among several locations the data storage engines are distributed across the globe. Since this is a central system the availability as well as the consistency is important, to protect itself against failures while still providing an acceptable throughput.

For the sake of simplicity any legal constraints on archiving financial data are omitted.

3

Related work

This chapter aims to provide a background for the given topics as well as talking about the related and recent research activities in this field. In the context of this thesis, we consider five topics, which are necessary to establish freshness-awareness inside a Database Management System (DBMS). It is therefore separated into five sections, where each part contributes to a characteristic, needed to provide Data Freshness. This includes a definition of Data Freshness in general (→ Section 3.1), possible metrics to define cost functions which are used in the evaluation process as different freshness-levels are expressed and compared (→ Section 3.2), how to involve different versions of data items (→ Section 3.4). Furthermore, which possibilities exist on how to replicate data (→ Section ??) and propagate updates to outdated nodes to refresh them. Finally, this is concluded how users can actually specify their tolerated levels of freshness (→ Section 3.5).

To ensure the overall consistency of a system, current approaches in cloud environments use well-established protocols with unified blocking behaviours. This includes Strict two phase locking (SS2PL) for correct serializability treatment as well as two-phase commit (2PC) for global atomicity in a distributed database setup. Such mechanisms are mainly utilized when updates and changes to the system are replicated eagerly to every available replica to maintain a consistent state while complying with the common ACID properties [54]. However, these directly impact and ultimately mitigate the availability and response time agreements of most service providers. Hence, different approaches were introduced which aim to relax the strict *ACID* properties towards a *BASE* assumption [37]. *BASE* in this context stands for **B**asically **A**vailable **S**oft State and **E**ventual Consistency [41]. To implement this concept, updates on data items do not need to be executed immediately on every participating node. It is sufficient to apply the change only on a few nodes and deferring the data replication to a point in time when the workload on the system is low and resources are not occupied by client requests. This form of lazily replication can drastically increase the performance while also reducing the costs of maintaining all replicas at once. However, since these client requests are not serialized anymore this could lead to users accessing outdated and stale data items which have not been updated yet. As a consequence of lazy replication the system now persists multiple versions of data objects which logically reflect the data freshness. Voicu et al. [49] suggest that since not all applications need the

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most up-to-date data, one could easily exploit this side effect by keeping several replicas of a datum as different levels of freshness. This notion of or recency can then be utilized to ease the selection of correct replicas to fulfil individual client requests which even tolerate stale data as well. For cloud providers this combination of eager and lazy replication together with the resulting different stages of freshness offers a great trade off between latency and access time for freshness and enables efficient usage of available resources.

3.1 Data Freshness

The idea of freshness is a widely used concept among distributed data integration systems and intuitively introduces the idea of how old or stale data is. However, several notions and interpretations exist, on how to characterize and measure data freshness. In 1999 Naumann et al. [31] already stated that although the idea of data quality and freshness has no commonly agreed definition and varies among use cases, it is strongly related to the concept of accuracy. Such accuracy of a data object can roughly be summarized as the percentage of objects without data change. This thought was also shared by the author of [39] who defined the data accuracy as "the degree of agreement between collection of data values and a source agreed to be correct". Hence, it can therefore be considered as the precision and accuracy of such data elements in respect to its most up-to-date version. This approach is now commonly used among distributed systems which compare replicas with a designated "single source of truth" or some defined primary or leader nodes in such a setup. Referring to freshness as a measure of the divergence between a replica and the current value.

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Such strong application driven requirements call for a dedicated data model which represents the handling of data in a system which has freshness related requirements on arbitrary data items.

Peralta [35] also described freshness as a matter of how old data is and linked this to an user's expectation who is interested when the data was produced or if there may be other sources that have more recent or different kinds of freshness. Consequently, using the last time objects were updated, to identify any accuracy measures. Peralta also distinguished between two quality factors. The *Currency factor* which expresses how stale data is after it has been extracted and delivered to the user. This concept is often considered in Data Warehousing systems, when already extracted materialized data is processed and delivered to the user while the source data might have already been updated after it has initially been extracted and materialized resulting in stale data. The second factor corresponds to the *timeliness* of data. This essentially states how old data is and captures the gap between the last update and delivery.

3.2 Freshness analysis and metrics

A metric is a specific figure which can be used to evaluate given quality factors. With the various definitions and approaches to data freshness itself, the metrics to identify and measure the level of freshness also vary. Several metrics are summarized by [16, 33, 35] and can be categorized as:

- **Currency metric:** Measures the elapsed time since the source data changed without being reflected in a materialized view or a replica in distributed setups.
- **Obsolence metric:** Which accumulates the number of updates to a source since the data extraction time. For replicated systems this can be characterized as the number of updates that still need to be applied to a secondary system after it has been refreshed.
- **Freshness-ratio metric:** Identifies the percentage of extracted elements that are indeed up-to-date compared to their current values.
- **Timeliness metric:** Measures the time that has elapsed since the data was updated. Generally defined as the time when the replica was last updated.

While [6] and [53] define the notion of freshness by relating it to the *age-of-information* (AoI) respectively the timeliness represented by the timestamp of the transactions which has updated the value has as well as the *age-of-synchronization* (AoS) which corresponds to the time when the value was updated.

3.2.1 Freshness Constraints

Along the various freshness metrics as described in 3.2, Tamer et al. [54] list three types of freshness constraints that users could specify to suggest an accepted level of freshness.

- **Time-bound constraints:** Are used as timestamps that tolerate values which were updated by younger transactions.
- **Value-bound constraints:** Consider percentage deviations from the current value. This is more commonly used with numbers than with text and is considered to be mutually consistent if the values do not diverge more than a certain amount.
- **Drift constraints on multiple data items:** Relevant for transactions which read multiple data items. It is acceptable for users if the update timestamps of all data items are all within the same specified interval. Additionally, for aggregations, as long as a particular aggregate computation is within a tolerable range it can be accepted. Even if some individual values of the data items are more out of sync than the compound operation.

The notion of time-bound constraints is also shared by the authors of [49]. They propose to measure and specify these freshness constraints with the notion of *absolute-* and *delay freshness* to characterize their proposed freshness functionalities.

Here the **Absolute Freshness** of a data item \mathbf{d} is characterized by the commit timestamp \mathbf{t} of the most recent update transaction that has modified the item \mathbf{d} . These timestamps can be used by the client to individually define their freshness requirements. The younger a timestamp the fresher the data. Additionally, they use **Delay Freshness** to define how old and outdated requested data objects $t(d)$ are compared to the commit time of the current value $t(d_0)$. Defining their freshness function as

$$f(d) = \frac{t(d)}{t(d_0)}, \text{ with } f(d) \in [0, 1] \quad (3.1)$$

resulting in a *freshness index*. Röhm et al. [40] state that such an index consequently reflects how much the data has deviated from its up-to-date version. An index of 1 intuitively means that the data is at its most recent state, while an index of 0 is defined as infinitely outdated. While [51] and [22] both consider the delay-based staleness in the time domain as well, they also consider constraints on an acceptable value-based divergence δ . This aims to measure the difference between two numerical values by analyzing their similarity on basis of their absolute value $|d_0 - d| < \delta$. Low values between base and replicated data reflects a more up-to-date replica for a given object.

3.3 Update propagation

An essential part to gain performance with freshness-aware data management is loosening the update situations by reducing the number of replicas which need to be updated. This decoupling between necessary updates on a primary site and deferred updates towards secondaries reduces the total update time and in contrast increases the overall availability of the database system. This mechanism itself suggests to the user that the database system is updated eagerly while internally the updates are actually propagated lazily. Although this has the side effect that secondaries exist which hold slightly outdated and stale data. Due to the decoupling these can now efficiently be utilized as read-only copies to speed up OLAP workload while still performing transactional processing at primary level as [38, 40, 51] have pointed out in their work.

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Depending on the architectural setup, different refreshment strategies have been proposed on how updates are propagated towards outdated nodes.

Wei et al. [50] propose a replication in form of an update policy adaptation algorithm that dynamically selects update policies for derived data items, This is fulfilled according to system conditions to have several layers of validation transaction to be fulfilled to actually be executed. E.g. in the validation stage, the system checks the freshness of the accessed data. If this accessed data is not fresh enough the entire transactions will be restarted. This imposes a huge performance mitigation since the transaction itself could be handled multiple times before it might actually get executed.

Rewrite

Psaroudakis et al. [38] mention the existing design gaps between OLTP- and OLAP-oriented DBMS and describe the importance of allowing the execution of OLAP queries even during the execution of transactional workload. However, they merely focus the single table level rather than a replication scenario in a distributed environment. Furthermore, they are interested in real-time processing and claim that even the slightest outdated data is unacceptable to provide real-time reporting. To fulfil these mixed workload requirements they described the idea of *SAP HANA* to offer a main area which contains the base data and a delta area which supports transactional operations and includes recently changed data. Read operations need to query main and delta jointly to provide results. Since the delta area could increase without bound it is periodically merged into the main section.

A similar approach is shared in [50] which aimed to mitigate the complexity and replication overhead by combining base data elements and derived elements. For queries, a base set of information is enriched with delta fragments to derive the relevant output. This reduces

the needed update cycles on all replicas since base information is always available and queued changes are applied during runtime to recompute the actual response. However, this approach is costly when encompassing several derived data sets and is therefore rather suited for values that can easily be derived.

To increase the transactional throughput Pacitti et al. [34] introduce concurrent replica refreshments and discuss the idea of *Preventive Replication* by using an asynchronous primary-copy replication approach and still being able to enforce strong consistency. This is achieved by utilizing a First-In First-Out Queue (FIFO) queue to correctly serialize any updates which shall be delivered to secondary replicas.

The authors in [49] propose several multi-tier layers to handle replication and freshness scores. Nodes are classified into two categories either as updatable or read-only and placed onto three levels. Level-1 nodes receive updates acting as primary servers, level-2 sites are read-only nodes containing as up-to-date data as possible and level-3 read-only nodes where data is updated rather infrequently. These levels are layered and composed as a tree receiving asynchronous updates from the lower level. The higher the level, the more outdated the data.

In contrast, [51] approaches its replication algorithm with a relationship between data items by utilizing a directed acyclic graph (DAG). Their graph essentially denotes a dependency between data items. The root node of such graphs corresponds to a base data item and child nodes correspond to its deviations over time, which as well corresponds to a multilayer replication setup.

3.3.1 Refresh strategies

Based on the discussed lazy propagation mechanisms in 3.3, three refresh and update strategies could be identified when updates should be propagated to replicas.

Although the authors of [38] rather focus on table-level objects and not on replication scenarios the up-date mechanism still follows the same requirements to jointly support a mixed workload of OLTP- and OLAP-oriented transactions. It considers a periodic approach when the main and delta areas shall be merged which essentially refers to updating an outdated base item, respectively the main area.

Others [40] avoid the scheduling of such update propagations completely by simply decoupling the primary update transactions from the read-only nodes and immediately executing the propagation-transactions as well. Although this helps the throughput of the initial update transactions the secondaries do not really stay outdated for any time at all. Since, such approaches as well as periodic scheduling completely neglect to verify the load on the underlying system it could cause unnecessary resource consumption on the replicas to be updated. Therefore, this should always be accompanied by identifying the idle time of replicas as well as ensuring that the current load on the replicas is not too high and is therefore able to endure such an update [49].

In contrast to [35] which talks about determining the goal to identify the minimum set of refresh transactions such that it is guaranteed that a node contains sufficiently fresh data with respect to the users requirements. Any outdated node will independently pull the

number of updates which are necessary to fulfil future requests of such requirements.

Wei et al. [50] follow a slightly different approach by analyzing the *Access Update Ratio* (AUR) for any data object d which is given as:

$$AUR(d) = \frac{AccessFrequency(d)}{UpdateFrequency(d)} \quad (3.2)$$

. Consequently any item above an AUR of 1 is considered to be accessed at least as frequently as it is updated and is considered as hot and shall be updated as soon as possible for applications to receive the real-time value. Whereas a ratio below this threshold refers to cold data and takes into account that this is accessed rather infrequently and thus needs no immediate refresh.

3.4 Consistency

There are several constraints to consider which ensure the consistency in a distributed setup. The authors of [50, 51] considered data freshness together with the scheduling of update transactions and talked about its freshness from the point of view of real time applications. They considered the concept of temporal validity in context of value-based freshness, such that specific values are only valid for a certain time interval before they become outdated. Hence, it is necessary to classify objects into temporal data that can continuously change to reflect a real world state and non-temporal objects than will not become outdated overtime like the validity of an ID card. This concept essentially pursues the fundamentals of temporal databases, which keep historic values as well as their validity-intervals, to allow reconstruction of any past value [19].

Voicu et al. [49] propose a decoupling of transactions to correctly separate the individual requirements for update propagations. These transactions are differentiated in regular update transactions that target primary nodes, propagation transactions that refresh read-only nodes, refresh transactions that are executed if a freshness level on a local store cannot be provided and finally OLAP related read-only transactions. Furthermore, they require that data accessed within a transaction is consistent, independent of its freshness. To correctly serialize the updates they ensure that their update serialization order is the commit order of the initial update transactions.

The authors of [38] introduced a common data structure for both workloads for delta and main store and the usage of multi-version concurrency control (MVCC) to provide access for both OLTP and OLAP. This implicitly enables the system to keep several versions of a data item (see Section 4.5). These versions can be directly used as outdated or freshness guarantees. However, the implementation of MVCC is complex and needs more system resources. Although this would indeed improve update times and would support referential integrity.

Finally, the authors of [5] propose freshness locks which are applied to the stores which have been selected to fulfil the read requests. These locks aim to provide fast response times for OLAP workload and ensure that data is not refreshed when being read within one transaction.

3.5 Freshness-aware Read Access

Since the essential idea of data freshness revolves around fast read access while transactional workload is currently being executed, the read access is a matter of efficiently routing any client request to a suitable replica in respect of the required level of freshness. According to [40] a router needs to utilize system state information on replicas to identify the correct way to route a query.

In [49] clients can directly contact any read-only replica. For every read-only transaction they can as well specify their tolerated freshness level, by specifying a timestamp which is internally converted to a freshness index. If the replica is able to fulfil the request it directly returns the response to the client. If it currently does not possess a sufficient freshness level it routes the request to another node which can be identified by routing it towards the root of the tree. The parent is able to identify which node is able to fulfil the condition. If none of the nodes are able to fulfil the request in this subtree a refresh transaction is executed updating all nodes before processing the read operation.

The authors [28] introduce a central *preference manager as a service* at the client site. This manager is able to suggest where to route queries based on given cost metrics and by comparing latencies for any request to improve the overall performance to deliberately choose if a request shall be routed to a primary or secondary site. This analysis is influenced by the *Replication Lag* inside a MongoDB cluster and refers to the average time how much time passes before an update is propagated to the secondaries.

4

Foundations on Distributed Data Management

This chapter describes concepts and general foundations, which are necessary to supplement the contents of this thesis. These foundations are mainly associated with topics on distributed data management and the different challenges that need to be considered.

4.1 Polystores

The decision which data structure to use and built upon is a crucial step for the overall performance of a systems design, as suggested by H.Plattner and B.Leukert [36].

While row-oriented data stores might be useful and preferred for write-heavy transactional workloads they are rather insufficient for purely analytical workload which would rather benefit from a column-oriented data store with less write operations [2].

Despite the fact that nowadays there exist a variety of Database Management Systems (DBMS) which were originally created with an intention to support specific scenarios, applications are getting more complex relying on various requirements and characteristics to serve multiple use cases at once. That is why modern day applications can not solely rely on one storage technology alone. Consequently Multi- and Polystore systems have emerged.

While multistore database systems aim to combine and manage data across heterogeneous data stores, polystore systems are essentially based on the idea of combining multistores with *polyglot persistence* [47]. Polyglot persistence is a term which refers to a practice originated from the concept of *polyglot programming* or microservice architectures, to utilize different programming languages for different task requirements following a best-fit approach [24]. Along this paradigm, polystores want to utilize multiple data storage technologies to fulfill different needs for different application components in order to cope with mixed and varying workloads.

4.2 Data Partitioning

Beside the utilization of several data storage engines, the data model and structure will have an enormous impact on the overall performance. Depending on the query or how data is accessed, data partitioning can be used to increase the efficiency and maintainability of the system [4].

The process of data partitioning refers to splitting the data into logically and sometimes even physically separated fragments.

In general data partitioning can be distinguished between two variations. Both of these forms split the data into multiple parts. It is therefore often called fragmentation .

Missing: Cite

Vertical Partitioning is usually applied during the design of a data model inside a database.

This involves the creation of tables with fewer columns and therefore using additional tables to store the remainder of columns [32]. This approach is often used in the context of normalization of a data model [17]. In order to combine and reconstruct these vertical partitions again there needs to be some sort of redundantly stored data like the primary key. Which uniquely identifies individual items.

Horizontal Partitioning refers to the partitioning of objects like tables into a disjoint set of rows that can be stored and accessed separately [15]. To support this explicit form of partitioning there exist several partition algorithms. The most common ones are List, Range and Hash partitioning. These algorithms can be applied to a table based on an arbitrary column which results in a fragmentation of the table based on the data values of the selected column.

Data partitioning generally enables a system to process data concurrently and to some extent even in parallel. Considering that access to data can be efficiently load balanced and therefore enhances the throughput per query.

Although data partitioning is often associated with the improvement of query performance. It can be also be used to simplify the operating of a DBMS cluster and therefore help to increase the overall availability. Through the replication of partition fragments, the data resilience of the system can be improved. Even if part of the data storage nodes are temporarily not reachable, your system still might be fully operational and available due to the replication and distribution of data fragments, which is still one of the main pursuits of current data management solutions [14].

4.3 CAP Theorem

An essential part of distributed systems is the handling of failures or outages of participating components. The *CAP theorem* [25] introduced by E. Brewer [12] discusses these scenarios and states, that it is not possible to keep the system available while providing global data consistency at the same time. This problem is driven by the claim that a node within a clustered system cannot identify whether another node or the network connection in between has failed (network partitioning).

Although this theorem was primarily introduced to support the differentiation between *Availability* and *Consistency*, it only formulates the trade-off in case of a failure. Since this should rather be the exception, Abadi [1] generalized the concepts of Brewer by introducing *PACELC* as an extension to the CAP theorem. This essentially adds the more common non-failure case to the definition. He claims that it is not sufficient to reduce the decision on the occurrence of the failure alone. Because even in high-available environments the data needs to be replicated to ensure availability and thus latency. Therefore, the possibility of failure alone, even in the absence of a failure, implies that the availability depends to some degree also on the data replication.

4.4 Data Replication

In distributed setups the utilization of data replication is crucial to improve the query performance by replicating certain partitions of data to where it is actually needed [52]. Furthermore, replication also increases the availability of the system and protects it against outages or performance mitigations, by allowing workload redirection and load balancing to healthy replicas in the cluster [29]. However, maintaining the consistency of all available replicas, results in scalability problems.

The author of [1] summarizes "three alternatives for implementing data replication". He states that these different nuances inherently result in the aforementioned trade-offs between availability and consistency described in 4.3.

The system can either choose to send the updates to all replicas at once, send updates to a predefined replica first or to a single arbitrary node. While the first approach can be directly applied to a system, the second and the third require the node that has received the initial modification to trigger an additional update operation.

Generally the data replication approaches can be ultimately distinguished into two approaches [26].

Eager Replication provides a strong consistency among all replicas. Each modification will first be applied on all nodes before the update transaction is considered to be successful. Hence, no stale data retrieval is possible, and users can choose to query any of the available nodes. Because the update is however applied synchronously, the transaction blocks until the last replica has finished the write-operation. Since this is done within one global transaction, specifically in heterogeneous environments, the performance of an update is bound by the slowest performing node.

In contrast to its strict counterpart, **Lazy Replication** decouples the primary update transaction from the update propagation to secondary nodes. In its basic form it only supports weak consistency. Since updates only need to be acknowledged and executed by one store, the update propagation to the remaining nodes is executed asynchronously [22]. Although, this improves parallel processing and increases the availability because only one node is blocked during the update. All other nodes can still serve incoming requests, which especially increases the popularity for OLAP-based applications [18]. However, during the convergence period, until all changes have been replicated, the system is exposed to an in-

consistent state. As pointed out by [16] utilizing a lazy propagation of updates, immediately leads to different versions of participating data items and thus also provides stale data. This could result in retrieving outdated data, if the client contacts one of the outdated nodes. Since the initial transaction defers the update propagation, this approach automatically results in *Eventual Consistency*. Although not considered strong, this form of weak consistency guarantees, that if no further updates are made during convergence, all accesses to these replicas will eventually see the same value and become up-to-date. [29]

4.5 Concurrency Control

A major topic in the context of distributed database systems is *concurrency control* [8]. It is directly associated with the *Isolation* criteria of the transactional *ACID* properties. With associated locks of data items, it ensures the correct results and treatment of interleaving operations in a database system [11].

As illustrated by the authors of [] not solely the data replication will impact the trade-offs between latency and consistency 4.3, but so does the concurrency control.

Despite the fact that there exists multiple protocols that handle concurrency control differently we will discuss two of the most common ones: *two-phase locking* (2PL) and multiversion concurrency protocol (MVCC).

4.5.1 SS2PL

As the name suggest the protocol itself is divided into two distinct phases. An *expansion phase*, where locks on required objects are gradually acquired, and no locks are released, and a *shrinking phase* where locks are released, and no locks are acquired anymore. In summary no lock can be acquired as soon as some locks have already been released.

The basic approach differentiates between exclusive locks, that can only be acquired by a single transaction at a time and shared locks that can be acquired by multiple transactions. While write modifications lead to an acquisition of a new lock, reads can attach itself to an existing shared lock instead of acquiring a new lock.

This however can lead to the starvation of write operations, since shared locks can be more easily extended with new transactions, leaving write transactions on wait until there are no more transactions in the list of the shared lock.

Although this protocol is most commonly referred to as 2PL, it provides additional extensions and variants that are used in practice. These variations only differ on the time when the second phase starts releasing the locks. While *2PL* releases locks once the operation has finished, this can lead to dirty reads [] since the transaction has not been committed yet and could still be rolled back. The more strict case *strict two-phase locking* only releases the locks of write-operation as soon as the transaction ends. Shared-locks on the other hand are released early. The most rigorous version is the *strong strict two-phase locking* which releases all locks when the transaction has ended. This is either at commit time or when the transaction is aborted. Although, This form of 2PL is effective to achieve distributed and

global serializability and provides automatic deadlock detection and resolution. Due to its rather pessimistic blocking behaviour it negatively impacts the performance of the system.

4.5.2 MVCC

While *SS2PL* suffers from lock contentions between long-running analytical reads and update transactions, it cannot support parallel writes and reads. To solve this problem **MVCC** [8] was introduced by keeping multiple data copies per object and generally omitting locks. It was originally established for multi-version databases that tried to extend the concept of shadow pages by keeping the complete history or at least multiple versions of each object [9, 10].

The idea is that every new write of an object x , by transaction T^k creates a new version x_k for this object x .

Most commonly MVCC provides *snapshot isolation* which was introduced by Berenson et al. [7]. This enables each transaction to see the state of the data at the time when the transaction has started.

Since snapshot isolation provides weaker consistency guarantees as *one-copy serializability* (1SR) it can increase the concurrency by relaxing the isolation requirements. Despite the existence of multiple versions on several replicas that provide more flexibility for the scheduler, it is more difficult to find a corresponding serializable schedule in accordance with 1SR according to [18].

Although, there exists some work that aims to provide serializable versions of multi-version concurrency control [20, 23].

Moreover, MVCC protocols are challenged with the decision how many version to retain and when to old ones become obsolete and can be removed. Generally this leads to a larger data footprint since objects are inherently stored redundantly.

Missing: Remove Correctness Guarantees

Missing: cite

Missing: Add Write Skew anomaly?

5

Concept



Missing: Check that concept is not bound to any implementation

In this chapter we will define all functional requirements, necessary to establish freshness-aware data management in general. We will therefore discuss the contents of section 3 and propose solutions how these approaches and techniques can be applied to polystore systems. Hence, this chapter is separated into several sections where each represents a necessary building block to provide the notion of data freshness.

5.1 Functional Requirements

- * Multiple Versions -> Data Replicas (* Express/Specify Freshness - Query extension) Implementation
- * Different Freshness Metrics -> Freshness Metrics
- * Freshness Comparison -> How to compare the freshness
- * Update Propagation -> * Refresh Strategies
- * Consistency -> Updates/Operations need to be applied in same order as primary copy
- * Freshness Read (extension to a query languages to specify a tolerated level of freshness)

Except the obvious existence of multiple versions per data object (see 5.2), there are several prerequisites and requirements to establish freshness-awareness.

Essentially we have to think about how we want to express freshness(see ??), find a suitable metric to measure it (see ??) and provide users a possibility to formulate an acceptable level of freshness. Based on these fundamentals we need to consider how update transactions can be decoupled and deferred, how replicas will be refreshed ?? while ensuring the consistency ?? of the system and how to enable the routing to identify freshness levels to speed up read-only operations.

5.2 Data Replicas

One of the main requirements of data freshness is the necessity and existence of different versions that can receive outdated data. Only with these versions we are even able to compare their state and define freshness for a given replica.

As already discussed in 3.3.1 it is crucial to define and assign roles to loosen locking situation on nodes and minimizing update times over all. The related work clearly distinguished between primary-update nodes and read-only nodes, where read-only nodes cannot be directly

updated by the user and will only receive refresh updates internally from the primary nodes. Since polystores inherently replicate or distribute their data across multiple stores we already have multiple replicas containing the data. Because we aim to reduce locking situations by decoupling primary updates from secondary transactions, we can simply use a lazy replication approach to propagate the updates asynchronously. By definition this solution automatically creates multiple versions by deferring the update propagation to secondaries. This immediately leverages the nature of polystore systems in such a way that no additional replicas have to be artificially created in order to support multiple version for each data object, which will eventually converge. This replication approach is discussed in more detail in section ??.

Since we always need a foundation for all freshness-related comparisons we will need at least one up-to-date replica. This replica should contain relevant information to illustrate the deviation from another possibly outdated version on a different node. To achieve this in a polystore environment we need to be able to classify existing stores into specific groups or roles. Naively these could be *up-to-date* and *outdated*.

On the basis of these roles we are then able to decide which replicas to consider for which use case. Alongside the idea of a polystore system, where each underlying engine has its own purpose, we can directly apply these roles based on the provided use case. E.g. label those stores as up-to-date that support highly transactional workload and will therefore be considered for every update. And configure replicas as outdated, when they are rather suitable for analytical queries which implicitly harvests the benefits of the encompassed stores.

In order to consequently compare those replicas they need to be equipped with metadata of at least two timestamps. One is the update timestamp when the replica has been last modified, the other is the commit timestamp of the original transaction which has modified the replica. This differentiation is important since it allows us to compare replicas based on their commit timestamp. This timestamp is always directly associated with the primary transaction. It means that even if the update propagation for secondaries has been deferred to a later point in time, as soon as they converge they will have the same commit timestamp as their primary counterpart. Otherwise, it would not be possible to compare replicas based on their timestamp, since individual commit timestamps per replica would not allow a direct timestamp comparison to determine the freshness of an object.

5.3 Data Freshness & Accuracy

As discussed in 3.2.1, freshness can be considered with several indications and nuances. There is no unified definition of data freshness or common freshness metrics. These rather depend on specific use cases and system requirements While freshness extractions on value-based divergence are only really suitable for numerical values, to measure the deviation from a base item, time-based freshness on the other hand can be applied to arbitrary data types and can therefore be used in a more general notion.

Because the perception of freshness is rather subjective and depends on the use case, the

time-based constraints are often still not sufficient for very frequently updated replicas. The accuracy would differ greatly when one node has received an update within the last minute and might be considered fresh, but this one particular update might have changed the entire table. This would then rather reduce the freshness to a simple version-comparison and allow questions such as, "if it exists, how did the data item look like roughly one minute ago". Admitting that this might be desirable for some use cases we want to extend this notion by considering deviations from the primary copy as well.

Hence, we propose that users can specify their tolerated level of freshness in a variety of ways. All proposed metrics will apply filters based on the abstract equation in 5.1. Which essentially validates per replica whether it can be used for the tolerated freshness-level δ in regard to a given data object d . Where δ can be associated with any metric described in the following definitions.

$$F(d, \delta) = \begin{cases} \text{true} & \text{if } f(d) \geq \delta \\ \text{false} & \text{otherwise} \end{cases} \quad (5.1)$$

Given that the freshness filter function $F(d, \delta)$ is valid for all described metrics, the concrete freshness determination individually defined as $f(d)$, varies among the use cases. In general this function is defined to return a specific level of freshness for a particular data object d . Where the object d is available on all replicas and can vary in terms of freshness, due to different update times. While the individual freshness function returns a calculated freshness the filter function will remove any replica that does not meet the designated freshness-level δ . We only require that δ and the return value of $f(d)$ are of comparable types.

Absolute Timestamp A timestamp can be directly specified as a lower bound threshold, during replica comparison. Identifying all replicas that have been updated more recently than the specified timestamp, to be considered during the selection process. The greater a timestamp the younger it is, respectively also the higher a timestamp is the fresher it is. With this function the freshness of a data item d is directly returned as the commit timestamp when this object has been written. As mentioned in 5.2, the commit timestamp $t(d)$ can be referred to as the current state of this replica and is associated with the commit time of the transaction within this operation has been applied to the corresponding primary copy.

$$f(d) = t(d) \quad (5.2)$$

In this case δ is a user specified timestamp $t_{timestamp}$ and consequently compared against $t(d)$ to verify the if the freshness-constraints are met.

Absolute Time Delay Any delay can be useful to intuitively specify the accepted level of freshness without explicitly specifying a timestamp as a lower bound. This function rather allows to specify a time delay based on the current time t_{now} . This metric therefore allows specifying freshness in respect to the current time. Resulting in recently updated replicas considered to be fresher than others. Although not directly specified

as a timestamp, an absolute time delay will still generate a timestamp for comparison to be used in δ . The delay is simply subtracted from t_{now} to again generate δ as a lower bound timestamp used for comparison. The freshness evaluation is therefore equal to the equation 5.2 and provides a different approach to specify the tolerated freshness. Both construct a timestamp that enacts as a lower bound of acceptable placements. This can be used as a filter to check for each candidate placement that it is fresher or respectively has received a state where its commit time is newer than the lower bound. If not, the placement is removed from the list of possible candidates.

Relative Time Delay Although, an absolute time delay is useful in some cases by defining its freshness based on the current point in time, it might lose some detail and could filter some replicas that in some scenarios are actually useful. If e.g. an object has not been modified for a few hours and although the replicas might already be up-to-date, they will not be considered when specifying an absolute time freshness that accepts the last hour. This is also true if the secondary replica is not up-to-date yet and is still in the process of convergence. Disregarding its state it will be avoided since its current commit timestamp is out of bound of the specified time delay. Although intuitively these replicas are considered rather fresh in respect to its primary copy.

Therefore, if we merely want to observe how much a secondary might deviate from the primary in terms of the update timestamp we need new metric. We therefore also need to specify the accepted level of freshness on the basis of divergence from its eagerly replicated counterpart and therefore provide a relative time delay used during comparison.

With this metric the specified relative time delay can directly be used as δ . The freshness function $f(d)$ described in 5.3 will essentially compare the current commit timestamp $t(d)$ against its primary replica $t(d_{primary})$.

$$f(d) = t(d_{primary}) - t(d) \quad (5.3)$$

Again if the calculated deviation from the up-to-date node is within bound of the specified delay in δ , this replica is accepted.

Replica Deviation Although the first three metrics already provide some granularity to consider different nuances of freshness, we do not yet involve the number of pending updates to any replica or can differ between the number of modifications each replica has received yet. For objects with a comparably high update frequency the notion of timeliness can hardly be utilized to make an assumption on the freshness. Therefore, we again want to provide another possibility to allow the specification, based on the divergence between primary and secondary.

This freshness can be specified by a freshness index as proposed by [40]. This ratio can be evaluated and consequently generated based on the number of modifications the primary and secondary copy deviate from one another. Where $m(d)$ is defined by the number of modifications a data object d has ultimately received on a given replica and $m(d_{primary})$ as the corresponding up-to-date copy to compare against.

Although a freshness index does not intuitively provide an observable threshold at first glance, it indicates how accurate a given replica d is in respect to the number of modifications of an up-to-date version $d_{primary}$.

This **Modification Deviation** is defined in 5.4.

$$f(d) = \frac{m(d)}{m(d_{primary})}, \text{ with } f(d) \in [0, 1] \quad (5.4)$$

Generally this describes how far behind an outdated replica is compared to the primary version. It can also be used during when multiple tables are *JOIN*ed. We can use the joint number of modifications and compare it against the current number of update transactions to give a joint accumulation.

Since it also might be desirable to specify a freshness index but to consider a time deviation as described in [27, 49] the freshness function can be adjusted as needed to also compare the effective commit timestamps as a **Commit Time Deviation**. Since we ensure that the commit timestamp of a primary replica will never be greater than its eager counterpart. We can define the time deviations as an index that is generated with $t(d_{primary})$ being the commit timestamp of the up-to-date replica and $t(d)$ the timestamp of the possibly outdated replica.

$$f(d) = \frac{t(d)}{t(d_{primary})}, \text{ with } f(d) \in [0, 1] \quad (5.5)$$

All the mentioned freshness metrics can be used to compare different replicas that contain a data object d and filtering them based on the provided function $F(d, \delta)$. This allows to specify the tolerated level of freshness δ from a type $\tau \in \{TIMESTAMP, TIME - DELAY, INDEX\}$ to be used within the query specification.

Although as mentioned in section 5.2 some engines within a polystore might be more suitable for up-to-date replicas than others, we don't limit the possibility of different freshness metrics to a subset of stores. Hence, every store is able to uniformly work with all levels of freshness. The Data Freshness shall always be evaluated within the polystore layer and is then used to compare the tolerated value against possible candidates that might fulfil such a request (see 3.5).

5.4 Update Propagation

To generally allow a system to handle transactional and analytical workload in parallel, we need to reduce occurring locking situations, such that write and read operations do not drastically interfere with each other. A simple approach would be to refrain from updating every replica eagerly. Given the multiple versions described in section 5.2 we could decouple primary transactions from secondary transactions. In that sense any modification to an object will now only target and lock its primary copies which are labeled as *up-to-date*. The secondary nodes could then be read without any further locking by the user transaction. Nonetheless, we need an approach how these outdated stores can converge their state towards a state of a primary copy. Otherwise, we would have entirely outdated stores that would remain in their current state and users using these store for querying might read stale data.

5.4.1 Refresh Strategies

Since we have no longer access to an eager replication we need the possibility to apply the changes lazily to any outdated replica. Depending on the use case there might be different approaches needed to fulfil certain requirements.

We therefore propose the following strategies to update the outdated nodes.

Immediate Execution This approach mainly pursues the decoupling of one single eagerly applied transaction, to two subsequent transactions. While the eagerly applied modification is executed synchronously it is bound by the slowest performing node in a setup. That is why with a lazy update propagation we only have to wait for the up-to-date replicas to finish the transaction. Since these can be strategically placed on stores that are suitable for transactional workload they are assumed to apply the operation faster. After this primary transaction has then committed and the locks are released, an asynchronously executed secondary update transaction can be executed, applying the updates to the outdated nodes.

Since these secondary transactions are merely executed with a small processing delay and assuming that the update queue might not be very large and updates can be applied right away, the outdated nodes intuitively will not deviate much from its primary partner.

On-demand Refresh Since a regular queue will not consider priorities, and we still have to obey the execution constraints of the primary transaction (see 5.7) we need to preserve the execution order of the primary transaction. Depending on the size of the update propagation-queue some replicas might stay outdated longer than others. That is why an on-demand approach is necessary to refresh outdated nodes immediately and bring them up-to-date. Applying such an approach, the queue has to remove all pending updates for that specific replica, that the updates are not applied twice.

Load-aware Although an automatically scheduled execution and a manual execution might serve most use cases, it might not be desirable to do so. Neither an immediate execution after a primary transaction nor an on-demand triggered refresh, take the system load into account. Since polystore consist of several potentially heterogeneous stores they might also differ in terms of their computing resources. So while most of the underlying stores could apply the pending changes immediately, some might currently not be capable on handling the additional load and have to be deferred yet again. Despite that this approach might slow down the convergence speed of the updated nodes, it will observe underlying stores and artificially limit the load on the system introduced through the propagation of updates hence keeping the system stable and available.

Update on Read So far all proposed solutions suffer either from additional evaluation overhead or from manual interference. This will limit the overall performance of the system. We could therefore again introduce a decoupled operation that is automatically triggered as soon as an outdated replica has been part of any query. During the freshness-related retrieval we obviously identify that this is indeed an outdated node

and can then schedule an update propagation for it. This propagation is then executed asynchronously after the initial read-operation has finished. This would reduce the additional caching, and avoid storing information as which updates need to be applied on which node.

However, the downside of this approach is in highly transactional environments with heavy write- and read-operations, that the outdated node would always be marked as needing an update. This would schedule an update, although it was might have already been scheduled by another strategy. To mitigate this, the approach could be enhanced even further by allowing a centrally defined configuration threshold. This would state if an outdated replica has been read and is above the centrally configured threshold, that no update propagation will be automatically scheduled. This will avoid permanent scheduling of an update for every freshness-related read access.

As suggested in 3.3 there exist several techniques how outdated nodes can be updated lazily in the context of freshness. Most of these presented distributed architectures follow a primary-copy approach for master-driven replication to all their secondary replicas. This eases the control and flow of data. Although in the proposed works some systems allowed to access read-only copies directly with Polypheny-DB we always have a single point of entry which can vaguely be compared as the poly-layer acting as a master node when distributing or even routing queries. Hence, Polypheny acts as the master anyway. However since any requests have to pass through the poly-layer we have full control how and where queries need to be routed to allowing us to selectively route read-operations to outdated and up-to-date stores alike. This enables Polypheny-DB to take full control how different levels of data freshness are being accessed.

With this abstraction layer on top of the stores we can leverage the DBMS to act as a coordination service allowing us to loosen the eager replications and locking mechanisms to be restricted to the primary nodes only. Currently, one has to wait until an update is persisted everywhere and are therefore dependened on slowest performing store. To mitigate this behaviour we want to decouple the commonly used update transactions and logically divide it into a total of three separate transactions types to allow deferred refreshments of objects.

- **Update transaction:** Consequently are write operations that are targeted on primary placements only.
- **Propagation transaction:** Belong to a refresh operation updating the data freshness of an outdated secondary node which is executed automatically by the system.
- **Refresh transaction:** A propagation transaction which is manually triggered by a user to refresh the data on an arbitrary outdated node.

Although, logically being used differently they are technically executed with the same capabilities and only really separate in terms of locking. They are rather used as a clear indication on which part of the process is referred.

These changes will also have an impact on the partition distribution constraints. For vertically and horizontally partitioned entities this means that all constraints on the number of

available column-placements can only be considered for primary update stores. Otherwise, this could harm the consistency of the system. For nodes labeled as outdated any variation is possible.

5.4.2 Refresh Operations

Disregarding the described Refresh Strategies from section 5.4.1 we need to converge the outdated replicas towards their primary copies. There are several possibilities to achieve this and a system can choose to implement each of these cases in various ways, however, each implementation comes with a consistency-latency trade-off.

The Update Propagation generally refers to the refresh operation that transforms possibly outdated objects towards an up-to-date state.

Missing:

We have several possibilities how to handle and propagate the updates. Since every write-operation needs to go through Polypheny, we can easily keep track which operations have been applied to the primary server and when they need to be applied to the secondaries. Essentially every possible solution needs some form of queue to store updates that still need to be executed on secondaries. For correct serializability it is sufficient to store the commit timestamp of the update transaction with each queue item. This imposes a natural execution order of any item in the queue to be delivered to the secondaries. We propose the following approaches:

CDC (Change Data Capture)

We can implement the notion of a shadow table which is filled by trigger on the base table. As soon as the base table gets modified by an update transaction any changes applied are stored and consequently tracked. Accompanied by a commit-timestamp its content is then used inside propagation transactions to refresh outdated placements. Once placements are updated the propagated entries inside the shadow table are deleted. This has the advantage that we can utilize a common datastructure in Polypheny out-of-the-box without having to implement any further activities. It is persisted and available after a downtime which ensures the recoverability of the system. However since this results in generating several statements that essentially has to traverse the entire system in order to be executed this could lead to large overhead in the system which could impact the performance as well as requiring more resources. Furthermore, since this is an updatable table the implemented locking mechanisms has to be applied as well. This excessive accessing however could result in high locking situations and therefore again impact the update time after all.

Internal structure

Another possibility would be to handle this approach entirely with internal structures. For example with the implementation of a MOM (Message Oriented Middleware) between the poly-layer and available adapters. The initial update transactions can append the changes into a persistent queue. This queue can then be asynchronously queried using a pull-based approach on adapter site to apply all changes necessary for them.

Internal Partitions

Another proposition would be the usage of background processing together with physical partitions. Although, they were originally intended to serve the horizontal partition use case they are internally configured to represent a physical table. Partitions could be extended to be used as general system internals which are accompanied by an update-timestamp that represents the last time the partition has been updated, this could include the Age-of-Information as well as the Age-of-Synchronization. Furthermore, since partitions logically belong to partition groups described in ?? we can easily identify which partitions are considered to be outdated or should always be up-to-date. With this information we could even use the existing capabilities of the *Partition Manager* which uses the notion of partition-qualifiers to identify required levels of freshness.

For every update-transaction the eager replication is loosened to only consider the primary partitions for updates. For the refresh operation itself we can utilize the *Data Migrator* to extract the relevant data via an accumulated select-statement on the primary placements. Additionally, to further decouple the data refreshment a hidden shadow partition can be created for this purpose. In that way writes on the primary copy as well as the currently existing outdated placements can still be executed while the outdated placement gets refreshed in the background. Once the data migration process has finished, we only need to logically apply a *Refresh-Lock* to ensure the overall consistency. During the short time the outdated-site is locked the old placement is dropped and the hidden shadow partition is officially being activated. Since this only really requires one select on the primary site, write-operations can still take place, reducing locks to a minimum. Even during the time the refresh-lock is active the benefits of the poly-layer comes in to play which enables the system to choose to route read-operations to primary servers as well.

View Materialization:

Along the idea of internal partitions materialization could help reduce the number of statements necessary to create new levels of freshness. Since materialized views are considered to be snapshots of data objects, anytime a propagation or refresh operation is being executed a new materialized view is generated on basis of the up-to-date placement. This would omit replication operations entirely hence no bookkeeping of the queued updates would be necessary. The only needed reference would be the new timestamp to calculate the freshness index.

As with the handling of internal partitions this can also be done entirely in the background. This limits the locking time to a minimum and is therefore only really necessary when switching the outdated with a refreshed view. Although, one of the biggest downsides of materialization is the large additional resource consumption on storage, it can be neglected for polystore systems, since they are inherently distributed and would otherwise store the entire content of the table. Therefore, it would even slightly reduce the data footprint on outdated placements.

5.5 Transactional guarantees - Locking - Isolation Level

To support the overall consistency of the system we have to ensure that all updates are correctly serialized and applied to the system.

Polypheny for one ensures global atomicity by using the two-phase commit (2PC) protocol and for correct isolation treatment strong strict two phase locking (SS2PL). Currently, all placements are eagerly updated and locked whenever a write-operation is executed. We need to loosen that constraints to increase update times and still ensure all transactional guarantees. The locking mechanism should therefore now only consider primary nodes. In that way we still can utilize secondaries with slightly outdated data for reads.

To ensure that the overall correctness of the system is maintained we will restrict the solution to allow freshness related parameters solely for read-only transactions. For every update-transaction which considers freshness of any kind, consistency cannot be guaranteed since we might read outdated data and use this data to write into another table. Therefore, we propose to enrich the transactional context of Polypheny with a flag that states if any read-operation considers freshness. If this is the case, the update-transactions needs to be aborted.

Another important point to note is the referential integrity of outdated tables. We already ensured that outdated data cannot be used within update-transactions to ensure consistency and therefore guarantee correctness. However, for read-only transactions it should still be possible to join any tables while considering a desired level of freshness. Since it is rather complex and would result in refactoring the core of Polypheny-DBs, we currently refrain from supporting MVCC. Hence, it might occur that cumulative reads on multiple objects might return incomplete results, since a specified freshness level can be entirely different on two tables which makes it hard to even compare freshness levels among different objects. However since a user is willing to access stale data anyway this is a known risk and thus can be accepted.

Finally, as introduced in ?? the *Refresh-Lock* is a newly introduced lock which holds the same characteristics as a regular lock on an object. However, it shall only be applied whenever a refresh operation is currently in place. This way the routing mechanism can avoid sending any queries to that placement for reads or a new refresh operation, which might have been triggered manually by an user.

To ensure the correct execution of refresh operations every placement that is outdated will receive an independent propagation- or refresh-transaction. The serialization order of the updates to be executed is the commit order of the initial write transaction. These can also be refreshed and updated independently which not only again reduces the total update time but also eases rollback scenarios. Otherwise, we might need to define complex countermeasures to undo certain refreshes if one store was already refreshed but another has failed.

The locking is done logically within the polystore layer and locks the entire table. Since we want to establish the freshness comparison of objects based on the Data Placement respectively each individual partition placement, the locking mechanism needs to be adapted

Missing: List what building blocks are necessary to compose a freshness concept. Check if needed as separate section

Resort

to allow locking not only on table-level but rather on a partition level.

5.6 Freshness-aware Read Access

With the description of ?? how to explicitly express freshness, users have the ability to hint or even guide the routing process to select placements based on their desired freshness.

Users can choose to specify any tolerated level of freshness. The routing process analyzes this specification and gathers all placements which fulfil the necessary requirements by preferring secondary nodes labeled as outdated. In case no secondary node can fulfil the request a primary placement is used to serve the query since they are not exclusive to receive updates such in other systems, consequently utilizing all source available to the system. Since only few systems presented in 3.5 provided this functionality the routing process can be extended to support load balancing. With the proposed adapter background analysis the router can observe if any selected placement might be overloaded and therefore chooses to route queries to a different available location.

For the overall freshness guidance an extension of PolySQL is necessary. Along the description in ?? users can choose to select any of the specifications to guide the system.

```
SELECT * FROM dummy
[ WITH FRESHNESS [ <TIMESTAMP> | <DELAY> | <PERCENTAGE> ] ];
```

As an extension we also propose to omit the specifications entirely and only state to the system that any freshness level is acceptable or the system central configured default, to further speed up queries.

As mentioned in 5.5 since update transactions don't allow any usage of freshness metrics to ensure consistency, solely read-only transactions are allowed. Hence, for read-operations on outdated nodes and data, locks can be omitted entirely since you will read stale data anyway. We therefore only have to validate that no refresh-lock is currently in place.

5.7 Consistency

Move from Strong consistency to eventual consistency have a loose form of consistency constraints that we need to comply with, in order to still provide response times while sacrificing consistency.

In general two requirements can be defined that have to be fulfilled to guarantee correctness in respect of freshness. For one, transactions that refresh stores need to be executed on all read-only nodes in the same serialization order as the original update transaction. Secondly all queries of a read transaction must access data with the same freshness.

This is certainly we still have to comply with the acid properties.

5.8 Placement constraints

Missing: with the R semantics - we are not able to

Missing: However, we want to include primary nodes for reads as well

Missing: Describe Process, Replicate Data to receive several version, reduce locking decouple primary transactions, during query processing extract the required level of freshness and filter on all nodes that can fulfil this freshness. Then pick a suitable one to provide the query.

Cite

Missing: Several possibilities to lock, only master, on freshness lock at all but all direct reads lock primaries that they do not get refreshed but therefore stay consistent at the

6

Implementation

This chapter describes an implementation in correspondence to the concepts elaborated in chapter 5. These concepts are applied to Polypheny-DB, a particular polystore system.

First the current architecture and all relevant components and modules of this system are described as a foundation to put the implementations in place (\rightarrow section 6.1).

After this brief introduction the corresponding building blocks, necessary to establish the concept of freshness-awareness are described.

Change Data Capture (\rightarrow section ??) Replication Algorithm (\rightarrow section ??) Freshness specifications (\rightarrow section ??) Freshness evaluation (\rightarrow section ??) Freshness constraints (\rightarrow section ??)

6.1 Polypheny-DB

The implementation is based on the polystore system Polypheny-DB¹. In this chapter we briefly describe and illustrate a simplified version of Polypheny-DBs current architecture. This extends the foundations laid out in Chapter 4 and sets them in context of the existing system model.

PolyDBMS [48]

Polypheny-DB is an Open-Source project² developed by the *Database and Information Systems* (DBIS) group of the University of Basel.

Polypheny-DB is a self-adaptive polystore that provides cost- and workload aware access to heterogeneous data[46].

Compared to other systems like *C-Store*[43] or *SAP HANA* [21], Polypheny-DB does not provide its own set of different storage engines to support different workload demands.

Instead, it acts as a higher-order DBMS which provides a single-point of entry to a variety of possible databases like *MongoDB*³, *Neo4j*⁴, *PostgreSQL*⁵ and *MonetDB*⁶. These can be

Talk about each implementation step for the building blocks in general, but if there are deviations e.g. in languages briefly differentiate them with bullet points and add them to the appendix

Add PolyDBMS citation Love Marriage or Marriage of convenience

¹ <https://github.com/polypheny/Polypheny-DB>

² <https://polypheny.org/>

³ <https://www.mongodb.com/>

⁴ <https://neo4j.com/>

⁵ <https://www.postgresql.org/>

⁶ <https://www.monetdb.org/>

integrated, attached and managed by Polypheny-DB which will incorporate the underlying heterogeneous data storage engines with their different data structures. It is designed to abstract applications from the physical execution engine while profiting from performance improvements through cross-engine executions.

For incoming queries Polypheny-DB's routing engine will automatically analyze the query and decide which store will provide the best response. The query is then explicitly routed to these data stores. This approach can be characterized as a dynamically optimizing data management layer for different workloads.

Due to its inherent architecture and the possibility to replicate data across different homogeneous as well as heterogeneous stores, it is also able to cluster, specific stores on a table entity level, although the underlying stores might not support this natively. This leverages Polypheny-DB to a data orchestration platform.

Missing: polypheny support multi-model databasae for relation document, graph in memroy ...

6.1.1 Placements

Placements are considered to be Polypheny's virtual representation of physical entities. They act as an abstraction between the polystore layer and the physical representation of an entity. Mostly used within the PolyDBMS itself they help to assist the logical routing process of Polypheny-DB.

Data Placements A Data Placement is essentially a virtual representation of the physical entity residing on a given store. A store in Polypheny is an underlying physical data storage which is attached to Polypheny-DB. All attached stores can be used to hold several fragments of data. During routing decisions stores are automatically taken into consideration if they are designated for the associated data

It contains information on available columns (\rightarrow Column Placements), partitions (\rightarrow Partition Placements) as well as properties unique to this store.

A table can therefore contain several Data Placements with different capabilities and properties.

Missing: Image

are used along the idea of Column Placement. A Data Placement is a representation of table with all placed columns on a specific physical store.

When a table is created on Polypheny-DB it is an ordinary structure placed onto one store. Such a table consists of one to n -columns. In the context of vertical partitioning a subset of these n -columns can now be placed onto another store in form of a *Data Placement*. This can either be done by evenly distributing the columns onto these stores or by simply replicating the subset to the second store.

Column Placements are needed to fulfill the intended flexibility of Polypheny-DB. Column Placements are instances of a column placed on a specific store. These placements are the result of the extended vertical partitioning of a table.

Missing: Image

Column Placements are instances of a column placed on a specific store. These placements are the result of the extended vertical partitioning of a table. They are considered unique per column on a cluster.

Missing: Maybe summarize this under Data Placement

As already discussed in 4.2, vertical partitioning refers to the logical separation of the data structure by columns to obtain logically connected objects throughout the database. Polypheny-DB extends this functionality to vertically partition tables column wise, which allows a table itself to be split further into a disjoint set of columns. This extension provides the functionality to place columns rather freely on a store without replicating the complete table. Although these columns are logically bound to a table there is no need to replicate the complete structure to a desired store. In some cases this does not only result in an optimized access of the data part but also saves data overhead on the specific store.

This functionality enables Polypheny-DB to adapt the data structure to continuously varying use cases.

Partition Placements Due to the partition function NONE every table entity inside Polypheny-DB is considered to be partitioned. Hence consisting only of one partition. Additionally, Polypheny supports the most common partition algorithms like HASH (), range or list().

A Partition Placement is

6.1.2 Catalog

6.1.3 Query Routing

Routing or cache plan optimization execute

Since every query has to go through the abstraction layer to guarantee correctness and consistency, Polypheny-DB can consult the systems *Catalog* to retrieve the location of all relevant data. This is done by gathering all *Column placements* needed by the query.

If the requested data indeed happens to be distributed on several stores. The central routing engine will join all relevant and distinct placements to construct the result set. Hence, the query is always routed to stores which hold relevant data.

Since partitions are mere logical identifiers their main usage is to locate data fragments or the location where a query should route a statement to. One physical table can therefore hold several partitions. During routing if a partition has been identified it is checked for every store involved whether it contains an associated partition placement. Although, this routing method is quite fast there are several problems concerning the separability of data. This imposes for one the difficulty to retrieve data belonging to exactly one partition out of a table which contains several partitions and secondly difficult to migrate data from individual partitions to another store.

Since it is rather complex to extract all relevant partitions needed for a specific query especially when combining vertical and horizontal partitioning the concept of *Worst case Routing* was introduced.

This routing mechanism aims to improve performance, when the process of identifying the correct partitions for a query would be too complicated and therefore also reduce the overall performance. This is the reason why currently, a *Full Placement* has to be enforced for all three Partition Managers to support the functionality of worst case routing. A Full

Missing: Image

Placement in that sense refers to a placement on a store which contains all partitions of a specific table and can therefore be used as a fallback scenario.

However, due to the adjustments to partitioning including the new Partition Placements which are represented by their own individual physical tables, the constraint imposed by logical partitions and therefore the necessity of a full placement per table can be removed. Queries are now able to flexibly combine vertical and horizontal partitioning to truly leverage the power of Polypheny-DB. The routing for SELECT-queries is now simplified since it aims to find for each partition all requested columns by joining Column Placements per partition first and then applying a UNION over all accessed partitions to build the required result set.

6.1.4 Concurrency Control

Given Polyphenys current architecture all incoming queries has to be delivered through the poly-layer, acting as a central instance. Since we assume that there is no direct interaction with the underlying systems there is no immediate risk of inconsistencies. This allows the utilization of SS2PL to handle concurrency control only within Polypheny-DB for correct isolation treatment.

6.2 Multiple Versions

as described in Section 4.2, since read-only queries typically benefit directly from data partitioning, they are suitable candidates to base our freshness awareness on. Therefore, we propose to define outdatedness on the state of a specific partition placement. Although the entire data placement, could be labeled as outdated or rather receive updates lazily, some of these partitions could already be up-to-date again, while others still remain outdated.

6.3 Locking - Isolation Level

6.4 Lazy Replication

6.4.1 Replication Strategy

Can be used to selectively define which data placement shall be updated lazily.

Missing: Statement

```
ALTER TABLE tableName MODIFY PLACEMENT ON STORE storeName WITH REPLICATION LAZY
```

This replication strategy is added as part of the newly added data placement properties. Since Data Placements inherently carry the information, what column and partitions reside on a given store, they were extended to now also hold information on data placement specific properties.

6.4.2 MultipleVersions

As the name suggests a multi-version database would be ideal and the obvious choice for such an approach. These databases will automatically generate a new version for a data object on each modification. Due to their properties we would immediately have the information

Missing: Link to concept

on the validity-interval of the version, its update time as well as older and newer versions. This would directly allow us to utilize these versions on freshness-related queries. But, it would also imply the utilization of MVCC. However, Polypheny-DB currently only supports SS2PL for its concurrency control.

Additionally, there are a lot of trade-offs to consider when using MVCC as previously stated in 4.5. For one, it has a large data footprint which is already inherently larger in a polystore system, given the redundant data storage. Furthermore, since all transactions are handled within the polystore layer we need a correct and serializable execution order on all stores. Hence, we need to provide a more rigorous and uniform schedule on all stores, which is not directly provided by MVCC. That is why we stick with SS2PL and refrain from using the automatic versioning provided by a multi-version database.

Missing: Remove Correctness Guarantees

6.4.3 Replication State

Since the replication strategy is bound to an independent Data Placement we still need the possibility to define how the actual Partition Placements, that hold the data

UPTODATE

REFRESHABLE

INFINITELY-OUTDATED

Furthermore each Partition Placement is enriched with the most recent update information to support various freshness metrics. This update information contains insights such as the id of the last committed update transaction, the corresponding commit and update timestamp as well as the number of modifications that

6.4.4 Replication Engine

Core functionality that transforms capture objects into distinct replication Objects and pipes them to specific execution engines.

6.4.5 Automatic Replication Algorithm

6.4.6 Manual Refresh Operations

6.4.7 Refresh strategies

As already stated above, there are essentially three ways to update a secondary node. For the automatic execution of propagation transactions a periodic execution has several downsides hence we propose to schedule refreshment on the basis of the load on the outdated placements. Therefore, we will extend the adapter of the underlying stores to gather metrics on current workload average response times in order to enable the poly-layer to decide based on this metrics when it is suitable to carry out a propagation-transaction.

Missing: In regards to CDC, if we observe that the number of pending update operations exceed a certain threshold for example 50% of the total number of modifications of the master we can directly remove pending updates and execute a primary snapshot because this is faster than reexecuting the operation again.

Missing: Since the replication or refresh propagation is done

Since it might be possible that a user may consider refreshing a placement manually, we have proposed refresh transactions. With this a user has the possibility to refresh any replicas which are classified as outdated to a specific freshness level.

```
ALTER TABLE dummy REFRESH PLACEMENT ON STORE outdated_store
UNTIL <TIMESTAMP>;
```

Without any specification the placements shall be updated to the most recent state of the up-to-date version:

```
ALTER TABLE dummy REFRESH PLACEMENT ON STORE outdated_store;
```

For this operation only freshness levels greater than the current local freshness level can be considered. Furthermore, this should also provide the possibility to refresh all placements of an object.

```
ALTER TABLE dummy REFRESH ALL PLACEMENTS;
```

Although such refresh-transactions can be executed on any placement, it will have no effect on primaries and simply omit their execution.

6.5 Freshness Query

This can be achieved by extending the query functionality of Polypheny-DB.

Moreover, to improve the user experience the query tree paths should be extended to specify which level of freshness was requested and with which level it was ultimately fulfilled. Furthermore, for successfully executed queries that considered some kind of freshness it shall be added in the SQL response that it has been executed by means of a specific freshness level. In such a way a user can not only steer its desire but is also informed whether the request could be fulfilled.

6.5.1 Freshness Query Specification

6.6 Freshness Detection and extraction

This can be used if a user does not require a minimum level of freshness. This can be easily supported

6.6.1 Freshness Filtering

6.6.2 Freshness Selection

6.6.3 Referential Integrity

Which possibilities do we have to select a query with freshness

How does the freshness representation look like for SQL.

WITH FRESHNESS

Maybe not an entire section. Rather discussed internally

7

Evaluation

This chapter is separated into

7.1 Goal

The evaluation has two goals the correctness as well as the impact of data freshness onto different kinds of workloads.

Verify and validate the correctness as well as the completeness of the implementation based on several characteristics. These include the correct execution of lazy replication, the possibility to refresh statements on demand.

Impact of the replication engine on the underlying performance, if freshness indeed increases the overall parallel writes on the system. Or if it is just marginally lower than before. Also compare this to the overall introduced overhead. And if the change was worth it

7.2 Correctness

The correctness of the introduced solution mainly focuses on two parts. For one the replication behaviour, to verify if each lazy replication is carried out correctly. And if not verify that reasonable counter measures are in place and apply them. This is crucial since we do not compare the footprint or the integrity of the data after a replication update. Rather we compare on a high level the metadata (i.e. if the number of modifications and the commit timestamp after the data replication are equal on primary and secondary node) of two replicas.

The second part of the validation process focuses on the retrieval of outdated nodes. Although we always have a fall back to the primary placements as described in section ??, we still want to avoid excessive locking to parallelize requests to ultimately speed up the average response time.

7.3 Benchmarks

Explain why it is necessary to verify the solution with different combinations

7.3.1 Evaluation Environment

Elaborate and thoroughly explain why the environment was chosen and how the test was executed for the sake of reproducibility

7.3.2 Evaluation Procedure

The following steps outline the procedure for benchmarking data freshness within Polypheny-DB.

Execute benchmarks on multimodal dbs. as well as different kind of

7.3.3 Results

The result generally shows

Talk about implementation of freshness characteristic in many query languages

8

Conclusion

With this implementation Polypheny-DB now provides functionalities to adjust itself to the concepts revolving around *CAP* and *PACELC* described in 4.3. To let users choose between consistency and availability by decoupling primary and secondary updates and deferring refresh operations to a later point in time. Due to this asynchrony it now efficiently supports hybrid workload.

With this implementation we have introduced a possibility to allow system administrators or operators in general to define their replication requirements as needed. With the introduced replication strategies and states we can define on a table-level basis how updates are propagated within the system and can therefore directly influence the availability and consistency per object.

This immediately enables us to use possibly outdated nodes containing stale data to be used during retrieval to support analytical queries even in the presence of transactional load. This does not only improve parallel processing but also allows the efficient usage of all available stores.

When partial replication is used, several of the underlying stores may qualify for the execution of these queries. In order to avoid that single stores are overloaded, query processing and optimization can effectively consider version selection and load balance the access among relevant replicas.

Although this work has shown in ?? that it greatly improves the throughput of this inherently distributed system, the usage should still be considered with care. Despite that we established certain counter measures

At the end this work introduced several nuances of freshness to support varying use cases and requirements. Albeit not being able to support Serializable Snapshot Isolation, the implementation still offers

Since we are certain, that we do not have infinitely available versions as in conventional multi-version database systems. Even the freshness specification without any determined tolerated level, promises a certain level of freshness by design.

8.1 Outlook

8.1.1 Tuneable Consistency

The introduced implementation sketched in section 6 reduces the overall consistency of the primary transaction, to improve the overall response time of the system.

But since this trade-off between availability and consistency certainly depends on the use case or service requirements, it would be beneficial. Hence, an extension to the described model could easily allow to adjust the required consistency as needed. This could be either done by the mentioned usage of policies, described in section 8.2.1 or with.

Instead of labeling fixed data placements to receive updates eagerly, we could allow a more flexible approach that is sufficient if already placement shall receive the update, disregarding its role. The predefined replication state can be therefore omitted. Such approaches can then be easily combined with tuneable consistency to allow self adjusting data placements adapting to individual use cases.

8.1.2 Locking

Reduce locking to a physical partition level (partition placement)

8.2 Global Replication Strategies

This implementation has only introduced the specification of table-level entities like entire data placements to be defined as eagerly or lazily replicated. Although this introduces a high degree of flexibility, it still might be desirable to define certain policies that entire schemas or even databases automatically receive a lazy replication, while still ensuring the overall placement constraints.

This concept could be intended even further by applying it to a distributed setup of Polypheny, that replicates data autonomously to certain regions based on the given This extension could leverage the introduced freshness-awareness to consider off-site locations for even more parallel workload.

8.2.1 Policies

According to the idea, to generally relax consistency or allow a fine grained way of letting data owners decide what kind of consistency shall be desired for their object. Since freshness can be considered a trade-off between availability and consistency it is only fair to let users decide which level of consistency to enforce and how the freshness should be handled. We therefore propose the notion of policies to guide the system. Policies are essentially intentions and desired states how the system should behave in various situations. The system can apply them when manual or automatic system maintenance is performed. They shall therefore be introduced for any kind of configurable behaviour to allow any custom tailored behaviour.

Policies can be inherited and applied to any kind of object. When applied to a schema all entities inherit that policy. However, a different kind of policy with the same type can be applied to an entity overriding the one inherited by the parent. Policies are about back-

ground processing how metadata and constraints on different objects are enforced. They provide a lightweight version of UDFs (User-Defined-Functions) to build custom-tailored behaviours into the system. Other than the central configuration which is used to define core system behaviours. Such policies can be defined as:

Consistency Policies

Provide a notion of tuneable consistency, where users should be able to decide which levels to fulfill. In such a case an administrator could choose to define how many primary replicas an object should always contain. This would directly impact the constraints on the table restricting users to remove more placements than defined by that policy.

Freshness Policies

Can be utilized to define behaviour on freshness related actions. As [22] stated it is crucial to define how far a replica can diverge from the true and up-to-date value before a refresh transaction has to be critically executed. Additionally, we could use these types of policies to let object owners define how their data shall be identified and consequently updates are propagated. In such a way the system would stay customizable and would allow any methods discussed in ?? to be used dependent on the use case. Considering how refreshes are triggered one policy for example might have chosen to defer a propagation transaction entirely hence it won't try again and essentially waits for another chance when a new update-transaction is being executed and will trigger the service again. Another policy could suit other use cases better and assist by constantly querying the storage's performance metrics to decide if an update should be executed.

Due to the inherent heterogenous nature of the polystore systems itself, use cases may widely vary. Hence, in general there is no need to impose a general notion of freshness that is valid for all applications. Some might consider using CDC, while others prefer a partition approach or materialized views. However, with policies these can all be implemented.

Since applications that are being served by polystores are very different to each other, they might have different requirements. Therefore, different object types shall be supported.

A policy shall generally be created inside a database.

```
CREATE POLICY policy_name as <configuration>;
```

These policies can then be added to any object.

```
ALTER TABLE dummy ADD POLICY policy_name;
```

Users should always be able to list information on all applied policies on any object.

```
SHOW POLICIES ON (DATABASE | SCHEMA | TABLE ) object_name;
```

Furthermore they should be able to view the content of any policy:

```
DESCRIBE POLICY policy_name ON (DATABASE | SCHEMA | TABLE ) object_name;
```

To complement the idea of policies we also need a central *Policy Manager* which ensures that the specified intentions are ensured. The manager shall be added as an additional central component and acts as a verification layer whenever meta information on objects will change.

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PolySQL Syntax - Freshness Extension

Maybe also add MQ

This chapter provides an in-depth extension to the existing PolySQL Syntax for freshness related queries. The original PolySQL Syntax will not be illustrated in this chapter.

All valid extensions for Freshness must consequently begin with the keywords *WITH FRESHNESS*. They are attached as an optional leaf expression for every *SELECT* statement.

A.1 PolySQL

A.1.1 Absolute Timestamp

```
SELECT * FROM dummy WITH FRESHNESS TIMESTAMP '2022-07-04 06:30';
```

A.1.2 Relative Timestamp - Absolute Delay

```
SELECT * FROM dummy WITH FRESHNESS 3 SECOND ABSOLUTE;
```

```
SELECT * FROM dummy WITH FRESHNESS 3 HOUR ABSOLUTE;
```

```
SELECT * FROM dummy WITH FRESHNESS 3 MINUTEs ABSOLUTE;
```

A.1.3 Relative Delay

```
SELECT * FROM dummy WITH FRESHNESS 3 SECOND DELAY;
```

```
SELECT * FROM dummy WITH FRESHNESS 3 HOUR DELAY;
```

```
SELECT * FROM dummy WITH FRESHNESS 3 MINUTEs DELAY;
```

A.1.4 Freshness Index

```
SELECT * FROM dummy WITH FRESHNESS 0.6;
```

```
SELECT * FROM dummy WITH FRESHNESS 60%;
```

A.1.5 Refresh Operations

```
ALTER TABLE dummy REFRESH ALL PLACEMENTS;
```

```
ALTER TABLE dummy REFRESH ALL PLACEMENTS ON STORE storeName;
```



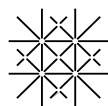
Query Templates for the Benchmark

For better reproducibility this chapter contains all utilized query templates for evaluating freshness-aware data management within Polypheny-DB. As well as the procedure on how to carry out those tests.

C

Evaluation Results

This appendix lists all acquired plots and evaluation results that have been conducted and summarized in Chapter 7.



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With my signature I declare that this submission is my own work and that I have fully acknowledged the assistance received in completing this work and that it contains no material that has not been formally acknowledged. I have mentioned all source materials used and have cited these in accordance with recognised scientific rules.

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