Big Data Management

HBase (BigTable)



HBase: Overview

- HBase is a distributed columnoriented data store built on HDFS
- HBase is Apache open source project for storage for Hadoop (BigTable Clone)
- Data is logically organized into tables, rows and columns

HBase

• A distributed data store that can scale horizontally to 1,000s of commodity servers and petabytes of indexed storage.

• Designed to operate on top of Hadoop distributed file system (HDFS) for scalability, fault tolerance, and high availability.

HBase vs. HDFS

- Both distributed systems scale to thousands of nodes
- **HDFS** is good for batch processing (scans over big files)
 - Not good for record lookup
 - Not good for incremental addition of small batches or updates
- *HBase* is designed to efficiently address the above
 - Fast record lookup
 - Support for record-level insertion & updates (but not in place)
- HBase updates done by creating new versions of values

HBase Is Not ...

- Tables have one primary index, the *row key*.
- There are three types of lookups (select columns):
 - Fast lookup using row key and optional timestamp.
 - Full table scan
 - Range scan from region start to end.
 - (No join operators!)
- Limited atomicity and transaction support:
 - HBase supports multiple batched mutations of single rows only.
- Not accessed or manipulated via SQL:
 - Programmatic access via Java, REST, or Thrift APIs.

HBase vs. HDFS

	Plain HDFS/MR	HBase
Write pattern	Append-only	Random write, bulk incremental
Read pattern	Full table scan, partition table scan	Random read, small range scan, or table scan
Hive (SQL) performance	Very good	4-5x slower
Structured storage	Do-it-yourself / TSV / SequenceFile / Avro /?	Sparse column-family data model
Max data size	30+ PB	~IPB

If application has neither random reads/writes

Stick to HDFS

HBase vs. RDBMS

	RDBMS	HBase
Data layout	Row-oriented	Column-family-
Transactions	Multi-row ACID	Single row only
Query language	SQL	get/put/scan/etc *
Security	Authentication/Authorization	Work in progress
Indexes	On arbitrary columns	Row-key only
Max data size	TBs	~IPB
Read/write throughput limits	1000s queries/second	Millions of queries/second

HBase Data Model (Google's BigTable Model)

Tables are sorted by Row

Table schema define its column families.

Each family consists of any number of columns Each column consists of any number of versions Columns only exist when inserted, NULLs are free. Columns within family are sorted & stored together

Everything except table names are byte[] (Row, Family: Column, Timestamp) → Value

HBase: Keys & Column Families

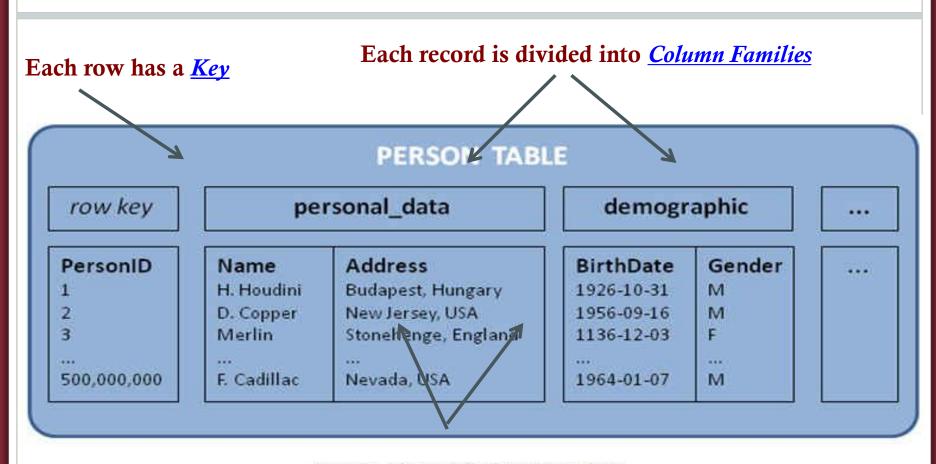


Figure 2 - Census Data in Column Families

Each column family consists of one or more *Columns*

HBase Physical Model

- Each column family is stored in a separate file (called *HTables*)
- Key & Version numbers are replicated with each column family
- Empty cells are not stored

HBase maintains a multilevel index on values: <key, column family, column name, timestamp>

Table 5.3. ColumnFamily contents

Row Key	Time Stamp	ColumnFamily "contents:"	
"com.cnn.www"	t6	contents:html = " <html>"</html>	
"com.cnn.www"	t5	contents:html = " <html>"</html>	
"com.cnn.www"	t3	contents:html = " <html>"</html>	

Table 5.2. ColumnFamily anchor

Row Key	Time Stamp	Column Family anchor	
"com.cnn.www"	t9	anchor:cnnsi.com = "CNN"	
"com.cnn.www"	t8	anchor:my.look.ca = "CNN.com"	

Column Families

- Different sets of columns may have different properties and access patterns
- Configurable by column family:
 - Compression (none, gzip, LZO)
 - Version retention policies
 - Cache priority
- CFs stored separately on disk: access one without wasting IO on the other.

HBase Regions

- Each HTable (column family) is partitioned horizontally into *regions*
 - Regions are counterpart to HDFS blocks

Table 5.3. ColumnFamily contents

Row Key	Time Stamp	ColumnFamily "contents:"		
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"com.cnn.www"	t5	contents:html = " <html>"</html>	ا ا	
"com.cnn.www"	t3	contents:html = " <html>"</html>		Each will be one region
				Zweir wir ee ene region
	=			

When to use Hbase?

- You need random write, random read, or both (but not neither)
- You need to do many thousands of operations per second on multiple TB of data
- Your access patterns are well-known and simple