

SOL ↪

Database : 2 : ACID : BASE

↪ AND SOL

Atomicity
 {
 - All done
 - or nothing
 }

A transaction must either finish completely or not run at all

↓
 A transaction of group of operations

- ① Decrease count from seller
- ② Decrease balance from buyer
- ③ Increase balance of delivery
- ④ Create order entry
- ⑤ Generate invoice

If any step fails,
 the db does rollback

ACID → Durability
 {
 - data never gets lost
 }

↓
 Isolation
 {
 - Transactions must not interfere
 }

↪ Data is never lost
 if the server crashes

↓
 Consistency
 {
 - Data must be always valid
 }

Ex: Primary key, foreign key

↪ Two transactions don't conflict in each other

→ Undo everything

→ NO SOL

Basically available

{
 - System always works
 - Even under huge traffic
 }

B A S E → Eventually consistent

↪ Soft-state {
 - All replicas will become consistent after some time
 }

{
 - Data may be temporarily out of sync
 }

→ Basically : always on

Available

Even when :

- Server down
- A network link fails
- A region goes offline

Feature ACID (SOL) BASE (NO SOL)

Priority	Consistency	Speed & Availability
Write mode	One leader	Many leaders
Consistency	Strong	Eventual
Scaling	Vertical { - Non write replicas }	Horizontal

Storage Structured tables Flexible schema