MongoDb Databases

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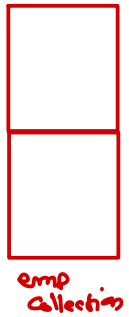
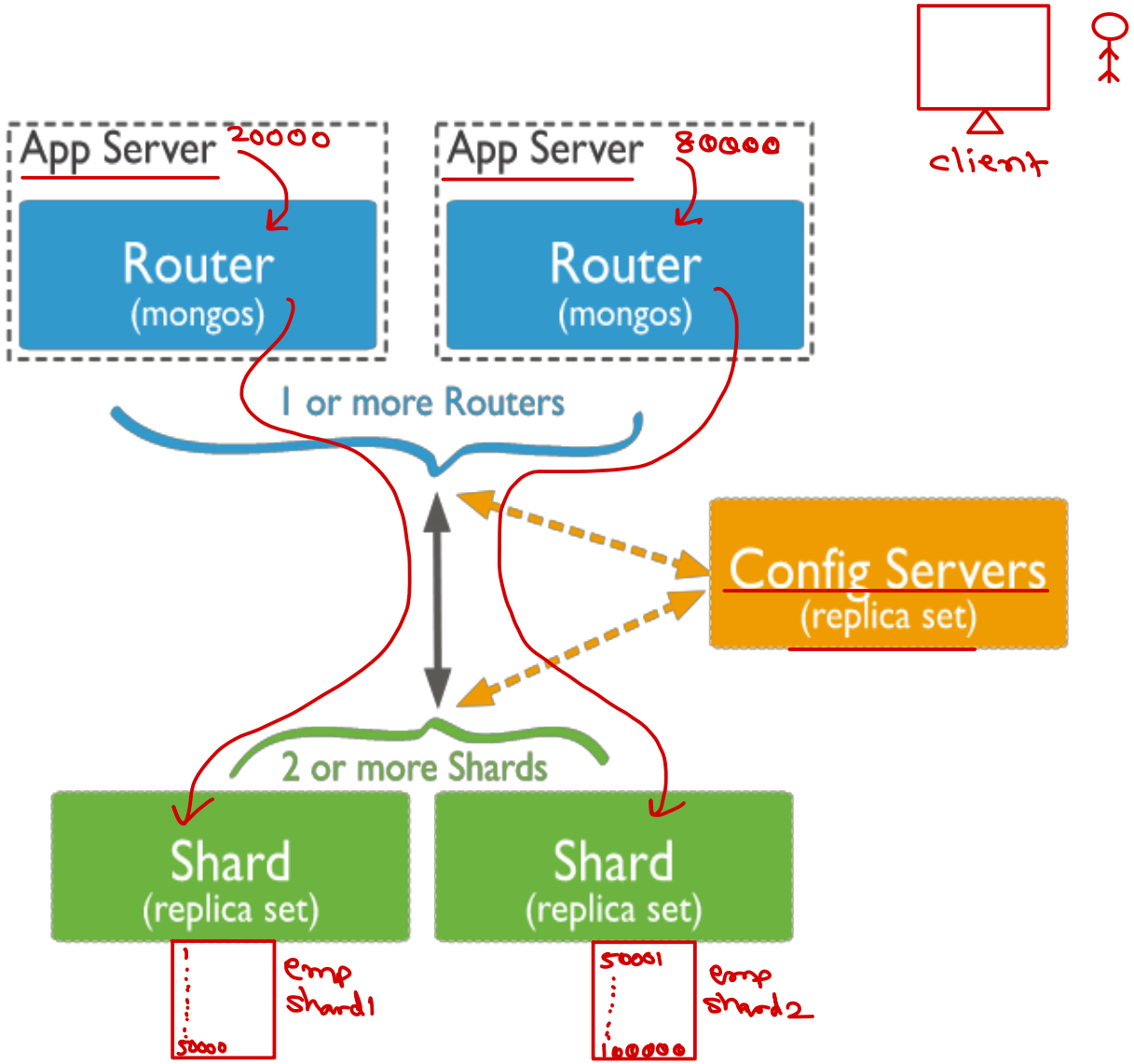
Mongo - Sharding

- Sharding is a method for distributing large data across multiple machines.
- This is mongodb approach for horizontal scaling/scaling out.
- shard: part of collection on each server (replica set).
- mongos: query router between client & cluster.
- config servers: metadata & config settings of cluster.



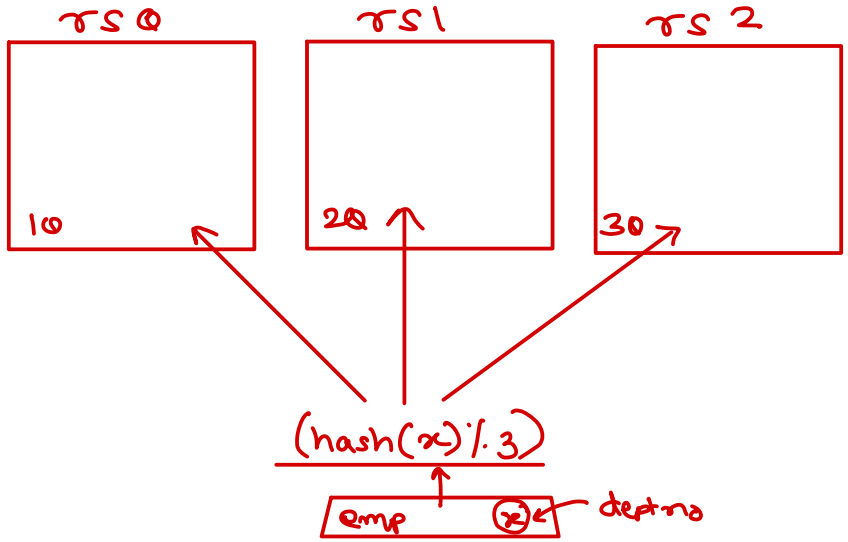


Mongo - Sharding

- Collections can be sharded across the servers based on shard keys.
- Shard keys:
  - Consist of immutable field/fields that are present in each document
  - Only one shard key. To be chosen when sharding collection. Cannot change shard key later.
  - Collection must have index starting on shard key.
  - Choice of shard key affect the performance.
- Advantages:
  - Read/Write load sharing
  - High storage capacity
  - High availability

Mongo - Sharding

- Sharding strategies:
  - Hashed sharding
    - MongoDB compute hash of shard key field's value.
    - Each chunk is assigned a range of docs based on hashed key.
    - Even data distribution across the shards. However range-based queries will target multiple shards.
  - Ranged sharding
    - Divides data into ranges based on shard key values.
    - mongos can target only those shards on which queried range is available.
    - Efficiency of sharding is based on choosing proper shard key.



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Redis

Redis - Introduction

key-value

- REmote DIctionary Server
- In-memory persistent open-source key-value store developed in 2009.
- Redis is maintained and developed by Salvatore Sanfilippo.
- Based on data structures: strings, hashes, sets, lists, sorted sets, geospatial indexes, hyperloglogs.
- Application/Uses:
  - Advanced key/value store as NoSQL.
  - Used as memory cache to improve application performance.
  - Message broker for real time message notifications.
  - Easy and efficient implementation of Data structures.

Redis - Features

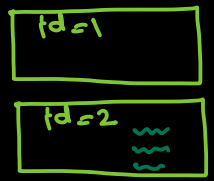
- Speed: 110000 SET/s and 81000 GET/s on entry-level Linux system.
- Pipeline: Multiple commands execution for faster execution.
- Persistence: Whole data accessed from memory, asynchronously persisted on disk with flexible policies.
- Data Structure: Based on data structures like Strings, Hashes, Sets, ...
- Atomic operations: Data is manipulated atomically by multiple clients.
- Supported Languages: Drivers available for C/C++, Java, Python, R, PHP, ...
- Master/Slave replication: Easy config and fast execution.
- Sharding: Distributing across cluster. Based on client driver capability.
- Portable: Developed in C. Work on all UNIX variants. Not supported on Win.

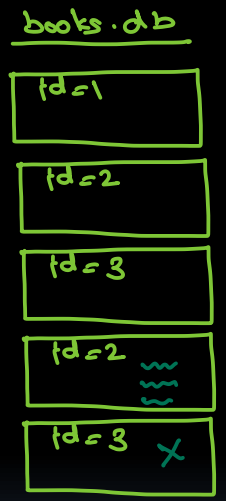
Redis - Highlights

- Key-value DB, where values can store complex data types with atomic ops.
- Value types are basic data structures made available to programmers without layers of abstraction.
- It is in-memory but persistent store i.e. whole database is maintained in server RAM, only changes are updated on disk for backup.
- The data storage in disk is in append-only data files.
- Maximum data size is limited to the RAM size.
- On modern systems if Redis is going out of memory, it will start swapping and slow down the system.
- Max memory limit can be configured to raise error on write or evict keys.

Redis - Installation

- Install: sudo apt-get install redis-server redis-tools
- Run server: sudo systemctl start redis
- Run client: redis-cli
- redis> ping
- redis> INFO
- redis> CONFIG GET *
- redis> CONFIG GET loglevel
- redis> CONFIG SET loglevel notice
  - loglevels: 0. debug, 1. verbose, 2. notice, 3. warning
- redis> KEYS *





Redis - Data Types & Commands

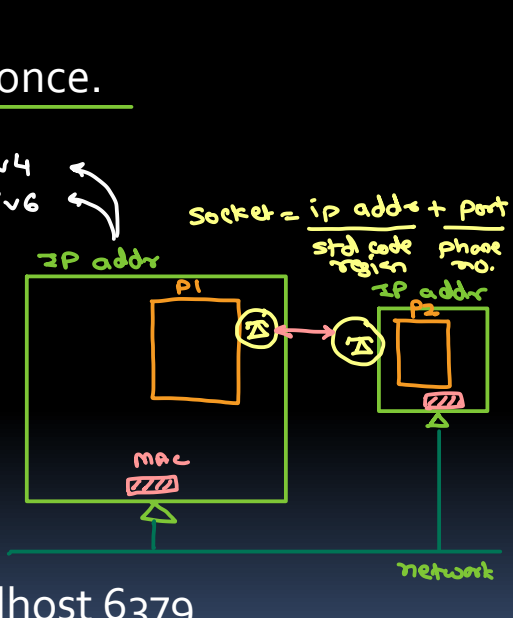
- Keys
  - Any binary sequence as key i.e. any string to any binary file.
  - Max key size is 512 MB. Very large key size is not good.
  - Set up convention for key e.g. users:1001:posts.november
- Data Types:
  - String: Basic type. (SET, GET, DEL)
  - List: Ordered collection. (LPUSH, RPUSH, LPOP, RPOP, LREM, LRANGE).
  - Set: Ordered collection. Unique values. (SADD, SMEMBERS, SISMEMBER).
  - Sorted Set: Sorted collection. Unique. Each value have score value (float) for sorting. (ZADD, ZRANGE).
  - Hashes: Object with multiple fields. (HMSET, HGETALL, HMGET)

Redis - Publish/Subscribe

- PSUBSCRIBE channel-pattern
  - receive notifications from given channels. e.g. b?g, b*g, b[ai]g
- PUBLISH channel "message"
  - send message to channel
- PUNSUBSCRIBE channel-pattern
  - stop receiving notifications from given channels.
- UNSUBSCRIBE channel
  - stop receiving notifications from given channel.
- PUBSUB *command*
  - monitor pub-sub subsystem
  - e.g. PUBSUB channels

Redis-Transactions & Pipeline

- Transaction:
  - Puts multiple commands in a queue and execute them at once.
  - MULTI: begin transaction
  - All commands after this are queued.
  - EXEC: execute all commands from start of transaction
  - DISCARD: discard all commands from start of transaction
- Pipeline:
  - Client sends multiple commands to server in a batch.
  - Saves network round-trip each time.
  - All commands may not execute in a transaction.
  - echo -en "PING\r\nSET key value\r\nGET key\r\n" | nc localhost 6379



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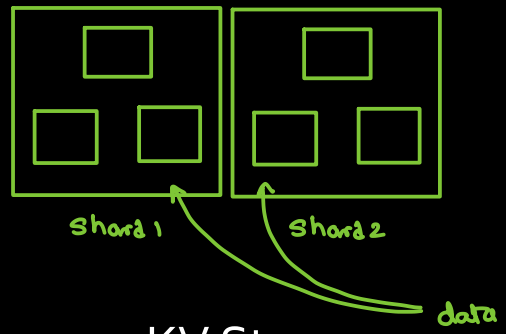
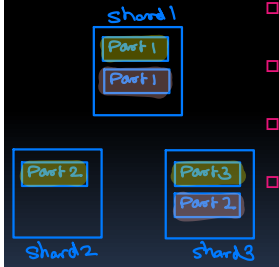
Oracle NoSQL - KVStore

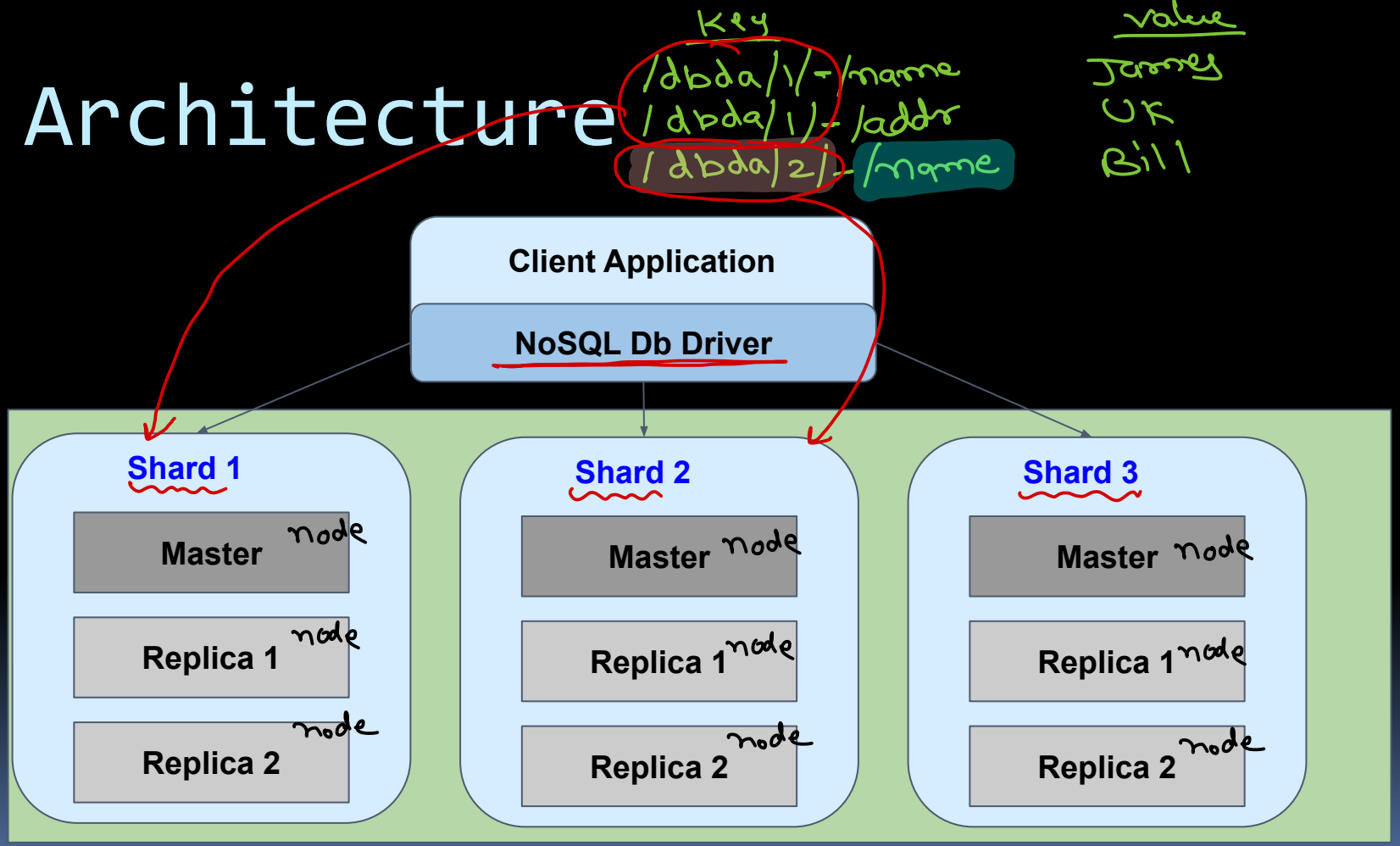
Introduction



- Multi-terabyte distributed key-value pair storage → KV Store
- High performance, scalable, Eventual consistency, Durable.
- User defined read/write performance levels.
- Terminologies:
  - KV Pair → Key (Major & Minor keys, Value : byte array
  - KV Store → Container of KV pairs
  - Partition → Hashed Set of Records (on major keys)
  - Shard → Set of partitions. Group of machines for replication. Shard is chosen transparently i.e. auto selected by oracle nosql db.
  - Replication factor → Number of replicas. Default is 3.
  - Storage node → Physical machine for storing data (CPU+RAM+Disk).



Architecture



Consistency

- Related to update operation.
- Eventual consistency.
- Trade-off between : Speed & Availability
- Write transaction durability consists of Sync Policy & Replica Ack:
  - Sync Policy:
    - ✓ Sync (to disk) → Most Durable
    - x Write No Sync (to OS buffer) → Moderate
    - x No Sync (local log buffer - flush when convenient) → Fastest
  - Replica Ack Policy:
    - All → slower
    - Simple Majority (majority of nodes)
    - None → faster

Consistency

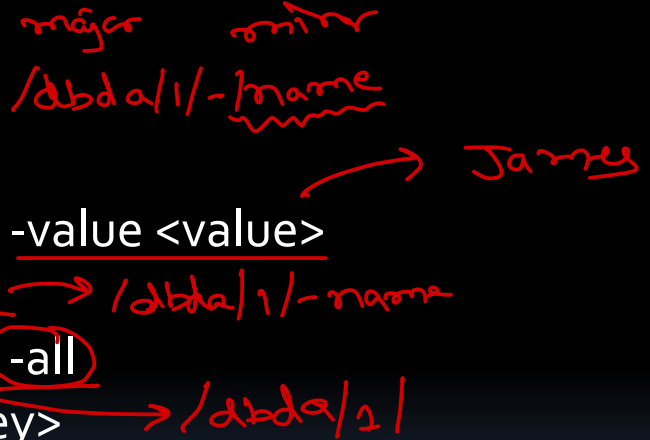
- Read consistency:
  - Absolute (from Master)
    - Most Consistent : Most recent version
  - Time based (from replica within time-interval of Master)
    - Data of known version or later
  - Version (from replica with current/higher version of transaction token)
    - Recent data for given time
  - None (any replica)
    - Fastest : Can read stale data

Installation

- Download kv-ce-4.3.11.tar.gz and extract to some directory → kv-ce-4.3.11
- Edit ~/.bashrc
  - export KVHOME=<path to kv-ce-4.3.11>
  - export KVROOT=<path to kv-ce-4.3.11/kvroot>
- Start kvstore and test it.
  - java -jar $KVHOME/lib/kvstore.jar kvlite -verbose -root $KVROOT -store kvstore -host $HOSTNAME -port 5000 -secure-config disable
  - java -jar $KVHOME/lib/kvstore.jar ping -verbose -host $HOSTNAME -port 5000
  - java -jar $KVHOME/lib/kvstore.jar runadmin -verbose -host $HOSTNAME -port 5000 -store kvstore

KV CLI :: kv ->

- show versions
- show topology
- verify
- history
- put kv -key <key> -value <value>
- get kv -key <key>
- get kv -key <key> -all
- delete kv -key <key>
- delete kv -key <key> -all



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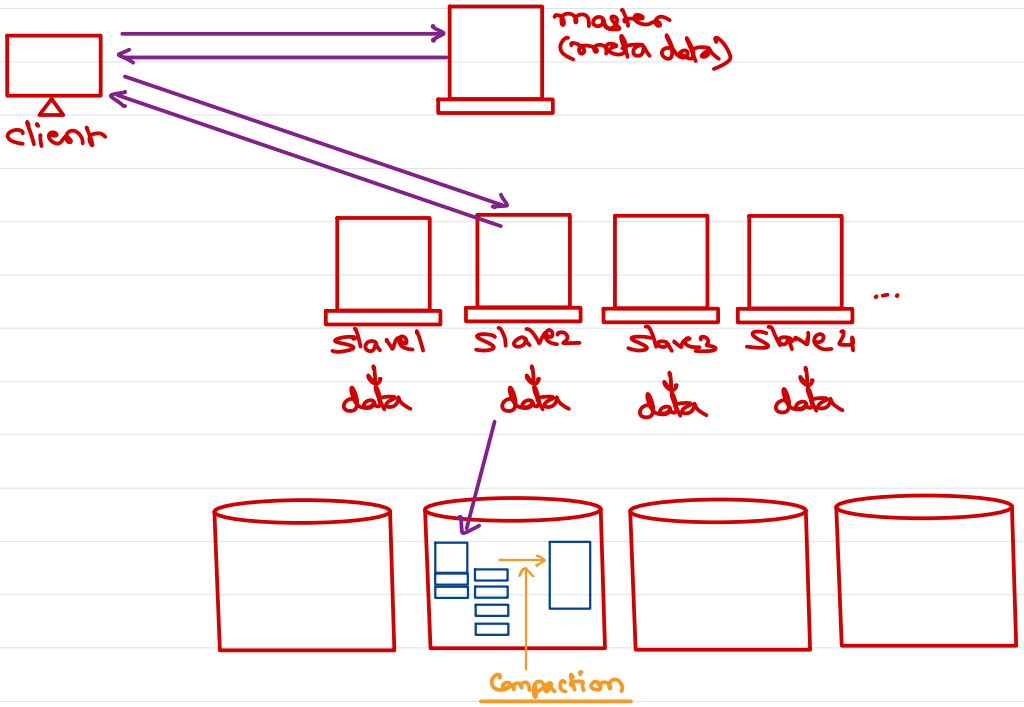
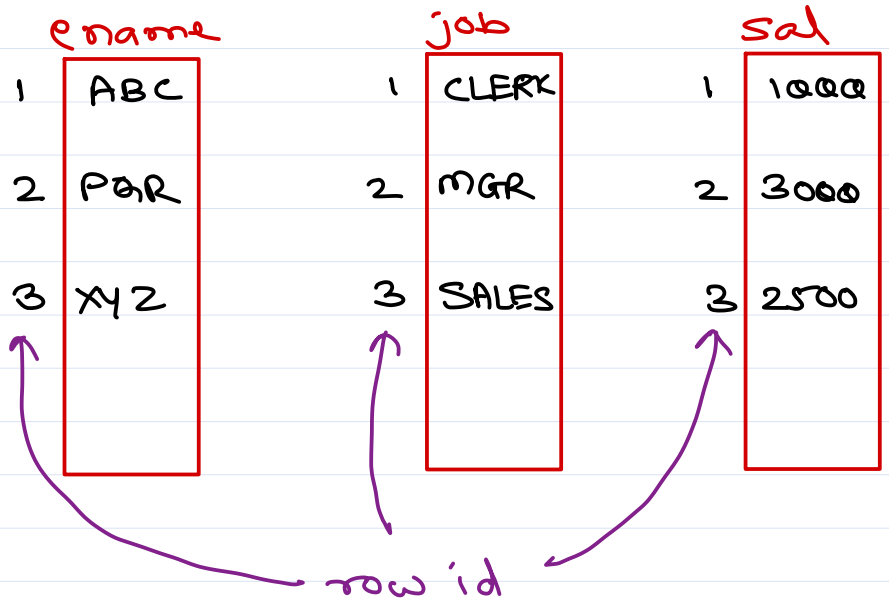
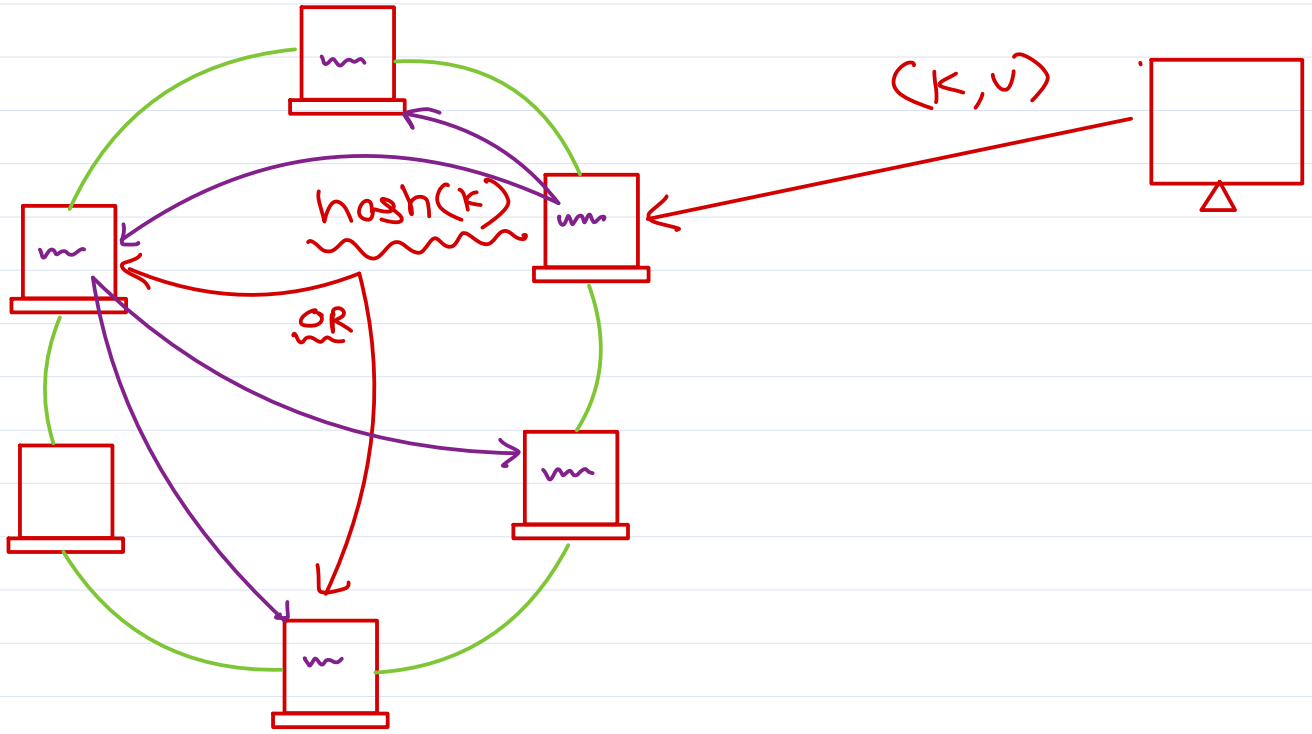
Introduction

- Google BigTable
  - High performance data storage system built on GFS and other Google technologies.
  - Master-slave architecture.
  - One key, multiple values.
  - Columnar, SSTable (Sorted String Table) Storage, Append-only, Memtable, Compaction.
- Amazon DynamoDb
  - Highly available and scalable key-value storage system.
  - Decentralized peer to peer architecture.
  - Compromise on consistency for better availability -- Eventual consistency.
  - Consistent hashing, Gossip protocol, Replication, Read repair.
- Cassandra
  - Inherited from BigTable and DynamoDb
  - BigTable: Column families, Memtable, SSTable
  - DynamoDb: Consistent hashing, Partitioning, Replication

Google File System (Distributed File System)
HDFS follow GFS concepts.

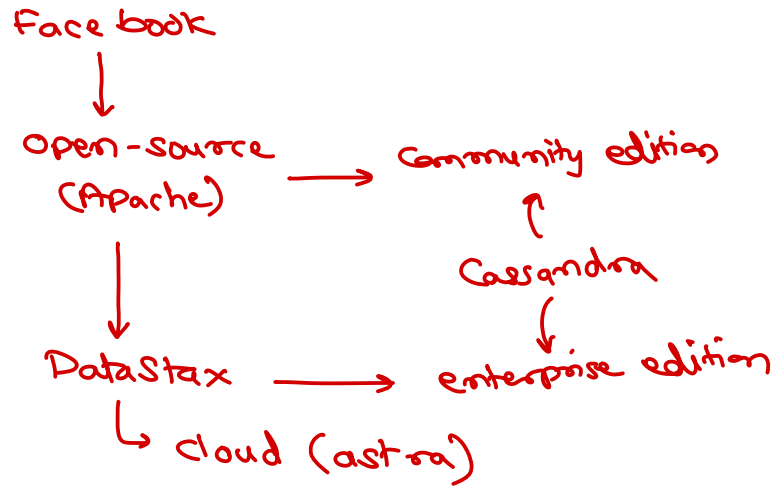

master
(meta data)
client
slave1
slave2
slave3
slave4
...
data
data
data
data
Compaction


ename
job
sal
1
ABC
2
PQR
3
XYZ
1
CLERK
2
MGR
3
SALES
1
1000
2
3000
3
2500
row id


(K,V)
hash(K)
OR

Concept

- Developed by
  - Avinash Laxman (Co-inventor Amazon DynamoDb)
  - Prashant Malik (Technical Leader at Facebook).
- Goals:
  - Distributed NoSQL database (on commodity hardware)
  - Large amount of structured data
  - High availability
  - No single point of failure
- Basic data model is rows & columns.
- Column-oriented, Decentralized peer to peer & follow Eventual consistency.
- Datastax company develop and support commercial edition of Cassandra.



Cassandra Development

- Developed in Java.
- 2007-2008 - Developed at Facebook.
- July 2008 - Open sourced by Facebook.
- March 2009 - Apache Incubator project.
- February 2010 - Apache Top-level project.
- 2011 - version 0.8 - Added CQL.
- 2013 - version 2.0 - Added light-weight transactions, Triggers.
- 2015 - version 3.0 - Storage engine improved, Materialized views.
- 2020 - version 3.11 - Latest release.

Cassandra installation

- Prerequisite
  - Java 8 (Java 11 experimental)
- Can be installed through apt or yum tool (Ubuntu/CentOS).

- Manual installation
  - Download Cassandra 3.11.x (.tar.gz) and extract it.
  - set CASSANDRA_HOME to Cassandra directory.
  - set JAVA_HOME to JDK 8 directory.
  - Install python 2.7 (for cqlsh).
  - set CASSANDRA_HOME/bin into PATH variable
  - Start Cassandra
    - terminal 1> cassandra
    - terminal 2> cqlsh

Thank you!

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