Having Your Cake, And Eating It Too

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An intro to the history of OLTP DBs, NoSQL databases, and an overview of a new breed of DBs that promise the best of both worlds [1]

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[1] Mostly. Except when it doesn't. There is no free lunc.. err .. cake. Free lunch is a lie.

History of (OLTP) DBs

- **O**nline **T**ransaction **P**rocessing
- Mostly single machine
- Scaled vertically
- Traditionally RDBMs
- Typically fulfill ACID properties

ACID? 🤪

ACID

Atomicity

Transactions succeed completely or fail completely

Consistency

Operations must bring the DB to a *valid* state respecting DB constraints, and future reads

Isolation

No dirty reads, non-repeatable reads, or phantom reads

Durability

Commits stay committed, through network/hardware failure

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- modern apps have missive writes
- many apps have more relaxed consistency needs

How do we solve these problems?

Put another way, what tradeoffs can we make?

CAP Theorem

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- **P**artition Tolerance
  - function with network failures or delays between nodes

Clarifiying a common misconception

CAP says during a *partition*, you must choose between *availability* and *consistency*.

However, if there is no networking failure, you can have both consistency and availability.

NoSQL

- We always need parition tolerance in a distributed system
- In order to scale, pick **A**vailability over **C**onsistency
- Accept 'Eventual Consistency'
- Many types, but of the BigTable/Dynamo family:
    - BigTable
    - DynamoDB
    - Cassandra
    - Riak

Problems with SQL/NoSQL systems

- RDBMs give us strong consistency, but poor performance
    - Due to 2PL, writes are blocked while strong reads are happening
- NoSQL DBs give us great performance, but eventual consistency
    - You can get stale reads, because all nodes may not have converged to the latest commit

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- ensure resources that locks are respected (ie, if transaction A has not yet released, stop transaction B from accessing the resource)

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Time is the key to solving these problems: it lets us establish a coherent ordering of events across nodes, and thus pin down causality, and the rules that follow:

- ensure resources that locks are respected (ie, if transaction A has not yet released, stop transaction B from accessing the resource)
- make guarantees about consistency between nodes, regions, and even continents

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2. Global clock
   - Simple to deal with, but can have drift

Linearizability

The ability to absoutely order events, across nodes, in order to guarantee **Consistency** of data across nodes. Atomic/GPS clocks enable systems to agree on time without having to consult a single source of truth.

Serializability

Transactions should behave as if they had a lock over the data they are reading/writing. Easy in a non-distributed DB, but we need atomic clocks for a distributed environemnt. Provides **Isolation**.

==> External Consistency

With these two properties, you have external consistency. You won't suffer from stale/dirty reads, can read data from one node that was committed in another, and events won't appear out of order.

Google Spanner

- CP
- C(A)P
  - A is effectively more than 9 9s
  - mostly due to config/user errors, only 7.6% due to network (ie, partition) reasons
- serializabity from lock
- external consistency (linearizability) from `TrueTime`

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- 2PC, strict two phase locking
  - Paxos groups to achieve consensus on updates

🍰 Questions?

Appendix

- Spanner, TrueTime & The CAP Theorem
- Cloud Spanner: TrueTime and external consistency
- CockroachDB's Consistency Model
- NoSQL (Wikipedia)
- NewSQL (Wikipedia)
- ACID (Wikipedia)>)
- Concurrency Control (Wikipedia)