# NoSQL Databases: HBase



#### Data Architecture

- No standard solution that fits all
- Business and data defines the architecture
- Multiple databases, different types depending on the characteristics of each data subset



### CAP

Consistency

This means that the data in the database remains consistent after the execution of an operation. For example after an update operation all clients see the same data.

Availability

This means that the system is always on (service guarantee availability), no downtime.

Partition Tolerance This means that the system continues to function even the communication among the servers is unreliable, i.e. the servers may be partitioned into multiple groups that cannot communicate with one another.



### CAP

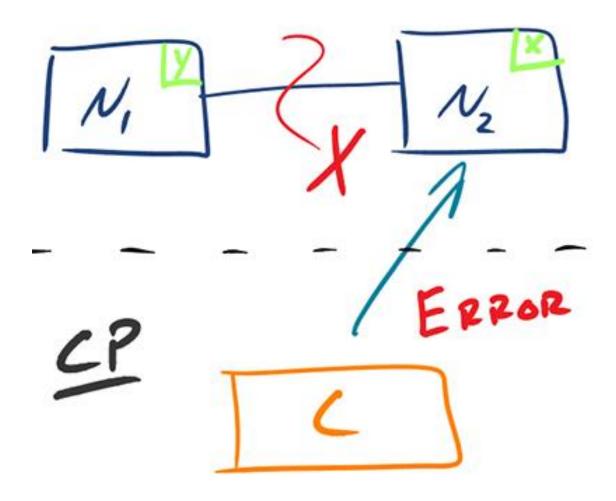
- Consistency A read is guaranteed to return the most recent write for a given client.
- Availability A non-failing node will return a reasonable response within a reasonable amount of time (no error or timeout).
- Partition Tolerance The system will continue to function when network partitions occur.



### CAP Theorem

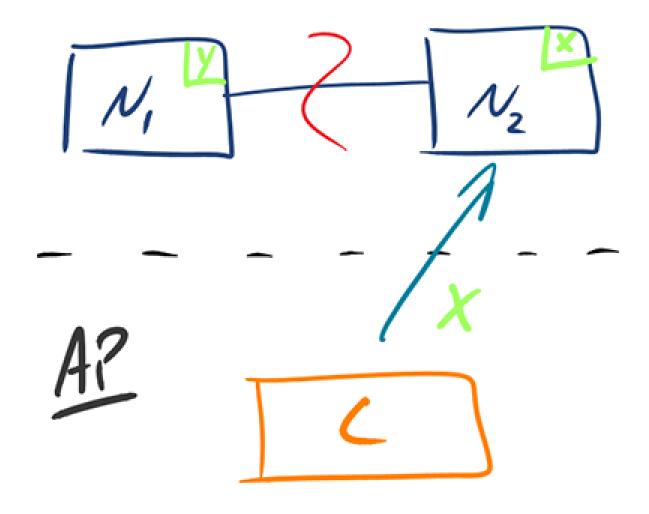
- CA Single site cluster, therefore all nodes are always in contact. When a partition occurs, the system blocks.
- CP Some data may not be accessible, but the rest is still consistent/accurate.
- AP System is still available under partitioning, but some of the data returned may be inaccurate.







### AP





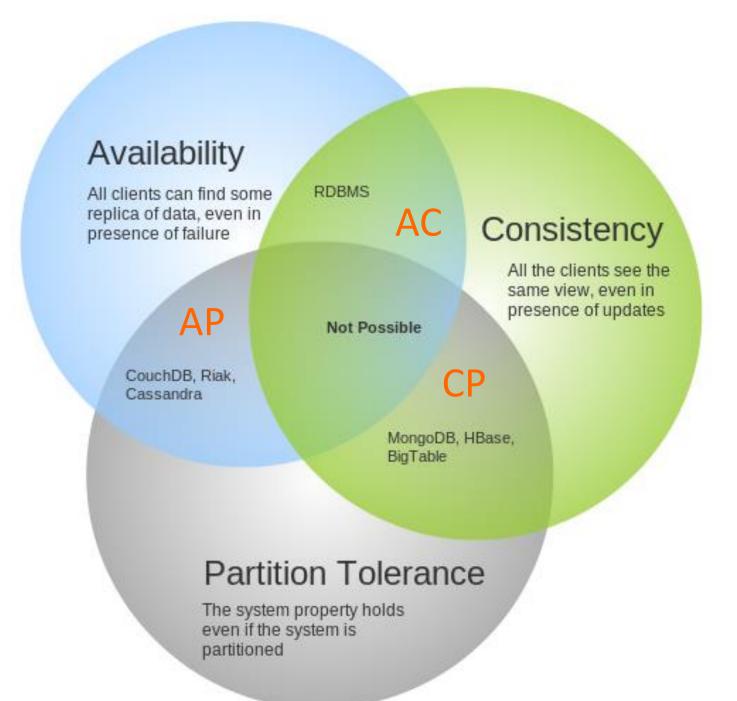
### CAP Theorem

CAP provides the basic requirements for a distributed system to follow 2 of the 3 requirements.

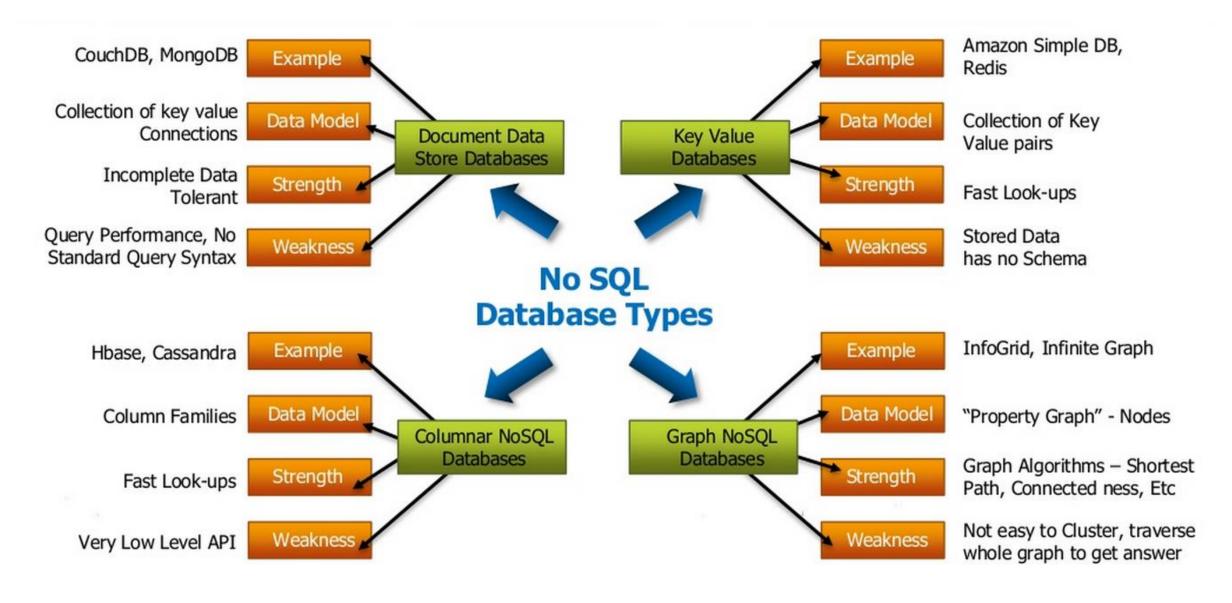
In theoretically it is **impossible** to fulfill all 3 requirements.

Therefore all the current NoSQL database follow the different combinations of the C, A, P from the CAP theorem.











### What is HBase

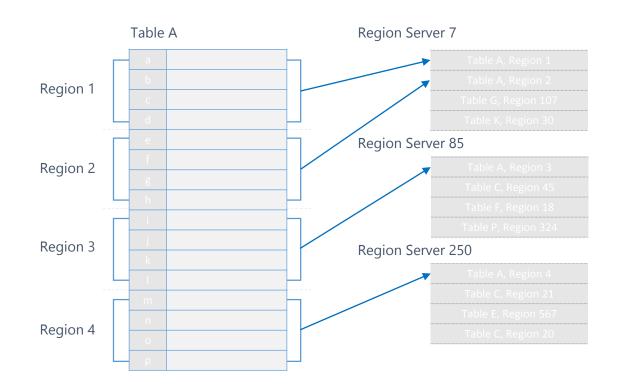
- Distributed, non-relational database
  - Columnar, schema-free data model
  - NoSQL on top of Hadoop
- Large scale
  - Linear scalability
  - Billions of rows X millions of columns
  - Many deployments with 1000+ nodes, PBs of data
- Low latency
  - Real-time random read/writes
- Open Source
  - Modeled after Google's BigTable
  - Started in 2006





### Data Model

- Scale-out architecture
  - Automatic sharding of tables
  - Automatic failover
  - Strong consistency for reads and writes
- APIs
  - Get/Put
  - Scan
  - Coprocessors





## Performance Features

- Column Families
- In-memory caching

High throughput streaming writes

Row Key	Customer		Sales	
Customer Id	Name	City		Amount
101	John White	Los Angeles, CA	Chairs	\$400.00
102	Jane Brown	Atlanta, GA	Lamps	\$200.00
103	Bill Green	Pittsburg, PA	Desk	\$500.00
104	Jack Black	St. Louis, MO	Bed	\$1600.00





## Sharding

- Holding rows of database on different partitions
- •Same table divided onto different servers, even different geographies
- Reduces index size



## Sharding

- More reliance on interconnection between servers
- Increased latency in querying when more than one shard must be searched
  - Some searches are fast, others are slow
- Often no guarantees about cross shard consistency



## Notable Capabilities

- Integration features
  - Integration with Hadoop MapReduce, Hive, Tez
  - Bulk import of large amounts of data
- Client APIs
  - Java, REST, python, node.js, php, .NET



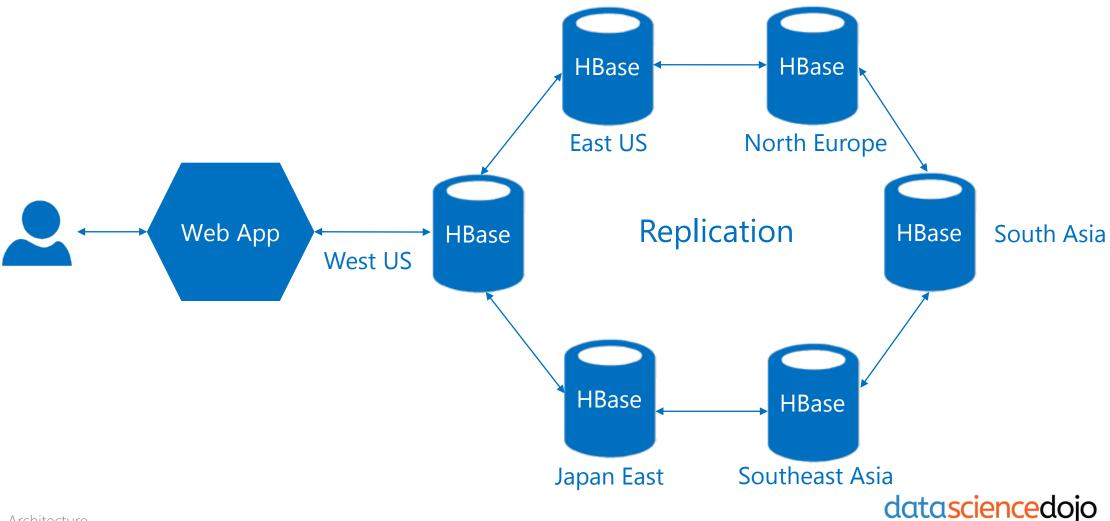
## Use case #1: key value store

- Key value store
  - Message systems
  - Content management systems
- Examples
  - Facebook Messages
  - Twitter-like messages
  - Webtable web crawler/indexer





## Use case #1: key value store

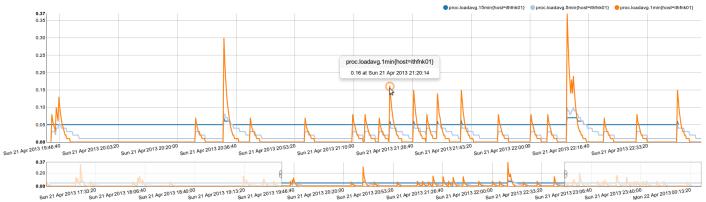


unleash the data scientist in you

### Use case #2: sensor data

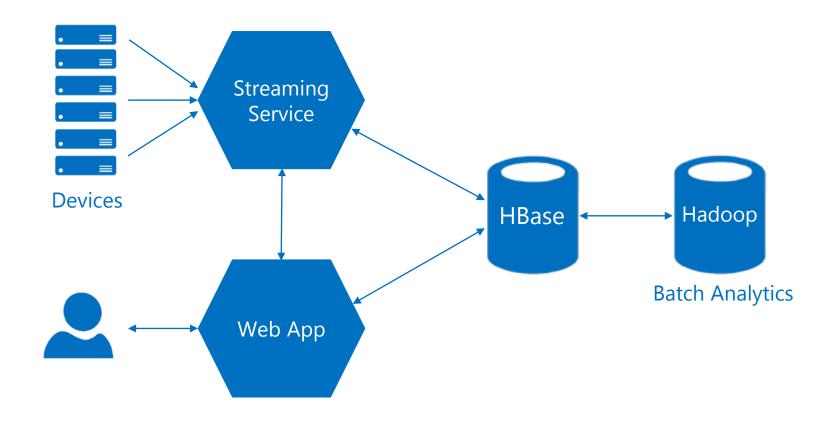
- Sensor data
  - Social analytics
  - Time series databases
  - Interactive dashboards with trends, counters, etc.
  - Audit log systems







## Use case #2: sensor data





## HBase as a platform

• Running on top of HBase using it as a datastore:

• Phoenix OpenTSDB

• Kiji Tephra

• Titan Kylin

• Integrated with HBase:

HivePig

• Storm Spark

• Flume Solr

• Ganglia

