CC5212-1

Procesamiento Masivo de Datos Otoño 2020

Lecture 9

NoSQL: Overview

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Hadoop/MapReduce/Pig/Spark: Processing Un/Structured Information



Information Retrieval: Storing Unstructured Information

```
stop-words information-overload
  ranking lemmatisation compression pagerank heap's-law
       Heywords tf-idf
zipfs-law robots.txt
importance query
site-map DDoS cosine relevance
                     link-analysis similarity
Search posting-lists
         term-frequency elias-encoding
```

Storing Structured Information??



BIG DATA:
STORING STRUCTURED INFORMATION

Relational Databases





Relational Databases: One Size Fits All?

"One Size Fits All": An Idea Whose Time Has Come and Gone

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StreamBase Systems, Inc.
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Abstract

The last 25 years of commercial DBMS development can be summed up in a single phrase: "One size fits all". This phrase refers to the fact that the traditional DBMS architecture (originally designed and optimized for business data processing) has been used to support many data-centric applications with widely varying characteristics and requirements.

In this paper, we argue that this concept is no longer applicable to the database market, and that the commercial world will fracture into a collection of independent database engines, some of which may be unified by a common front-end parser. We use examples from the stream-processing market and the datawarehouse market to bolster our claims. We also briefly discuss other markets for which the traditional architecture is a poor fit and argue for a critical rethinking of the current factoring of systems services into products.

of multiple code lines causes various practical problems, including:

- a cost problem, because maintenance costs increase at least linearly with the number of code lines;
- a compatibility problem, because all applications have to run against every code line;
- a sales problem, because salespeople get confused about which product to try to sell to a customer; and
- a marketing problem, because multiple code lines need to be positioned correctly in the marketplace.

To avoid these problems, all the major DBMS vendors have followed the adage "put all wood behind one arrowhead". In this paper we argue that this strategy has failed already, and will fail more dramatically off into the future.

The rest of the paper is structured as follows. In Section 2, we briefly indicate why the single code-line strategy has failed already by citing some of the key characteristics of the data warehouse market. In Section

SQL

Difficult to optimise

Difficult to distribute



Declarative language

Expressive

ACID

Costly to implement

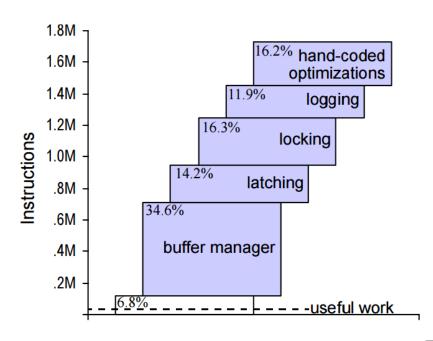
Difficult to distribute



Guarantees correct behaviour

Support transactions

Transactional overhead: the cost of ACID



- 640 transactions per second for system with full transactional support (ACID)
- 12,700 transactions per second for system without logs, transactions or lock scheduling

OLTP Through the Looking Glass, and What We Found There

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Massachusetts Institute of Technology

Cambridge, MA

{madden, stonebraker}@csail.mit.edu

ABSTRACT

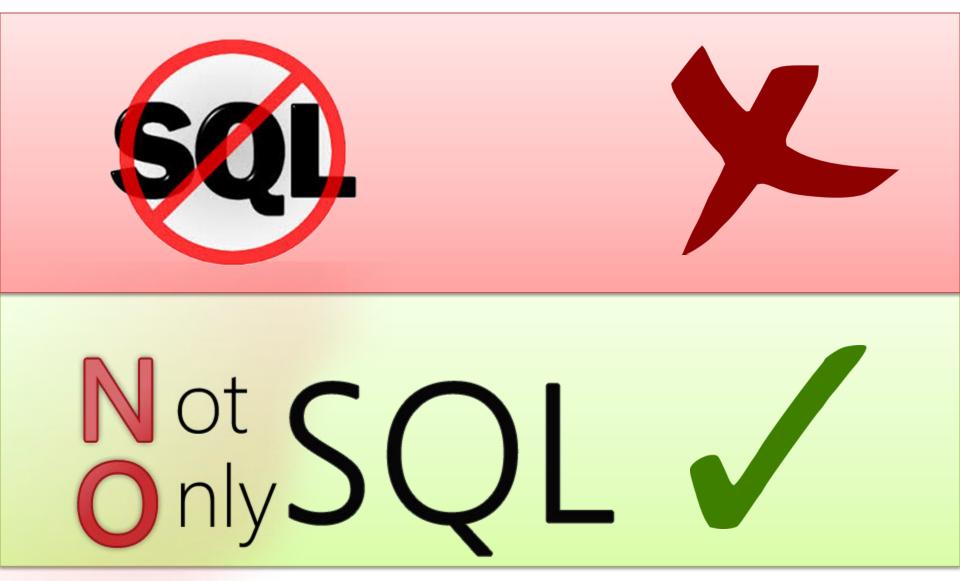
Online Transaction Processing (OLTP) databases include a suite of features — disk-resident B-trees and heap files, locking-based concurrency control, support for multi-threading — that were optimized for computer technology of the late 1970's. Advances in modern processors, memories, and networks mean that today's computers are vastly different from those of 30 years ago, such that many OLTP databases will now fit in main memory, and most OLTP transactions can be processed in milliseconds or less. Vet database architecture has channed little.

1. INTRODUCTION

Modern general purpose online transaction processing (OLTP) database systems include a standard suite of features: a collection of on-disk data structures for table storage, including heap files and B-trees, support for multiple concurrent queries via locking-based concurrency control, log-based recovery, and an efficient buffer manager. These features were developed to support transaction processing in the 1970's and 1980's, when an OLTP database was many times larger than the main memory, and when the

ALTERNATIVES TO RELATIONAL DATABASES FOR BIG DATA?



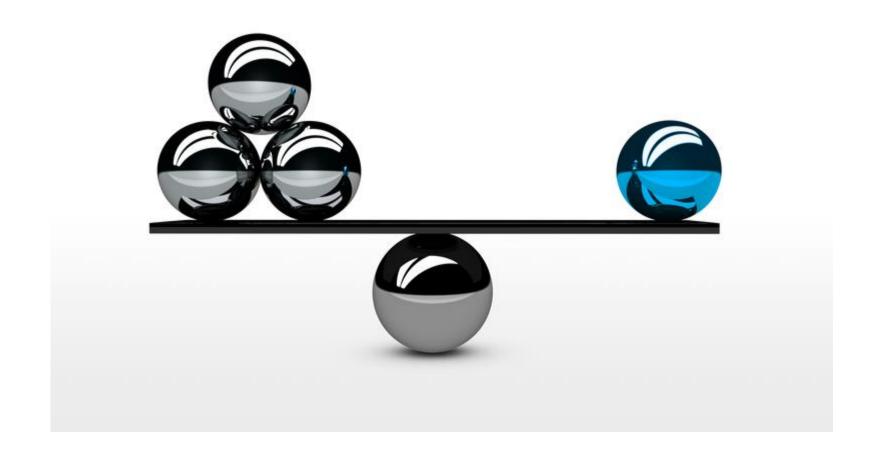


356 systems in ranking, June 2020

2. 2. MySQL	Jun 2020 .343.59 .277.89 .067.31 .522.99 .437.08 .161.81	-4.75 -10.99 +8.19 -1.92 -0.83 +0.56	+46.36 +33.17 -10.39
2. 2. MySQL	.277.89 .067.31 522.99 437.08 161.81 149.69	-4.75 -10.99 +8.19 -1.92 -0.83 +0.56	+54.26 -20.45 +46.36 +33.17 -10.39
3. 3. Microsoft SQL Server ★ Relational, Multi-model ★ 10 4. 4. PostgreSQL ★ Relational, Multi-model ★ 5 5. 5. MongoDB ★ Document, Multi-model ★ 4 6. 6. 6. IBM Db2 ★ Relational, Multi-model ★ 1 7. 7. 7. Elasticsearch ★ Search engine, Multi-model ★ 1	.067.31 522.99 437.08 161.81 149.69	-10.99 +8.19 -1.92 -0.83 +0.56	-20.45 +46.36 +33.17 -10.39
4. 4. PostgreSQL ★ Relational, Multi-model ★ 5 5. 5. MongoDB ★ Document, Multi-model ★ 4 6. 6. 6. IBM Db2 ★ Relational, Multi-model ★ 1 7. 7. 7. Elasticsearch ★ Search engine, Multi-model ★ 1	522.99 437.08 161.81 149.69	+8.19 -1.92 -0.83 +0.56	+46.36 +33.17 -10.39
5. 5. MongoDB	437.08 161.81 149.69	-1.92 -0.83 +0.56	+33.17
6. 6. 6. IBM Db2 Relational, Multi-model	161.81 149.69	-0.83 +0.56	-10.39
7. 7. 7. Elasticsearch [1] Search engine, Multi-model [1] 1	149.69	+0.56	
			+0.86
8. 8. Redis 🚹 Key-value, Multi-model 👔 1	145.64	. 2 . 4 =	
		+2.17	-0.48
9. 9. ↑ 11. SQLite • Relational 1	124.82	+1.78	-0.07
10. ↑ 11. 10. Cassandra □ Wide column 1	119.01	-0.15	-6.17
11. ↓ 10. ↓ 9. Microsoft Access Relational 1	117.18	-2.72	-23.83
12. 12. MariaDB 🛨 Relational, Multi-model 📵	89.79	-0.30	+4.59
13. 13. Splunk Search engine	88.08	+0.33	+3.46
14. 14. Hive Relational	78.65	-2.89	-0.40
15. 15. Teradata ↔ Relational, Multi-model 🗊	73.28	-0.60	-3.36
16. 16. ↑ 20. Amazon DynamoDB 🚹 Multi-model 🗊	64.87	+0.15	+9.61
17. 17. ↑ 21. SAP Adaptive Server Relational	53.09	-0.90	-2.03
18. ↓ 16. Solr Search engine	51.26	-1.32	-9.22
19. ↑ 20. 19. SAP HANA ☐ Relational, Multi-model 🗊	50.82	+0.29	-5.56
20.	50.16	-0.80	-7.64
21. ↑ 22. ↓ 17. HBase Wide column	48.73	-0.99	-9.30
22.	48.27	-1.49	-1.28
23. 23. A 24. Microsoft Azure SQL Database Relational, Multi-model	47.78	+5.03	+18.77
24. 24. ↑ 25. Microsoft Azure Cosmos DB ↔ Multi-model 🗊	30.80	+0.13	+2.56
25. 25. ↓ 23. Couchbase ☐ Document, Multi-model ☐	29.14	+0.56	-4.22

http://db-engines.com/en/ranking

NoSQL: features vs. scale/performance



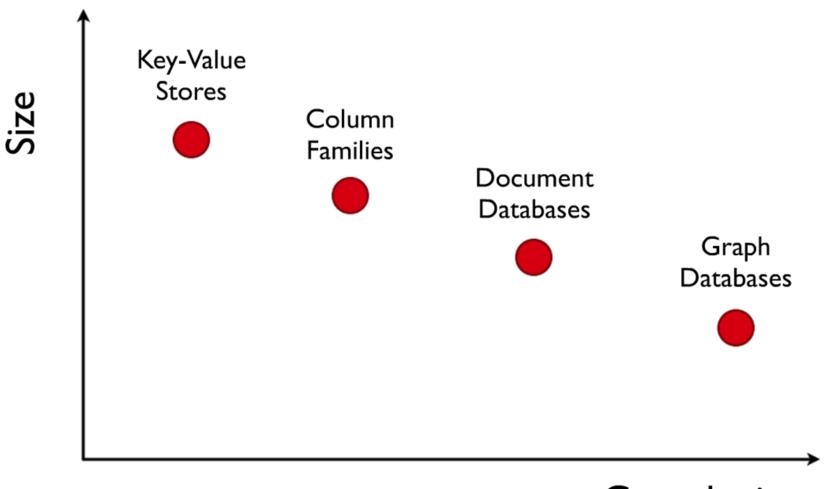
NoSQL: common characteristics

Often distributed

Often simpler languages than SQL

• Different flavours (for different scenarios)

NoSQL: four main flavours



Complexity

LIMITATIONS OF DISTRIBUTED COMPUTING: CAP THEOREM

What is CAP?

Three *guarantees* a <u>distributed</u> sys. could make

1. Consistency:

All nodes have a consistent view of the system

2. Availability:

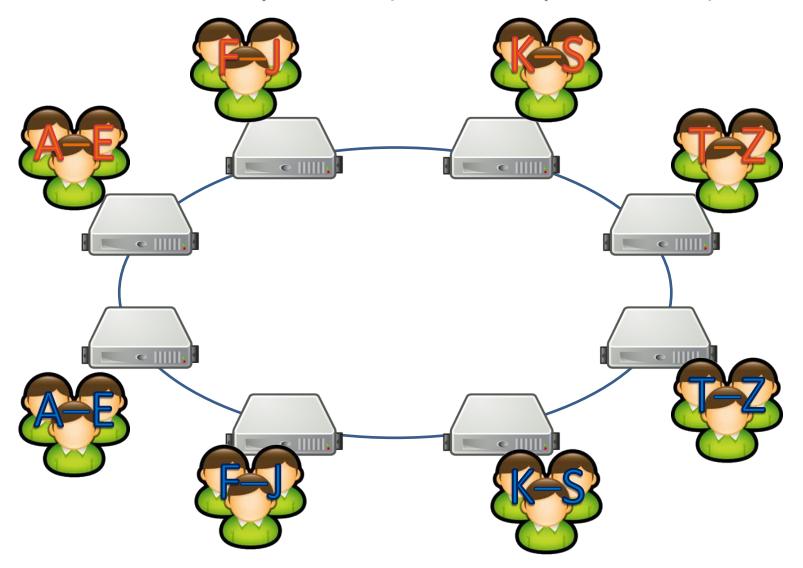
Every read/write is acted upon

3. Partition-tolerance:

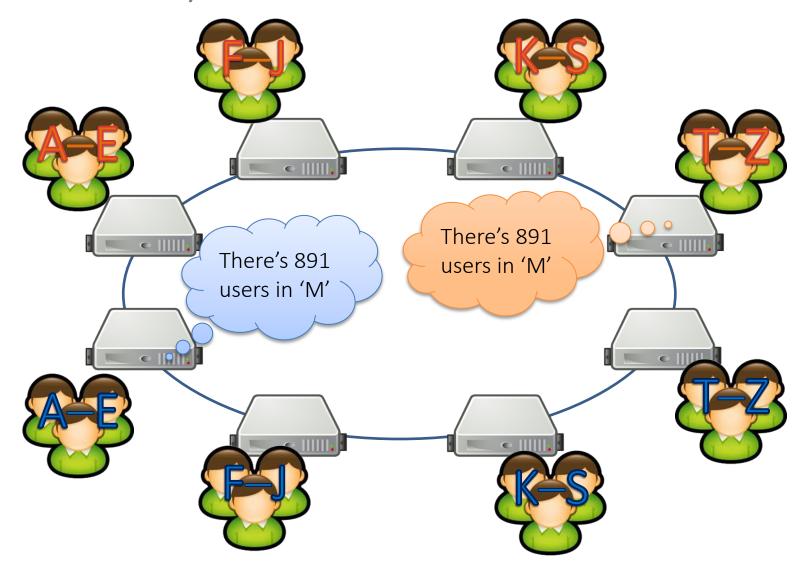
The system works even if messages are lost

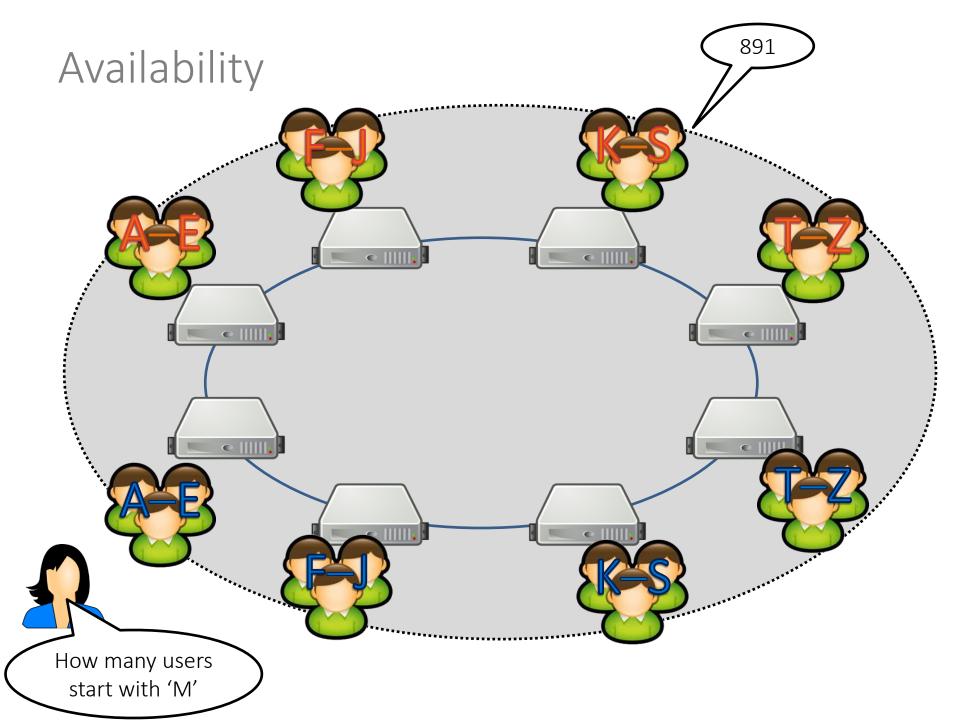


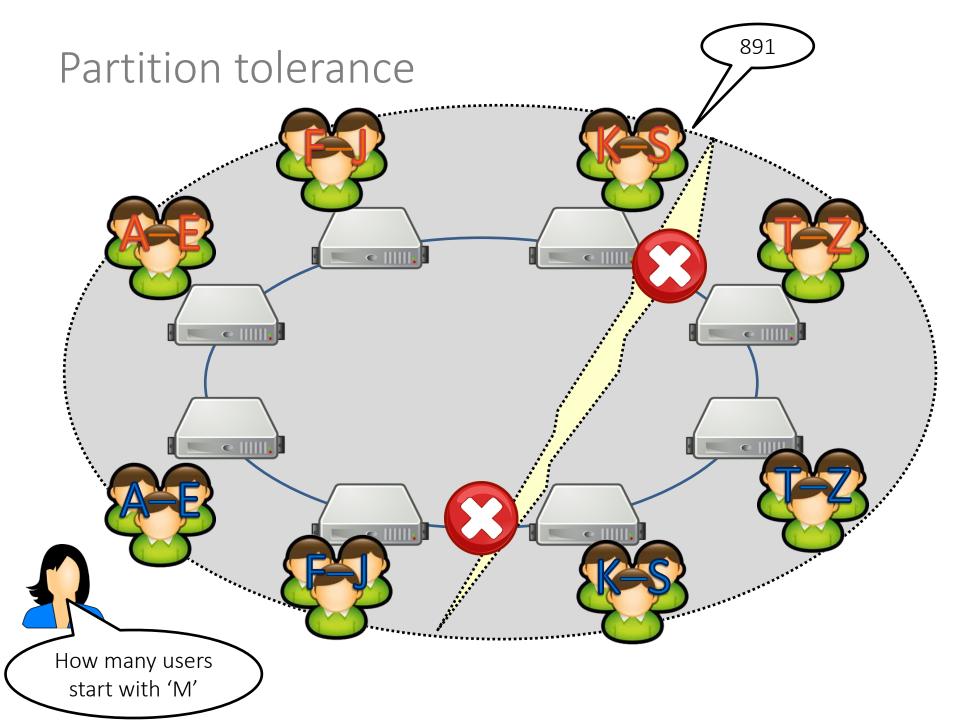
A Distributed System (with Replication)



Consistency







The CAP Question

Can a distributed system guarantee

consistency (all nodes have the same up-to-date view),

availability (every read/write is acted upon) and

partition-tolerance (the system works if messages are lost)

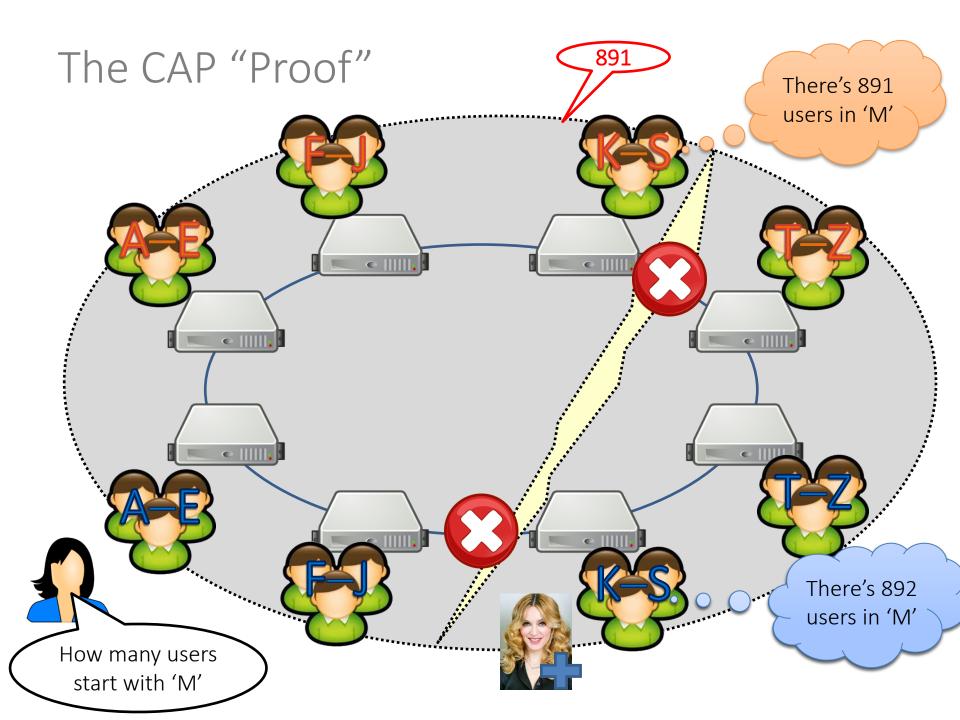
at the same time?

The CAP Answer

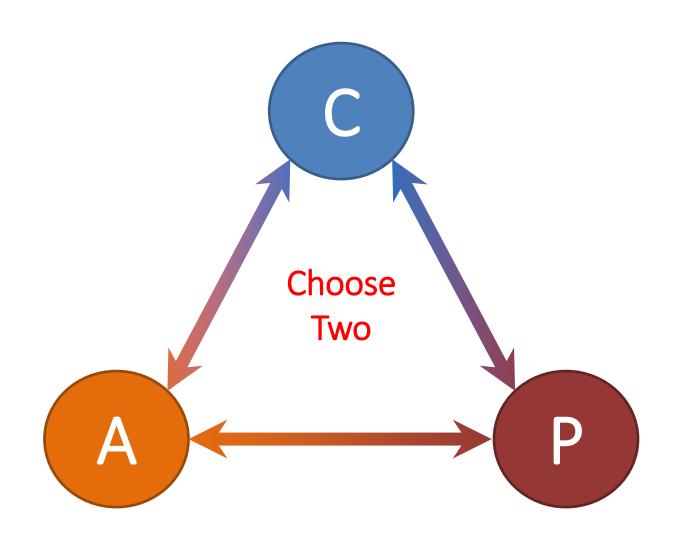


The CAP Theorem

A distributed system <u>cannot</u> guarantee consistency (all nodes have the same up-to-date view), availability (every read/write is acted upon) and partition-tolerance (the system works if messages are lost) at the same time!

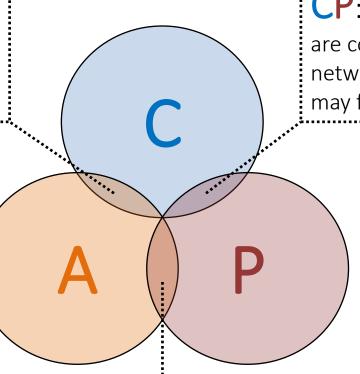


The CAP Triangle



CAP Systems

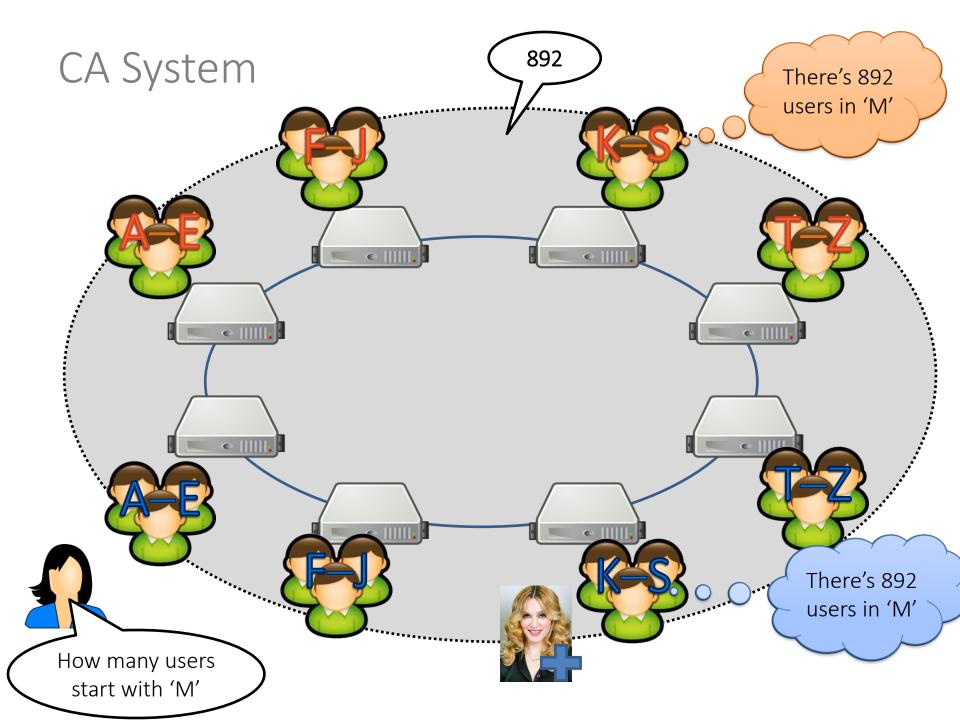
CA: Guarantees to give a correct response but only while network works fine (Centralised / Traditional)

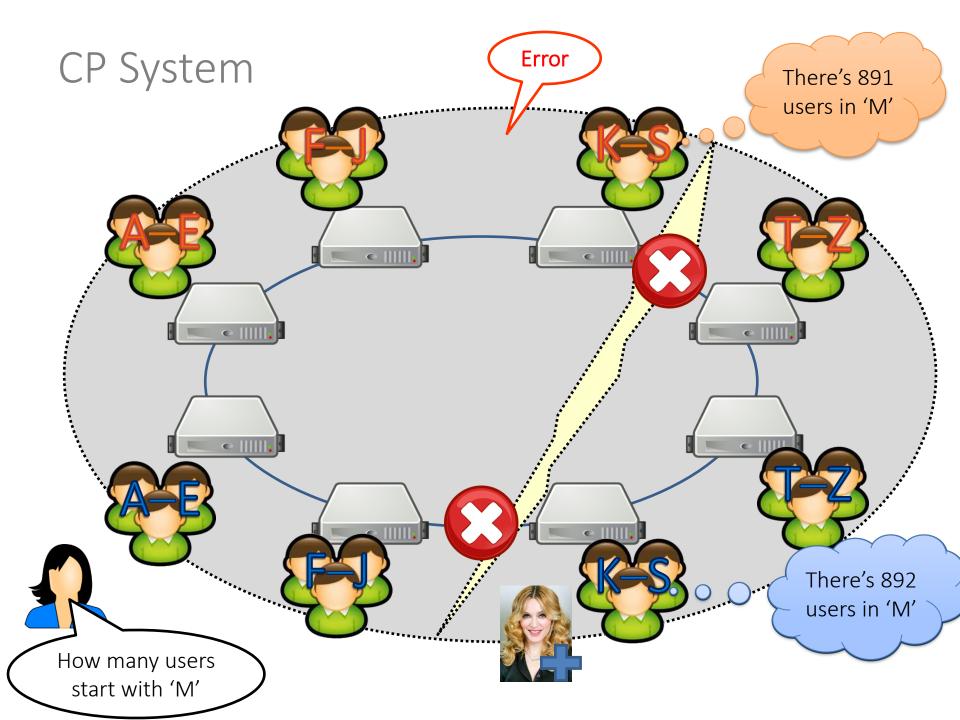


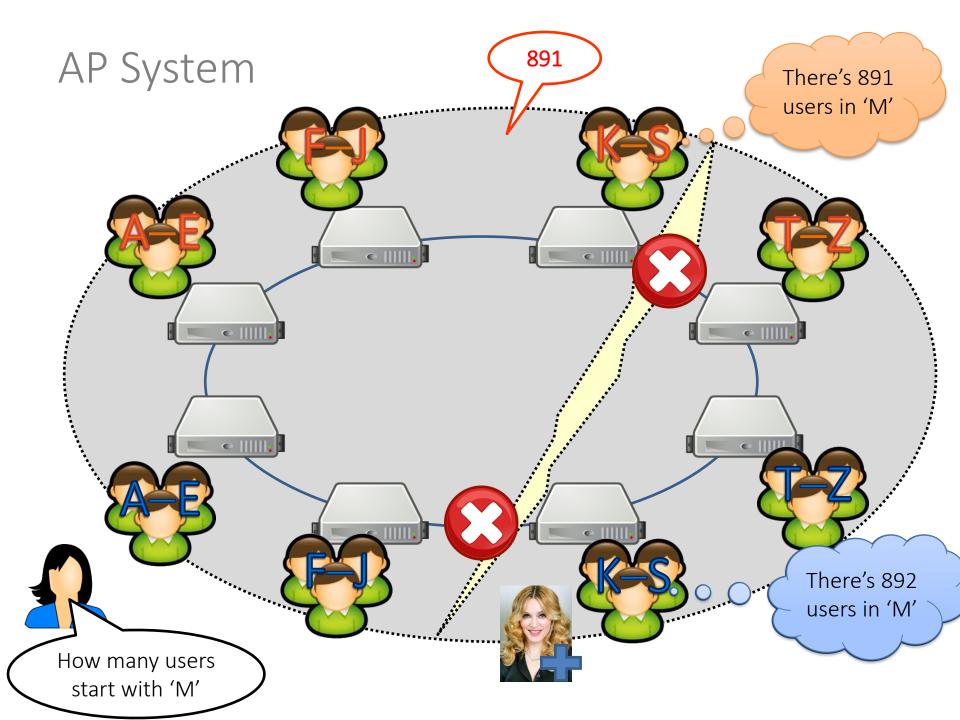
CP: Guarantees responses are correct even if there are network failures, but response may fail (*Weak availability*)

(No intersection)

AP: Always provides a "best-effort" response even in presence of network failures (Eventual consistency)







BASE (AP)

- Basically Available
 - Almost always "up"
- **S**oft State
 - Replicated, cached data
- Eventual Consistency
 - Stale data tolerated, for a while

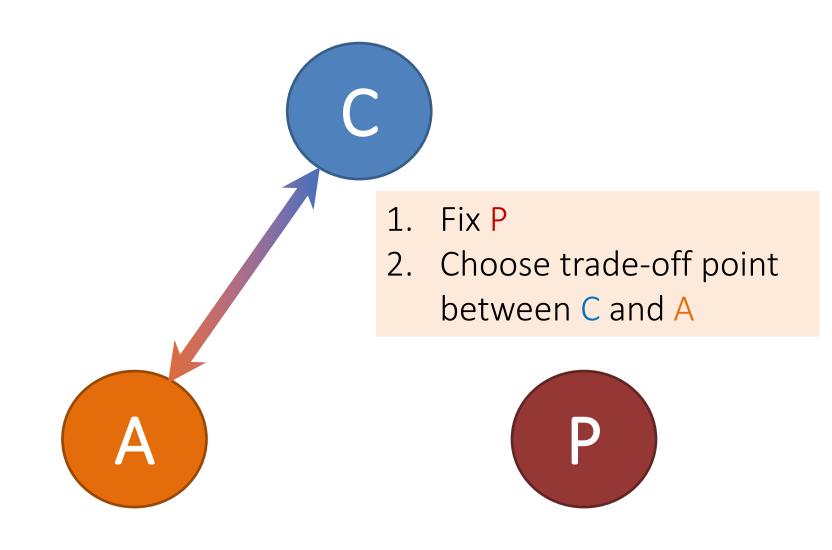
High-fanout creates a "partition"

Rank ¢	Change (monthly)	Account name \$	Owner \$	Followers (millions)	Activity \$	Country +		
1	_	@BarackObama	Barack Obama	120	Former U.S. president	United States		
2	_	@justinbieber	Justin Bieber	112	Musician	Canada		
3	_	@katyperry	Katy Perry	108	Musician	United States		
4	_	@rihanna	Rihanna	97	Musician and businesswoman	Barbados		
5	_	@taylorswift13	Taylor Swift	87	Musician	United States		

Users may see retweets of celebrity tweets before the original tweet.

Later when the original tweet arrives the timeline will be reordered and made consistent.

CAP in practical distributed systems



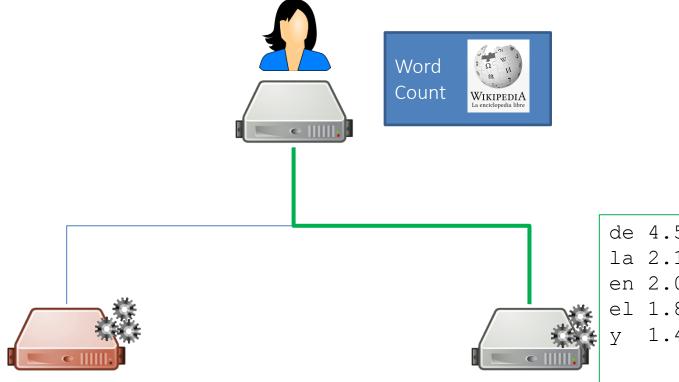
PARTITION TOLERANCE

Faults



Fail—Stop Fault

- A machine fails to respond or times-out
 - often hardware or load
 - need at least f + 1 replicated machines
 - f = number of fail-stop failures



de 4.575.144 la 2.160.185 en 2.073.216 el 1.844.613 y 1.479.936

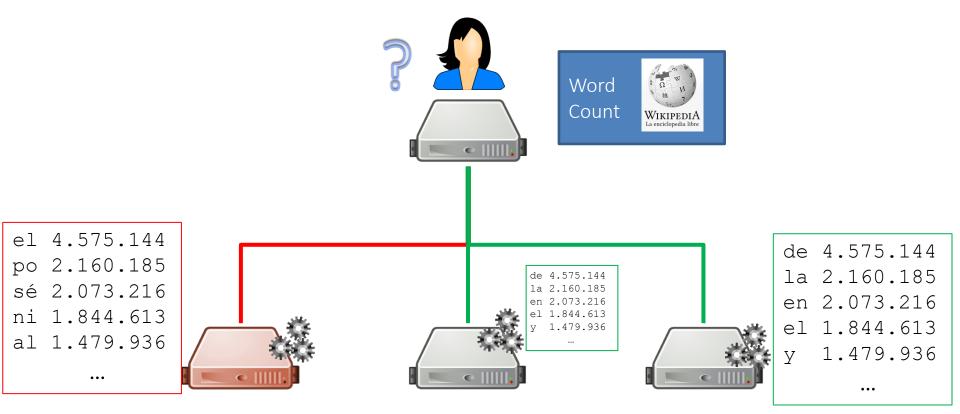
..

Byzantine Fault

A machine responds incorrectly/maliciously

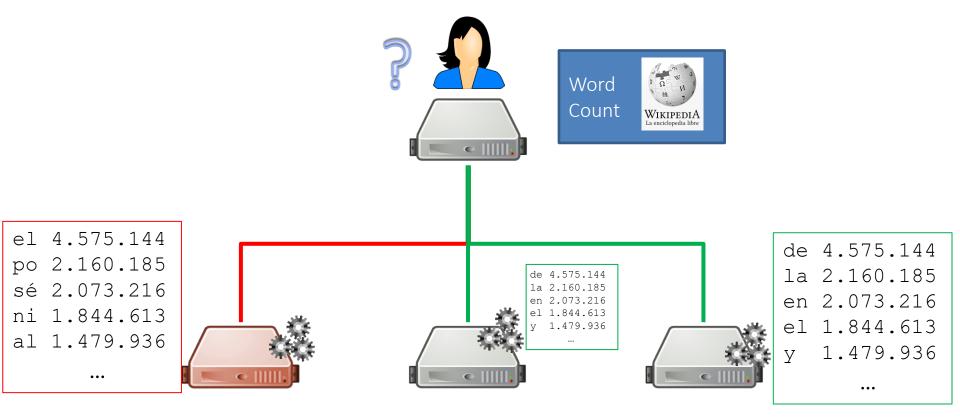
How many working machines do we need in the general case to be robust against Byzantine faults?





Byzantine Fault

- A machine responds incorrectly/maliciously
 - Need at least 2f+1 replicated machines
 - f = number of (possibly Byzantine) failures



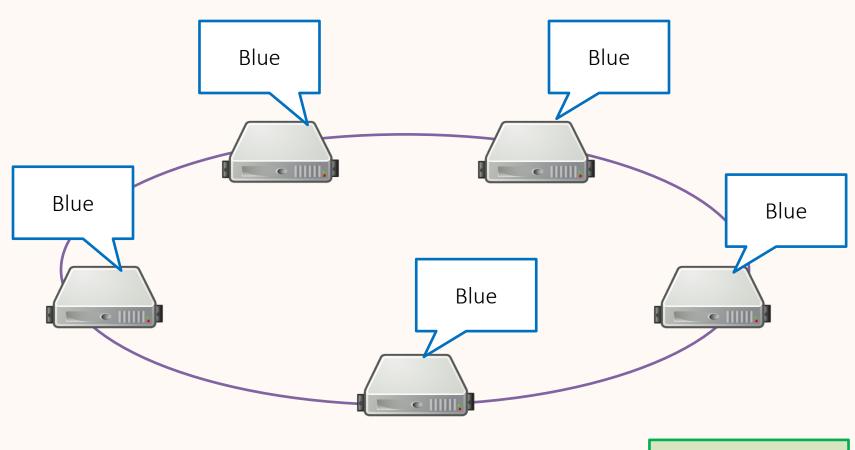
DISTRIBUTED CONSENSUS



Colour of the dress?

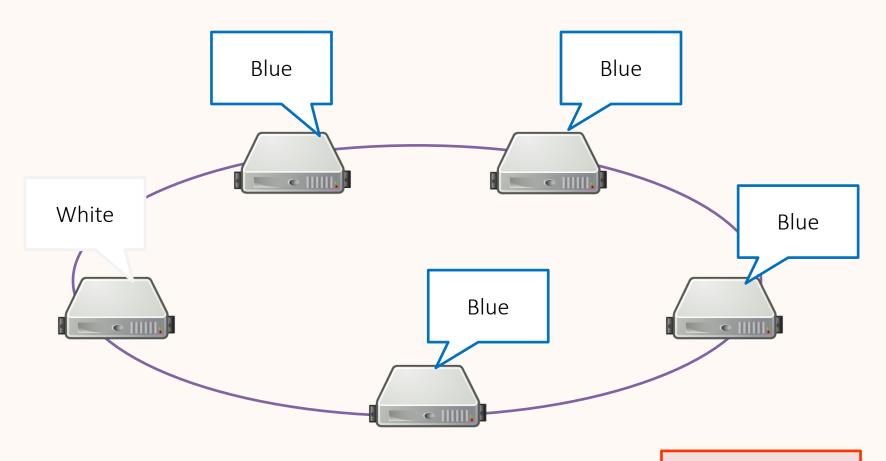


Strong consensus: All nodes need to agree



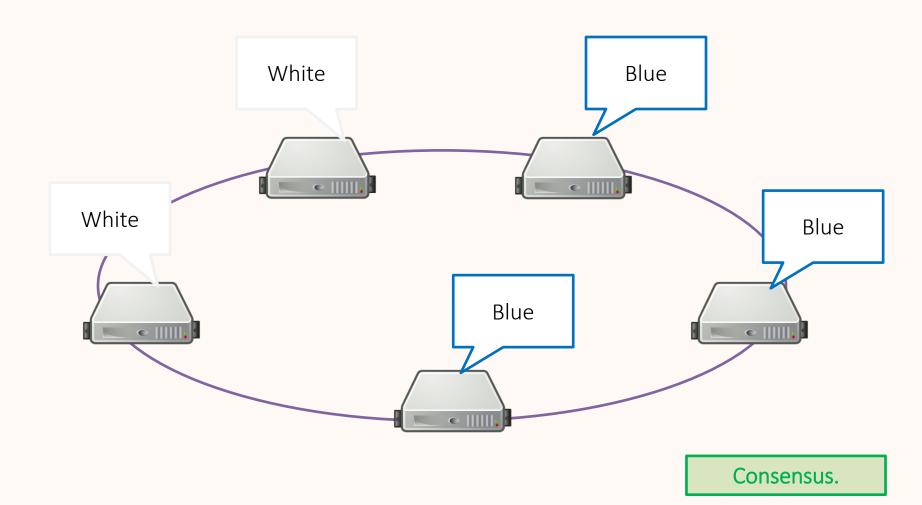
Consensus.

Strong consensus: All nodes need to agree

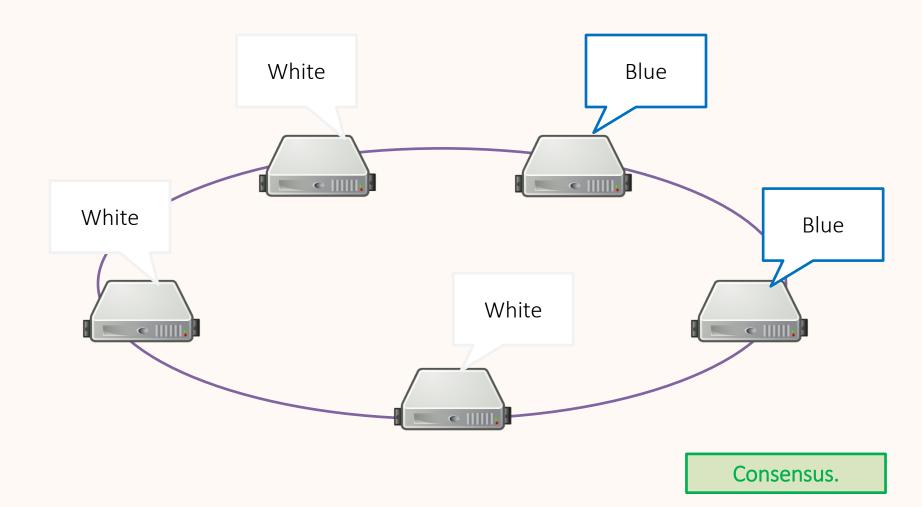


No consensus.

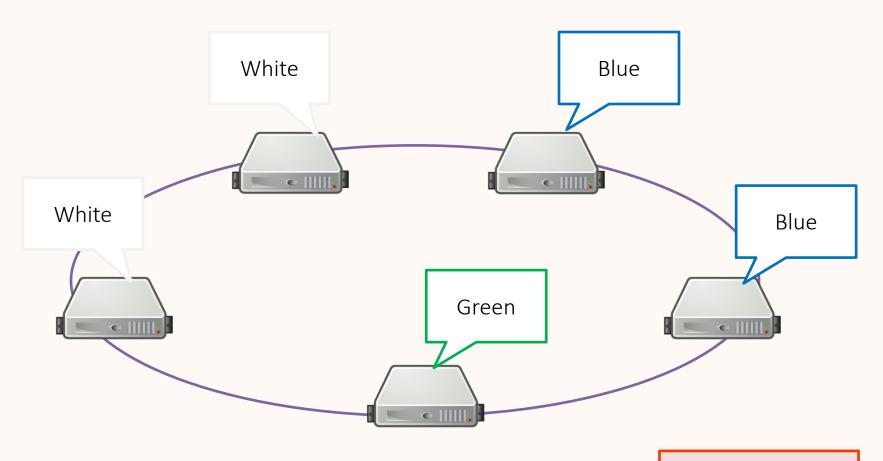
Majority consensus: A majority of nodes need to agree



Majority consensus: A majority of nodes need to agree

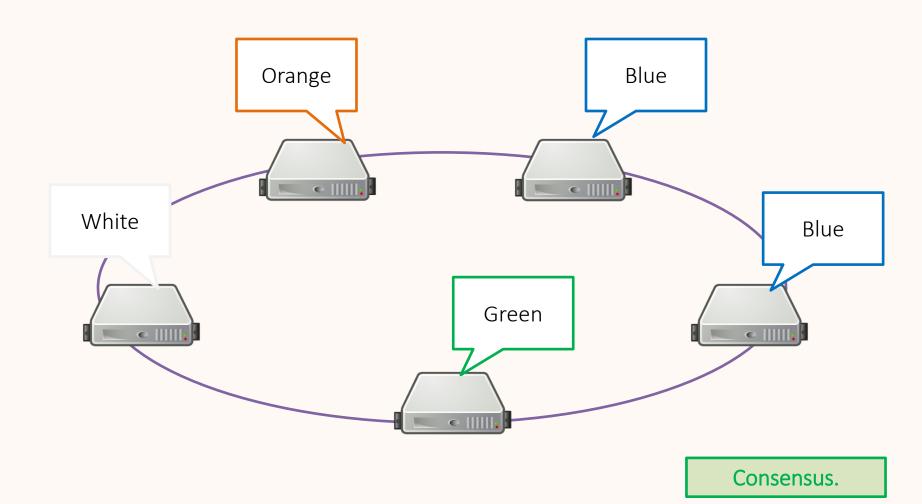


Majority consensus: A majority of nodes need to agree

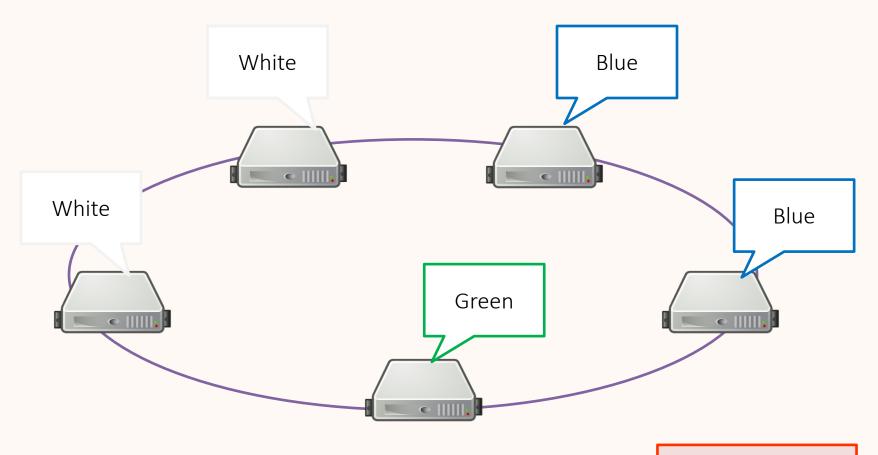


No consensus.

Plurality consensus: A plurality of nodes need to agree

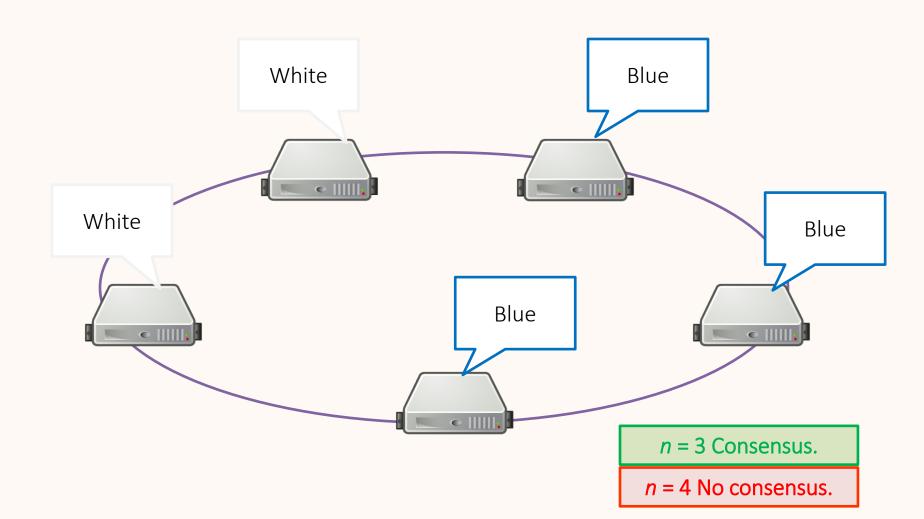


Plurality consensus: A plurality of nodes need to agree

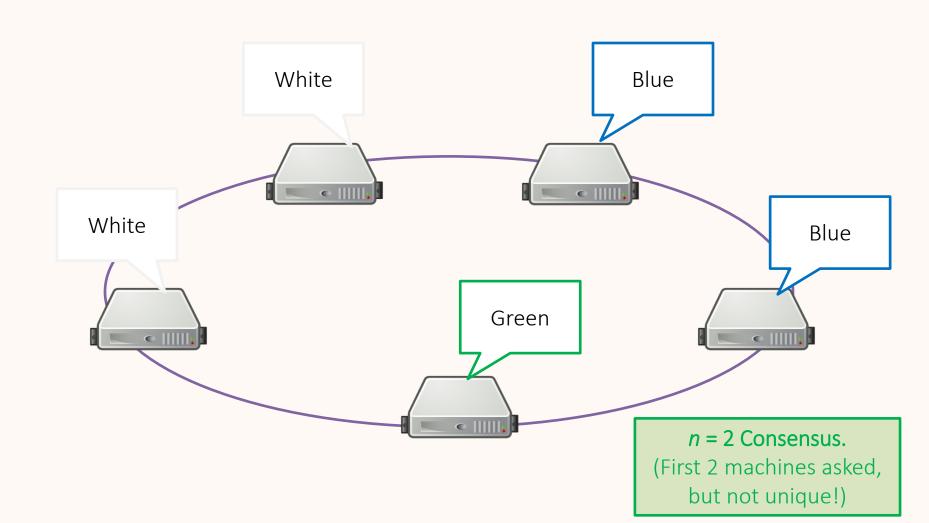


No consensus.

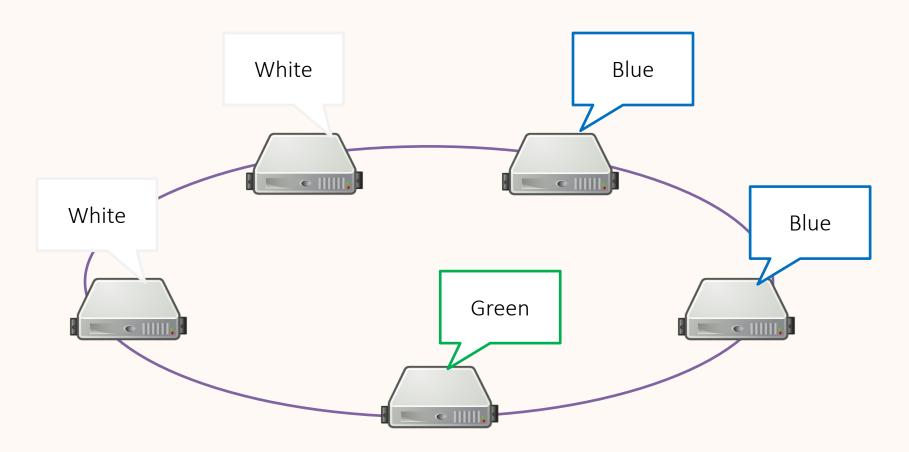
Quorum consensus: n nodes need to agree



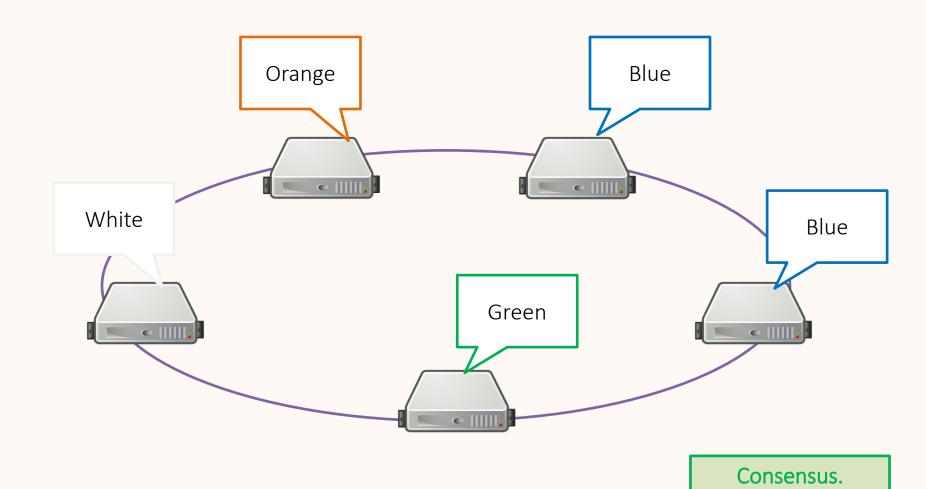
Quorum consensus: n nodes need to agree



Quorum consensus: n nodes need to agree



Consensus off: Take first answer



CP vs. AP?



Strong consensus: All nodes need to agree

CP

Majority consensus: A majority of nodes need to agree

Plurality consensus: A plurality of nodes need to agree

Quorom consensus: "Fixed" n nodes need to agree

Consensus off: Take first answer

AP

Scale?



Strong consensus: All nodes need to agree

More replication

Majority consensus: A majority of nodes need to agree

Plurality consensus: A plurality of nodes need to agree

Quorom consensus: "Fixed" n nodes need to agree

Consensus off: Take first answer

Less replication

Strong consensus: All nodes need to agree

Majority consensus: A majority of nodes need to agree

Choice is application dependent:

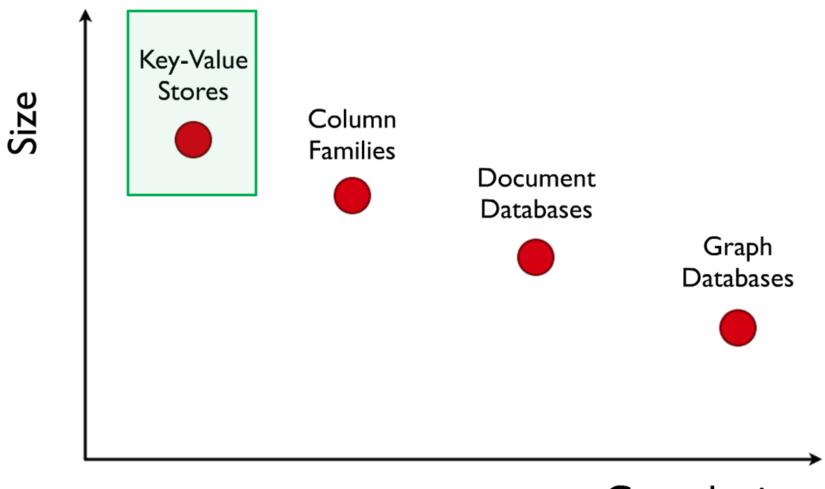
Plurality Many NoSQL stores allow you to choose level of consensus/replication

Quorom consensus: "Fixed" n nodes need to agree

Consensus off: Take first answer

NoSQL: Key-Value stores

NoSQL: Key-Value Stores



Complexity

Key-Value Store Model

It's just a Map / Associate Array / Dictionary ©

- put(key, value)
- get(key)
- delete(key)

Key	Value
Afghanistan	Kabul
Albania	Tirana
Algeria	Algiers
Andorra la Vella	Andorra la Vella
Angola	Luanda
Antigua and Barbuda	St. John's

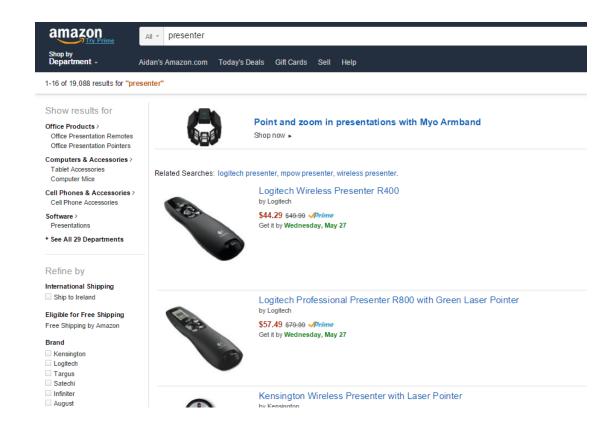
But You Can Do a Lot With a Map

Key	Value
country:Afghanistan	capital@city:Kabul,continent:Asia,pop:31108077#2011
country:Albania	capital@city:Tirana,continent:Europe,pop:3011405#2013
•••	
city:Kabul	country:Afghanistan,pop:3476000#2013
city:Tirana	country:Albania,pop:3011405#2013
•••	
user:10239	basedIn@city:Tirana,post:{103,10430,201}

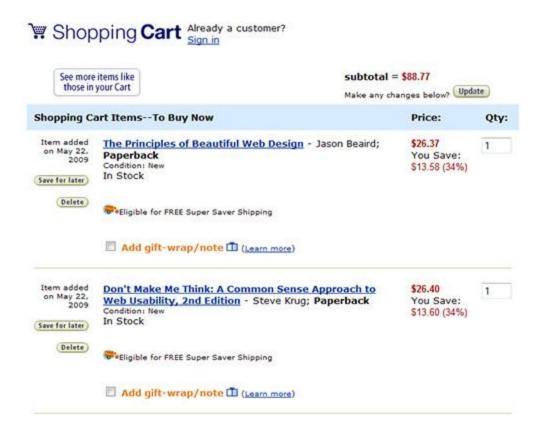
... actually you can model any data in a map (but possibly with a lot of redundancy and inefficient lookups if unsorted).

THE CASE OF AMAZON

Products Listings: prices, details, stock



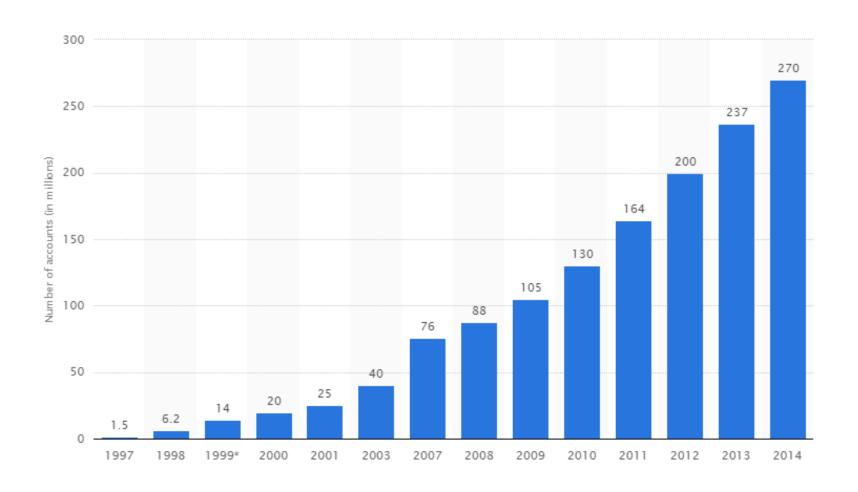
Customer info: shopping cart, account, etc.



Recommendations, etc.:

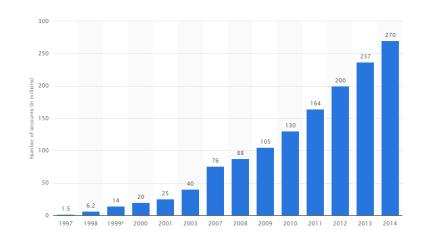


Amazon customers:





Databases struggling ...



But many Amazon services don't need:

SQL (a simple map often enough)

or even:

transactions, strong consistency, etc.

Key-Value Store: Amazon Dynamo(DB)

Dynamo: Amazon's Highly Available Key-value Store

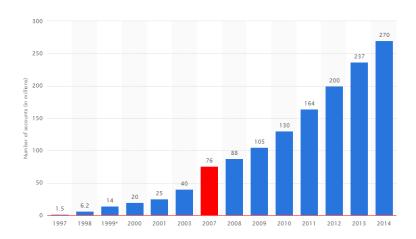
Giuseppe DeCandia, Deniz Hastorun, Madan Jampani, Gunavardhan Kakulapati, Avinash Lakshman, Alex Pilchin, Swaminathan Sivasubramanian, Peter Vosshall and Werner Vogels

Amazon.com

ABSTRACT

Reliability at massive scale is one of the biggest challenges we face at Amazon.com, one of the largest e-commerce operations in the world; even the slightest outage has significant financial consequences and impacts customer trust. The Amazon.com platform, which provides services for many web sites worldwide, is implemented on top of an infrastructure of tens of thousands of servers and network components located in many datacenters.

One of the lessons our organization has learned from operating Amazon's platform is that the reliability and scalability of a system is dependent on how its application state is managed. Amazon uses a highly decentralized, loosely coupled, service oriented architecture consisting of hundreds of services. In this environment there is a particular need for storage technologies that are always available. For example, customers should be able to view and add items to their shopping cart even if disks are



Goals:

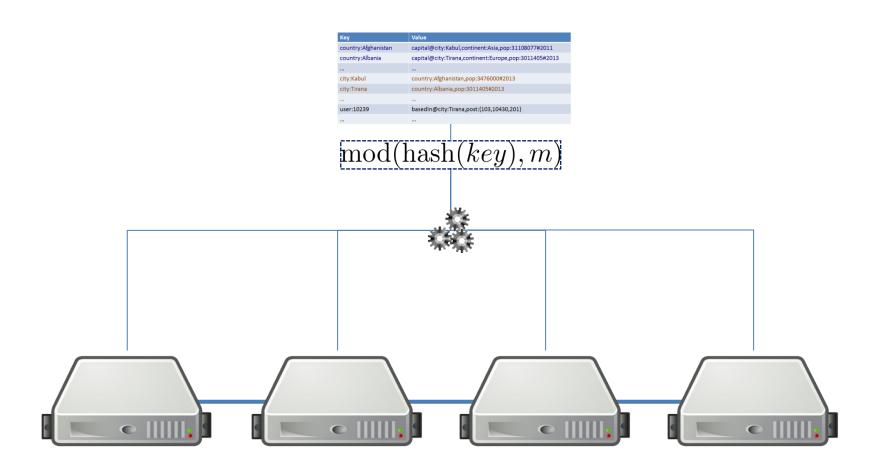
- Scalability (able to grow)
- High availability (reliable)
- Performance (fast)

Don't need full SQL, don't need full ACID

Key-Value Store: Distribution

How might we distribute a key-value store over multiple machines?





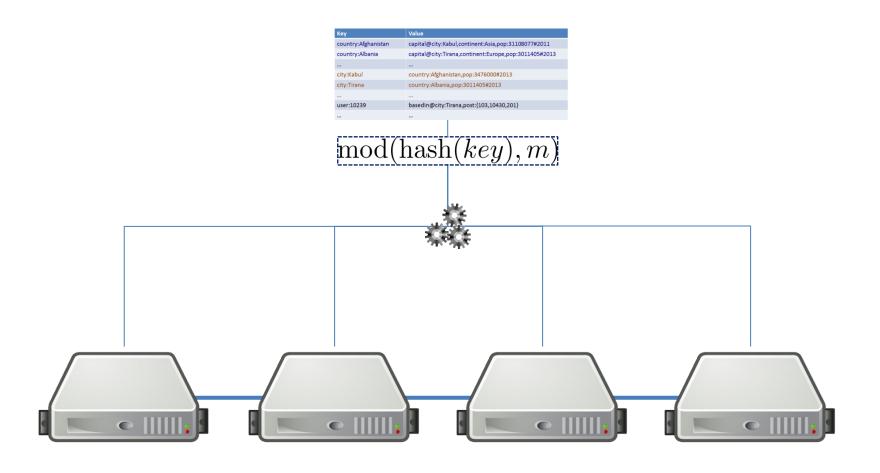
Key-Value Store: Distribution

What happens if a machine leaves or joins afterwards?



How can we avoid rehashing everything?





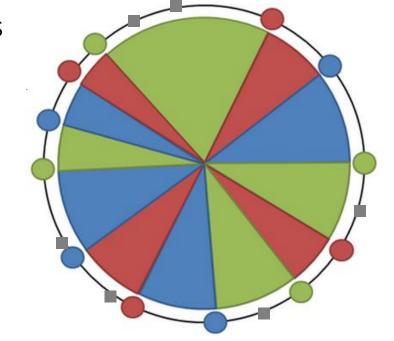
Consistent Hashing

Avoid re-hashing everything

- Hash using a ring
- Each machine picks n pseudo-random points on the ring
- Machine responsible for arc after its point
- Objects mapped to ring
- If a machine leaves, its range moves to previous machine
- If a machine joins, it picks new points

How many keys (on average) would need to be moved if a machine joins or leaves?

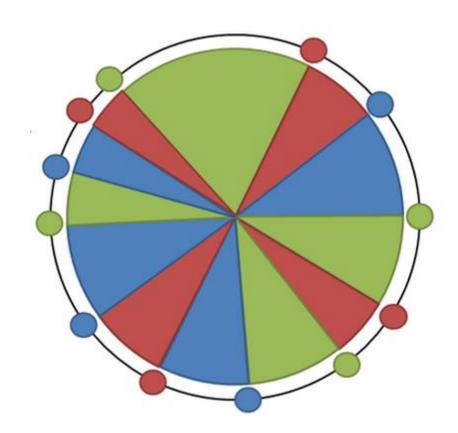




Amazon Dynamo: Hashing

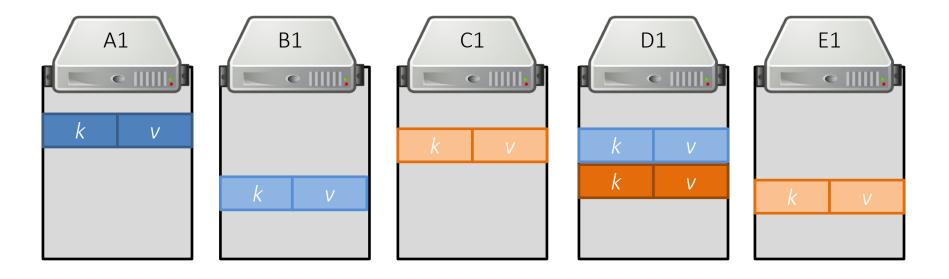
amazon webservices Amazon DynamoDB

Consistent Hashing (128-bit MD5)



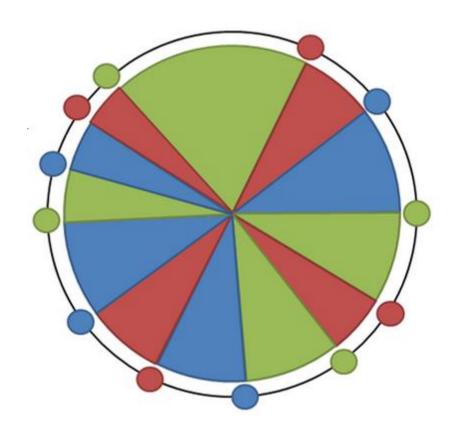
Amazon Dynamo: Replication

- A set replication factor (e.g., 3)
- Commonly primary / secondary replicas
 - Primary replica elected from secondary replicas in the case of failure of primary



Amazon Dynamo: Replication

- Replication factor of n?
 - Easy: pick n next buckets (different machines!)



Amazon Dynamo: Model

- Named table with primary key and a value
- Primary key is hashed / unordered

Countries					
Primary Key	Value				
Afghanistan	capital:Kabul,continent:Asia,pop:31108077#2011				
Albania	capital:Tirana,continent:Europe,pop:3011405#2013				

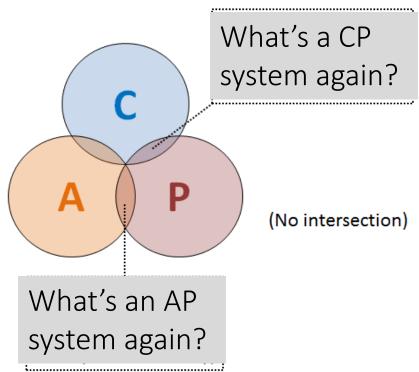
Cities						
Primary Key	Value					
Kabul	country: Afghanistan, pop: 3476000#2013					
Tirana	country:Albania,pop:3011405#2013					

Amazon Dynamo: CAP

Two options for each table:

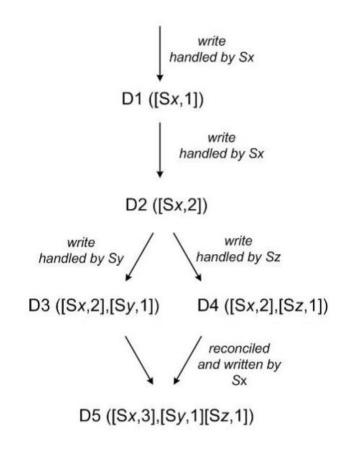
AP: Eventual consistency,
 High availability

 CP: Strong consistency, Lower availability



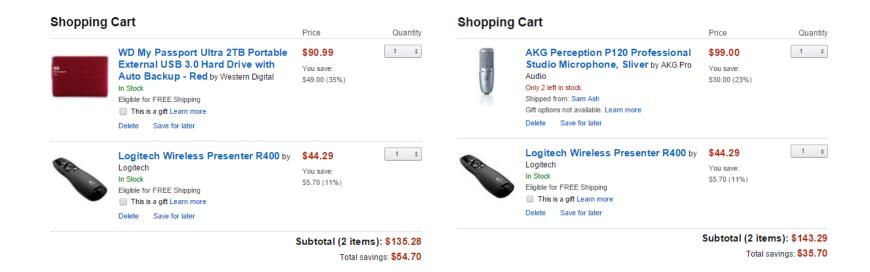
Amazon Dynamo: Consistency

- Vector Clock:
 - A list of pairs indicating a node and operation count
 - Used to track branches of revisions



Amazon Dynamo: Consistency

Two versions of one shopping cart:



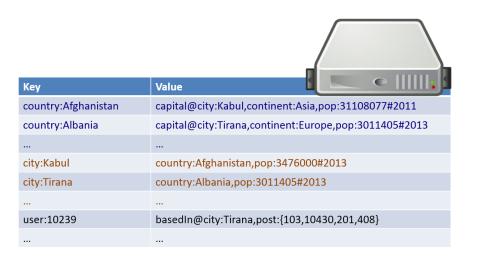
How best to merge multiple conflicting versions of a value (known as reconciliation)?

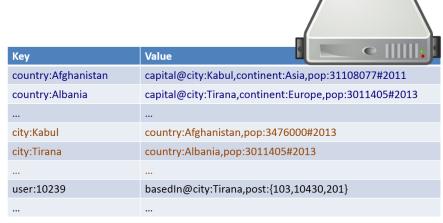


Application knows best

(... and must support multiple versions being returned)

Amazon Dynamo: Consistency



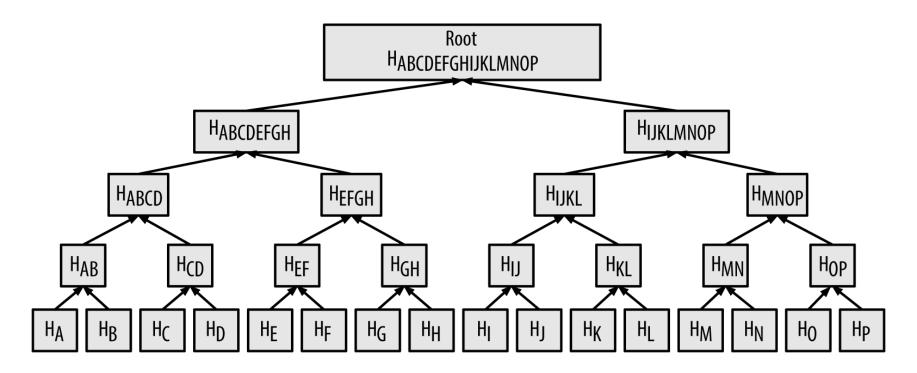


How can we efficiently verify that two copies of a block of data are the same (and find where the differences are)?



Amazon Dynamo: Merkle Trees

- Merkle tree: A hash tree
 - Leaf node compute hashes from data
 - Non-leaf nodes have hashes of their children
 - Find differences between two trees level-by-level



Read More ...



Dynamo: Amazon's Highly Available Key-value Store

Giuseppe DeCandia, Deniz Hastorun, Madan Jampani, Gunavardhan Kakulapati, Avinash Lakshman, Alex Pilchin, Swaminathan Sivasubramanian, Peter Vosshall and Werner Vogels

Amazon.com

ABSTRACT

Reliability at massive scale is one of the biggest challenges we face at Amazon.com, one of the largest e-commerce operations in the world; even the slightest outage has significant financial consequences and impacts customer trust. The Amazon.com platform, which provides services for many web sites worldwide, is implemented on top of an infrastructure of tens of thousands of servers and network components located in many datacenters

One of the lessons our organization has learned from operating Amazon's platform is that the reliability and scalability of a system is dependent on how its application state is managed. Amazon uses a highly decentralized, loosely coupled, service oriented architecture consisting of hundreds of services. In this environment there is a particular need for storage technologies that are always available. For example, customers should be able to view and add items to their shopping cart even if disks are

OTHER KEY-VALUE STORES









































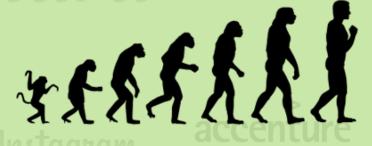












Evolved into a tabular store ...



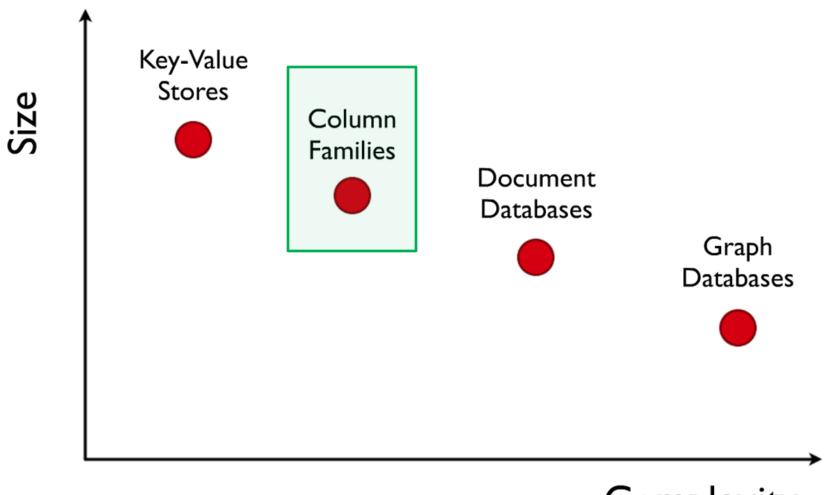






TABULAR / COLUMN FAMILY

NoSQL: Column Family Stores



Complexity

Key-Value = a Distributed Map

Countries					
Primary Key	Value				
Afghanistan	capital: Kabul, continent: Asia, pop: 31108077#2011				
Albania	capital:Tirana,continent:Europe,pop:3011405#2013				

Tabular = Multi-dimensional Maps

Countries									
Primary Key	capital	continent	pop-value	pop-year					
Afghanistan	Kabul	Asia	31108077	2011					
Albania	Tirana	Europe	3011405	2013					

Bigtable: The Original Whitepaper

Bigtable: A Distributed Storage System for Structured Data

MapReduce authors

Fay Chang. Jeffrey Dear Sanjay Ghemawat. Wilson C. Hsieh, Deborah A. Wallach Mike Burrows, Tushar Chandra, Andrew Fikes, Robert E. Gruber

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Google, Inc.

Abstract

Bigtable is a distributed storage system for managing structured data that is designed to scale to a very large size: petabytes of data across thousands of commodity servers. Many projects at Google store data in Bigtable, oogle Earth, and Google Fiincluding en indexin. nese application place very different demands able, both in terms of data size (from URLs to ges to satellite imagery) an latency ureme (fro ackend bulk processing t eal-time da ervi these varied demands, Des able has st provi flexible, high ce solutio or a fori these G products. In e descr e the sin s pape ple data moder produced by Bigtable, which gives clients dynamic control over data layout and format, and we describe the design and implementation of Bigtable.

achieved scalability and high performance, but Bigtable provides a different interface than such systems. Bigtable does not support a full relational data model; instead, it provides clients with a simple data model that supports dynamic control over data layout and format, and allows clients to reason about to ocality properties of the data represented in the unde ng storage. Data is indexed using row and column nes that can be arbitrary Bigtal ie an reats d as unin erpre strings, alth nts ofte eriali vari s forme d dat tured i-struct ito t e sirings. Clients can loca through careful ly, Bi mas. Fi le schema pachoi s in their s ameters let client micany control whether to serve data out of nemory of m disk.

Section describes to data model in more detail, and Section 3 overview of the client API. Sec-

Bigtable used for ...



Bigtable: in a nutshell

Primary Key value only!

(row, column, time) \rightarrow value

(Afganistan, pop-value, t_4) \rightarrow 31108077

Primary Key	capital		continent '		рор	-value	pol	p-year
					t_1	31143292		2000
Afghanistan	t ₁	Kabul	t ₁	Asia	t_2	31120978	L ₁	2009
			Ī	$t_{\scriptscriptstyle{4}}$	31108077	$t_{\scriptscriptstyle{4}}$	2011	
Albania	+	Tiran	+	Europo	t ₁	2912380	t ₁	2010
Albania	Albania t_1 a t_1	L ₁	Europe	t ₃	3011405	t_3	2013	
•••					L			•••

Bigtable: Sorted Keys

Primary Key	capital		pc	p-value	pop-year		
			t ₁	31143292	+	2000	
Asia:Afghanistan t ₁	Kabul	t_2	31120978	t ₁	2009		
			t ₄	31108077	$t_{\scriptscriptstyle{4}}$	2011	
Asia:Azerbaijan		•••				•••	
		•••				•••	
Funana Mahania	_	Tinono	t ₁	2912380	t ₁	2010	
Europe:Albania	t ₁	Tirana	t_3	3011405	t ₃	2013	
Europe:Andorra	•••		•••	•••	•••		
	•••	•••	•••	•••	•••		

Benefits of sorted vs. hashed keys?



Bigtable: Tablets

		Primary Key	capital		pop-value		pop-year	
4					t ₁	31143292	+	2009
	A S	Asia:Afghanistan	t ₁	Kabul	t_2	31120978	t ₁	2009
	3 I				t ₄	31108077	t ₄	2011
	A	Asia:Azerbaijan		•••			•••	•••
7	7							•••
4		Europe:Albania	+	Tirana	t ₁	2912380	t ₁	2010
	U	Lui ope. Albania	t ₁	i I i alia	t ₃	3011405	t ₃	2013
	R	Europe:Andorra	•••	•••	•••			•••
	0		•••	•••	•••			•••
	P							

Benefits of sorted vs. hashed keys?

(?)

Range queries and ...

... locality of processing

A real-world example of locality/sorting

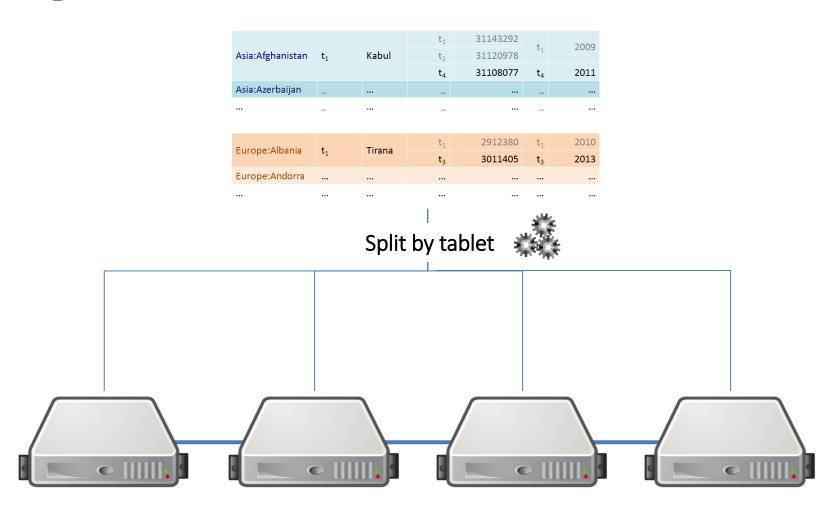
M	D	h

Primary Key	la	anguage		title	1	inks
			t ₁	IMDb Home	+	
com.imdb	t ₁	en	t_2	IMDB - Movies	t ₁	000
			t ₄	IMDb	t ₄	•••
com.imdb/title/tt2724064/	t ₁	en	t_2	Sharknado	t_2	•••
com.imdb/title/tt3062074/	t ₁	en	t_2	Sharknado II	t_2	
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Bigtable: Distribution



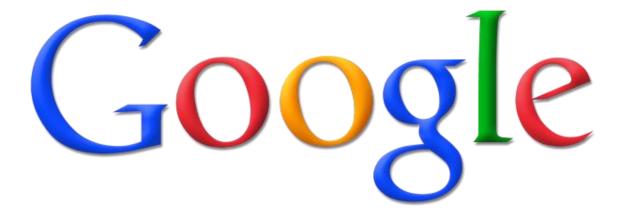
Horizontal range partitioning

Bigtable: Column Families

Primary Key	pol:capital		dem	o:pop-value	dem	o:pop-year
			t_1	31143292	+	2009
Asia:Afghanistan t ₁	$t_{\scriptscriptstyle 1}$	Kabul	t ₂	31120978	t ₁	2009
			t ₄	31108077	t ₄	2011
Asia:Azerbaijan						
		•••				•••
Europo: Albania	+	Tirana	t ₁	2912380	t_1	2010
Europe:Albania	t_1	IIIdIId	t ₃	3011405	t ₃	2013
Europe:Andorra	•••					•••
		•••	•••	•••		•••

- Group logically similar columns together
 - Accessed efficiently together
 - Access-control and storage: column family level
 - If of same type, can be compressed

Read More ...



Bigtable: A Distributed Storage System for Structured Data

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achieved scalability and high performance, but Bigtable provides a different interface than such systems. Bigtable does not support a full relational data model; instead, it provides clients with a simple data model that supports dynamic control over data layout and format, and allows clients to reason about the locality properties of the data represented in the underlying storage. Data is indexed using row and column names that can be arbitrary strings. Bigtable also treats data as uninterpreted strings, although clients often serialize various forms of structured and semi-structured data into these strings. Clients can control the locality of their data through careful choices in their schemas. Finally, Bigtable schema parameters let clients dynamically control whether to serve data out of memory or from disk.

Section 2 describes the data model in more detail, and

Tabular Store: Apache HBase



Tabular Store: Cassandra



