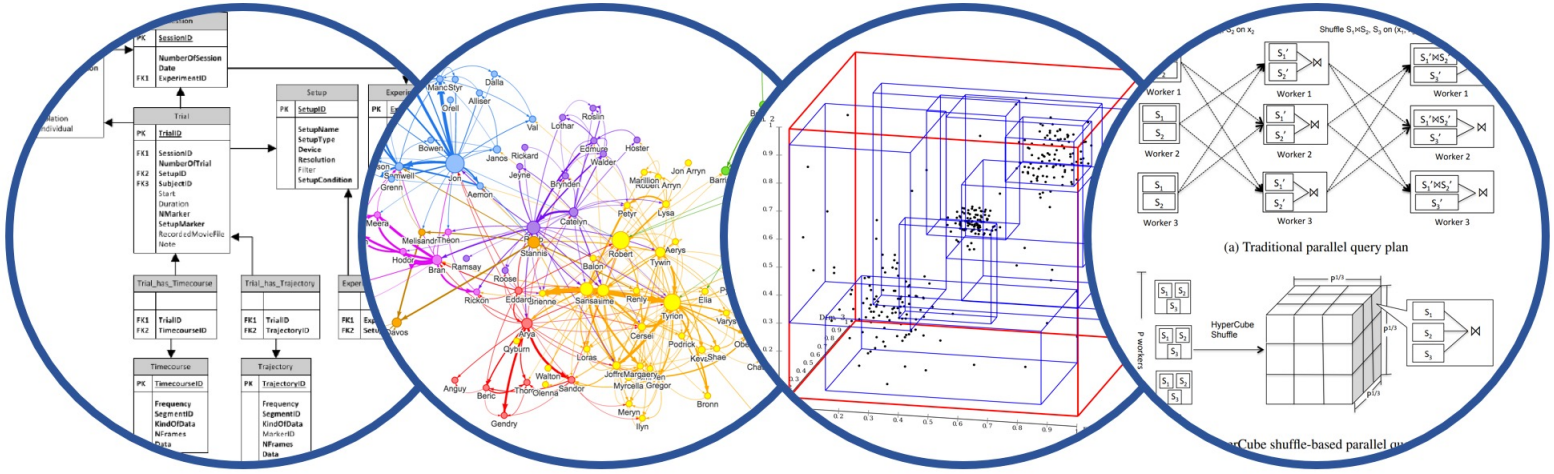
Course evals

Please take a few minutes to fill out the course evaluations:

https://uw.iasystem.org/survey/324590

And thank you all for your hard work this quarter!



Database System Internals

Replication

Paul G. Allen School of Computer Science and Engineering
University of Washington, Seattle

Announcements

Almost done!

- HW6 due Wednesday of finals week No late days
- Final report due on Thursday of finals week No late days

References

- Ullman Book Chapter 20.6

- Database management systems.
  Ramakrishnan and Gehrke.
  Third Ed. Chapter 22.11

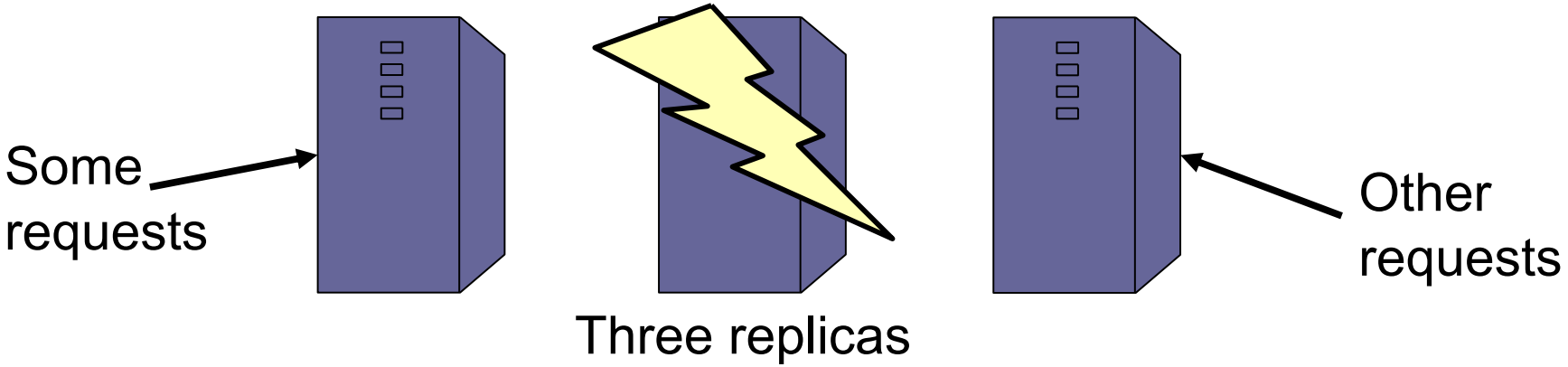
Outline

- Goals of replication

- Three types of replication
  - Synchronous (aka eager) replication
  - Asynchronous (aka lazy) replication
  - Two-tier replication

Goals of Replication

- Goal 1: consistency. Always read latest update
- Goal 2: availability. Every request → a response
- Goal 3: performance. Fast read/writes



Discussion: NoSQL

New problem in the early 2000's

- Startup company launces Website backed up by MySQL, works fine with 50 users
- Suddenly, they are successful and have 1M users
- MySQL cannot keep up

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NoSQL:

- Distributed database (replication, partition)
- Give up strong consistency in favor of availability and performance (as we'll see discuss next)

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NoSQL:

- Distributed database (replication, partition)
- Give up strong consistency in favor of availability and performance (as we'll see discuss next)

Today: strong consistency is standard requirement

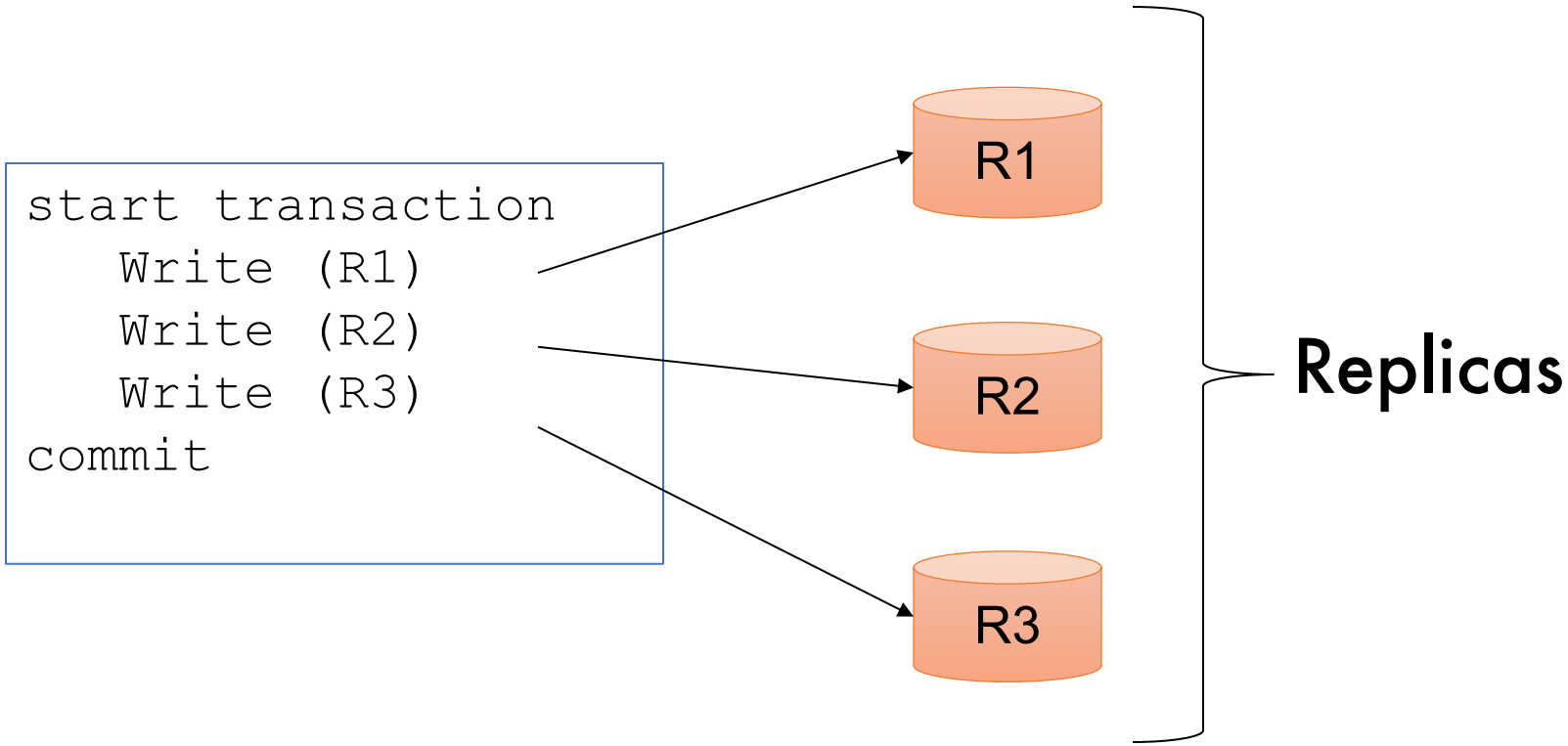
Types of Replication

	Master	Group
Synchronous		
Asynchronous		

Synchronous Replication

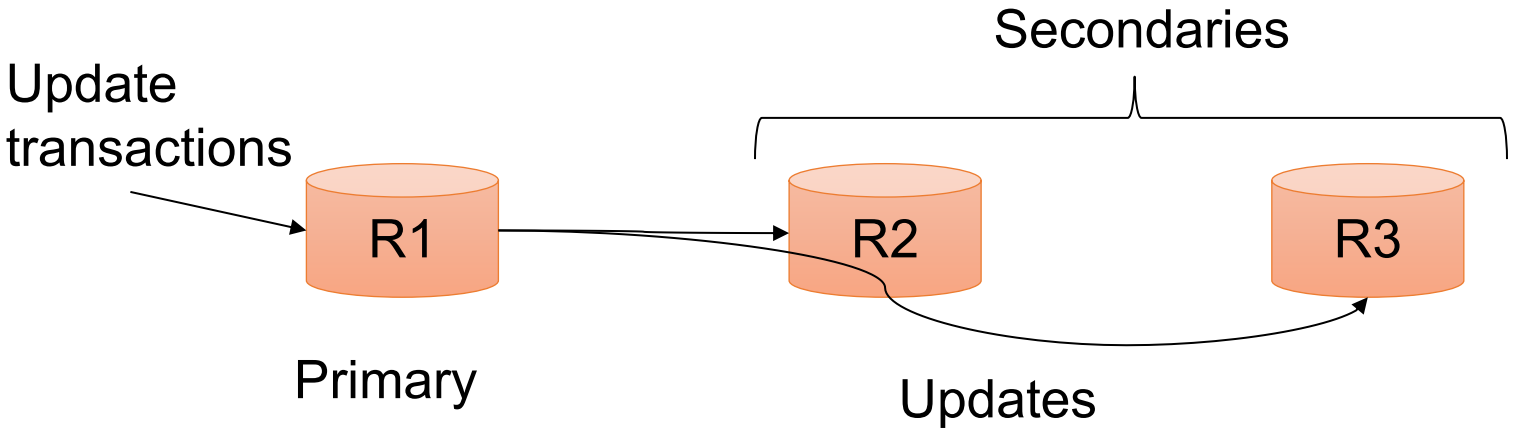
- Also called eager replication
- All updates are applied to all replicas (or to a majority) as part of a single transaction (need two phase commit)
- Transactions must acquire global locks
  - Nobody can read while we synchronize the replicas
- Main goal: as if there was only one copy
  - Maintain **consistency**
  - Maintain **one-copy serializability**
  - I.e., execution of transactions has same effect as an execution on a non-replicated db

Synchronous Replication



Synchronous Master Replication

- One master for each object holds primary copy
  - The "Master" is also called "Primary"
  - To update object, transaction must acquire a lock at the master
  - Lock at the master is global lock
- Master propagates updates to replicas synchronously
  - Updates propagate as part of the same distributed transaction
  - Need to run 2PC at the end



Crash Failures

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- What happens when the master/primary fails?
  - Blocking would hurt availability
  - Must chose a new primary: run election

Network Failures

- Network failures can cause trouble…
  - Secondaries think that primary failed
  - Secondaries elect a new primary
  - But primary can still be running
  - Now have two primaries!

Majority Consensus

- To avoid problem, only majority partition can continue processing at any time

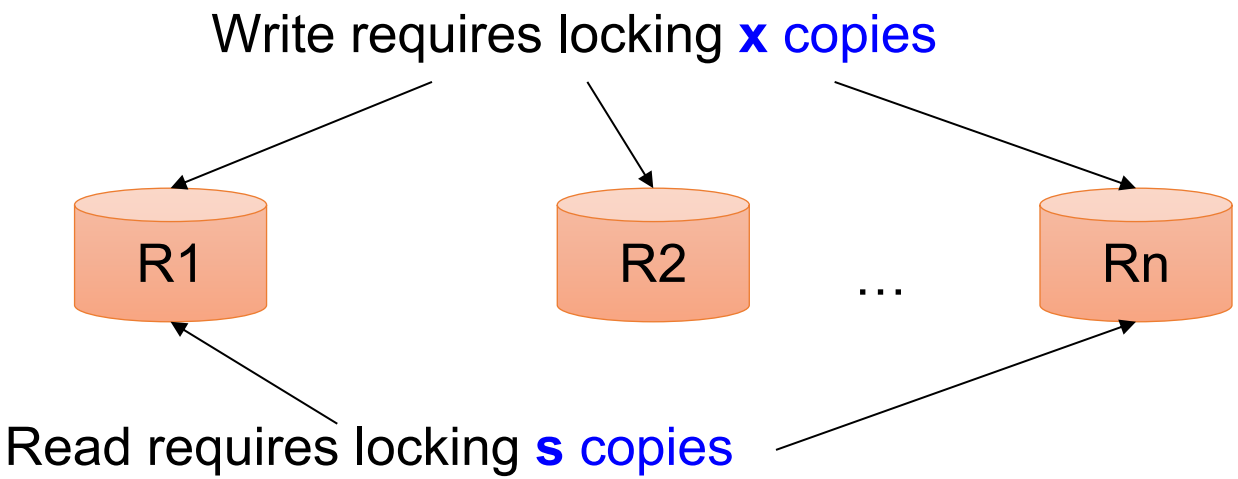
- In general,
  - Whenever a replica fails or recovers…
  - …a set of communicating replicas must determine…
  - …whether they have a majority before they can continue

Types of Replication

	Master	Group
Synchronous	✓	✓
Asynchronous		

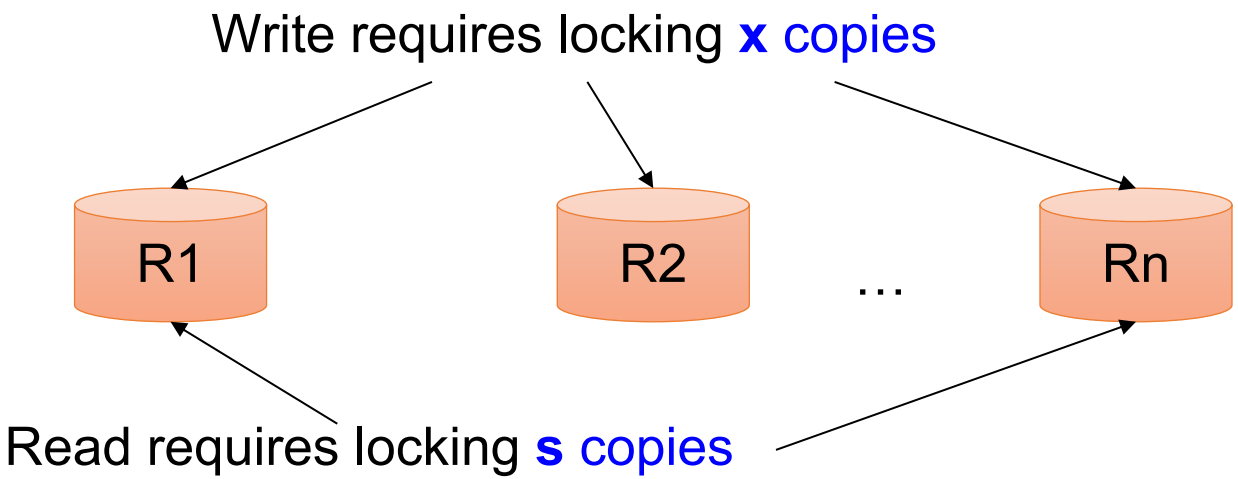
Synchronous Group Replication

- Master-less
  - Any node can initiate a transaction!
  - Need to gather a number of nodes that agree on a particular transaction
  - Each copy has its own lock



Synchronous Group Replication

- With n copies
  - Exclusive lock on x copies is global exclusive lock
  - Shared lock on s copies is global shared lock
  - Must have: x > n/2 and s + x > n
  - Version numbers serve to identify current copy



Synchronous Group Replication

- Majority locking
  - s = x = ⌈(n+1)/2⌉ eg: 11 nodes: need 6 locked
  - Usually not attractive because reads are slowed down

- Read-locks-one, write-locks-all
  - s=1 and x = n, high read performance
  - Reads are very fast

Synchronous Replication Properties

- Favours consistency over availability
  - Only majority partition can process requests
  - There appears to be a single copy of the db

- High runtime overhead
  - Must lock and update at least majority of replicas
  - Two-phase commit
  - Runs at pace of slowest replica in quorum
  - So overall system is now slower
  - Higher deadlock rate (transactions take longer)

Types of Replication

	Master	Group
Synchronous	✓	✓
Asynchronous	✓	

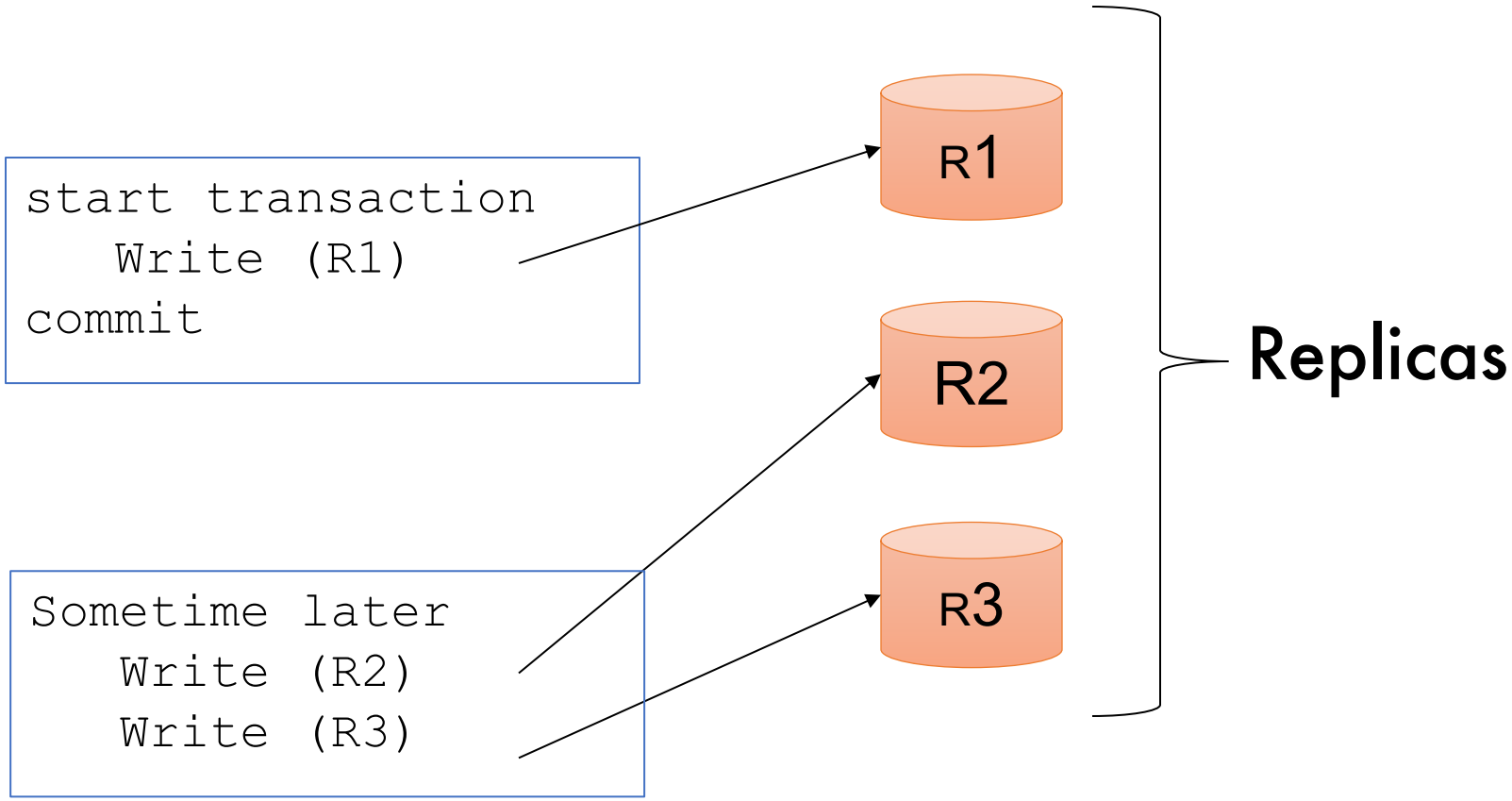
Asynchronous Replication

- Also called lazy replication
- Also called optimistic replication

- Main goals: availability and performance

- Approach
  - One replica updated by original transaction
  - Updates propagate asynchronously to other replicas

Asynchronous Replication



Asynchronous Master Replication

One master holds primary copy

- Transactions update primary copy
- Master asynchronously propagates updates to replicas, which process them in same order
  E.g. through log shipping
- Ensures single-copy serializability

What happens when master/primary fails?

- Can lose most recent transactions when primary fails!
- After electing a new primary, secondaries must agree who is most up-to-date

Discussion: Log Shipping

A general problem:

- A master operates on a database
- The DB needs to be replicated to one or several replicas (e.g. hot stand-by databases)

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  - Master node ships the tail of the log to the replicas E.g. when it flushes the log tail to disk
  - Replicas REDO the log; this is very efficient
  - Need very little systems development: we create the log anyway, and we have the REDO function anyway

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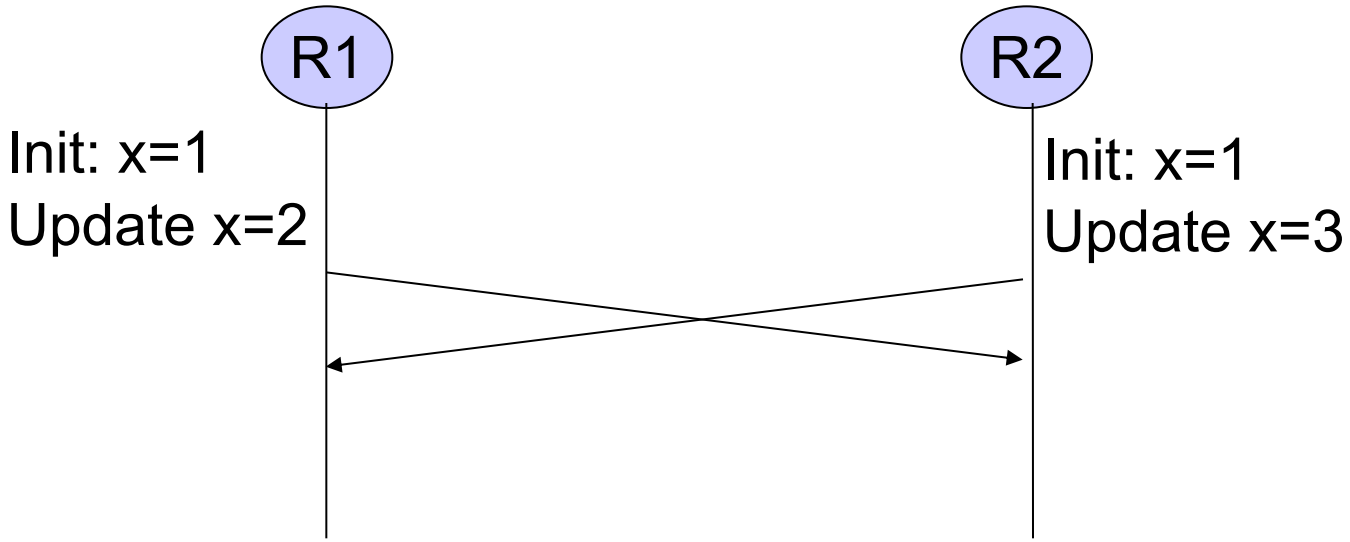
  - Replicas REDO the log; this is very efficient
  - Need very little systems development: we create the log anyway, and we have the REDO function anyway
  - Complications due to the need to "remove" updates of active transactions (they may later abort)

Types of Replication

	Master	Group
Synchronous	✓	✓
Asynchronous	✓	✓

Asynchronous Group Replication

- Also called multi-master
- Best scheme for availability
- Cannot guarantee one-copy serializability!



Asynchronous Group Replication

- Cannot guarantee one-copy serializability!
- Instead guarantee convergence
  - Db state does not reflect any serial execution
  - But all replicas have the same state
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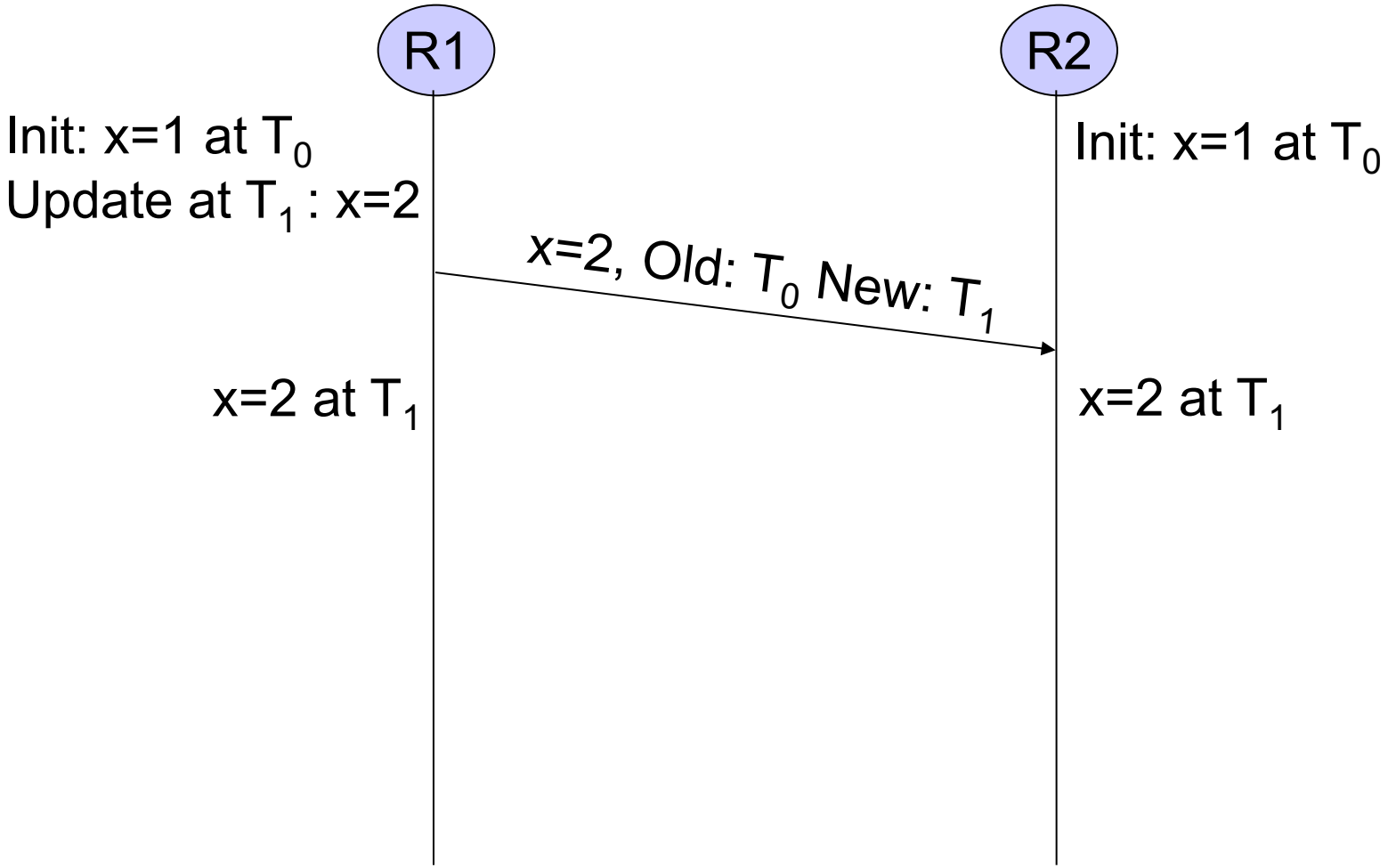
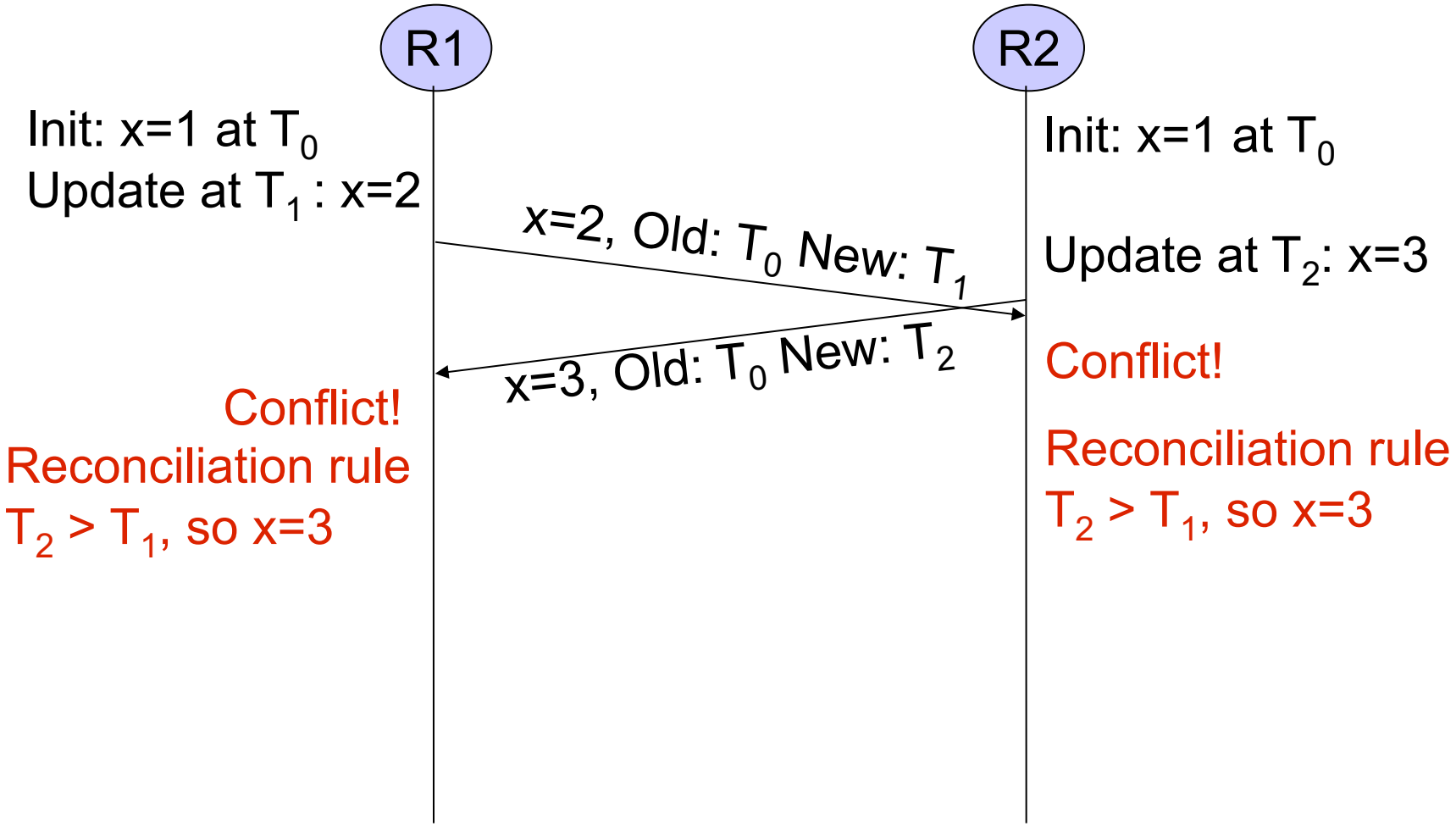
- Called "Eventual Consistency" = if the DB stops operations, then eventually all copies are equal
- Detect conflicts and reconcile replica states
- Reconciliation techniques:
  - Most recent timestamp wins
  - Site A wins over site B
  - But also: user-defined rules, or even manual

Detecting Conflicts Using Timestamps



Detecting Conflicts Using Timestamps



Conclusion

- Many innovations recently in
  - Big data analytics
  - Transaction processing at very large scale
- Many more problems remain open
- This course teaches foundations
- Innovate with an open mind!