



# LAND OF THE CURIOUS



CT30A3401 – Distributed systems

# WHO AM I?

- » Who: Jiri Musto, D.Sc.
- » Position: Doctoral researcher
- » Knowledge area:
  - » Data and information quality, information systems, data mining, data analysis, relational databases, NoSQL databases,
  - » Object-oriented programming, Android development, game development, web-development
- » Courses I teach (2022-2023):
  - » Bachelor level: Basics of database systems, database system management
  - » Master's level: Data-intensive systems (distributed databases), business intelligence and data mining, business process modelling

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# DISTRIBUTED DATABASE SYSTEMS

Lecture

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# AGENDA

- » General information
- » Replication and sharding
- » Query processing
- » System architectures
- » Final notes



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# DISTRIBUTED DATABASE SYSTEMS: GENERAL INFORMATION

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# WHAT IS A DATABASE?

» In theory: Databases are anything that store interrelated data

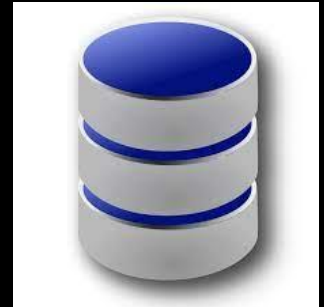
» Text files, excel sheets, sheets of paper, etc.

» In practice:

» Databases illustrate the real world

» Database is a logically coherent collection of data

» The database structure and data are designed and implemented for a specific purpose



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# MOTIVATION FOR DATABASES

- » Databases were created to resolve the issue of data storage
  - » Storing data in an application limits access
  - » Using a collection of without a database system requires repeating functionality for each application
  - » Provides several advantages such as **efficiency**, **portability**, **reliability**, and **security**
- » Databases store data in various structures and formats
- » Data is stored in files (database files)
  - » The file type and structure depends on the database management system
  - » .xml, .csv, json, .db, .couch, .mdf/.ldf, etc.
- » Databases are best used with multiple users and changing data

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# DATABASE TYPES

## » Databases can be stored on different locations:

### » Local device (client):

- Often used to store cached / temporary data
- Can be a database or flat file
- Tied to the local device

### » Physical database (server):

- Most common database
- Accessed in local network or remotely
- Access controlled with authentication

### » Cloud database:

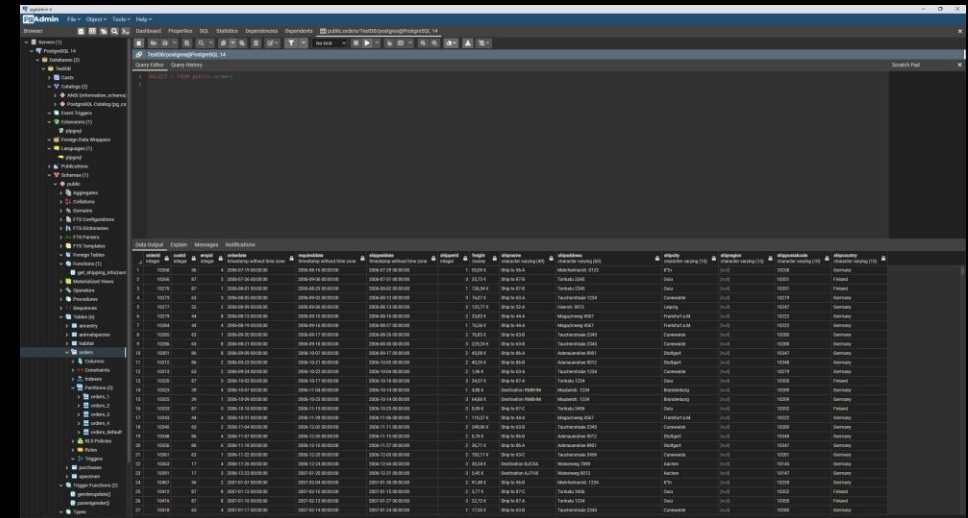
- Newest option for databases
- Data accessed through the cloud platform
- Access controlled with authentication



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# DATABASE MANAGEMENT SYSTEMS (DBMS)

- » DBMS is the software that operates between the data and connecting applications
- » DBMS gives a logical view of data to connecting applications / users and handles the physical operations to the data
- » Used to centralize data management and security
- » Often offers a graphical user interface to manage the data



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# DATABASE SYSTEM

- » Database system is the combination of
  - » Database
  - » Database management system
  - » Software(s) that uses the aforementioned
    - Mediators, wrappers, user interfaces, etc.
  
- » Database systems can be:
  - » Centralized or distributed
    - Databases operate in one location or multiple locations (distributed over a network)
  - » Single or multidatabase
    - Multidatabase system can have similar or different databases

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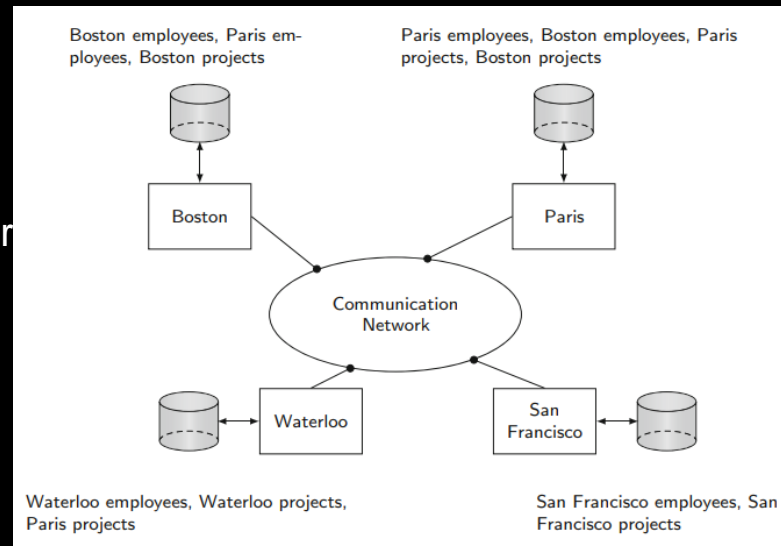
# EXAMPLES OF DIFFERENT DATABASE SYSTEMS

## » Centralized system

- » Customer database for small company

## » Distributed system

- » Customer database for different locations
- » Each location has their own customer database
- » Main office has a database containing all customers



## » Peer-to-peer

- » Torrents, blockchain

## » Data Stream System

- » Streaming services

## » Data lake

- » Unstructured big data storage

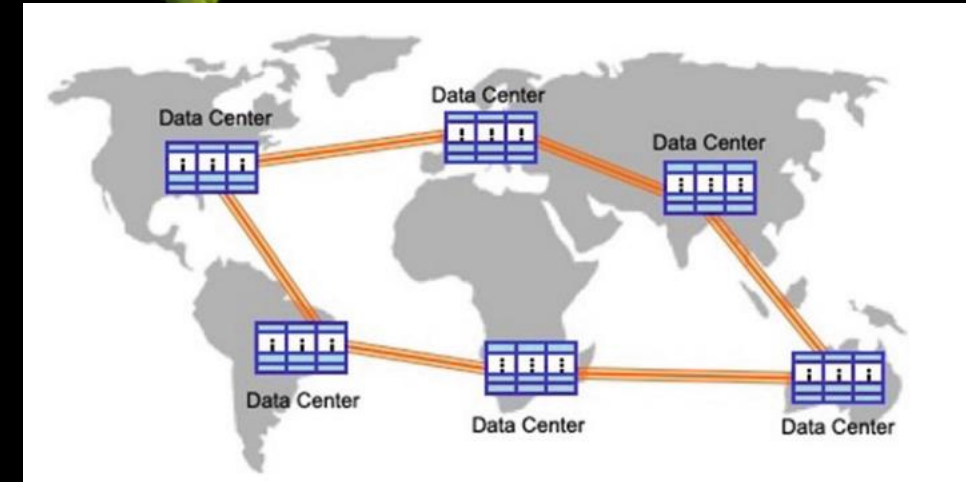
## » Data warehouse

- » Structured data lake

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# DISTRIBUTED DATABASES

- » Data is stored at multiple sites
- » Databases are **logically integrated** but **physically distributed**
- » Distributed database is a database, not a collection of files
- » Distributed DBMS is not a remote file system



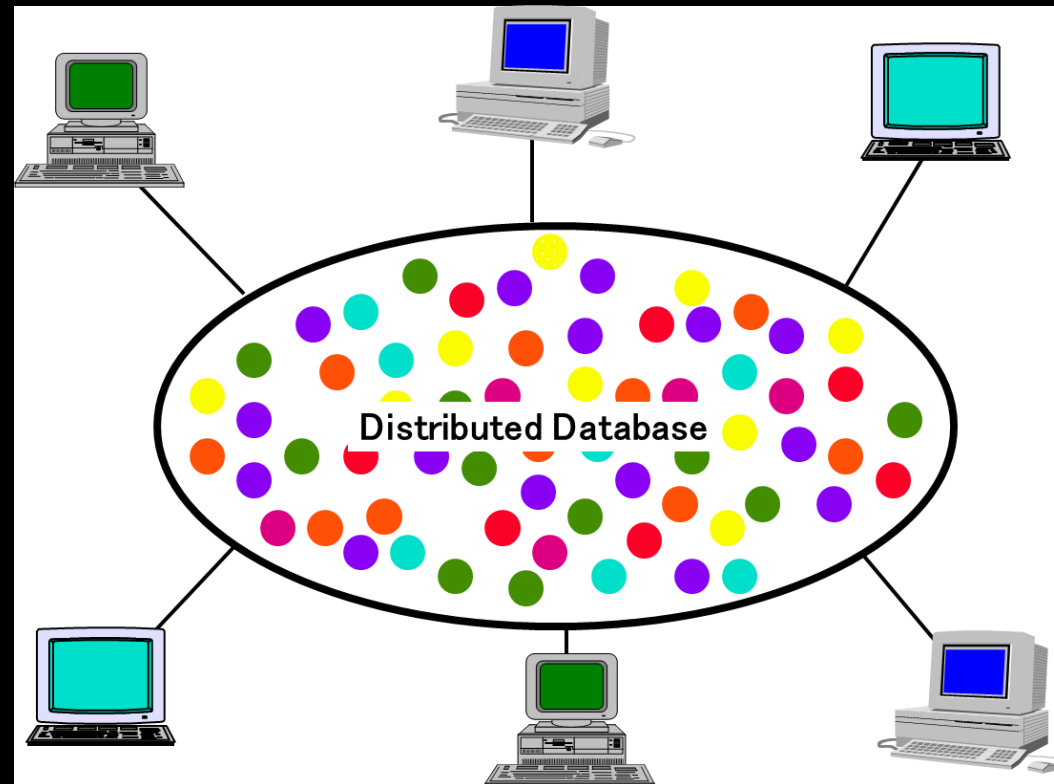
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# DISTRIBUTED DATABASE SYSTEM PROMISES

- »» Transparent management
  - »» Users do not have to know how the low-level system behaves
- »» Improved reliability and availability
  - »» Replicated data, failure protocols, concurrency transparency
- »» Improved performance
  - »» Parallel execution
- »» Easier expansion / scalability
  - »» Add more servers vs. Upgrade servers

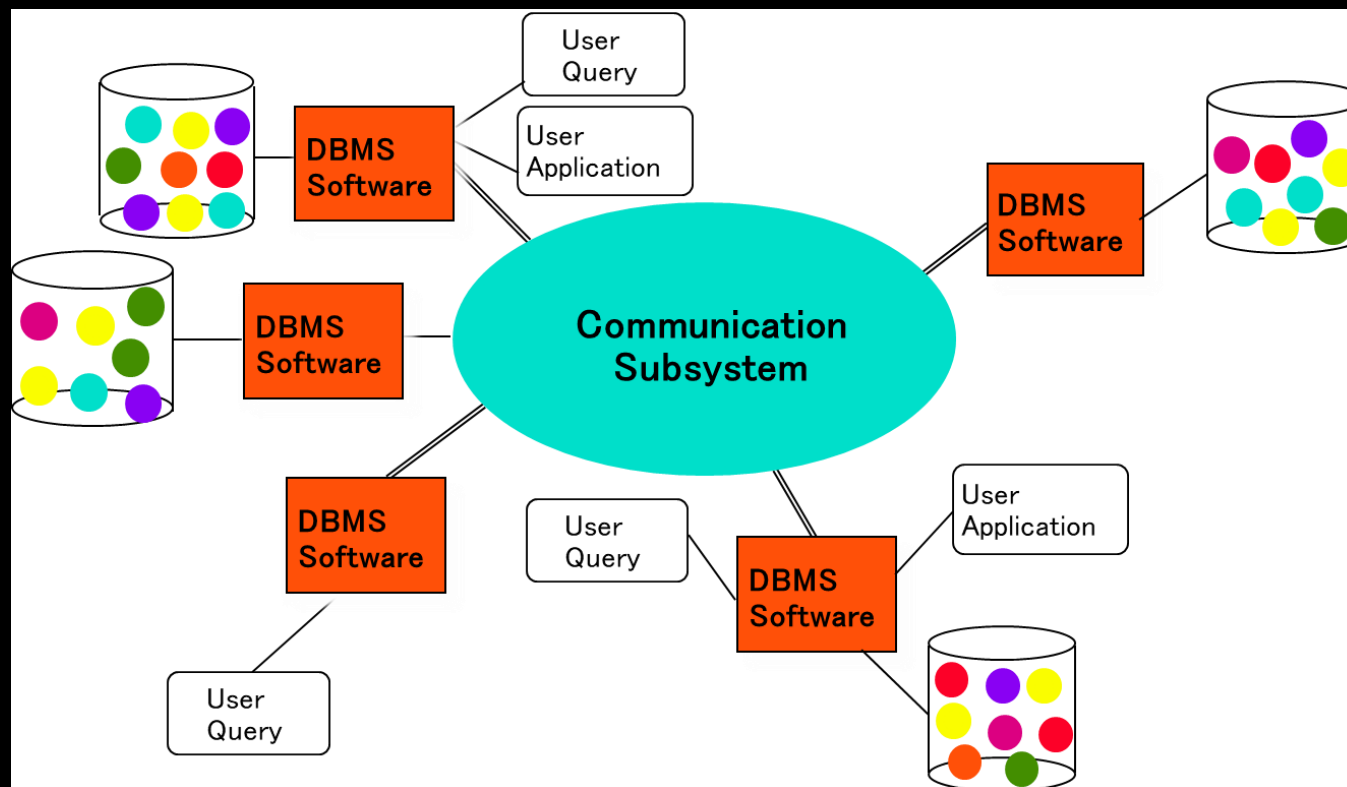


# DISTRIBUTED DATABASE SYSTEM – USER VIEW



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# DISTRIBUTED DATABASE SYSTEM – REALITY



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# DISTRIBUTED DATABASE SYSTEM ISSUES

- » Design
  - » How to distribute
  - » Replication (centralized / distributed, eager / lazy)
- » Query processing
  - » Optimization
  - » User transactions to data manipulation
- » Concurrency control
  - » Deadlocks, synchronization
- » Reliability
  - » Durability, how to make the system resilient to failures

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# **DISTRIBUTED DATABASE SYSTEMS: REPLICATION, SHARDING, QUERY PROCESSING**

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# TERMINOLOGY

## 1. Replication

- » Same data is duplicated to multiple databases

## 2. Fragmentation / partitioning

- » Both terms are used, fragmentation also has another meaning in database terminology
- » In distributed databases, the terms refer to splitting tables into smaller pieces and storing them separately

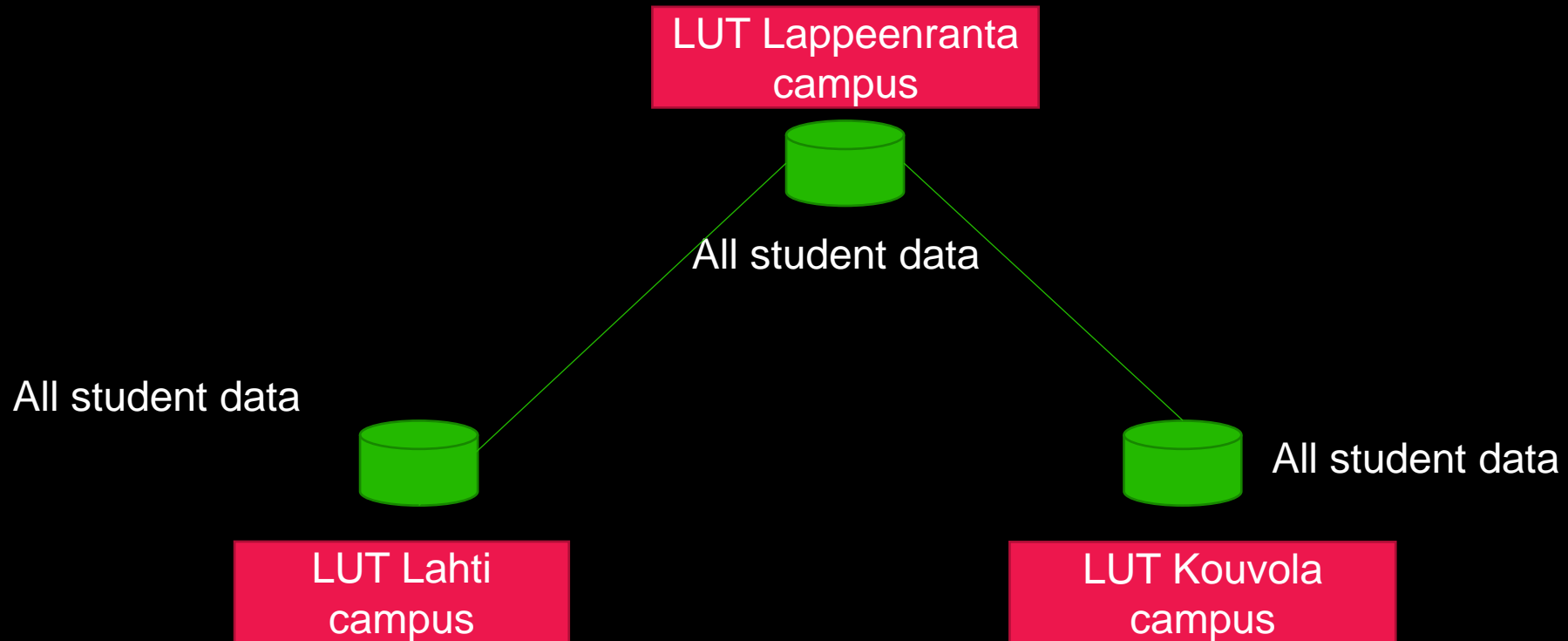
## 3. Sharding

- » Similar to partitioning with the difference that sharding explicitly implies that the data is stored in different locations



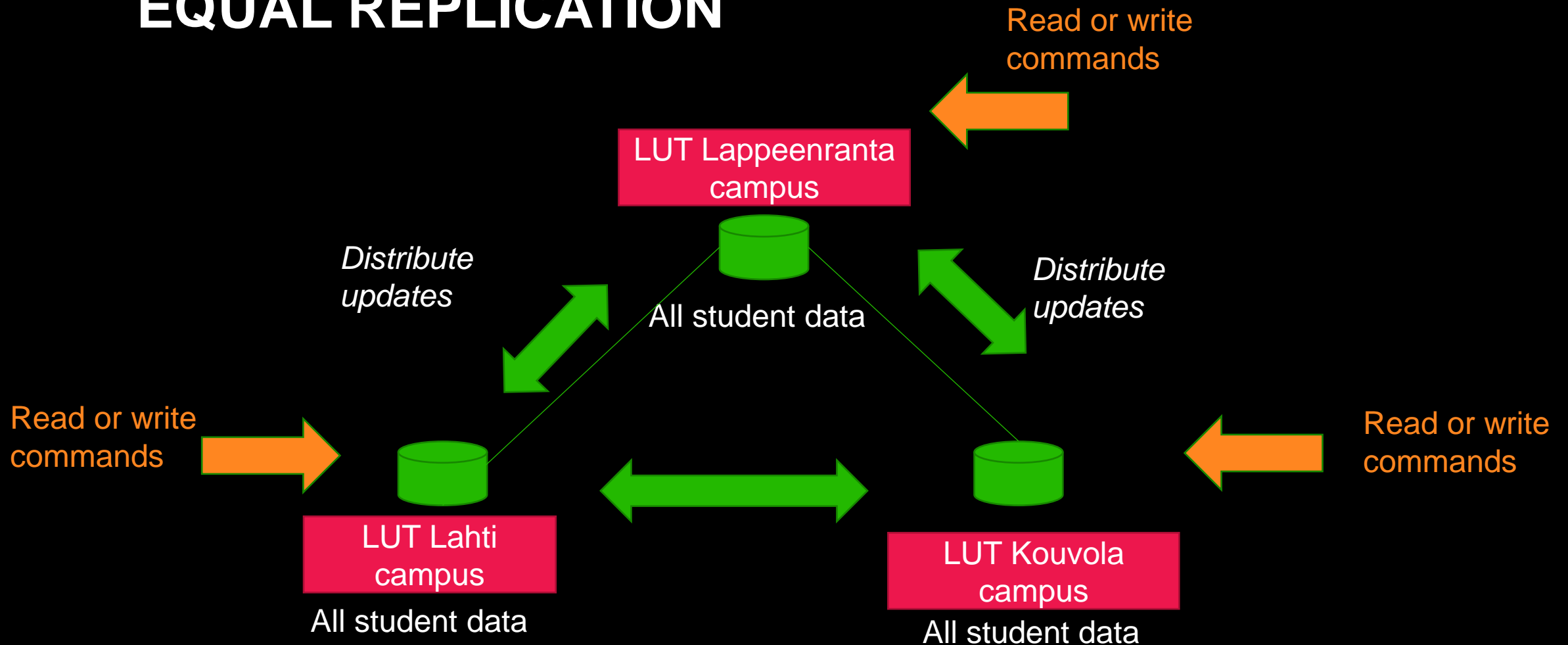
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# REPLICATION



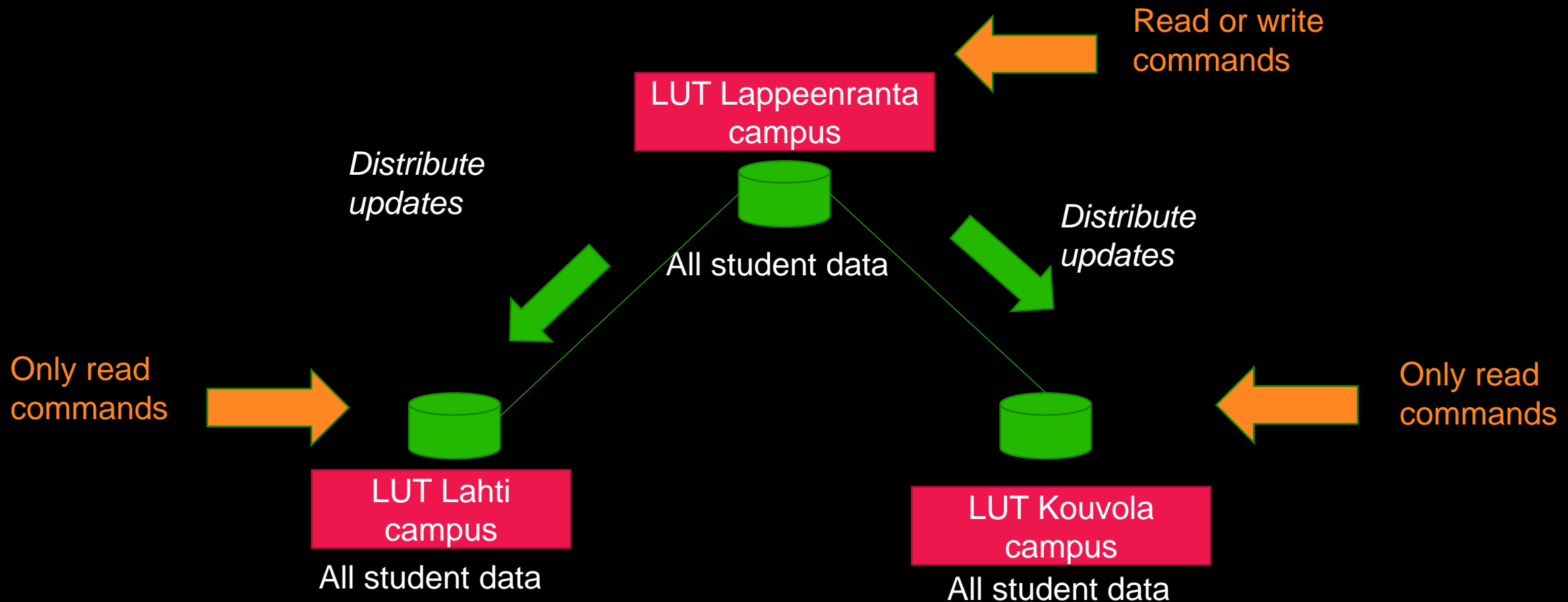
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# EQUAL REPLICATION



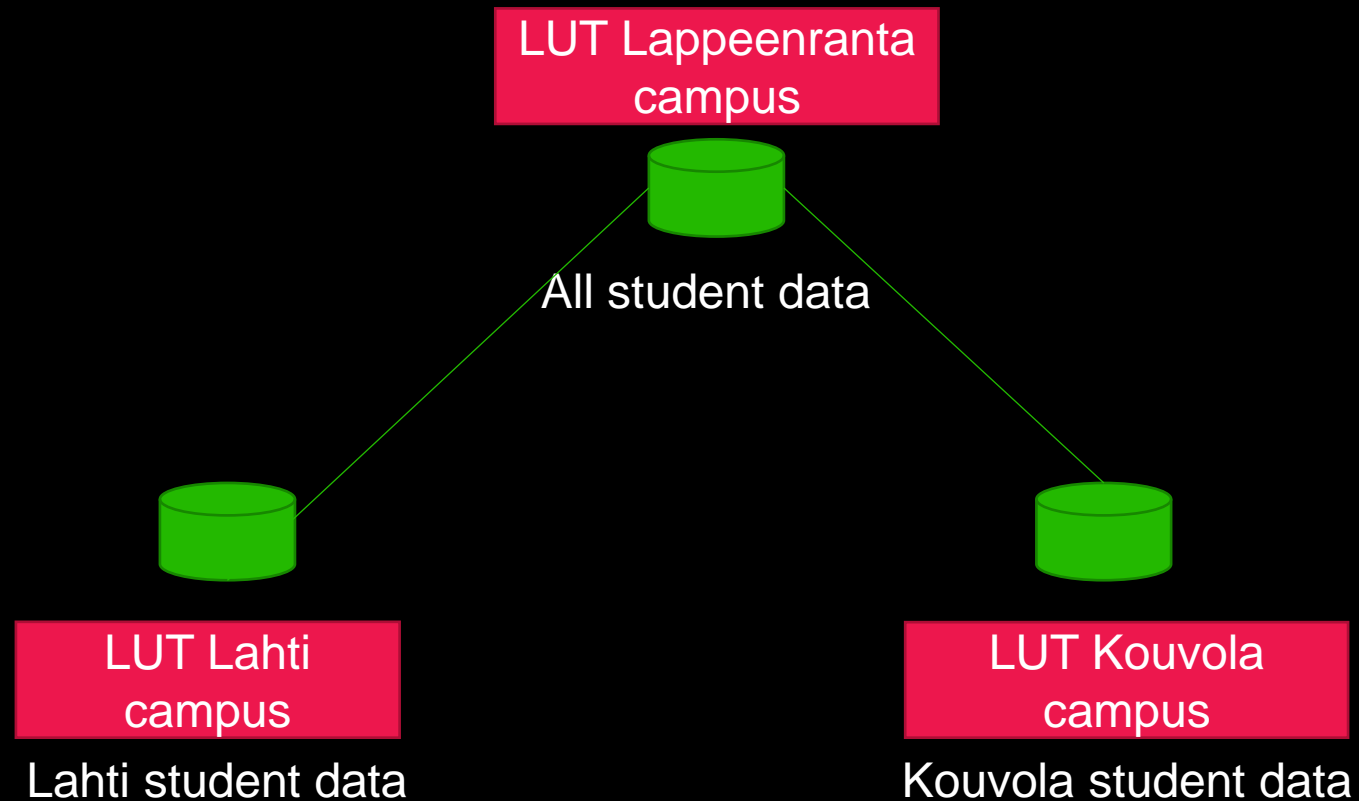
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# PRIMARY-SECONDARY REPLICATION



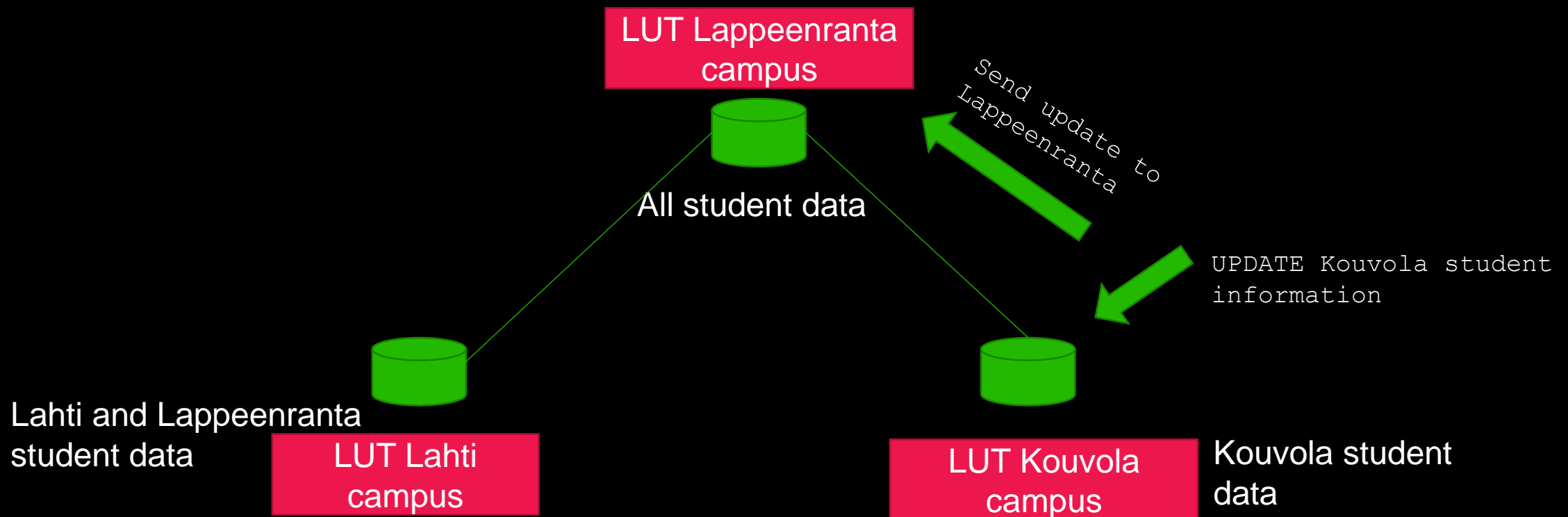
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# SHARDING / PARTITIONING



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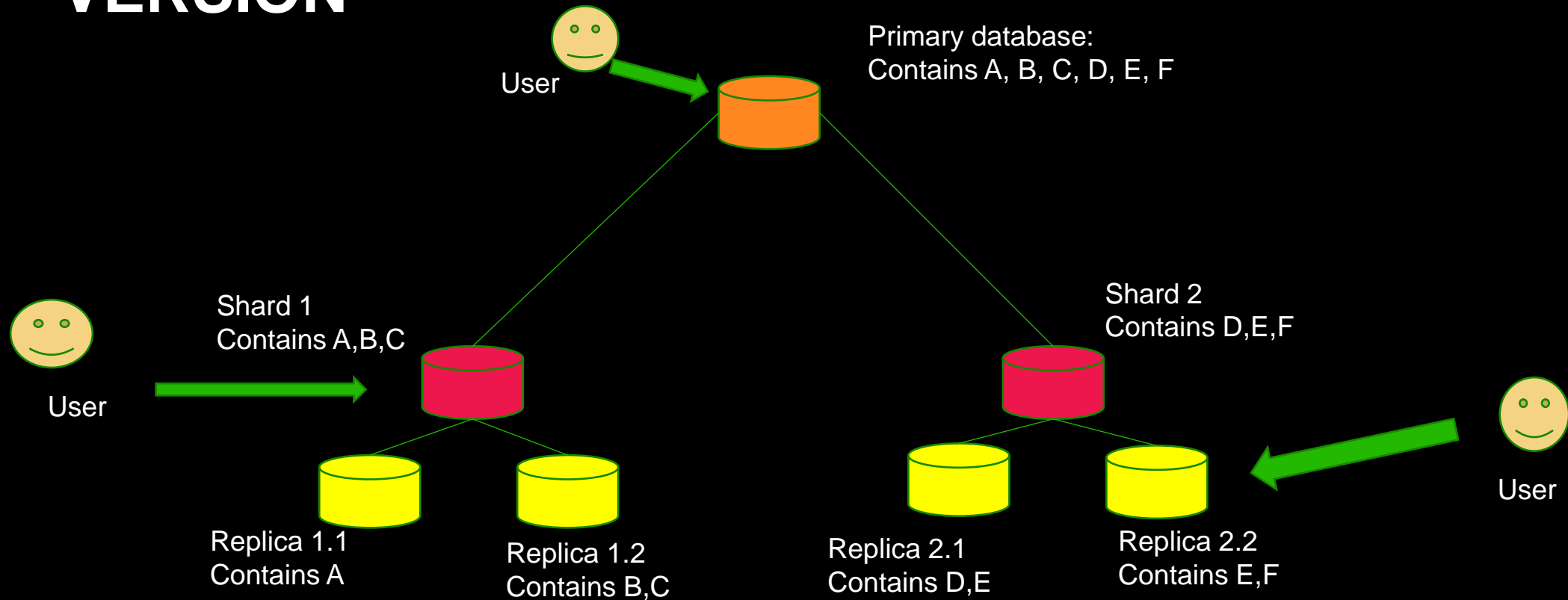
# DATA SHARDING AND REPLICATION





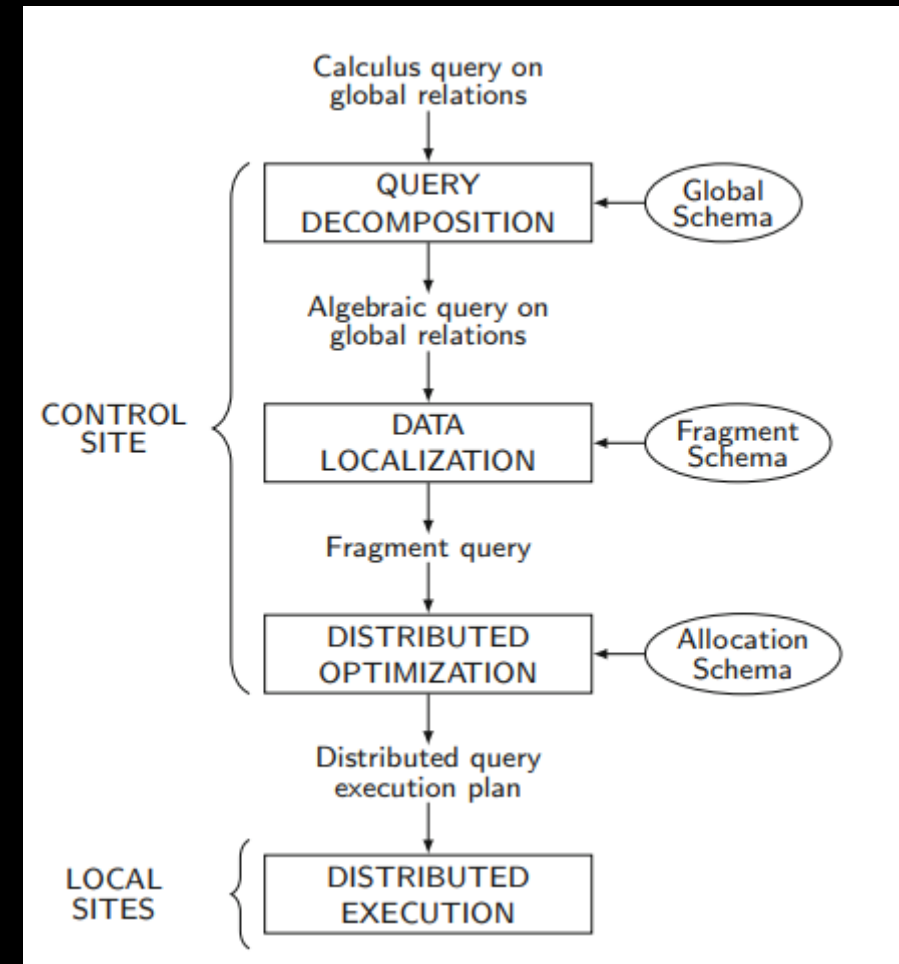
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# DATA SHARDING AND REPLICATION GENERIC VERSION



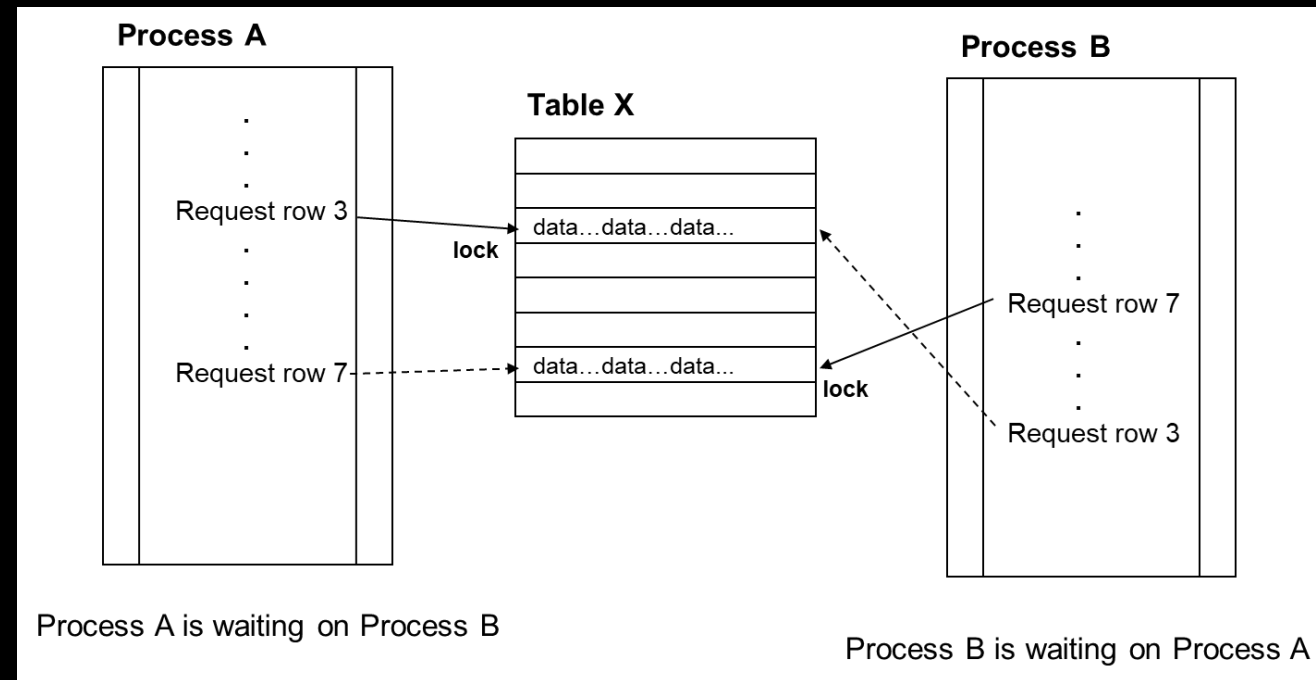
# QUERY PROCESSING

- » Queries are distributed amongst the relevant databases
- » Communication between databases is necessary and there are different communication protocols
- » One point always acts as the **control site** that makes sure all involved databases are ready and the query can be processed
- » Depending on the communication, there are different failure/termination protocols as well



# DEADLOCKS AND TIMEOUTS

- » Concurrent users inevitably lead to users accessing the same data
- » If another user reaches the data first
  - » The other users are put on hold
  - » Timeout may occur
- » If users require the same data at the same time
  - » Deadlock occurs
- » In distributed databases, amount of deadlocks increase because of delays between the databases



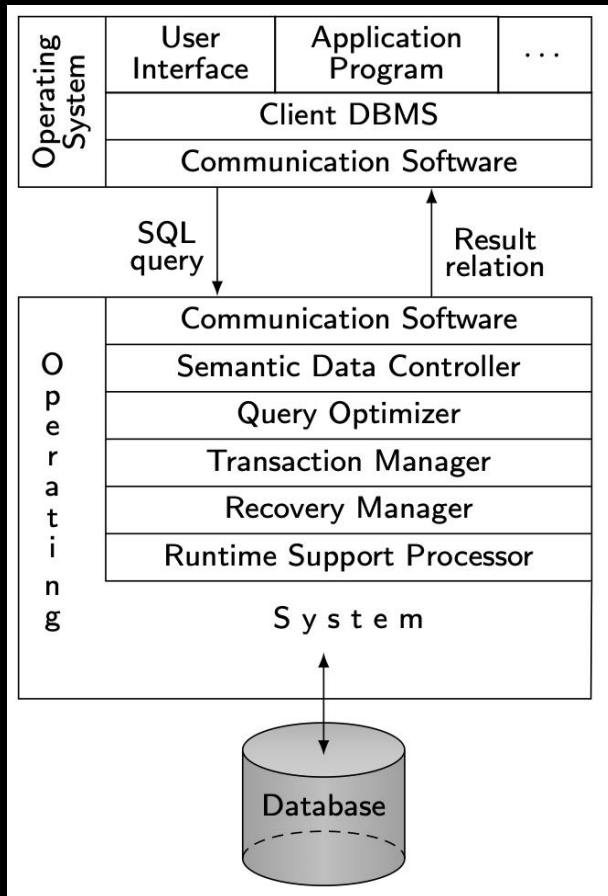
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# DISTRIBUTED DATABASE SYSTEMS: SYSTEM ARCHITECTURES

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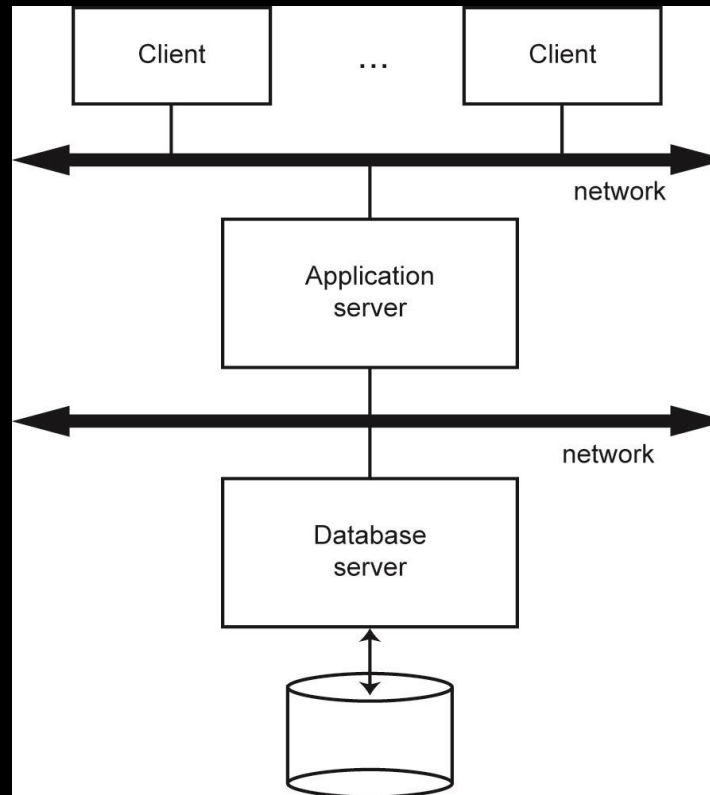
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## Client / server

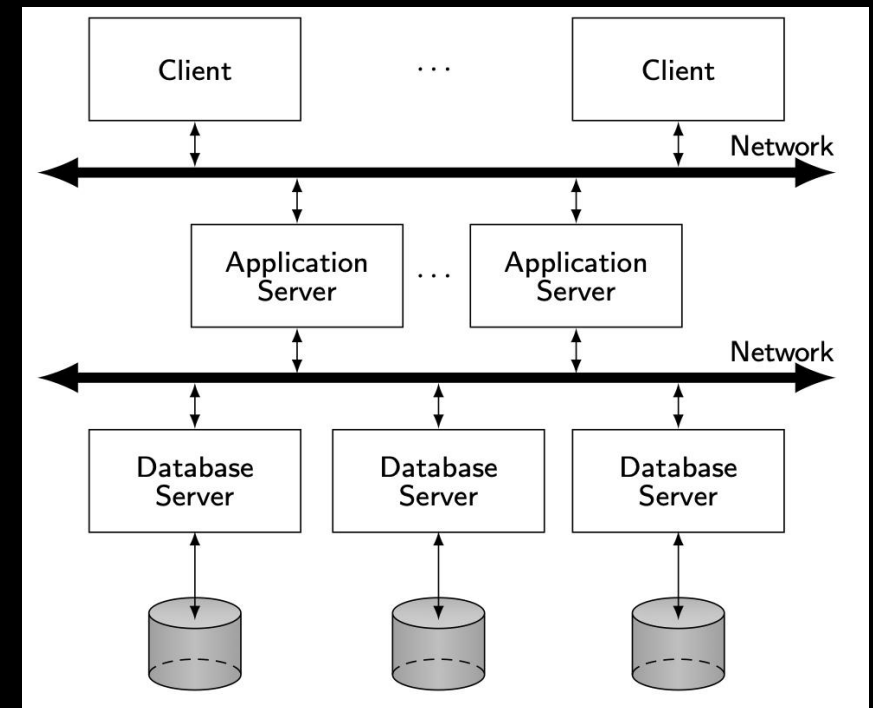


# CLIENT/SERVER ARCHITECTURE

## Database server

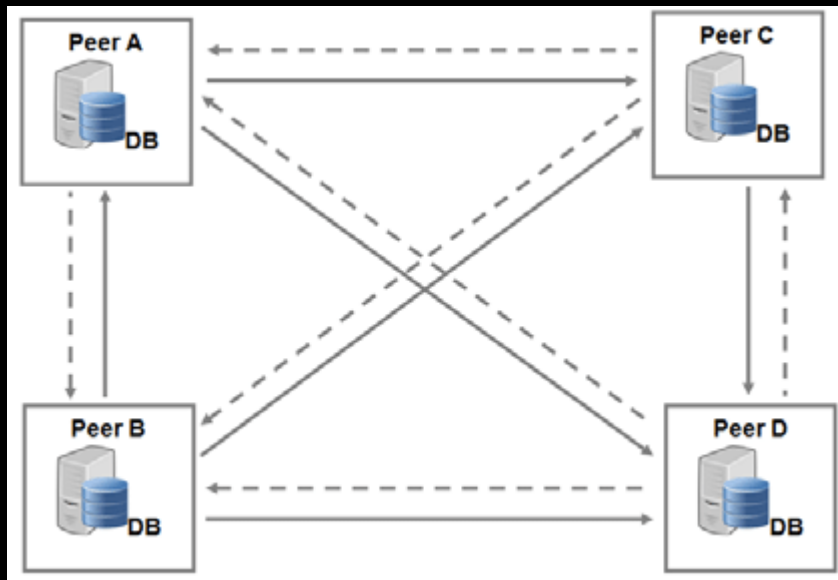


## Distributed Database server

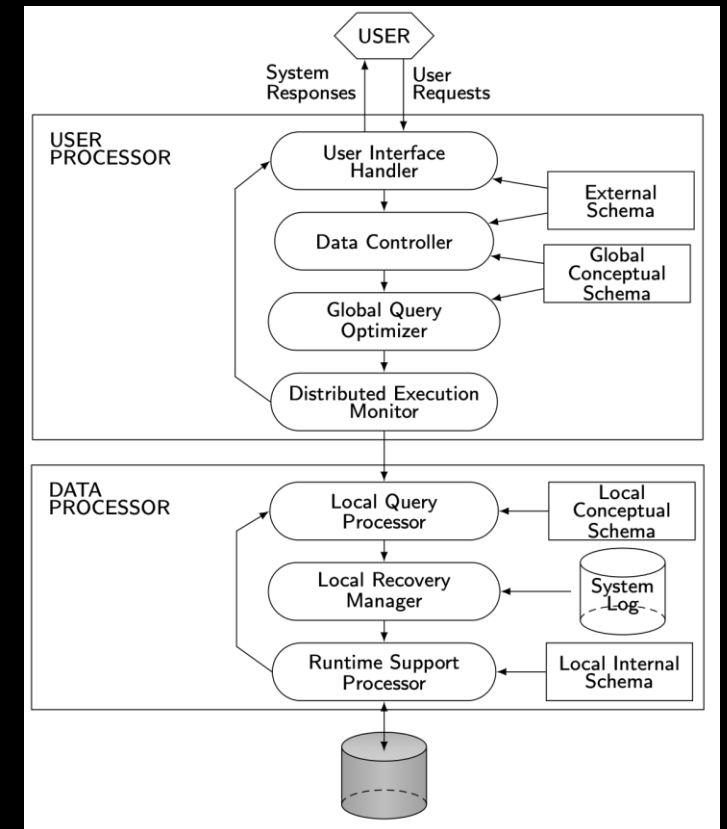




# PEER-TO-PEER ARCHITECTURE

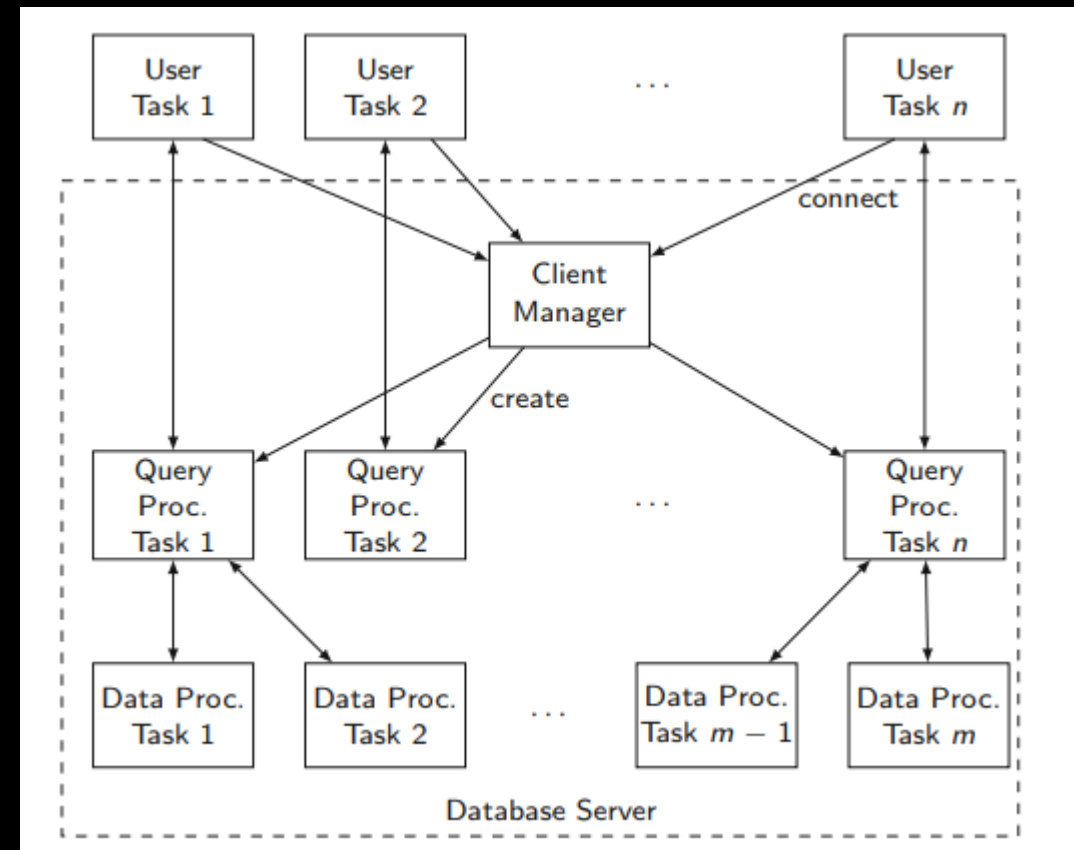


- » There is a global schema of the existing data
- » User query is distributed to peers
- » Each peer has their own local schema, that is a part of the global schema



# PARALLEL DATABASE SYSTEM

- » A distributed database system on parallel computers
- » Main purpose is to improve performance
  - » I/O bottleneck
- » Useful in:
  - » Online transaction processing (OLTP)
  - » Decision support systems (DSS)
  - » Parallel query processing



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# PARALLEL ARCHITECTURE

## » Shared disk

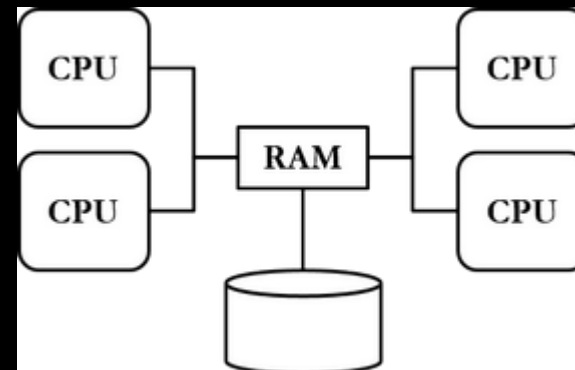
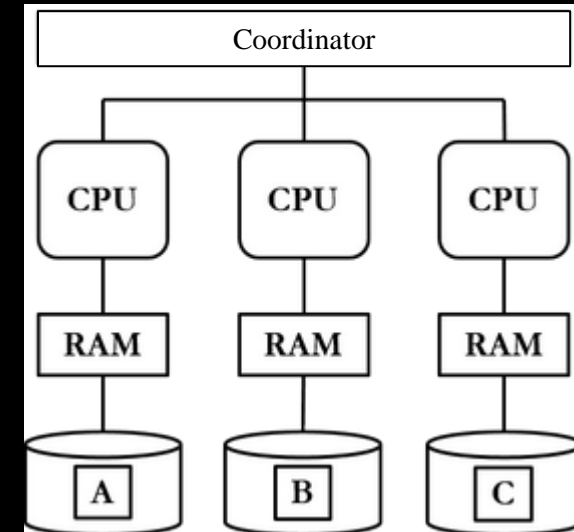
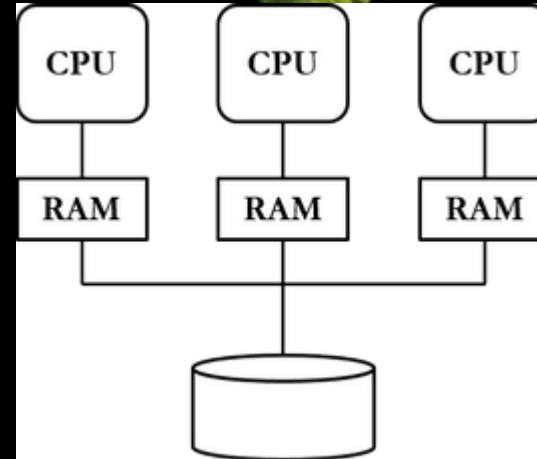
- » Each processor has their own instance of the same database
- » Requires a lock manager for global cache consistency

## » Shared nothing

- » Each processor has their own database instance
- » Best cost/performance ratio

## » Shared memory / Shared everything

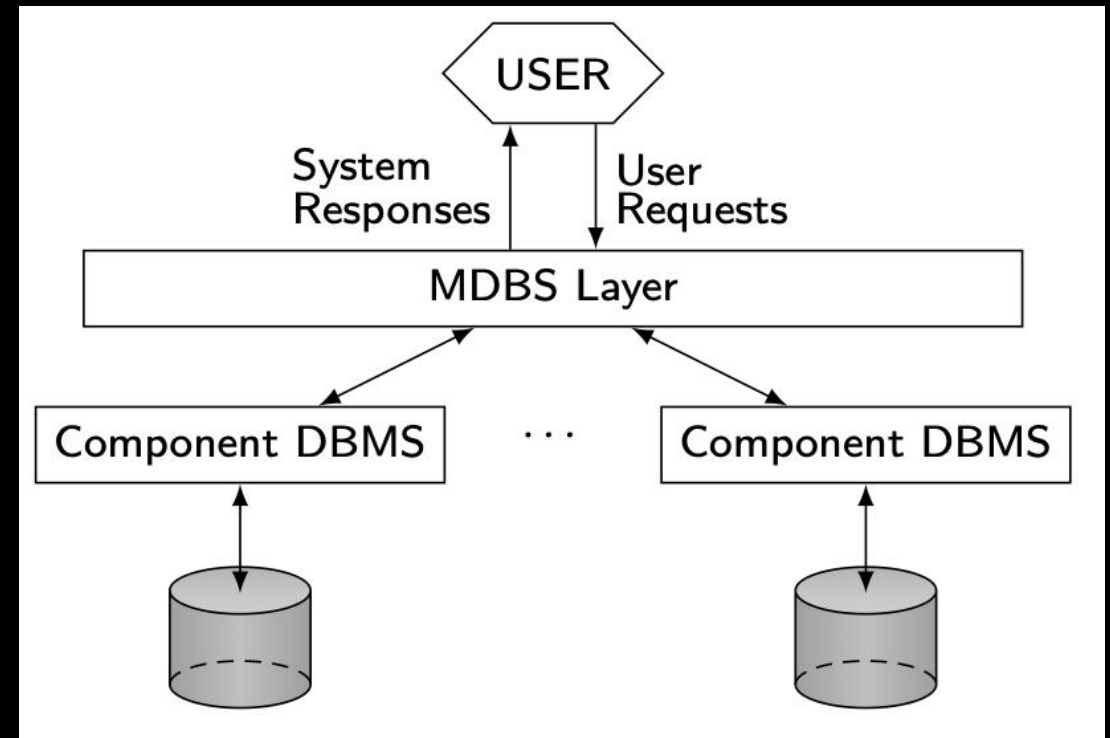
- » Processors share the central memory
- » Not a real parallel architecture anymore, more of an extension on the other two (because each modern CPU is multicore)



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# MULTIDATABASE SYSTEM

- » DBMS have no idea of each others existence
- » MDBS layer handles the communication between user and the databases
- » If databases are heterogenous, wrappers and mediators are used



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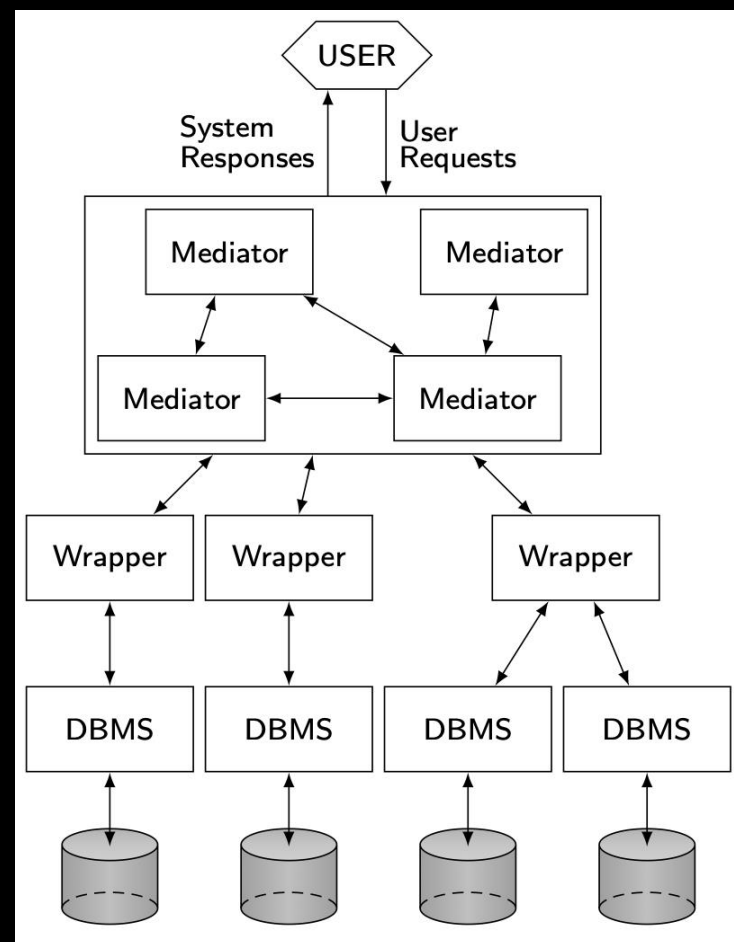
# MEDIATOR/WRAPPER

## » Mediators

- » Communicate and distribute user queries to the correct locations
- » Combine results from different DBMS to one package

## » Wrappers

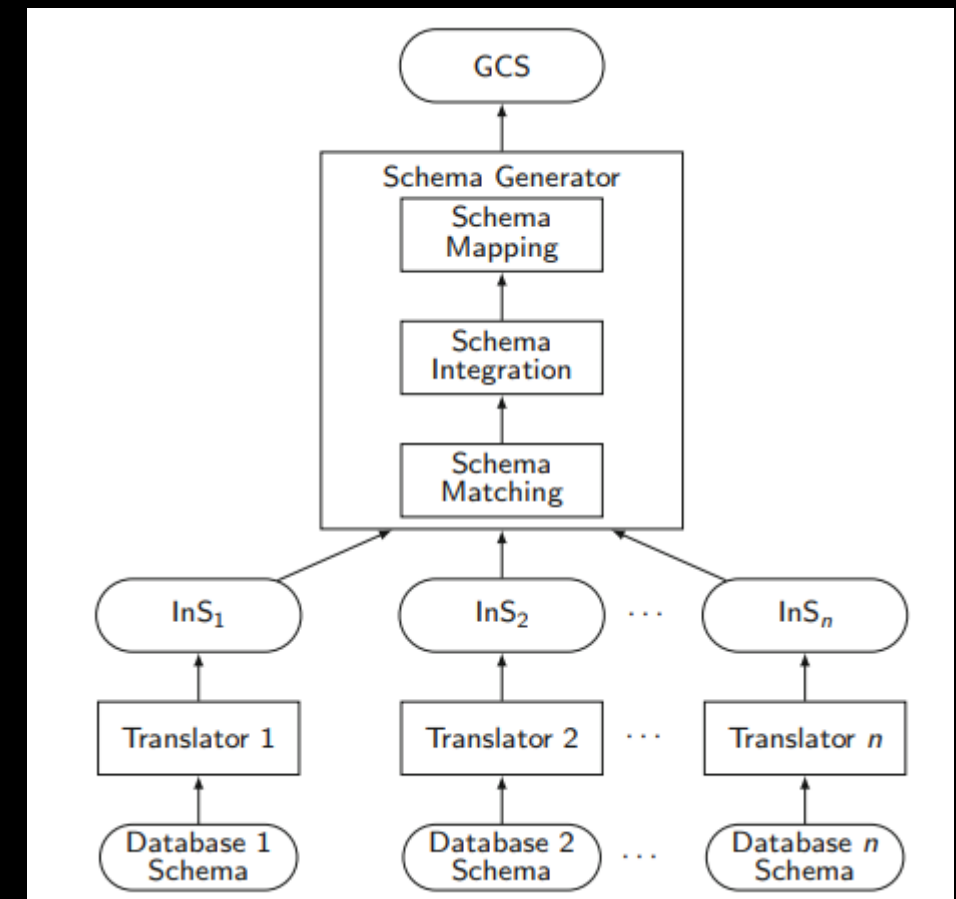
- » Rewrite the queries to match their local DBMS
- » Wrap results to match what client expects





# DATABASE INTEGRATION

- » Integrating different databases together requires that the database schemas can be matched together
- » Two ways: Bottom-up or top-down
- » Bottom-up
  - » Each local database schema is translated to an intermediate schema which are then matched and combined into a global schema
- » Top-down follows the normal distributed database design

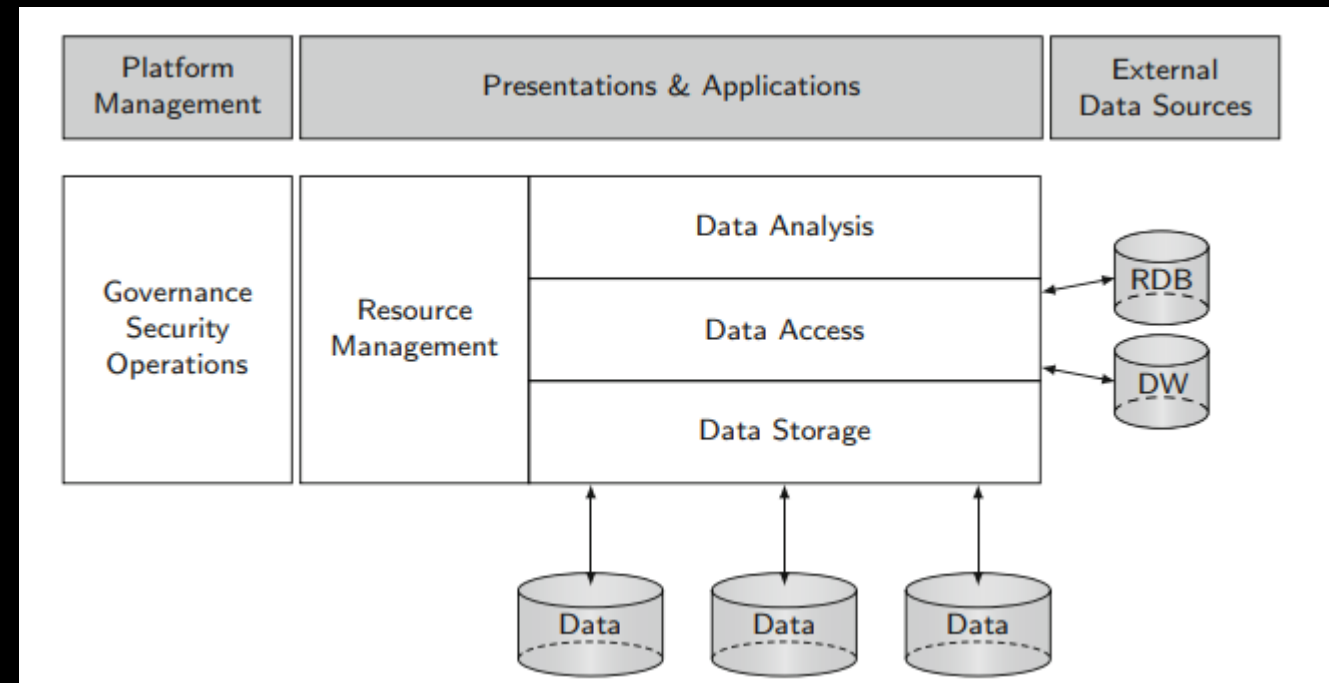




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# DATA LAKES

- » Data lakes are used in big data applications
- » Similar to data warehouse but the data is stored in its “natural” format
  - » Data parsing done during query
- » Lacks consistency and quality



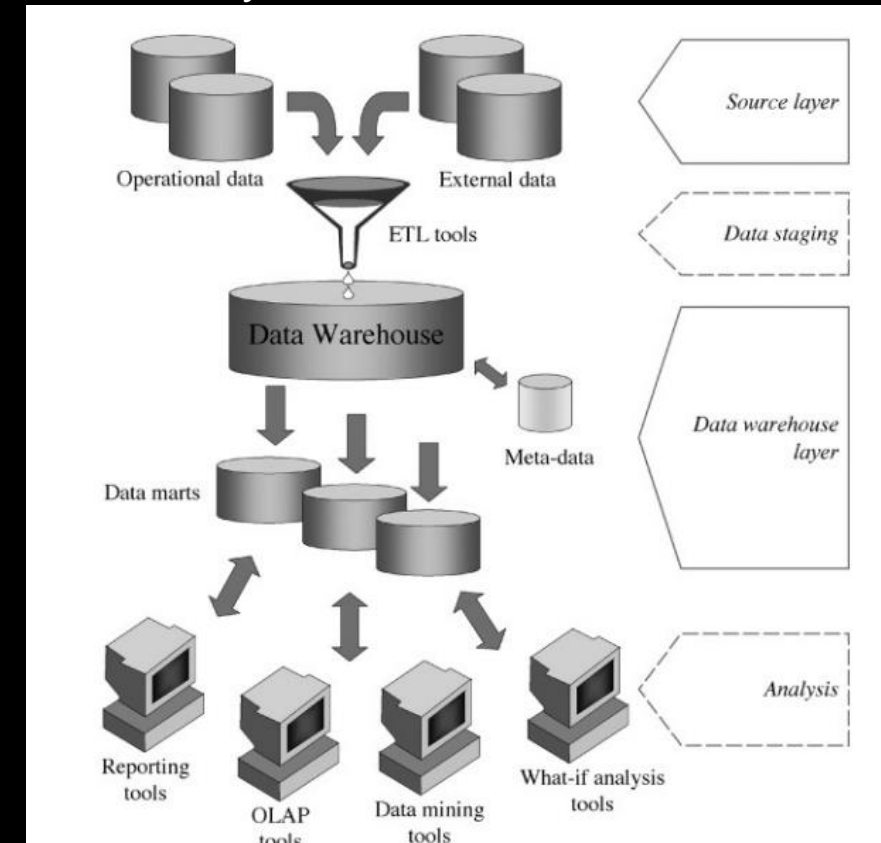
# DATA WAREHOUSE

- » An organized version of data lake
  - » Data is curated with ETL tools (organized and structured based on warehouse design)
- » OLAP (and OLTP) is the main use case for data warehouses
- » Data warehousing could be defined as:
 

*“A collection of methods, techniques, and tools to support knowledge workers and analysts to conduct data analyses that help performing decision making processes and improving information resources”*

  - » Sounds quite similar to the information system definition, right?

## Two-layer architecture



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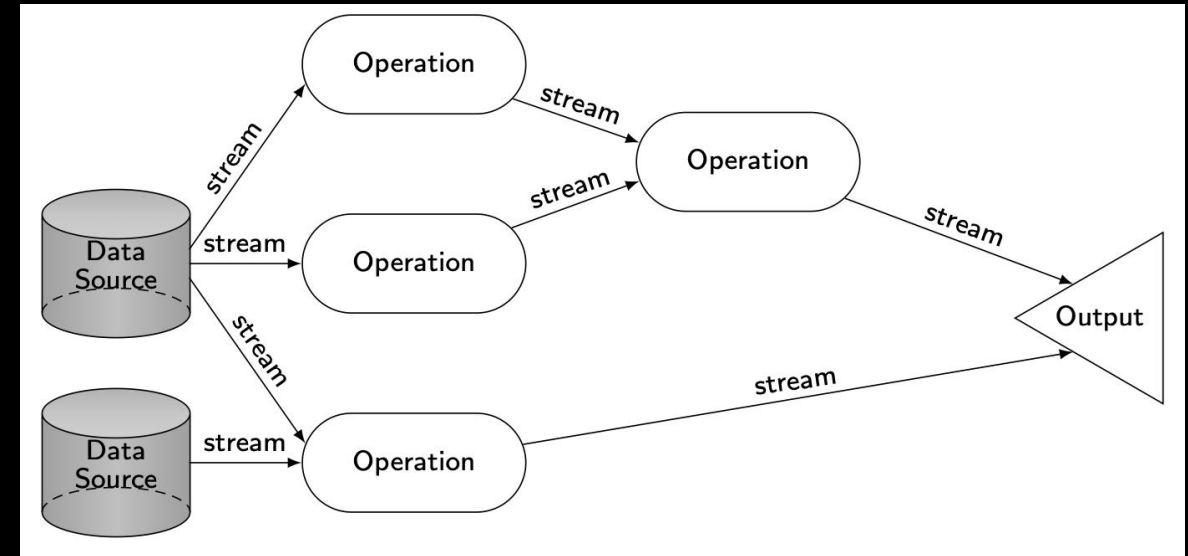
# DATA STREAM SYSTEMS

## » Queries

- » Persistent queries
- » Data pushed through query plan, not pulled

## » Processing issues

- » Arrivals and expiration in windowed query
- » Load management (stream arrival rate > processing capability)
- » Out-of-order processing (arrival vs. creation order)



# CLOUD COMPUTING

» Provided over the Internet

» Three main database models

» Shared DBMS server

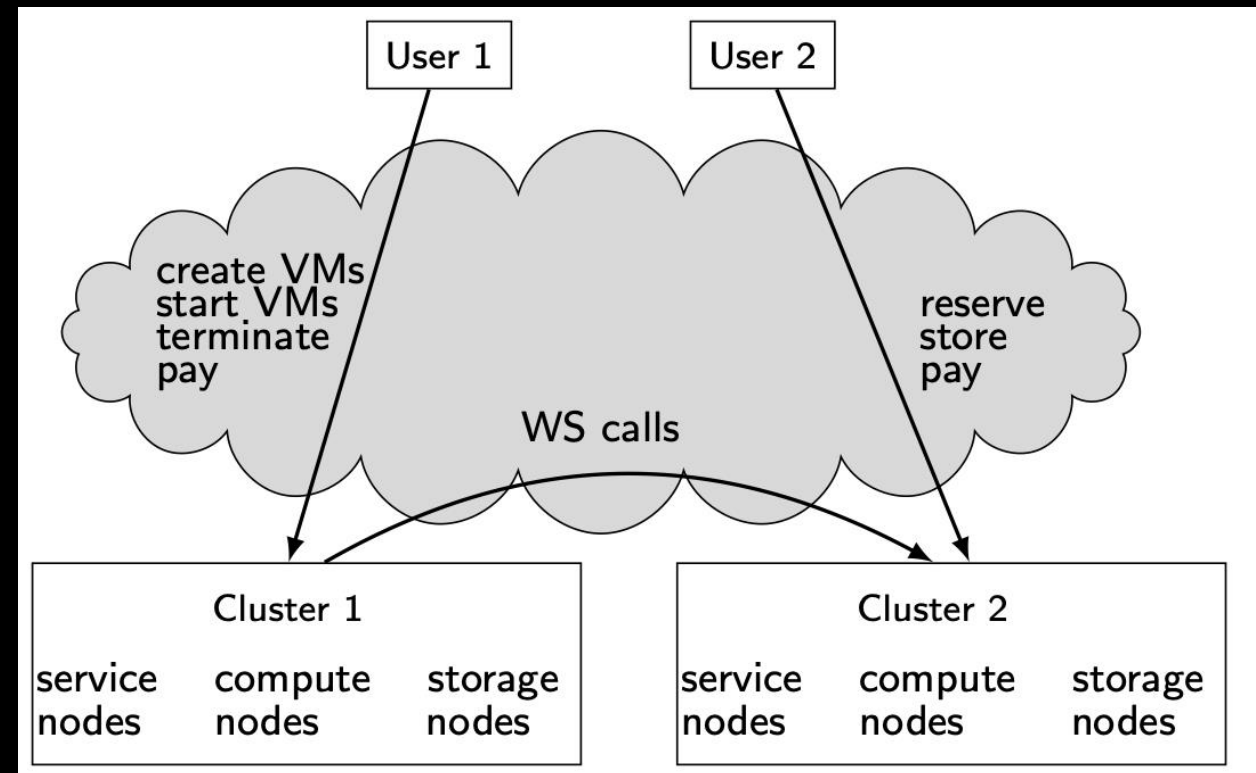
- Tenants share servers but have their own databases
- Good isolation, inefficient resource management

» Shared database

- Tenants share databases but have their own schema & tables
- Good resource management and isolation, but large amount of overhead because of the number of tables

» Shared tables

- Tenants share tables and each row is tied to specific customer
- Good for resource management, bad for security and performance



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# DISTRIBUTED DATABASE SYSTEMS: FINAL NOTES

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# USE AND RELEVANCE IN MODERN WORLD

- » Most companies with a larger userbase will have a distributed database system
- » With a distributed system, often comes a distributed database system (but not always)
- » Even if a company does not have a distributed database, they may decide to build one for their business purposes (business intelligence usage)



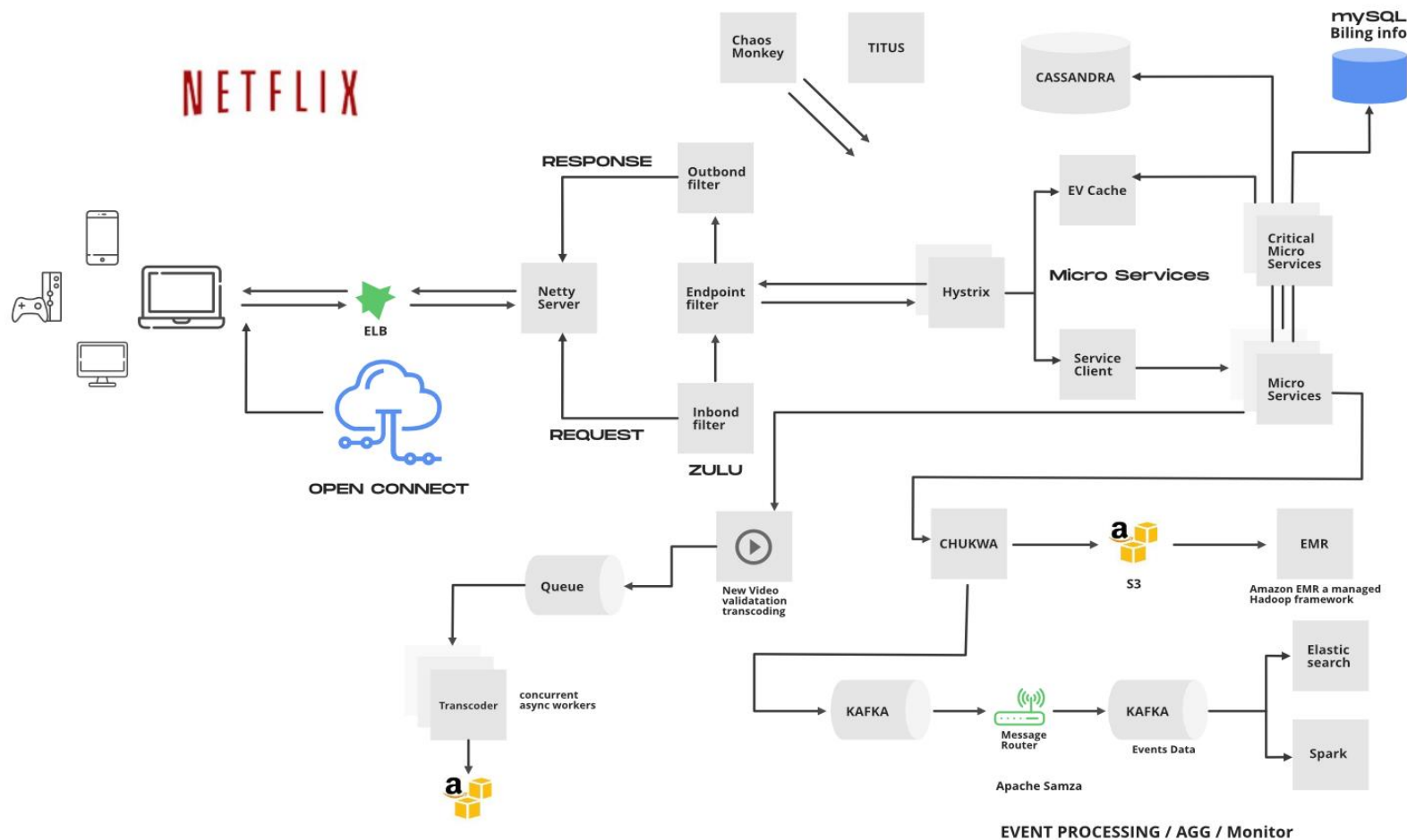
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# USE-CASES

- » Streaming companies (Netflix, HBO, Disney+)
- » Video game companies (Steam, EA, Ubisoft)
- » Video games (online games, first-person shooters)
- » E-commerce (eBay, Amazon)
- » Universities (LUT)
- » IT companies (TietoEvry)
- » Factories (UPM, StoraEnso)

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# NETFLIX



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# SUMMARY

- » Distributed database systems are more common than you may think
- » Centralized database systems are mostly used in smaller companies with no outside customer access
  - » Even then, there may be a distributed database system
- » Often you may end with multiple database systems in one organization based on your needs
- » Building a distributed database system is not so difficult...
- » ...Building a properly functioning distributed database system is

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# QUESTIONS ?



