

# CockroachDB

Scalable, survivable, strongly consistent, SQL

presented by Daniel Harrison / Member of Technical Staff



# About Me

- Previously Google and Foursquare
- At Cockroach Labs for two and a half years
- We have several distributed consensus experts but I am not one of them

# Agenda

- Motivation
- High-level architecture
- Some CockroachDB Features
- Q & A
- Interruptions are encouraged!

# Motivation

# Limitations of Existing Databases

## Relational

Hard to scale horizontally

- Scalability: manual sharding results in high operational complexity and application rewrites
- Replication: wasted resources (stand-by servers) or lost consistency (asynchronous replication)

OR

## NoSQL

Scalability with strings attached

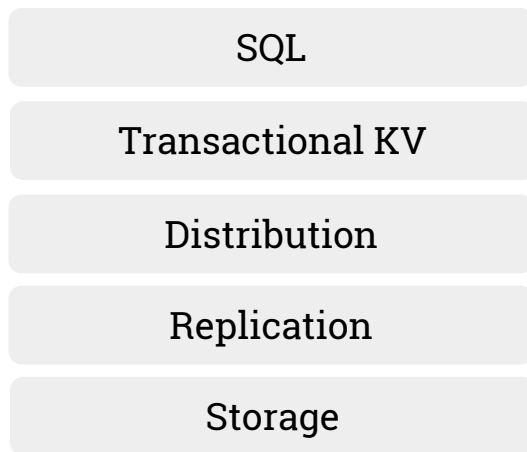
- Limited transactions: developer burden due to complex data modeling
- Limited indexes: lost flexibility with querying and analytics
- Eventual consistency: correctness issues and higher risk of data corruption

# CockroachDB: The Best of Both Worlds

- Single binary/symmetric nodes
- Applications see one logical DB, including cross-datacenter, global
- Self-healing/self-balancing
- Scale out is as simple as adding nodes
- SQL

# High-Level Architecture

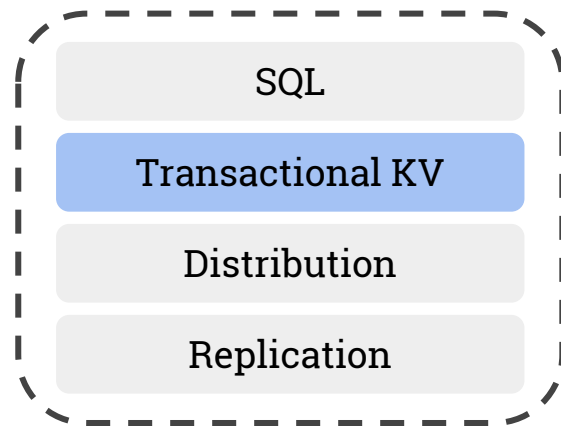
# Abstraction Stack





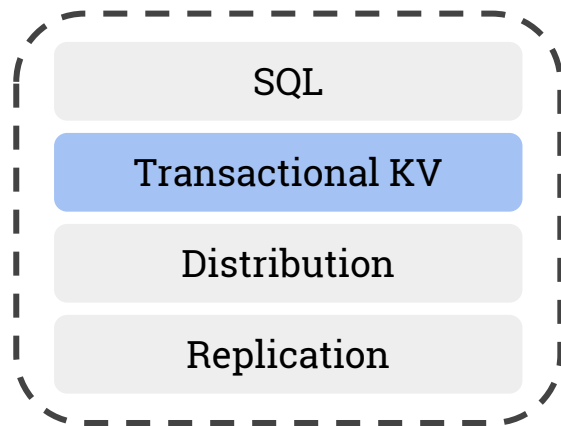
# Transactional KV

- Monolithic sorted key-value map
- Automatically replicated and distributed
- Consistent
- Self-healing



# Transactional KV: ACID

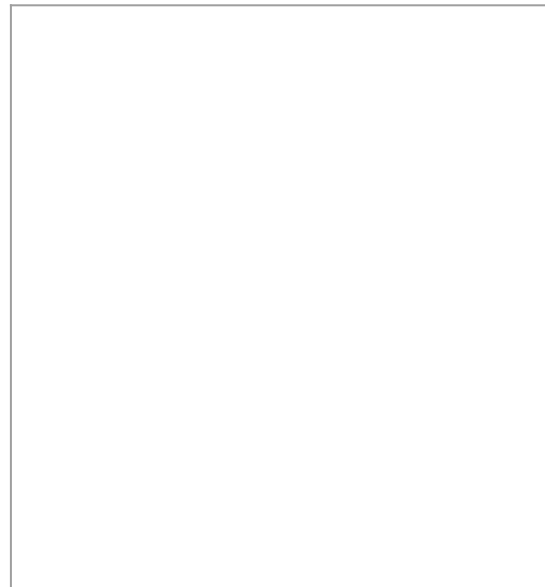
- **Atomicity.** All operations or no operations.
- **Consistency.** No violating constraints.
- **Isolation.** Exclusive database access.
- **Durability.** Committed data survives crashes.



# SQL: Structured Data Model

- Tables

Inventory



# SQL: Structured Data Model

- Tables
- Rows

Inventory


# SQL: Structured Data Model

- Tables
- Rows
- Columns

Inventory

<b>ID</b>	<b>Name</b>	<b>Quantity</b>
1	Glove	1
2	Ball	4
3	Shirt	2
4	Shorts	12
5	Bat	0
6	Shoes	4

# SQL: Structured Data Model

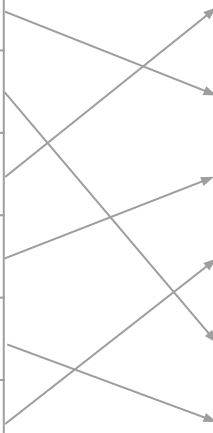
- Tables
- Rows
- Columns
- Indexes

Name\_Idx

<b>Name</b>
Ball
Bat
Glove
Shirt
Shoes
Shorts

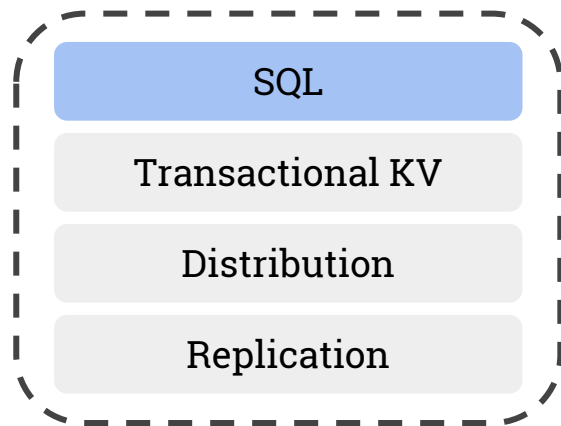
Inventory

<b>ID</b>	<b>Name</b>	<b>Quantity</b>
1	Glove	1
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# SQL

```
CREATE TABLE inventory (  
  id          INTEGER PRIMARY KEY,  
  name       VARCHAR,  
  quantity   INTEGER,  
  INDEX name_index (name)  
);
```



# SQL: Key anatomy

```
INSERT INTO inventory VALUES (1, 'Apple', 12);
```

```
INSERT INTO inventory VALUES (2, 'Orange', 15);
```

id	name	quantity
1	Apple	12
2	Orange	15

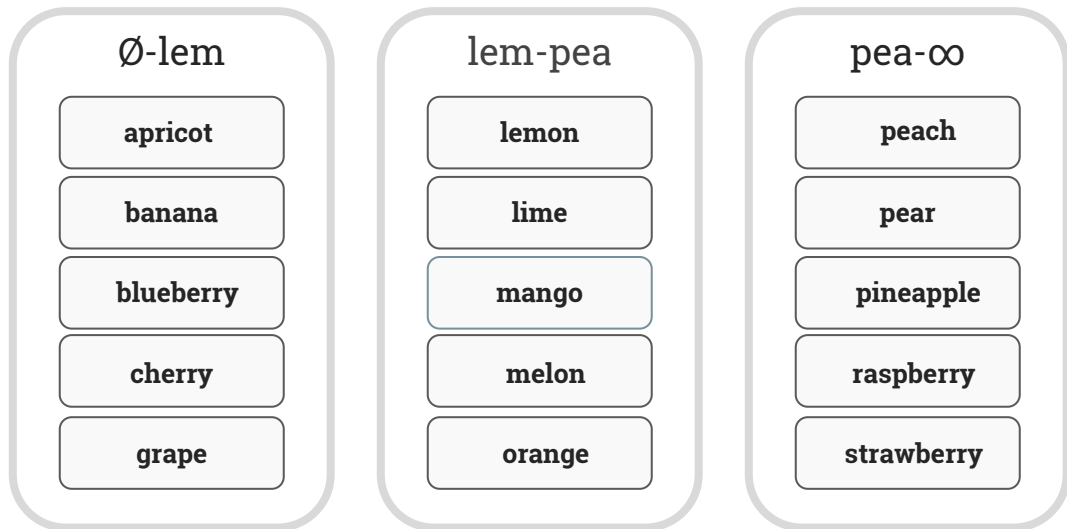
=

key /<table>/<index>/<key>/<column>	Value
/inventory/primary/1/name	Apple
/inventory/primary/1/quantity	12
/inventory/primary/2/name	Orange
/inventory/primary/2/quantity	15



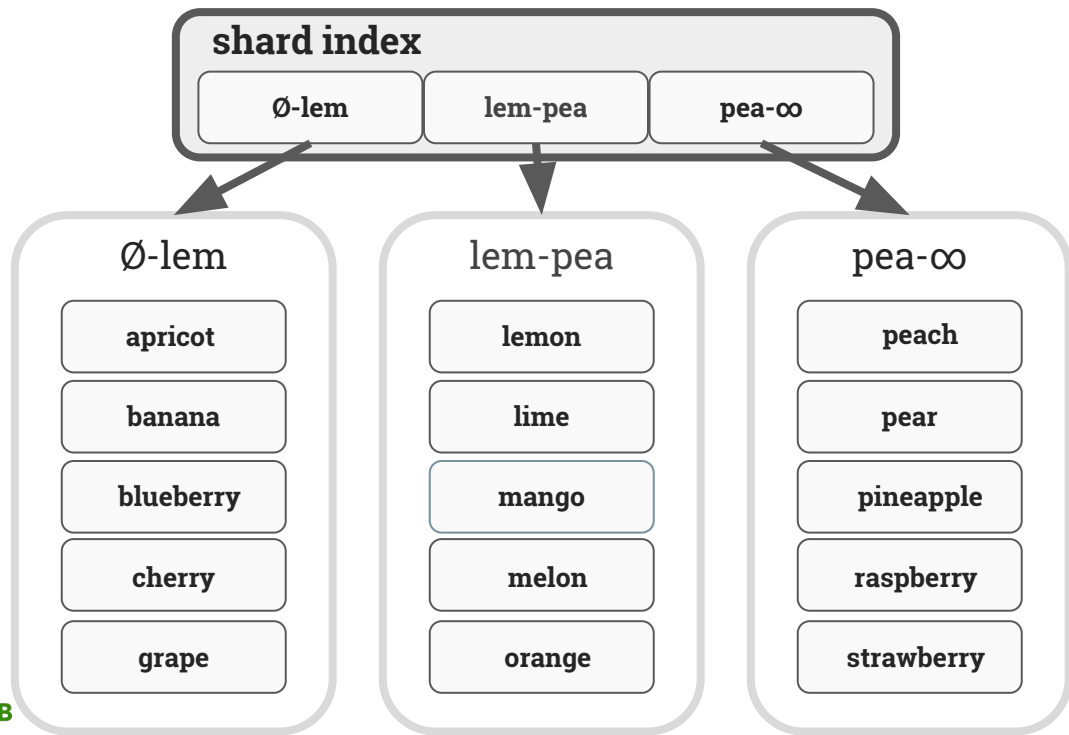
# Distribution: Sharding

The data is split into ~64MB **ranges**. Each holds a contiguous range of the key space.



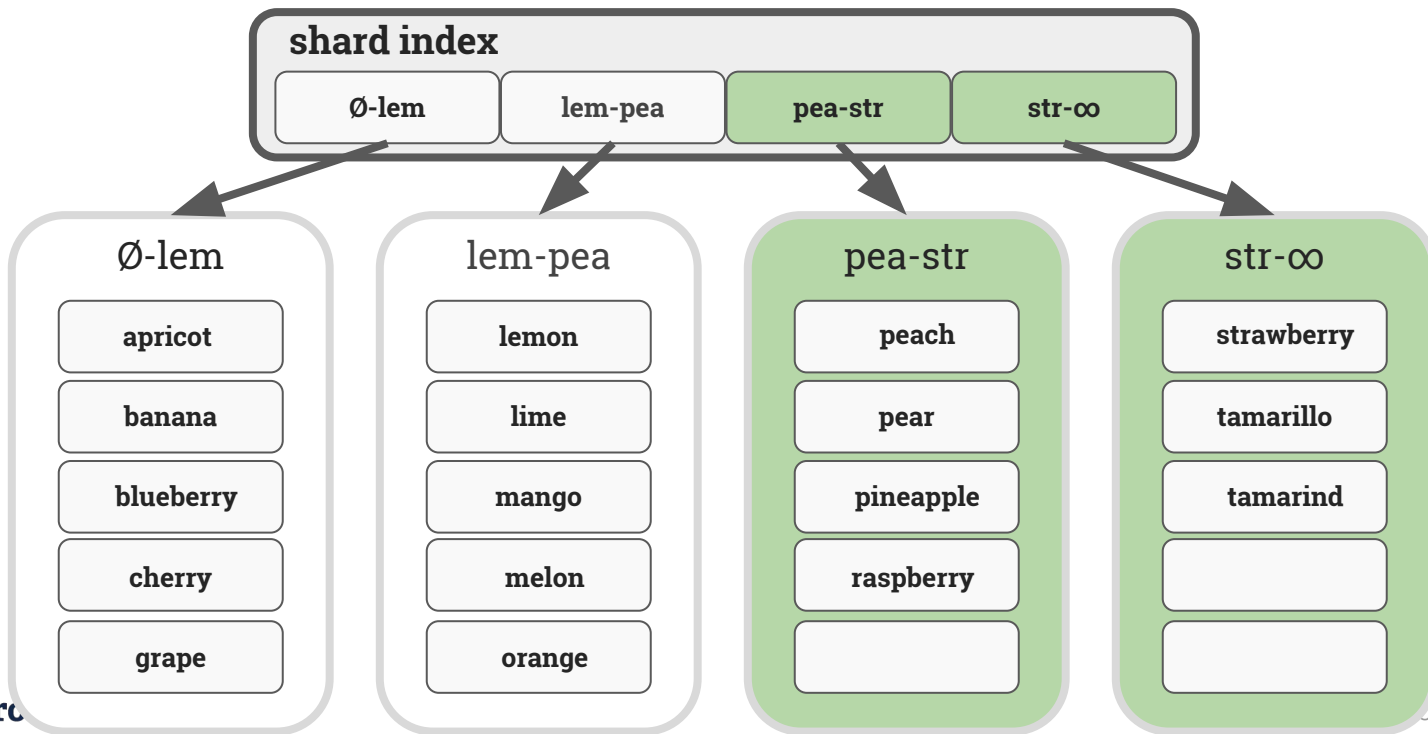
# Distribution: Index

An index maps from key to range ID



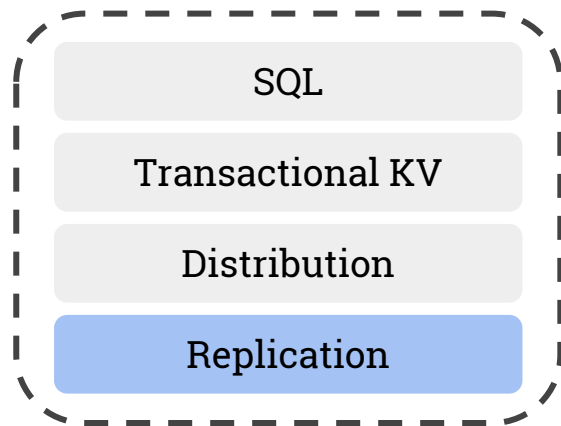
# Distribution: Split

Split when a range is too large (or too hot, or...)

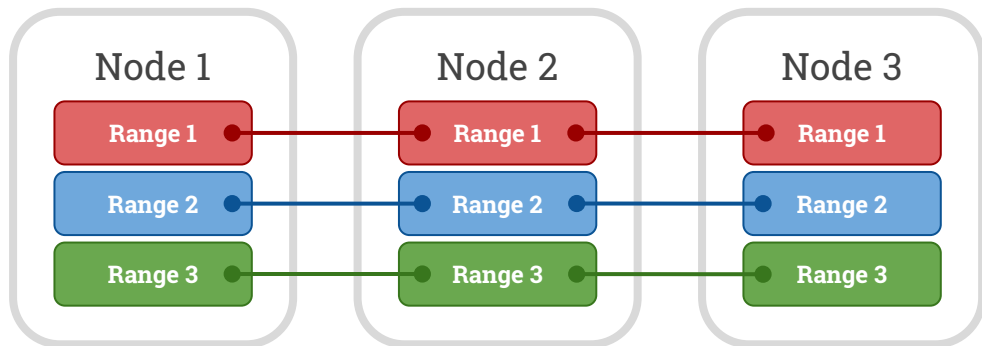


# Replication: Survivability

- Each range is replicated to three or more nodes
- Consensus via Raft
- "Leaseholder" optimization to allow reads to be served without consensus
- Multi-Version Concurrency Control

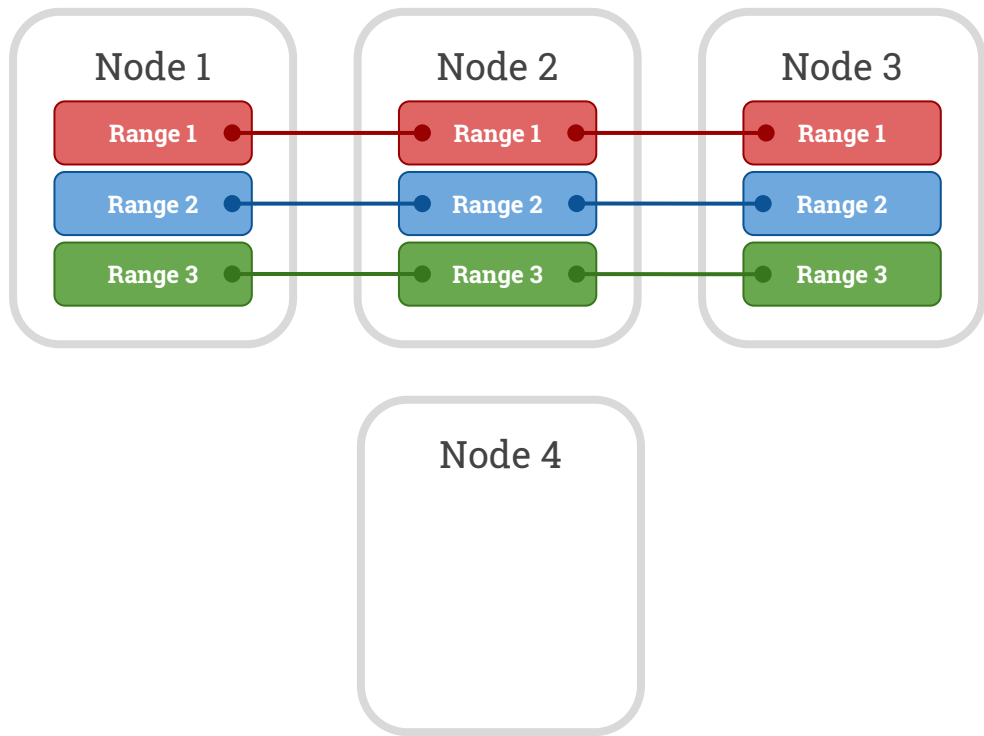


# Data Distribution: Placement



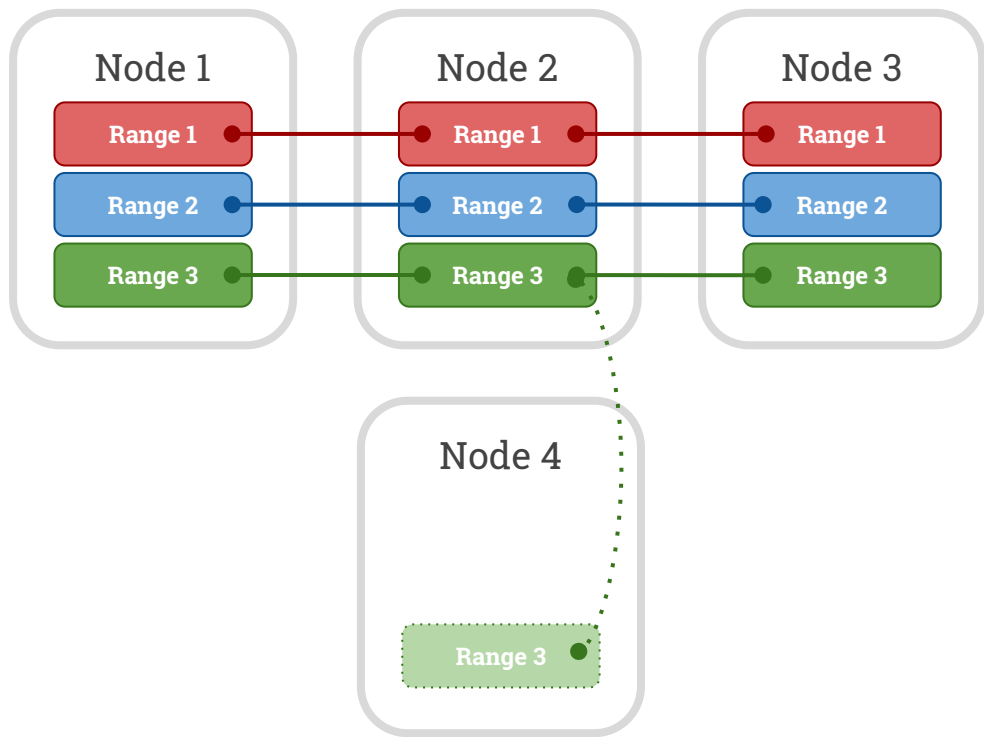
Each range is replicated to three or more nodes

# Data Distribution: Rebalancing



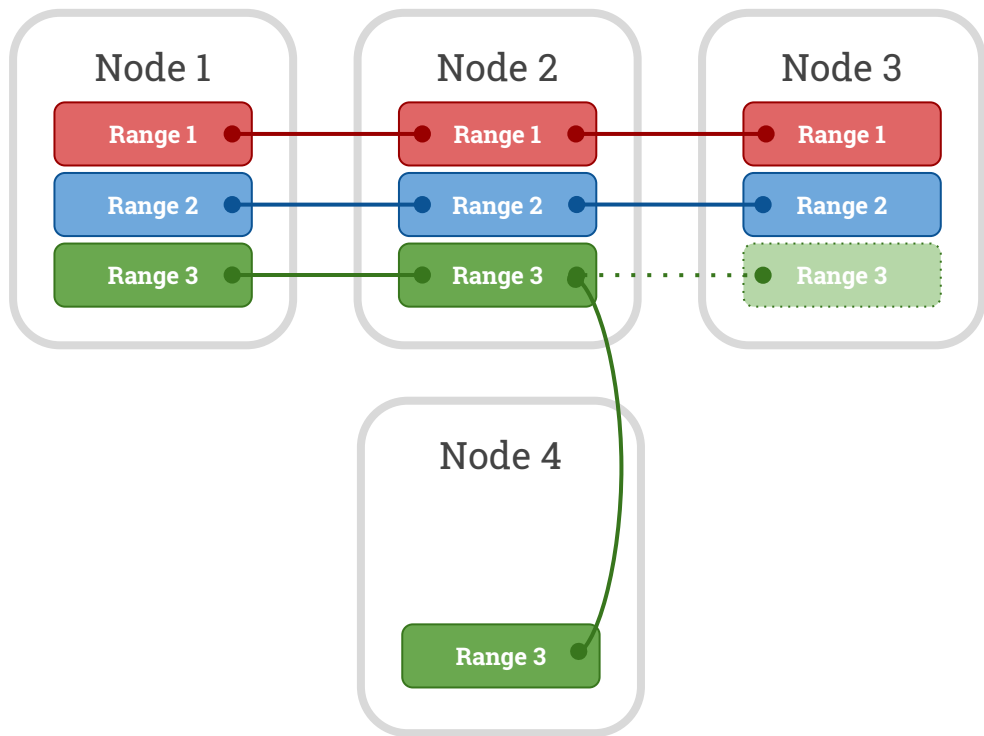
Adding a new (empty) node

# Data Distribution: Rebalancing



A new replica is allocated, data is copied.

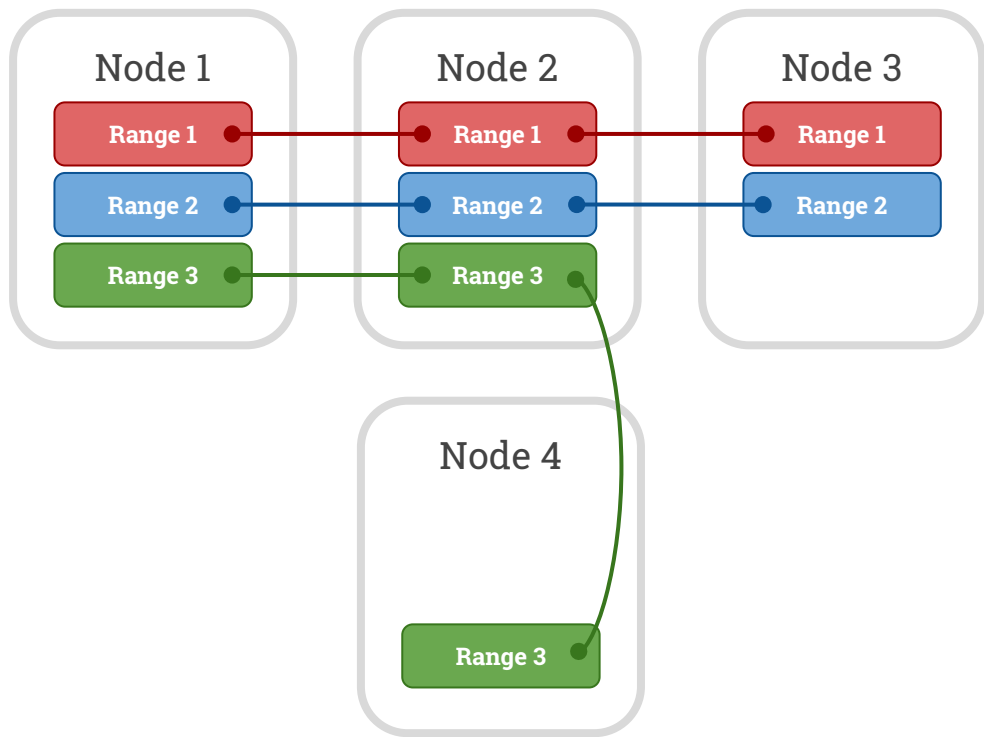
# Data Distribution: Rebalancing



The new replica is made live, replacing another.

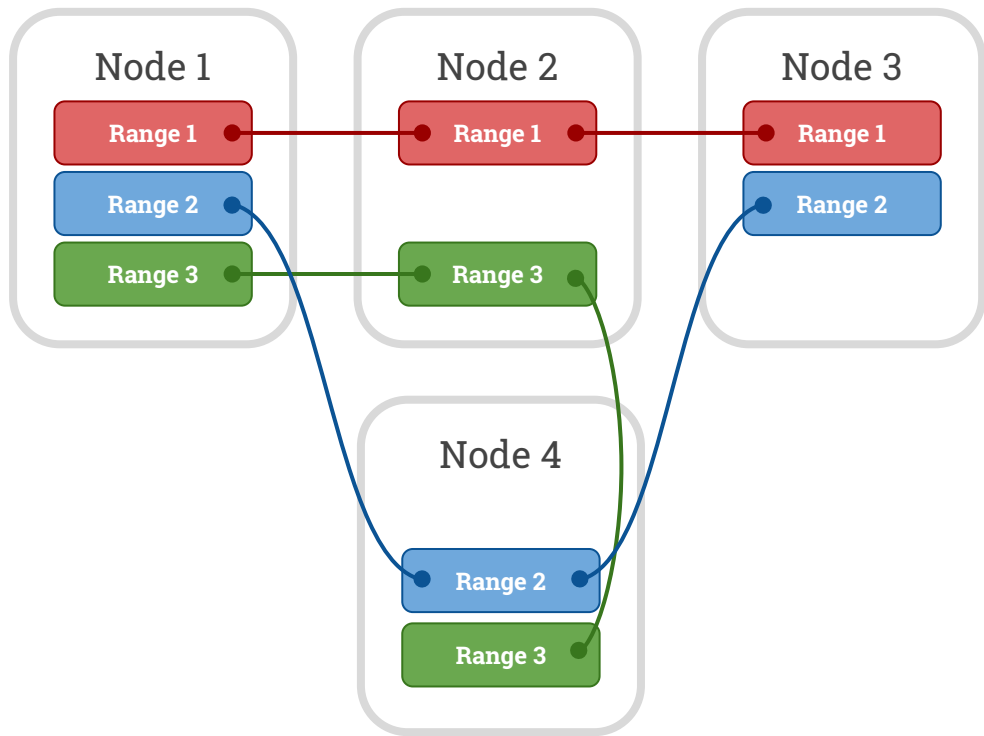


# Data Distribution: Rebalancing



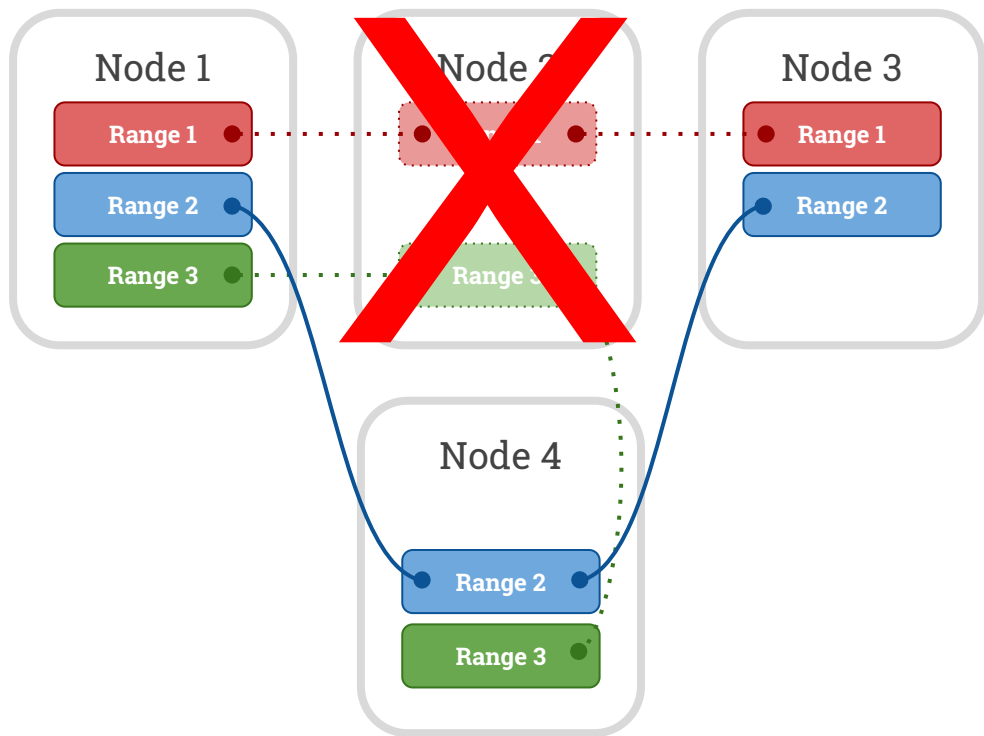
The old (inactive) replica is deleted.

# Data Distribution: Rebalancing



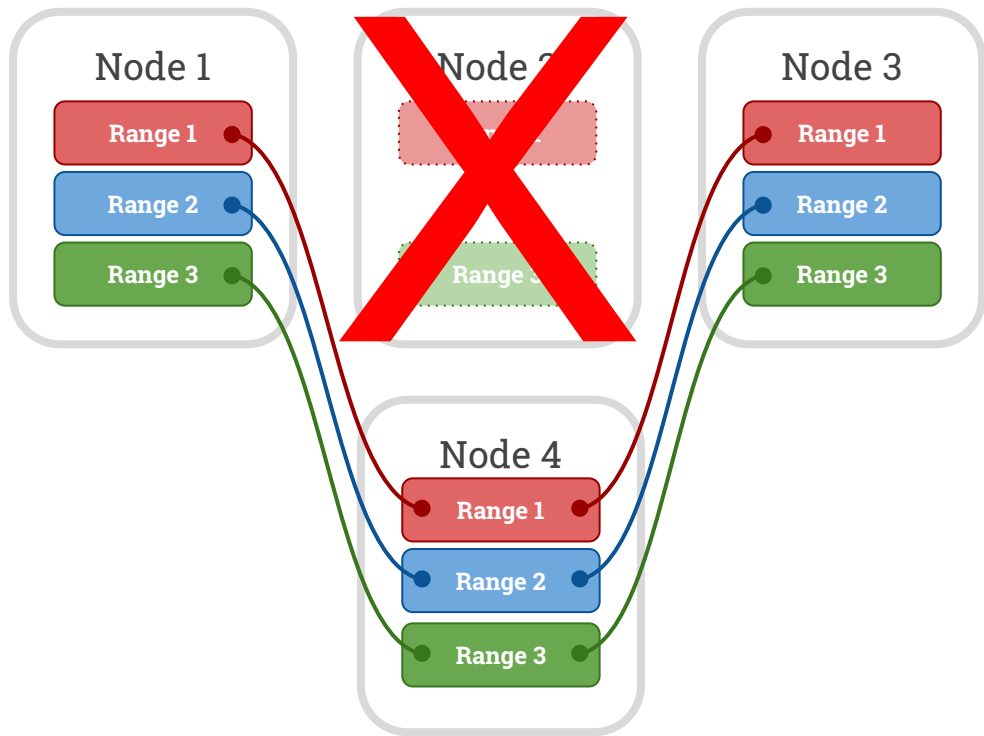
Process continues until nodes are balanced.

# Data Distribution: Recovery



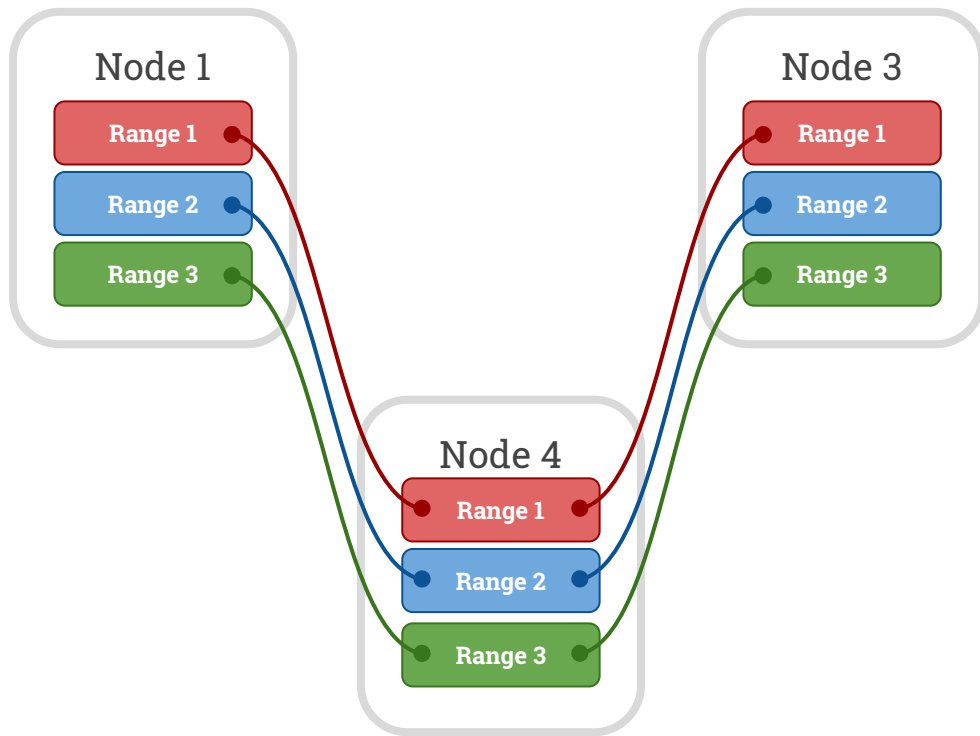
Losing a node causes recovery of its replicas.

# Data Distribution: Recovery



A new replica gets created on an existing node.

# Data Distribution: Recovery

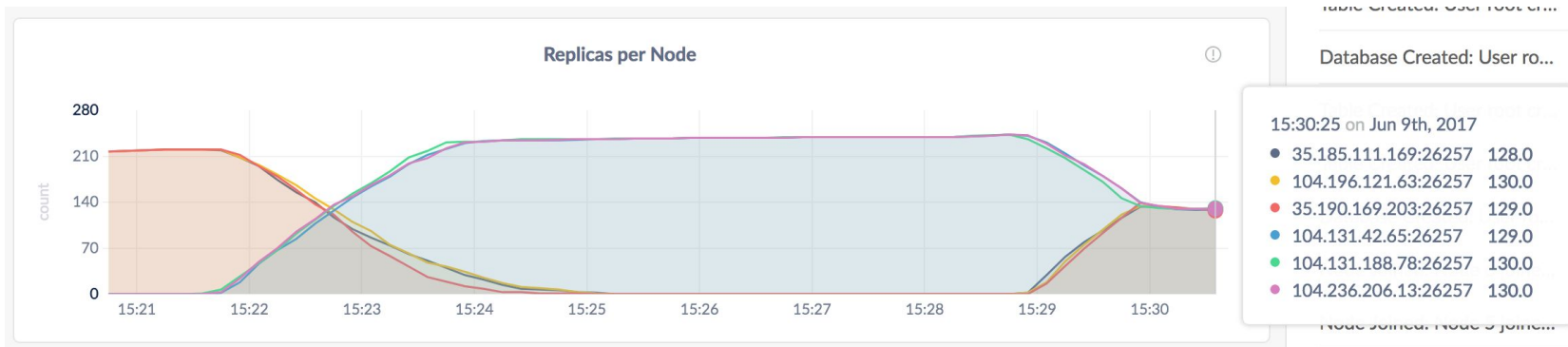


Once at full replication, the old replicas are forgotten.

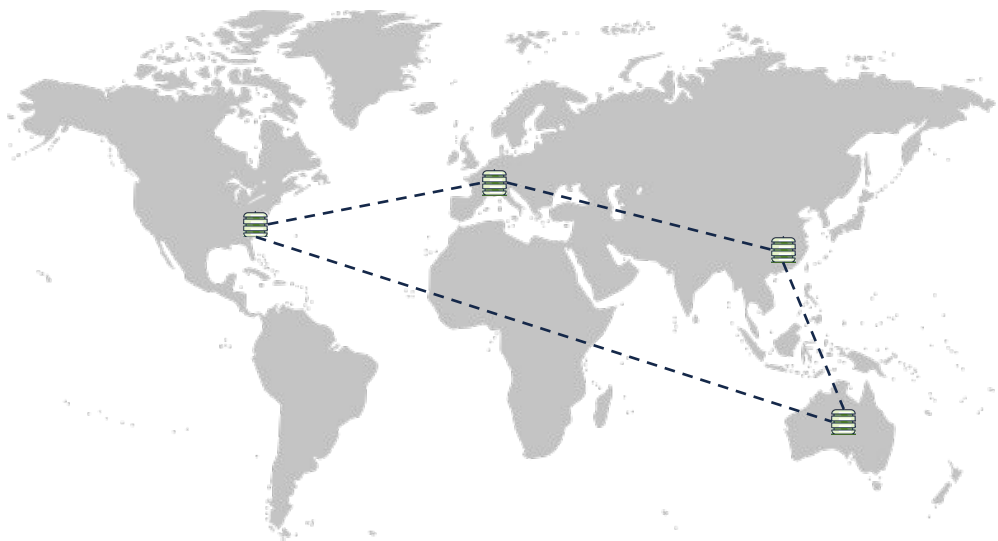
# Some CockroachDB Features

# Geographic Zone Configurations

- Control where your data is
- Nodes are tagged with attributes and hierarchical localities
- Rules target these
- Zero downtime data migrations



# Geo-Partitioning

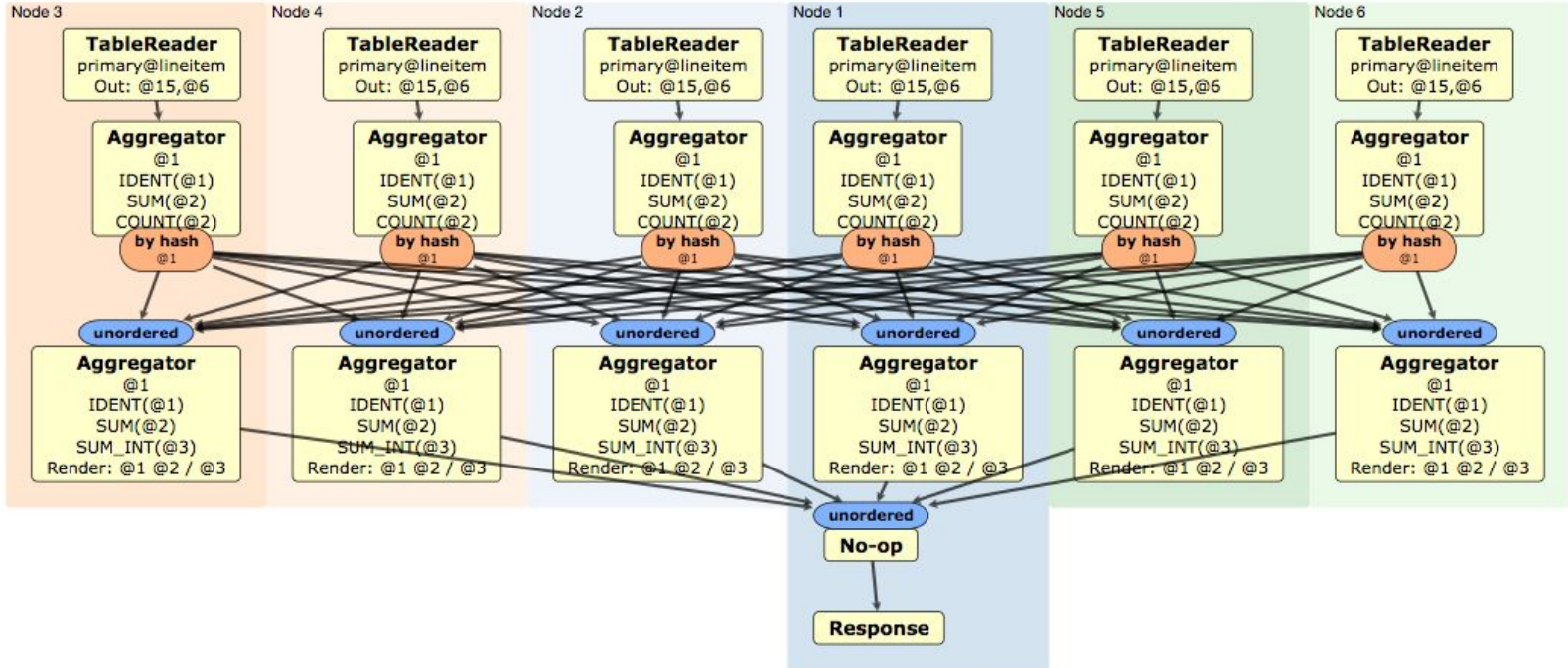


- Domicile data according to customer
  - Meet regulatory constraints
  - Low-latency reads / writes
- One *logical* database
  - Simplified app development



# Distributed SQL

```
SELECT l_shipmode, AVG(l_extendedprice) FROM lineitem GROUP BY l_shipmode;
```



# Online Schema Changes

- Based on Google's F1 Paper
- State machine, possibly with backfill
- Appears instantaneous to the client
- Zero downtime

# Backup/Restore

- Distributed
- Consistent to a point in time
- Incremental

# Other Topics

- (New) Query optimizer
- Graphical Admin UI
- Distributed Import
- (New) Change Data Capture

# Questions?

[jobs@cockroachlabs.com](mailto:jobs@cockroachlabs.com)

[github.com/cockroachdb](https://github.com/cockroachdb)

[www.cockroachlabs.com](http://www.cockroachlabs.com)

