DATASTAX. Apache Cassandra 2.0 – #Cassandra

USE aarhus;

SELECT * FROM presenters WHERE name = 'Hayato Shimizu';

title company name Hayato Shimizu Solutions Architect DataStax





DataStax and Cassandra

- Commercial company behind Apache Cassandra
- Cassandra is a highly distributed database

http://planetcassandra.org http://www.datastax.com



Cassandra base

Five Years of Cassandra





Core values

- Massive scalablility
- High performance
- Reliability/Availability





New Core Value

- Massive scalability
- High performance
- Reliability/Availability
- Ease of use

```
CREATE TABLE users (
  id text PRIMARY KEY,
  name text,
  state text,
  birth_date int,
  email text
);
INSERT INTO users
```

```
(id, name, state, birth, email)
VALUES
('hshimizu', 'Hayato Shimizu', 'Surrey',
'1-1-1995');
```

```
SELECT * FROM users
WHERE id = 'hshimizu';
```



Cassandra Basics



Data Storage Structure







Cassandra Architecture – Data Replication

Token Range: 0 -> 2¹²⁷

C* offers active everywhere strategy **C*** offers flexible replication strategies with **TUNABLE CONSISTENCY**

One, Two, Three, Quorum, Local Quorum, Each Quorum, All





Cassandra Architecture - Writes





Cassandra 1.2



1.2 for Developers

• CQL3

- SQL Like
- Collections set, list, map
- Data dictionary
- Auth support
- Tracing
- Atomic batches



Authentication

- [cassandra.yaml]
- authenticator: PasswordAuthenticator
- # DSE offers KerberosAuthenticator as well

CREATE USER robin **WITH PASSWORD** 'manager' **SUPERUSER**; **ALTER USER** cassandra **WITH PASSWORD** 'newpassword'; **DROP USER** cassandra;



Authorization

[cassandra.yaml]authorizer: CassandraAuthorizer

GRANT select ON audit TO jonathan; GRANT modify ON users TO robin; GRANT all ON ALL KEYSPACES TO lara;



Native Protocol

CQL native protocol: efficient, lightweight, asynchronous

Java (GA): https://github.com/datastax/java-driver **.NET (GA)**: <u>https://github.com/datastax/csharp-driver</u> **Python (Beta):** https://github.com/datastax/python-driver

Coming soon: C++, PHP, Ruby, others





1.2 for Operators

- Virtual nodes
- JBOD improvements
- Off-heap bloom filters, compression metadata
- "Dense node" support (5-10TB/machine)
- Parallel leveled compaction



ine)

1.2.5+

- ~1/2 memory usage in partition summary
- Improved compaction throttle
- Removed cell-name bloom filters
- Thread-local allocation
- LZ4 compression (default in 2.0)
- (1.2.7) CQL Input/Output for Hadoop
- (1.2.7) Range tombstone performance
- (1.2.9) Larger default LCS filesize (160MB > 5MB)



Cassandra 2.0



2.0

- Lightweight transactions
- Triggers (experimental)
- Improved compaction
- CQL cursors
- Streaming re-written



Lightweight Transactions: the problem

Session 1

SELECT * FROM users WHERE username = 'jbellis'

[empty resultset]

INSERT INTO users (...) VALUES ('jbellis', ...)

Session 2

SELECT * FROM users WHERE username = 'jbellis'

[empty resultset]

INSERT INTO users (...) VALUES ('jbellis', ...)



Paxos

- All operations are quorum-based
- An elected leader prepares the participating replicas a ballot
- Replicas would reply with the promise
- Each replica sends information about unfinished operations to the leader during prepare
- Paxos Made Simple
- Paxos Made Live An Engineering Perspective





LWT: details

- 4 round trips vs 1 for normal updates
- Paxos state is durable
- ConsistencyLevel.SERIAL
- http://www.datastax.com/dev/blog/lightweighttransactions-in-cassandra-2-0



Using LWT

CREATE TABLE USERS IF NOT EXISTS (username text, email text

);

...

INSERT INTO USERS (username, email, ...) VALUES ('jbellis', <u>'jbellis@datastax.com</u>', ...) IF NOT EXISTS;

UPDATE USERS SET email = 'jonathan@datastax.com', ... WHERE username = 'jbellis' IF email = 'jbellis@datastax.com';





LWT: Use with caution

- Great for 1% of your application
- Eventual consistency is your friend
 - http://www.slideshare.net/planetcassandra/c-summit-2013eventual-consistency-hopeful-consistency-by-christoskalantzis



Triggers - Experimental

CREATE TRIGGER <name> ON USING <classname>; •Expect Changes in 2.1

class MyTrigger implements ITrigger

{

```
public Collection<RowMutation> augment(ByteBuffer key, ColumnFamily update)
{
    • • •
}
```



Compaction

- Single-pass, always
- LeveledCompactionStrategy performs SizeTieredCompactionStrategy in Level 0



Healthy leveled compaction





Sad leveled compaction





STCS in L0





Cursors (before)

```
CREATE TABLE timeline (
    user_id uuid,
    tweet_id timeuuid,
    tweet_author uuid,
    tweet_body text,
    PRIMARY KEY (user_id, tweet_id)
);
```

```
SELECT *
FROM timeline
WHERE (user_id = :last_key
        AND tweet_id > :last_tweet)
        OR token(user_id) > token(:last_key)
LIMIT 100
```





SELECT * **FROM** timeline;



Misc. performance improvements

Tracking statistics on clustered columns allows eliminating unnecessary sstables from the read path

- New half-synchronous, half-asynchronous Thrift server based on LMAX Disruptor
- Faster partition index lookups and cache reads by improving performance of off-heap memory
- Faster reads of compressed data by switching from CRC32 to Adler checksums
- JEMalloc support for off-heap allocation



Spring cleaning

- Removed compatibility with pre-1.2.5 sstables and pre-1.2.9 schema
- The potentially dangerous countPendingHints JMX call has been replaced by a Hints Created metric
- The on-heap partition cache ("row cache") has been removed
- Vnodes are on by default
- the old token range bisection code for non-vnode clusters is gone
- Removed emergency memory pressure valve logic



Operational concerns

Java7 is now required!

- Leveled compaction level information has been moved into sstable metadata
- Kernel page cache skipping has been removed in favor of optional row preheating (preheat kernel page cache)
- Streaming has been rewritten to be more transparent and robust.
- Streaming support for old-version sstables



DataStax Enterprise

- Analytics Integration
- Search Integration
- Security Enhancement
- Production Support





http://planetcassandra.org http://www.datastax.com

DATASTAX



