Cassandra
A Decentralized, Structured Storage System

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Facebook

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About the Authors

Avinash Lakshman

• Currently:
  • Hedvig / Quexascale ? – 2013
• Notable Works:
  o Dynamo: amazon's highly available key-value store - 2007
  o Cassandra: a decentralized structured storage system - 2010
  o Cassandra: structured storage system on a p2p network - 2009
  o System and method for providing high availability data - 2010

Prashant Malik

• Currently:
  o LimeRoad ? – 2013
• Notable works:
  o Cassandra: a decentralized structured storage system - 2010
  o Cassandra: structured storage system on a p2p network - 2009
  o Asynchronous communication within a server arrangement - 2007
  o Publishing digital content within a defined universe such as an organization in accordance with a digital rights management (DRM) system - 2009

Rank 4 search results on author name - Google Scholar 11/14/2014
http://techcircle.vccircle.com/2013/05/30/ex-facebook-tech-lead-prashant-malik-joins-social-commerce-firm-limeroad-as-clo/
Significance

Provides a platform for data storage and retrieval which supports very high write throughput and tolerates continuous component failure.

Integrates strategies from many other technologies, cited over 916 times. [Google Scholar, Nov 2014]
Difficulties

- Dense reading.
- No Diagrams.
- Simultaneously defines a general purpose tool (Cassandra) and specific implementation (Inbox Search)
- No clear separation of the above.
Approach

- Handling Density:
  - Inbox Search
    - Big-Picture View of Cassandra
      - Data Model
      - API
      - Read/Write Model
    - How Cassandra solves Inbox Search
      - Cassandra Internals...
Why was Cassandra Created?

- Solution to the **Inbox Search** problem
  - Consider the Facebook context:
    - Many simultaneous users
    - Billions of writes per day
    - Need for Scalability
  - Cassandra is used for multiple services within Facebook.
A user wants to search his or her inbox for messages using one of two strategies:

- Term Search - keyword
- Interactions - name
What is Cassandra?

- A structured data storage system
  - Logical ring of servers
  - Designed to support multiple, continuous component failures
  - No central point of failure
  - Highly Configurable
  - Runs on commodity hardware
- *It is not a full relational DBMS

Data Model

- Distributed Multidimensional Map
  - \(<\text{Key} : \text{Value}>\) Pairs
    - String Key
      - Typically 16 – 36 B
    - Object Value
Data Model

- Column Types:
  - Column Families
  - Super Column Families
    - A superset of column families
    - (The Value Model supports recursion)

- A Visual…
API

- `insert (table, key, rowMutation)`
- `get (table, key, columnName)`
- `delete (table, key, columnName)`

- `columnName` – (Path)
  - May refer to any column, column family, super column family, or a column within a super column
Read/Write Overview

- *Read and Write requests are processed by any node.*
- The searching node determines which particular nodes contain the data.
- Writes
  - Issues write to all nodes, waits for a quorum of commits
- Reads (Variable)
  - Closest Node – Low integrity
  - All nodes + quorum – High integrity
Inbox Search Problem

- A user wants to search his or her inbox for messages using one of two strategies
  - Term Search - keyword
  - Interactions - name
Term Search

- Key – user ID
  - Super Column – (Inverted index)
    - CF - words that make up a message
      - C - Individual Message Identifiers
Search by Interactions

- Key – user ID
  - Super Column – (Inverted index)
  - CF – Recipient ID
    - C - Individual Message Identifiers
Cassandra provides ‘hooks’ for intelligent caching:
  • e.g. user clicks on ‘inbox’, primes index
  • Production Performance numbers

<table>
<thead>
<tr>
<th>Latency Stat</th>
<th>Search Interactions</th>
<th>Term Search</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min</td>
<td>7.69 ms</td>
<td>7.78 ms</td>
</tr>
<tr>
<td>Median</td>
<td>15.69 ms</td>
<td>18.27 ms</td>
</tr>
<tr>
<td>Max</td>
<td>26.13 ms</td>
<td>44.41 ms</td>
</tr>
</tbody>
</table>
Inbox Search Solution

- The full solution requires understanding of the underlying architecture.
- Key points are:
  - Any node can service a query
    - Global knowledge of data stores
  - Query all relevant data stores
  - Take most-recent, good response
    - Quorum, flexibility
    - Time Threshold
Questions
My Question

What should I emphasize in the architecture?
Cassandra Architecture
General Structure

Cassandra Architecture
General Structure

http://www.datastax.com/docs/1.0/cluster_architecture/replication
Cassandra Architecture
Data Partitioning

• Consistent Hashing Algorithm
  o Logical Ring of hash values
  o Each node is given a position on this ring
  o Each node is responsible for a LEFT range of hashes.
  o Each data item’s RIGHT neighbor is responsible for storage and replication

• Recall the nodes communicate about ranges so any one node knows the locations which should contain data for a particular key.
Cassandra Architecture
Data Partitioning

http://www.datastax.com/docs/1.0/cluster_architecture/replication
Cassandra Architecture
Replication Schemes

• Configurable:
  o Number of replicas
  o Replication Policies
    • Non-coordinator replicas are chosen by picking N-1 other nodes on ring.
      o Rack Unaware
    • Zookeeper (Elected leader) Abstraction
      o Rack Aware
      o Datacenter Aware
Replification Coordination

Cassandra Architecture

Domain Awareness

- Each node has full awareness - handwaving
  - Cassandra nodes communicate via a Gossip Protocol
    - Based on “Scuttlebutt”
Cassandra Architecture
PHI Accrual Failure Detection

• Failure detection (prediction) via Gossip
  o A sliding window is used to calculate likelihood of failure, based on gossip:
  o \((\Phi, P(\text{Failure}))\)
  o \{ (1, 0.1) (2, 0.01) (3, 0.001) ... \}
Cassandra Architecture

Failure Response

- System architecture does not reconfigure
  - The server will return eventually.
  - Recall: Scuttlebutt, sliding window and PHI
- Permanent modification of the ring is an administrator task.
- Phi represents a level of suspicion a particular node is down or unreachable
  - (*) This is used for timeout avoidance?
- (*) Protocols account for failure by design
Cassandra Architecture

Request Handling

• Request arrives at any node:
  1. Servicing node looks up the data hosts.
     1. All nodes have knowledge of the data partition
  2. (*) Request is routed to all data hosts.
  3. If requests timeout, failure is returned
  4. Identify the response containing data with the youngest timestamp, return it.
  5. Schedule update of nodes with older timestamps. – This ensures quorum integrity
Cassandra Architecture
Local Data Persistence

Typical Write:
1. Write to commit log – Dedicated Disk
2. Update to in-memory structure

When in-memory structure crosses threshold (data size, number of data items)

Data is sequentially written to commodity disks. Over time these files are merged and reorganized ala BigTable
Cassandra Architecture

Local Data Persistence

Typical Read: (A key can be in many files)
1. Bloom filter (index of keys in each file)
2. Get Values (reverse chronological order)
   1. Values (CF) have Column Indices allowing for direct access of columns.

I’ve left out much of the chunking details. Optimizations, included at almost every conceivable point, are out of scope.
Questions

Data Center 1  Data Center 2

Replica for a particular row key
Read Path

http://prettyprint.me/prettyprint.me/2010/05/02/understanding-cassandra-code-base/index.html
Write Path

http://prettyprint.me/prettyprint.me/2010/05/02/understanding-cassandra-code-base/index.html
Questions

• Additional Information:
  • [http://www.slideshare.net/DataStax/an-overview-of-apache-cassandra](http://www.slideshare.net/DataStax/an-overview-of-apache-cassandra)