<u>Distributed Database</u> <u>Management System (DDBS)</u>

Motivation: Data is used at multiple distributed sites (e.g. Branch offices).

Communication between sites is

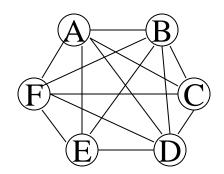
---- costly

---- potentially unreliable

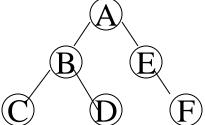
Solution:

- ----- Allow sites to store/maintain the data they use most often/specialize in
- Sharing with other sites/HQs if combinations of data necessary

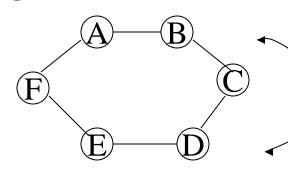
Network Topology



Fully connected network

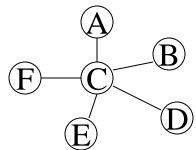


Tree structured network



B C E E D

Partially connected network



Star network

Cost/reliability #of hops

Ring network

Tradeoffs between

1. keeping data in centralized headquarters:

- simpler maintenance
- simpler consistency enforcement
- possibly more efficient if many updates, aggregate computations

2. or distributed across branch offices:

- lower communication cost
- reliability
- (parallelism) can be implemented locally

Advantages of DDBS

(heterogeneous)

- Interconnectivity of pre-existing DBs
- Expandability (don't need to replace whole system to grow)
- Cost (many small engines on PC's cheaper than mainframes) → issue:communication costs vs. hardware computation costs.
- Performance (place data near where used)
- Availability and reliability

Complicating factors

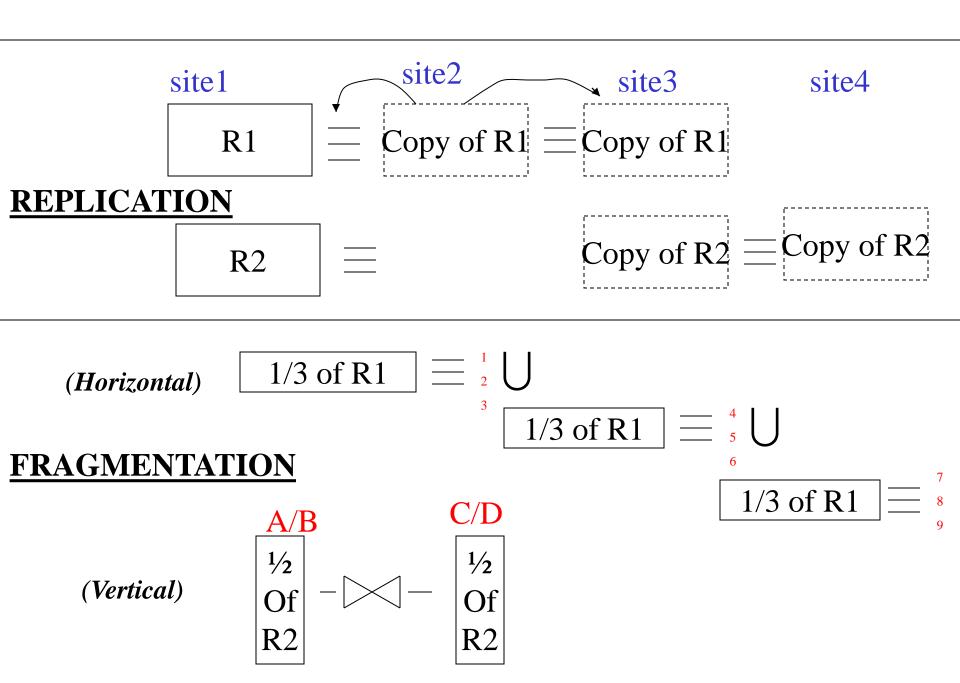
- Maintaining data <u>consistency</u> (in face of replication and sharing)
- Distributed directory management (who controls mapping of data to sites)
- Security
- Heterogeneous Databases

different database architectures

Distributed Database Design Issues

Options for storing a relation R across multiple sites:

- Replication (maintain copies/replicas of R on multiple sites)
- Fragmentation (Relation store in fragments/ pieces on multiple sites)
- combination of both



Replication

Non redundant allocation

Issues:

(whole database replication v.s. no replication)

- what to replicate? (all relations or only frequently user shared data)
- where to replicate? (function of communication costs, usage needs, resources)
- which relations to replicate?
- -" <u>primary copy</u>" of relation (simplifies consistency enforcement, but where located?)

Replication (cont)

•Advantages:

-Improved availability (multiple sources for a relation if a site is down)

1

-Increased parallelism (sites can process (primarily) readonly operations in parallel, minimizing data transfer)

(well suited for read-only, majority read-only data access)

Replication (cont)

Disadvantages:

- o problems/overhead for writes/updates
- o costs of consistency enforcement
 - updates propagated to all sites (communication costs)
 - costs of synchronization/locking for consistency enforcement on update greater than in single source models.
- Complicates concurrency and recover
- ➤ Replication inefficient in databases with frequent updates

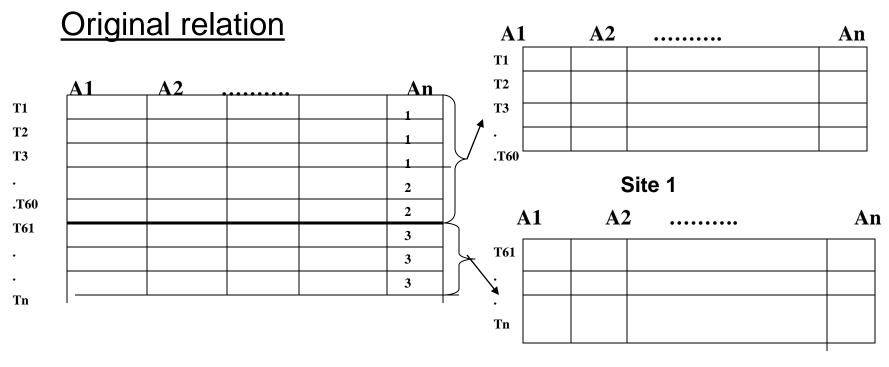
FRAGMENTATION

- Vertical
- Horizontal
- mixel

<u>lssues</u>:

- <u>completeness</u>: Every tuple/attribute in some fragment
 - reconstruction: easy way of reconstructing full relation
- transparency

HORIZONTAL FRAGMENTATION



Site 2

-Fragments contain subsets of complete tuples (all attributes at all sites)

How to reconstruct

R=Rs1URs2U URsn

Horizontal Fragmentation

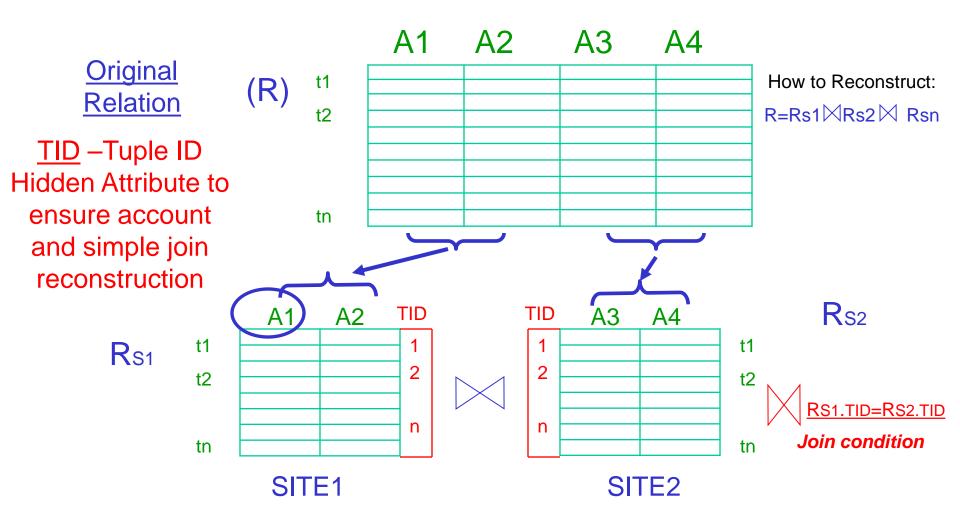
• Example Usefulness:

 Each branch office maintains complete attribute set of its employees

(salary,benefits,address/phone,departments,projects,etc.)

 Site of Fragment easily determined by a key attribute value -e.g. Branch_office*

VERTICAL FRAGMENTATION



VERTICAL FRAGMENTATION

Example usefulness:

Salary Office

Benefits Office

Directory (Name|address|phone|fax)

Dependents Management Office

each control their own appropriate

attribute for all corporate branch offices

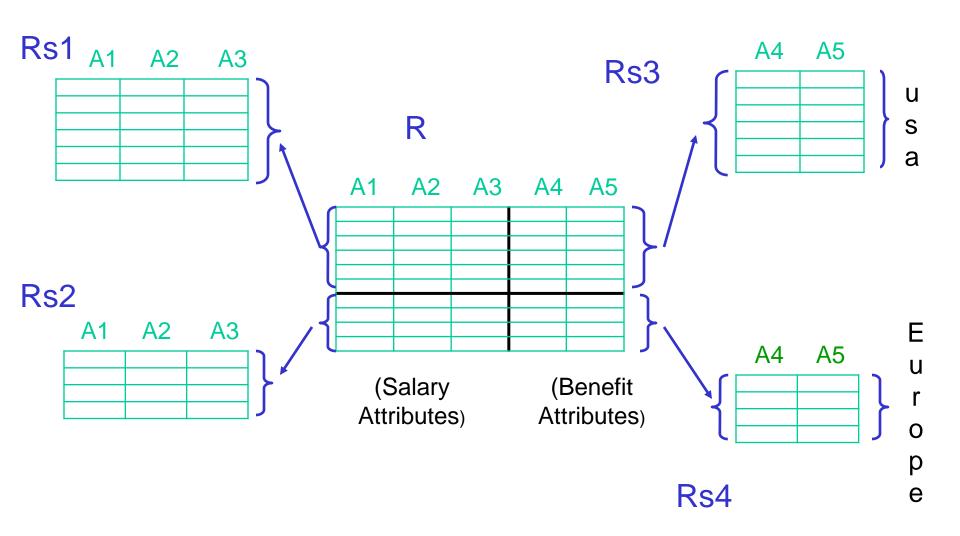
VERTICAL – Attribute-centered management

(keep all instances of an attribute in one place)

HORIZONTAL – tuple/individual-centered management

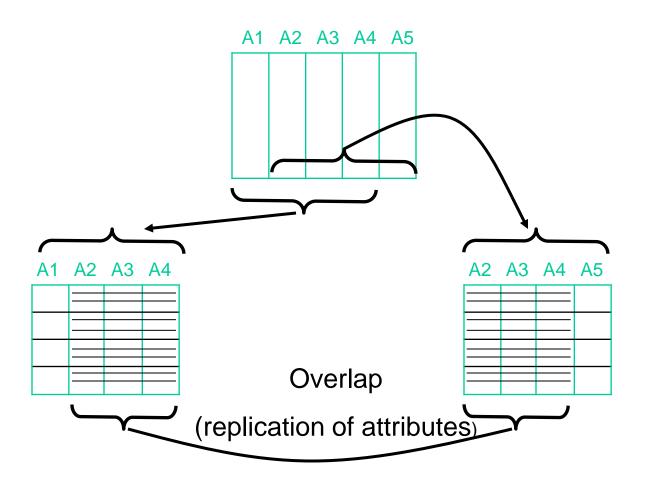
(keep all values of a tuple in one place)

MIXED FRAGMENTATION



REPLICATION and FRAGMENTATION

Partition of Attributes/tuples need not be disjoint



TRANSPARENCY

Fragmentation Transparency

-User doesn't need to know <u>mapping</u> between relations and fragmented subrelations

Replication Transparency

-User doesn't need to know about <u>existence</u> or <u>location</u> of other copies (treat as if single copy of DB)

<u>Location and Naming Transparency</u>

-Use shouldn't need to know about location and full names of data on the server

Unique name

Name Server

Proper site, Fragment, replica for this data access

QUERY PROCESSING IN DDMS

Issues1:

Parallel Processing across Fragments

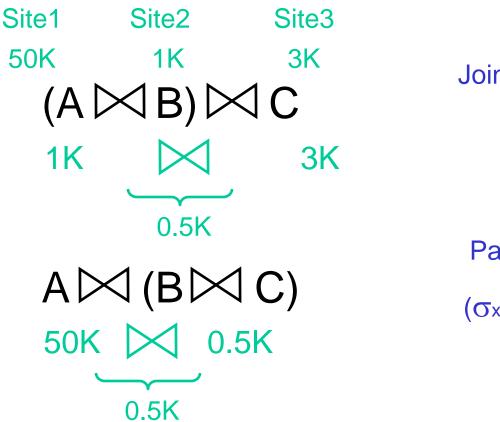
Horizontal fragmentations



Execution in Parallel on fragments

=Emp1 U Emp2

and union results together



Joins- symmetric and associative

Parallel Processing

 $(\sigma_{xx}(A))$ \bowtie $(B \bowtie C)$

QUERY PROCESSING IN DDBS

Join Strategies

R=∏ Fnames, Cnames, Dnames (Employee ⋈ Department)

Site 3

Site 1

Mg rssn to ssn

Site 2

100 records, 2000 bytes

10,000 records, 1,000,000 bytes 100 records, 3000 bytes

Strategies:

1)Ship both relations to the result site and join there

1,003,000 bytes transfered

2) Ship employee to 2, join at 2, results to 3

1,002,000 bytes transfered

3)Ship Department to 1, join at 1, results to 3

5,000 bytes transfered

⇒ minimize total communication cost of data transfer

RECOVERY IN DDBS

- -transaction managers / coordinators
- -log managers

Problems:

- -failure of site
- -failure of link
- -loss of messages

Difficult to know which had occurred

if server is down, elect new server ⇒what about network partitioning?

