



CONNECTIONS BETWEEN OUR DATA ARE GROWING ALL THE TIME

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WE DON'T MAKE THINGS KNOWING THE STRUCTURE FROM DAY 1

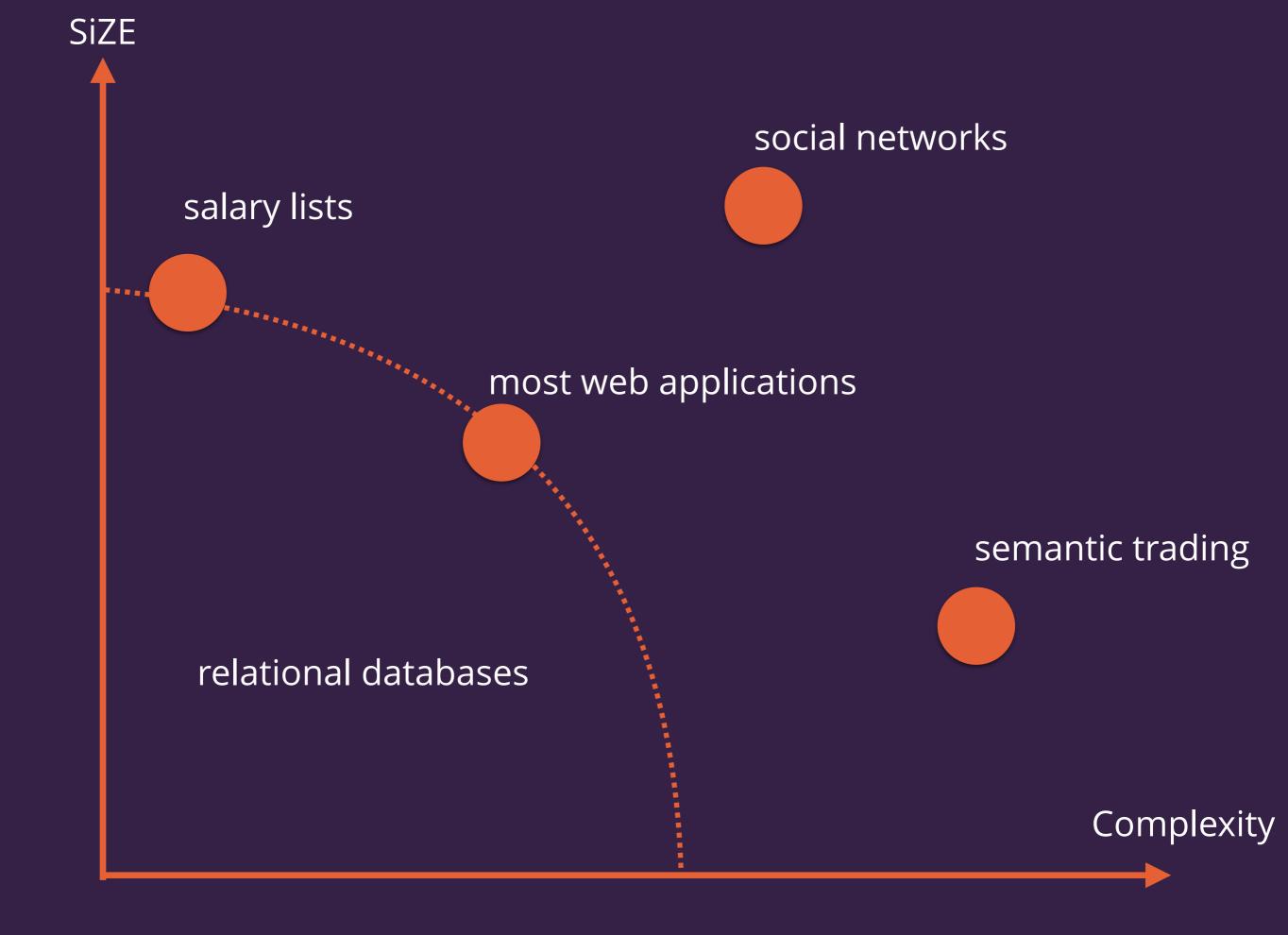
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CONNECTIONS BETWEEN OUR DATA ARE GROWING ALL THE TIME

WE DON'T MAKE THINGS KNOWING THE STRUCTURE FROM DAY 1

SERVER ARCHITECTURE IS NOW AT A STAGE WHERE WE CAN TAKE ADVANTAGE OF IT



## NOSQL USE CASES

### LARGE DATA VOLUMES MASSIVELY DISTRIBUTED ARCHITECTURE REQUIRED TO STORE THE DATA GOOGLE, AMAZON, FACEBOOK, 100K SERVERS

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EXTREME QUERY WORKLOAD IMPOSSIBLE TO EFFICIENTLY DO JOINS AT THAT SCALE WITH AN RDBMS

SCEMA FLEXIBILITY IS NOT TRIVIAL AT A LARGE SCALE BUT IT CAN BE WITH NO SQL

## NOSQL PROSAND CONS

PROS MASSIVE SCALABILITY HIGH AVAILABILITY LOWER COST SCHEMA FLEXIBILITY SPARCE AND SEMI STRUCTURED DATA

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### CONS LIMITED QUERY CAPABILITIES NOT STANDARDISED (PORTABILITY MAY BE AN ISSUE) STILL A DEVELOPING TECHNOLOGY

**EMERGING TRENDS IN NOSQL DATABASES** 

## **EVERYTHING IS WELL ORGANISED AND EVERYTHING HAS A SPACE**

LOTS OF WORDS ON EACH PAGE

LOTS OF PAGES IN EACH BOOK

LOTS OF BOOKS ON EACH SHELF

DIFFERENT BOOKSHELVES IN EACH SECTION

DIFFERENT SECTIONS ON EACH FLOOR

LOTS OF DIFFERENT FLOORS





## WHAT HAPPENS IF WE BUY TOO MANY BOOKS!?

#### (THE WORLD EXPLODES AND THE KITTENS WIN)





## WHAT HAPPENS IF WE WANT TO STORE CDS ALL OF A SUDDEN!?

### (THE WORLD EXPLODES AND THE KITTENS WIN)



## **BUT FIRST...** IMAGINE A LIBRARY

## WHAT HAPPENS IF WE WANT TO GET RID OF ALL BOOKS THAT MENTION KITTENS

### (KITTENS STILL WIN)



BEHAVES LIKE A STANDARD RELATIONAL DATABASE BUT WITH A SLIGHT CHANGE

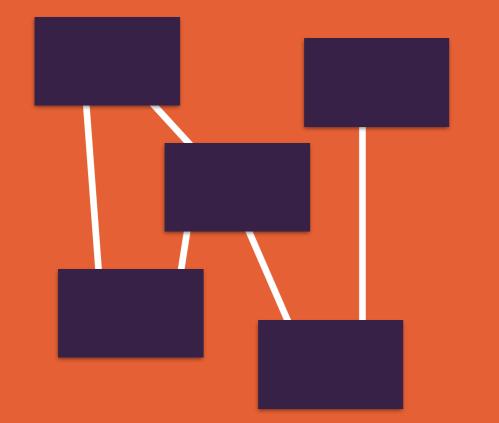
DESIGNED TO WORK WITH A LOT OF DATA...A REALLY BIG CRAP TON

CREATED BY GOOGLE AND NOW USED BY LOTS OF OTHERS

http://research.google.com/archive/spanner.html

http://research.google.com/archive/bigtable.html







### THIS IS A STANDARD RELATIONAL DATABASE

### THIS IS A BIG TABLE DATABASE (AND NOW THE NAME MAKES SENCE!)

"A Bigtable is a sparse, distributed, persistent multidimensional sorted map. The map is indexed by a row key, column key, and a timestamp; each value in the map is an uninterpreted array of bytes."

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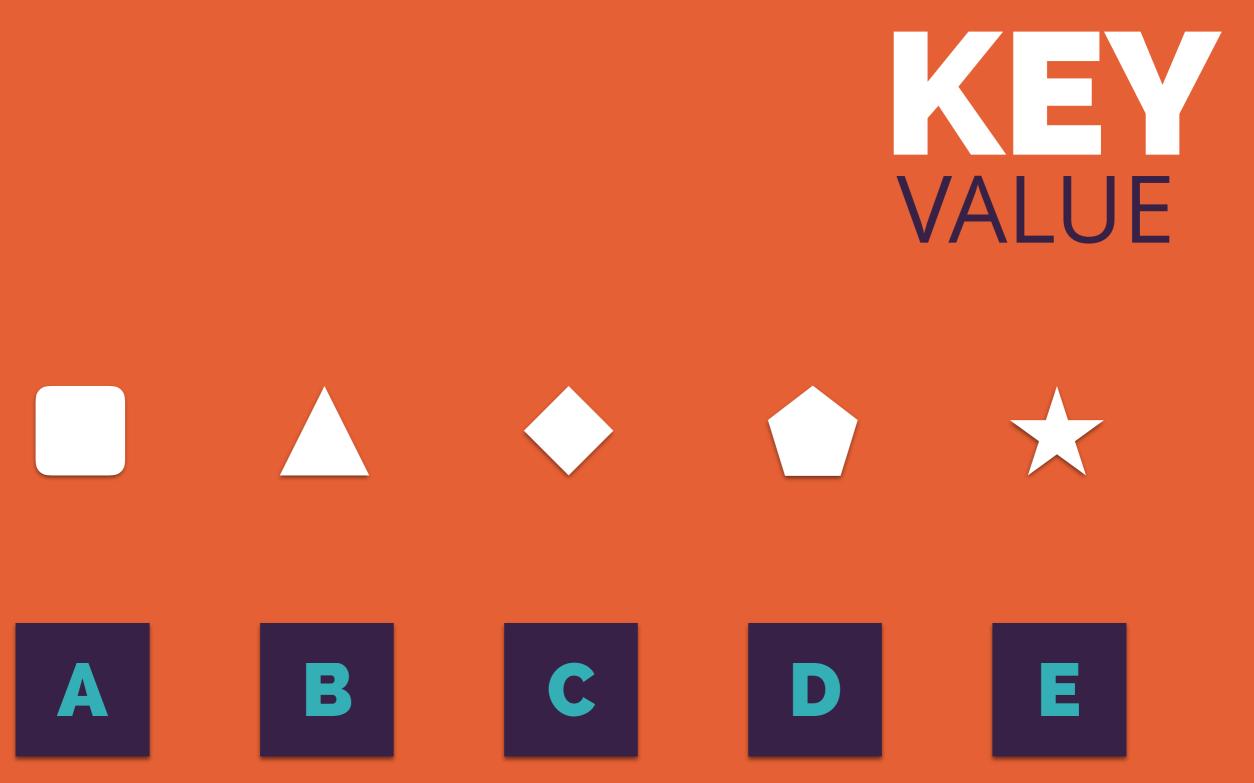
"A Bigtable is a sparse, distributed, persistent multidimensional sorted map. The map is indexed by a row key, column key, and a timestamp; each value in the map is an uninterpreted array of bytes."



### AGAIN, DESIGNED TO WORK WITH A LOT OF DATA

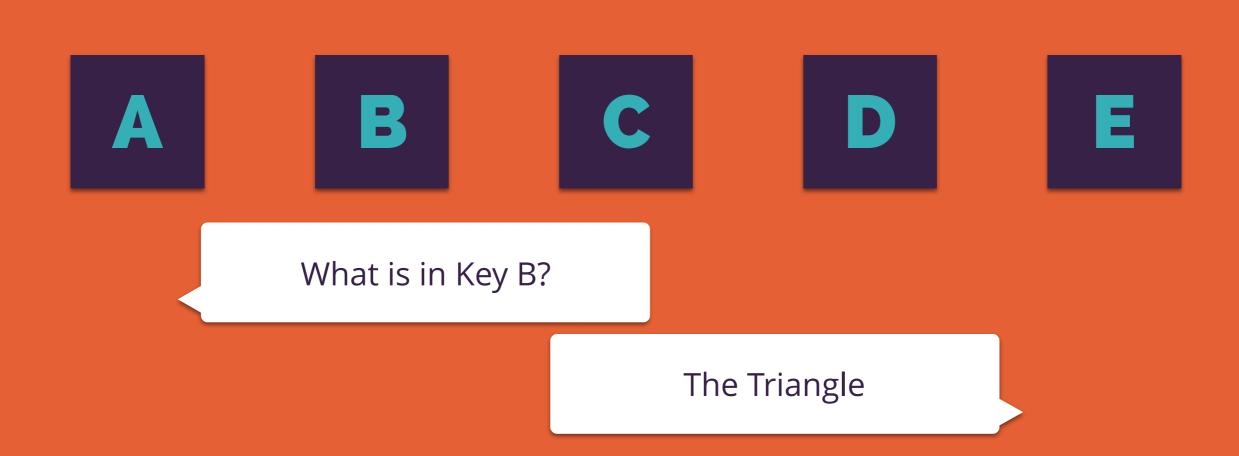
## EACH BIT OF DATA IS STORED IN A SINGLE COLLECTION

EACH COLLECTION CAN HAVE DIFFERENT TYPES OF DATA



# OUR VALUES ARE HIDDEN INSIDE THE KEYS VALUES

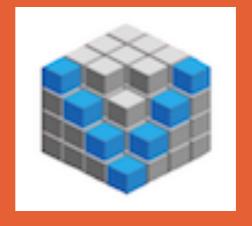
## TO FIND OUT WHAT THEY ARE WE NEED TO QUERY THEM









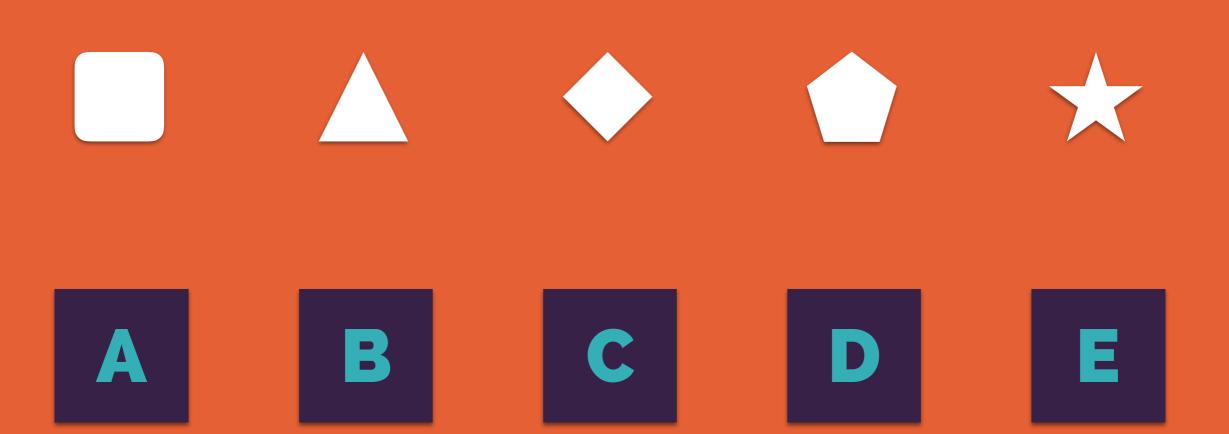




# DESIGNED TO WORK WITH A LOT OF DATA (BEGINNING TO NOTICE A THEME?)

### VERY SIMILAR TO A KEY VALUE DATABASE

## MAIN DIFFERENCE IS THAT YOU CAN ACTUALLY SEE THE VALUES



A
B

B
C

D

E

E
String me the triangles
Yes m'lord.



## REMEMBER HOW SQL DATABASES ARE LIBRARIES?



### NO SQL IS MORE LIKE A BAG OF CATS!







### colour: tabby name: Gunther

colour: ginger name: Mylo



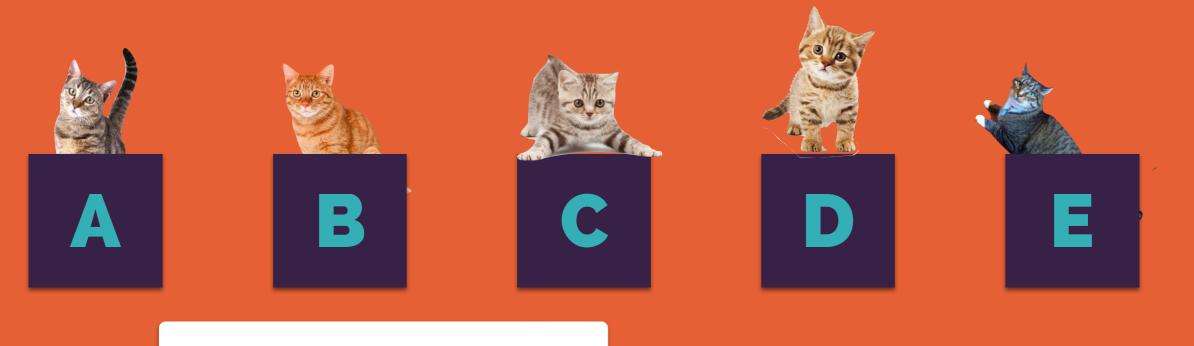




colour: ginger(ish) name: Fred age: kitten

## WE CAN ADD IN FIELDS AS AND WHEN WE NEED THEM

colour: ginger(ish) name: Quentin legs: 3



### Bring me the KITTENS!

Of course m'lord.



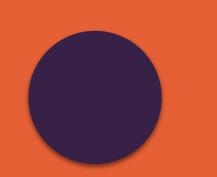


## FOCUS HERE IS ON MODELLING THE STRUCTURE OF THE DATA

INSPIRED BY GRAPH THEORY (GO MATHS!)

SCALES REALLY WELL TO THE STRUCTURE OF THE DATA

# **CRAPH**



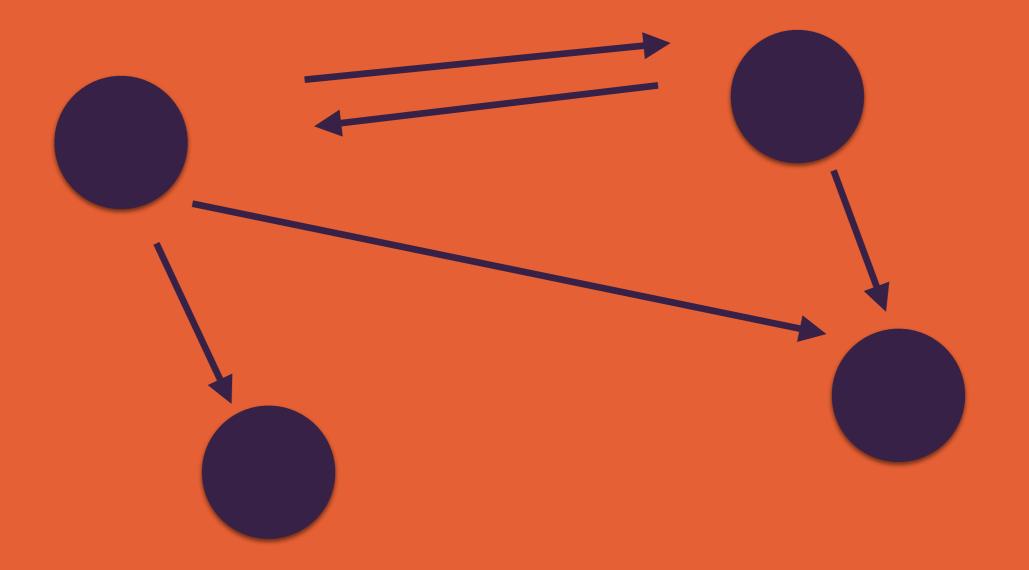




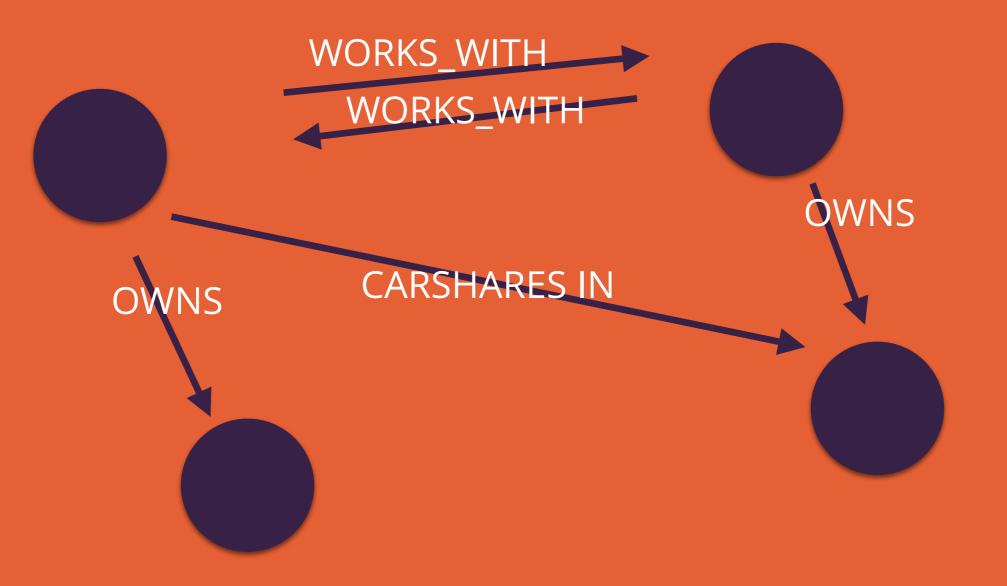




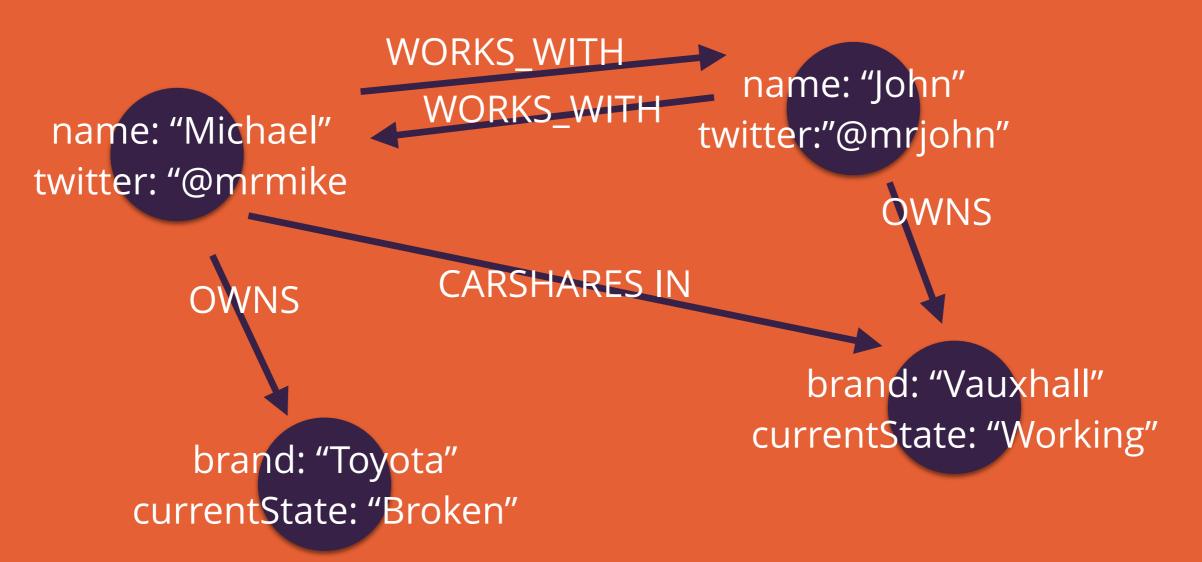
# **GRAPH DATABASE**



# **CRAPH DATABASE**



### **GRAPH DATABASE**



# **CRAPH**

name: "Michael" twitter: "@mrmike

CARSHARES IN

WORKS WITH

WORKS WITH

OWNS propertyType: "car"

name: "John"

twitter:"@mrjohn"

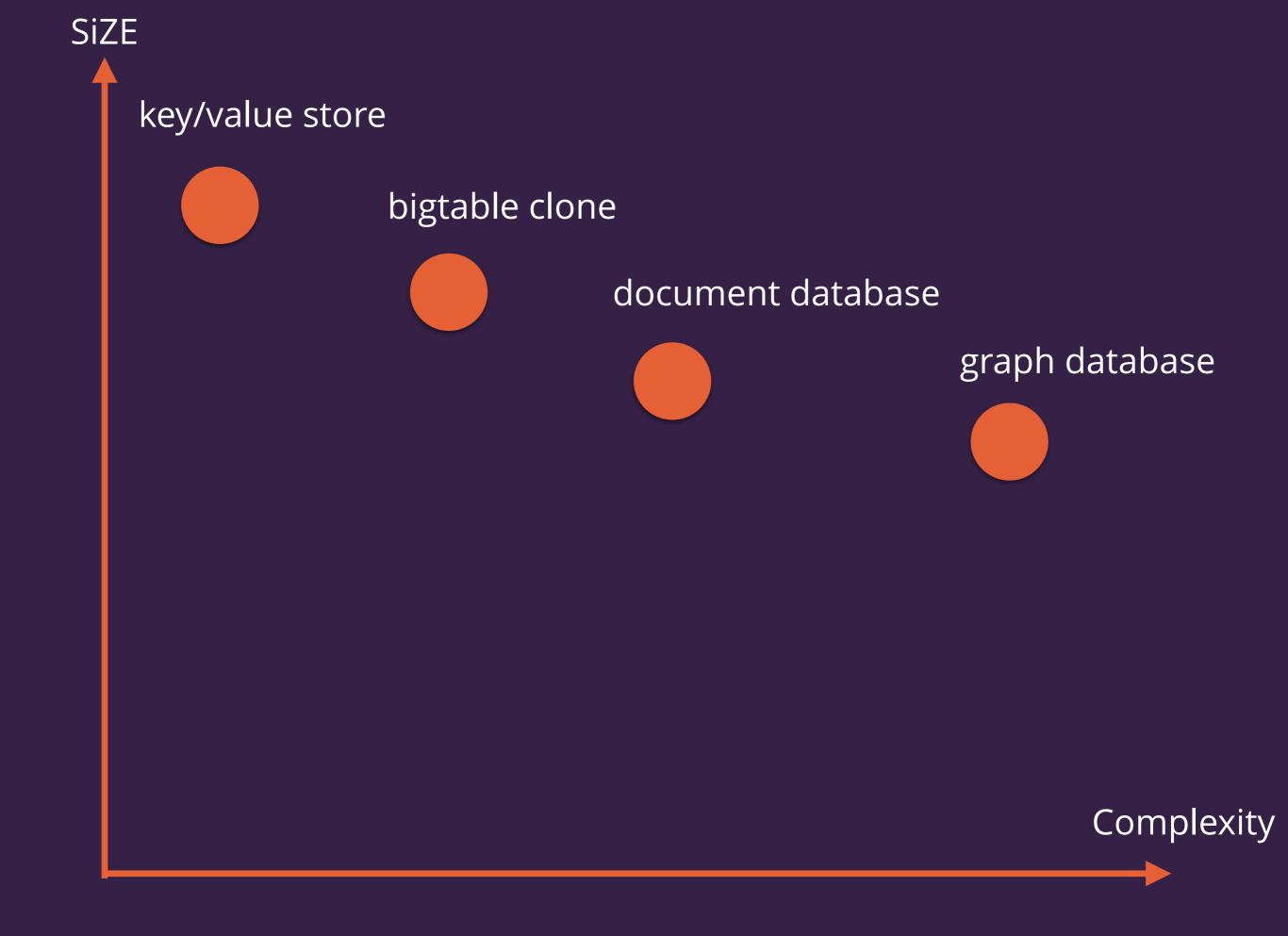
OWNS propertyType: "car"

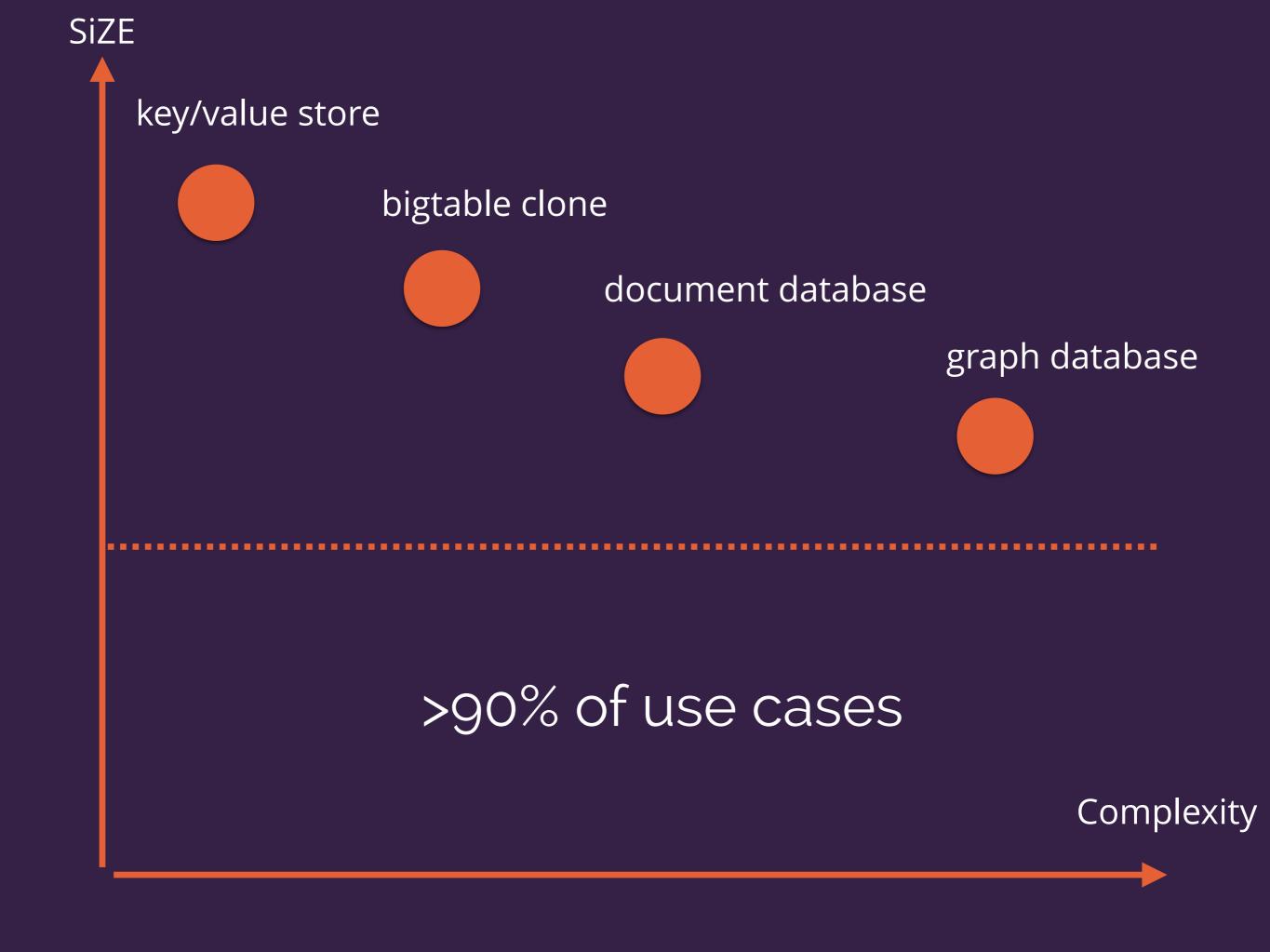
brand: "Vauxhall" currentState: "Working"

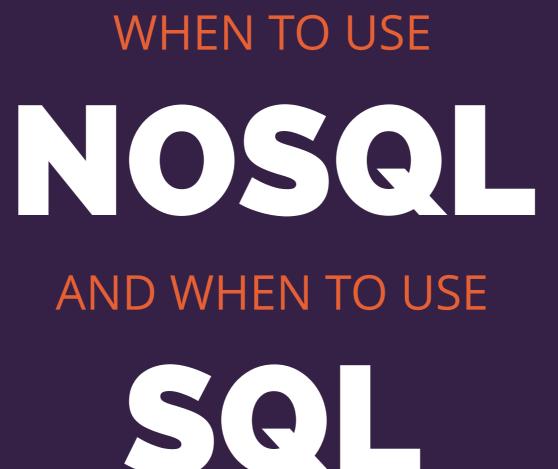
brand: "Toyota" currentState: "Broken"

### **CRAPH DATABASE**











High availability and disaster recovery are a must

Understand the pros and cons of each design model

Don't pick something just because it is new Do you remember the zune?

Don't pick something based JUST on performance



#### High performance for transactions. Think ACID

Highly structured, very portable

Small amounts of data SMALL IS LESS THAN 500GB

Supports many tables with different types of data

Can fetch ordered data

Compatible with lots of tools



## ATOMICITY

## CONSISTENCY

### SOLATION

### DURABILITY



#### High performance for transactions. Think ACID

Highly structured, very portable

Small amounts of data SMALL IS LESS THAN 500GB

Supports many tables with different types of data

Can fetch ordered data

Compatible with lots of tools



Complex queries take a long time

The relational model takes a long time to learn

Not really scalable

Not suited for rapid development



#### Fits well for volatile data

High read and write throughput

In general it's faster than SQL

Scales really well

Rapid development is possible



## BASICALLY AVAILABLE SOFT STATE **EVENTUALLY CONSISTENT**



#### Fits well for volatile data

High read and write throughput

In general it's faster than SQL

Scales really well

Rapid development is possible



Key/Value pairs need to be packed/unpacked all the time

Still working on getting security for these working as well as SQL

Lack of relations from one key to another



## works great, can't scale for large data

#### **HOSE** works great, doesn't fit all situations

so use both, but think about when you want to use them!

## FINALLY

A lot of this content is loving ripped from lots of other (more impressive) presentations that are already on SlideShare - you should check them out!