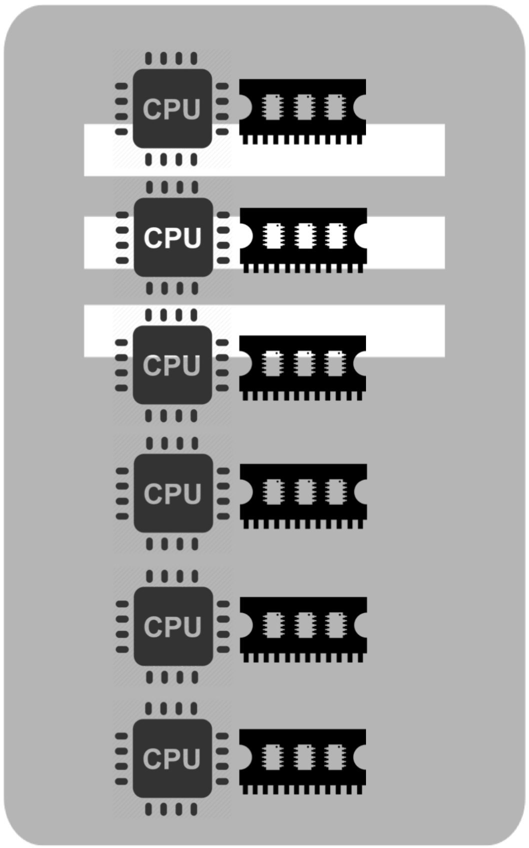
# Scaling-out Key-Value Store:
## A Dynamo and Memcached Case Study

*CS675: Distributed Systems (Spring 2020)*
Lecture 9

Yue Cheng

Some material taken/derived from:
- Princeton COS-418 materials created by Michael Freedman and Wyatt Lloyd.
- MIT 6.824 by Robert Morris, Frans Kaashoek, and Nickolai Zeldovich.

# Horizontal or vertical scalability




Vertical scaling
(Scaling-up)

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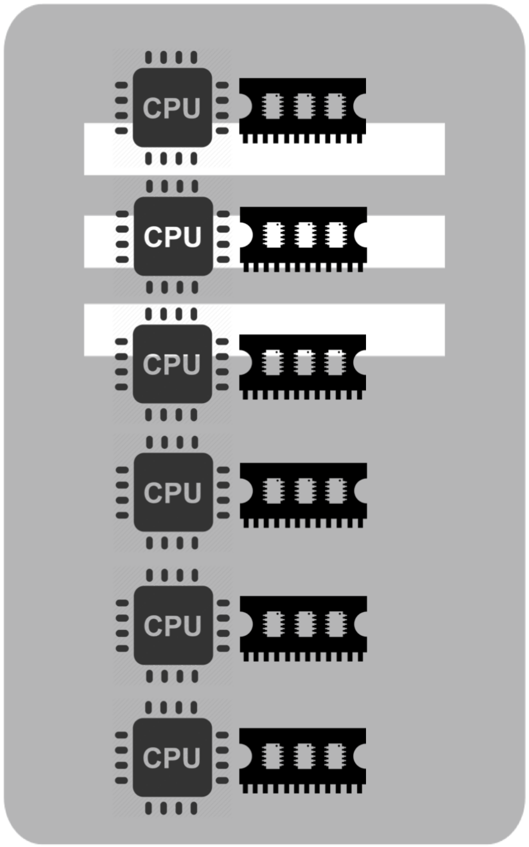


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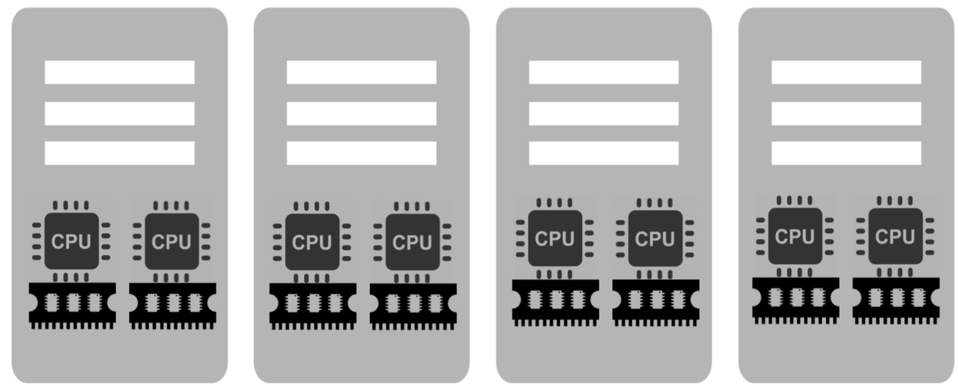


Horizontal scaling
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# Horizontal scaling is challenging

- Probability of any failure in given period = $1-(1-p)^n$
  - $p$ = probability a machine fails in given period
  - $n$ = number of machines

- For 50K machines, each with 99.99966% available
  - 16% of the time, data center experiences failures

- For 100K machines, failures 30% of the time!

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**Main challenge:** Coping with constant failures

# Today's outline

1. Techniques for partitioning data
    - Metrics for success

2. Case studies
    - Amazon Dynamo key-value store
    - Scaling Memcache at Facebook

# Scaling out: Placement

- You have key-value pairs to be partitioned across nodes based on an id

- Problem 1: Data placement
  - On which node(s) to **place** each key-value pair?
    - Maintain mapping from data object to node(s)
    - Evenly distribute data/load

# Scaling out: Partition management

- Problem 2: Partition management
  - Including how to recover from node failure
    - *e.g.*, bringing another node into partition group
  - Changes in system size, *i.e.*, nodes joining/leaving
  - Heterogeneous nodes

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- Centralized: Cluster manager
- Decentralized: Deterministic hashing and algorithms

# Modulo hashing

- First consider problem of data partition:
  - Given object id X, choose one of $k$ servers to use

- Suppose we use modulo hashing:
  - Place $X$ on server $i$ = hash($X$) mod $k$

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- Suppose we use modulo hashing:
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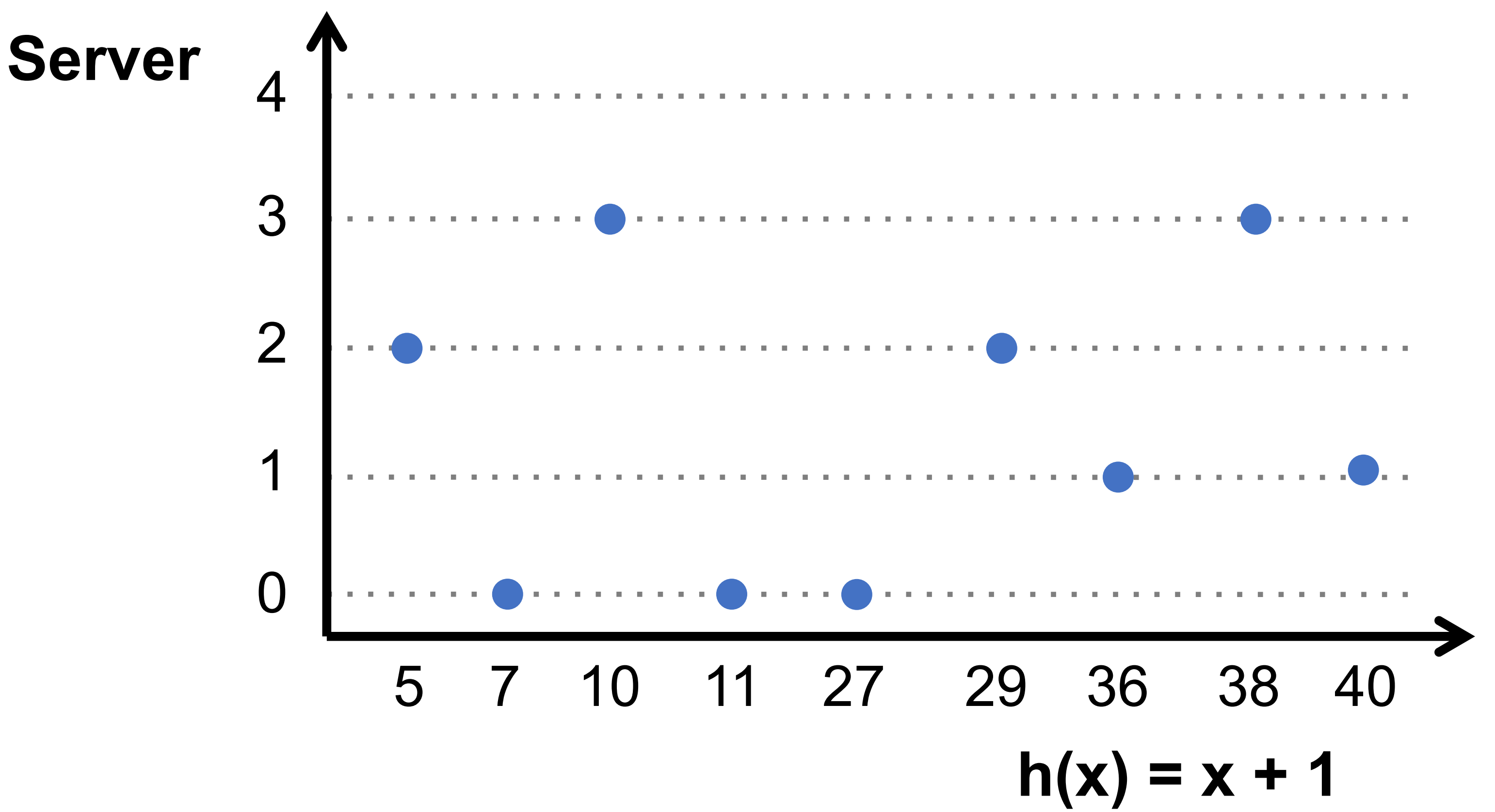
- What happens if a server fails or joins (k ← k±1)?
  - or different clients have different estimate of k?

# Problem for modulo hashing: Changing number of servers

$i = h(x) \bmod 4$



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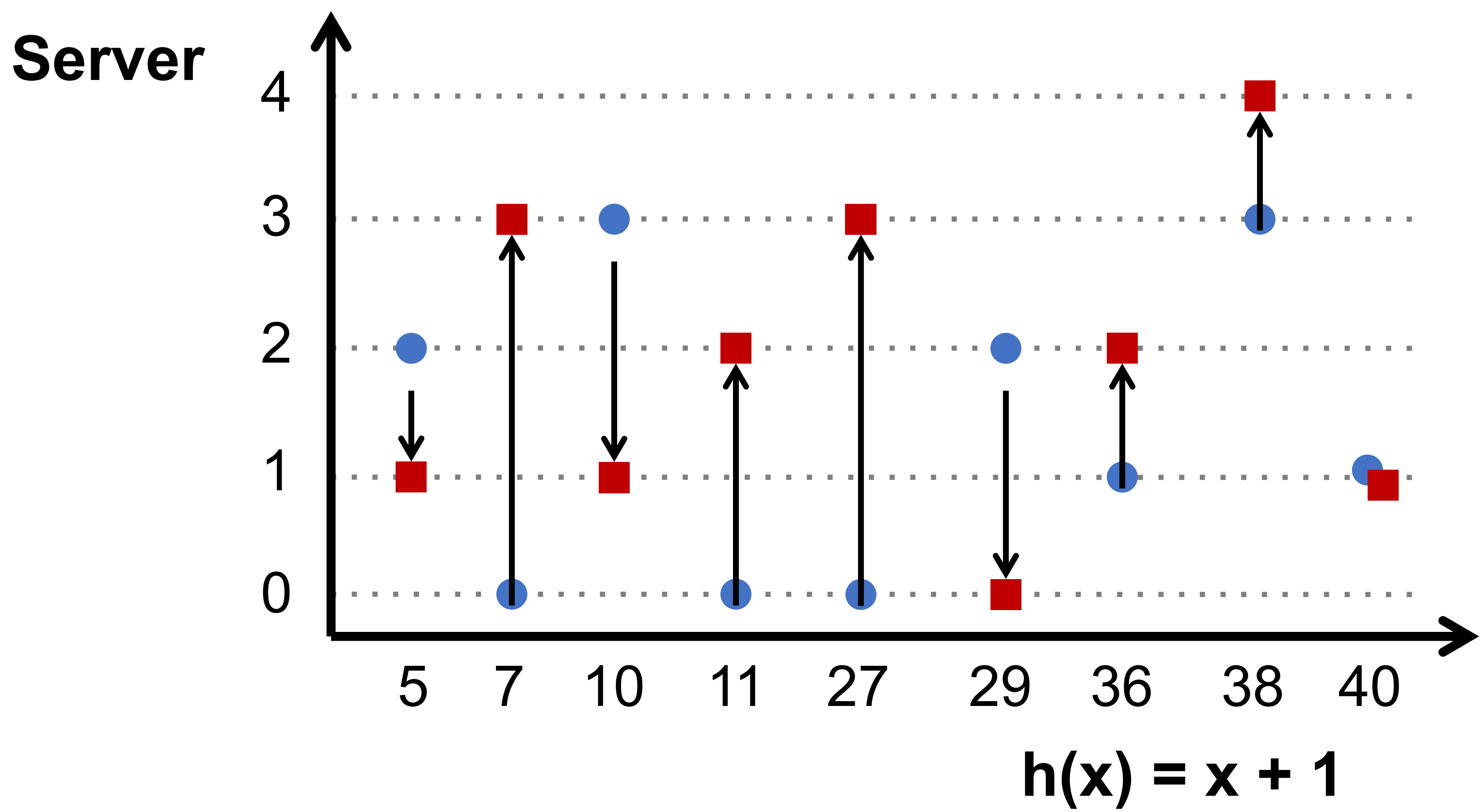

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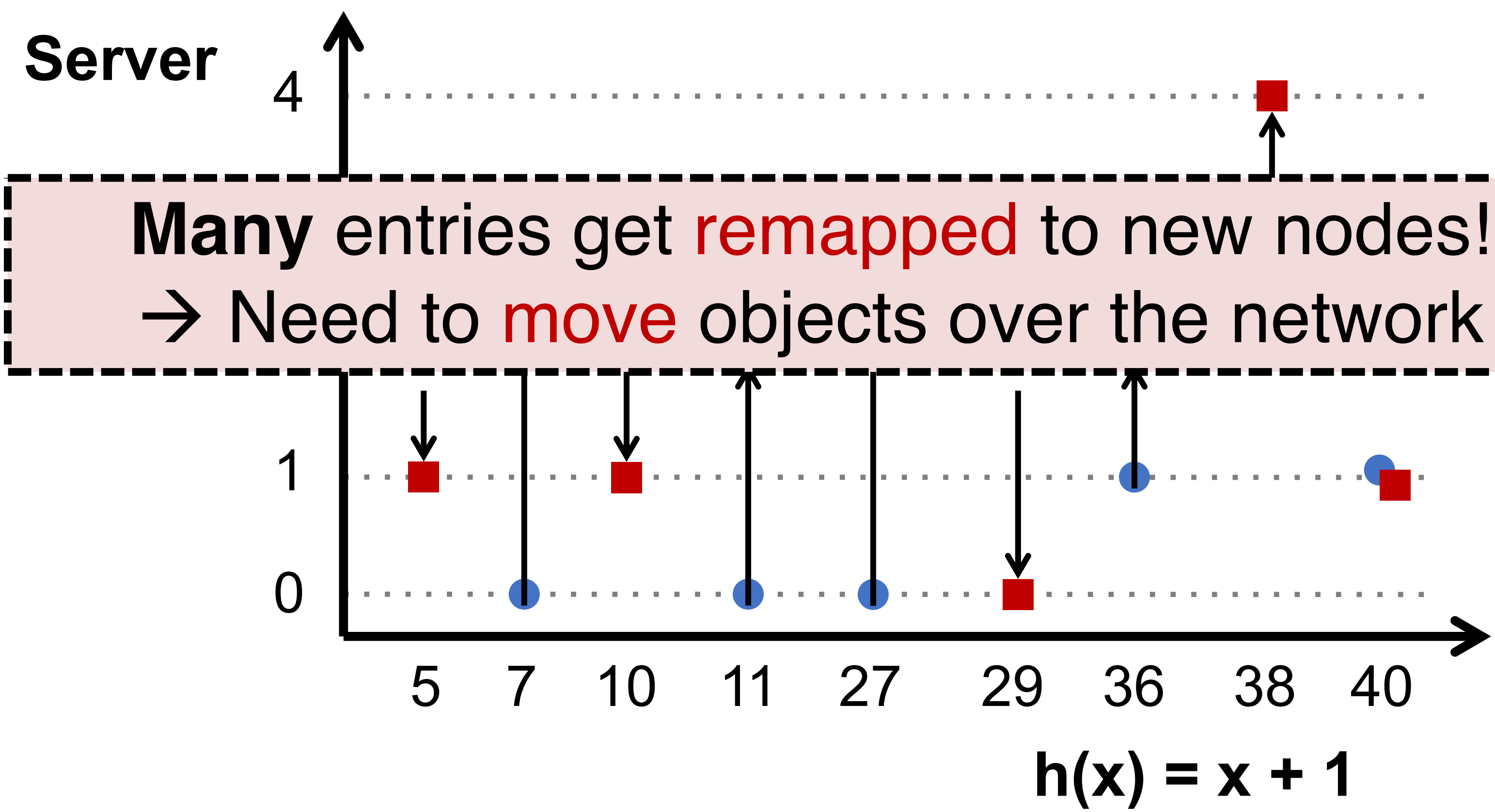
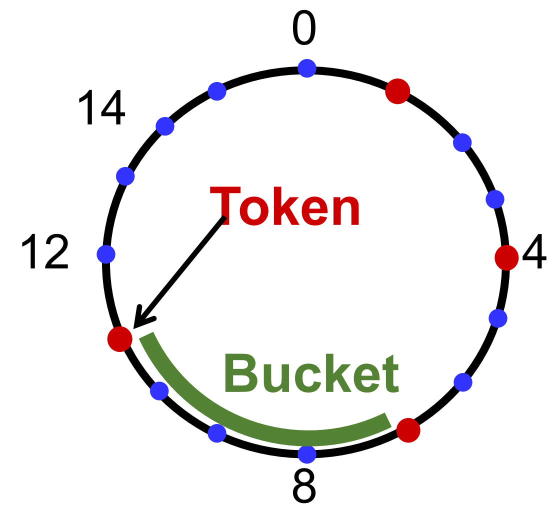



**Many** entries get remapped to new nodes!

→ Need to move objects over the network

# Consistent hashing

- Assign n *tokens* to random points on mod $2^k$ circle; hash key size = k
- Hash object to random circle position
- Put object to **closest clockwise** bucket
  - *successor* (key) → bucket



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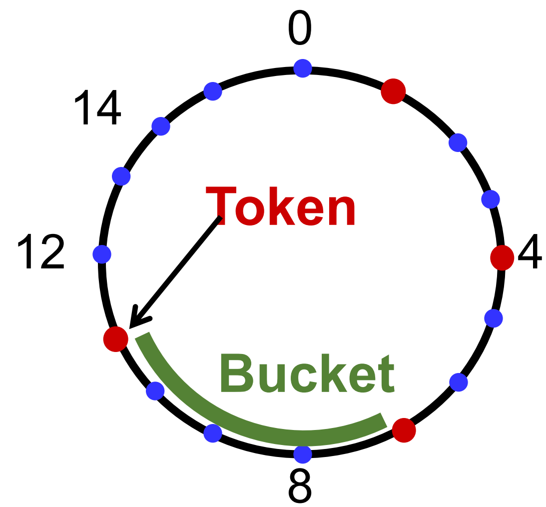
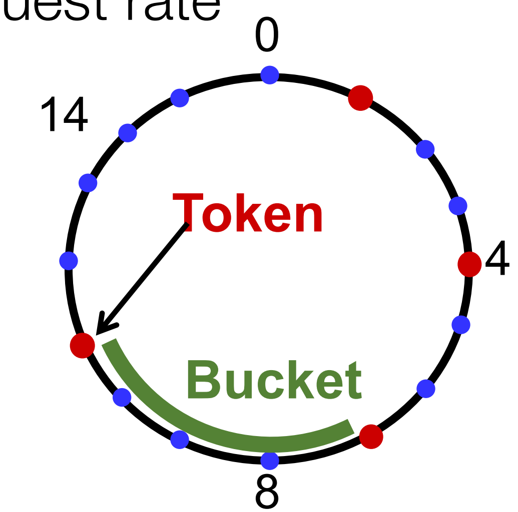



- **Desirable features:**
  - Balance: No bucket has "too many" objects; E(bucket size)=1/ $n^{th}$
  - Smoothness: Addition/removal of token minimizes object movements for other buckets

# Consistent hashing's load balancing problem

- Each node owns 1/n^th of the ID space in expectation
  - Hot keys → some buckets have higher request rate



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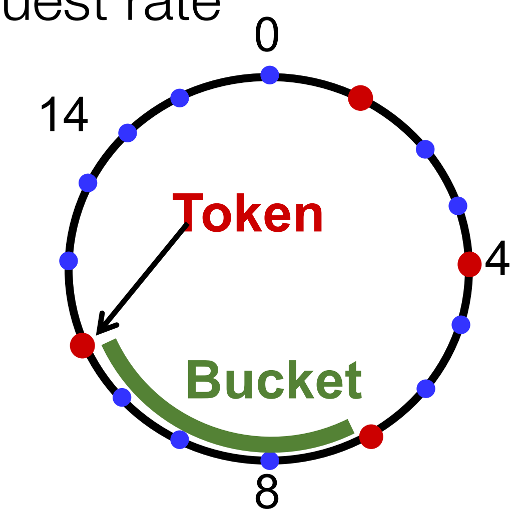


- If a node fails, its successor takes over bucket
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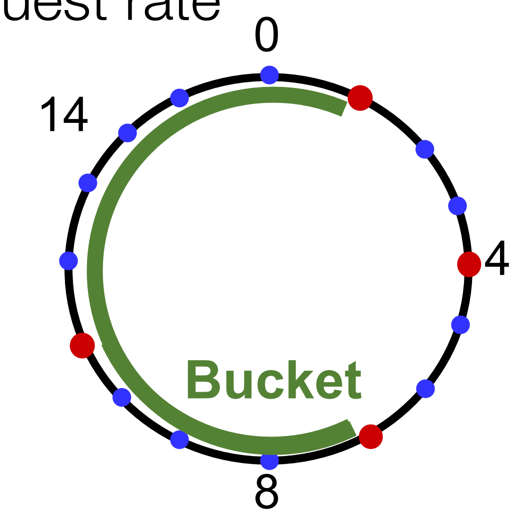


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# Virtual nodes

- **Idea:** Each physical node implements v *virtual* nodes
  - Each **physical node** maintains **v > 1 token ids**
    - Each token id corresponds to a virtual node
    - Each **physical node** can have a different v based on strength of node (heterogeneity)

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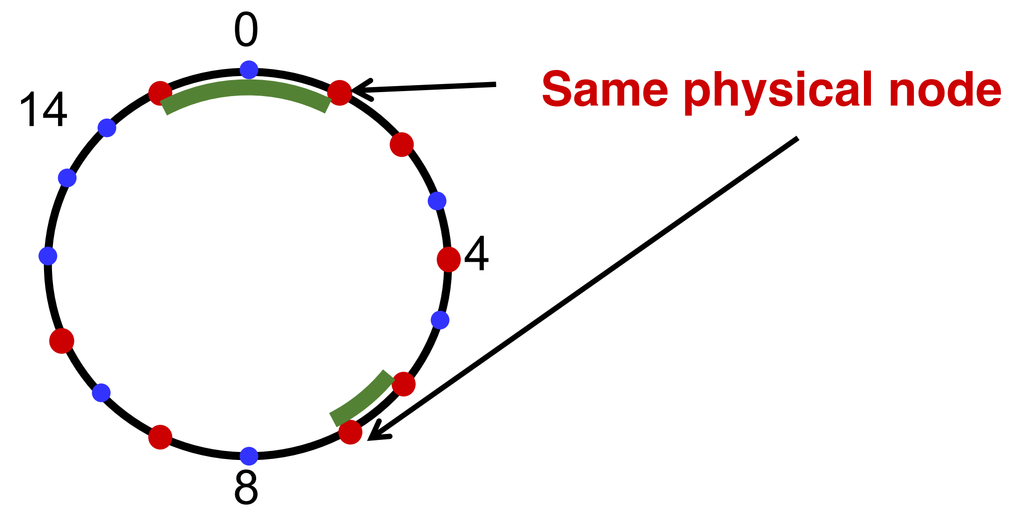
- Upon a physical node's failure, v virtual nodes fail
  - Their successors take over $1/(vn)^{th}$ more
    - Expected to be distributed across physical nodes

# Virtual nodes: Example

4 Physical Nodes

V=2



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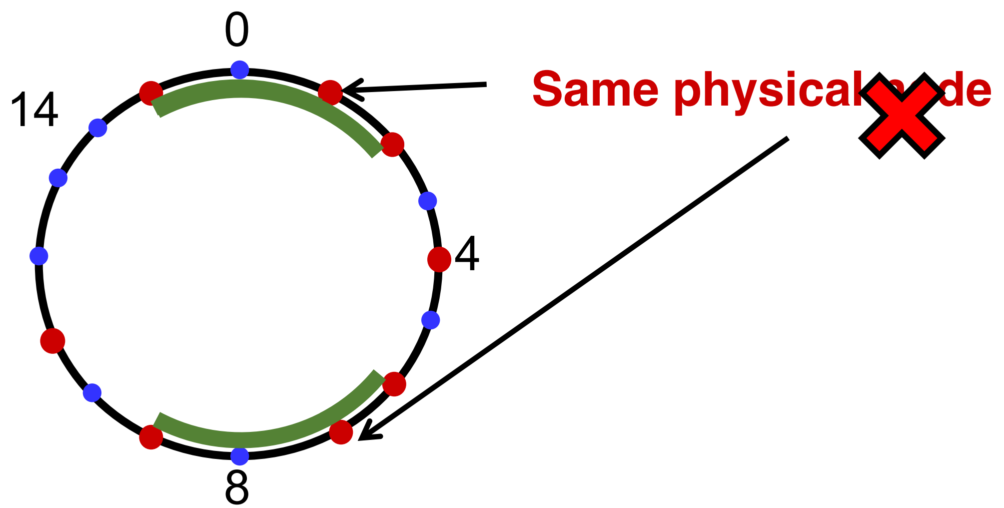


**Result: Better load balance** with larger v

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# Dynamo: The P2P context

- **Chord** and **DHash** intended for **wide-area P2P systems**
  - Individual nodes at Internet's edge, file sharing

- Central challenge: low-latency key lookup with high availability
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- Techniques:
  - **Consistent hashing** to map keys to nodes
  - **Vector clocks** for conflict resolution
  - **Gossip** for node membership
  - **Replication** at successors for availability under failure

# Amazon's workload (in 2007)

- Tens of thousands of servers in globally-distributed data centers

- Peak load: Tens of millions of customers

- Tiered service-oriented architecture
  - Stateless web page rendering servers, atop
  - Stateless aggregator servers, atop
  - Stateful data stores (e.g. Dynamo)
    - **`put()`, `get()`:** values "usually less than 1 MB"

# How does Amazon use Dynamo?

- Shopping cart
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- Product list
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Each instance contains **a few hundred** servers

# Dynamo requirements

- Highly available writes despite failures
  - Despite disks failing, network routes flapping, "data centers destroyed by tornadoes"
  - Always respond quickly, even during failures → replication
- Low request-response latency: focus on **99.9%** SLA
- Incrementally scalable as servers grow to workload
  - Adding "nodes" should be seamless
- Comprehensible conflict resolution
  - High availability in above sense implies conflicts

# Design questions

- How is data placed and replicated?
- How are requests routed and handled in a replicated system?
- How to cope with temporary and permanent node failures?

# Dynamo's system interface

- Basic interface is a key-value store
  - **`get(k)`** and **`put(k, v)`**
  - Keys and values opaque to Dynamo

- `get(key) → value, context`
  - Returns one value or multiple conflicting values
  - Context describes version(s) of value(s)

- `put(key, context, value) → "OK"`
  - Context indicates **which versions** this version supersedes or merges

# Dynamo's techniques

- Place replicated data on nodes with consistent hashing
- Maintain consistency of replicated data with vector clocks
  - Eventual consistency for replicated data: prioritize success and low latency of writes over reads
    - And availability over consistency (unlike DBs)
- Efficiently synchronize replicas using Merkle trees

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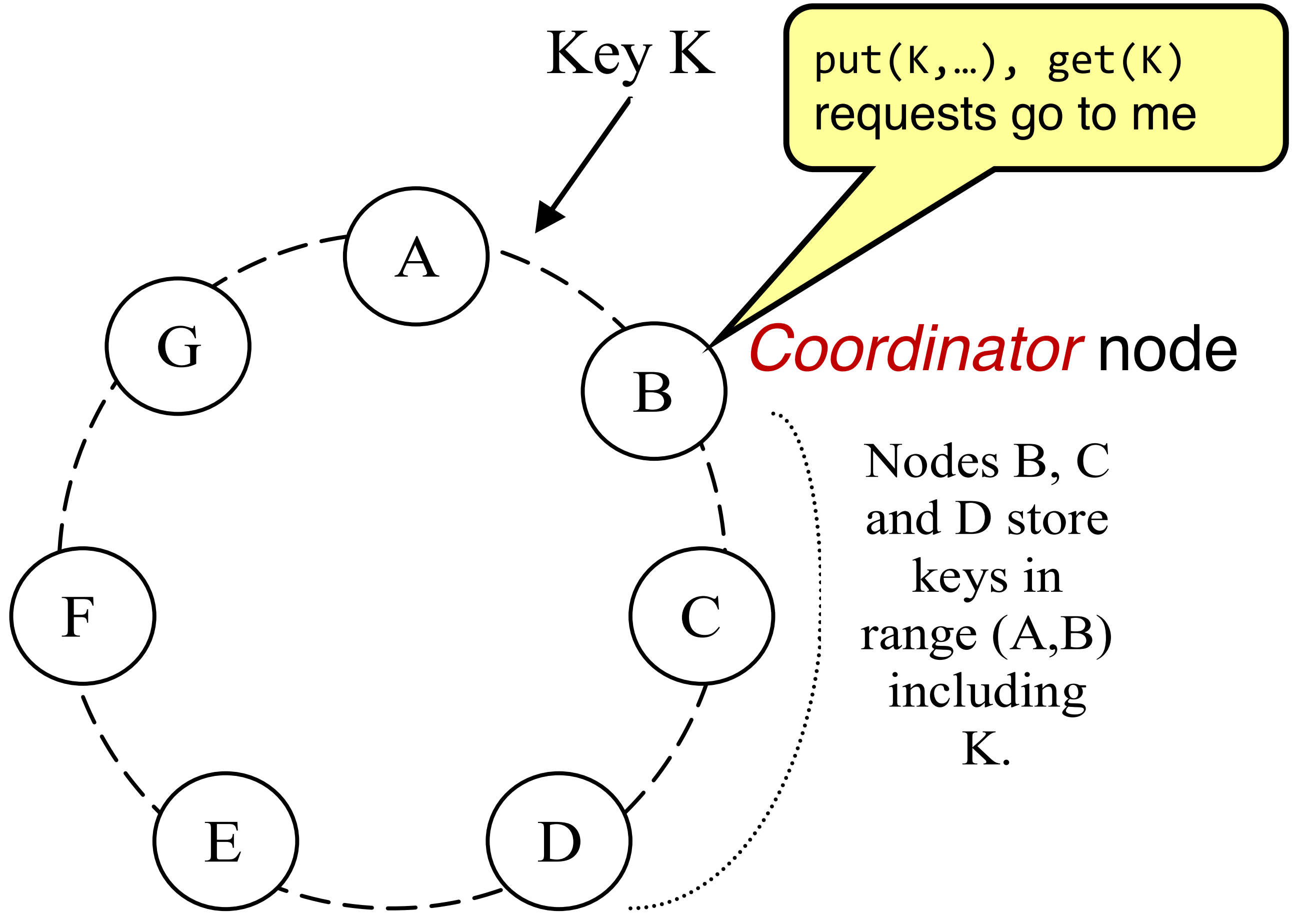
**Key tradeoffs:** Response time vs. consistency vs. durability

# Data placement




Each data item is replicated at *N* virtual nodes (e.g., *N* = 3)

# Data replication

- Much like in Chord: a key-value pair → key's *N* successors (*preference list*)
  - **Coordinator receives a put** for some key
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- For robustness, the preference list **skips tokens** to ensure distinct physical nodes

# Gossip and lookup

- Gossip: Once per second, each node contacts a randomly chosen other node
  - They exchange their lists of known nodes (including virtual node IDs)
- Assumes all nodes will come back eventually, doesn't repartition
- Each node learns which others handle all key ranges

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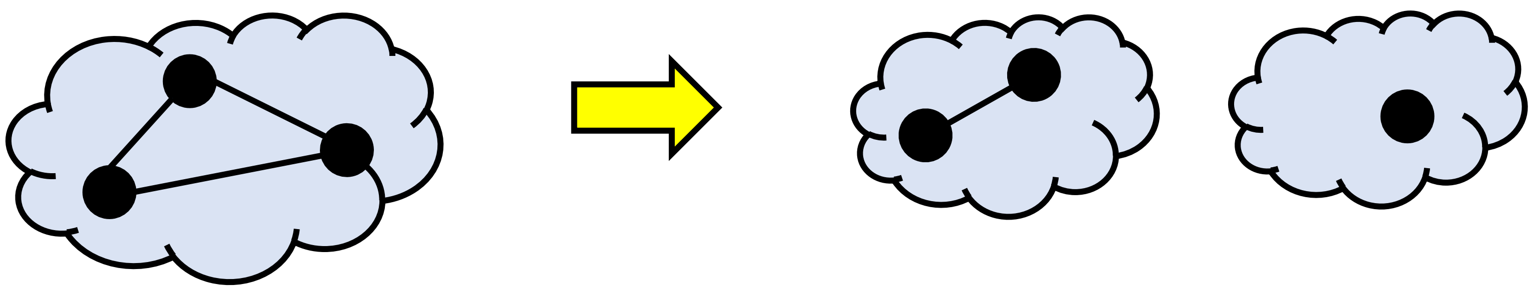
  - Result: All nodes can send directly to any key's coordinator ("zero-hop DHT")
    - Reduces variability in response times

# Partitions force a choice between availability and consistency

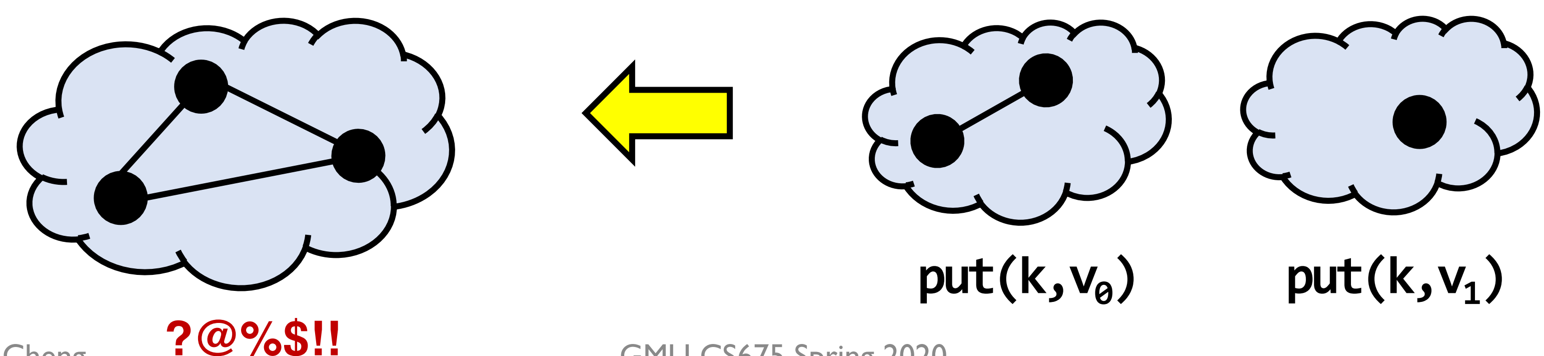
- Suppose three replicas are partitioned into two and one



- If one replica fixed as master, no client in other partition can write
- Traditional distributed databases emphasize consistency over availability when there are partitions

# Alternative: Eventual consistency

- Dynamo emphasizes availability over consistency when there are partitions
- Tell client write complete when only some replicas have stored it
- Propagate to other replicas in background
- Allows writes in both partitions…but risks:
  - Returning stale data
  - Write conflicts when partition heals:



# Mechanism: Sloppy quorums

- If no failure, reap consistency benefits of single master
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- BUT to speed up `get()` and `put()`:
  - Coordinator returns "`success`" for `put` when W < N replicas have completed **write**
  - Coordinator returns "`success`" for `get` when R < N replicas have completed **read**

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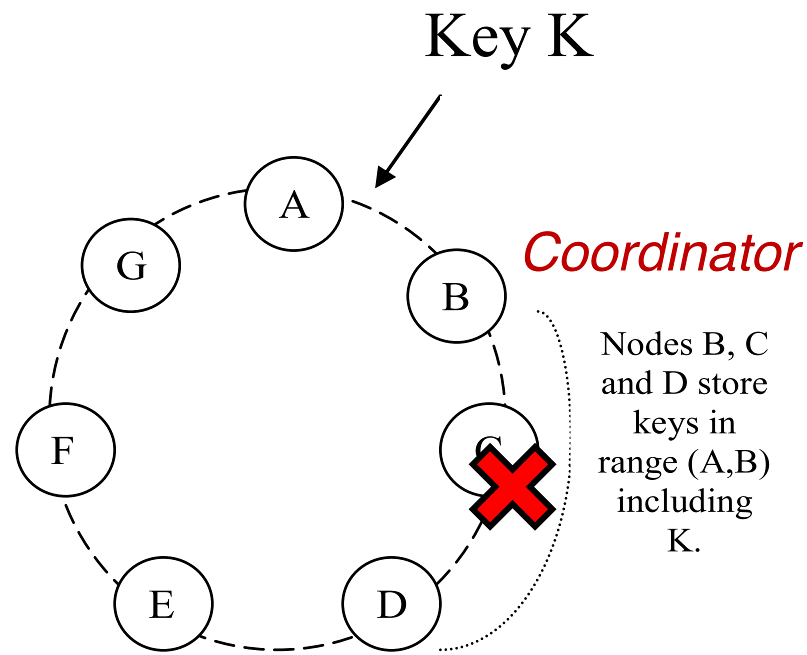
- Hinted handoff: Coordinator **tries further nodes** in preference list (**beyond first *N***) if necessary
  - Indicates the **intended replica node** to recipient
  - **Recipient** will periodically try to forward to the **intended replica node**

# Hinted handoff: Example

- Suppose C fails
  - Node E is in preference list
    - Needs to receive replica of the data
  - Hinted Handoff: replica at E points to node C; E periodically forwards to C



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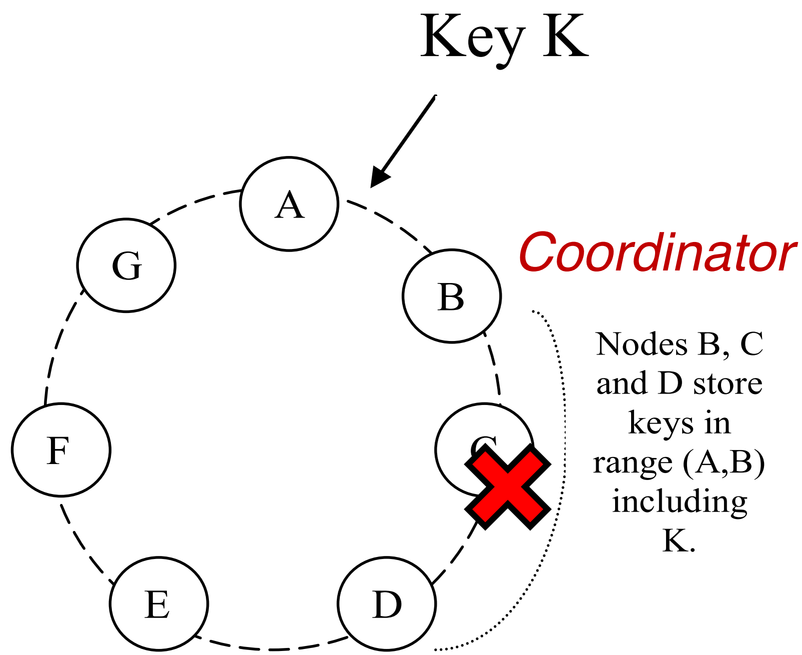


- When C comes back
  - E forwards the replicated data back to **C**

# Wide-area replication

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- Blocking on writes to a remote data center would incur unacceptably high latency
  - **Compromise:** $W < N$, eventual consistency
  - Better **durability**, **latency** but worse **consistency**

# Sloppy quorums and `get()`s

- Suppose coordinator **doesn't receive *R* replies** when processing a `get()`
  - Penultimate ¶,§4.5: "*R* is the min. number of nodes that must participate in a successful read operation."
    - Sounds like these `get()`s fail

- Why not return whatever data was found, though?
  - As we will see, consistency not guaranteed anyway…

# Sloppy quorums and freshness

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  - Write and read quorums must overlap!

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  - With these values, do sloppy quorums guarantee a `get()` sees all prior `put()`s?

- With node failures, no:
  - Two nodes in preference list go down
    - `put()` replicated outside preference list; Hinted handoff nodes have data
  - Two nodes in preference list come back up
    - `get()` occurs before they receive prior `put()`

# Conflicts

- Suppose N = 3, W = R = 2, nodes are named A, B, C
  - 1st `put(k, …)` completes on A and B
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- Conflicting results from A and C
  - Each has seen a different put(k, …)
- Dynamo returns both results; what does client do now?

# Version vectors (vector clocks)

- *Version vectors:* List of (**coordinator node, counter**) pairs
  - *e.g.*, [(A, 1), (B, 3), …]

- Dynamo stores a version vector with **each stored** key-value **pair**

- Tracks causal relationship between different versions of data stored under the same key **k**

# Version vectors (VV) in Dynamo

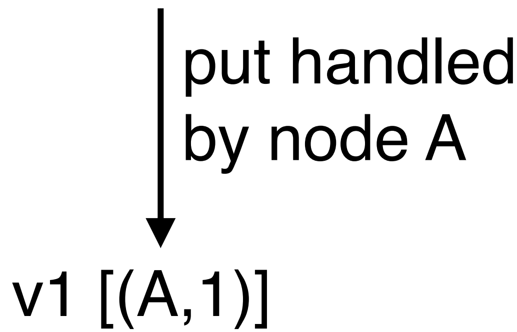
- **Rule:** If vector clock comparison of v1 < v2, then the first is an ancestor of the second – Dynamo can forget v1

- Each time a `put()` occurs, Dynamo increments the counter in the V.V. for the coordinator node

- Each time a `get()` occurs, Dynamo returns the V.V. for the value(s) returned (in the "context")

  - Then users must supply that context to `put()`s that modify the same key

# Version vectors (auto-resolving case)



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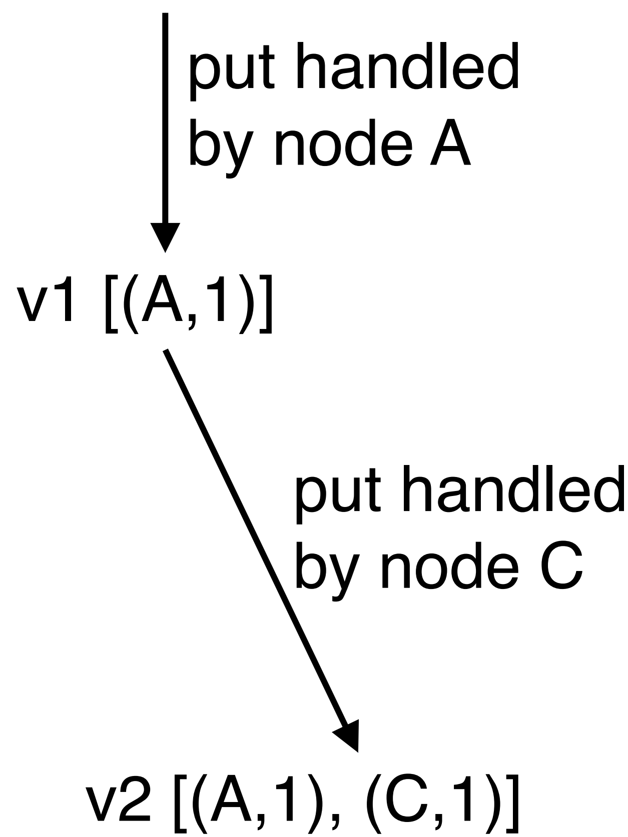

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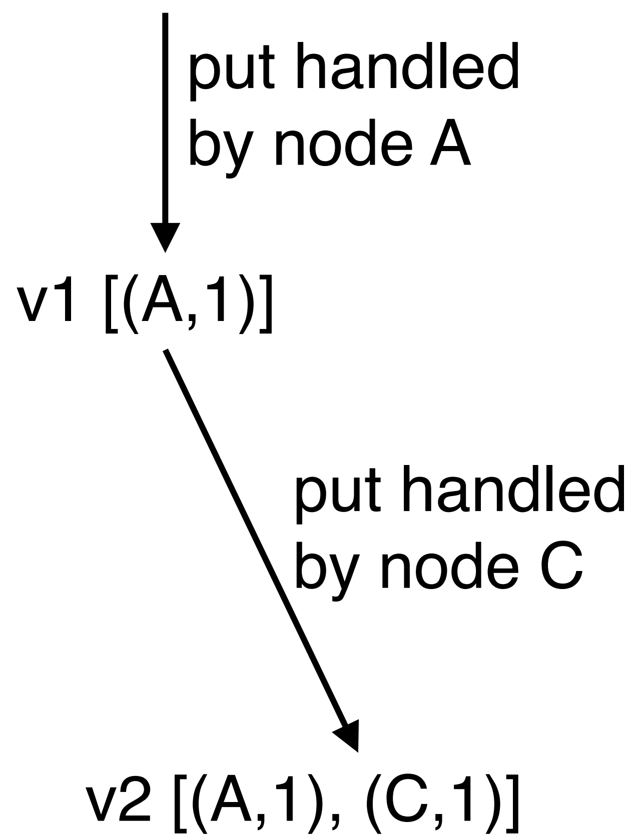
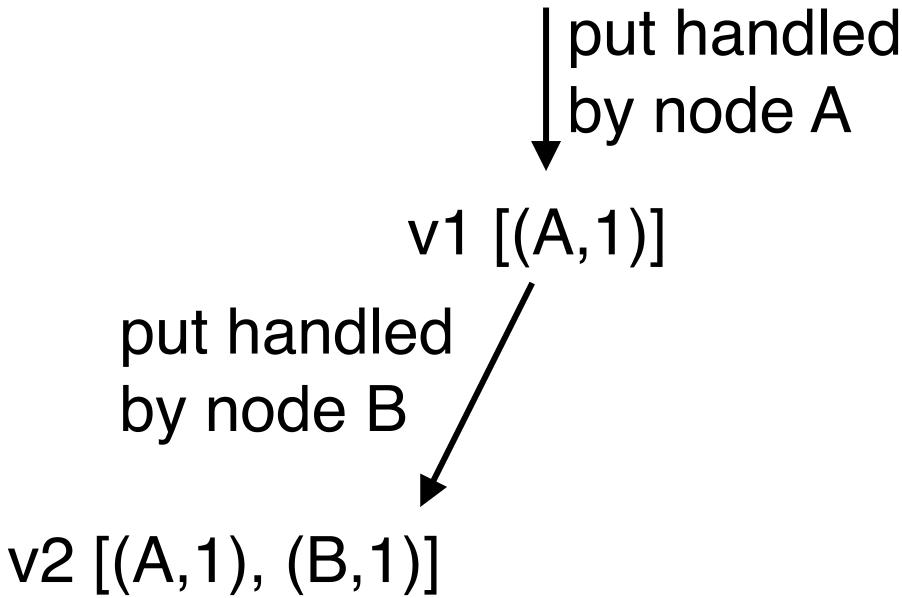



v2 > v1, so Dynamo nodes automatically drop v1, for v2

# Version vectors (app-resolving case)



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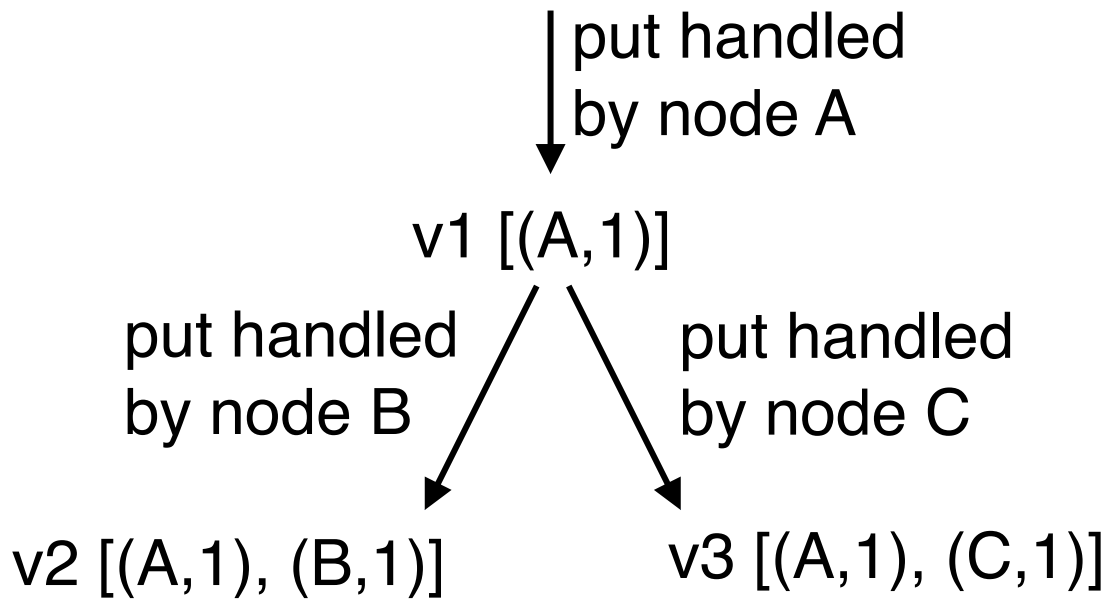

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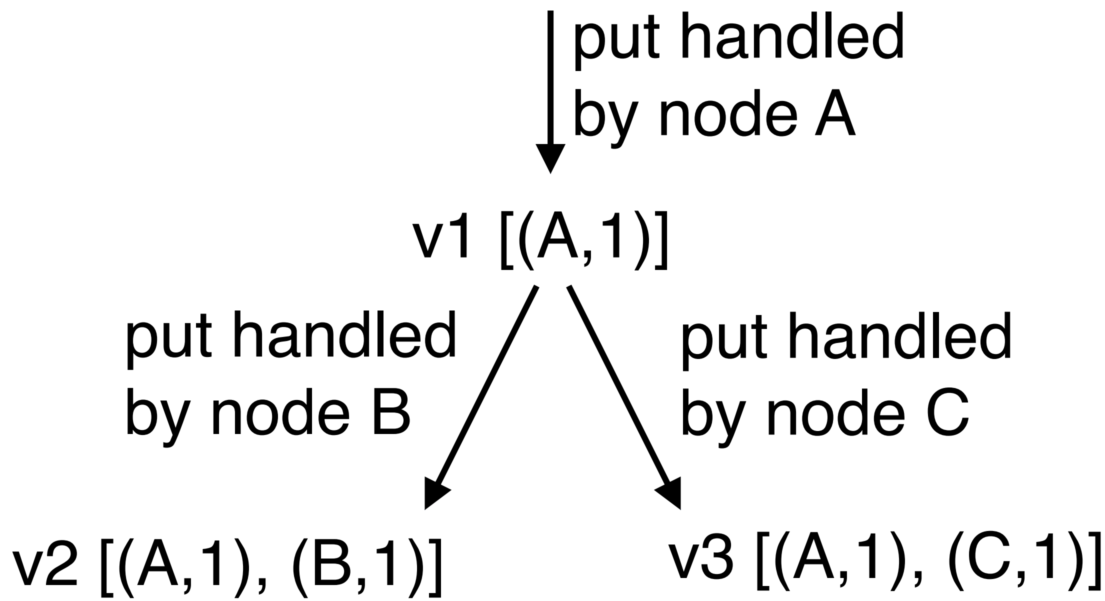


v2 || v3, so a client must perform semantic reconciliation

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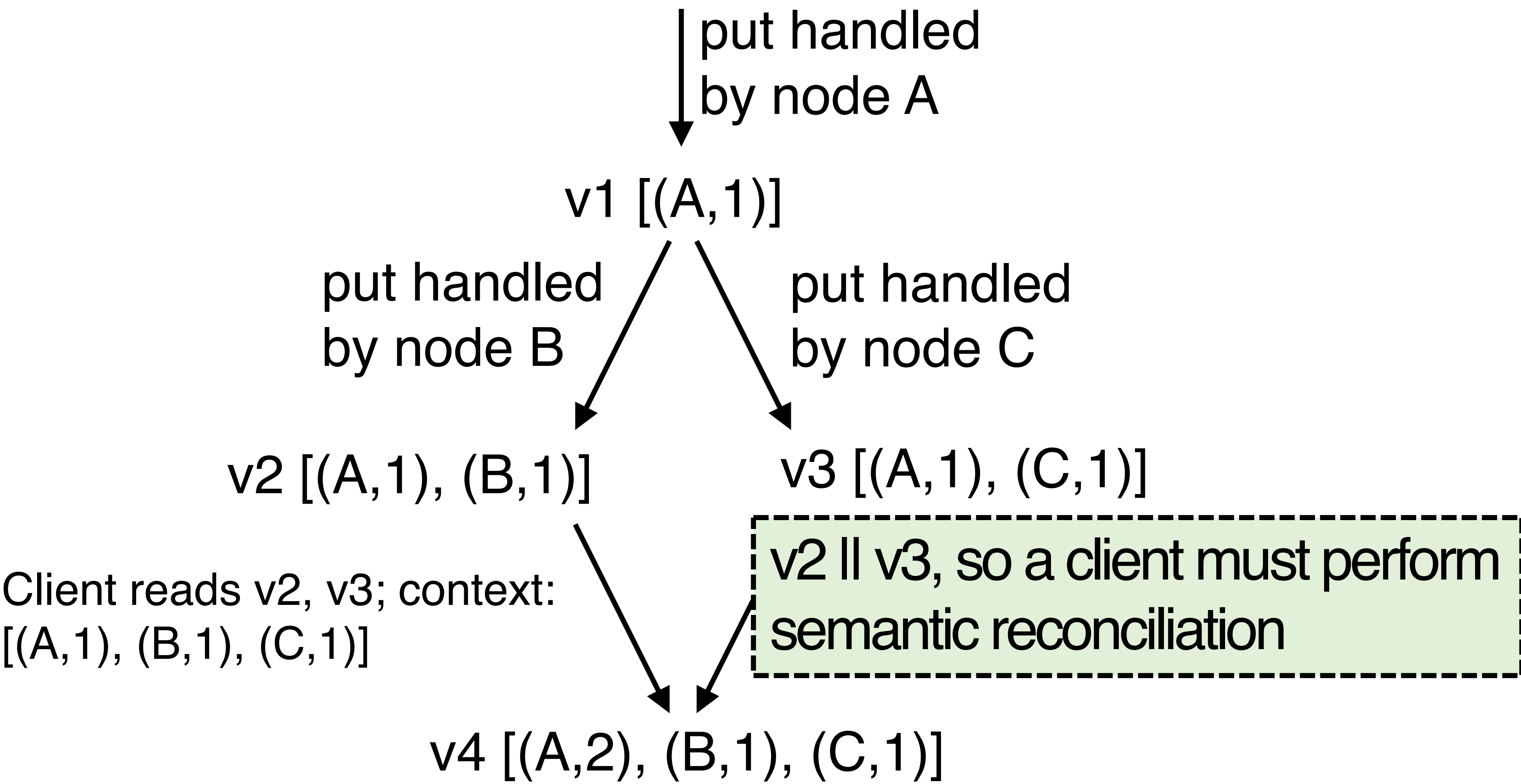

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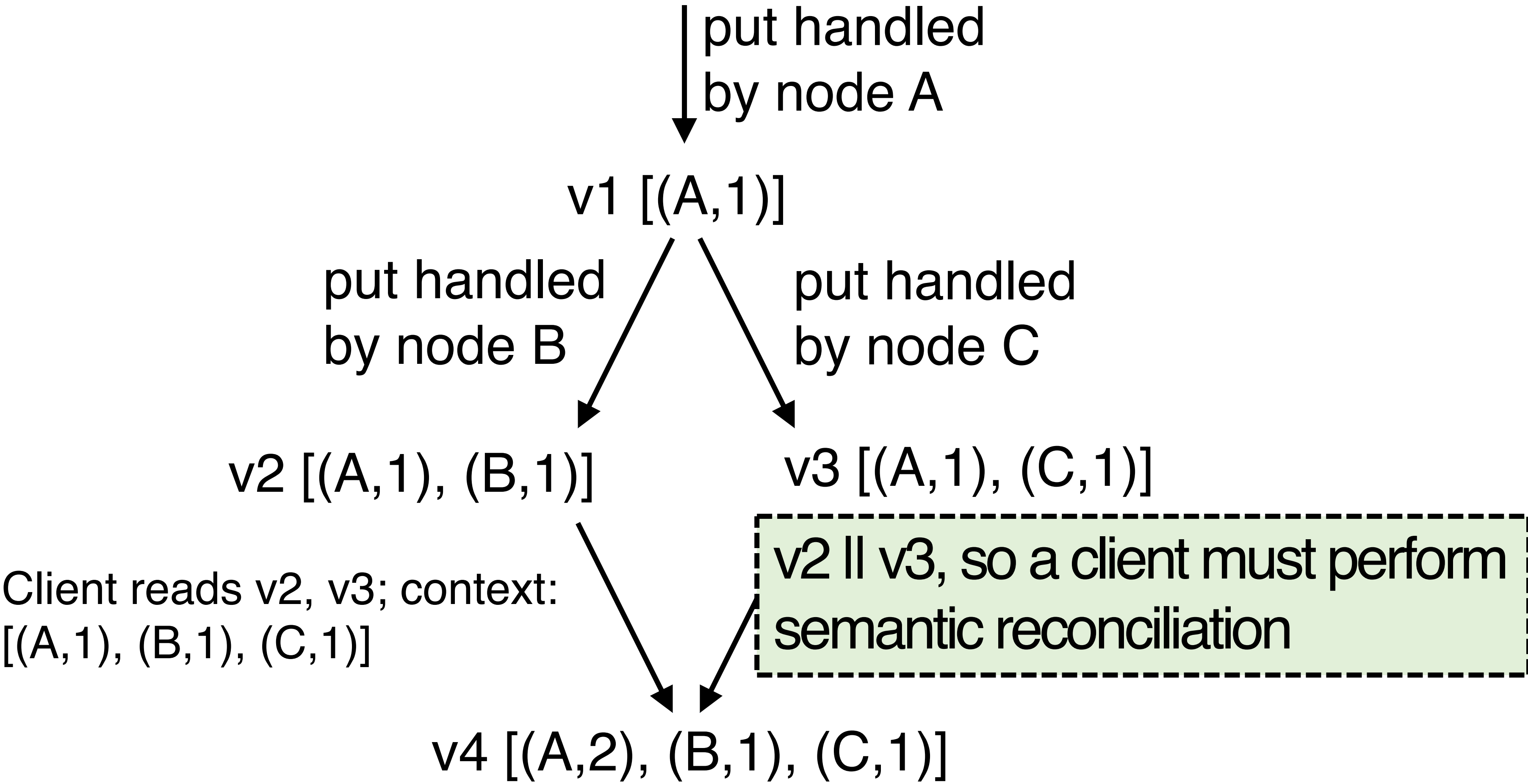


Client reconciles v2 and v3; node A handles the put

# Trimming version vectors

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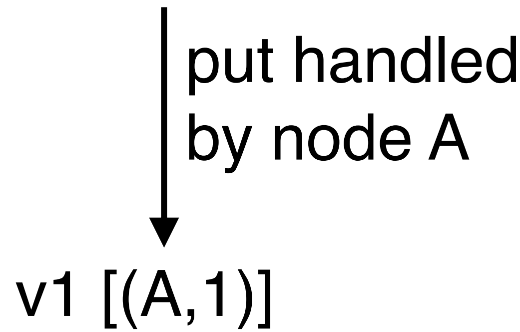
- Dynamo also uses a clock truncation scheme
  - Stores time of modification with each V.V. entry
  - When V.V. > 10 nodes long, V.V. drops the timestamp of the node that least recently processed that key

# Impact of deleting a VV entry



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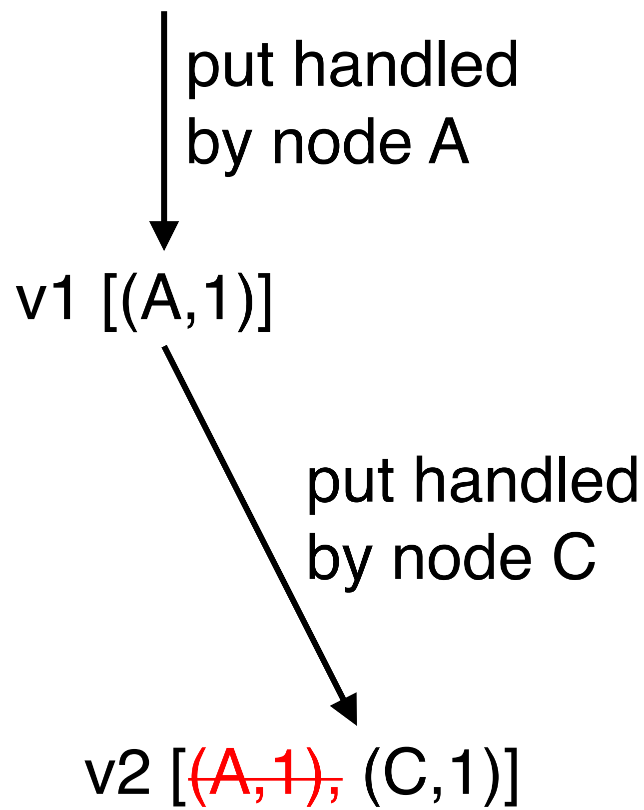

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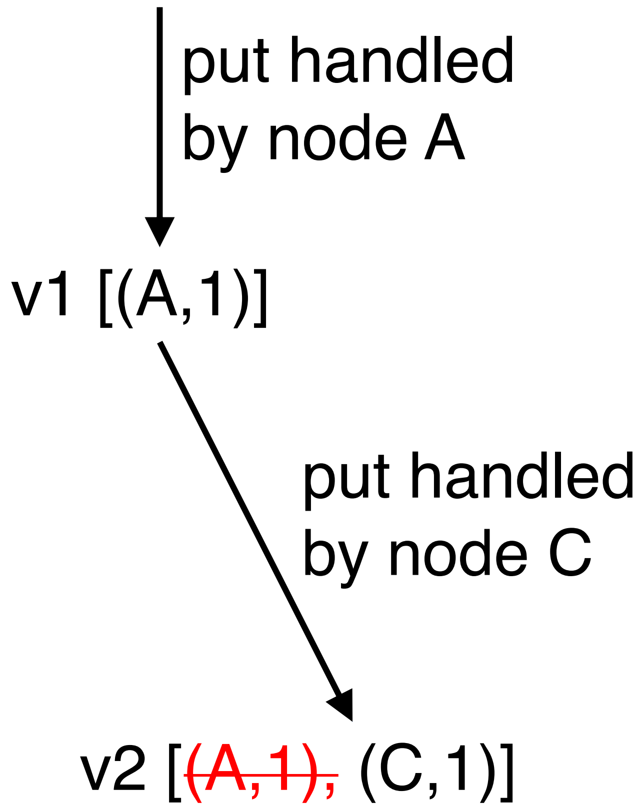


v2 || v1, so looks like application resolution is required

# Concurrent writes

- What if two clients concurrently write w/o failure?
  - *e.g.* add **different items** to same cart at **same time**
  - Each does `get-modify-put`
  - They both see the same initial version
    - And they both send `put()` to same coordinator

- Will coordinator create two versions with conflicting VVs?

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- Will coordinator create two versions with conflicting VVs?
  - We want that outcome, otherwise one was thrown away
  - Paper doesn't say, but coordinator could detect problem via `put()` context

# Removing threats to durability

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How to compare and copy replica state quickly and efficiently?

# Efficient synchronization with Merkle trees

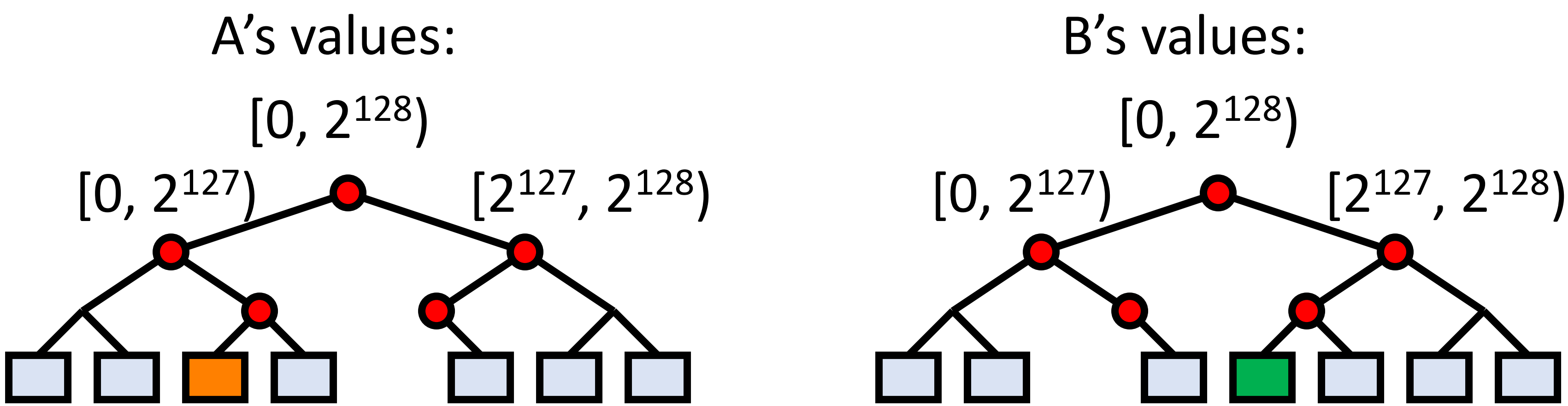
- Merkle trees **hierarchically summarize** the key-value pairs a node holds

- One Merkle tree for each **virtual node key range**
  - **Leaf node** = hash of one key's value
  - **Internal node** = hash of concatenation of children

- **Compare roots;** if match, values match
  - If they don't match, compare **children**
    - **Iterate** this process down the tree

# Merkle tree reconciliation

- B is missing orange key; A is missing green one
- Exchange and compare hash nodes from root downwards, pruning when hashes match




Finds differing keys quickly and with minimum information exchange

# How useful is it to vary N, R, W?

| N | R | W | Behavior |
|---|---|---|---|
| **3** | **2** | **2** | **Parameters from paper:**<br>**Good durability, good R/W latency** |
| 3 | 3 | 1 | Slow reads, **weak durability,** **fast writes** |
| 3 | 1 | 3 | **Slow writes,** strong durability, fast reads |
| 3 | 3 | 3 | More likely that **reads see all prior writes**? |
| 3 | 1 | 1 | Read quorum **doesn't overlap** write quorum |

# Dynamo: Take-aways

- Consistent hashing broadly useful for replication—not only in P2P systems
- Extreme emphasis on availability and low latency, unusually, at the **cost of some inconsistency**
- Eventual consistency lets writes and reads return quickly, even when partitions and failures
- **Version vectors** allow some conflicts to be resolved automatically; others left to application

# Today's outline

1. Techniques for partitioning data
    - Metrics for success

2. Case studies
    - Amazon Dynamo key-value store
    - Scaling Memcache at Facebook