

# A Database Armada



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# Data explosion

- World Wide Web
- Digital Libraries
- SkyServer
- ✓ Computation and storage exhaustive

# Current line of defence

- Huge monolithic clusters
- GRIDs
- P2P overlay networks

# Why it isn't sufficient

- Need for autonomous servers  
(co-operation)
- Need for divergent query answering  
(when is it done?)
- ✓ Current solutions don't cover both

# The idea of Armada

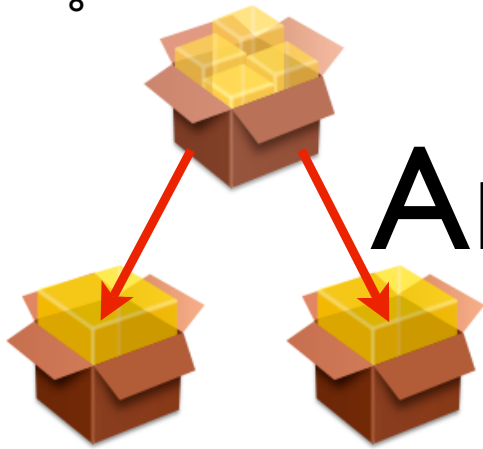
- Don't use a central server
- Track lineage information to give directions
- ✓ We call it *Armada*



- A reference model for an evolving database system
- Transparent distribution in SQL

# Meta data

- Distribute all to all
- Keep it central
- ✓ Armada is somewhere in the middle



# Armada: chunking

- Chunking is the process of fragmenting a box with data
- The *chunk operation* takes one box, and produces new ones

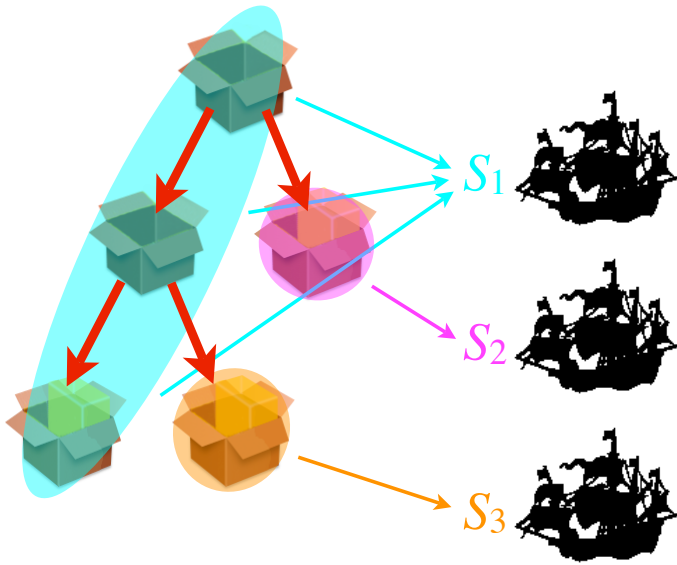
$$T_o = \cdot [\%, S_1]:B_o ; \left\{ \begin{array}{l} [f, S_1]:B_1 \\ [f', S_2]:B_2 \end{array} \right.$$

$$T_1 = [\%, S_1]:B_o \cdot [f, S_1]:B_1 ;$$

$$T_2 = [\%, S_1]:B_o \cdot [f', S_2]:B_2 ;$$



# Armada: evolving



- Chunking upon need
- New sites can host boxes to help out
- Old (empty) boxes stay around for routing

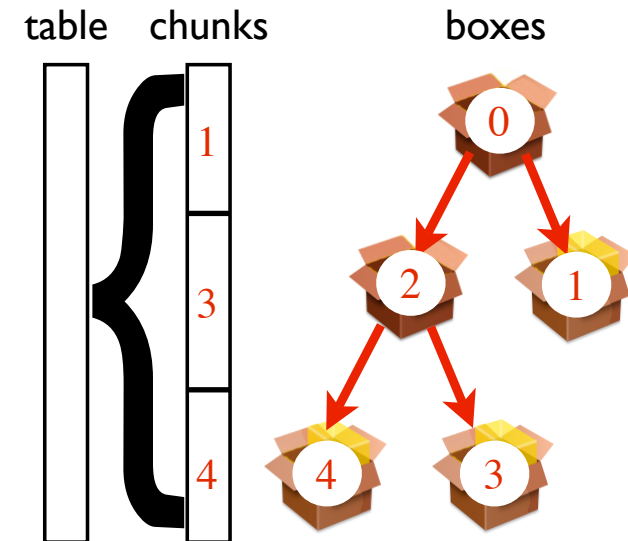
Boxes keep meta-data about their predecessor and successors. This allows to redirect an arbitrary client with an arbitrary query in the right direction.

# Armada properties

- Sites or ships, are considered autonomous
- No full replication, no full meta-data replication, no central server
- ✓ Meta-data (= lineage) distribution

# Armada in a database

- Active boxes hold data
- All chunks together form a full table
- Take the *union* of all chunks



# SQL

- Each Armada starts at a single site, as a single table:

```
CREATE TABLE treasures (  
    bag      int,  
    coins   bigint,  
    origin  varchar(64),  
    CONSTRAINT t_b_pkey PRIMARY KEY (bag)  
);
```

# Chunking

- Creation of two new tables, representing the boxes
- Inclusion of a check for the chunk function

```
CREATE TABLE treasures_Bx (  
    bag      int,  
    coins   bigint,  
    origin  varchar(64),  
    CONSTRAINT Bx_b_pkey PRIMARY KEY (bag),  
    CONSTRAINT Bx_b_check CHECK (treasures_F1(bag))  
);
```

# Moving

- “move” the data from the old to the new tables

```
INSERT INTO treasures_Bx
  SELECT bag, coins, origin
  FROM treasures
  WHERE treasures_F1(bag);

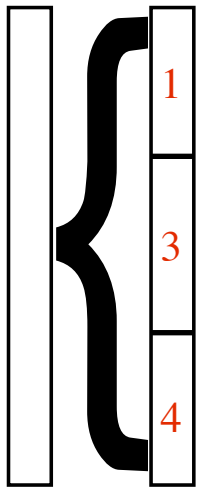
DROP TABLE treasures;
```

# Recording lineage

- Encode the lineage information into SQL views

```
CREATE VIEW treasures AS  
  SELECT bag, coins, origin  
    FROM (
```

table chunks



```
      SELECT bag, coins, origin  
        FROM treasures_B1  
    UNION  
      SELECT bag, coins, origin  
        FROM treasures_B2  
  ) AS treasures;
```

# Getting answers

- Clients not aware of Armada
- “Just a query” on the original table
- Execution through views

```
SELECT *
FROM treasures;

SELECT *
FROM (
    SELECT bag, coins, origin
    FROM treasures_B1
    UNION
    SELECT bag, coins, origin
    FROM treasures_B2
) AS treasures;
```



# Client particulars

- Centre of each operation
- Communication flow between client and servers
- No “chaining” or “recursion” at the server side
- Servers don’t play a client role

# Execution revisited

- Servers won't "execute" the views
- Clients get "query plan" instead
- Query plan consists of sub queries and their relations

# Query plans

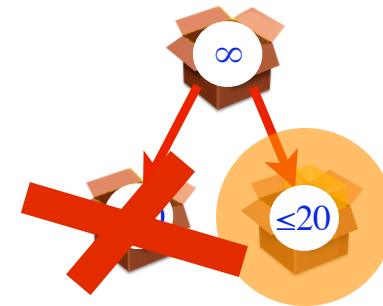
- Look like the views
- Contain sub queries
- Explain how the sub queries must be glued together

# Total execution

- Client executes all sub queries from plan
- Client glues together (trivial with UNIONS)
- All boxes are consulted :(

# Chunk functions help

- Query selection predicate
- Chunk function coverage



```

SELECT *
  FROM (
    SELECT bag, coins, origin
      FROM treasures_B1
    UNION
    SELECT bag, coins, origin
      FROM treasures_B2
  ) AS treasures
 WHERE bag < 12;

```

```

SELECT *
  FROM treasures
 WHERE bag < 12;

```

# Armada is

- Lineage based de-centralised system
- Autonomous servers
- Client centric

# Questions?

