CSE 544 Principles of Database Management Systems

Alvin Cheung Fall 2015

Lecture 15 – In-memory transactions (H-Store)

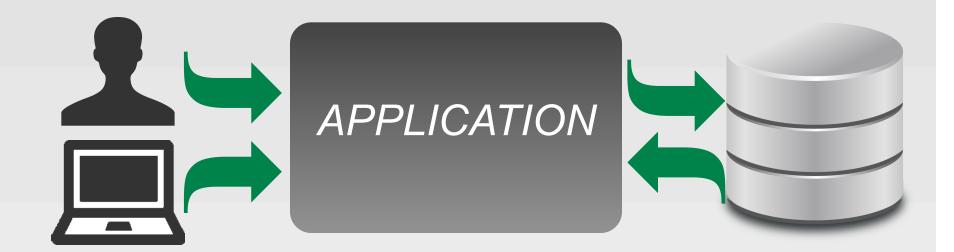
Slides from Andy Pavlo @ CMU

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References

- The end of an Architectural Era: (It's Time for a Complete Rewrite), M. Stonebraker et. al.
 VLDB '07
- Online documentation: H-Store & VoltDB

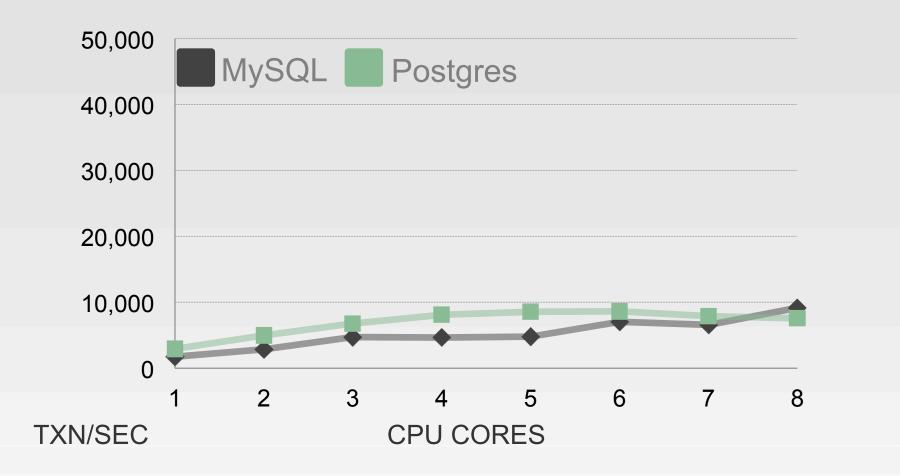
VOTER BENCHMARK Japanese "American Idol"



TRANSACTION

- 1. Check whether user has already voted.
- 2. Insert new vote entry.
- 3. Update vote count for contestant.

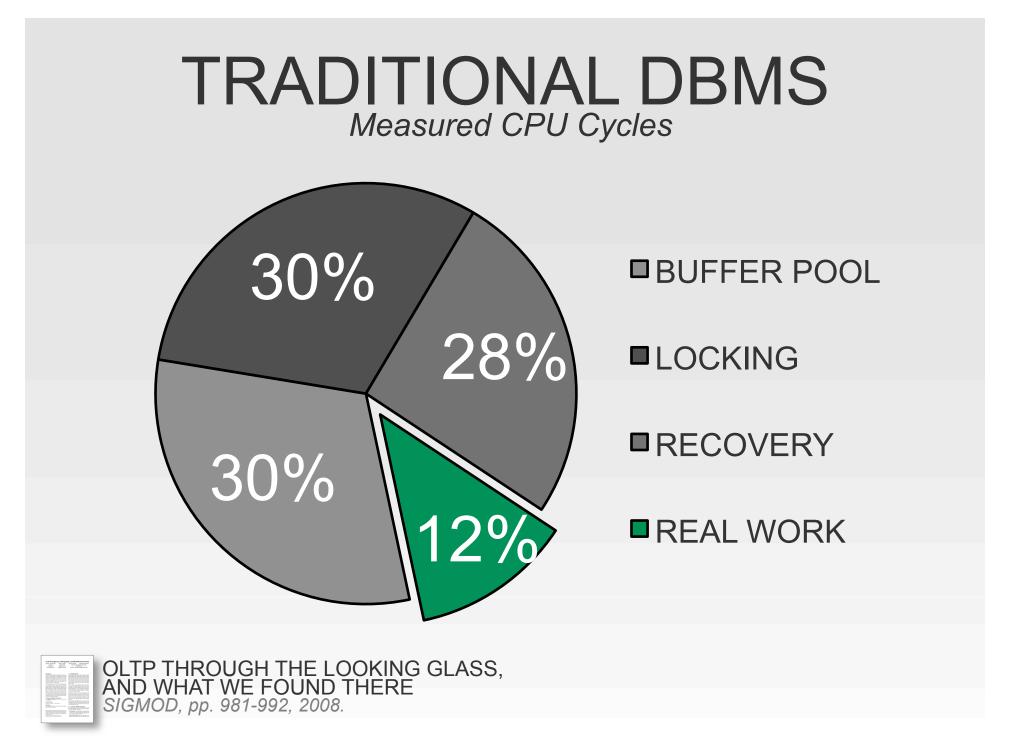
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Argument from VLDB'07 paper

- Popular DBMSs based on designs from 70's
- But computer architectures are changing
- And applications have new requirements
- Past 40 years have seen extensions to DBMS design but no major re-design

Discuss requirements from Section 2





CAN YOU SCALE **UPWITHOUT** GIVING UP **TRANSACTIONS?**









Fast

Repetitive

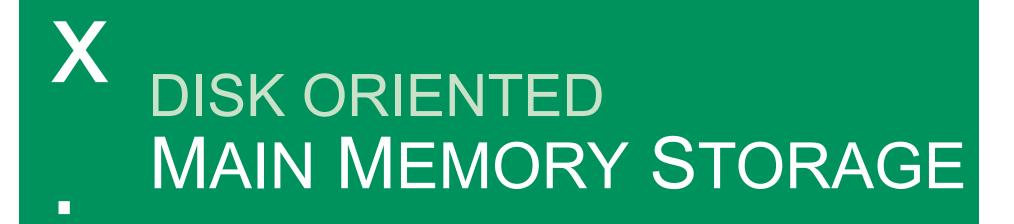
Small

Optimization **USE A LIGHTWEIGHT** SYSTEM DESIGNED FOR OLTP TRANSACTIONS.



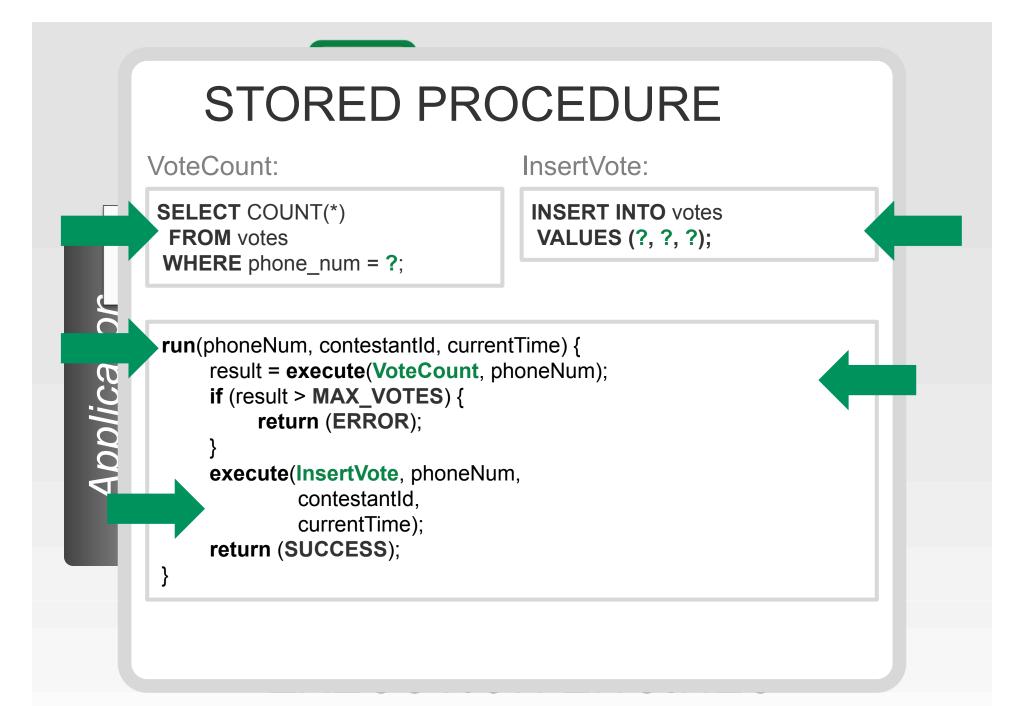
H-STORE: A HIGH-PERFORMANCE, DISTRIBUTED MAIN MEMORY TRANSACTION PROCESSING SYSTEM Proc. VLDB Endow., vol. 1, iss. 2, pp. 1496-1499, 2008.

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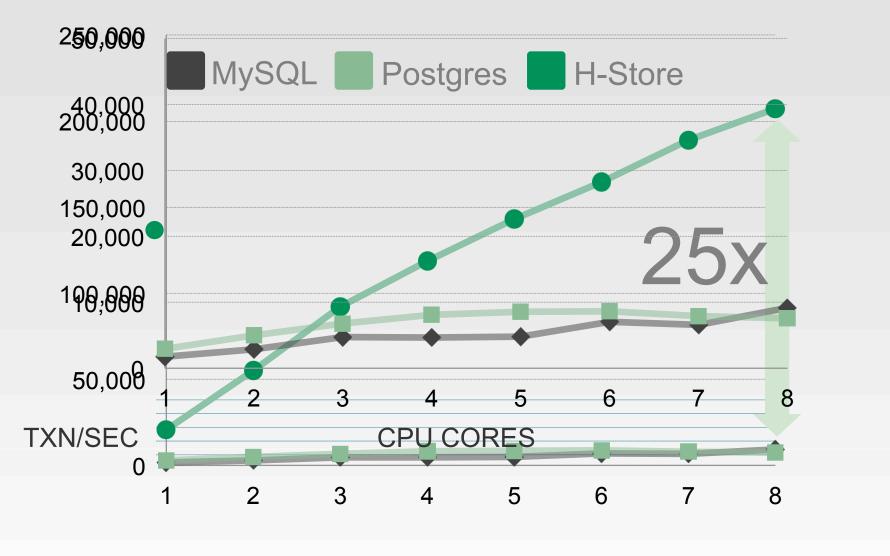


CONCURRENT EXECUTION SERIAL EXECUTION

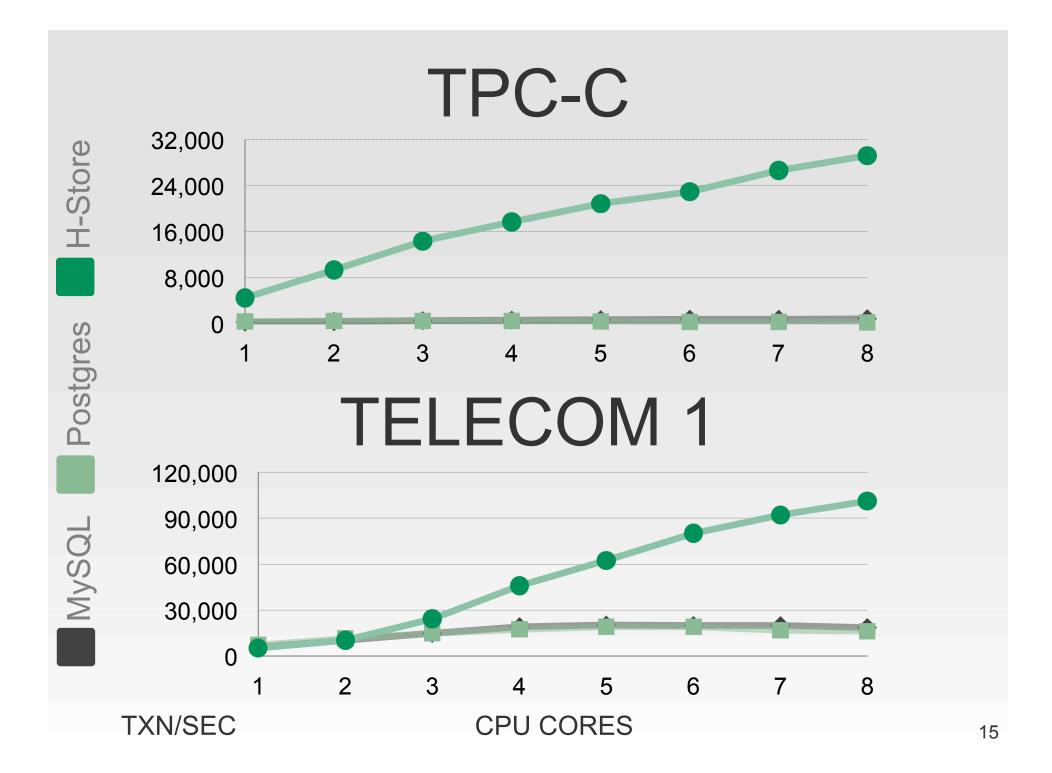
HEAVYWEIGHT RECOVERY COMPACT LOGGING

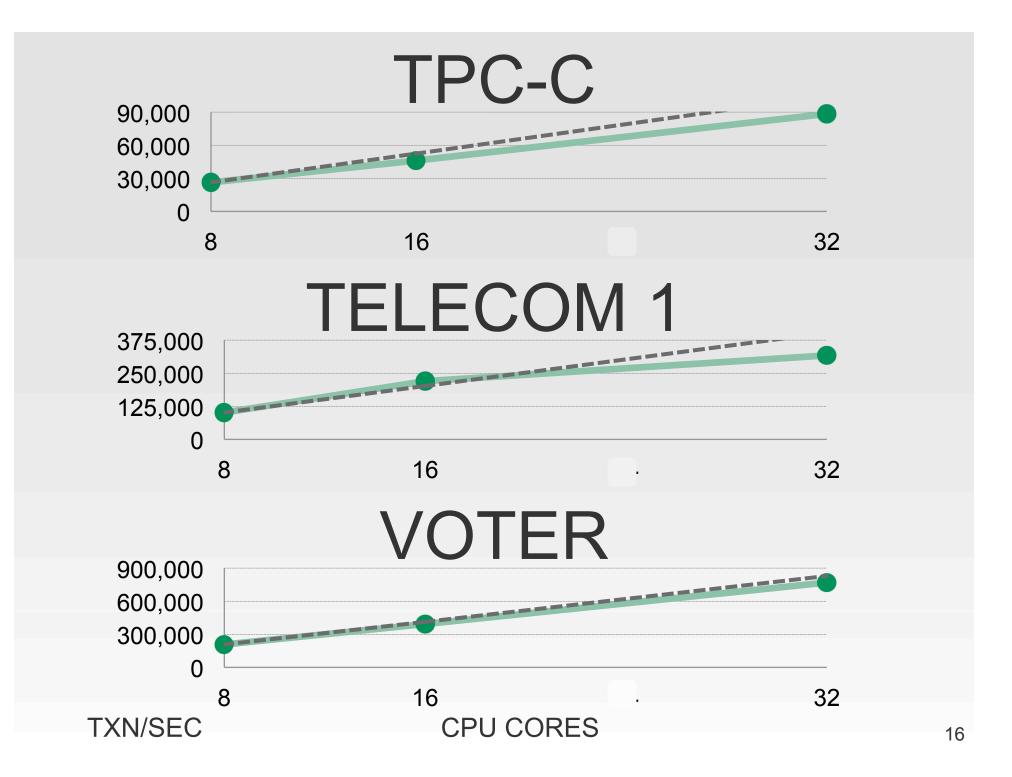


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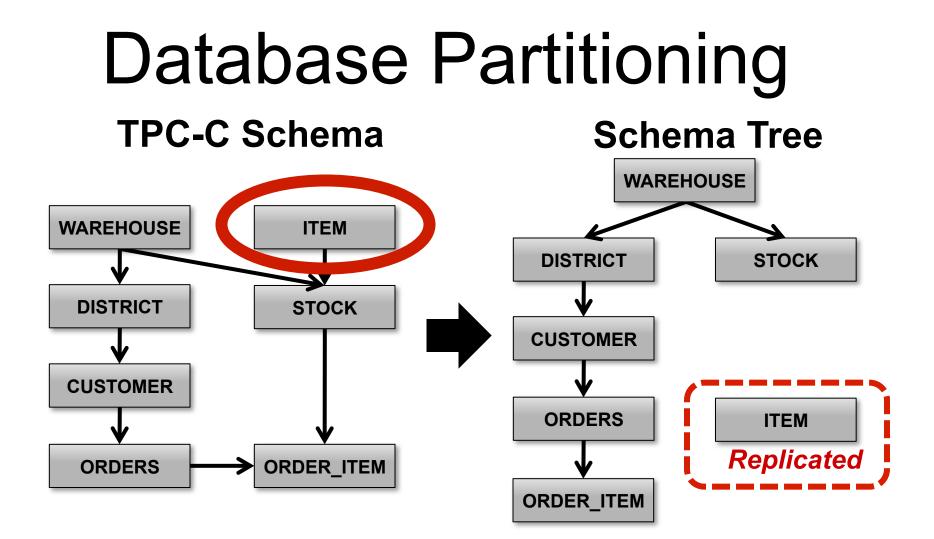


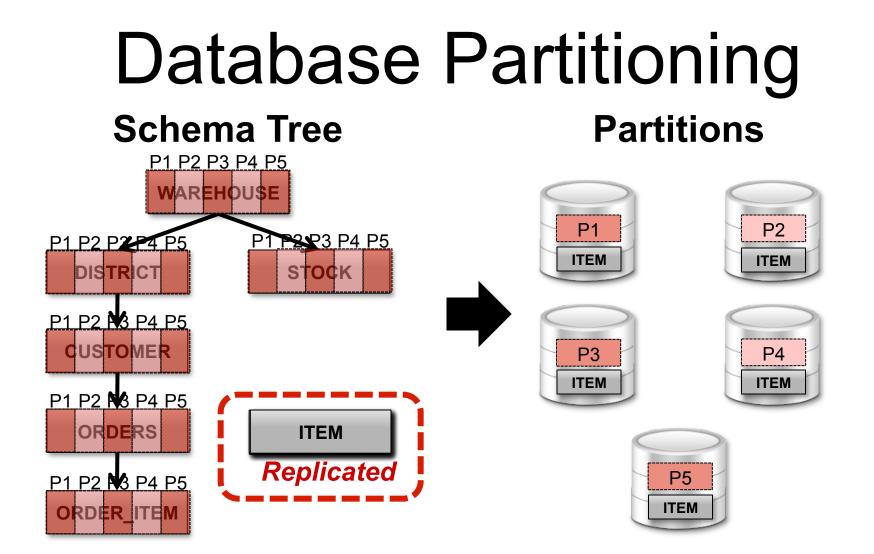




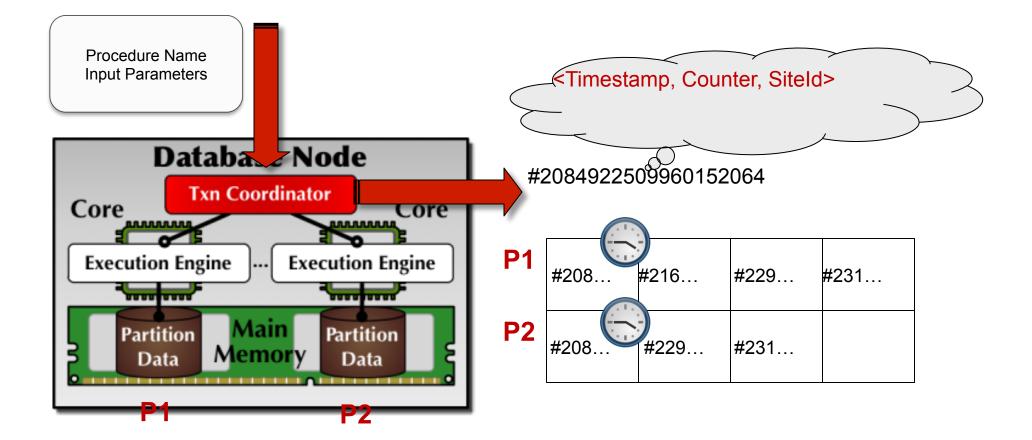
Distributed Transactions

Discussion based on VLDB'07 paper





Distributed Transaction Protocol



Distributed Transaction Protocol

