Google

Cloud Datastore: A NoSQL Database at Google Scale

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NoSQL-Search RoadShow SF June 6, 2013

Agenda

- Google Cloud Platform
- Google Scale
- Google Cloud Datastore
- Google Storage Infrastructure

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• Parting Thoughts

Google Cloud Platform

Cloud Computing at Google



Google builds and operates one of the largest computing infrastructures in the world ...

- Dozens of data centers located around the world
- Designed from the ground up to run massive Internet-scale services
- Integrated design of facility and computing machinery
- Homogeneous hardware and system software
- Cluster-level networking fabric

Cloud Computing at Google



All Google Computing is Cloud Computing ...

- Custom-built machines and network
- Cluster is typically thousands of machines
- Common pool of resources with central cluster management
 - Fungible units of compute, memory, storage, network
 - Sophisticated bin-packing to maximize utilization
- Hundreds to thousands of active jobs, from one task to thousands of tasks
- Mix of low-latency, user-facing jobs and batch workloads
- Massively multitenant

Google Cloud Platform





Google Compute Engine

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Full Linux virtual machines running on Google's infrastructure.



Google Cloud Storage

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Store, access, and manage application data.



Google BigQuery

Analyze terabytes of data in seconds.



Google App Engine

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Platform as a Service: Powerful, scalable application development and execution environment.

Google Scale

Layering and Composition

- Compose complex systems from simple primitives
- As much as possible, make it possible to reason independently and intuitively about behavior of primitives

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• All Google services rely on (often many!) lower layers of infrastructure

At Scale, Everything Breaks

- Service-level outages
 - Networking
 - Power
 - Oops
- Node-level outages (industry average)
 - >1% uncorrectable DRAM errors per server per year

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- 2-10% disk drive failure rate per year
- ~2 crashes per server per year
- >1 utility event per year

=> 2000 node service sees 10 server crashes per day (!)

Predictable Performance

- Systems at scale highly exposed to performance variability
 - Imagine an operation ... 1ms latency median, but 1 second latency at 99.99%ile (1 in 10,000)

- Service using 1 machine -> 0.01% slow
- Service using 5K machines -> 50% slow
- Consistent performance trumps low average latency
 - Low latency + inconsistent performance != low latency (!)
 - Far easier to program for consistent performance
 - Tail latencies are *much* more important than average latencies

Opinionated Platform

- Encourage scalable development practices
 - Small discrete units of processing
 - No single points of failure
 - Automated testing
 - Staged deployments
- Make it easy to do the right thing, and hard to do the wrong thing

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• ==> "It Just Works" (TM)

(Re-)Introducing Google Cloud Datastore



Based on High Replication Datastore in Google App Engine

- Multiple generations of evolution
 - Originally introduced with Google App Engine in 2008
- 3M+ applications, 300K unique developers
- Petabytes of storage
- 4.5T+ operations / month
- Layered on top of
 - MegaStore
 - BigTable
 - Colossus

Accessible

- RESTful interface
- HTTP with JSON or Protocol Buffer API
- Accessible from
 - Google Compute Engine
 - Google App Engine
 - Anywhere else
- Web-based interface for configuration and management

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• Development server for local development

Fully Managed

- No planned downtime
 - Completely automated failover
- Replicated across multiple data-centers
 - All data replicated across multiple disks and multiple data centers

- Managed and operated as a service by Google
- 99.95% SLA

Scalable

- Arbitrary horizontal scaling
- Autoscales as traffic increases
- Autoshards as data increases
- More distributed as more data is stored

Resilient

- Cross-data center active-active replication
 - All data replicated across multiple disks and multiple data centers

- Synchronous replication via Paxos
- Application can seamlessly migrate between data centers with no data loss
- Applications can read locally in separate data centers with no inconsistency or replication lag
- Resilient to catastrophic failure ("meteorite durability")

Schemaless

- No configuration needed; just start writing data
- Arbitrary attributes on any entity
 - Different entities can have different attributes

- Attributes can be multi-valued
- Arbitrary-depth parent-child relationships
- "Entity groups" can associate many related entities
 - E.g., all emails for a user

Consistency

- Strongly consistent, with atomic transactions
- Strong serial consistency within entity group
 - Will always Get an entity once Put
 - Never see partial transactions
- Strong consistency on reads and ancestor queries
- Multi-entity group transactions
 - Transactions can read / write entities within (small number of) entity groups

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• Eventual consistency only when querying across many entity groups

Rich Query Features

• GQL is an ever-growing subset of SQL

- Filters
 - Equality (=, IN)
 - Inequality (!=, <, <=, >=, >)
 - AND, OR, NOT, sub-expressions
- Sort
- DISTINCT
- Projections, index-only queries
- Geo radius, Date range
- Cursors for paged iteration

Predictable Performance

- Fixed cost queries
 - Query latency scales in the size of the result set, not in the size of the overall data

- Constant latency for queries over 1M or 1B or 1T entities
- All queries are index queries
- "It's not a limitation, it's a discipline"

Google Storage Infrastructure

Colossus (GFSv2)

Next-generation clustered file system, successor to GFS

- Exabyte scale global storage system
- Automatically sharded metadata layer
- Data blocks for a given stripe replicated to multiple different fault domains

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- Different disks, servers, racks
- Blocks distributed across entire cluster
 - Easy to load-balance reads
 - Efficient to recover

"You know you have a large storage system when you get paged at 1 AM because you only have a few petabytes of storage left." -- Google Engineer

Source: http://static.googleusercontent.com/external_content/untrusted_dlcp/research.google.com/en/us/university/relations/facultysummit2010/storage_architecture_and_challenges.pdf

BigTable

Cluster-level structured storage

- Distributed multi-dimensional sparse map
 - (row, column, timestamp) -> cell contents
- Layered on Colossus for file storage
- Automatically splits and rebalances tablets based on size and load

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- Fault-tolerant within data center
- Asynchronous, eventually-consistent replication

"If you look at every NoSQL solution out there, everyone goes back to the Amazon Dynamo paper or the Google BigTable paper" -- Jason Hoffman, Joyent

MegaStore

Geo-scale structured database

- Layered on BigTable for structured storage
- Multi-row transactions across machines
 - Strong ACID consistency within fine-grained partitions ("entity groups")

- Eventual consistency across partitions
- Synchronous cross-datacenter replication via Paxos
- Transparent failover

Parting Thoughts

Thoughts on SQL, NoSQL, NearSQL

"One Size Does Not Fit All"

- Everything is a tradeoff
 - Data structures are fundamental to performance and features of any storage system

- No data structure can optimize for every possible use-case
- Polyglot persistence is expected
 - Column stores for analytics
 - Inverted indexes for search
 - Simple key-value stores
 - Scalable, powerful NearSQL systems
- We use everything at Google (!)

Thoughts on Scale

Scale Depends On ...

- Discipline, not permissiveness
- Sharing, not coupling
- Architecture, not language or programming environment

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• Simplicity and elegance, not complexity

Questions?

and ... We are hiring!

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