

Hbase's Architecture
is inspired by



Recap

HBase vs RDBMS

This is how data is stored
in **traditional databases**

id	type	for user	from user	timestamp
1	Friend request status	Ryan	Jessica	146710201
2	Comment	Chaz	Daniel	146711200
3	Comment	Rick	Brendan	1467112205
4	Like	Rick	Brendan	1467112213

Recap

Column oriented storage

id	type	for user	from user	timestamp
1	Friend request status	Ryan	Jessica	146710201
2	Comment	Chaz	Daniel	146711200
3	Comment	Rick	Brendan	1467112205
4	Like	Rick	Brendan	1467112213

Data is stored
in a map

Key = $\langle \text{Row id}, \text{Col id} \rangle$

Value = $\langle \text{data} \rangle$

Recap

Column oriented storage

id	type	for user	from user	timestamp
1	Friend request status	Ryan	Jessica	146710201
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3	Comment	Rick	Brendan	1467112205
4	Like	Rick	Brendan	1467112213

Data is stored
in a map

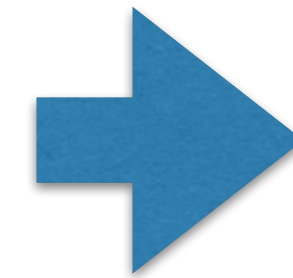
Key =
Value =

2, for_user
Chaz

Recap

id	type	for user	from user	timestamp
1	Friend request status	Ryan	Jessica	146710201
2	Comment	Chaz	Daniel	146711200
3	Comment	Rick	Brendan	1467112205
4	Like	Rick	Brendan	1467112213

Column oriented storage



row	column	value
1	type	Friend request status
1	for user	Ryan
1	from user	Jessica
1	timestamp	146710201
2	type	Comment
2	for user	Chaz
2	from user	Daniel
2	timestamp	146711200
3	type	Comment
3	for user	Rick
3	from user	Brendan
3	timestamp	1467112205

Recap

Column oriented storage

An HBase table
is in fact a
sorted map

Keys

Values

row	column	value
1	type	Friend request status
1	for user	Ryan
1	from user	Jessica
1	timestamp	146710201
2	type	Comment
2	for user	Chaz
2	from user	Daniel
2	timestamp	146711200
3	type	Comment
3	for user	Rick
3	from user	Brendan

A sorted nested map

<Row id,

ColumnFamily,

<Column,

<Timestamp, Value>>>

<Row id,

**A sorted nested
map**

**When you read data
from HBase, it
performs a lookup for
the specified row id**

<Row id,

A sorted nested
map

When you write data to
HBase, it needs to insert the
row id in the right place, so
the rows are sorted

<Row id,

A sorted nested
map

HBase does this
using Region Servers

Region Servers

row id
1
2
3
4
5
6
7
8
9
10
11
12

Region 1

Region 2

Region 3

Row ids in a
table are **divided**
into ranges
called regions

Region Servers

row id
1
2
3
4
5
6
7
8
9
10
11
12

Region 1

Region 2

Region 3

Each region is
handled by a
Region Server

Region Server 1

Region 1
Region 3

Region Server 2

Region 2

Region Servers

Regions **serve as an index** to perform fast lookup for where a row key belongs

Region Server 1

Region 1
Region 3

Region Server 2

Region 2

Region Servers

A region server handles **all read-write operations** to Regions that are allotted to it

Region Servers

Region Server



The diagram illustrates the architecture of a Region Server. It consists of a large outer rectangle with a red border, representing the Region Server. Inside this rectangle, at the bottom, is a smaller rectangle with an orange border, labeled 'Memstore'. This indicates that the Memstore is a component within the Region Server.

Memstore

Initially all
writes are
stored in
memory

Region Server

WriteAheadLog

Memstore

Region Servers

Whenever there is a new change, the data is updated in the Memstore **and** a change log is written to disk

Region Servers

Region Server



The diagram illustrates the internal structure of a Region Server. It is represented as a large rectangle with a red border. Inside this rectangle, there are two smaller rectangles stacked vertically. The top rectangle has a green border and contains the text 'WriteAheadLog'. The bottom rectangle has an orange border and contains the text 'Memstore'.

WriteAheadLog

Memstore

The WriteAheadLog
is created **for**
recovery in case
the Region Server
crashes

Region Server

WriteAheadLog

HFile

Memstore

Region Servers

Periodically the Memstore gets full, and the data in Memstore is flushed to disk

Region Server

WriteAheadLog

HFile

Memstore

Region Servers

The data for a row key is **either** in the **Memstore** or in a **HFile**

Region Servers

Region Server

WriteAheadLog

HFile

Memstore

HFiles are
stored in
HDFS

Region Server

WriteAheadLog

HFile

Memstore

Region Servers

HDFS will break up the HFile **into blocks** and store it on different **nodes**

Region Server

WriteAheadLog

HFile

Memstore

Region Servers

To minimize disk seeks, the region server **keeps an index of row key to HFile block in memory**

Region Servers

Region Server

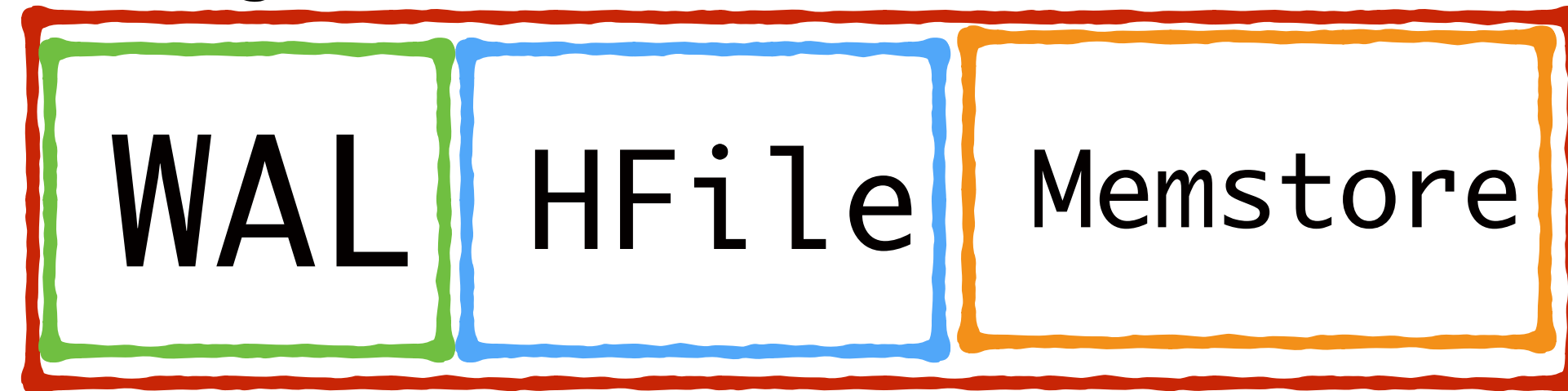
WriteAheadLog

HFile

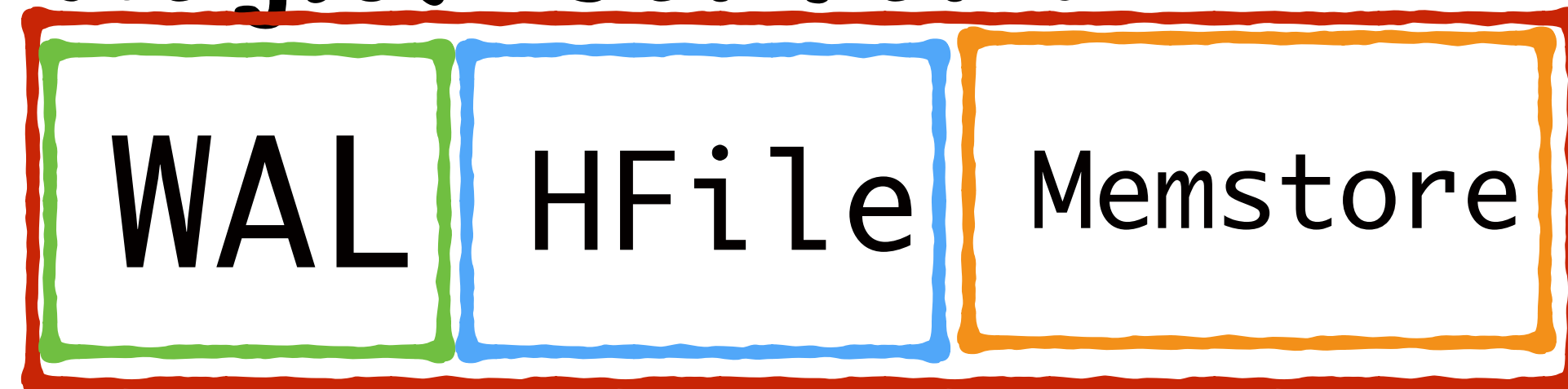
Memstore

It only performs
1 disk seek for
finding a row key

Region Server 1



Region Server 2

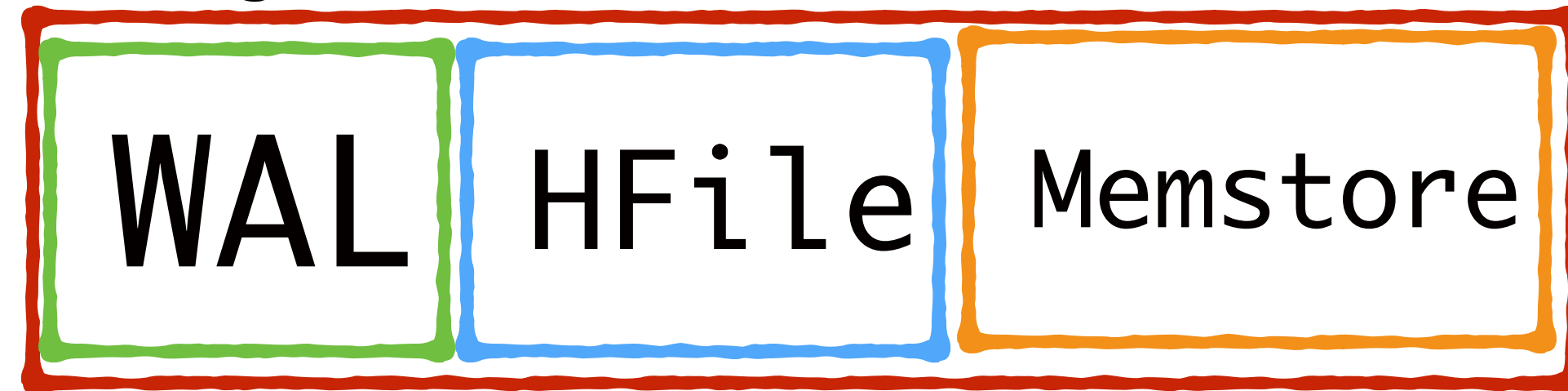


Region Servers

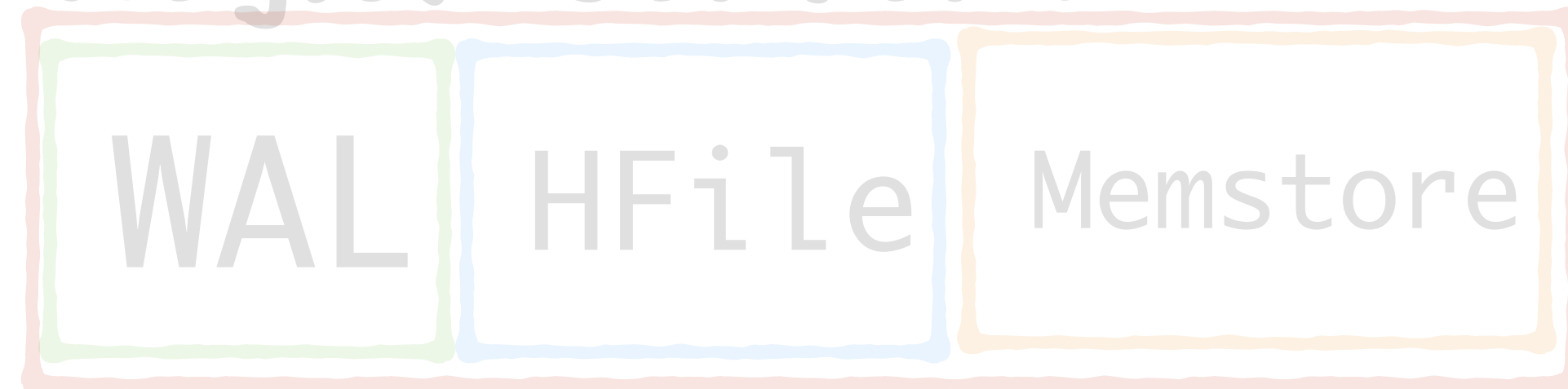
When you try to read/insert data

1. **The region server** containing the row key is identified

Region Server 1



Region Server 2

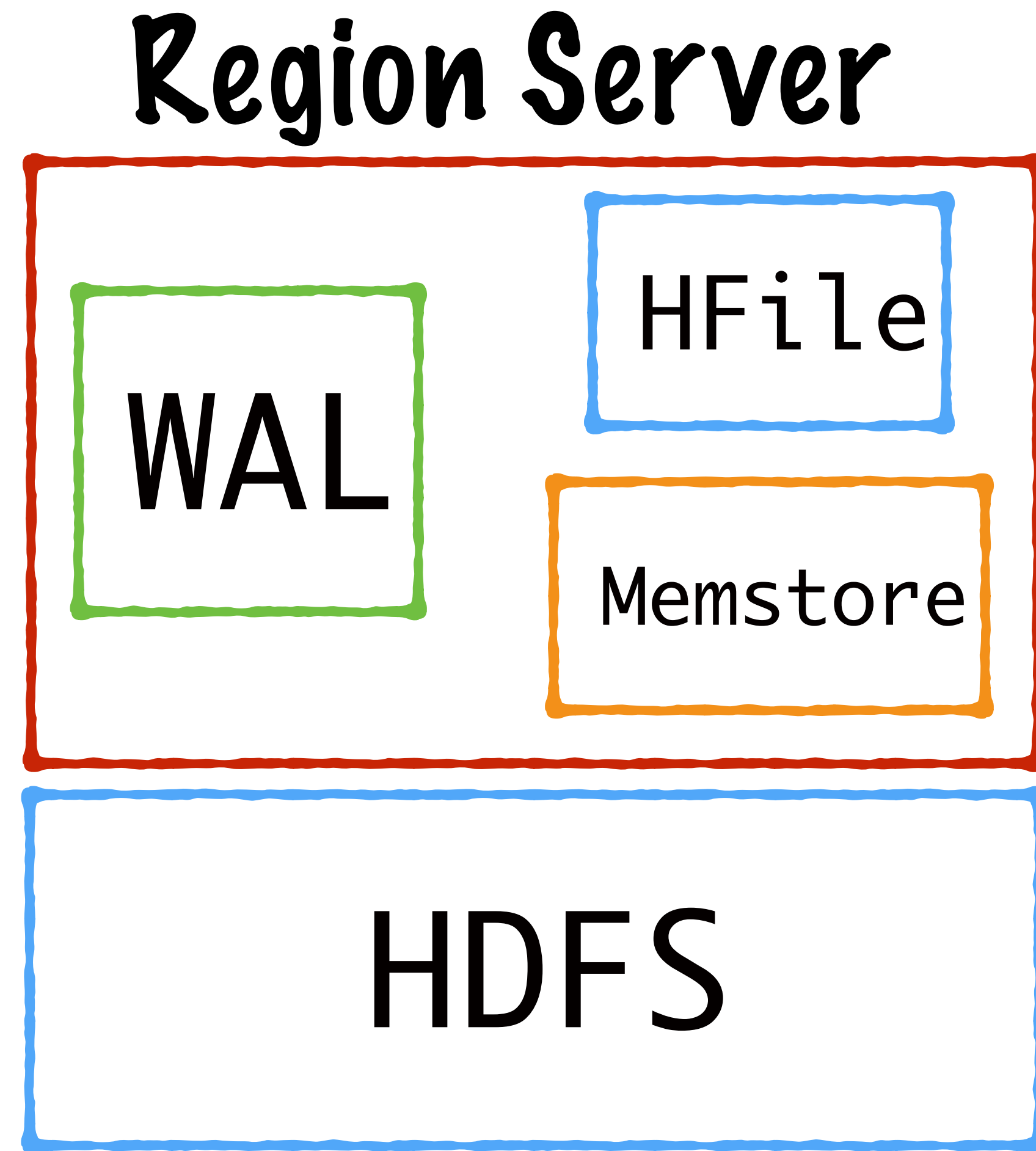


Region Servers

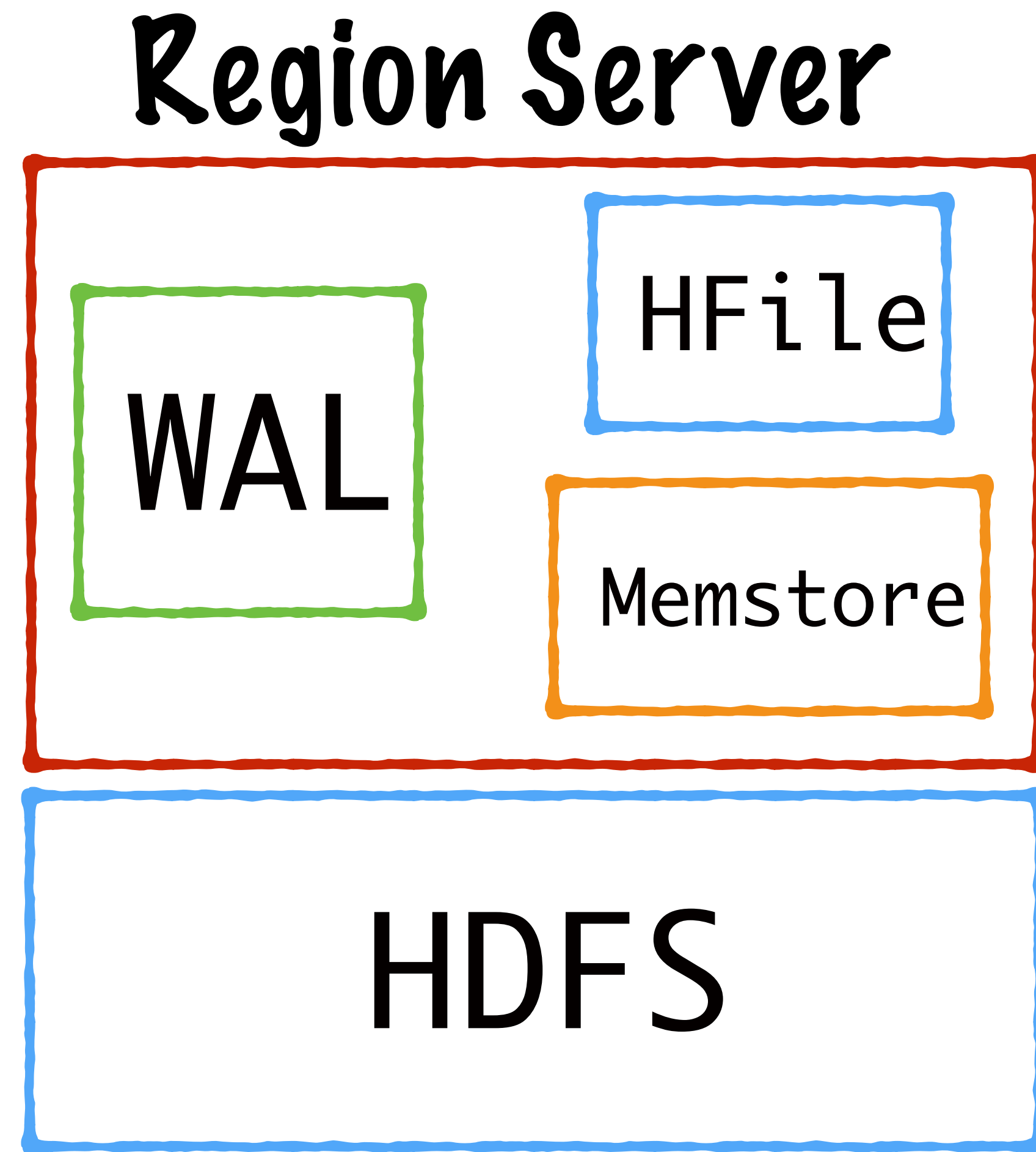
When you try to read/
insert data

1. **The region server** containing the row key is identified
2. The region server **will** lookup the **Memstore** or the **HFile** and do the needful

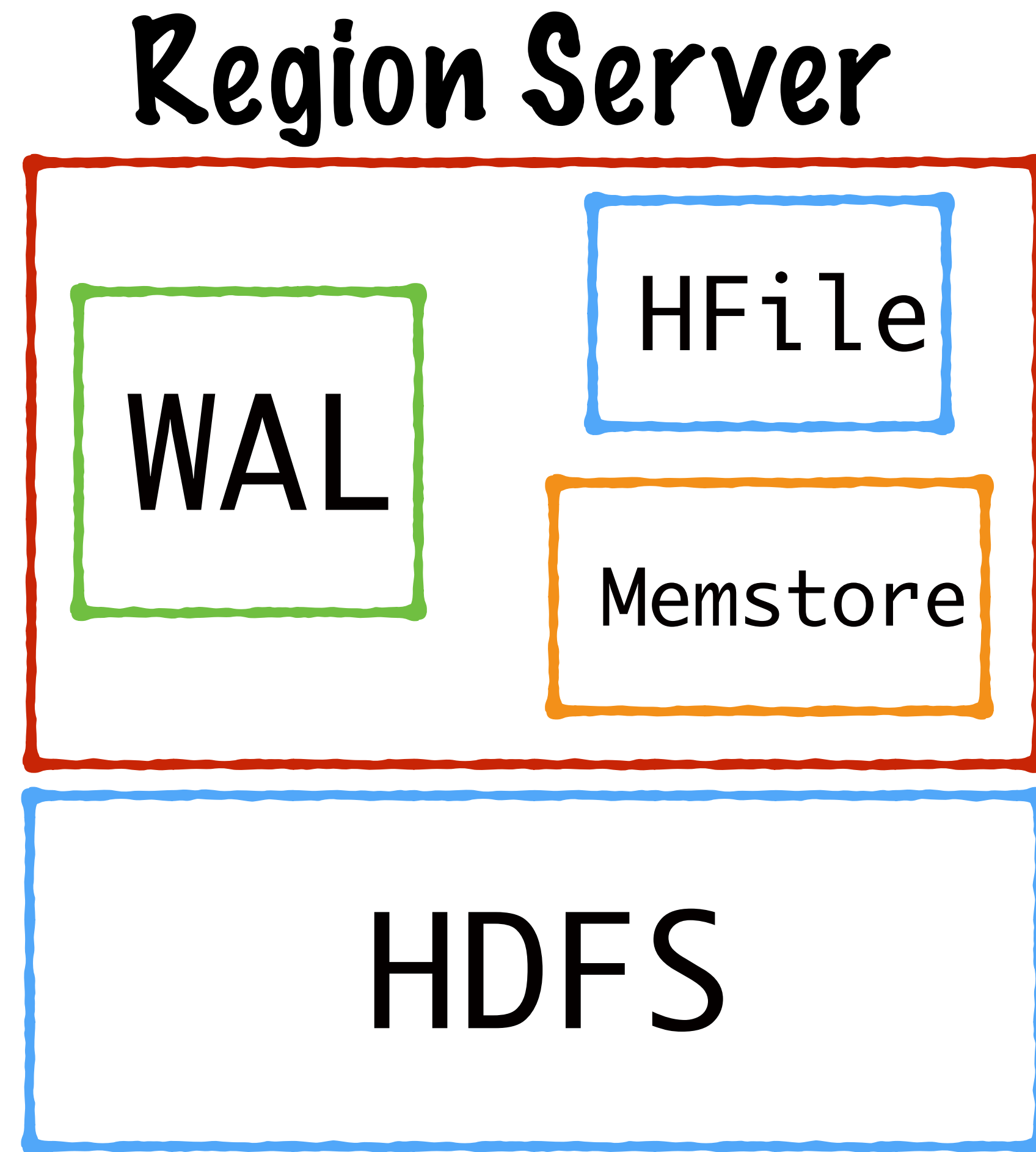
**Clients interact directly
with a Region server
handling the relevant row
keys**

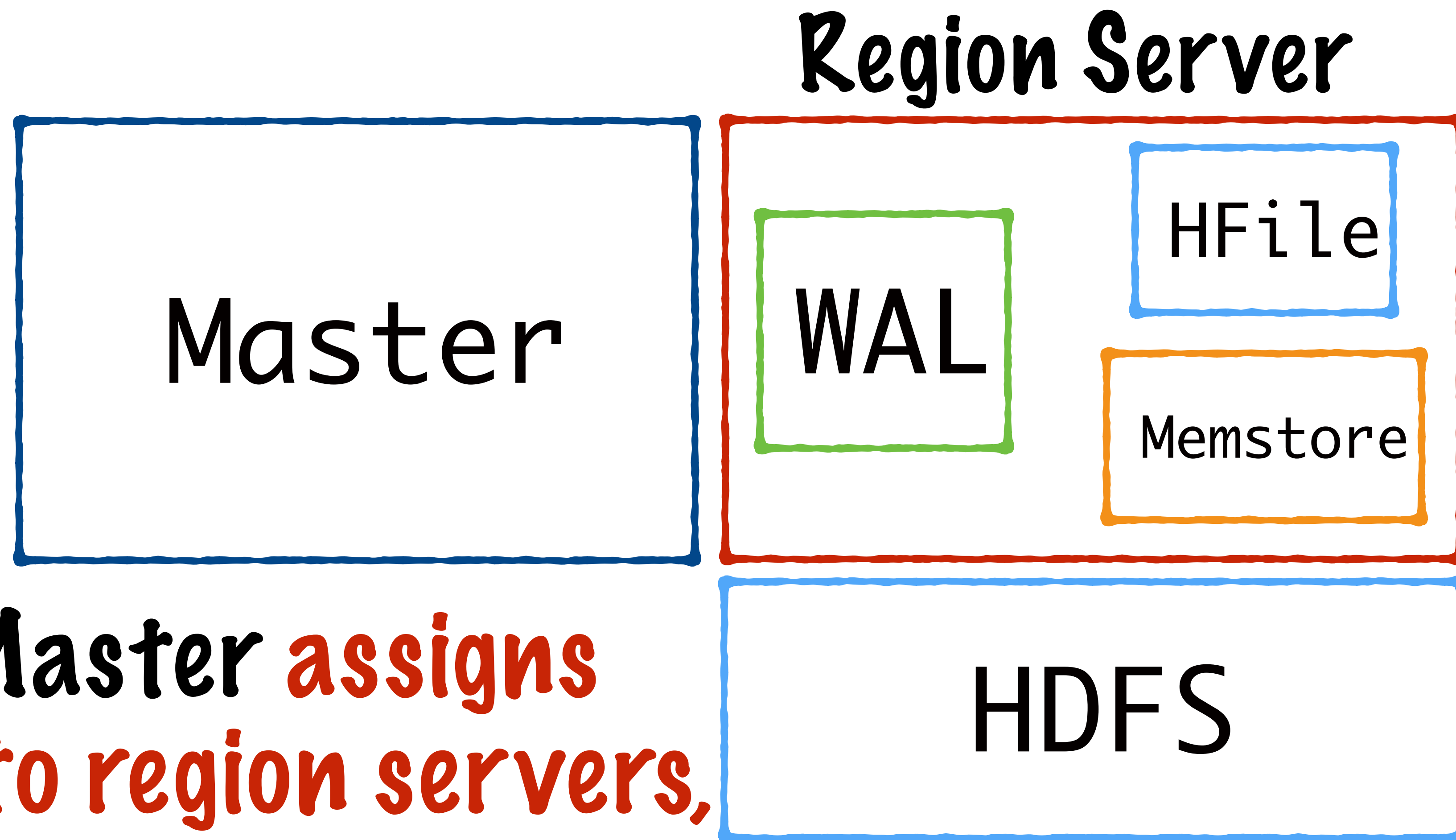


They need to know
which region server
their row key is
being handled by

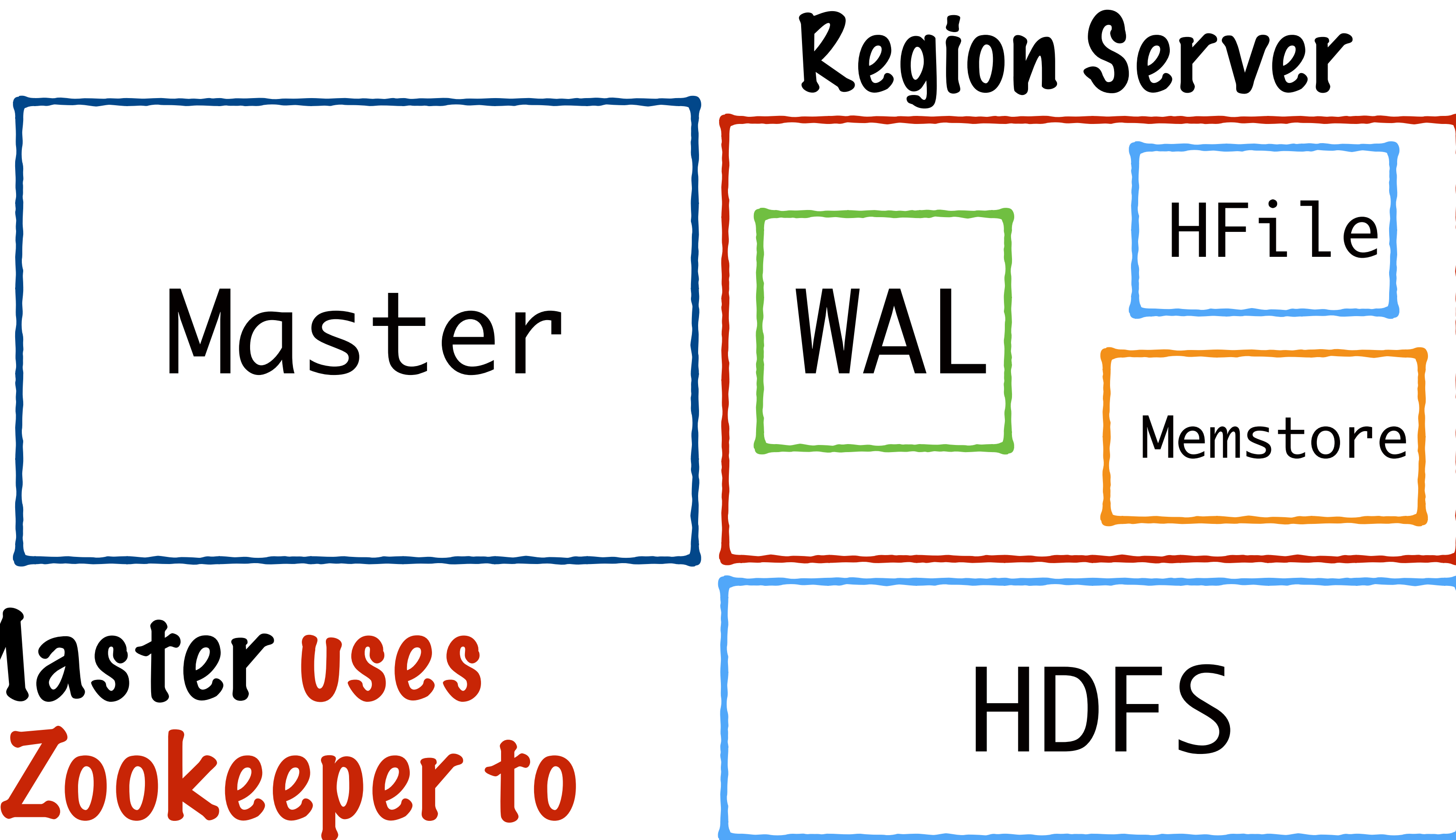


HBase uses a
Master server to
manage **Regions**
and **RegionServers**

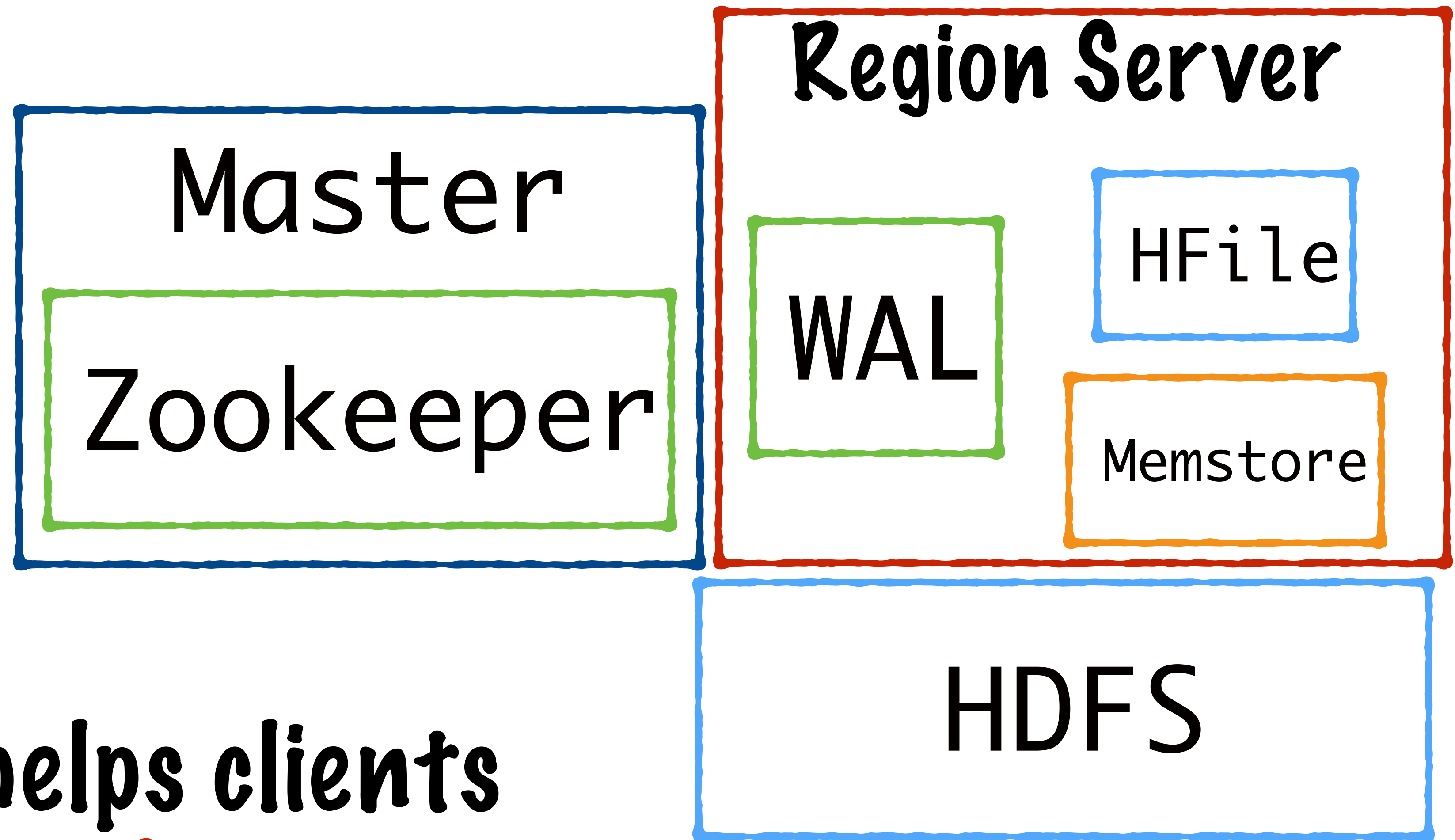




The Master **assigns** regions to region servers, manages load balancing etc



The Master **uses**
Apache Zookeeper to
help assign regions to
region servers



Zookeeper helps clients
lookup **the relevant
region server for a
specific row id**

HBase

