

Matt Ingenthron

Couchbase, Inc.

Membase + CouchOne =

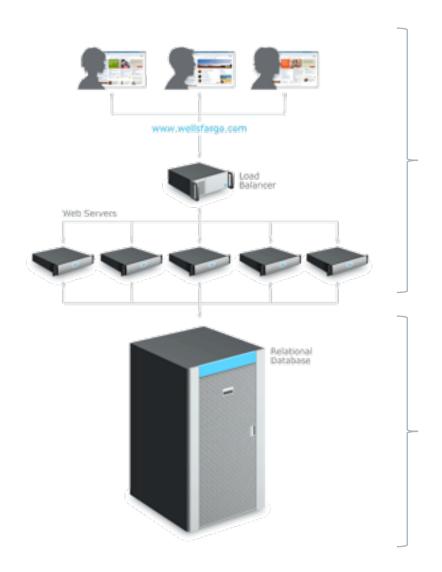
# · COUCHBASE ·

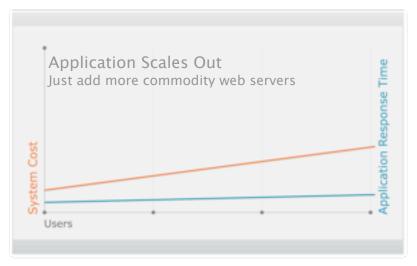
Is it us, or did databases just get a lot more awesome?

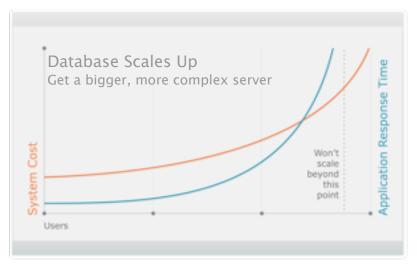
## What is Membase?



### Before: Application scales linearly, data hits wall







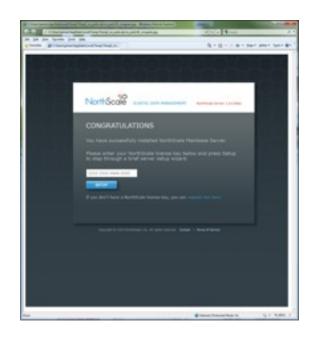
### Membase is a distributed database



In the data center

On the administrator console

### Membase is Simple, Fast, Elastic



- Five minutes or less to a working cluster
  - Downloads for Linux and Windows
  - Start with a single node
  - One button press joins nodes to a cluster
- Easy to develop against
  - Just SET and GET no schema required
  - Drop it in. 10,000+ existing applications already "speak membase" (via memcached)
  - Practically every language and application framework is supported, out of the box
- **Easy to manage** 
  - One-click failover and cluster rebalancing
  - Graphical and programmatic interfaces
  - Configurable alerting

### Membase is Simple, <u>Fast</u>, Elastic



#### Predictable

- "Never keep an application waiting"
- Quasi-deterministic latency and throughput
- Low latency
  - Built-in Memcached technology
- High throughput
  - Multi-threaded
  - Low lock contention
  - Asynchronous wherever possible
  - Automatic write de-duplication

### Membase is Simple, Fast, Elastic



#### Zero-downtime elasticity

- Spread I/O and data across commodity servers (or VMs)
- Consistent performance with linear cost
- Dynamic rebalancing of a live cluster

#### All nodes are created equal

- No special case nodes
- Any node can replace any other node, online
- Clone to grow

#### **Extensible**

- Filtered TAP interface provides hook points for external systems (e.g. full-text search, backup, warehouse)
- Data bucket engine API for specialized container types

### Built-in Memcached Caching Layer

Memcached Membase Database

Membase Cache

Membase Database

Memcached Mode

Membase Mode

Fact: Membase development team has also contributed over half of the code to the Memcached project.

# Use Cases



### Ad targeting

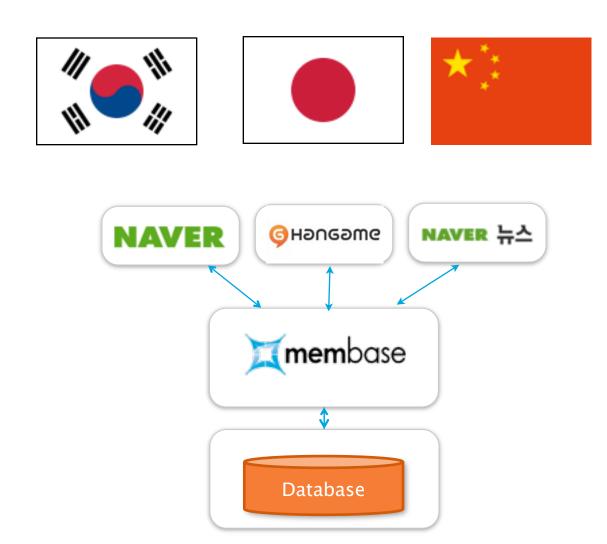








## Search and Gaming Portal

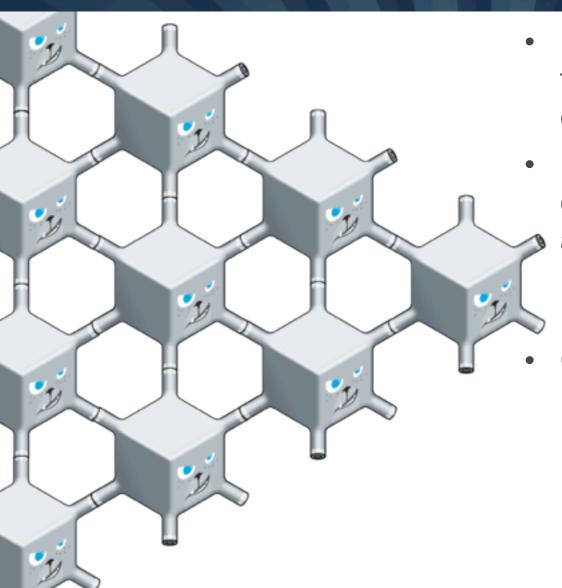




# Membase Architecture



### Clustering

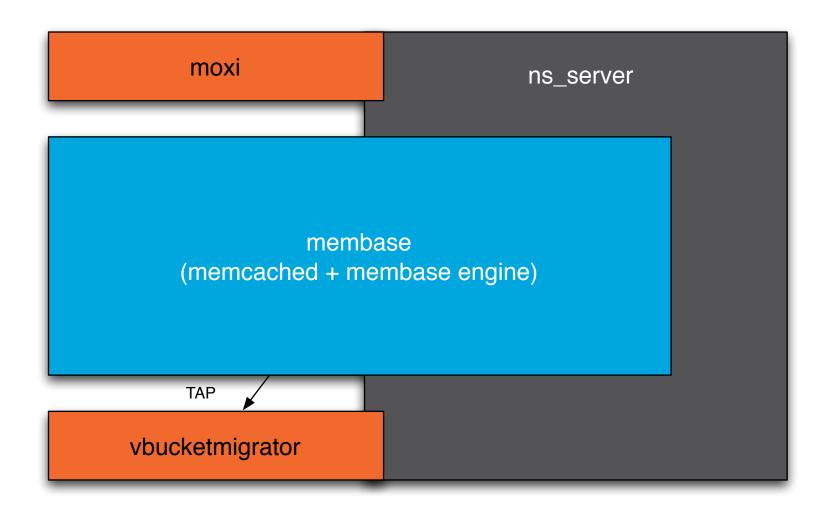


- Underlying cluster functionality based on erlang OTP
- Have a custom, vector clock based way of storing
   and propagating...
  - Cluster topology
  - vBucket mapping
  - Collect statistics from many nodes of the cluster
    - Identify hot keys, resource utilization

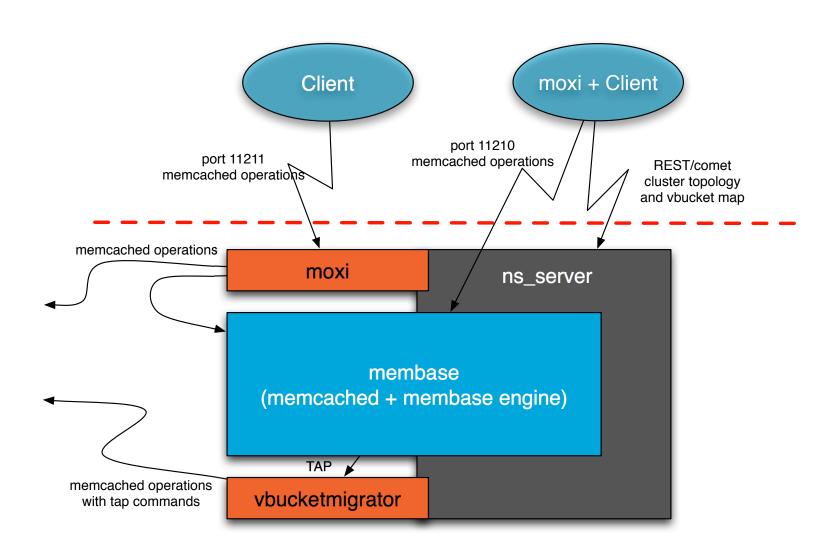
### A Membase Node

memcached operations memcached smart **REST Interface** (any client) client operations Membase Node

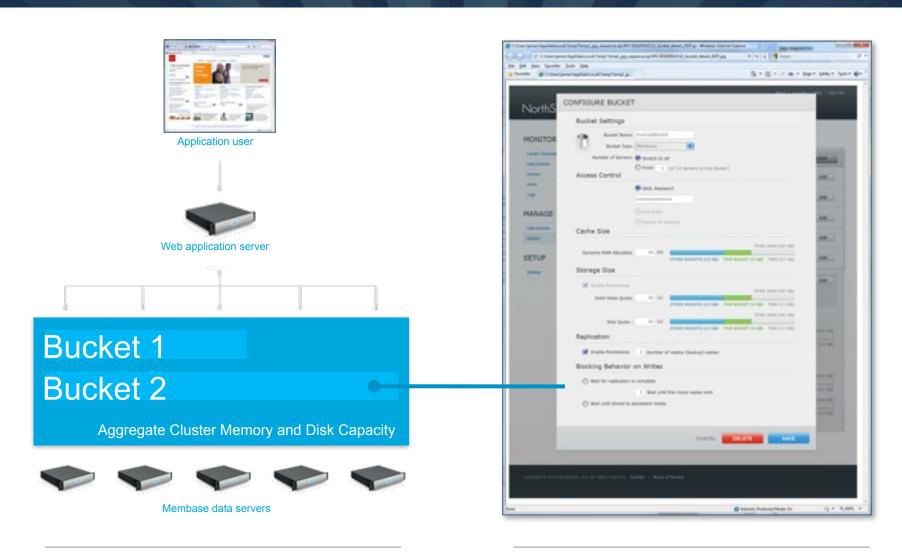
# A Membase Node: Component View



### Clients, nodes and other nodes



### Data buckets are secure Membase "slices"



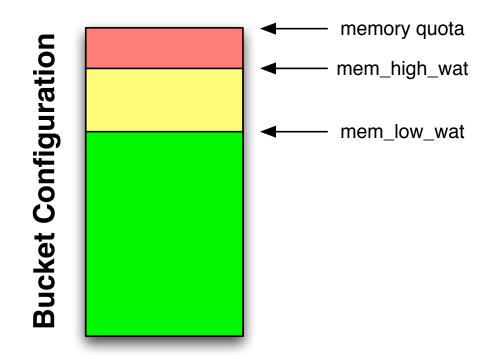
In the data center

On the administrator console

### Disk > Memory

Dataset may have many items infrequently accessed. However, memcached has different behavior (LRU) than wanted with membase.

Still, traditional (most)
RDBMS implementations are
not 100% correct for us
either. The speed of a miss
is very, very important.



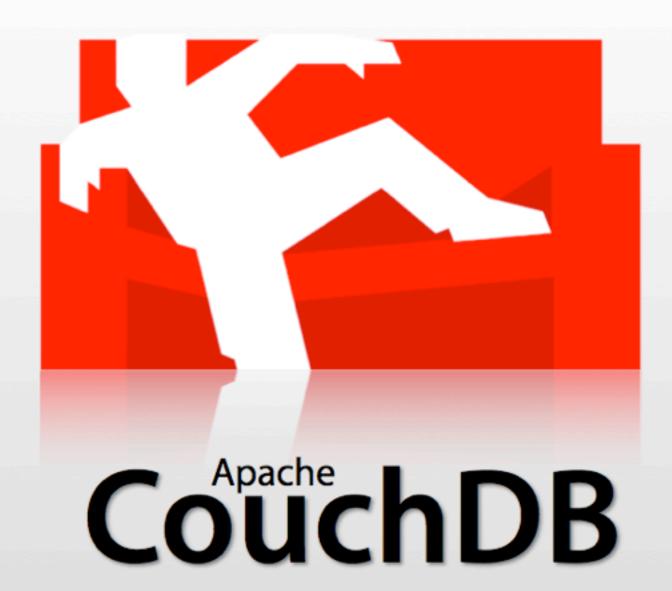
# Membase Demo



# The Future



### But first, an intro...

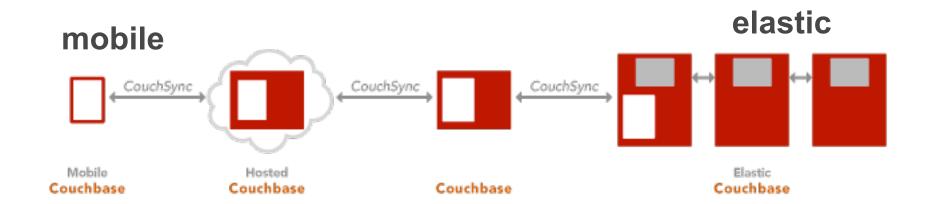


### What is Couchbase?



1+1 really does equal 3

### Where will the merger take us



- Sub-document manipulation
- New approaches to indexing
- Simplified development

### Attributions

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