



**EDB**<sup>TM</sup>

# Exploring the CAP Theorem

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# Agenda

- About dataloss and downtime
- CAP theorem
- PACELC theorem
- Some typical architectures

# About data loss and downtime



# 0-Dataloss...

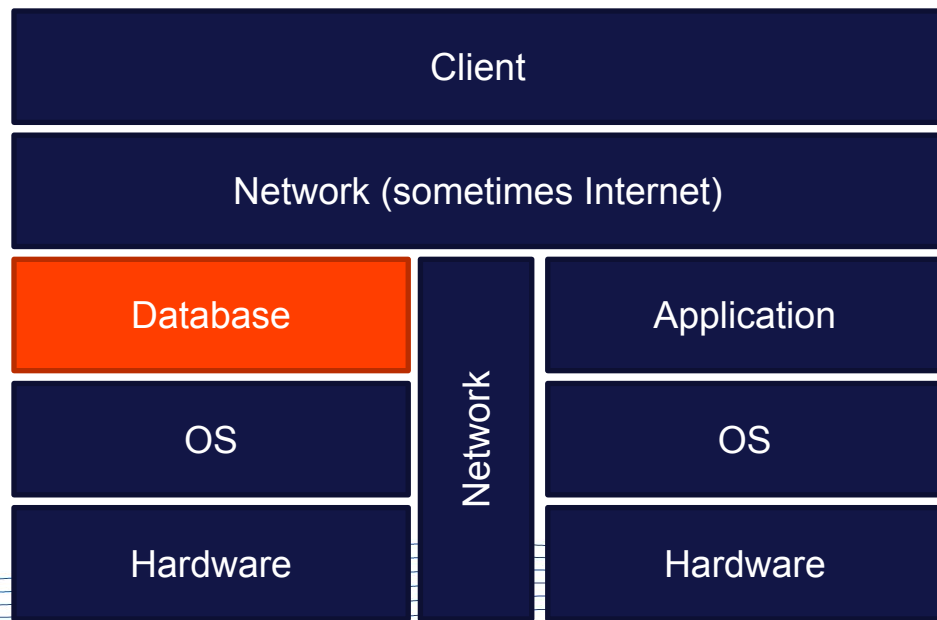
... Does not exist!

- It's all about risks and their probability
- 0 risk does not exist
- Near 0 non-acceptable risk does exist

# Allowed failure time

Availability needed	daily	weekly	yearly
100%	0	0	0
99.999%	<0.9s	6s	<5min
99.99%	<8s	1min	52min
99.9%	1.5min	10min	8h45min
99.999% during daytime	0.4s	3s	<3min

# Anythink can break

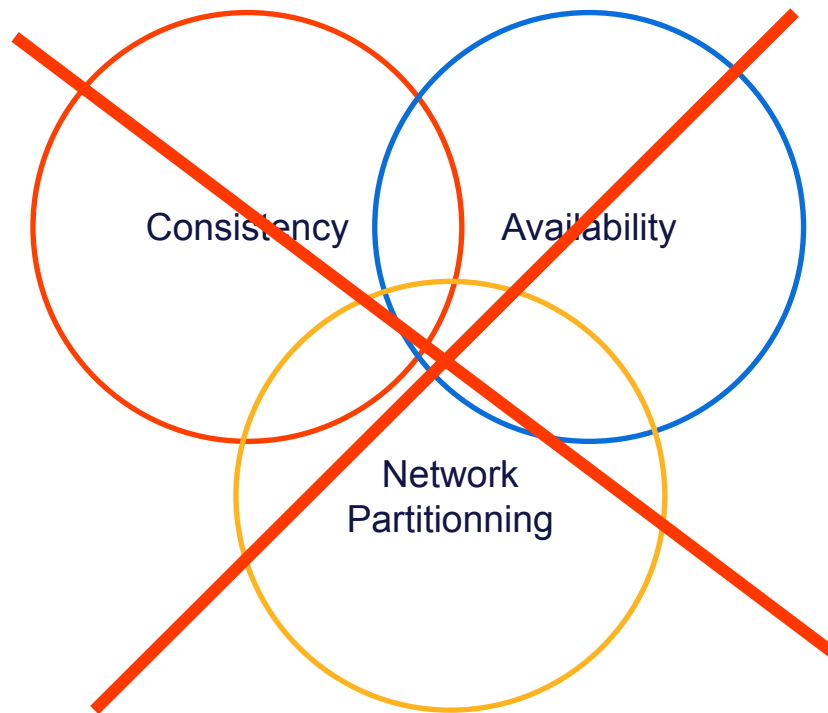


# The CAP theorem

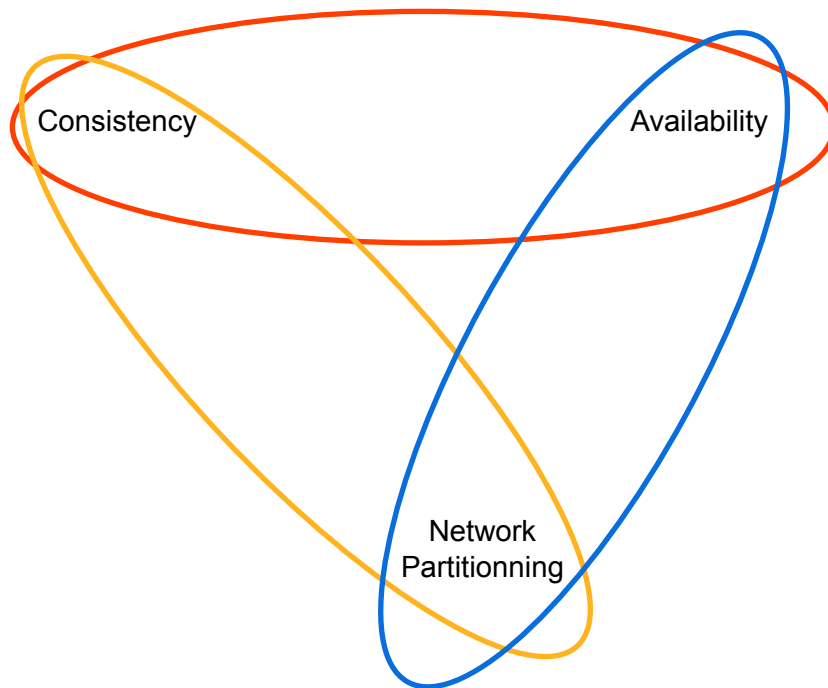


When designing distributed web services, there are three properties that are commonly desired: **consistency**, **availability**, and **partition tolerance**. It is impossible to achieve all three.

# Graphic representation



# Graphic representation



# Consistency

Each node will see the last (committed) version of the data.

# Availability

The system will always answer something different than an error message.

# Network partitioning

The network will be allowed to lose arbitrarily many messages sent from one node to another without altering the system answers.

# “Two out of three”

The erroneous interpretation of the CAP theorem.

- Both availability and consistency can be achieved when there is no network partition
- You just need to choose between consistency and availability when there is a network partition



# RDBMS are CA

**True and False**

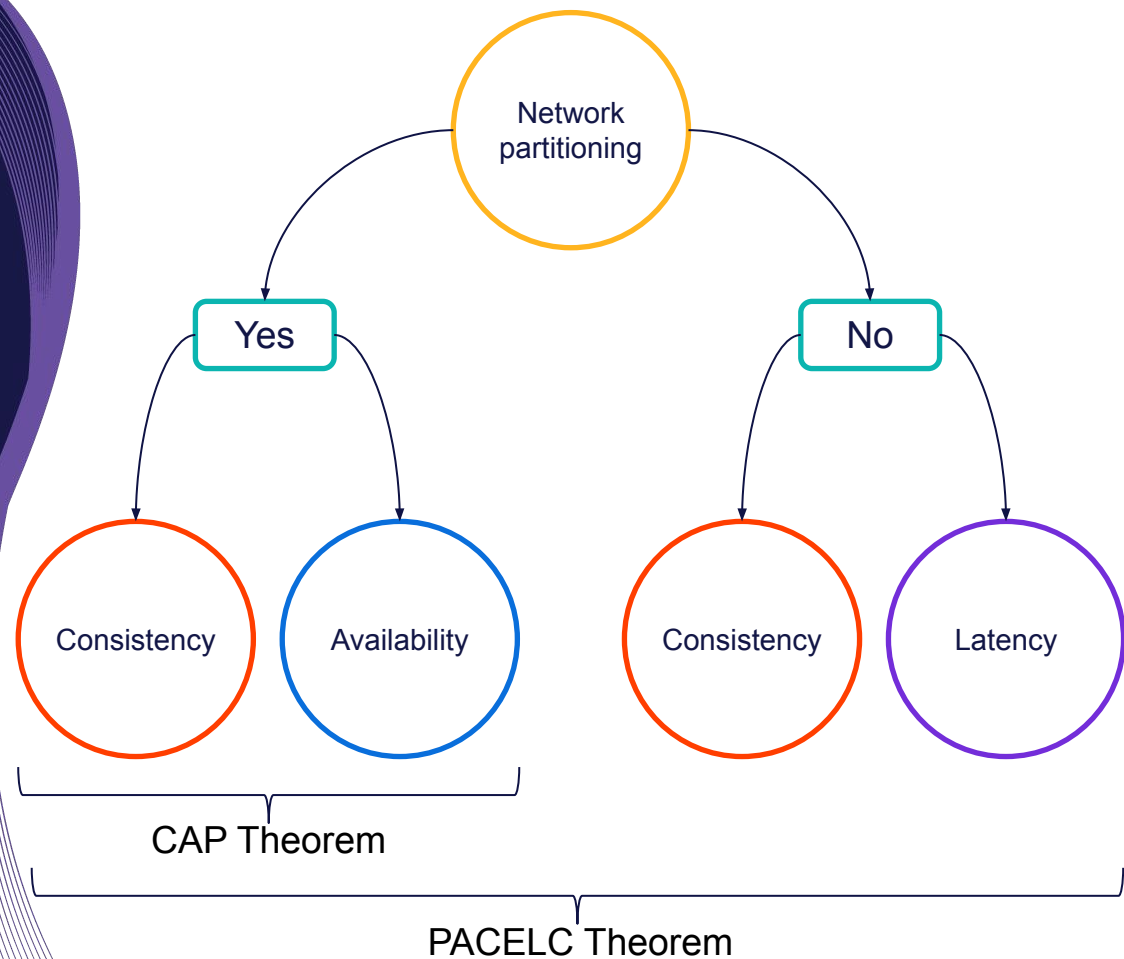
- A standalone RDBMS is CA
- RDBMS with asynchronous replication are AP
- RDBMS with synchronous streaming replication are neither CP, neither AP



# The PACELC theorem

In case of network partitioning (P) in a distributed computer system, one has to choose between availability (A) and consistency (C), but else (E), even when the system is running normally in the absence of partitions, one has to choose between latency (L) and consistency (C).

# Graphic representation



# Latency

Latency is the amount of time the system needs to answer when it's smaller than a request timeout.

# Some typical architectures

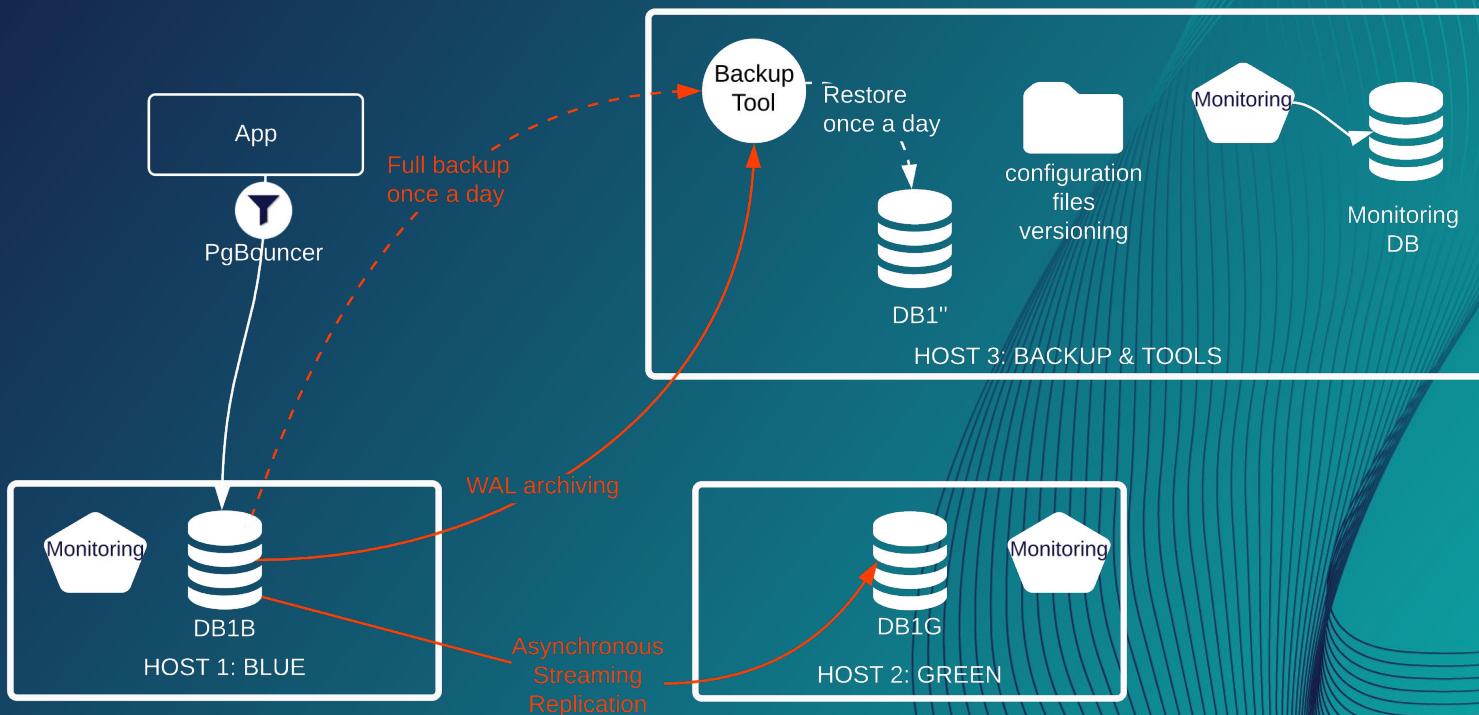
# Dataloss

RPO	Architecture
$\geq 15\text{min}$	Physical backup + WALs archiving
$\geq 1\text{min}$	Physical backup + WAL archiving + asynchronous standby
$\geq 200\text{ms}$	Physical backup + WALs archiving+ synchronous standby
0	Not possible 😊

# High availability

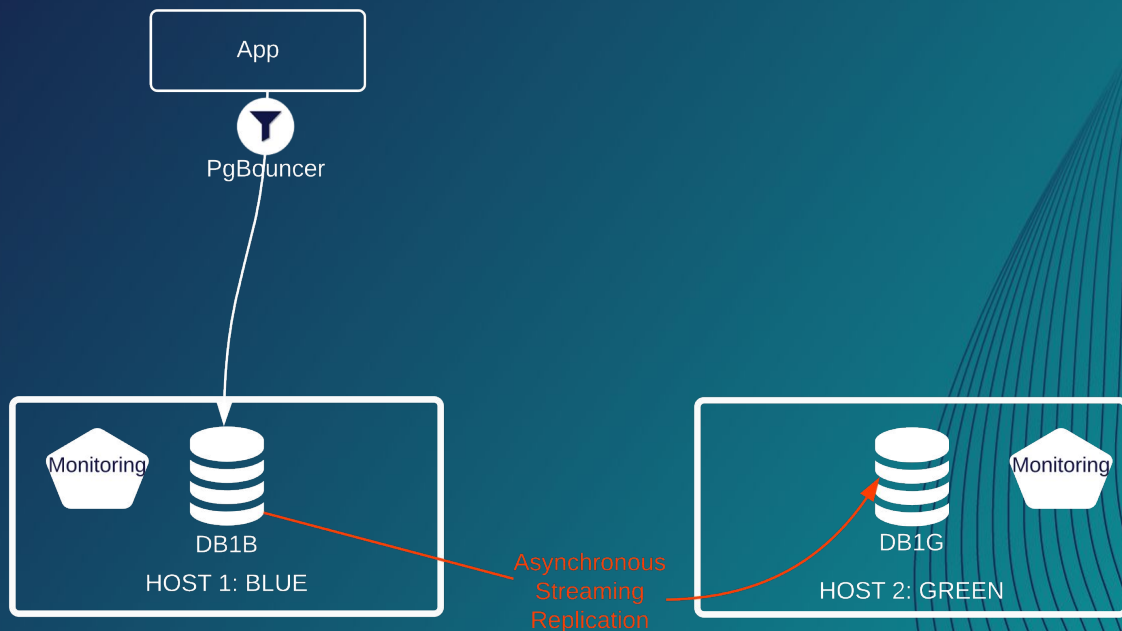
RPO	Architecture
$\geq 24\text{h}$	Physical backup + WAL archiving
$\geq 30\text{min}$	Standby + manual failover
$\geq 5\text{min}$	Standby + automatic failover
$\geq 1\text{min}/30\text{s}$	Multi-primary
0	Not possible 😊

# A standard architecture

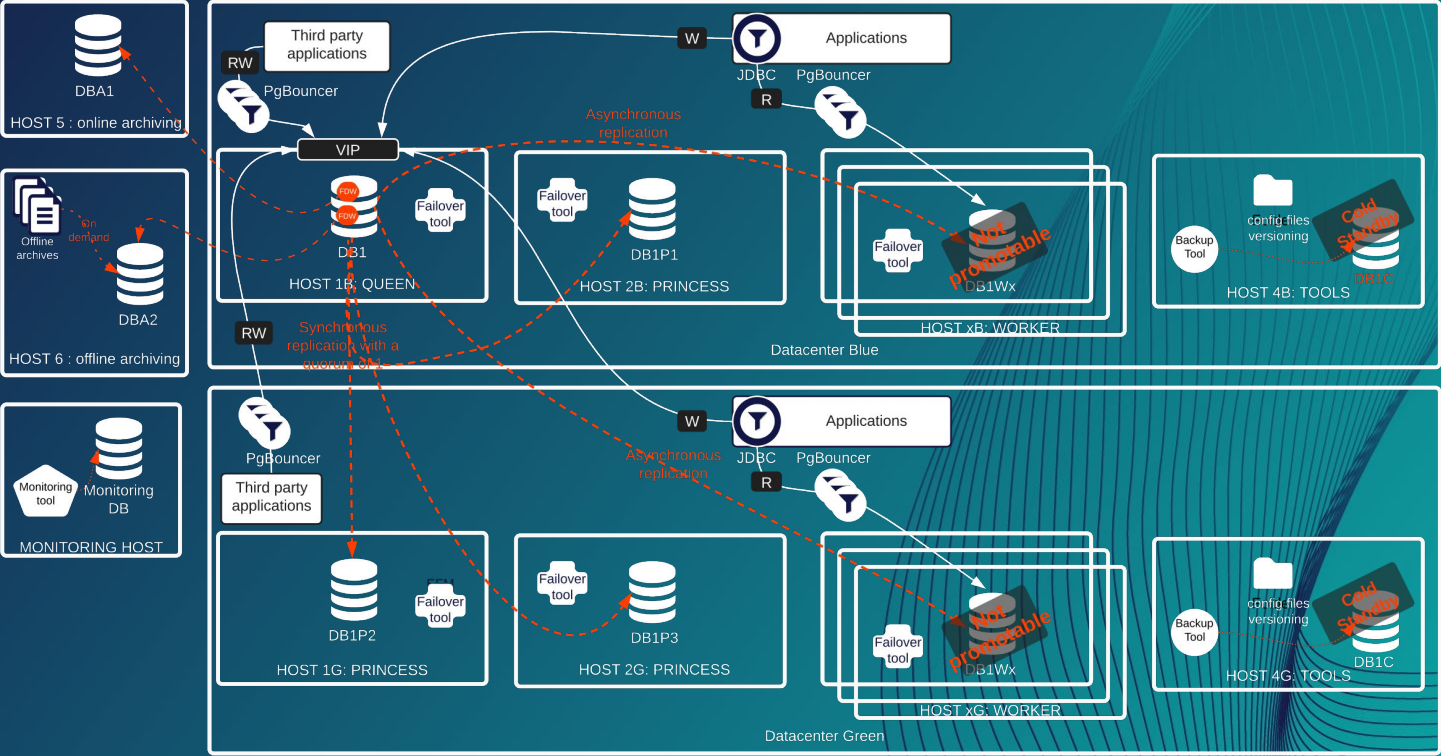




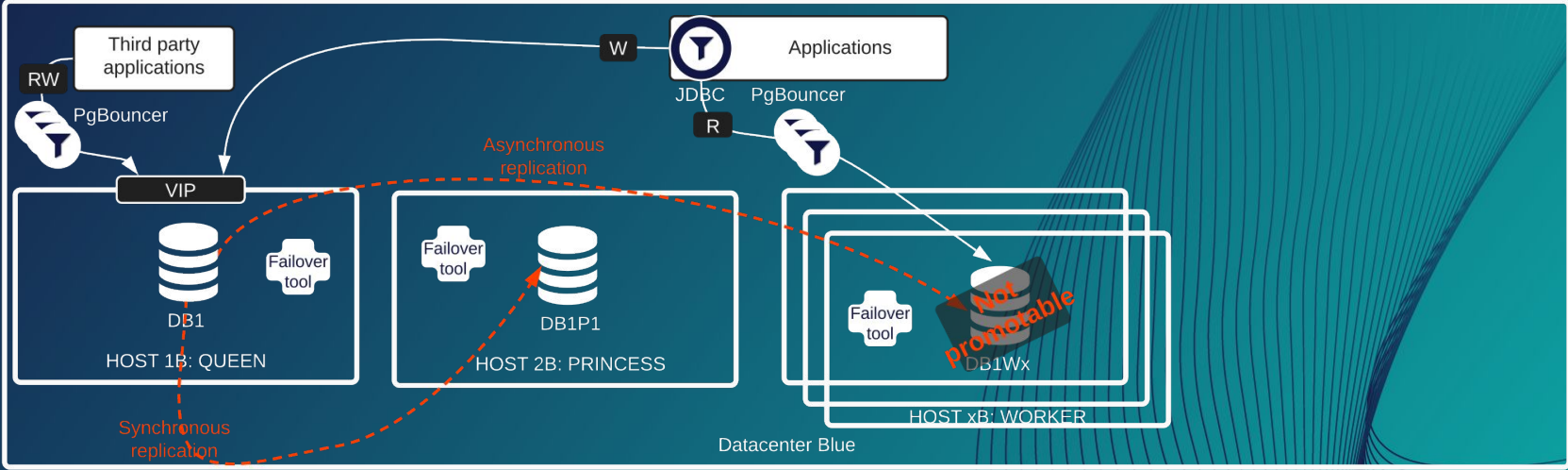
# A standard architecture



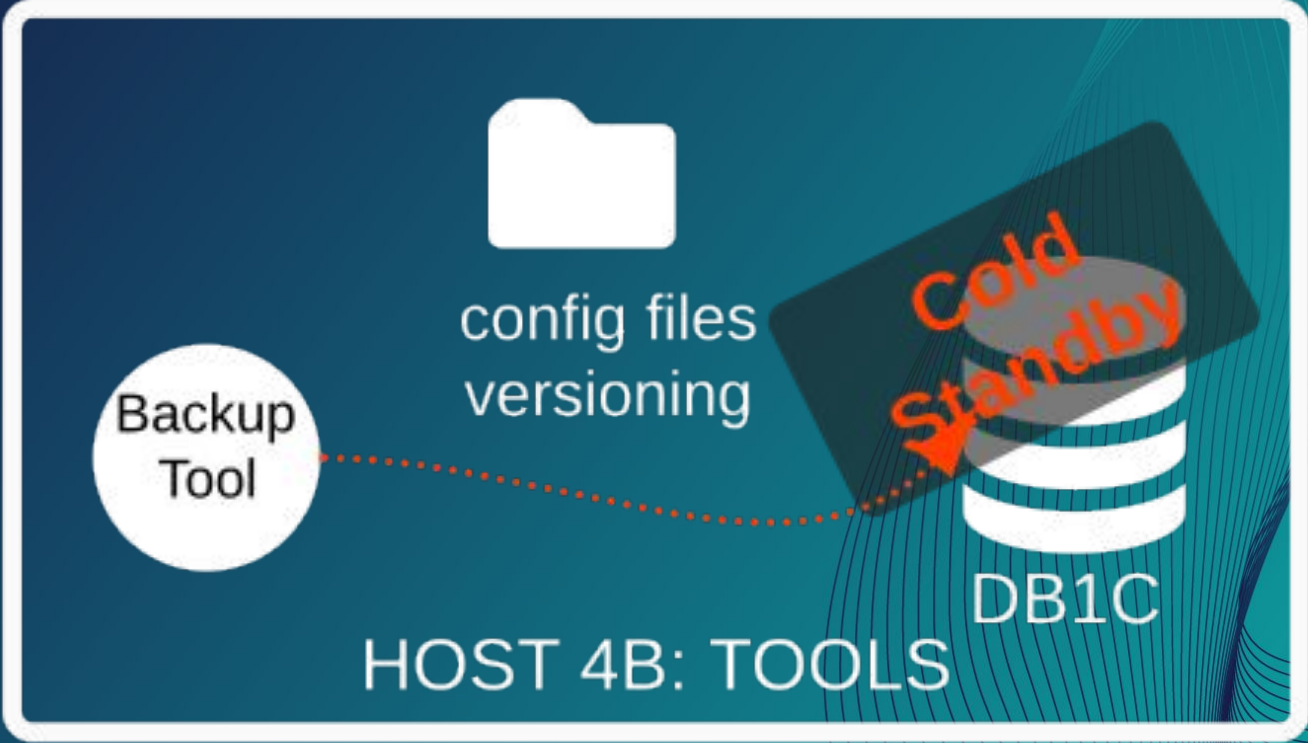
# Favoring fast reads



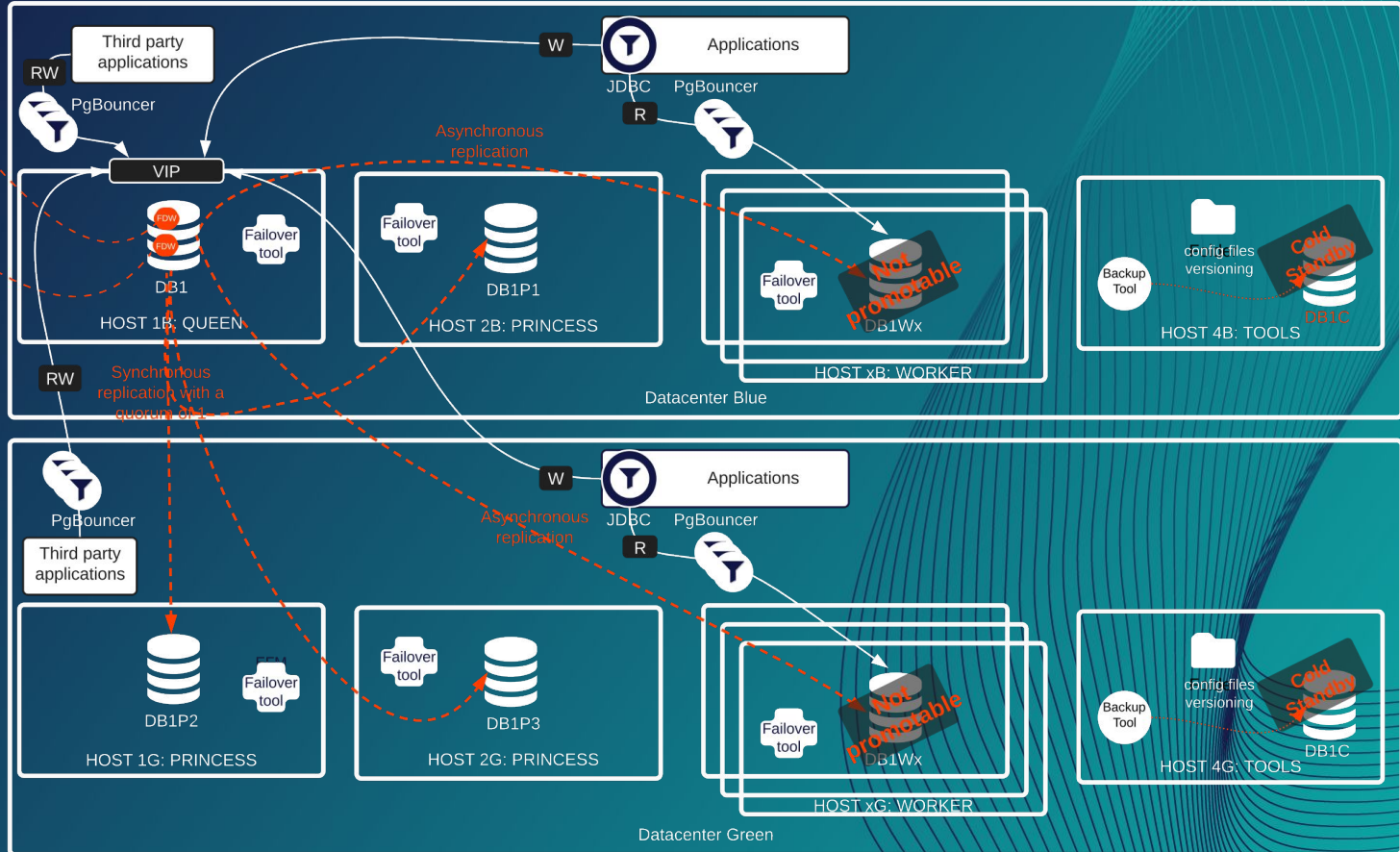
# Basic architecture



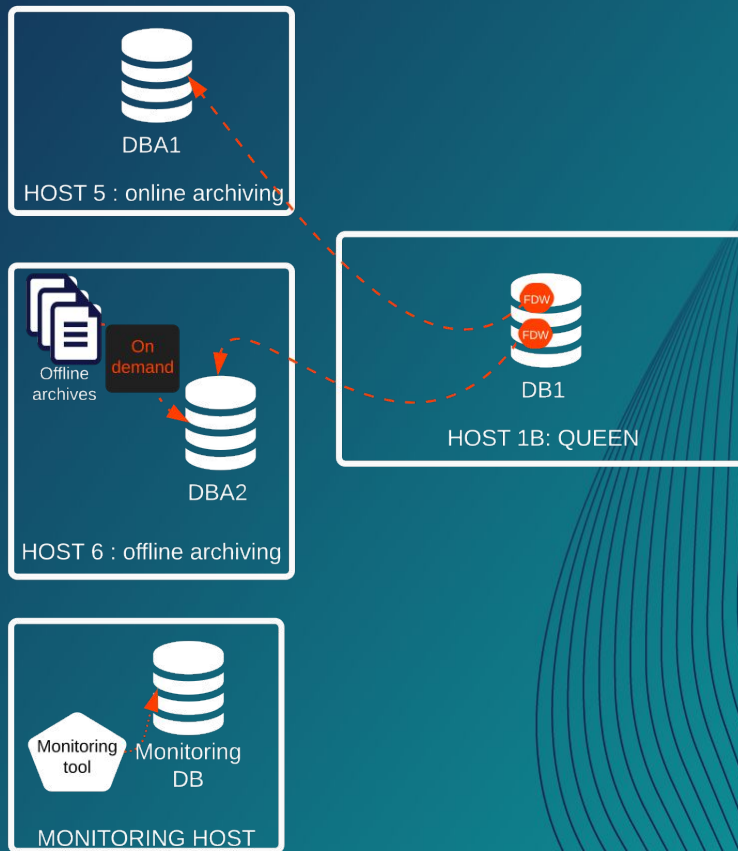
# Backups



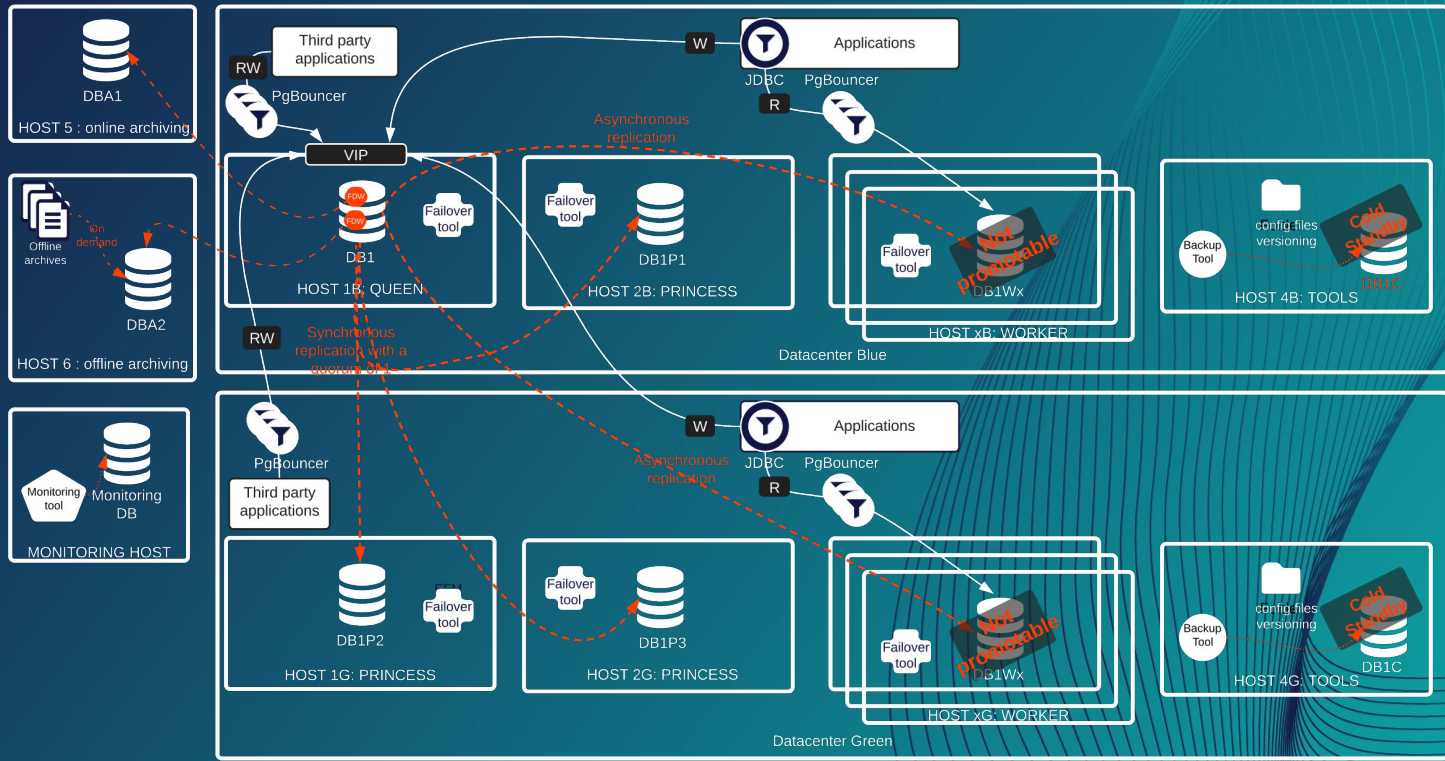
# Doubling the datacenters



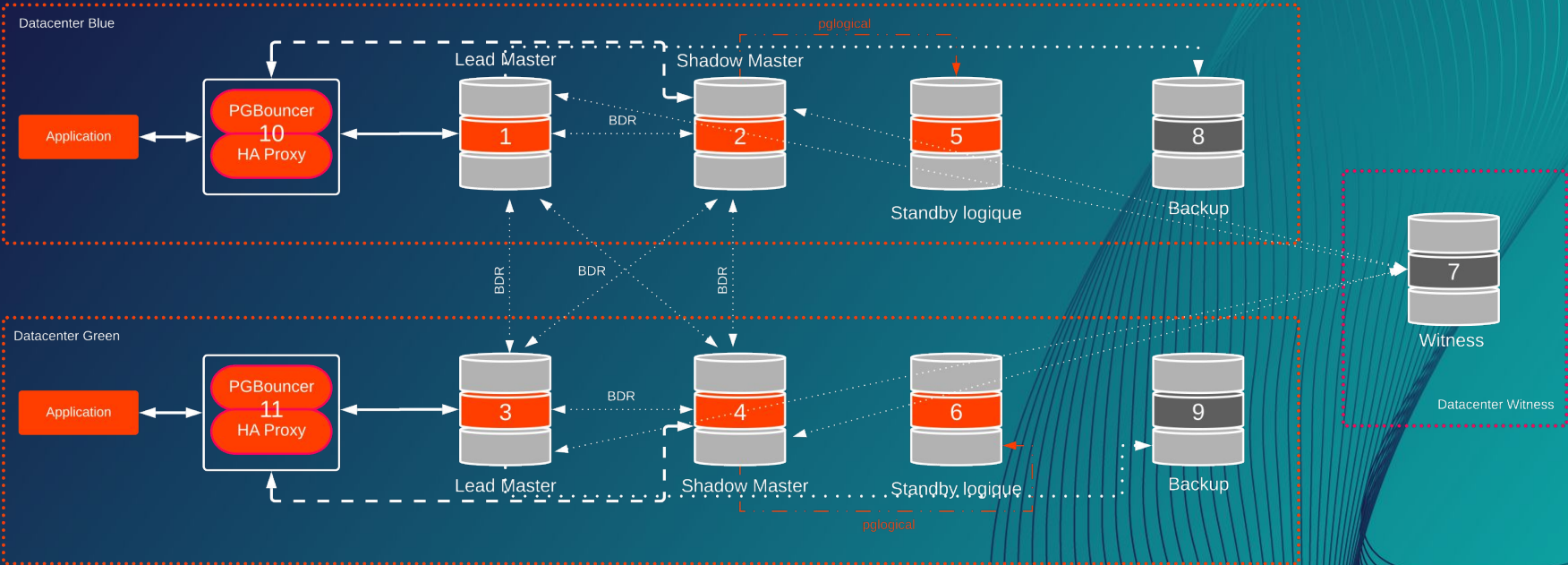
# Archiving + monitoring



# Everything together!

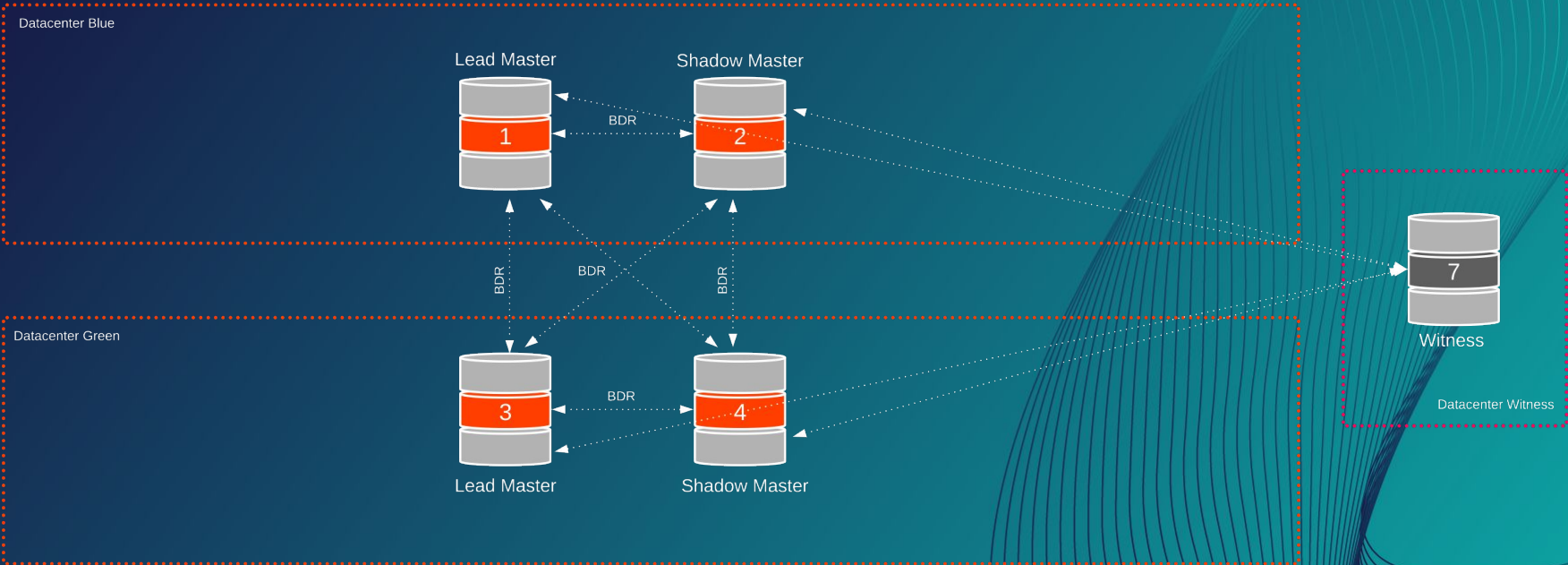


# Favour availability

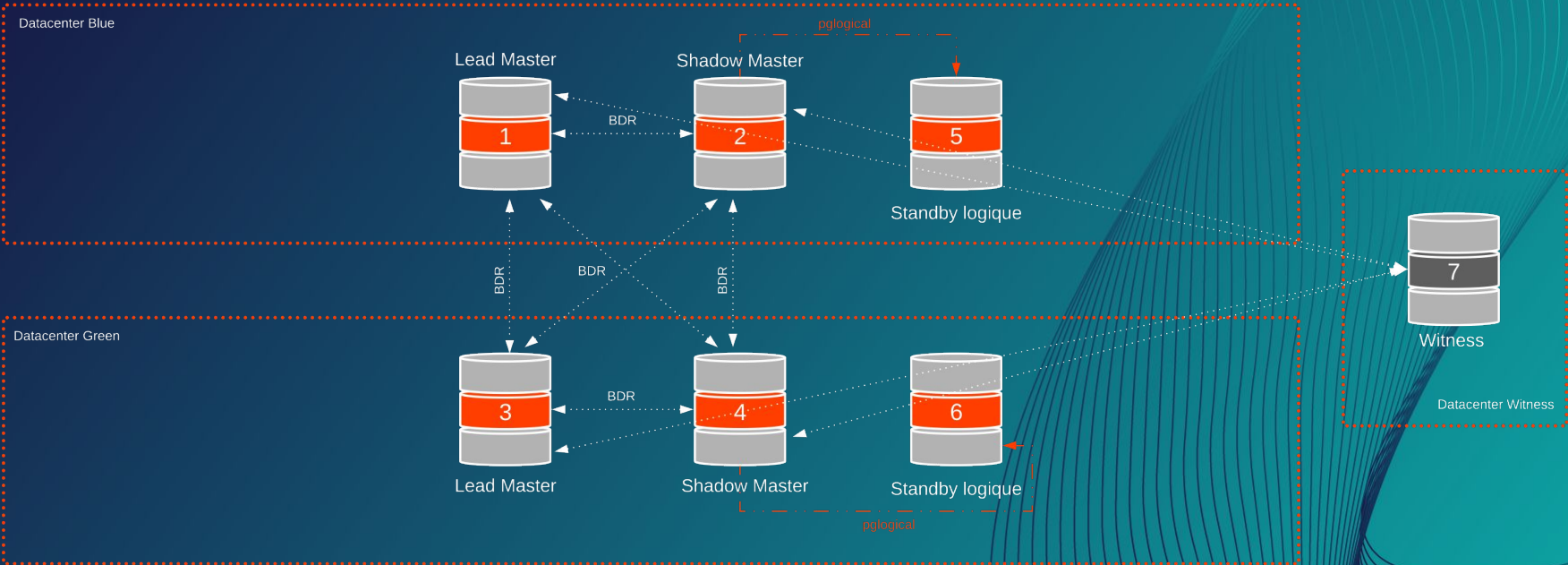




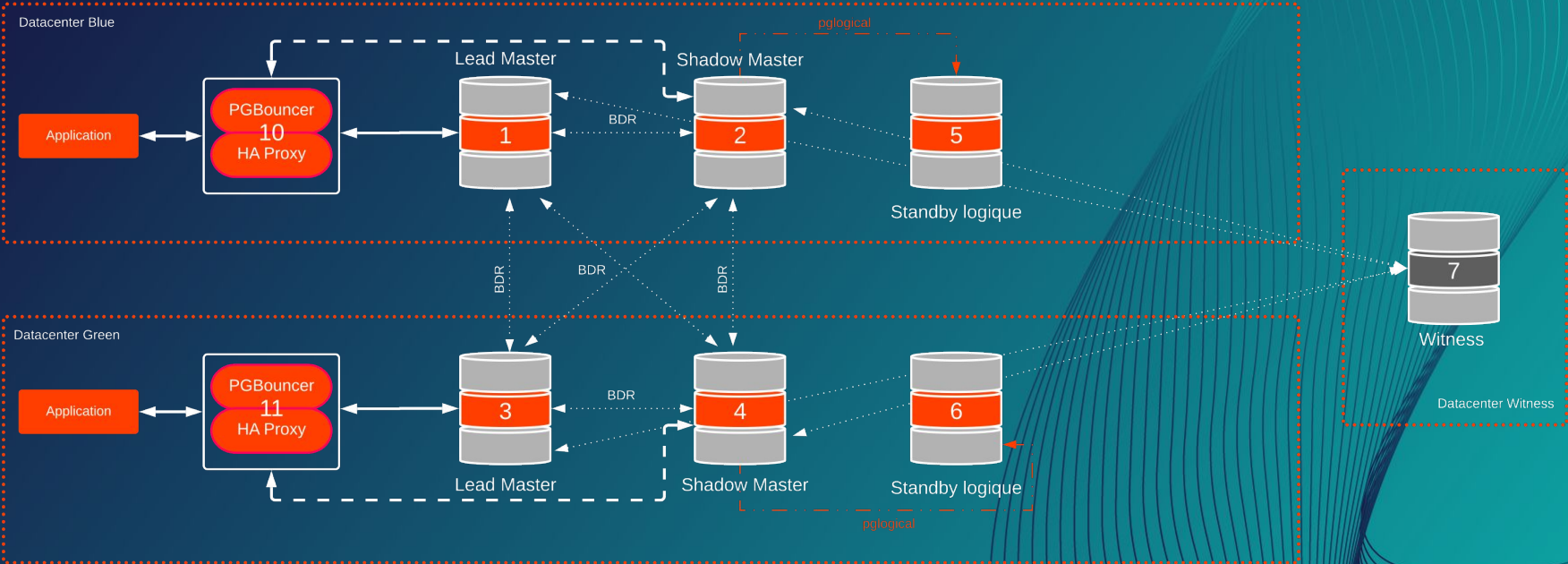
# Multi-primary



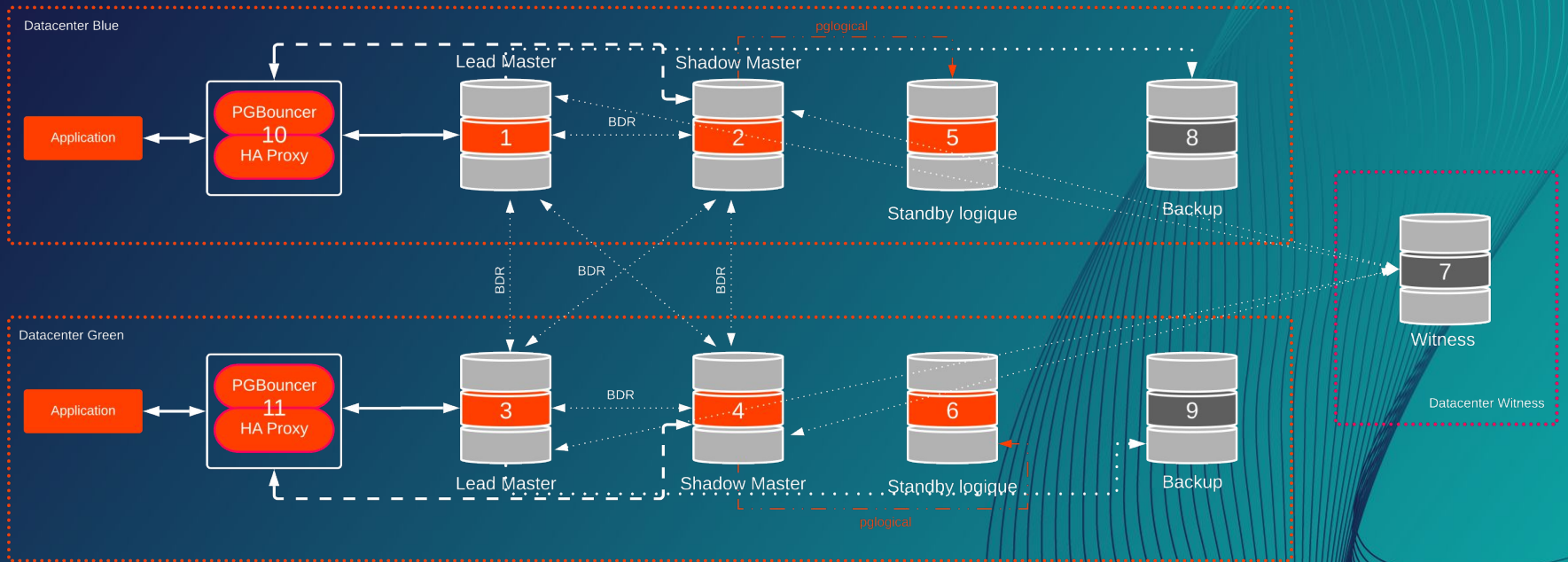
# Logical replication



# High availability



# Adding backups



# To conclude

- The database is not the only element that can fail
- Figure out what your RPO is
- Figure out what your RTO is



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Thank you!  
Do you  
have any  
question?