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13. ABSTRACT (Maximum 200 words)

Parallel Database Management Systems (PDBMS) address the performance requirements of heavily loaded systems that handle very large databases. Early attempts at meeting the requirements during the 1980's concentrated on building special database hardware. That approach was useful but the building of customized hardware was expensive. In contrast, the emergence of inexpensive commodity processors and other hardware shifted the focus, during the 1990's, to one of building extensible parallel computers. Three distinct architectures have been reported in the literature; they are shared memory, shared disk, and shared nothing. This presentation, made at the Annual ADSRC Meeting on September 96, contrasts the three architectures.

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COURSE DEVELOPMENT IN PARALLEL AND DISTRIBUTED DATABASE MANAGEMENT SYSTEMS

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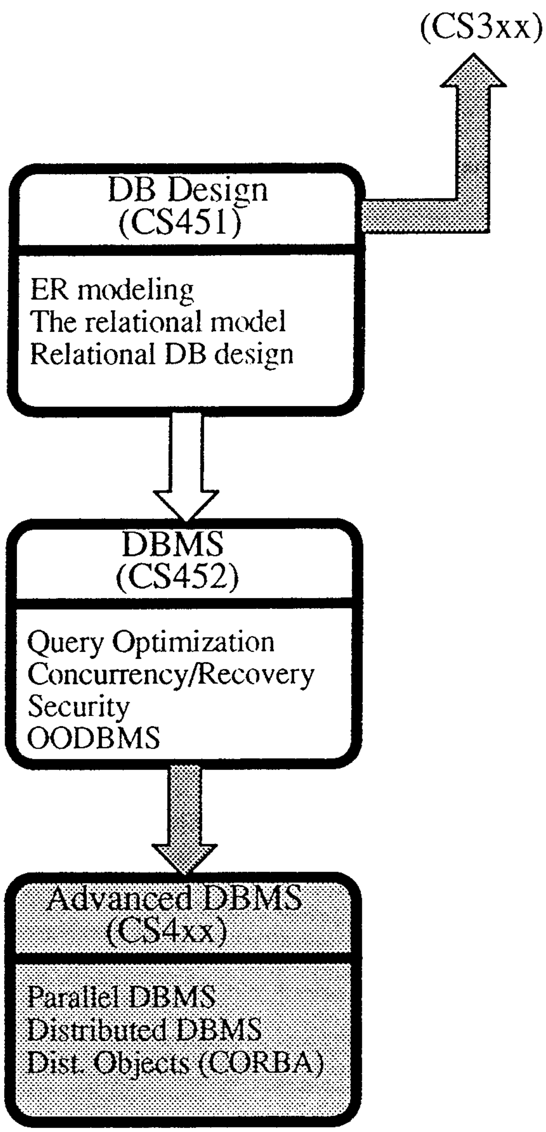
OUTLINE

- Context and Plan for This Work
- Overview of Parallel Database Systems

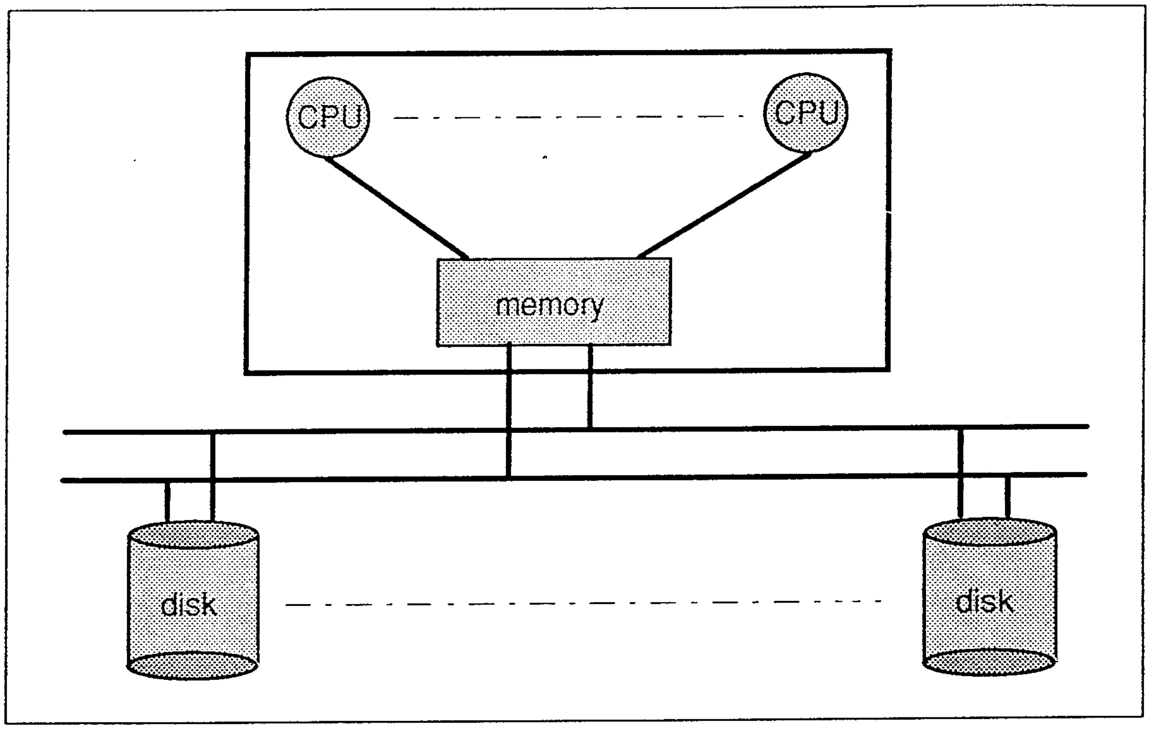
CURRENT AND PROPOSED DATABASE COURSES (AT GSU)



Classification of Parallel Database Systems

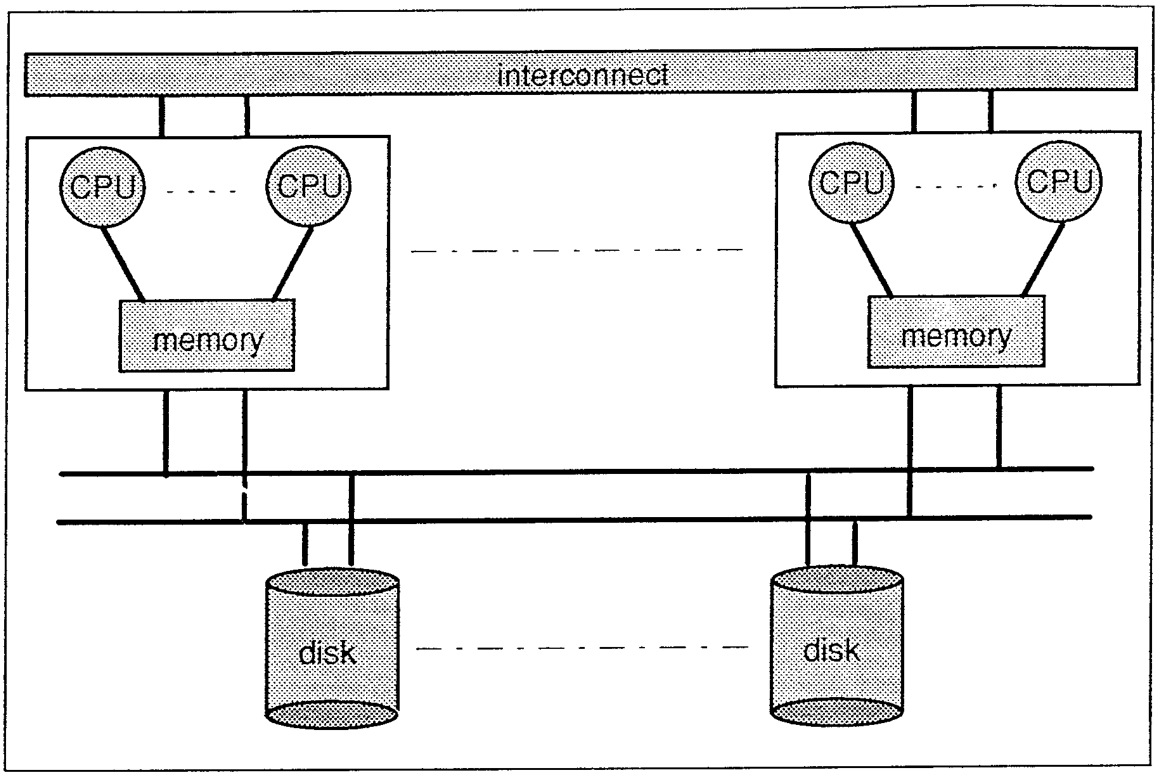
- Shared Memory (SM); also called Shared Everything (SE)
- Shared Disk (SD)
- Shared Nothing (SN)

Shared-Memory (SM) Parallel Database Systems



- All processors directly access, in a symmetrical fashion, all main memory and disks.
- In general, the operating system allocates processors to processes.
- Processors have local caches to reduce network traffic, but loading/flushing caches can degrade performance.
- Hardware-specific solutions are required to ensure coherence among the caches (e. g. processors continuously snoop the shared bus to see if their cached data is required elsewhere.)
- Typical Hardware: IBM 3090, IBM 370, Bull DBS8, Encore, Sequent Symmetry

Shared-Disk (SD) Parallel Database Systems

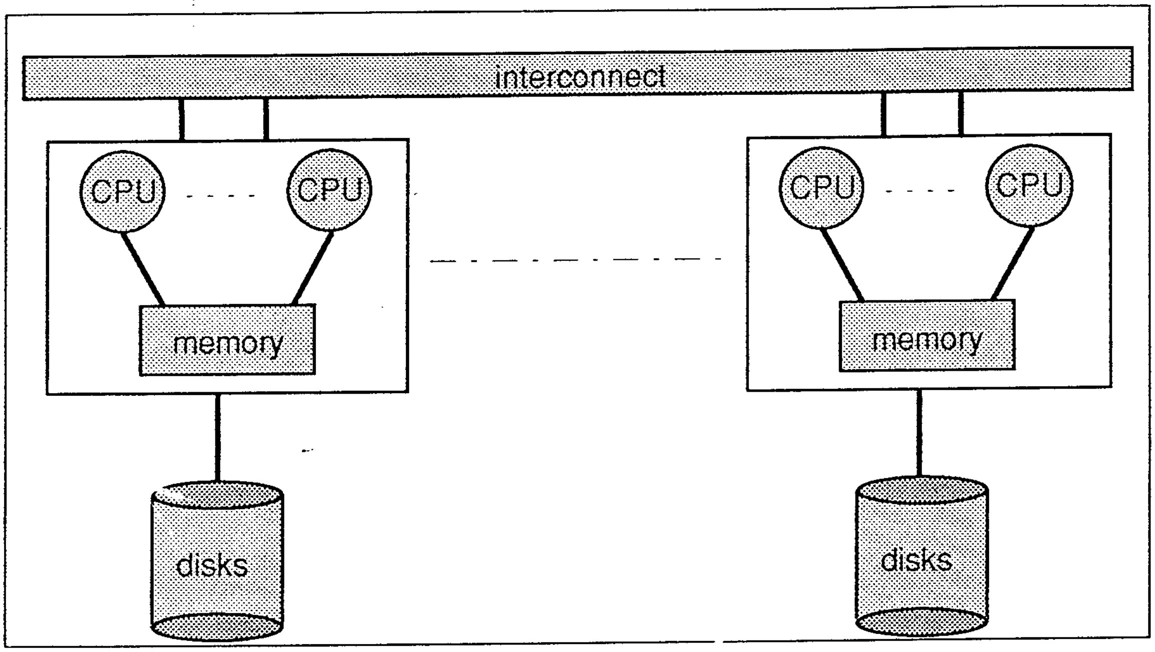


- Each node has its own memory and may itself be an SMP box.
- The nodes share the same disks logically (and may be physically too).
- System (or application) software must ensure the coherency among multiple copies of disk pages requested by different nodes.
- A query or update by a node requires it to:

  1. Transmit, to all other nodes, an intention to query/update the database.
  2. If the required page is currently being updated by any other node, then wait until it is released.
  3. Read or receive the required page.
  4. perform the query or update.

- Typical Hardware: DEC VM Cluster, SUN Sparc 1000 cluster

Shared-Nothing (SN) Parallel Database Systems



- Each node has its own local memory and its own local disks.
- The database is partitioned across the nodes, thus allowing I/O parallelization
- Each node acts as a server for its local data.
- An update by a processor requires:

  1. Transmit a request for update to the relevant server.
  2. The server performs the update, locally.
  3. The server acknowledges the success back to the requester.

- A query by a processor requires:

  1. Transmit the query to the relevant server.
  2. The server performs the query locally.
  3. The server sends the query result to the requester.

- Typical Hardware: AT&T 3600, IBM SP2, nCUBE, VAXcluster

Metrics for Evaluating the Three Architectures

	Metric	Explanation
1	**Price**	Using commodity hardware reduces system cost.
2	**Throughput**	Inter-query parallelism improves throughput.
3	**Response Time**	Intra-query parallelism improves response time.
4	**Speedup**	Ideally, twice the hardware should solve the problem in half the time.
5	**Scaleup**	Ideally, twice the hardware should solve twice the problem in the same time.
6	**Startup Cost**	Preparing a query for parallel execution is an overhead.
7	**Interference**	Processors slow each other when competing for shared resources.
8	**Load Balancing**	Ideally, all the processors should be working concurrently.
9	**Comm. Overheads**	Ideally, sub-problems of one problem should require least communication.
10	**Data Availability**	It is desirable to be able to tolerate failure of some nodes.
11	**Portability**	Porting centralized DBMS software should be relatively easy.