Noria

Dynamic, partially-stateful data-flow for high-performance web applications

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Background and motivation The problem addressed

- Web applications long lived, low latency and often with changing queries.
- Pre-computation difficult for both writes and reads.
- Eventual consistency often sufficient.
- **Downtime at change** needed in most data-flow systems, undesirable for web.





Noria's novelty

Contributions of the paper

- 1. A partially-stateful data-flow model.
- 2. Techniques to automatically merge and reuse data-flow subgraphs.
- 3. Quick, dynamic response to a change of schema without downtime.
- 4. Prototype implementation and evaluation.

Noria data-flow design

- SQL interface, data-flow underneath.
- **Directed acyclic graph** of operators with:
 - **Root** persistent store; on disk.
 - Leaves derived external views; on server.



Noria: stateful data-flow operators pre-compute data for reads incrementally; data-flow change supports new queries.

Partial statefulness

Definition and properties

- **Partially-stateful model:** operators maintain only a subset of their state.
- Missing records: derived when needed via upqueries.
- New operator: initially empty, but starts processing immediately due to upqueries.
- Descendants: partial-state operators cannot have full-state descendants.
- Rarely-used states: evicted to reduce size and write load.

Eviction and upqueries Mechanisms to ensure invariants hold

- Eviction notices state entries that will no longer be updated.
 - Updates for evicted entries are dropped by operators.
 - Issued at random when approaching the memory ceiling.

- Recursive upqueries
 - Requests for records from stateful ancestors.
 - Eventually-consistent results.

Implementation

Noria's development and usage

- Rust-based + RocksDB
- Server setup runs on 1+ multicore servers.
- Sharded data-flow across operators; no global coordination.
- **Easy integration** MySQL adapter.
- Noria-native applications best performance.



Evaluation on Lobsters

Lobsters and the uniform distribution

- Lobsters is a news aggregator, where users vote for stories.
- Noria outperforms other (realistic) systems.
- Uniform is **not** realistic...



Figure 8: For a uniformly-distributed, read-heavy (95%/5%) workload on Figure 2, Noria performs similarly to the (unrealistic) memcached-only setup.

Evaluation on Lobsters Zipf-distributed story ID



(a) Read-heavy workload (95%/5%): Noria outperforms all other systems (all but memcached at 100–200k requests/sec).

(b) Mixed read-write workload (50%/50%): Noria outperforms all systems but memcached (others are at 20k requests/sec).

- 95/5% representative for many web applications.
- Up to 70x higher throughput compared to realistic systems.

Limitations

Design and prototype problems

- Requires a centralised timestamp signer.
- Lacks support for parameterised range queries.
- Lacks support for multi-column joins.
- Only suits apps compatible with eventual consistency.
- Is inefficient for sharded queries that require shuffles.