



# PostgreSQL Compatibility







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Read Committed Isolation







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Read Committed Isolation & Pessimistic Locking



Why compatibility?



Why compatibility?

Scaling your existing app should be straightforward

**NO** to "our db scales flawlessly & is fast but we don't support this yet, can your app workaround this?"



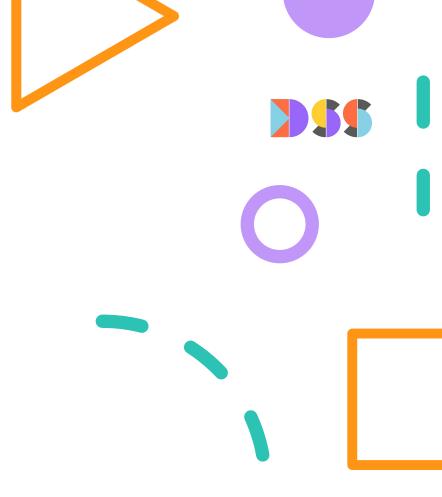
## Levels of compatibility

Wire - does the db work with existing Postgres drivers, same byte format, serialization etc.

**Syntax** - would the same syntax as PostgreSQL work?

Feature - parity in terms of different functionalities: triggers, stored procedures, gin indexes, etc

**Runtime** - matching execution semantics. An app shouldn't be able to say whether the db point is PostgreSQL or something else (barring any theoretical performance differences that stem from distribution)



ACID transactions -> tricky



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Distributed ACID transactions -> trickier

Fault tolerance & always available

Clock skew Sharding, automatic shard splitting

Load balancing
Horizontal scalability
and more ....



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Distributed ACID transactions -> trickier

=> Impossible for the app to workaround incompatibility at the transactional layer

Fault tolerance & always available

Clock skew Sharding, automatic shard splitting

Load balancing Horizontal scalability and more ....





## Isolation Levels in PostgreSQL

- Serializable (supported by YB since long)
- 2. Repeatable Read (supported by YB since long)
- 3. Read Committed (new addition to YB!)
- 4. Read Uncommitted (same as Read Committed)

Strictness of isolation increases bottom to top

Performance increases top to bottom due to lower conflicts



Key ideas that define "read committed" -

- 1. From Postgres
  - a. New snapshot per statement in the transaction
  - b. Apps never face serialization errors (40001), so don't have to retry those
- 2. Read restart errors no more [stems from **clock-skew** due to YugabyteDB's distributed nature]



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  - a. New snapshot per statement in the transaction
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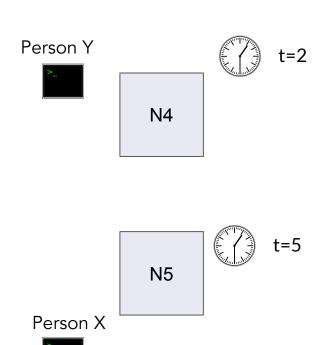
## [Insert live terminal demo for point (1 & 2) here]

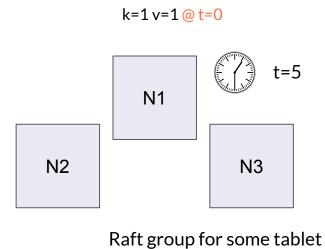


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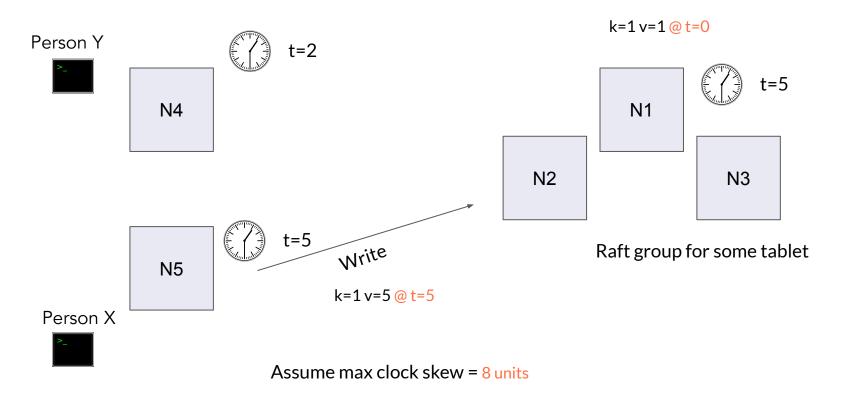
- 1. From Postgres
  - a. New snapshot per statement in the transaction
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- 2. Read restart errors no more [specific to Yugabyte due to its distributed nature]

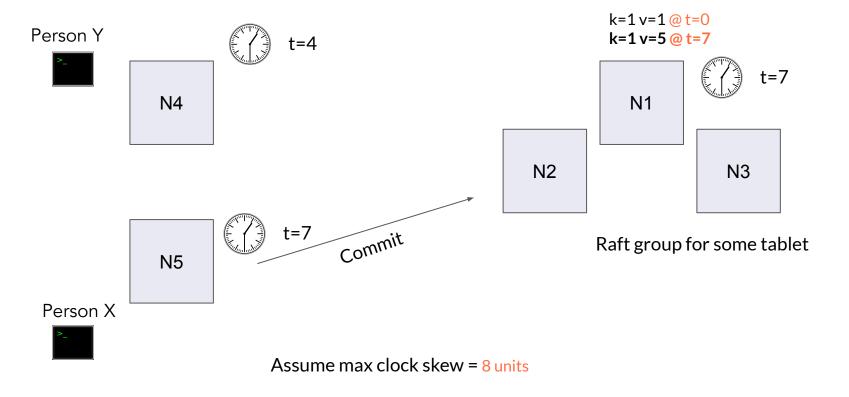
a 2 min detour to declutter read restarts ...

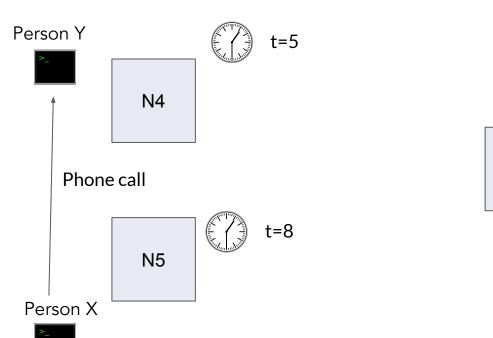


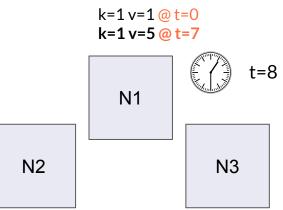


Assume max clock skew = 8 units



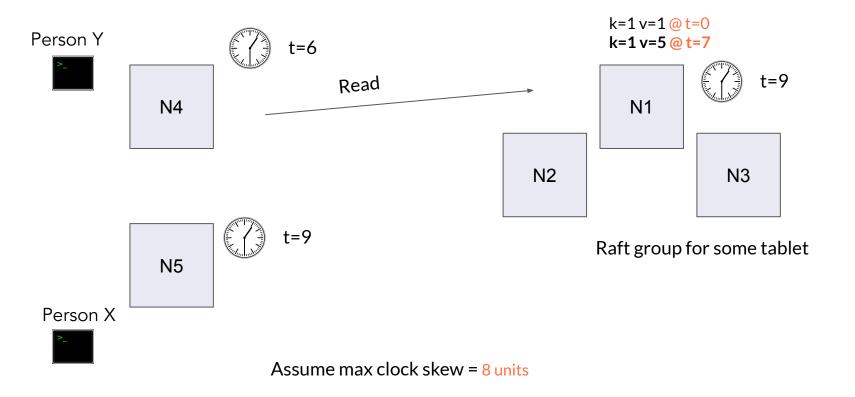


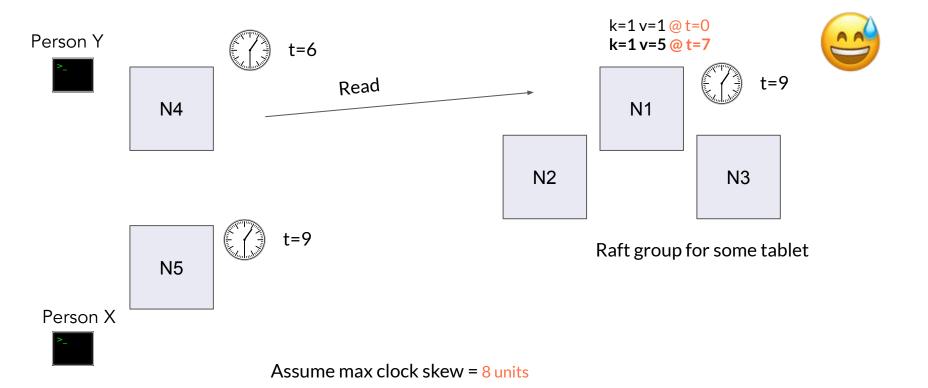


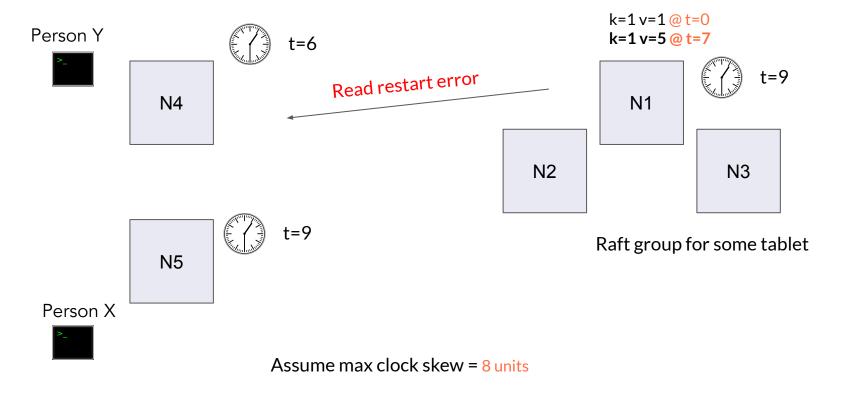


Raft group for some tablet

Assume max clock skew = 8 units







## [Insert live terminal demo for point (3) i.e., read restarts here]

## The Temenos High Water Benchmark In (Big) Numbers [SKIP slide]

temenos

3000

Global Banking Customers 41/50

Of The Top Global Banks 1.2 Bn

Global Bank Customers Investing

20%

Revenue in R&D

High Water Benchmark 102K

Business Transactions Per Second 100M

Customers

200M

**Accounts** 

4.1x

More Efficient For A Smaller CO<sub>2</sub> Footprint +40%

Better Performance



350K

Database Reads
Per Second

80K

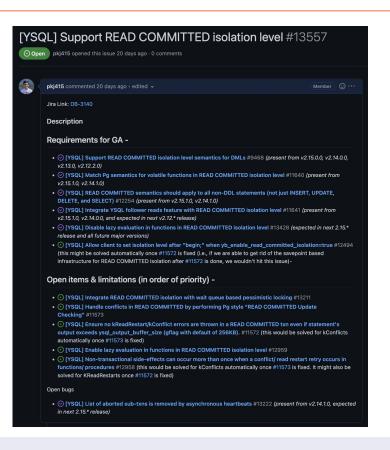
Database Writes
Per Second

Inserts 3 ms Selects 1 ms Deletes 1 ms 39/3

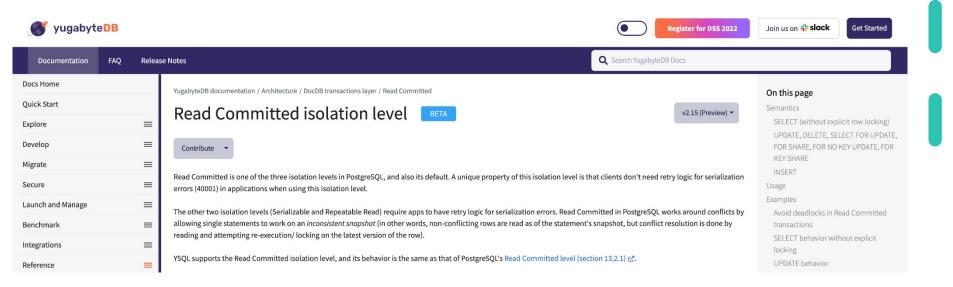
DB AWS Nodes AZ

## Roadmap

Track further enhancements and their progress at <a href="https://github.com/yugabyte-db/issues/13557">https://github.com/yugabyte-db/issues/13557</a>



### View the docs



https://docs.yugabyte.com/preview/architecture/transactions/read-committed/

# Pessimistic locking



## Optimistic locking

On conflict, roll-back one of the conflicting txns based on priority

Deadlocks are avoided since transactions never wait

Aborts transactions unnecessarily in contentious workloads

Behavior is incompatible with PostgreSQL

## Pessimistic locking

On conflict, wait for the blocking transaction to commit or rollback

**Deadlocks are detected** among waiting transactions

Aborts transactions minimally in contentious workloads

Behavior is compatible with PostgreSQL

Along with pessimistic locking, comes the problem of detecting distributed deadlocks.

**Detection happens quickly** with detector triggering 1s after conflict



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**Detection is guaranteed** once a deadlock is created

### **Edge Chasing Algorithm**

Chandy and Misra, 1982 - A Distributed Algorithm for Detecting Resource Deadlocks in Distributed Systems

https://www.cs.utexas.edu/users/misra/scannedPdf.dir/ResourceDead lock.pdf

**Wait-for graph** is formed by considering transactions as nodes and waiting-status as a directed edge

**Probes are sent** between transaction coordinators to detect cycles in this graph

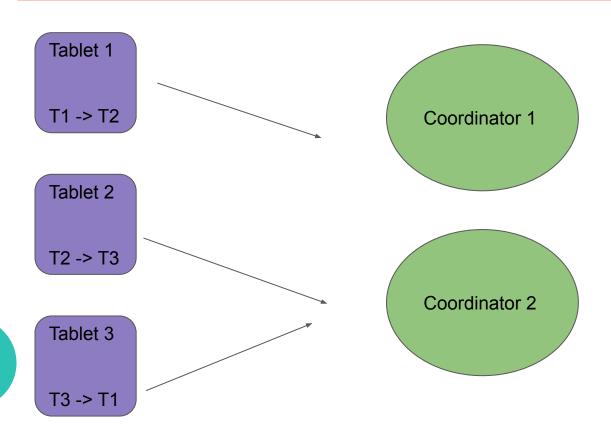
Tablet 1

T1 -> T2

Tablet 2

T2 -> T3

Tablet 3



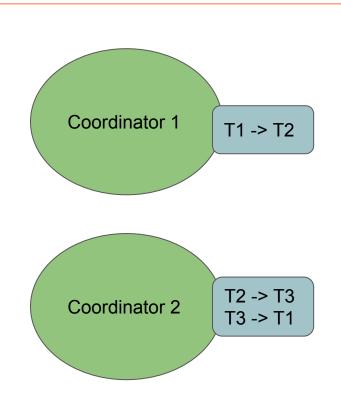
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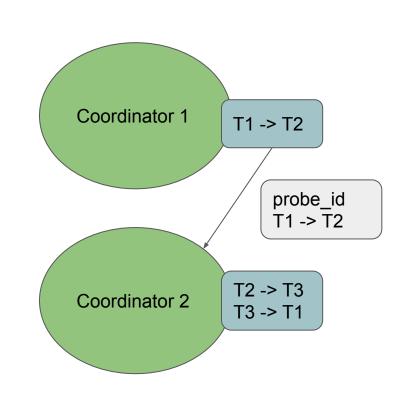
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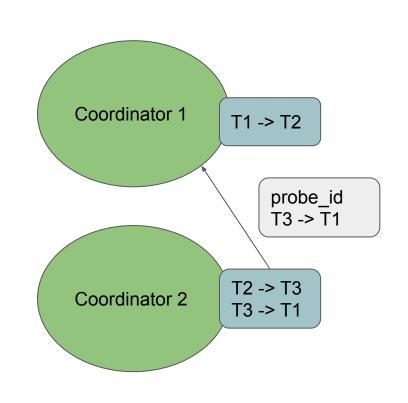
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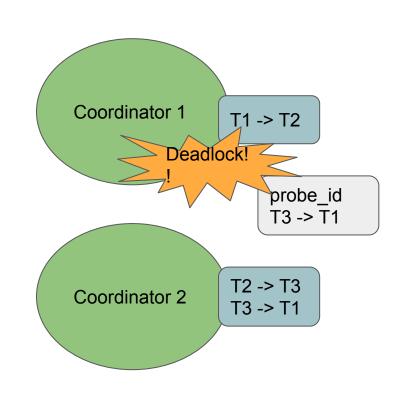
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**Detection happens quickly** with detector triggering 1s after conflict

**Detection is guaranteed** once a deadlock is created

**Overhead is optimal** requiring constant additional memory and only one probe per conflicting transaction. Probes could trigger many RPCs depending on wait-for graph

### Additional Resources

View our docs page for Read Committed isolation level

View our spec document for pessimistic locking

See our <u>roadmap</u> for this area, more exciting Items coming your way!





## Thank You

Join us on Slack: <a href="mailto:yugabyte.com/slack">yugabyte.com/slack</a>

Star us on Github: github.com/yugabyte/yugabyte-db

