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A Scalable and Highly Available Networked Database Architecture

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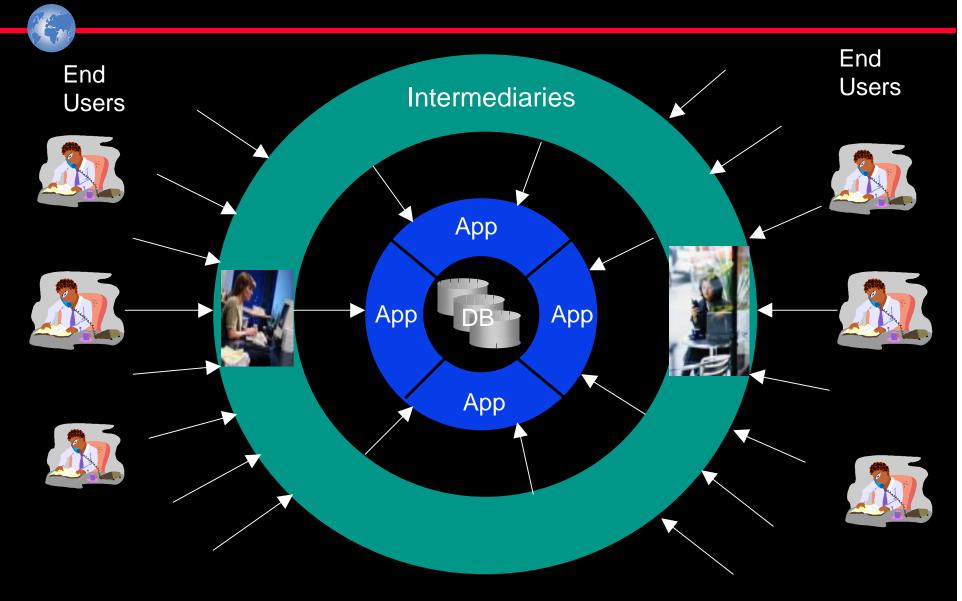
Outline



- Scalability, Availability, Mobility Challenges
- Client Technologies
- Server Technologies
- Open Issues

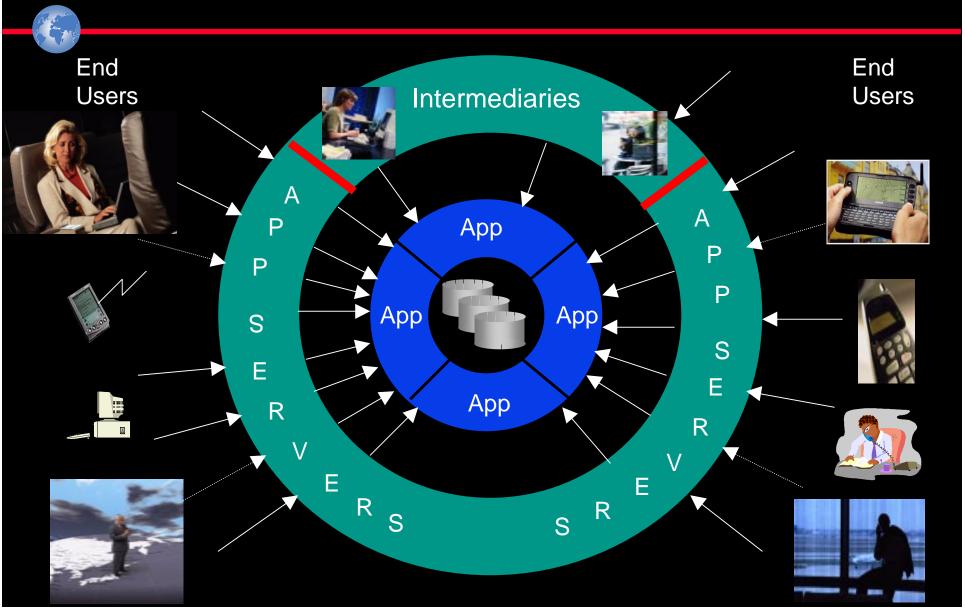
Pre-Internet Era Database Usage





Internet-Era Database Usage





Challenges



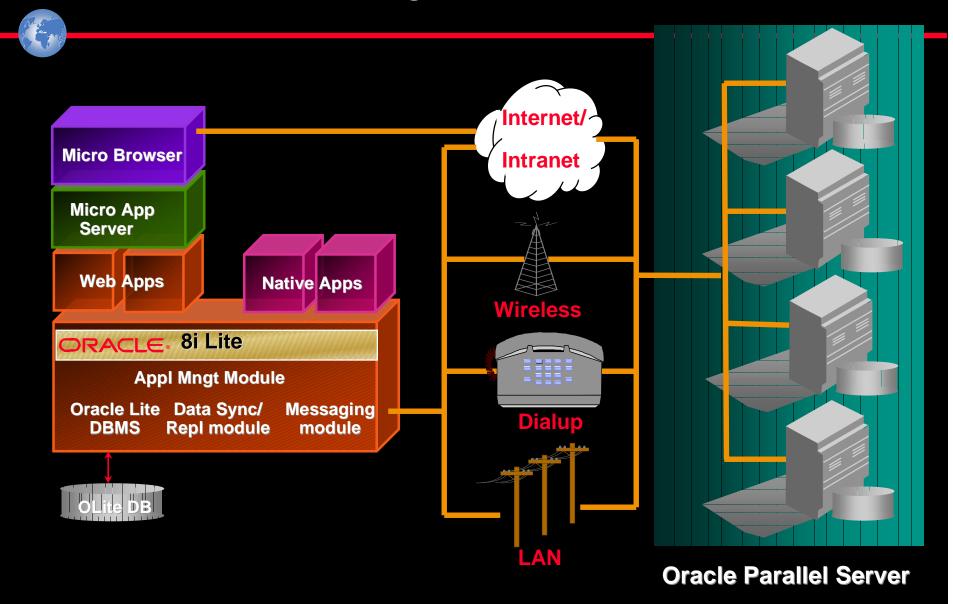
Client Technologies

- Supporting disconnected-mode/slow connections
- Transparent install/management of SW on client
- Catering diverse device capabilities and preferences

Server Technologies

- Scalability
- High availability
- Manageability => lows cost of operation/ownership

Client Technologies

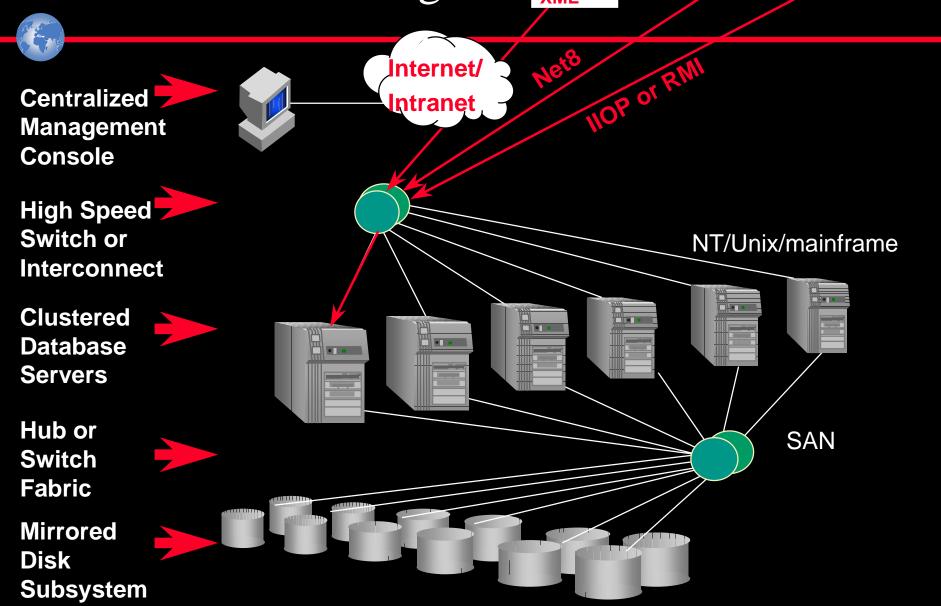


Server Technologies









Open Issues



- Effective Load Balancing across nodes
 - Use CPU and memory and I/O and health of node (is node running out of resources)
- HA for long running Transaction
 - How do we save app state for LRT and restart transaction on another node (checkpoint of application state)
- Affinity processing in cluster environment to Optimize Locking and cache coherency (dynamically route like-work)
- Effective support for unlike speed node
- Scalable replication