WORLD COMET RESEARCH GROUP

International Journal of Applied Data Science & Modern Computing
Vol. 5, No. 2, 2022
Doi: 10.67228/30713498/IJADSMC-2022PII3F2W
PP. 01-15

Original Article

Distributed Databases for Modern Computing Applications

Dr. Fatou Diop

Department of Sociology, Dakar Social Sciences University, Senegal.

Received: 07-06-2022 Revised: 07-24-2022 Accepted: 07-30-2022 Published: 08-02-2022

ABSTRACT

The distributed databases now become a building block of modern computing infrastructures under the influence of the dramatic increase in data volumes, the evolution of cloud computing, and the need to manage large-scale, fault-tolerant, and performance-intensive data warehouses. The conventional centralized database architecture is no longer adequate to support the needs of the modern applications including cloud services, Internet of Things (IoT), big data analytics, real-time processing and globally distributed web applications. Distributed database system handles these issues by partitioning, replicating and controlling data in more geographically dispersed nodes whilst ensuring consistency, availability and reliability. This paper entails a detailed analysis of distributed database in the contemporary computer use. It discusses the architectural concepts, design techniques, data dispersion strategies, and consistency models and techniques of dealing with transaction in a distributed database system. An in-depth literature review reflects the development of distributed databases, the primitive models of client-servers to the new cloud-native and NoSQL databases. The given methodology analyses the system design issues as part of it, such as data partitioning, replication scheme, concurrency control, and fault resistance. The analysis of the performance evaluation is done through experimental assessment and discussion of performance measures which include the latency, throughput, scalability, and availability. The paper has summarized by determining major issues, new trends and subsequent research agenda in the distributed database systems.

KEYWORDS

Distributed Databases, Cloud Computing, Data Replication, Scalability, Consistency Models, NoSQL Databases, Fault Tolerance, Big Data.

WCRG
Global Research
ISSN: 3071-3498
PP: 01-15.

1. INTRODUCTION

1.1. Background

The high rate of digital transformation in industries has seen the growth of data generated exponentially by a broad variety of sources more so, mobile devices, Internet of Things (IoT) sensors, social networks, and immense enterprise applications. Current software are supposed to offer continuous availability of data, low tolerance, and high resilience to fault in serving consumers at various geographical regions. These considerations create a great burden on the data management systems especially where the workloads are high in the aspect of concurrency and dynamism. The classic centralized databases, whereby they depend on one server or highly integrated infrastructure are unable to support such demands because they are highly limited in terms of scalability, potential single point of failure vulnerabilities, or due to performance bottlenecks on extreme load. These limitations were overcome by the advent of distributed databases where information was distributed over a number of nodes that are interconnected together to act as one logical database system. In such a structure, the nodes are autonomous and independent, and they manage their own storage and processing resources, and coordination mechanisms provide data consistency and transparency to users. This decentralized system allows horizontal scalability, whereby a system can scale by just adding new nodes instead of updating hardware. Moreover, the replication of data and fault tolerance mechanisms enhance the reliability and availability of the system that makes it to ensure it works continuously even when failures are present. Consequently, distributed databases have now become a fundamental basis to the current and data-intensive applications which require scalability, resilience, and high performance.

1.2. Need for Distributed Databases in Modern Applications

Current applications have to run in a performance and reliability-constrained, yet, data intensive environments. Distributed databases have now come in to manage such demands with the ability to deliver the architectural qualities that cannot be effectively delivered with centralized ones. The following were the major motivations behind the use of distributed databases in the contemporary application.

1.2.1. High Availability and Fault Tolerance

The applications that are modern like e-commerce platforms, financial systems and cloud services need round the clock operation with little downtime. Distributed databases also give high availability that provides a replication of the data by more than one node such that the services offered by the system can be used even in times when one node is unavailable. Fault tolerance ensures that when the system has failed, the system can recover and be reinstated automatically to be able to continue accessing data without failure and enhances the overall system reliability.

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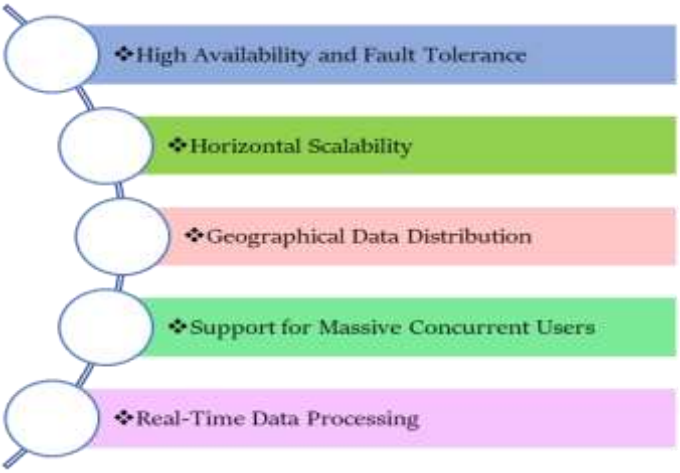

Fig 1 - Need for Distributed Databases in Modern Applications

1.2.2. Horizontal Scalability

With the increase in application workloads and data volumes, the systems have to scale effectively and not bring about a lot of performance degradation. Horizontal scalability is provided by the distributed databases as more nodes may be easily added to the system. This can be used to increase storage and processing capacity when required by organizations in a more flexible and economical manner than horizontal scaled centralized databases, because of the flexibility of distributed solutions.

1.2.3. Geographical Data Distribution

Other untold applications today are able to serve the users in various geographical areas; data is demanded to be in a geographical area more near the end users so that the latency is minimized. Distributed databases facilitate the distribution of geographical data such that, replicas of data are stored in multiple places where they are readily accessed and they are user friendly. The capacity is specially relevant to international applications that require low-latency access to data and a regulatory requirement to comply with data locality.

1.2.4. Support for Massive Concurrent Users

Social media websites and online services will be required to process millions of users at the same time. Distributed databases can handle much of concurrency by spreading out the requests between more than two nodes avoiding contention and eliminating performance bottlenecks. This parallel processing ability guarantees high-performance regardless of the high number of users.

1.2.5. Real-Time Data Processing

Real-time apps demand the real-time ingestion, processing, and analysis of data. Distributed databases help in real time data processing as it allows parallel processing of queries and updates on different nodes. It enables applications to react to changing data quickly and provide timely

ISSN: 3071-3498
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information, so distributed databases are suitable when it needs to operate real-time analytics and event-driven applications.

1.3. Distributed Databases for Modern Computing Applications

Largely, the capability to handle large scale data that is geographically distributed coupled with their capability to provide high performance and reliability has ensured Distributed databases become a corner stone of modern computing application. The growing performance of applications in cloud-based and globally distributed platforms, combined with an increase in the need to maintain a seamless scaling operation, failure tolerance, and high-speed access to data, has increased the necessity of the systems that can meet their requirements and the operation of a single system across the world. Distributed databases can be used to meet these needs by dividing data and storing it in different locations so that various applications can effectively handle large amounts of data and deliver services to users in different geographical locations with very little latency. Distributed databases are applicable in the modern computing applications with numerous examples of use cases such as web services, mobile applications, big data analytics, real-time systems. These databases can greatly outperform their centralized counterparts by allowing multiple data processing and distributed execution of queries efficiently through these databases. Also available are fault tolerance systems that provide full availability of data even when one of the nodes or network node failures occur, an essential requirement when operating a mission-critical application. Distributed databases are also well adapted to support the various types of data and workload due to their flexibility. Most of the contemporary systems combine structured and unstructured data, and to support such flexible storage models, like those provided by the NoSQL databases and cloud-native databases, are required. Moreover, distributed databases enable applications to dynamically scale resources according to the workload requirements to maximize performance and cost efficiency in scalable cloud environments. In as much as they are advantageous, distributed databases create design complexities such as in ensuring data consistency, coordination, and system management. Nevertheless, progress in a distributed algorithm and the consistency models and automation tools have curtailed these difficulties to a great extent. On balance, distributed databases offer the underlying platform on which the contemporary computing systems are to be built, allowing them to be scaled or be resilient and process data in real-time in a more data-intensive digitized environment.

2. LITERATURE SURVEY

2.1. Evolution of Distributed Database Systems

Distributed database systems was developed in the 1970s along with the invention of computer networks and client-server systems. The initial systems were mostly homogenous that is all the nodes executed the same database software and schema and focussed on location transparency of the system such that users could find the data without having knowledge on where it is physically located. These systems assisted in the simple transaction processing and querying at several locations. Nevertheless, limited networking and centralized coordination and coordination model led early distributed data bases to experience poor scalability, high latency and low fault tolerance and

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thus could not be deployed in large scale environment. With the advancement in networking technologies and proliferation of internet based applications, distributed relational databases developed in response to these issues. It was improved by the introduction of enhancement of availability and performance like data replication, distributed query optimization, and distributed transaction processing. Systems had an expansion of relational models using distributed SQL processing and managing global transactions, which allowed the application of uniform access to data in geographically disperse nodes. Although there were these advancements, the systems were complicated and expensive to scale particularly in the major workload that was highly dynamic.

2.2. Emergence of NoSQL and Cloud-Native Databases

The burgeoning use of web applications, social media, and big data prompted the discovery of the weaknesses of the traditional relational as a mechanism to cope with large amounts of semi-structured and unstructured data. This gave rise to the NoSQL databases that place emphasis on horizontal scalability, high availability and adaptable data designs over fixed schemes and strong consistency assurances. NoSQL Databases are widely divided into key value stores, document, column family stores, and graph databases each with a set of preferred access patterns and specific areas of use. NoSQL databases can perform well and be scaled in a distributed context because they would not maintain strict ACID properties. Cloud-native distributed databases have been built using the concept of NoSQL, with the idea that they needed to be efficient in cloud environments. These systems use virtualization and containerization to offer elasticity whereby resources like storage and computing capabilities could be dynamically managed depending on the workload requirements. Cloud-native databases also focus on fault-tolerance, automatic scaling and managed services, which makes the operation of the database simpler and allows organization to apply globally distributed applications with minimum administrative burden.

2.3. Consistency Models in Distributed Systems

Consistency models give the policies of how data changes are distributed and monitored between distributed nodes. High consistency will ensure that the latest update is immediately reflected in all nodes, making application reasoning relatively simple and introducing tradeoffs both in terms of latency and availability. Eventual consistency, on the other hand, permits replicas to temporarily move apart, with the promise they will move to the same state eventually. The system enhances performance and availability, especially with distributed systems of a large scale. CAP theorem gives a theoretical basis of the existence of these trade-offs in the sense that a distributed system cannot assure consistency, availability, and partition tolerance all at the same time. The network partitions, as they are inevitable discontinuities of a distributed environment, require the system designers to make decisions between consistency and availability depending on the needs of the applications. Accordingly, more recent distributed databases can be configured to offer tunable consistency so that applications can decide between correctness and performance depending on their application.

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2.4. Distributed Transaction Management

To achieve atomicity, consistency, isolation and durability (ACID) among a set of nodes in a distributed database, Distributed transaction management is imperative. In this regard, coordination protocols (e.g. two-phase commit (2PC)) and three-phase commit (3PC)) are extensively researched and deployed. Such protocols are used so that only all the nodes involved in a transaction can commit it or can abort it so that there is a global consistency. They however demand a lot of communication and synchronization that may have a serious effect on performance and decrease latency. In addition, distributed commit protocols are susceptible to failures of coordinators like crashing of coordinators and network delays, which may cause blocking behavior. Due to this, numerous contemporary distributed systems either optimize these protocols, or circumvent them by weakening their consistency models or application-level transaction processing. This change is indicative of a general movement towards scalability and availability concerns over transactional guarantees in large-scale distributed systems.

3. METHODOLOGY

3.1. System Architecture Design

The suggested distributed database system is designed in such a way that it has several logical layers, which guarantee the following: scalability, reliability and the efficient management of data. The functionalities assigned to each layer are different and each interoperates in providing seamless access of distributed data and fault tolerance.

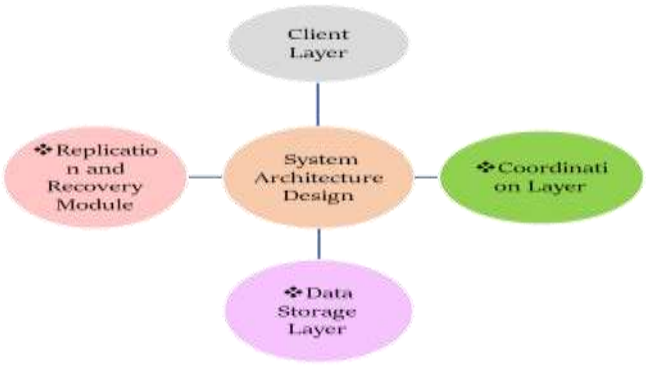

Fig 2 - Replication and Recovery Module

3.1.1. Client Layer

They are the client layer, which is connected to the end users or applications and the distributed database system. It has a role of processing user requests like queries as well as updates, and submissions of transaction, which are programmed into interpretable system operations. It might contain application server, API and query interface and provides transparency by not exposing the user to the complexity of data fragmentation, copying, and network communication.

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3.1.2. Coordination Layer

The coordination layer handles communication as well as synchronisation of the distributed nodes. It performs the routing of requests, coordination of transactions, management of the metadata, and enforce consistency. This layer provides the information about the state of the global system, including node membership and data location, and thus, provides the proper execution of the distributed transaction and authorized load balancing and fault tolerance of the system.

3.1.3. Data Storage Layer

Data storage layer takes charge of the physical storage and retrieval of data in (and over) several nodes. It deals with data partitioning, indexing as well as local query execution in addition to providing effective access to distributed datasets. This layer enables scalable storage, that is, data is shared among the nodes and might utilize alternative data models based on the system requirements, including, but not limited to, relational or NoSQL-based storage systems.

3.1.4. Replication and Recovery Module

The recovery and replication module provides a guarantee of data and fault tolerance by having multiple copies of data in various nodes. Replication policies are used to enhance read performance and to give resilience in the case of node failures. During crashes of the system or network failures, the recovery processes are used to reconstruct the consistency of the data through the synchronization of the replicas and recording of the operations, hence, durability of the system and its operation.

3.2. Data Partitioning Strategy

In the proposed system, the horizontal data partitioning is presented on the basis of the consistent hashing to provide the scalable and balanced data distribution among the distributed nodes. Horizontal partitioning or sharding data is partitioned into subsets according to data keys and each node can store and handle only a subset of the total data. This method is quite advantageous to increase the work of a system because this way of accessing data in parallel will help to decrease the stress on separate nodes. Consistent hashing is the most effective in distributed environment since the data is distributed uniformly and in minimal data reassignments are experienced when nodes are introduced or taken out of the system. Under this strategy every data item is mapped on a particular node by a partitioning function that identifies the data key with a node identifier. Simply put, what is done in the partition function is to firstly use a hash function on the data key to get a numerical hash value. This hash value is afterwards separated by the amount of nodes in the system and the rest of the separation will be the node holding that data item. This further ensures that data keys that differ in terms of hash values are evenly distributed across accessible nodes thus avoiding data skew and bottlenecks. Consistent hashing is used to achieve dynamic scalability which is one of the main benefits of this type of hashing. With the scaling operations, a few nodes are only required to be redistributed when the number of nodes varies, and all the existing data are not required to be reallocated. This reduces the overhead in the network and also gives the system 24/7 availability

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during scaling. Also, the plan improves the fault tolerance in that the information can be reallocated with minimal time to additional nodes in case of failures. On the whole, the distributed database system can sustain high throughput, even distribution of workload, and an effective use of resources with the help of the horizontal partitioning using consistent hashing. Decoupled data location and physical node identity enables the system to be flexible and robust and therefore suitable in large-scale cloud-based distributed environments.

3.3. Replication Mechanism

Replication is another key system operation in distributed database systems used to increase data availability, reliability and fault tolerance by storing duplicate copies of data in various nodes. The replication model that is proposed is primary-secondary replication, in which every single data partition is replicated within a primary node and several secondary replica nodes. The main node manages all the write operations so that there would be one authoritative source of the updates and that managing the consistency within the system will be made easier. In case of either a write request or an update request, the request is first processed and committed at the primary node. As soon as the update is effectively implemented, the modifications are shared with the secondaries in form of replication logs or update streams. This propagation can be done in a synchronous or asynchronous way depending on system requirements on consistency and performance. Synchronous replication guarantees that the replicas are synchronized before the acknowledgement of a transaction, which offers a higher level of the consistency of the data delivered, and asynchronous replication is better to perform write throughput because it allows temporary divergence between the primary and replicas. The primary-secondary model greatly eases the conflict resolution process, since the write conflicts that are not notified of by the route of concurrent write operations are prevented by directing all write operations through the primary node. Read requests are served mostly by secondary replicas, which distribute read workloads and consequently decreases latencies for geographically distributed clients. When a primary node fails, a secondary replica can be promoted to be the new primary using a failover mechanism that is operated by the coordination layer. This is to guarantine little service interruption and sustained data availability. Also replication enhances resilience of systems in case of failure of hardware, network and corrupting of data. The system can also recover fast, and the data is not lost due to the availability and maintenance of numerous consistent copies of data. In general, the primary secondary replication system offers a trade-off between the consistency, availability and performance essentially consistent with distributed environment that demand consistent data access as well as high uptime of the system.

3.4. Fault Tolerance and Recovery

In the distributed database system, fault tolerance and recovery are essential functions in order to maintain availability and data integrity regardless of node failures and network partitions or hardware failures. The proposed system is fault-tolerant based on the combination of heartbeat monitoring, automatic electing the leader, and a system that replicates the data, which is combined and provides quick failure detection and system recovery. These systems will ensure that the

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disruption of the service is as minimal as possible but maintain the consistency and accessibility of the data. The main technique of failure detection is the heartbeat monitoring whereby every node periodically transmits status messages to the coordination layer or the adjacent nodes. In case a node does not reply within a specified time frame, it is regarded as unavailable or broken down. This proactive monitoring system enables the system to detect failures promptly and thus take measures to correct the faults automatically without having to be manually operated. Heartbeat information also works to keep an up-to-date perception of cluster membership and system health in general. The automatic election of a leader is essential in the cases of breakdown of a primary node or coordinator node. The process of replica election initiates a leader election procedure following a failure being detected by the system to choose a different primary among the existing replica nodes. The election process makes sure that the leadership is assumed by a single node so as to avoid split-brain situations and maintain consistency in the system. After being re-elected, the new leader is again set to take charge of write operations and control replication letting the system keep on going with minimal downtime. Re-replication of data provides durability and redundancy after the failures of the nodes. In a case of a failed node, the system will automatically replicate the affected data on healthy nodes to build the desired replication factor. This is carried out to ensure that information is secured against future breakdowns and the provisioning of fault tolerance. Together, these mechanisms offer a strong recovery architecture that helps the distributed database system to withstand failures, gracefully recover, and offer high availability within large-scale, dynamic systems.

3.5. Flow of Distributed Query Processing

The distributed query processing flow in the proposed system is set out to achieve a high level of query processing at multiple nodes as well as the properness and performance of the query processing. This procedure will be split into several phases, each with its own role to play in processing a query by a client into a final product.

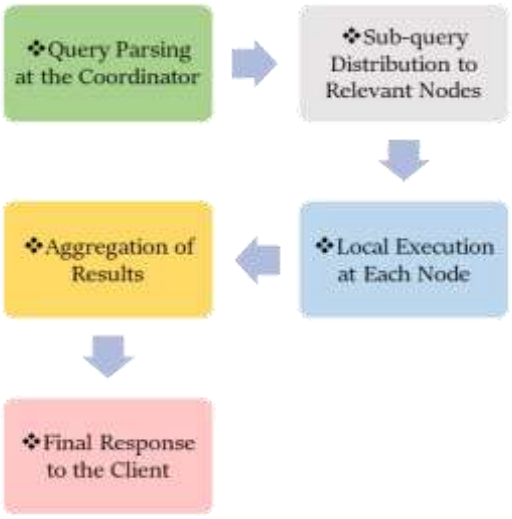

Fig 3 - Flow of Distributed Query Processing

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3.5.1. Query Parsing at the Coordinator

` Once the client sends in a query, it is received at the coordinator node where query parsing and validation is completed. In this phase, a query is syntactically as well as semantically checked to maintain the query accuracy. The coordinator also produces an intelligent query plan and then identifies the needed data partitions and also finds the best execution strategy using metadata information like the location of the data and the availability of the node.

3.5.2. Sub-query Distribution to Relevant Nodes

The query after query planning is then broken down into many sub-queries by the coordinator. The sub-queries are then sent to corresponding nodes that harbor the necessary data partition. The particular routing reduces the redundancy of network communication and makes nodes with relevant information the only nodes in query execution, enhancing the efficiency and scalability in network systems.

3.5.3. Local Execution at Each Node

All the involved nodes perform their specific sub- query using data stored locally. Local query execution involves the requirement of a sub-query plan to filter, scan, join or aggregate data. Such a system minimizes the overhead of transferring the data and will exploit parallel processing pervasive to more than one node.

3.5.4. Aggregation of Results

The local execution is then followed with sending the intermediate results to the coordinator or a specified aggregation node. These rescue messages are then synthesised by using integration methods in the form of merging, sorting or conclusive aggregation. The step is done to make sure that the produced outputs are consolidated into a consistent and accurate global output.

3.5.5. Final Response to the Client

Once aggregation is done, the result of the query is then assembled by the coordinator and sent back to the client. The system provides transparency because it projects the output as though the single centralized database had been used thus concealing the complexity of decentralized execution to the end user.

4. RESULT AND DISCUSSION

4.1. Performance Evaluation Metrics

Performance testing is necessary to determine the performance and stability of the proposed distributed database system when the workspace and the load of the system are changed. Key metrics of the system such as latency, throughput, scalability, and availability are used as a way of evaluating the system as each of the metrics represents a variant of the system performance and user experience. These metrics will allow a collective picture of the extent to which the system is able to address the requirements of distributed data processing. Latency is the duration of time that the

ISSN: 3071-3498
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system takes to respond to a client request, between delivering a report. Interactive applications and real time data processing require low latency which directly depends on user satisfaction. When it comes to distributed systems, network communication, coordination overhead and running time of queries in more than two nodes affect latency. Latency is a measure that is used to determine latency in query-processing and communication routes. The unit throughput is the number of operations or transactions that the system is capable of making in a specific period. High through put means that the system can work with a high workload. In distributed database throughput can be improved by use of subsequent operations in use of parallel execution of queries, partitioning of data and replication. Once the stability of the system is measured at various work load levels and the performance level is determined. Scalability determines the capability of the system to remain at, or to enhance its performance as its resources like nodes, storage, or computing capacities are expanded. An up-scalable system must be able to manage increasing data loads and user demands without much performance interference. This measure plays an essential role in cloud-based systems in which scaling dynamically is usual. Availability is a metric that measures how far the system can sustain itself by being operational and available even in case of failure. High availability also has replication and fault tolerance of data to maintain a continuous data accessibility. All these indicators affirm the system strength, efficiency, as well as scalability towards big distributed applications.

4.2. Experimental Setup

The experimental setup will be used to assess the aspects of performance and reliability of the proposed distributed database system in controlled but realistic conditions. The system is implemented in a multi-node cluster, where each node is viewed as an independent computing unit that uses its own processing, memory as well as storage resources. The nodes are connected with each other by means of high-speed network, which mimics a real-world distributed environment. This setup enables the assessment of distribution behavior of the system with varying degrees of distribution, workload intensity as well as node interaction. To measure system performance wholesomely, simulated workloads are created to simulate various application scenarios that are usually experienced in the distributed systems. These workloads are divided into write intensive and read intensive. Read-intensive workloads are examples of applications that resemble data analytics systems, content delivery systems and search services, in which a large number of read operations are placed with significantly less updates. Conversely, write-intensive workloads replicate applications that are transaction-intensive like online transaction processing systems, logging services and real-time data ingestion platforms, where frequent changes and inserts are the norm. The workload generator is used to manage the parameters of request rate, data size, query complexity, and concurrency level to guarantee the repeatability and similarity of the experiments. All of the experiments are run through an allotted amount of time, and once the system has stabilized in its steady state metrics of performance are measured. Also, network delays and node failures can be added when desired experiments are run in order to test the system resilience and fault tolerance. All nodes are gathered in terms of performance data, which is comprised of response times, throughput, resource usage, and replication delays. The experimental setup will facilitate the

ISSN: 3071-3498
PP: 01-15.

comparison of the behaviour of the system in various operational environments through the results of the read intensive and write intensive workloads hence justifying the usefulness and flexibility of the proposed distributed database architecture.

4.3. Performance Comparison

Table 1: Performance Comparison

Metric	Centralized DB (%)	Distributed DB (%)
Latency	75%	25%
Throughput	40%	85%
Scalability	30%	90%
Availability	50%	95%

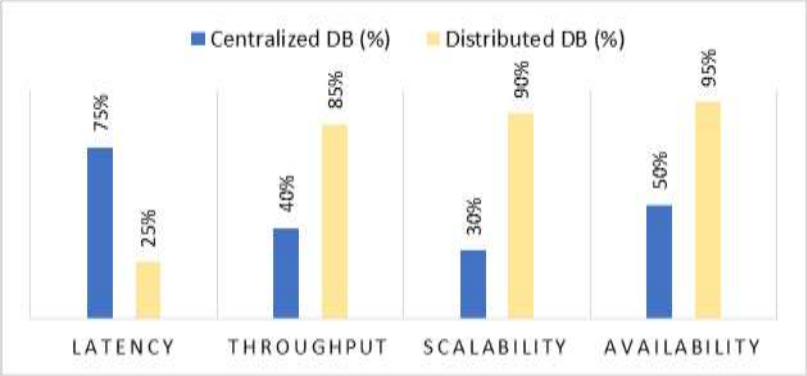

Fig 4 - Performance Comparison

4.3.1. Latency

The latency of a centralized database system is quite high, as all requests of clients should be served by one server, and thus, in heavy workloads, it will be congested, and more time will be required to respond to the client. This is indicated by the increased percentage of latency of 75 percent. Comparatively, the distributed database system has a much lower latency of 25% because it has concurrent query execution and data locality. The distributed architecture also minimizes the network delays and enhances response time by processing requests at a closer proximity to the location where data is and distributes the load across a number of nodes.

4.3.2. Throughput

Centralized databases have a restricting throughput since the processing and I/O capacity of a single machine can restrict the throughput and thus lead to the low-value throughput of 40%. The more there are people using the system at the same time, the more the system becomes a bottleneck. Distributed databases, on the contrary, are much higher in throughput which in this case is 85, as this throughput is supported by parallel processing of two or more nodes. This then enables the system to support more transactions and queries being made at any given time and therefore it is supported in applications that require high demand.

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4.3.3. Scalability

Primary scaling in when it comes to centralized database systems is based on vertical scaling like upgrading the hardware resources which is expensive and physically can be upgraded to a limited extent. This makes the percentage of scalability to be 30 percent lower. Conversely, the distributed databases are known to facilitate horizontal scaling, which involves the addition of new nodes to a system, giving it a scalability value of 90%. This scalability enables the system to utilise increased data volumes and workloads of users effectively without adverse effect on the performance.

4.3.4. Availability

The alternatives to such are relatively low at 50% because there is only one single point of failure. There is the risk that any hardware or software failure will result in service disruption. Distributed databases are highly available as the availability is 95 which means that it is replicated in the multiple nodes. Distributed systems are more dependable on mission-critical applications since fault tolerance systems can make sure that the data is always available even after a node failure.

4.4. Discussion of Results

The experimental evidence strongly allows concluding that distributed database systems are much better as compared to centralized database systems, especially in high-load and huge workload basis. With the increase in number of simultaneous users as well as the amount of data that is required to be processed concurrently, the performance of the centralized systems is compromised with the shortage of processing power coupled with the single node limitation. Conversely, distributed databases are well suited to the use of parallelism through the distribution of data and computation between two or more nodes, which means that the latency, throughput, and responsiveness will be better. The above-mentioned performance benefits demonstrate the appropriateness of the distributed architecture to the current, data-intensive applications. One of the attributes that lead to the better performance of distributed databases is horizontal scalability. Distributed databases can also serve larger amounts of data and more user requests and requests without dramatic redesign or service discursion since they can easily add more nodes to the system. This scalability allows organizations to add capacity to a system gradually as demand changes so that distributed solutions are more affordable and flexible in changed circumstances. Moreover, inter-node load balancing eliminates performance bottlenecks and provides good resource utilization. Although they have these benefits, the results also demonstrate that there are trade-offs inherent in distributed systems, especially between consistency and availability. In the context of network partitioning or node failures, the process of achieving high consistency can be to limit access to some data and hence decrease availability. Alternatively, it can be based on prioritizing availability, which results in the short-term inconsistencies between replicas. These trade-offs are consistent with the ideas of the CAP theorem and underline the necessity of choosing the relevant consistency models in accordance with the demands concerning the application. On the whole, the results indicate that distributed databases can be highly beneficial in terms of performance and scalability, though one

ISSN: 3071-3498
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has to take the consistency, availability, and fault tolerance into account. With knowledge of these trade-offs, system architectures can customize distributed database solutions to best suit operational requirements and reliability (demands of individual applications).

5. CONCLUSION

The distributed databases have become a part of the state of the art in the present day computing systems as the organization is able to utilize the ever increasing volumes of data, and also support the requirements of scalability, and reliability, in addition to high performance. This paper has presented an in depth analysis of a distributed database system in terms of architecture, design process and also performance. In an elaborate analysis, however, it is clear that distributed databases cope with shortcomings of traditional centralized systems since they facilitate parallel processing and fault tolerance as well as effective utilization of resources in geographically distributed nodes. In the literature review, the history of distributed databases developed on the background of early client server databases and distributed relational databases was tracked to the appearance of NoSQL databases and cloud-native databases. These new systems came as a response to the requirement of dealing with huge, non-structured, and heterogeneous data produced by new applications. Another issue that was highlighted using consistency models and transaction management techniques in the survey is the issue of trade-offs among consistency, availability, and partition tolerance that affect the design of a distributed system. Such theoretical background assisted in the provision of necessary background details of the design choices that were made in the developed system. The suggested methodology proved to be evidenced of good approaches to solving major issues in distributed database design. The consistency of hashing made horizontal data partitioning provide balanced distribution of workload, effective scalability and better data availability and fault-tolerability were promoted by the primary-secondary model of replication. The hair-pinning mechanisms like monitoring heartbeat, automatic election of leaders and re-replication of data devices all promoted system resilience and quick recovery in the system in the event of failure. The efficiency of these methods was also confirmed by the results of performance evaluation whereby it is indicated that the distributed databases are more efficient than the centralized systems in regard to latency, throughput, scalability, and availability especially when used in situations of high load. The challenges facing distributed databases are still very high, despite these benefits. Ensuring data consistency in two or more nodes adds complexity particularly where partitions and failures in the network work together. The operational complexity is also high because of network latency, coordination overheads and system maintenance than centralized systems. Such difficulties underscore the necessity of taking care in system design and making informed trade-offs with respect to the needs of the application. Future studies must be aimed at the creation of dynamic and adjustable consistency models to dynamically adapt to workload and network conditions. Furthermore, smart data placement policies and improved connectivity with other emerging technologies like edge computing and artificial intelligence can also be used to augment performance and efficiency. These issues will keep on improving distributed databases to remain the next generation data-driven application enabler.

ISSN: 3071-3498
PP: 01-15.

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