

# Teradata Unity



## Teradata Analytical Ecosystem Overview *Flexible, Integrated Analytics*



## Teradata Unity Enables The Analytical Ecosystem

## Key features that turn a multi-system environment into an orchestrated Analytical Ecosystem



### Query Management

- > Controlled routing of user sessions for high availability and failover
- > Intelligent and automatic query routing for workload optimization

### Multi-System Synchronization

- > Enables database (object) synchronization across participating systems to maintain consistent data models with minimal effort
- > Provides data synchronization for transactional updates across participating systems to maintain a single version of the truth

### Auto Resubmit

- > Protects users and applications against database restarts
- > No need to re-submit queries



## Teradata Unity Provides Query Management

- Two methods for query management
  - > User session routing
  - > Individual query routing

#### **User Session Routing**



Great for session and workload control across systems, especially when high availability failover is required

### **Individual Query Routing**



Great when systems contain different data and/or for fast setup where session control isn't required



# Multi-System Synchronization

#### **Database Synchronization**



Architectural Flexibility

- All Platform Family members supported
- Any number of systems can participate
- Databases objects don't have to be identical (tables, users, view, macros,...)

### **Data Synchronization**



Data Flexibility

- Not all tables have to be on all systems
- Updates sent to all participating systems
- Data updates applied in the order received



# SQL Multicast

SQL Multicast is a Teradata Unity feature that simultaneously sends SQL updates to multiple Teradata systems and routes queries to the least busy system which can satisfy the query

- > One-to-many, many-to-one, and one-to-one communication between Unity and Teradata systems
- > It keeps a copy of the data dictionary participating Teradata systems and routes SQL accordingly

## **Benefits**

- Same effort as managing one system
  - > Administrator submits SQL one time
  - > Unity efficiently sends SQL statements to all participating
- Ensures data and database integrity
  - > SQL on each system executed in the order received
  - > SQL held on Teradata Unity system until processed successfully on all participating systems



# SQL Multicast

- SQL Multicast used in two ways
  - > Synchronization
  - > Queries

### **Synchronization**



Systems kept in sync

- Data and database updates sent to all participating systems
- Not all systems have to be the same
- Updates can come from users, applications, or SQL-based utilities (TPump or TPT Streams)

Intelligent query routing

- Unity determines which systems can satisfy the query and sends to the one with the shortest update queue
- Read-only queries sent to only one system (not query federation)



Queries



# Auto Resubmit

- Teradata Unity will resubmit in-flight queries following a database restart to an alternate Teradata system which can satisfy the query
  - > Automatic feature
    - No changes required for applications or queries
    - Removes the burden from application developers
    - Improves user experience
  - > Auto Resubmit only available through Teradata Unity





## Teradata Dual System Solution Architecture

### **Teradata Unity 13.10**



\* This method of data sync can coexist with Unity, but needs to be managed and coordinated outside Unity



# Companies Who Will Benefit From Unity

### **Companies moving towards a Teradata Analytical Ecosystem and planning to employ Dual Systems for Availability or Workload Optimization**

- Customers moving towards a Teradata Analytical Ecosystem and planning to employ Dual Systems for Availability or dedicated systems for Workload Optimization
- Customers who have these characteristics:
  - > Need to route user sessions/queries between systems
    - Including upgrade/migration path for existing Query Director customers
  - > Have dual systems which are kept in sync
    - With same data and data model for the subset of objects kept in sync
  - > Have SQL-based transactional updates in a multi-system environment
  - > Cannot tolerate the system resource penalty of Data Mover or Replication Services



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