DATABASE FUNDAMENTALS (RECALL/CRASH COURSE)

Database functionalities

Database Management Systems

- Functionality provided
	- What kind of data can I put in? **Relations/documents/KVpairs...**
	- How can I get data out of it? **query languages/API**
	- How does it handle concurrent access?

ACID (or less)

– How long does a given operation take?

Query execution, optimization

- Implementation (internals)
	- How does it cope with scale?

for reads? **Smart storage and indexing structures** for writes? **Concurrency control**

Relational Database Management Systems

- Functionality provided
	- What kind of data can I put in? **Relations**
	- How can I get data out of it? **SQL query language**
	- How does it handle concurrent access?

ACID (or less)

– How long does a given operation take?

Query optimization

• Implementation (internals)

– How does it cope with scale? for reads? **Smart storage and indexing structures** for writes? **Concurrency control**

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Queries and their processing

Logical query plans

• Trees made of logical operators, each of which specializes in a certain task

Logical query plans

- Trees made of logical operators, each of which specializes in a certain task
- Logical operators: they are defined by their result, not by an algorithm
- Physical operators (a bit later) implement actual algorithms

Logical query optimization

- Enumerates logical plans
- All logical plans compute the query result
	- They are **equivalent**
- Some are (much) more **efficient** than others
- **Logical optimization**: moving from a plan to a more efficient one
	- Pushing selections
	- Pushing projections
	- Join reordering: most important source of optimizations

1.000.000 cars, 1.000.000 drivers, 1.000 accidents, 2 cars per accident, 10 accidents on 1/11/17

« Name and address of drivers in accidents on 1/11/2017? »

Cost of an operator: depends on the number of tuples (or tuple pairs) which it must process e.g. c_disk x number of tuples read from disk e.g. c_cpu x number of tuples compared **Cardinality** of an operator's output: how many tuples result from this operator

The cardinality of one operator's output determines the cost of its parent operator Plan **cost** = the sum of the costs of all operators in a plan

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« Name and address of drivers in accidents on 1/11/2017? »

cs, cj, cf constant

Scan costs: cs x $(10^6 + 10^6 + 10^3)$ Scan cardinality estimations: 10^6 , 10^6 , 10^3 Driver-car join cost estimation: cj x $(10^6 \times 10^6 = 10^{12})$ Driver-car join cardinality estimation: 10⁶ Driver-car-accident join cost estim.: cj x $(10^6 \times 10^3 = 10^9)$ Driver-car-accident join cardinality estimation: 2×10^3 Selection cost estimation: cf x (2×10^3) Selection cardinality estimation: 10 Projection (similar), negligible Total cost estimation: cs x $(2x10^6+10^3)$ + cf x 2x 10^3 $+$ cj x (10¹² +2x10³) \sim cj x 10¹² \sim **10**¹² Pessimistic (worstcase) estim.

1.000.000 cars, 1.000.000 drivers, 1.000 accidents, 2 cars per accident, 10 accidents on 1/11/17

- « Name and address of drivers in accidents on 1/11/2017? »
- Three plans, same scan costs (neglected below); join costs dominant

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« Name and address of drivers in accidents on 1/11/2017? »

Three plans, same scan costs (neglected below); join costs dominant

The best plan reads only the accidents that have to be consulted

- **Selective data access**
- Typically supported by an **index**
	- Auxiliary data structure, built on top of the data collection
	- Allows to access directly objects satisfying a certain condition

$$
10^7 + 2*10^7 \sim 3*10^7
$$

Join ordering is the main problem in logical query optimization

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High (exponential) complexity \rightarrow many heuristics

Exploring only left-linear plans etc.

Logical query optimization needs statistics

Exact statistics (on base data):

- 1.000.000 cars, 1.000.000 drivers, 1.000 accidents
- **Approximate** / estimated statistics (on intermediary results)
	- "1.75 cars involved in every accident"

Statistics are gathered

- When **loading** the data: take advantage of the scan
- **Periodically** or upon **request** (e.g. analyze in the Postgres RDBMS)
- At **runtime**: modern systems may do this to change the data layout Statistics on the base data vs. on results of operations not evaluated (yet):
	- « On average 2 cars per accident »
- For each column R.a, store:

 $|R|$, $|R.a|$ (number of distinct values), min $\{R.a\}$, max $\{R.a\}$

- Assume **uniform distribution** in R.a
- Assume **independent distribution**
	- of values in R.a vs values in R.b; of values in R.a vs values in S.c
- + simple probability computations Big Graph Databases (ECE_5DA04_TP) Madhulika Mohanty, Inria & IPP 32

More on statistics

• For each column R.a, store:

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- Assume **uniform distribution** in R.a
- Assume **independent distribution**
	- of values in R.a vs values in R.b; of values in R.a vs values in S.c

- The **uniform distribution** assumption is frequently wrong
	- Real-world distribution are skewed (popular/frequent values)
- The **independent distribution** assumption is sometimes wrong
	- « Total » counter-example: *functional dependency*
	- Partial but strong enough to ruin optimizer decisions: *correlation*
- Actual optimizers use more sophisticated statistic informations
	- **Histograms**: equi-width, equi-depth
	- Trade-offs: size vs. maintenance cost vs. control over estimation error

Database internal: query optimizer

Physical query plans

Made up of **physical operators** =

algorithms for implementing logical operators

Example: equi-join (R.a=S.b)

Nested loops join: foreach t1 in R{ foreach t2 in S { if t1.a = t2.b then output $(t1 | t2)$ }

}

```
Merge join: // requires sorted inputs
repeat{
while (!aligned) { advance R or S };
while (aligned) { copy R into topR, S into topS };
output topR x topS; 
} until (endOf(R) or endOf(S));
```

```
Hash join: // builds a hash table in memory
                While (!endOf(R)) { t_R \leftarrow R.next; put(hash(t_R.a), t_R); }
                While (!endOf(S)) { t<sub>S</sub> \leftarrow S.next;
                                       matchingR = get(hash(t<sub>S</sub>.b));output(matchingR x t\varsigma);
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```
Physical query plans

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Example: equi-join (R.a=S.b)

Merge join: // requires sorted inputs repeat{ while (!aligned) { advance R or S }; while (aligned) { copy R into topR, S into topS }; output topR x topS; } until (endOf(R) or endOf(S)); $O(|R|+|S|)$

Also: Madhulika Mohanty, Inricha Mohanty, **Hash join**: // builds a hash table in memory While (!endOf(R)) { $t_R \leftarrow R.next$; put(hash(t_R .a), t_R); } While (!endOf(S)) { $t_S \leftarrow$ S.next; $matchingR = get(hash(t_S.b))$; output(matchingR x t ς); $O(|R|+|S|)$

Block nested loops join Index nested loops join Hybrid hash join Hash groups / teams

Physical optimization

Possible physical plans produced by physical optimization for our sample logical plan:

Physical plan performance

Metrics characterizing a physical plan

- **Response time**: between the time the query starts running to the we know its end of results
- **Work** (resource consumption)
	- How many **I/O** calls (blocks read)
		- Scan, IdxScan, IdxAccess; Sort; HashJoin
	- How much **CPU**
		- All operators
		- Distributed plans: **network** traffic
- **Total work**: work made by all operators

Query optimizers in action

Most database management systems have an « explain » functionality \rightarrow physical plans. Below sample Postgres output:

> EXPLAIN SELECT * FROM tenk1; QUERY PLAN

Seq Scan on tenk1 (cost=0.00..458.00 rows=10000 width=244)

EXPLAIN SELECT * FROM tenk1 t1, tenk2 t2 WHERE t1.unique1 < 100 AND t1.unique2 = t2.unique2; QUERY PLAN

--

Hash Join (cost=232.61..741.67 rows=106 width=488) Hash Cond: ("outer".unique2 = "inner".unique2) -> Seq Scan on tenk2 t2 (cost=0.00..458.00 rows=10000 width=244) -> Hash (cost=232.35..232.35 rows=106 width=244) -> Bitmap Heap Scan on tenk1 t1 (cost=2.37..232.35 rows=106 width=244) Recheck Cond: (unique1 < 100) -> Bitmap Index Scan on tenk1 unique1 (cost=0.00..2.37 rows=106 width=0) Index Cond: (unique1 < 100)

Inspecting query plans

• Can use Dalibo:

Database internal: physical plan

Database internals: query processing pipeline

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Updating the database

What's in a database?

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Fundamental database features

- 1. Data storage
	- Protection against unauthorized access, data loss
- 2. Ability to at least **add** to and **remove** data to the database
	- Also: **updates**; **active behavior** upon update (triggers)
- 3. Support for **accessing** the data
	- Declarative query languages: say what data you need, not how to find it

Fundamental properties of database stores: ACID

- **Atomicity**: either all operations involved in a transactions are done, or none of them is
	- E.g. bank payment
- **Consistency**: application-dependent constraint E.g. every client has a single birthdate
- **Isolation**: concurrent operations on the database are executed as if each ran alone on the system
	- E.g. if a debit and a credit operation run concurrently, the final result is still correct
- **Durability**: data will not be lost nor corrupted even in the presence of system failure during operation execution

Jim Gray, ACM Turing Award 1998 for « fundamental contributions to databases and transaction management »

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Takeaway

Main principles behind correct and scalable data management...

... core of the database management systems:

- **1. Declarative query language** allows users to just state what they want
- 2. For one query there are several **logical plans**; for each, several **physical plans**

– Optimizer picks **best plan**

3. ACID properties crucial for "faith in the system" ("my salary, payments, and social security are within a reliable system")