

# CS561: Data Systems Architectures

class 8

## Efficient Deletes in Log-Structured Key-Value Storage

Prof. Manos Athanassoulis

# CS561: Data Systems Architectures

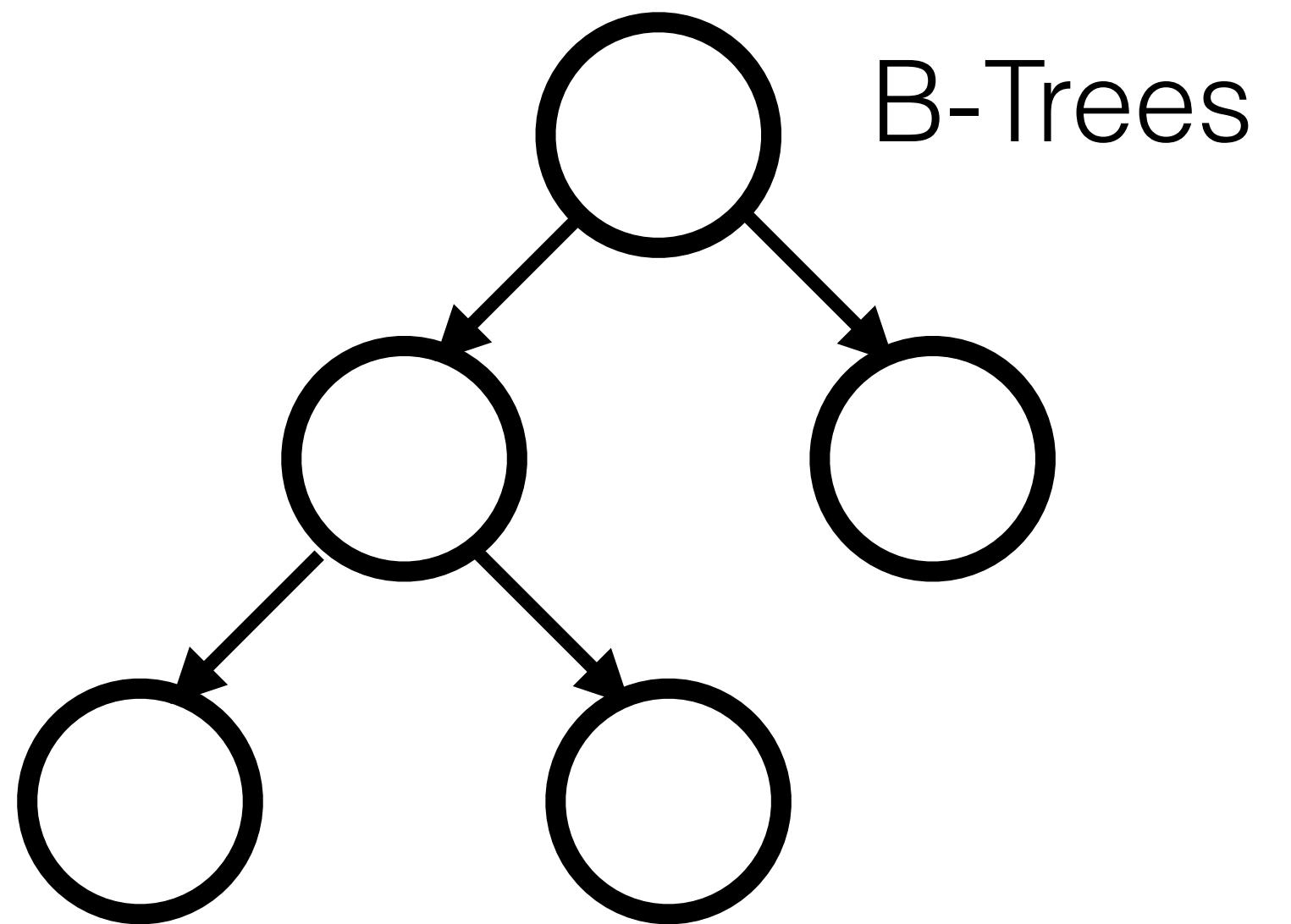
class 8

Delete: *the forgotten operator*

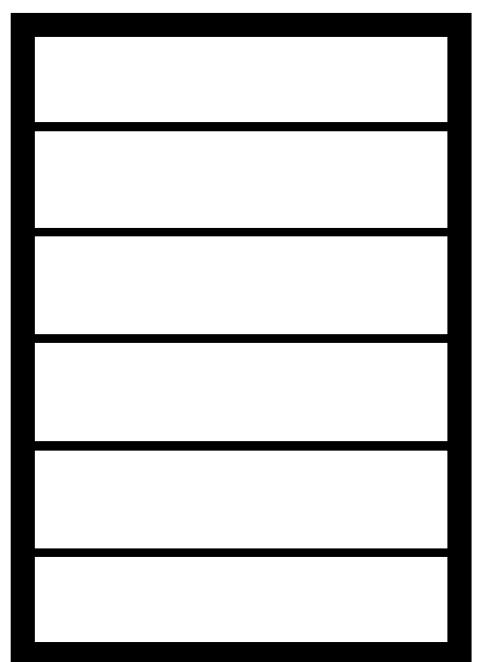
Prof. Manos Athanassoulis

```
<your_favorite_data_structure>::delete (key)
{
    //todo
}
```

in-place

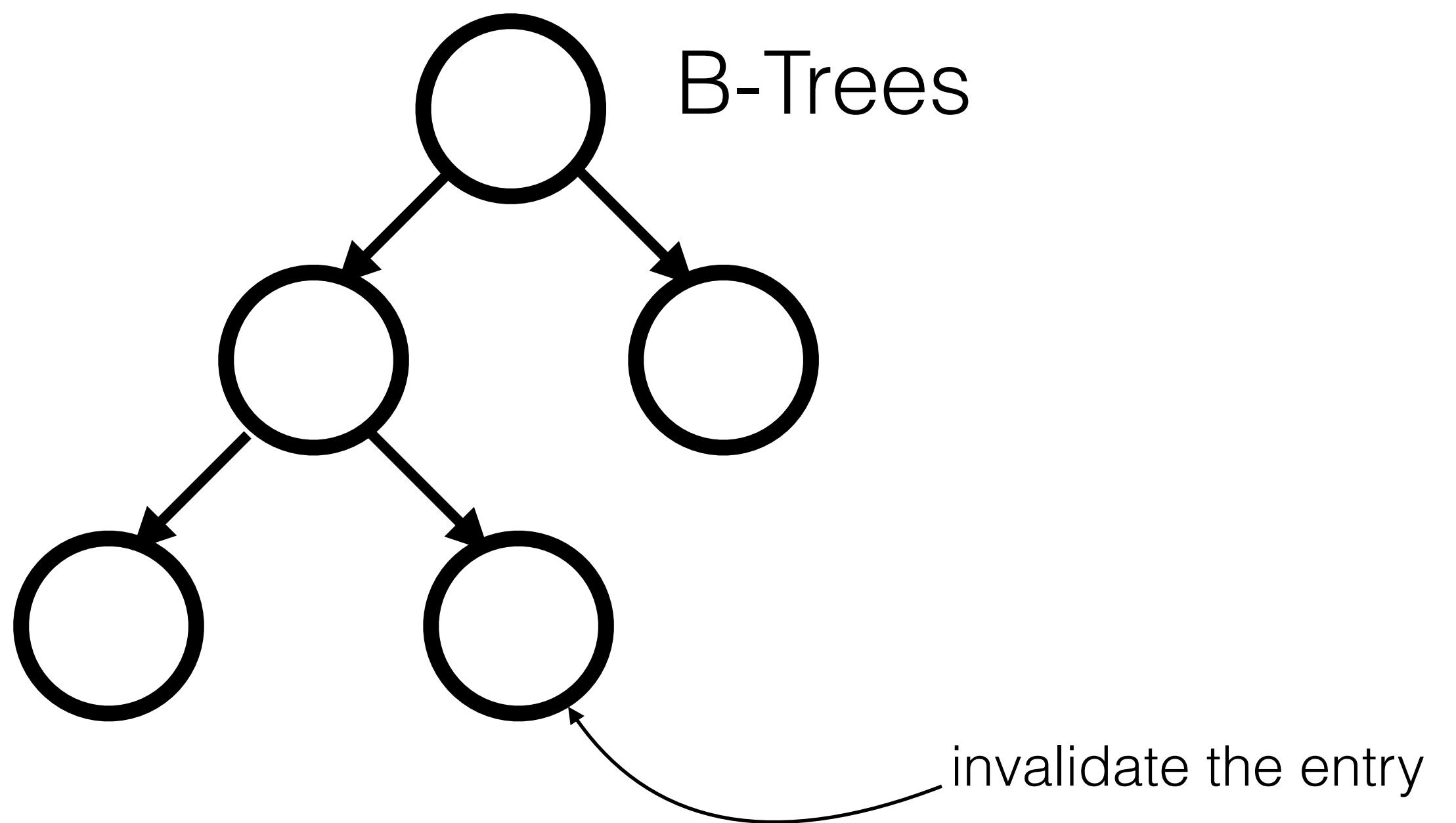


out-of-place

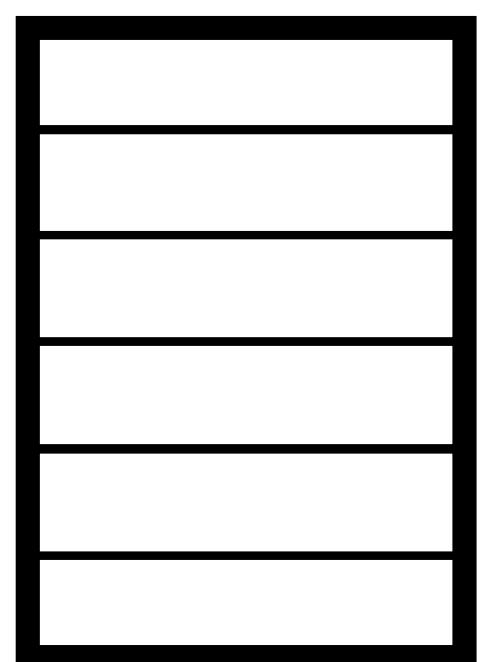


Heap Files  
(slotted pages)

in-place

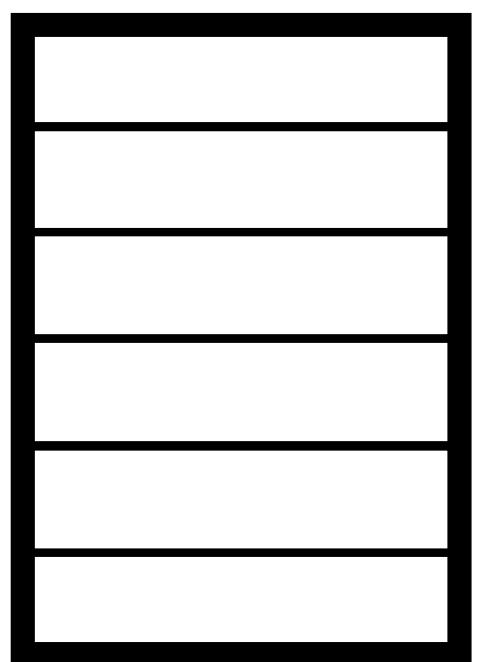
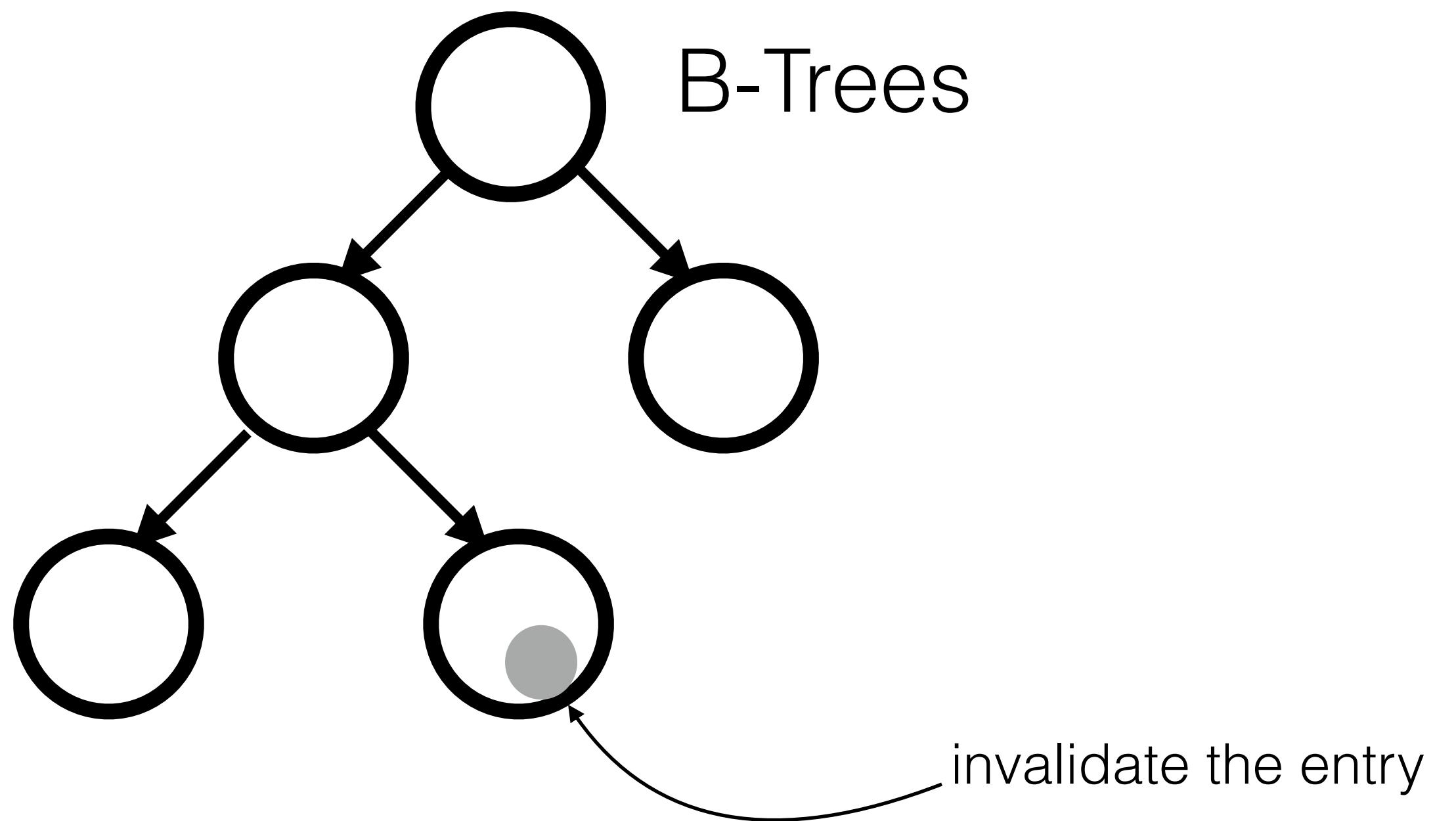


out-of-place



Heap Files  
(slotted pages)

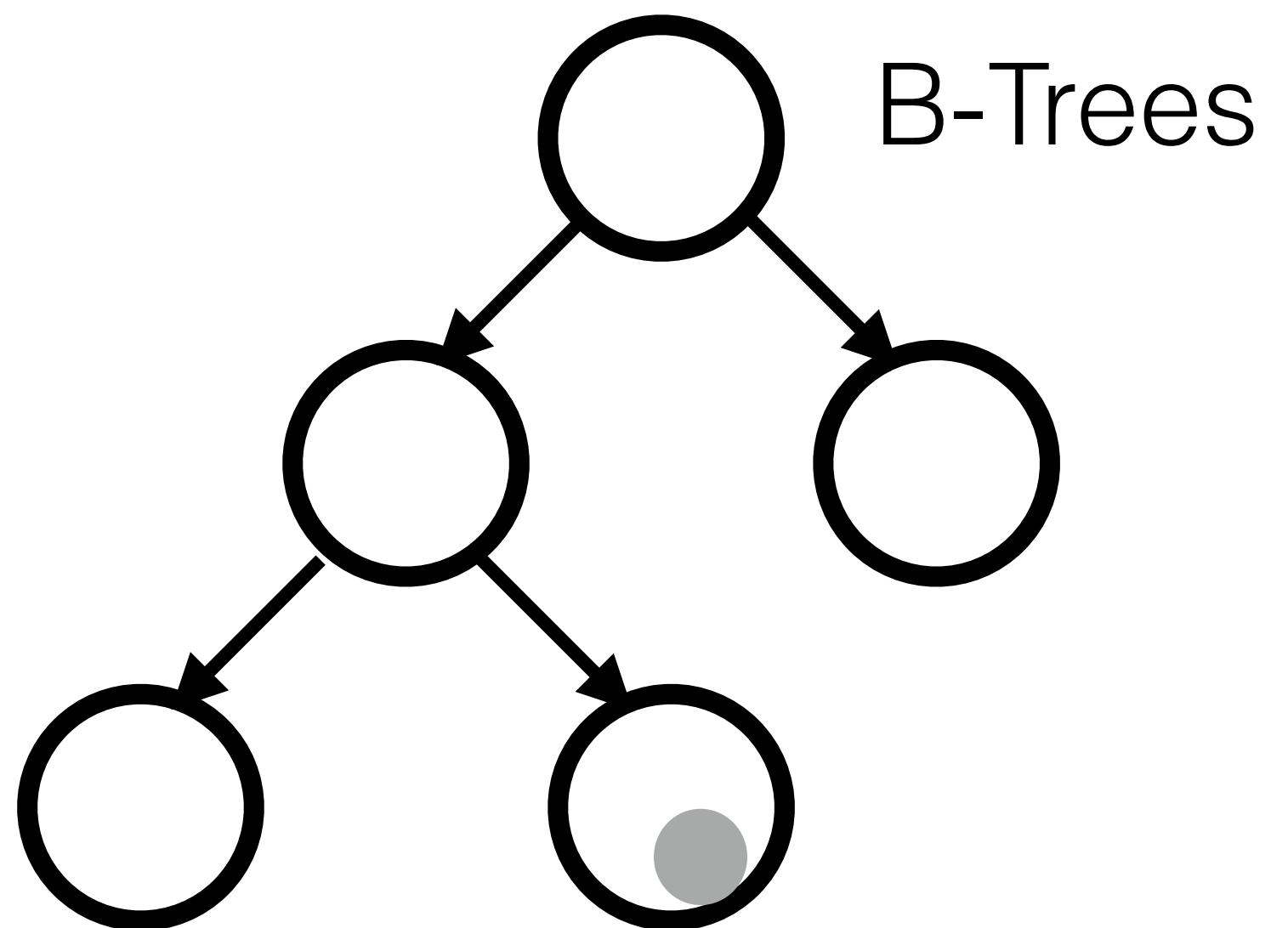
in-place



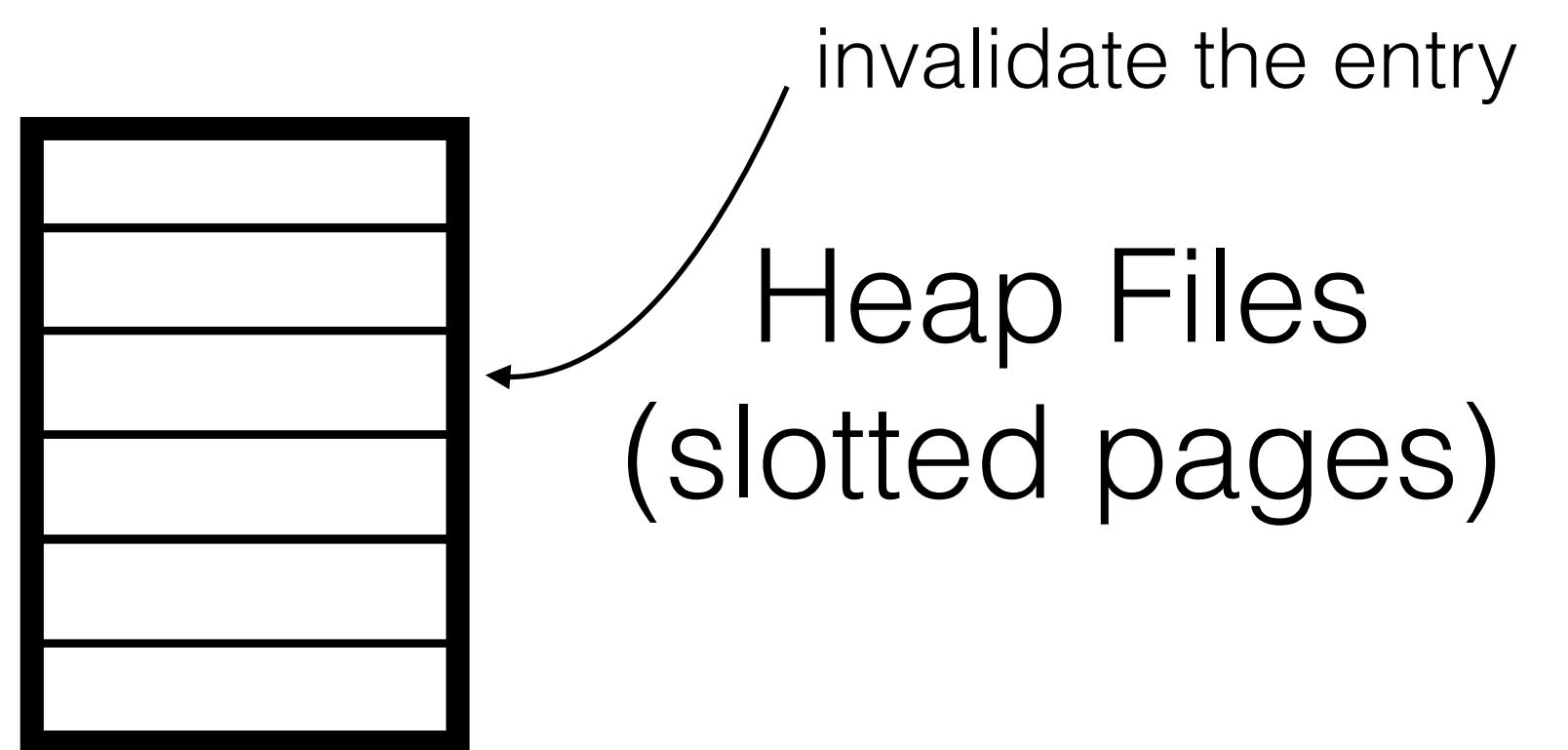
Heap Files  
(slotted pages)

out-of-place

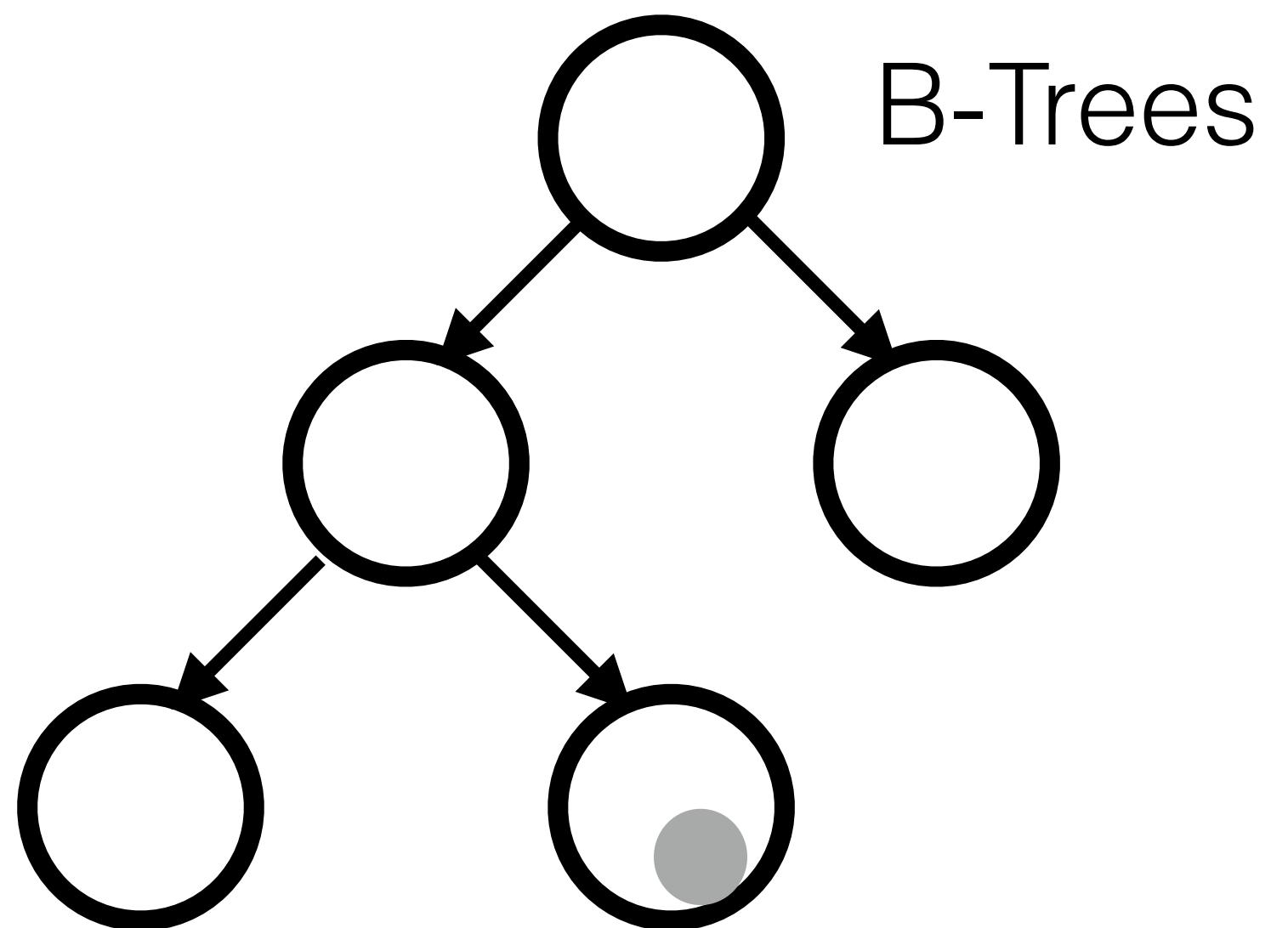
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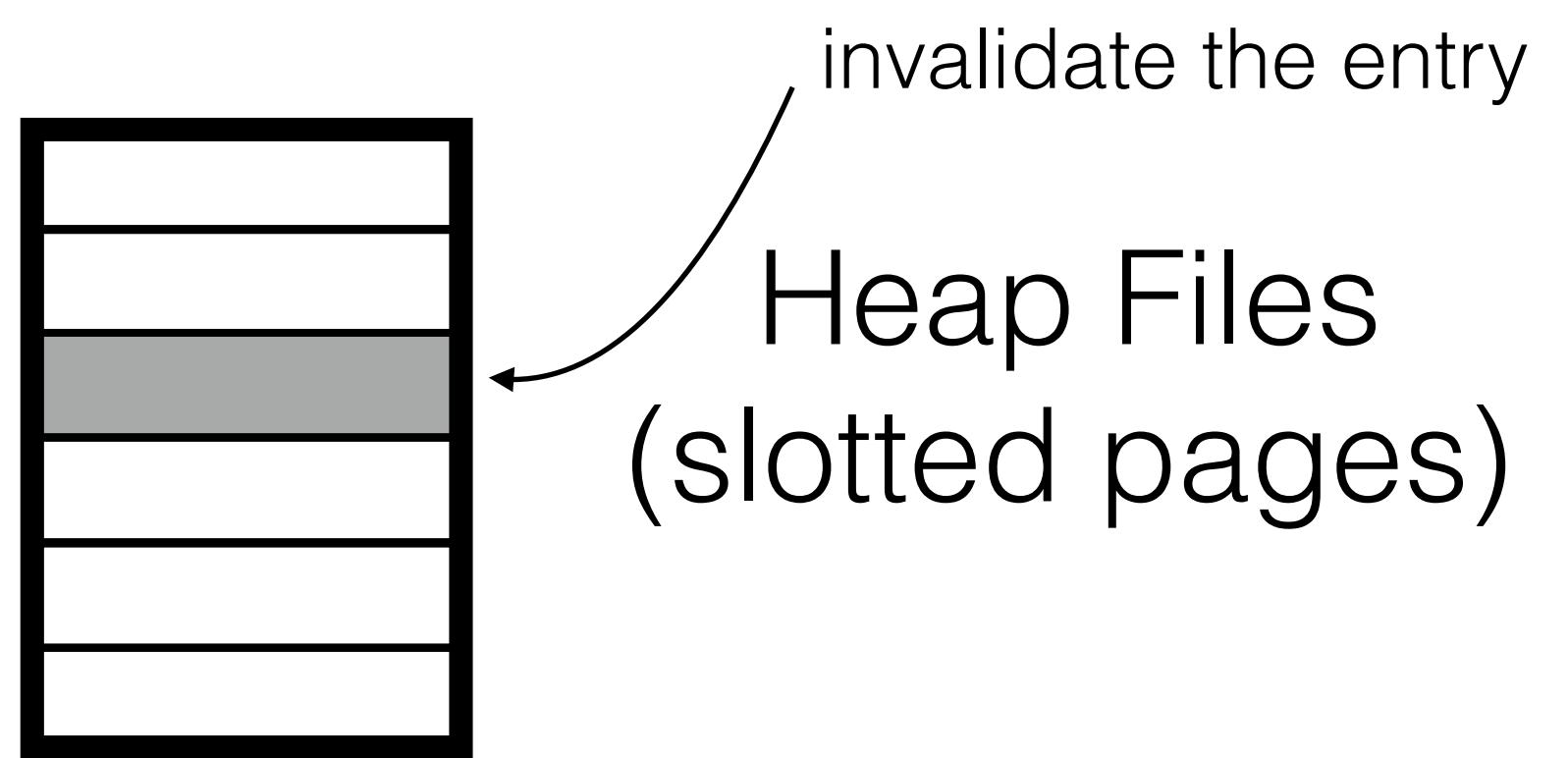
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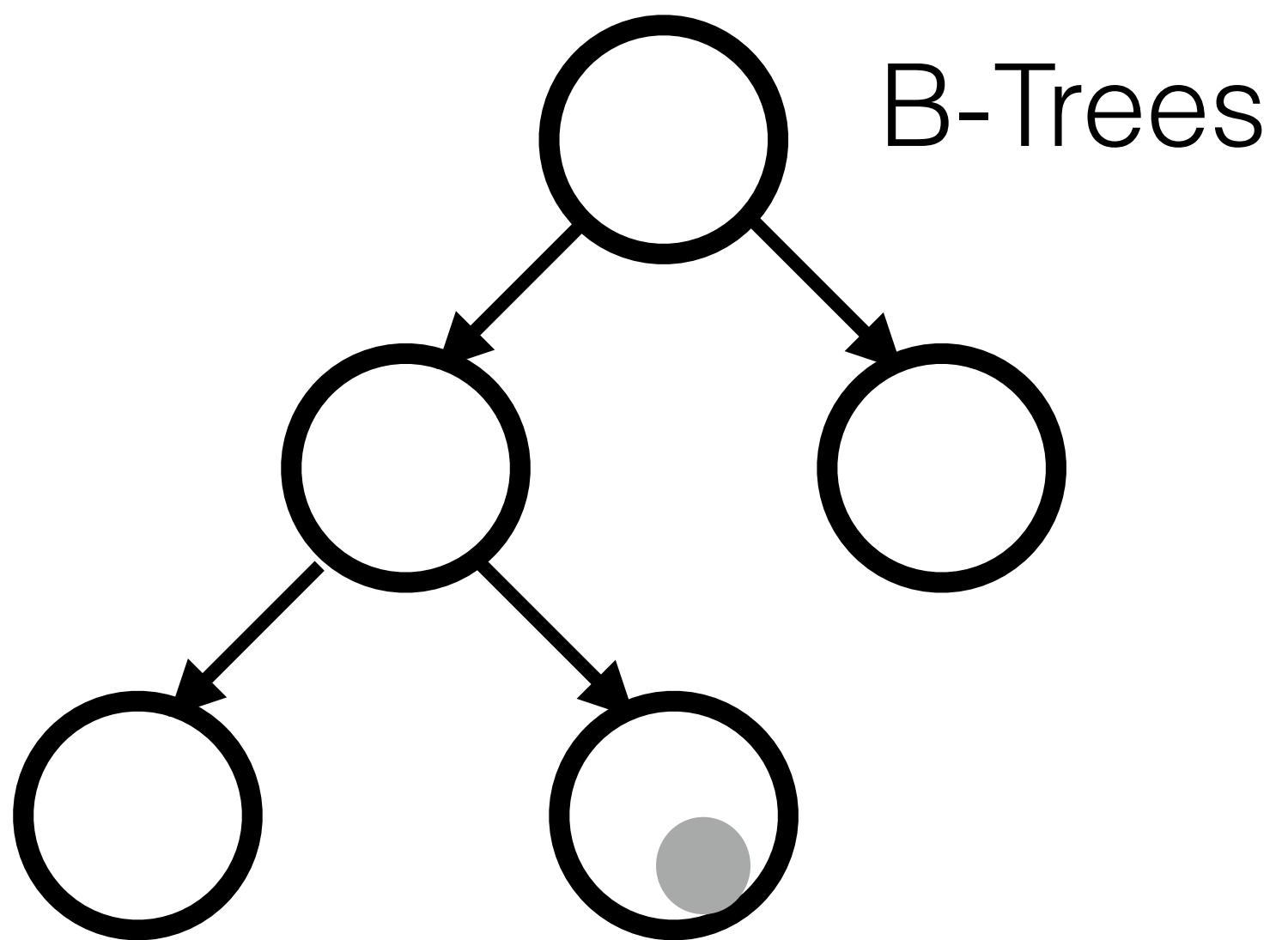
in-place



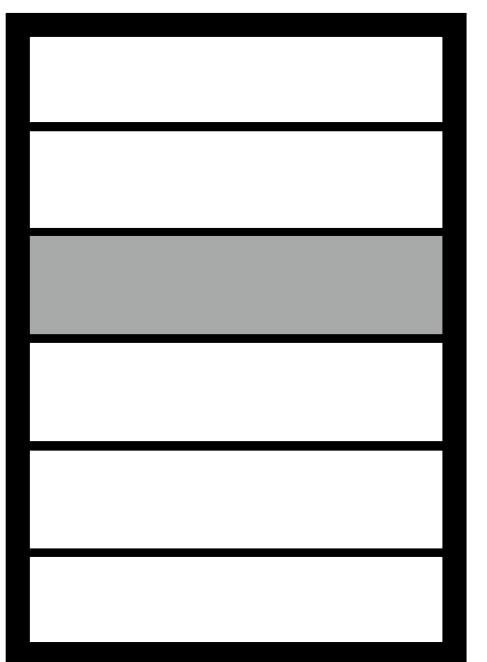
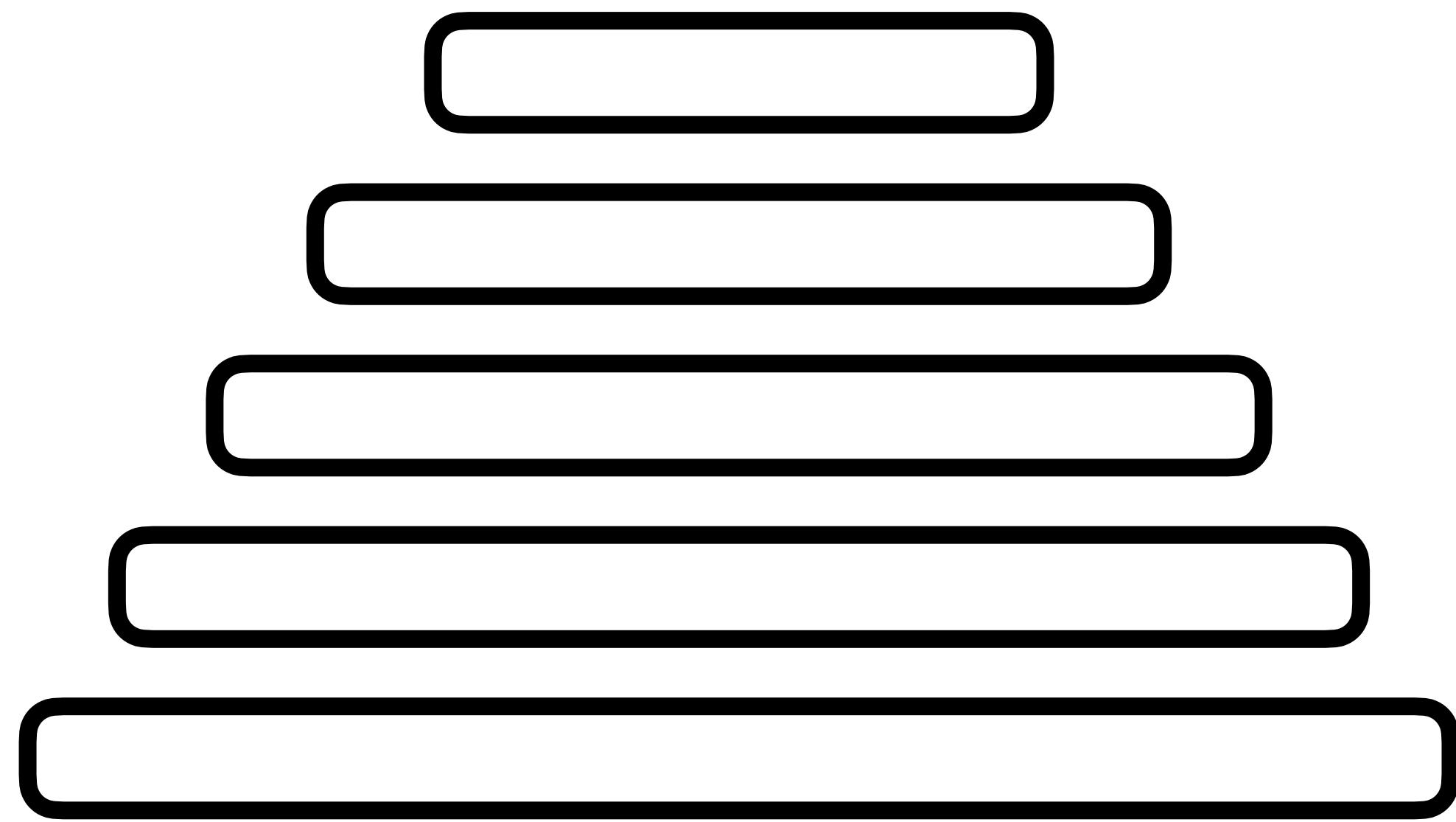
out-of-place



in-place

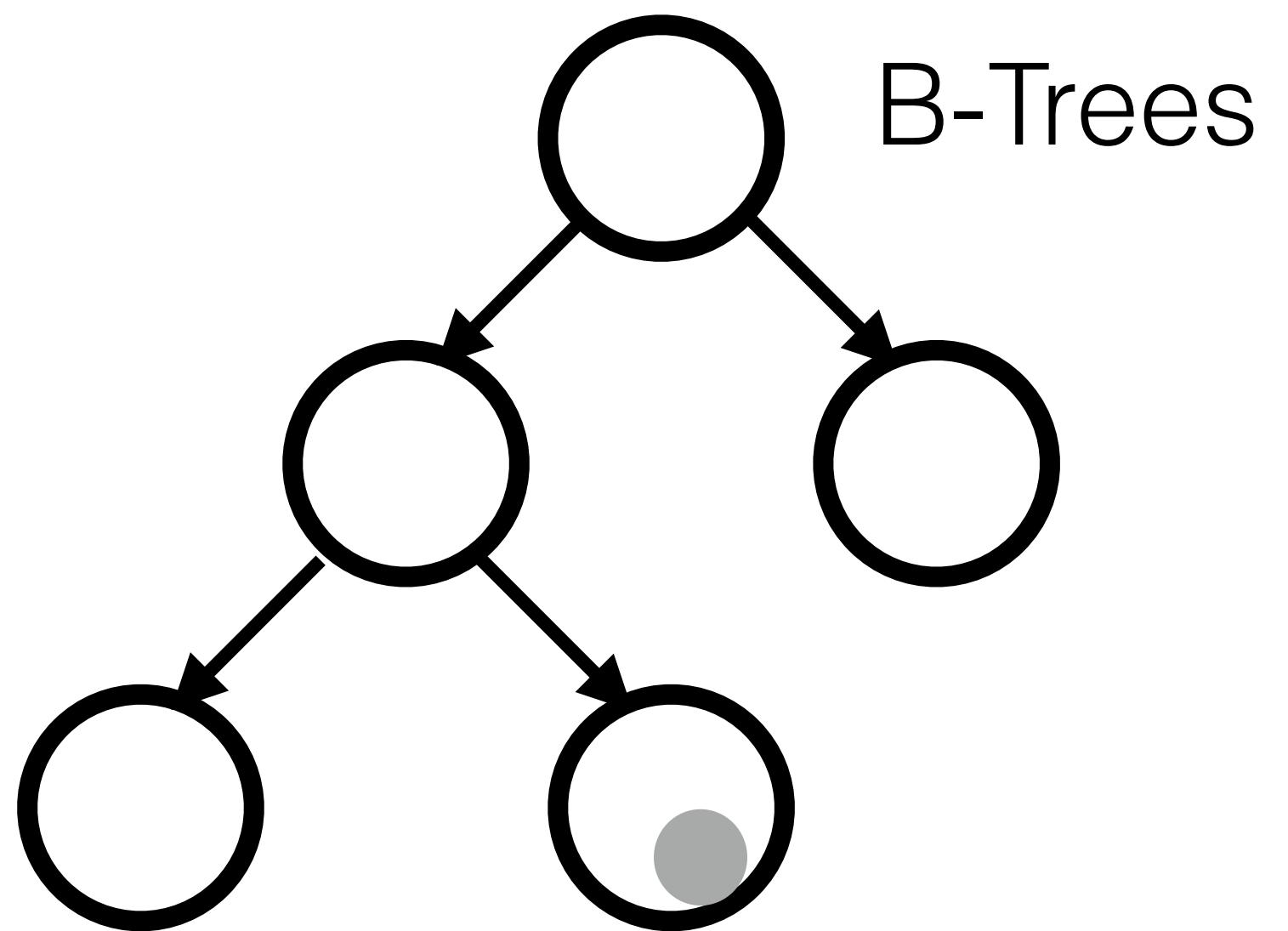


out-of-place

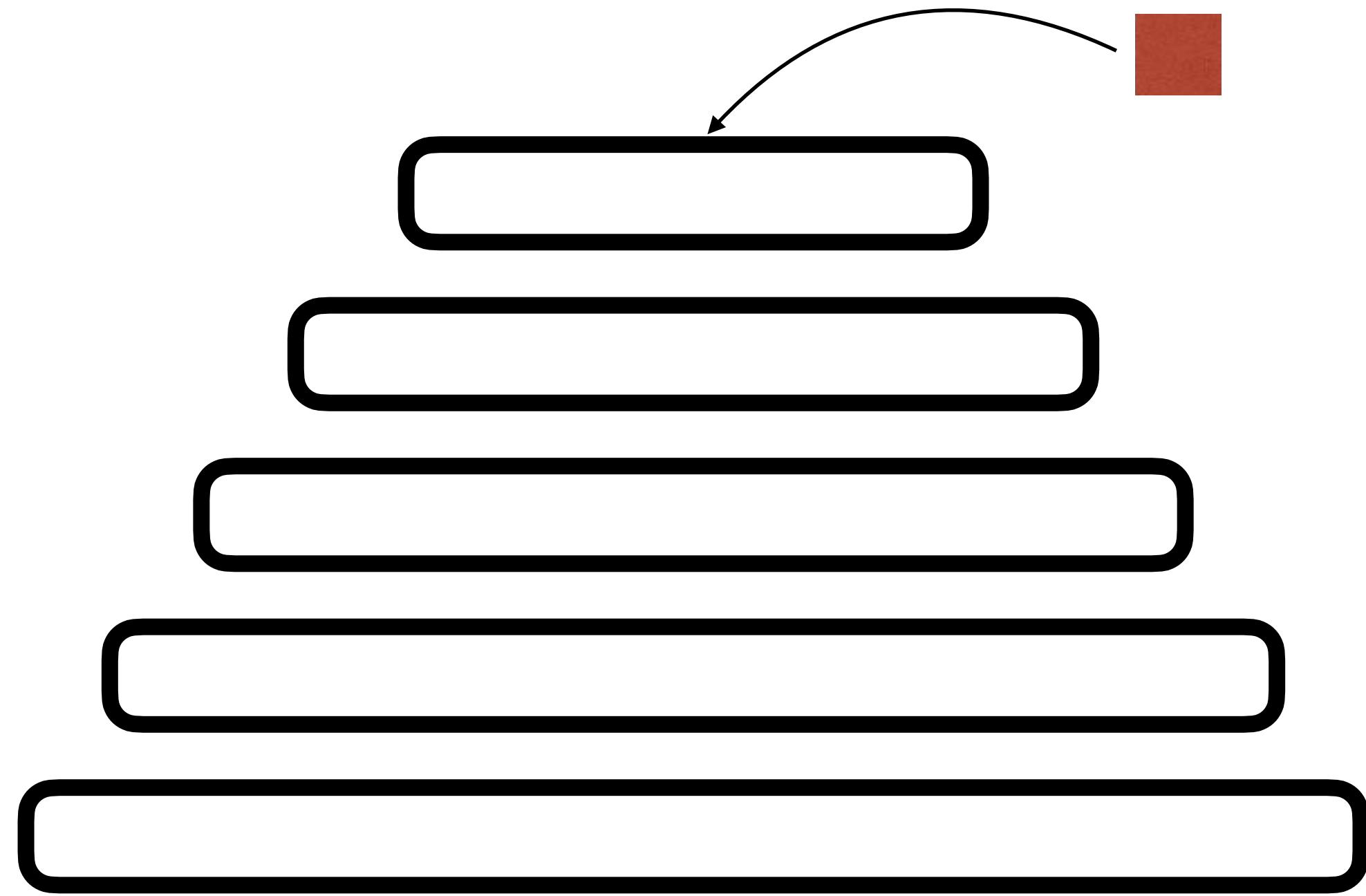


Heap Files  
(slotted pages)

in-place

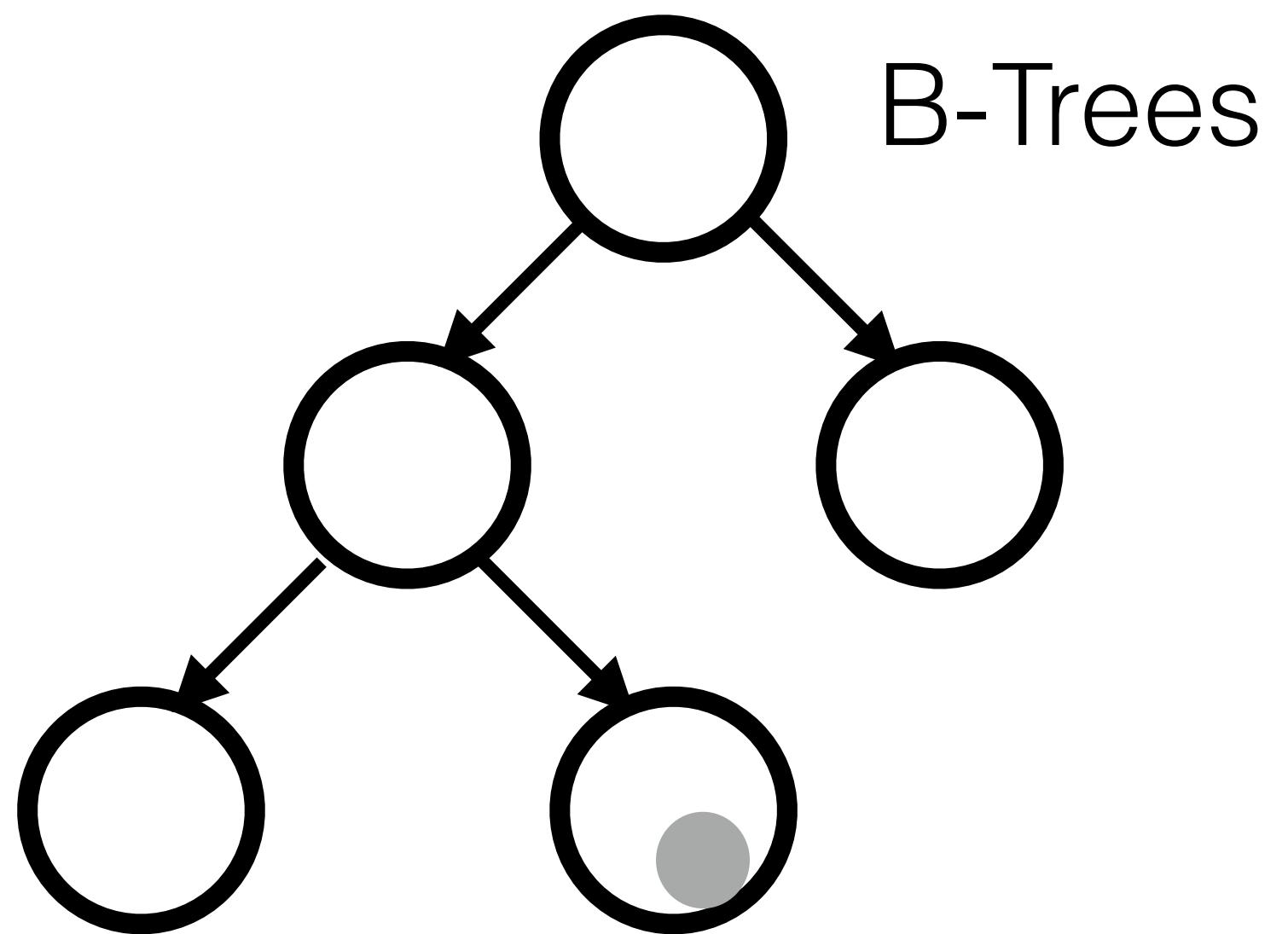


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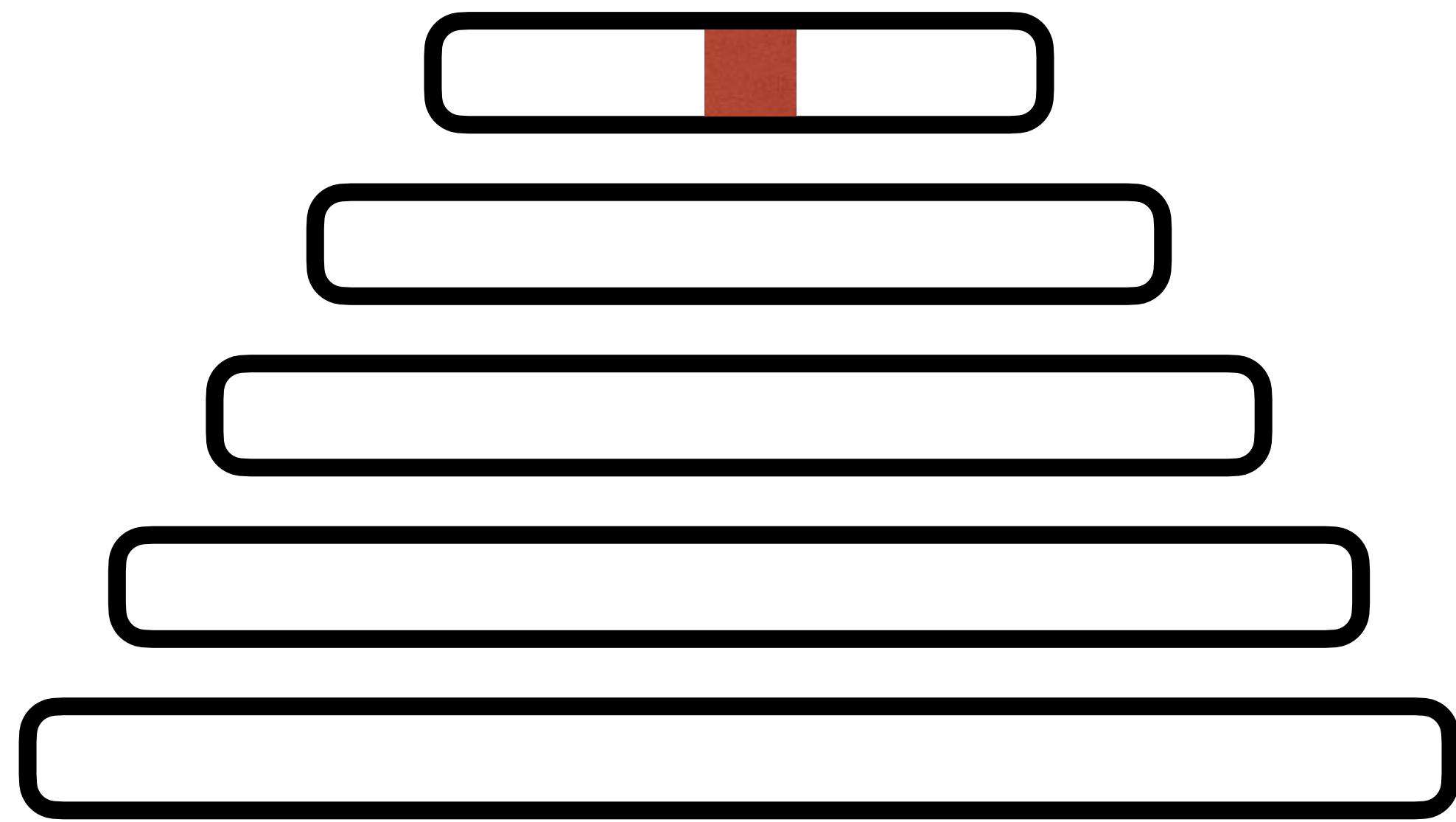


Heap Files  
(slotted pages)

in-place

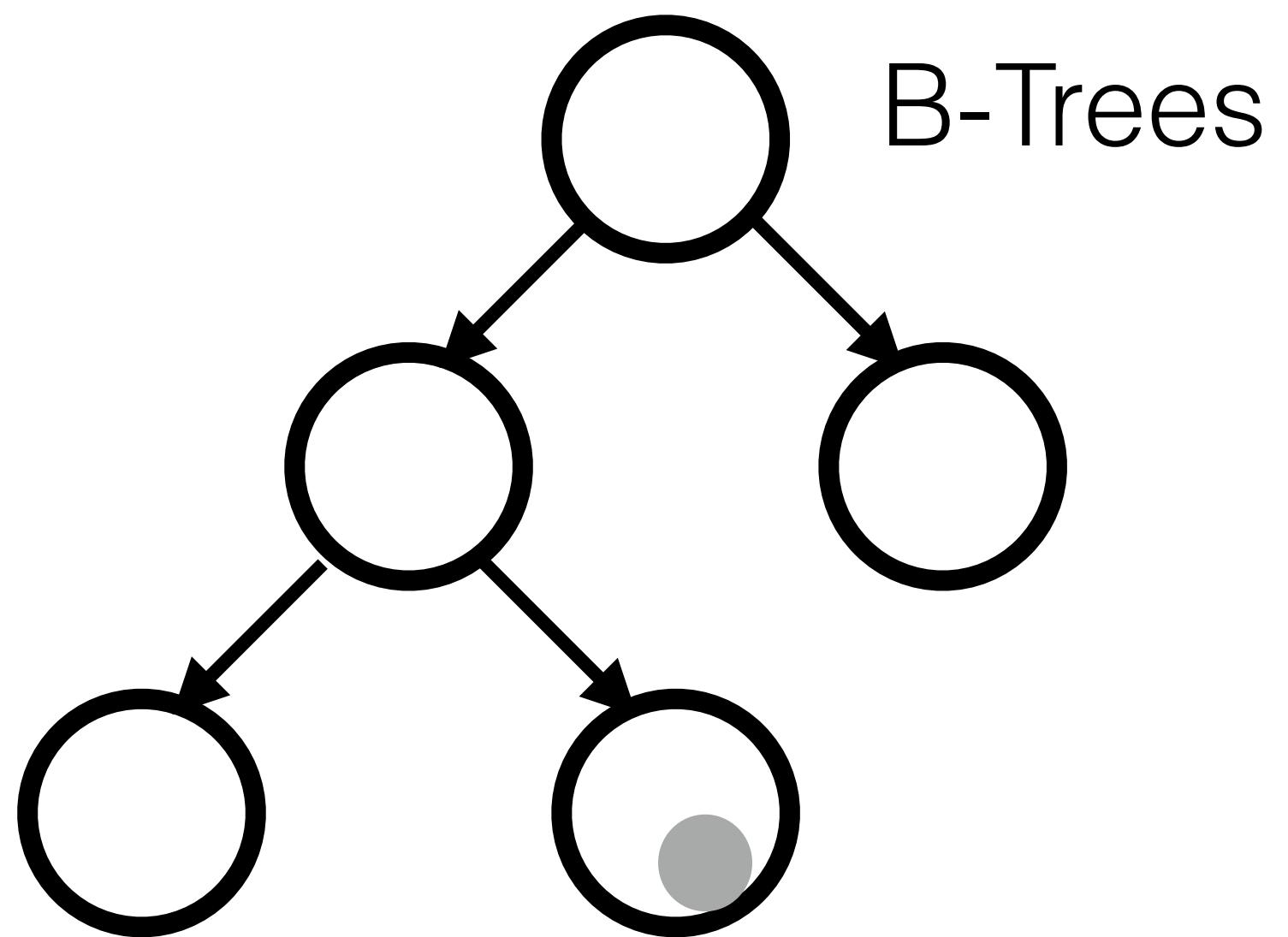


out-of-place

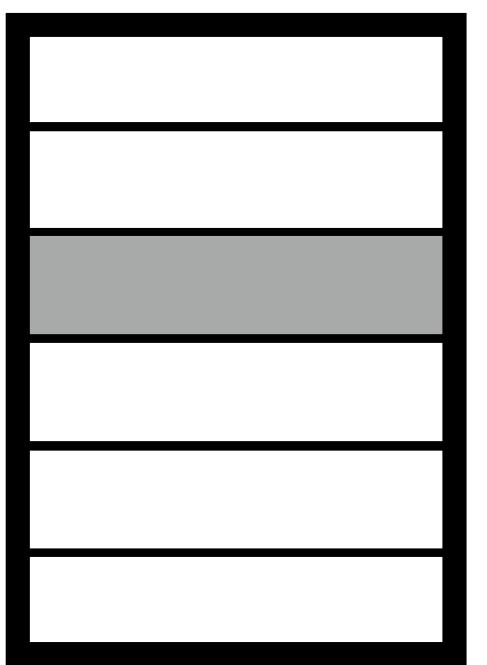
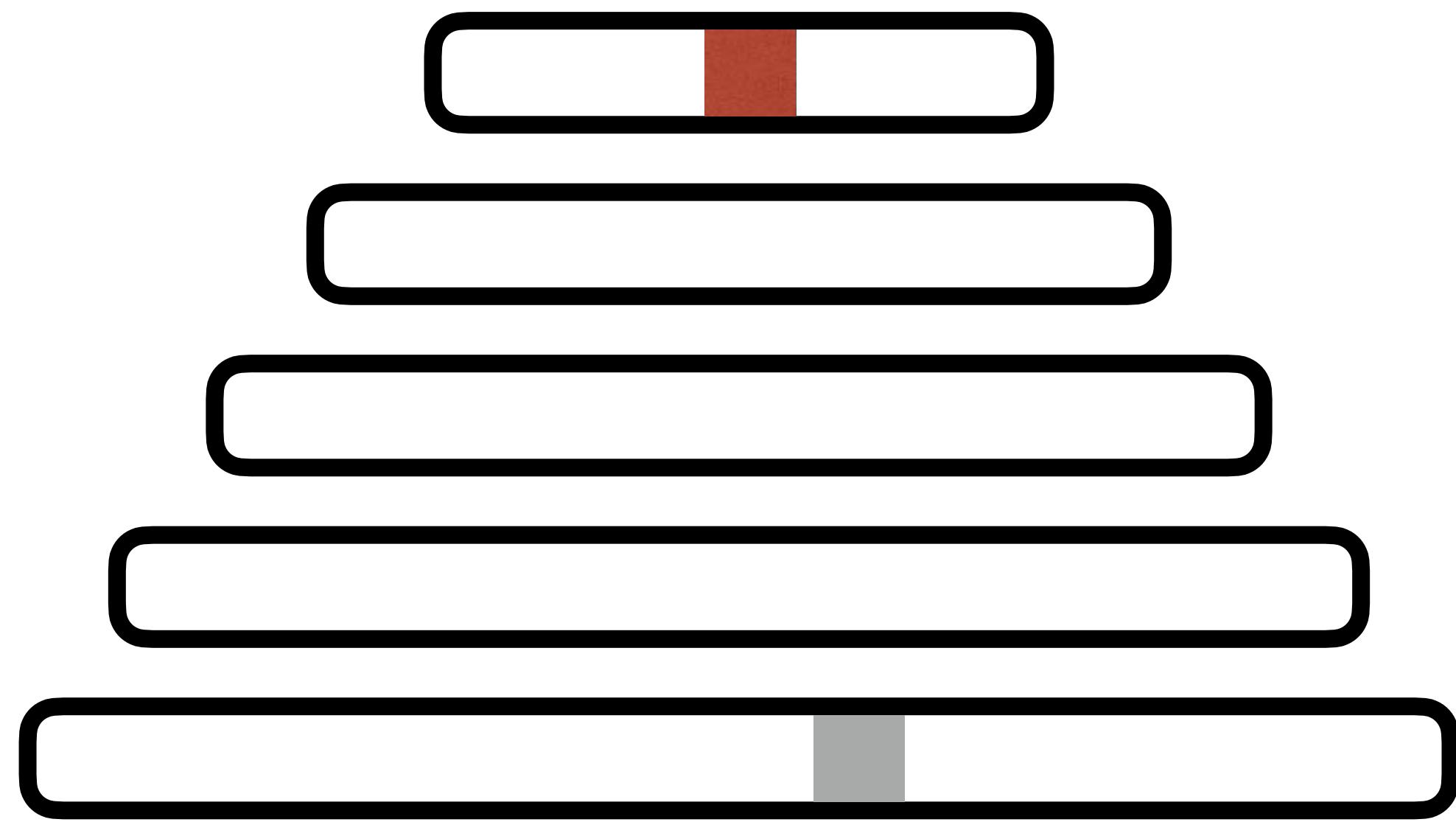


Heap Files  
(slotted pages)

in-place



out-of-place

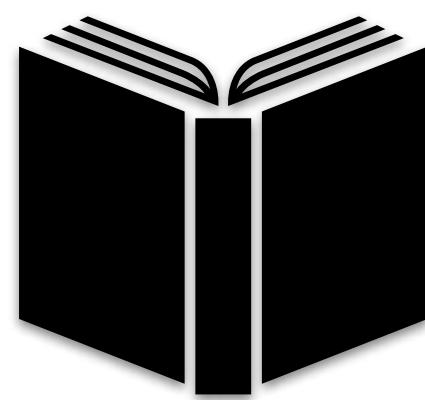


Heap Files  
(slotted pages)

# What is the delete tradeoff?



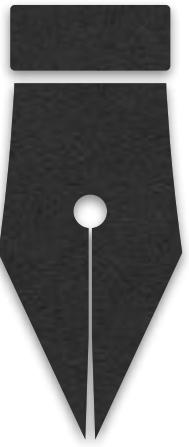
# What is the delete tradeoff?



read

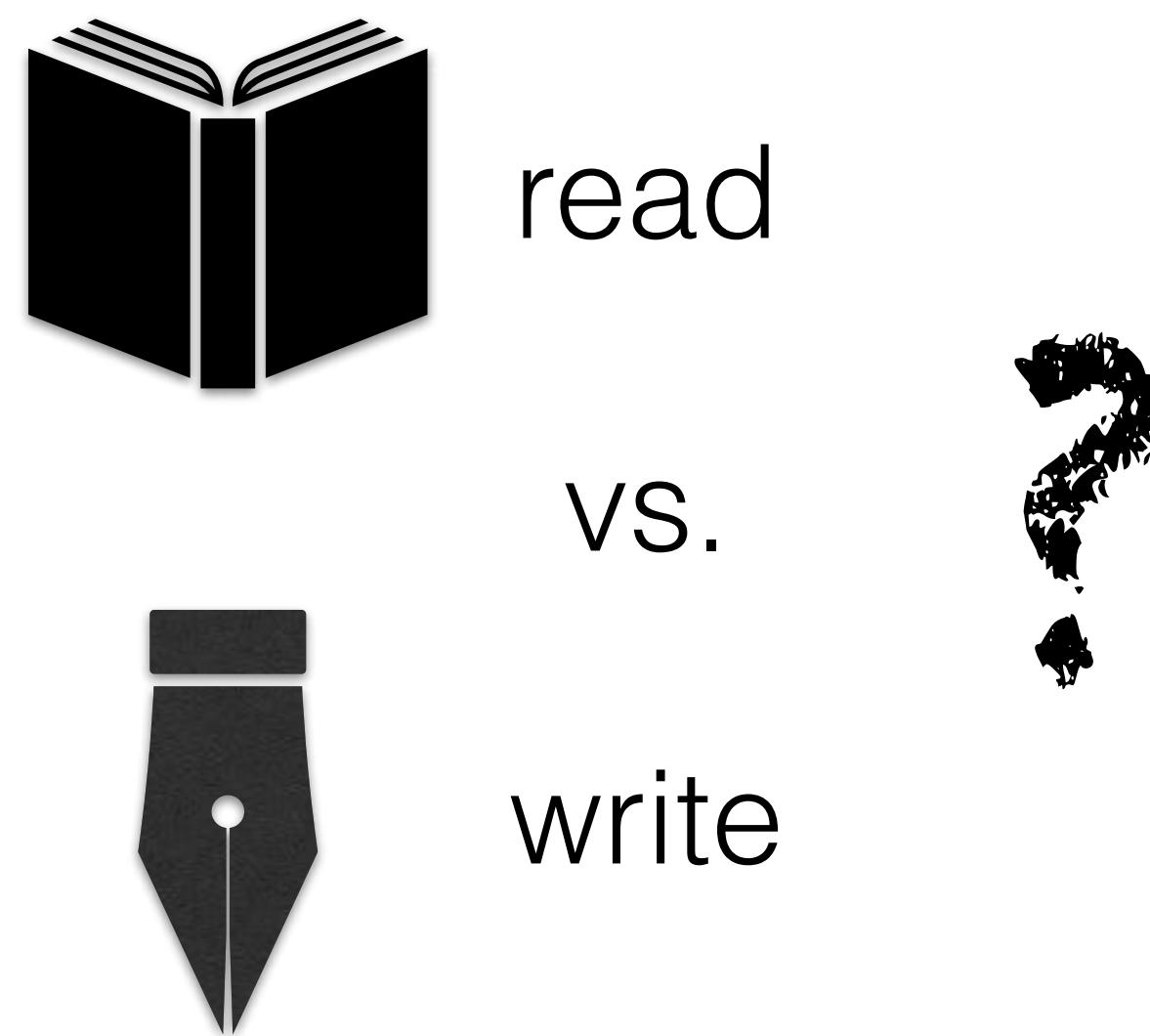


vs.



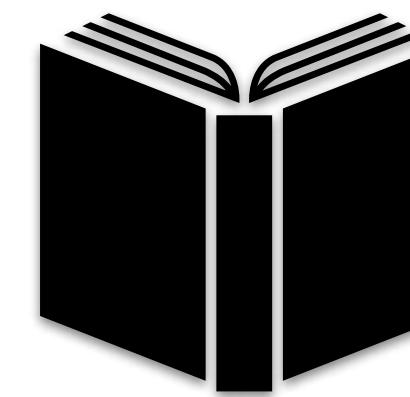
write

# What is the delete tradeoff?



Deletes are almost **exclusively** *logical*

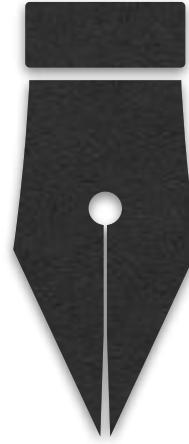
# What is the delete tradeoff?



read



vs.



write

Deletes are almost **exclusively** *logical*

b-trees, slotted pages, LSM-trees **invalidate** the entry under deletion

# delete tradeoffs



**other tradeoffs?**

# delete tradeoffs

delete latency vs. ***future*** read performance

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data ***privacy***

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data ***privacy***

logical deletes keep around deleted entries, what if they leak?

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data ***privacy***

logical deletes keep around deleted entries, what if they leak?

delete latency vs. ***storage amplification***

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data ***privacy***

logical deletes keep around deleted entries, what if they leak?

delete latency vs. ***storage amplification***

logical deletes keep around deleted entries and metadata!!

# delete tradeoffs

delete latency vs. ***future*** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data ***privacy***

logical deletes keep around deleted entries, what if they leak?

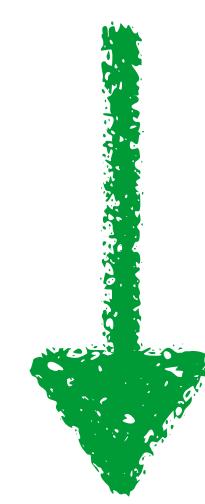
what if we persisted the  
deletes immediately?

# delete tradeoffs

delete latency vs. **persistent** delete latency

# delete tradeoffs

**logical** delete latency vs. **persistent** delete latency



# Today's talk:

# Lethe: A Tunable Delete-Aware LSM-Based Storage Engine

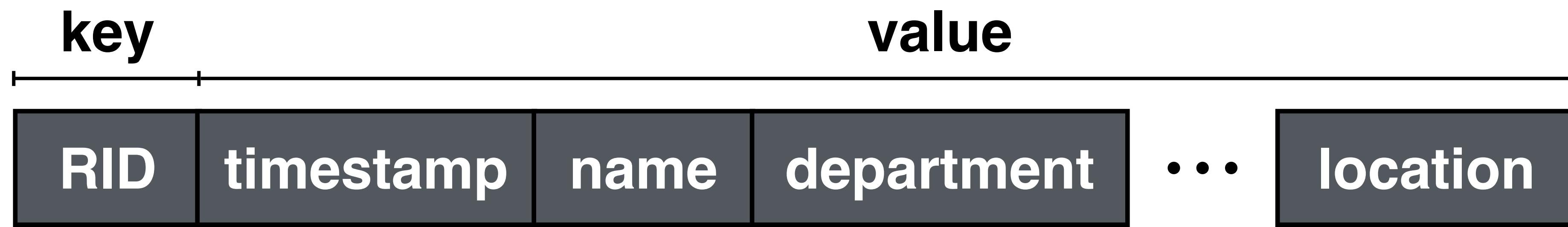
Presented at SIGMOD 2020

Subhadeep Sarkar, Tarikul Islam Papon, Dimitris Staratzis, Manos Athanassoulis



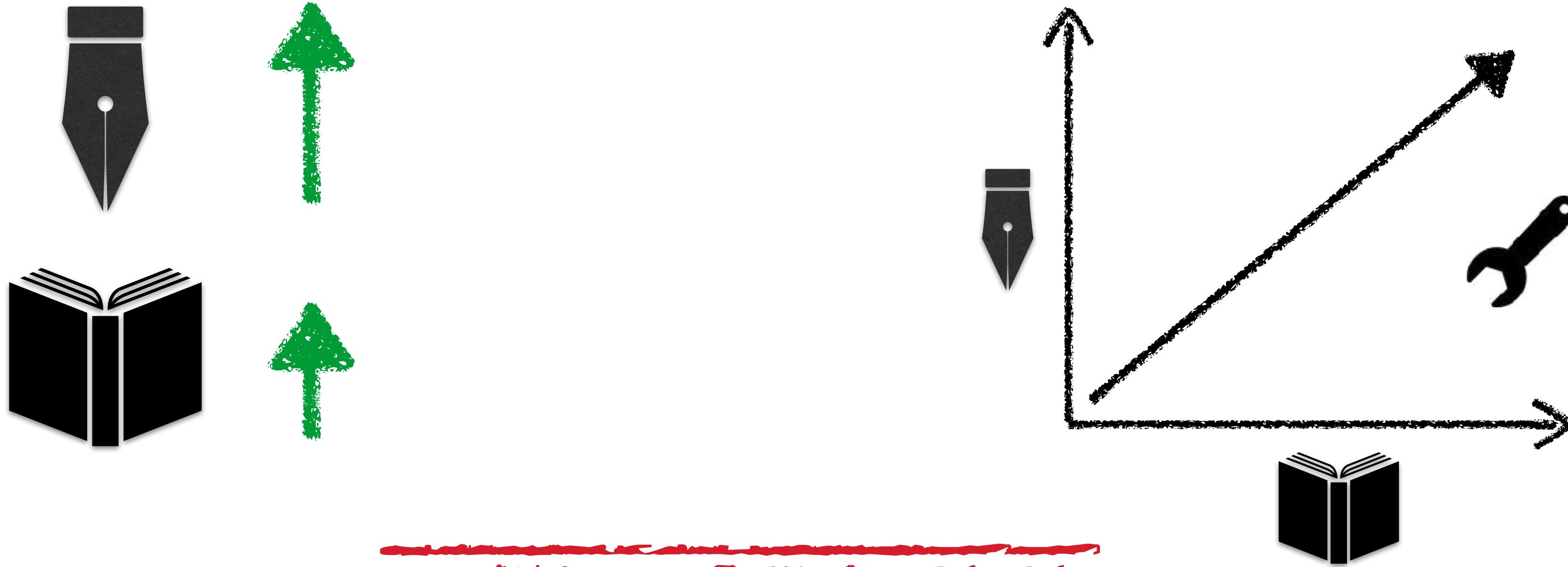
# **key-value** pairs

<b>RID</b>	<b>timestamp</b>	<b>name</b>	<b>department</b>	...	<b>location</b>
------------	------------------	-------------	-------------------	-----	-----------------

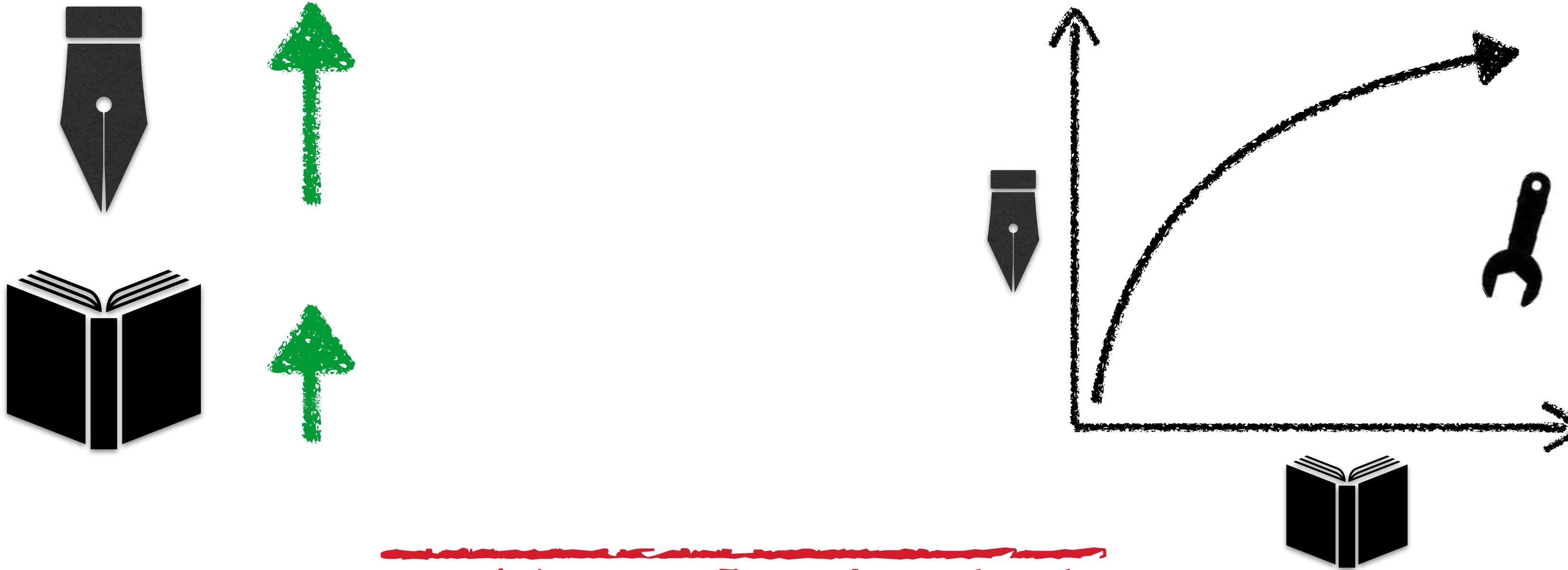


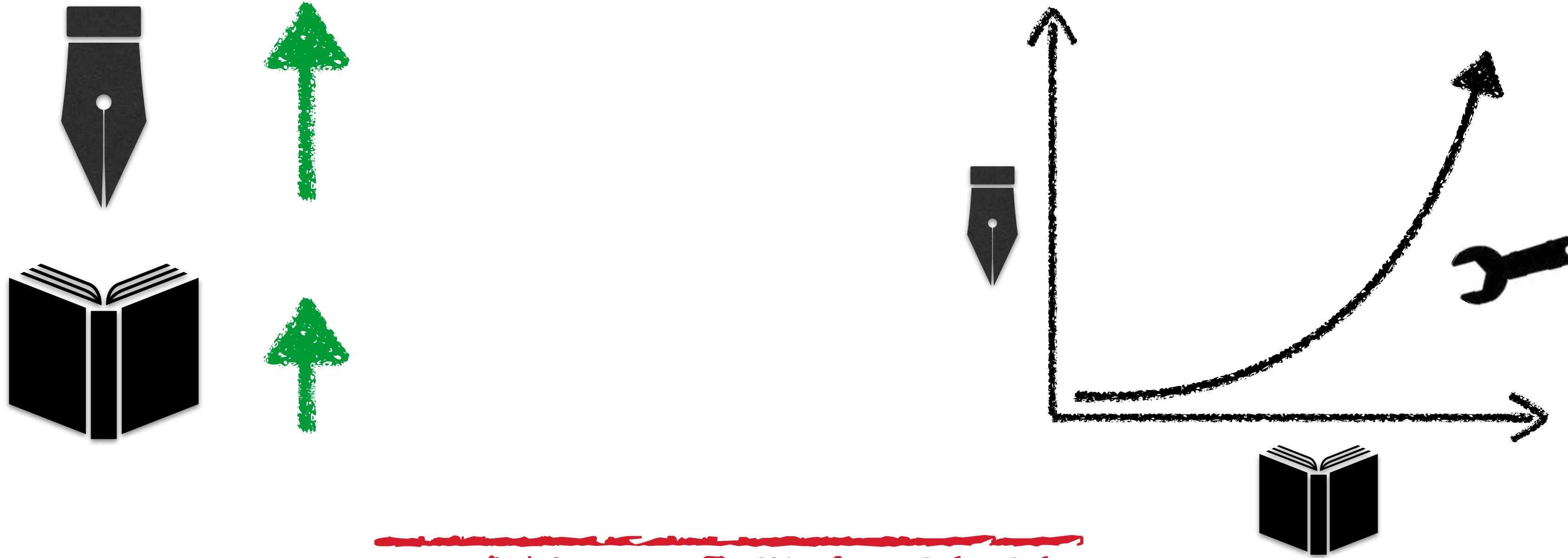


**LSM-TREE**



**LSMI-TREE**





# LSM-TREE



*cassandra*



*levelDB*



DynamoDB

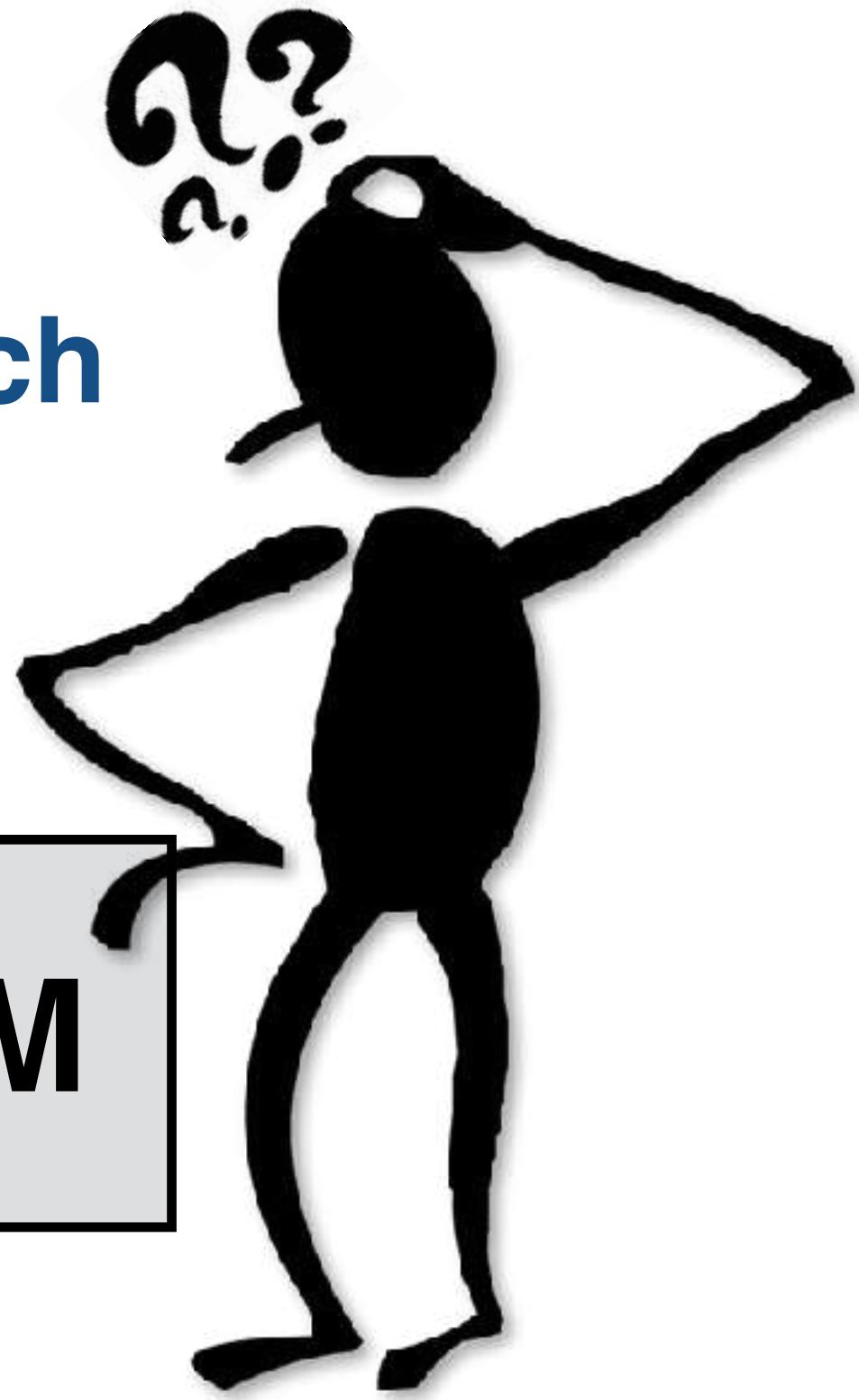


**Even years later, Twitter doesn't  
delete your direct messages**

TechCrunch  
Feb '19

**Small Datum**  
Jan '20

**Deletes are fast and slow in an LSM**



**“LSM-based data stores perform suboptimally for workloads with deletes.”**

# Large-scale production

ZippyDB

**25.2M/day**

UP2X

**92.5M merge through deletes**

# Internal db ops

table drop

data migration

cleanup /gc

# Privacy

CCPA  
(California)

GDPR  
(EU, UK)

VCPDA  
(Virginia)

Large-scale  
production

ZippyDB

**25.2M/day**

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(Virginia) 



GDPR  
(EU, UK)



CCPA  
(California)



VCPDA  
(Virginia)



on-demand

*delete all data for  
user  $X$  within  $D$  days*



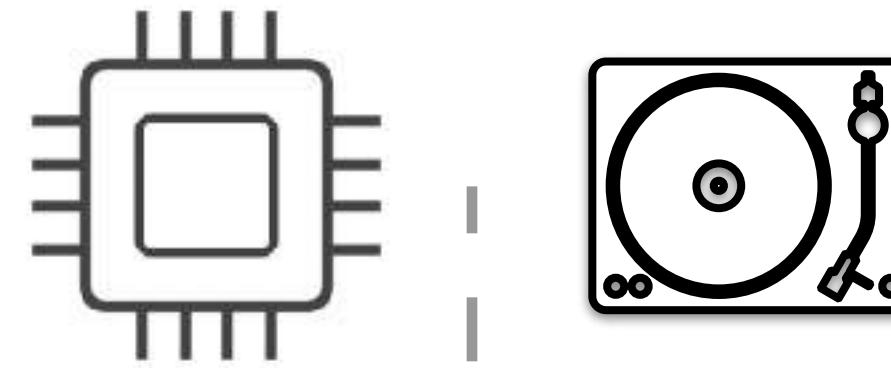
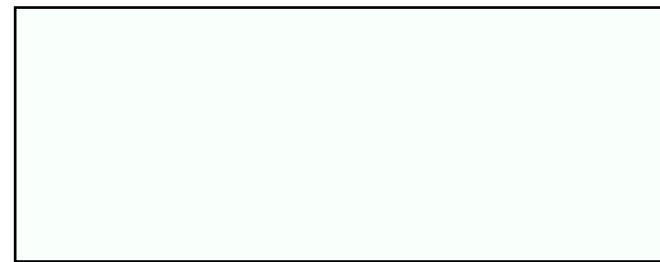
rolling

*keep deleting all data  
older than  $D$  days*

*A reminder on how LSM-trees work!*

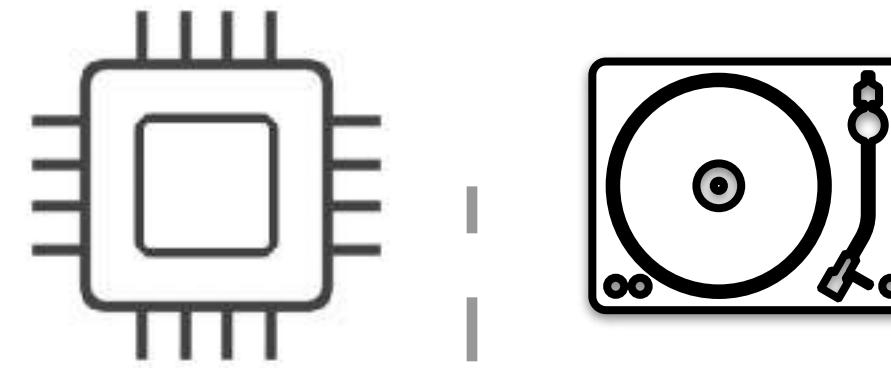
# log-structured merge-tree

buffer



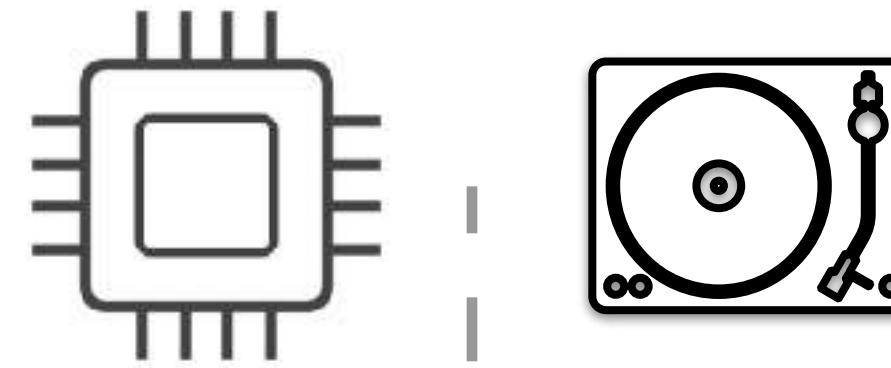
# log-structured merge-tree

buffer 



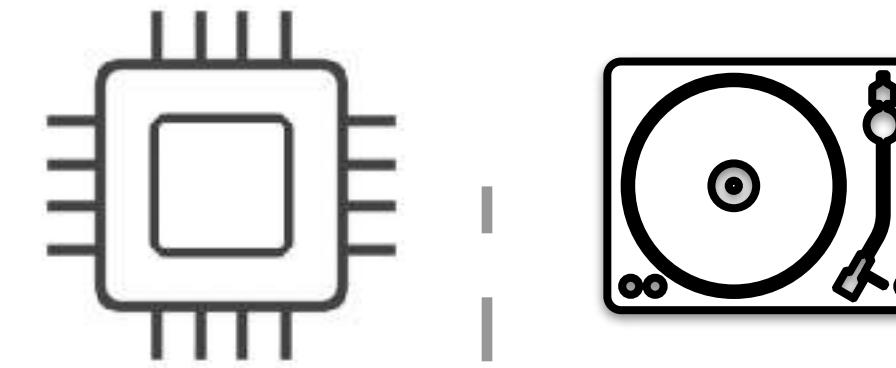
# log-structured merge-tree

buffer  1 2 4 6



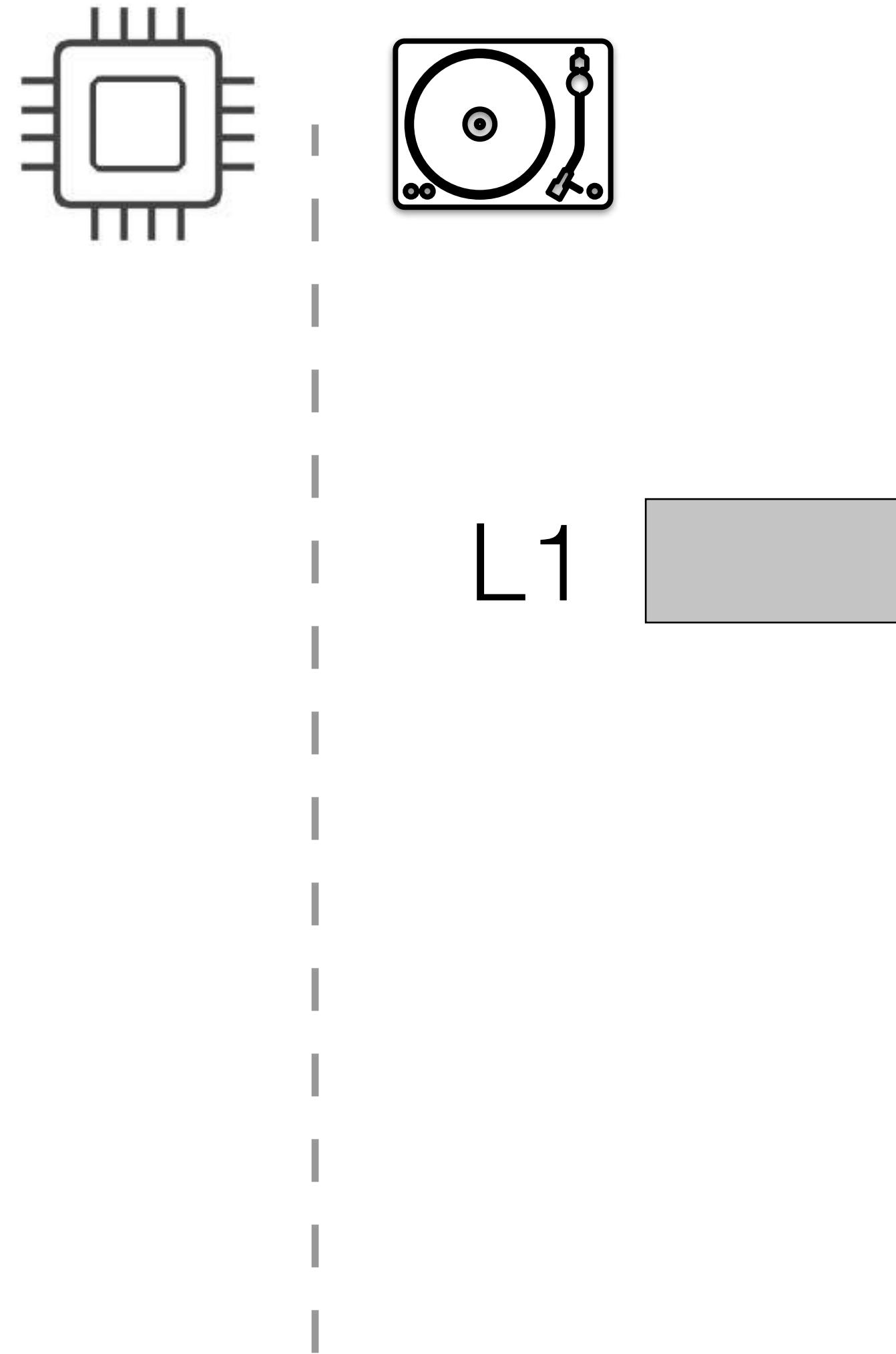
# log-structured merge-tree

buffer



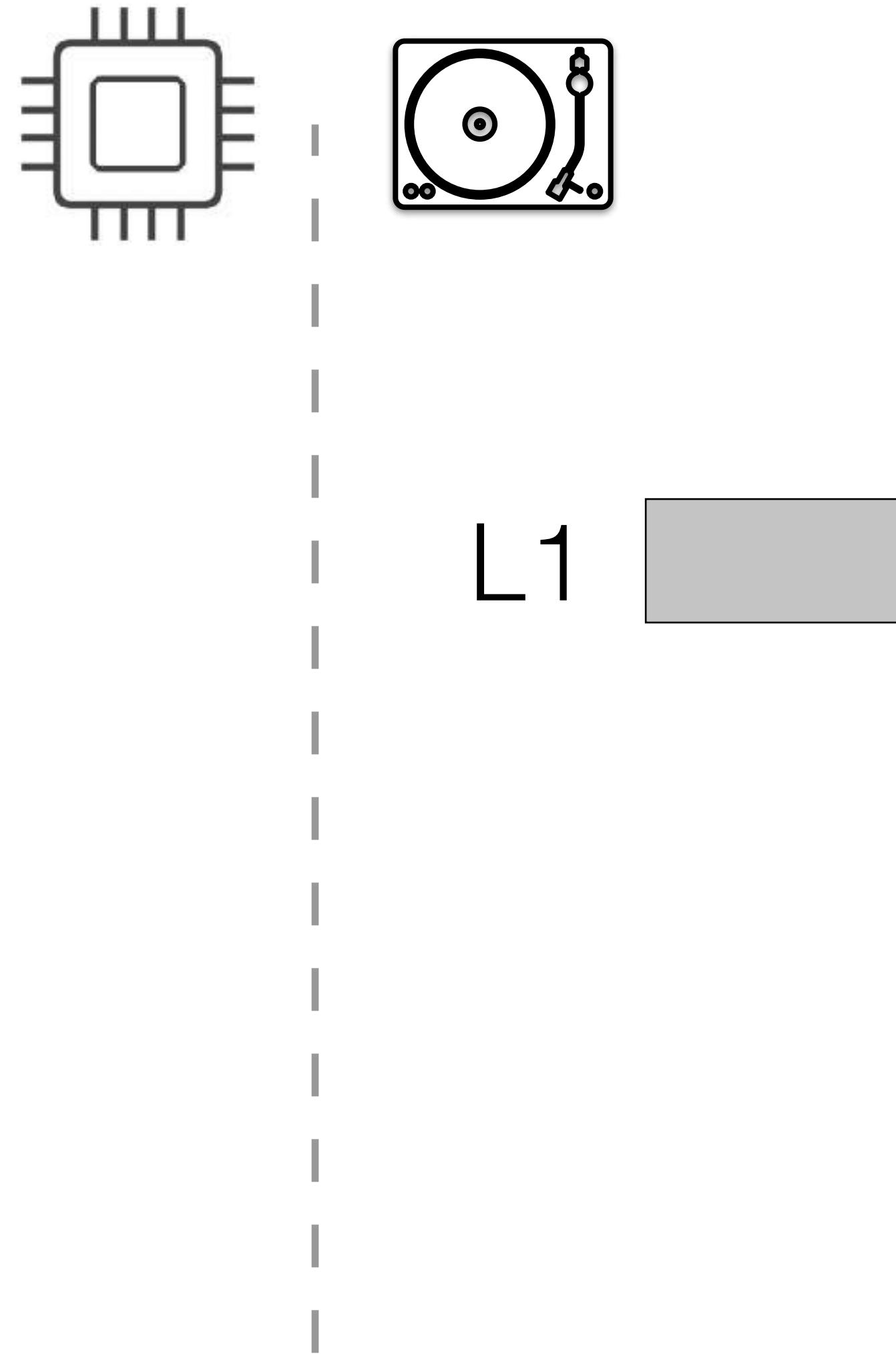
# log-structured merge-tree

buffer 

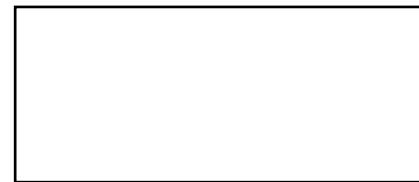


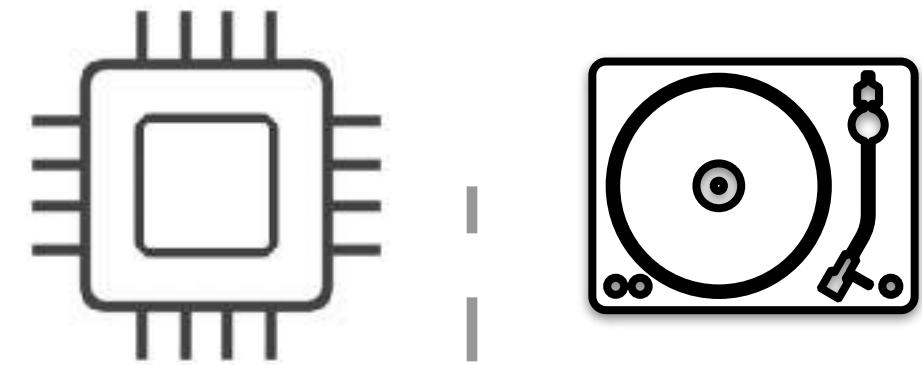
# log-structured merge-tree

buffer 



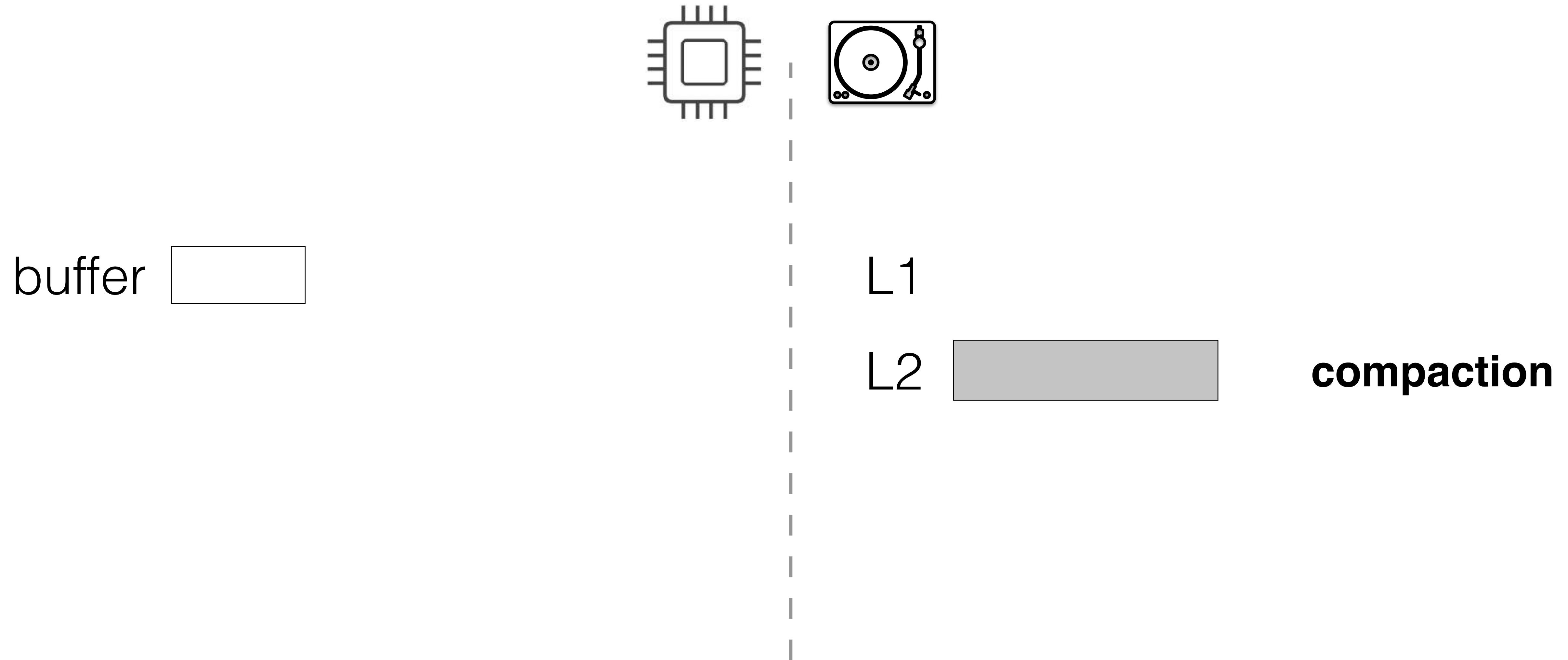
# log-structured merge-tree

buffer 

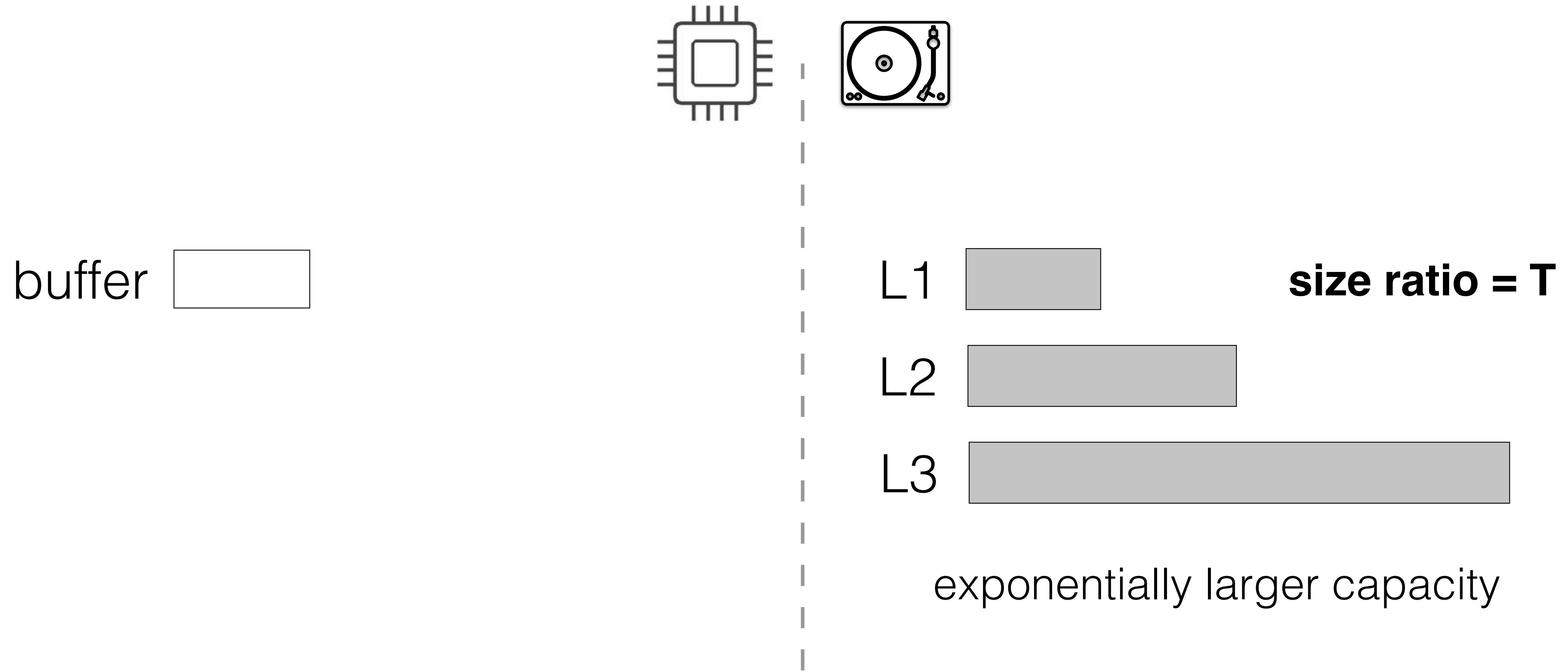


L1 

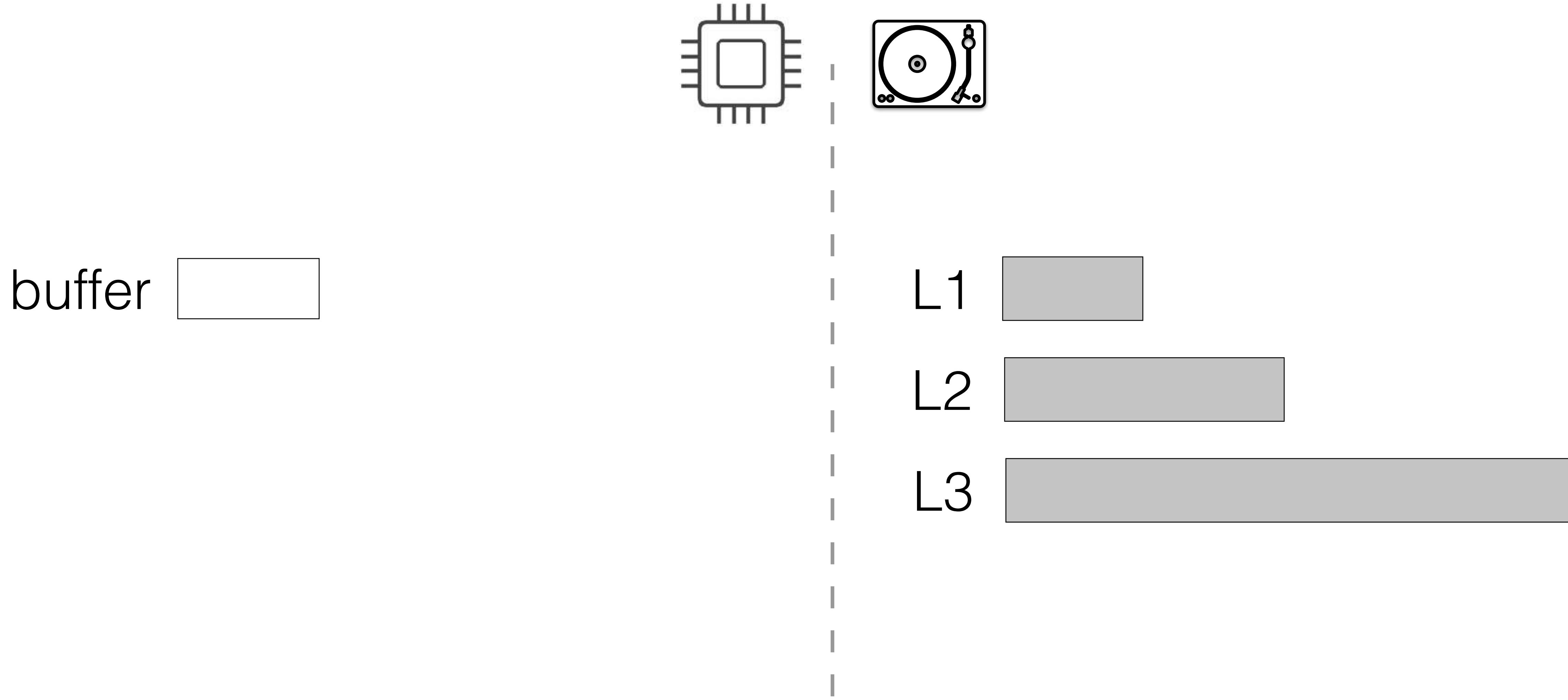
# log-structured merge-tree



# log-structured merge-tree

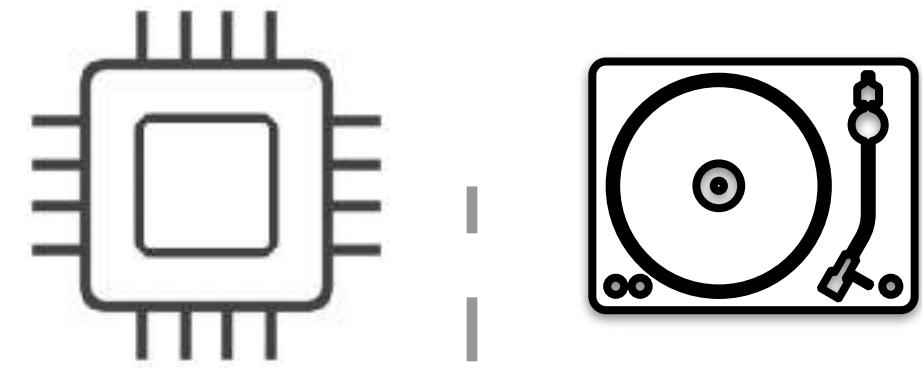


# log-structured merge-tree



# log-structured merge-tree

buffer 

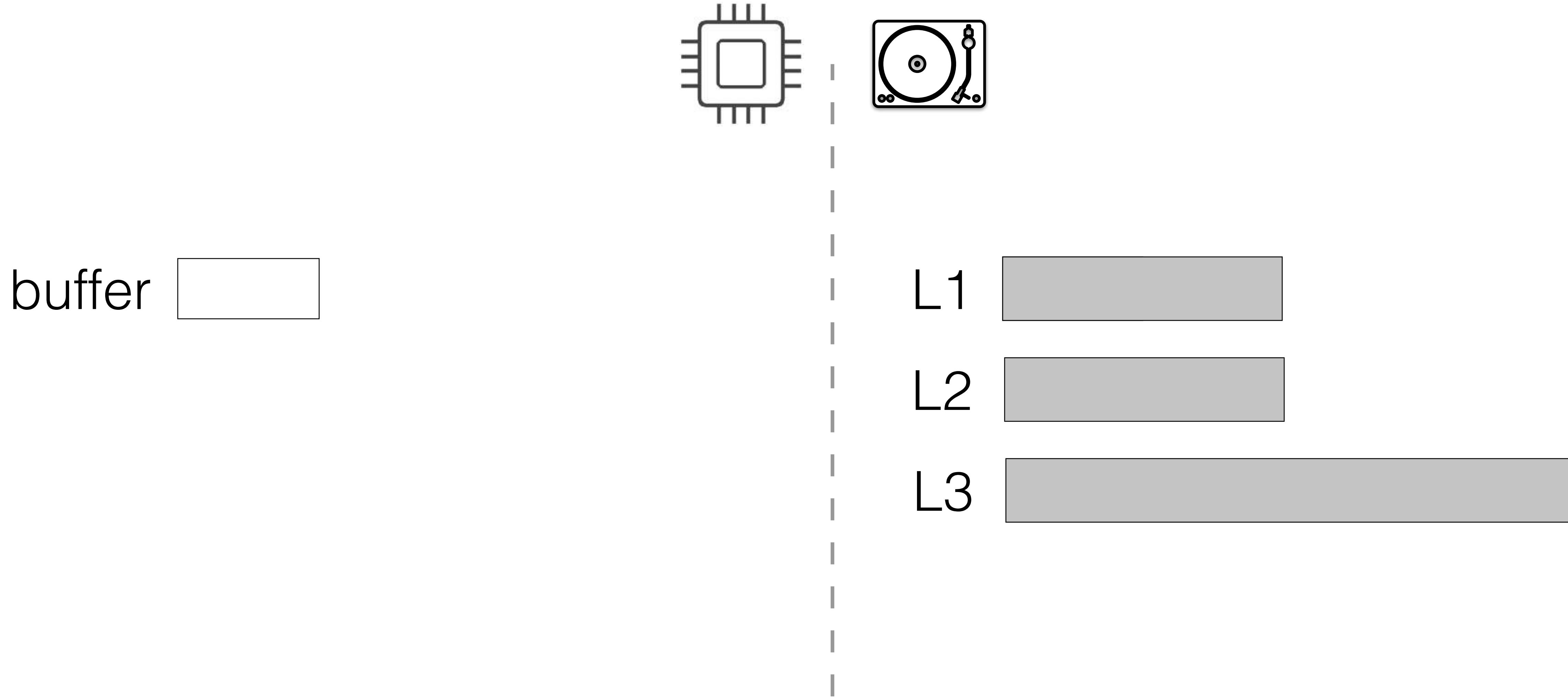


L1 

L2 

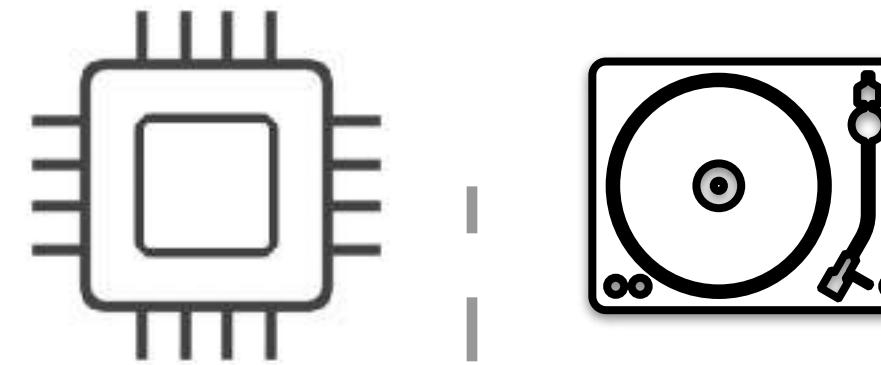
L3 

# log-structured merge-tree



# log-structured merge-tree

buffer 

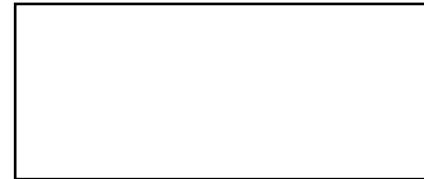


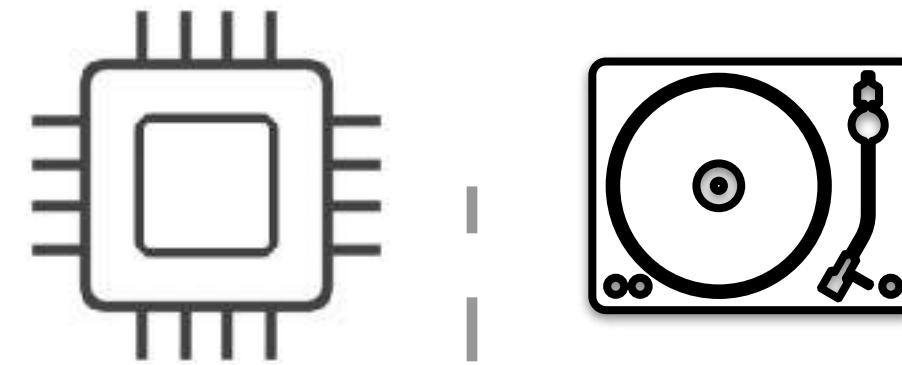
L1

L2 

L3 

# log-structured merge-tree

buffer 

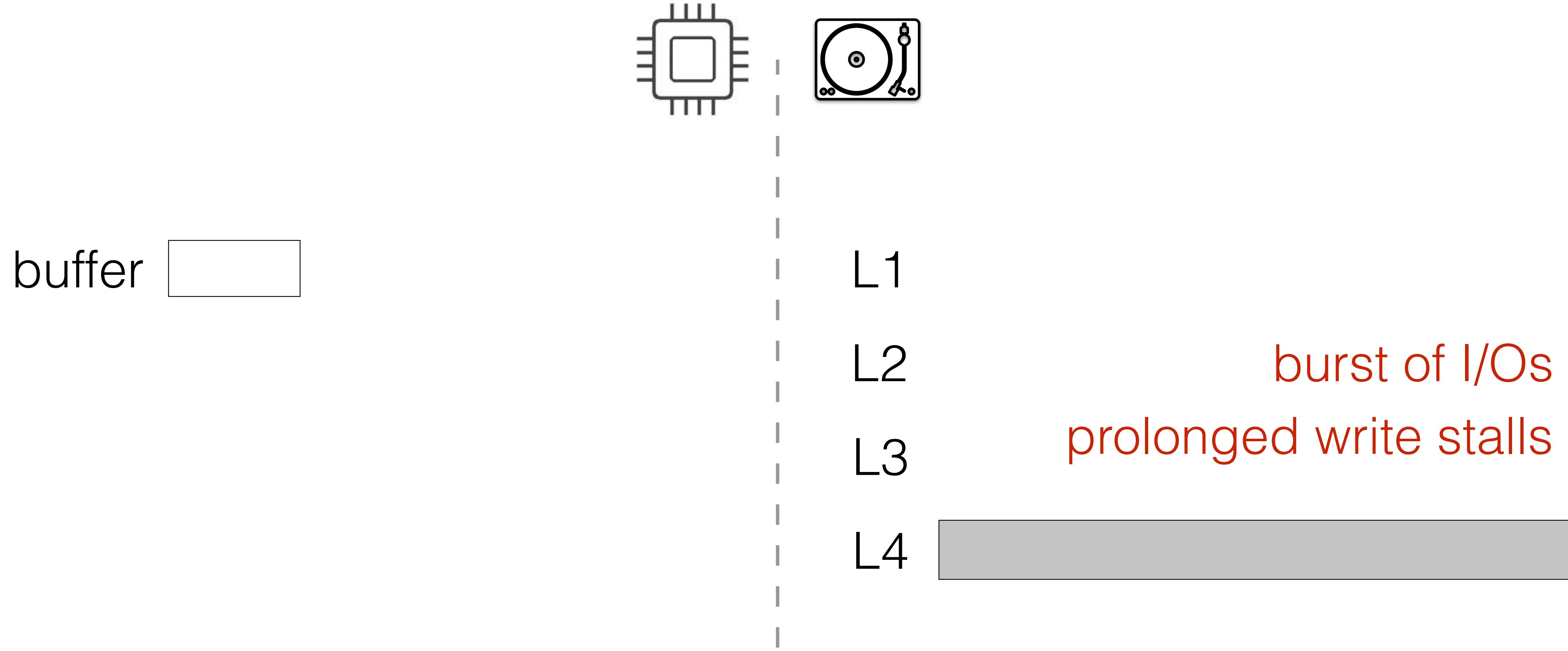


L1

L2

L3 

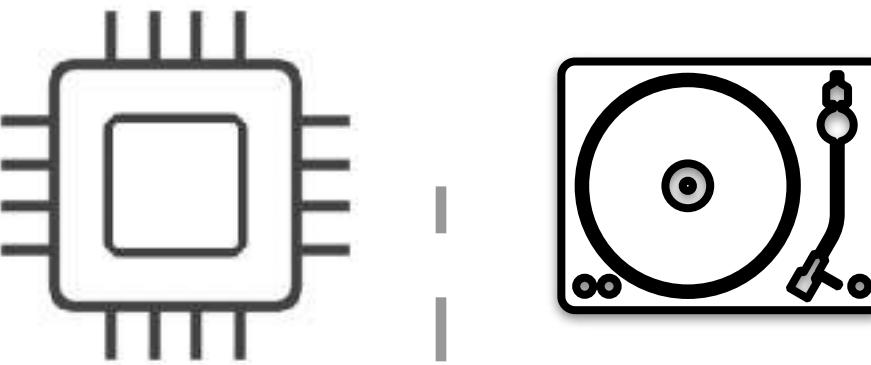
# log-structured merge-tree



# log-structured merge-tree



buffer 



L1

L2

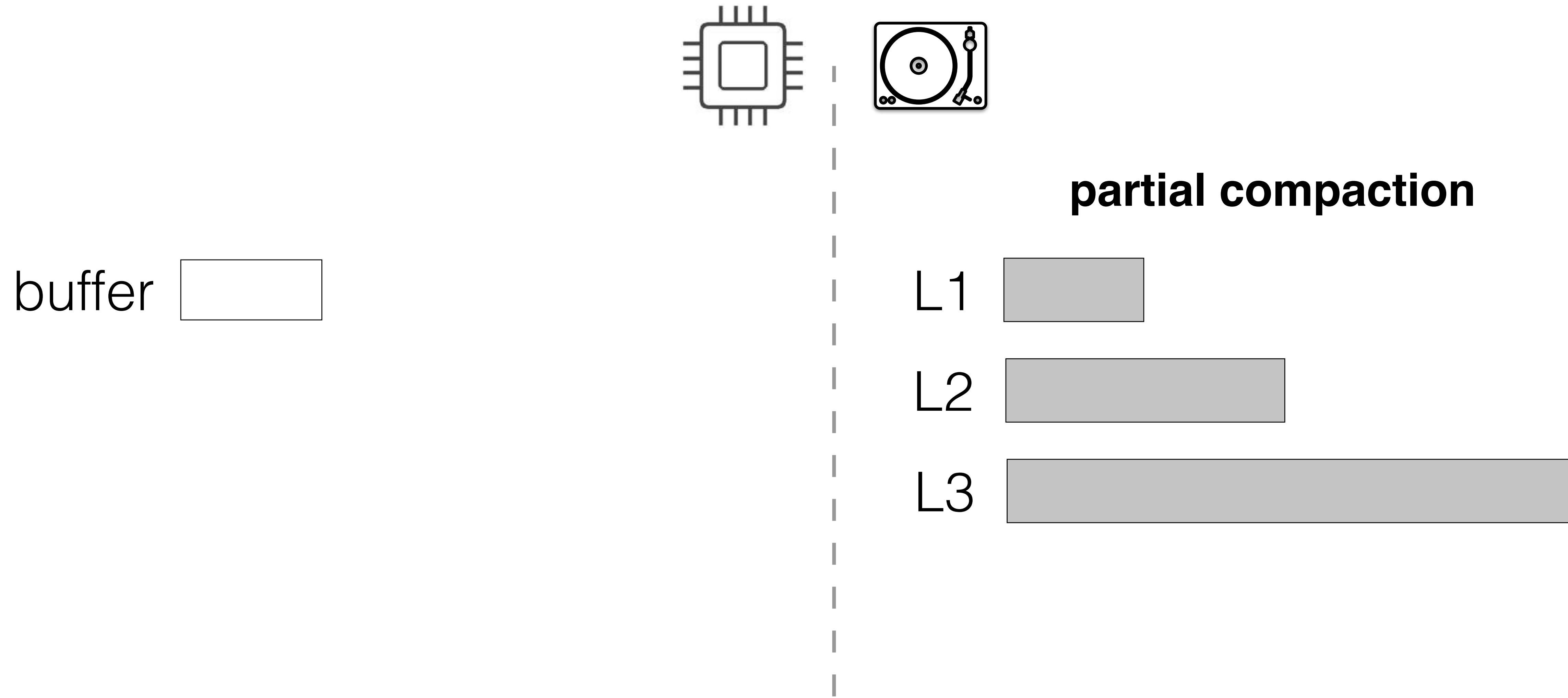
L3

L4

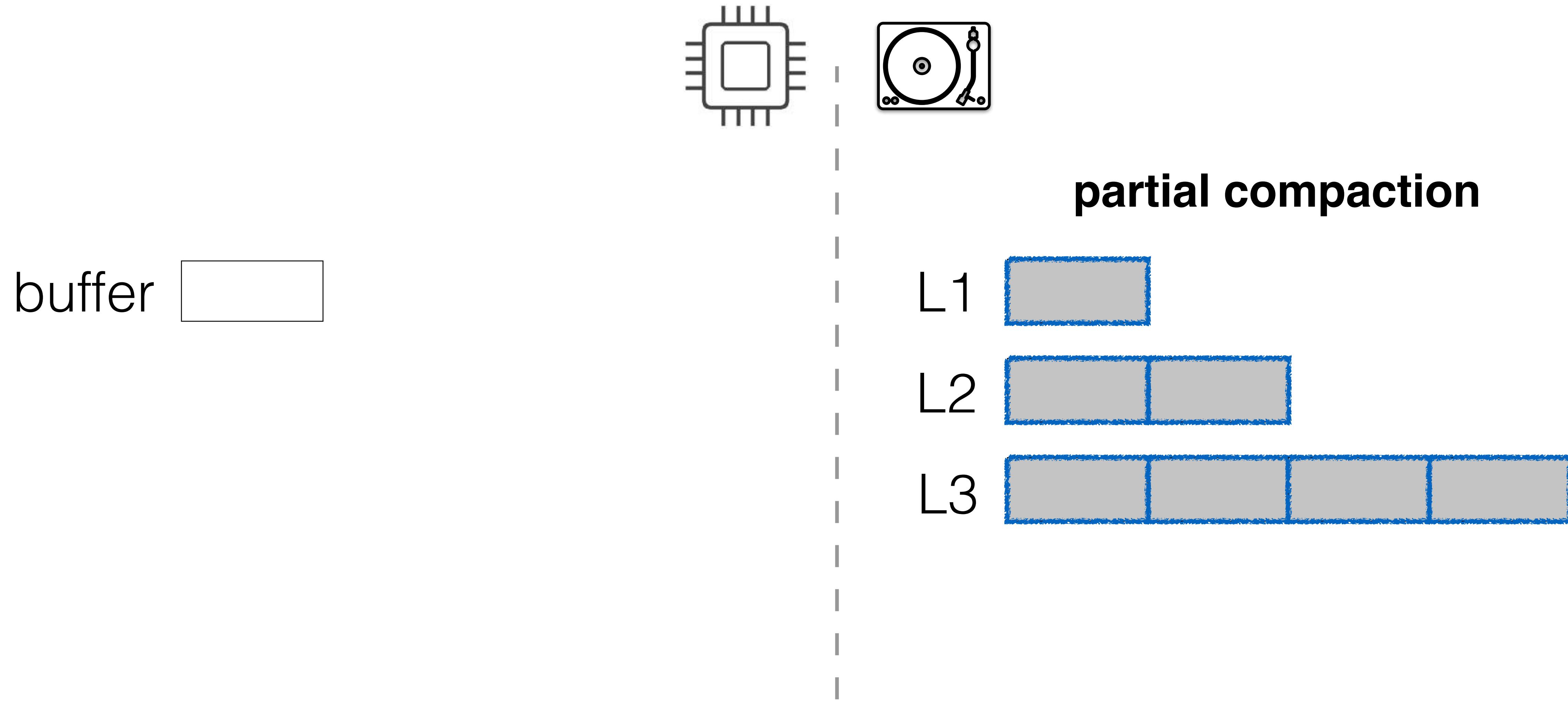
burst of I/Os  
prolonged write stalls

**How to reduce those?**

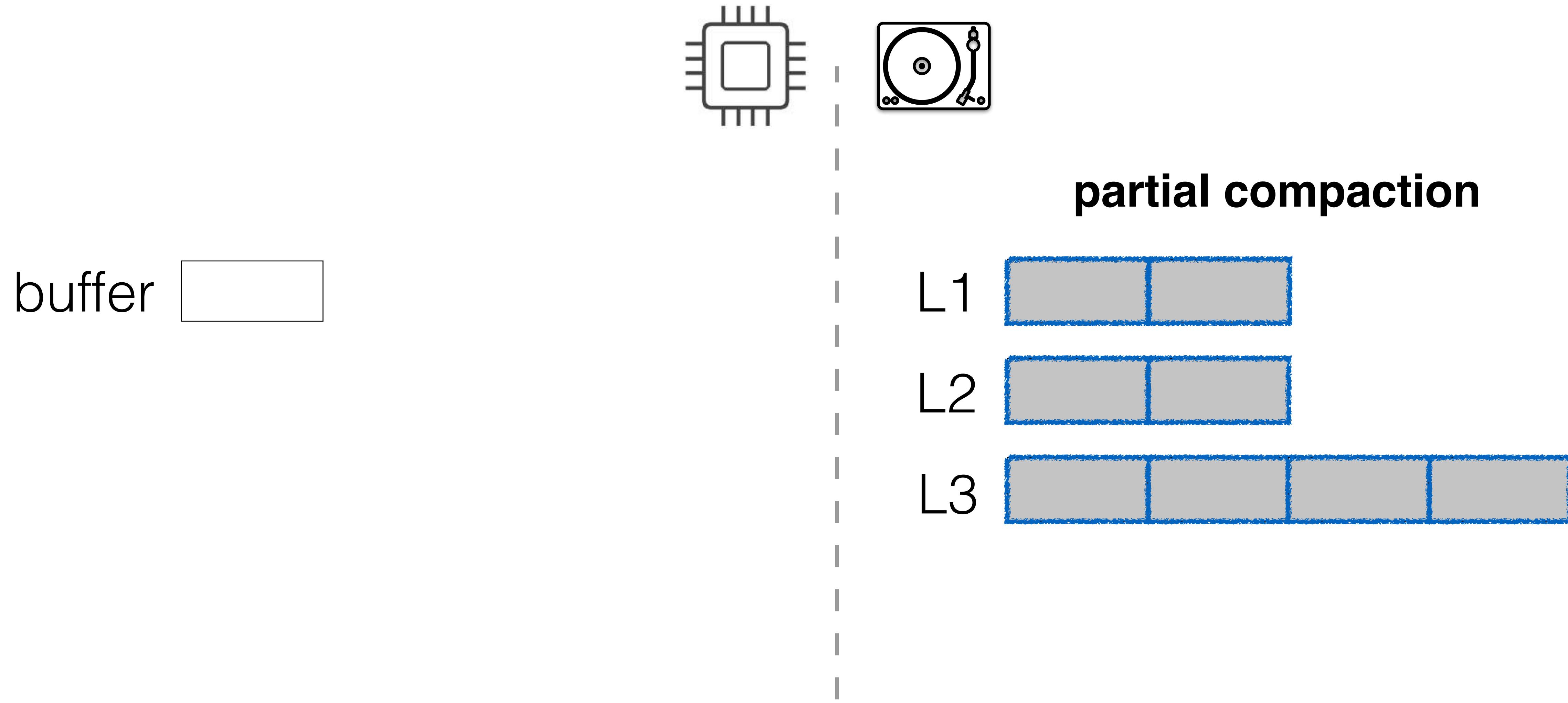
# log-structured merge-tree



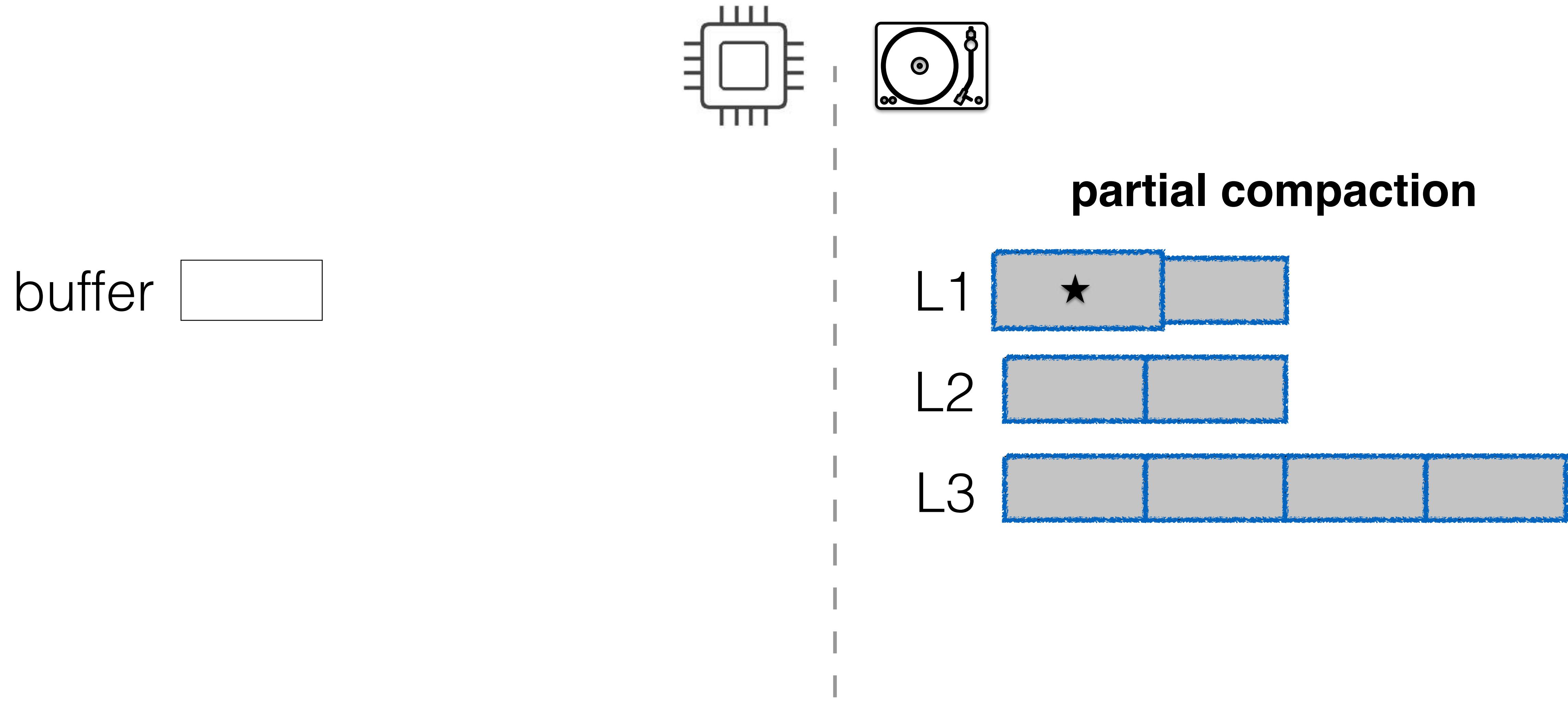
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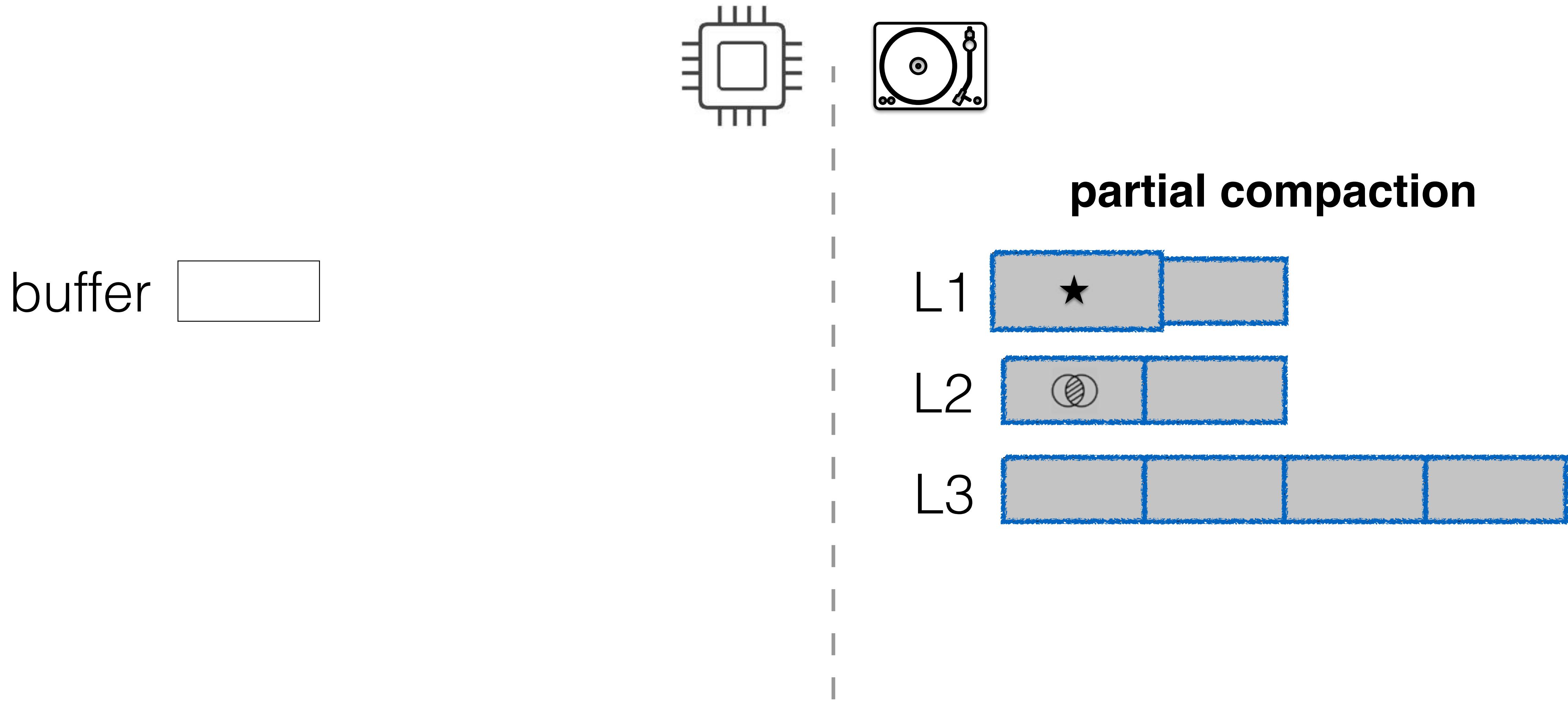
# log-structured merge-tree



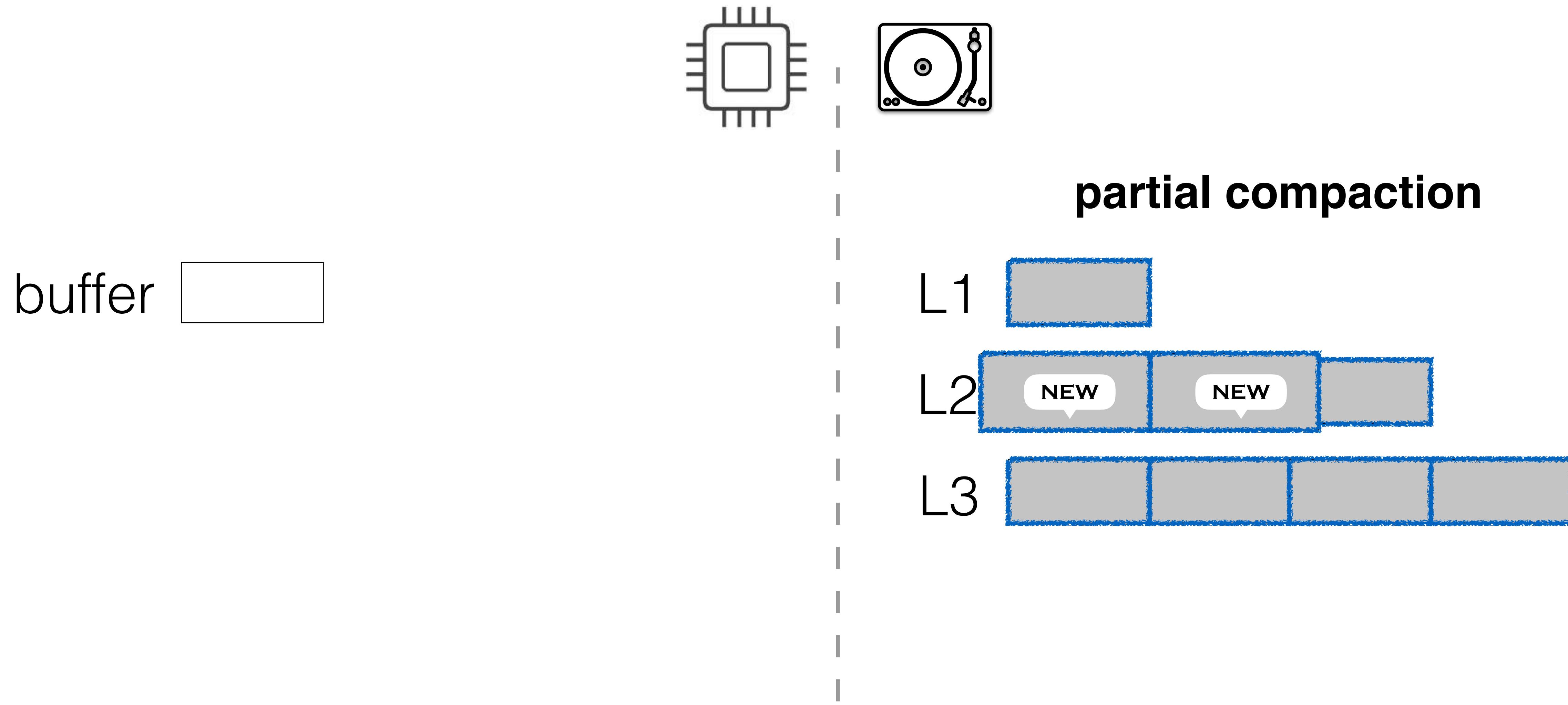
# log-structured merge-tree



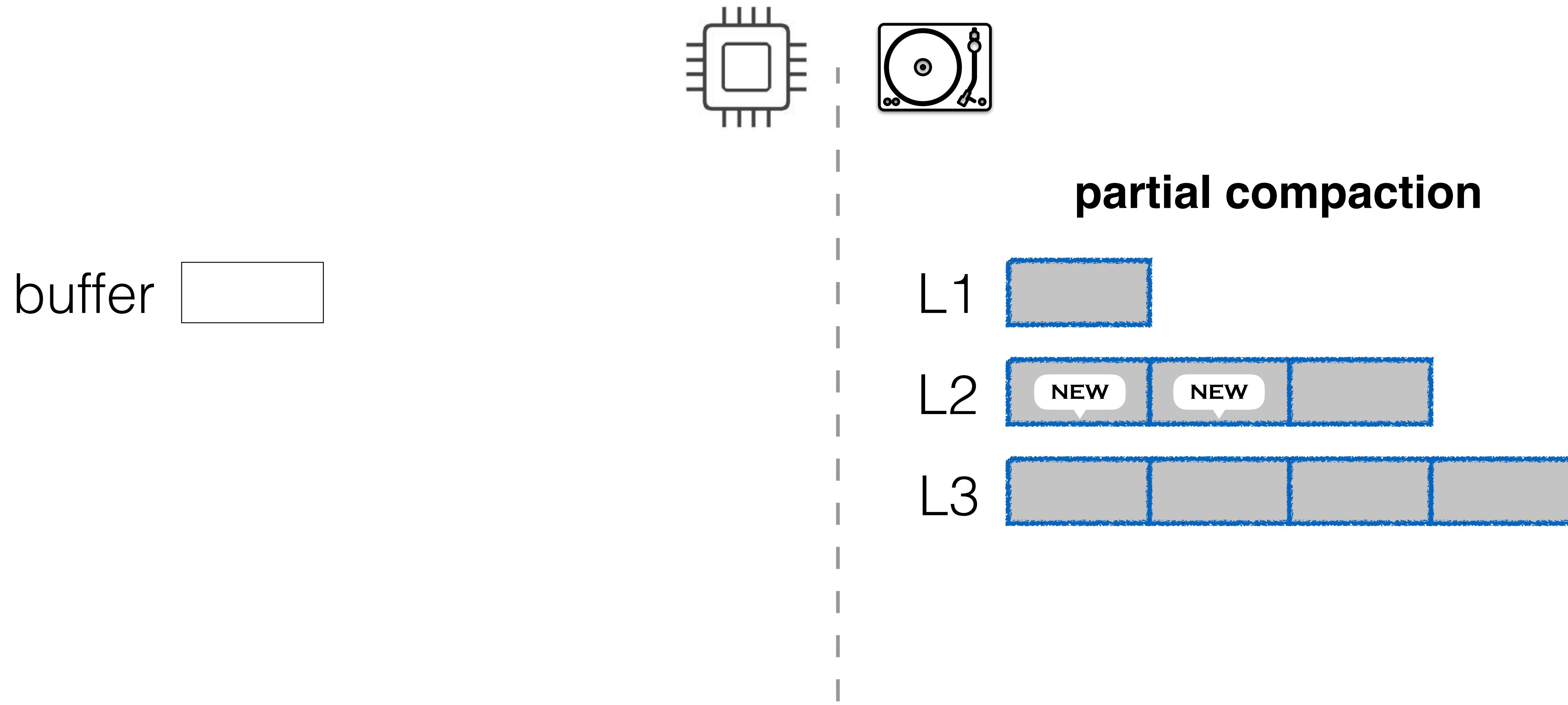
# log-structured merge-tree



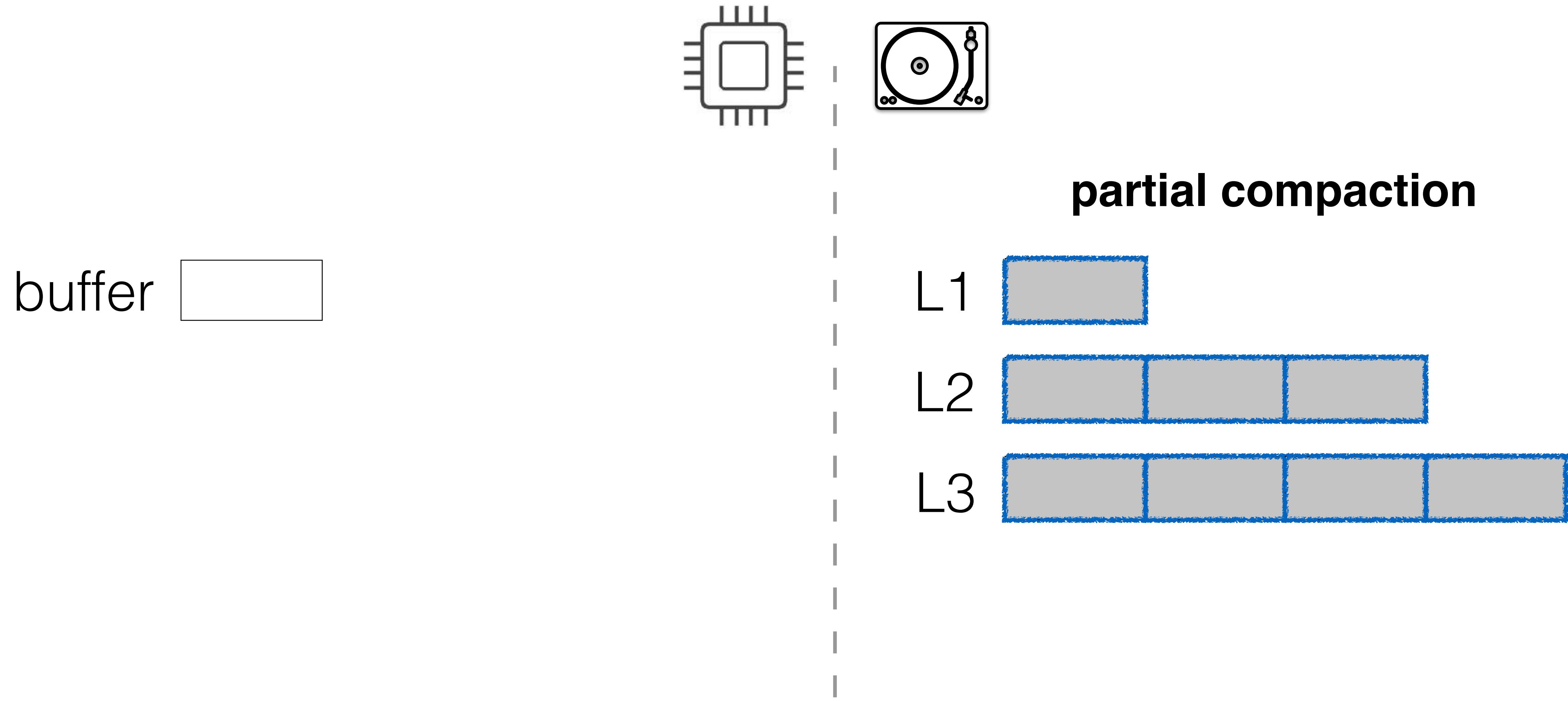
# log-structured merge-tree



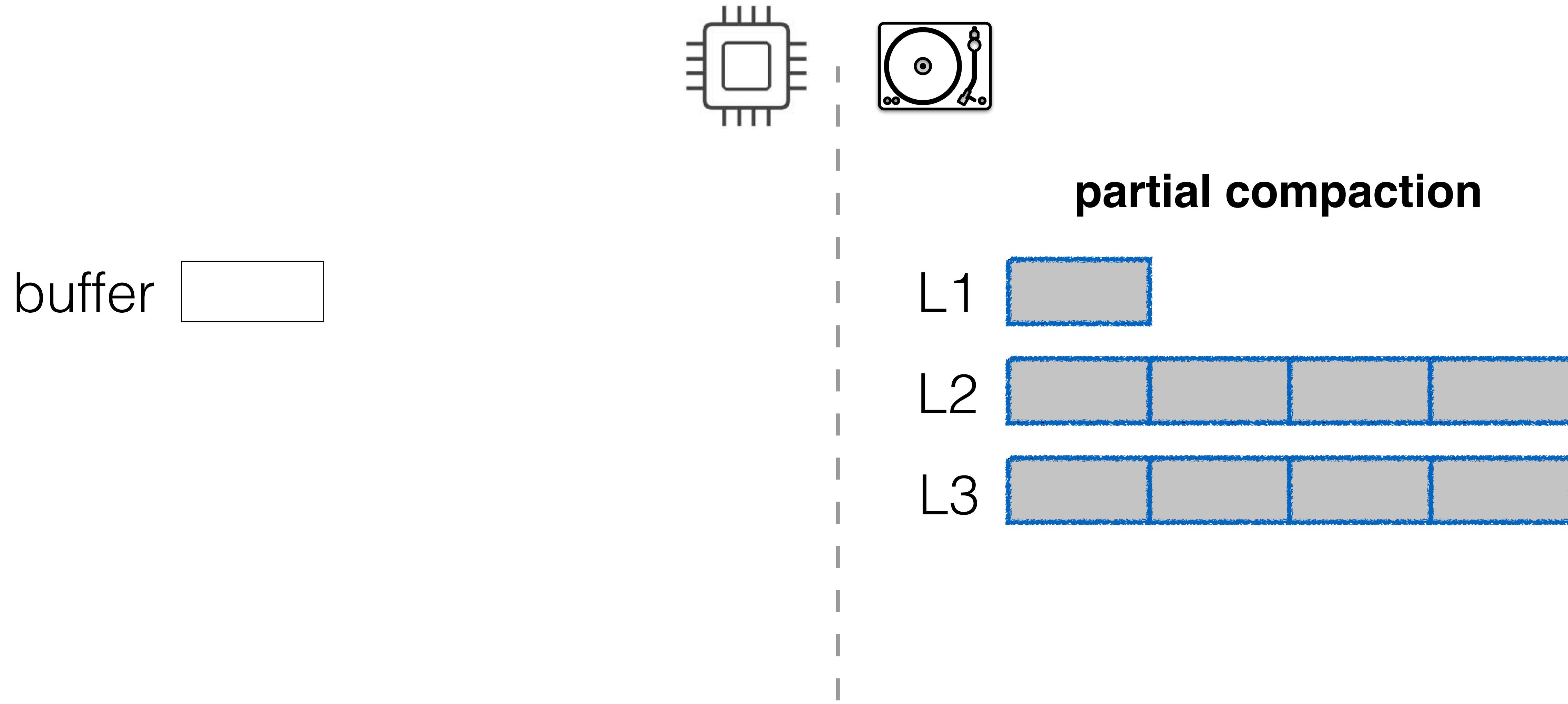
# log-structured merge-tree



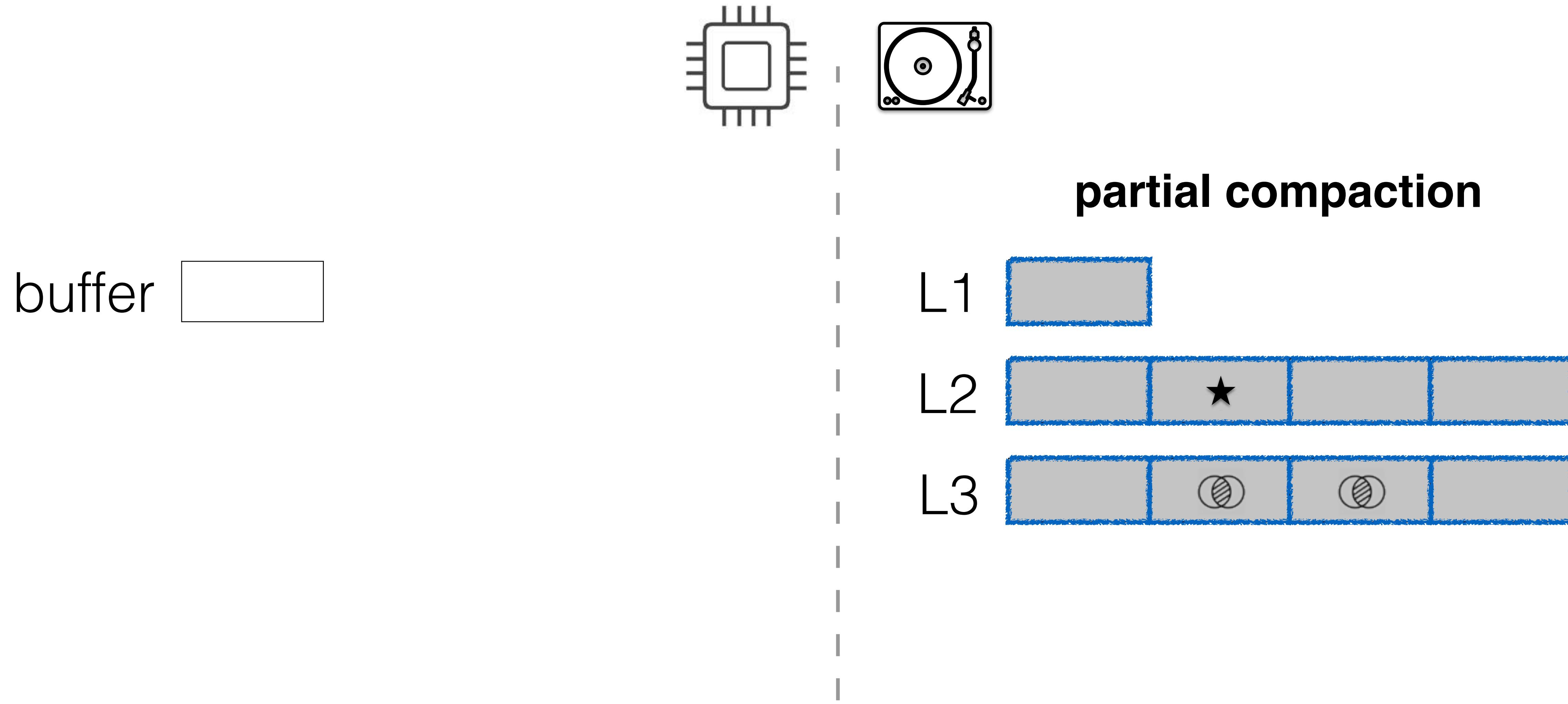
# log-structured merge-tree



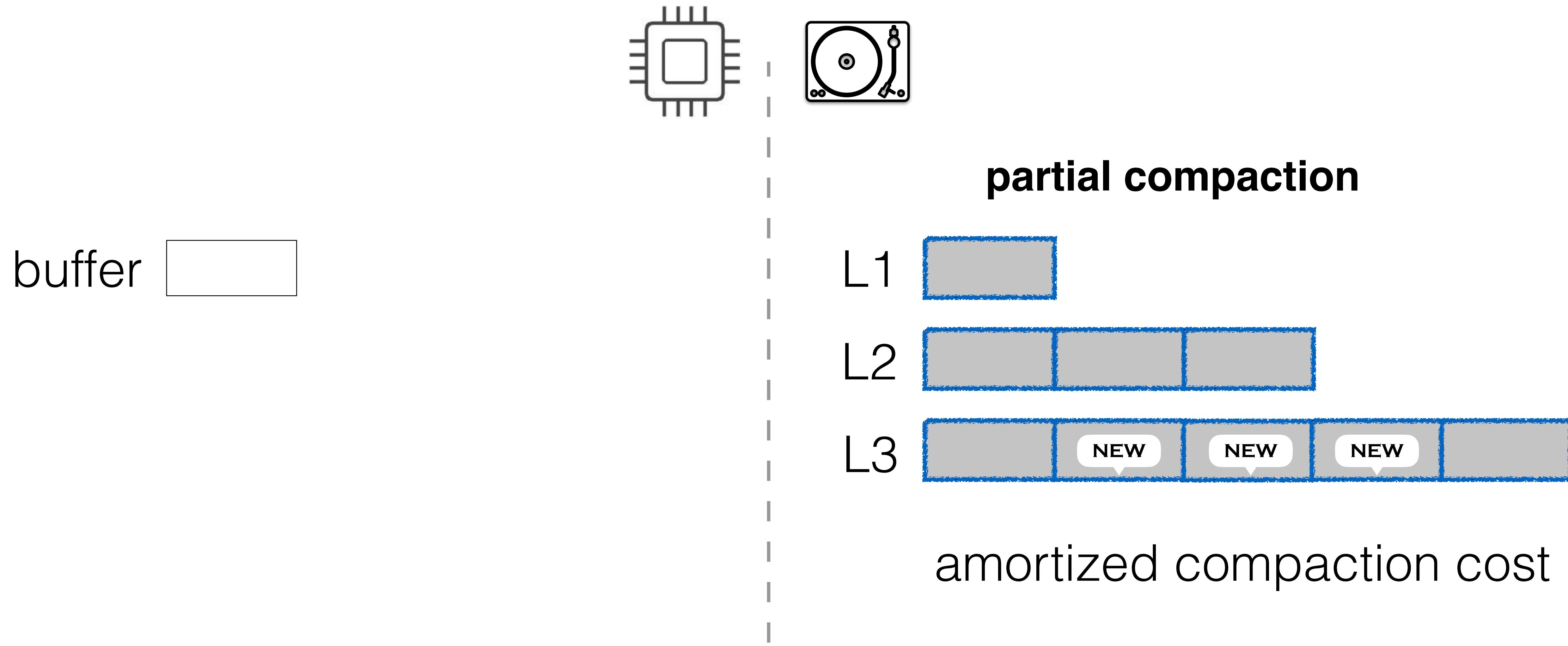
# log-structured merge-tree



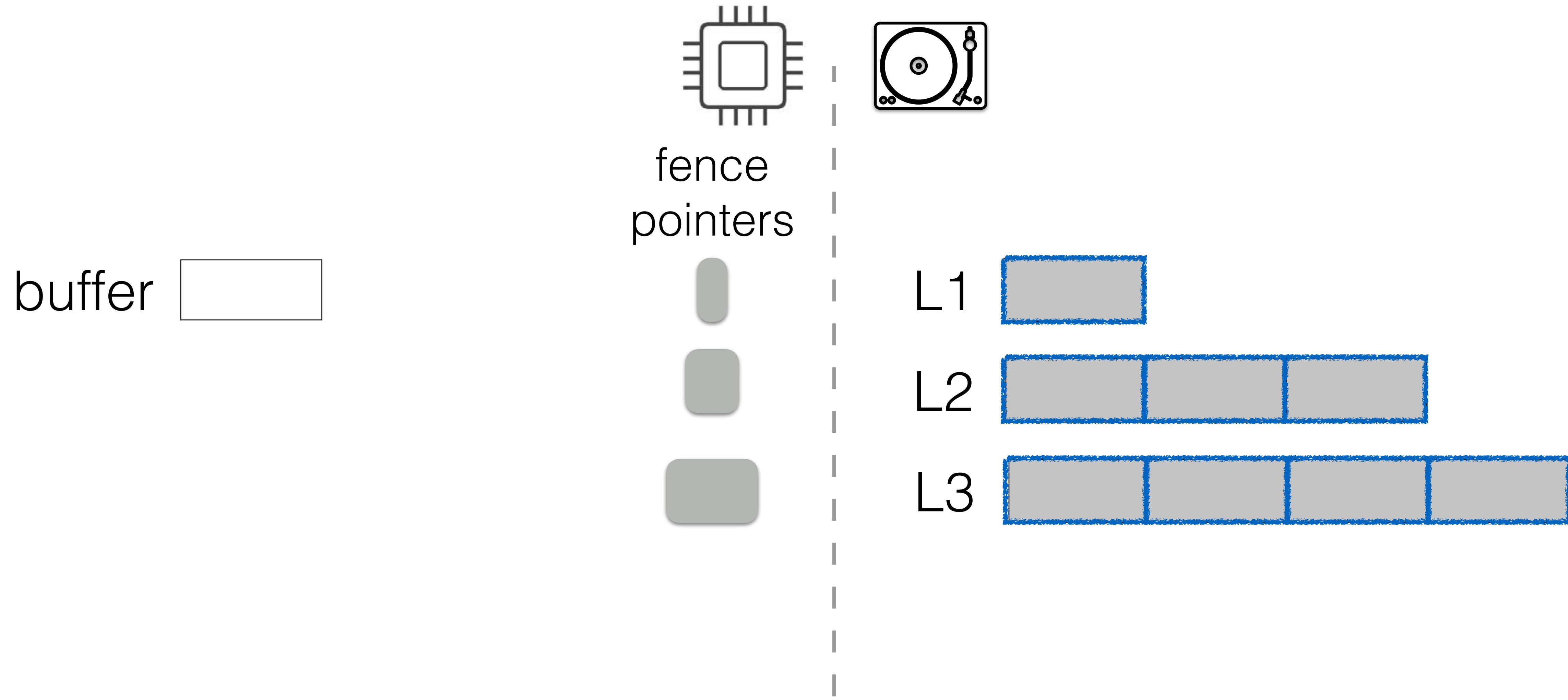
# log-structured merge-tree



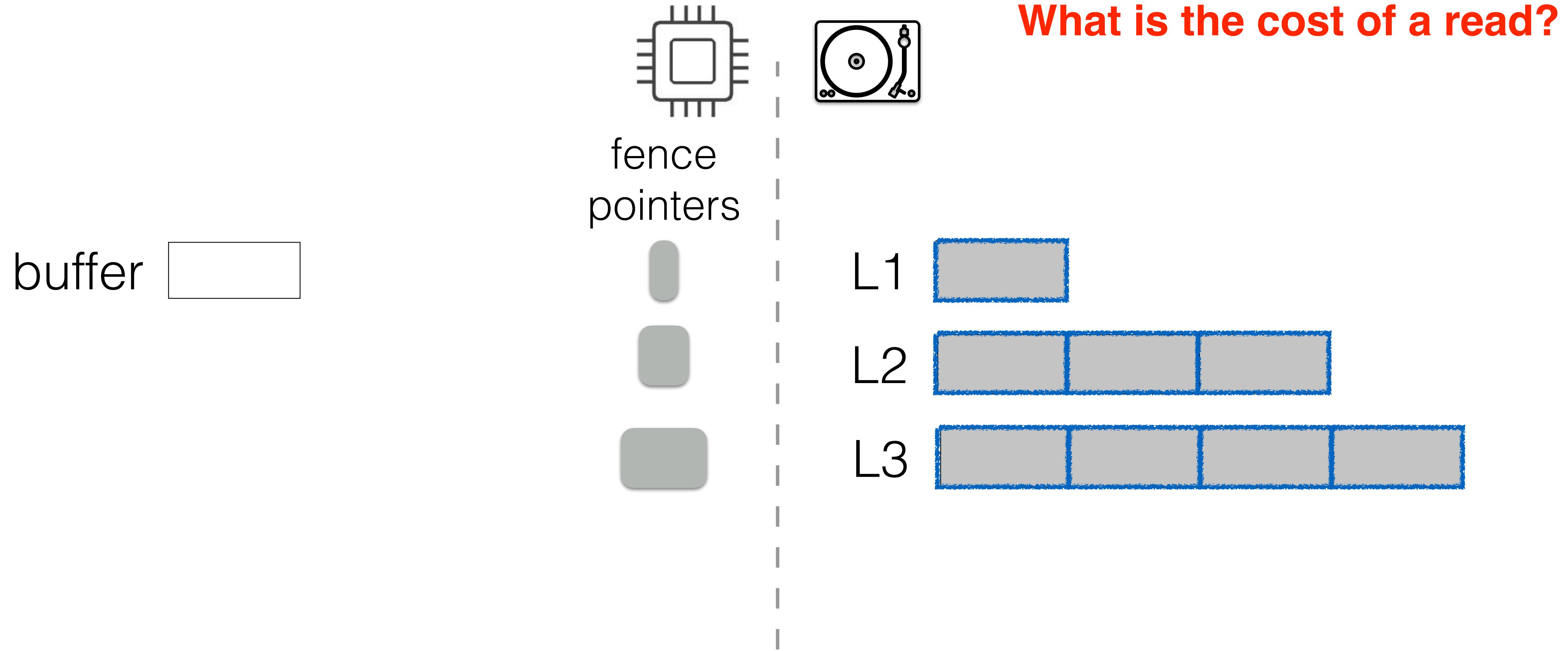
# log-structured merge-tree



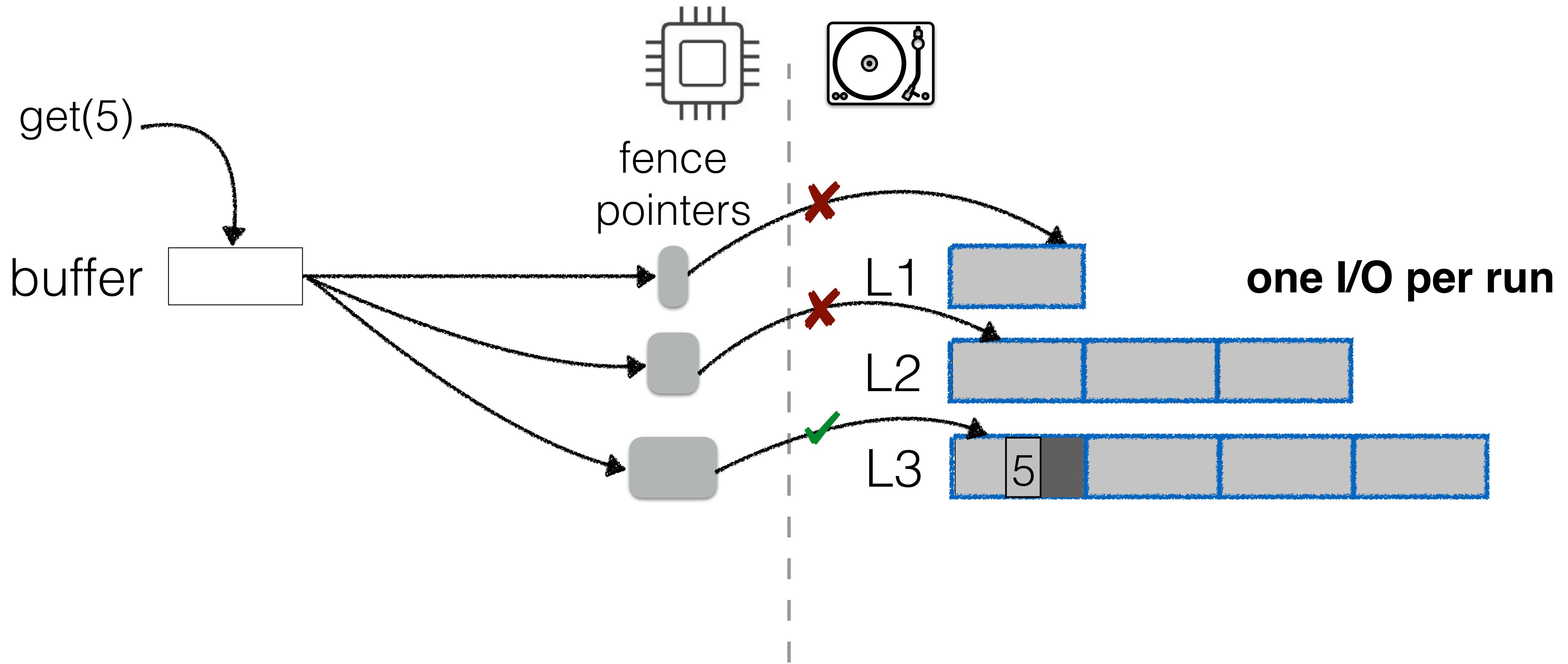
# log-structured merge-tree



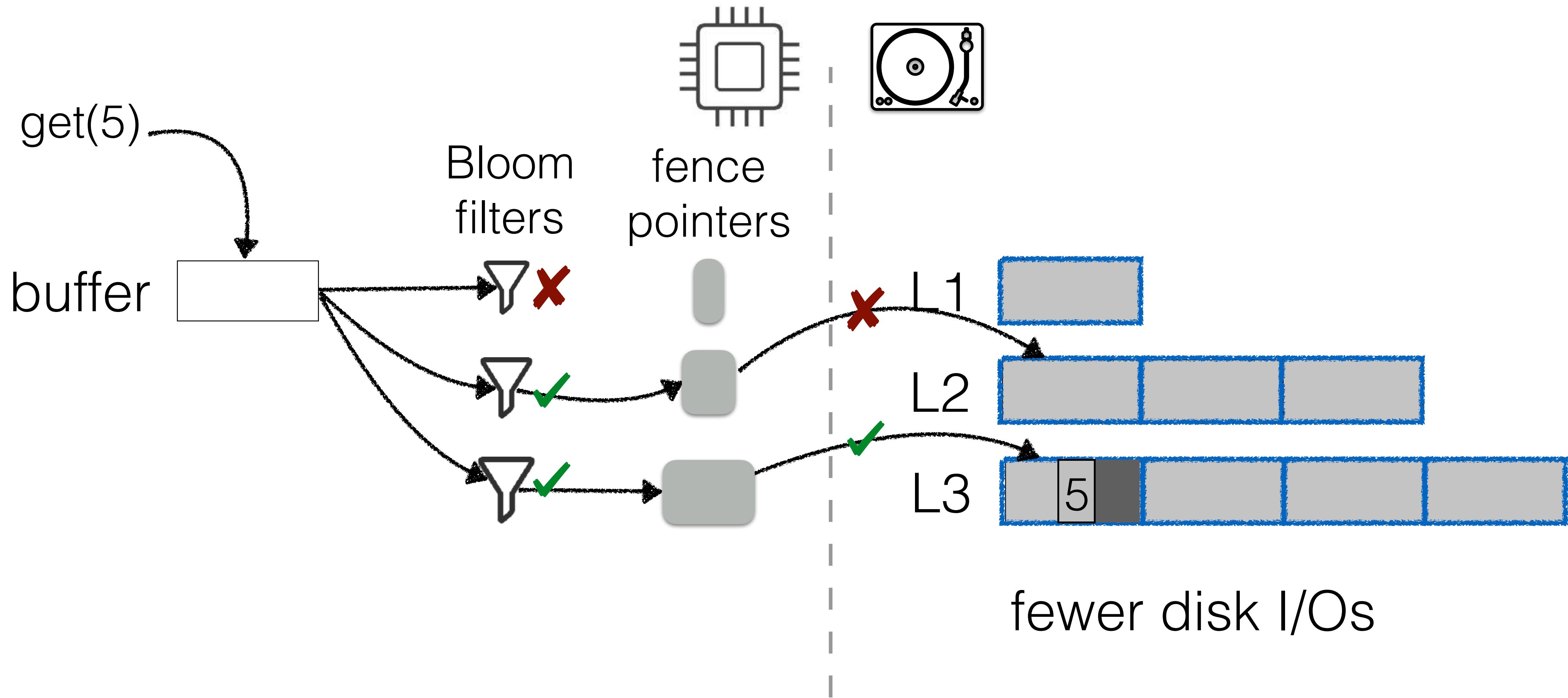
# log-structured merge-tree



# log-structured merge-tree



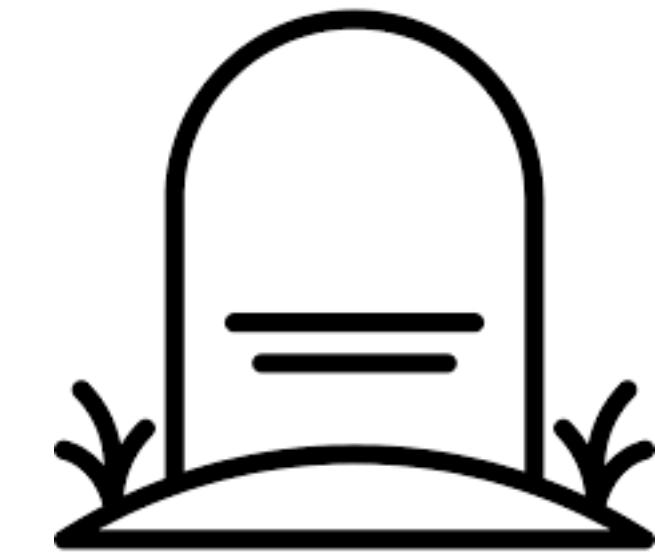
# log-structured merge-tree



*Now, let's talk about deletes!*

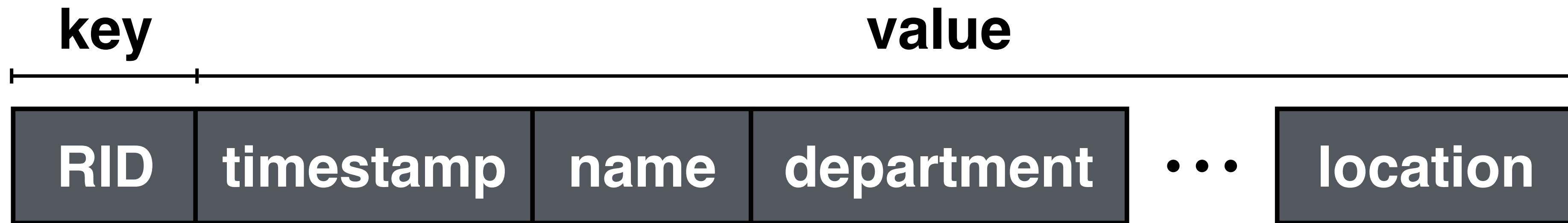
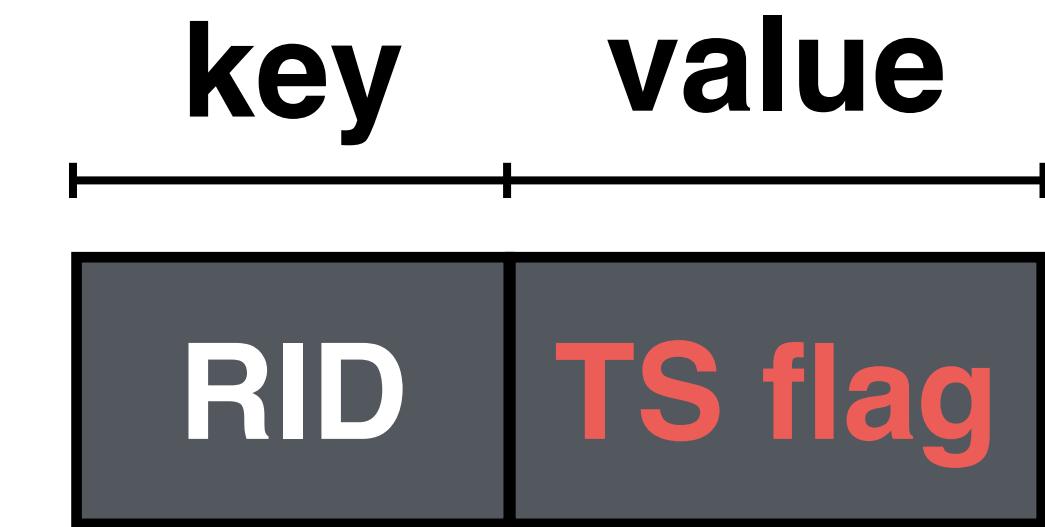
# deletes in LSM-tree

delete



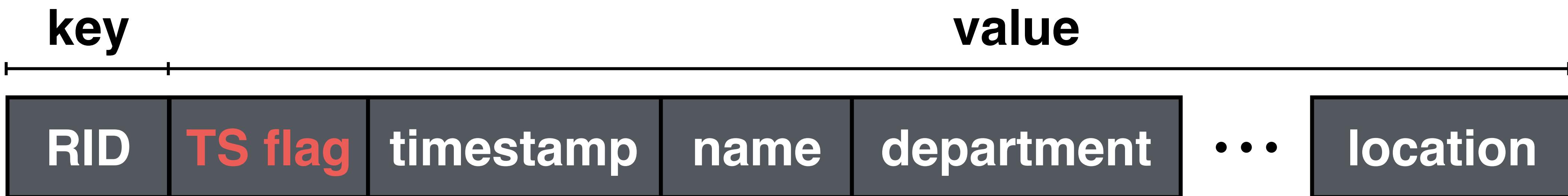
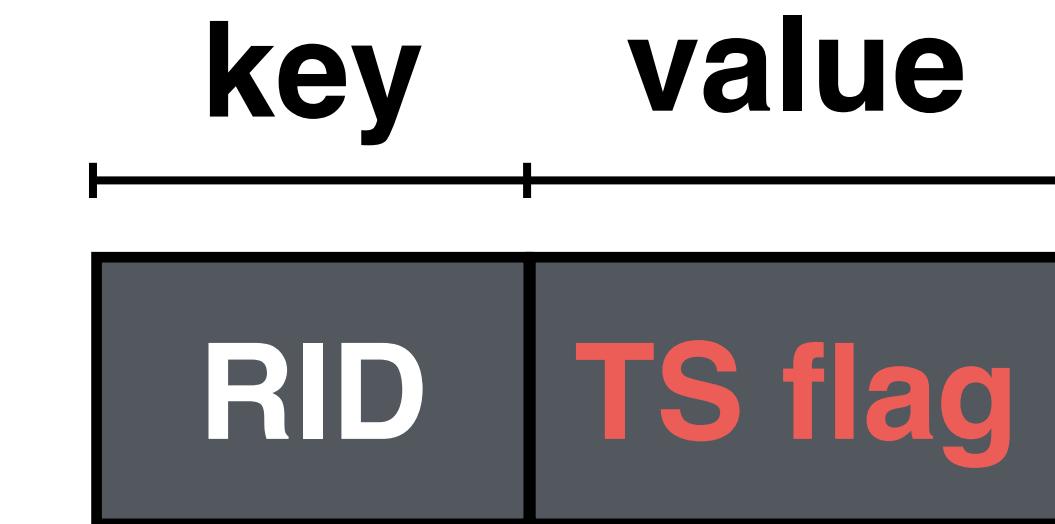
# deletes in LSM-tree

delete := insert tombstone

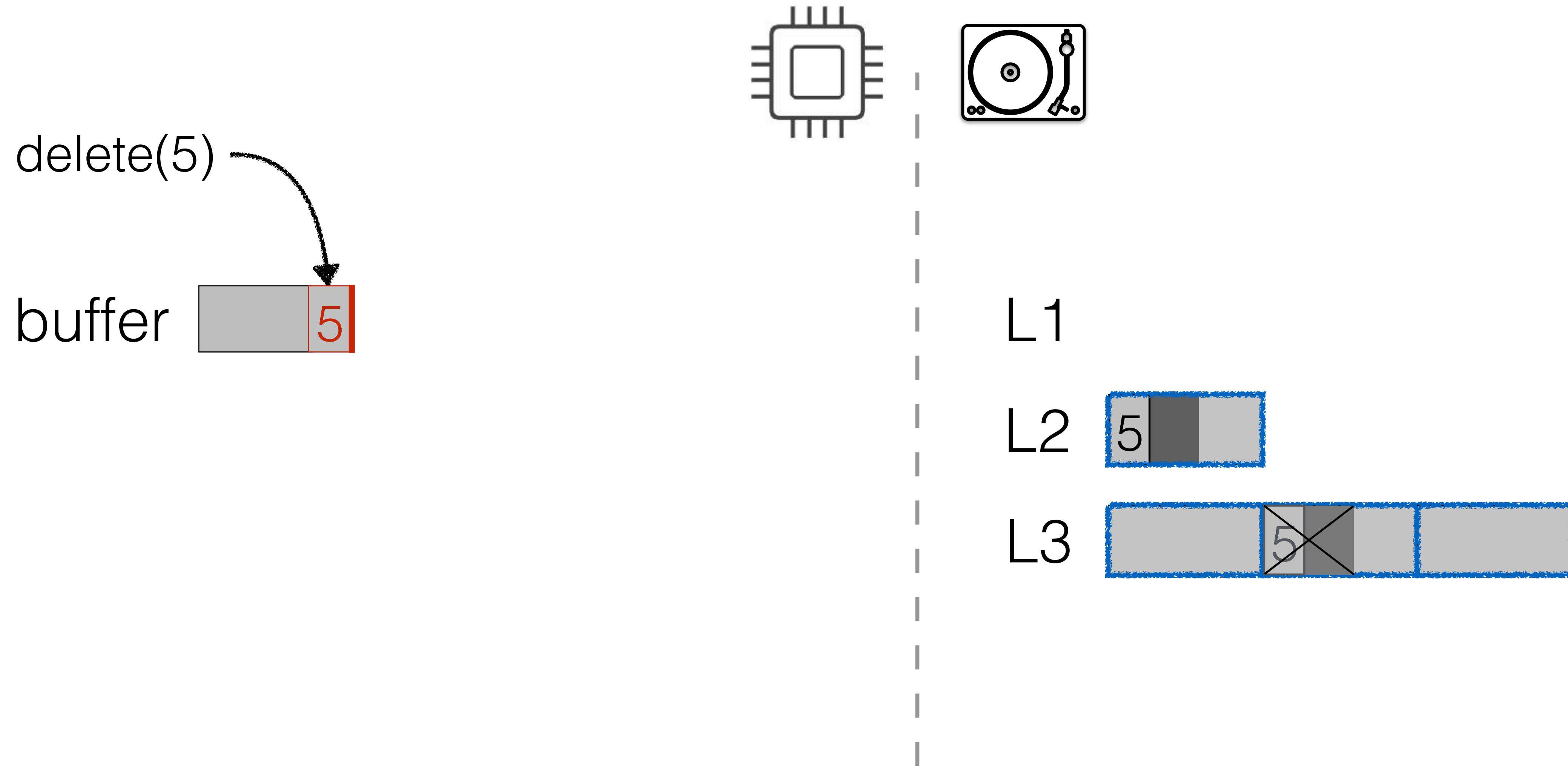


# deletes in LSM-tree

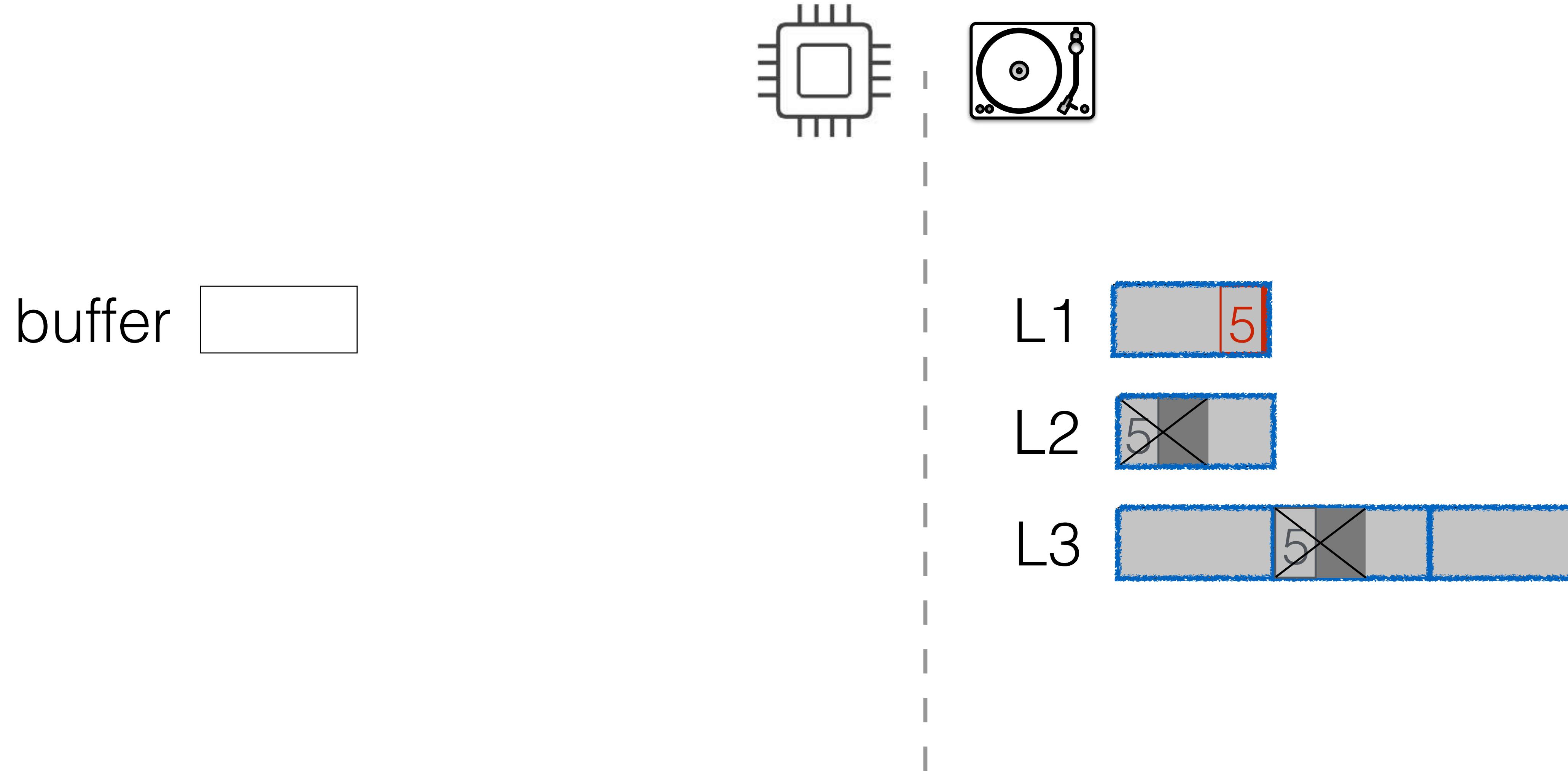
delete := insert tombstone



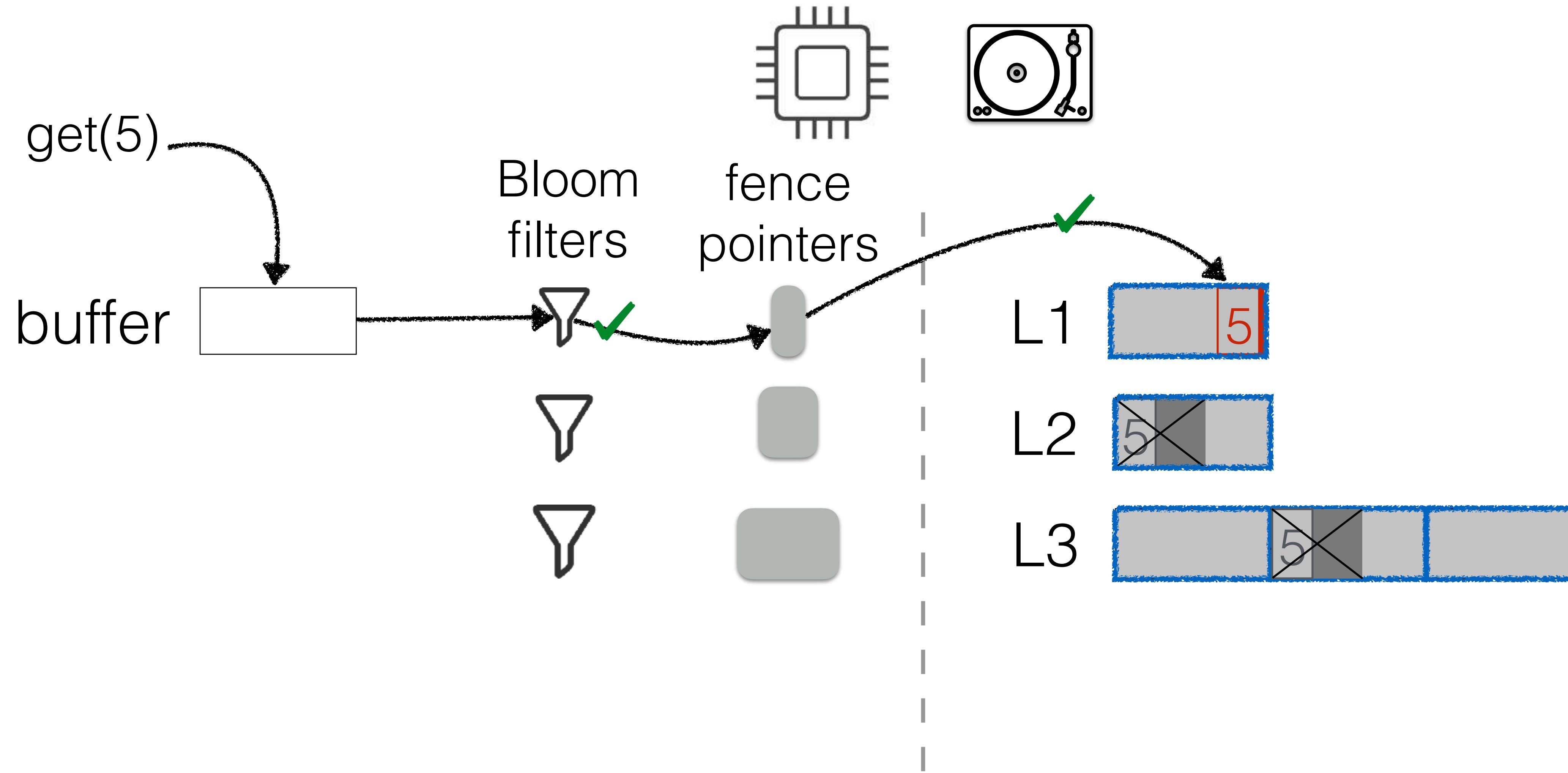
# deletes in LSM-tree



# deletes in LSM-tree



# deletes in LSM-tree



the problems

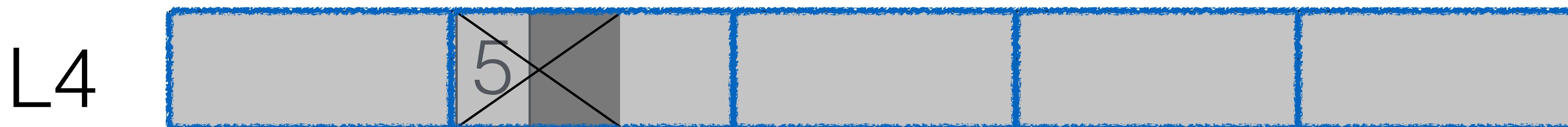
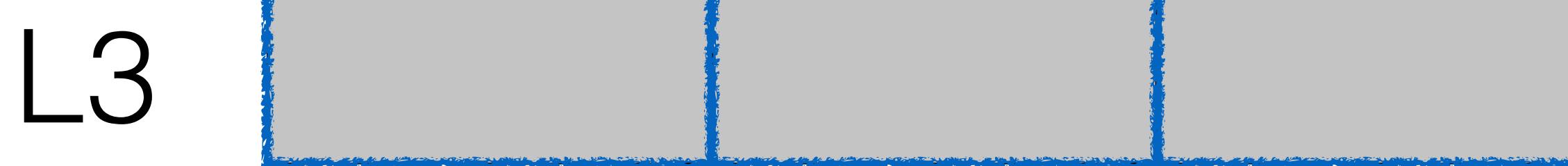
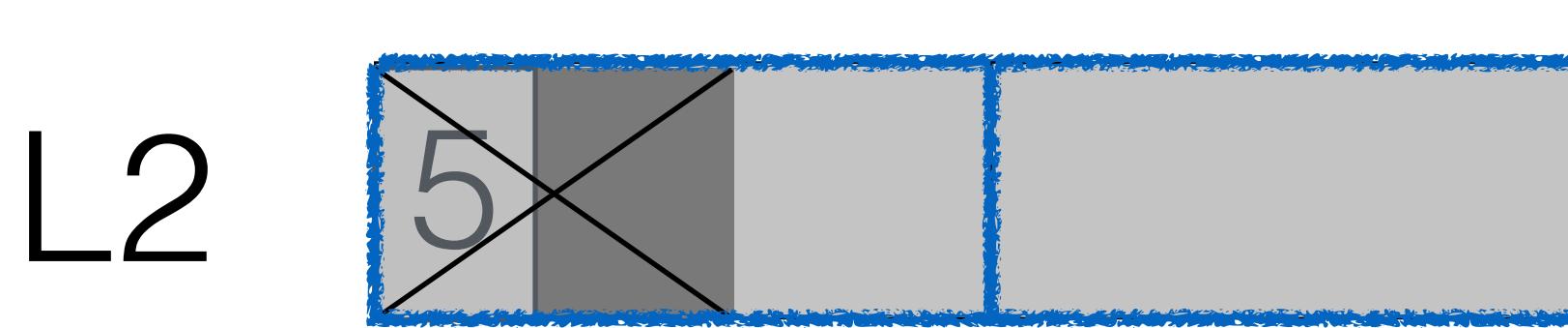
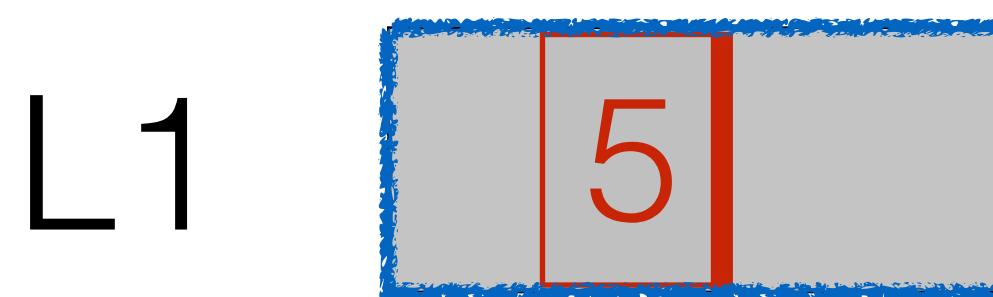


the problems



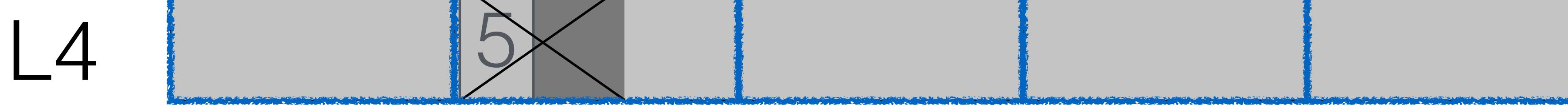
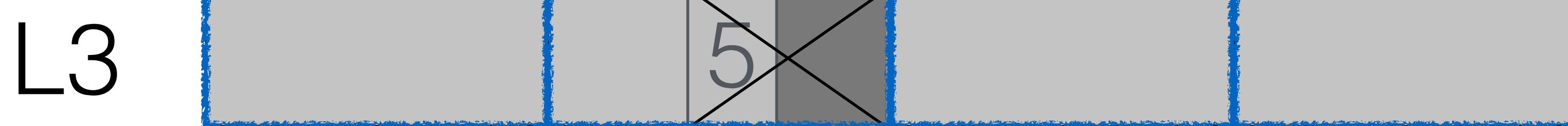
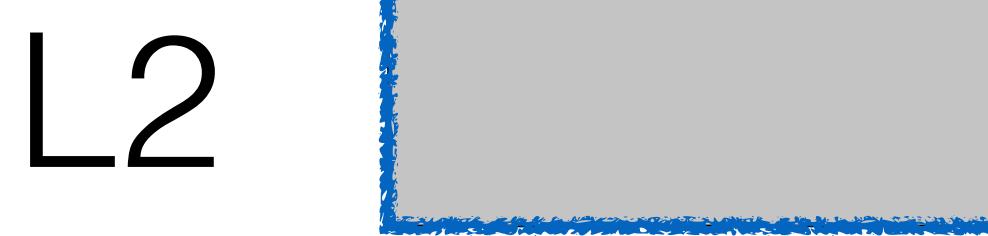
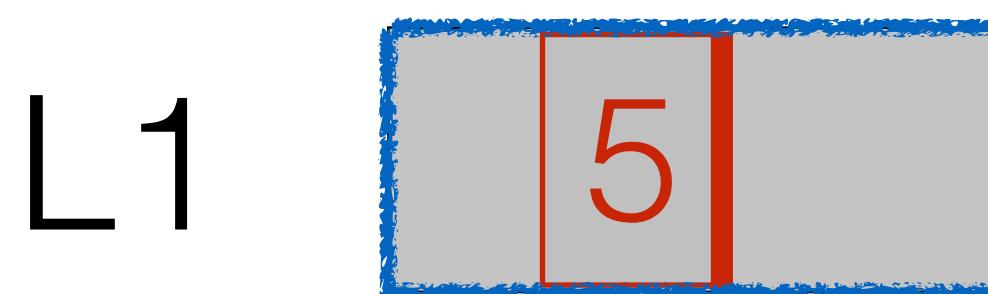
# **out-of-place deletes**

# out-of-place deletes



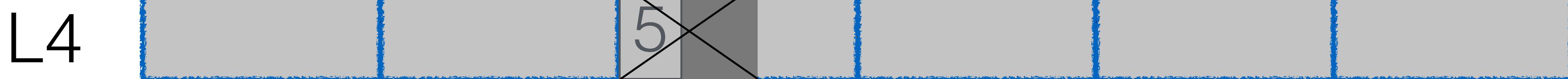
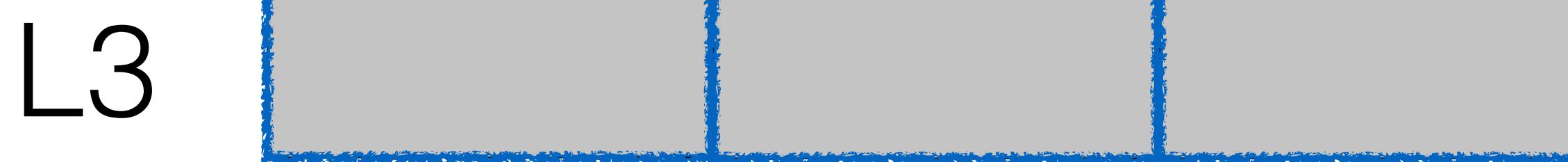
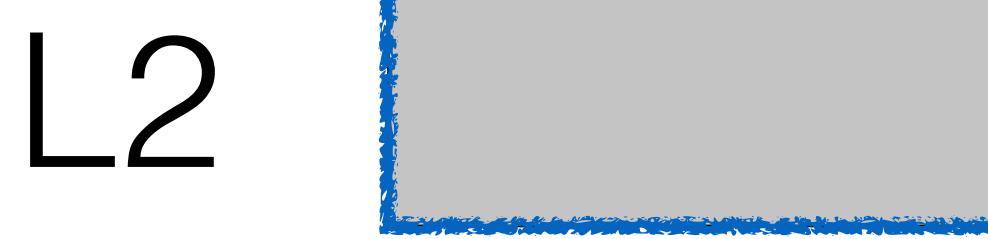
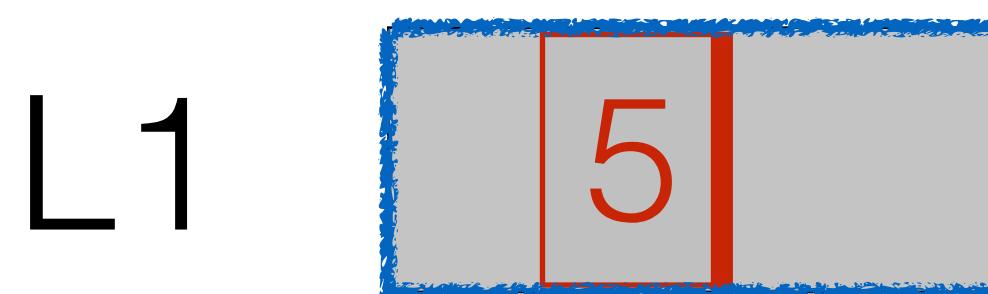
space amplification X

# out-of-place deletes



space amplification X

# out-of-place deletes



write amplification

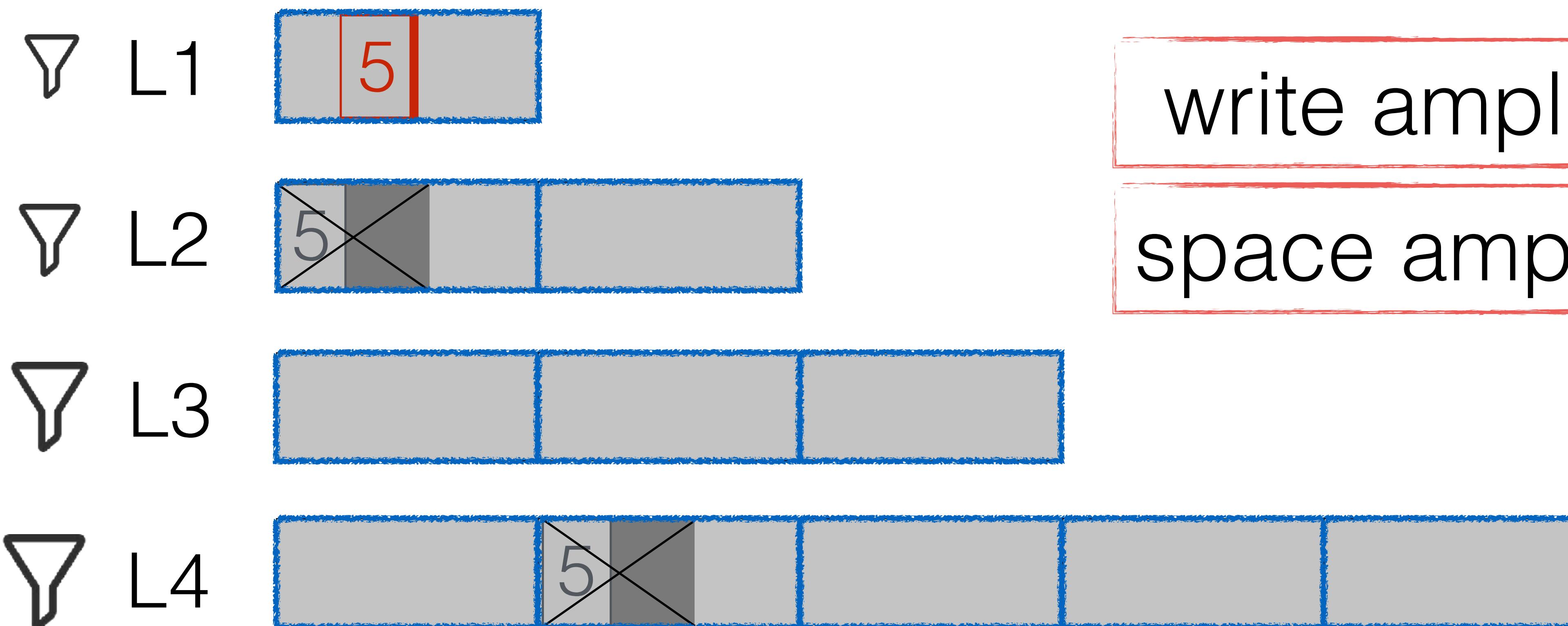
space amplification

X

X

# out-of-place deletes

Bloom  
filters



write amplification X

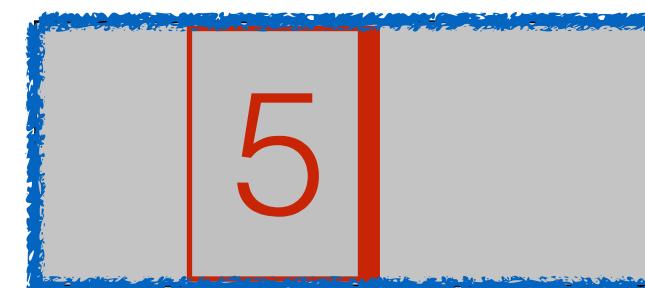
space amplification X

# out-of-place deletes

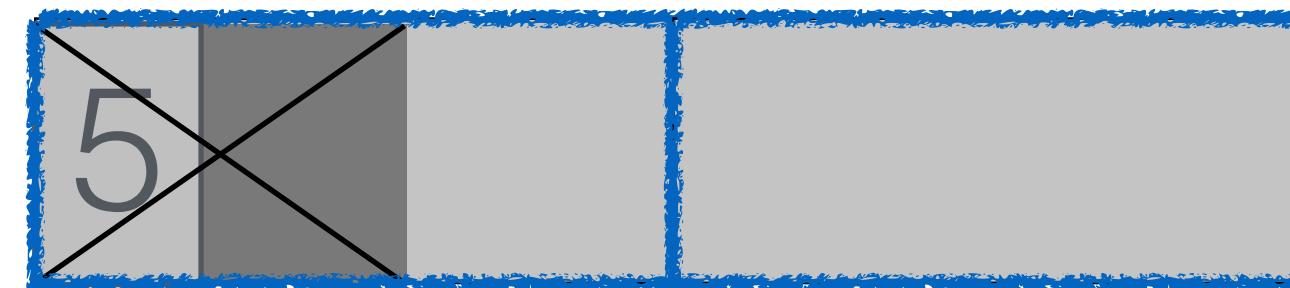
Bloom  
filters



L1



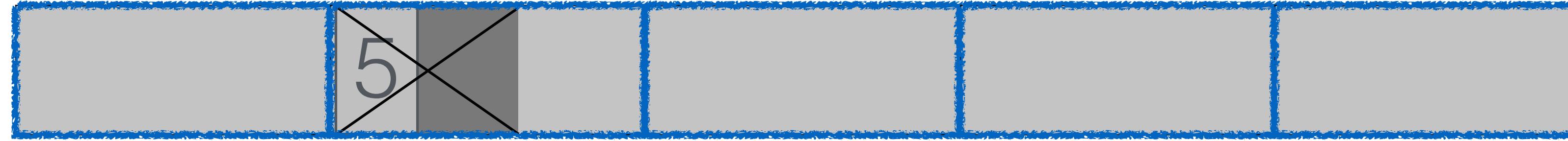
L2



L3



L4



poor read perf.

write amplification

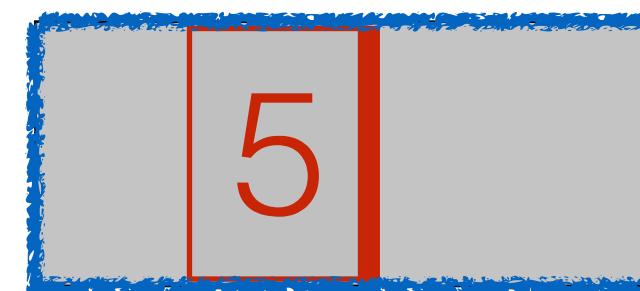
space amplification

# out-of-place deletes

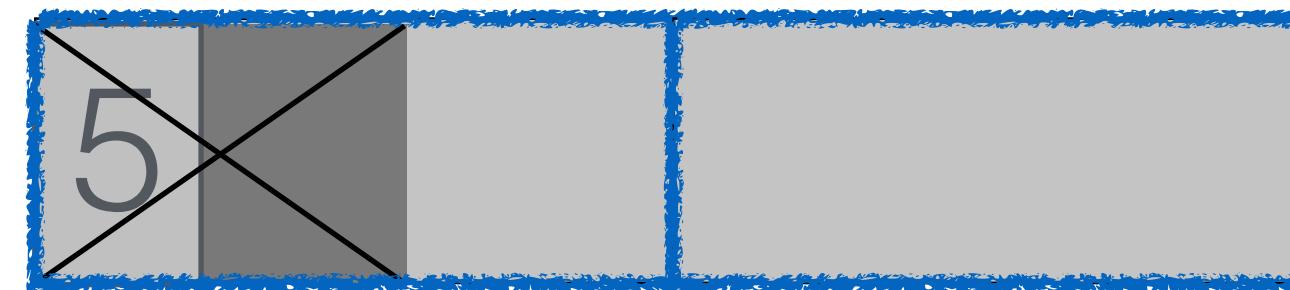
Bloom  
filters



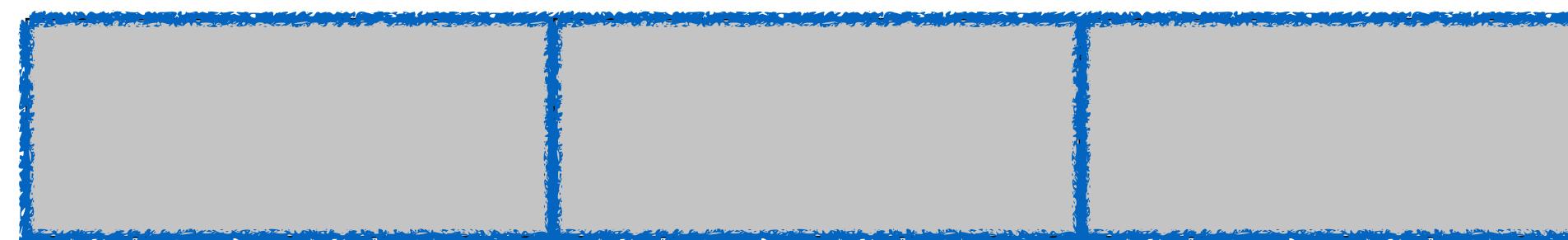
L1



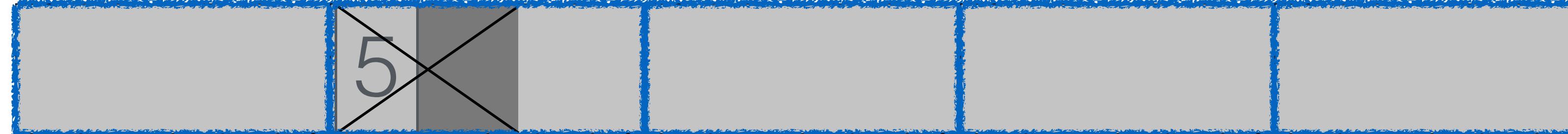
L2



L3



L4



poor read perf. X

write amplification X

space amplification X

# the problems

poor read perf.

write amplification

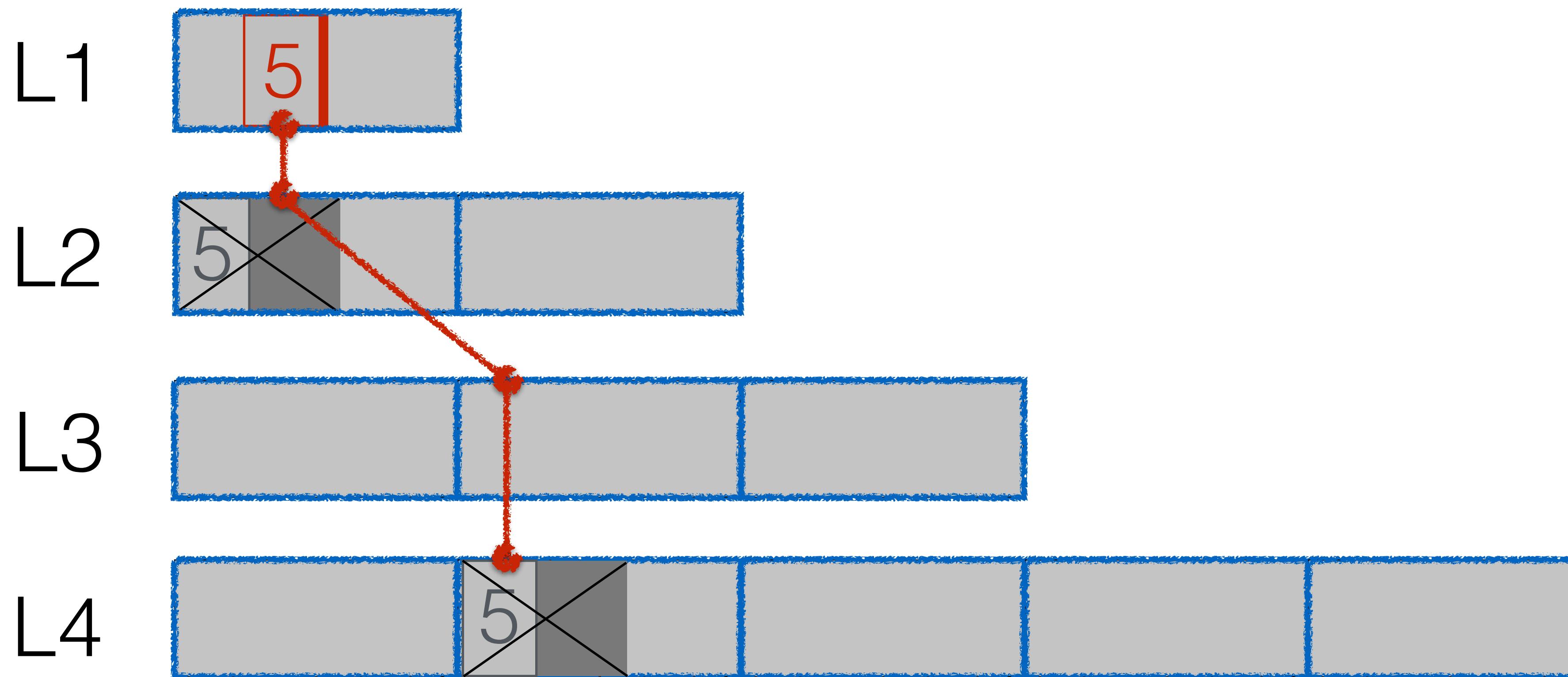
space amplification





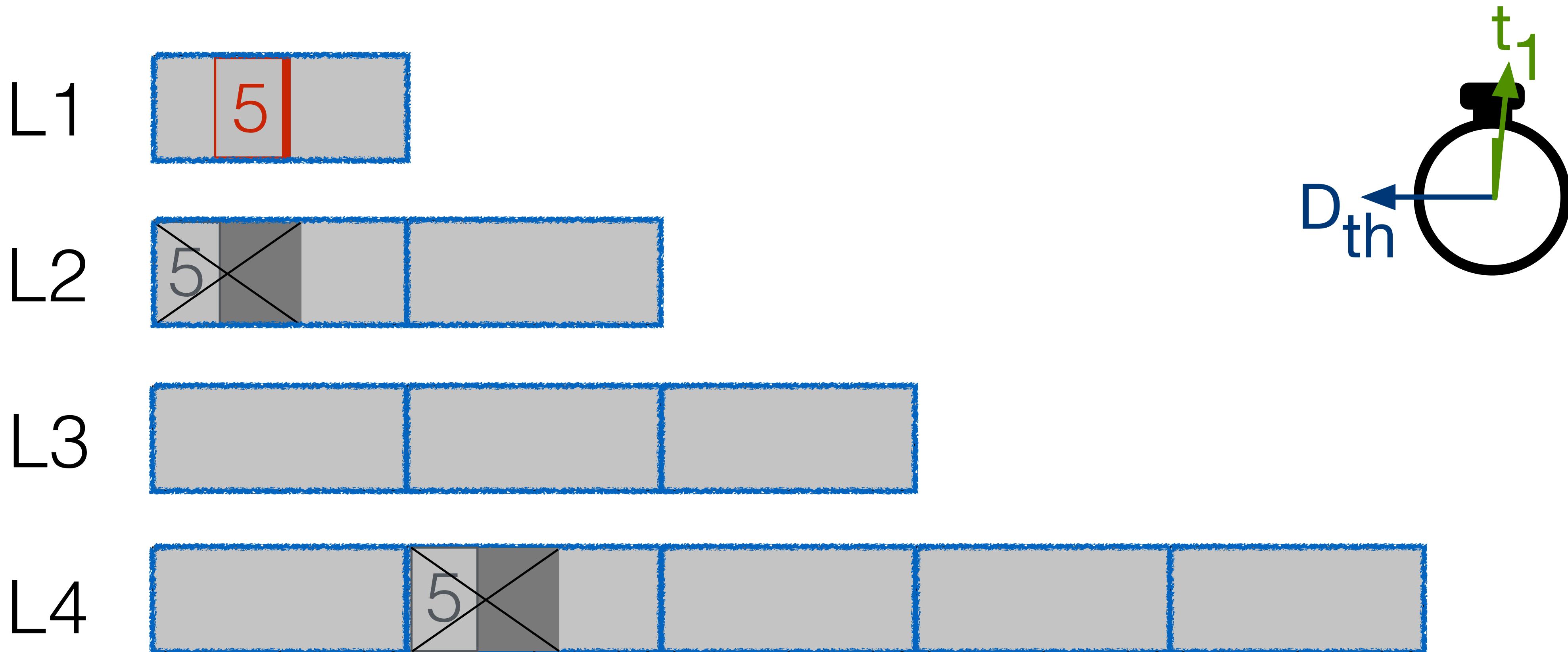
**delete persistence latency**

# delete persistence latency



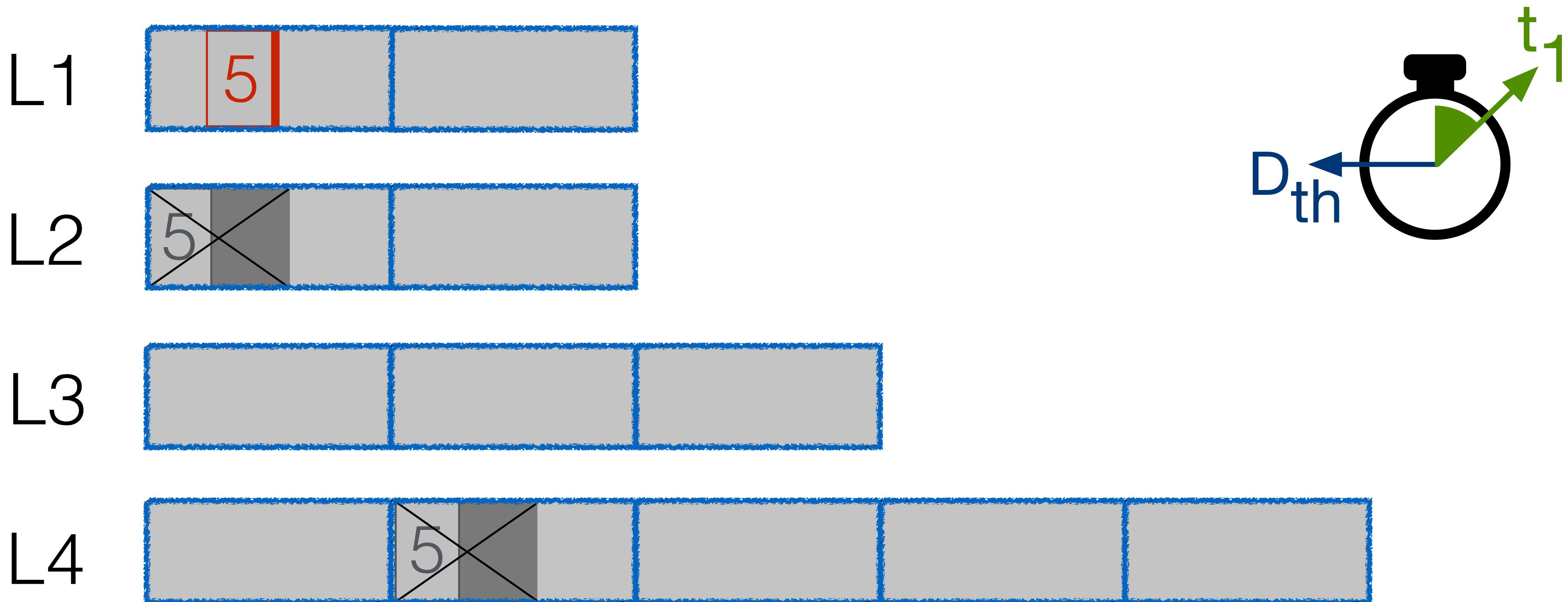
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



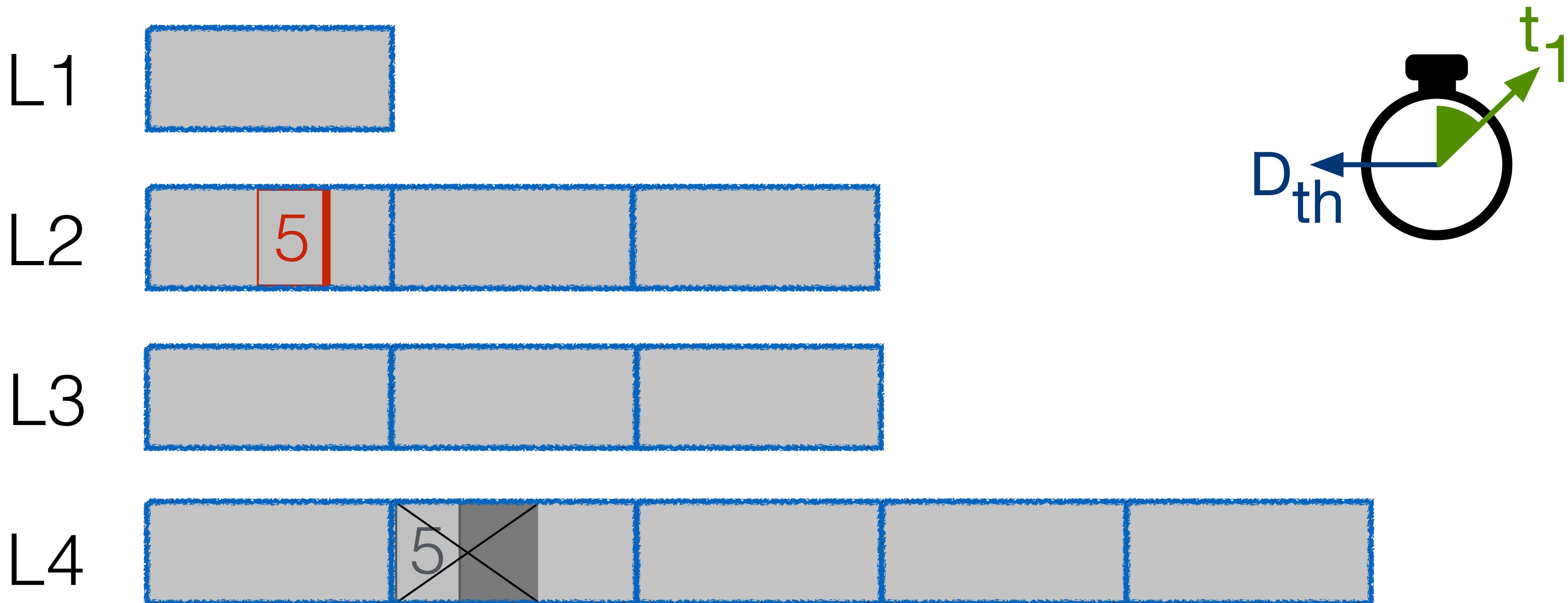
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



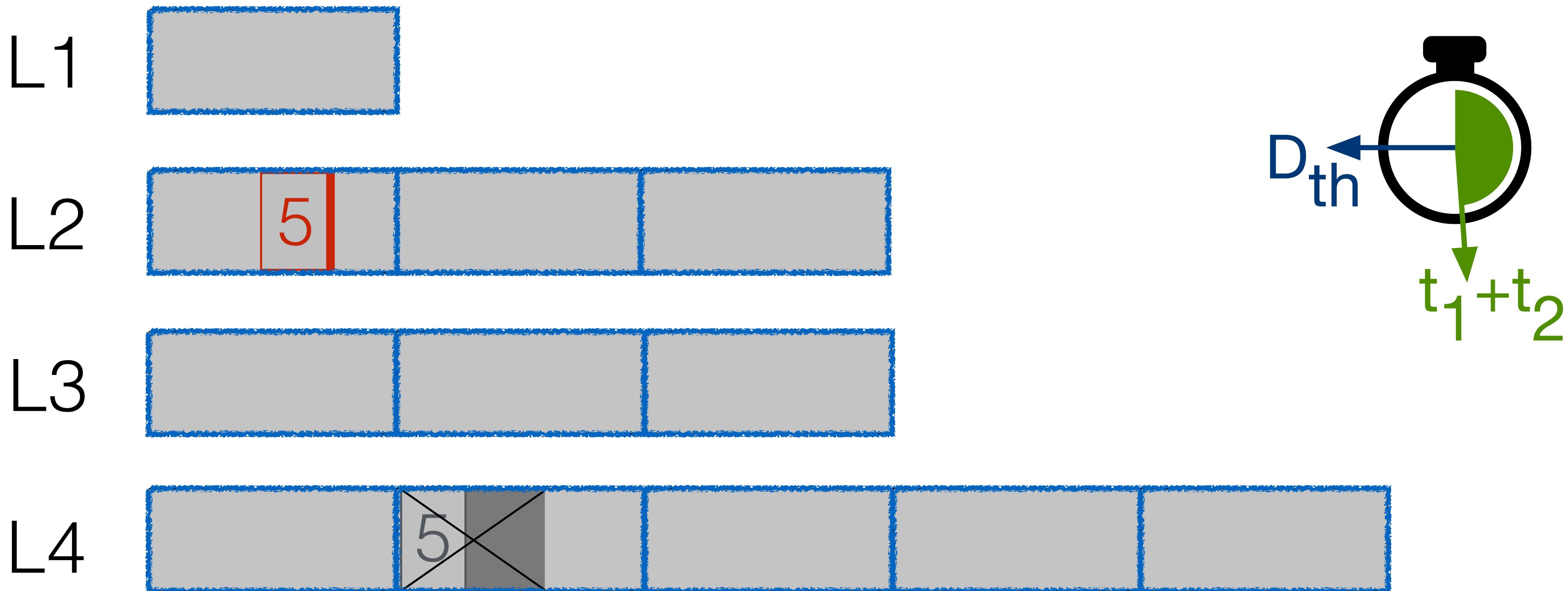
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



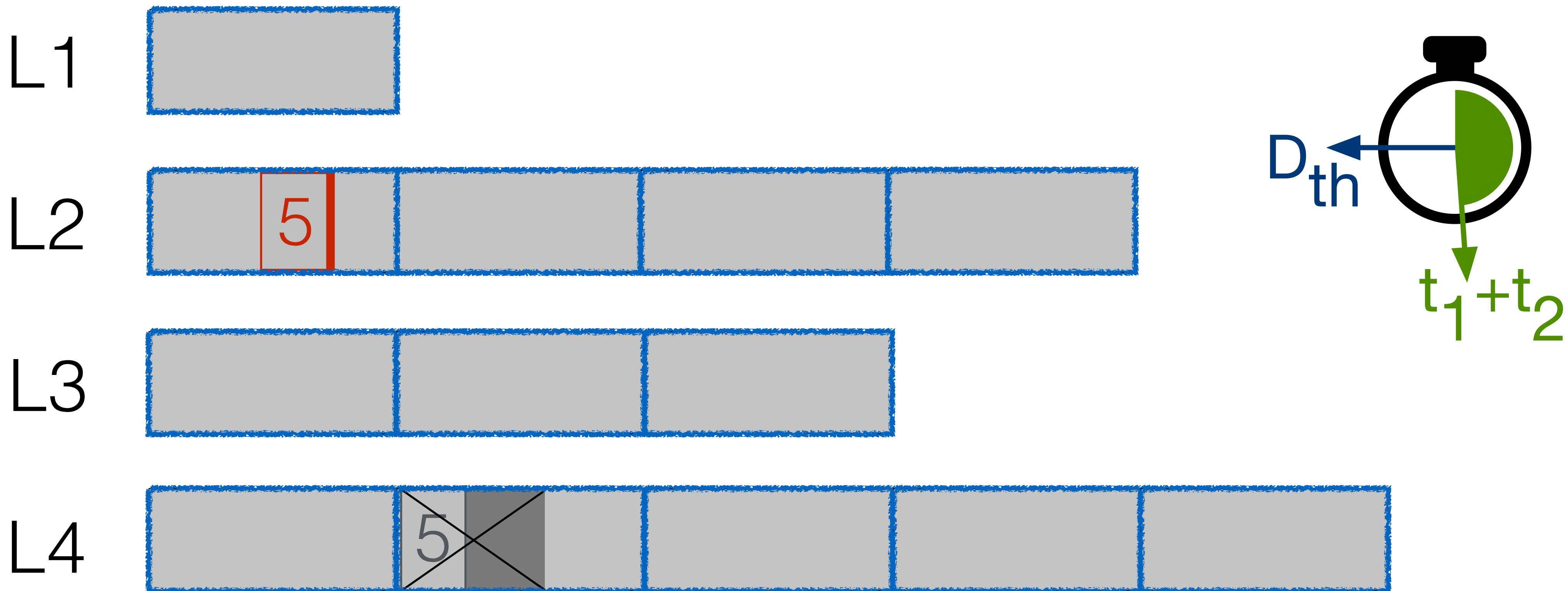
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



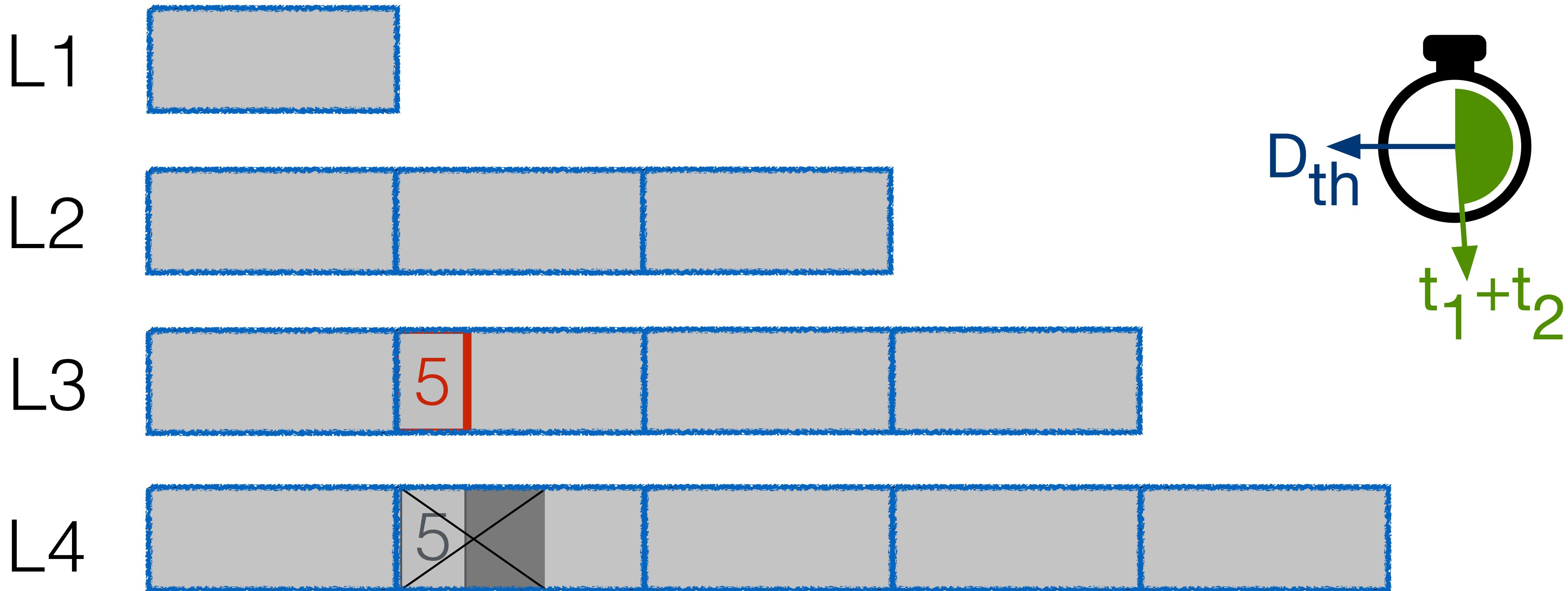
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



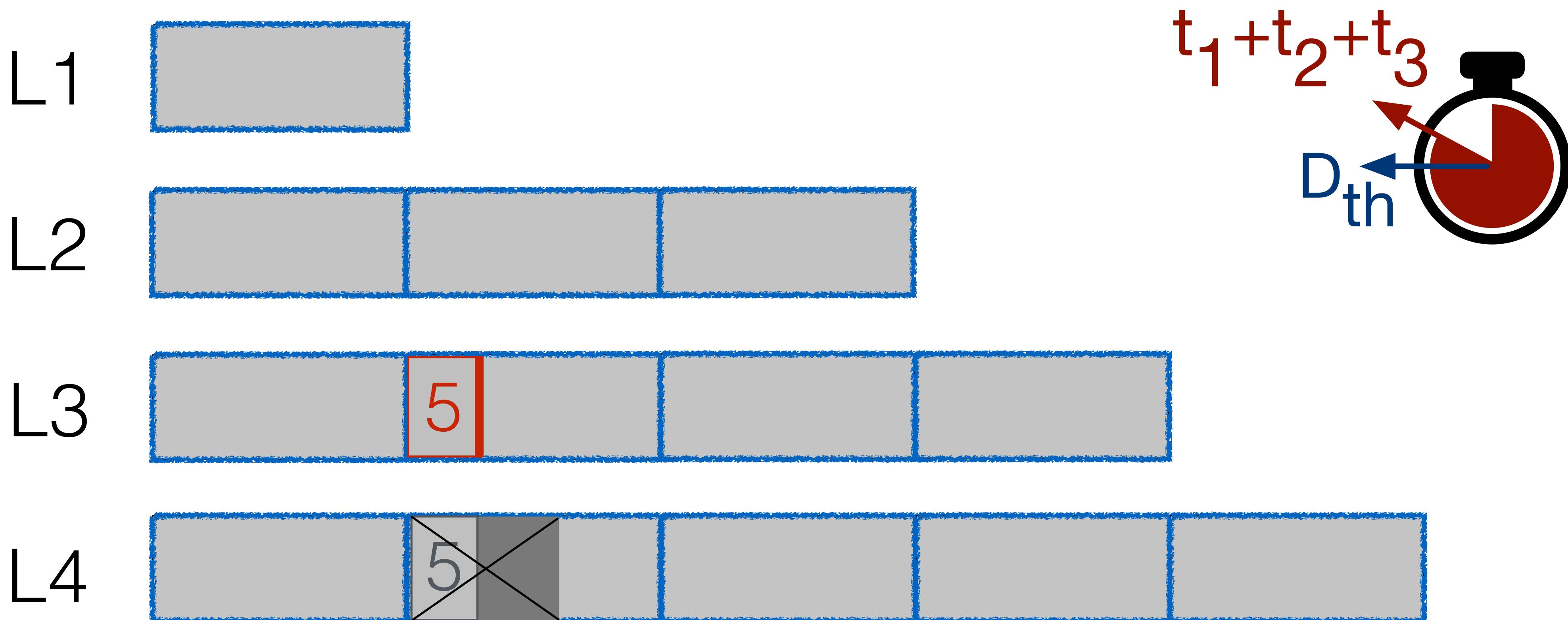
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



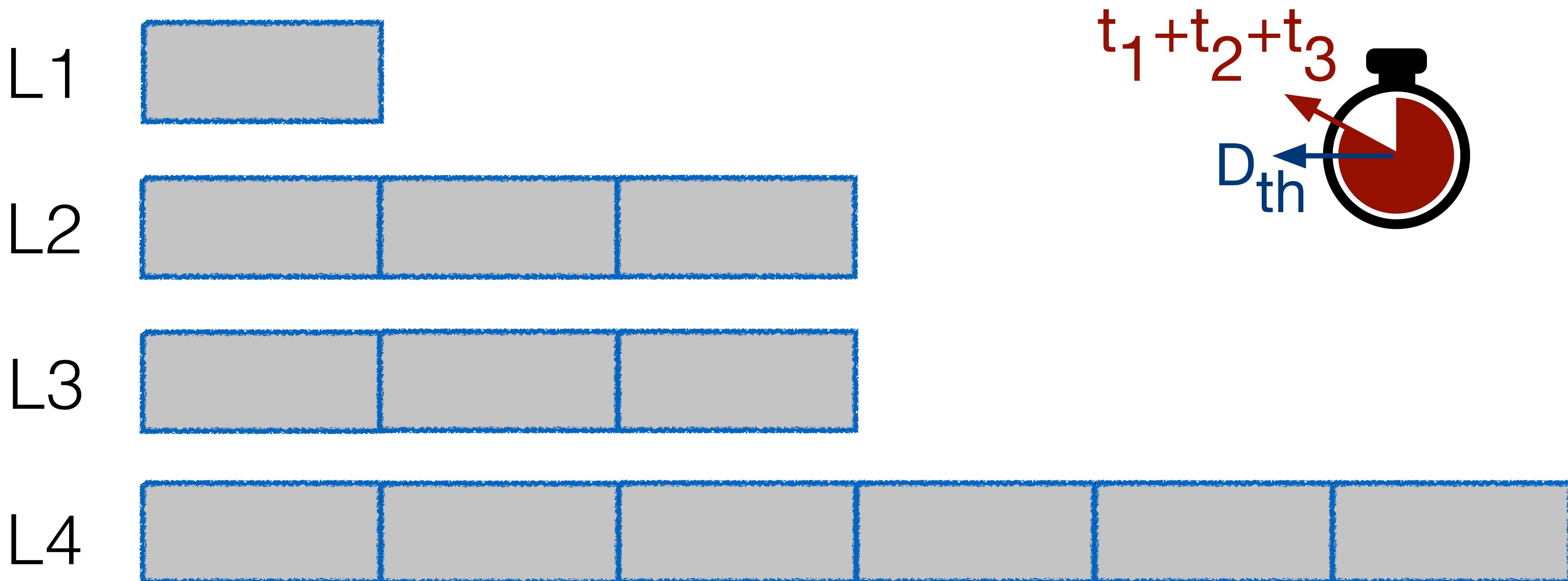
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



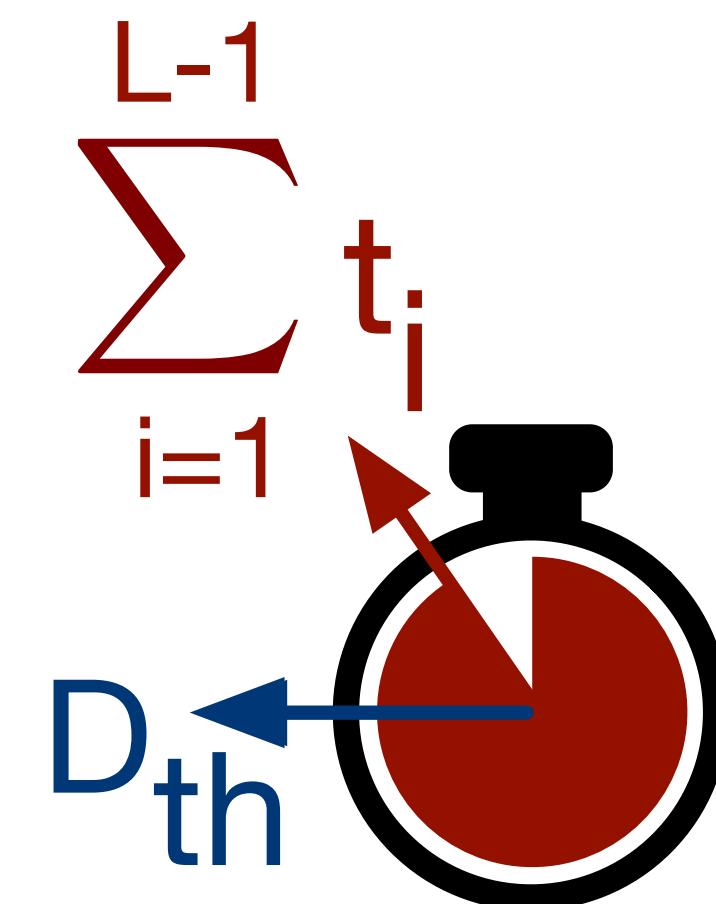
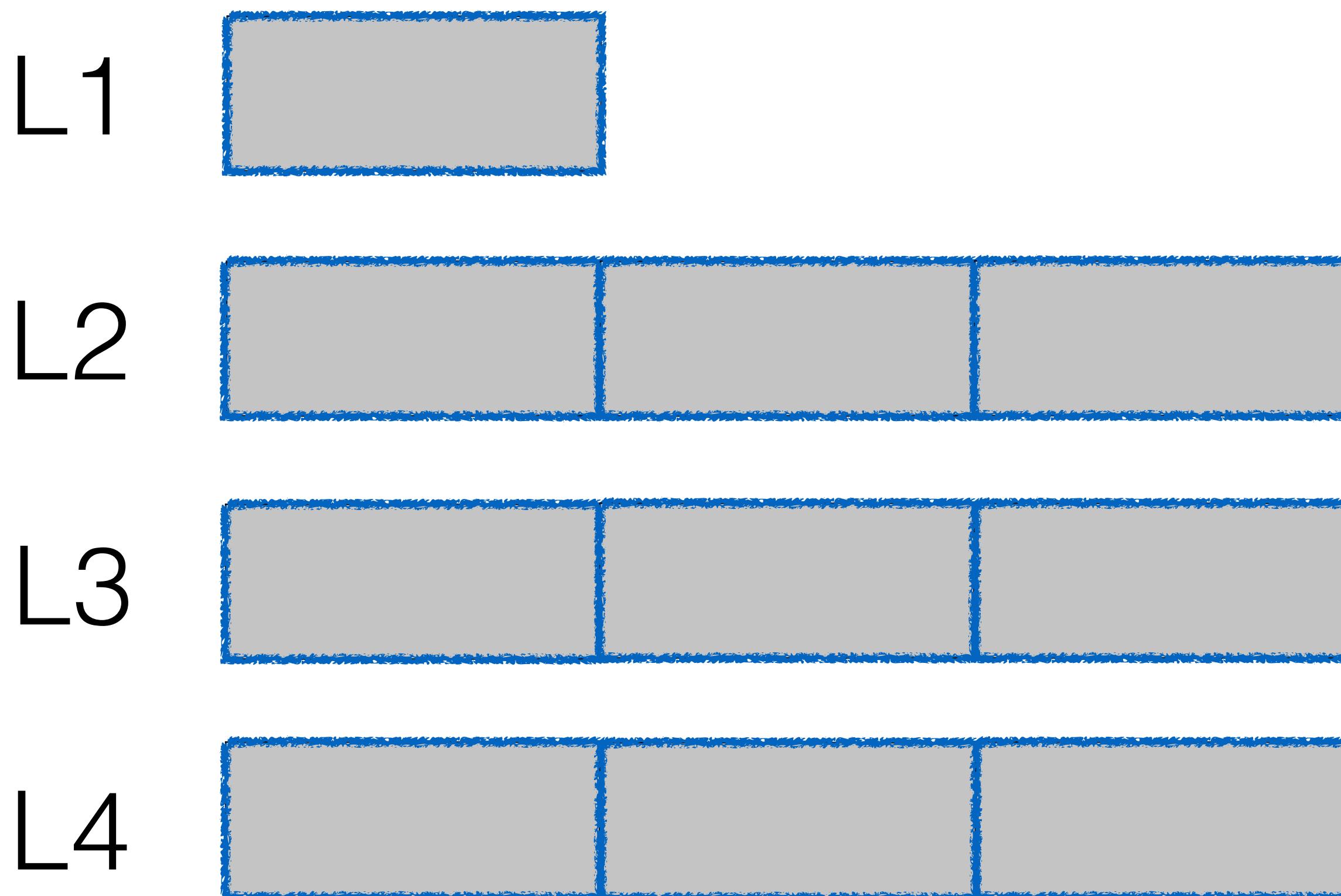
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



unbounded delete  
persistence latency

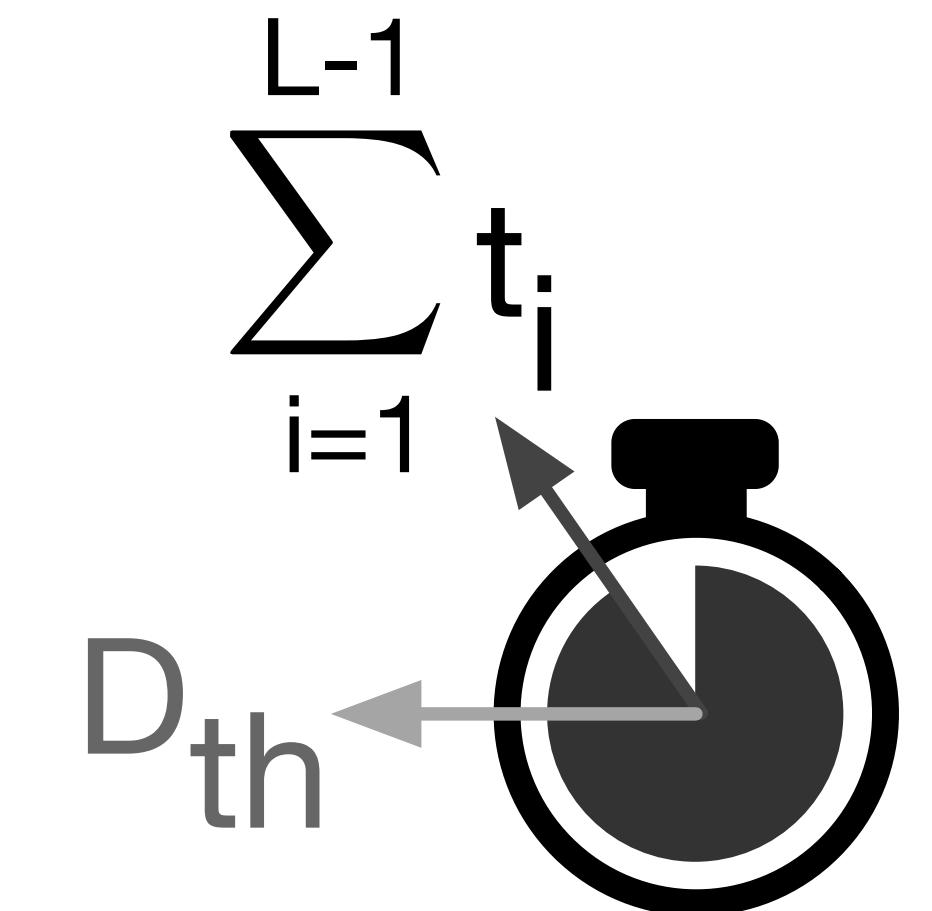
X

# the problems

poor read perf.

write amplification

space amplification



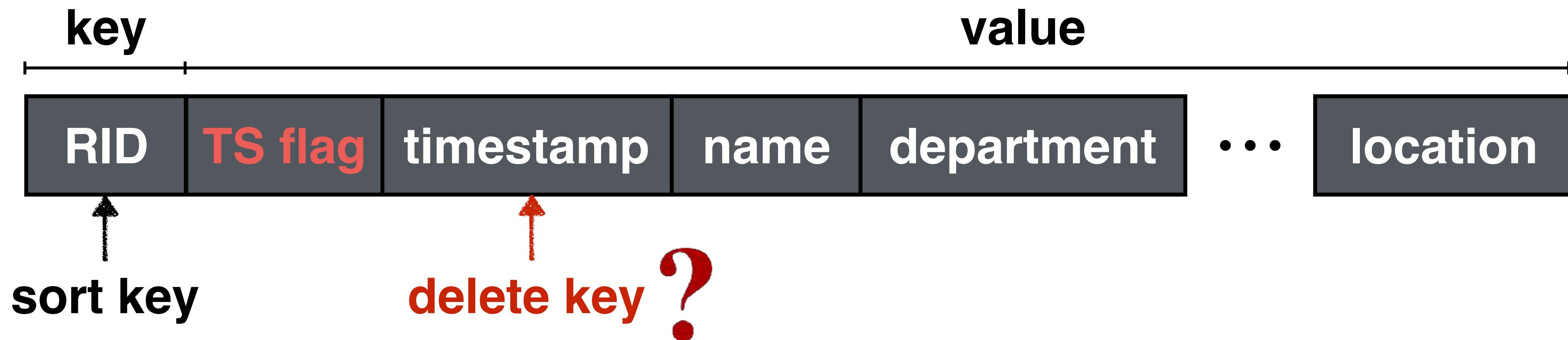
unbounded delete  
persistence latency



**deletes on a secondary attribute**

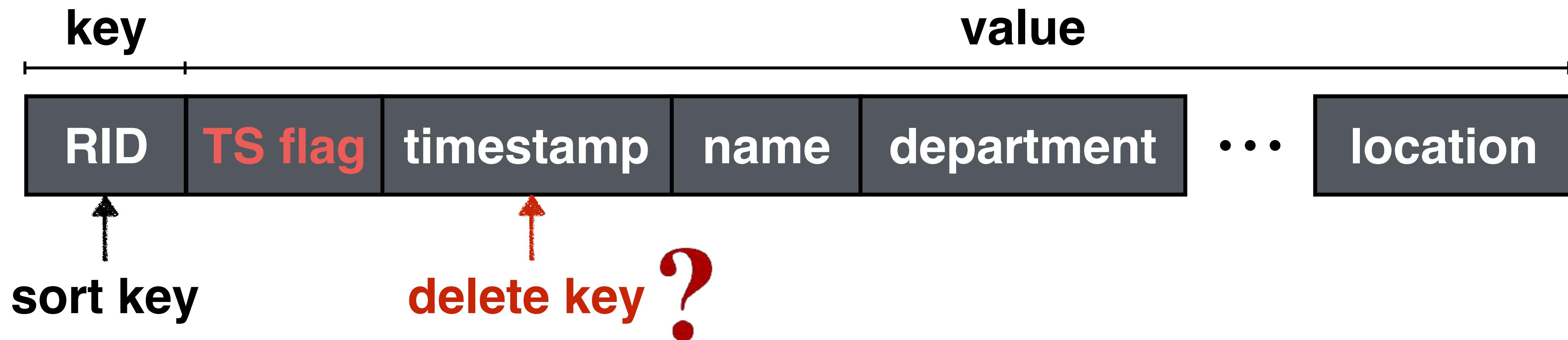
deletes on a secondary attribute

delete all entries older than: **D days**



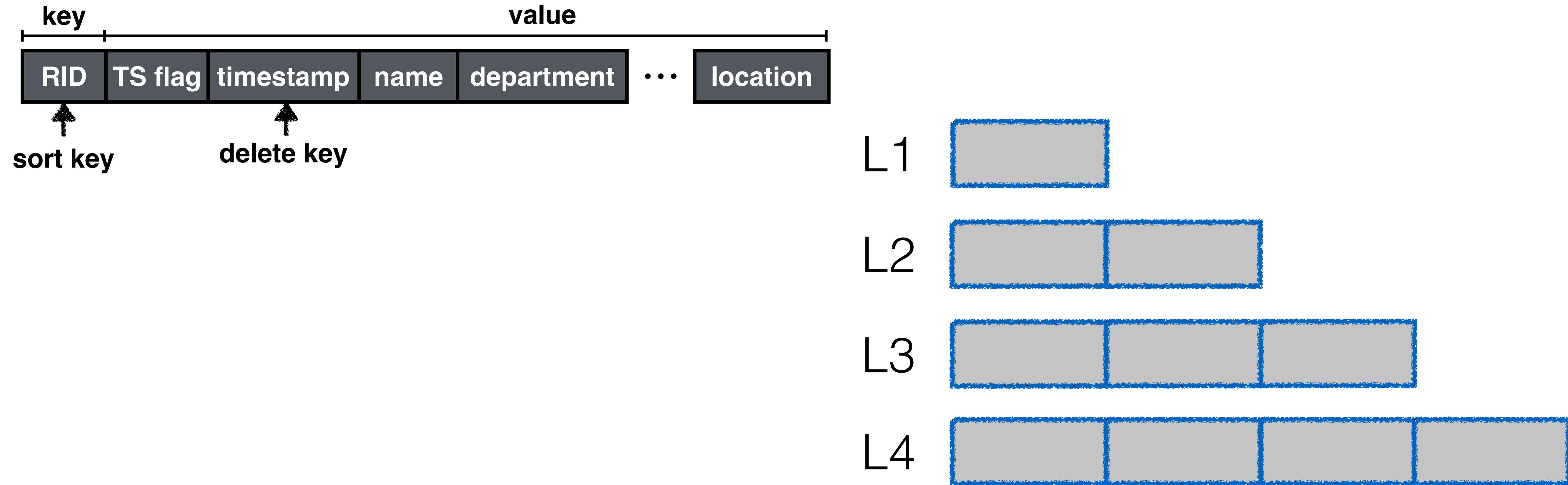
deletes on a secondary attribute

delete all entries older than: **D days**



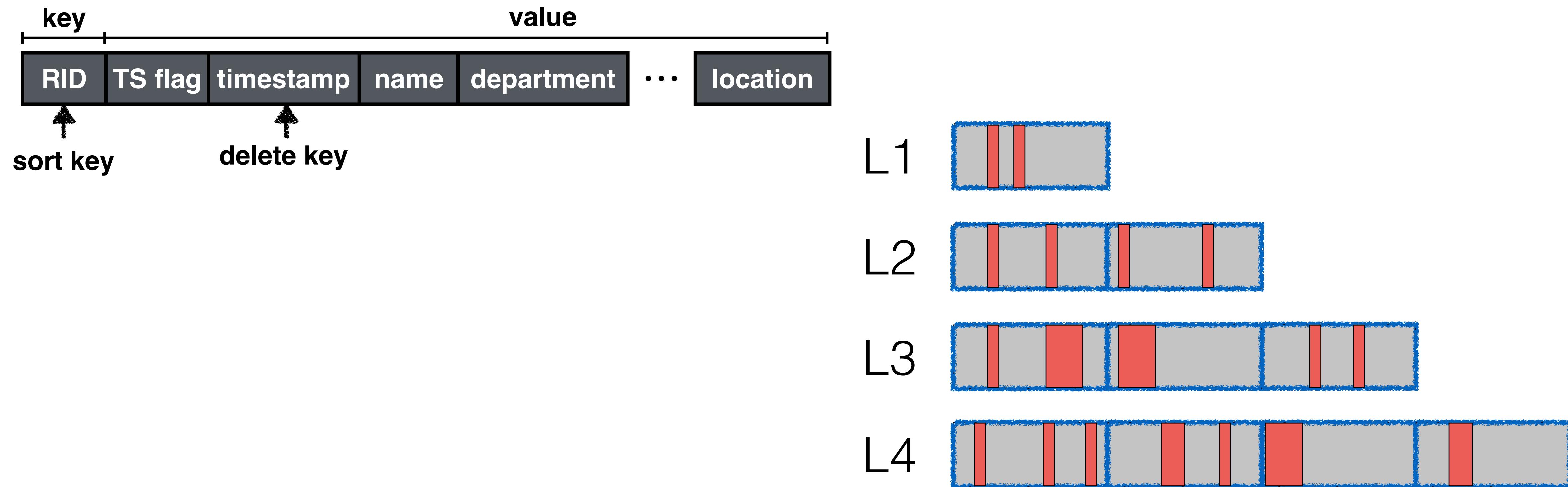
# deletes on a secondary attribute

delete all entries older than: **D days**



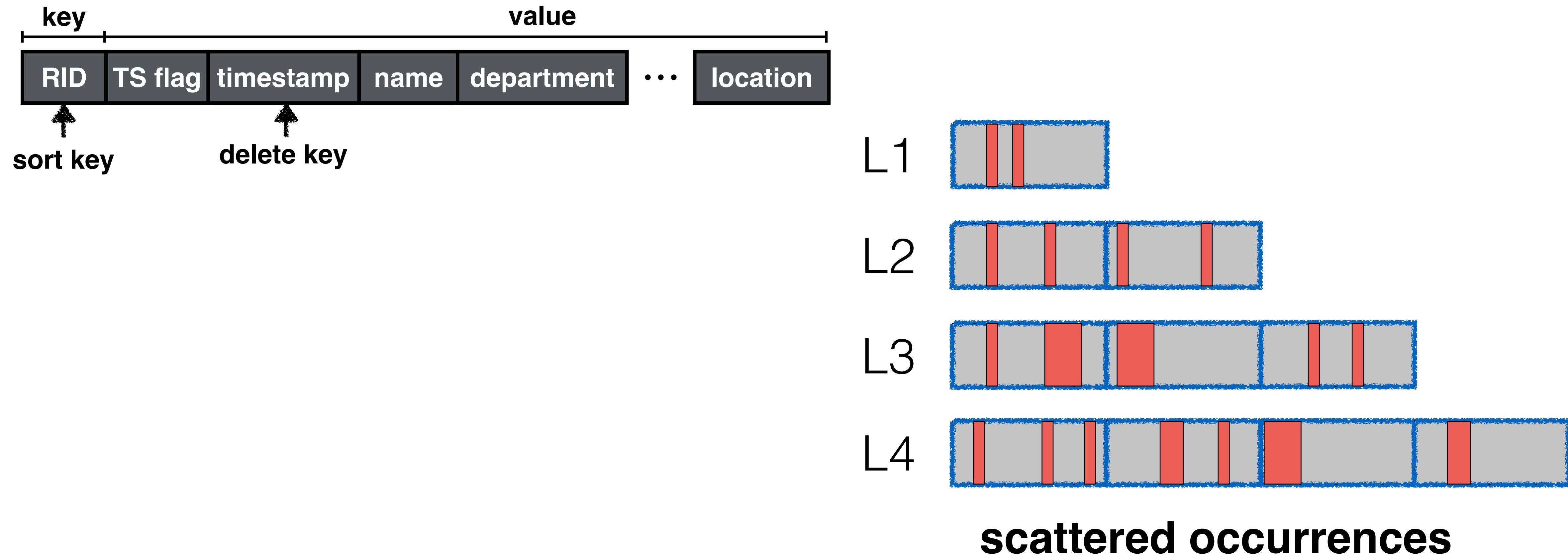
deletes on a secondary attribute

delete all entries older than: **D days**



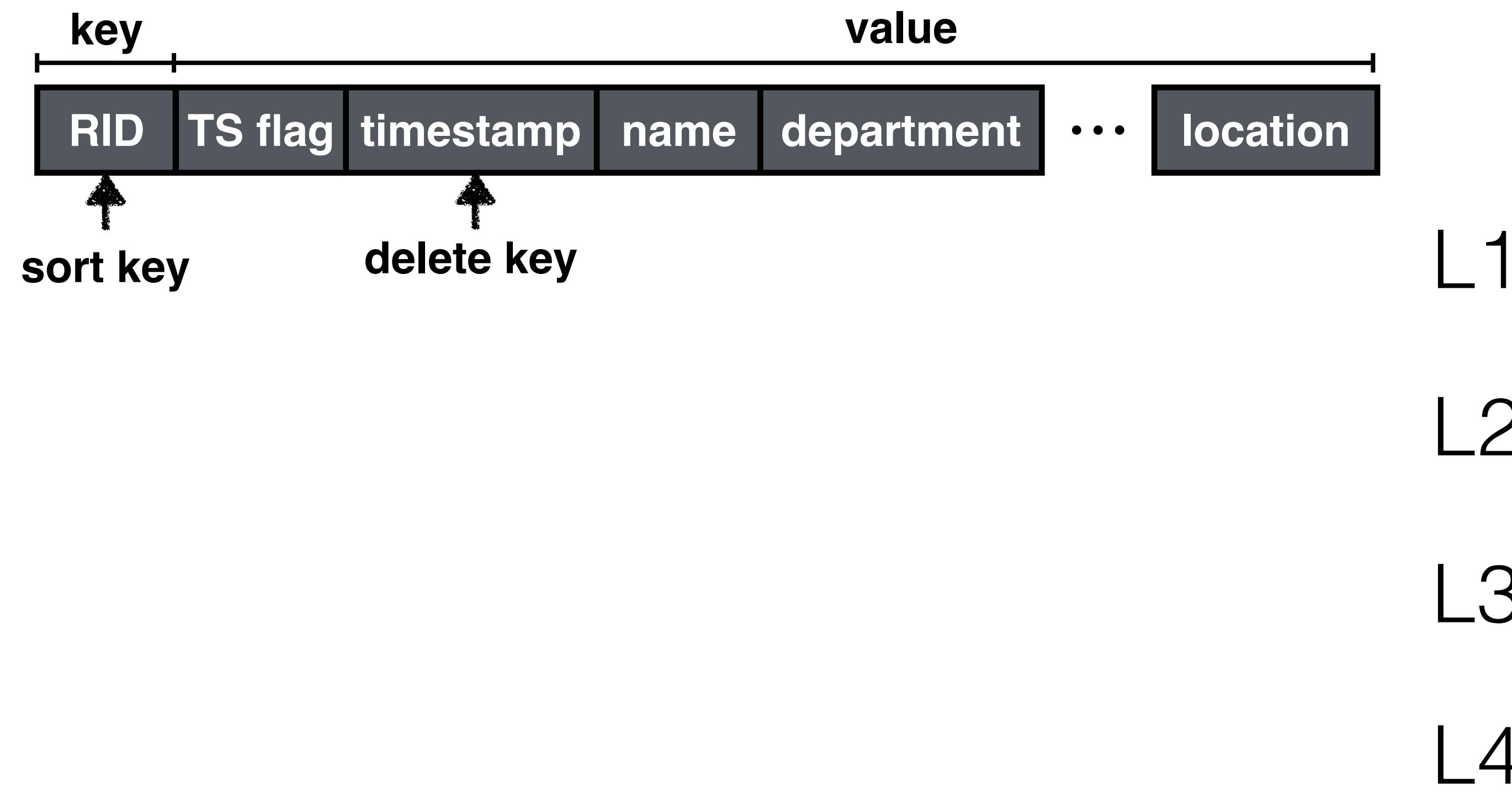
deletes on a secondary attribute

delete all entries older than: **D days**



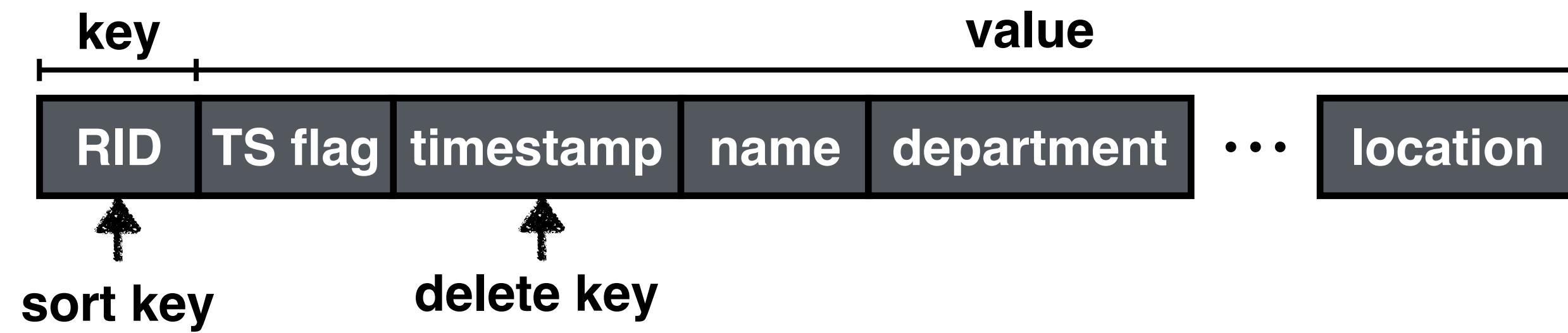
# deletes on a secondary attribute

delete all entries older than: **D days**



# deletes on a secondary attribute

delete all entries older than: **D days**



L1

L2

L3

L4

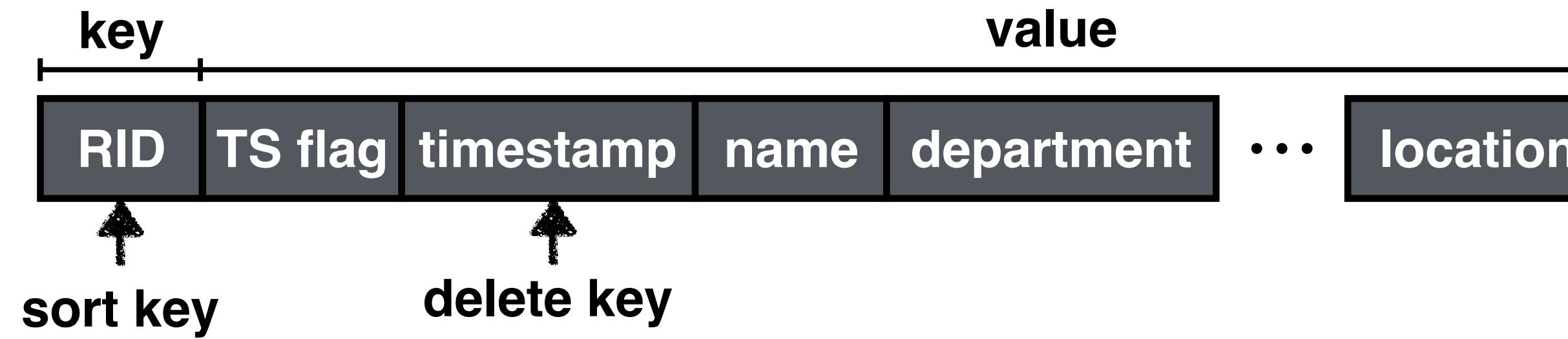
latency spikes X

superfluous I/Os X



# deletes on a secondary attribute

delete all entries older than: **D days**



L1

L2

L3

L4

latency spikes X

superfluous I/Os X

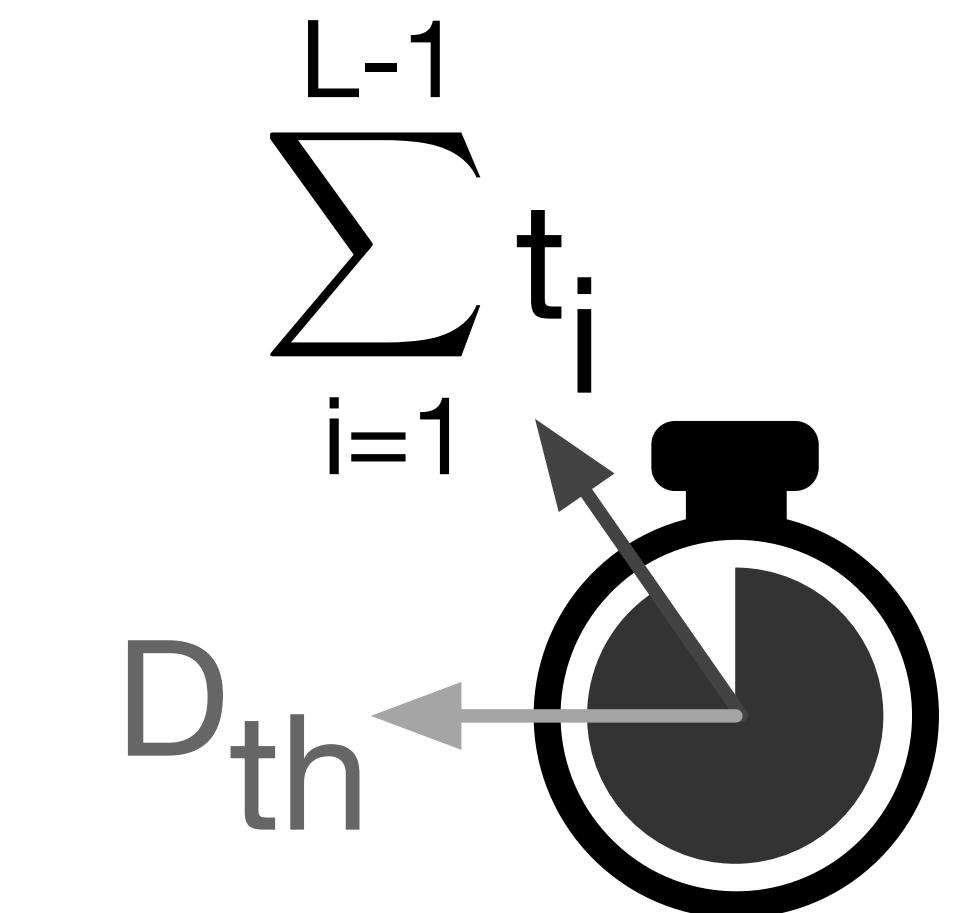


# the problems

poor read perf.

write amplification

space amplification

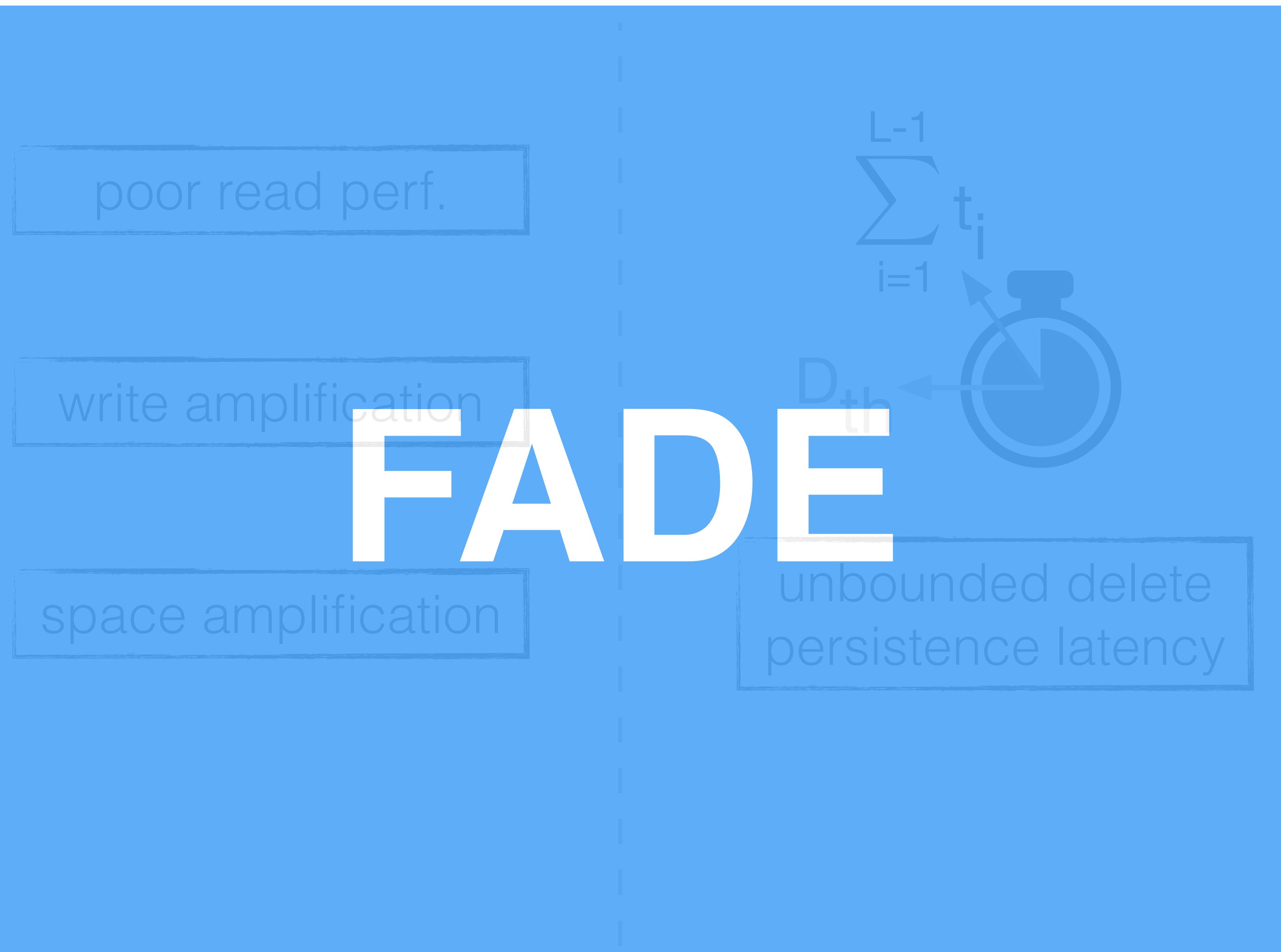


unbounded delete  
persistence latency

latency spikes

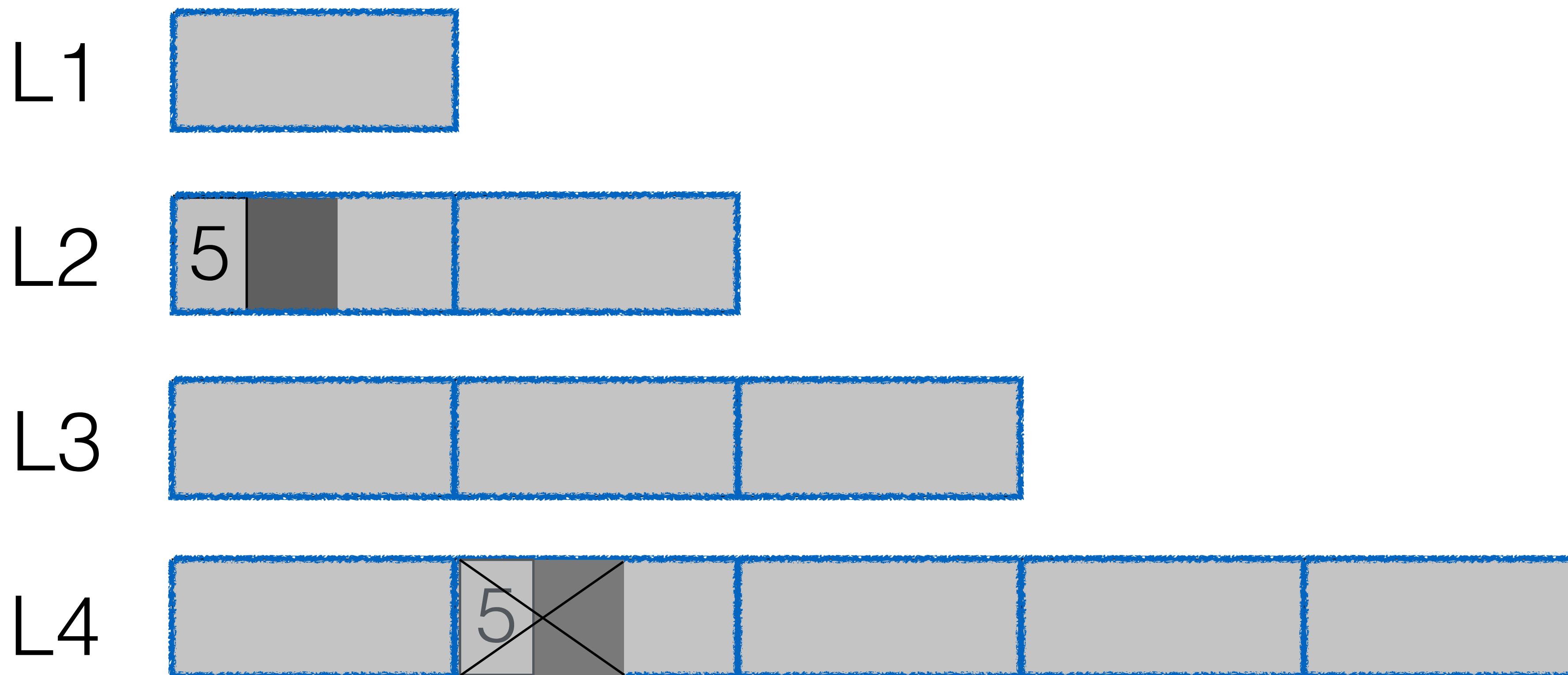
superfluous I/Os

# the solution



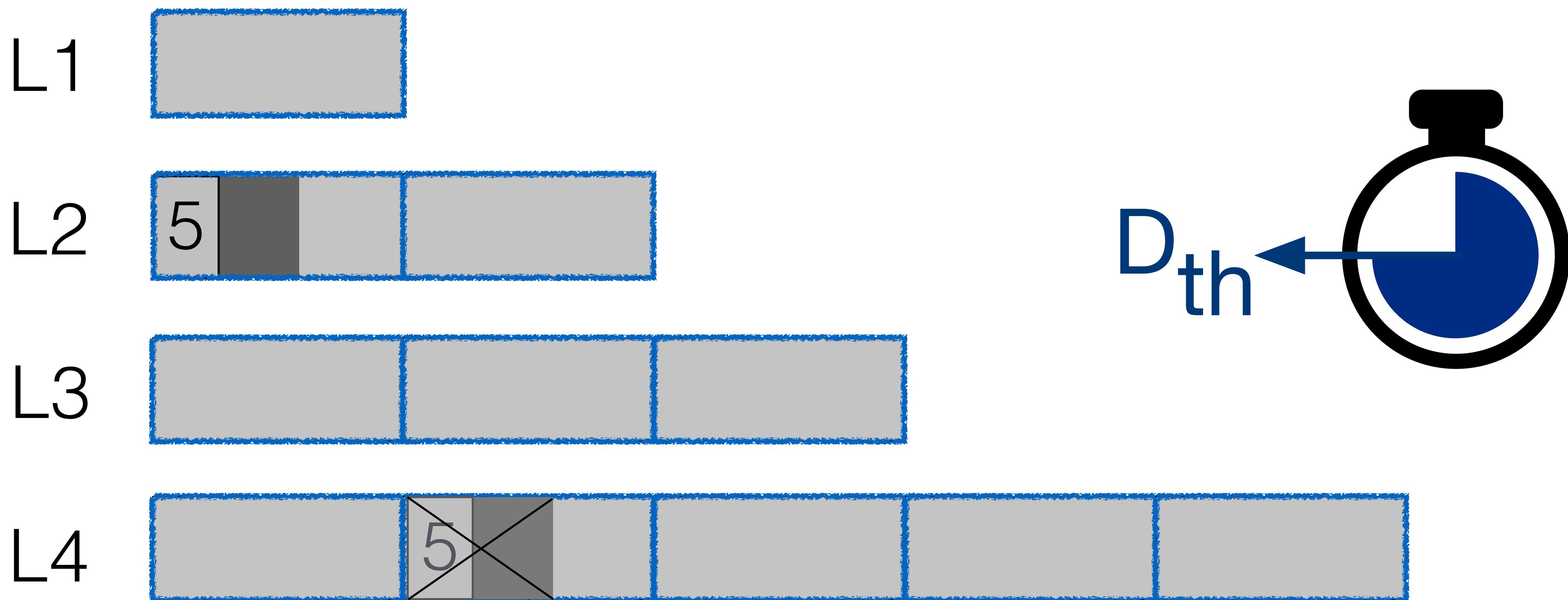
# FAst DElete

delete(5) within a threshold time: **D<sub>th</sub>**



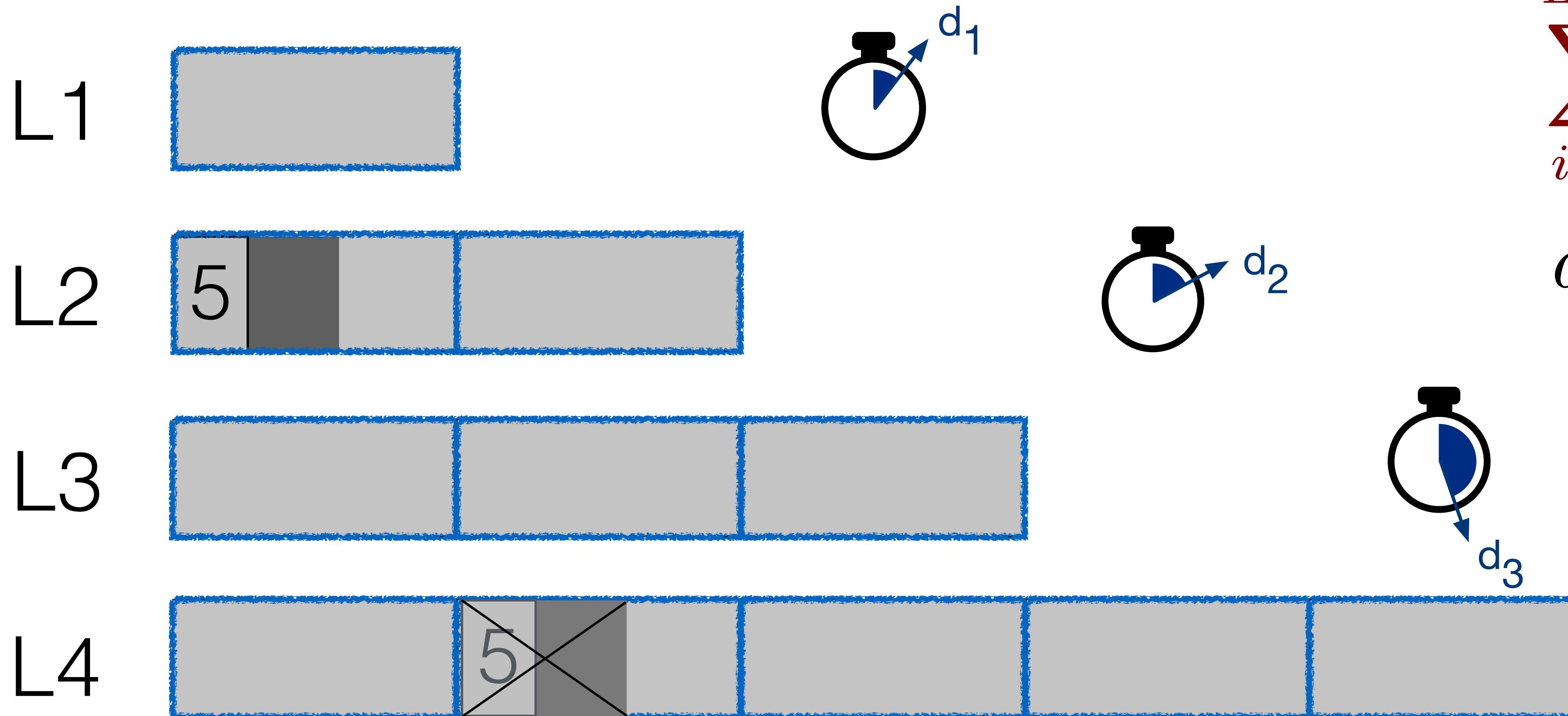
# FAst DElete

delete(5) within a threshold time:  $D_{th}$



# FAst DElete

delete(5) within a threshold time:  $D_{th}$



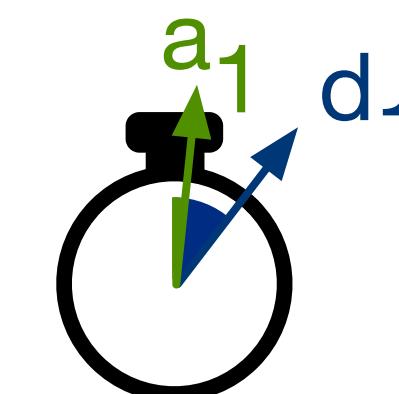
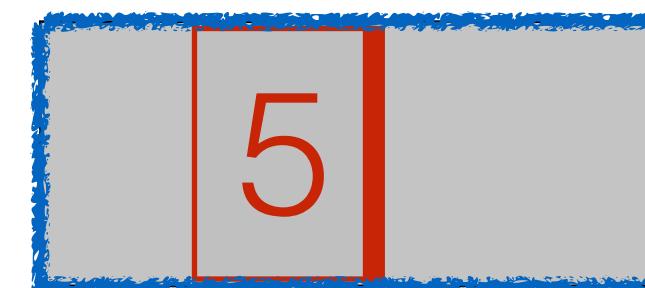
$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

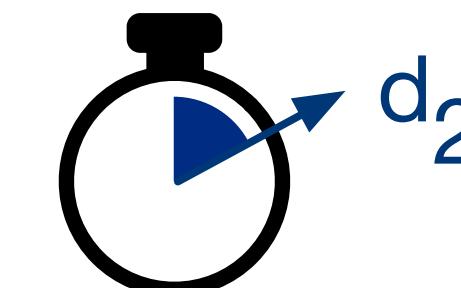
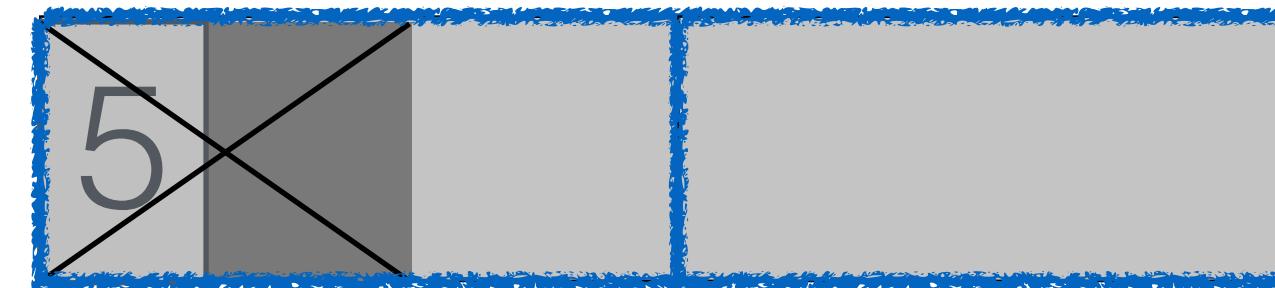
delete(5) within a threshold time:  $D_{th}$

L1



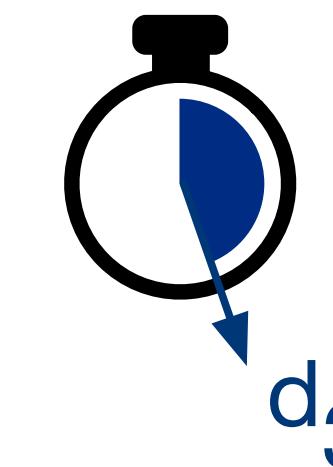
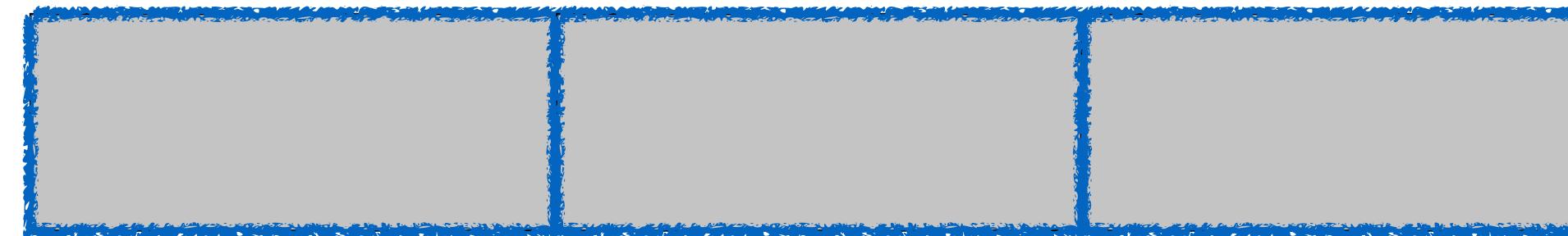
$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

L2

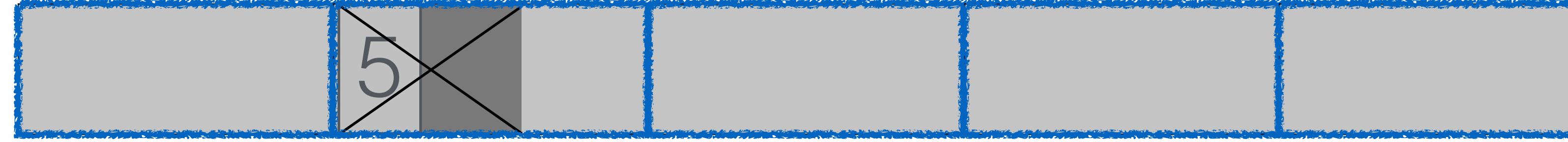


$$d_i = T \cdot d_{i-1}$$

L3



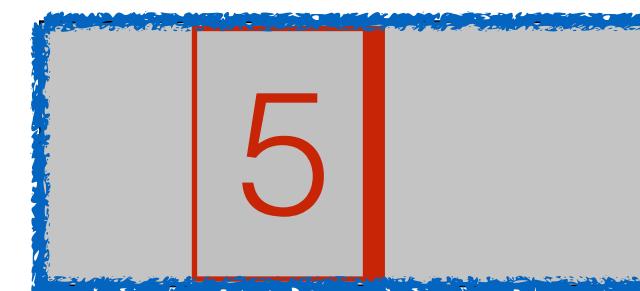
L4



# FAst DElete

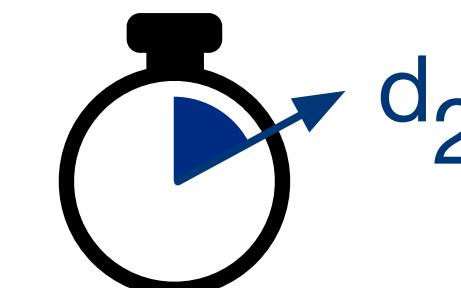
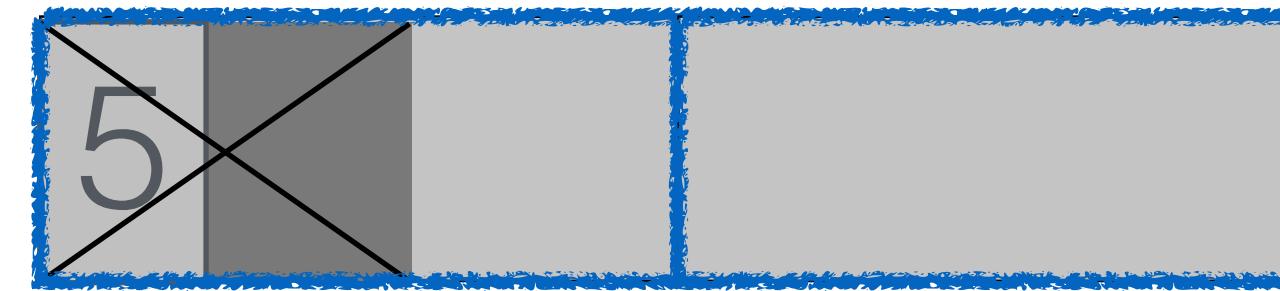
delete(5) within a threshold time:  $D_{th}$

L1



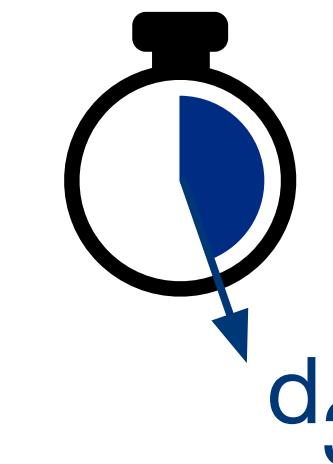
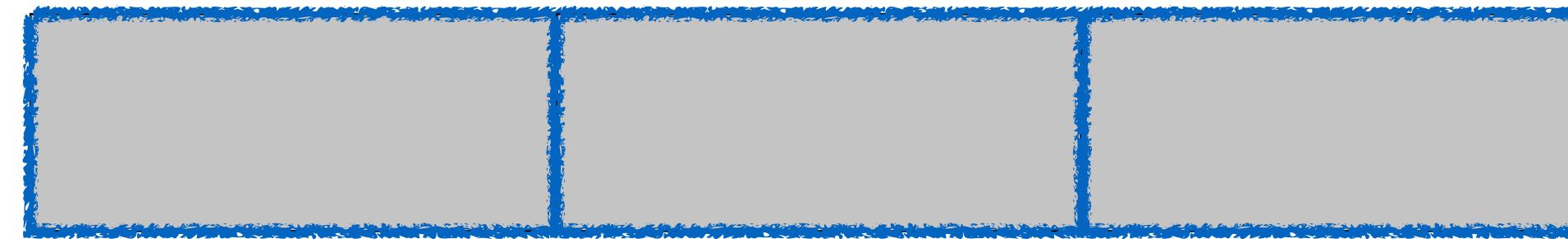
$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

L2

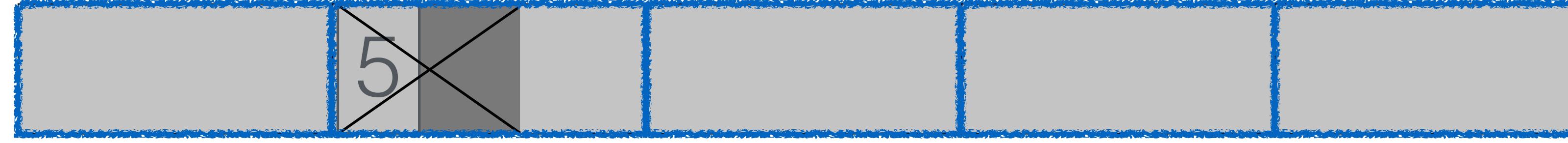


$$d_i = T \cdot d_{i-1}$$

L3

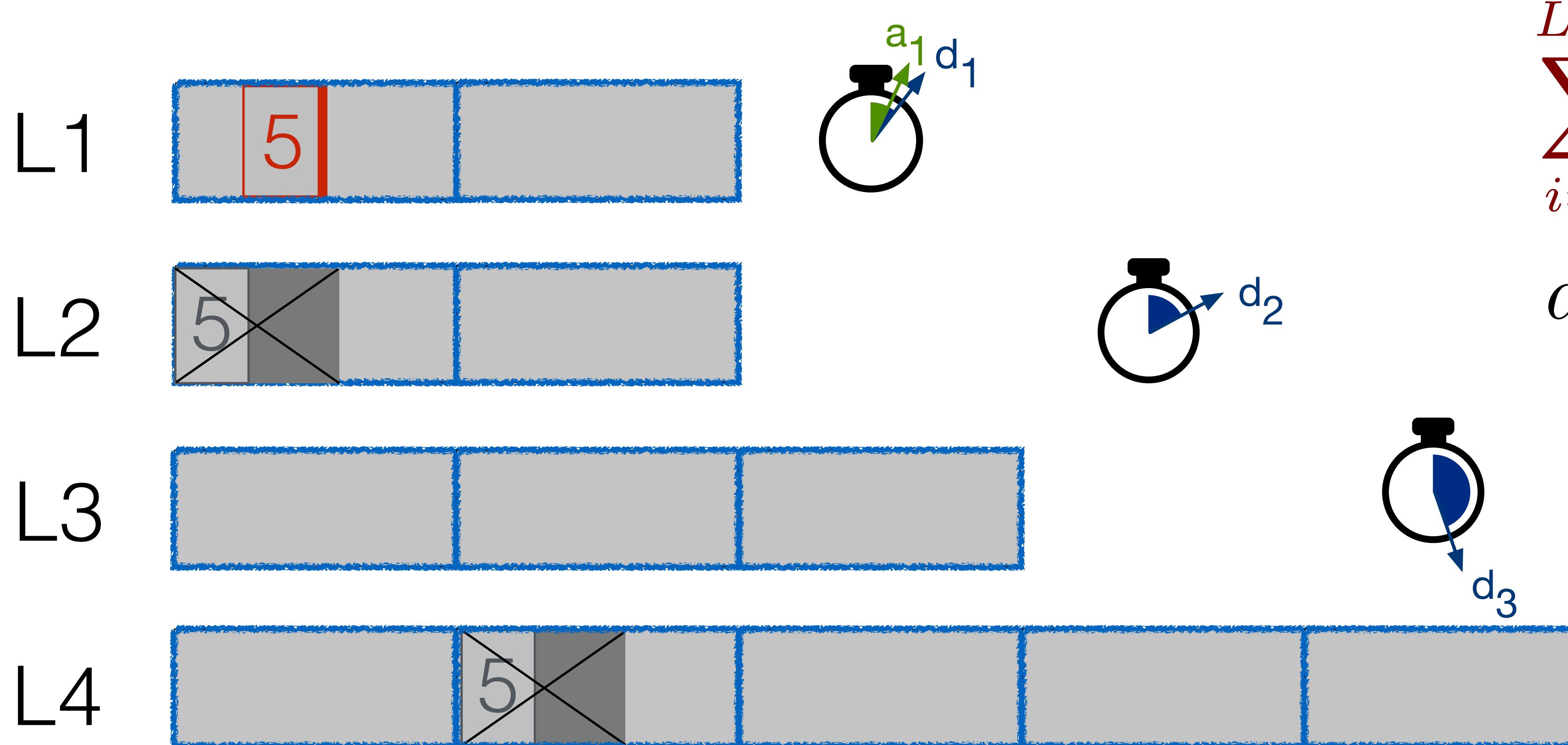


L4



# FAst DElete

delete(5) within a threshold time:  $D_{th}$

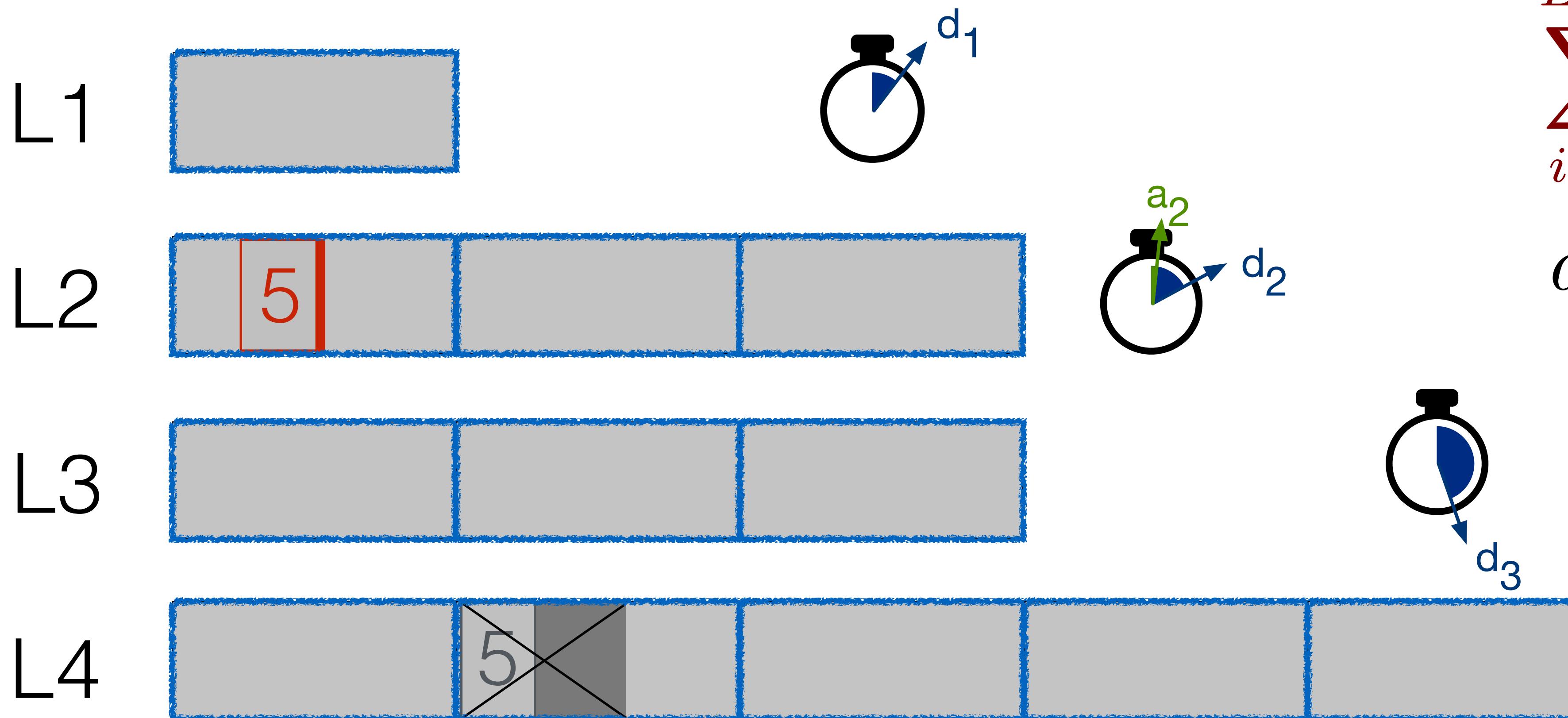


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

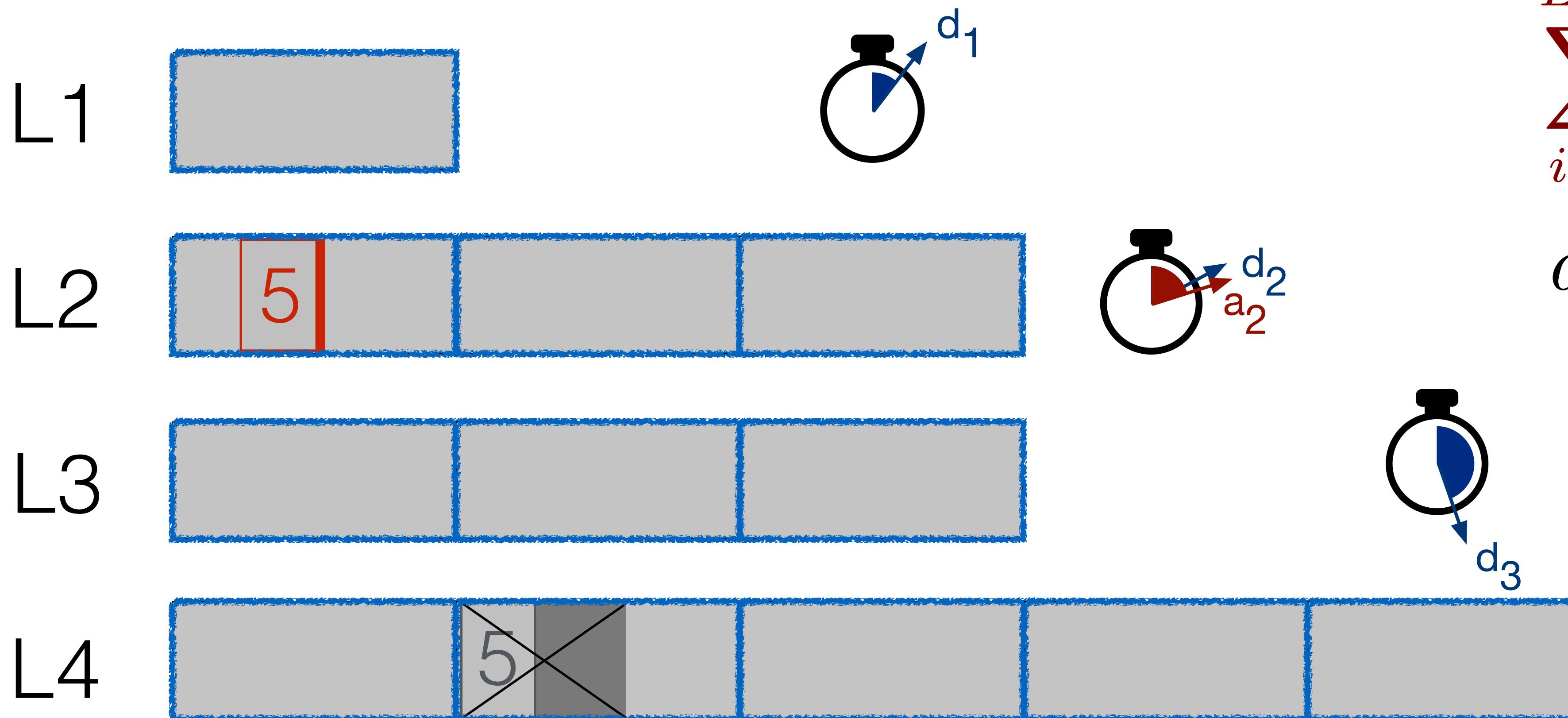


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

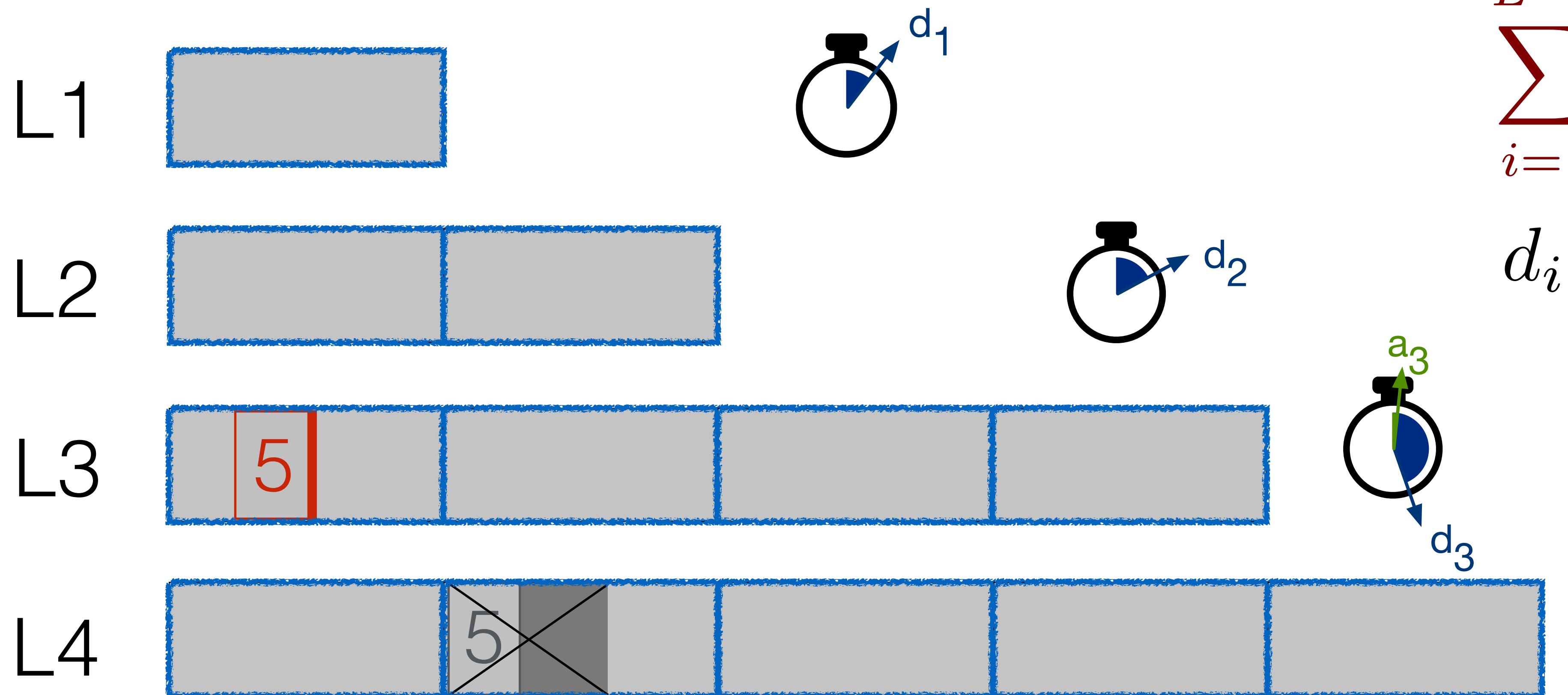


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

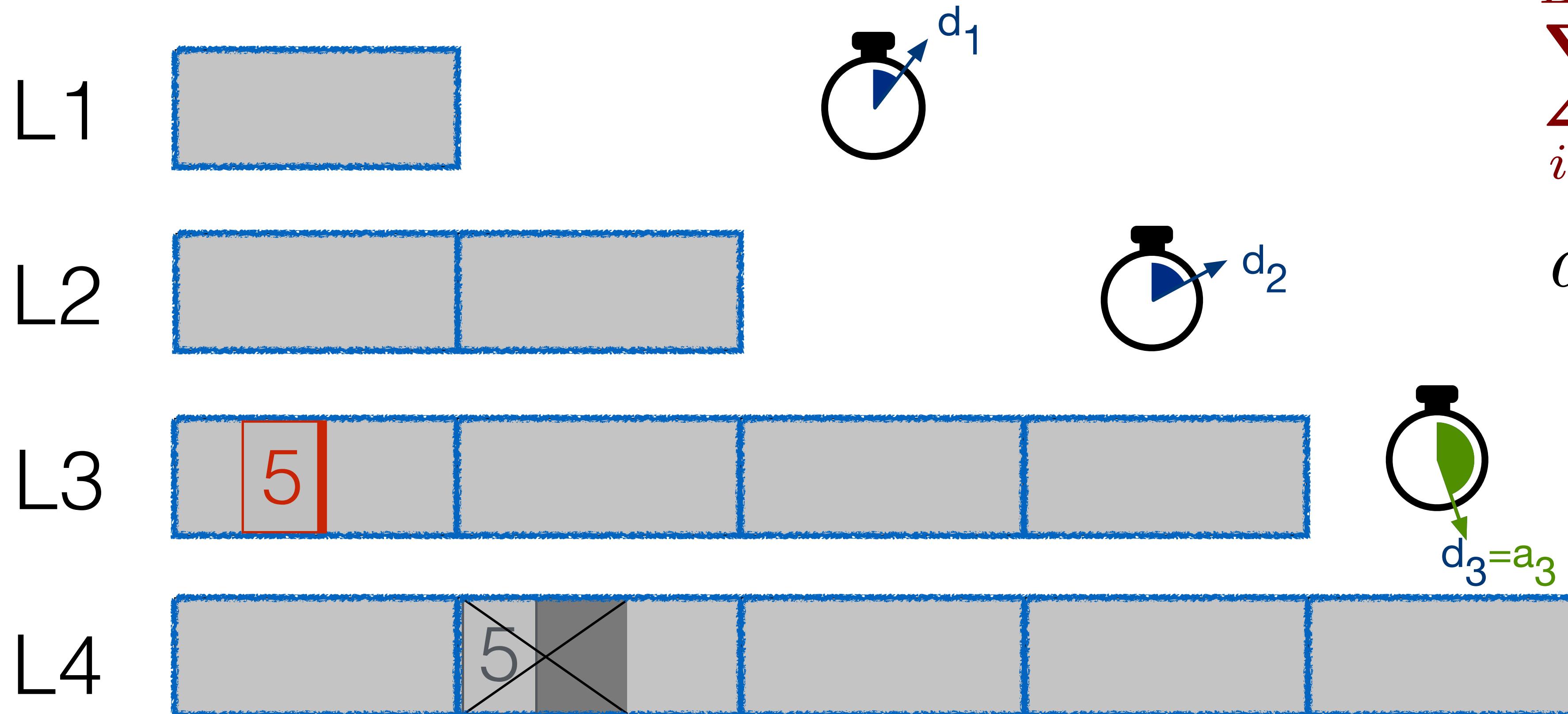


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

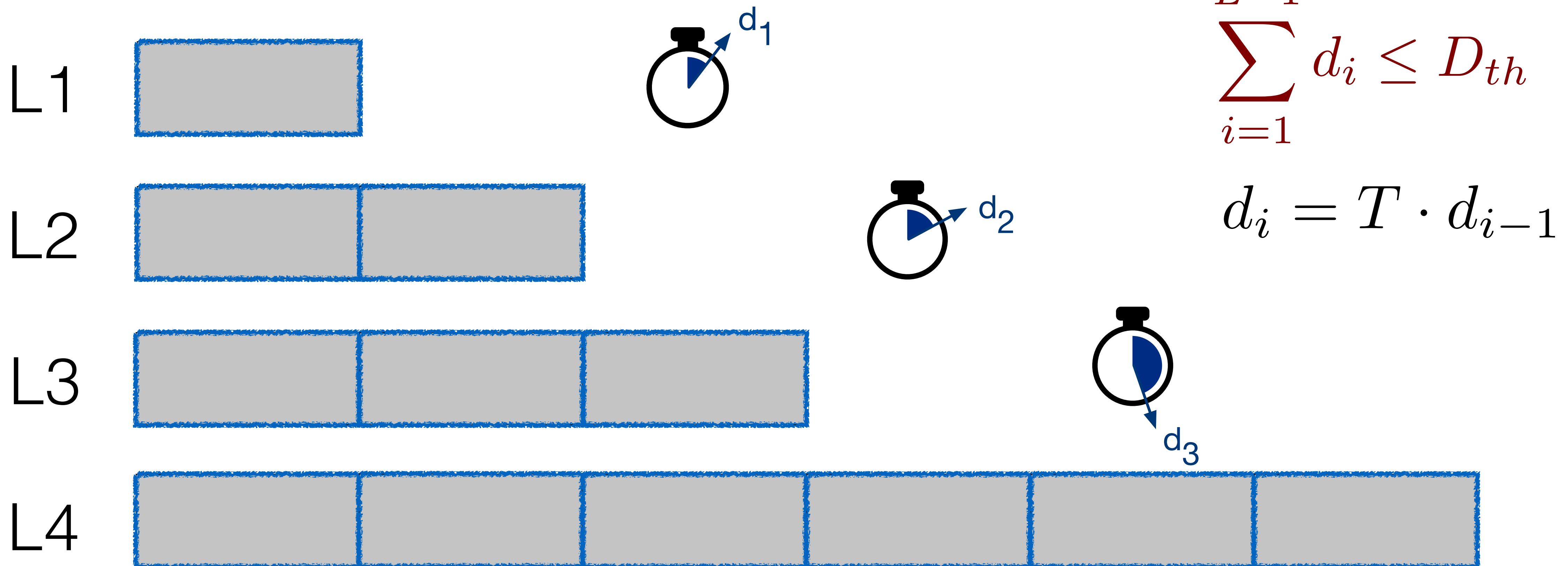


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

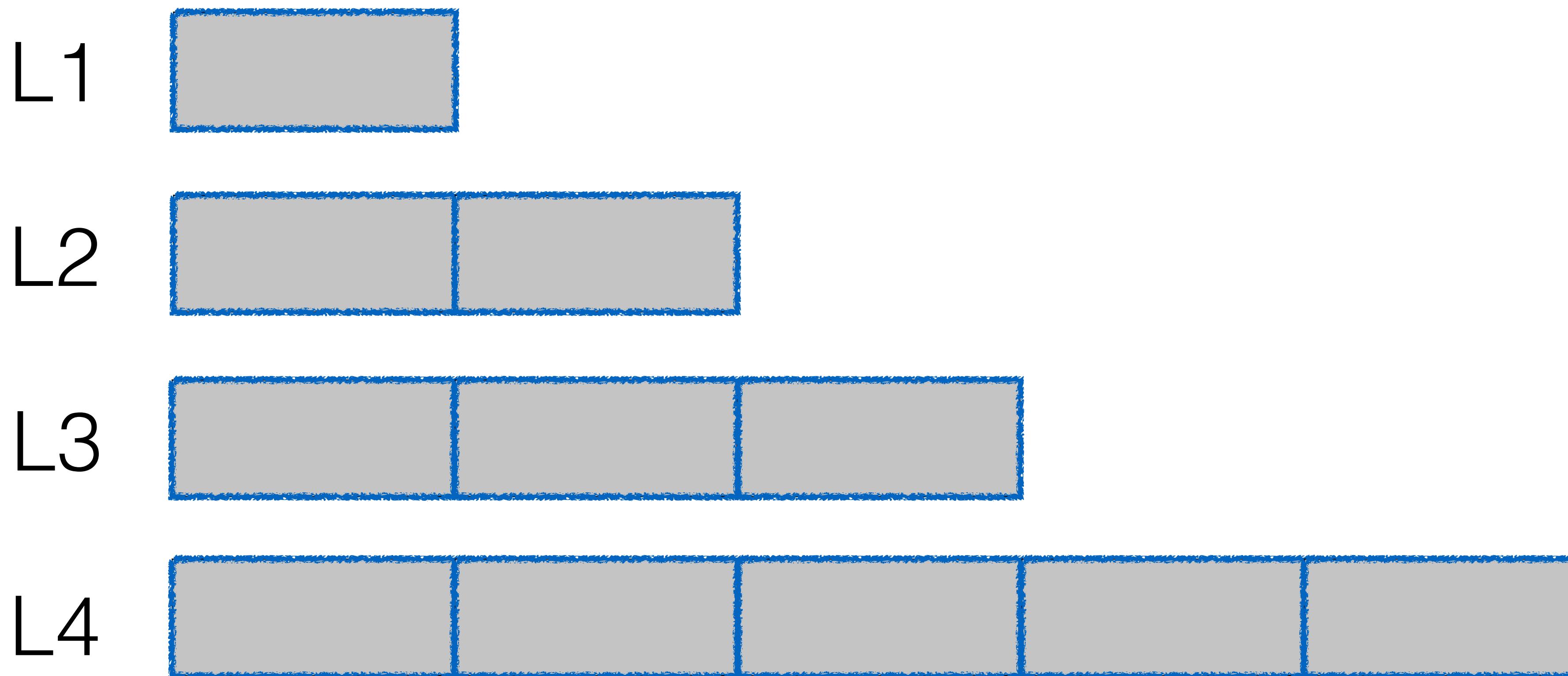
# FAst DElete

delete(5) within a threshold time:  $D_{th}$



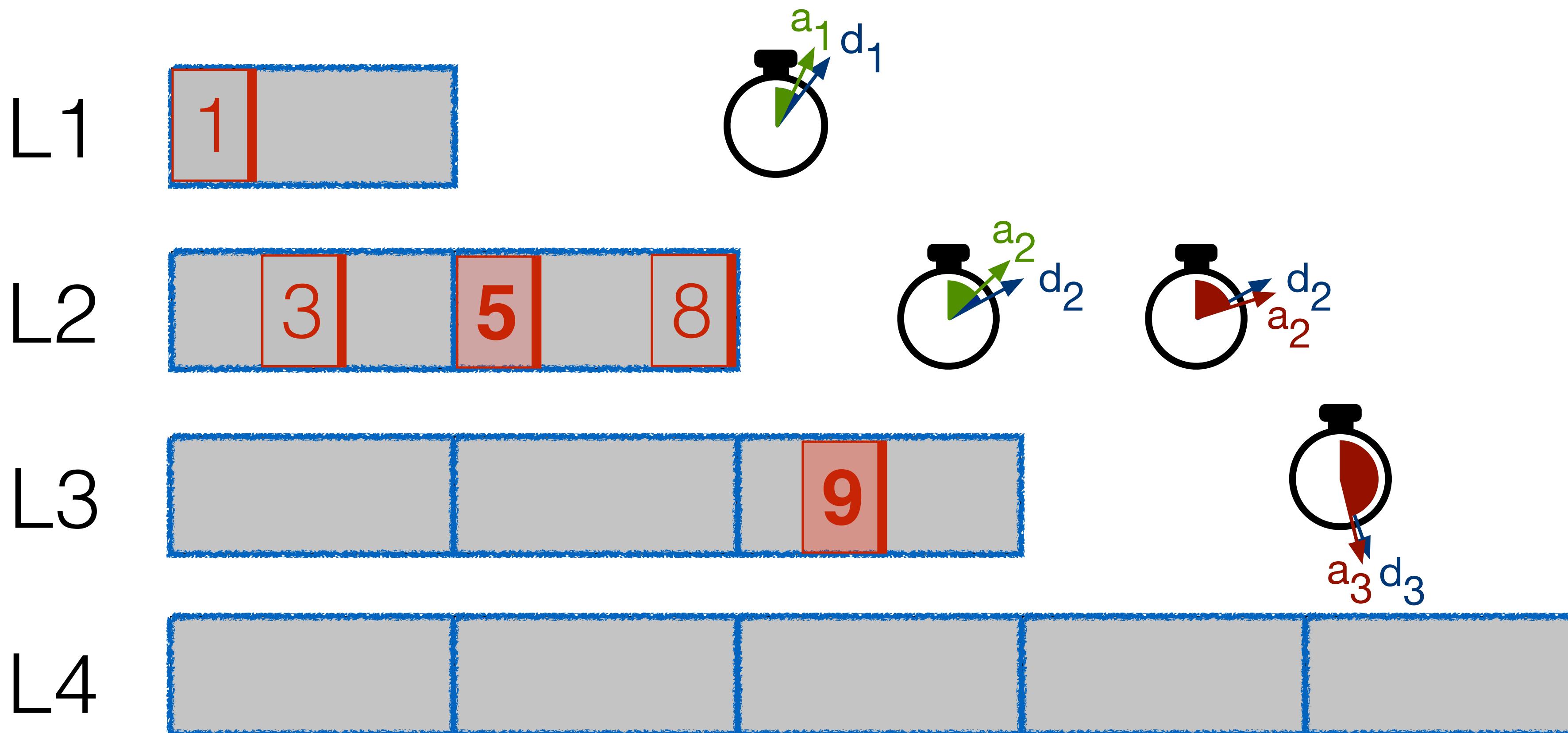
# FAst DElete

breaking ties in practical workloads



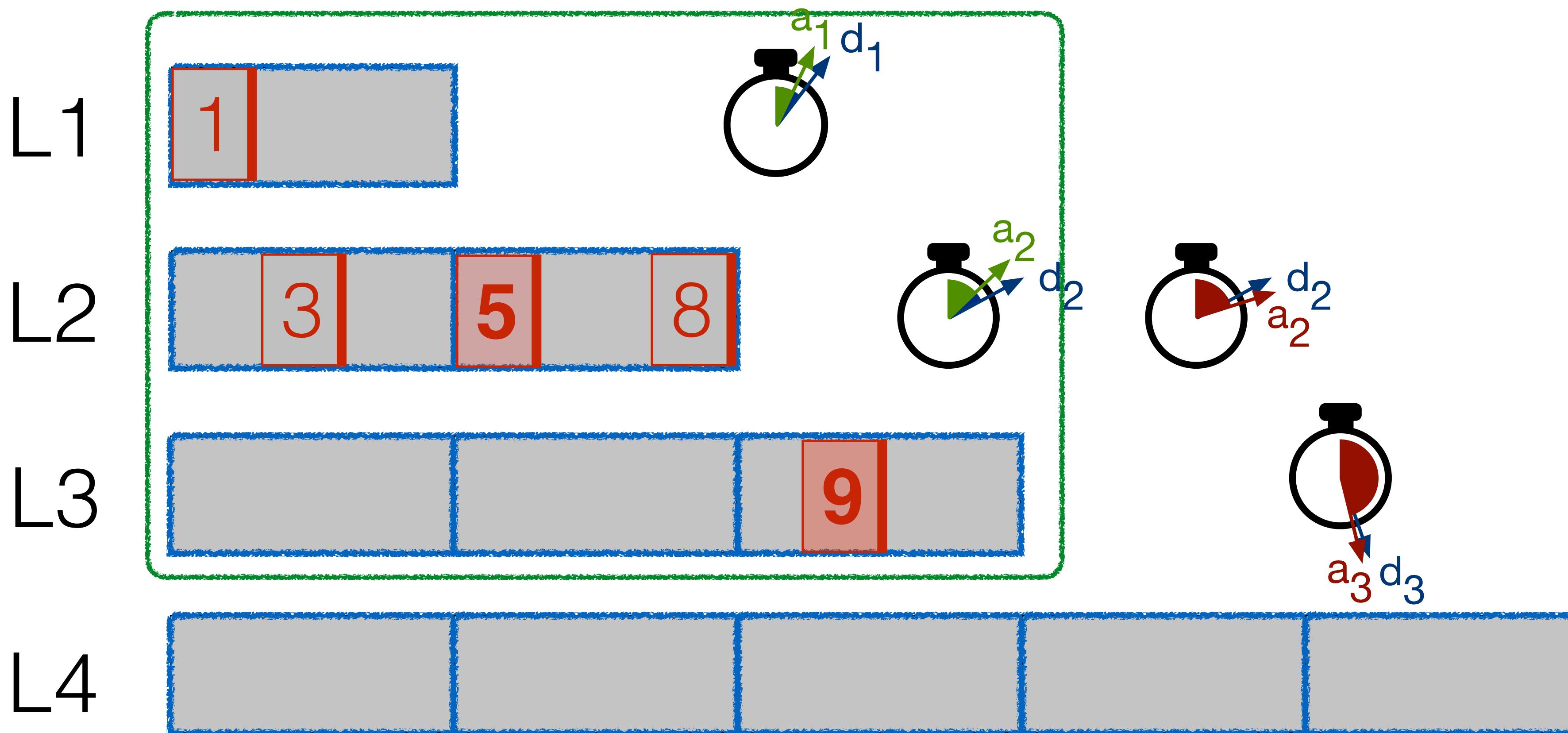
# FAst DElete

breaking ties in practical workloads



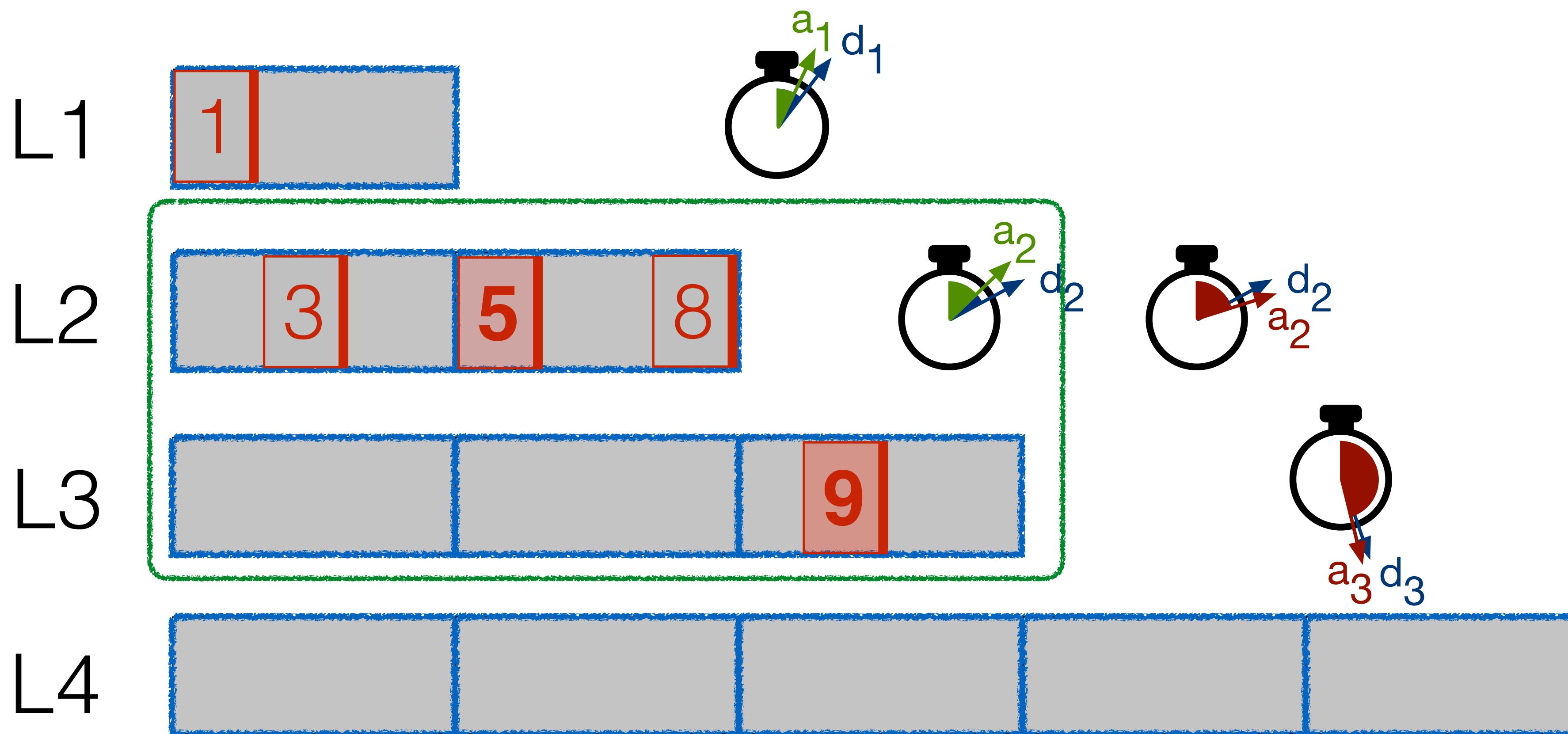
# FAst DElete

breaking ties in practical workloads



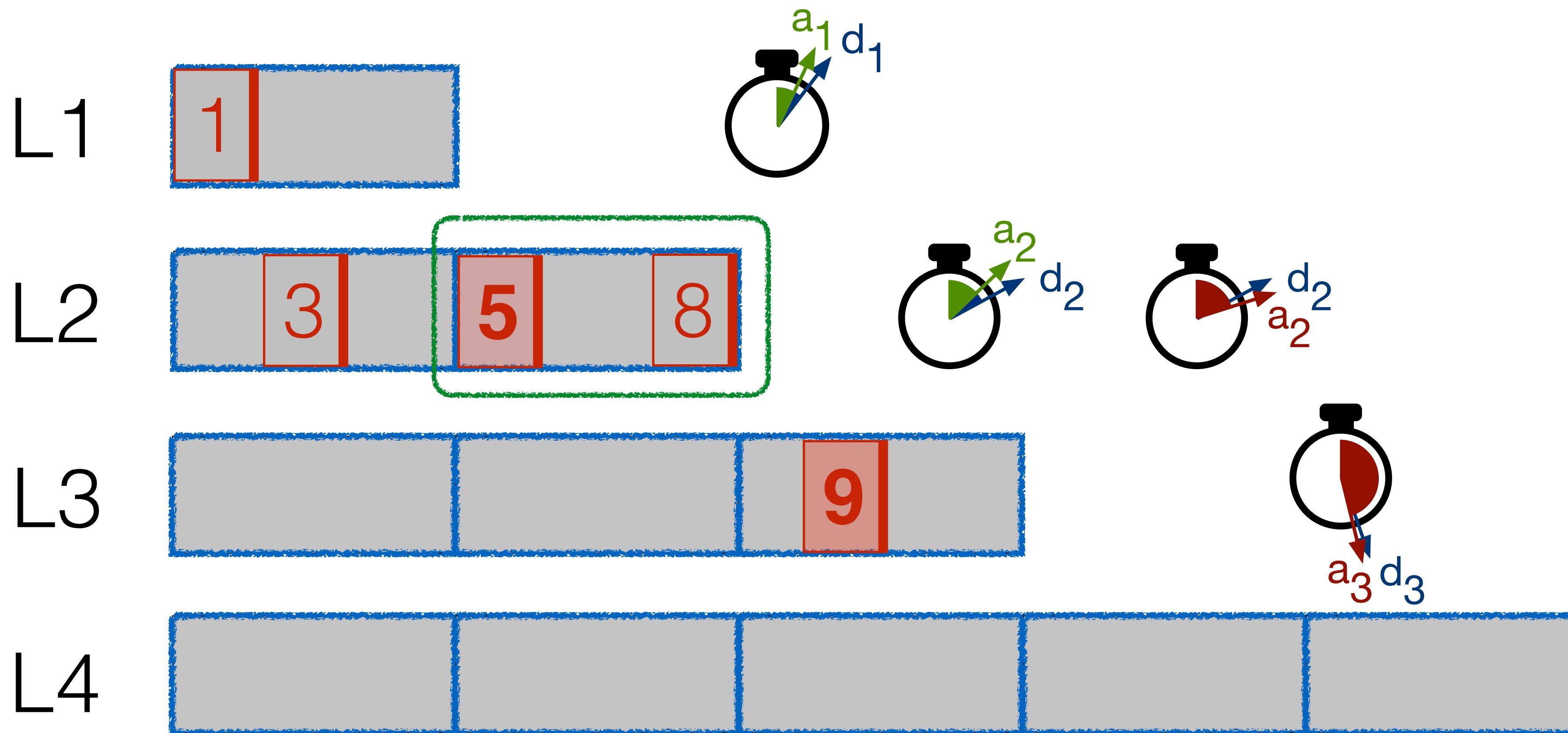
# FAst DElete

breaking ties in practical workloads



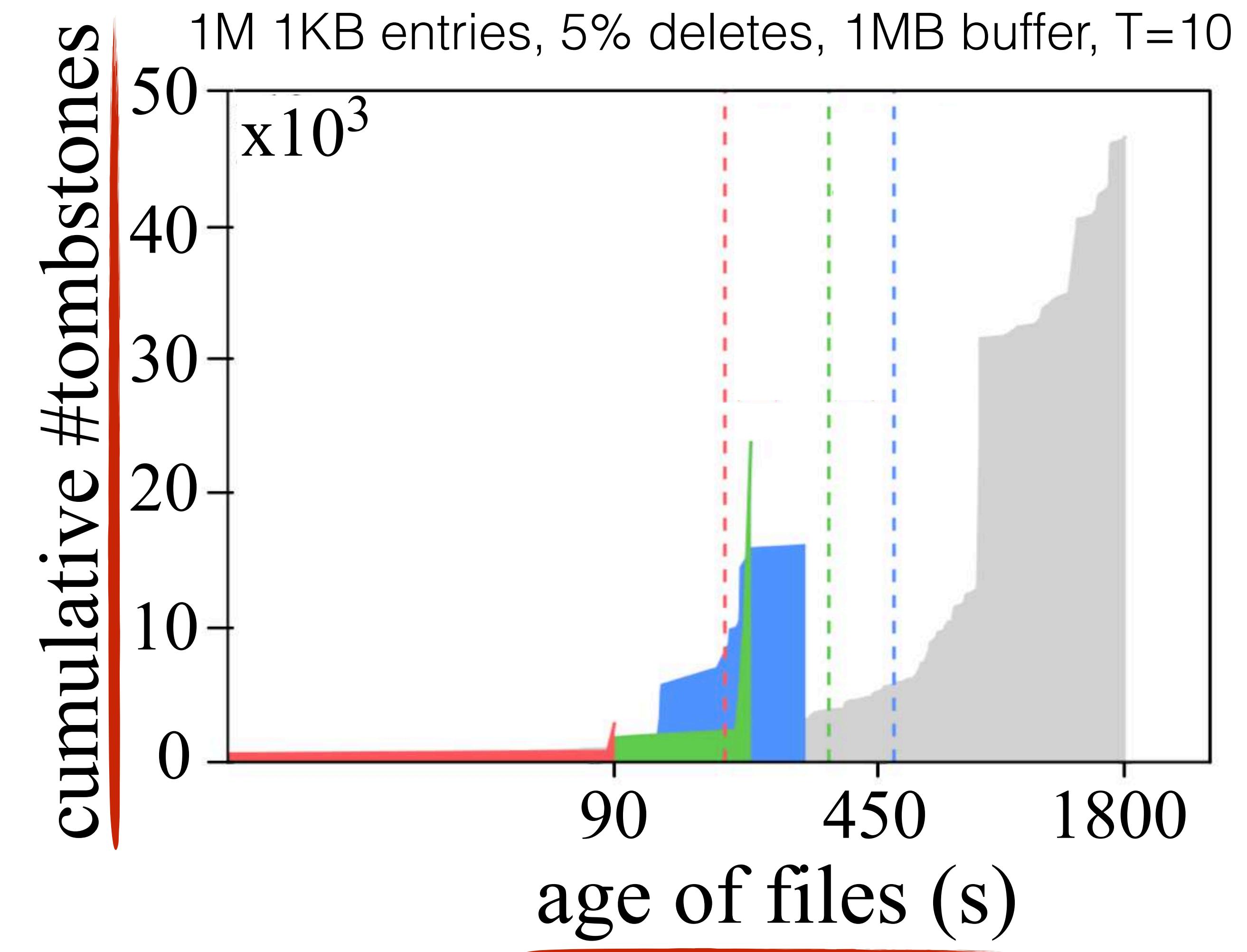
# FAst DElete

breaking ties in practical workloads



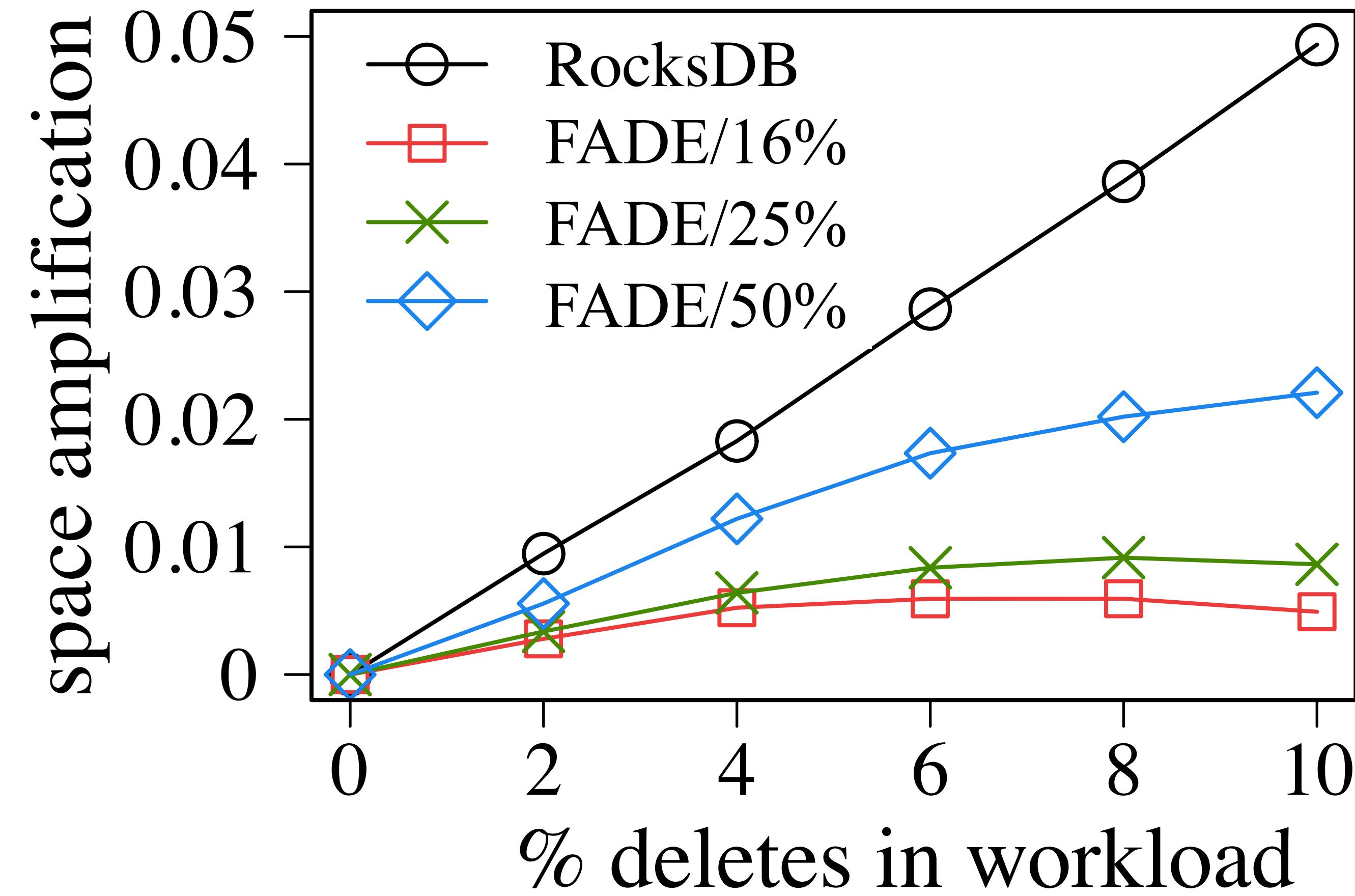
# FAst DElete

timely delete persistence  
within  $D_{th}$



# FAst DElete

- reduced space amplification  
2.1 - 9.8x ✓
- timely delete persistence  
within  $D_{th}$  ✓



# FAst DElete

improved read performance

1.2 - 1.4x



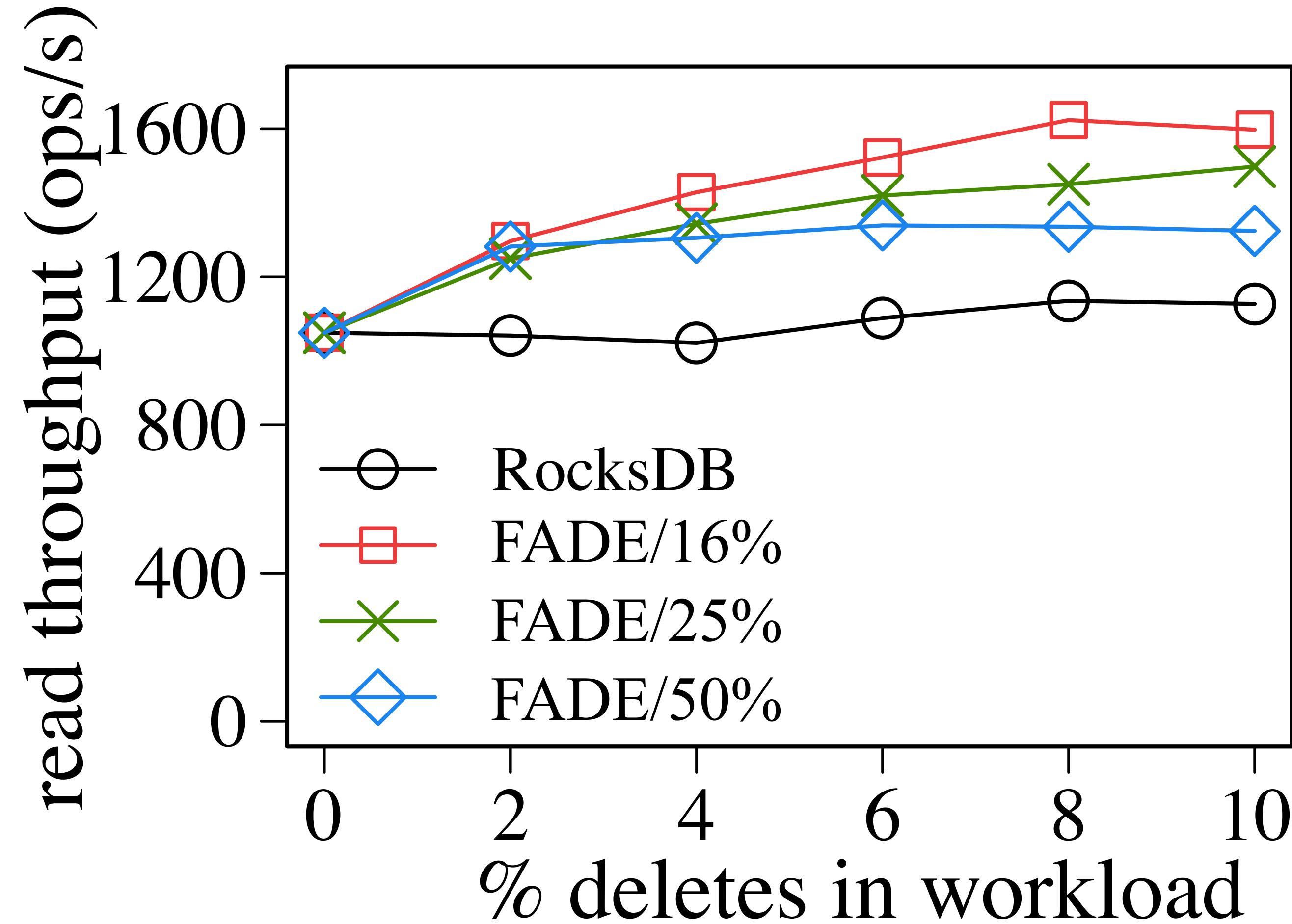
reduced space amplification

2.1 - 9.8x



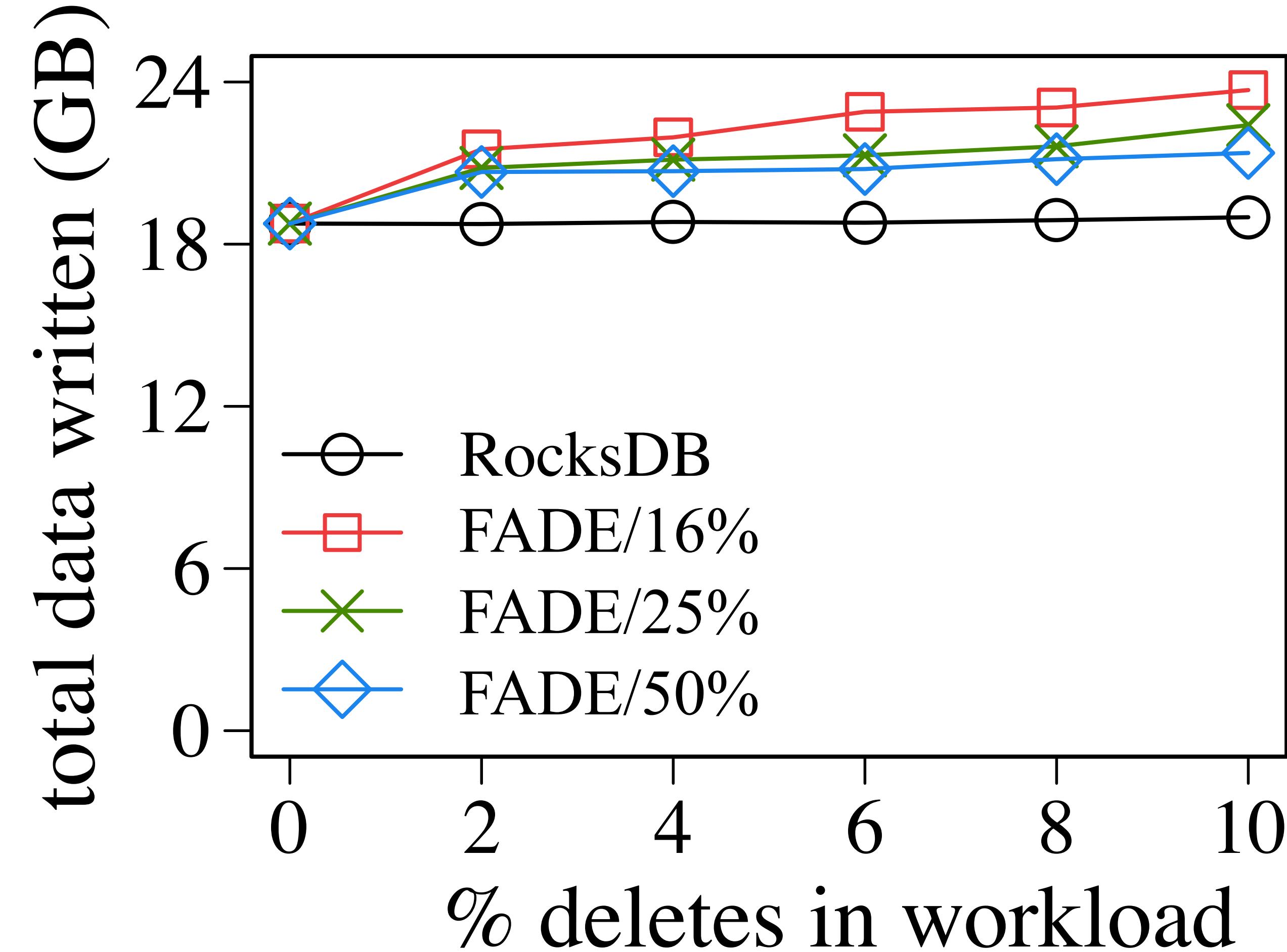
timely delete persistence

within  $D_{th}$



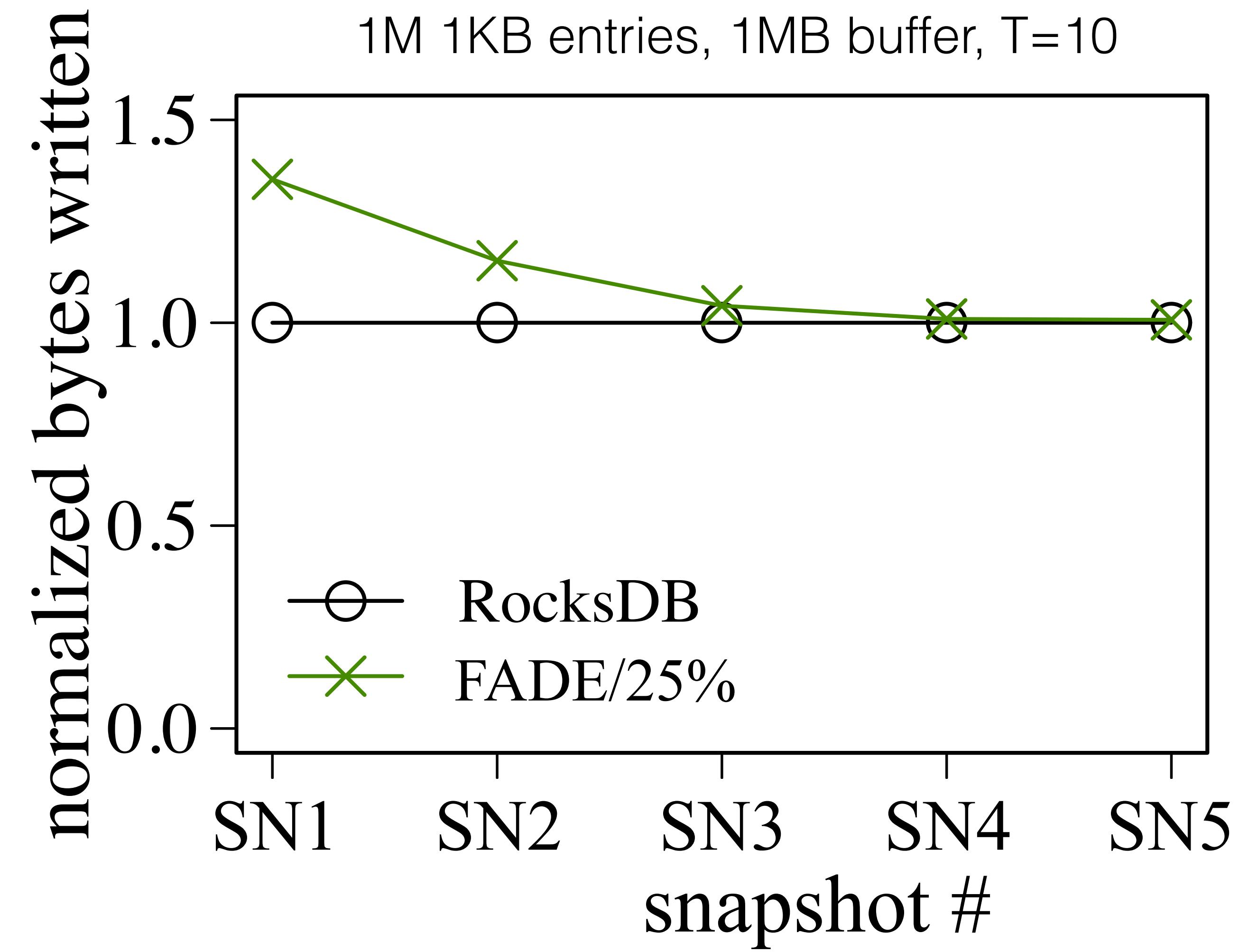
# FAst DElete

- higher write amplification  
4 - 25% ↑
- improved read performance  
1.2 - 1.4x ✓
- reduced space amplification  
2.1 - 9.8x ✓
- timely delete persistence  
within  $D_{th}$  ✓



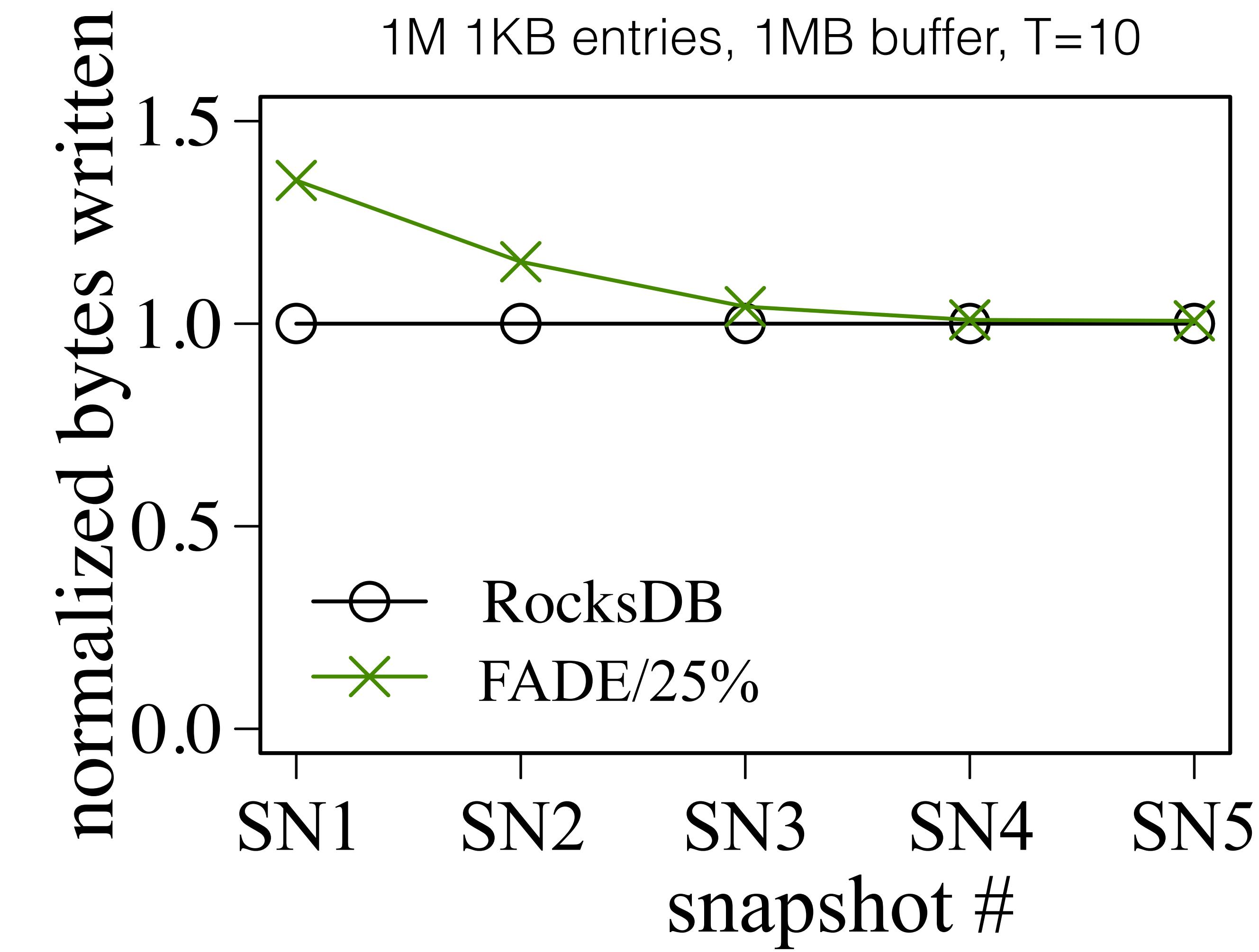
# FAst DElete

- higher write amplification  
4 - 25% ↑
- improved read performance  
1.2 - 1.4x ✓
- reduced space amplification  
2.1 - 9.8x ✓
- timely delete persistence  
within  $D_{th}$  ✓



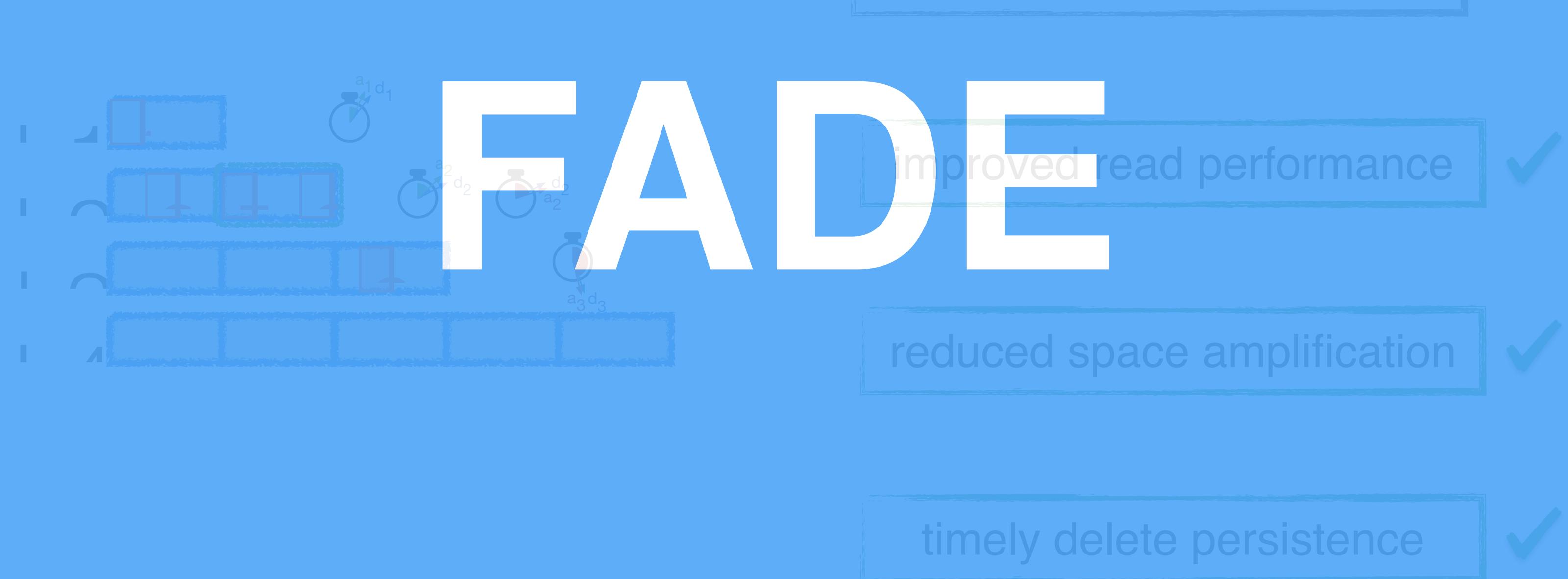
# FAst DElete

- higher write amplification  
0.7 %
- improved read performance  
**1.2 - 1.4x**
- reduced space amplification  
**2.1 - 9.8x**
- timely delete persistence  
**within  $D_{th}$**



# the solution

FAst DElete

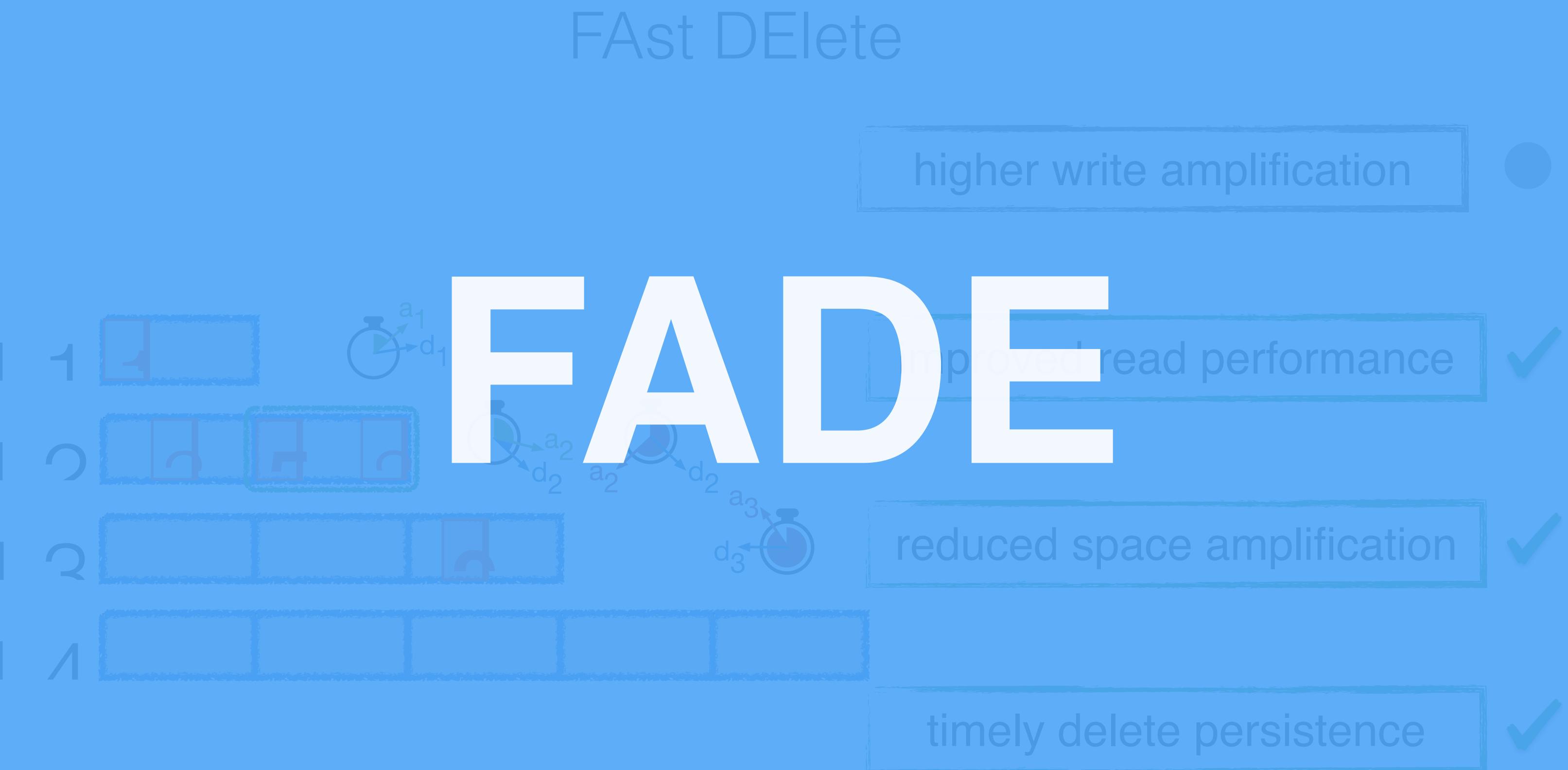


latency spikes

KiWi

superfluous I/Os

# the solution

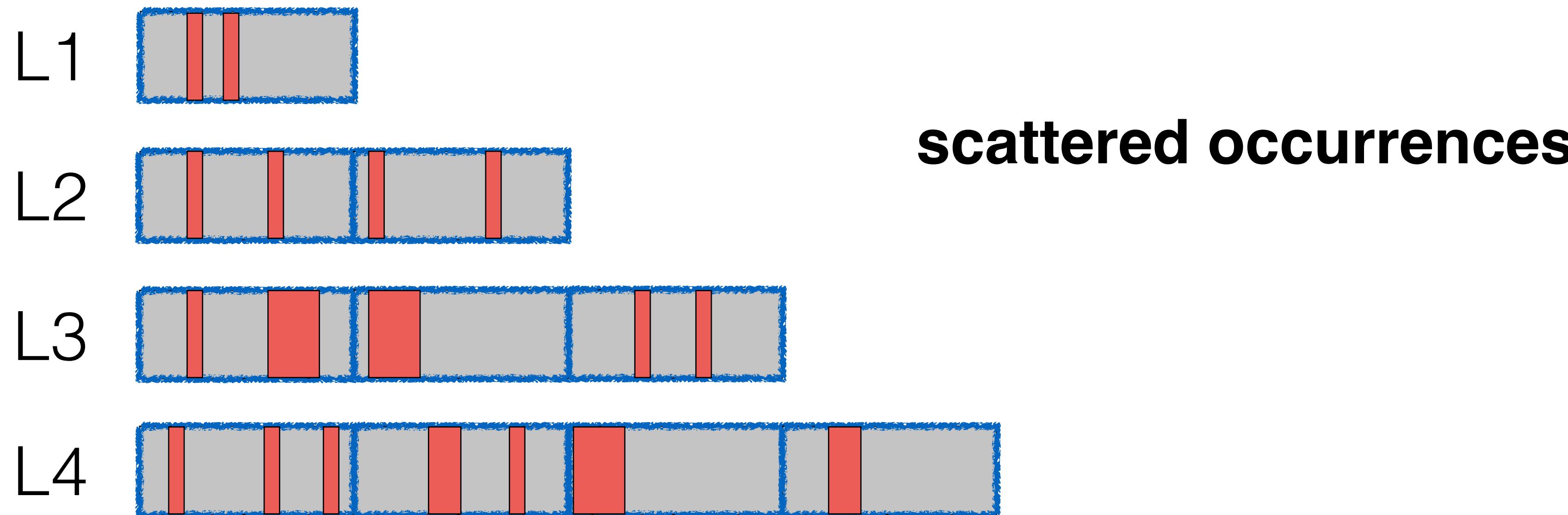


latency spikes

KiWi

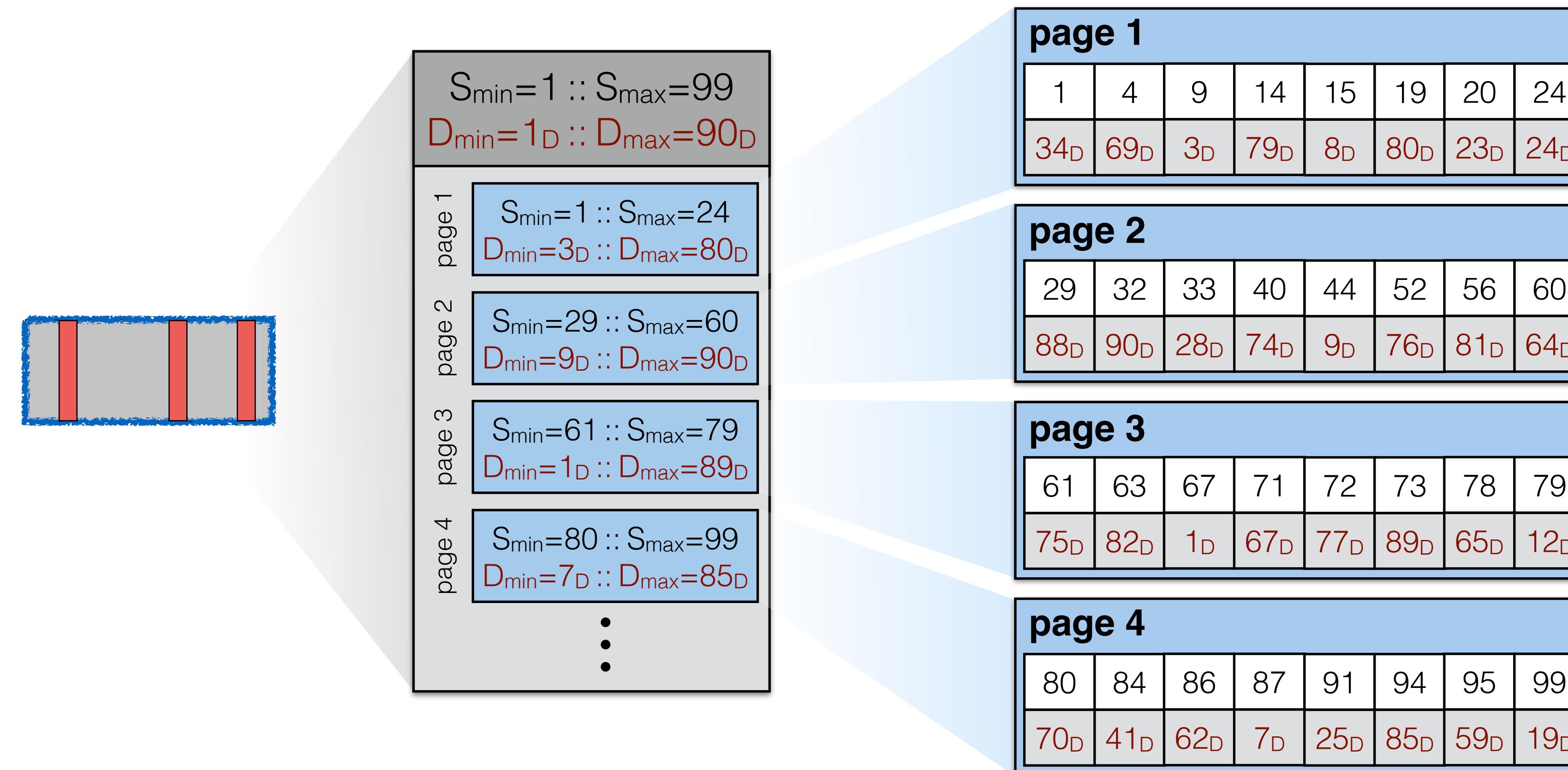
# Key Weaving storage layout

delete all entries older than: **D days**



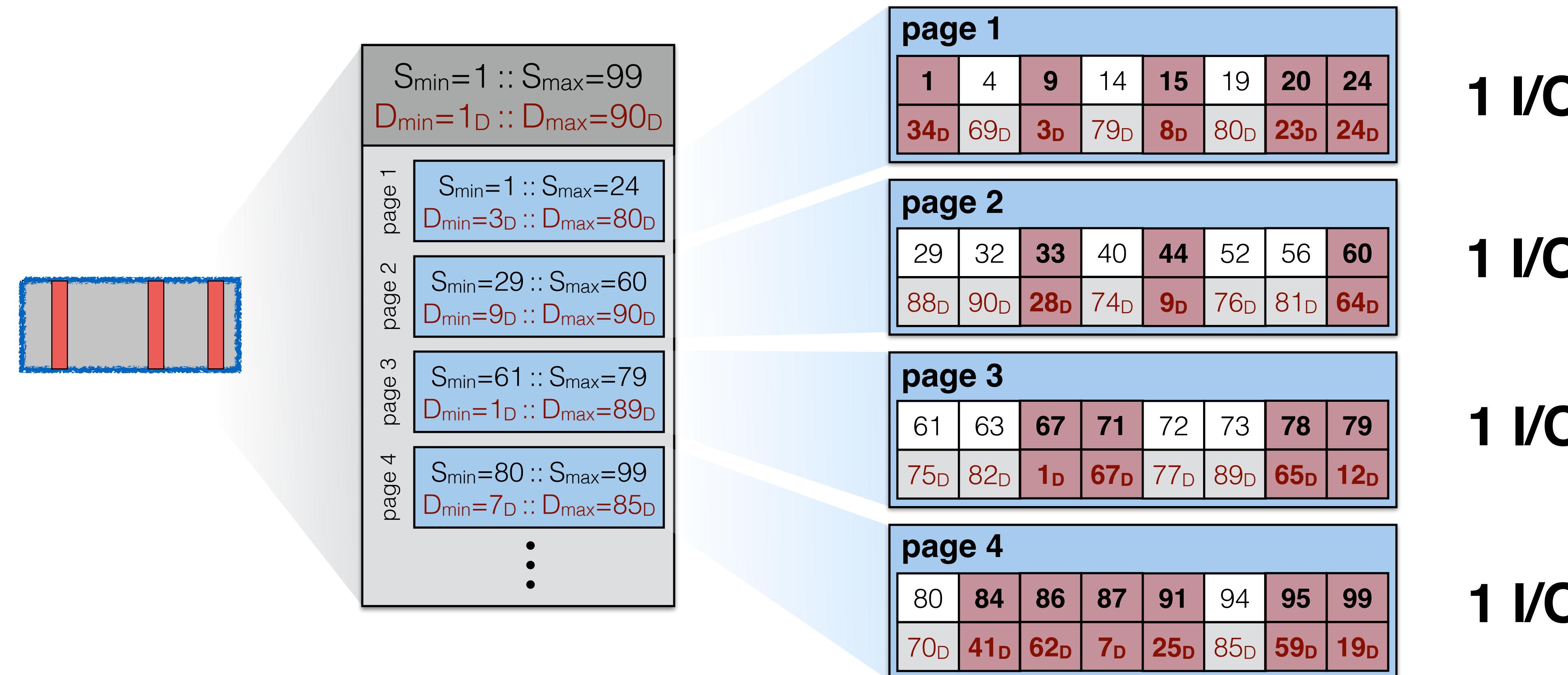
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



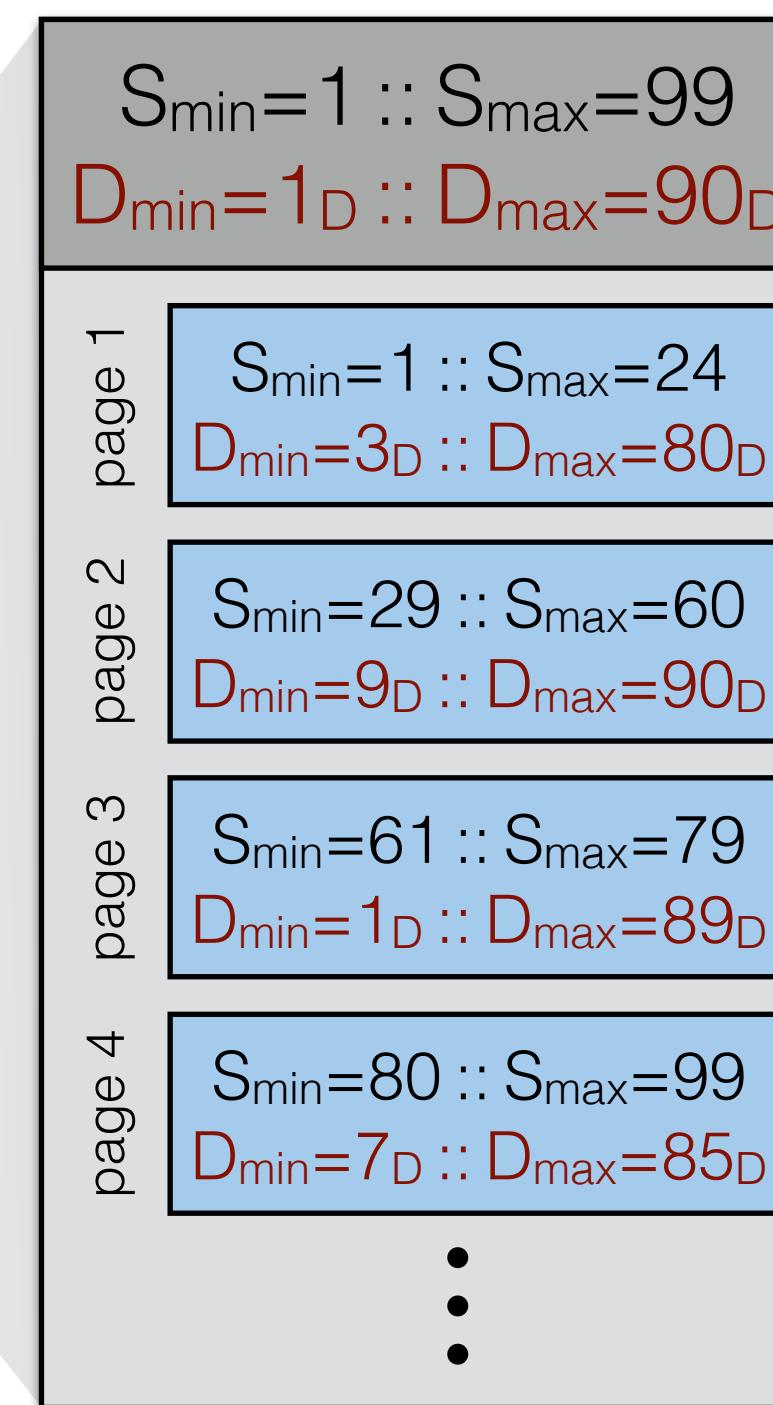
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



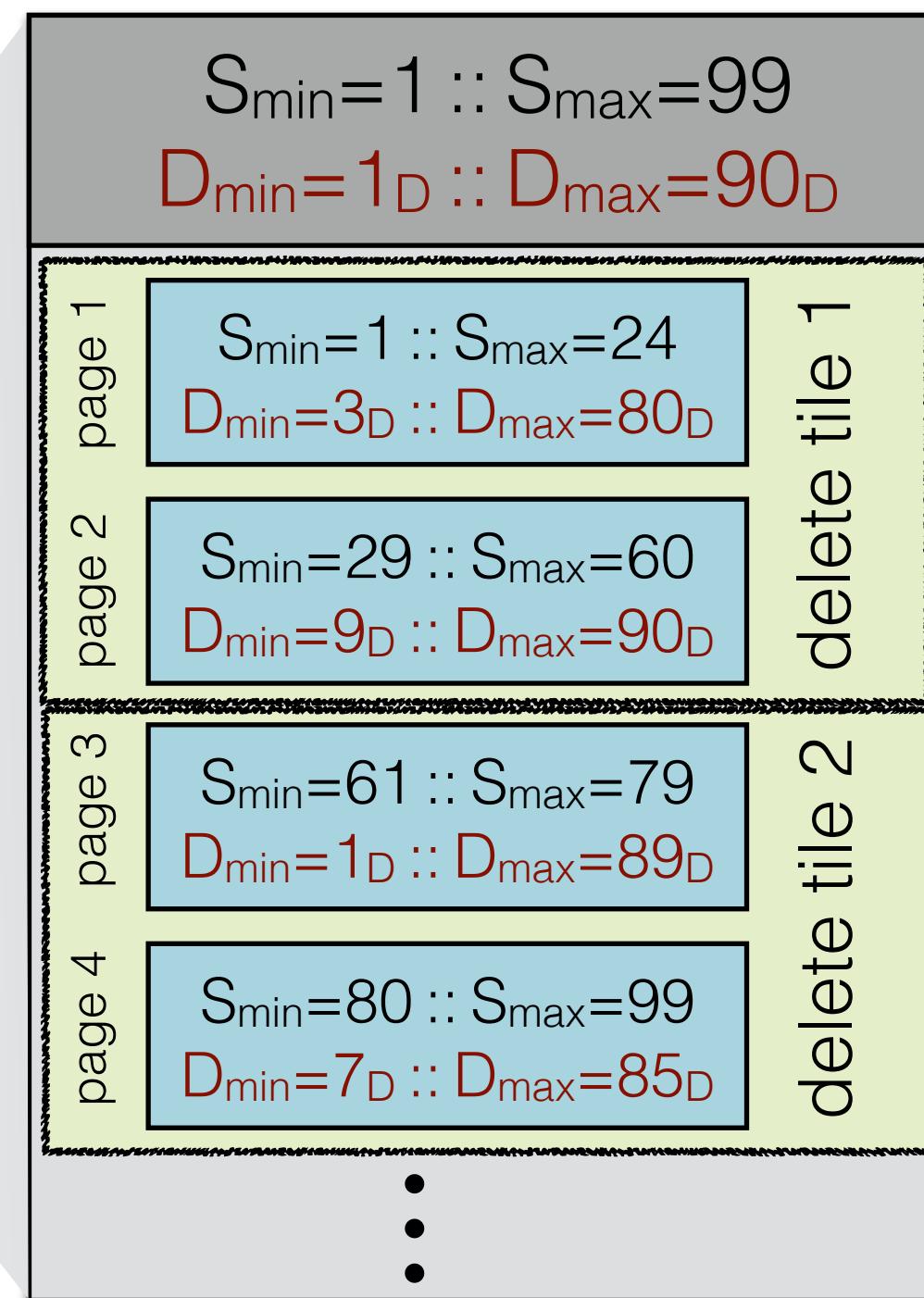
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



# Key Weaving storage layout

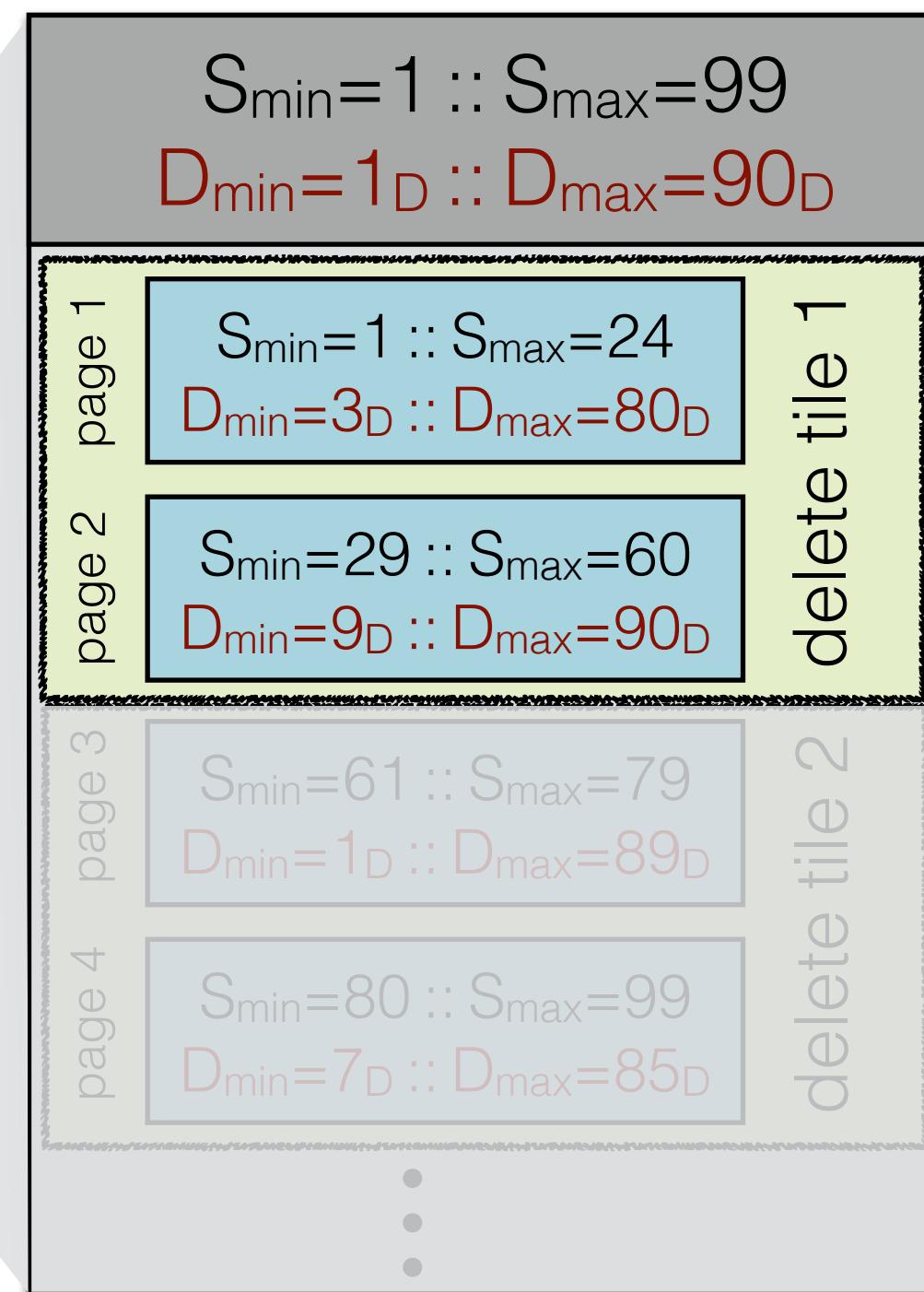
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

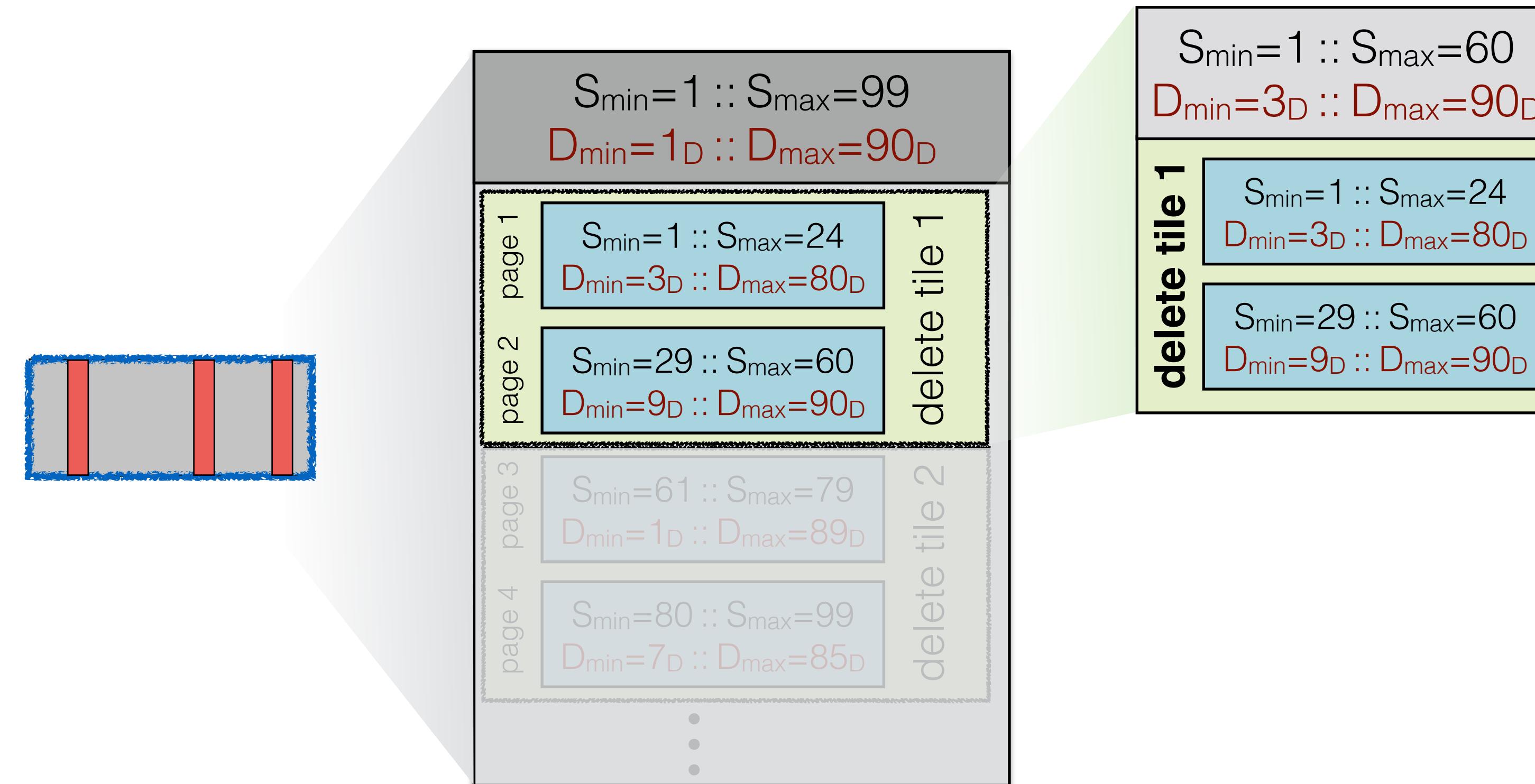
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

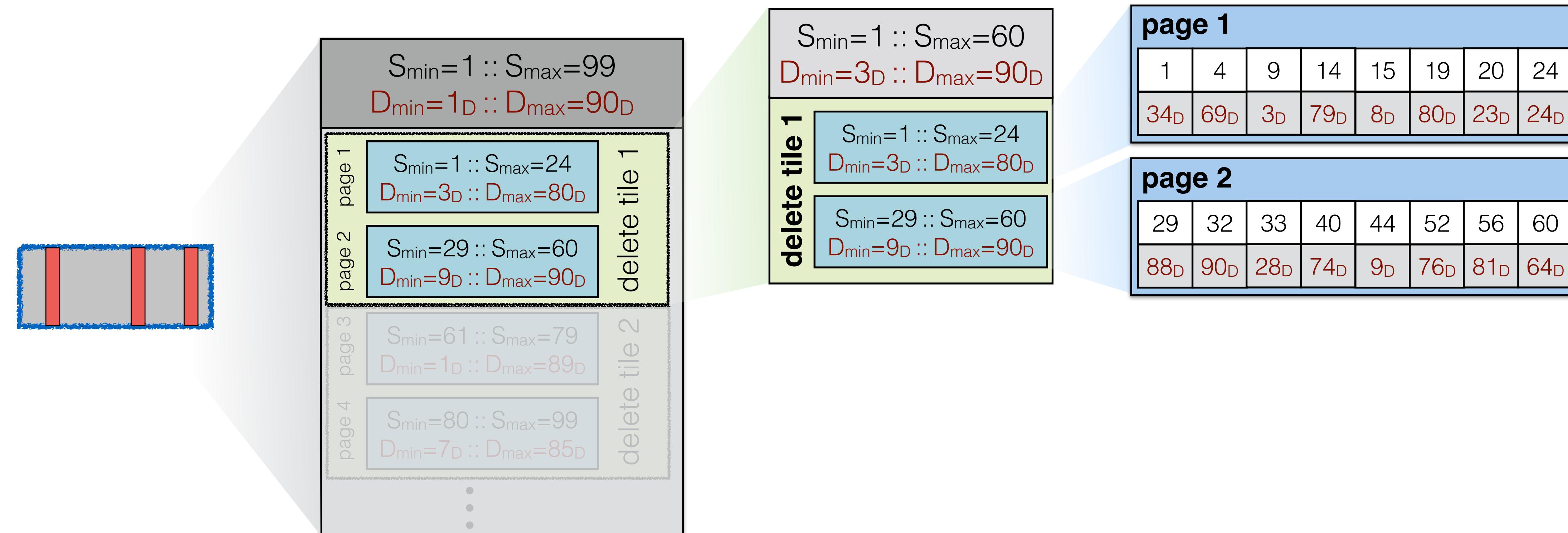
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

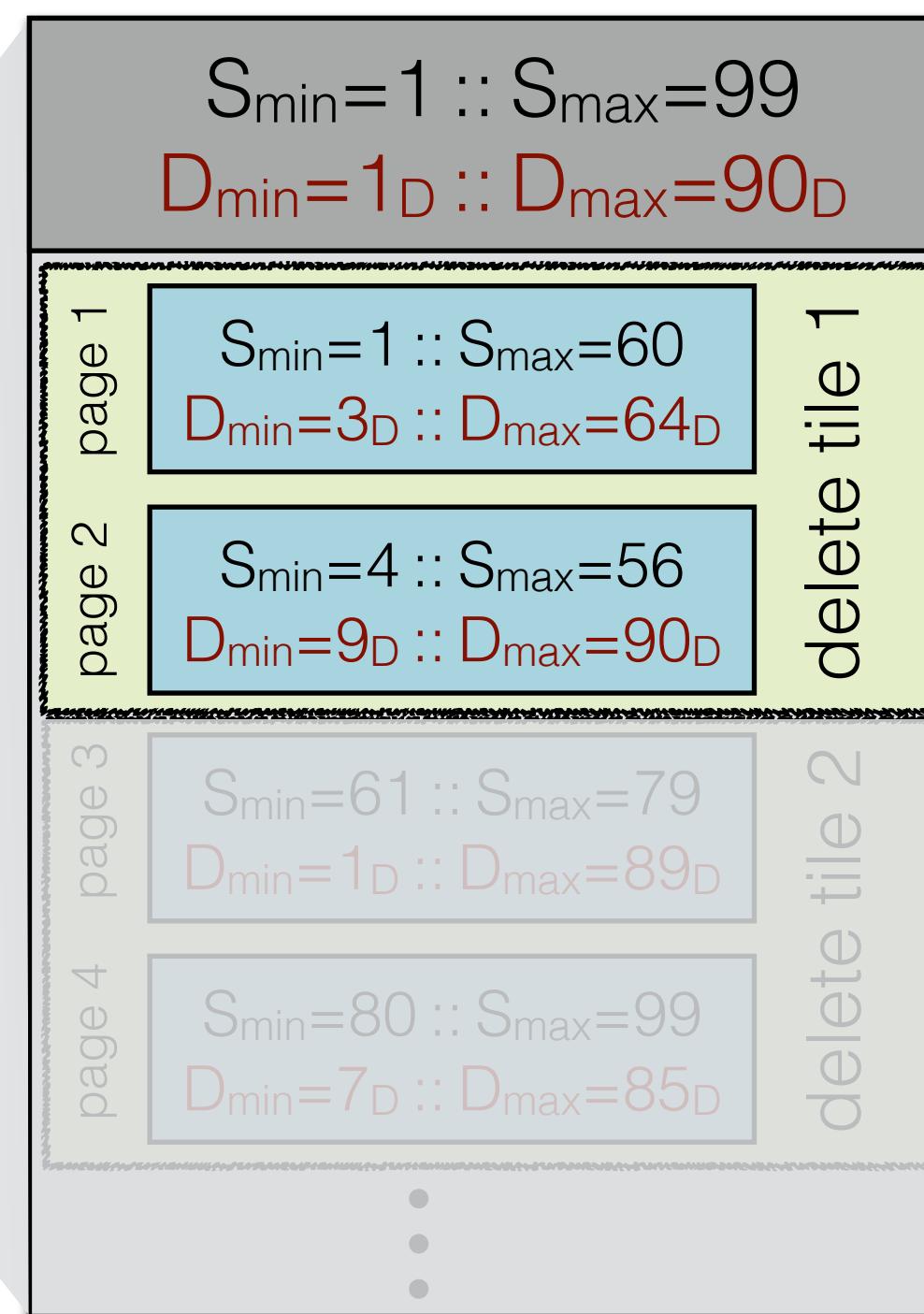
delete all entries with timestamp  $\leq 65_D$



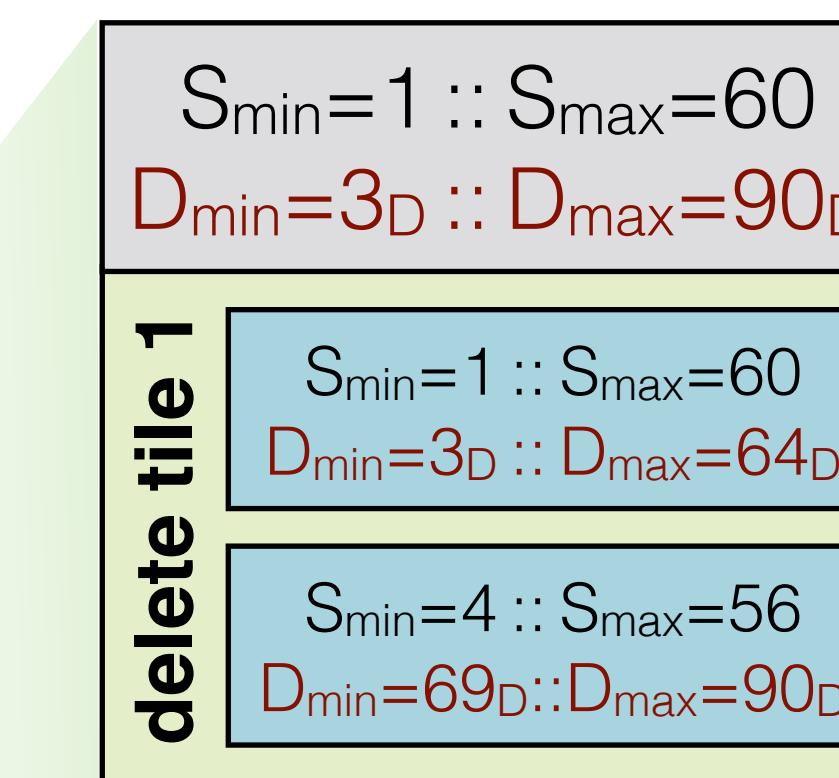
partitioned on  $S$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$



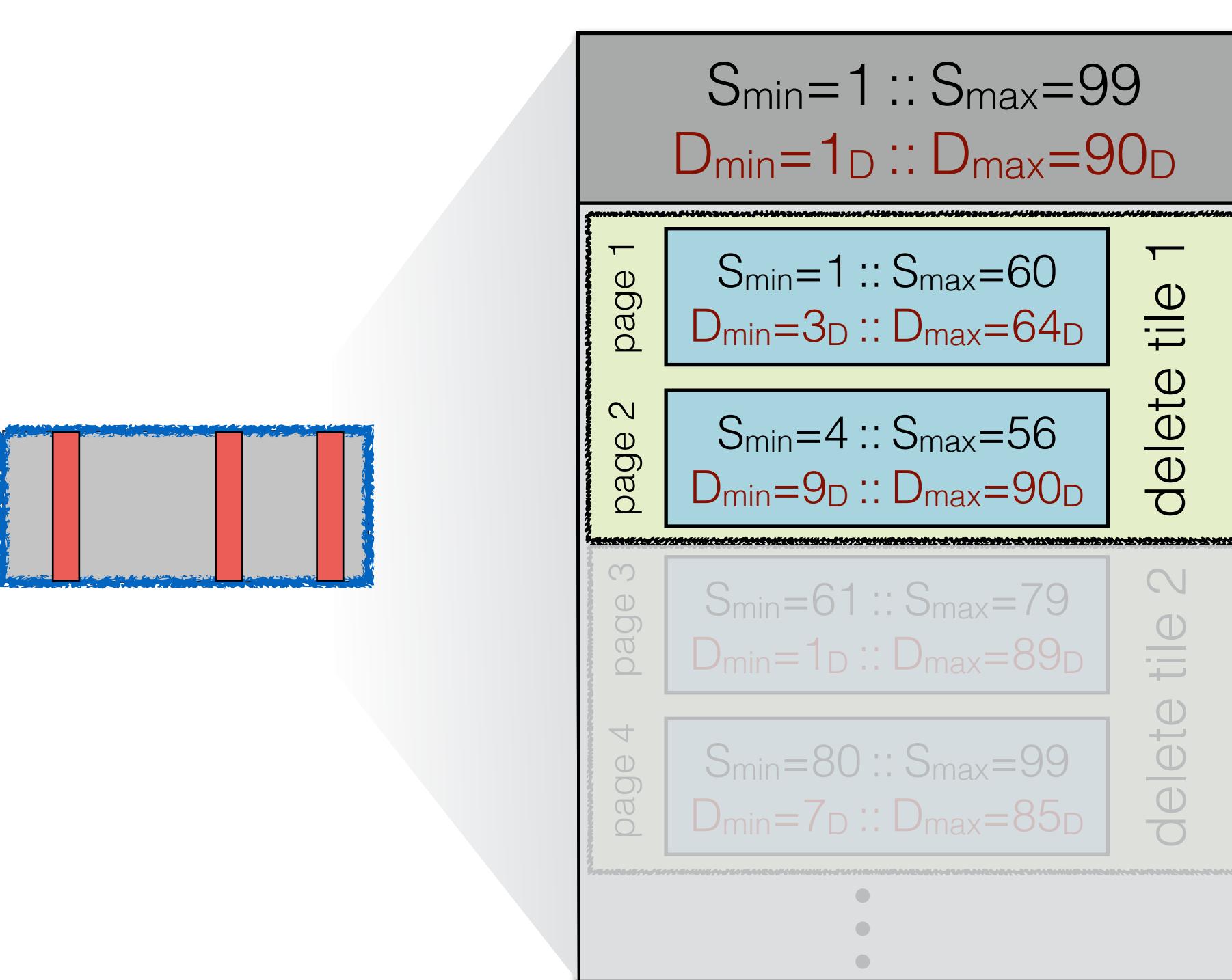
page 1							
9	15	44	20	24	33	1	60
$3_D$	$8_D$	$9_D$	$23_D$	$24_D$	$28_D$	$34_D$	$64_D$

page 2							
4	40	52	14	19	56	29	32
$69_D$	$74_D$	$76_D$	$79_D$	$80_D$	$81_D$	$88_D$	$90_D$

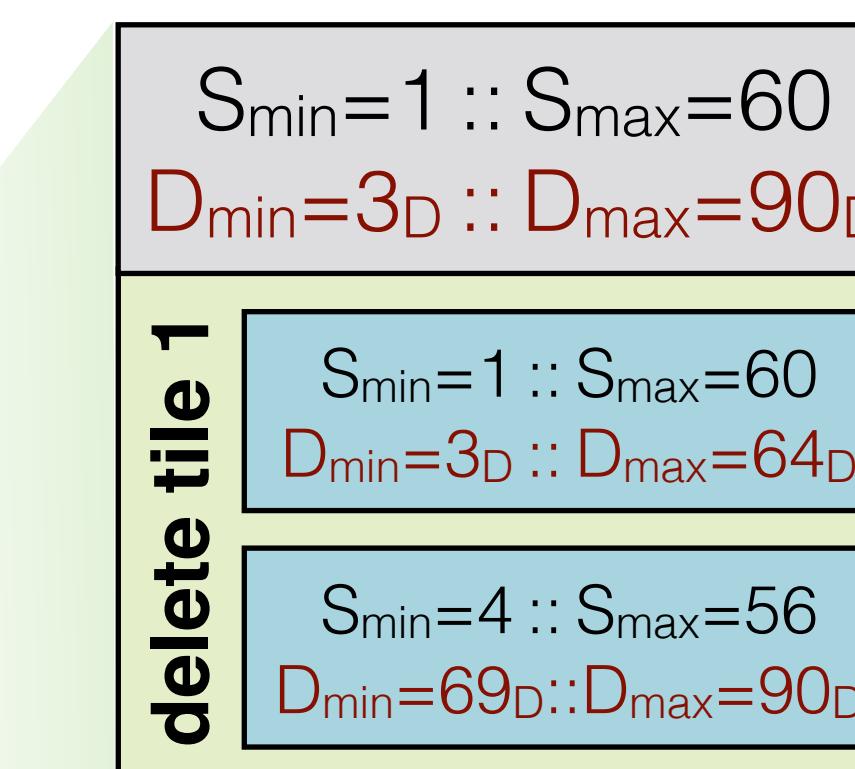
partitioned on  $D$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$



partitioned on  $D$

A diagram showing the state of two pages after deletion. **page 1** contains the following data:

9	15	44	20	24	33	1	60
3_D	8_D	9_D	23_D	24_D	28_D	34_D	64_D

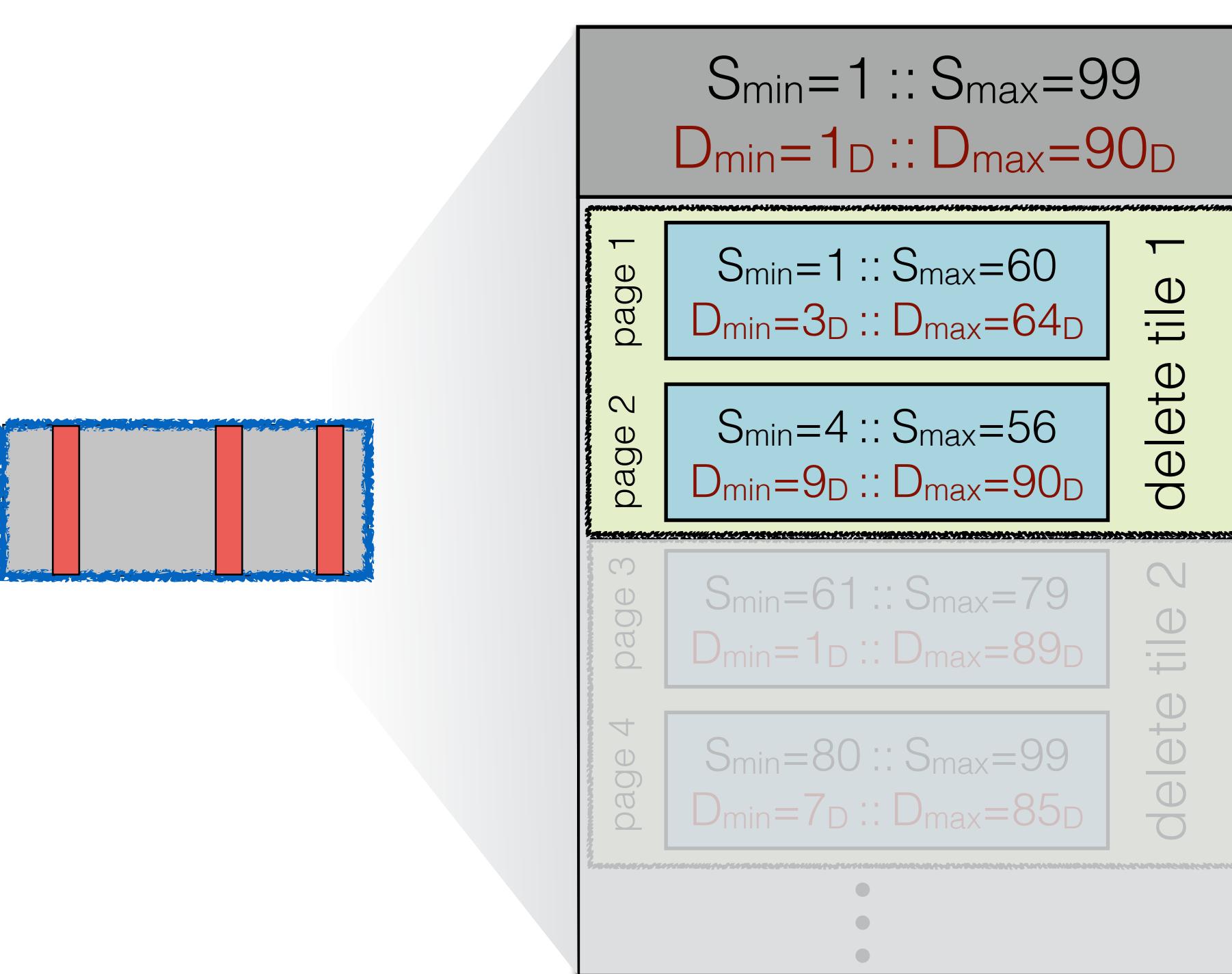
**page 2** contains the following data:

4	40	52	14	19	56	29	32
69_D	74_D	76_D	79_D	80_D	81_D	88_D	90_D

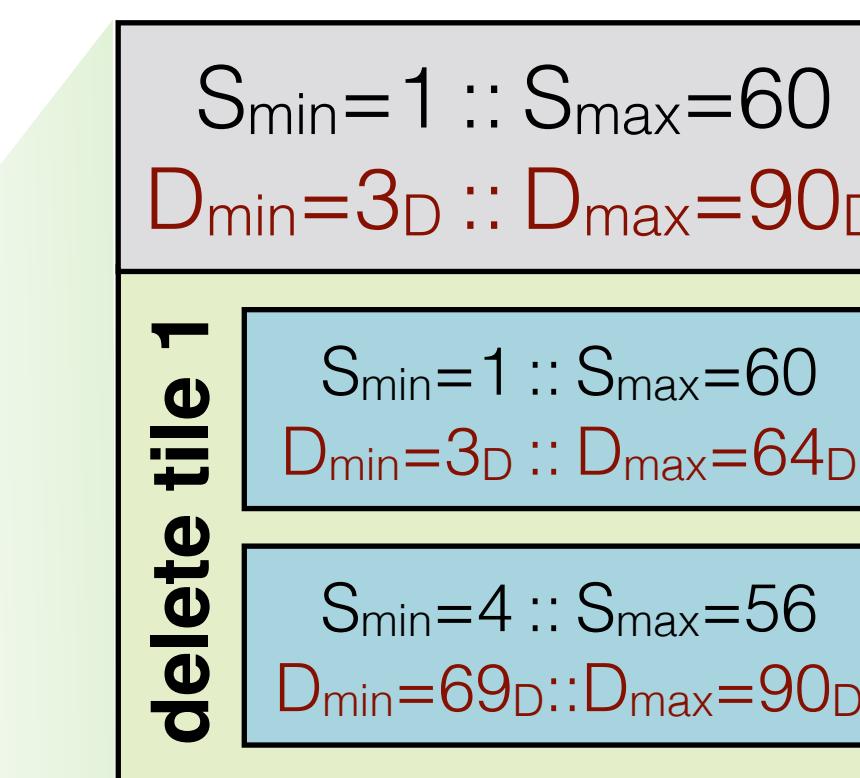
drop page

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



partitioned on S



partitioned on D

The diagram shows the storage layout after deletion. It consists of two tables: "page 1" and "page 2".

**page 1:**

1	9	15	20	24	33	44	60
34_D	3_D	8_D	23_D	24_D	28_D	9_D	64_D

**page 2:**

4	14	19	29	32	40	52	56
69_D	79_D	80_D	88_D	90_D	74_D	76_D	81_D

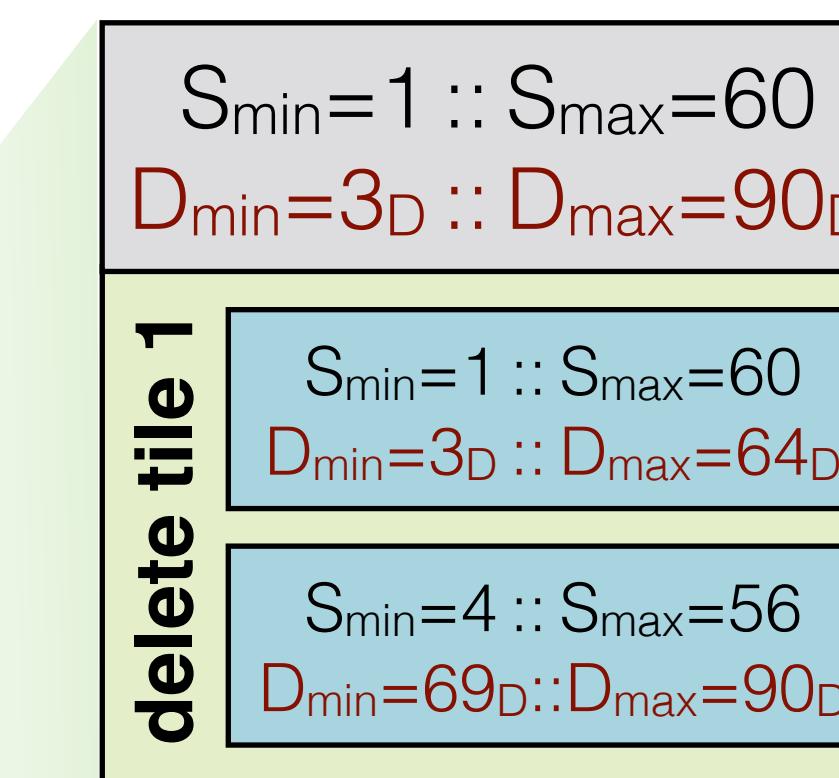
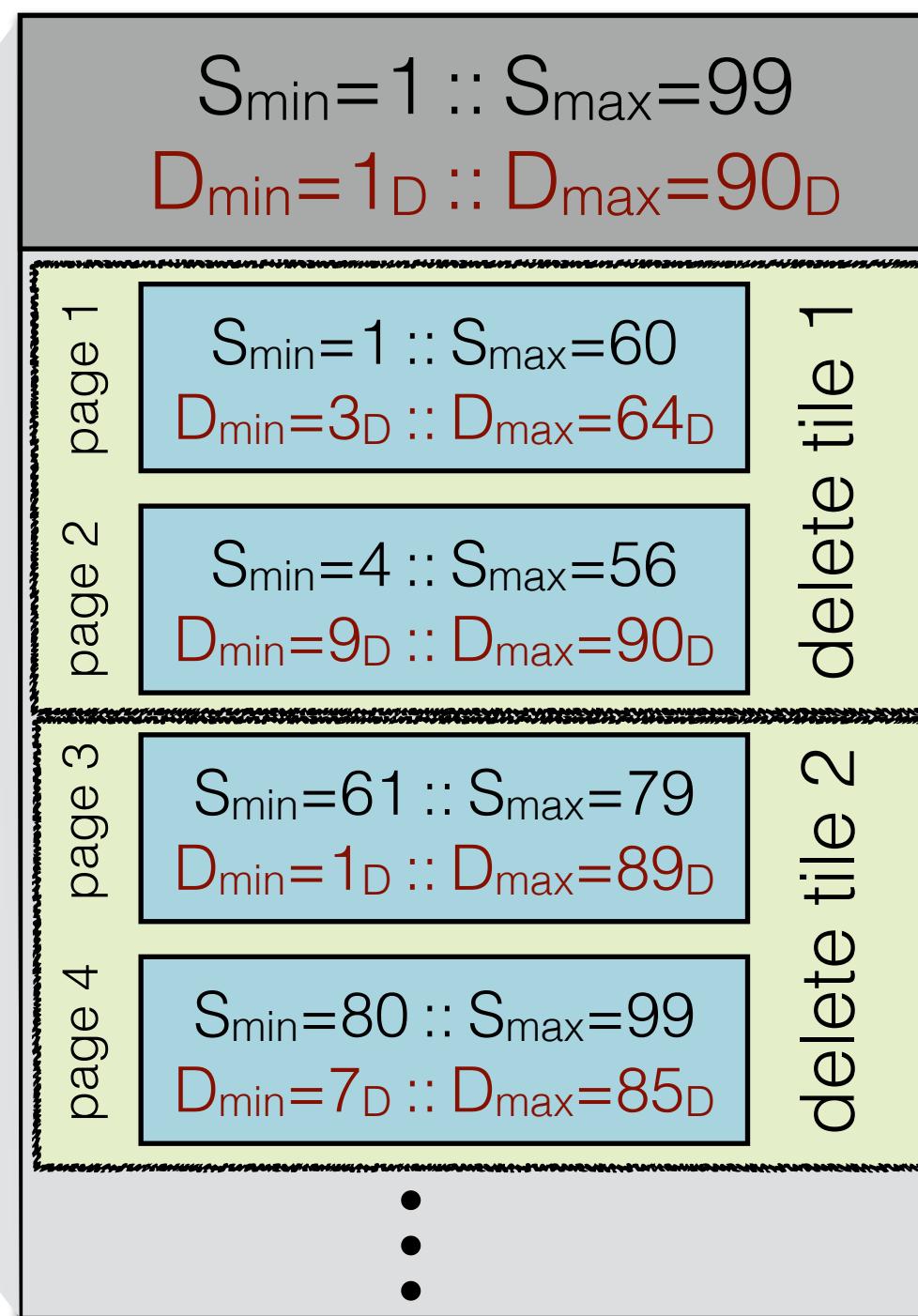
A red arrow points from the text "sorted on S" to the top of the tables.

sorted on S

drop  
page

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



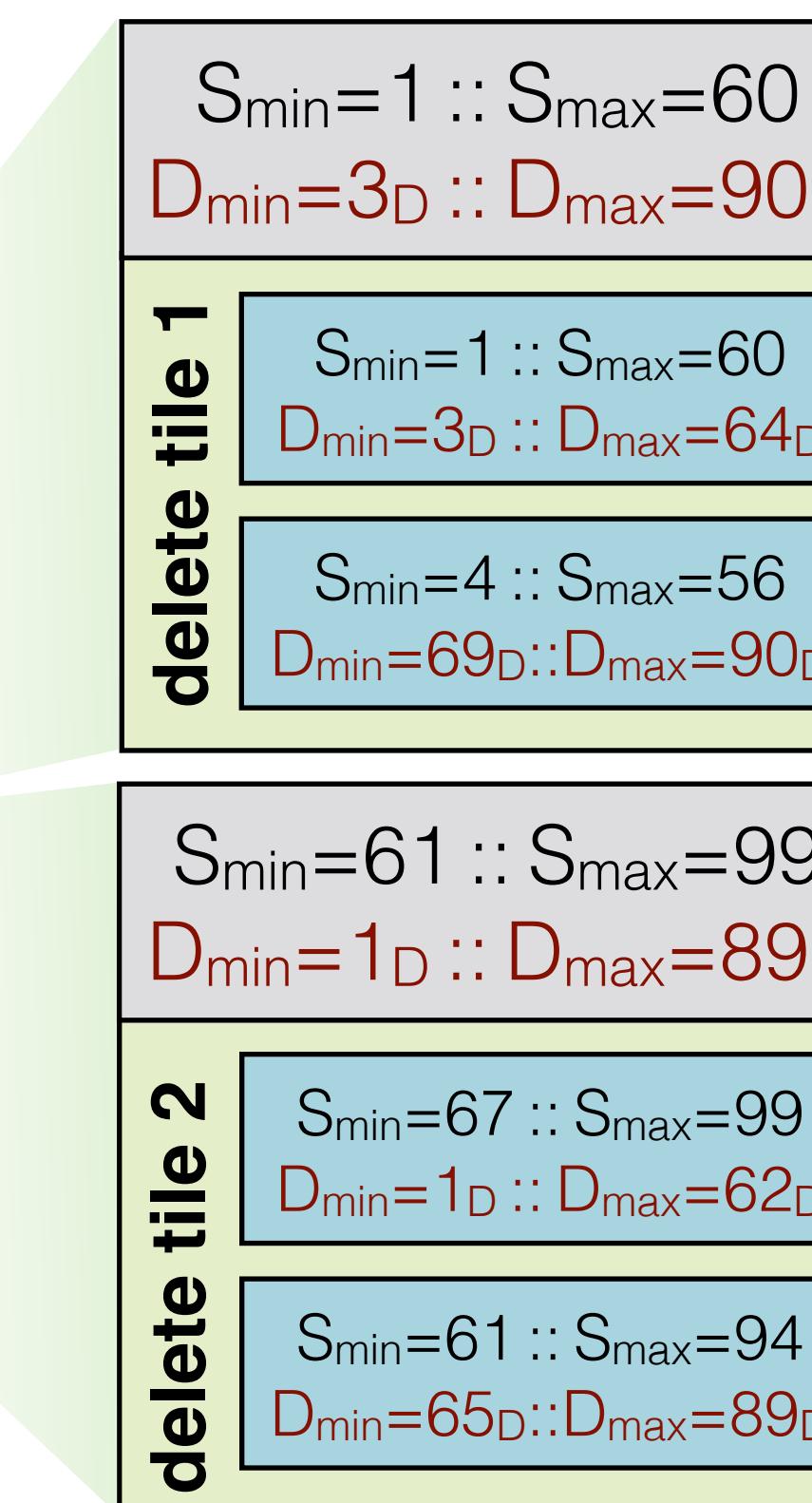
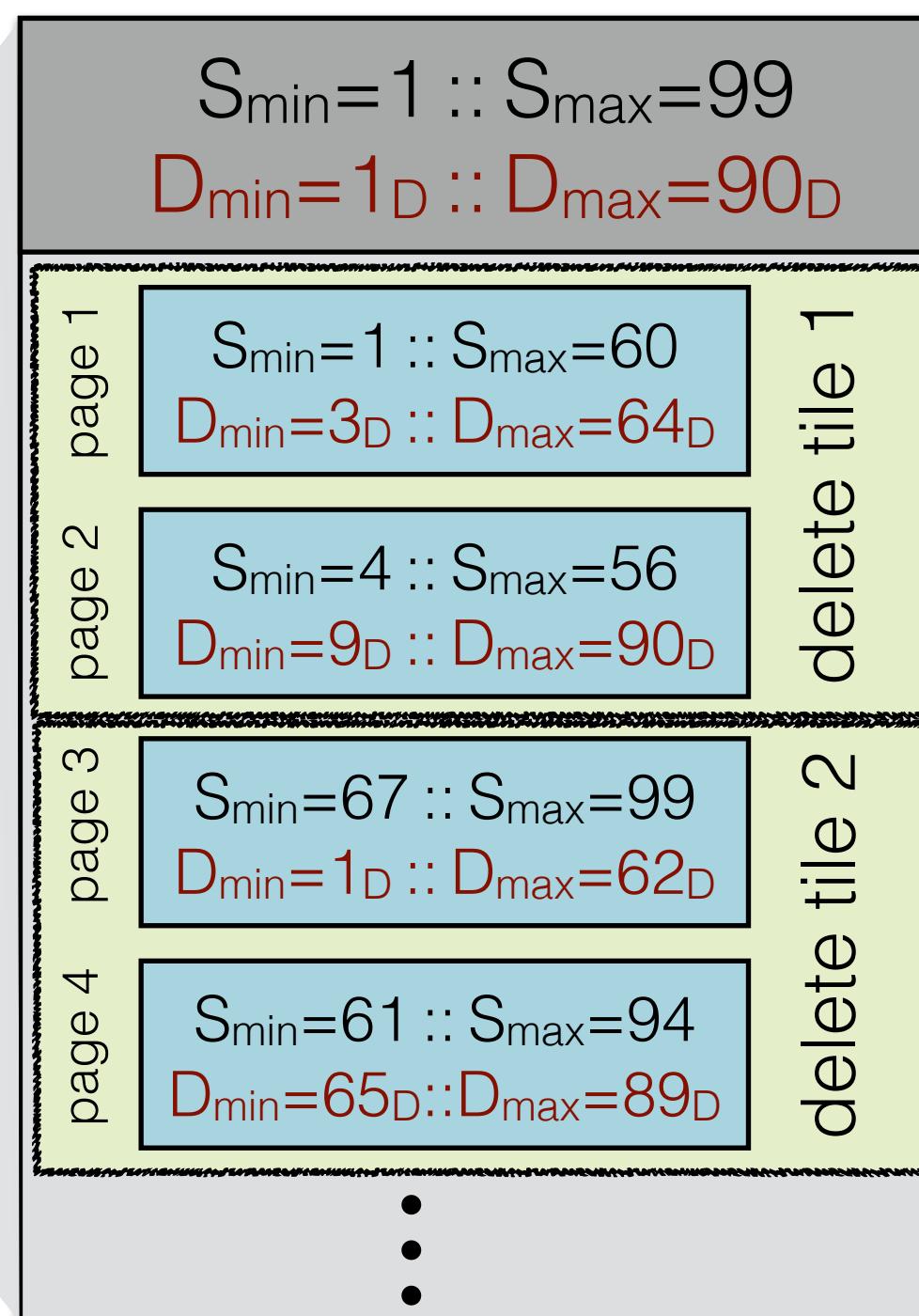
sorted on  $S$

Page	Tile Range	Content
page 1	$S_{min}=1 :: S_{max}=60$ $D_{min}=3_D :: D_{max}=64_D$	1, 9, 15, 20, 24, 33, 44, 60 34 <sub>D</sub> , 3 <sub>D</sub> , 8 <sub>D</sub> , 23 <sub>D</sub> , 24 <sub>D</sub> , 28 <sub>D</sub> , 9 <sub>D</sub> , 64 <sub>D</sub>
page 2	$S_{min}=4 :: S_{max}=56$ $D_{min}=69_D :: D_{max}=90_D$	4, 14, 19, 29, 32, 40, 52, 56 69 <sub>D</sub> , 79 <sub>D</sub> , 80 <sub>D</sub> , 88 <sub>D</sub> , 90 <sub>D</sub> , 74 <sub>D</sub> , 76 <sub>D</sub> , 81 <sub>D</sub>

drop  
page

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



**page 1**

1	9	15	20	24	33	44	60
34_D	3_D	8_D	23_D	24_D	28_D	9_D	64_D

**page 2**

4	14	19	29	32	40	52	56
69_D	79_D	80_D	88_D	90_D	74_D	76_D	81_D

**page 3**

67	79	84	86	87	91	95	99
1_D	12_D	41_D	62_D	7_D	25_D	59_D	19_D

**page 4**

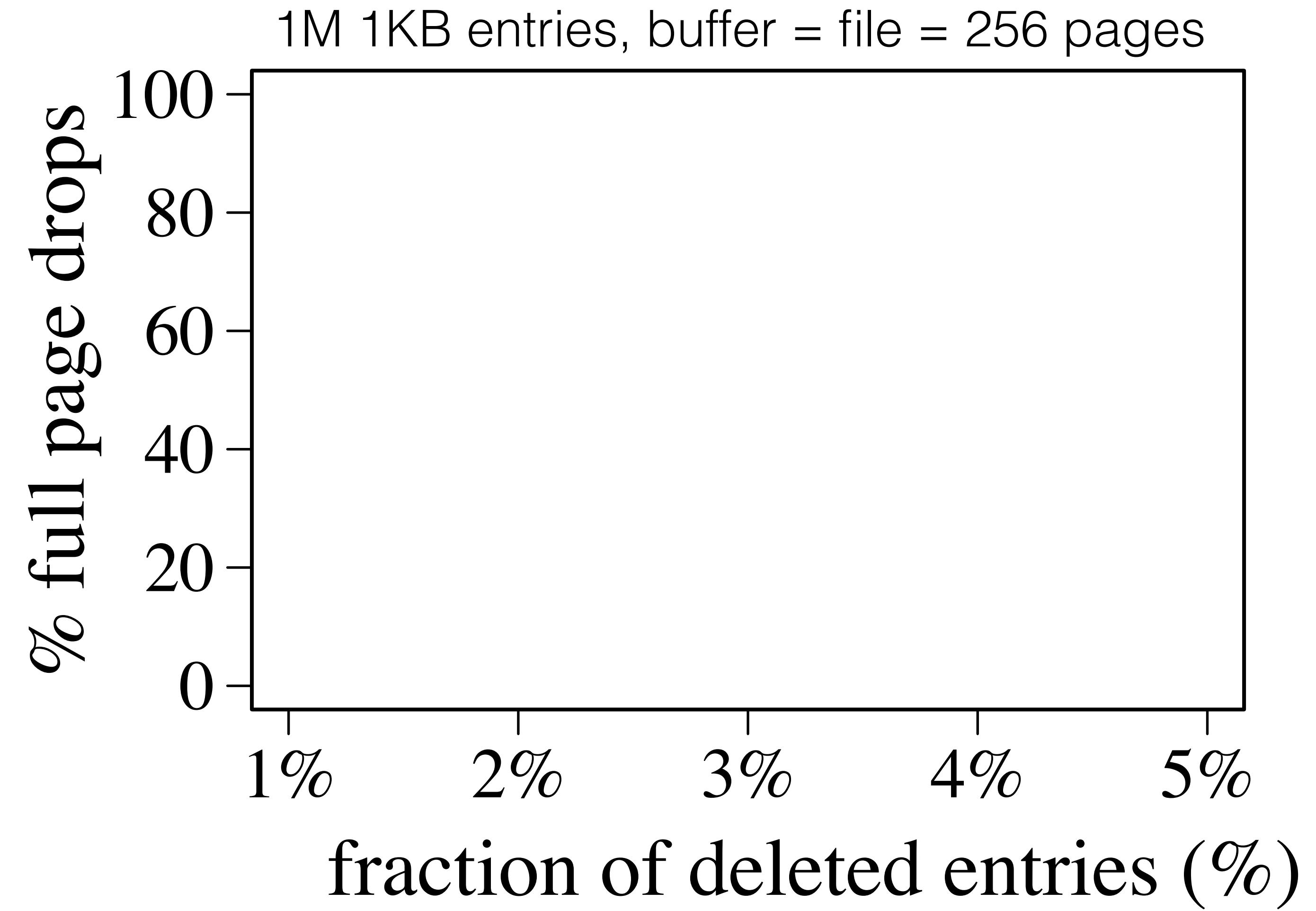
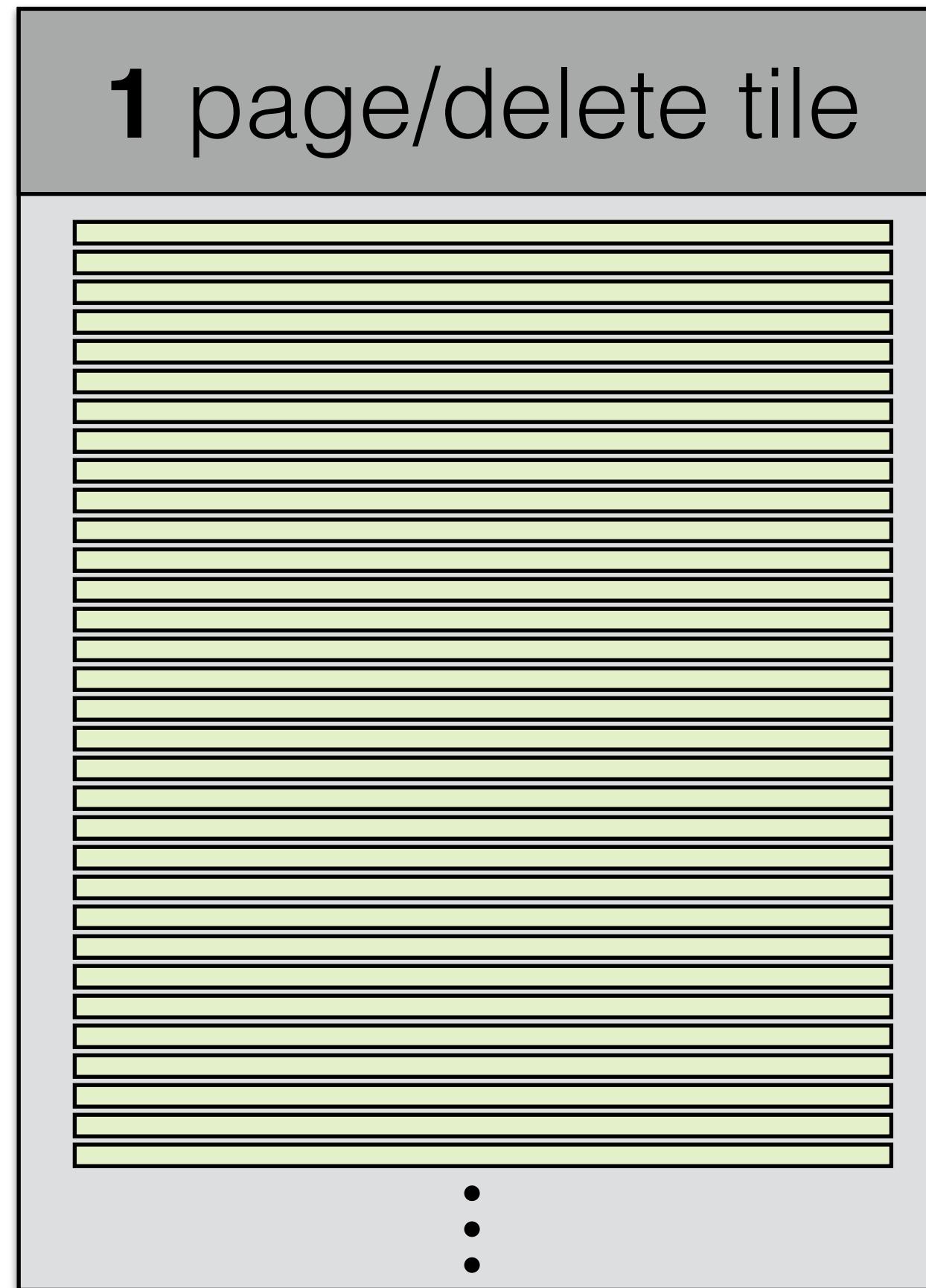
61	63	71	72	73	78	80	94
75_D	82_D	67_D	77_D	89_D	65_D	70_D	85_D

drop  
page

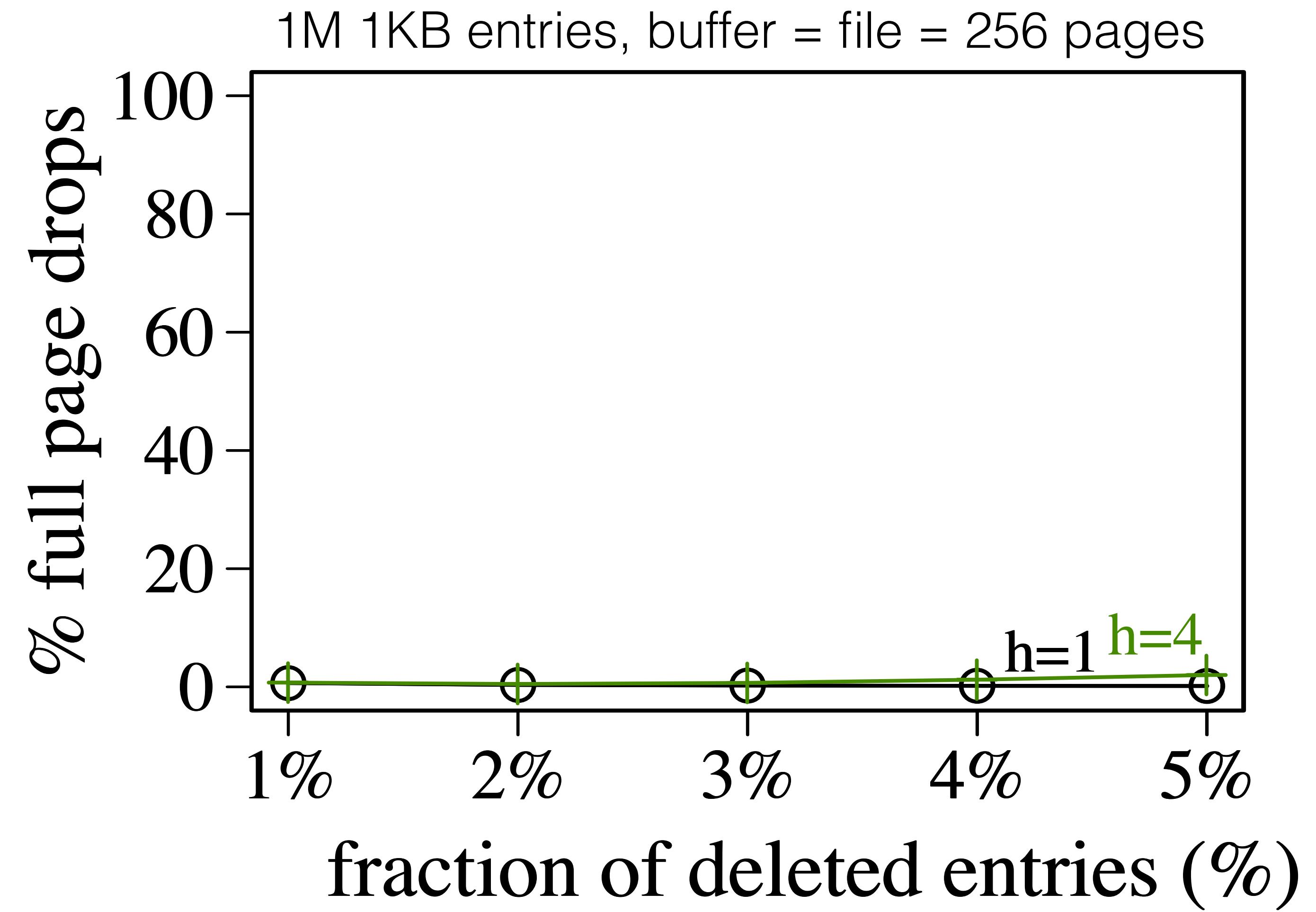
drop  
page

1 I/O

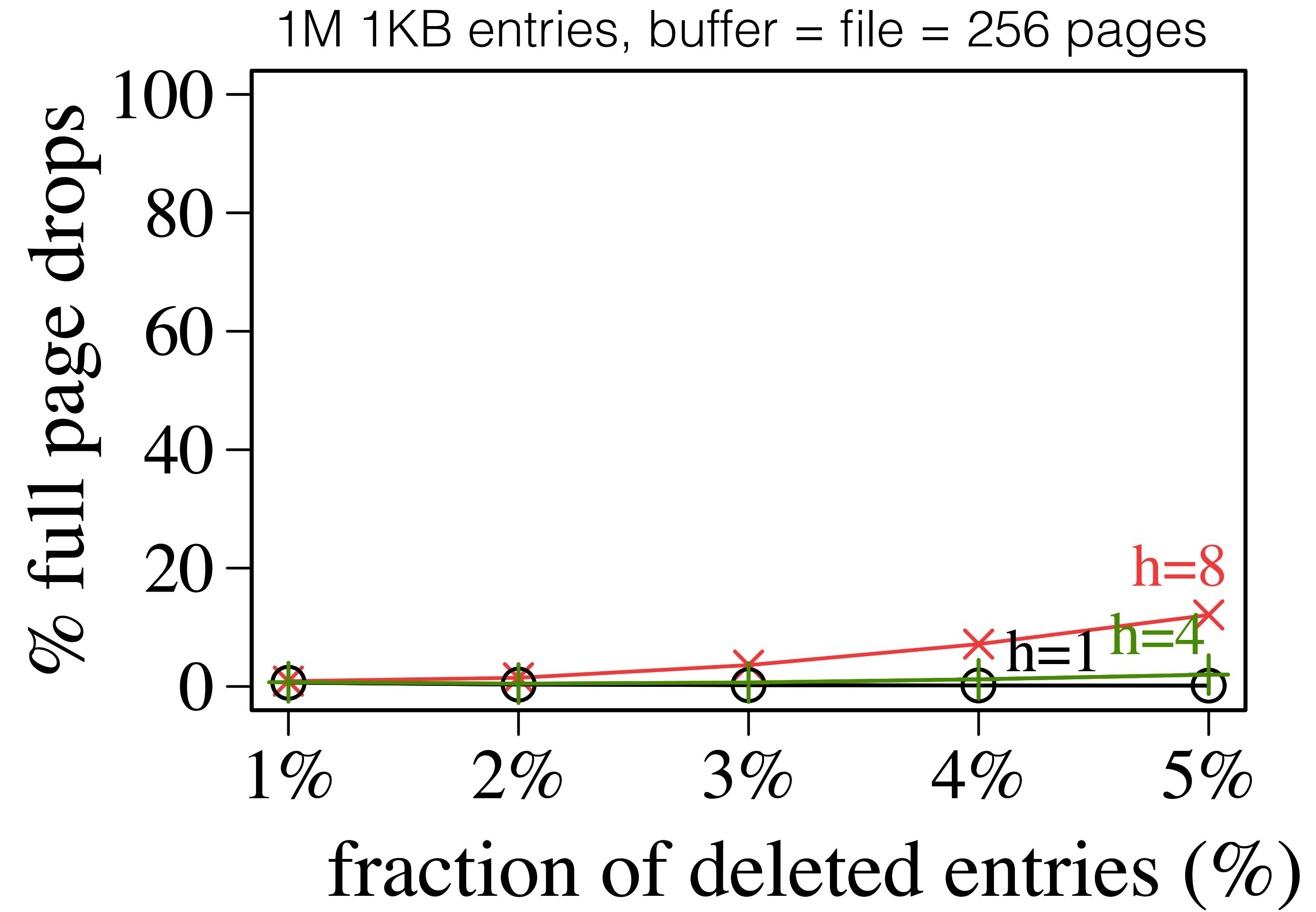
# Key Weaving storage layout



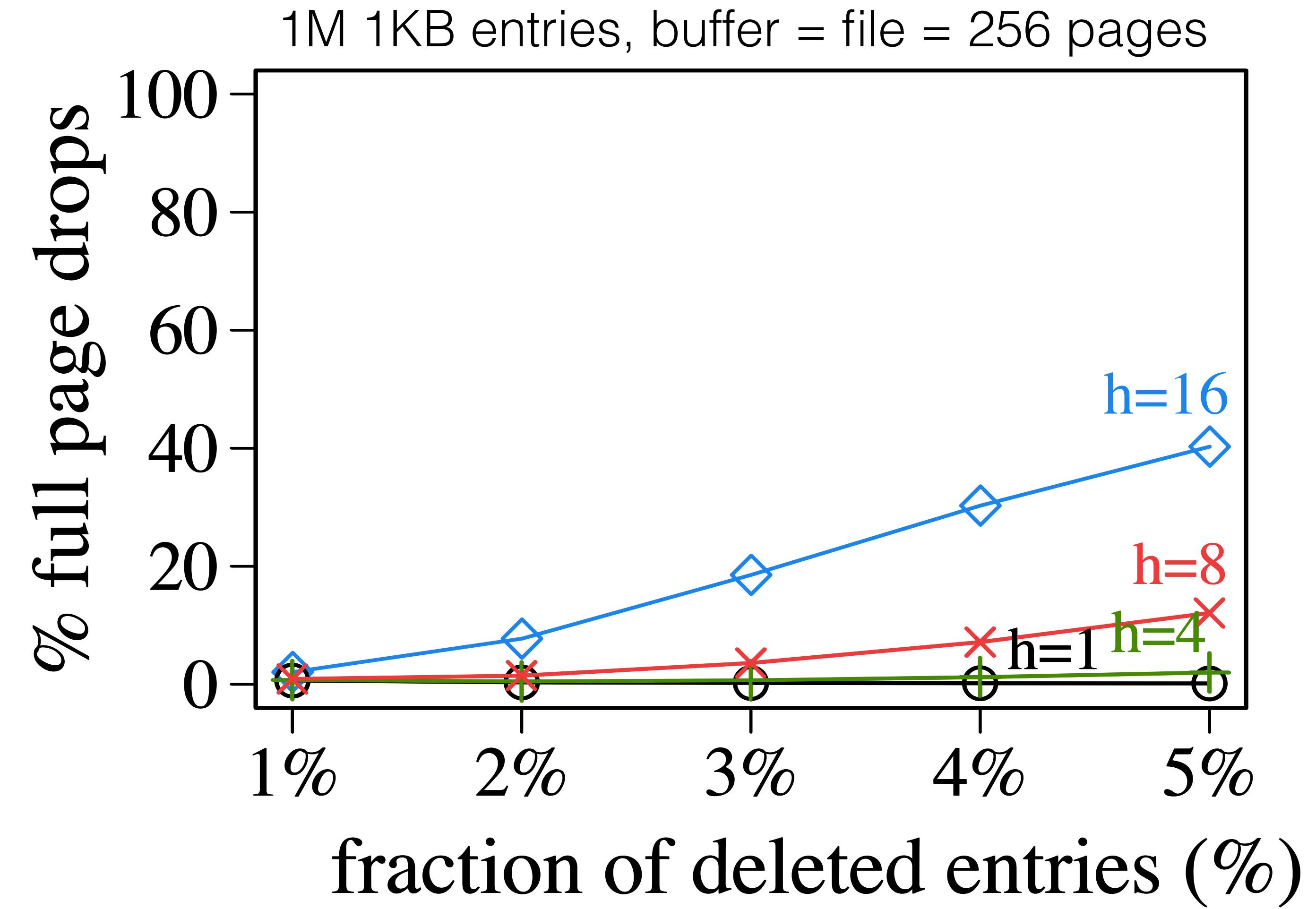
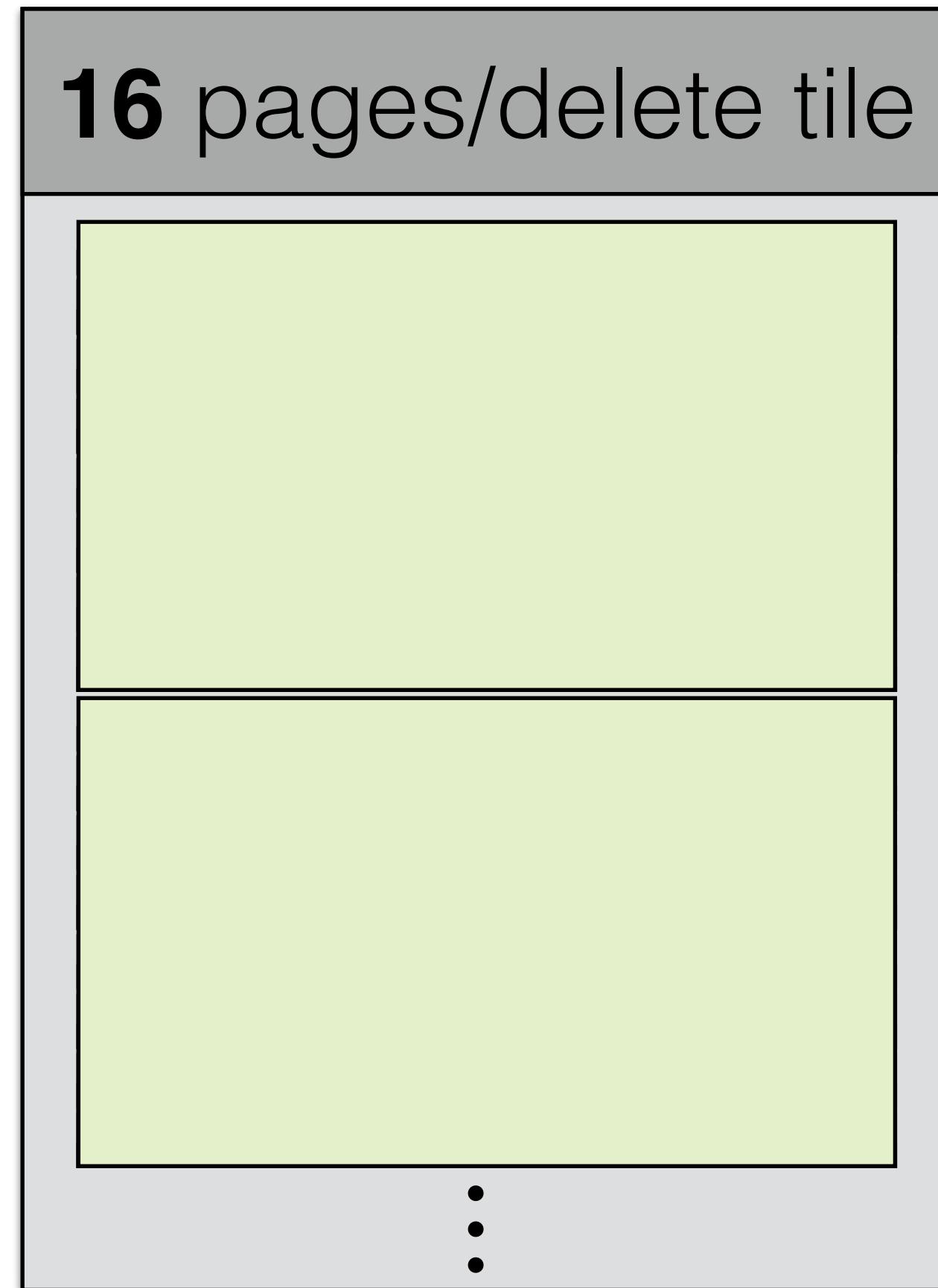
# Key Weaving storage layout



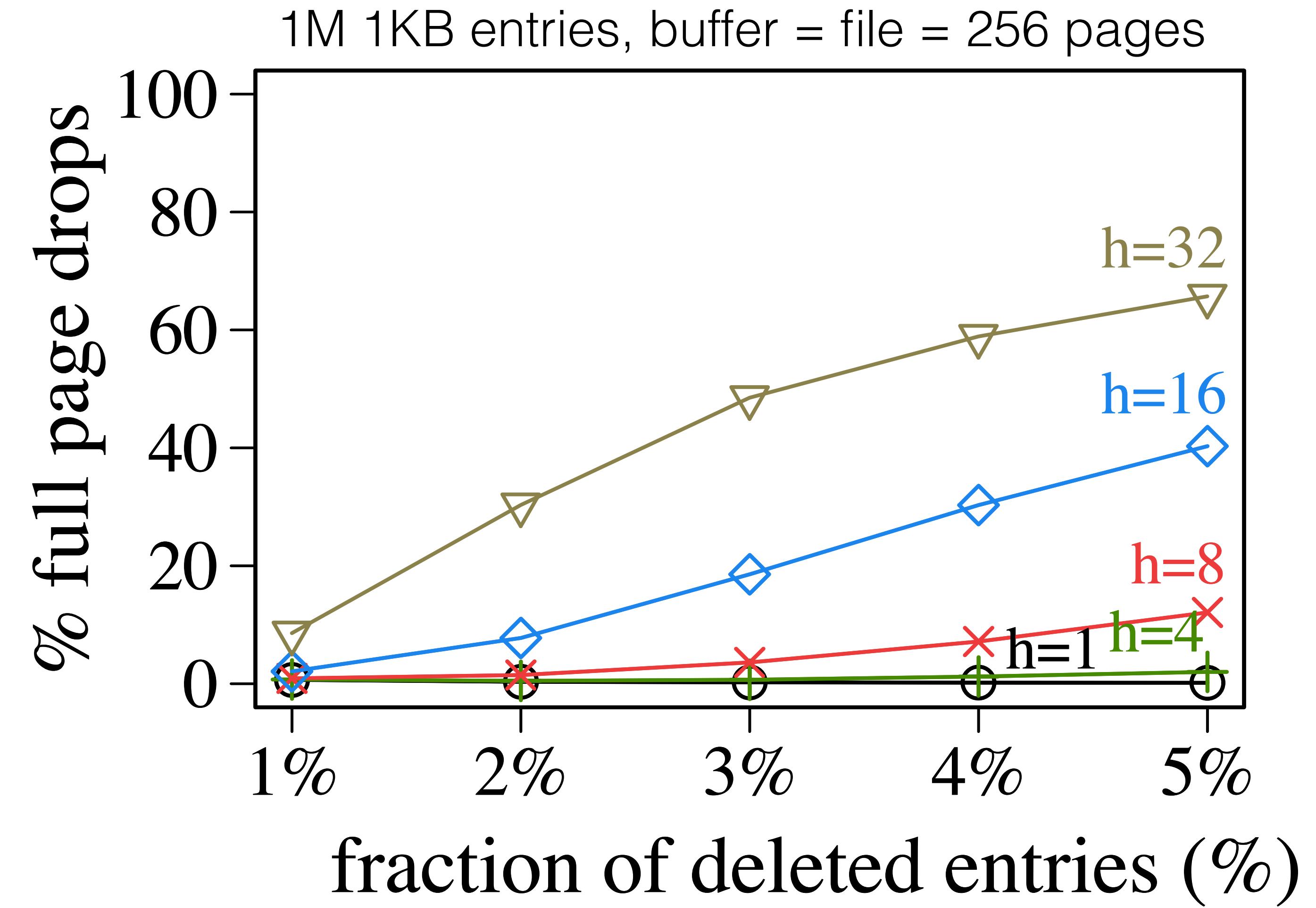
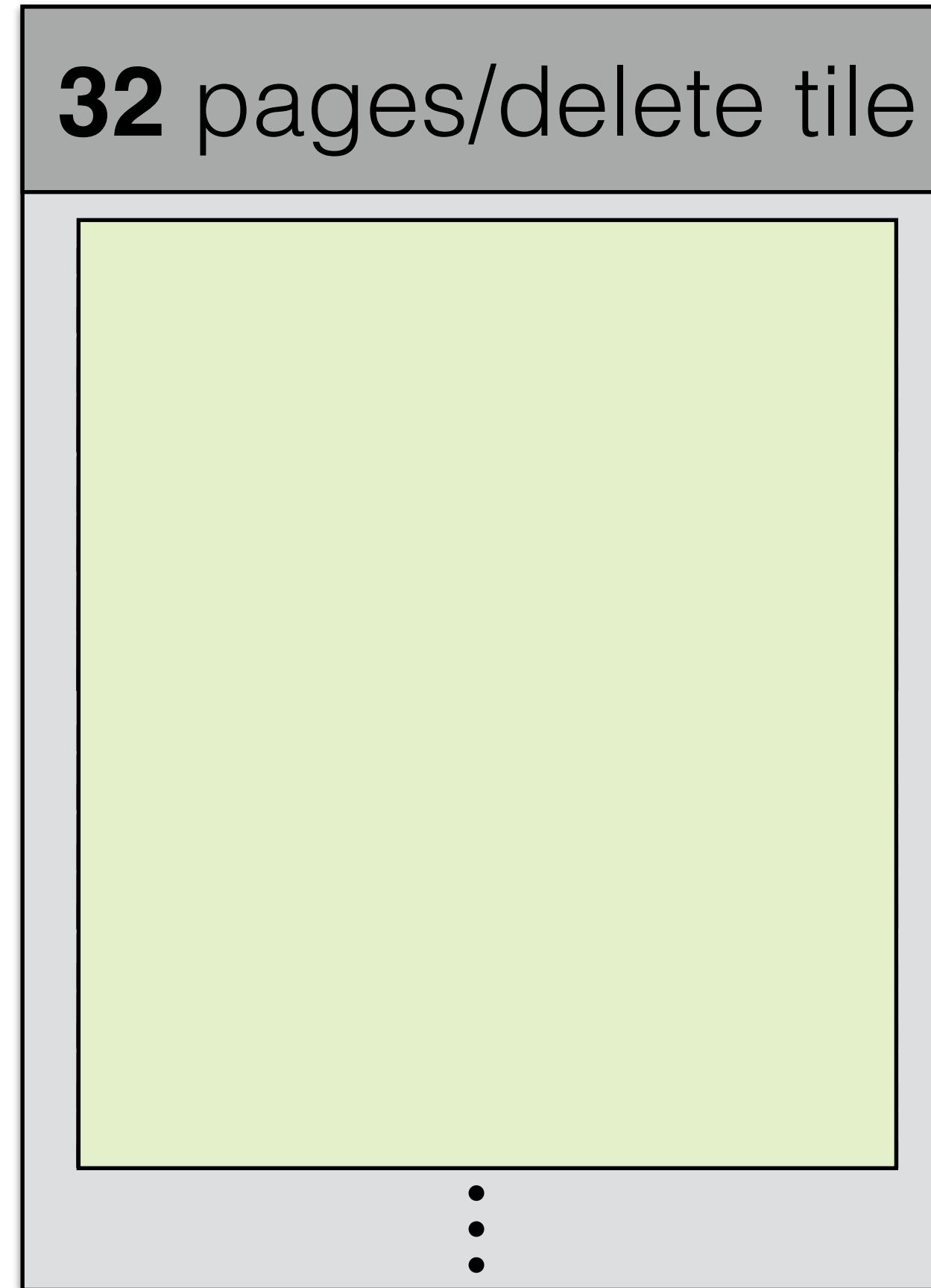
# Key Weaving storage layout



# Key Weaving storage layout



# Key Weaving storage layout

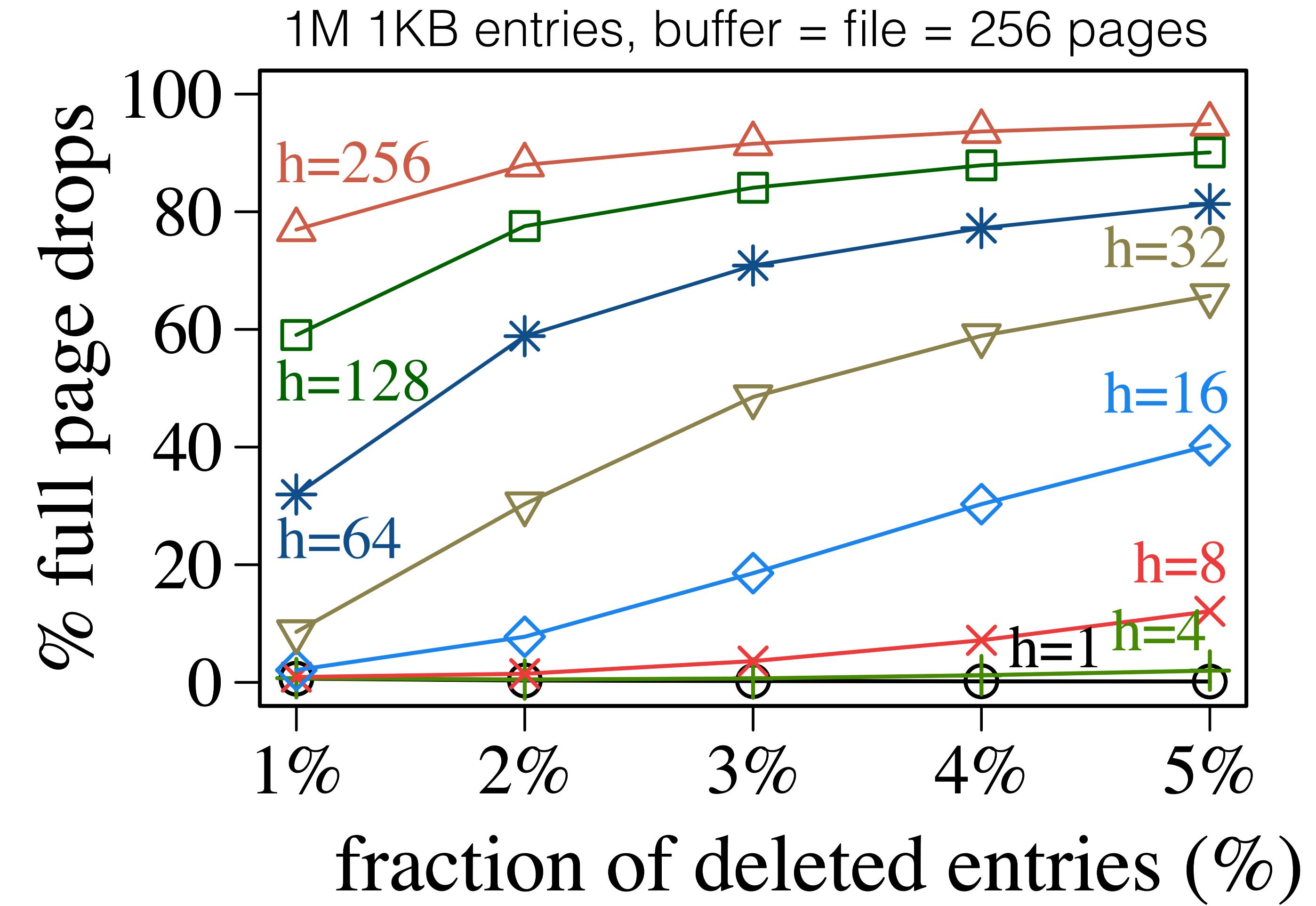


# Key Weaving storage layout

reduced latency spikes

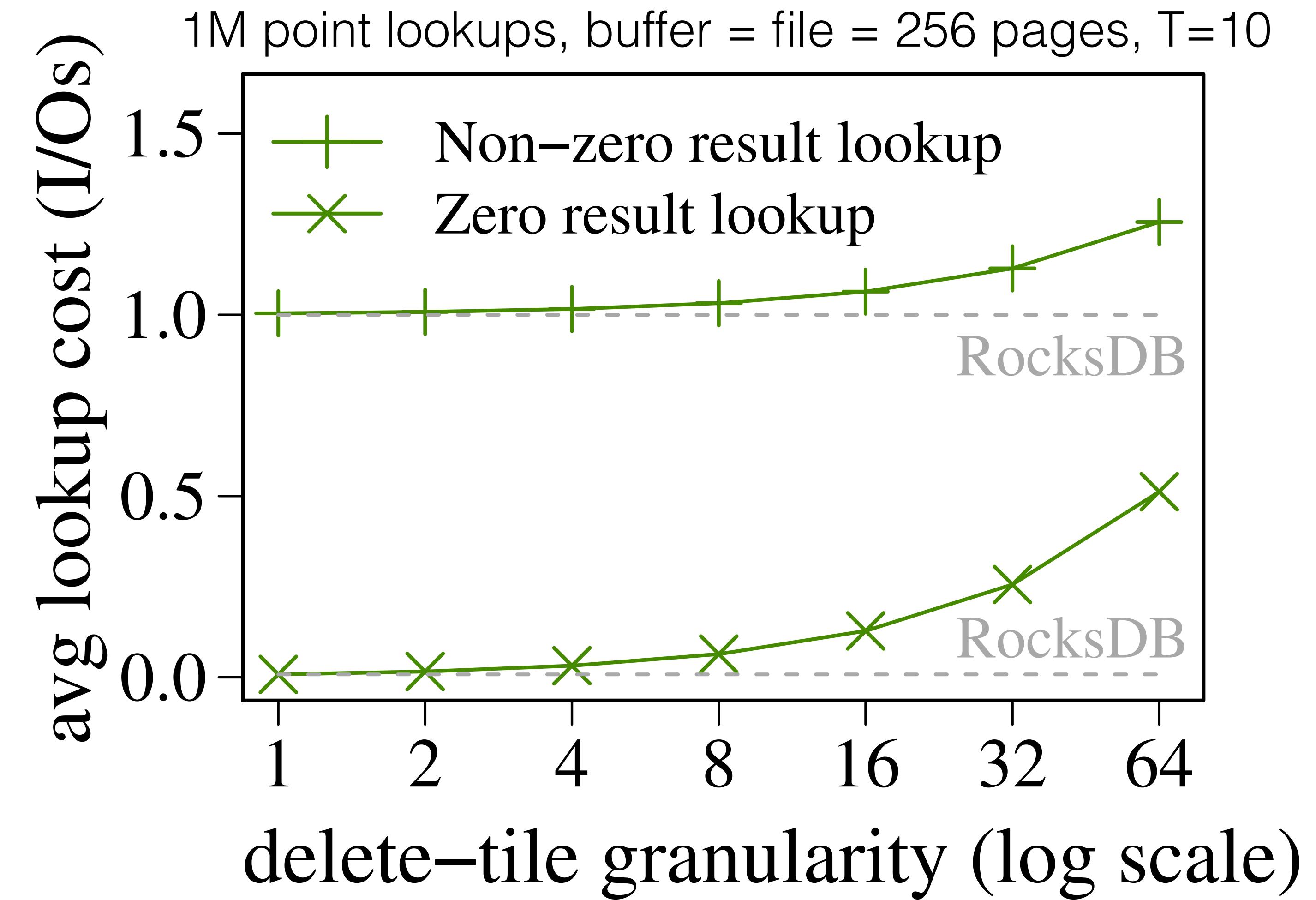


full page drops reduces superfluous I/Os



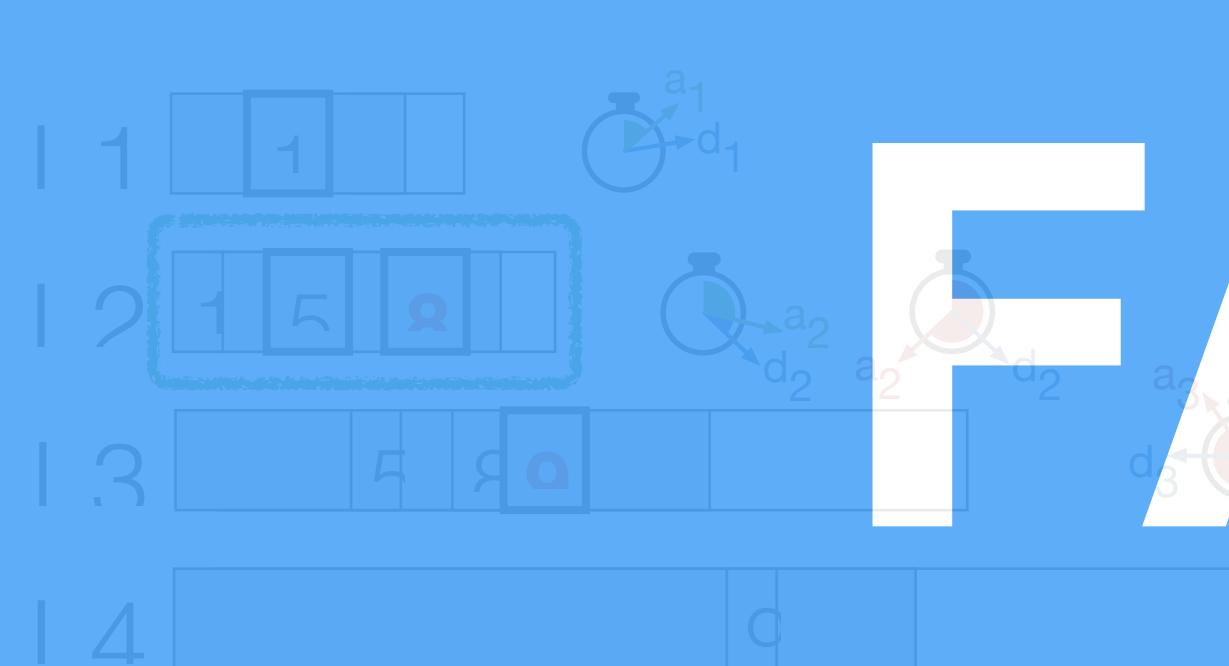
# Key Weaving storage layout

- higher lookup cost ↑
- reduced latency spikes ✓
- full page drops reduces superfluous I/Os ✓



# the solution

FAst DElete



amortized write

reduced space

improved read

timely delete persistence

higher lookup cost

KiWi

full page drops reduces  
superfluous I/Os



suboptimal state-of-the-art design  
for workloads with deletes



FADE persists deletes timely  
using latency-driven compactions



KiWi supports efficient  
secondary range deletes  
using key-interweaved data storage

# CS561: Data Systems Architectures

class 8

## Efficient Deletes in Log-Structured Key-Value Storage

Prof. Manos Athanassoulis