DB storage architectures: Rows, Columns, LSM trees

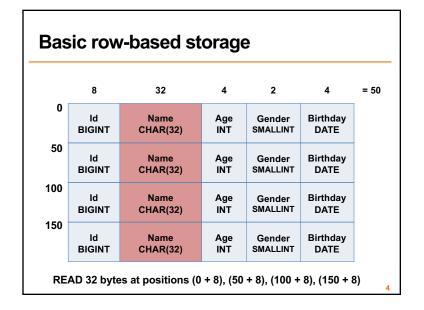


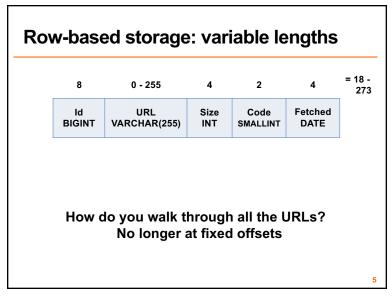
COS 518: Advanced Computer Systems Lecture 7

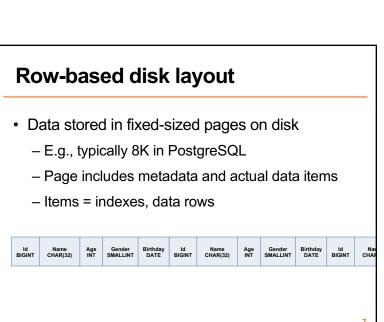
Michael Freedman

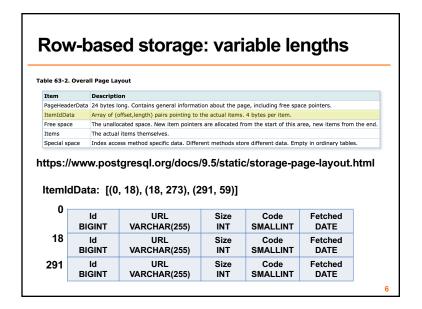
Bas	sic row	-based st	orage)		
	8	32	4	2	4	= 50
	Id BIGINT	Name CHAR(32)	Age INT	Gender SMALLINT	Birthday DATE	
	BIGINI	CHAR(32)	INI	SMALLINI	DATE	

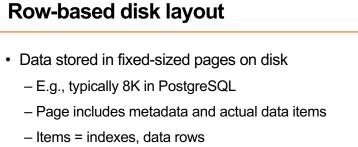
Basic row-based storage									
	8	32	4	2	4	= 50			
0	ld BIGINT	Name CHAR(32)	Age INT	Gender SMALLINT	Birthday DATE				
50	ld BIGINT	Name CHAR(32)	Age INT	Gender SMALLINT	Birthday DATE				
100	ld BIGINT	Name CHAR(32)	Age INT	Gender SMALLINT	Birthday DATE				
150	ld BIGINT	Name CHAR(32)	Age INT	Gender SMALLINT	Birthday DATE				













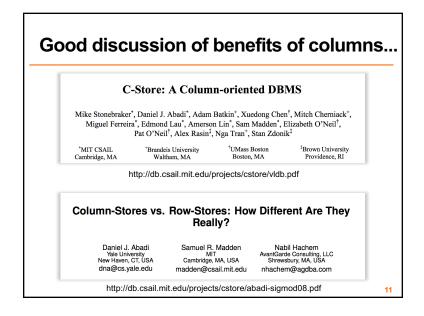
READ 32 bytes at positions (0 + 8), (50 + 8), (100 + 8), (150 + 8)

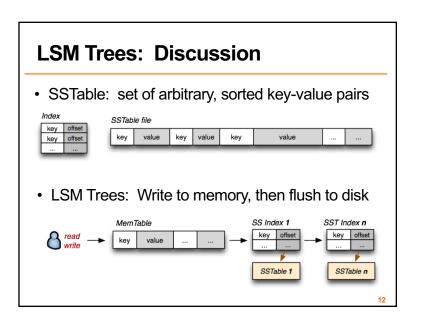
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Types of database workloads

- OLTP = OnLine Transaction Processing
 - Write-heavy
 - Transactions
- OLAP = OnLine Analytical Processing
 - Read-heavy
 - Analytical scans or "rollups" along column
 - "SELECT AVG(latency) FROM system WHERE time > now() – interval("1h")

Comparison of disk layouts · Row-oriented layout Column-oriented layout ld BIGINT ld BIGINT ld BIGINT BIGINT BIGINT CHAR(32) CHAR(32) CHAR(32) CHAR(32) CHAR(32) CHAR(32) Age INT Age INT Age INT Age INT Age INT Age INT





LSM Trees: Discussion

- 1. On-disk SSTable indexes are always loaded into memory
- 2. All writes go directly to the MemTable index
- 3. Reads check the MemTable first and then the SSTable indexes
- 4. Periodically, the MemTable is flushed to disk as an SSTable
- 5. Periodically, on-disk SSTables are "collapsed together"
- LSM Trees: Write to memory, then flush to disk

