

Memtable

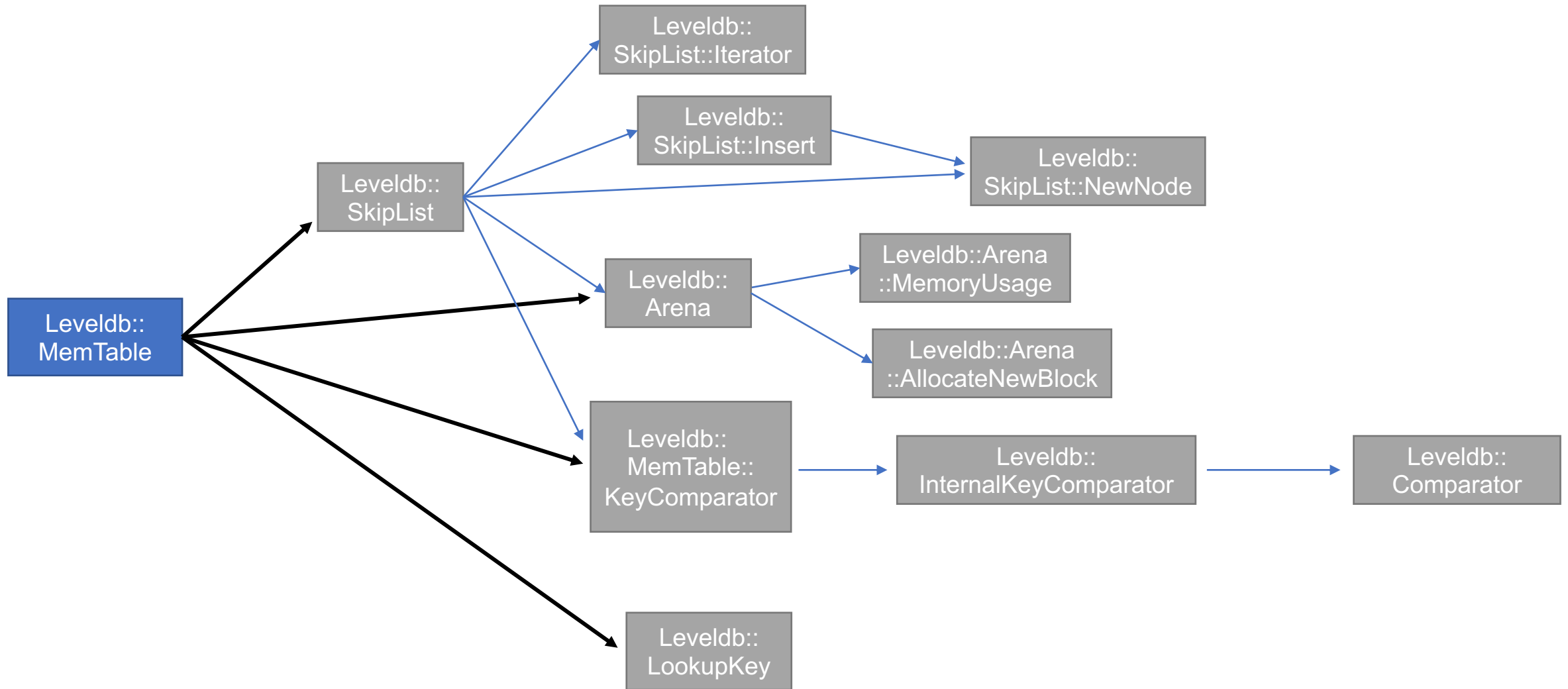
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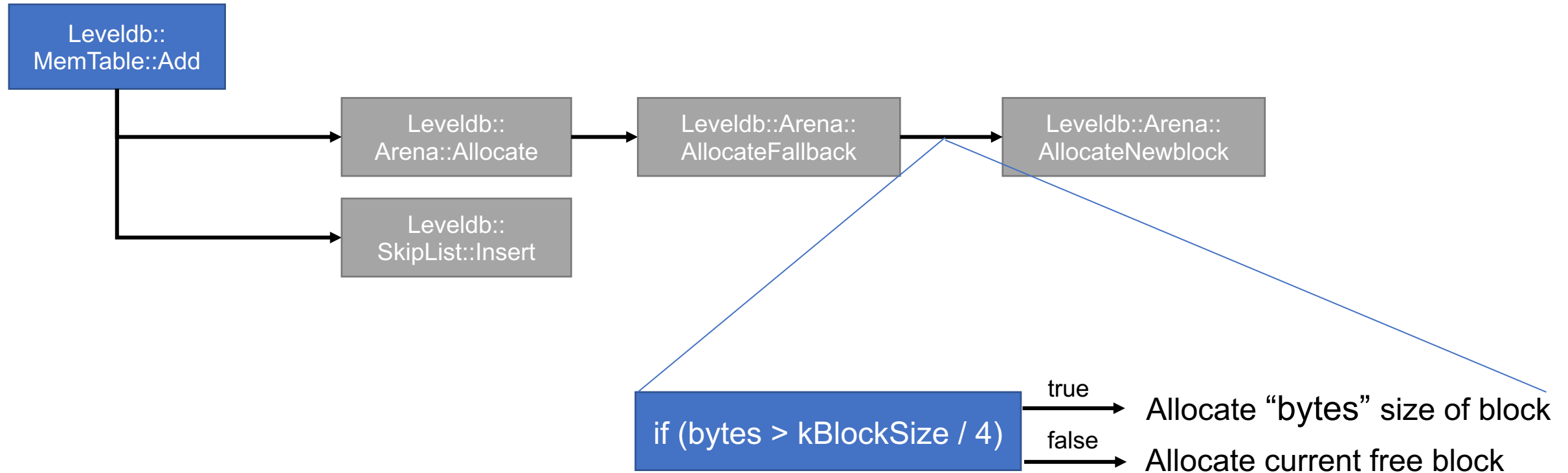
Code Flow in memtable.cc



Code Flow – Add

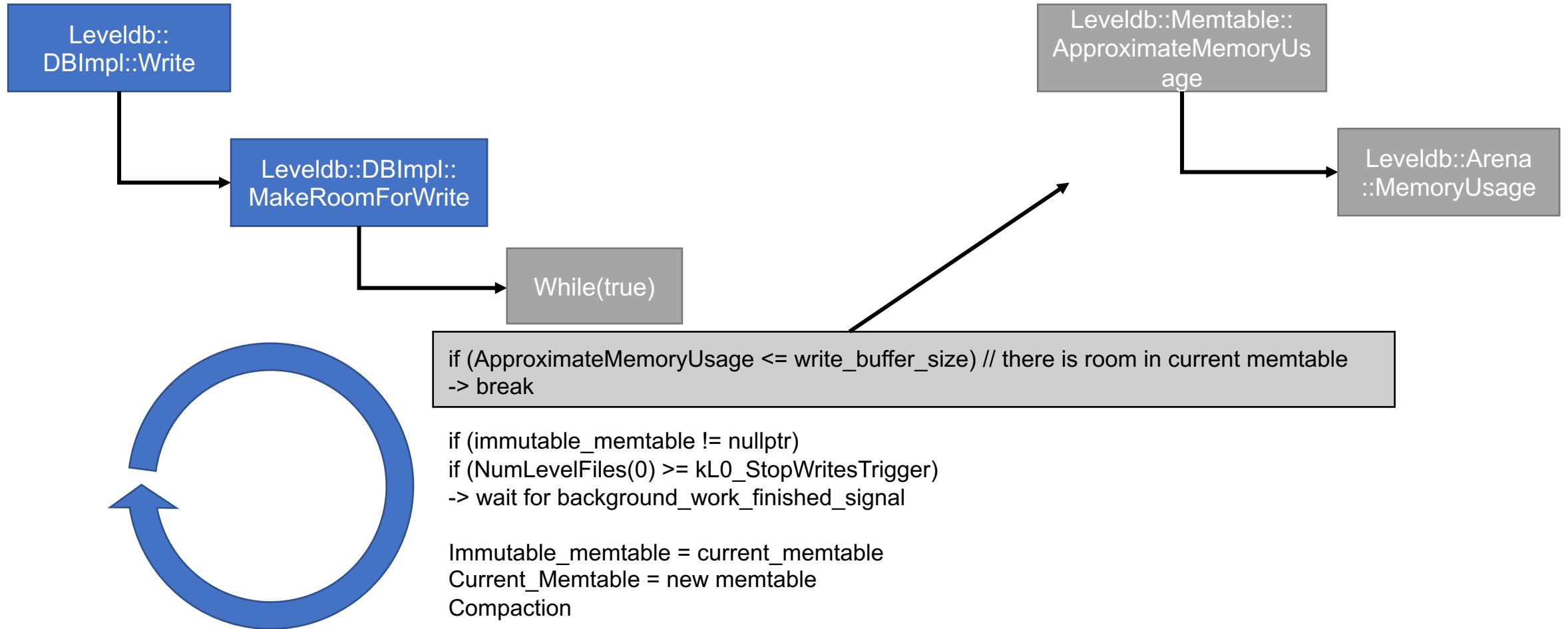
- `uftrace record ./db_bench --benchmarks="fillrandom"`

```
(1000000) leveldb::MemTable::Add  
  |(2000000) leveldb::Slice::size  
  |(2000000) leveldb::VarintLength  
  |(1000000) leveldb::Arena::Allocate  
  |(27323) leveldb::Arena::AllocateFallback  
  |(27323) leveldb::Arena::AllocateNewBlock
```

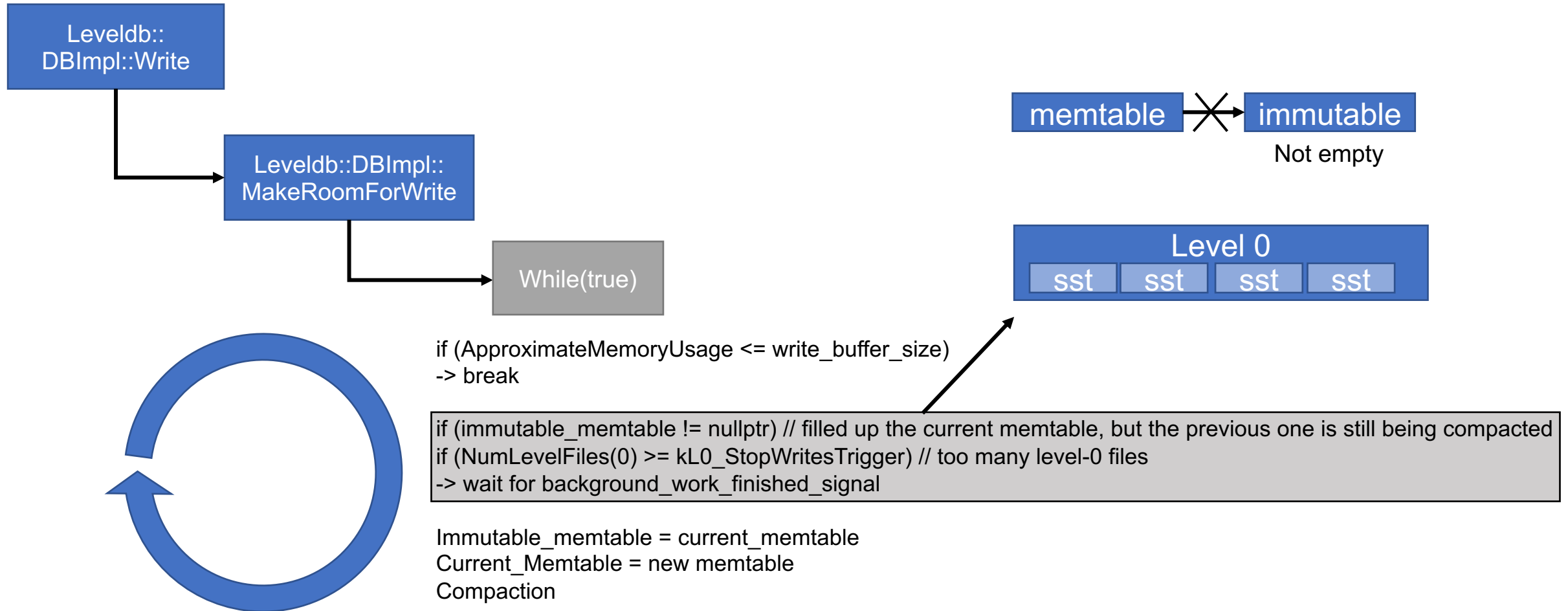


```
static const int leveldb::kBlockSize = 4096
```

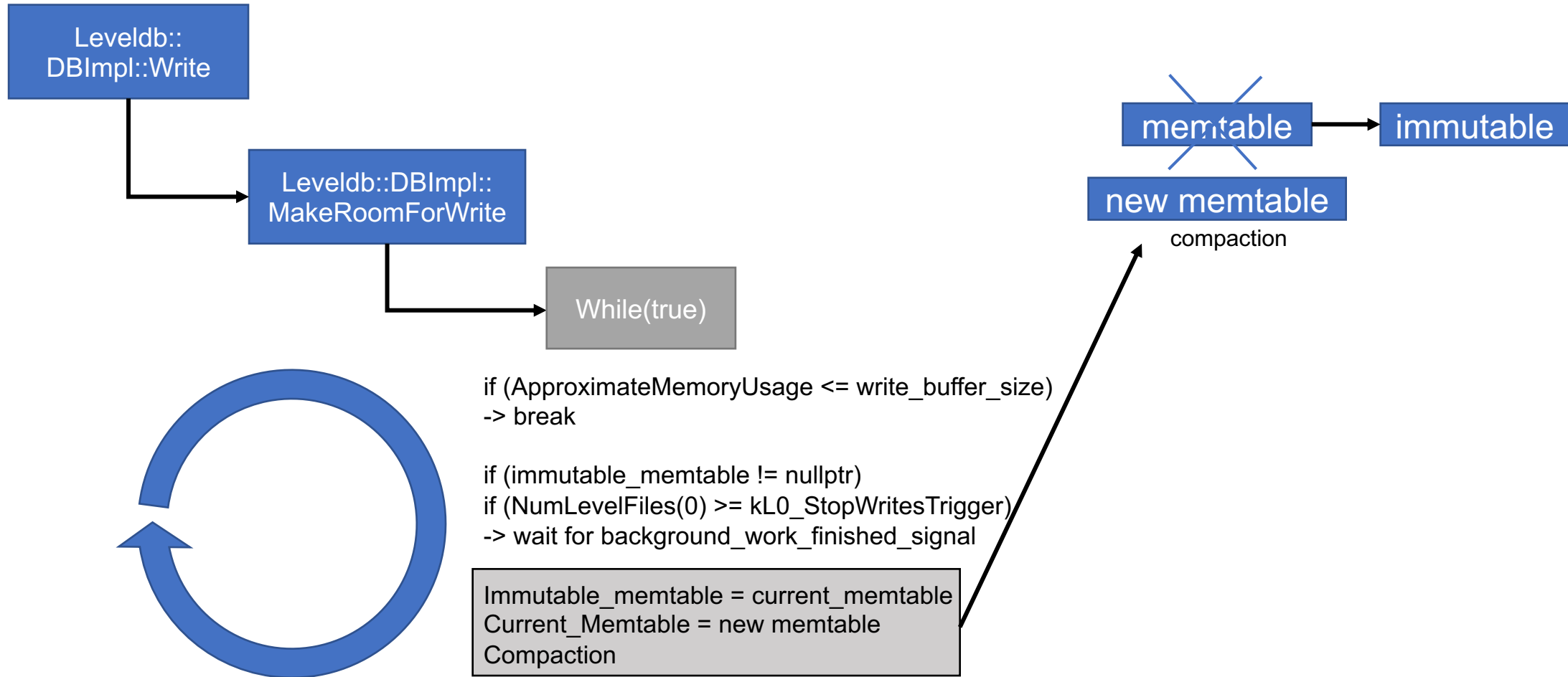
Appendix – How to limit the size of Memtable



Appendix – Wait for Background work



Appendix – Memtable -> Immutable Memtable



Q&A

감사합니다
Thank you~!

