

ODYSSEUS/EduCOSMOS Project #1: EduBfM Project Manual

Version 1.0

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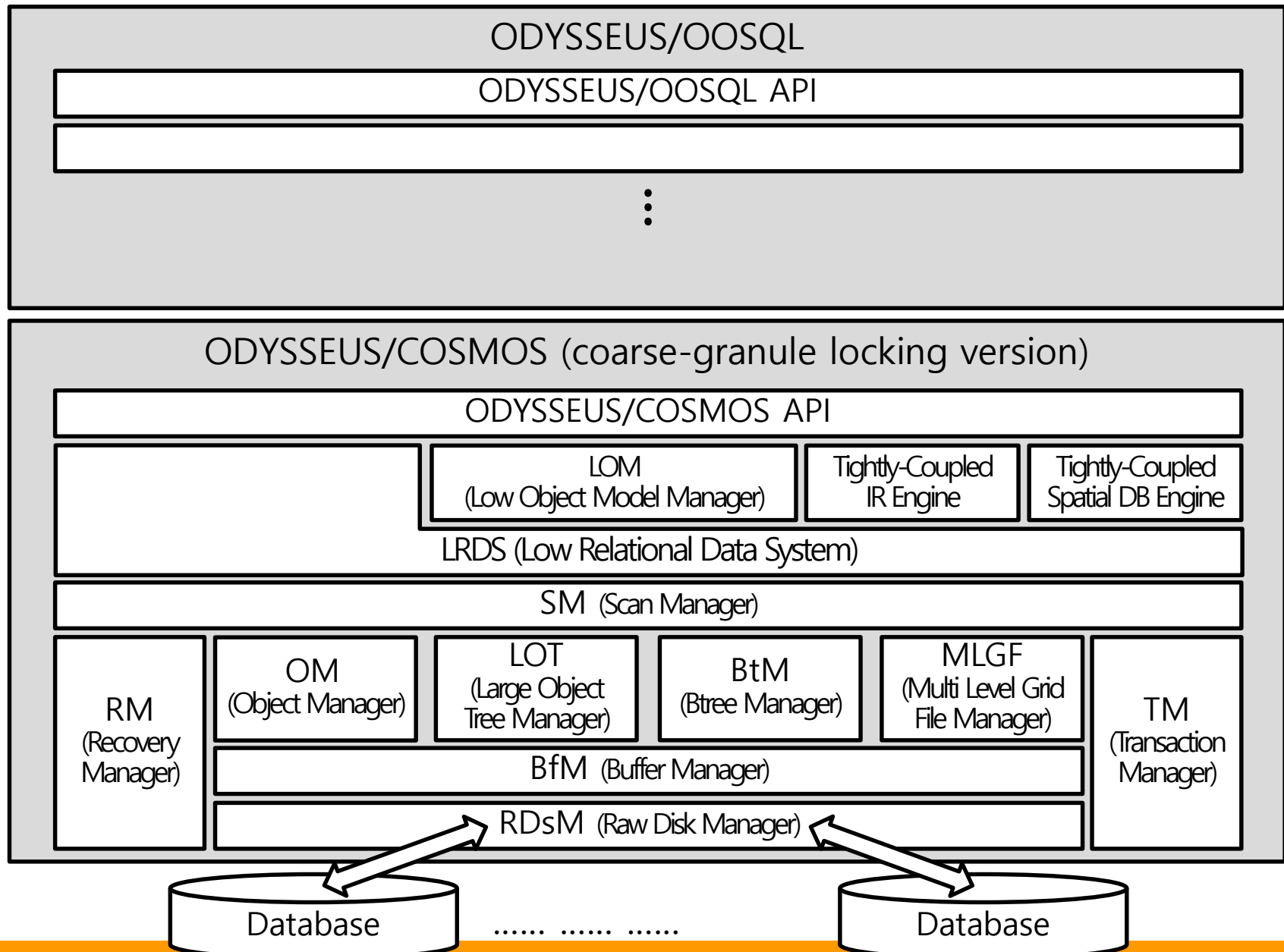
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ODYSSEUS/COSMOS

- ODYSSEUS
 - An object-relational DBMS developed by Kyu-Young Whang et al. at Advanced Information Technology Research Center (AITrc) / Computer Science Department of KAIST. ODYSSEUS has been being developed since 1990.
- ODYSSEUS/COSMOS
 - The storage system of ODYSSEUS, which is used as an infrastructure for various database application softwares.

- ODYSSEUS architecture

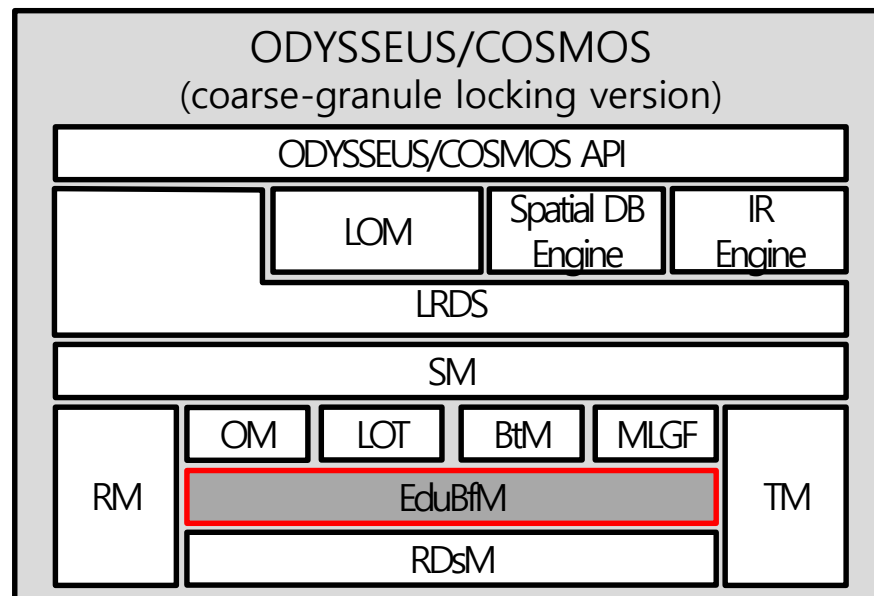


ODYSSEUS/EduCOSMOS Project

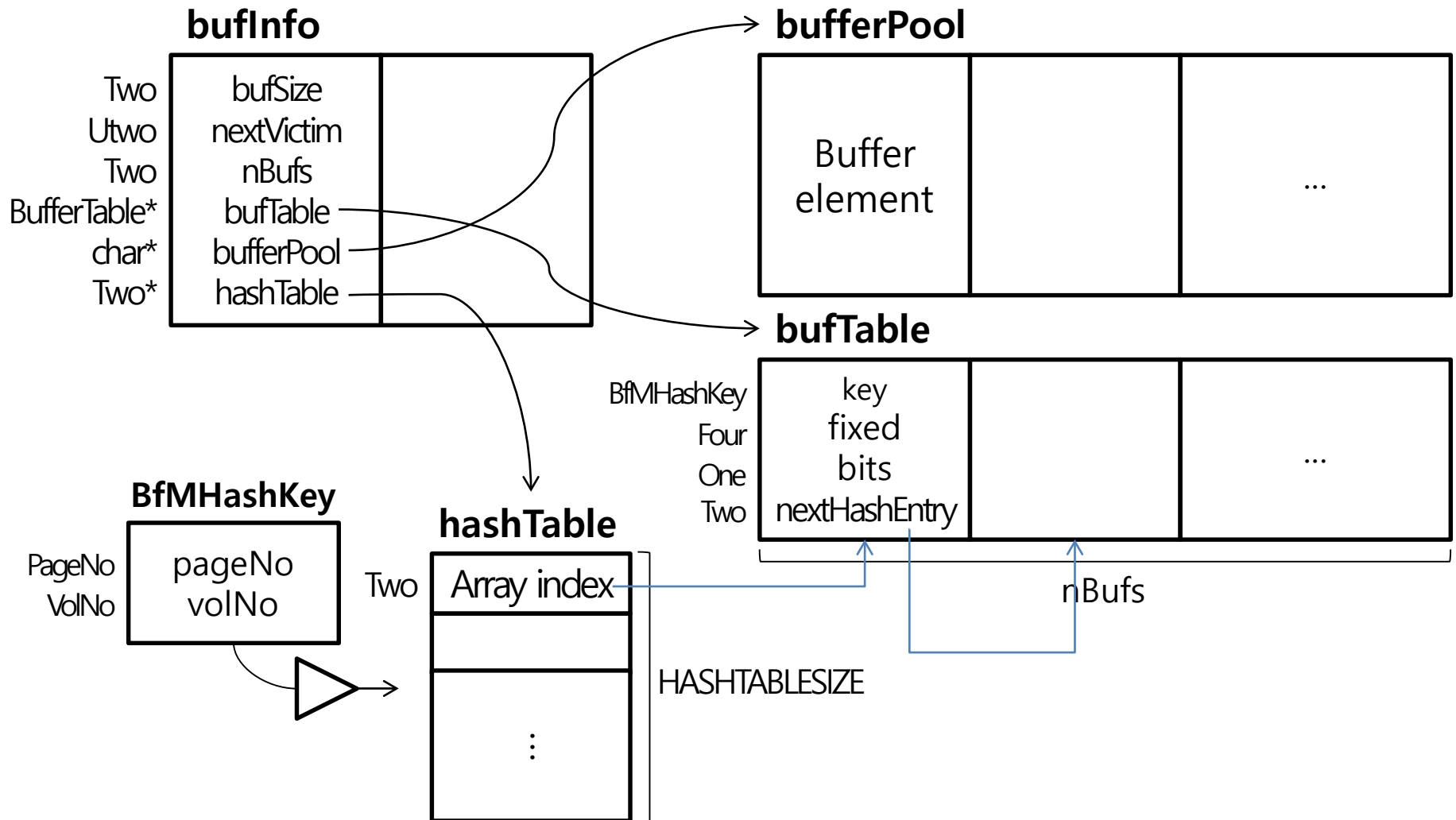
- Overview
 - A project for educational purposes where students implement a part of the coarse-granule locking version of the ODYSSEUS/COSMOS storage system
 - Prerequisites for the project: basic C programming skill
- Objective
 - To learn the functions of each module of a DBMS by implementing a part of the ODYSSEUS/COSMOS storage system
- Project types
 - EduBfM
 - We implement the operations of the buffer manager.
 - EduOM
 - We implement the operations of the object manager and the page-related structures.
 - EduBtM
 - We implement the operations of the B+ tree index manager.

EduBfM Project

- Objective
 - We implement the data structures and operations of the buffer manager which maintains the in-memory copy of disk pages or trains.
 - Train: set of pages to store the large object whose size is larger than that of the data area of a page
 - In EduBfM, we handle only a very limited subset of original ODYSSEUS/COSMOS BfM functionality.



Data Structures



bufInfo

- Overview
 - Data structures for buffer pools and related information
 - There are two types of buffer pools, and a separate *bufInfo* is kept for each.
 - PAGE_BUF: the page buffer pool to store pages containing small objects, index entries, etc., whose size is smaller than that of the total data area of a page
 - LOT_LEAF_BUF: the train buffer pool to store a leaf node (currently, composed of four pages) of the Large Object Tree, representing a large object (one larger than that of the total data area of a page).
- Components
 - bufSize
 - Size of a buffer element of a buffer pool (unit: # of pages)
 - PAGE_BUF: 1
 - LOT_LEAF_BUF: 4 (configurable)

- nextVictim
 - An array index of the next buffer element to be visited to determine whether or not to replace the buffer element by the buffer replacement algorithm
- nBufs
 - The number of buffer elements of a buffer pool
- bufTable
 - Table to store information of each buffer element of a buffer pool
- bufferPool
 - Buffer pool (a set of buffer elements to maintain pages/trains read in from the disk in main memory)
- hashTable
 - Hash table to support efficient search for pages/trains residing in a buffer pool

bufTable

- Overview
 - Data structure to store information about the page/train residing in the buffer element of *bufferPool*
 - The n -th element of *bufTable* stores information for the page/train stored in the n -th buffer element of *bufferPool*.
- Components
 - Key
 - Hash key of the page/train residing in the buffer element (= ID of the page or the first page of the train)
 - ID of a page consists of the page number and the volume number.
 - fixed
 - The number of transactions fixing (accessing) the page/train residing in the buffer element

- bits
 - A set of bits indicating the state of the buffer element
 - bit 1 (DIRTY): A bit indicating that the page/train residing in the buffer element has been modified.
 - bit 3 (REFER): A bit indicating whether the buffer element has been visited or not by the buffer replacement algorithm.
 - Other bits are not used in EduBfM. (You may ignore them when implementing the EduBfM function.)
- nextHashEntry
 - The array index of the buffer element containing the next page/train having the identical hash value

BfMHashKey

- Overview
 - Data structure to store the hash key of a page/train
 - Components
 - pageNo
 - The number of the page or the first page of the train
 - A unique number for the page within a volume
 - volNo
 - Volume number of the disk volume storing the page/train
 - A unique number of the volume within the system
- ※ A hash value is the output of a hash function whose input is a hash key.
- $$\text{Hash value} = (\text{pageNo} + \text{volNo}) \% \text{HASHTABLESIZE}$$

hashTable

- Overview
 - Table to store the array index of the buffer element containing the page/train; consists of *hashTable* entries. Each *hashTable* entry contains an array index of a buffer element in *bufTable*.
 - The array index of the buffer element is stored in an entry of *hashTable* by using the hash value of the page/train residing in the buffer element.
 - The array index of the buffer element containing the most recent page/train read from the disk having the same hash value of n is stored in the n -th entry of *hashTable*.
 - Array indexes of the buffer elements storing pages/trains with the same hash value are maintained as a linked list through the variable *nextHashEntry* of *bufTable*.
 - The *NIL*(-1) value is stored in the entry of *hashTable* that does not store any array index

Related Operations

- Fix the page/train
 - To access a page/train, fix the page/train in *bufferPool*.
 - Every transaction should fix the page/train in *bufferPool* before accessing it.
 - Increment the variable *fixed* by 1.
- Unfix the page/train
 - Unfix the page/train from *bufferPool*.
 - Every transaction should unfix the page/train from *bufferPool* after completing the access to it.
 - Decrement the variable *fixed* by 1.

- Set the Dirty bit
 - To indicate that the page/train residing in *bufferPool* has been modified, set its DIRTY bit to 1.
- Flush pages/trains in *bufferPool*
 - Write out the modified pages/trains residing in *bufferPool* to the disk.
- Discard pages/trains in *bufferPool*
 - Delete a pages/trains residing in *bufferPool* from *bufferPool*.

API Functions to Implement

- EduBfM_GetTrain()
- EduBfM_FreeTrain()
- EduBfM_SetDirty()
- EduBfM_FlushAll()
- EduBfM_DiscardAll()

(※ API functions mean they are part of the ODYSSEUS/COSMOS API shown in p.4)

(※ API: Application Programming Interface)

EduBfM_GetTrain()

- File: EduBfM_GetTrain.c
- Description
 - Fix the page/train in *bufferPool*, and return the pointer to the buffer element containing the page/train.
 - Search for the array index of the buffer element containing the page/train to be fixed from *hashTable* using its hash value.
 - If the page/train to be fixed does not exist in *bufferPool*,
 - Allocate a buffer element to store the page/train from *bufferPool*.
 - Store the page/train in the allocated buffer element reading it from the disk.
 - Update the element of *bufTable* corresponding to the allocated buffer element.
 - Insert the array index of the allocated buffer element into *hashTable*.
 - Return the pointer to the allocated buffer element.
 - If the page/train to be fixed exists in *bufferPool*,
 - Update the element of *bufTable* corresponding to the buffer element containing the page/train.
 - Return the pointer to the buffer element.

- Parameters
 - PageID/TrainID *trainId
(IN) ID of the page or the first page of the train to be fixed
 - char **retbuf
(OUT) Pointer to the buffer element storing the page/train fixed
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- Related functions
edubfm_AllocTrain(), edubfm_Insert(), edubfm_LookUp(),
edubfm_ReadTrain()

EduBfM_FreeTrain()

- File: EduBfM_FreeTrain.c
- Description
 - Unfix the page/train from *bufferPool*.
 - Search for the array index of the buffer element containing the page/train to be unfixed from *hashTable* using its hash value.
 - Decrease the variable *fixed* of the buffer element by 1.
 - The variable *fixed* should not be less than 0.

- Parameters
 - PageID/TrainID *trainId
(IN) ID of the page or the first page of the train to be unfixed
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- Related function
edubfm_LookUp()

EduBfM_SetDirty()

- File: EduBfM_SetDirty.c
- Description
 - Set the DIRTY bit to 1 to indicate that the page/train residing in the buffer element has been modified.
 - Search for the array index of the buffer element containing the page/train modified from *hashTable* using the hash value of the page/train.
 - Set the DIRTY bit of the buffer element to 1.

- Parameters
 - PageID/TrainID *trainId
(IN) ID of the page or the first page of the train modified
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- Related function
edubfm_LookUp()

EduBfM_FlushAll()

- File: EduBfM_FlushAll.c
- Description
 - Write out the modified pages/trains residing in each *bufferPool* to the disk.
 - Write out each page/train residing in the buffer element whose DIRTY bit is set to 1 to the disk by calling `edubfm_FlushTrain()`.

- No parameters
- Return value
 - Four error code
- Related function
`edubfm_FlushTrain()`

EduBfM_DiscardAll()

- File: EduBfM_DiscardAll.c
- Description
 - Delete pages/trains residing in each *bufferPool* without writing them out to disk
 - Initialize every element in *bufTable*.
 - Delete every entry (i.e., array index) in *hashTable*.

- No parameters
- Return value
 - Four error code
- Related function
`edubfm_DeleteAll()`

Internal Functions to Implement

- edubfm_ReadTrain()
- edubfm_AllocTrain()
- edubfm_Insert()
- edubfm_Delete()
- edubfm_Deleteall()
- edubfm_LookUp()
- edubfm_FlushTrain()

edubfm_ReadTrain()

- File: edubfm_ReadTrain.c
- Description
 - Store the page/train in a buffer element reading it from the disk, and return the pointer to the corresponding buffer element.

- Parameters
 - PageID/TrainID *trainId
(IN) ID of the page or the first page of the train to be read
 - char *aTrain
(OUT) Pointer to the buffer element storing the page/train read
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- Related function
RDsM_ReadTrain()

edubfm_AllocTrain()

- File: edubfm_AllocTrain.c
- Description
 - Allocate a buffer element in *bufferPool* to store a page/train, and return the array index of the buffer element.
 - Use the second chance buffer replacement algorithm to select the buffer element to be allocated.
 - To select the buffer element, sequentially visit buffer elements in *bufferPool*, whose variable *fixed* is 0.
 - Check the REFER bit when visiting each buffer element, and if the same buffer element has been visited twice (REFER bit == 0), select it as the buffer element to be allocated, otherwise (REFER bit == 1), set the REFER bit to 0.
 - Initialize the data structure related to the buffer element selected.
 - If the page/train residing in the selected buffer element has been modified, flush the contents of the buffer element into the disk.
 - Initialize the element of *bufTable* corresponding to the buffer element selected.
 - Delete the array index of the buffer element (*hashTable* entry) from *hashTable*.
 - Return the array index of the buffer element selected.

- Parameter
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four array index of the buffer element allocated
or, error code
- Related functions
 - edubfm_Delete(), edubfm_FlushTrain()

edubfm_Insert()

- File: edubfm_Hash.c
- Description
 - Insert the array index of the buffer element into *hashTable*.
 - Determine the position in *hashTable* to insert the array index of the buffer element by using the hash value of the page/train residing in the buffer element.
 - The array index of the buffer element containing the page/train having the hash value of *n* is inserted into the *n*-th entry of *hashTable*.
 - If there is no collision, insert the array index into the position determined.
 - If there is a collision, use the chaining method to handle the collision.
 - Store the existing *hashTable* entry (array index) into the variable *nextHashEntry* of the buffer element.
 - Insert the array index into the position determined.
 - ⇒ Array indexes of the buffer elements storing pages/trains with the same hash value are kept as a linked list.

- Parameters
 - BfMHashKey *key
(IN) Hash key of the page/train residing in the buffer element
 - Two index
(IN) Array index to be inserted
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- No related functions

edubfm_Delete()

- File: edubfm_Hash.c
- Description
 - Delete the array index of the buffer element from *hashTable*.
 - Search for the array index of the buffer element containing the page/train to be deleted from *hashTable* by using the hash value of the page/train residing in the buffer element.
 - Delete the entry (array index) found from *hashTable*.
 - Delete the array index maintaining the remaining array indexes of the buffer elements storing pages/trains with the same hash value as a linked list.

- Parameters
 - BfMHashKey *key
(IN) Hash key of the page/train residing in the buffer element
 - Four type
(IN) Type of *bufferPool*
- Return value
Four error code
- No related functions

edubfm_DeleteAll()

- File: edubfm_Hash.c
- Description
 - Delete every entry (array index of the buffer element) from each *hashTable*.

- No parameters
- Return value
Four error code
- No related functions

edubfm_LookUp()

- File: edubfm_Hash.c
- Description
 - Search for the array index corresponding to the hash key (BfMHashKey) given as a parameter from *hashTable* and return it.
 - Using the hash key, search for the array index of the buffer element containing the page/train having the hash key from *hashTable*.
 - Return the array index found.

- Parameters
 - BfMHashKey *key
(IN) Hash key to be used to search the array index
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four array index of the buffer element found
or, error code
- No related functions

edubfm_FlushTrain()

- File: edubfm_FlushTrain.c
- Description
 - Write out a modified page/train into the disk.
 - Search for the array index of the buffer element containing the page/train to be flushed from *hashTable* by using the hash value of the page/train residing in the buffer element.
 - If the DIRTY bit of the buffer element is set to 1, write out the page/train into the disk.
 - Unset the DIRTY bit.

- Parameters
 - PageID/TrainID *trainId
(IN) ID of the page or the first page of the train to be flushed
 - Four type
(IN) Type of *bufferPool*
- Return value
 - Four error code
- Related functions
edubfm_LookUp(), RDsM_WriteTrain()

Given Functions

- RDsM_ReadTrain()
 - Read a page/train from the disk.
 - Parameters
 - PageID *trainId
(IN) ID of the page or the first page of the train to be read
 - char *bufPtr
(OUT) Pointer to the buffer element storing the page/train read
 - Two sizeOfTrain
(IN) Size of the train to be read (unit: # of pages)
(※ set *sizeOfTrain* to 1 to read the page.)
 - Return value
 - Four error code

– Example

```
Four edubfm_ReadTrain(  
    TrainID *trainId, /* IN: ID of the page to be read */  
    char *aTrain, /* OUT: pointer to the buffer */  
    Four type) /* IN: buffer type */  
{  
    ...  
    /* Read the page from the disk */  
    e = RDsM_ReadTrain(trainId, aTrain, BI_BUFSIZE(type));  
    if( e < 0 ) ERR( e );  
    ...  
}
```

- RDsM_WriteTrain()
 - Write a page/train into the disk.
 - Parameters
 - char *bufPtr
(IN) Pointer to the buffer element containing the page/train to be written
 - PageID *trainId
(IN) ID of the page or the first page of the train to be written
 - Two sizeOfTrain
(IN) Size of the train to be written (unit: # of pages)
(※ set *sizeOfTrain* to 1 to write the page.)
 - Return value
 - Four error code

– Example

```
Four edubfm_FlushTrain(  
    TrainID *trainId,    /* IN: ID of the page to be flushed */  
    Four    type)    /* IN: buffer type */  
{  
    Four index;    /* array index of the buffer element that contains the page */  
    ...  
    /* Write the page into the disk */  
    e = RDsM_WriteTrain(BI_BUFFER(type, index), trainId, BI_BUFSIZE(type));  
    if( e < 0 ) ERR( e );  
    ...  
}
```

Error Handling

- Error handling macro
 - ERR(e)
 - Write the error code *e* given as a parameter, the file name, and the position where the error occurred into the error log file (odysseus_error.log); return the error code.
 - Usage example
`if(retBuf == NULL) ERR(eBADBUFFER_BFM)`
- Error code

See the `$(EduBfM_HOME_DIR)/Header/EduBfM_errorcodes.h` file.

How to Do the Project

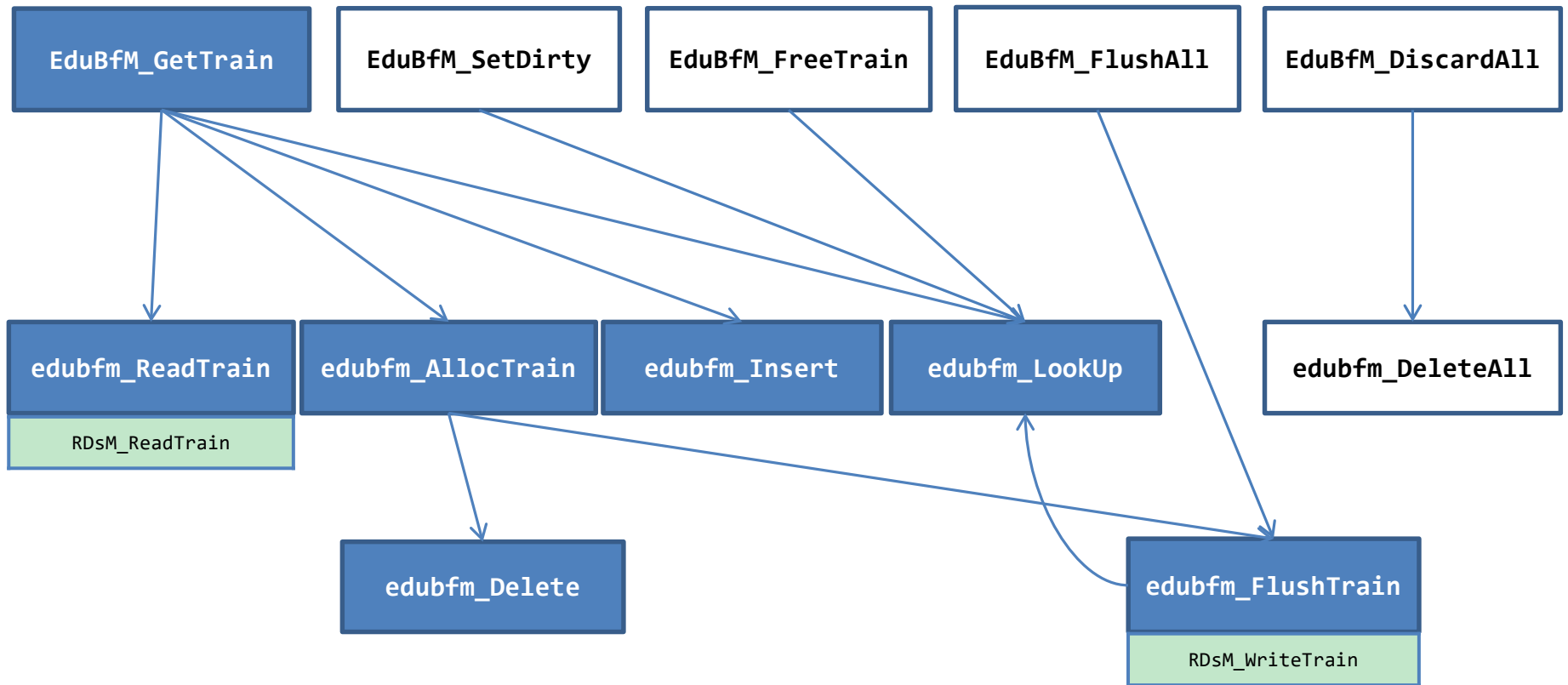
- Files used in the project
 - Files that students are to implement
 - Skeleton file (.c file)
Files containing the functions whose implementation part is omitted
 - Files given to students
 - Object file (.o file)
File that ODYSSEUS/COSMOS, which is the underlying system, is compiled as an object file. It contains all the functions in ODYSSEUS/COSMOS storage system including the given lower-level functions that are called in the modules to be implemented.
 - Header file (.h file)
Files containing the definition of data structures and function prototypes used in the modules to be implemented and the test module
 - Source code file of the test module
Source code file of the test module to test the functions in the implemented module
 - Executable solution file
Executable file showing a correct test result

- How to perform the project
 - Implement the functions in the skeleton files.
 - For the implementation, a variety of macros are available in the header files in the `$(EduBfM_HOME_DIR)/Header` directory.
 - Use the make command to compile the skeleton files implemented and link them with the given object file.
 - As a result of compiling and linking, an executable file is created to test functions of the modules implemented.
 - Compare the execution results of your executable file with those of the given executable solution file.
- ❖ How to test a function without implementing other functions
 - ❖ In the file `$(EduBfM_HOME_DIR)/Header/EduBfM_TestModule.h`,
 - ❖ For the API function that you have implemented, define the value of the corresponding macro to TRUE.
 - ❖ For the API function that you have not implemented, define the value of the corresponding macro to FALSE.
 - ❖ Enter the Make command to recompile the project.
- ❖ How to implement an API function without implementing some of its internal functions
 - ❖ Use the default solution function (internal function name with the prefix “edu” omitted).
 - ❖ e.g., the default solution function of the internal function `edubfm_ReadTrain()` is `bfm_ReadTrain()`.

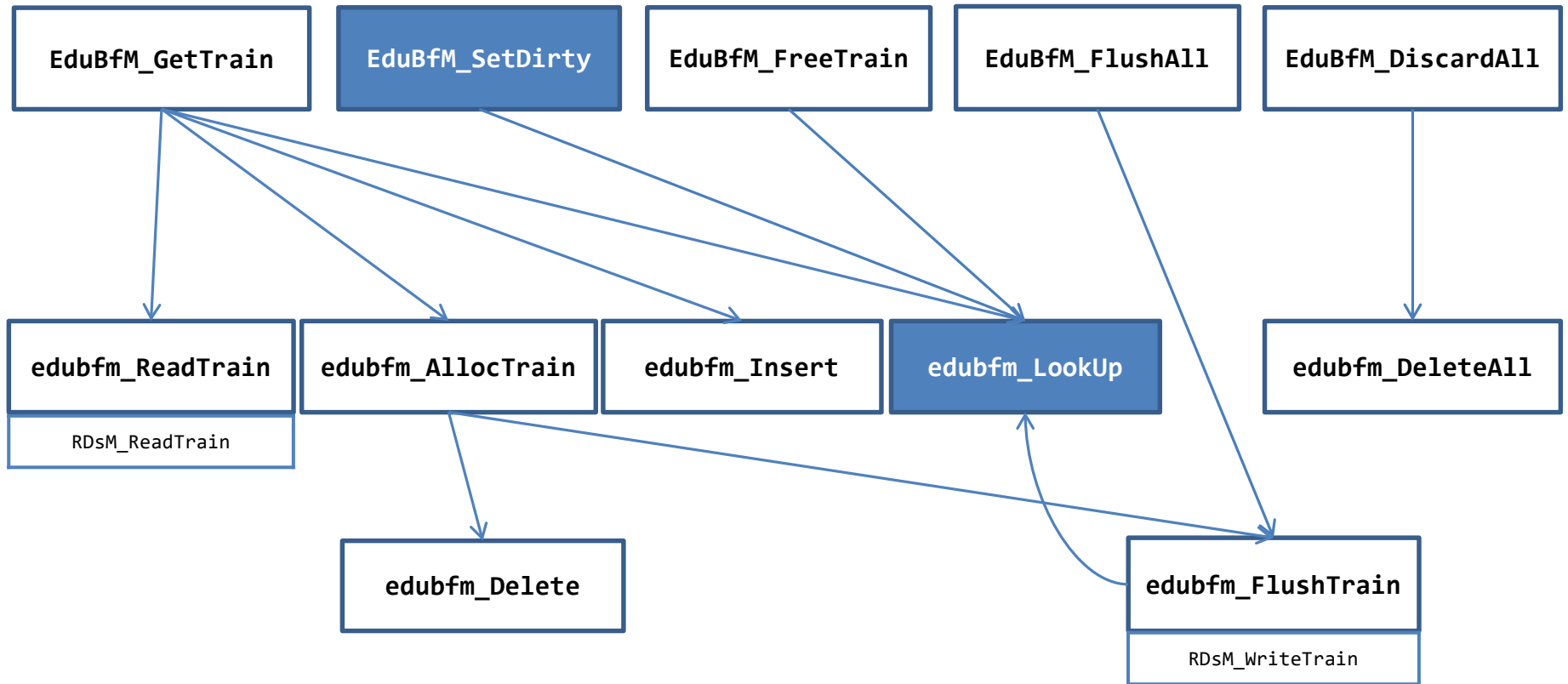
Appendix

Function Call Graph

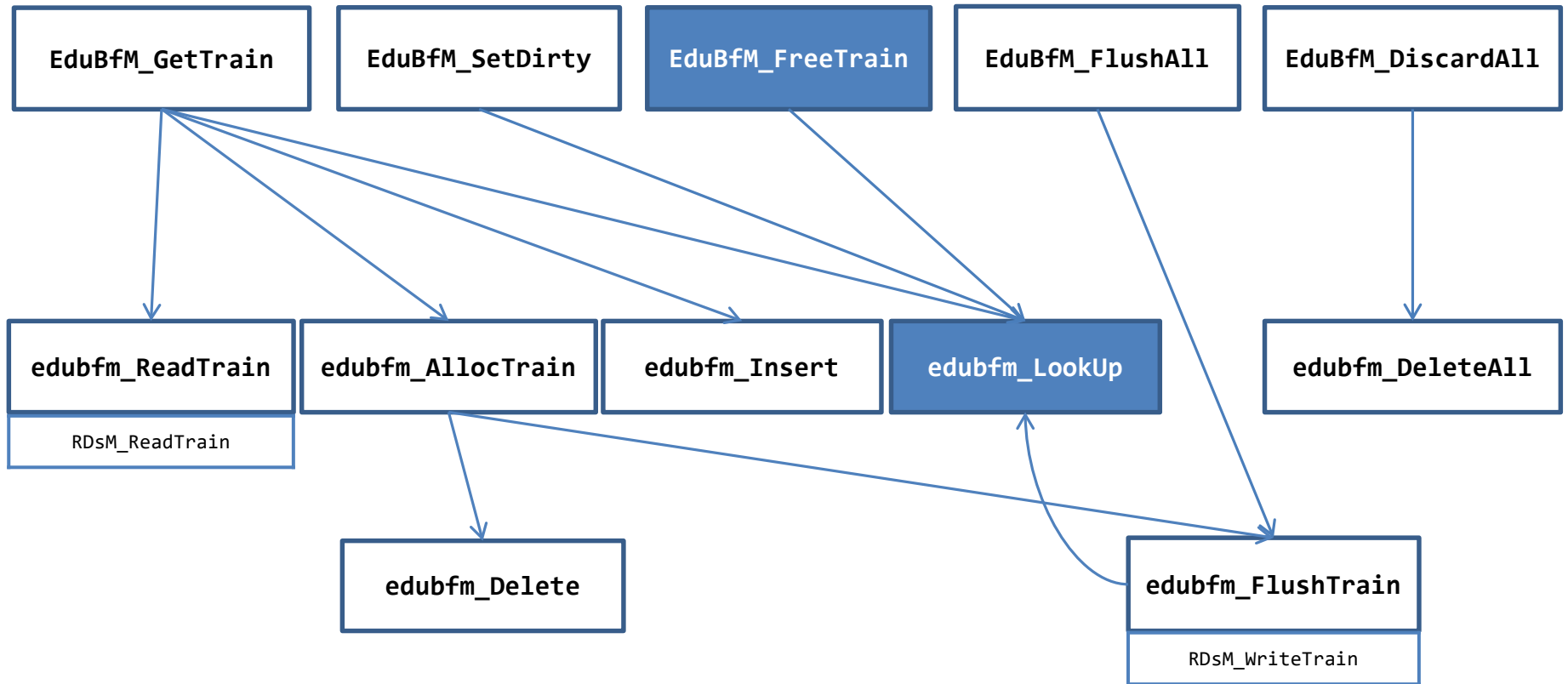
EduBfM_GetTrain



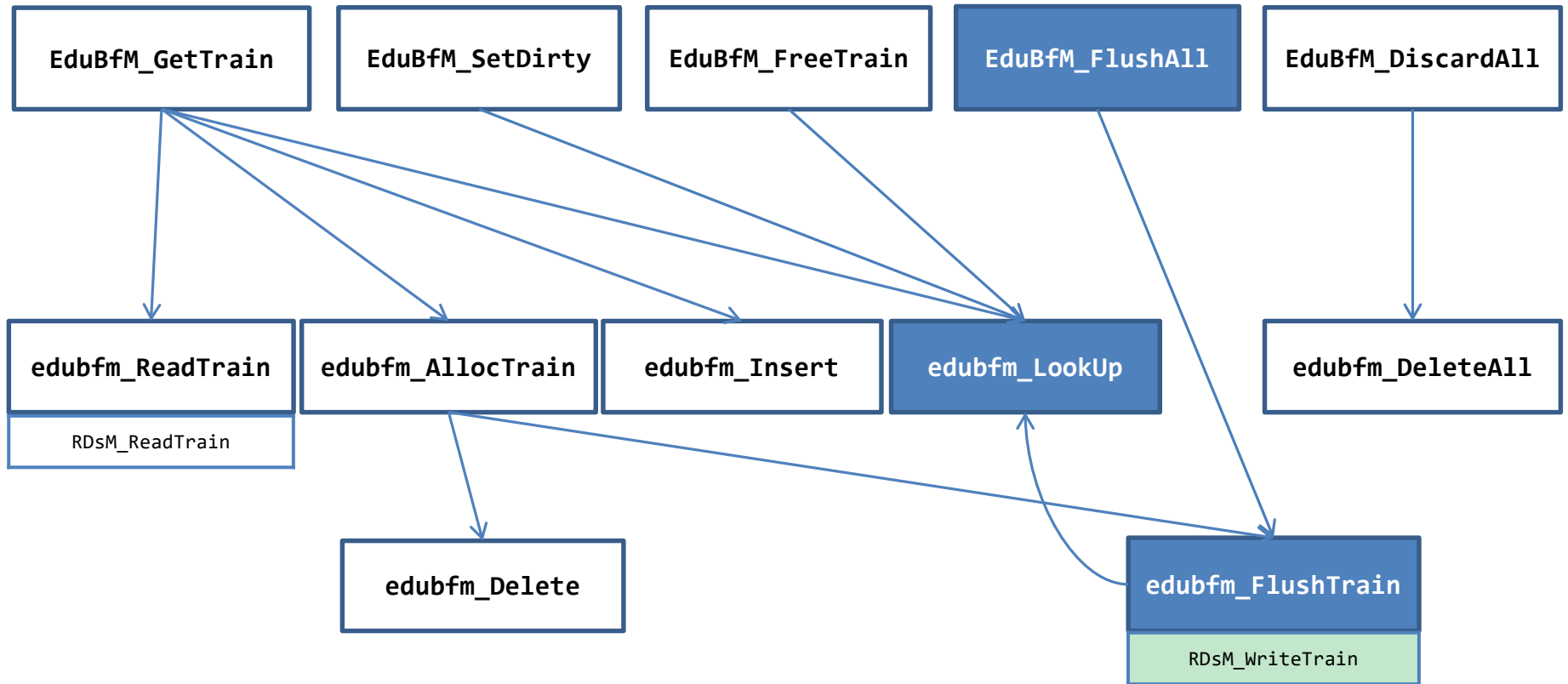
EduBfM_SetDirty



EduBfM_FreeTrain



EduBfM_FlushAll



EduBfM_DiscardAll

