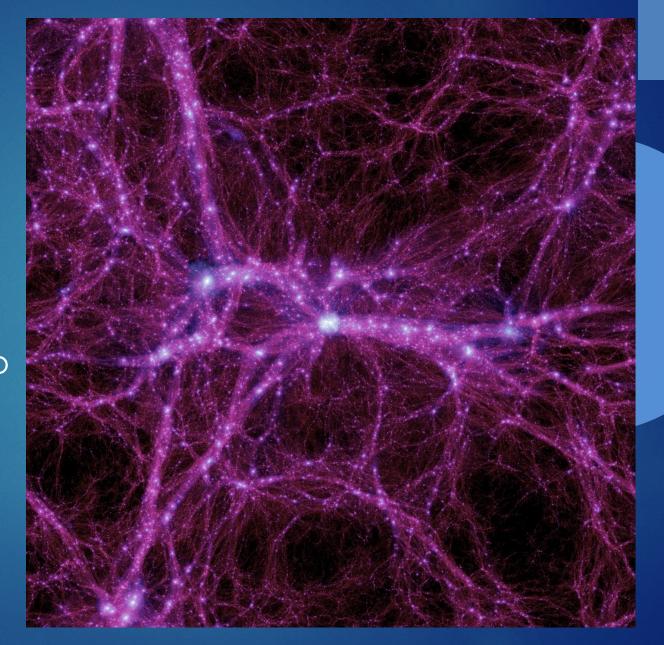
### FileDB

ACCESSING (COSMOLOGICAL) SIMULATIONS FROM THE DATABASE

## Millennium-II Simulation

- 100 Mpc/h
- 10<sup>10</sup> particles
- 6.9 10<sup>6</sup> M<sub>sun</sub>/h
- ~10 million halos
- ~300GB/snapsho†

Boylan-Kolchin etal 2009

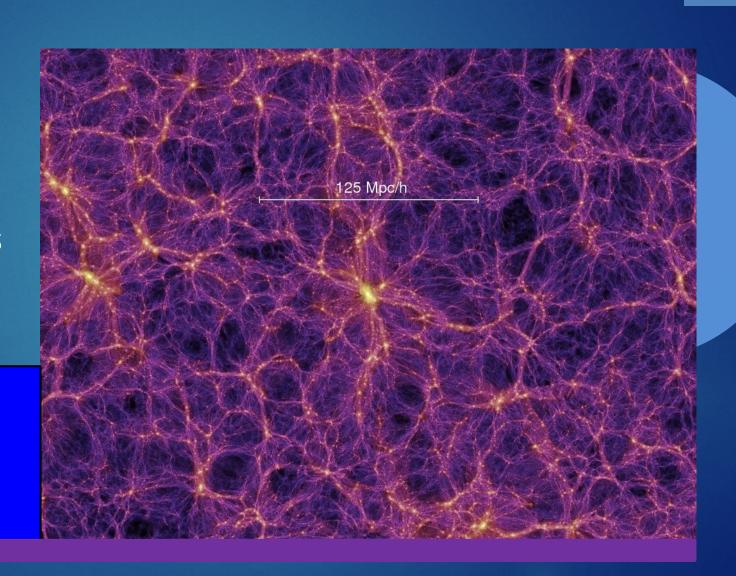


### Millennium Simulation

- 500 Mpc/h
- 10<sup>10</sup> particles
- 8.6  $10^8 \, M_{sun}/h$
- ~18 million halos
- ~300GB/snaps hot

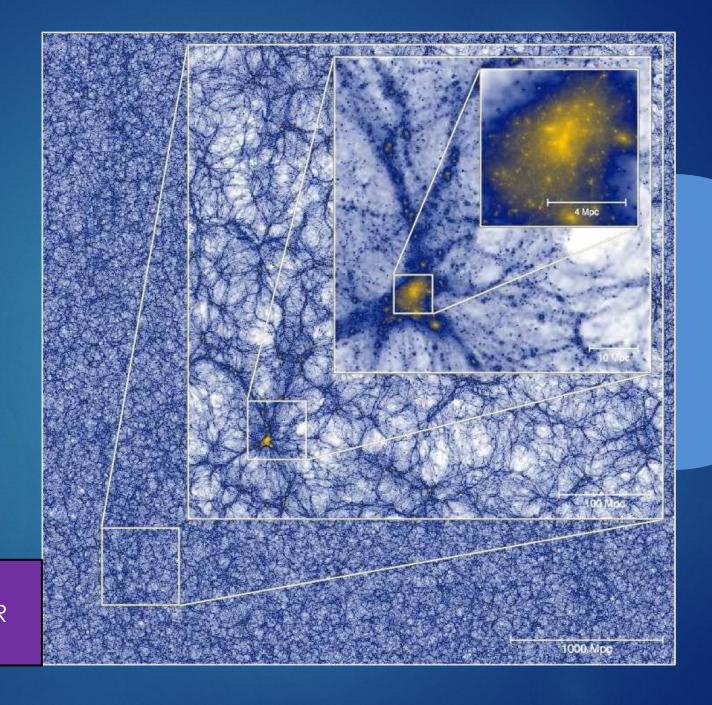
Springel et al 2005

MRII



#### MR-XXL

- 3Gpc/h
- 3x10<sup>11</sup> particles
- 750 million halos /snapshot
- 9TB/snapshot
- browse

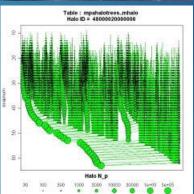


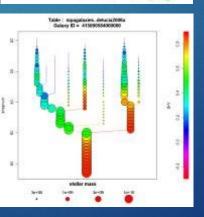
MR

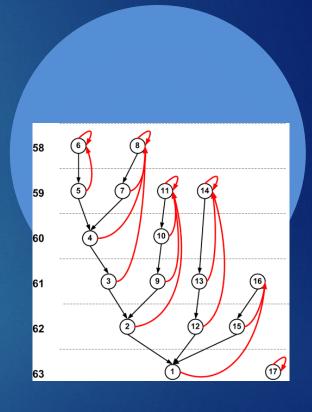
#### Millennium Database

- ▶ Particle clusters
- Merger trees
- ▶ SAM galaxies
- ► Light cones









#### Access to raw data

- ▶ 10-300 billion particles
- ▶ Too large to ingest in database
- Would still be nice to query directly



#### FileDB

- Accessing data outside of db ...
- ... from within db

- Using custom user defined table-valued functions
- Written in C#, deployed in MS SQL Server database

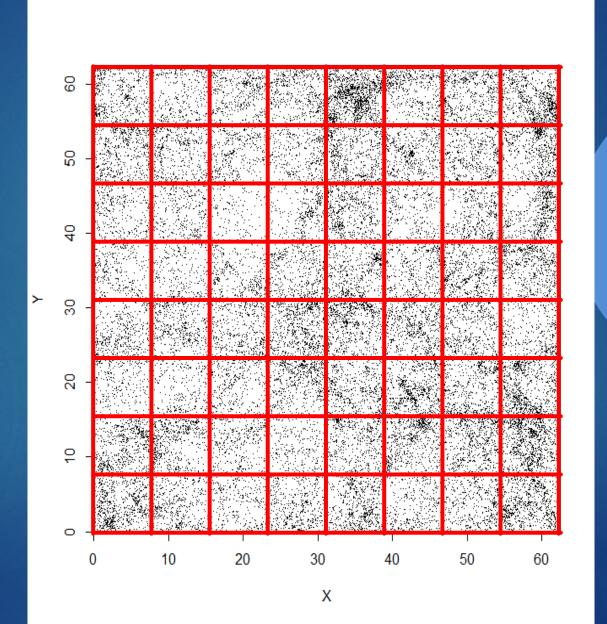
```
SELECT *
FROM MillenniumParticles(63, 'SPHERE[0,0,0,10]')
```

#### How to make this fast?

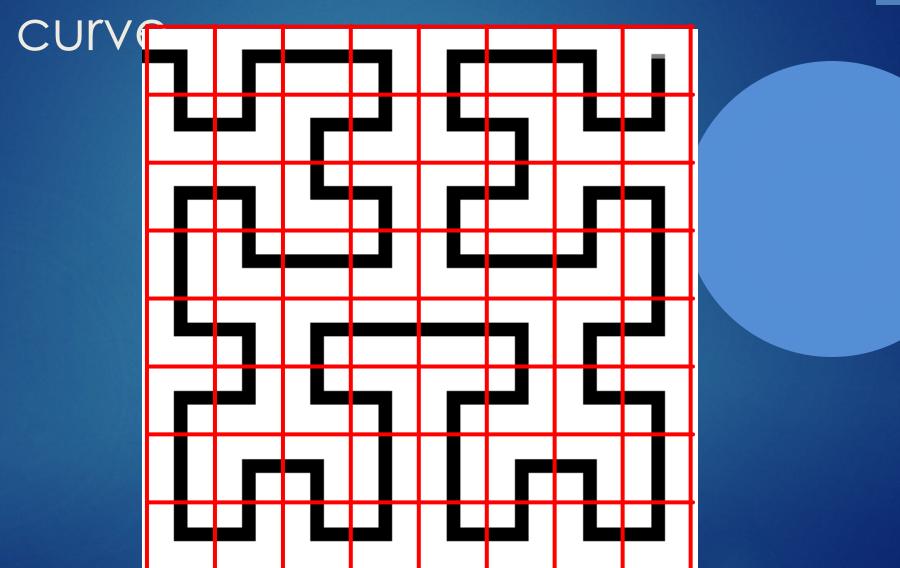
- ▶ Need 3D spatial index
- Use space-filling curve
  - ▶ Morton z-curve
  - ▶ Peano-Hilbert curve



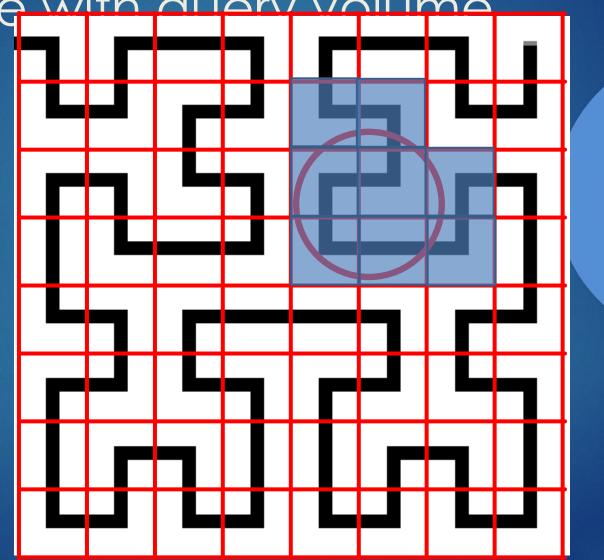
#### Divide simulation volume in regular grid



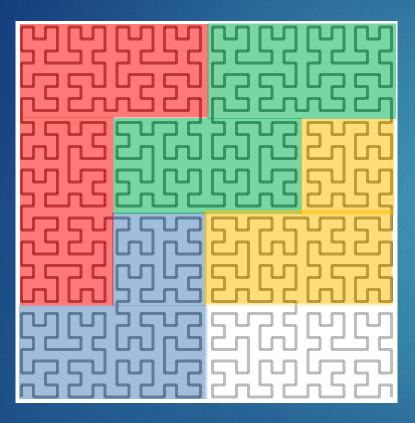
## Index cells using space filling

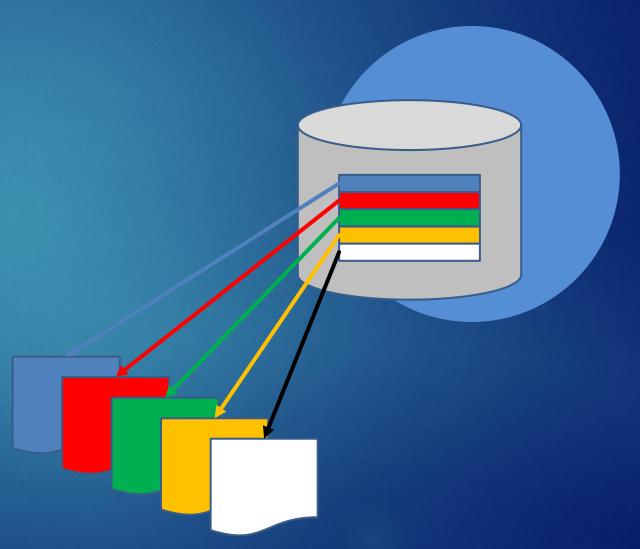


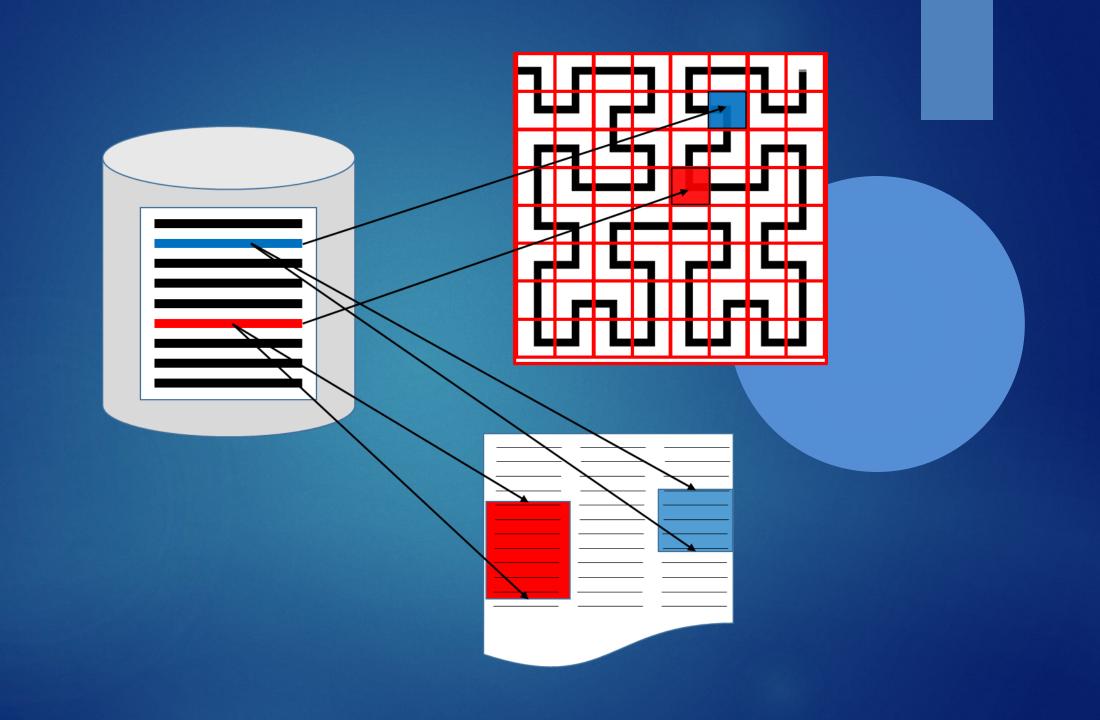
Calculate overlap space filling curve with query volume.



# Individual files store intervals on curve; indexed in B





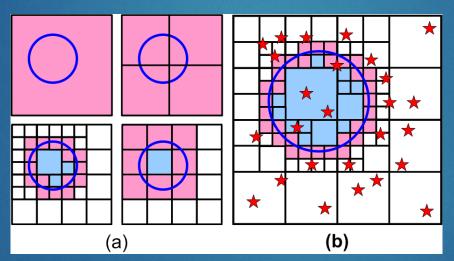


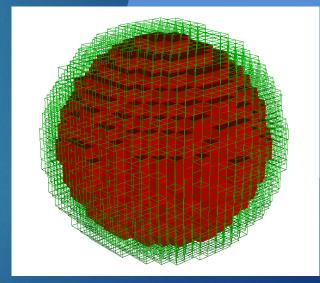
### Query particles in sphere/box

- Divide simulation volume in regular grid
- ▶ Index using space filling curve

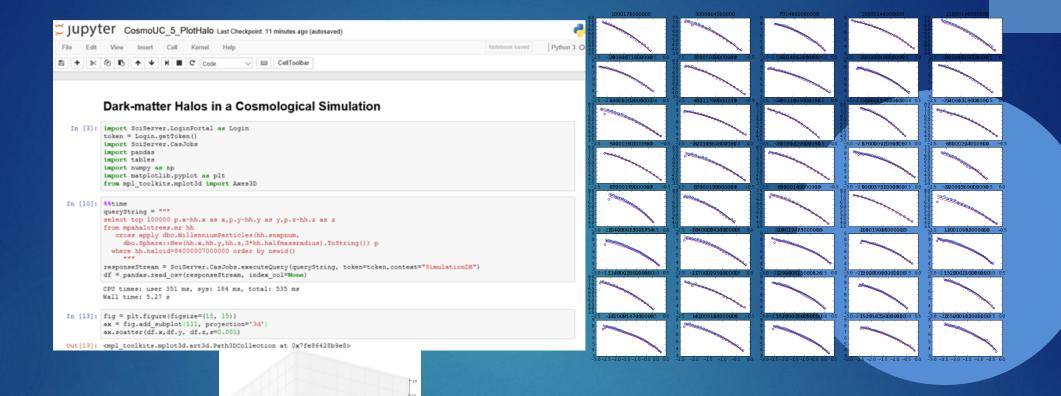
Calculate overlap space filling curve with query

volume



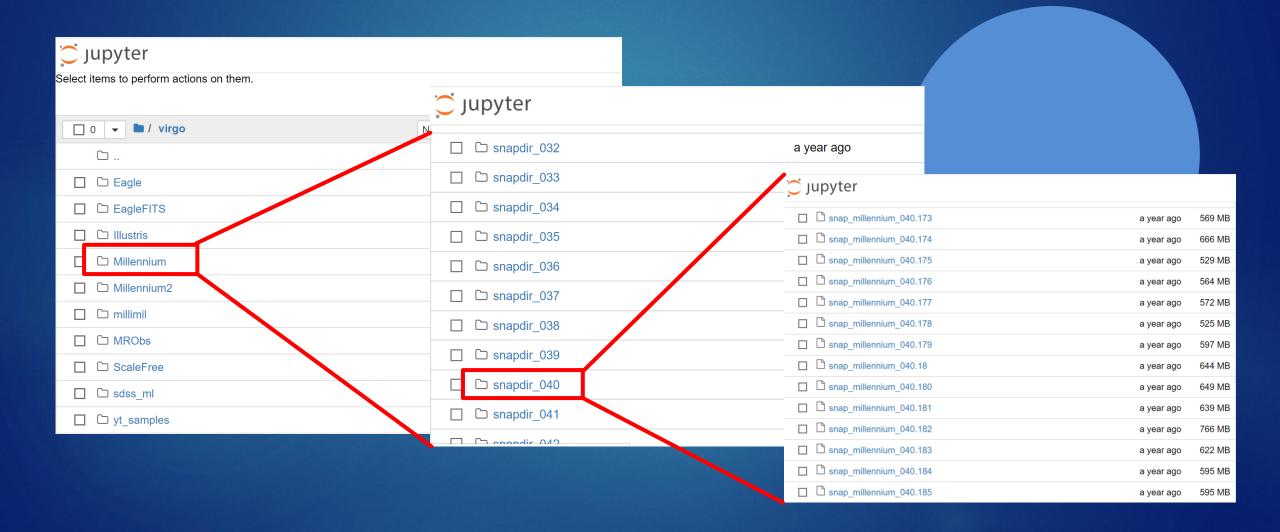


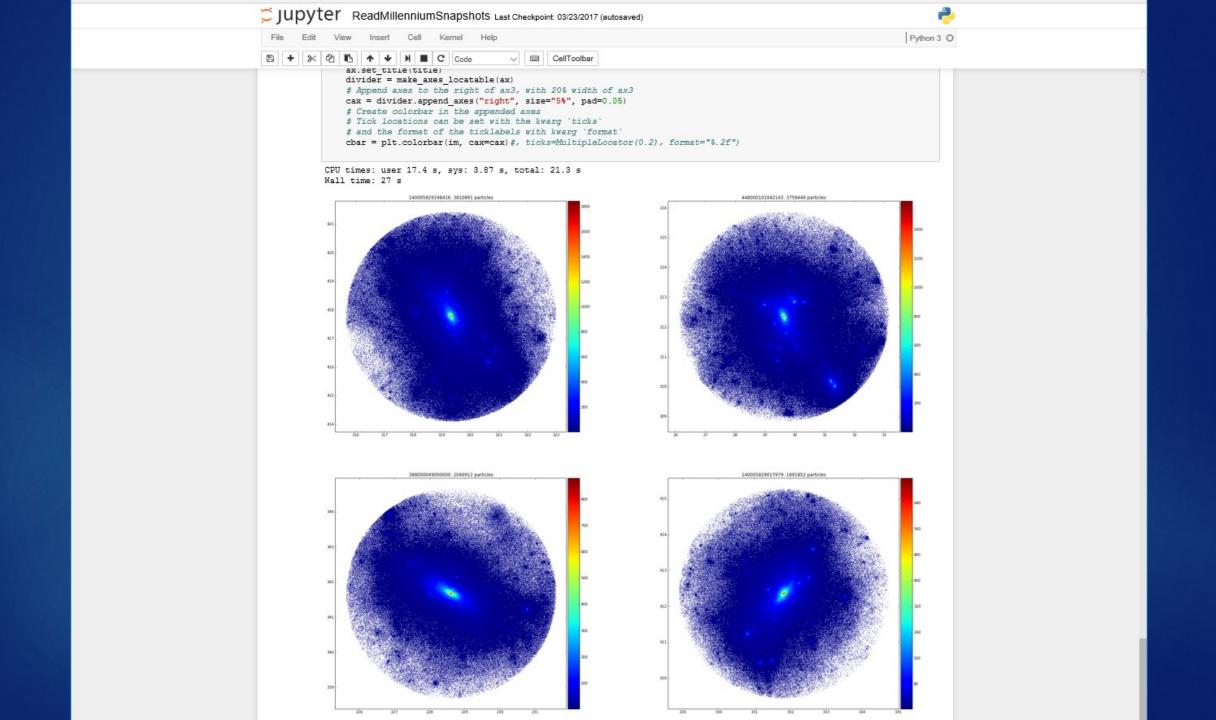
- ▶ Execute as table-valued function from database
- ▶ Technology: C# for SQLCLR table-valued-function





#### Also accessible from outside the database





### Thank you

