

David Eccles



INFO90002 Database Systems & Information Modelling

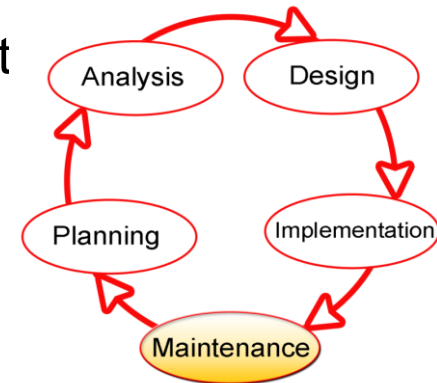
Week 8

Database Administration

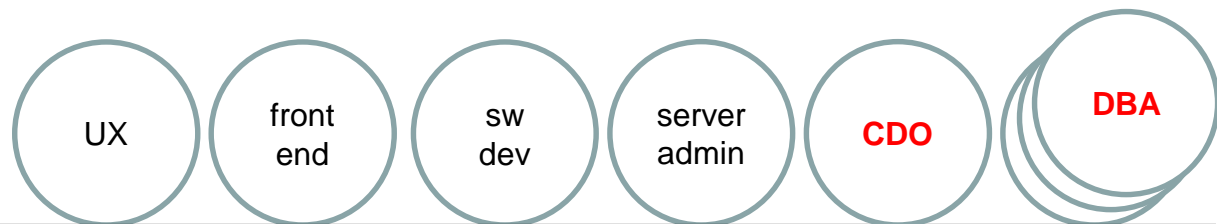
- The Database 'Administrator' role
- The Data Manager role
- Architecture – Understanding the DBMS
 - concepts
- Performance improvement
 - concepts
 - common approaches e.g. indexes

The DBA role

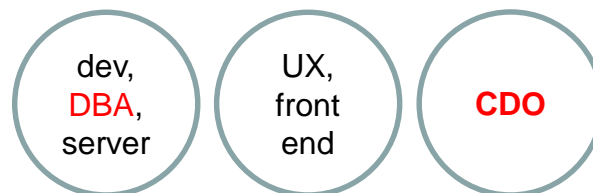
- primarily concerned with “maintenance” / “ops” phase
- but should be consulted during all phases of development
- “Database Administrator” or “DBA”
- often framed as a “job” or a “person”
- Large companies – many DBA’s
- Small company developer is the DBA
- DBA role can be made redundant by Cloud-based DBMS or “database as a service” DAAS (often IAAS or PAAS)



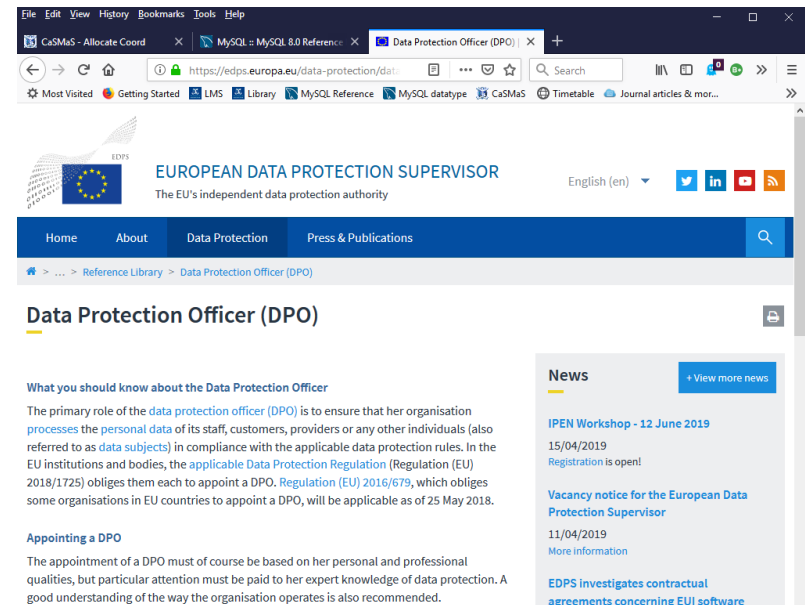
large org



small org



- **Data Administrator** (CDO / DPO)
 - data policies, procedures and standards
 - planning
 - data conflict resolution
 - managing data
 - internal marketing & education
 - compliance
- **Database Administrator** (technical role)
 - analyze and design DB
 - select DBMS / tools / vendor
 - install and upgrade DBMS
 - tune DBMS performance
 - manage security, privacy, integrity
 - backup and recovery



(Hoffer et al., chapter 11)

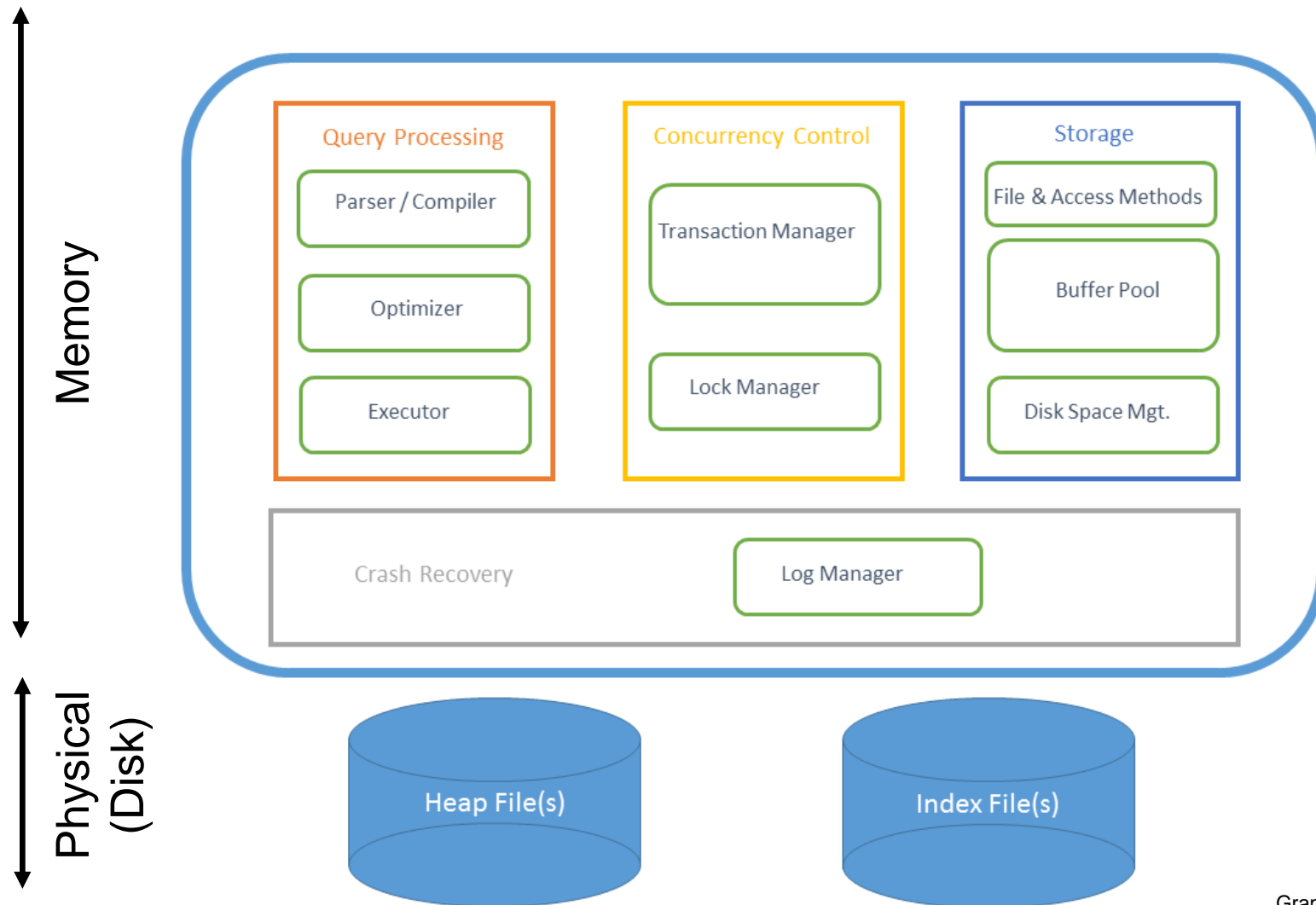


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Architecture of a Database Management System (DBMS)



- A Database Management System (DBMS)
- Exists as one entity in two places
 - In Memory
 - Physically on disk
- Both places manage
 - Data (the reason we have the DBMS)
 - Performance (how it performs as it is used & grows)
 - Concurrency (manage high volumes of users)
 - Availability (assist in recovery and availability)
- One place is persistent the other transient
 - Disk representation is always present
 - Memory – transient – only exists when DBMS is running



Graphic Courtesy of
Dr Renata Borovica-Gajic



Parsing

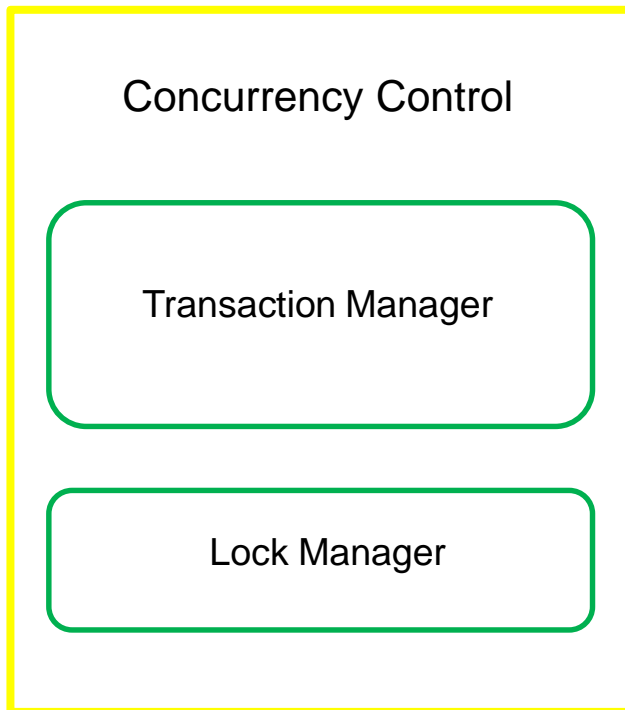
- Syntax is correct & can “compile”
- DBMS User Permissions
- Resources (Data, Code, be able to Record Changes/Retrieve results)

Optimizing

- Execution Plan & Execution Cost
- Evaluate indexes, table scans, hashing
- Eliminate worst, consider best options
- Lowest cost theoretically “best”

Execution

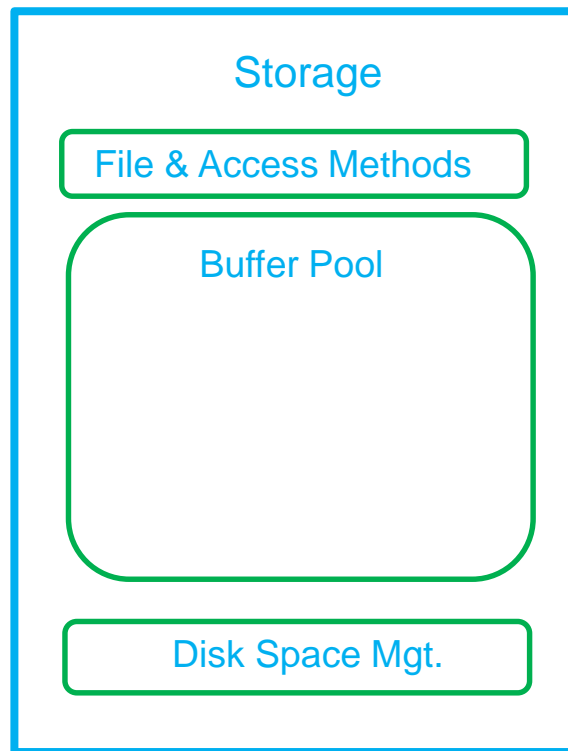
- Meet the ACID test,
- Atomic: All rows succeed or all fail
- Ensure resources are available
 - Data, Log changes, Memory, *Cursor* to do the work for the USER



- Manages the work of the DBMS.
- Transaction Manager handles all aspects of the SQL transaction - which DBMS user wants WHAT resource
- Lock Manager is a list of what resources are locked and by which user at what level
- not only tables, indexes
 - buffers, cursor, memory addresses of resources

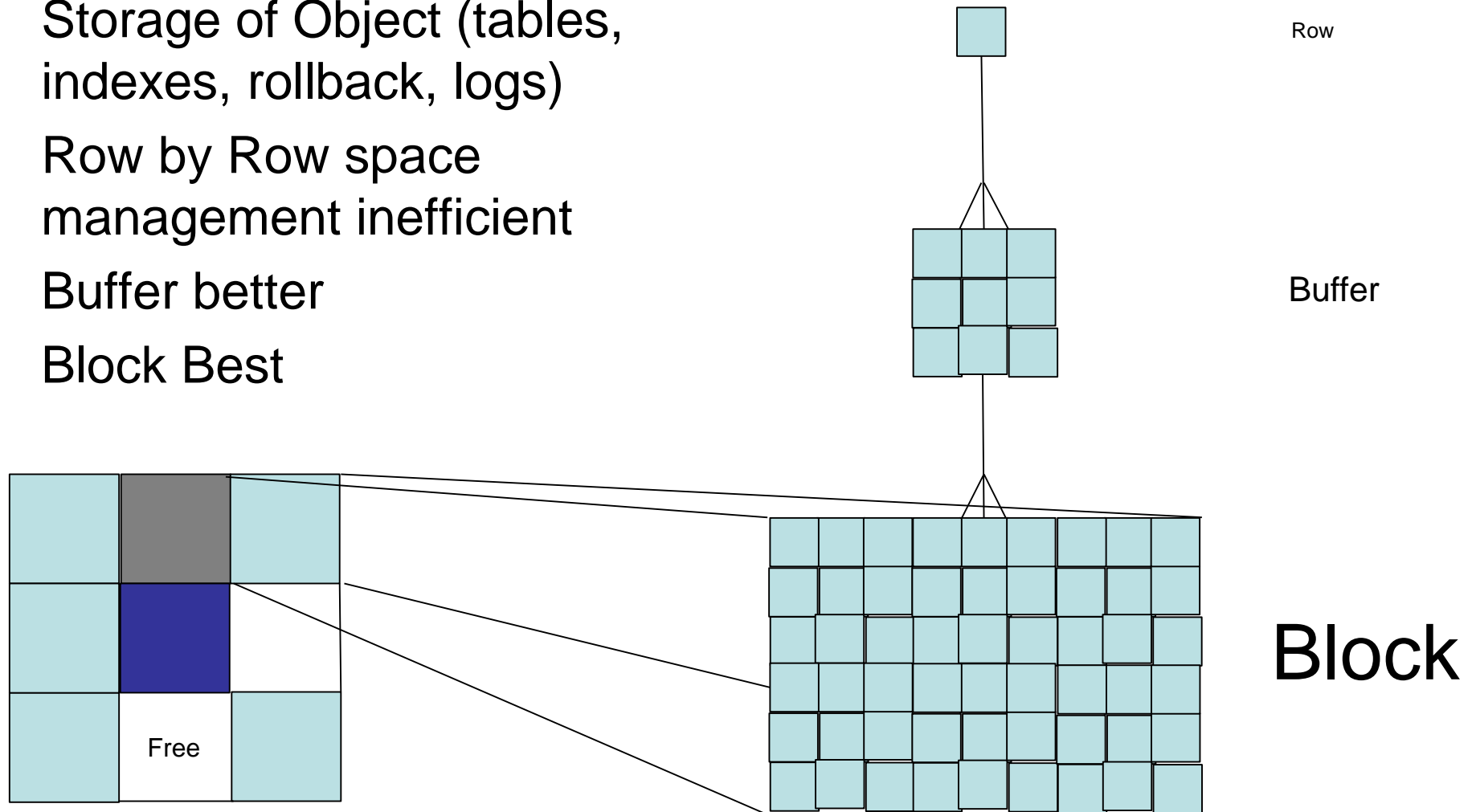


- Essential to manage large scalable DBMS
- Enables 1,000,000s of concurrent users
- Like a Traffic Policemen controlling the flow of traffic
 - Who can do what (allowed to do what they need to do)
 - Who has to wait (queue)
 - Who can travel through the intersection concurrently
 - Usually *readers* of data



- File & Access Methods
 - Disk to Memory to Disk
 - Read a buffer or a block of buffers
- Buffer Pool
 - Data in memory
 - Row data
 - Index data
 - Organised
- Disk Space Management
 - How to organise growth of data on disk efficiently by writing efficiently.

- Hierarchical Structure
- Storage of Object (tables, indexes, rollback, logs)
- Row by Row space management inefficient
- Buffer better
- Block Best



- Many Object Types (Tables, Indexes, Undo)
- Each buffer contains rows, b+tree leaf etc.
- Each buffer can have one of four status types:

- Current

- In use current committed version of data (row)

- Active

- Most recent change (may not be committed)

COMMIT (Current: DepartmentID=9)

- Stale

- An old version of the data

- Aged

- Old and about to be removed from buffer pool

Buffer Pool

DepartmentID=8

DepartmentID=9

DepartmentID=8

DepartmentID=8

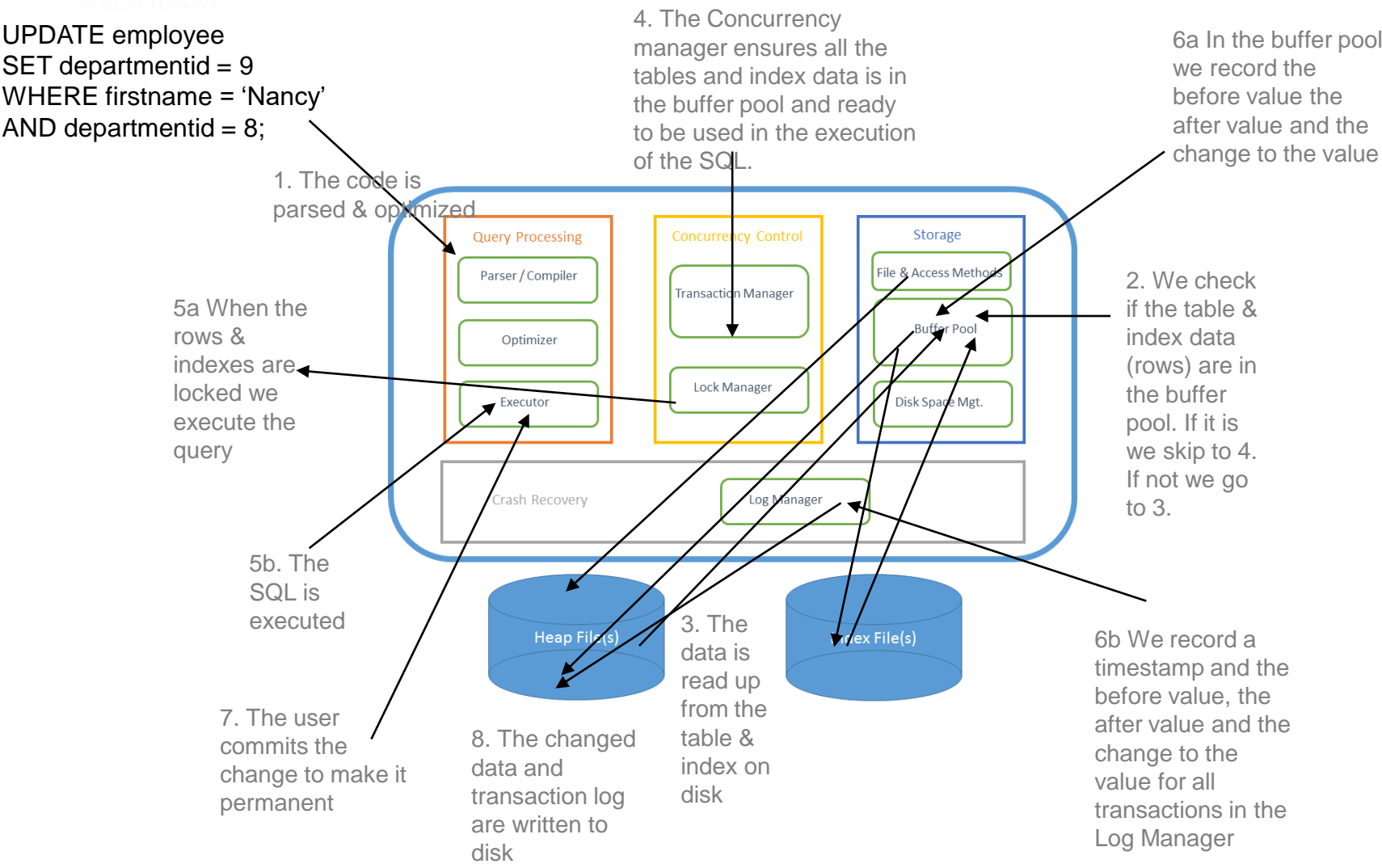


Crash Recovery

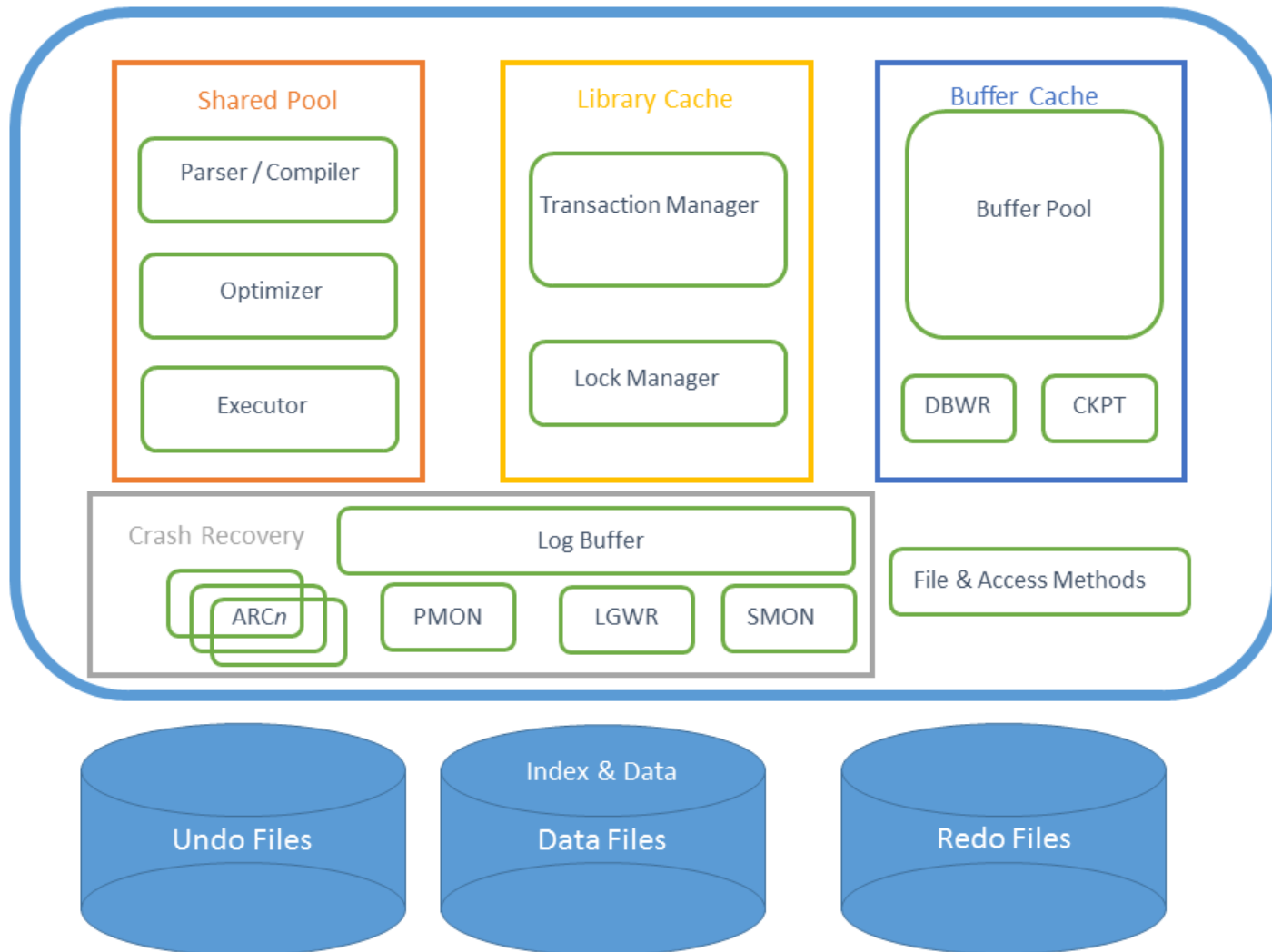
Log Manager

- Recovery
- Log Manager records ALL changes
 - Statement
 - Transaction
 - Statement
 - Rollback values
 - Before and After values
 - Timestamp begin
 - transaction, savepoint & commit timestamps
 - Database
 - Data Dictionary Changes

```
UPDATE employee
SET departmentid = 9
WHERE firstname = 'Nancy'
AND departmentid = 8;
```



Graphic Courtesy of
Dr Renata Borovica-Gajic



* This slide is not examinable

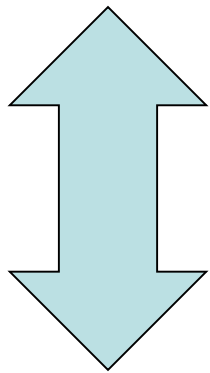


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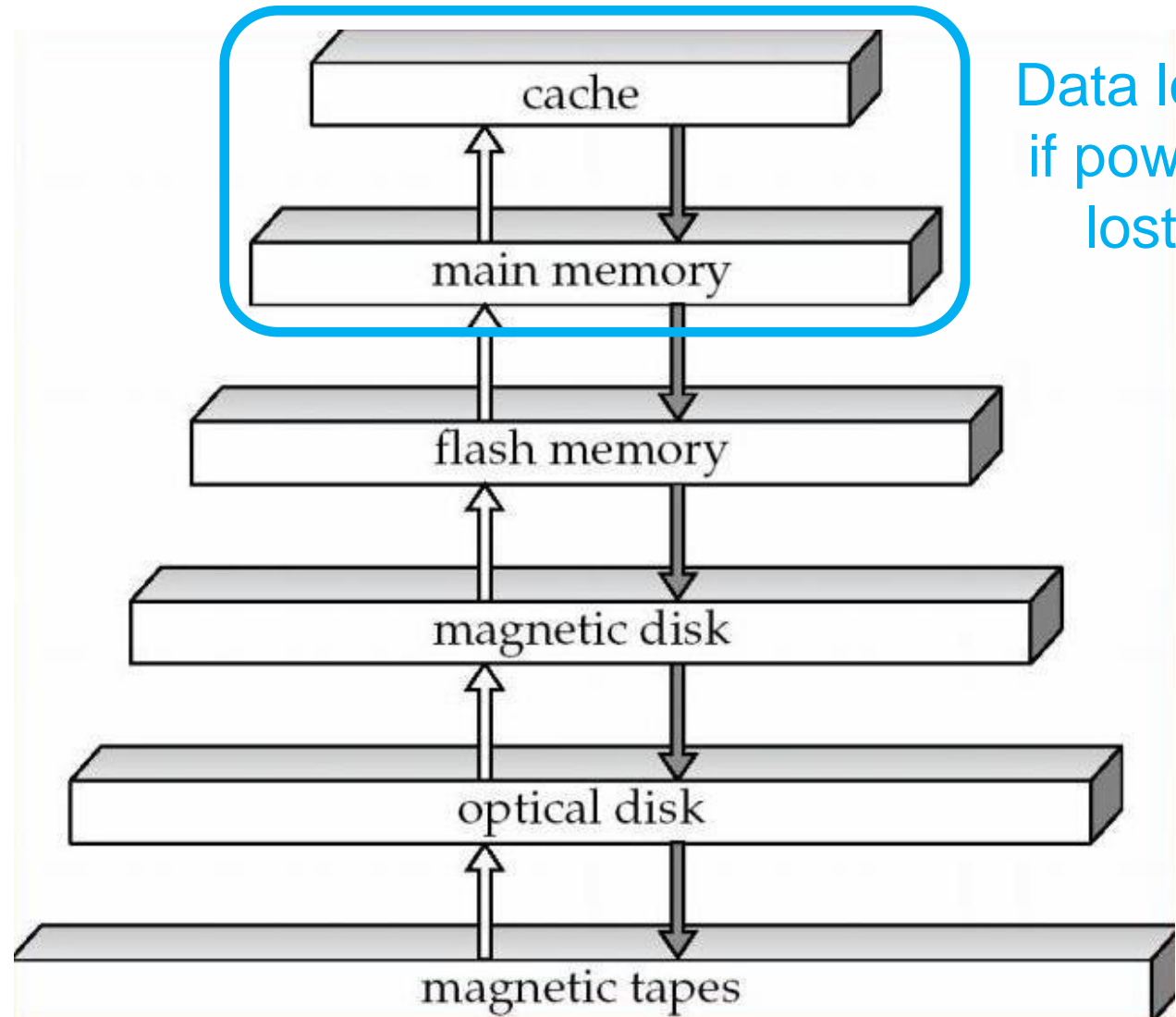
Database Performance

Storage media hierarchy

faster, more
expensive,
smaller
capacity



slower,
cheaper,
older,
bigger
capacity



Data lost
if power
lost



- Caching data in memory, e.g. data buffers
- Placement of data files across disc drives
- Fast storage such as SSD
- Database replication and server clustering
- Use of indexes to speed up searches and joins
- Good choice of data types (especially PKs)
- Good program logic (no long running CRUD)
- Good query execution plans
- Good code (no deadlocks)

- Data and Code found in memory
- Avoids a read
- Reads are expensive
- Goal in to minimize reads (& writes)
 - Writes are necessary (recovery logs, changed data)
- “in memory databases”
 - all code all data loaded into memory on db start & stays until shutdown

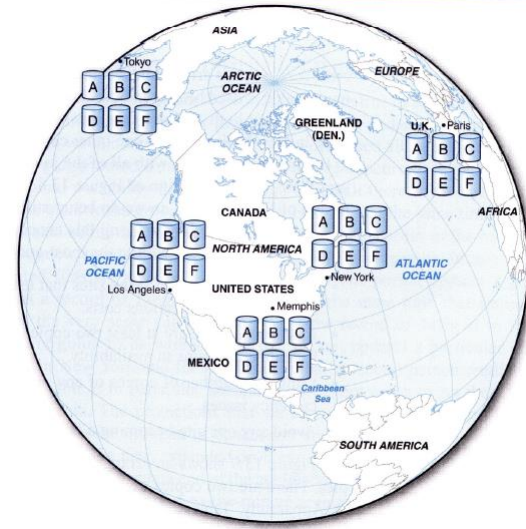
Buffer Pool
(Table & Index rows)

Parser / Compiler
(SQL)



- Spread the files across the physical server
 - RAID (0, 0 +1, 5)
- We can't avoid writes
 - Spread files across many disks
 - Avoid contention
 - (many users competing for same resource)
 - Recovery Logs (always writing)
 - faster disk
- SSD (Solid State Drives)
 - No moving parts – nothing to break down
 - Faster I/O (Input & Output compared to other disk types)

- Distributed data
 - Spreads the load
 - Data kept only where it is needed
 - Less work per physical server – faster response times
- Replicated Data
 - Spreads Load
 - Less work per physical server – faster response times



When to create indexes

- for each table, choose the columns you will index:
- column is *queried frequently* (used in Where clauses)
- columns that are used for *joins (PK to FK)*
- primary *keys* (automatic in most DBMS)
- foreign *keys* (automatic in MySQL)
- unique columns (automatic in most DBMS)
- large tables only - small tables do not require indexes
 - if you frequently retrieve less than about 15% of the rows
- wide range of values (good for regular indexes).
- small range of values (good for bitmap/hash indexes).

covered already in week 6

source: Oracle® Database Application Developer's Guide

- Good Data Types
 - INTEGERS for PK FK & PFK
- Good Program Logic & Code
 - Transaction design

BEGIN TRANSACTION

SELECT

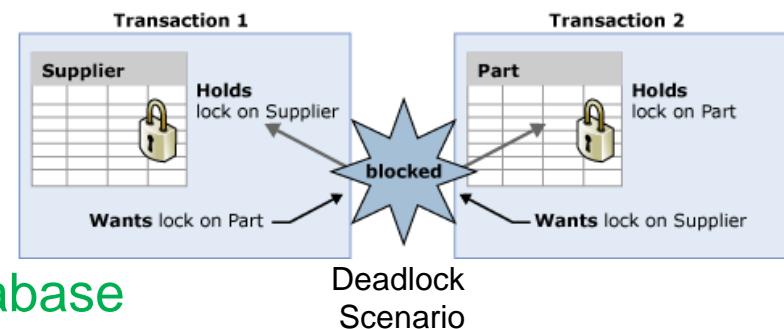
UPDATE

UPDATE

UPDATE

COMMIT

- Avoid Long Complex Transactions that never commit or savepoint
- Avoid coding deadlocks!
- Appropriate Locking strategy
 - Row b4 Buffer b4 Table b4 Database
 - Consider Lock Timeouts (if not automatic)



- The best execution plan has the lowest “cost”
- Known as Cost Based Optimization (CBO)

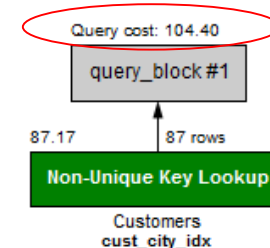
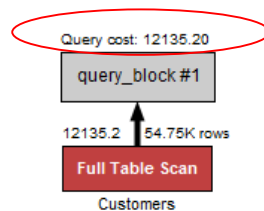
Index on where condition (cust_city) improves cost:

```
SELECT cust_first_name, cust_last_name, cust_marital_status,
       cust_city, cust_income_level
FROM Customers
WHERE cust_last_name = 'Parkburg'
AND cust_first_name = 'Peter'
AND cust_city = 'Trafford';
```

	cust_first_name	cust_last_name	cust_marital_status	cust_city	cust_income_level
	Peter	Parkburg	single	Trafford	H: 150.000 - 169.999

```
CREATE INDEX cust_city_idx
ON customers(cust_city);

SELECT cust_first_name, cust_last_name, cust_marital_status,
       cust_city, cust_income_level
FROM Customers
WHERE cust_last_name = 'Parkburg'
AND cust_first_name = 'Peter'
AND cust_city = 'Trafford';
```



- Collect a baseline of performance statistics
 - (EG Long running update takes 43 seconds)
 - Retrieval of all rows in the largest table takes 14 seconds
 - Snapshot memory, usage at the same time every day every week.
- Initiate a SINGLE change
 - Allocate more memory to the database**OR (NOT BOTH!)**
 - Spread the files over different disks
- Retest your baseline metrics
 - Did performance improve or decline
- It is the change in the value not the absolute value that is important in Database Performance Tuning

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Week 8

Database Administration