

# Scaling Log-Structured KV-Stores

featuring

**Monkey and Dostoevsky**

SIGMOD17 / SIGMOD18



**DASlab**  
@ Harvard SEAS

Niv Dayan



BigTable



Amazon  
DynamoDB

\*riak

WT



# Log-Structured KV-Stores



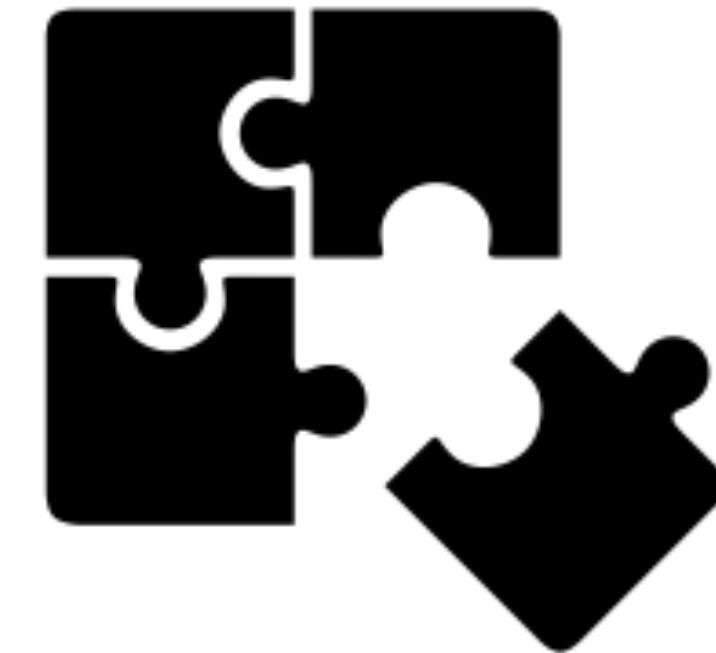
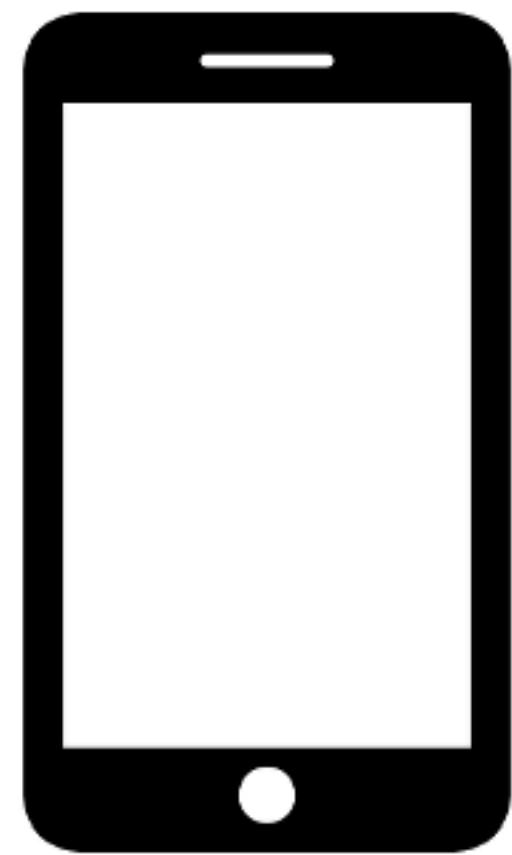
Couchbase

JUJUJUJUJUJUJUJU  
ACCUMULO  
JUNJUNJUNJUNJUNJUN



levelDB

# Log-Structured KV-Stores



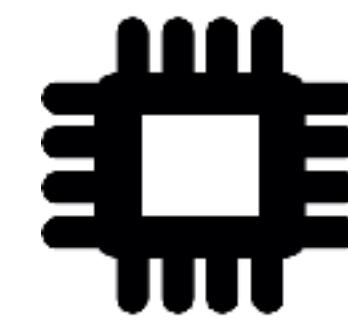
# Why Log-Structured KV-Stores?

# Why Log-Structured KV-Stores?



fast writes

# Why Log-Structured KV-Stores?

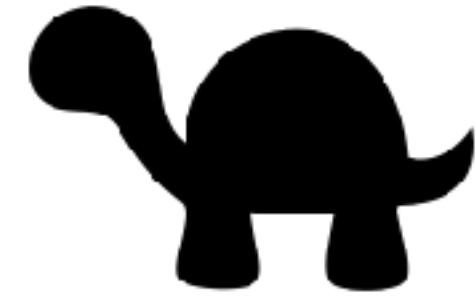
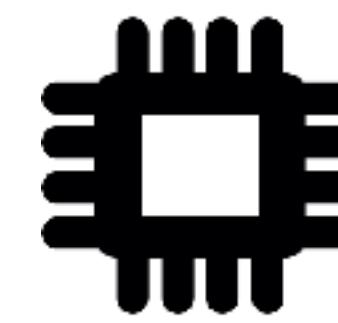


memory

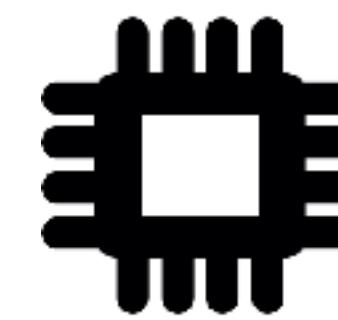


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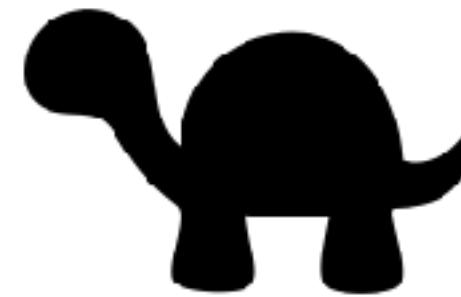
# Why Log-Structured KV-Stores?



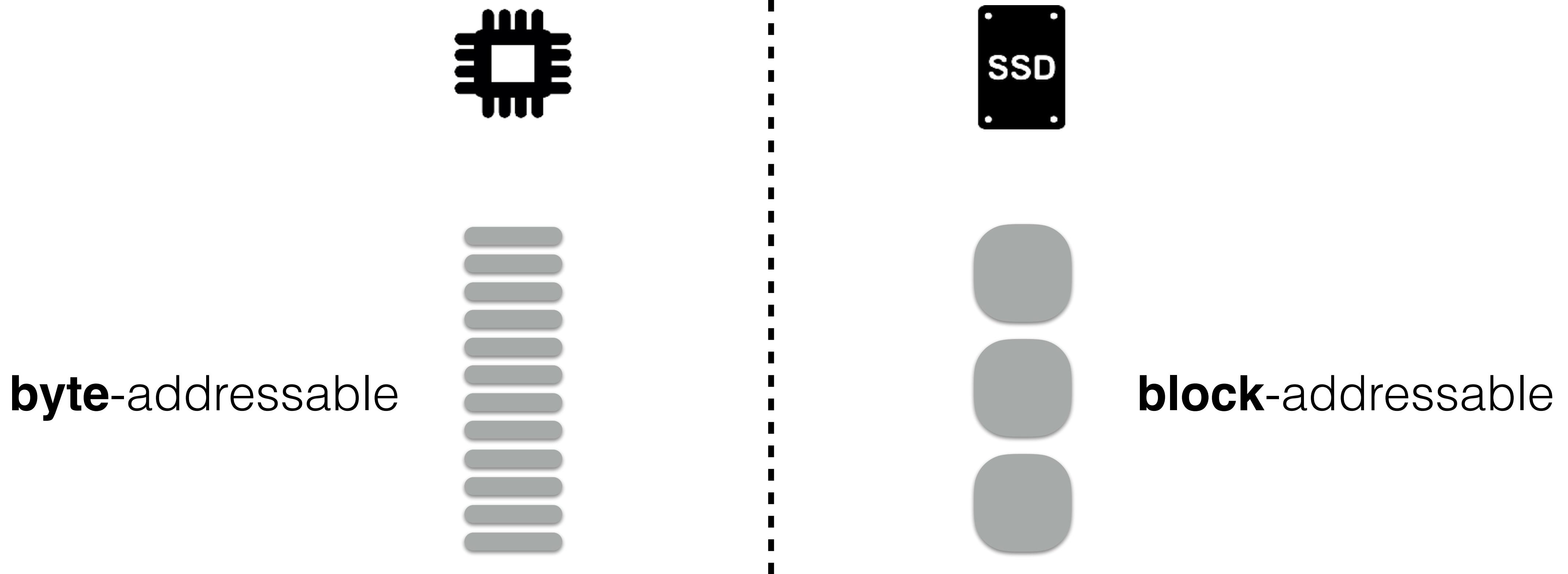
# Why Log-Structured KV-Stores?



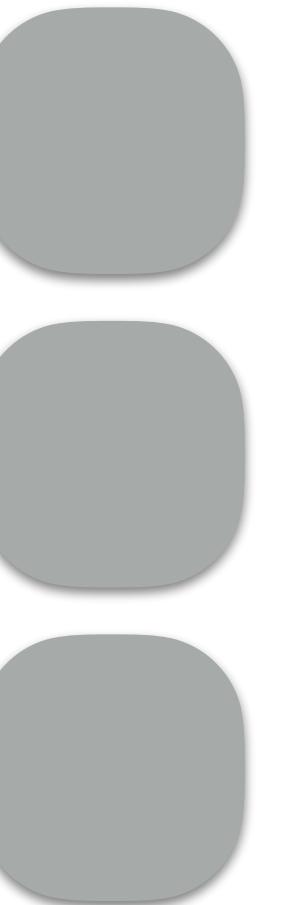
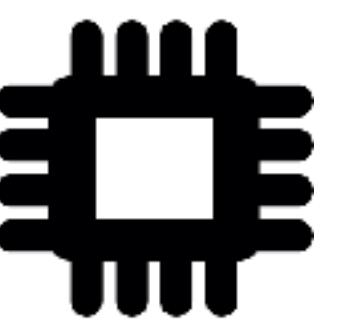
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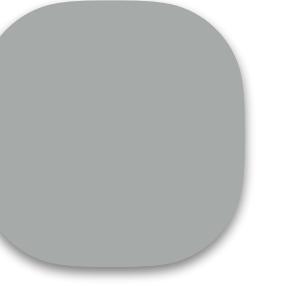
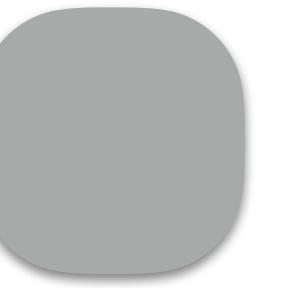
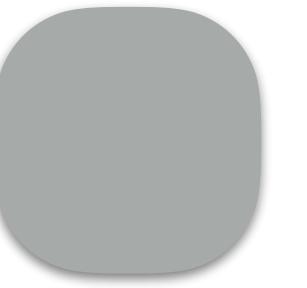
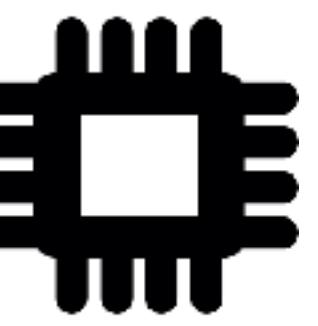
# Why Log-Structured KV-Stores?



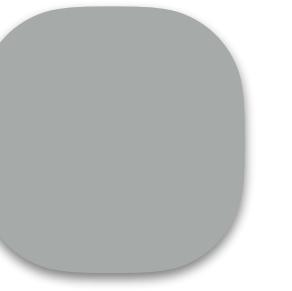
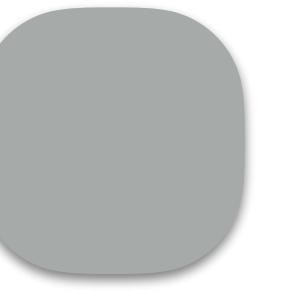
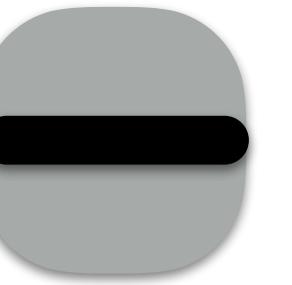
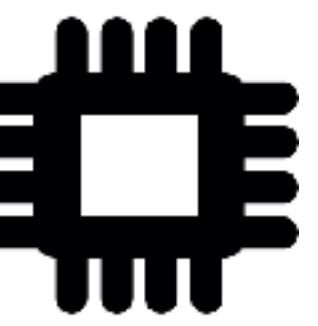
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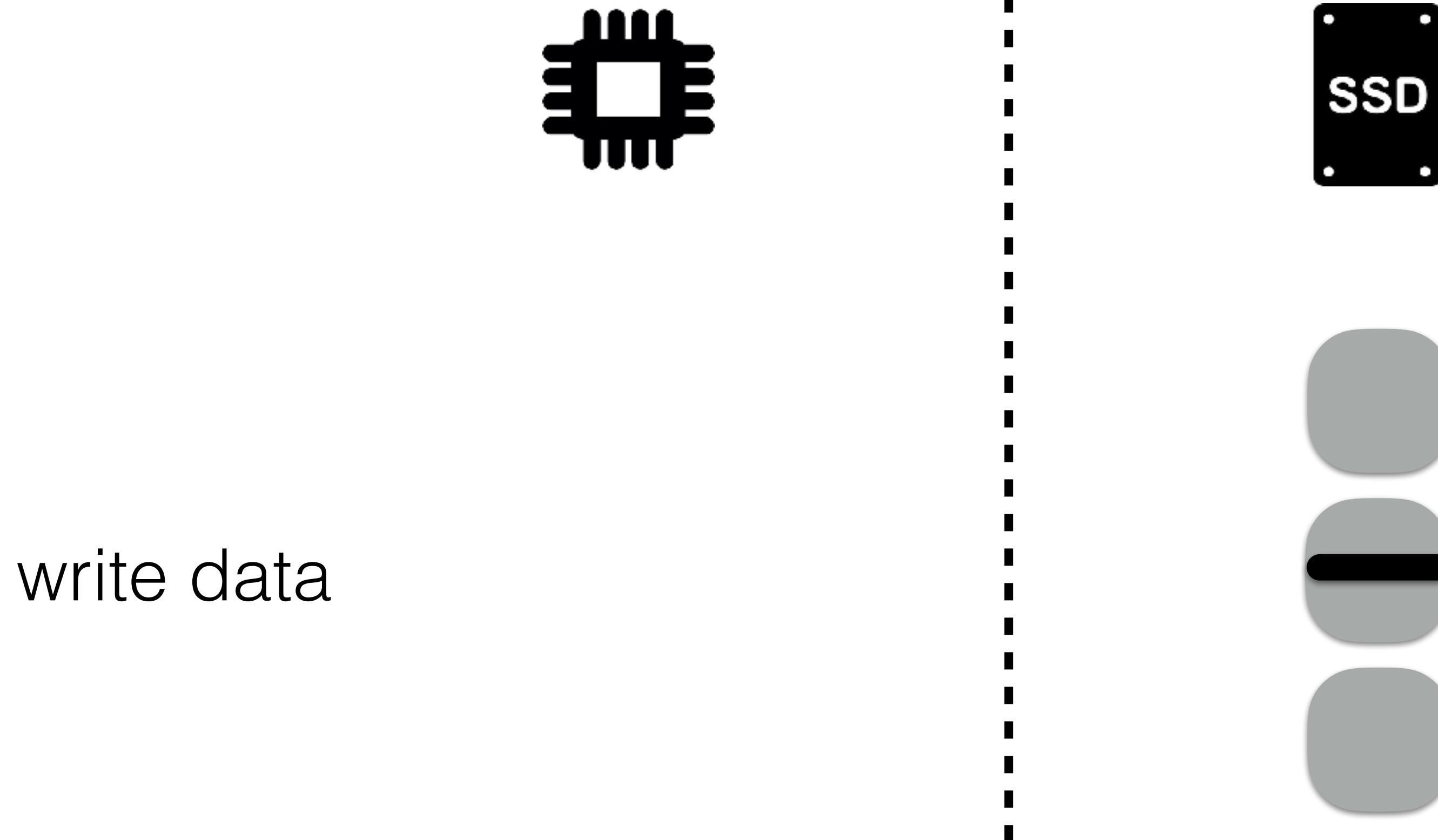
write data



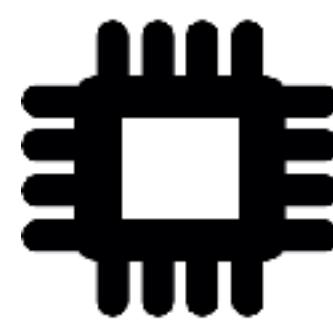
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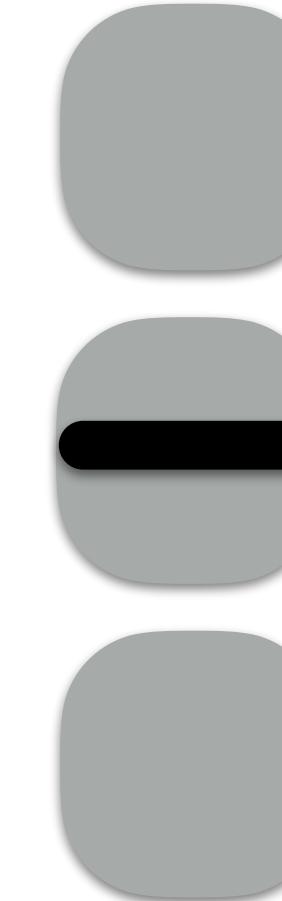
# In-Place Writes



# In-Place Writes

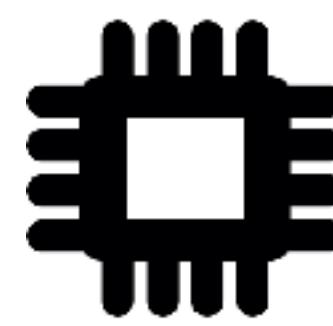


write data

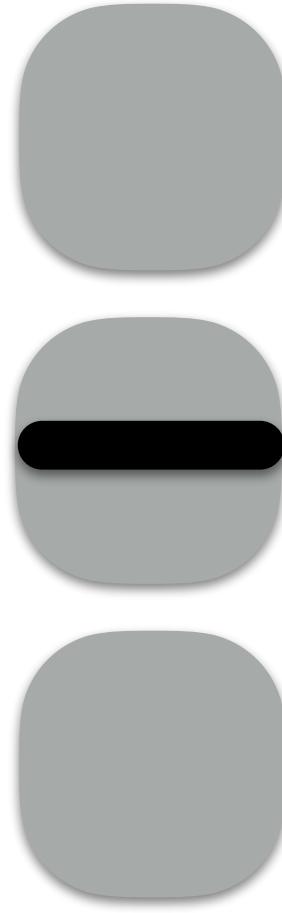


**B-trees**

# In-Place Writes

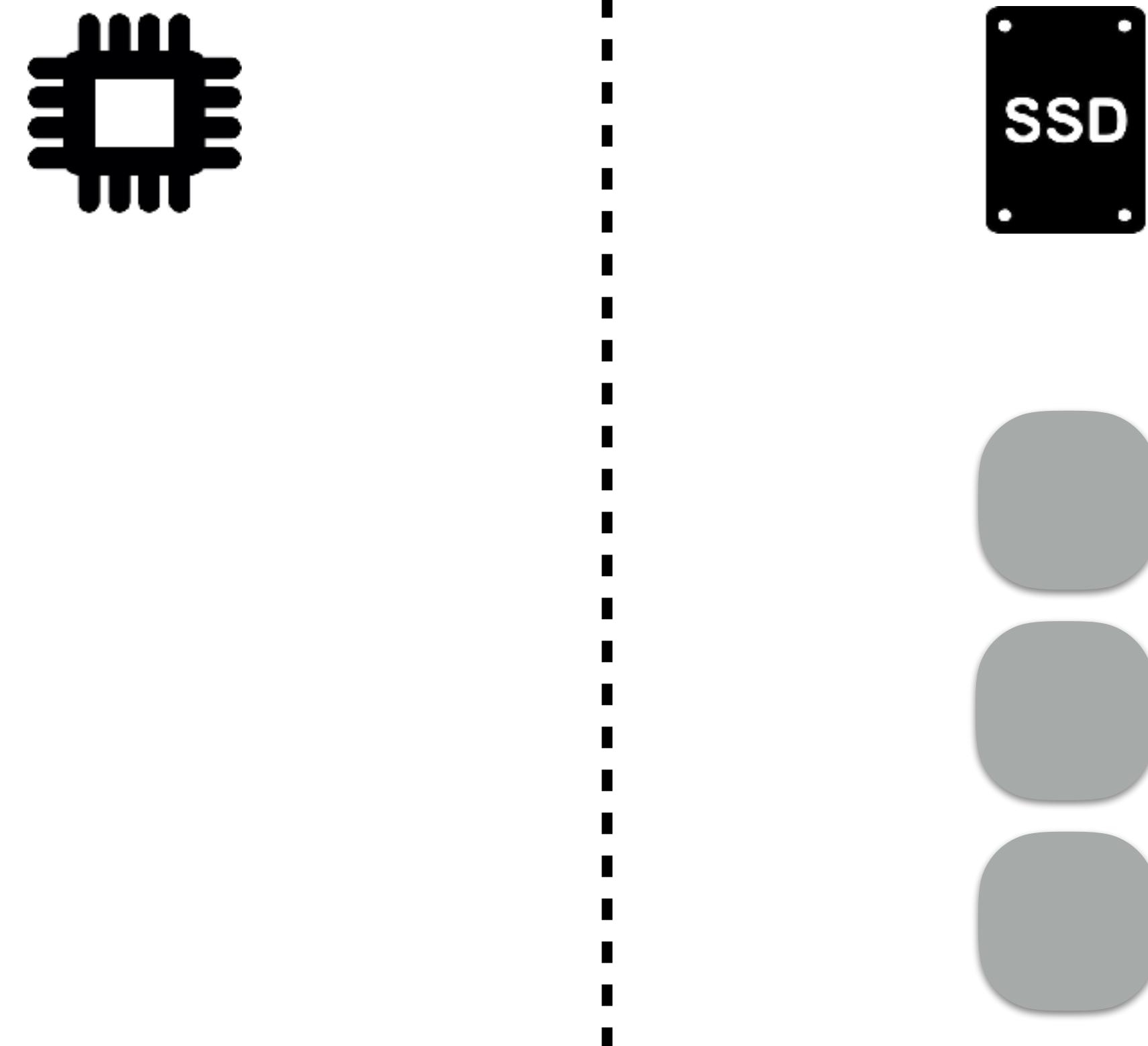


**write data**

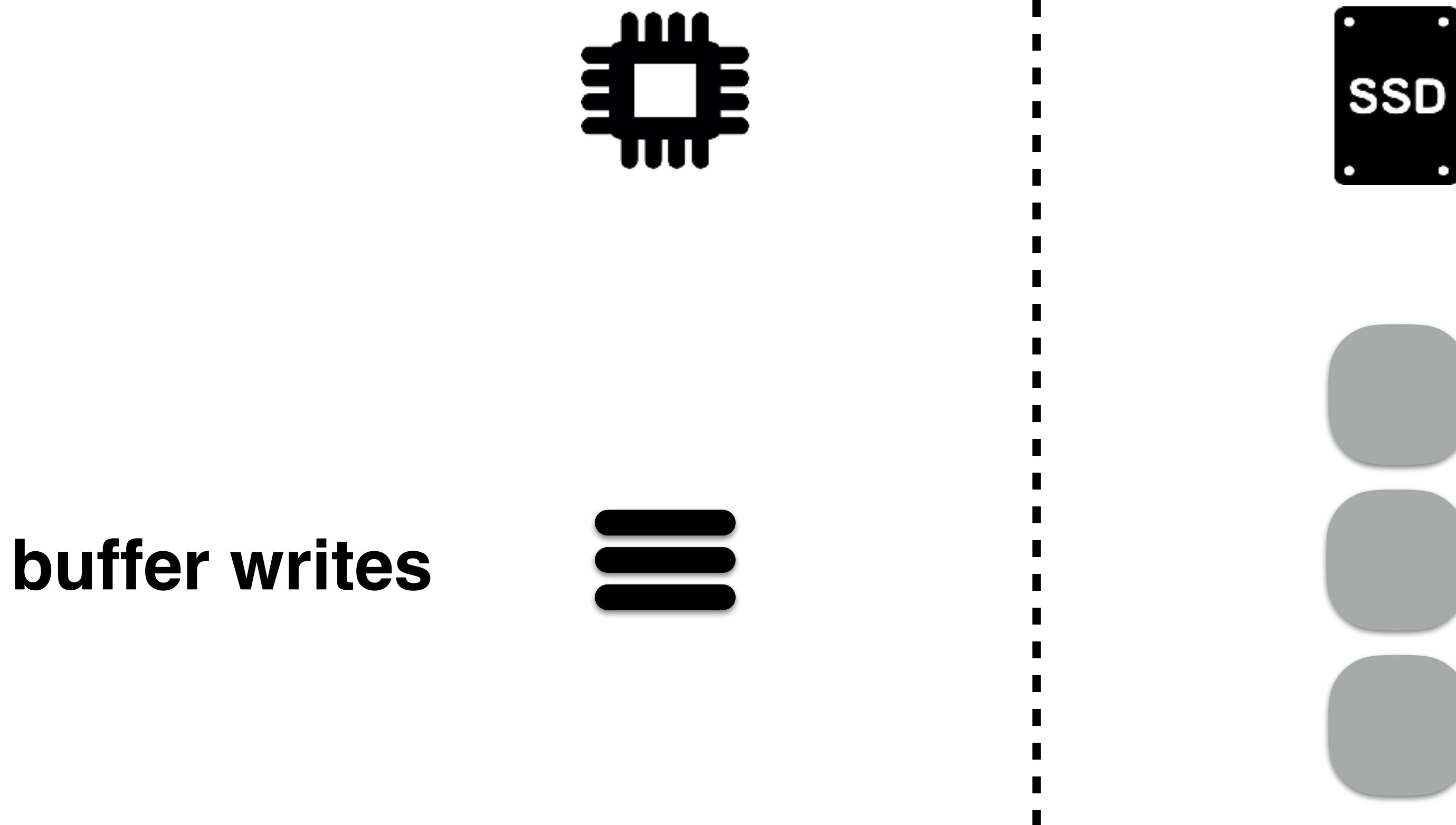


B-trees

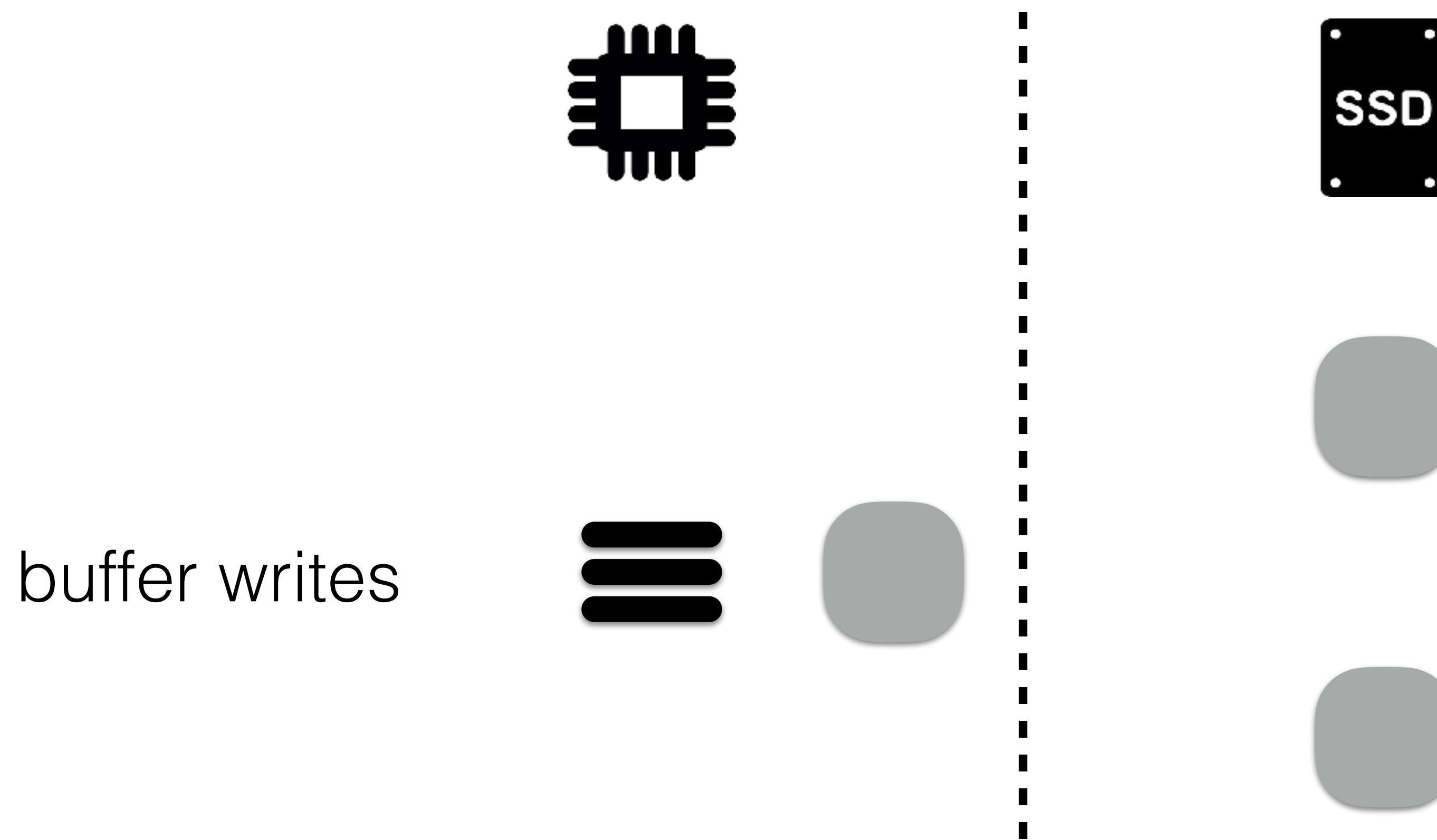
# Log-Structured Writes



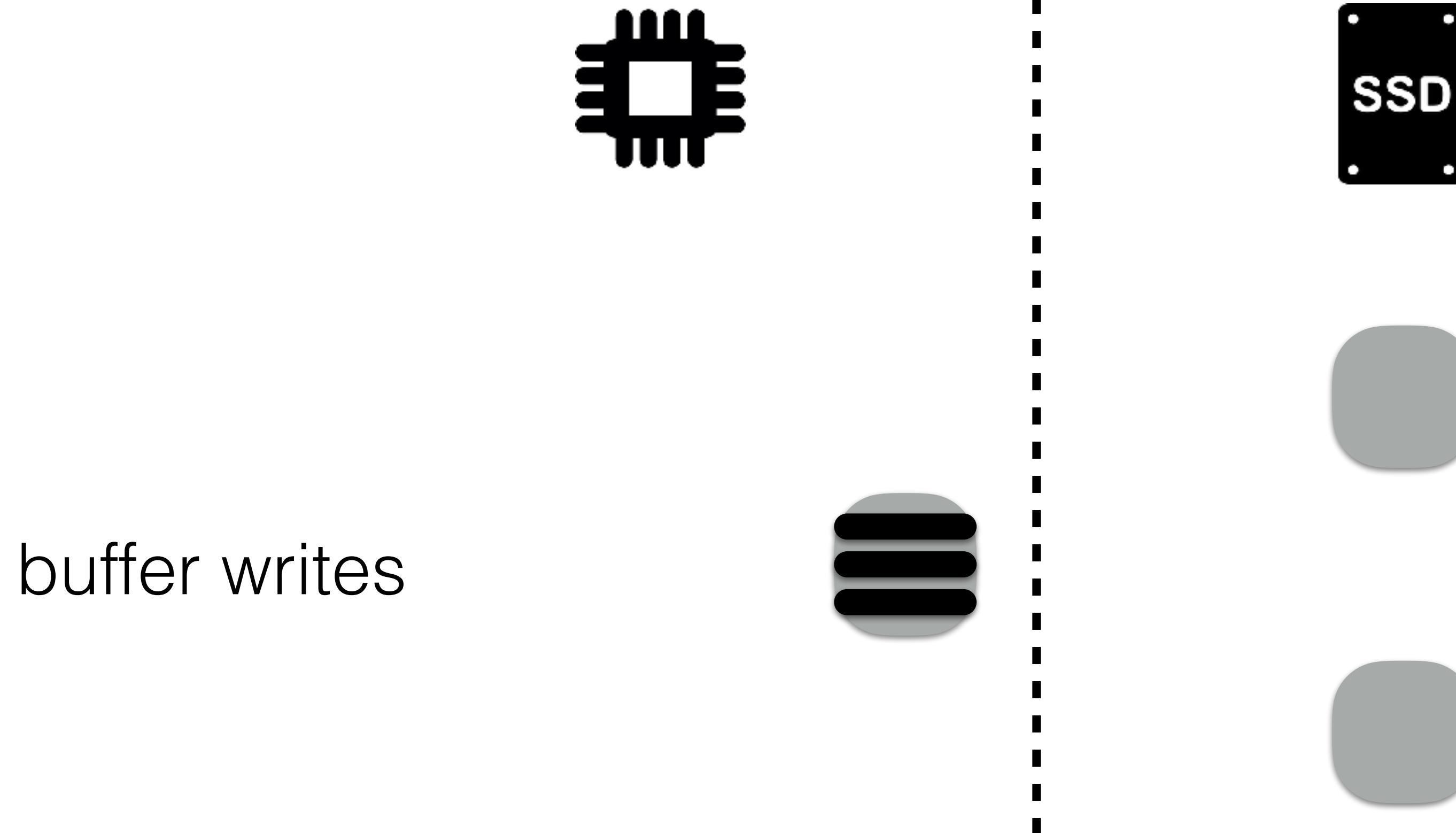
# Log-Structured Writes



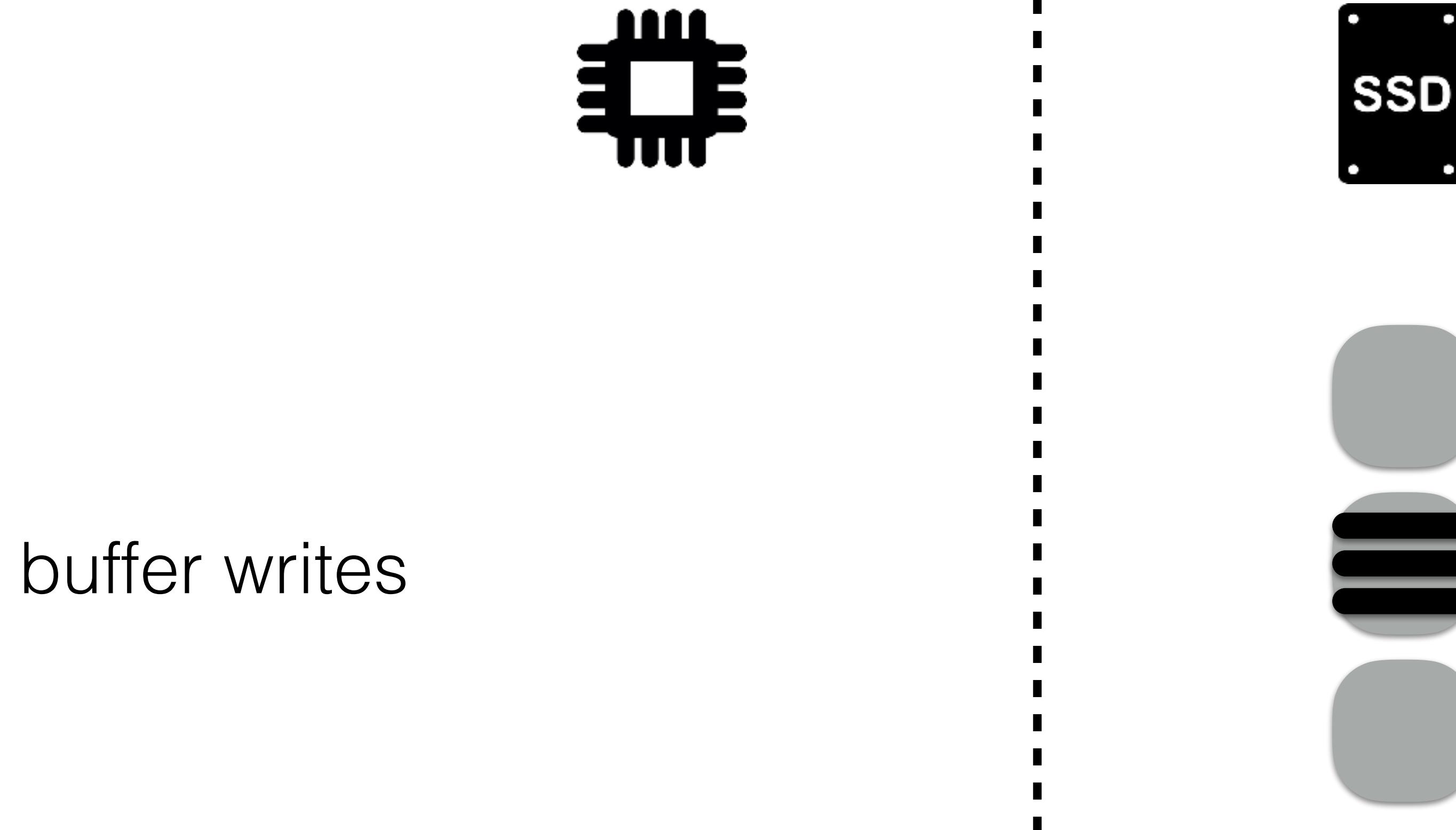
# Log-Structured Writes



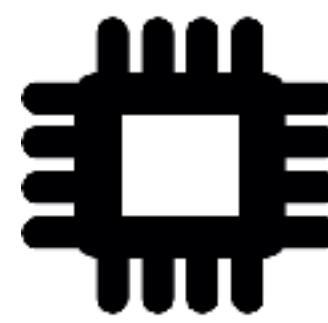
# Log-Structured Writes



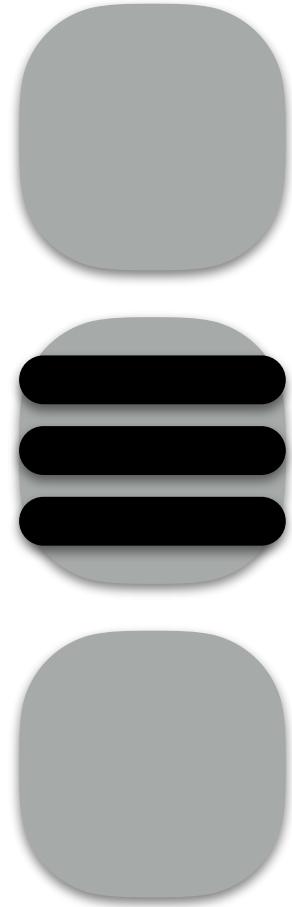
# Log-Structured Writes



# Log-Structured Writes



**buffer writes**



# Log-Structured KV-Stores



fast writes

# Log-Structured KV-Stores



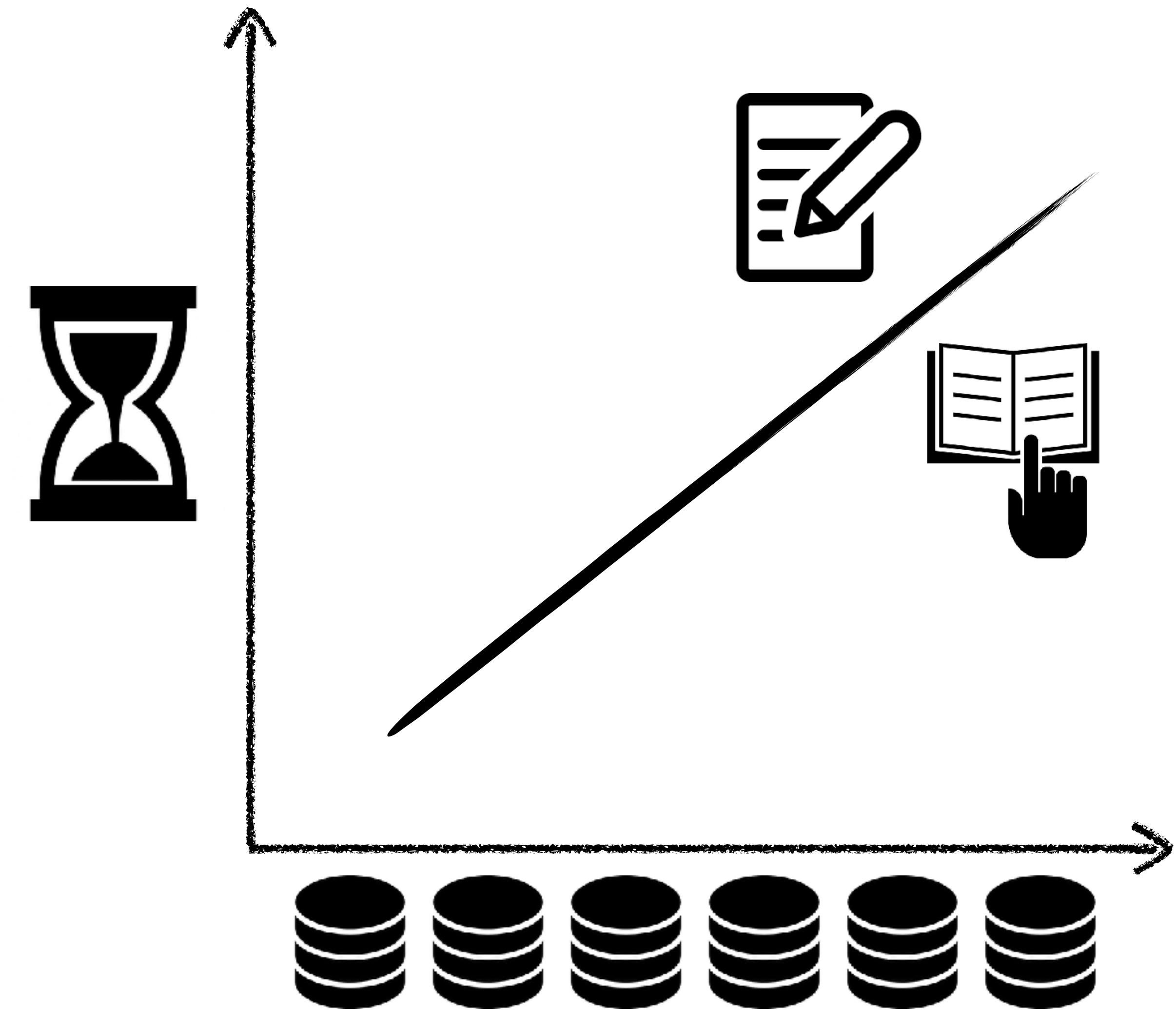
fast writes

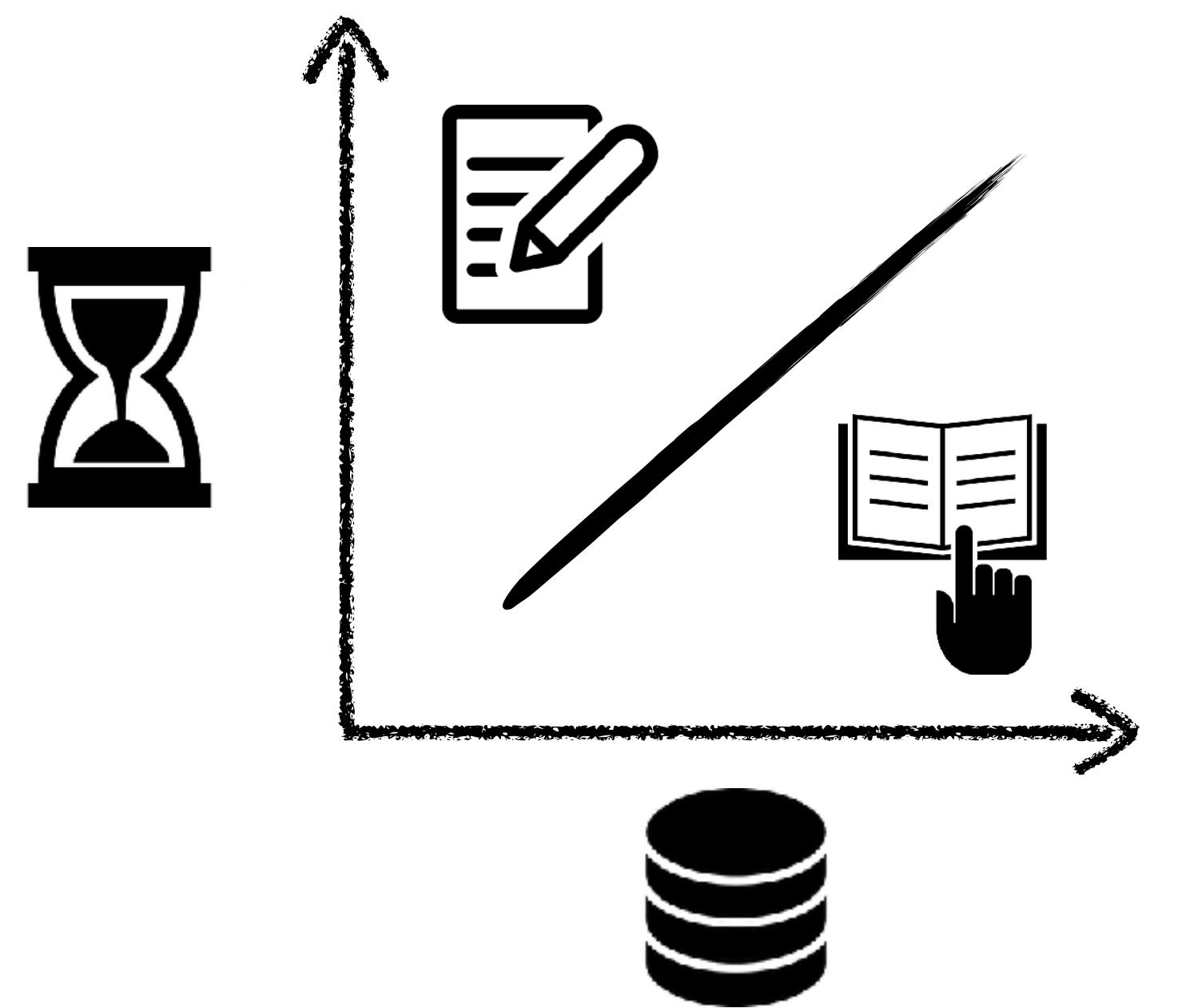


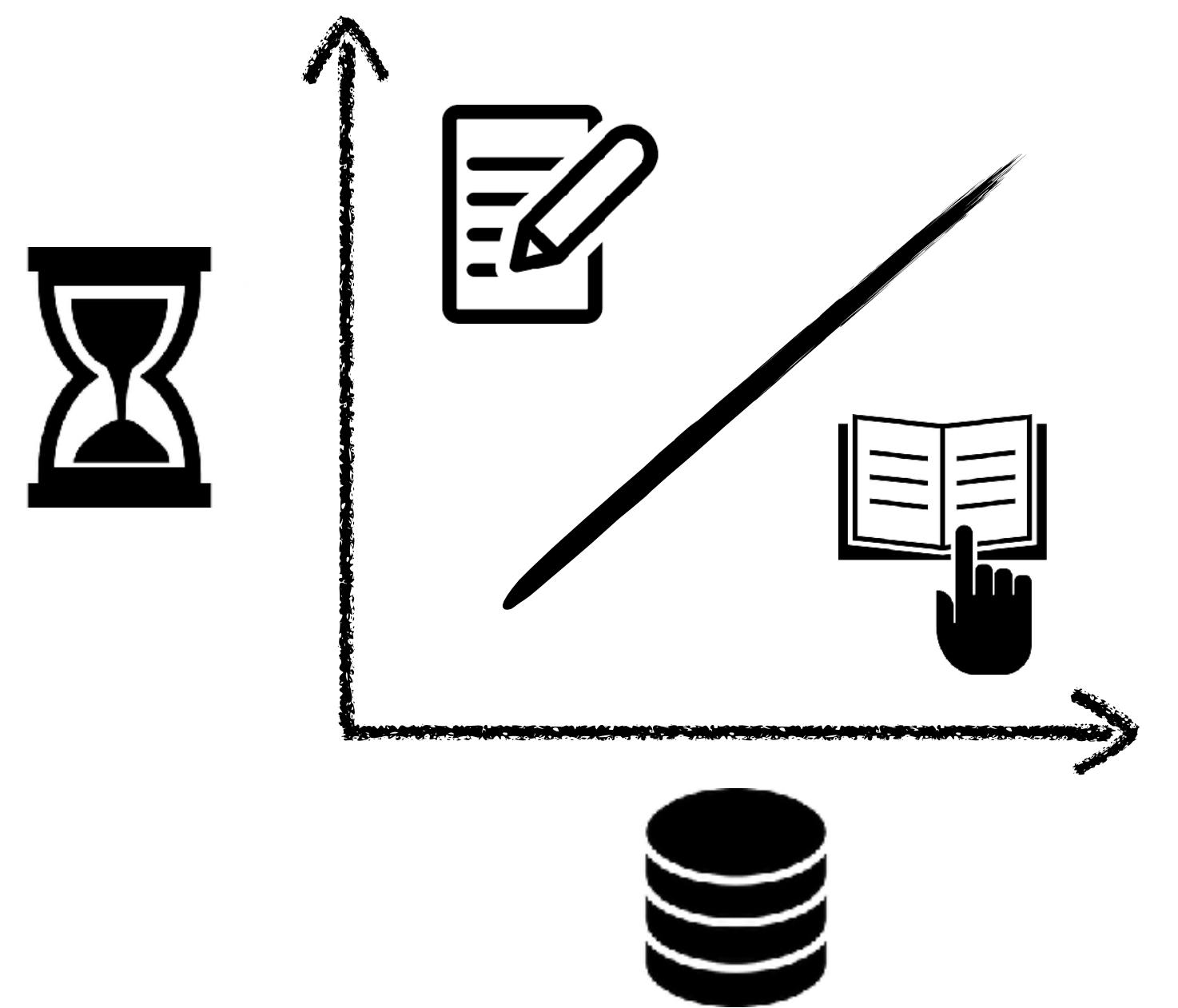
fast reads



massive data







# Background



# Background



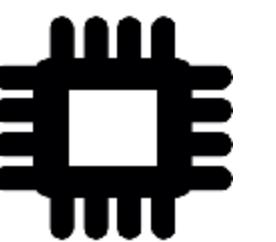
## The Log-Structured Merge-Tree

# Background



**LSM-tree**

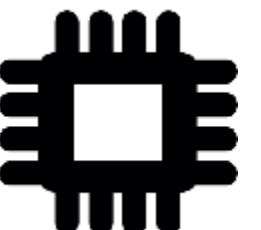
**buffer**



**writes**



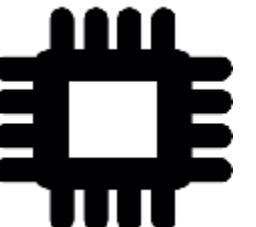
buffer



# key value pairs



buffer

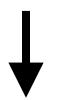


**key**

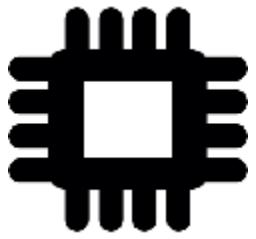
**value**

Sherlock: a fictional detective

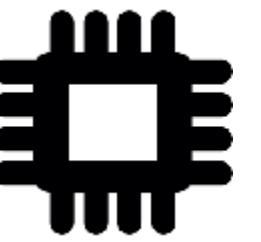
Waldo: an inconspicuous traveler

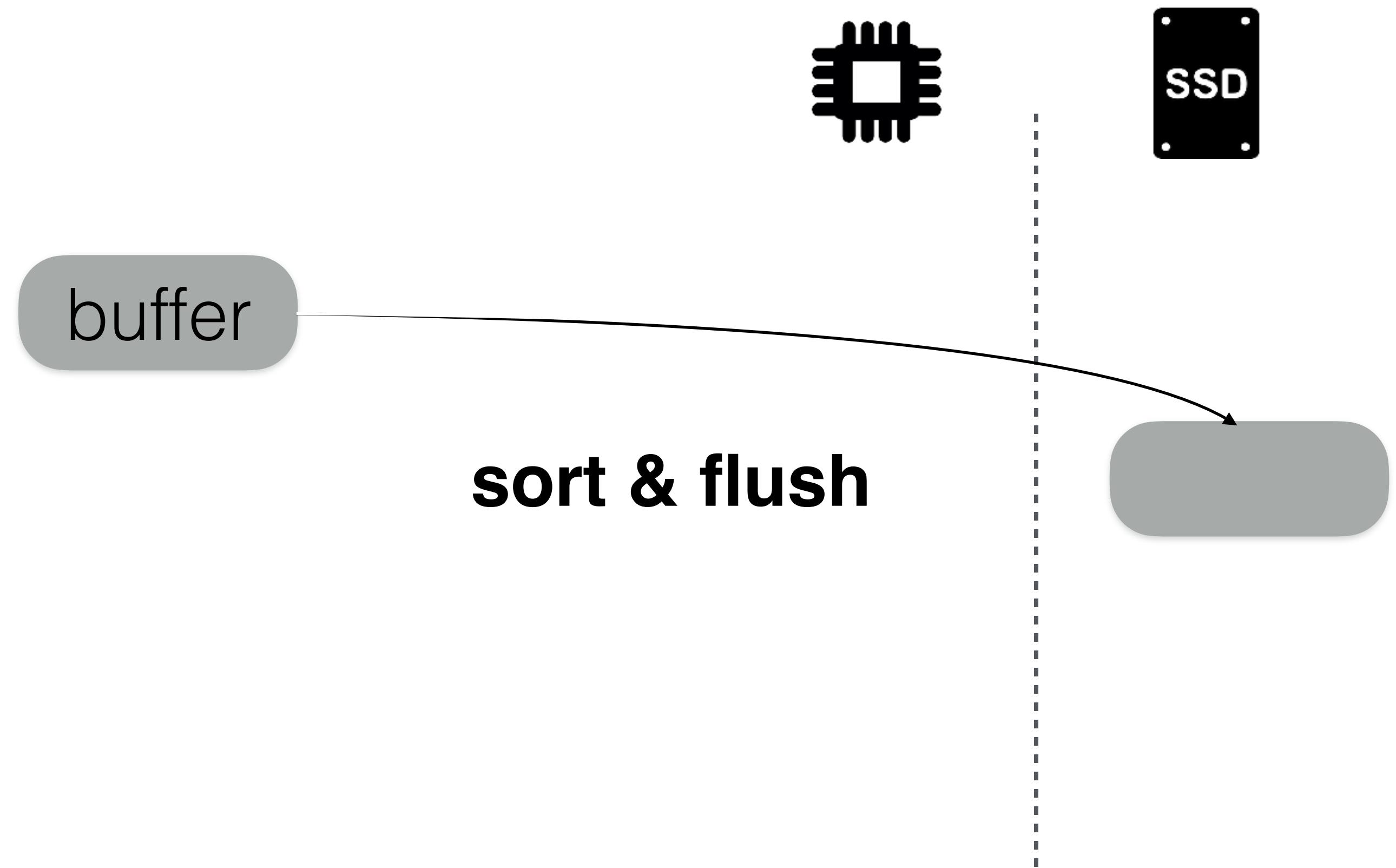


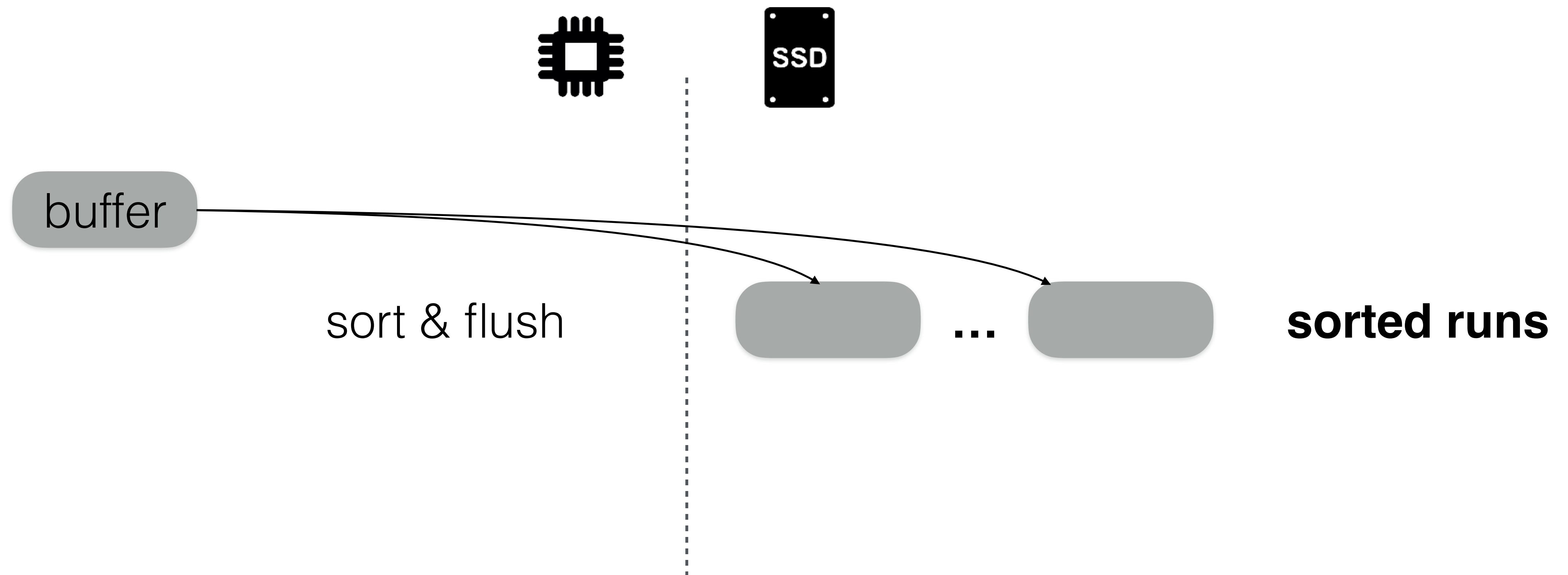
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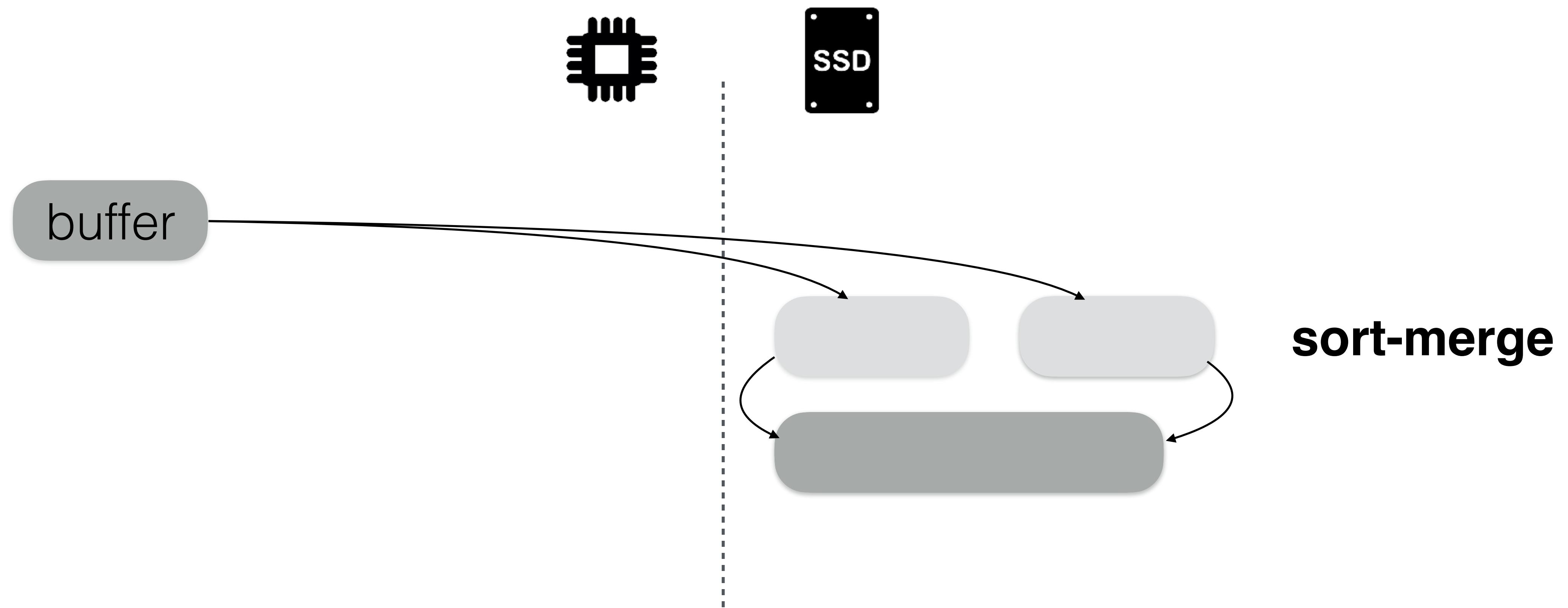


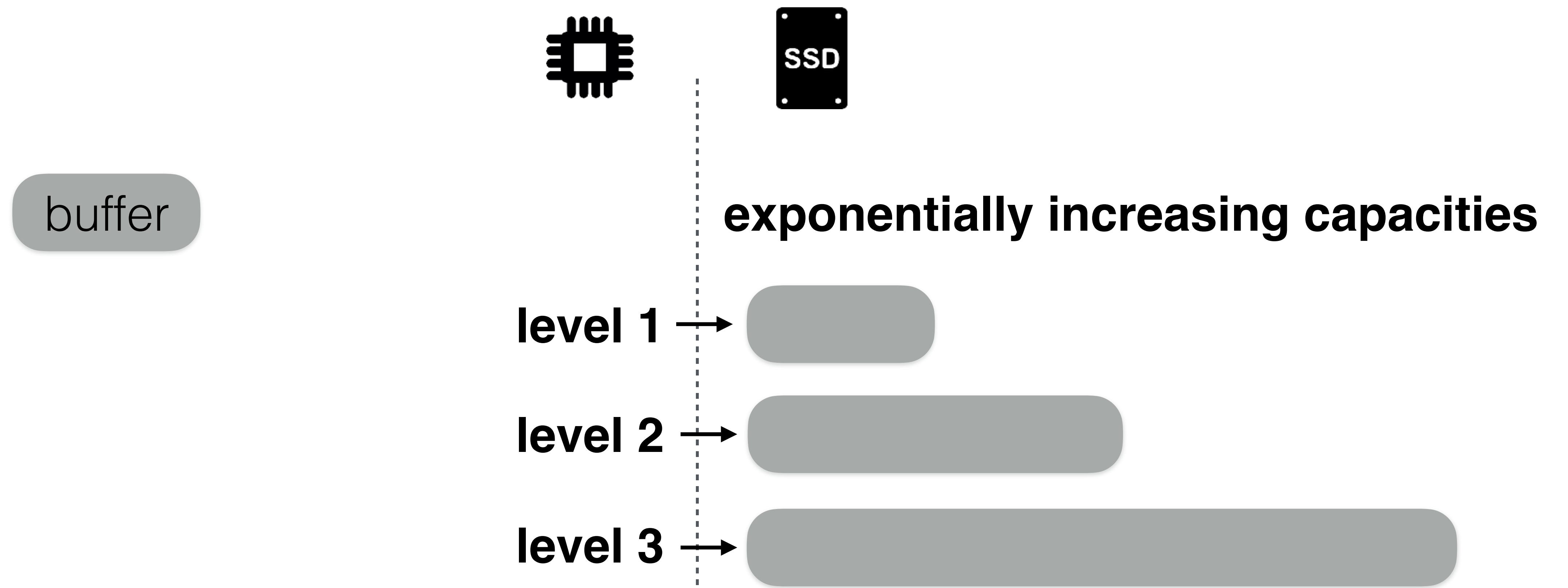
**buffer gets full**







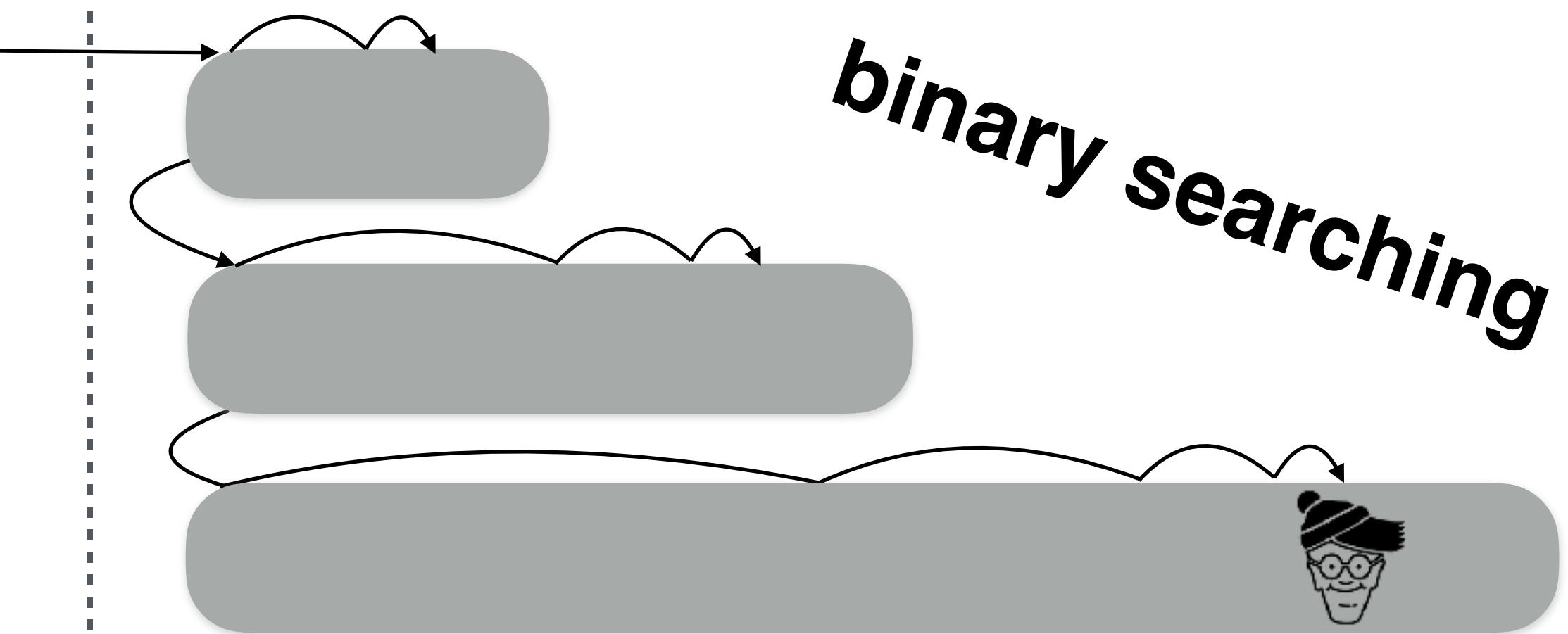
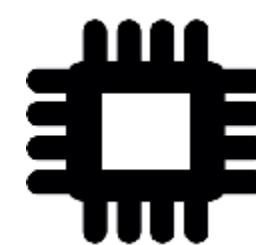




**where's  
Waldo**



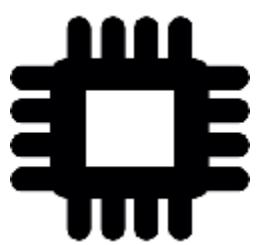
buffer



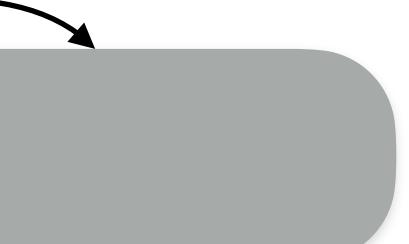
where's  
Waldo



buffer



pointers



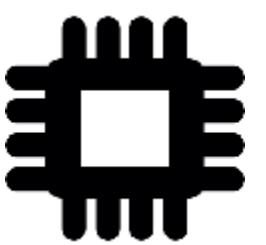
*one I/O per run*



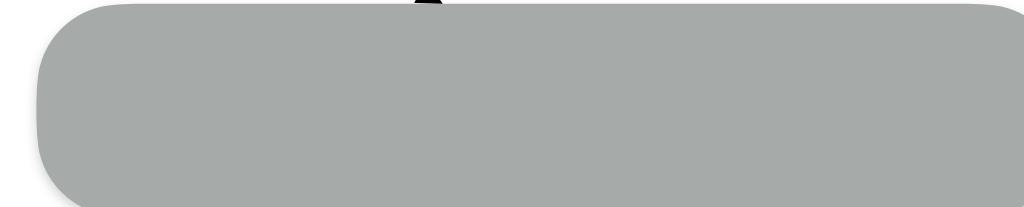
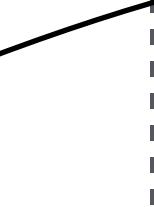
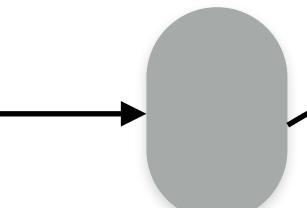
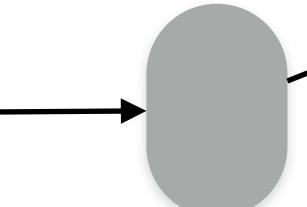
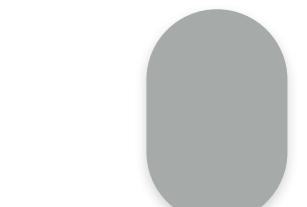
where's  
Waldo

buffer

## Bloom filters



pointers

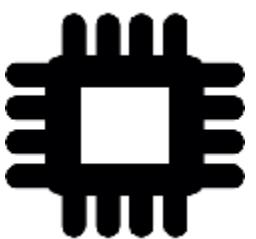


where's  
Waldo

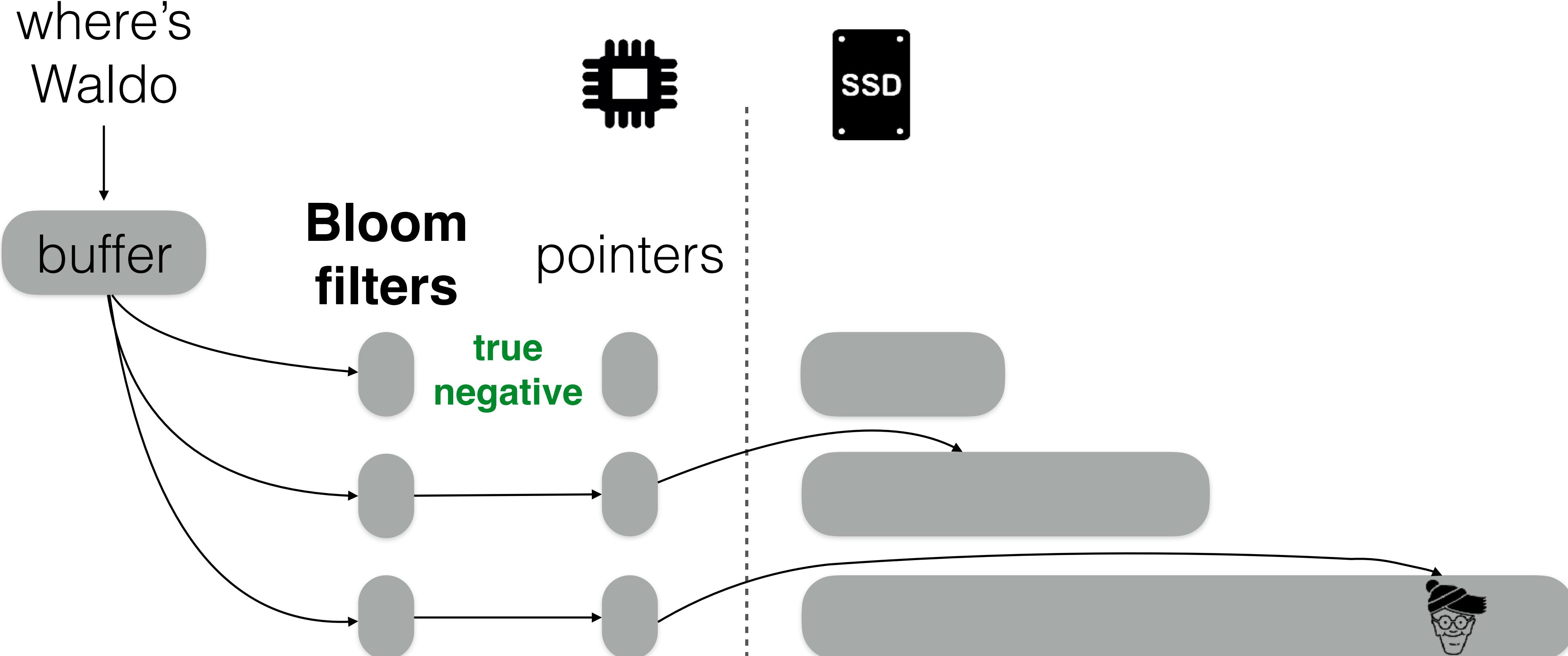
buffer

## Bloom filters

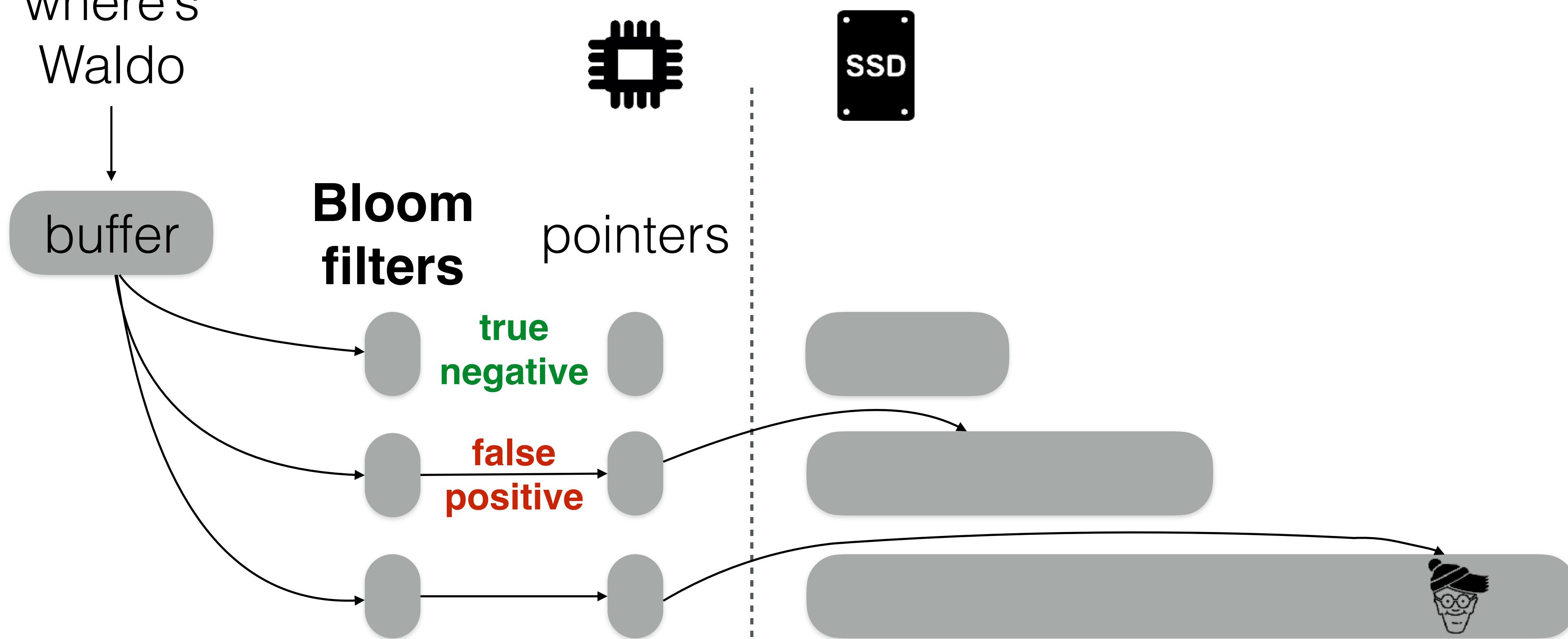
true  
negative



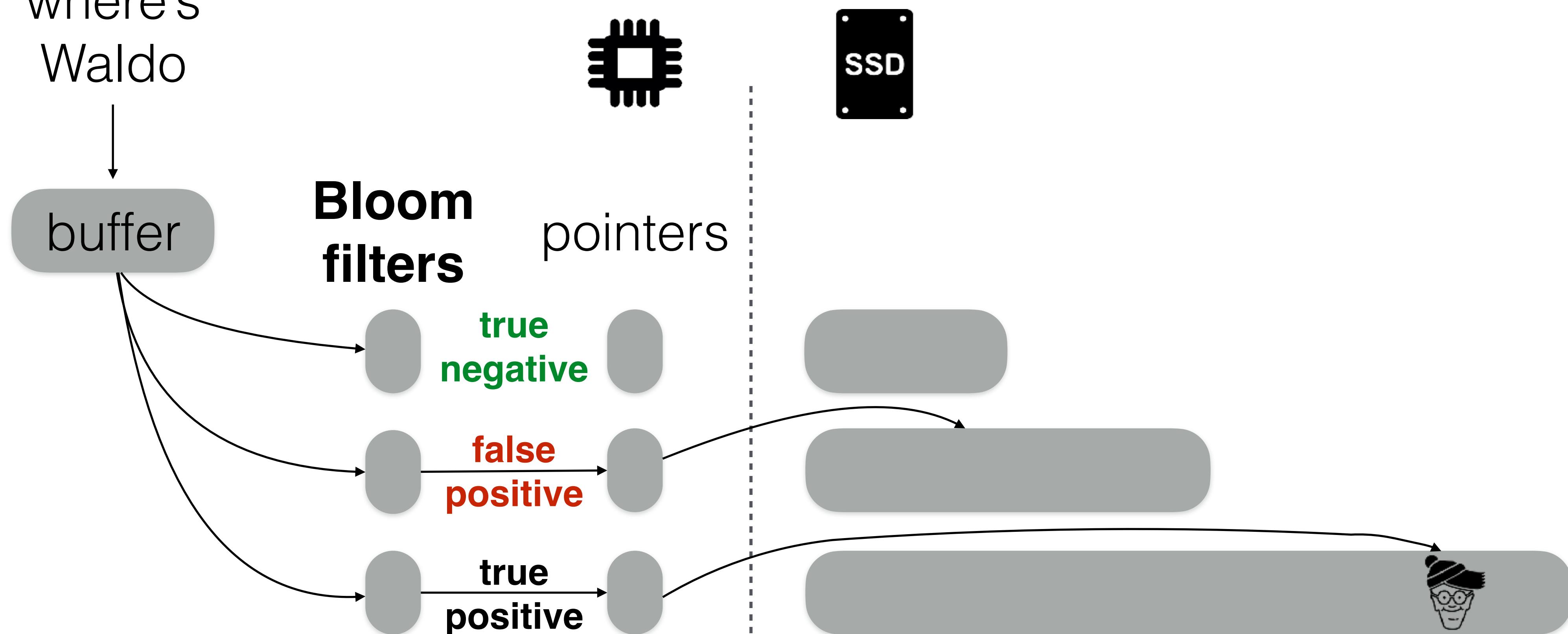
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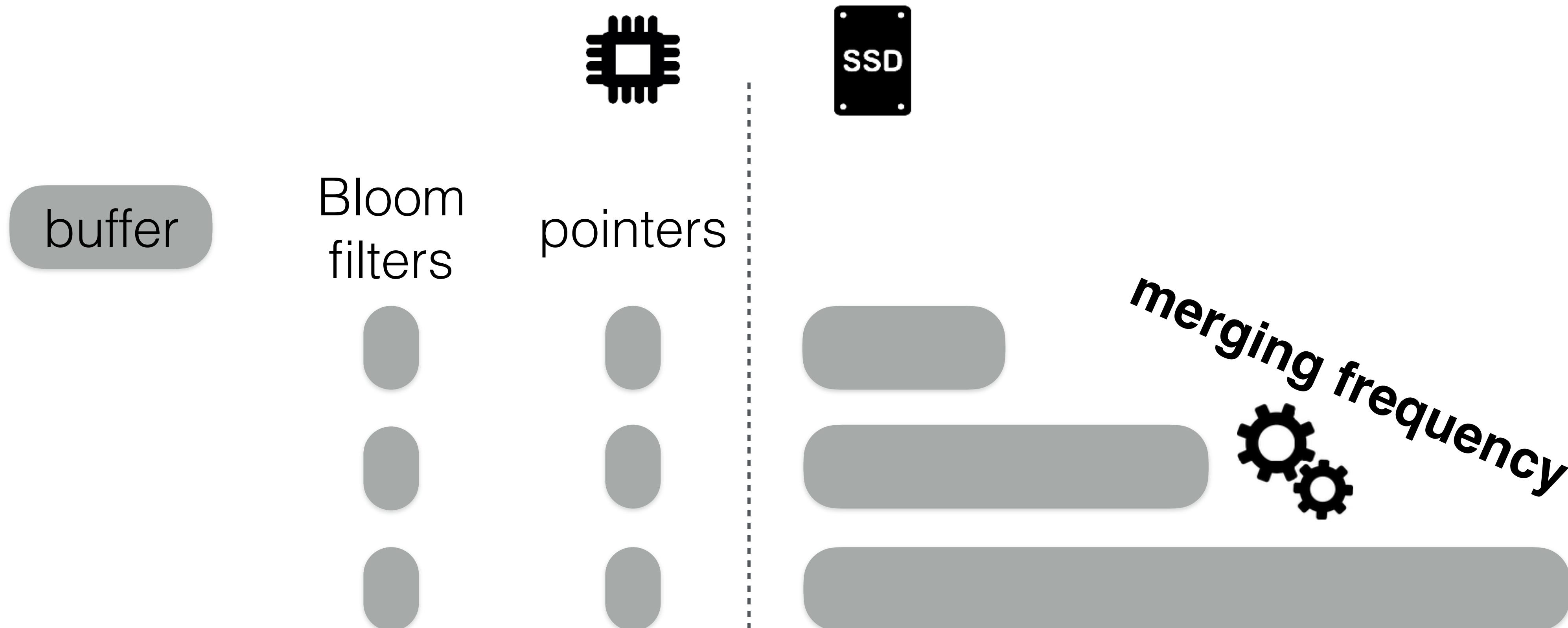


where's  
Waldo



where's  
Waldo





**writes**

**merging**



**reads**

writes



merging



reads

**merging**

**Tiering**

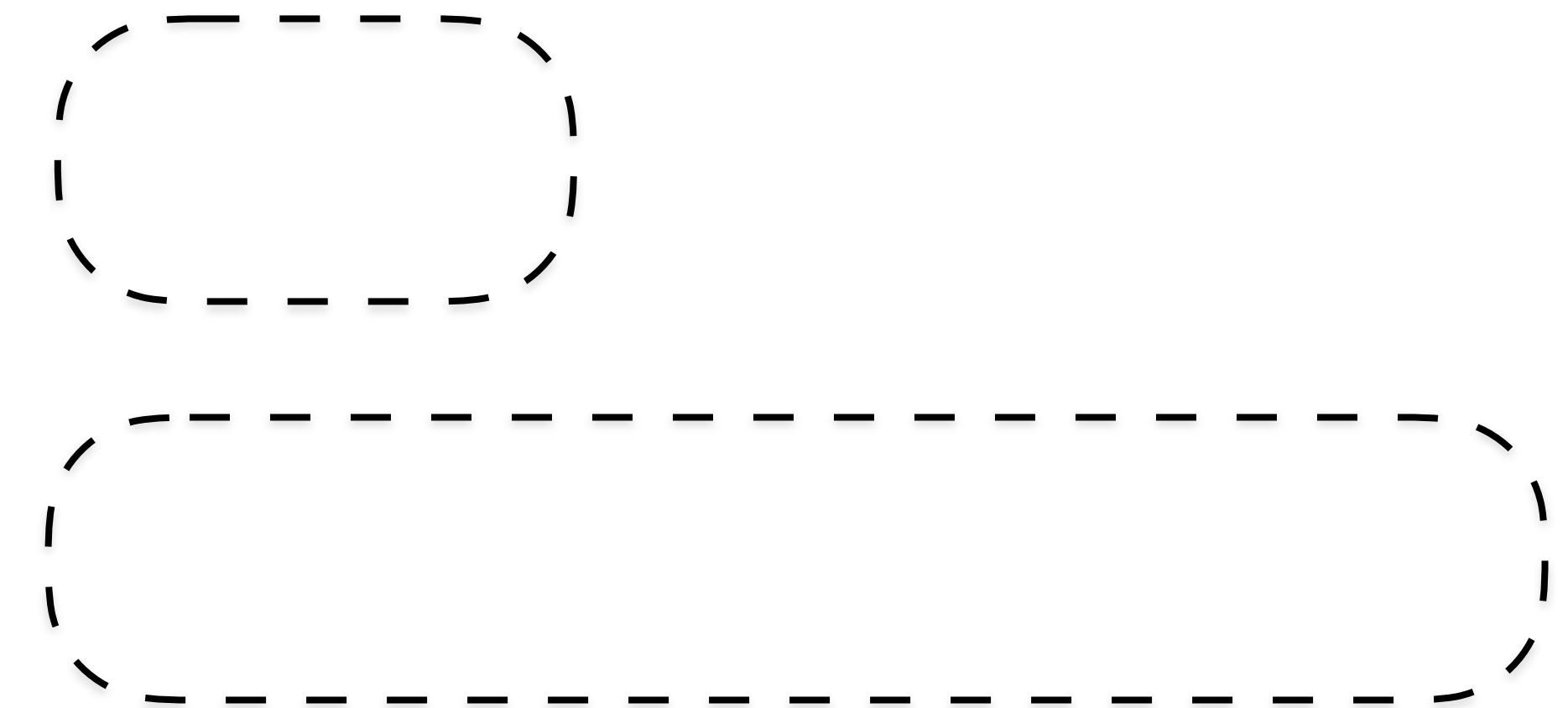
write-optimized

**Leveling**

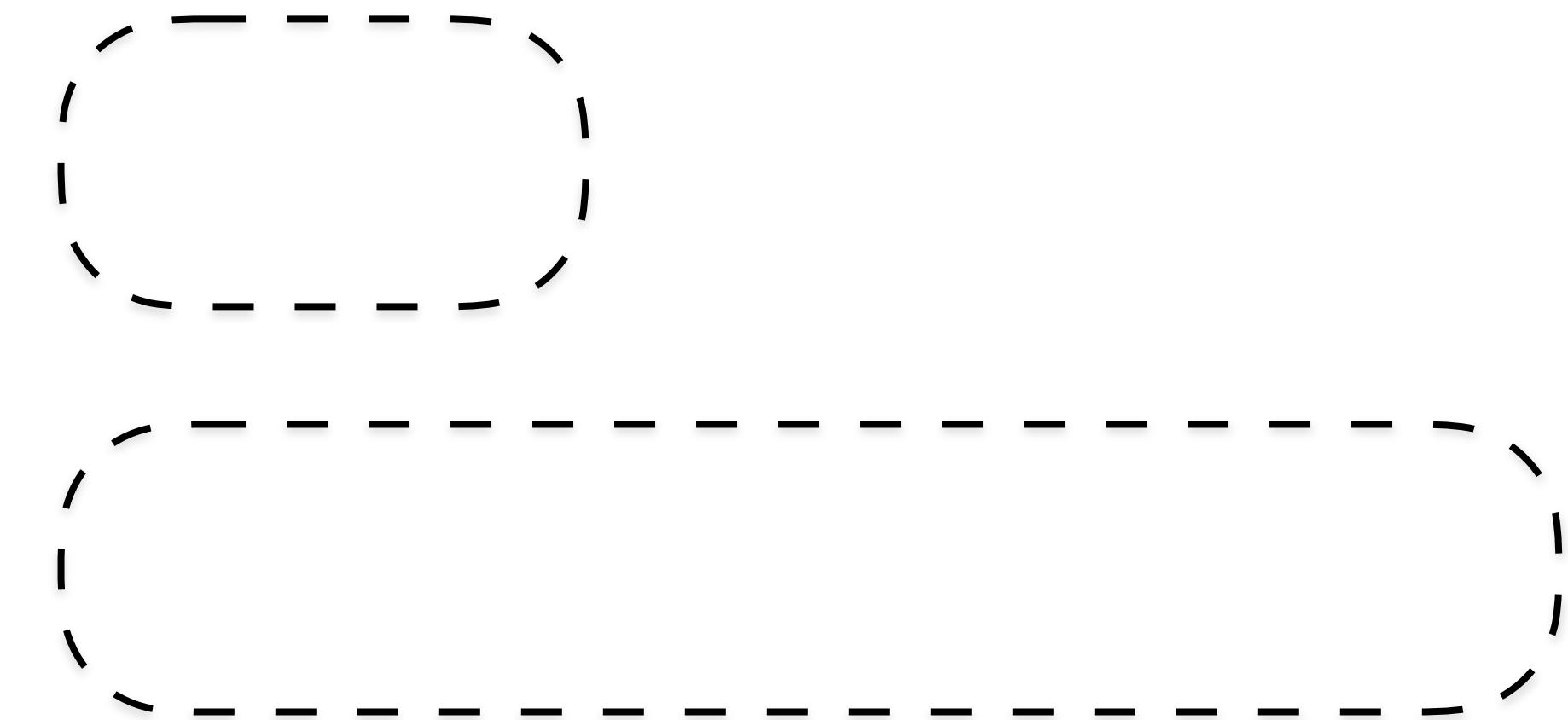
read-optimized



Tiering  
write-optimized

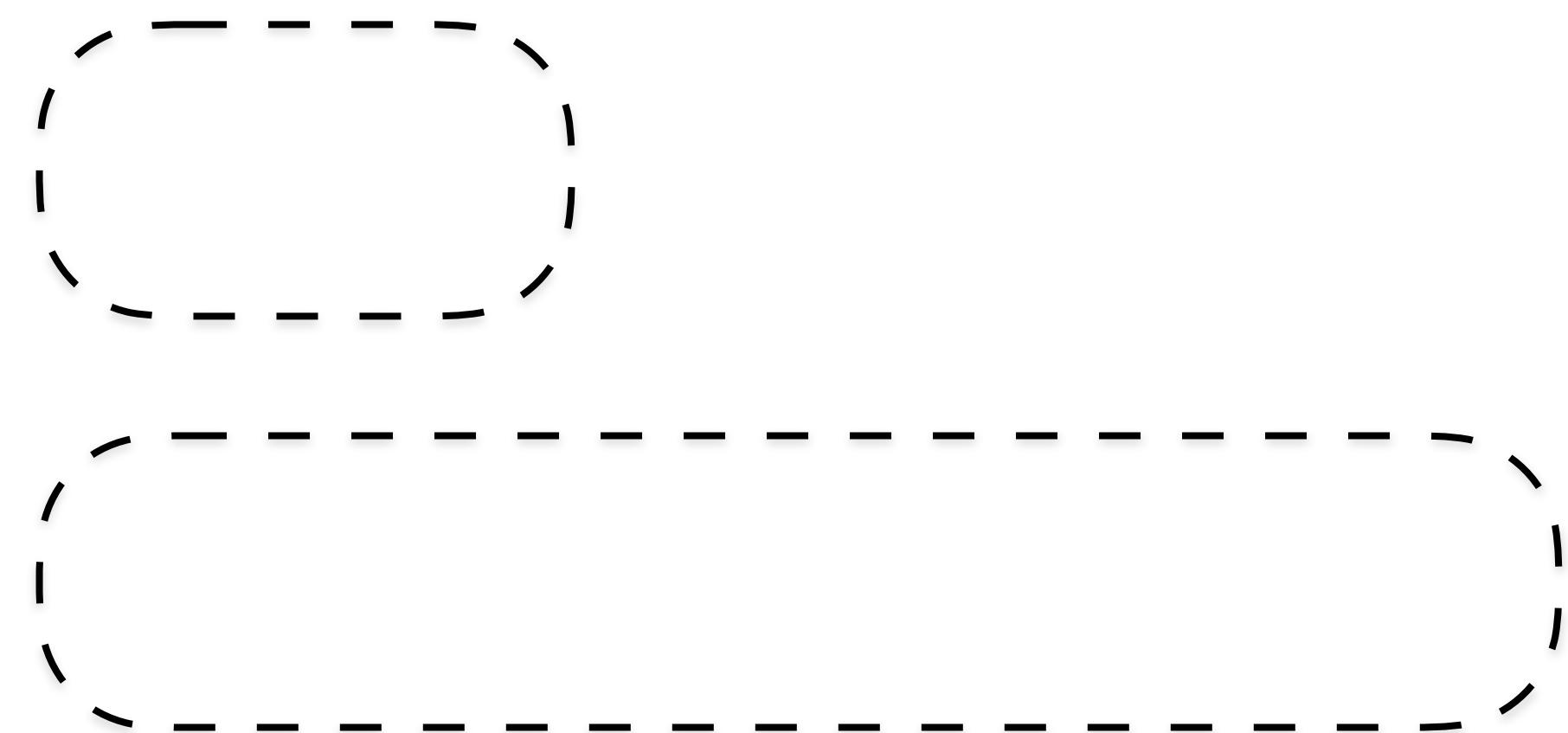
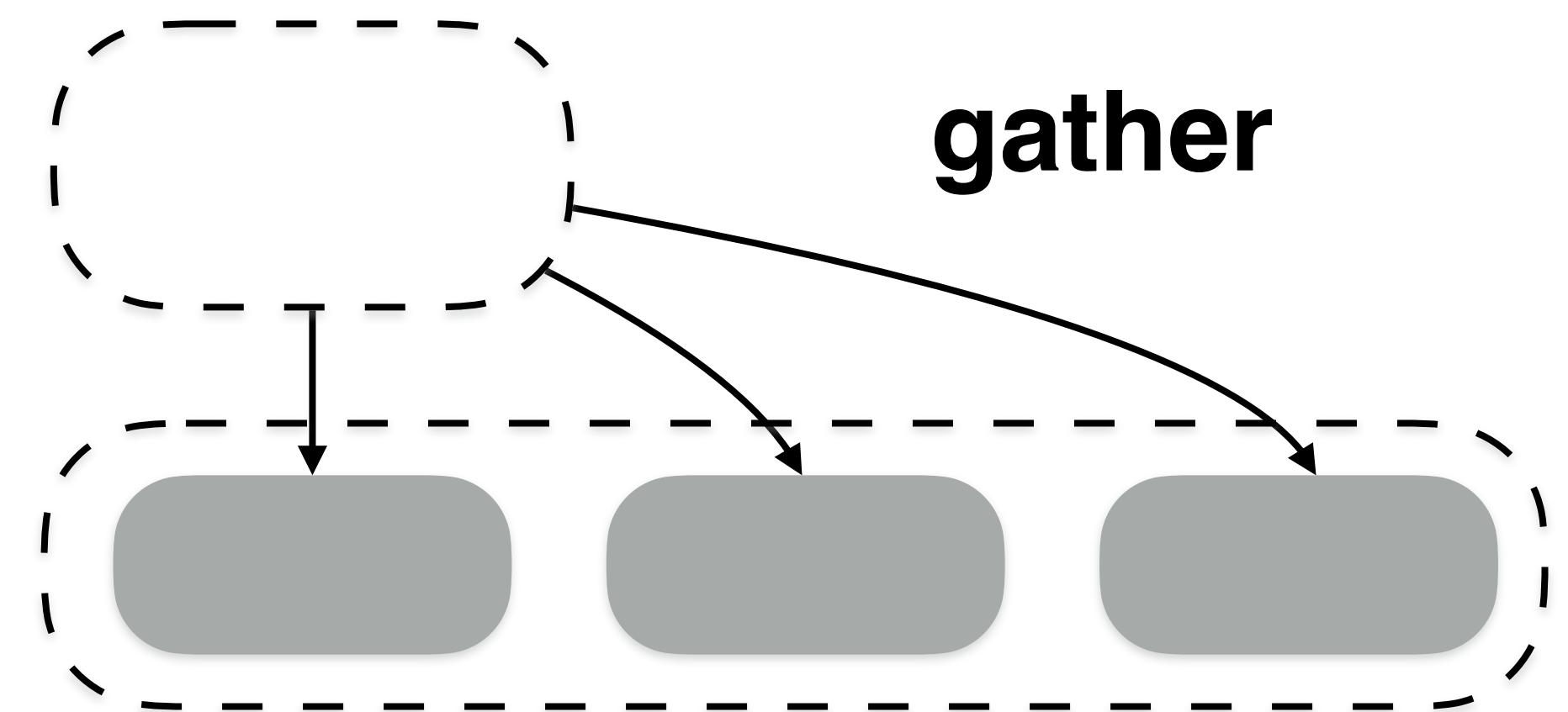


Leveling  
read-optimized



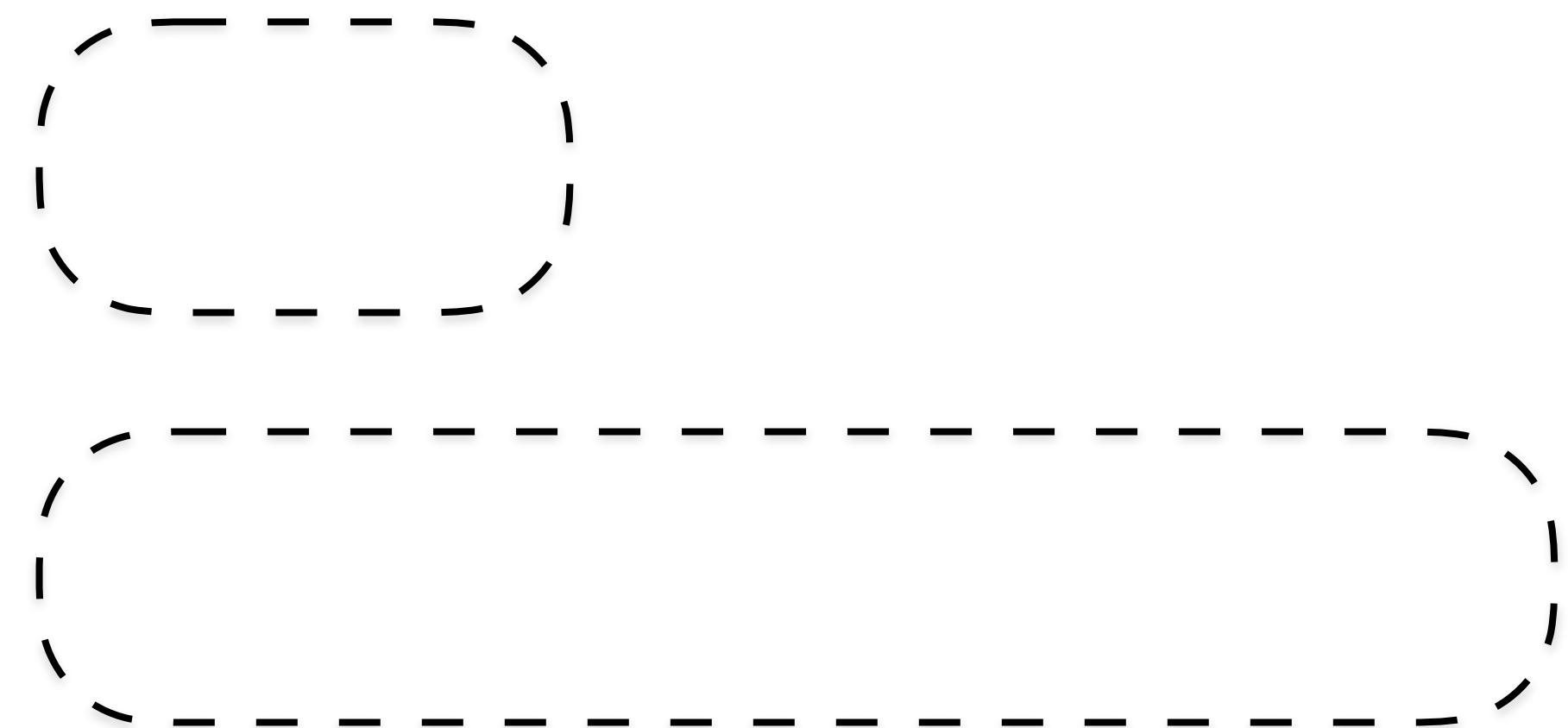
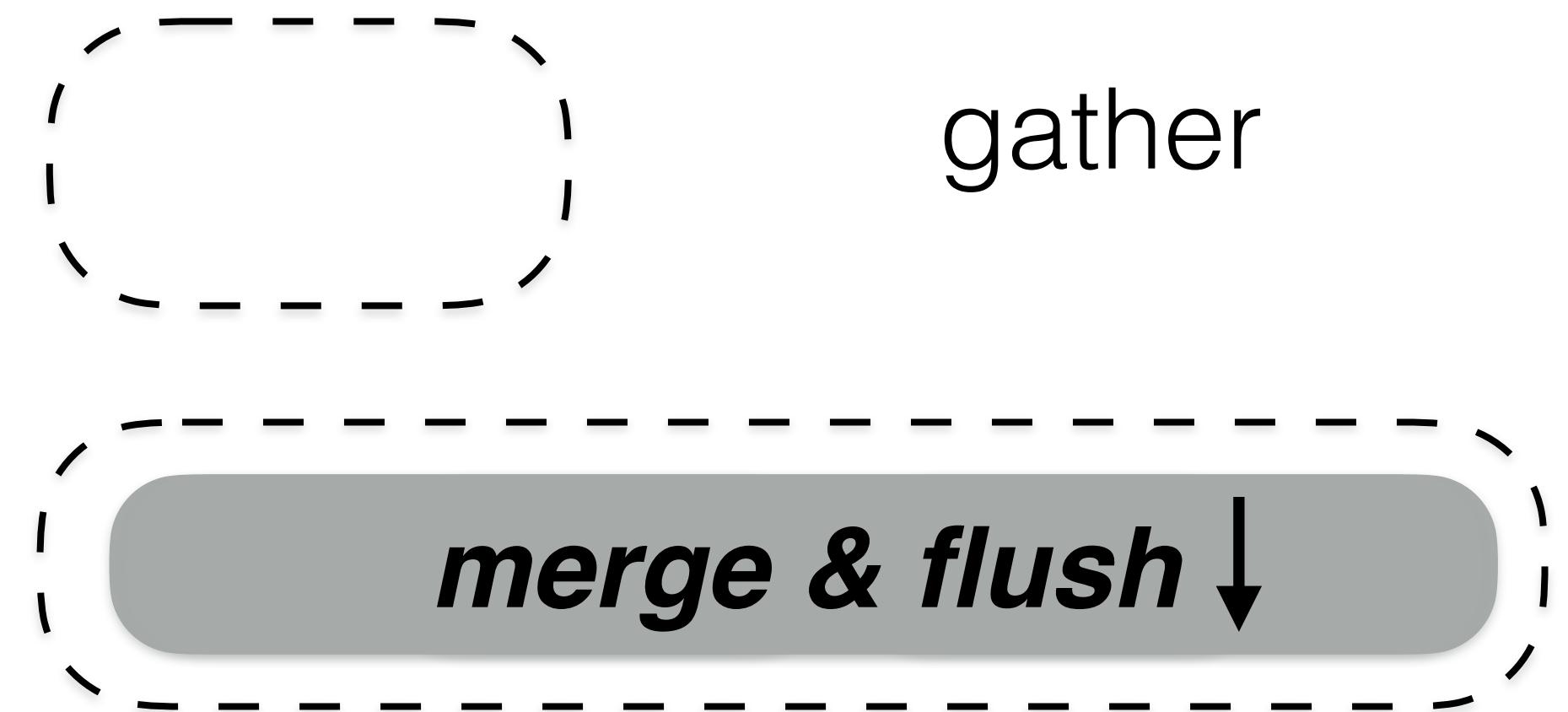
# Tiering write-optimized

# Leveling read-optimized



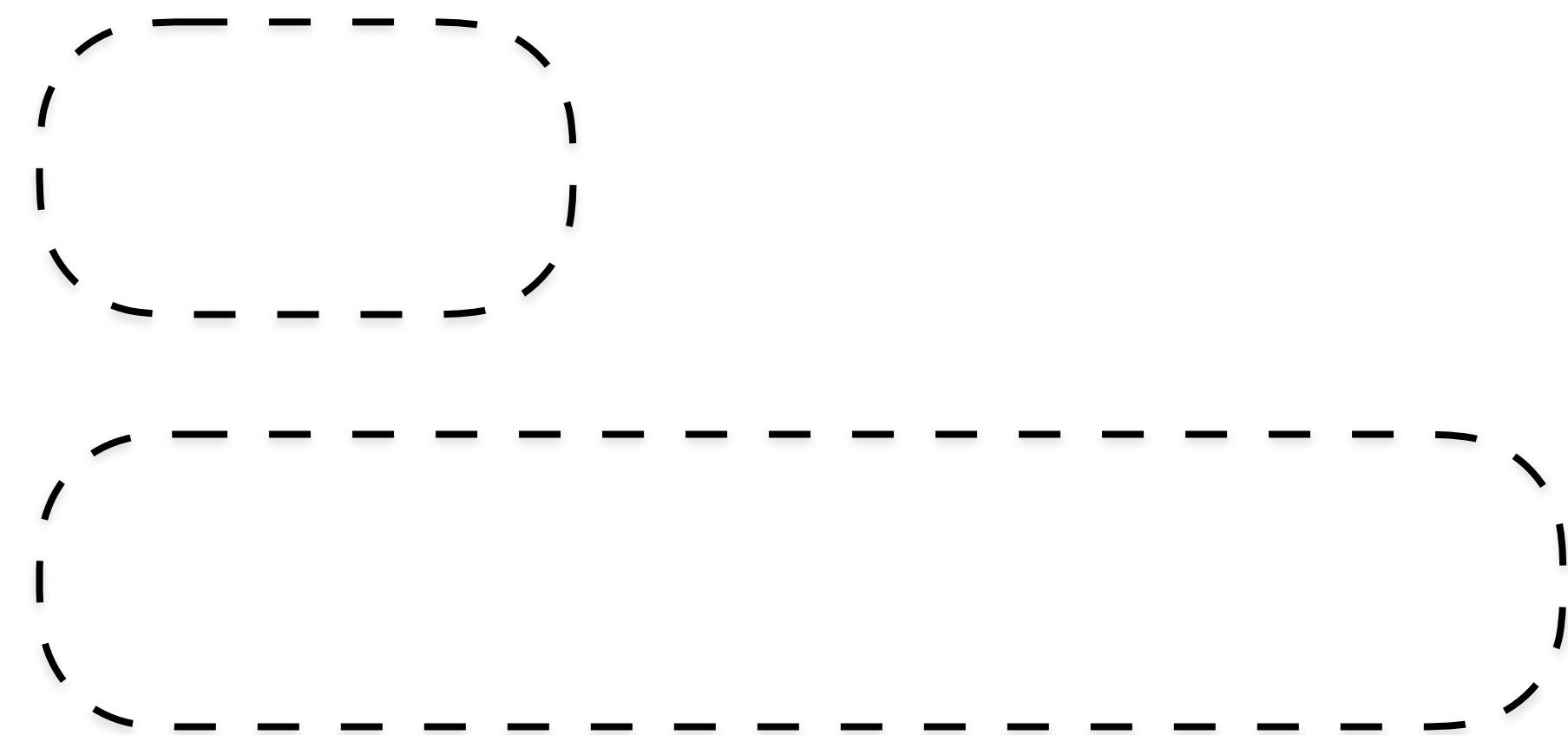
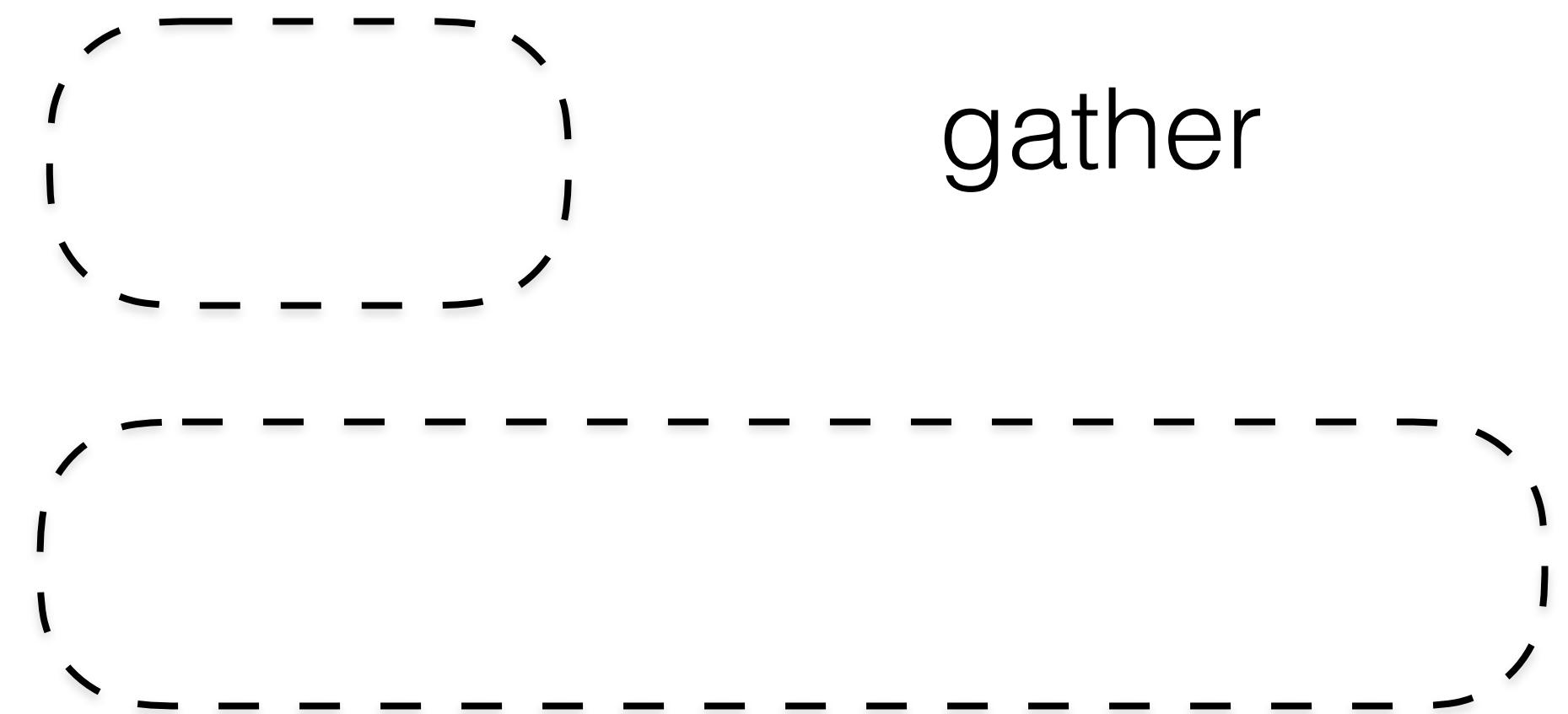
Tiering  
write-optimized

Leveling  
read-optimized



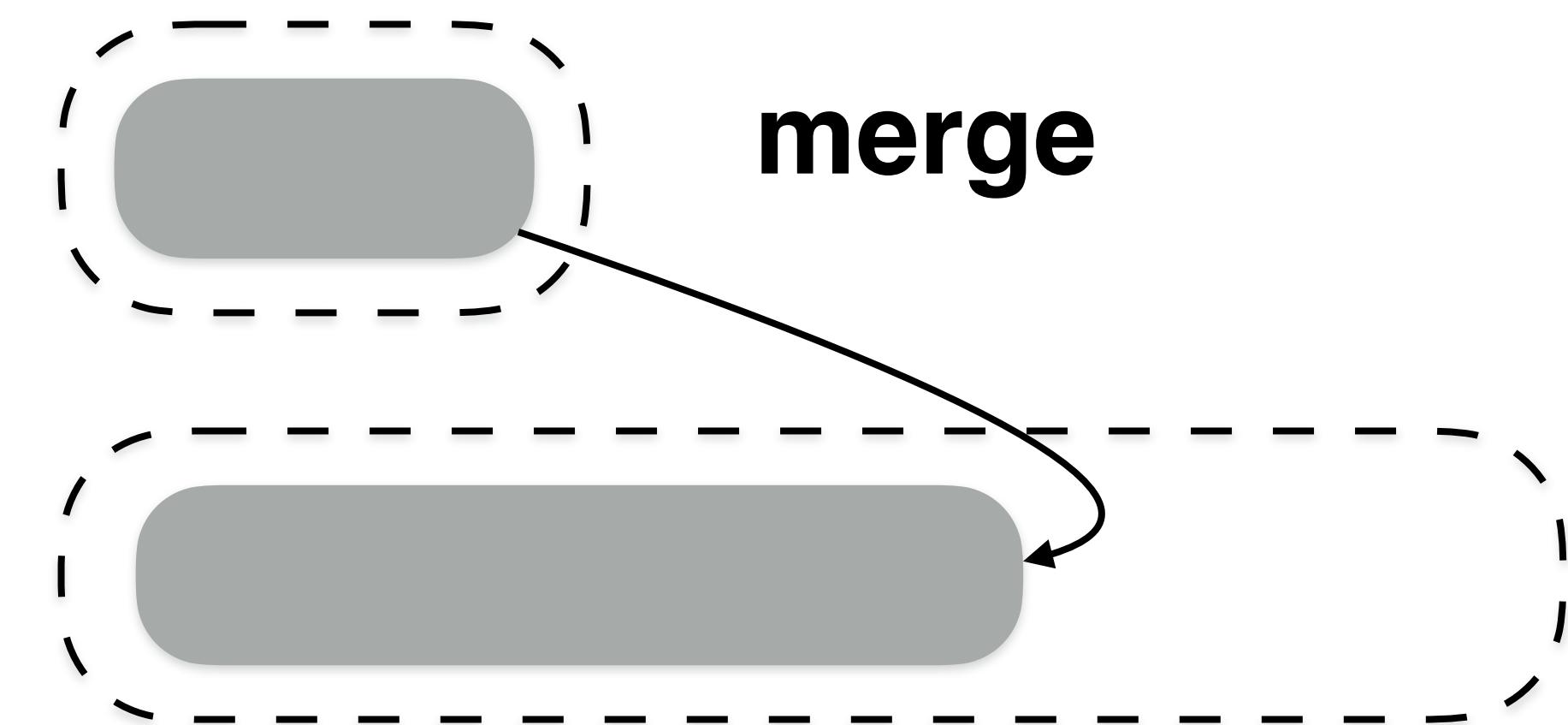
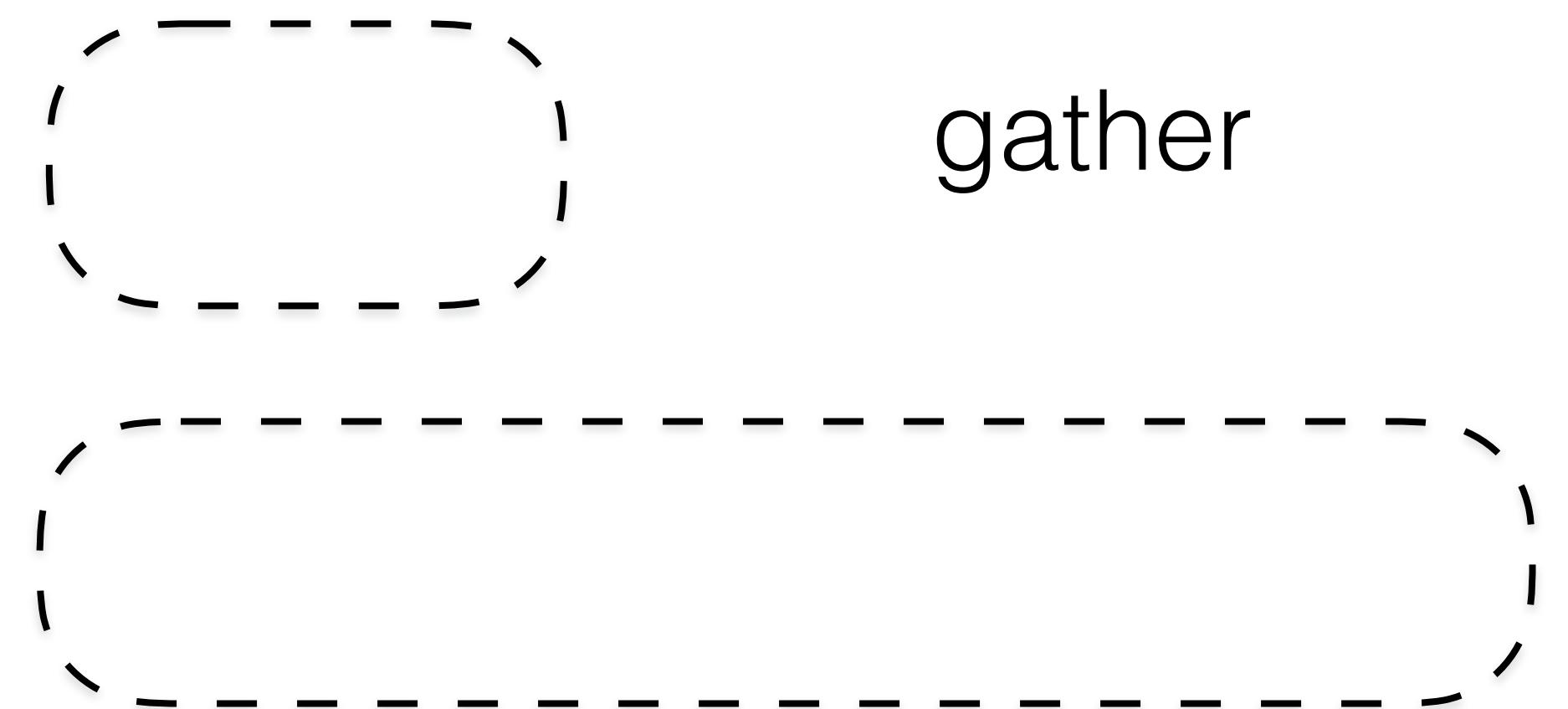
Tiering  
write-optimized

Leveling  
read-optimized



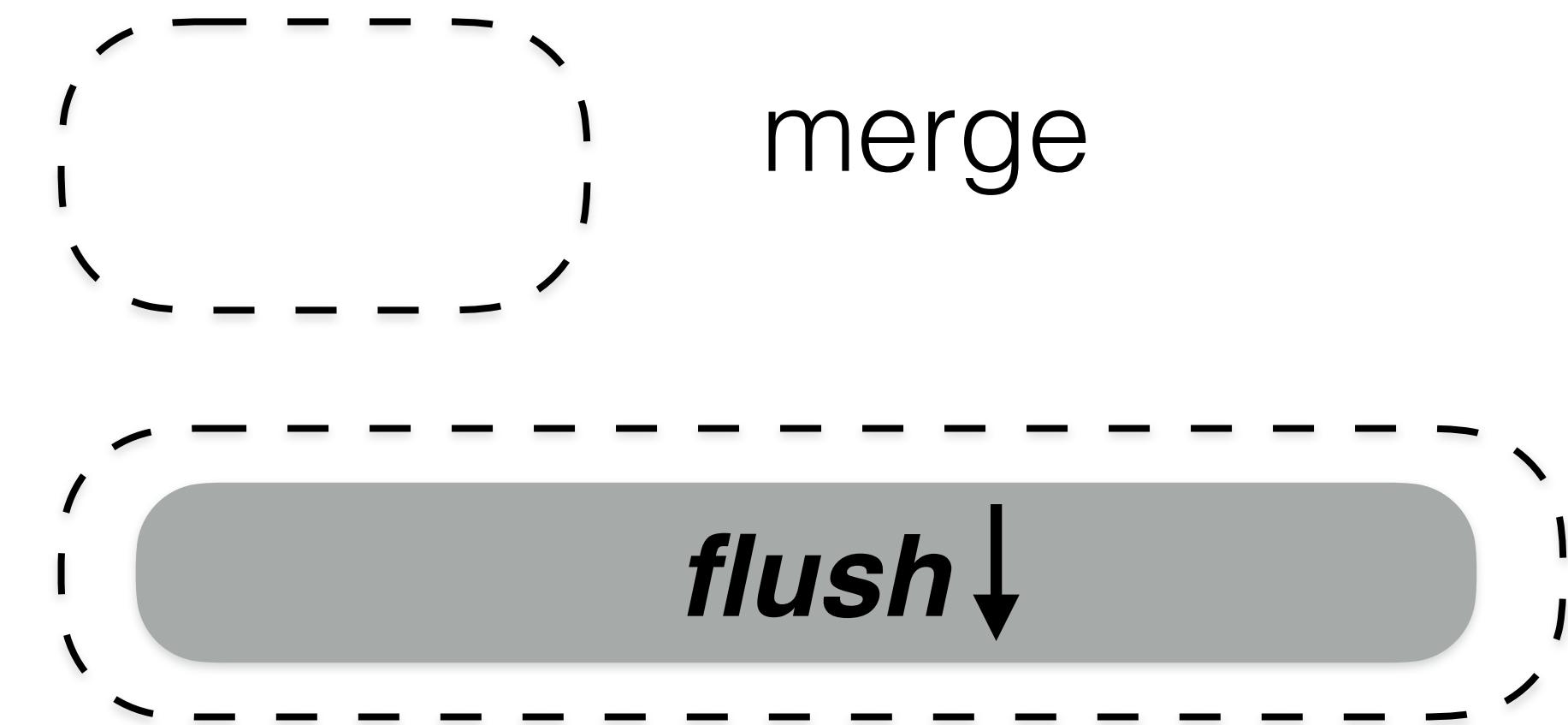
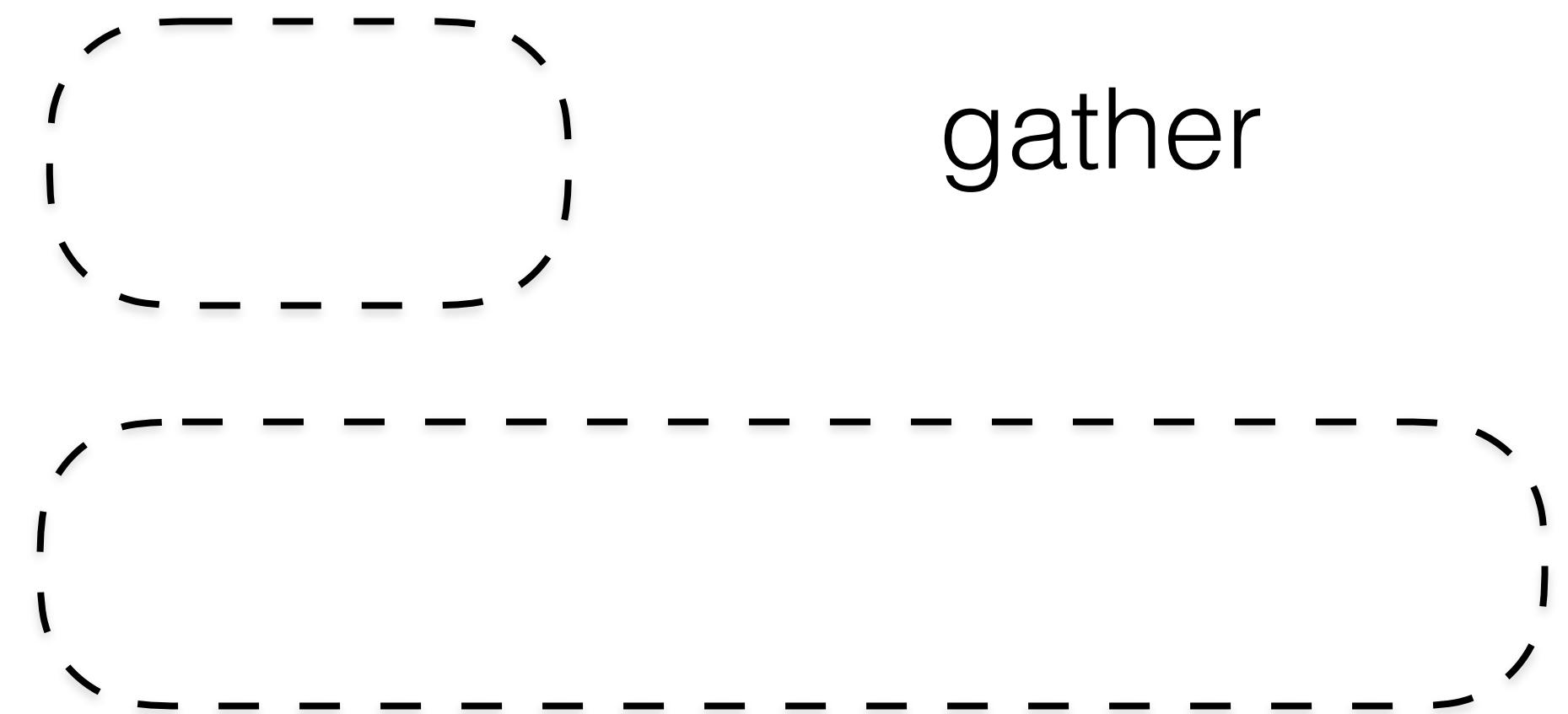
Tiering  
write-optimized

Leveling  
read-optimized



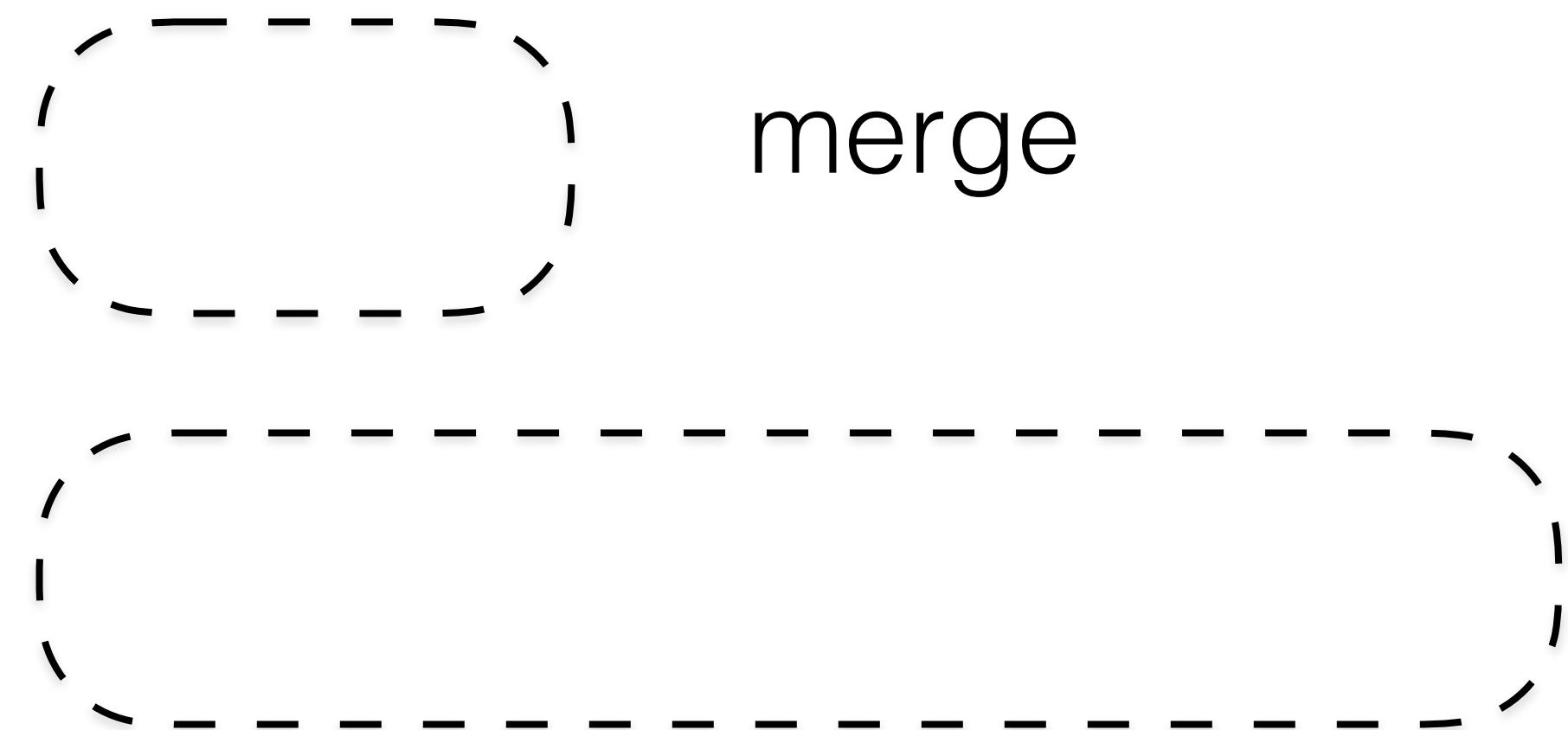
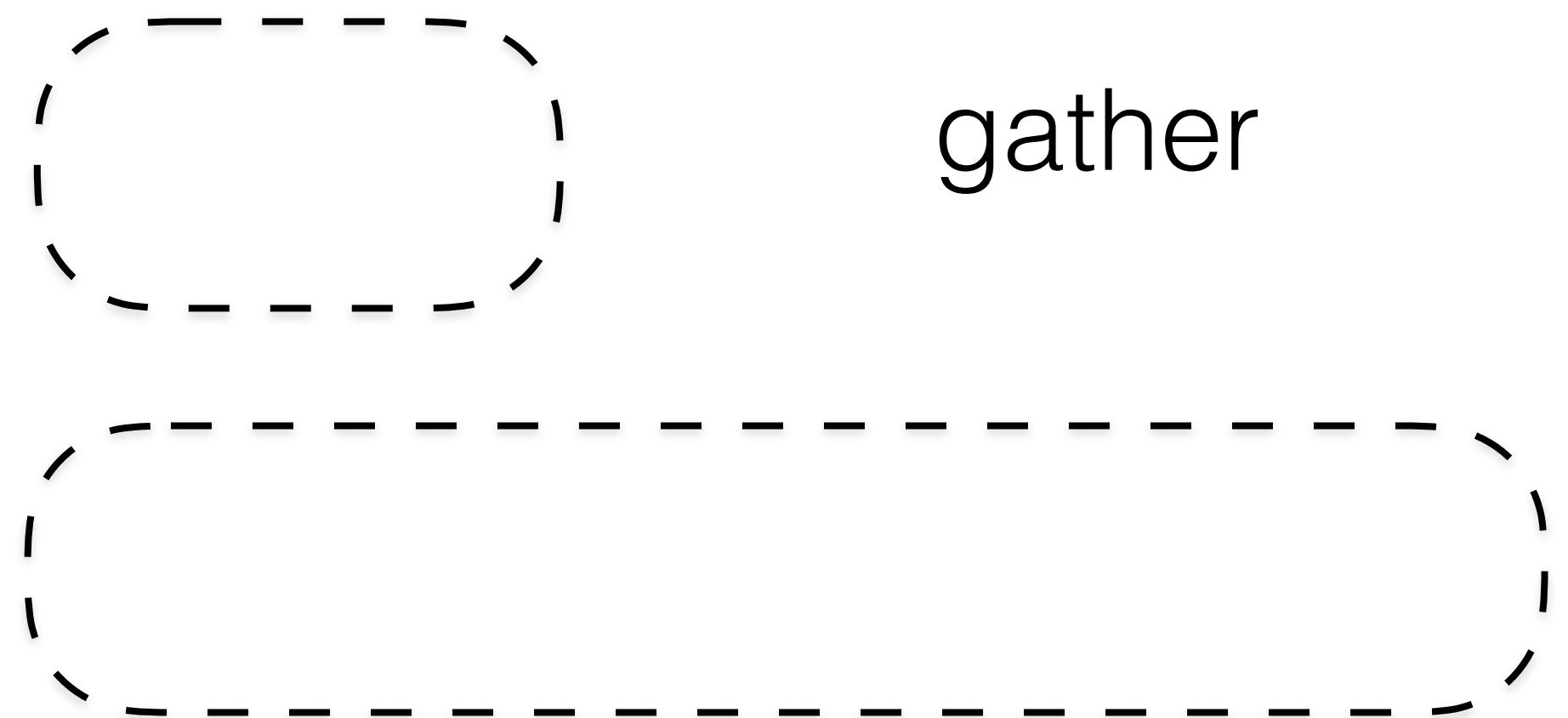
Tiering  
write-optimized

Leveling  
read-optimized



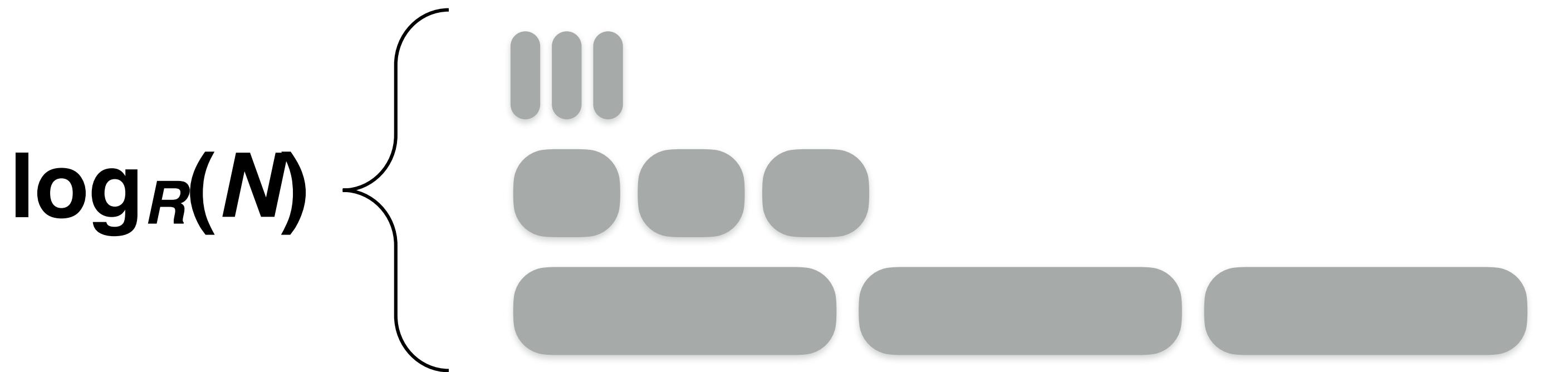
Tiering  
write-optimized

Leveling  
read-optimized



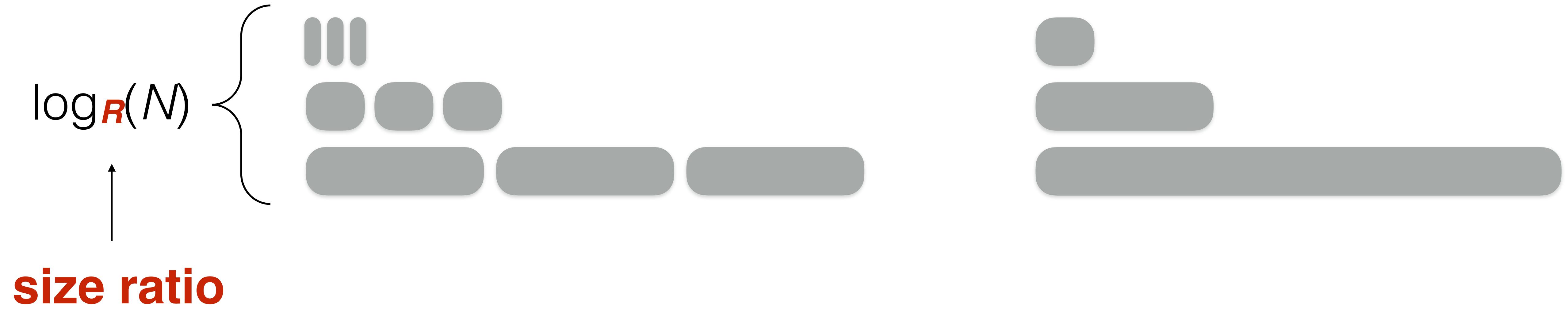
Tiering  
write-optimized

Leveling  
read-optimized



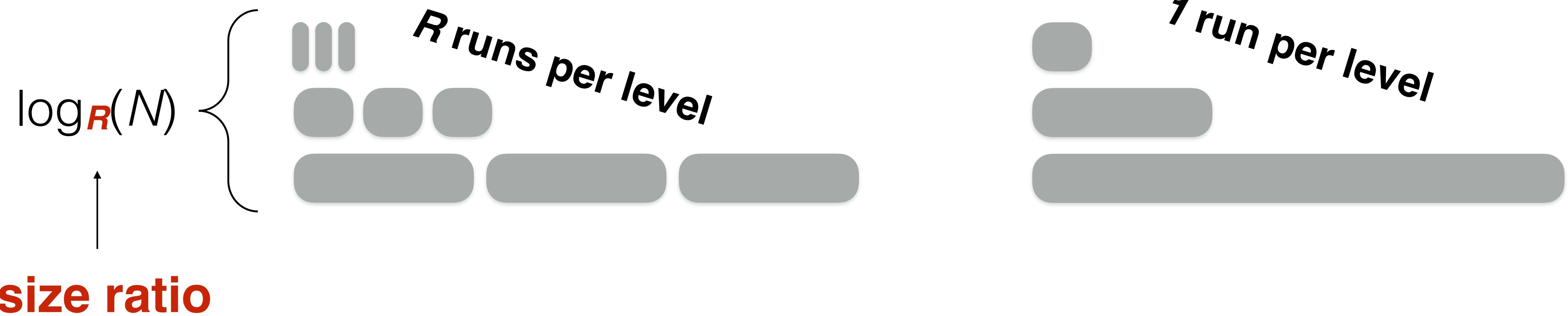
Tiering  
write-optimized

Leveling  
read-optimized



Tiering  
write-optimized

Leveling  
read-optimized



Tiering  
write-optimized

Leveling  
read-optimized



size ratio  $R$

Tiering  
write-optimized

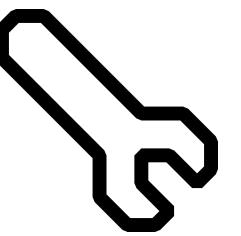


*1 run per level*

Leveling  
read-optimized



*1 run per level*



**size ratio  $R \searrow$**

Tiering  
write-optimized

Leveling  
read-optimized

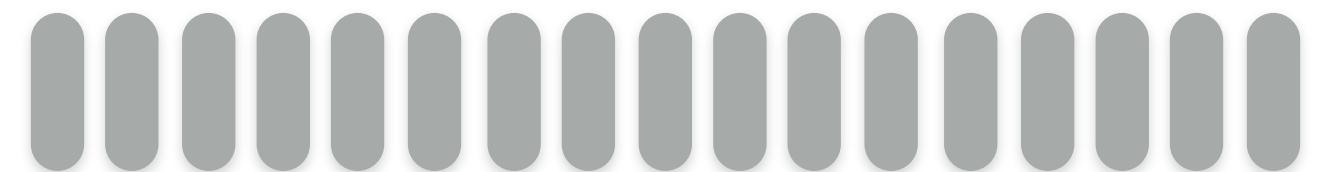


size ratio  $R$

Tiering  
write-optimized

Leveling  
read-optimized

$O(N)$  runs per level

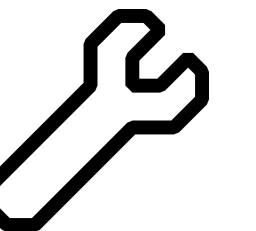


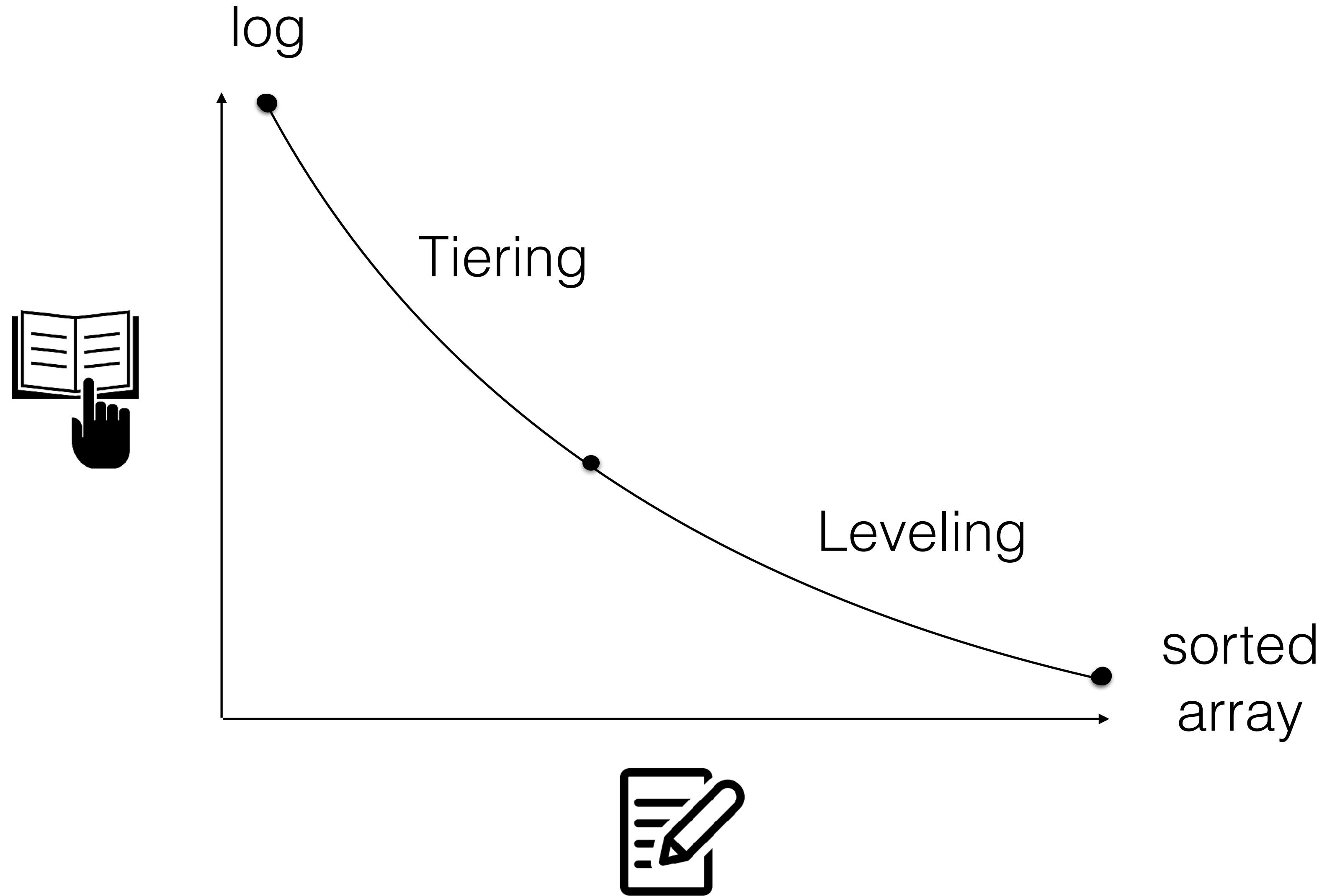
log

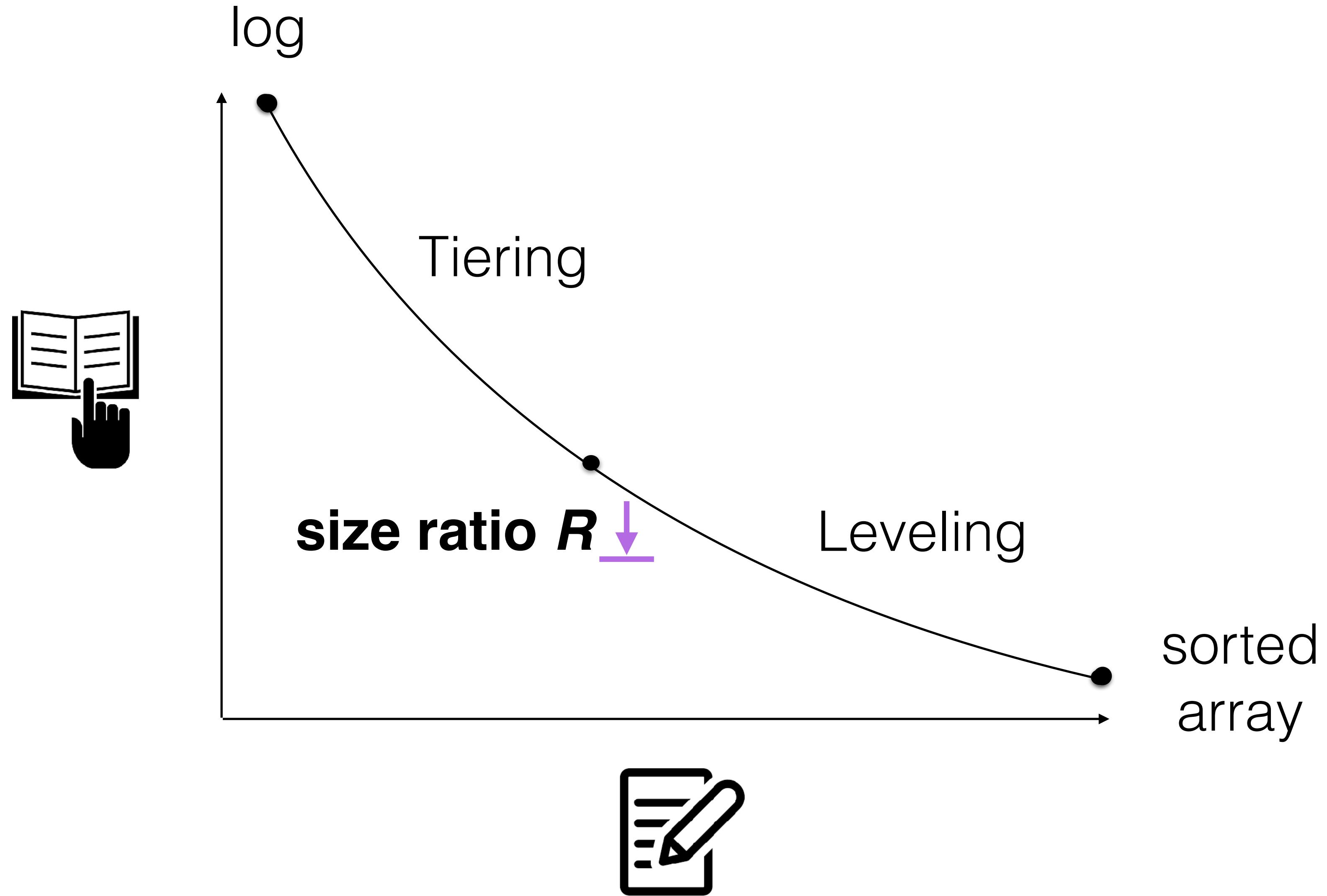
1 run per level

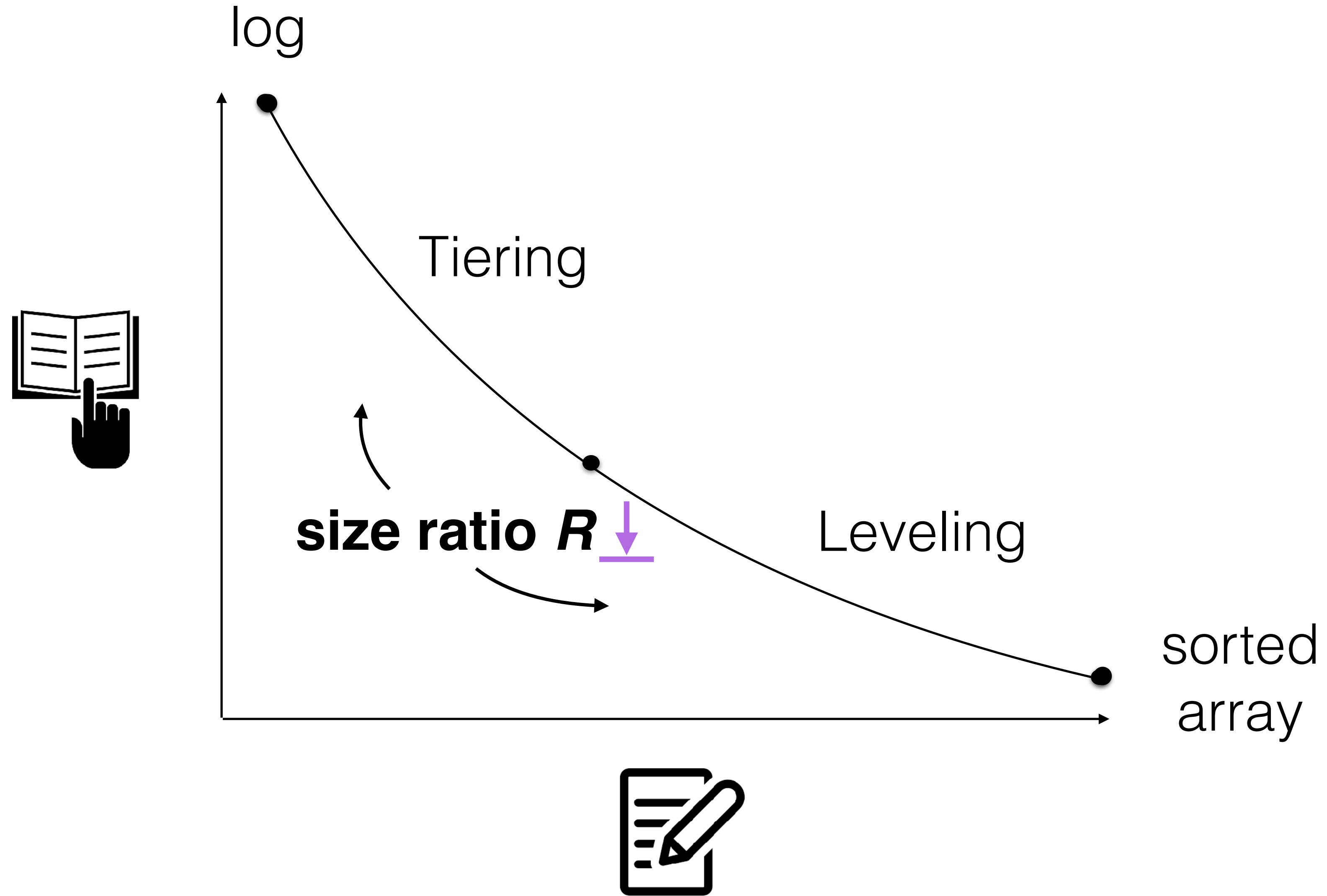
**sorted  
array**

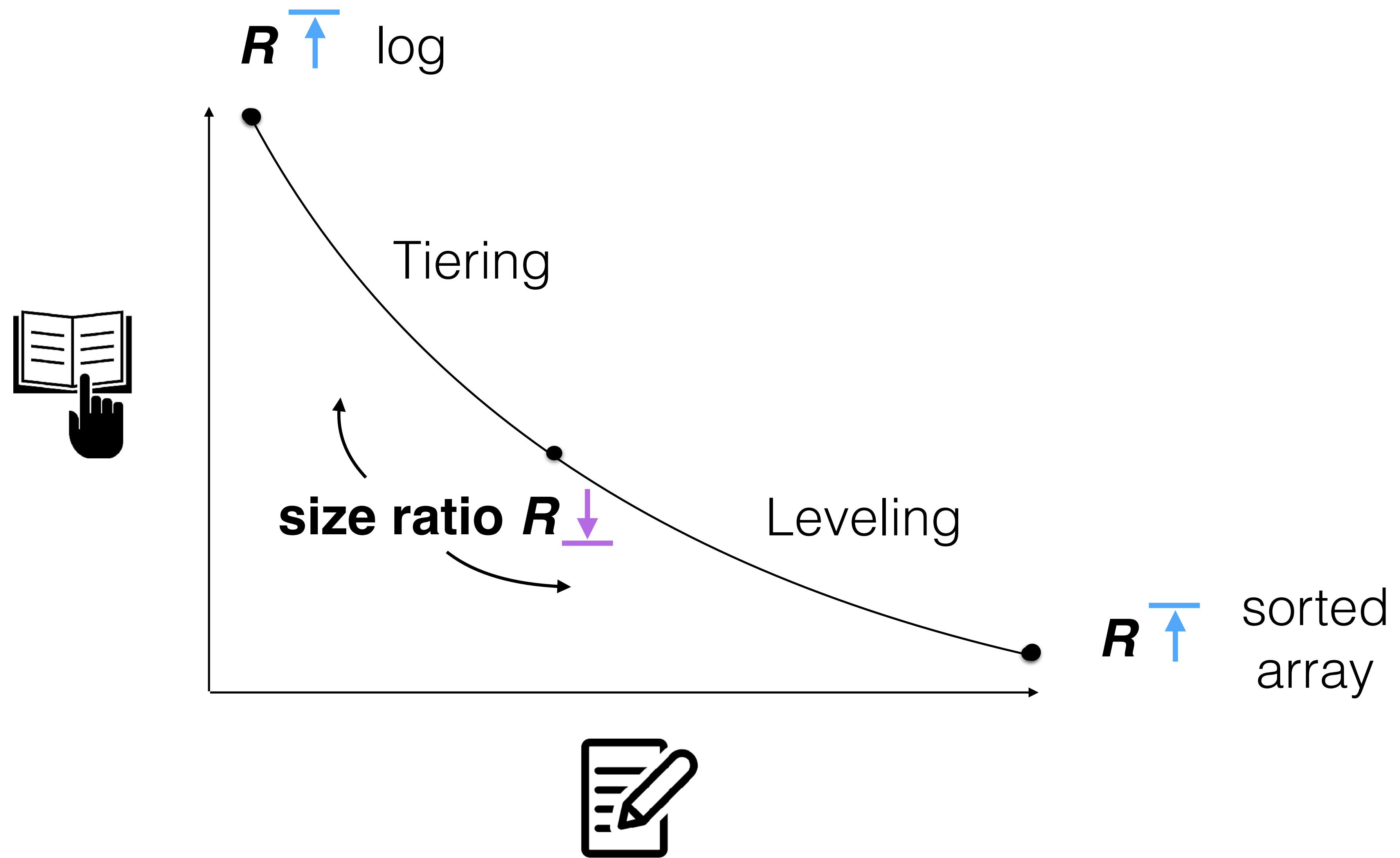
**size ratio  $R \nearrow$**

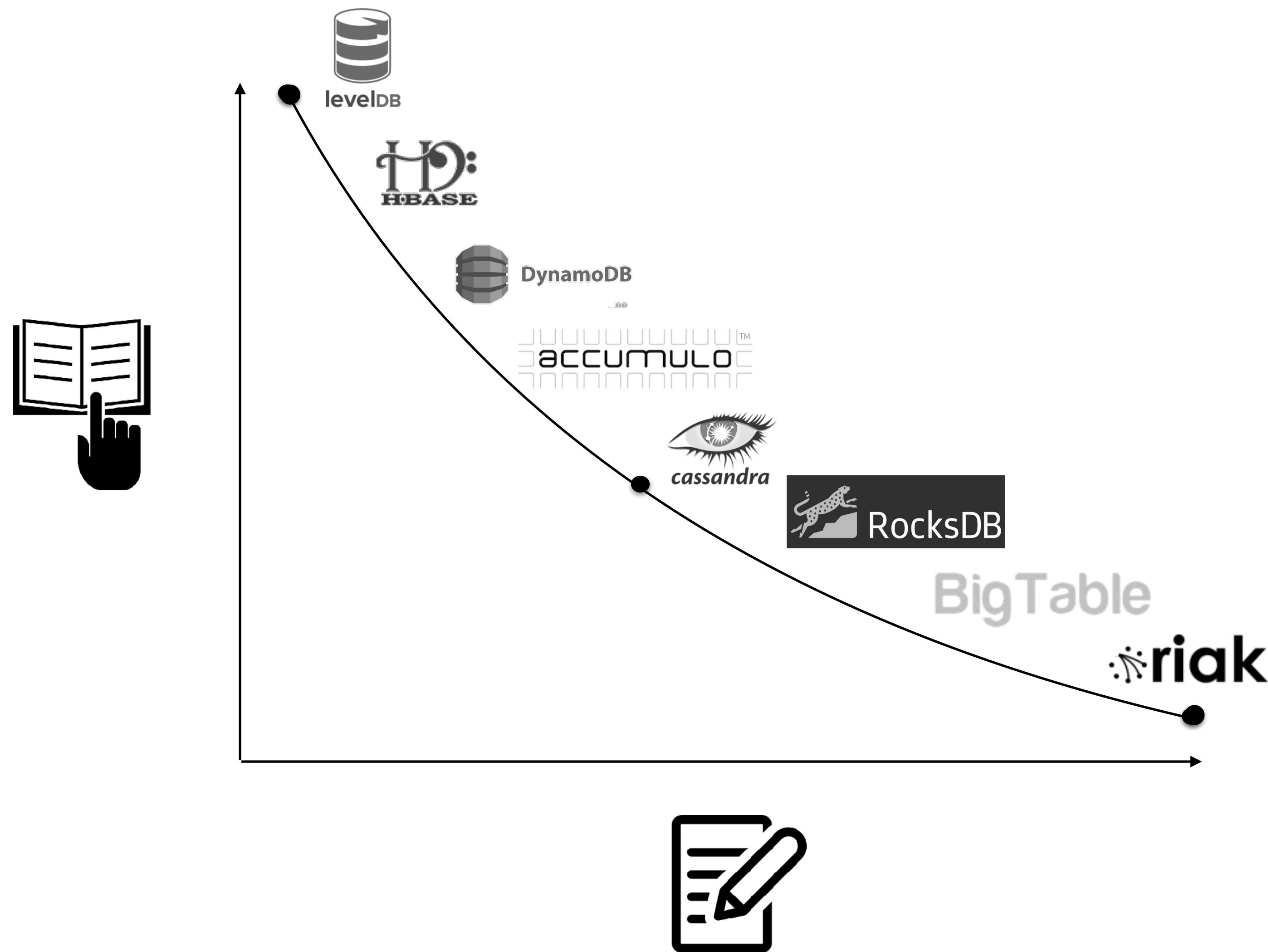


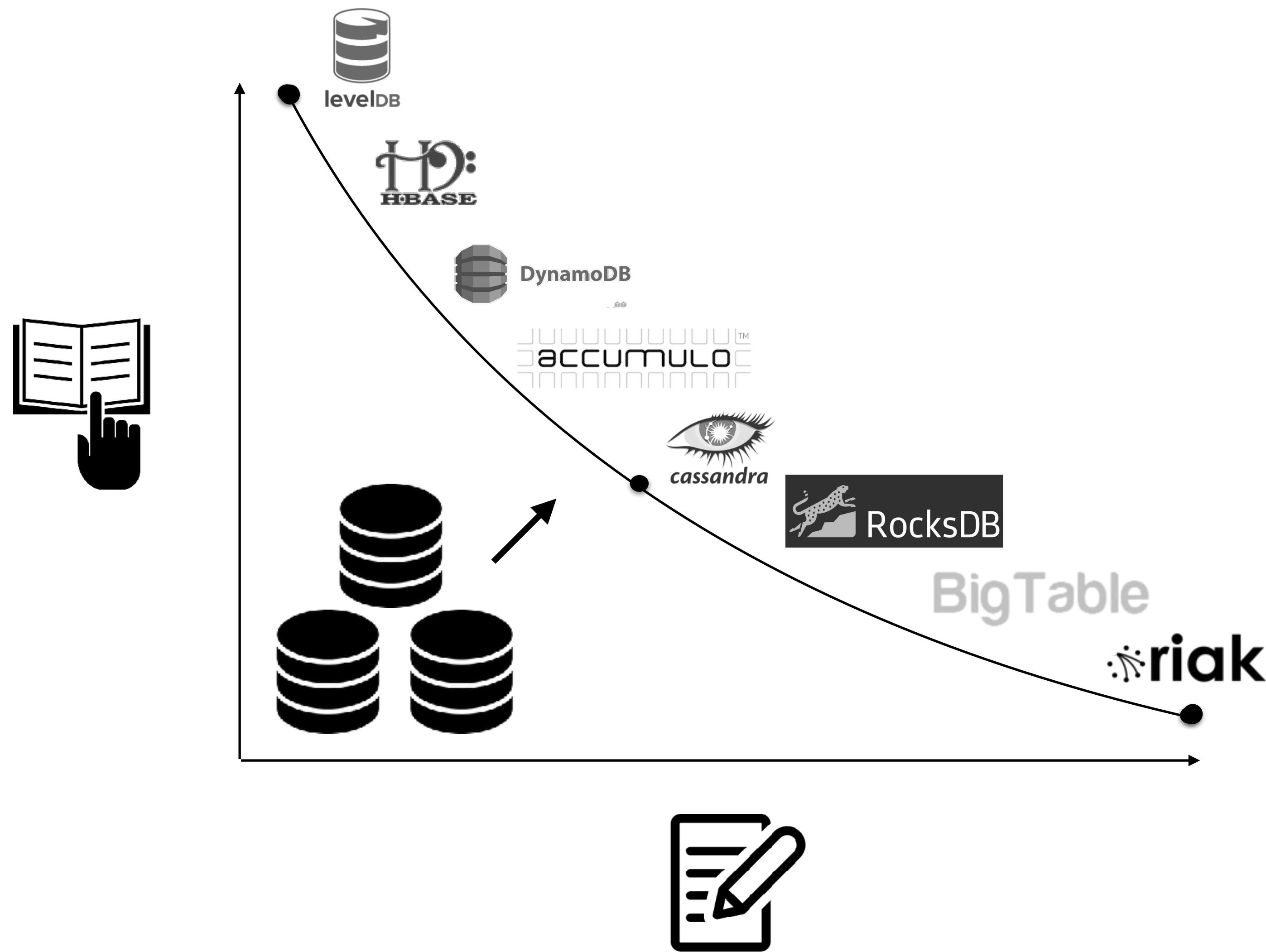


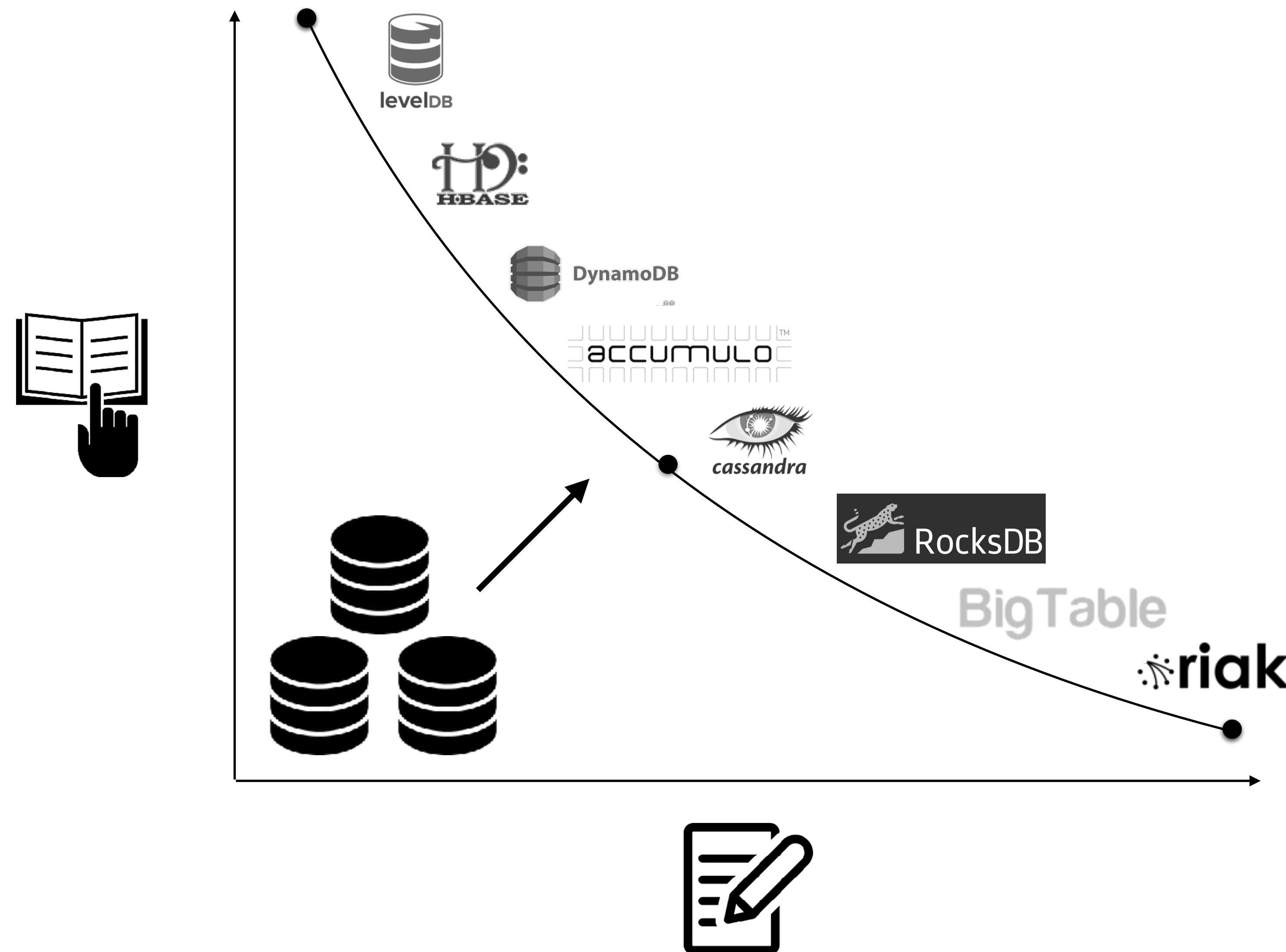


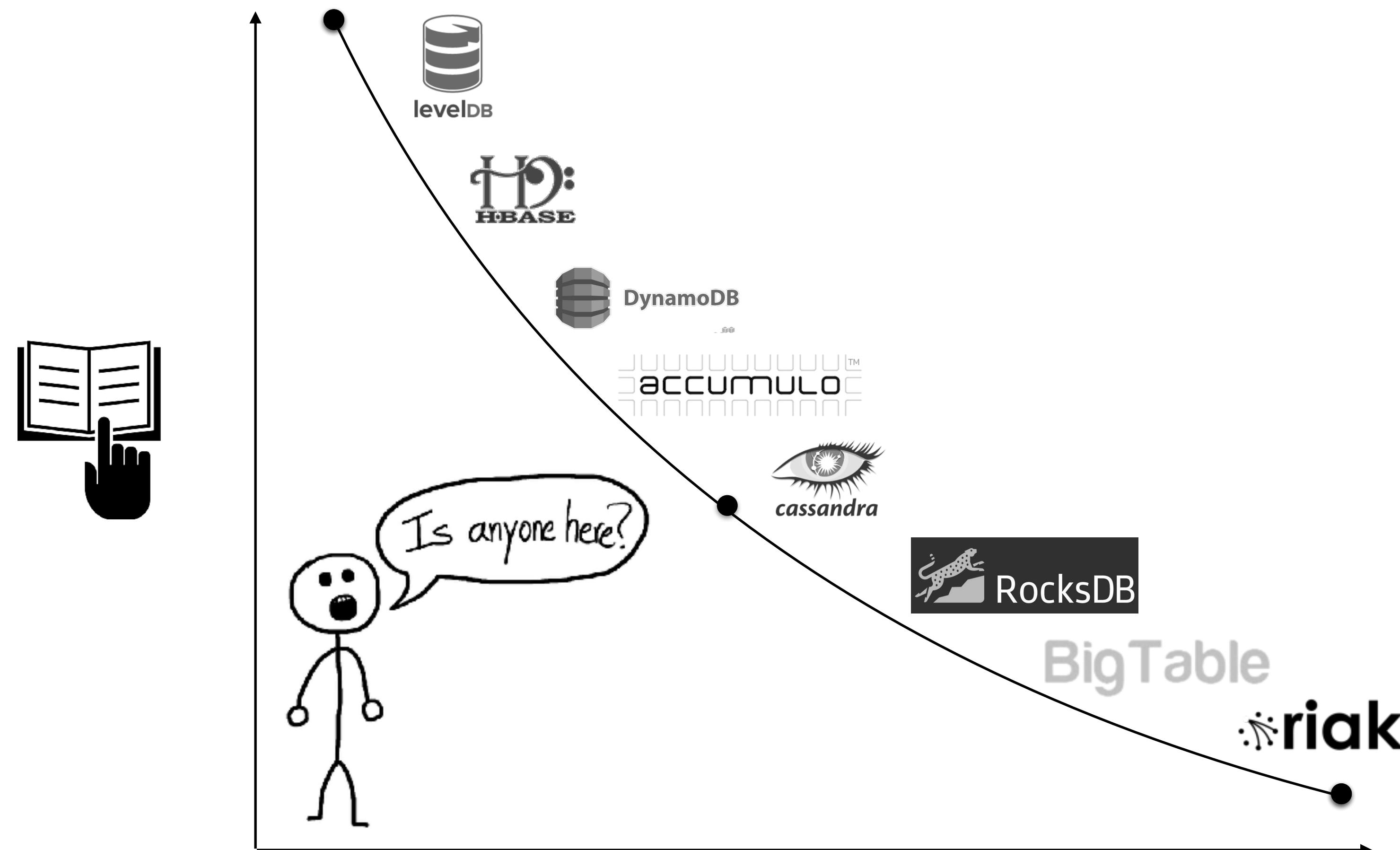


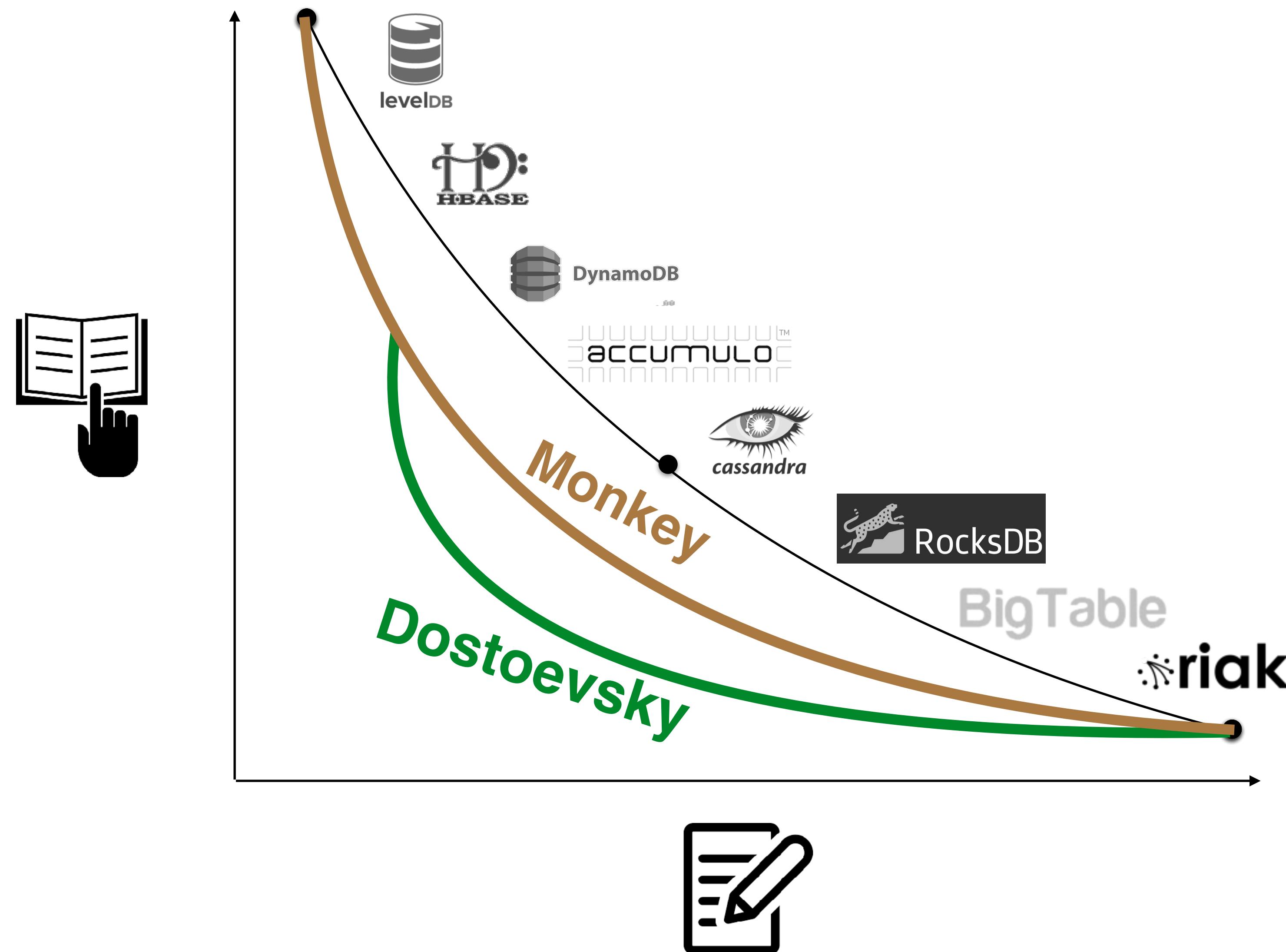












# Monkey: Optimal Navigable **Key**-Value Store

SIGMOD17



# Monkey: Optimal Navigable Key-Value Store

SIGMOD17

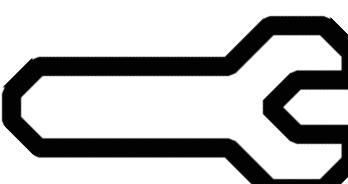


**Niv Dayan  
Manos Athanassoulis  
Stratos Idreos**

# Monkey: Optimal Navigable **Key**-Value Store

SIGMOD17

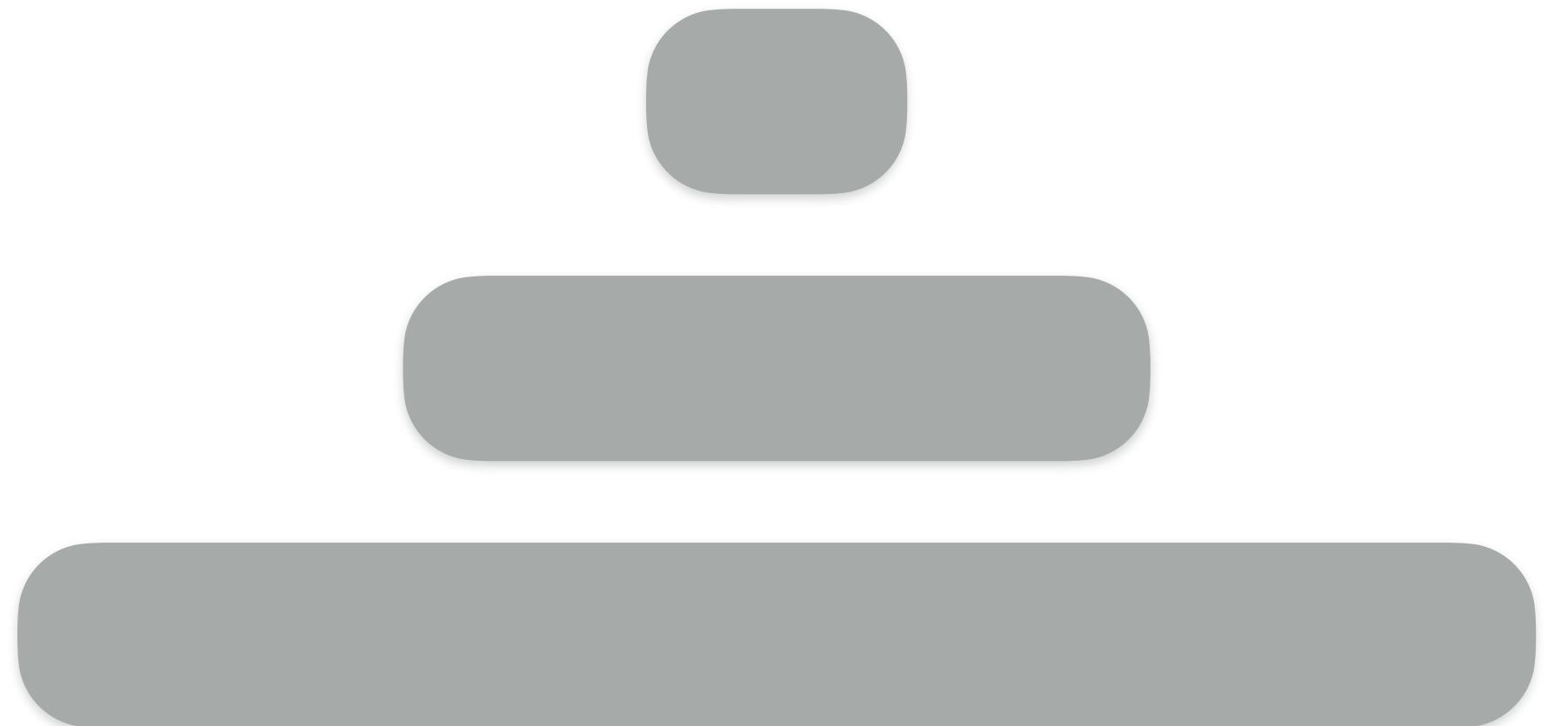
data



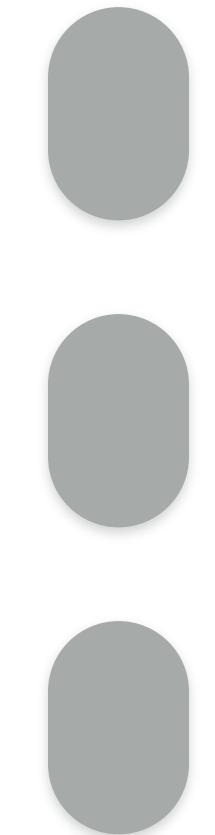
**Bloom  
filters**



data



Bloom  
filters



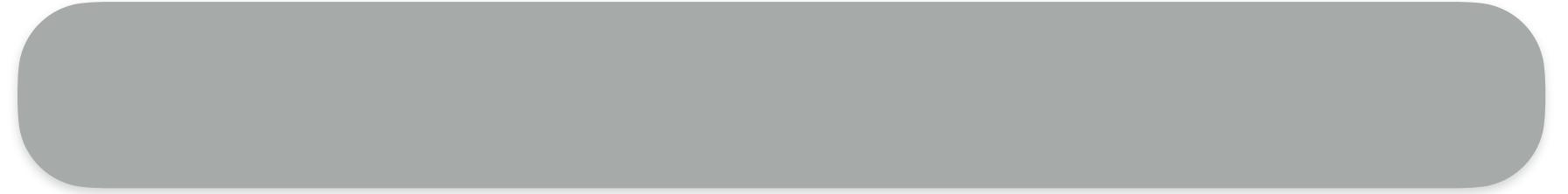
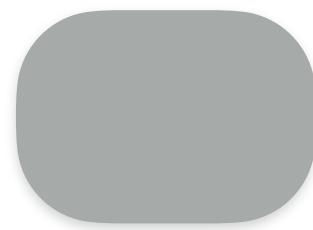
**bits/entry**

**X**

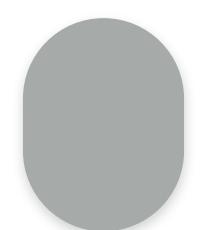
**X**

**X**

data



Bloom  
filters



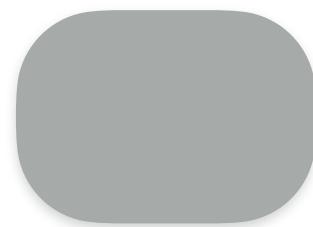
**bits/entry**

**X**

**X**

**X**

data



Bloom  
filters



**false  
positive rate**

$O(e^{-x})$

$O(e^{-x})$

$O(e^{-x})$

Bloom  
filters



false  
positive rate

$$O(e^{-x})$$

$$O(e^{-x})$$

$$O(e^{-x})$$

$$= O(\mathbf{e}^{-x} \cdot \log_R(N))$$

Bloom  
filters



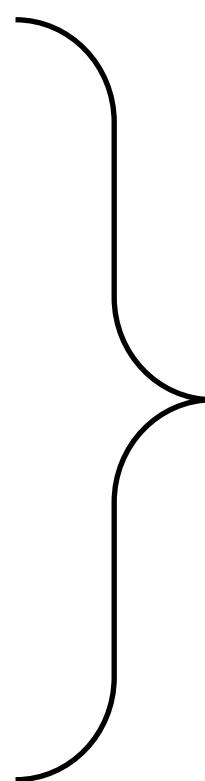
false  
positive rate

$$O(e^{-x})$$

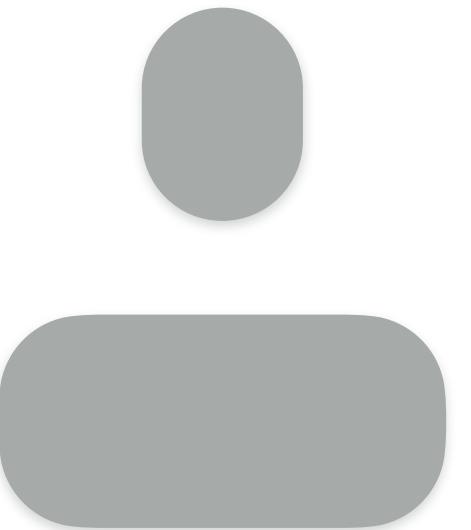
$$O(e^{-x})$$

$$O(e^{-x})$$

$$= O(e^{-x} \cdot \log_R(N))$$



Bloom  
filters



**most memory**

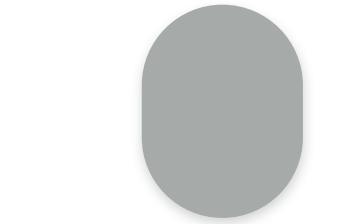
false  
positive rate

$$O(e^{-x})$$

$$O(e^{-x})$$

$$O(e^{-x})$$

Bloom  
filters



**most memory**

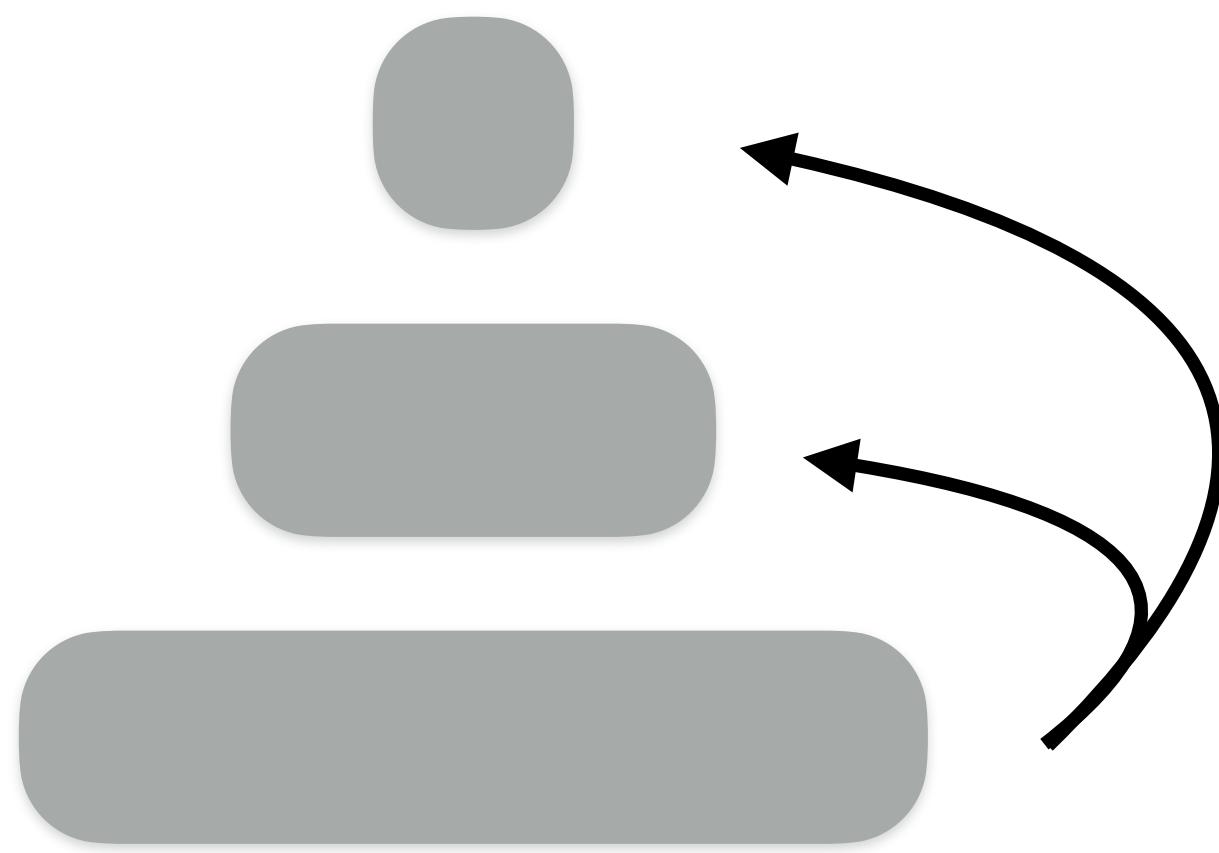
false  
positive rate

$O(e^{-x})$

$O(e^{-x})$

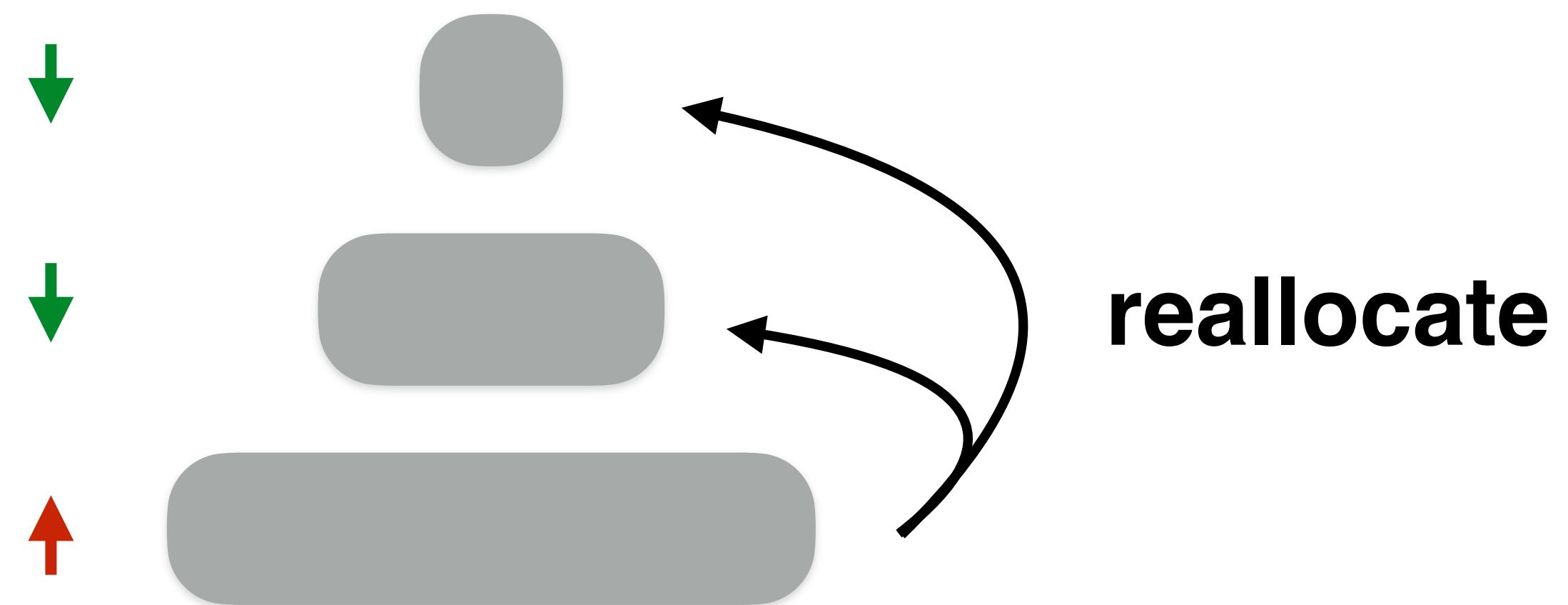
$O(e^{-x})$

**saves at most 1 I/O!**

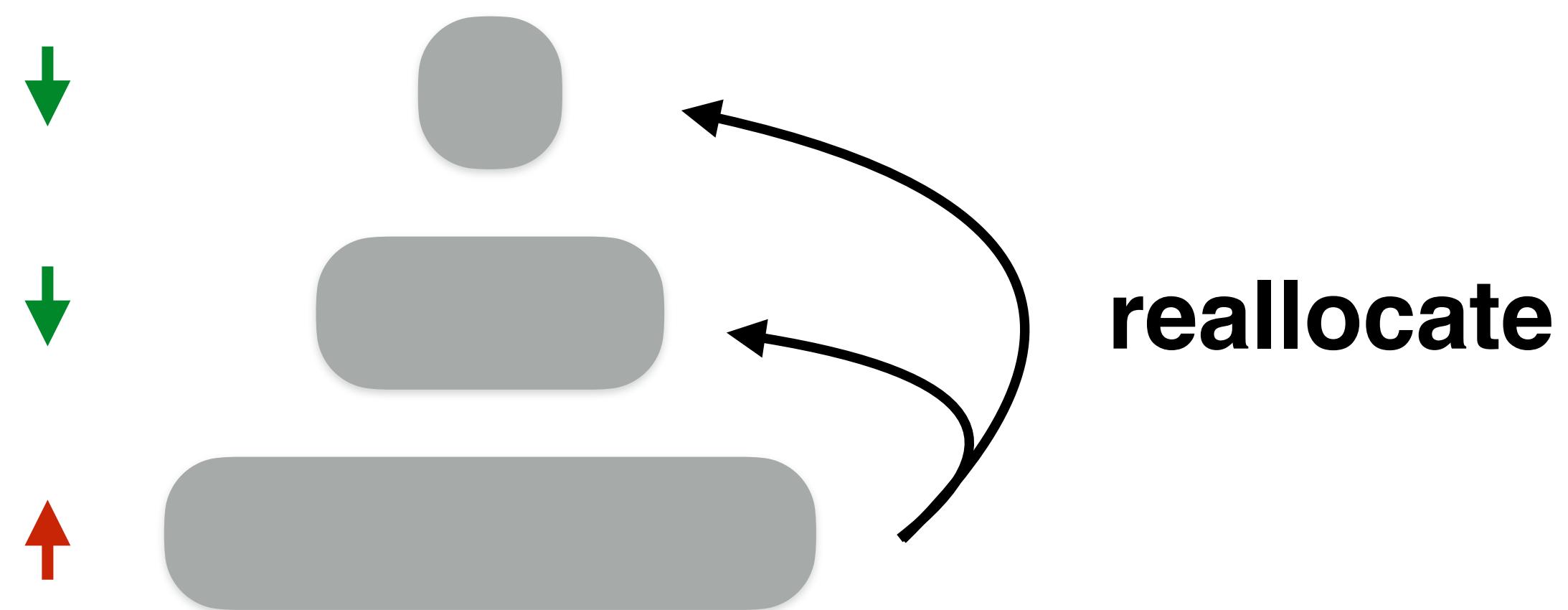


**realloc**





# same memory - fewer false positives



**relax**

false positive rates

$$0 < p_0 < 1$$

$$0 < p_1 < 1$$

$$0 < p_2 < 1$$

relax

false positive rates

$$0 < p_0 < 1$$

$$0 < p_1 < 1$$

$$0 < p_2 < 1$$

## model

read  
cost =  $f(p_0, p_1 \dots)$

memory  
footprint =  $f(p_0, p_1 \dots)$

relax

false positive rates

$$0 < p_0 < 1$$

$$0 < p_1 < 1$$

$$0 < p_2 < 1$$

## model

$$\text{read cost} = \sum_1^L p_i$$

$$\text{memory footprint} = - \sum_i^L \frac{N}{T^{L-i}} \cdot \frac{\ln(p_i)}{\ln(2)^2}$$

relax

false positive rates

$$0 < p_0 < 1$$

$$0 < p_1 < 1$$

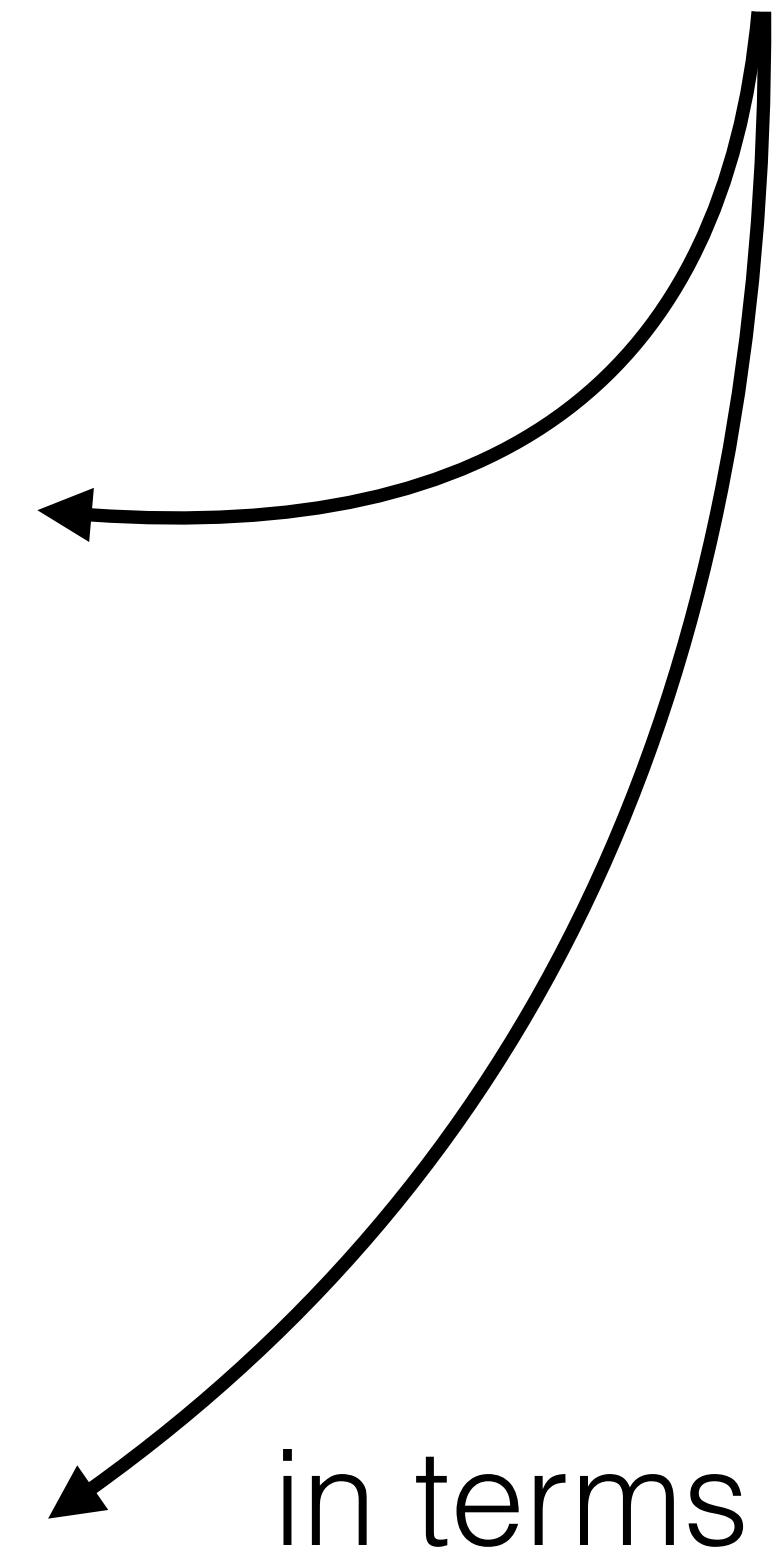
$$0 < p_2 < 1$$

model

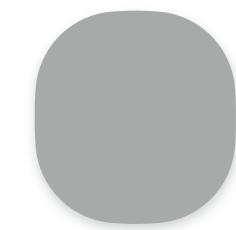
$$\text{read cost} = \sum_1^L p_i$$

$$\text{memory footprint} = - \sum_i^L \frac{N}{T^{L-i}} \cdot \frac{\ln(p_i)}{\ln(2)^2}$$

**optimize**



false  
positive rate



$$p_0 \approx O(e^{-x}/\mathbf{R}^2)$$



$$p_1 \approx O(e^{-x}/\mathbf{R}^1)$$



$$p_2 \approx O(e^{-x}/\mathbf{R}^0)$$

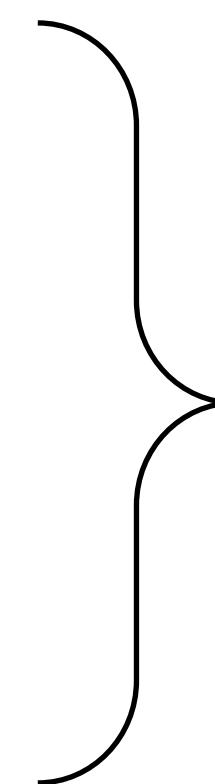


false  
positive rate

$$O(e^{-x}/R^2)$$

$$O(e^{-x}/R^1)$$

$$O(e^{-x}/R^0)$$

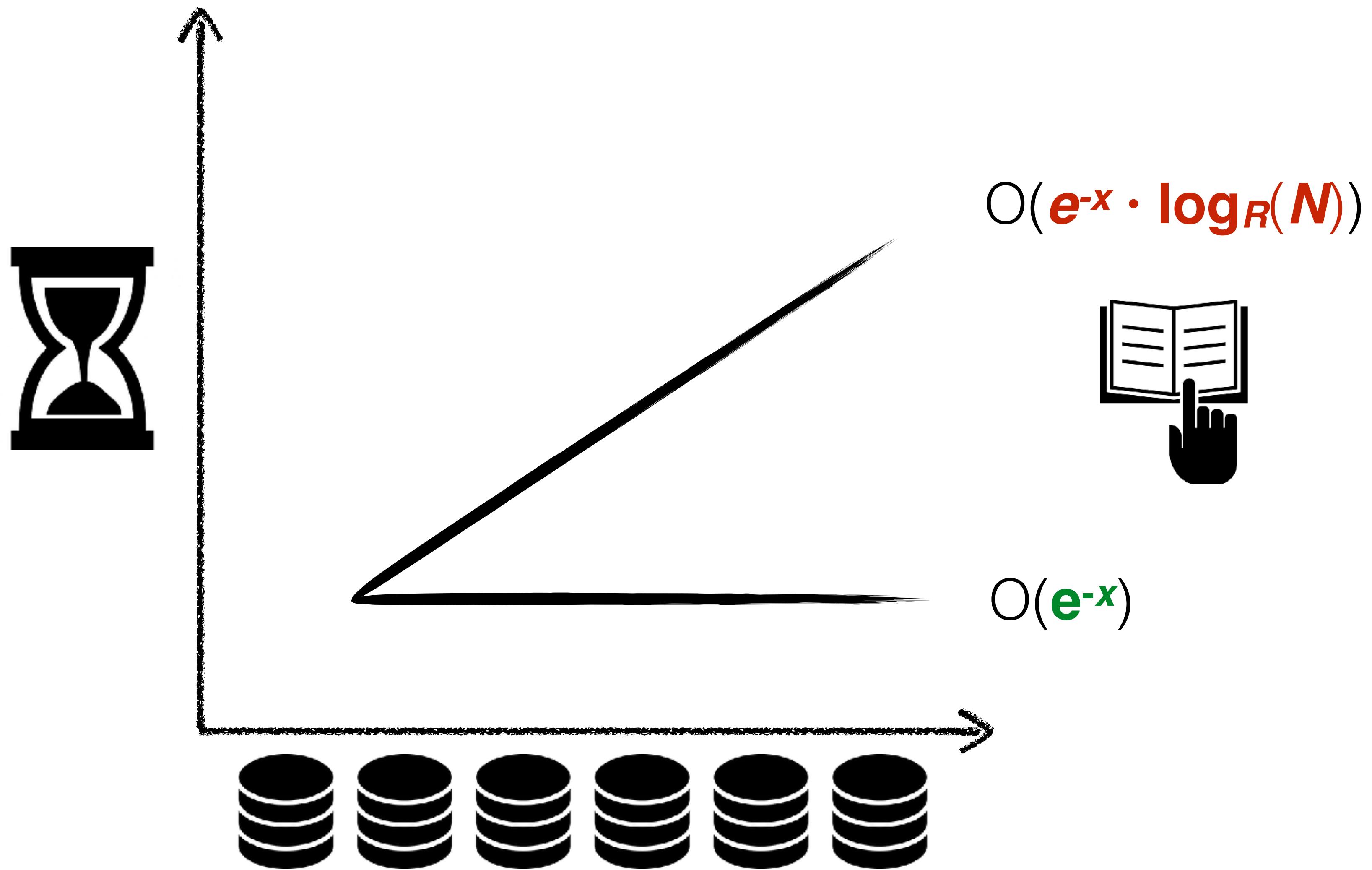


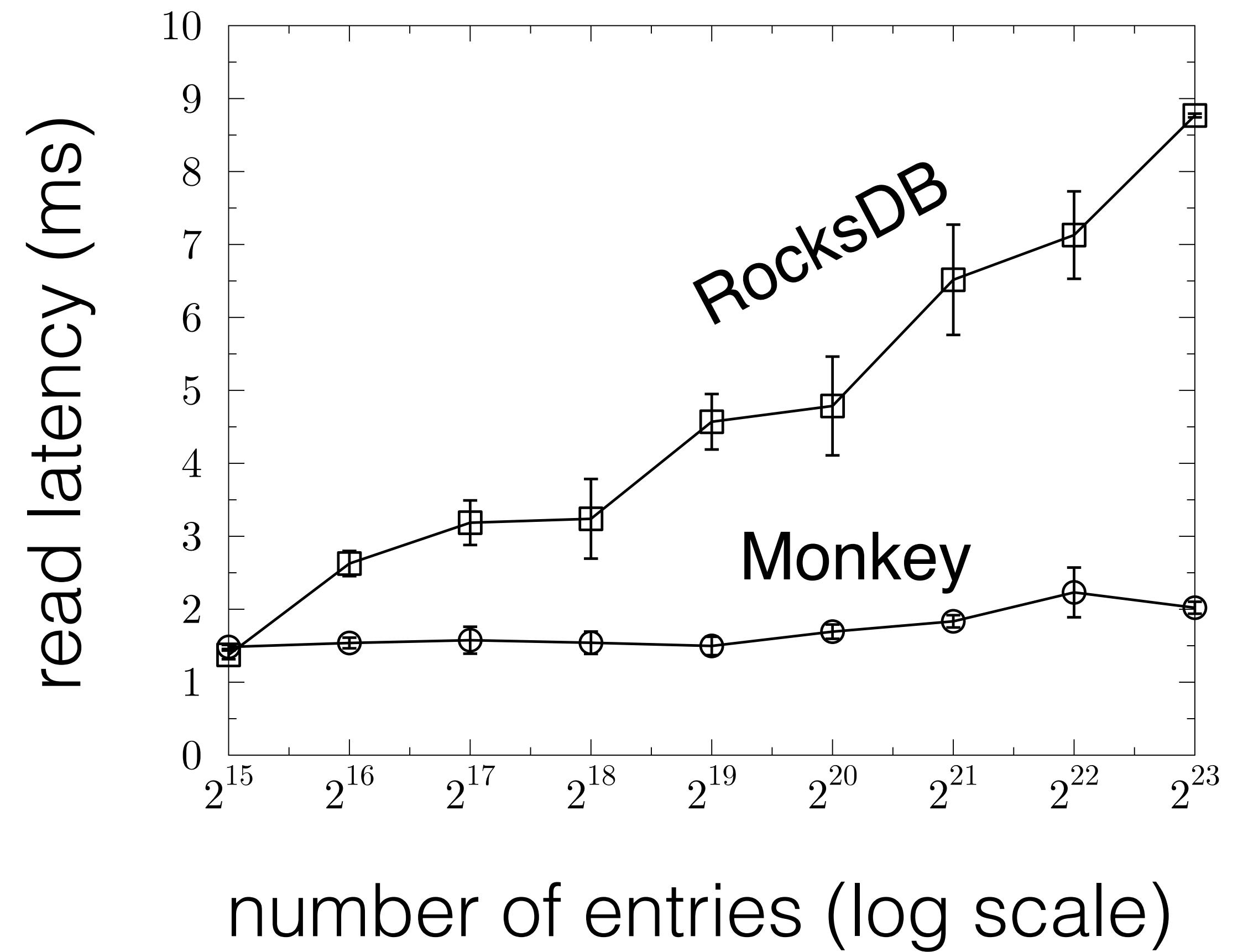
**geometric  
progression**

$$= O(e^{-x})$$



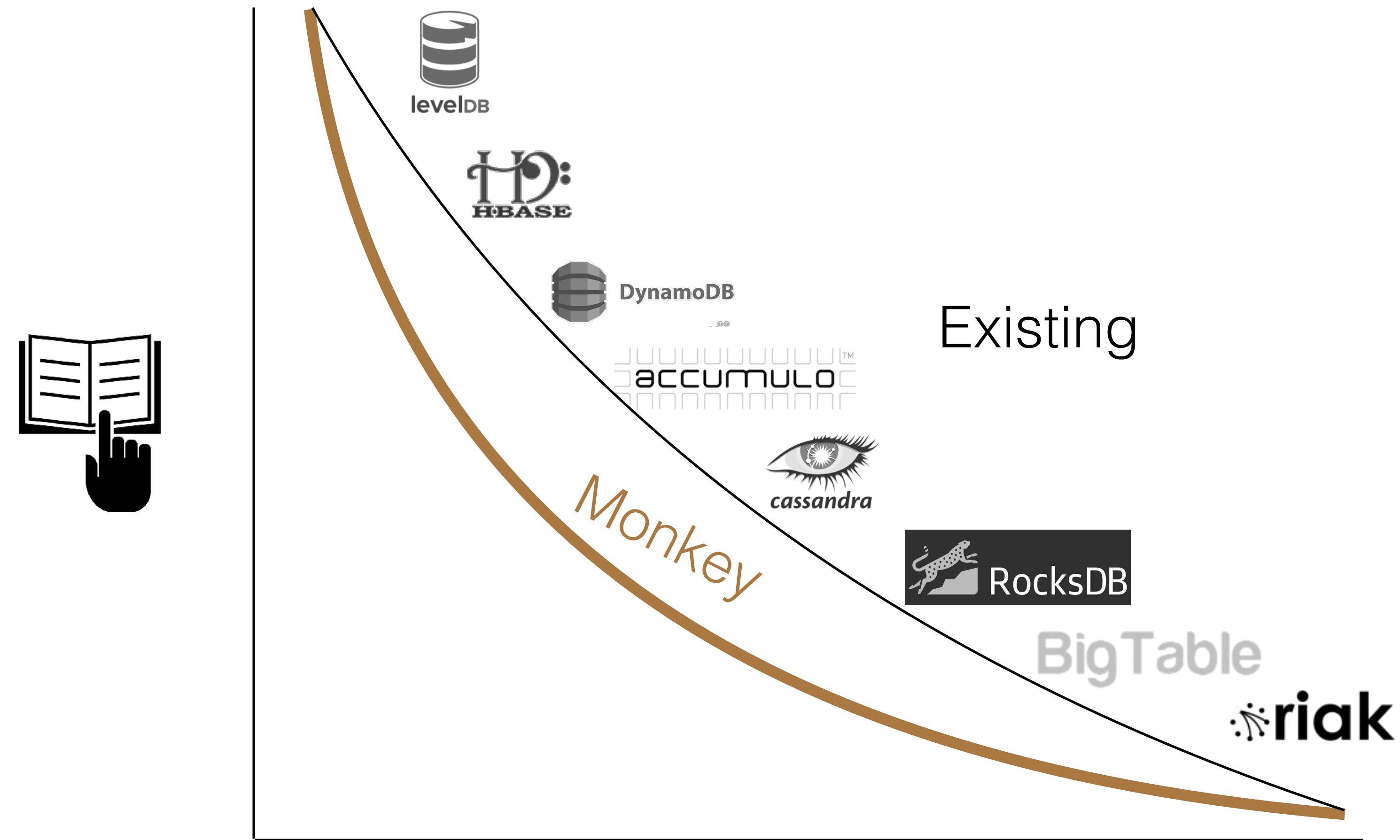
$$O(e^{-x} \cdot \log_R(N)) > O(e^{-x})$$

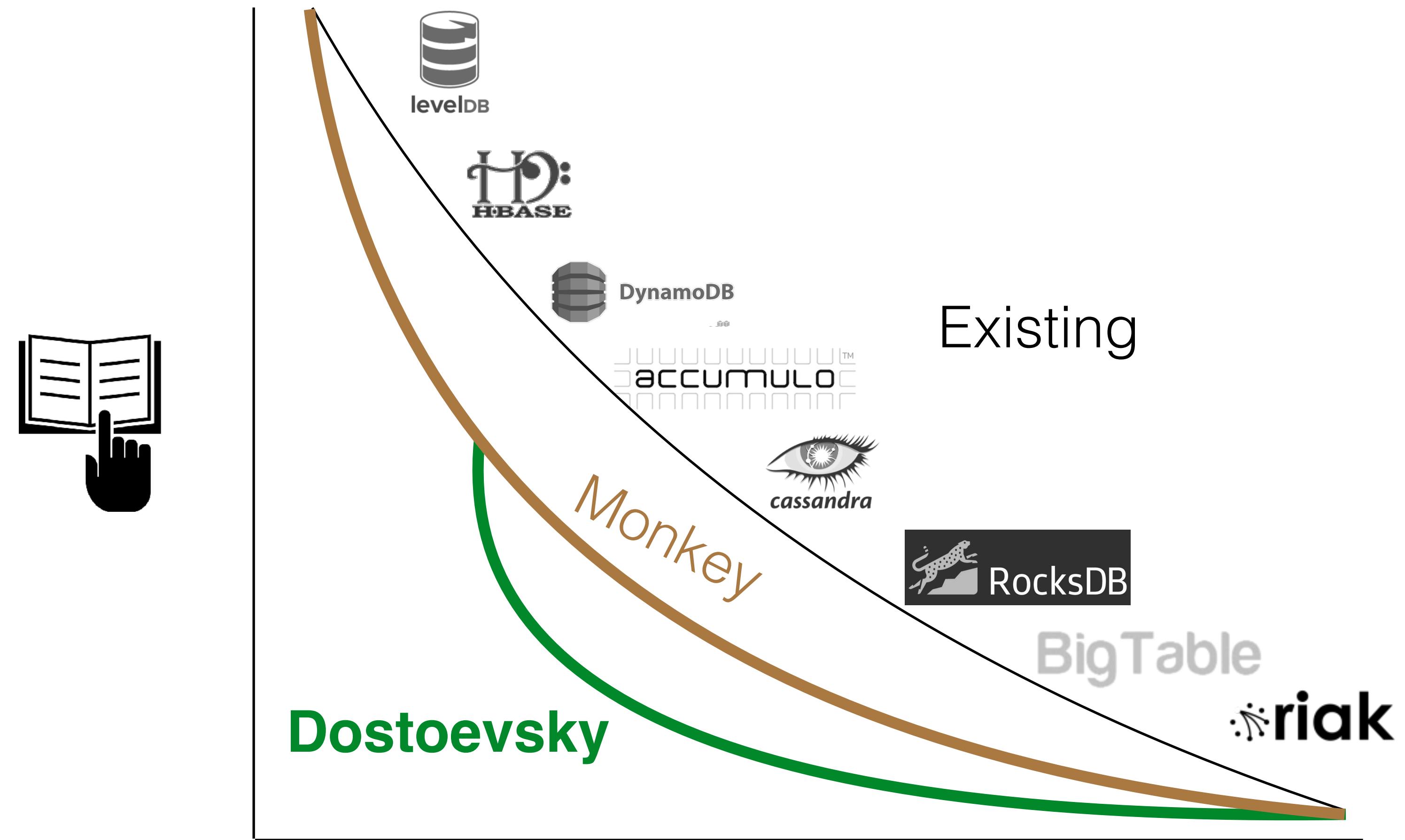


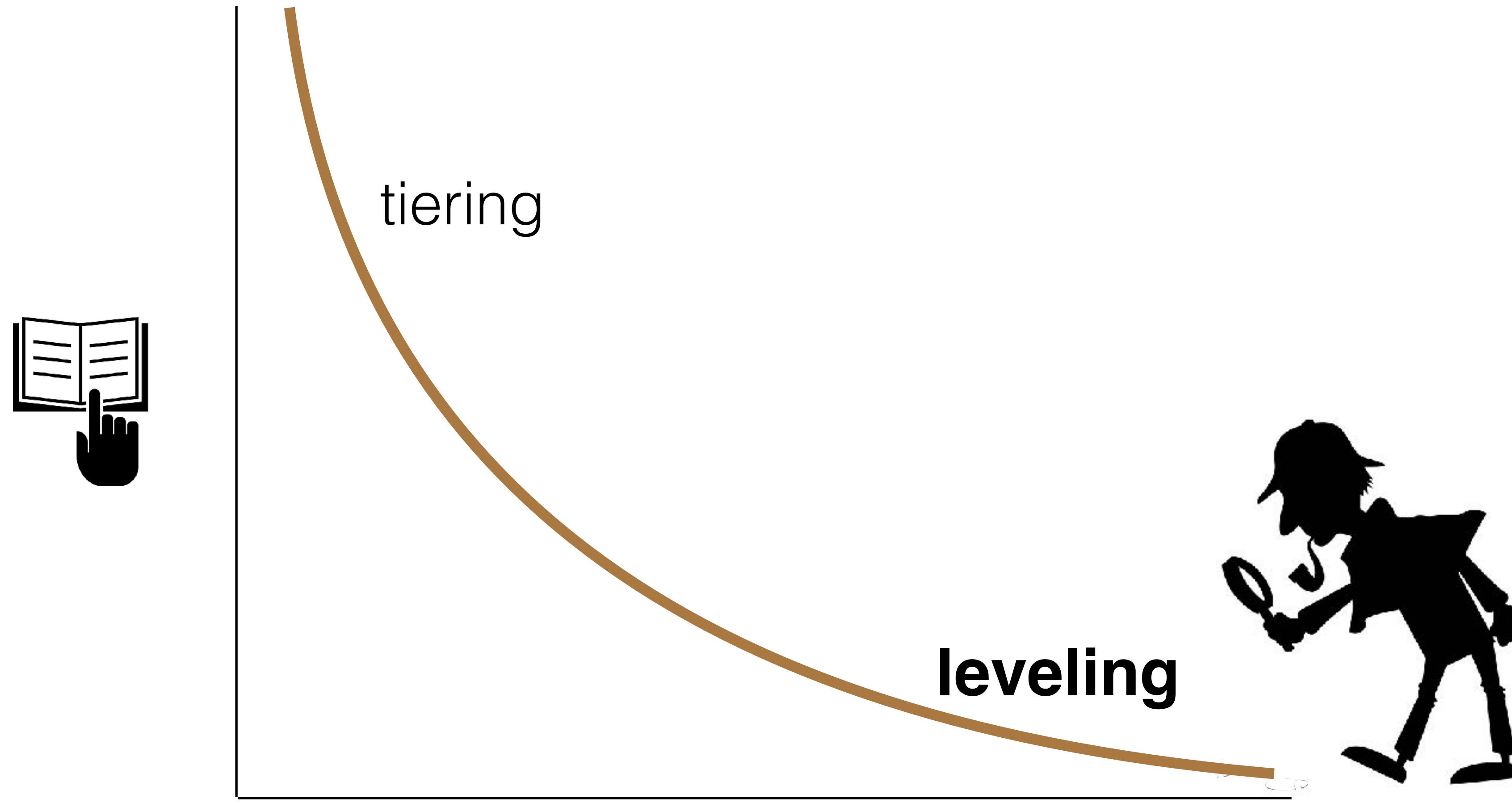


$O(e^{-x} \cdot \log R(N))$

$O(e^{-x})$





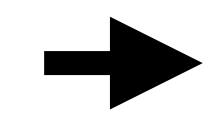


## I/O overheads with leveling

point



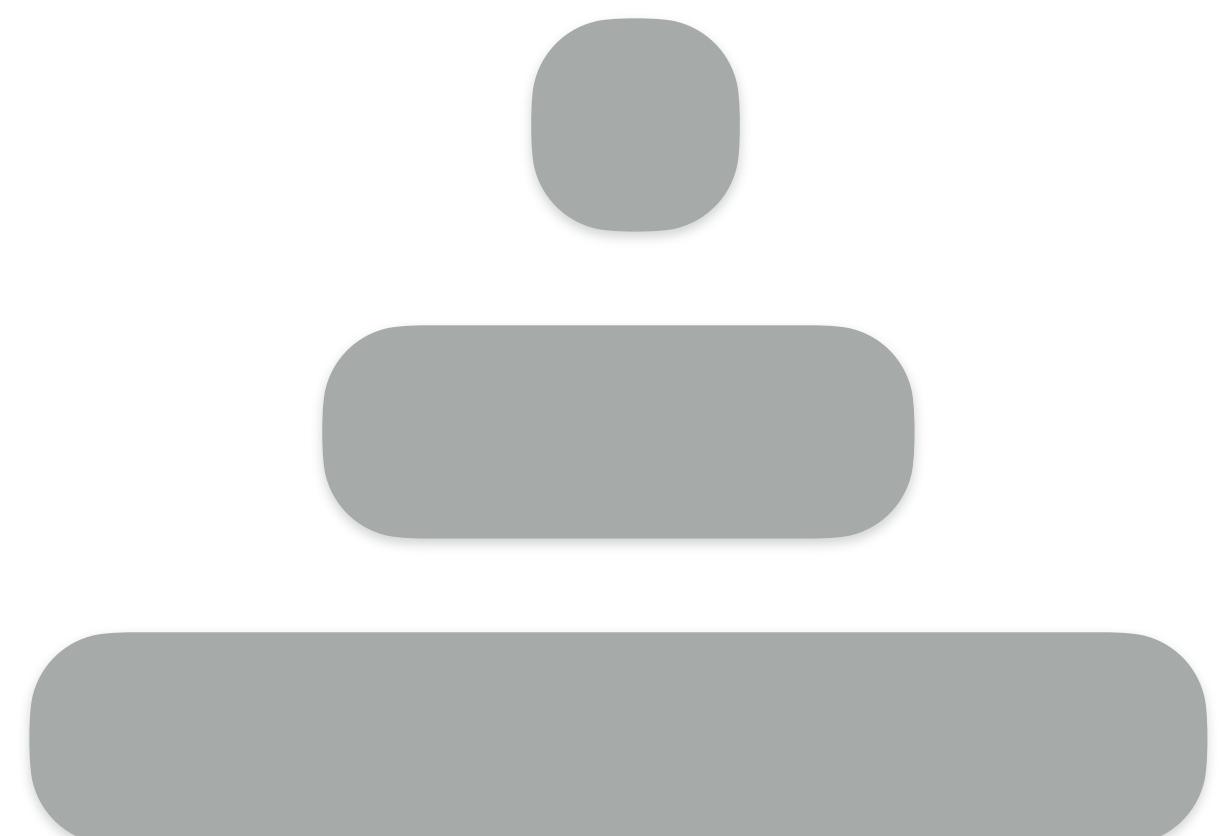
long range



short range



writes



point

false positive rates

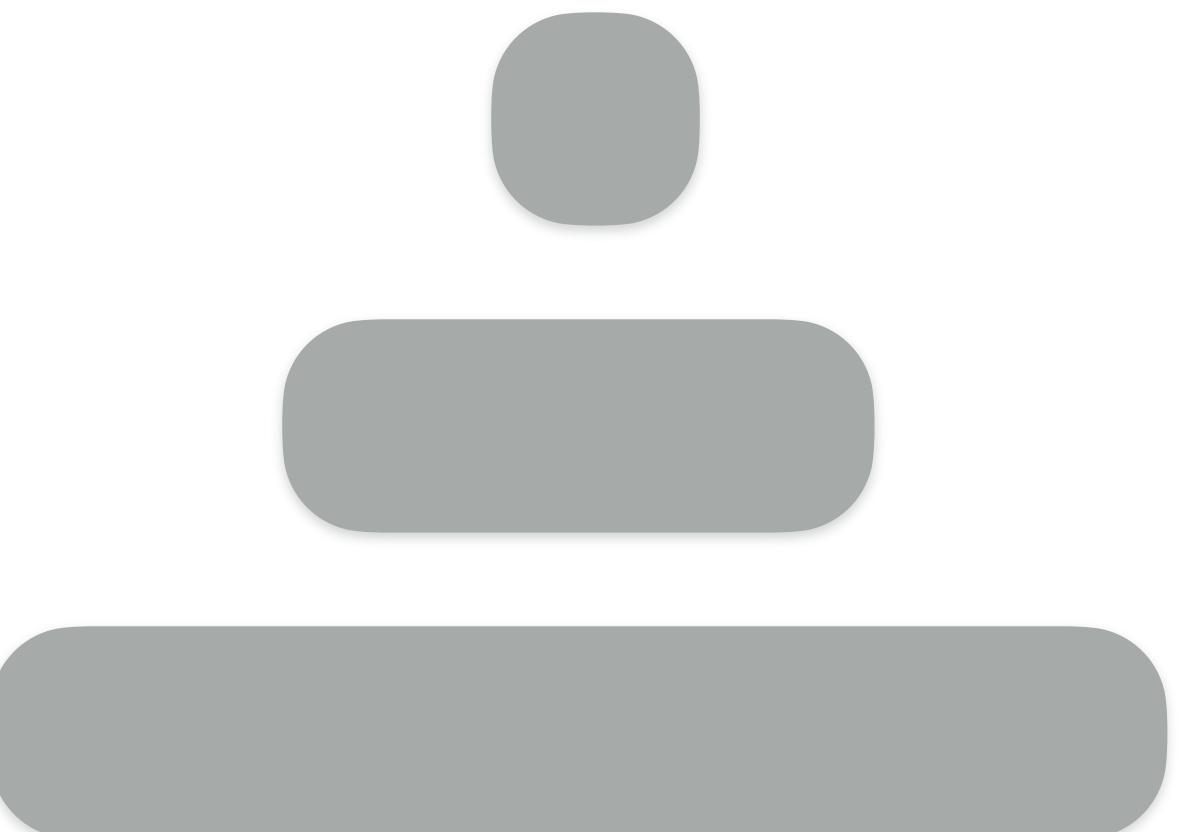
**exponentially  
decreasing**



$O(e^{-x}/R^2)$

$O(e^{-x}/R)$

$O(e^{-x})$

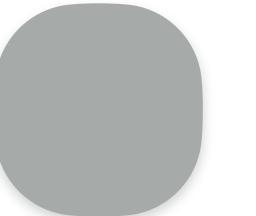


point



largest level

$O(e^{-x}/R^2)$



$O(e^{-x}/R)$



false positive rates

point

largest level

$O(e^{-x})$

long range

short range

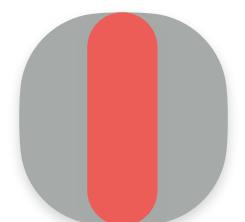
writes



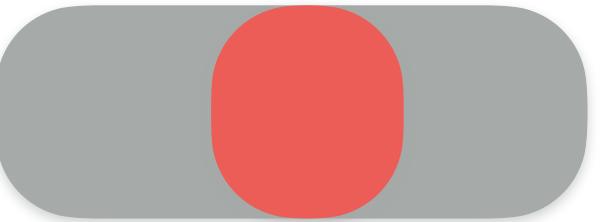
**long range**

target range

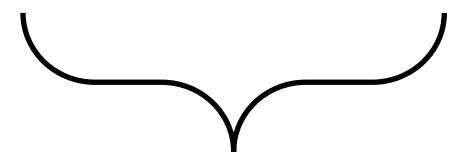
$O(s/R^2)$



$O(s/R)$



$O(s)$



target key range

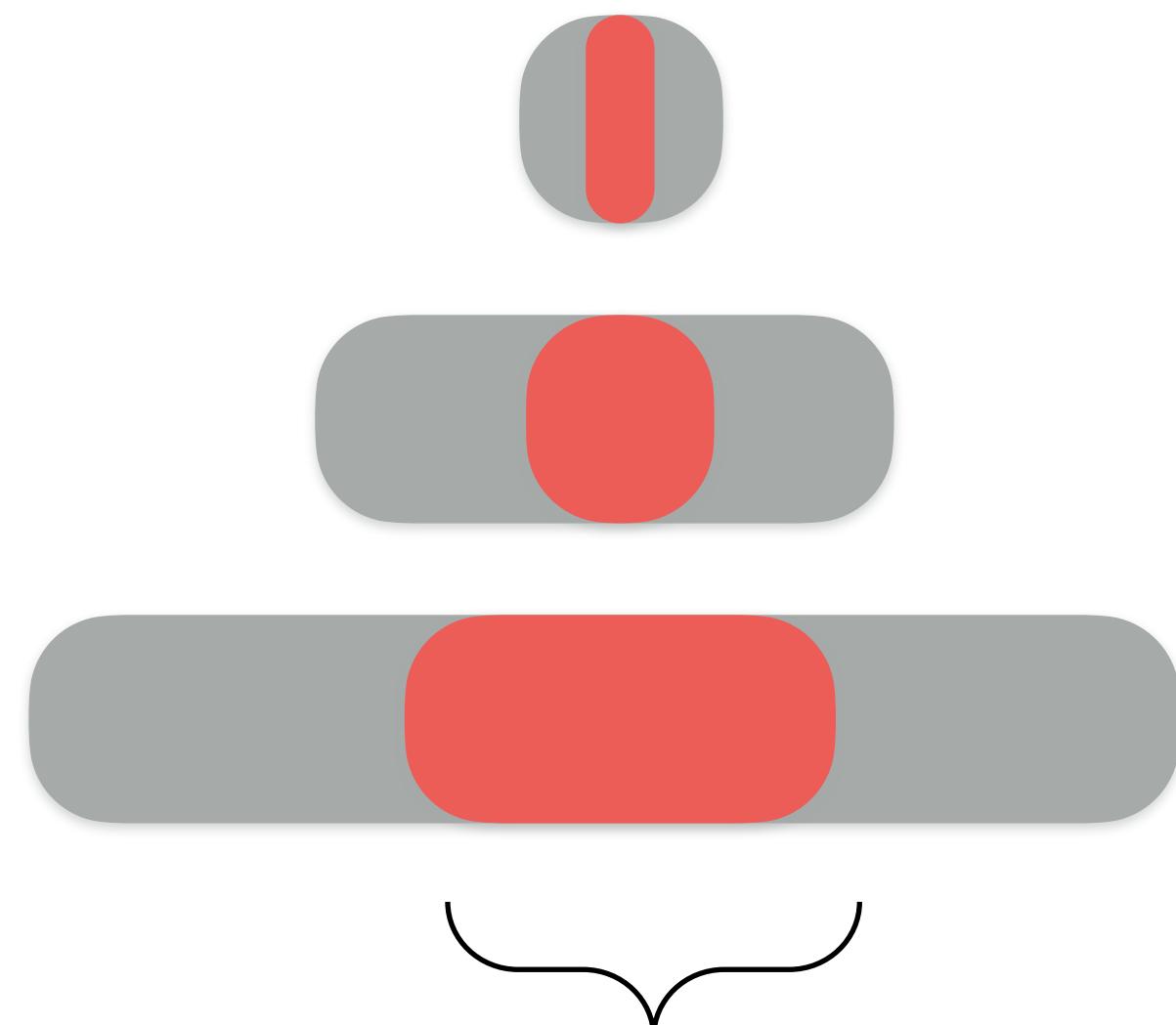
**long range**

target range

$O(s/R^2)$

$O(s/R)$

$O(s)$



**largest level**

target key range

point

largest level

$O(e^{-x})$

long range

largest level

$O(s)$

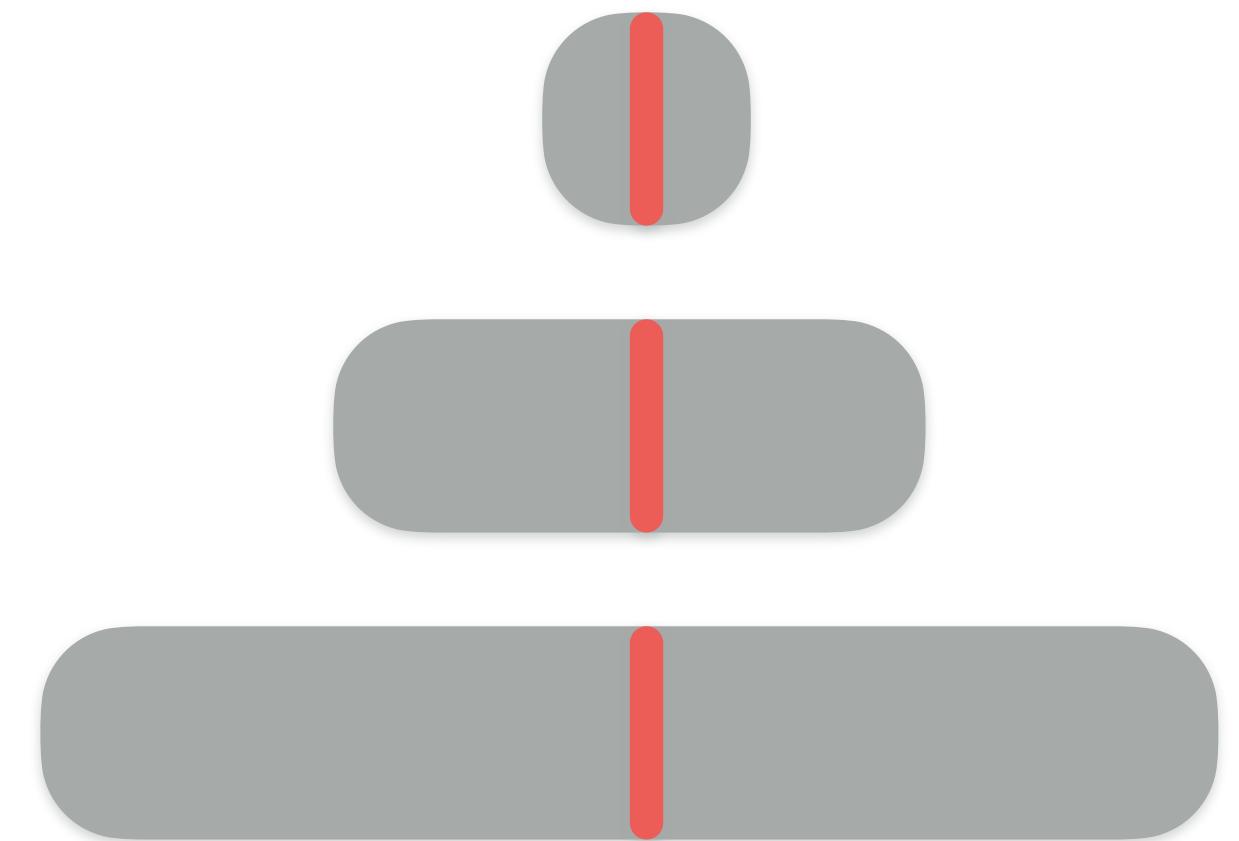
short range

writes



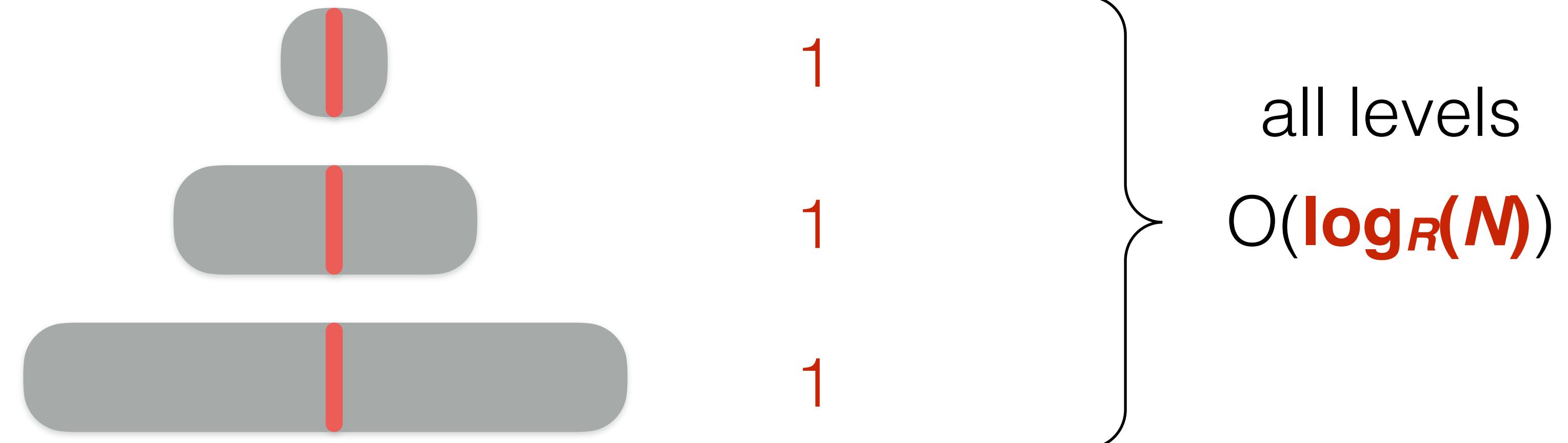
**short range**

target range



**short range**

target range



point

largest level

$O(e^{-x})$

long range

largest level

$O(s)$

short range

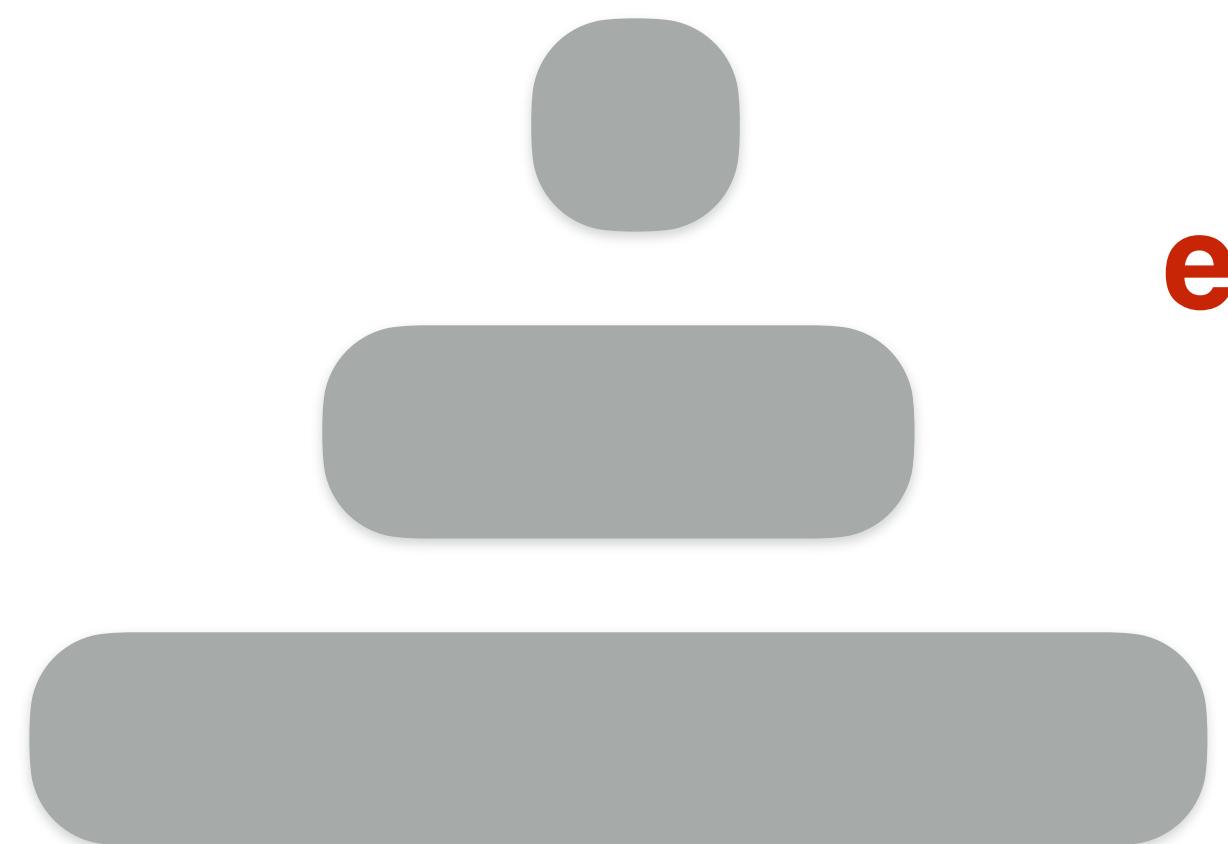
all levels

$O(\log_R(N))$





writes



**exponentially  
more work**





writes

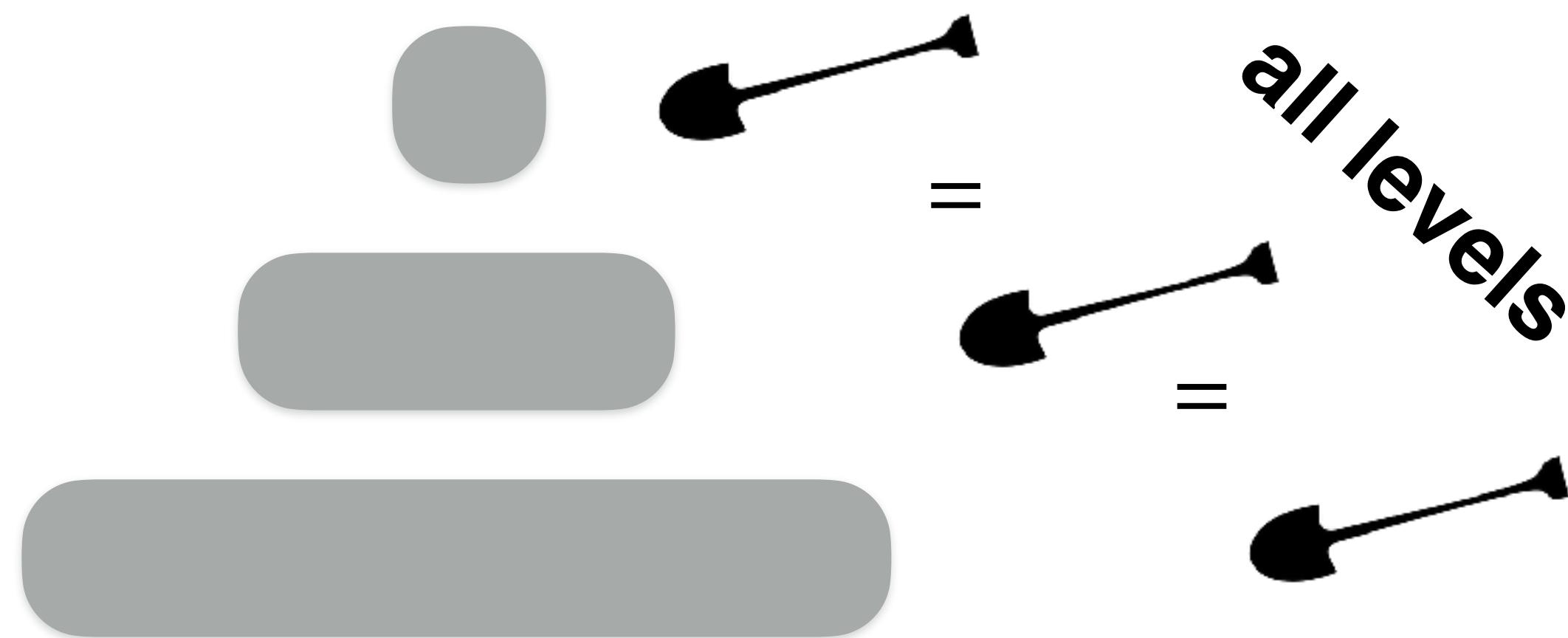


exponentially  
more work

**exponentially  
less frequent**

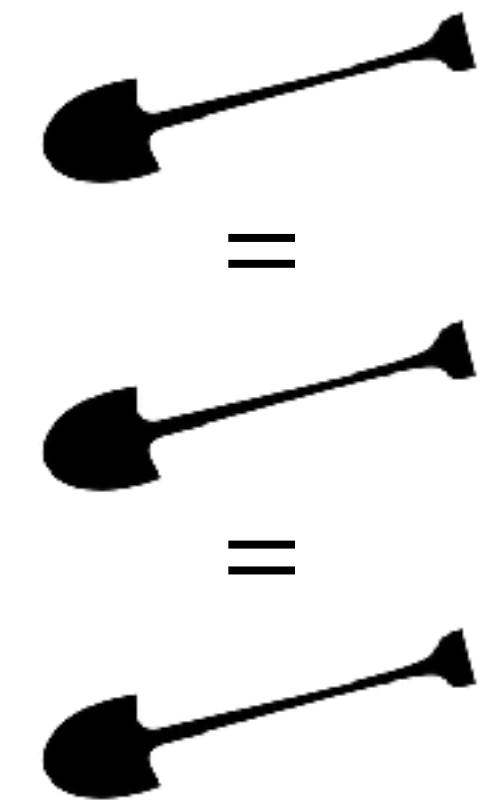


less frequent  
more work

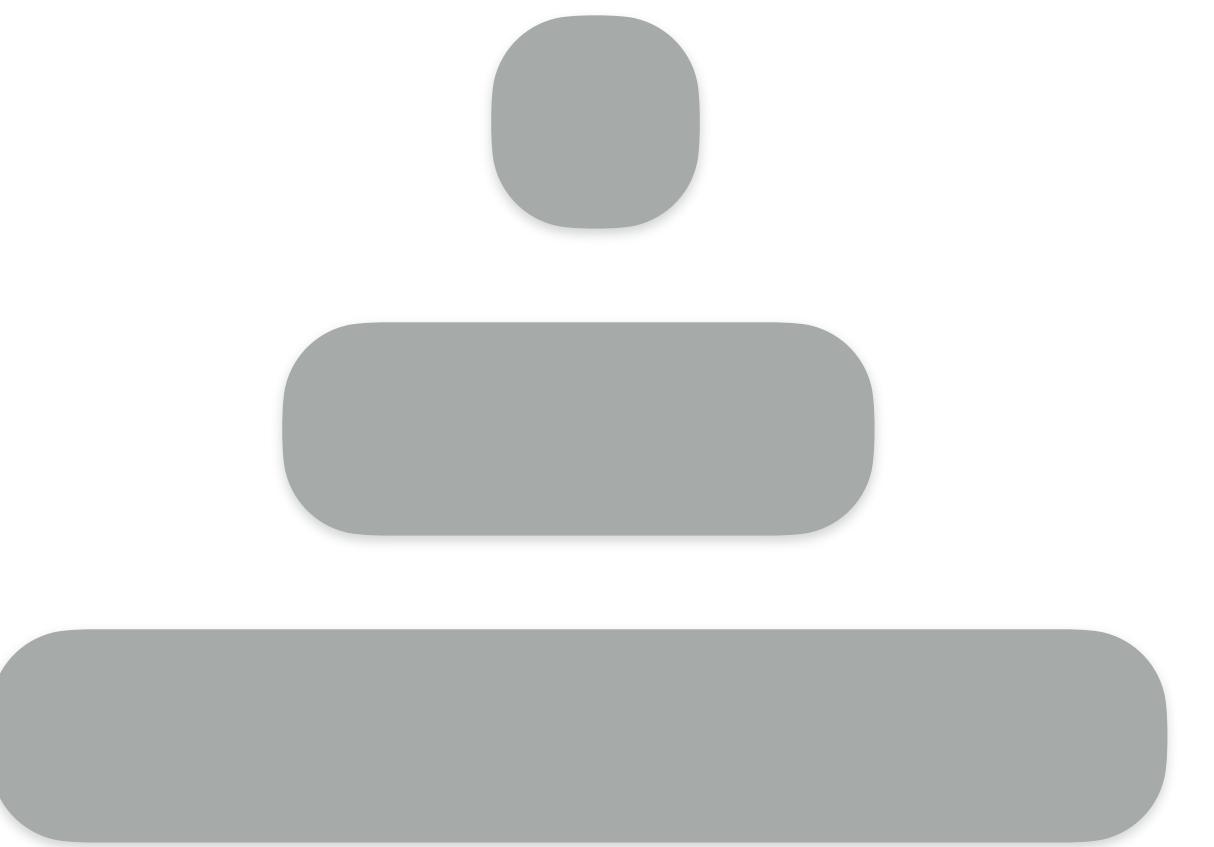




**writes**

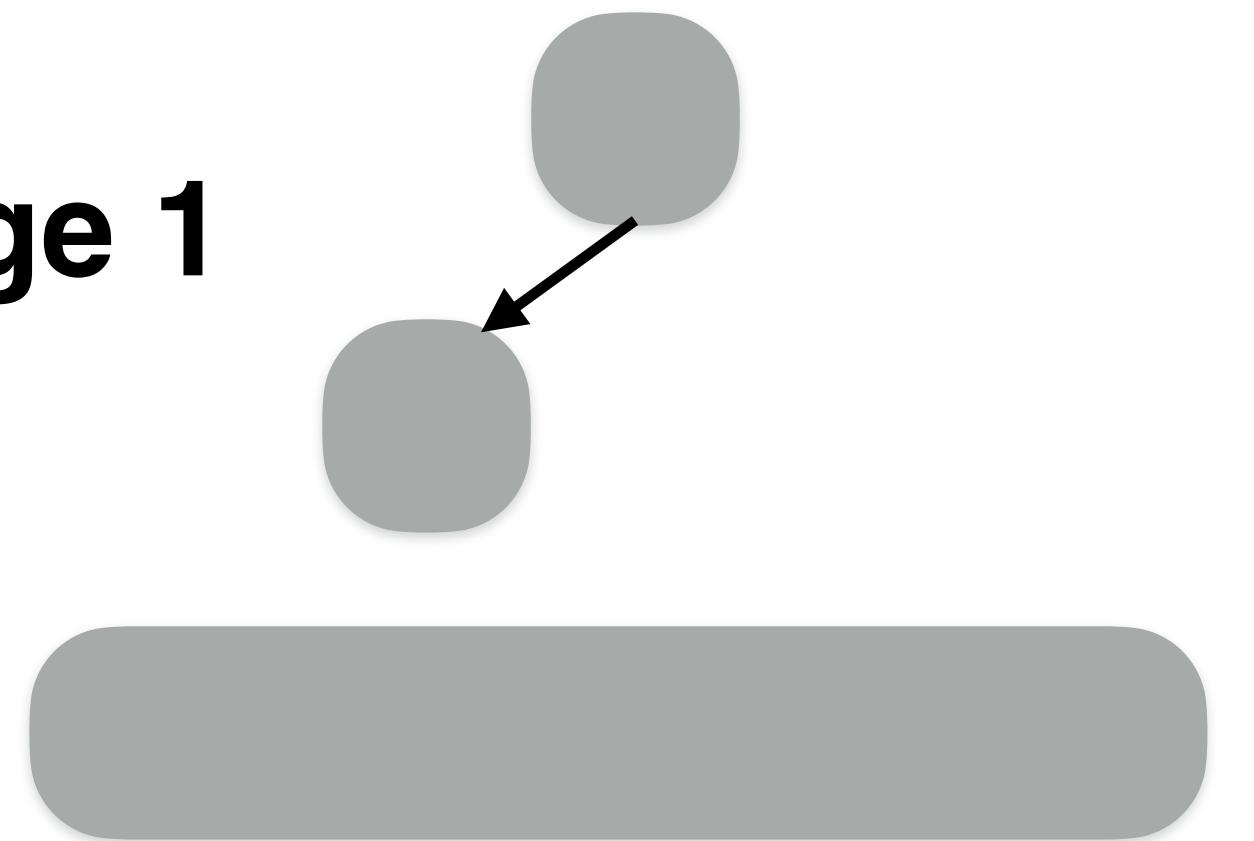


all levels





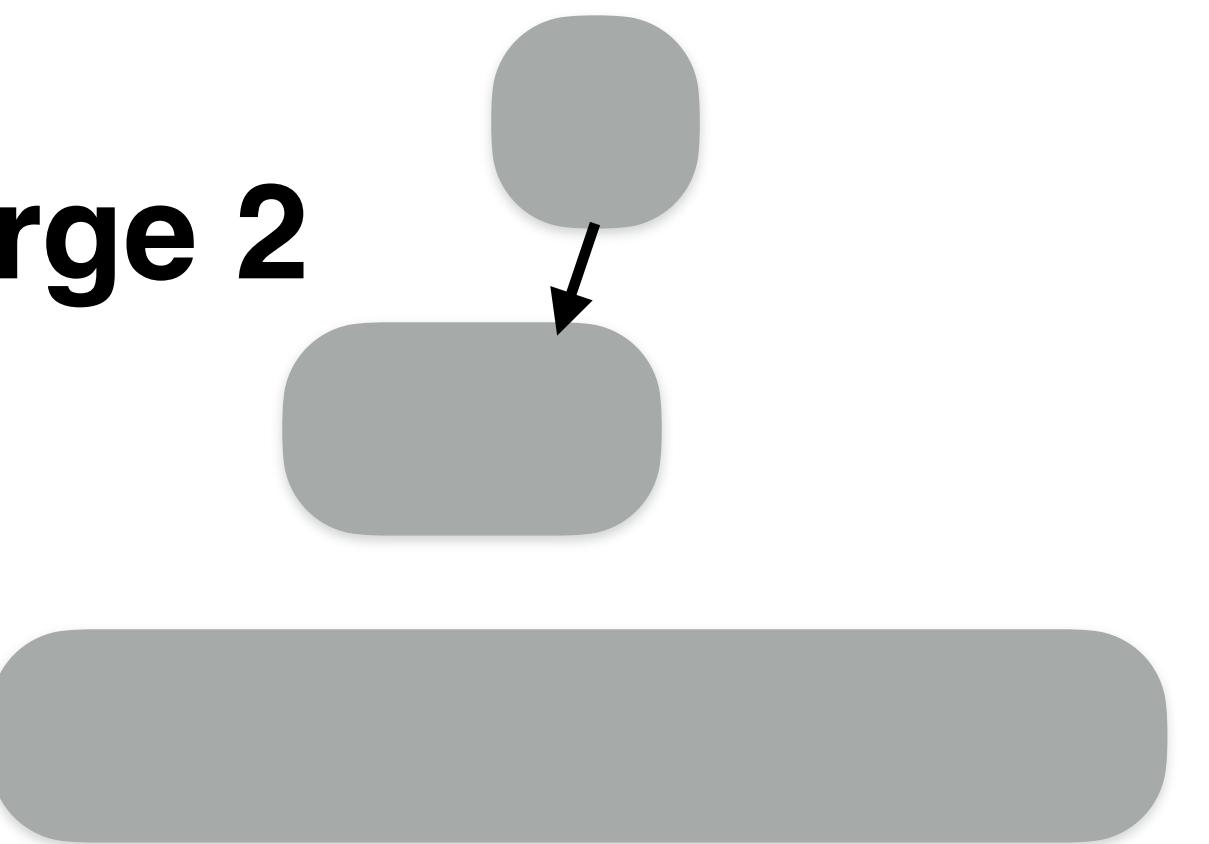
**merge 1**

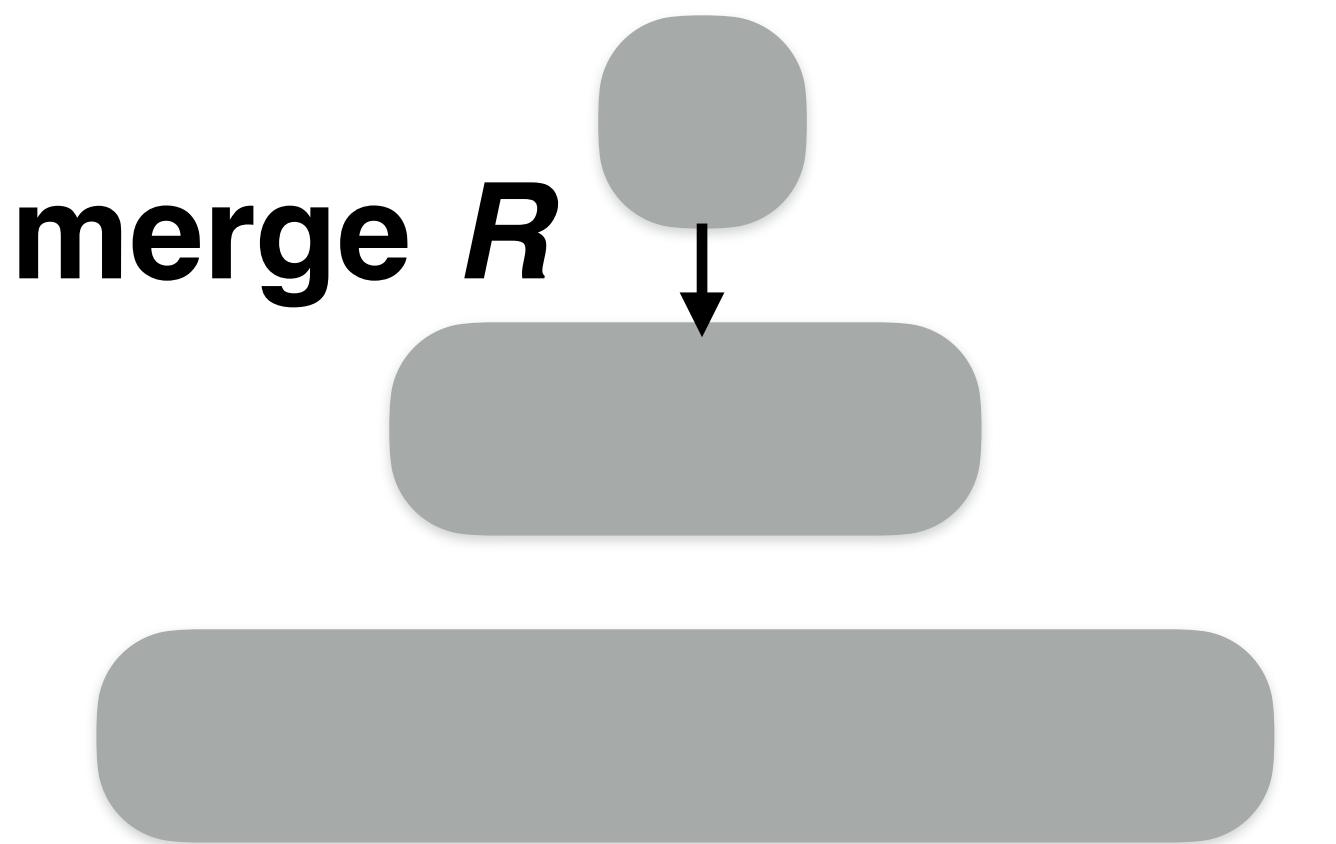




**writes**

**merge 2**







write-amplification



$O(\textcolor{red}{R})$

$O(\textcolor{red}{R})$

$O(\textcolor{red}{R})$



$O(R)$

$O(R)$

$O(R)$

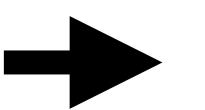
$O(R \cdot \log_R(N))$

A brace groups the first three  $O(R)$  terms together, indicating they have the same time complexity. The entire group is enclosed in a brace next to the final term  $O(R \cdot \log_R(N))$ .

point



long range



short range



writes

largest level

$O(e^{-x})$

=

$O(e^{-x}/R^2)$

+

$O(e^{-x}/R)$

+

$O(e^{-x})$

largest level

$O(s)$

=

$O(s/R^2)$

+

$O(s/R)$

+

$O(s)$

all levels

$O(\log_R(N))$

=

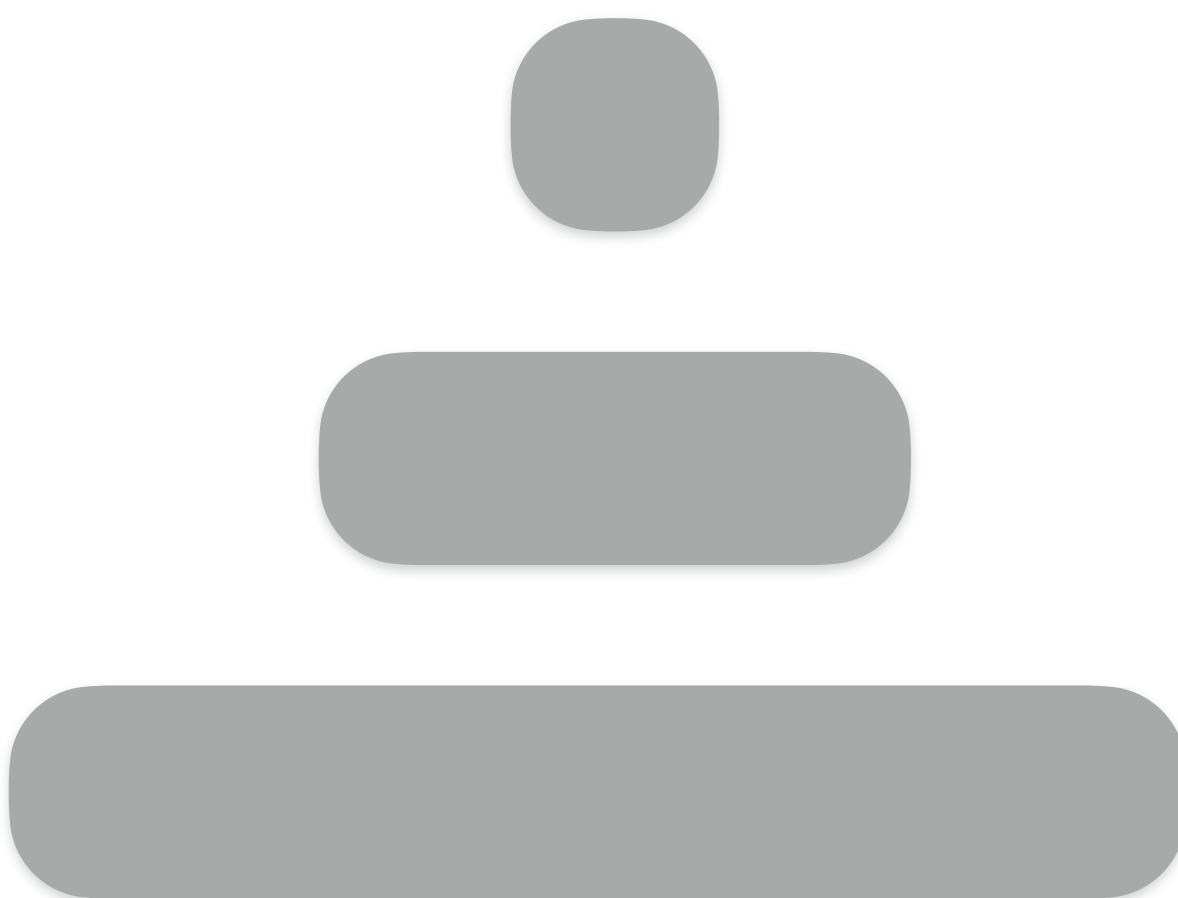
1

+

1

+

1



all levels

$O(R \cdot \log_R(N))$

=

$O(R)$

+

$O(R)$

+

$O(R)$

point

long range

writes

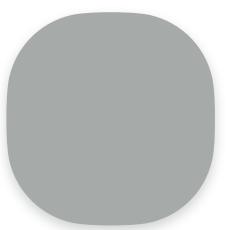
**largest level**

**largest level**

**all levels**

$O(e^{-x})$

$O(s)$



$O(R)$



$O(R)$



$O(R)$

point

long range

largest level

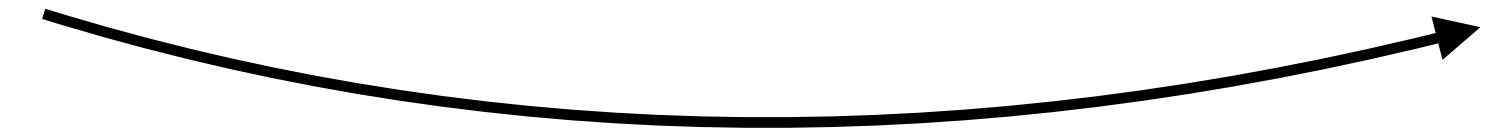
largest level



all levels

$O(e^{-x})$

$O(s)$



$O(R)$



$O(R)$

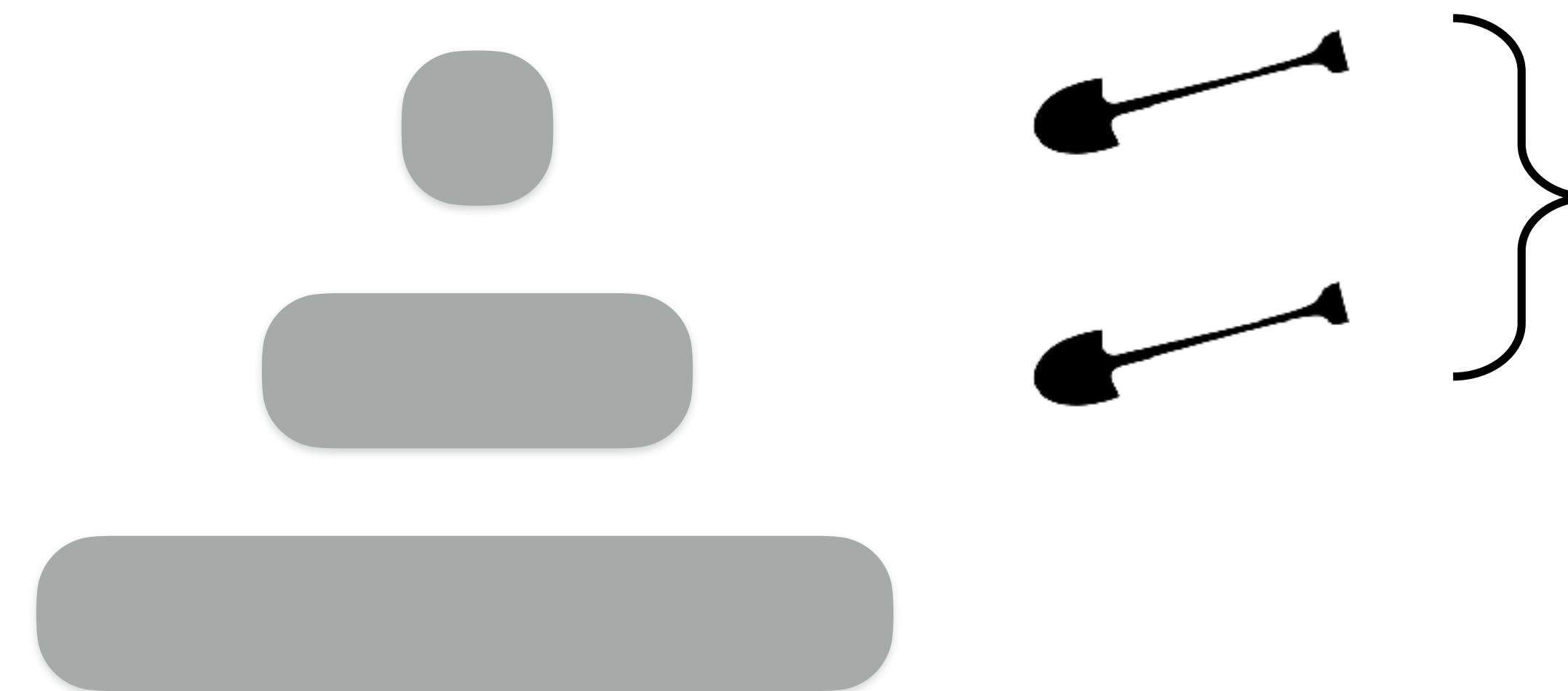


$O(R)$

**superfluous**

for point lookups and long range lookups

**merging at smaller levels is superfluous**



# worse as data grows!





**poor performance**



poor performance

**lower device lifetime (on SSD)**



# Dostoevsky

## SIGMOD18



# Dostoevsky: Space-Time Optimized Evolvable Scalable Key-Value Store

**very write-optimized**



**D**ostoevsky: **S**pace-**T**ime **O**ptimized **E**volvable **S**calable **K**ey-Value Store

# **Tiering**

write-optimized

# **Leveling**

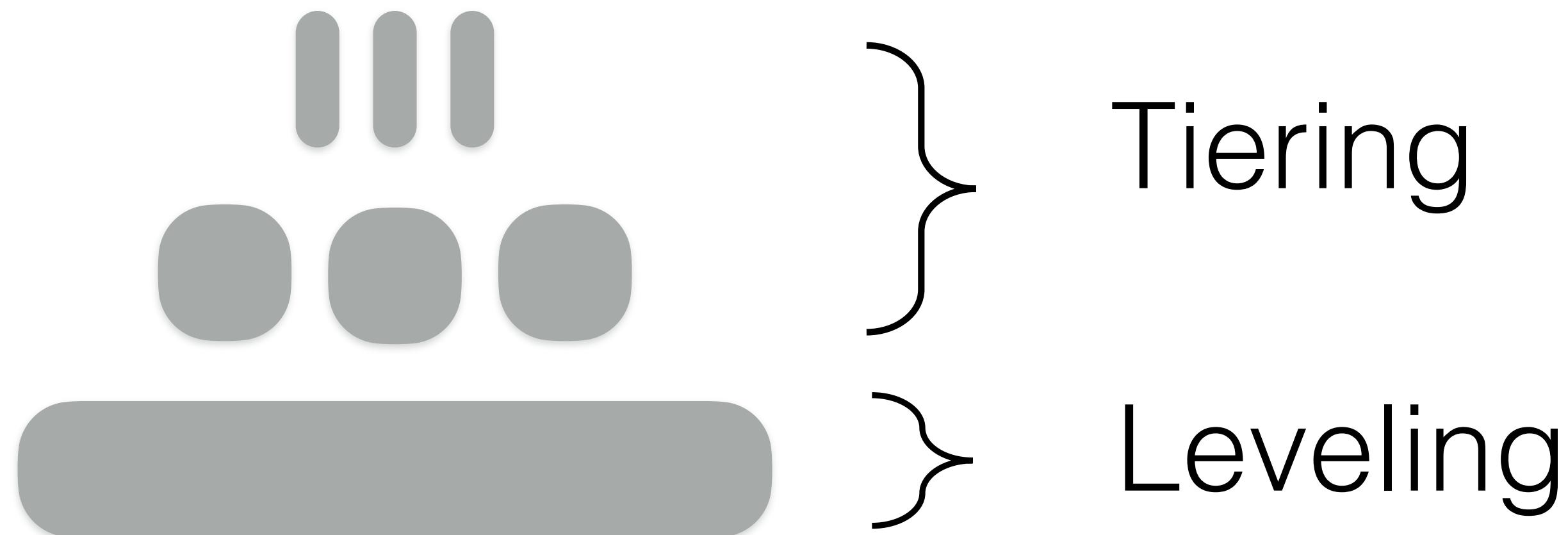
read-optimized

Tiering  
write-optimized

**Lazy Leveling**  
mixed-optimized

Leveling  
read-optimized

# Lazy Leveling



# Lazy Leveling



merge when level fills

merge to have at most 1 run

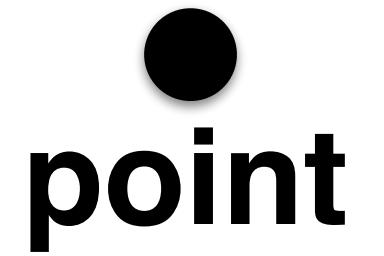
point

long range

short range

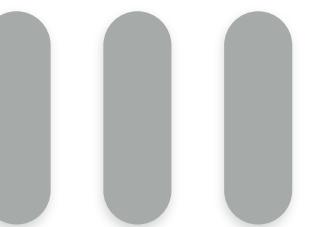
writes



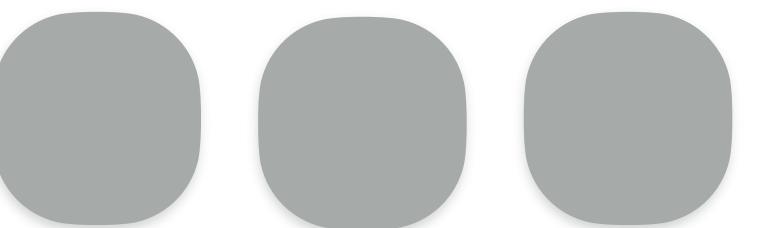


## false positive rates

$O(e^{-x}/R^3)$

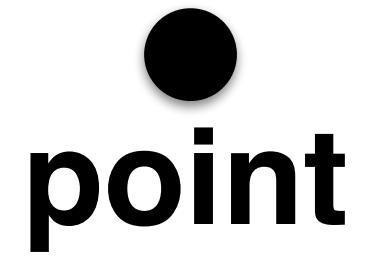


$O(e^{-x}/R^2)$



$O(e^{-x})$





false positive rates

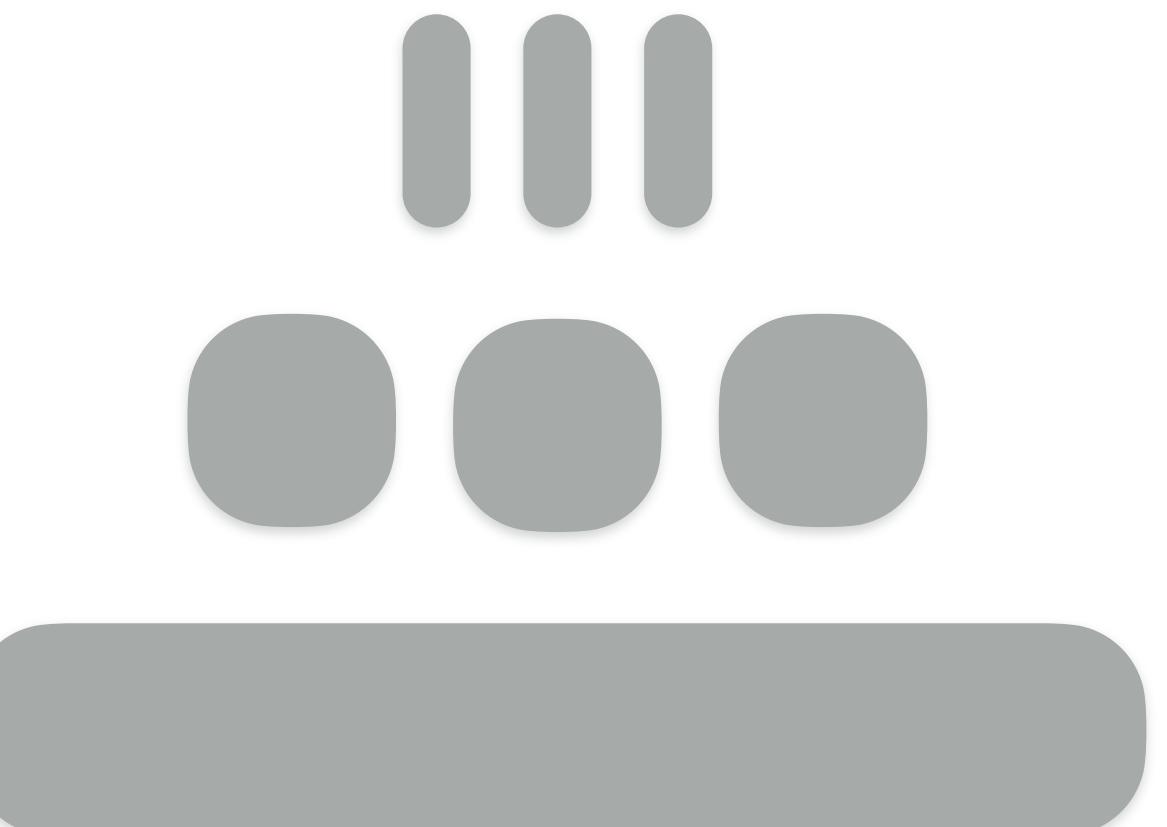
exponentially decreasing



$O(e^{-x}/R^3)$

$O(e^{-x}/R^2)$

$O(e^{-x})$



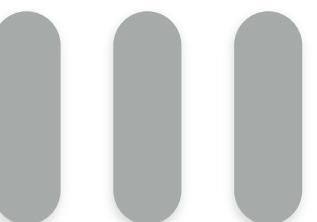
point



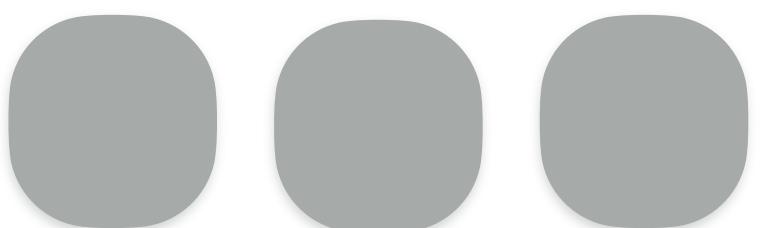
largest level

false positive rates

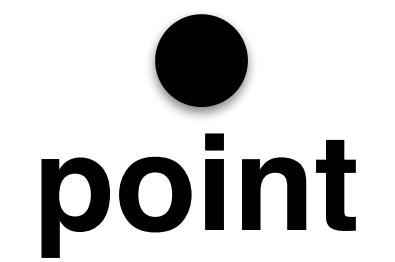
$$O(e^{-x}/R^3)$$



$$O(e^{-x}/R^2)$$

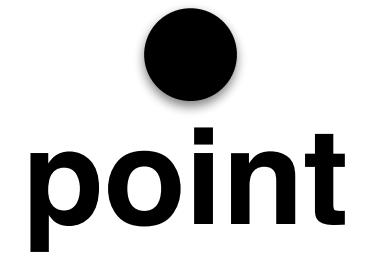


largest level



$O(e^{-x})$

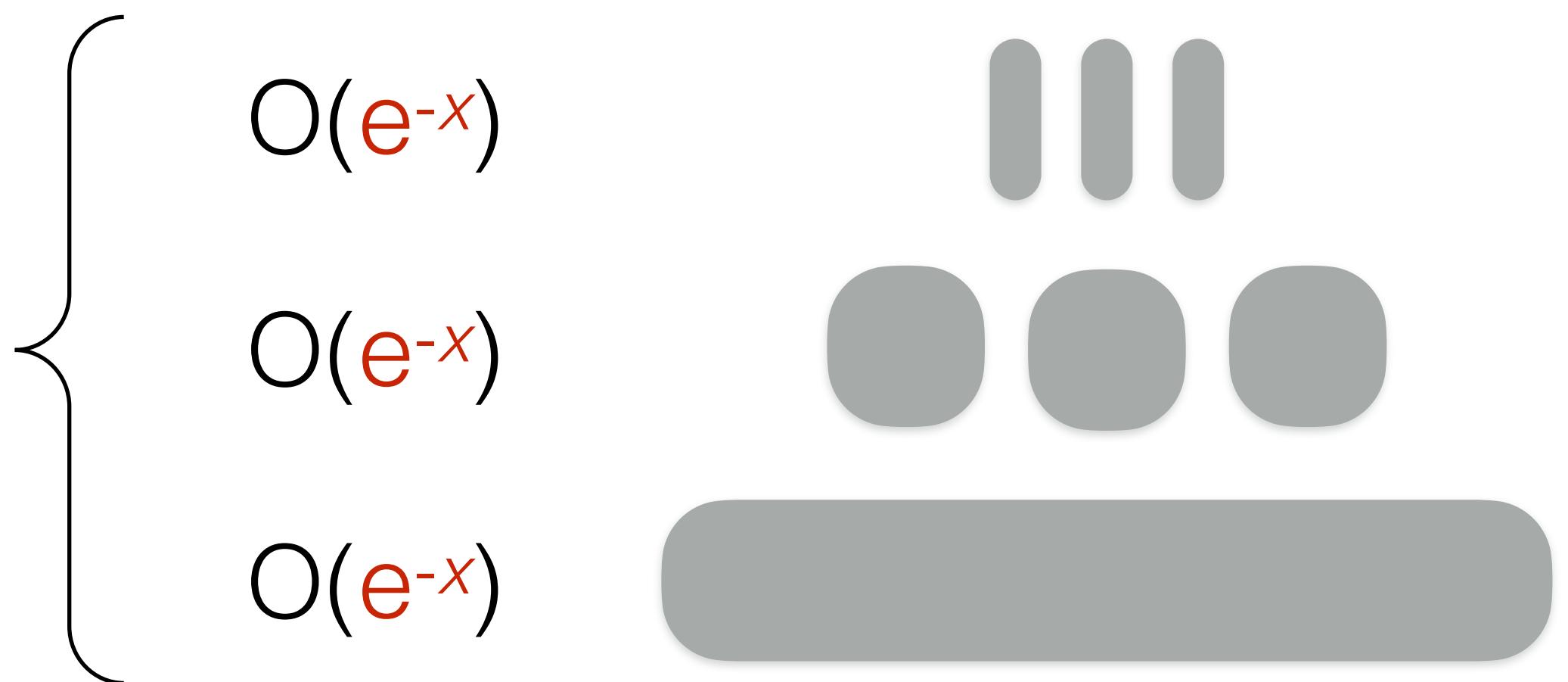




$O(e^{-x})$

with uniform FPRs

$O(\log_R(N) \cdot R \cdot e^{-x})$



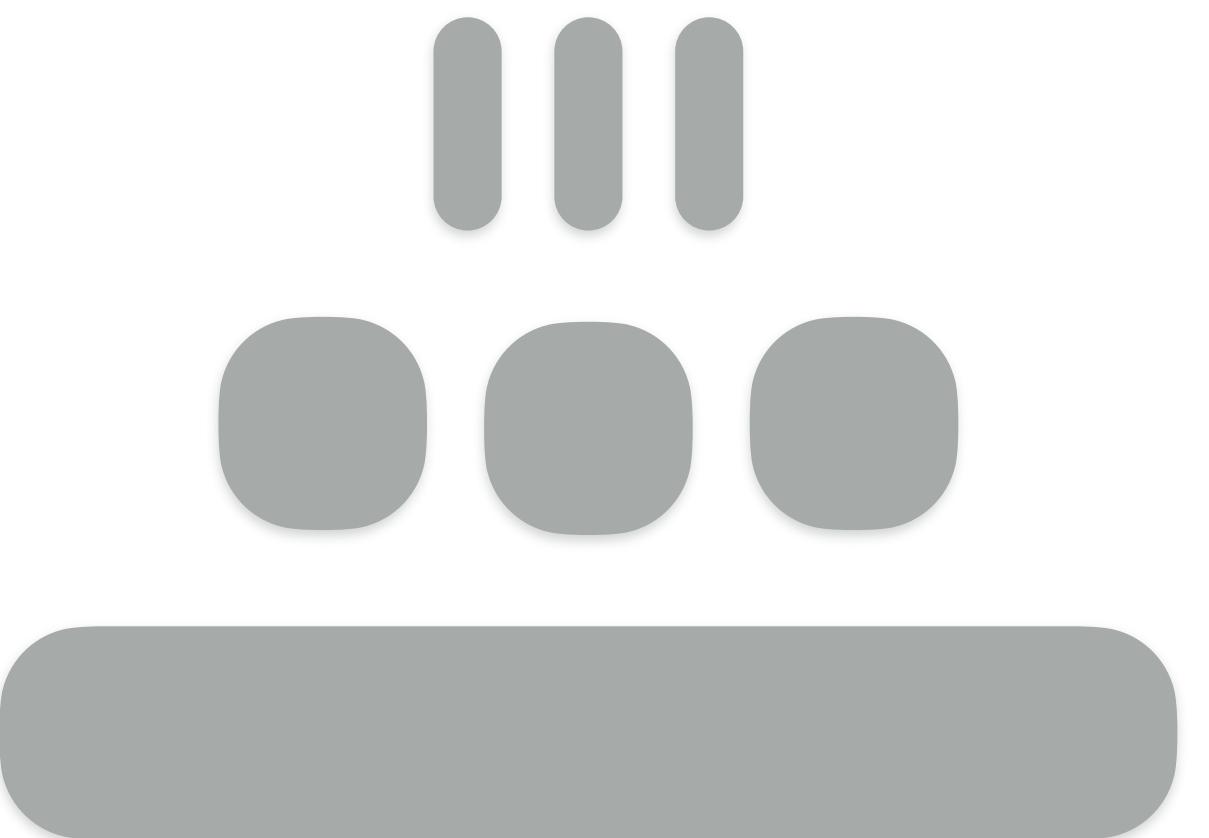
point

$O(e^{-x})$

long range

short range

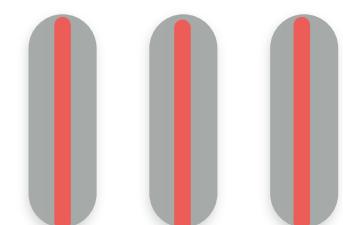
writes



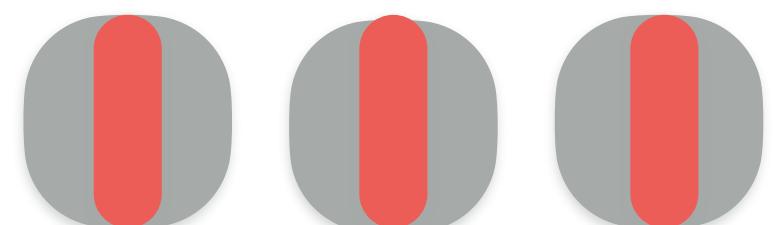
**long range**

target range

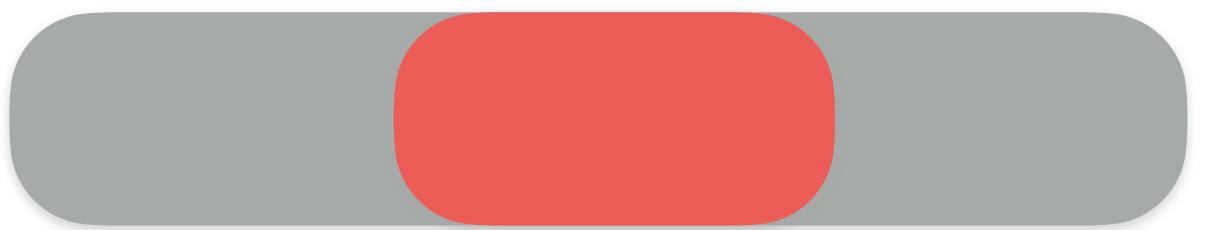
$O(s/R^2)$



$O(s/R)$



$O(s)$

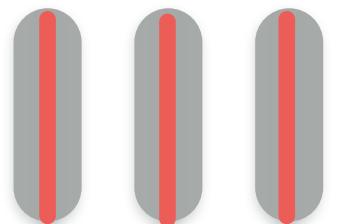


target key range

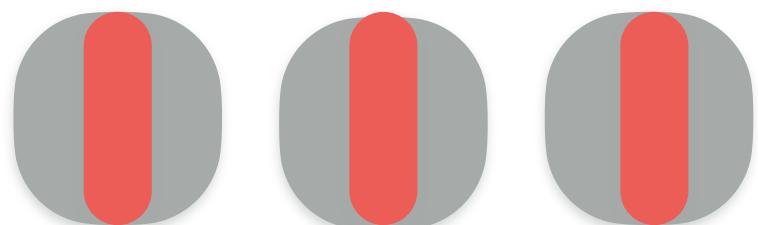
 long range

target range

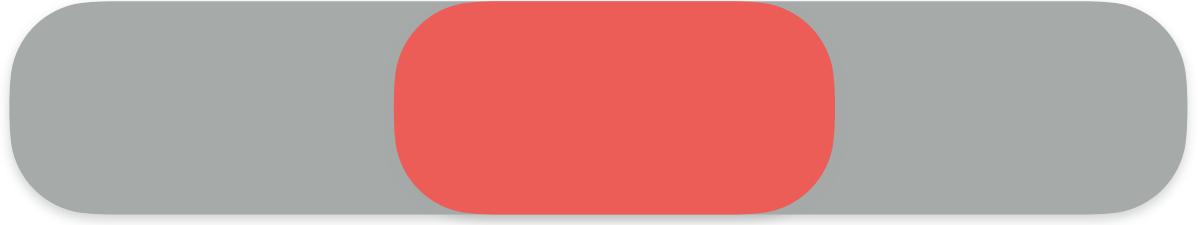
$O(s/R^2)$



$O(s/R)$



$O(s)$



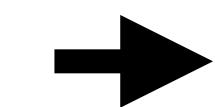
target key range

largest level

point



long range



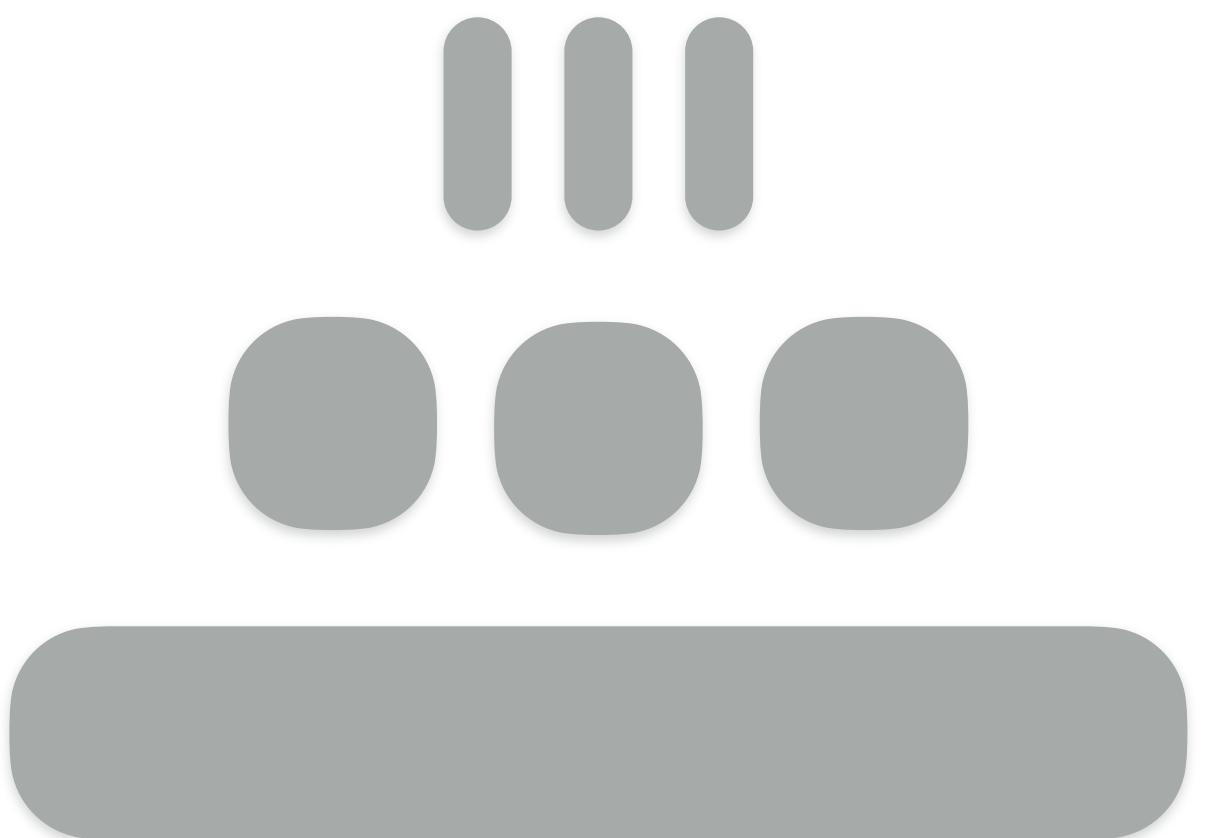
**short range**

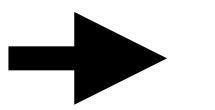


writes

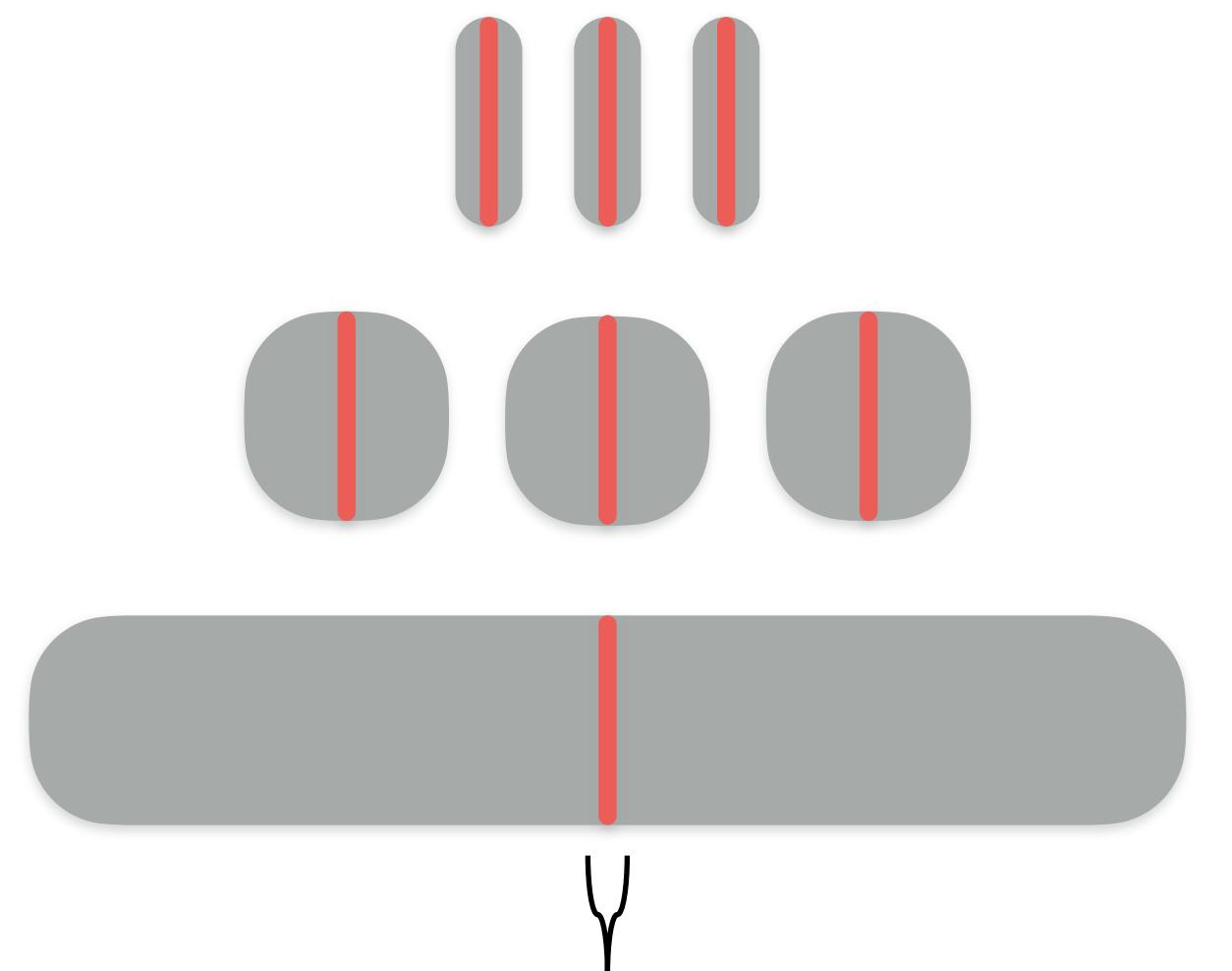
$O(e^{-x})$

$O(s)$





**short range**



$O(R)$   
 $O(R)$   
1

$O(1+R \cdot \log_R(N)-1)$

target key range

point



long range



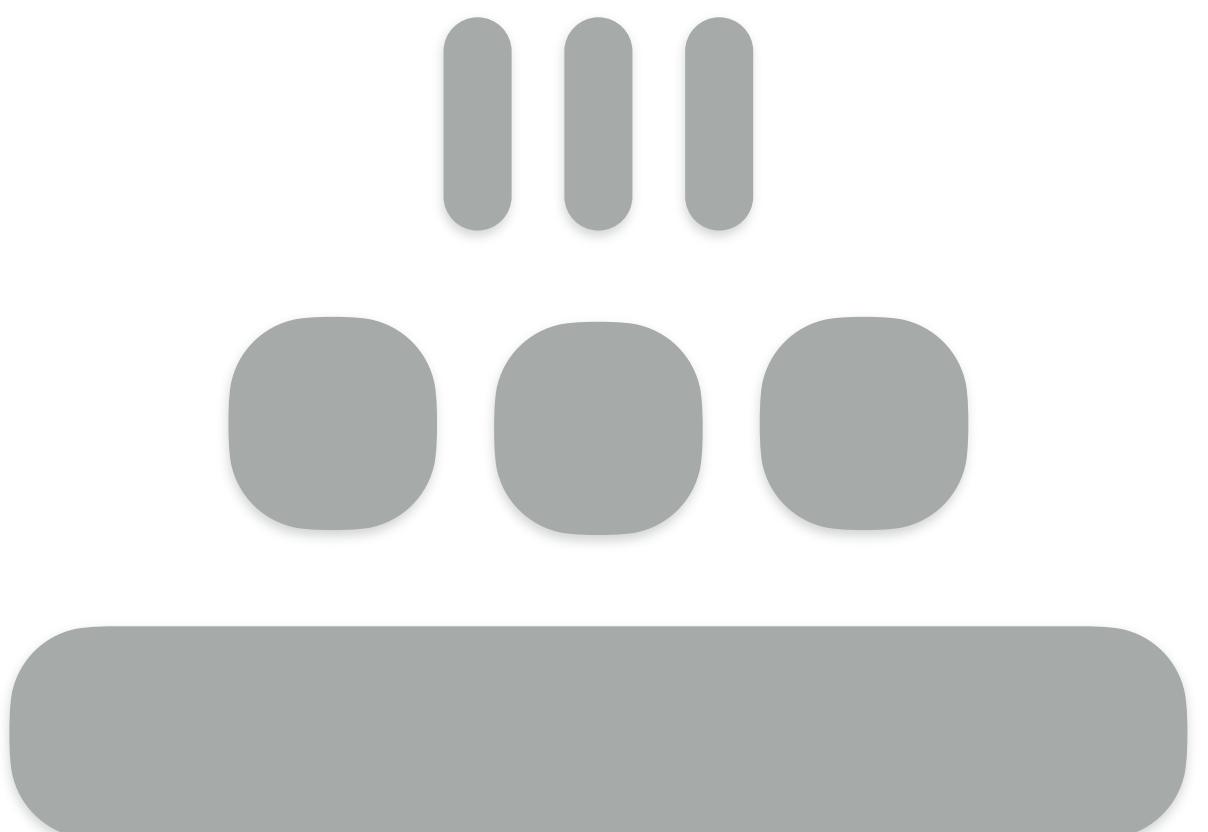
short range



$O(e^{-x})$

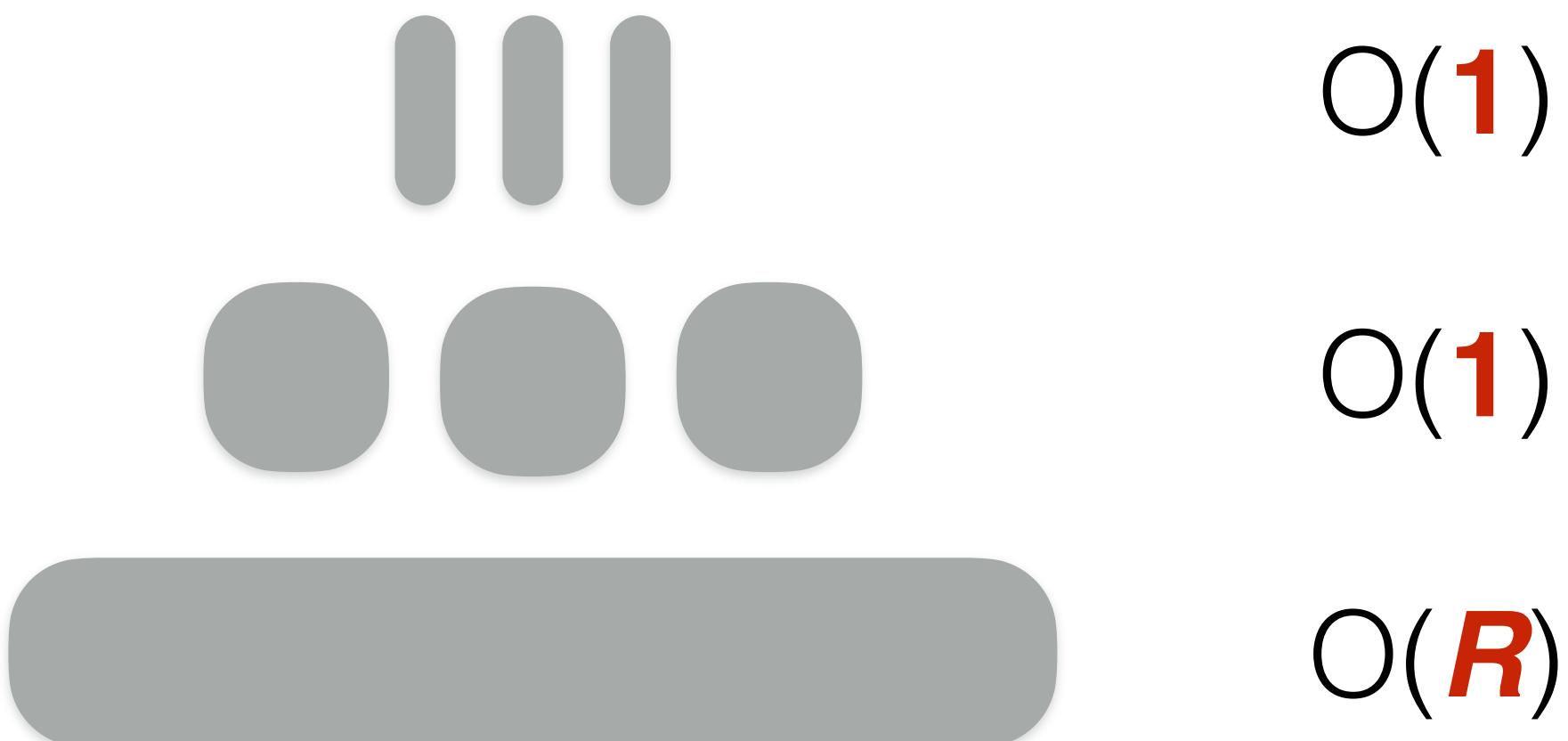
$O(s)$

$O(1+R \cdot (\log_R(N)-1))$





## write-amplification





## write-amplification



$O(1)$   
 $O(1)$   
 $O(R)$

$\left. \begin{array}{l} O(1) \\ O(1) \\ O(R) \end{array} \right\} O( R + \log_R(N) )$

point



long range



short range

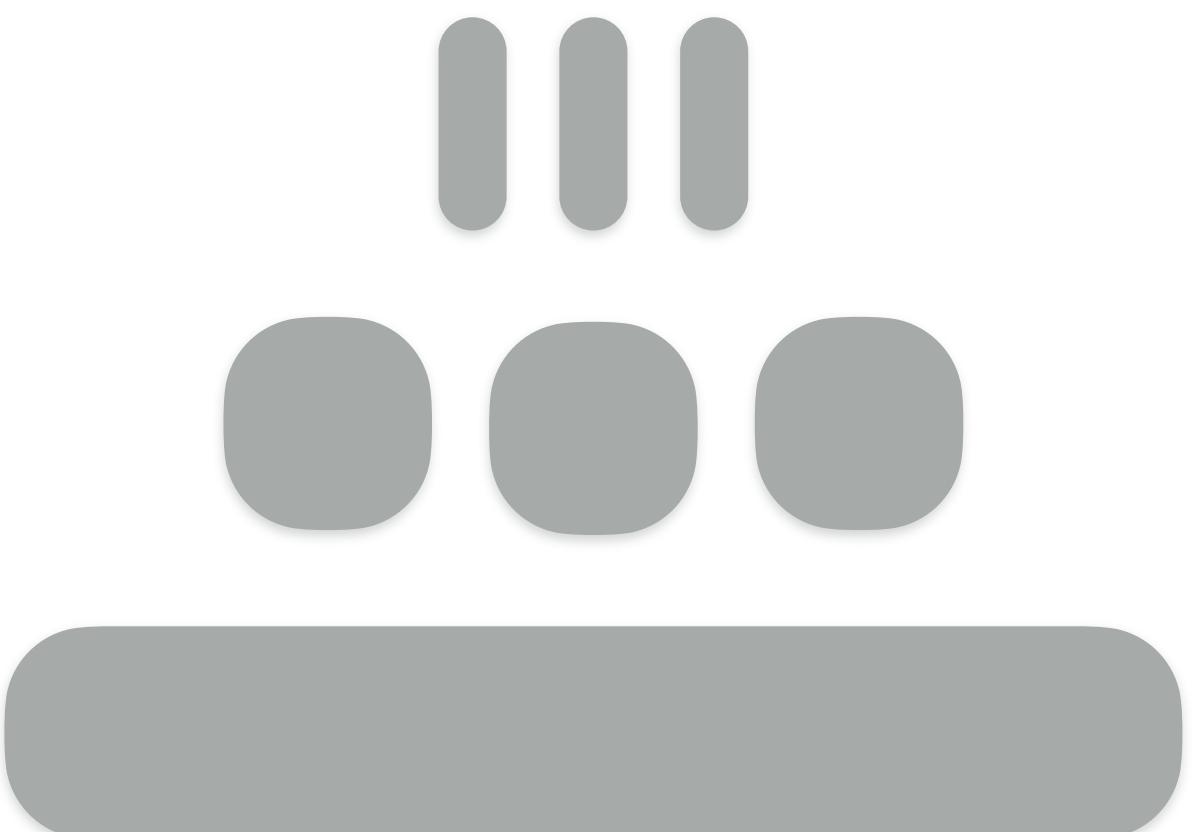


$O(e^{-x})$

$O(s)$

$O(1+R \cdot (\log_R(N)-1))$

$O(R + \log_R(N))$

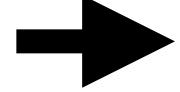




point



long range



short range



## Lazy Leveling

 $O(e^{-x})$ 

=

 $O(s)$ 

=

 $O(1 + R \cdot (\log_R(N) - 1))$ 

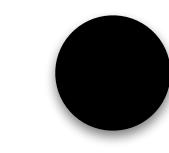
∨

 $O(R + \log_R(N))$ 

∧

## Leveling

 $O(e^{-x})$  $O(s)$  $O(\log_R(N))$  $O(R \cdot \log_R(N))$



point



long range



short range



## Tiering

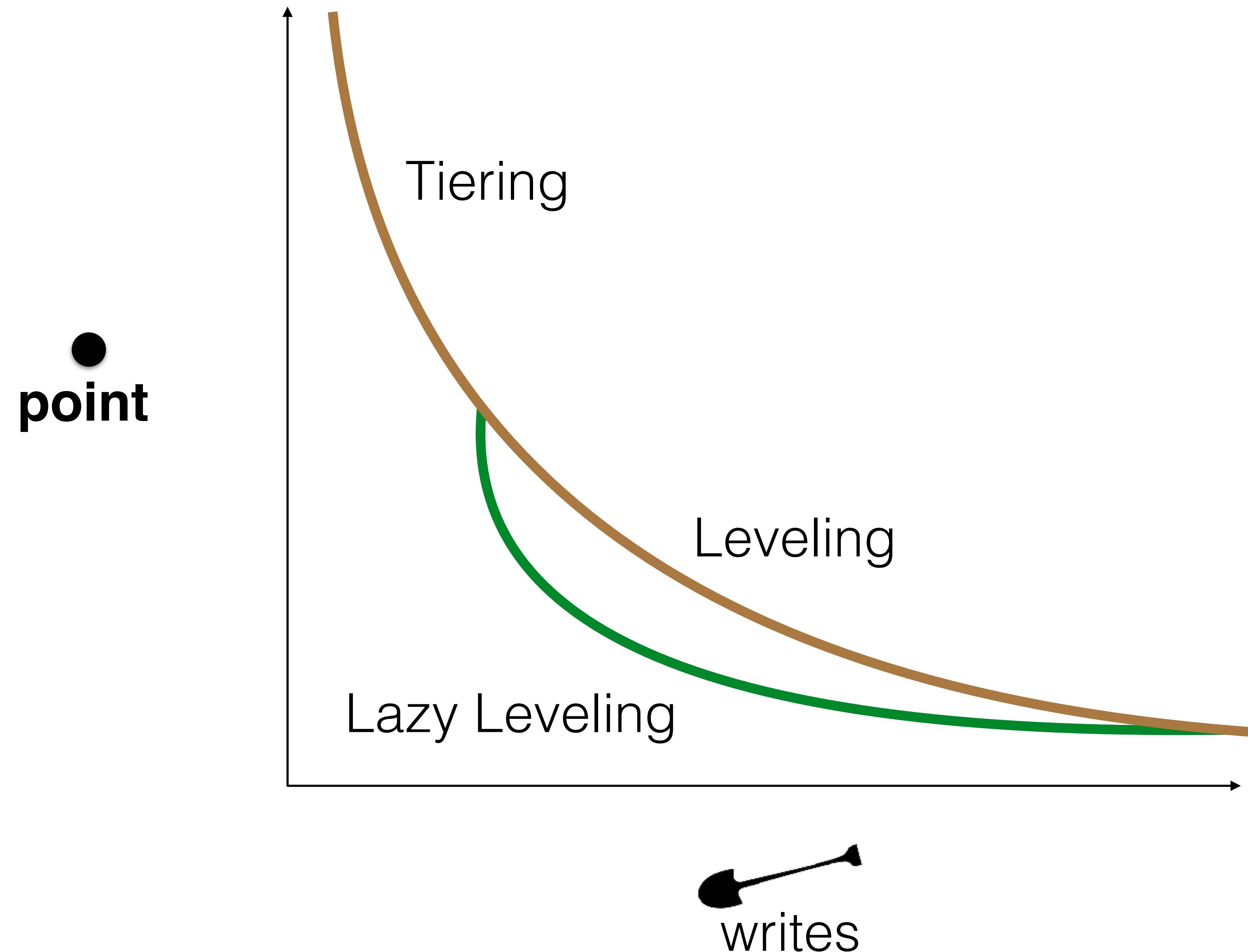
 $O(R \cdot e^{-x})$  $O(R \cdot s)$  $O(R \cdot \log_R(N))$  $O(\log_R(N))$ 

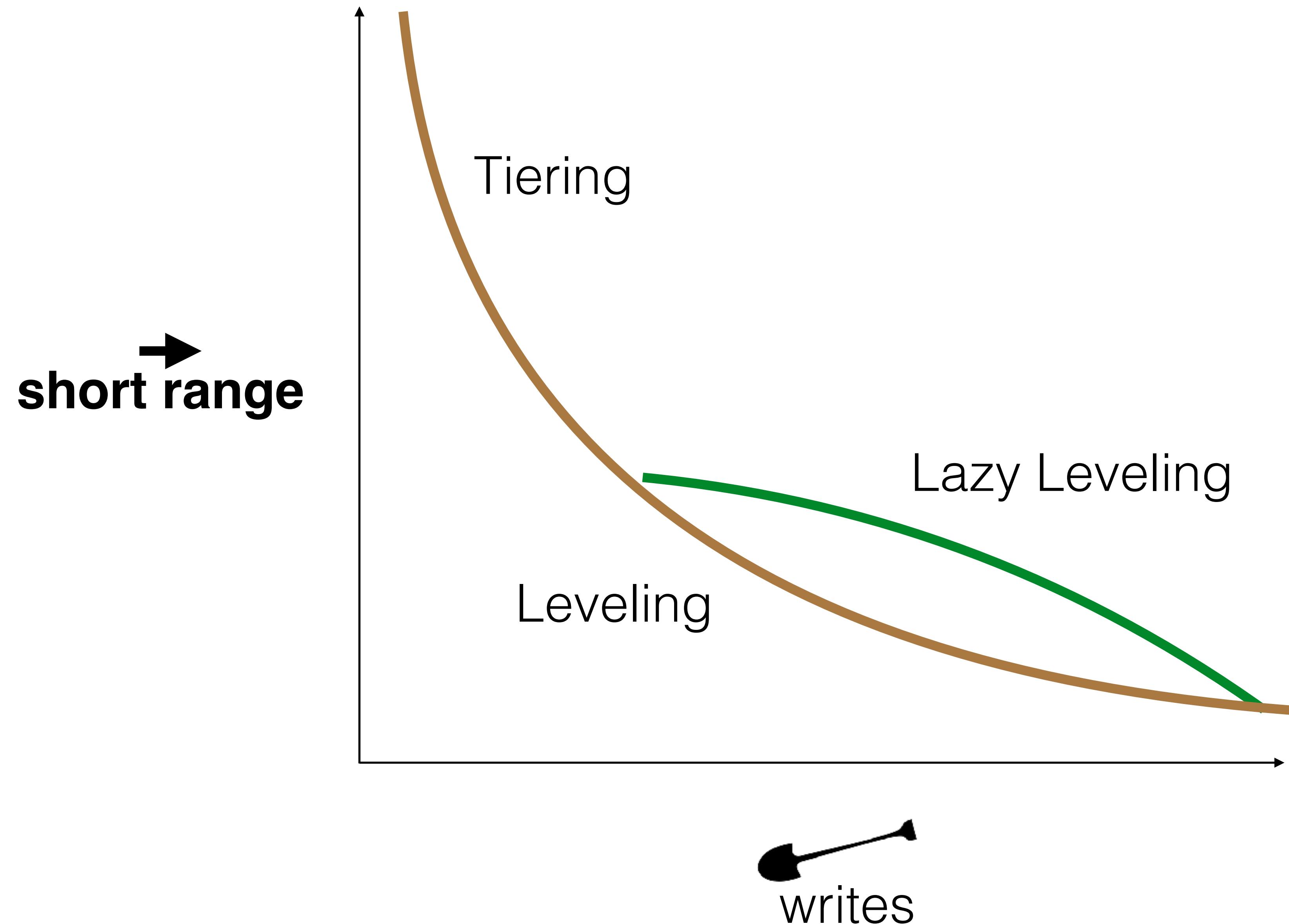
## Lazy Leveling

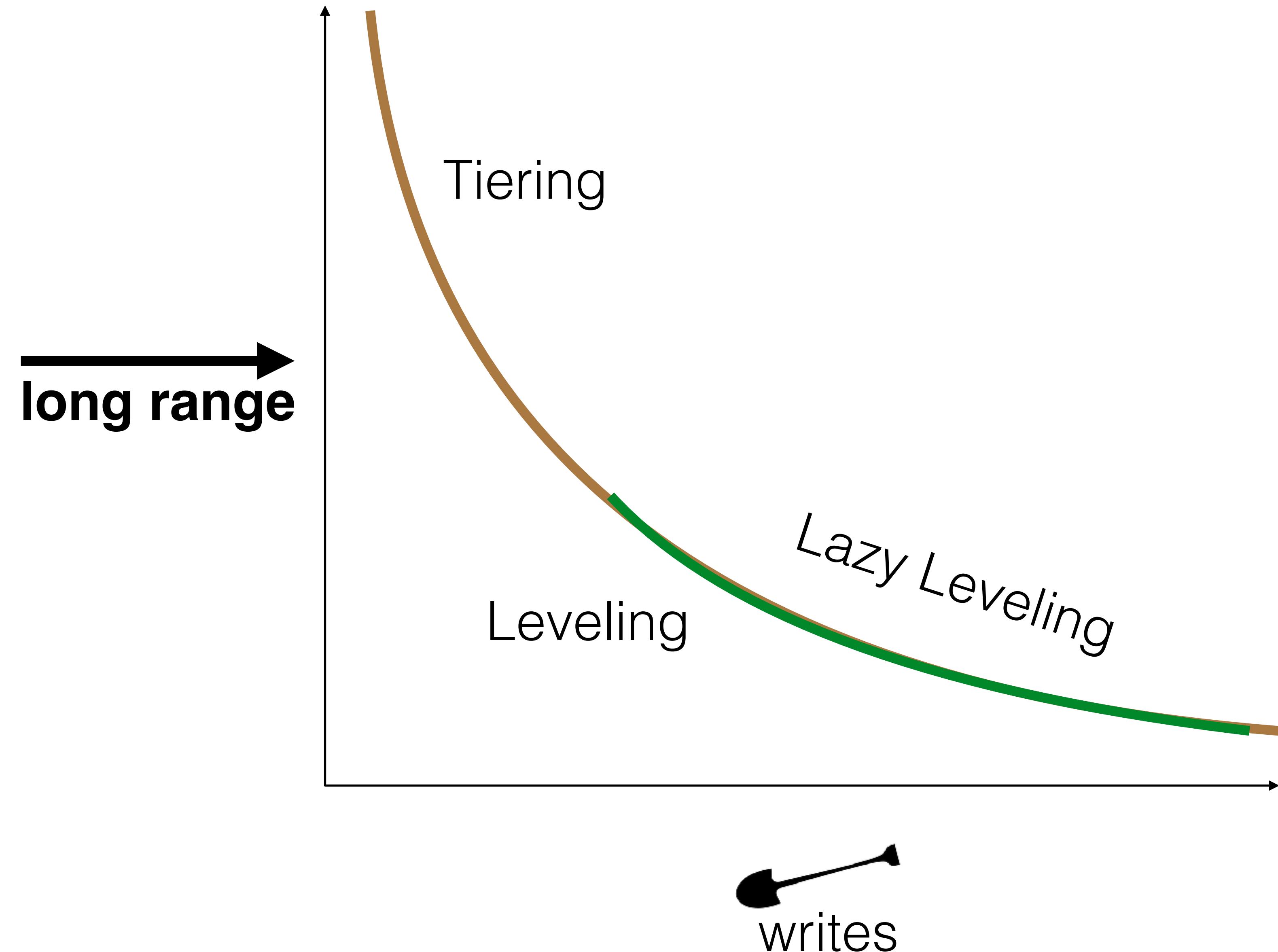
 $O(e^{-x})$  $O(s)$  $O(1+R \cdot (\log_R(N)-1))$  $O(R + \log_R(N))$ 

## Leveling

 $O(e^{-x})$  $O(s)$  $O(\log_R(N))$  $O(R \cdot \log_R(N))$







Tiering

Lazy Leveling

Leveling

Tiering  
writes



Lazy Leveling

Leveling

Tiering  
writes 

Lazy Leveling

Leveling  
short range 

Tiering  
writes



Lazy Leveling  
writes & point

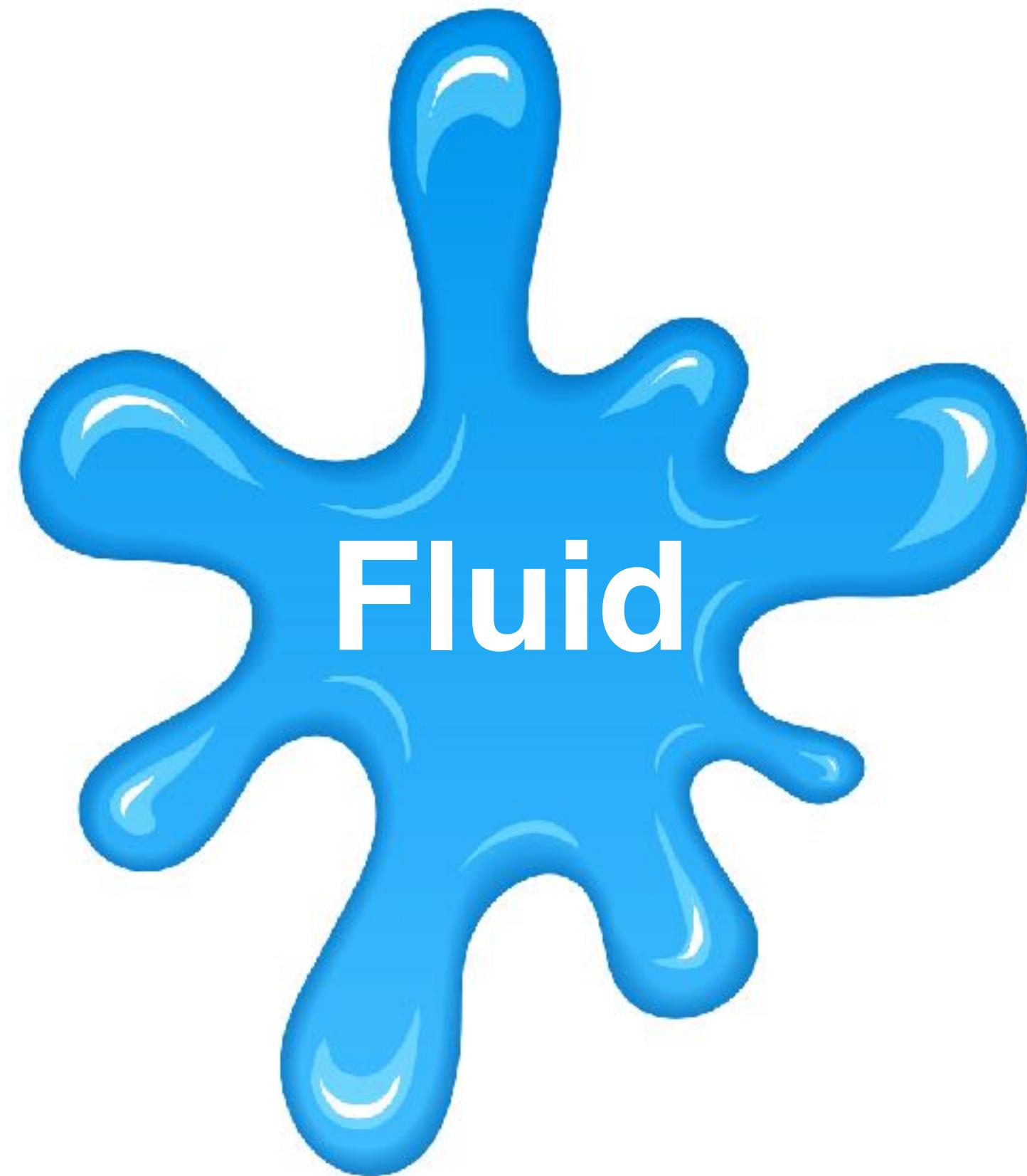


Leveling  
short range



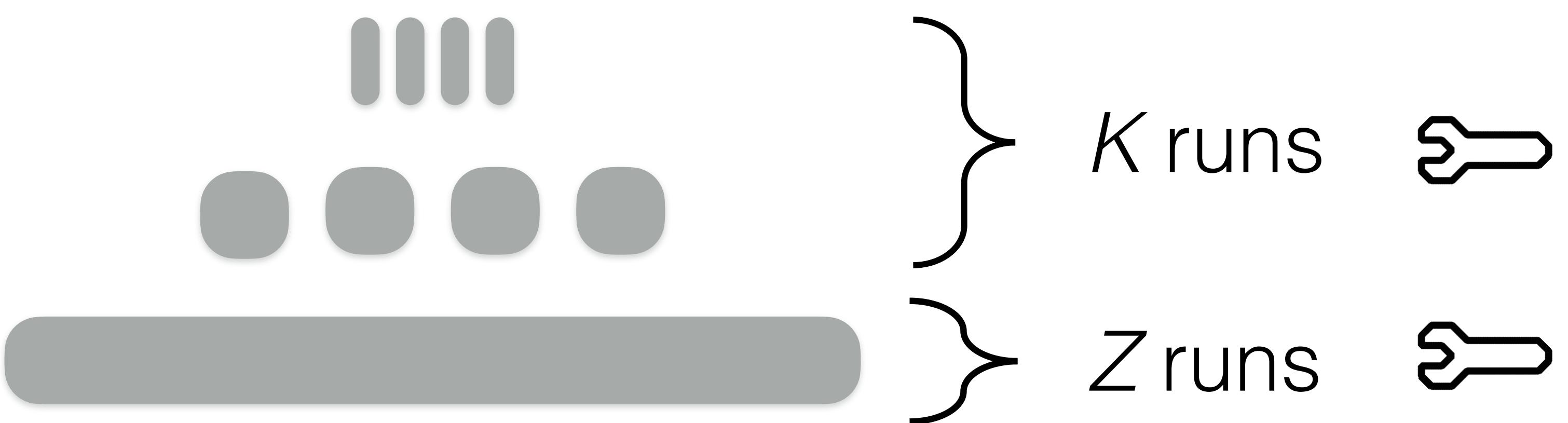
# Lazy Leveling

Tiering



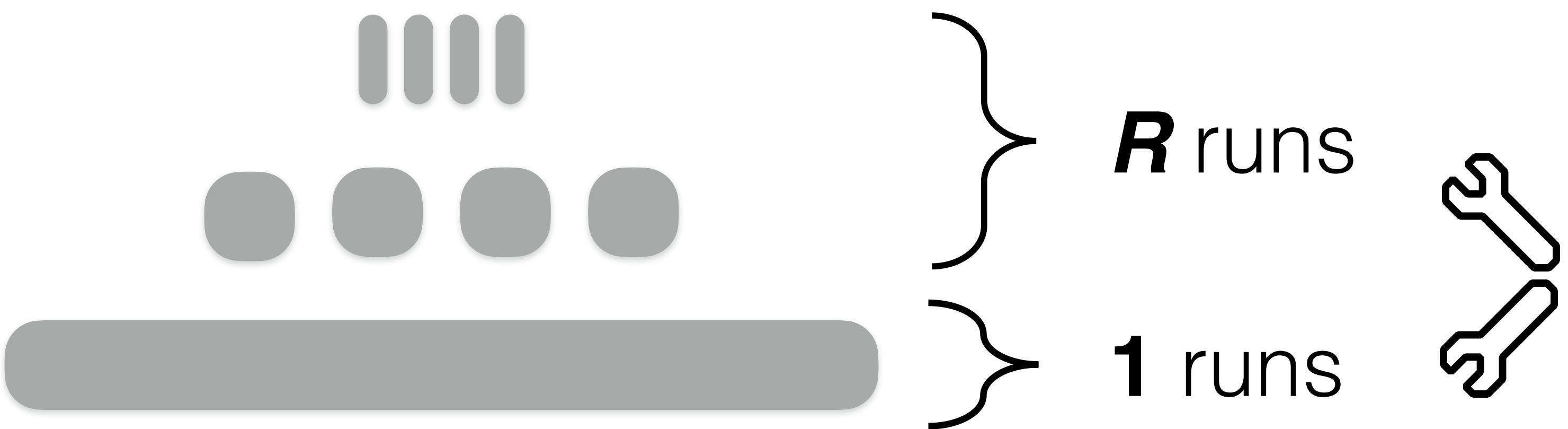
Leveling

# Fluid LSM-Tree



# Fluid LSM-Tree

Lazy Leveling



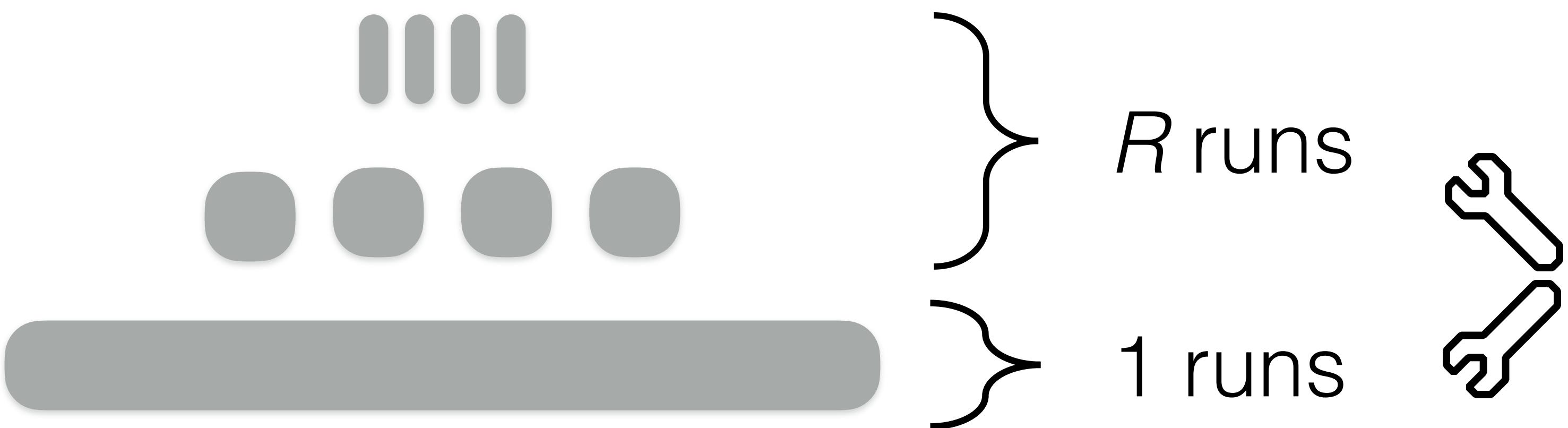
**point**

**long range**

**short range**

**writes**

Lazy Leveling



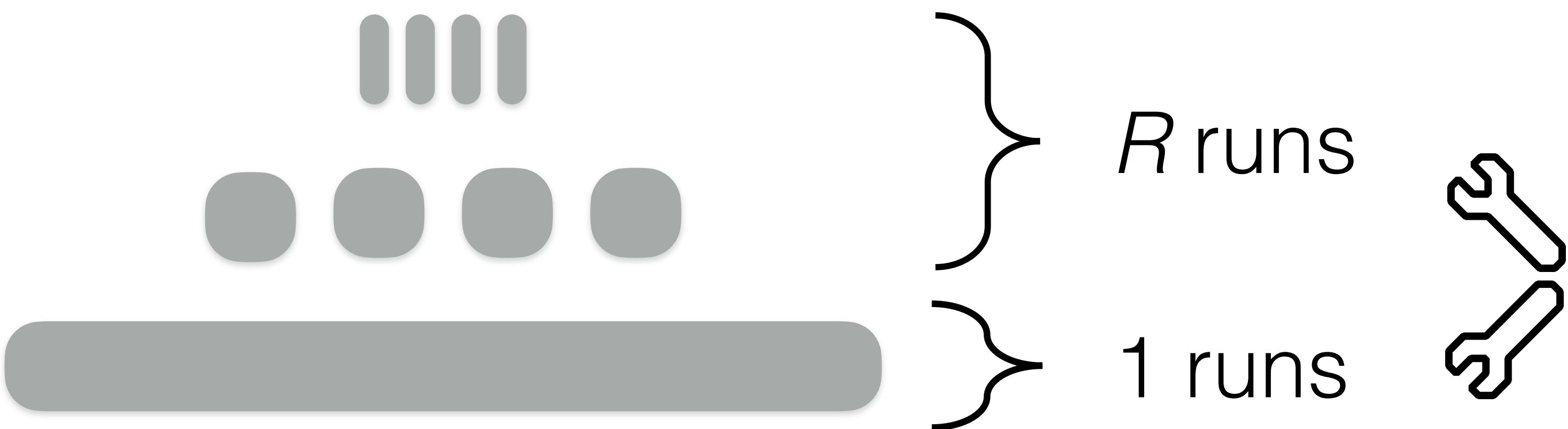
point

long range

optimize  
**short range**

writes

Lazy Leveling



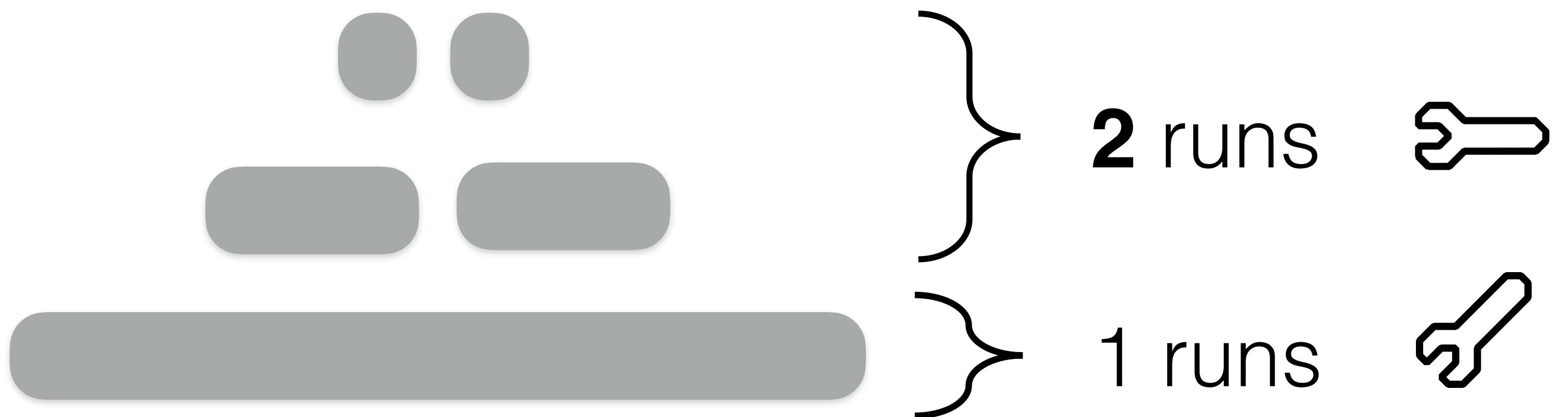
point

long range

optimize  
**short range**

**writes**

Lazy Leveling



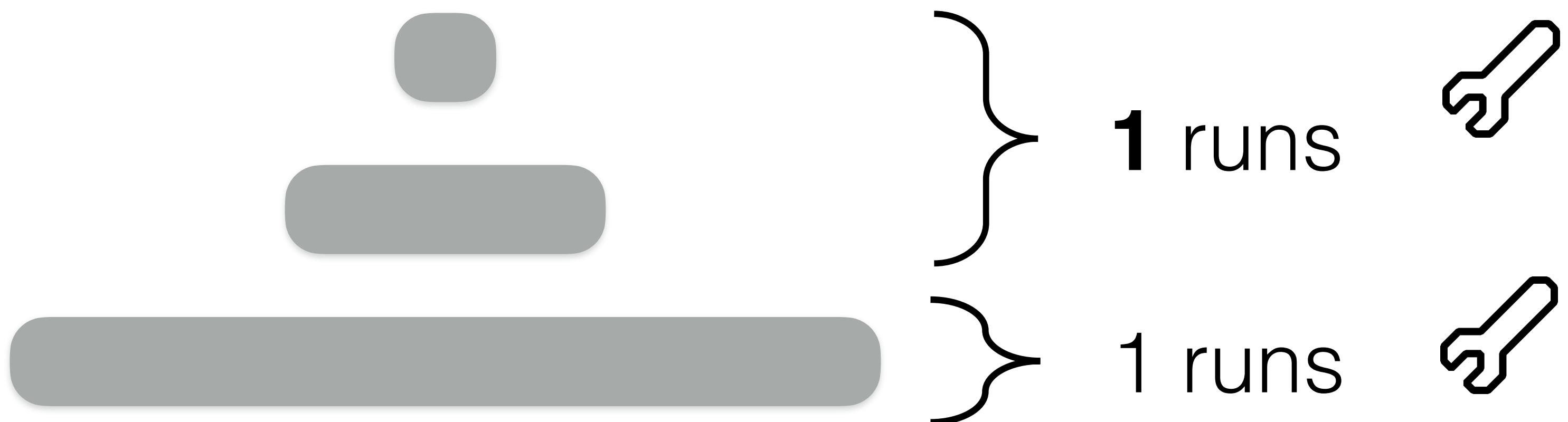
point

long range

optimize  
**short range**

**writes**

**Leveling**



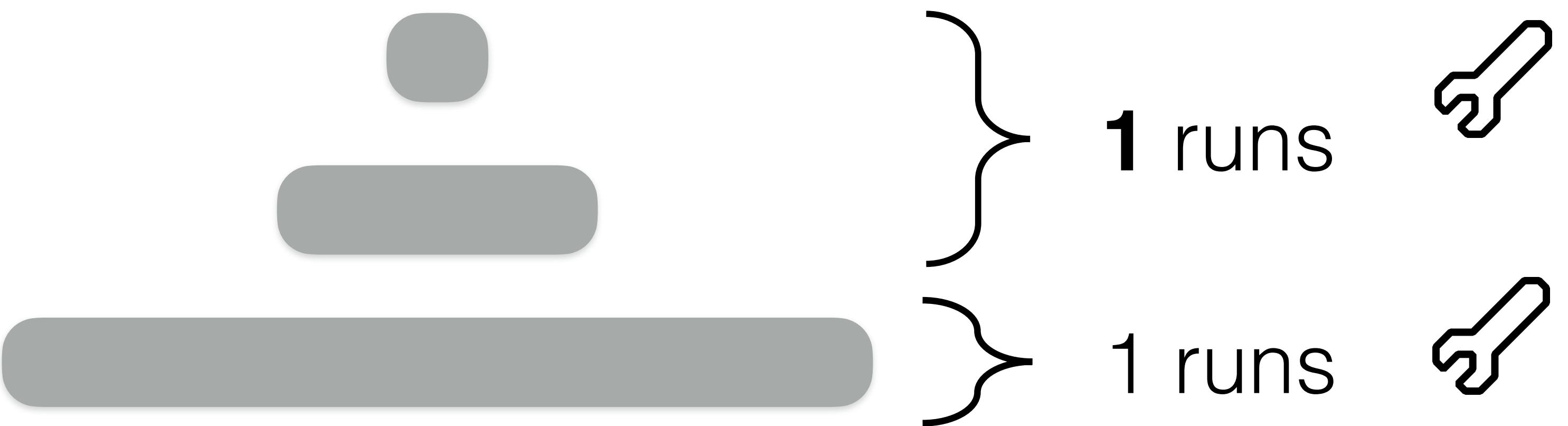
point

long range

short range

optimize  
**writes**

## Leveling



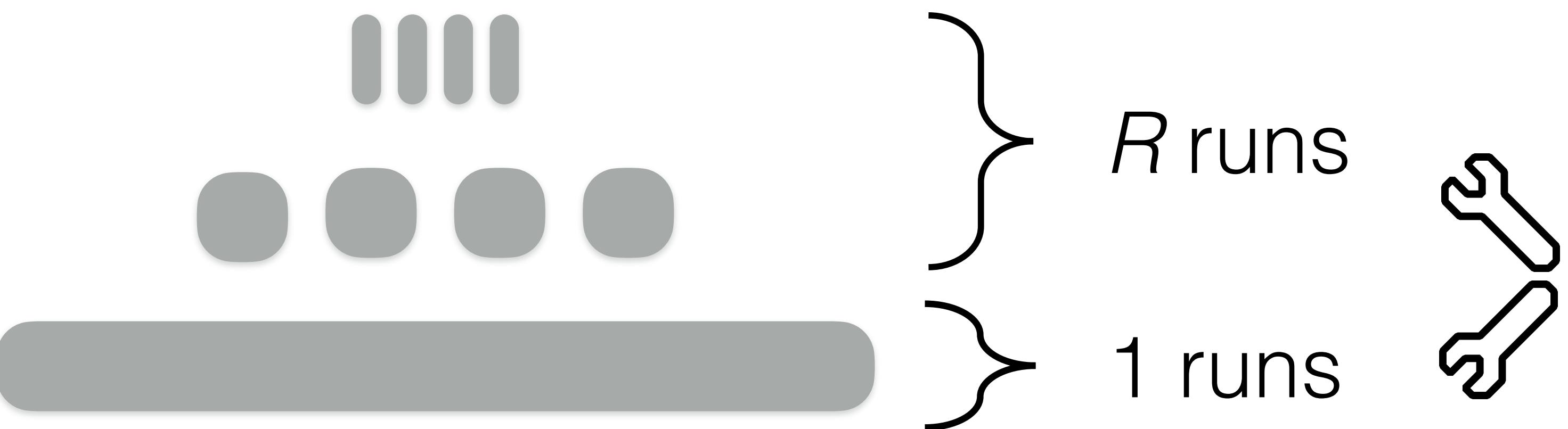
point

long range

**short range**

optimize  
**writes**

Lazy Leveling



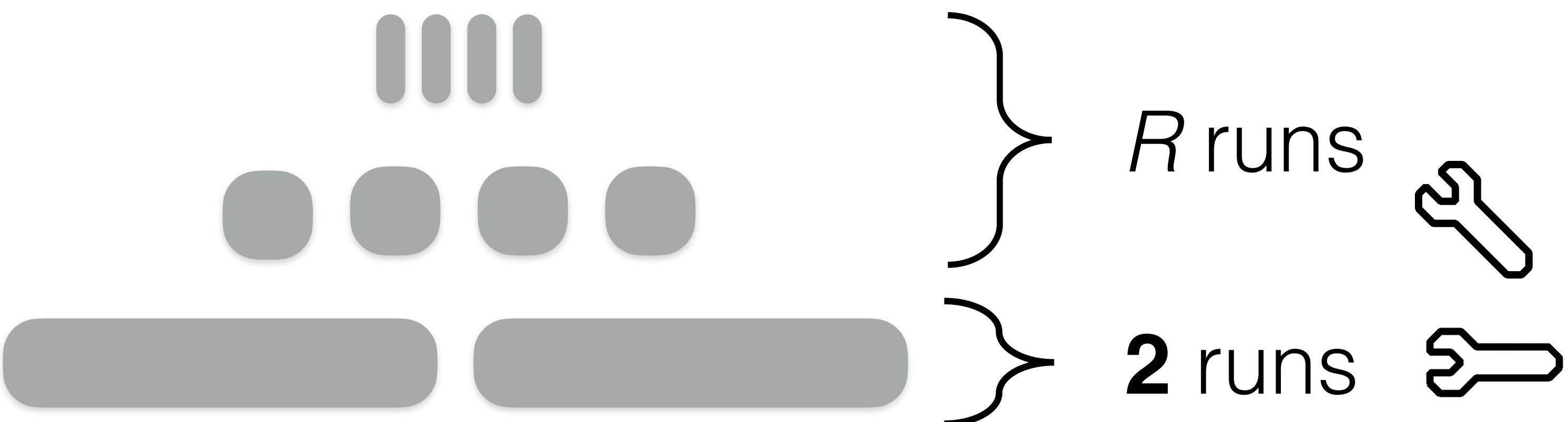
**point**

**long range**

**short range**

optimize  
**writes**

Lazy Leveling



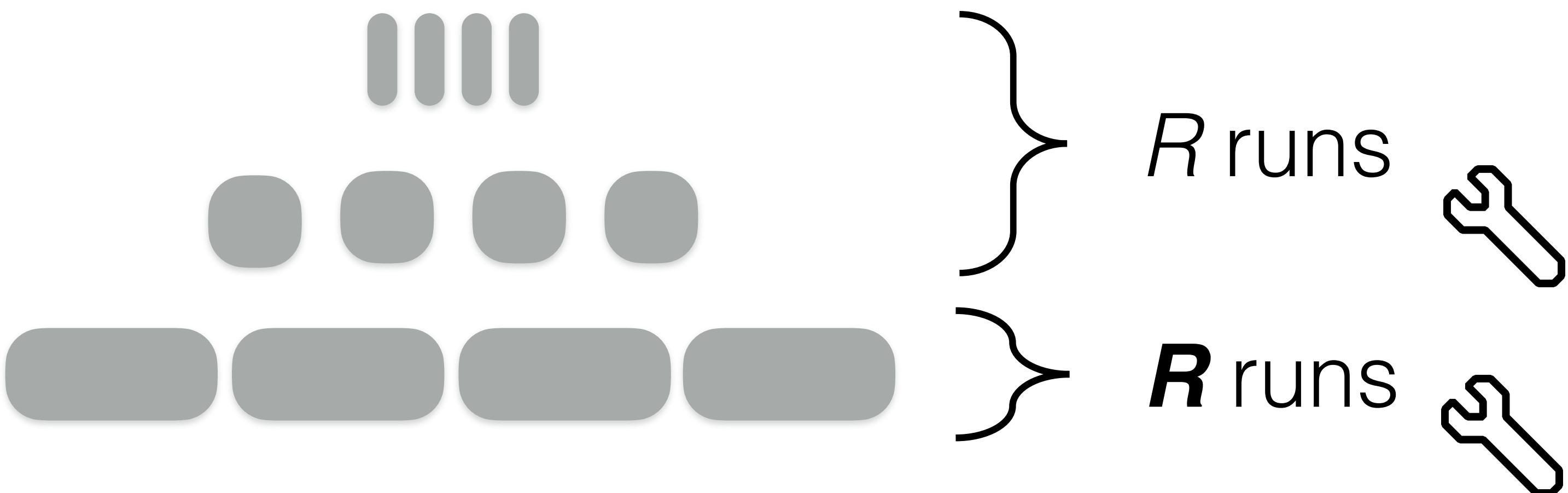
point

long range

short range

optimize  
**writes**

## Tiering



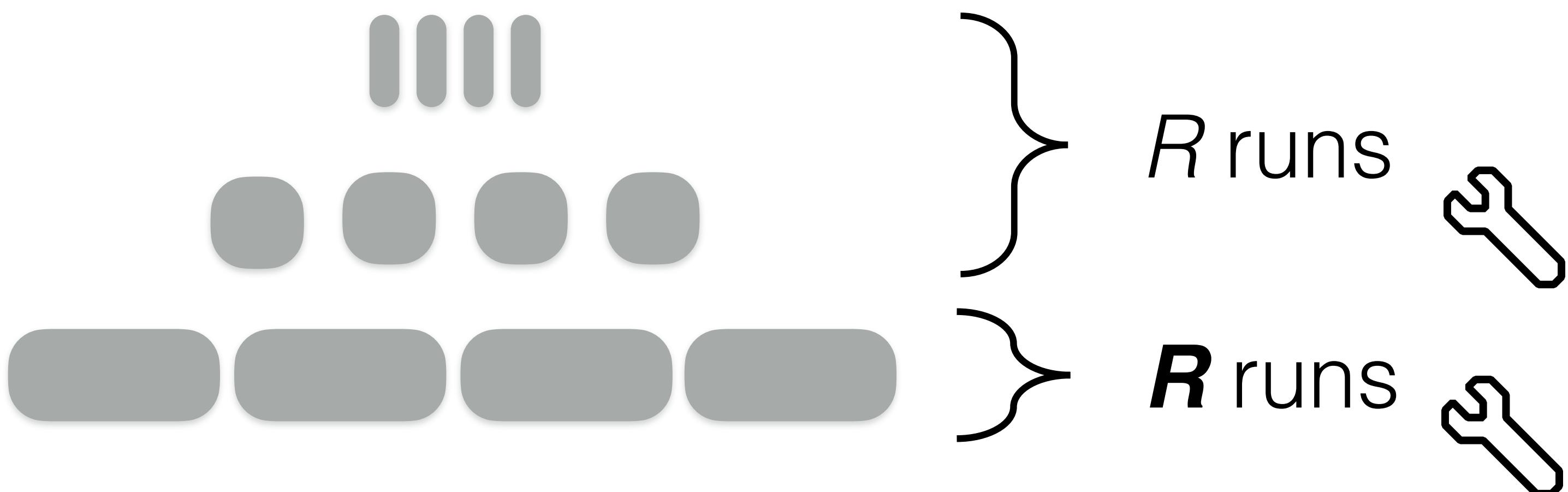
optimize  
**point**

long range

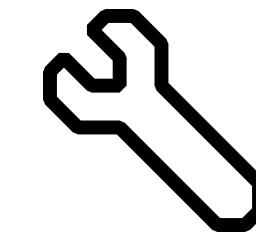
short range

writes

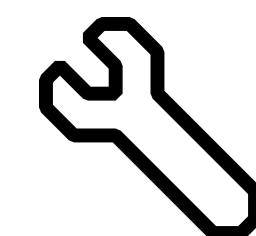
**Tiering**



$R$  runs



$R$  runs



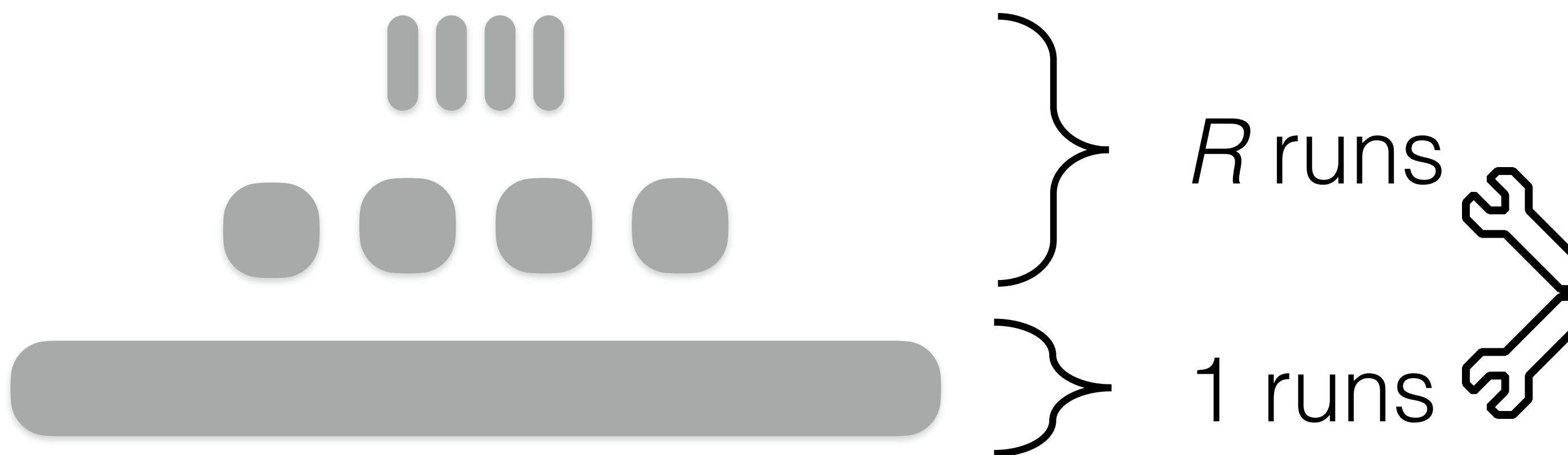
optimize  
**point**

long range

short range

writes

Lazy Leveling



optimize  
**point**

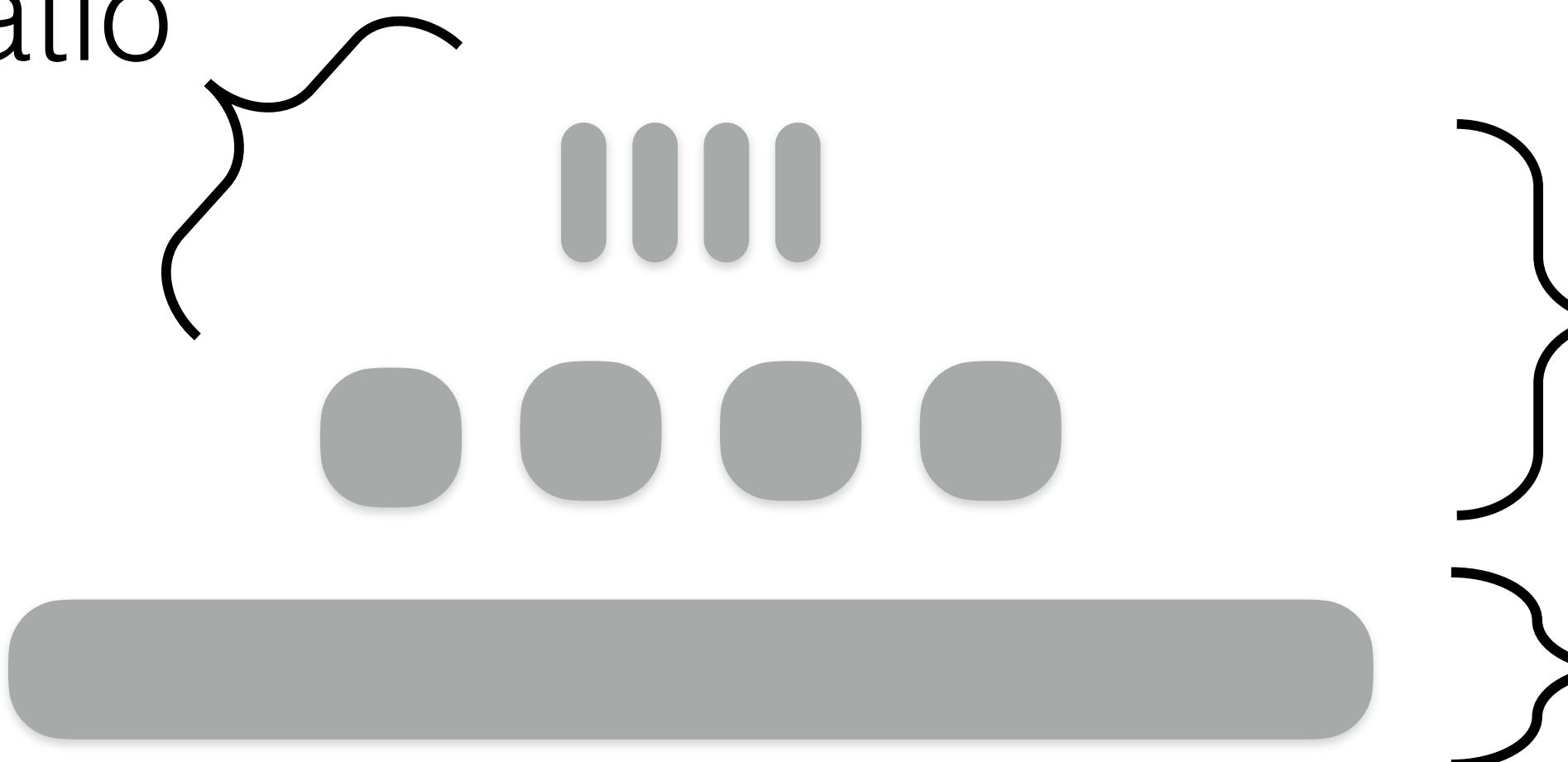
long range

short range

writes

Lazy Leveling

🔧  $R$  size ratio

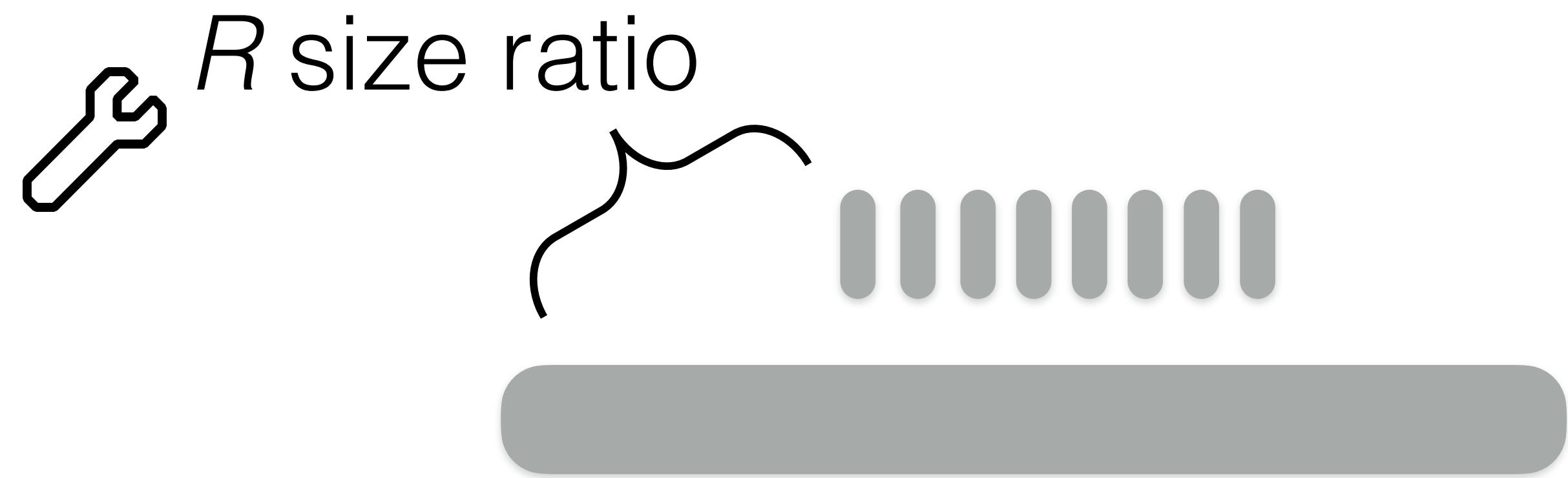


🔧  $R$  runs

🔧 1 runs

# optimize **point**

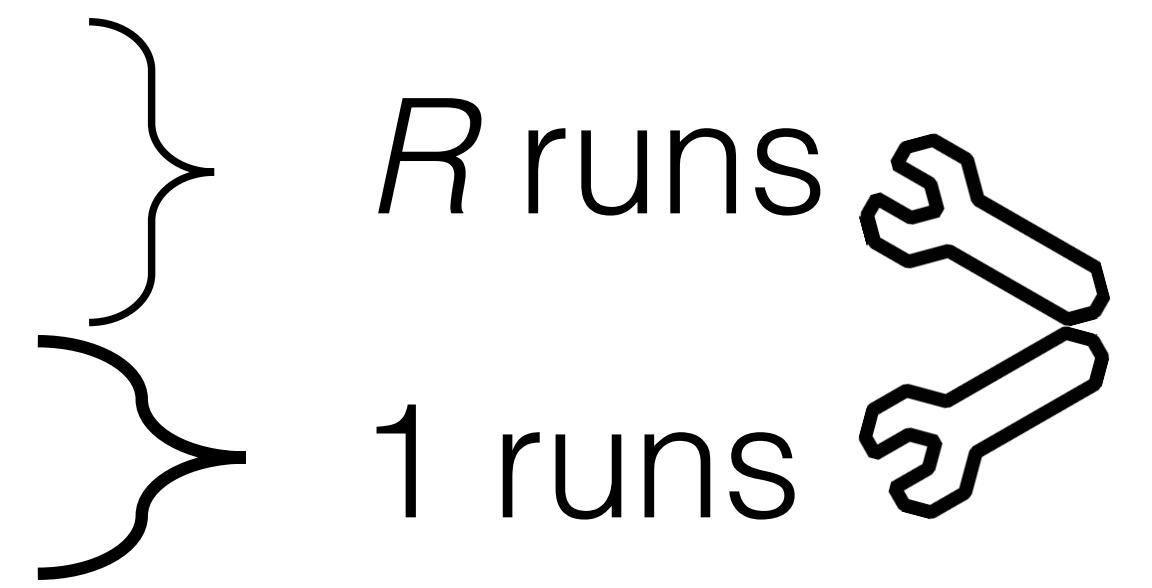
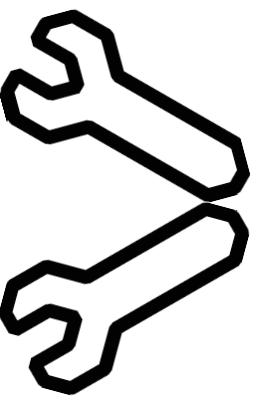
Lazy Leveling

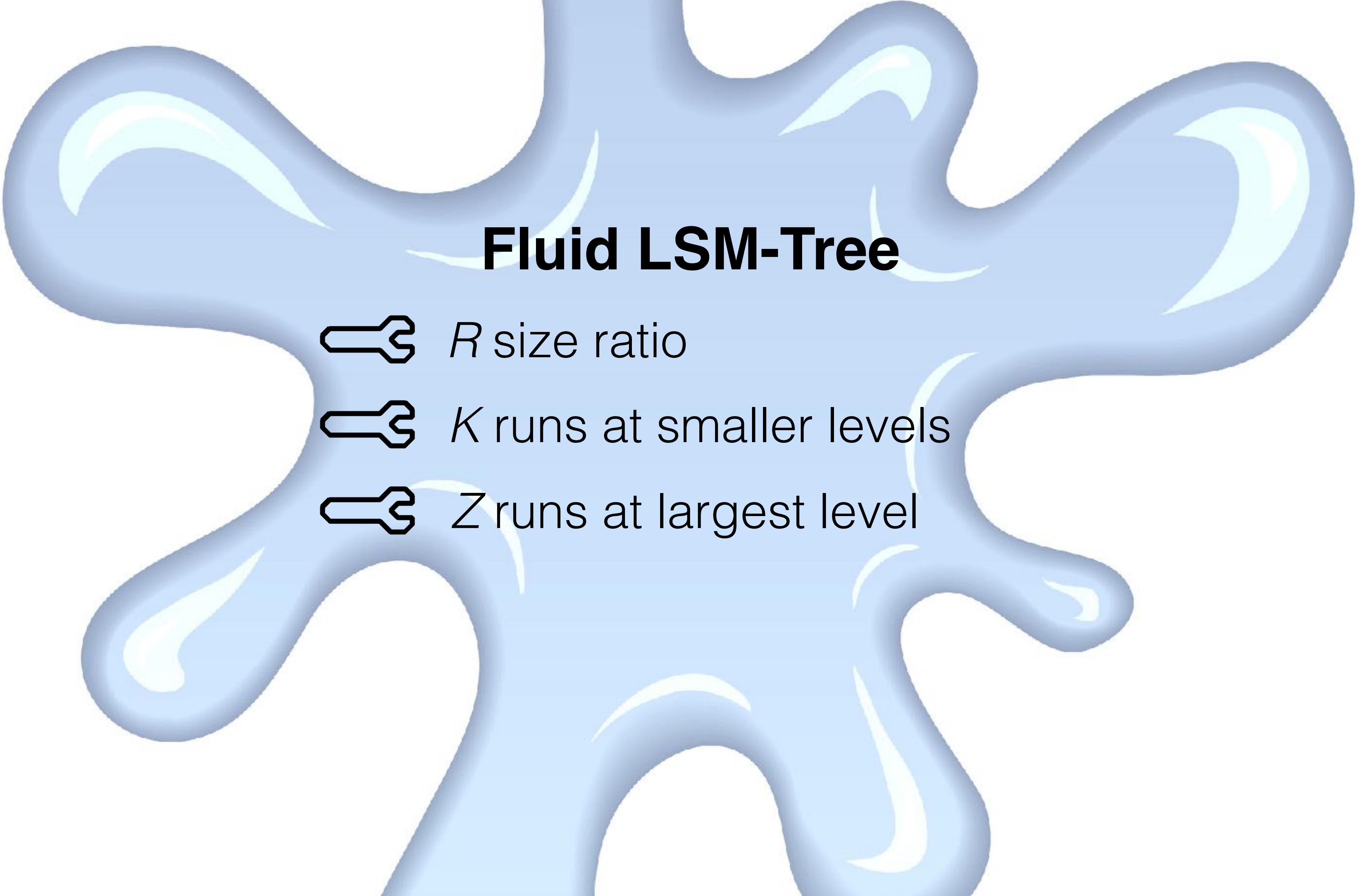


short range

writes

long range



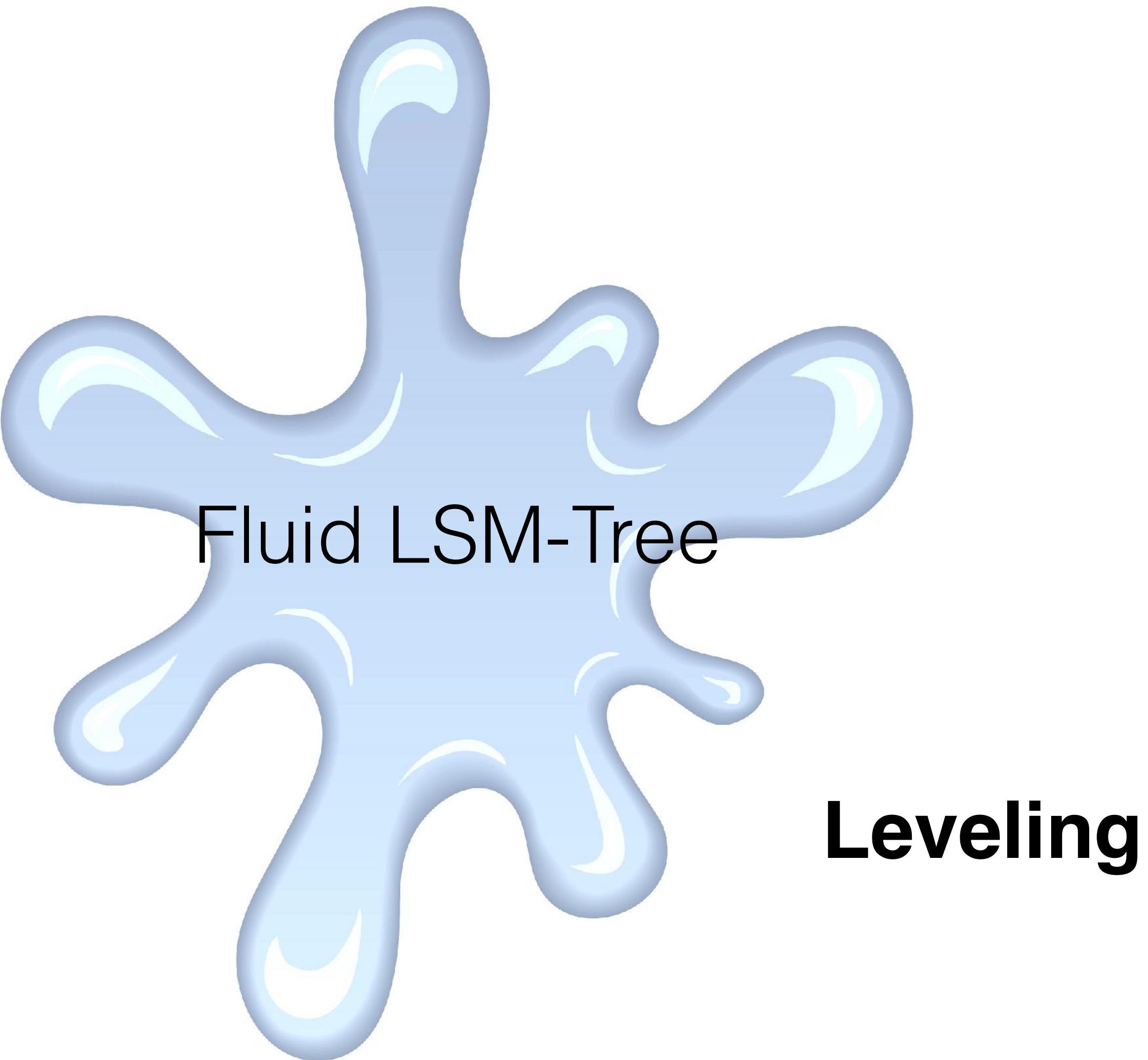


## Fluid LSM-Tree

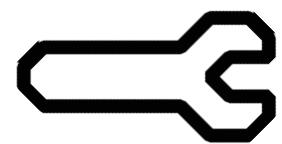
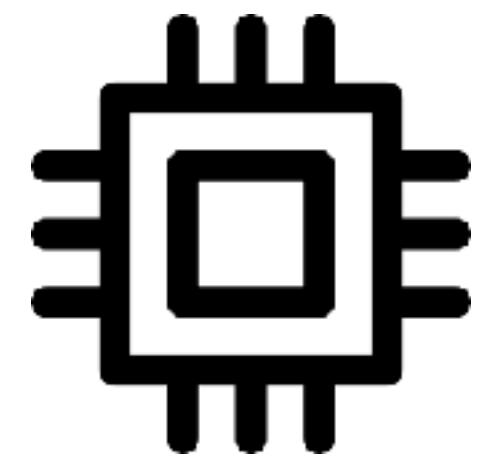
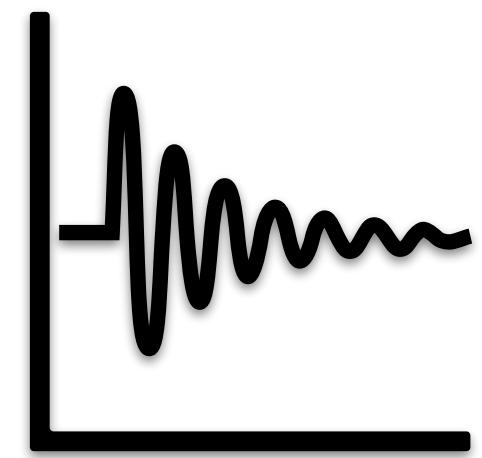
- ↙  $R$  size ratio
- ↙  $K$  runs at smaller levels
- ↙  $Z$  runs at largest level

# Lazy Leveling

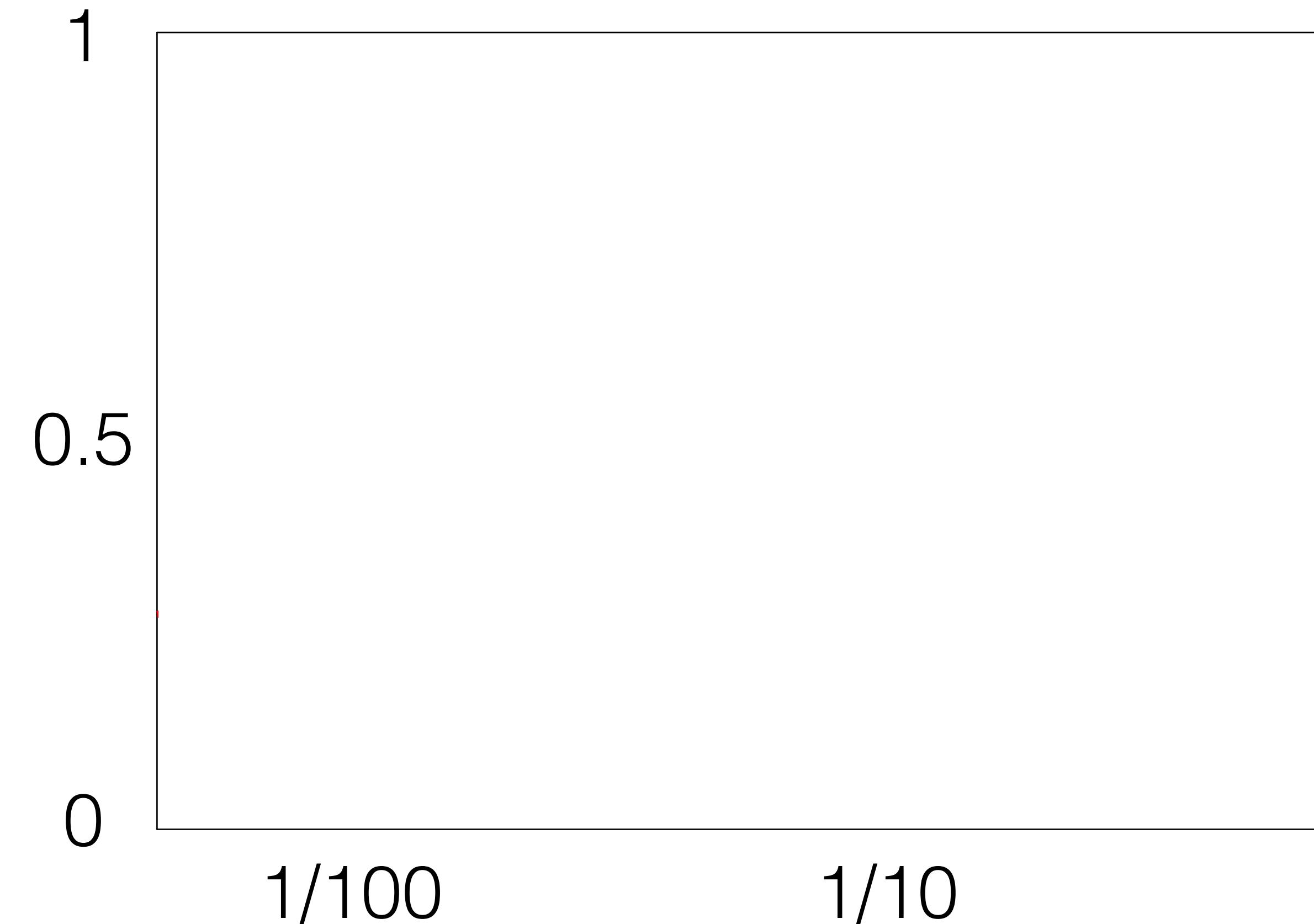
Tiering



Leveling

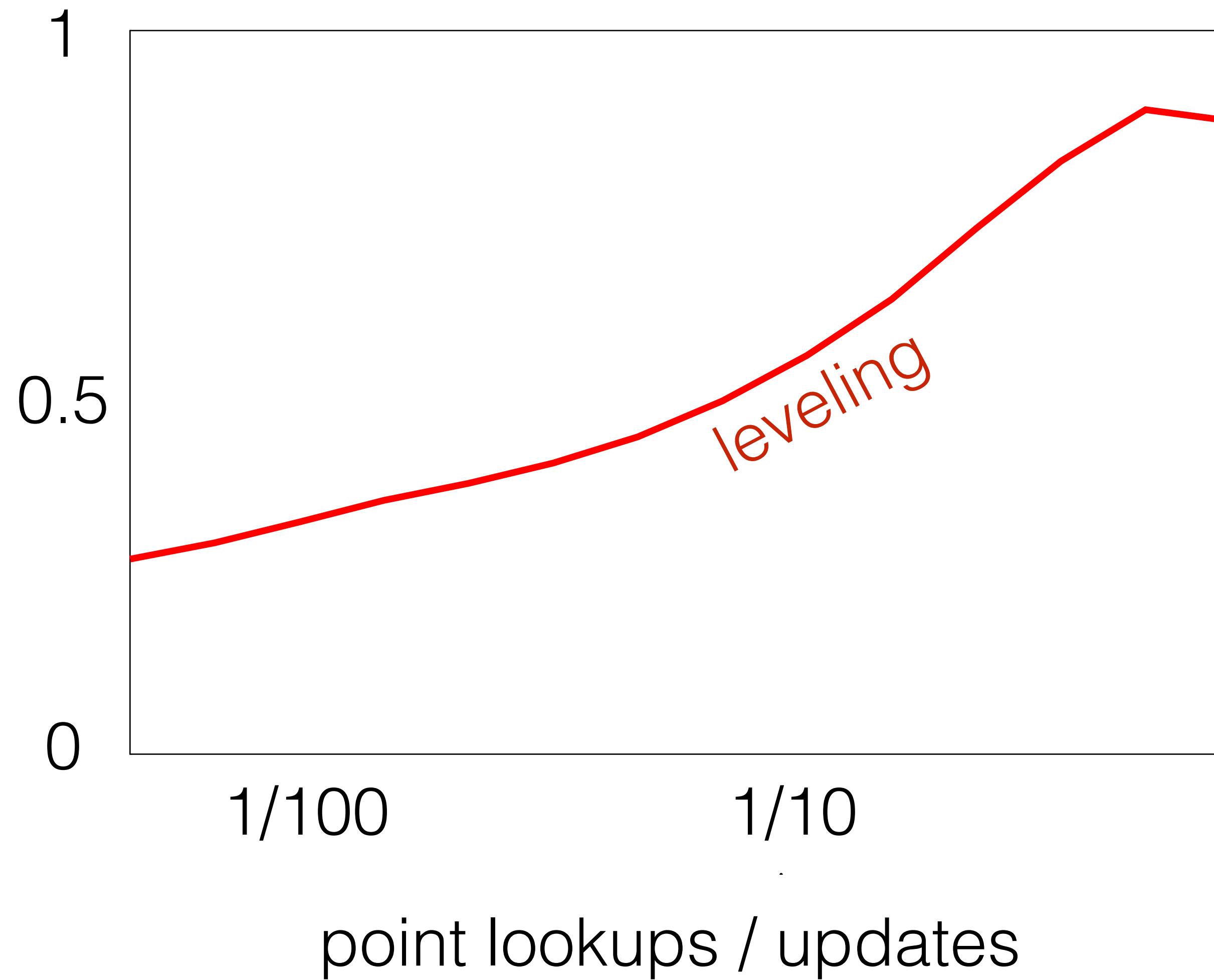


normalized  
throughput

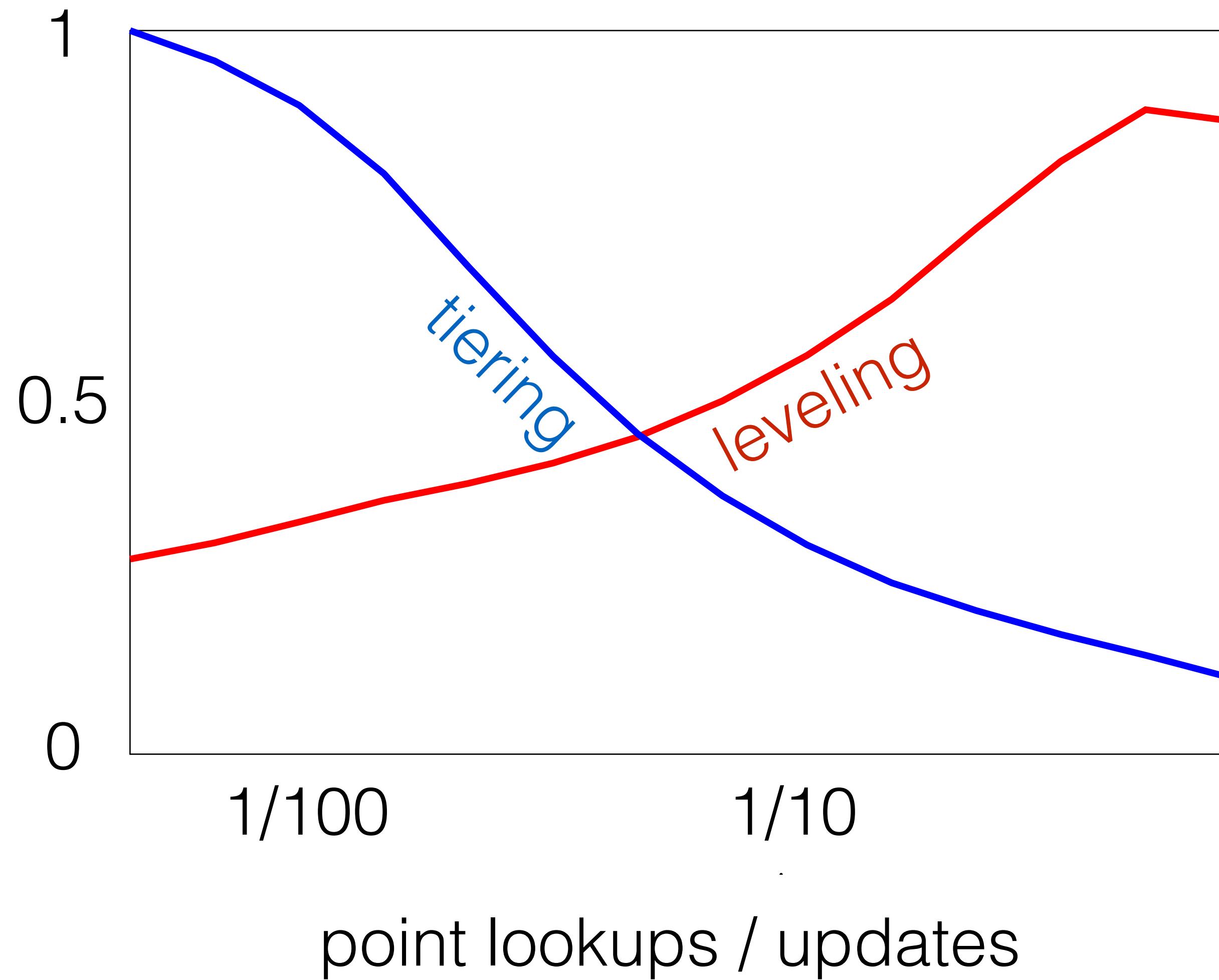


point lookups / updates

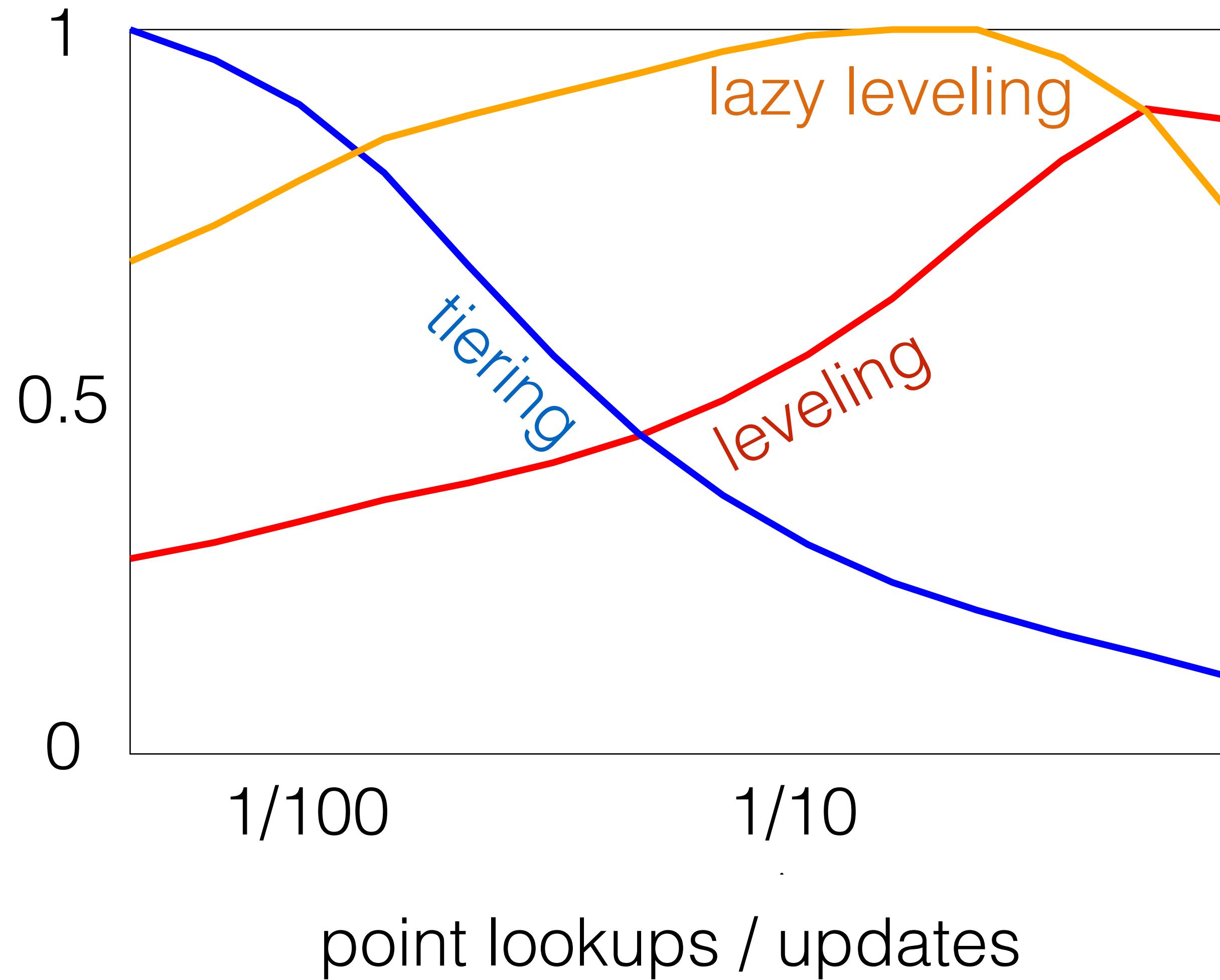
normalized  
throughput



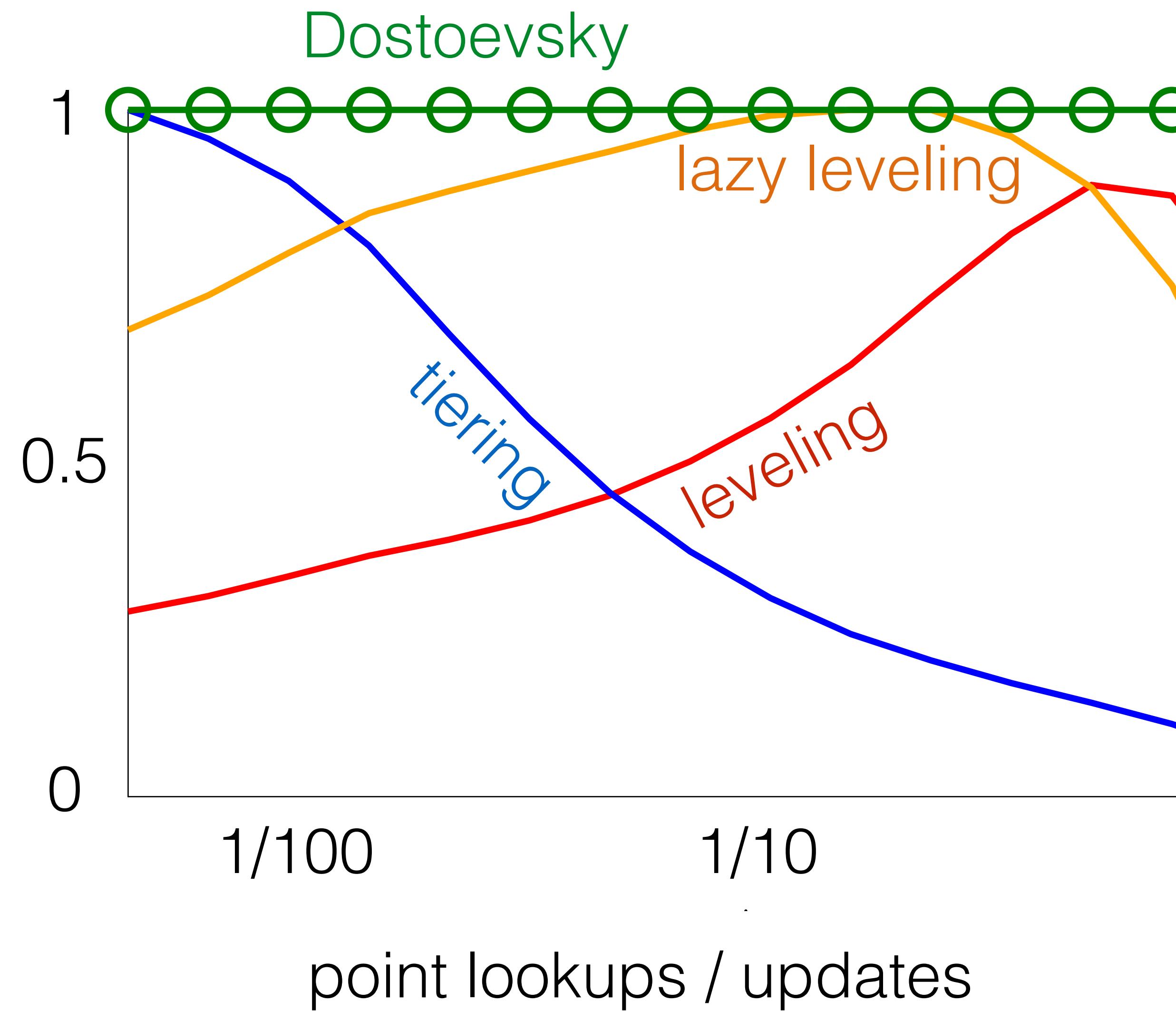
normalized  
throughput



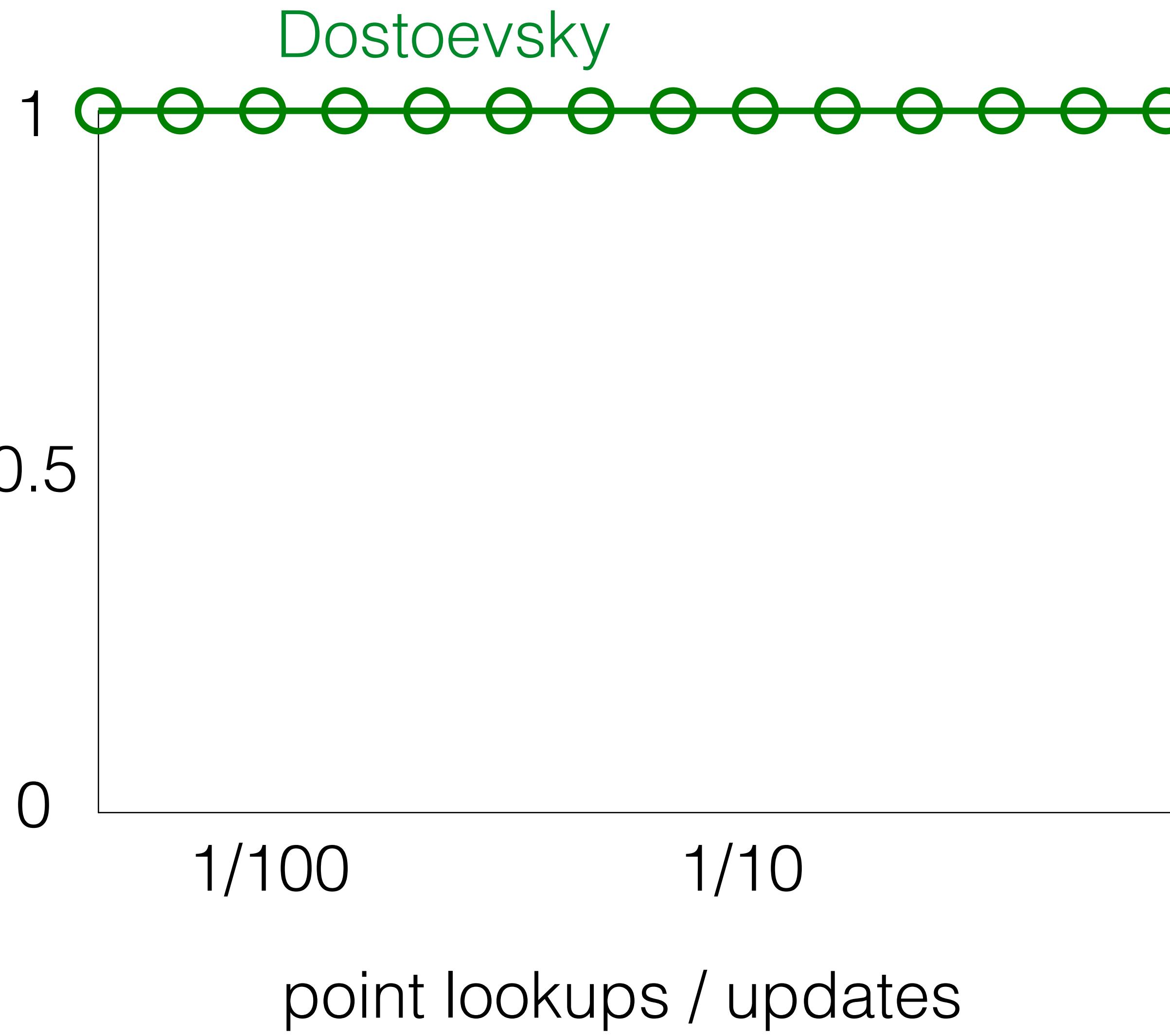
normalized  
throughput



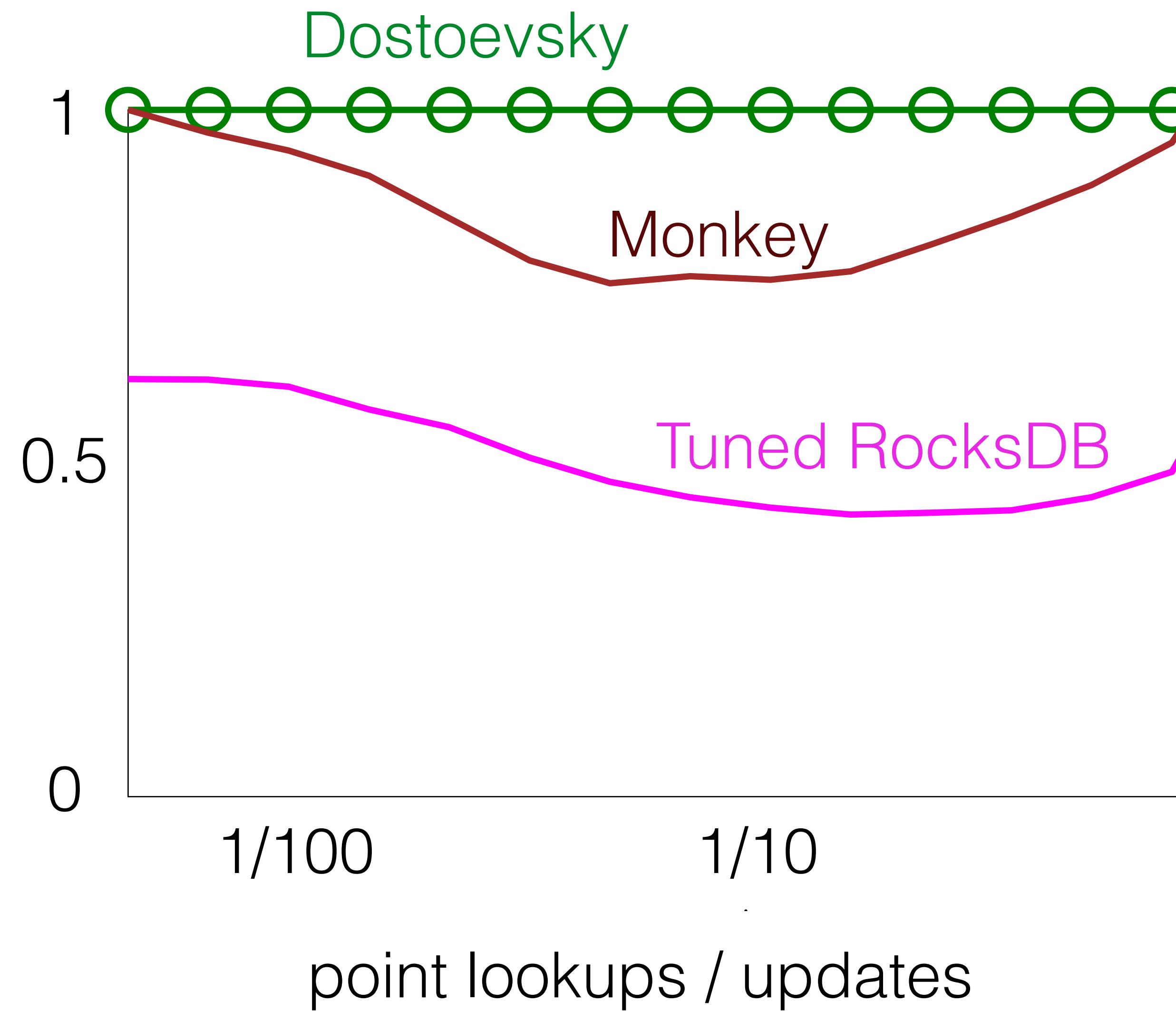
normalized  
throughput



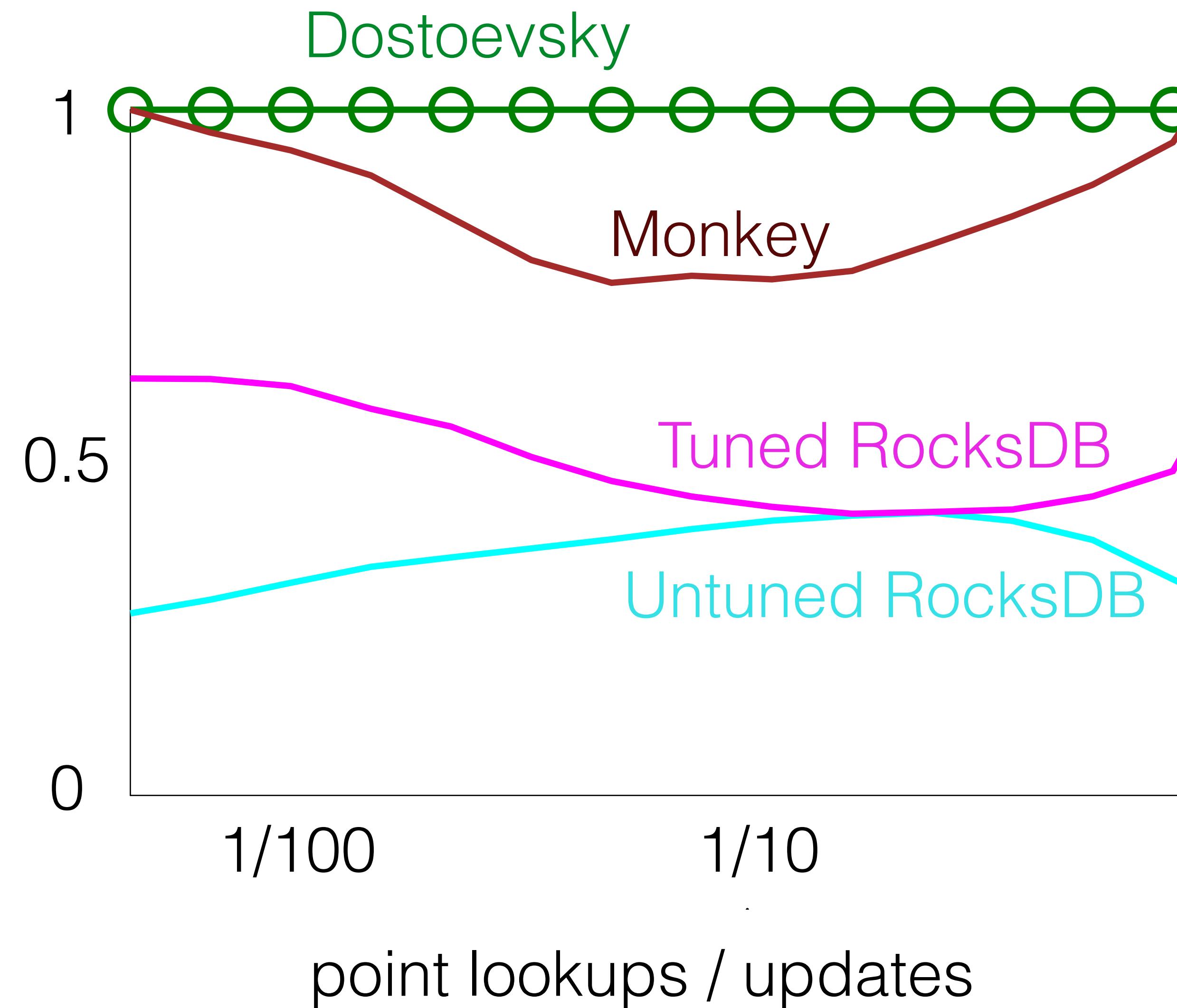
normalized  
throughput



normalized  
throughput



normalized  
throughput



# **Conclusion**

# Conclusion

Bloom  
filters

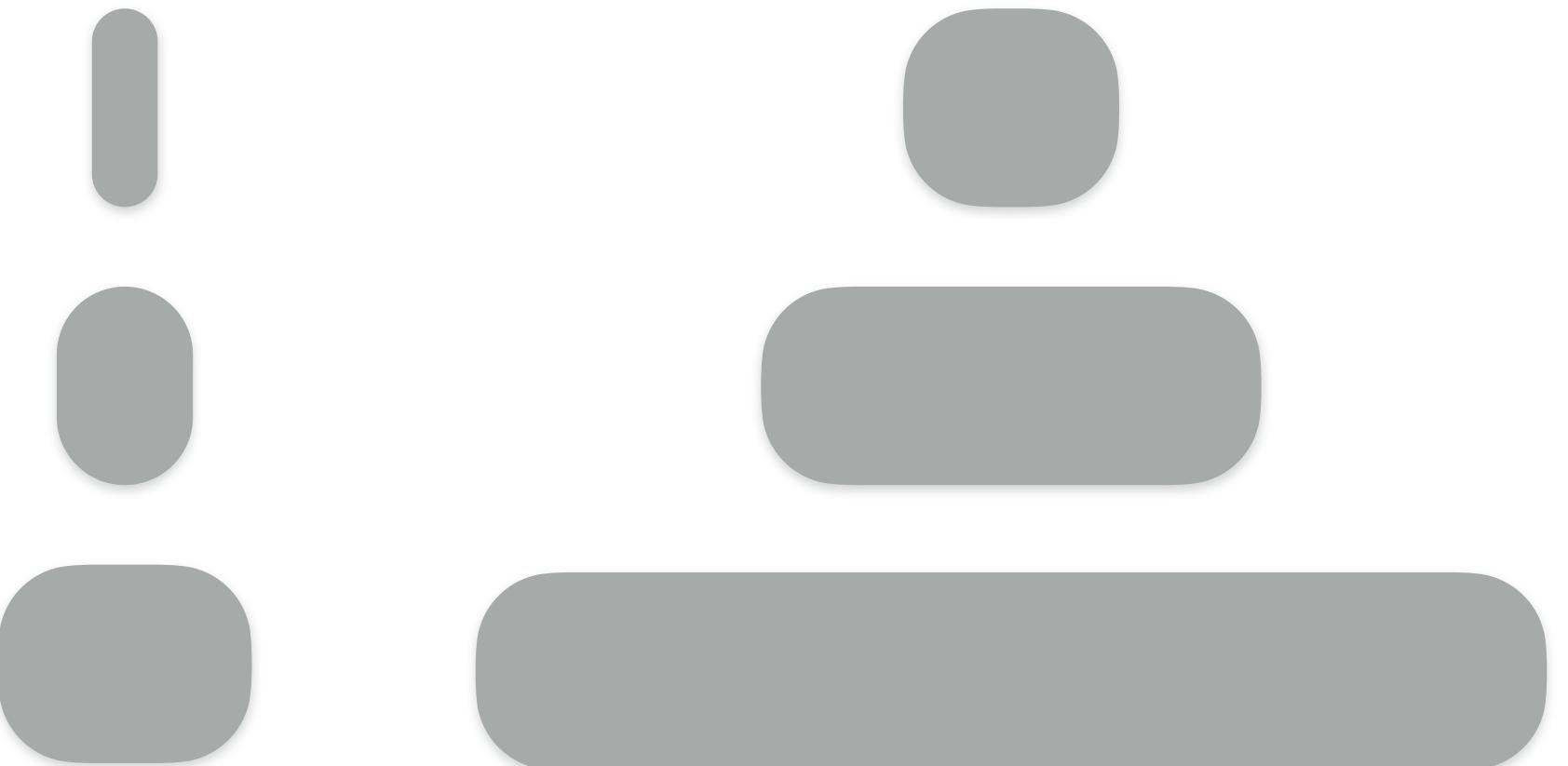


# Conclusion



**optimizes  
memory  
allocation**

Bloom  
filters



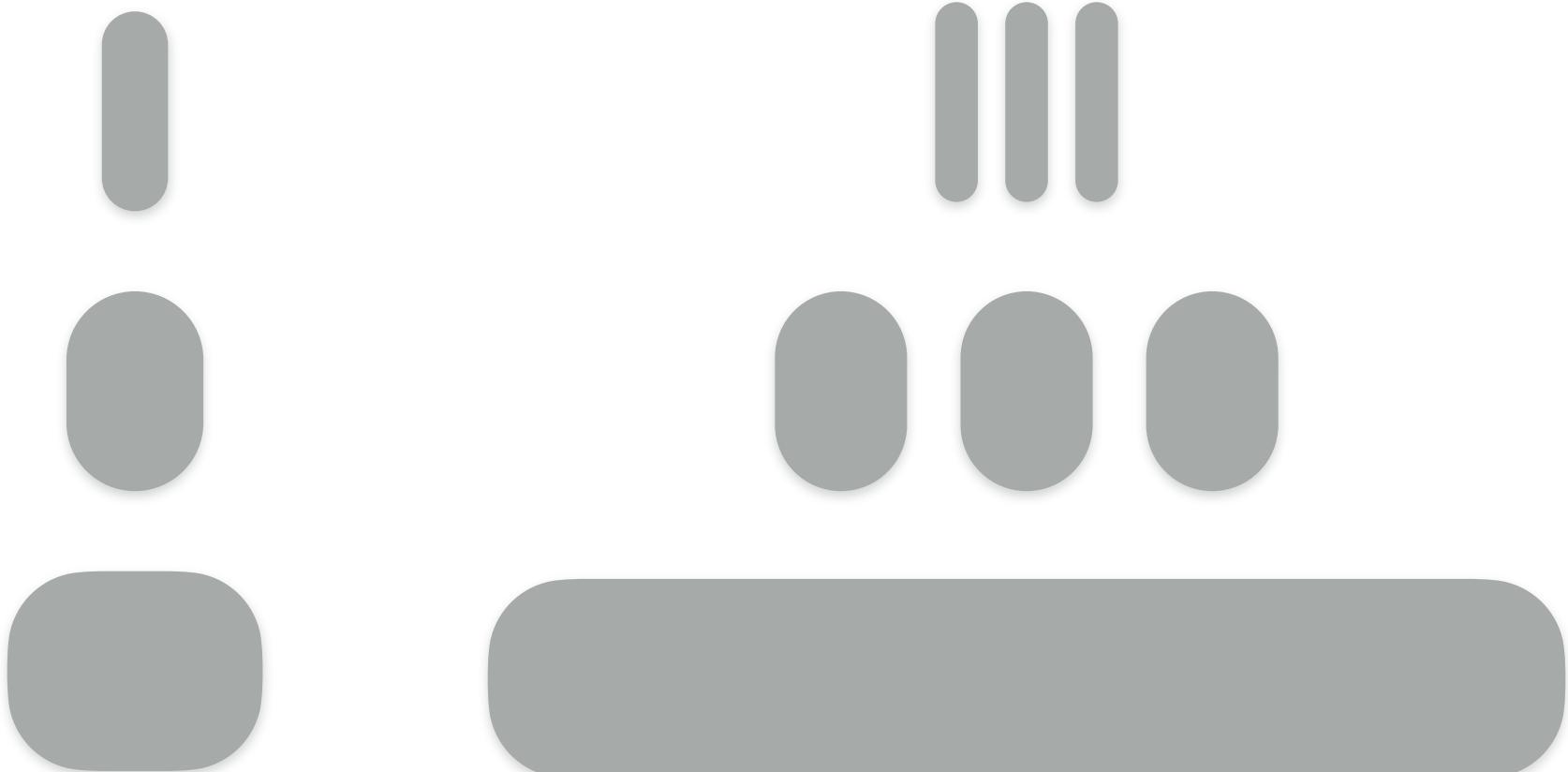
LSM-tree

# Conclusion



optimizes  
memory  
allocation

Bloom  
filters

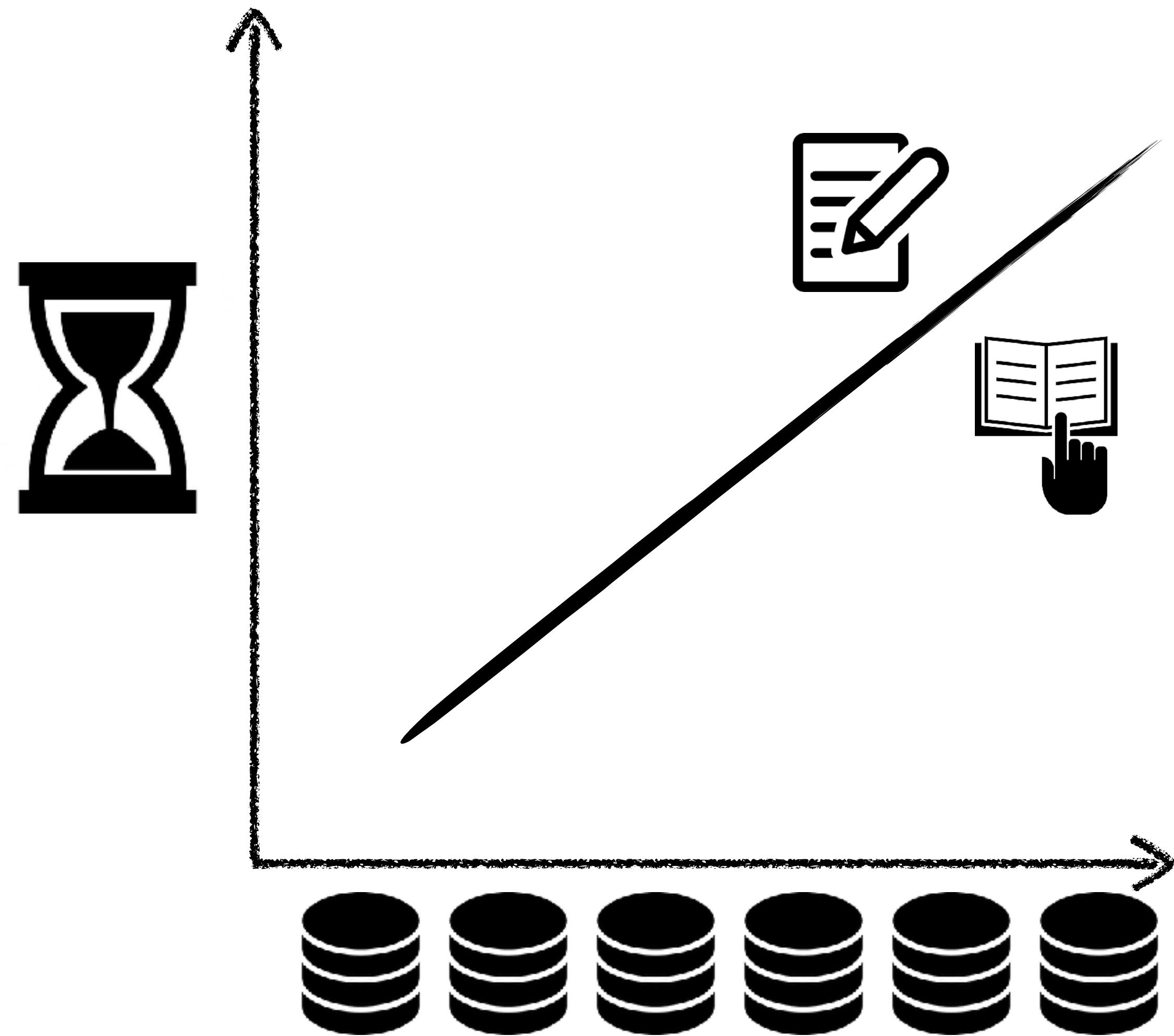


LSM-tree

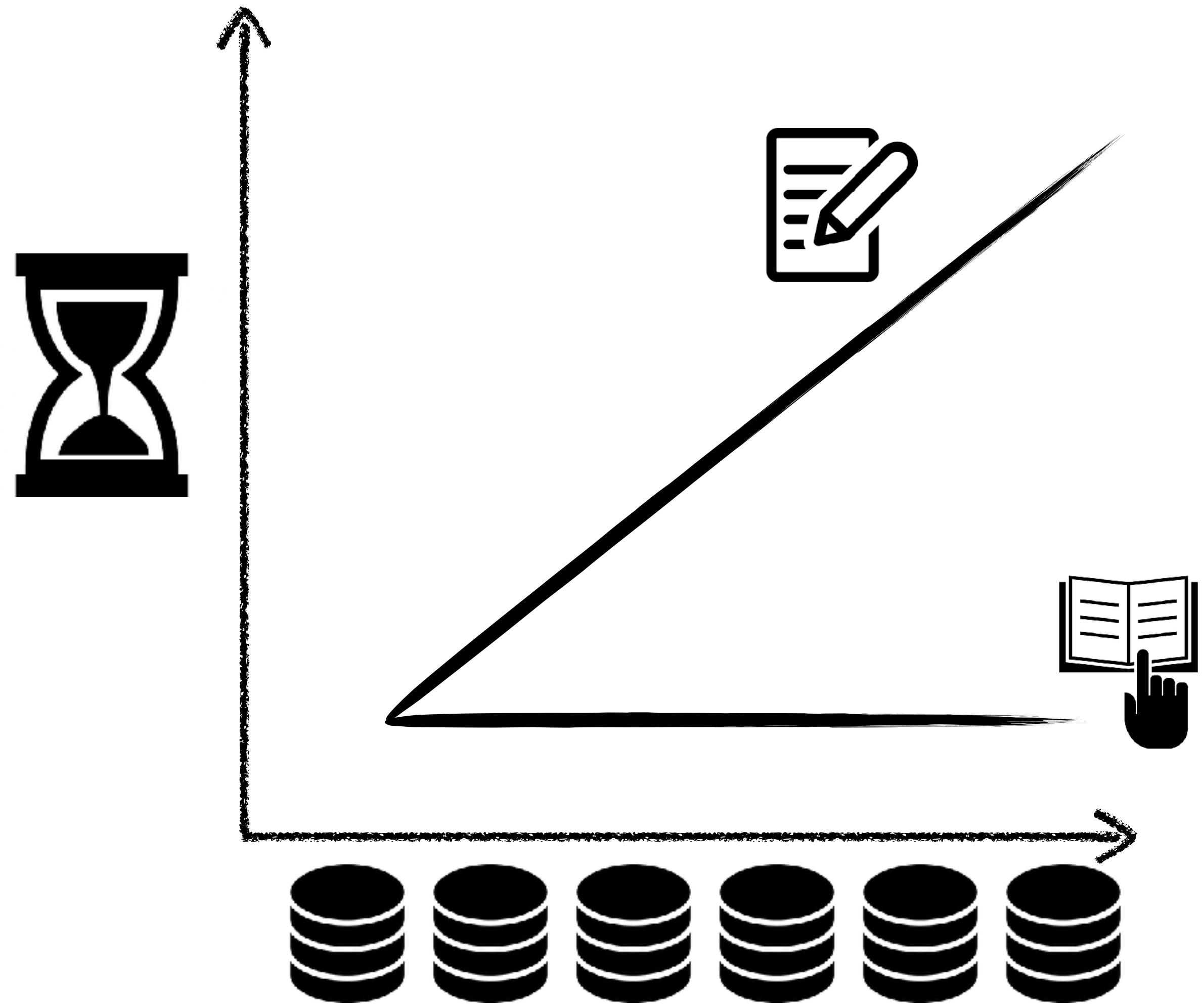
**removes  
superfluous  
merging**



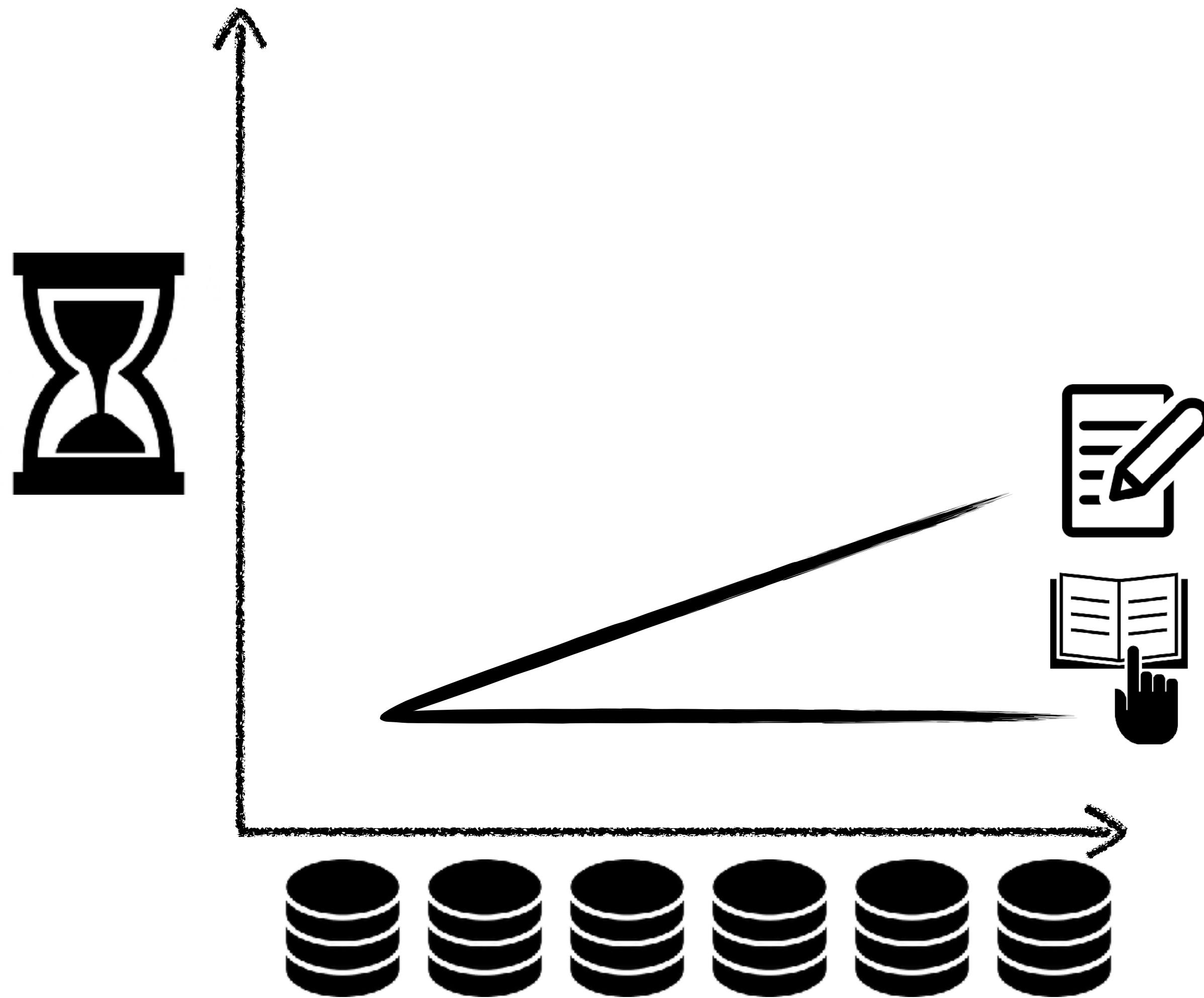
# Conclusion



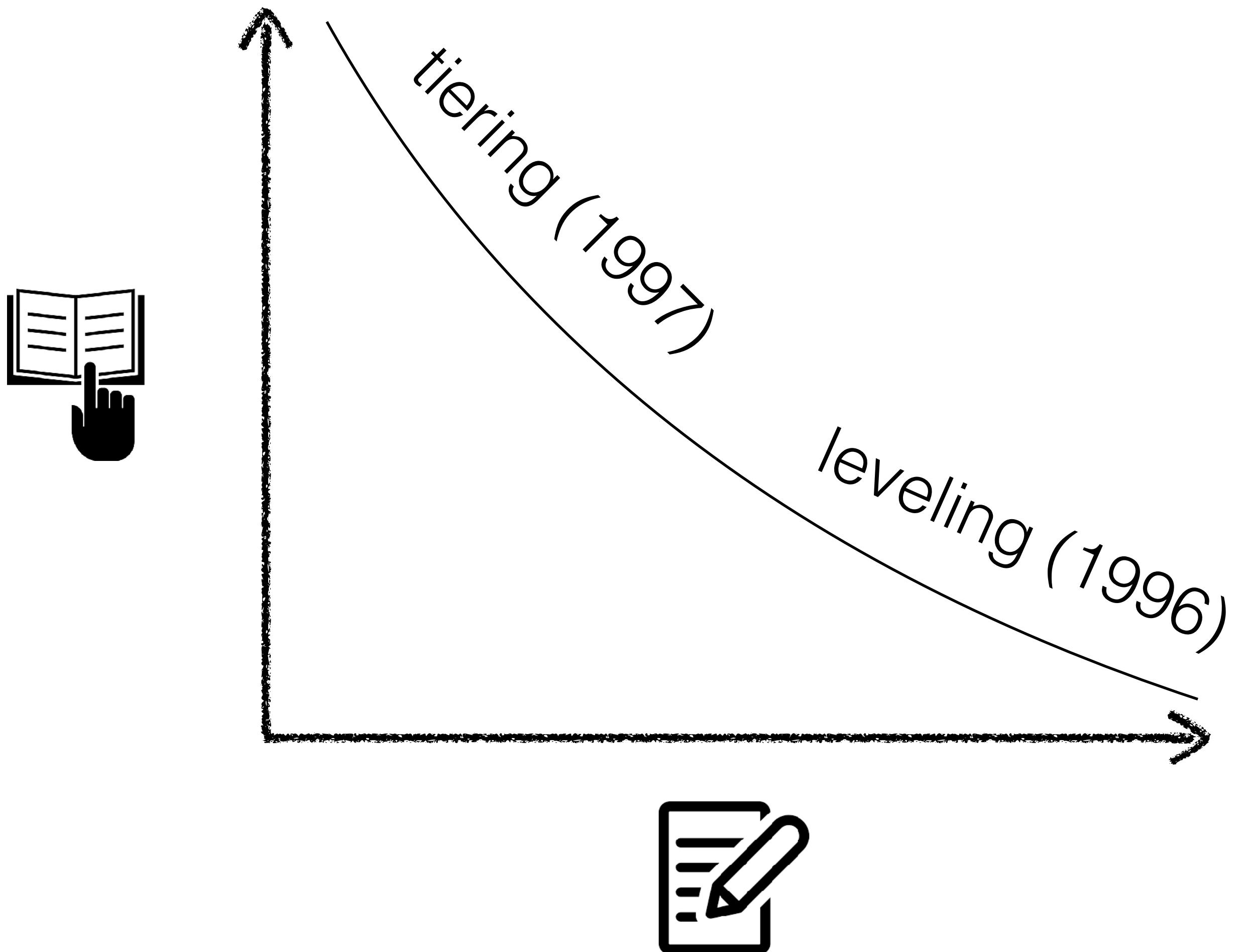
# Conclusion



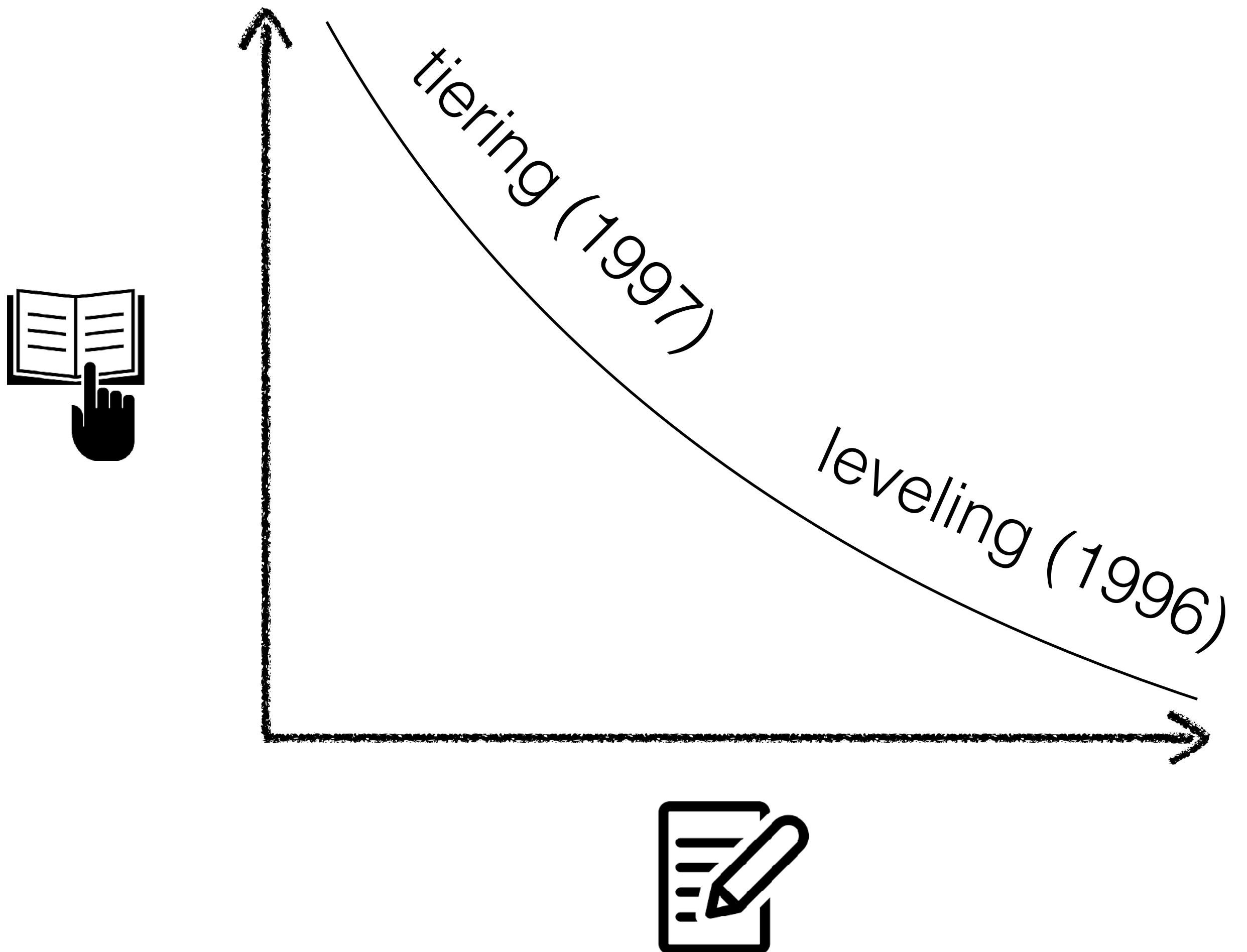
# Conclusion



# Conclusion

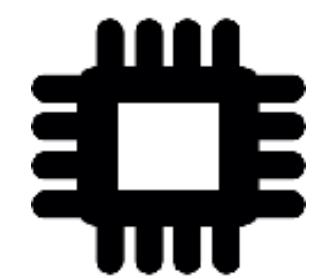
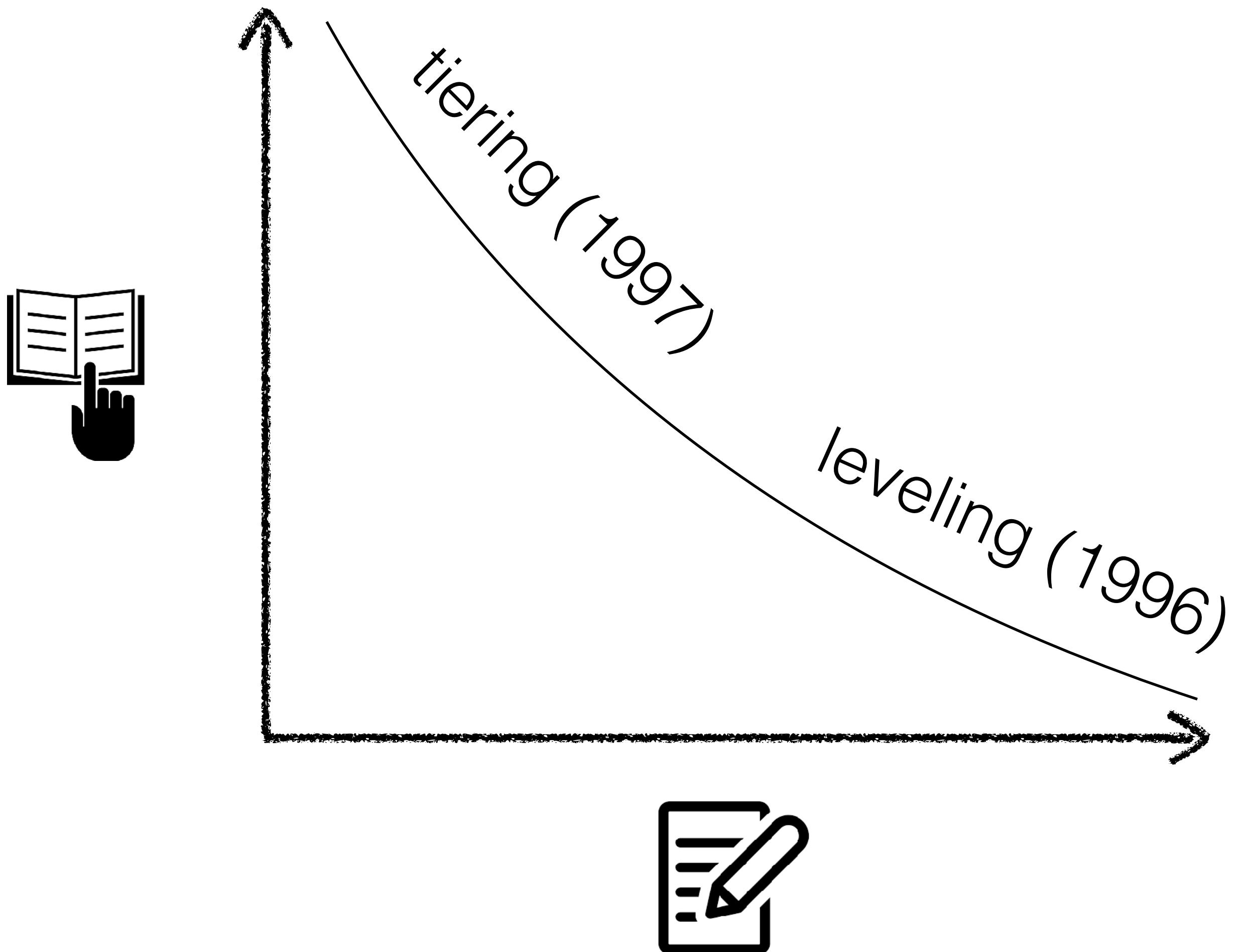


# Conclusion



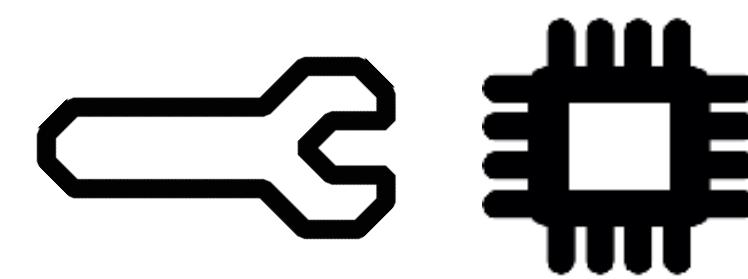
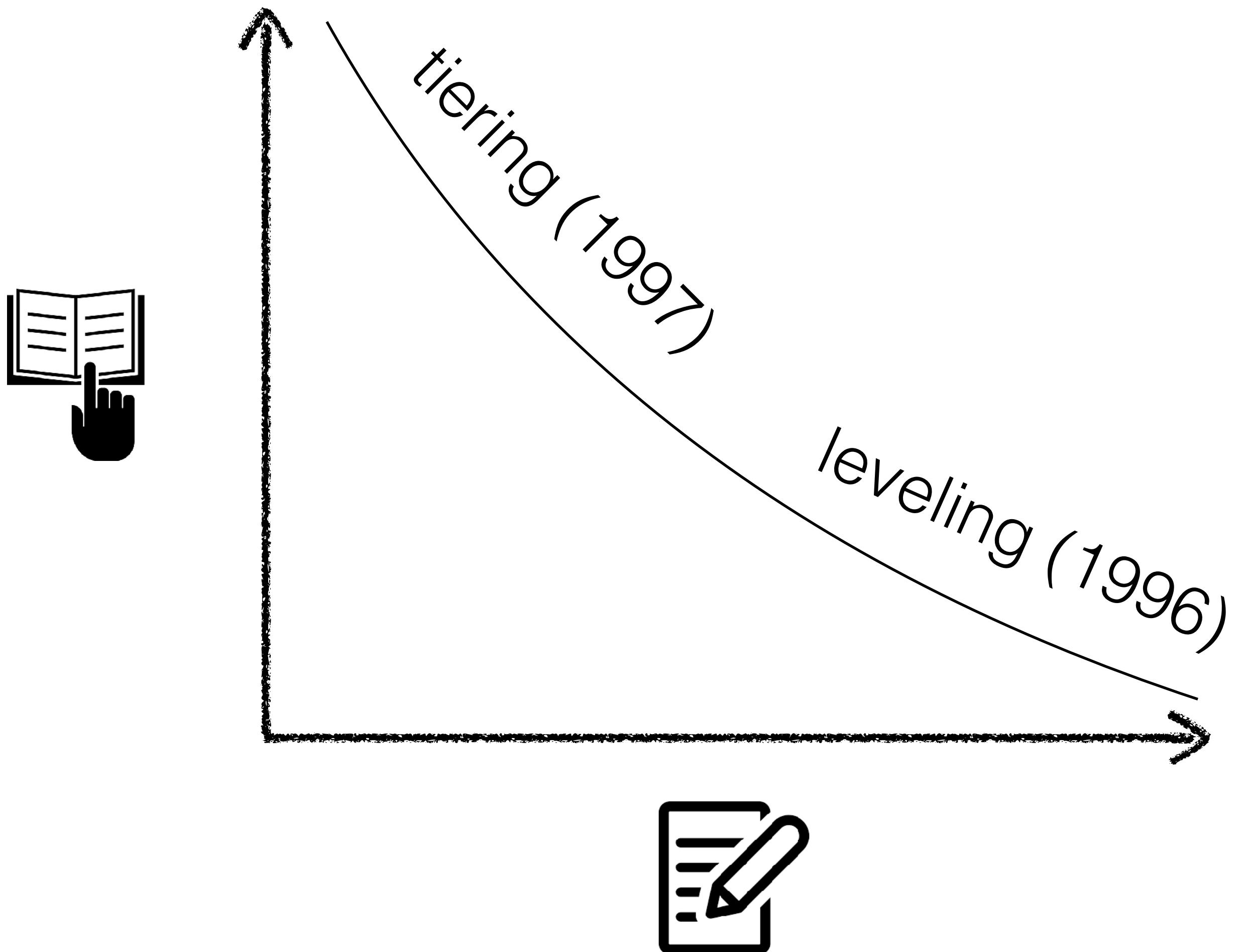
little memory

# Conclusion



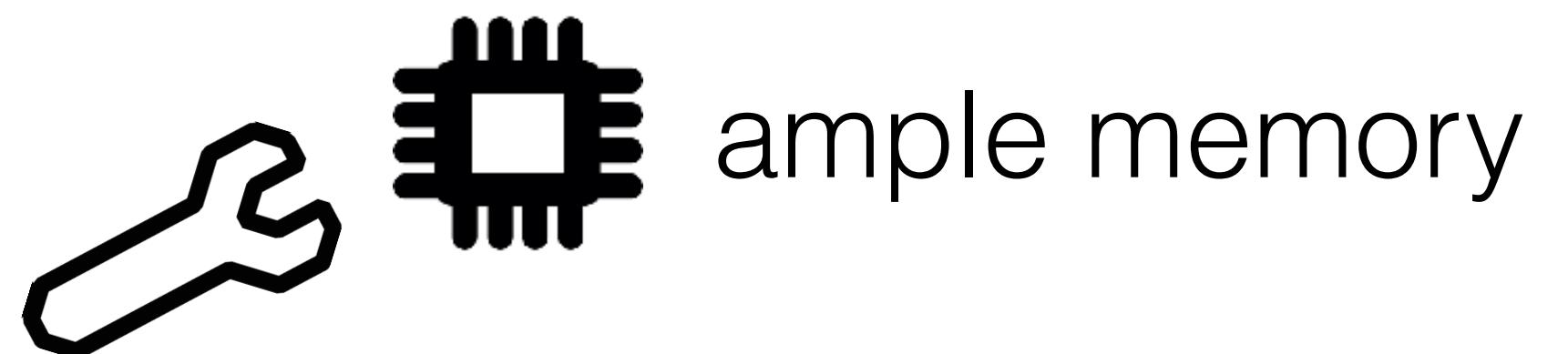
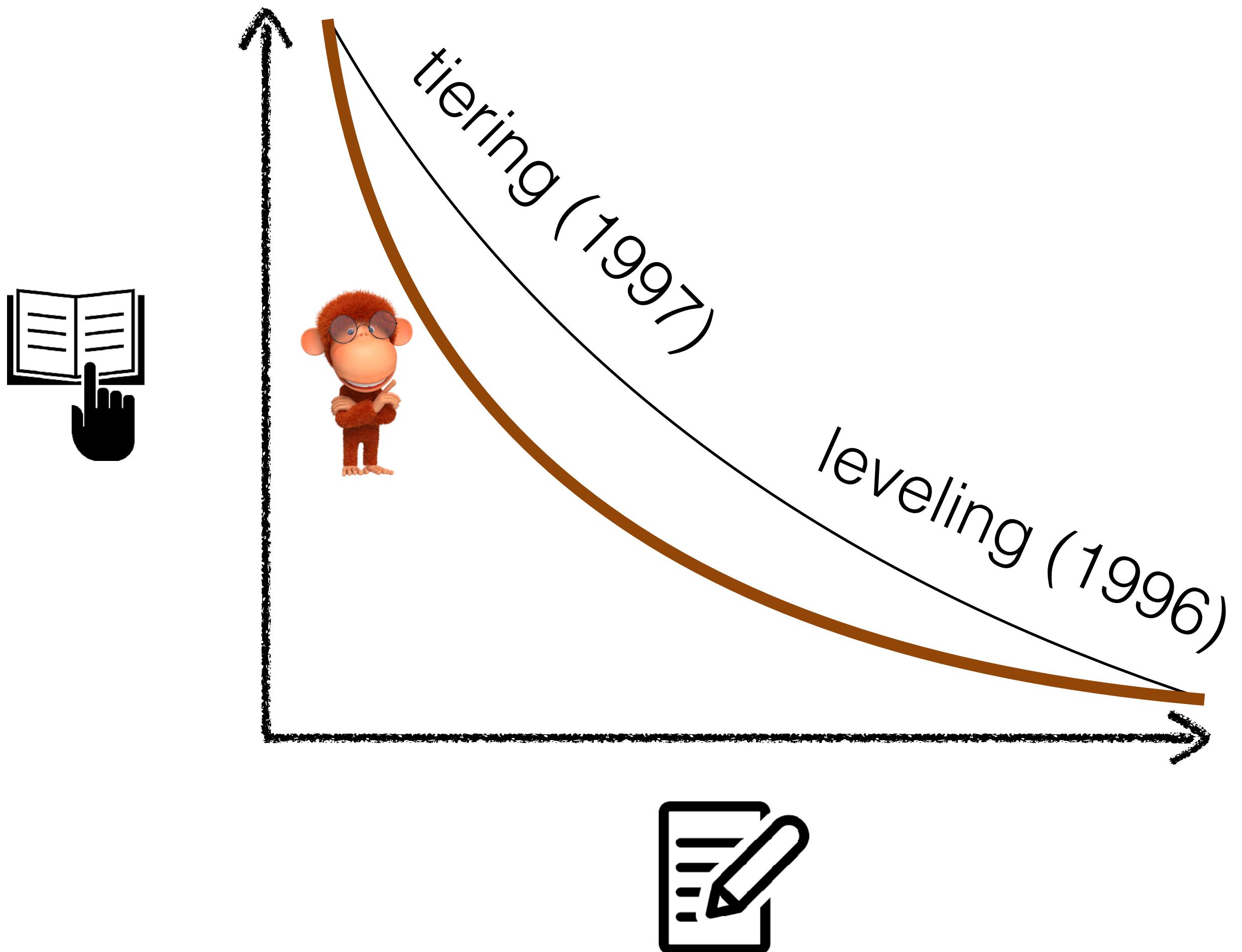
ample memory

# Conclusion

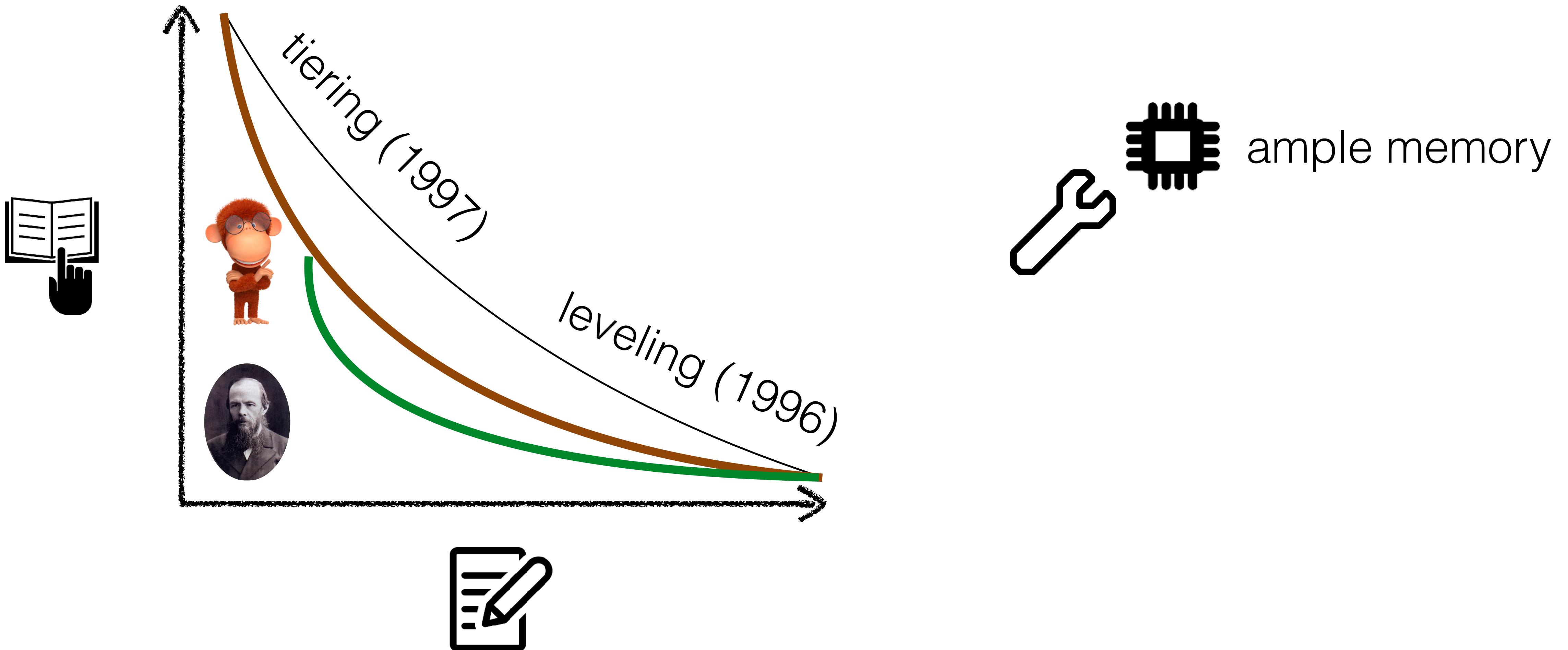


ample memory

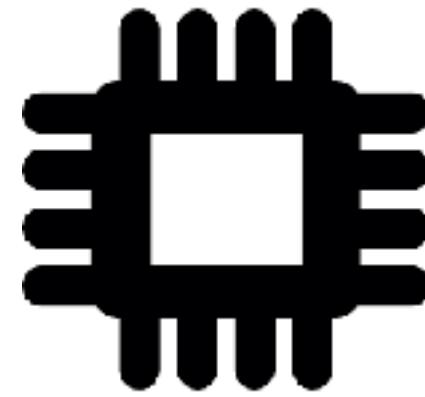
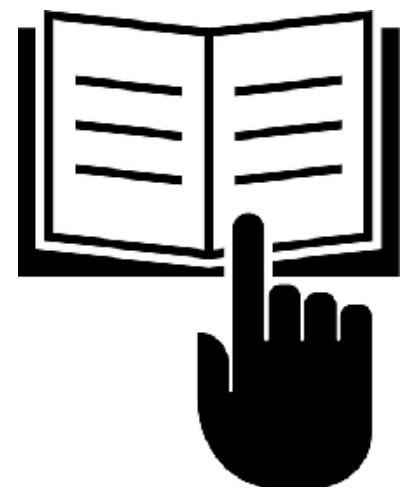
# Conclusion



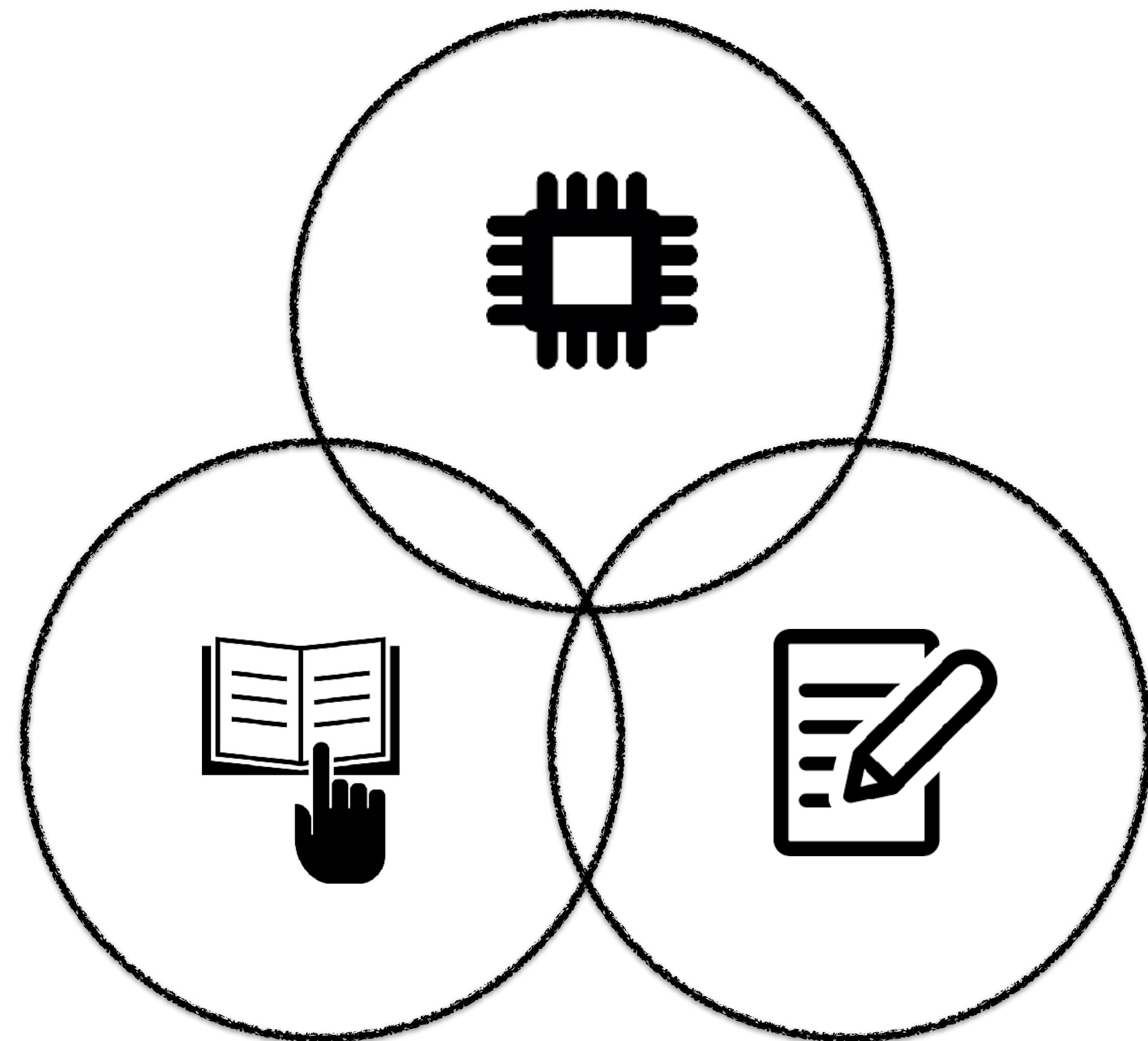
# Conclusion



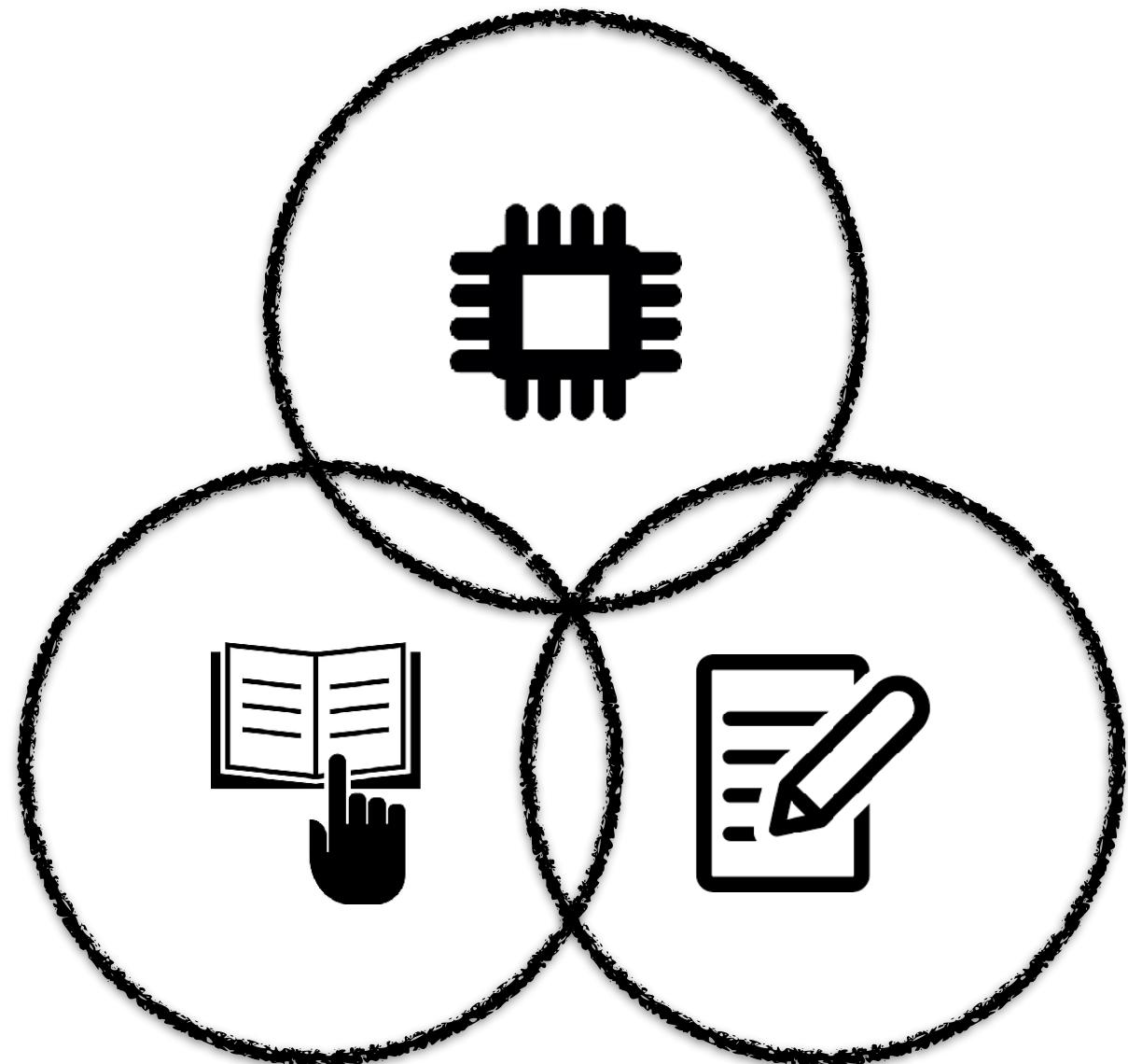
# Conclusion



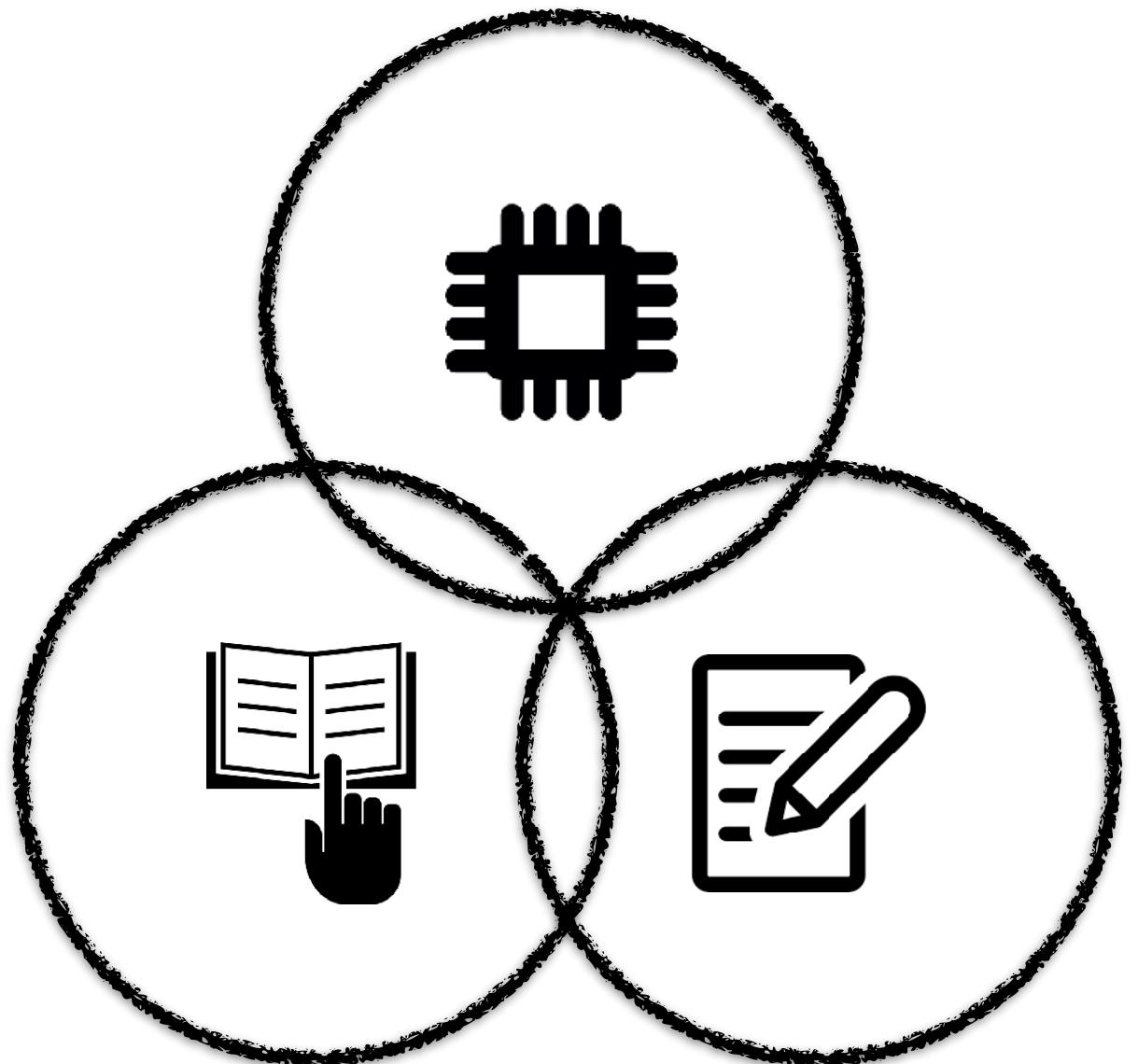
# Conclusion

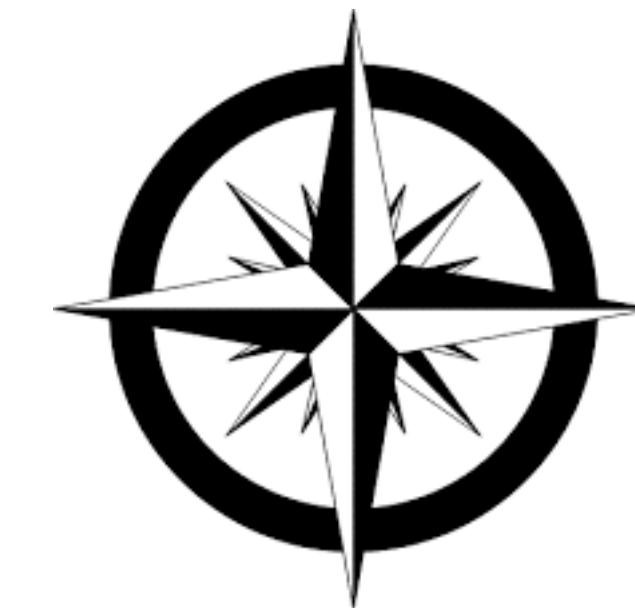
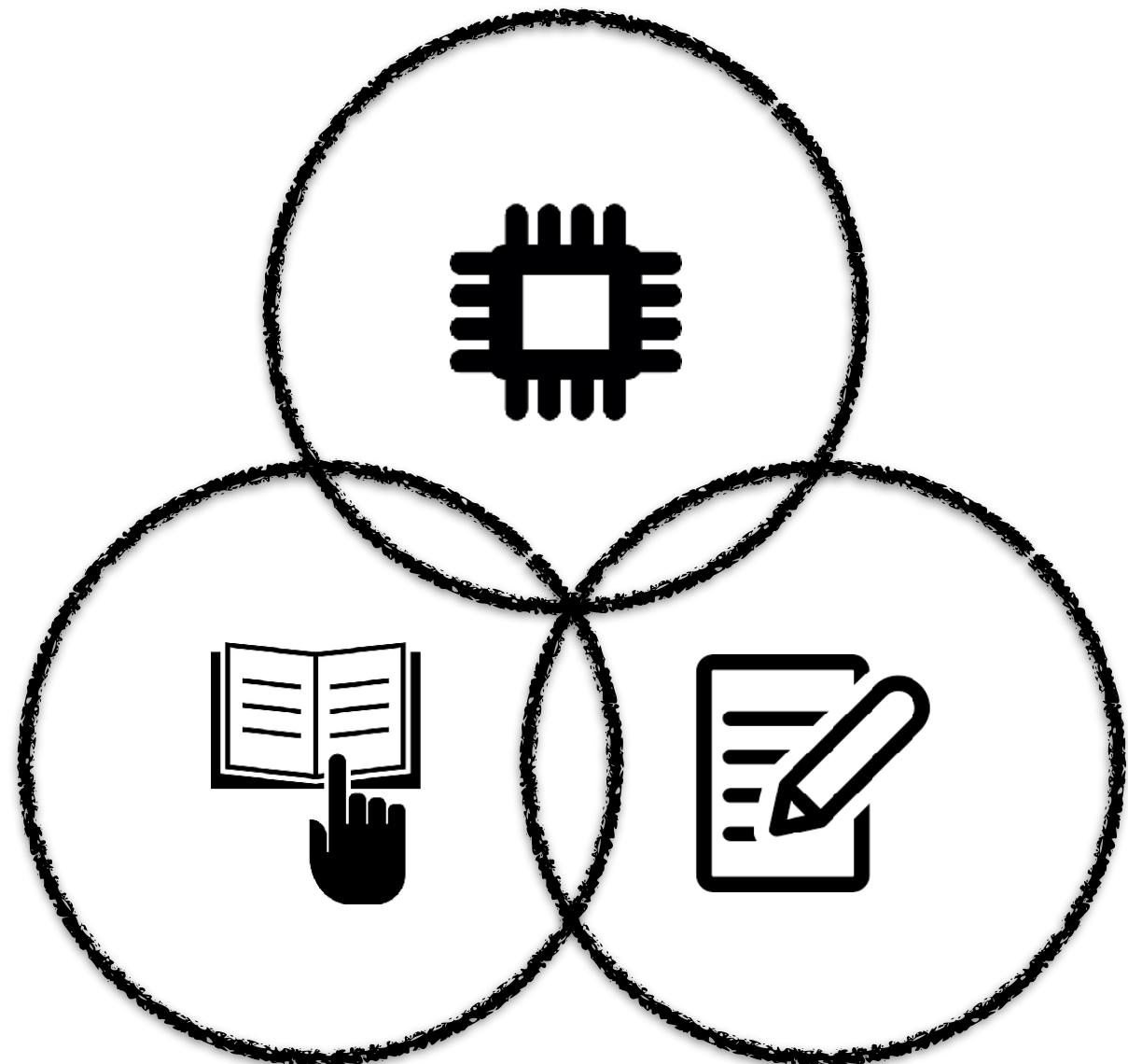


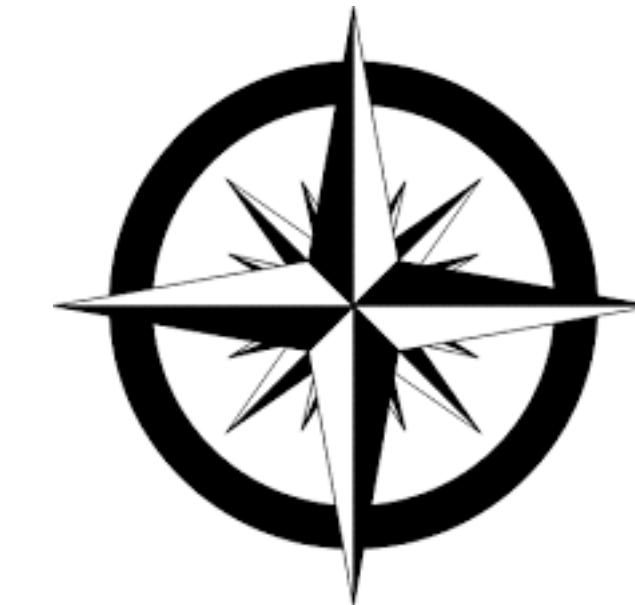
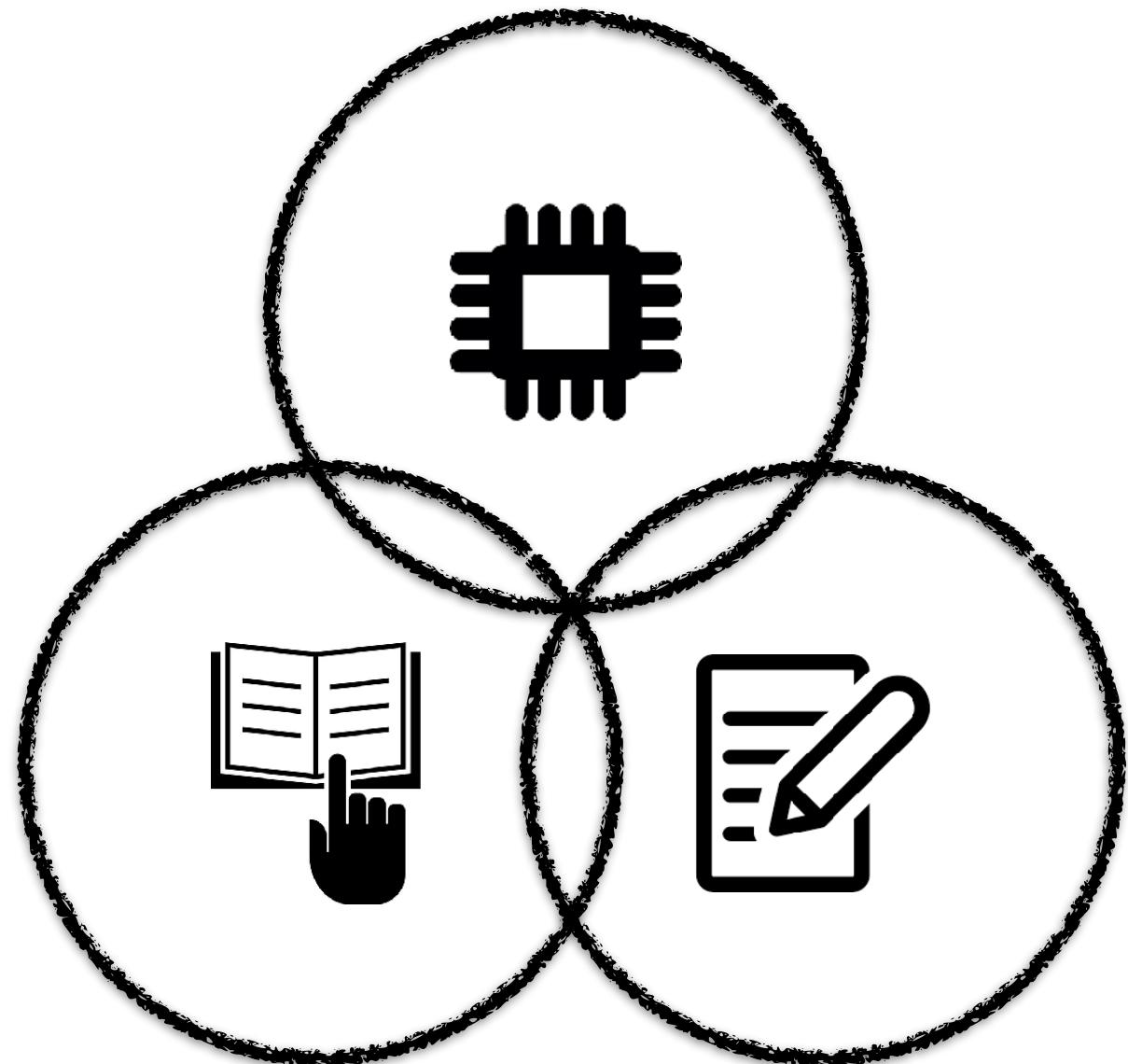
# Conclusion



# Conclusion







**Thanks!**