Join Ordering Problem

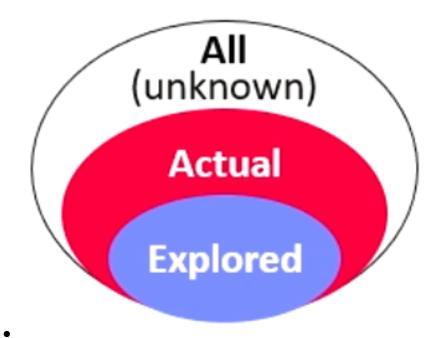
- given a join query graph, find the optimal join ordering
- usually NP-hard
 - polynomical algorithms exist for special cases
- search space sizes

	Chain (no CP)			Star (no CP)		Clique / CP (cross product)		
	left- deep	zig-zag	bushy	left- deep	zig-zag/ bushy	left- deep	zig-zag	bushy
n	2 ⁿ⁻¹	2 ²ⁿ⁻³	2 ⁿ⁻¹ C(n-1)	2(n-1)!	2 ⁿ⁻¹ (n-1)!	n!	2 ⁿ⁻² n!	n! C(n-1)
5	16	128	224	48	384	120	960	1,680
10	512	~131K	~2.4M	~726K	~186M	~3.6M	~929M	~17.6G

C(n) ... Catalan Numbers

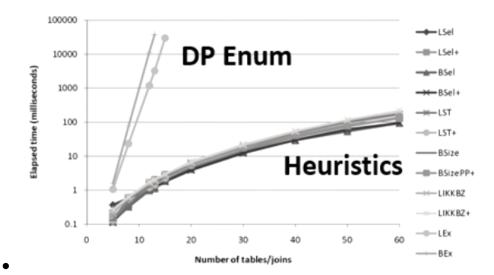
Join Order Seach Strategies

• tradeoff between optimal plan and compile time



- naive full enumeration
 - infeasible for large queries
- exact dynamic programming
 - guarantees optimal plan
 - often too expensive (beyond 20 relations)
 - bottom-up/top-down approach
- greedy/heuristic algorithms
 - tests out some
 - ignore worst

- further optimization on best
 - * e.g. random mutations (as with genetics)
- approximate algorithms



Greedy Join Ordering

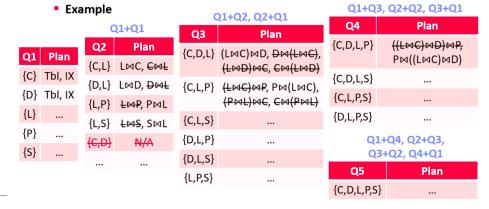
- does not always return optimal join ordering
- algorithm:
 - calculate cost of each two table join combination
 - calculate costs of previous join with next table
 - repeat until every table is used
- example
- Part ⋈ Lineorder ⋈ Supplier ⋈ σ(Customer) ⋈ σ(Date), left-deep plans



Dynamic Programming Join Ordering

- exact enumeration via dynamic programming
 - tries to find optimal substructures first
 - overlapping subproblems allow for memoization

- * reuse already retrieved data
- e.g. DPSize
 - bottom-up
 - split into independent subproblems
 - solve subproblems
 - combine solutions



[[Plan Optimization]]