

6.830 Lab 2: SimpleDB Operators

布置日期: 2020/03/23

截止日期: 2020/04/12, 23:59:59

In this lab assignment, you will write a set of operators for SimpleDB to implement table modifications (e.g., insert and delete records), selections, joins, and aggregates. These will build on top of the foundation that you wrote in Lab 1 to provide you with a database system that can perform simple queries over multiple tables.

Additionally, we ignored the issue of buffer pool management in Lab 1: we have not dealt with the problem that arises when we reference more pages than we can fit in memory over the lifetime of the database. In Lab 2, you will design an eviction policy to flush stale pages from the buffer pool.

You do not need to implement transactions or locking in this lab.

The remainder of this document gives some suggestions about how to start coding, describes a set of exercises to help you work through the lab, and discusses how to hand in your code. This lab requires you to write a fair amount of code, so we encourage you to **start early!**

1. Getting started

You should begin with the code you submitted for Lab 1 (if you did not submit code for Lab 1, or your solution didn't work properly, contact us to discuss options).

1.1. Implementation hints

As before, we **strongly encourage** you to read through this entire document to get a feel for the high-level design of SimpleDB before you write code.

We suggest exercises along this document to guide your implementation, but you may find that a different order makes more sense for you. As before, we will grade your assignment by looking at your code and verifying that you have passed the test for the ant targets `test` and `systemtest`.

Here's a rough outline of one way you might proceed with your SimpleDB implementation; more details on the steps in this outline, including exercises, are given in Section 2 below.

- Implement the operators `Filter` and `Join` and verify that their corresponding tests work. The Javadoc comments for these operators contain details about how they should work. We have given you implementations of `Project` and `OrderBy` which may help you understand how other operators work.

- Implement `IntegerAggregator` and `StringAggregator`. Here, you will write the logic that actually computes an aggregate over a particular field across multiple groups in a sequence of input tuples. Use integer division for computing the average, since SimpleDB only supports integers. `StringAggregator` only needs to support the COUNT aggregate, since the other operations do not make sense for strings.
- Implement the `Aggregate` operator. As with other operators, aggregates implement the `DbIterator` interface so that they can be placed in SimpleDB query plans. Note that the output of an `Aggregate` operator is an aggregate value of an entire group for each call to `next()`, and that the aggregate constructor takes the aggregation and grouping fields.
- Implement the methods related to tuple insertion, deletion, and page eviction in `BufferPool`. You do not need to worry about transactions at this point.
- Implement the `Insert` and `Delete` operators. Like all operators, `Insert` and `Delete` implement `DbIterator`, accepting a stream of tuples to insert or delete and outputting a single tuple with an integer field that indicates the number of tuples inserted or deleted. These operators will need to call the appropriate methods in `BufferPool` that actually modify the pages on disk. Check that the tests for inserting and deleting tuples work properly.

Note that SimpleDB does not implement any kind of consistency or integrity checking, so it is possible to insert duplicate records into a file and there is no way to enforce primary or foreign key constraints.

At this point you should be able to pass all of the tests in the ant `systemtest` target, which is the goal of this lab.

You'll also be able to use the provided SQL parser to run SQL queries against your database! See [Section 2.7](#) for a brief tutorial.

Finally, you might notice that the iterators in this lab extend the `operator` class instead of implementing the `DbIterator` interface. Because the implementation of `next / hasNext` is often repetitive, annoying, and error-prone, `operator` implements this logic generically, and only requires that you implement a simpler `fetchNext`. Feel free to use this style of implementation, or just implement the `DbIterator` interface if you prefer. To implement the `DbIterator` interface, remove `extends operator` from iterator classes, and in its place put `implements DbIterator`.

2. SimpleDB Architecture and Implementation Guide

2.1. Filter and Join

Recall that SimpleDB `DbIterator` classes implement the operations of the relational algebra. You will now implement two operators that will enable you to perform queries that are slightly more interesting than a table scan.

- *Filter*: This operator only returns tuples that satisfy a `Predicate` that is specified as part of its constructor. Hence, it filters out any tuples that do not match the predicate.

- *Join*: This operator joins tuples from its two children according to a `JoinPredicate` that is passed in as part of its constructor. We only require a simple nested loops join, but you may explore more interesting join implementations. Describe your implementation in your lab writeup.

Exercise 1.

Implement the skeleton methods in:

-
- `src/simplydb/Predicate.java`
 - `src/simplydb/JoinPredicate.java`
 - `src/simplydb/Filter.java`
 - `src/simplydb/Join.java`
-

At this point, your code should pass the unit tests in **PredicateTest**, **JoinPredicateTest**, **FilterTest**, and **JoinTest**. Furthermore, you should be able to pass the system tests **FilterTest** and **JoinTest**.

2.2. Aggregates

An additional SimpleDB operator implements basic SQL aggregates with a `GROUP BY` clause. You should implement the five SQL aggregates (`COUNT`, `SUM`, `AVG`, `MIN`, `MAX`) and support grouping. You only need to support aggregates over a single field, and grouping by a single field.

In order to calculate aggregates, we use an `Aggregator` interface which merges a new tuple into the existing calculation of an aggregate. The `Aggregator` is told during construction what operation it should use for aggregation. Subsequently, the client code should call `Aggregator.mergeTupleIntoGroup()` for every tuple in the child iterator. After all tuples have been merged, the client can retrieve a `DbIterator` of aggregation results. Each tuple in the result is a pair of the form `(groupValue, aggregateValue)`, unless the value of the group by field was `Aggregator.NO_GROUPING`, in which case the result is a single tuple of the form `(aggregateValue)`.

Note that this implementation requires space linear in the number of distinct groups. For the purposes of this lab, you do not need to worry about the situation where the number of groups exceeds available memory.

Exercise 2.

Implement the skeleton methods in:

-
- `src/simplydb/IntegerAggregator.java`
 - `src/simplydb/StringAggregator.java`
 - `src/simplydb/Aggregate.java`
-

At this point, your code should pass the unit tests **IntegerAggregatorTest**, **StringAggregatorTest**, and **AggregateTest**. Furthermore, you should be able to pass the **AggregateTest** system test.

2.3. HeapFile Mutability

Now, we will begin to implement methods to support modifying tables. We begin at the level of individual pages and files. There are two main sets of operations: adding tuples and removing tuples.

Removing tuples: To remove a tuple, you will need to implement `deleteTuple`. Tuples contain `RecordIDs` which allow you to find the page they reside on, so this should be as simple as locating the page a tuple belongs to and modifying the headers of the page appropriately.

Adding tuples: The `insertTuple` method in `HeapFile.java` is responsible for adding a tuple to a heap file. To add a new tuple to a HeapFile, you will have to find a page with an empty slot. If no such pages exist in the HeapFile, you need to create a new page and append it to the physical file on disk. You will need to ensure that the RecordID in the tuple is updated correctly.

Exercise 3.

Implement the remaining skeleton methods in:

-
- `src/simplydb/HeapPage.java`
 - `src/simplydb/HeapFile.java`
- (Note that you do not necessarily need to implement `writePage` at this point).
-

To implement `HeapPage`, you will need to modify the header bitmap for methods such as `insertTuple()` and `deleteTuple()`. You may find that the `getNumEmptySlots()` and `isSlotUsed()` methods we asked you to implement in Lab 1 serve as useful abstractions. Note that there is a `markSlotUsed` method provided as an abstraction to modify the filled or cleared status of a tuple in the page header.

Note that it is important that the `HeapFile.insertTuple()` and `HeapFile.deleteTuple()` methods access pages using the `BufferPool.getPage()` method; otherwise, your implementation of transactions in the next lab will not work properly.

Implement the following skeleton methods in `src/simplydb/BufferPool.java`:

-
- `insertTuple()`
 - `deleteTuple()`
-

These methods should call the appropriate methods in the `HeapFile` that belong to the table being modified (this extra level of indirection is needed to support other types of files — like indices — in the future).

At this point, your code should pass the unit tests in **HeapPageWriteTest** and **HeapFileWriteTest**, as well as **BufferPoolWriteTest**.

2.4. Insertion and deletion

Now that you have written all of the HeapFile machinery to add and remove tuples, you will implement the `Insert` and `Delete` operators.

For plans that implement `insert` and `delete` queries, the top-most operator is a special `Insert` or `Delete` operator that modifies the pages on disk. These operators return the number of affected tuples. This is implemented by returning a single tuple with one integer field, containing the count.

- *Insert*: This operator adds the tuples it reads from its child operator to the `tableid` specified in its constructor. It should use the `BufferPool.insertTuple()` method to do this.
- *Delete*: This operator deletes the tuples it reads from its child operator from the `tableid` specified in its constructor. It should use the `BufferPool.deleteTuple()` method to do this.

Exercise 4.

Implement the skeleton methods in:

-
- `src/simpliedb/Insert.java`
 - `src/simpliedb/Delete.java`
-

At this point, your code should pass the unit tests in **InsertTest**. We have not provided unit tests for `Delete`. Furthermore, you should be able to pass the **InsertTest** and **DeleteTest** system tests.

2.5. Page eviction

In Lab 1, we did not correctly observe the limit on the maximum number of pages in the buffer pool defined by the constructor argument `numPages`. Now, you will choose a page eviction policy and instrument any previous code that reads or creates pages to implement your policy.

When more than `numPages` pages are in the buffer pool, one page should be evicted from the pool before the next is loaded. The choice of eviction policy is up to you; it is not necessary to do something sophisticated. Describe your policy in the lab writeup.

Notice that `BufferPool` asks you to implement a `flushAllPages()` method. This is not something you would ever need in a real implementation of a buffer pool. However, we need this method for testing purposes. You should never call this method from any real code.

Because of the way we have implemented `ScanTest.cacheTest`, you will need to ensure that your `flushPage` and `flushAllPages` methods do not evict pages from the buffer pool to properly pass this test.

flushAllPages should call flushPage on all pages in the BufferPool, and flushPage should write any dirty page to disk and mark it as not dirty, while leaving it in the BufferPool.

The only method which should remove page from the buffer pool is evictPage, which should call flushPage on any dirty page it evicts.

Exercise 5.

Fill in the `flushPage()` method and additional helper methods to implement page eviction in:

- `src/simplydb/BufferPool.java`

If you did not implement `writePage()` in `HeapFile.java` above, you will also need to do that here. Finally, you should also implement `discardPage()` to remove a page from the buffer pool *without* flushing it to disk. We will not test `discardPage()` in this lab, but it will be necessary for future labs.

At this point, your code should pass the **EvictionTest** system test.

Since we will not be checking for any particular eviction policy, this test works by creating a BufferPool with 16 pages (NOTE: while DEFAULT_PAGES is 50, we are initializing the BufferPool with less!), scanning a file with many more than 16 pages, and seeing if the memory usage of the JVM increases by more than 5 MB. If you do not implement an eviction policy correctly, you will not evict enough pages, and will go over the size limitation, thus failing the test.

You have now completed this lab. Good work!

2.6. Query walkthrough

The following code implements a simple join query between two tables, each consisting of three columns of integers. (The file `some_data_file1.dat` and `some_data_file2.dat` are binary representation of the pages from this file). This code is equivalent to the SQL statement:

```
1 SELECT *
2   FROM some_data_file1, some_data_file2
3  WHERE some_data_file1.field1 = some_data_file2.field1
4  AND  some_data_file1.id > 1
```

For more extensive examples of query operations, you may find it helpful to browse the unit tests for joins, filters, and aggregates.

```
1 package simplydb;
2 import java.io.*;
3
4 public class jointest {
5
6     public static void main(String[] argv) {
7         // construct a 3-column table schema
8         Type types[] = new Type[]{ Type.INT_TYPE, Type.INT_TYPE,
9         Type.INT_TYPE };
10        String names[] = new String[]{ "field0", "field1", "field2" };
11
12        TupleDesc td = new TupleDesc(types, names);
```

```

12
13 // create the tables, associate them with the data files
14 // and tell the catalog about the schema the tables.
15 HeapFile table1 = new HeapFile(new File("some_data_file1.dat"),
td);
16 Database.getCatalog().addTable(table1, "t1");
17
18 HeapFile table2 = new HeapFile(new File("some_data_file2.dat"),
td);
19 Database.getCatalog().addTable(table2, "t2");
20
21 // construct the query: we use two SeqScans, which spoonfeed
22 // tuples via iterators into join
23 TransactionId tid = new TransactionId();
24
25 SeqScan ss1 = new SeqScan(tid, table1.getId(), "t1");
26 SeqScan ss2 = new SeqScan(tid, table2.getId(), "t2");
27
28 // create a filter for the where condition
29 Filter sf1 = new Filter(
30     new Predicate(0,
31     Predicate.Op.GREATER_THAN, new
IntField(1)), ss1);
32
33 JoinPredicate p = new JoinPredicate(1, Predicate.Op.EQUALS, 1);
34 Join j = new Join(p, sf1, ss2);
35
36 // and run it
37 try {
38     j.open();
39     while (j.hasNext()) {
40         Tuple tup = j.next();
41         System.out.println(tup);
42     }
43     j.close();
44     Database.getBufferPool().transactionComplete(tid);
45
46 } catch (Exception e) {
47     e.printStackTrace();
48 }
49
50 }
51
52 }

```

Both tables have three integer fields. To express this, we create a `TupleDesc` object and pass it an array of `Type` objects indicating field types and `String` objects indicating field names. Once we have created this `TupleDesc`, we initialize two `HeapFile` objects representing the tables. Once we have created the tables, we add them to the Catalog. (If this were a database server that was already running, we would have this catalog information loaded; we need to load this only for the purposes of this test).

Once we have finished initializing the database system, we create a query plan. Our plan consists of two `SeqScan` operators that scan the tuples from each file on disk, connected to a `Filter` operator on the first HeapFile, connected to a `Join` operator that joins the tuples in the tables according to the `JoinPredicate`. In general, these operators are instantiated with references to the appropriate table (in the case of `SeqScan`) or child operator (in the case of e.g., `Join`). The test program then repeatedly calls `next` on the `Join` operator, which in turn pulls tuples from its children. As tuples are output from the `Join`, they are printed out on the command line.

2.7. Query Parser

We've provided you with a query parser for SimpleDB that you can use to write and run SQL queries against your database once you have completed the exercises in this lab.

The first step is to create some data tables and a catalog. Suppose you have a file `data.txt` with the following contents:

```
1 | 1,10
2 | 2,20
3 | 3,30
4 | 4,40
5 | 5,50
6 | 5,50
```

You can convert this into a SimpleDB table using the `convert` command (make sure to type `ant` first!):

```
1 | java -jar dist/simplydb.jar convert data.txt 2 "int,int"
```

This creates a file `data.dat`. In addition to the table's raw data, the two additional parameters specify that each record has two fields and that their types are `int` and `int`.

Next, create a catalog file, `catalog.txt`, with the following contents:

```
1 | data (f1 int, f2 int)
```

This tells SimpleDB that there is one table, `data` (stored in `data.dat`) with two integer fields named `f1` and `f2`.

Finally, invoke the parser. You must run java from the command line (ant doesn't work properly with interactive targets.) From the `simplydb/` directory, type:

```
1 | java -jar dist/simplydb.jar parser catalog.txt
```

You should see output like:

```
1 | Added table : data with schema INT(f1), INT(f2),
2 | SimplyDB>
```

Finally, you can run a query:

```
1 | SimplyDB> select d.f1, d.f2 from data d;
```



```

2 Started a new transaction tid = 1221852405823
3   ADDING TABLE d(data) TO tableMap
4     TABLE HAS tupleDesc INT(d.f1), INT(d.f2),
5     1         10
6     2         20
7     3         30
8     4         40
9     5         50
10    5         50
11
12    6 rows.
13    -----
14    0.16 seconds
15
16 SimpleDB>

```

The parser is relatively full featured (including support for SELECTs, INSERTs, DELETEs, and transactions), but does have some problems and does not necessarily report completely informative error messages. Here are some limitations to bear in mind:

- You must preface every field name with its table name, even if the field name is unique (you can use table name aliases, as in the example above, but you cannot use the AS keyword.)
- Nested queries are supported in the WHERE clause, but not the FROM clause.
- No arithmetic expressions are supported (for example, you can't take the sum of two fields.)
- At most one GROUP BY and one aggregate column are allowed.
- Set-oriented operators like IN, UNION, and EXCEPT are not allowed.
- Only AND expressions in the WHERE clause are allowed.
- UPDATE expressions are not supported.
- The string operator LIKE is allowed, but must be written out fully (that is, the Postgres tilde [~] shorthand is not allowed.)

3. Logistics

3.1. Submitting your assignment

You may submit your code multiple times; we will use the latest version you submit that arrives before the deadline (before 11:59 PM on the due date). Place the write-up in a file called `学号+姓名+Lab2.txt` or `学号+姓名+Lab2.pdf` in the top level of your `SimpleDB` directory. **Important:** In order for your write-up to be added to the git repo, you need to explicitly add it:

```
1 $ git add 学号+姓名+Lab2.txt
```

You also need to explicitly add any other files you create, such as new *.java files.

The criteria for your lab being submitted on time is that your code must be **tagged** and **pushed** by the date and time. This means that if one of the TAs or the instructor were to open up GitHub, they would be able to see your solutions on the GitHub web page.

Just because your code has been committed on your local machine does not mean that it has been **submitted**; it needs to be on GitHub.

There is a bash script `turnInLab2.sh` in the root level directory of simple-db-hw that commits your changes, deletes any prior tag for the current lab, tags the current commit, and pushes the branch and tag to GitHub. If you are using Linux or Mac OSX, you should be able to run the following:

```
1 | $ ./turnInLab2.sh
```

You should see something like the following output:

```
1 | $ ./turnInLab2.sh
2 | [master b155ba0] Lab 2
3 | 1 file changed, 1 insertion(+)
4 | Deleted tag 'lab2' (was b26abd0)
5 | To git@github.com:MIT-DB-Class/hw-answers-becca.git
6 | - [deleted]          lab2
7 | Counting objects: 11, done.
8 | Delta compression using up to 4 threads.
9 | Compressing objects: 100% (4/4), done.
10 | Writing objects: 100% (6/6), 448 bytes | 0 bytes/s, done.
11 | Total 6 (delta 3), reused 0 (delta 0)
12 | To git@github.com:MIT-DB-Class/hw-answers-becca.git
13 | ae31bce..b155ba0 master -> master
14 | Counting objects: 1, done.
15 | Writing objects: 100% (1/1), 152 bytes | 0 bytes/s, done.
16 | Total 1 (delta 0), reused 0 (delta 0)
17 | To git@github.com:MIT-DB-Class/hw-answers-becca.git
18 | * [new tag]          lab2 -> lab2
```

If the above command worked for you, you can skip to item 6 below. If not, submit your solutions for lab 2 as follows:

1. Look at your current repository status.

```
1 | $ git status
```

2. Add and commit your code changes (if they aren't already added and committed).

```
1 | $ git commit -a -m 'Lab 2'
```

3. Delete any prior local and remote tag (*this will return an error if you have not tagged previously; this allows you to submit multiple times*)

```
1 | $ git tag -d lab2
2 | $ git push origin :refs/tags/lab2
```

4. Tag your last commit as the lab to be graded

```
1 | $ git tag -a lab2 -m 'lab2'
```

5. This is the most important part: **push** your solutions to GitHub.

```
1 | $ git push origin master
2 | $ git push origin lab2
```

6. The last thing that we strongly recommend you do is to go to GitHub to make sure that your solutions has been uploaded.

Word of Caution

Git is a distributed version control system. This means everything operates offline until you run `git pull` or `git push`. This is a great feature.

The bad thing is that you may forget to `git push` your changes. This is why we strongly, **strongly** suggest that you check GitHub to be sure that what you want us to see matches up with what you expect.

3.2. 分数组成

在跑测试代码的时候，我们会从 GitHub 上拉取大家提交后的代码，并将 build.xml 测试代码替换成最初的版本。如果你对程序的 API 做了任何改动导致无法通过测试，一定要在作业报告和代码讲解的过程中主动提出来。

- 50% 源代码（通过测试，代码风格）
- 10% Git Commit History（截图放在报告中）
- 20% 作业报告（思考题，设计思路，重难点，改动部分）
- 20% 代码讲解

代码讲解之前请将源代码和作业报告打包并发送邮件给助教，留作备份。

源代码压缩成 zip，报告导出 pdf 并命名为“学号_姓名_lab2.pdf”，发送到邮箱 xulicheng@dbis.nankai.edu.cn，邮件的主题为“数据库上机作业_学号_姓名_lab2”。（此邮箱对主题包含“数据库上机作业”开启自动回复）代码 push 到 GitHub 的截止时间为4月12日周日23:59:59，代码和报告发送到邮箱的截止时间为4月14日周二23:59:59。晚交的同学会酌情扣分。

代码讲解的时间原本安排在截止时间后两周内，由于疫情影响，代码讲解等返校后再做统一安排。