Assignment 4 & Benchmarks

Introduction to Database Systems

DataLab

CS, NTHU

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

The Micro-Benchmark

- Two types of transactions.
 - Read-only transaction => reads 10 records.
 - Read-write transaction => reads and updates 10 records.
 - The ratio is controlled by RW TX RATE.
- The data set is split into two parts.



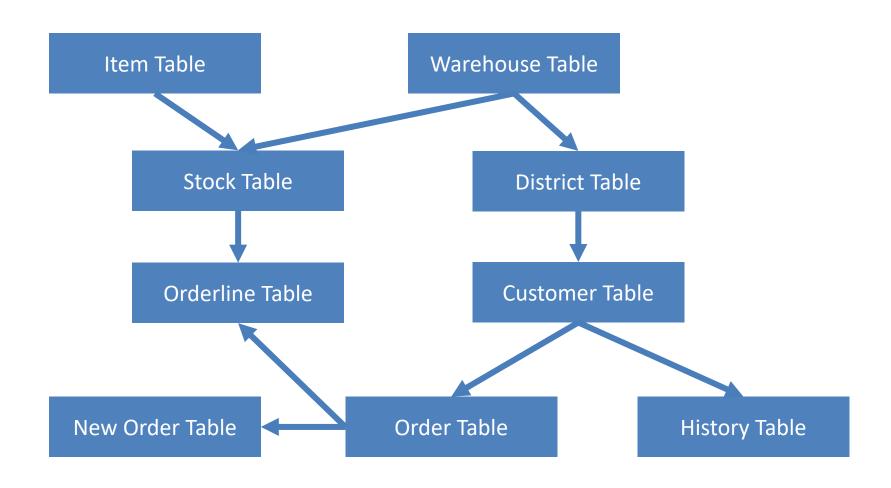
- 1 is chosen from hot set, 9 are chosen from cold set.
- The number of hot records is control by HOT_CONFLICT_RATE.

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

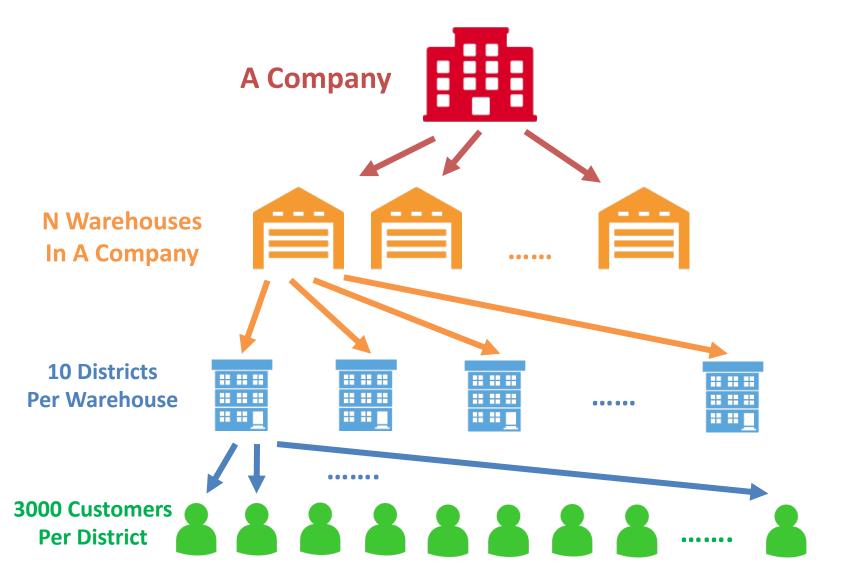
The TPC-C Benchmark

- The TPC-C benchmark is a industry-standard benchmark purposed by TPC (Transaction Processing Council).
 - There are also TPC-A, TPC-B, TPC-E, TPC-H.
- It simulates a warehouse management system.
 - Tree-structured: almost all records are related to a warehouse record.
 - Easy-to-partition: good for a distributed DBMS.

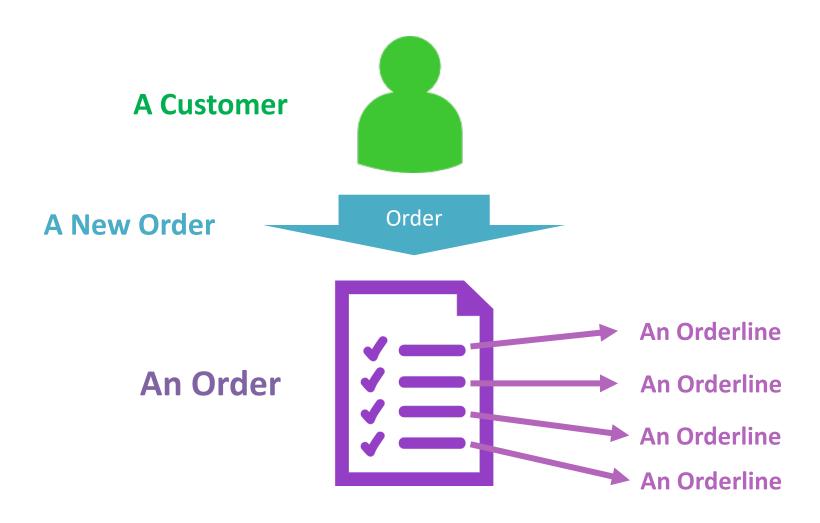
Database Architecture



Warehouses (Tree-Structured)



Orders



Types of Transactions

- New Order
 - 23 reads, 11 updates, 12 inserts in average.
- Payment
 - 4 reads, 3 updates, 1 insert.
- Stock Level
- Order Status
- Delivery

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

Guidelines for Experiments

- Think about what settings can highlight your improvement.
- Make sure there is no other CPU-intensive programs running on the testing machines.
- Put the server and the client on different machine if you can.
- Use stored procedures.
- Using a fresh database every time.
- Find best # of RTEs before real experiments.
 - Which give you highest throughput.
- Throughput is a more important indicator for concurrency than latency.
- Draw you results as line plots or histograms in the report.

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

Example Results for the Micro-benchmarks

Settings

- -RTE = 10
- RW Tx Rate = 0.5
- Conflict Rate = 0.001
- Throughputs (txs/min)

Buffer Size	Basic Version	Optimized Version	Speed Up
100000	111558	174521	56%
100	39285	75164	91%

- Assignment 4
- Benchmarks
 - The Micro-benchmark
 - The TPC-C Benchmark
- Guidelines for Experiments
- Example Results
- Benchmarking with Scripts

Why Do We Need Scripts?

- 1. To setup the system quickly.
- 2. To deploy and benchmark the system in different machines.
- 3. The environment may not have Eclipse!

Check Your Environment

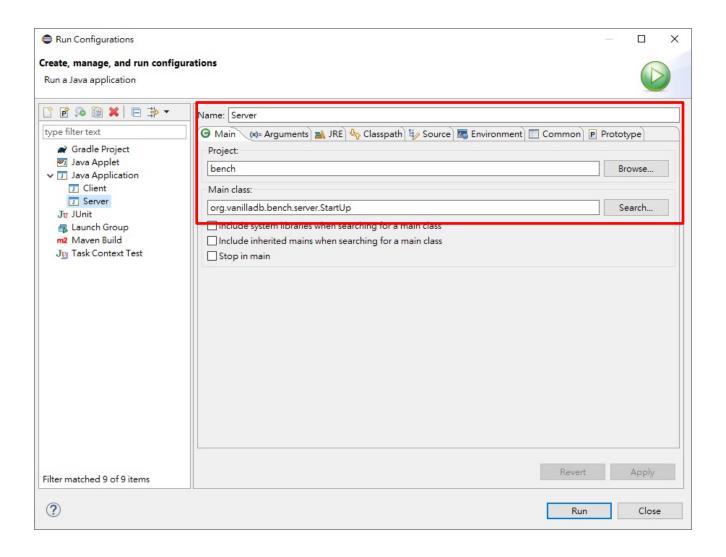
- Requirements
 - Bash
 - Which you may have had if you are using Unix, Unix-like systems or have installed Git on Windows.
 - Java in your system path

> java -version

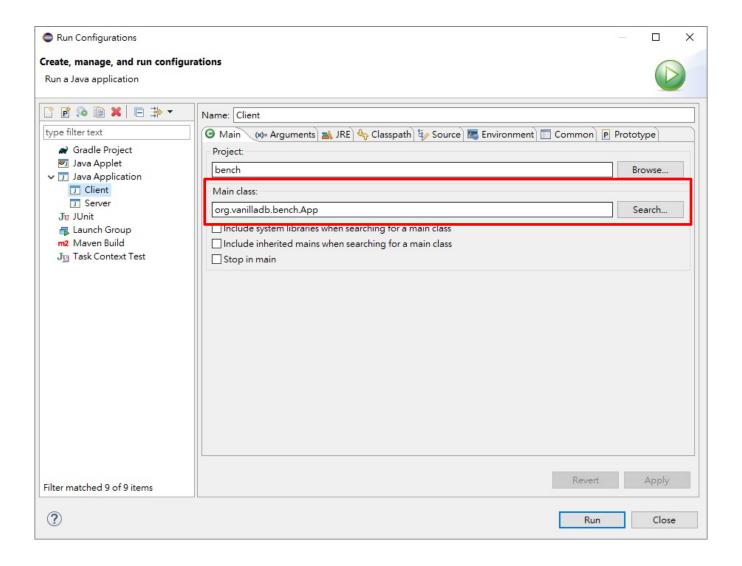
Package Your Code

- We use Eclipse built-in tools.
- Steps
 - 1. Setup run configurations for jars.
 - 2. Export the project.

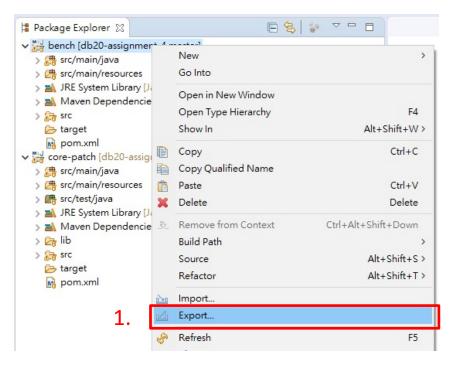
Setup Run Configurations - Server

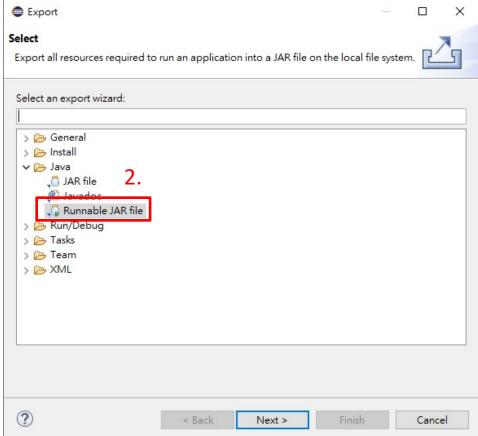


Setup Run Configurations - Client

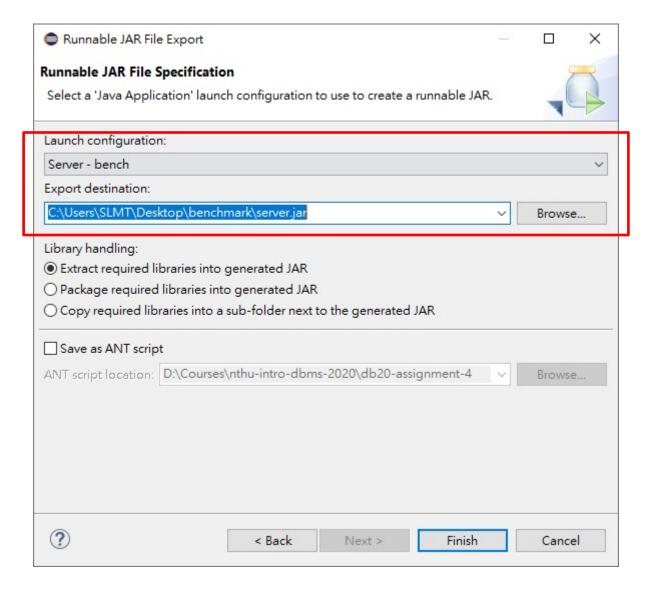


Export Runnable Jars

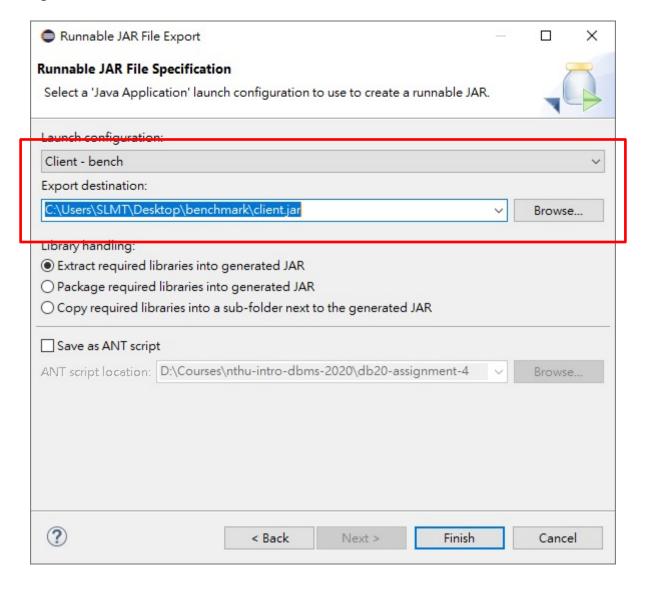




Export Runnable Jars - Server

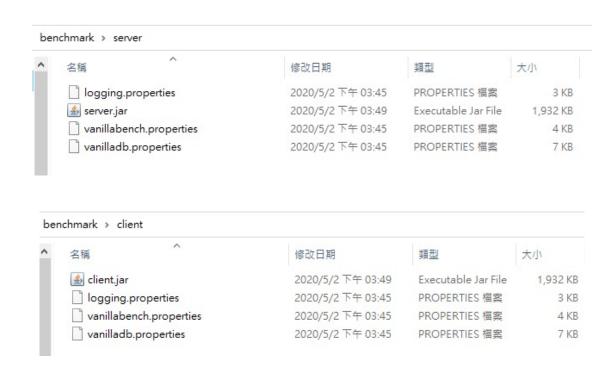


Export Runnable Jars - Client



Setup Working Directory

- The next step is to setup you working directory.
- Contents
 - Server
 - server.jar
 - Properties
 - Scripts
 - Client
 - client.jar
 - Properties
 - Scripts



Scripts

- Now we are going to write scripts for running client and servers
- Scripts
 - Server
 - server.sh
 - copy-db.sh/reset-db.sh
 - Client
 - client-load.sh
 - client-bench.sh

Execution Scripts

server.sh

```
java -Djava.util.logging.config.file=logging.properties -
Dorg.vanilladb.bench.config.file=vanillabench.properties -
Dorg.vanilladb.core.config.file=vanilladb.properties -jar server.jar [DB Name]
```

client-load.sh

```
java -Djava.util.logging.config.file=logging.properties -
Dorg.vanilladb.bench.config.file=vanillabench.properties -
Dorg.vanilladb.core.config.file=vanilladb.properties -jar client.jar 1
```

client-bench.sh

```
java -Djava.util.logging.config.file=logging.properties -
Dorg.vanilladb.bench.config.file=vanillabench.properties -
Dorg.vanilladb.core.config.file=vanilladb.properties -jar client.jar 2
```

Backup Databases

- To ensure the consistency of experiments, we usually backup the database and reset it before each experiment.
- copy-db.sh

```
DB_DIR="[DB Path]"
cp -r $DB_DIR $DB_DIR-backup
```

reset-db.sh

```
DB_DIR="[DB Path]"
rm -r $DB_DIR
cp -r $DB_DIR-backup $DB_DIR
```

The Workflow of Benchmarking (1/2)

1. Load DB

- 1. Setup properties
- 2. Run server.sh
- 3. Run client-load.sh
- 4. Wait for loading
- 5. Shut down the server (by stopping the script)
- 6. Run copy-db.sh

The Workflow of Benchmarking (2/2)

2. Benchmark

- 1. Setup properties
- 2. Run reset-db.sh
- 3. Run server.sh
- 4. Run client-bench.sh
- 5. Wait for benchmarking
- 6. Shut down the server (by stopping the script)