





Computer Science Carnegie Mellon Univ.

ADMINISTRIVIA

Project #2 – Checkpoint #1 is due Monday October 9th @ 11:59pm

Mid-term Exam is on Wednesday October 17th (in class)



UPCOMING DATABASE EVENTS

SQream DB Tech Talk

- \rightarrow Thursday Oct 4th @ 12:00pm
- → CIC 4th Floor

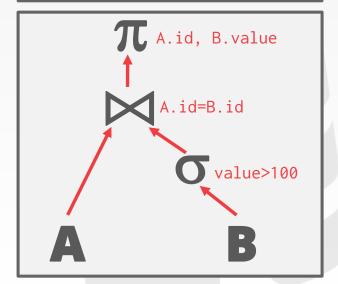




QUERY PLAN

The operators are arranged in a tree. Data flows from the leaves toward the root.

The output of the root node is the result of the query.





TODAY'S AGENDA

Processing Models

Access Methods

Expression Evaluation



PROCESSING MODEL

A DBMS's **processing model** defines how the system executes a query plan.

→ Different trade-offs for different workloads.

Three approaches:

- → Iterator Model
- → Materialization Model
- → Vectorized / Batch Model



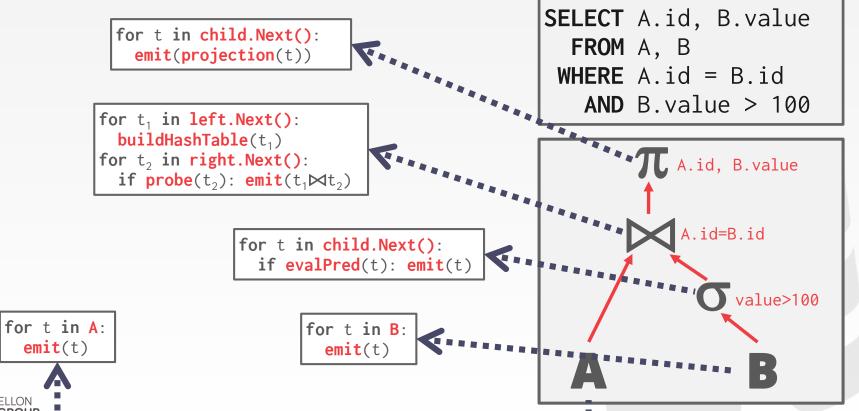
Each query plan operator implements a **next** function.

- → On each invocation, the operator returns either a single tuple or a null marker if there are no more tuples.
- → The operator implements a loop that calls next on its children to retrieve their tuples and then process them.

Top-down plan processing.

Also called **Volcano** or **Pipeline** Model.







for t in child.Next():
 emit(projection(t))

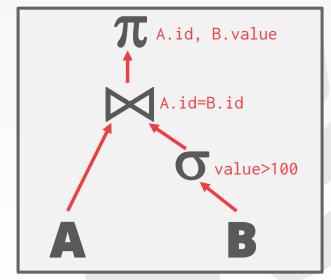
for t₁ in left.Next():
 buildHashTable(t₁)
 for t₂ in right.Next():

if probe(t_2): emit($t_1 \bowtie t_2$)

for t in child.Next():
 if evalPred(t): emit(t)

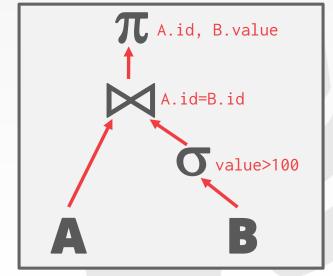
for t in A:
 emit(t)

for t in B:
 emit(t)



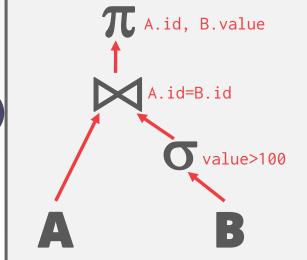


for t in child.Next(): emit(projection(t)) for t₁ in left.Next(): buildHashTable(t₁) for t₂ in right.Next(): if probe(t_2): emit($t_1 \bowtie t_2$) for t in child.Next(): if evalPred(t): emit(t) for t in A: for t in B: emit(t) emit(t)





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This is used in almost every DBMS. Allows for tuple **pipelining**.

Some operators will block until children emit all of their tuples.

→ Joins, Subqueries, Order By

Output control works easily with this approach.

→ Limit























Each operator processes its input all at once and then emits its output all at once.

- \rightarrow The operator "materializes" it output as a single result.
- → The DBMS can push down hints into to avoid scanning too many tuples.

Bottom-up plan processing.



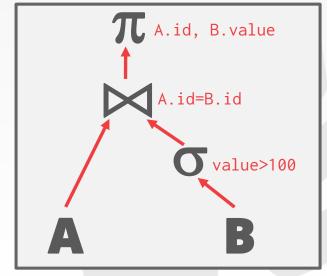
```
out = { }
for t in child.Output():
  out.add(projection(t))
```

```
out = { }
for t₁ in left.Output():
  buildHashTable(t₁)
for t₂ in right.Output():
  if probe(t₂): out.add(t₁⋈t₂)
```

```
out = { }
for t in child.Output():
   if evalPred(t): out.add(t)
```

```
out = { }
for t in A:
   out.add(t)
```

```
out = { }
for t in B:
   out.add(t)
```





```
out = { }
for t in child.Output():
  out.add(projection(t))
```

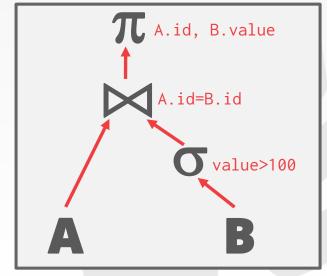
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out = { }
for t₁ in left.Output():
  buildHashTable(t₁)
for t₂ in right.Output():
  if probe(t₂): out.add(t₁⋈t₂)
```

```
out = { }
for t in child.Output():
   if evalPred(t): out.add(t)
```

out = { }
for t in A:
 out.add(t)

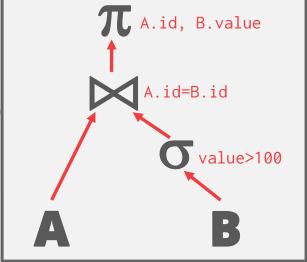
```
out = { }
for t in B:
  out.add(t)
```

```
SELECT A.id, B.value
  FROM A, B
WHERE A.id = B.id
  AND B.value > 100
```

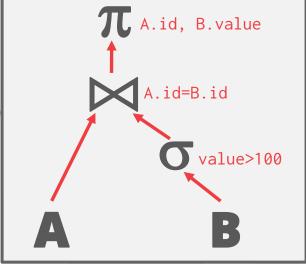




```
out = { }
             for t in child.Output():
               out.add(projection(t))
           out = { }
           for t<sub>1</sub> in left.Output():
             buildHashTable(t<sub>1</sub>)
           for t₂ in right.Output(): ◄
             if probe(t_2): out.add(t_1 \bowtie t_2)
                            out = { }
                            for t in child.Output():
                              if evalPred(t): out.add(t)
                                   out = { }
out = { }
for t in A:
                                   for t in B:
  out.add(t)
                                     out.add(t)
```



```
for t in child.Output():
                out.add(projection(t))
           out = { }
           for t<sub>1</sub> in left.Output():
              buildHashTable(t<sub>1</sub>)
            for t<sub>2</sub> in right.Output():
              if probe(t_2): out.add(t_1 \bowtie t_2)
                             out = { }
                             for t in child.Output():
                                if evalPred(t): out.add(t)
out = { }
                                    out = { }
for t in A:
                                    for t in B:
  out.add(t)
                                      out.add(t)
```



Better for OLTP workloads because queries typically only access a small number of tuples at a time.

→ Lower execution / coordination overhead.

Not good for OLAP queries with large intermediate results.







Like Iterator Model, each operator implements a **next** function.

Each operator emits a **batch** of tuples instead of a single tuple.

- → The operator's internal loop processes multiple tuples at a time.
- → The size of the batch can vary based on hardware or query properties.



```
out = { }
              for t in child.Output():
                 out.add(projection(t))
                 1f | out | >n: emit(out)
           out = { }
          for t<sub>1</sub> in left.Output():
             buildHashTable(t<sub>1</sub>)
           for t<sub>2</sub> in right.Output():
             if probe(t_2): out.add(t_1 \bowtie t_2)
             if |out|>n: emit(out)
                            out = { }
                            for t in child.Output():
                              if evalPred(t): out.add(t)
                              if |out|>n: emit(out)
out = { }
                                 out = { }
for t in A:
                                 for t in B:
  out.add(t)
                                   out.add(t)
  if |out|>n: emit(out)
                                   if |out|>n: emit(out)
```

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DATABASE GROUP

```
A.id, B.value

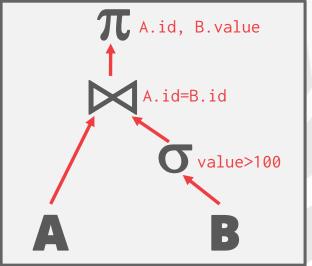
A.id=B.id

Value>100
```

```
out = { }
    for t in child.Output():
      out.add(projection(t))
      if |out|>n: emit(out)
out = { }
for t<sub>1</sub> in left.Output():
   buildHashTable(t<sub>1</sub>)
for t<sub>2</sub> in right.Output():
   if probe(t_2): out.add(t_1 \bowtie t_2)
   if |out|>n: emit(out)
                 out = { }
                                                  4
                 for t in child.Output():
                    if evalPred(t): out.add(t)
                    if |out|>n: emit(out)
```

out = { } for t in A: out.add(t) if |out|>n: emit(out) CARNEGIE M DATABASE GROUP

```
out = { }
for t in B:
  out.add(t)
  if |out|>n: emit(out)
```



Ideal for OLAP queries

- → Greatly reduces the number of invocations per operator.
- → Allows for operators to use vectorized (SIMD) instructions to process batches of tuples.















PROCESSING MODELS SUMMARY

Iterator / Volcano

- → Direction: Top-Down
- → Emits: Single Tuple
- → Target: General Purpose

Vectorized

- → Direction: Top-Down
- → Emits: Tuple Batch
- → Target: OLAP

Materialization

- → Direction: Bottom-Up
- → Emits: Entire Tuple Set
- → Target: OLTP



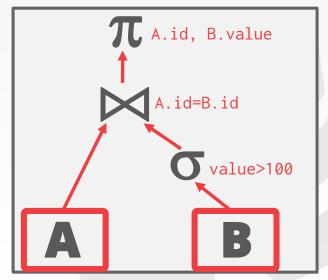
ACCESS METHODS

An <u>access method</u> is a way that the DBMS can access the data stored in a table.

→ Not defined in relational algebra.

Three basic approaches:

- → Sequential Scan
- → Index Scan
- → Multi-Index / "Bitmap" Scan





SEQUENTIAL SCAN

For each page in the table:

- → Retrieve it from the buffer pool.
- → Iterate over each tuple and check whether to include it.

The DBMS maintains an internal **cursor** that tracks the last page / slot it examined.

SEQUENTIAL SCAN: OPTIMIZATIONS

This is almost always the worst thing that the DBMS can do to execute a query.

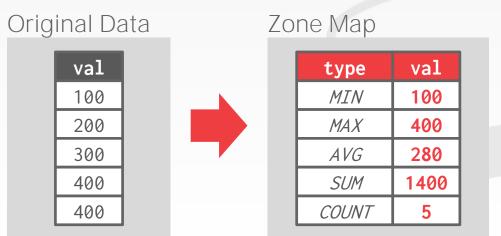
Sequential Scan Optimizations:

- → Prefetching
- → Parallelization
- → Buffer Pool Bypass
- → Zone Maps
- → Late Materialization
- → Heap Clustering



ZONE MAPS

Pre-computed aggregates for the attribute values in a page. DBMS checks the zone map first to decide whether it wants to access the page.





ZONE MAPS





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Pre-computed aggregates for the attribute values in a page. DBMS checks the zone map first to decide whether it wants to access the page.



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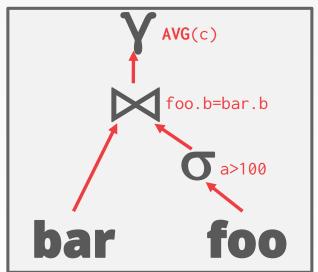


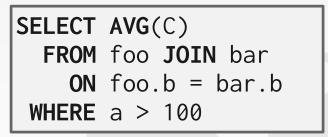
Zone Map

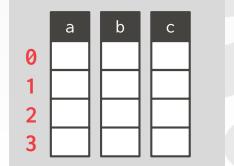
val	type
100	MIN
400	MAX
280	AVG
1400	SUM
5	COUNT

SELECT * FROM table
WHERE val > 600

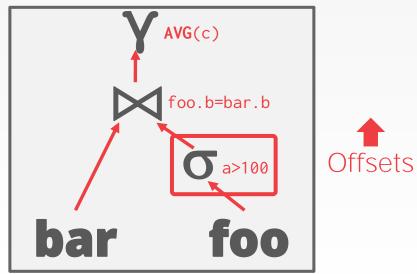


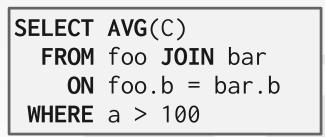


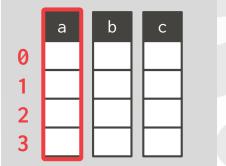




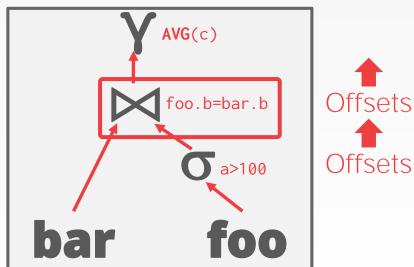


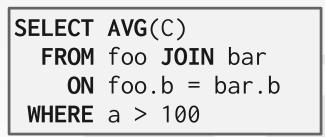


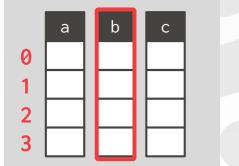




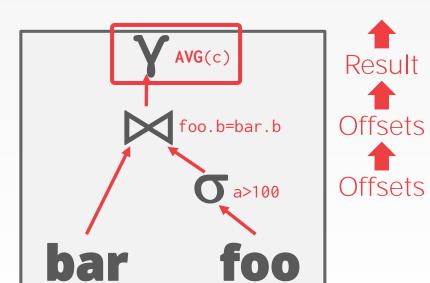


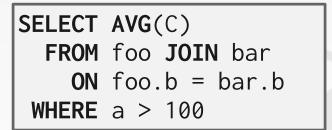


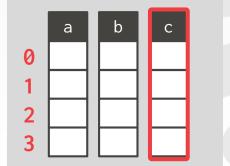










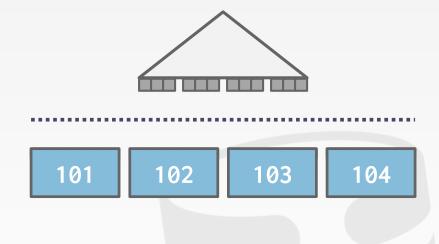




HEAP CLUSTERING

Tuples are sorted in the heap's pages using the order specified by a <u>clustering index</u>.

If the query accesses tuples using the clustering index's attributes, then the DBMS can jump directly to the pages that it needs.

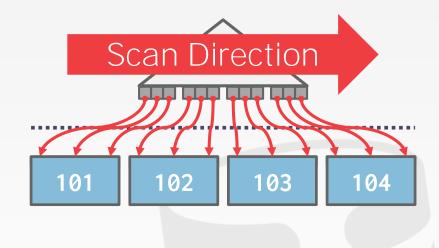




HEAP CLUSTERING

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INDEX SCAN

The DBMS picks an index to find the tuples that the query needs.

Lecture 17

Which index to use depends on:

- → What attributes the index contains
- → What attributes the query references
- → The attribute's value domains
- → Predicate composition
- → Whether the index has unique or non-unique keys



INDEX SCAN

Suppose that we a single table with 100 tuples and two indexes:

 \rightarrow Index #1: age

→ Index #2: dept

SELECT * FROM students
WHERE age < 30
AND dept = 'CS'
AND country = 'US'</pre>



INDEX SCAN

Suppose that we a single table with 100 tuples and two indexes:

 \rightarrow Index #1: age

→ Index #2: dept

Scenario #1

There are 99 people under the age of 30 but only 2 people in the CS department.

SELECT * FROM students WHERE age < 30 AND dept = 'CS' AND country = 'US'</pre>

Scenario #2

There are 99 people in the CS department but only 2 people under the age of 30.



If there are multiple indexes that the DBMS can use for a query:

- → Compute sets of record ids using each matching index.
- → Combine these sets based on the query's predicates (union vs. intersect).
- → Retrieve the records and apply any remaining terms.

Postgres calls this **Bitmap Scan**

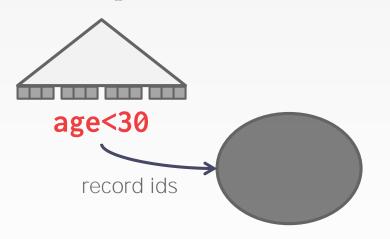


With an index on age and an index on dept,

- → We can retrieve the record ids satisfying age<30 using the first,</p>
- → Then retrieve the record ids satisfying dept='CS' using the second,
- → Take their intersection
- → Retrieve records and check **country='US'**.

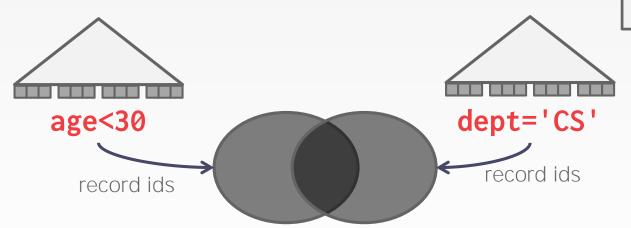


Set intersection can be done with bitmaps, hash tables, or Bloom filters.



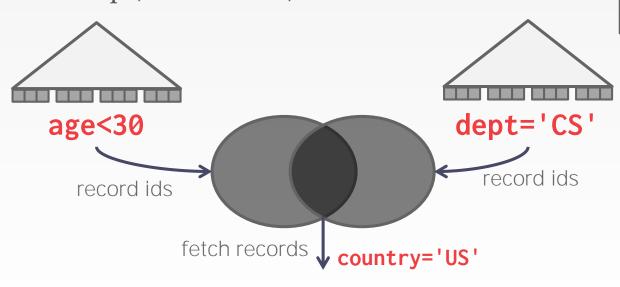


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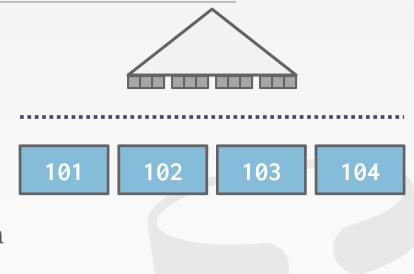


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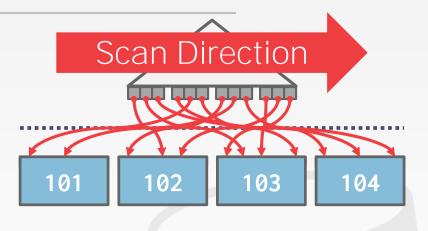


Retrieving tuples in the order that appear in an unclustered index is inefficient.



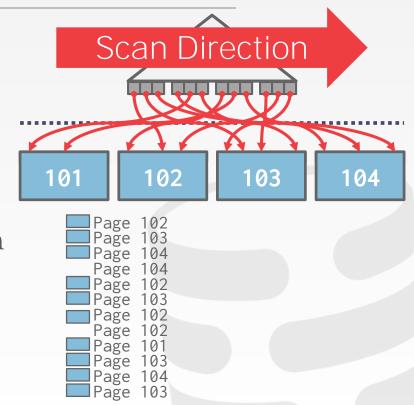


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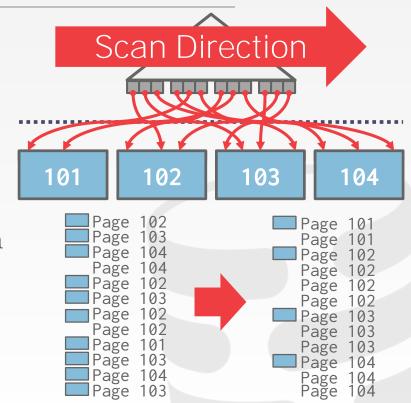


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Attribute(A.id)

The DBMS represents a WHERE clause as an <u>expression tree</u>.

The nodes in the tree represent different expression types:

- \rightarrow Comparisons (=, <, >, !=)
- → Conjunction (AND), Disjunction (OR)
- → Arithmetic Operators (+, -, *, /, %)
- → Constant Values
- → Tuple Attribute References

SELECT A.id, B.value
FROM A, B
WHERE A.id = B.id
AND B.val > 100

