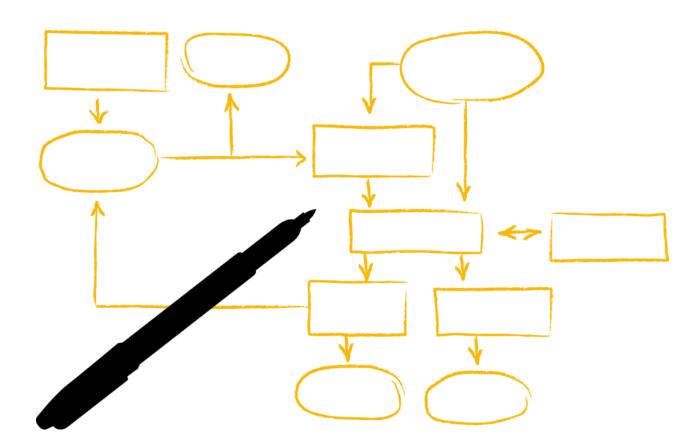
LLVM in an in-memory database server

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Agenda

- What are the challenges when working in an in-memory database?
- What are we doing with LLVM?
- How to meet the in-memory challenges with LLVM?

What are the challenges for an in memory-database?

Never crash

- Survive out-of-memory
- Prevent stack overflow
- Long running operations must be interruptible

Massive parallelization

- Thread-safe programming
- Avoid locks

SQL Semantics

- Arithmetic operations need overflow checks
- Operands can have value NULL (NULL means undefined not '0')

JIT Compile time

What are we doing with LLVM?

We are using LLVM as compiler backend for

- Stored procedures
 - For operations that are hard to express in SQL
- Query plans
 - Generate a program to execute the query
 - Compile the program on-the-fly
 - More on query plan execution with LLVM: http://www.vldb.org/pvldb/vol4/p539-neumann.pdf

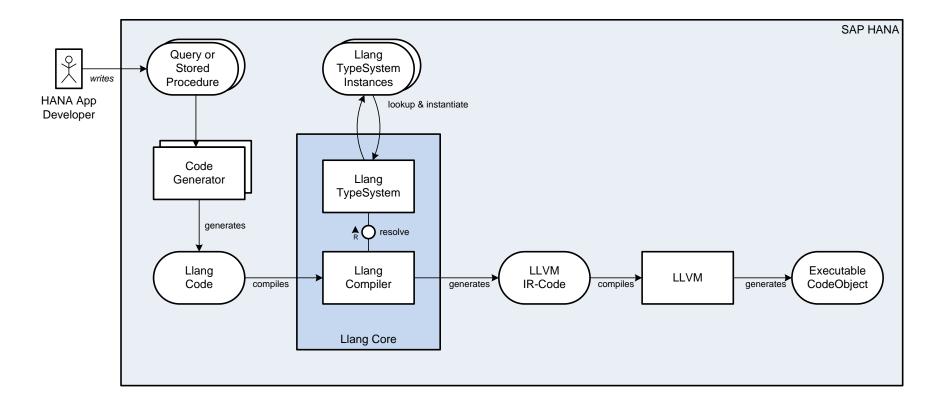
To simplify creation of LLVM-IR we use our own intermediate language "Llang"

Sample Llang code and resulting LLVM-IR

```
// Llang Code
Int32 add(Int32 lhs, Int32 rhs) {
  return lhs + rhs;
; LLVM IR
; physical return is used to signal an exception
; logical return is first parameter of the function
; implicit parameter ctxt containing runtime environment
define i64 @add(i32* %Result, {i1*}* % ctxt, i32 %lhs, i32 %rhs) {
add first:
  ; arithmetic requires an overflow check
  %0 = call {i32,i1} @llvm.sadd.with.overflow.i32(i32 %lhs, i32 %rhs)
  %value.i = extractvalue {i32,i1} %0, 0
 %errorBit.i = extractvalue {i32,i1} %0, 1
 %extErrBit.i = zext i1 %errorBit.i to i64
  store i32 %value.i, i32* %Result, align 4
 br i1 %errorBit.i, label %add rcc unwind top, label %add return
```

Sample Llang code and resulting LLVM-IR

Architecture of Llang-LLVM-Compiler



Our history using LLVM

2008	Start developing an in-memory database by HPI+SAP with column based data layout
2010	First integration of LLVM using LLVM 2.7
2010	First productive delivery of SAP HANA
2013	Upgrade to LLVM 3.1 and mcjit
2014	Upgrade to LLVM 3.3
2016	Upgrade to LLVM 3.7

Overall experience with LLVM

We are happy to use LLVM due to

- Excellent quality
- No functional regressions when switching to a new release
- Easy to use API
- Supportability
 Traces, debugger integration, profiler integration

How to meet the in-memory challenges with LLVM?

Never crash

- Survive out-of-memory
- Prevent stack overflow
- Long running operations must be interruptible

Massive parallelization

- Thread-safe programming
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SQL Semantics

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Compile time

Long running operations must be interruptible

Add check for the transaction abort flag to each loop condition

```
while_head:
    ; regular loop condition
    %value_14_c9 = load i1, i1* %cond_13
    %1 = icmp ne i1 %value_14_c9, false
    ; abort flag
    %2 = load volatile i1, i1* %doAbort
    %doContinue = xor i1 %2, true
    ; check loop condition and abort flag
    %enterLoop = and i1 %1, %doContinue
    br i1 %enterLoop, label %14_while_body, label %14_while_exit
```

Drawback: Many optimizer passes don't like the volatile load

Survive out-of-memory

Follow rules for exception safe programming:

- Resource allocation is initialization (Wikipedia)
- Use members to store allocated objects or unique_ptr/shared_ptr
- For each member: document if you own it
- Destructors have to be no throw

Testing out-of-memory

Overload operator new and make it systematically fail at the n-th allocation:

```
void* operator new(size_t size) {
   static allocCounter = 0;
   allocCounter++;
   if (allocCounter < failingAllocCounter) {
        // regular allocation
        return std::malloc(size);
   } else {
        // fail when failingAllocCounter has been reached
        throw std::bad_alloc();
   }
}</pre>
```

What you find when testing out-of-memory

Who can read a member of an object that has been set in the destructor?

What you find when testing out-of-memory

What can go wrong if the destructor communicates with operator delete?

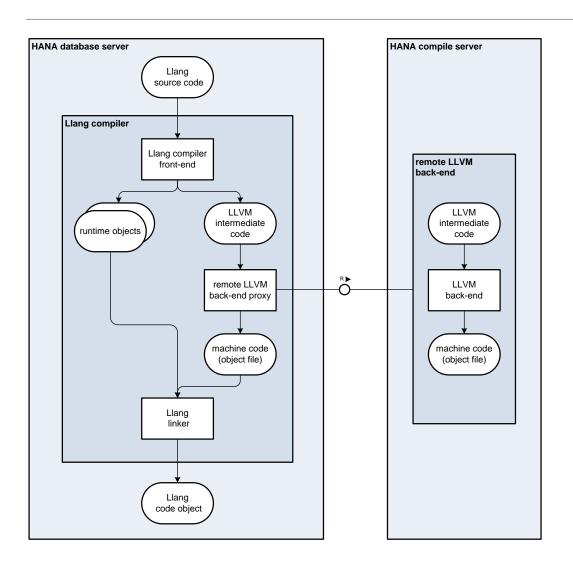
What you find when testing out-of-memory

Destructor is not called if the constructor exits with an exception

Conclusion:

- Unwinding is only done for steps that have been completed successfully
- Work symmetric (operator new/operator delete, constructor/destructor)

Surviving out-of-memory while using LLVM



Our approach:

- Fix the frontend part (creation of LLVM-IR)
- Move the backend part (optimization and machine codegen) to a separate process
- Link the resulting machine code into the database process
- Abort and restart the backend in case of outof-memory

Compile Performance

Query Processing Time = Query Preparation Time + Query Execution Time Compile Time matters!

Compile Performance – Large functions

Challenges

- Optimization and register allocation are complex algorithms.
- Code generated by code generators tends to contain large functions.
- This can lead to exploding compile times (up to hours).
- We tried to speed up register allocator without success.

Our solution:

Split large functions automatically into smaller LLVM functions

Sample function splitting

```
// original function
Int32 calc(Int32 op0, Int32 op1, Int32 op2, Int32 op3, Int32 op4) {
  Int32 result = op0;
 result = result + op1;
  result = result - op2;
  result = result * op3;
 result = result / op4;
  return result;
// function after splitting
Int32 calc(Int32 op0, Int32 op1, Int32 op2, Int32 op3, Int32 op4) {
  Int32 result = op0;
  calc 0(op1, op2, result);
 calc 1(op3, op4, result);
 return result;
```

Compile Performance – Small functions

Example Query Execution:

SELECT amount * 1.19 FROM sales;

Classic approach:

- select amount for all rows from sales
- use an expression interpreter to evaluate amount * 1.19

Code generation approach:

- create a program that selects the amount values and does the calculation
- compile the program
- execute the program

In order to beat the classic approach the savings by faster execution have to be larger than the additional compile costs.

Compile vs Interpret

	Compile	Interpret
Prepare	1 ms + 1 ms * LOC	250 μs + 20 μs * LOC
Execute	1 μs + 1 ns * LOC	2.5 μs + 150 ns * LOC

Currently our compiler approach beats the evaluator approach only if the number of iterations is >5,000

The faster the compile time the more often we can benefit from the compilation

Compile Performance – Small functions

Our tries to reduce compile time for small functions:

- reduce optimization passes
 keep fast optimization passes
 keep optimization passes that reduce effort for machine code generation
 remove loop optimization passes
- Use fast instruction selector didn't improve compile time in most cases

Is there a way to get a fast machine code generation when you are willing to sacrifice execution performance?



Thank you

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Interested in working on compiler technology at SAP?
http://www.sap.com/germany/careers-thecore
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