

# COL362/632 Introduction to Database Management Systems

## Query Processing - Processing Models

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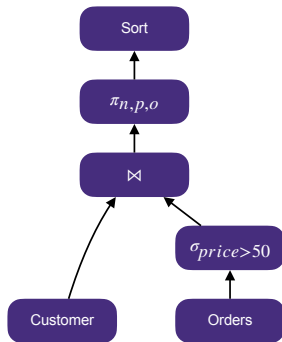
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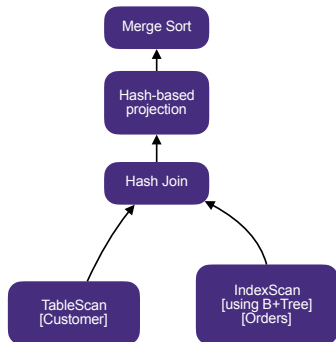
# Query Processing (Overview)

- ▶ SQL : What?
- ▶ Physical plan: How?
- ▶ Query processing and optimization “compiles” a logical plan in to a physical plan

```
SELECT c.name, o.price, o.order_date  
FROM customer c, orders o  
WHERE c.customer_id = o.customer_id  
AND o.price > 50  
ORDER BY o.order_date DESC;
```



Logical Plan



Physical Plan

# Outline

1 Materialization Model

2 Volcano Model

# Processing Models

## 1. Materialization model

- Evaluate one operation at a time, and **materialize** intermediate output

## 2. Vocano model

– also known as pipelining model or iterator model

- Evaluate multiple operations in parallel in a **pipeline**

# Outline

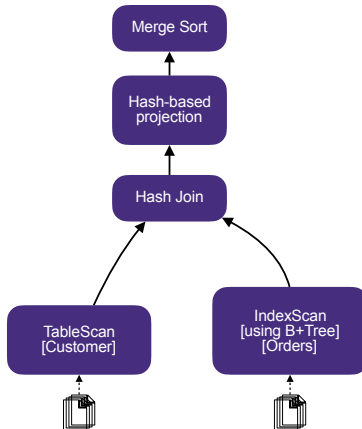
1 Materialization Model

2 Volcano Model

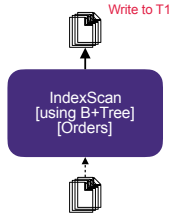
# Materialization Model

- ▶ Tuples generated by an operator are written to disk in intermediate table
- ▶ Has no direct benefit!
- ▶ But, necessary
  - For certain operator implementations
  - When there is not enough memory

# Materialization Model (Example)

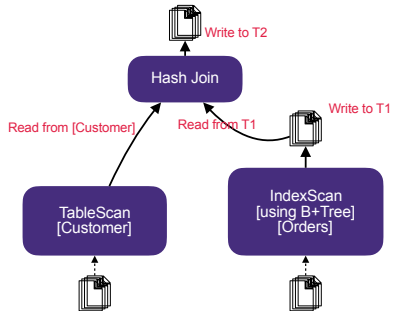


# Materialization Model (Example)

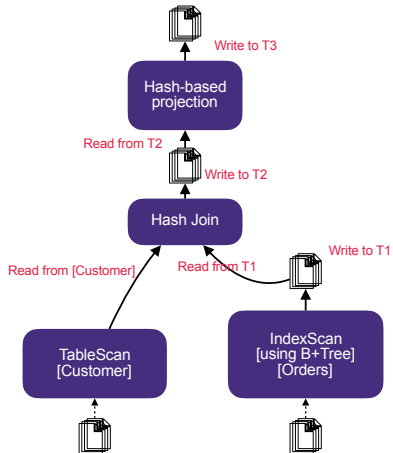




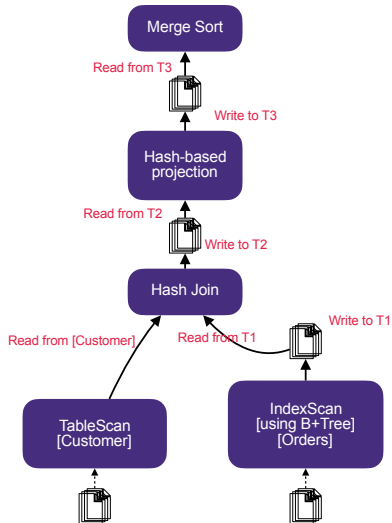
# Materialization Model (Example)



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# Iterator Interface

- ▶ Analogous to constructors and destructors
- ▶ Each operator implements the three functions
- ▶ Iterator maintains the state of its execution

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## **open()**

- ▶ Initialize the operator state
- ▶ sets parameters (such as selection condition)

## **next()**

- ▶ Performs processing and produces an output tuple
  - each invocation, operator returns either a single tuple or EOF
- ▶ Operator invokes the next function recursively on its inputs

## **close()**

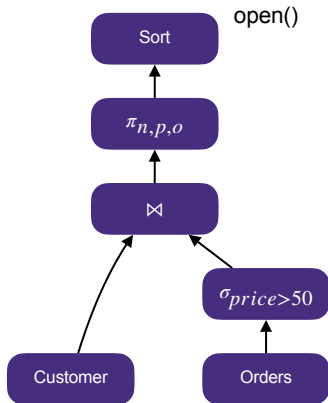
- ▶ Clean up

# Selection Operator (Java Example)

```
interface Operator<T>{  
    void open();  
    T next();  
    void close();  
}
```

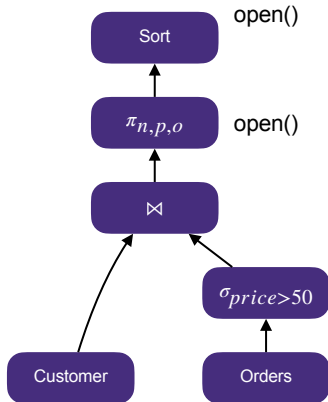
```
class Selection implements Operator<Row>{  
    private Operator<Row> input;  
    private Predicate<Row> predicate;  
    public Selection(Operator<Row> input, Predicate<Row> predicate)  
    {  
        this.input = input;  
        this.predicate = predicate;  
    }  
  
    public void open() {  
        input.open();  
    }  
  
    public Row next() {  
        for (Row row = input.next; row!=null; row=row.next()) {  
            if (predicate.check(row)) {  
                return row;  
            }  
        }  
        return null;  
    }  
  
    public void close() {  
        input.close();  
    }  
}
```

# Pipeline Execution (Illustration)

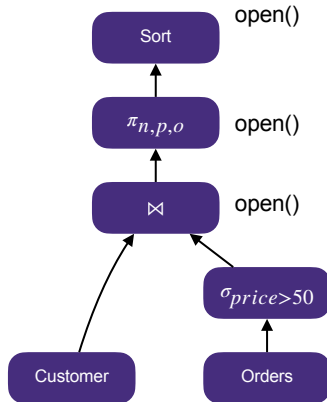




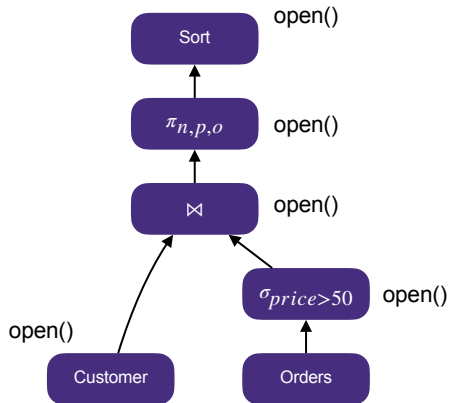
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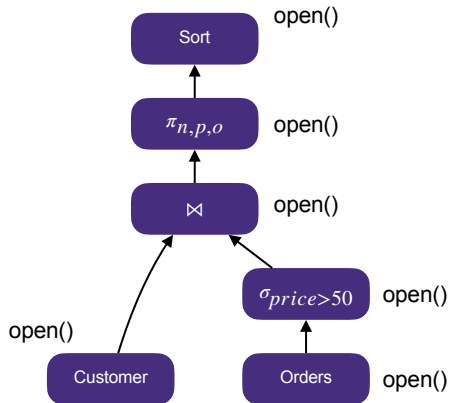
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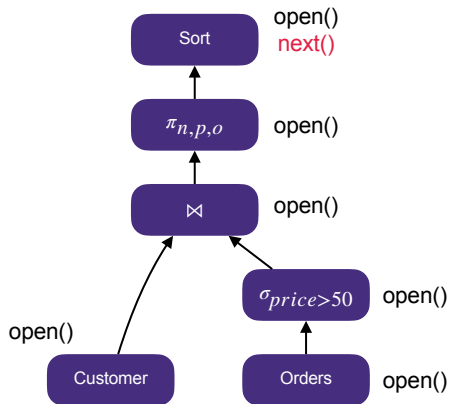
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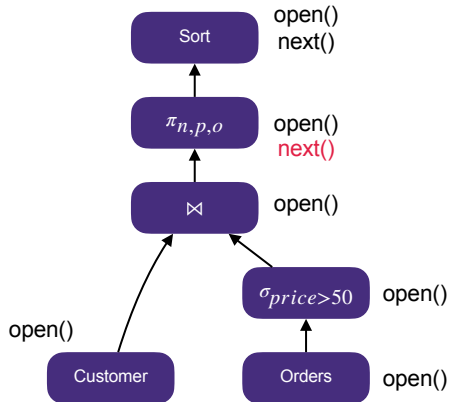
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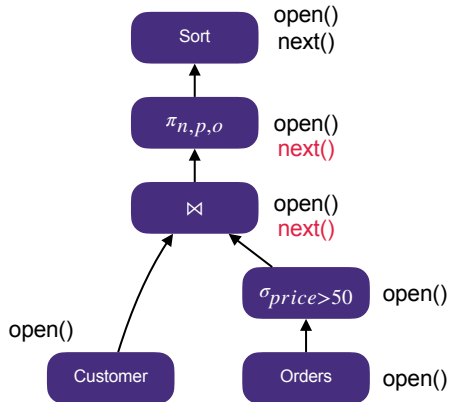
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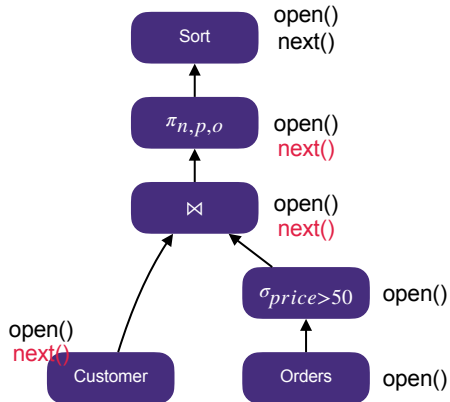
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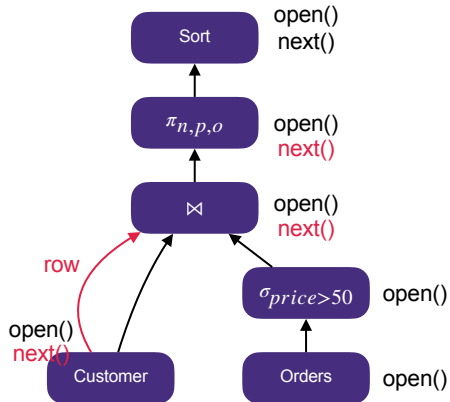


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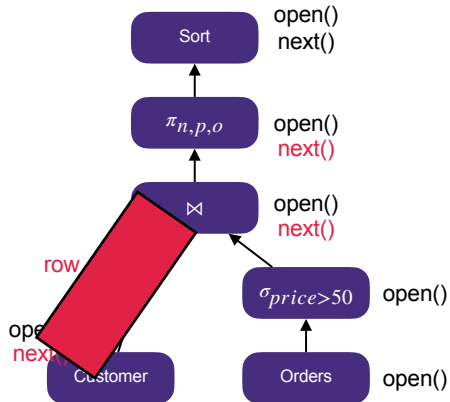




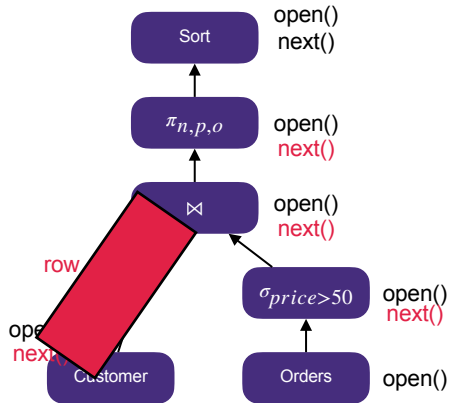
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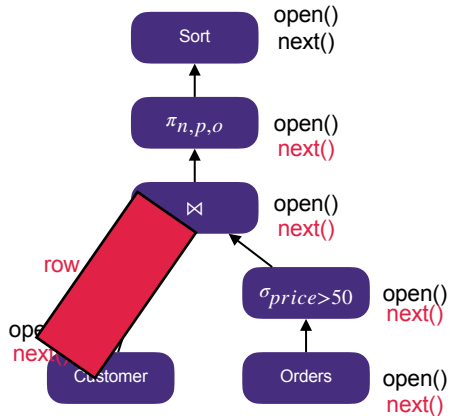
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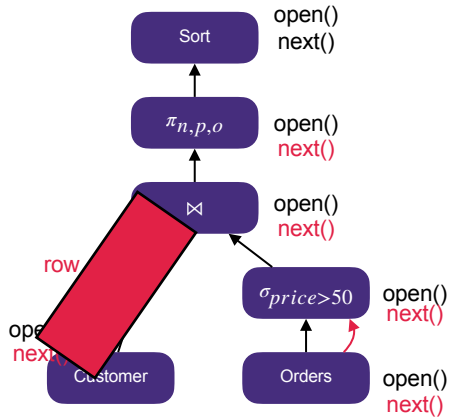
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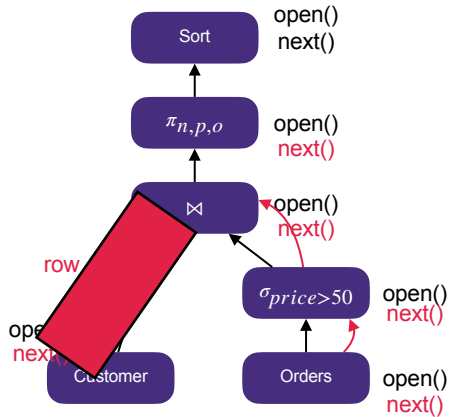
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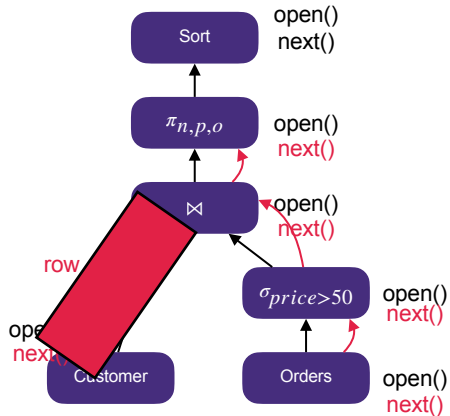
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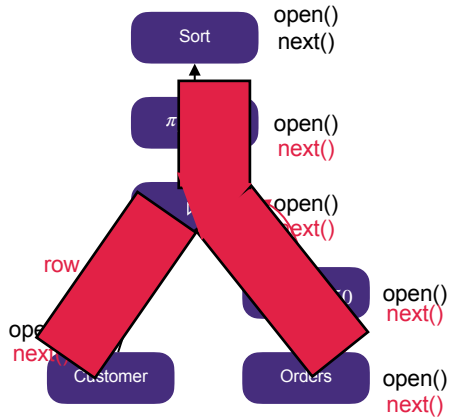
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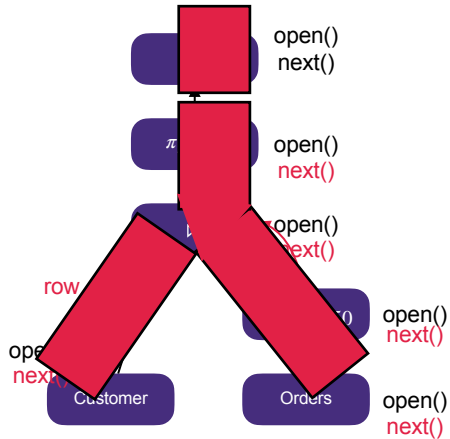


# Pipeline Execution (Illustration)





# Pipeline Execution (Illustration)



# Pipelined Execution

- ▶ Tuples generated by an operator are immediately sent to the parent
- ▶ Benefits
  - No operator synchronization issues
  - Saves cost of writing intermediate data to disk
  - Saves cost of reading intermediate data from disk
- ▶ This approach is used whenever possible

## Each operator

- ▶ Pre-allocates heap space for tuples
  - Pointers to base data in buffer pool or new tuples in the heap
- ▶ Allocates memory for its internal states
  - Either on heap or buffer pool (depends on system)
- ▶ DBMS may limit how much memory each operator, or each query can use