Designing an Index for ZooDB

Jonas Nick & Bogdan Vancea

June 1, 2014

Outline

- 1 Introduction
- 2 Goals & Challenges
- 3 The new Index Implementation
- 4 Benchmarks



- an open source object database written in Java
- JDO standard compliant
- 4 times faster than competitor db4o
- zoodb.org

Key-Value data structure

- 1. **fast** retrieval
- 2. ordered iteration
- 3. stored in a file

Key-Value data structure

- 1. **fast** retrieval
- 2. **ordered** iteration
- 3. stored in a **file**

```
ZooJdoHelper.createIndex(pm, Person.class, "name",
false);
```

Key-Value data structure

- 1. **fast** retrieval
- 2. ordered iteration
- 3. stored in a file

```
ZooJdoHelper.createIndex(pm, Person.class, "name",
false);
```

```
Attribute Index Value \rightarrow Object-ID
```

Key-Value data structure

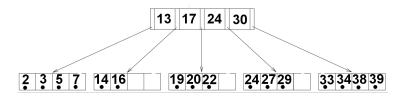
- 1. **fast** retrieval
- 2. ordered iteration
- 3. stored in a file

ZooJdoHelper.createIndex(pm, Person.class, "name",
false);

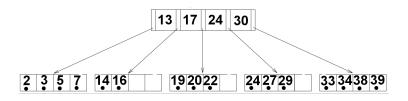
 $\begin{array}{l} \mathsf{Attribute} \; \mathsf{Index} \\ \mathsf{Value} \to \mathsf{Object}\text{-}\mathsf{ID} \end{array}$

ObjectID Index $OID \rightarrow Diskpos$

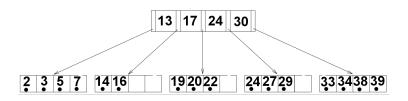
Free Space Index Page-ID \rightarrow TxID



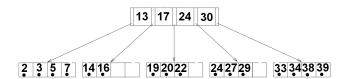
 Inner node contains keys and children pointer, leaf contains keys and values.



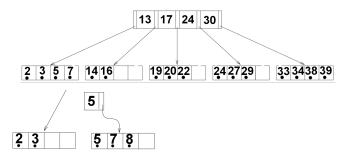
- Inner node contains keys and children pointer, leaf contains keys and values.
- Node fills one disk page.



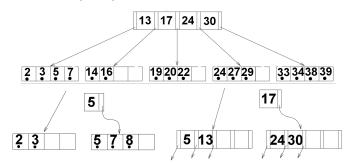
- Inner node contains keys and children pointer, leaf contains keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.



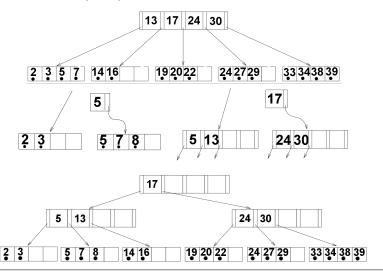
Example: insert (8, v)



Example: insert (8, v)

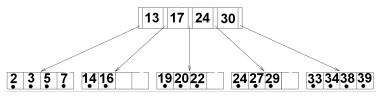


Example: insert (8, v)

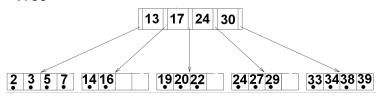


Images adapted from Database Management Systems by Ramakrishnan and Gehrke.

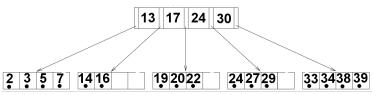




- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.



- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.
- Rebalancing
 - on insert: split
 - on delete: redistribute or merge



- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.
- Rebalancing
 - on insert: split
 - on delete: redistribute or merge
- Insert, remove, search are logarithmic.

Images adapted from Database Management Systems by Ramakrishnan and Gehrke.

• faster B+ tree index

- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)

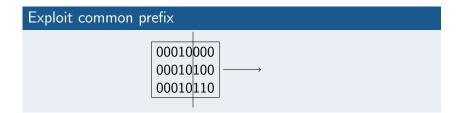
- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators

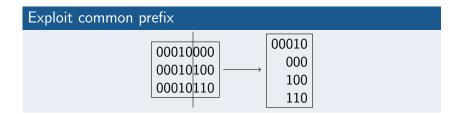
- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators
- buffer manager to allow caching
 - fetches pages

- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators
- buffer manager to allow caching
 - fetches pages
- prefix sharing

Exploit common prefix

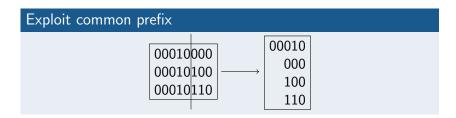
00010000 00010100 00010110



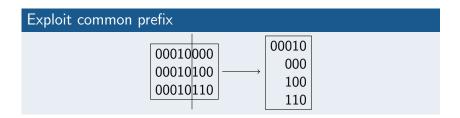


Exploit common prefix 00010 00010000 000 00010100 100 00010110 110

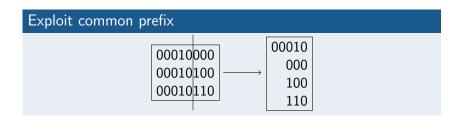
• variable number of key-value entries per node



- variable number of key-value entries per node
- prefix determines
 - if can be split without underflow



- variable number of key-value entries per node
- prefix determines
 - if can be split without underflow
 - if can be merged without overflow



- variable number of key-value entries per node
- prefix determines
 - if can be split without underflow
 - if can be merged without overflow
 - the number redistributions

• runtime dominated by disk access

• runtime dominated by disk access

Goals & Challenges

• prefer fewer nodes

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.
- Textbook algorithms need to be adapted.

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.
- Textbook algorithms need to be adapted.
 - 1. not optimized for practical scenarios

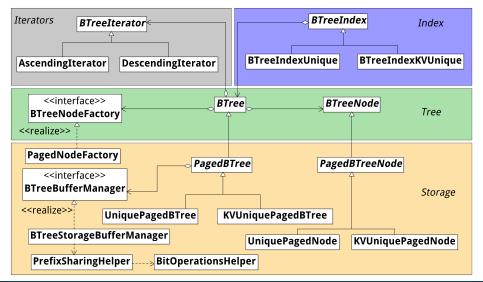
Challenges

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.
- Textbook algorithms need to be adapted.
 - 1. not optimized for practical scenarios
 - 2. do not cover duplicates nor prefix sharing

Challenges

- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.
- Textbook algorithms need to be adapted.
 - 1. not optimized for practical scenarios
 - 2. do not cover duplicates nor prefix sharing
- low-level implementation optimizations

Index Implementation



• Search - similar to normal B+ Tree

- Search similar to normal B+ Tree
- Insert overflow
 - 1. redistribute left?
 - 2. split

- Search similar to normal B+ Tree
- Insert overflow
 - 1. redistribute left?
 - 2. split
- Delete underflow
 - 1. merge with left/right?
 - 2. split between left and right?
 - 3. redistribute left/right

- Search similar to normal B+ Tree
- Insert overflow
 - 1. redistribute left?
 - split
- Delete underflow
 - 1. merge with left/right?
 - 2. split between left and right?
 - 3. redistribute left/right
- Write
 - only write dirty nodes
 - prefix encoding

- Search similar to normal B+ Tree
- Insert overflow
 - 1. redistribute left?
 - split
- Delete underflow
 - 1. merge with left/right?
 - 2. split between left and right?
 - 3. redistribute left/right
- Write
 - only write dirty nodes
 - · prefix encoding
- insert/delete more constly, exactly how much?

Microbenchmarks

• full in-memory, index only tests

Duration

| Operation | No Prefix sharing | Prefix sharing |
|-----------|-------------------|----------------|
| Search | 1 | 0.9 - 1.1 |
| Insert | 1 | 1.6 - 2.8 |
| Delete | 1 | 1.45 - 2.9 |

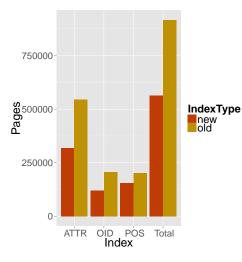
Size of B+ tree

| Operation | No Prefix sharing | Prefix sharing |
|-----------|-------------------|----------------|
| Insert | 1 | 0.5 - 1.1 |
| Delete | 1 | 0.5 - 0.75 |

StackOverflow Data Import

- real-world workload
- StackOverflow data
 - 1.3 million users
 - 10.3 million posts
 - 13 million comments
 - 25 million votes
- 3 key unique attribute indexes
- 9 key-value unique indexes

StackOverflow Import - Index Sizes

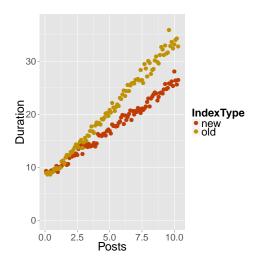


• page size: 4KB

• database size: 31 GB

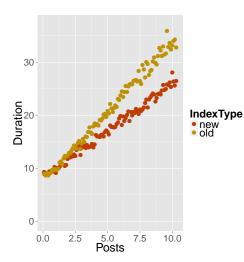
| Index | Space saving (%) |
|-----------|------------------|
| Atrribute | 41.6 |
| OID | 41.5 |
| POS | 23.1 |
| Total | 38.5 |

StackOverflow Import - Commit times



- import with new index 25% faster
- why?

StackOverflow Import - Commit times



- import with new index 25% faster
- why?
- more entries in a node
 → fewer dirty nodes
- data locality

- prefix sharing: trade-off between speed and space
- works well in practice
- microbenchmarks
- implementation complexity.

Q&A

- Thank you for your attention!
- Questions ?