Designing an Index for ZooDB

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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

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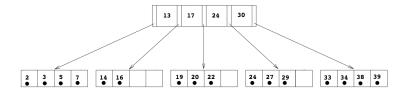
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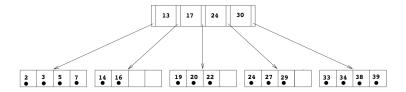
Attribute Index Value \rightarrow Object-ID

ObjectID Index $OID \rightarrow Diskpos$

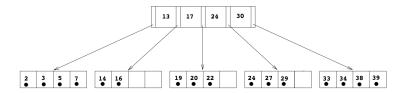
Free Space Index Page-ID \rightarrow TxID



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

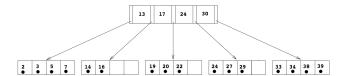


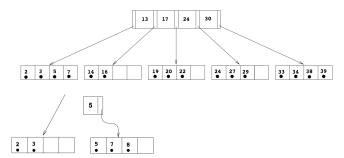
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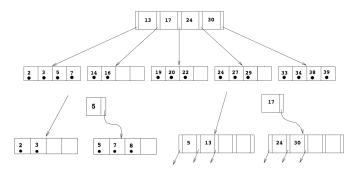


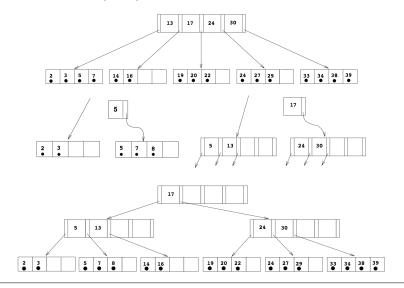
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Example: insert (8, v)

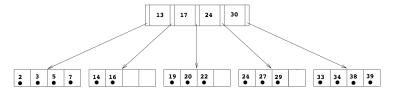




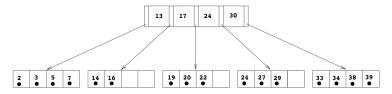




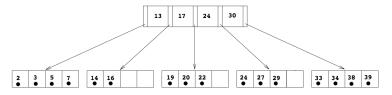
Images adapted from Database Management Systems by Ramakrishnan and Gehrke.



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- Insert, remove, search are logarithmic.

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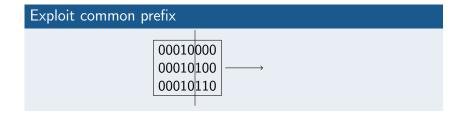
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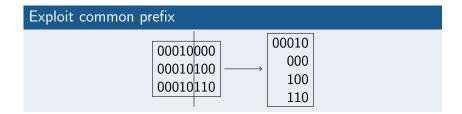
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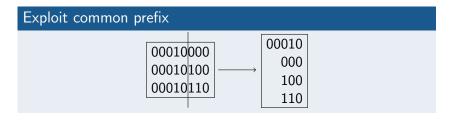
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Exploit common prefix

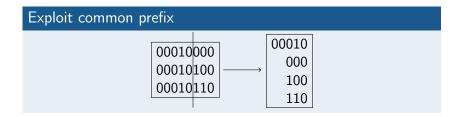
00010000 00010100 00010110



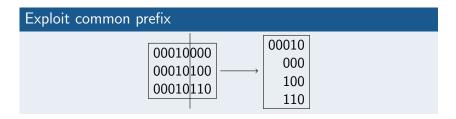




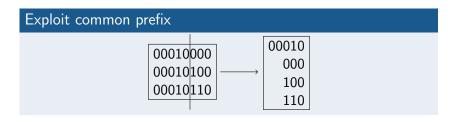
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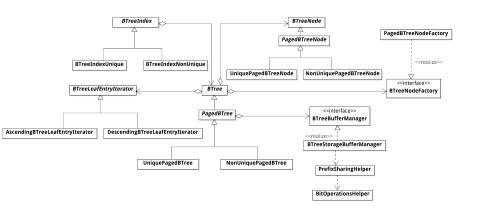
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- low-level implementation optimizations

Index Implementation



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- Write
 - only write dirty nodes
 - prefix encoding

Microbenchmarks

Duration

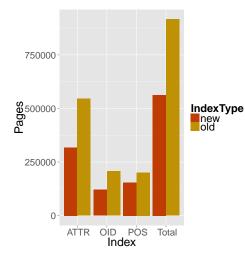
Operation	Baseline (No prefix sharing)	Prefix sharing
Search	1	0.9 - 1.1
Insert	1	1.6 - 2.8
Delete	1	1.45 - 2.9

Size of B+ tree

Operation	Baseline (No prefix sharing)	Prefix sharing
Insert	1	0.5 - 1.1
Delete	1	0.5 - 0.75

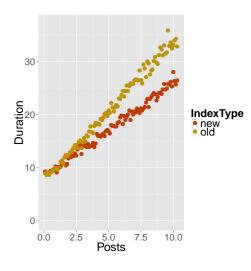
StackOverflow Data Import

- ► Real-world workload consisting of importing StackOverflow data: users, posts, comments and votes
- ▶ 3 key unique attribute indexes and 9 key-value unique indexes



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

StackOverflow Import - Commit times



- predominantly searches
- ▶ more entries in a node→ fewer dirty nodes
- data locality

Q&A

- ▶ Thank you for your attention!
- ▶ Questions ?