Designing an Index for ZooDB

Jonas Nick & Bogdan Vancea

May 30, 2014

Outline

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

ZooDB

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

Key-Value data structure for fast retrieval and ordered iteration of entries stored in a file.

Key-Value data structure for fast retrieval and ordered iteration of entries stored in a file.

Example:

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

Key-Value data structure for fast retrieval and ordered iteration of entries stored in a file.

Example:

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

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

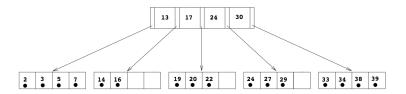
Key-Value data structure for fast retrieval and ordered iteration of entries stored in a file.

Example:

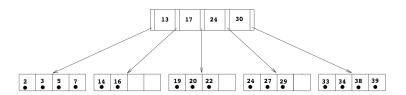
ZooJdoHelper.createIndex(pm, Person.class, "name", false);

> Attribute Index $Value \rightarrow Object-ID$

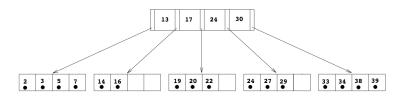
ObjectID Index $\mathsf{OID} \to \mathsf{Diskpos}$ Free Space Index $\mathsf{Page}\text{-}\mathsf{ID}\to\mathsf{TxID}$



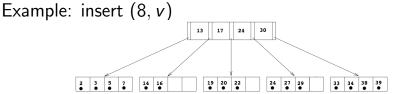
• Inner node contains keys and children pointer, leaf contain keys and values.



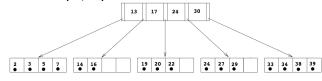
- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.

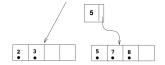


- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.

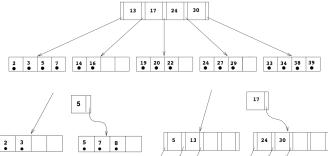


Example: insert (8, v)

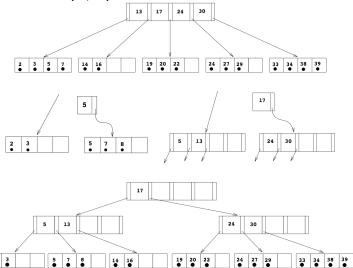


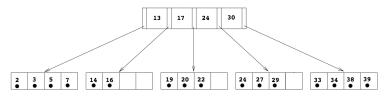


Example: insert (8, v)

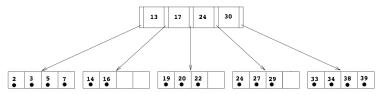


Example: insert (8, v)

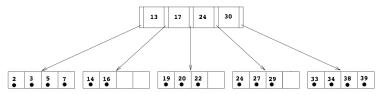




- Inner node contains keys and children pointer, leaf contain keys and values.
- Node fills one disk page.
- Node has maximum and minimum number of entries.



- 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.

• faster B+ tree index

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

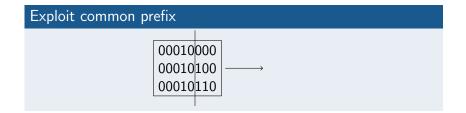
- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators

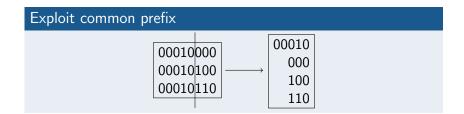
- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators
- buffer manager to allow caching
 - fetches pages

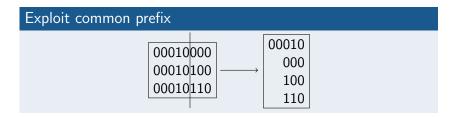
- faster B+ tree index
- key unique and key-value unique
 - Ex. insert (1,1), (1,2)
- range query iterators
- buffer manager to allow caching
 - fetches pages
- prefix sharing

Exploit common prefix

00010000 00010100 00010110







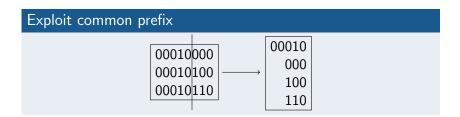
• variable number of key-value entries per node

Exploit common prefix $\begin{array}{c|c} \hline 00010000 \\ 00010100 \\ 00010110 \end{array}$ $\begin{array}{c} 00010 \\ 000 \\ 100 \\ 110 \end{array}$

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

Exploit common prefix $\begin{array}{c|c} \hline 00010000 \\ 00010100 \\ 00010110 \end{array}$ $\begin{array}{c} 00010 \\ 000 \\ 100 \\ 110 \end{array}$

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



- variable number of key-value entries per node
- prefix determines
 - if two nodes can be split without underflow
 - if two nodes can be merged without overflow
 - the number of entries that can be redistributed from one node to the other

• 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

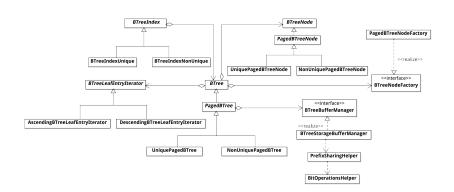
Challenges

- 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

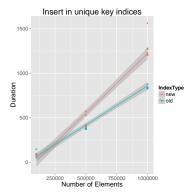
- runtime dominated by disk access
 - prefer fewer nodes
 - rarely modify nodes
- New features are costly.
- Textbook algorithms need to be adapted.
 - 1. not optimized for practical scenarios
 - 2. do not cover duplicates nor prefix sharing
- low-level implementation optimizations

Index Implementation

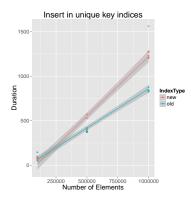


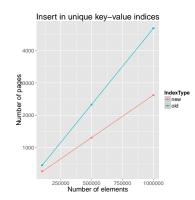
Operations

- Search Similar to normal B+ Tree
- Insert overflow
 - attempt to redistribute values to left sibling before creating a new node
- Delete underflow
 - check if possible to merge with left or right neighbour
 - check if possible to split current node between left and right
 - redistribute from left or right
- Write
 - · only write dirty nodes
 - prefix encoding

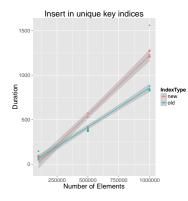


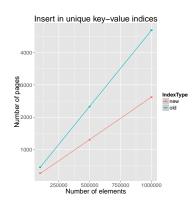
Microbenchmarks





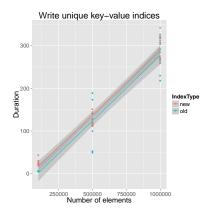
Microbenchmarks



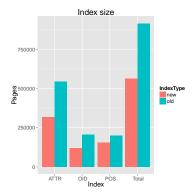


- in every microbenchmark the new index is significantly slower
- in most microbenchmarks there s a significantly lower number of nodes

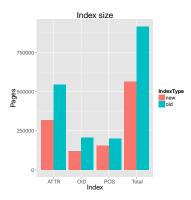
Microbenchmarks

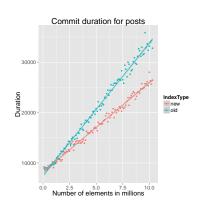


StackOverflow Import









•

• ..