## Designing an Index for ZooDB

Jonas Nick & Bogdan Vancea

May 29, 2014

### Outline

- 1 Introduction
- 2 The new Index Implementation
- 3 Benchmarks

### ZooDB

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

Key-Value datastructure that allows for ordered iteration.

Key-Value datastructure that allows for ordered iteration.

```
Example:
```

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

Key-Value datastructure that allows for ordered iteration.

```
Example:
```

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

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

Key-Value datastructure that allows for ordered iteration.

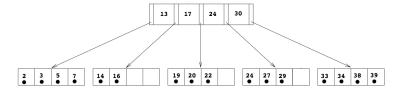
#### Example:

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

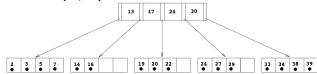
 $\begin{array}{c} \mathsf{Attribute} \\ \mathsf{Value} \to \mathsf{Object}\text{-}\mathsf{ID} \end{array}$ 

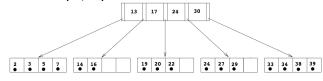
 $\begin{array}{c} \mathsf{FSM} \\ \mathsf{Page}\text{-}\mathsf{ID} \to \mathsf{TxID} \end{array}$ 

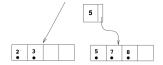
#### B+ Tree

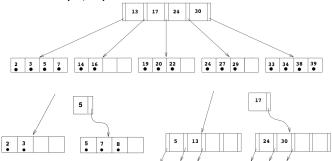


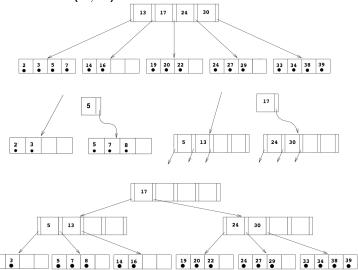
- node fills one disk page
- inner node contains keys and children pointer, leaves contain keys and values
- key unique vs. key-value unique











 $3908 \log + 2665 \log of test$ 

#### Goals

- fast B+ tree index
- buffer manager to allow caching
- prefix sharing

### Challenges - General

- edge cases
- runtime dominated by disk access
  - change nodes infrequently
  - fewer nodes is better
- only parent to child pointer
- determine best when its time to split/redistribute
- key unique vs. key-value unique
- buffer manager lookup takes time
- prefix-sharing encoding/decoding takes time
- prefix-sharing rebalancing takes time
- general optimizations
  - avoid polymorphism
  - bit-level operations

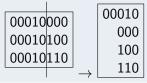
#### Exploit common prefix of keys in nodes

00010000 00010100 00010110

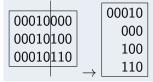
### Exploit common prefix of keys in nodes



#### Exploit common prefix of keys in nodes



### Exploit common prefix of keys in nodes

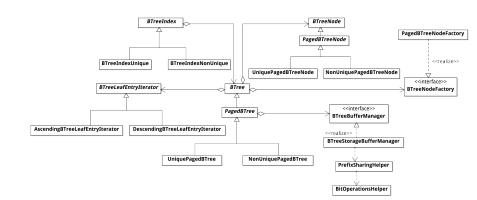


- variable number of key-value entries per page
- prefix determines
  - if 2 nodes can be merged without overflow
  - the number of entries that can be redistributed from one node to the other

#### Our B+ Tree

- 64 bit keys and 64 bit values
- key unique and key non-unique variants
- keys encoded based on common bit prefix

# Class Diagram



### 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

## Fine grained

- insert, remove, write
- duration, number of nodes
- prefix-sharing vs. no prefix-sharing

# Whole system

- test harness
- partial PolePosition benchmark
- StackOverflow

# Summary

• ...

## Outlook

• ...