AdaNexus: An Improved Nexus Algorithm

A PROJECT REPORT

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DEDICATED TO

 $My\ Parents\ \ \ Close\ People$

For those whom I have lost, wish you can see this

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Abstract

Declarative query processing in database systems often leads to sub-optimal performance due to wrong selectivity estimation from those encountered during actual execution. Plan Bouquets is a technique proposed to substitute selectivity estimation by selectivity discovery at run-time, to provide worst case performance guarantees. This is done by performing multiple partial executions for same query in an incremental fashion of cost budget from a bouquet which is compiled at very first stage.

This technique is suitable for OLAP queries as high overheads of optimizing most part of selectivity error space are amortized over multiple invocation of query in OLAP scenarios. Full space exploration overheads in the past are improved upon with NEXUS, is an algorithm, that only discovers points useful for bouquet compilation.

In this work, we proposed an adaptive version of NEXUS named AdaNEXUS, which utilizes geometrical properties of contours to be discovered for bouquet. This algorithm reduces overheads of compilations empirically keeping the worst case performance complexity same. Further, we provide upper bounds for maximum cost deviation possible during bouquet compilation due to use of either NEXUS or AdaNEXUS. Evaluation of proposed system is done on TPC-DS benchmark with different scales to test system. It is demonstrated that around an order of magnitude reduction is observed in compilation overheads when compared with NEXUS. Also, quality of plans discovered by AdaNEXUS is better than those discovered by NEXUS.

Contents

\mathbf{A}	ckno	wledgements	j
\mathbf{A}	bstra	act	i
\mathbf{C}	onter	nts	iii
Li	st of	Figures	v
Li	st of	Tables	vi
1	Intr	roduction	1
	1.1	Background	1
	1.2	Motivation	2
	1.3	Contributions	2
	1.4	Organization	2
2	Pla	n Bouquets	4
	2.1	Overview	4
	2.2	MSO_g due to Plan Bouquet	4
	2.3	Impact of Cost Deviation on MSO_g	6
3	Pro	blem Formulation	7
	3.1	Notations	7
	3.2	Assumptions	7
	3.3	Existing Compilation Strategies	7
	3.4	Overheads of existing methods	7
	3.5	Problem Statement	7

CONTENTS

4	Leveraging Contour Geometry	8
	4.1 How to Write a Thesis: An Introduction	. 8
5	Cost Deviation Bounds	9
	5.1 How to Write a Thesis: An Introduction	. 9
6	Experimental Evaluation	10
	6.1 How to Write a Thesis: An Introduction	. 10
7	Conclusion and Future Work	11
	7.1 Conclusion	. 11
	7.2 Future Work	. 11
Bi	ibliography	13

List of Figures

2.1	OCS and Plan	${\bf Trajectories}$	intersectio	n								 		5
2.2	Cost incurred (Oracular vs	Bouquet)									 		15

List of Tables

Introduction

SQL query processing is declarative in nature, user only specifies what needs to be done where, how it will be done is role of underlying system. There are a large number of execution strategies, each called a query plan. All these query plans will yield same results but have high variations in running times. Role of database optimizer is to select optimal (in terms of running cost) query plan. During choice of optimal query plan, database optimizer makes multiple cost based decision to compare different query plans. Cost for each physical operator in a query plan is a function of number of tuple, it processes, known as cardinality. Cardinality normalized in range of [0, 1] is known as selectivity throughout literature. Selectivity estimations of optimizer for identifying the optimal query plan are done using statistical models and metadata information about schema. Selectivity estimates are often sub-optimal which results in inflated query response time.

1.1 Background

There are multiple techniques proposed in literature to improve quality of selectivity estimates like better statistical models, on-the-fly re-optimization, etc., but none of them provides bounds on worst case performance guarantees.

An entirely different approach based on run-time selectivity discovery is proposed called *plan* bouquets, which for the first time, provides strong theoretical bounds on worst-case performance as compared to oracular optimal performance possible from all the available plan choices.

For each given query, predicates prone to selectivity error contribute as dimension in *Error*prone Selectivity Space(ESS). ESS is a multi-dimensional hyper-cube. The set of optimal plans over the entire range of selectivity values in ESS is called *Parametric Optimal Set of* Plans(POSP). POSP is generated by asking optimizer's chosen plans at various selectivity locations in ESS using selectivity injection module. Cost surface generated over entire ESS is called $Optimal\ Cost\ Surface(OCS)$. An $Iso\text{-}cost\ Surface(IC)$ is a collection of all points from OCS which have same cost of optimal plan at each of these locations cost.

1.2 Motivation

Compilation of plan bouquet is process of drawing iso-cost contours, which involves getting selectivity points and corresponding optimal plans at each point for any contour we are drawing. In experimental setting ESS is discretized at some resolution 'res' where let 'd' be the dimension of ESS. Number of optimizer calls in entire ESS can reach res^d . This number is exponential in number of dimensions and results in high overheads of bouquet compilation. NEXUS is an algorithm developed in past to avoid doing optimizer calls on entire ESS, it does so by making optimizer calls only on points lying on contours. Number of optimizer calls made by NEXUS to draw 'm' contours in worst case is twice of $m * res^{(d-1)}$, which is still exponential in nature.

When 'm' is sufficiently high and 'd' is also high, for keeping things computationally feasible a moderate choice of 'res' is made. When this is the case, contours drawn by NEXUS can suffer from cost deviation from ideal desired cost value which does affect worst case performance guarantees. So it is desired to keep total overhead feasible with acceptable contour cost deviations.

1.3 Contributions

In this work, we have devised algorithms to improve contour discovery for plan bouquet, which constitutes most in compilation overhead. We have con

- Speeding-up contour discovery: We proposed AdaNEXUS algorithm, which is an improvement over NEXUS, that utilizes geometric properties of iso-cost contours generally observed in practice. This algorithm is designed to reduce total overheads in terms of optimizer calls and also to keep low contour cost deviations then what is there with NEXUS algorithm.
- Contour cost deviation bounds: We provide upper bounds on contour cost deviation values for both NEXUS and AdaNEXYS, from which it will be clear that AdaNEXUS should be preferred over NEXUS.

1.4 Organization

Chapter 2 provides a brief detail on Plan Bouquets technique. Chapter 3 discusses existing bouquet compilation techniques. Chapter 4 is about leveraging geometric properties of OCS

and iso-cost contours to improve upon NEXUS and come up with AdaNEXUS algorithm. Worst case cost deviation bounds for both NEXUS and AdaNEXUS are given in Chapter 5. Experimental evaluation of our work is given in Chapter 6. At last, Chapter 7 discussed conclusion of our work and future work that can be done further.

Plan Bouquets

Basics of Plan Bouquets from cite1 are given in this chapter which is an approach for robust query processing.

2.1 Overview

Plan Bouquet is a approach where compile time selectivity estimation is eschewed by systematic discovery of selectivity values at run-time by multiple partial execution carried in incremental cost-budgeted manner from a subset of POSP called Plan Bouquet.

A subset of POSP is identified as *Plan bouquet*, which is obtained by the intersection of plan trajectories with OCS, creating multiple Iso-cost surfaces, each of which is placed at some cost-ratio (r_{pb}) from the previous surface. Following Fig 1.[8] depicts an exemplar OCS and its intersection with IC trajectories for a sample 2-Dimensional ESS.

2.2 MSO_q due to Plan Bouquet

Since each plan on an iso-cost surface has a bounded execution limit, and incurred cost by execution using bouquet will form geometric progression. The figure below shows the performance of 1D plan bouquet w.r.t to optimal oracular performance.

In the above Fig 2. [1], various plans up to actual selectivity value q_a are executed. Each plan has a limit provided by the next iso-cost surface. This yields total execution cost of

$$C_{bouquet} = \sum_{i=1}^{k} cost(IC_i) \ a + a * r_{pb} + a * r_{pb}^2 + \dots + a * r_{pb}^{k-1} = \frac{a * (r_{pb}^k - 1)}{r_{pb} - 1}$$

This leads to sub-optimality (ratio of incurred cost to optimal cost) of plan bouquets approach as

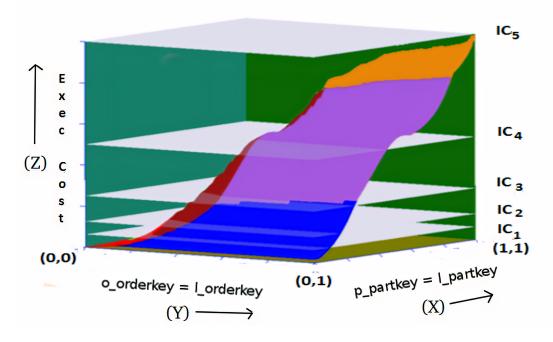


Figure 2.1: OCS and Plan Trajectories intersection

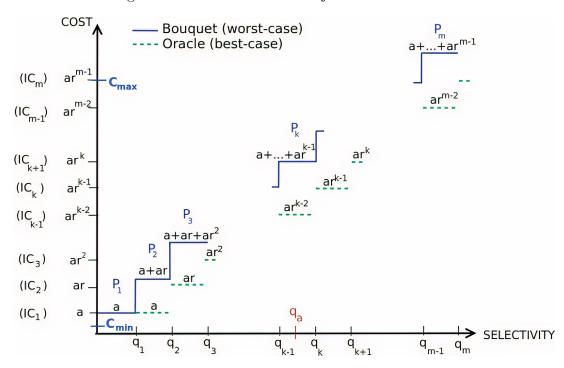


Figure 2.2: Cost incurred (Oracular vs Bouquet)

$$SubOpt(*, q_a) \le \frac{\frac{a*(r_{pb}^2 - 1)}{r_{pb} - 1}}{a*r_{pb}^{k-2}} \frac{r_{pb}^2}{r_{pb} - 1} - \frac{r_{pb}^{2-k}}{r_{pb} - 1} \le \frac{r_{pb}^2}{r_{pb} - 1}$$

This value is minimized using $r_{pb} = 2$, which provides theoretical worst case bound of 4 times the optimal execution time.

Extending the same idea to multiple dimensional ESS, MSO guarantee will become 4ρ , where ρ is maximum cardinality (of plans) on any of iso-cost surface.

Computing value of ρ requires huge compile time effort. Also, it is platform dependent and low value of ρ is desired for practical MSO_g which was obtained using anorexic reduction heuristic at the time plan bouquets was developed.

Later an improved algorithm called *SpillBound*[2], which is able to provide performance guarantee based only on query inspection and is quadratic function in number of error-prone predicates, which is same as dimensionality of ESS. MSO guarantee obtained by SpillBound is

$$D^2 + 3D$$

It is notable that Spillbound provides pre-compilation guarantees independent of ρ , which is platform dependent.

2.3 Impact of Cost Deviation on MSO_q

Let

Problem Formulation

- 3.1 Notations
- 3.2 Assumptions
- 3.3 Existing Compilation Strategies
- 3.4 Overheads of existing methods
- 3.5 Problem Statement

Leveraging Contour Geometry

4.1 How to Write a Thesis: An Introduction

Cost Deviation Bounds

5.1 How to Write a Thesis: An Introduction

Experimental Evaluation

6.1 How to Write a Thesis: An Introduction

Conclusion and Future Work

7.1 Conclusion

Firstly, we have proved (with an additional assumption of Bounded Cost Growth) that exponential distribution in ESS discretization leads to usable cost deviation in contour discovery. We have given upper bounds on cost deviations and validated that they are followed in all our test queries.

Next, we have devised an improvement over NEXUS with complete removal of explicit ESS discretization which leads to contour discovery with lesser cost deviations and also with lesser optimizer calls.

7.2 Future Work

Both NEXUS and AdaNEXUS use 2-dimensional seed exploration as a subroutine. This way solution to multi dimensional contour discovery is obtained by merging the results of multiple low dimensional sub-problems in a recursive manner. Solutions to all these sub-problems do not share any information with each other e.g. related to slope of adjacent sub-problems being solved. So, AdaNEXUS can gain further speed-up using information shared by related sub-problems already solved. Hence, contour discovery can gain speed with a dynamic programming style solution instead of a simple design and conquer based search.

Tuning during contour discovery can be improved using a full PID control with parameter tuning using machine learning techniques (as parameter tuning is crucial in PID, even when they are suitable for optimizing linear processes). Also, some full-fledged machine learning algorithms (preferably robust and interpretable) can be used to speed up contour discovery process.

Given proper framework to work on discretization of ESS with exponential distribution, in-

cremental algorithms can be devised in conjunction with AdaNEXUS, as additional work in database scale-up is expected to be sub-linear in scale-up.

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