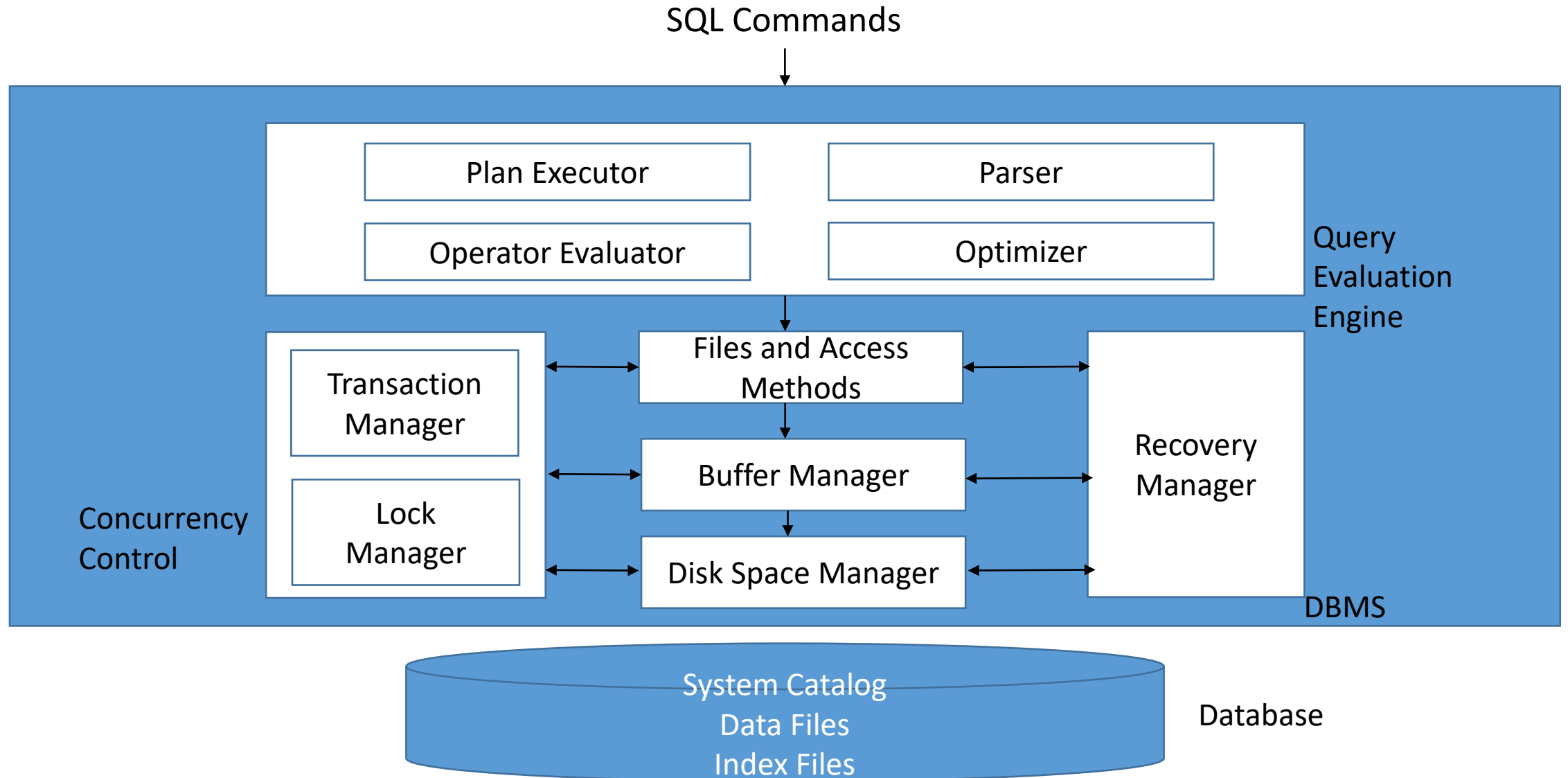


Databases

Lecture 8

The Physical Structure of Databases

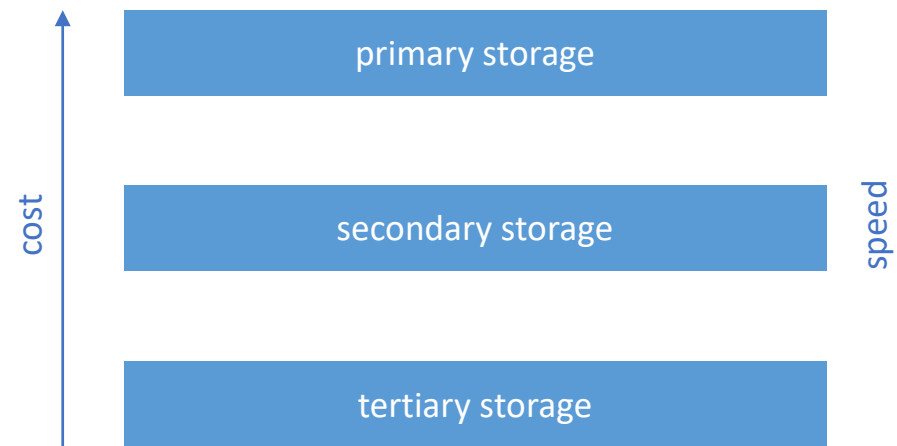
DBMS Architecture



The Memory Hierarchy

- primary storage
 - cache, main memory
 - very fast access to data
 - volatile
 - currently used data
- secondary storage
 - e.g., magnetic disks
 - slower storage devices
 - nonvolatile
 - disks - sequential, direct access
 - main database
- tertiary storage
 - e.g., optical disks, tapes
 - slowest storage devices
 - nonvolatile
 - tapes
 - only sequential access
 - good for archives, backups
 - unsuitable for data that is frequently accessed

The Memory Hierarchy



- disks and tapes - significantly cheaper than main memory
 - large amounts of data that shouldn't be discarded when the system is restarted
- => the need for DBMSs that bring data from disks into main memory for processing

Secondary Storage – Magnetic Disks

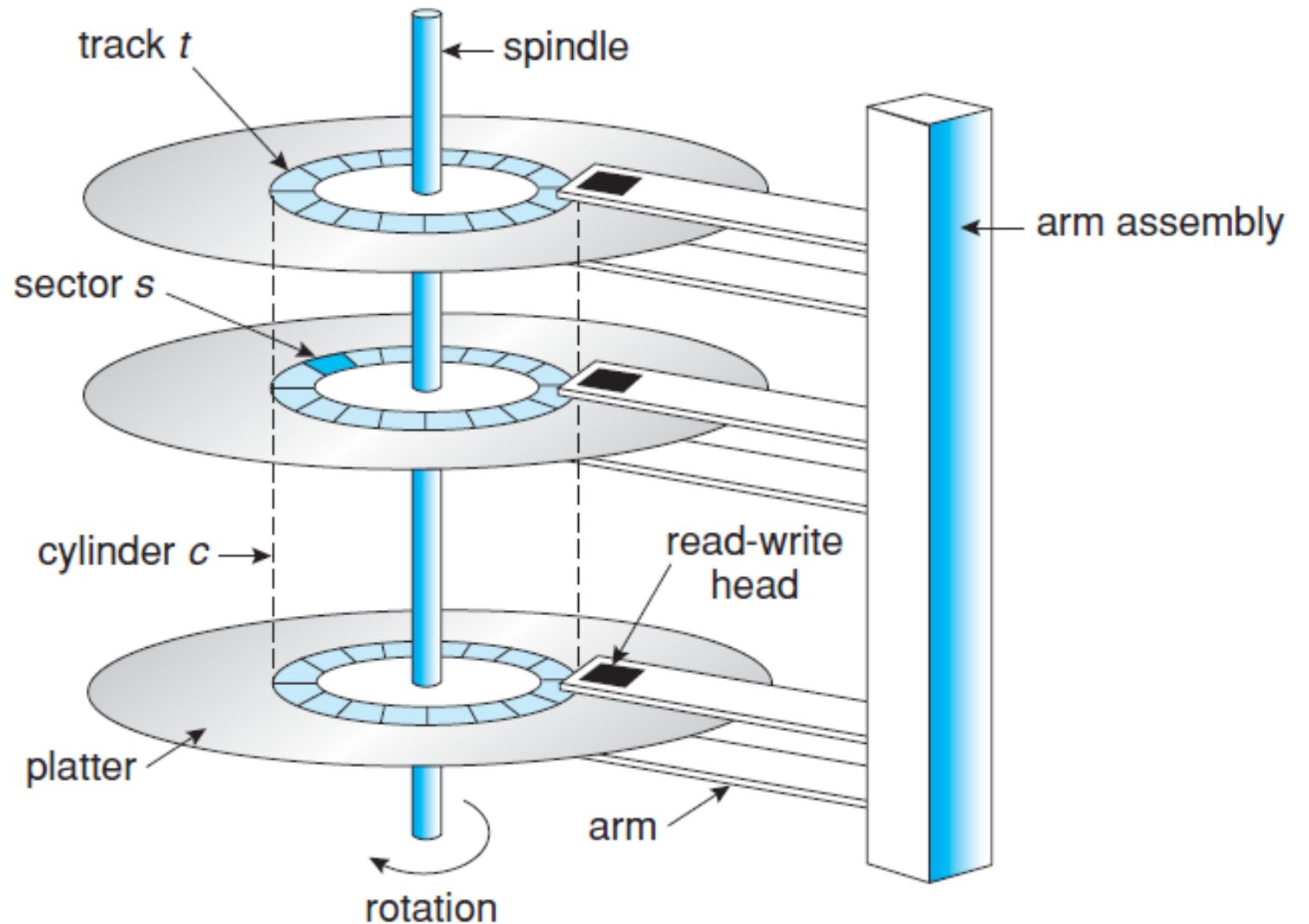
- direct access
- extremely used in database applications
- DBMSs - applications don't need to know whether the data is on disk or in main memory
- *disk block*
 - sequence of contiguous bytes
 - unit for data storage
 - unit for data transfer (reading data from disk / writing data to disk)
 - reading / writing a block - an input / output (I/O) operation
- *tracks*
 - concentric rings containing blocks, recorded on one or more platters

Secondary Storage – Magnetic Disks

- *sectors*
 - arcs on tracks
- *platters*
 - single-sided, double-sided (data recorded on one / both surfaces)
- *cylinder*
 - set of all tracks with the same diameter
- *disk heads*
 - one per recorded surface
 - to read / write a block, a head must be on top of the block
 - all disk heads are moved as a unit
 - systems with one active head

Secondary Storage – Magnetic Disks

- sector size
 - characteristic of the disk, cannot be modified
- block size
 - multiple of the sector size



[Si08]

Secondary Storage – Magnetic Disks

- DBMSs operate on data when it is in memory
- block - unit for data transfer between disk and main memory
- time to access a desired location:
 - main memory - approximately the same for any location
 - disk - depends on where the data is stored
- disk access time:
 - seek time + rotational delay + transfer time
 - seek time
 - time to move the disk head to the desired track (smaller platter size => decreased seek time)
 - rotational delay
 - time for the block to get under the head
 - transfer time
 - time to read / write the block, once the disk head is positioned over it

Secondary Storage – Magnetic Disks

- time required for DB operations - dominated by the time taken to transfer blocks between disk and main memory
- goal
 - minimize access time
 - for this purpose, data should be carefully placed on disk
- records that are often used together should be close to each other:
 - same block
 - same track
 - same cylinder
 - adjacent cylinder
- accessing data in a sequential fashion reduces seek time and rotational delay

Secondary Storage – Magnetic Disks

- * characteristics, e.g.:
 - storage capacity (e.g., GB)
 - platters
 - number, *single-sided* or *double-sided*
 - average / max seek time (ms)
 - average rotational delay (ms)
 - number of rotations / min
 - data transfer rate (MB/s)
 - ...

Moore's Law

- Gordon Moore: "the improvement of integrated circuits is following an exponential curve that doubles every 18 months"
 - parameters that follow Moore's law
 - speed of processors (number of instructions executed / sec)
 - no. of bits / chip
 - capacity of largest disks
 - parameters that do not follow Moore's law
 - speed of accessing data in main memory
 - disk rotation speed
- => "latency" keeps increasing
- time to move data between memory hierarchy levels appears to take longer compared with computation time

Solid-State Disks

- NAND flash components
- faster random access
- higher data transfer rates
- no moving parts
- higher cost per GB
- limited write cycles

Managing Disk Space

- the *disk space manager* (DSM) manages space on disk
- page
 - unit of data
 - size of a page = size of a disk block
 - R/W a page - one I/O operation
- upper layers in the DBMS can treat the data as a collection of pages
- DSM
 - commands to allocate / deallocate / read / write a page
 - knows which pages are on which disk blocks
 - monitors disk usage, keeping track of available disk blocks

Managing Disk Space

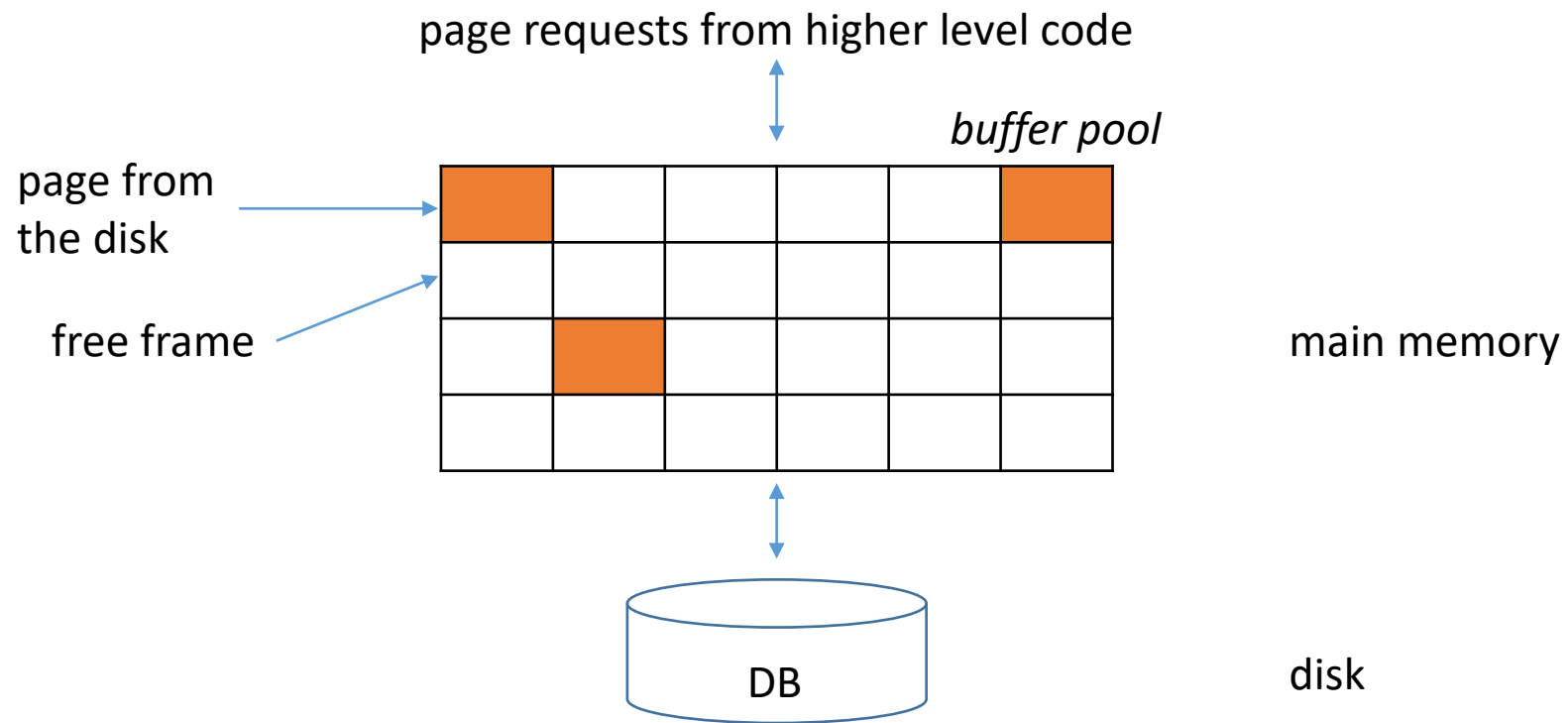
- free blocks can be identified:
 - by maintaining a linked list of free blocks (on deallocation, a block is added to the list)
 - by maintaining a bitmap with one bit / block, indicating whether the corresponding block is used or not
 - allows for fast identification of contiguous available areas on disk

Buffer Manager

- e.g., DB = 500.000 pages, main memory - 1000 available pages, query that scans the entire file
- *buffer manager* (BM)
 - brings new data pages from disk to main memory as they are required
 - decides what main memory pages can be replaced
 - manages the available main memory
 - collection of pages called the *buffer pool* (BP)
 - *frame*
 - page in the BP
 - slot that can hold a page
- *replacement policy*
 - policy that dictates the choice of replacement frames in the BP

Buffer Manager

- higher level layer L in the DBMS asks the BM for page P
- if P is not in the BP, the BM brings it into a frame F in the BP
- when P is no longer needed, L notifies the BM (it releases P), so F can be reused
- if P has been modified, L notifies the BM, which propagates the changes in F to the disk



Buffer Manager

- BM maintains 2 variables for each frame F
 - *pin_count*
 - number of current users (requested the page in F but haven't released it yet)
 - only frames with `pin_count = 0` can be chosen as replacement frames
 - *dirty*
 - boolean value indicating whether the page in F has been changed since being brought into F
- incrementing `pin_count`
 - pinning a page P in a frame F
- decrementing `pin_count`
 - unpinning a page

Buffer Manager

- initially, $\text{pin_count} = 0$, $\text{dirty} = \text{off}$, $\forall F \in \text{BP}$
- L asks for a page P; the BM:
 1. checks whether page P is in the BP; if so, $\text{pin_count}(F)++$, where F is the frame containing Potherwise:
 - a. BM chooses a frame FR for replacement
 - if the BP contains multiple frames with $\text{pin_count} = 0$, one frame is chosen according to the BM's replacement policy
 - $\text{pin_count}(\text{FR})++$;
 - b. if $\text{dirty}(\text{FR}) = \text{on}$, BM writes the page in FR to disk
 - c. BM reads page P in frame FR
- 2. the BM returns the address of the BP frame that contains P to L

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