

## **Demanding the impossible: rigorous database benchmarking**

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Choose your fighter:

[github.com/cmu-db/benchbase](https://github.com/cmu-db/benchbase)

[github.com/akopytov/sysbench](https://github.com/akopytov/sysbench)

[github.com/brianfrankcooper/YCSB](https://github.com/brianfrankcooper/YCSB)

[github.com/TPC-Council/HammerDB](https://github.com/TPC-Council/HammerDB)

[postgresql.org/docs/current/pgbench.html](https://postgresql.org/docs/current/pgbench.html)

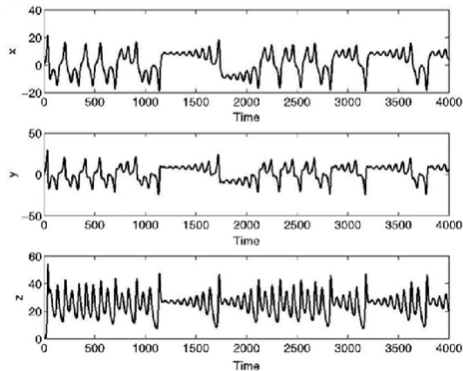
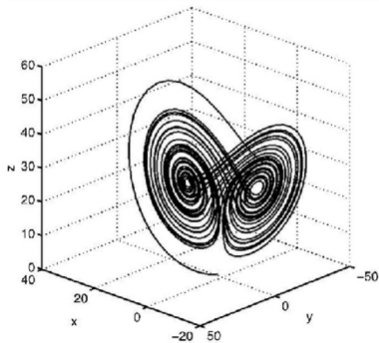
Replicated live workload

```
latency average = 0.011 ms  
latency stddev = 0.002 ms  
tps = 89357.630697 (without initial connection time)
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latency average = 0.014 ms  
latency stddev = 0.023 ms  
tps = 67107.536620 (without initial connection time)
```

# Benchmarking model



The phase space plot of the Lorenz attractor,  
"Nonlinear time series methods for analyzing behavioral sequences"

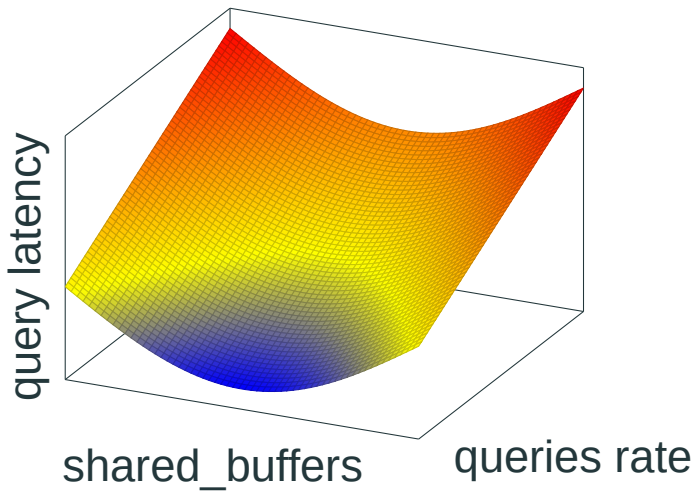
## Dimensions?

DB parameters

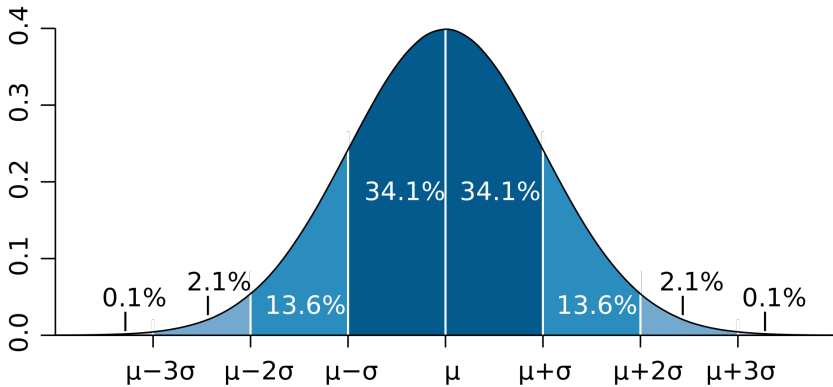
Hardware resources

Workload parameters

Performance results







Probability distribution

Benchmarking is exploring the system's **known** properties in presence of **unknown** factors.

# PostgreSQL specifics

## Too low or too high?

```
shared_buffers  
max_wal_size  
work_mem  
checkpoint_timeout  
checkpoint_completion_target  
wal_writer_flush_after  
checkpoint_flush_after  
[ ... ]
```

## Too low or too high?

```
vm.nr_hugepages  
vm.dirty_background_bytes  
vm.dirty_bytes  
block/<dev>/queue/read_ahead_kb  
block/<dev>/queue/scheduler  
[ ... ]
```

# Noise

CPU/NUMA pinning, p-state, frequency scaling

Files creation, NVMe trim

Noisy neighbors, virtualized infrastructure

## How long?

```
autovacuum_naptime = 1min  
autovacuum_vacuum_threshold = 50  
autovacuum_vacuum_insert_threshold = 1000  
autovacuum_vacuum_scale_factor = 0.2  
autovacuum_vacuum_insert_scale_factor = 0.2  
autovacuum_vacuum_cost_delay = 2ms  
autovacuum_vacuum_cost_limit = -1
```

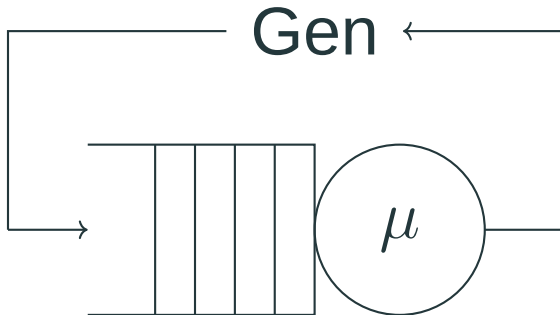
# The load generator?



"Open versus closed: A cautionary tale". Schroeder, B., Wierman, A. and Harchol-Balter, M., USENIX. 2006.



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# Statistics

*Now any series of experiments is only of value in so far as it enables us to form a judgement as to the statistical constants of the population to which the experiment belong.*

Student, 1908. The probable error of a mean. Biometrika, 6(1), pp.1-25.

## Population, metrics

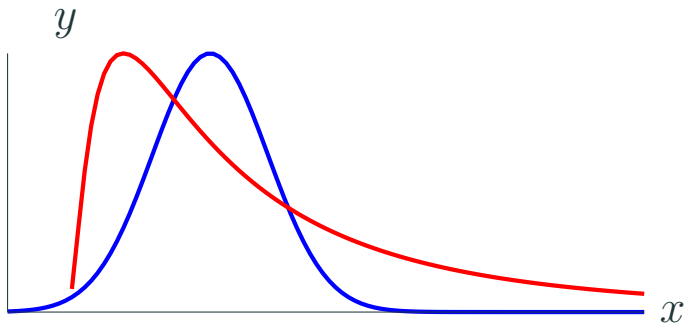
$$\mu = E(x), \sigma = \sqrt{E[(X - \mu)^2]}$$

## Samples, statistics

$$\bar{X}, s_N = \sqrt{\frac{1}{N} \sum_{i=1}^N (x_i - \bar{x})^2}$$

## t-test

$$t = \frac{\bar{X} - \mu}{s/\sqrt{n}}, [\bar{x} \pm \frac{cs}{\sqrt{n}}]$$



Hoefer, T. and Belli, R., 2015, November. Scientific benchmarking of parallel computing systems: twelve ways to tell the masses when reporting performance results. In Proceedings of the international conference for high performance computing, networking, storage and analysis (pp. 1-12).

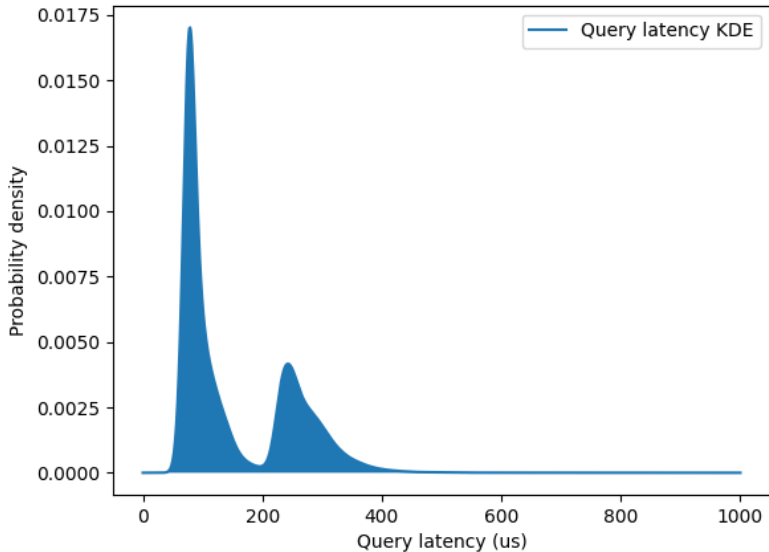
*Tests for comparison of means are not affected very much by the distributional nonnormality, but this does not extend to the comparison of variances.*

Box, G.E., Hunter, J.S. and Hunter, W.G., 2005. Statistics for experimenters. In Wiley series in probability and statistics. Hoboken, NJ: Wiley.

Fleming, M., Kolaczowski, P., Kumar, I., Das, S., McCarthy, S., Pattabhiraman, P. and Ingo, H., 2023, April. Hunter: Using Change Point Detection to Hunt for Performance Regressions. In Proceedings of the 2023 ACM/SPEC International Conference on Performance Engineering (pp. 199-206).

[clickhouse.com/docs/en/operations/utilities/clickhouse-benchmark](https://clickhouse.com/docs/en/operations/utilities/clickhouse-benchmark)

Read-write workload with limited cache



μsecs:

[16, 32)	32		
[32, 64)	202		
[64, 128)	169897		
[128, 256)	679545		
[256, 512)	20950		
[512, 1K)	378		
[1K, 2K)	118		
[2K, 4K)	133		
[4K, 8K)	306		



Median, quantiles, IQR

`scipy.stats.mannwhitneyu`

How many runs,  $E(1\%, 95\%, X)$ ?

$CoV \approx 0.3\% \rightarrow E(1\%, 95\%, X) \approx 10$

$CoV \approx 9.0\% \rightarrow E(1\%, 95\%, X) \approx 240$

Maricq, A., Duplyakin, D., Jimenez, I., Maltzahn, C., Stutsman, R. and Ricci, R., 2018. Taming performance variability. In 13th USENIX Symposium on Operating Systems Design and Implementation (OSDI 18) (pp. 409-425).

## Time average vs ensemble average?

For an ergodic system:  $\overline{N}^{TimeAvg} = \overline{N}^{Ensemble}$

Harchol-Balter, M., 2013. Performance modeling and design of computer systems: queueing theory in action. Cambridge University Press.

Paired difference test.  
Randomized testing.

# Final thoughts

Benchmarking is exploring  
Known vs Unknown  
Common vs Particular  
Statistical approach for clear communication

## Questions?

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 ddolgov at redhat dot com