# Databases and Big Data

**Query Optimization** 

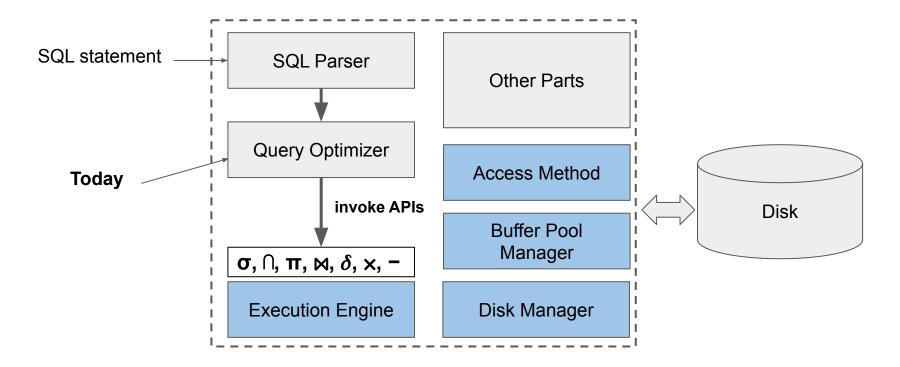
### Schedule

Date	Topics	Notes
Week 1	<del>Intro</del> <del>Data Model</del>	No lab
Week 2	<del>SQL</del>	
Week 3	No-SQL MongoDB	Group project launch
Week 4	Functional Dependencies Normal Form	
Week 5	<del>Storage</del> <del>Index</del>	Project checkpoint 1
Week 6	Sort, Join Query optimization	Homework
Week 7	Recess	

### Schedule

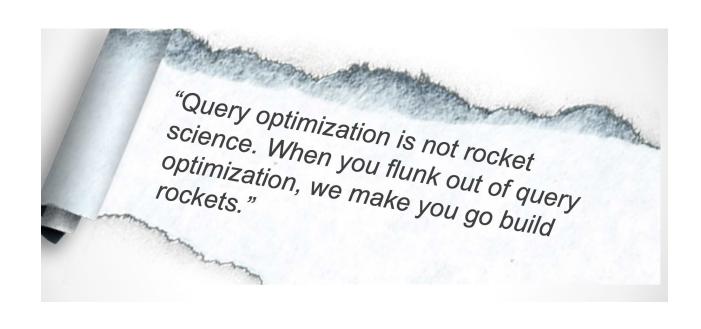
Date	Topics	Notes
Week 7	Recess	
Week 8	Transactions	In-class quiz
Week 9	Introduction to Big Data Cloud Computing	Project checkpoint 2
Week 10	Hadoop	
Week 11	Spark	
Week 12	Spark Ecosystem	
Week 13	Guest speakers Revision	In-class quiz Project due
Week 14	Revision Exam	

#### So Far



# Today

How hard it is to get <u>it</u> right



## **Query Optimization**

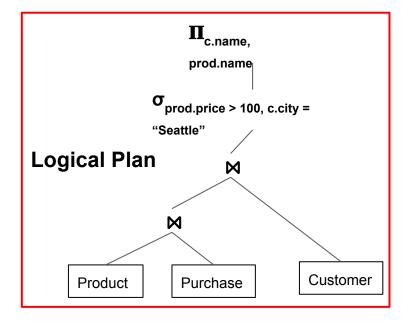
#### Recall

Product (<u>pid</u>, name, price)
Purchase (<u>pid</u>, cid, store)
Customer (<u>cid</u>, name, city)



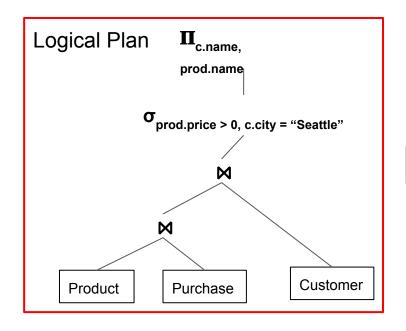


Find name of the customer in Seatle who buys anything over \$100, and name of the product he buys





## **Query Optimization**



Week 2



The final piece



Grace Hash Join

**Nested Loop Join** 

Sort Merge Join

Index Scan

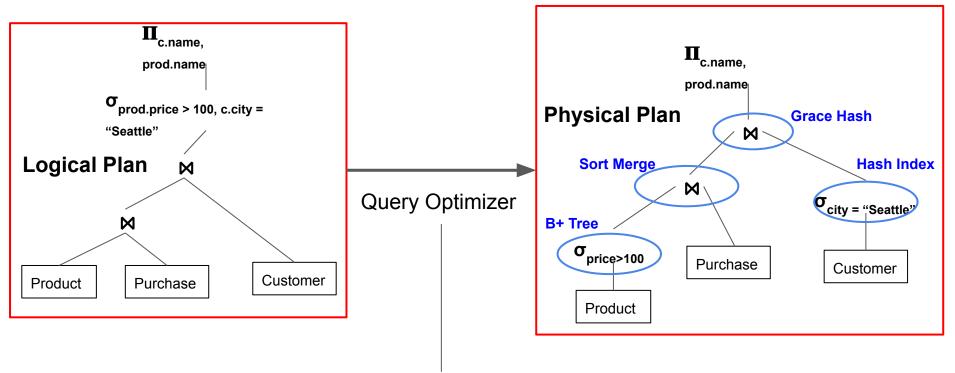
Heap File Scan

**External Sort** 

- -

**Week 5,6** 

# **Query Optimization**



That's why DBMS is declarative

## **Query Optimizer**

- Turn a logical plan into physical plan
- Questions:
  - How to execute a physical plan?
  - How to enumerate equivalent plans?
  - Output Description 
    Output
  - Output Description 
    Output

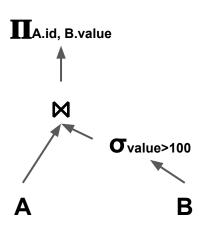


Given a physical query plan, how does

#### DBMS execute it?

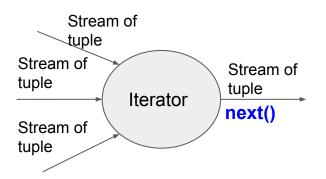
- Iterator Model
- Materialization Model
- Vector Model

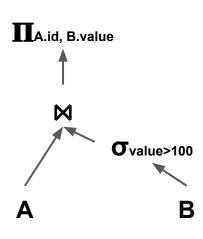
```
select A.id, B.value
from A, B
where A.id = B.id and B.value > 100
```



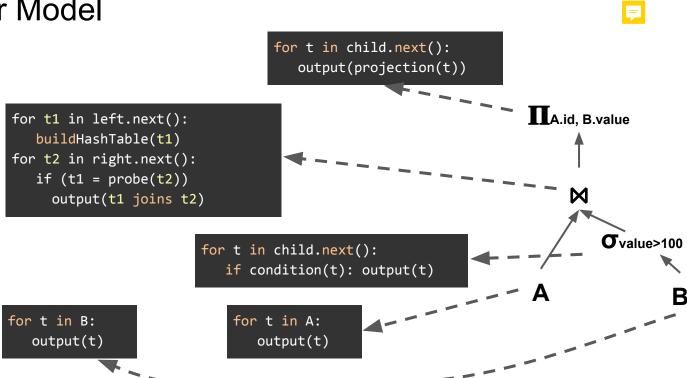
#### Iterator Model

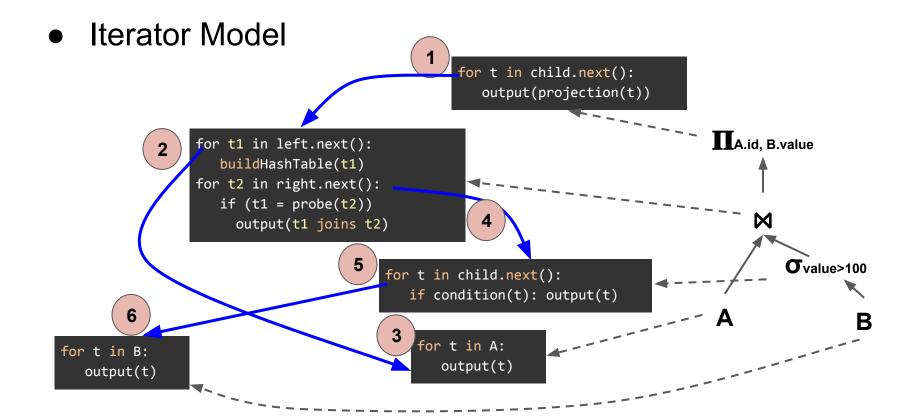
- Everything in the plan is an <u>Iterator</u>
- Each operator implement a next() method
- Upstream operator calls next(.) of its children





Iterator Model





- Iterator Model
  - Data flows bottom up
  - Control (call to next(.)) from top down
- Almost all DBMS use this
  - Simple to implement
  - Allows pipelining
  - Great if only subset of results consumed: LIMIT operator



- Iterator Model
  - But high overhead from method calls
- Materialization Model
  - Process all input, and emit all output at once
  - Better than Iterator when immediate results not too much larger than final result



 Materialization Model out={} for t in child.out(): 6 out.add(projection(t)) out={} for t1 in left.out(): TA.id. B.value buildHashTable(t1) for t2 in right.next(): if (t1 = probe(t2))out.add(t1 joins t2) out={} **-O**value>100 for t in child.out(): if condition(t): out.add(t) **3** out={} out={} for t in B: for t in A: out.add(t) out.add(t)

- Vectorized Model
  - Combining Iterator + Materialization
  - Every operator implement next(.)
  - next(.) processes in batch
    - Reduce number of invocations in Iterator model



Vectorized Model

out={}

for t in B:

```
for t in child.out():
                                                           out.add(projection(t))
                                                           if |out| > m: output(out)
          out={}
         for t1 in left.out():
             buildHashTable(t1)
         for t2 in right.next():
                                                                                  TA.id. B.value
             if (t1 = probe(t2))
               out.add(t1 joins t2)
               if |out| > m: output(out)
                                      out={}
                                      for t in child.out():
                                                                                          -Ovalue>100
                                          if condition(t): out.add(t)
                                          if |out| > m: output(out)
                                  out={}
out.add(t)
                                  for t in A:
If |out| > m: output(out)
                                     out.add(t)
                                     if |out| > m: output(out)
```

out={}

#### **Iterator Model:**

- + Direction: top down
- + One tuple at a time
- + General purpose

#### **Vectorized:**

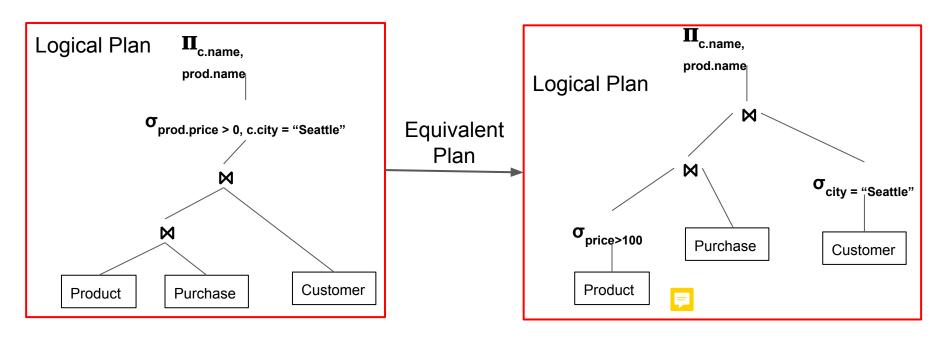
- + Direction: top down
- + Batch of tuple at a time
- + Read-heavy workloads

#### **Materialization:**

- + Direction: bottom up
- + Entire output set at a time
- + Write-heavy workloads

**Query Rewriting** 

# **Query Rewriting**



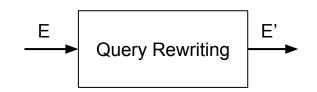
 $\Pi(\sigma(\text{Product} \bowtie \text{Purchase}) \bowtie \text{Customer})$ 

 $\Pi(\sigma(\text{Product}) \bowtie \text{Purchase}) \bowtie \sigma(\text{Customer}))$ 

# **Query Rewriting**

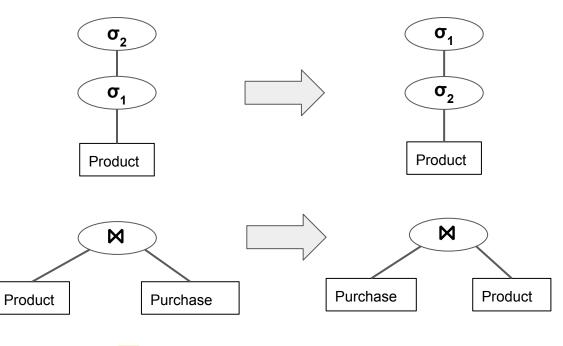
- E, E' are relational expression
  - $\circ$  e.g.  $\Pi(\sigma(Product \bowtie Purchase) \bowtie Customer)$
- E, E' are equivalent:
  - $\circ$  Let  $\mathcal T$  be all possible database instances

$$\forall I \in \mathcal{I}.E(I) = E'(I)$$



## Equivalence Rules

Select and Join operators commute with each other

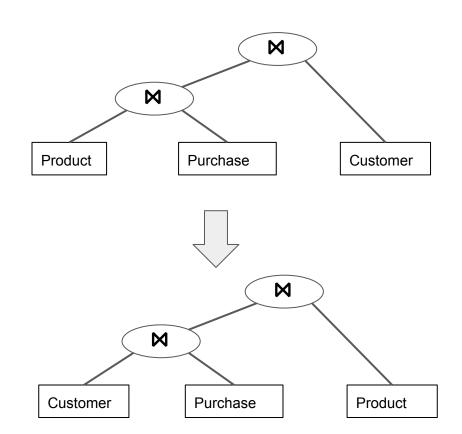




# **Equivalence Rules**

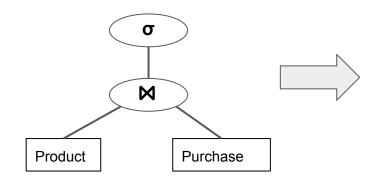
Join operators are associative

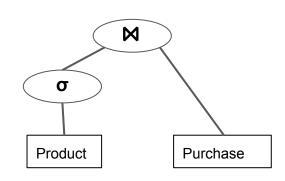




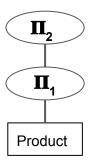
## **Equivalence Rules**

Select operator distributes over Join

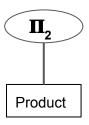




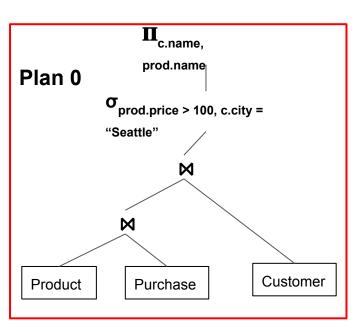
Project operator cascades

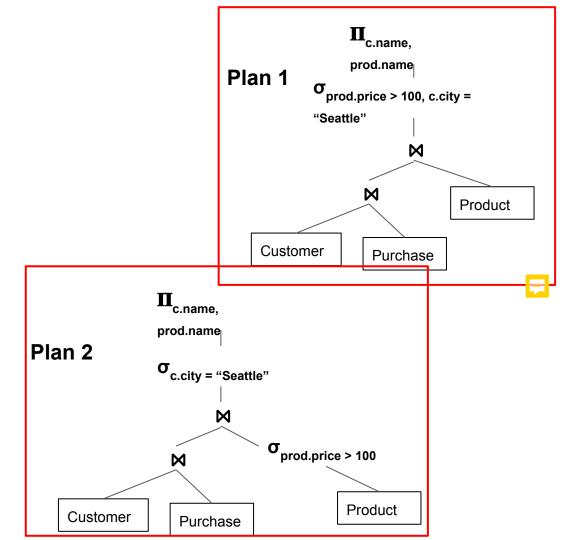




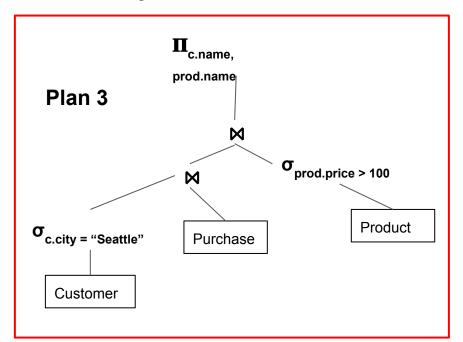


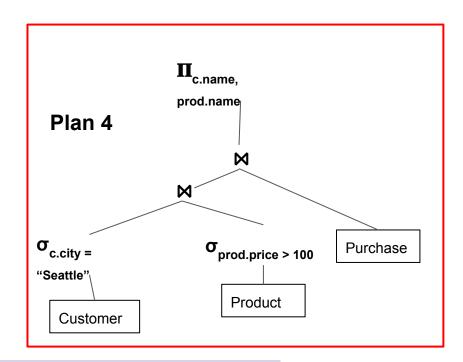
# Example





## Example

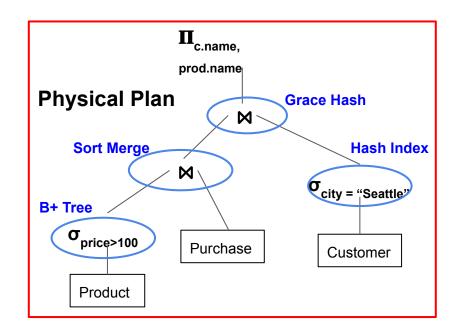




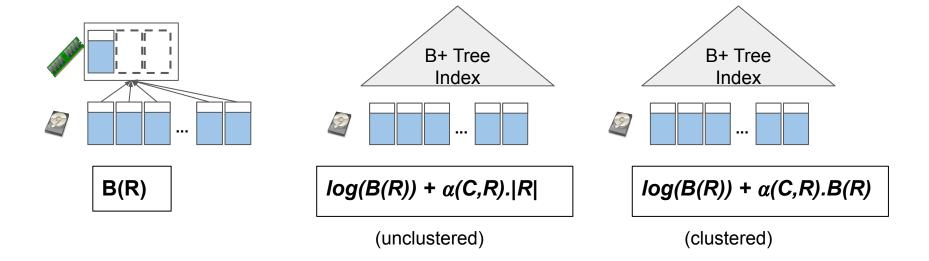
Any a few more logical plans

For each logical plan, there are many physical plans

- Question: given a physical plan
  - What's the estimated cost of running it
  - Without running it



- Recall
  - Cost of select depends on selectivity



- Cost of Join:
  - Depends on the size of the results

 $(R \bowtie S) \bowtie T$ 

 $3.(B(R) + B(S)) + 3.(B(R \bowtie S) + B(T))$ 

 $R \bowtie (S \bowtie T)$ 

 $3.(B(S) + B(T)) + 3.(B(S \bowtie T) + B(R))$ 

- Unsolved problems
- Still active area of research
- Two main approaches:
  - Build histogram over attributes
  - Sampling



Query Plan Search

## Query Plan Search

- So far, we have:
  - Generated lots of physical plans
  - Estimated their costs
- Now: how to pick the best one
  - With lowest cost

If your queries are like these:

```
select * from R,S
where R.id = S.id
```

But in practice...

```
WITH cross items
                          AND ss sold date sk = dl.d date sk
                          AND dl.d year BETWEEN 1999 AND 1999 + 2
                  WHERE cs item sk = ics.i item sk
                          AND d2.d_year BETWEEN 1999 AND 1999 + 2
                  WHERE ws_item_sk = iws.i_item_sk
                          AND d3.d year BETWEEN 1999 AND 1999 + 2)
   AS (SELECT Avg(quantity * list_price) average_sales
FROM (SELECT ss_quantity quantity,
ss_list_price list_price
                  FROM store sales.
```

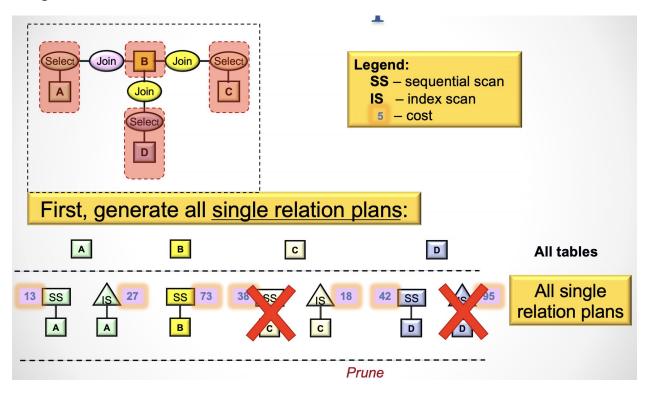
- But in practice...
- In fact:
  - $\circ$  Consider:  $R_1 \bowtie R_2 \dots \bowtie R_N$
  - # plans ~ Catalan number

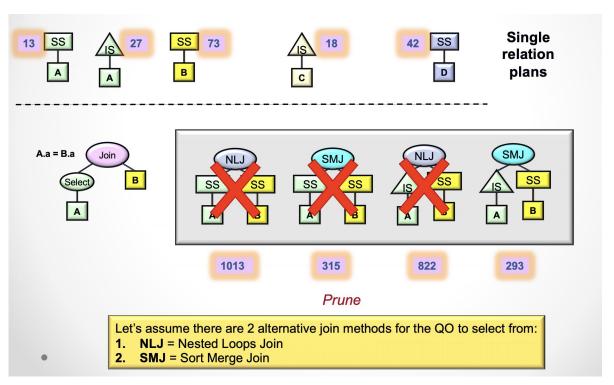
The first Catalan numbers for n = 0, 1, 2, 3, ... are

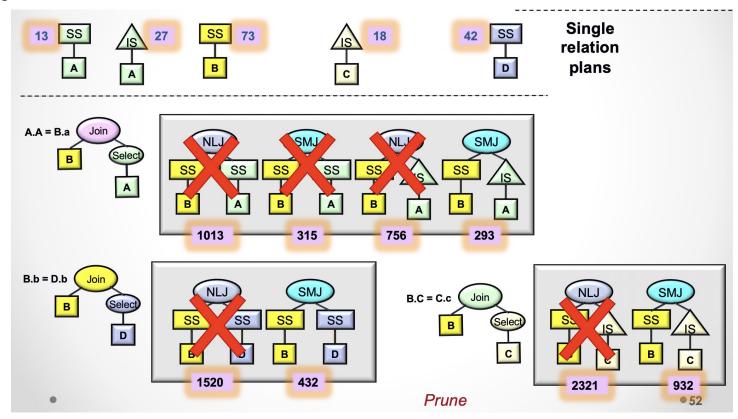
1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900, 2674440, 9694845, 35357670, 129644790, 477638700, 1767263190, 6564120420, 24466267020, 91482563640, 343059613650, 1289904147324, 4861946401452, ...

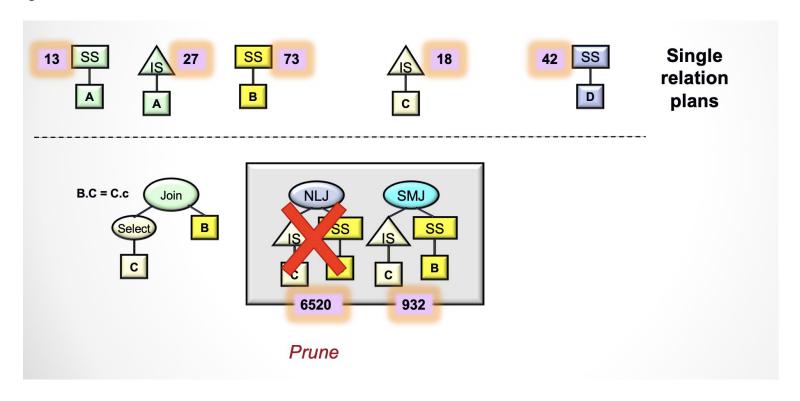
```
WITH cross items
     AS (SELECT i item sk ss item sk
        FROM item,
               (SELECT iss.i brand id brand id,
                       iss.i class id class id,
                       iss.i_category_id category_id
                FROM store sales,
                       date dim d1
                 WHERE ss item sk = iss.i item sk
                       AND ss sold date sk = dl.d date sk
                       AND dl.d year BETWEEN 1999 AND 1999 + 2
                 SELECT ics.i brand id,
                       ics.i class id,
                       ics.i category id
                 FROM catalog sales,
                       item ics.
                       date dim d2
                 WHERE cs item sk = ics.i item sk
                       AND cs sold date sk = d2.d date sk
                       AND d2.d year BETWEEN 1999 AND 1999 + 2
                 INTERSECT
                 SELECT iws.i brand id,
                       iws.i class id,
                       iws.i category id
                 FROM web sales,
                       item iws,
                       date dim d3
                 WHERE ws_item_sk = iws.i_item_sk
                       AND ws_sold_date_sk = d3.d date_sk
                       AND d3.d year BETWEEN 1999 AND 1999 + 2)
        WHERE i brand id = brand id
               AND i class id = class id
               AND i category id = category id),
     avg sales
    AS (SELECT Avg(quantity * list price) average sales
        FROM (SELECT ss_quantity quantity,
                       ss list price list price
                 FROM store sales,
                       date dim
                 WHERE ss sold date sk = d date sk
                       AND d year BETWEEN 1999 AND 1999 + 2
                 SELECT cs_quantity quantity,
                       cs list price list price
                 FROM catalog sales,
                       date dim
                 WHERE cs sold date sk = d date sk
                       AND d year BETWEEN 1999 AND 1999 + 2
                 SELECT ws_quantity quantity,
                       ws list price list price
                 FROM web sales,
                       date dim
```

- Another unsolved problem
- Most common approach: Dynamic Programming
  - Pass 1: find best 1-relation plans
  - Pass 2: find best 2-relation plans by joining results from Pass 1
  - o ...
  - Pass N: find best N-relation plans by joining results from Pass N-1
- Still exponential in search space!









- DBMS often picks bad plans
  - Search is heuristic, space is too big
  - Too sensitive to errors in cost estimation
  - And cost estimation is very hard!
  - Cost models go out of date quickly
    - Hardware, software upgrade



## Summary

- Query Optimization far from solved problem
  - ML for help!

#### Learning to Optimize Join Queries With Deep Reinforcement Learning

Sanjay Krishnan<sup>1,2</sup>, Zongheng Yang<sup>1</sup>, Ken Goldberg<sup>1</sup>, Joseph M. Hellerstein<sup>1</sup>, Ion Stoica<sup>1</sup>  $^{1}$ RISELab, UC Berkeley  $^{2}$ Computer Science, University of Chicago skr@cs.uchicago.edu {zongheng, goldberg, hellerstein, istoica}@berkeley.edu

#### **ABSTRACT**

Exhaustive enumeration of all possible join orders is often avoided, and most optimizers leverage heuristics to prune the search space. The design and implementation of heuristics are well-understood when the cost model is roughly linear, and we find that these heuristics can be significantly suboptimal when there are non-linearities in cost. Ideally, instead of a fixed heuristic, we would want a strategy to guide the search space in a more data-driven way—tailoring the search to a specific dataset and query workload. Recognizing the link between classical Dynamic Programming enumeration methods and recent results in Reinforcement Learning (RL), we propose a new method for learning optimized join search strategies. We present our RL-based DO optimizer, which

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#### 1 INTRODUCTION

Join optimization has been studied for more than four decades [44] and continues to be an active area of research [33, 40, 49]. The problem's combinatorial complexity leads to the ubiquitous use of *heuristics*. For example, classical System R-style dynamic programs often restrict their search space to certain shapes (e.g., "left-deep" plans). Query optimizers sometimes apply further heuristics to large join queries using genetic [4] or randomized [40] algorithms. In edge cases, these heuristics can break down (by definition), which results in poor plans [29].

10 Jan 2019

DBI

## Summary

