

# Introduction to MPP Fundamentals

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# Outline

## Basic Concept

- Architecture

- How A Query is Executed?

## Concepts in Query's lifetime

- Gang, Slice, Motion

## Concepts of MPP Plan

- DISTRIBUTION\_POLICY, LOCUS, FLOW

## Dispatch

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# What's in a GPDB Running Instance

- ▶ Many Postgres Instances(Only one Master, many Segments)
- ▶ QD & QE
- ▶ Share Nothing(local storage, computing is coupled with storage)
- ▶ Dispatch & InterConnect

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# SPMD

- ▶ SPMD: single program, multiple data
- ▶ A example of MPI programming
- ▶ Take plan as a program, and greenplum as a VM
- ▶ MPI communication APIs VS MPP Motion

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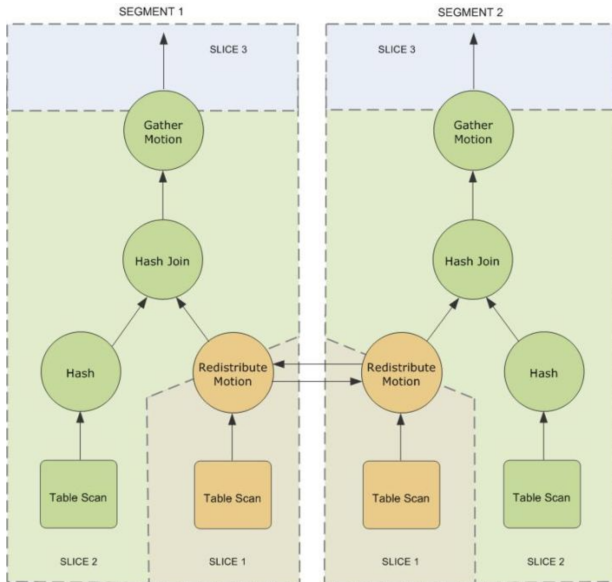
## Dispatch

# Slice

- ▶ Motion Node breaks plan into different parts
- ▶ a single part is called slice
- ▶ a slice handles part of data processing of the whole query
- ▶ Image slice as function abstraction for a distributed language
- ▶ A motion node is contained in both two slices it breaks



# Slice Example



# Gang

- ▶ A group of one or more qExec processes working on the same task, and given identical instructions (or nearly so), is called a gang.
- ▶ A slice is executed by a gang
- ▶ Take a look at different gang types and examples

# Motion

- ▶ A special kind of Node in Plan of Greenplum DB
- ▶ Motion Type: MOTIONTYPE\_HASH, MOTIONTYPE\_FIXED, MOTIONTYPE\_EXPLICIT
- ▶ Redistribute Motion, Broadcast Motion, Gather Motion, Explicit Redistribute Motion

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# DISTRIBUTION\_POLICY

- ▶ A concept of relation(static)
- ▶ GpPolicyType
- ▶ The catalog gp\_distribution\_policy
- ▶ Examples

# LOCUS

- ▶ A concept of distribution of tuples across processes
- ▶ Examples & Understand each type's meaning
- ▶ Important code to read: `cdbpath_motion_for_join`

# Flow

- ▶ A concept of plan
- ▶ Describe how the tuple flows

# Dispatch

- ▶ Dispatch plan & query
- ▶ Dispatch command for Transaction Management