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Факультет Информационных технологий и программирования

Лабораторная работа №3 Администрирование и оптимизация

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Задачи: повышение производительности и отказоустойчивости СУБД.

Запросы

Сначала напишем запросы, выданные преподавателем на защите прошлой работы:

1. Вывести название клуба, его страну, тренера, средний показатель голов за игру, количество побед:

EXPLAIN ANALYSE SELECT cl.name as "ClubName", co.name as "Country", tr.firstname as "Trainer", hw.wh + gw.wg as "wins", (hg.goc + gg.goc)* 1.0 / (hg.gac + gg.gac) as "AvgGoalPerGame" from clubs cl

JOIN cities ci on cl.cityId = ci.id

JOIN countries co ON ci.countryid = co.id

JOIN trainers tr on cl.id = tr.clubId

JOIN (SELECT homeClubId, COUNT(*) as "wh" FROM games WHERE homeTeamScore > guestTeamScore group by homeClubId) as hw ON hw.homeClubId = cl.id

JOIN (SELECT guestClubId, COUNT(*) as "wg" FROM games WHERE homeTeamScore < guestTeamScore group by guestClubId) as gw ON gw.guestClubId = cl.id

JOIN (SELECT homeClubId, SUM(homeTeamScore) as "goc", COUNT(*) as "gac" FROM games GROUP BY homeClubId) as hg on hg.homeClubId = cl.id

JOIN (SELECT guestClubId, SUM(guestTeamScore) as "goc", COUNT(*) as "gac" FROM games GROUP BY guestClubId) as gg on gg.guestClubId = cl.id;

2. Вывести топ игроков по голам и процент побед игрока:

EXPLAIN ANALYSE SELECT pc.firstname as "FirstName", pg.goals as "Goals", (hw.wh + gw.wg) / (hg.games + gg.games) as "PercentOfWins" FROM (SELECT scorerPassport, COUNT(*) as "goals" FROM goals group by scorerPassport) as pg

JOIN (SELECT firstname, passport, clubId FROM Players) as pc ON pg.scorerPassport = pc.passport

JOIN (SELECT homeClubId, COUNT(*) as "wh" FROM games WHERE homeTeamScore > guestTeamScore group by homeClubId) as hw ON hw.homeClubId = pc.clubId

JOIN (SELECT guestClubId, COUNT(*) as "wg" FROM games WHERE homeTeamScore < guestTeamScore group by guestClubId) as gw ON gw.guestClubId = pc.clubId

JOIN (SELECT homeClubId, COUNT(*) as "games" FROM games GROUP BY homeClubId) as hg on hg.homeClubId = pc.clubId JOIN (SELECT guestClubId, COUNT(*) as "games" FROM games GROUP BY guestClubId) as gg on gg.guestClubId = pc.clubId ORDER BY pg.goals;

- 3. Вывести средний показатель удалений игрока за игру:
 EXPLAIN ANALYSE SELECT pg.playerPassport, pc.firstname, pg.time /
 (hg.games + gg.games) as "Time"
 FROM (SELECT playerPassport, SUM(penaltyTime) as "time" FROM
 penalties group by playerPassport) as pg
 JOIN (SELECT firstname, passport, clubId FROM Players) as pc ON
 pg.playerPassport = pc.passport
 JOIN (SELECT homeClubId, COUNT(*) as "games" FROM games
 GROUP BY homeClubId) as hg on hg.homeClubId = pc.clubId
 JOIN (SELECT guestClubId, COUNT(*) as "games" FROM games
 GROUP BY guestClubId) as gg on gg.guestClubId = pc.clubId;
- 4. Вывести количество игроков в каждой стране: EXPLAIN ANALYSE SELECT countries.name, sm.pc as "Count" FROM Countries as countries JOIN (SELECT countryId, COUNT(passport) as "pc" FROM Players GROUP BY countryId) as sm ON sm.countryId = countries.id;
- Вывести для каждого тренера его команду: EXPLAIN ANALYSE SELECT tr.firstname, tr.lastname, cl.name FROM Trainers as tr JOIN Clubs as cl ON tr.clubId = cl.id

Анализ

Для анализа запросов прибавим к ним вначале слова «EXPLAIN ANALYSE». Также напишем скрипт, который будет N раз запускать каждый запрос, и считать средний, минимальный и максимальный показатели времени планирования и исполнения запроса: #!/bin/bash declare -A arr

```
declare -A arr
calls=$(cat app/resources/docker-compose.yml | grep -i "EXPLAIN_CALLS" | tr
"=" " " | awk '{print $NF}')
z=${calls//[ $'\r']}
file=""
```

```
print() {
      # echo "$file"
       echo -e "\tplan_time\texec_time" >> "$file"
       min="min"
       max="max"
      avg="avg"
      min="$min""|\t""$(echo "$2" | awk '{printf "%.2f", $1}')""\t""$(echo "$5" | awk
 '{printf "%.2f", $1}')"
       max="$max""|\t""$(echo "$3" | awk '{printf "%.2f", $1}')""\t""$(echo "$6" | awk
'{printf "%.2f", $1}')"
       avg="$avg""|\t""$(echo "$1" | awk '{printf "%.2f", $1}')""\t""$(echo "$4" | awk
'{printf "%.2f", $1}')"
       echo -e $min >> "$file"
      echo -e $max >> "$file"
      echo -e $avg >> "$file"
      echo "____
                                                                                                                                 _" >> "$file"
 }
while [[ $i -le 5 ]]; do
      max_plan=-1
      avg_plan=0
      max_exec=-1
      min_exec=100000000000000
       avg_exec=0
      j=1
       while [[ $i -le "$z" ]]; do
              s=$(bash app/analyze/ex$i.sh)
             p=$(echo "$s" | grep -i "Planning")
              d=$(echo "$s" | grep -i "Execution")
              #newline=$(echo "$line" | tr "=" " ")
             read fw sw tw qw <<< $p
              avg_plan=$(awk -v cur="$tw" -v cmp="$avg_plan" 'BEGIN {print cmp +
cur; }')
             max\_plan = \\ (awk -v \ cur = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ \{if \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$tw" -v \ cmp = "\$max\_plan" \ 'BEGIN \ (cur > = "\$tw" -v \ cmp = "\$tw" 
cmp) print cur; else print cmp; }')
              min_plan=$(awk -v cur="$tw" -v cmp="$min_plan" 'BEGIN {if (cur <=
cmp) print cur; else print cmp; }')
```

```
read fw sw tw qw <<< $d
    avg_exec=$(awk -v cur="$tw" -v cmp="$avg_exec" 'BEGIN {print cmp +
cur; }')
    max_exec=$(awk -v cur="$tw" -v cmp="$max_exec" 'BEGIN {if (cur >=
cmp) print cur; else print cmp; }')
    min_exec=$(awk -v cur="$tw" -v cmp="$min_exec" 'BEGIN {if (cur <=
cmp) print cur; else print cmp; }')
    ((j++))
  done
  avg_exec=$(awk -v sum="$avg_exec" -v count="$z" 'BEGIN { print sum /
count; }')
  avg_plan=$(awk -v sum="$avg_plan" -v count="$z" 'BEGIN { print sum /
count; }')
  file="app/analyze/Result_""$i"
  print "$avg_plan" "$min_plan" "$max_plan" "$avg_exec" "$min_exec"
"$max exec"
  echo "Query "$i"/5"
  ((i++))
done
echo Done!
Индексы
Попробуем проиндексировать следующие поля:
#!/bin/bash
db="$1"
user="$2"
port="$3"
```

CREATE INDEX IF NOT EXISTS idx homeclubid ON Games USING btree

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v

ON_ERROR_STOP=1 -c "\$SQL" --quiet

password="\$4"

(homeClubId);

SQL="

SQL="

CREATE INDEX IF NOT EXISTS idx_guestclubid ON Games USING btree (guestClubId);

"

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" --quiet SQL="

CREATE INDEX IF NOT EXISTS idx_trainerclubid ON trainers USING btree (clubId);

"

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" --quiet SQL="

CREATE INDEX IF NOT EXISTS idx_cityid ON Clubs USING btree (cityId);

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" --quiet SQL="

CREATE INDEX IF NOT EXISTS idx_scorerpassport ON goals USING btree (scorerPassport);

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" --quiet SQL="

CREATE INDEX IF NOT EXISTS idx_playercountry ON players USING btree (countryId);

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" --quiet

В результате большинство запросов стало работать хуже, чем первоначально. Это может быть связано с тем, что в запросах мы проходим все поля таблицы, а не ищем какие-то уникальные значения.

Туре	Start	Indexes	penaltyIndex	scorerIndex	countyIndex
min	7,5	6,74	7,64	6,86	7,88
max	12,77	10	9,29	8,81	11,48
avg	9,53	7,81	8,48	8,01	9,64
min	600,64	412,62	423,25	447,26	454,9
max	641,17	434,26	512,93	465,09	561,15
avg	613,08	426,28	454,93	455,24	502,09
min	2,65	2,08	2,21	2,29	2,22
max	7,62	3,71	4,72	4,38	4,16

avg	4,79	3,13	3,33	3,33	3,26
min	56207,61	51313,93	52223,64	50017,24	50393,94
max	76963,83	52407,58	52034,2	52034,2	50880,83
avg	69011,8	52032,2	54204,2	50786,6	50678
min	1,05	1,09	1,35	0,93	1,05
max	1,96	2,21	3,11	1,21	1,76
avg	1,38	1,55	2,01	1,03	1,5
min	10051,09	9969,34	41867,01	10247,55	9549,91
max	12352,7	12945,59	48657,7	1179,02	10748,6
avg	10750,7	11127,5	44593,2	10516,4	10185,4
min	0,62	0,88	0,73	0,58	0,78
max	1,57	1,76	1,5	1,9	2,21
avg	1,03	1,4	1,13	1,01	1,13
min	176,27	160,29	167,38	160,17	166,44
max	236,27	218,5	309,28	219,11	223,89
avg	195,5	199,65	237,24	186,16	185,32
min	0,86	1,12	0,84	0,88	1,02
max	1,96	2,69	2,06	1,25	2,94
avg	1,18	1,47	1,43	1,1	1,51
min	0,81	0,92	0,72	0,7	0,83
max	2,04	1,77	2,41	0,96	1,86
avg	1,22	1,37	1,37	0,88	1,25

Партиционирование

SQL="

Разделим таблицу penalties на партиции. Принципом деления будет служить номер паспорта игрока. Всего паспорт бывает в диапозоне от 1 до 1000000, потому поделим таблицу на 10 партиций (playerPassport в отрезках 1..100000, 100001..200000 и так далее):

```
#!/bin/bash
SQL="
    CREATE TABLE IF NOT EXISTS penalties_new (
        gameTime time,
        gameId int,
        playerPassport bigint,
        penaltyTime time
    ) PARTITION BY RANGE (playerPassport);
    "
psql -h localhost -U postgres -d dbhw2 -p 5432 -v ON_ERROR_STOP=1 -c
"$SQL" --quiet
```

CREATE TABLE IF NOT EXISTS playerPassport_1 PARTITION OF penalties_new FOR VALUES FROM (1) TO (100001);

CREATE TABLE IF NOT EXISTS playerPassport_2 PARTITION OF penalties_new FOR VALUES FROM (100001) TO (200001);

CREATE TABLE IF NOT EXISTS playerPassport_3 PARTITION OF penalties_new FOR VALUES FROM (200001) TO (300001);

CREATE TABLE IF NOT EXISTS playerPassport_4 PARTITION OF penalties_new FOR VALUES FROM (300001) TO (400001);

CREATE TABLE IF NOT EXISTS playerPassport_5 PARTITION OF penalties_new FOR VALUES FROM (400001) TO (500001);

CREATE TABLE IF NOT EXISTS playerPassport_6 PARTITION OF penalties_new FOR VALUES FROM (500001) TO (600001);

CREATE TABLE IF NOT EXISTS playerPassport_7 PARTITION OF penalties_new FOR VALUES FROM (600001) TO (700001);

CREATE TABLE IF NOT EXISTS playerPassport_8 PARTITION OF penalties_new FOR VALUES FROM (700001) TO (800001);

CREATE TABLE IF NOT EXISTS playerPassport_9 PARTITION OF penalties_new FOR VALUES FROM (800001) TO (900001);

CREATE TABLE IF NOT EXISTS playerPassport_10 PARTITION OF penalties_new FOR VALUES FROM (900001) TO (1000001);

psql -h localhost -U postgres -d dbhw2 -p 5432 -v ON_ERROR_STOP=1 -c "\$SQL" --quiet

Мы создали новую таблицу, которую разделили на 10 партиций. Далее перенесем данные из старой таблицы в новую запросом:

INSERT INTO penalties_new SELECT * FROM penalties;

Далее переименуем таблицы и подвяжем внешние ключи:

ALTER TABLE penalties RENAME TO old_penalties;

ALTER TABLE penalties_new RENAME TO penalties;

ALTER TABLE playerpassport_1 ADD CONSTRAINT fk_playerPassport1 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_2 ADD CONSTRAINT fk_playerPassport2 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_3 ADD CONSTRAINT fk_playerPassport3 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_4 ADD CONSTRAINT fk_playerPassport4 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_5 ADD CONSTRAINT fk_playerPassport5 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_6 ADD CONSTRAINT fk_playerPassport6 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_7 ADD CONSTRAINT fk_playerPassport7 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_8 ADD CONSTRAINT fk_playerPassport8 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_9 ADD CONSTRAINT fk_playerPassport9 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_10 ADD CONSTRAINT fk_playerPassport10 FOREIGN KEY (playerpassport) REFERENCES Players (passport);

ALTER TABLE playerpassport_1 ADD CONSTRAINT fk_gameId1 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_2 ADD CONSTRAINT fk_gameId2 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_3 ADD CONSTRAINT fk_gameId3 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_4 ADD CONSTRAINT fk_gameId4 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_5 ADD CONSTRAINT fk_gameId5 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_6 ADD CONSTRAINT fk_gameId6 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_7 ADD CONSTRAINT fk_gameId7 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_8 ADD CONSTRAINT fk_gameId8 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_9 ADD CONSTRAINT fk_gameId9 FOREIGN KEY (gameId) REFERENCES Games (id);

ALTER TABLE playerpassport_10 ADD CONSTRAINT fk_gameId10 FOREIGN KEY (gameId) REFERENCES Games (id);

И добавим первичные ключи SQL="

ALTER TABLE playerpassport_1 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_2 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_3 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_4 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_5 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_6 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_7 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_8 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_9 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

ALTER TABLE playerpassport_10 ADD PRIMARY KEY (gameTime, gameId, playerPassport);

PGPASSWORD="\$password" psql -U "\$user" -d "\$db" -p "\$port" -v ON_ERROR_STOP=1 -c "\$SQL" -quiet

Также была попытка добавить отдельные индексы к некоторым столбцам, но при этом мы проиграли в производительности. Итоговые замеры:

Запрос	Time	Туре	Partitions	Primary_key	Indexes
1	plan	min	6,91	8,43	8,8
		max	10,33	11,73	14,53
		avg	9,05	9,56	10,81
	exec	min	456,41	463,15	494,7
		max	498,98	496,24	555,06
		avg	476,67	482,62	512,57
	plan	min	2,11	2,07	2,23
		max	4,87	4,28	3,33
2		avg	3,3	2,86	2,63
2	exec	min	51800,86	53731,3	54129,99
		max	53892,84	55083,534	70184,96
		avg	52594,2	54522,8	58387,4
	plan	min	1,61	2,24	5,23
		max	5,54	4,5	18,2
3		avg	3,04	3,36	11,2
3	exec	min	11501,68	10767,97	13101,33
		max	13813,47	11939,08	17889,93
		avg	12518,4	11280	14666,5
4	plan	min	0,75	0,64	0,69
		max	1	0,97	2,69
		avg	0,89	0,81	1,63
	exec	min	169,08	177,53	173,06
		max	244,24	298,76	225,5

		avg	204,69	216,97	200,91
	plan	min	0,96	1,04	0,87
		max	2,52	1,24	1,39
5		avg	1,58	1,13	1,11
5	exec	min	0,76	0,75	0,65
		max	2,34	2,71	2,6
		avg	1,24	1,26	1,23

В большинстве запросов время выполнения выросло. В 3 запросе, который работает с партиционированной таблицей, скачка нет, однако запрос все-таки стал работать дольше, хотя и использует созданные партиции (группировка в них быстрее).

Бэкапы

Для бэкапов напишем такой скрипт:

```
mxcount=$(cat old-docker-compose.yml | grep BACKUPS_COPIES | tr "=" " " |
awk '{print $NF}')
freq=$(cat old-docker-compose.yml | grep BACKUPS_FREQUENCY | tr "=" " " |
awk '{print $NF}')
f=\$(date +\%H)
curr=$(cat backup/curr.txt)
count=$current_file
deletenum=0
#PGPASSWORD="1234" pg_dump -U kosandron -d postgres -p 5000 -f
backup/backup"$curr".sql
PGPASSWORD="1234" pg_dump -U kosandron -d postgres -p 5000 -f
backup/backup"$curr".sql
deletenum=$(awk -v now="$curr" -v mx="$mxcount" 'BEGIN {print now - mx }')
if [ -f backup$deletenum.sql ]; then
  rm backup$deletenum.sql
fi
((curr++))
echo "$curr" > backup/curr.txt
while true; do
  s=\$(date +\%H)
  dif=$(awk -v last="$f" -v now="$s" 'BEGIN {print now - last}')
  if [[ "$dif" -ge "0" ]]; then
```

```
if [[ "$dif" -ge "$freq" ]]; then
       PGPASSWORD="1234" pg_dump -U kosandron -d postgres -p 5000 -f
backup/backup"$curr".sql
       deletenum=$(awk -v now="$curr" -v mx="$mxcount" 'BEGIN {print now
- mx }')
       if [ -f backup$deletenum.sql ]; then
         rm backup$deletenum.sql
       fi
       ((curr++))
       echo "$curr" > backup/curr.txt
       f=$s
    fi
  else
    let temp=\$s+24
    dif=$(awk -v last="$f" -v now="$temp" 'BEGIN {print now - last}')
    if [[ "$dif" -ge "-$freq" ]]; then
       PGPASSWORD="1234" pg_dump -U kosandron -d postgres -p 5000 -f
backup/backup"$curr".sql
       deletenum=$(awk -v now="$curr" -v mx="$mxcount" 'BEGIN {print now
- mx }')
       if [ -f backup$deletenum.sql ]; then
         rm backup$deletenum.sql
       fi
       ((curr++))
       echo "$curr" > backup/curr.txt
```

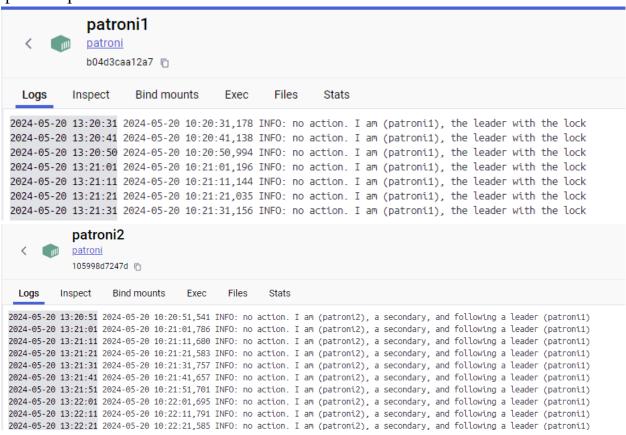
f=\$s fi fi sleep 1

done

Отказоустойчивость

Развернем patroni в докер-контейнере:

По итогу видим, что одна партиция является лидером, а другая ее фолловером:



А при отключении одного из серверов лидером станет другой.