

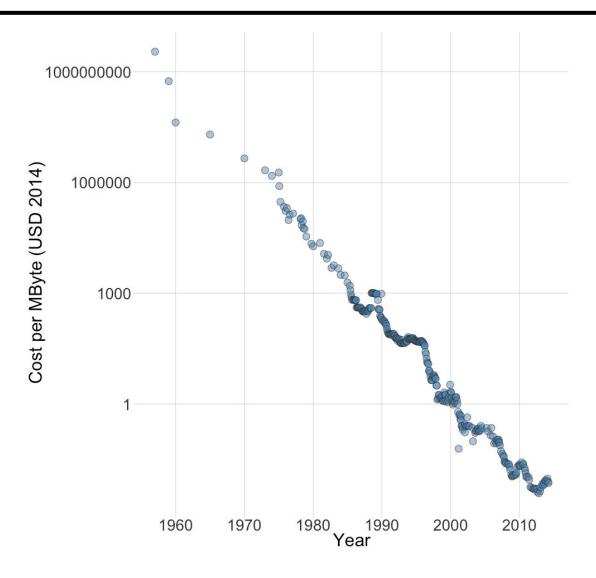
# Decoupled Propagation for DBMS Architectures

Lucas Lersch

M. Sc. Caetano Sauer Advisor

#### **Motivation**

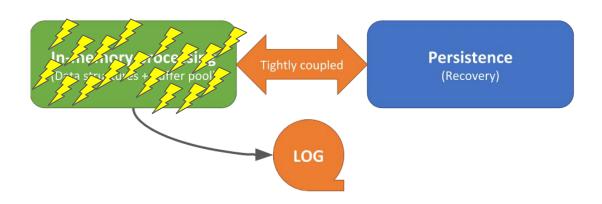




#### **Motivation**

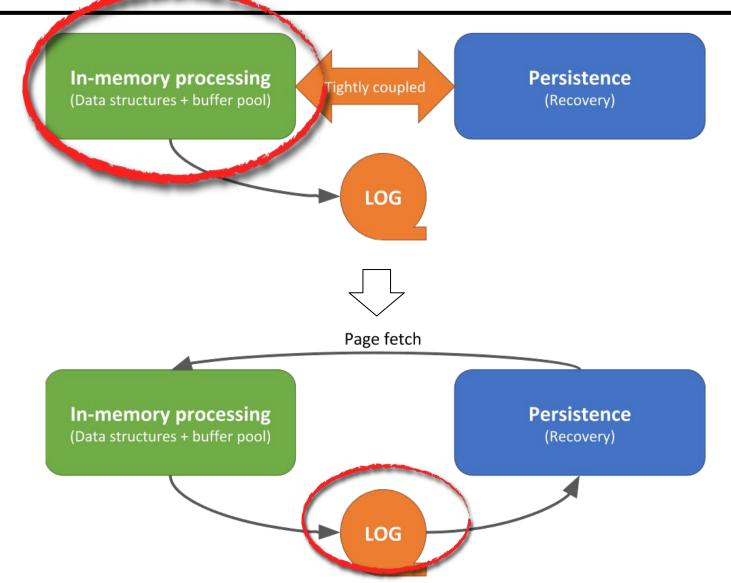


- Today's databases:
  - □ large amounts of memory → large portion of working set in buffer pool
  - up-to-date version of database in persistent storage?
    - RECOVERY!
- Propagation Services
  - checkpoints
  - page cleaner
- Architectural problem



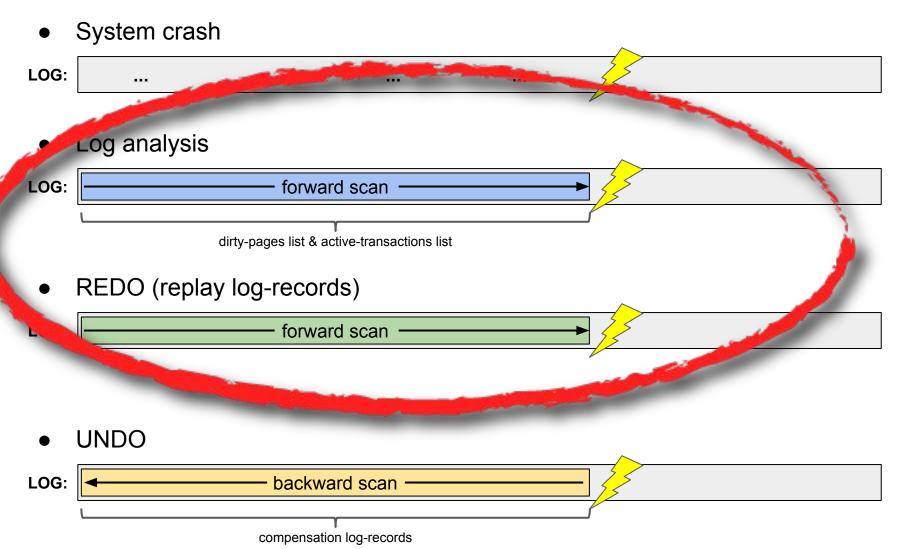
#### Contribution





# **System Recovery**

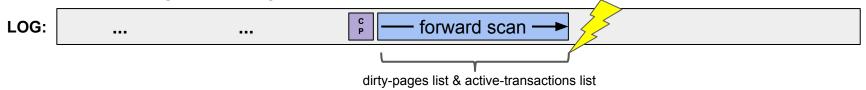




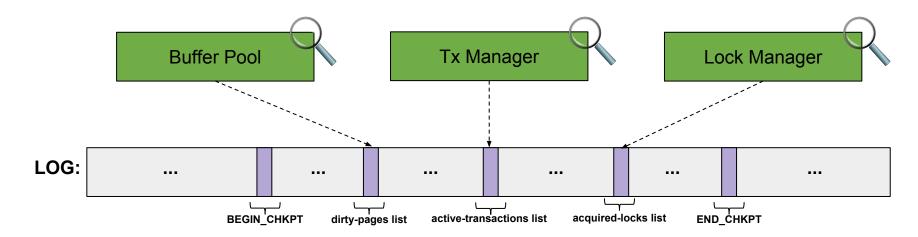
### Checkpoints



- Checkpoints
  - reduce length of log analysis
  - no page flushing



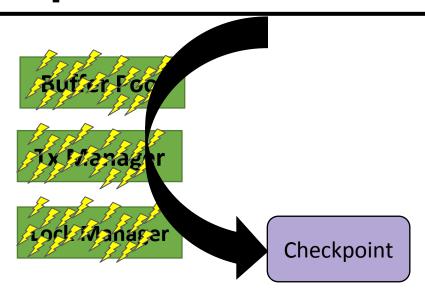
Taking a checkpoint:



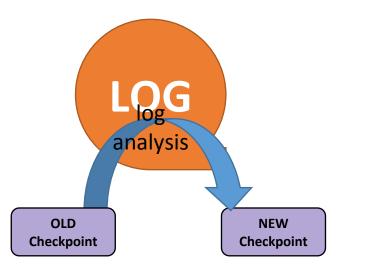
# **Decoupled Checkpoints**



Classical checkpoint:



Decoupled checkpoint:

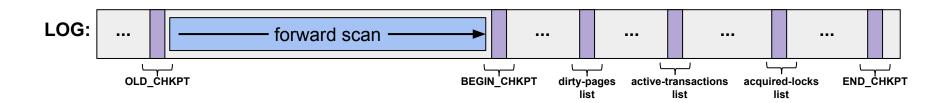


# **Decoupled Checkpoints**



Taking a decoupled checkpoint:





### **Decoupled Checkpoints**



- Decoupled-checkpoint considerations:
  - same algorithm of log analysis
  - no interference in in-memory data structures
  - requires I/O to forward-scan log records
  - requires page\_write log records

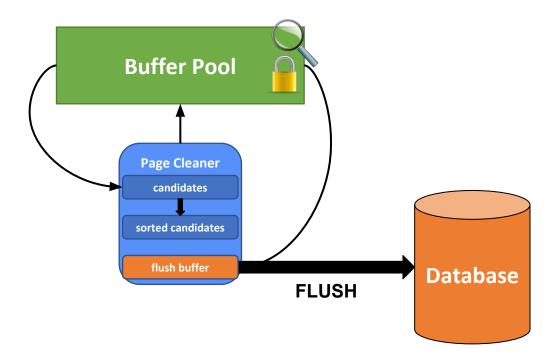
#### Page Cleaner



- Page Flushing
  - page eviction
  - system shutdown
  - reduce REDO work J

Page Cleaner Service

Page Cleaner Service

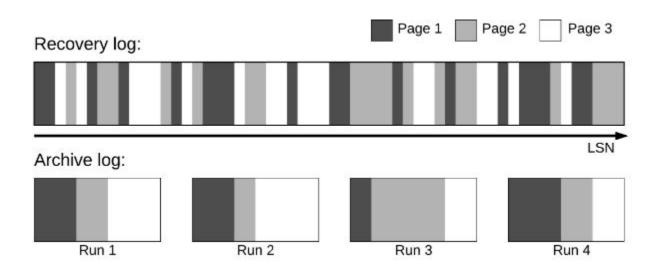




- \*Caetano Sauer, Goetz Graefe and Theo Härder

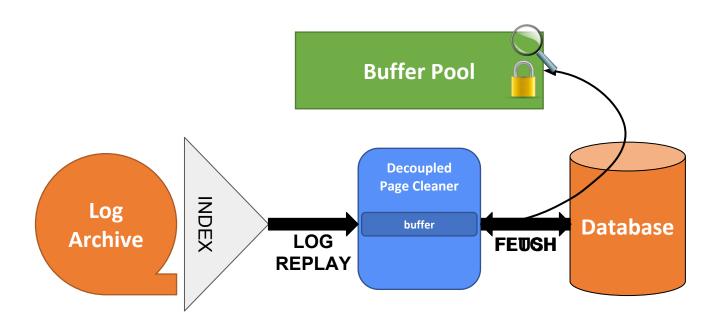
  Decoupled Page Cleaner

  \*Single-pass restore after a media failure\*
  - partially-sorted log archive\*





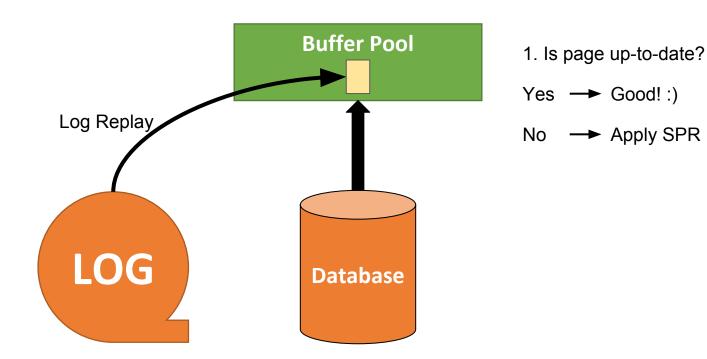
- Decoupled Page Cleaner
  - partially-sorted log archive
    - indexed access to log records by page





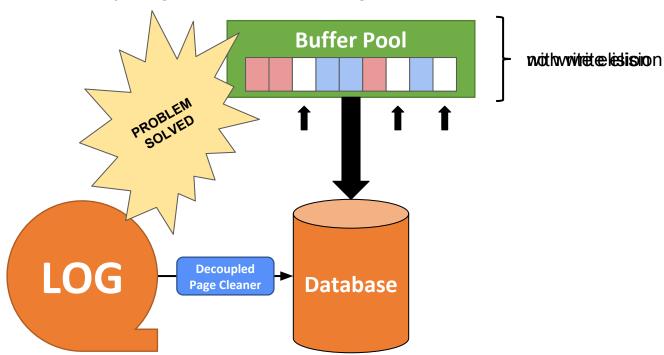
Single-Page Recovery\*

\*Goetz Graefe and Harumi A. Kuno "Definition, detection, and recovery of single-page failures, a fourth class of database failures"





- Write elision
  - evict dirty pages without flushing





- Single-Page Recovery: Read elision
  - page is not fetched from persistent storage
  - update is merely logged, and applied later
- Both, write and read elision reduce system I/O costs

- Recovery without UNDO\*
  - database always in a committed state
    - no dirty updates

\*Caetano Sauer and Theo Harder
"A novel recovery mechanism enabling
fine-granularity locking and fast, redoonly recovery."

- Different page format
  - in-memory page
  - persistent page

#### **Experiments**

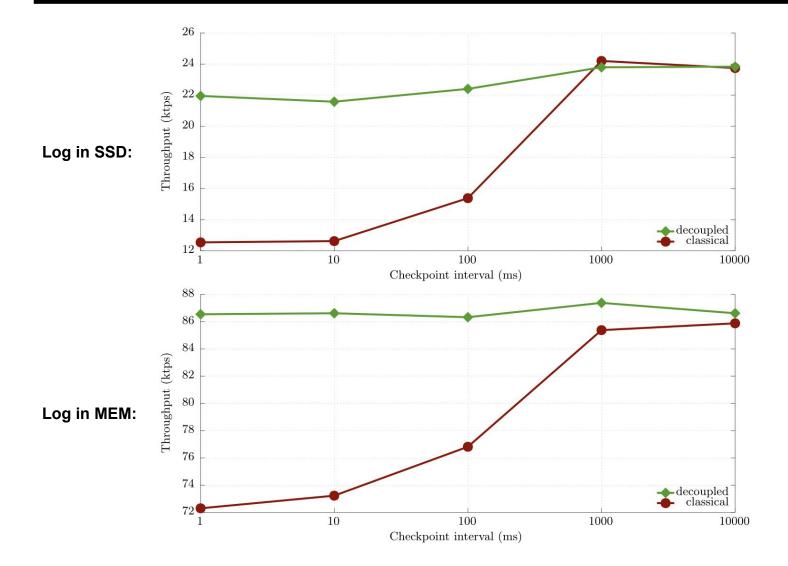


\* https://github.com/caetanosauer/zero

- Zero storage manager\* (based on Shore-MT)
- TPC-B (large amount of small read-write transactions)
  - o 15 minutes
- SF == #Threads (24)
  - no concurrent transaction conflicts
- Buffer pool size → 100% (~5GB)
- Database & log archive
  - SSD
- Recovery log
  - SSD
  - Memory

# **Checkpoint Results**

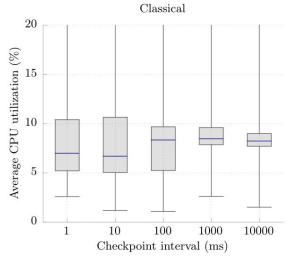


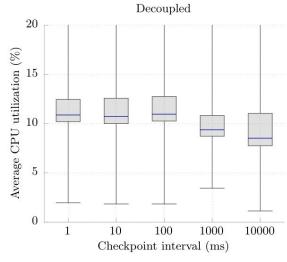


# **Checkpoint Results**

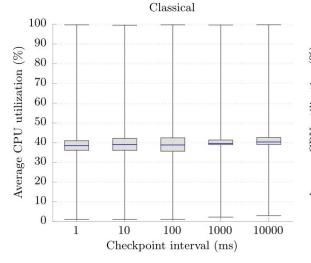


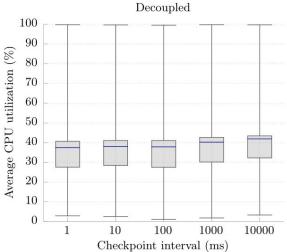






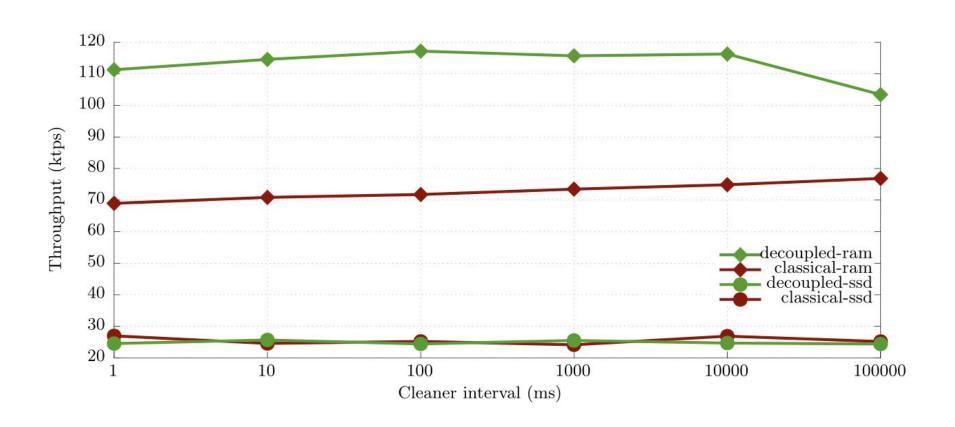
#### Log in MEM:





#### **Cleaner Results**

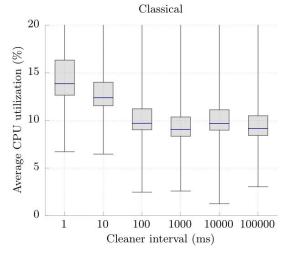


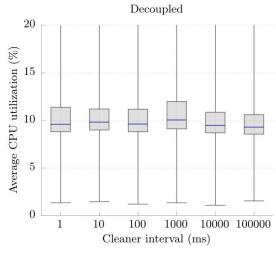


#### **Cleaner Results**

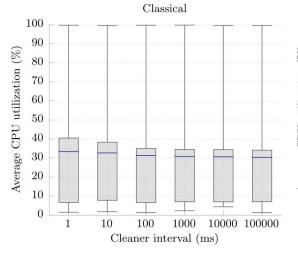


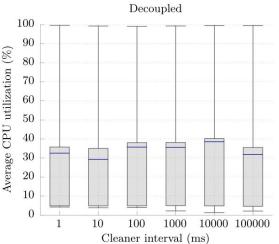






#### Log in MEM:





#### **Future Work**



- Experiments in a more realistic benchmark environment
- Profiler analysis
  - isolate components
- In-depth analysis of cleaner behavior and page access patterns
- Write elision

#### Conclusion



- Decoupled architecture
  - reduce interference in in-memory data structures
  - modular design
  - less code complexity
    - eliminates interaction between components
    - easier concurrent programming

#### Conclusion



