Database Development and Design (CPT201)

Lecture 5b: Introduction to Query Optimisation 2

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Learning Outcomes

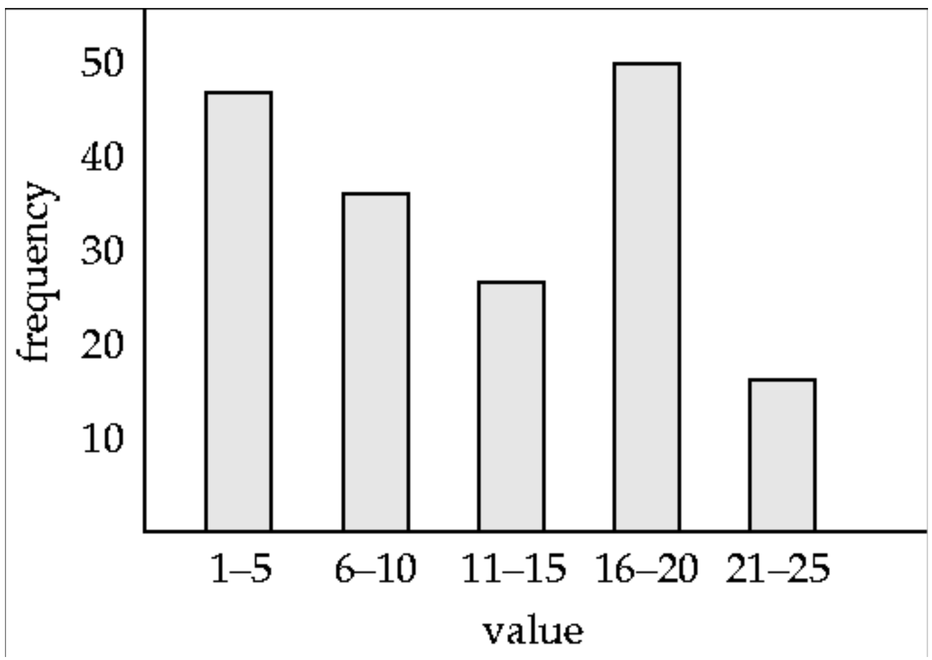
- Introduction to Query Optimisation
  - Catalog Information for Cost Estimation
  - Cost-based optimisation

Catalog Information for Cost Estimation

- n_r: number of tuples in a relation r.
- b_r: number of blocks containing tuples of r.
- l_r: size of a tuple of r.
- f_r: blocking factor of r. i.e., the number of tuples of r that fit into one block.
- $V(A, r)$: number of distinct values that appear in r for attribute A; same as the size of $\prod_A(r)$.
- If tuples of r are stored together physically in a file, then: $b_r = \left\lceil \frac{n_r}{f_r} \right\rceil$

Histograms

- Histogram on attribute *age* of relation *person*
- Equi-width histograms
- Equi-depth histograms



Estimation of the Size of Selection

- $\sigma_{A=V}(r)$
  - $n_r / V(A,r)$: number of records that will satisfy the selection
  - Equality condition on a key attribute (primary key): *size estimate* = 1
- $\sigma_{A \leq V}(r)$ (case of $\sigma_{A \geq V}(r)$ is symmetric)
  - Let c denote the estimated number of tuples satisfying the condition. Let min(A,r) and max(A,r) denote the lowest and highest values for attribute A.
  - If min(A,r) and max(A,r) are available in catalog
    - c = 0 if v < min(A,r)
    - c = $n_r \cdot \frac{v - \min(A,r)}{\max(A,r) - \min(A,r)}$
  - If histograms available, can refine above estimate
  - In absence of statistical information *c* is assumed to be $n_r / 2$.

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Estimation of the Size of Joins

- The Cartesian product $r \times s$ contains $n_r . n_s$ tuples; each tuple occupies $s_r + s_s$ bytes.
- If $R \cap S = \emptyset$, then $r \bowtie s$ is the same as $r \times s$.
- If $R \cap S$ is a key for R, then a tuple of s will join with at most one tuple from r
  - therefore, the number of tuples in $r \bowtie s$ is no greater than the number of tuples in s.
- If $R \cap S$ is a foreign key in S referencing R, then the number of tuples in $r \bowtie s$ is exactly the same as the number of tuples in s.
  - The case for $R \cap S$ being a foreign key referencing S is symmetric.
- In the example query *depositor* $\bowtie$ *customer*, *customer_name* in *depositor* is a foreign key (of *customer*)
  - hence, the result has exactly $n_{depositor}$ tuples, which is 5000

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Estimation of the Size of Joins cont'd

- If $R \cap S = \{A\}$ is not a key for R or S.
  If we assume that every tuple t in R produces tuples in $R \bowtie S$, the number of tuples in $R \bowtie S$ is estimated to be:

  $$\frac{n_r * n_s}{V(A,s)}$$

  If the reverse is true, the estimate obtained will be:

  $$\frac{n_r * n_s}{V(A,r)}$$

  The lower of these two estimates is probably the more accurate one.
- Can improve on above if histograms are available
  - Use formula similar to above, for each cell of histograms on the two relations

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Join Operation: Running Example

- Running example: *depositor* ⋈ *customer*
- Catalog information for join examples:
  - $n_{customer}$ = 10,000.
  - $f_{customer}$ = 25, which implies that $b_{customer}$ =10,000/25 = 400.
  - $n_{depositor}$ = 5000.
  - $f_{depositor}$ = 50, which implies that $b_{depositor}$ = 5,000/50 = 100.
  - *V(customer_name, depositor)* = 2,500, which implies that, on average, each customer has two accounts.
    - Also assume that *customer_name* in *depositor* is a foreign key on *customer*.
    - *V(customer_name, customer) = 10,000 (primary key)*

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Join Operation: Running Example cont'd

- Compute the size estimates for *depositor* ⋈ *customer* without using information about foreign keys:
  - *V(customer_name, depositor)* = 2,500, and *V(customer_name, customer)* = 10,000
  - The two estimates are 5,000 * 10,000/2,500 = 20,000 and 5,000 * 10,000/10,000 = 5,000
  - We choose the lower estimate, which in this case, is the same as our earlier computation using foreign keys.

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Size Estimation for Other Operations

- Projection: estimated size of $\prod_A(r)$ = $V(A,r)$
- Set operations
  - For unions/intersections of selections on the same relation: rewrite and use size estimate for selections
    - e.g., $\sigma_{\theta 1}(r) \cup \sigma_{\theta 2}(r)$ can be rewritten as $\sigma_{\theta 1 \vee \theta 2}(r)$
  - For operations on different relations:
    - estimated size of $r \cup s$ = size of r + size of s.
    - estimated size of $r \cap s$ = minimum size of r and size of s.
    - estimated size of $r - s$ = r.
    - All the three estimates may be quite inaccurate, but provide upper bounds on the sizes.

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Estimation of Number of Distinct Values in Selection

- If θ forces A to take a specified value: $V(A,\sigma_\theta(r)) = 1$.
  - e.g., $A = 3$
- If θ forces A to take on one of a specified set of values:

  $$V(A,\sigma_\theta(r)) = \text{number of specified values.}$$

  - (e.g., ($A = 1 \vee A = 3 \vee A = 4$)),
- If the selection condition θ is of the form A *op* v (*op* is >, <, etc),

  $$V(A,\sigma_\theta(r)) = V(A,r) * s$$

  - where s is the selectivity of the selection.
- In all the other cases: use approximate estimate of min($V(A,r)$, $n_{\sigma\theta(r)}$)

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Estimation of Distinct Values cont'd

Joins: $r \bowtie s$

- If all attributes in A are from r,
  estimated $V(A, r \bowtie s) = \min(V(A,r), n_{r \bowtie s})$
- If A contains attributes $A1$ from r and $A2$ from s, then estimated
  $V(A,r \bowtie s) =$
  $\min(V(A1,r) * V(A2 - A1,s), V(A1 - A2,r) * V(A2,s), n_{r \bowtie s})$
  - More accurate estimate can be got using probability theory, but this one works fine generally
- Projections: Estimation of distinct values are straightforward for projections.
  - They are the same in $\prod_{A}(r)$ as in r.

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Choice of Evaluation Plans

- Must consider the interaction of evaluation techniques when choosing evaluation plans
  - choosing the cheapest algorithm for each operation independently may not yield best overall algorithm, e.g.
    - merge-join may be costlier than hash-join, but may provide a sorted output which reduces the cost for an outer level aggregation.
    - nested-loop join may provide opportunity for pipelining
- Practical query optimisers incorporate elements of the following two broad approaches:
  - Search all the plans and choose the best plan in a cost-based fashion.
  - Uses heuristics to choose a plan.

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Cost-Based Join Order Optimisation

- Consider finding the best join-order for

  $r_1 \bowtie r_2 \bowtie \ldots R_n$.
- There are $(2(n-1))!/(n-1)!$ different join orders for above expression. With $n = 7$, the number is 665280, with $n = 10$, the number is greater than 176 billion!
- No need to generate all the join orders. Using dynamic programming, the least-cost join order for any subset of $\{r_1, r_2, \ldots r_n\}$ is computed only once and stored for future use.

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Dynamic Programming in Optimisation

- To find best plan (join tree) for a set of n relations:
  - Consider all possible plans of the form: $S_1 \bowtie (S - S_1)$, where S_1 is any non-empty subset of S.
  - Recursively compute cost for joining subsets of S to find the cost of each plan. Choose the cheapest of the alternatives.
  - Base case for recursion: single relation access plan
    - Find the best selection strategy for a particular relation R_i
  - When plan for any subset is computed, store it and reuse it when it is required again, instead of re-computing it.

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Join Order Optimisation Algorithm

```
// initialise bestplan[S].cost to ∞
procedure findbestplan(S)
    if (bestplan[S].cost ≠ ∞)
        return bestplan[S]
    // else bestplan[S] has not been computed earlier, compute it now
    if (S contains only 1 relation)
        set bestplan[S].plan and bestplan[S].cost based on the best way
        of accessing S  /* Using selections on S and indices on S */
    else for each non-empty subset S1 of S such that S1 ≠ S
        P1= findbestplan(S1)
        P2= findbestplan(S - S1)
        A = best algorithm for joining results of P1 and P2
        cost = P1.cost + P2.cost + cost of A
        if cost < bestplan[S].cost
            bestplan[S].cost = cost
            bestplan[S].plan = "execute P1.plan; execute P2.plan;
                                join results of P1 and P2 using A"
    return bestplan[S]
```

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Cost of Join Order Optimisation

- With dynamic programming time complexity of optimisation with bushy trees is $O(3^n)$.
  - With n = 10, this number is 59000 instead of 176 billion!
- Space complexity is $O(2^n)$ as the number of subsets of the S is 2^n.
- Although both numbers still increase rapidly with n, commonly occurring joins usually have less than 10 relations, and can be handled easily.

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Cost-Based Optimisation with Equivalence Rules

- Many optimisers follow an approach based on
  - Using heuristic transformations to handle constructs other than joins
  - applying the cost-based join order selection algorithm to subexpressions involving only joins and selections
- General-purpose cost-based optimiser based on equivalence rules
  - easy to extend the optimiser with new rules to handle different query constructs
  - but the procedure to enumerate all equivalent expressions is very expensive

Cost-Based Optimisation with Equivalence Rules cont'd

- To make the approach work efficiently requires the following:
  - A space-efficient representation of expressions
  - Efficient techniques for detecting duplicate derivations of the same expression
  - dynamic programming based on memoisation
  - avoid generating all possible equivalent plans

Heuristic Optimisation

- Cost-based optimisation is expensive, even with dynamic programming.
- Systems may use *heuristics* to reduce the number of choices that must be made in a cost-based fashion.
- Heuristic optimisation transforms the query-tree by using a set of rules that typically (but not in all cases) improve execution performance:
  - Perform selection early (reduces the number of tuples)
  - Perform projection early (reduces the number of attributes)
  - Perform the most restrictive selection and join operations (i.e., with smallest result size) before other similar operations.
- Some systems use only heuristics, others combine heuristics with partial cost-based optimisation.

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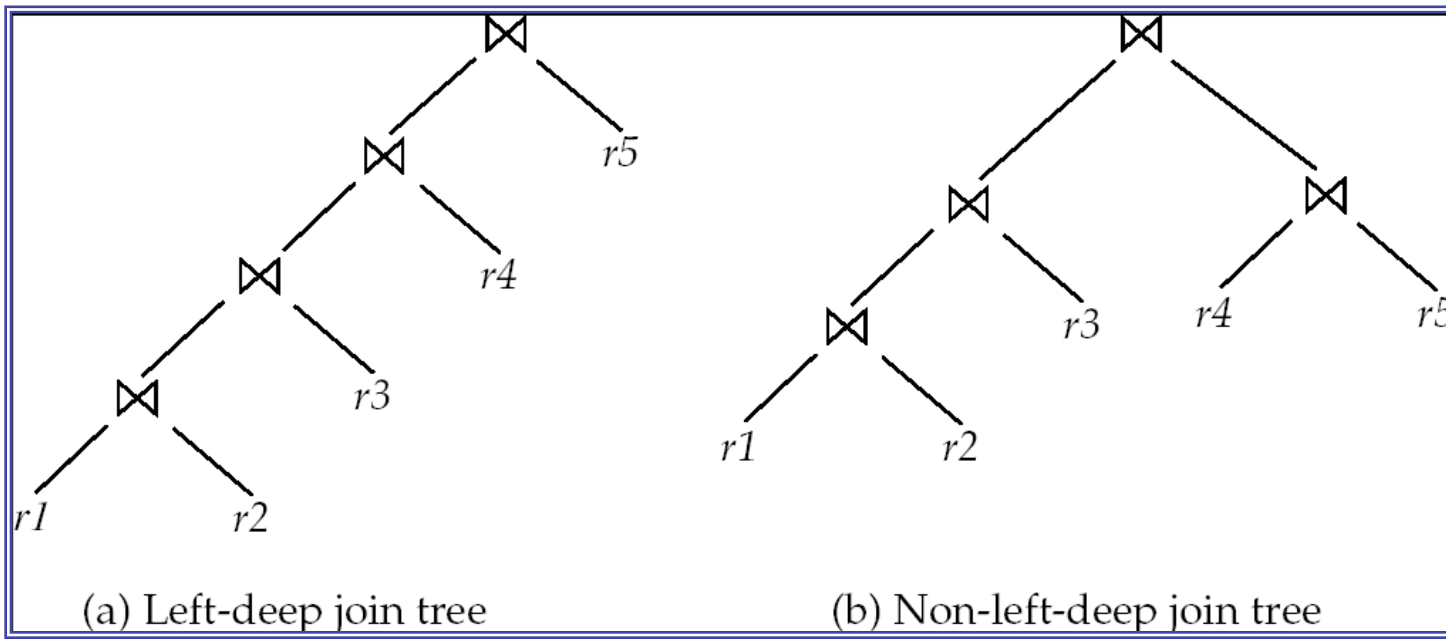
Other heuristics: Left Deep Join Trees

- In **left-deep join trees**, the right-hand-side input for each join is a relation, not the result of an intermediate join.



Cost of left-deep join Optimisation

- To find best left-deep join tree for a set of *n* relations:
  - Consider *n* alternatives with one relation as right-hand side input and the other relations as left-hand side input.
  - Modify optimisation algorithm:
    - Replace "**for each** non-empty subset *S1* of *S* such that $S1 \neq S$"
    - By: **for each** relation r in S, let S1 = S – r .
- If only left-deep trees are considered, time complexity of finding best join order is O(n!), with dynamic programming this can be reduced to $O(n\ 2^n)$
  - Space complexity remains at $O(2^n)$
- Cost-based optimisation is expensive, but worthwhile for queries on large datasets (typical queries have small n, generally < 10)

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Structure of Query Optimisers

- Many optimisers considers only left-deep join orders.
  - Plus heuristics to push selections and projections down the query tree
  - Reduces optimisation complexity and generates plans amenable to pipelined evaluation.
- Heuristic optimisation used in some versions of Oracle:
  - Repeatedly pick "best" relation to join next
    - Starting from each of n starting points. Pick best among these

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Structure of Query Optimisers cont'd

- Some query optimisers integrate heuristic selection and the generation of alternative access plans.
  - Frequently used approach
    - heuristic rewriting of nested block structure and aggregation
    - followed by cost-based join-order optimisation for each block
  - Some optimisers (e.g. SQL Server) apply transformations to entire query and do not depend on block structure
- Even with the use of heuristics, cost-based query optimisation imposes a substantial overhead.
  - But is worth for expensive queries
  - Optimisers often use simple heuristics for very cheap queries, and perform exhaustive enumeration for more expensive queries

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End of Lecture

- Summary
  - Transformation of Relational Expressions
  - Catalog Information for Cost Estimation
  - Cost-based optimisation
  - Dynamic Programming for Choosing Evaluation Plans

- Reading
  - Textbook chapter 13.1, 13.2, 13.3, and 13.4