

L-Store: Towards a Unified OLTP and OLAP over a Secure Platform

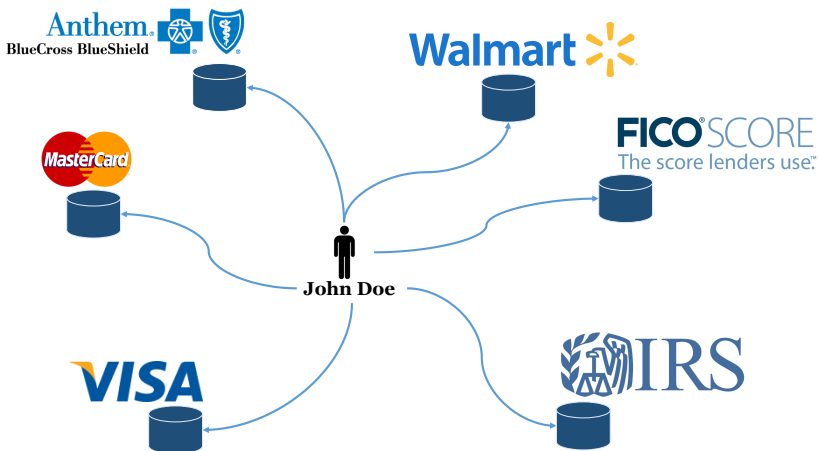
Mohammad Sadoghi

Exploratory Systems Lab
University of California, Davis

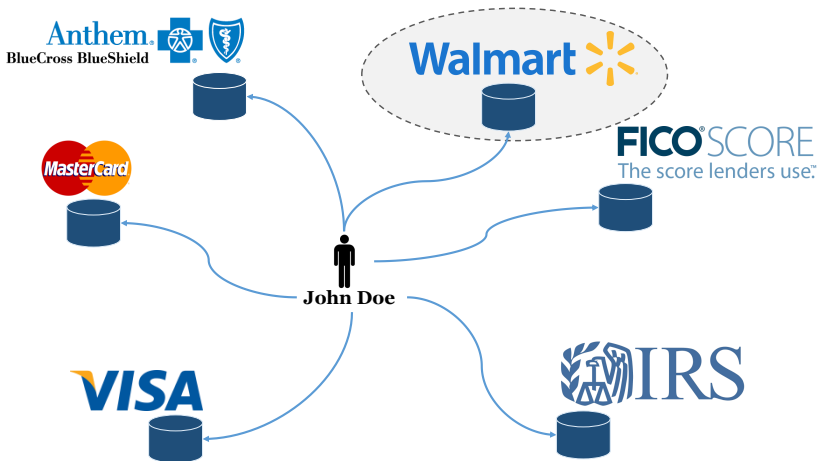
University of Waterloo
October 15, 2018



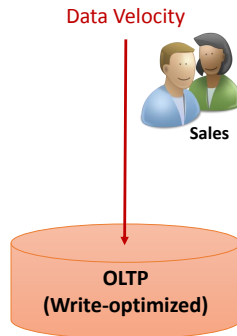
Data Management at Macroscale



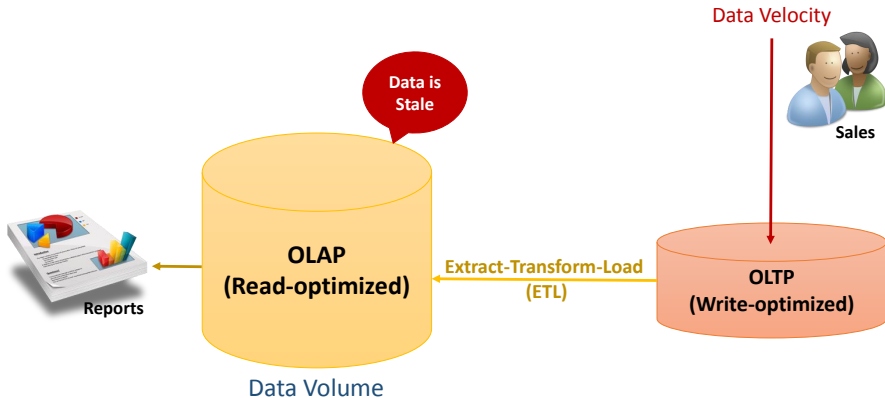
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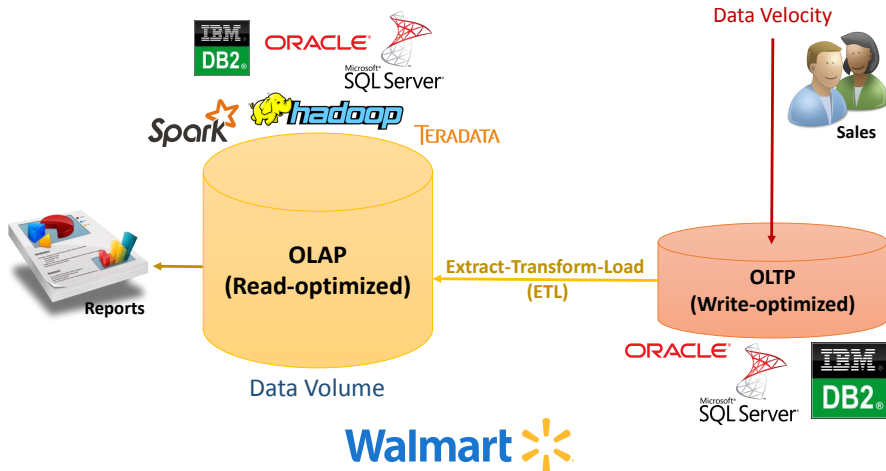
Data Management at Microscale: Volume & Velocity



Data Management at Microscale: Volume & Velocity

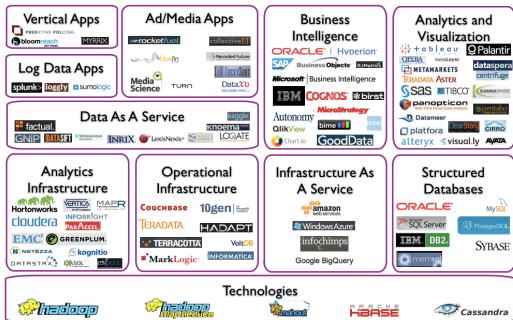


Data Management at Microscale: Volume & Velocity



One Size Does not Fit All As of 2012

Big Data Landscape



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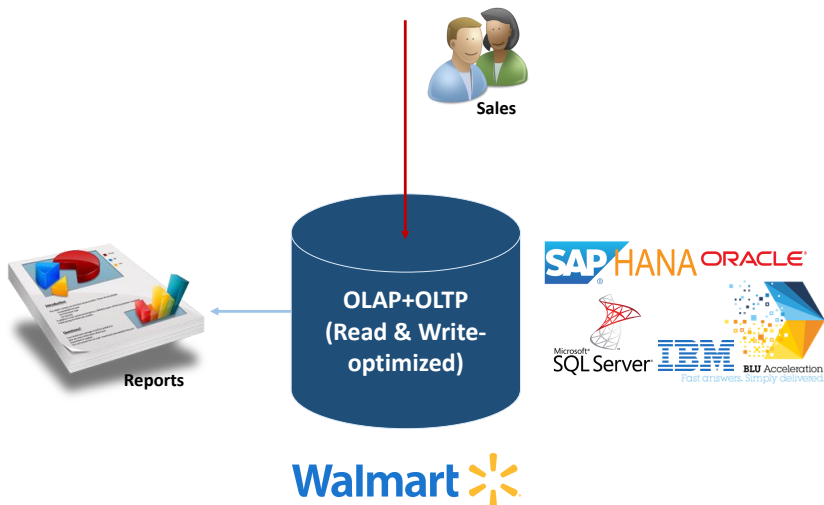
The map is organized into five main categories, each with a set of logos representing key players:

- FRAMEWORKS:** Includes logos for TensorFlow, PyTorch, Keras, JAX, PySpark, Dask, and others.
- QUERY / DATA FLOW:** Includes logos for Apache Spark, Flink, and others.
- DATA ACCESS:** Includes logos for MongoDB, Redis, and others.
- COORDINATION:** Includes logos for Apache Hadoop, YARN, and others.
- STREAMING:** Includes logos for Apache Kafka, Flink, and others.
- START TOOLS:** Includes logos for Databricks, Snowflake, and others.
- AI / MACHINE LEARNING / DEEP LEARNING:** Includes logos for TensorFlow, PyTorch, and others.
- SEARCH:** Includes logos for Elasticsearch, Solr, and others.
- LOG ANALYSIS:** Includes logos for Splunk, and others.
- VISUALIZATION:** Includes logos for Tableau, Power BI, and others.
- COLLABORATION:** Includes logos for Jupyter, and others.
- SECURITY:** Includes logos for Apache Ranger, and others.
- DATA SOURCES & APIS:** Includes logos for Bloomberg, Twitter, and others.
- DATA RESOURCES:** Includes logos for Kaggle, and others.
- INCUBATORS & SCHOOLS:** Includes logos for Y Combinator, and others.
- RESEARCH:** Includes logos for OpenAI, and others.

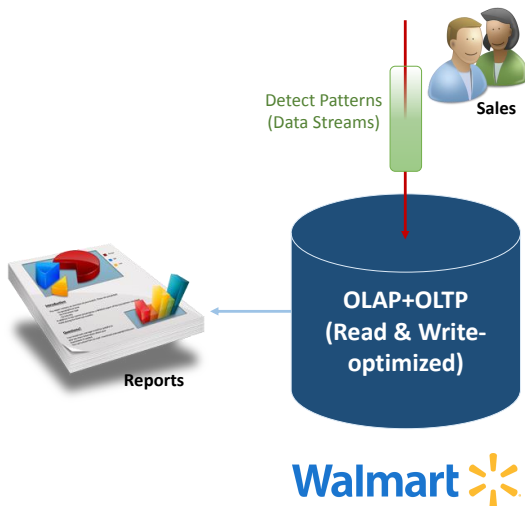
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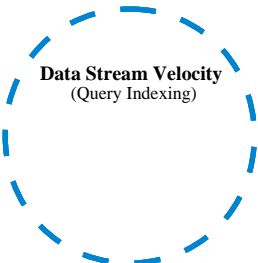


- 1 Data Management at Microscale
- 2 Data Management at Microscale
- 3 Data Velocity: Index Maintenance
- 4 Data Volume: MVCC Concurrency
- 5 Data Volume: Coordination-free Concurrency
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- 7 Data at Macroscale: Decentralized & Democratic Data Platform
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Big Picture



**Operational Data
Volume & Velocity**
(Storage Architecture,
Indexing & Concurrency)



Data Stream Velocity
(Query Indexing)

Big Picture

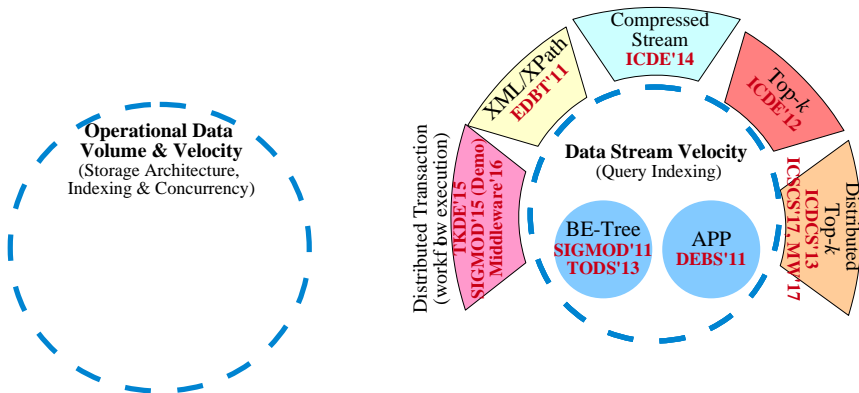
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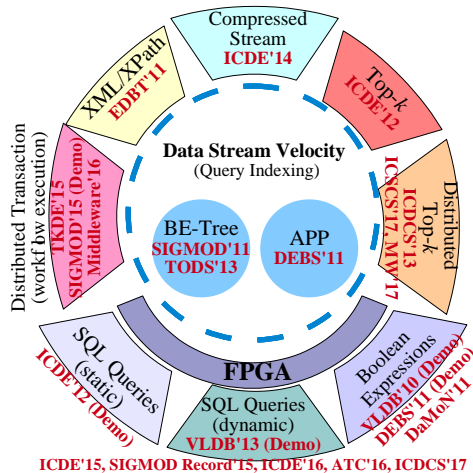
BE-Tree
SIGMOD'11
TODS'13

APP
DEBS'11

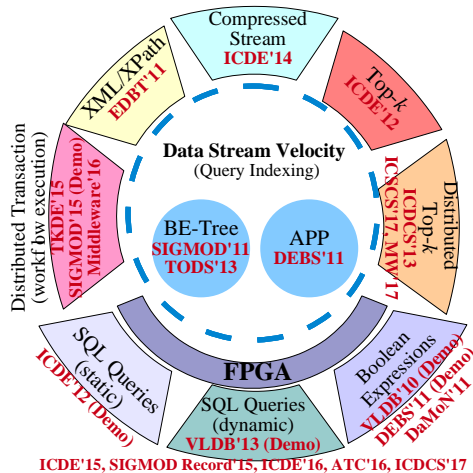
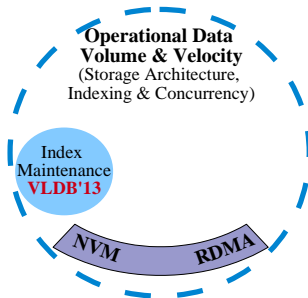
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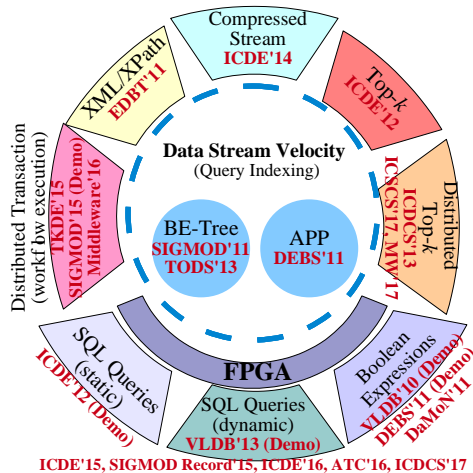
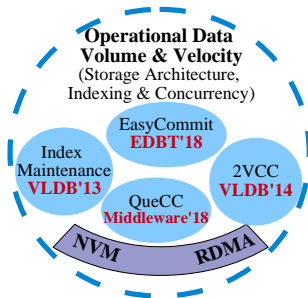


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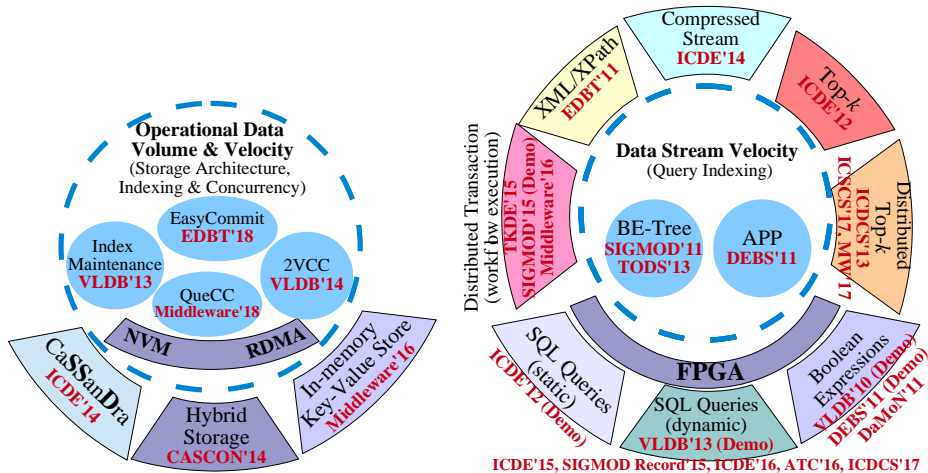


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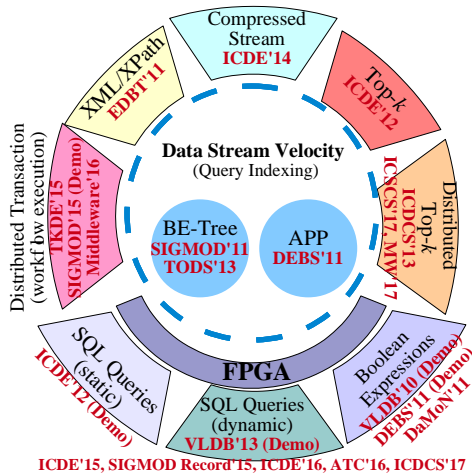
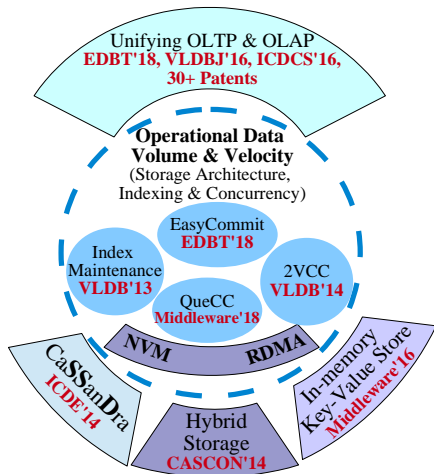




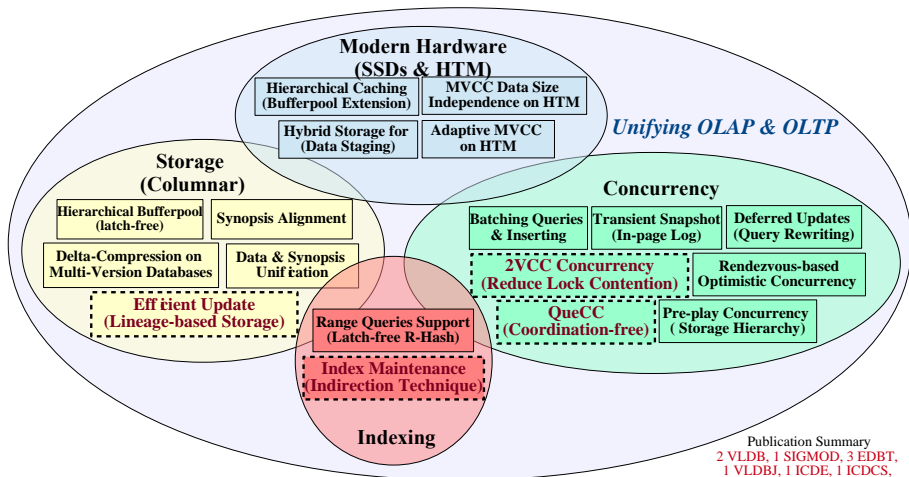
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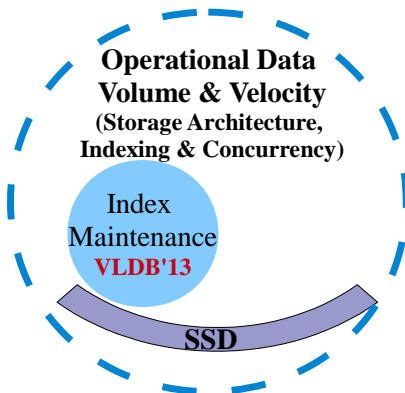


Deep Dive: Unifying OLTP & OLTP



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Extending Storage Hierarchy with Indirection Layer



Reducing Index maintenance: Velocity Dimension

Observed Trends

In the absence of in-place updates in operational multi-version databases, the cost of index maintenance becomes a major obstacle to cope with data velocity.

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Extending storage hierarchy (using fast non-volatile memory) with *an extra level of indirection* in order to

Reducing Index maintenance: Velocity Dimension

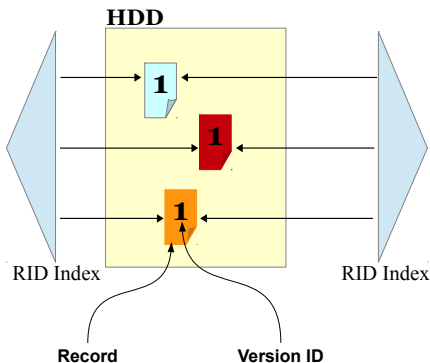
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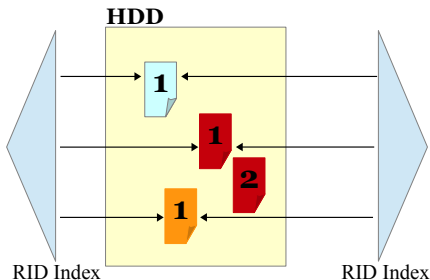
**Decouple Logical and Physical Locations of Records to
Reduce Index Maintenance**

Traditional Multi-version Indexing: Updating Records



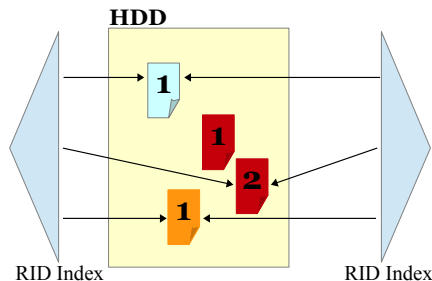
Updating random leaf pages

Traditional Multi-version Indexing: Updating Records



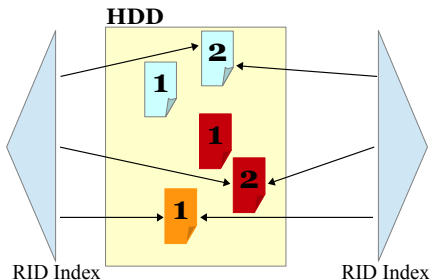
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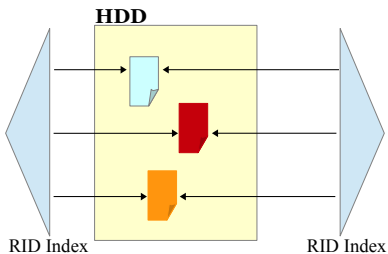
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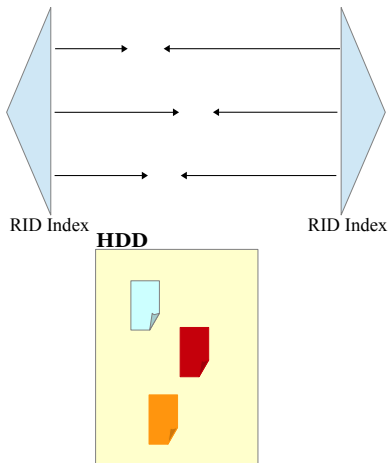


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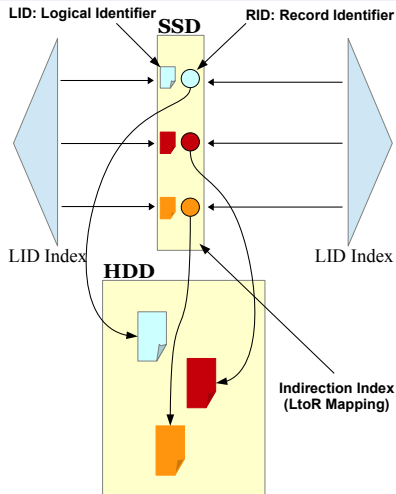
Indirection Indexing: Updating Records



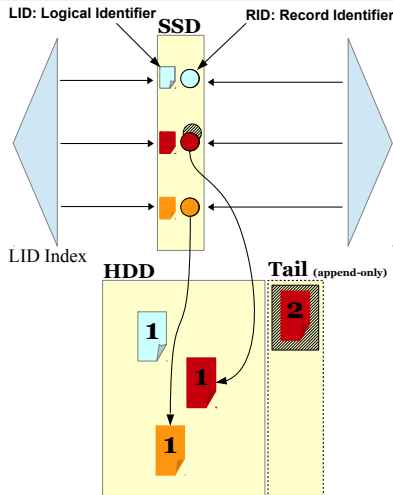
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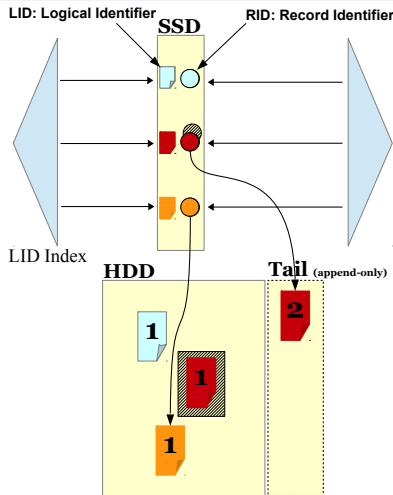


Indirection Indexing: Updating Records



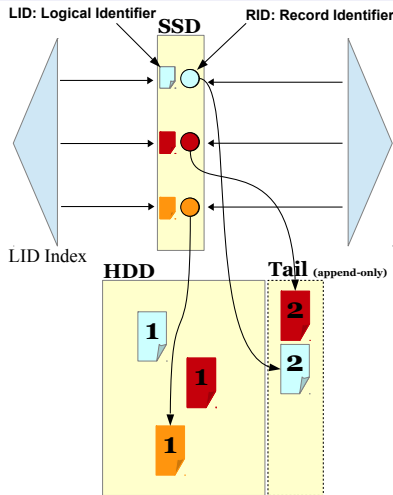
Eliminating random leaf-page updates

Indirection Indexing: Updating Records



Eliminating random leaf-page updates

Indirection Indexing: Updating Records



Eliminating random leaf-page updates

Analytical & Experimental Evaluations

Indirection Time Complexity Analysis

	Legend
K	Number of indexes
LB	LIDBlock size
M	Number of matching records

Method	Type	Imm. SSD	Def. SSD	Imm. HDD	Def. HDD
Base	Deletion	0	0	$2 + K$	$\leq 1 + K$
	Single-attr. update	0	0	$3 + K$	$\leq 2 + K$
	Insertion	0	0	$1 + K$	$\leq 1 + K$
	Search Uniq.	0	0	2	0
	Search Mult.	0	0	$1 + M$	0
Indirection	Deletion	2	0	2	≤ 3
	Single-attr. update	2	0	4	≤ 3
	Insertion	$2 + 2K$	$2K/LB$	1	$\leq 1 + 2K/LB$
	Search Uniq.	2	0	2	0
	Search Mult.	$1 + M$	0	$1 + M$	0

Experimental Setting

■ Hardware:

- (2 × 8-core) Intel(R) Xeon(R) CPU E7-4820 @ 2.00GHz, 32GB, 2 × HDD, SSD Fusion-io

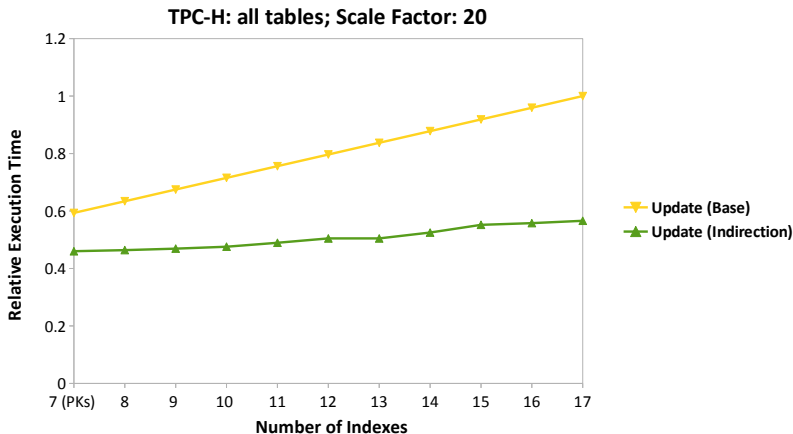
■ Software:

- Database: IBM DB2 9.7
- Prototyped in a commercial proprietary database
- Prototyped in Apache Spark by UC Berkeley
- LIBGist v.1.0: Generalized Search Tree C++ Library by UC Berkeley (**5K LOC**) (Predecessor of Generalized Search Tree (GiST) access method for PostgreSQL)
- **LIBGist^{mv} Prototype:** Multi-version Generalized Search Tree C++ Library over LIBGist supporting Indirection/LIDBlock/DeltaBlock (**3K LOC**)

■ Data:

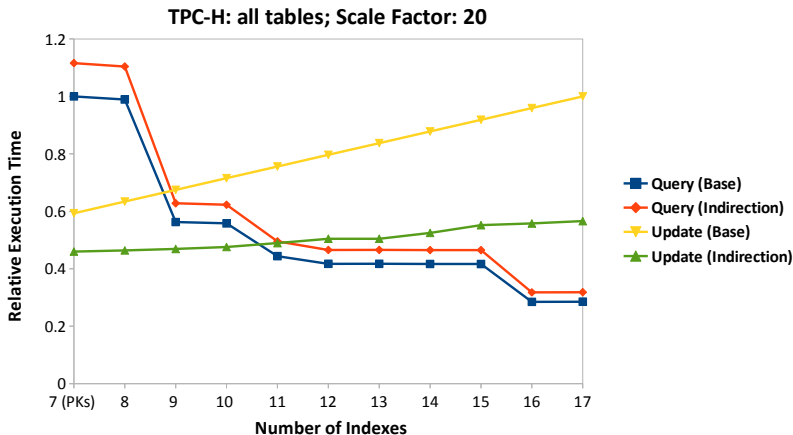
- TPC-H benchmark
- Microsoft Hekaton micro benchmark

Indirection: Effect of Indexes in Operational Data Stores



Substantially improving the update time ...

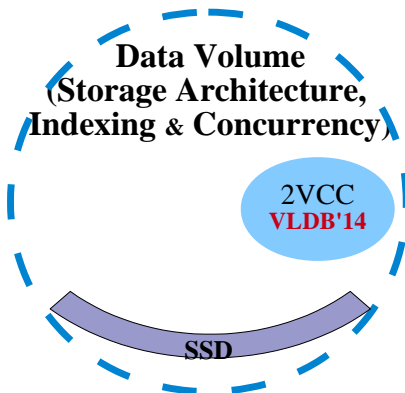
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... Consequently affording more indexes and significantly reducing the query time

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Introducing Multi-version Concurrency Control



Generalized Concurrency Control: Volume Dimension

Observed Trends

In operational multi-version databases, there is a tremendous opportunity to avoid clashes between readers (scanning a large volume of data) and writers (frequent updates).

Generalized Concurrency Control: Volume Dimension

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In operational multi-version databases, there is a tremendous opportunity to avoid clashes between readers (scanning a large volume of data) and writers (frequent updates).

Introducing a (latch-free) *two-version concurrency control* (2VCC) by extending indirection mapping (i.e., central coordination mechanism) and exploiting existing two-phase locking (2PL) in order to

Generalized Concurrency Control: Volume Dimension

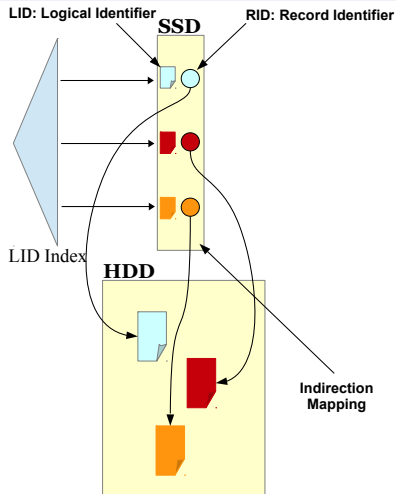
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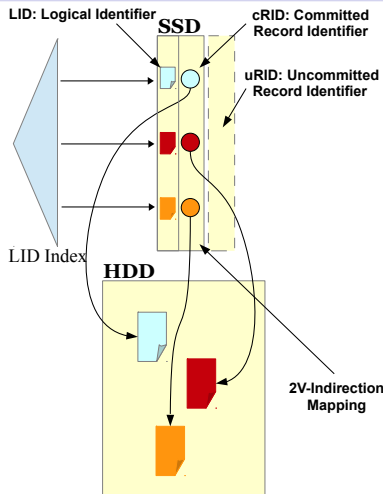
Decouple Readers/Writers to Reduce Contention
(Pessimistic and Optimistic Concurrency Control Coexistence)

2V-Indirection Indexing: Updating Records



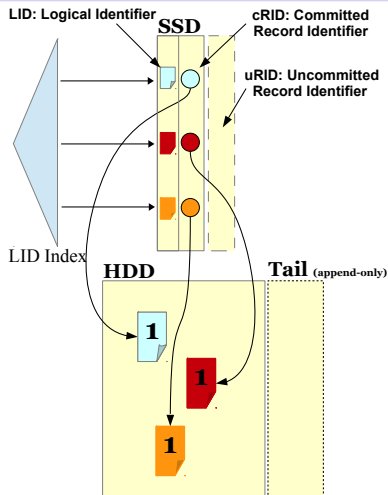
Recap: Indirection technique for reducing index maintenance

2V-Indirection Indexing: Updating Records



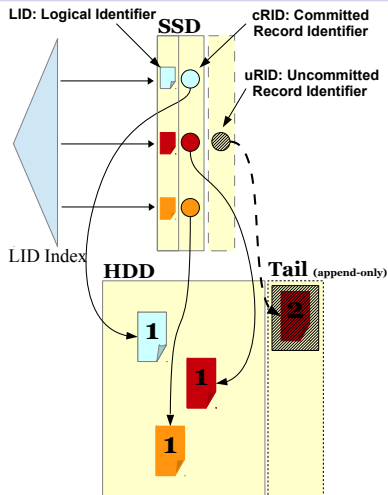
Extending the indirection to committed/uncommitted records

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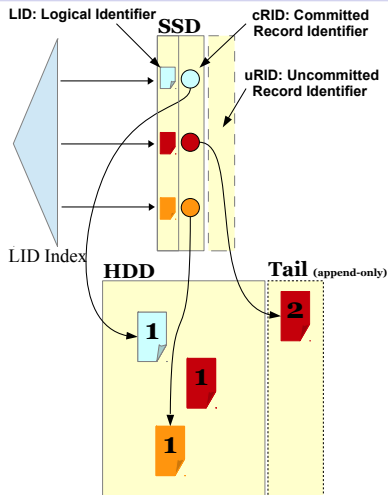
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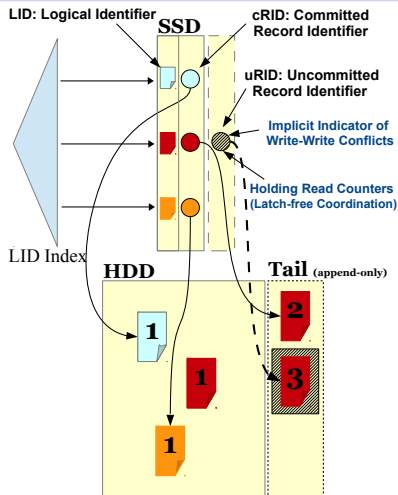
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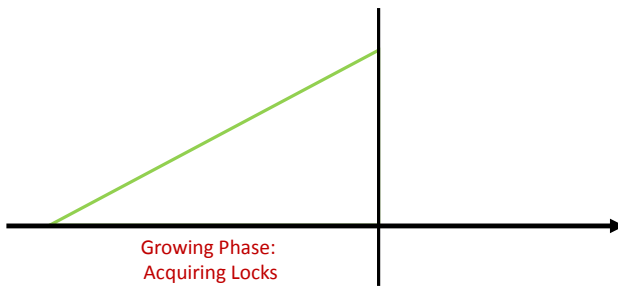
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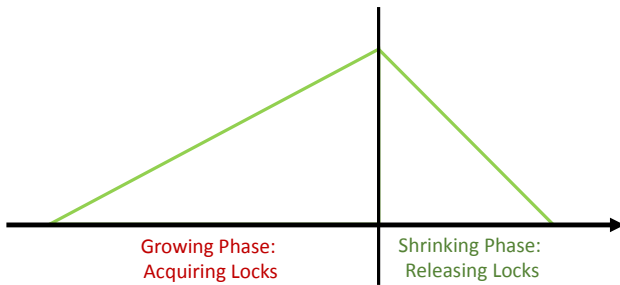
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Overview of Two-version Concurrency Control Protocol



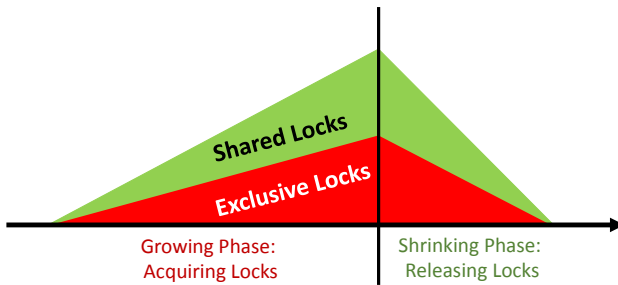
Two-phase locking (2PL) consisting of growing and shrinking phases

Overview of Two-version Concurrency Control Protocol



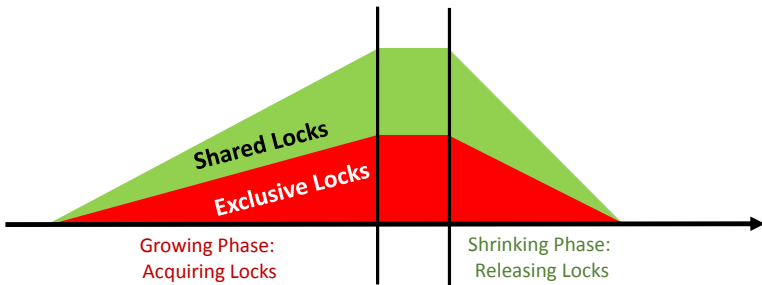
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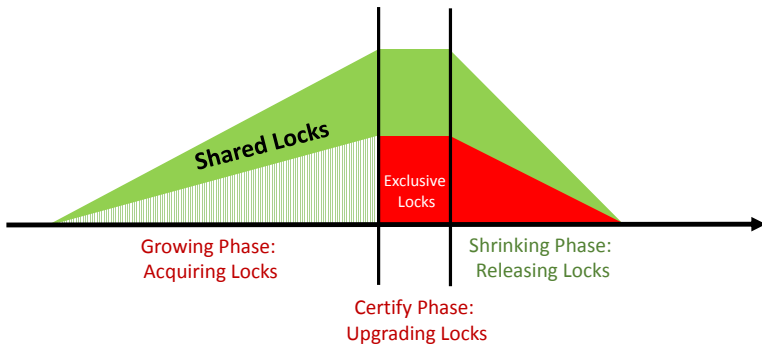
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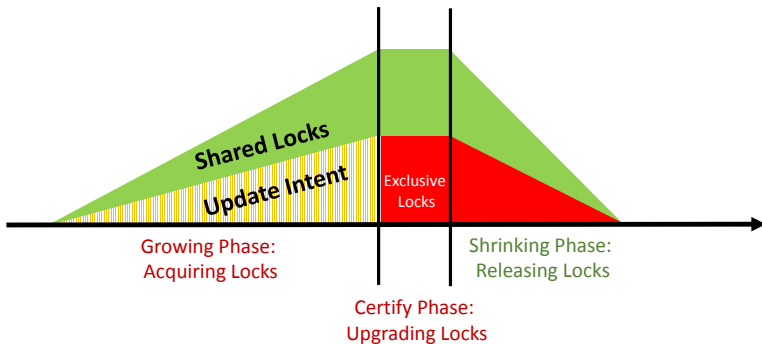
Extending 2PL with certify phase

Overview of Two-version Concurrency Control Protocol



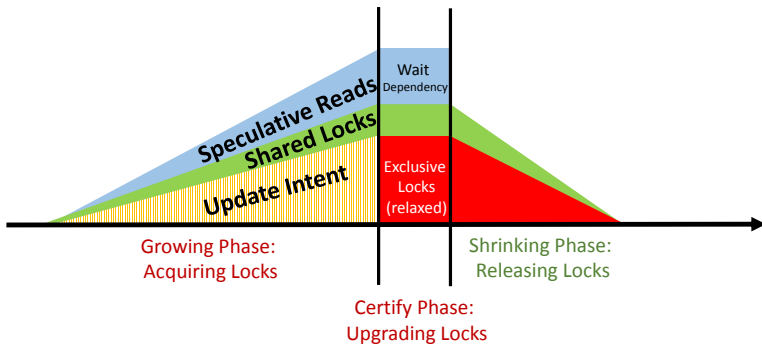
Exclusive locks held for shorter period (inherently optimistic)

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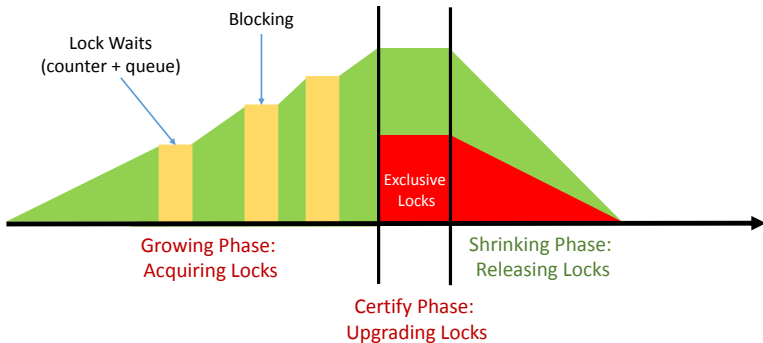
Exclusive locks held for shorter period (inherently optimistic)

Overview of Two-version Concurrency Control Protocol



Relaxed exclusive locks to allow speculative reads (increased optimism)

Overview of Two-version Concurrency Control Protocol

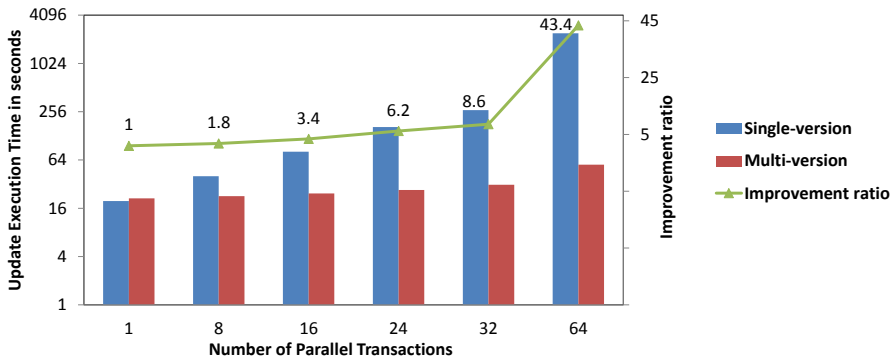


Trade-offs between blocking (i.e., locks) vs. non-blocking (i.e., read counters)

Experimental Analysis

2VCC: Effect of Parallel Update Transactions

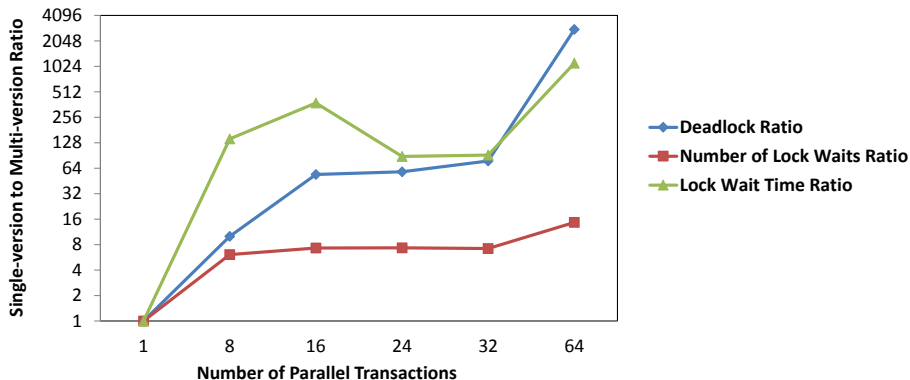
Update Only Workload; High Contention



Substantial gain by reducing the read/write contention & using non-blocking operations

2VCC: Effect of Parallel Update Transactions

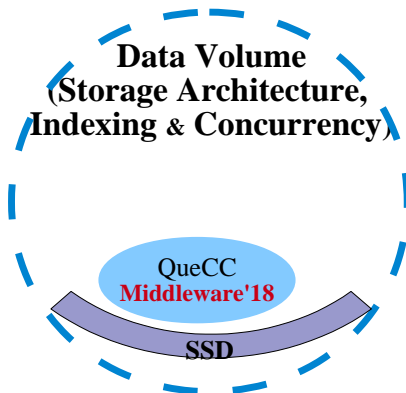
Lock Statistics Comparison; High Contention



Substantial gain by reducing the read/write contention & using non-blocking operations

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Introducing Coordination-free Concurrency Control



Confrontation-free Concurrency Control

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In operational databases, the use of pre-compiled stored procedures is predominant. There is a tremendous opportunity to exploit transaction prior knowledge to eliminate the need for coordination.

Confrontation-free Concurrency Control

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Is it possible to have concurrent execution over shared data (not limited to partitionable workloads) without having any concurrency controls?

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Introducing a *queue-oriented, control-free concurrency (QueCC)* based on two parallel & independent phases of priority-driven planning & execution.

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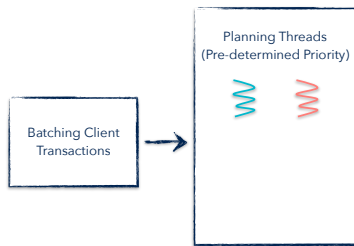
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Execution and Synchronization Decoupling

Batching Client Transactions

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Queue-oriented, Control-free Concurrency (QueCC)



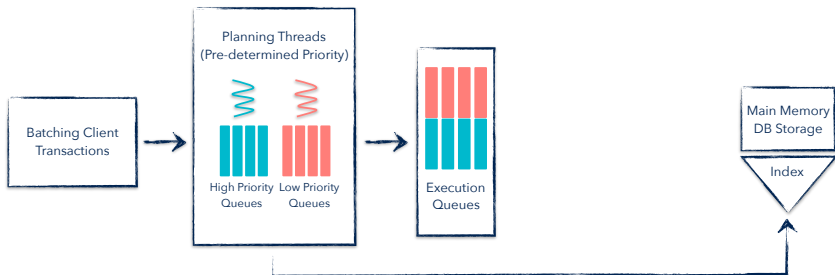
Execution & Synchronization Decoupling: Deterministic priority-based planning followed by queue-oriented execution

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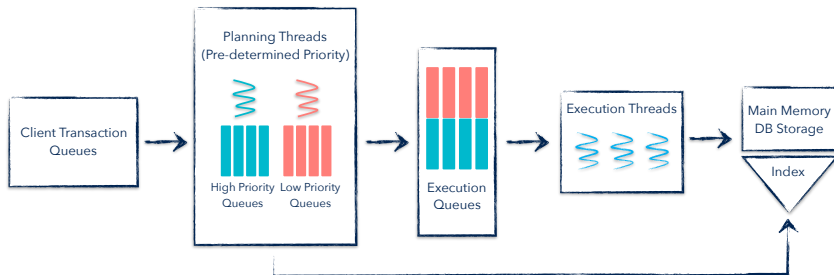
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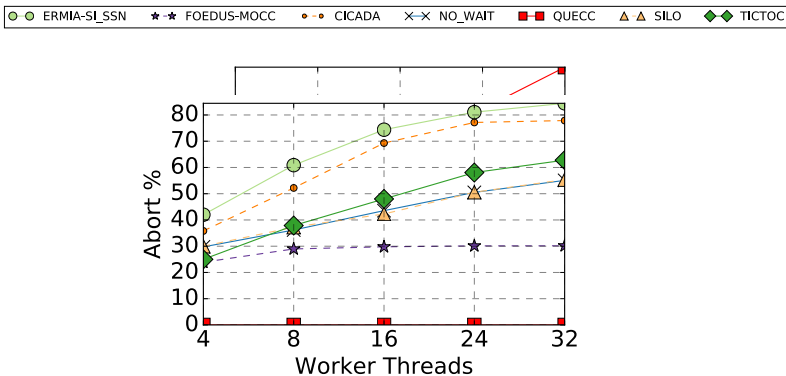
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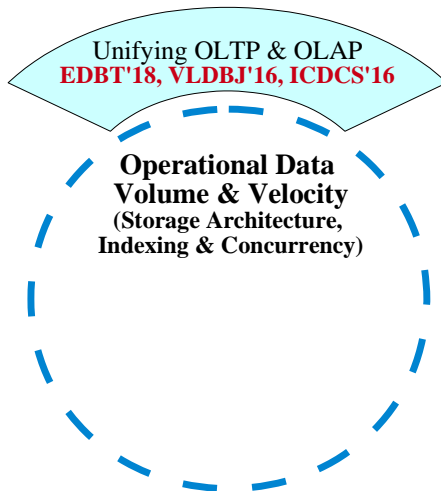
Experimental Analysis

QueCC: Effect of Parallel Update Transactions



Avoiding thread coordination & eliminating all execution-induced aborts

Unifying OLTP and OLAP



Unifying OLTP and OLAP: Velocity & Volume Dimensions

Observed Trends

In operational databases, there is a pressing need to close the gap between the write-optimized layout for OLTP (i.e., row-wise) and the read-optimized layout for OLAP (i.e., column-wise).

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Introducing a *lineage-based storage architecture*, a contention-free update mechanism over a native columnar storage in order to

Unifying OLTP and OLAP: Velocity & Volume Dimensions

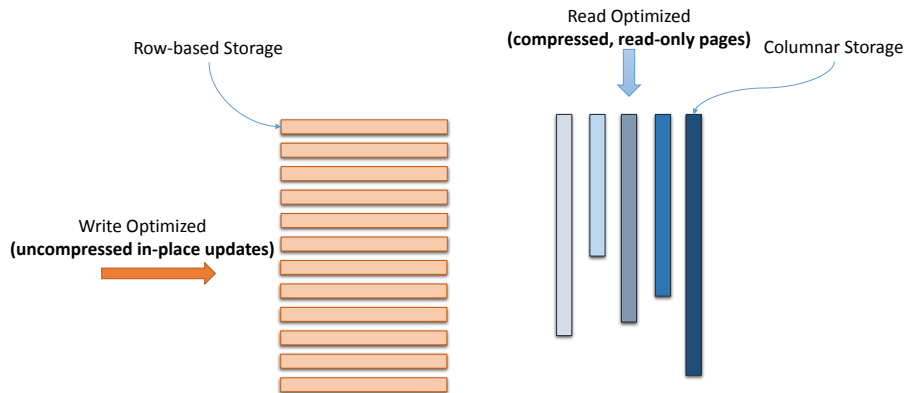
Observed Trends

In operational databases, there is a pressing need to close the gap between the write-optimized layout for OLTP (i.e., row-wise) and the read-optimized layout for OLAP (i.e., column-wise).

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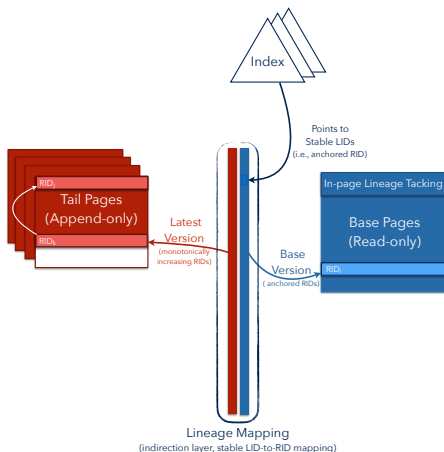
lazily and independently stage stable data from a write-optimized layout (i.e., OLTP) into a read-optimized layout (i.e., OLAP)

Storage Layout Conflict



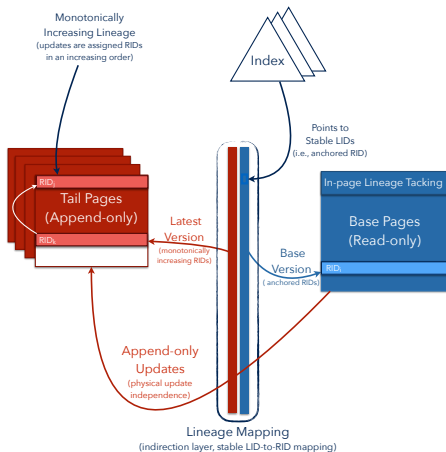
Write-optimized (i.e., uncompressed & row-based) vs. read-optimized (i.e., compressed & column-based) layouts

Lineage-based Storage Architecture (LSA): Intuition



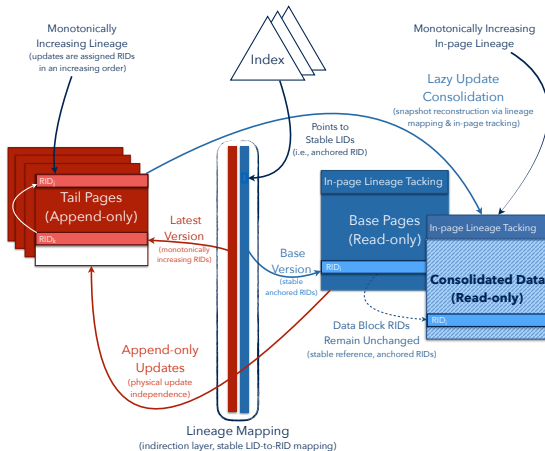
Physical Update Independence: De-coupling data & its updates
(reconstruction via in-page lineage tracking and lineage mapping)

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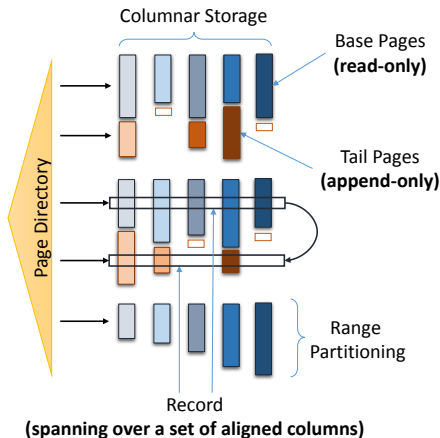
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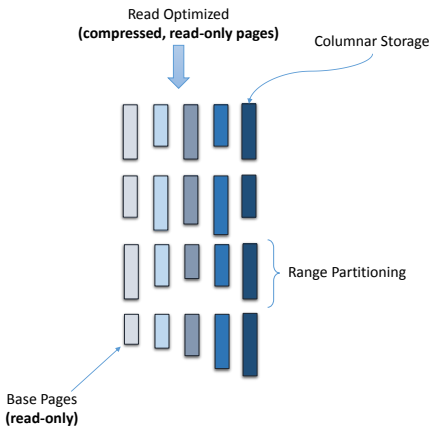
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Lineage-based Storage Architecture (LSA): Overview



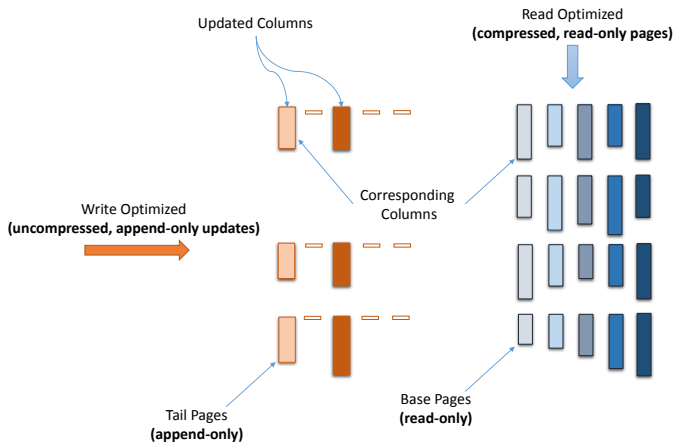
Overview of the lineage-based storage architecture
(**base pages** and **tail pages** are handled identically at the storage layer)

L-Store: Detailed Design



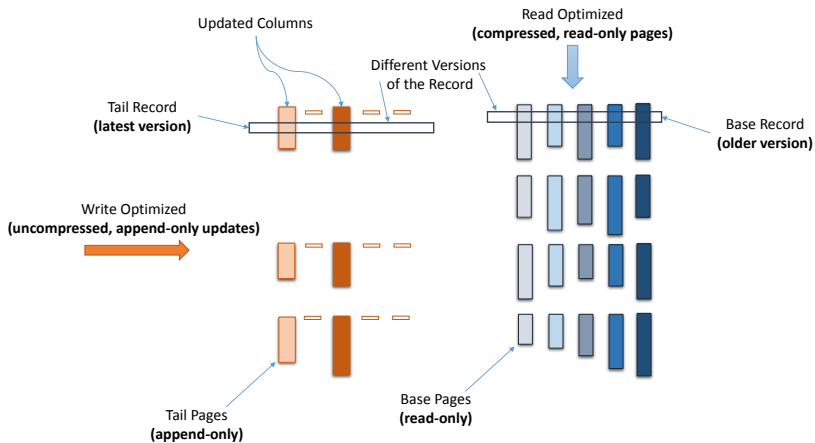
Records are range-partitioned and compressed into a set of ready-only **base pages** (accelerating analytical queries)

L-Store: Detailed Design



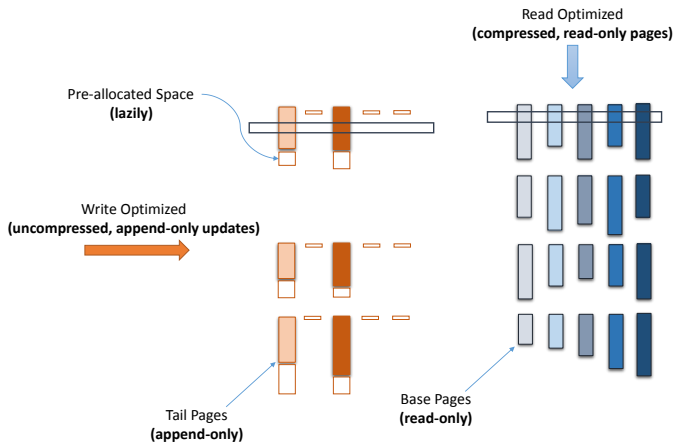
Recent updates for a range of records are clustered in their **tails pages** (transforming costly point updates into an amortized analytical-like query)

L-Store: Detailed Design



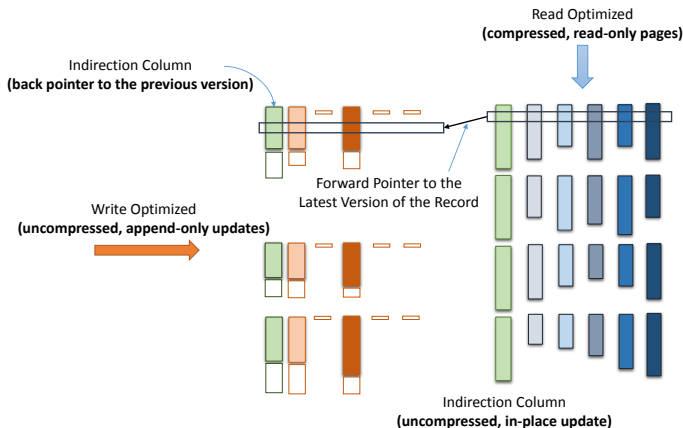
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L-Store: Detailed Design



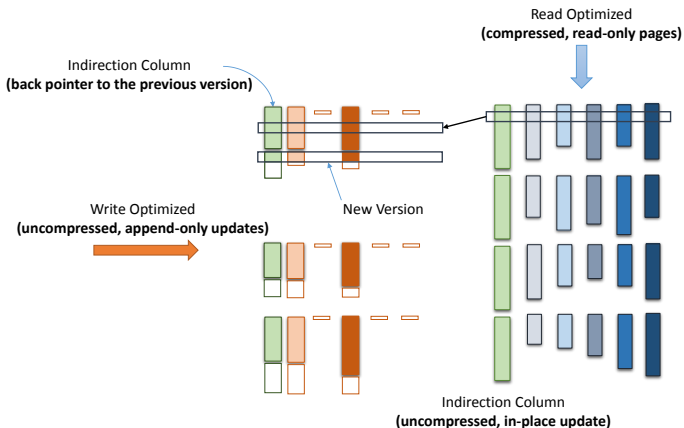
Recent updates are strictly appended, uncompressed in the pre-allocated space (eliminating the read/write contention)

L-Store: Detailed Design



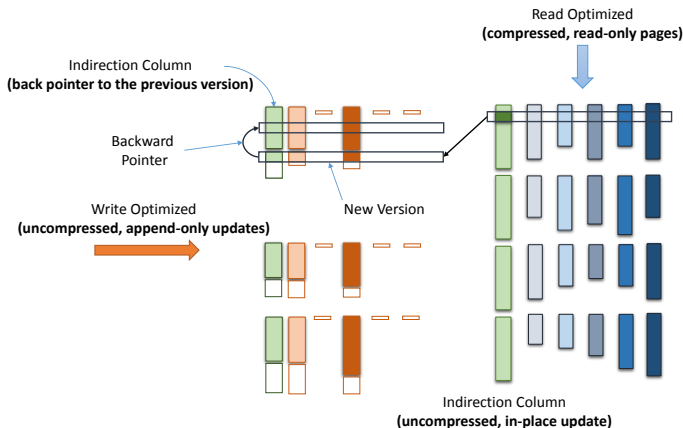
Achieving (at most) 2-hop access to the latest version of any record
(avoiding read performance deterioration for point queries)

L-Store: Detailed Design



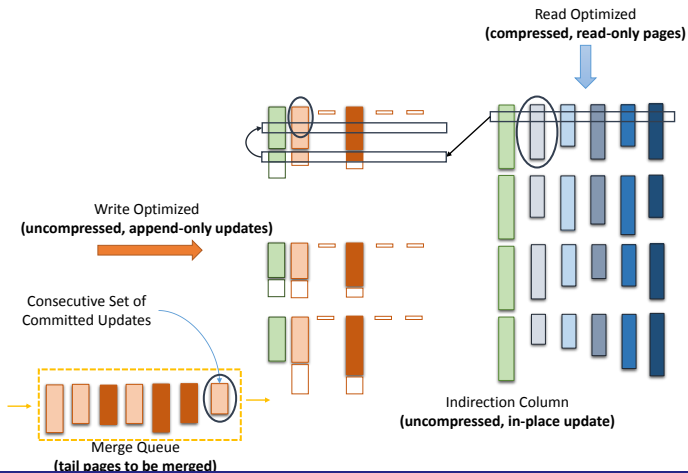
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L-Store: Detailed Design



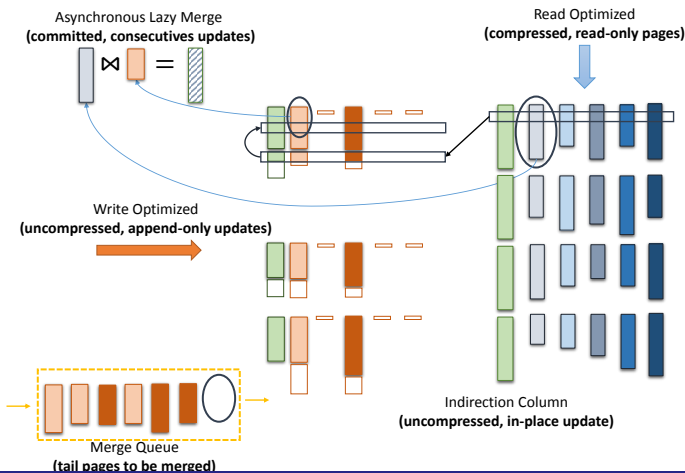
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(avoiding read performance deterioration for point queries)

L-Store: Contention-free Merge



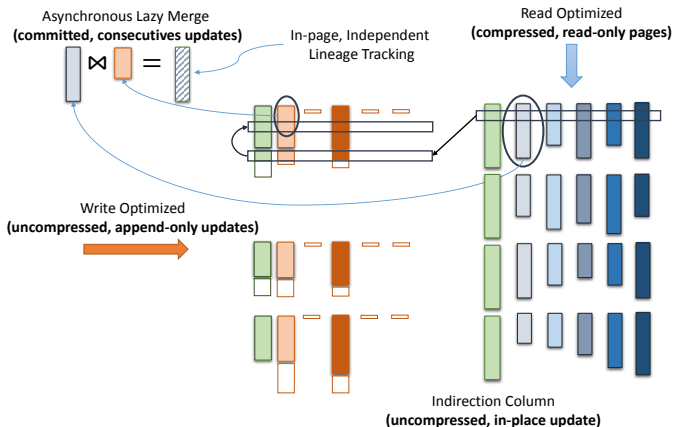
Contention-free merging of only stable data: read-only and committed data
(no need to block on-going and new transactions)

L-Store: Contention-free Merge



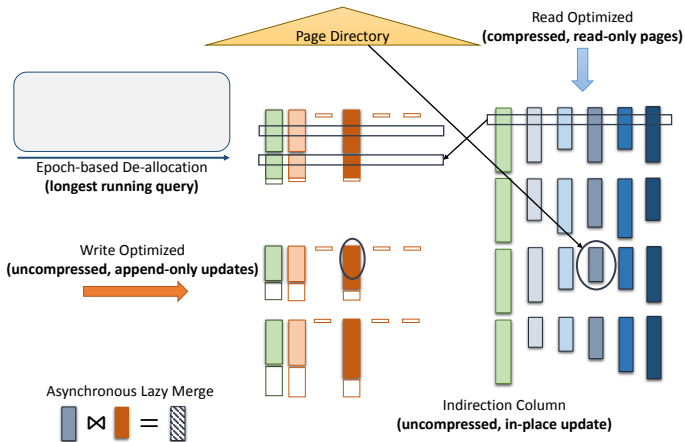
Lazy independent merging of **base pages** with their corresponding **tail pages** (resembling a local left outer-join of the base and tail pages)

L-Store: Contention-free Merge



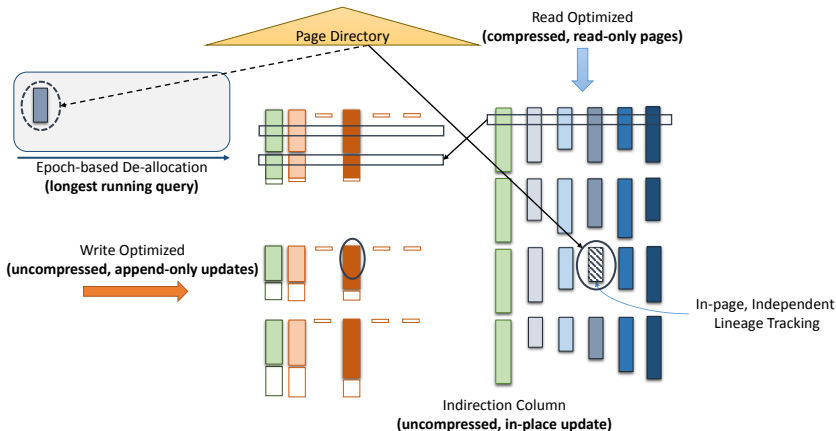
Independently tracking the lineage information within every page
(no need to coordinate merges among different columns of the same records)

L-Store: Epoch-based Contention-free De-allocation



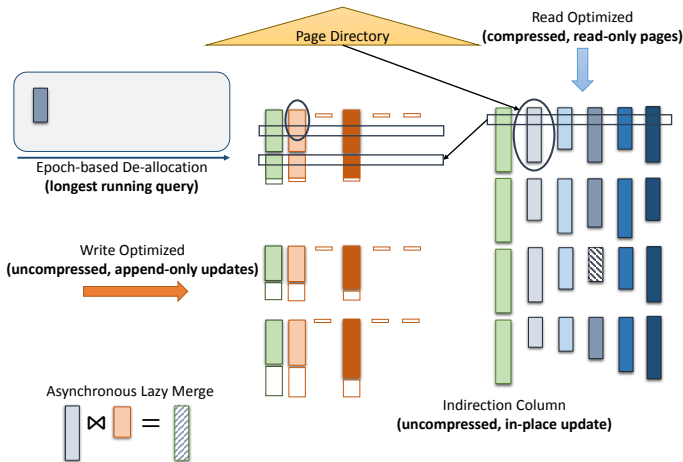
Contention-free page de-allocation using an epoch-based approach
(no need to drain the ongoing transactions)

L-Store: Epoch-based Contention-free De-allocation



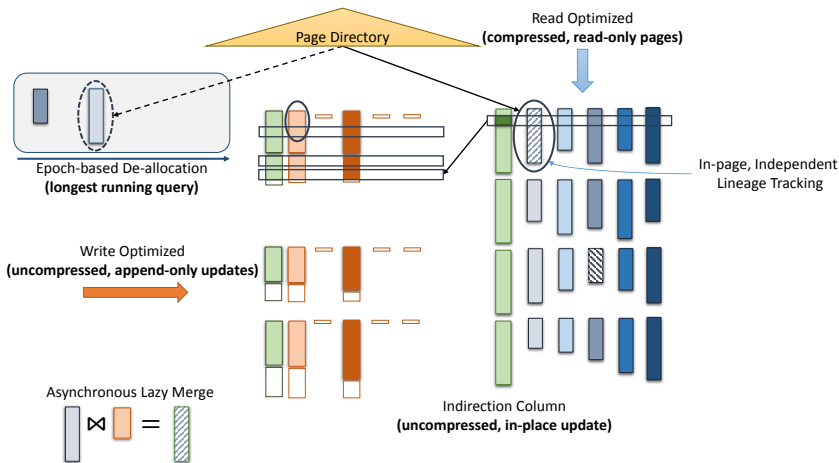
Contention-free page de-allocation using an epoch-based approach
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L-Store: Epoch-based Contention-free De-allocation



Contention-free page de-allocation using an epoch-based approach
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L-Store: Epoch-based Contention-free De-allocation



Contention-free page de-allocation using an epoch-based approach
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Experimental Settings

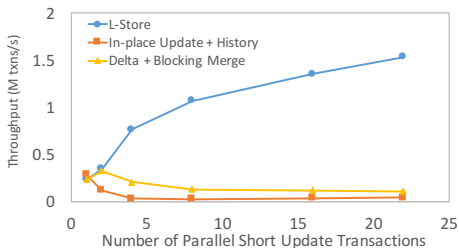
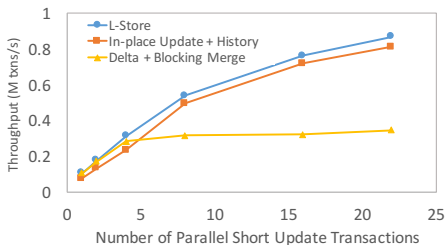
■ Hardware:

- $2 \times$ 6-core Intel(R) Xeon(R) CPU E5-2430 @ 2.20GHz, 64GB, 15 MB L3 cache

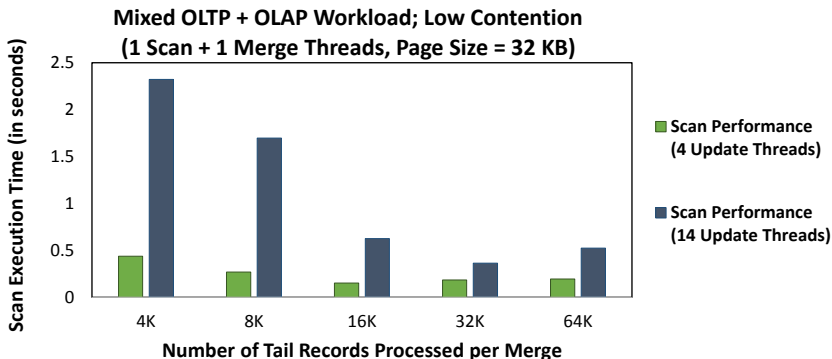
■ Workload: Extended Microsoft Hekaton Benchmark

- Comparison with *In-place Update + History* and *Delta + Blocking Merge*
- Effect of varying contention levels
- Effect of varying the read/write ratio of short update transactions
- Effect of merge frequency on scan
- Effect of varying the number of short update vs. long read-only transactions
- Effect of varying L-Store data layouts (row vs. columnar)
- Effect of varying the percentage of columns read in point queries
- Comparison with log-structured storage architecture (*LevelDB*)

Effect of Varying Contention Levels

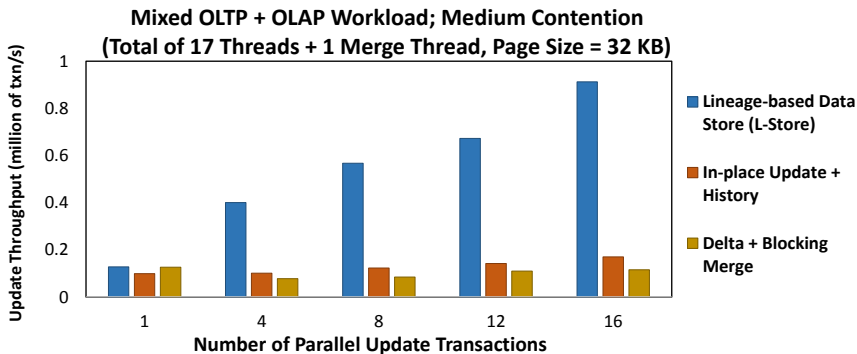


Effect of Merge Frequency on Scan Performance



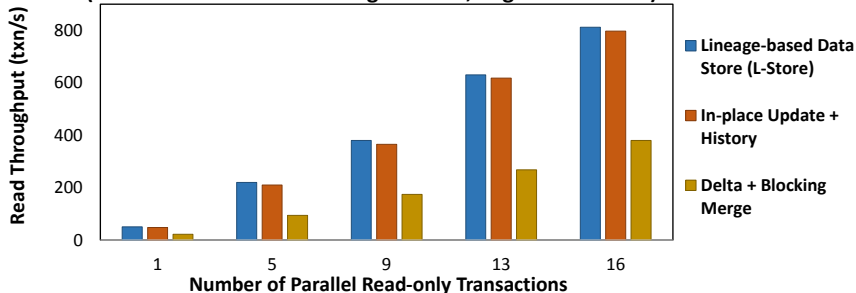
Merge process is essential in maintaining efficient scan performance

Effect of Mixed Workloads: Update Performance



Eliminating latching & locking results in a substantial performance improvement

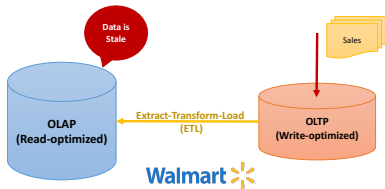
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	52
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Coping with tens of update threads with a single merge thread

- 1 Data Management at Microscale
- 2 Data Management at Microscale
- 3 Data Velocity: Index Maintenance
- 4 Data Volume: MVCC Concurrency
- 5 Data Volume: Coordination-free Concurrency
- 6 Combining Volume & Velocity: Lineage-based Storage Architecture
- 7 Data at Macroscale: Decentralized & Democratic Data Platform
- 8 Conclusions
- 9 References

Recap: Data Management Challenges at Microscale



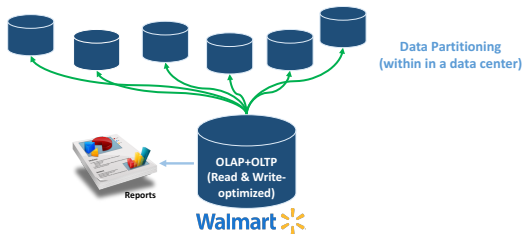
OLTP and OLAP data are isolated at microscale

Recap: Data Management Challenges at Microscale



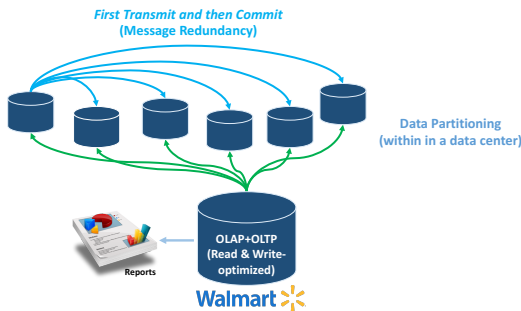
First step is to unify OLTP and OLAP

Platform Scaling: Data Partitioning



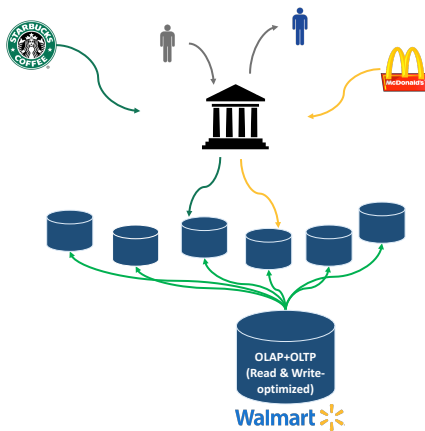
Moving towards distributed environment

Platform Scaling: Non-blocking Agreement Protocols



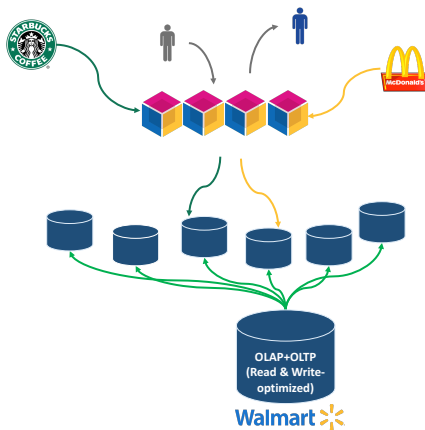
Message redundancy vs. latency trade-offs [EasyCommit, EDBT'18]

Central Control: Data Gate Keeper



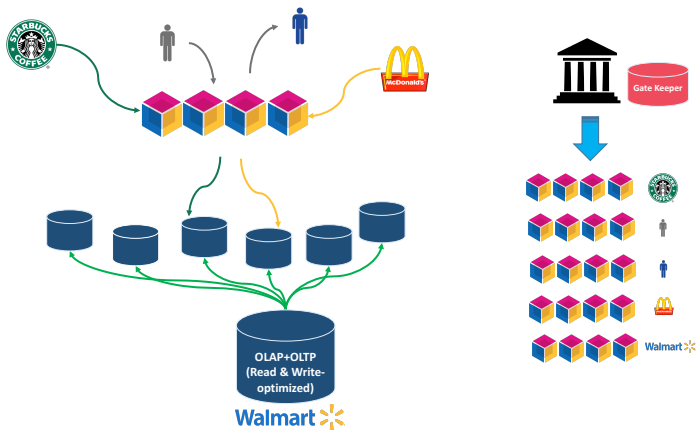
Conform to trusting the central authority and governance

Decentralized Control: Removing Data Barrier



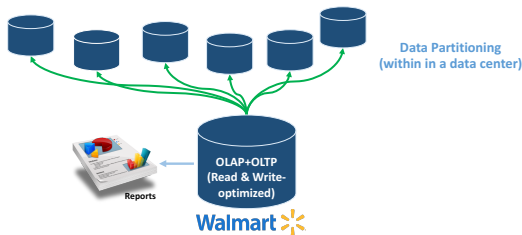
Seek trust in *decentralized* and *democratic* governance [PoE (under submission)]

Democratic Control: Removing Trust Barrier



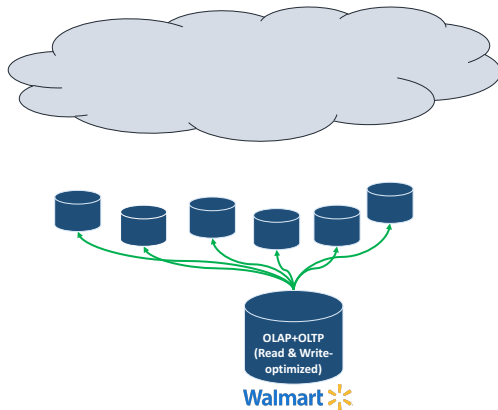
Seek trust in *decentralized* and *democratic* governance [PoE (under submission)]

Global-scale Reliable Platform over Unreliable Hardware



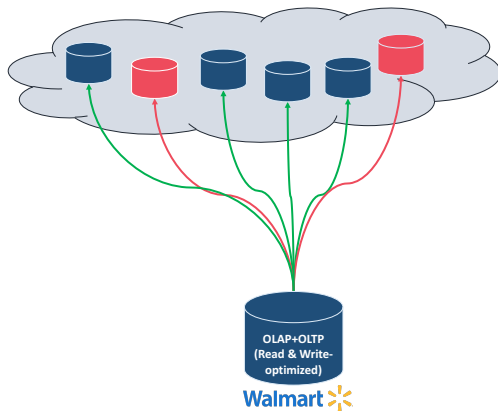
Self-managed infrastructure

Global-scale Reliable Platform over Unreliable Hardware



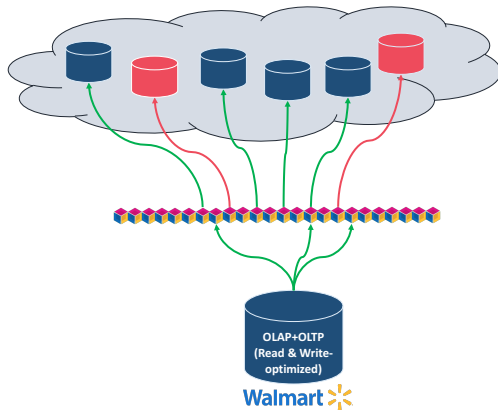
Cloud-managed infrastructure (trust the provider)

Global-scale Reliable Platform over Unreliable Hardware



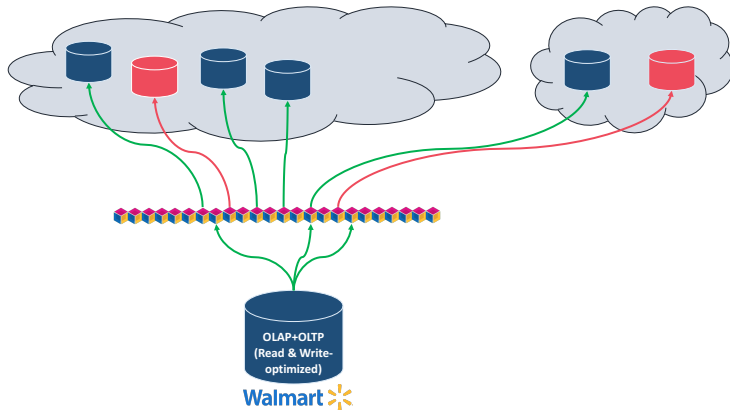
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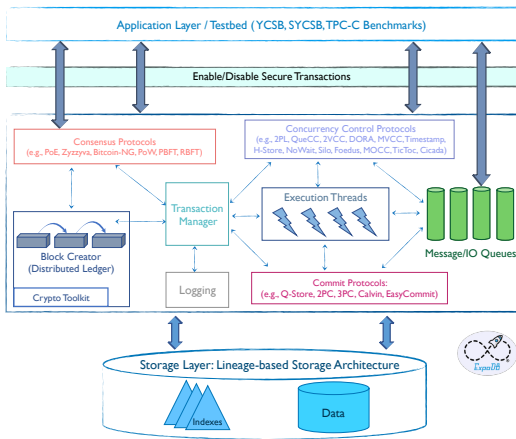
Light-weight, fault-tolerant, trusted middleware [Blockplane, (under submission)]

Global-scale Reliable Platform over Unreliable Hardware



Fault-tolerant protocols vs. consistency models [MultiBFT, GeoBFT (under submission)]

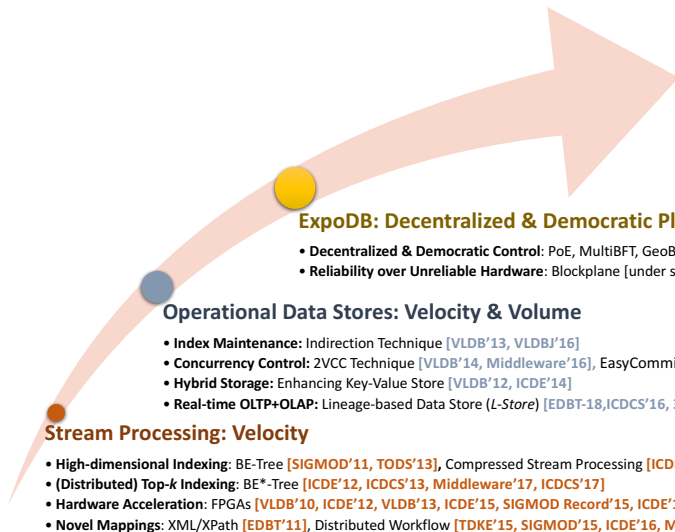
ExpoDB: Exploratory Data Platform Architecture



A decentralized & democratic platform to unify OLTP and OLAP

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Contributions & Outlook



Questions?
Thank you!

Exploratory Systems Lab (ExpoLab)
Website: <https://msadoghi.github.io/>



