CS460: Intro to Database Systems

Class 11: The Storage Layer

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https://bu-disc.github.io/CS460/
The Storage Layer

DBMS layers and storage hierarchy

Readings: Chapter 9.1

Disks

Flash disks

Buffer Management
DBMS Layer-Cake

Queries

Query Optimization and Execution
Relational Operators
Files and Access Methods
Buffer Management
Disk Space Management

DB

Also: Concurrency Control & Recovery

TODAY →
DBMS Layer-Cake

- Query Optimization and Execution
- Relational Operators
- Files and Access Methods
- Buffer Management
- Disk Space Management

Also managed by OS
Why not OS?

Layers of abstraction are good ... but:

Unfortunately, OS often gets in the way of DBMS

DBMS needs to do things “its own way”

- Specialized prefetching
- Control over buffer replacement policy
  - LRU not always best (sometimes worst!!)
- Control over thread/process scheduling
  - “Convoy problem” arises when OS scheduling conflicts with DBMS locking
- Control over flushing data to disk
  - WAL protocol requires flushing log entries to disk
Disks and Files

DBMS stores information on disks.

In an electronic world, disks are a mechanical anachronism!

This has major implications for DBMS design!

**READ**: transfer data from disk to main memory (RAM).

**WRITE**: transfer data from RAM to disk.

Both are high-cost operations, relative to in-memory operations, so must be planned carefully!
Why Not Store It All in Main Memory?

Costs too high

High-end Databases today in the Petabyte range.

~ 60% of the cost of a production system is in the disks.

Main memory is volatile

We want data to be saved between runs. (Obviously!)

But, main-memory database systems do exist!

Smaller size, performance optimized

Volatility is ok for some applications
What about Flash?

Flash chips used for >20 years

Flash evolved

- USB keys
- Storage in mobile devices
- Consumer and enterprise flash disks (SSD)

Flash in a DBMS

- Main storage
- Accelerator/enabler (Specialized cache, logging device)
The Storage Hierarchy

- **CPU**
- **L1 Cache**
- **L3 Cache**
- **Main Memory**
- **Flash Storage**
- **Magnetic Disk**
- **Magnetic Tape**

**Main memory (RAM)** for currently used data.

**Disk** for the main database (secondary storage).

**Tapes** for archival storage (tertiary storage).

**Smaller, Faster**

**Bigger, Slower**
memory hierarchy (by Jim Gray)

Jim Gray, IBM, Tandem, Microsoft, DEC
“The Fourth Paradigm” is based on his vision
ACM Turing Award 1998
ACM SIGMOD Edgar F. Codd Innovations award 1993

- registers/CPU: approximately 0 seconds
- on chip cache: 1 minute
- on board cache: 10 minutes
- memory: 5 hours
- disk: Pluto (2 years)
- tape: Andromeda (2000 years)
memory hierarchy (by Jim Gray)

Jim Gray, IBM, Tandem, Microsoft, DEC

"The Fourth Paradigm" is based on his vision

ACM Turing Award 1998

ACM SIGMOD Edgar F. Codd Innovations award 1993

- registers/CPU
- on chip cache
- on board cache

tape?
sequential-only magnetic storage
still a multi-billion industry
The Storage Layer

DBMS layers and storage hierarchy

Disks

Readings: Chapter 9.1, 9.2, HDD paper

Flash disks

Buffer Management
Disks

Secondary storage device of choice.
Main advantage over tapes: random access vs. sequential.
Data is stored and retrieved in units called disk blocks or pages.
Unlike RAM, time to retrieve a disk page varies depending upon location on disk.

Therefore, relative placement of pages on disk has major impact on DBMS performance!
Anatomy of a Disk

The platters spin (5-15 kRPM).

The arm assembly is moved in or out to position a head on a desired track. Tracks under heads make a *cylinder* (imaginary!).

Only one head reads/writes at any one time.

- *Block size* is a multiple of *sector size* (which is fixed).
- Newer disks have several “zones”, with more data on outer tracks.
Accessing a Disk Page

Time to access (read/write) a disk block:

- **seek time** (moving arms to position disk head on track)
- **rotational delay** (waiting for block to rotate under head)
- **transfer time** (actually moving data to/from disk surface)
Seeking in modern disks

Seek time discontinuity

Short seeks are dominated by “settle time”

- Move to one of many nearby tracks within settle time
- D is on the order of tens to hundreds
- D gets larger with increase of disk track density
Rotational Delay

if the disk rotates with 10 KRPM, and I want to read 2/3 of the track away what is the rotational delay?

(1/10000)*60 =
10^{-4} \times 60 = 6 \times 10^{-3} = 6ms
so, 2/3 \times 6ms = 4ms

what if I am constantly reading 4KB pages like that?

4KB/4ms = 1MB/s
Seek time & rotational delay dominate

- Seek time varies from about 1 to 20 ms
- Rotational delay varies from 0 to 10 ms
- Transfer rate is < 1ms per 4KB page

Key to lower I/O cost: reduce seek/rotation delays!

Also note: For shared disks most time spent waiting in queue for access to arm/controller
Arranging Pages on Disk

“Next” block concept:
- blocks on same track, followed by
- blocks on same cylinder, followed by
- blocks on adjacent cylinder

Blocks in a file should be arranged sequentially on disk (by “next”), to minimize seek and rotational delay.

An important optimization: pre-fetching
- See R&G page 323
Rules of thumb...

1. Memory access much faster than disk I/O (~ 1000x)

2. “Sequential” I/O faster than “random” I/O (~ 10x)
Disk Space Management

Lowest layer of DBMS software manages space on disk

Higher levels call upon this layer to:

– allocate/de-allocate a page
– read/write a page

Best if a request for a sequence of pages is satisfied by pages stored sequentially on disk! Higher levels don’t need to know if/how this is done, or how free space is managed.
The Storage Layer

DBMS layers and storage hierarchy

Disks

Flash disks
  SSD paper

Buffer Management
Flash disks

Secondary storage or caching layer.

Main advantage over disks:

- **random reads** as fast as **sequential** reads
- **BUT**: slow **random writes** (slower than reads)

**pages** (like disks) and pages organized in **flash blocks**

**unlike HDD, like RAM:**
time to retrieve a page is **not related** to location on flash disk.
The internals of flash disks

Interconnected flash chips

No mechanical limitations

Maintain the block API – compatible with disks layout

Internal parallelism in read/write

Complex software driver
Accessing a flash page

Access time depends on

– Device organization (internal parallelism)
– Software efficiency (driver)
– Bandwidth of flash packages (bus speed)

Flash Translation Layer (FTL)

– Complex device driver (firmware)
– Tunes performance and device lifetime
Flash disks vs HDD

HDD

- Large – inexpensive capacity
- Inefficient random reads

Flash disks

- Small – expensive capacity
- Very efficient random reads
The Storage Layer

DBMS layers and storage hierarchy

Disks

Flash disks

Buffer Management

Readings: Chapter 9.3, 9.4
Recall the BIG Picture

Queries

- Query Optimization and Execution
- Relational Operators
- Files and Access Methods
- Buffer Management
- Disk Space Management

DB
Data must be in RAM for DBMS to operate on it!
Buffer Manager *hides the fact that not all data is in RAM*
(just like hardware cache policies hide the fact that not all data is in the caches)
When a Page is Requested ...

Buffer pool information table contains:

\[\text{<frame\#, pageid, pin\_count, dirty>}\]

- has the page been updated
- how many queries still need the page

If requested page is not in pool & buffer pool is full:

- Choose a frame for replacement (only un-pinned pages are candidates)
- If frame is “dirty”, write it to disk
- Read requested page into chosen frame

Pin the page and return its address.


If requests can be predicted (e.g., sequential scans)

pages can be pre-fetched several pages at a time!
More on Buffer Management

Requestor of page must unpin it, and indicate whether page has been modified:
  – *dirty* bit is used for this.

Page in pool may be requested many times,
  – a *pin count* is used. A page is a candidate for replacement iff $pin\ count = 0$ (“unpinned”)

CC & recovery may entail additional I/O when a frame is chosen for replacement. (*Write-Ahead Log* protocol; more later.)
Buffer Replacement Policy

Frame is chosen for replacement by a replacement policy:

- Least-recently-used (LRU), MRU, Clock, etc.

Policy can have big impact on # of I/O’s;

depends on the access pattern.
LRU Replacement Policy

*Least Recently Used (LRU)*

- for each page in buffer pool, keep track of time last *unpinned*
- replace the frame which has the oldest (earliest) time
- very common policy: intuitive and simple

Problems?

*Problem: Sequential flooding*

- LRU + repeated sequential scans.
- # buffer frames < # pages in file means each page request causes an I/O. *MRU* much better in this situation (but not in all situations, of course).
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

MRU:

Repeated scan of file...
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

| 5 | 6 | 3 | 4 |

MRU:

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

| 5 | 6 | 7 | 4 |

MRU:

BUFFER POOL

Repeated scan of file...
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

MRU:

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

1 2 7 8

MRU:

BUFFER POOL

Repeated scan of file ...
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

LRU:

MRU:

Repeated scan of file ...
Sequential Flooding – Illustration

LRU: 5 2 3 4

MRU:

Repeated scan of file...
Sequential Flooding – Illustration

LRU:

5 6 3 4

MRU:

Repeated scan of file...
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

For 2 scans every page access was a miss (had to go to disk)
2*8=16 disk accesses

Repeated scan of file ...
Sequential Flooding – Illustration

Repeated scan of file ...

LRU:

MRU:

BUFFER POOL

1 2 3 4
Sequential Flooding – Illustration

Repeated scan of file...

BUFFER POOL

LRU:

1 2 3 4 5 6 7 8

MRU:

1 2 3 5

BUFFER POOL
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

Repeated scan of file ...

BUFFER POOL

LRU:

MRU:

1 2 3 7
Sequential Flooding – Illustration

Repeated scan of file ...

can re-use those!
Sequential Flooding – Illustration

LRU:

MRU:

Repeated scan of file ...
Sequential Flooding – Illustration

Repeated scan of file ...
Sequential Flooding – Illustration

Repeated scan of file ...

LRU:

MRU:

BUFFER POOL

1 2 6 8

BUFFER POOL

1 2 3 4 5 6 7 8
Sequential Flooding – Illustration

Repeated scan of file ...

BUFFER POOL

LRU:

MRU:

1 2 7 8

can re-use this as well!

for the 2\textsuperscript{nd} scan we were able to use 4 pages again, so we had 4 disk accesses:

8 + 4 = 12 disk accesses
“Clock” Replacement Policy

An approximation of LRU.
Arrange frames into a cycle, store one “reference bit” per frame
When pin count goes to 0, reference bit set on.
When replacement necessary:

\[
do \{
\quad \text{if (pincount == 0 && ref bit is off)}
\quad \text{choose current page for replacement;}
\quad \text{else if (pincount == 0 && ref bit is on)}
\quad \text{turn off ref bit;}
\quad \text{advance current frame;}
\} \text{ until a page is chosen for replacement;}
\]
Summary

Disks provide cheap, non-volatile storage.

– Random access, but cost depends on location of page on disk; important to arrange data sequentially to minimize seek and rotation delays.

Buffer manager brings pages into RAM.

– Page stays in RAM until released by requestor.
– Written to disk when frame chosen for replacement (which is sometime after requestor releases the page).
– Choice of frame to replace based on replacement policy.
– Good to pre-fetch several pages at a time.