



# Implementation of a Log-Structured Merge (LSM) Tree

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O1/

# Overview



# Tiering

Level #

Level Size

Mem  
Table



$X$

L1



$X*n$

L2



$X*n^2$

L3



$X*n^3$

·  
·  
·

# Leveling

Level #

Level Size

Mem  
Table



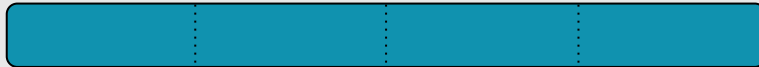
$X$

L1



$X*n$

L2



$X*n^2$

L3



$X*n^3$

.

.

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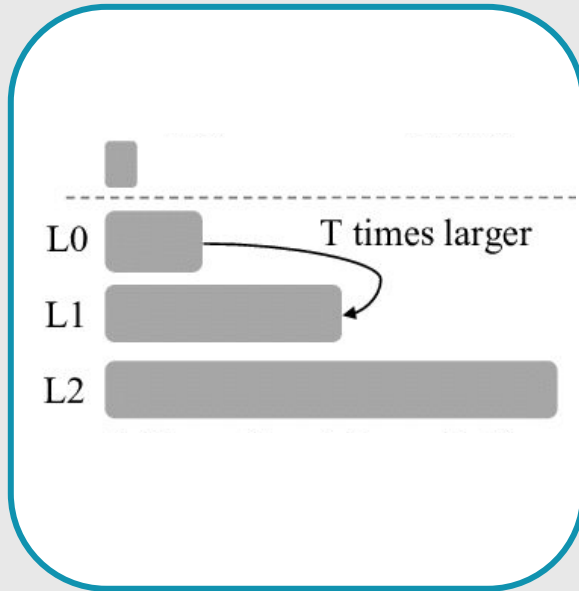
# Operational Policies

- Put → Point-Insert
- Write → Bulk-Insert
- Get → Point-Query
- Scan → Range-Query, Bulk-Query
- Delete → Point-Delete, Range-Delete

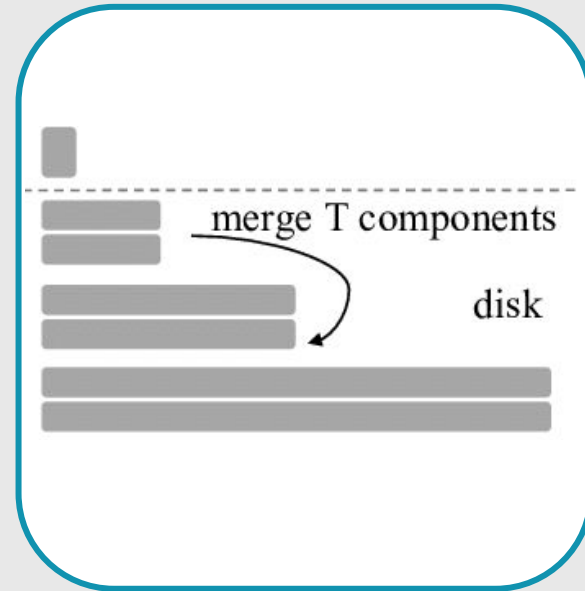
02/

Interests/  
Challenges

# Compaction Implementation



Leveling



Tiering

# Design vs Code

## Code:

- Variables
- Functions – modularity
- Accessibility
- Code Paths

## Design:

- Physical Layout
- Theoretical transaction policies



03/

# Experimental Highlights



# Dynamic Leveling

Does anyone recognize what seems odd?

```
src > templatedb > L_100_4_3 > ≡ L2SST0
1   we are stressed
2   13,1,4451,47736,44138
3   36,1,47336,10196,13767
4   38,1,31153,20153,34454
5   41,1,7735,16899,21329
6   61,1,62055,52402,50632
7   97,1,22740,50257,33770
8   126,1,12437,18934,49665
9   158,1,59332,59973,6373
10  165,1,7165,51030,17804
11  177,1,21906,52709,48250
12  182,1,39392,45658,14887
```

```
writing to file
Reached new Level
Level Check is 3
Level Check is 1
Reached new Level
Level Check is 2
we are directly copy
```

# Mystery Recursion

When it came to setting up tiering on our LSM tree, we were trying to create new files if levels were full and setup a recursive call. That caused us to see the strange level order you see on the right.

04/

# Lessons Learned



# Lessons Learned

01/

**Makefiles are the best.**

Saves a lot of time that would o/w be spent executing commands.

04/

**Taking breaks helps.**

When unable to debug, taking the focus off work for a bit freshens you up.

02/

**Small progress, big difference.**

Incremental progress boosts overall progress as much as group's morale.

05/

**To squish a bug, think differently.**

Bugs lie where you fail to notice. Think from a different perspective to catch them!

03/

**One door closes, another opens.**

Lots of errors from not keeping track of open() and close().

06/

**When unsure, visualize.**

Drawing things out when unsure of the logic helps.

# Sincere Advice

- **Start work early.** Brush up on required programming knowledge before anything else.
- Before writing code, always **draw** the logical/conceptual design out first and foremost!
- Always **test out small parts of code** to ensure that it's working properly before moving on to other parts..
  - You'll be tempted to move on to work on subsequent parts even when the current part is still bugged. Resist the temptation and **focus on debugging the current part.**
- **Print statements** (printf's/cout's) are always handy for debugging.
- For each part done, **detailed GitHub commit description** will be vital when you need to check back on code that runs properly.

05/

Conclusion



# Progress So Far



So far, our LSM tree works for with our:

- Put policy
- Write policy
- Delete policy
- Tunable parameters (implemented as command line arguments)
- Stored/organized data tables
- Tiering and Leveling, when it comes to inserts

Things to be fixed and brushed up:

- Read policy
- Get policy with tiering\*
- Stored data tables with leveling

\*a little issue with leveling and tiering when it comes to Queries, some items are found missing and we are working to fix that!





Thank You  
For Your  
Attention!