



# CS561: Data Systems Architectures

class 8

## Efficient Deletes in Log-Structured Key-Value Storage

Prof. Manos Athanassoulis



# CS561: Data Systems Architectures

class 8

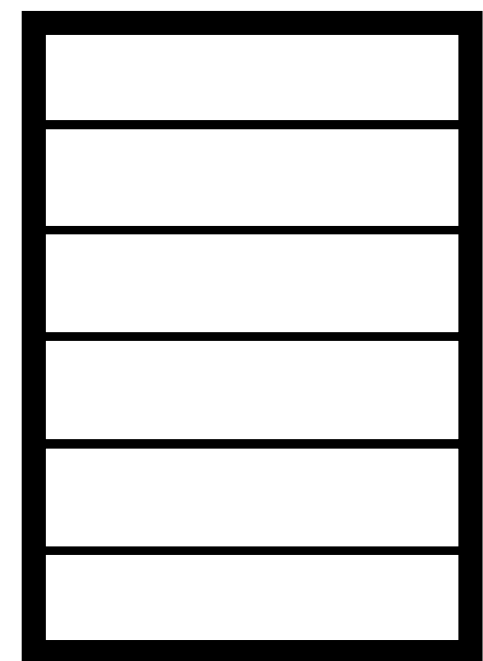
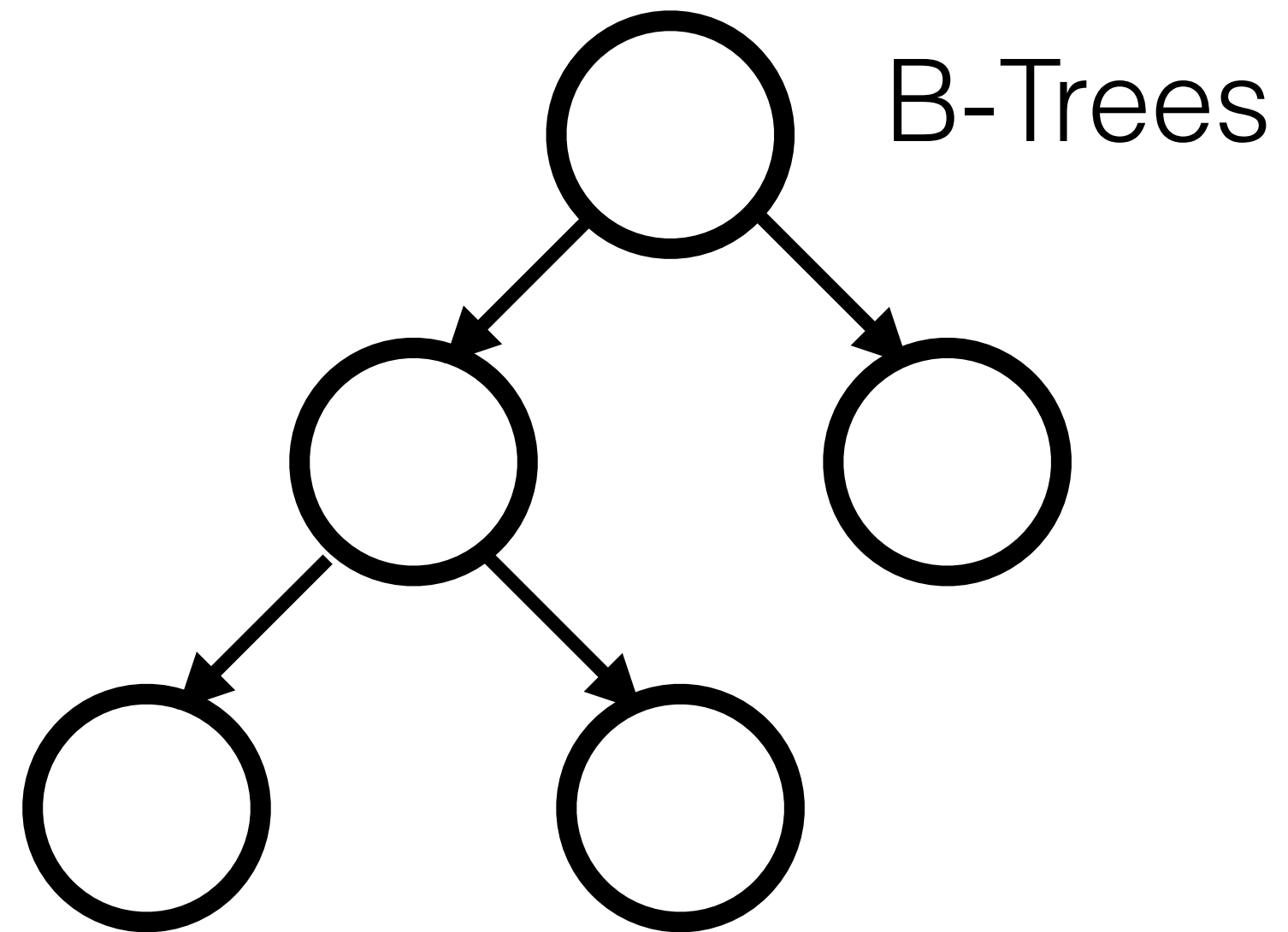
Delete: *the forgotten operator*

Prof. Manos Athanassoulis

```
<your_favorite_data_structure>::delete (key)
{
    //todo
}
```

in-place

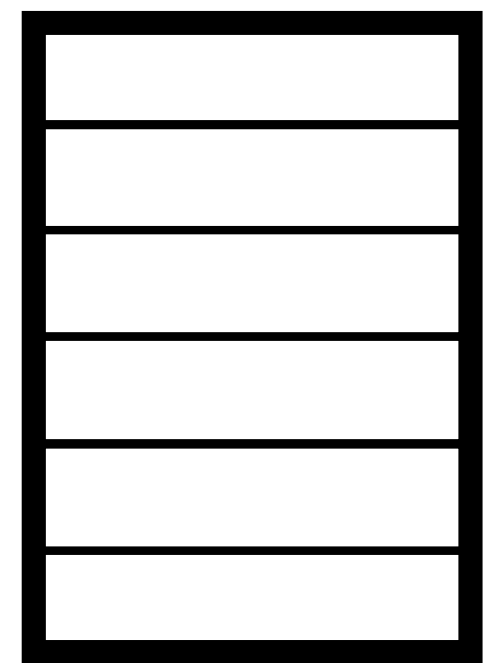
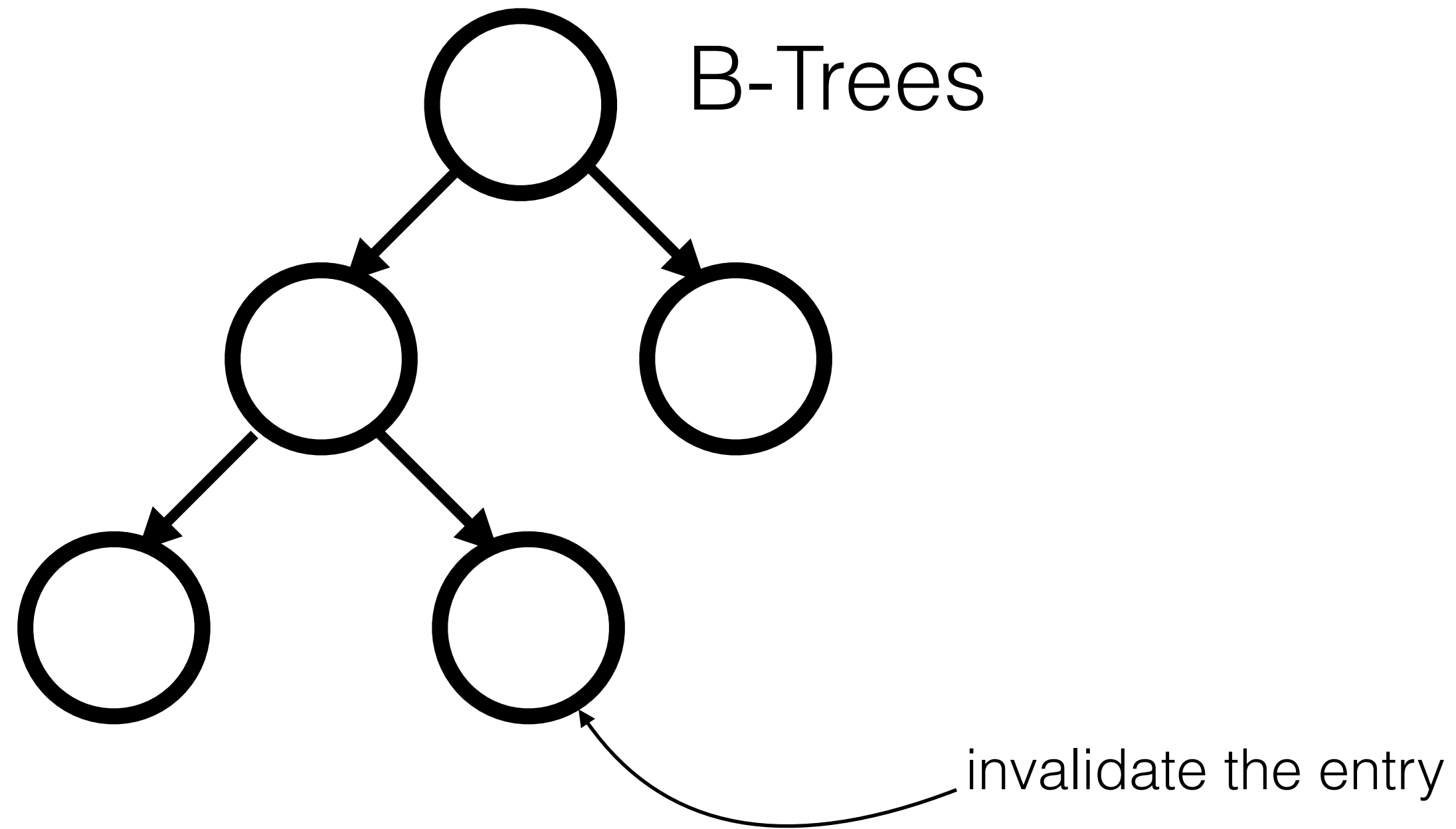
out-of-place



Heap Files  
(slotted pages)

in-place

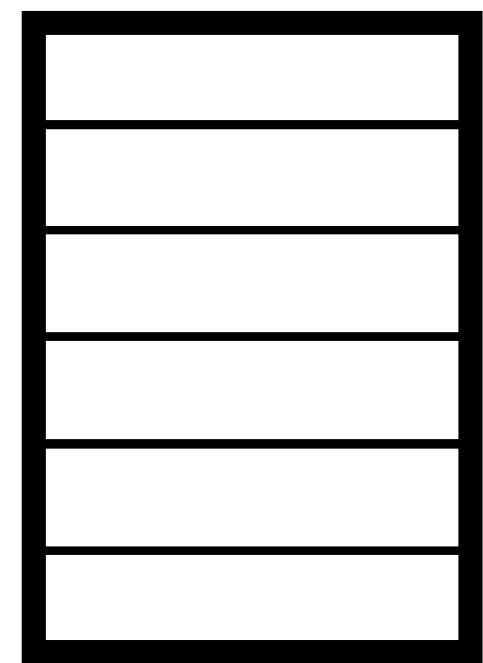
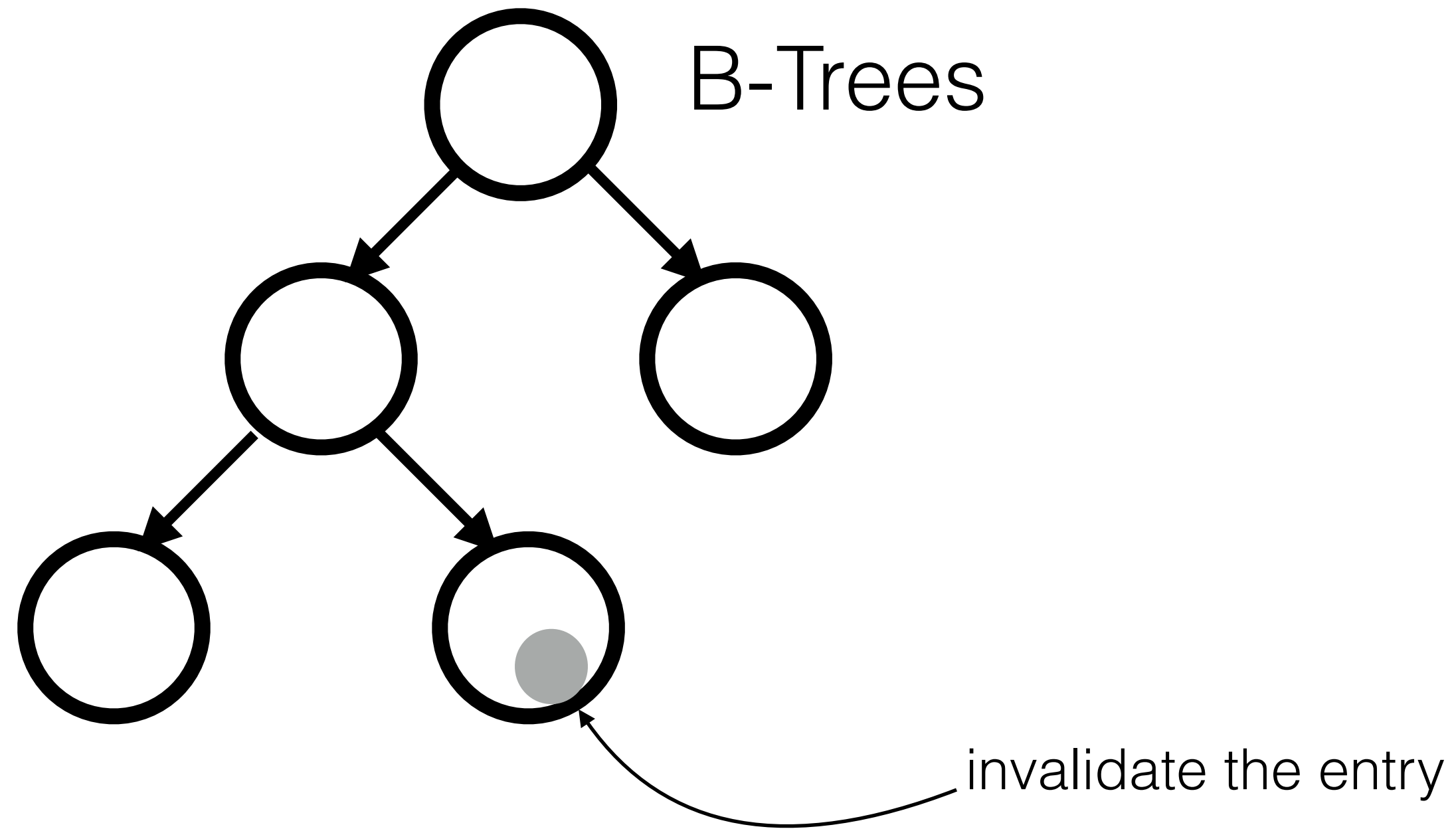
out-of-place



Heap Files  
(slotted pages)

in-place

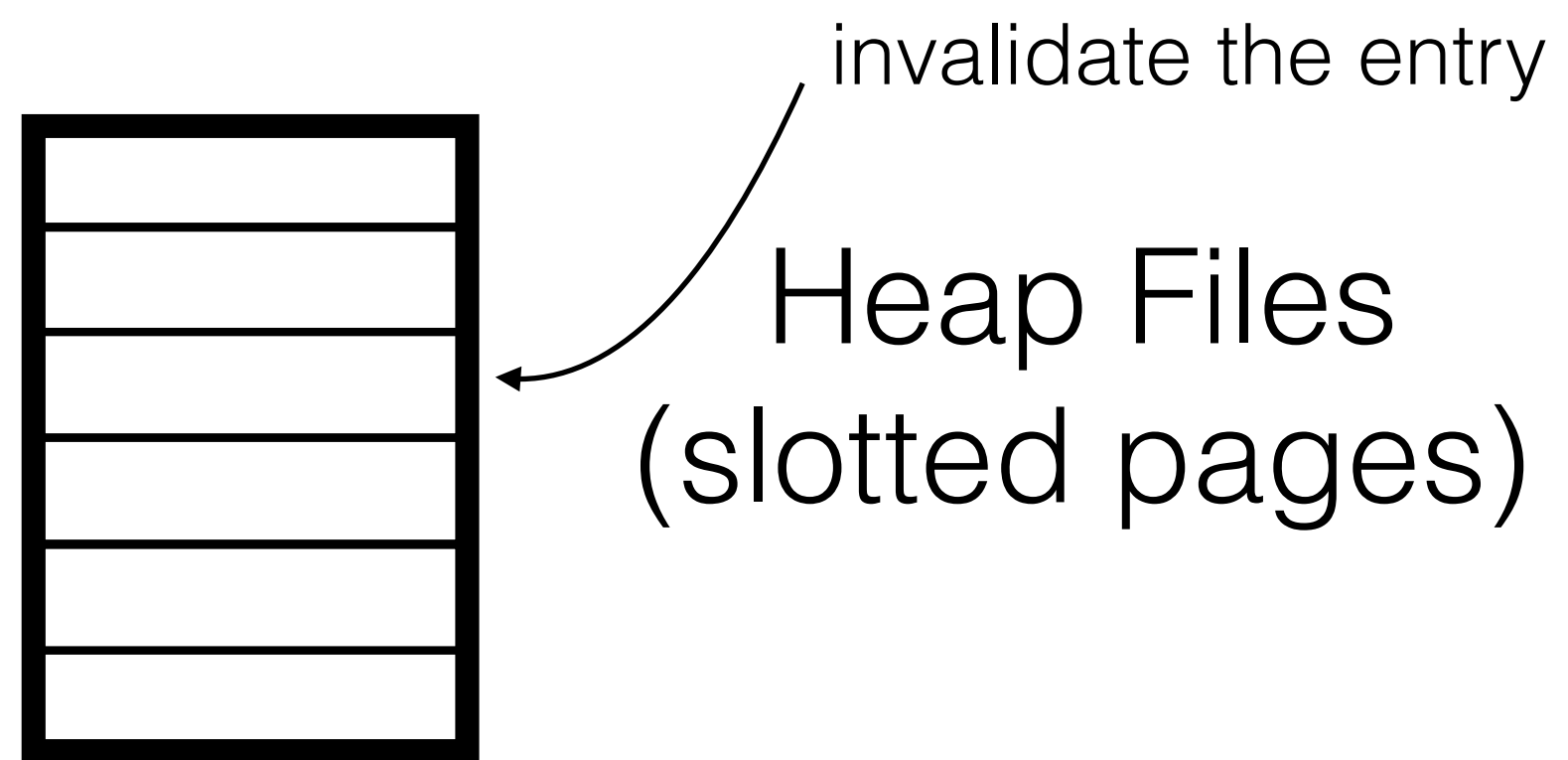
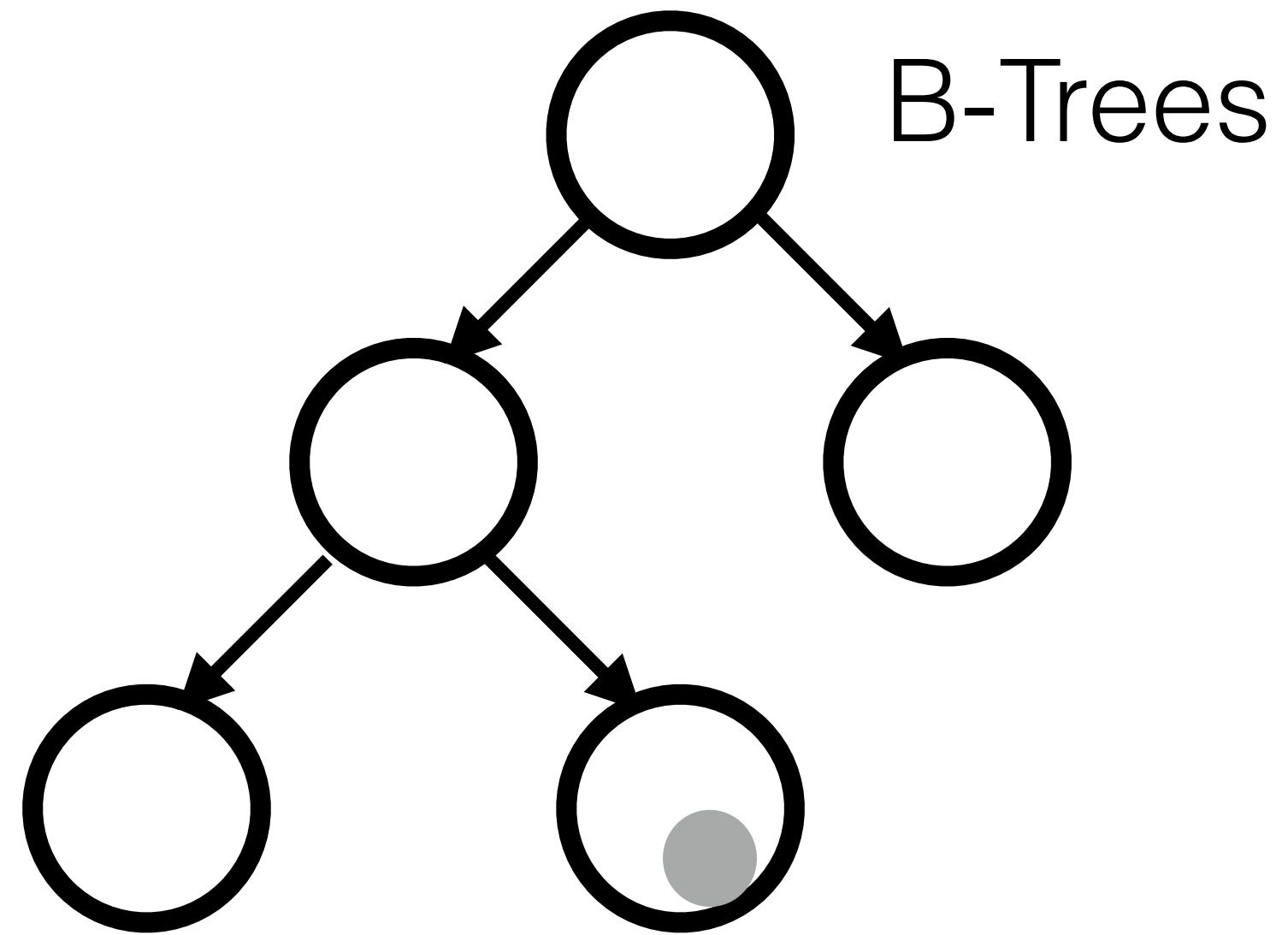
out-of-place



Heap Files  
(slotted pages)

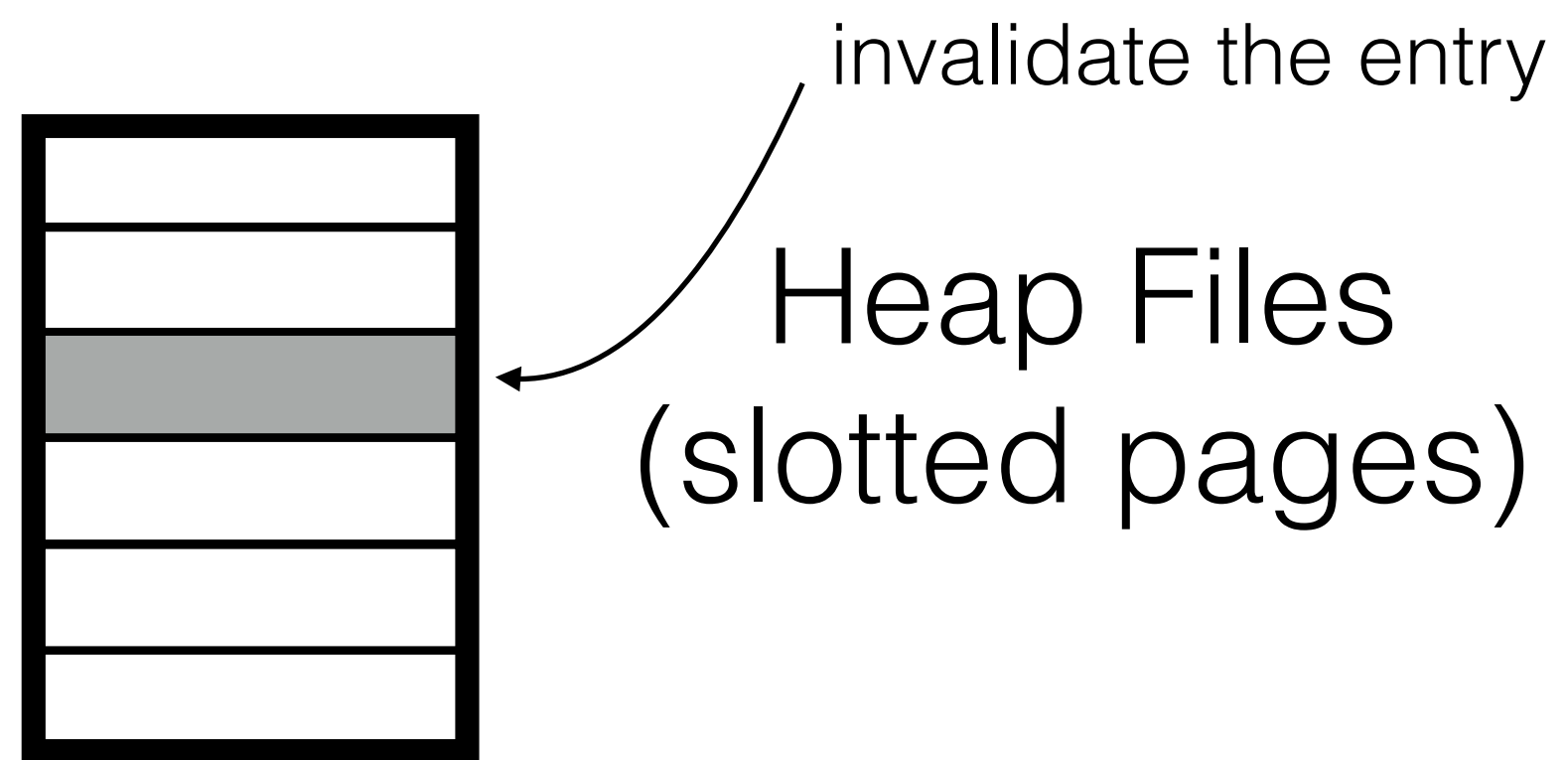
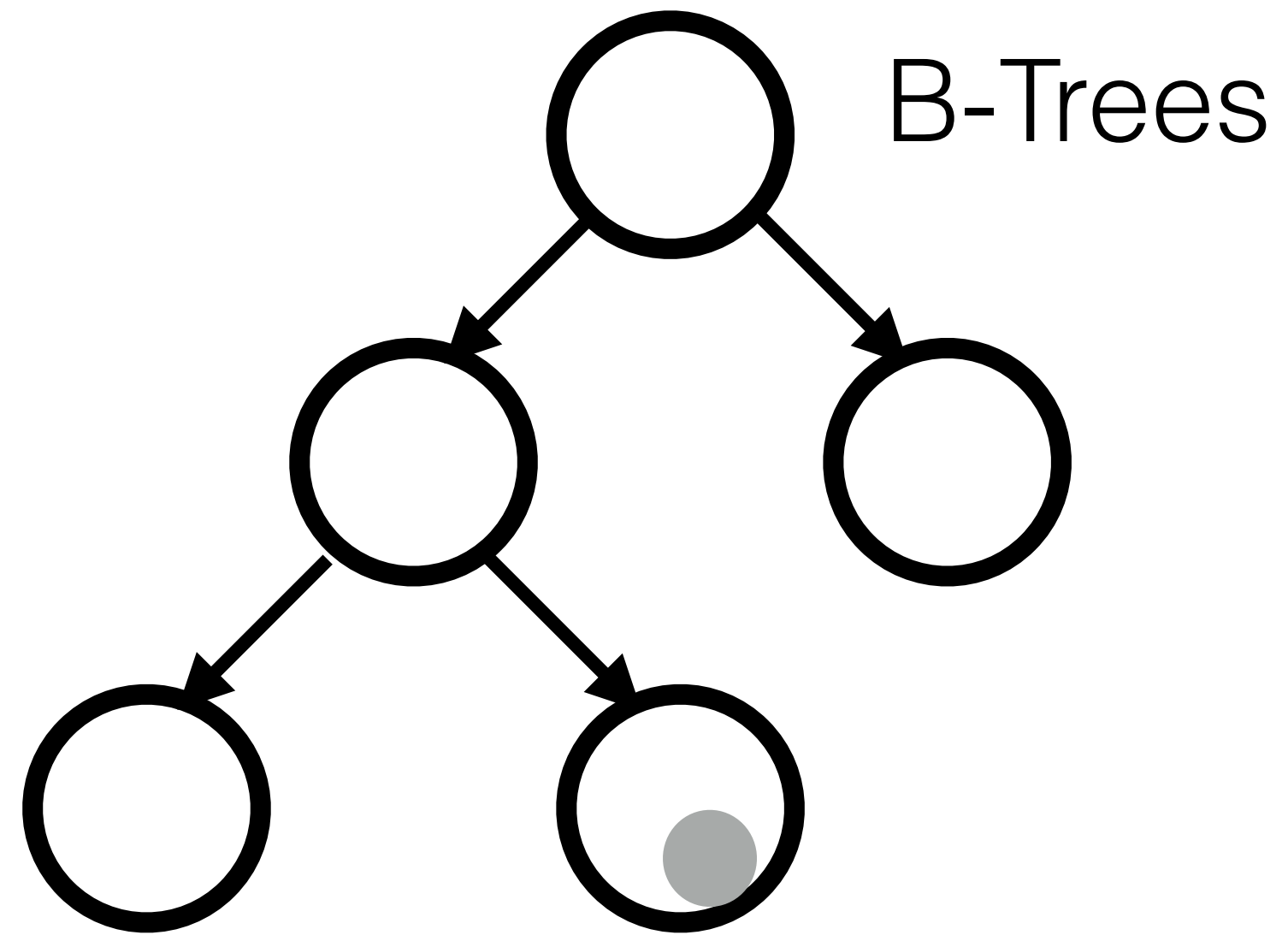
in-place

out-of-place



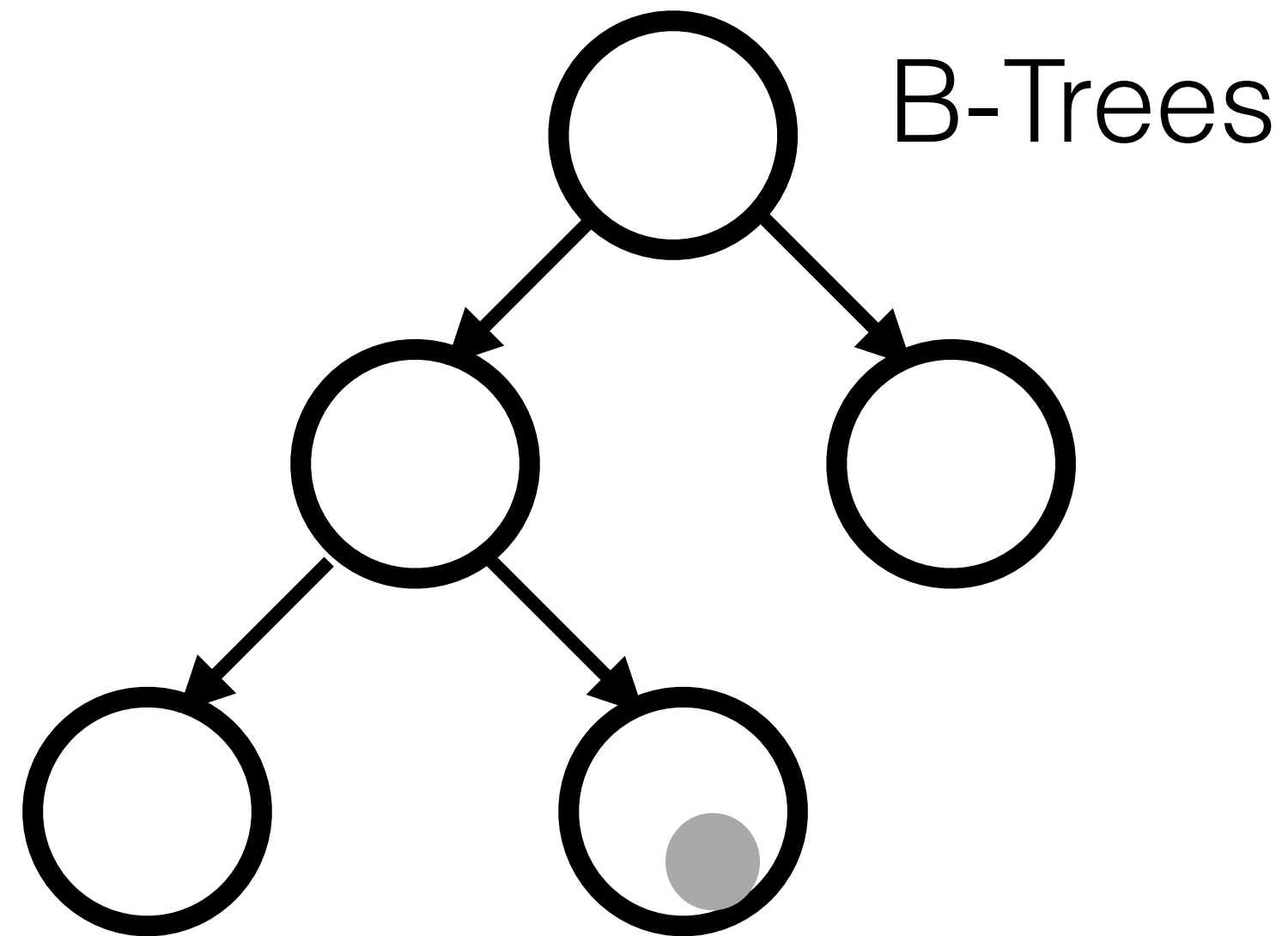
in-place

out-of-place



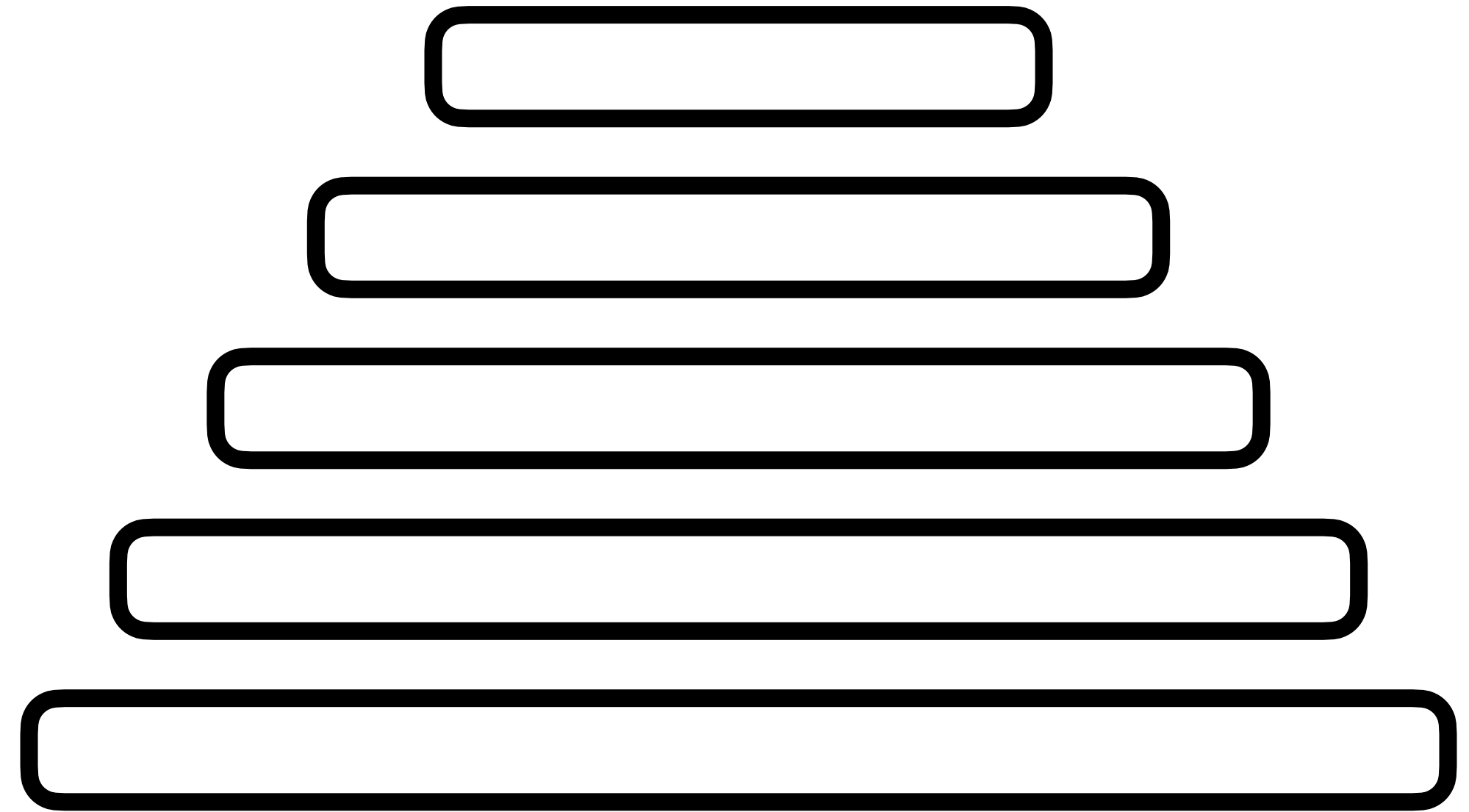


in-place

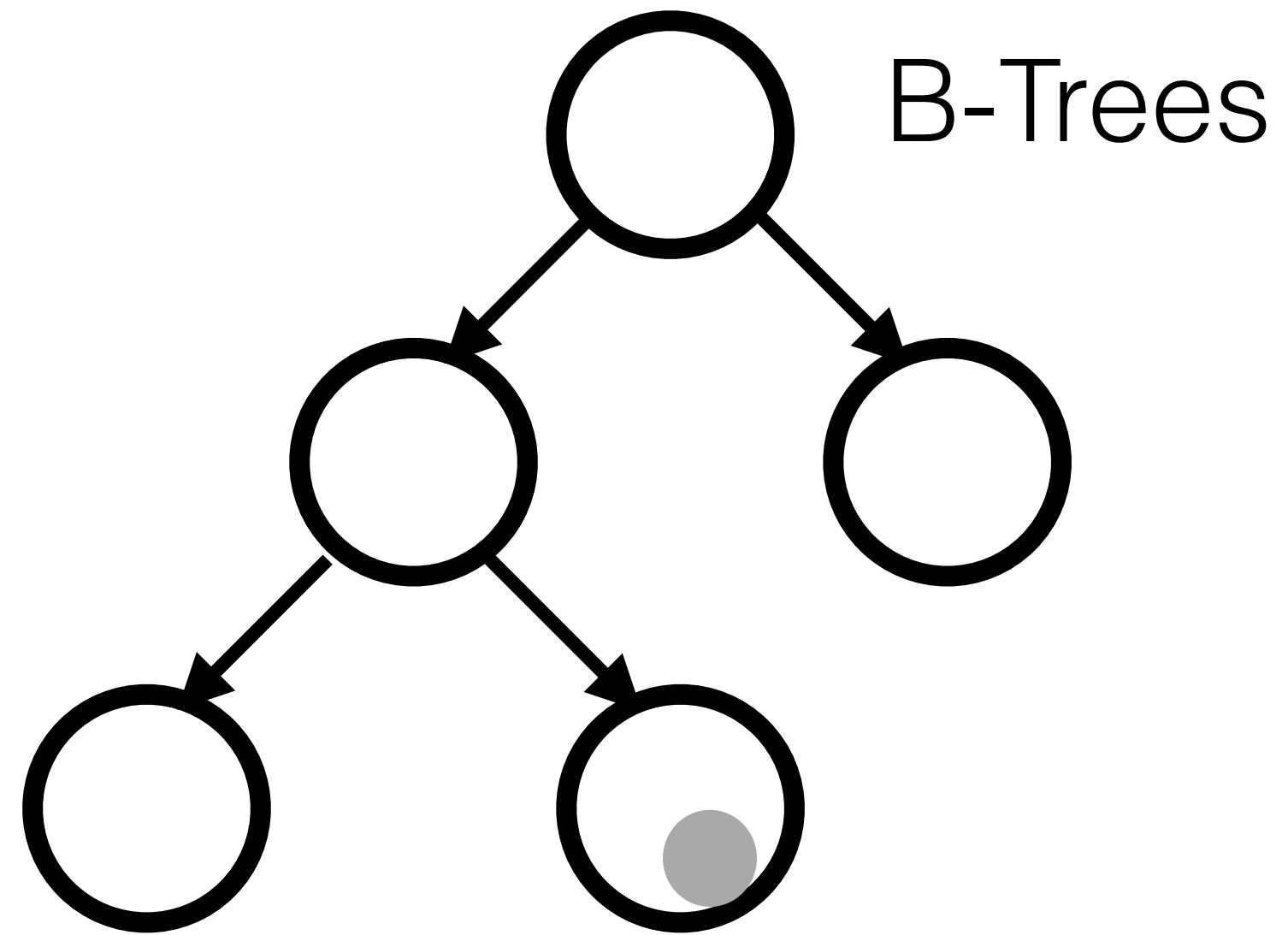


Heap Files  
(slotted pages)

out-of-place

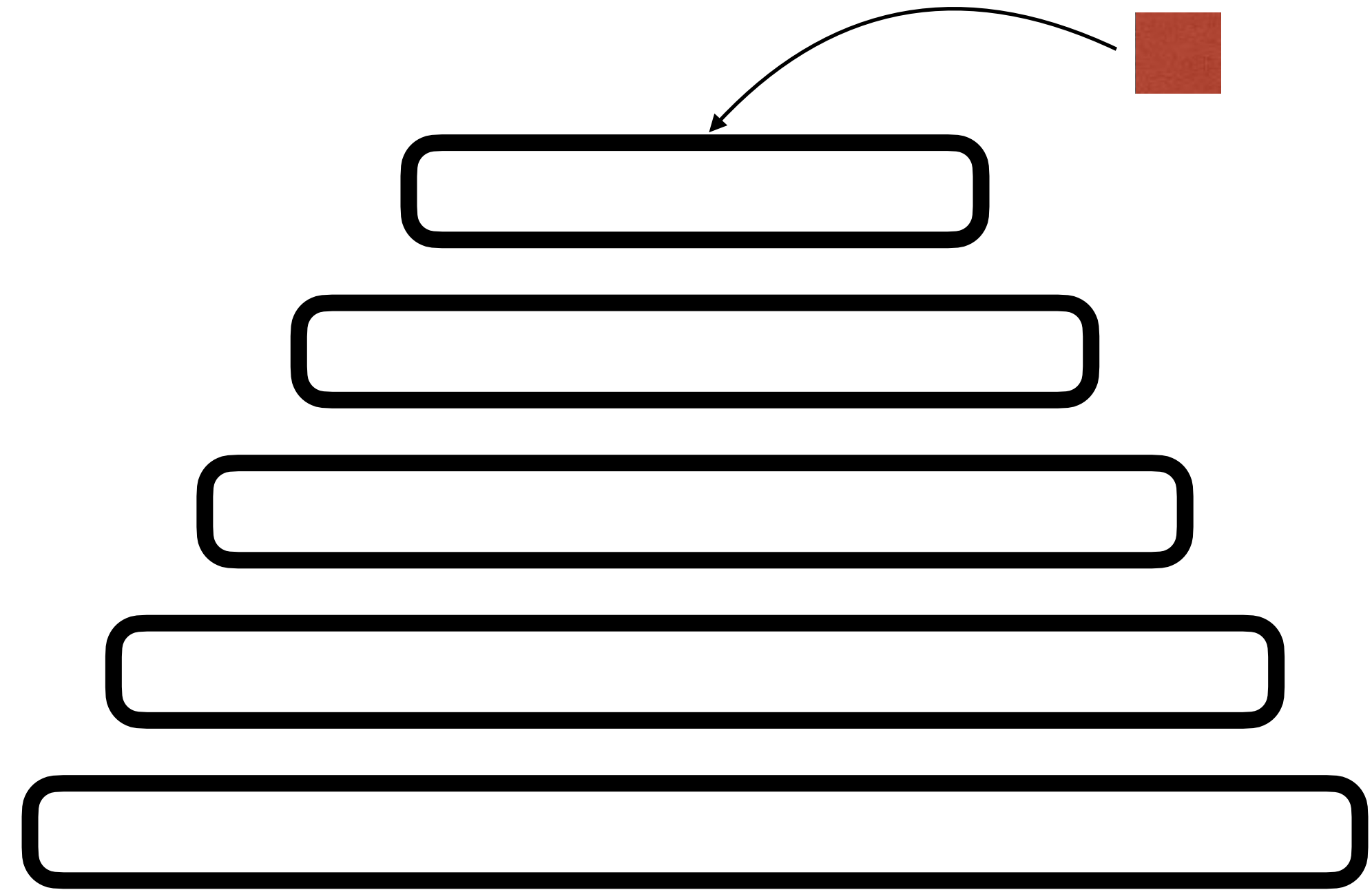


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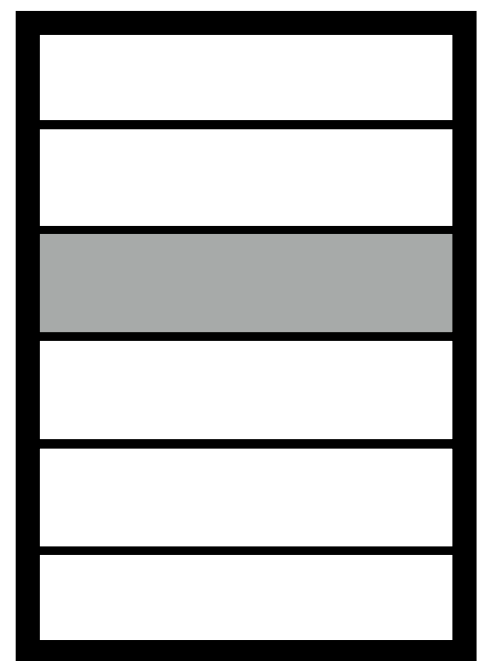
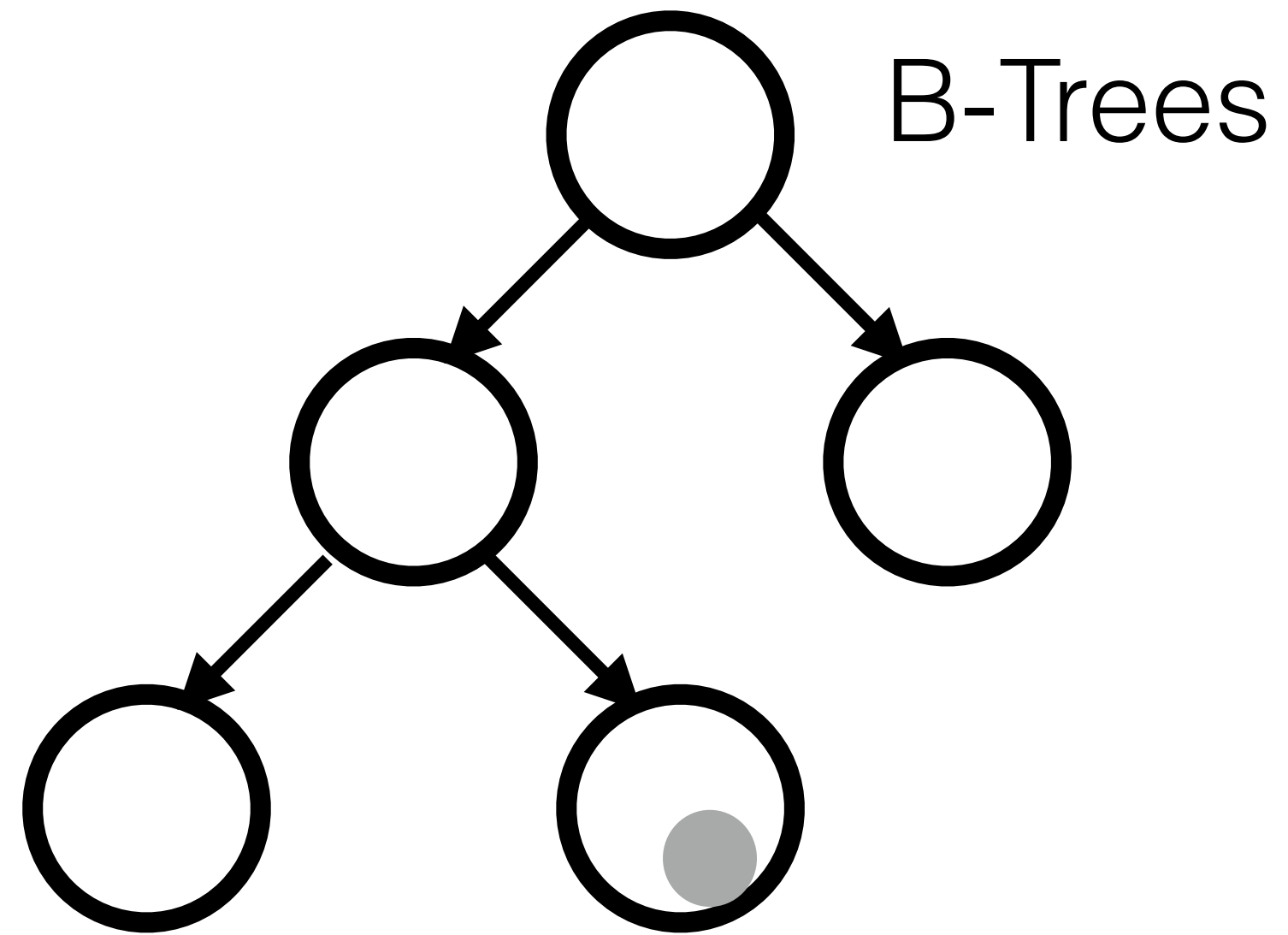


Heap Files  
(slotted pages)

out-of-place

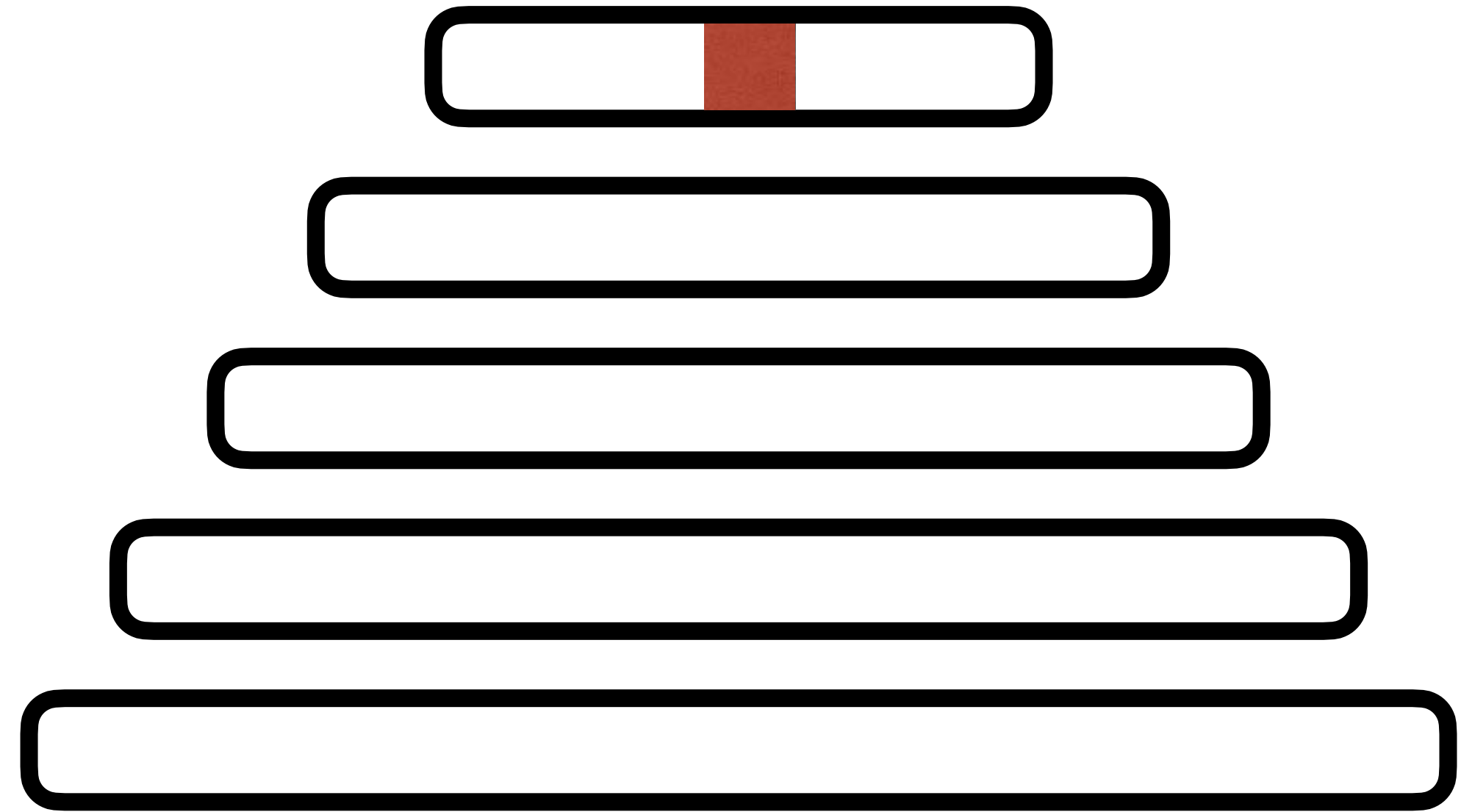


in-place

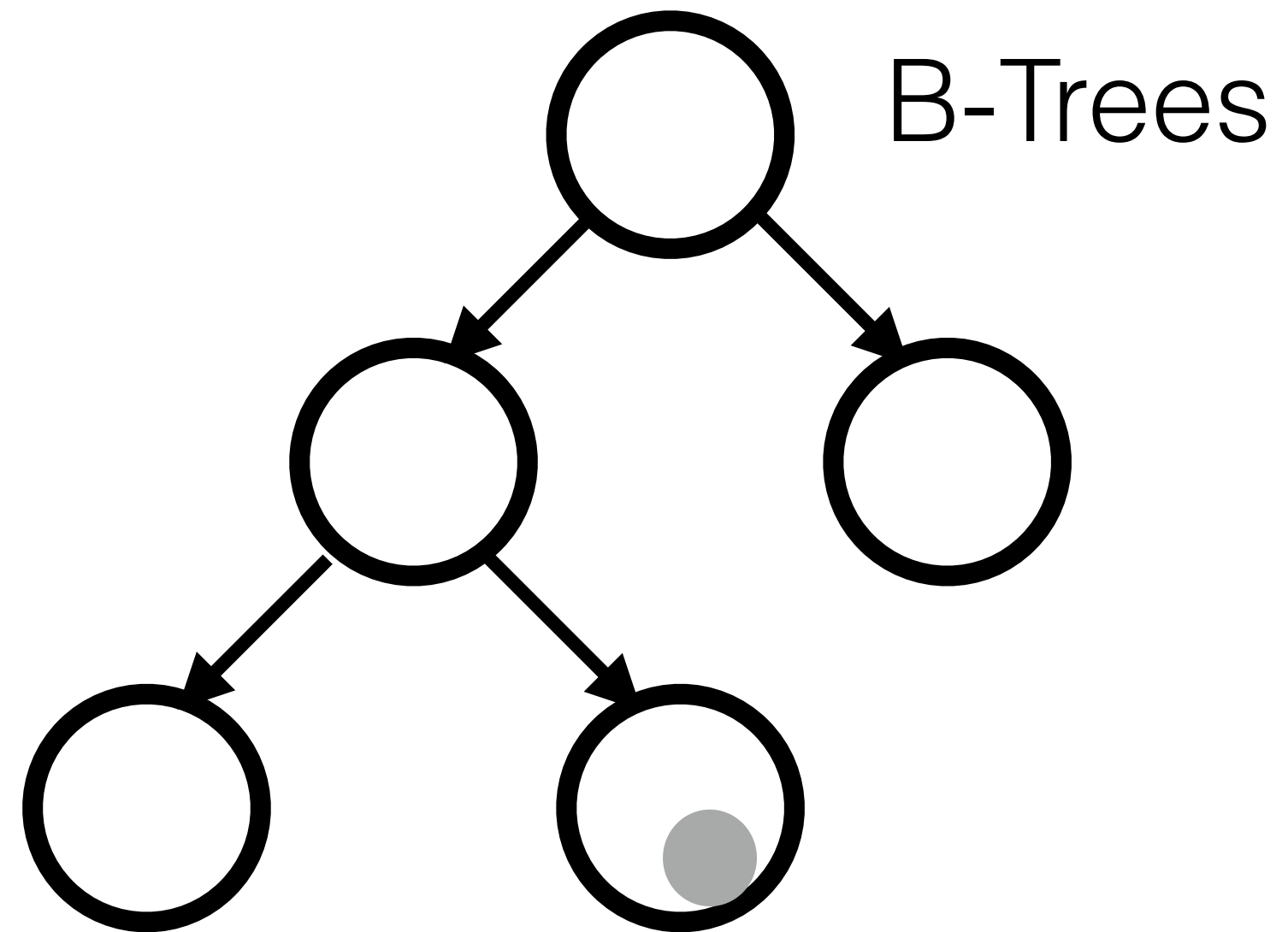


Heap Files  
(slotted pages)

out-of-place

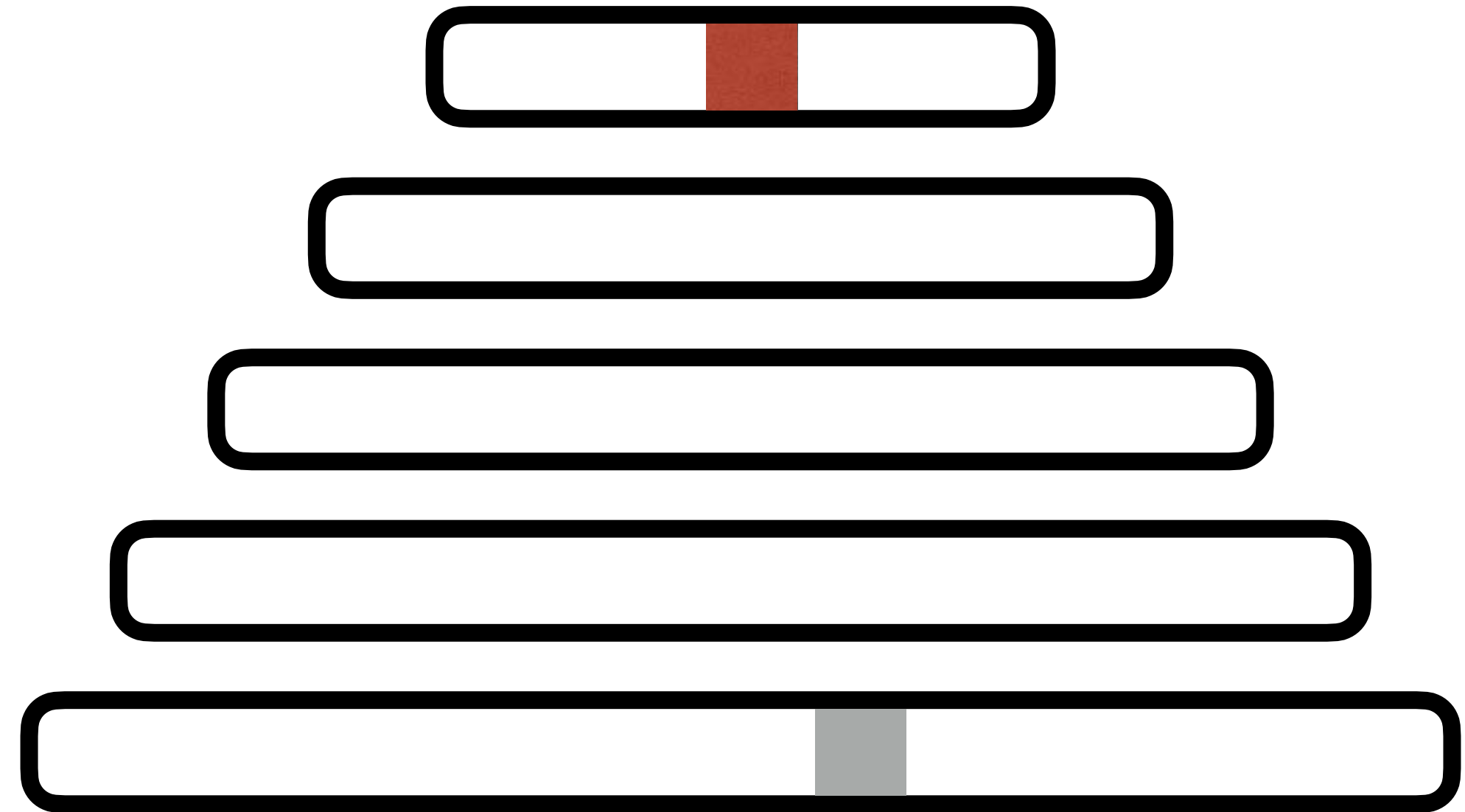


in-place



Heap Files  
(slotted pages)

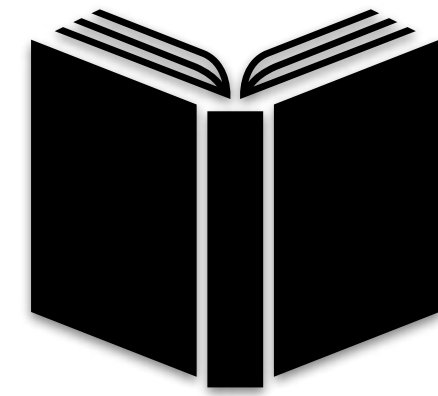
out-of-place



What is the delete tradeoff?

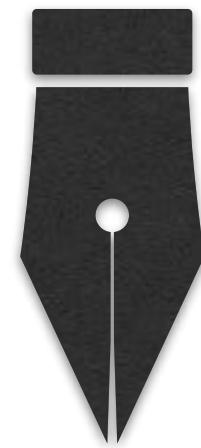


# What is the delete tradeoff?



read

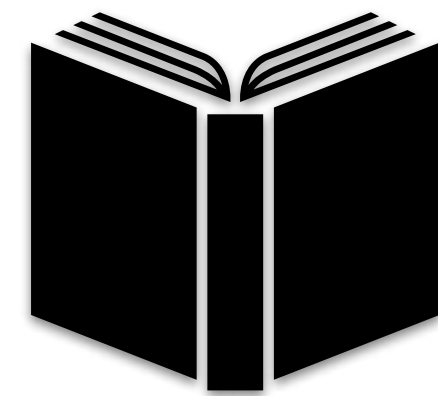
vs.



write

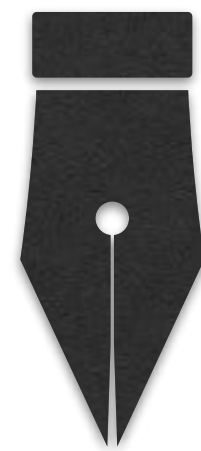


# What is the delete tradeoff?



read

vs.

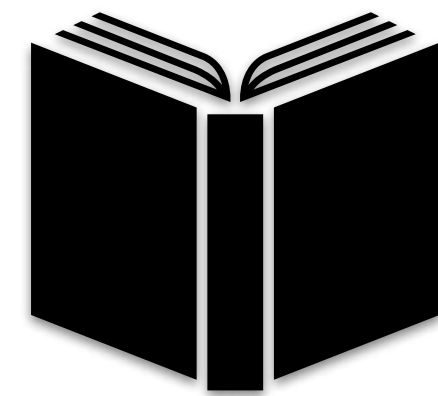


write



Deletes are almost **exclusively** *logical*

# What is the delete tradeoff?



read

vs.



write



Deletes are almost **exclusively** *logical*

b-trees, slotted pages, LSM-trees **invalidate** the entry under deletion



# delete tradeoffs



**other tradeoffs?**

# delete tradeoffs

delete latency vs. **future** read performance

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data **privacy**

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data **privacy**

logical deletes keep around deleted entries, what if they leak?

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data **privacy**

logical deletes keep around deleted entries, what if they leak?

delete latency vs. **storage amplification**

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data **privacy**

logical deletes keep around deleted entries, what if they leak?

delete latency vs. **storage amplification**

logical deletes keep around deleted entries and metadata!!

# delete tradeoffs

delete latency vs. **future** read performance

e.g., tree re-org, page re-org, more metadata in LSM

delete latency vs. data **privacy**

logical deletes keep around deleted entries, what if they leak?

what if we persisted the  
deletes immediately?

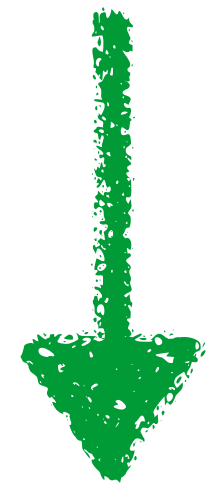


# delete tradeoffs

delete latency vs. **persistent** delete latency

# delete tradeoffs

**logical** delete latency vs. **persistent** delete latency



# Today's talk:

## Lethe: A Tunable Delete-Aware LSM-Based Storage Engine

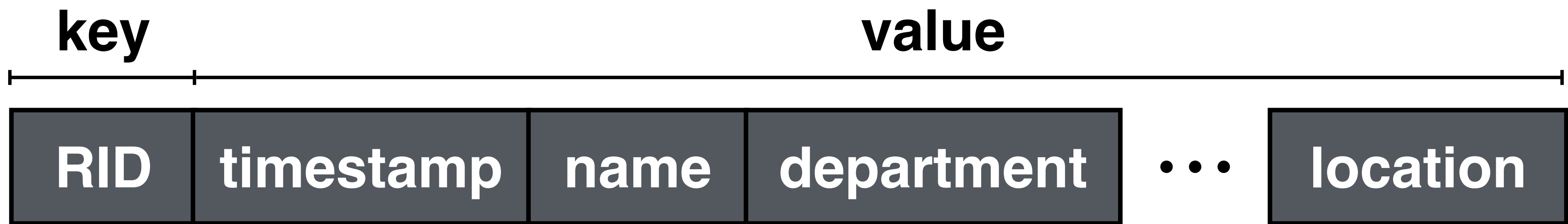
Presented at SIGMOD 2020

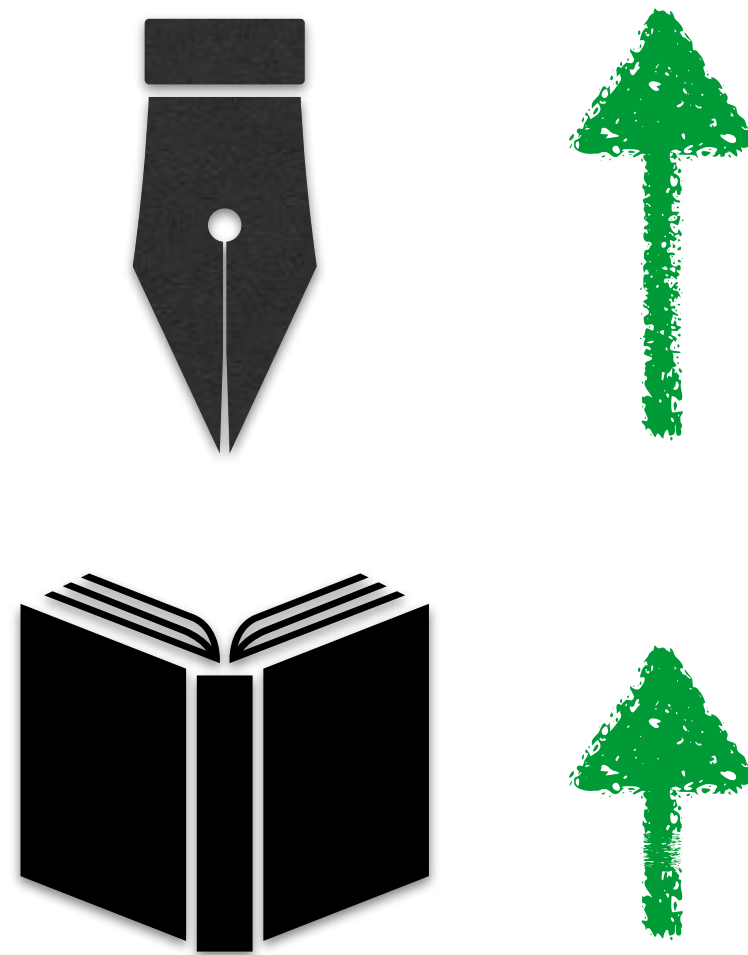
Subhadeep Sarkar, Tarikul Islam Papon, Dimitris Staratzis, Manos Athanassoulis



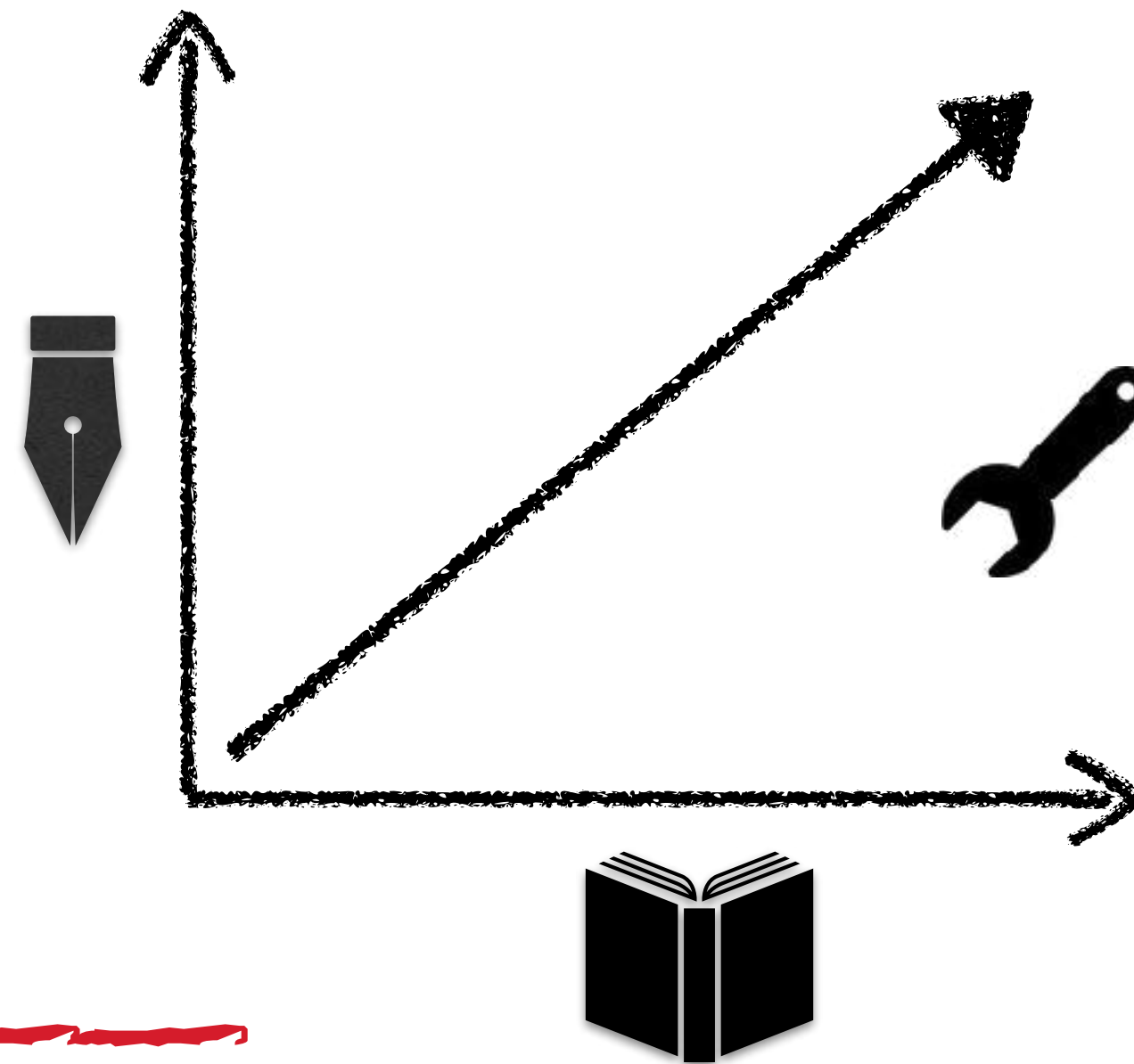
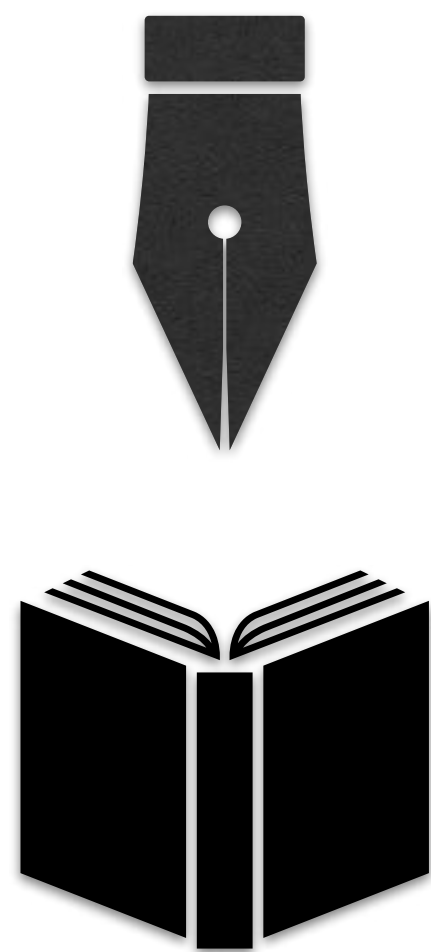
# key-value pairs



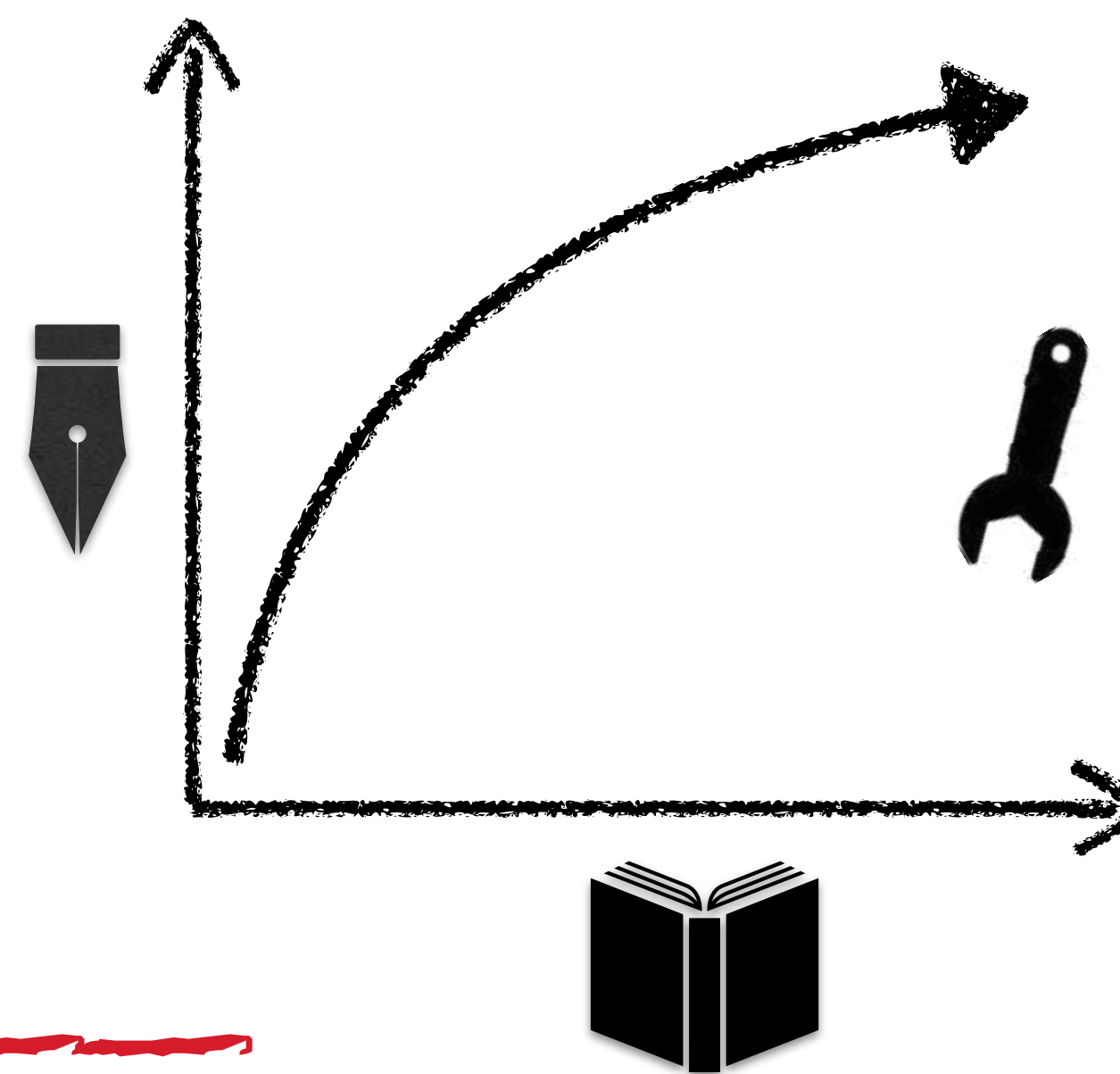
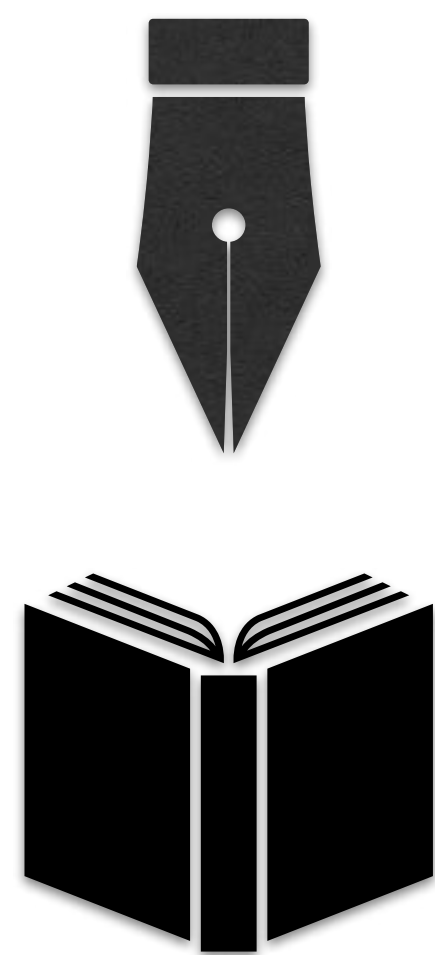




**LSM-TIME**

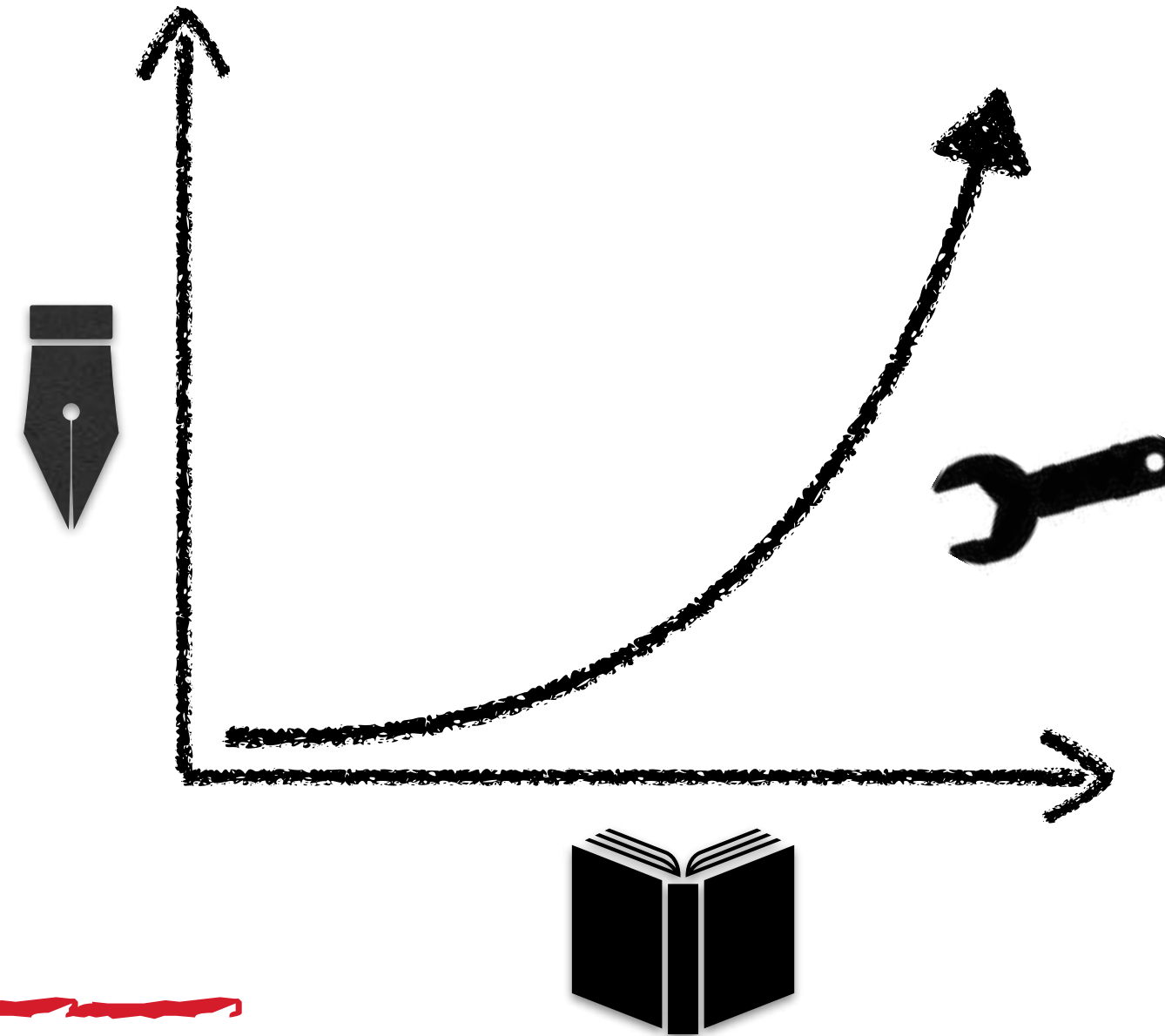
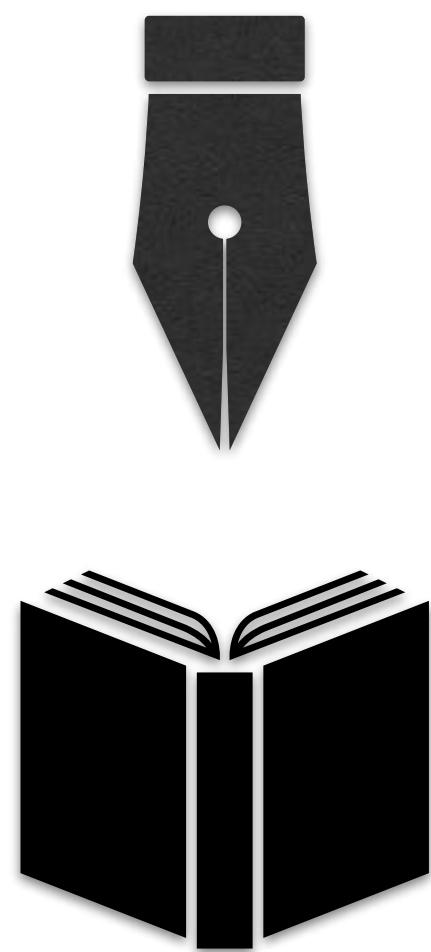


**LSM-TIME**



**LSM-TIME**





# LSM-TREE



**Even years later, Twitter doesn't delete your direct messages**

**TechCrunch**  
Feb '19


**Small Datum**  
Jan '20

**Deletes are fast and slow in an LSM**



“LSM-based data stores perform suboptimally for workloads with deletes.”

# Large-scale production

ZippyDB   
**25.2M/day**

UP2X   
**92.5M merge through deletes**

Internal db ops

table drop 

data migration 

cleanup   
/gc

Privacy

 CCPA   
(California)

 GDPR   
(EU, UK)

 VCPDA   
(Virginia)

Large-scale  
production


Internal db  
ops

Privacy

ZippyDB   
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# Large-scale production

# Internal db ops

# Privacy

ZippyDB 

**25.2M/day**

table drop 

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cleanup /gc 




GDPR   
(EU, UK)



CCPA   
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VCPDA   
(Virginia)

UP2X 

**92.5M merge through deletes**



GDPR  
(EU, UK)



CCPA  
(California)



VCPDA  
(Virginia)



on-demand



rolling

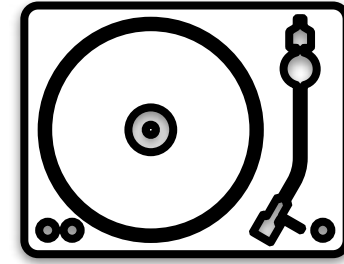
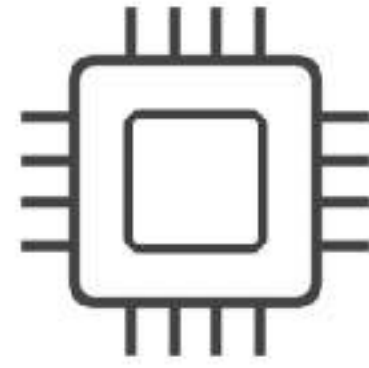
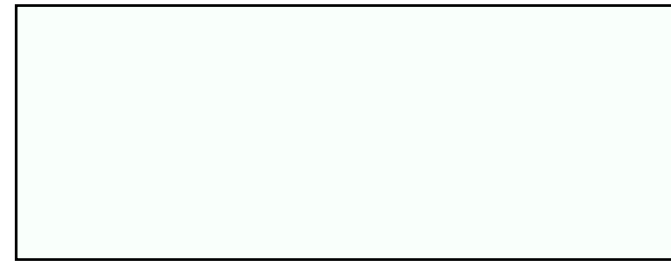
*delete all data for  
user X within D days*

*keep deleting all data  
older than D days*

*A reminder on how LSM-trees work!*

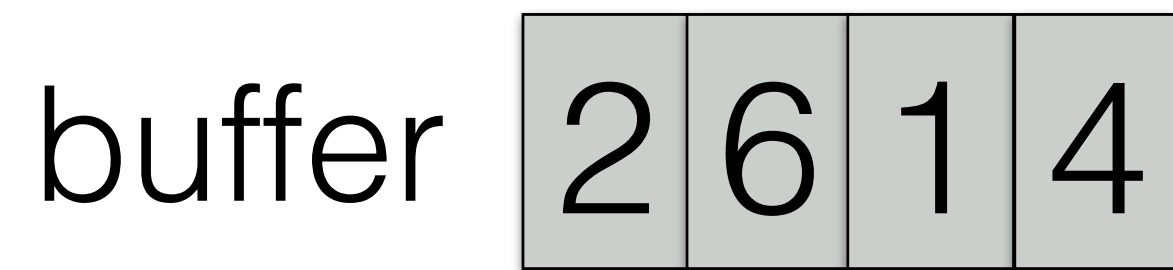
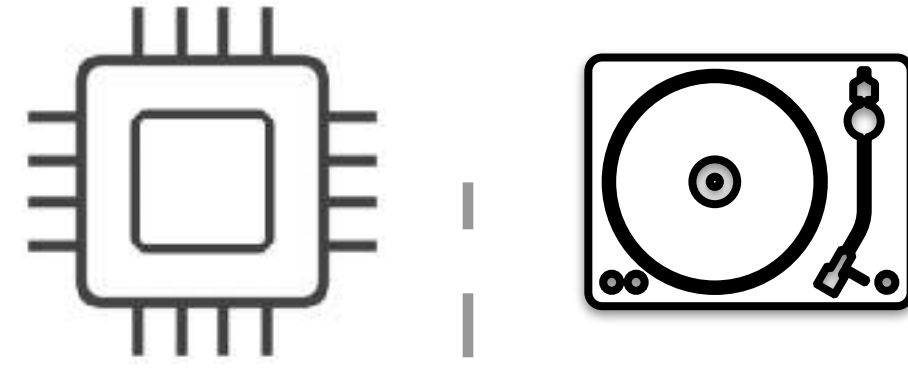
# log-structured merge-tree

buffer

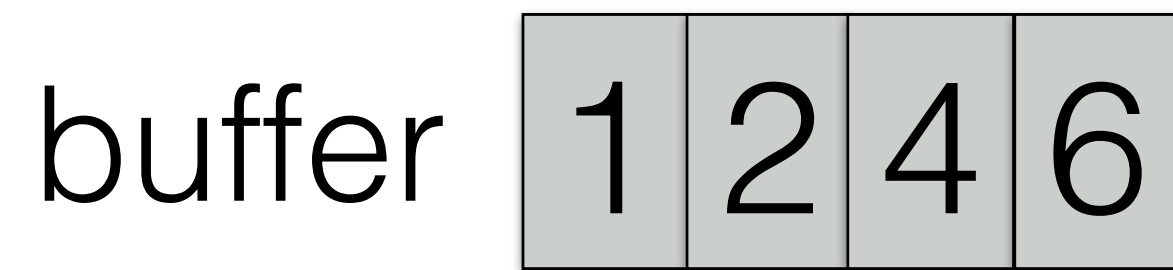
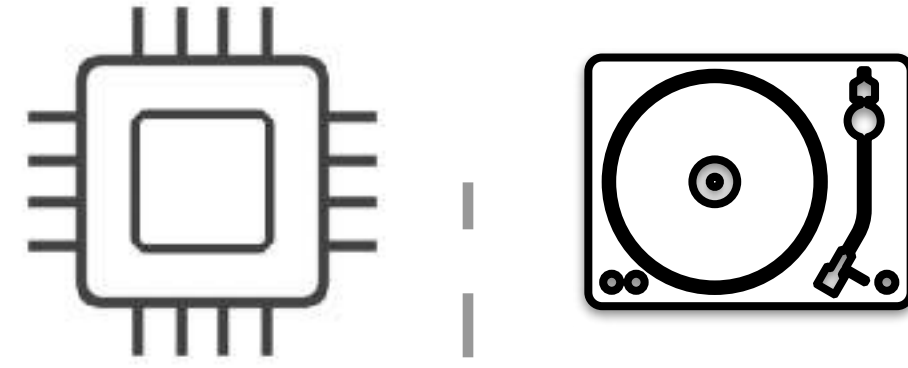




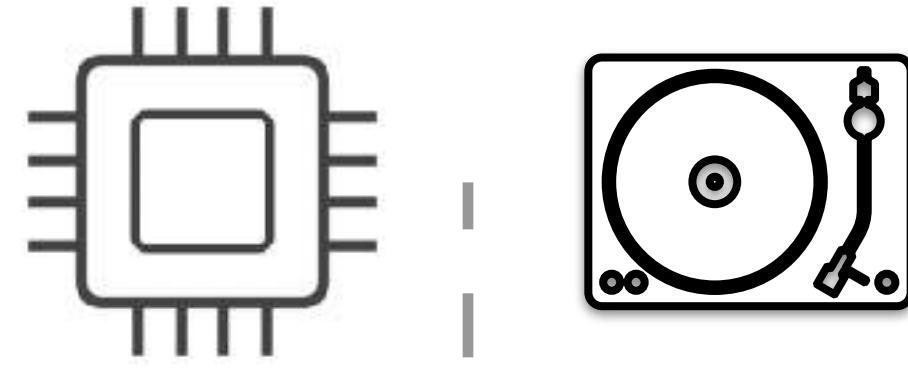
# log-structured merge-tree



# log-structured merge-tree



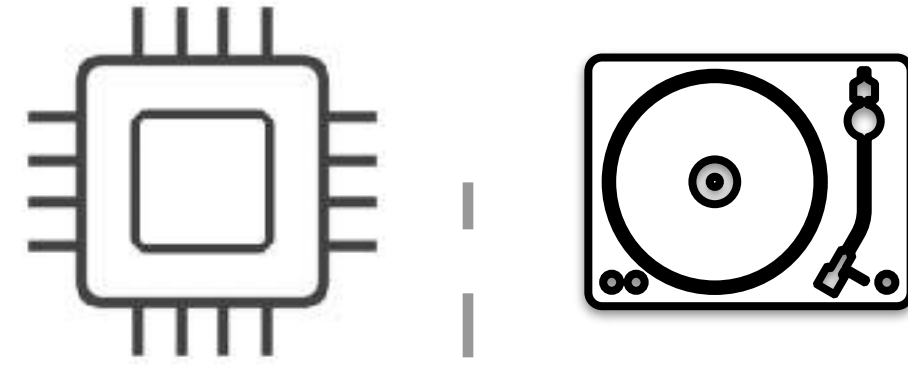
# log-structured merge-tree



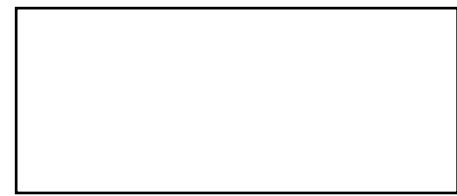
buffer



# log-structured merge-tree



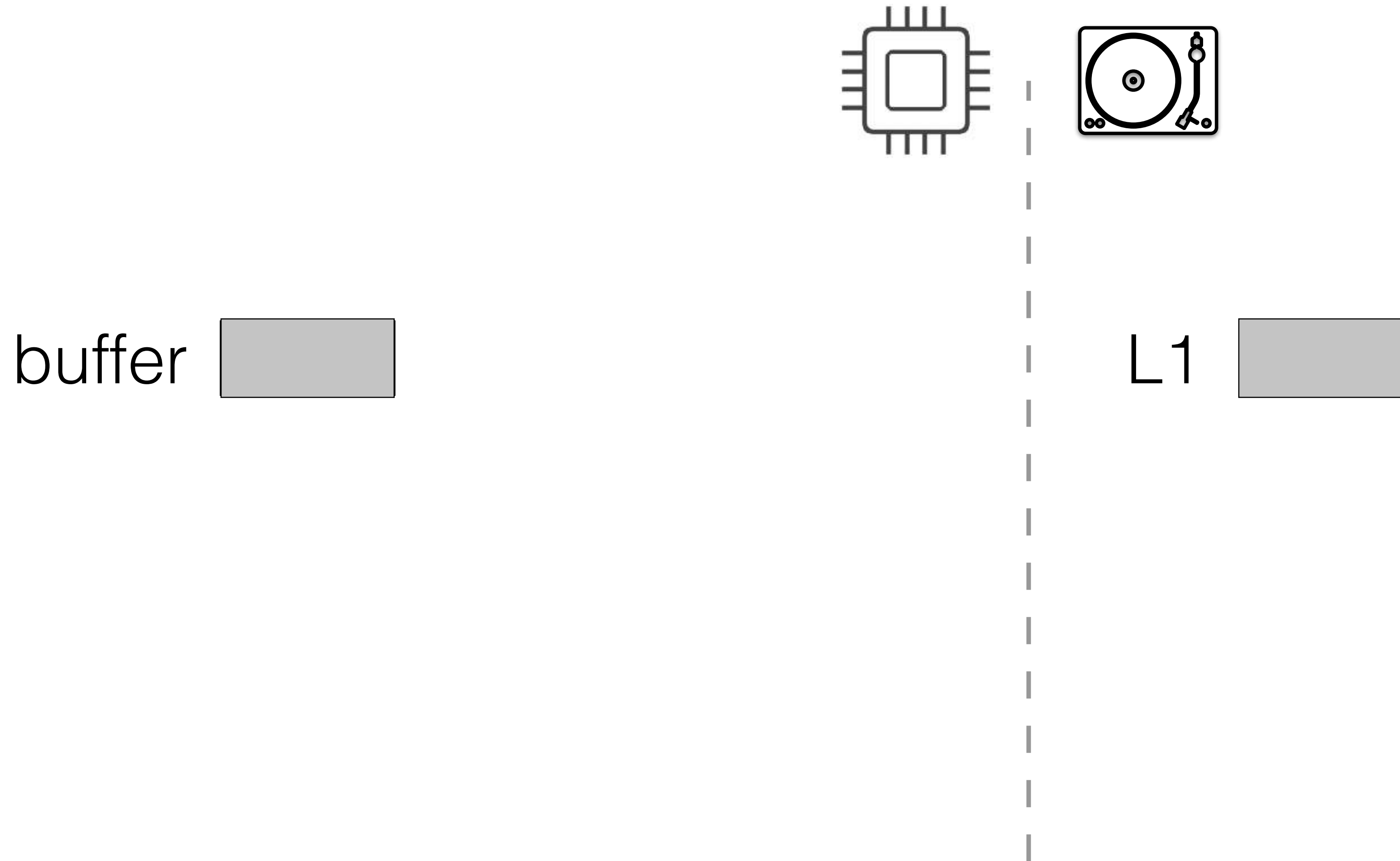
buffer



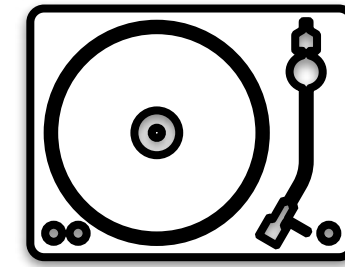
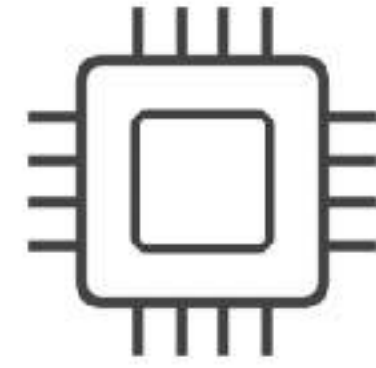
L1



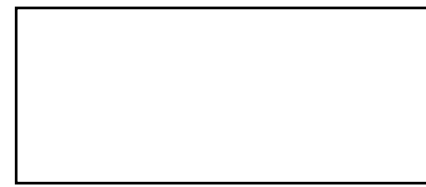
# log-structured merge-tree



# log-structured merge-tree



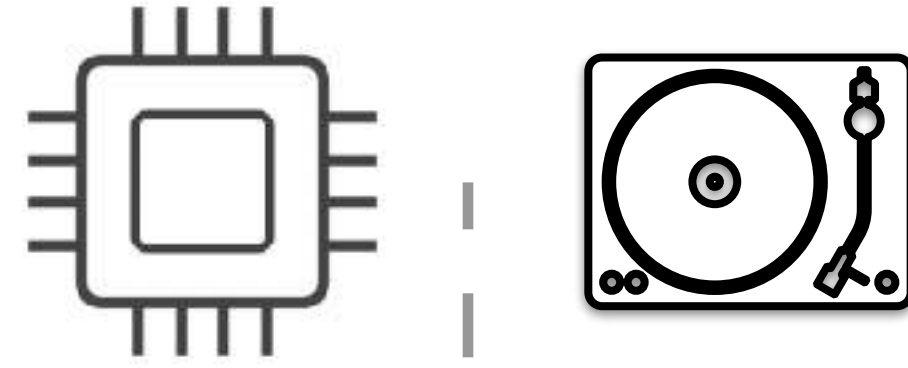
buffer



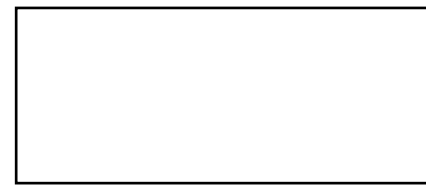
L1



# log-structured merge-tree



buffer



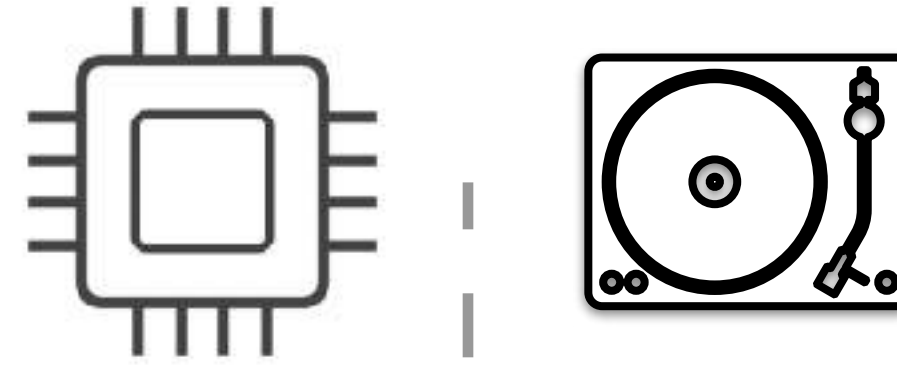
L1

L2



**compaction**

# log-structured merge-tree



buffer 

L1  **size ratio = T**

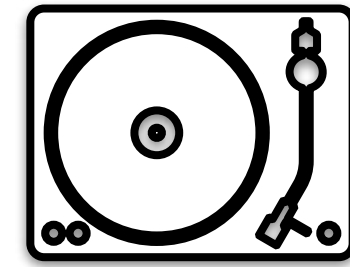
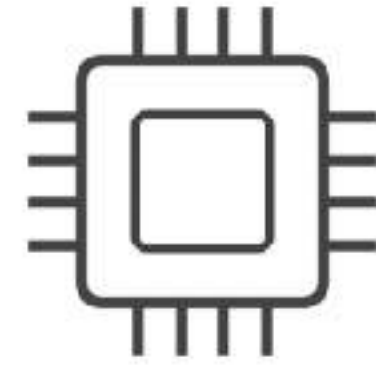
L2 

L3 

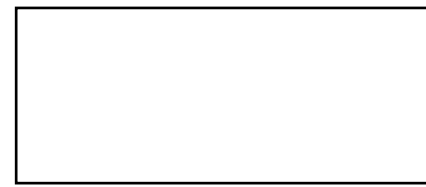
exponentially larger capacity



# log-structured merge-tree



buffer



L1



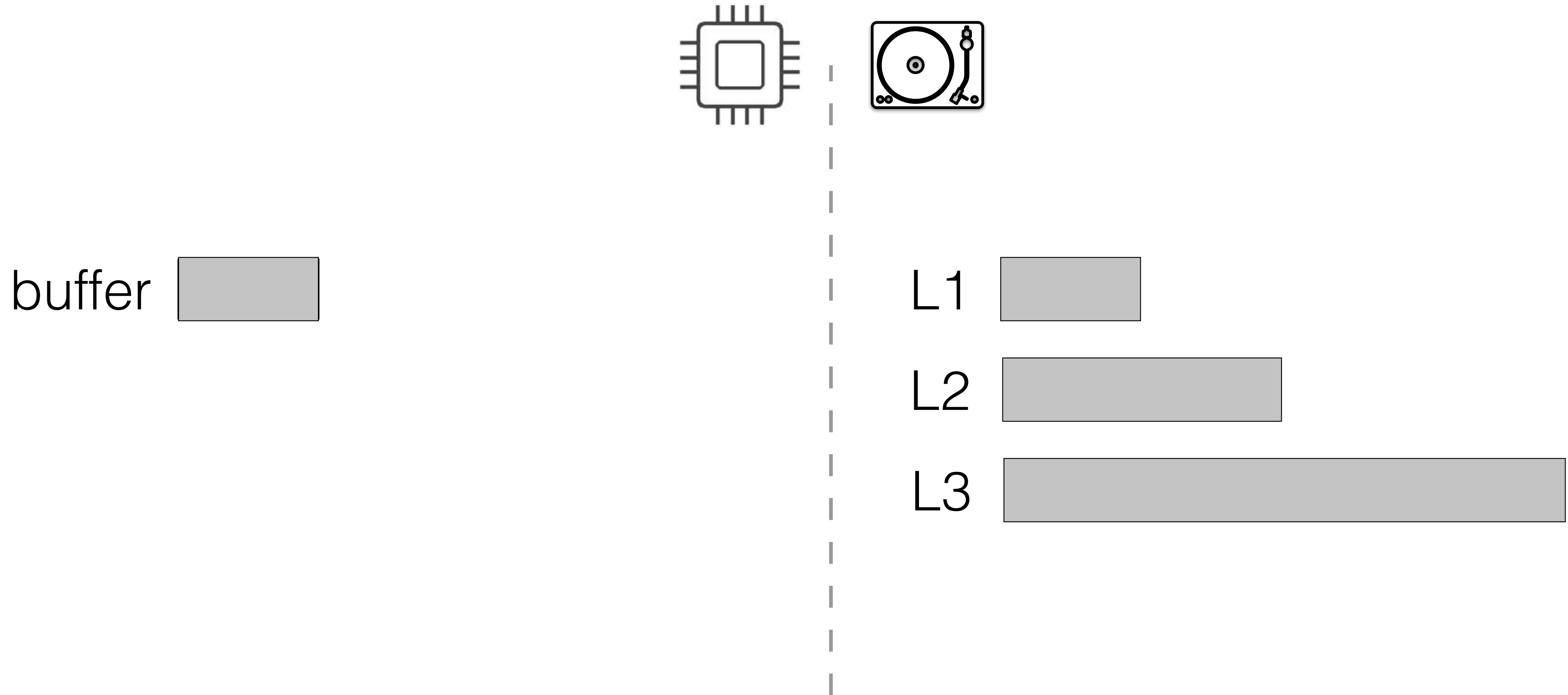
L2



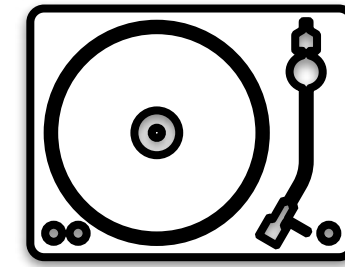
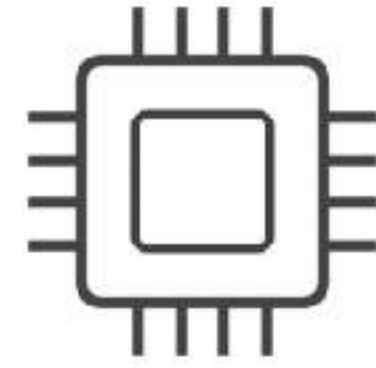
L3



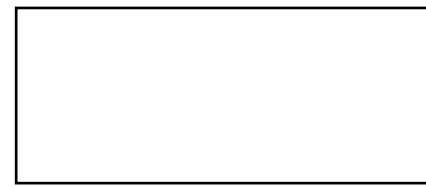
# log-structured merge-tree



# log-structured merge-tree



buffer



L1



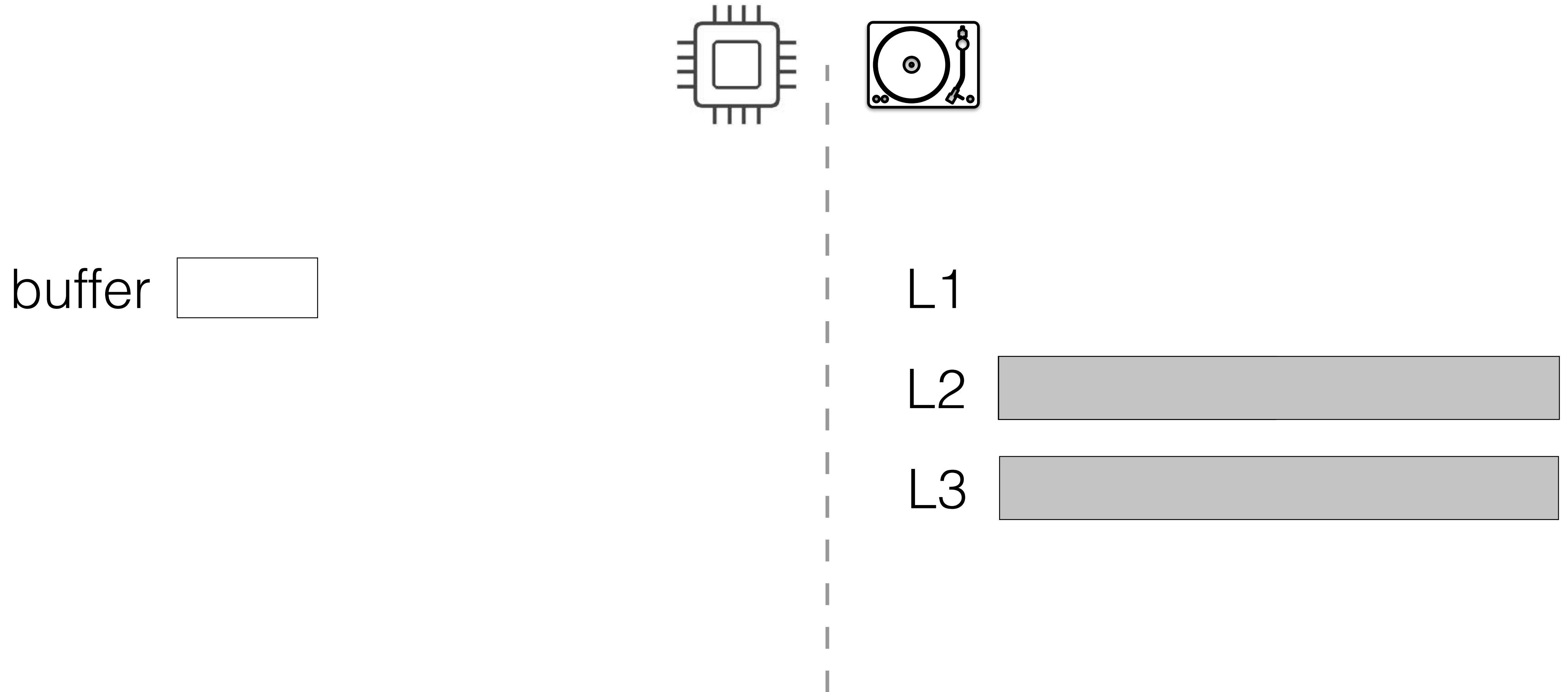
L2



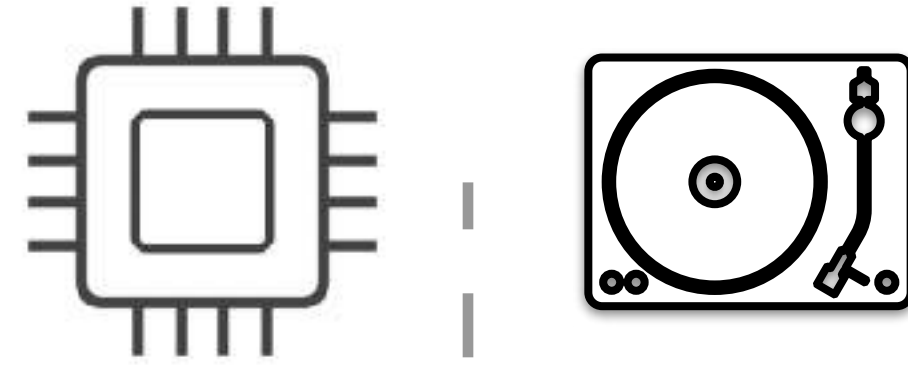
L3



# log-structured merge-tree



# log-structured merge-tree



buffer 

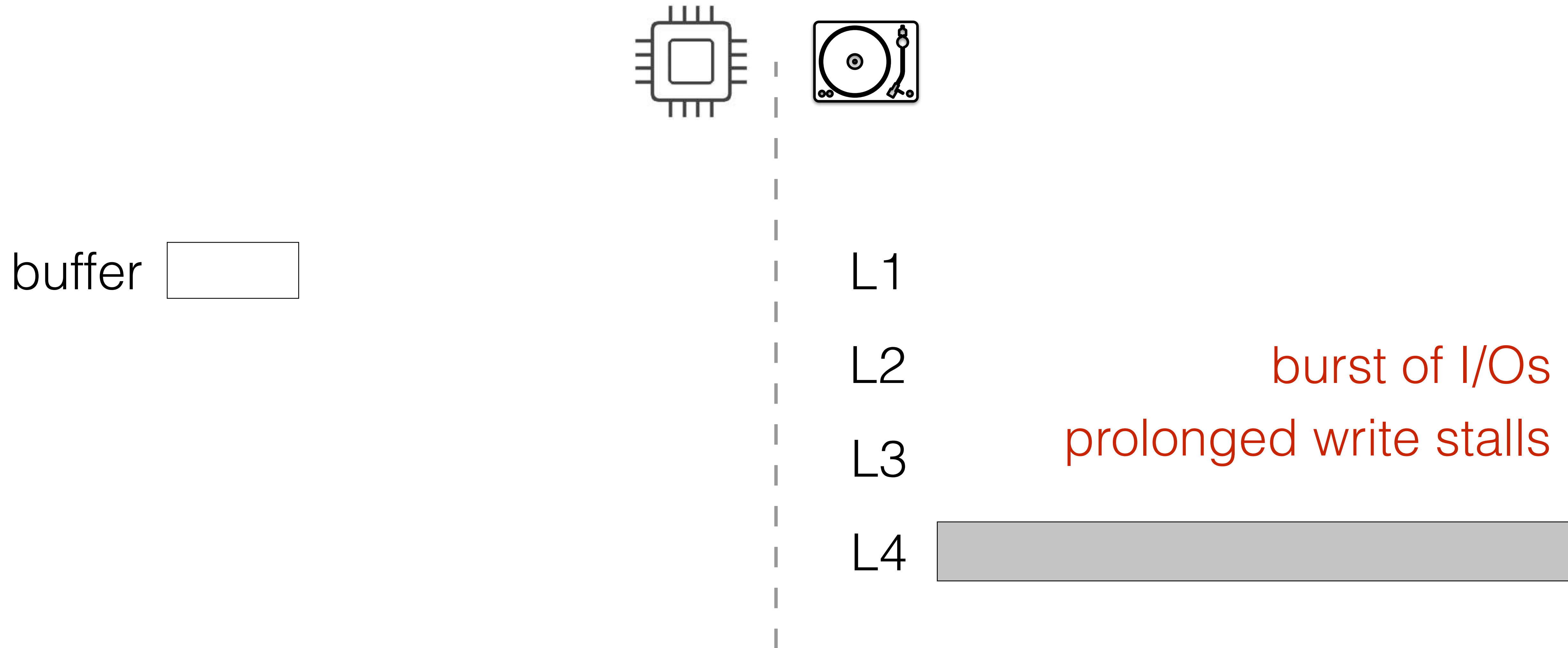
L1

L2

L3



# log-structured merge-tree

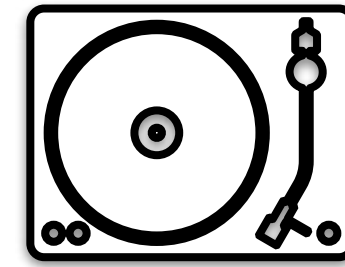
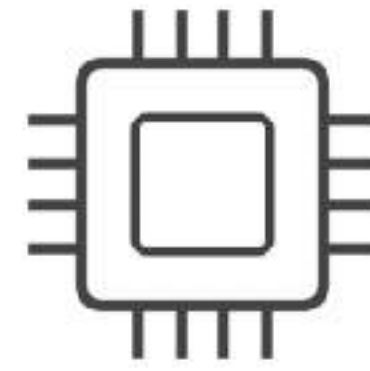


# log-structured merge-tree



**How to reduce those?**

buffer



L1

L2

L3

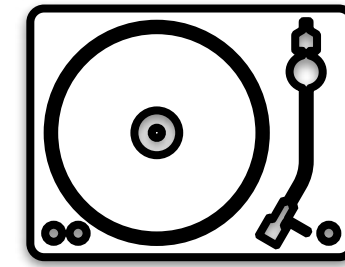
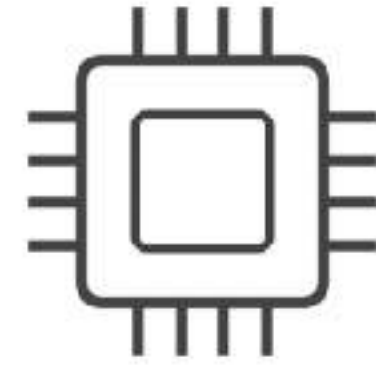
L4

burst of I/Os

prolonged write stalls



# log-structured merge-tree



buffer



**partial compaction**

L1



L2

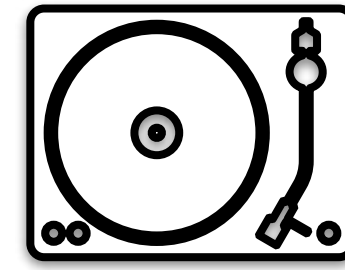
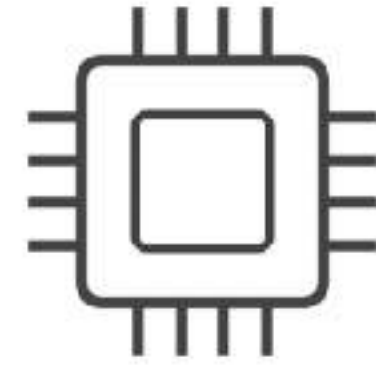


L3

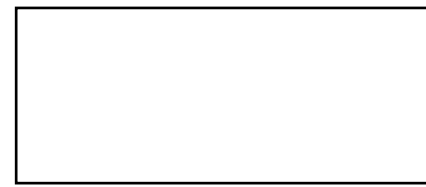




# log-structured merge-tree



buffer



**partial compaction**

L1



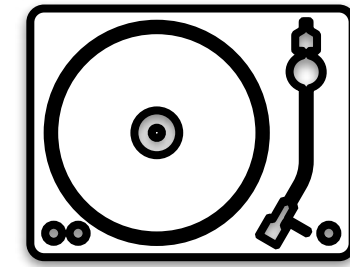
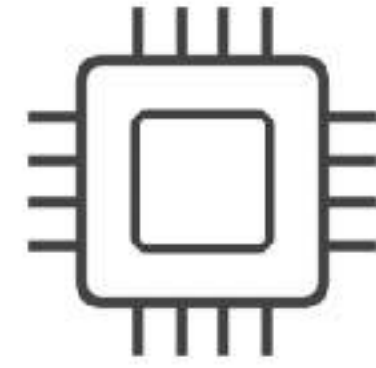
L2



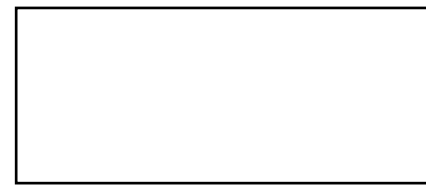
L3



# log-structured merge-tree



buffer



**partial compaction**

L1



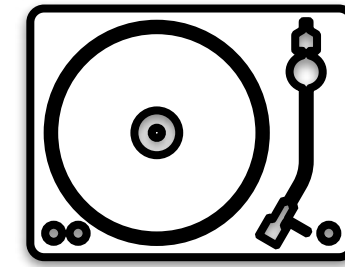
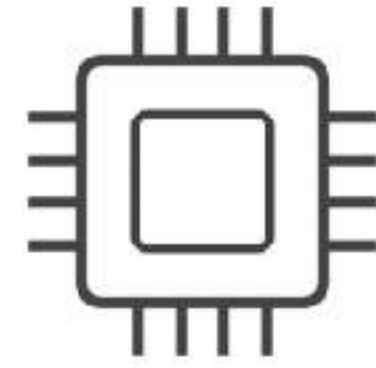
L2



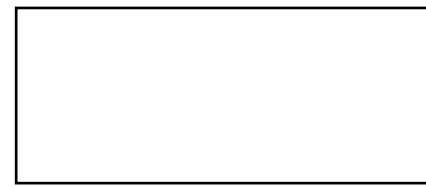
L3



# log-structured merge-tree



buffer



**partial compaction**

L1



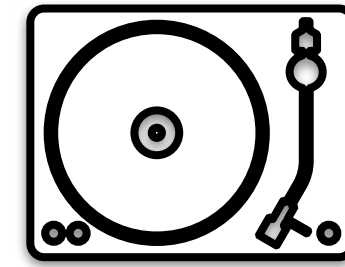
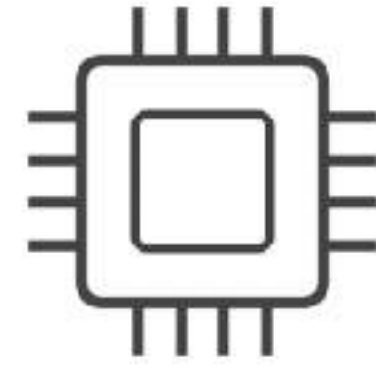
L2



L3



# log-structured merge-tree



buffer



**partial compaction**

L1



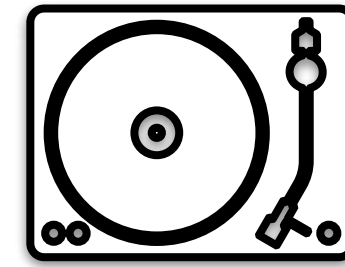
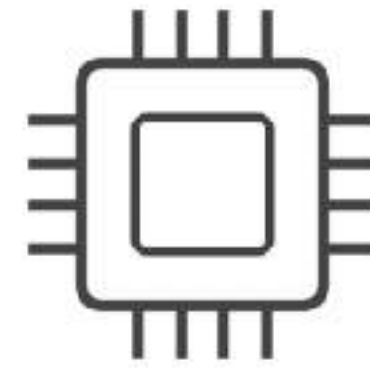
L2



L3



# log-structured merge-tree



buffer



**partial compaction**

L1



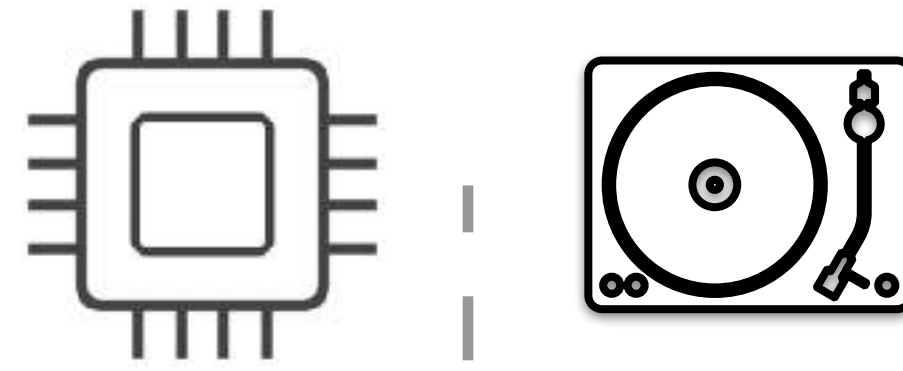
L2



L3

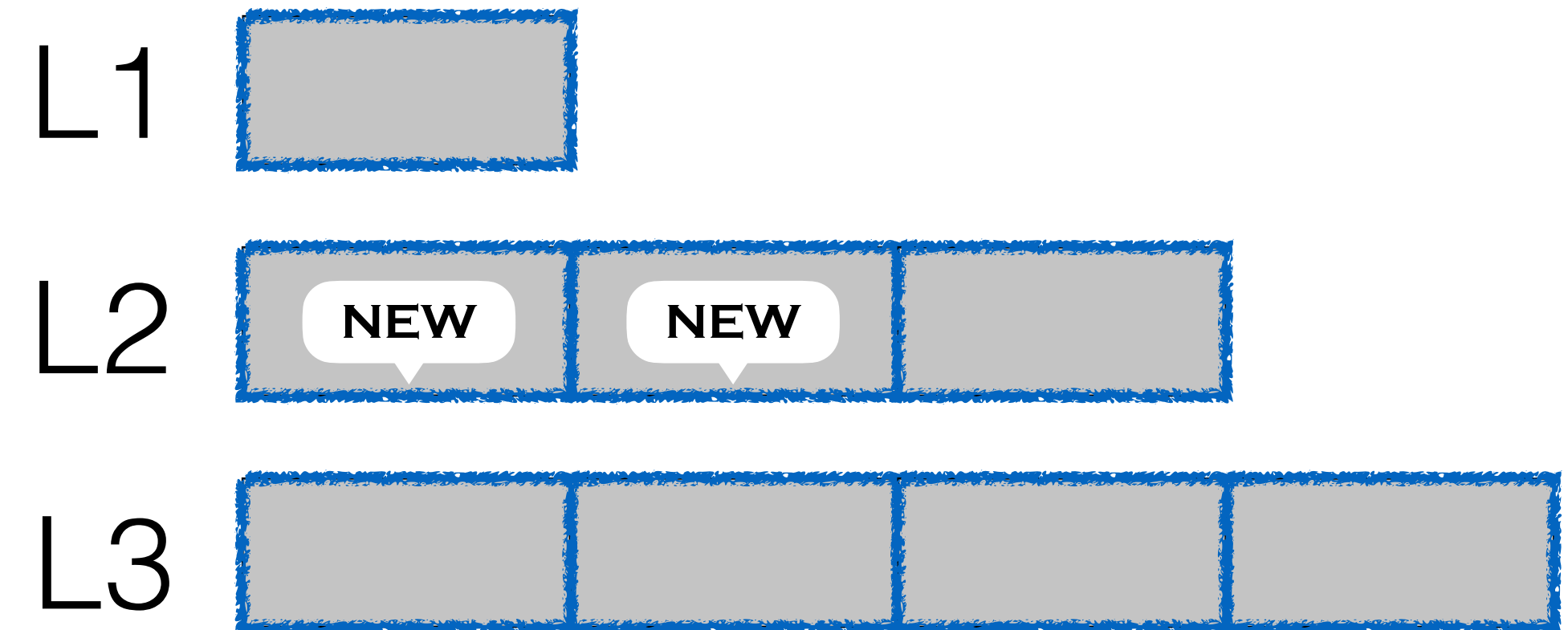


# log-structured merge-tree

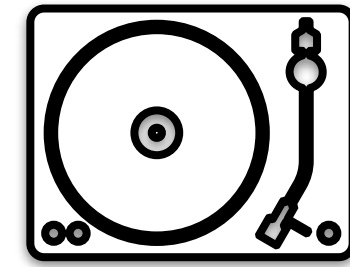
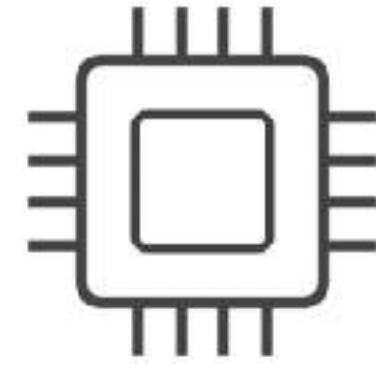


buffer 

**partial compaction**



# log-structured merge-tree



buffer



**partial compaction**

L1



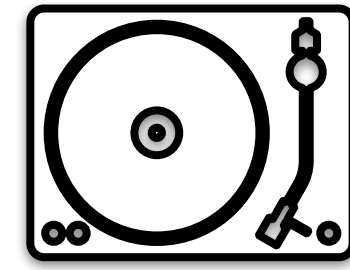
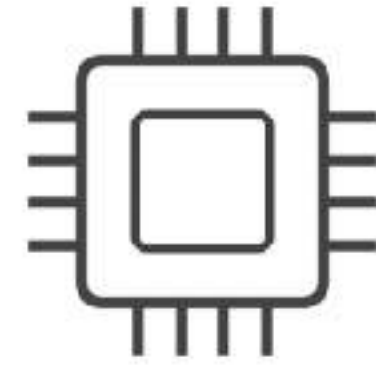
L2



L3



# log-structured merge-tree



buffer



**partial compaction**

L1



L2

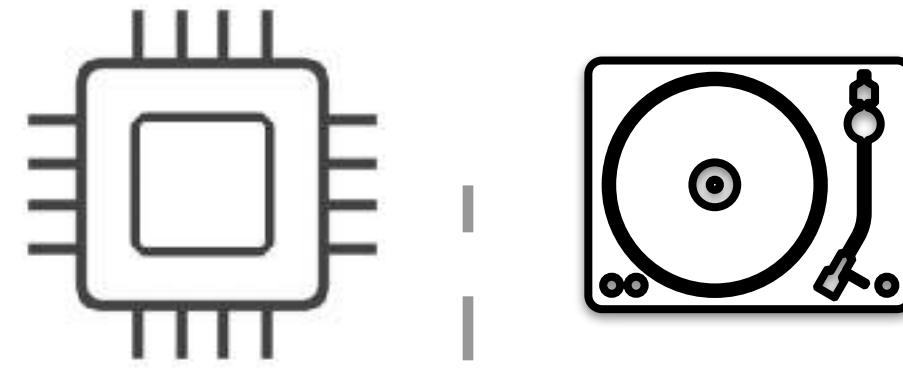


L3



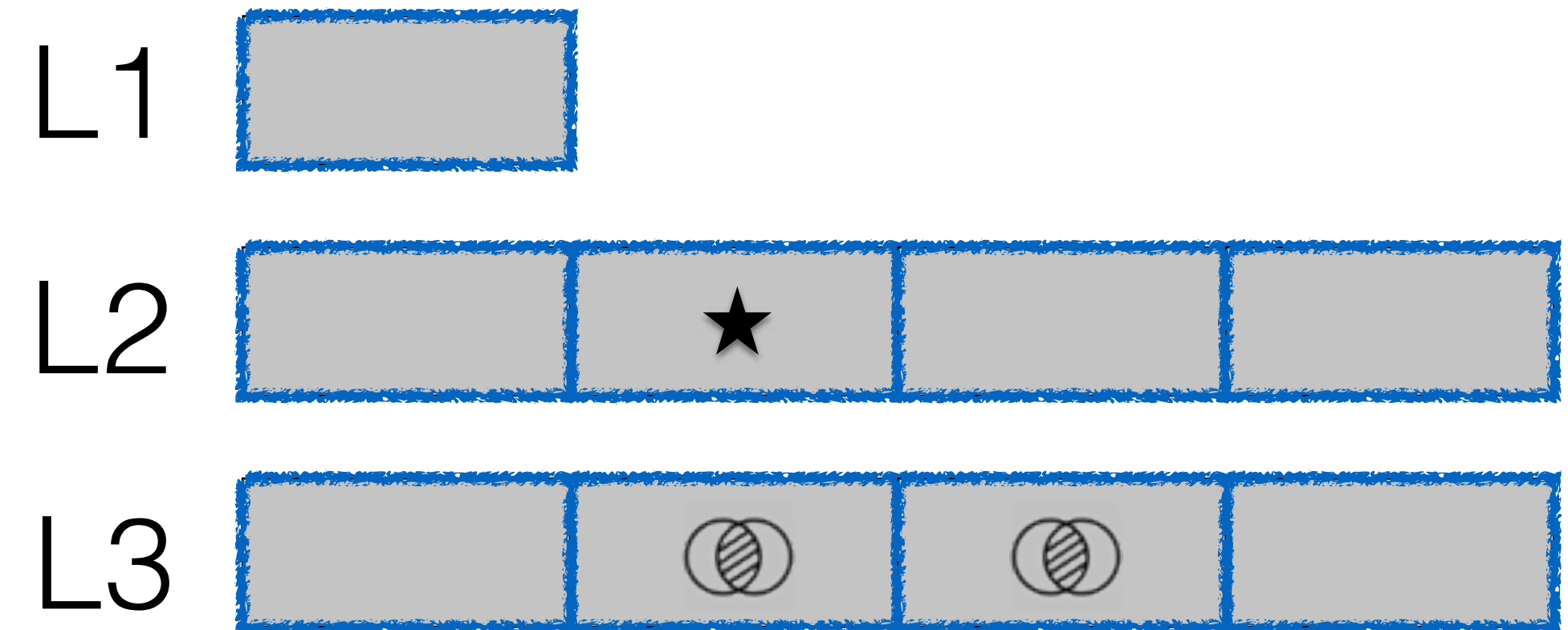


# log-structured merge-tree

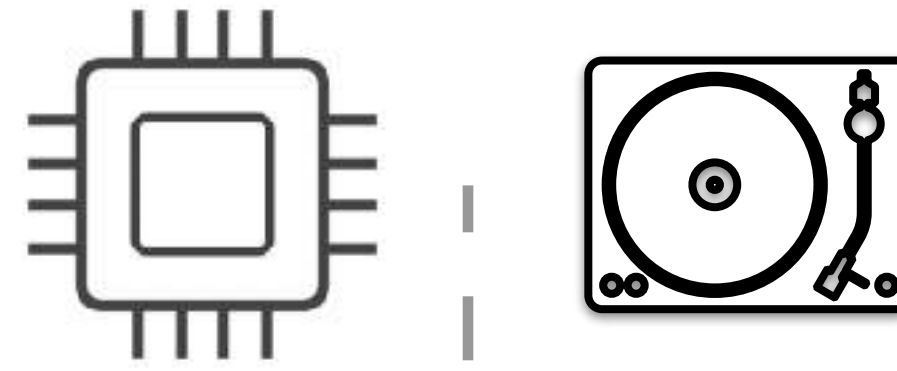


buffer 

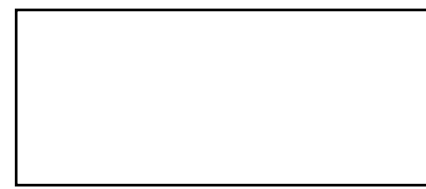
**partial compaction**



# log-structured merge-tree



buffer



**partial compaction**

L1



L2

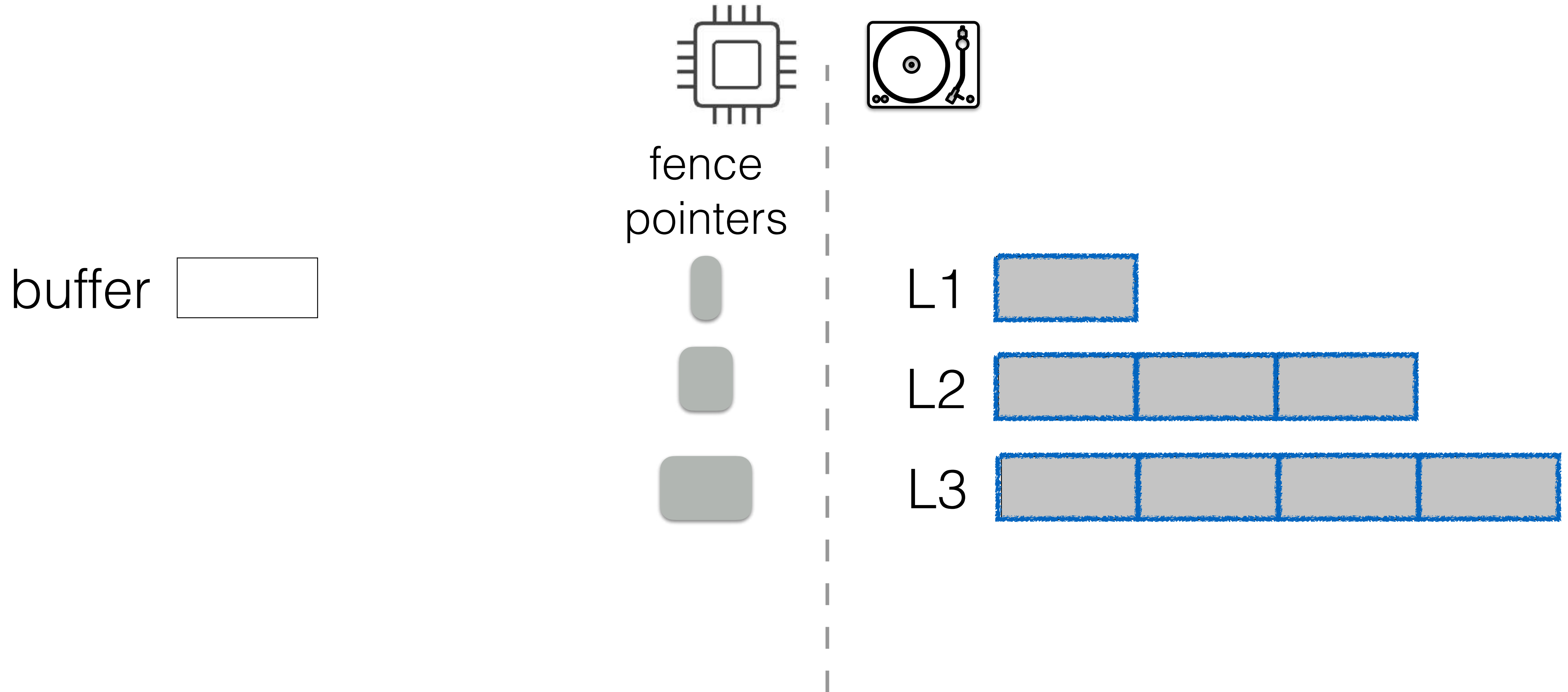


L3



amortized compaction cost

# log-structured merge-tree

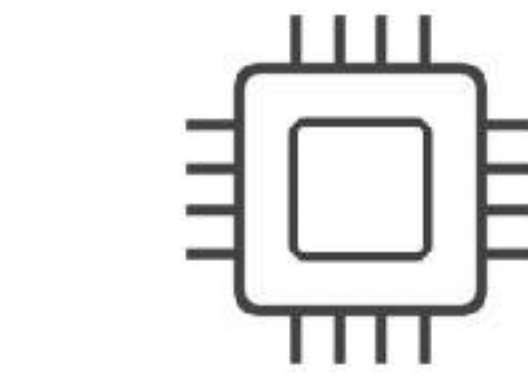


# log-structured merge-tree

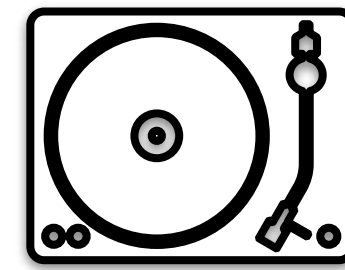
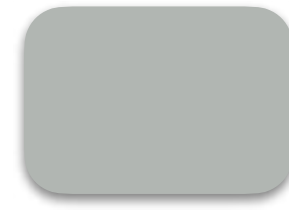


**What is the cost of a read?**

buffer 



fence  
pointers



L1



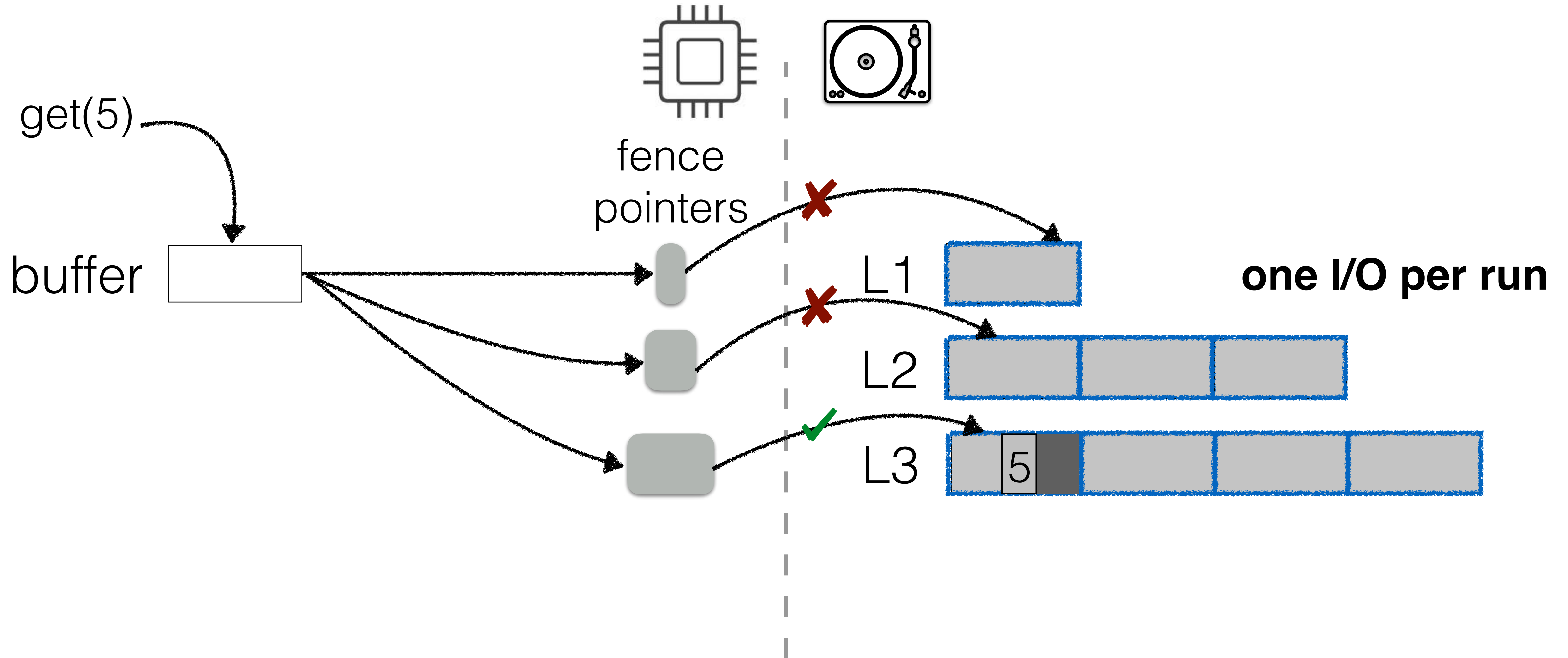
L2



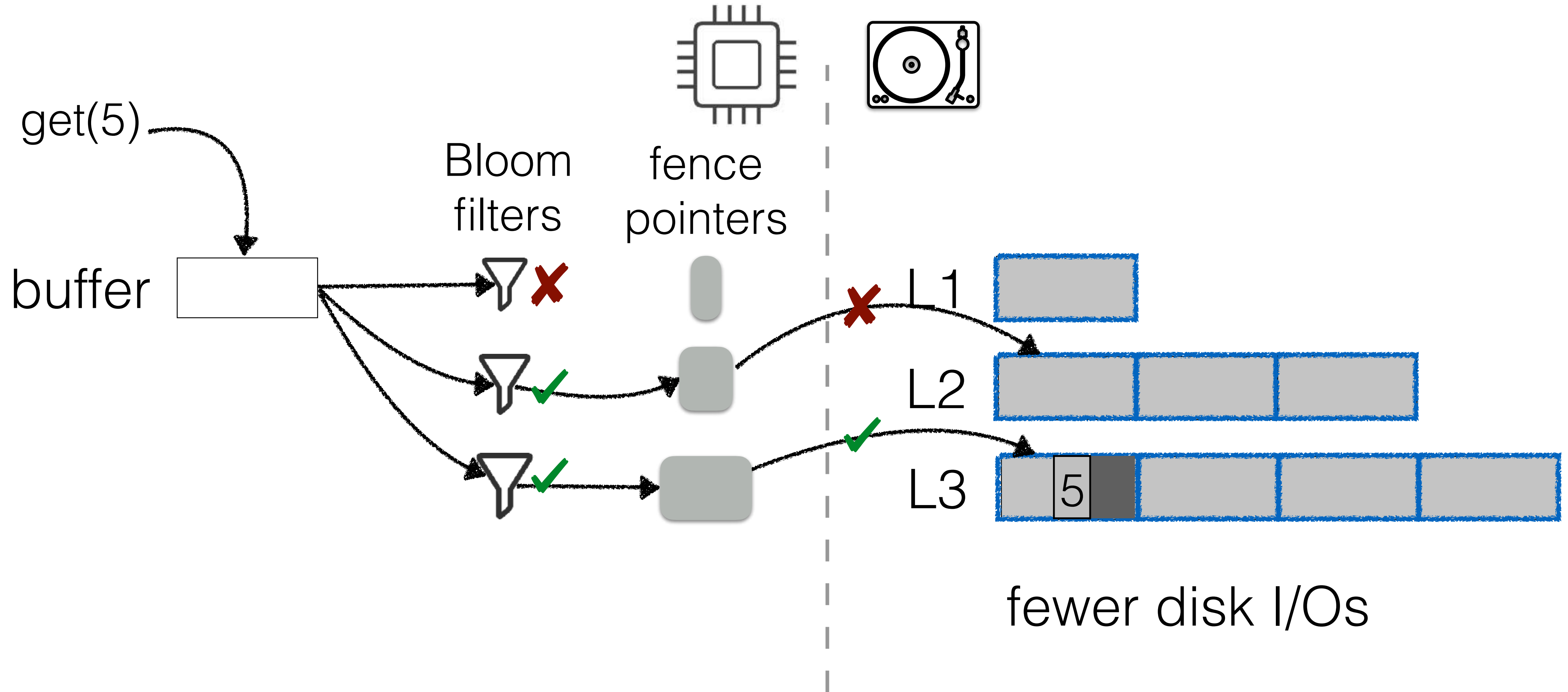
L3



# log-structured merge-tree



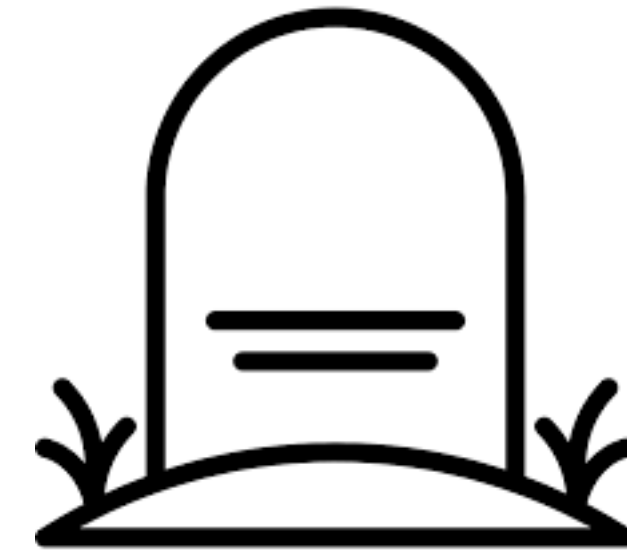
# log-structured merge-tree



*Now, let's talk about deletes!*

# deletes in LSM-tree

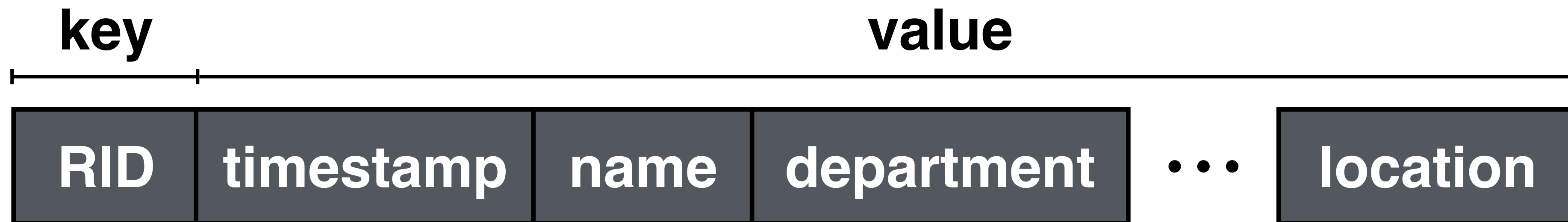
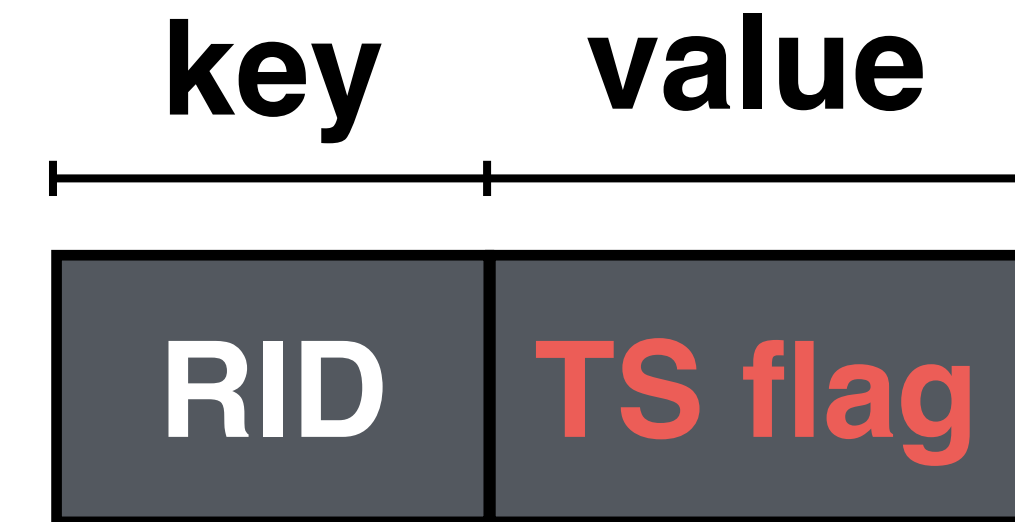
delete





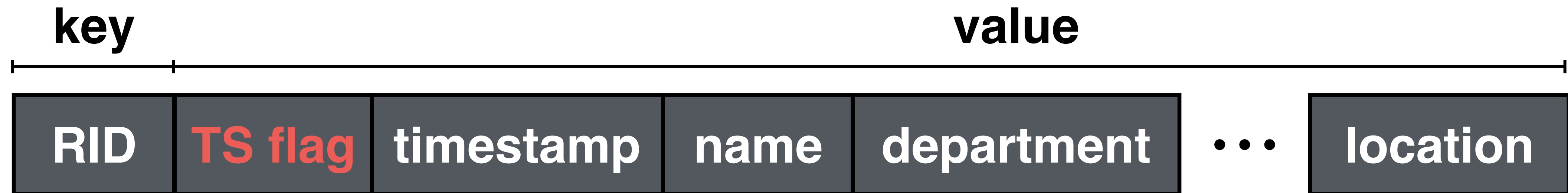
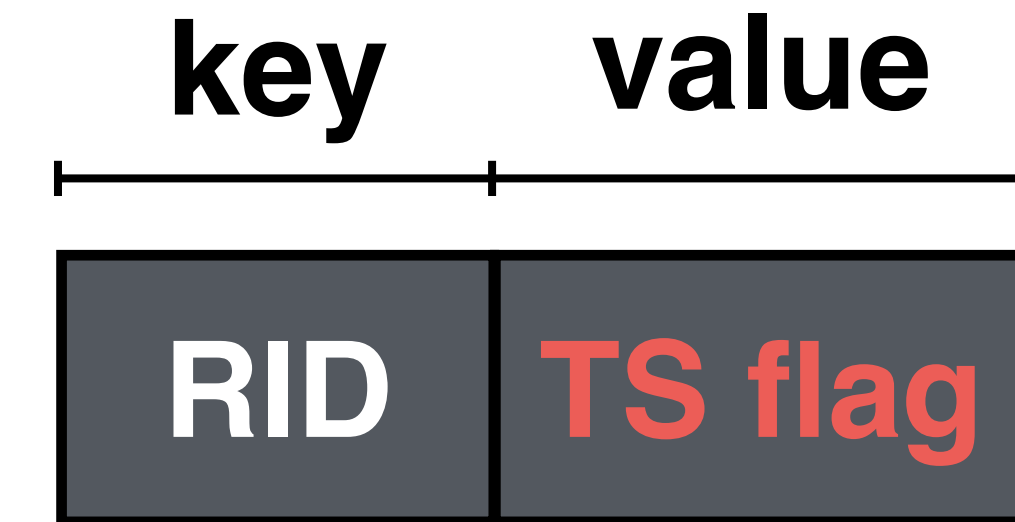
# deletes in LSM-tree

delete := insert tombstone

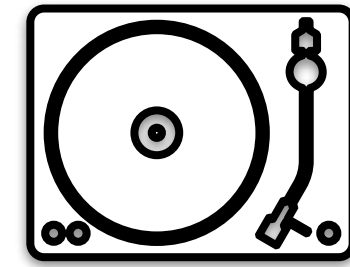
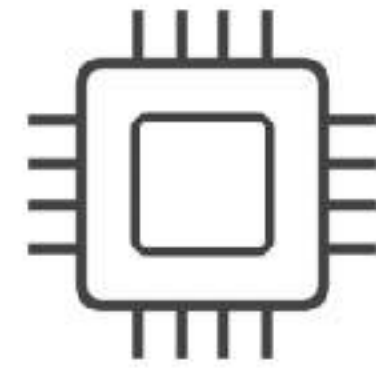
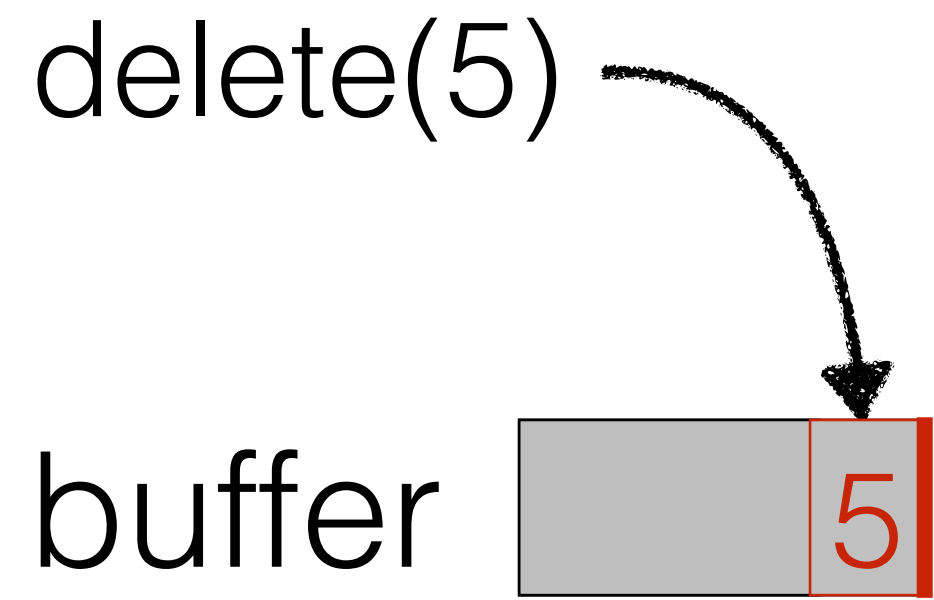


# deletes in LSM-tree

delete := insert tombstone



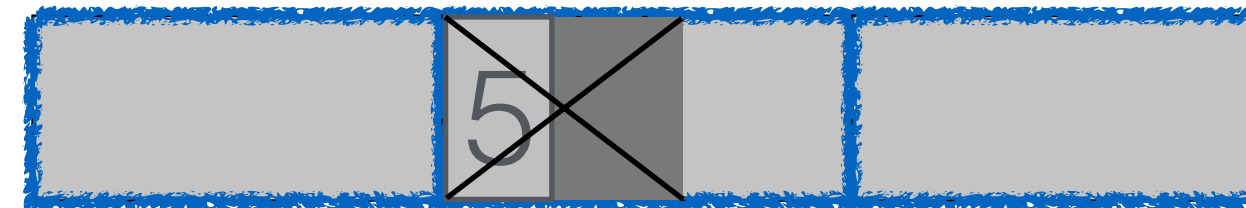
# deletes in LSM-tree



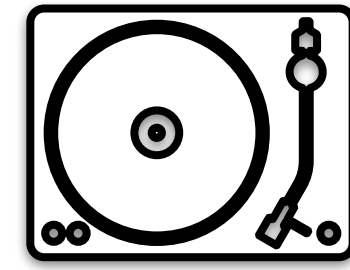
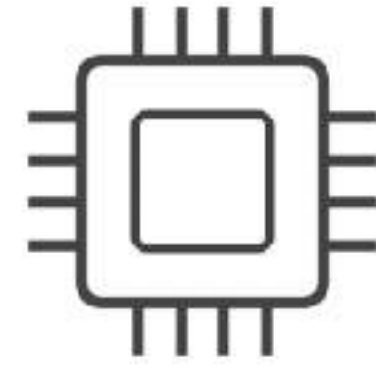
L1

L2

L3



# deletes in LSM-tree



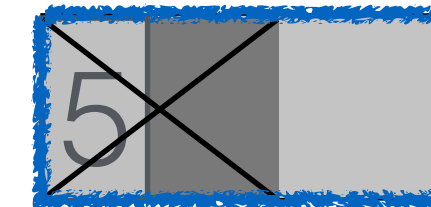
buffer



L1



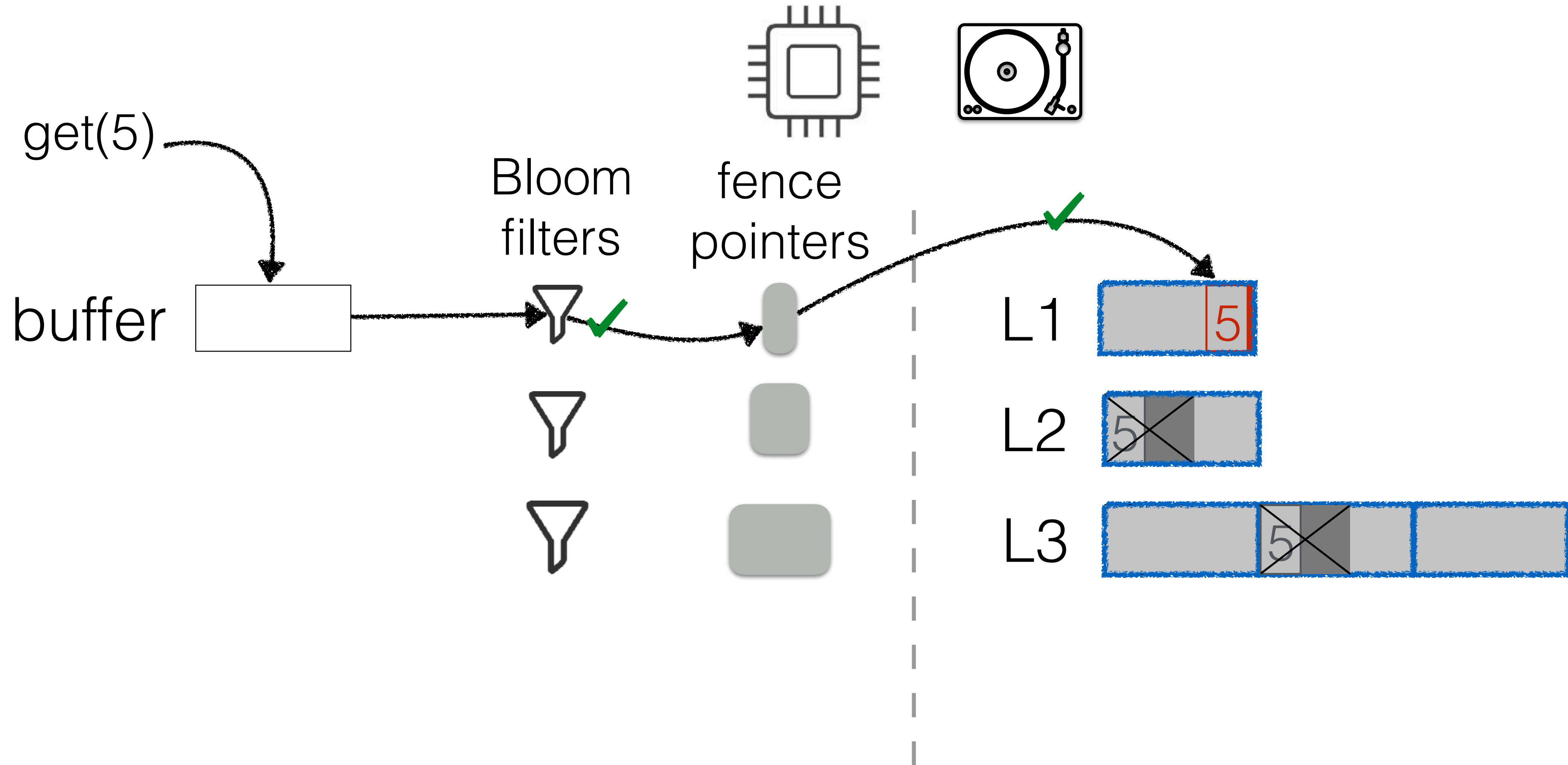
L2



L3



# deletes in LSM-tree



the problems



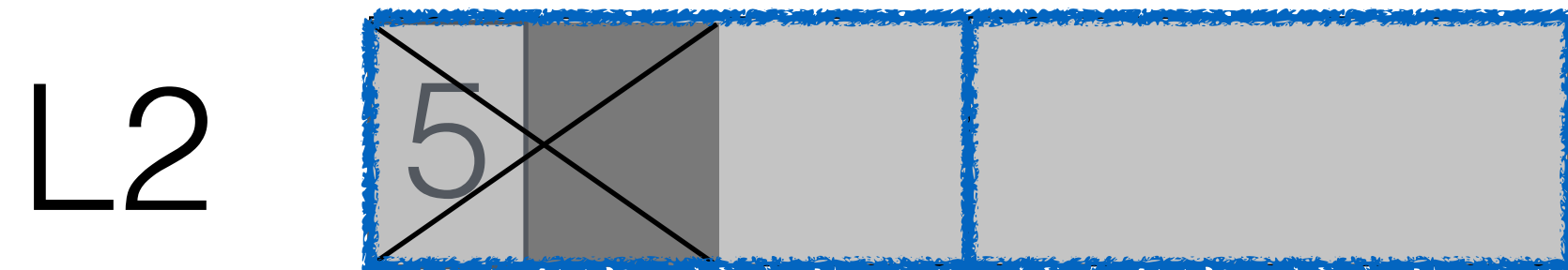
the problems



**out-of-place deletes**



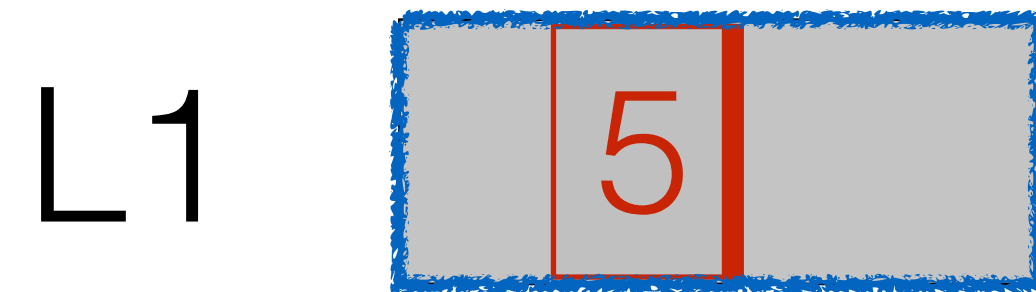
# out-of-place deletes



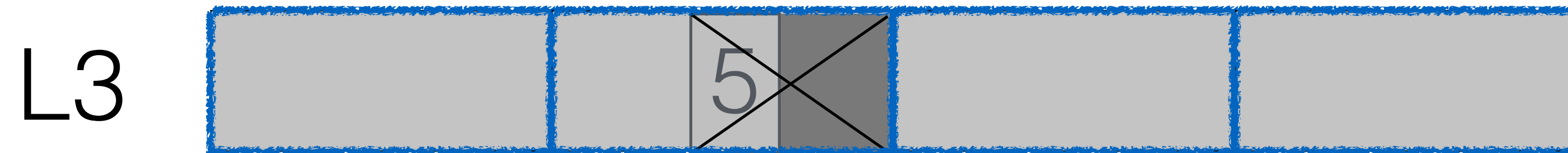
space amplification ✖



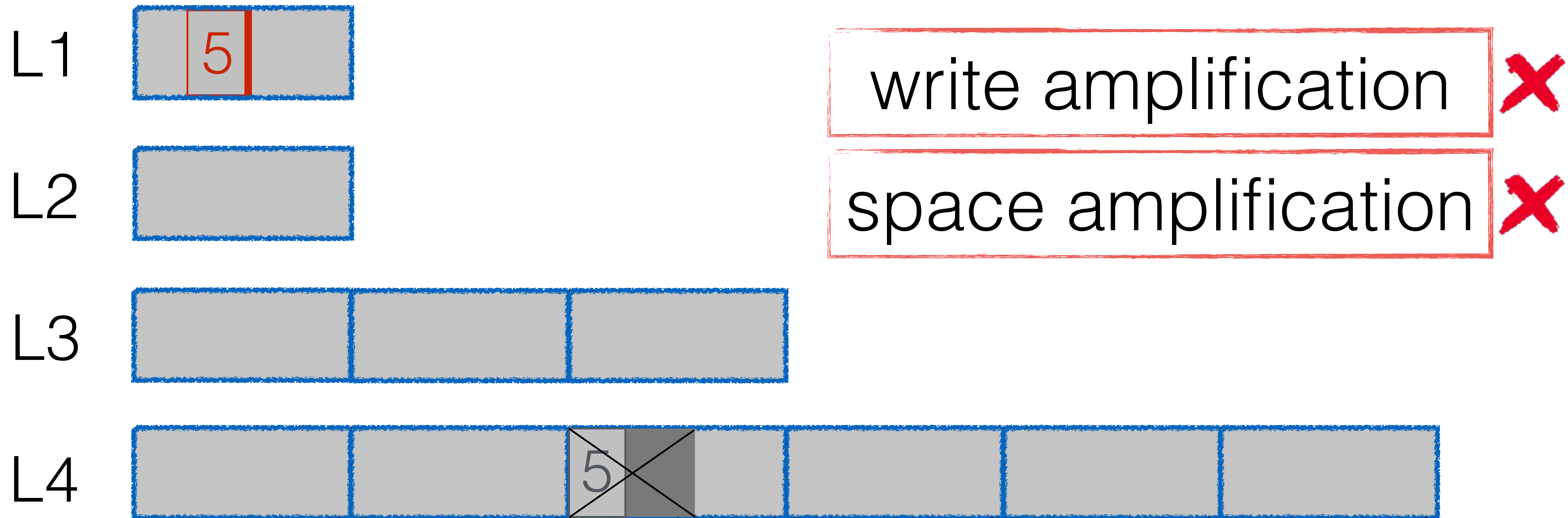
# out-of-place deletes



space amplification ✖



# out-of-place deletes

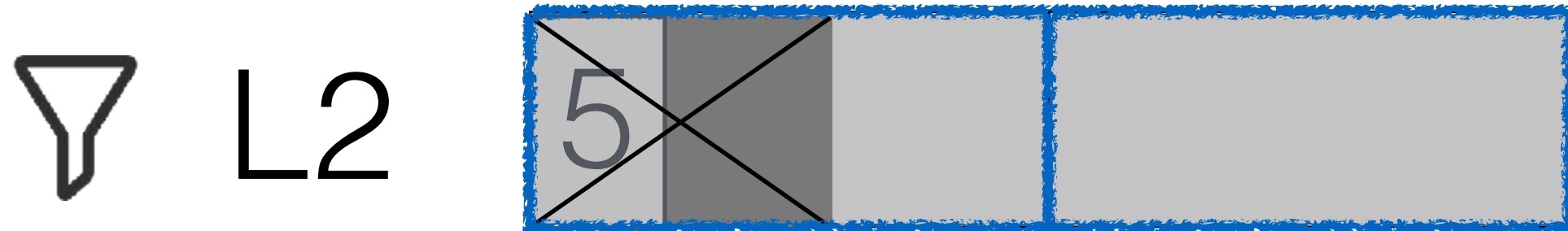


# out-of-place deletes

Bloom  
filters



write amplification ✖



space amplification ✖



# out-of-place deletes

Bloom filters



L1



L2



L3



L4



poor read perf. ❌

write amplification ❌

space amplification ❌

# out-of-place deletes

Bloom filters



L1



L2



L3



L4



poor read perf. ❌

write amplification ❌

space amplification ❌

# the problems

poor read perf.

write amplification

space amplification

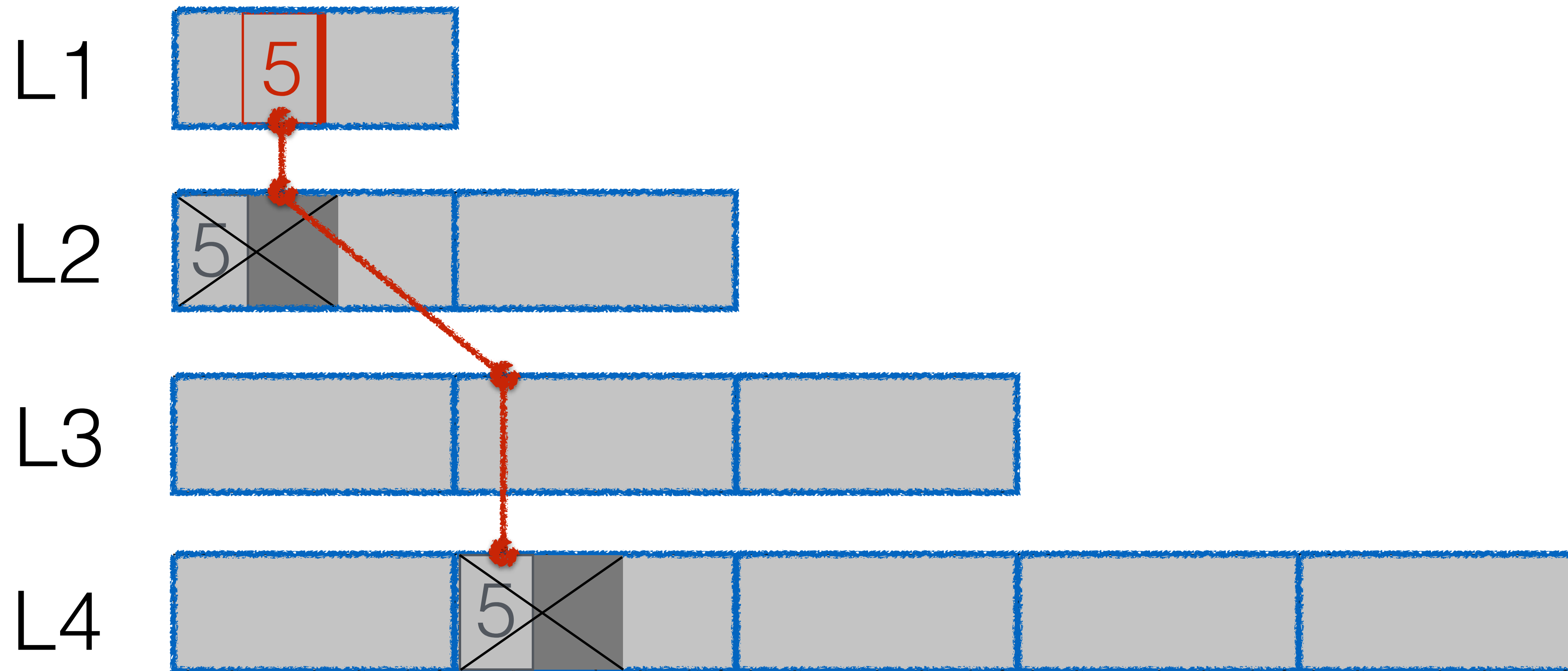






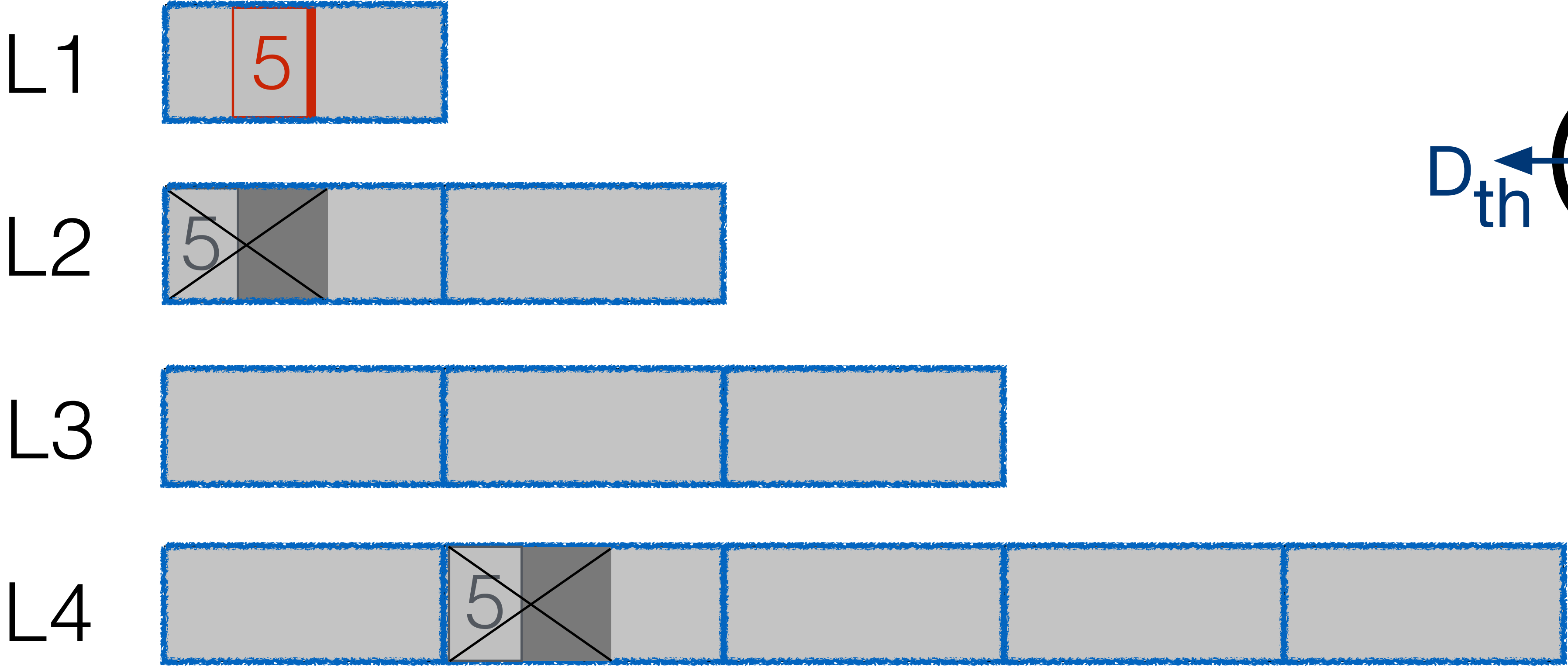
**delete persistence latency**

# delete persistence latency



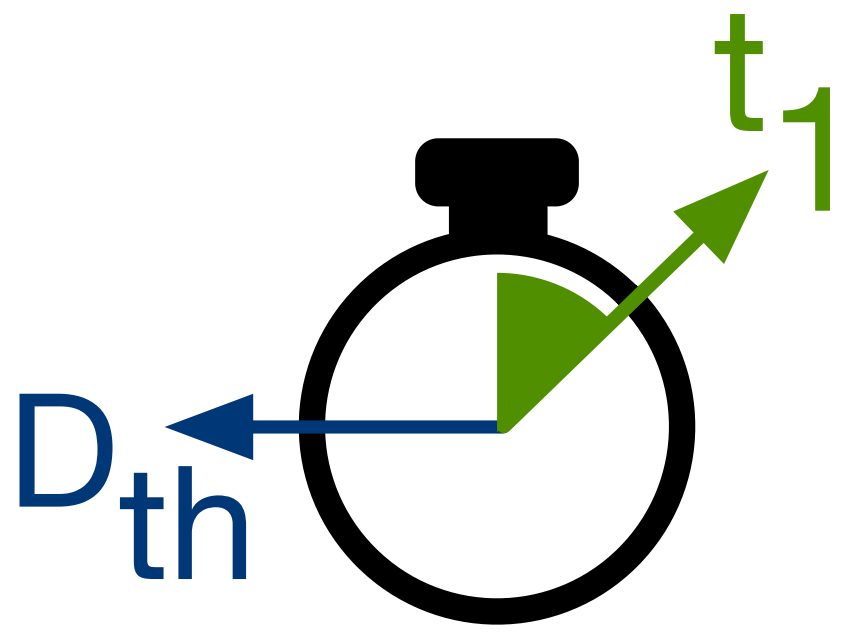
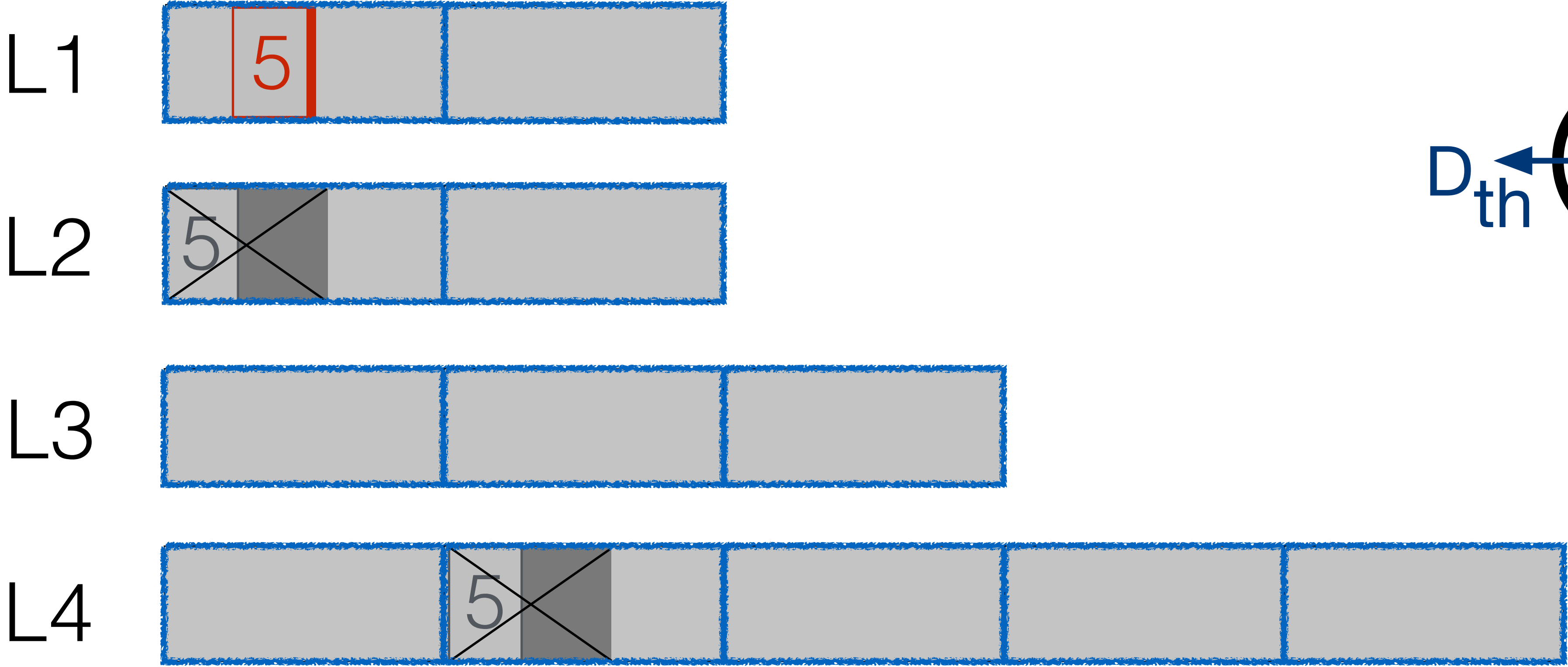
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



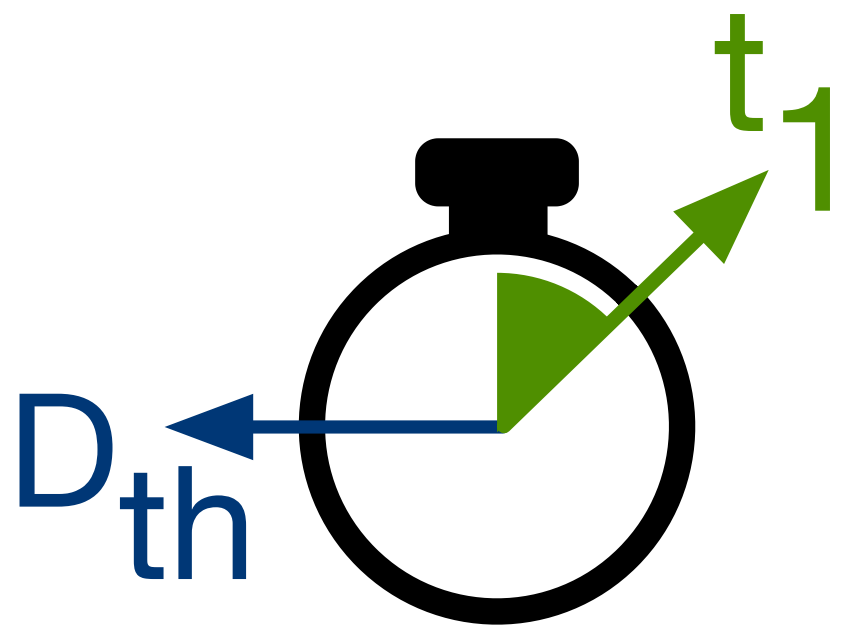
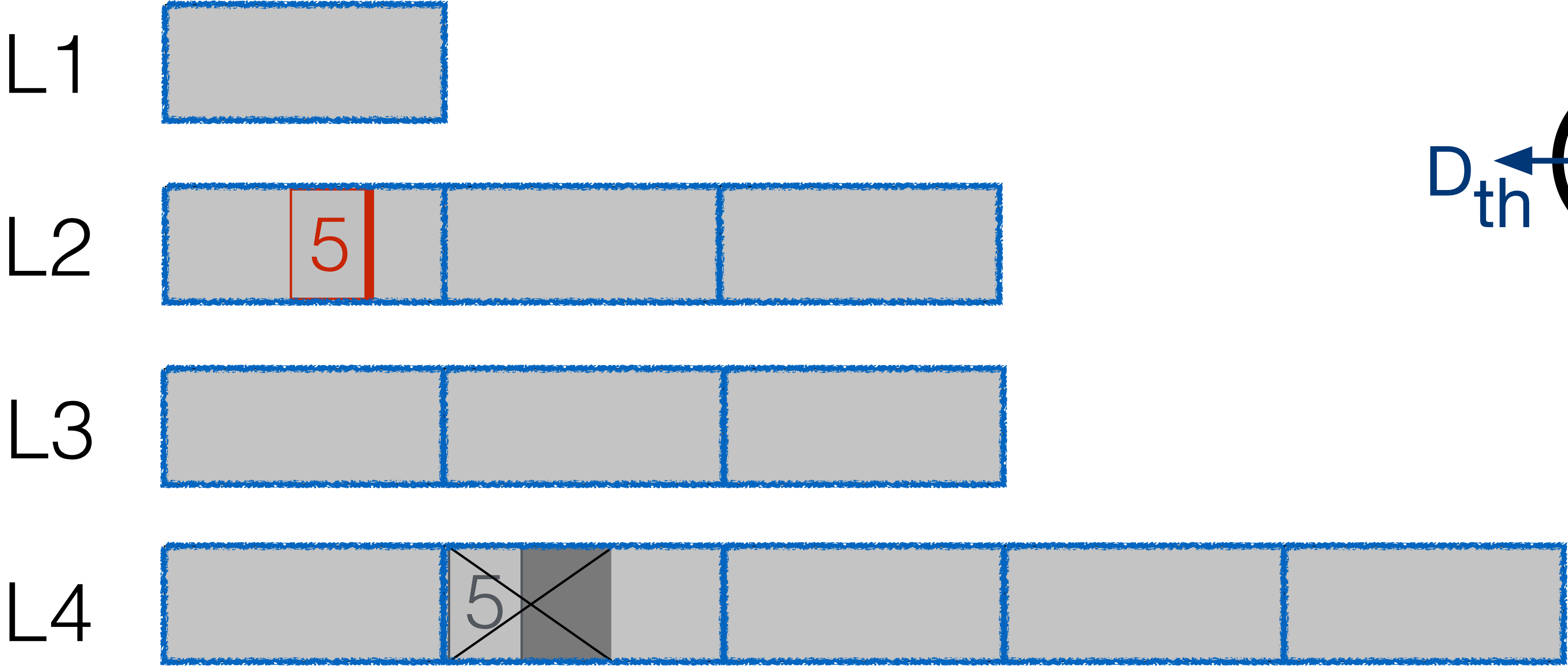
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



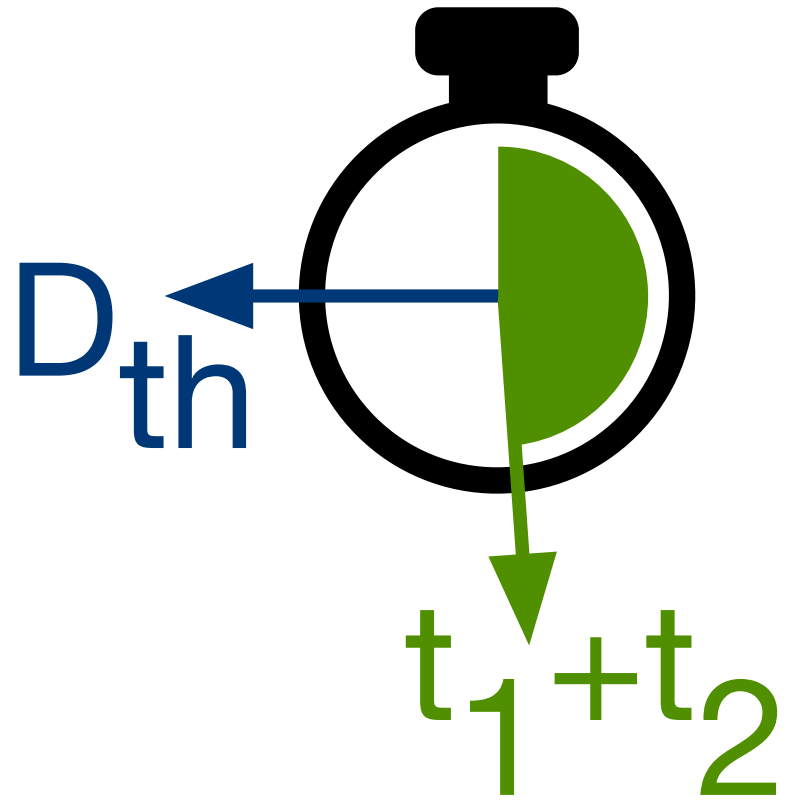
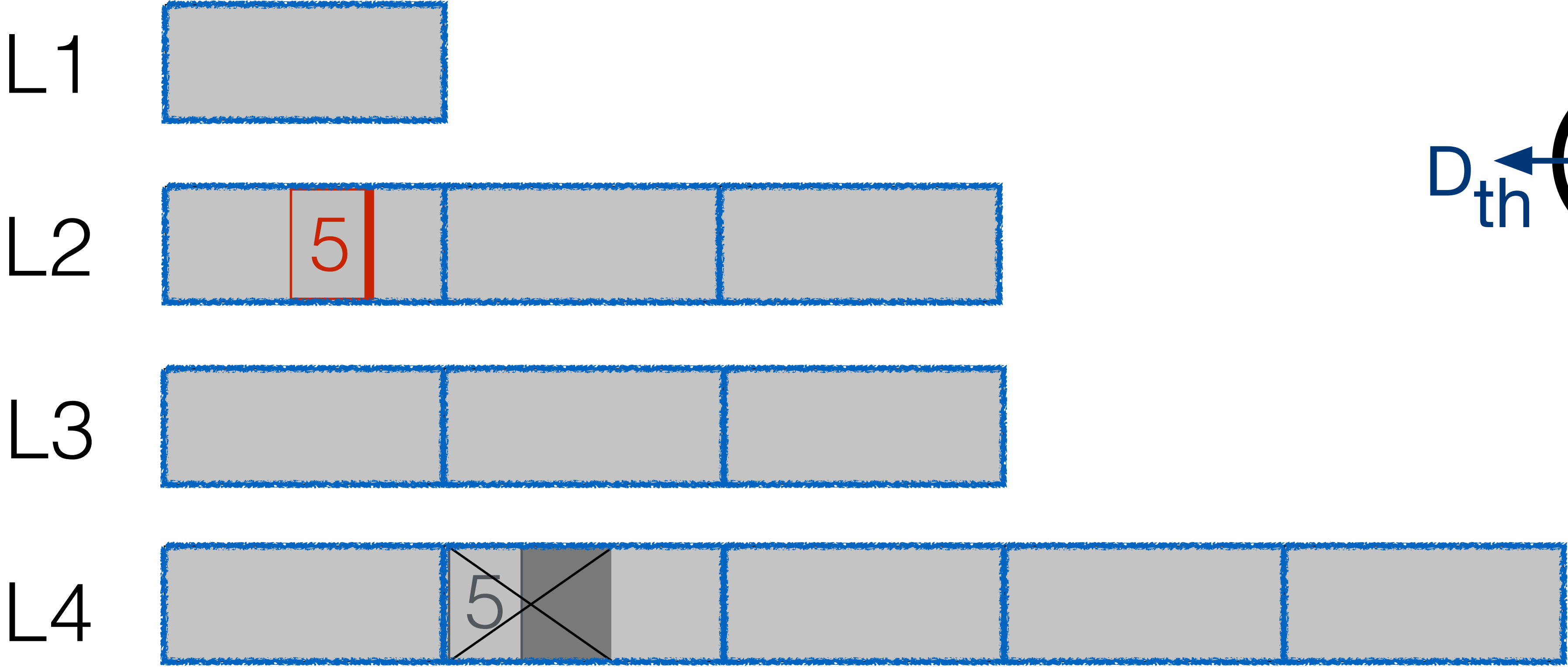
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



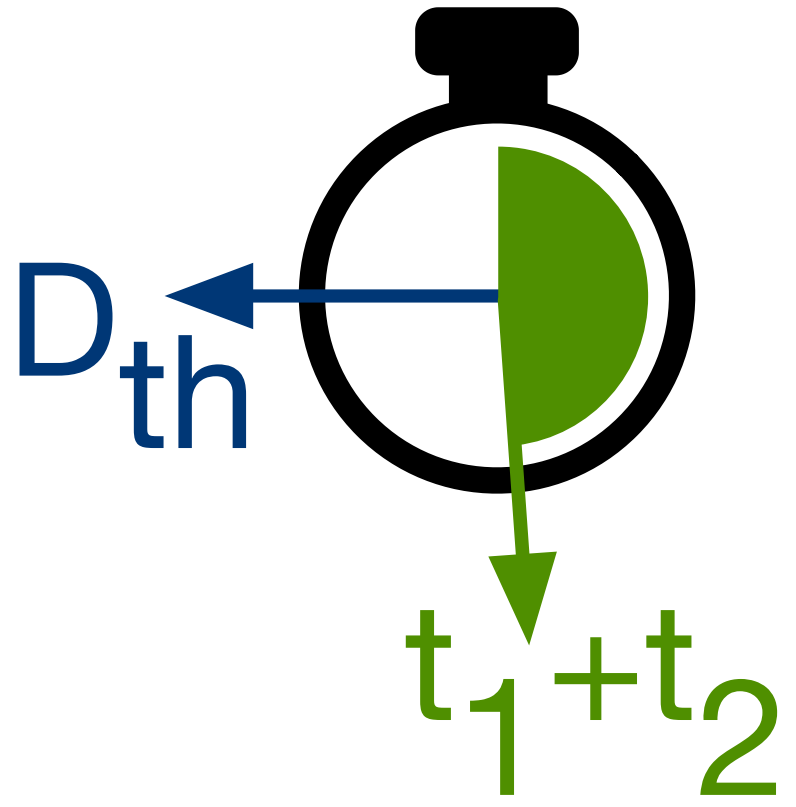
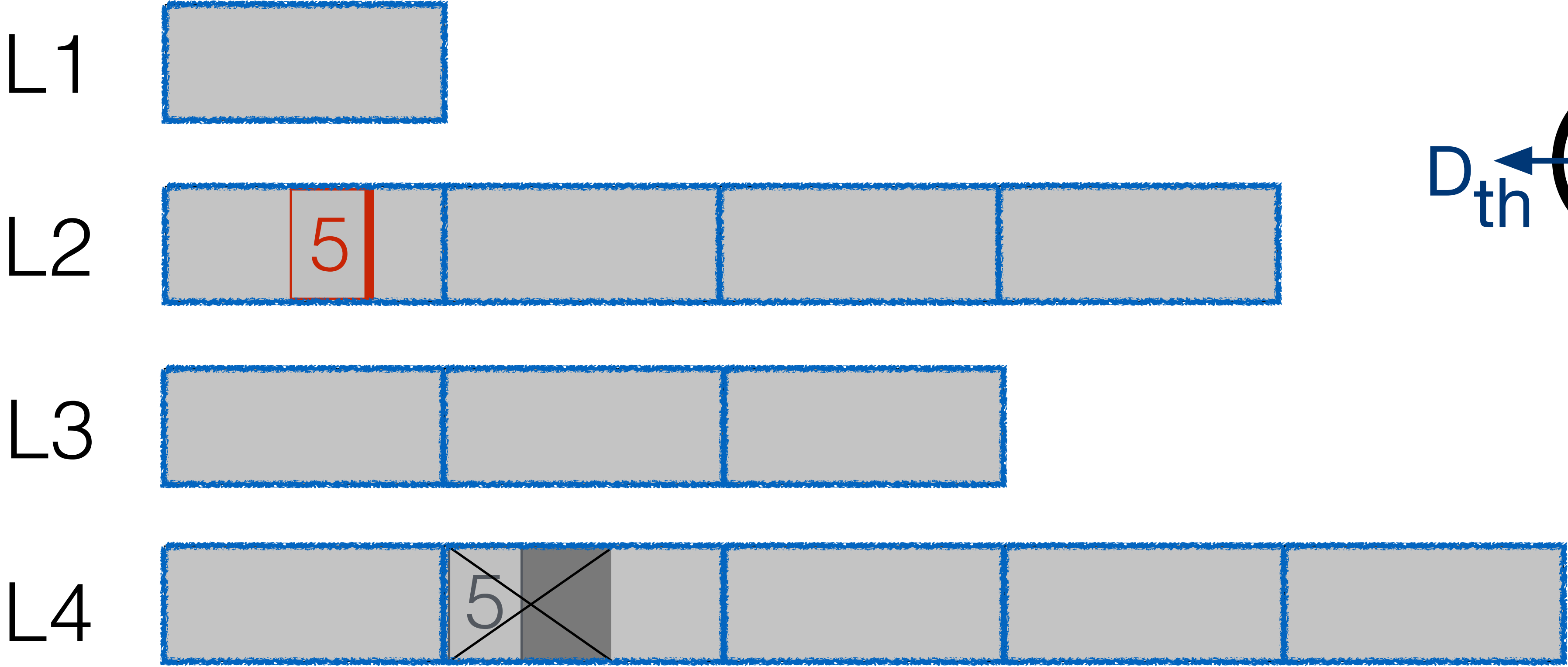
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



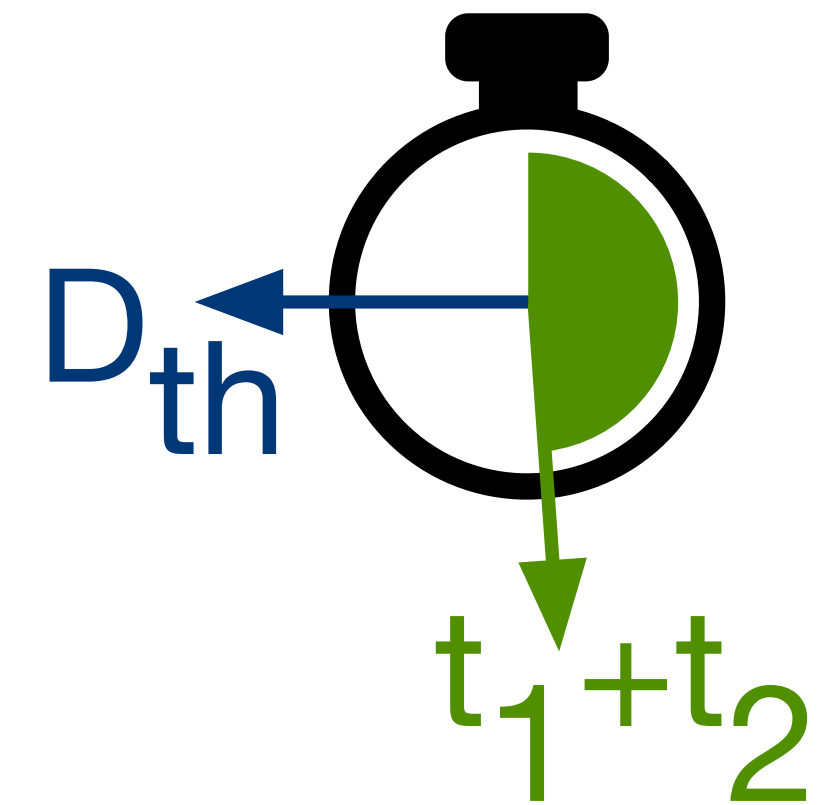
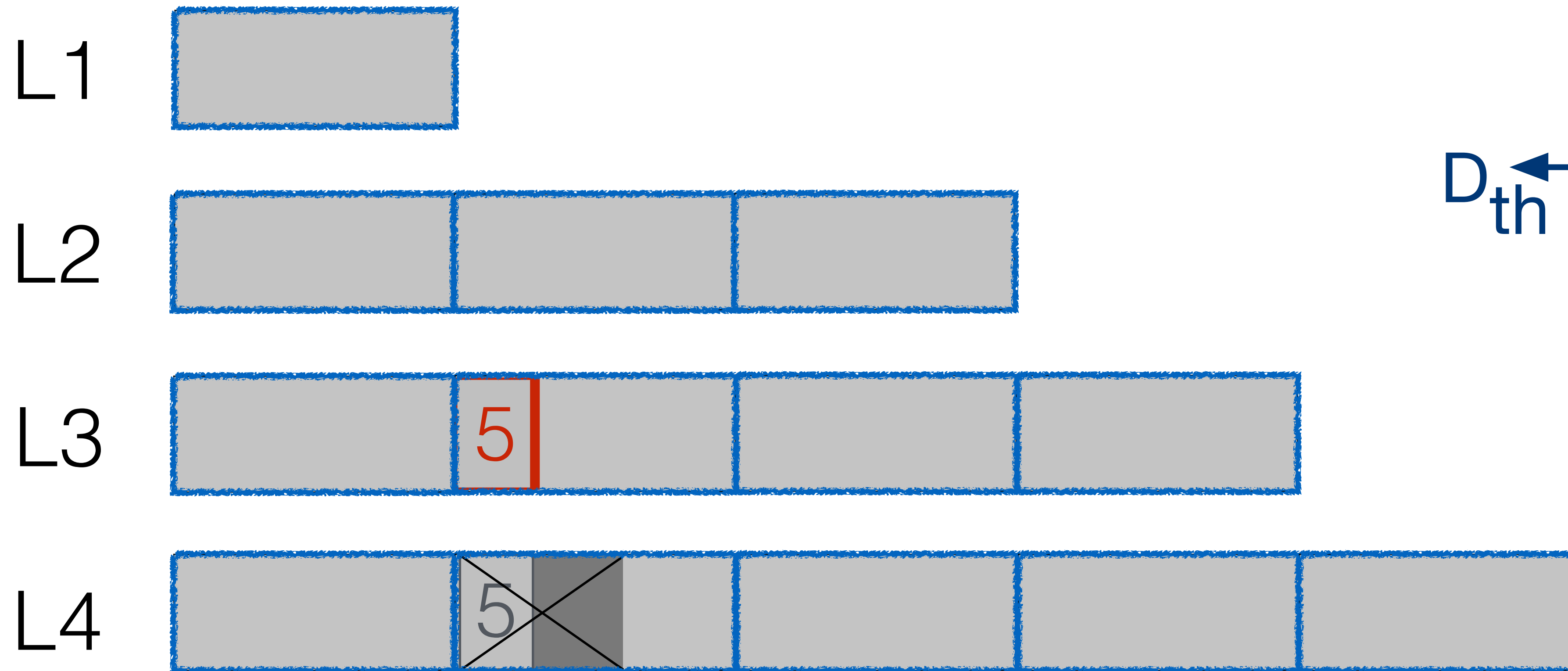
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



# delete persistence latency

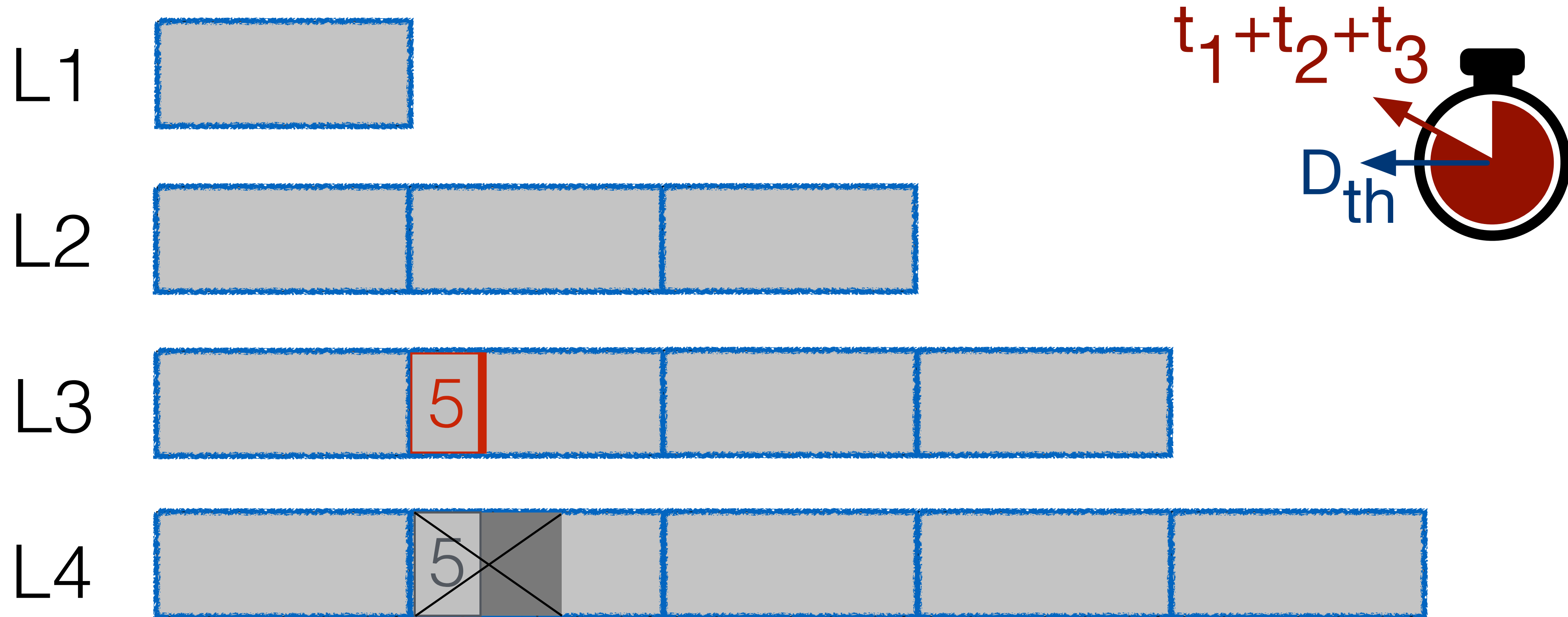
delete(5) within a threshold time:  $D_{th}$





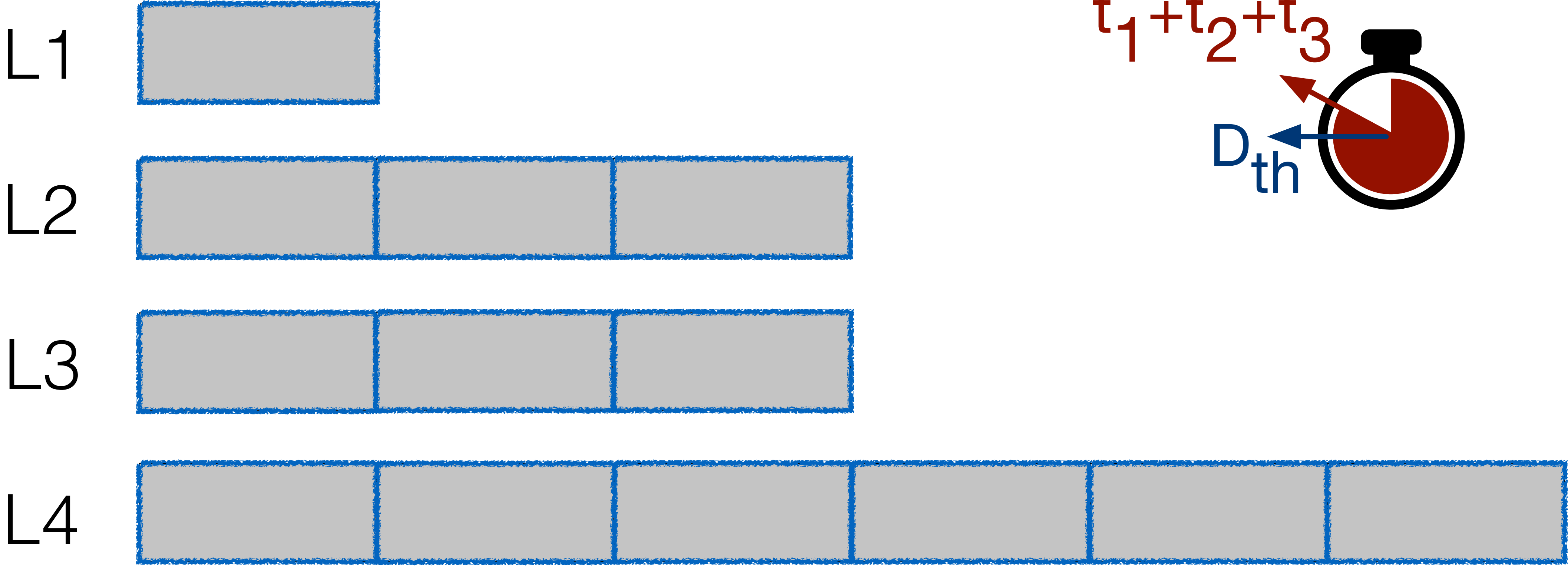
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



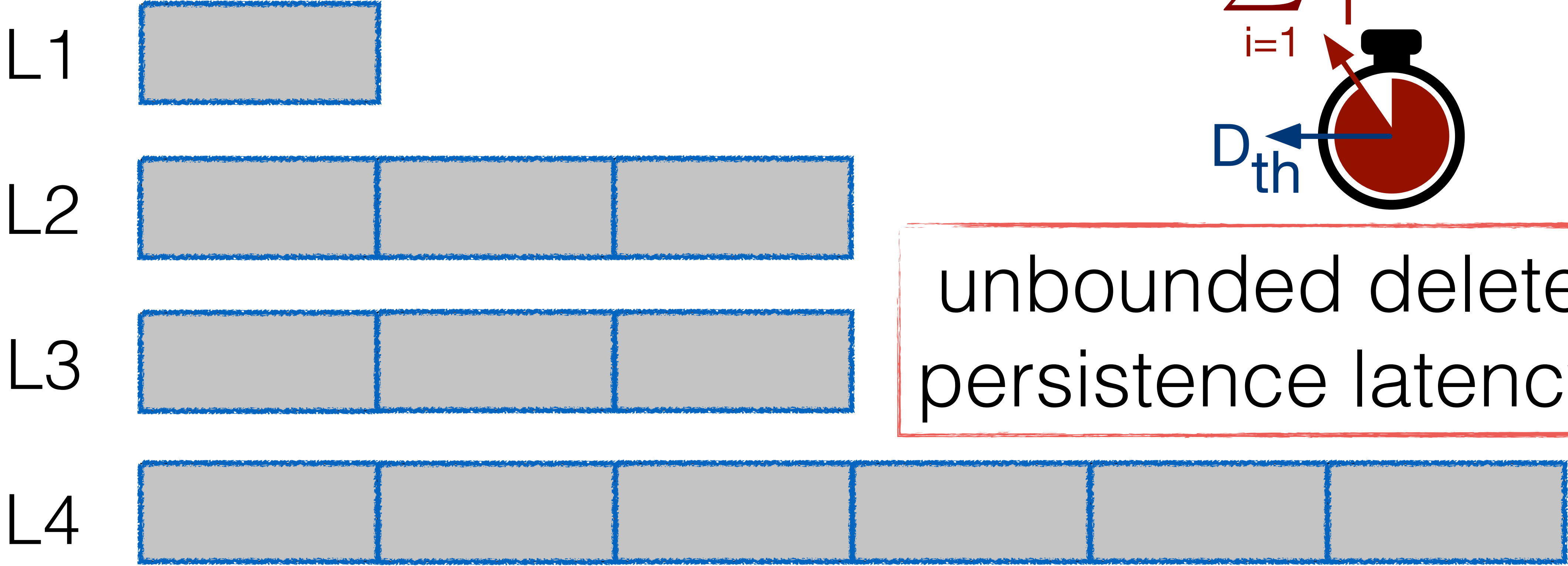
# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



# delete persistence latency

delete(5) within a threshold time:  $D_{th}$



unbounded delete persistence latency

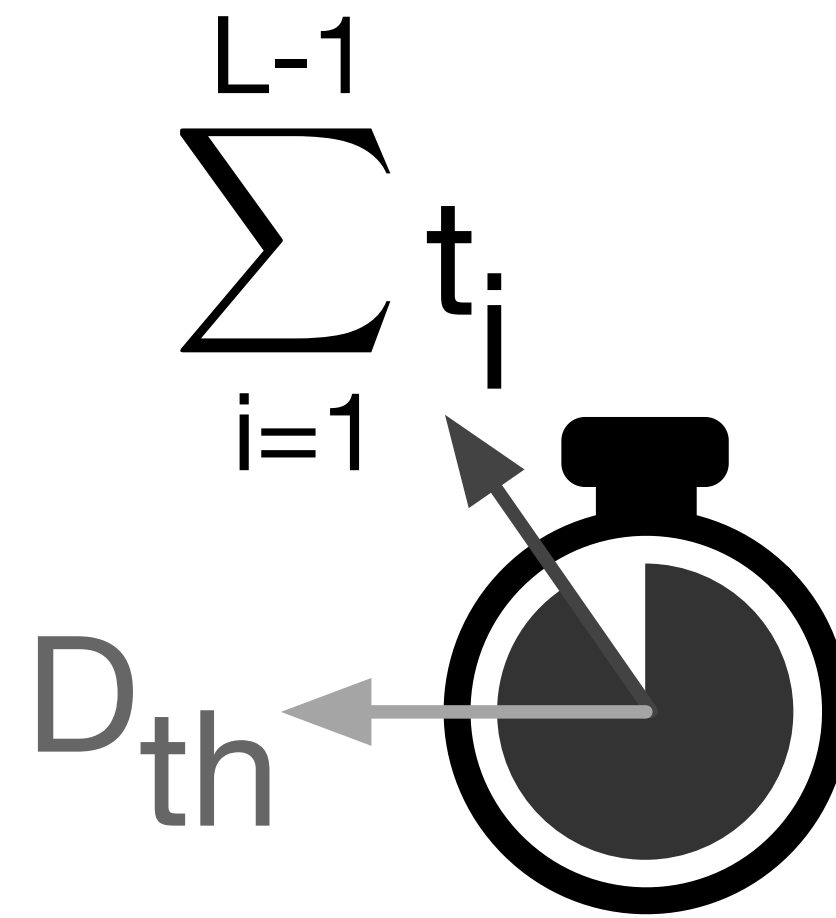


# the problems

poor read perf.

write amplification

space amplification



unbounded delete  
persistence latency

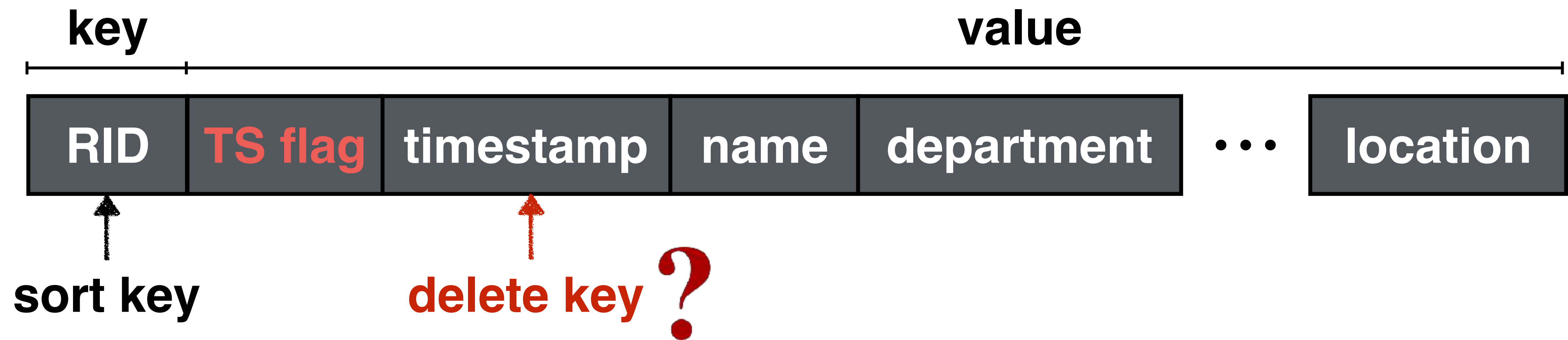




**deletes on a secondary attribute**

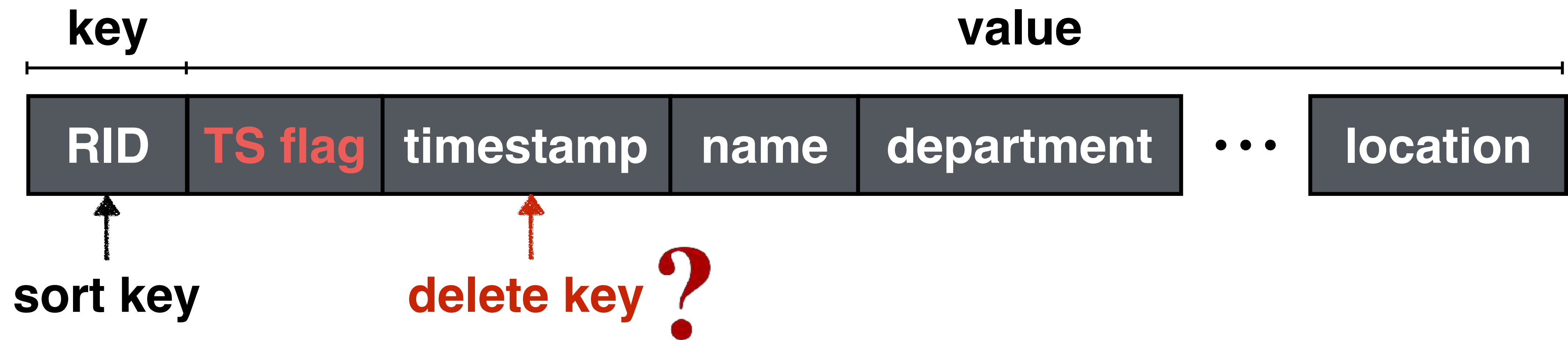
deletes on a secondary attribute

delete all entries older than: **D days**



deletes on a secondary attribute

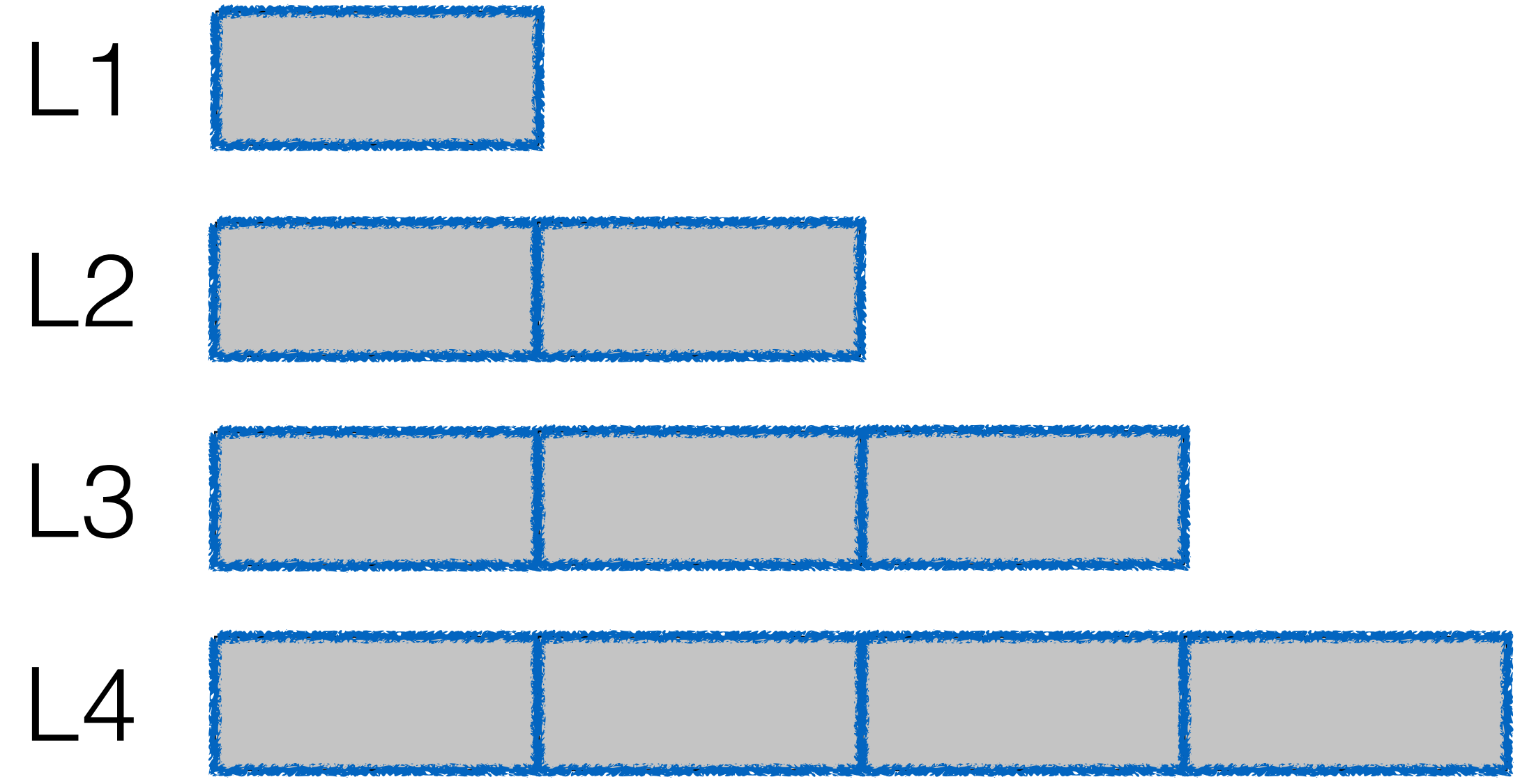
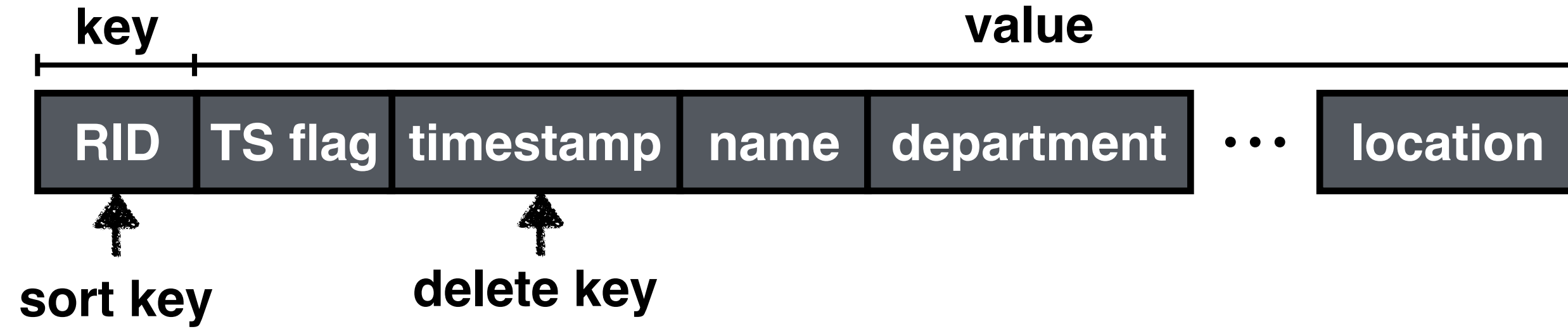
delete all entries older than: **D days**





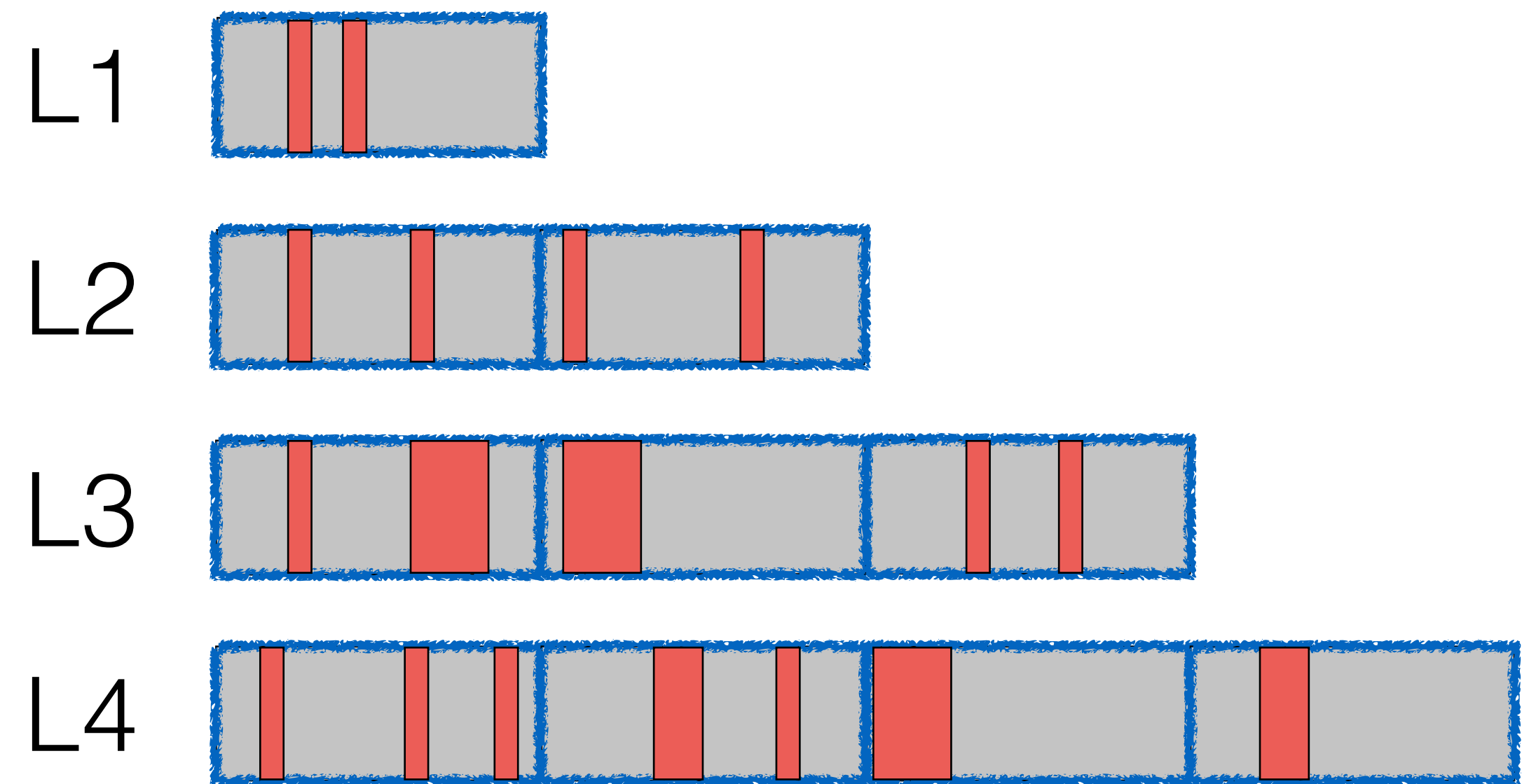
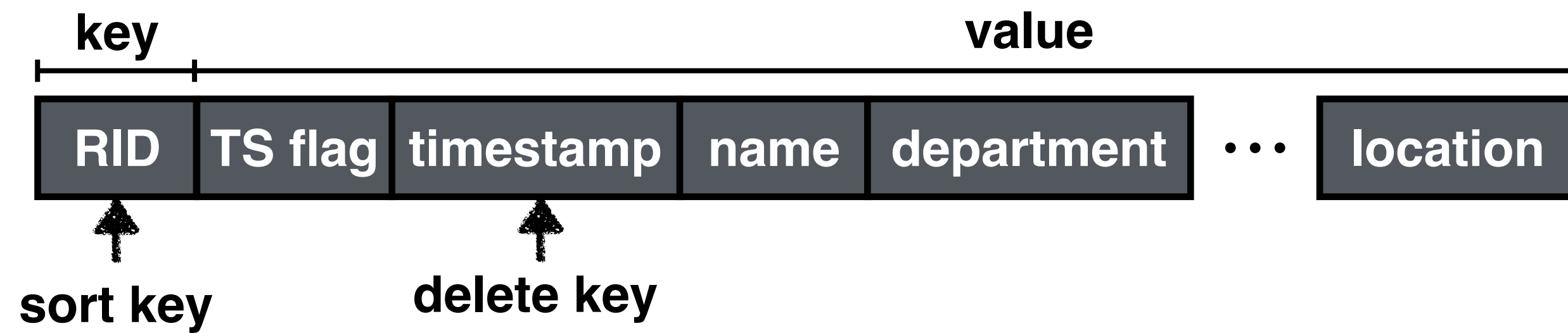
deletes on a secondary attribute

delete all entries older than: **D days**



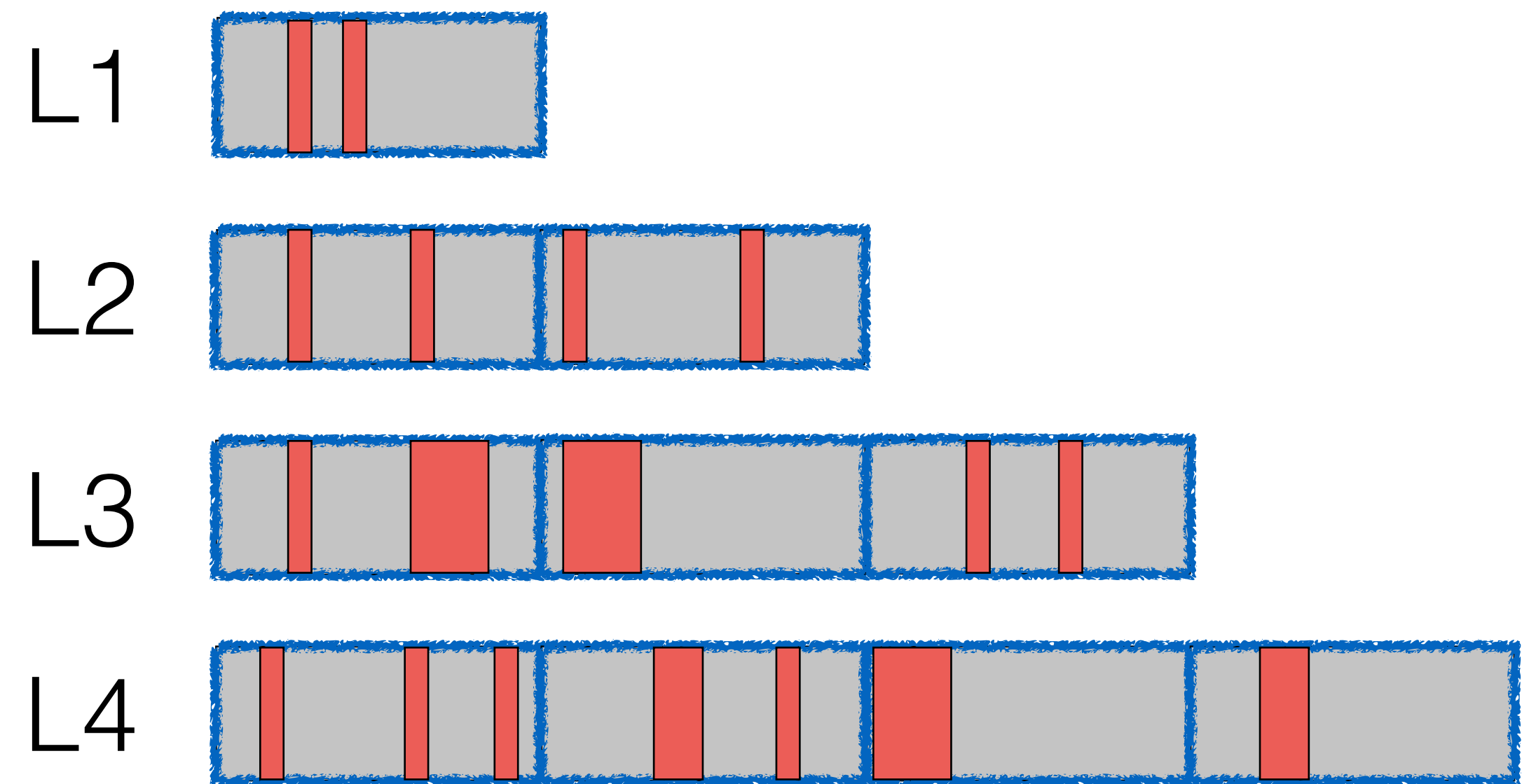
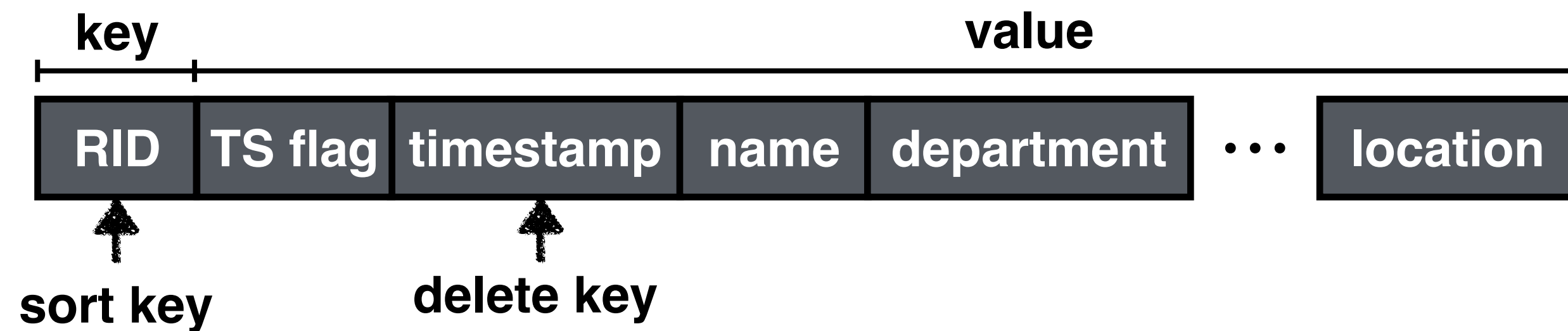
deletes on a secondary attribute

delete all entries older than: **D days**



deletes on a secondary attribute

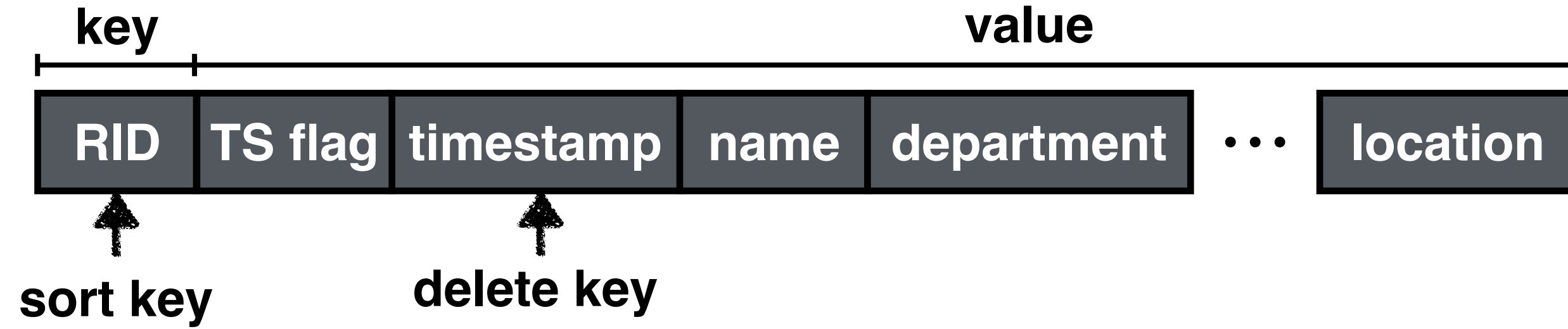
delete all entries older than: **D days**



**scattered occurrences**

deletes on a secondary attribute

delete all entries older than: **D days**



L1

L2

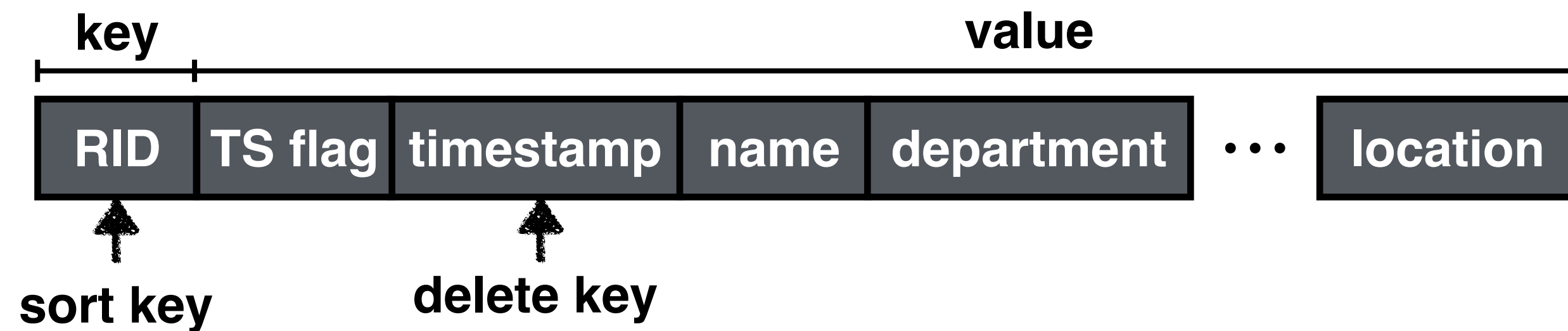
L3

L4



deletes on a secondary attribute

delete all entries older than: **D days**



L1

L2

L3

L4

latency spikes

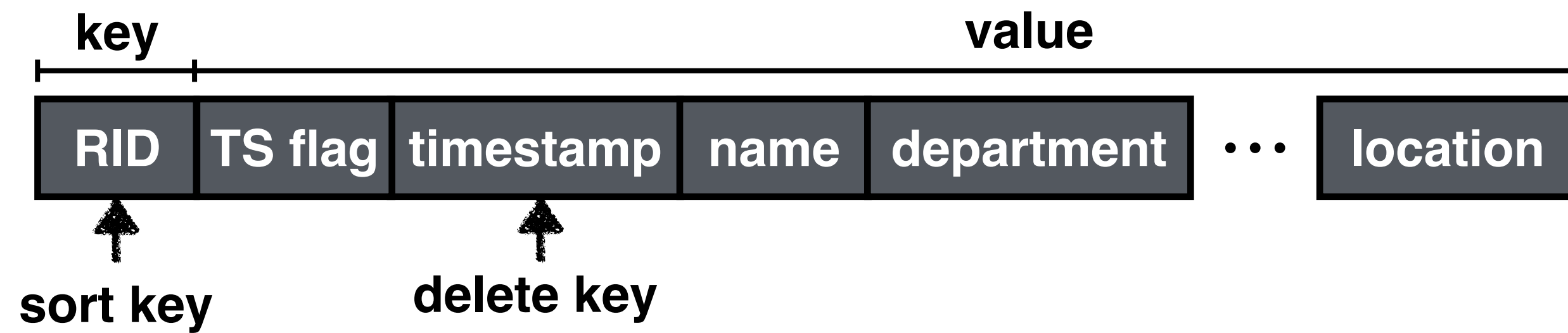


superfluous I/Os



deletes on a secondary attribute

delete all entries older than: **D days**



L1

L2

L3

L4

latency spikes



superfluous I/Os

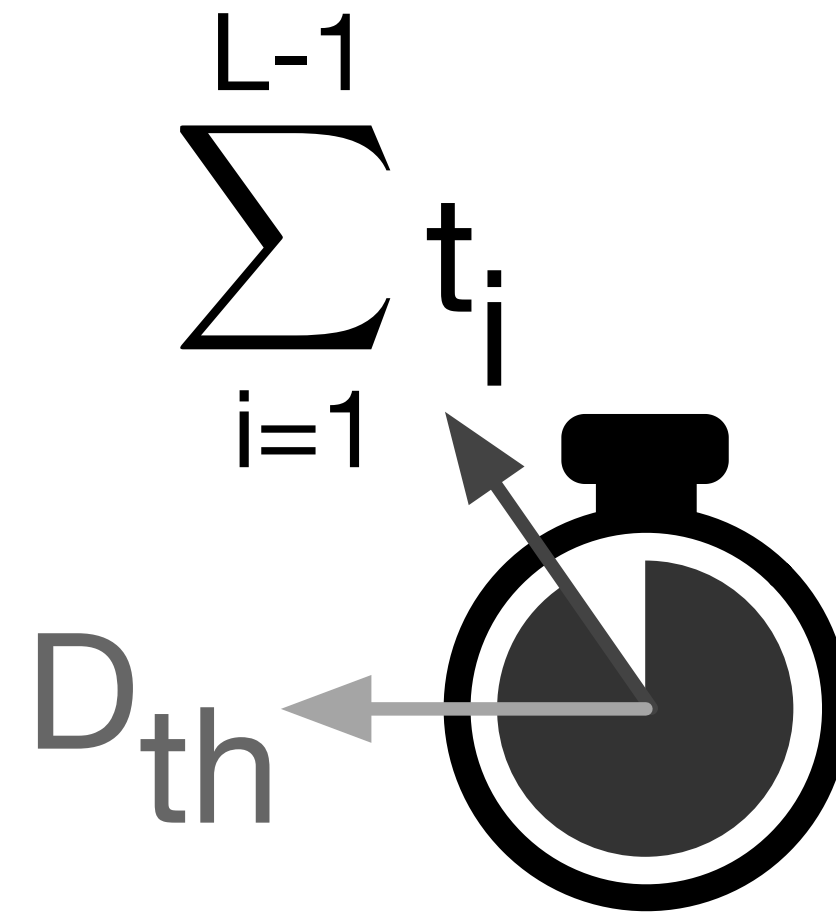


# the problems

poor read perf.

write amplification

space amplification



unbounded delete  
persistence latency

latency spikes

superfluous I/Os

# the solution

poor read perf.

write amplification

space amplification

# FADE

unbounded delete  
persistence latency



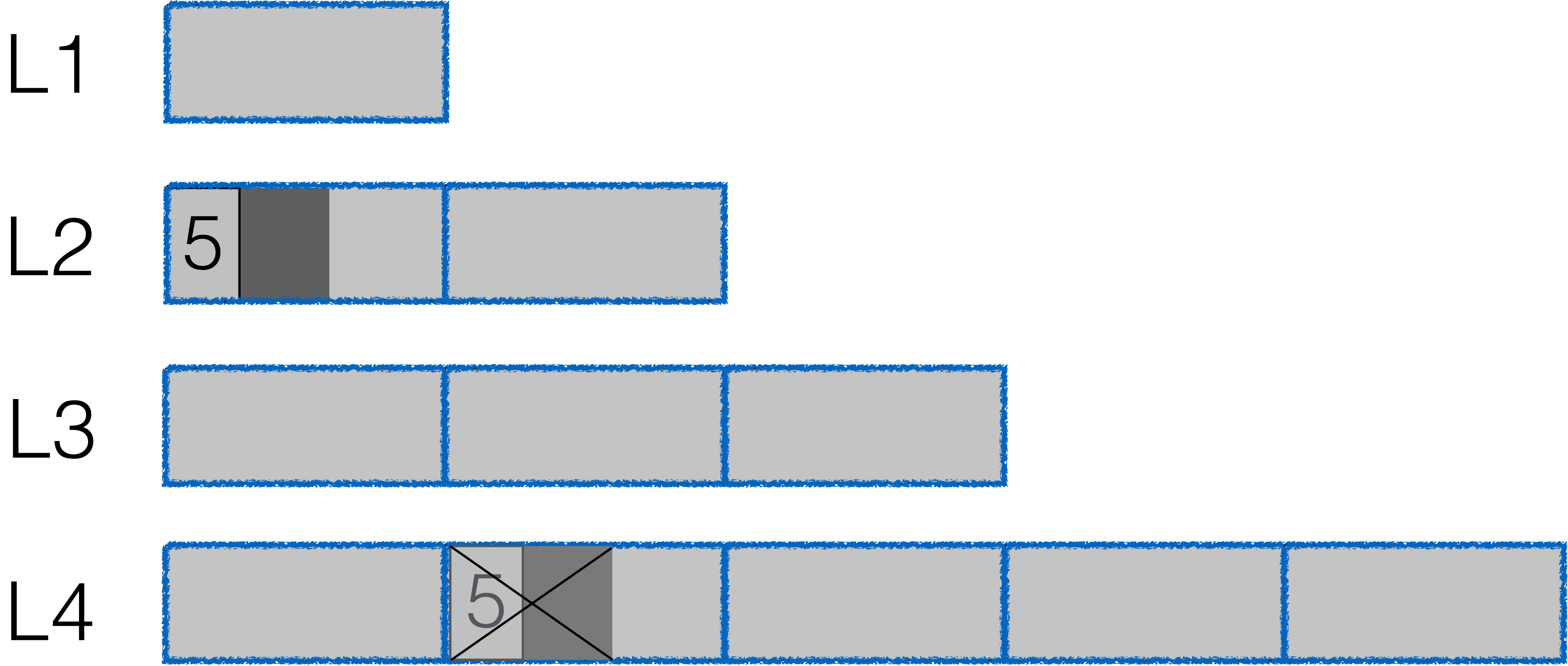
latency spikes

superfluous I/Os



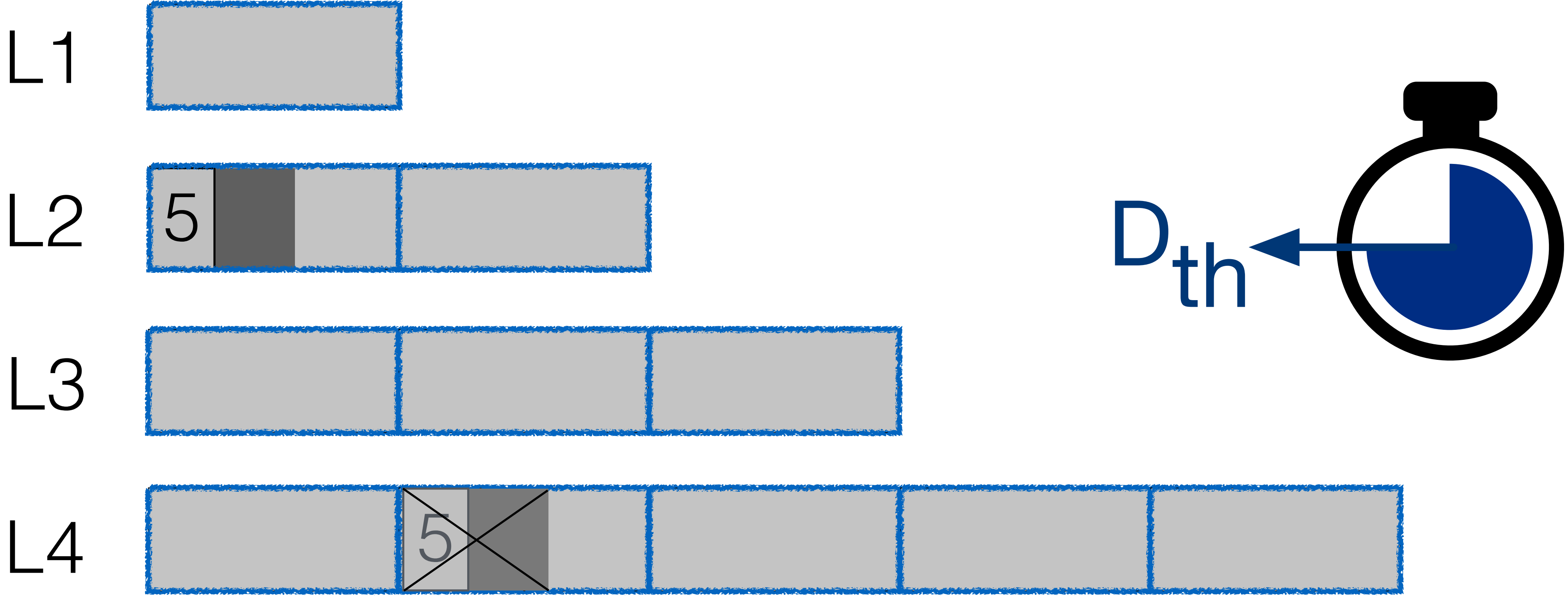
# FAst DElete

delete(5) within a threshold time: **D<sub>th</sub>**



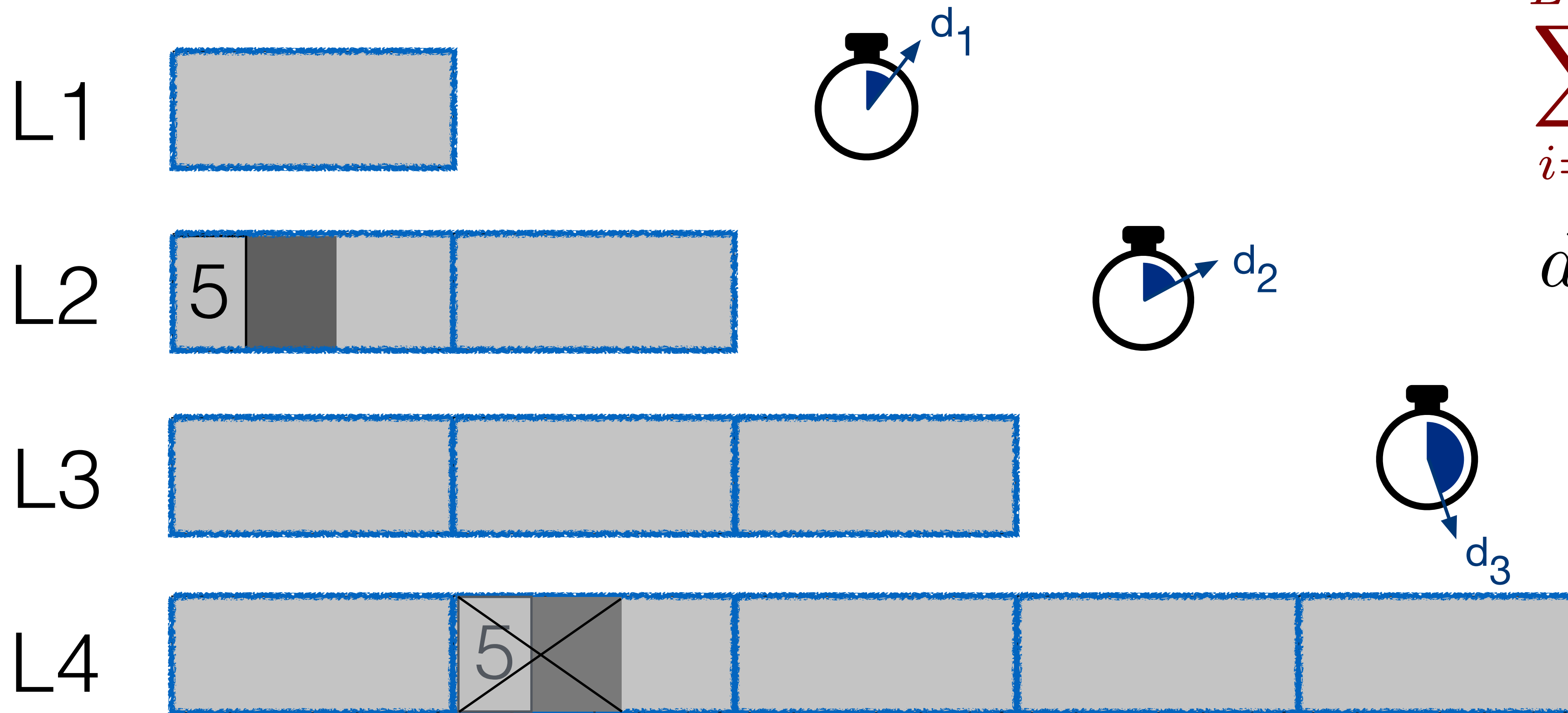
# FAst DElete

delete(5) within a threshold time:  $D_{th}$



# FAst DElete

delete(5) within a threshold time:  $D_{th}$

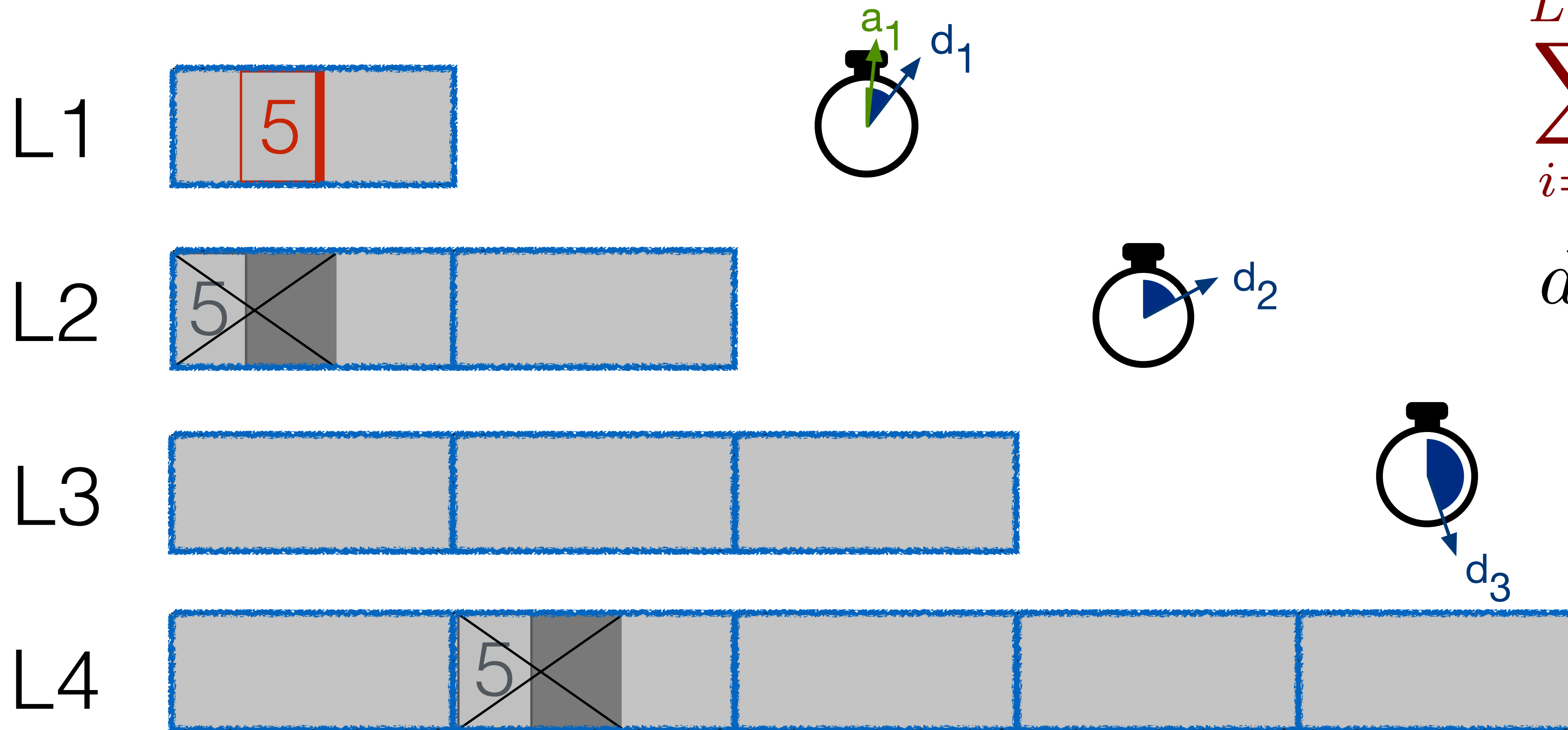


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

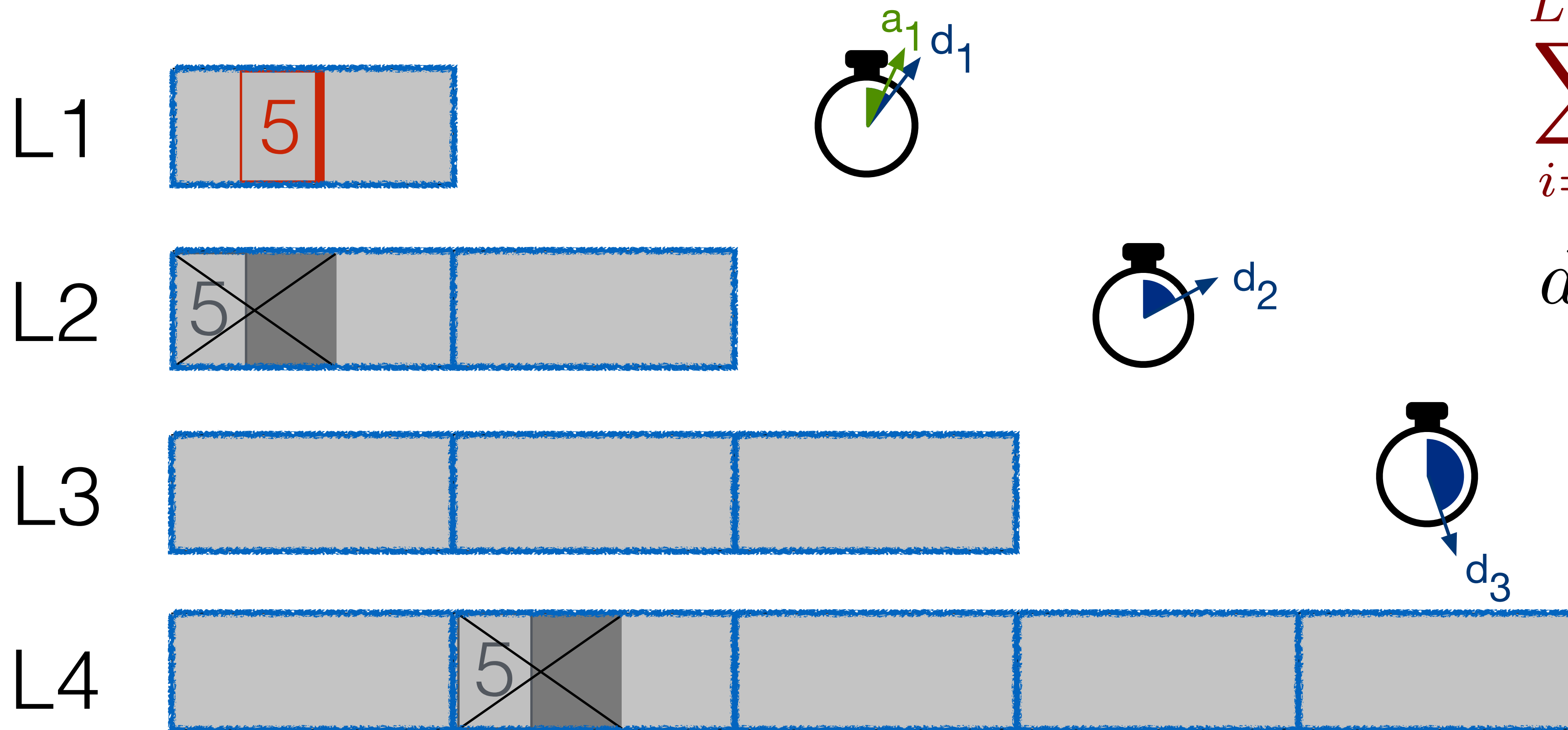


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

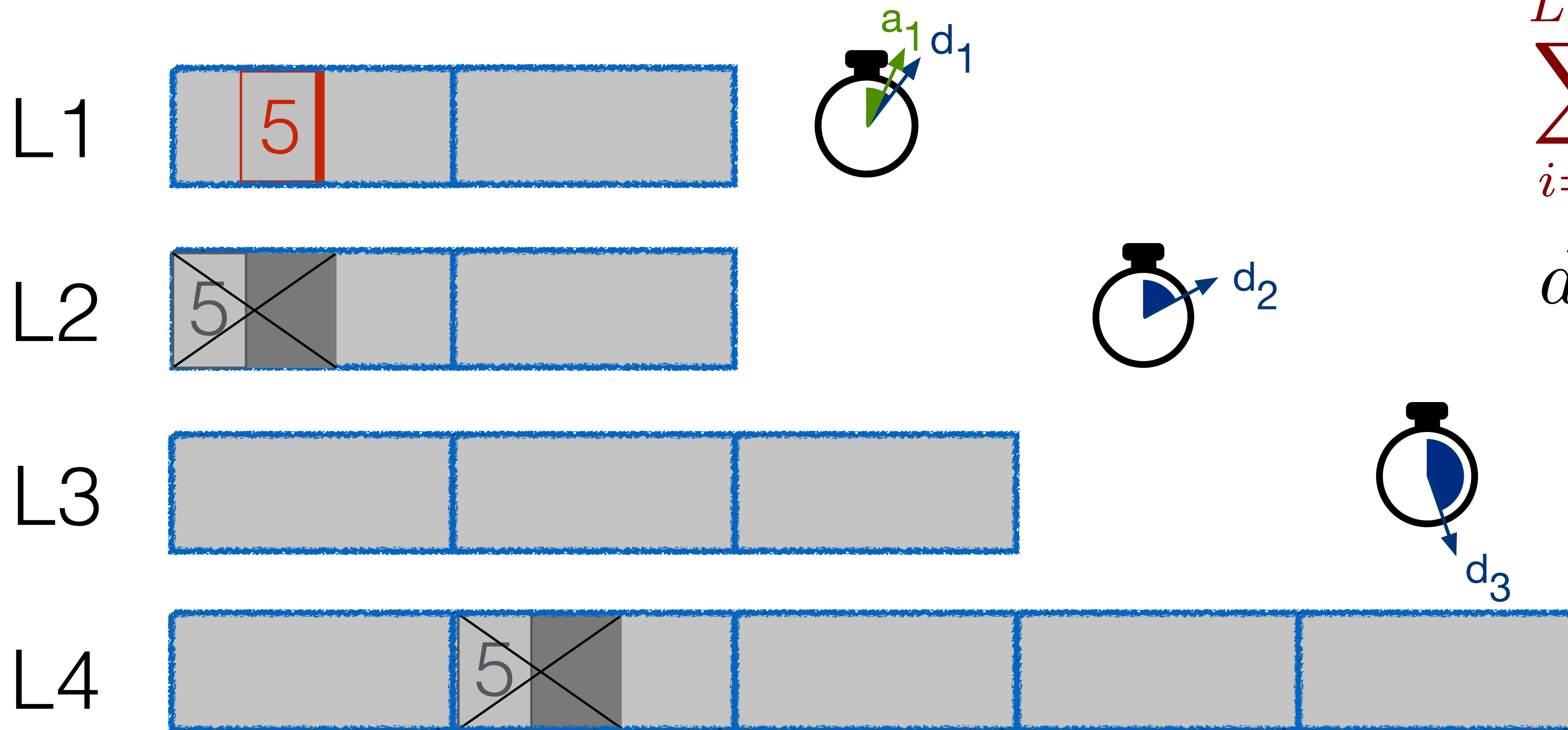


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

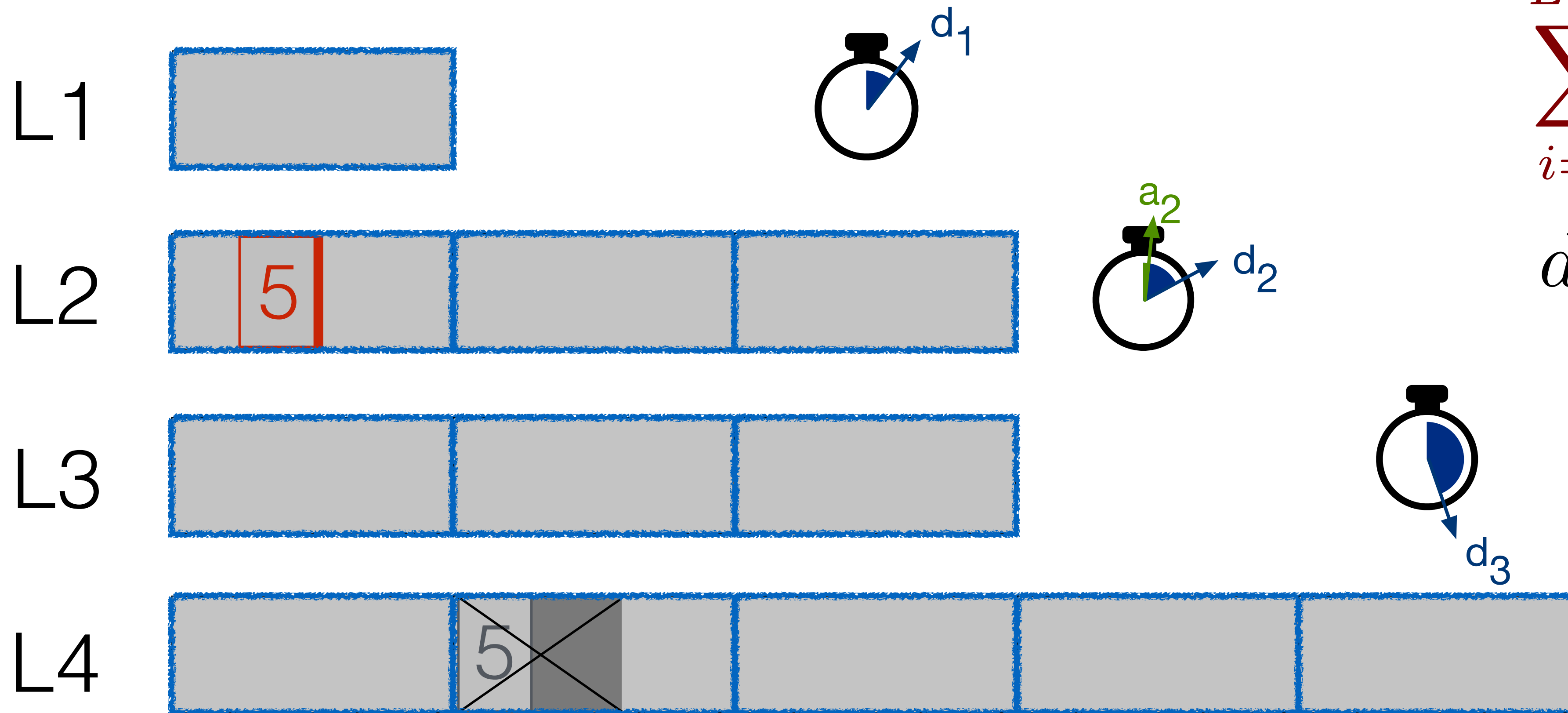


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

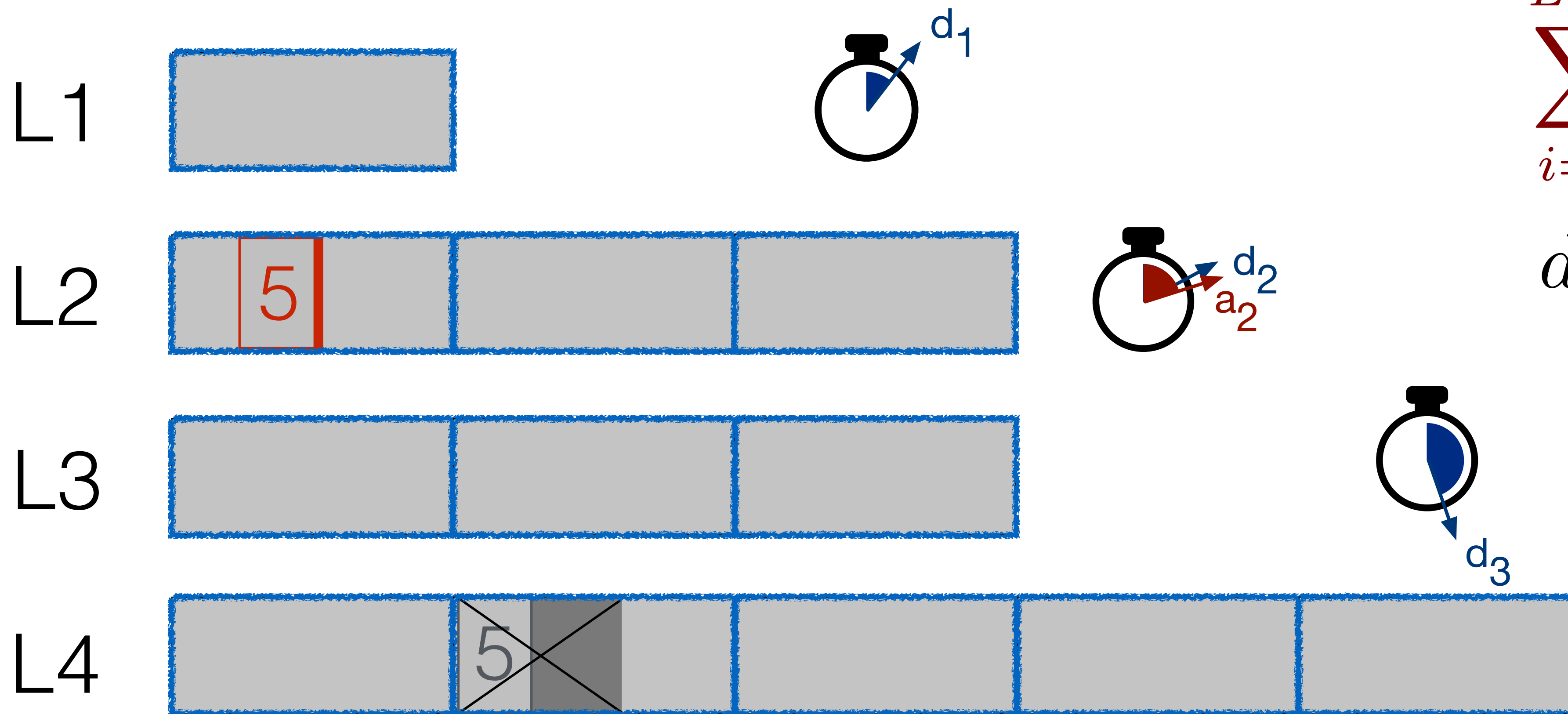


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$



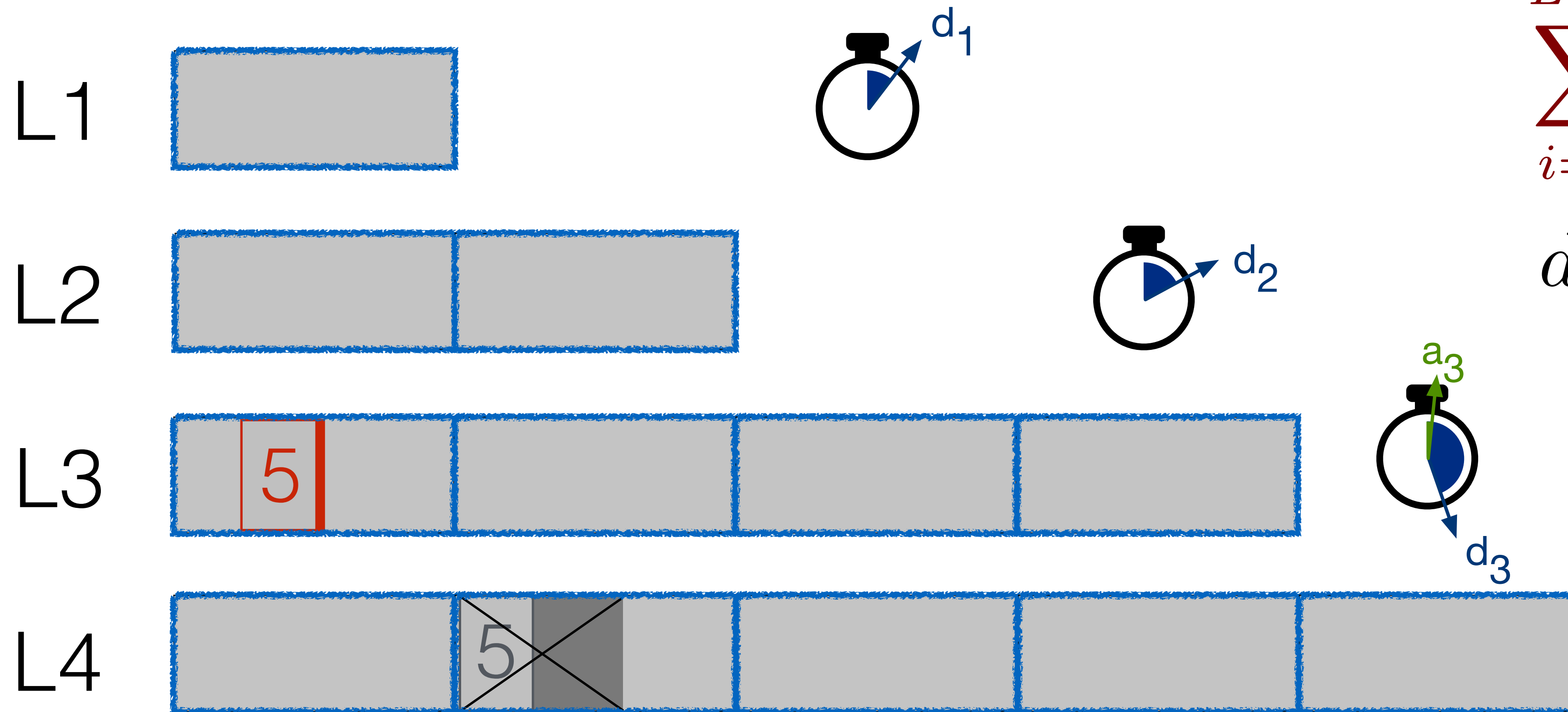
$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$



# FAst DElete

delete(5) within a threshold time:  $D_{th}$

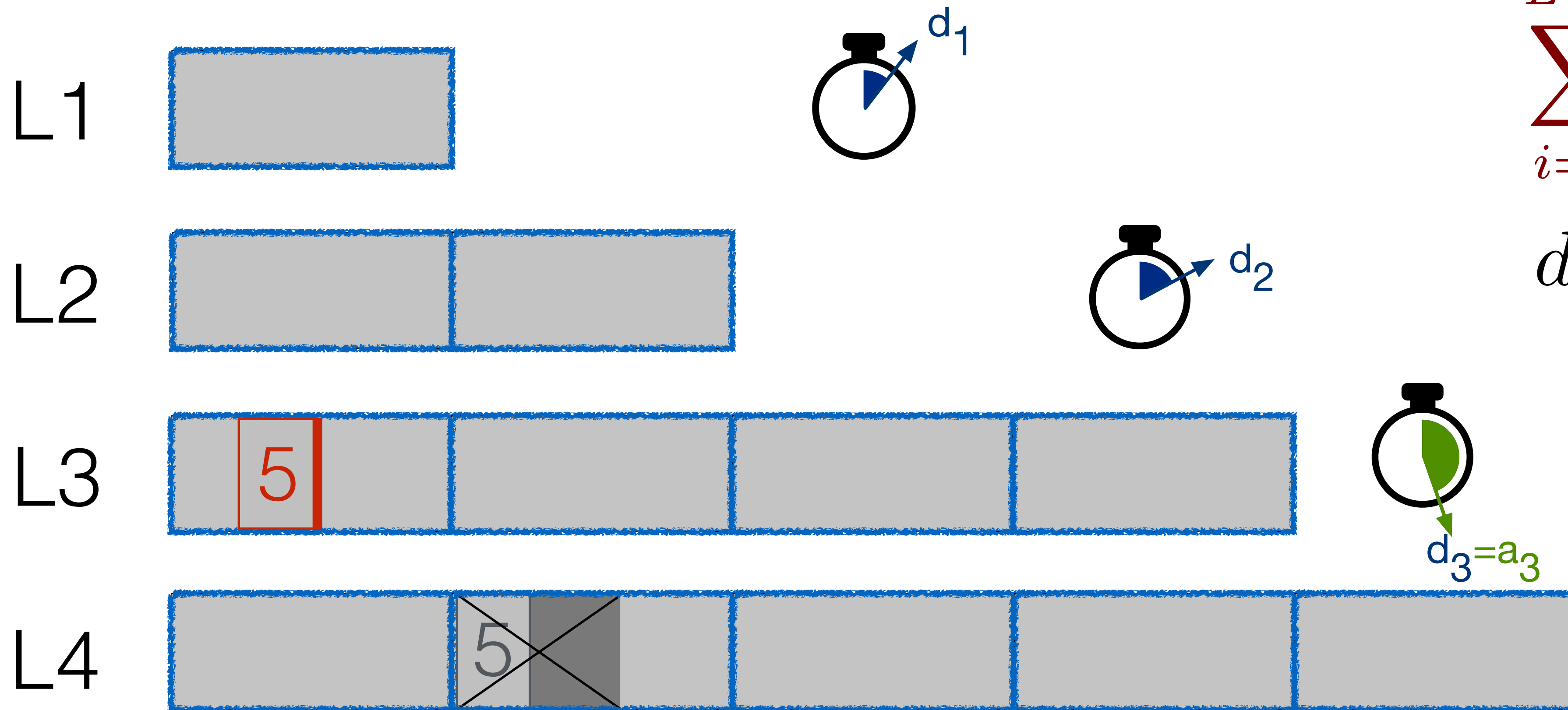


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

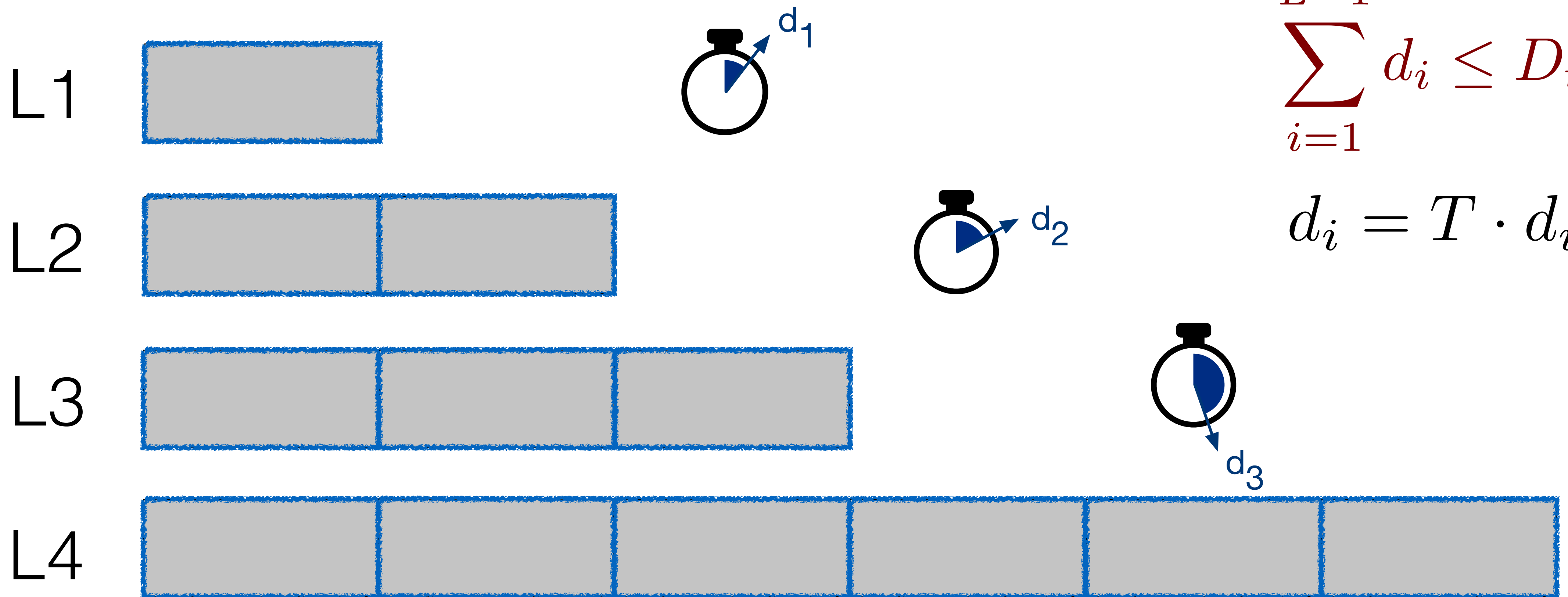


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

# FAst DElete

delete(5) within a threshold time:  $D_{th}$

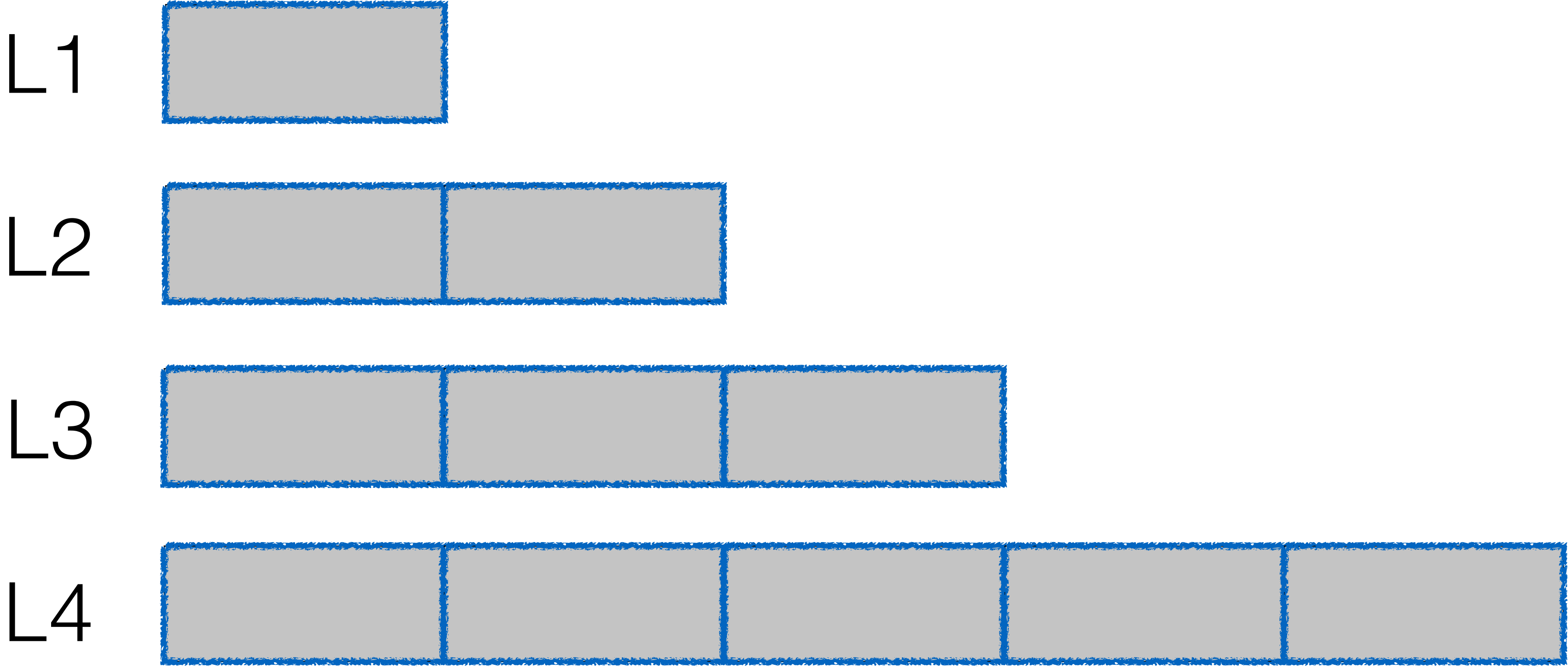


$$\sum_{i=1}^{L-1} d_i \leq D_{th}$$

$$d_i = T \cdot d_{i-1}$$

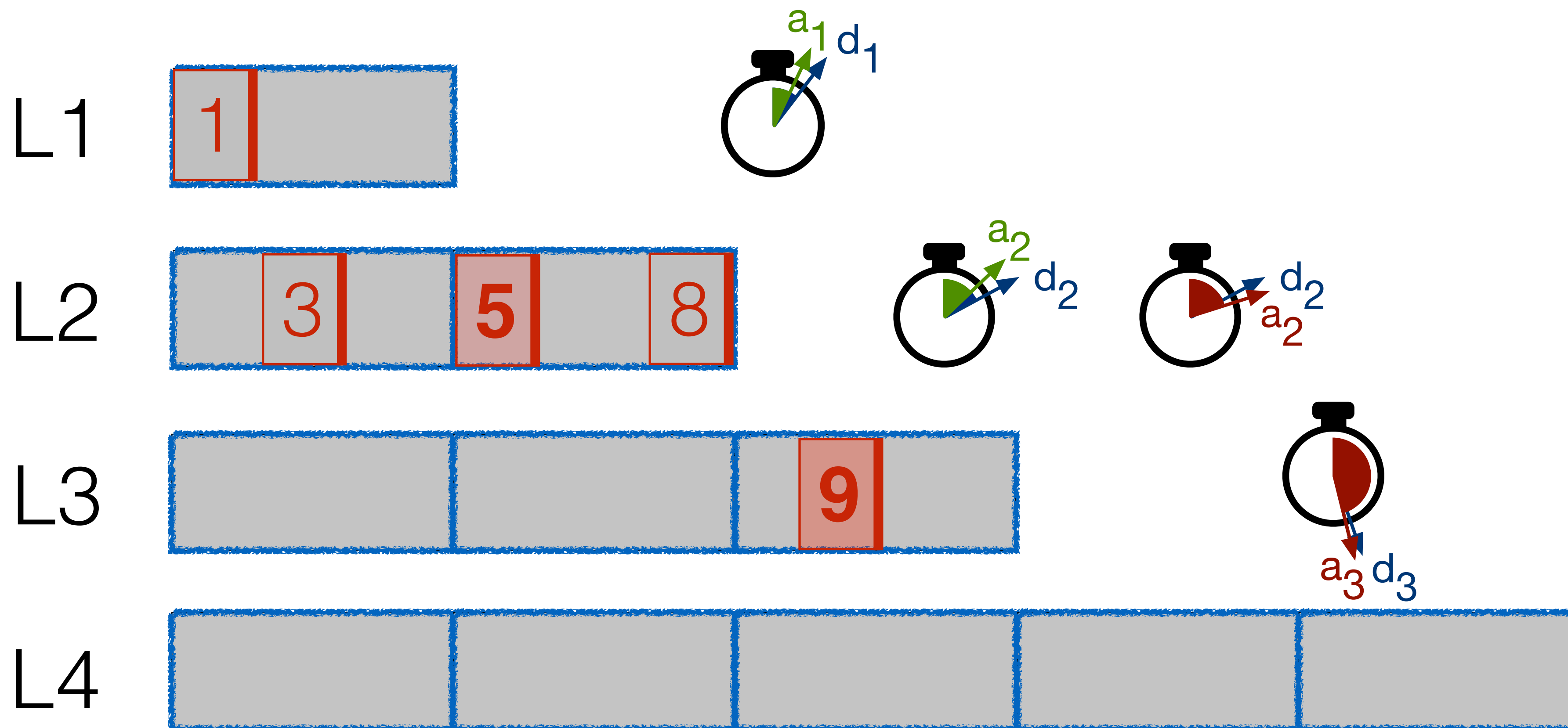
# FAst DElete

breaking ties in practical workloads



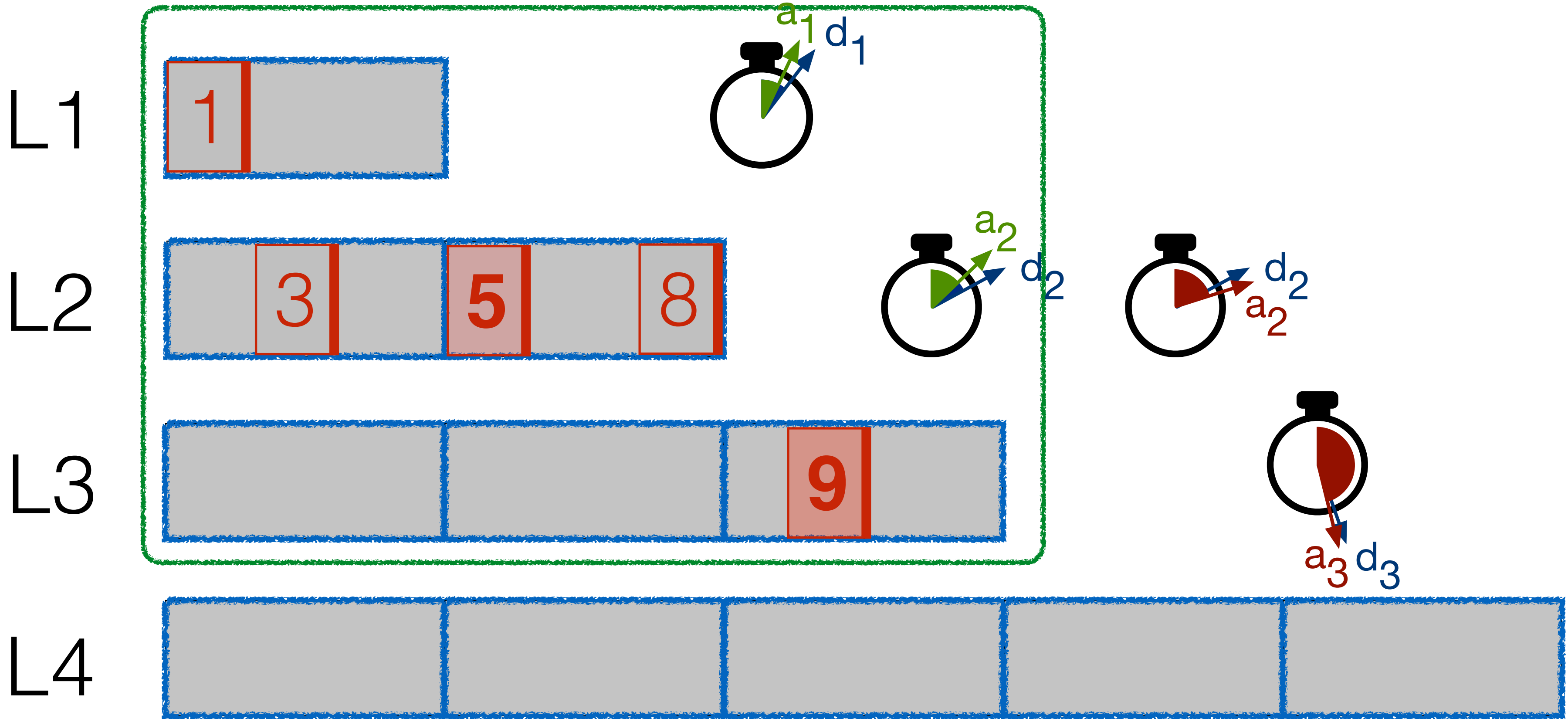
# FAst DElete

breaking ties in practical workloads



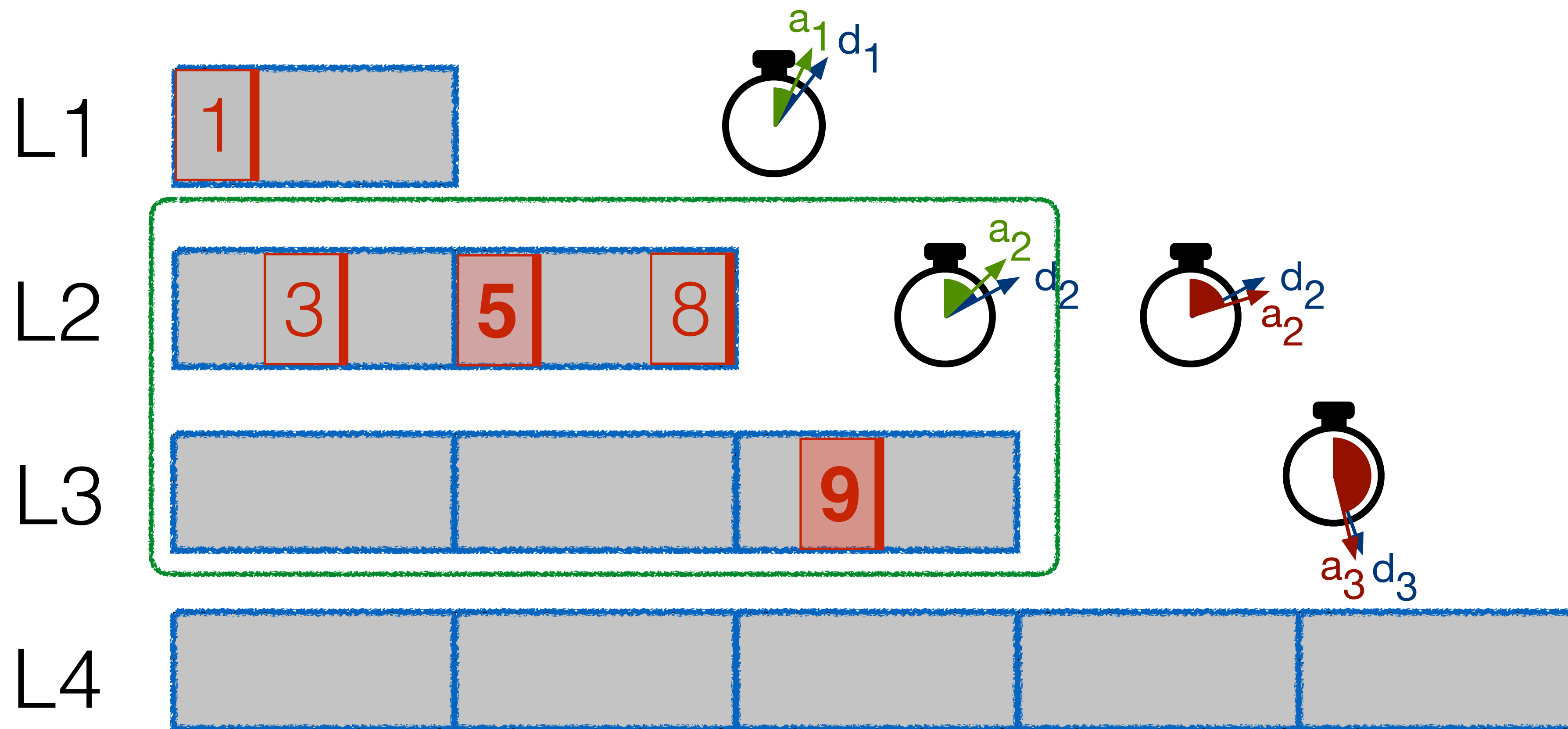
# FASt DElete

breaking ties in practical workloads



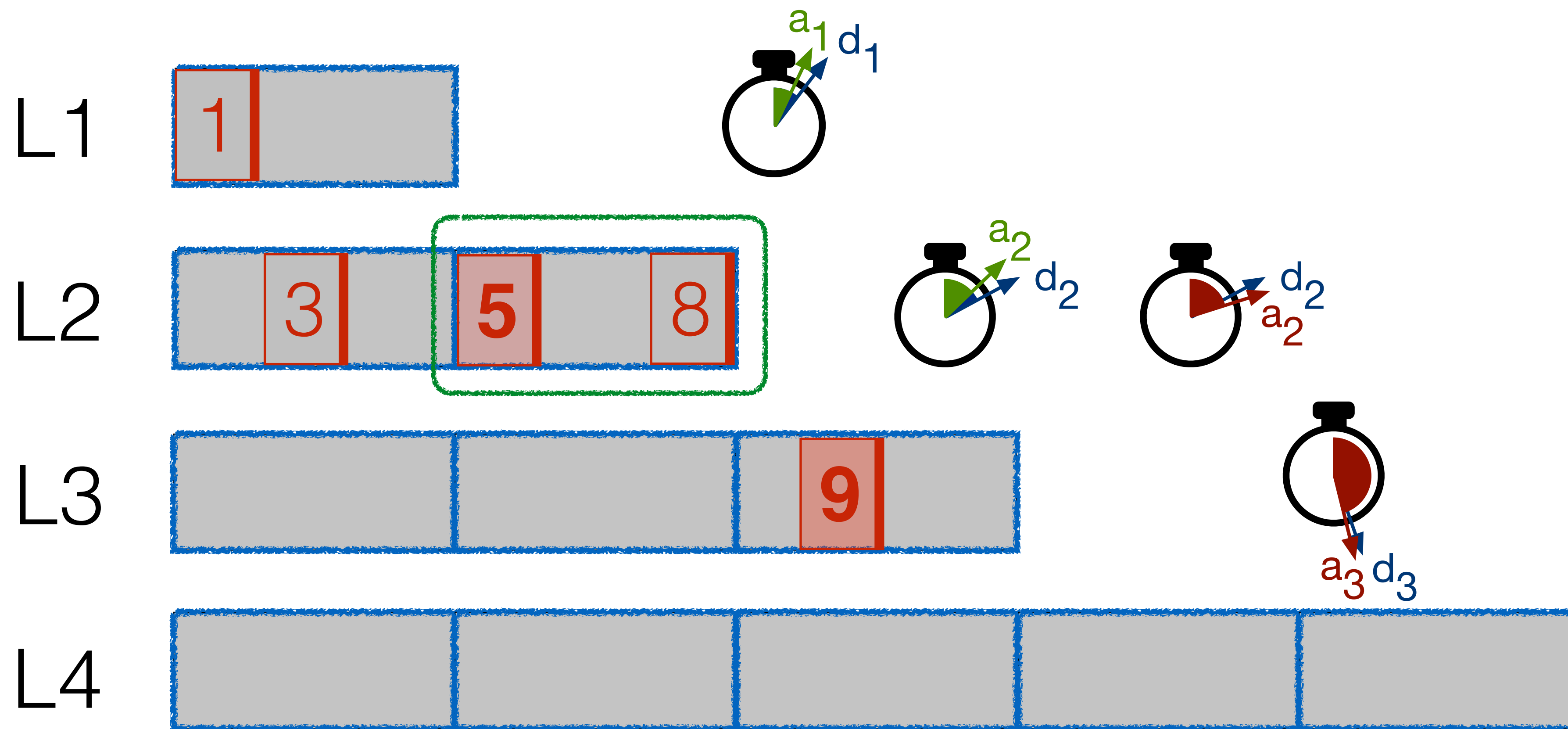
# FAst DElete

breaking ties in practical workloads



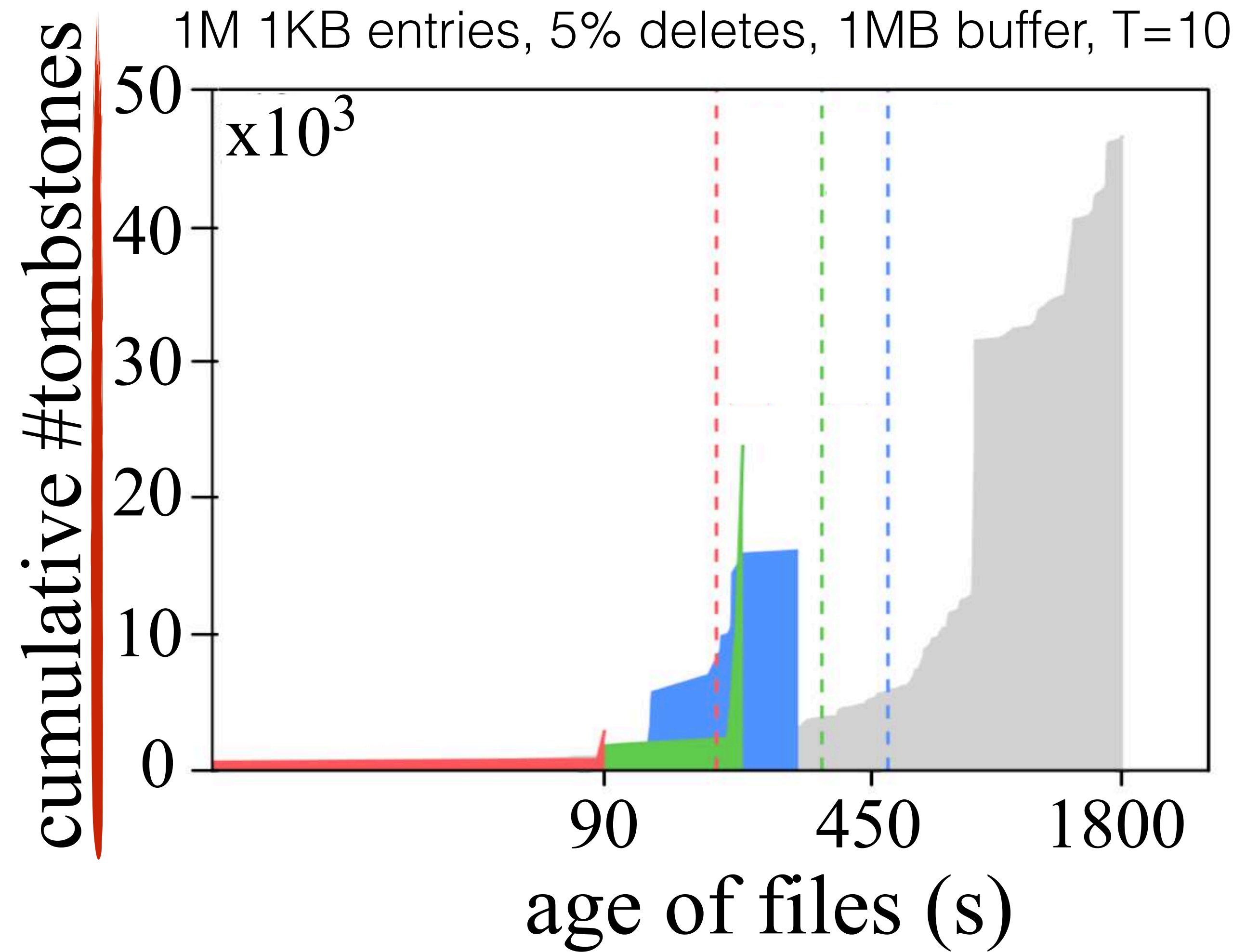
# FAst DElete

breaking ties in practical workloads





# FAst DElete



timely delete persistence

within  $D_{th}$



# FAst DElete

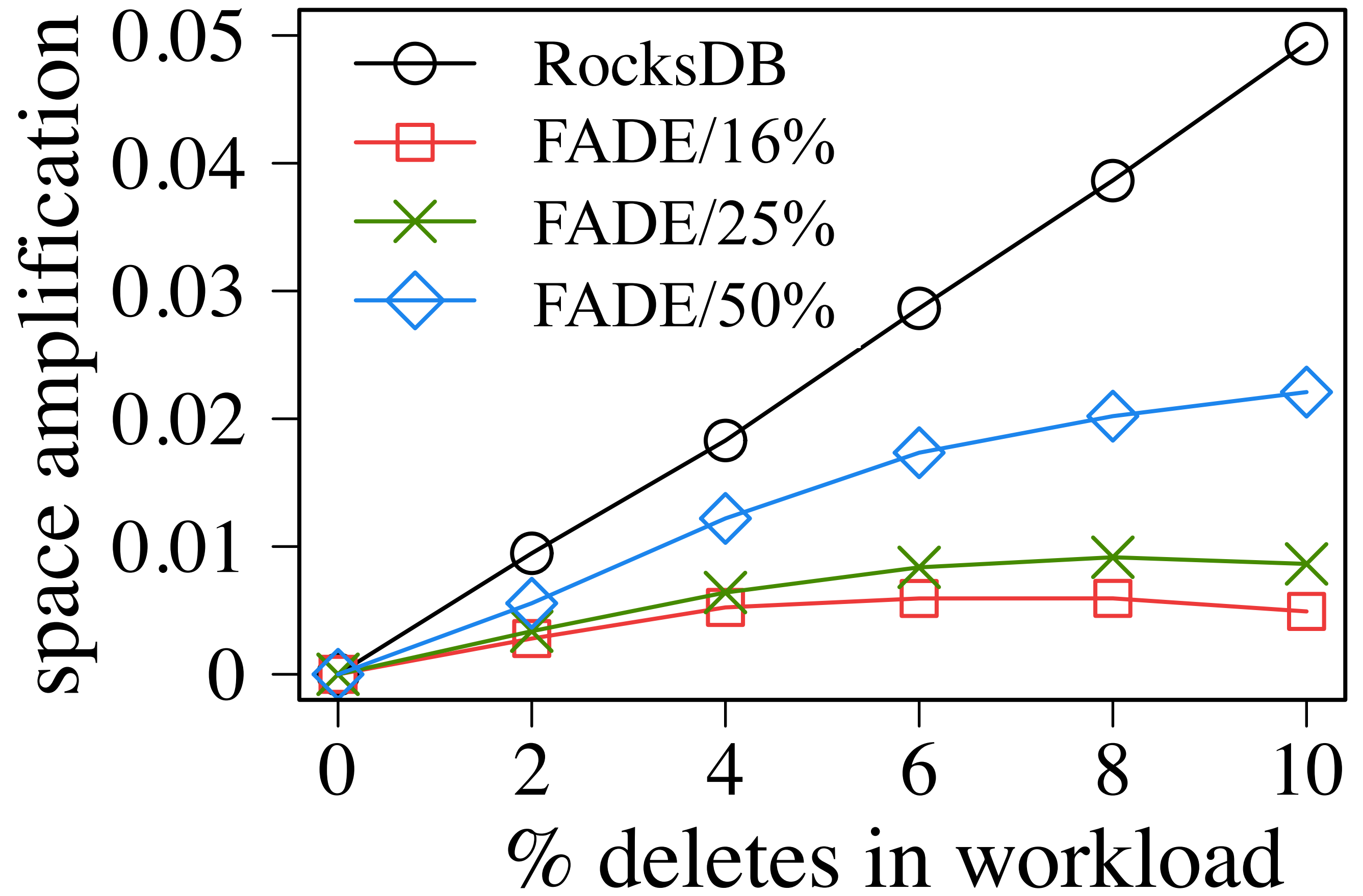
reduced space amplification

2.1 - 9.8x



timely delete persistence

within  $D_{th}$



# FAst DElete

improved read performance

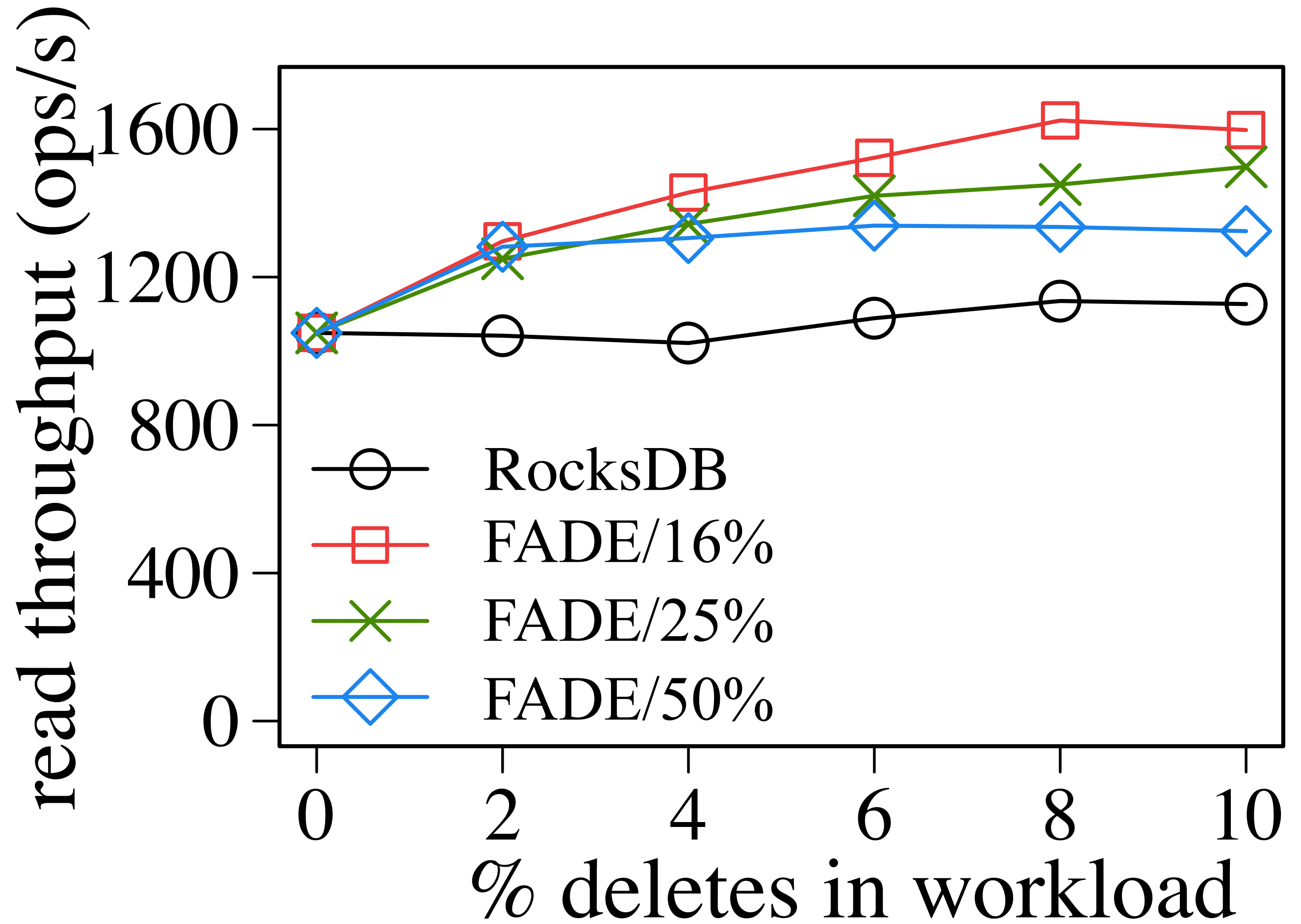
1.2 - 1.4x

reduced space amplification

2.1 - 9.8x

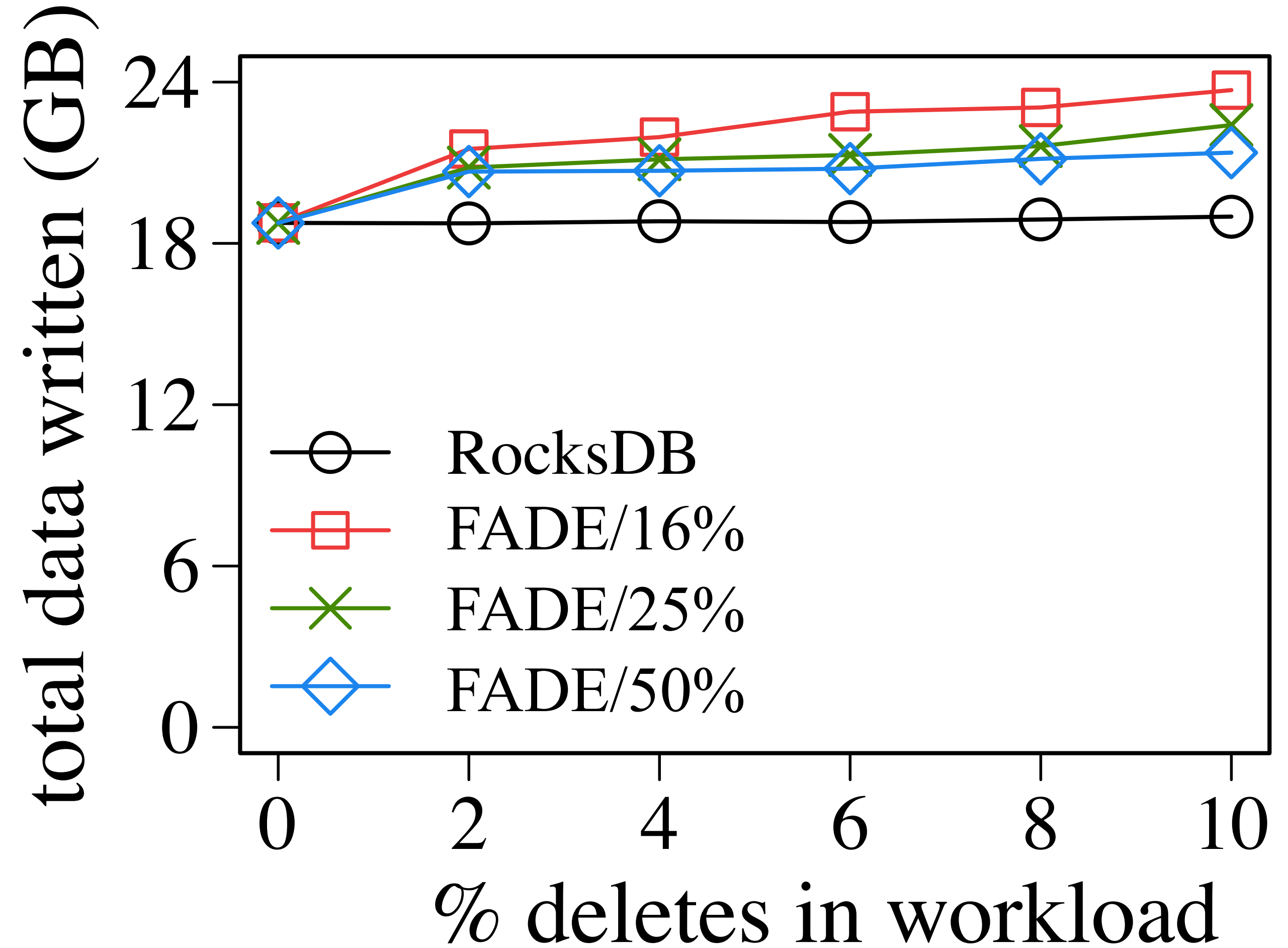
timely delete persistence

within  $D_{th}$



# FAst DElete

- higher write amplification ↑  
4 - 25%
- improved read performance ✓  
1.2 - 1.4x
- reduced space amplification ✓  
2.1 - 9.8x
- timely delete persistence ✓  
within  $D_{th}$



# FAst DElete

higher write amplification

4 - 25%



improved read performance

1.2 - 1.4x



reduced space amplification

2.1 - 9.8x

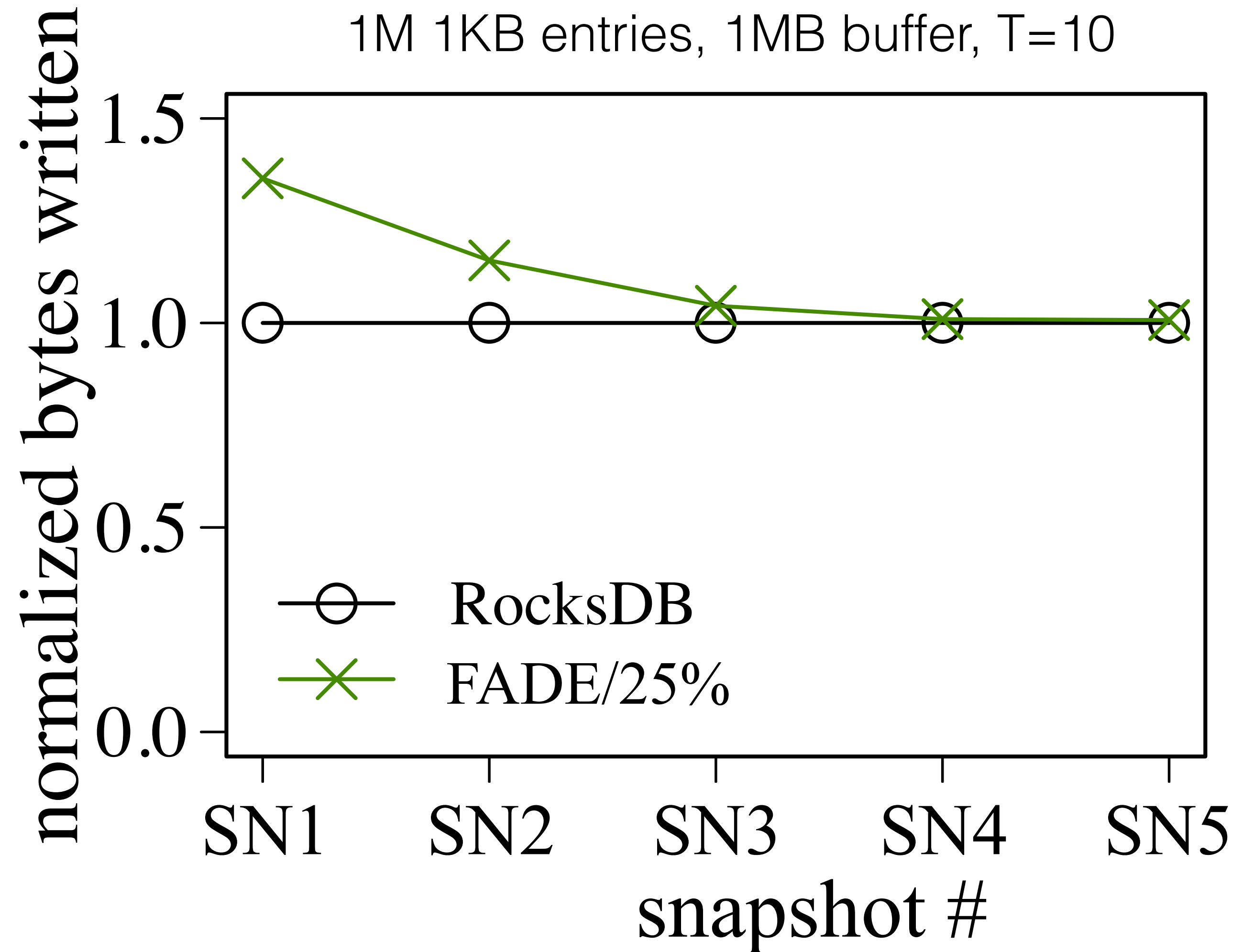


timely delete persistence

within  $D_{th}$

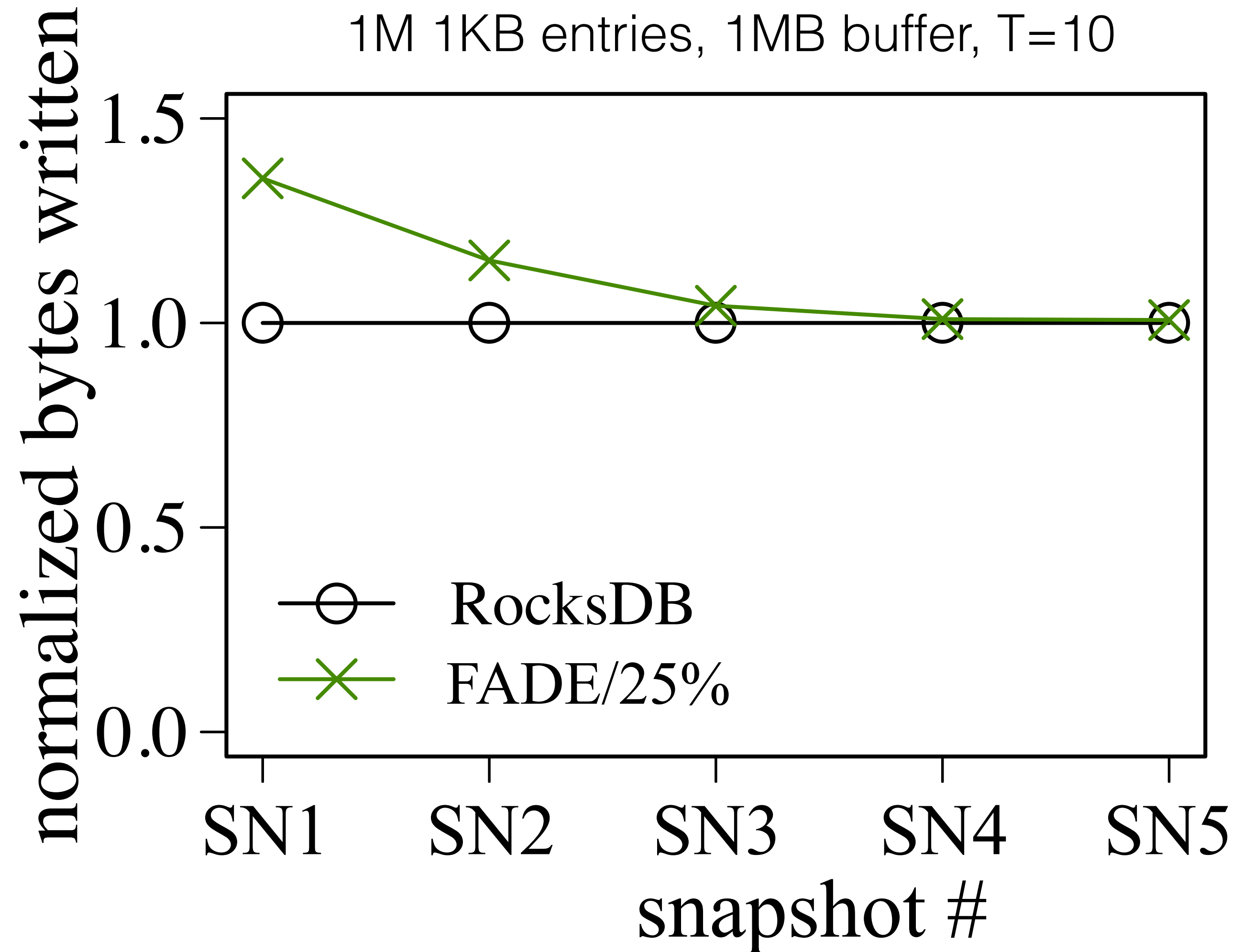


1M 1KB entries, 1MB buffer, T=10



# FAst DElete

- higher write amplification ●  
0.7%
- improved read performance ✓  
1.2 - 1.4x
- reduced space amplification ✓  
2.1 - 9.8x
- timely delete persistence ✓  
within  $D_{th}$



# the solution

FASt DElete

higher write amplification

improved read performance

reduced space amplification

timely delete persistence

# FADE

latency spikes

# Kiwi

superfluous I/Os

# the solution

FASt DElete

higher write amplification

# FADE

parallel read performance

reduced space amplification

timely delete persistence

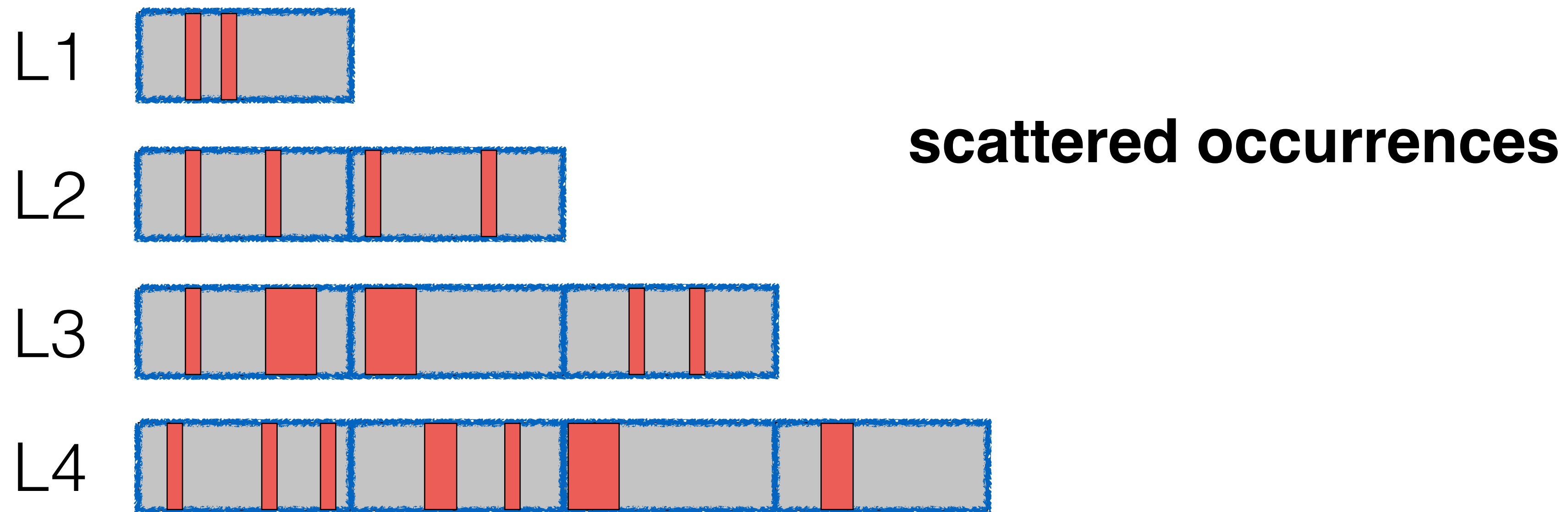
latency spikes

# Kiwi



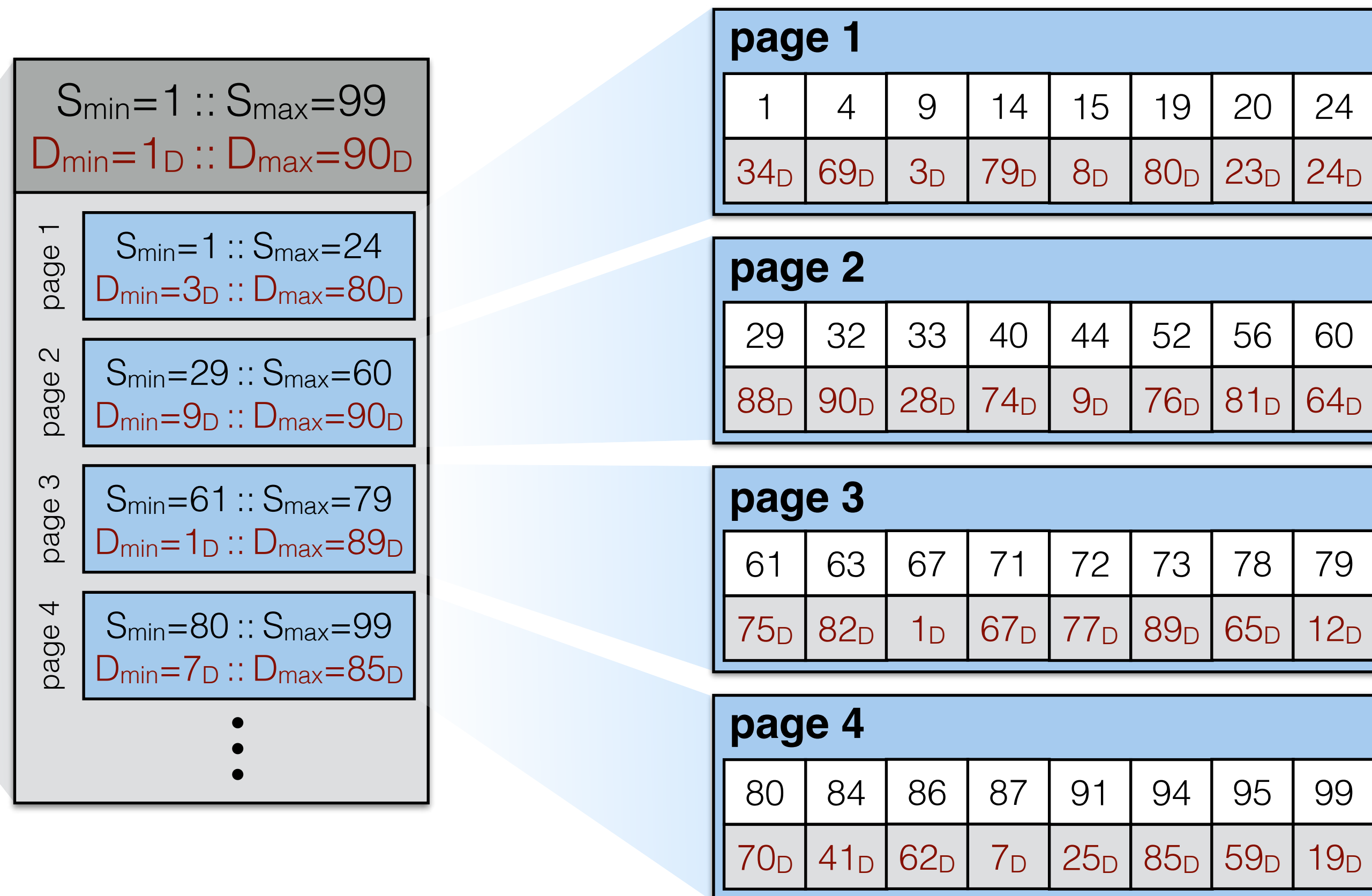
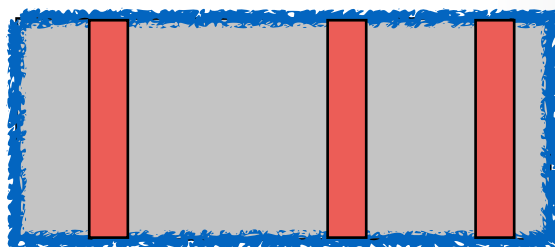
# Key Weaving storage layout

delete all entries older than: **D days**



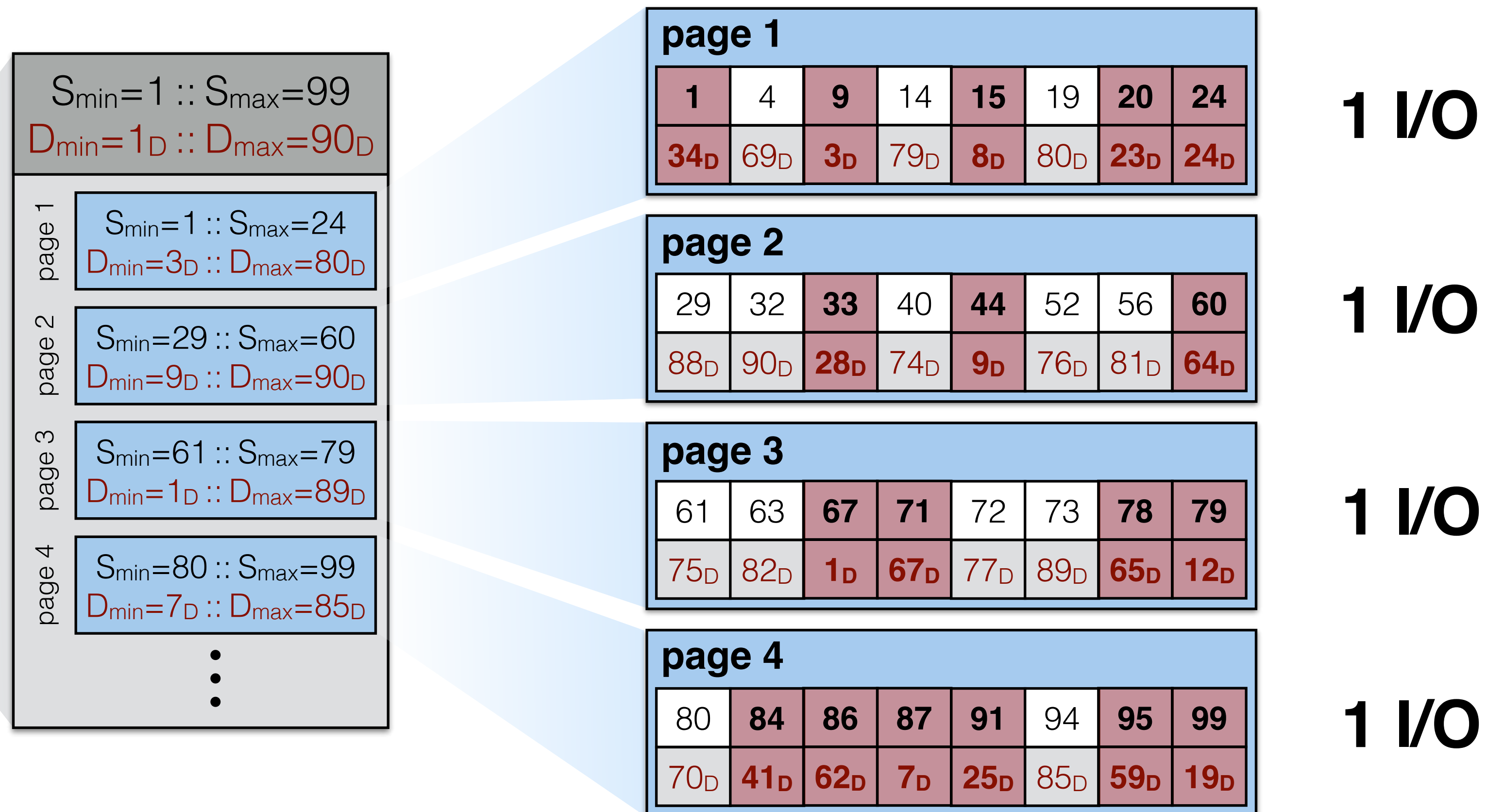
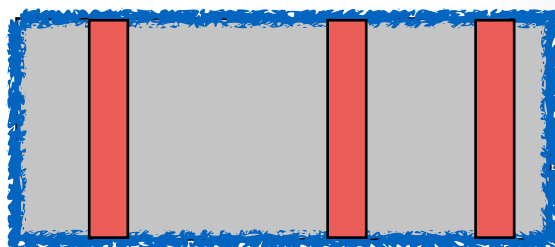
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



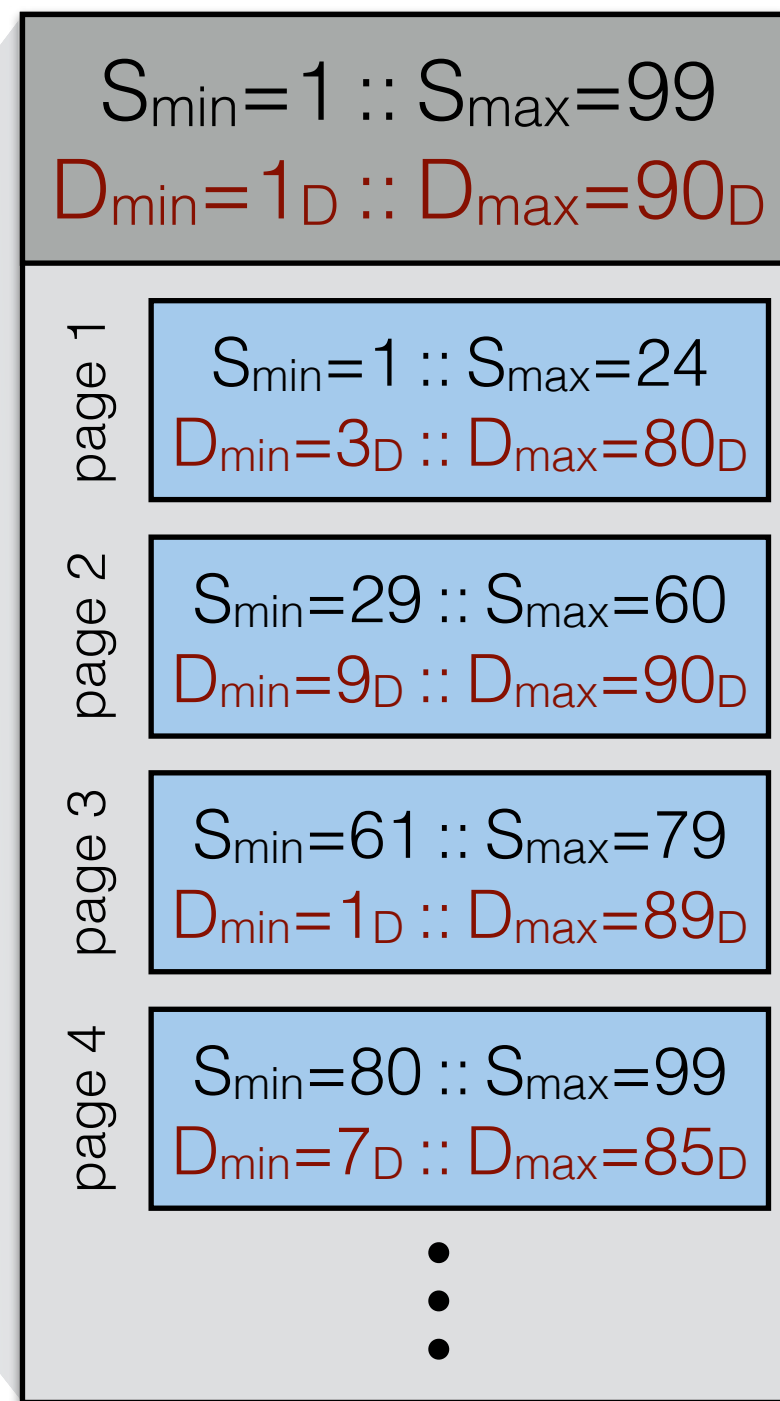
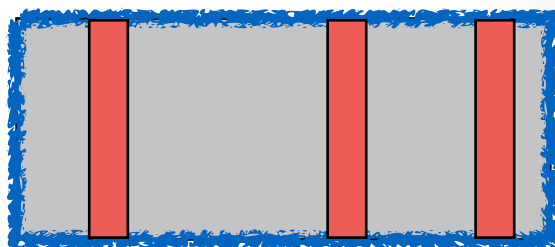
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



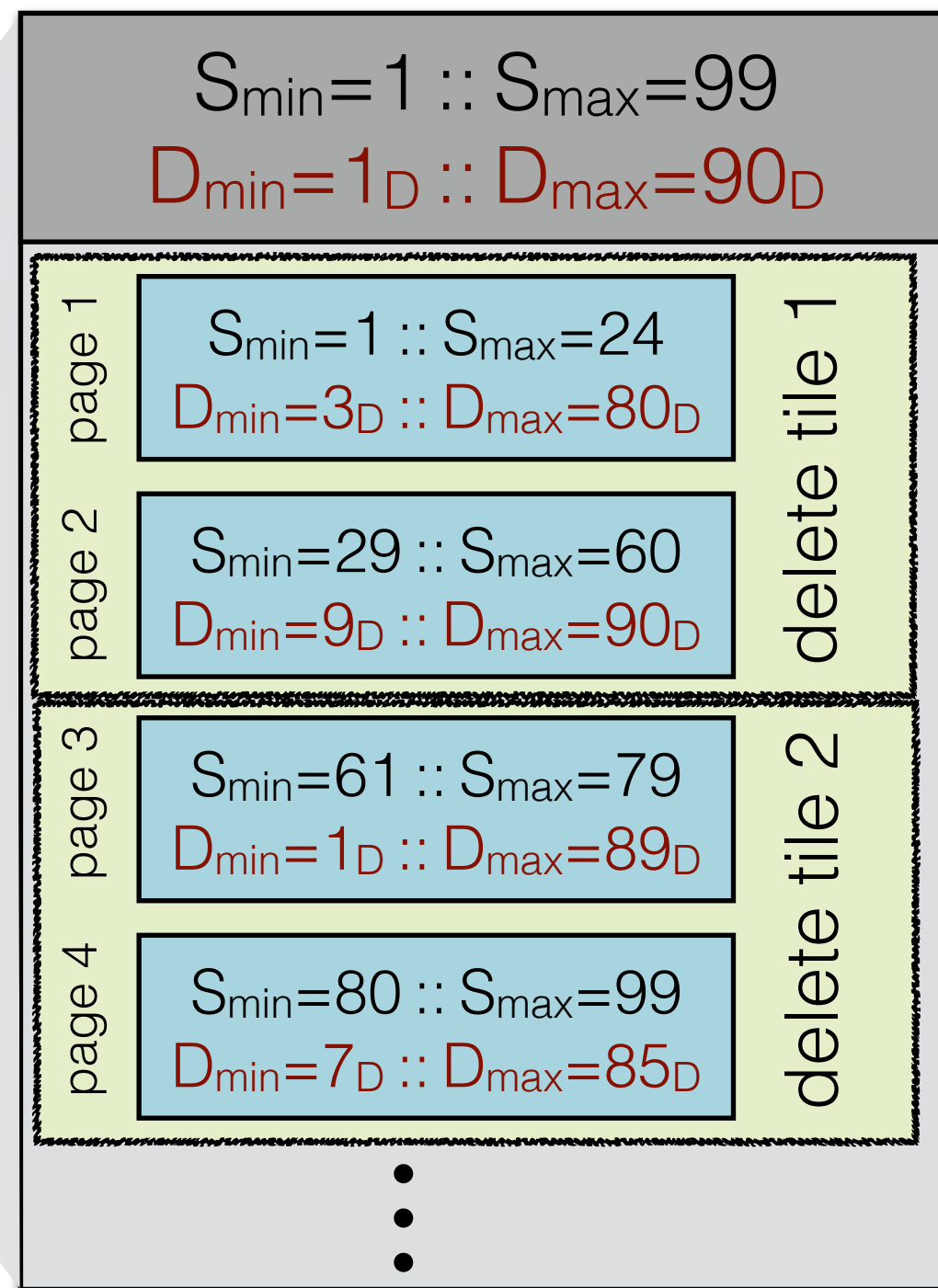
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



# Key Weaving storage layout

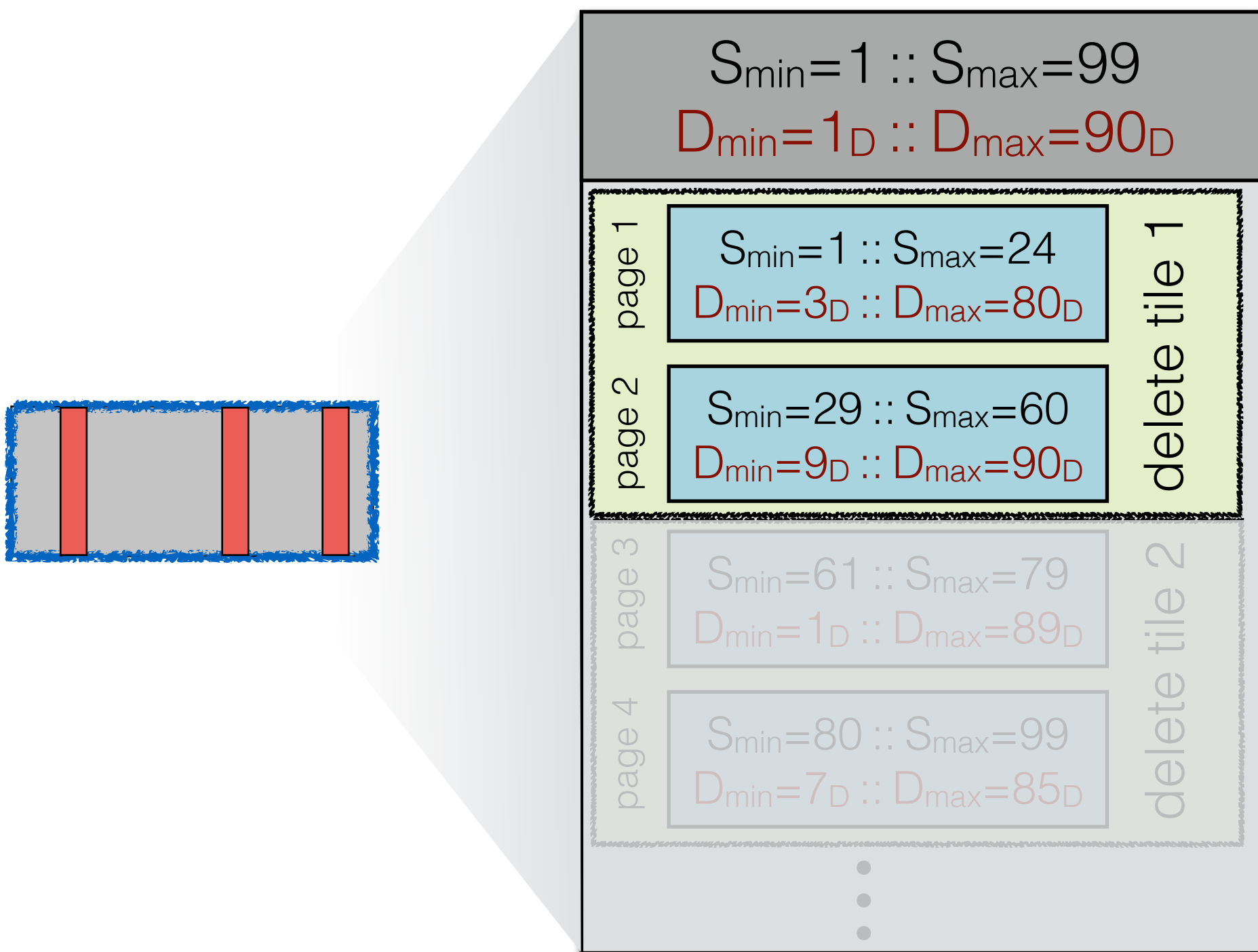
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

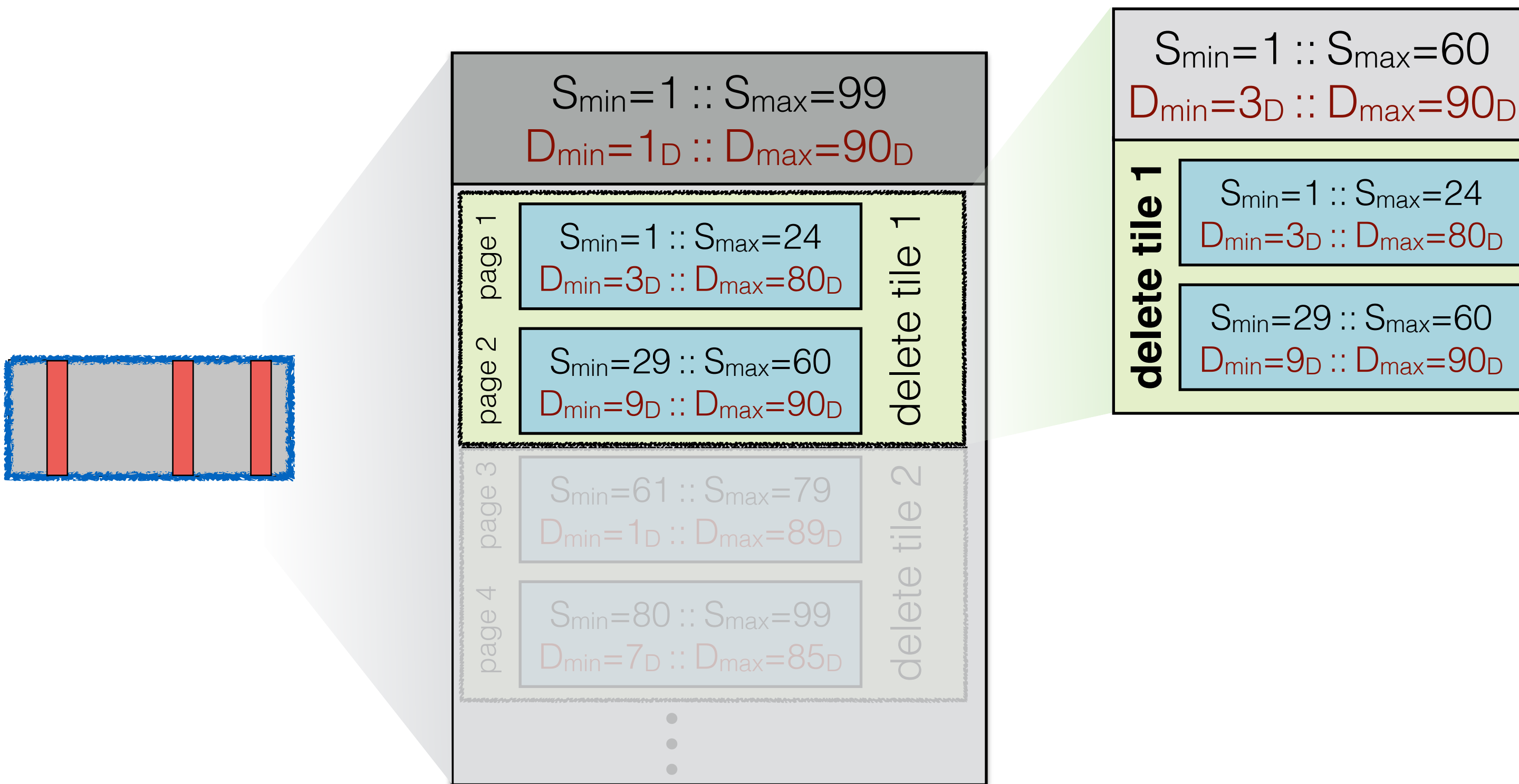
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

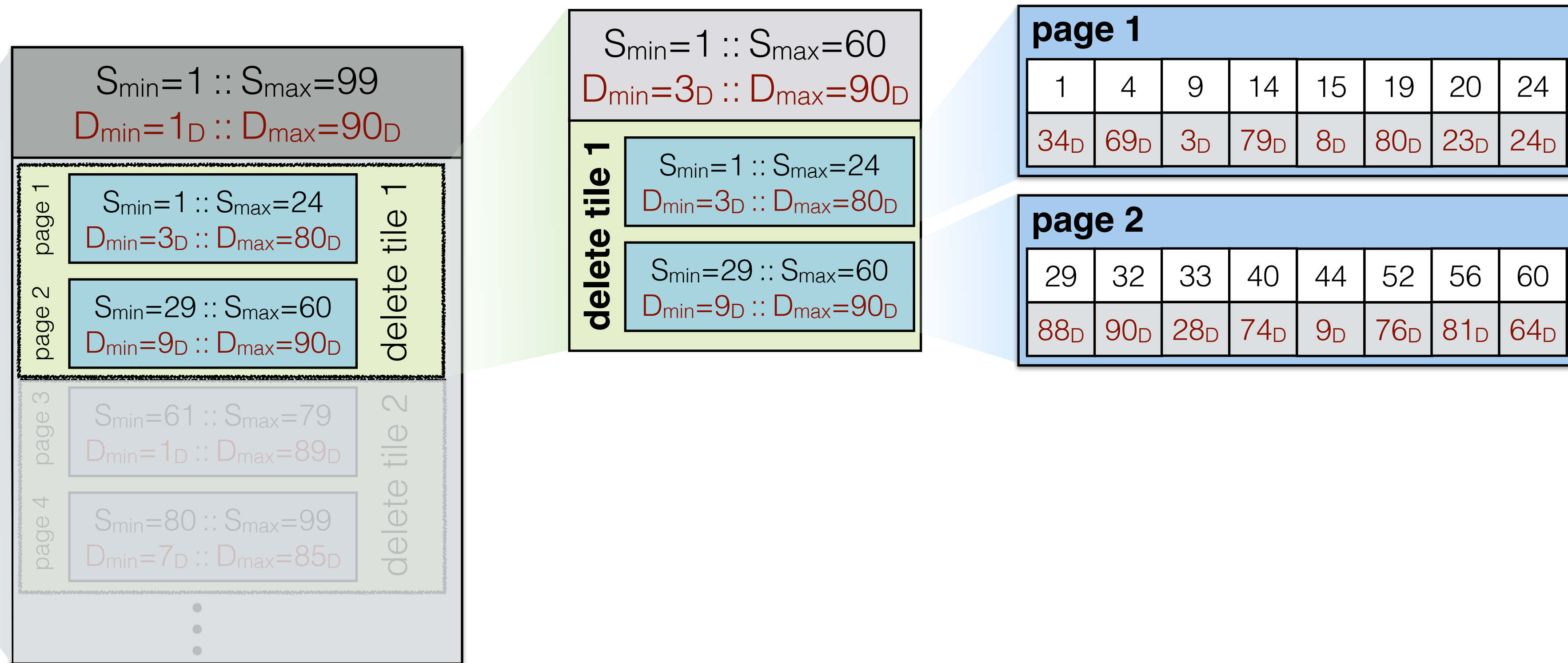
delete all entries with timestamp  $\leq 65_D$



partitioned on  $S$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$

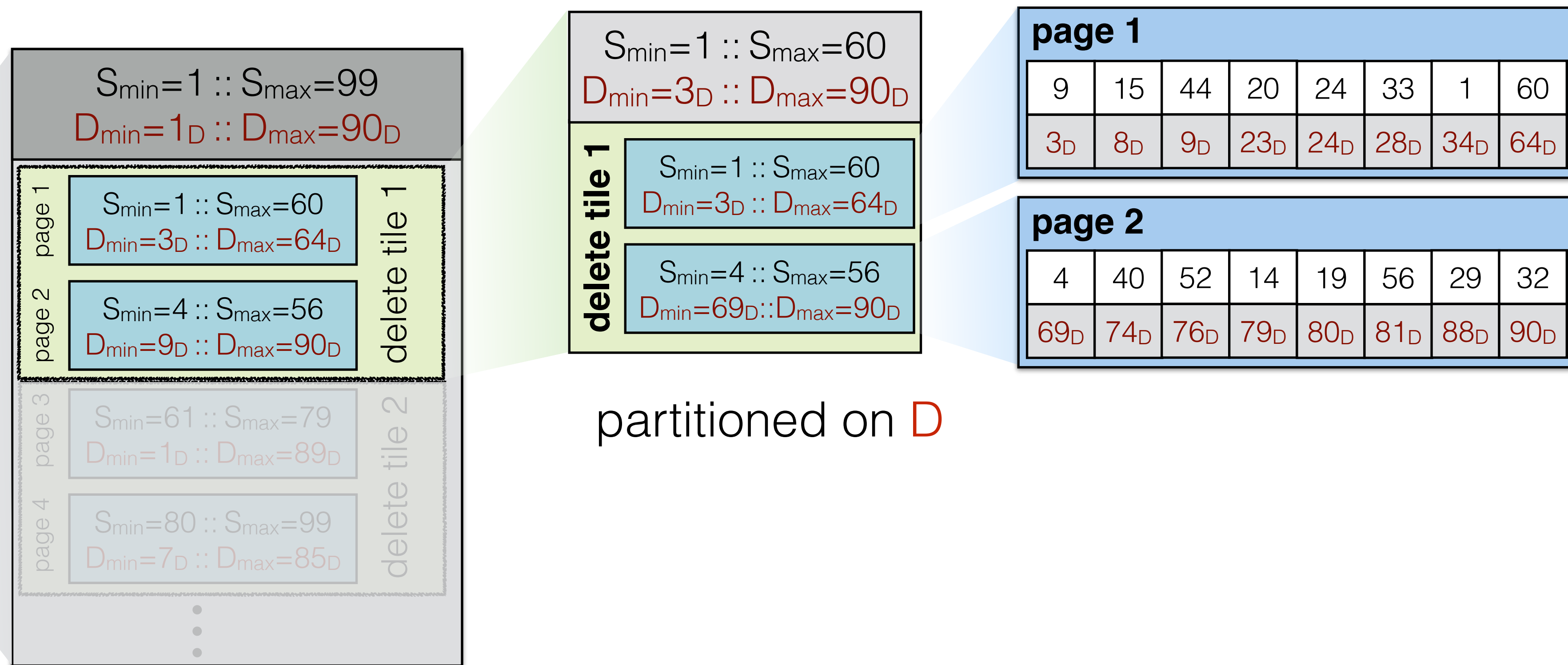


partitioned on  $S$



# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$



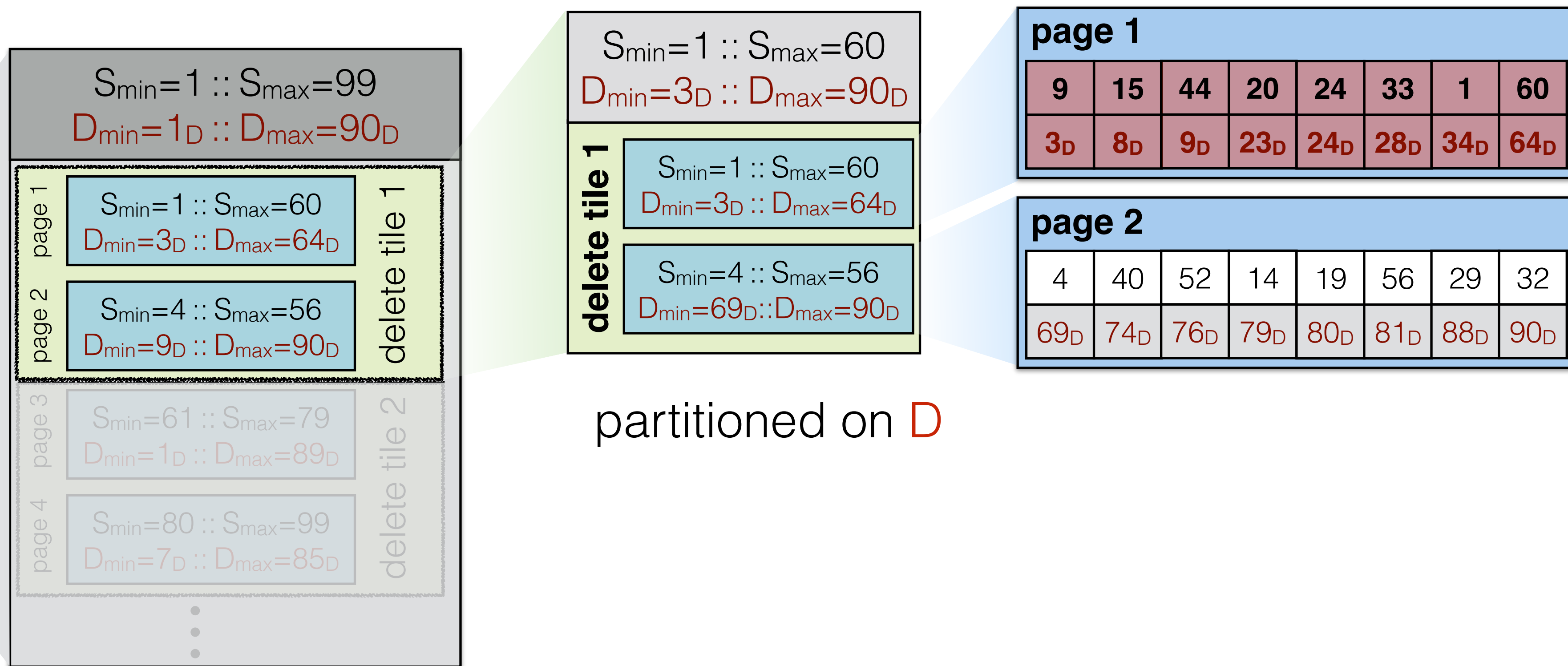
partitioned on  $S$

partitioned on  $D$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$

drop  
page

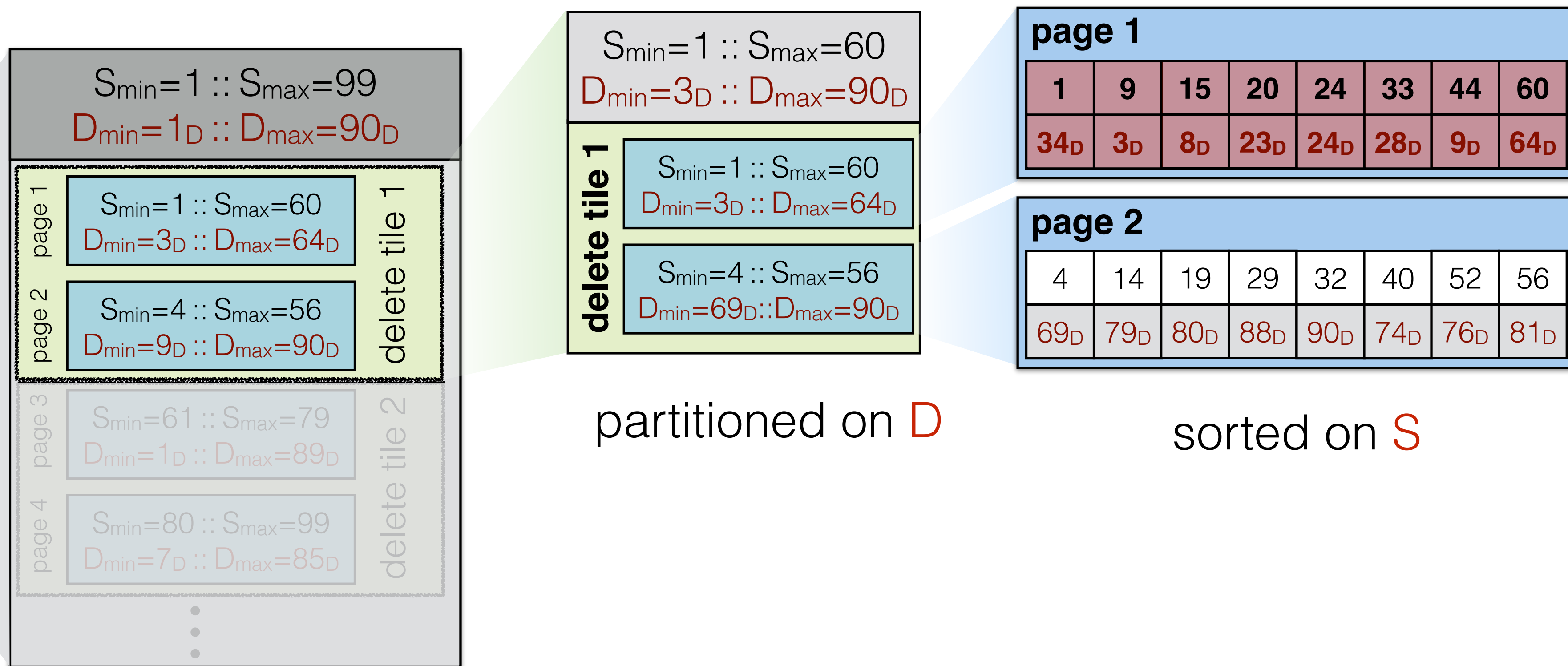


partitioned on  $S$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$

drop  
page



partitioned on  $S$

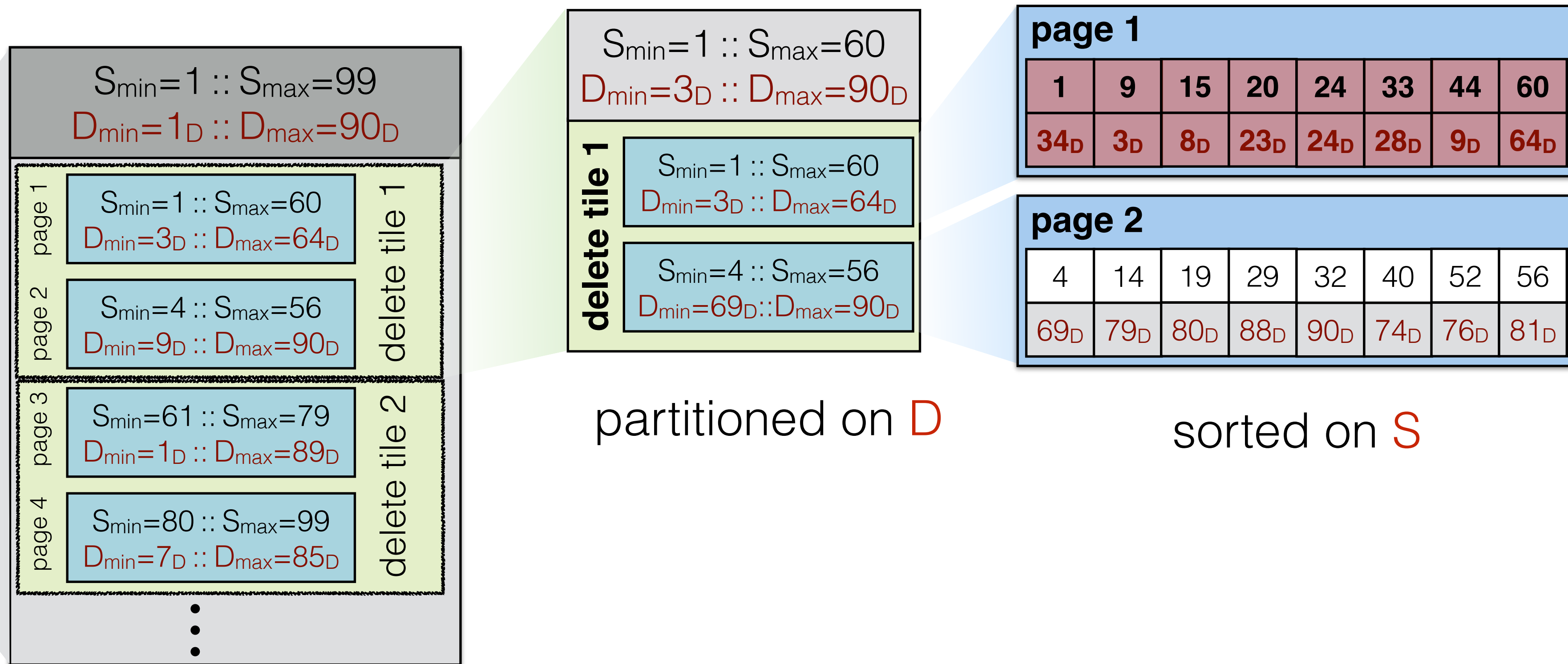
partitioned on  $D$

sorted on  $S$

# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$

drop  
page



partitioned on  $S$

partitioned on  $D$

sorted on  $S$

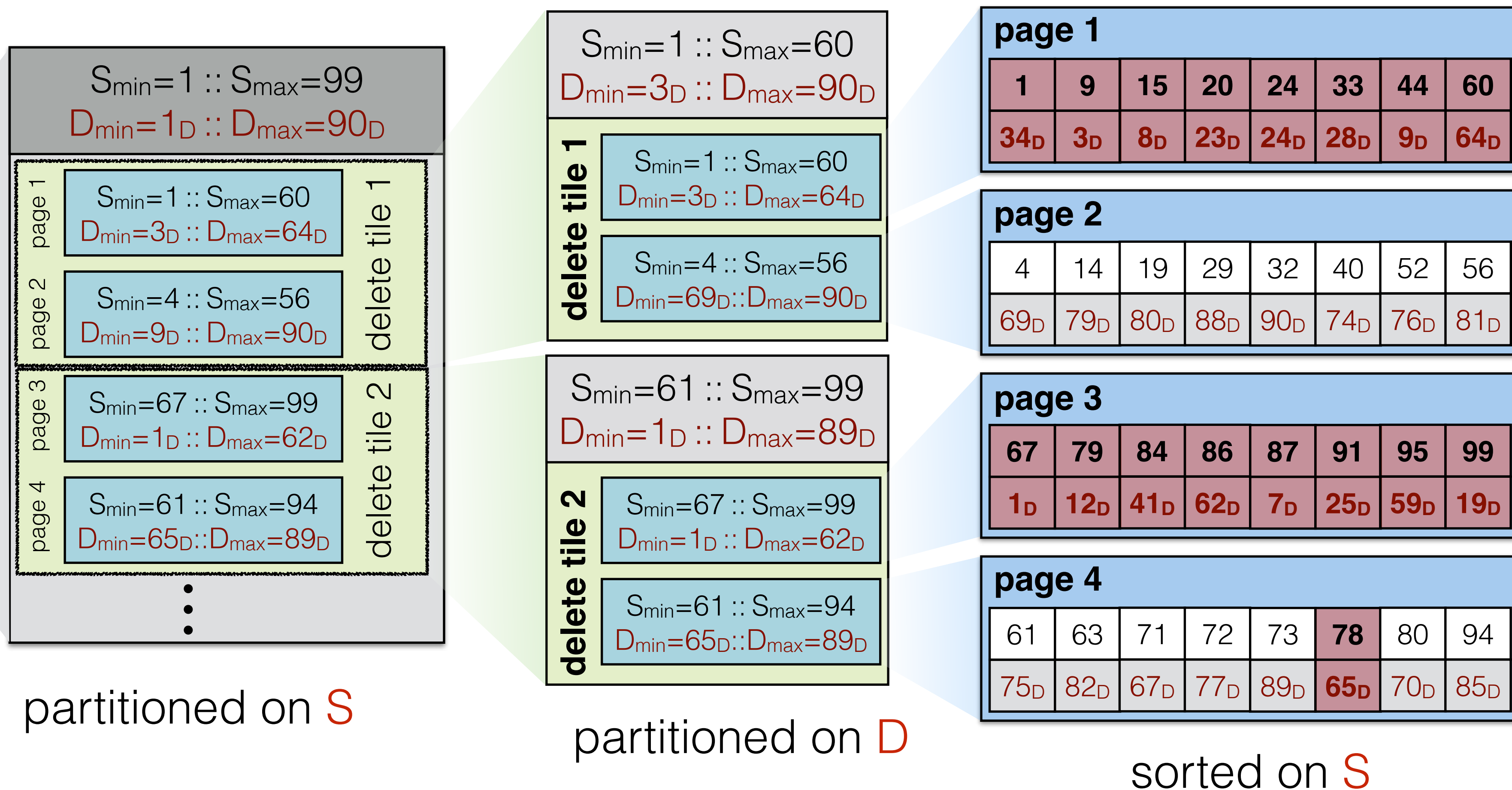
# Key Weaving storage layout

delete all entries with timestamp  $\leq 65_D$

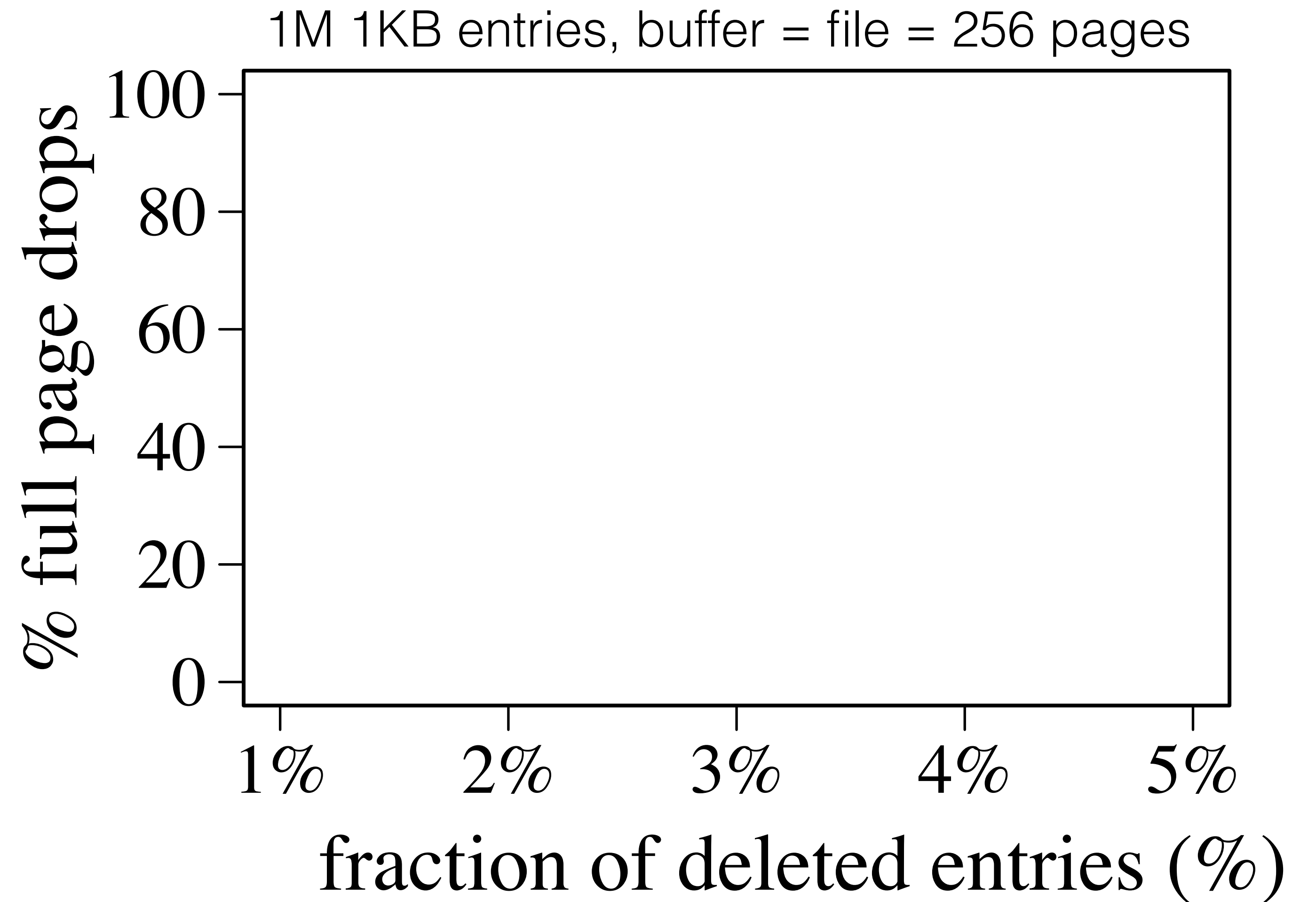
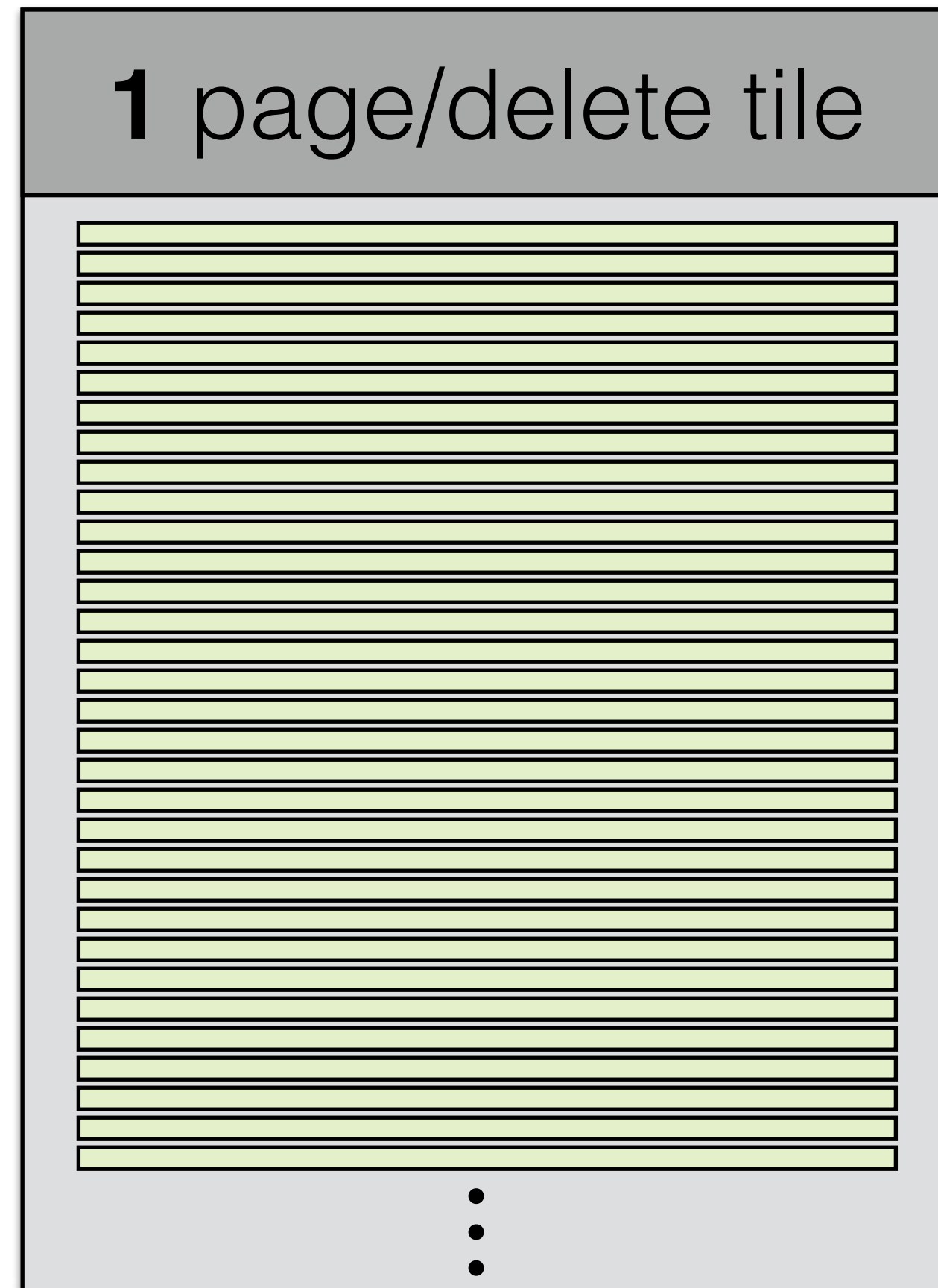
drop  
page

drop  
page

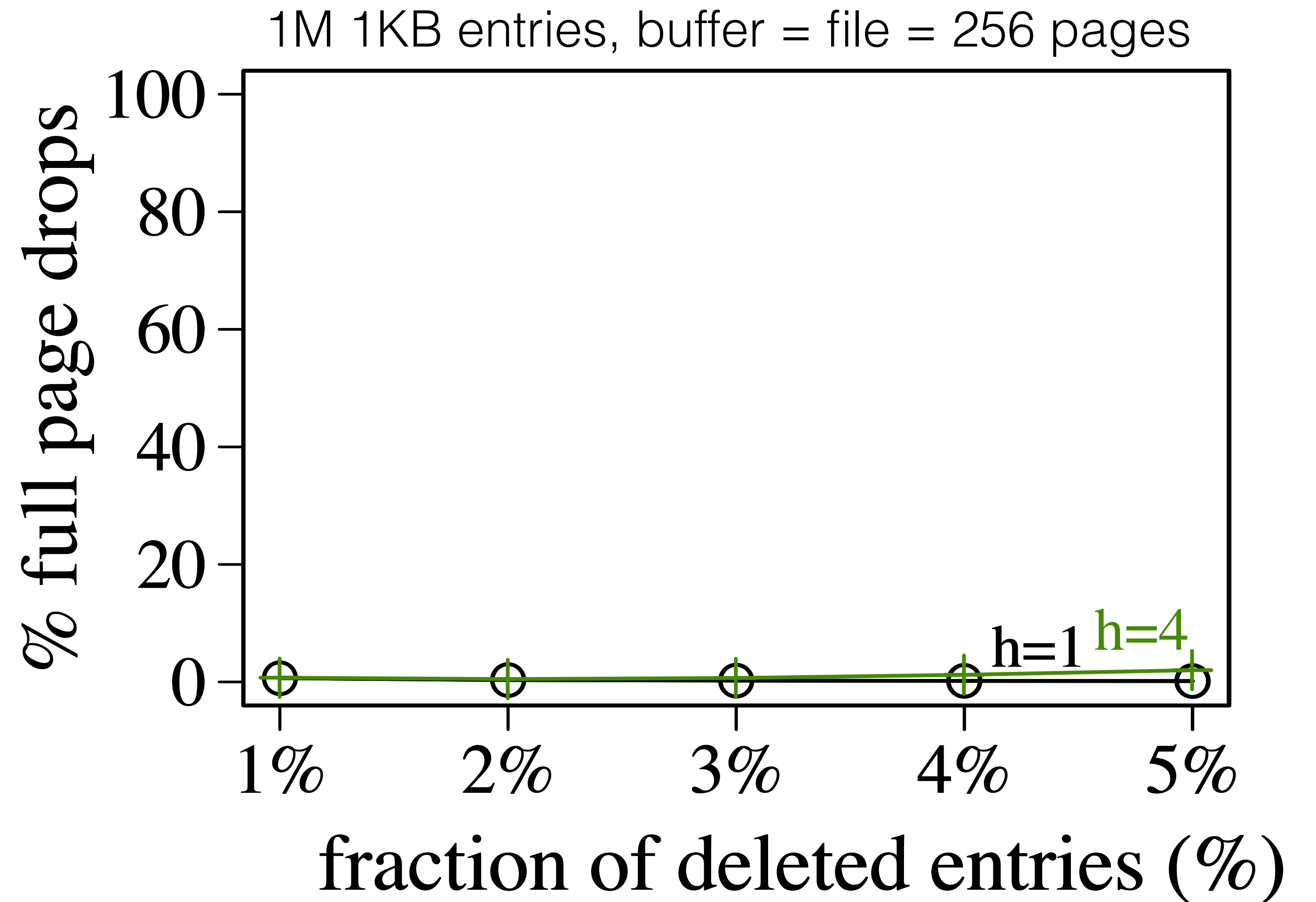
1 I/O



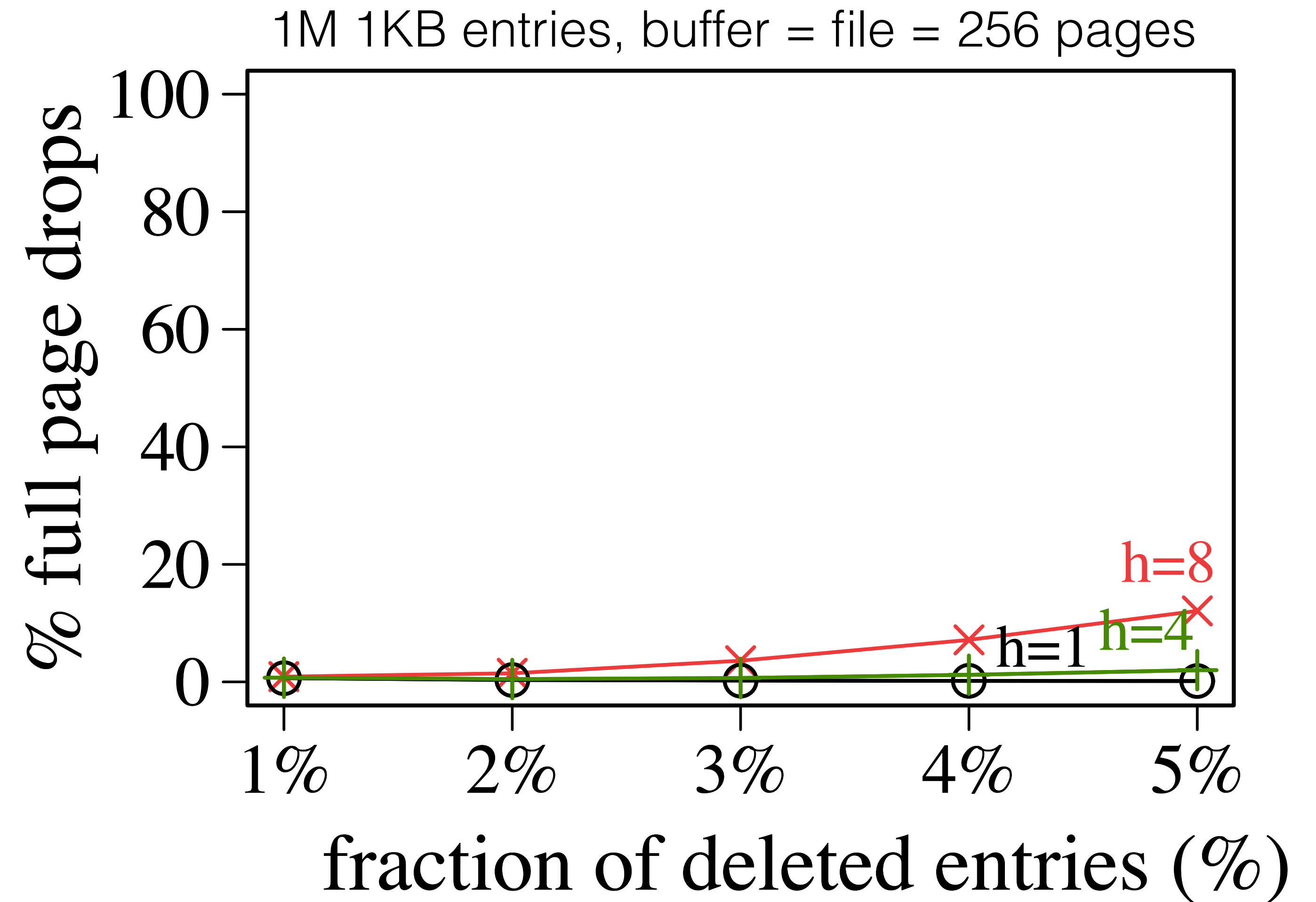
# Key Weaving storage layout



# Key Weaving storage layout

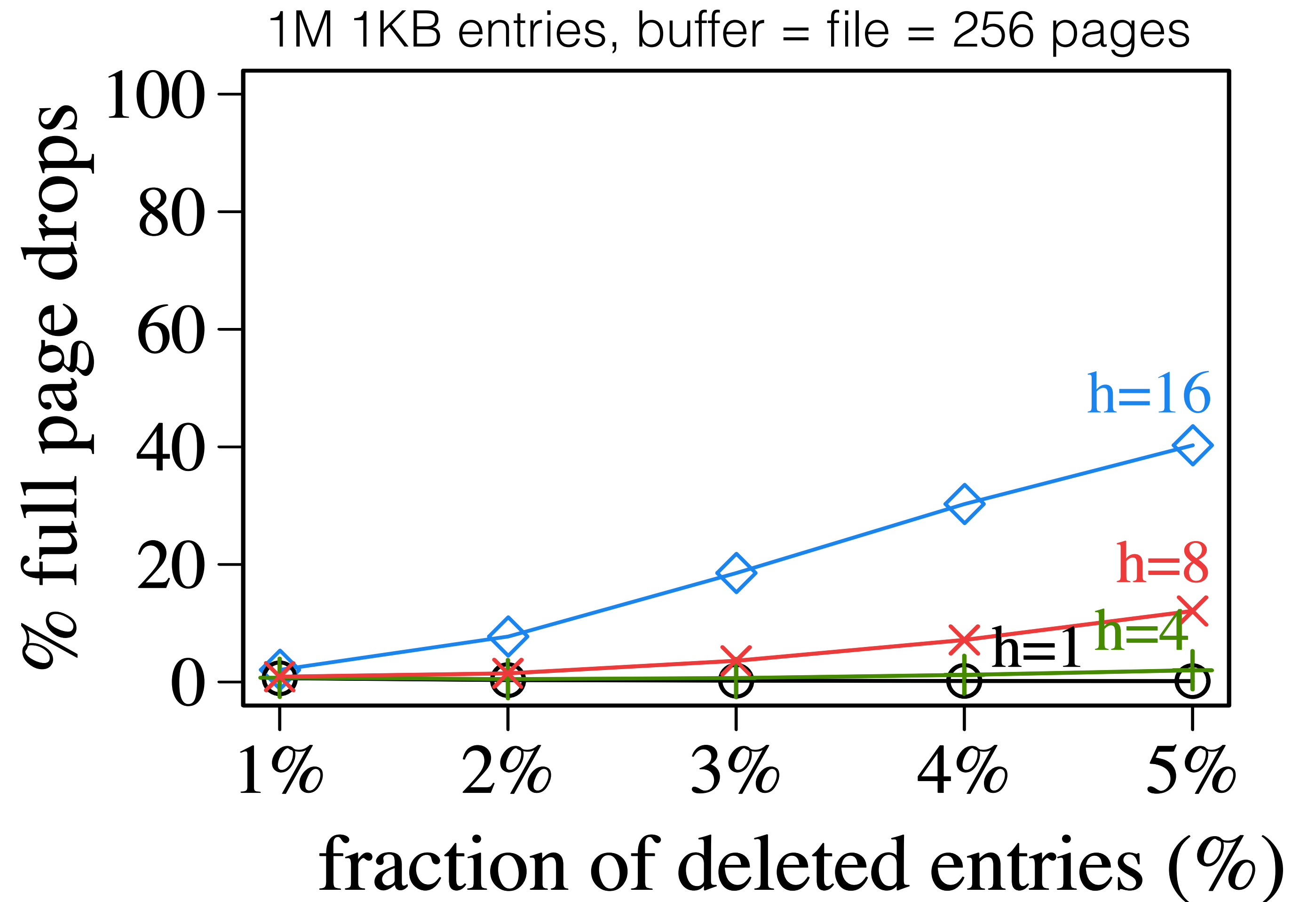
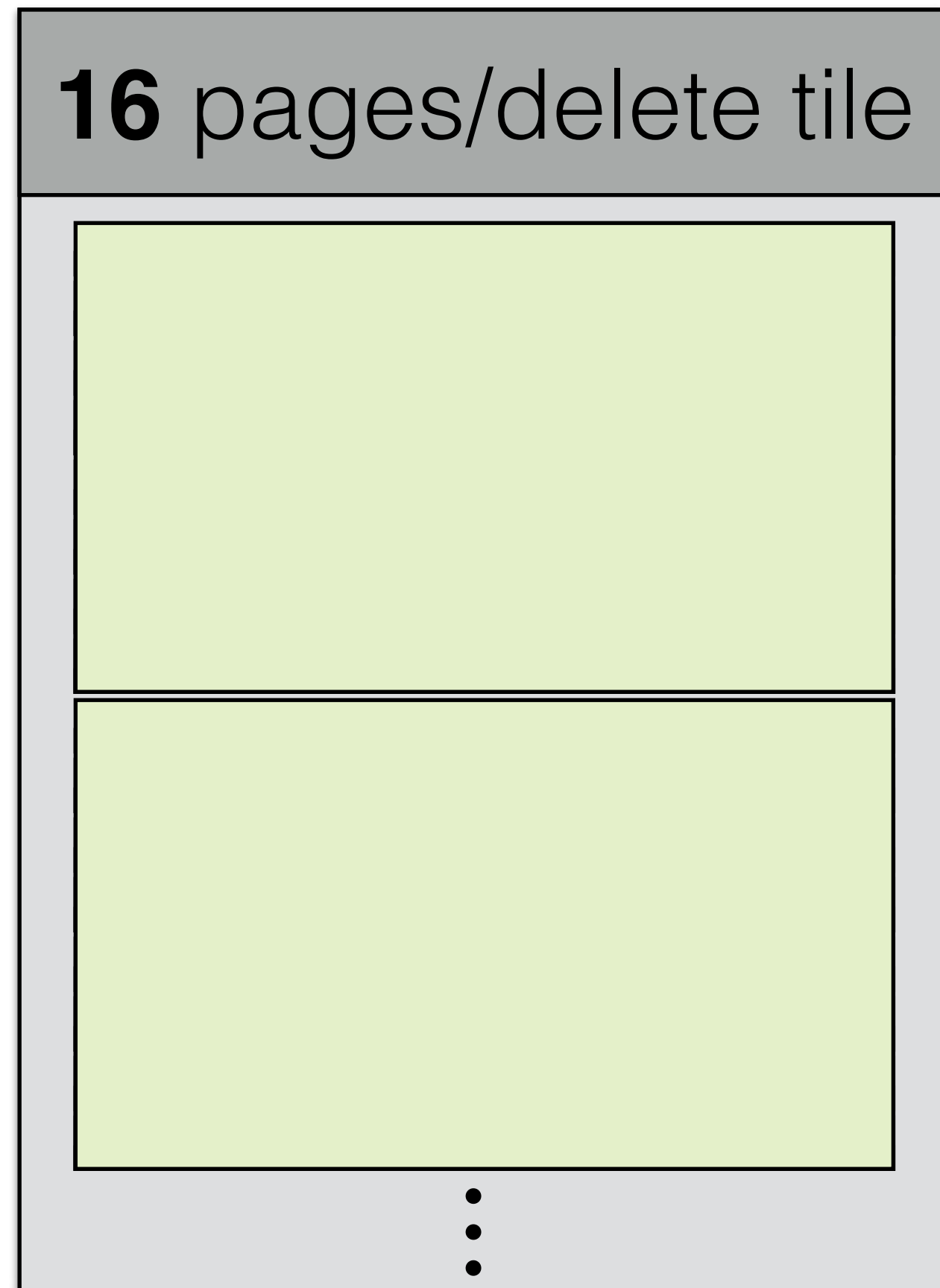


# Key Weaving storage layout

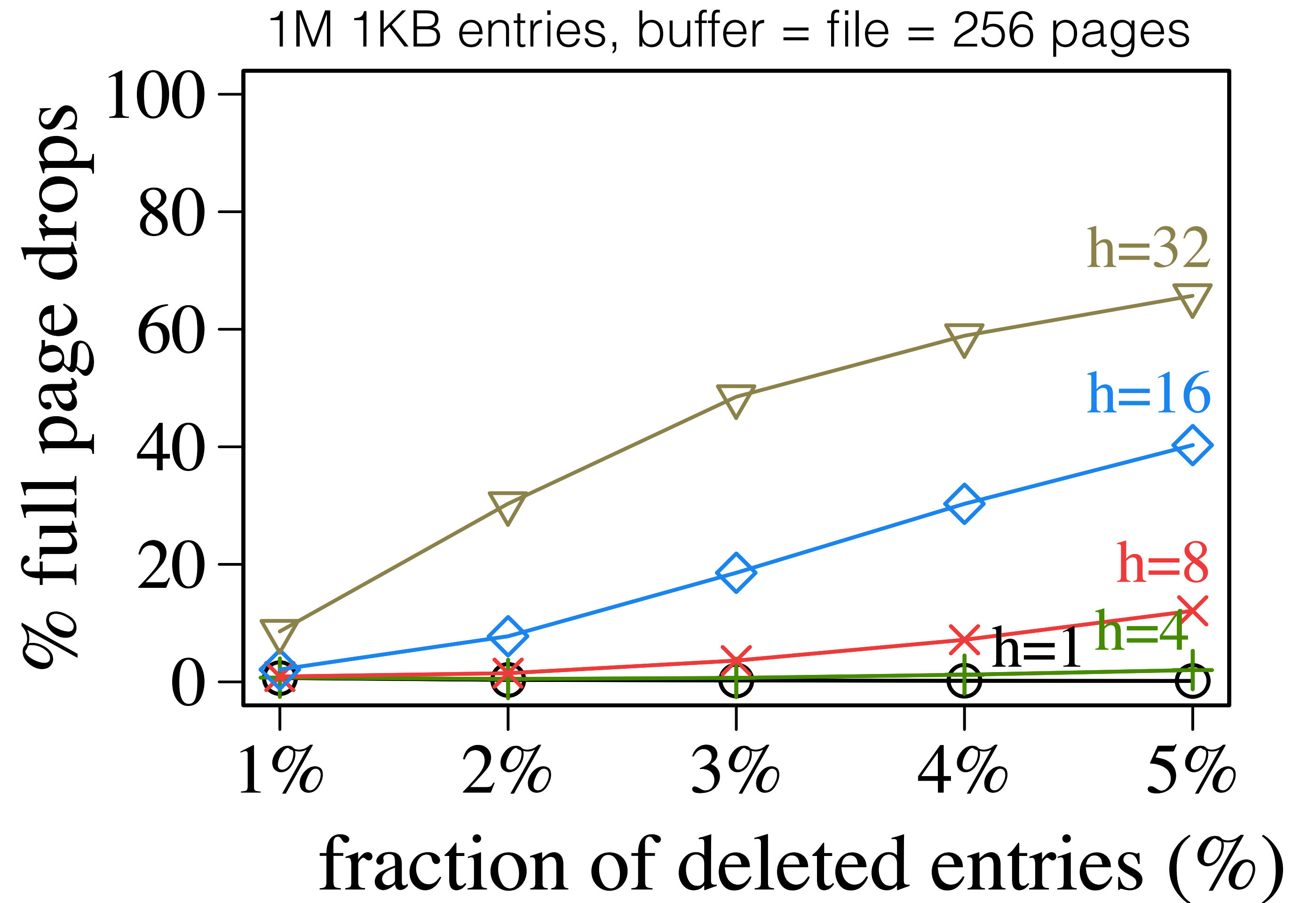
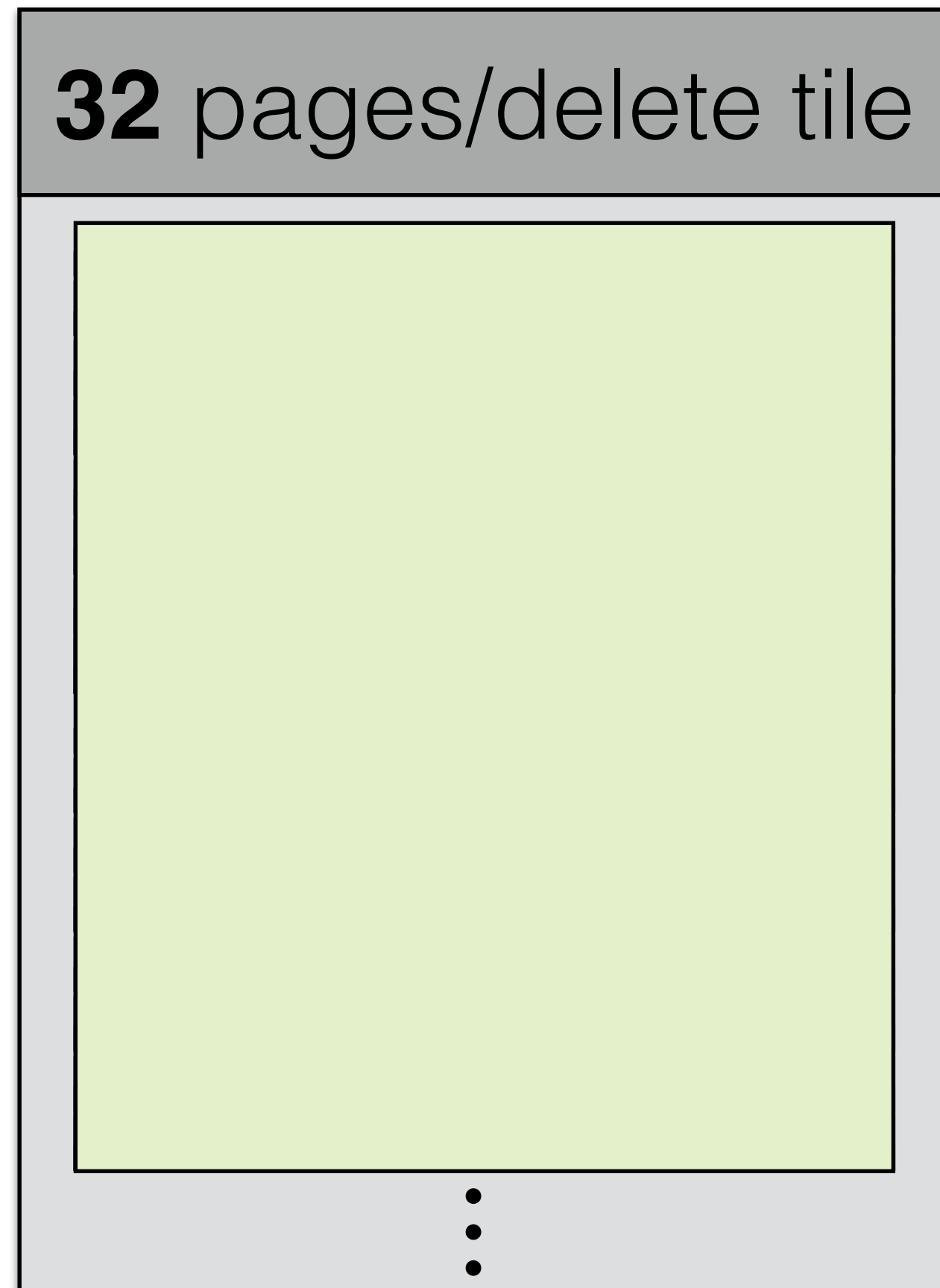




# Key Weaving storage layout



# Key Weaving storage layout

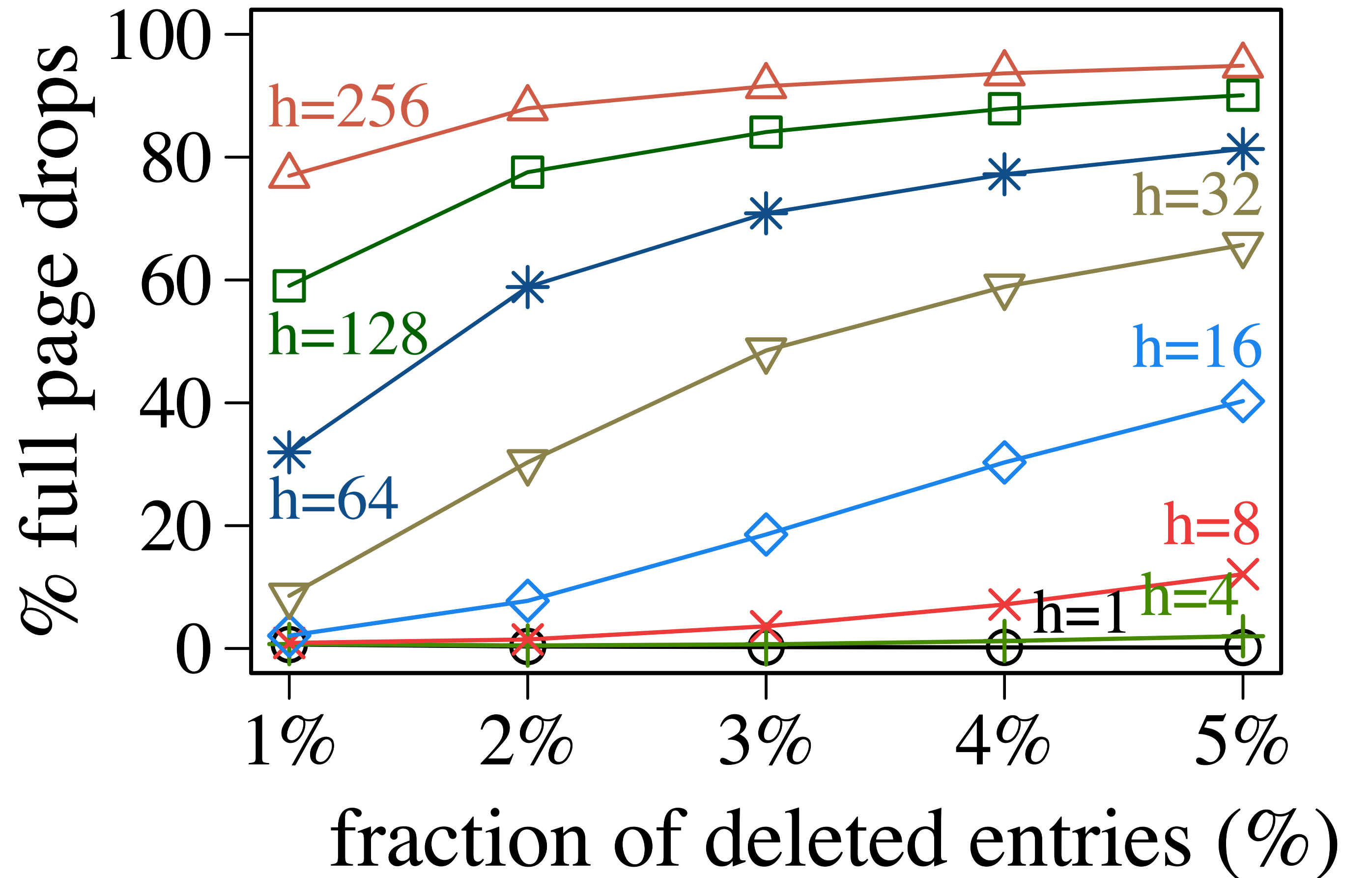


# Key Weaving storage layout




1M 1KB entries, buffer = file = 256 pages

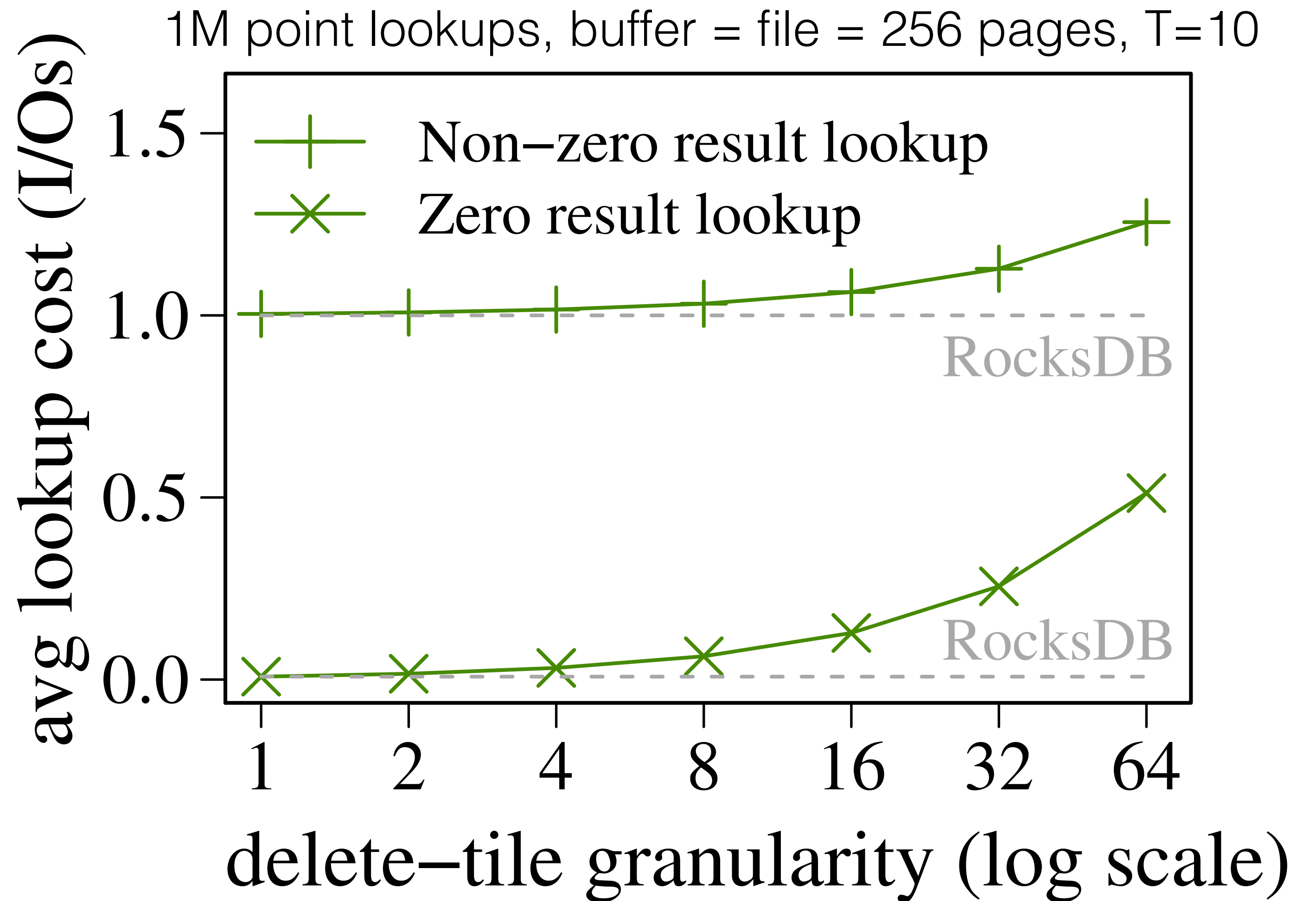
reduced latency spikes ✓

full page drops reduces superfluous I/Os ✓



# Key Weaving storage layout

- higher lookup cost 
- reduced latency spikes 
- full page drops reduces superfluous I/Os 



# the solution

FAst DElete

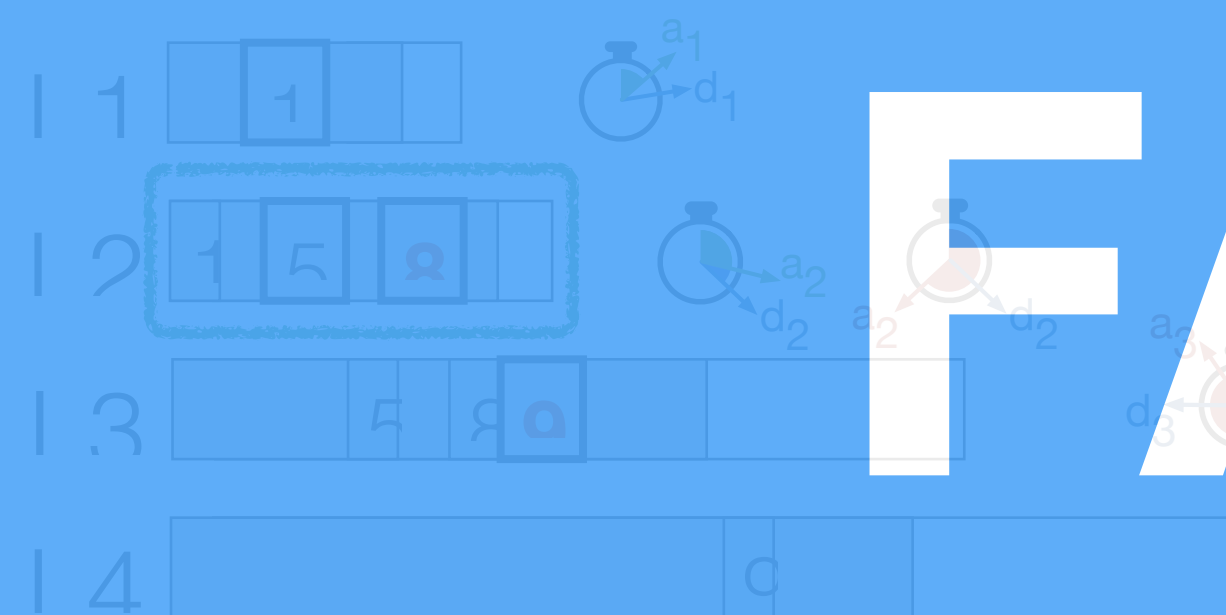
amortized write

reduced space

improved read

timely delete persistence

# FADE



higher lookup cost

# Kiwi

reduced latency spikes

full page drops reduces  
superfluous I/Os



suboptimal state-of-the-art design  
for workloads with deletes



FADE persists deletes timely  
using latency-driven compactions



KiWi supports efficient  
secondary range deletes  
using key-interweaved data storage

BOSTON  
UNIVERSITY

# CS561: Data Systems Architectures

class 8

## Efficient Deletes in Log-Structured Key-Value Storage

Prof. Manos Athanassoulis