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CS 561: Data Systems Architectures

class 24

Learned Indexes

Prof. Manos Athanassoulis

https://bu-disc.github.io/CS561/

with slides from Jialin Ding

Project Presentations

18 minutes (15+3 for questions)

April 29

- **11:00-11:15:** "Validity of Differential Privacy as a Workload Obfuscation Method" by David Lee, Kathlyn Sinaga, Noah Picarelli-Kombert
- **11:18-11:33:** "Cache-Awareness for Near-Sorted Indexing: The LaS Tree" by Jinpeng Huang, Jingzhi Yan, Zhiyuan Chen
- **11:36-11:51:** "Performance Study of Buffer Pool Manager on Emulated SSDs" by Can Gokmen, Toby Ueno, Tommy Ho
- **11:54-12:09:** "Succinct Position-Value Mapping for Learned Indexes Using Multiway Wavelet Trees" by Anwesha Saha

May 1

- **11:00-11:15:** "Concurrency-Aware Algorithm Design for ZNS SSDs" by Bruce Casillas, Anastas Kanaris, Ross Mikulskis
- **11:18-11:33:** "Implementation of an LSM-Tree-Based Key-Value Store" by Minghong Zou, Haonan Wu
- **11:36-11:51:** "Privacy-Preserving Workload Tuning" by Linfeng Zhu, Rohit Saha, Asiana Sekai Haughton
- **11:54-12:15:** Concluding Remarks

Project Report and Final Code Deliverables on May 2nd

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Exam

Materials:

- **All slides** from the website (including the last class and guest lectures)
- **All Technical Questions** (including the ones we did not have a quiz on)
- **All papers** from the **first 4 classes**
- The **primary papers** for each class from 5th class and beyond

You can bring a sheet (2 pages) of any handwritten notes you want.

Class Evaluation

Lectures: https://go.blueja.io/aBuLrdS2uUKWU7mwTumFfw

Labs: https://go.blueja.io/KMNfcP_aR0uefpjMKJ3zCw

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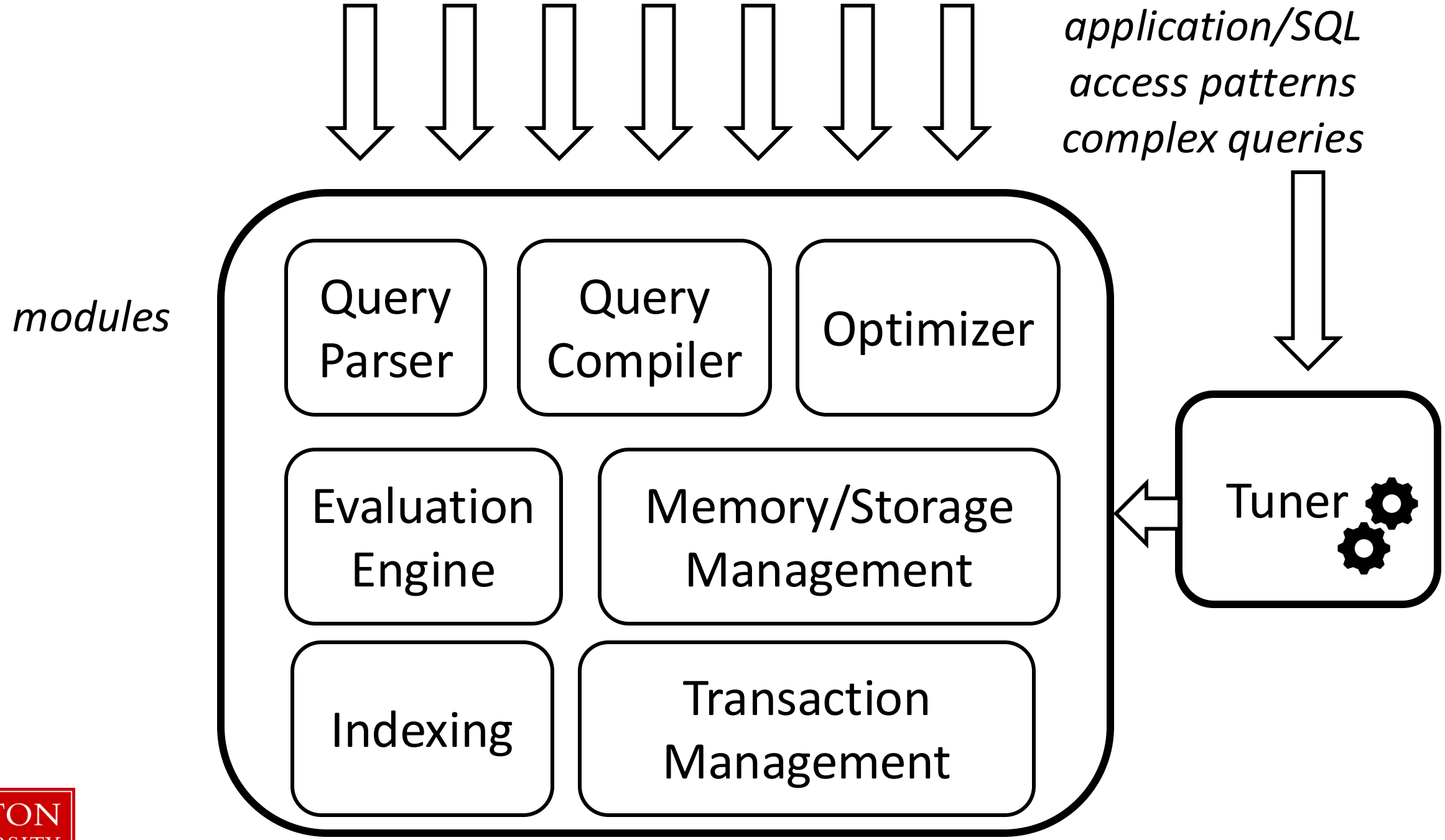

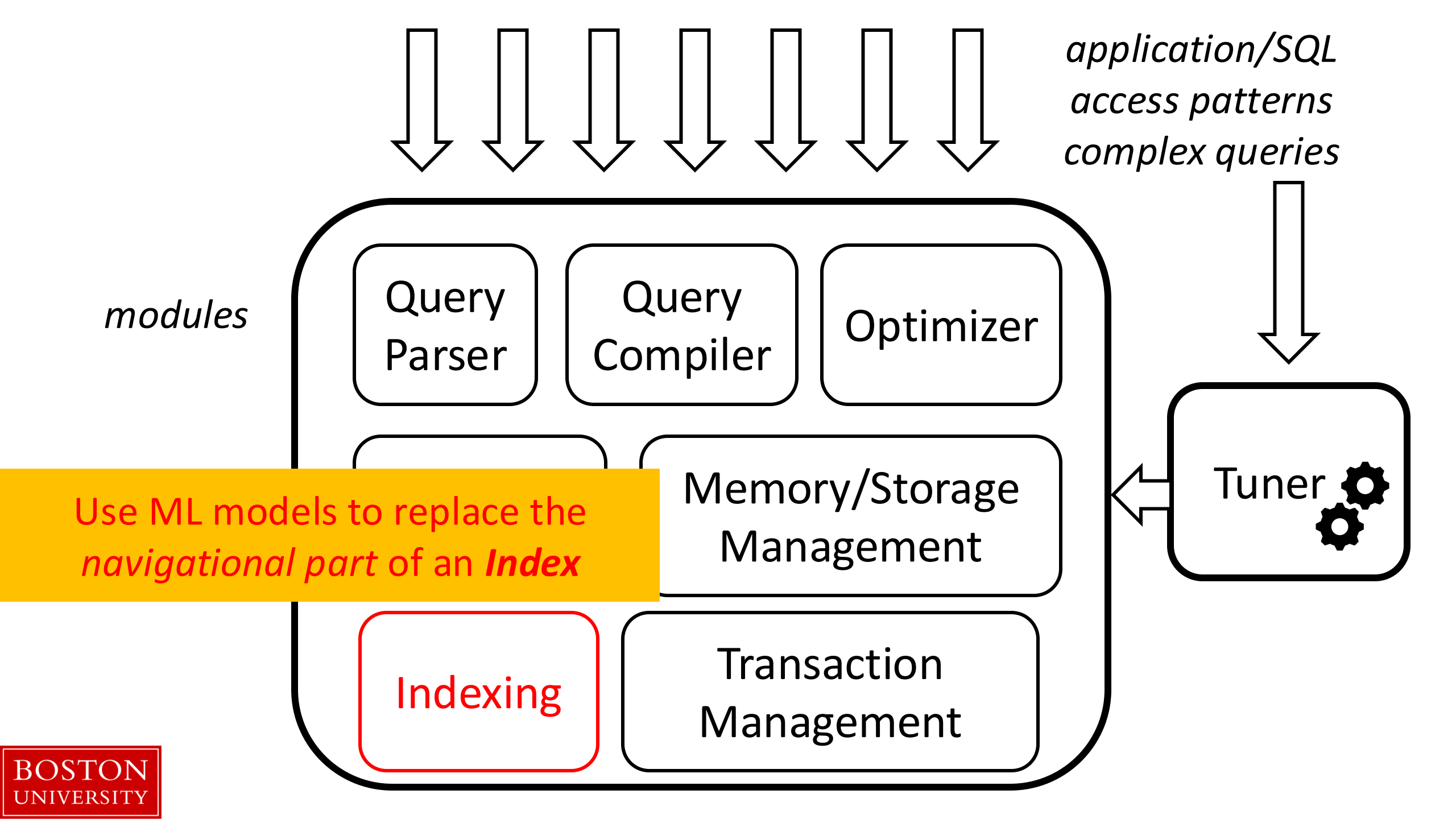
application/SQL
access patterns
complex queries
modules
Query Parser
Query Compiler
Optimizer
Memory/Storage Management
Tuner
Indexing
Transaction Management
Use ML models to replace the *navigational part* of an ***Index***
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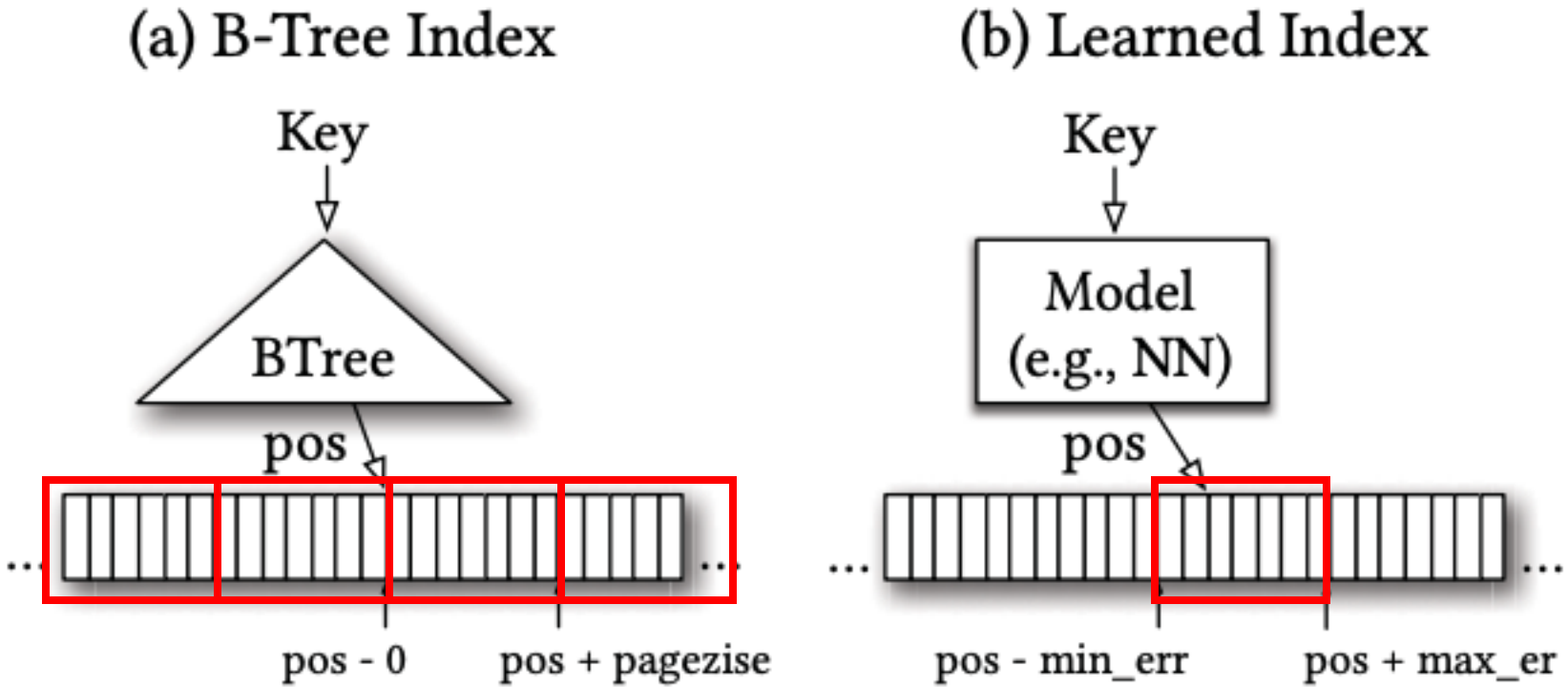
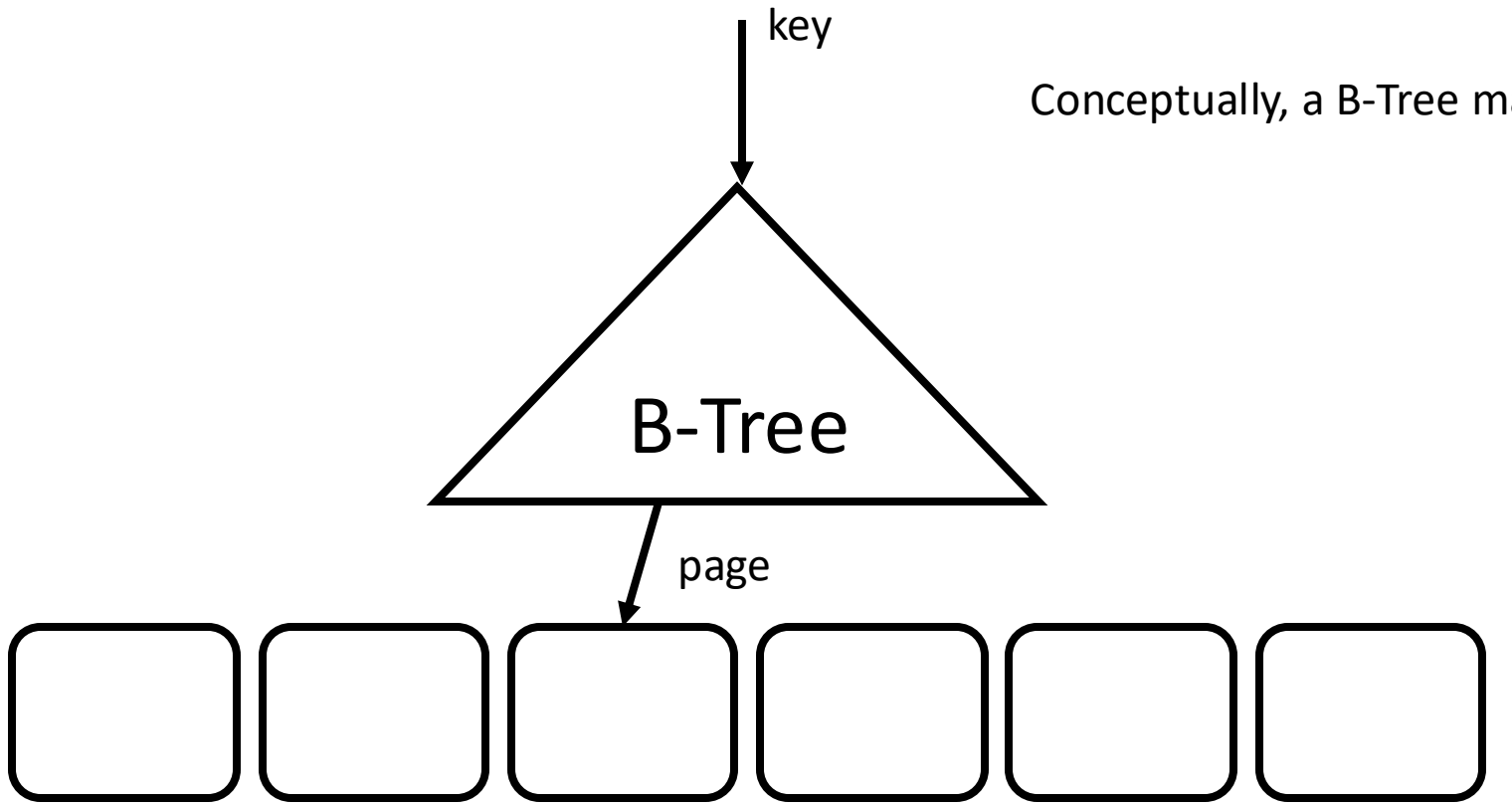
B-Trees vs. Learned Indexes

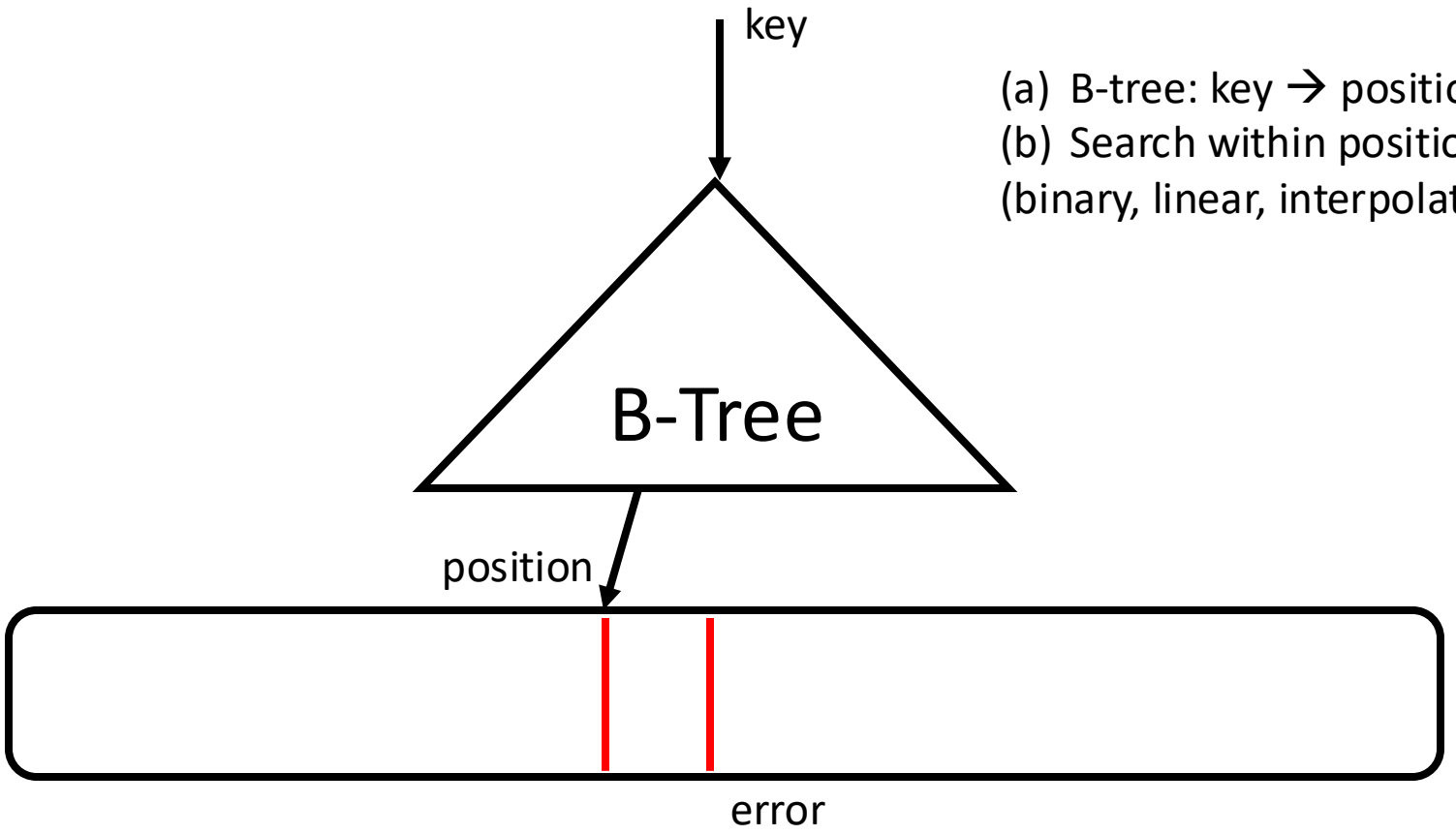


What is the difference?



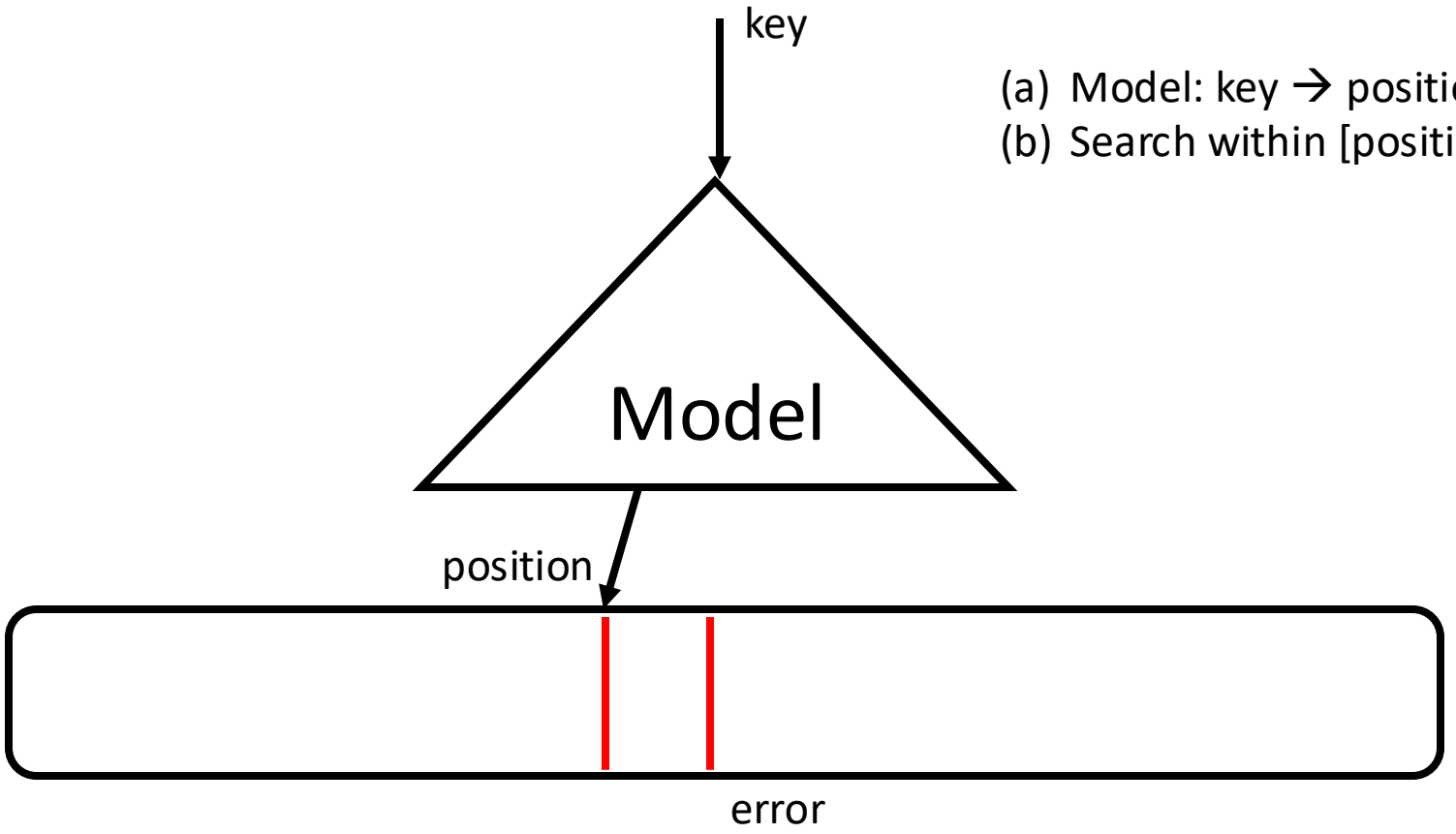
Conceptually, a B-Tree maps a key to a location (page)

Alternative view: data is sorted



(a) B-tree: key → position
(b) Search within position, position+error
(binary, linear, interpolation, exponential search)

A B-Tree is a Model



(a) Model: key → position estimate
(b) Search within [position-error, position+error]

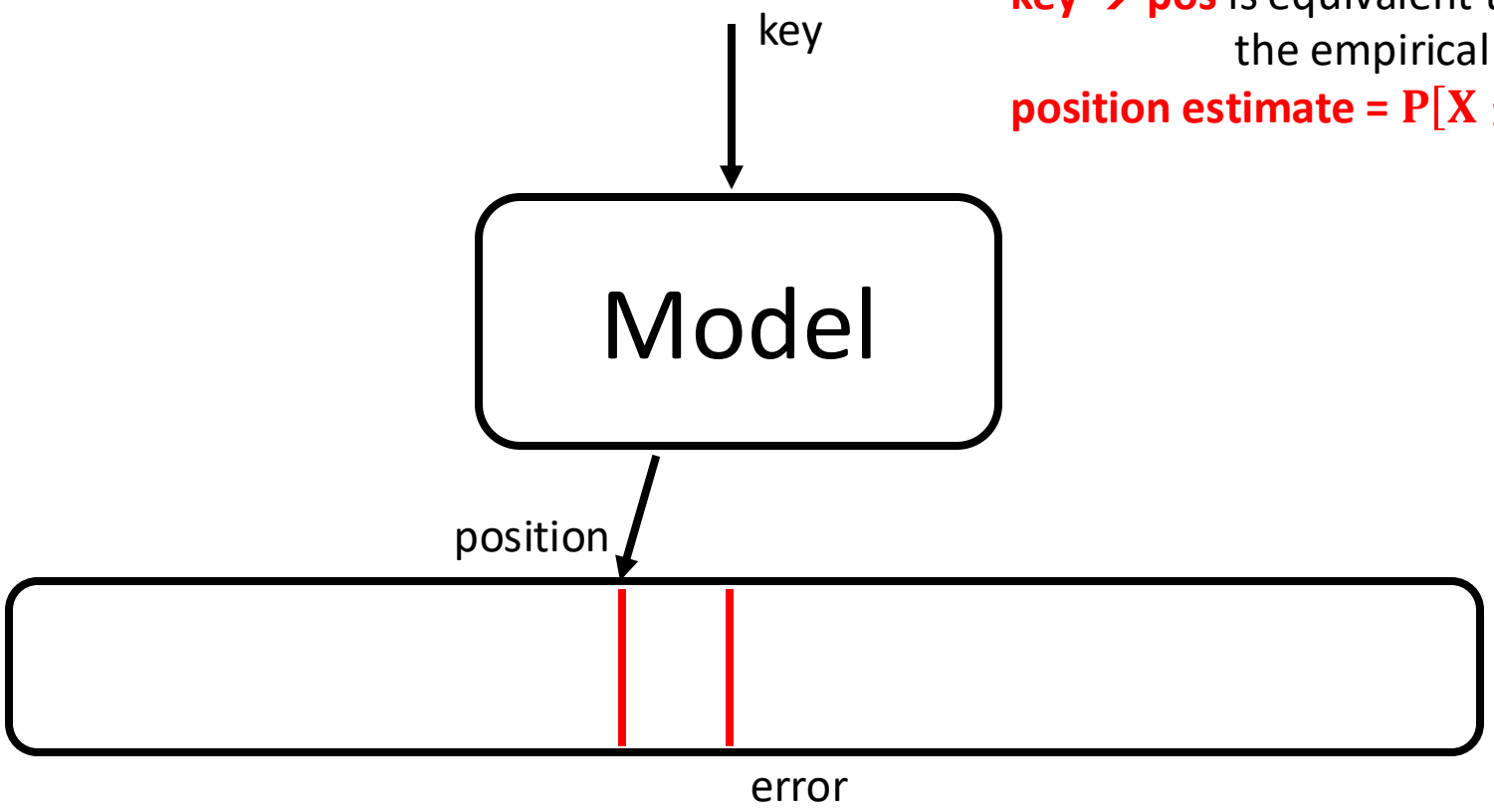
A B-Tree is already a model!

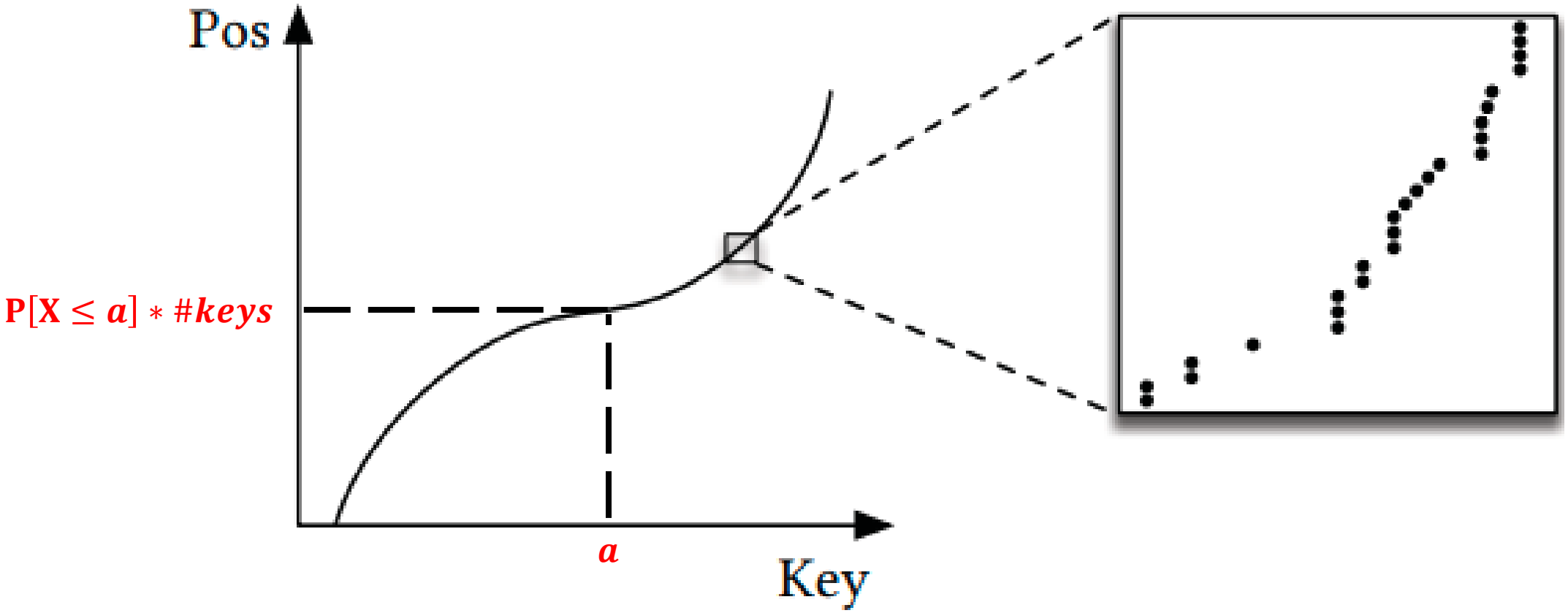
A B-Tree is a Model

A form of regression model

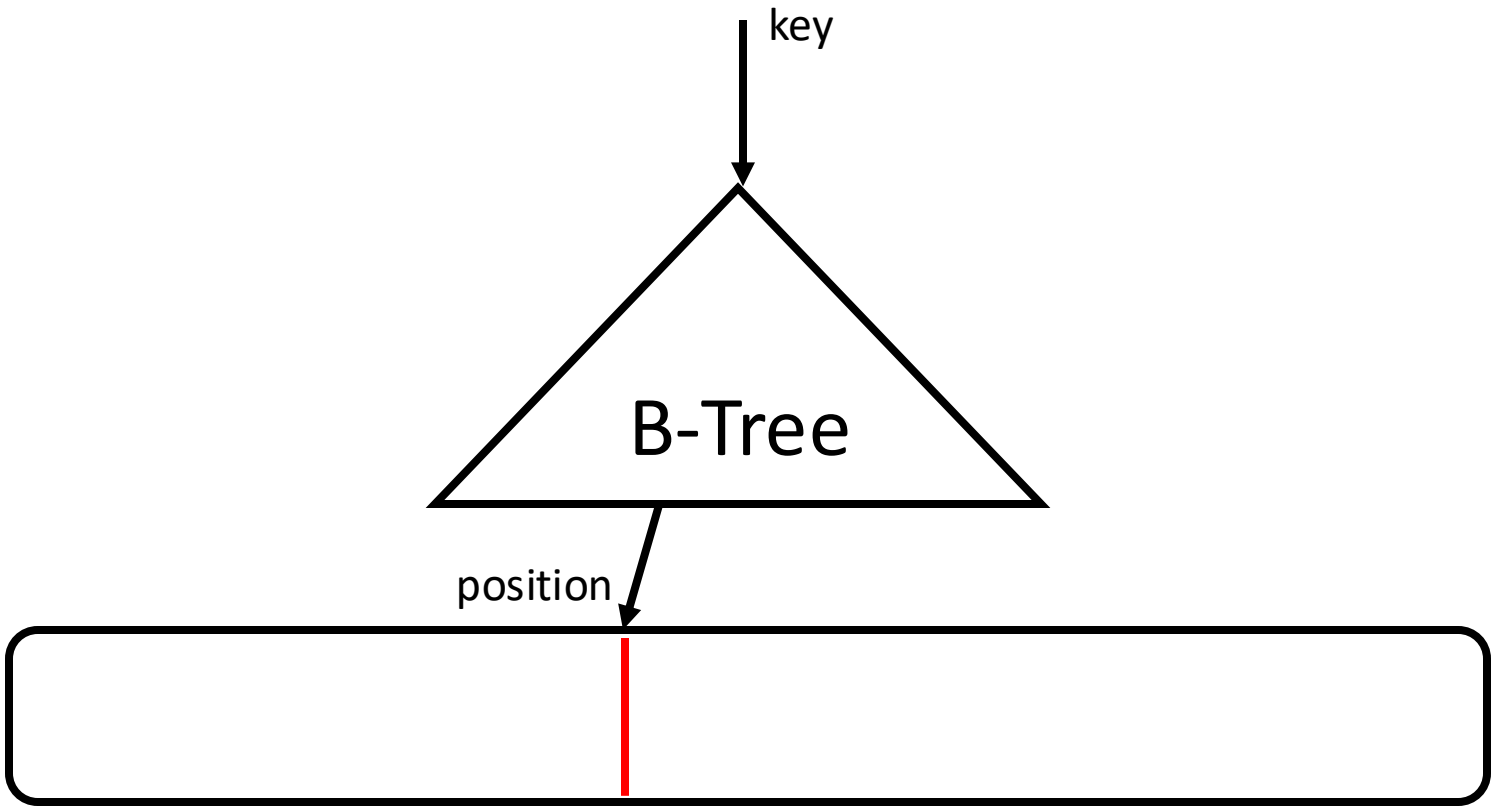
key → pos is equivalent to modeling the empirical CDF of the data

position estimate = $\mathbf{P}[\mathbf{X} \leq \boldsymbol{key}] * \#\boldsymbol{keys}$





B-Trees are regression trees



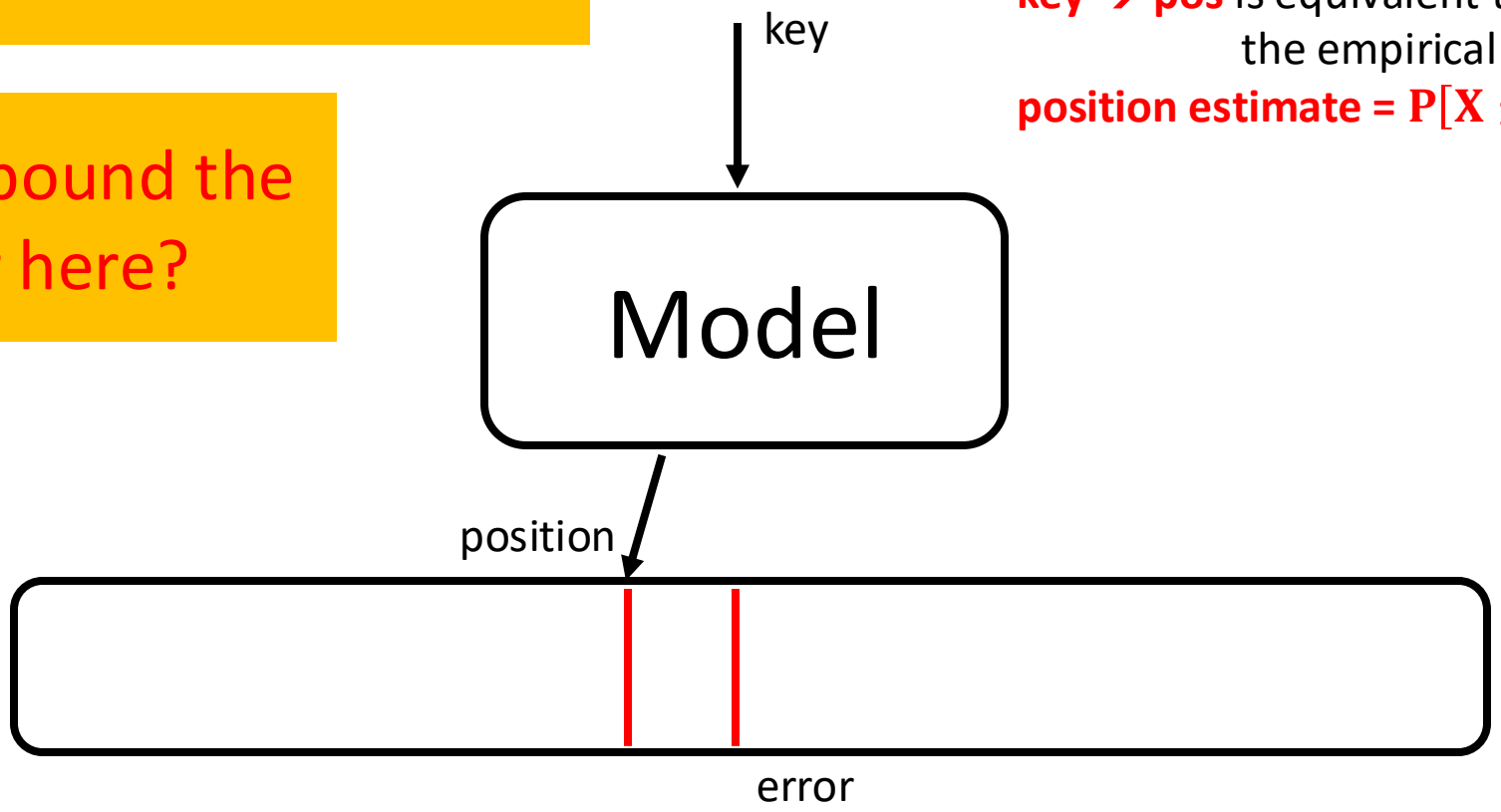
B-Trees is ***already*** a form of a learned index

What does this mean?

Learned Indexes

B-Trees have bounded error

Can we bound the error here?



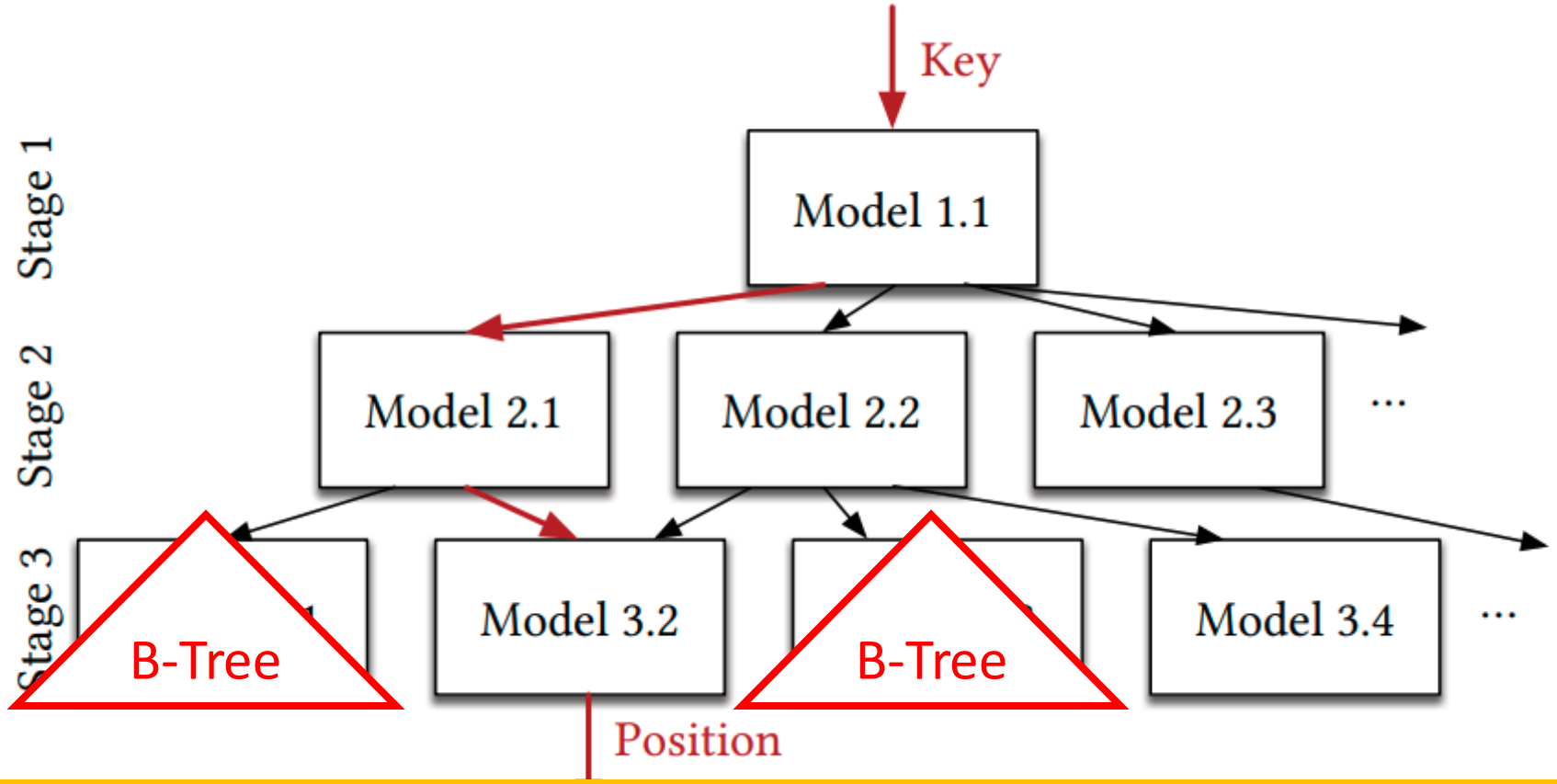
A form of regression model

key → pos is equivalent to modeling the empirical CDF of the data

position estimate = $\mathbf{P}[\mathbf{X} \leq \boldsymbol{key}] * \#\boldsymbol{keys}$

What is the problem if we use an arbitrary model?

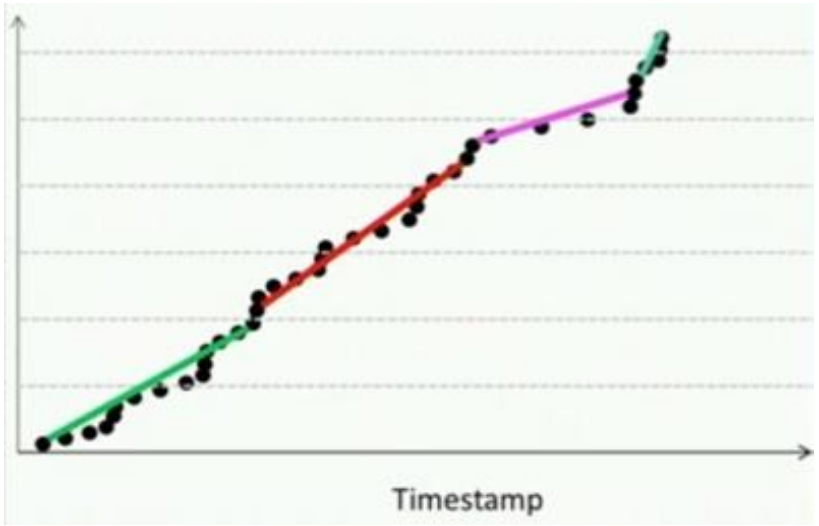
Last-mile indexing



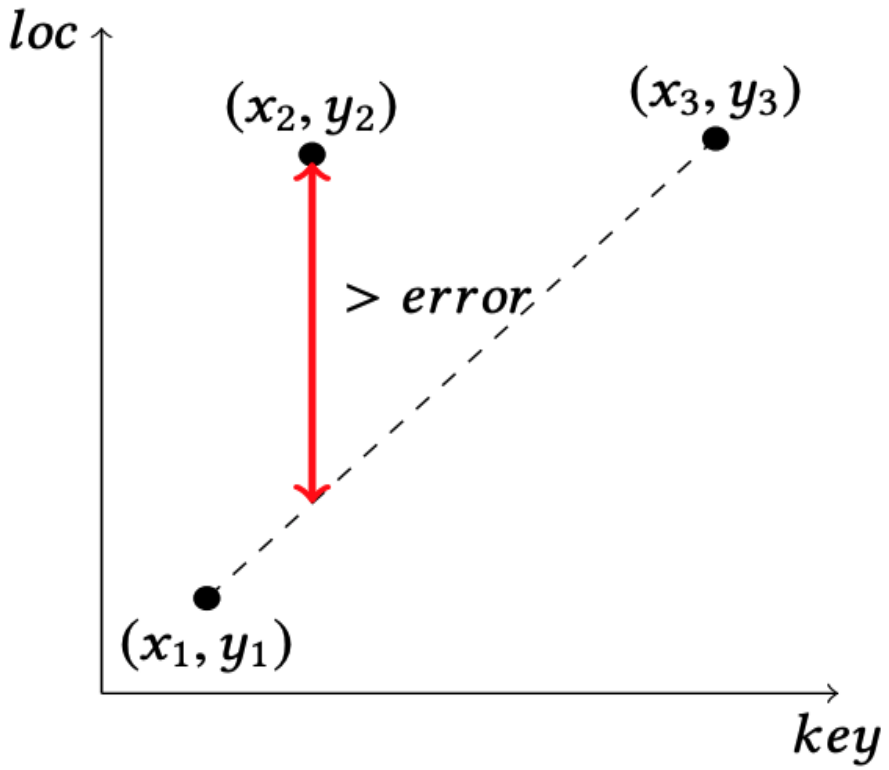
Some models can be replaced sub-B-Trees

Every level provides gain in accuracy

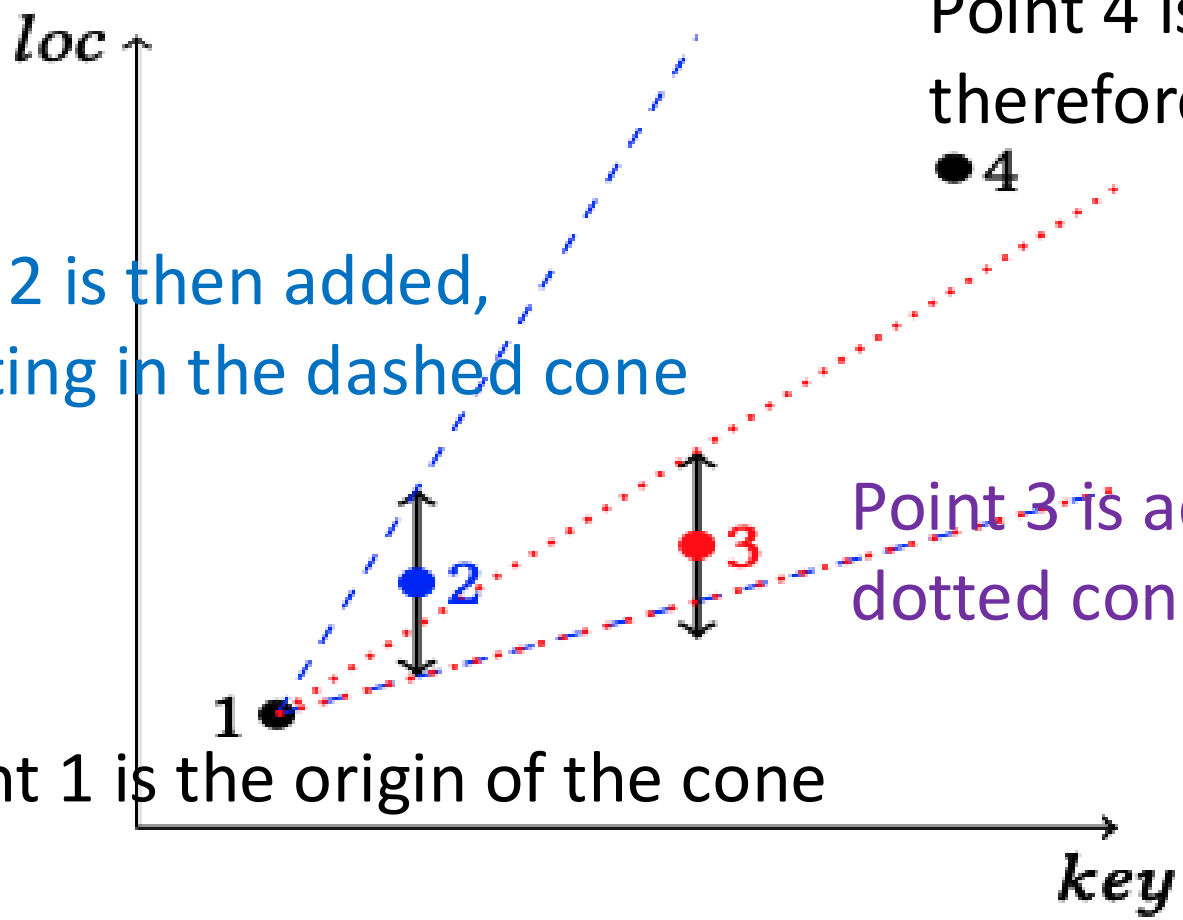
Use case: FITing-Tree



Piece-wise linear approximation



A segment from (x_1,y_1) to (x_3,y_3) is **not valid** if (x_2,y_2) is further than ***error*** from the interpolated line.

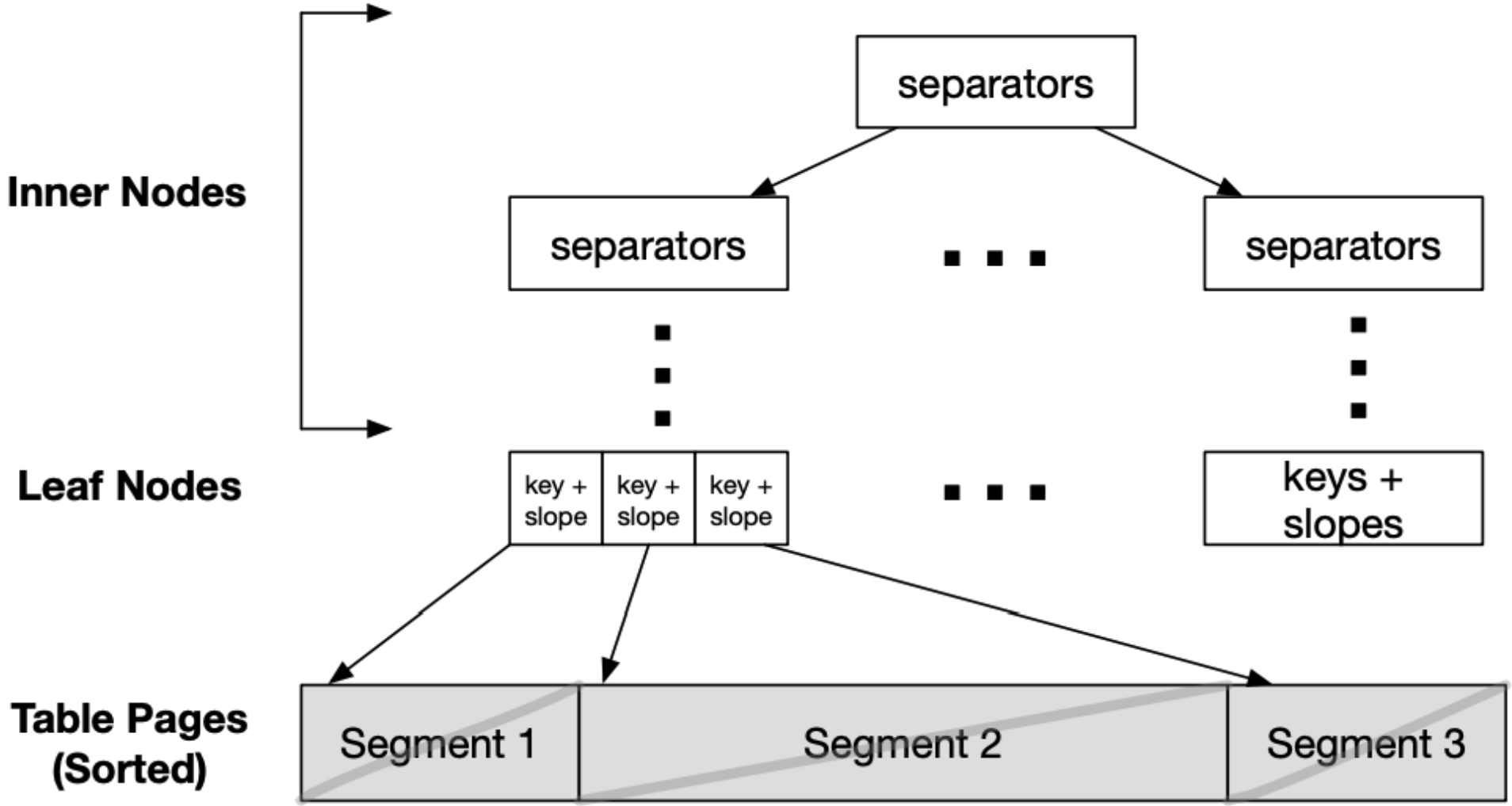


Point 4 is outside the dotted cone and therefore starts a new segment

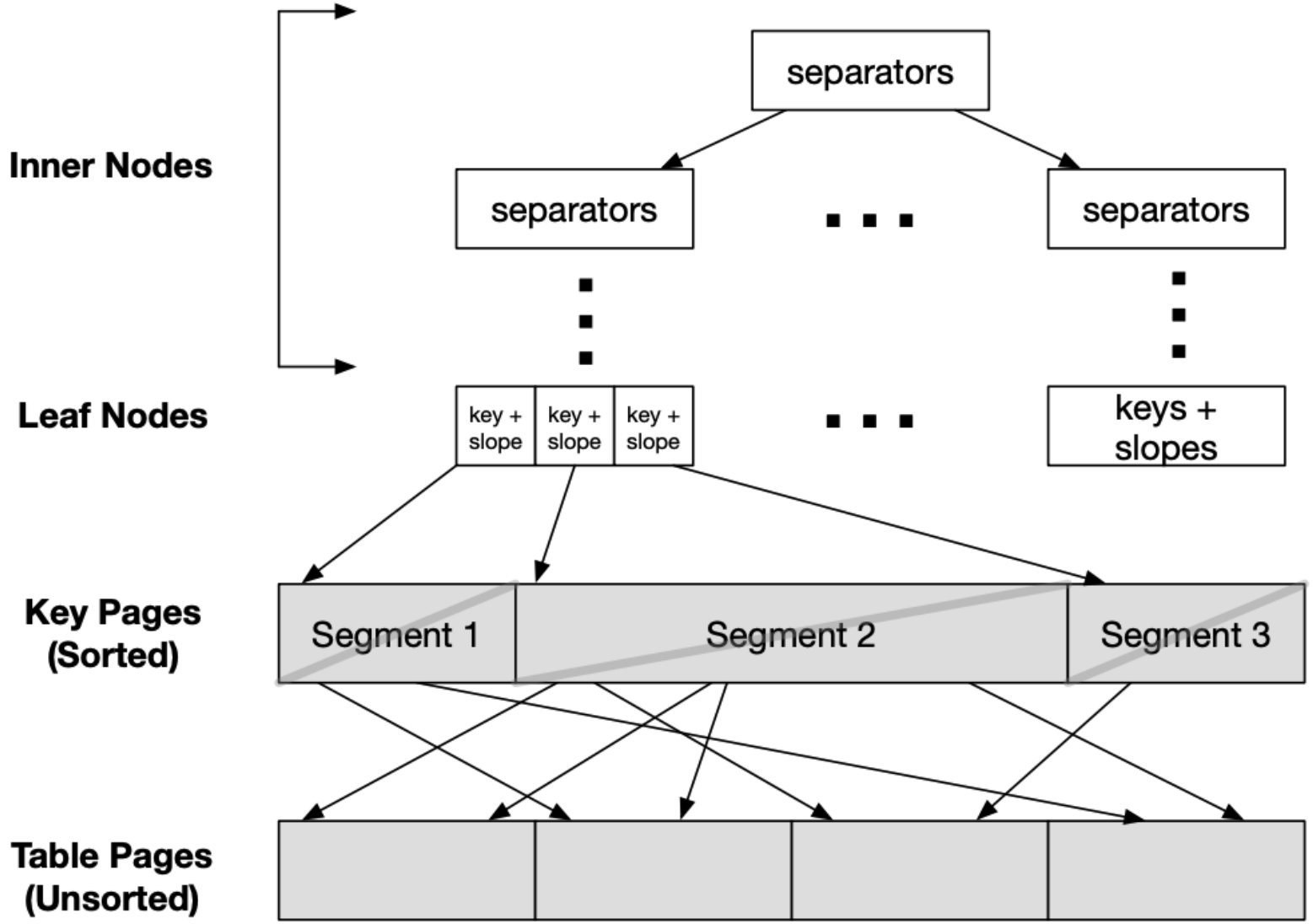
Point 2 is then added, resulting in the dashed cone

Point 3 is added next, yielding in the dotted cone

Point 1 is the origin of the cone



What if base data is not sorted?

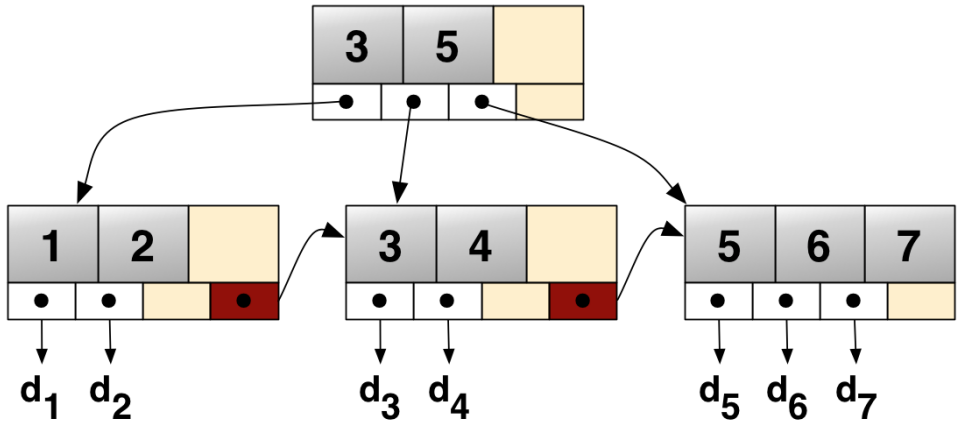


Need to materialize sorted data

What about updates and learned indexes?

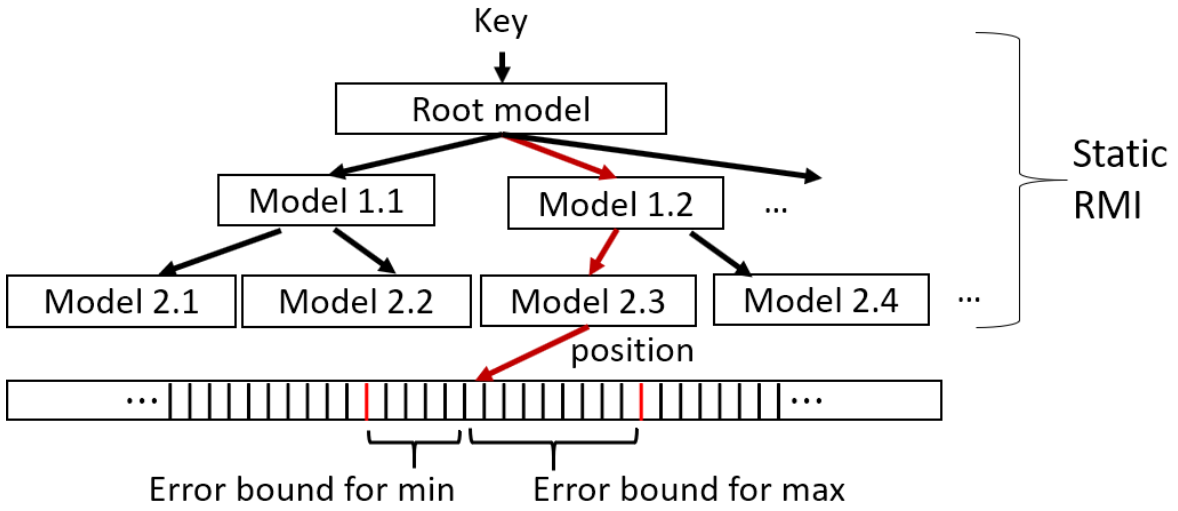
B+ Tree

- Traverses tree using comparisons
- Supports OLTP-style mixed workloads
  - Point lookups, range queries
  - Inserts, updates, deletes



Learned Index (Kraska et al., 2018)

- Traverses tree using computations (models)
- Supports point lookups and range queries
- Advantages: 3X faster reads, 10X smaller size
- Limitation: does not support writes



ALEX goals

	B+ Tree	Learned Index	ALEX
Lookup time	Slow	Fast	Faster
Insert time	Fast	Not Supported	Fast
Space usage	High	Low	Low

(every row should be read independently)

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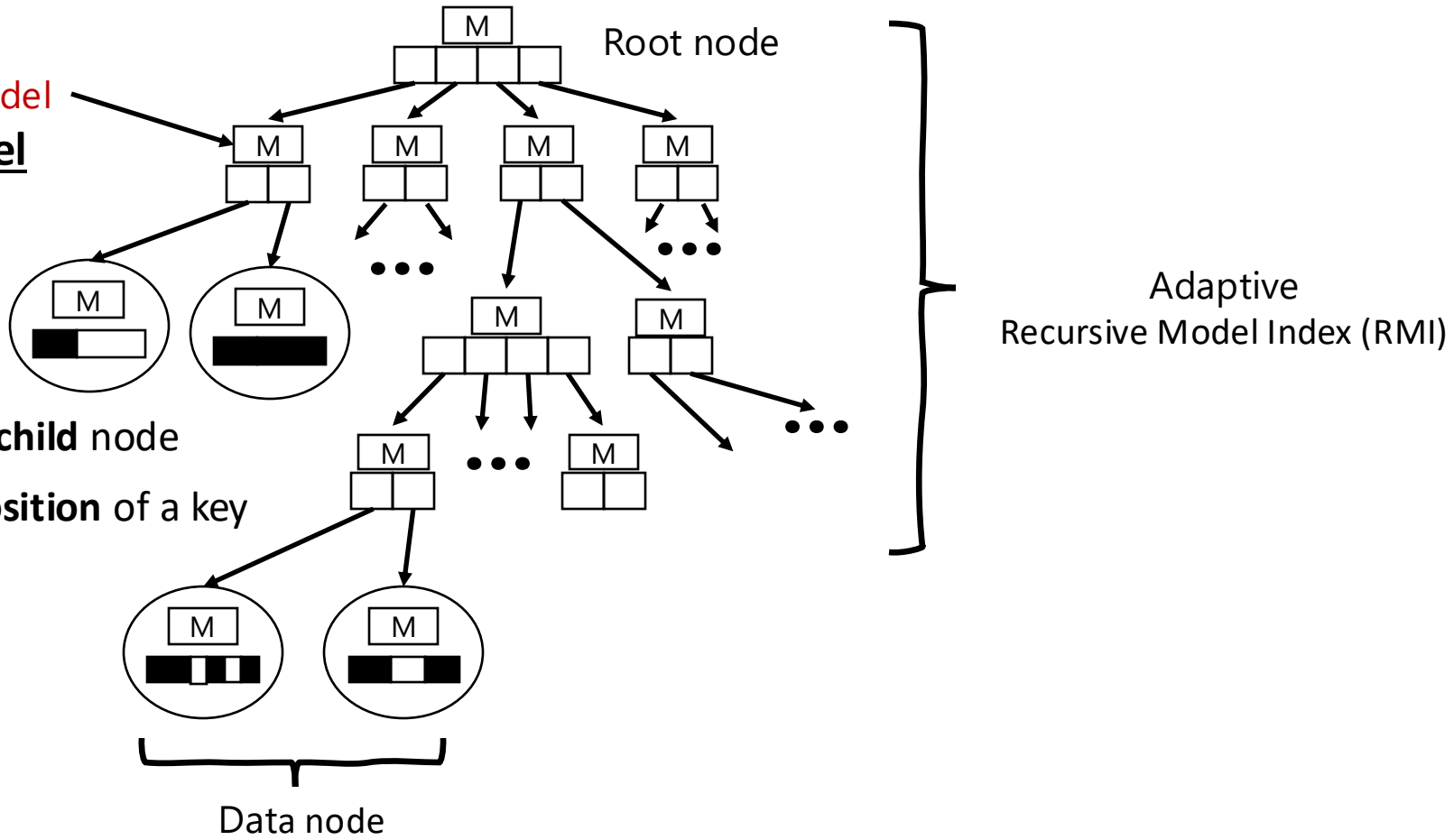
(every row should be read independently)

ALEX: An Updatable Learned Index

Dynamic tree structure

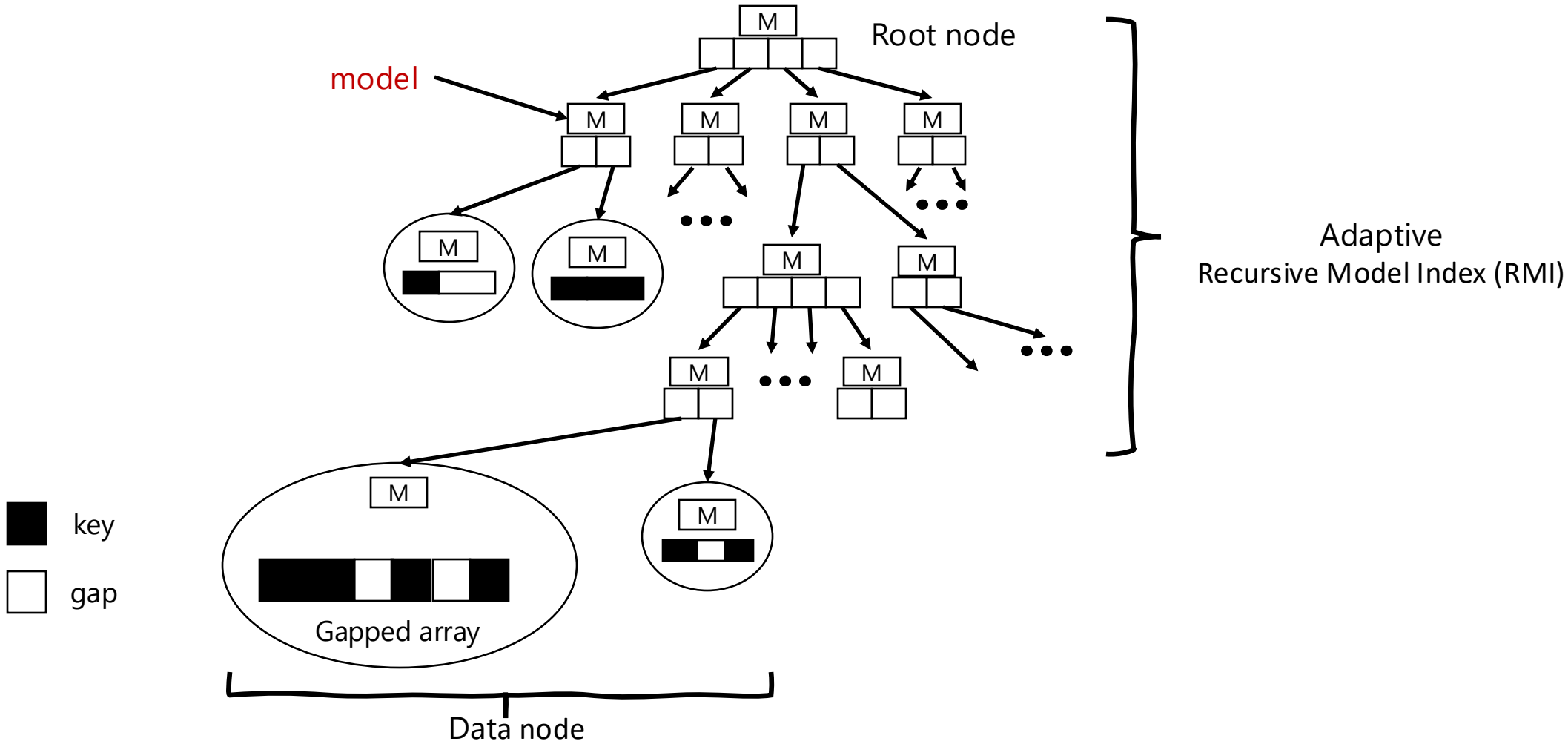
Each **node** contains a **linear model**



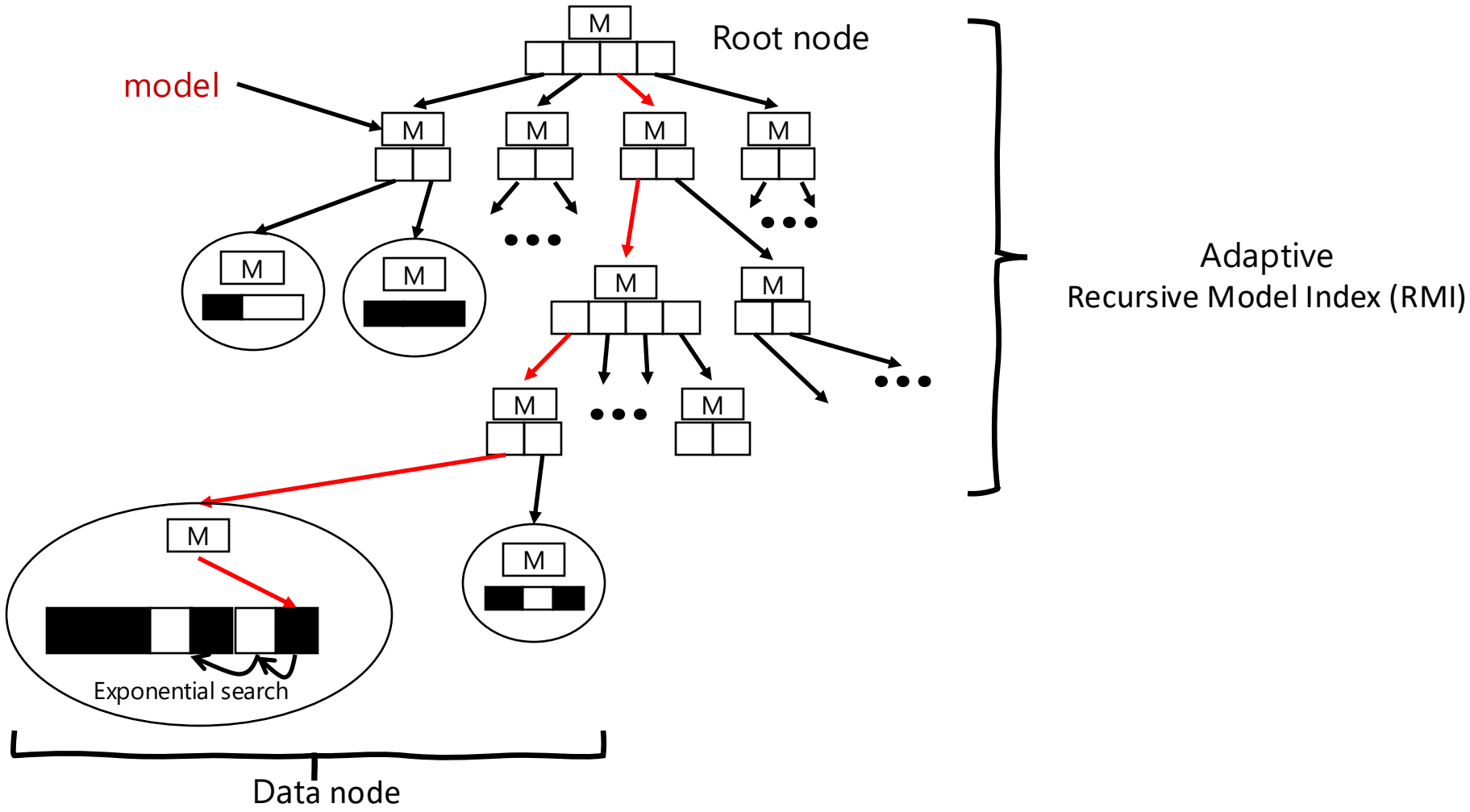
internal nodes → **models select the child** node

data nodes → **models predict the position** of a key

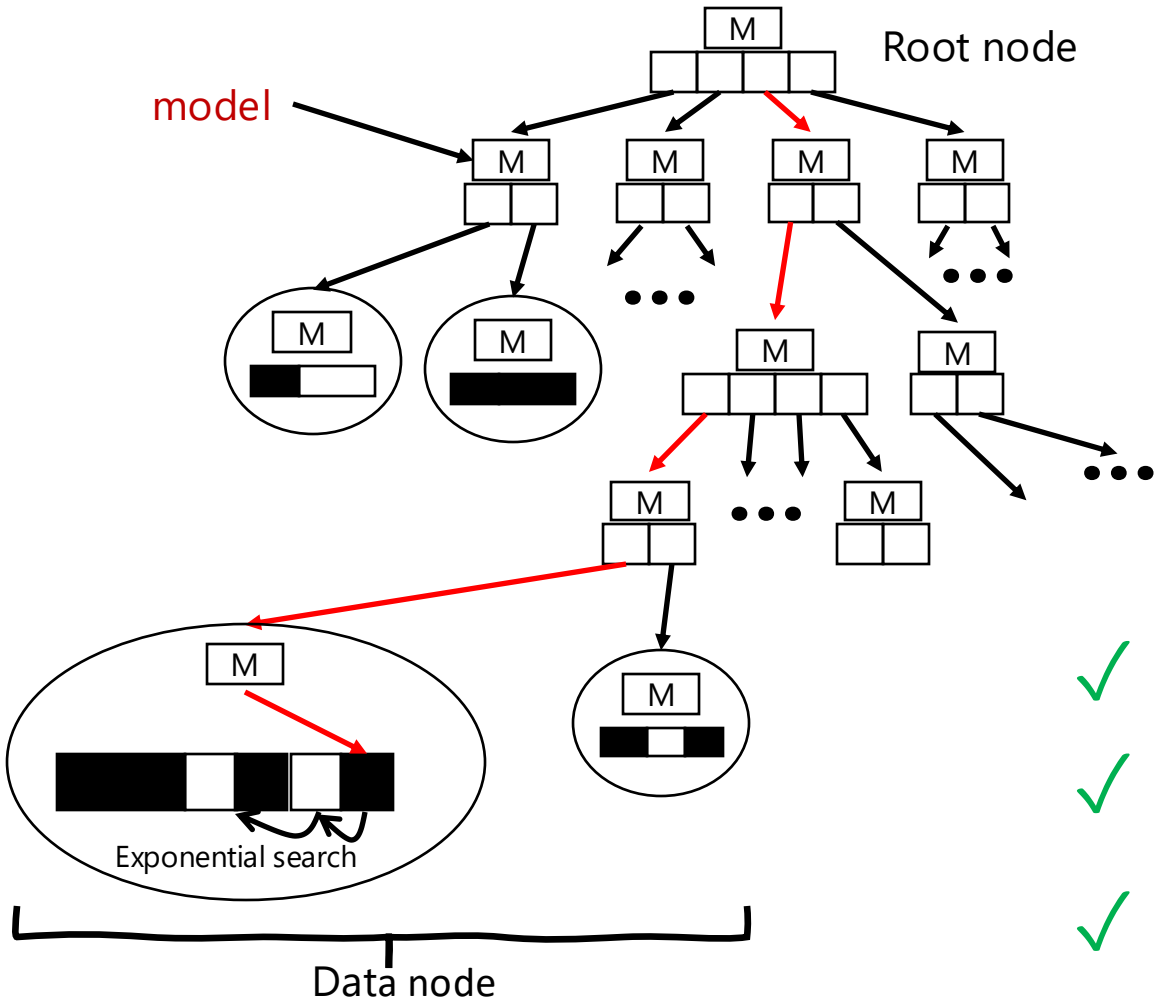
ALEX: An Updatable Learned Index



Lookups in ALEX



Insertions in ALEX

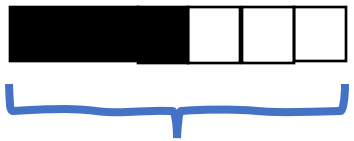


Adaptive
Recursive Model Index (RMI)

- ✓ model based insertions
- ✓ gapped array uses fewer shifts
- ✓ exponential search scales with error size

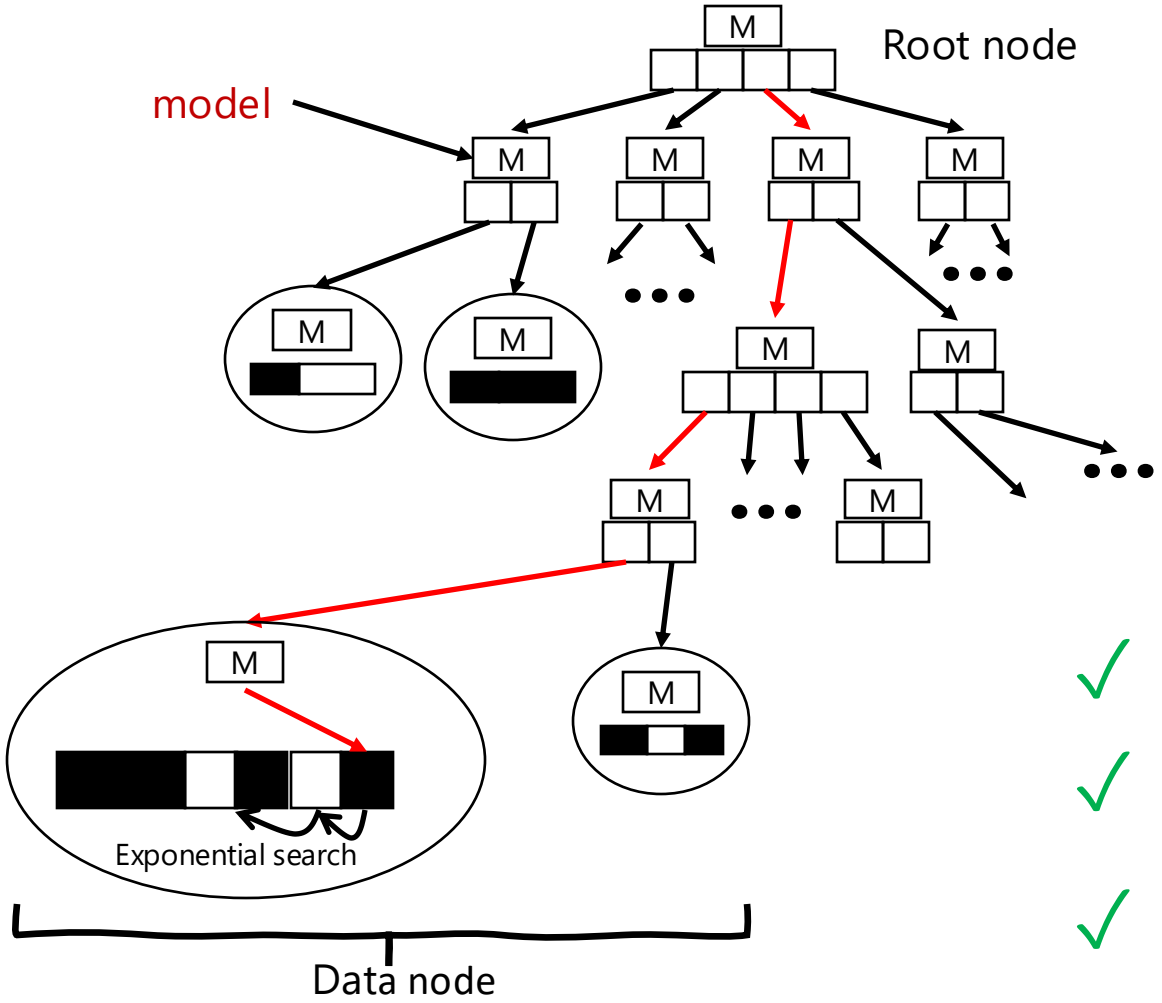
Insertions in ALEX

Inserting pre-structured data…



like a "normal" array

- gaps are infrequent
- faster exp. Search!



Adaptive
Recursive Model Index (RMI)

- ✓ model based insertions
- ✓ gapped array uses fewer shifts
- ✓ exponential search scales with error size

ALEX Core Ideas

	Faster Reads	Faster Writes	Adaptiveness
1. Gapped Array		✓	
2. Model-based Inserts	✓		
3. Exponential Search	✓		
4. Adaptive Tree Structure	✓	✓	✓

1. Gapped Array

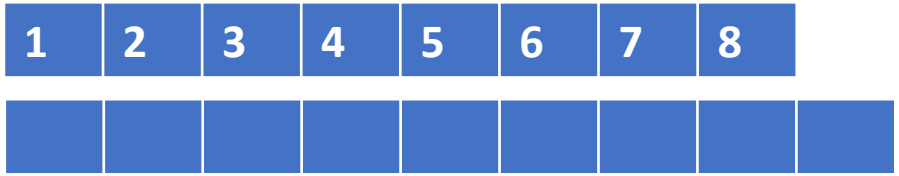
How should data be stored in data nodes?

1. Gapped Array

Dense Array

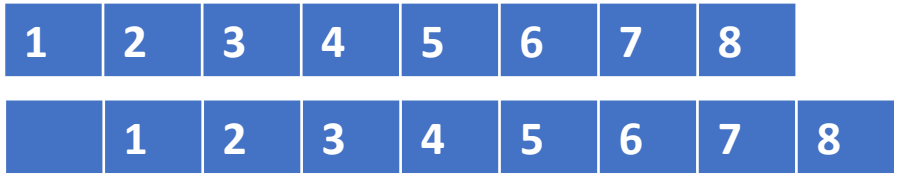
1. Gapped Array

Dense Array



1. Gapped Array

Dense Array



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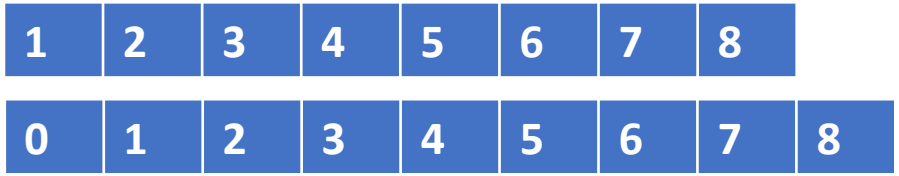
1. Gapped Array

Dense Array



1. Gapped Array

Dense Array

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1. Gapped Array

Insertion Time

Dense Array

$O(n)$

1. Gapped Array

Insertion Time

Dense Array

$O(n)$

B+ Tree Node

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1. Gapped Array

Insertion Time

Dense Array

$O(n)$

B+ Tree Node

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Insertion Time

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1. Gapped Array

Insertion Time

Dense Array

$O(n)$

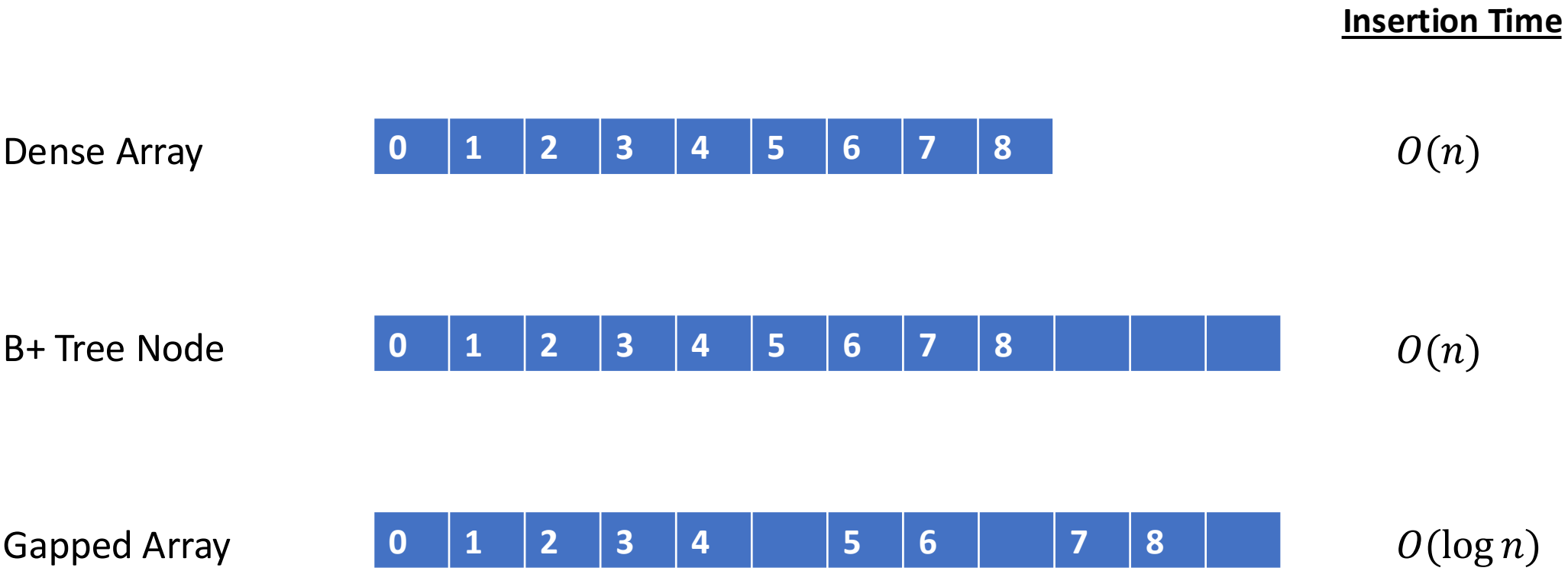
B+ Tree Node

$O(n)$

Gapped Array

$O(\log n)$

1. Gapped Array



Storing data in Gapped Arrays achieves inserts using fewer shifts, leading to faster writes

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1. Gapped Array

		Insertion Time
Dense Array		$O(n)$
B+ Tree Node		$O(n)$
Gapped Array		$O(\log n)$

Storing data in Gapped Arrays achieves inserts using fewer shifts, leading to faster writes

2. Model-based Inserts

Where do we put gaps in the Gapped Array?

2. Model-based Inserts

Gapped Array

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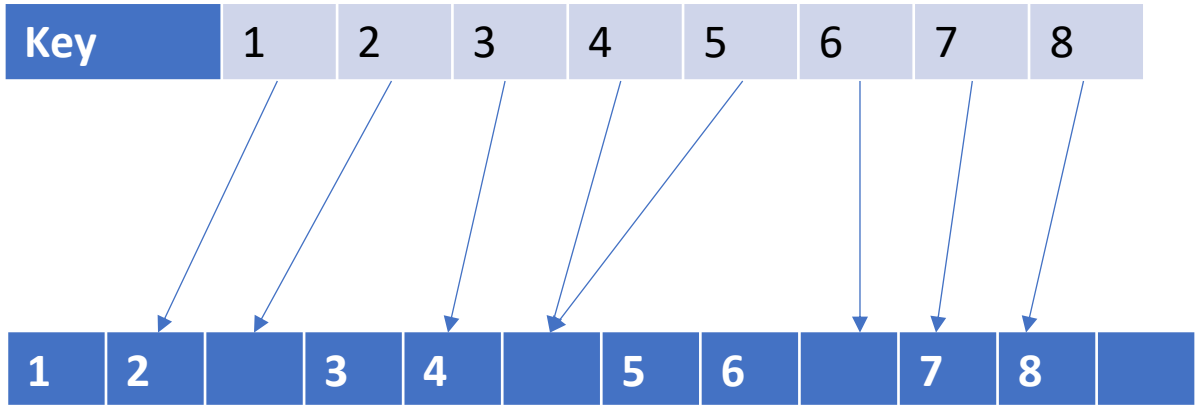
2. Model-based Inserts

Model

Gapped Array



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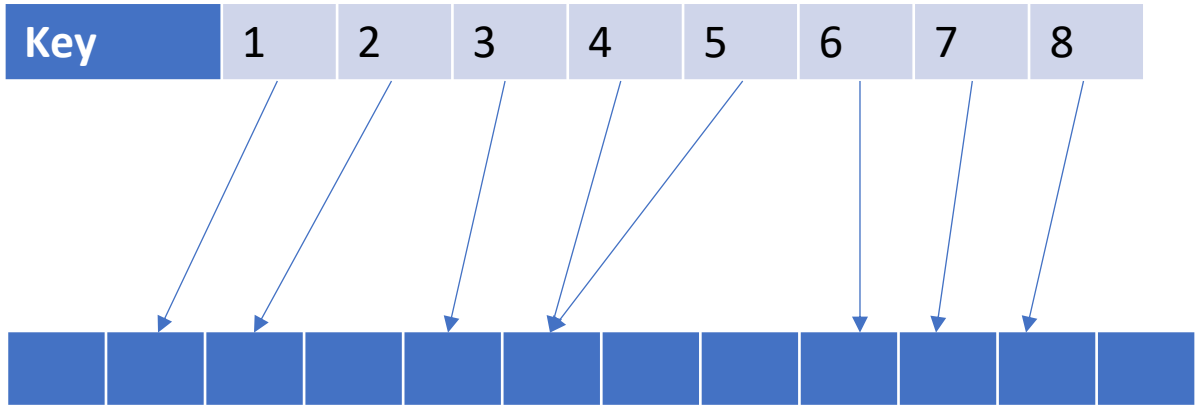
2. Model-based Inserts

Model

Gapped Array



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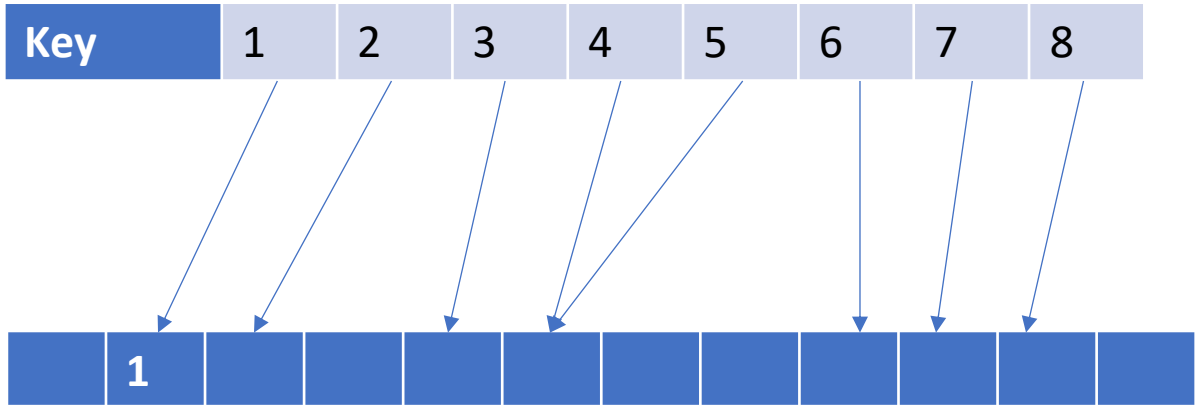
Model

Gapped Array



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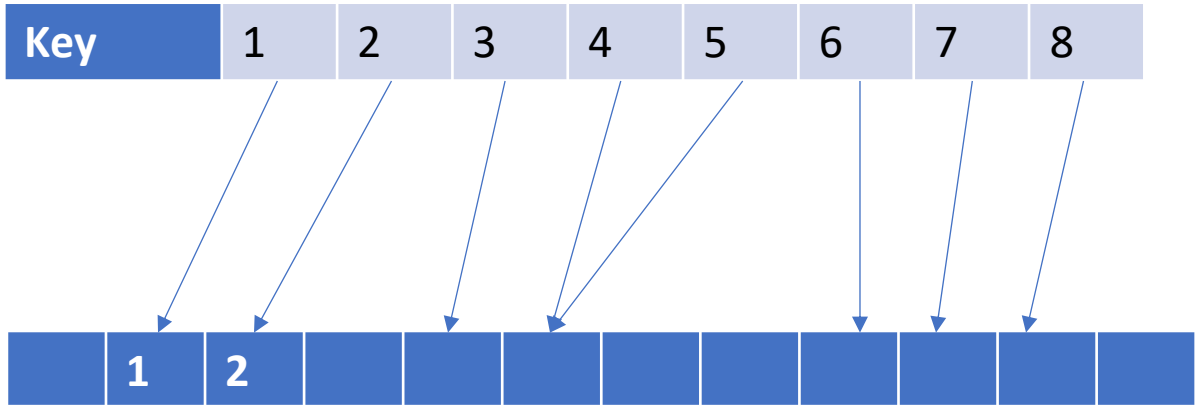
Model

Gapped Array



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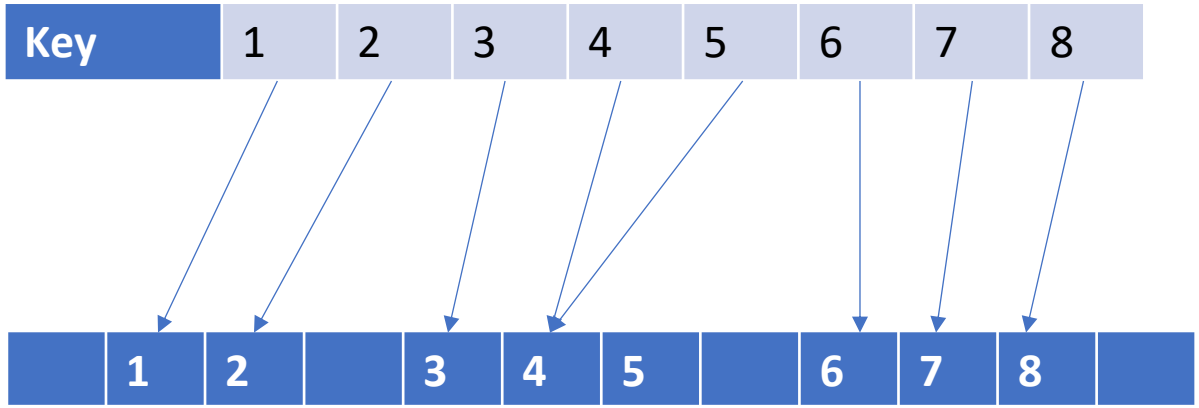
2. Model-based Inserts

Model

Gapped Array



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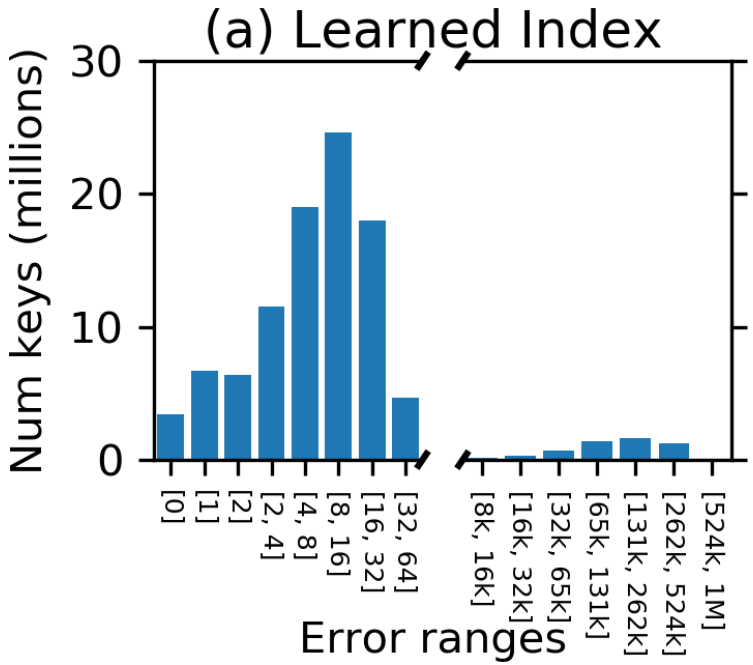

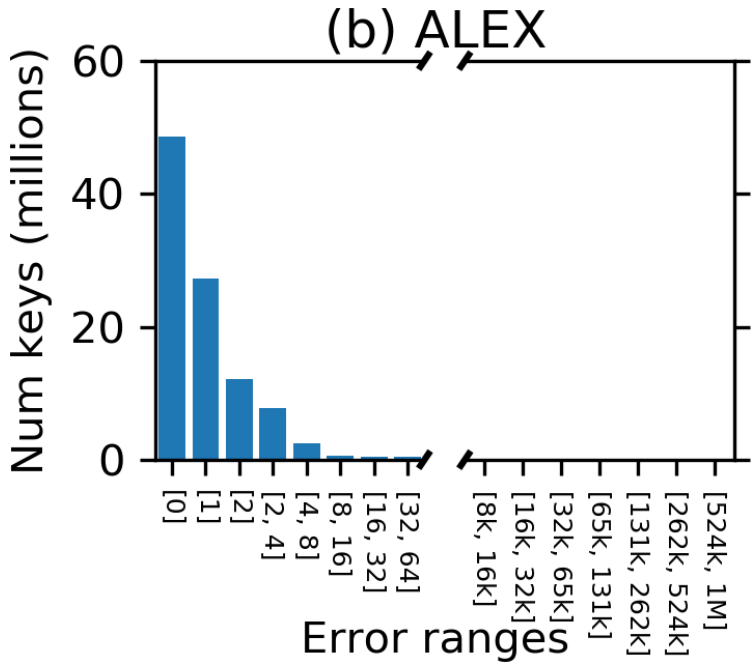

Model-based inserts achieve lower prediction error, leading to faster reads

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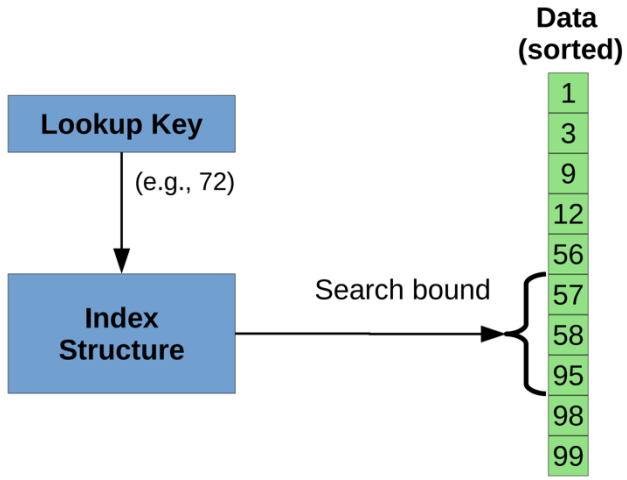
3. Exponential Search



Can we do better than binary search?

Explanation: Exponential Search

1	2	3	5	6	7	8	13	15	17	18	21	22	23

```
int exponential_search(T arr[], int size, T key)
{
    if (size == 0) {
        return NOT_FOUND;
    }

    int bound = 1;
    while (bound < size && arr[bound] < key) {
        bound *= 2;
    }

    return binary_search(arr, key, bound/2, min(bound + 1, size));
}
```

Core algorithm: binary search!

Key difference: exp. increasing search bound

Explanation: Exponential Search

search for 3

```
int exponential_search(T arr[], int size, T key)
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    if (size == 0) {
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Explanation: Exponential Search

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Explanation: Exponential Search

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Explanation: Exponential Search

search for 3

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```

Explanation: Exponential Search

search for 22

```
int exponential_search(T arr[], int size, T key)
{
    if (size == 0) {
        return NOT_FOUND;
    }

    int bound = 1;
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    }

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}
```

Explanation: Exponential Search

search for 22

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```

Explanation: Exponential Search

search for 22

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    return binary_search(arr, key, bound/2, min(bound + 1, size));
}
```

Explanation: Exponential Search

search for 22

```
int exponential_search(T arr[], int size, T key)
{
    if (size == 0) {
        return NOT_FOUND;
    }

    int bound = 1;
    while (bound < size && arr[bound] < key) {
        bound *= 2;
    }

    return binary_search(arr, key, bound/2, min(bound + 1, size));
}
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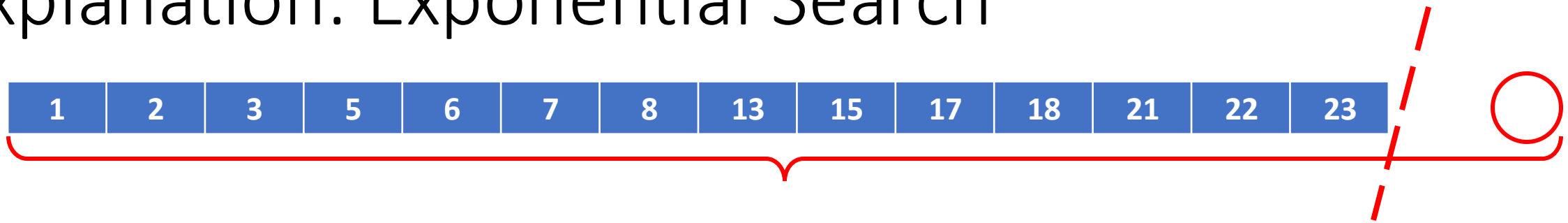
Explanation: Exponential Search



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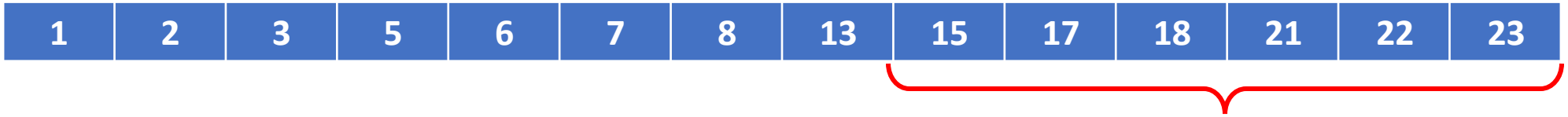

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}
```

Explanation: Exponential Search

1	2	3	5	6	7	8	13	15	17	18	21	22	23

```
int exponential_search(T arr[], int size, T key)
{
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    }
}
```

We begin our search from the “predicted” location, ***low error expected***!

Why is this helpful in our case?

Exp. Search is ***ideal*** for a **search key at the beginning** of the array!

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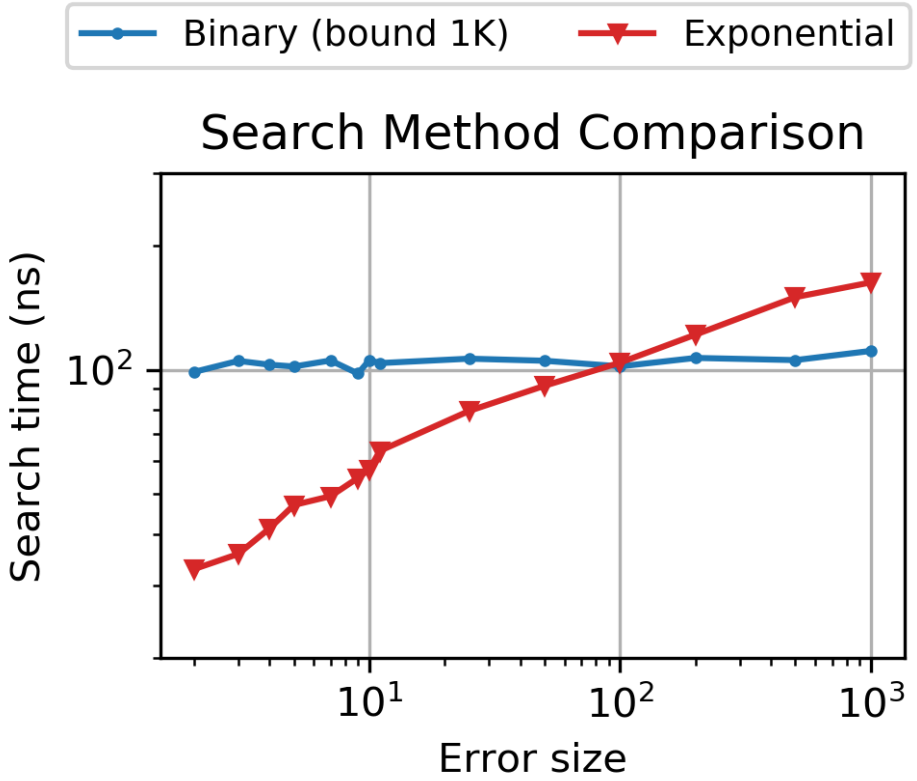
3. Exponential Search



Model errors are low, so exponential search is faster than binary search

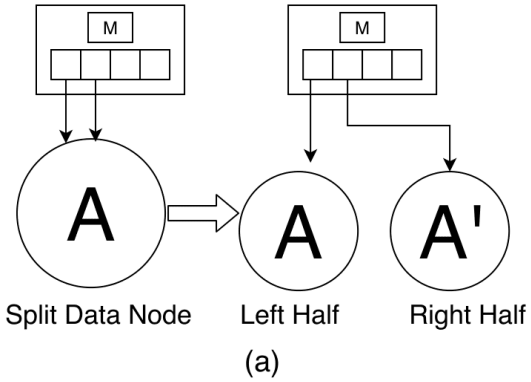
4. Adaptive Structure

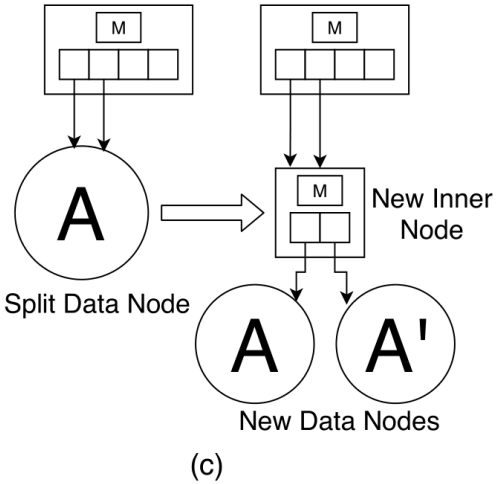
What happens if data nodes become full?

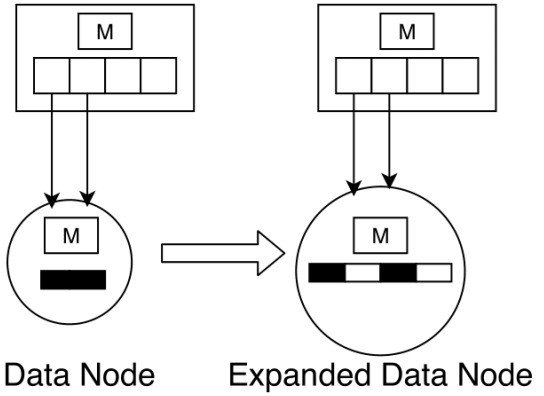
What happens if models become inaccurate?

4. Adaptive Structure

- Flexible tree structure
  - Split nodes sideways
  - Split nodes downwards
  - Expand nodes
  - Merge nodes, contract nodes
- Key idea: all decisions are made to maximize performance
  - Use cost model of query runtime
  - No hand-tuning
  - Robust to data and workload shifts

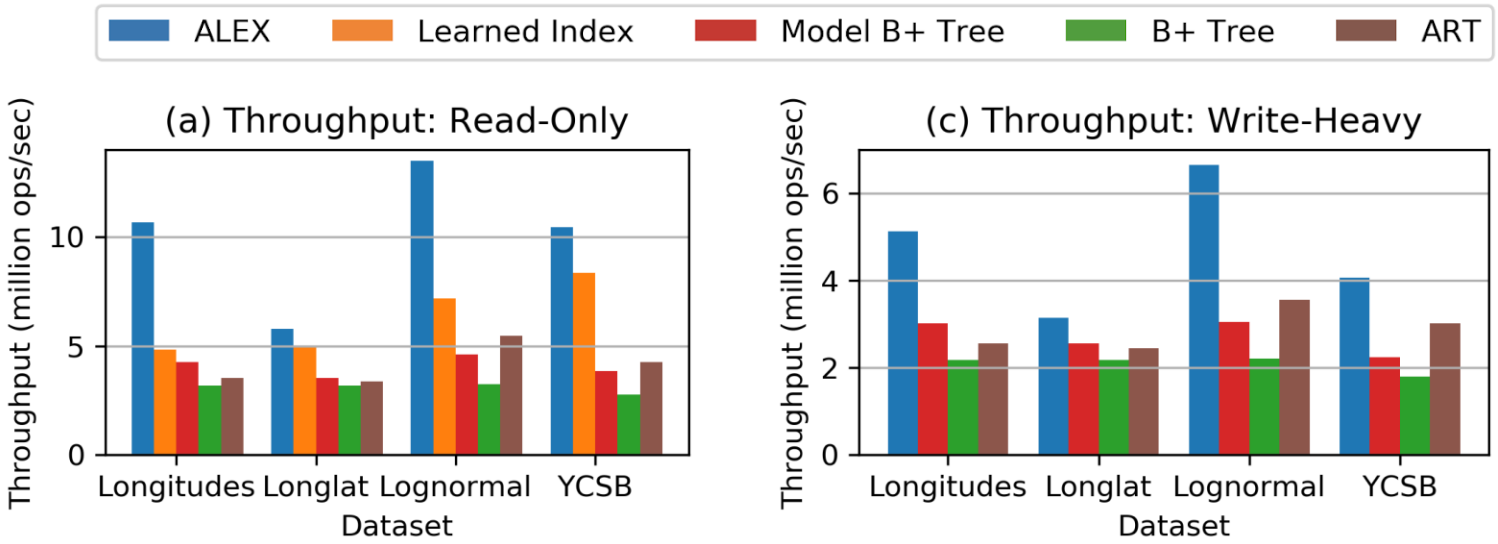






Results

- High-level results
  - Fast reads
  - Fast writes

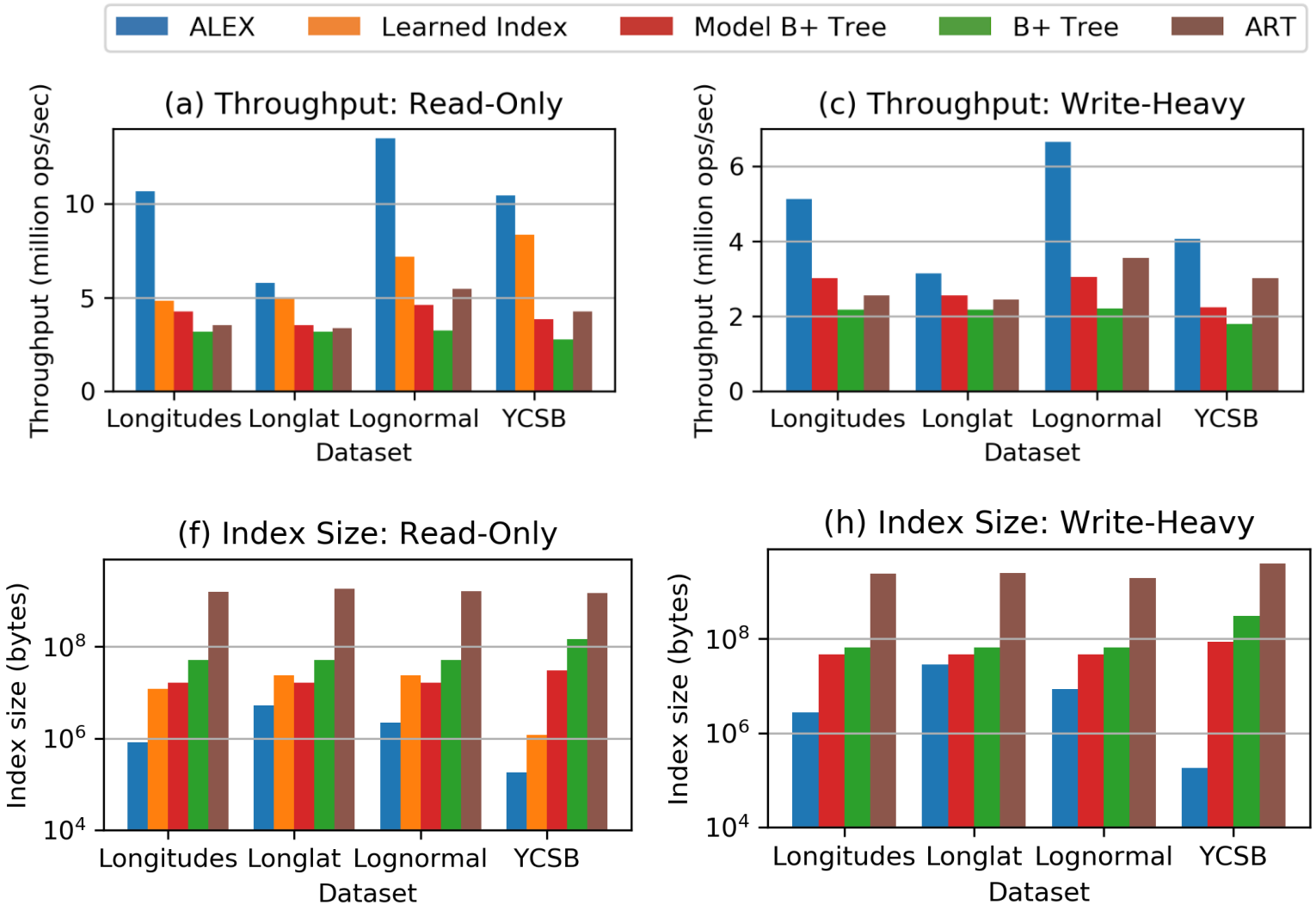


~4x faster than B+ Tree
~2x faster than Learned Index

~2-3x faster than B+ Tree

Results

- High-level results
  - Fast reads
  - Fast writes
  - Smaller index size
- Other results
  - Efficient bulk loading
  - Scales
  - Robust to data and workload shift



~3 orders of magnitude less space for index

ALEX Summary

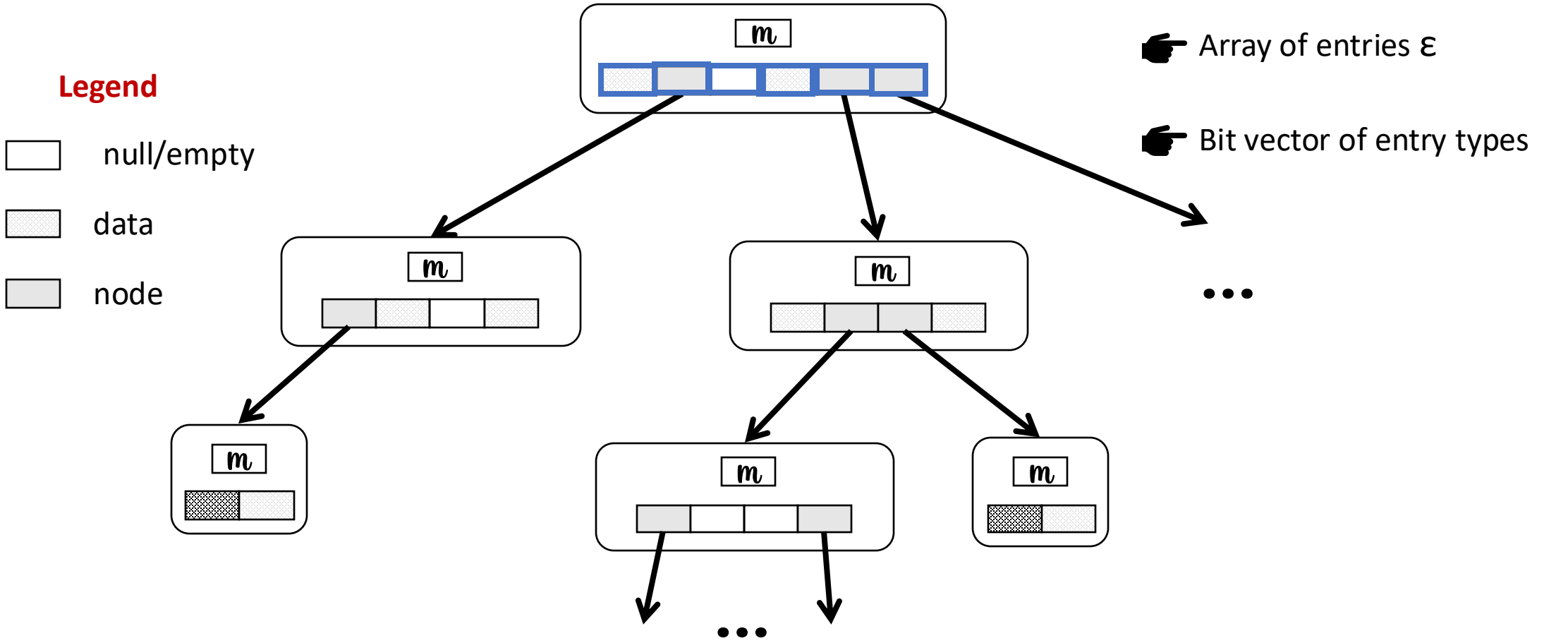
- Combines the best of B+ Tree and Learned Indexes
  - Supports OLTP-style mixed workloads
    - Point lookups, range queries
    - Inserts, updates, deletes
  - Up to 4X faster, 2000X smaller than B+ Tree
- Current research
  - String keys
  - Concurrency
  - Persistence

	Faster Reads	Faster Writes	Adaptiveness
Gapped Array		✓	
Model-based Inserts	✓		
Exponential Search	✓		
Adaptive Tree Structure	✓	✓	✓

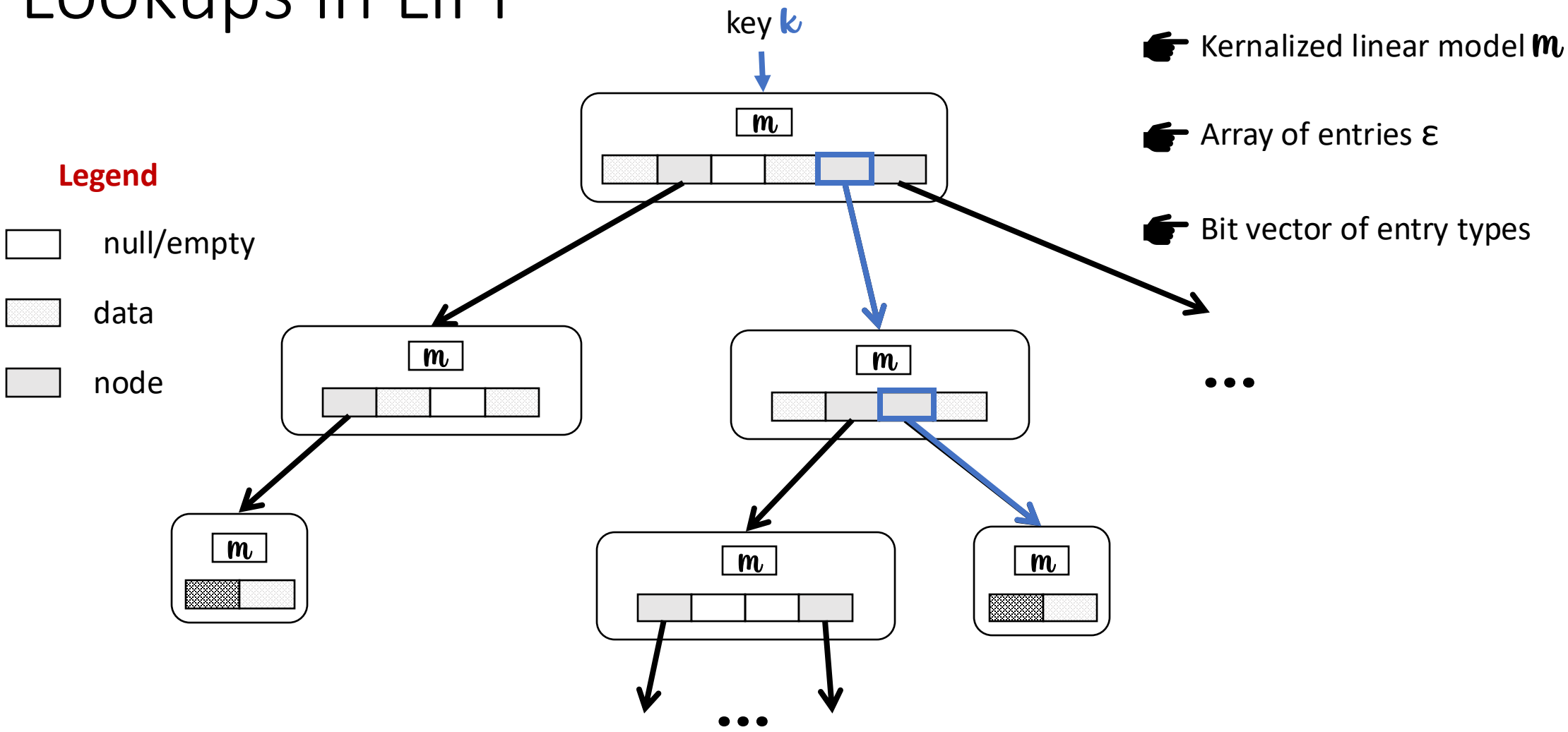
github.com/microsoft/ALEX

LIPP: An Updatable Learned Index with Precise Positions

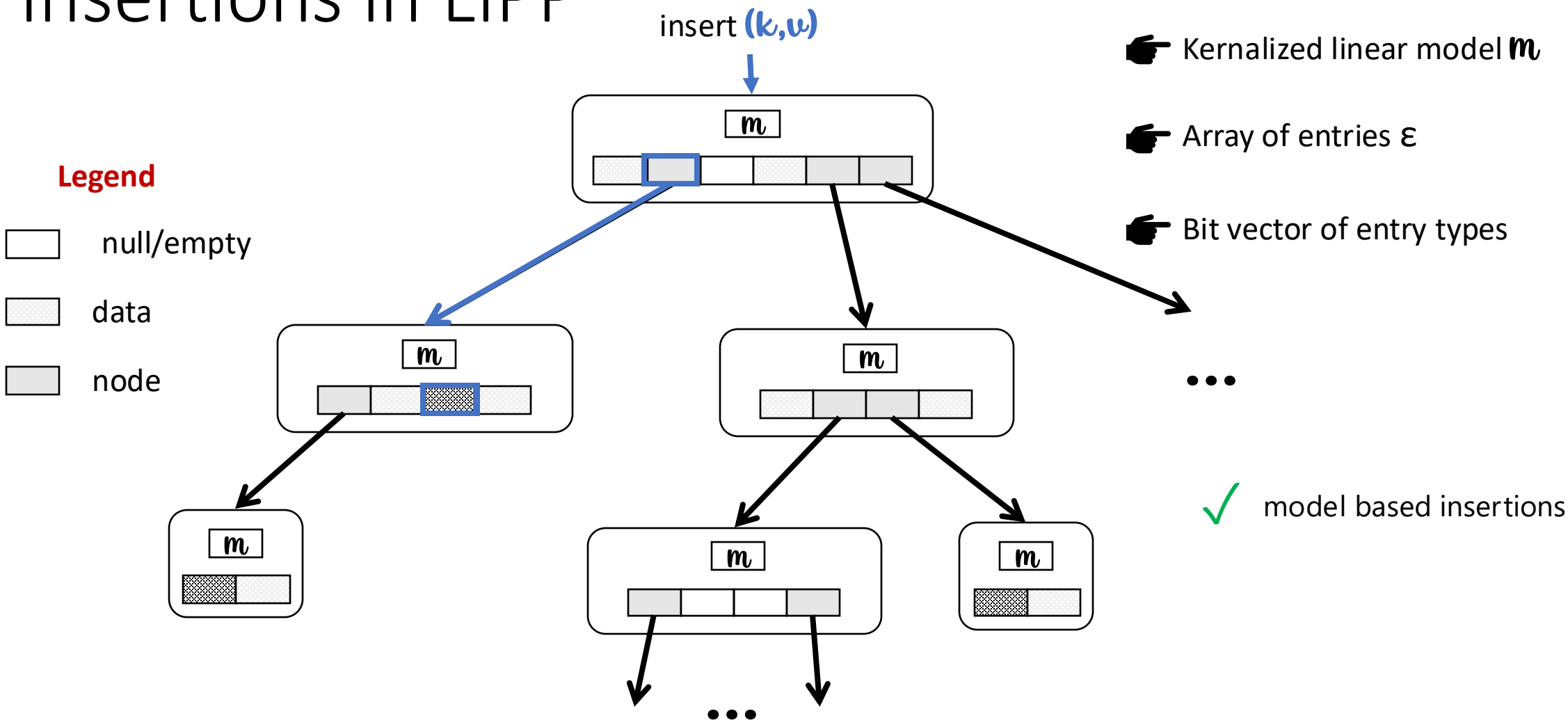
- Kernalized linear model m
- Array of entries ε
- Bit vector of entry types



Lookups in LIPP



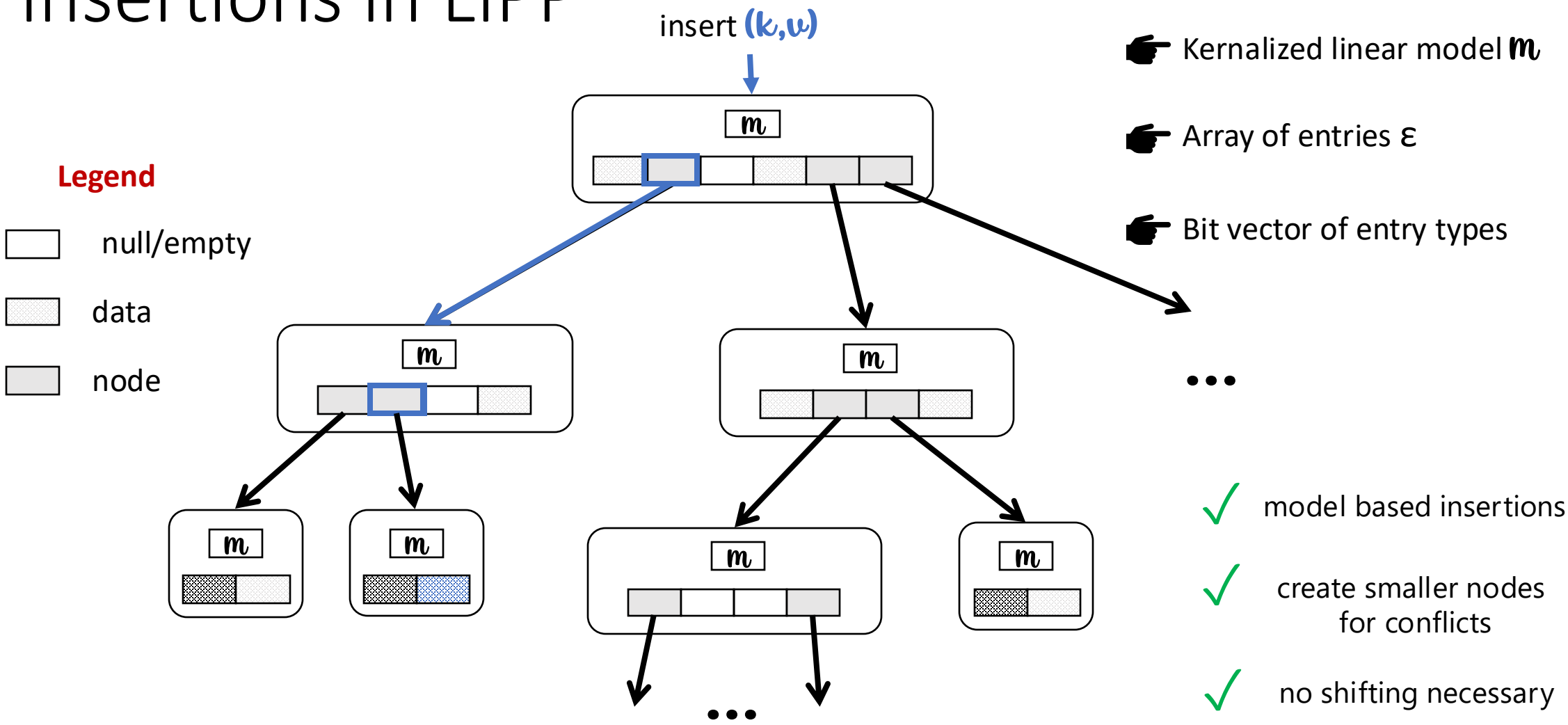
Insertions in LIPP



- Kernalized linear model m
- Array of entries ε
- Bit vector of entry types

✓ model based insertions

Insertions in LIPP



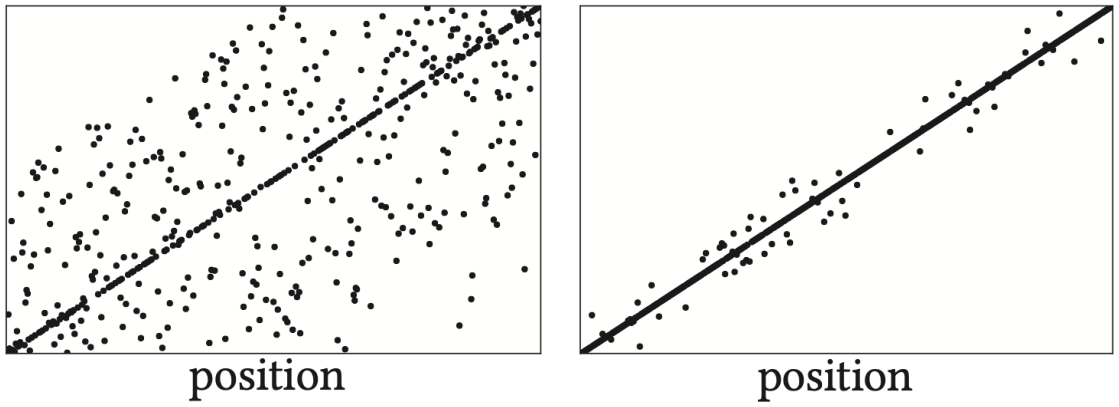
- Kernalized linear model m
- Array of entries ε
- Bit vector of entry types

- ✓ model based insertions
- ✓ create smaller nodes for conflicts
- ✓ no shifting necessary

Learned Indexes are meant to exploit data properties!

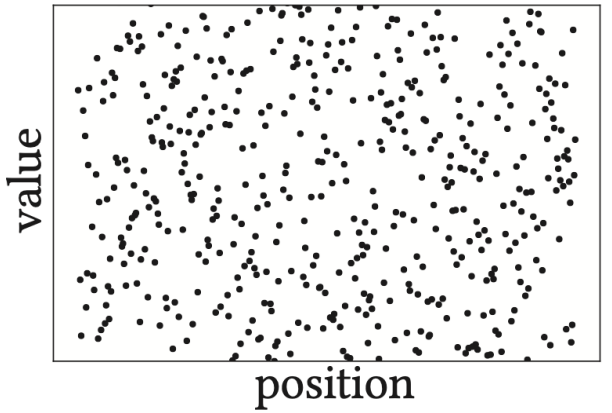
How about data sortedness?

Reminder! Classical Indexes …



Near-sorted data

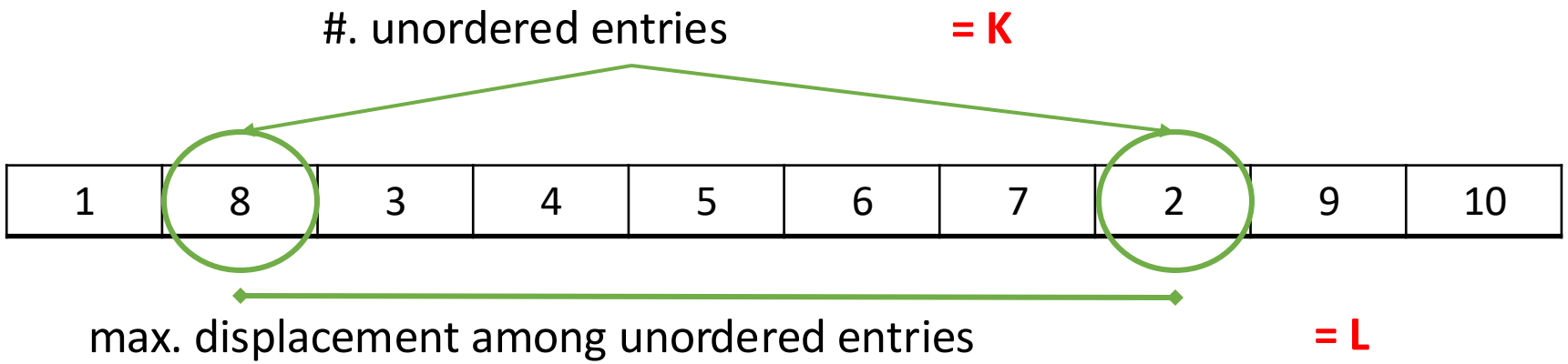
≈



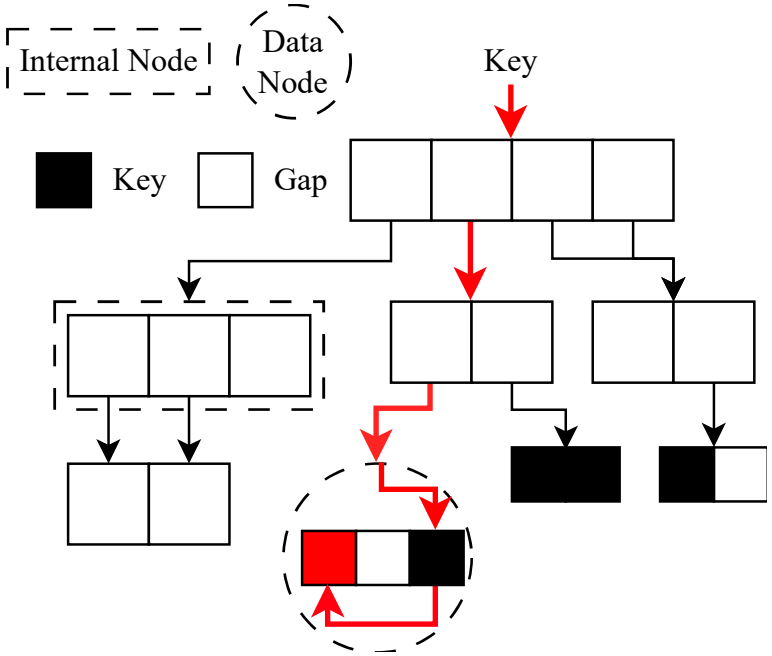
treated same as unstructured data!

Sortedness Metric?

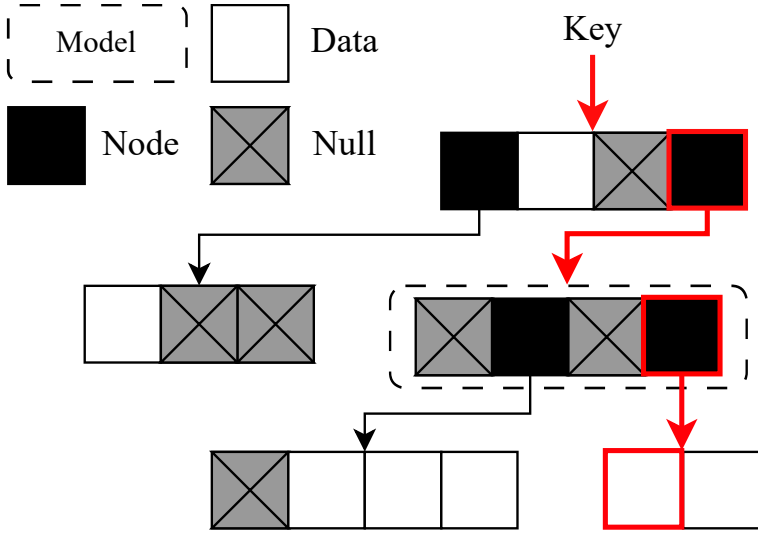
[BenMoshe, ICDT 2011]



Can Learned Indexes Capture Sortedness?

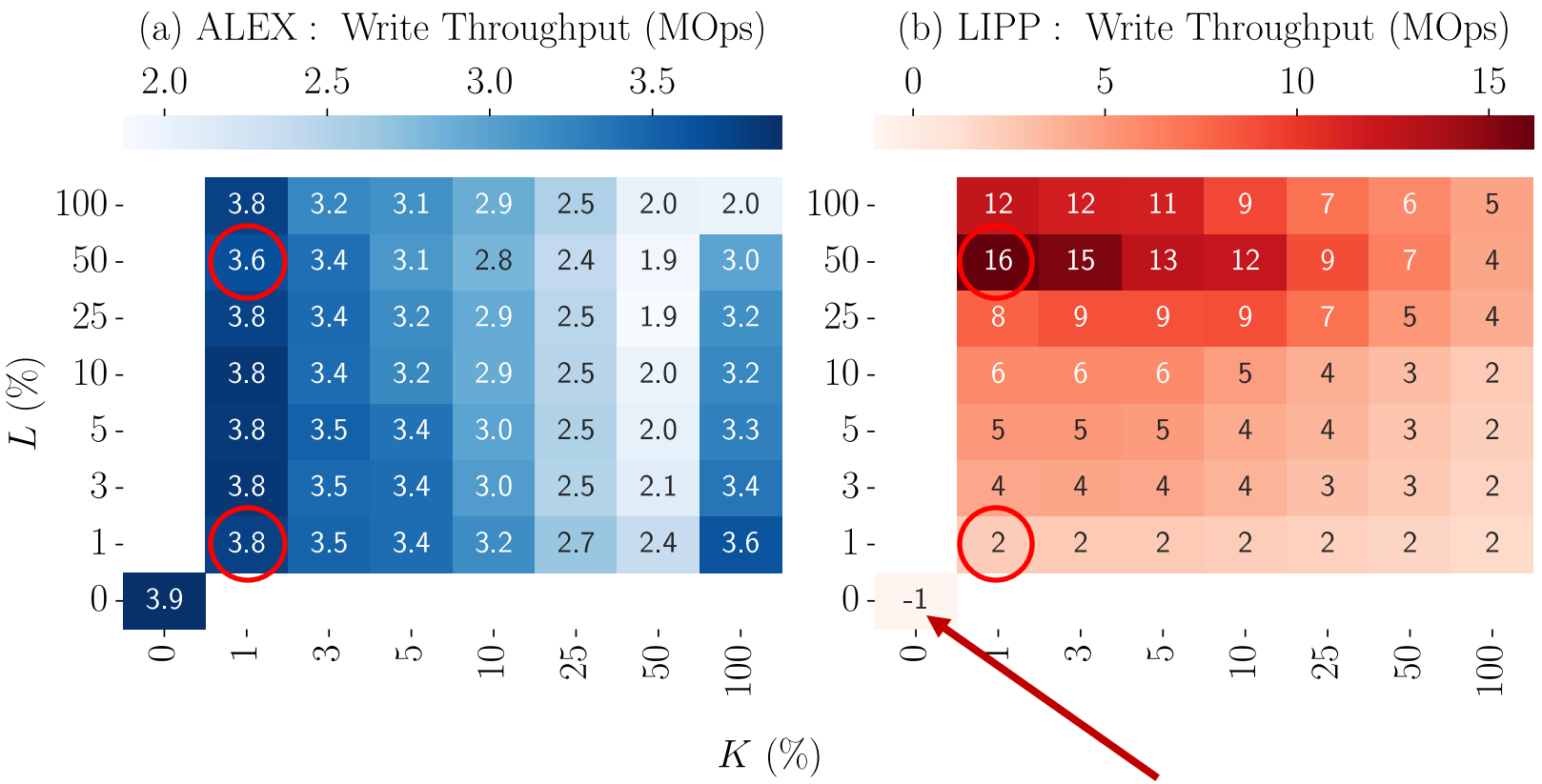


ALEX



LIPP

Learned Indexes are Unpredictable!



ALEX v/s LIPP:
LIPP can be anywhere
between 4.4x faster t

LIPP fails to sequentially
write fully sorted data!

Learned Indexes

Replace data structure with **learned models**

- ✓ Simple approaches like linear approximation work well
- ✓ Empty space for updates
- ✓ Error bounds to split model nodes
- ✓ Exponential search for last-mile searching

- ➢ A very fertile area of research!
- ➢ A comprehensive list of papers: http://dsg.csail.mit.edu/mlforsystems/papers/#learned-range-indexes

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CS 561: Data Systems Architectures

class 24

Learned Indexes

Prof. Manos Athanassoulis

https://bu-disc.github.io/CS561/