Adaptive Query Processing

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Thanks to Joseph M. Hellerstein, University of California, Berkeley

Query Processing: Adapting to the World

Data independence facilitates modern DBMS technology

- Separates specification ("what") from implementation ("how")
- Optimizer maps declarative query → algebraic operations

Platforms, conditions are constantly changing:

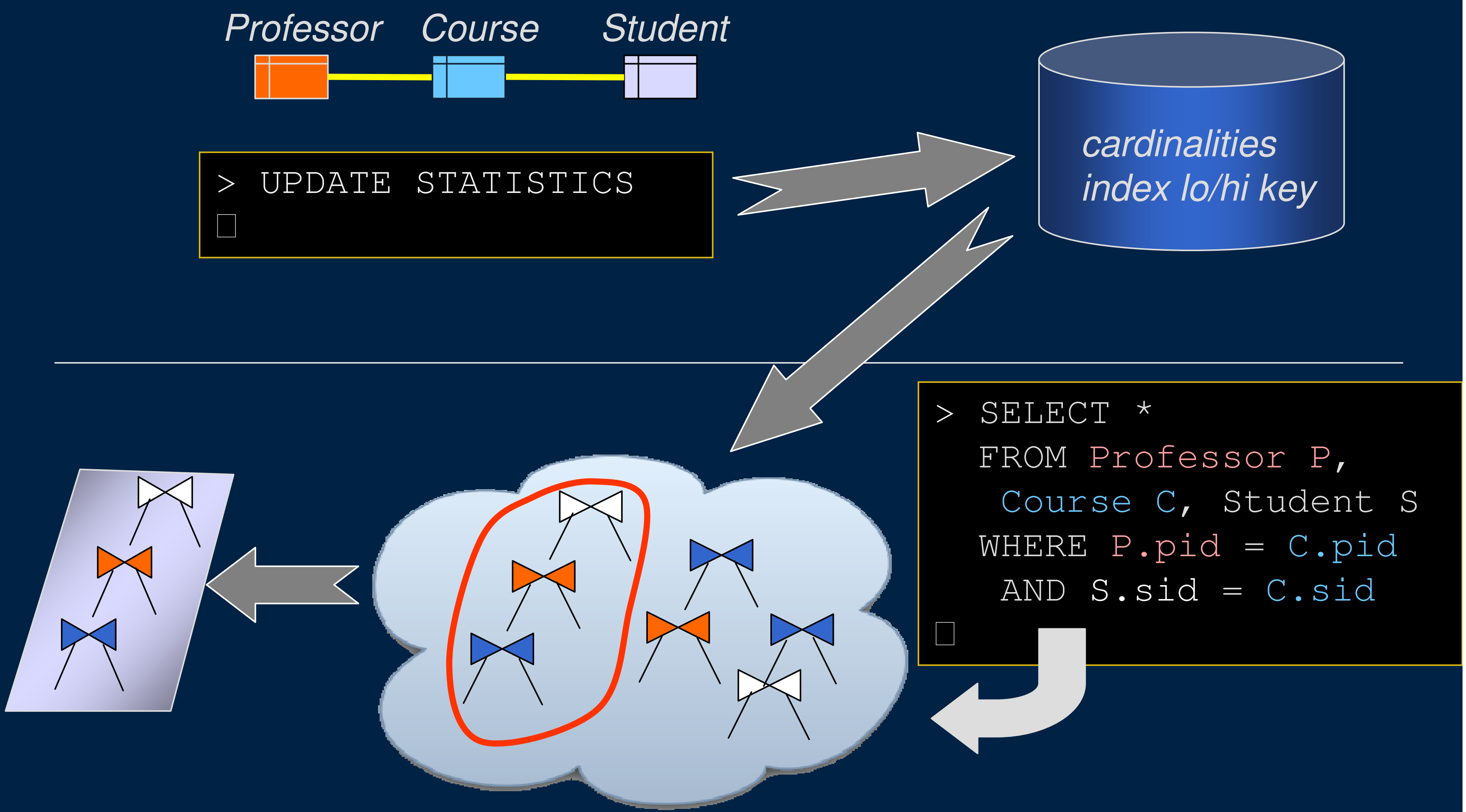
$$\frac{dapp}{dt} << \frac{denv}{dt}$$

Query processing **adapts** implementation to runtime conditions

- Static applications → dynamic environments

Query Optimization and Processing

(As Established in System R [SAC+'79])



Dynamic Programming + Pruning Heuristics

Traditional Optimization Is Breaking

In traditional settings:

- Queries over many tables
- Unreliability of traditional cost estimation
- Success & maturity make problems more apparent, critical

In new environments:

- e.g. data integration, web services, streams, P2P, sensor nets, hosting
- Unknown and dynamic characteristics for *data* and *runtime*
- Increasingly aggressive sharing of resources and computation
- Interactivity in query processing

Note two distinct themes lead to the same conclusion:

- *Unknowns*: even static properties often unknown in new environments and often unknowable *a priori*
- *Dynamics*: $^{denv}/_{dt}$ can be very high

Motivates *intra-query adaptivity*

A Call for Greater Adaptivity

System R adapted query processing as stats were updated

- Measurement/analysis: periodic
- Planning/actuation: once per query
- Improved thru the late 90s (see [Graefe ’93] [Chaudhuri ’98])

  Better measurement, models, search strategies

INGRES adapted execution many times per query

- Each tuple could join with relations in a different order
- Different plan space, overheads, frequency of adaptivity

  Didn’t match applications & performance at that time

Recent work considers adaptivity in new contexts

Tutorial Focus

By necessity, we will cover only a piece of the picture here

- Intra-query adaptivity:
  - autonomic / self-tuning optimization [CR'94, CN'97, BC'02, …]
  - robust / least expected cost optimization [CHG'02, MRS+'04, BC'05, ...]
  - parametric or competitive optimization [A'93, INSS'92, CG'94, …]
  - adaptive operators, e.g., memory adaptive sort & hash join [NKT'88, KNT'89, PCL'93a, PCL'93b,…]
- Conventional relations, rather than streams
- Single-site, single query computation

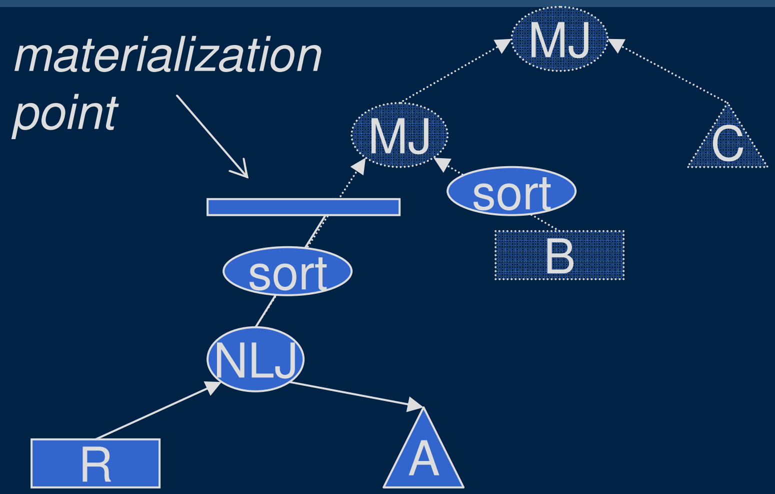
- For more depth, see our survey in now Publishers' *Foundations and Trends in Databases*, Vol. 1 No. 1

Tutorial Outline

- Motivation
- Non-pipelined execution
- Pipelined execution
  – Selection ordering
  – Multi-way join queries
- Putting it all in context
- Recap/open problems

Low-Overhead Adaptivity:
Non-pipelined Execution

Late Binding; Staged Execution



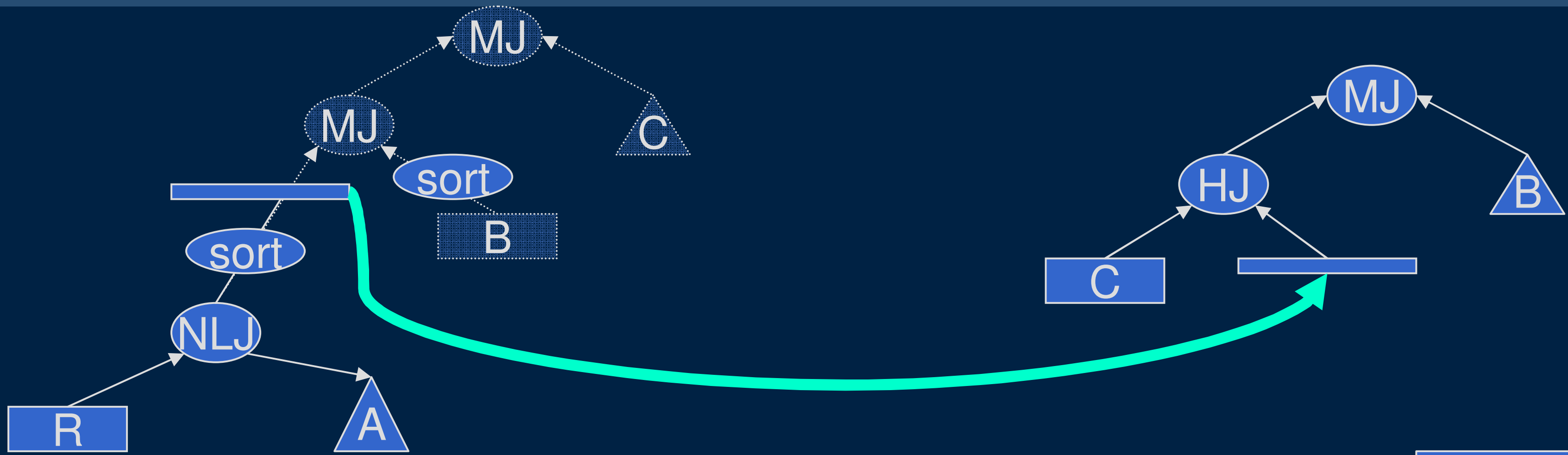
Normal execution: pipelines separated by materialization points

e.g., at a sort, GROUP BY, etc.

Materialization points make natural decision points where the *next* stage can be changed with little cost:

- Re-run optimizer at each point to get the next stage
- Choose among precomputed set of plans – *parametric* query optimization [INSS'92, CG'94, …]

Mid-query Reoptimization
[KD'98,MRS+04]



Choose *checkpoints* at which to monitor cardinalities — *Where?*

Balance overhead and opportunities for switching plans

If actual cardinality is too different from estimated, — *When?*

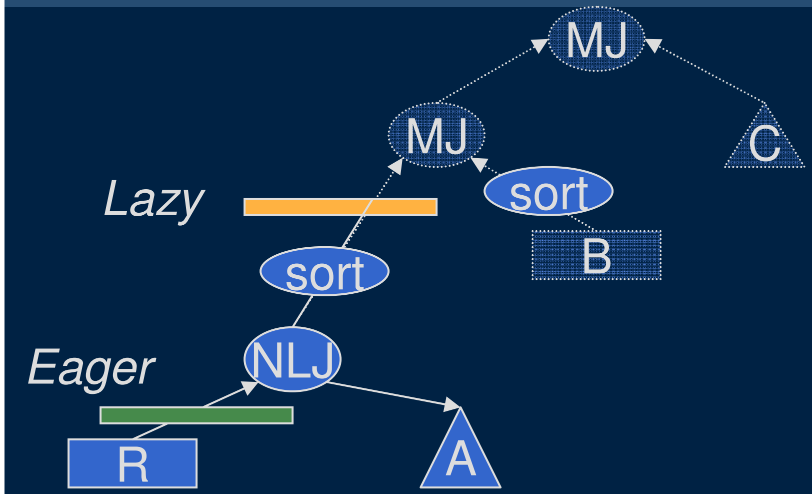
Avoid unnecessary plan re-optimization (where the plan doesn't change)

***Re-optimize* to switch to a new plan** — *How?*

Try to maintain previous computation during plan switching

Challenges

Where to Place Checkpoints?



More checkpoints ➔ more opportunities for switching plans

Overhead of (simple) monitoring is small [SLMK'01]

Consideration: it is easier to switch plans at some checkpoints than others

Lazy checkpoints: placed above materialization points

– No work need be wasted if we switch plans here

Eager checkpoints: can be placed anywhere

– May have to discard some partially computed results
– Useful where optimizer estimates have high uncertainty

When to Re-optimize?

- Suppose actual cardinality is different from estimates: how high a difference should trigger a re-optimization?

- Idea: do not re-optimize if current plan is still the best

1. Heuristics-based [KD'98]:

   e.g., re-optimize < time to finish execution

2. Validity range [MRS+04]: precomputed range of a parameter (e.g., a cardinality) within which plan is optimal
   - Place eager checkpoints where the validity range is narrow
   - Re-optimize if value falls outside this range
   - Variation: bounding boxes [BBD'05]

How to Reoptimize

Getting a better plan:

- Plug in actual cardinality information acquired during this query (as possibly histograms), and re-run the optimizer

Reusing work when switching to the better plan:

- Treat fully computed intermediate results as materialized views
  - Everything that is under a materialization point
- Note: It is optional for the optimizer to use these in the new plan

➢ Other approaches are possible (e.g., query scrambling [UFA'98])

Pipelined Execution

Adapting Pipelined Queries

Adapting pipelined execution is often necessary:

- Too few materializations in today's systems
- Long-running queries
- Wide-area data sources
- Potentially endless data streams

The tricky issues:

- Some results may have been delivered to the user
  - Ensuring correctness non-trivial
- Database operators build up *state*
  - Must reason about it during adaptation
  - May need to manipulate state

Adapting Pipelined Queries

We'll discuss three subclasses of the problem:

- *Selection ordering (stateless)*
  - Very good analytical and theoretical results
  - Increasingly important in web querying, streams, sensornets
  - Certain classes of join queries reduce to them
- *Select-project-join queries (stateful*)
  - *History-independent* execution
    - Operator state largely independent of execution history
      → Execution decisions for a tuple independent of prior tuples
  - *History-dependent* execution
    - Operator state depends on execution history
    - Must reason about the state during adaptation

Pipelined Execution Part I:
Adaptive Selection Ordering

Adaptive Selection Ordering

Complex predicates on single relations common

- e.g., on an employee relation:

  ((*salary* > *120000*) AND (*status* = *2*)) OR

  ((*salary* between *90000* and *120000*) AND (*age* < *30*) AND (*status* = *1*)) OR …

Selection ordering problem:

Decide the order in which to evaluate the individual predicates against the tuples

We focus on *conjunctive predicates* (containing only AND's)

Example Query

```
select * from R
where R.a = 10 and R.b < 20
and R.c like '%name%';
```

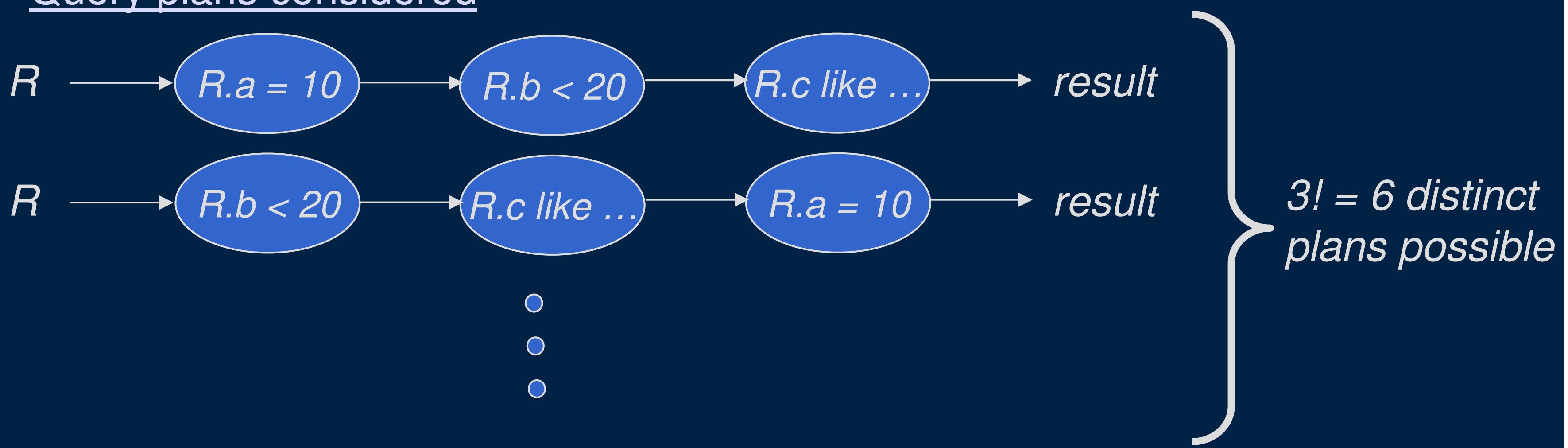
Basics: Static Optimization

Find a *single order of the selections* to be used for *all tuples*

Query

```
select * from R
where R.a = 10 and R.b < 20
and R.c like '%name%';
```

Query plans considered



Static Optimization

Cost metric: CPU instructions

Computing the cost of a plan

– Need to know the *costs* and the *selectivities* of the predicates

R → (*R.a = 10*) —*R1*→ (*R.b < 20*) —*R2*→ (*R.c like …*) —*R3*→ *result*

costs	*c1*		*c2*		*c3*
selectivities	*s1*		*s2*		*s3*
cost per tuple	*c1*	+	*s1 c2*	+	*s1 s2 c3*

Independence assumption

*cost(plan) = |R| * (c1 + s1 * c2 + s1 * s2 * c3)*

Static Optimization

Rank ordering algorithm for *independent* selections [IK'84]

- Apply the predicates in the decreasing order of *rank:*

  (1 – s) / c

  where s = selectivity, c = cost

For *correlated* selections:

- NP-hard under several different formulations
  - e.g. when given a random sample of the relation
- Greedy algorithm, shown to be 4-approximate [BMMNW'04]:
  - Apply the selection with the highest *(1 - s)/c*
  - Compute the selectivities of remaining selections over the *result*
    - *Conditional selectivities*
  - Repeat

Conditional Plans ? [DGHM'05]

Adaptive Greedy [BMMNW'04]

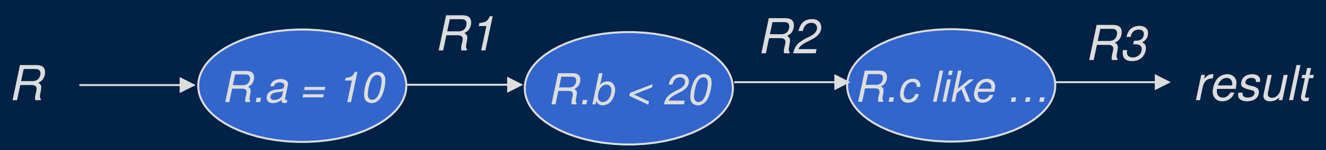
Context: Pipelined query plans over streaming data

Example:

Three <u>independent</u> predicates

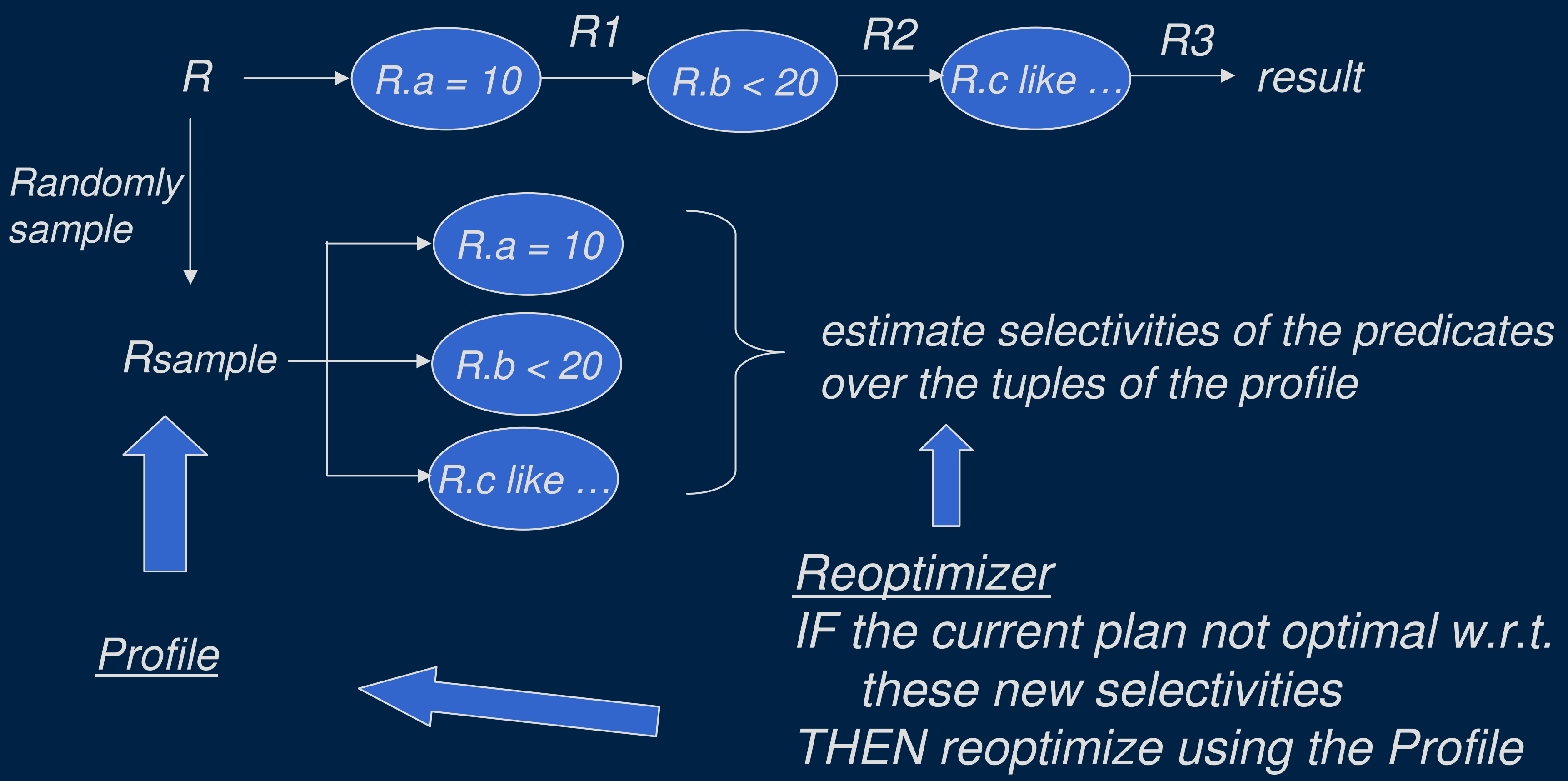
	R.a = 10	R.b < 20	R.c like …
Costs	*1 unit*	*1 unit*	*1 unit*
Initial estimated selectivities	*0.05*	*0.1*	*0.2*

Optimal execution plan orders by selectivities (because costs are identical)



Adaptive Greedy [BMMNW'04]

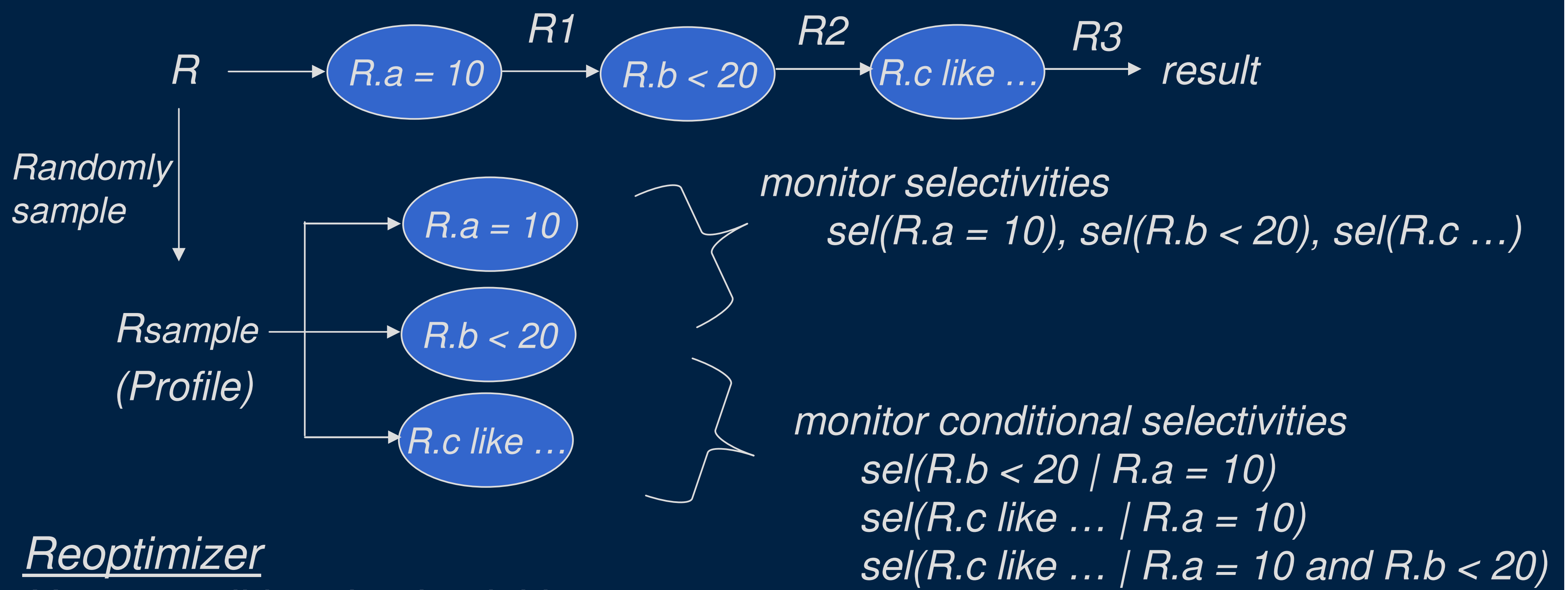
1. Monitor the selectivities in a sliding window
2. Re-optimize if the predicates not ordered by selectivities



Adaptive Greedy [BMMNW'04]

Correlated Selections

- Must monitor *conditional selectivities*



<u>Reoptimizer</u>

Uses conditional selectivities to detect violations

Uses the profile to reoptimize

$O(n^2)$ selectivities need to be monitored

Adaptive Greedy [BMMNW'04]

Advantages:

- Can adapt very rapidly
- Handles correlations
- Theoretical guarantees on performance [MBMW'05]
  Not known for any other AQP algorithms

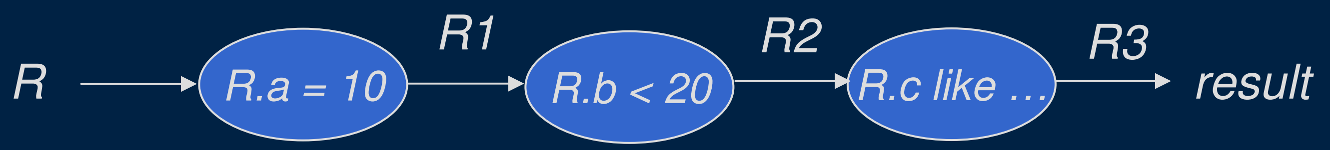
Disadvantages:

- May have high runtime overheads
  - Profile maintenance
    - Must evaluate a (random) fraction of tuples against *all* operators
  - Detecting optimality violations
  - Reoptimization cost
    - Can require multiple passes over the profile

Eddies [AH'00]

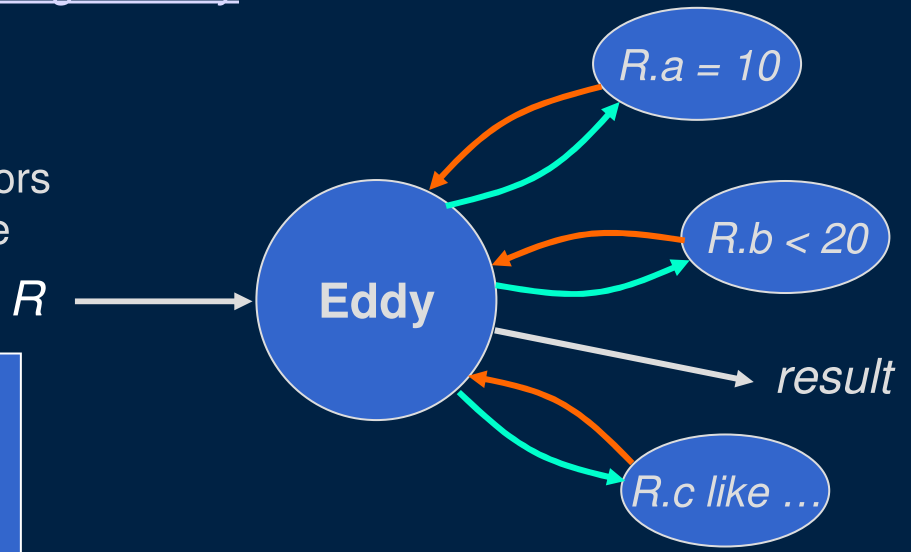
Query processing as routing of tuples through operators

A traditional pipelined query plan



Pipelined query execution using an eddy

An *eddy* operator
- Intercepts tuples from sources and output tuples from operators
- Executes query by routing source tuples through operators

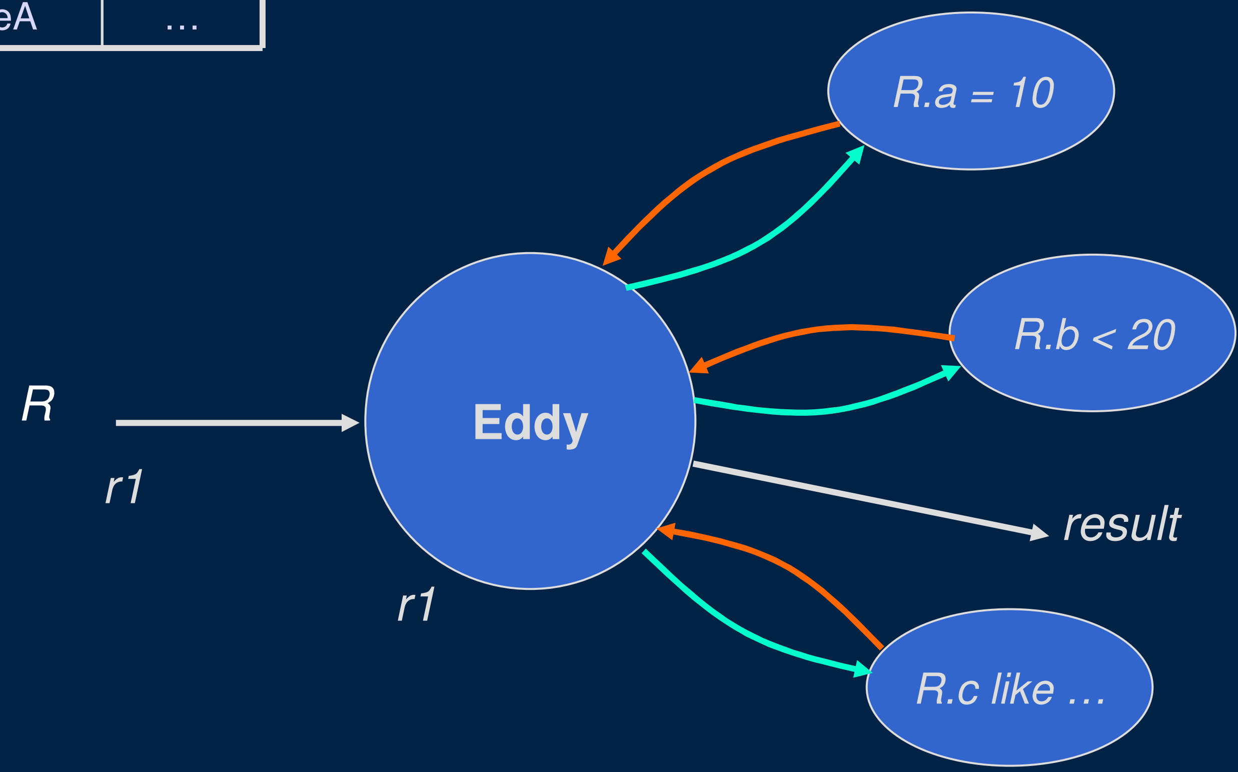


Encapsulates all aspects of adaptivity in a "standard" dataflow operator: measure, model, plan and actuate.

Eddies [AH'00]

An R Tuple: r1

a	b	c	...
15	10	AnameA	…



Eddies [AH'00]

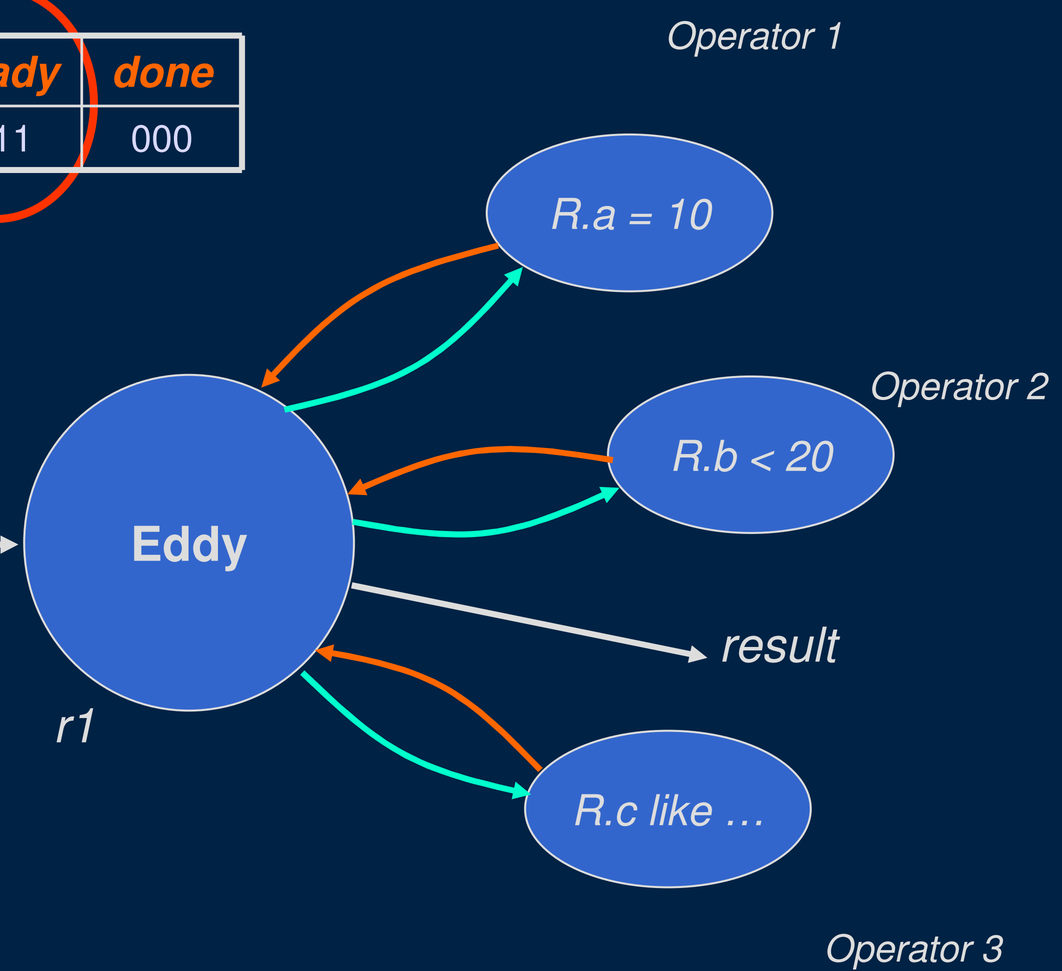
An R Tuple: *r1*

a	b	c	...	ready	done
15	10	AnameA	…	111	000

ready bit i :

1 → operator i *can be applied*

0 → operator i *can't be applied*



Eddies [AH'00]

An R Tuple: r1

a	b	c	…	*ready*	*done*
15	10	AnameA	…	111	000

done bit i :

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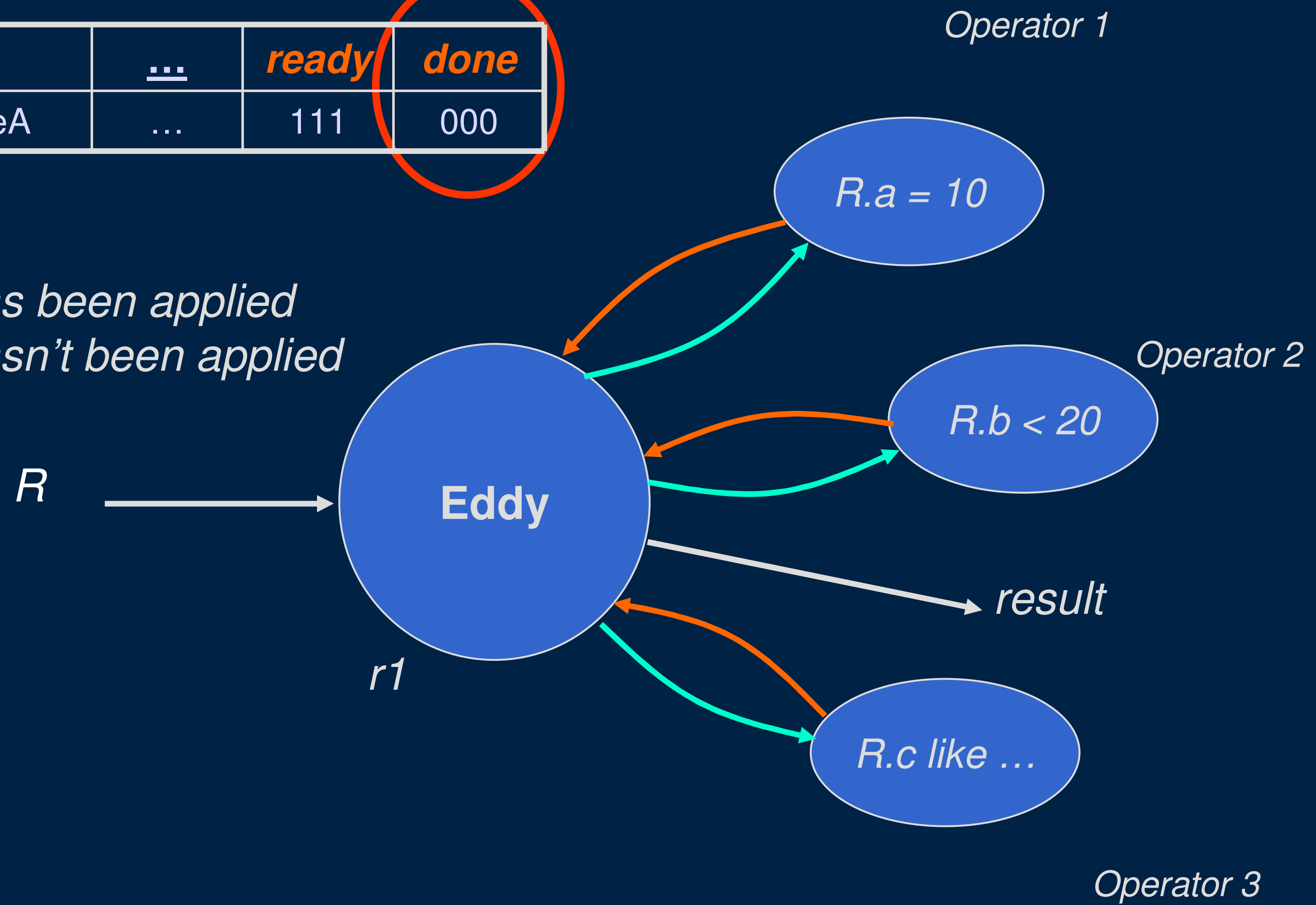


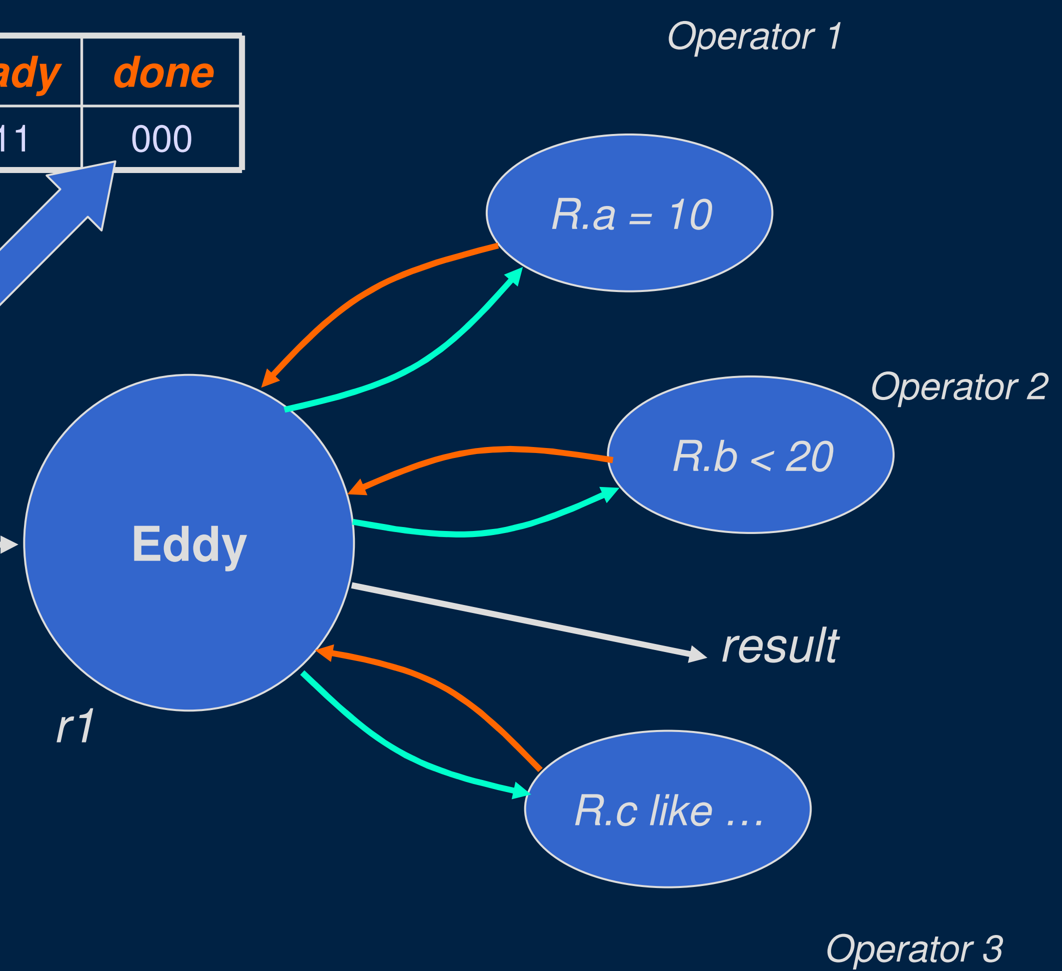
Eddies [AH'00]

An R Tuple: *r1*

<u>a</u>	<u>b</u>	<u>c</u>	<u>…</u>	***ready***	***done***
15	10	AnameA	…	111	000

Used to decide <u>validity</u> and <u>need</u> of applying operators

R

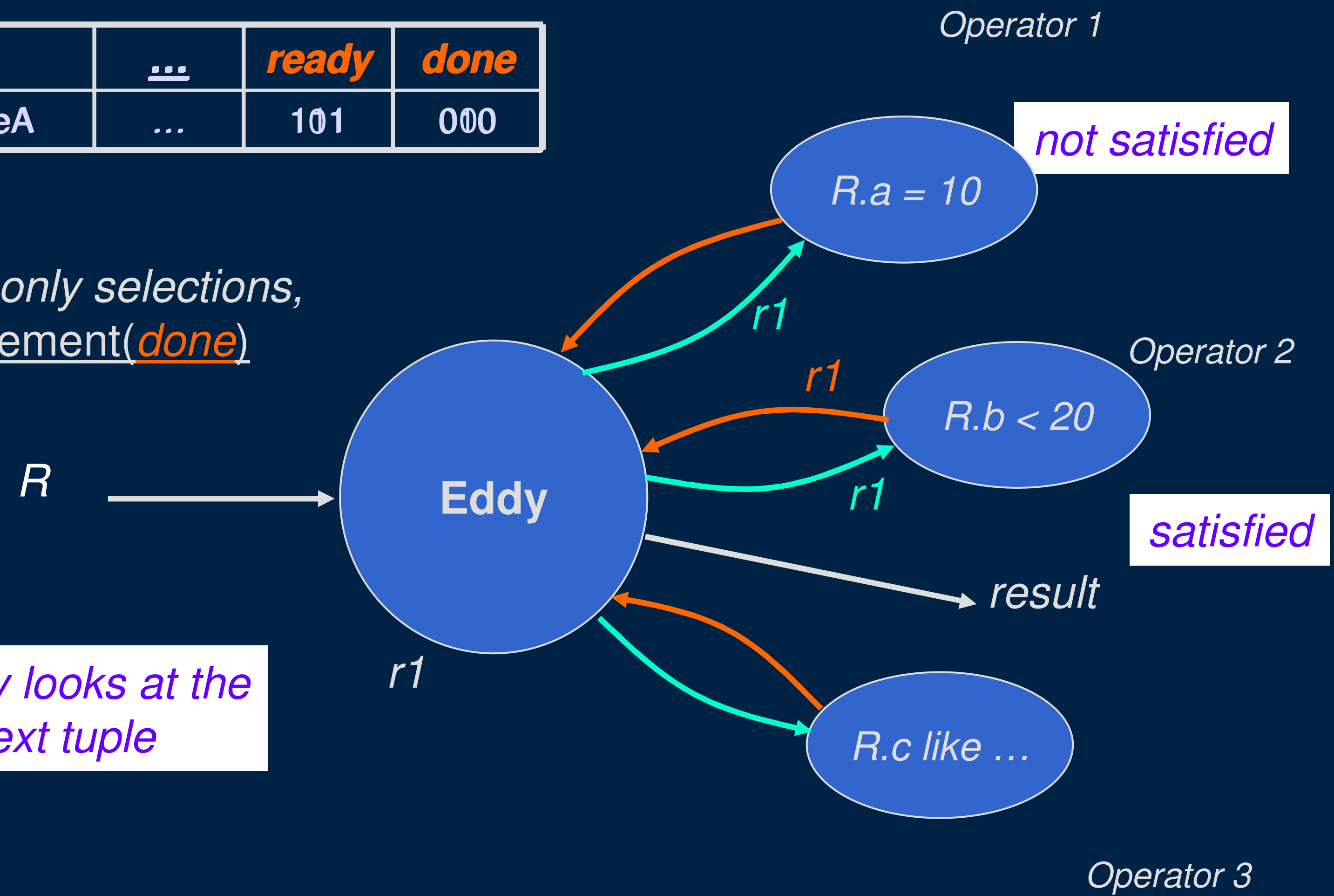


Eddies [AH'00]

An R Tuple: *r1*

a	b	c	...	ready	done
15	10	AnameA	…	101	000

For a query with only selections,
ready = complement(*done*)

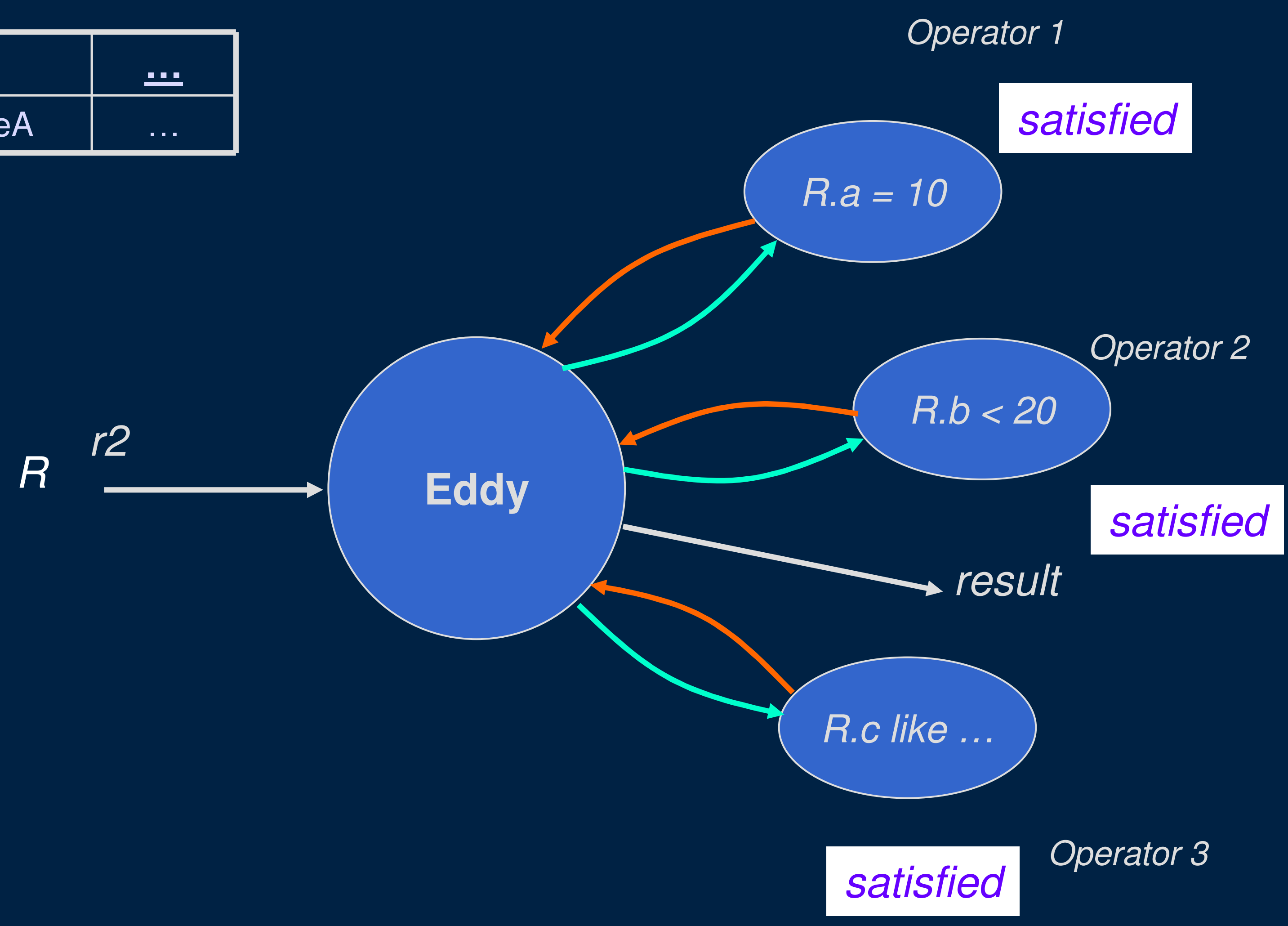


eddy looks at the next tuple

Eddies [AH'00]

An R Tuple: r2

a	b	c	...
10	15	AnameA	…

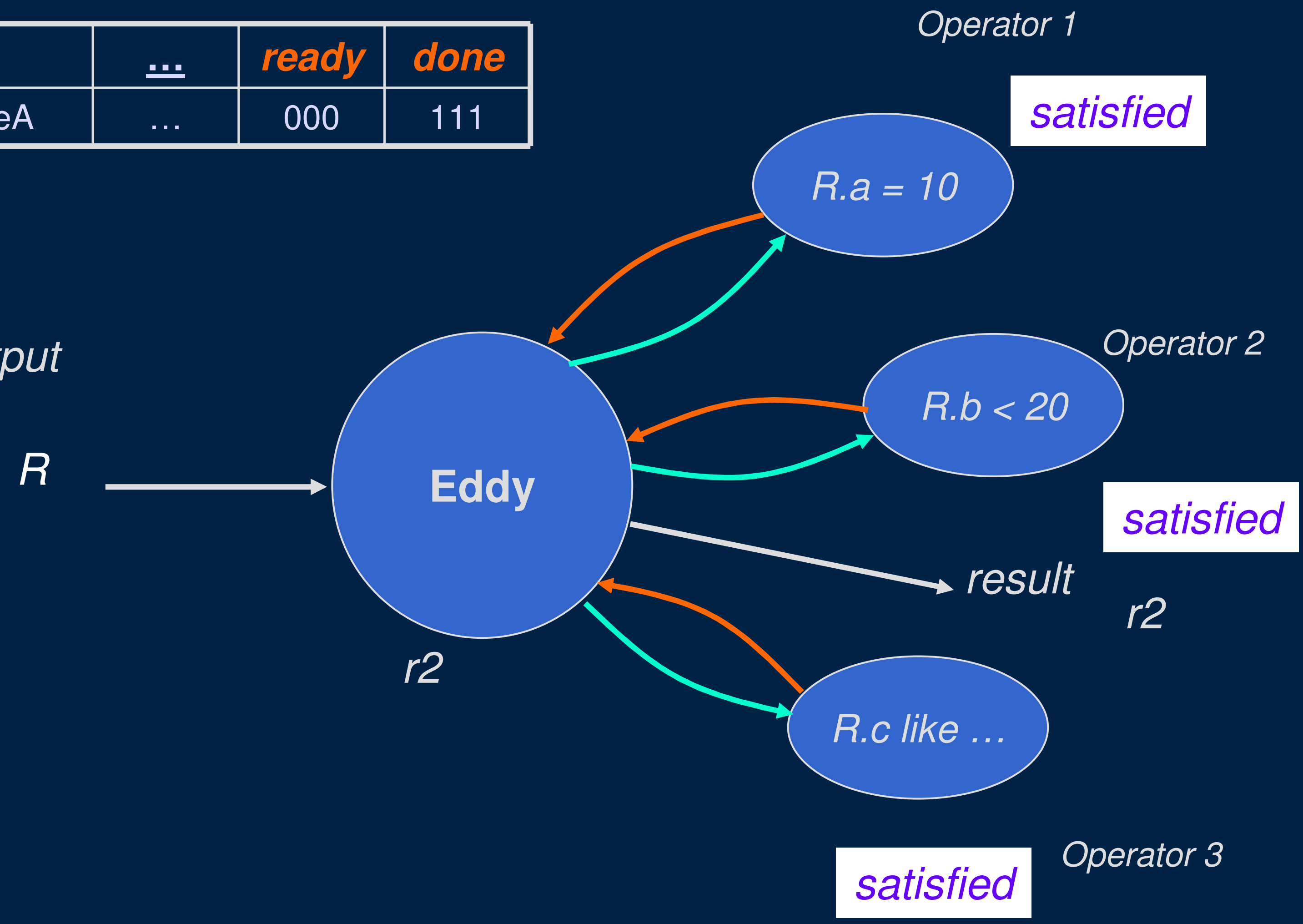


Eddies [AH'00]

An R Tuple: r2

a	b	c	...	ready	done
10	15	AnameA	…	000	111

if done = 111,
send to output



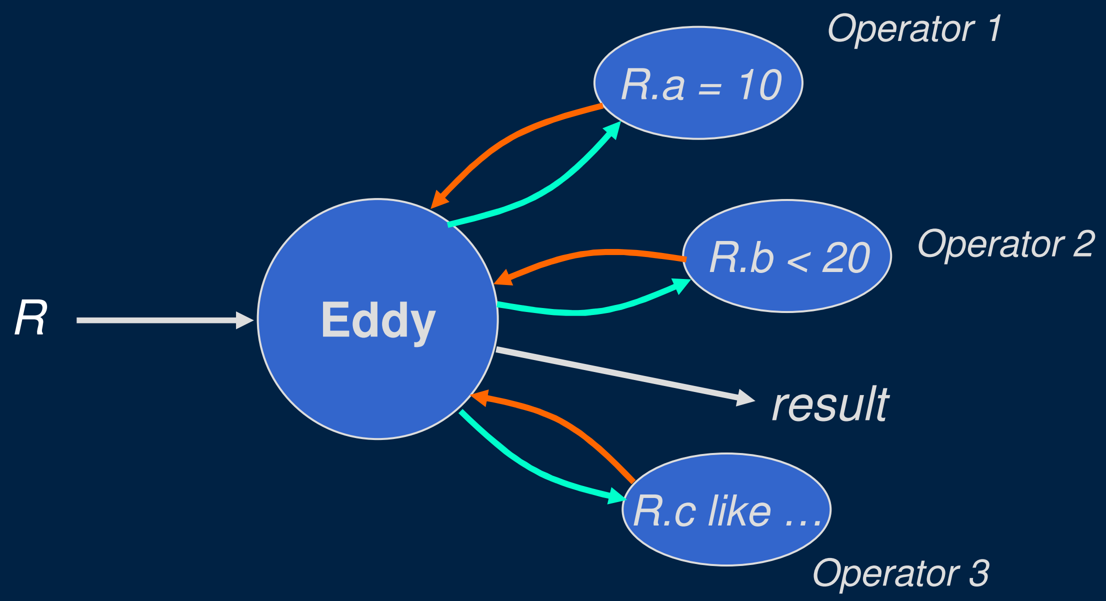
Eddies [AH'00]

Adapting order is easy

- Just change the operators to which tuples are sent
- Can be done on a per-tuple basis
- Can be done in the middle of tuple's "pipeline"

How are the *routing decisions* made?

Using a *routing policy*



Routing Policies that Have Been Studied

Deterministic [D03]

- Monitor costs & selectivities continuously
- Re-optimize periodically using rank ordering (or A-Greedy for correlated predicates)

Lottery scheduling [AH00]

- Each operator runs in thread with an input queue
- “Tickets” assigned according to tuples input / output
- Route tuple to next eligible operator with room in queue, based on number of “tickets” and “backpressure”

Content-based routing [BBDW05]

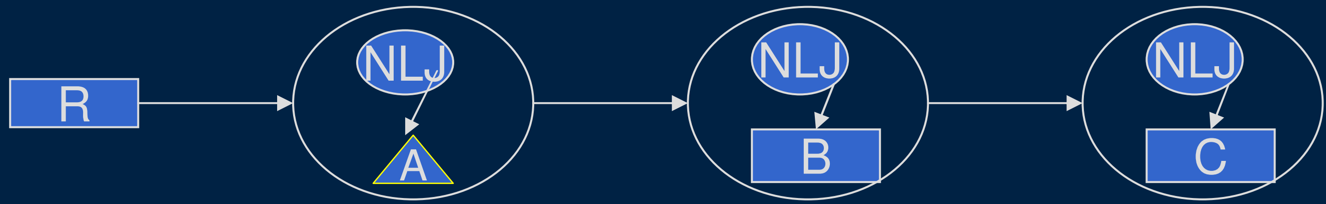
- Different routes for different plans based on attribute values

Pipelined Execution Part II: Adaptive Join Processing

Adaptive Join Processing: Outline

- Single streaming relation
  - Left-deep pipelined plans
- Multiple streaming relations
  - Execution strategies for multi-way joins
  - History-independent execution
  - History-dependent execution

Left-Deep Pipelined Plans

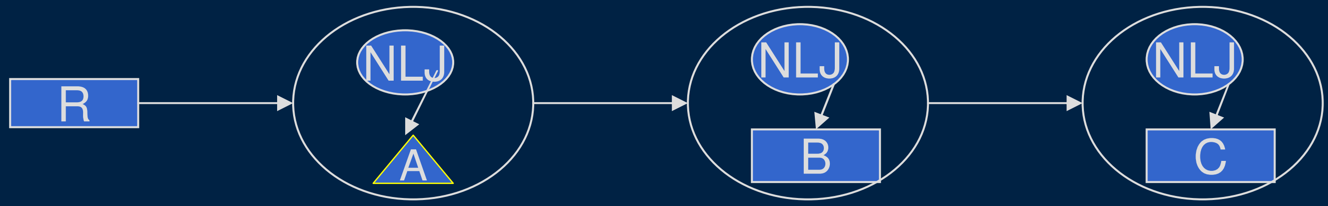


Simplest method of joining tables

- Pick a *driver* table (R). Call the rest *driven* tables
- Pick access methods (AMs) on the driven tables (*scan, hash, or index*)
- Order the driven tables
- Flow R tuples through the driven tables

For each r $\in$ R do:
look for matches for r in A;
for each match a do:
    look for matches for <r,a> in B;
    …

Adapting a Left-deep Pipelined Plan



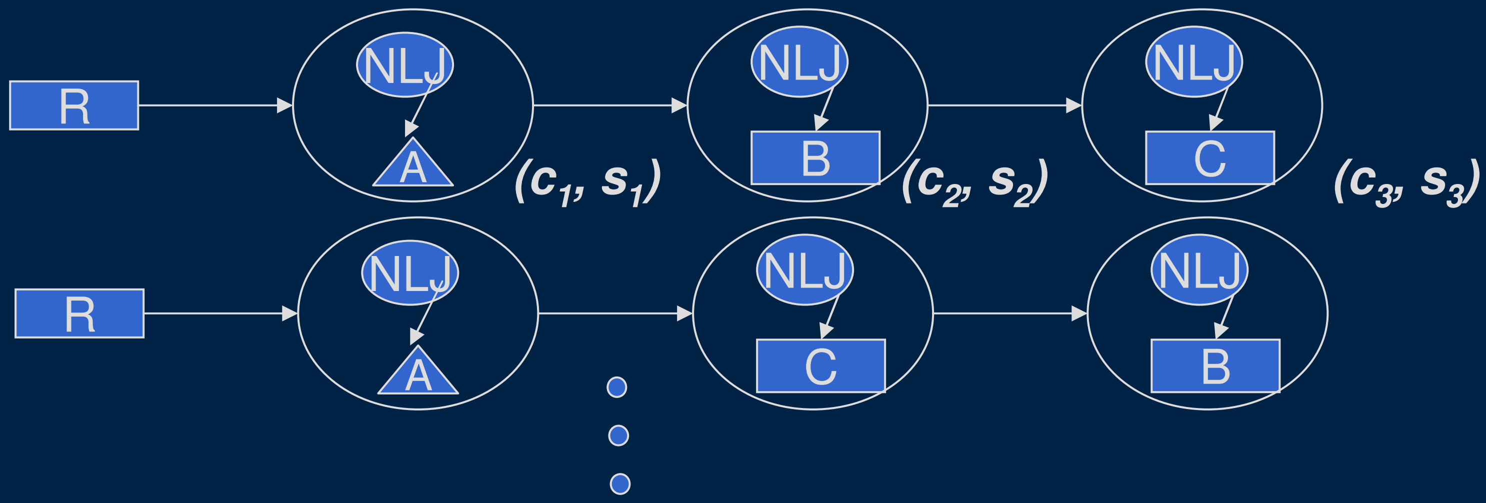
Simplest method of joining tables

- Pick a *driver* table (R). Call the rest *driven* tables
- Pick access methods (AMs) on the driven tables
- Order the driven tables
- Flow R tuples through the driven tables

Almost identical to selection ordering

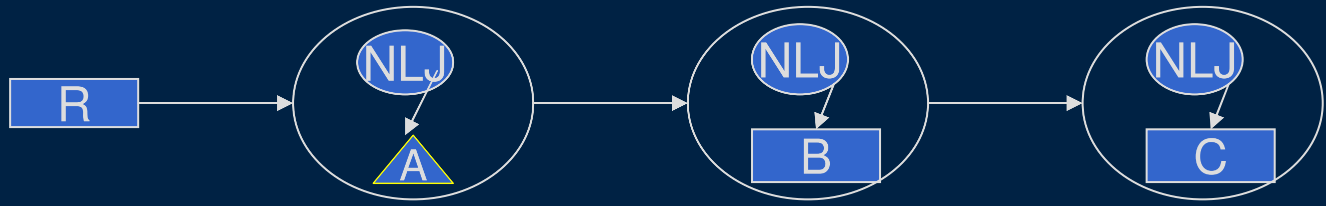
For each r ∈ R do:
look for matches for r in A;
for each match a do:
  look for matches for <r,a> in B;
  …

Adapting the Join Order



- Let c_i = cost/lookup into i'th driven table,
  s_i = fanout of the lookup
- As with selection, cost = $|R| \times (c_1 + s_1c_2 + s_1s_2c_3)$
- Caveats:
  - Fanouts $s_1, s_2, \ldots$ can be > 1
  - Precedence constraints
  - Caching issues
- Can use *rank ordering, A-greedy* for adaptation (subject to the caveats)

Adapting a Left-deep Pipelined Plan



Simplest method of joining tables

- Pick a *driver* table (R). Call the rest *driven* tables ?
- Pick access methods (AMs) on the driven tables
- Order the driven tables
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```
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```
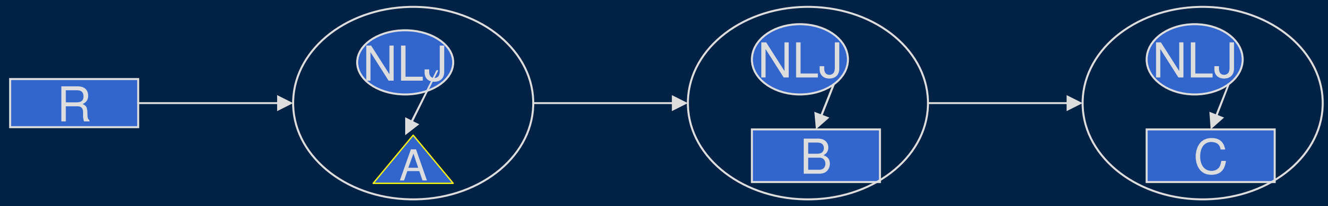

Adapting a Left-deep Pipelined Plan



Key issue: Duplicates

Adapting the choice of driver table

[L+07] Carefully use indexes to achieve this

Adapting the choice of access methods

- Static optimization: explore all possibilities and pick best
- Adaptive: Run multiple plans in parallel for a while, and then pick one and discard the rest [Antoshenkov' 96]
  - Cannot easily explore combinatorial options

SteMs [RDH'03] handle both as well

Adaptive Join Processing: Outline

- Single streaming relation
  - Left-deep pipelined plans
- Multiple streaming relations
  - Execution strategies for multi-way joins
  - History-independent execution
    - MJoins
    - SteMs
  - History-dependent execution
    - Eddies with joins
    - Corrective query processing

Example Join Query & Database

```
select *
from students, enrolled, courses
where students.name = enrolled.name
  and enrolled.course = courses.course
```

Name	Level	Course	Instructor
Jen	Senior	CS2	Smith

Enrolled ⋈ Courses

Name	Level	Course
Joe	Junior	CS1
Jen	Senior	CS2

Students ⋈ Enrolled

Course	Instructor
CS2	Smith

Courses

Name	Level
Joe	Junior
Jen	Senior

Students

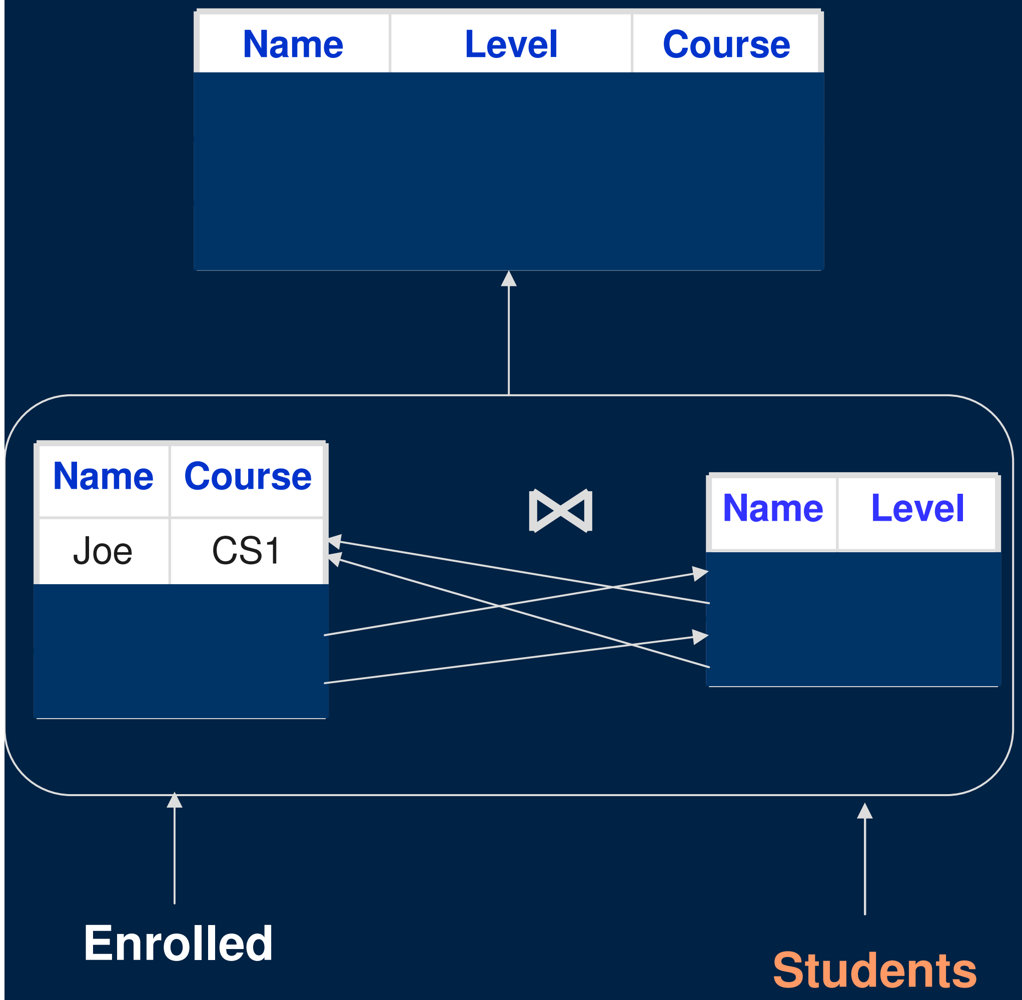
Name	Course
Joe	CS1
Jen	CS2

Enrolled

Symmetric/Pipelined Hash Join

[RS86, WA91]

select * from students, enrolled where students.name = enrolled.name

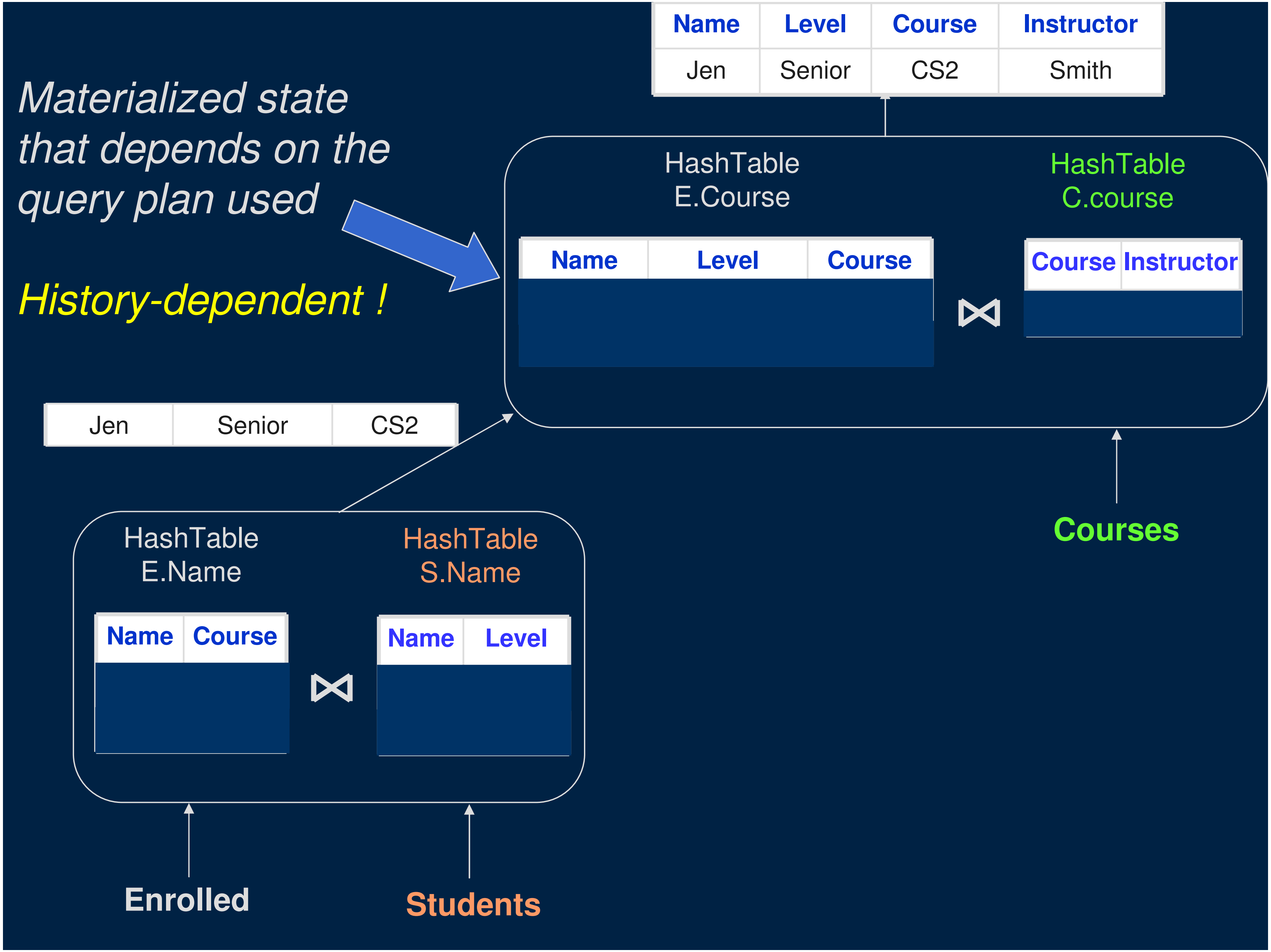


- Simultaneously builds and probes hash tables on both sides
- Widely used:
  - adaptive query processing
  - stream joins
  - online aggregation
  - …
- Naïve version degrades to NLJ once memory runs out
  - Quadratic time complexity
  - memory needed = sum of inputs
- Improved by XJoins [UF 00], Tukwila DPJ [IFFLW 99]

Multi-way Pipelined Joins over Streaming Relations

Three alternatives

- Using binary join operators
- Using a single n-ary join operator (MJoin) [VNB'03]
- Using unary operators [RDH'03]



Materialized state that depends on the query plan used
History-dependent !
Name | Level | Course | Instructor
Jen | Senior | CS2 | Smith
HashTable E.Course
HashTable C.course
Name | Level | Course
Course | Instructor
Jen | Senior | CS2
HashTable E.Name
HashTable S.Name
Name | Course
Name | Level
Courses
Enrolled
Students

Multi-way Pipelined Joins over Streaming Relations

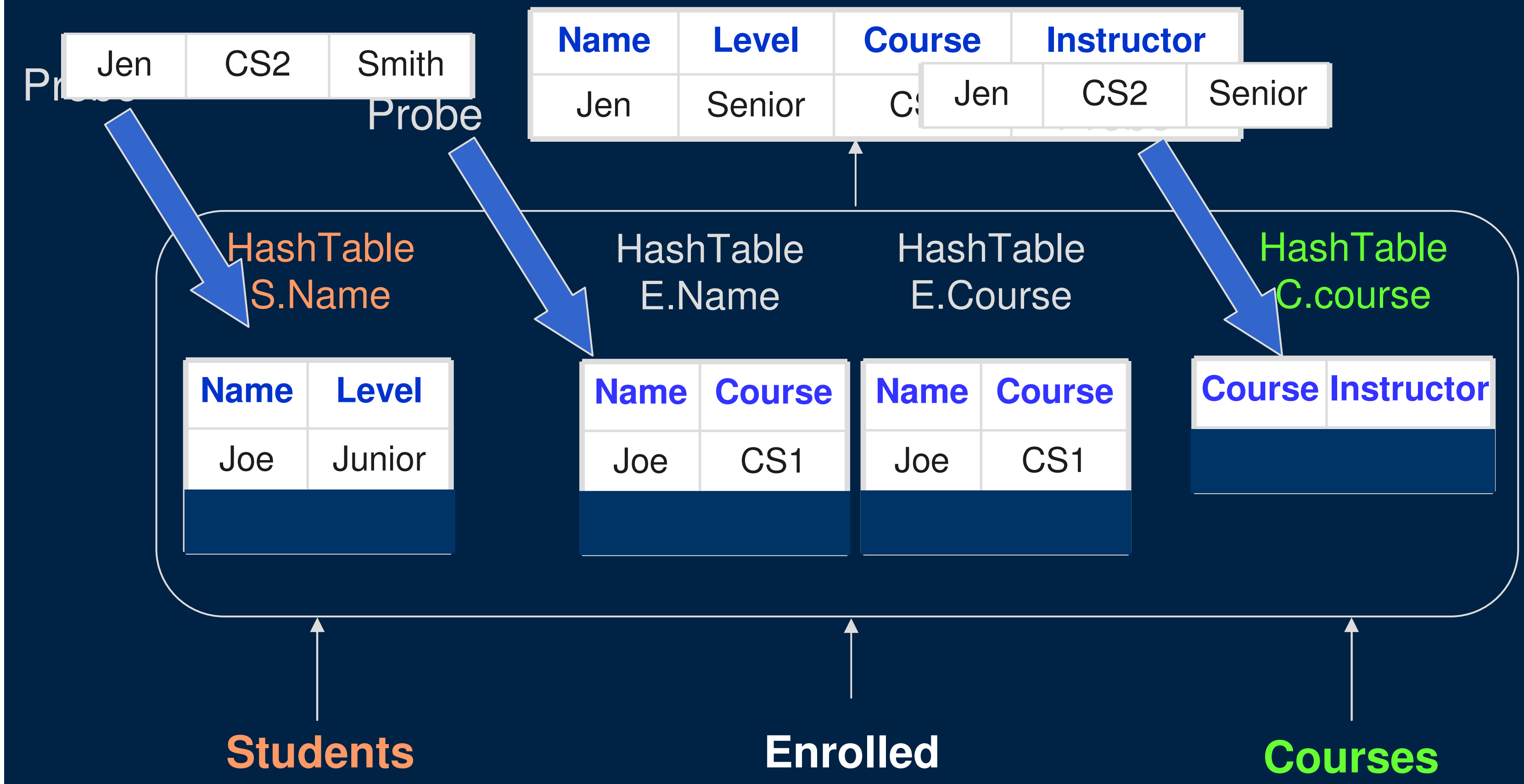
Three alternatives

- Using binary join operators
  - *History-dependent execution*
  - Hard to reason about the impact of adaptation
  - May need to migrate the state when changing plans
- Using a single n-ary join operator (MJoin) [VNB'03]
- Using unary operators [RDH'03]

Probing Sequences

Students tuple: Enrolled, then Courses
Enrolled tuple: Students, then Courses
Courses tuple: Enrolled, then Students

Hash tables contain all tuples that arrived so far
Irrespective of the probing sequences used
History-independent execution !

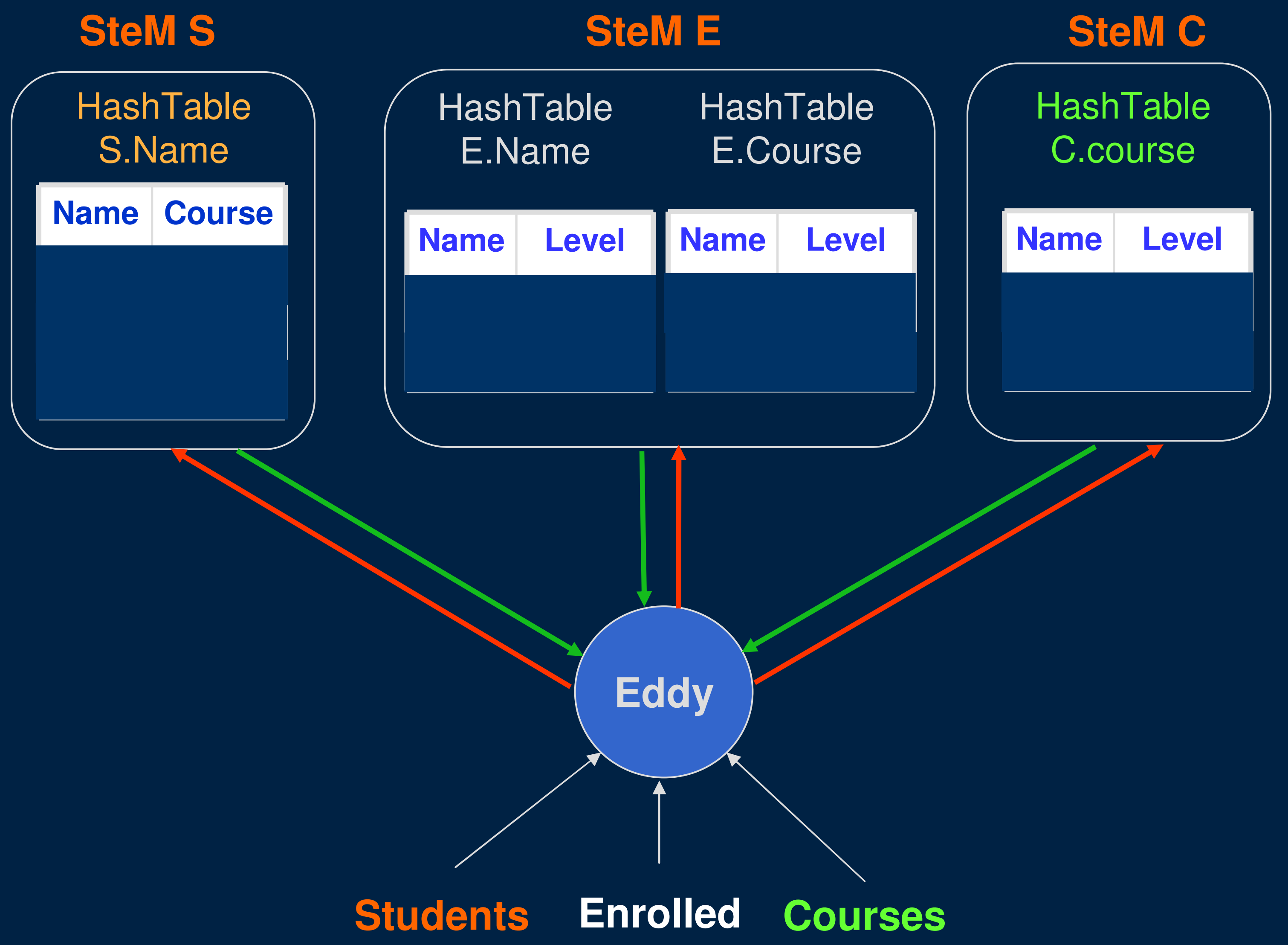


Multi-way Pipelined Joins over Streaming Relations

Three alternatives

- Using binary join operators
  - *History-dependent execution*
- Using a single n-ary join operator (MJoin) [VNB'03]
  - *History-independent execution*
  - Well-defined state easy to reason about
    - Especially in data stream processing
  - Performance may be suboptimal [DH'04]
    - No intermediate tuples stored → need to recompute
- Using unary operators [RDH'03]

Breaking the Atomicity of Probes and Builds in an N-ary Join [RDH'03]



Multi-way Pipelined Joins over Streaming Relations

Three alternatives

- Using binary join operators
  - *History-dependent execution*
- Using a single n-ary join operator (MJoin) [VNB'03]
  - *History-independent execution*
  - Well-defined state easy to reason about
    - Especially in data stream processing
  - Performance may be suboptimal [DH'04]
    - No intermediate tuples stored → need to recompute
- Using unary operators [RDH'03]
  - Similar to MJoins, but enables additional adaptation

Adaptive Join Processing: Outline

- Single streaming relation
  - Left-deep pipelined plans
- Multiple streaming relations
  - Execution strategies for multi-way joins
  - History-independent execution
    - MJoins
    - SteMs
  - History-dependent execution
    - Eddies with joins
    - Corrective query processing

MJoins [VNB'03]

Choosing probing sequences

- For each relation, use a left-deep pipelined plan (based on hash indexes)
- Can use selection ordering algorithms

  Independently for each relation

Adapting MJoins

- Adapt each probing sequence independently

  e.g., StreaMon [BW'01] used A-Greedy for this purpose

A-Caching [BMWM'05]

- Maintain intermediate caches to avoid recomputation
- Alleviates some of the performance concerns

State Modules (SteMs) [RDH'03]

SteM is an abstraction of a unary operator

- Encapsulates the state, access methods and the operations on a single relation

By adapting the routing between SteMs, we can

- Adapt the join ordering (as before)
- Adapt access method choices
- Adapt join algorithms
  - Hybridized join algorithms
    - e.g. on memory overflow, switch from hash join → index join
  - Much larger space of join algorithms
- Adapt join spanning trees

Also useful for sharing state across joins

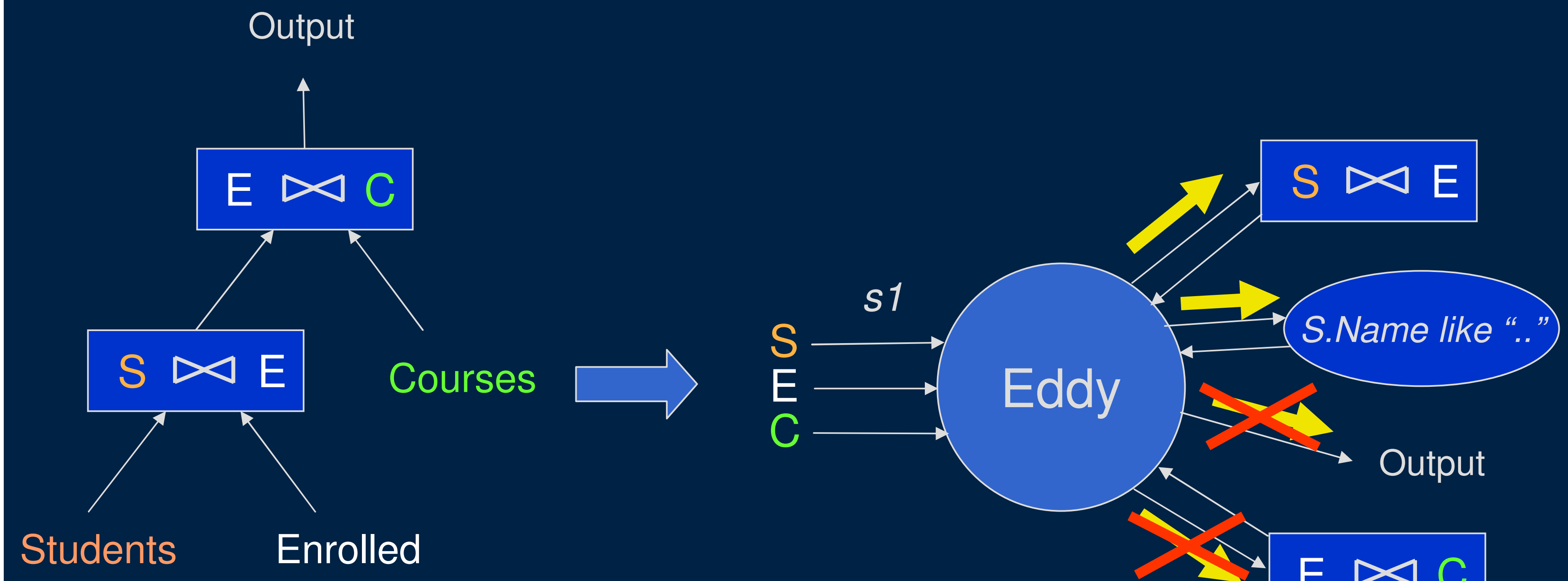
- Advantageous for continuous queries [MSHR'02, CF'03]

Adaptive Join Processing: Outline

- Single streaming relation
  - Left-deep pipelined plans
- Multiple streaming relations
  - Execution strategies for multi-way joins
  - History-independent execution
    - MJoins
    - SteMs
  - History-dependent execution
    - Eddies with binary joins
      - State management using STAIRs
    - Corrective query processing

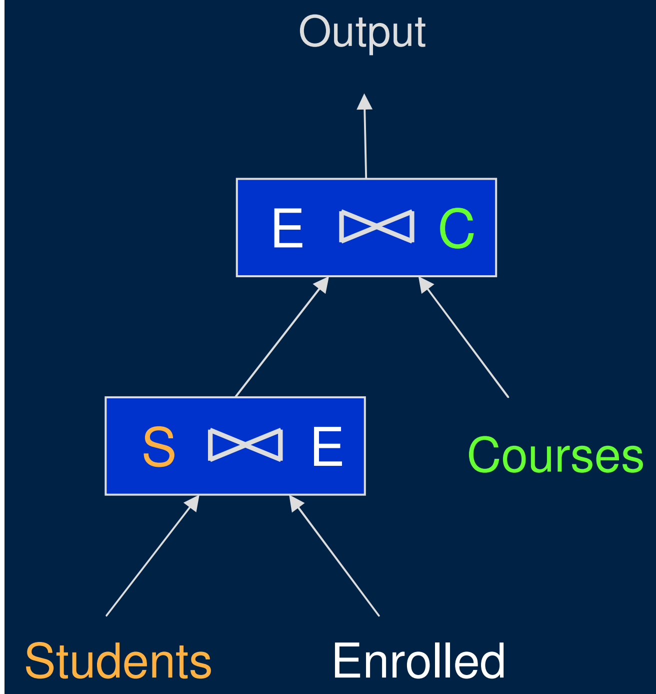
Eddies with Binary Joins [AH'00]

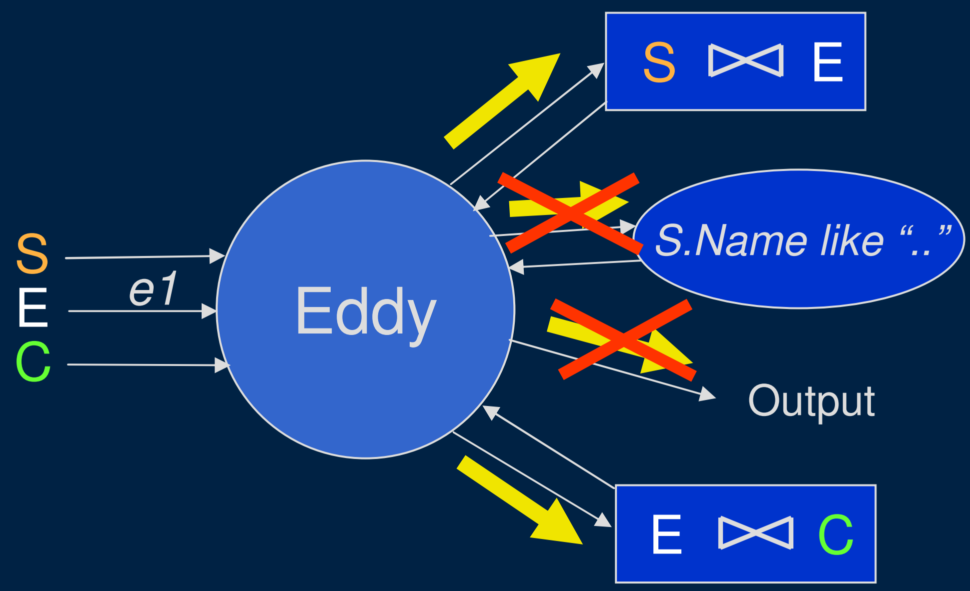
For correctness, must obey routing constraints !!



Eddies with Binary Joins [AH'00]

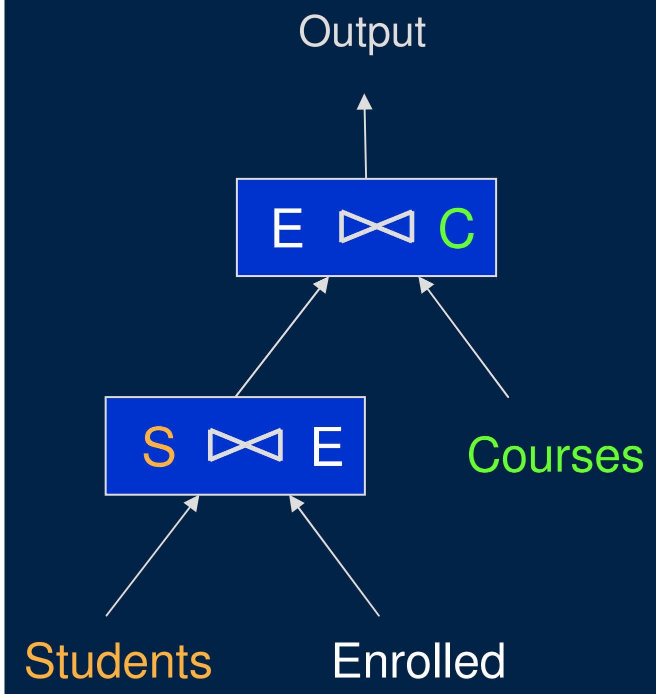
For correctness, must obey routing constraints !!

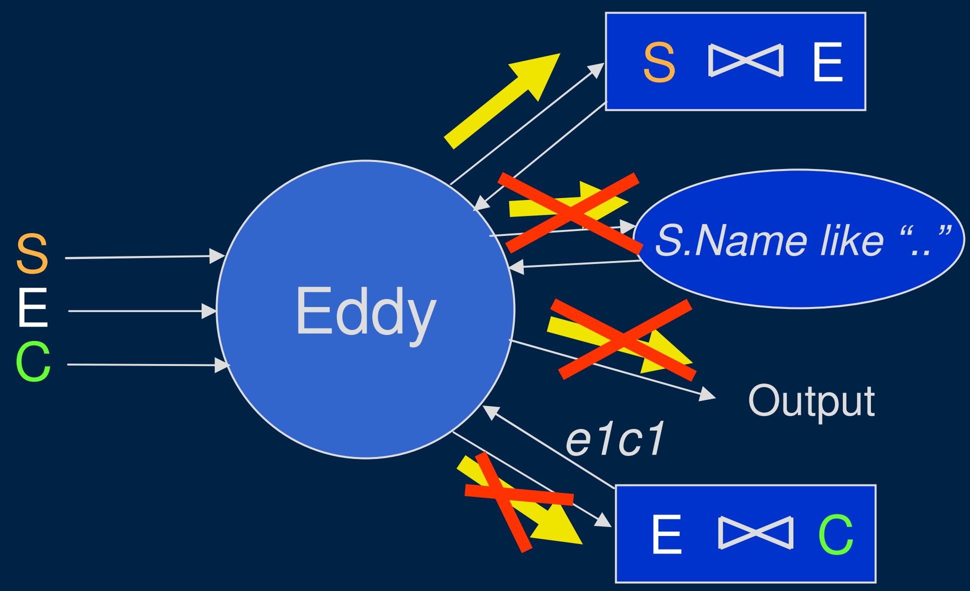




Eddies with Binary Joins [AH'00]

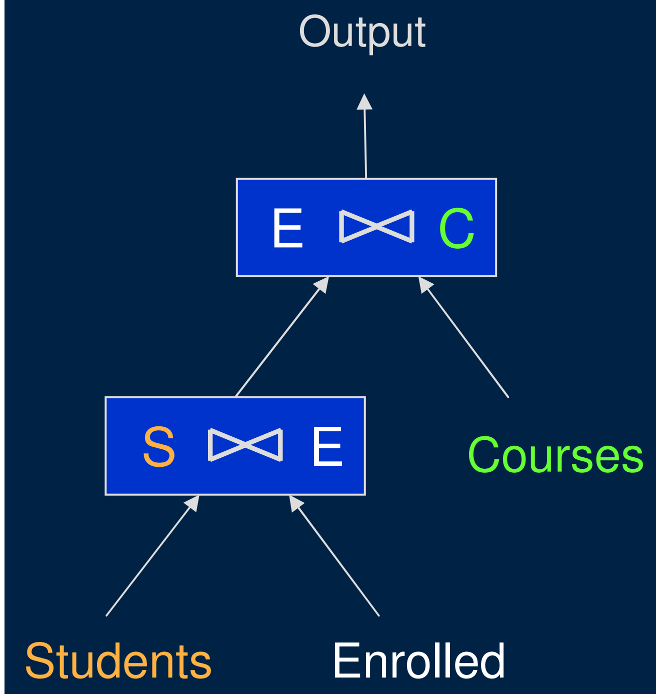
For correctness, must obey routing constraints !!
Use some form of *tuple-lineage*

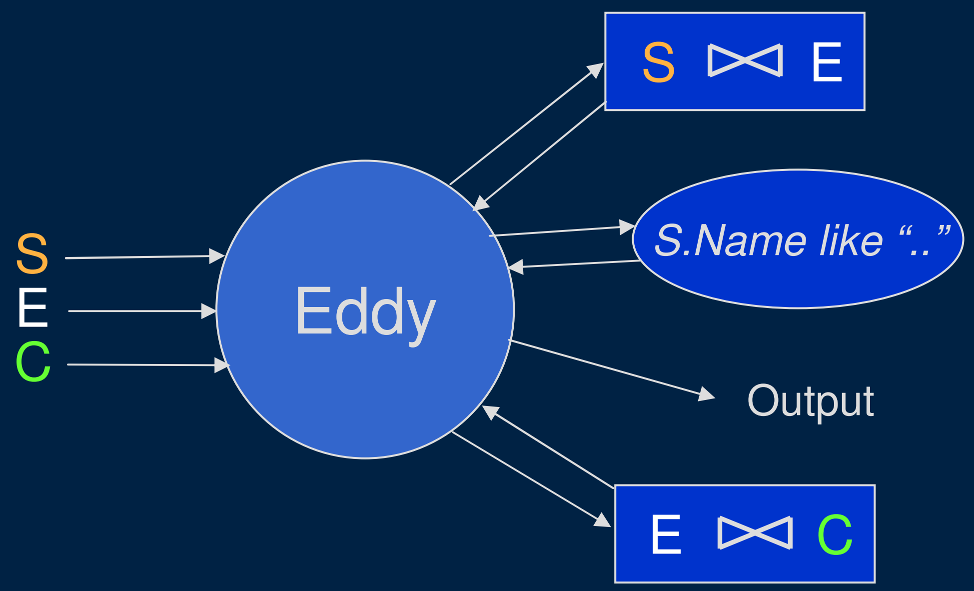




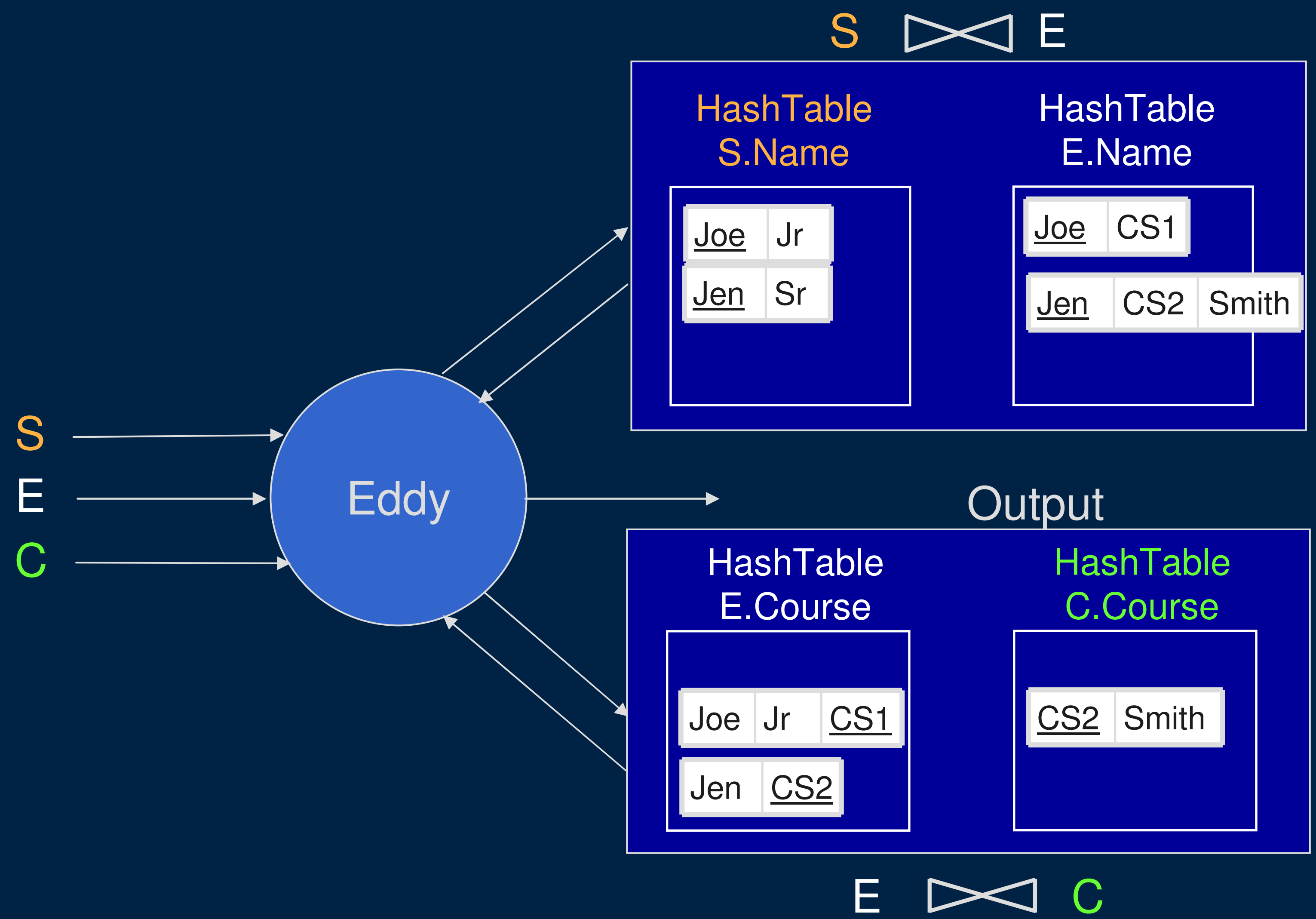
Eddies with Binary Joins [AH'00]

Can use any join algorithms
But, *pipelined* operators preferred
Provide quick feedback



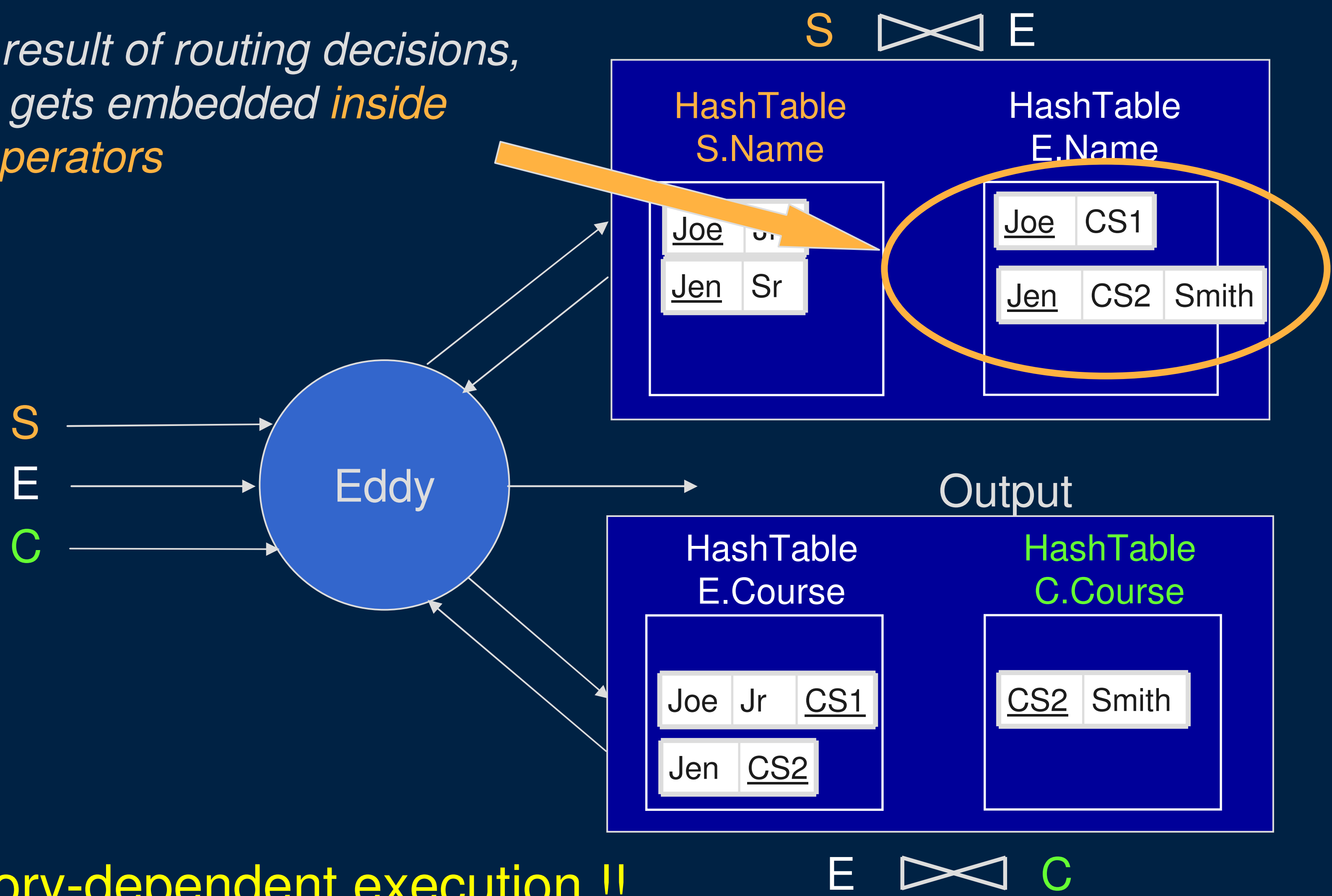


Eddies with Symmetric Hash Joins



Burden of Routing History [DH'04]

As a result of routing decisions, state gets embedded inside the operators



History-dependent execution !!

Modifying State: STAIRs [DH'04]

Observation:

- Changing the operator ordering not sufficient
- Must allow manipulation of state

New operator: STAIR

- Expose join state to the eddy
  - By splitting a join into *two halves*
- Provide state management primitives
  - That guarantee correctness of execution
  - Able to lift the burden of history
- Enable many other adaptation opportunities
  - e.g. adapting spanning trees, selective caching, pre-computation

Recap: Eddies with Binary Joins

Routing constraints enforced using tuple-level lineage

Must choose access methods, join spanning tree beforehand

– SteMs relax this restriction [RDH'03]

The operator state makes the behavior unpredictable

– Unless only one streaming relation

Routing policies explored are same as for selections

– Can tune policy for interactivity metric [RH'02]

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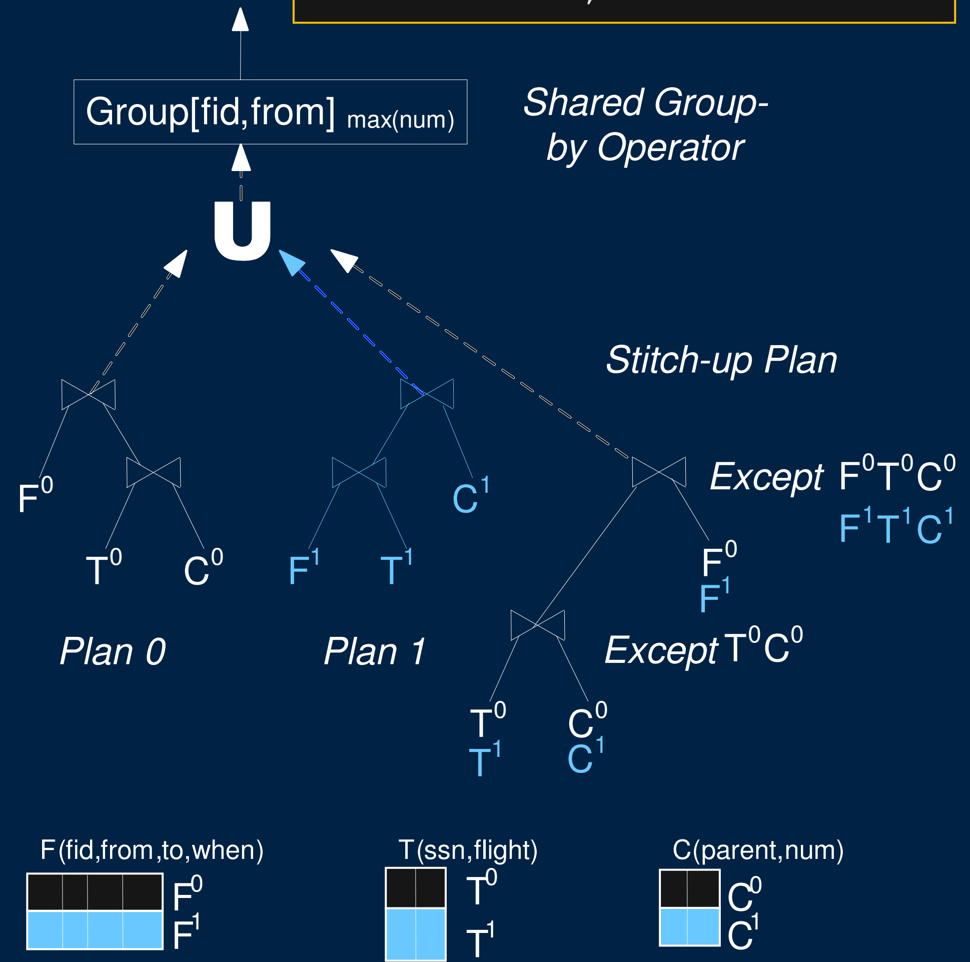
Carefully Managing State:
Corrective Query Processing (CQP) [I'02,IHW'04]

- Focus on stateful queries:
  - **Join** cost grows over time
    - Early: few tuples join
    - Late: may get x-products
  - **Group-by** may not produce output until end
- Consider long-term cost, switch in mid-pipeline
  - Optimize with **cost model**
  - Use **pipelining** operators
  - *Measure* cardinalities, compare to estimates
  - *Replan* when different
  - *Execute* on new data inputs
- *Stitch-up* phase computes cross-phase results

```
SELECT fid, from, max(num)
FROM F, T, C
WHERE fid=flight
      AND parent=ssn
GROUP BY fid, from
```



CQP Discussion

Each plan operates on a horizontal partition: Clean algebraic interpretation!

Easy to extend to more complex queries

- Aggregation, grouping, subqueries, etc.

Separates two factors, conservatively creates state:

- Scheduling is handled by pipelined operators
- CQP chooses plans using long-term cost estimation
- Postpones cross-phase results to final phase

  Assumes settings where computation cost, state are the bottlenecks

- Contrast with STAIRS, which move state around once it's created!

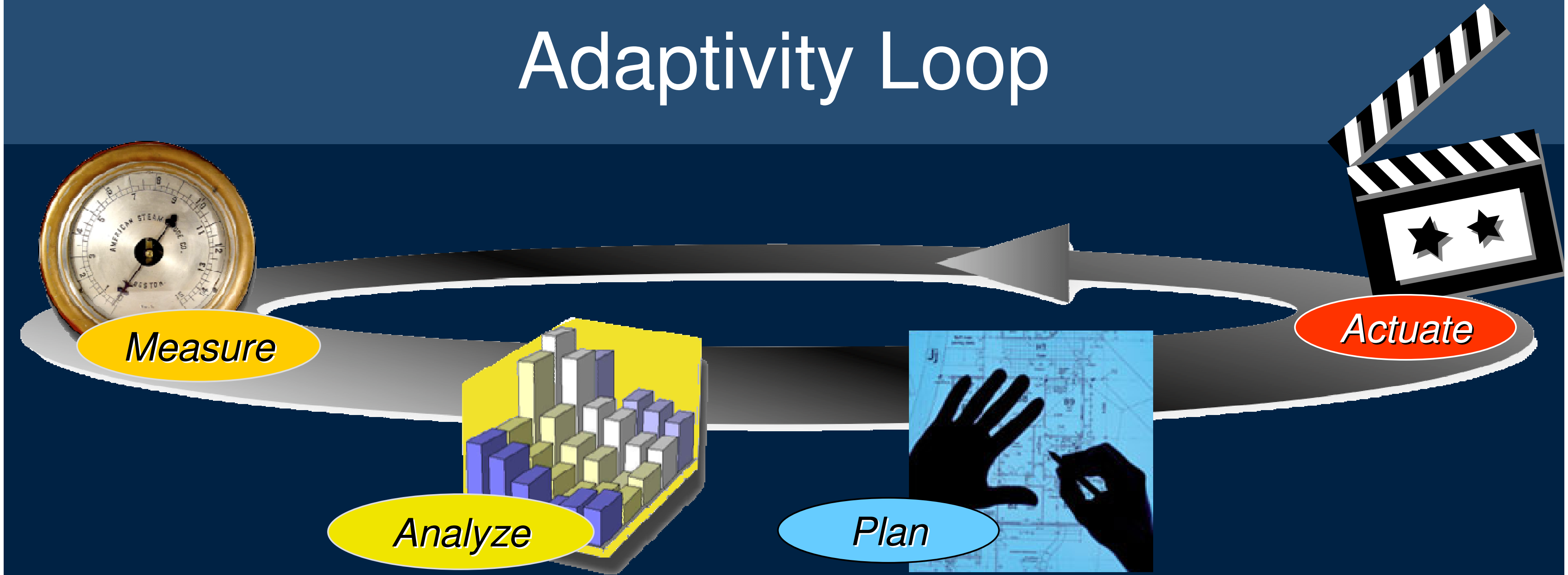
Putting it all in Context

How Do We Understand the Relationship between Techniques?

Several different axes are useful:

- When are the techniques applicable?
  - Adaptive selection ordering
  - History-independent joins
  - History-dependent joins
- How do they handle the different aspects of adaptivity?
- How to EXPLAIN adaptive query plans?

Adaptivity Loop



Measure what ?

Cardinalities/selectivities, operator costs, resource utilization

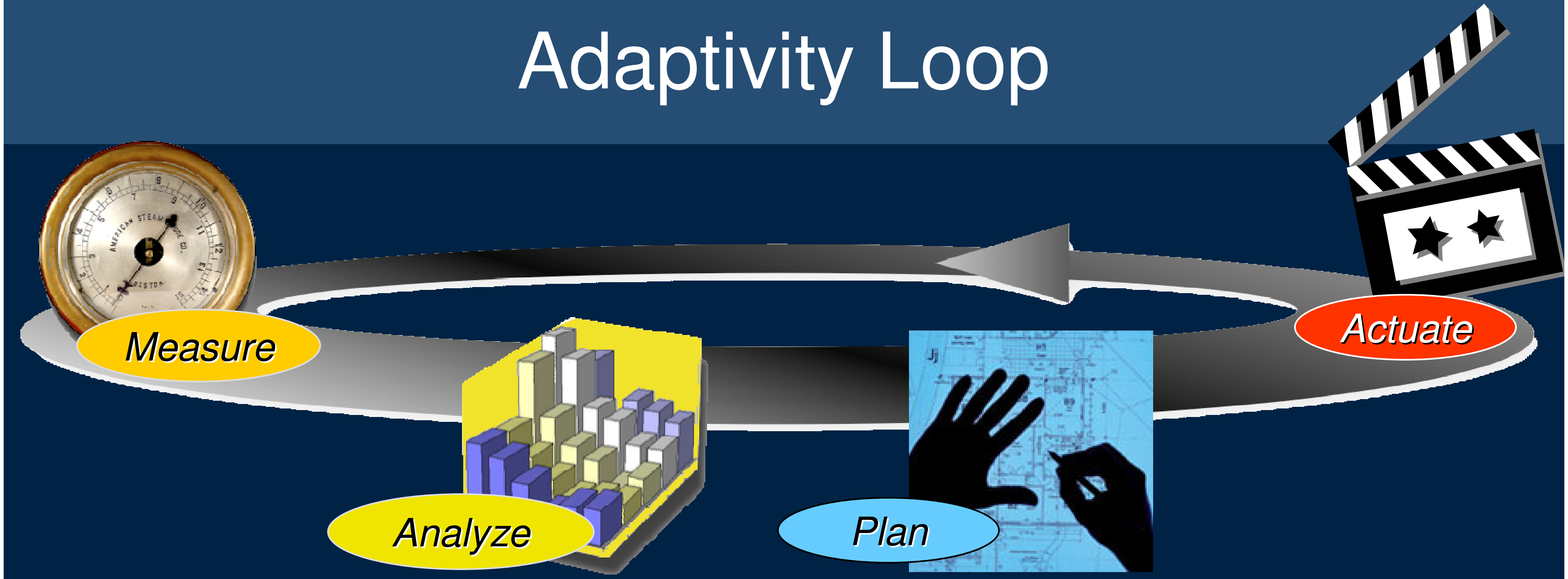
Measure when ?

Continuously (eddies); using a random sample (A-greedy); at materialization points (mid-query reoptimization)

Measurement overhead ?

Simple counter increments (mid-query) to very high

Adaptivity Loop



Analyze/replan what decisions ?

(Analyze actual vs. estimated selectivities)

Evaluate costs of alternatives and switching (keep state in mind)

Analyze / replan when ?

Periodically; at materializations (mid-query); at conditions (A-greedy)

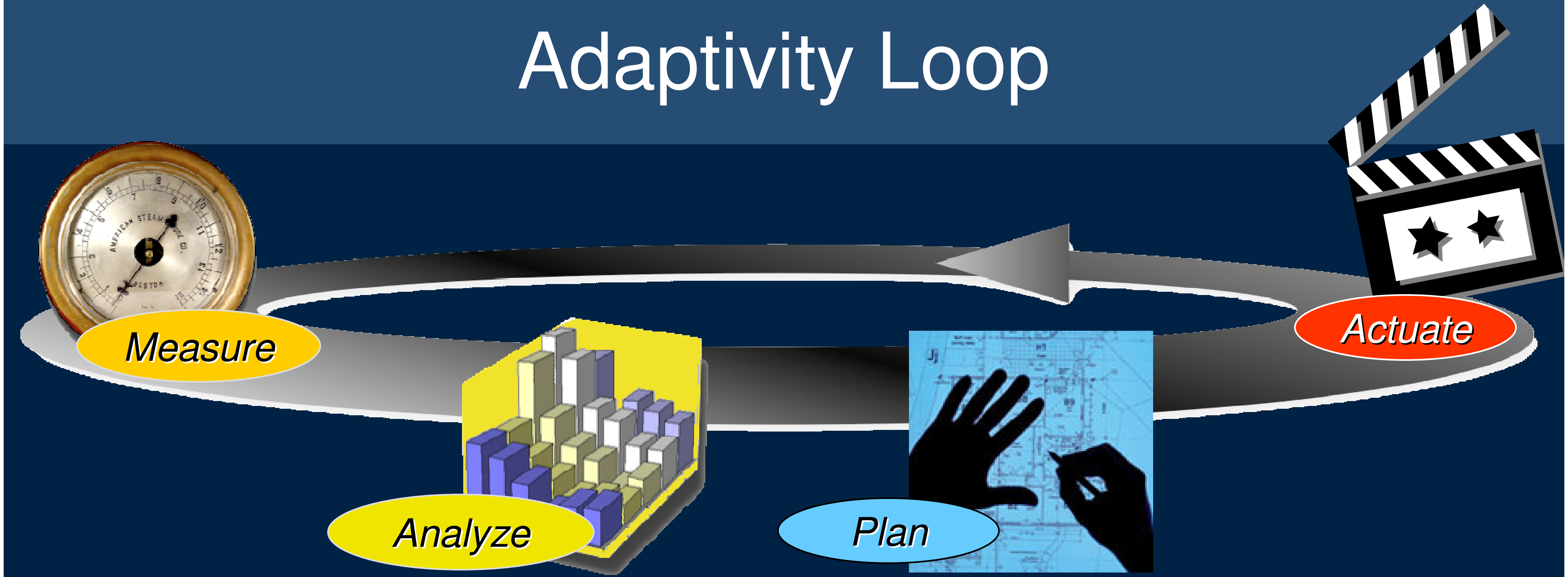
Plan how far ahead ?

Next tuple; batch; next stage (staged); possible remainder of plan (CQP)

Planning overhead ?

Switch stmt (parametric) to dynamic programming (CQP, mid-query)

Adaptivity Loop



Actuation: How do they switch to the new plan/new routing strategy ?

Actuation overhead ?

At the end of pipelines → free (mid-query)

During pipelines:

History-independent → Essentially free (selections, MJoins)

History-dependent → May need to migrate state (STAIRs, CAPE)

Adaptive Query Processing "Plans": *Post-Mortem Analyses*

After an adaptive technique has completed, we can explain what it did over time in terms of data partitions and relational algebra

e.g., a selection ordering technique may effectively have partitioned the input relation into multiple partitions…

… where each partition was run with a different order of application of selection predicates

- These analyses highlight understanding how the technique manipulated the query plan
  - See our survey in now Publishers' *Foundations and Trends in Databases*, Vol. 1 No. 1

Research Roundup

Measurement & Models

Combining static and runtime measurement

Finding the right model granularity / measurement timescale

- How often, how heavyweight? Active probing?

Dealing with correlation in a tractable way

There are clear connections here to:

- Online algorithms
- Machine learning and control theory
  - Bandit problems
  - Reinforcement learning
- Operations research scheduling

Understanding Execution Space

Identify the "complete" space of post-mortem executions:

- Partitioning
- Caching
- State migration
- Competition & redundant work
- Sideways information passing
- Distribution / parallelism!

What aspects of this space are important? When?

- A buried lesson of AQP work: "non-Selingerian" plans can win big!
- Can we identify robust plans or strategies?

Given this (much!) larger plan space, navigate it efficiently

- Especially on-the-fly

Wrap-up

Adaptivity is the future (and past!) of query processing

Lessons and structure emerging

- The adaptivity "loop" and its separable components

  Relationship between measurement, modeling / planning, actuation

- Horizontal partitioning "post-mortems" as a logical framework for understanding/explaining adaptive execution in a post-mortem sense

- Selection ordering as a clean "kernel", and its limitations

- The critical and tricky role of state in join processing

A lot of science and engineering remain!!!

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