

CS 591: Data Systems Architectures

class 2

Data Systems 101

Prof. Manos Athanassoulis

http://manos.athanassoulis.net/classes/CS591



some reminders





class effort summary

2 classes per week / OH 4 days per week

each student

1 presentation/discussion lead + 2 reviews per week (5 long and the rest short, can skip 3)

systems or research project + mid-semester report



expect to work several hours every week

systems project

implementation-heavy C/C++ project

group of 1-2



research project

group of 3-4

pick a subject (list will be available)

design & analysis

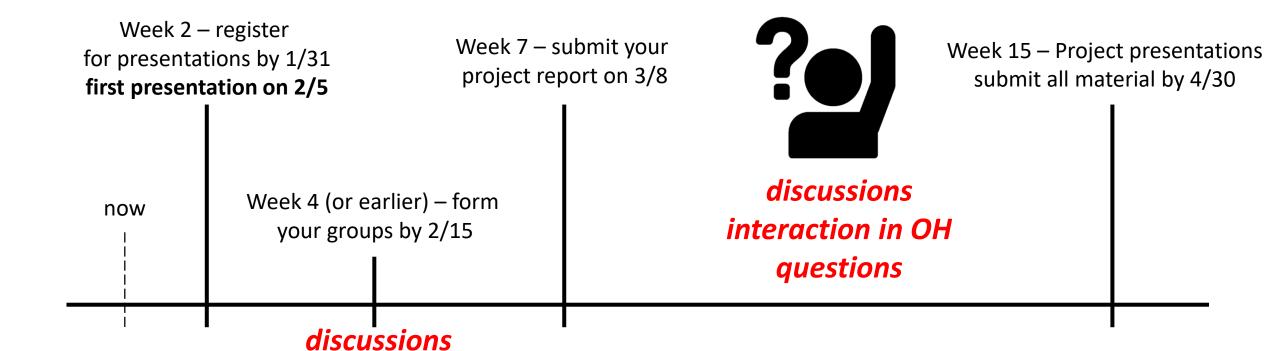
experimentation



class timeline

interaction in OH

questions





Piazza



all discussions & announcements

http://piazza.com/bu/spring2019/cs591a1/

also available on class website

17 already registered! register so we can reach you easily



size (volume)
rate (velocity)
sources (variety)

big data

(it's not only about size)

The 3 V's

+ our ability to collect machine-generated data

scientific experiments

social

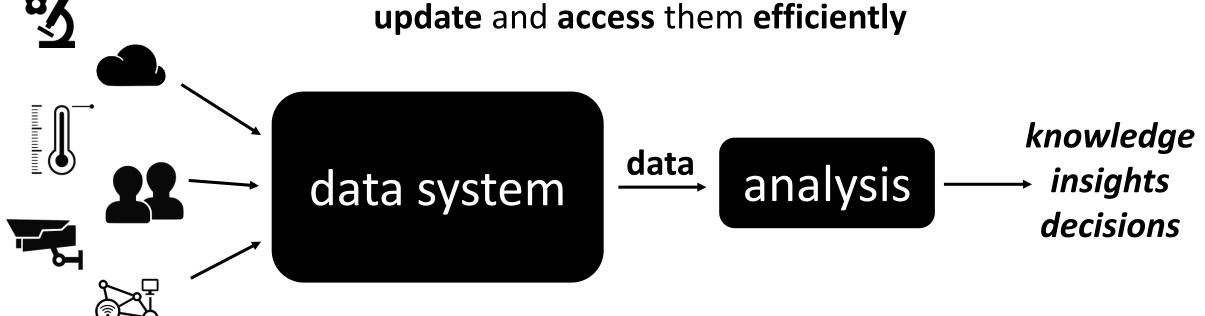




Internet-of-Things

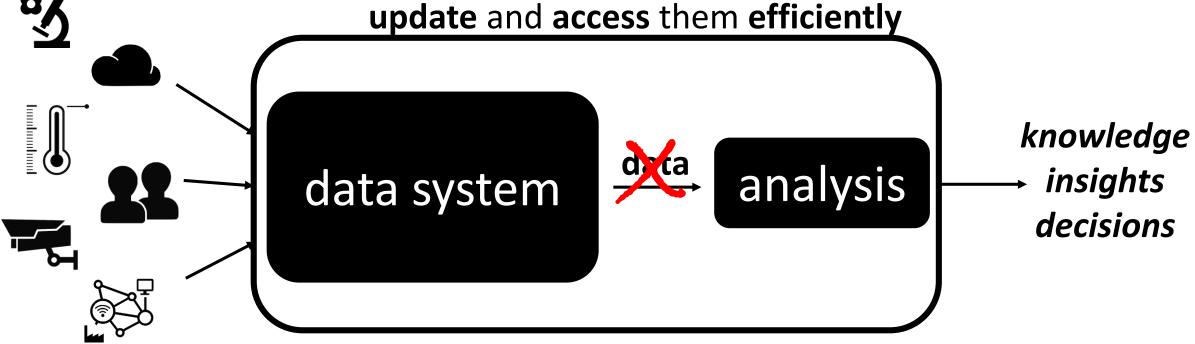


a data system is a large software system that stores data, and provides the interface to update and access them efficiently



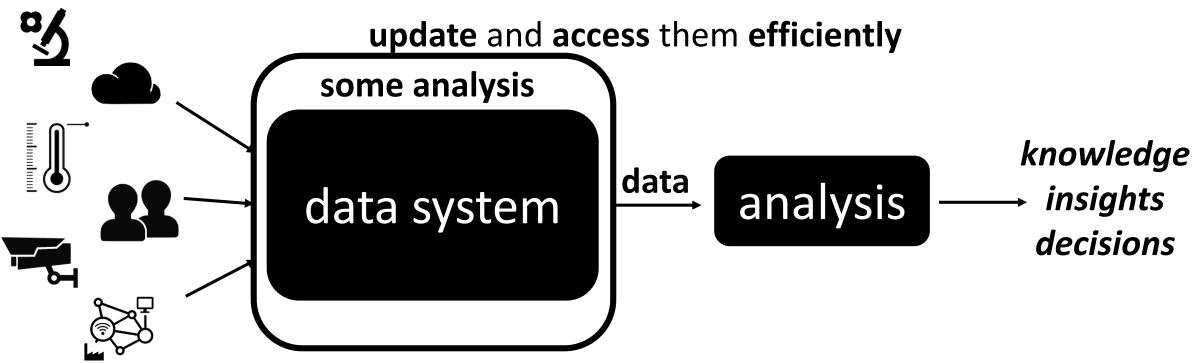


a data system is a large software system that stores data, and provides the interface to update and access them efficiently



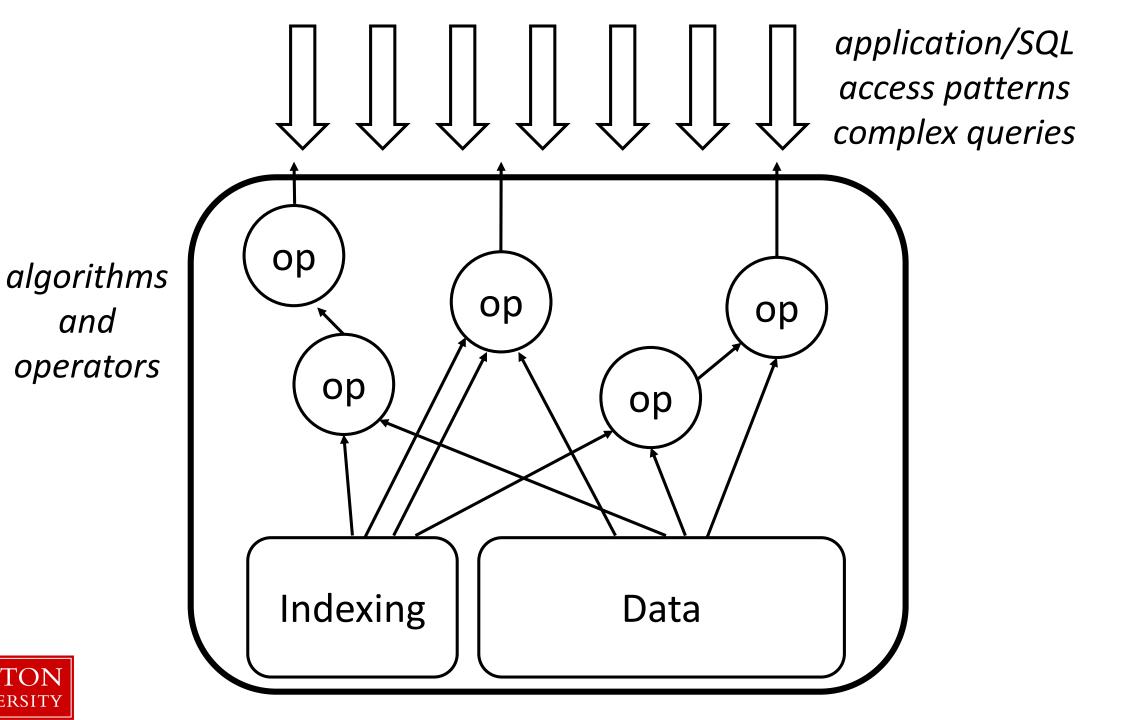


a data system is a large software system that stores data, and provides the interface to

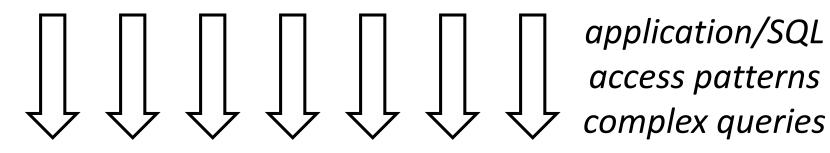




data system, what's inside?



UNIVERSITY



modules

Query Parser Query Compiler

Optimizer

Evaluation Engine

Memory/Storage Management

Indexing

Transaction Management

Memory Hierarchy

CPU

Caches

Memory

Disk



growing environment





db

large systems complex lots of tuning legacy

noSQL

simple, clean "just enough"



need for scalability more complex applications

newSQL

>\$200B by 2020, growing at 11.7% every year [The Forbes, 2016]

[noSQL]

\$3B by 2020, growing at 20% every year

[Forrester, 2016]



growing need for tailored systems



new applications





new hardware





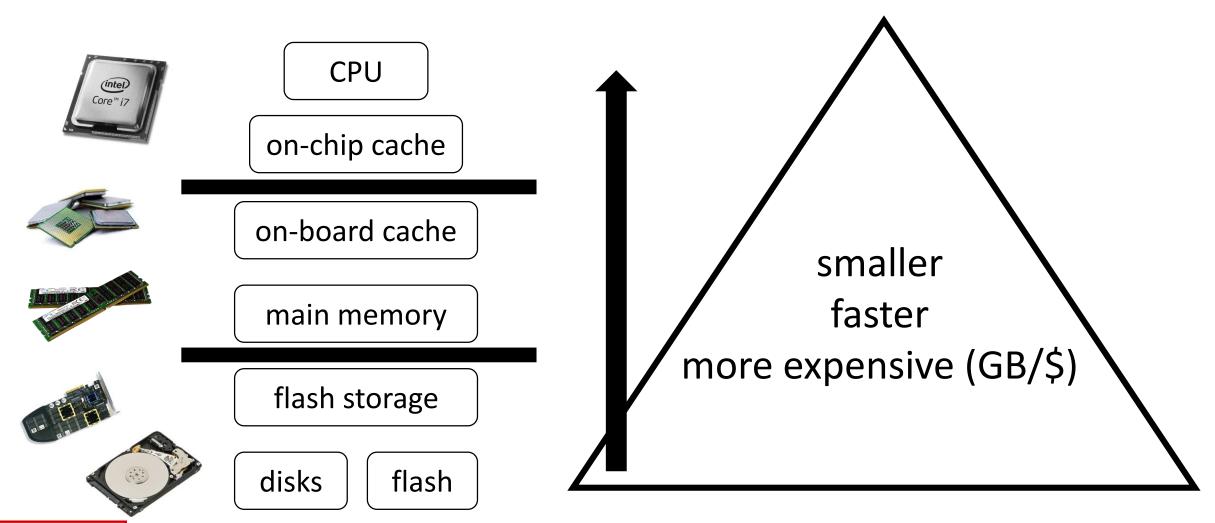
more data





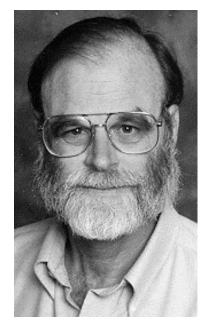
data system, what's underneath?

memory hierarchy

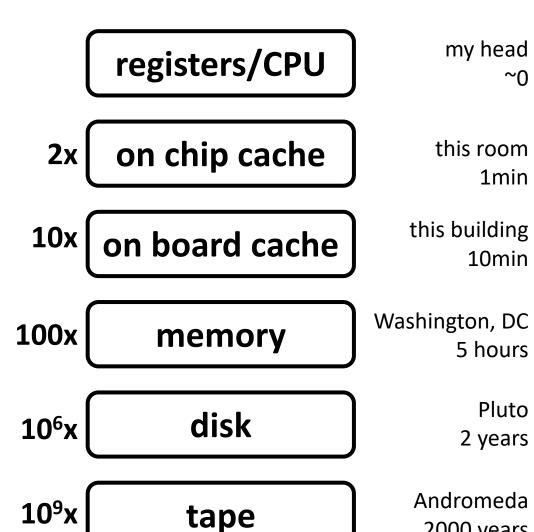


BOSTONUNIVERSITY

memory hierarchy (by Jim Gray)

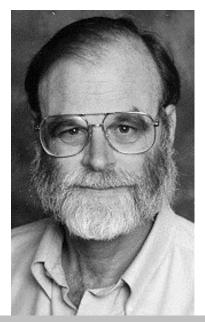


Jim Gray, IBM, Tandem, Microsoft, DEC "The Fourth Paradigm" is based on his vision **ACM Turing Award 1998 ACM SIGMOD Edgar F. Codd Innovations award 1993**



2000 years

memory hierarchy (by Jim Gray)



registers/CPU

my head ~∩

2x on chip cache

this room 1min

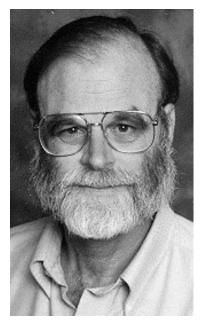
10x on board cache

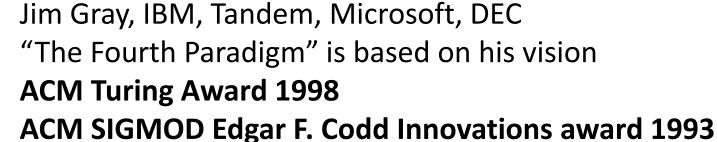
this building 10min

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



Jim Gray (a great scientist and engineer)



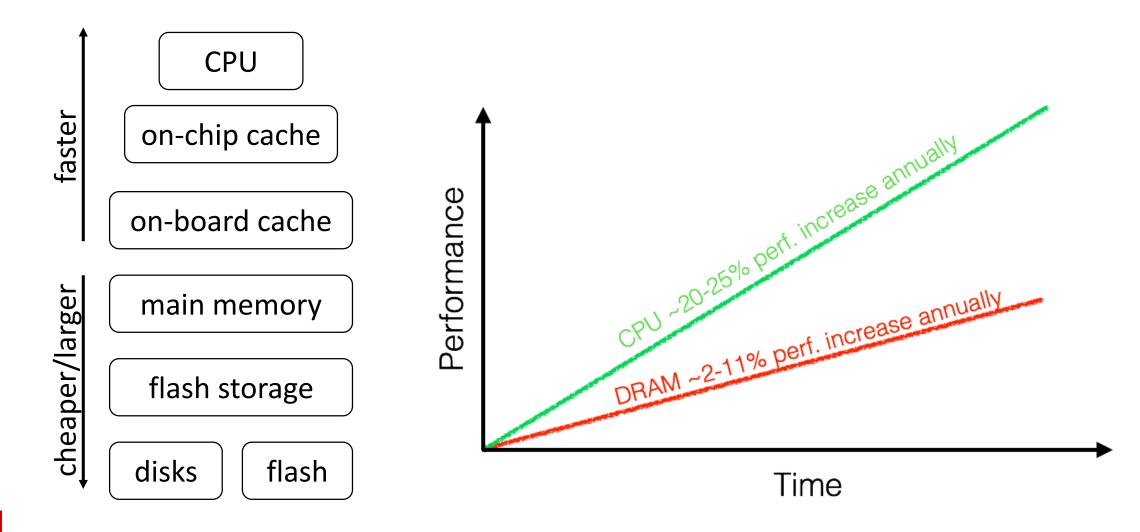


The
FOURTH
PARADIGM
DATA-INTENSIVE SCIENTIFIC DISCOVERY

the first collection of technical visionary research on a data-intensive scientific discovery

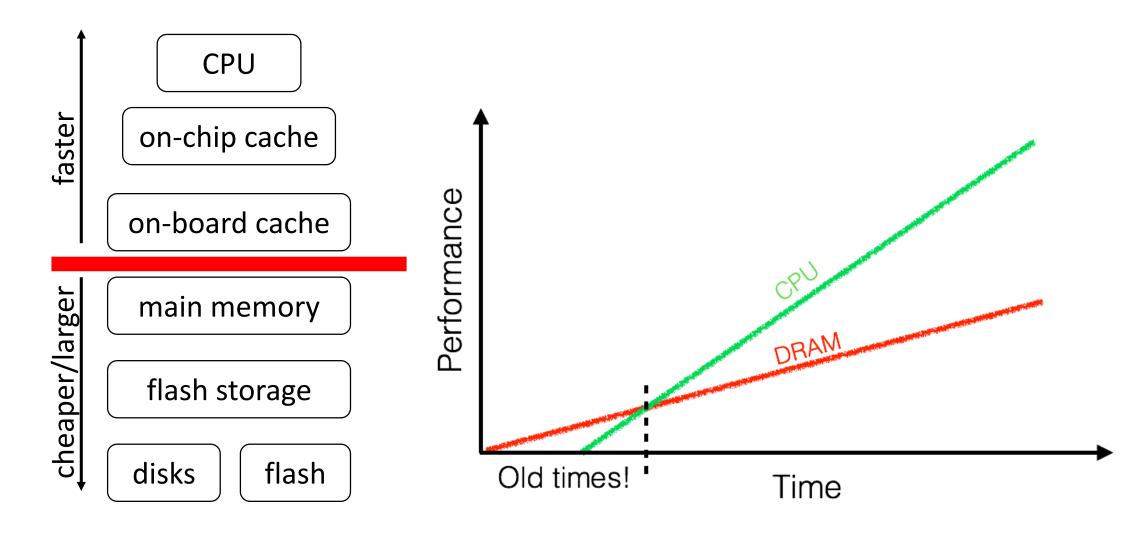


memory wall





memory wall





cache/memory misses

CPU

on-chip cache

on-board cache

cache miss: looking for something that is not in the cache

memory miss: looking

for something that

is not in memory

main memory

flash storage

disks

flash

what happens if I miss?





data movement

CPU

on-chip cache

on-board cache

main memory

flash storage

disks

flash

data go through all necessary levels

also read unnecessary data





photo from NBC

need to read only X read the whole page





data movement

CPU

on-chip cache

on-board cache

main memory

flash storage

data go through all necessary levels

also read unnecessary data





photo from NBC

need to read only X read the whole page



remember! disk is millions (mem, hundreds) times slower than CPU

query x<7

size=120 bytes

memory (memory level N)

disk (memory level N+1)

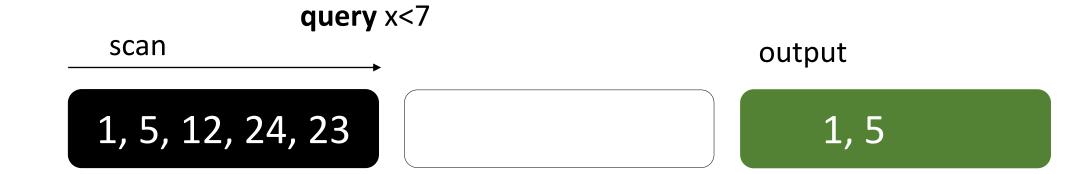
1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







size=120 bytes

memory (memory level N)

disk (memory level N+1)

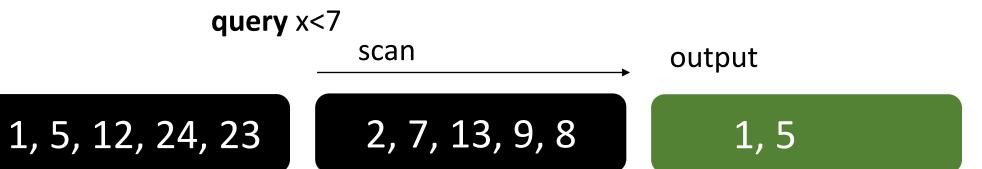
1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







size=120 bytes

memory (memory level N)

disk (memory level N+1)

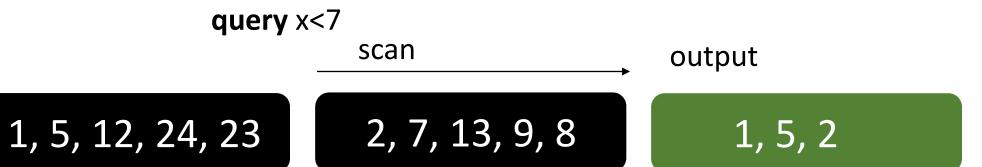
1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15





query x<7
scan
output

1, 5, 12, 24, 23
2, 7, 13, 9, 8
1, 5, 2

size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







10, 11, 6, 14, 15

2, 7, 13, 9, 8

1, 5, 2

size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







10, 11, 6, 14, 15

2, 7, 13, 9, 8

1, 5, 2, 6

size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







10, 11, 6, 14, 15

2, 7, 13, 9, 8

1, 5, 2, 6

size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15



what if we had an oracle (perfect index)?





query x<7

size=120 bytes

memory (memory level N)

disk (memory level N+1)

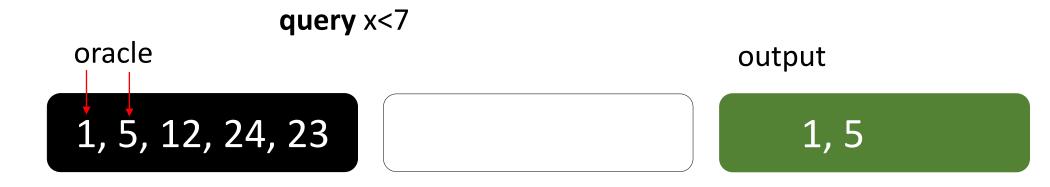
1, 5, 12, 24, 23

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10, 11, 6, 14, 15







size=120 bytes

memory (memory level N)

disk (memory level N+1)

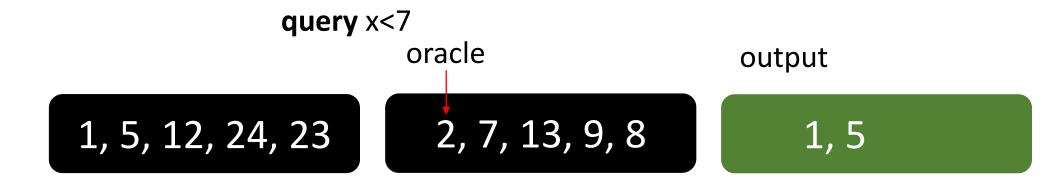
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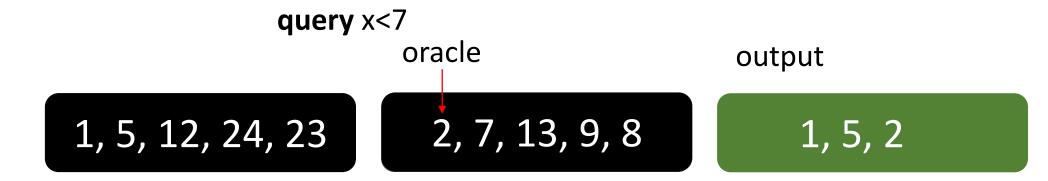
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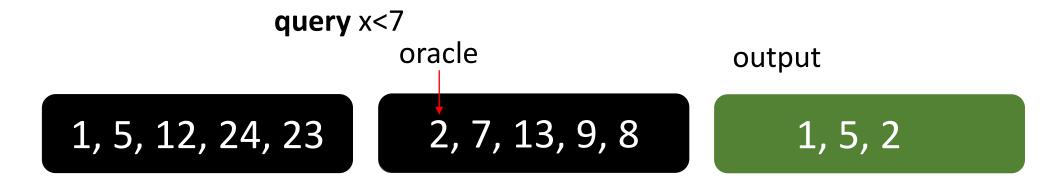
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size=120 bytes

memory (memory level N)

disk (memory level N+1)

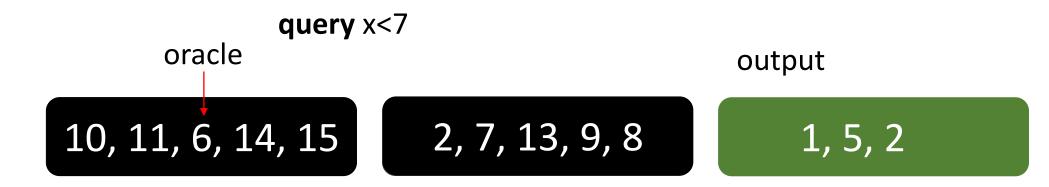
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size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

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size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15







size=120 bytes

memory (memory level N)

disk (memory level N+1)

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15



when is the oracle helpful?





for which query would an oracle help us?

how to decide whether to use the oracle?

1, 5, 12, 24, 23

2, 7, 13, 9, 8

10, 11, 6, 14, 15



how we store data

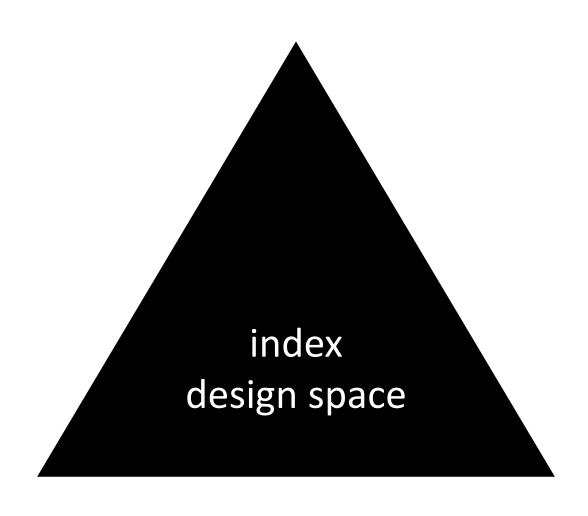
layouts, indexes (classes 5,6)

every **byte** counts

overheads and tradeoffs (classes 11,12)

know the query

access path selection (class 10)





rules of thumb

sequential access

read one block; consume it completely; discard it; read next;

hardware can predict and start prefetching prefetching can exploit full memory/disk bandwidth

random access

read one block; consume it partially; discard it; (may re-use);

read random next;

ideal random access?

the one that helps us **avoid a large number of accesses** (random or sequential)



the language of efficient systems: C/C++

why?

low-level control over hardware

make decisions about physical data placement and consumptions

fewer assumptions



the language of efficient systems: C/C++

why?

low-level control over hardware

we want you in the project to make low-level decisions



main-memory optimized-systems

a "simple" database operator

select operator (scan)

```
query: value<x over an array of N slots

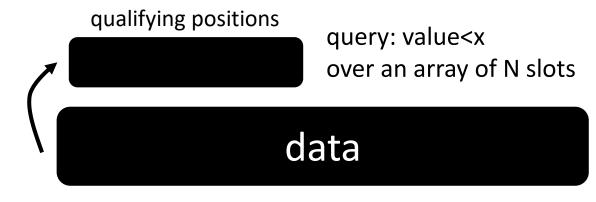
data
```





how to implement it?

result = new array[data.size]; j=0; for (i=0; i<data.size; i++) if (data[i]<x) result[j++]=i;



what if only 0.1% qualifies?

memory

data

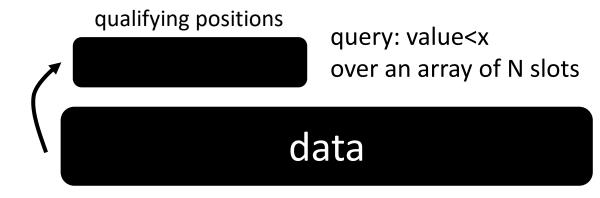
result





how to implement it?

result = new array[data.size];
j=0;
for (i=0; i<data.size; i++)
 if (data[i]<x)
 result[j++]=i;</pre>



what if only 0.1% qualifies?

memory

data





how to implement it?

```
result = new array[data.size];

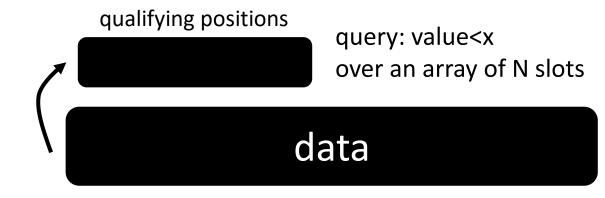
j=0;

for (i=0; i<data.size; i++)

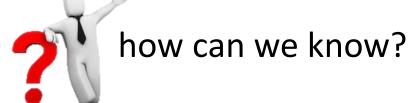
if (data[i]<x)

result[j++]=i;
```

```
result = new array[data.size];
j=0;
for (i=0; i<data.size; i++)
  result[j+=(data[i]<x)]=i;</pre>
```



what if 99% qualifies?



branches (if statements) are bad for the processors, can we avoid them?

how to bring the values? (remember we have the positions)



result = new array[data.size];
j=0;
for (i=0; i<data.size; i++)
 if (data[i]<x)
 result[j++]=i;</pre>

qualifying positions
query: value<x
over an array of N slots

data

what about multi-core?
NUMA? SIMD? GPU?

data

needs coordination! what about result writing?

core1

core2

core3

core4





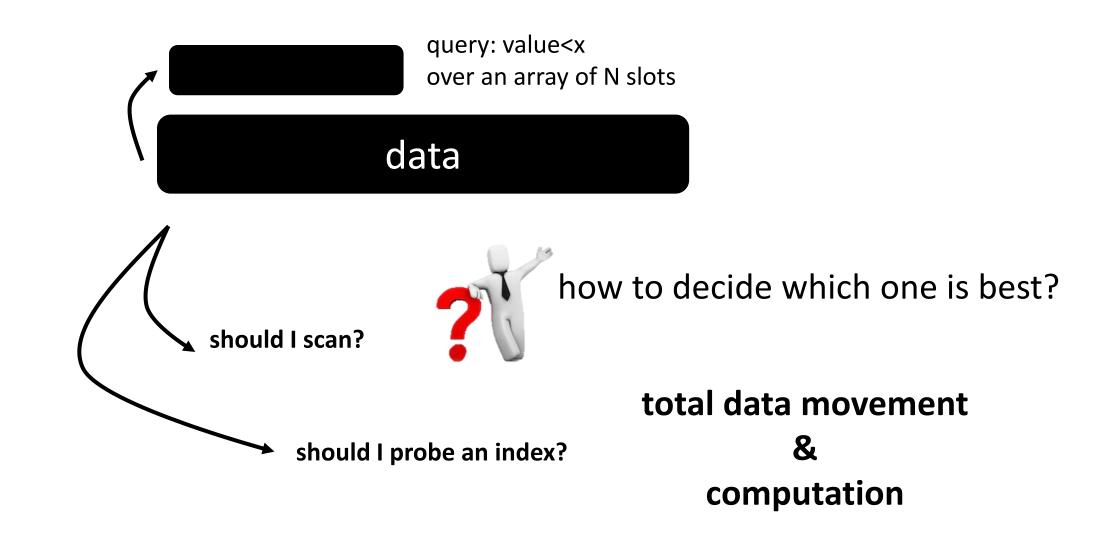
what about having multiple queries?

query1: value<x1 query2: value<x2 ...

```
result = new array[data.size];
j=0;
for (i=0; i<data.size; i++)
  if (data[i]<x)
  result[j++]=i;</pre>
```









how can I prepare?

- 1) Read background research material
- Architecture of a Database System. By J. Hellerstein, M. Stonebraker and J. Hamilton. Foundations and Trends in Databases, 2007
- The Design and Implementation of Modern Column-store Database Systems. By D. Abadi, P. Boncz, S. Harizopoulos, S. Idreos, S. Madden. Foundations and Trends in Databases, 2013
- Massively Parallel Databases and MapReduce Systems. By Shivnath Babu and Herodotos Herodotou. Foundations and Trends in Databases, 2013
- 2) Start going over the papers



what to do now?

- A) read the syllabus and the website
- B) register to piazza
- C) register to gradescope
- D) register for the presentation (now!)
- E) start submitting paper reviews (week 3)
- F) go over the project (end of this week will be available)
- G) start working on the mid-semester report (week 3)



survival guide

class website: http://manos.athanassoulis.net/classes/CS591/

piazza website: http://piazza.com/bu/spring2019/cs591a1/

gradescope entry-code: MR7ZD4

office hours: Manos (Tu/Th, 2-3pm), Subhadeep (M/W 2-3pm)

material: papers available from BU network





CS 591: Data Systems Architectures

class 2

Data Systems 101

modern main-memory data systems

next week:

&

semester project