PURDUE UNIVERSITY | Department of Computer Science

CS 44800: Introduction To Relational Database Systems

Query Processing

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Query Processing: Goal

- Go through tables to find the right tuples
  - *Efficiently*
- Challenges
  - Selection
    - Use of indices
  - Projection
    - Duplicate elimination
  - ~~Cartesian Product~~
    - ~~Ouch~~
    - ~~|R1| x |R2| tuples…~~
  - *Join* processing
    - Combining Cartesian product and selection can be much more efficient
- Set operations
  - Union, Intersection, Difference

Example

Select B,D

From R,S

Where R.A = “c” ∧ S.E = 2 ∧ R.C=S.C

R	A	B	C
	a	1	10
	b	1	20
	c	2	10
	d	2	35
	e	3	45

S	C	D	E
	10	x	2
	20	y	2
	30	z	2
	40	x	1
	50	y	3

Answer

B	D
2	x

How do we execute query?

One idea

- Do Cartesian product
- Select tuples
- Do projection

RXS

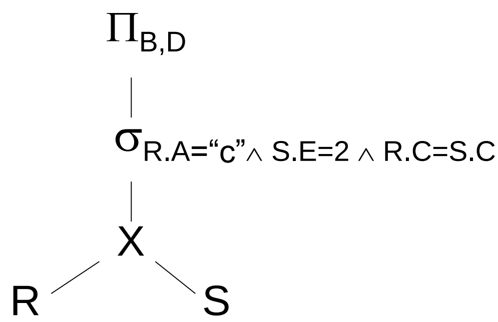
R.A	R.B	R.C	S.C	S.D	S.E
a	1	10	10	x	2
a	1	10	20	y	2
.					
.					
C	2	10	10	x	2
.					
.					

Bingo! →

Got one...

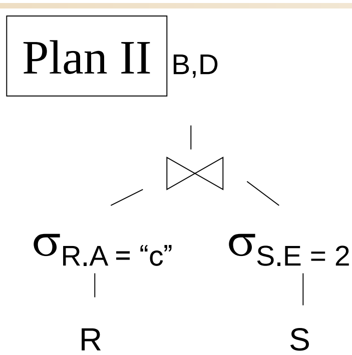
Relational Algebra - can be used to describe plans...

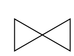
Ex: Plan I

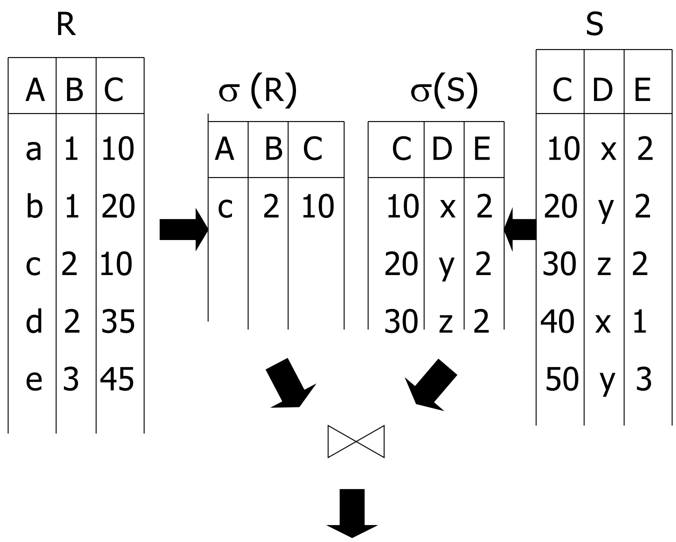


OR: $\Pi_{B,D}\,[\,\sigma_{R.A=\text{“c”} \wedge S.E=2 \wedge R.C = S.C}\,(R X S)]$

Another idea:







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Plan III

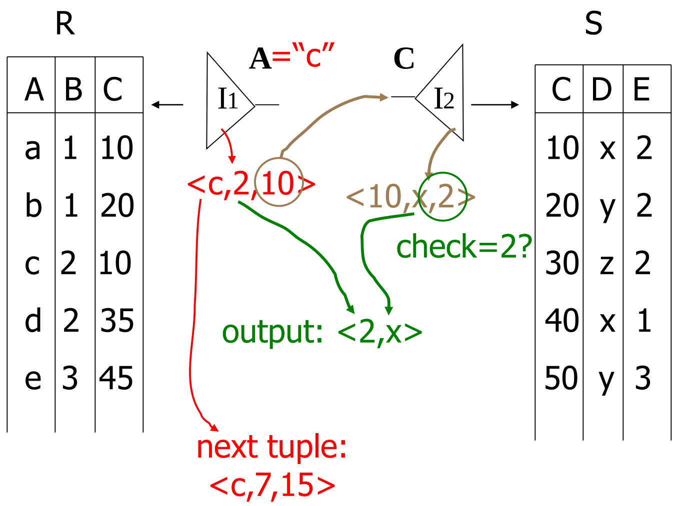
Use R.A and S.C Indexes

(1) Use R.A index to select R tuples with R.A = “c”

(2) For each R.C value found, use S.C index to find matching tuples

(3) Eliminate S tuples S.E ≠ 2

(4) Join matching R,S tuples, project
B,D attributes and place in result

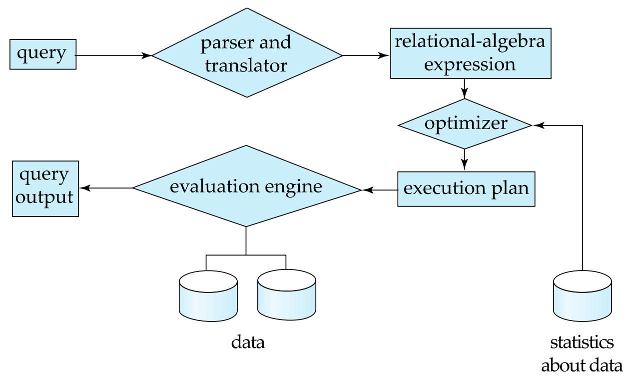


Chapter 15: Query Processing

- Overview
- Measures of Query Cost
- Selection Operation
- Sorting
- Join Operation
- Other Operations
- Evaluation of Expressions

Basic Steps in Query Processing

1. Parsing and translation
2. Optimization
3. Evaluation



Basic Steps in Query Processing (Cont.)

- Parsing and translation
  - translate the query into its internal form. This is then translated into relational algebra.
  - Parser checks syntax, verifies relations
- Evaluation
  - The query-execution engine takes a query-evaluation plan, executes that plan, and returns the answers to the query.

Basic Steps in Query Processing: Optimization

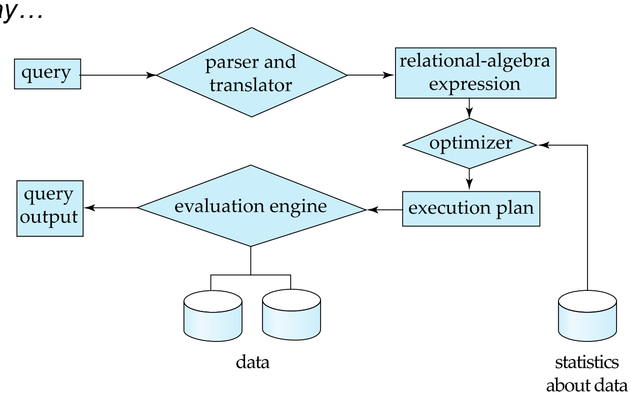
- A relational algebra expression may have many equivalent expressions
  - E.g., $\sigma_{salary<75000}(\prod_{salary}(instructor))$ is equivalent to $\prod_{salary}(\sigma_{salary<75000}(instructor))$
- Each relational algebra operation can be evaluated using one of several different algorithms
  - Correspondingly, a relational-algebra expression can be evaluated in many ways.
- Annotated expression specifying detailed evaluation strategy is called an **evaluation-plan**. E.g.,:
  - Use an index on *salary* to find instructors with salary < 75000,
  - Or perform complete relation scan and discard instructors with salary ≥ 75000

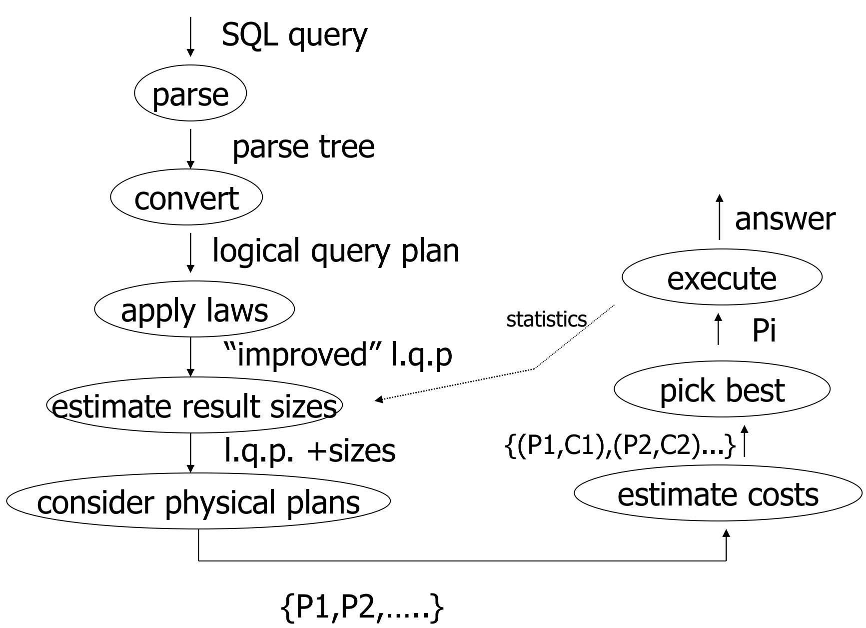
Basic Steps: Optimization (Cont.)

- **Query Optimization**: Amongst all equivalent evaluation plans choose the one with lowest cost.
  - Cost is estimated using statistical information from the database catalog
    - e.g.. number of tuples in each relation, size of tuples, etc.
- In this chapter we study
  - How to measure query costs
  - Algorithms for evaluating relational algebra operations
  - How to combine algorithms for individual operations in order to evaluate a complete expression
- In Chapter 16
  - We study how to optimize queries, that is, how to find an evaluation plan with lowest estimated cost

Basic Steps in Query Processing

1. Parsing and translation – *use standard compiler techniques (CS35200)*
2. Optimization – *choose from different ways of getting the same result*
3. Evaluation – *Today…*





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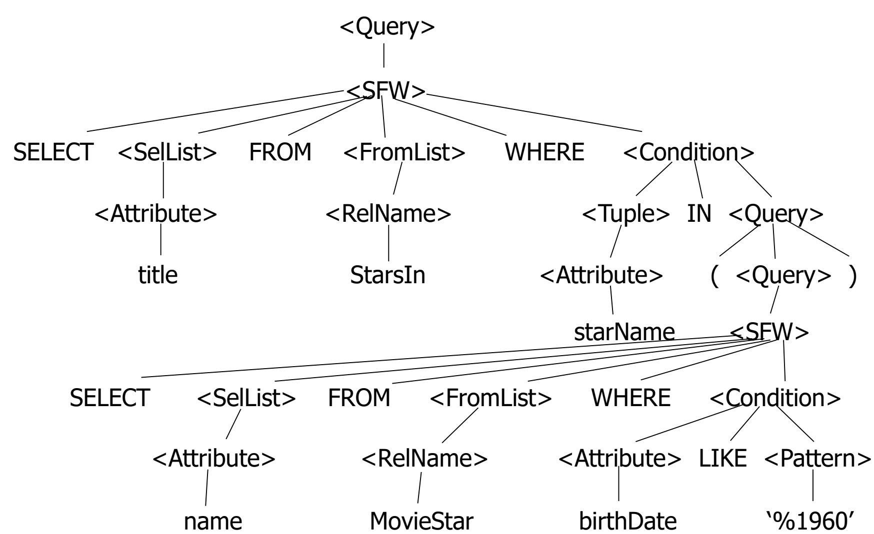
Example: SQL query

```
SELECT title
FROM StarsIn
WHERE starName IN (
        SELECT name
        FROM MovieStar
        WHERE birthdate LIKE '%1960'
);
```

(Find the movies with stars born in 1960)

Example: Parse Tree



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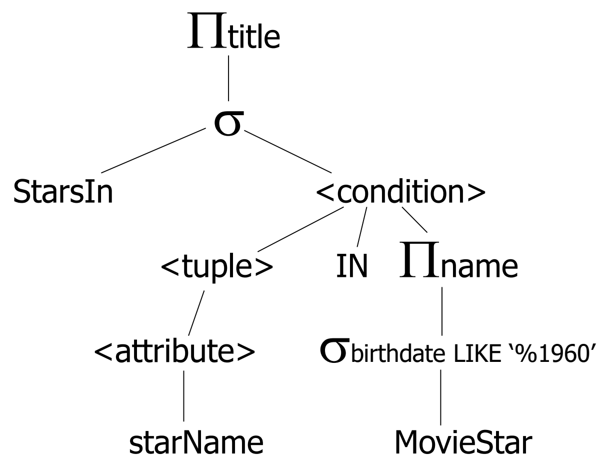
Example: Generating Relational Algebra



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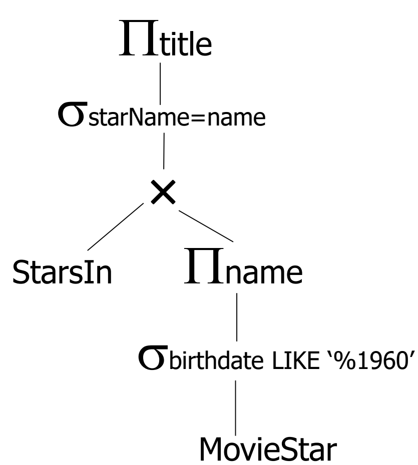
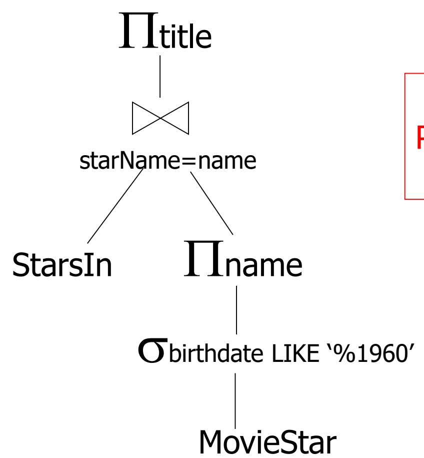
Example: Logical Query Plan

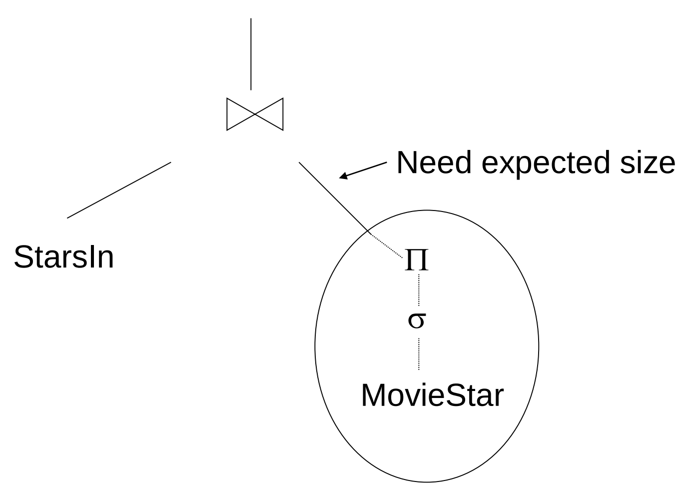


Example: Improved Logical Query Plan



Question: Push project to StarsIn?

Example: Estimate Result Sizes



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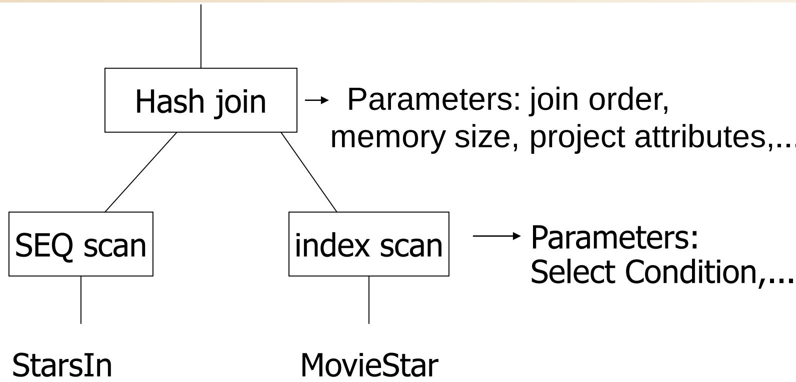
Example: One Physical Plan



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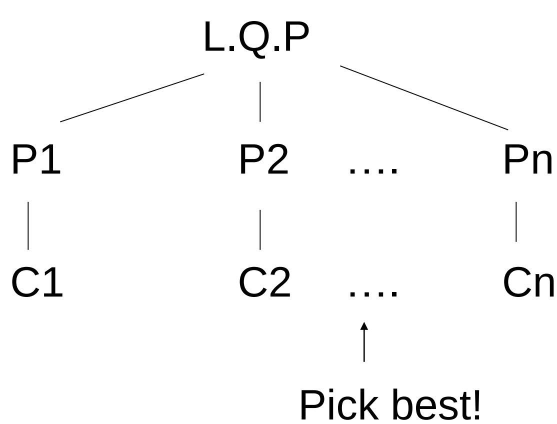
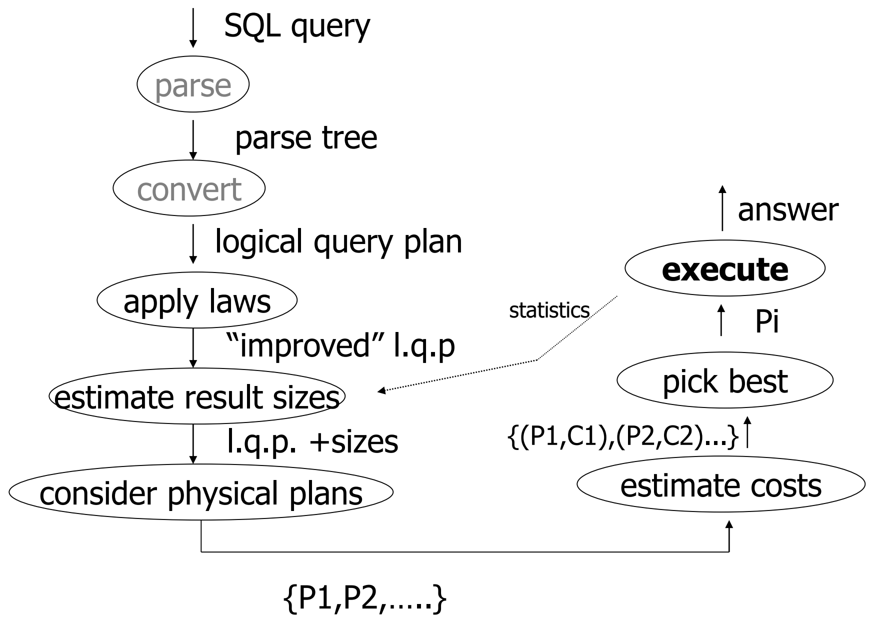
Example: Estimate costs





Evaluation of Expressions

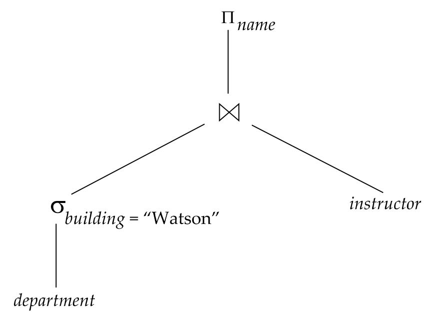
- Alternatives for evaluating an entire expression tree
  - **Materialization**: generate results of an expression whose inputs are relations or are already computed, **materialize** (store) it on disk. Repeat.
  - **Pipelining**: pass on tuples to parent operations even as an operation is being executed
- We study above alternatives in more detail

Materialization

- **Materialized evaluation**: evaluate one operation at a time, starting at the lowest-level. Use intermediate results materialized into temporary relations to evaluate next-level operations.
- E.g., in figure below, compute and store

$$\sigma_{building = \text{"Watson"}}(department)$$

then compute the store its join with *instructor,* and finally compute the projection on *name.*



Materialization (Cont.)

- Materialized evaluation is always applicable
- Cost of writing results to disk and reading them back can be quite high
  - Our cost formulas for operations ignore cost of writing results to disk, so
    - Overall cost = Sum of costs of individual operations +
      cost of writing intermediate results to disk
- **Double buffering**: use two output buffers for each operation, when one is full write it to disk while the other is getting filled
  - Allows overlap of disk writes with computation and reduces execution time

Pipelining

- **Pipelined evaluation**: evaluate several operations simultaneously, passing the results of one operation on to the next.
- E.g., in previous expression tree, don't store result of

$$\sigma_{building="Watson"}(department)$$

  - instead, pass tuples directly to the join.. Similarly, don't store result of join, pass tuples directly to projection.
- Much cheaper than materialization: no need to store a temporary relation to disk.
- Pipelining may not always be possible – e.g., sort, hash-join.
- For pipelining to be effective, use evaluation algorithms that generate output tuples even as tuples are received for inputs to the operation.
- Pipelines can be executed in two ways: **demand driven** and **producer driven**

Pipelining (Cont.)

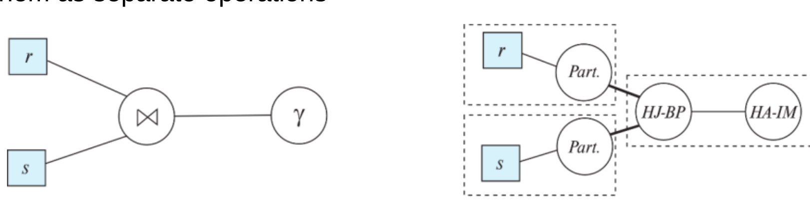
- In **demand driven** or **lazy** evaluation
  - system repeatedly requests next tuple from top level operation
  - Each operation requests next tuple from children operations as required, in order to output its next tuple
  - In between calls, operation has to maintain "**state**" so it knows what to return next
- In **producer-driven** or **eager** pipelining
  - Operators produce tuples eagerly and pass them up to their parents
    - Buffer maintained between operators, child puts tuples in buffer, parent removes tuples from buffer
    - if buffer is full, child waits till there is space in the buffer, and then generates more tuples
  - System schedules operations that have space in output buffer and can process more input tuples
- Alternative name: **pull** and **push** models of pipelining

Pipelining (Cont.)

- Implementation of demand-driven pipelining
  - Each operation is implemented as an **iterator** implementing the following operations
    - **open()**
      - E.g., file scan: initialize file scan
        - state: pointer to beginning of file
      - E.g., merge join: sort relations;
        - state: pointers to beginning of sorted relations
    - **next()**
      - E.g., for file scan: Output next tuple, and advance and store file pointer
      - E.g., for merge join: continue with merge from earlier state till next output tuple is found. Save pointers as iterator state.
    - **close()**

Blocking Operations

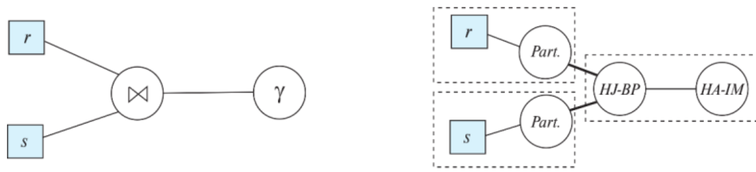
- **Blocking operations**: cannot generate any output until all input is consumed
  - E.g., sorting, aggregation, …
- But can often consume inputs from a pipeline, or produce outputs to a pipeline
- Key idea: blocking operations often have two suboperations
  - E.g., for sort: run generation and merge
  - For hash join: partitioning and build-probe
- Treat them as separate operations



(a) Logical Query (b) Pipelined Plan

Pipeline Stages

- **Pipeline stages**:
  - All operations in a stage run concurrently
  - A stage can start only after preceding stages have completed execution



(a) Logical Query (b) Pipelined Plan

Pipelining for Continuous-Stream Data

- **Data streams**
  - Data entering database in a continuous manner
  - E.g., Sensor networks, user clicks, …
- **Continuous queries**
  - Results get updated as streaming data enters the database
  - Aggregation on windows is often used
    - E.g., **tumbling windows** divide time into units, e.g., hours, minutes
- Need to use pipelined processing algorithms
  - **Punctuations** used to infer when all data for a window has been received

Measures of Query Cost

- Many factors contribute to time cost
  - *disk access, CPU*, and network *communication*
- Cost can be measured based on
  - **response time**, i.e. total elapsed time for answering query, or
  - total **resource consumption**
- We use total resource consumption as cost metric
  - Response time harder to estimate, and minimizing resource consumption is a good idea in a shared database
- We ignore CPU costs for simplicity
  - Real systems do take CPU cost into account
  - Network costs must be considered for parallel systems
- We describe how estimate the cost of each operation
  - We do not include cost to writing output to disk

Measures of Query Cost

- Disk cost can be estimated as:
  - Number of seeks * average-seek-cost
  - Number of blocks read * average-block-read-cost
  - Number of blocks written * average-block-write-cost
- For simplicity we just use the **number of block transfers** *from disk and the* **number of seeks** as the cost measures
  - t_T – time to transfer one block
    - Assuming for simplicity that write cost is same as read cost
  - t_S – time for one seek
  - Cost for b block transfers plus S seeks
    $b * t_T + S * t_S$
- t_S and t_T depend on where data is stored; with 4 KB blocks:
  - High end magnetic disk: t_S = 4 msec and t_T =0.1 msec
  - SSD: t_S = 20-90 microsec and t_T = 2-10 microsec for 4KB

Measures of Query Cost (Cont.)

- Required data may be buffer resident already, avoiding disk I/O
  - But hard to take into account for cost estimation
- Several algorithms can reduce disk IO by using extra buffer space
  - Amount of real memory available to buffer depends on other concurrent queries and OS processes, known only during execution
- Worst case estimates assume that no data is initially in buffer and only the minimum amount of memory needed for the operation is available
  - But more optimistic estimates are used in practice