

Innovating with storage formats To push the limits in a hybrid database

Eugene Kogan, Software Architect, SingleStore

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Intro: QP and physical data in traditional OLTP

QP may look and cost multiple a physical data representations to

- JOIN: HASH \Rightarrow MERGE
- AGGREGATION: HASH ⇒ Streaming
- Minimize the read set given Filter/Join predicates

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Intro: QP and physical data in New/Distributed OLTP

QP may look for some additional optimizations

- JOIN & AGREGATION: Distributed ⇒ Local
- Minimize the <u>distributed</u> read set given Filter/Join predicates



Intro: QP and physical data in a DW

It's mostly about using metadata (of data in columnar representation) to

- Simplify & optimize query
- Minimize/prune physical read set on different levels

Metadata contains zone maps (MIN/MAX) and NULL info

• WHERE row.col1 < 3 ⇒ WHERE file.col1_MIN < 3 *

This physical read set pruning may be based on

- Dense metadata stored separate from files
 - Usually happens during query planning
- Metadata encoded together with the columnar data files
 - Normally happens in runtime

If indexes are built they are file/block pruning indexes, not row level (e.g. Search Index) **

Multiple redundant data copies with different clustering? Choose one is to maximize pruning efficiency





SingleStoreDB - Transactions & Analytics

• HTAP, Cloud-native

- Operational and analytical workloads
- Can run all of TPC-H and TPC-DS competitively with cloud data warehouses
- Can run TPC-C competitively with cloud operational databases
- Commercially available with over a decade of development
 - About \$100M annual revenue
- 100s of customers with demanding production workloads
 - \circ Large finance, telecom, energy and tech companies
- Some properties of the implementation
 - Support MySQL and Mongo API
 - QP uses both code generation and vectorized processing
 - Supports WebAssembly extensions

SingleStoreDB - Cluster Architecture & Storage Tiers

- Nodes in a cluster
 - Organized into workspaces
 - That's where queries are executed
 - Easy to add remove nodes To control parallelism/latency
- One writable Primary workspace + zero or more R/O secondary ones
 - Easy to add/remove R/O workspace
- 3-tier storage:
 - RAM (Replicated)
 - Disk (Replicated or cache)
 - Cloud Blob Storage
- No blob writes are on commit latency critical code path
 - No Files either, only WAL





SingleStoreDB - Distributed Query





Transactions & Analytics: what does it really mean?

Queries with different selectivity have competitive latency and cost

- Low selectivity full scans for large scale analytics
- Medium selectivity realtime/operational analytics and information retrieval
- High selectivity and point reads OLTP/KV

Latency should be stable for operational workloads (medium&high selectivity) ⇒ some kind of load isolation

Different kinds of database mutations should have competitive latency and cost

- Bulk insert should be parallel and cheap, with reasonable freshness when querying
- CUD, trickle inserts, events streamed in from realtime sources, reasonably sized update and read-modify-write, should be fast (Xms) and cheap
- Sparse updates touching a few rows in each partition

Should support read-modify-write, not only event-driven data modelling

- Should support multi-statement transactions
- ⇒ Fine-grained locking (row locks), MVCC, scans & seeks, indexes, partitioning

SingleStore's approach to LSM Tree

Multi-level

Memory layer - Level 0

- Row-centric data in Lock-free Skiplist
- Multi-versioned, committed & uncommitted
- Also used for locking
- Logged & replicated (with other tables in the partition)

Disk (& Blob Store) resident levels

- Column-centric data split into Segments
- Json is shredded using rep-def levels, own encodings

Segment & file Metadata in a system table

- Zone maps (MIN/MAX), NULL info
- Positions of deleted rows in Segments

Balance the cost of deletes and scans in analytical queries

- Tax: find row position in a segment on UPSERT, update Metadata
 - No tax if the row is freshly inserted/updated and is in memlayer
- 11• Win: No CPU-intensive LSMT level merging on unordered scans



Hash Index - compact indexing for equality predicates

Row level index for equality Filter and Join predicates

- Zone maps help with range Predicates to some degree
- Use different tech in different memory tiers

Memory layer

- Each index: Lock-free Skiplist of pointers to record versions
 - No value copy for a row to index just a pointer
- Pick one index when Filters much multiple

Disk (& Blob Store) resident levels

- Dictionary + Posting Lists of row positions
- Immutable and well compressible
 - Single column index size ~= column size
- Complex Filter expr, matching multiple posting lists, efficiently intersected with the likes of skip pointers









Posting List intersection

Hash Index #2

Seekable segment encoding

- To take advantage of inverted indexes
- Divide columnar segment into blocks by # of rows
- Additional metadata
 - Block offset table
 - Block level Zone Maps
- Preference to fixed size column encoding

Global Hash Index

- For Segment selection
- Hash Tables of <Segment_ID>:<posting_list_offset>
 - To minimize # of disk reads
- Organized into a tree similar to the LSM
 - Starts as 1-1 Segment-HT And quickly merged into a HT mapping to many Segments

Multi-column Index

• Multiple single-col work surprisingly well, but can build multi-col too

Full Text Index

- Will use similar technology in the future
- For now we still use Apache Lucene[™] Library

	Block	Block	Block	Block	Block
F					

Global Hash Index's HashTable

0x33	S1:17	S2:
0x59	S1:1	S2:

Global Hash Index's tree of HashTables



Mix row- and column-centric data with Column Groups

Column Group - row-centic data in a column store

- Stored as a struct/record in an extra column
- Full redundancy for now, if configured
 - Planning a mix of column- and row-centric in the future
 - Design can handle different layout for each segment
- As indexes are positional, they are fully applicable to Column Groups
- 30% improvement on TPC-C (narrow rows), but CRUD on wider rows improved 6-8x

New	Column Group (*)	{foo, 3}	{bar, 5}	{foo, 8}		{bar, 195}	{bar, 199}	
	Other column	3	5	8		195	199	
	Index column	foo	bar	foo		bar	bar	
	Pos	1	2	3		99	100	
	Inverted index	foo:1,3	;		bar:2,9	99,100		
	Offset 1					17		



Smart Scan: how QP uses physical data structures

Stage 1: Segment Selection (Per Partition)

- Inputs: Filter predicates, Global Hash Index, Segment Metadata
 - E.g. combine *LookUpGlobalIndex(idx1, "foo")* and (segment.col2_MIN < 3)
- Output: {SEGMENT_ID [, {value, posting_list_offset}[,...]]} ...

Stage 2: Per Segment's Block Row Selection

- Combine Posting Lists (<Local Hash Index) and Filters(<unindexed_columns>)
- Output: Selection Vector ({2, 3, 7, 9,...} or 011000101...)
- Feature: Filter predicate reordering, e.g. WHERE idx_col="foo" AND col2<3 AND f(col3,col5)=11
 - Measure actual cost of decoding and function evaluation on Block 1
 - Reorder Block-to-Block based on actual cumulative cardinalities

Stage 3: Row Projection - Per Block (of a Segment)

- Decide on: a) Access Method SEEKs vs SCAN, b) on use of Column Group, c) reconstruct json or just scan a col
- Selective column decoding or send encoded values upstream to Aggregate or Join.



Vector Index for Approx Nearest Neighbor Search

Overview

- An HNSW+IVFPQ index is built for each partition
- Vectors are clustered to centroids

Global Vector Index

- An HNSW index on centroids (in memory)
- Allows for finding closed centroids quickly and accurately

Segment Vector Index

- An inverted index from centroids to list of vectors
- Vectors are PQ-encoded for smaller size and faster distance computation





- Based on FAISS

In development

Smart Scan With Vector Index

Stage 1: Segment Selection (Per Partition)

- Inputs: Filter predicates, Global Hash Index, Segment Metadata
 - E.g. combine LookUpGlobalIndex(idx1, "foo") and (segment.col2_MIN < 3)
- Output: {SEGMENT_ID [, {value, posting_list_offset}[,...]]} ...

Stage 2a: Partition-level Top K Row Selection with Vector Index

- Search HNSW: Output <centroid>
- For each Segment: use PQ-compressed vectors to compute global Top K' (K' > K) Output {SEGMENT_ID, posting_list}...

Stage 2b: Per Segment's Block Row Selection

- Combine Posting Lists (<Local Hash Index) and Filters(<unindexed_columns>) and Stage 2a output
- Output: Selection Vector ({2, 3, 7, 9,...} or 011000101...)

Stage 3: Row Projection - Per Block (of a Segment)

- Decide on: a) Access Method SEEKs vs SCAN, b) on use of Column Group, c) reconstruct json or just scan a col
- Selective row decoding



Projection: traditional index for Distributed SQL

Projection - a Materialized View for transactions/OLTP

- Maintained eagerly on statement boundary
 - $\circ \Rightarrow$ Higher update cost for minimal read set
- Projection, Re-sorting, Re-partitioning
 - Selection (== filtered Projections future)

Projection vs traditional Secondary index with included columns

- Can have different sort order and possibly different Sharding
- Can have its own Hash Indexes
- Can have UNIQUE constraints enforced by indexes
- Can have Column Group independent from the base table
- Can have different table type (not covered here)
- No separate statistics

Use in Query Planning

- Aggregation: Hash \Rightarrow Streaming
- Join: Distributed \Rightarrow Local
- Scan: Full \Rightarrow Range
- Scan: use Hash Index or Column Group

```
CREATE PROJECTION proj1
( SORT KEY (col1, col2),
   SHARD KEY (col1),
   HASH KEY (col3),
   UNIQUE HASH KEY (col1, col11)
)
AS SELECT col1, col2, col3, col11
   FROM base_table;
```

Conclusions

A family of indexing techniques can be fairly cheap to store, maintain and use

- Hash, Vector, Full Text
- Mix row- and column-centric representations
- Just Smart Scan complexity, no impact on Query Planning

Distributed index as a table > traditional secondary index

• This is for OLTP. Different solutions for Analytics and Event Processing.

We have checked every box for HTAP system requirements but more to do

- Indexing nested json elements
- More Vector Indexes
- Materialized Views for analytics and streaming event processing

How should open data format look like to work for an HTAP system?

• Topic for discussion