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# Carnegie Mellon Univ.
# Dept. of Computer Science
# 15-415/615 - DB Applications

*C. Faloutsos – A. Pavlo*

Lecture#13: Query Evaluation

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## Today's Class

- Catalog (12.1)
- Intro to Operator Evaluation (12.2-3)
- Typical Query Optimizer (12.6)
- Projection: Sorting vs. Hashing (14.3.2)



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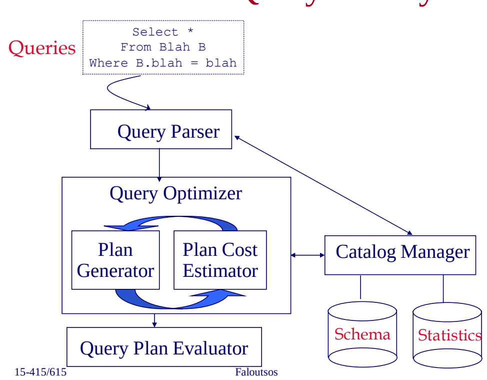
## Cost-based Query Sub-System



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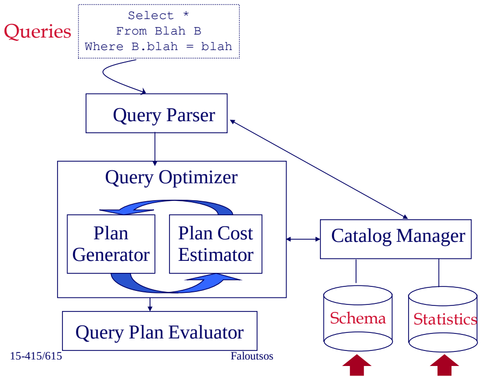
## Cost-based Query Sub-System

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## Catalog: Schema

- What would you store?
- How?

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## Catalog: Schema

- What would you store?
  - *Info about tables, attributes, indices, users*
- How?
  - *In tables!*
    Attribute_Cat (attr_name: **string**, rel_name: **string**; type: **string**; position: **integer**)

*See **INFORMATION_SCHEMA** discussion from Lecture #7*

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## Catalog: Statistics

- Why do we need them?
- What would you store?



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## Catalog: Statistics

- Why do we need them?
  - *To estimate cost of query plans*
- What would you store?
  - **NTuples(R):** # records for table R
  - **NPages(R):** # pages for R
  - **NKeys(I):** # distinct key values for index I
  - **INPages(I):** # pages for index I
  - **IHeight(I):** # levels for I
  - **ILow(I), IHigh(I)**: range of values for I



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# Query Plan Example

```
SELECT cname, amt
  FROM customer, account
 WHERE customer.acctno =
       account.acctno
   AND account.amt > 1000
```

**Relational Algebra:**

$\pi_{cname,\ amt}(\sigma_{amt>1000}(customer \bowtie account))$

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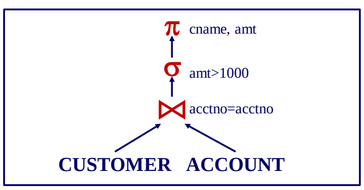


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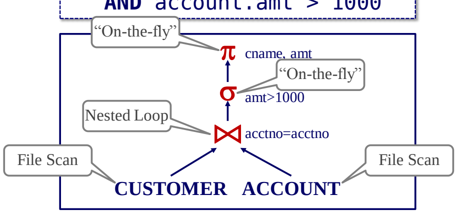


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## Query Plan Example

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SELECT cname, amt
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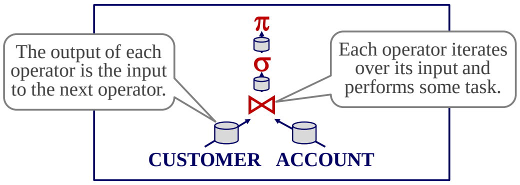


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## Operator Evaluation

- Several algorithms are available for different relational operators.
- Each has its own performance trade-offs.
- The goal of the query optimizer is to choose the one that has the lowest "cost".

***Next Class:*** *How the DBMS finds the best plan.*

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## Operator Execution Strategies

- Indexing
- Iteration (= seq. scanning)
- Partitioning (sorting and hashing)

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## Access Paths

- How the DBMS retrieves tuples from a table for a query plan.
  - **File Scan** (aka Sequential Scan)
  - **Index Scan** (Tree, Hash, List, …)
- Selectivity of an access path:
  - % of pages we retrieve
  - e.g., Selectivity of a hash index, on range query: 100% (no reduction!)



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## Operator Algorithms

- **Selection:**
- **Projection:**
- **Join:**
- **Group By:**
- **Order By:**



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## Operator Algorithms

- **Selection:** file scan; index scan
- **Projection:** hashing; sorting
- **Join:**
- **Group By:**
- **Order By:**

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## Operator Algorithms

- **Selection:** file scan; index scan
- **Projection:** hashing; sorting
- **Join:** many ways (loops, sort-merge, etc)
- **Group By:**
- **Order By:**

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## Operator Algorithms

- **Selection:** file scan; index scan
- **Projection:** hashing; sorting
- **Join:** many ways (loops, sort-merge, etc)
- **Group By:** hashing; sorting
- **Order By:** sorting

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## Operator Algorithms

Next Class

Today

- **Selection:** file scan; index scan
- **Projection:** hashing; sorting

Next Class

Today

- **Join:** many ways (loops, sort-merge, etc)
- **Group By:** sorting

Today

- **Order By:** sorting

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## Query Optimization

- Bring query in internal form (eg., parse tree)
- … into "canonical form" (syntactic q-opt)
- Generate alternative plans.
- Estimate cost for each plan.
- Pick the best one.

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## Query Plan Example

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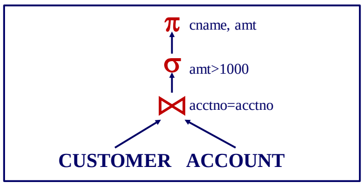


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## Query Plan Example

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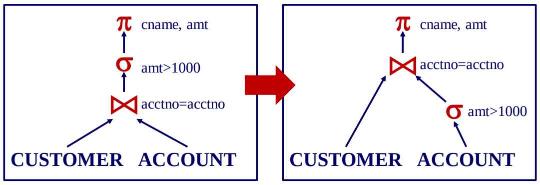


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## Duplicate Elimination

```
SELECT DISTINCT bname
  FROM account
 WHERE amt > 1000
```

- What does it do, in English?
- How to execute it?

$\pi_{\textbf{DISTINCT}\ \text{bname}}\ (\sigma_{\text{amt}>1000}\ (\text{account}))$

Not technically correct because RA doesn't have "DISTINCT"

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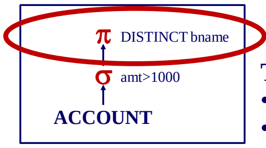
## Duplicate Elimination

```sql
SELECT DISTINCT bname
  FROM account
 WHERE amt > 1000
```

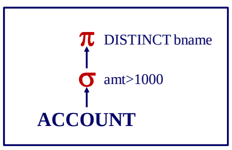



**Two Choices:**
- Sorting
- Hashing





## Sorting Projection




| acctno | bname | amt |
|---|---|---|
| A-123 | Redwood | 1800 |
| A-789 | Downtown | 2000 |
| A-123 | Perry | 1500 |
| A-456 | Downtown | 1300 |

**Filter**

| acctno | bname | amt |
|---|---|---|
| A-123 | Redwood | 1800 |
| A-789 | Downtown | 2000 |
| A-123 | Perry | 1500 |
| A-456 | Downtown | 1300 |

**Remove Columns**

| bname |
|---|
| Redwood |
| Downtown |
| Perry |
| Downtown |

**Sort**

| bname |
|---|
| Downtown |
| ~~Downtown~~ |
| Perry |
| Redwood |

**Eliminate Dupes**





## Alternative to Sorting: Hashing!

- What if we don't need the *order* of the sorted data?
  - Forming groups in **GROUP BY**
  - Removing duplicates in **DISTINCT**
- Hashing does this!
  - And may be cheaper than sorting! (why?)
  - But what if table doesn't fit in memory?

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## Hashing Projection

- Populate an ephemeral hash table as we iterate over a table.
- For each record, check whether there is already an entry in the hash table:
  - **DISTINCT**: Discard duplicate.
  - **GROUP BY**: Perform aggregate computation.
- Two phase approach.



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## Phase 1: Partition

- Use a hash function $h_1$ to split tuples into partitions on disk.
  - We know that all matches live in the same partition.
  - Partitions are "spilled" to disk via output buffers.
- Assume that we have ***B*** buffers.



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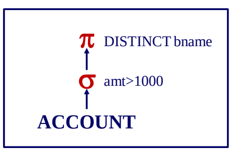
## Phase 1: Partition

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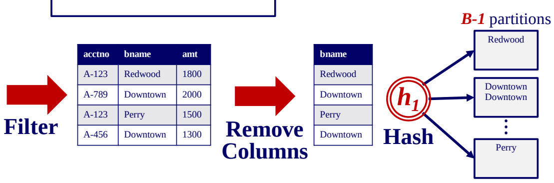

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## Phase 2: ReHash

- For each partition on disk:
  - Read it into memory and build an in-memory hash table based on a hash function $h_2$
  - Then go through each bucket of this hash table to bring together matching tuples
- This assumes that each partition fits in memory.



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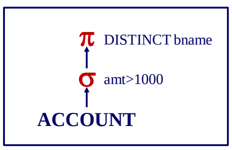
## Phase 2: ReHash

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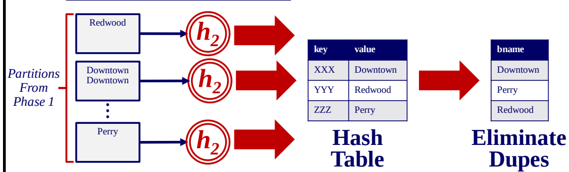




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## Analysis

- How big of a table can we hash using this approach?
  - ***B-1*** "spill partitions" in Phase 1
  - Each should be no more than ***B*** blocks big

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## Analysis

- How big of a table can we hash using this approach?
  - ***B-1*** "spill partitions" in Phase 1
  - Each should be no more than ***B*** blocks big
  - Answer: ***B·(B-1)***.
    - A table of ***N*** blocks needs about ***sqrt(N)*** buffers
  - What assumption do we make?

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## Analysis

- How big of a table can we hash using this approach?
  - ***B-1*** "spill partitions" in Phase 1
  - Each should be no more than ***B*** blocks big
  - Answer: ***B·(B-1)***.
    - A table of ***N*** blocks needs about ***sqrt(N)*** buffers
  - Assumes hash distributes records evenly!
    - Use a "fudge factor" ***f >1*** for that: we need
    - ***B ~ sqrt( f ·N)***

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## Analysis

- Have a bigger table? Recursive partitioning!
  - In the ReHash phase, if a partition ***i*** is bigger than ***B***, then recurse.
  - Pretend that ***i*** is a table we need to hash, run the Partitioning phase on ***i***, and then the ReHash phase on each of its (sub)partitions

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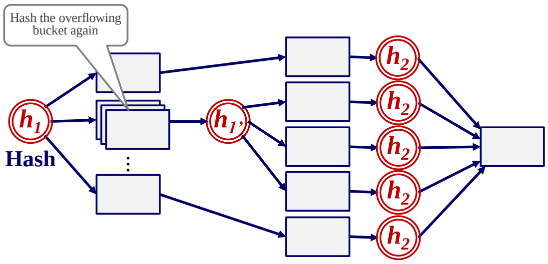
# Recursive Partitioning

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# Real Story

- Partition + Rehash
- Performance is very slow!
- What could have gone wrong?

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# Real Story

- Partition + Rehash
- Performance is very slow!
- What could have gone wrong?
- Hint: some buckets are empty; some others are way over-full.

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## Hashing vs. Sorting

- Which one needs more buffers?



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## Hashing vs. Sorting

- **Recall: We can hash a table of size *N* blocks in *sqrt(N)* space**
- How big of a table can we sort in 2 passes?
  - Get ***N/B*** sorted runs after Pass 0
  - Can merge all runs in Pass 1 if ***N/B ≤ B-1***
    - Thus, we (roughly) require: ***N ≤ B2***
    - We can sort a table of size ***N*** blocks in about space ***sqrt(N)***
  - **Same as hashing!**



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## Hashing vs. Sorting

- Choice of sorting vs. hashing is subtle and depends on optimizations done in each case
- Already discussed optimizations for sorting:
  - Heapsort in Pass 0 for longer runs
  - Chunk I/O into large blocks to amortize seek+RD costs
  - Double-buffering to overlap CPU and I/O

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## Hashing vs. Sorting

- Choice of sorting vs. hashing is subtle and depends on optimizations done in each case
- Another optimization when using sorting for aggregation:
  - "Early aggregation" of records in sorted runs
- Let's look at some optimizations for hashing next…



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## Hashing: We Can Do Better!

- Combine the summarization into the hashing process - How?



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## Hashing: We Can Do Better!

- During the ReHash phase, store pairs of the form **`<GroupKey, RunningVal>`**
- When we want to insert a new tuple into the hash table:
  - If we find a matching **`GroupKey`**, just update the **`RunningVal`** appropriately
  - Else insert a new **`<GroupKey, RunningVal>`**

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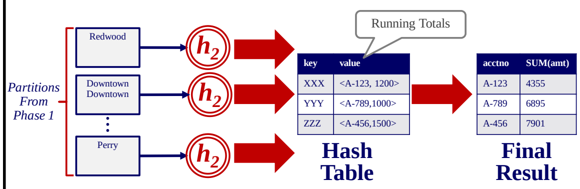
## Hashing Aggregation

```
SELECT acctno, SUM(amt)
  FROM account
 GROUP BY acctno
```

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## Hashing Aggregation

- What's the benefit?
- How many entries will we have to handle?
  - Number of distinct values of GroupKeys columns
  - Not the number of tuples!!
  - Also probably "narrower" than the tuples

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## So, hashing is better…right?

- Any caveats?

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## So, hashing is better…right?

- Any caveats?
- A1: Sorting is better on non-uniform data
- A2: ... and when sorted output is required later.

- Hashing vs. sorting:
  – Commercial systems use either or both



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## Summary

- Query processing architecture:
  – Query optimizer translates SQL to a query plan = graph of iterators
  – Query executor "interprets" the plan
- Hashing is a useful alternative to sorting for duplicate elimination / group-by
  – Both are valuable techniques for a DBMS