Query Optimization
Part III

CPS 216
Advanced Database Systems

Announcements (April 15)

- Homework #4 due next Tuesday
- Classes on both Tuesday and Thursday next week
- Final exam on Monday, April 26
  - 3 hours—no time pressure!
  - Open book, open notes
  - Comprehensive, but with emphasis on the second half of the course and materials exercised in homework
- Project demo period: Tues./Wed. after the final
  - A sign-up sheet is circulating
  - Final report due before the demo

Review of the bigger picture

Query optimization
- Consider a space of possible plans
- Estimate costs of plans in the search space
- Search through the space for the “best” plan (today)
  - Focus on select-project-join query blocks
    - Join ordering is the most important subproblem

Search space

- “Bushy” plan example:
  - Search space is huge: 30240 bushy plans for a six-table join
- More if we consider:
  - Multiway joins
  - Different join methods
  - Placement of selection and projection operators

Left-deep plans

- Heuristic: consider only “left-deep” plans, in which only the left child can be a join
  - Tend to be better than plans of other shapes, because many join algorithms scan inner (right) input multiple times—you will not want it to be a complex subtree
  - How many left-deep plans are there for $R_1 \bowtie \cdots \bowtie R_n$?
    - Significantly fewer, but still lots—$n!$ (720 for $n = 6$)

A greedy algorithm

- $S_1, \ldots, S_n$
  - Say selections have been pushed down; i.e., $S_i = \sigma_p R_i$
  - Start with the pair $S_j, S_j$ with the smallest estimated size for $S_j \bowtie S_j$
- Repeat until no table is left:
  - Pick $S_k$ from the remaining tables such that the join of $S_k$ and the current result yields an intermediate result of the smallest size
  - Pick most efficient join method
  - Minimize expected size
  - Remaining tables to be joined
  - Complexity?
Query optimization in System R

- A.k.a. Selinger-style query optimization
  - The classic paper on query optimization (Selinger et al., *SIGMOD* 1979)
- Basic ideas
  - Left-deep trees only
  - Bottom-up generation of plans using dynamic programming
  - "Interesting orders"

Bottom-up plan generation

- Observation 1: Once we have joined $k$ tables together, the method of joining this result further with another table is independent of the previous join methods
- Observation 2: Any subplan of an optimal plan must also be optimal (otherwise we could replace the subplan to get a better overall plan)
  - Not exactly accurate (next slide)
- Bottom-up generation of optimal left-deep plans
  - Compute the optimal plans for joining $k$ tables together
    - Suboptimal plans are pruned
  - From these plans, derive optimal plans for joining $k+1$ tables
- The need for "interesting order"

- Example: $R(A, B) \bowtie S(A, C) \bowtie T(A, D)$
  - Best plan for $R \bowtie S$: nested-loop join (beats sort-merge)
  - Best overall plan: sort-merge join $R$ and $S$, and then sort-merge join with $T$
    - Subplan of the optimal plan is not optimal!
  - Why?
    - The result of the sort-merge join of $R$ and $S$ is sorted on $A$
    - This is an interesting order that can be exploited by later processing (e.g., join, duplicate elimination, GROUP BY, ORDER BY, etc.).

Dealing with interesting orders

- When picking the best plan
  - Comparing their costs is not enough
    - Plans are not totally ordered by cost anymore
  - Comparing interesting orders is also needed
    - Plans are now partially ordered
    - Plan $X$ is better than plan $Y$ if
      - Cost of $X$ is lower than $Y$
      - Interesting orders produced by $X$ subsume those produced by $Y$
- Need to keep a set of optimal plans for joining every combination of $k$ tables
  - At most one for each interesting order

System-R algorithm

- Pass 1: Find the best single-table plans
- Pass 2: Find the best two-table plans by considering each single-table plan (from Pass 1) as the outer input and every other table as the inner input
- ... Pass $k$: Find the best $k$-table plans by considering each $(k-1)$-table plan (from Pass $k-1$) as the outer input and every other table as the inner input
- Heuristics
  - Push selections and projections down
  - Process cross products at the end

Reasoning about predicates

- `SELECT * FROM R, S, T WHERE R.A = S.A AND S.A = T.A;`
- Looks like a cross product between $R$ and $T$
  - No join condition
  - But there is really a join between $R$ and $T$
    - $R.A = T.A$ is implied from the other two predicates
  - A good optimizer should be able to detect this case and consider the possibility of joining $R$ with $T$ first
System-R algorithm example

- SELECT SID, CID
  FROM Student, Enroll, Course
  WHERE Student.age < 10
  AND Student.SID = Enroll.SID
  AND Enroll.CID = Course.CID
  AND Course.title LIKE '%data%';

- Primary keys/indexes
  ▪ Student(SID), Enroll(CID, SID), Course(CID)
- Ordered, secondary indexes
  ▪ Student(age), Course(title)

Example: pass 1

- Plans for {Student}
  ▪ S1: Table scan, then filter (age < 10);
    cost 100; result ordered by SID ← not an interesting order
  ▪ S2: Index scan using condition (age < 10);
    cost 5; result ordered by age ← not an interesting order

- Plans for {Enroll}
  ▪ E1: Table scan;
    cost 1000; result ordered by CID, SID ← interesting order

- Plans for {Course}
  ▪ C1: Table scan, then filter title LIKE '%data%';
    cost 40; result ordered by CID ← interesting order
  ▪ C2: Index scan with filter title LIKE '%data%';
    cost 60; result ordered by title ← not an interesting order

Example: pass 2

- Plans for {Student, Enroll}
  ▪ Extending best plans for {Student}
    ▪ From S1 (table scan, then filter (age < 10))
      - Block-based nested loop join with Enroll; cost 1100
        - Sort Enroll by SID, and merge join; cost 3100
          ordered by SID ← no longer an interesting order
        - ... ...
    ▪ From S2 (index scan using condition (age < 10))
      - Block-based nested loop join with Enroll; cost 1005
        - ... ...
  ▪ Extending best plans for {Enroll} ...

Example: pass 2 continued

- Plans for {Student, Course}
  ▪ Ignore; it is a cross product

- Plans for {Enroll, Course}
  ▪ Extending best plans for {Course}
    ▪ From C1 (table scan, then filter (title LIKE '%data%'))
      - Merge join; cost 1040
        - ... ...
  ▪ Extending best plans for {Enroll} ...

Example: pass 3

- Finally, plans for {Student, Enroll, Course}
  ▪ Extending best plans for {Student, Enroll}
    ▪ (INDEX-SCAN(Student) NLJ Enroll) NLJ FILTER(Course);
      cost ...
    ▪ ... ...
  ▪ Extending best plans for {Student, Course}
    ▪ None!
  ▪ Extending best plans for {Enroll, Course}
    ▪ (FILTER(Course) SMJ Enroll) NLJ (INDEX-SCAN(Student));
      cost ...
    ▪ ... ...

Considering bushy plans

Straightforward generalization:
- Store all optimal 1-table, 2-table, ..., and k-table plans
- To find the optimal plan for k + 1 tables
  ▪ For every possible partition of these tables into two groups, find the best ways of joining the optimal plans for the two groups
  ▪ Store the overall optimal plans
Optimizer “blow-up”

- A 20-way join will easily choke an optimizer using the System-R algorithm

Solutions

- Heuristics-based query optimization
- Randomized query optimization (Ioannidis & Kang, SIGMOD 1990)
- Genetic programming (PostgreSQL)

Search space revisited

Iterative improvement

- Repeat until some stopping condition (e.g., time runs out):
  - Start with a random plan
  - Repeatedly go downhill (i.e., pick a neighbor with a lower cost randomly) to get to a local optimum
  - Return the smallest local optimum found

Simulated annealing

- Start with a plan and an initial temperature
- Repeat until temperature is 0:
  - Repeat until some equilibrium (e.g., a fixed number of iterations):
    - Move to a random neighbor of the plan (an uphill move is allowed with probability $e^{-\Delta \text{cost} / \text{temperature}}$)
      - Larger $\rightarrow$ smaller probability
      - Lower temperature $\rightarrow$ smaller probability
    - Reduce temperature
  - Return the plan visited with the lowest cost

Two-phase optimization

- Phase I: run iterative improvement for a while to find a good local optimum
- Phase II: run simulated annealing with a low initial temperature to get more improvements

- Why does this heuristic tend to work better than both iterative improvement and simulated annealing?
**Shape of the cost function**

- An average local optimum has a much lower cost than an average plan.
- The average distance between a random state and a local optimum is long.
- There are lots of local optima.
- Many local optima are connected together through low-cost plans within short distances.

**Comparison of randomized algorithms**

- Iterative improvement
  - Too easily trapped in a local optimum
  - Too much work to restart
- Simulated annealing
  - Too much time spent on high-cost plans
- Two-phase
  - Phase I uses iterative improvement to get to the cup bottom quickly
  - Phase II uses simulated annealing to explore the cup bottom further.