Query Processing: A Systems View

Introduction to Databases

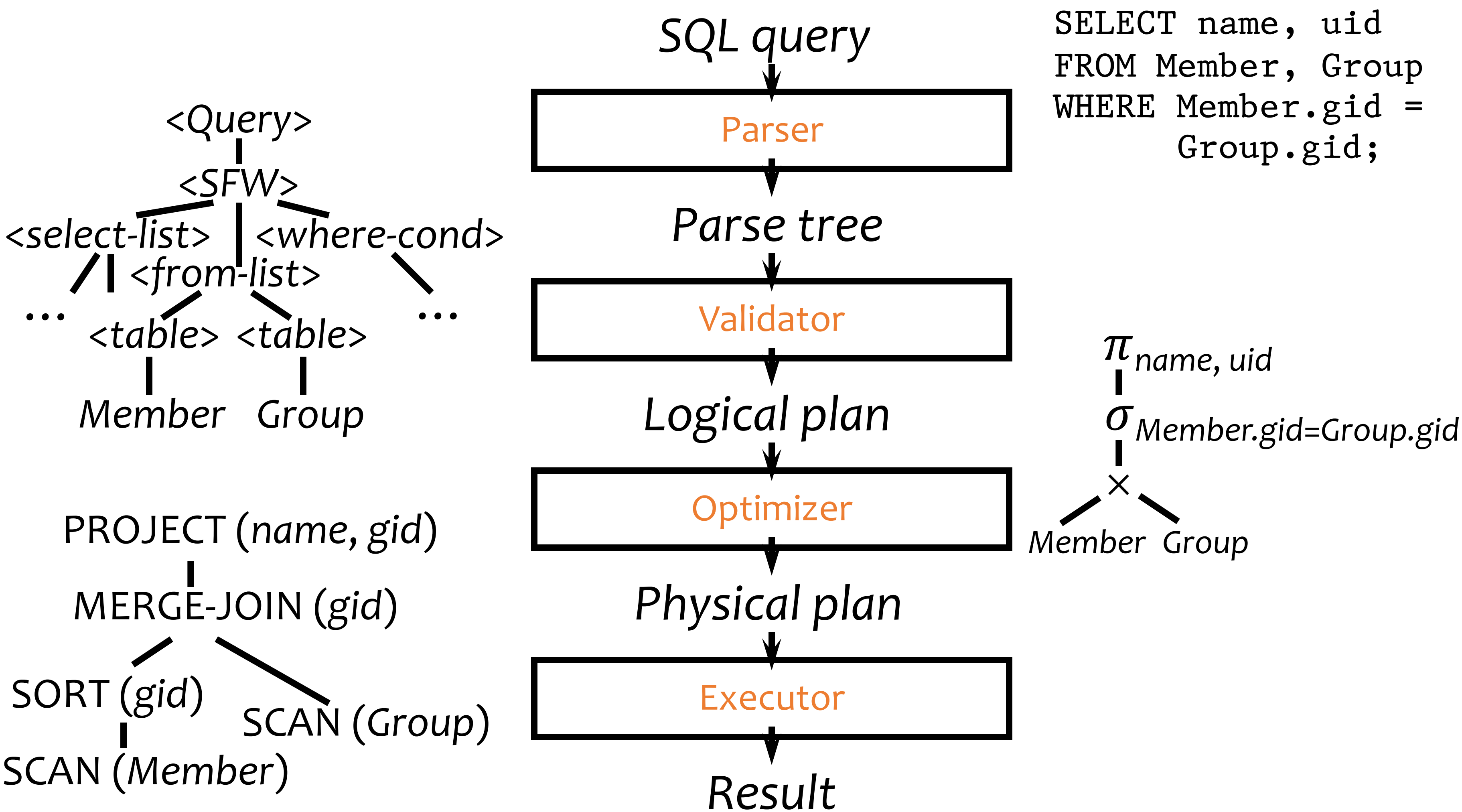
CompSci 316 Fall 2016

DUKE
COMPUTER SCIENCE

Announcements (Thu., Nov. 17)

- Homework #4 due on 12/01 (in two weeks)

A query's trip through the DBMS

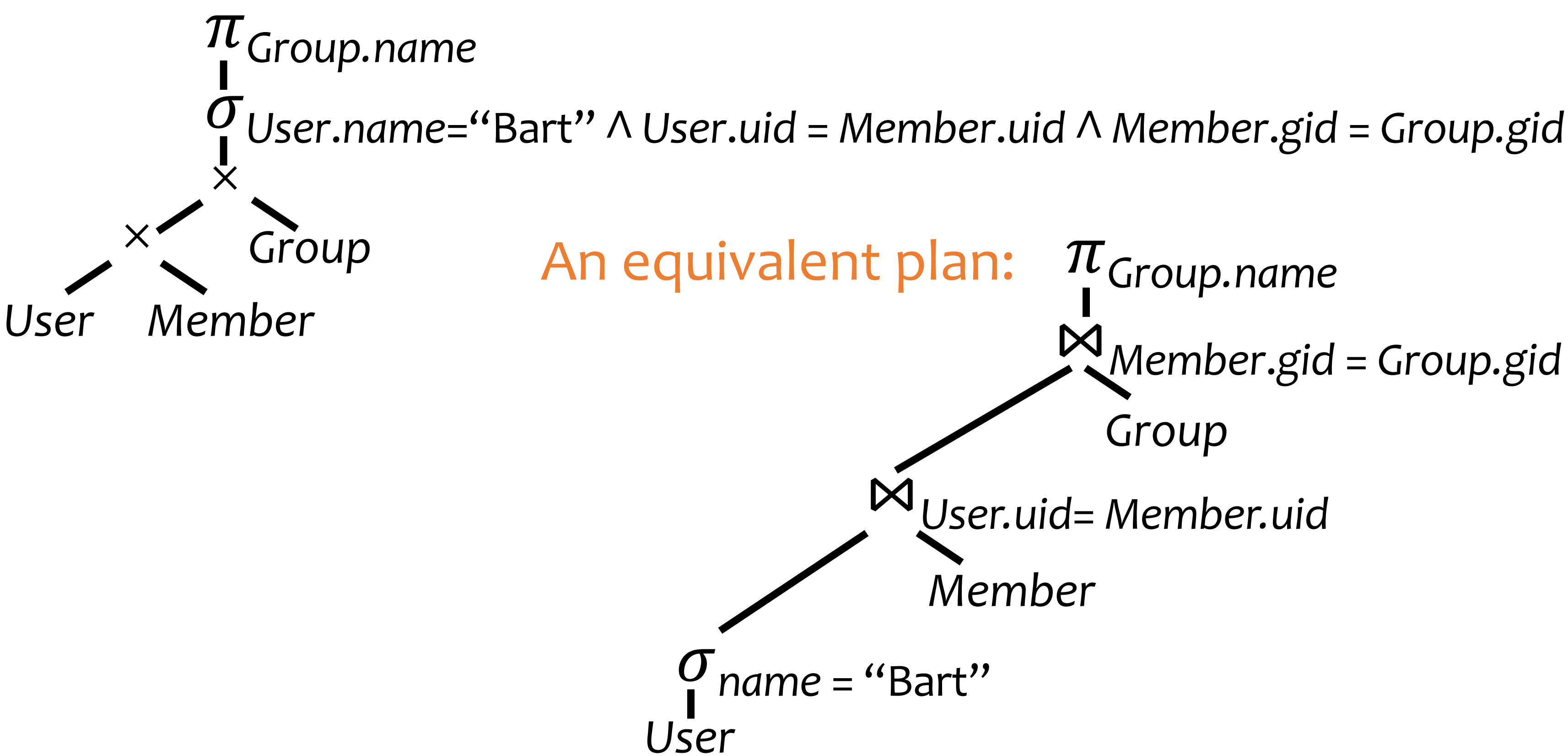


Parsing and validation

- Parser: SQL → parse tree
  - Detect and reject syntax errors
- Validator: parse tree → logical plan
  - Detect and reject semantic errors
    - Nonexistent tables/views/columns?
    - Insufficient access privileges?
    - Type mismatches?
      - Examples: AVG(name), name + pop, User UNION Member
  - Also
    - Expand *
    - Expand view definitions
  - Information required for semantic checking is found in system catalog (which contains all schema information)

Logical plan

- Nodes are logical operators (often relational algebra operators)
- There are many equivalent logical plans

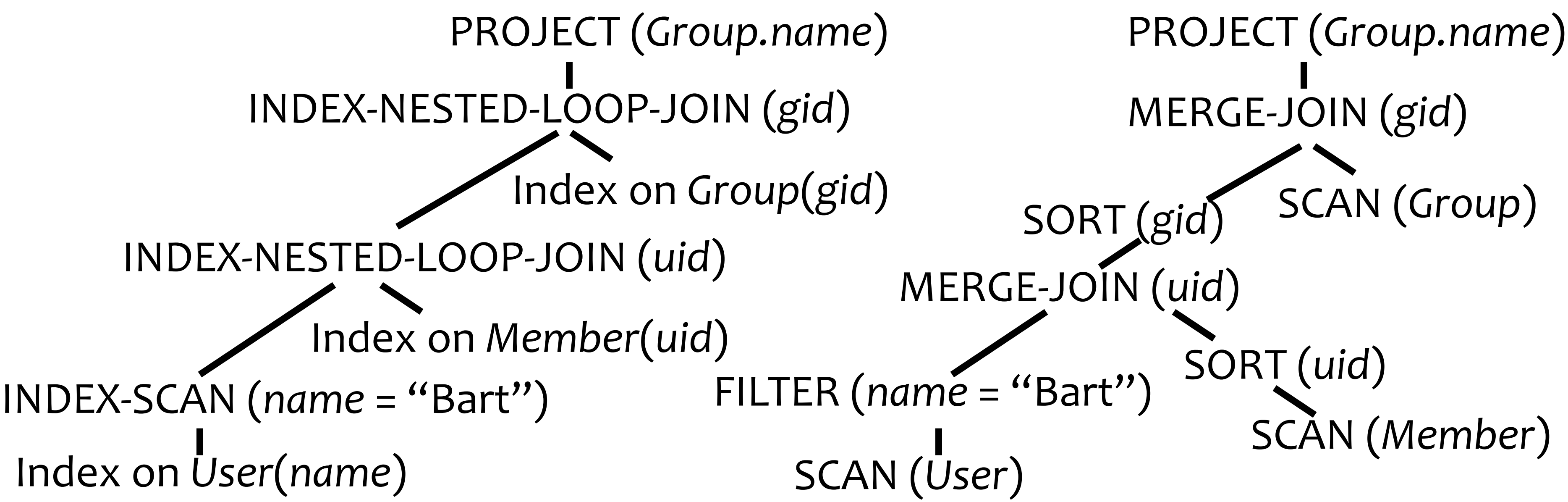


Physical (execution) plan

- A complex query may involve multiple tables and various query processing algorithms
  - E.g., table scan, index nested-loop join, sort-merge join, hash-based duplicate elimination…
- A physical plan for a query tells the DBMS query processor how to execute the query
  - A tree of physical plan operators
  - Each operator implements a query processing algorithm
  - Each operator accepts a number of input tables/streams and produces a single output table/stream

Examples of physical plans

```sql
SELECT Group.name
FROM User, Member, Group
WHERE User.name = 'Bart'
AND User.uid = Member.uid AND Member.gid = Group.gid;
```

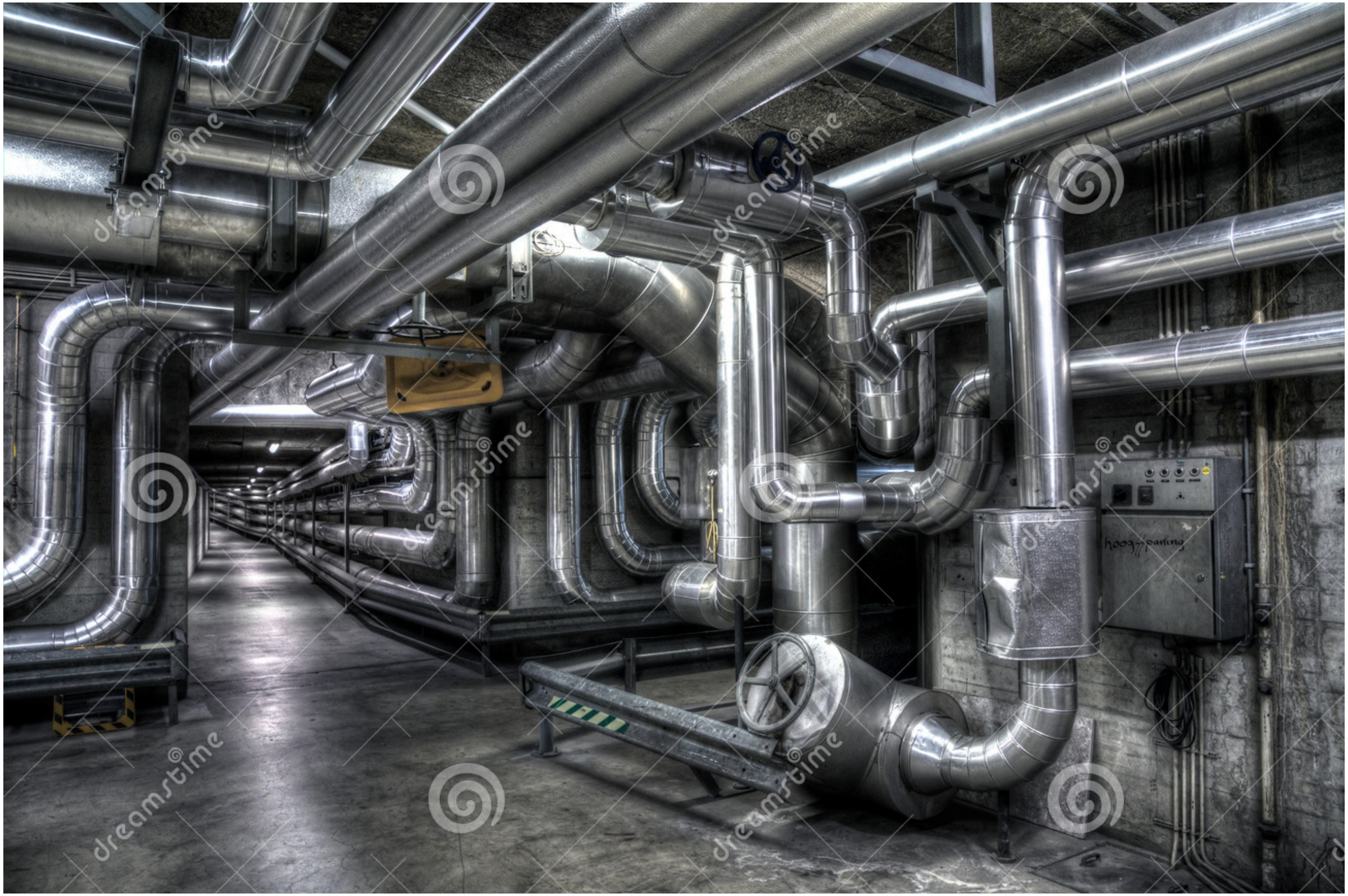


- Many physical plans for a single query
  - Equivalent results, but different costs and assumptions!

  ☞ DBMS query optimizer picks the "best" possible physical plan

Physical plan execution

- How are intermediate results passed from child operators to parent operators?
  - Temporary files
    - Compute the tree bottom-up
    - Children write intermediate results to temporary files
    - Parents read temporary files
  - Iterators
    - Do not materialize intermediate results
    - Children pipeline their results to parents



http://www.dreamstime.com/royalty-free-stock-image-basement-pipelines-grey-image25917236

Iterator interface

- Every physical operator maintains its own execution state and implements the following methods:
  - `open()`: Initialize state and get ready for processing
  - `getNext()`: Return the next tuple in the result (or a null pointer if there are no more tuples); adjust state to allow subsequent tuples to be obtained
  - `close()`: Clean up

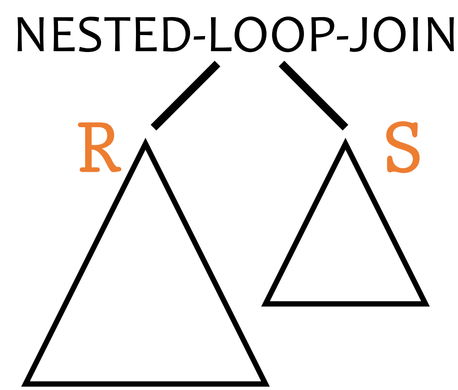
An iterator for table scan

- State: a block of memory for buffering input R; a pointer to a tuple within the block
- `open()`: allocate a block of memory
- `getNext()`
    - If no block of R has been read yet, read the first block from the disk and return the first tuple in the block
        - Or null if R is empty
    - If there is no more tuple left in the current block, read the next block of R from the disk and return the first tuple in the block
        - Or null if there are no more blocks in R
    - Otherwise, return the next tuple in the memory block
- `close()`: deallocate the block of memory

An iterator for nested-loop join

R: An iterator for the left subtree

S: An iterator for the right subtree



- `open()`

```
R.open()
S.open()
r = R.getNext()
```

- `getNext()`

```
while True:
  s = S.getNext()
  if s is null: # no more tuple from S
    S.close() # reopen S
    S.open()
    s = S.getNext()
    if s is null: # S is empty!
      return null
    r = R.getNext() # move on to next r
    if r is null: # no more tuple from R
      return null
  if joins(r, s):
    return concat(r, s)
```

- `close()`

```
R.close()
S.close()
```

Is this tuple-based or block-based nested-loop join?

An iterator for 2-pass merge sort

- `open()`
  - Allocate a number of memory blocks for sorting
  - Call `open()` on child iterator
- `getNext()`
  - If called for the first time
    - Call `getNext()` on child to fill all blocks, sort the tuples, and output a run
    - Repeat until `getNext()` on child returns null
    - Read one block from each run into memory, and initialize pointers to point to the beginning tuple of each block
  - Return the smallest tuple and advance the corresponding pointer; if a block is exhausted bring in the next block in the same run
- `close()`
  - Call `close()` on child
  - Deallocate sorting memory and delete temporary runs

Blocking vs. non-blocking iterators

- A blocking iterator must call `getNext()` exhaustively (or nearly exhaustively) on its children before returning its first output tuple
  - Examples: sort, aggregation
- A non-blocking iterator expects to make only a few `getNext()` calls on its children before returning its first (or next) output tuple
  - Examples: dup-preserving projection, filter, merge join with sorted inputs

Execution of an iterator tree

- Call `root.open()`
- Call `root.getNext()` repeatedly until it returns null
- Call `root.close()`

☞ Requests go down the tree

☞ Intermediate result tuples go up the tree

☞ No intermediate files are needed

- But maybe useful if an iterator is opened many times
  - Example: complex inner iterator tree in a nested-loop join; "cache" its result in an intermediate file