Physical Data Organization

CPS 216
Advanced Database Systems

Announcements

- Reminder: recitation session this Friday (February 7)
  - Help on Homework #1
  - Application programming code walk-through
- Reminder: Homework #1 due in 5 days

Outline

- It’s all about disks!
  - That’s why we always draw databases as
  - And why the single most important metric in database processing is the number of disk I/O’s performed
- Record layout
- Block layout
### Storage hierarchy

![Diagram of storage hierarchy]

- **Registers**
- **Cache**
- **Memory**
- **Disk**
- **Tapes**

### How far away is data?

<table>
<thead>
<tr>
<th>Location</th>
<th>Cycles</th>
<th>Location</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registers</td>
<td>1</td>
<td>My head</td>
<td>1 min</td>
</tr>
<tr>
<td>On-chip cache</td>
<td>2</td>
<td>This room</td>
<td>2 min</td>
</tr>
<tr>
<td>On-board cache</td>
<td>10</td>
<td>Duke campus</td>
<td>10 min</td>
</tr>
<tr>
<td>Memory</td>
<td>100</td>
<td>Washington D.C.</td>
<td>1.5 hr</td>
</tr>
<tr>
<td>Disk</td>
<td>$10^6$</td>
<td>Pluto</td>
<td>2 yr.</td>
</tr>
<tr>
<td>Tape</td>
<td>$10^9$</td>
<td>Andromeda</td>
<td>2000 yr</td>
</tr>
</tbody>
</table>

(Source: AlphaSort paper, 1995)

> I/O dominates—design your algorithms to reduce I/O!

### A typical disk

![Diagram of a typical disk]

- **Tracks**
- **Platter**
- **Cylinders**
- **Disk arm**
- **Disk head**
- **Spindle rotation**
- **Arm movement**

"Moving parts" are slow
Top view
Higher-density sectors on inner tracks
and/or more sectors
on outer tracks

A block is a logical unit of transfer consisting of one or more sectors

Disk access time
Sum of:
❖ Seek time: time for disk heads to move to the correct cylinder
❖ Rotational delay: time for the desired block to rotate under the disk head
❖ Transfer time: time to read/write data in the block (= time for disk to rotate over the block)

Random disk access
Seek time + rotational delay + transfer time
❖ Average seek time
  ▪ Time to skip one half of the cylinders?
  ▪ Not quite; should be time to skip a third of them (why?)
  ▪ “Typical” value: 5 ms
❖ Average rotational delay
  ▪ Time for a half rotation (a function of RPM)
  ▪ “Typical” value: 4.2 ms (7200 RPM)
❖ How do you calculate transfer time (function of transfer size)?
Sequential disk access

Seek time + rotational delay + transfer time

- Seek time
  - 0 (assuming data is on the same track)
- Rotational delay
  - 0 (assuming data is in the next block on the track)
- Easily an order of magnitude faster than random disk access!

Performance tricks

- Disk layout strategy
  - Keep related things (what are they?) close together: same sector/block → same track → same cylinder → adjacent cylinder
- Double buffering
  - While processing the current block in memory, prefetch the next block from disk (overlap I/O with processing)
- Disk scheduling algorithm
  - Example: "elevator" algorithm
- Track buffer
  - Read/write one entire track at a time
- Parallel I/O
  - More disk heads working at the same time

Record layout

Record = row in a table

- Variable-format records
  - Number and types of fields not known in advance
  - Rare in DBMS—table schema dictates the format
  - Relevant for semi-structured data such as XML
- Focus on fixed-format records
  - With fixed-length fields only, or
  - With possible variable-length fields
Fixed-length fields

- All field lengths and offsets are constant
  - Can be pre-computed from schema
- Example: CREATE TABLE Student(SID INT, name CHAR(20), age INT, GPA FLOAT);

```
0 4 24 28 36
142 Bart (padded with space) 10 2.3
```

- Watch out for alignment
  - May need to pad; reorder columns if that helps
- What about NULL?
  - Add a bitmap at the beginning of the record

Variable-length records

- Example: CREATE TABLE Student
  (SID INT, name VARCHAR(20), age INT, GPA FLOAT, 
  comment VARCHAR(100));

- Approach 1: use field delimiters

```
0 4 8 16
142 10 2.3 Bart\0 Weird kid\0
```

- Approach 2: use an offset array

```
0 4 8 16 18 22 32
142 10 2.3 Bart 22 Weird kid 32
```

- Put all variable-length fields at the end (why?)
- Update is messy if it changes the length of a field

Record layout in commercial systems

- DB2, SQL Server, Informix, Sybase: all variants of the offset array approach
  - DB2: in the fixed-length part of the record, store (offset, length) for a variable-length field, where offset points to the start of the field in the variable-length part of the record; no need to reorder fields
- Oracle: records are structured as if all fields are potentially of variable length
  - A record is a sequence of (length, data) pairs, with a special length value denoting NULL
LOB fields

- Example: CREATE TABLE Student(SID INT, name CHAR(20), age INT, GPA FLOAT, picture BLOB(32000));
- Student records get "de-clustered"
  - Bad because most queries do not involve picture
- Store LOB's in a different place (automatically done by DBMS and transparent to the user)
  - Conceptually, the table is decomposed into
    - Student(SID, name, age, GPA, picture_id)
    - Picture(picture_id, picture)

Block layout

How do you organize records in a block?

- NSM (N-ary Storage Model)
  - Most commercial DBMS
- PAX (Partition Attributes Across)
  - Research work (Ailamaki et al., VLDB 2001)

NSM

- Store records from the beginning of each block
- Use a slot directory at the end of each block
  - To locate records and manage free space
  - Necessary for variable-length records

Why store data and directory at two different ends?
Options

- Reorganize after every update/delete to avoid fragmentation (gaps between records)
  - Need to rewrite half of the block on average
- What if records are fixed-length?
  - Reorganize after delete
    - Only need to move one record
    - In slot directory, keep a pointer to the beginning of free space
  - Do not reorganize after update
    - In slot directory, keep a bitmap showing which slots are in use

Cache behavior of NSM

- Query: `SELECT SID FROM Student WHERE GPA > 2.0;`
- Assumption: cache block size < record size
- Lots of cache misses
  - ID and GPA are not close enough by memory standard

```
ID    Name  GPA
142   Bart  2.3
57    Lisa  4.3
123   Milhouse  3.1
456   Ralph  2.3
```

Do caches misses matter in DBMS?

- No? Compared to disk I/O's, memory-related stall time is nothing
- Yes?
PAX

- Most queries only access a few columns
- Cluster same columns in “minipages” in each block
  - When a particular column of a row is brought into the cache, the same column of the next row is brought in together

<table>
<thead>
<tr>
<th>Reorganize after every update</th>
<th>(for variable-length records only)</th>
</tr>
</thead>
<tbody>
<tr>
<td>(IS NOT NULL bitmap)</td>
<td></td>
</tr>
</tbody>
</table>

PAX versus NSM

- Space requirement
  - Roughly the same
- Cache performance
  - PAX incurs 75% less data cache misses than NSM
- Overall performance
  - For OLAP queries (TPC-H), PAX is 11-48% faster
  - For updates, PAX is 10-16% faster (assuming NSM also reorganizes)
  - Unanswered question: How about OLTP queries (typically very selective)? I/O still dominates?

“Pointers” to records

- Logical record id: value of the primary key
  - Used in foreign-key references
- Physical record id: (disk block id, slot number)
  - Used in index entries: (key, physical record id)
- Pros and cons
Record pointers in commercial systems

- At user/SQL level, logical record id is the only option (why?)
- Internally, virtually all commercial systems use physical record id
  - Except Oracle and SQL Server, who use primary key as record id if one exists

Summary

- Storage hierarchy
  - Why I/O’s dominate the cost of database operations
- Disk
  - Steps in completing a disk access
  - Sequential versus random accesses
- Record layout
  - Handling variable-length fields
  - Handling NULL
  - Handling modifications
- Block layout
  - NSM versus PAX
- Logical versus physical record ids

Next: indexing