# Data-intensive Computing Systems Query Optimization (Cost-based optimization)

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## **Query Optimization Problem**

Pick the best plan from the space of physical plans

## **Cost-Based Optimization**

- Prune the space of plans using heuristics
- Estimate cost for remaining plans



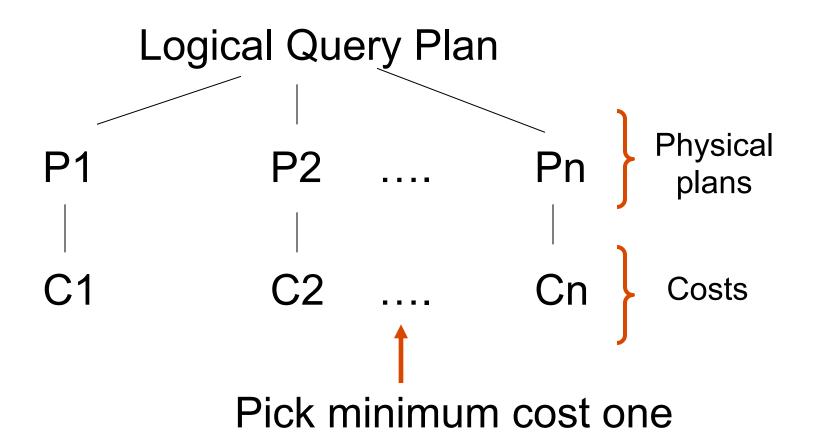
Pick the plan with least cost

Focus on queries with joins

## Heuristics for pruning plan space

- Predicates as early as possible
- Avoid plans with cross products
- Only left-deep join trees

#### Physical Plan Selection



#### Review of Notation

- T (R): Number of tuples in R
- B (R): Number of blocks in R

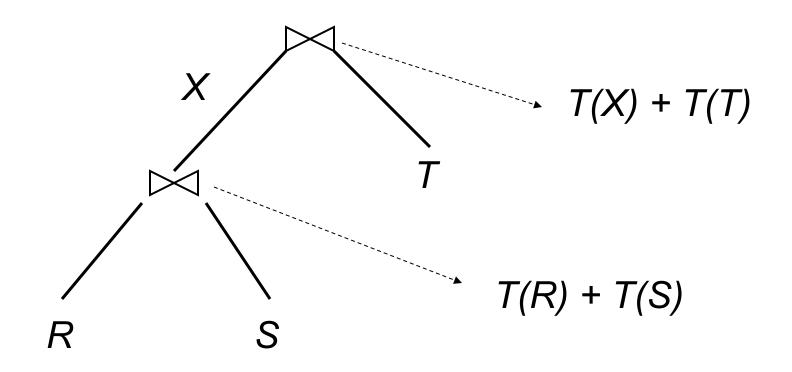
## Simple Cost Model

Cost (R 
$$\bowtie$$
 S) = T(R) + T(S)

All other operators have 0 cost

Note: The simple cost model used for illustration only

## Cost Model Example

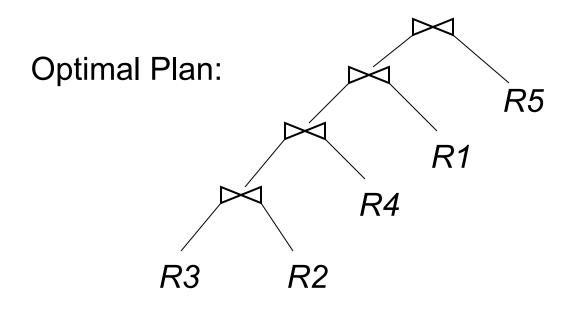


Total Cost: T(R) + T(S) + T(T) + T(X)

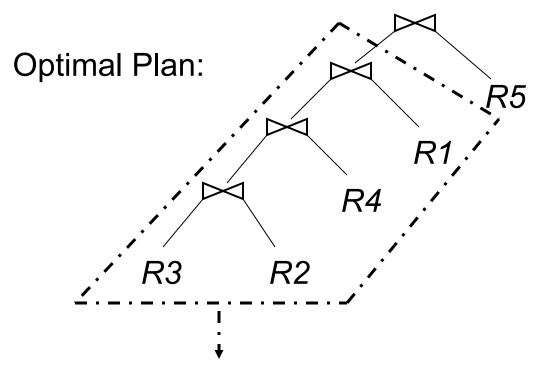
- Dynamic Programming based
- Dynamic Programming:
  - General algorithmic paradigm
  - Exploits "principle of optimality"
  - Useful reading:
    - Chapter 16, Introduction to Algorithms, Cormen, Leiserson, Rivest

Optimal for "whole" made up from optimal for "parts"

Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4 \bowtie R5$ 

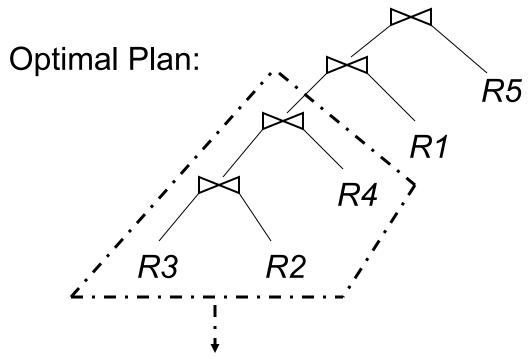


Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4 \bowtie R5$ 



Optimal plan for joining R3, R2, R4, R1

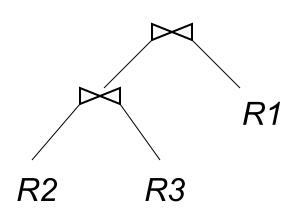
Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4 \bowtie R5$ 



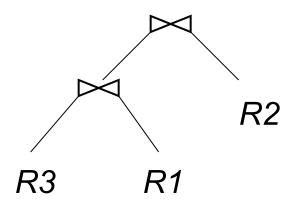
Optimal plan for joining R3, R2, R4

# **Exploiting Principle of Optimality**

Query:  $R1 \bowtie R2 \bowtie \dots \bowtie Rn$ 

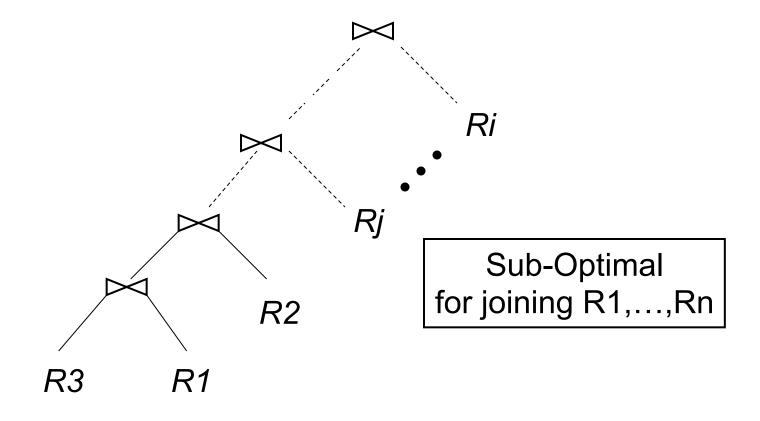


Optimal for joining *R1*, *R2*, *R3* 



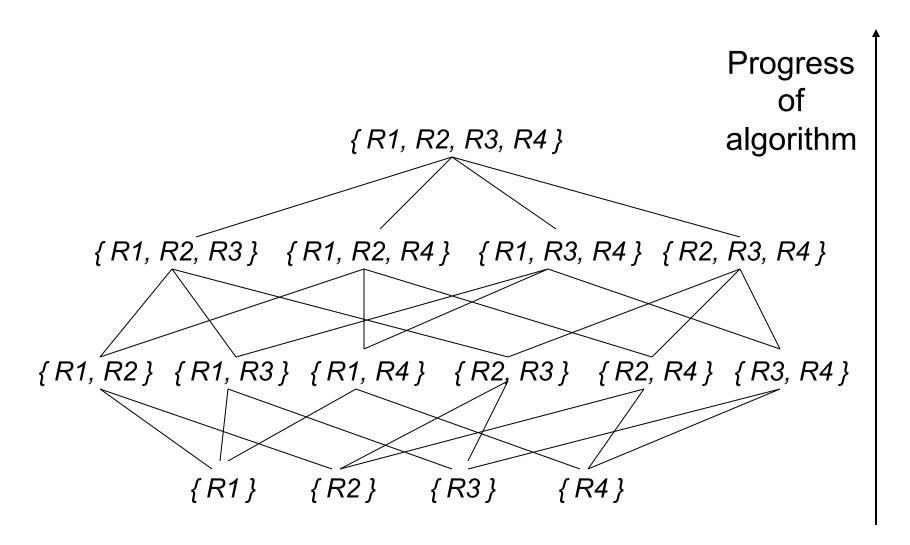
Sub-Optimal for joining *R1*, *R2*, *R3* 

# **Exploiting Principle of Optimality**



A sub-optimal sub-plan cannot lead to an optimal plan

Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4$ 



#### **Notation**

OPT ({ R1, R2, R3 }):

Cost of optimal plan to join R1,R2,R3

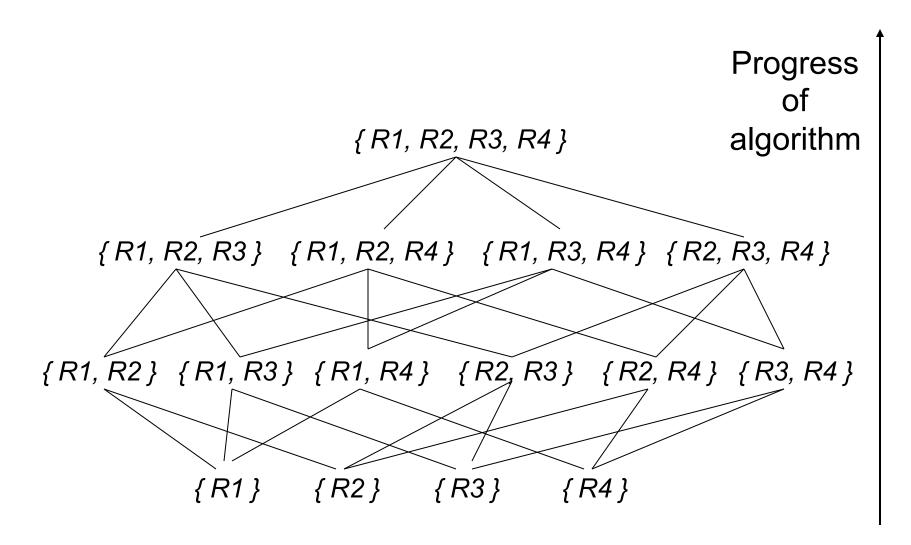
T ( { R1, R2, R3 } ):

Number of tuples in  $R1 \bowtie R2 \bowtie R3$ 

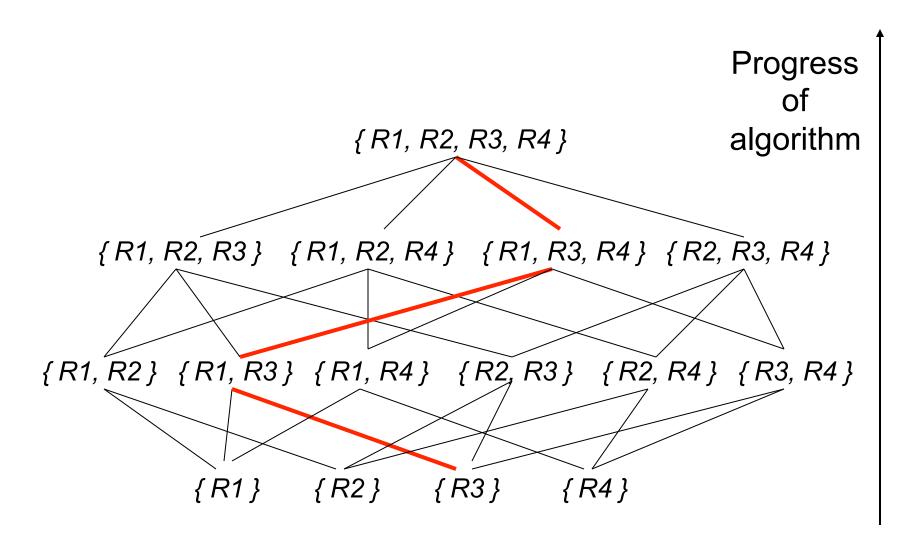
OPT ({R1, R2, R3}):

Note: Valid only for the simple cost model

Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4$ 



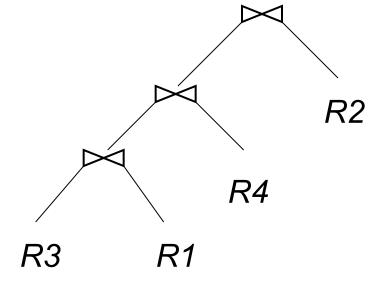
Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4$ 



Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4$ 

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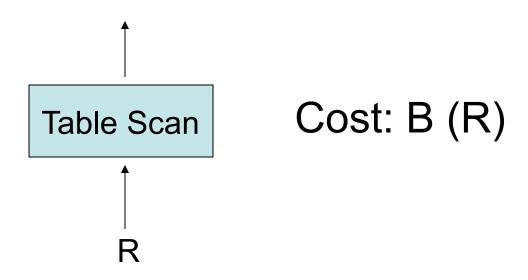
#### Optimal plan:



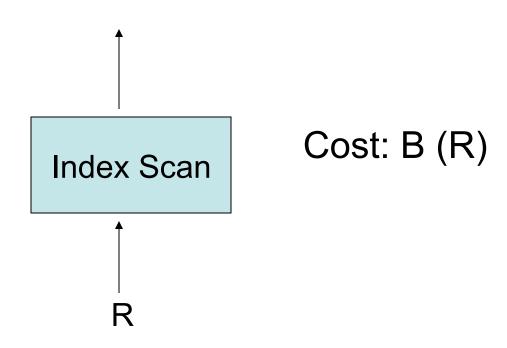
## More Complex Cost Model

- DB System:
  - Two join algorithms:
    - Tuple-based nested loop join
    - Sort-Merge join
  - Two access methods
    - Table Scan
    - Index Scan (all indexes are in memory)
  - Plans pipelined as much as possible
- Cost: Number of disk I/O s

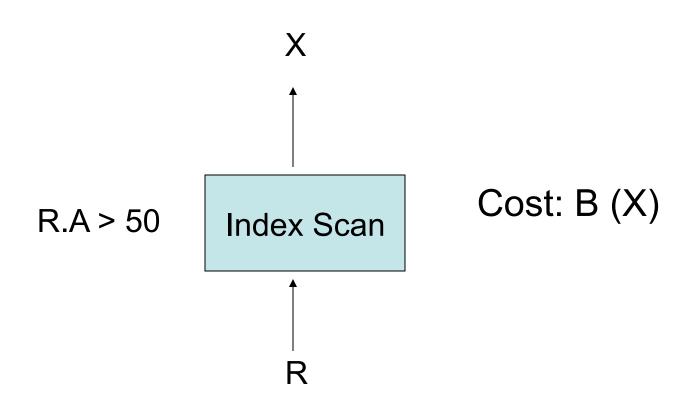
#### Cost of Table Scan



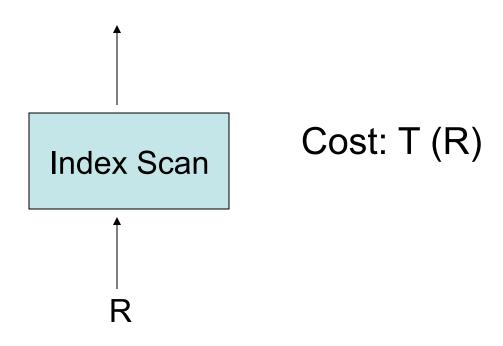
#### Cost of Clustered Index Scan



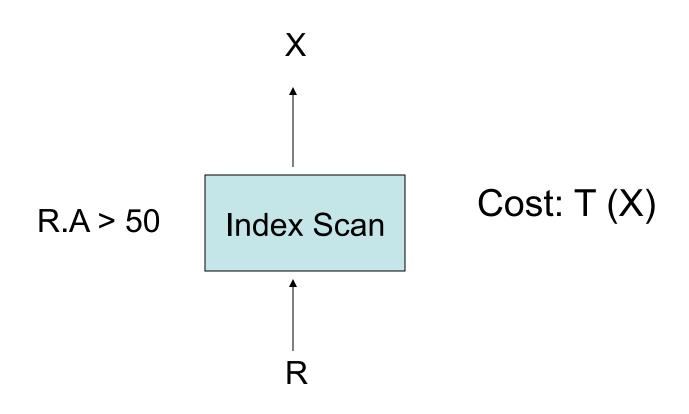
#### Cost of Clustered Index Scan



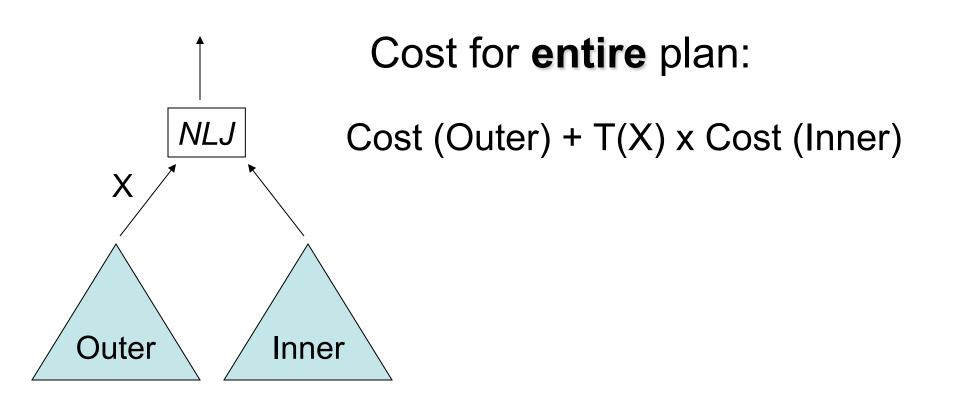
#### Cost of Non-Clustered Index Scan

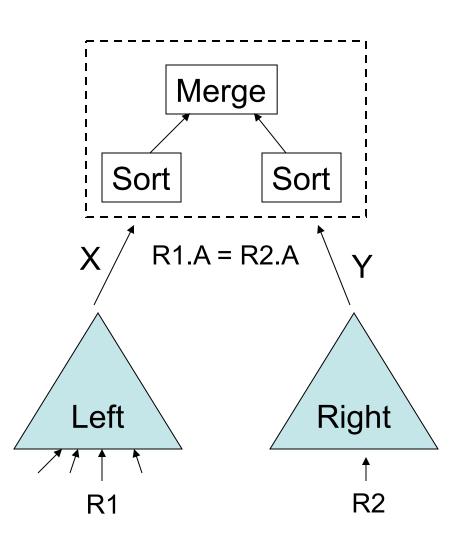


#### Cost of Non-Clustered Index Scan

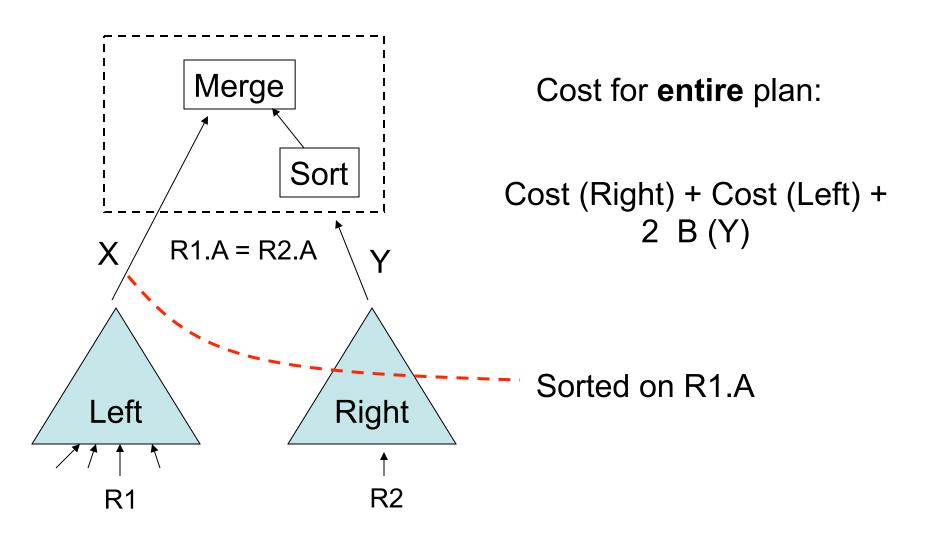


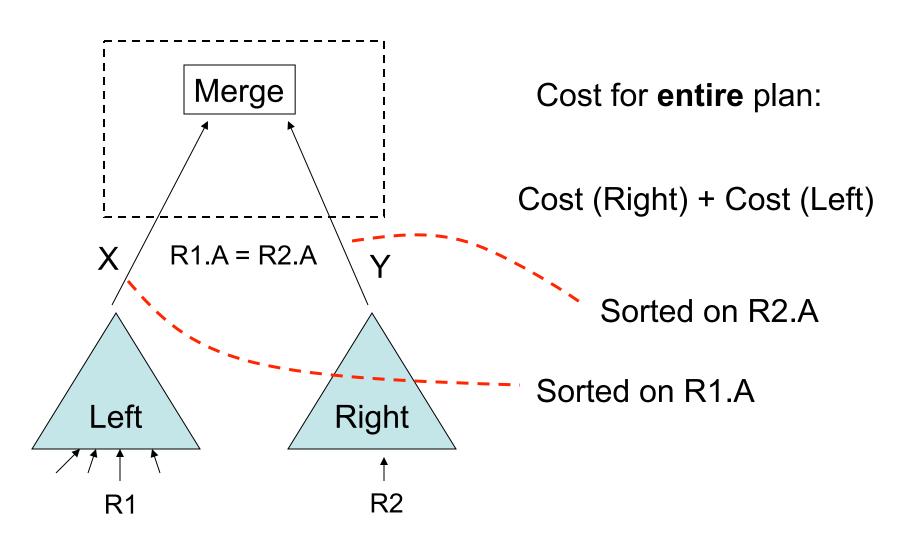
## Cost of Tuple-Based NLJ





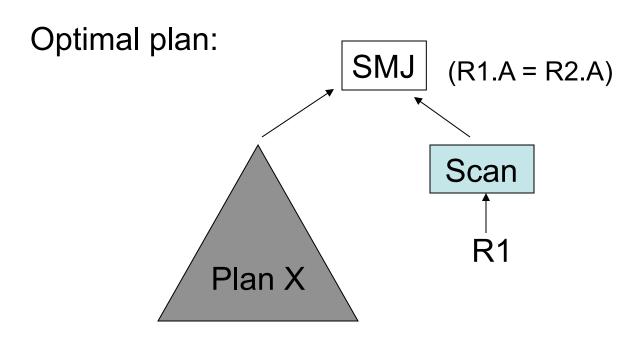
Cost for entire plan:





Bottom Line: Cost depends on sorted-ness of inputs

Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4 \bowtie R5$ 

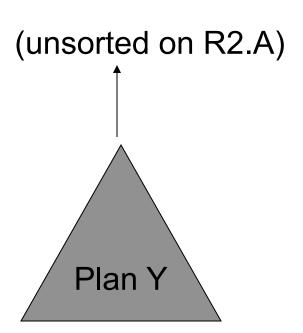


Is Plan X the optimal plan for joining R2,R3,R4,R5?

## Violation of Principle of Optimality

(sorted on R2.A)
Plan X

Suboptimal plan for joining R2,R3,R4,R5



Optimal plan for joining R2,R3,R4,R4

Query:  $R1 \bowtie R2 \bowtie R3 \bowtie R4 \bowtie R5$ 

Optimal plan:

SMJ (R1.A = R2.A)

Scan

Plan X

Can we assert anything about plan X?

# Weaker Principle of Optimality

If plan X produces output sorted on R2.A then plan X is the **optimal plan** for joining R2,R3,R4,R5 that produces output sorted on R2.A

If plan X produces output unsorted on R2.A then plan X is the **optimal plan** for joining R2, R3, R4, R5

## Interesting Order

- An attribute is an interesting order if:
  - participates in a join predicate
  - Occurs in the Group By clause
  - Occurs in the Order By clause

## Interesting Order: Example

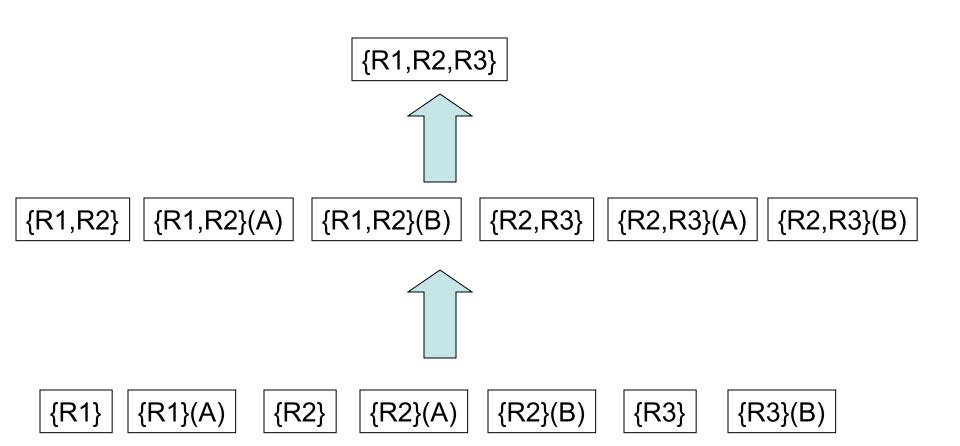
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Select *
```

From R1(A,B), R2(A,B), R3(B,C)

Where R1.A = R2.A and R2.B = R3.B

Interesting Orders: R1.A, R2.A, R2.B, R3.B

## Modified Selinger Algorithm



#### **Notation**

{R1,R2} (C)

Optimal way of joining R1, R2 so that output is sorted on attribute R2.C

## Modified Selinger Algorithm

