# COS 597A: Principles of Database and Information Systems

## **Query Optimization**

1

## **Query Optimization**

- Query as expression over relational algebraic operations
- · Get evaluation (parse) tree
  - Leaves: base relations
  - Interior nodes: operations

2

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### Optimization considerations

- · Choice of algorithm at each interior node
  - Cost Estimates
    - · We've just studied analysis
- · Rearrange tree
  - Use algebra of operations
    - e.g. associativity of JOIN

$$(A \otimes B) \otimes C$$

$$=$$

$$A \otimes (B \otimes C)$$

$$A \otimes B \otimes C$$



## Interaction of algorithm choice and tree arrangement

- Convention: for any nested loop join, left branch represents outer relation
  - Control with commutativity of JOIN  $(A \lozenge \lozenge B) = (B \lozenge \lozenge A)$

, , ,



- · Result of an interior node is input to parent
  - Algorithm affects properties of presentation of result -Sorted?
- · Cost analysis must proceed bottom up

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#### Issues

- · Need size estimates of result relation
  - # records per page (size of record)
  - # of pages (# of records)
  - Note:
    - page size fixed system parameter
    - Duplicates significantly affect # of records
- · Need plan for buffer use
  - Materialize result: write result of interior node to disk
    - Costs of writes for intermediate results count!
  - Intermediate result fits in buffer
  - Algorithm for parent use this?
  - Can save cost of writing result by child & reading result by parent
  - Pipeline result of child as input to parent

#### Pipelining

- · Parent and child execute concurrently
- · Parent and child share buffer space
  - k-page shared (sub)buffer
  - child produces k pages of output Fill buffer
  - parent consumes k pages of input from child -Empty buffer
  - NO disk write cost child;
  - NO disk read cost parent
- · Algorithms of child and parent must support this
  - Child: usually does; produce 1 page output at a time
  - Parent: choice of algorithm critical!

#### Algorithms for parent - JOIN

- · block nested loop?
- · Index nested loop?
- Sort-merge
- Hash

#### Algorithms for parent - JOIN

- · Block nested loop?
  - Outer relation ok
    - · Read relation once, "chunk" by "chunk"
  - · Use shared buffer for "chunk"
  - Inner relation NO
    - · Must re-read entire inner relation for every "chunk" of outer
- · Index nested loop?
- · Sort-merge
- Hash

#### Algorithms for parent - JOIN

- Block nested loop?
- Outer relation OK
- Inner relation NO
- Index nested loop?
- Outer relation ok same as Block nested loop
- Inner relation NO
  - · Using index
- Sort-merge
- Hash

10

#### Algorithms for parent - JOIN

- Block nested loop?
  - Outer relation OK Inner relation – NO
- Index nested loop?
   Outer relation OK
  - Inner relation NO
- Sort-merge
  - To sort input relation:
    - · Can pipeline from child to group of buffer pages for Stage 1 (Stage 1: sorting individual groups to make runs)
  - If child produced in sorted order, pipeline merge
  - · Child must be outer relation if duplicates
- Hash

11

#### Algorithms for parent - JOIN

- Block nested loop?
- Outer relation OK - Inner relation - NO
- Index nested loop?

   Outer relation OK
- Inner relation NO
- Sort-merge OK
- Hash
  - To partition input relation:
    - Can pipeline from child to buckets in buffer for Stage 1
  - OK

## Allocating buffer pages

- If have simultaneous pipelining up tree
  - How many buffer pages for each child-toparent exchange?
  - Affects speed of algorithms
- · Limit number of simultaneous pipelines
- · If no pipeline between child and parent materialize result of child
  - Child writes result to disk
  - Parent reads from disk

13

#### Multi-operation query

- Want plan
  - Parse tree
  - Pipelining plan for each edge
  - Algorithm for each interior node (operation)
- To build plan
  - Consider alternatives
    - · ALL?
  - Estimate costs
  - Choose "best"
    - · Really "good enough"

#### Catalog

- · Need info about base relations
- In catalog:
  - For each base relation:
    - # tuples
    - # pages
  - List of existing indexes
  - For each index
    - · # distinct search-key values
    - # pages
  - For each tree index
    - · Tree height
    - · high/low search keys

15

#### Calculating size estimates of result

- Assume
  - independence of attributes of a tuple
  - Uniform distribution of values of each attribute among tuples
- Calculate reduction factor (RF) for # tuples of result
  - Examples:

 $\sigma_{f = constant}$  and index on attribute f: RF = 1/(# search key values)

 $\sigma_{f > constant}$  and tree index on attribute f: (high key value) - constant

(high key value) - (low key value)

Estimate # tuples output as RF \* (# tuples input relation)

## Reduction factor of joins

 Estimate # tuples of (R◊◊S) on shared attribute f as

> RF \* ( # tuples R) \* (# tuples S) -Looking at join as selection on RXS

- Example: ◊◊ for join attribute f
  - If indexes on R.f and S.f

RF = 1/max (# key values R.f, # key values S.f)

- If no indexes, could use # distinct values
  - What if real-valued?

17

## Size of tuples of result

- · If attributes of fixed length, calculate
  - Projection: sizes of attributes retained
  - Cross-product RXS: sum of sizes of tuples in R and S
    - · Join with single occurrence equal attributes Projection of Cross-product
  - Selection & Union-compatible set operations: no change
- · If attributes of variable length, estimate

## **Planning**

- · Know how estimate costs of algorithms
- · Know how estimate sizes of results
- · How use to make plan for query eval?

interact

- determine operation order for expression
  - algebraic equivalences

select algorithm for each operation

- best depends on operation order
- · Can't try all possibilities exponential time

19

#### Heuristics

Consider k joins:  $R_1 \lozenge \lozenge R_2 \lozenge \lozenge ... \lozenge \lozenge R_k$ 

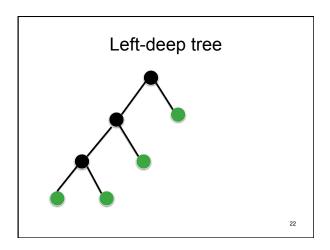
- Too many parse trees
  - associativity and commutativity
- Example heuristic: consider only "Left-deep join trees"
  - IBM system R 1979
  - determines tree shape, not order R<sub>i</sub>
  - why this shape?
  - still a lot of trees: k!

20

## Algorithm design

- Observe for (R<sub>1</sub> ⋄ R<sub>2</sub> ⋄ ... R<sub>k-1</sub>)⋄ R<sub>k</sub> :
  - once decide least-cost way do ( )
     actual order compute w/in ( ) not affect
     best choice for ( ) ◊◊ R<sub>k</sub>
  - whether ( ) result sorted or hashed does affect best choice for ( )  $\Diamond \Diamond$   $R_k$
- ⇒dynamic programming algorithm
  - · walk up left-deep tree

21



#### Using dynamic programming

For node distance d from leftmost leaf,

- estimate lowest cost of evaluating subtree for each size-(d+1) subset of {R<sub>i</sub>}
  - 1. without regard to order of result records
  - 2. in each "natural" sorted order of result records
- Use results from child node
- Include pipelining strategy
- Remember best plans and pipelining strategy for each subset
  - can reconstruct order going back down tree
- Running time exponential in k
  - still consider each subset of {R<sub>i</sub>}
  - don't consider each order of R<sub>i</sub>'s at next level

23

#### Other operations

- · Move selects and projects up/down tree
- Try to push selects down tree
   Pushing projects can also be useful
  - why?
  - not always good idea: destroys indexes
- · can include in left-join-tree analysis
- Text has detailed discussion equivalences for relational algebra operations

## Index-only Algorithms

If have indexes giving pointers to records for all relations in query, consider:

- Use indexes to execute operations
  - must have right search keys
- Retrieve records only at end
- If need only count, never retrieve full records

25

## Summary

- · Have seen in detail how to execute joins
- Have considered execution of other relational alg. op.s
- · Have looked at how estimate sizes of results
- Have briefly considered one heuristic for making plan for several joins
  - restrict to left-deep trees
- Have looked briefly at planning when relational alg. expr. has more than just joins