

LSM Compactions

LSMs everywhere

Fast Ingestion
+
Good Reads
+
Great Space Utilization

➔ **Periodic Compaction**

Full Compaction vs. Partial Compaction

compact all data in a level compact only part of a level

Legend: □ memory buffer □ level capacity □ file □ file to compact □ files after compaction

Design Choice

The Compaction Black Box

workload → [Black Box] → performance

LSM-tuning

Which compaction strategy to use?

The Design Questions

- How to lay out the data? ➔ **Data Layout**
- How much data to move? ➔ **Compaction Granularity**
- Which data block to be moved? ➔ **Data Movement Policy**
- When to re-organize layout? ➔ **Compaction Trigger**

The Design Space

Data Layout

- leveling (D)
- tiering
- hybrid

Granularity

- levels (G)
- file(s)
- runs

Data Movement Policy

- Round-robin
- Least overlap
- Coldest
- Oldest
- Most tombstones

Trigger

- saturation
- #runs
- Space ampl.
- Age of a file
- Read ampl.

Primitive Ensemble

- Full**
 - L leveling
 - G levels
 - D N/A
 - T level saturation
- I-Lvl**
 - L hybrid leveling
 - G file
 - D least overlap w/ parent
 - T level saturation
- Tier**
 - L tiering
 - G runs (in same level)
 - D N/A
 - T #runs / space ampl.

Observation

Experimental Results

Data moved (GB)

Strategy	Read (GB)	Write (GB)
Full	~45	~45
LO+1	~22	~22
LO+2	~20	~20
RR	~25	~25
Cold	~25	~25
Old	~30	~30
Tier	~8	~8
I-Lvl	~22	~22

Tail write latency (ms)

Strategy	Latency (ms)
Full	~10
LO+1	~2
LO+2	~5
RR	~2
Cold	~2
Old	~5
Tier	~25
I-Lvl	~10

Smaller compaction granularity reduces data movement

Tiered layout has extremely high tail write latency

Key Takeaways

- Know your LSM-compaction
- Avoid the worst designs
- Adapt choices w/ workloads
- Design new compactions