

Benchmarking Learned and LSM Indexes for Data Sortedness

Aneesh Raman

Andy Huynh

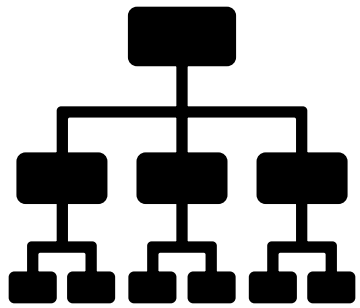
Jinqi Lu

Manos Athanassoulis

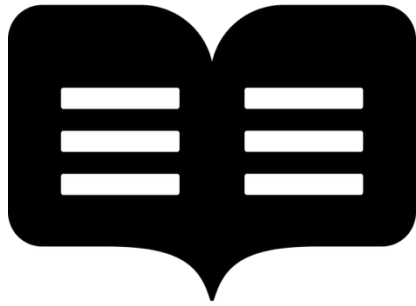
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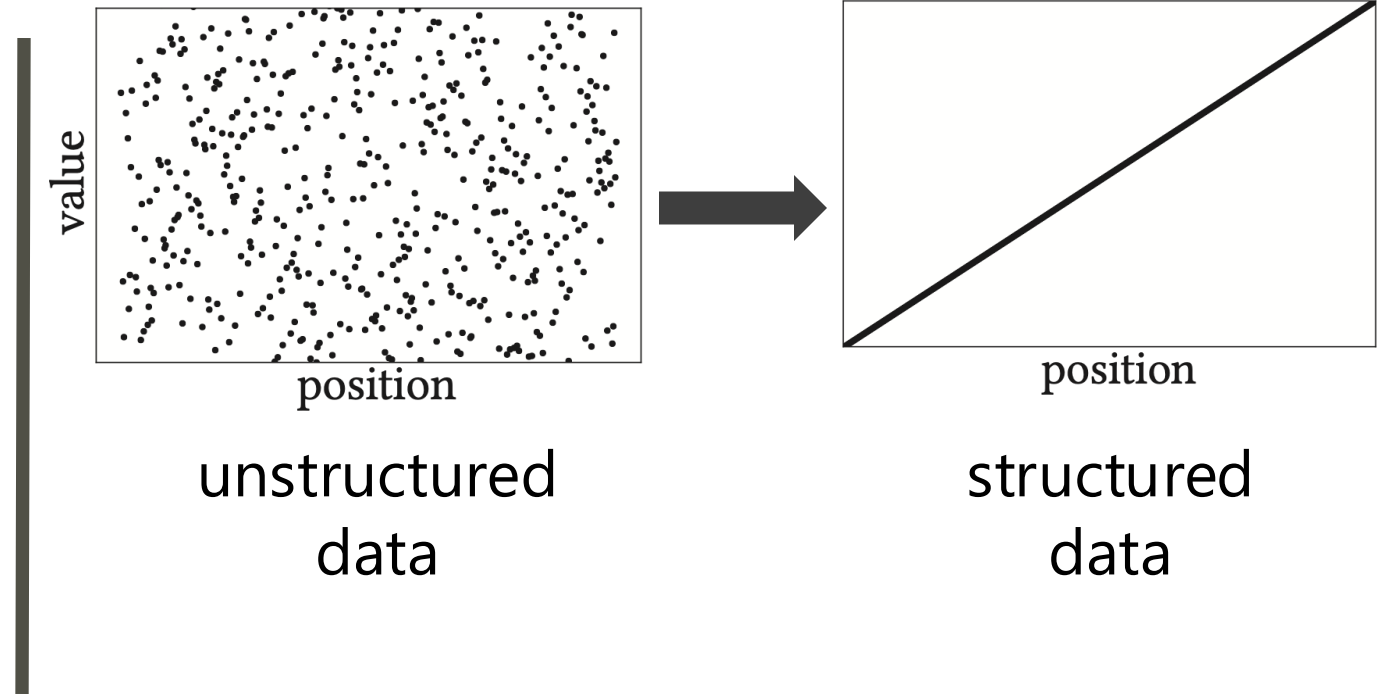
Indexes in Databases



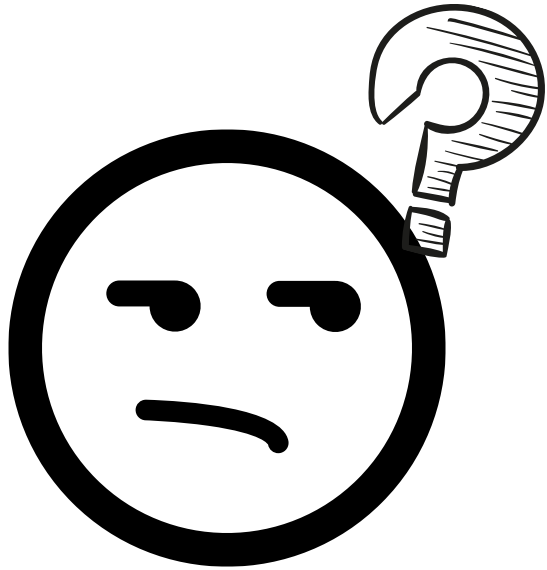
organize
data



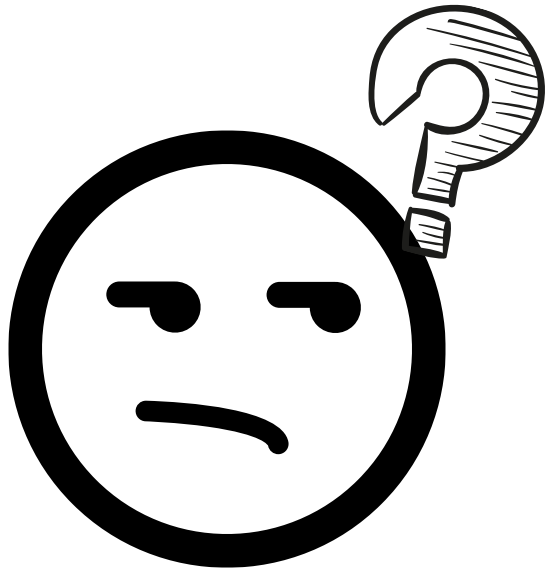
efficient
queries



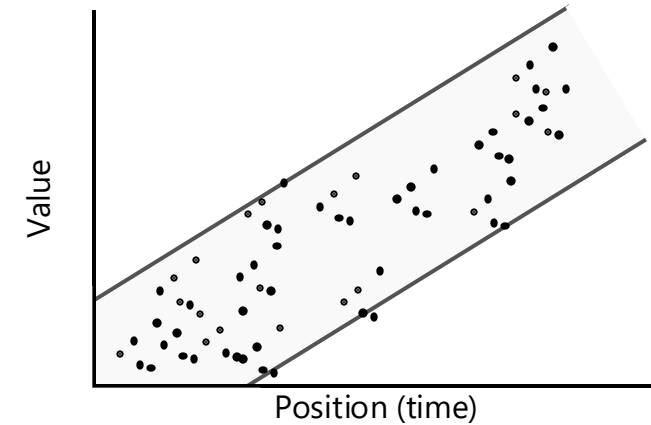
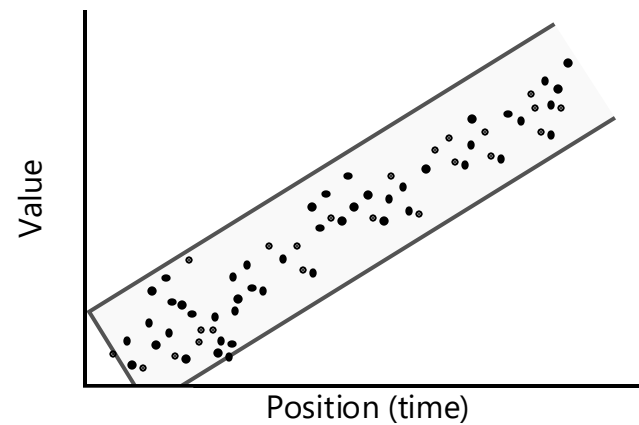
**The process of inducing *sortedness* to an otherwise
unsorted data collection**



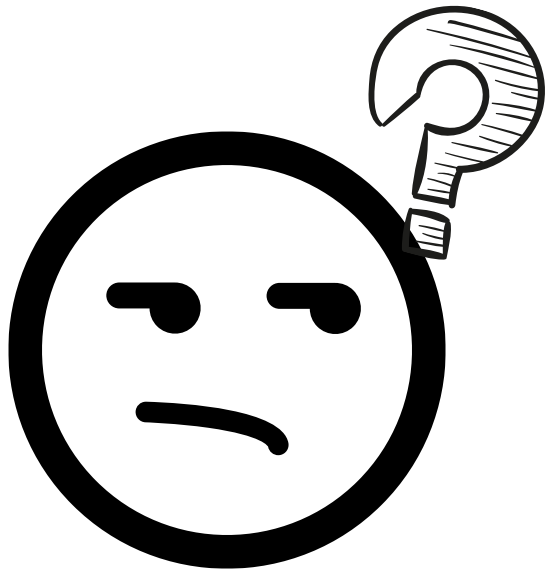
What if data already has some structure?



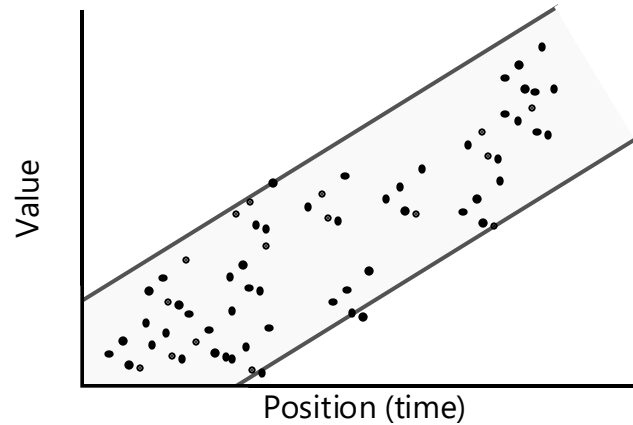
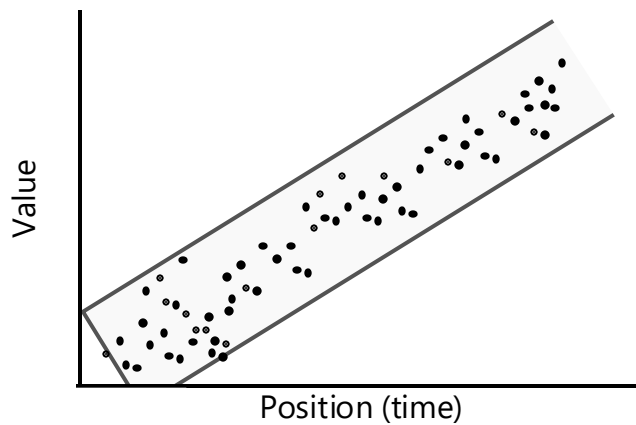
What if data already has some structure?



Near-sorted data



What if data already has some structure?

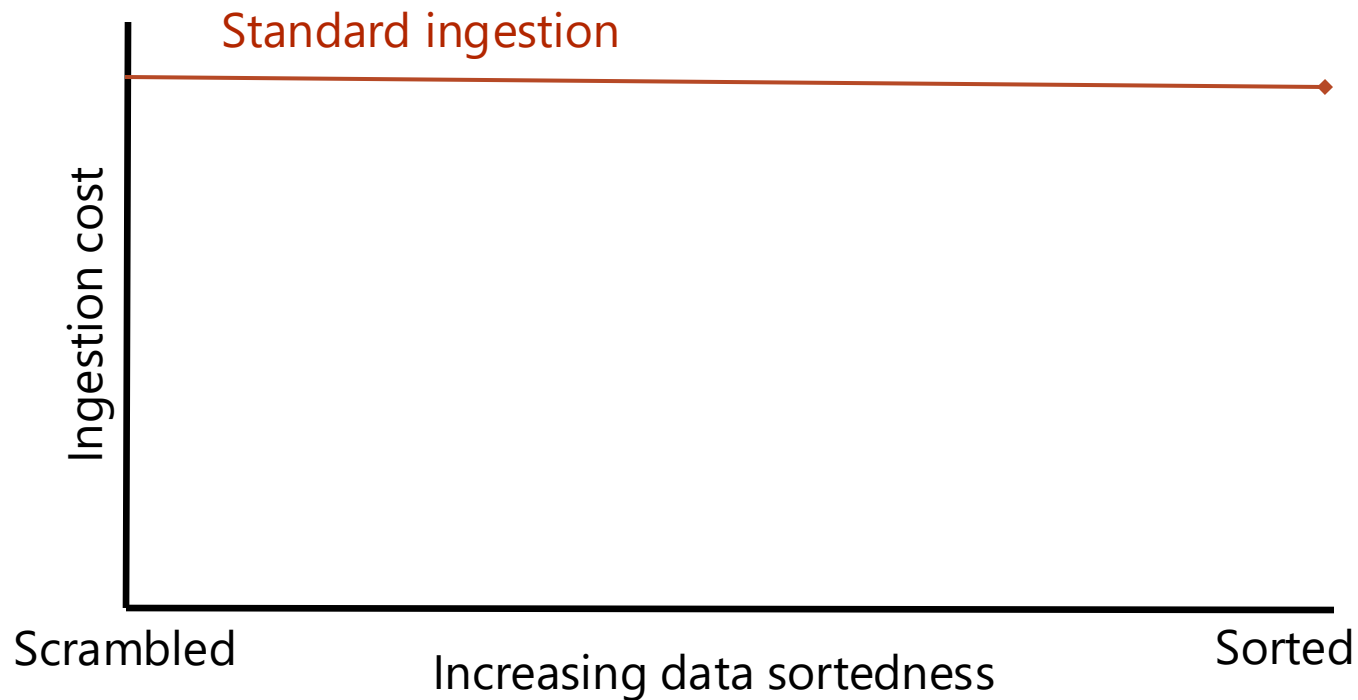


≈

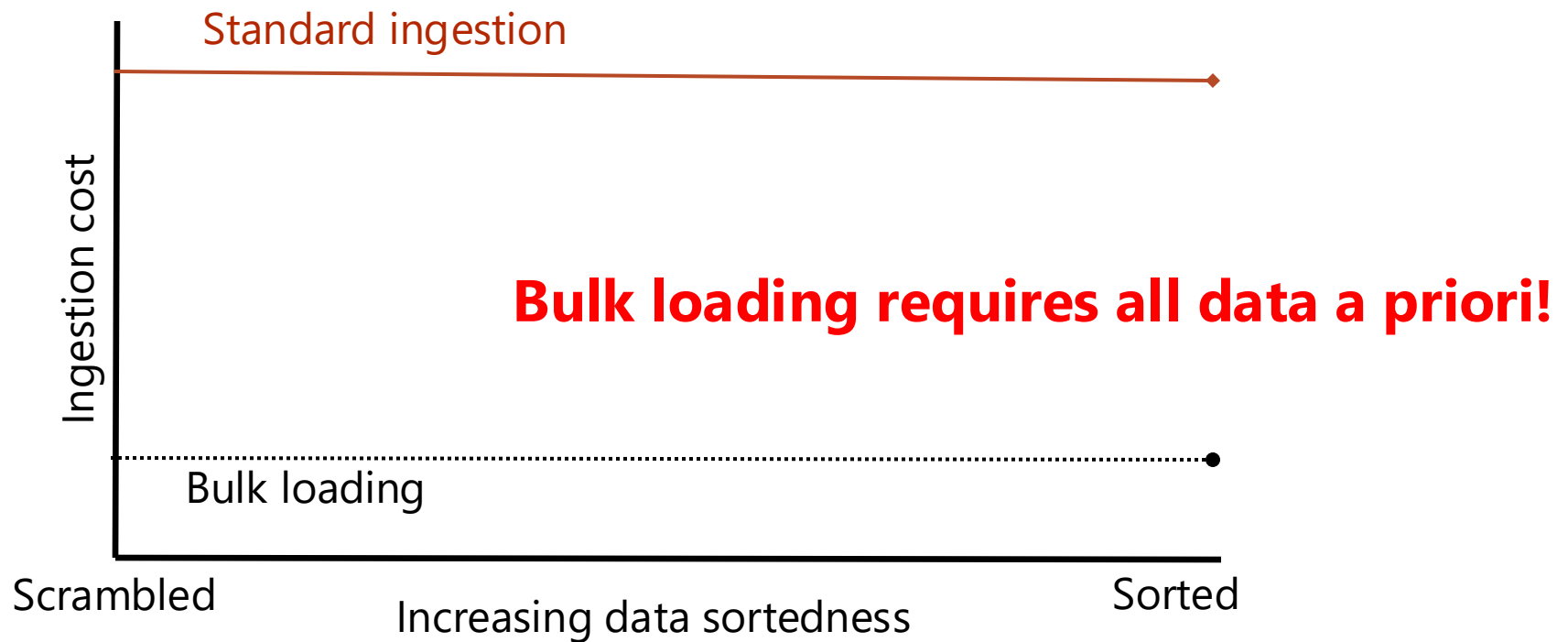
treated same as
unstructured data!

Near-sorted data

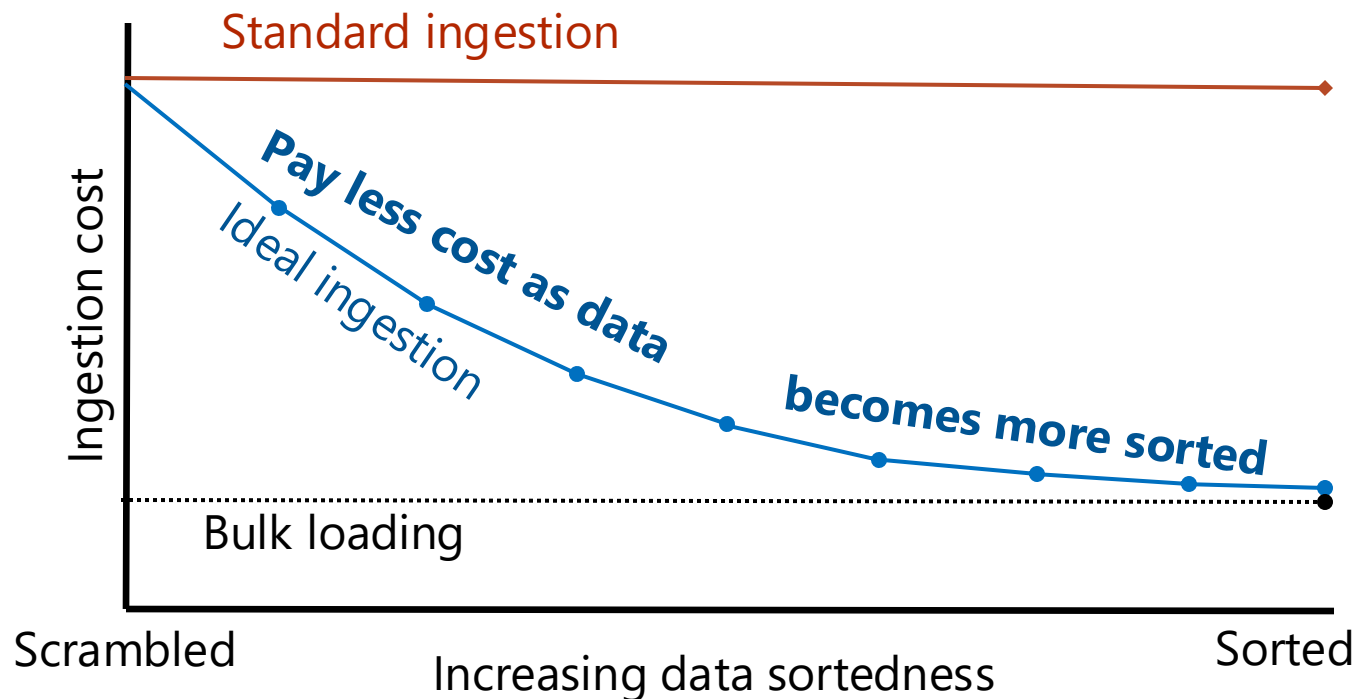
Irrespective of Sortedness, Same Ingestion Performance



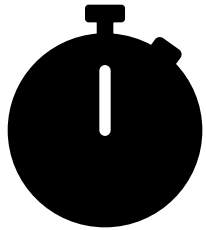
Are There Faster Alternatives?



Ideally, Higher Sortedness Should Lead to Faster Ingestion



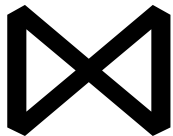
Near-Sorted Data is Frequently Found



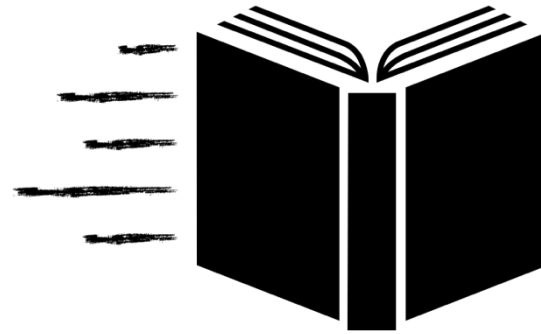
Time Series



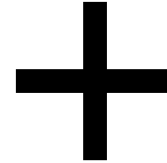
Stock market



Join/query



efficient reads



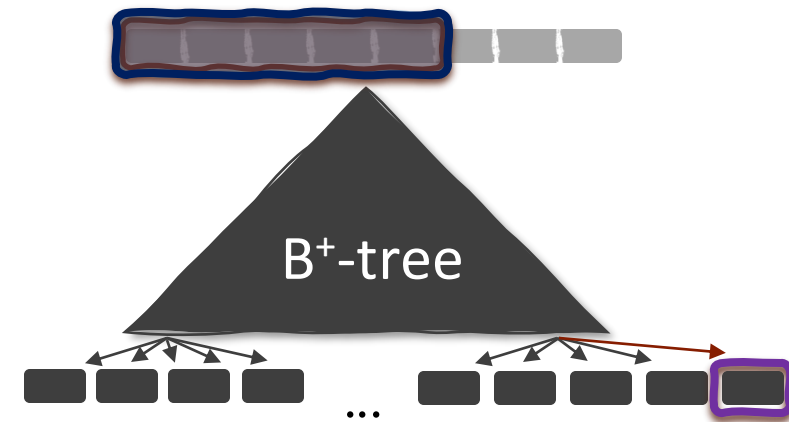
fast writes

classical indexes carry ***redundant effort!***

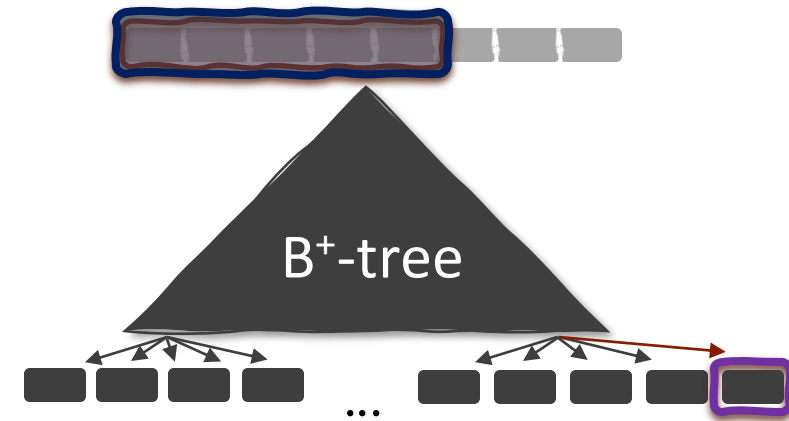


Prior Work Focuses on Classical Indexes

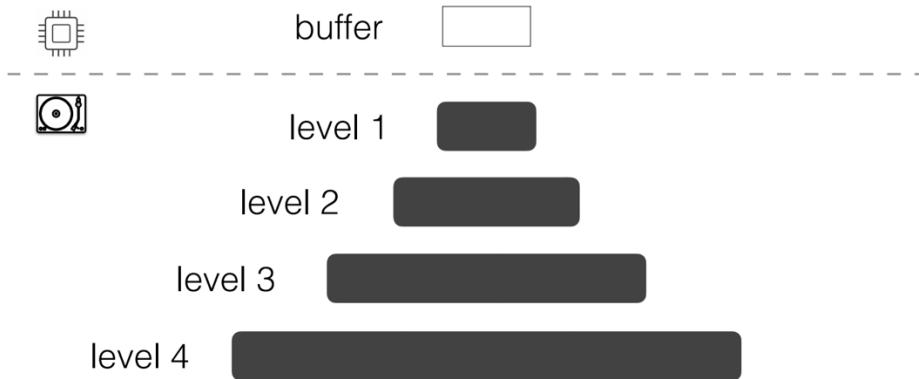
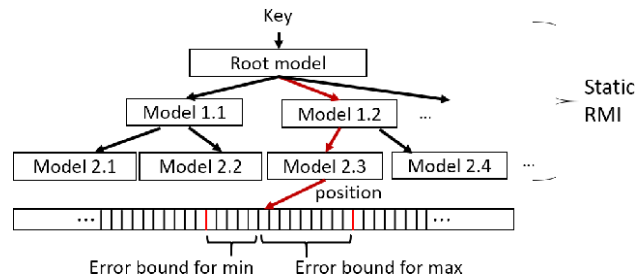
- ✓ In-memory buffering
- ✓ Opportunistic bulk loading
- ✓ Sortedness-adaptiveness
- ✓ Better memory utilization



Prior Work Focuses on Classical Indexes



Other Index Designs?



Agenda

Introduction

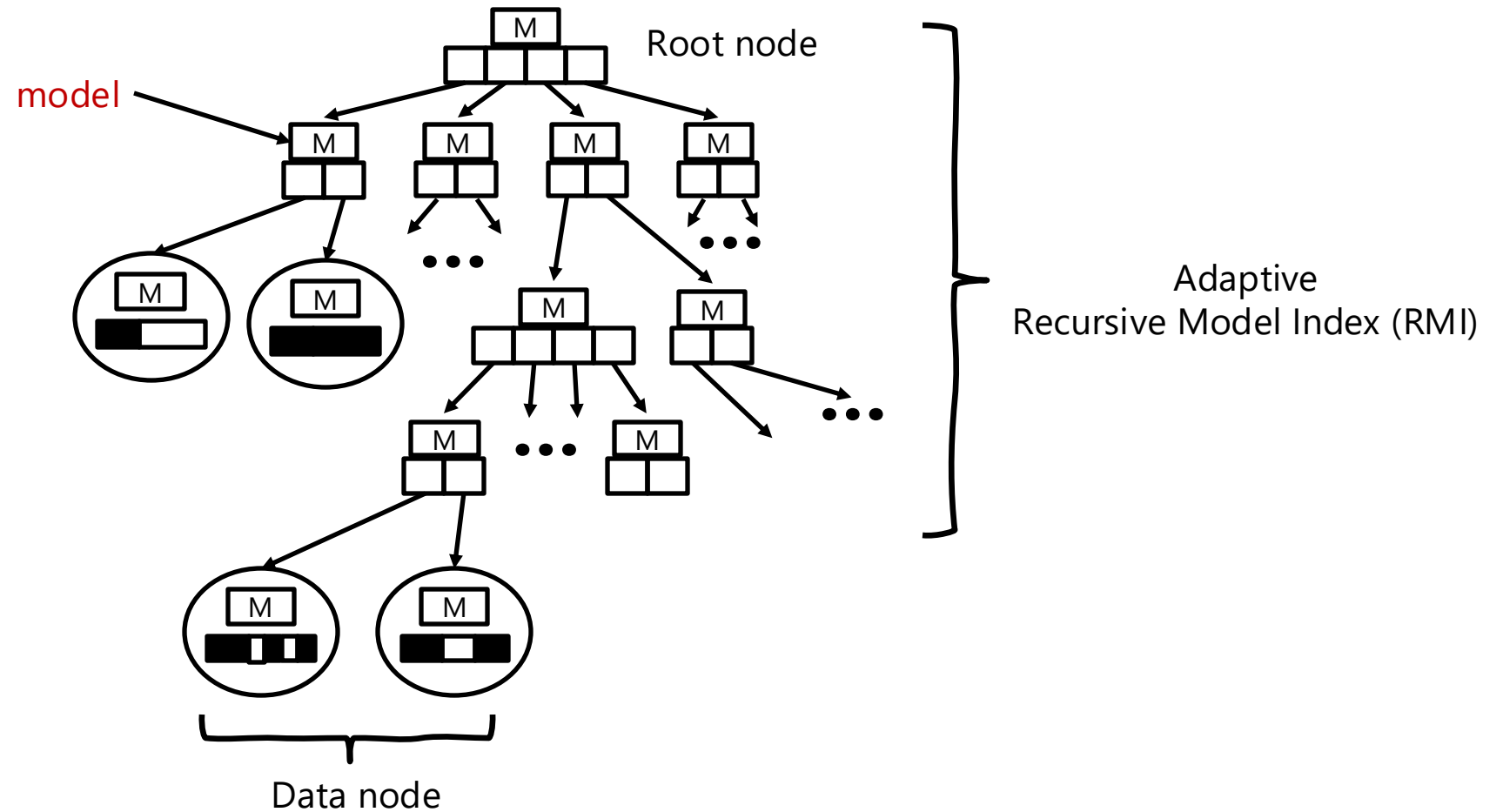
Vision

Background on Index Designs

Sortedness Metrics & Evaluation Framework

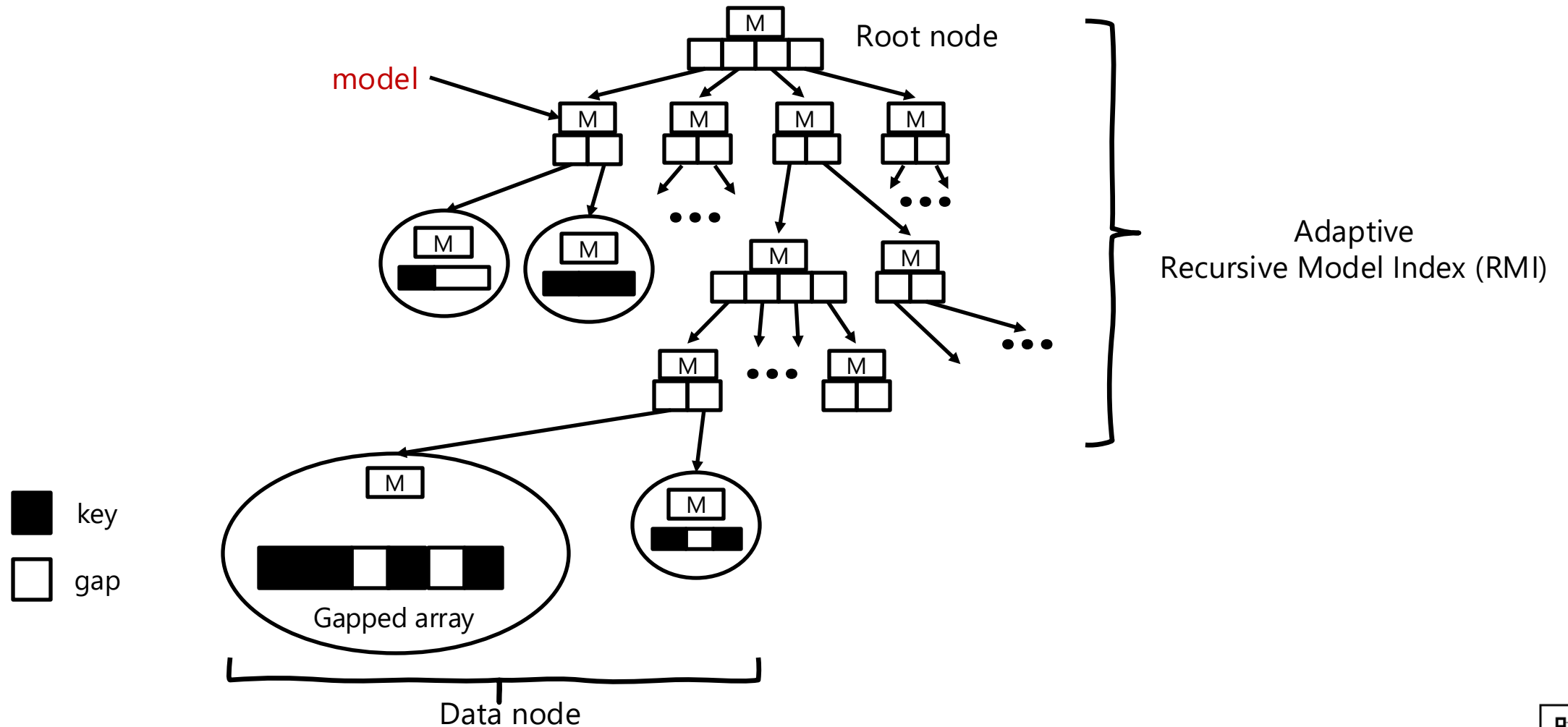
Benchmarking Results

ALEX: An Updatable Learned Index

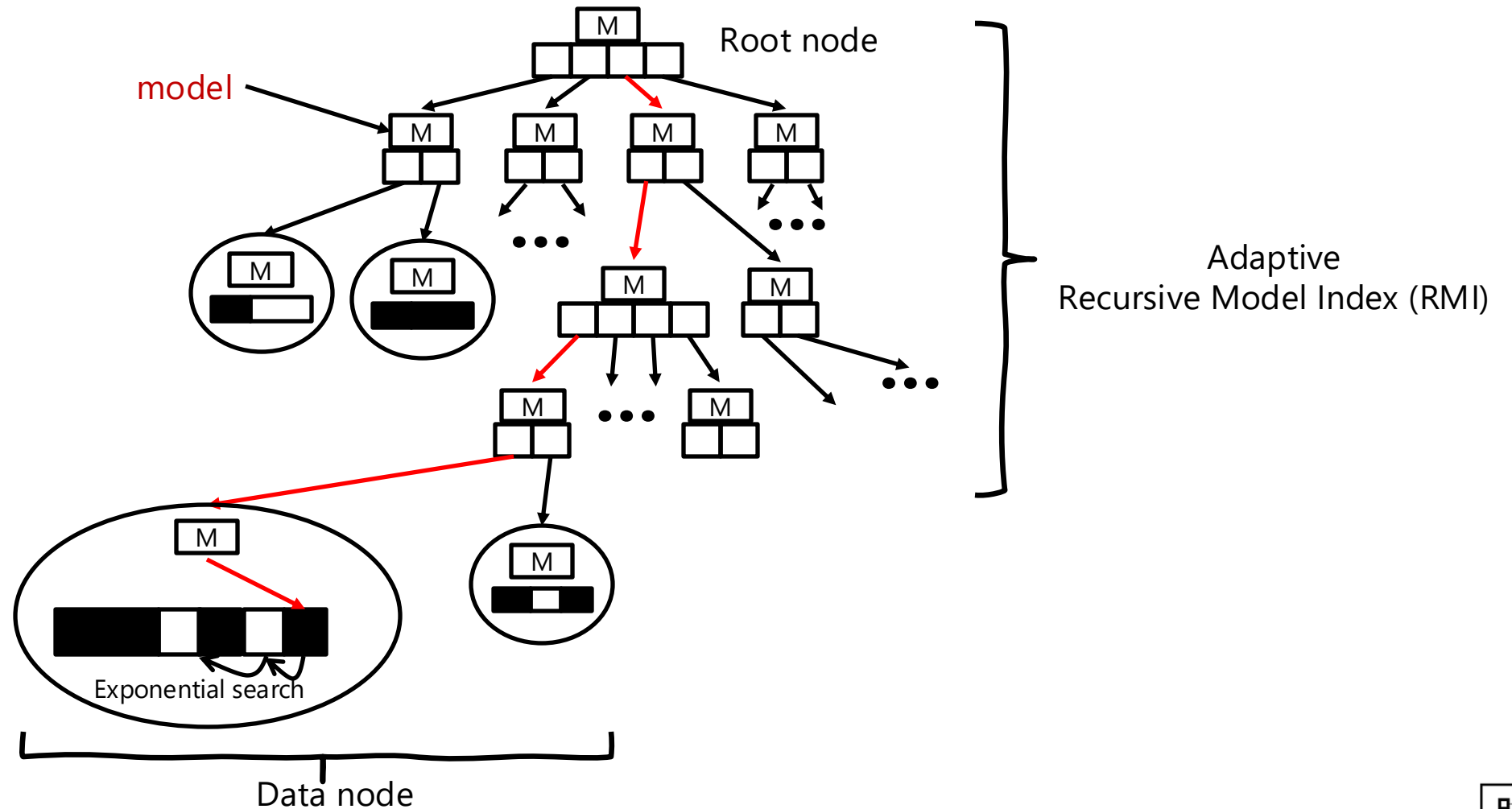


Ding, et.al [SIGMOD 2020]

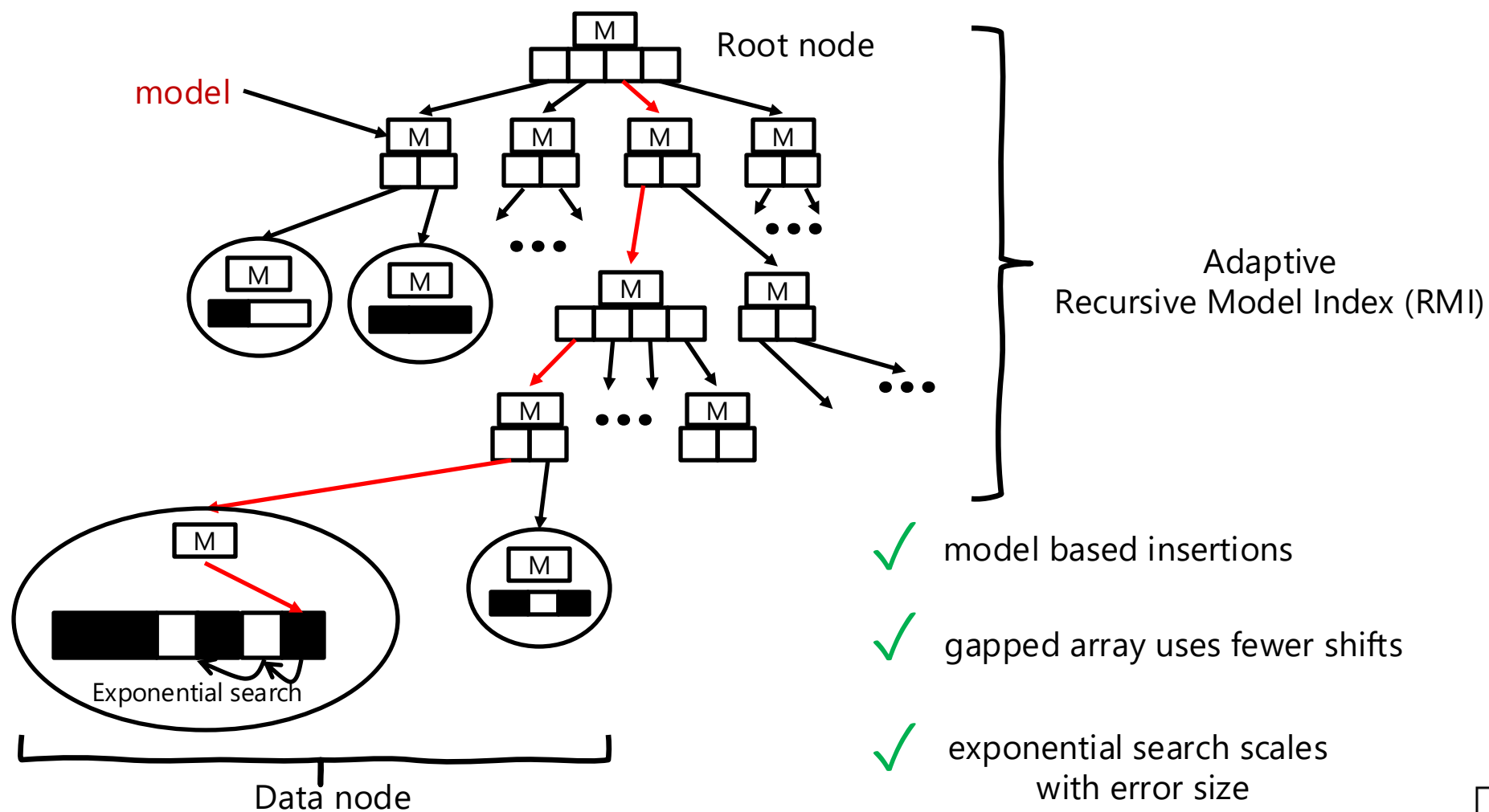
ALEX: An Updatable Learned Index



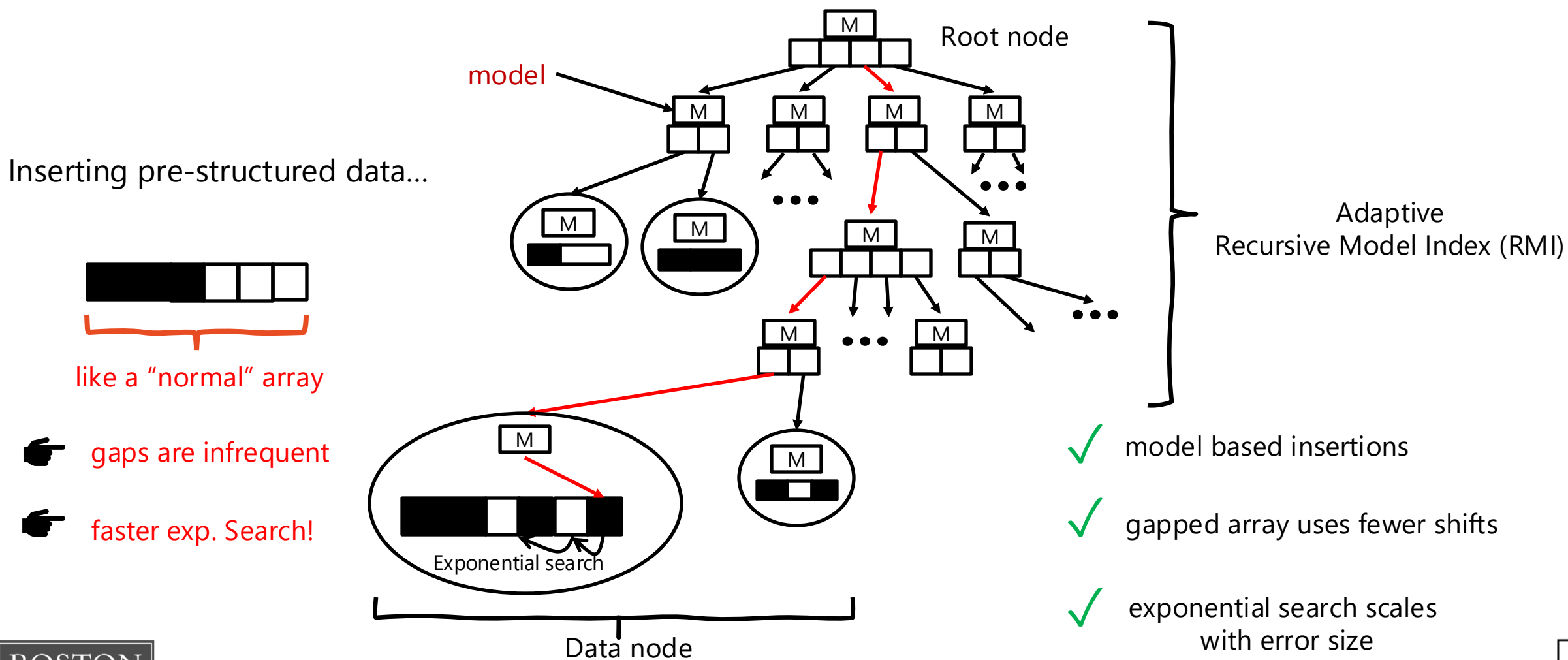
Lookups in ALEX



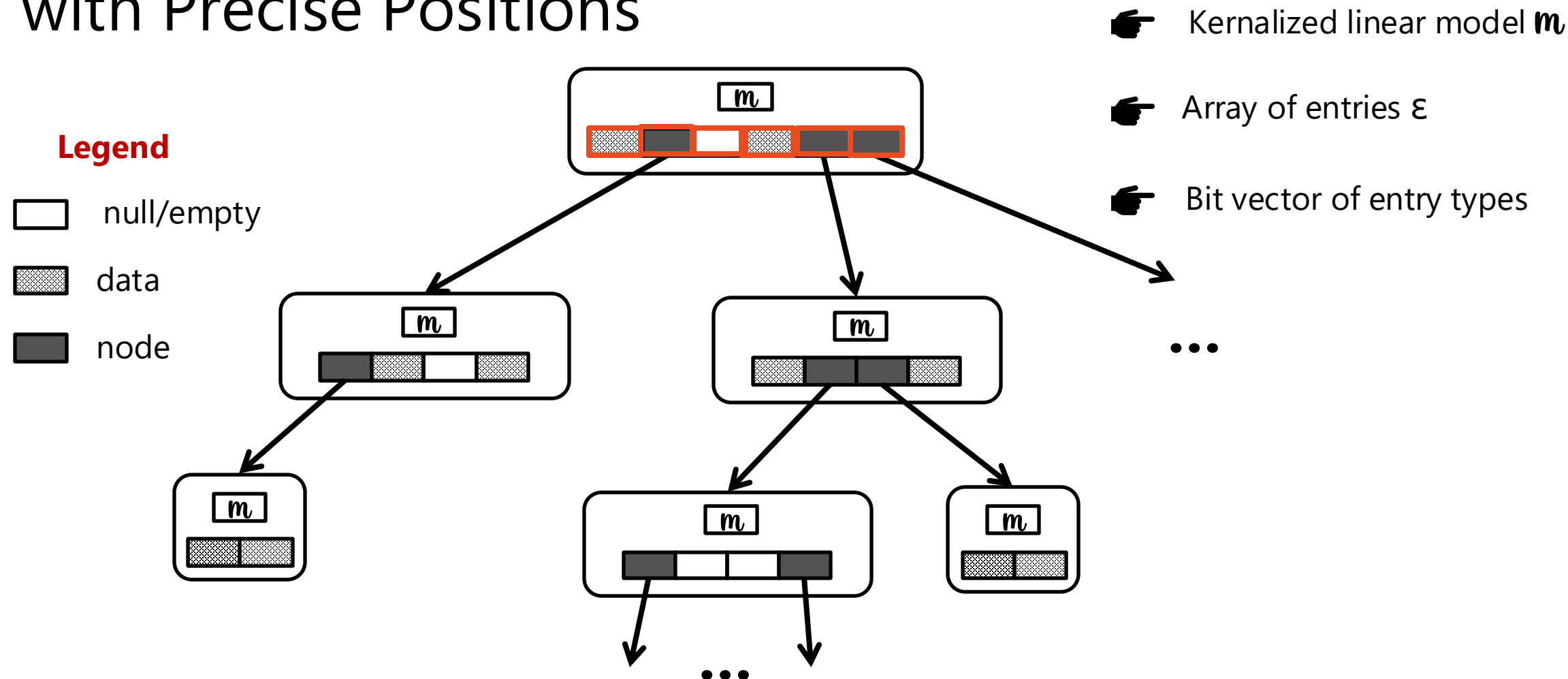
Insertions in ALEX



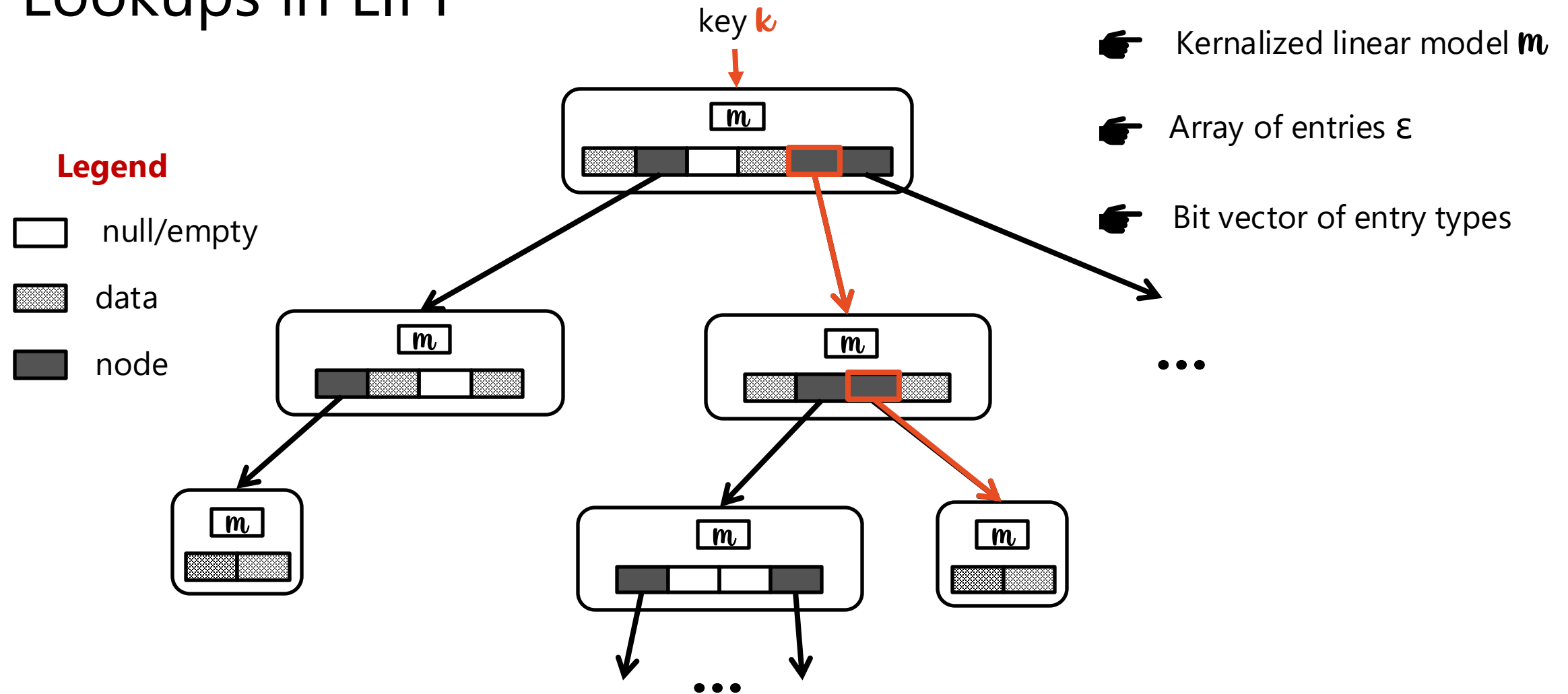
Insertions in ALEX



LIPP: An Updatable Learned Index with Precise Positions



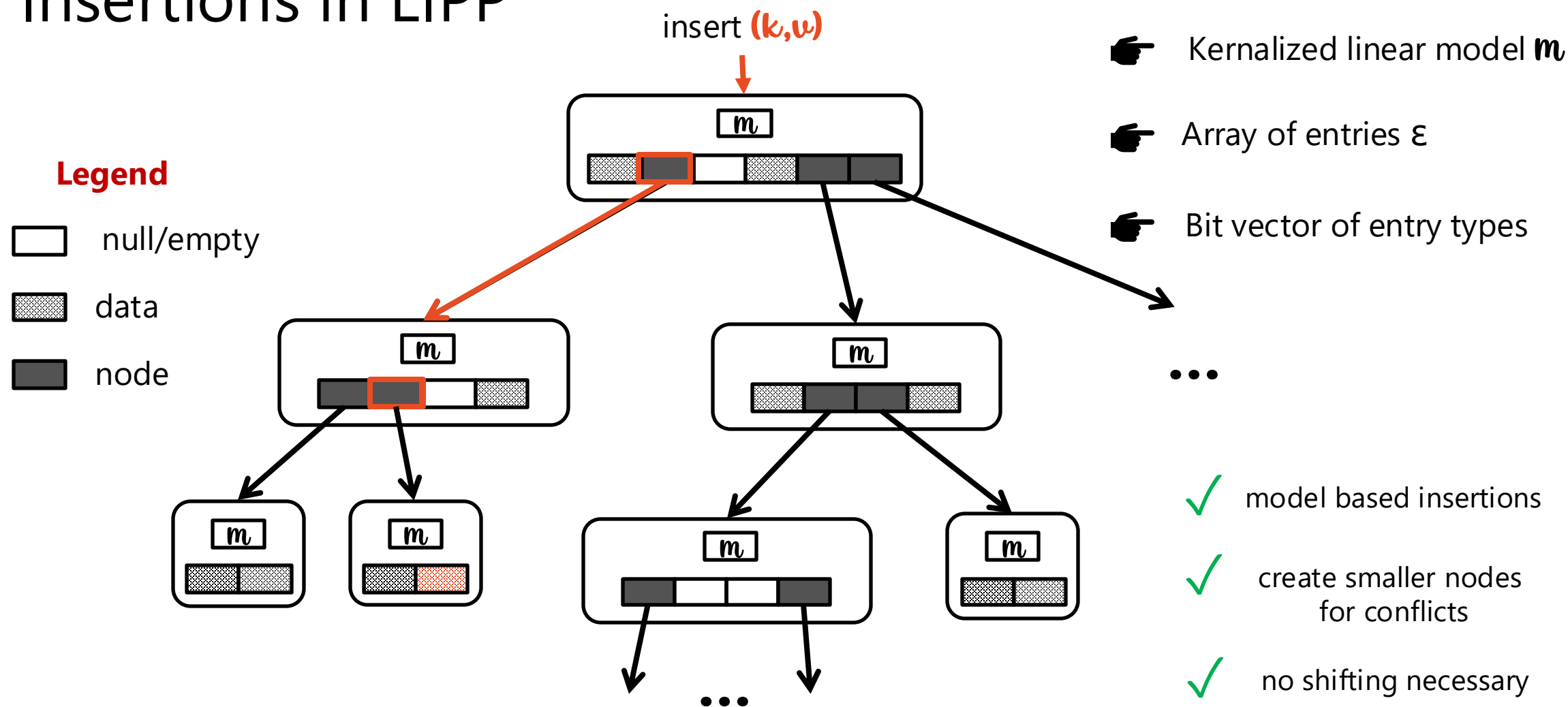
Lookups in LIPP



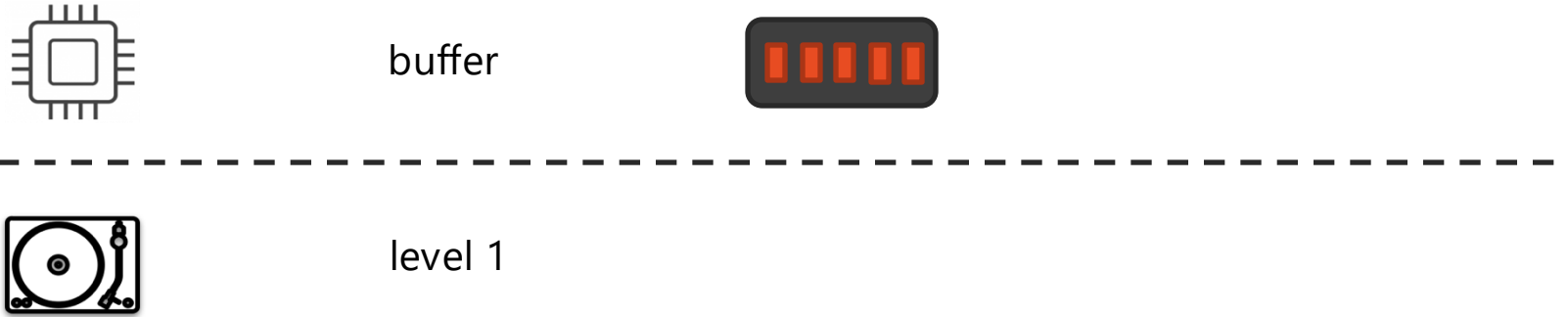
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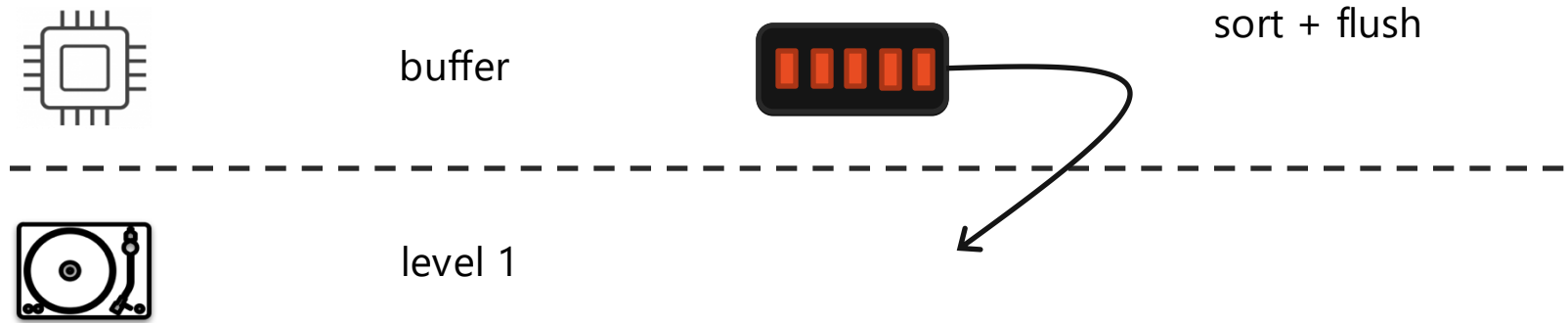
Insertions in LIPP



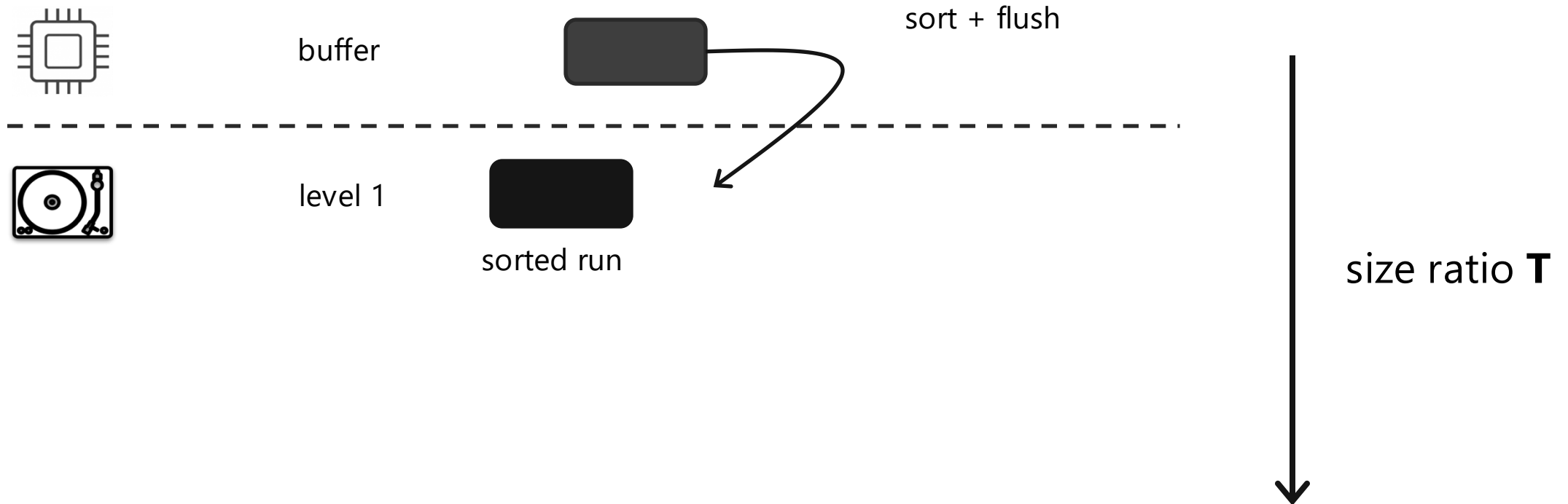
Log Structured Merge Trees (LSM-trees)



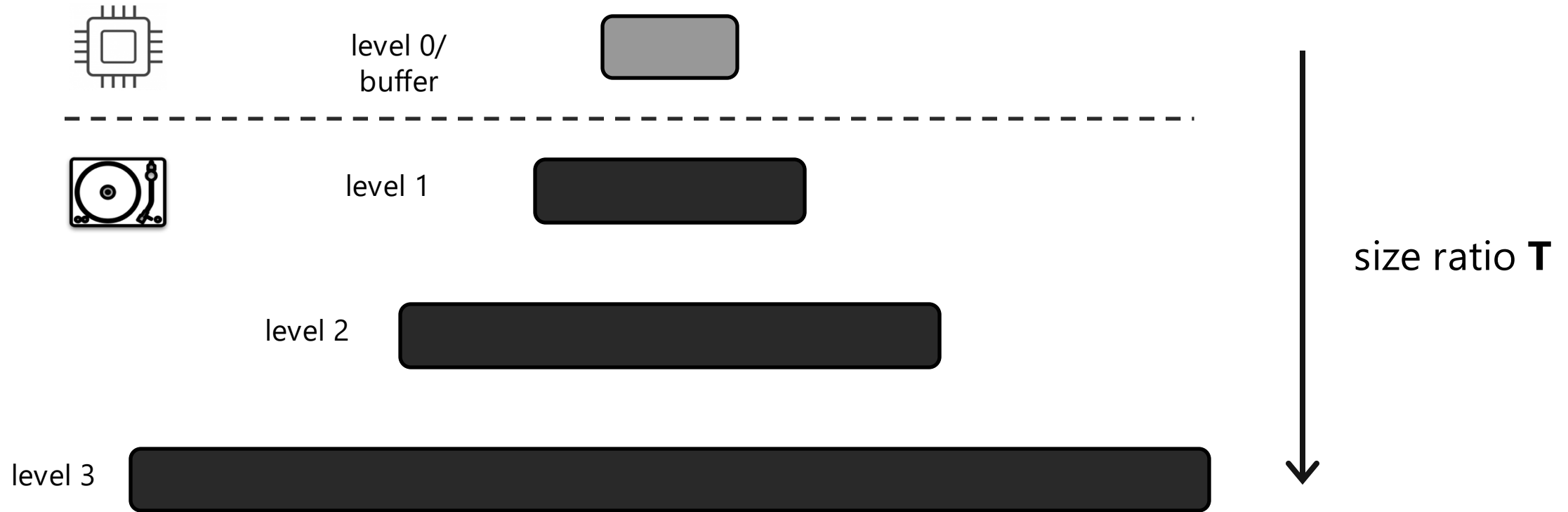
Log Structured Merge Trees (LSM-trees)



Log Structured Merge Trees (LSM-trees)

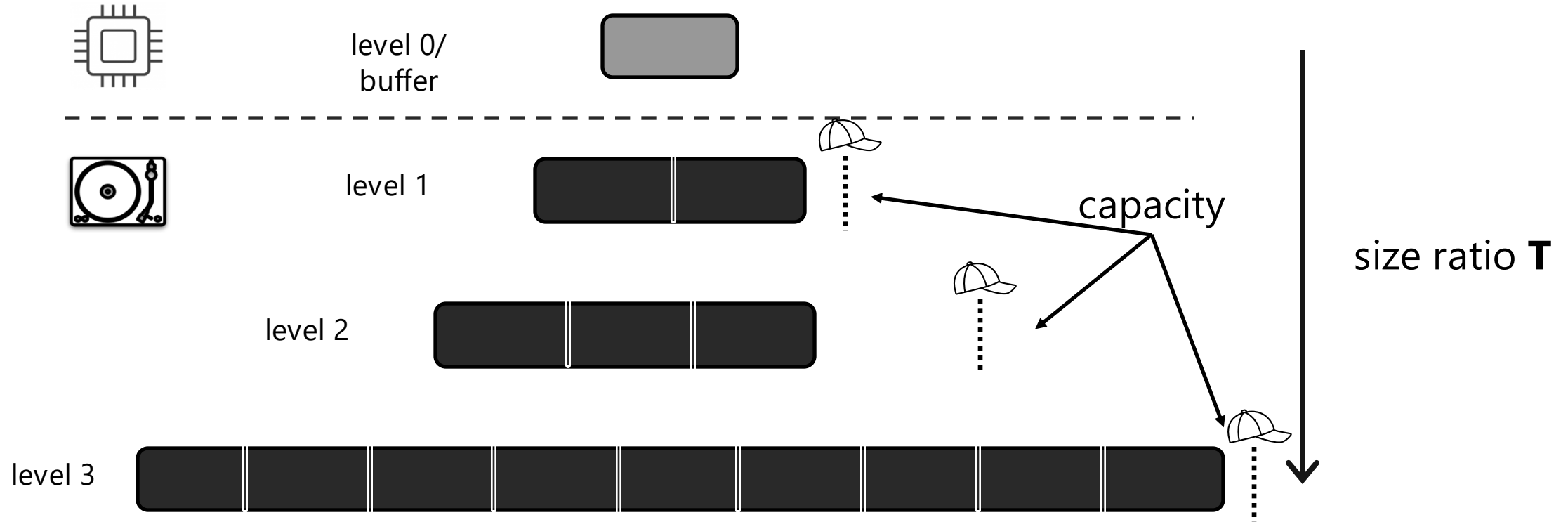


Log Structured Merge Trees (LSM-trees)



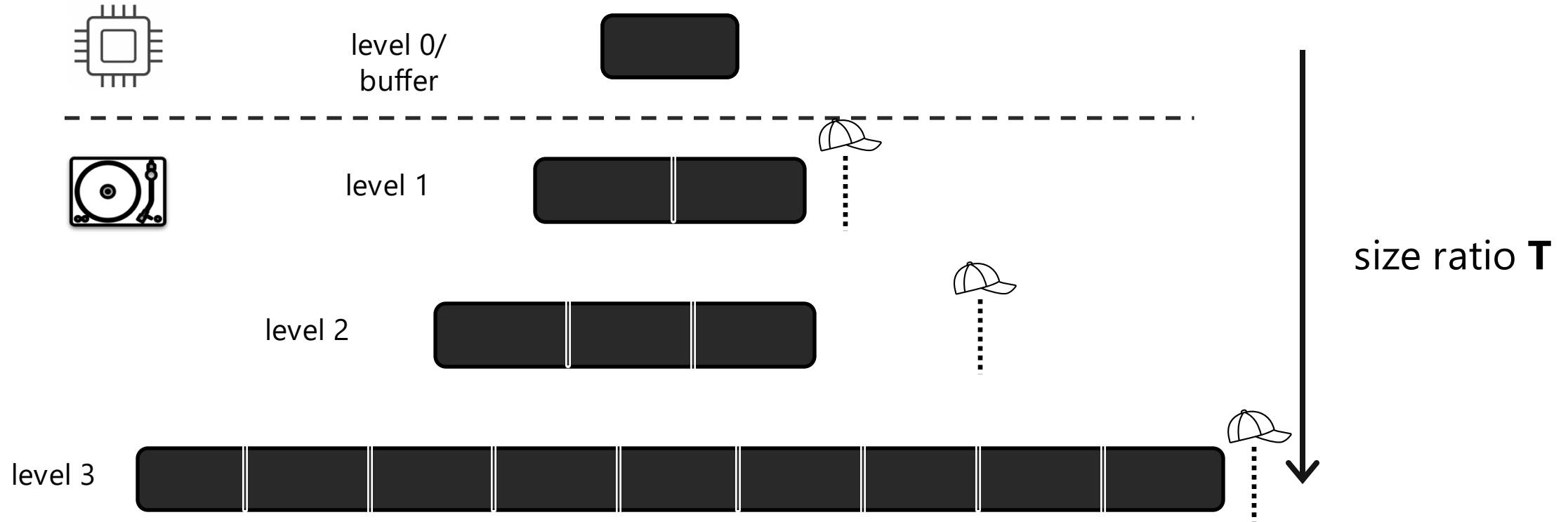
Sort-merging is called **compaction**

Partial Compactions in RocksDB



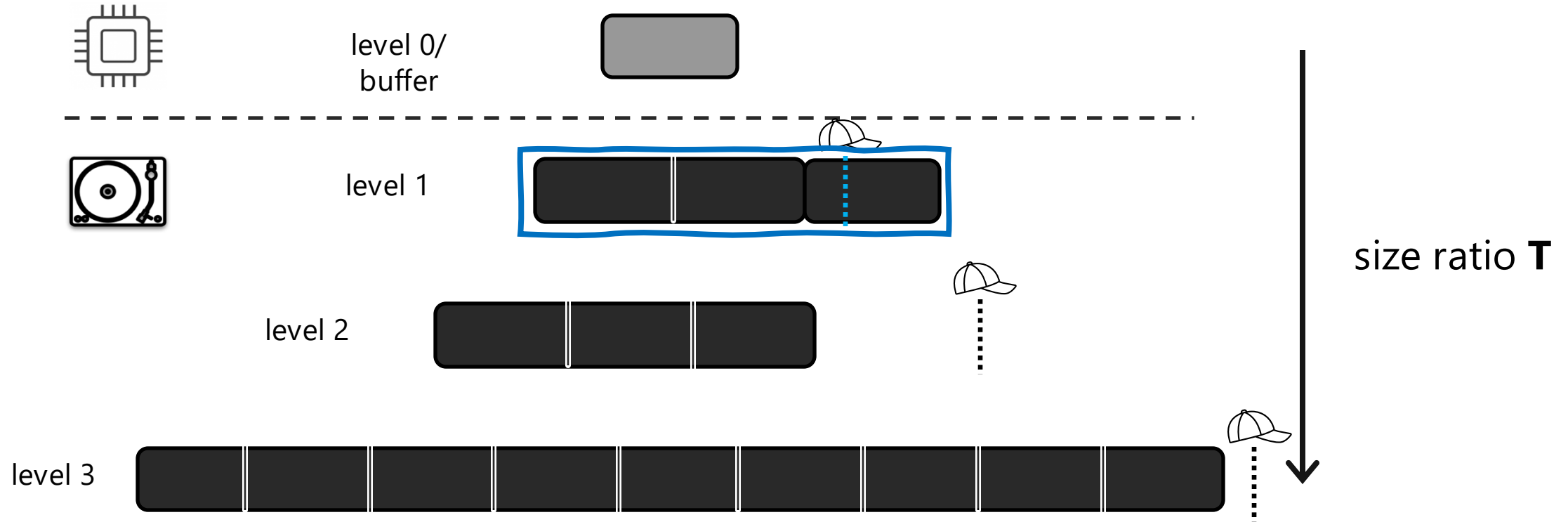
Compaction performed at the granularity of files

Partial Compactions in RocksDB



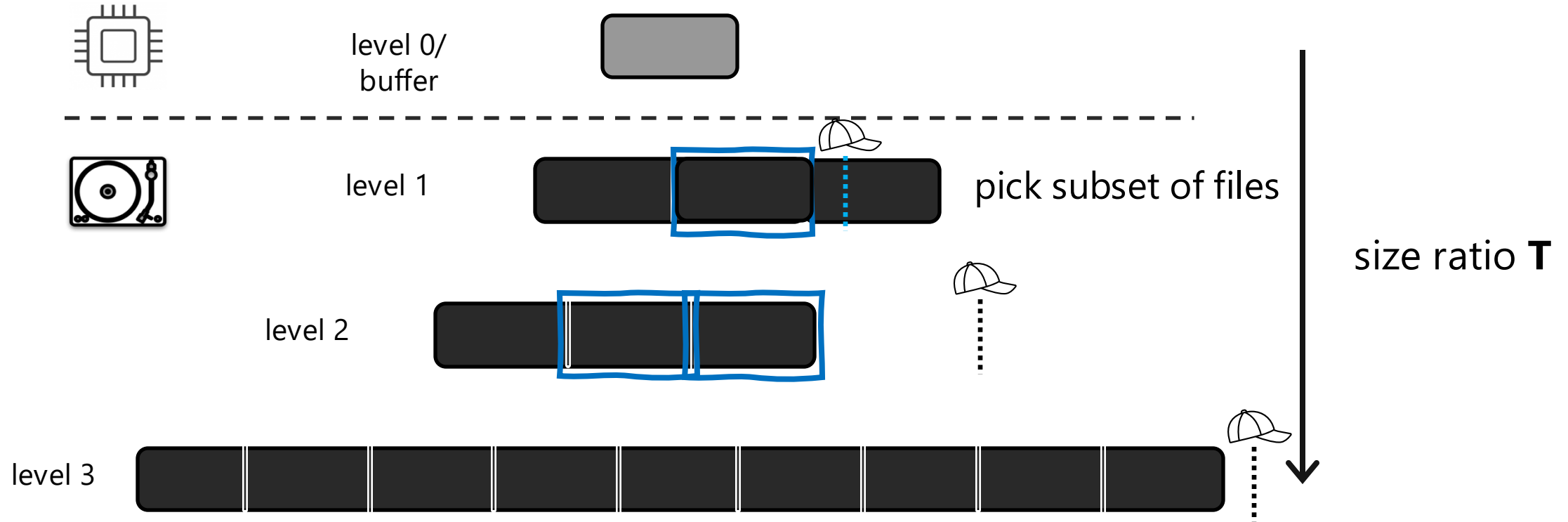
Compaction performed at the granularity of files

Partial Compactions in RocksDB



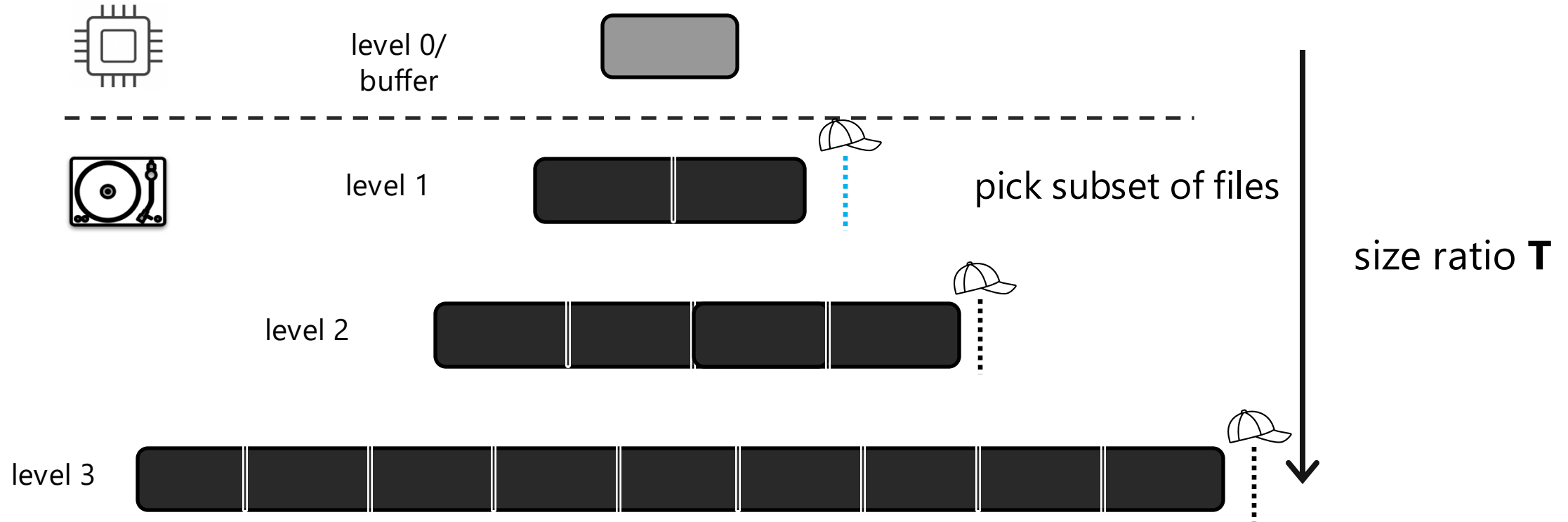
Compaction performed at the granularity of files

Partial Compactions in RocksDB



Compaction performed at the granularity of files

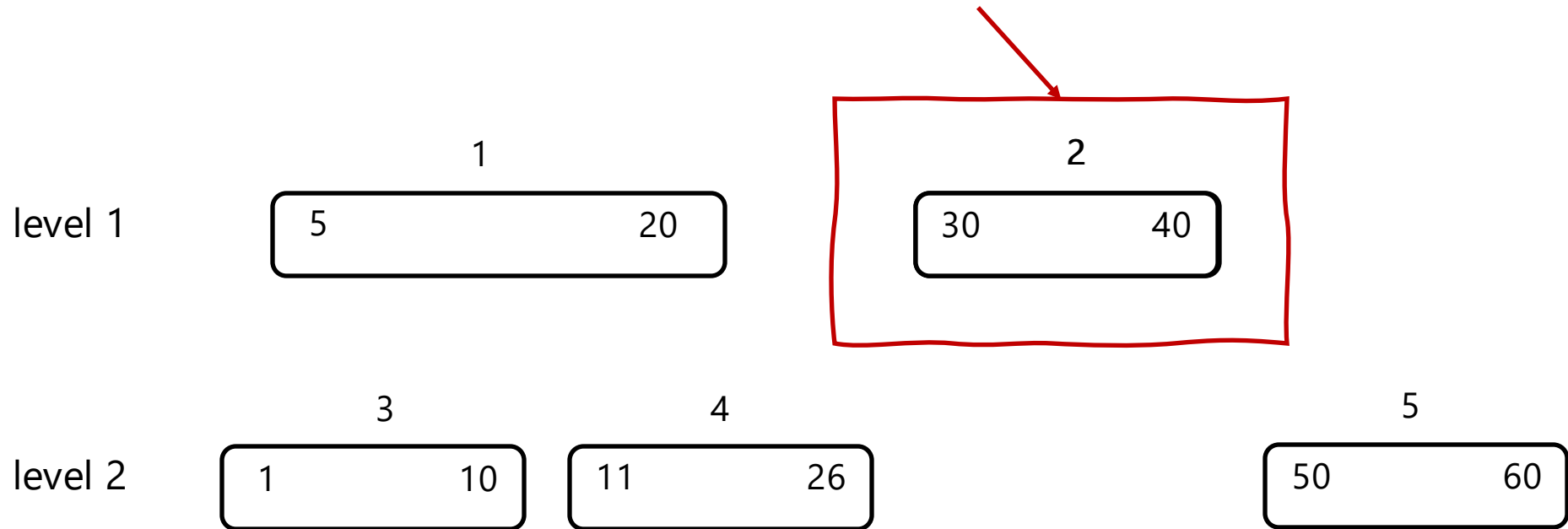
Partial Compactions in RocksDB



Compaction performed at the granularity of files

Trivial Moves

suppose file_2 is chosen for compaction

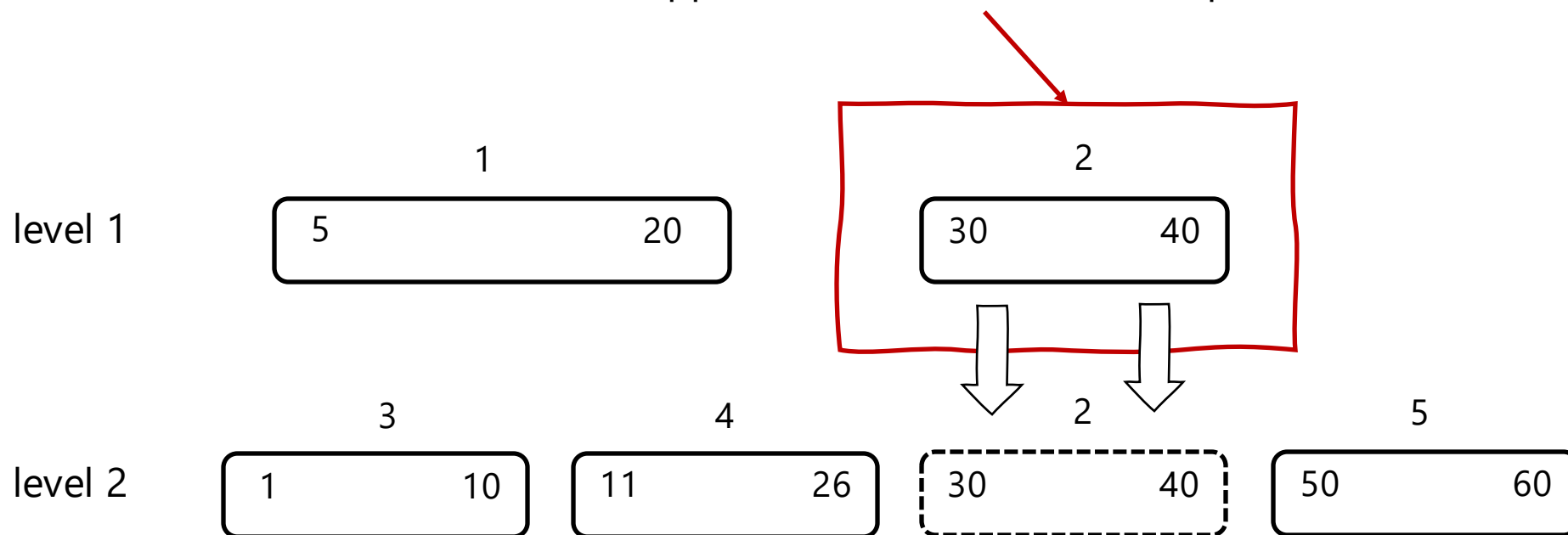


compaction would re-write file_2 in level_2

BUT, file_2 has no overlapping keys in level_2

Trivial Moves

suppose file_2 is chosen for compaction



compaction would re-write file_2 in level_2

file_2 is actually moved without compaction!

Trivial Moves saves wasteful effort!

Agenda

Introduction

Vision

Background on Index Designs

Sortedness Metrics & Evaluation Framework

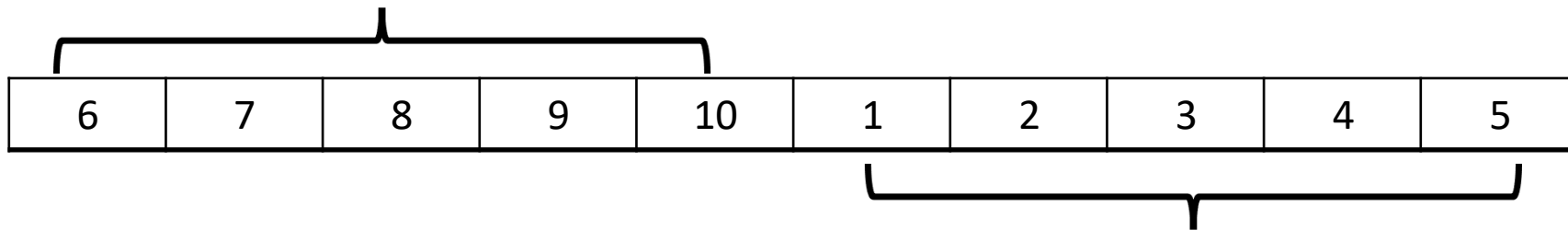
Benchmarking Results

Quantifying Data Sortedness

Metric	Description
Inversions	# pairs in incorrect order
Runs	# increasing contiguous subsequences
Exchanges	least # swaps needed to establish total order

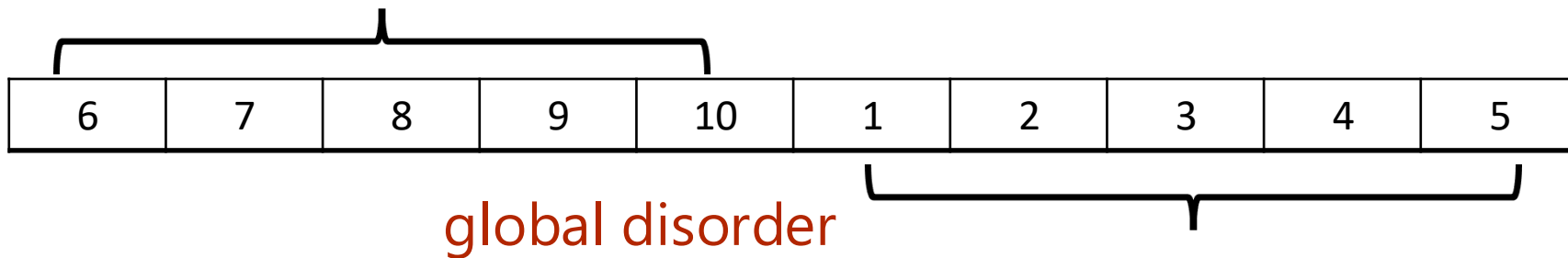
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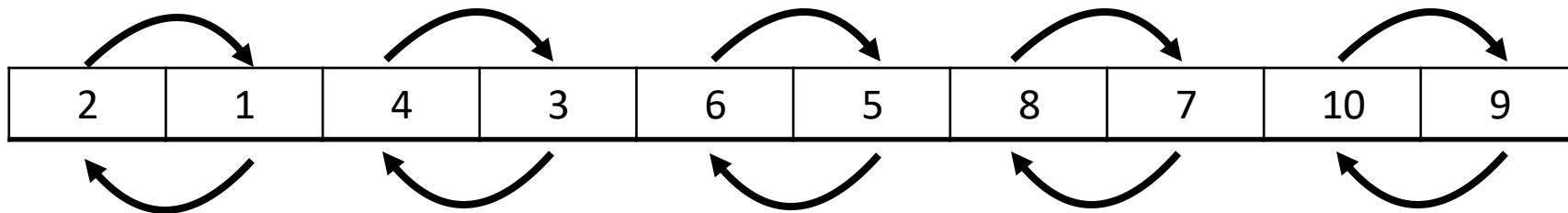
Quantifying Data Sortedness

Metric		Description
Inversions	⊖	# pairs in incorrect order
Runs	✓	# increasing contiguous subsequences
Exchanges	⊖	least # swaps needed to establish total order



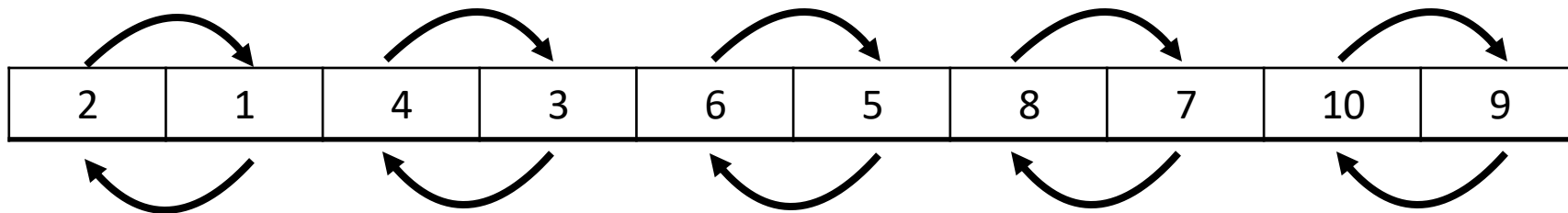
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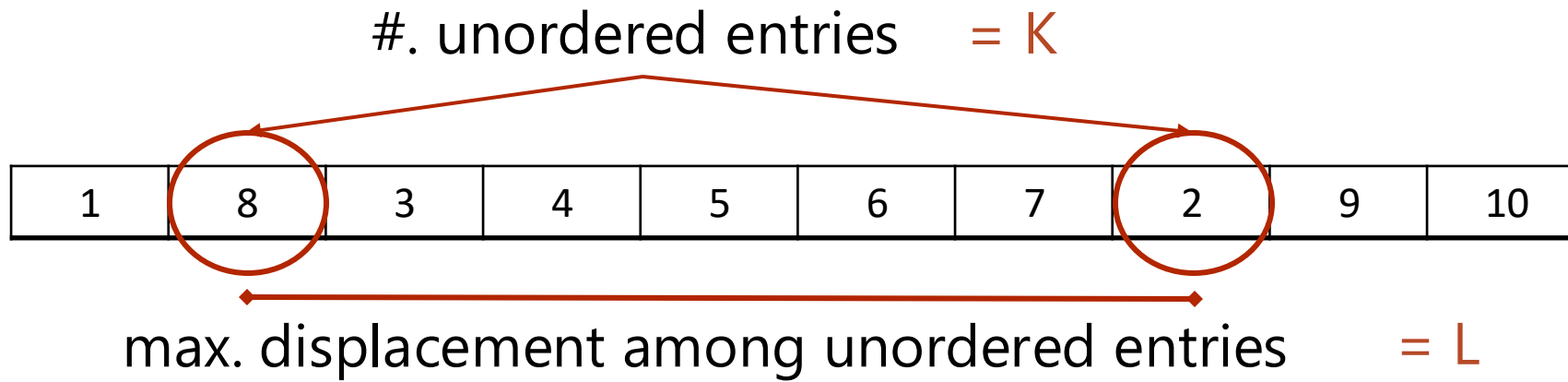
Quantifying Data Sortedness

Metric		Description
Inversions	✓	# pairs in incorrect order
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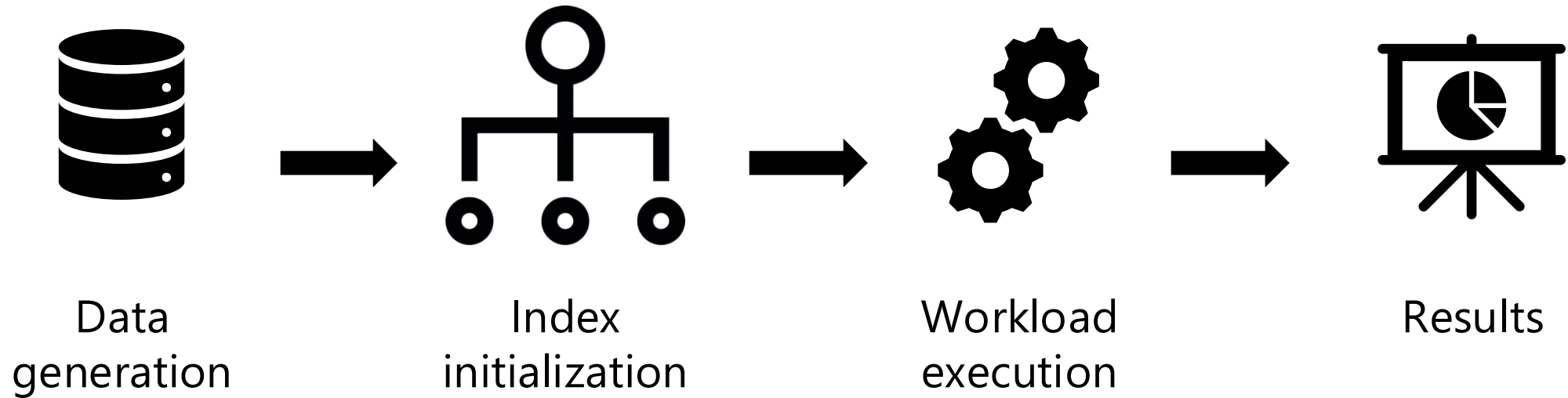


local disorder

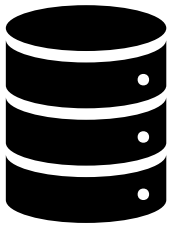
(K, L)-Sortedness Metric



Framework



Framework



Data
generation

BoDS
data generator



Index
initialization

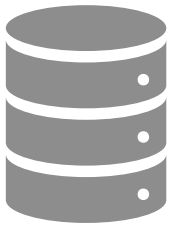


Workload
execution



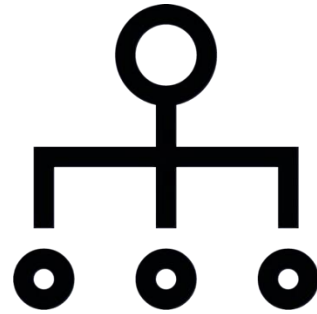
Results

Framework



Data
generation

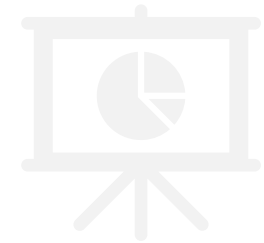
*BoDS
data generator*



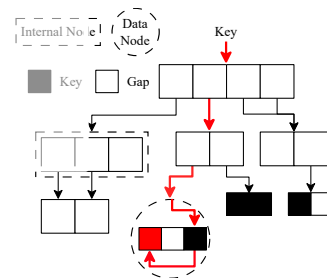
Index
initialization



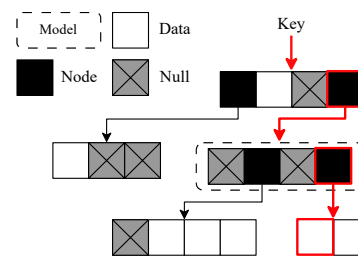
Workload
execution



Results



ALEX

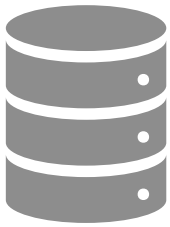


LIPP



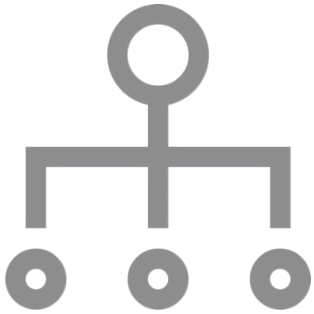
LSM-tree

Framework

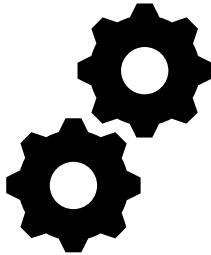
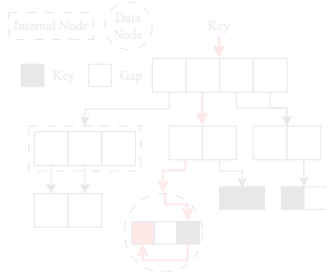


Data generation

BoDS
data generator

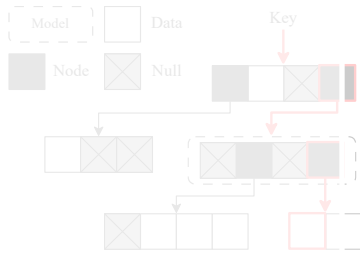


Index initialization

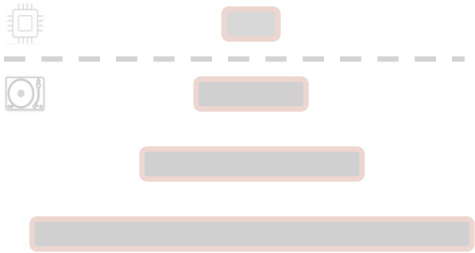


Workload execution

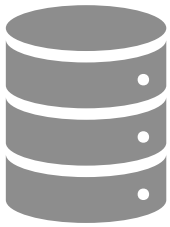
read, write or read+write



Results

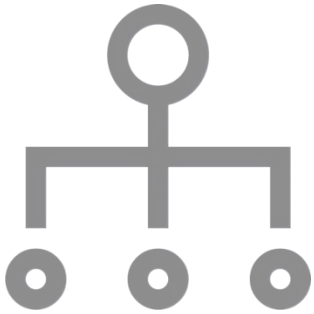


Framework

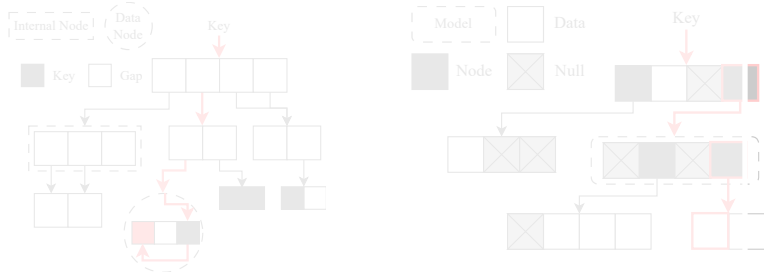


Data generation

BoDS
data generator



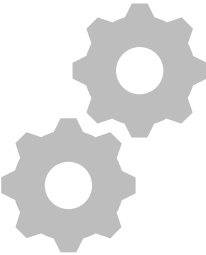
Index initialization



ALEX

LIPP

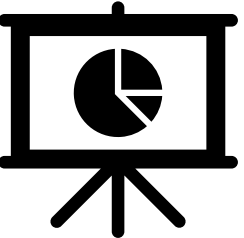
read, write or read+write



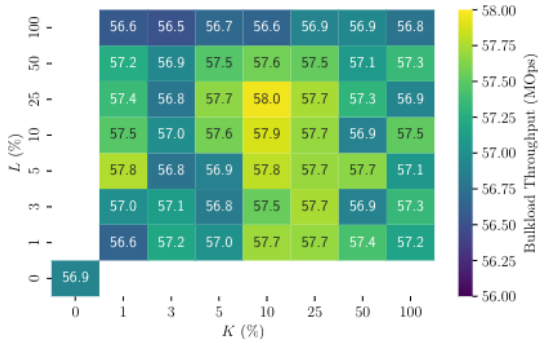
Workload execution



LSM-tree



Results



Experimental Setup

Server Setup

2 Intel Xeon Gold 6230 processors

384GB main memory

1TB Dell P4510 NVMe drive

CentOS 7.9.2009

Default page size = 4KB

Index Setup

ALEX: Node size = 16MB (default setting)

LIPP: Bitmap width = 1 Byte (default setting)

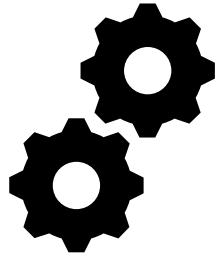
RocksDB:

kCompactionStyleLevel & kMinOverlappingRatio

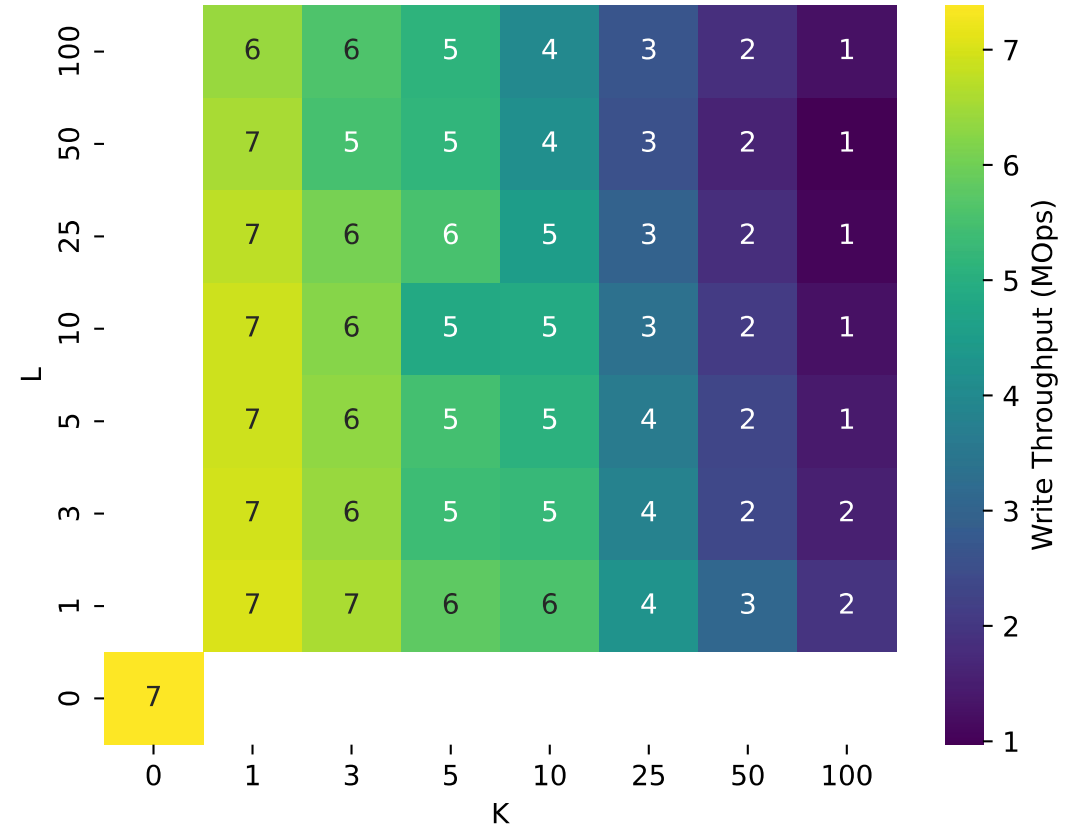
Buffer size = 40MB; Size ratio = 4

Reading the Results

read, write or read+write

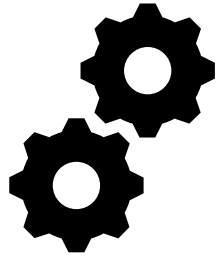


Workload
execution



Reading the Results

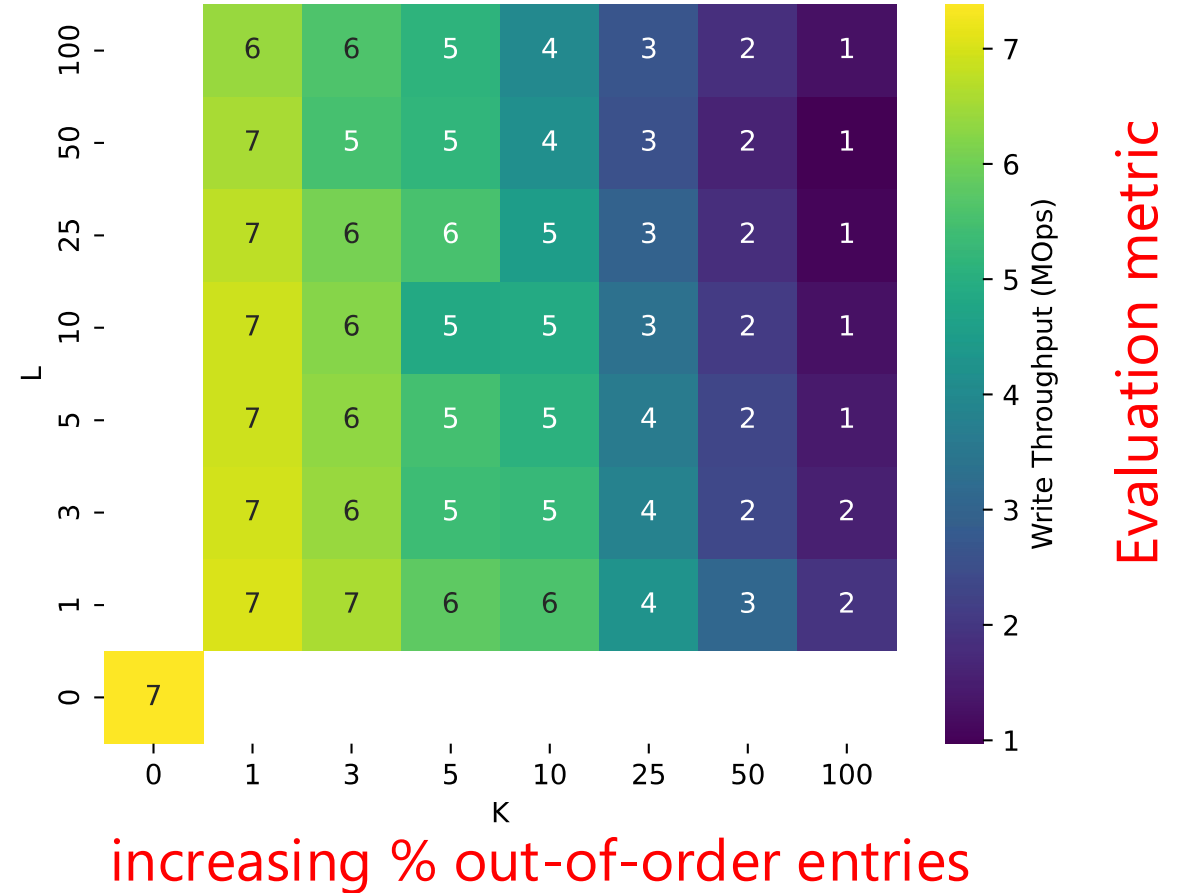
read, write or read+write



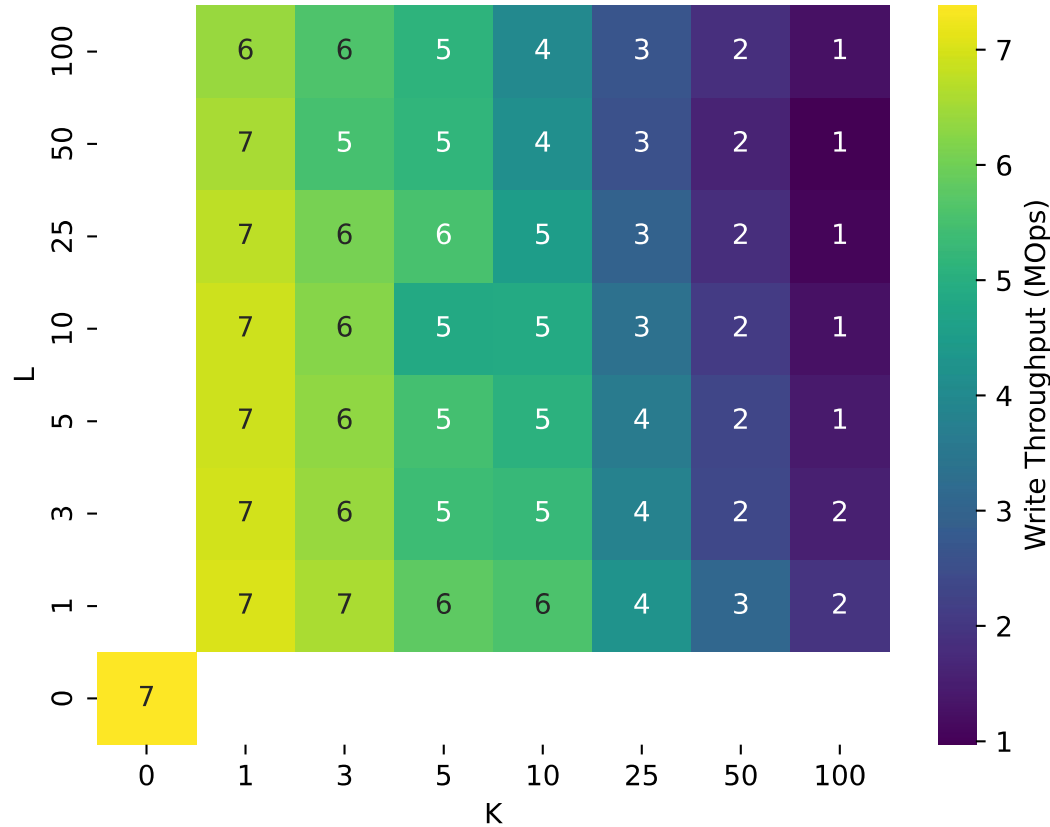
Workload
execution



increasing % max. displacement



Let's talk about the B⁺-tree



B⁺-tree always performs index traversals

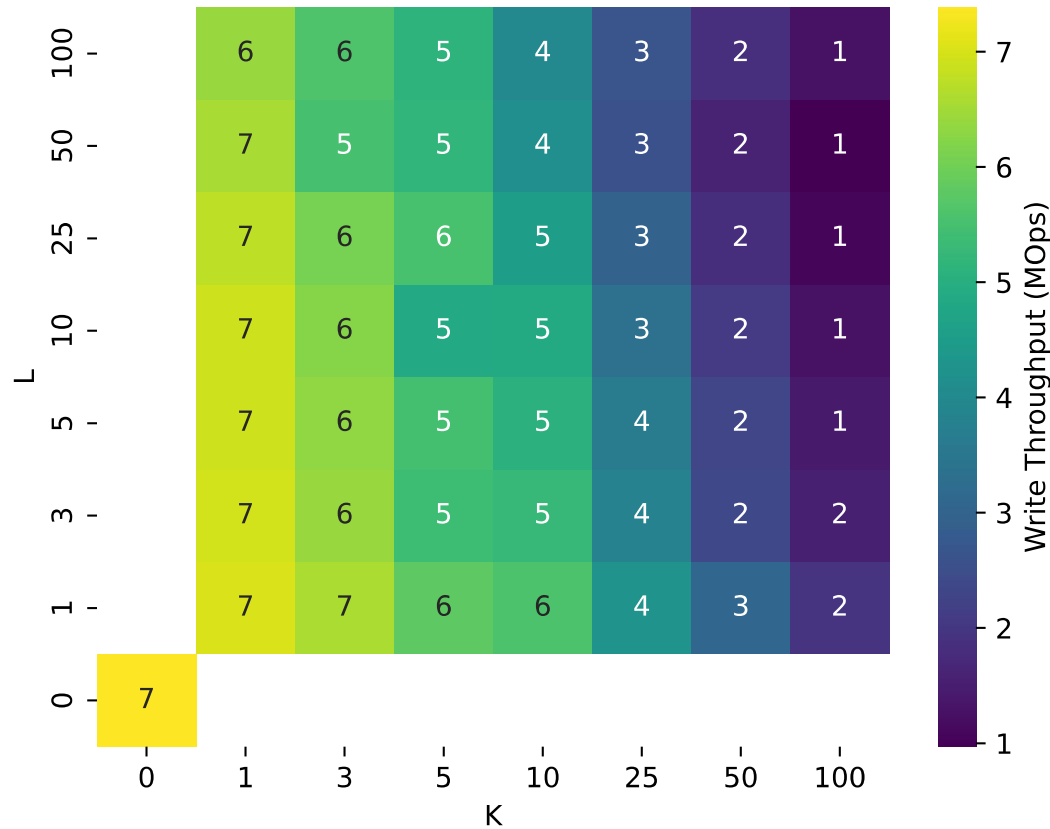
Why higher throughput with high sortedness?



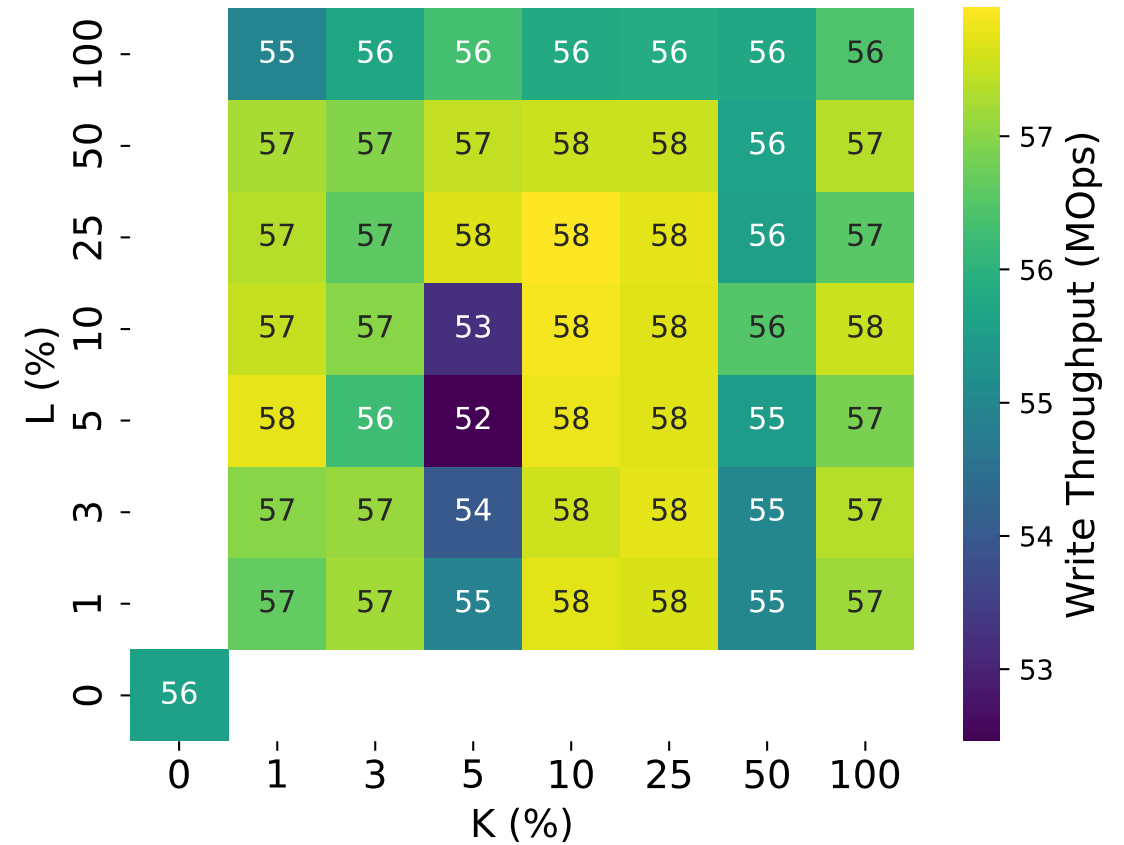
improved performance due to caching effects

However, this is not the ideal performance...

Let's talk about the B⁺-tree



Preloading performance



Bulk loading is at least 8x faster!

Indexing for Near-Sorted Data [ICDE '23]

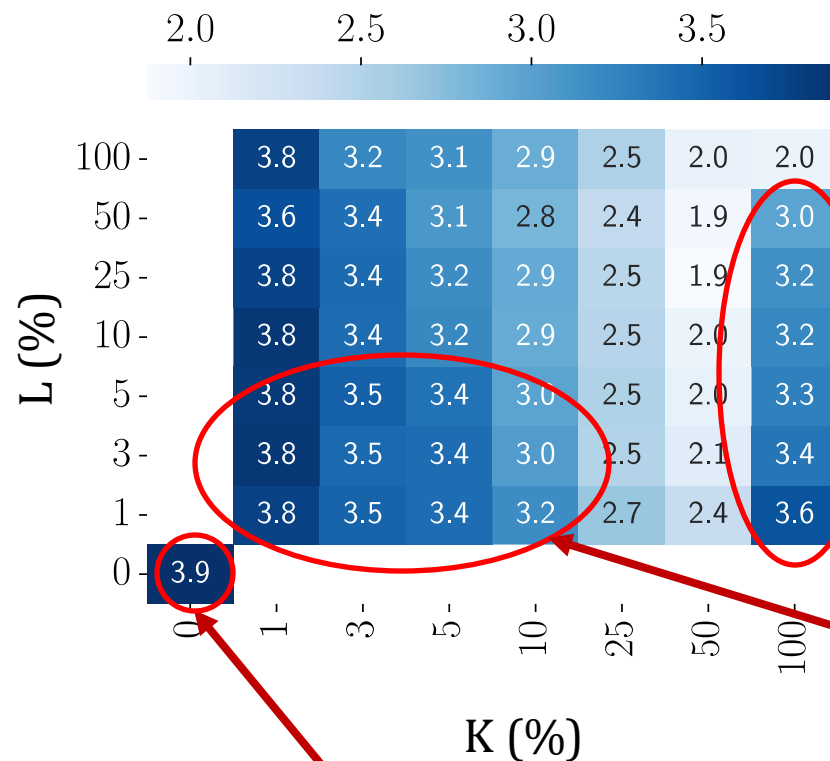
Getting back to Learned Indexes and LSM-trees...

sortedness-responsiveness $\neq$ sortedness-adaptivity

Performance can change with differently sorted data, but is it optimal?

ALEX Performs Best With High Data Sortedness!

- ✓ High sortedness $\Rightarrow$ dense runs + terminal gaps
- ✓ Less shifting required
- ✓ Faster exponential search!



Best throughput

higher throughput when K and L are low

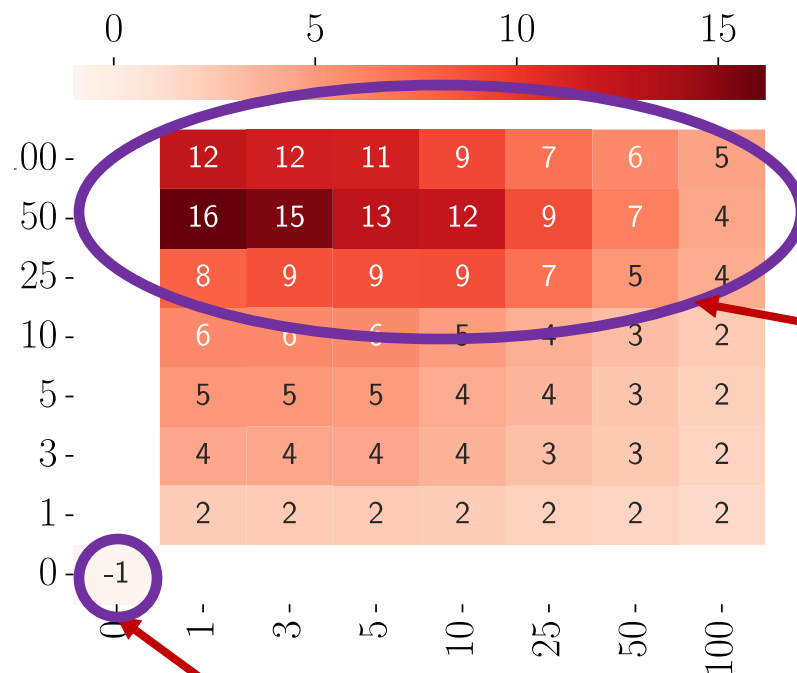
Bulk loading is at least 2x faster!

higher throughput L low or moderate

LIPP Performs Better for High L

✗ Too many conflicts creates a deep subtree (like a linked list)

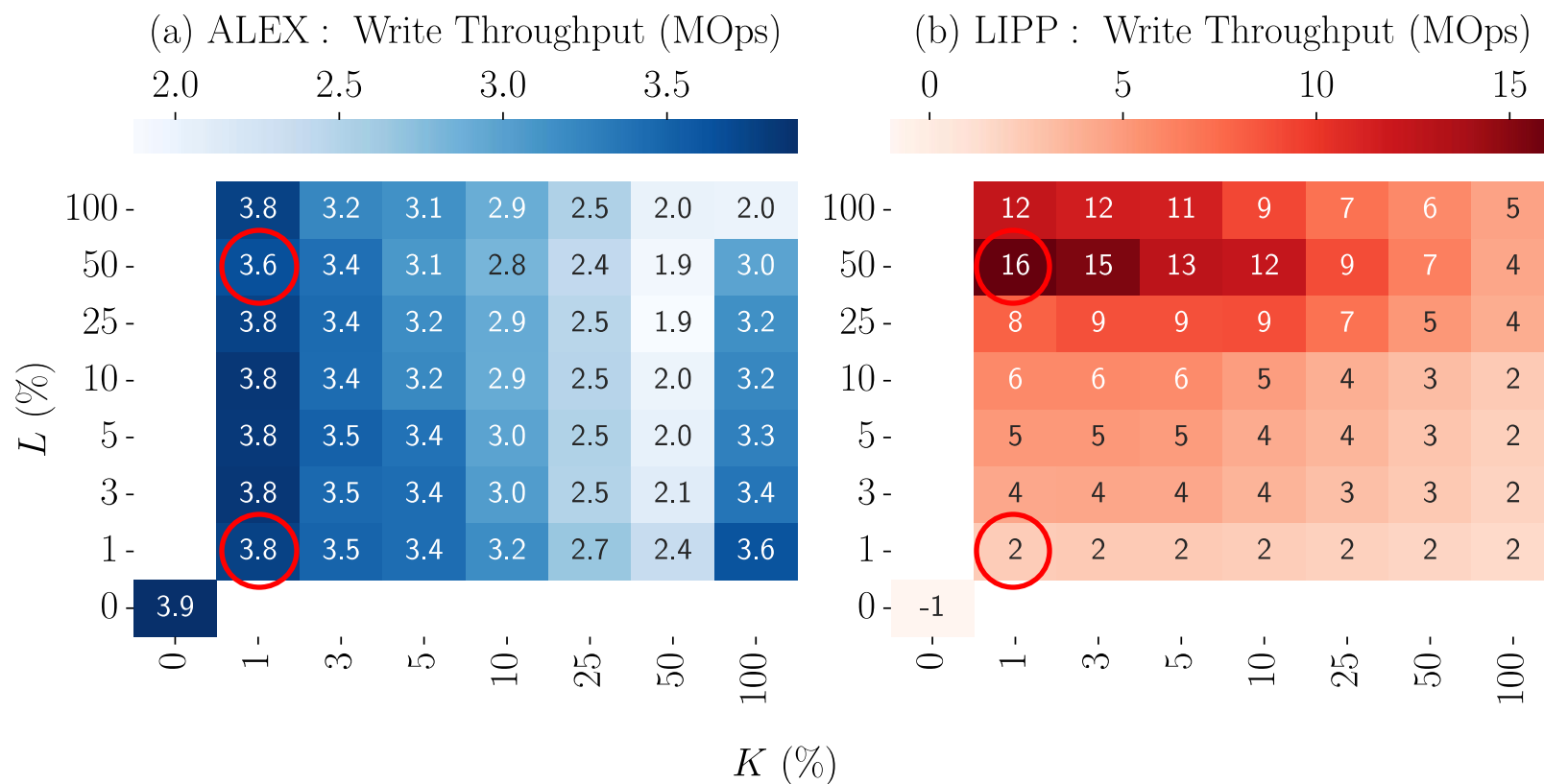
✗ Fails rebalancing!



Higher throughput for high L

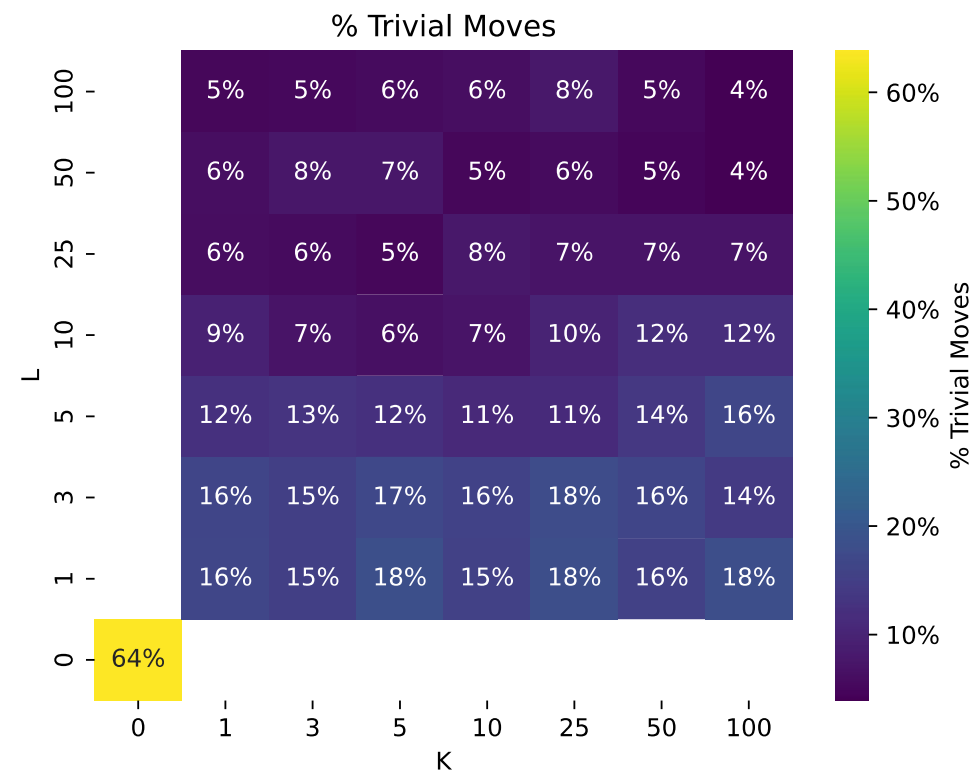
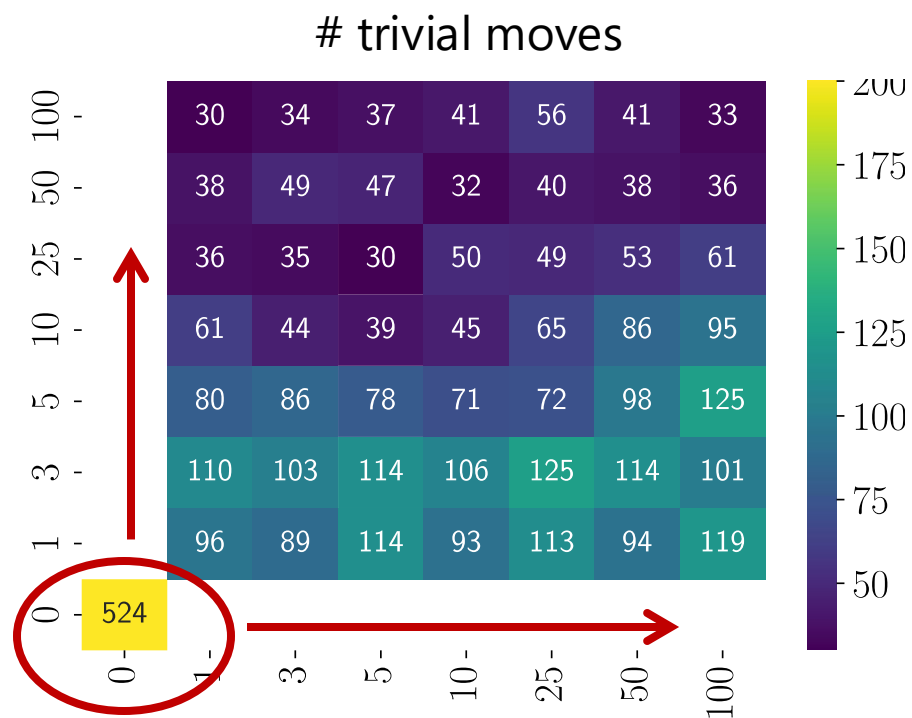
Fails to ingest fully-sorted data

Performance Can Be Unpredictable!



ALEX v/s LIPP:
LIPP can be anywhere
between 4.4x faster

LSM Benefits from Trivial Moves

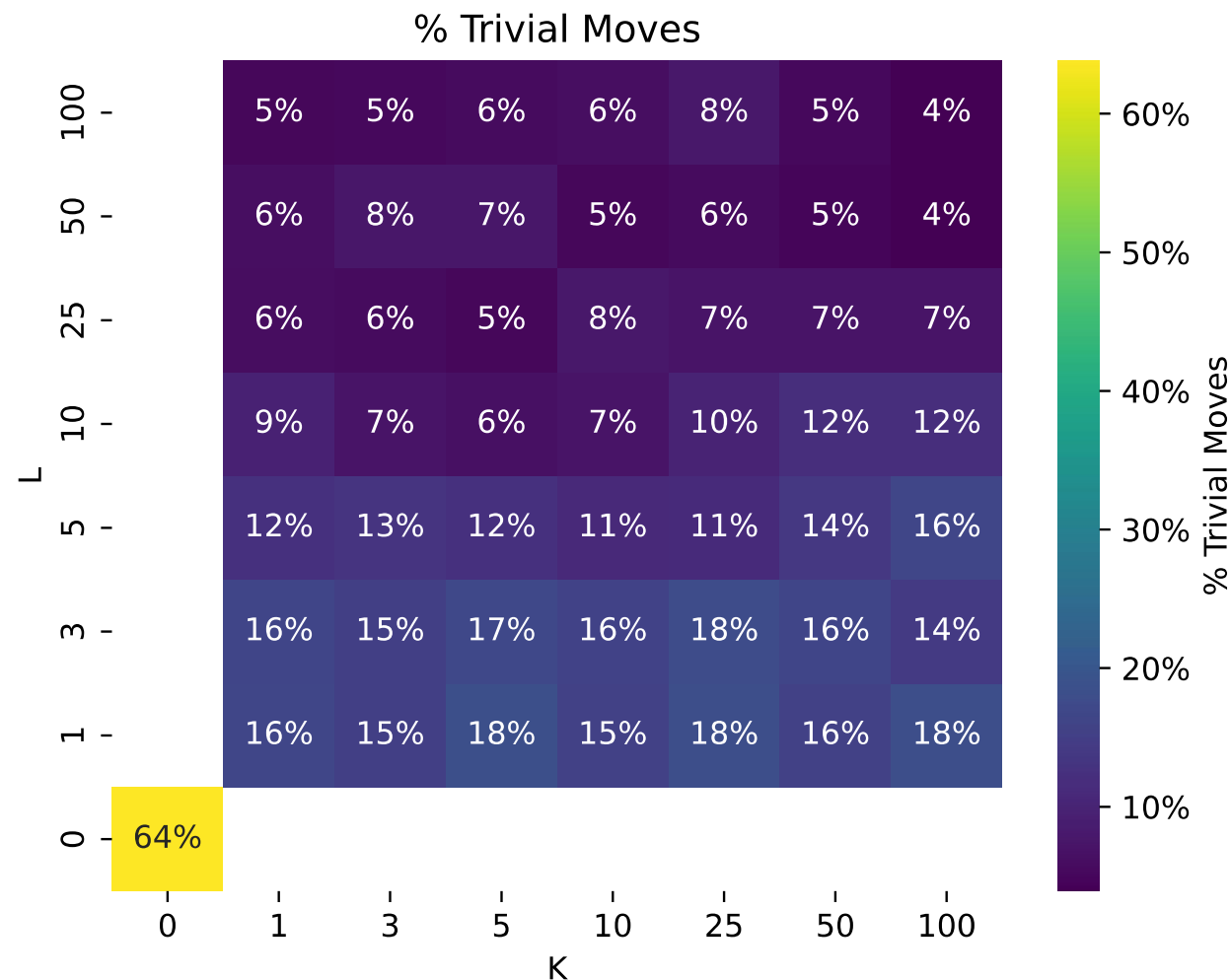
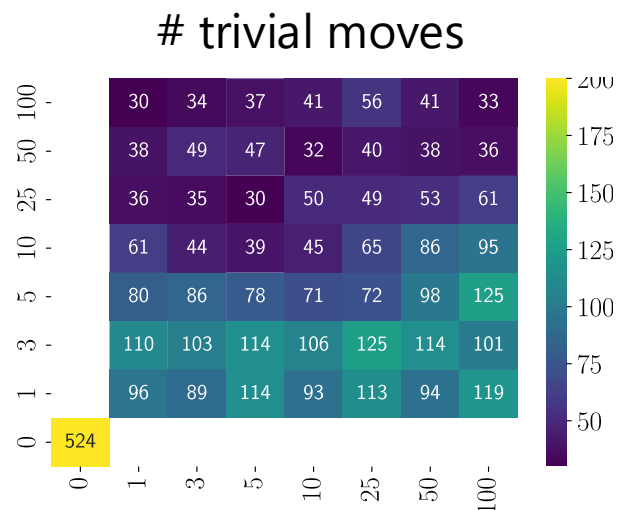


Trivial moves maximized for fully-sorted data ✓

Trivial moves significantly drop with minor unorderness ✗

Is this the best we can do?

LSM Benefits from Trivial Moves



Can a more fine-grained compaction granularity work?

Can we further improve trivial moves for fully-sorted data?

Summary

Indexes should perform less effort for pre-structured data

Analyzing performance by varying sortedness should be standardized

Learned Indexes are unpredictable when varying sortedness

LSM benefit from trivial moves BUT → potential room for improvement

Scan for link to paper



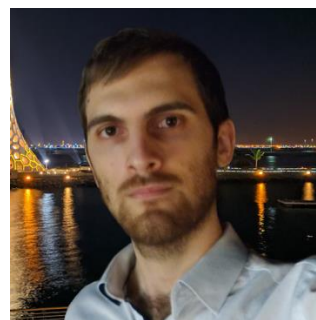
Our Team



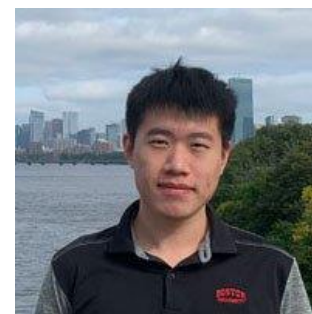
Aneesh Raman



Andy Huynh



Konstantinos Karatsenidis



Jinqi Lu



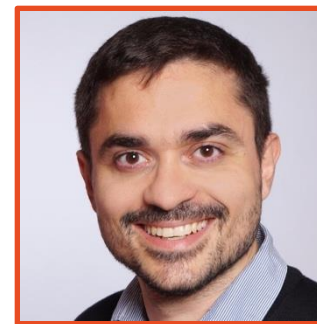
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