Carnegie Mellon University

18

Multi-Version Concurrency Control

Intro to Database Systems
15-445/15-645
Fall 2021

LM

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Computer Science Carnegie Mellon University

ADMINISTRIVIA

Project #3 is due Sun Nov 14nd @ 11:59pm.

Homework #4 is due Wed Nov 10th @ 11:59pm.

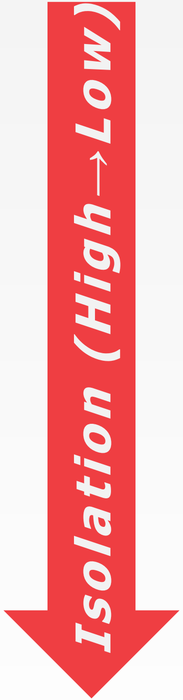
UPCOMING DATABASE TALK

Vertica – High Performance Over Varying Terrain

→ Mon Nov 8th @ 4:30pm ET

VERTICA

ISOLATION LEVELS



Isolation (High→Low)

SERIALIZABLE: No phantoms, all reads repeatable, no dirty reads.

REPEATABLE READS: Phantoms may happen.

READ COMMITTED: Phantoms and unrepeatable reads may happen.

READ UNCOMMITTED: All of them may happen.

ISOLATION LEVELS

	Dirty Read	*Unrepeatable Read*	*Phantom*
SERIALIZABLE	No	No	No
REPEATABLE READ	No	No	Maybe
READ COMMITTED	No	Maybe	Maybe
READ UNCOMMITTED	Maybe	Maybe	Maybe

ISOLATION LEVELS

SERIALIZABLE: Obtain all locks first; plus index locks, plus strict 2PL.

REPEATABLE READS: Same as above, but no index locks.

READ COMMITTED: Same as above, but S locks are released immediately.

READ UNCOMMITTED: Same as above but allows dirty reads (no S locks).

SQL-92 ISOLATION LEVELS

You set a txn's isolation level before you execute any queries in that txn.

```
SET TRANSACTION ISOLATION LEVEL
  <isolation-level>;
```

```
BEGIN TRANSACTION ISOLATION LEVEL
  <isolation-level>;
```

Not all DBMS support all isolation levels in all execution scenarios

→ Replicated Environments

The default depends on implementation…

ISOLATION LEVELS (2013)

	Default	*Maximum*
Actian Ingres 10.0/10S	SERIALIZABLE	SERIALIZABLE
Aerospike	READ COMMITTED	READ COMMITTED
Greenplum 4.1	READ COMMITTED	SERIALIZABLE
MySQL 5.6	REPEATABLE READS	SERIALIZABLE
MemSQL 1b	READ COMMITTED	READ COMMITTED
MS SQL Server 2012	READ COMMITTED	SERIALIZABLE
Oracle 11g	READ COMMITTED	SNAPSHOT ISOLATION
Postgres 9.2.2	READ COMMITTED	SERIALIZABLE
SAP HANA	READ COMMITTED	SERIALIZABLE
ScaleDB 1.02	READ COMMITTED	READ COMMITTED
VoltDB	SERIALIZABLE	SERIALIZABLE

Source: Peter Bailis

ISOLATION LEVELS (2013)

	Default	*Maximum*
Actian Ingres 10.0/10S	SERIALIZABLE	SERIALIZABLE
Aerospike	READ COMMITTED	READ COMMITTED
Greenplum 4.1	READ COMMITTED	SERIALIZABLE
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SAP HANA	READ COMMITTED	SERIALIZABLE
ScaleDB 1.02	READ COMMITTED	READ COMMITTED
VoltDB	SERIALIZABLE	SERIALIZABLE

Source: Peter Bailis

ISOLATION LEVELS (2013)

	Default	*Maximum*
Actian Ingres 10.0/10S	SERIALIZABLE	SERIALIZABLE
Aerospike	READ COMMITTED	READ COMMITTED
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SAP HANA	READ COMMITTED	SERIALIZABLE
ScaleDB 1.02	READ COMMITTED	READ COMMITTED
VoltDB	SERIALIZABLE	SERIALIZABLE

Source: Peter Bailis

DATABASE ADMIN SURVEY

What isolation level do transactions execute at on this DBMS?

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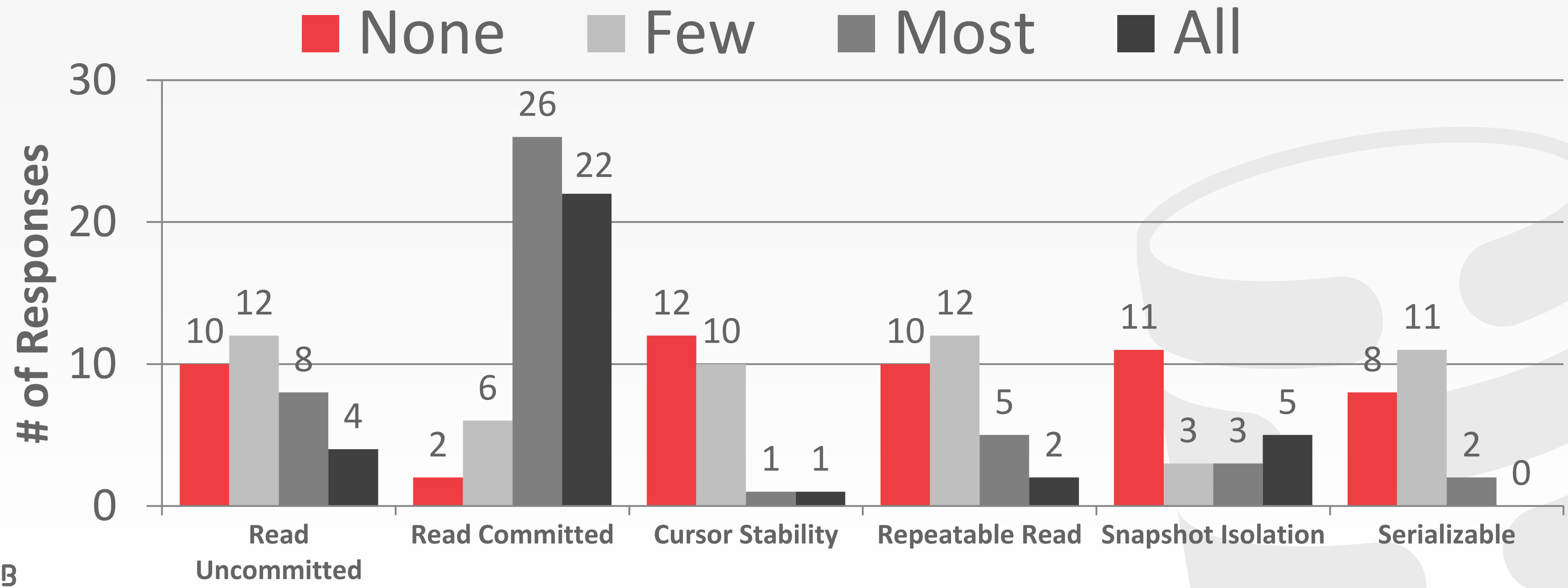
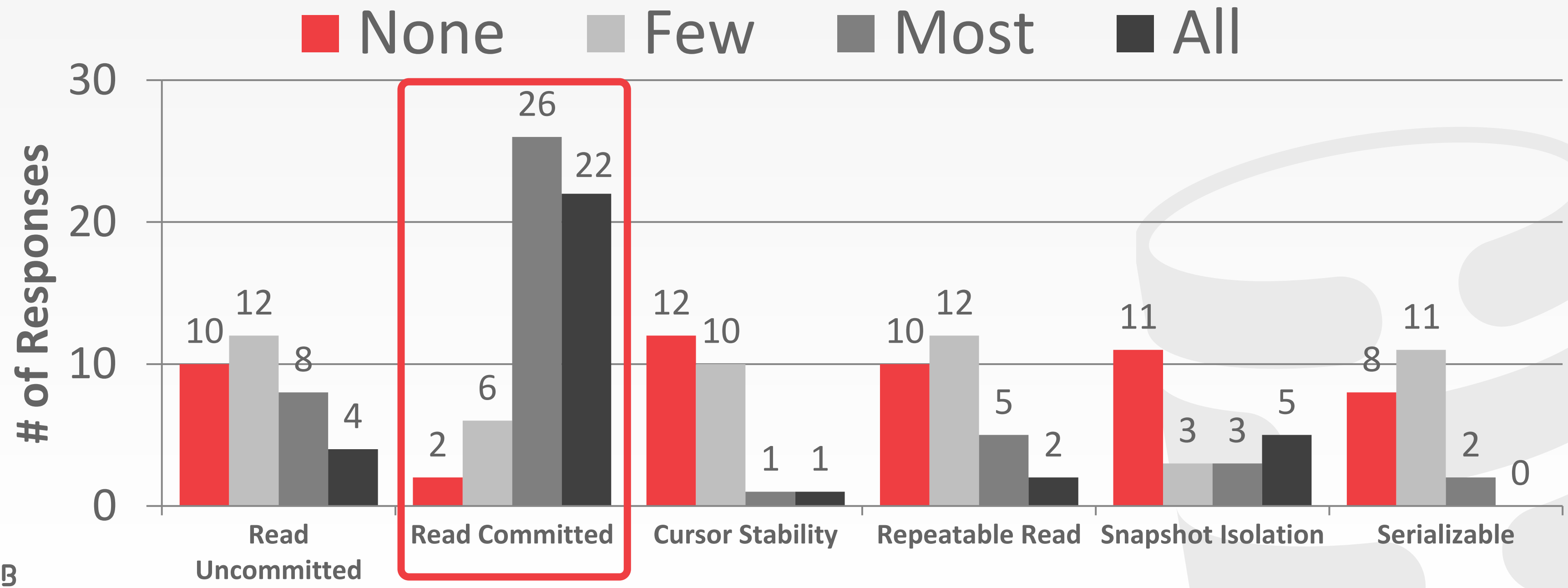


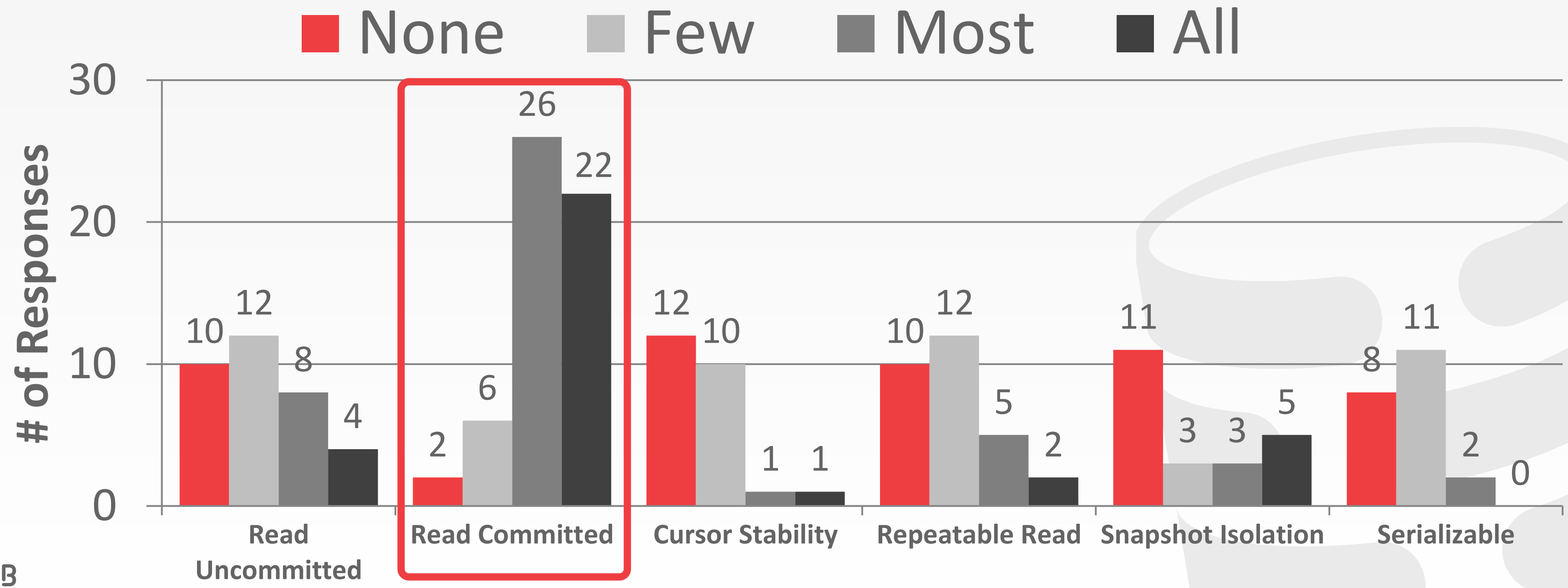
DATABASE ADMIN SURVEY

What isolation level do transactions execute at on this DBMS?



DATABASE ADMIN SURVEY

What isolation level do transactions execute at on this DBMS?



SQL-92 ACCESS MODES

You can provide hints to the DBMS about whether a txn will modify the database during its lifetime.

Only two possible modes:

- → READ WRITE (Default)
- → READ ONLY

Not all DBMSs will optimize execution if you set a txn to in READ ONLY mode.

```
SET TRANSACTION <access-mode>;
```

```
BEGIN TRANSACTION <access-mode>;
```

MULTI-VERSION CONCURRENCY CONTROL

The DBMS maintains multiple **physical** versions of a single **logical** object in the database:

→ When a txn writes to an object, the DBMS creates a new version of that object.

→ When a txn reads an object, it reads the newest version that existed when the txn started.

MVCC HISTORY

Protocol was first proposed in 1978 MIT PhD dissertation.

First implementations was Rdb/VMS and InterBase at DEC in early 1980s.

→ Both were by Jim Starkey, co-founder of NuoDB.

→ DEC Rdb/VMS is now "Oracle Rdb"

→ InterBase was open-sourced as Firebird.

Rdb/VMS
Oracle Rdb
the Database for HP OpenVMS Platform

MULTI-VERSION CONCURRENCY CONTROL

Writers do not block readers.
Readers do not block writers.

Read-only txns can read a consistent snapshot without acquiring locks.

→ Use timestamps to determine visibility.

Easily support time-travel queries.

MVCC – EXAMPLE #1

Schedule

TIME

T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1

Schedule

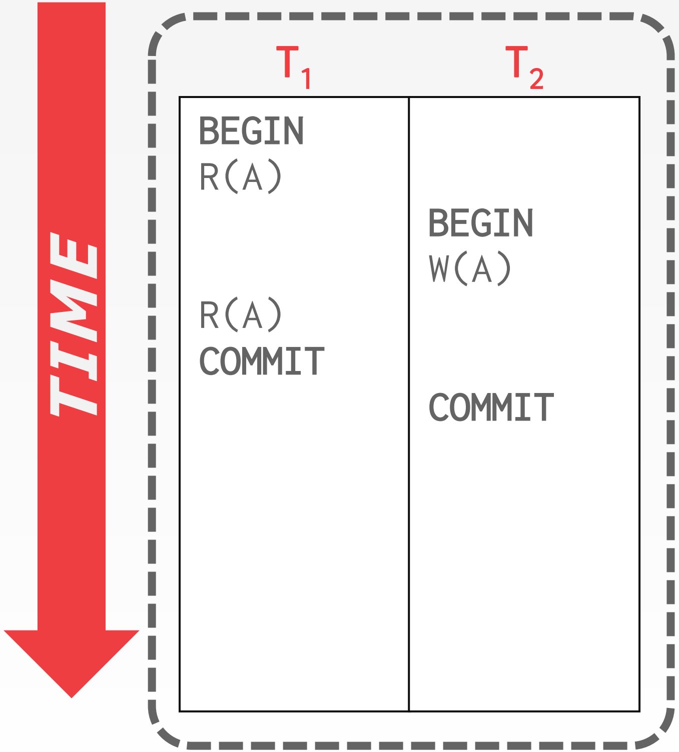
T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1

Schedule



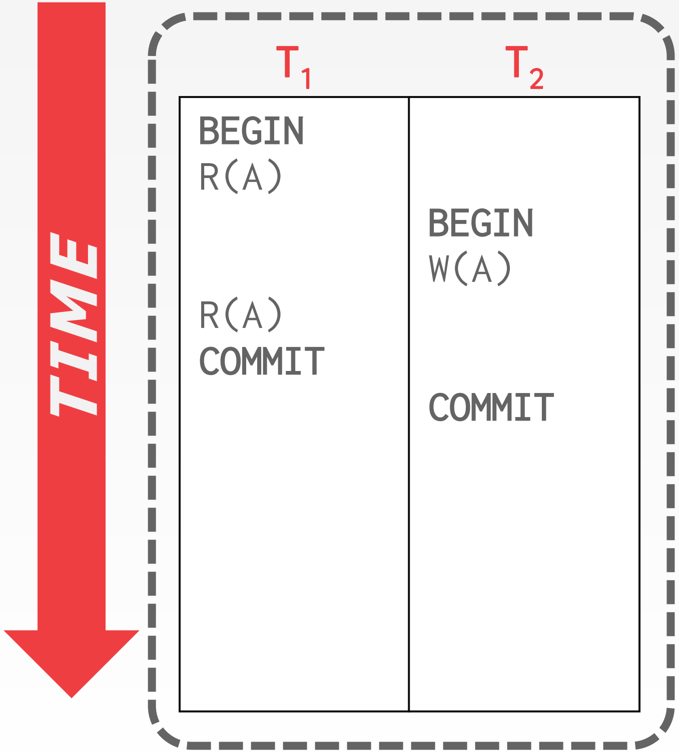
T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1

Schedule

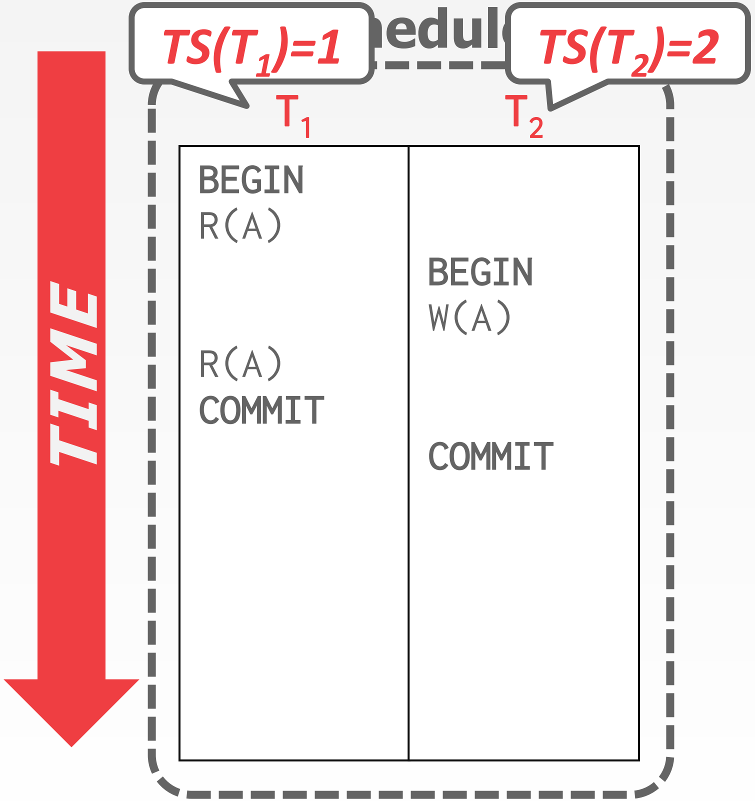


T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1



T_1	T_2

BEGIN
R(A)	

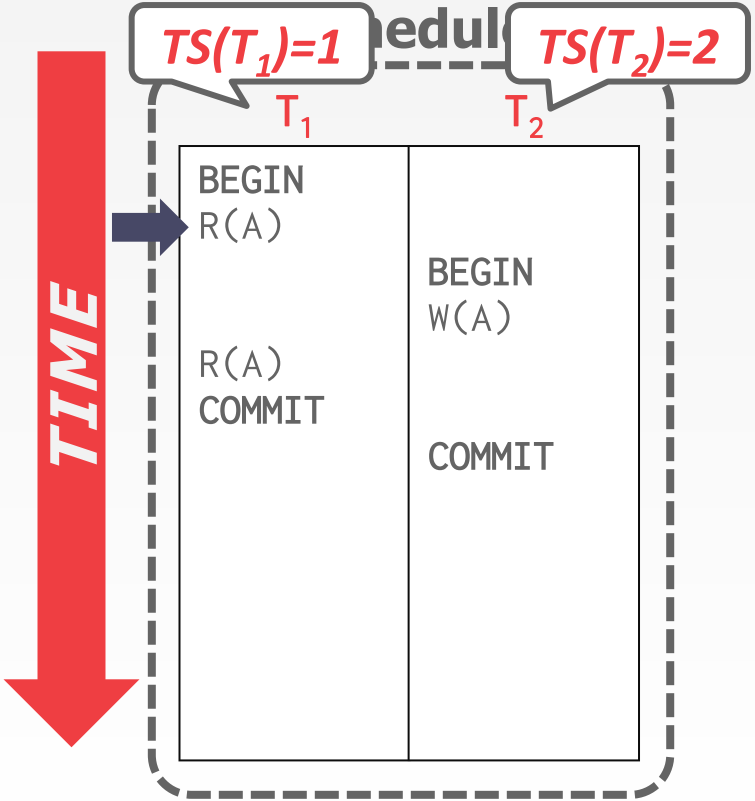
	BEGIN
	W(A)

R(A) COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1



T_1	T_2

BEGIN
R(A)	

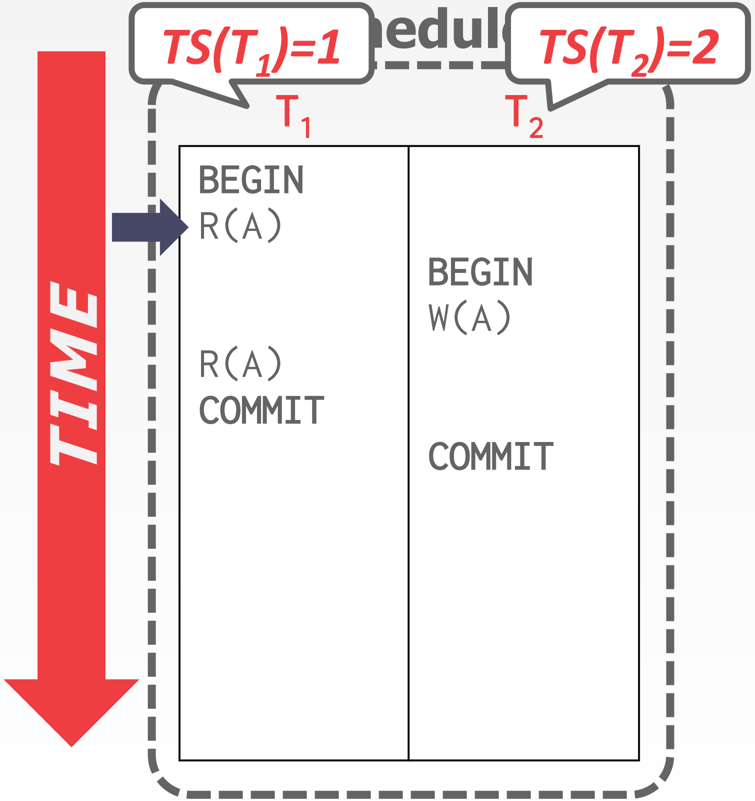
	BEGIN
	W(A)

R(A) COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1

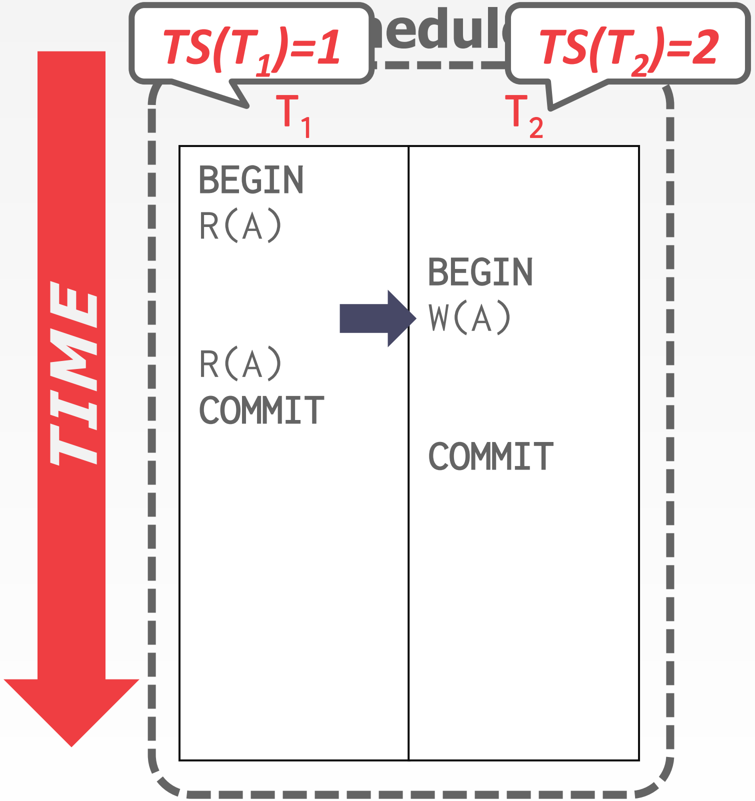


T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1

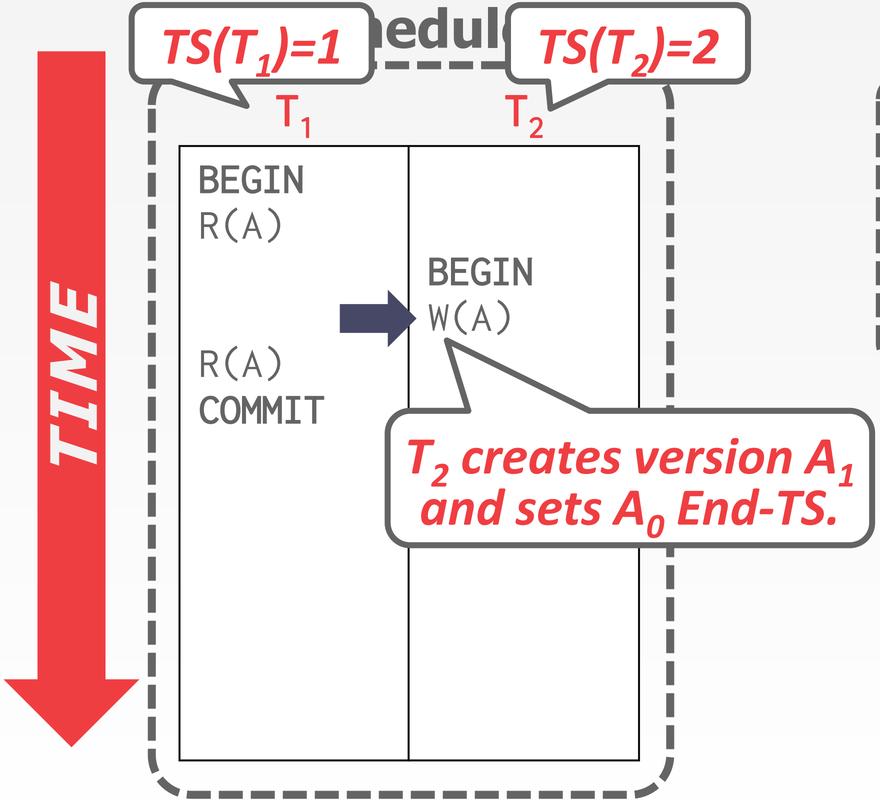


T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	-

MVCC – EXAMPLE #1



T_1	T_2

BEGIN
R(A)	

	BEGIN
	W(A)

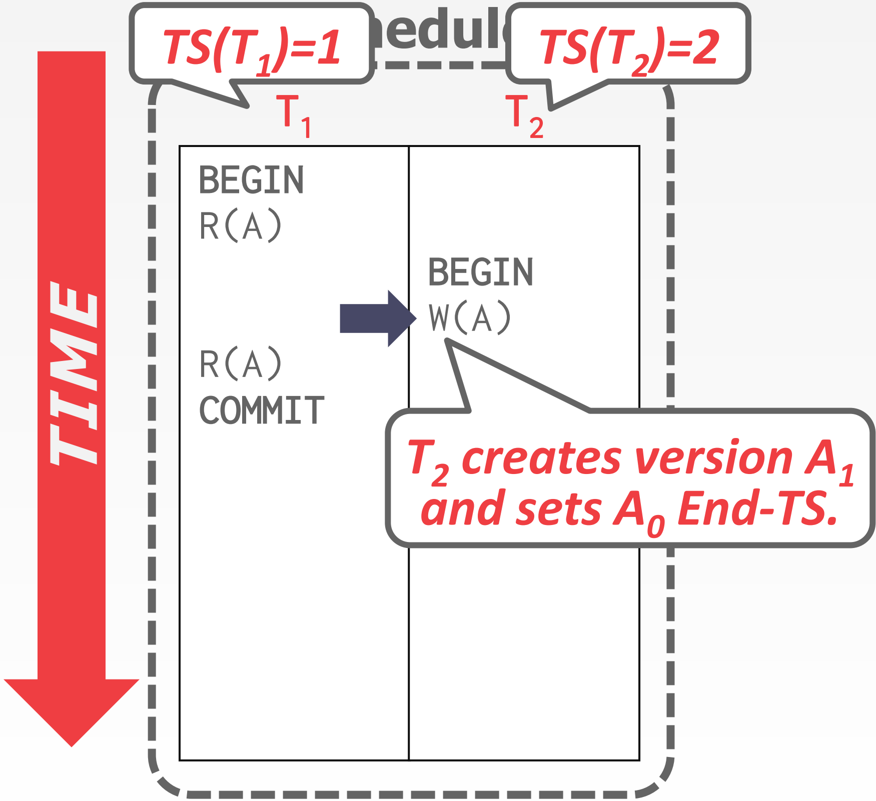
R(A) COMMIT	

T_2 creates version A_1 and sets A_0 End-TS.

Database

Version	Value	Begin	End
A_0	123	0	-
A_1	456	2	-

MVCC – EXAMPLE #1



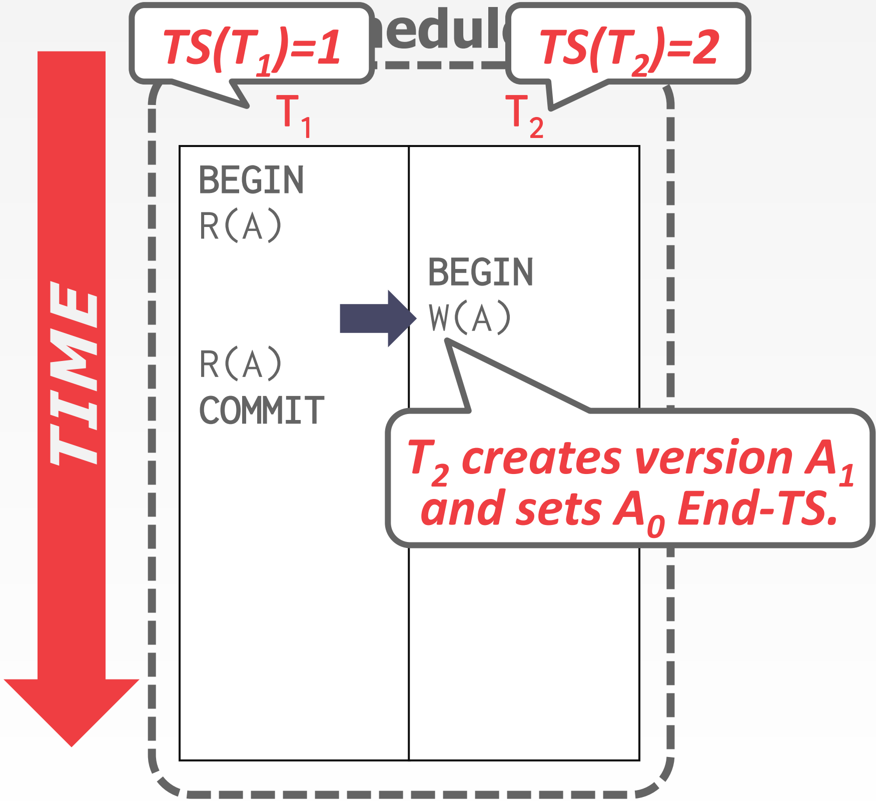
T_1	T_2
BEGIN	
R(A)	
	BEGIN
	W(A)
R(A)	
COMMIT	

T_2 creates version A_1 and sets A_0 End-TS.

Database

Version	Value	Begin	End
A_0	123	0	2
A_1	456	2	-

MVCC – EXAMPLE #1



TS(T_1)=1

TS(T_2)=2

T_1	T_2

BEGIN
R(A)	

	BEGIN
	W(A)

R(A) COMMIT	

T_2 creates version A_1 and sets A_0 End-TS.

Database

Version	Value	Begin	End
A_0	123	0	2
A_1	456	2	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #1

edul

TS(T_1)=1

TS(T_2)=2

TIME

T_1	T_2

BEGIN
R(A)	

	BEGIN
	W(A)

R(A) COMMIT	
	COMMIT

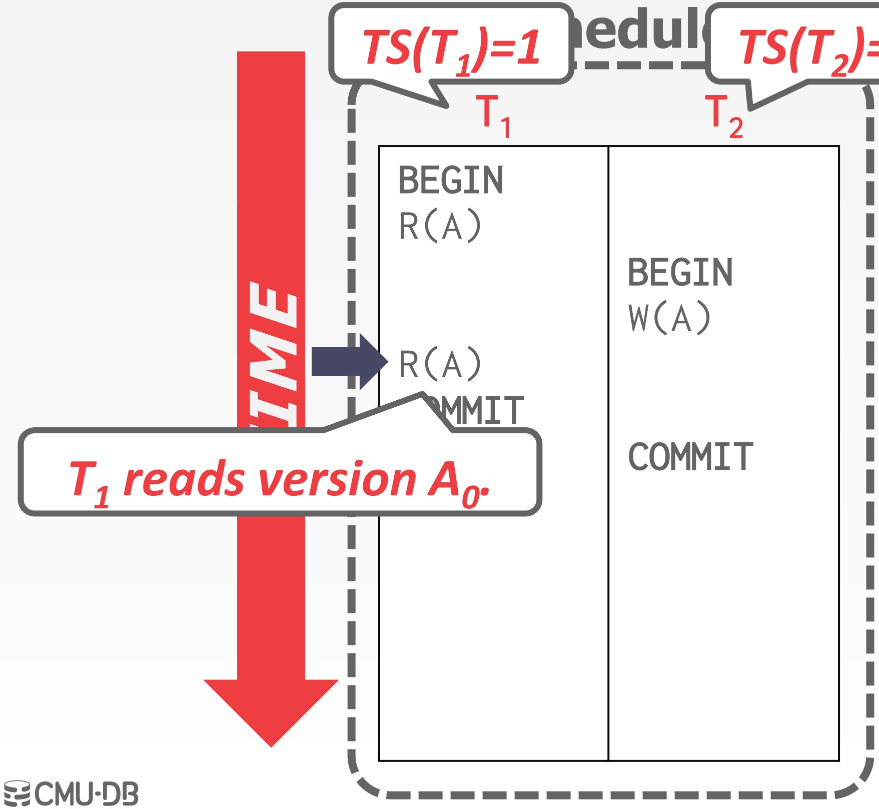
Database

Version	Value	Begin	End
A_0	123	0	2
A_1	456	2	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #1



TS(T_1)=1

TS(T_2)=2

T_1	T_2

BEGIN
R(A)	

	BEGIN
	W(A)

R(A) MMIT	
	COMMIT

T_1 reads version A_0.

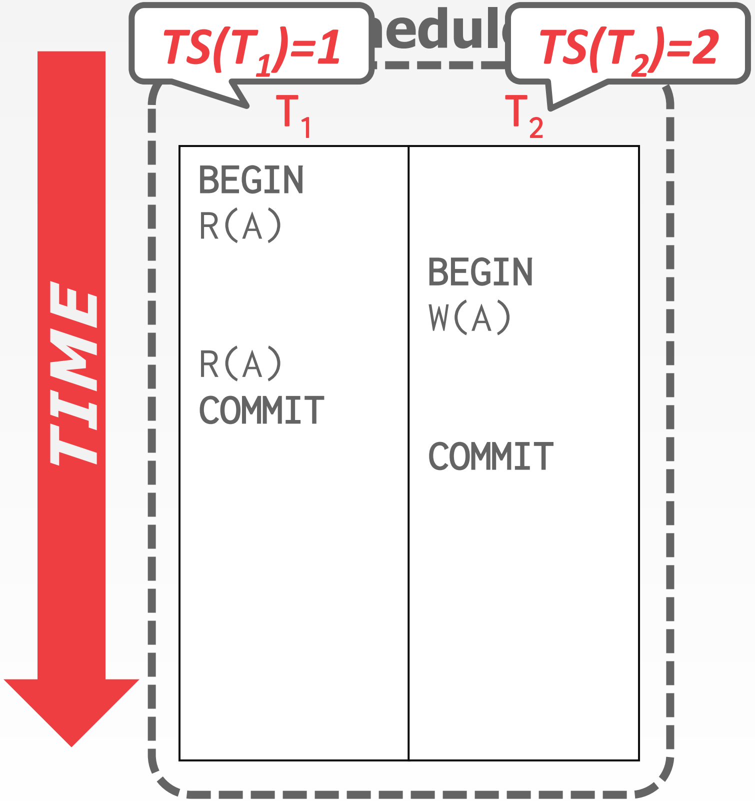
Database

Version	Value	Begin	End
A_0	123	0	2
A_1	456	2	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #1



T_1	T_2

BEGIN
R(A)	

	BEGIN
	W(A)

R(A) COMMIT	
	COMMIT

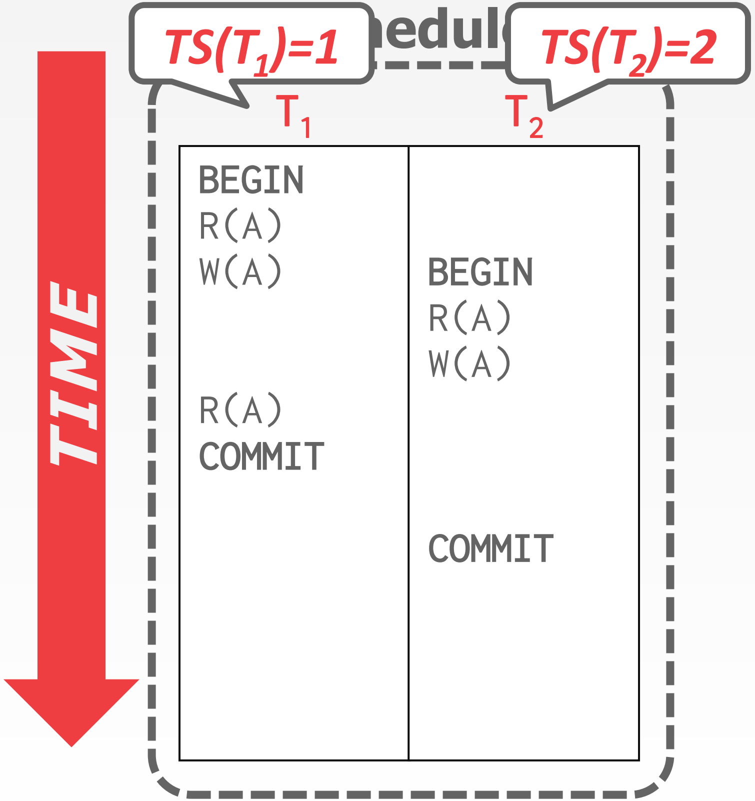
Database

Version	Value	Begin	End
A_0	123	0	2
A_1	456	2	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

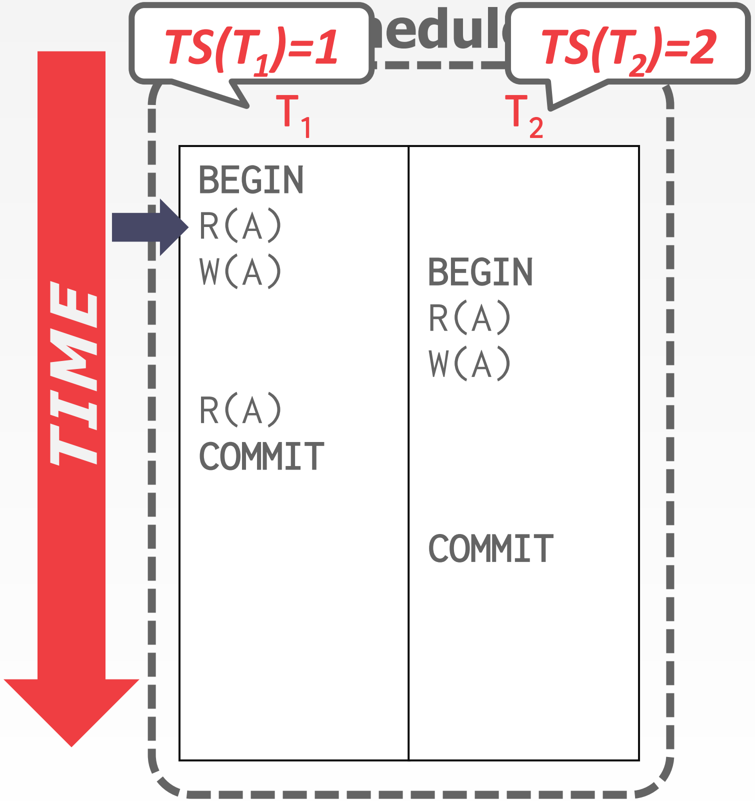
Database

Version	Value	Begin	End
A_0	123	0	

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

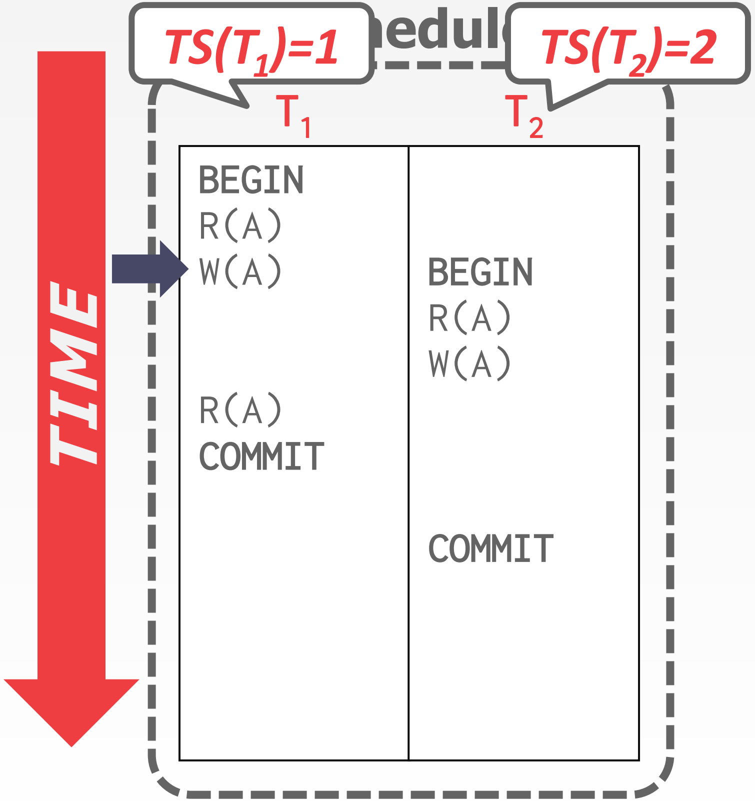
Database

Version	Value	Begin	End
A_0	123	0	

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2



T$_1$	T$_2$
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2

TIME

TS(T_1)=1

TS(T_2)=2

T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

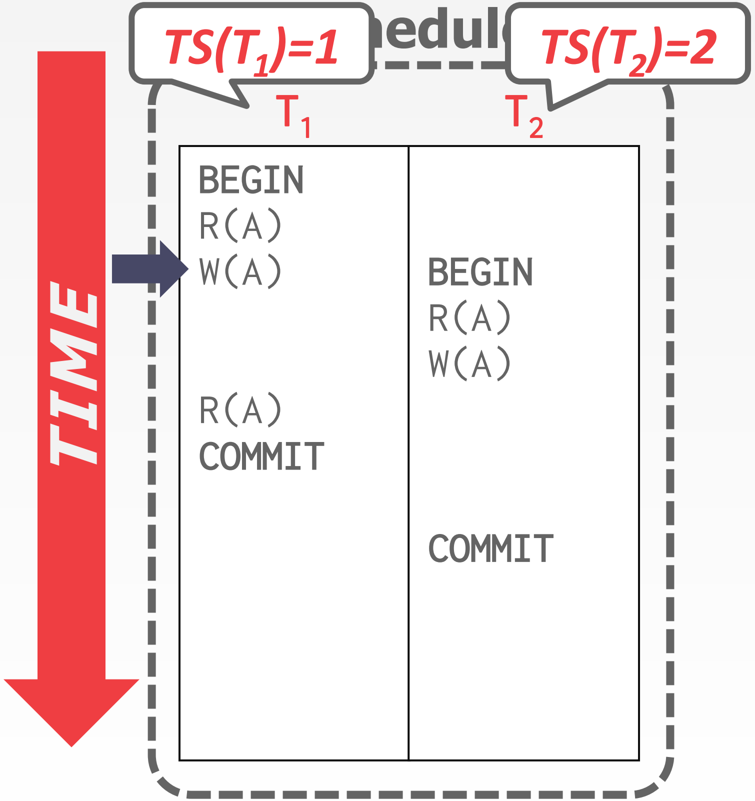
Database

Version	Value	Begin	End
A_0	123	0	

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

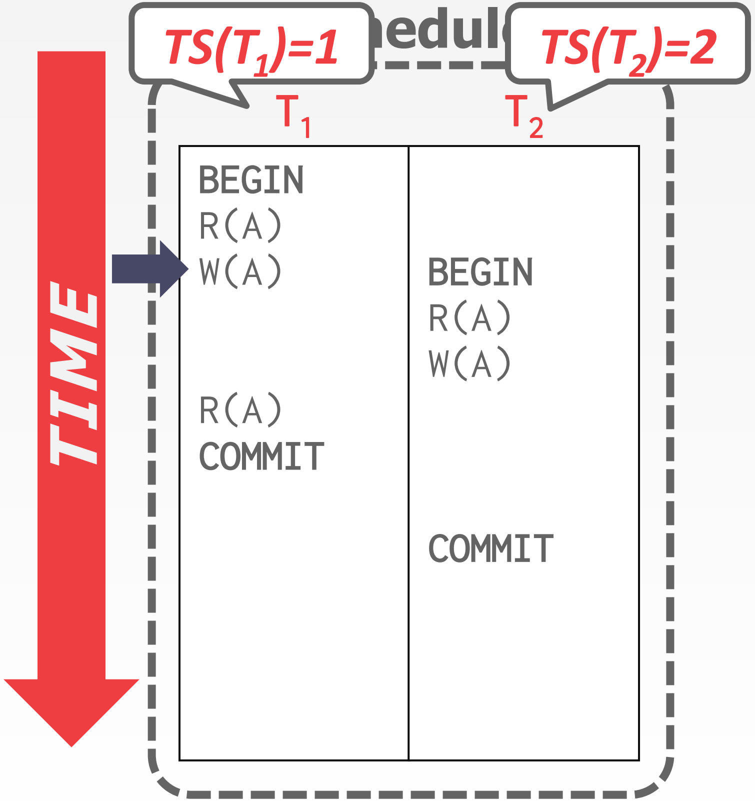
Database

Version	Value	Begin	End
A_0	123	0	
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2

$TS(T_1)=1$ edul $TS(T_2)=2$

TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

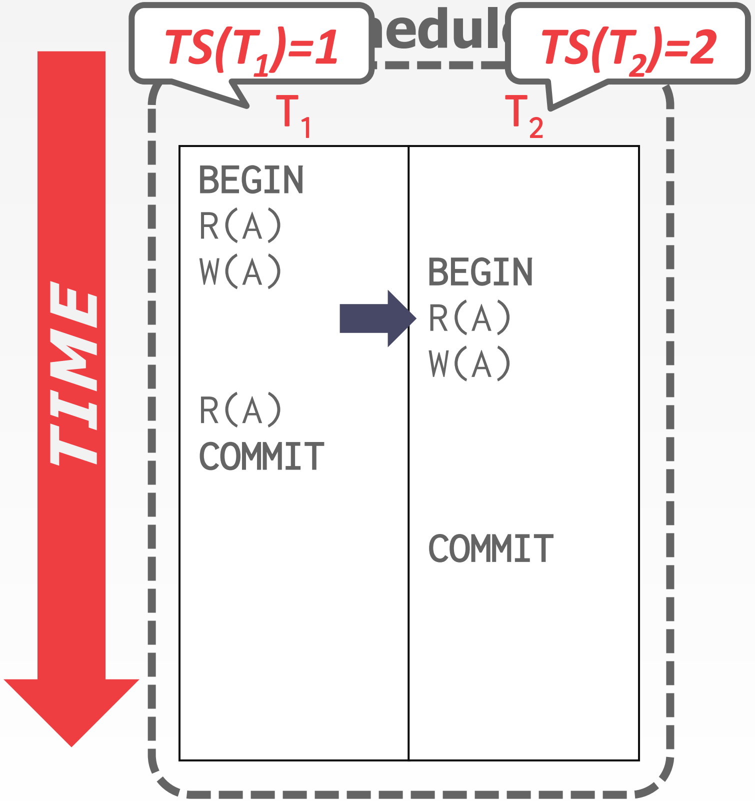
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2



edul

$TS(T_1)=1$

$TS(T_2)=2$

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active

MVCC – EXAMPLE #2

edul

TS(T_1)=1

TS(T_2)=2

TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

T_2 reads version A_0 because T_1 has not committed yet.

Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

	tamp	Status
		Active
T_2	2	Active

MVCC – EXAMPLE #2

edul

TS(T_1)=1

TS(T_2)=2

TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2

edul

TS(T_1)=1

TS(T_2)=2

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

TIME

T_2 has to stall until T_1 commits.

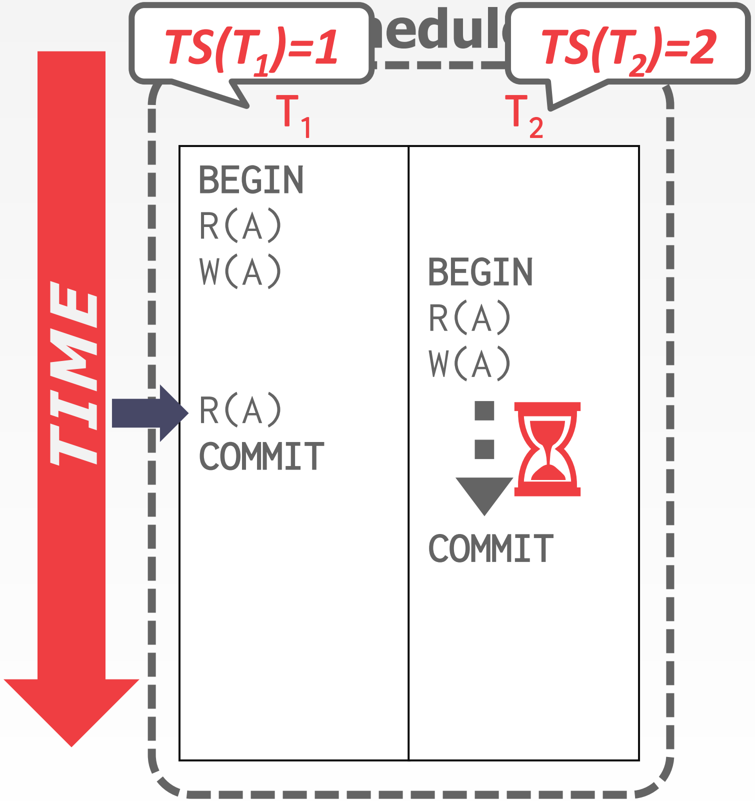
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

	tamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2



$TS(T_1)=1$

$TS(T_2)=2$

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
	⋮
R(A)	
COMMIT	
	COMMIT

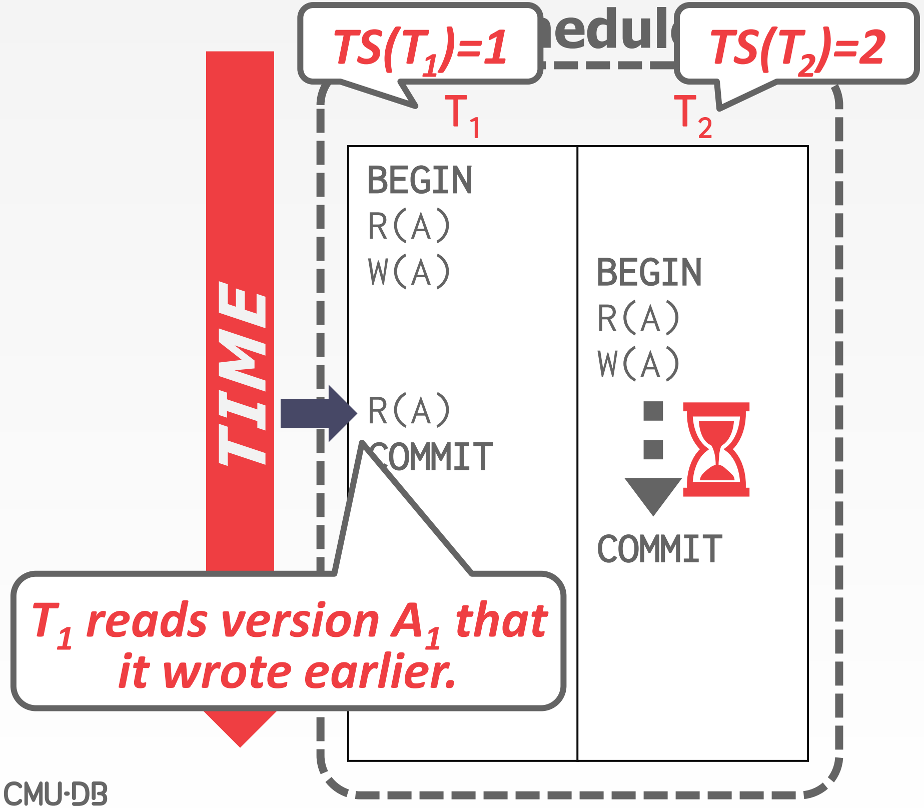
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

T_1 reads version A_1 that it wrote earlier.

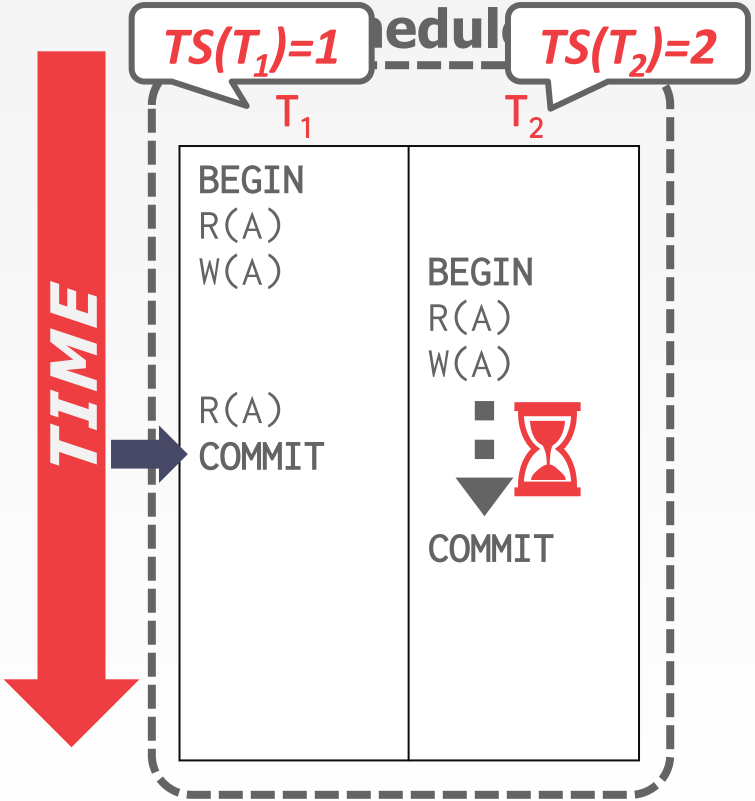
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

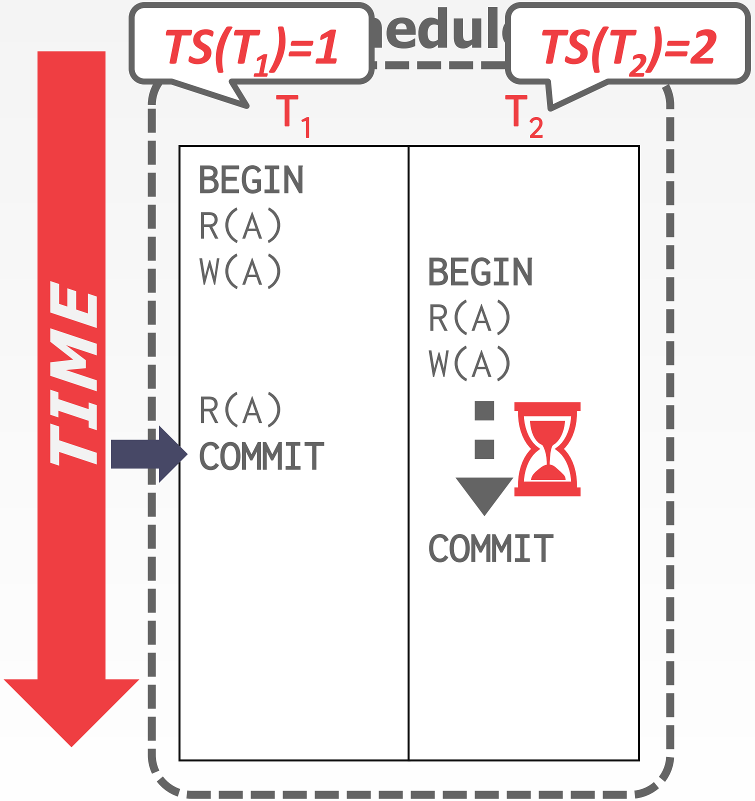
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Active
T_2	2	Active

MVCC – EXAMPLE #2



T_1	T_2
BEGIN	
R(A)	
W(A)	BEGIN
	R(A)
	W(A)
R(A)	
COMMIT	
	COMMIT

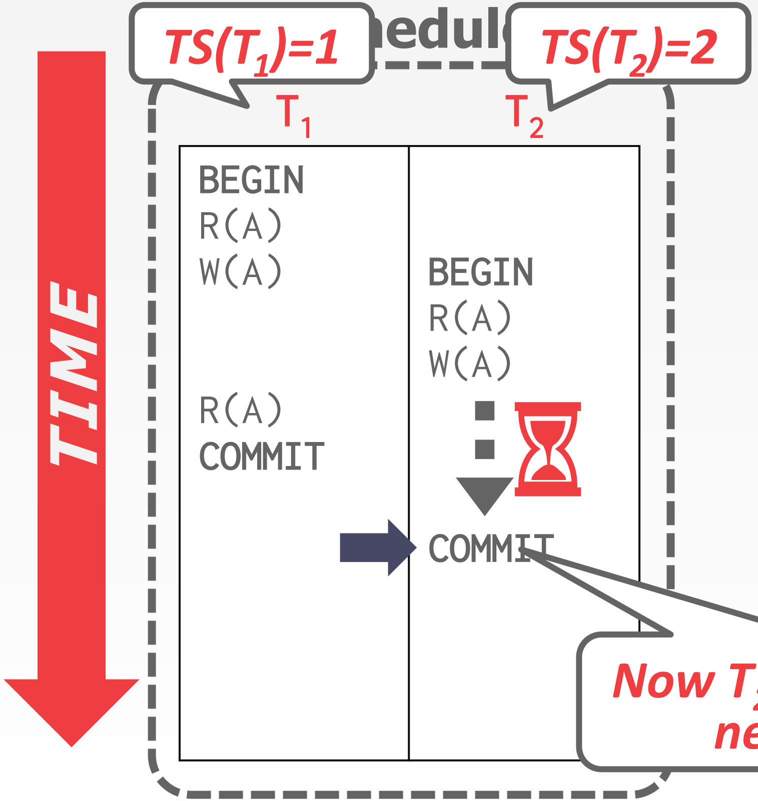
Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Committed
T_2	2	Active

MVCC – EXAMPLE #2



T_1	T_2

BEGIN
R(A)
W(A)	

	BEGIN
	R(A)
	W(A)

R(A) COMMIT	
	COMMIT

Database

Version	Value	Begin	End
A_0	123	0	1
A_1	456	1	2
A_2	789	2	-

Txn Status Table

TxnId	Timestamp	Status
T_1	1	Committed
		Active

Now T_2 can create the new version.

MULTI-VERSION CONCURRENCY CONTROL

MVCC is more than just a concurrency control protocol. It completely affects how the DBMS manages transactions and the database.

MULTI-VERSION CONCURRENCY CONTROL

MVCC is more than just a concurrency control protocol. It completely affects how the DBMS manages transactions and the database.

splice MACHINE
ALTIBASE
eXtremeDB
vectorwise
etcd
Exasol
InfiniDB
TIMESCALE
NUODB
INGRES
WIREDTIGER
H2
NETEZZA
FOUNDATIONDB
PostgreSQL
daffodil db Your Complete Java RDBMS
Microsoft SQL Server Hekaton
CUBRID
HyPer
Couchbase
IMDB
SAP HANA
ArangoDB
MEMSQL
Clustrix
OrientDB
APACHE HBASE
MariaDB
ORACLE
realm
HYRISE
RAVENDB
noise page
RethinkDB
MySQL
Cockroach LABS

MVCC DESIGN DECISIONS

Concurrency Control Protocol

Version Storage

Garbage Collection

Index Management

Deletes

CONCURRENCY CONTROL PROTOCOL

Approach #1: Timestamp Ordering

→ Assign txns timestamps that determine serial order.

Approach #2: Optimistic Concurrency Control

→ Three-phase protocol from last class.

→ Use private workspace for new versions.

Approach #3: Two-Phase Locking

→ Txns acquire appropriate lock on physical version before they can read/write a logical tuple.

VERSION STORAGE

The DBMS uses the tuples' pointer field to create a **version chain** per logical tuple.

→ This allows the DBMS to find the version that is visible to a particular txn at runtime.

→ Indexes always point to the "head" of the chain.

Different storage schemes determine where/what to store for each version.

VERSION STORAGE

Approach #1: Append-Only Storage

→ New versions are appended to the same table space.

Approach #2: Time-Travel Storage

→ Old versions are copied to separate table space.

Approach #3: Delta Storage

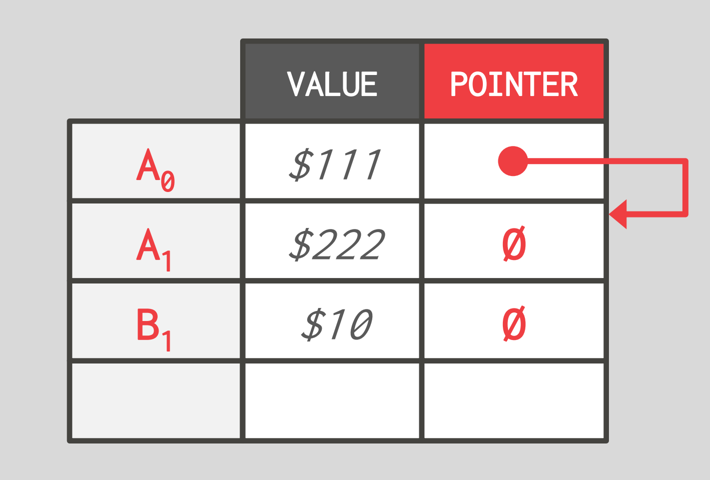
→ The original values of the modified attributes are copied into a separate delta record space.

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

Main Table



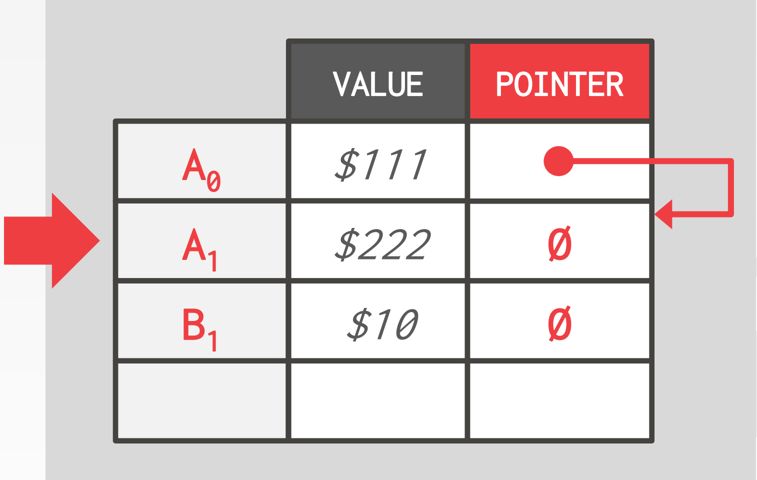
	VALUE	POINTER
A_0	$111	●
A_1	$222	Ø
B_1	$10	Ø

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

Main Table



	VALUE	POINTER
A_0	*$111*	●
A_1	*$222*	Ø
B_1	*$10*	Ø

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

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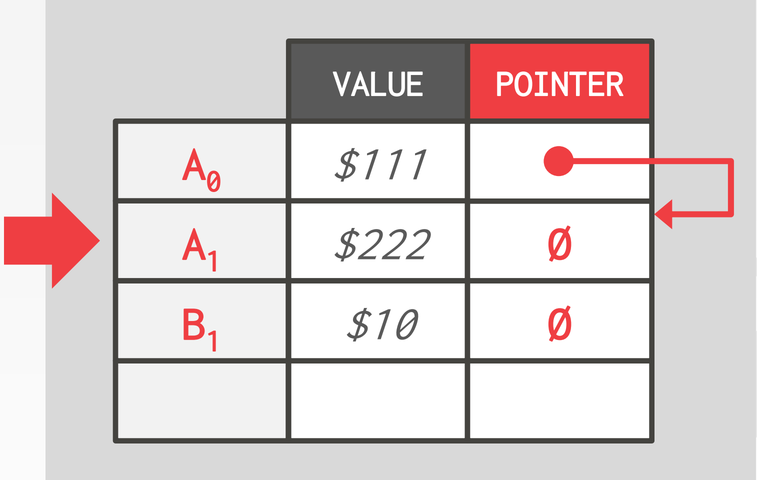


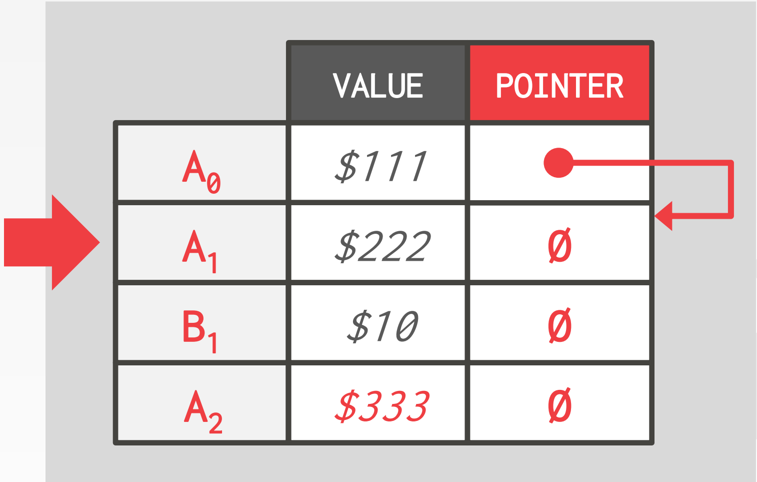
	VALUE	POINTER
A_0	*$111*	●
A_1	*$222*	Ø
B_1	*$10*	Ø

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

Main Table



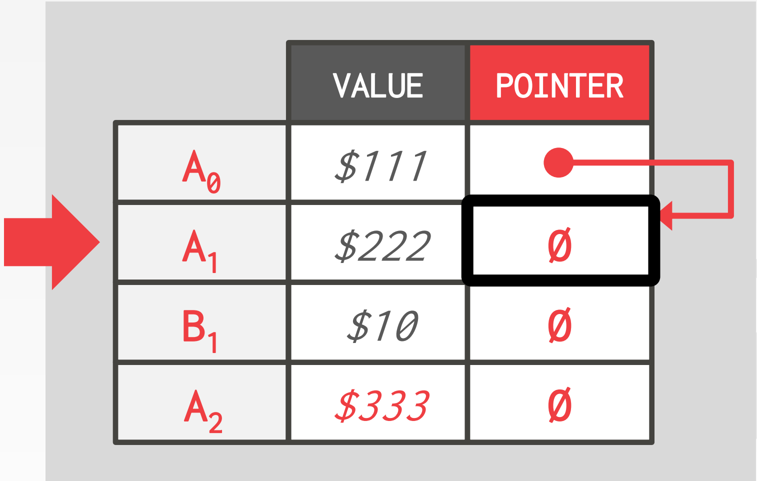
	VALUE	POINTER
A_0	$111	●
A_1	$222	Ø
B_1	$10	Ø
A_2	$333	Ø

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

Main Table



	VALUE	POINTER
A_0	$111	●
A_1	$222	Ø
B_1	$10	Ø
A_2	$333	Ø

APPEND-ONLY STORAGE

All the physical versions of a logical tuple are stored in the same table space. The versions are inter-mixed.

On every update, append a new version of the tuple into an empty space in the table.

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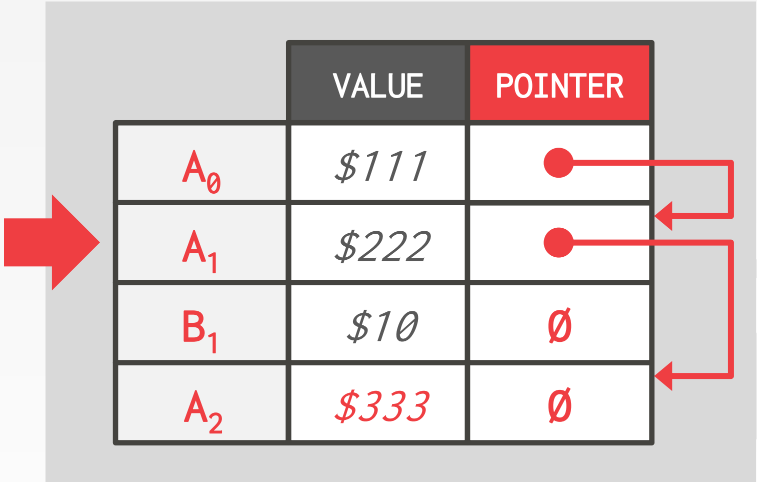


	VALUE	POINTER
A_0	$111	●
A_1	$222	●
B_1	$10	Ø
A_2	$333	Ø

VERSION CHAIN ORDERING

Approach #1: Oldest-to-Newest (O2N)

→ Append new version to end of the chain.

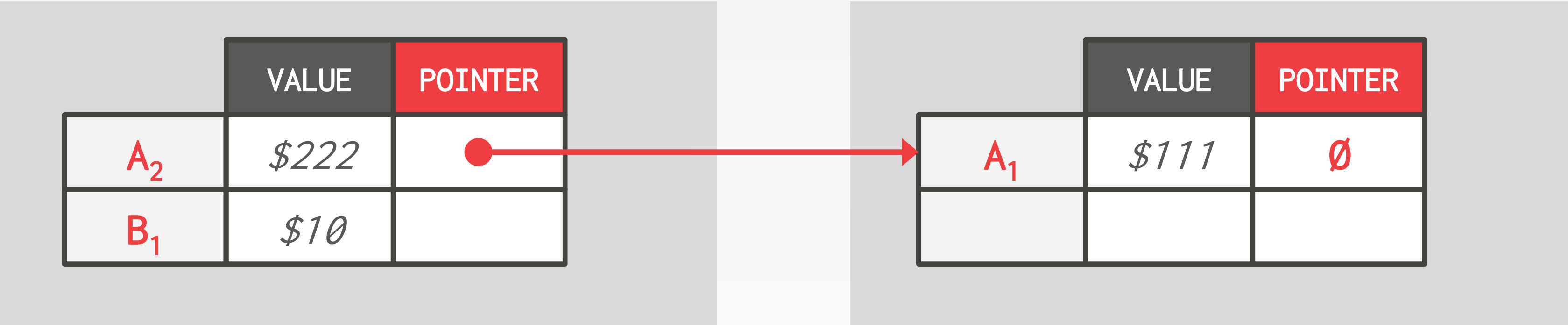
→ Must traverse chain on look-ups.

Approach #2: Newest-to-Oldest (N2O)

→ Must update index pointers for every new version.

→ Do not have to traverse chain on look-ups.

TIME-TRAVEL STORAGE



Main Table

	VALUE	POINTER
A_2	$222	●
B_1	$10	

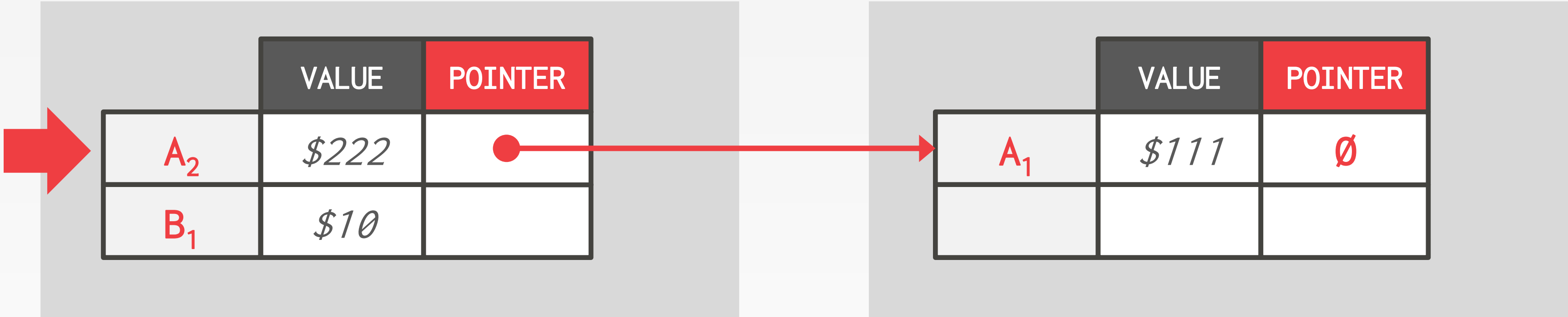
Time-Travel Table

	VALUE	POINTER
A_1	$111	Ø

TIME-TRAVEL STORAGE

Main Table

Time-Travel Table

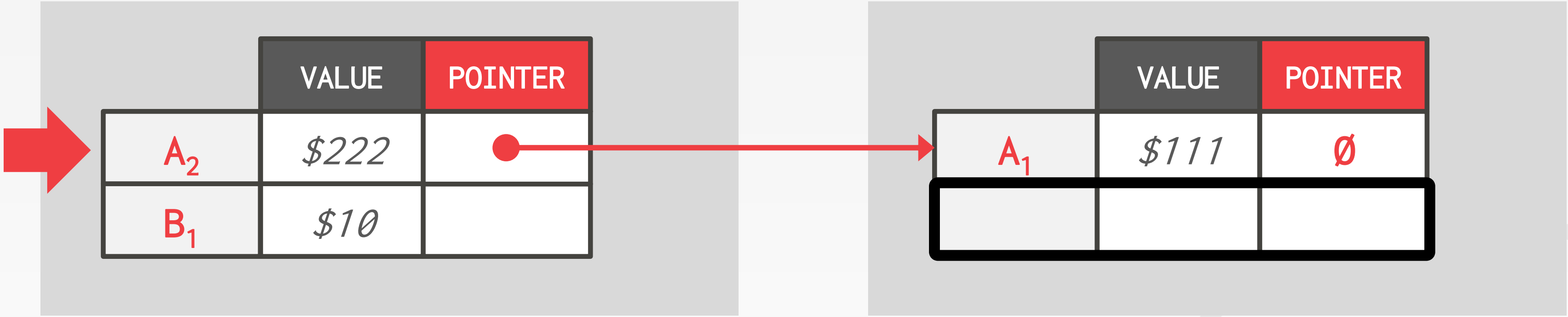


	VALUE	POINTER
A_2	$222	●
B_1	$10	

	VALUE	POINTER
A_1	$111	Ø

On every update, copy the current version to the time-travel table. Update pointers.

TIME-TRAVEL STORAGE



Main Table

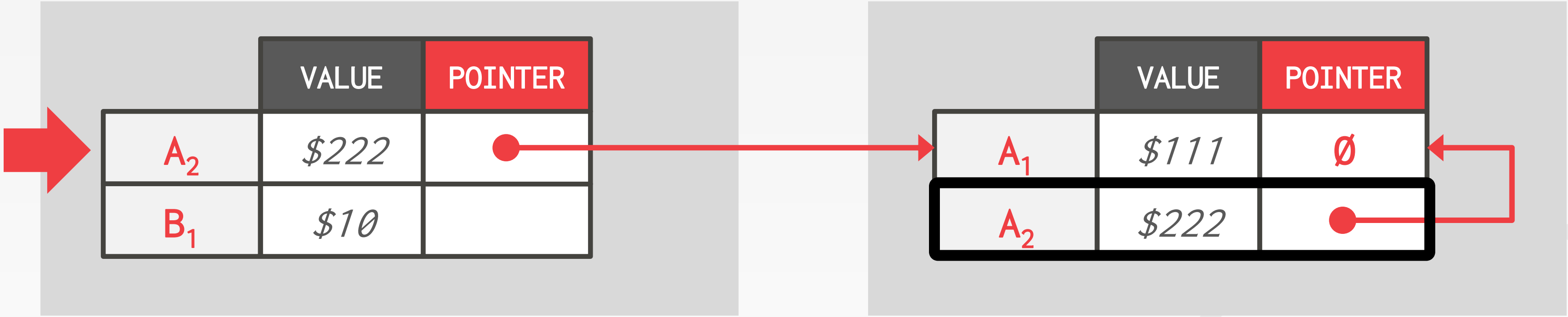
	VALUE	POINTER
A_2	*$222*	●
B_1	*$10*	

Time-Travel Table

	VALUE	POINTER
A_1	*$111*	Ø

On every update, copy the current version to the time-travel table. Update pointers.

TIME-TRAVEL STORAGE



Main Table

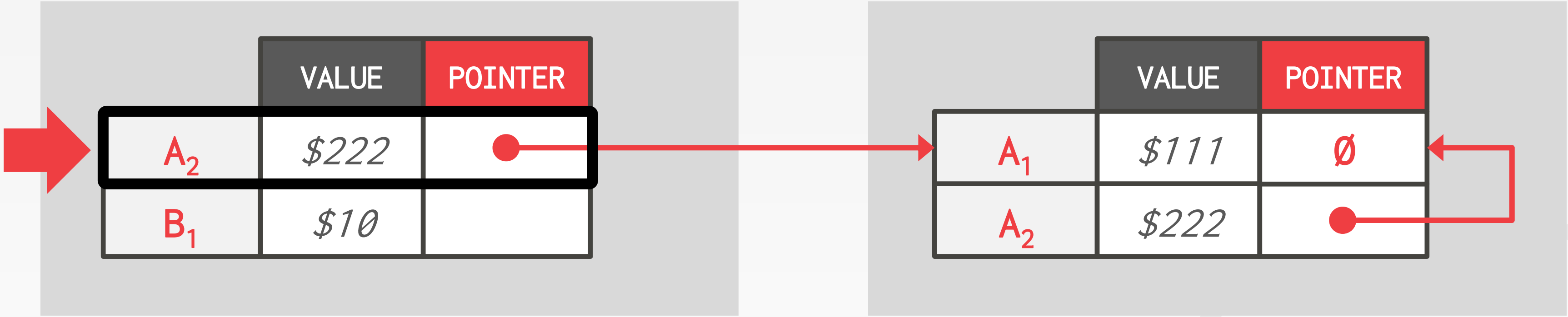
	VALUE	POINTER
A_2	*$222*	●
B_1	*$10*	

Time-Travel Table

	VALUE	POINTER
A_1	*$111*	Ø
A_2	*$222*	●

On every update, copy the current version to the time-travel table. Update pointers.

TIME-TRAVEL STORAGE



Main Table

	VALUE	POINTER
A_2	\$222	●
B_1	\$10	

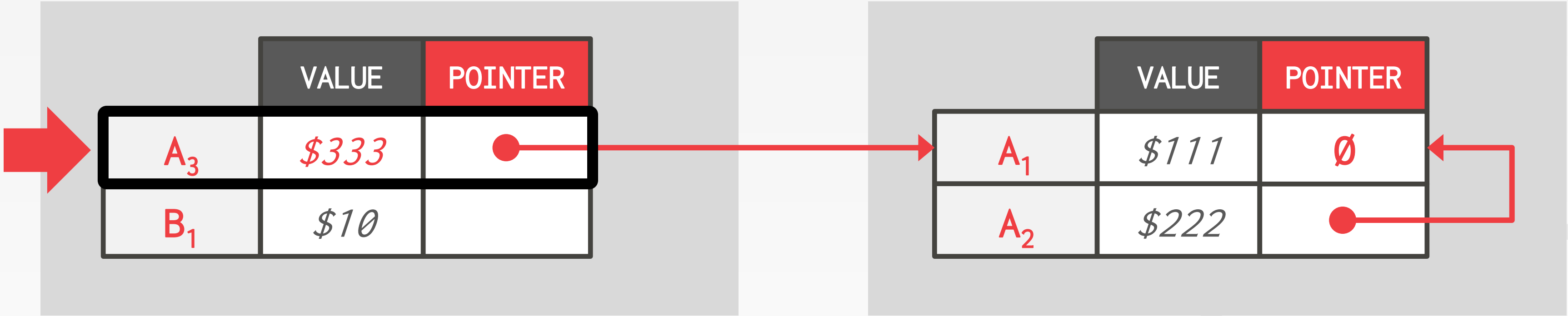
Time-Travel Table

	VALUE	POINTER
A_1	\$111	Ø
A_2	\$222	●

On every update, copy the current version to the time-travel table. Update pointers.

Overwrite master version in the main table and update pointers.

TIME-TRAVEL STORAGE



Main Table

	VALUE	POINTER
A_3	*$333*	●
B_1	*$10*	

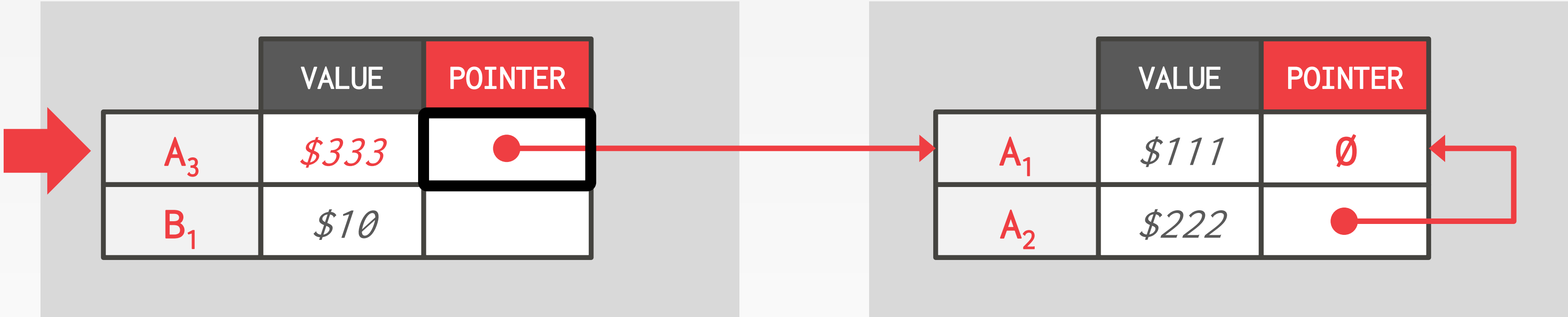
Time-Travel Table

	VALUE	POINTER
A_1	*$111*	Ø
A_2	*$222*	●

On every update, copy the current version to the time-travel table. Update pointers.

Overwrite master version in the main table and update pointers.

TIME-TRAVEL STORAGE



Main Table

	VALUE	POINTER
A_3	$333	●
B_1	$10	

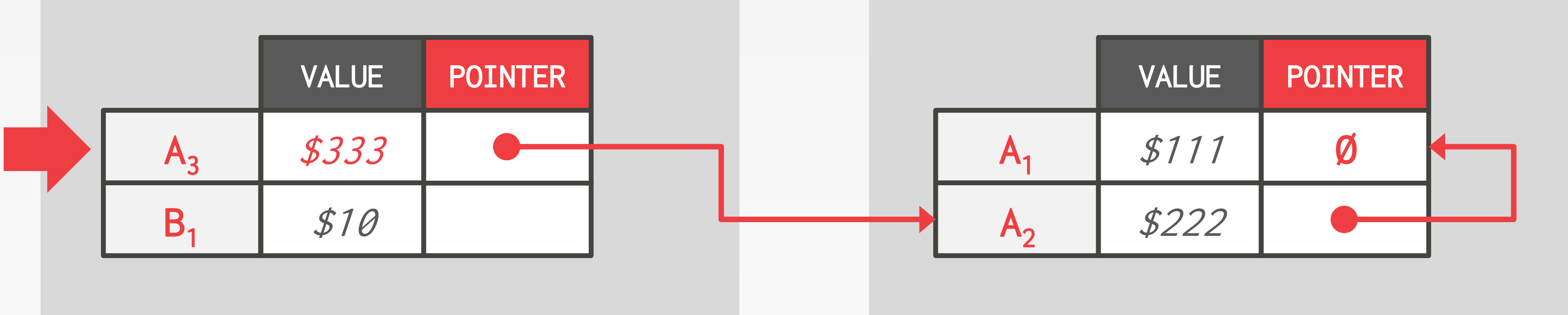
Time-Travel Table

	VALUE	POINTER
A_1	$111	Ø
A_2	$222	●

On every update, copy the current version to the time-travel table. Update pointers.

Overwrite master version in the main table and update pointers.

TIME-TRAVEL STORAGE



Main Table

	VALUE	POINTER
A_3	$333	●
B_1	$10	

Time-Travel Table

	VALUE	POINTER
A_1	$111	Ø
A_2	$222	●

On every update, copy the current version to the time-travel table. Update pointers.

Overwrite master version in the main table and update pointers.

DELTA STORAGE

Main Table

	VALUE	POINTER
A_1	$111	
B_1	$10	

Delta Storage Segment

DELTA STORAGE

Main Table

	VALUE	POINTER
A_1	*$111*	
B_1	*$10*	

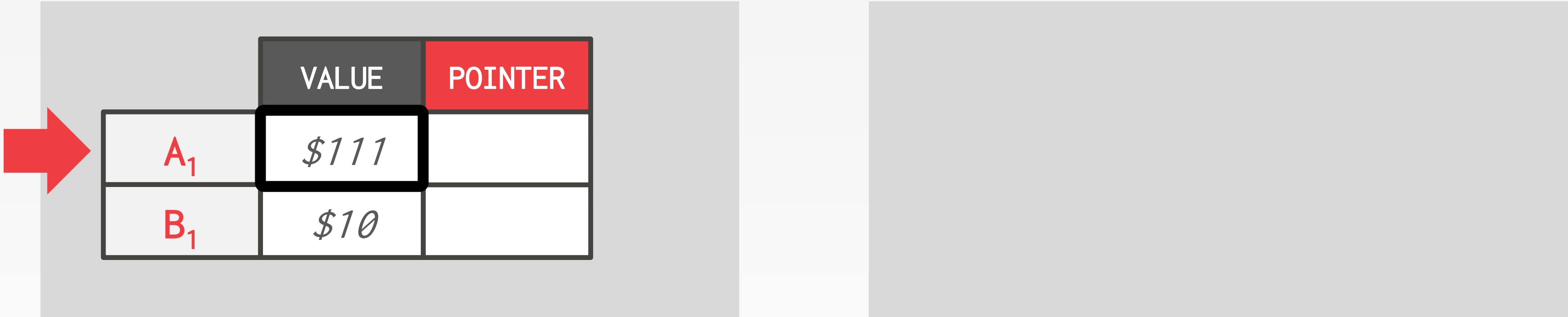
Delta Storage Segment

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE

Main Table

Delta Storage Segment



	VALUE	POINTER
A_1	$111	
B_1	$10	

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE

Main Table

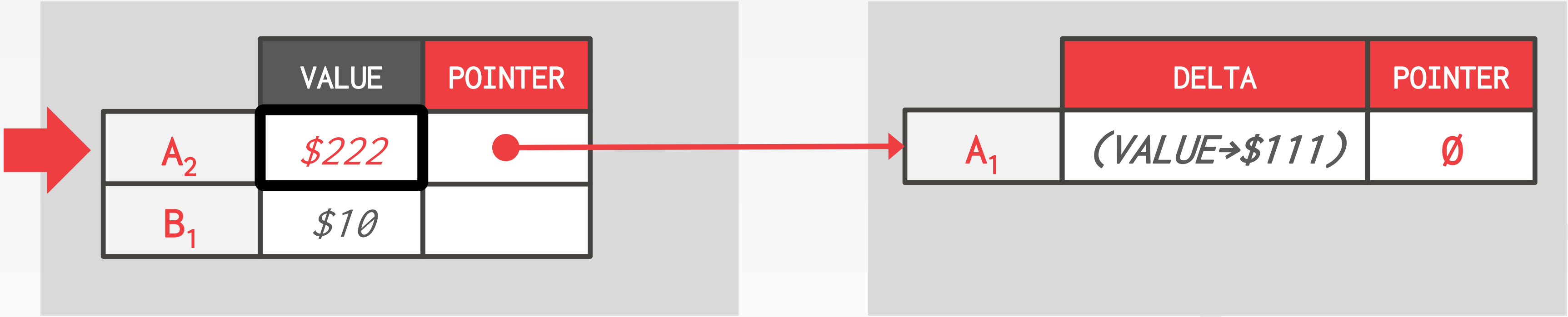
	VALUE	POINTER
A_1	*$111*	
B_1	*$10*	

Delta Storage Segment

	DELTA	POINTER
A_1	*(VALUE→$111)*	Ø

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE



Main Table

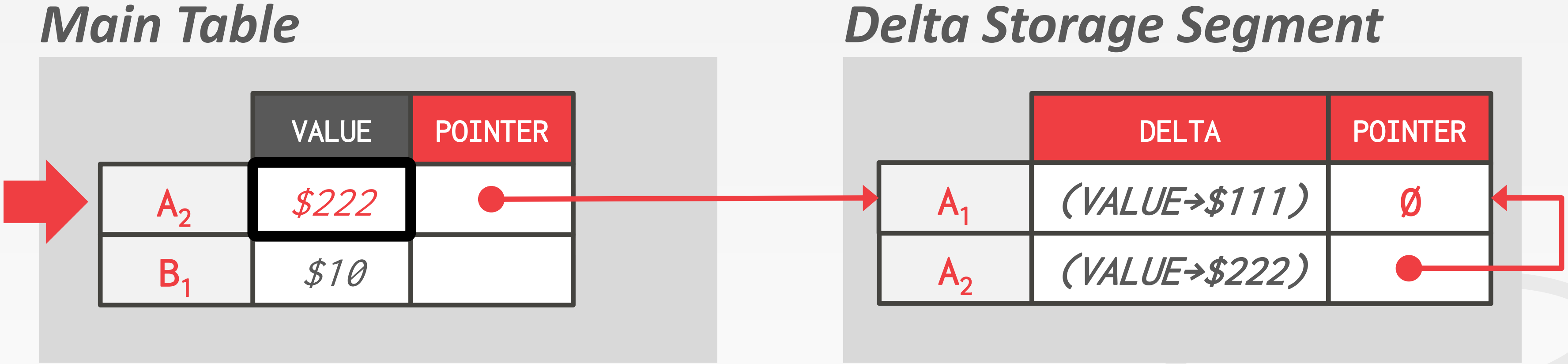
	VALUE	POINTER
A_2	$222	●
B_1	$10	

Delta Storage Segment

	DELTA	POINTER
A_1	(VALUE→$111)	Ø

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE



Main Table

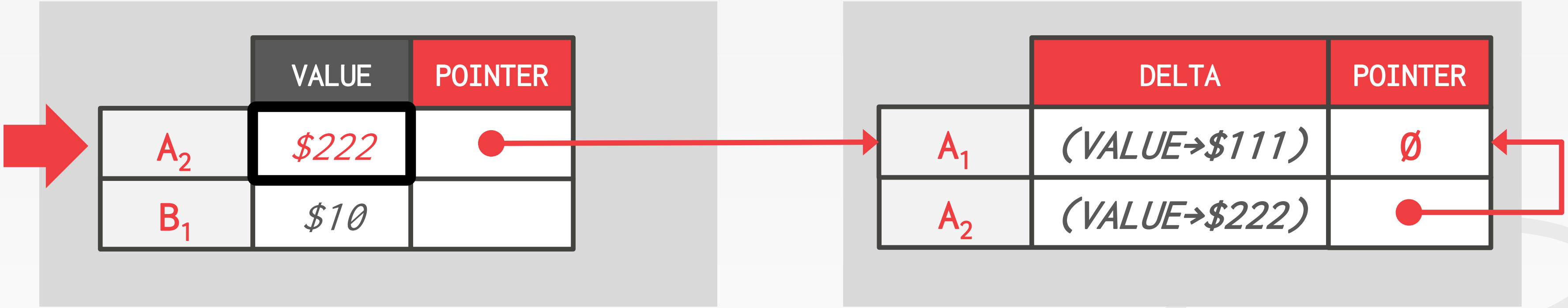
	VALUE	POINTER
A_2	*$222*	●
B_1	*$10*	

Delta Storage Segment

	DELTA	POINTER
A_1	*(VALUE→$111)*	Ø
A_2	*(VALUE→$222)*	●

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE



Main Table

	VALUE	POINTER
A_2	*$222*	●
B_1	*$10*	

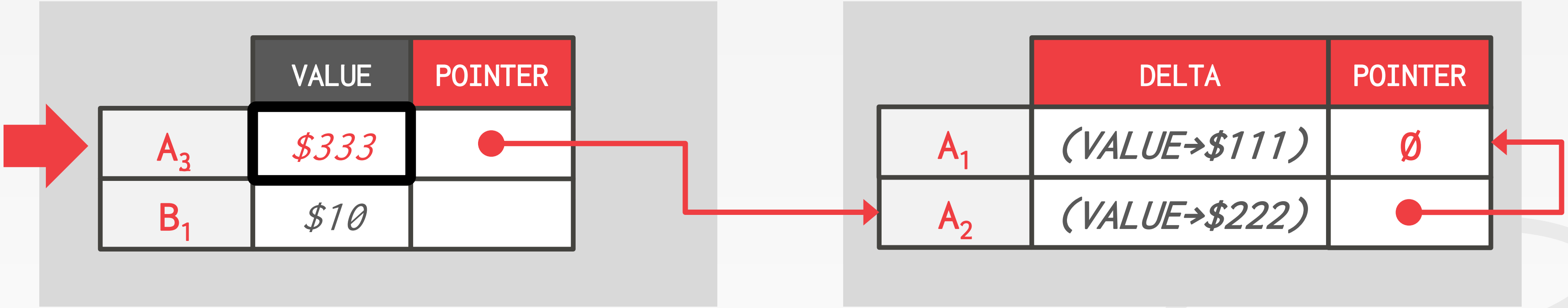
Delta Storage Segment

	DELTA	POINTER
A_1	*(VALUE→$111)*	Ø
A_2	*(VALUE→$222)*	●

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE

Main Table | *Delta Storage Segment*



Main Table

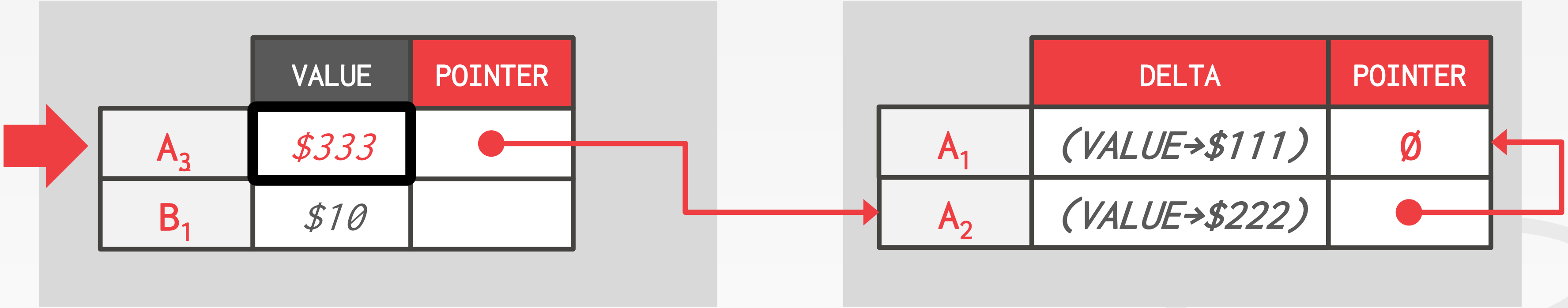
	VALUE	POINTER
A_3	*$333*	●
B_1	*$10*	

Delta Storage Segment

	DELTA	POINTER
A_1	(VALUE→$111)	Ø
A_2	(VALUE→$222)	●

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

DELTA STORAGE



Main Table

	VALUE	POINTER
A_3	*$333*	●
B_1	*$10*	

Delta Storage Segment

	DELTA	POINTER
A_1	*(VALUE→$111)*	Ø
A_2	*(VALUE→$222)*	●

On every update, copy only the values that were modified to the delta storage and overwrite the master version.

Txns can recreate old versions by applying the delta in reverse order.

GARBAGE COLLECTION

The DBMS needs to remove **reclaimable** physical versions from the database over time.

→ No active txn in the DBMS can "see" that version (SI).

→ The version was created by an aborted txn.

Two additional design decisions:

→ How to look for expired versions?

→ How to decide when it is safe to reclaim memory?

GARBAGE COLLECTION

The DBMS needs to remove **reclaimable** physical versions from the database over time.

→ No active txn in the DBMS can "see" that version (SI).
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Two additional design decisions:

→ How to look for expired versions?
→ How to decide when it is safe to reclaim memory?

GARBAGE COLLECTION

Approach #1: Tuple-level

→ Find old versions by examining tuples directly.

→ Background Vacuuming vs. Cooperative Cleaning

Approach #2: Transaction-level

→ Txns keep track of their old versions so the DBMS does not have to scan tuples to determine visibility.

TUPLE-LEVEL GC

Thread #1

T_{id}=12

Thread #2

T_{id}=25

	BEGIN-TS	END-TS
A_{100}	*1*	*9*
B_{100}	*1*	*9*
B_{101}	*10*	*20*

TUPLE-LEVEL GC

Thread #1

T_{id}=12

Thread #2

T_{id}=25

	BEGIN-TS	END-TS
A_{100}	1	9
B_{100}	1	9
B_{101}	10	20

Background Vacuuming:
Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC

Thread #1

T_{id}=12

Thread #2

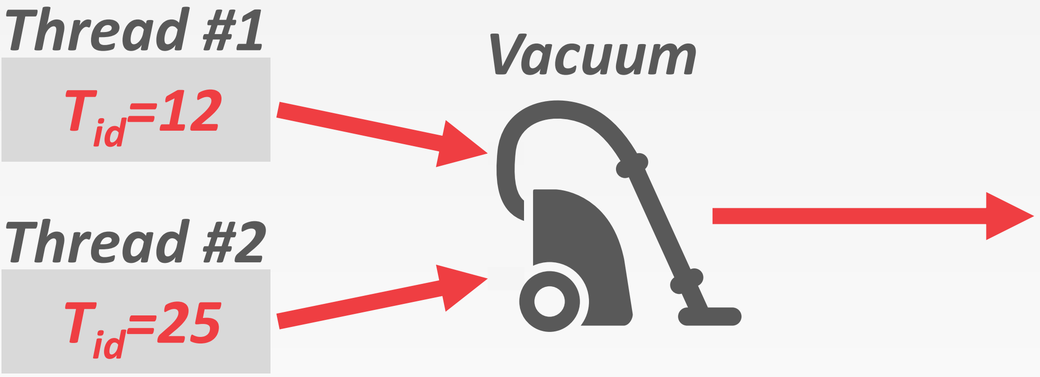
T_{id}=25

Vacuum

	BEGIN-TS	END-TS
A_{100}	1	9
B_{100}	1	9
B_{101}	10	20

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC



Thread #1

T_{id}=12

Thread #2

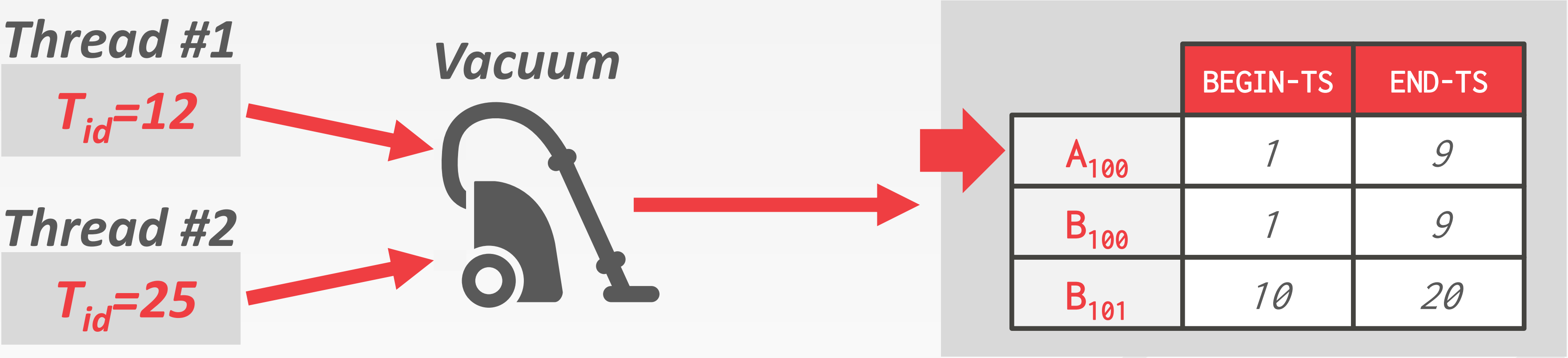
T_{id}=25

Vacuum

	BEGIN-TS	END-TS
A_{100}	*1*	*9*
B_{100}	*1*	*9*
B_{101}	*10*	*20*

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC



Thread #1

T_{id}=12

Thread #2

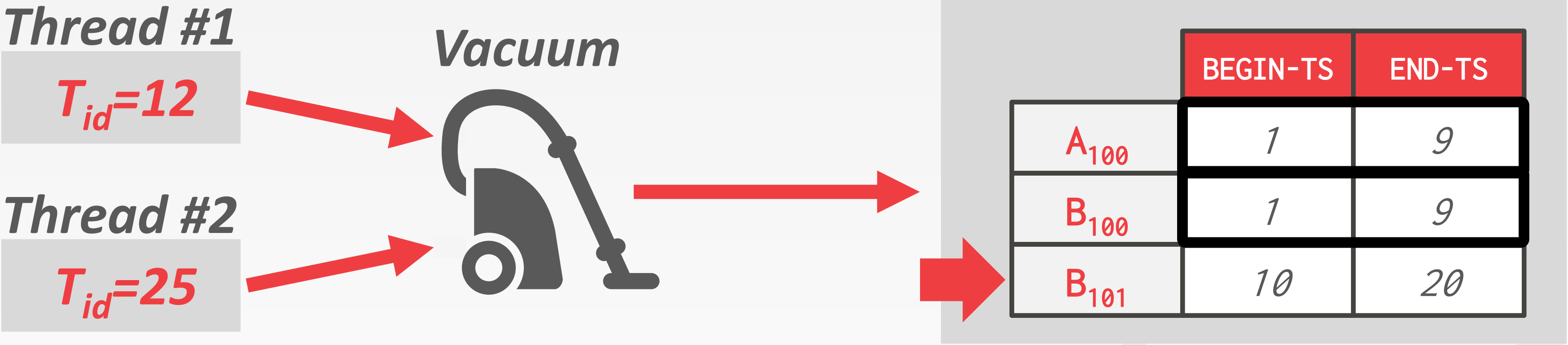
T_{id}=25

Vacuum

	BEGIN-TS	END-TS
A_{100}	1	9
B_{100}	1	9
B_{101}	10	20

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

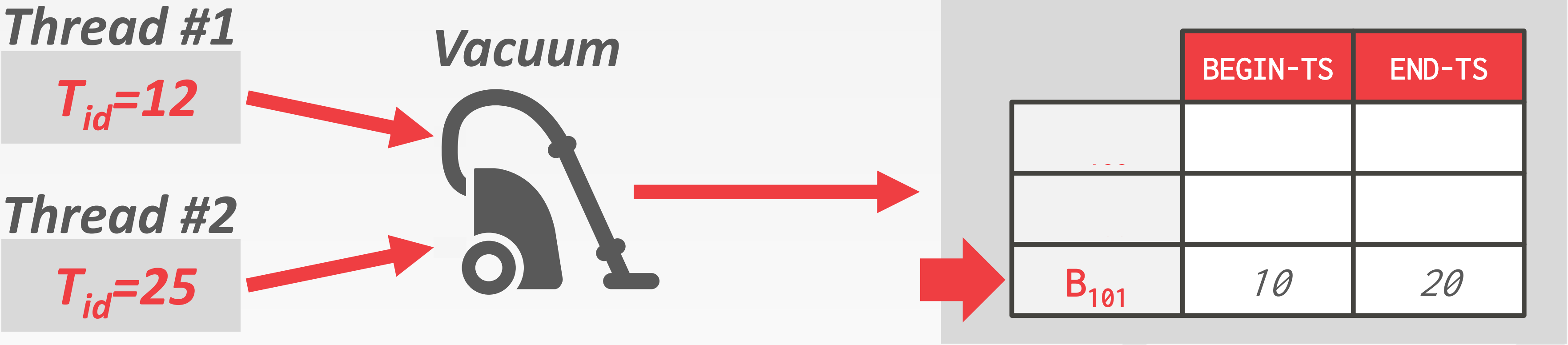
TUPLE-LEVEL GC



	BEGIN-TS	END-TS
A_{100}	1	9
B_{100}	1	9
B_{101}	10	20

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC



Thread #1

T_{id}=12

Thread #2

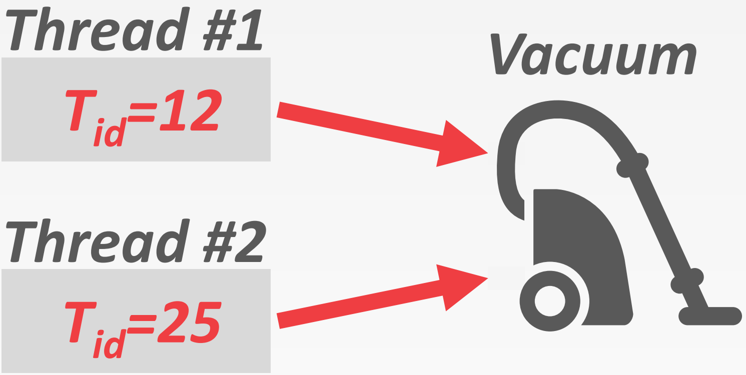
T_{id}=25

Vacuum

	BEGIN-TS	END-TS
B_{101}	10	20

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC



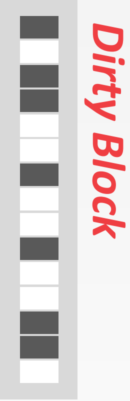
Thread #1

T_{id}=12

Thread #2

T_{id}=25

Vacuum

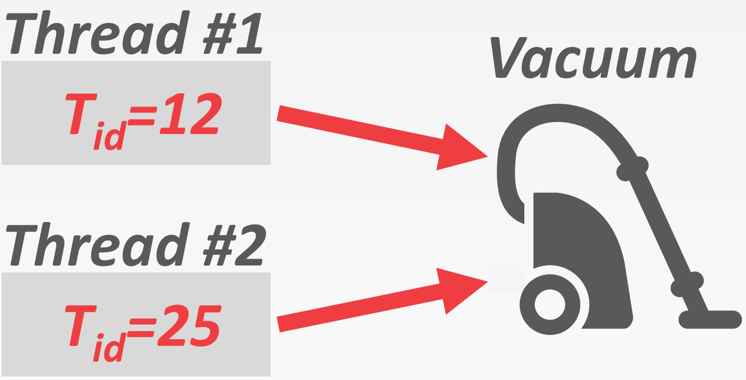


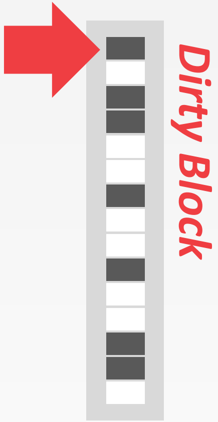
Dirty Block

	BEGIN-TS	END-TS
B_{101}	10	20

Background Vacuuming:
Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC

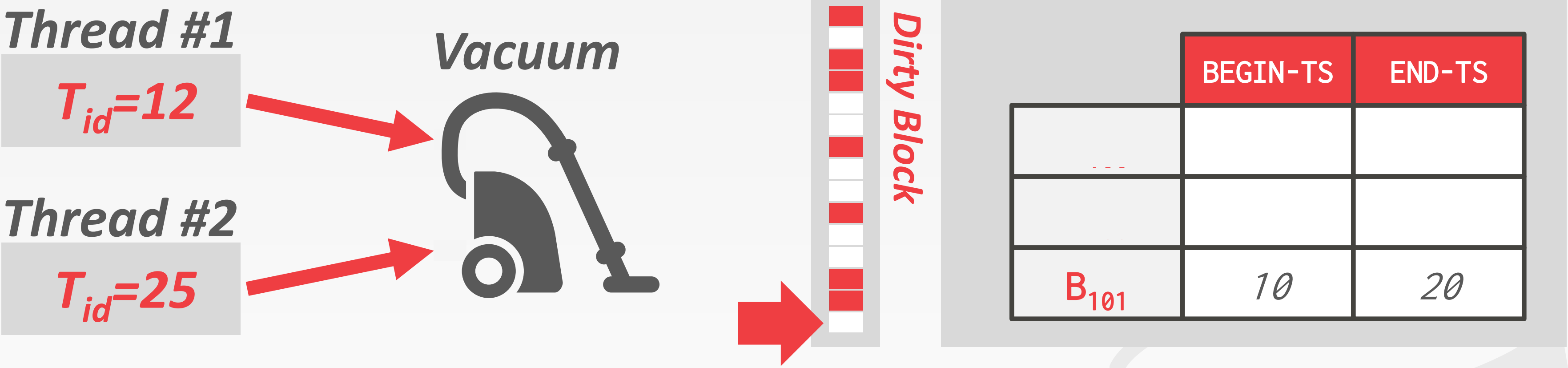




	BEGIN-TS	END-TS
B_{101}	10	20

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC



	BEGIN-TS	END-TS
B_{101}	10	20

Background Vacuuming:
Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC

Thread #1

T_{id}=12

Thread #2

T_{id}=25

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

TUPLE-LEVEL GC

Thread #1

T_{id}=12

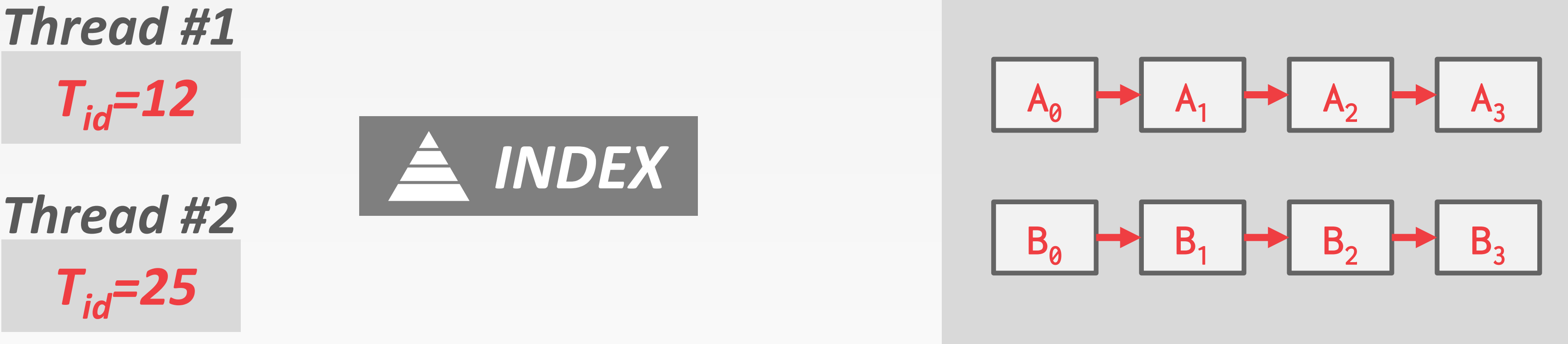
Thread #2

T_{id}=25

Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

Cooperative Cleaning: Worker threads identify reclaimable versions as they traverse version chain. Only works with O2N.

TUPLE-LEVEL GC



Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

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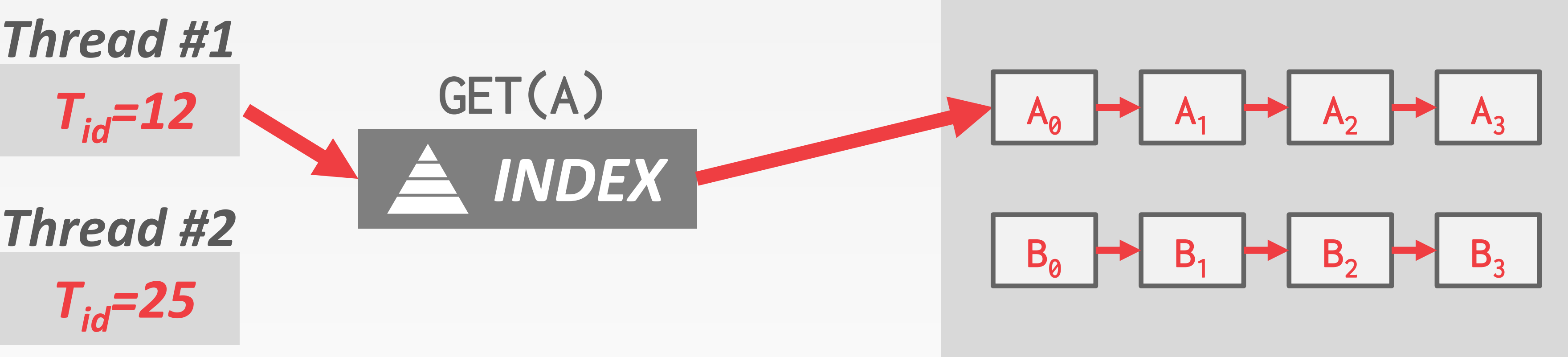
TUPLE-LEVEL GC



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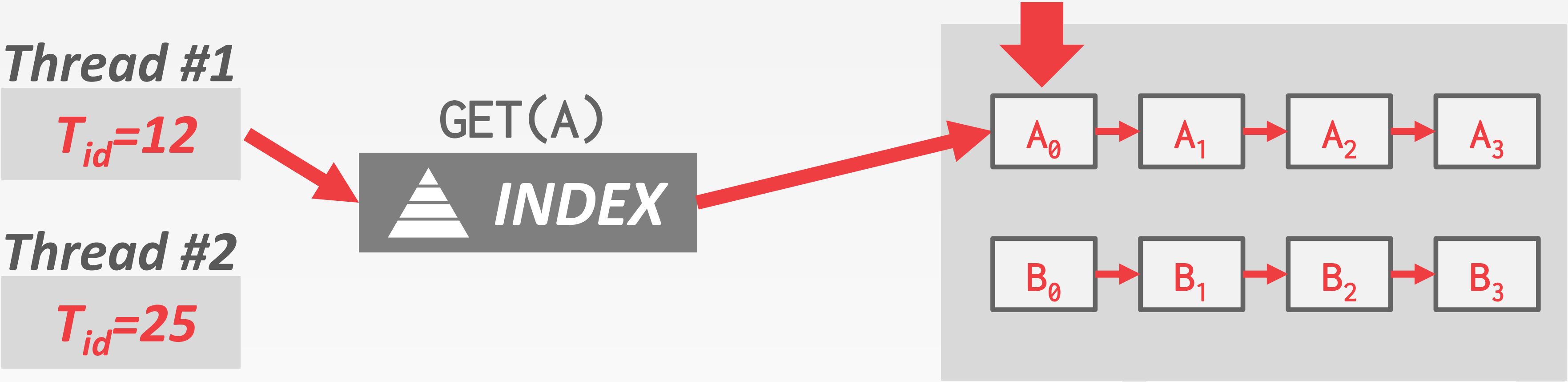

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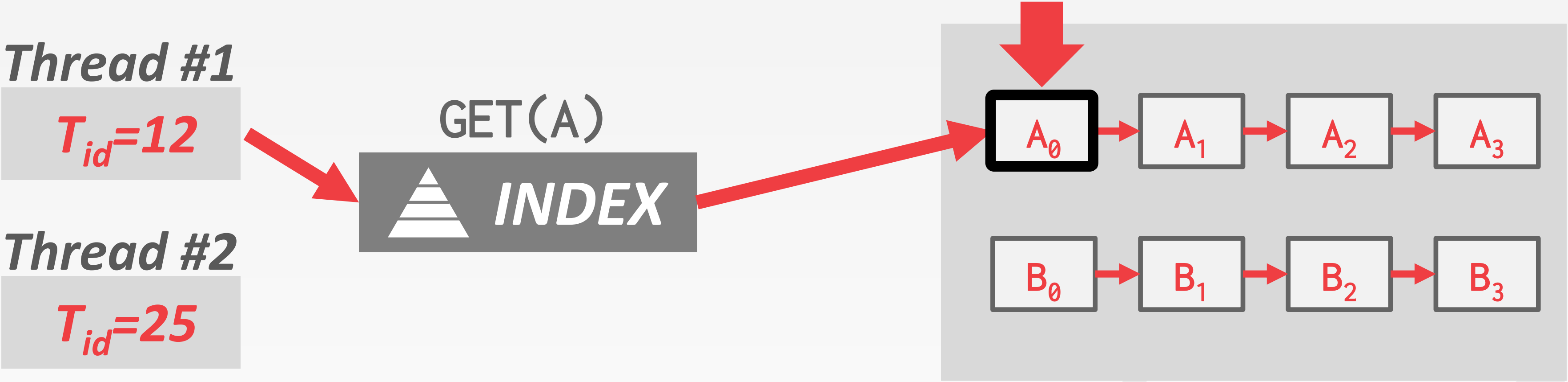

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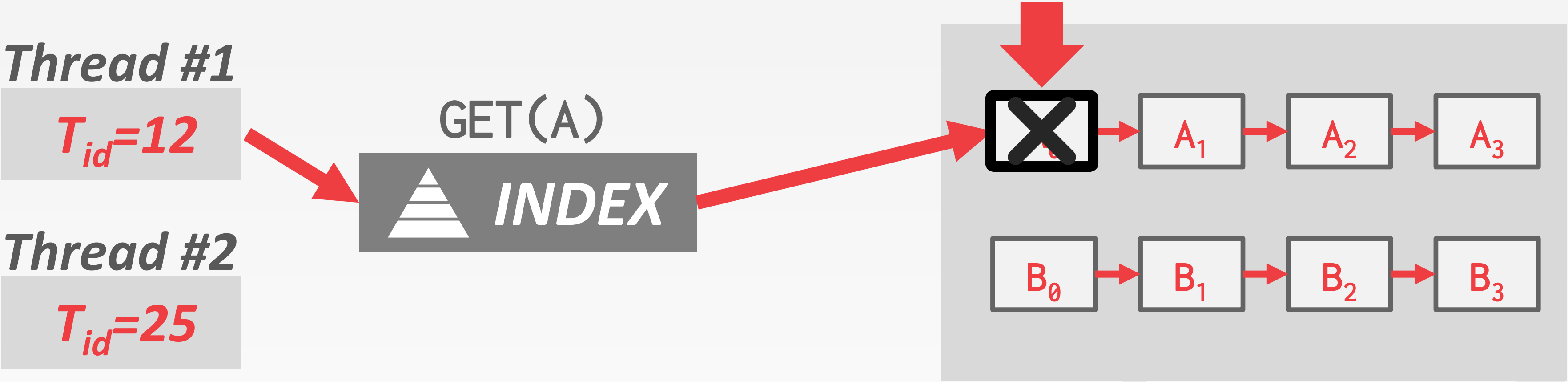

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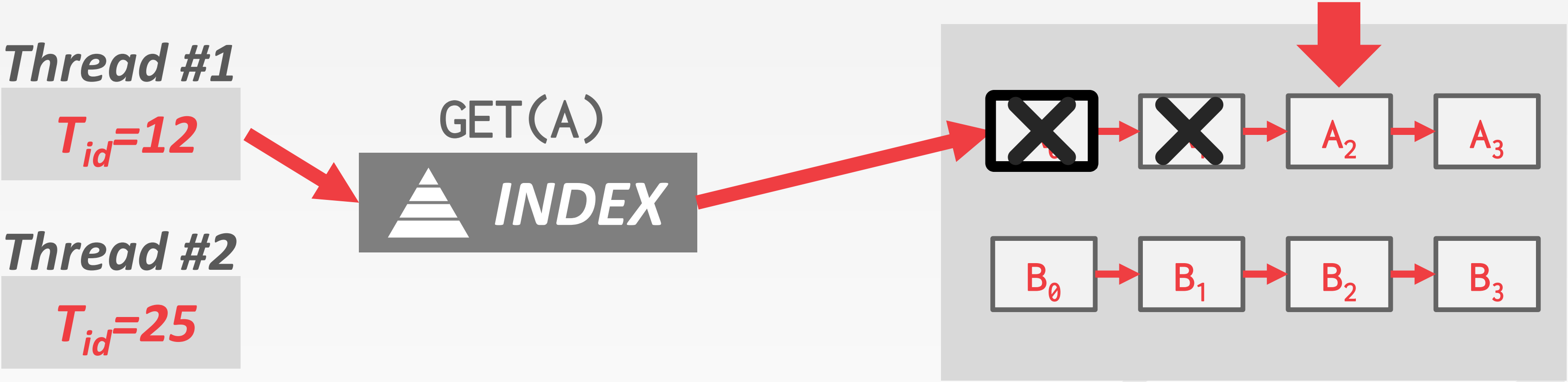
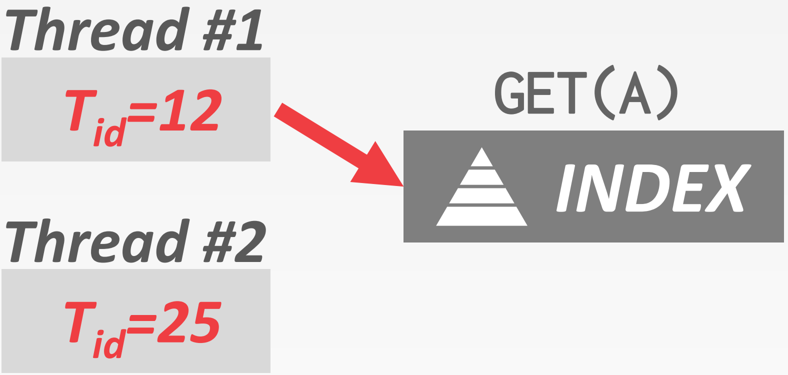
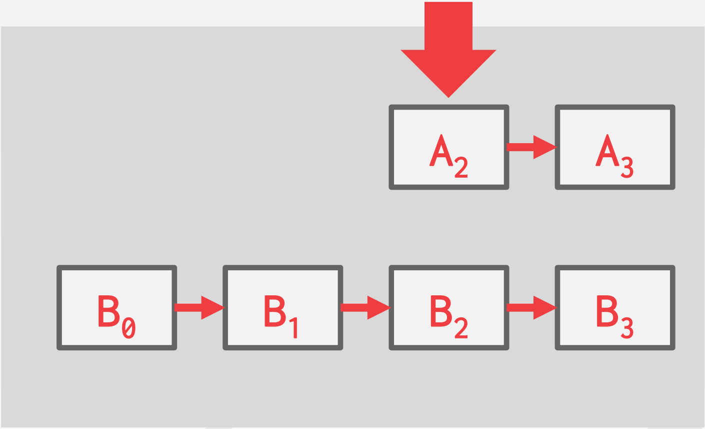


Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

Cooperative Cleaning: Worker threads identify reclaimable versions as they traverse version chain. Only works with O2N.

TUPLE-LEVEL GC

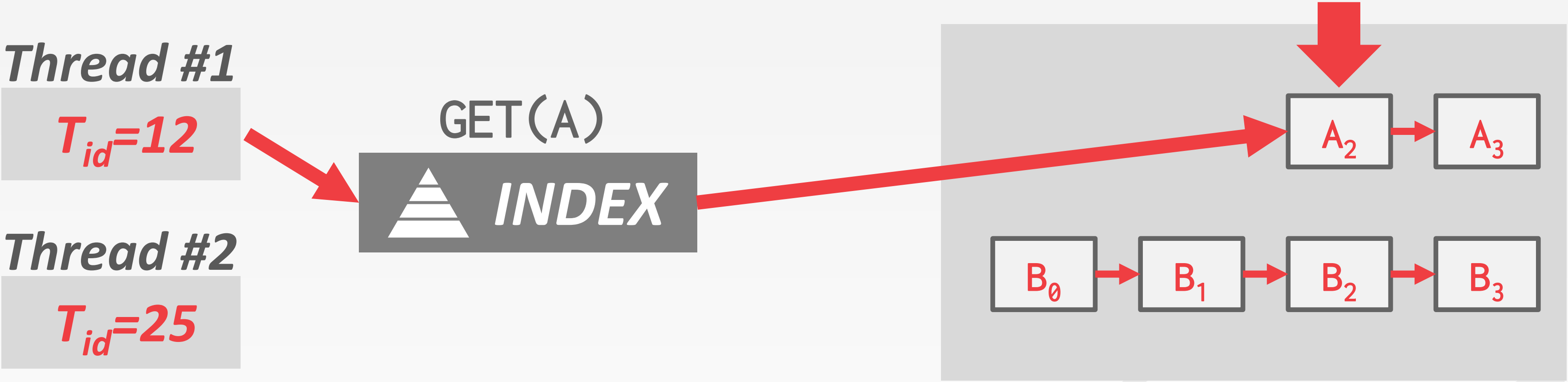




Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

Cooperative Cleaning: Worker threads identify reclaimable versions as they traverse version chain. Only works with O2N.

TUPLE-LEVEL GC



Background Vacuuming: Separate thread(s) periodically scan the table and look for reclaimable versions. Works with any storage.

Cooperative Cleaning: Worker threads identify reclaimable versions as they traverse version chain. Only works with O2N.

TRANSACTION-LEVEL GC

Each txn keeps track of its read/write set.

The DBMS determines when all versions created by a finished txn are no longer visible.

May still require multiple threads to reclaim the memory fast enough for the workload.

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

	BEGIN-TS	END-TS	DATA
A_2	*1*	∞	-
B_6	*8*	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

UPDATE(A)

	BEGIN-TS	END-TS	DATA
A_2	*1*	∞	-
B_6	*8*	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

UPDATE(A)

	BEGIN-TS	END-TS	DATA
A_2	*1*	∞	-
B_6	*8*	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

UPDATE(A)

	BEGIN-TS	END-TS	DATA
A_2	*1*	*10*	-
B_6	*8*	∞	-
A_3	*10*	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

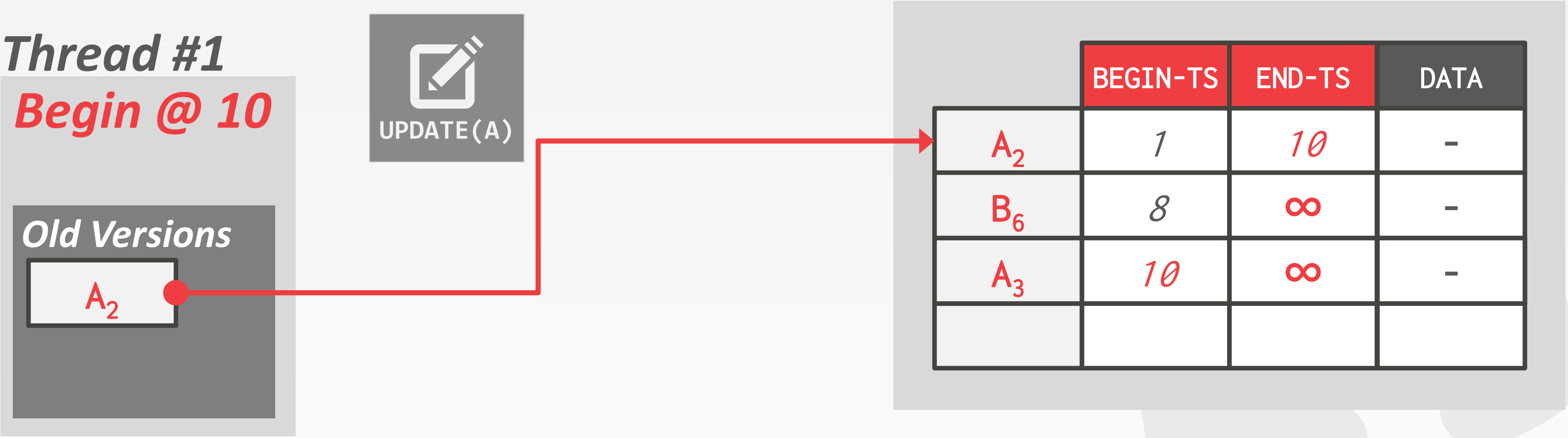
Old Versions

A_2

UPDATE(A)

	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	∞	-
A_3	10	∞	-

TRANSACTION-LEVEL GC



	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	∞	-
A_3	10	∞	-

TRANSACTION-LEVEL GC

Thread #1

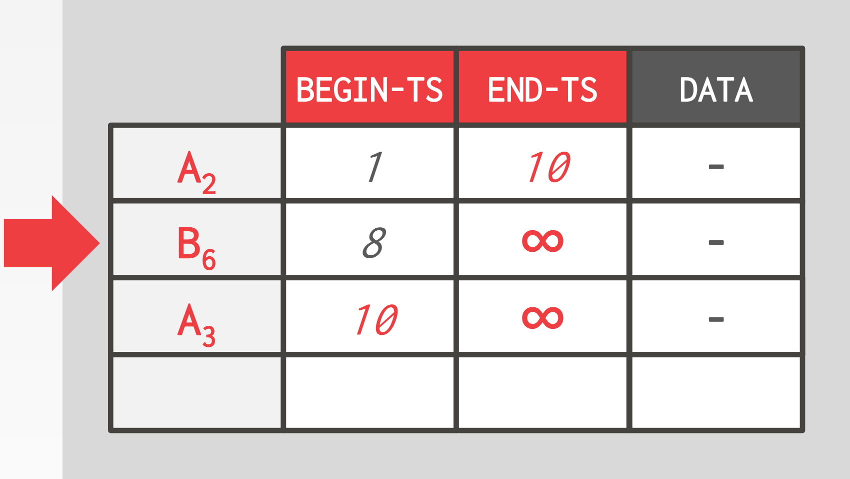
Begin @ 10

Old Versions

A_2

UPDATE(A)

UPDATE(B)



	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	∞	-
A_3	10	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10

Old Versions

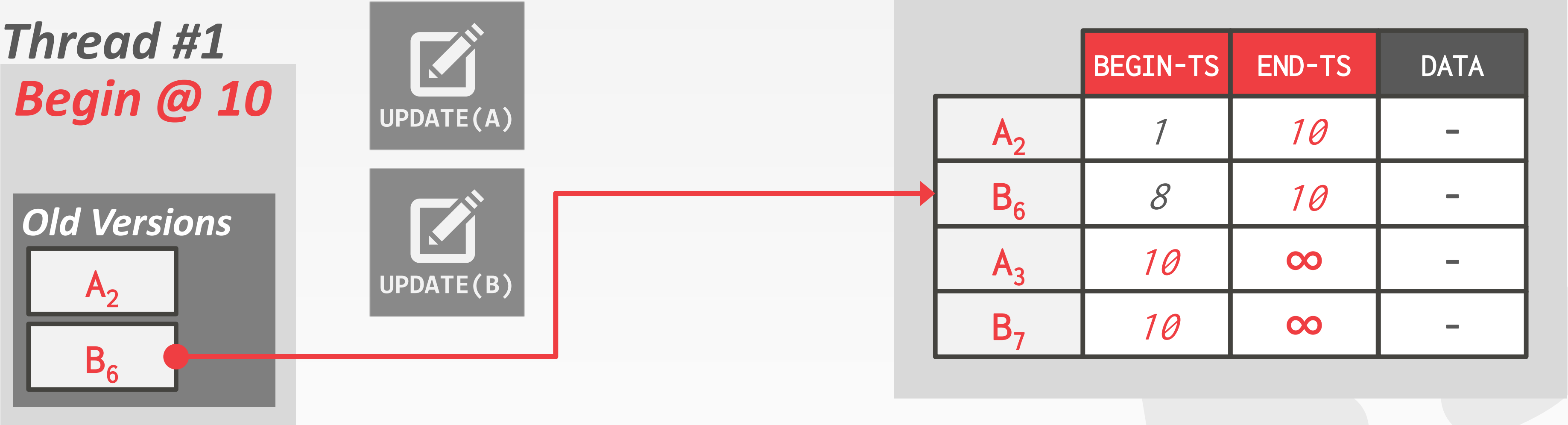
A_2

UPDATE(A)

UPDATE(B)

	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	10	-
A_3	10	∞	-
B_7	10	∞	-

TRANSACTION-LEVEL GC



Thread #1

Begin @ 10

Old Versions

	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	10	-
A_3	10	∞	-
B_7	10	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10
Commit @ 15

Old Versions

A_2

B_6

UPDATE(A)

UPDATE(B)

	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	10	-
A_3	10	∞	-
B_7	10	∞	-

TRANSACTION-LEVEL GC

Thread #1

Begin @ 10
Commit @ 15

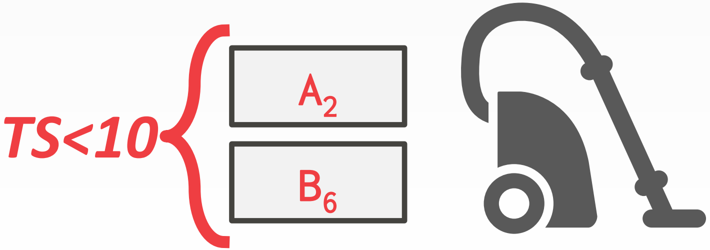
Old Versions

UPDATE(A)

UPDATE(B)

	BEGIN-TS	END-TS	DATA
A_2	1	10	-
B_6	8	10	-
A_3	10	∞	-
B_7	10	∞	-

Vacuum



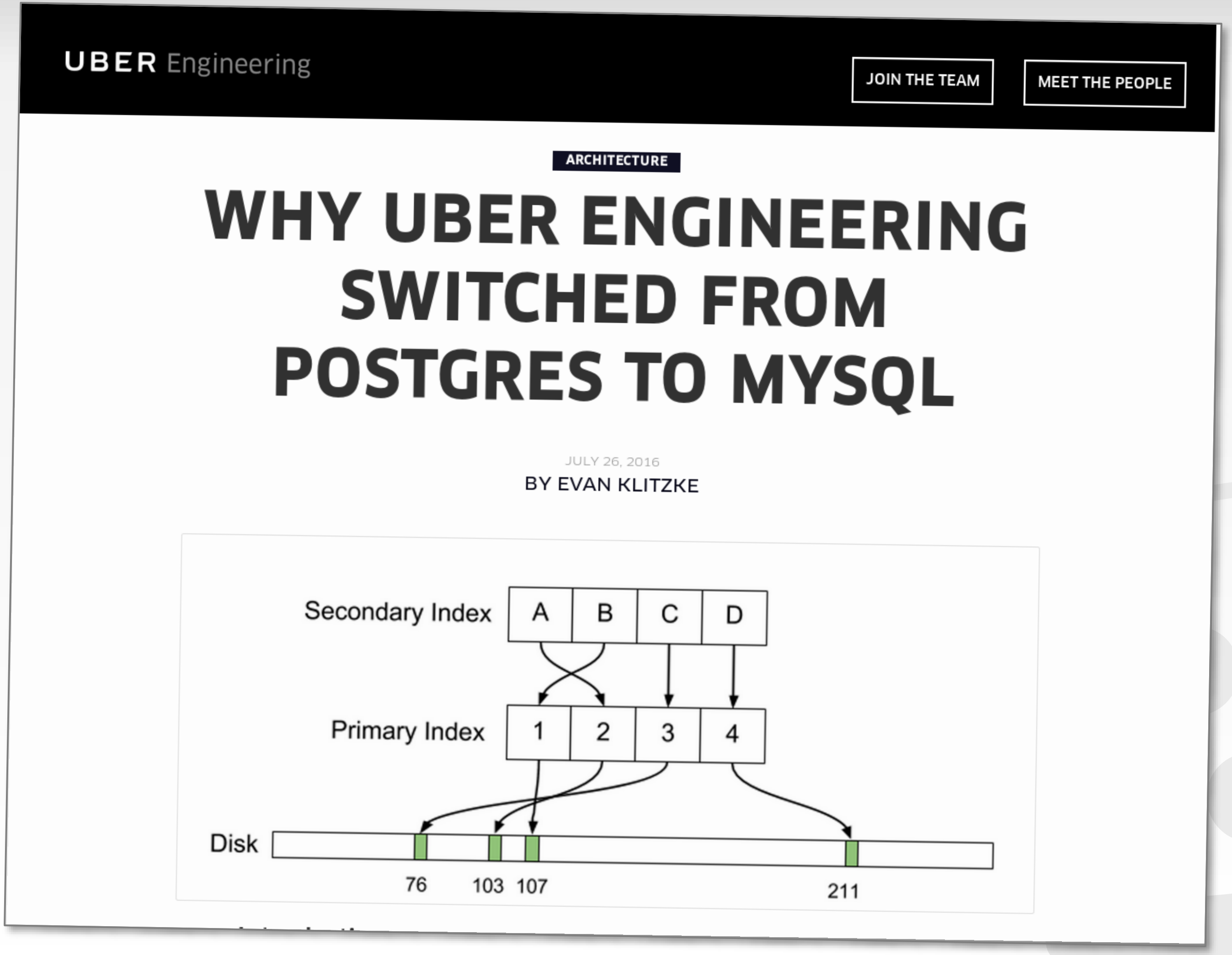
INDEX MANAGEMENT

Primary key indexes point to version chain head.

→ How often the DBMS must update the pkey index depends on whether the system creates new versions when a tuple is updated.

→ If a txn updates a tuple's pkey attribute(s), then this is treated as a **DELETE** followed by an **INSERT**.

Secondary indexes are more complicated…



WHY UBER ENGINEERING SWITCHED FROM POSTGRES TO MYSQL

JULY 26, 2016

BY EVAN KLITZKE

SECONDARY INDEXES

Approach #1: Logical Pointers

→ Use a fixed identifier per tuple that does not change.

→ Requires an extra indirection layer.

→ Primary Key vs. Tuple Id

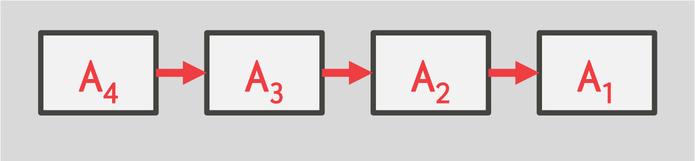
Approach #2: Physical Pointers

→ Use the physical address to the version chain head.

INDEX POINTERS

PRIMARY INDEX

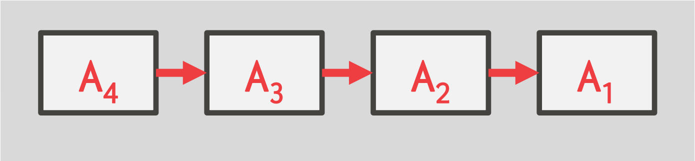
SECONDARY INDEX



INDEX POINTERS

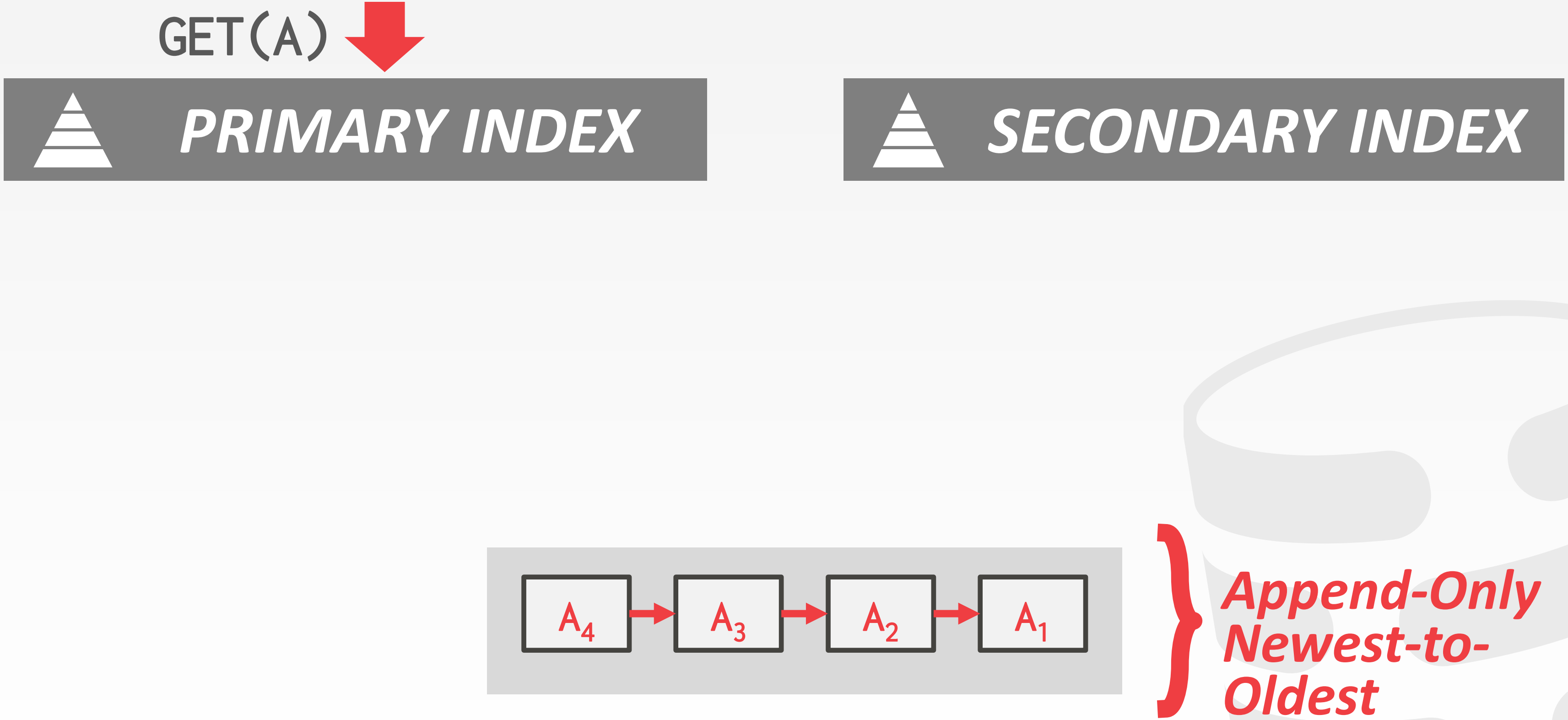
PRIMARY INDEX

SECONDARY INDEX



Append-Only Newest-to-Oldest

INDEX POINTERS



GET(A)

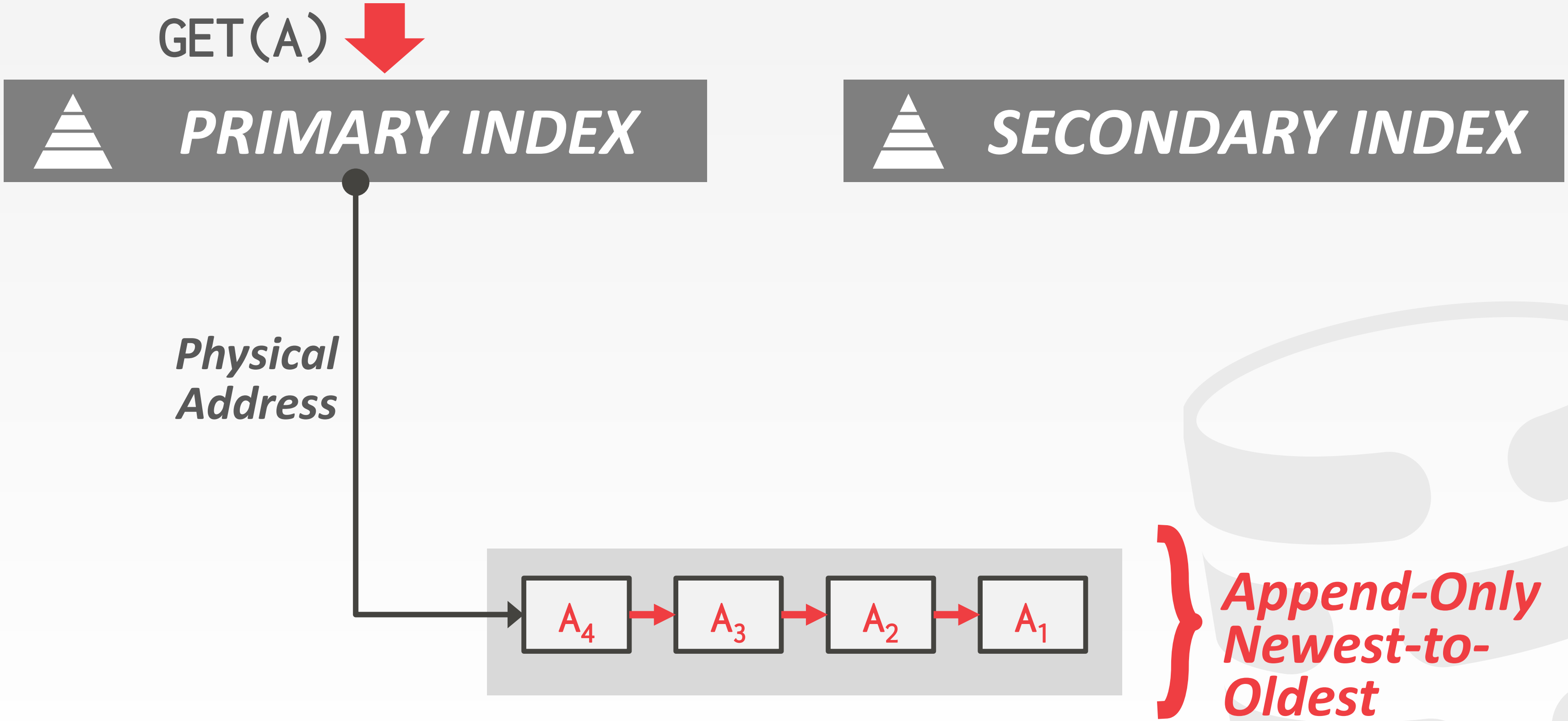
PRIMARY INDEX

SECONDARY INDEX

A_4 → A_3 → A_2 → A_1

Append-Only Newest-to-Oldest

INDEX POINTERS

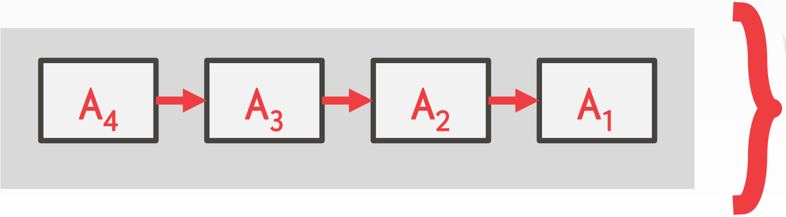


Append-Only Newest-to-Oldest

INDEX POINTERS

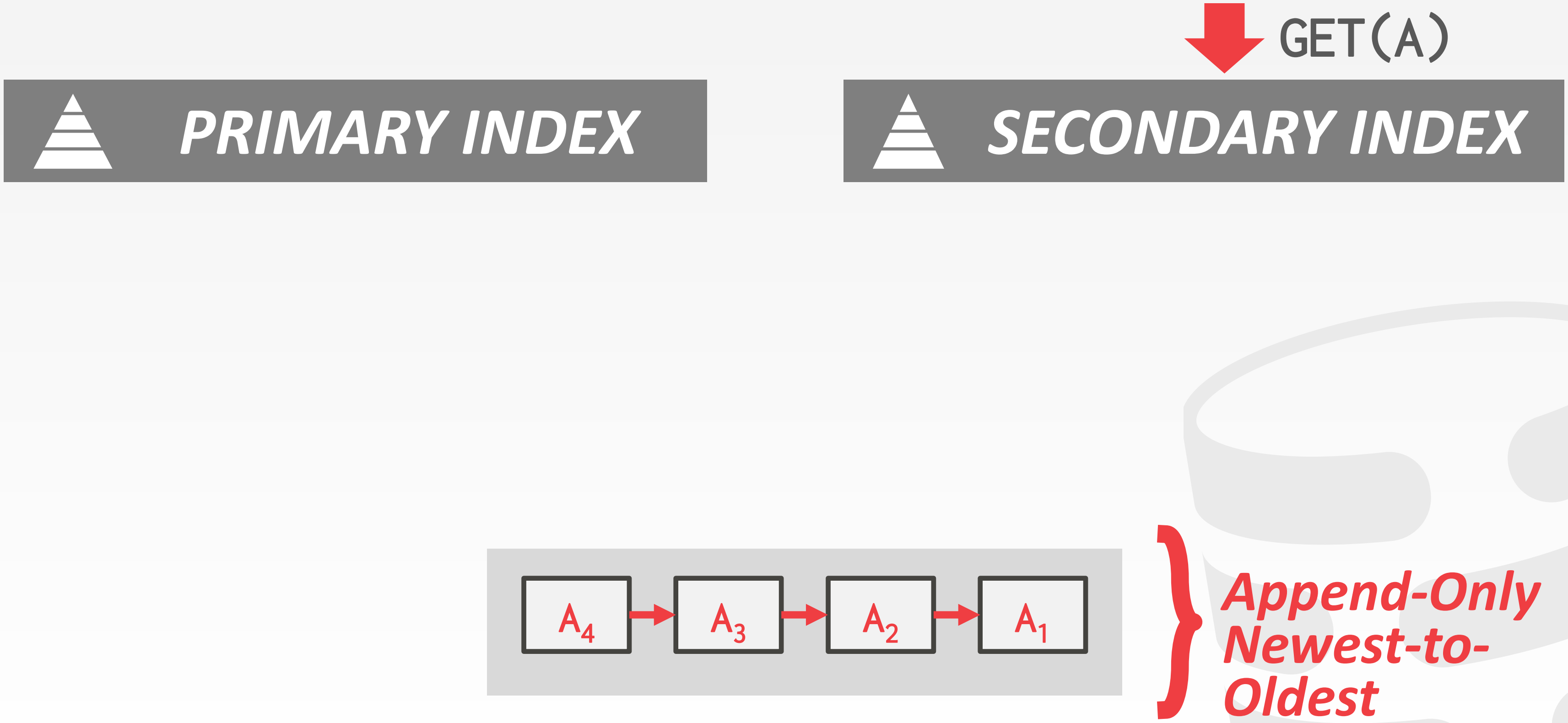
PRIMARY INDEX

SECONDARY INDEX



Append-Only Newest-to-Oldest

INDEX POINTERS



GET(A)

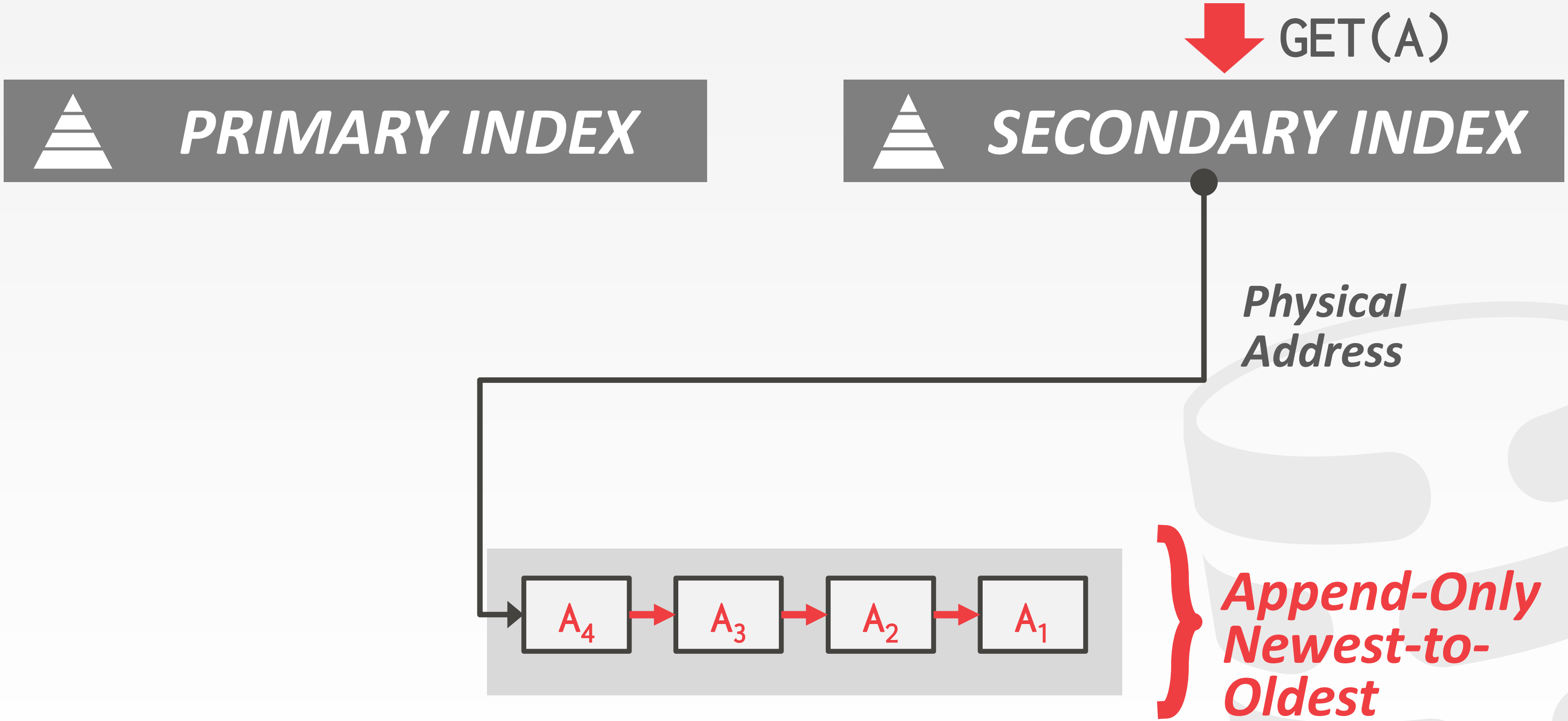
PRIMARY INDEX

SECONDARY INDEX

A_4 → A_3 → A_2 → A_1

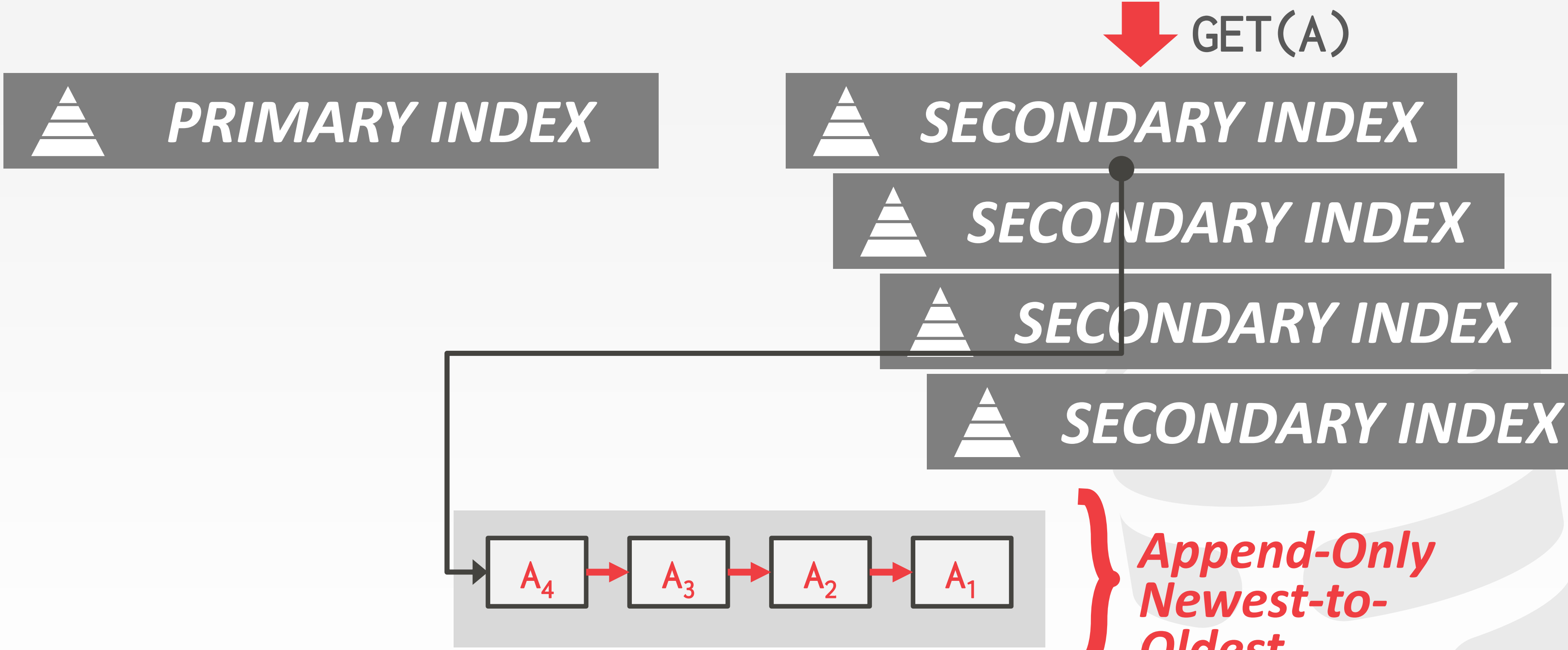
Append-Only
Newest-to-Oldest

INDEX POINTERS



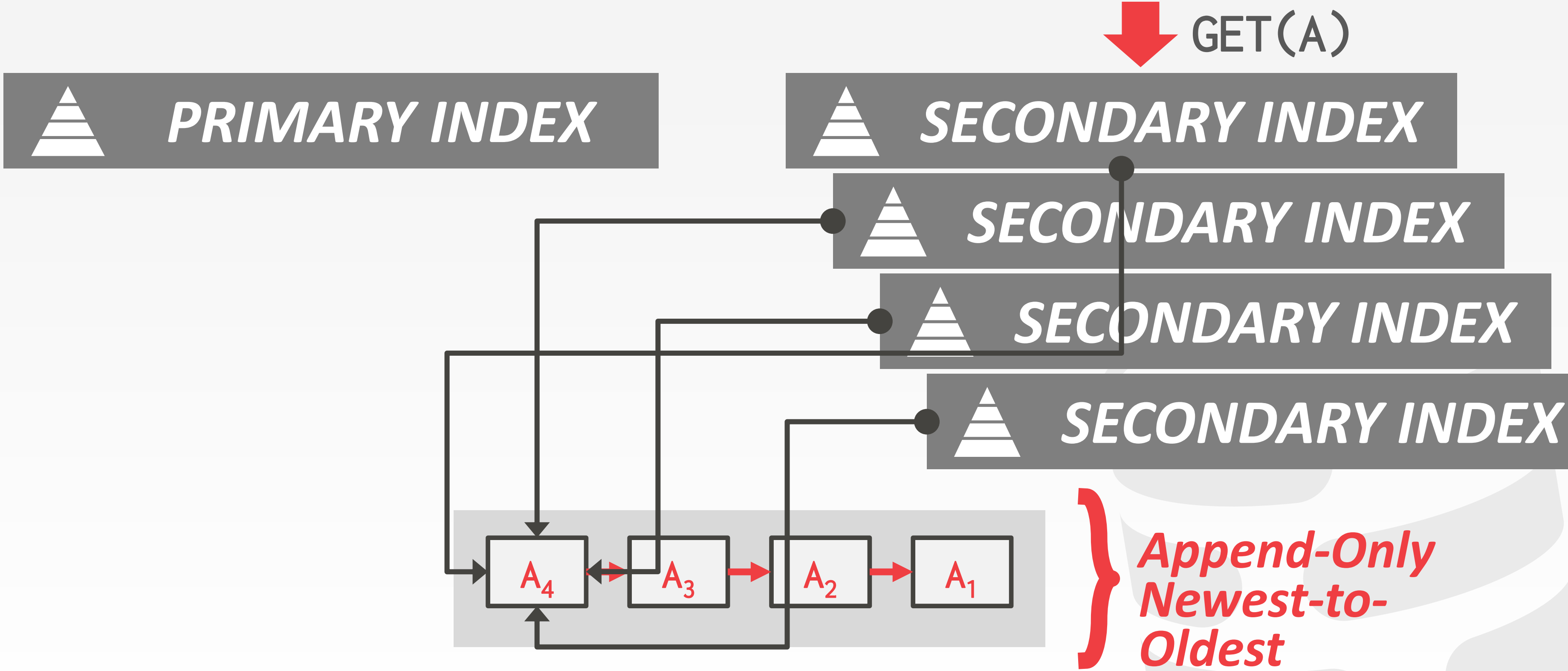
Append-Only Newest-to-Oldest

INDEX POINTERS

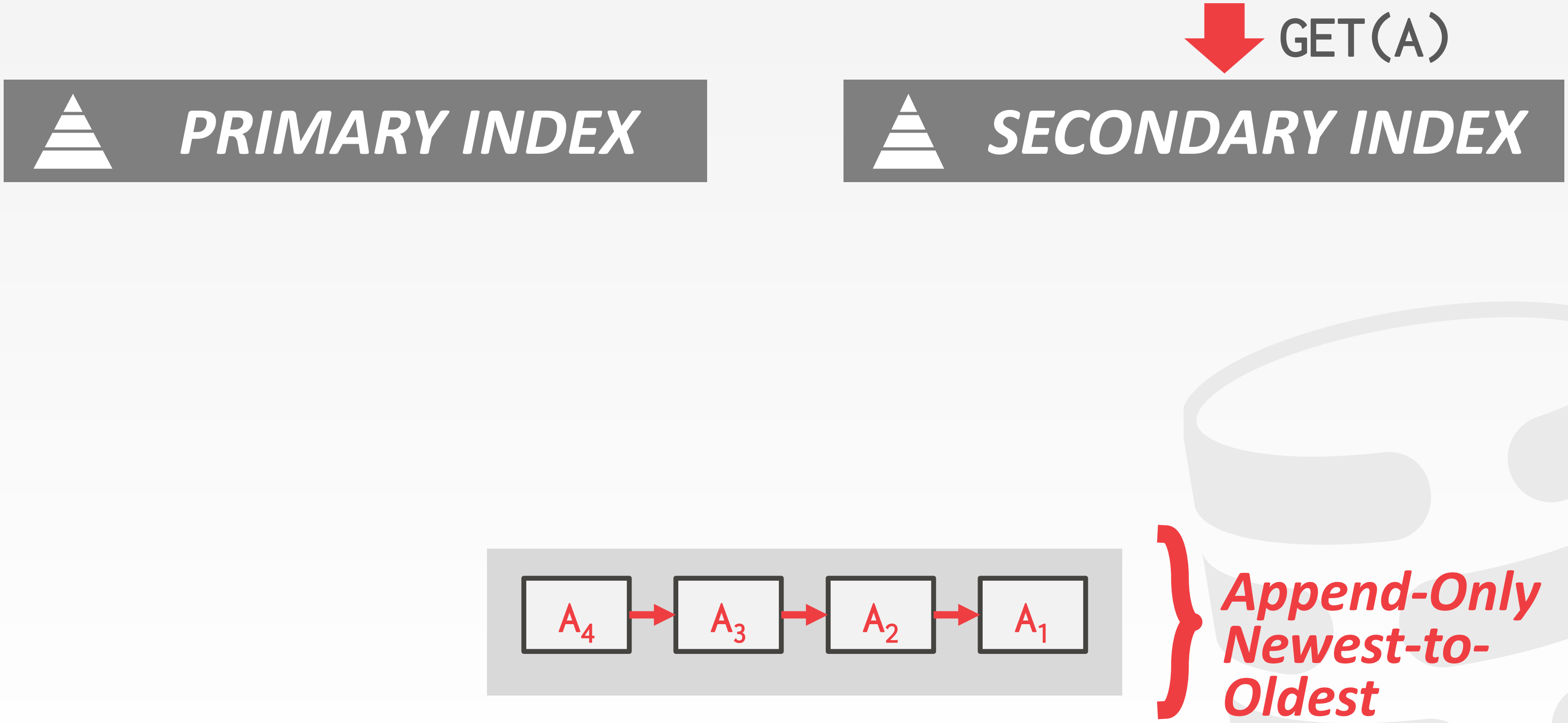


Append-Only Newest-to-Oldest

INDEX POINTERS

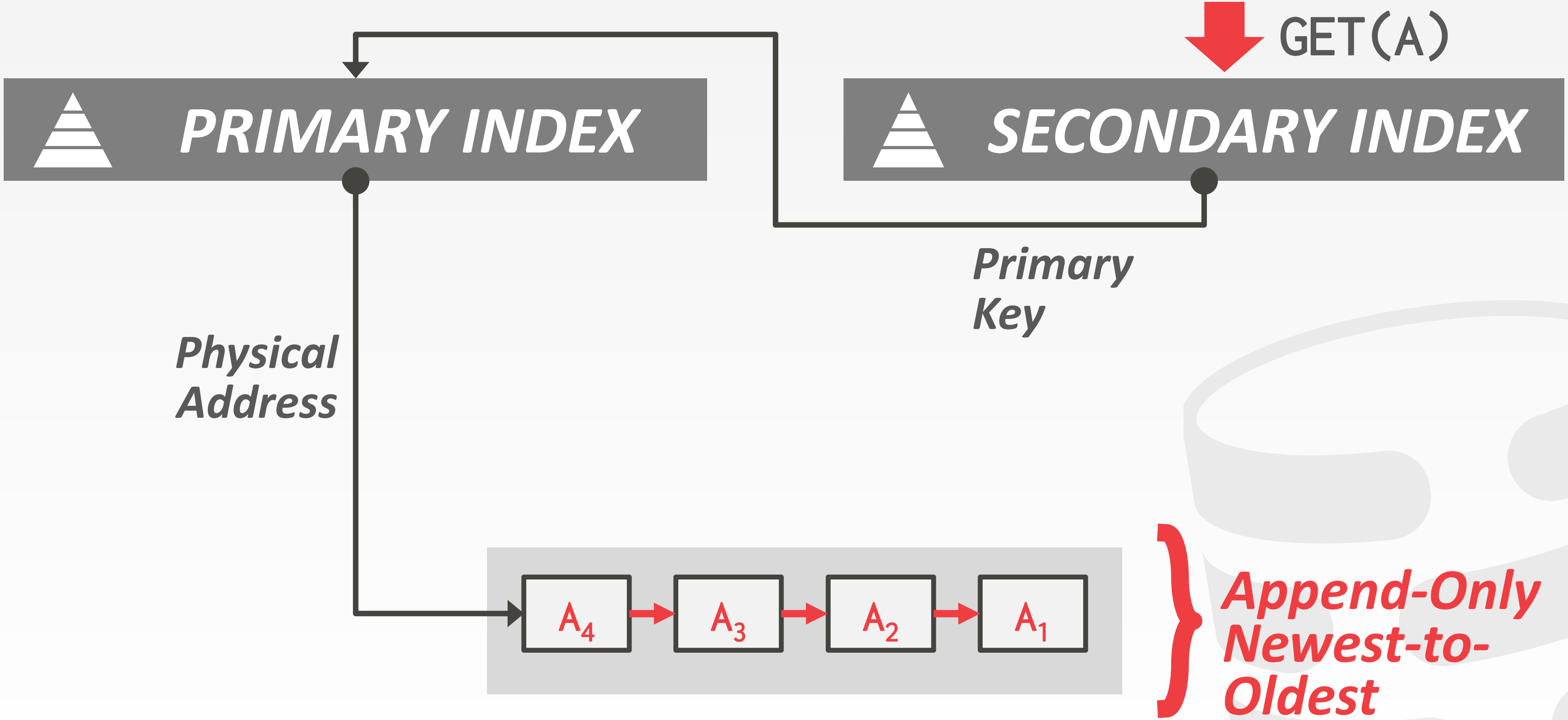


INDEX POINTERS



Append-Only Newest-to-Oldest

INDEX POINTERS



GET(A)

PRIMARY INDEX

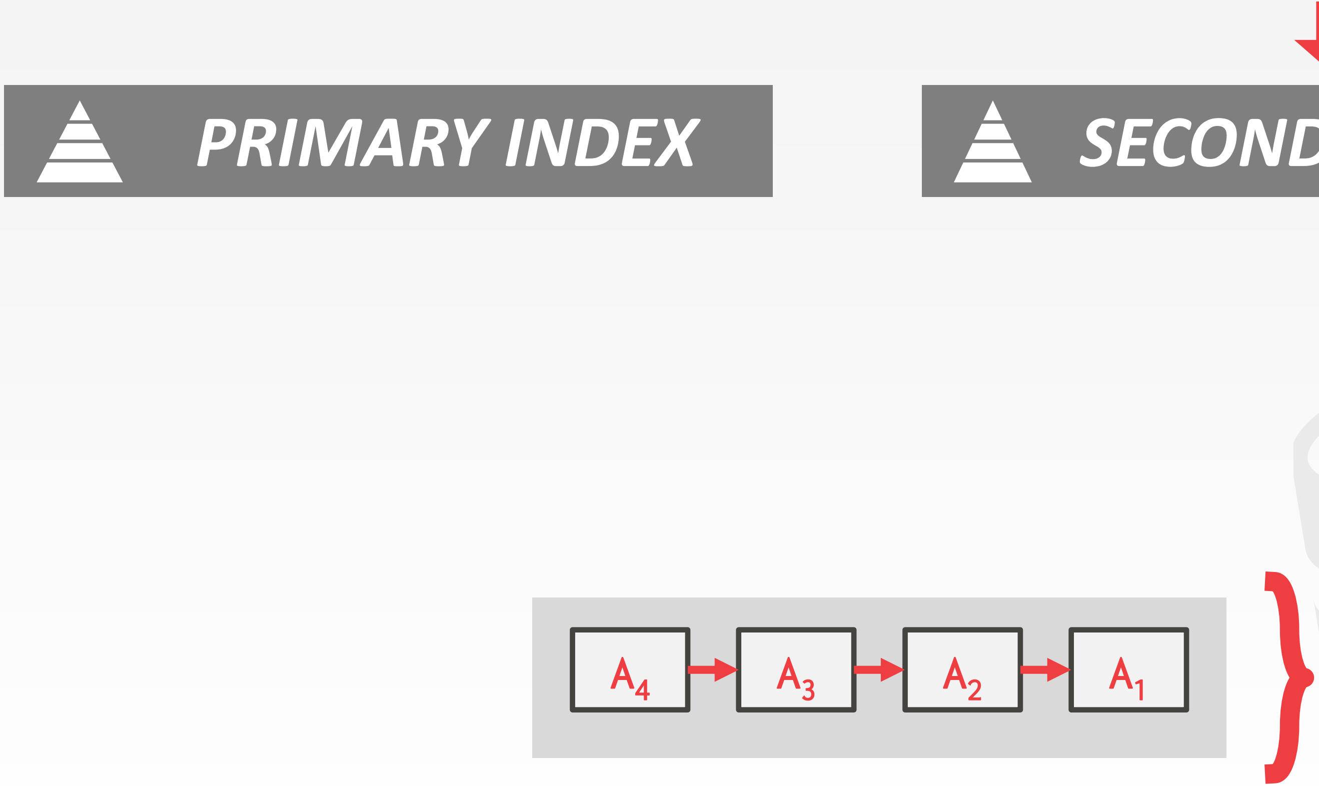
SECONDARY INDEX

Primary Key

Physical Address

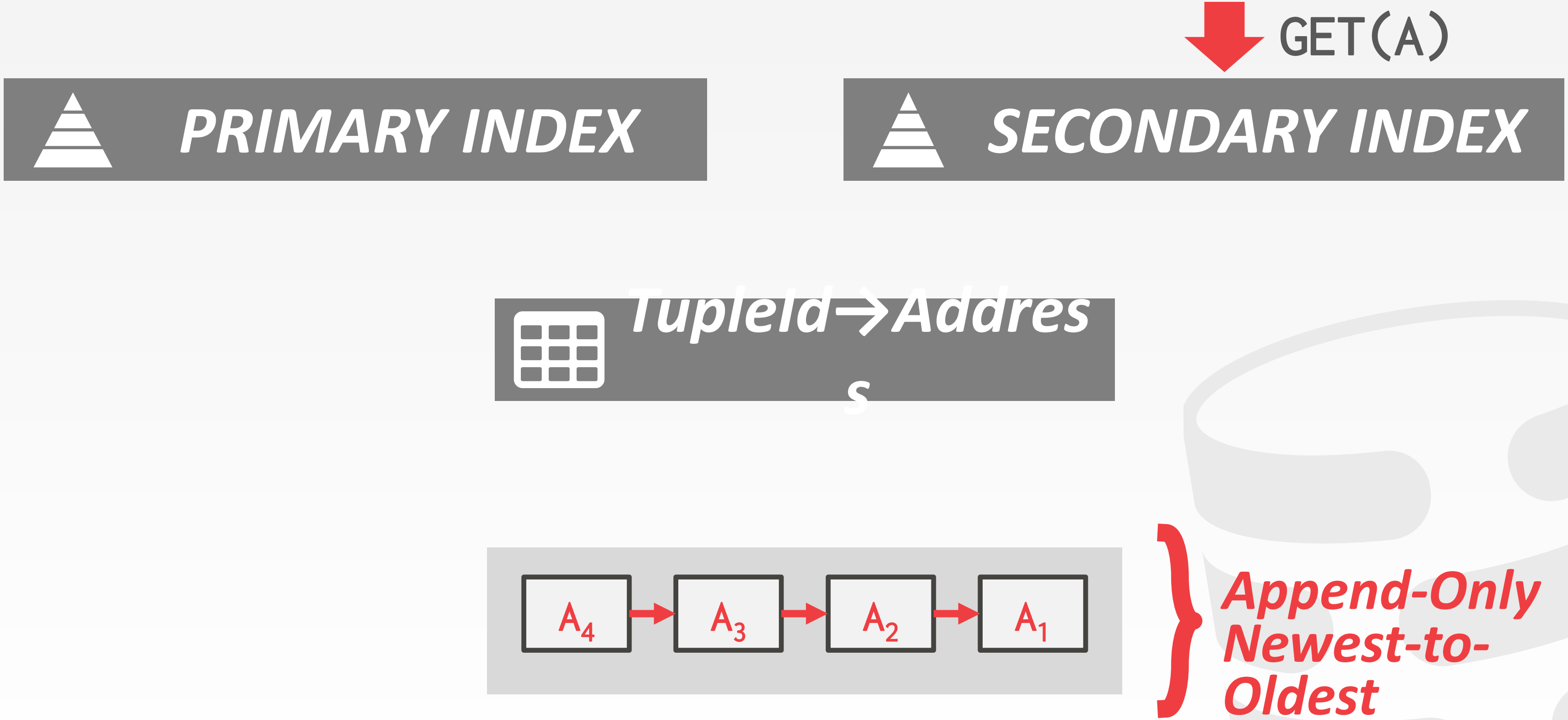
Append-Only Newest-to-Oldest

INDEX POINTERS



Append-Only Newest-to-Oldest

INDEX POINTERS



GET(A)

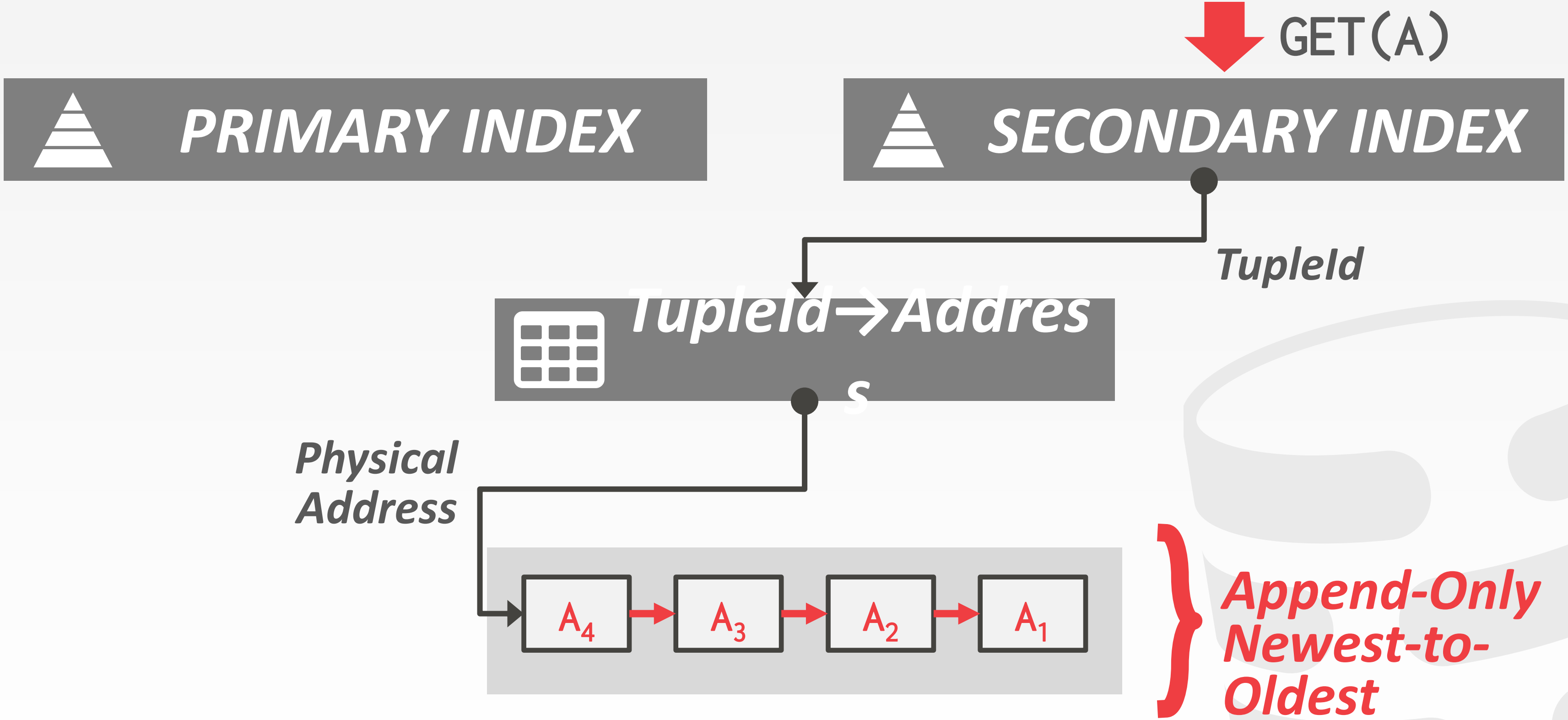
PRIMARY INDEX

SECONDARY INDEX

TupleId→Addres
s

Append-Only
Newest-to-Oldest

INDEX POINTERS



MVCC INDEXES

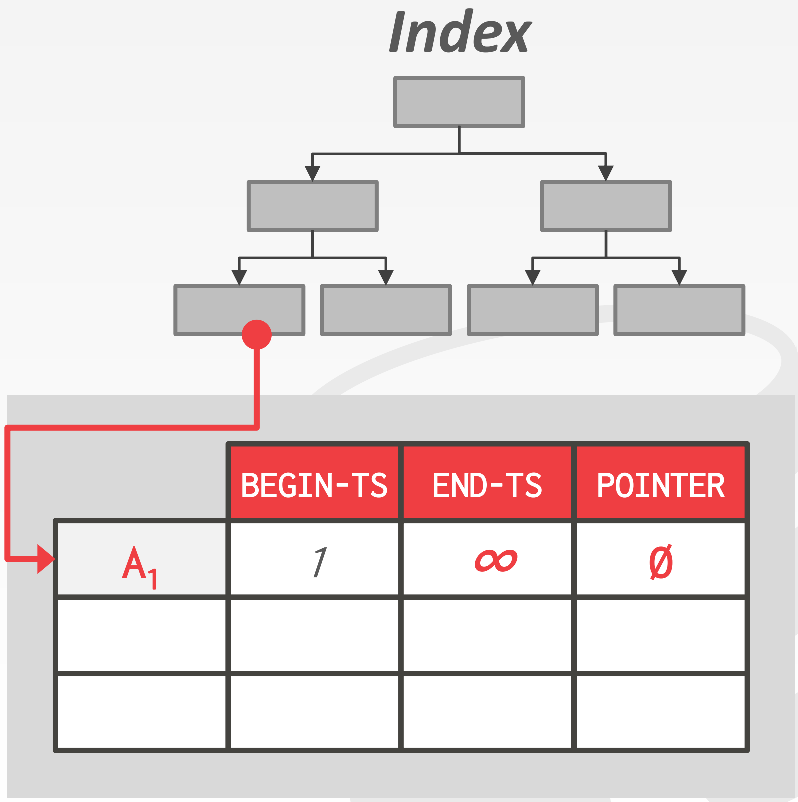
MVCC DBMS indexes (usually) do not store version information about tuples with their keys.

→ Exception: Index-organized tables (e.g., MySQL)

Every index must support duplicate keys from different snapshots:

→ The same key may point to different logical tuples in different snapshots.

MVCC DUPLICATE KEY PROBLEM



	BEGIN-TS	END-TS	POINTER
A_1	1	∞	Ø

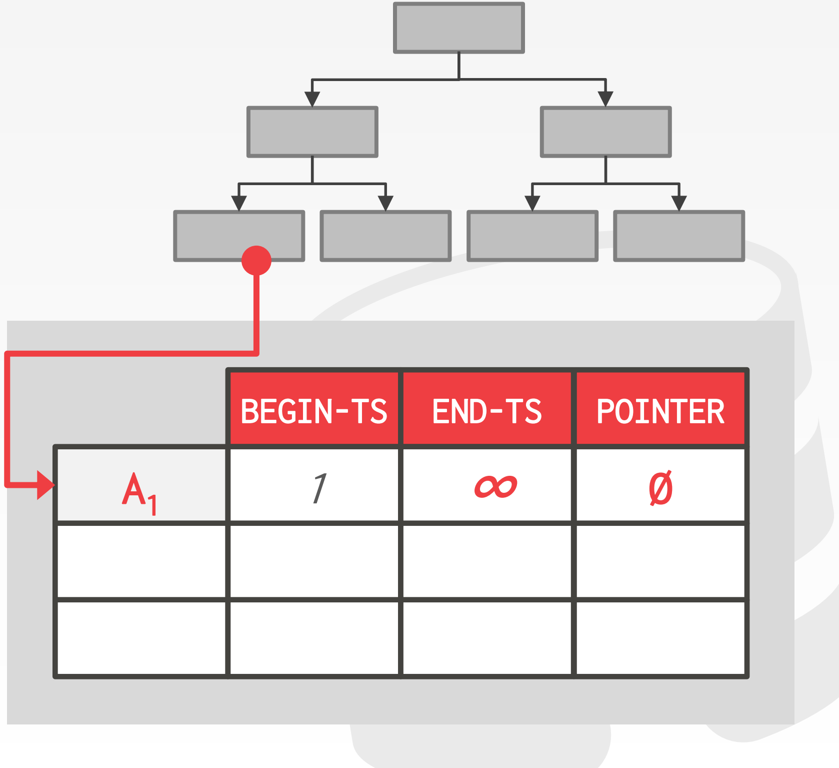
MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A)

Index



	BEGIN-TS	END-TS	POINTER
A_1	1	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

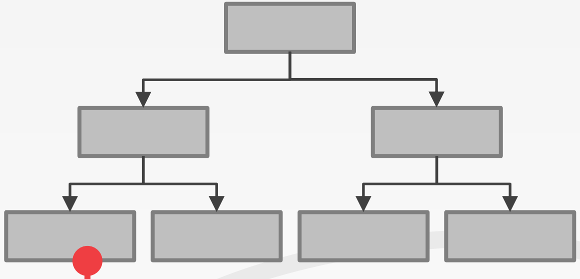
READ(A)

Thread #2

Begin @ 20

UPDATE(A)

Index



	BEGIN-TS	END-TS	POINTER
A_1	1	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

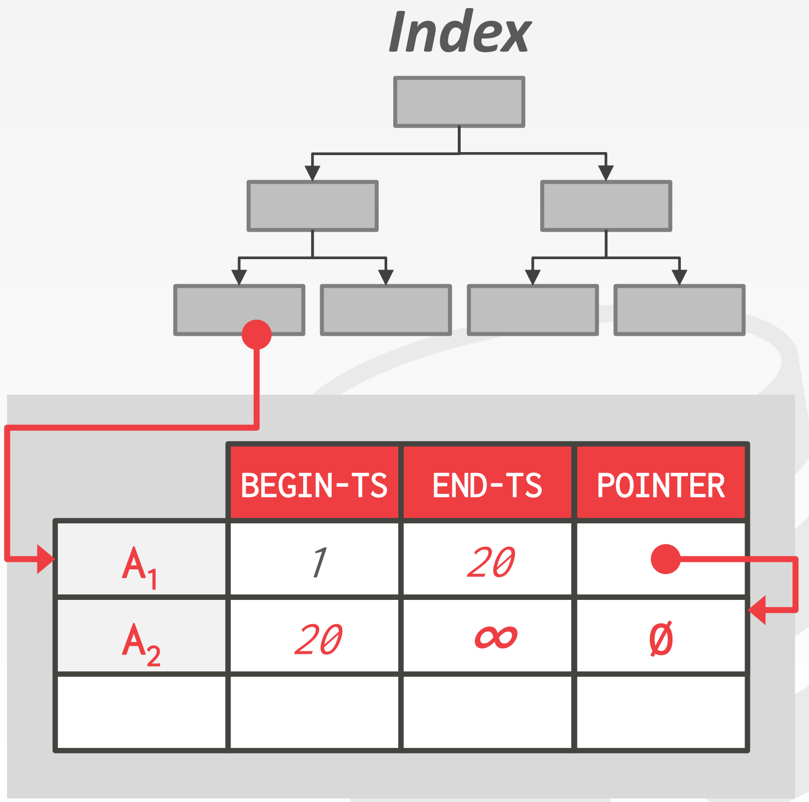
Begin @ 10

READ(A)

Thread #2

Begin @ 20

UPDATE(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
A_2	20	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

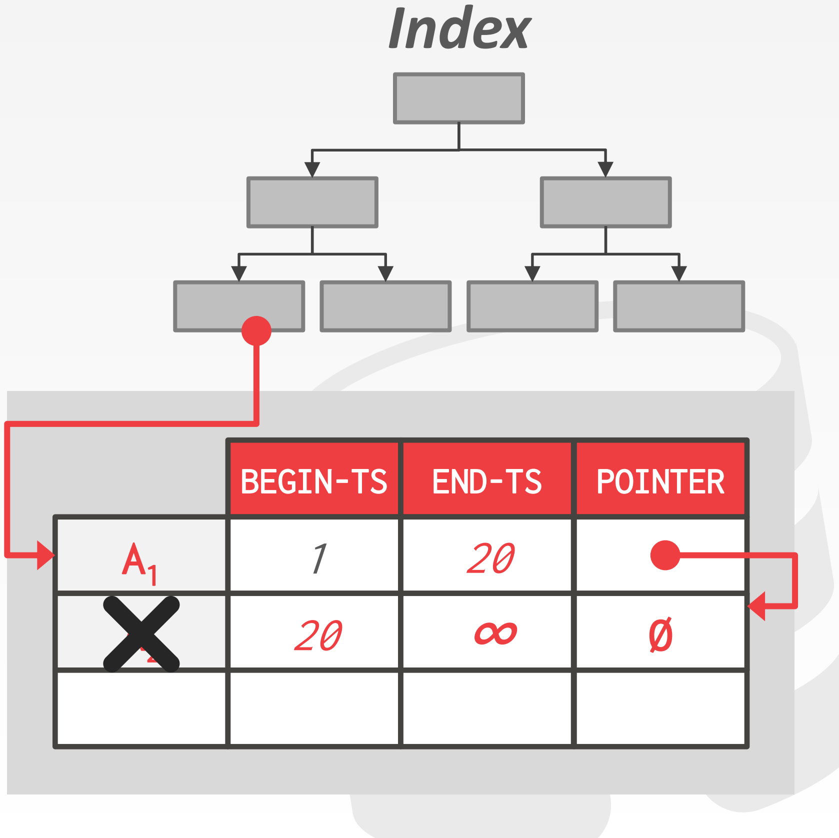
READ(A)

Thread #2

Begin @ 20

UPDATE(A)

DELETE(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
~~A_2~~	20	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A)

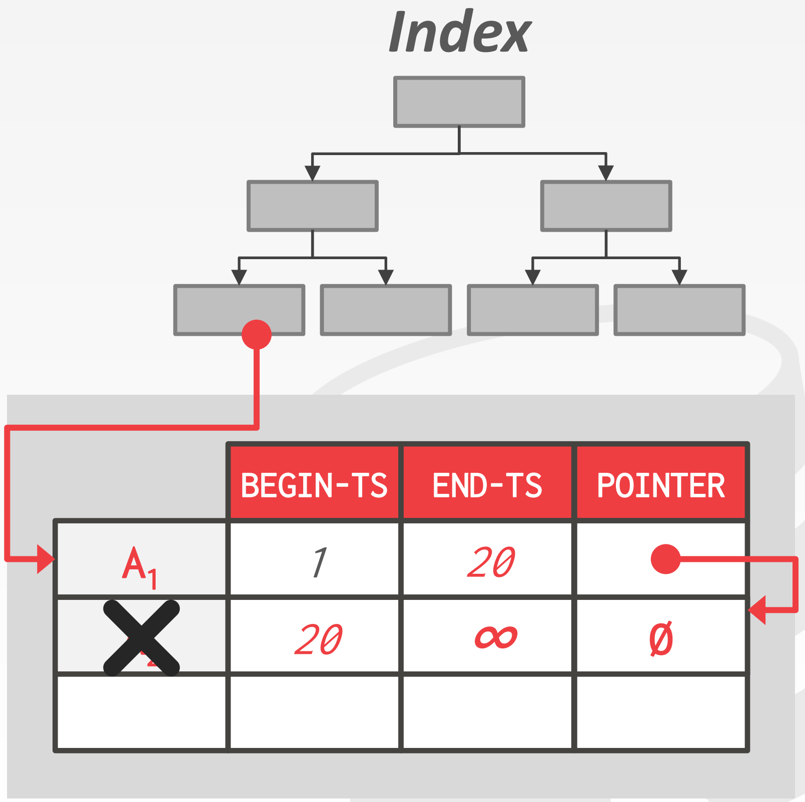
Thread #2

Begin @ 20

Commit @ 25

UPDATE(A)

DELETE(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
~~A_2~~	20	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A)

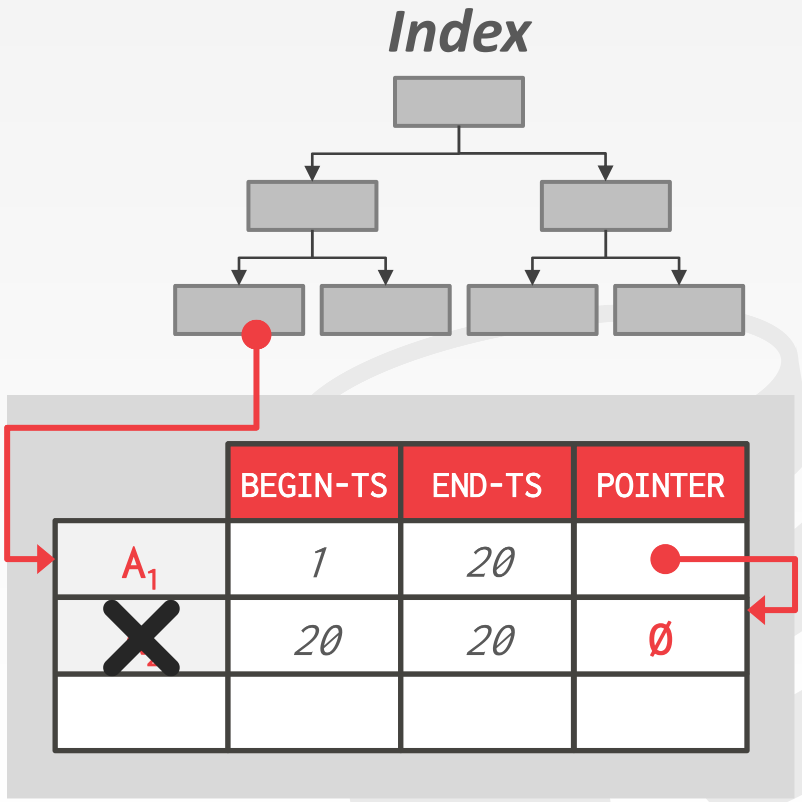
Thread #2

Begin @ 20

Commit @ 25

UPDATE(A)

DELETE(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
~~A_2~~	20	20	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A)

Thread #2

Begin @ 20

Commit @ 25

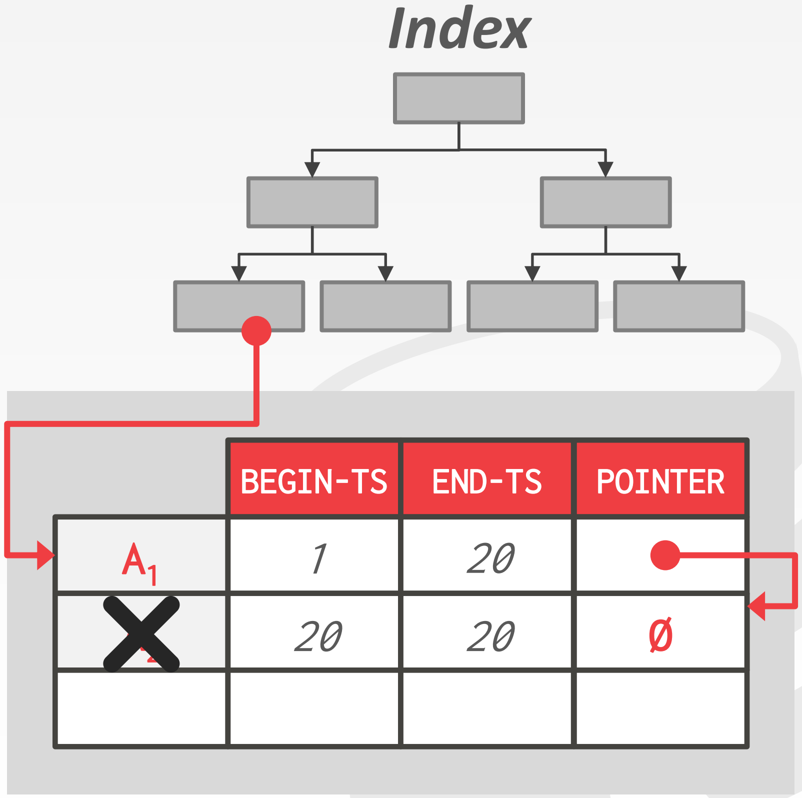
UPDATE(A)

DELETE(A)

Thread #3

Begin @ 30

INSERT(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
~~A_2~~	20	20	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A)

Thread #2

Begin @ 20

Commit @ 25

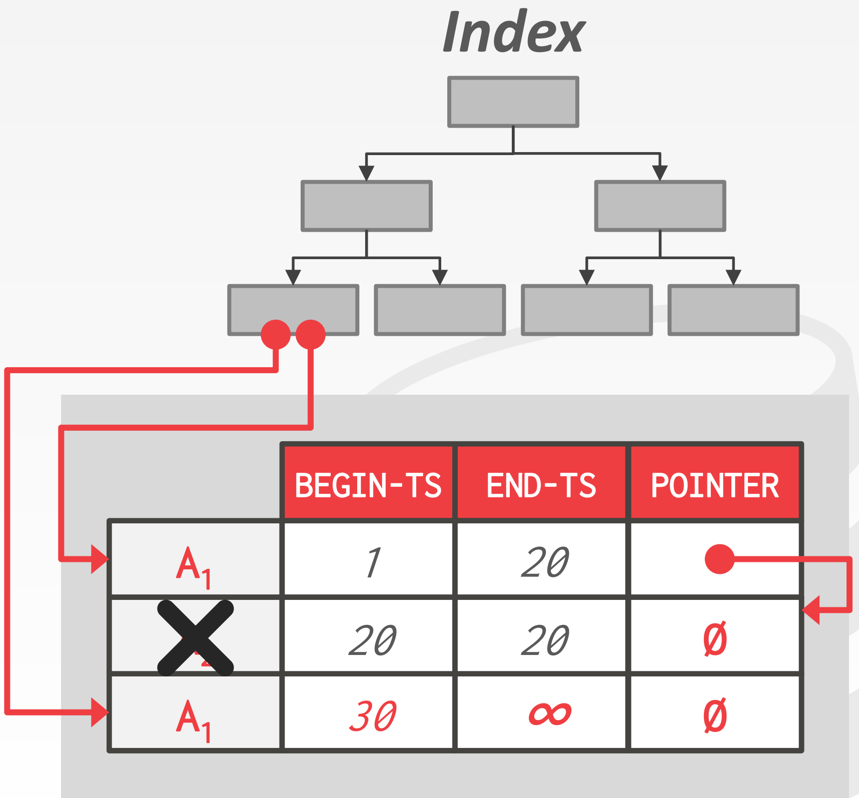
UPDATE(A)

DELETE(A)

Thread #3

Begin @ 30

INSERT(A)



Index

	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
	20	20	Ø
A_1	30	∞	Ø

MVCC DUPLICATE KEY PROBLEM

Thread #1

Begin @ 10

READ(A) READ(A)

Thread #2

Begin @ 20

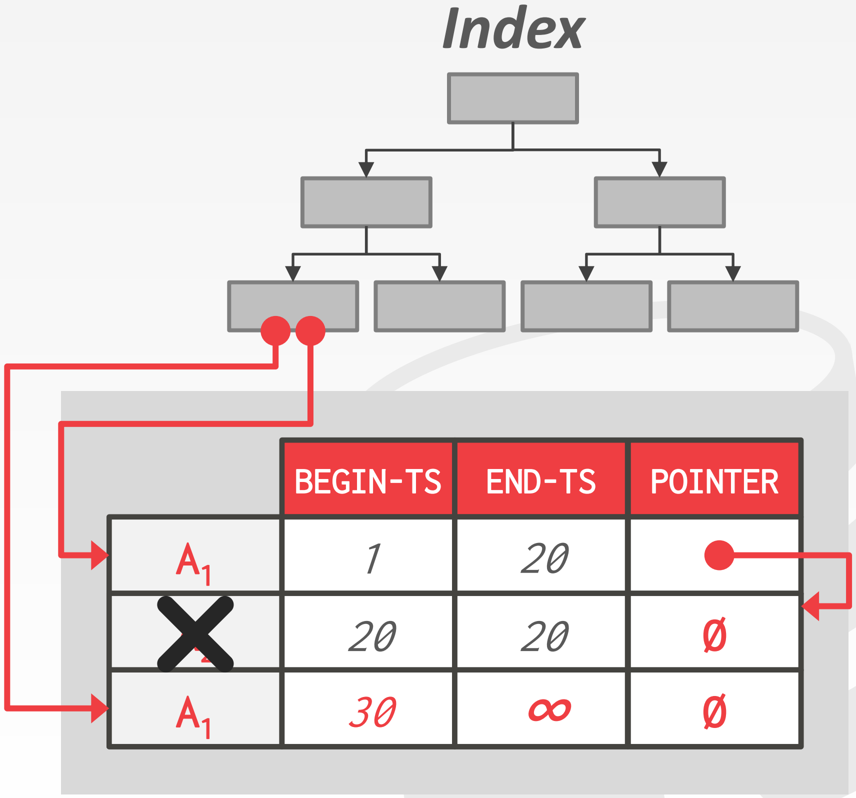
Commit @ 25

UPDATE(A) DELETE(A)

Thread #3

Begin @ 30

INSERT(A)



	BEGIN-TS	END-TS	POINTER
A_1	1	20	●
~~A_2~~	20	20	Ø
A_1	30	∞	Ø

MVCC INDEXES

Each index's underlying data structure must support the storage of non-unique keys.

Use additional execution logic to perform conditional inserts for pkey / unique indexes.

- → Atomically check whether the key exists and then insert.

Workers may get back multiple entries for a single fetch. They then must follow the pointers to find the proper physical version.

MVCC DELETES

The DBMS physically deletes a tuple from the database only when all versions of a logically deleted tuple are not visible.

→ If a tuple is deleted, then there cannot be a new version of that tuple after the newest version.
→ No write-write conflicts / first-writer wins

We need a way to denote that tuple has been logically delete at some point in time.

MVCC DELETES

Approach #1: Deleted Flag

→ Maintain a flag to indicate that the logical tuple has been deleted after the newest physical version.

→ Can either be in tuple header or a separate column.

Approach #2: Tombstone Tuple

→ Create an empty physical version to indicate that a logical tuple is deleted.

→ Use a separate pool for tombstone tuples with only a special bit pattern in version chain pointer to reduce the storage overhead.

MVCC IMPLEMENTATIONS

	Protocol	*Version Storage*	*Garbage Collection*	*Indexes*
Oracle	MV2PL	Delta	Vacuum	Logical
Postgres	MV-2PL/MV-TO	Append-Only	Vacuum	Physical
MySQL-InnoDB	MV-2PL	Delta	Vacuum	Logical
HYRISE	MV-OCC	Append-Only	–	Physical
Hekaton	MV-OCC	Append-Only	Cooperative	Physical
MemSQL	MV-OCC	Append-Only	Vacuum	Physical
SAP HANA	MV-2PL	Time-travel	Hybrid	Logical
NuoDB	MV-2PL	Append-Only	Vacuum	Logical
HyPer	MV-OCC	Delta	Txn-level	Logical
NoisePage	MV-OCC	Delta	Txn-level	Logical

CONCLUSION

MVCC is the widely used scheme in DBMSs. Even systems that do not support multi-statement txns (e.g., NoSQL) use it.

NEXT CLASS

No class on Wed November 11th