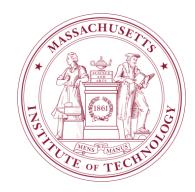
#### **H-Store:**

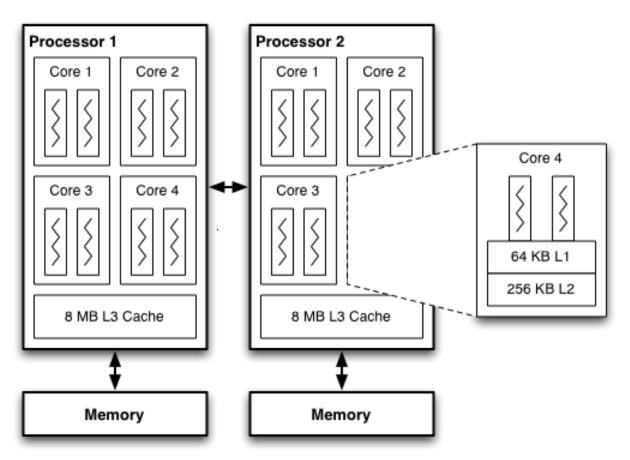
# A Specialized Architecture for High-throughput OLTP Applications

**Evan Jones (MIT) Andrew Pavlo (Brown)**13<sup>th</sup> Intl. Workshop on High Performance Transaction Systems October 26, 2009





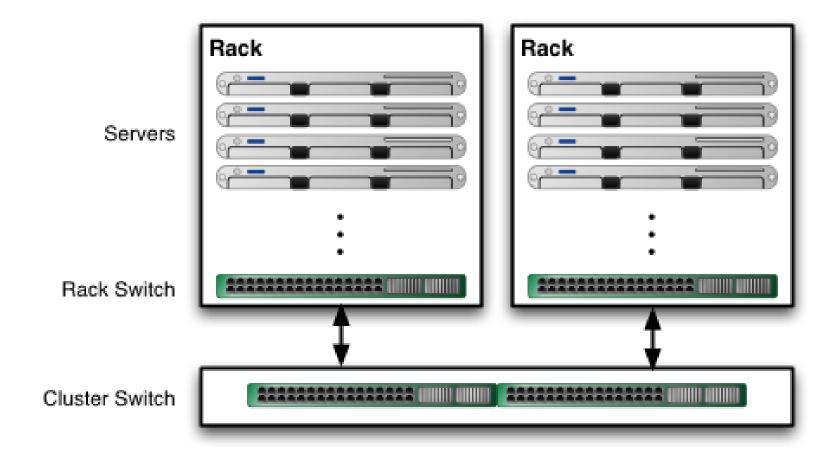
# Intel Xeon E5540 (Nehalem/Core i7)



Source: Intel 64 and IA-32 Architectures Optimization Reference Manual



### **Distributed Clusters**





# Scaling OLTP on Multi-Core?

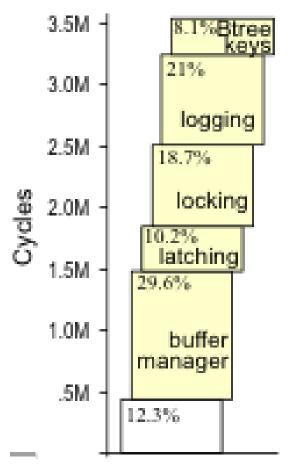
Use a distributed shared-nothing design

### How to Make a Faster OLTP DBMS

- Main memory storage
  - Replication for durability
- Explicitly partition the data
- Specialized concurrency control
  - Stored procedures only
  - Single partition: execute one transaction at time
  - Multiple partitions: supported but slow



# **OLTP:** Where does the time go?

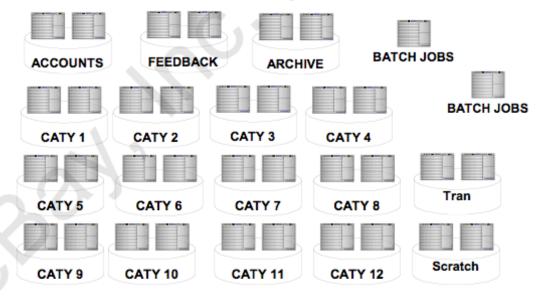


Source: S. Harizopoulos, D. J. Abadi, S. Madden, M. Stonebraker, "OLTP Under the Looking Glass", SIGMOD 2008.

### **Users Rely on Partitioning**







December, 2002

Source: R. Shoup, D. Pritchett, "The eBay Architecture," SD Forum, Nov. 2006.





### What about multi-core?

- Traditional approach:
  - One database process
  - Thread per connection
  - Shared-memory, locks and latches
- H-Store approach:
  - Thread per partition
  - Distributed transactions

### **Example Microbenchmark**

One table per client

```
Table (id INTEGER, counter INTEGER)
```

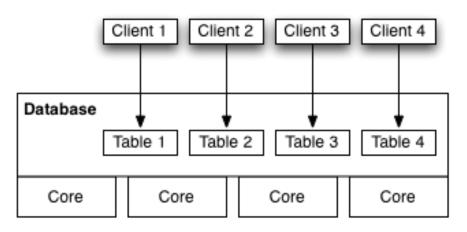
Each client executes the following query:

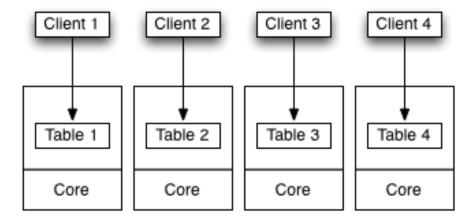
```
UPDATE Table
  SET counter = counter + 1
WHERE id = 0;
```

- Add clients to find maximum throughput
- Data on RAM disk



# **Experimental Configuration**



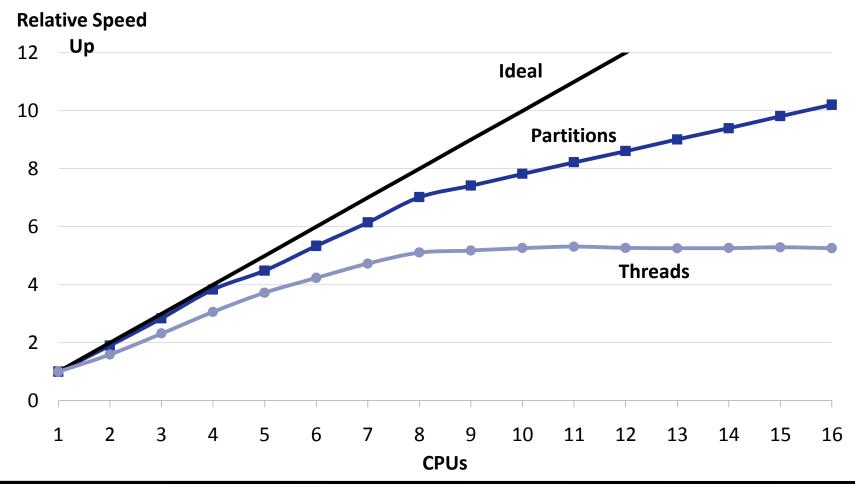


**Threads** 

**Partitions** 



### **Partitions versus Threads**





### **Scalability Analysis**

Partitions scale better than threads.

- Threads: contention for shared resources [1]
- Partitions: memory bottleneck causes sublinear scaling

H-Store: Not just for distributed shared-nothing clusters

[1] R. Johnson et al., "Shore-MT: A Scalable Storage Manager for the Multicore Era," EDBT 2009.

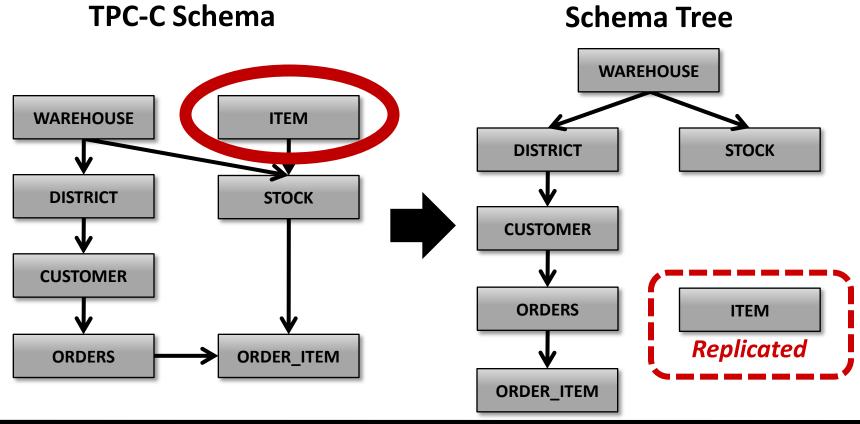


### **Multi-core Design Problem**

- How to automatically create a data placement scheme to improve multi-core throughput?
- Data Partitioning:
  - Maximize the number of single-partition transactions.
- Data Placement:
  - Maximize the number of single-node transactions.

### **Database Partitioning**

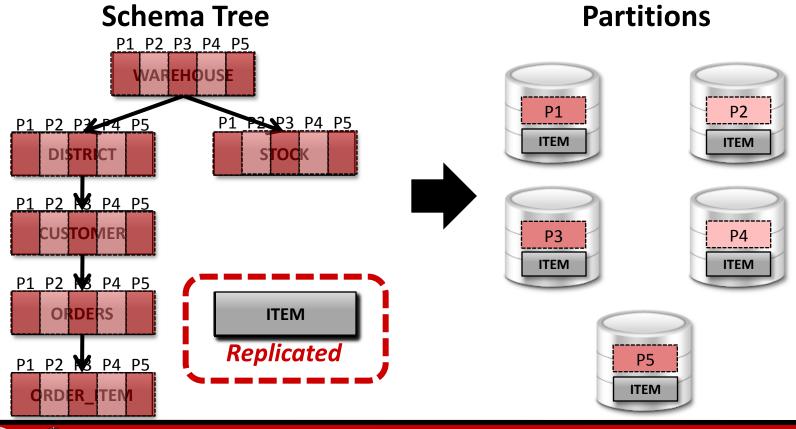
Select partitioning keys and construct schema tree.





# **Database Partitioning**

Combine table fragments into partitions.





**ITEM** 

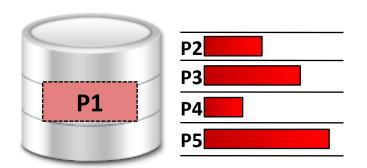
Core2

#### **Data Placement**

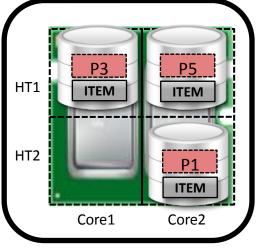
Assign partitions to cores on each node.

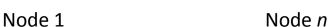
**Partitions** 

**Cluster Node** 



**Partition Affinity** 





HT1

HT2

Core1



#### H-Store's Future

New Name. New Company.



- Six full-time developers.
- Open-source project (GPL)
- Beta by end of 2009
  - Multiple deployments in financial service areas.

### **More Information**

- H-Store Info + Papers:
  - http://db.cs.yale.edu/hstore/
- VoltDB Project Information:
  - http://www.voltdb.org/