



# Data Mining on an OLTP System (Nearly) for Free

Erik Riedel

*Hewlett-Packard Labs*

Greg Ganger, Christos Faloutsos, Dave Nagle

*Carnegie Mellon University*



# Outline

---

## Motivation

## Freeblock Scheduling

## Scheduling Trade-Offs

## Performance Details

## Applications

## Related Work

## Conclusion & Future Work



# Disk Trends

---

	1980	1987	1990	1994	1999	80-99
Model	IBM 3330	Fujitsu M2361A	Seagate ST-41600n	Seagate ST-15150n	Quantum Atlas 10k	Annual Improvement
Average Seek	38.6 ms	16.7 ms	11.5 ms	8.0 ms	5.0 ms	11% / year
Rotational Speed	3,600 rpm	3,600 rpm	5,400 rpm	7,200 rpm	10,000 rpm	6% / year
Capacity	0.09 GB	0.6 GB	1.37 GB	4.29 GB	18.2 GB	32% / year
Bandwidth	0.74 MB/s	2.5 MB/s	3-4.4 MB/s	6-9 MB/s	18-22 MB/s	20% / year
8 KB Transfer	65.2 ms	28.3 ms	18.9 ms	13.1 ms	9.6 ms	11% / year
1 MB Transfer	1,382 ms	425 ms	244 ms	123 ms	62 ms	18% / year

## Trends in single drive performance

- huge capacity increases
- bandwidth doesn't keep pace
- seek/rotation lagging far behind



# Outline

---

**Motivation**

**Freeblock Scheduling**

**Scheduling Trade-Offs**

**Performance Details**

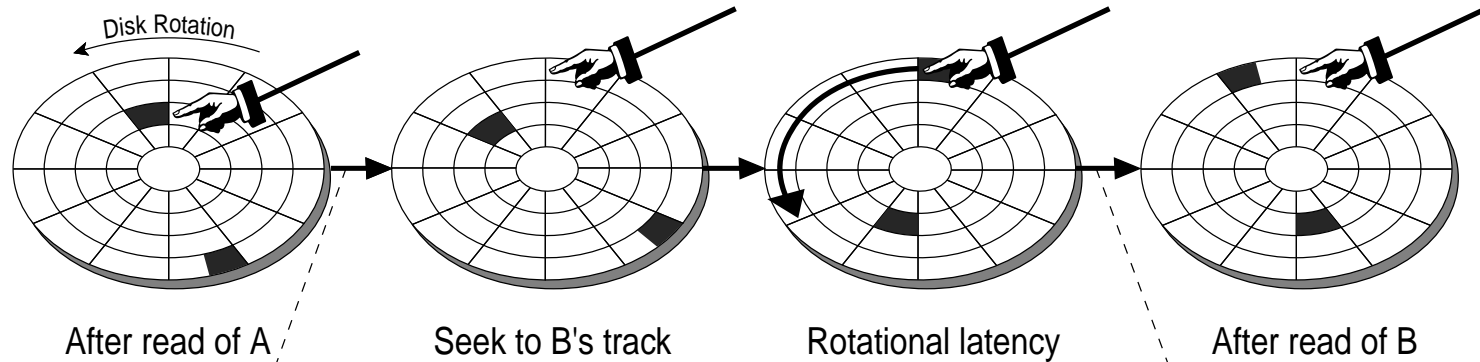
**Applications**

**Related Work**

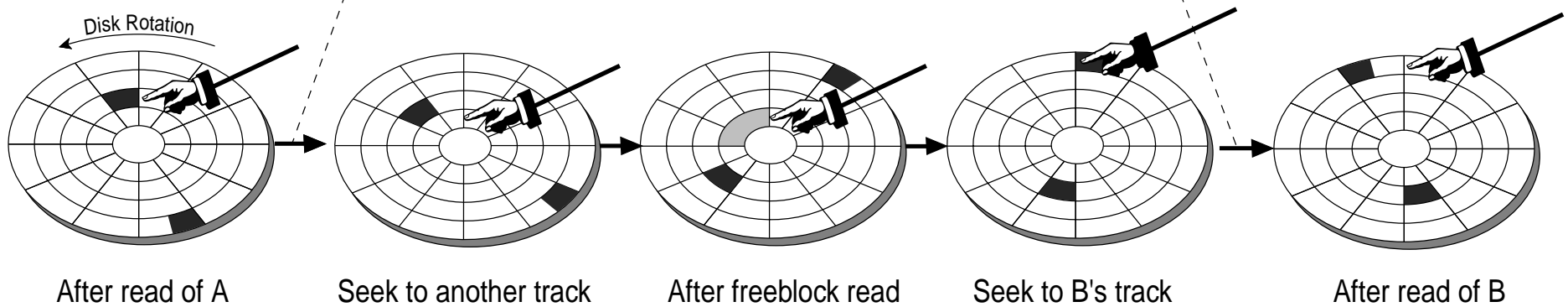
**Conclusion & Future Work**



# Freeblock Scheduling



(a) Original sequence of requests

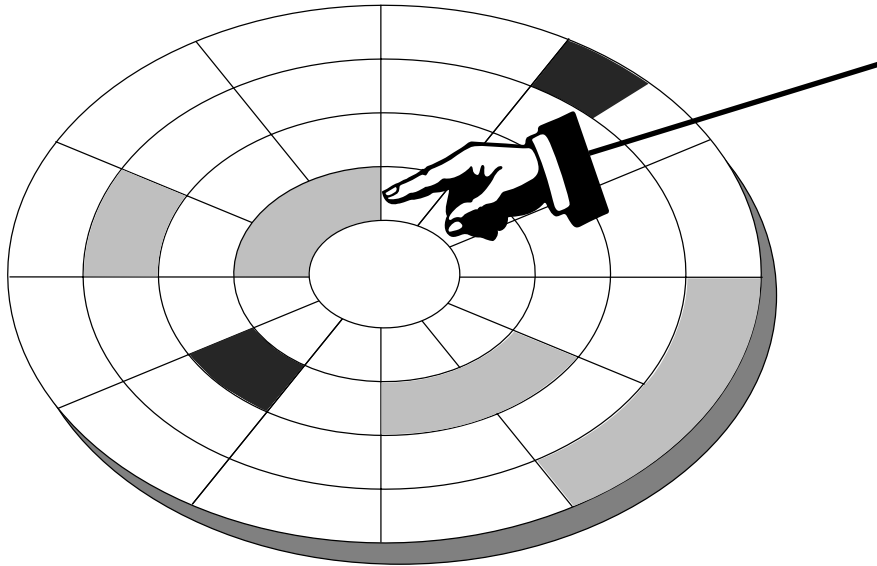


(b) Sequence with freeblock scheduling

## Background work during positioning time

- process sequential workload during "idle" foreground time

# Freeblock Opportunities



*ordering of processing  
blocks does not affect  
the result*

```
foreach block(B) in relation(X)
{
    process(B) -> B'
}
combine(B') -> result(R)
```

## Freeblock choices

### Most effective background workloads

- scan across a large number of blocks
- order of processing blocks doesn't matter
- “opportunistic” performance acceptable



# Outline

---

**Motivation**

**Freeblock Scheduling**

**Scheduling Trade-Offs**

**Performance Details**

**Applications**

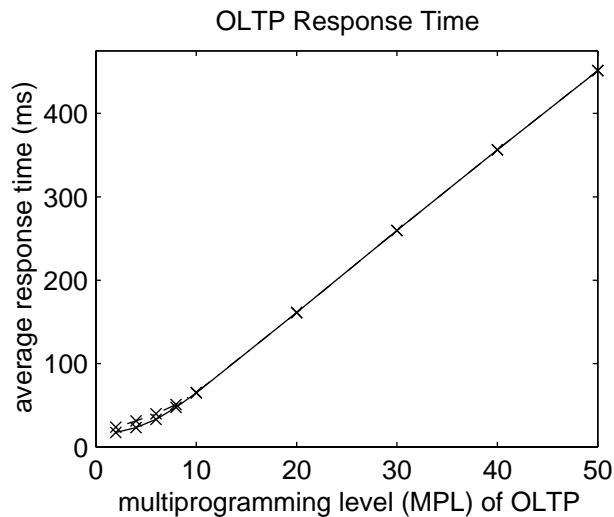
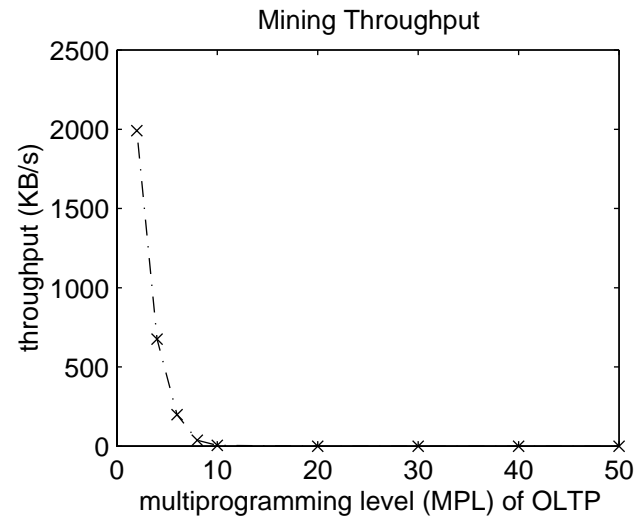
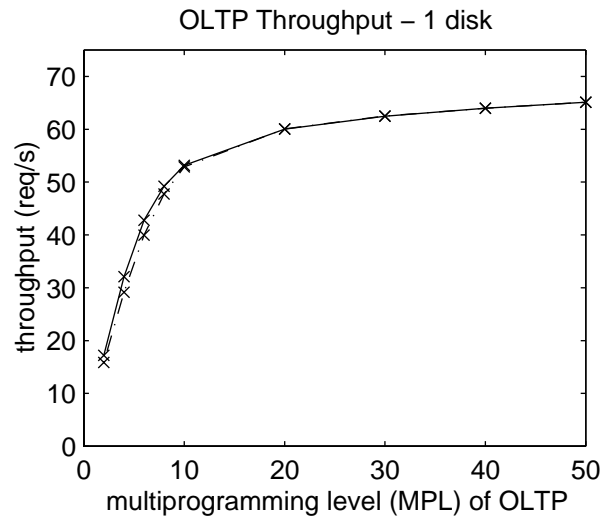
**Related Work**

**Conclusion & Future Work**



# On-Disk Scheduling

- read background blocks only when queue is empty



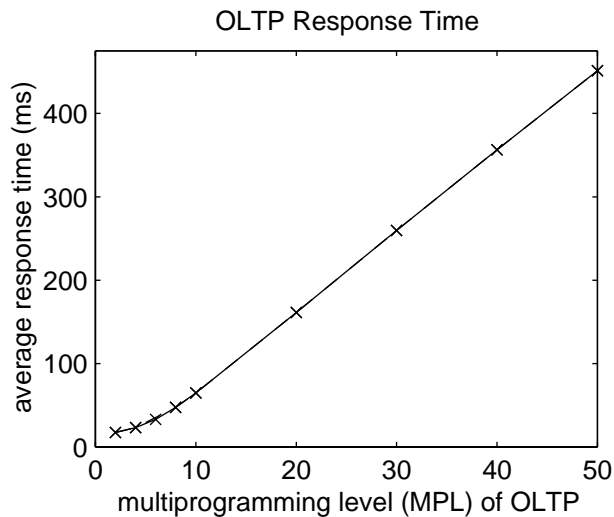
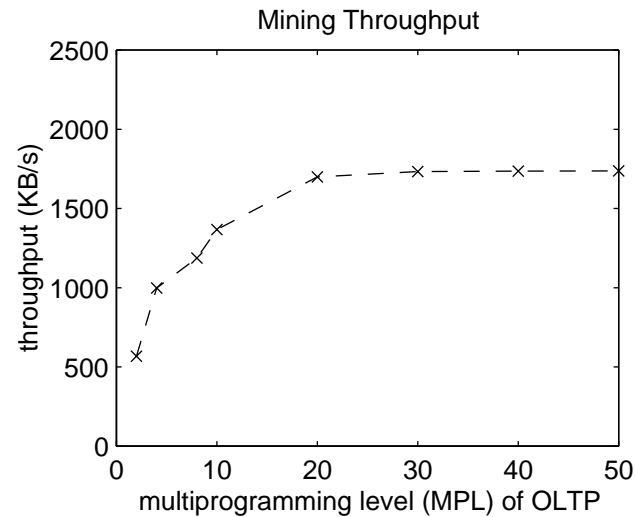
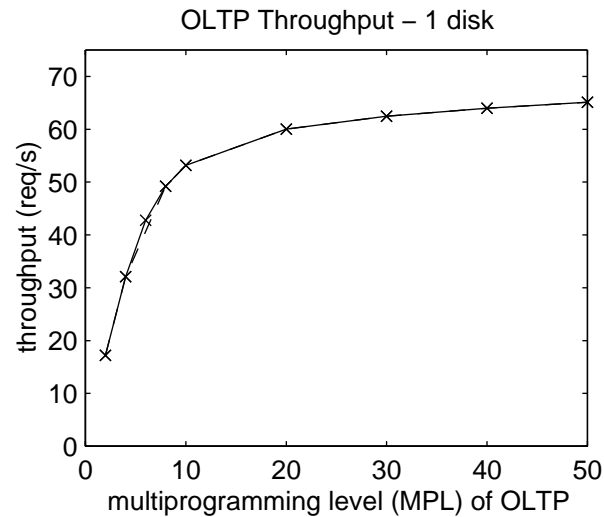
## Background scheduling

- vary multiprogramming level - total number of pending requests
- background forced out at high foreground load
- up to 30% response time impact at low load



# On-Disk Scheduling

- read background blocks only when completely “free”

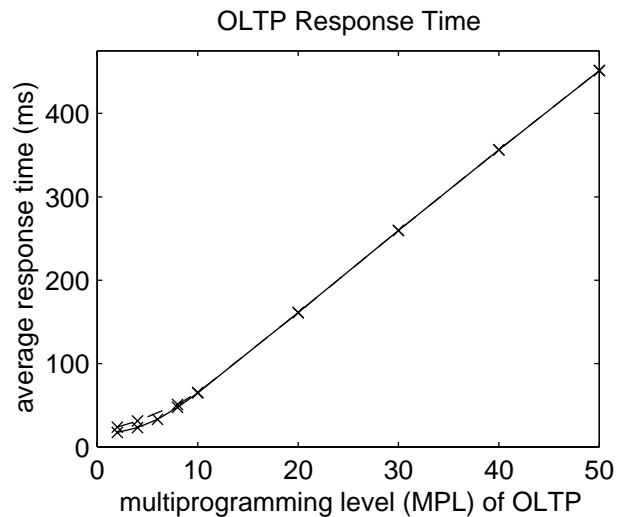
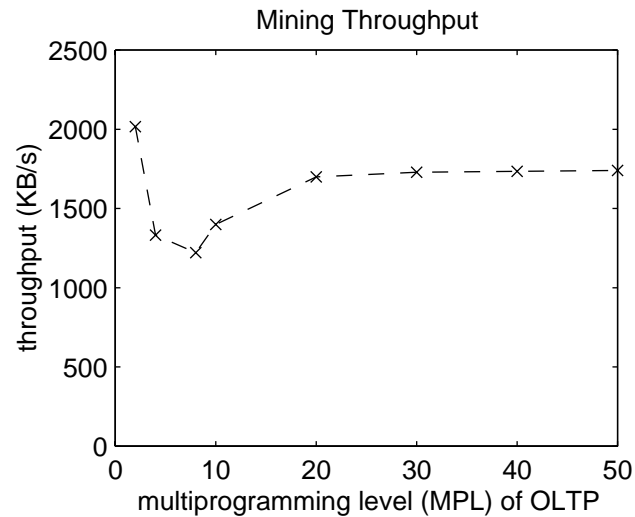
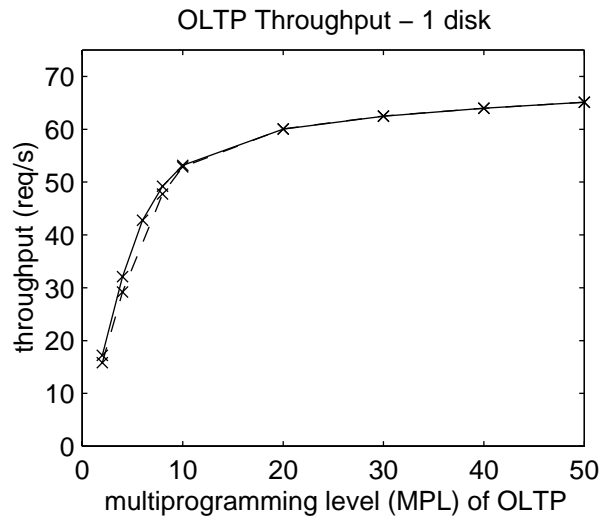


## Freeblock scheduling

- opportunistic read
- constant background bandwidth, even at highest loads
- no impact on foreground response time

# On-Disk Scheduling

- **combine background and “free” blocks**



## Integrated scheduling

- **possible only at drives**
- **combines application-level and disk-level information**
- **achieves 30% of the drive’s sequential bandwidth “for free”**

# Outline

---

**Motivation**

**Freeblock Scheduling**

**Scheduling Trade-Offs**

**Performance Details**

**Applications**

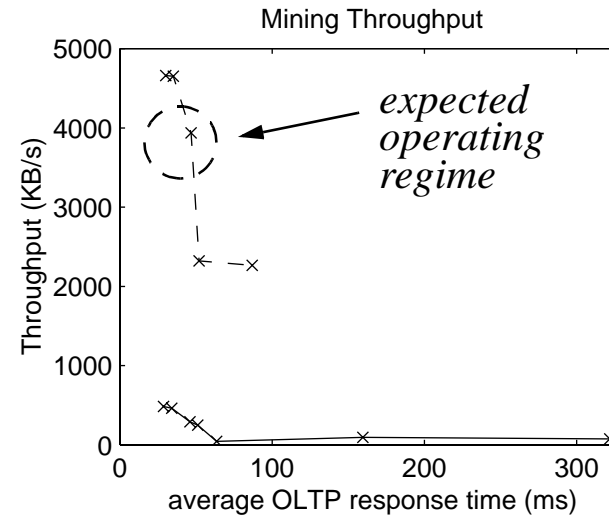
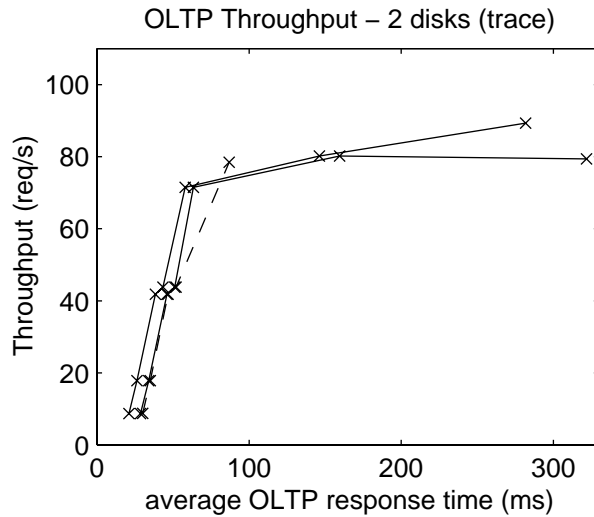
**Related Work**

**Conclusion & Future Work**



# Validation - Traced Workload

- using TPC-C disk trace, two disks



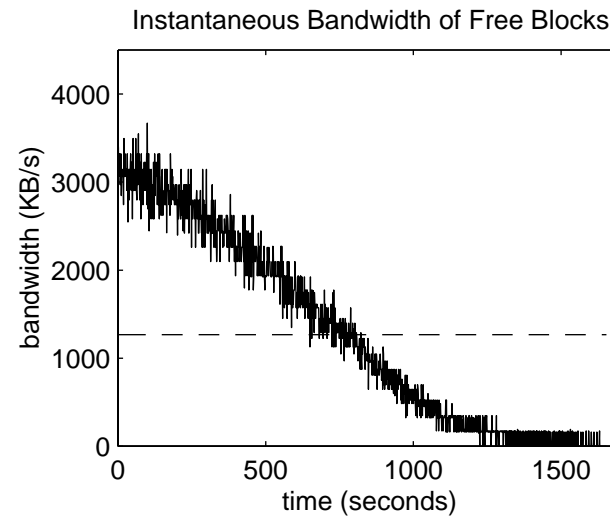
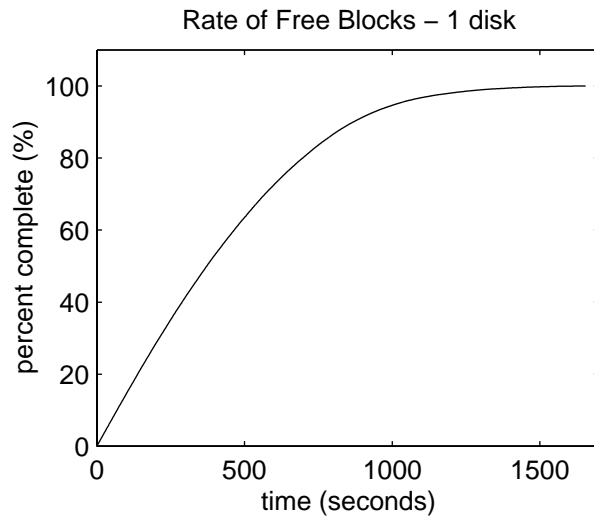
## Performance validation

- predicted benefit possible with real workload
- very good performance at “normal” usage



# Freeblock Bandwidth

- ***pessimistic*** - read the entire disk



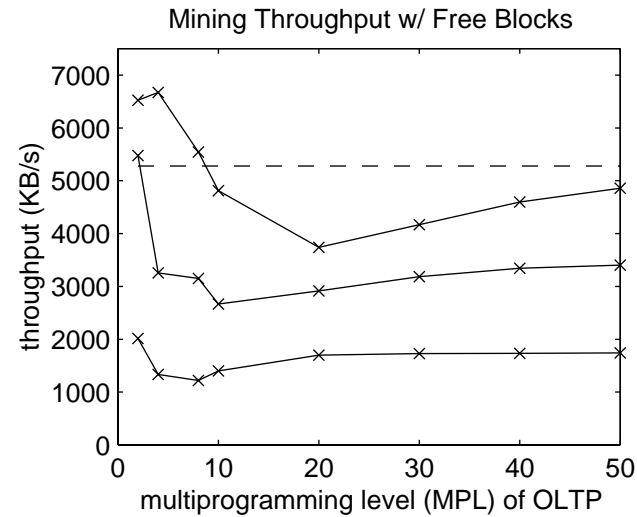
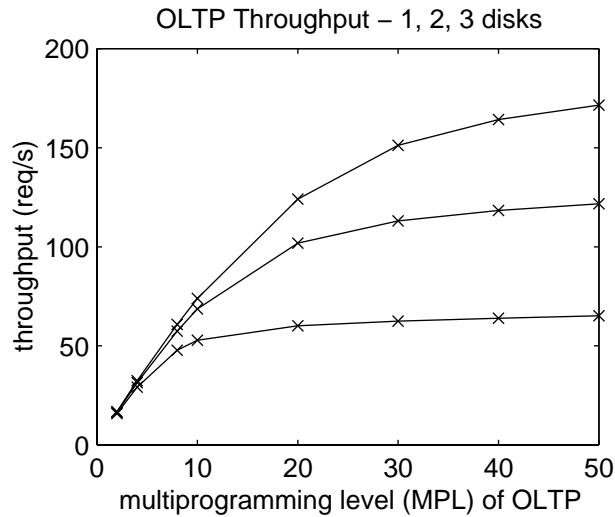
## Performance details

- **85% of disk read in 1/2 total time**
- **bandwidth drops as only “edge” blocks remain**
- **affected by relative layout of relations on disk**



# Multiple Disks

- data striped across multiple disks



## Increase number of disks

- additive performance, as expected
- three freeblock disks equivalent to a single disk “dedicated” to mining



# Outline

---

**Motivation**

**Freeblock Scheduling**

**Scheduling Trade-Offs**

**Performance Details**

**Applications**

**Related Work**

**Conclusion & Future Work**



# Applications for Freeblocks

---

## Data Mining for Free

- scans
  - parallel table scans
  - search, association rules, ratio rules & SVD, clustering
- sampling
  - statistical mining, histogram maintenance
  - assuming a slightly modified “random” is acceptable
- assuming that CPU and memory resources are available

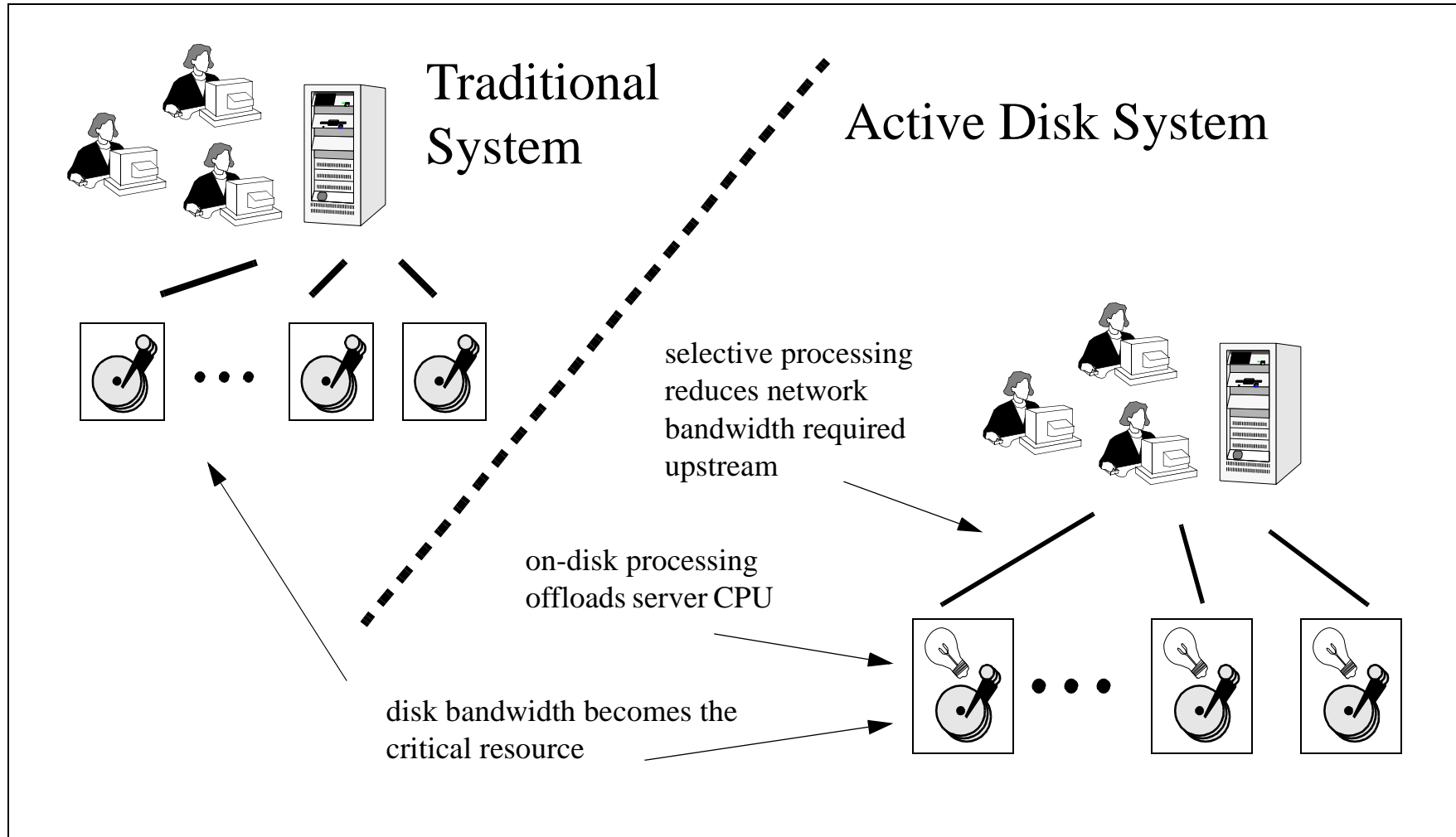
## Background Utilities

- layout optimization
- incremental backup
- virus scan, fast find
- assures “some” progress, even on busy disks





# Synergy with Active Disks



**resources required: cpu, memory, network, *disk***



# Outline

---

**Motivation**

**Freeblock Scheduling**

**Scheduling Trade-Offs**

**Performance Details**

**Applications**

**Related Work**

**Conclusion & Future Work**



# On-drive Optimization

---

## Request Scheduling

- fcfs, scan, look, elevator, sptf
- *limited by short queues*

## Interface Advances

- MFM - direct control
- SCSI - abstracted interface, fixed size blocks, linear addresses
  - cylinder groups, block remapping, ...
- current debates - which higher-level interface?
  - Network-Attached Storage (NAS)
  - Object-Based Disks (OBD)

## How to Get More Information from Applications

- operating system interfaces limited
- “hints” - informed prefetching and caching
- Active Disks - push application knowledge to disks



# Related Work

---

## Disk Scheduling

- studied for many years [Denning67, ..., Worthington94]

## Combined OLTP and Mining

- memory in mixed workload [Brown92, Brown93]
  - multiple workload classes, boundary shifts
- OLTP and DSS on same system [Paulin97]
  - 35% - 100% impact
  - disk is critical resource
- Sun/IBM benchmark system [TPC97]
  - separate CPUs, separate memory
  - (mostly) separate disks

## On-disk Optimization

- zero-latency reads for prefetch
- fast writes [Wang99]



# Conclusion & Further Work

---

## Exploit technology trends

- disk bandwidth and positioning time not keeping pace
- use scheduling knowledge at the disks

## Novel functionality

- data mining for free - close to 30% bandwidth “for free”
- even at high foreground loads

## Interface design

- how to get more information into the disk
- where is the best to place processing resources

## Further Work

- details of interface, what file system extensions?
- explore interaction/synergy with data layout
- quantify costs/benefits in a running system



# Future Work

---

## Evaluation of All Database Operations

- optimization for index-based scans
- update performance, combine with fast writes

## Programming Model - Application Layers

- get information through the file system interface
  - storage layout
  - access patterns

## Implementation Details

- drive resource requirements
  - memory - low
  - cpu - medium
- demonstrate a “real” background workload
  - implement combined OLTP/mining
  - or a utility operation



---

# Extra Slides



# Excess Device Cycles Are Here

---

## Higher and higher levels of integration in electronics

- specialized drive chips combined into single ASIC
- technology trends push toward integrated control processor
- Siemens TriCore - 100 MHz, 32-bit superscalar today
  - to 500 MIPS within 2 years, up to 2 MB on-chip memory
- Cirrus Logic 3CI - ARM7 core today
  - to ARM9 core at 200 MIPS in next generation

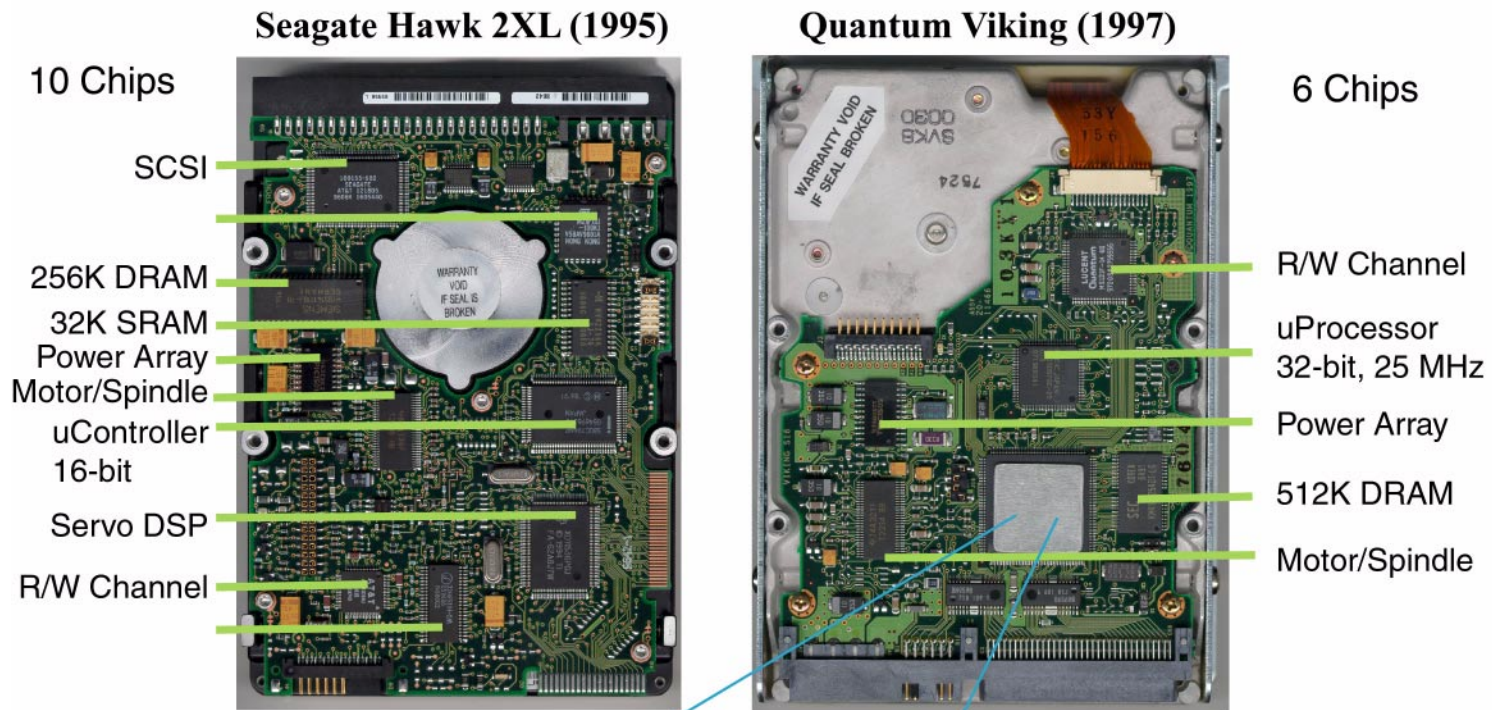
## High volume, commodity product

- 145 million disk drives sold in 1998
  - about 725 petabytes of total storage
- manufacturers looking for value-added functionality



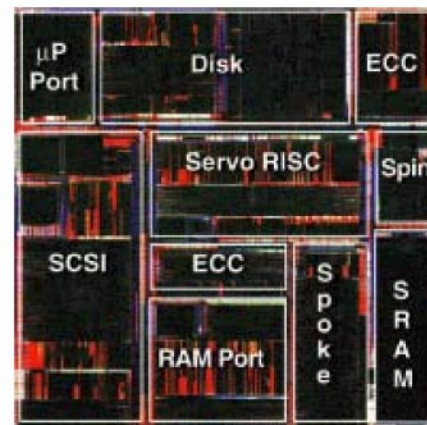


# Evolution of Disk Drive Electronics

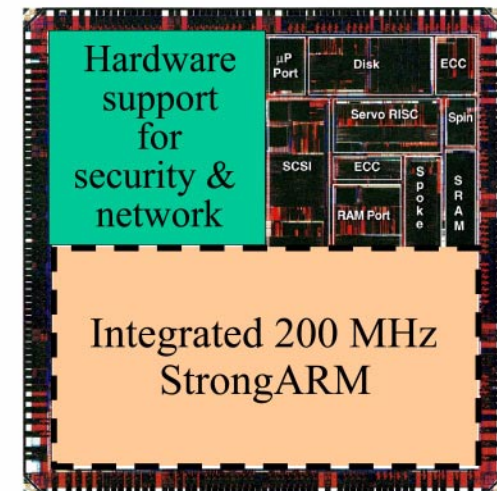


## Integration

- reduces chip count
- improves reliability
- reduces cost
- future integration to processor on-chip
- but there must be at least *one* chip



Trident ASIC

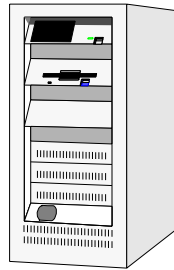


Future Generation ASIC

# Opportunity

## TPC-D 300 GB Benchmark, Decision Support System

Database Server



### Digital AlphaServer 8400

- 12 x 612 MHz 21164
- 8 GB memory
- 3 64-bit PCI busses
- 29 FWD SCSI controllers

**= 7,344 total MHz**

**3 x 266 = 798 MB/s**

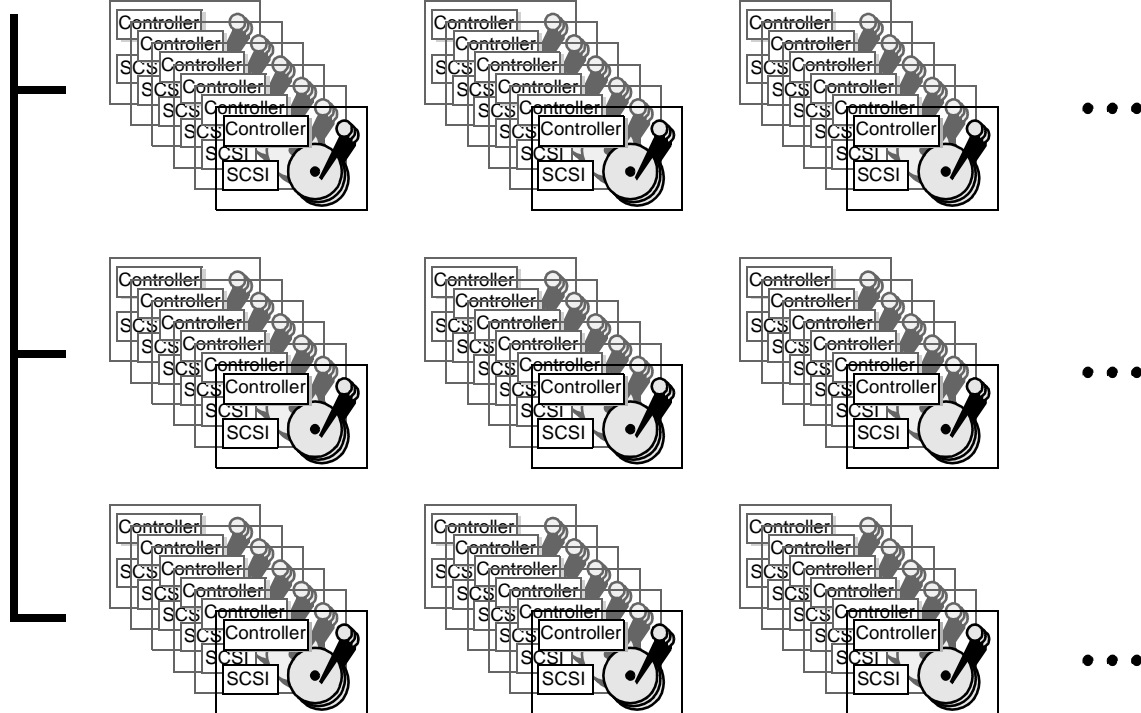
**29 x 40 = 1,160 MB/s**

### Storage

- 520 rz29 disks
- 4.3 GB each
- 2.2 TB total

**= 104,000 total MHz  
(with 200 MHz drive chips)**

**= 5,200 total MB/s  
(at 10 MB/s per disk)**



# Advantage - Active Disks

---

**Active Disks** execute application-level code on drives

## Basic advantages of an Active Disk system

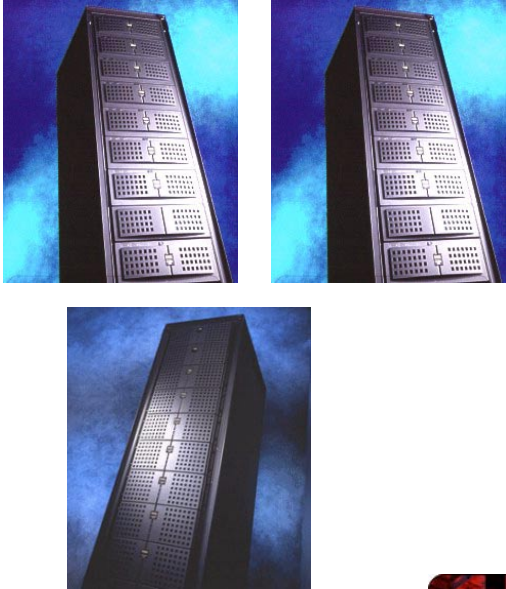
- **parallel processing** - lots of disks
- **bandwidth reduction** - filtering operations are common
- **scheduling** - little bit of “strategy” can go a long way

## Characteristics of appropriate applications

- execution time dominated by data-intensive “core”
- allows parallel implementation of “core”
- cycles per byte of data processed - **computation**
- data reduction of processing - **selectivity**



# Network “Appliances” Can Win Today



## *Dell PowerEdge & PowerVault System*

Dell PowerVault 650F	\$46,549 x 12 = 558,588
512 MB cache, dual link controllers, additional 630F cabinet, 20 x 9 GB FC disks, software support, installation	
Dell PowerEdge 6350	\$9,210 x 12 = 110,520
500 MHz PIII, 512 MB RAM, 27 GB disk	
3Com SuperStack II 3800 Switch	6,679
10/100 Ethernet, Layer 3, 24-port	
Rack Space for all that	20,710

## *NASRaQ System*



Cobalt NASRaQ	\$1,617 x 240 = 388,080
250 MHz RISC, 32 MB RAM, 2 x 10 GB disks	
Extra Memory (to 128 MB each)	\$174 x 240 = 41,760
3Com SuperStack II 3800 Switch	\$6,679 x 11 = 76,736
240/24 = 10 + 1 to connect those 10	
Dell PowerEdge 6350 Front-End	9,210
Rack Space (estimate 4x as much as the Dells)	82,840
Installation & Misc	50,000

## *Comparison*

	<b>Dell</b>	<b>Cobalt</b>
<i>Storage</i>	2.1 TB	4.7 TB
<i>Spindles</i>	240	480
<i>Compute</i>	6 GHz	60 GHz
<i>Memory</i>	12.0 GB	30.5 GB
<i>Power</i>	23,122 W	12,098 W
<i>Cost</i>	\$696,794	\$648,626