

CS 6530: Advanced Database Systems Fall 2024

# Lecture 08

## Storage Models, Data Layout, File Organization

Prashant Pandey

[prashant.pandey@utah.edu](mailto:prashant.pandey@utah.edu)

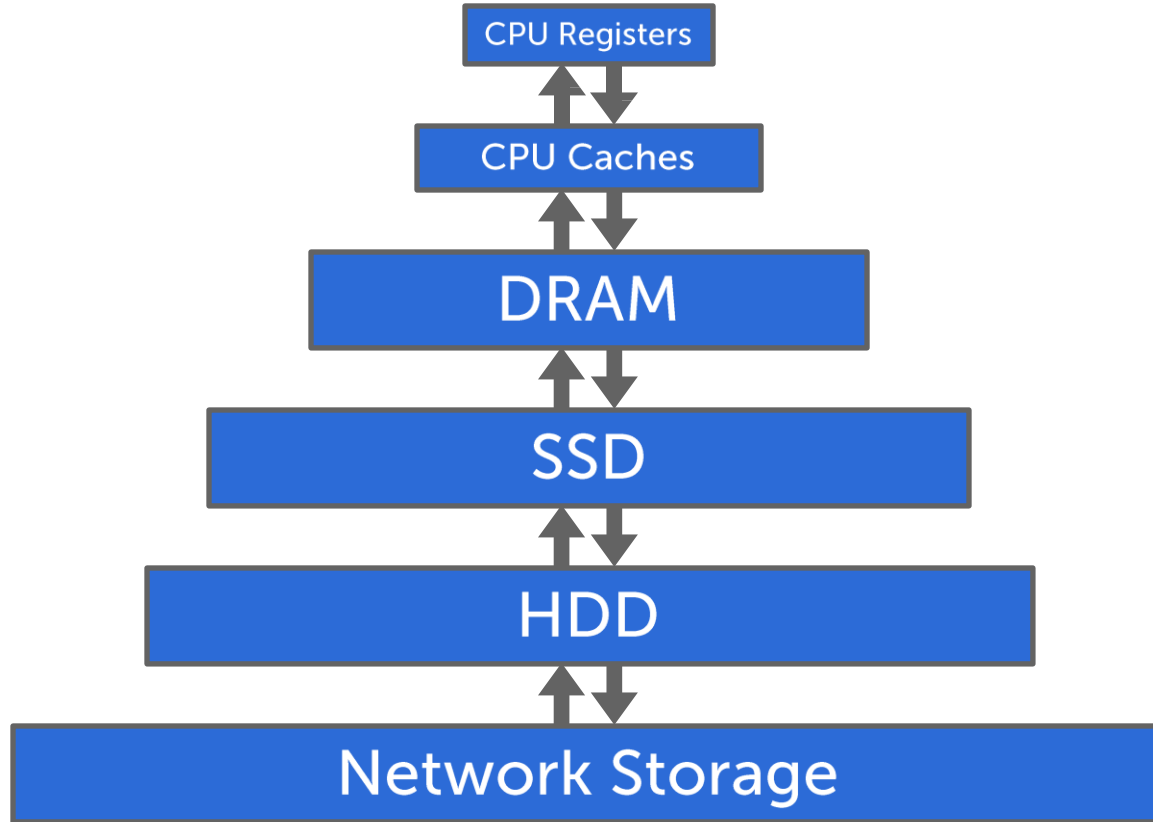
Acknowledgement: Slides taken from Prof. Andy Pavlo, CMU

# DISK-BASED ARCHITECTURE

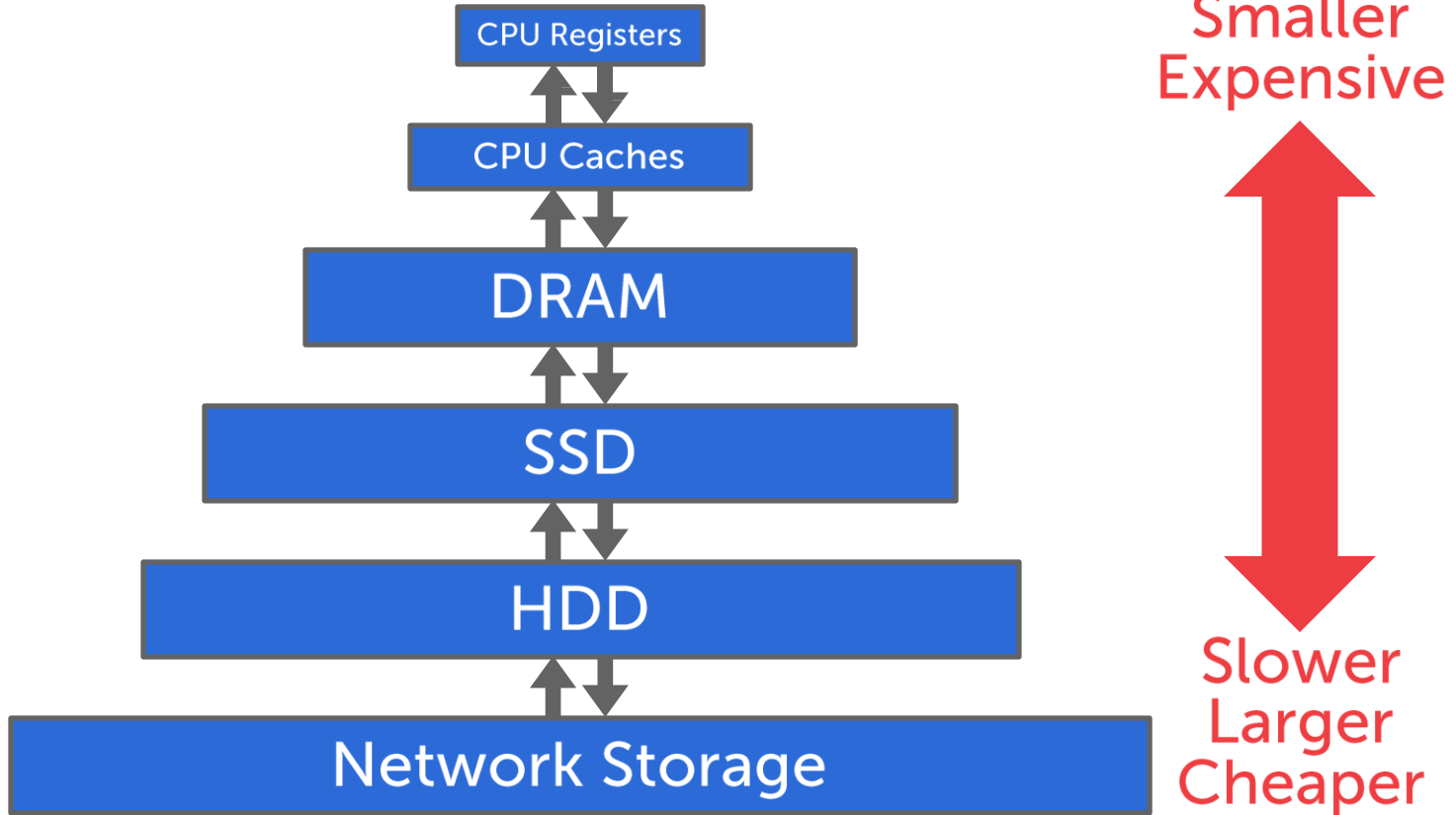
The DBMS assumes that the primary storage location of the database is on non-volatile disk.

The DBMS's components manage the movement of data between non-volatile and volatile storage.

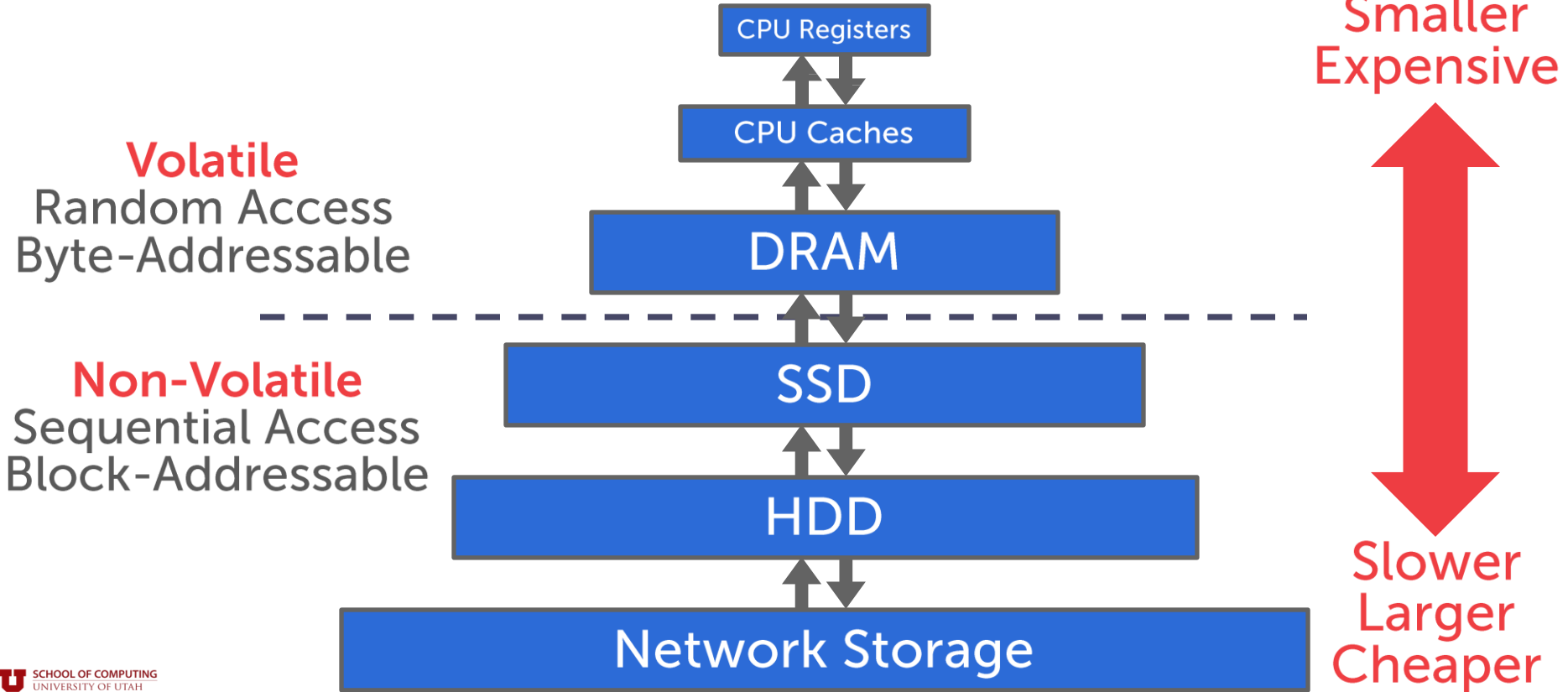
# STORAGE HIERARCHY



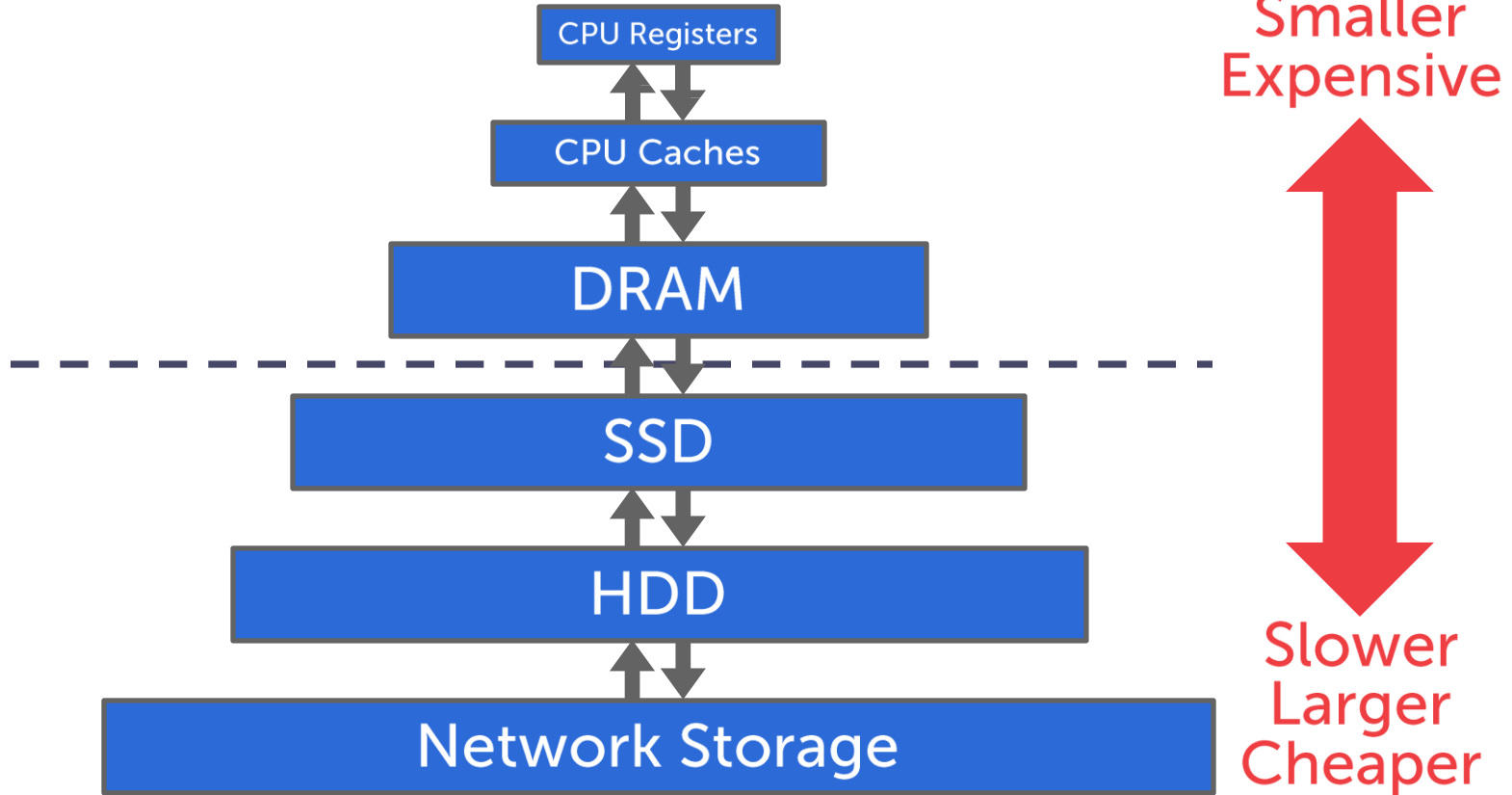
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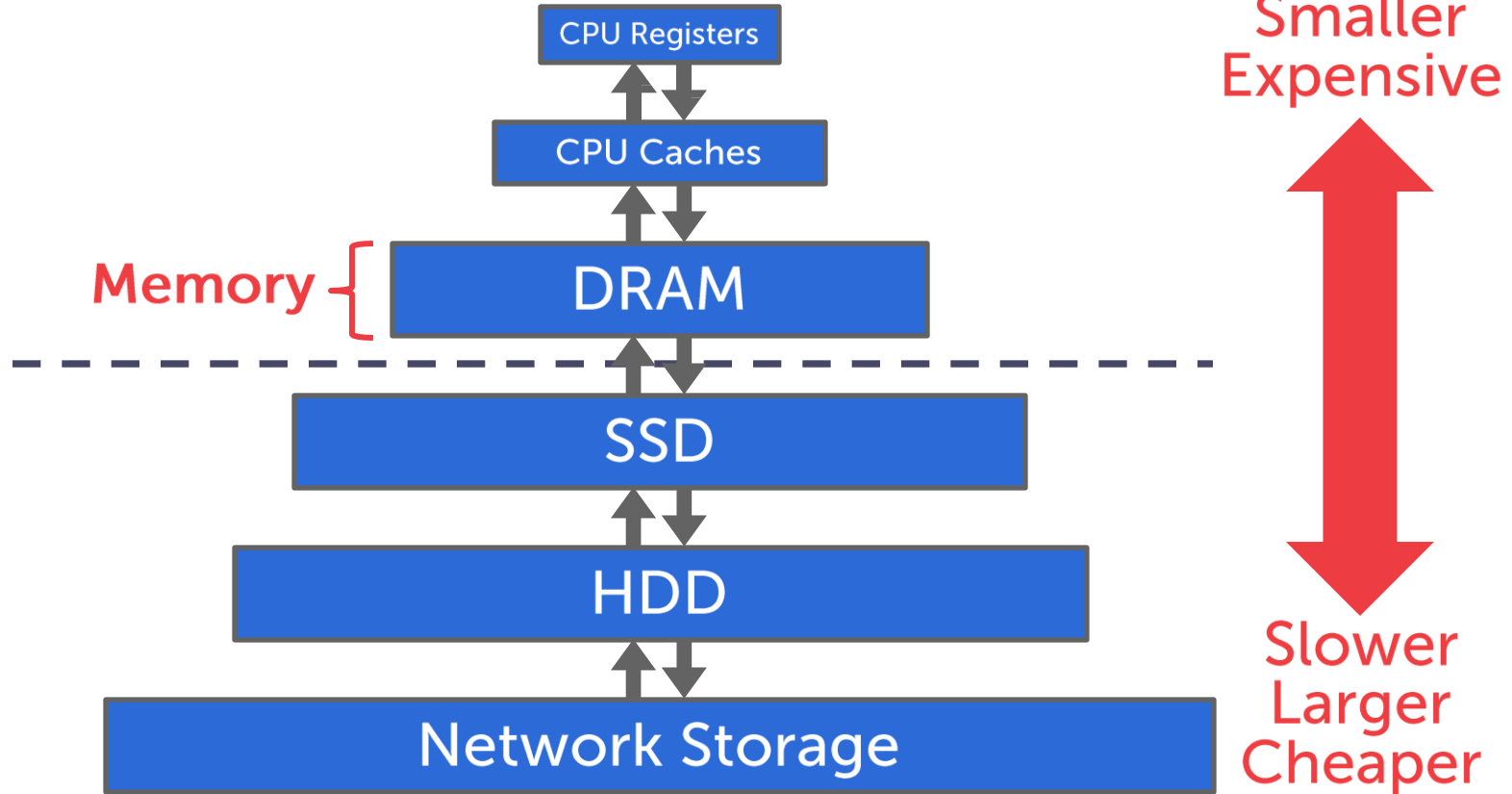
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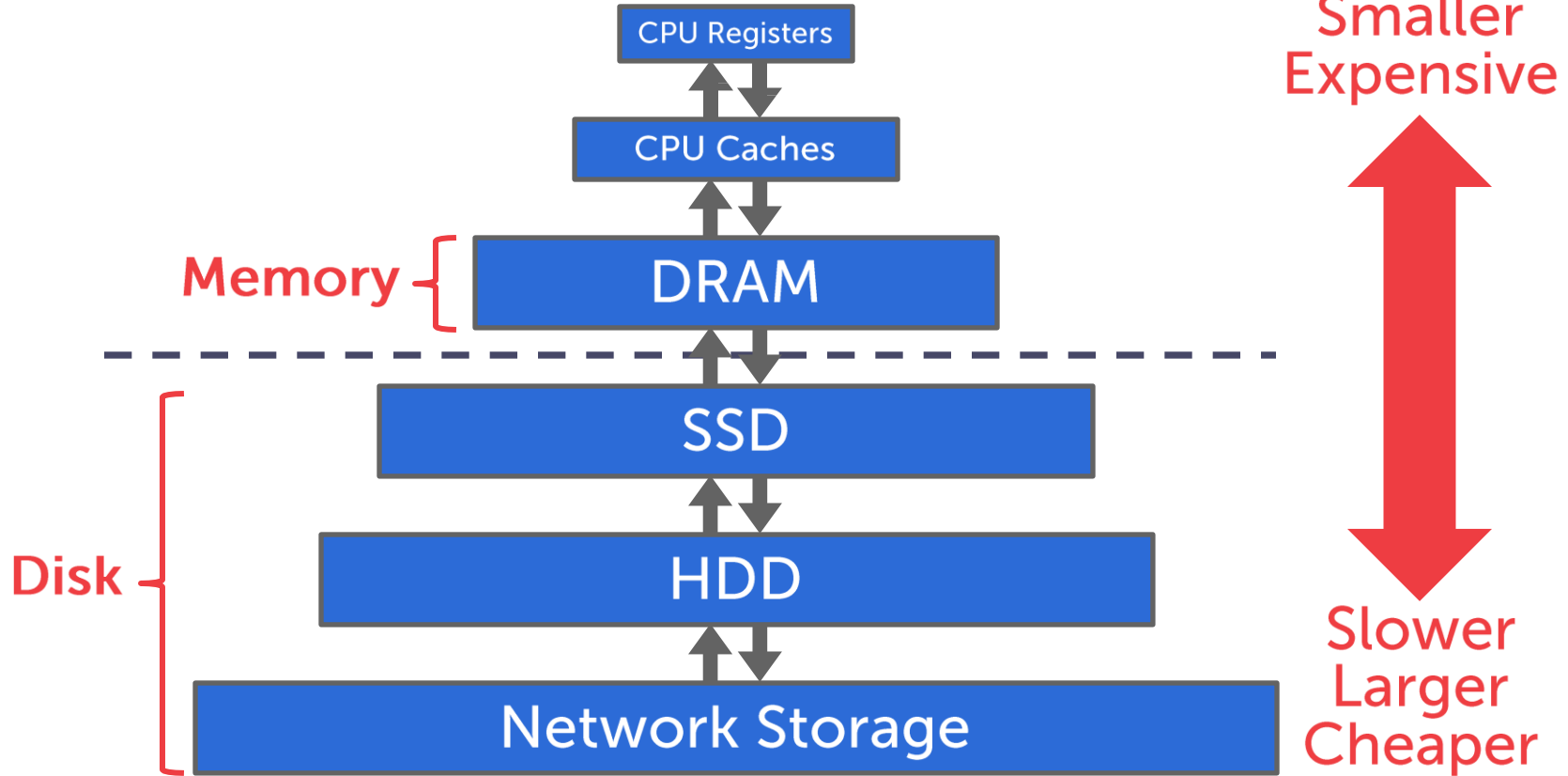
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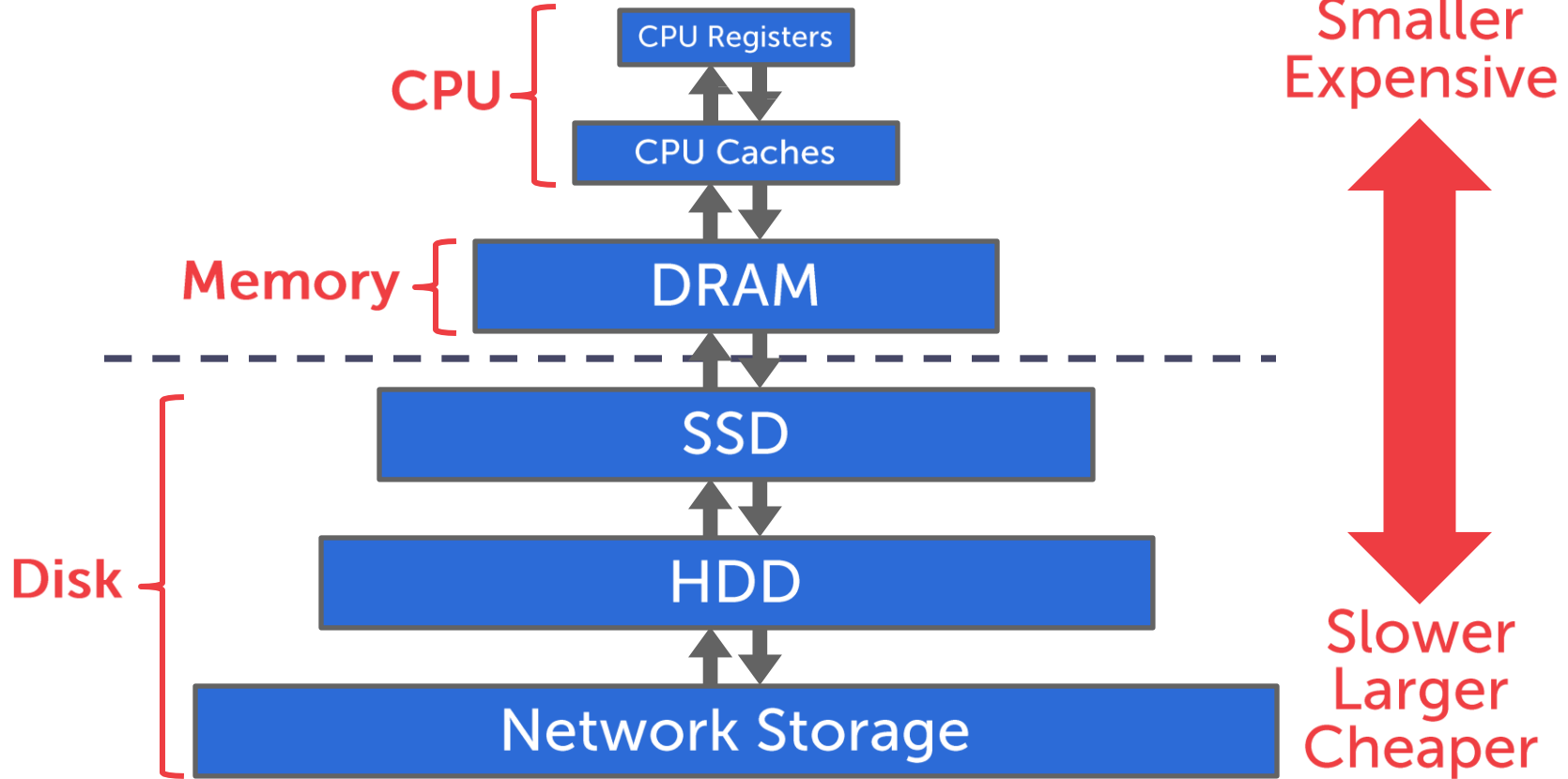


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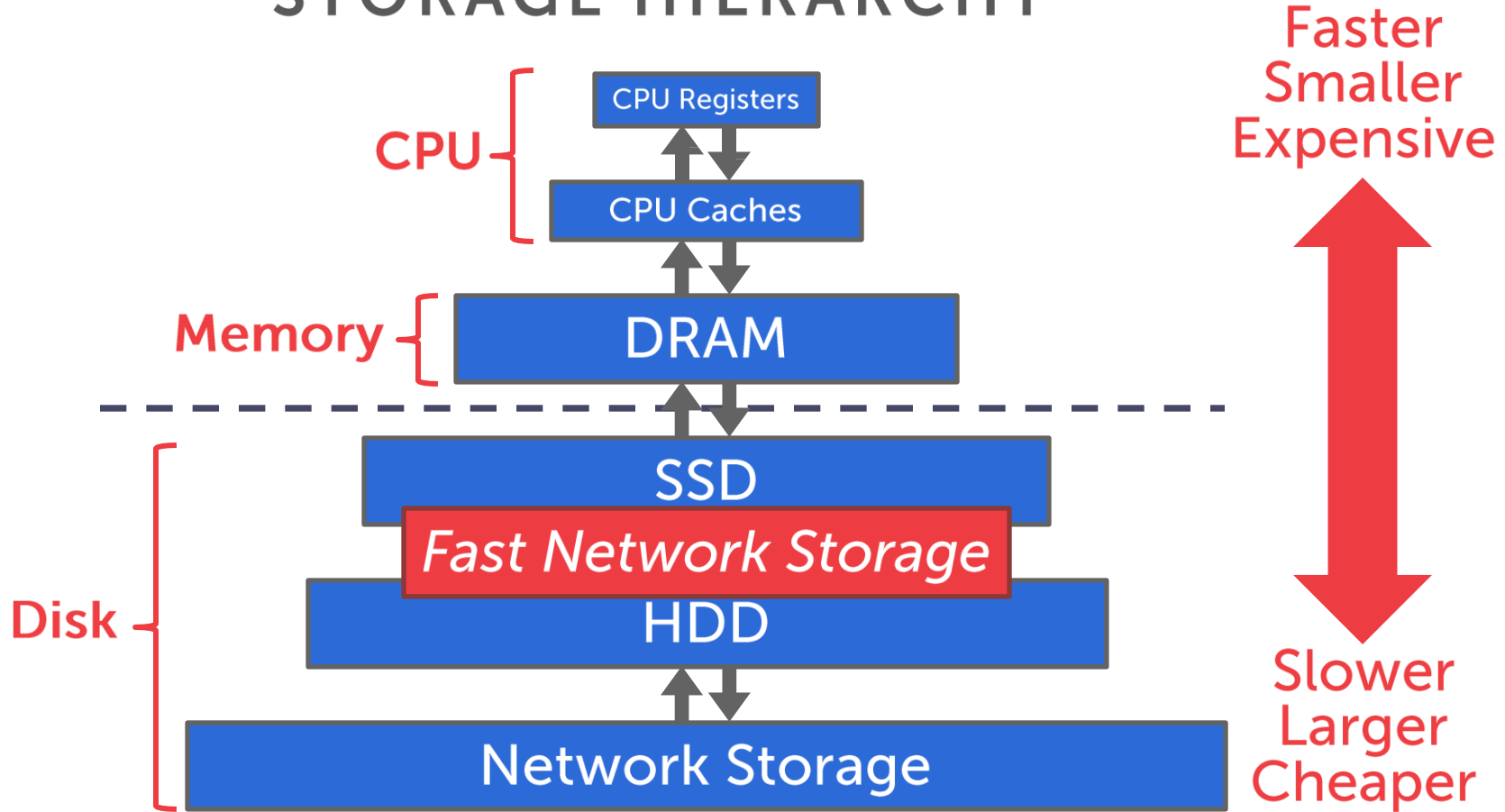




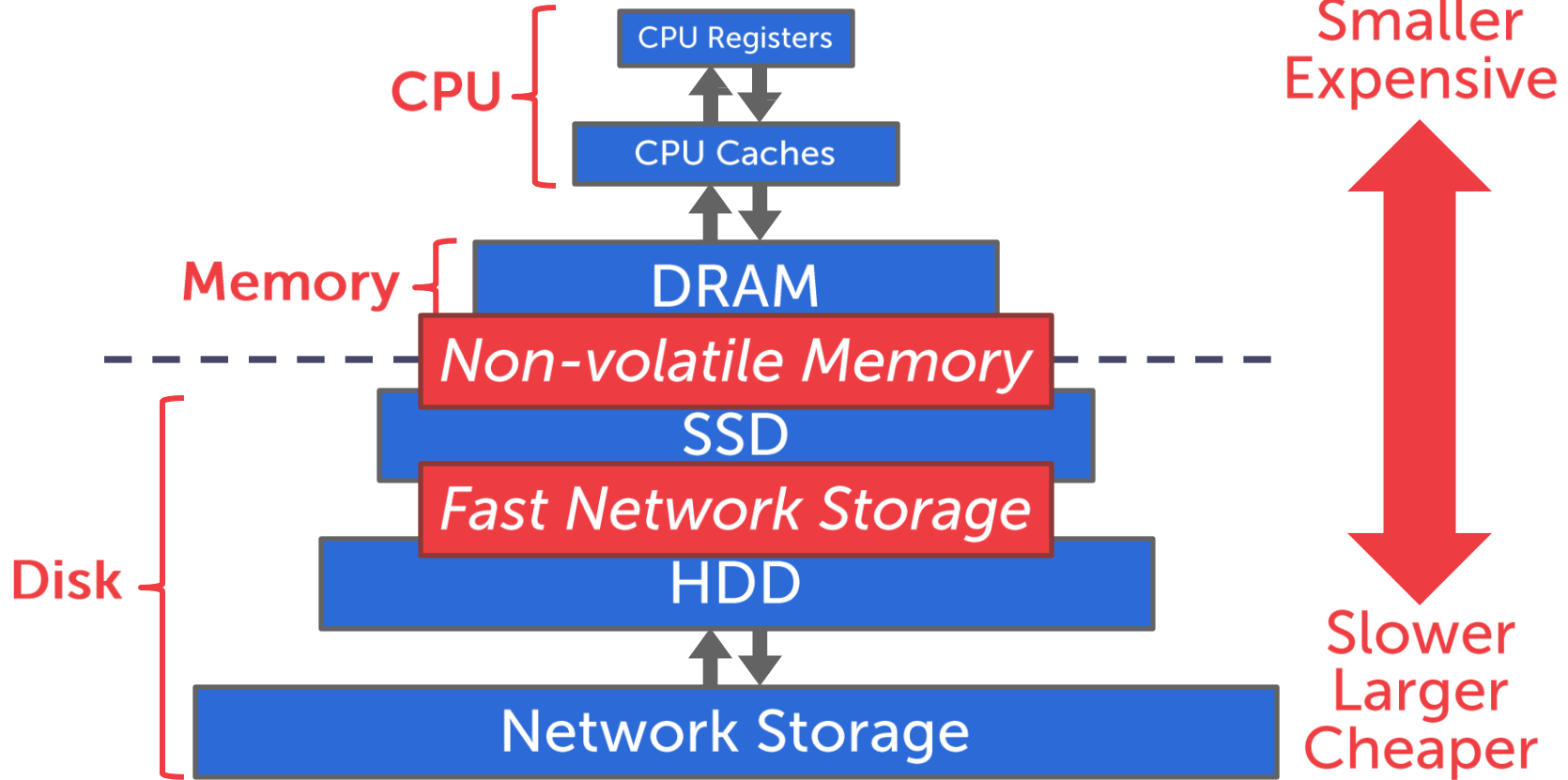
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# SEQUENTIAL VS. RANDOM ACCESS

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Random access on non-volatile storage is usually much slower than sequential access.

DBMS will want to maximize sequential access.

- Algorithms try to reduce number of writes to random pages so that data is stored in contiguous blocks.
- Allocating multiple pages at the same time is called an extent.

# SYSTEM DESIGN GOALS

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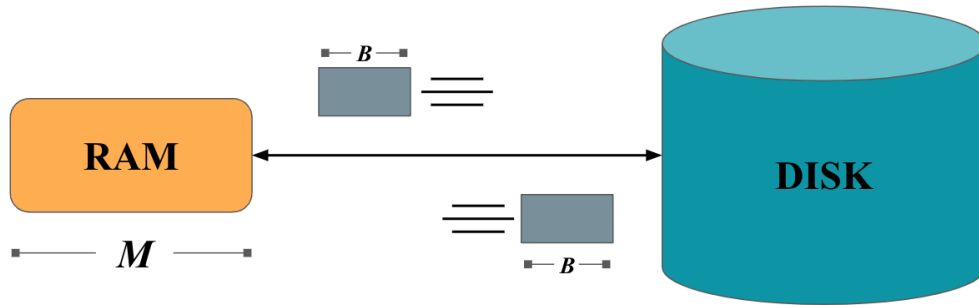
Allow the DBMS to manage databases that exceed the amount of memory available.

Reading/writing to disk is expensive, so it must be managed carefully to avoid large stalls and performance degradation.

Random access on disk is usually much slower than sequential access, so the DBMS will want to maximize sequential access.

# External memory model

- **How computations work:**
  - Data is transferred in blocks between RAM and disk.
  - The number of block transfers dominate the running time.
- **Goal: Minimize number of block transfers**
  - Performance bounds are parameterized by block size  $B$ , memory size  $M$ , data size  $N$ .

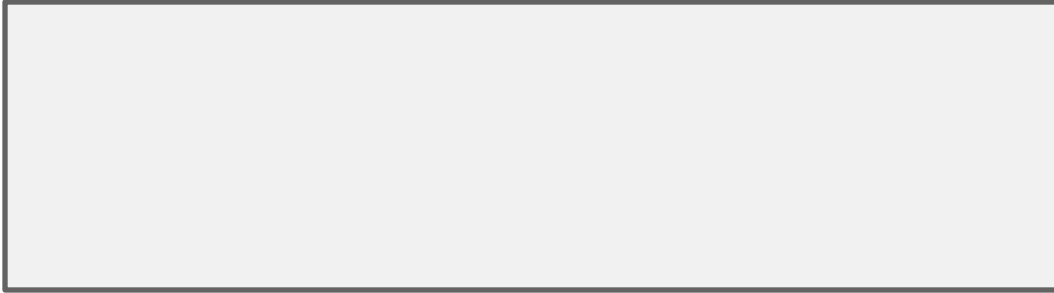


# DISK-ORIENTED DBMS



Disk

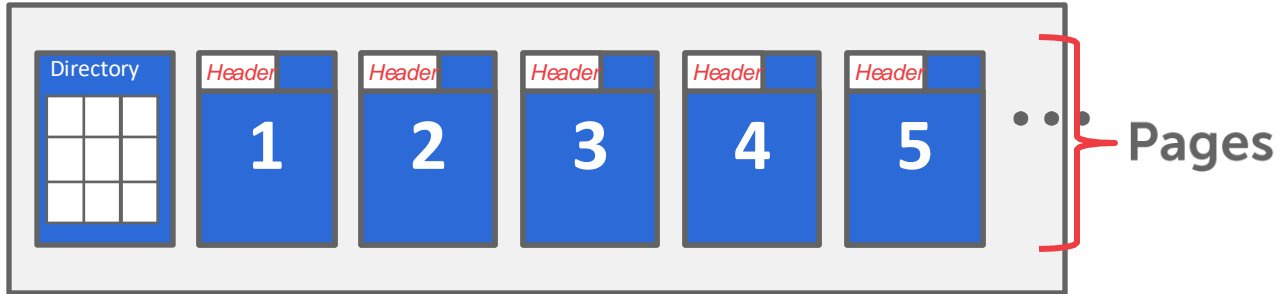
Database File



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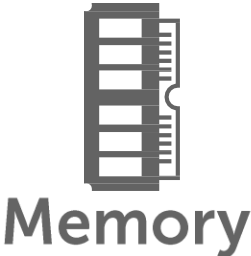


Database File





# DISK-ORIENTED DBMS



Buffer Pool



Database File

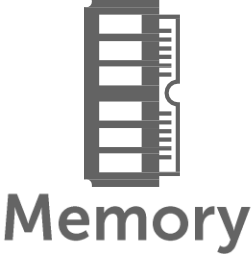


Pages

# DISK-ORIENTED DBMS



Execution Engine



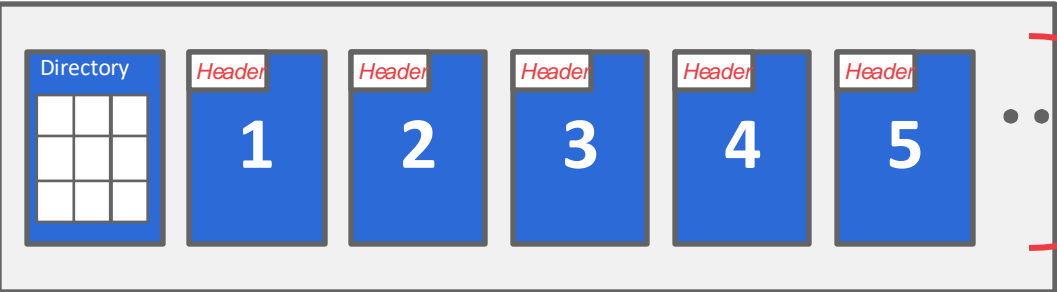
Memory

Buffer Pool



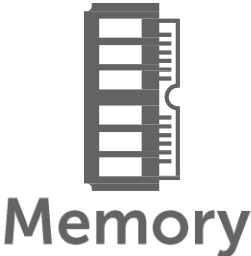
Disk

Database File



Pages

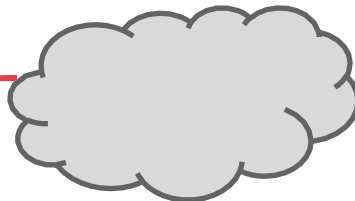
# DISK-ORIENTED DBMS



Buffer Pool



Get page #2

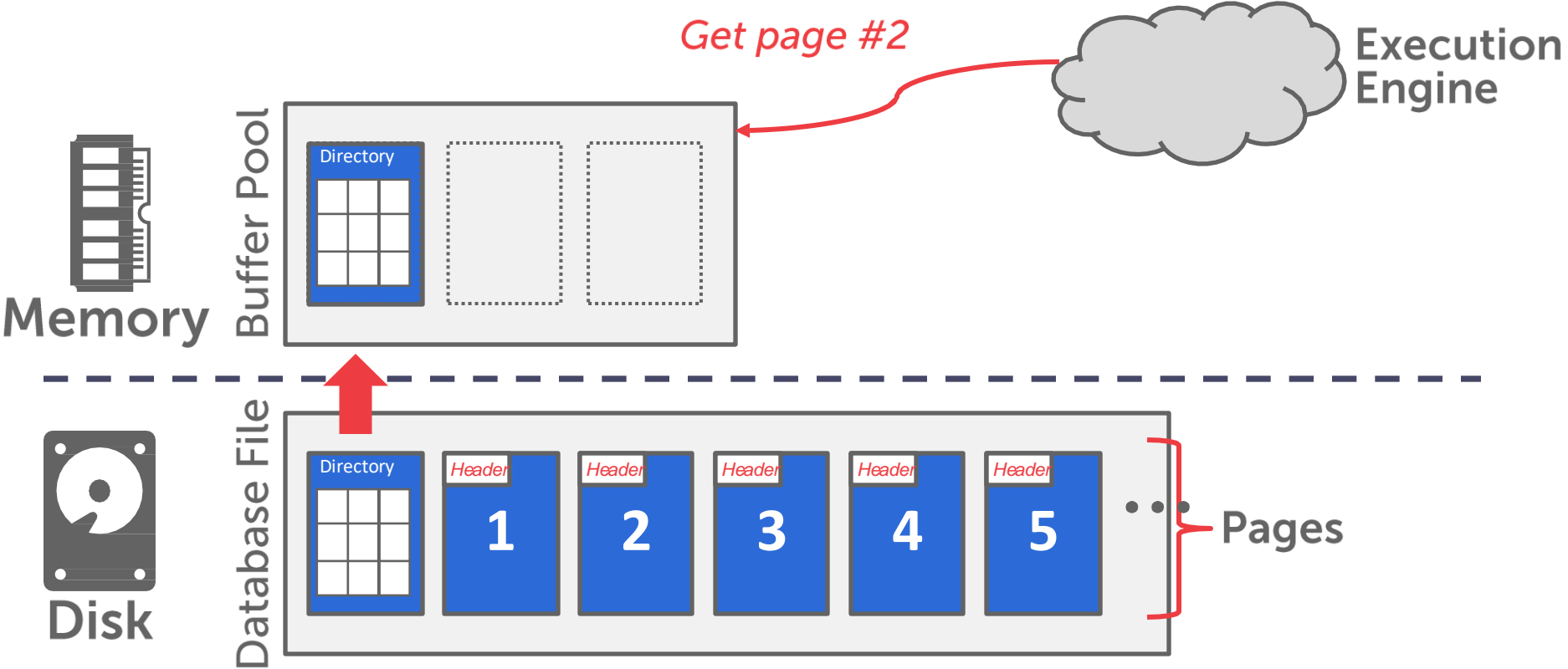


Database File

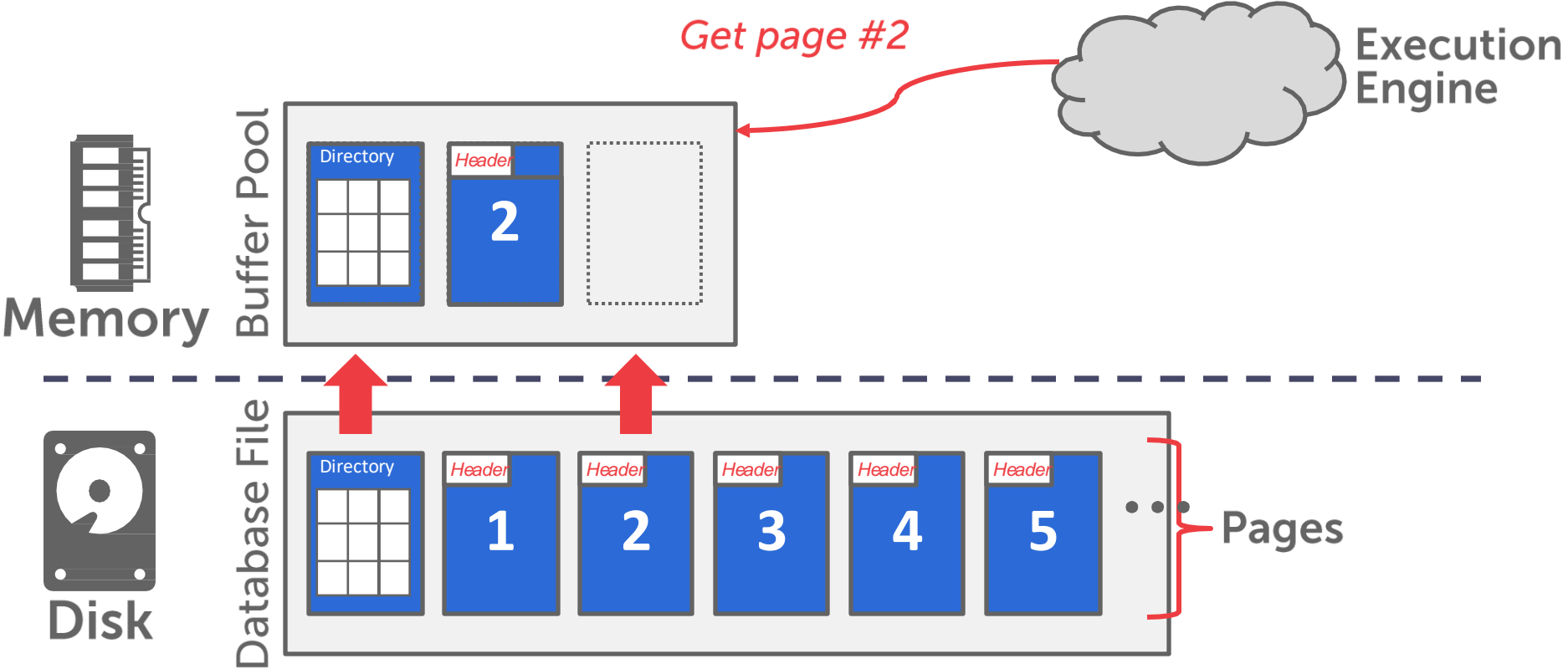


Pages

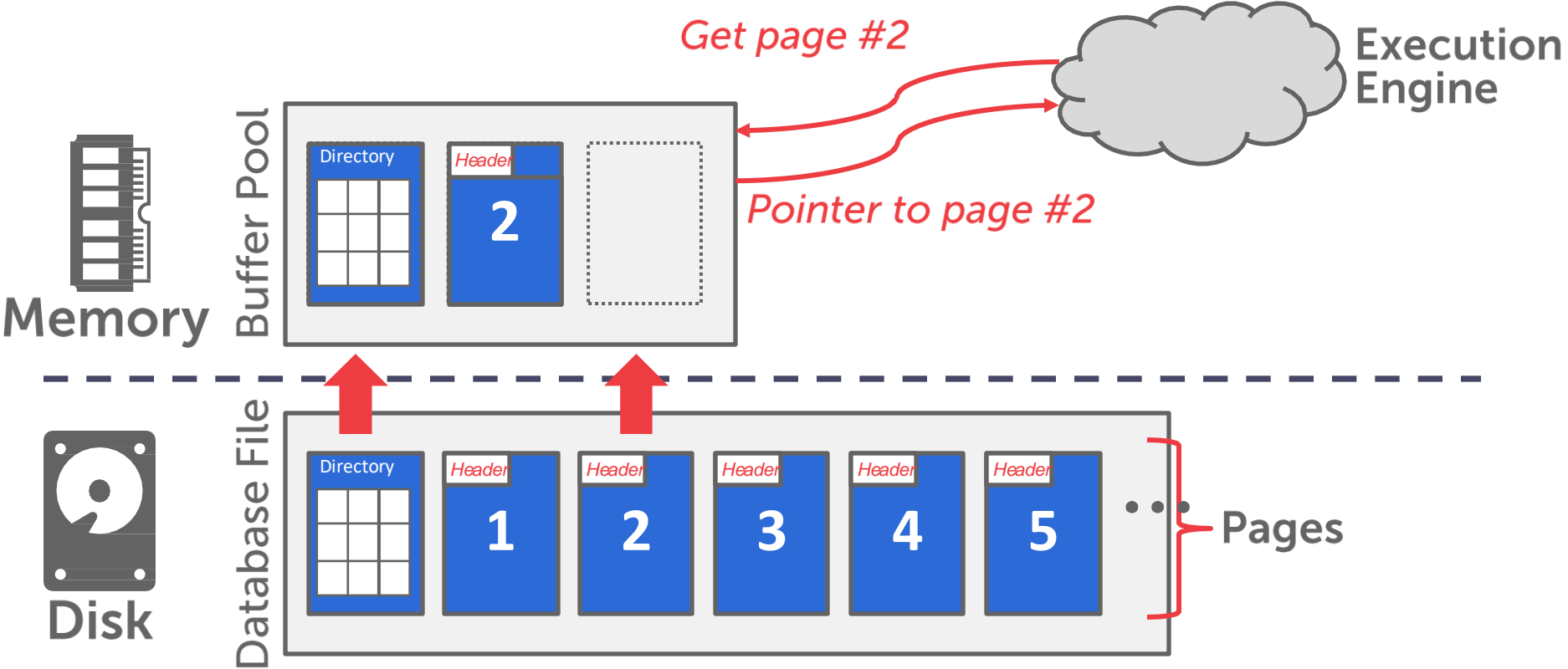
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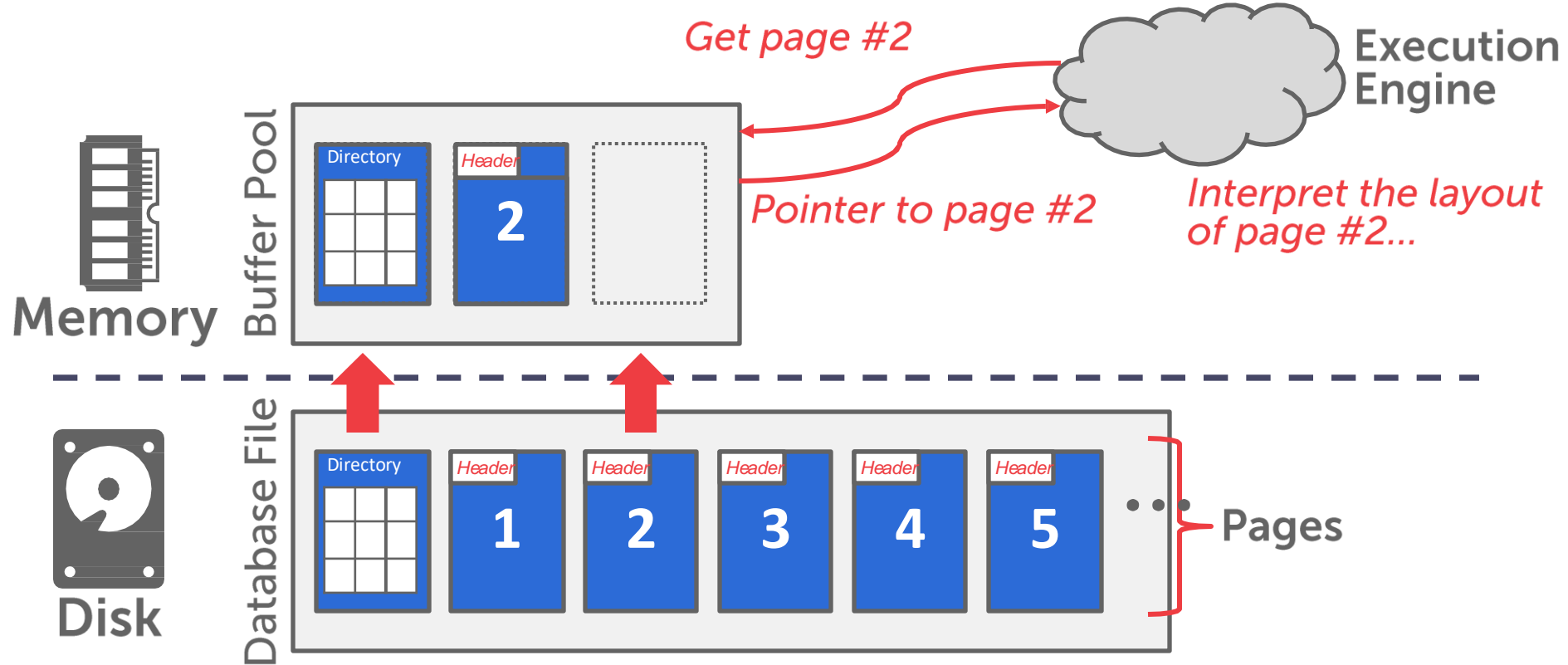
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# WHY NOT USE THE OS?

The DBMS can use memory mapping (**mmap**) to store the contents of a file into the address space of a program.

The OS is responsible for moving the pages of the file in and out of memory, so the DBMS doesn't need to worry about it.



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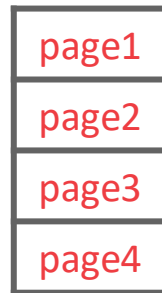
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**Virtual  
Memory**



**Physical  
Memory**



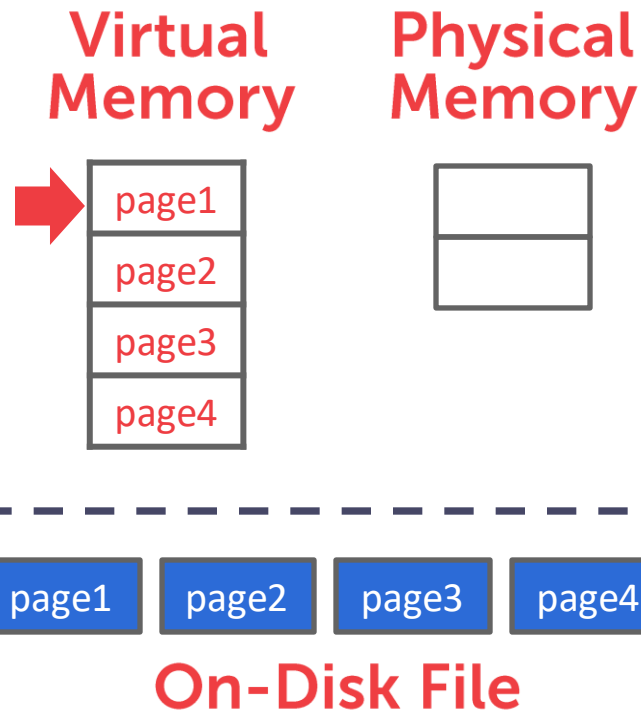
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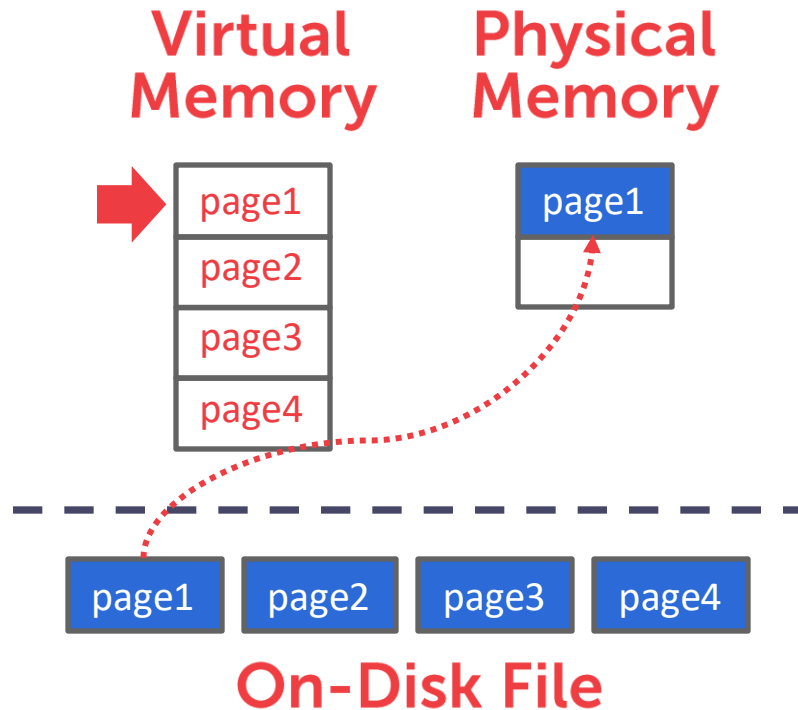


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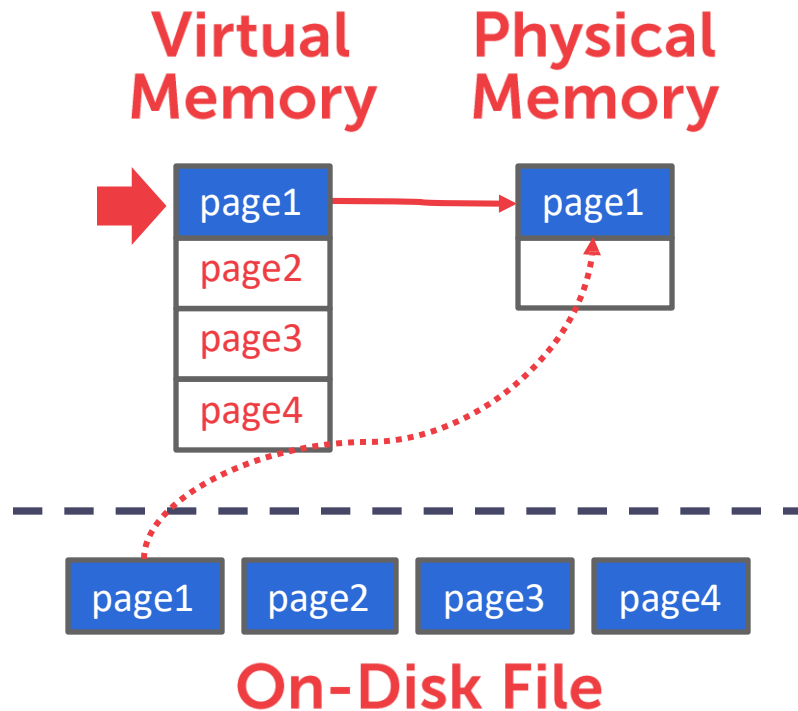


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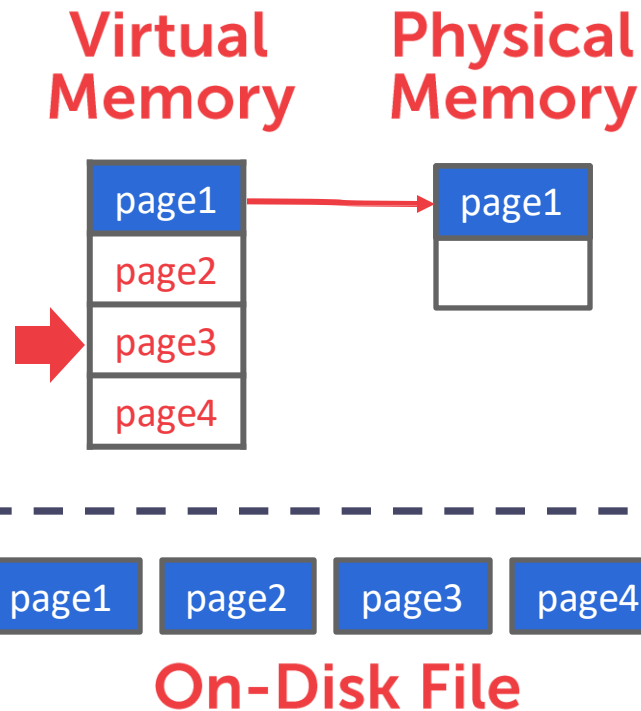


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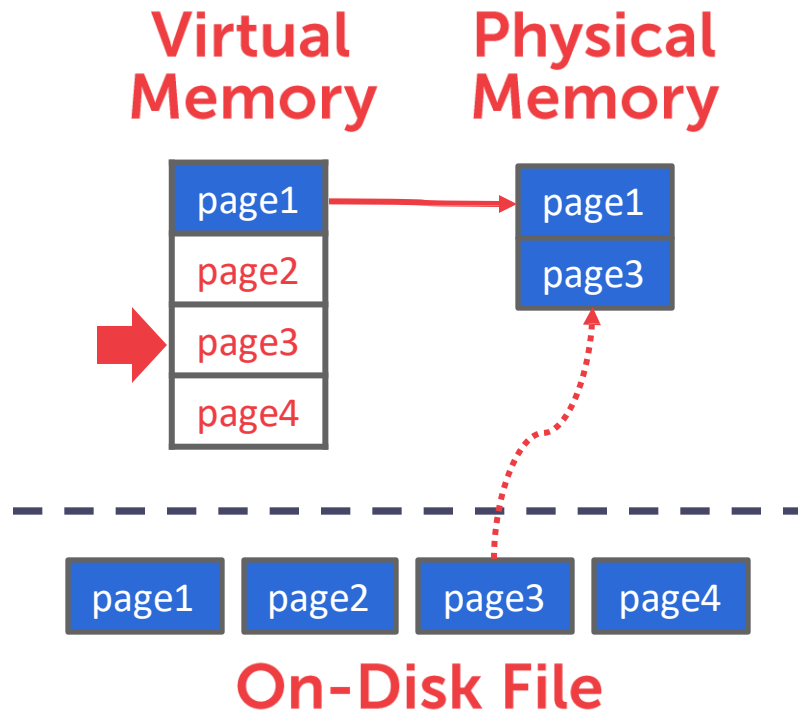


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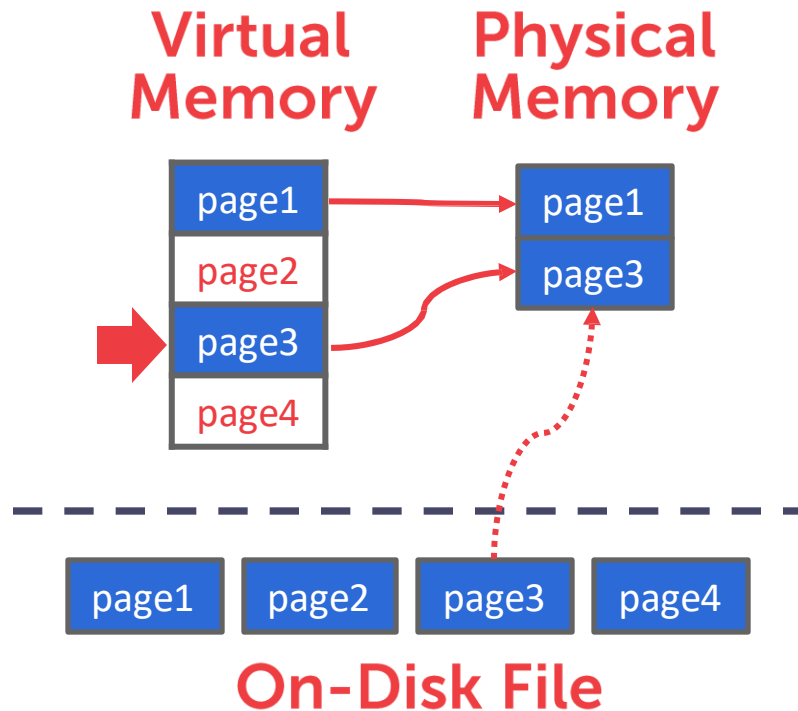


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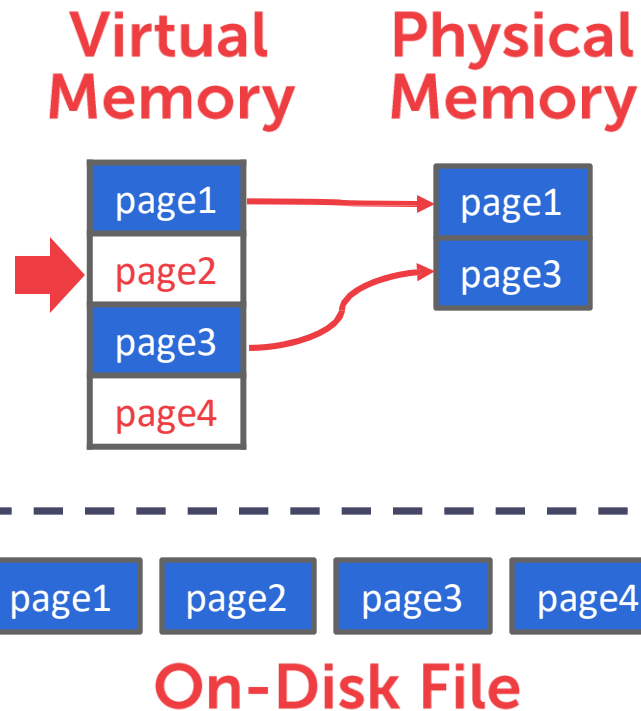


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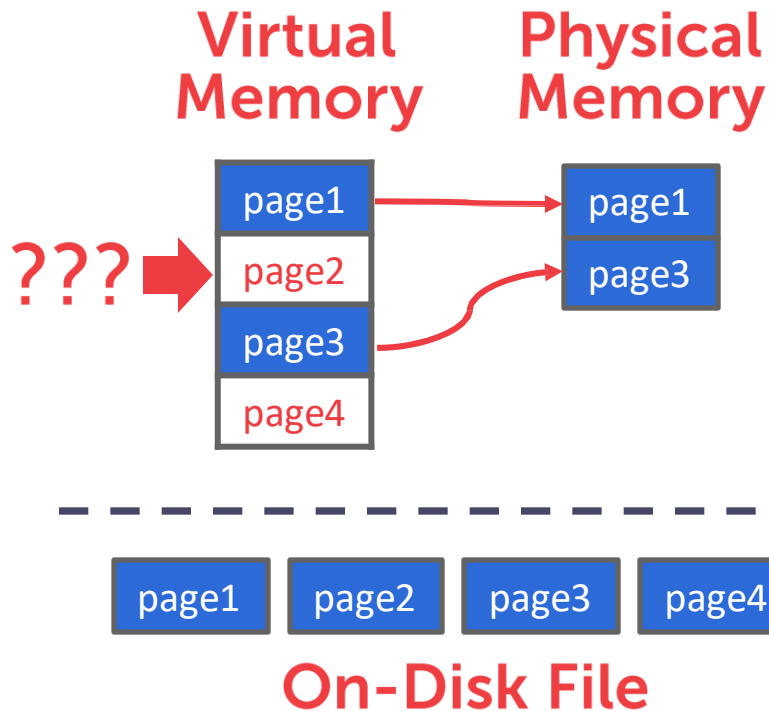


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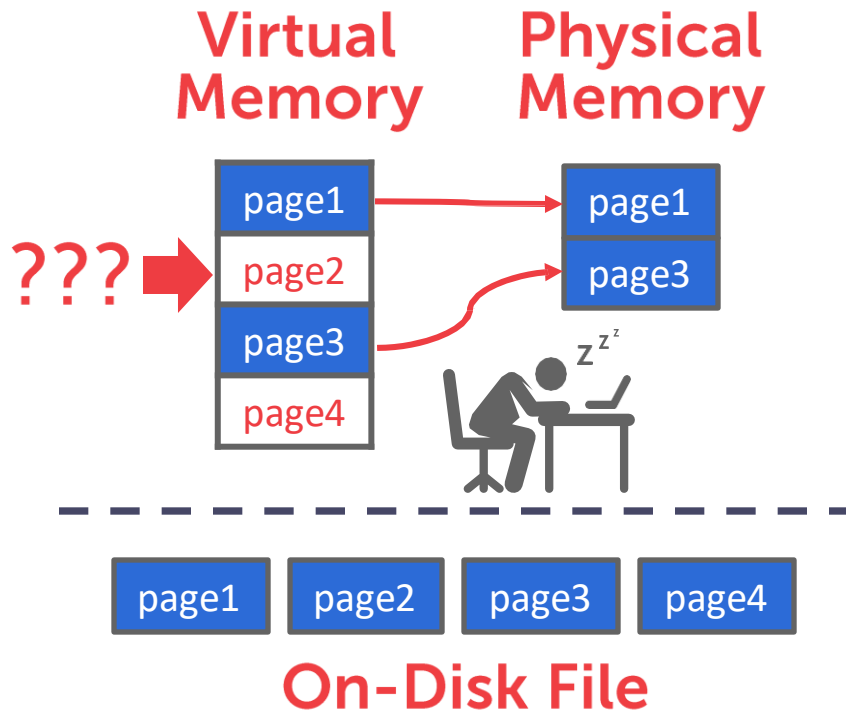
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# WHY NOT USE THE OS?

---

What if we allow multiple threads to access the **mmap** file to hide page faults stalls?

It is complicated when there are multiple writers...

This works good enough for read-only access.

It is complicated when there are multiple writers...

# WHY NOT USE THE OS?

---

There are solutions to this problem:

- **madvise**: Tell the OS how you expect to read certain pages.
- **mlock**: Tell the OS that memory ranges cannot be paged out.
- **msync**: Tell the OS to flush memory ranges out to disk.

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## Full Usage



## Partial Usage



# WHY NOT USE THE OS?

---

DBMS (almost) always wants to control things itself and can do a better job than the OS

- Flushing dirty pages to disk in the correct order.
- Specialized prefetching.
- Buffer replacement policy.
- Thread/process scheduling.

# DATABASE STORAGE

---

**Problem #1:** How the DBMS represents the database in files on disk.

**Problem #2:** How the DBMS manages its memory and moves data back-and-forth from disk.



# TODAY'S AGENDA

File storage

Page layout

Tuple layout

# FILE STORAGE

---

The DBMS stores a database as one or more files on disk typically in a proprietary format.

→ The OS doesn't know anything about the contents of these files

→ Most newer DBMSs do not do this.

Early systems in the 1980s used custom filesystems on raw storage.

→ Some "enterprise" DBMSs still support this.

→ Most newer DBMSs do not do this.

# STORAGE MANAGER

---

The storage manager is responsible for maintaining a database's files.

→ Some do their own scheduling for reads and writes to improve spatial and temporal locality of pages.

It organizes the files as a collection of pages.

→ Tracks data read/written to pages.

→ Tracks the available space.

# DATABASE PAGES

---

A page is a fixed-size block of data.

- It can contain tuples, meta-data, indexes, log records...
- Most systems do not mix page types.
- Some systems require a page to be self-contained.

Each page is given a unique identifier.

- The DBMS uses an indirection layer to map page IDs to physical locations.

# DATABASE PAGES

---

There are three different notions of “pages” in a DBMS:

- Hardware Page (usually 4KB)
- OS Page (usually 4KB)
- Database Page (512B-16KB)

A hardware page is the largest block of data that the storage device can guarantee failsafe writes.

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4KB



ORACLE®

8KB



16KB



# DATABASE HEAP

---

A heap file is an unordered collection of pages with tuples that are stored in random order:

- Create / Get / Write / Delete Page
- Must also support iterating over all pages.

Two ways to represent a heap file:

- Linked List
- Page Directory



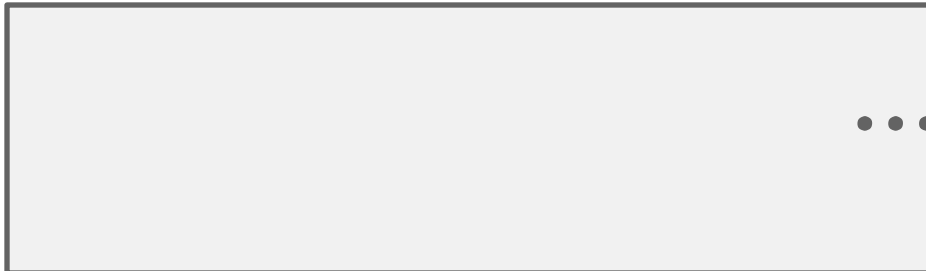
# DATABASE HEAP

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It is easy to find pages if there is only a single heap file

Need meta-data to keep track of what pages exist in multiple files and which ones have free space.

Database File

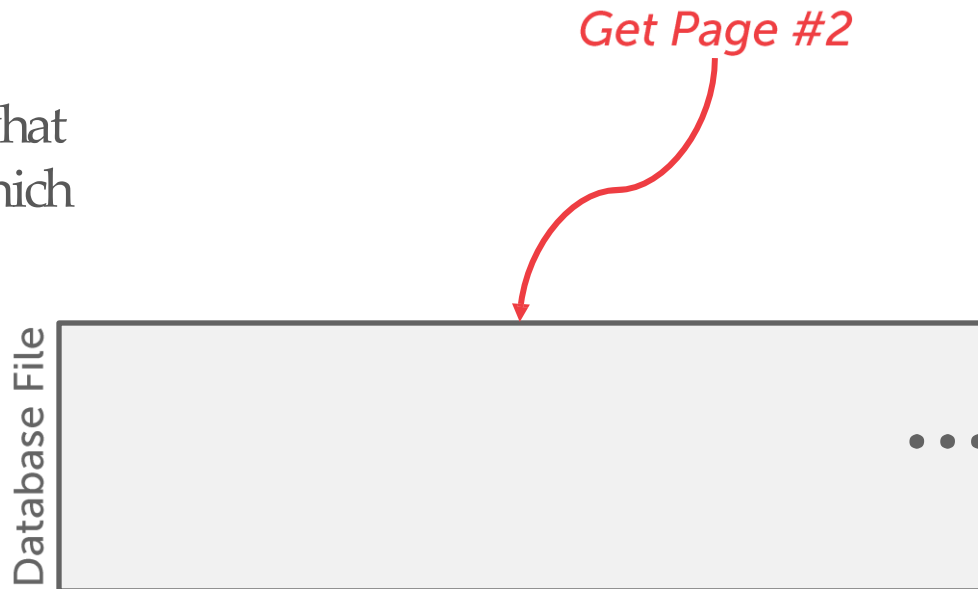


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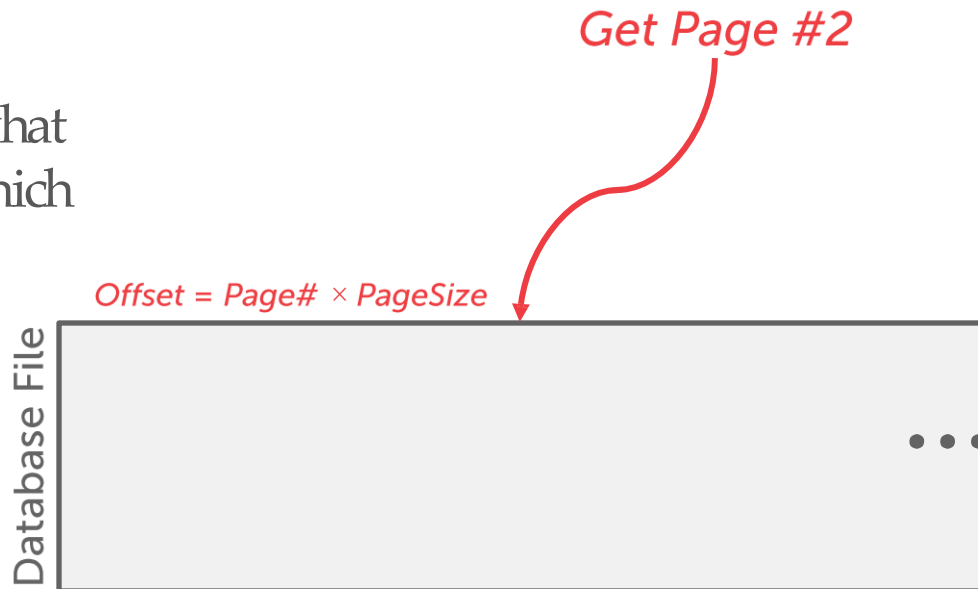


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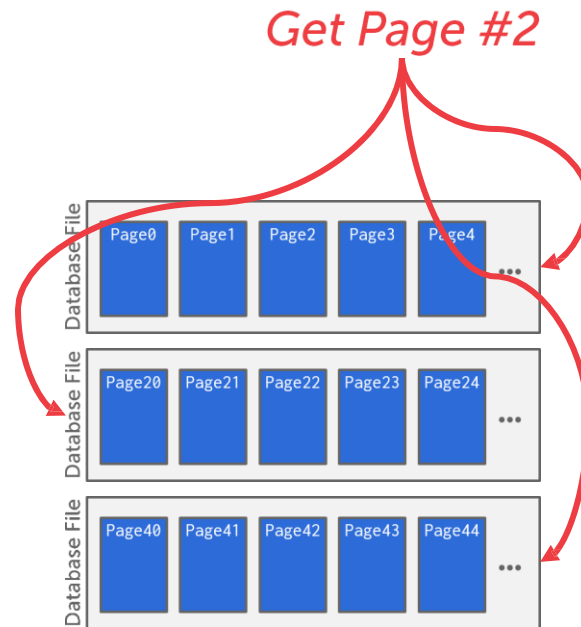
*Get Page #2*



# DATABASE HEAP

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# HEAP FILE: LINKED LIST

---

Maintain a header page at the beginning of the file that stores two pointers:

- HEAD of the free page list.
- HEAD of the data page list.

Each page keeps track of how many free slots they currently have.



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Free Page  
List



Data Page  
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Data Page List



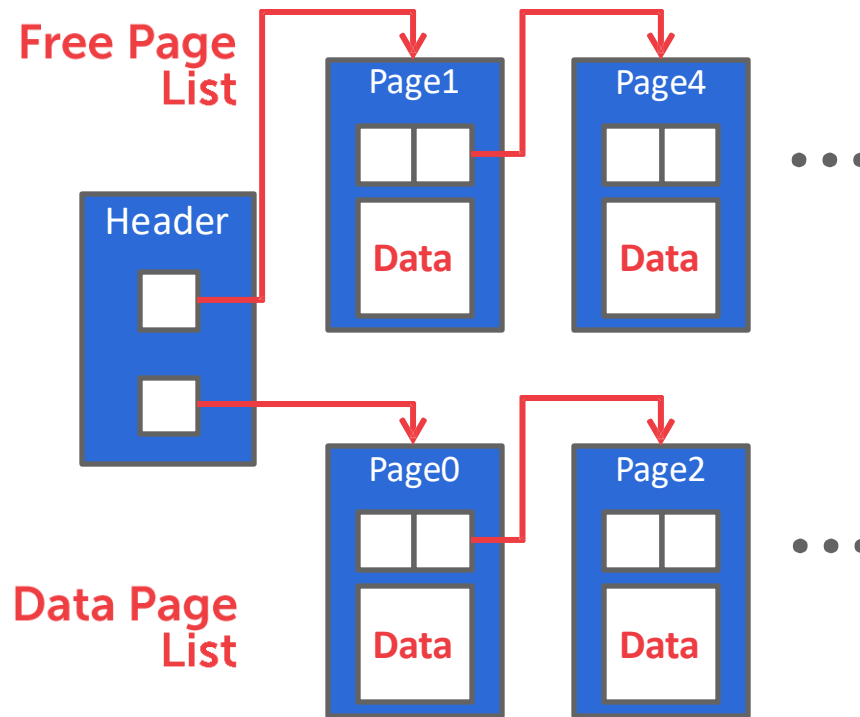


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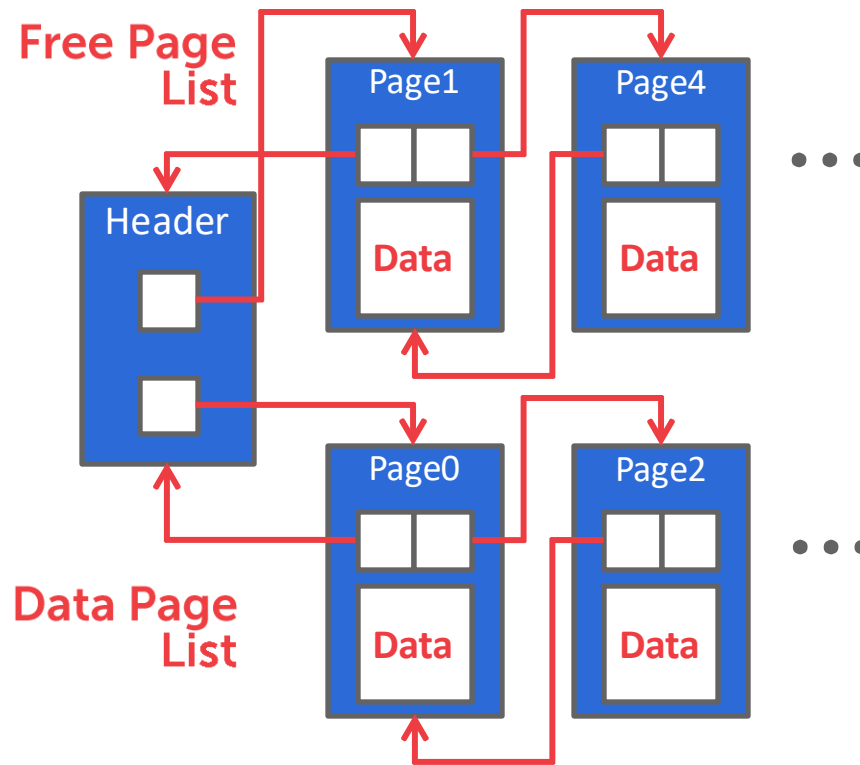


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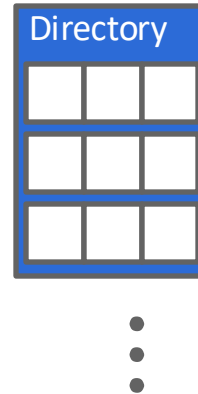
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The DBMS maintains special pages that track the location of data pages in the database files.

The directory also records the number of free slots per page.

Must make sure that the directory pages are in sync with the data pages.



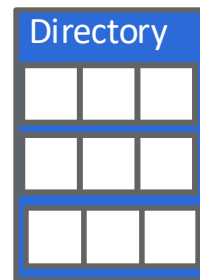
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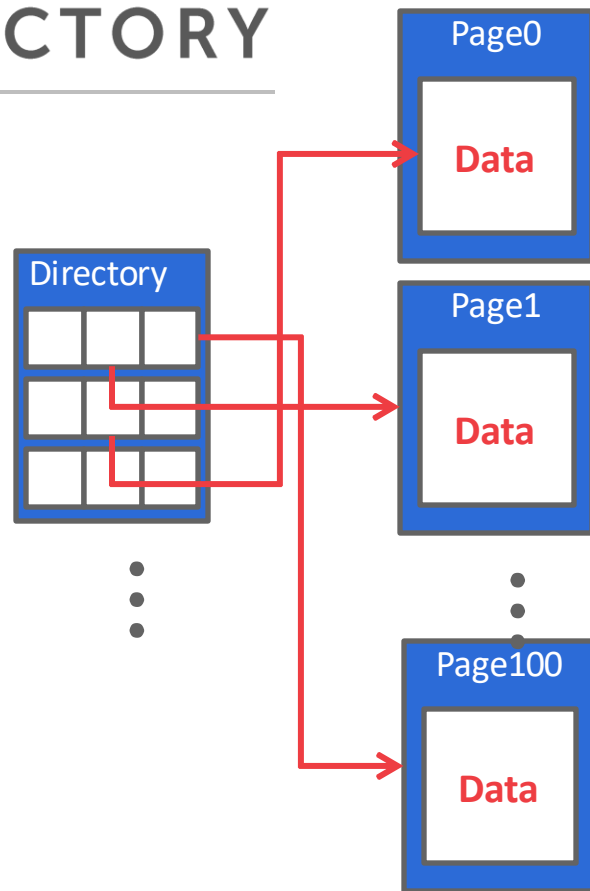


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File storage

Page layout

Tuple layout

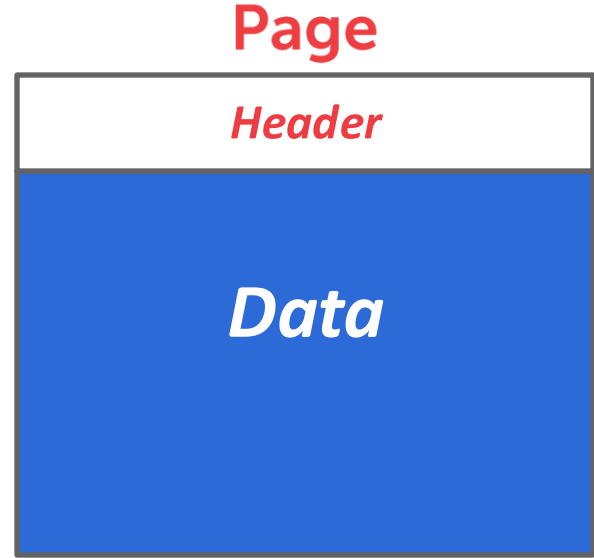
# PAGE HEADER

---

Every page contains a header of meta-data about the page's contents.

- Page Size
- Checksum
- DBMS Version
- Transaction Visibility
- Compression Information

Some systems require pages to be self-contained (e.g., Oracle).



# PAGE LAYOUT

---

For any page storage architecture, we now need to decide how to organize the data inside of the page.

→ We are still assuming that we are only storing tuples.

Two approaches:

→ Tuple-oriented

→ Log-structured



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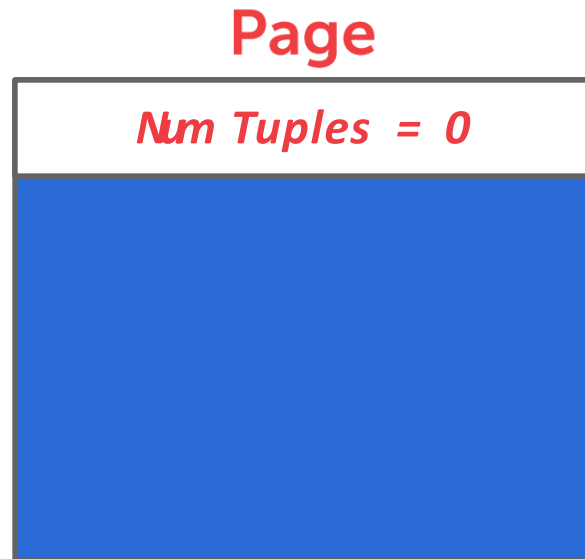
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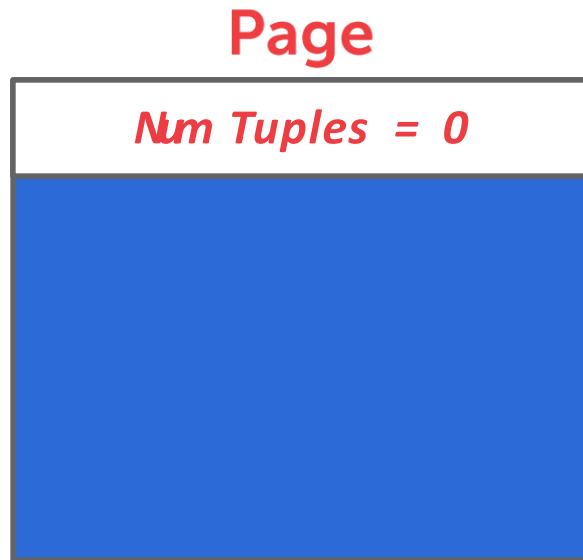
How to store tuples in a page?



# TUPLE STORAGE

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**Strawman Idea:** Keep track of the number of tuples in a page and then just append a new tuple to the end.

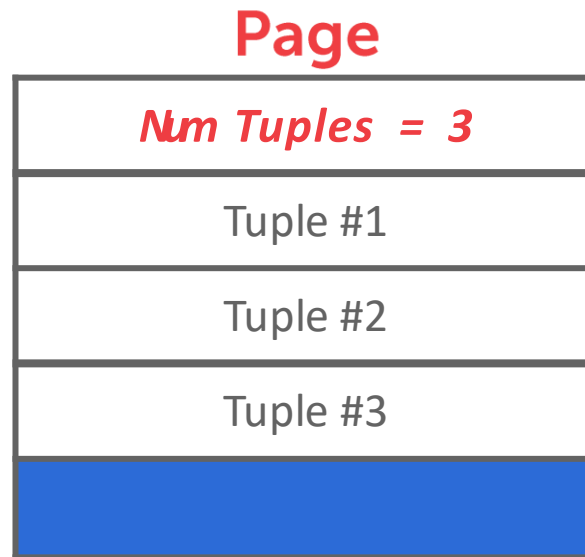


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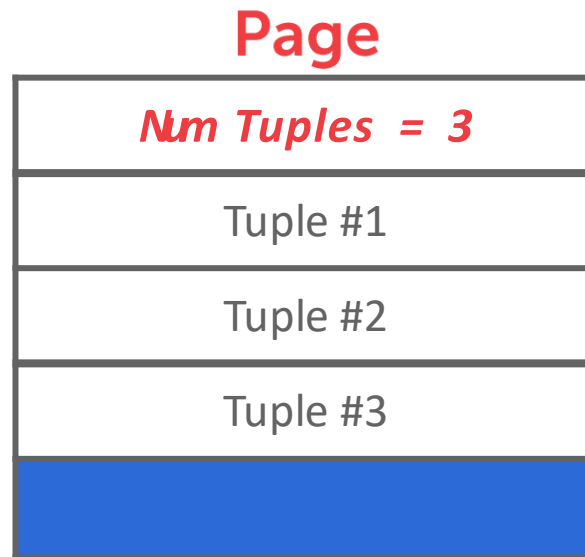


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→ What happens if we delete a tuple?



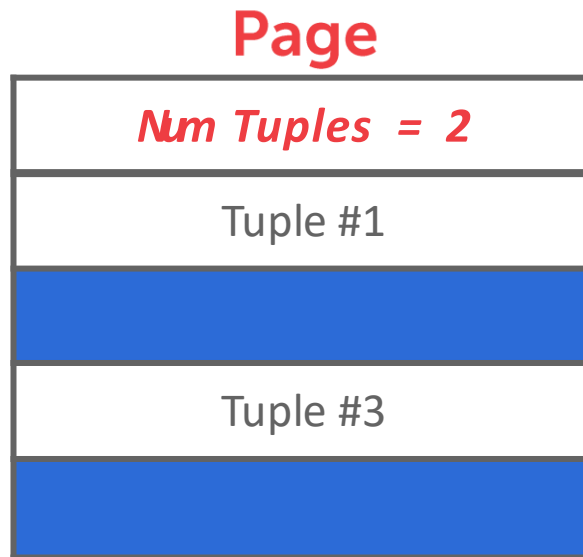
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**Page**

<i>Num Tuples = 3</i>
Tuple #1
Tuple #4
Tuple #3

# TUPLE STORAGE

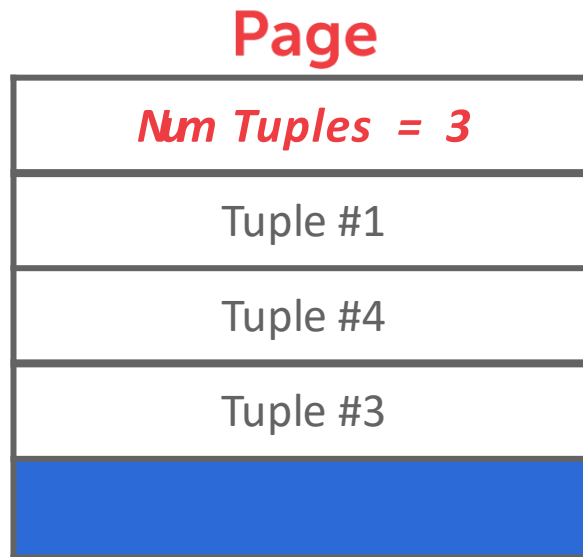
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How to store tuples in a page?

**Strawman Idea:** Keep track of the number of tuples in a page and then just append a new tuple to the end.

→ What happens if we delete a tuple?

→ What happens if we have a variable-length attribute?





# SLOTTED PAGES

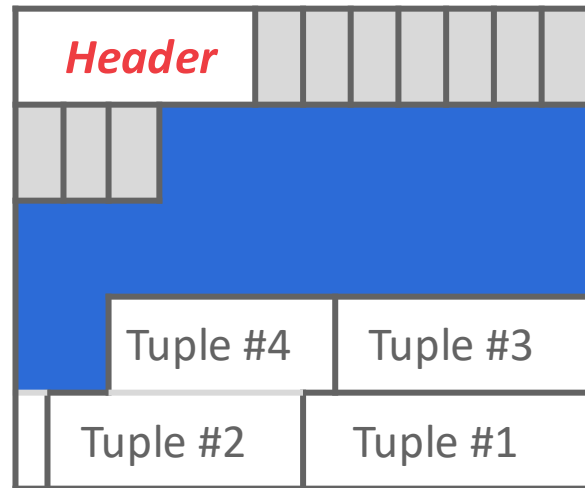
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The most common layout scheme is called slotted pages.

The slot array maps "slots" to the tuples' starting position offsets.

The header keeps track of:

- The # of used slots
- The offset of the starting location of the last slot used.



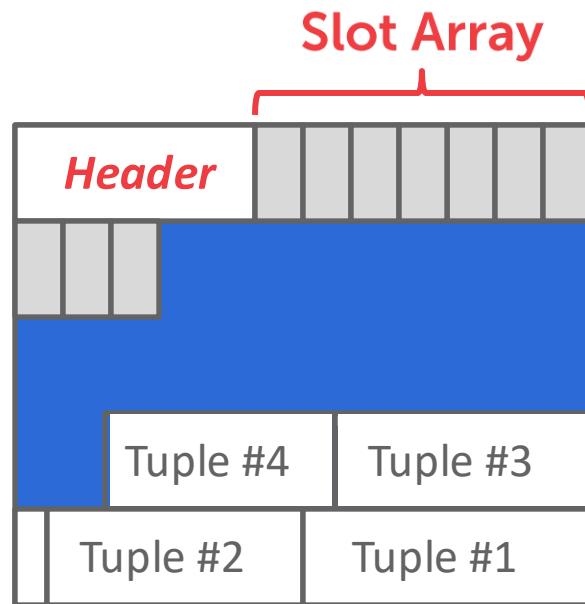
# SLOTTED PAGES

The most common layout scheme is called slotted pages.

The slot array maps "slots" to the tuples' starting position offsets.

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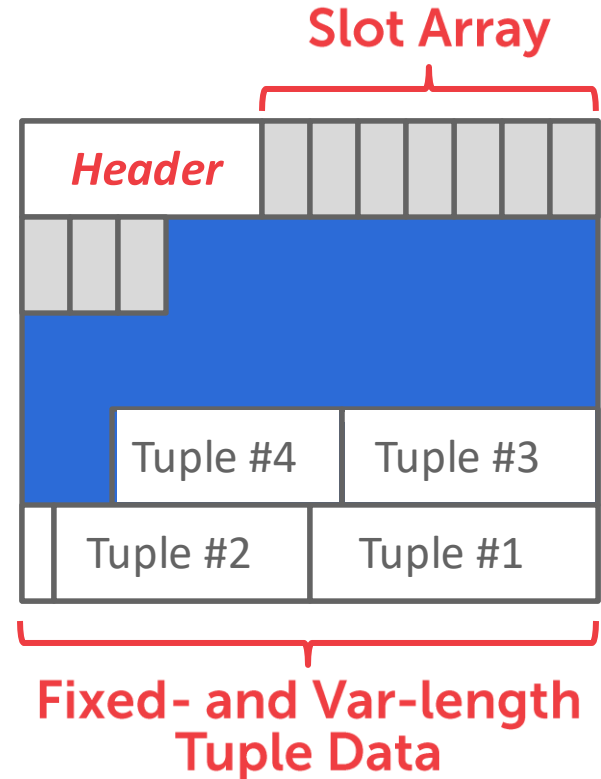
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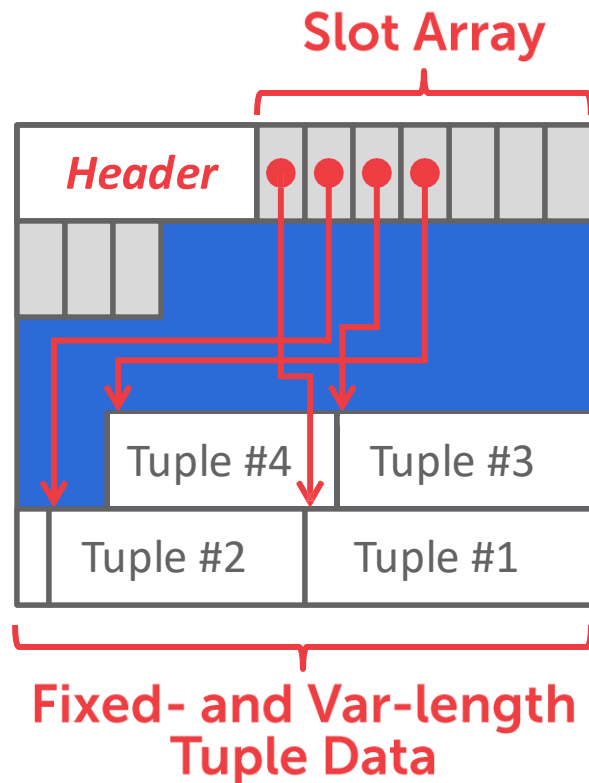
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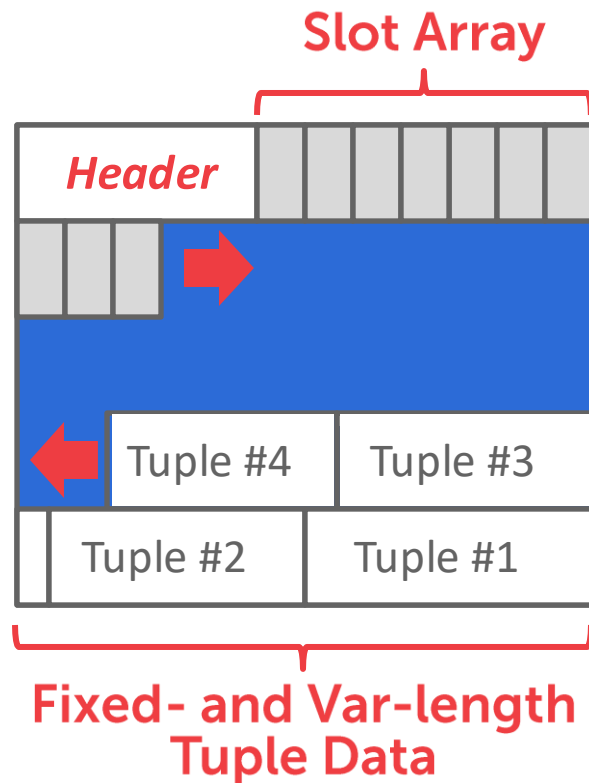
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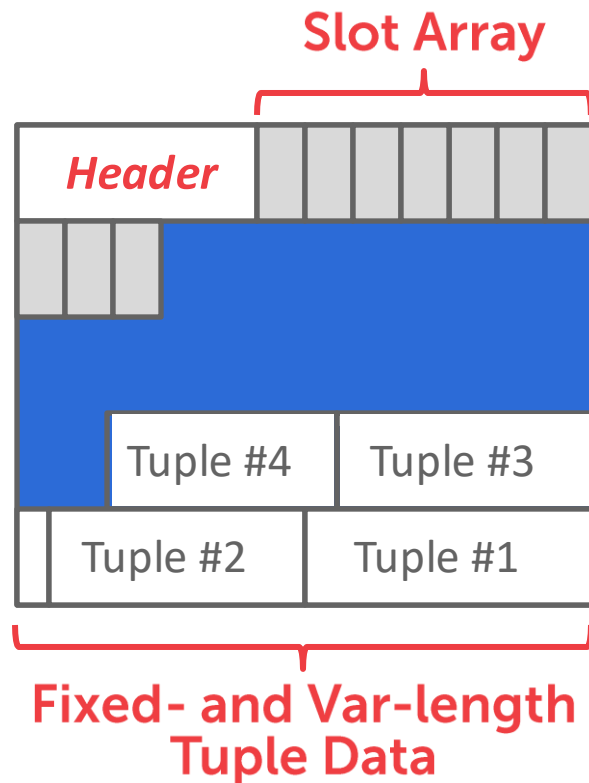
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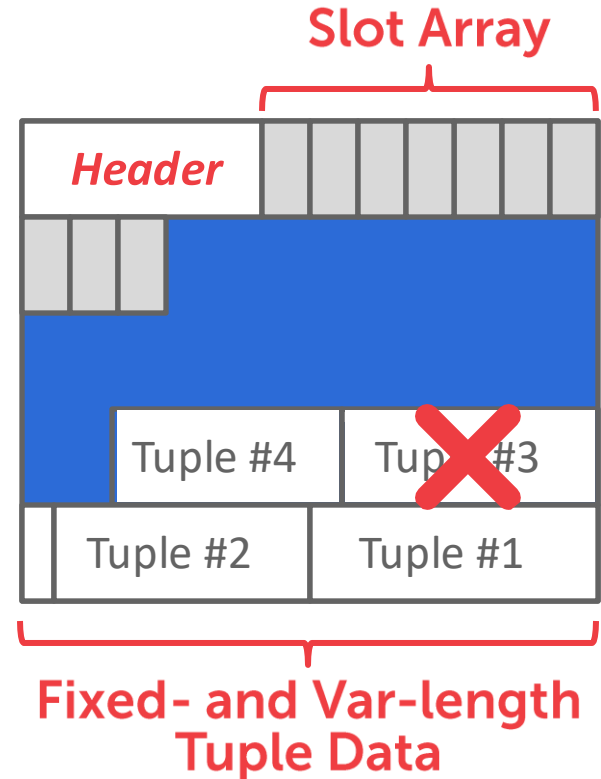
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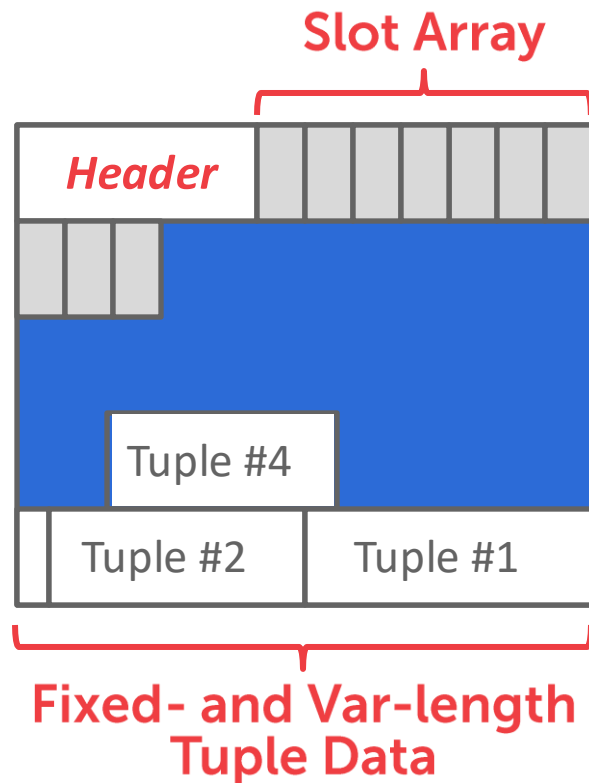
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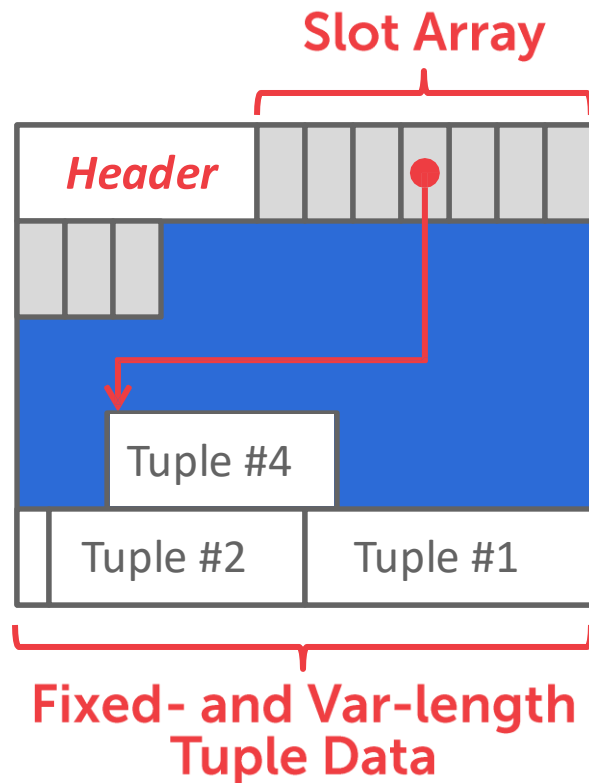
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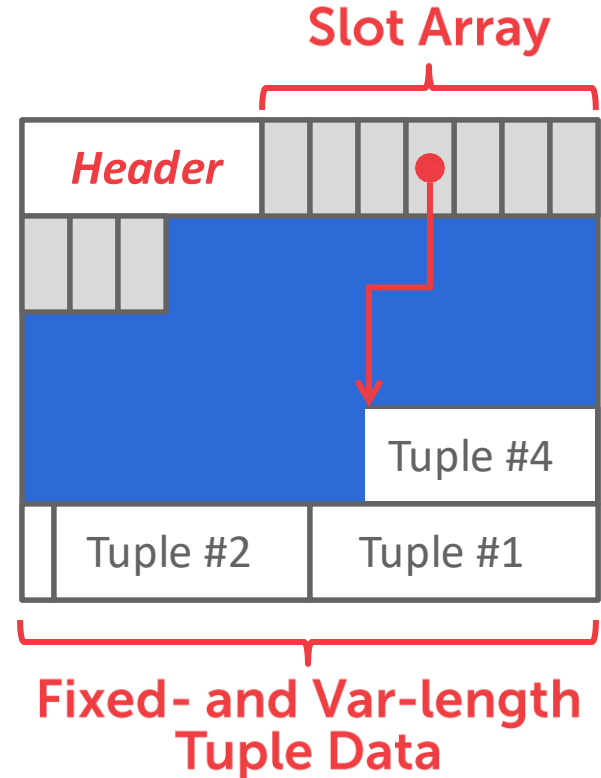
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# RECORD IDS

---

The DBMS needs a way to keep track of individual tuples.

Each tuple is assigned a unique record identifier.

→ Most common: **page\_id+ offset/slot**

→ Can also contain file location info.

An application cannot rely on these IDs to mean anything.

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 PostgreSQL  
CTID (6-bytes)

 SQLite  
ROWID (8-bytes)

**ORACLE**<sup>®</sup>  
ROWID (10-bytes)

# TODAY'S AGENDA

File storage

Page layout

Tuple layout

# TUPLE LAYOUT

A tuple is essentially a sequence of bytes.

It's the job of the DBMS to interpret those bytes into attribute types and values.

# TUPLE HEADER

---

Each tuple is prefixed with a header that contains meta-data about it.

- Visibility info (concurrency control)
- Bit Map for **NULL** values.

We do not need to store meta-data about the schema.

**Tuple**



# TUPLE DATA

---

Attributes are typically stored in the order that you specify them when you create the table.

This is done for software engineering reasons (i.e., simplicity).

However, it might be more efficient to lay them out differently.

## Tuple

<i>Header</i>	a	b	c	d	e
---------------	---	---	---	---	---

```
CREATE TABLE foo (  
  a INT PRIMARY KEY,  
  b INT NOT NULL,  
  c INT,  
  d DOUBLE,  
  e FLOAT  
);
```



# DENORMALIZED TUPLE DATA

---

DBMS can physically *denormalize* (e.g., "pre join") related tuples and store them together in the same page.

- Potentially reduces the amount of I/O for common workload patterns.
- Can make updates more expensive.

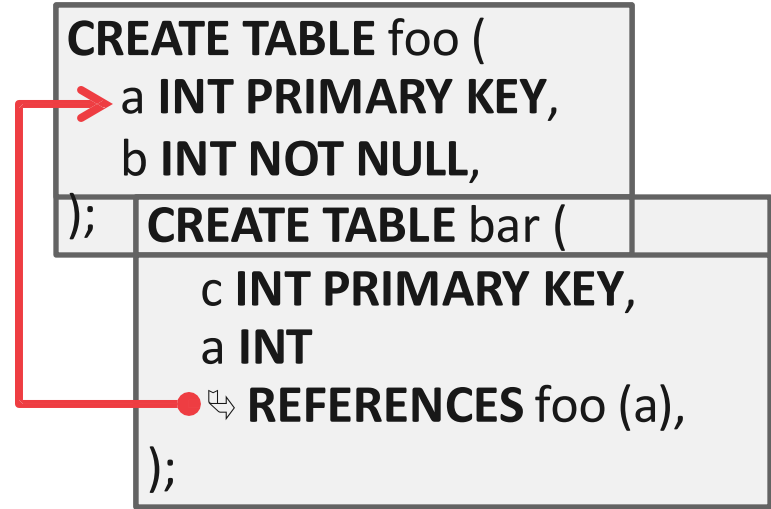
```
CREATE TABLE foo (  
  a INT PRIMARY KEY,  
  b INT NOT NULL,  
);  
CREATE TABLE bar (  
  c INT PRIMARY KEY,  
  a INT  
  ↪ REFERENCES foo (a),  
);
```

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foo

<i>Header</i>	a	b
---------------	---	---

bar

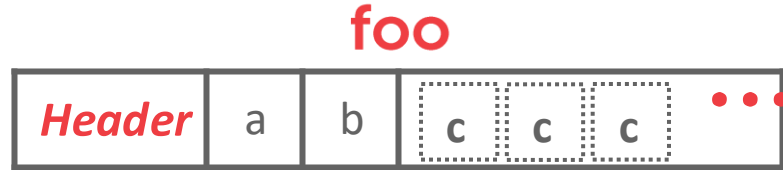
<i>Header</i>	c	a
<i>Header</i>	c	a
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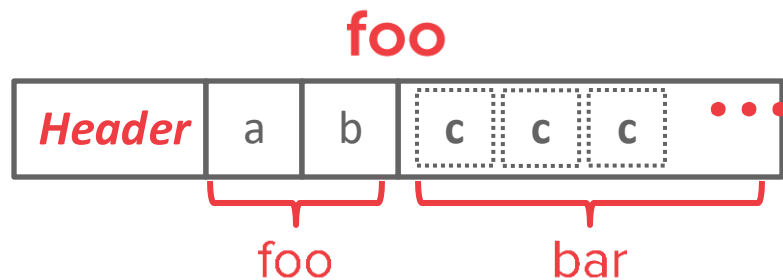
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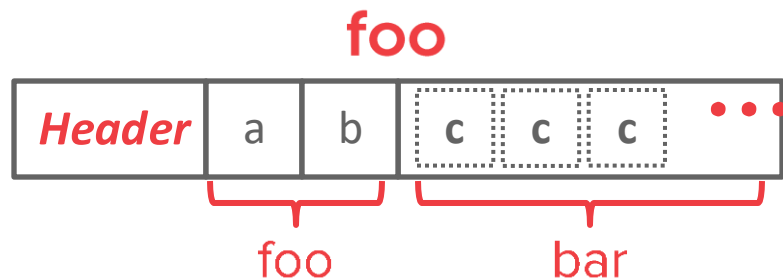
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- IBM System R did this in the 1970s.
- Several NoSQL DBMSs do this without calling it physical denormalization.



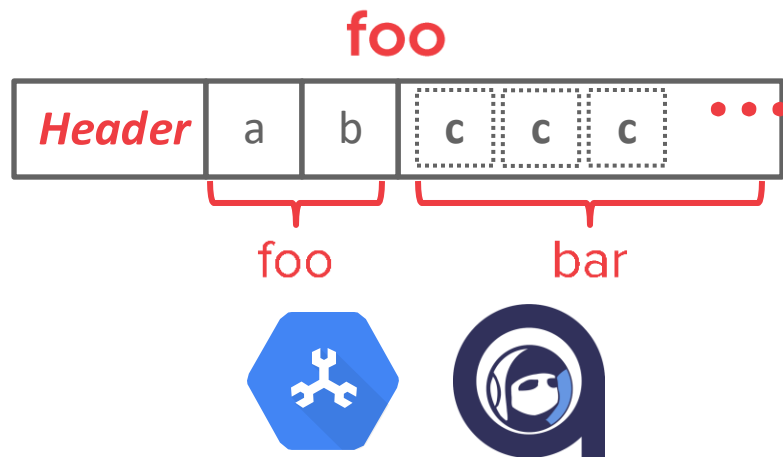
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MarkLogic



# CONCLUSION

Database is organized in pages.

Different ways to track pages.

Different ways to store pages.

Different ways to store tuples.