InnoDB: A journey to the core III

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bit.ly/innodb_journey_iii

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Making MySQL Awesome at Google Worked at MySQL 2000-2004 Contributor since 3.23 16 years in the MySQL community Code, documentation, research, bug reports Yahoo!, Proven Scaling, Gazillion, Twitter



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MySQL Internals development at LinkedIn Worked at MySQL 2007-2011 Designed and built Twitter and LinkedIn MySQL Long time Open Source contributor: Apache, Linux kernel, etc.

About this work...

Not intended to be comprehensive Not authoritative (it is based on research) One of the best sources of documentation for InnoDB formats

Approach:

- 1. Read the C and C++ sources
- 2. Implement in Ruby
- 3. Refactor and correct until reasonable
- 4. Document!

Resources

blog.jcole.us/innodb/

github.com/jeremycole/innodb_ruby

groups.google.com/forum/#!forum/innodb_ruby

innodb_ruby@googlegroups.com

Overview of InnoDB Compression

The high-level idea

Each page is compressed using zlib to save space Usage of compression is transparent to the user Save disk space and IO size/throughput at the cost of CPU, memory usage, and complexity

Enabling compression

Use of innodb_file_per_table is required Page sizes are 1, 2, 4, 8, or 16 KiB Page size is the same for all pages in the space

```
CREATE TABLE ( ... )
ENGINE=InnoDB
ROW_FORMAT=COMPRESSED
KEY_BLOCK_SIZE=N
```

The implementation

Index usage in memory is only on uncompressed (16 KiB) pages When a page is modified, both the compressed version of the page and the uncompressed version are modified Only the compressed page is flushed to disk The uncompressed page is discarded when no longer needed The buffer pool can contain both the compressed and uncompressed version of each page at the same time Uncompressed pages are evicted from the buffer pool first, compressed pages in the buffer pool act as a cache

The modification log

As modifications to a page are made, they are appended to a modification log inside the page

The modification log grows to consume the free space in a page The page must be re-organized (re-compressed), or split when:

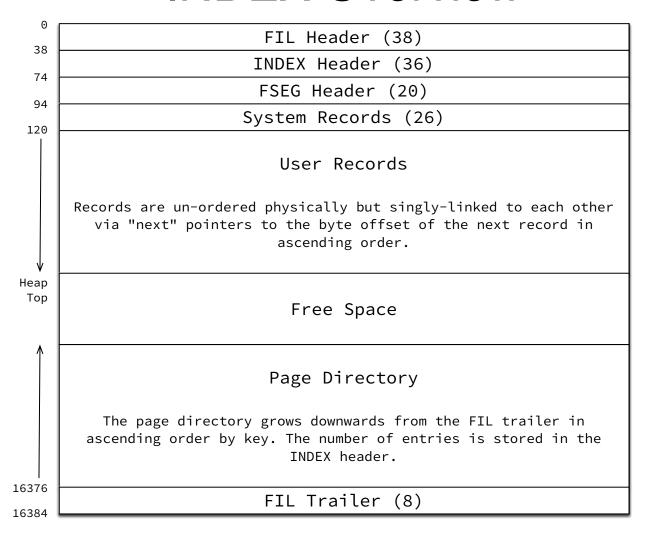
- The free space in the page is exhausted; or
- The page no longer compresses to the target page size
 Pages initially start empty, with no compressed data; the modification log grows until full when the page is re-organized and that data is moved to the compressed data section

The buffer pool buddy system

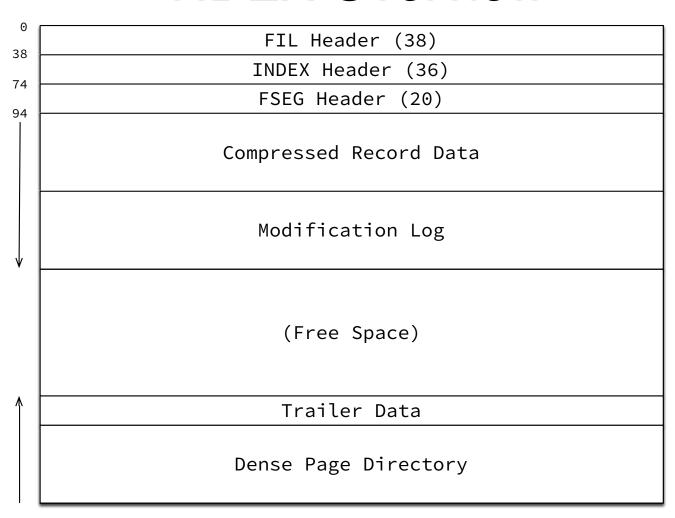
Pages in the buffer pool are always 16 KiB (UNIV_PAGE_SIZE)
Pages can be borrowed into the "buddy system" where they can be sub-divided into smaller (8, 4, 2, or 1 KiB) blocks
Management of buffer pool free space becomes a lot more complicated when multiple pages sizes are in use
For example, in the worst case, almost the entire buffer pool can be buddied as 8 KiB pages, of which half are free, but no two halves of a single 16 KiB page are free, so a page must be evicted to free a 16 KiB contiguous block

Physical Structures

INDEX Overview

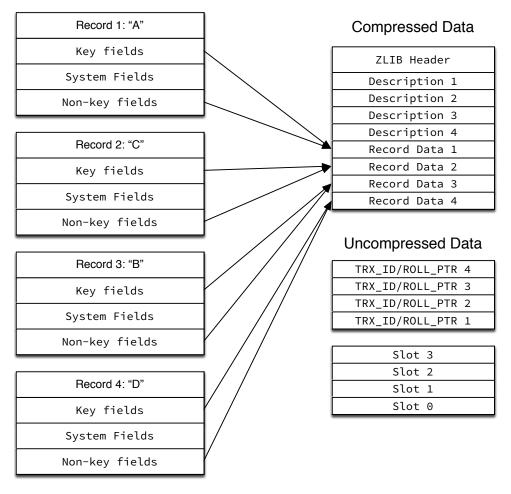


INDEX Overview



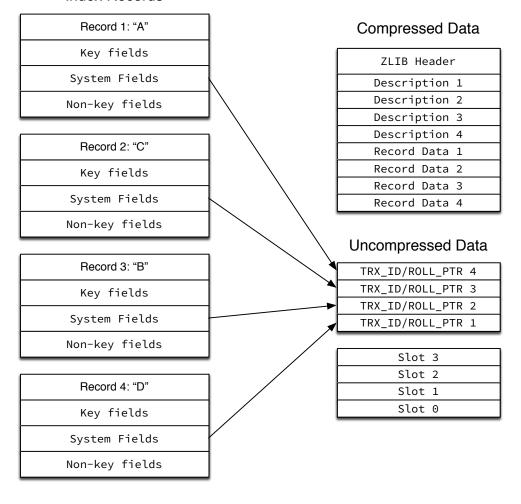
Compressed Index Data

Uncompressed Index Records



Compressed Index Data

Uncompressed Index Records



Compressed Index Data

Uncompressed Index Records



Key fields

System Fields

Non-key fields

Record 2: "C"

Key fields

System Fields

Non-key fields

Record 3: "B"

Key fields

System Fields

Non-key fields

Record 4: "D"

Key fields

System Fields

Non-key fields

Compressed Data

ZLIB Header
Description 1
Description 2
Description 3
Description 4
Record Data 1
Record Data 2
Record Data 3
Record Data 4

Uncompressed Data

TRX_ID/ROLL_PTR 4	1
TRX_ID/ROLL_PTR 3	3
TRX_ID/ROLL_PTR 2	2
TRX_ID/ROLL_PTR 1	L

Slot 3
Slot 2
Slot 1
Slot 0

Modification Log

-y 1	Heap Number (1−2)	
Entry	Record Data	
-y 2	Heap Number (1−2)	
Entry	Record Data	
•••		
-y N	Heap Number (1−2)	
Entry	Record Data	
	End Marker (1) = 0	

Trailer Data

гу 1	TRX_ID (6)
Entr	Roll Pointer (5)
-y 2	TRX_ID (6)
Entry	Roll Pointer (5)
	• • •
_у N	TRX_ID (6)
Entry	Roll Pointer (5)

Dense Page Directory

Z	Deleted Flag (1 bit)		
Slot	Owned Flag (1 bit)		
0,	Record Offset (14 bits)		
• • •			
1	Deleted Flag (1 bit)		
Owned Flag (1 bit)	Owned Flag (1 bit)		
0,	Record Offset (14 bits)		
0	Deleted Flag (1 bit)		
Slot	Owned Flag (1 bit)		
	Record Offset (14 bits)		

The dense page directory contains one entry per records, in the key's collation order. All directory slots will own a minimum of 4 and maximum of 8 records. The page directory grows "downwards" from the end of the page.

Problems with Compression

Many bugs, problems, inefficiencies

Facebook has worked for the past several years to fix

Probably should use at least MySQL 5.6 to get these fixes, older versions are not good

Quirks with the specific version of zlib used and upgrading; if the zlib version changes, compressed data may change size, so currently in some cases the entire compressed page is redo logged for safety

Compression is overly complicated:)

Lots of "if (page_zip)" everywhere, lots of "_zip" variations of functions — compression support leaks all over the code base

It is difficult to monitor and to tell what it's doing and why

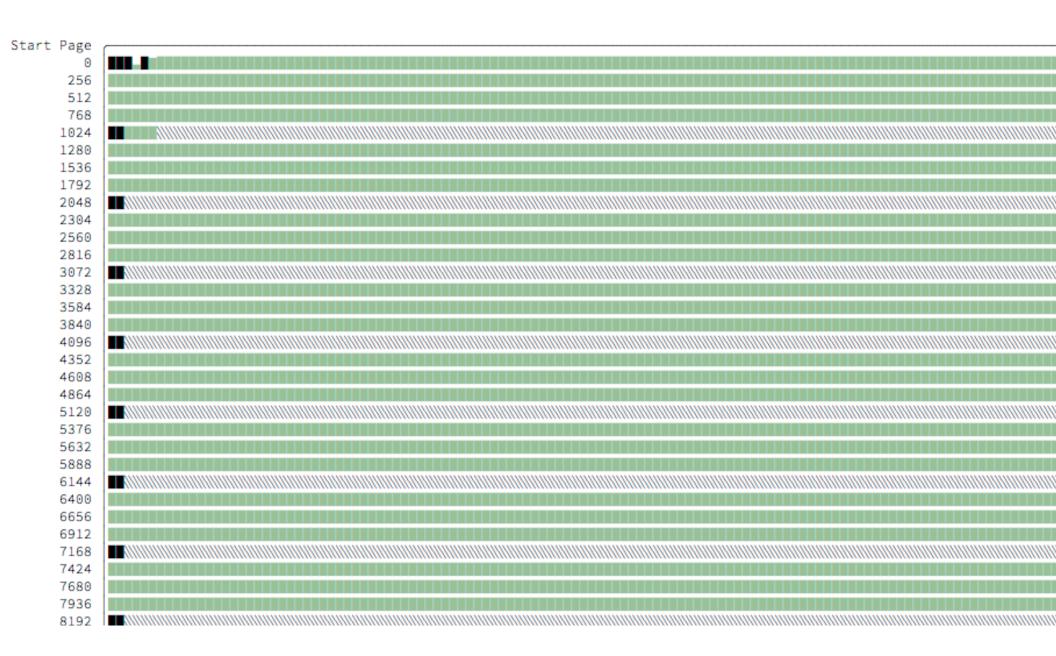
Bad abstraction, tied to zlib implementation/design

Disk space waste with smaller page sizes

MySQL Bug #67963: "InnoDB wastes almost one extent out of every innodb_page_size pages"

Very little waste (0.37%) with regular uncompressed 16 KiB pages, but up to 24.8% waste in worst case (innodb_page_size=4k, key_block_size=1).

Typical waste 0.75% with default 16 KiB page size and key_block_size=8.



Onwards

Facebook's InnoDB Compression Posts

facebook.com/MySQLatFacebook/notes

Facebook's "InnoDB Defragmentation"

Rongrong Zhong

Today @ 15:50 in Ballroom A

Q & A