

# Seminar

## Optimizing data management on new hardware (OpDaMNeHa)

Summer Term 2014

Lehrgebiet Informationssysteme

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**AG Datenbanken und  
Informationssysteme**



**AG Heterogene  
Informationssysteme**

- a) Familiarize yourself with a scientific topic independently
- b) Find scientific literature on web or in the library, cite correctly
- c) Prepare a written composition, presentation, and discussion
- d) Time Management, Deadline!
- e) Warm-up for your bachelor/master thesis

## **Task 0: Kick-off meeting (today, April 23<sup>th</sup>)**

- Assign topics

## **Task 1: Searching for Literature (2 weeks later, May 7<sup>th</sup>)**

- Read the basic papers provided by your supervisor
- Understand your topic
- You have to search for further papers<sup>1</sup>
- Collect a list of related papers and send it to your supervisor

## **Task 2: Annotated Table of Contents (TOC) (10 days later, May 16<sup>th</sup>)**

- Prepare an annotated TOC for your supervisor  
(approx. 1.5 pages)
- Including chapter names, section names and comments

## 1. For finding related scientific papers (download free only in university network):

### Google scholar

➤ [scholar.google.de](http://scholar.google.de)

### ACM Digital Library

➤ <http://dl.acm.org/>

### DBLP

➤ <http://www.informatik.uni-trier.de/~ley/db/>

### CiteSeerX

➤ <http://citeseerx.ist.psu.edu/index>

## NEW REGISTRATION RULE:

Each student is allowed to quit the seminar in the first week.

If one quits, another student from the waiting list can continue his/her work before the first deadline (literature list).

If one quits later than the first week, his/her seminar registration in next semester will be directly moved to the waiting list.

## Task 3: Written Composition (about 7 weeks later, July 7<sup>th</sup>)

- Construct fine-grained sub-deadlines with your supervisor
- LNCS<sup>1</sup> Layout, PDF Format required
- Length: 6000–8000 Words (net.)  $\cong$  15–20 Pages
- Correct and complete bibliography
- Don't copy and paste directly from e.g. papers or web articles! (we will check!)**

## Task 4: Presentation (July 11<sup>th</sup>, 14<sup>th</sup>, 18<sup>th</sup>, 21<sup>st</sup>)

1. LNCS (Lecture Notes in Computer Science) Word/Latex template
  - <http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>

- a) Length: 60 Minutes
  - 45 minutes for the presentation
  - 15 minutes for the discussion
- b) Presentation:
  - ❖ Projector (private or one of our notebooks)
- c) You must submit your presentation electronically, one week after you gave your talk

- **All certificates will be graded!**
- **“Basic Requirements (i.e. 4.0)”:**
  - Meet the deadlines!
  - Don't copy and paste!
  - Decent presentation
  - Be present when others give their talks (must explain reasons in case one cannot attend certain talks)
  - Get involved in the discussions (at least **one** question)
- **“Criteria for grading”**
  - Quality of your written composition
  - Quality of your presentation (Animate slides! Not text-reading!)
  - Quality of your answers to the questions raised by others in the discussion part of your presentation
  - Be active in discussion
  - Overall impression of your supervisor



- April 23th: Kick-off meeting
- May 7th: Deadline for literature list
- May 16th: Deadline for annotated TOC
- July 7th: Deadline for revised written composition
- Final presentations:
  - Friday, July 11th
  - Monday, July 14th
  - Friday, July 18th
  - Monday, July 21st

**All deadlines are strict!**

## Database

- Transaction, ACID props
- Buffer management
- Recovery
- Indexing
- Query processing:
  - Selection
  - Join
  - Aggregation
  - Data loading

## New hardware

- Multi-core CPUs
- GPUs
- FPGAs
- Flash memory, SSD
- A lot of memories

## Writing

- Read
- Understand
- Write
- Present
- Show you've understood and you've written

Questions before introducing topics

## <<Durable transactions for memory using Flash>>

### *Architecture:*

cheap, fast solid-state storage (SSD), inexpensive DRAM, and multi-core CPUs

### *Database technique covered:*

ACID semantics, logging

### *Proposal:*

a new system architecture called Hathi that provides an in-memory transactional heap made persistent using high-speed flash drives.

### *Supervisor:*

Prof. Härder

## <<OS paging and buffer management>>

### *Architecture:*

inexpensive DRAM, traditional HDD

### *Database technique covered:*

data locality

### *Proposal:*

using virtual memory paging mechanism to balance hot/cold data in memory and HDD.

### *Supervisor:*

Prof. Härder

<<Enhancing recovery using an SSD buffer pool extension>>

*Architecture:*

SSD

*Database technique covered:*

recovery

*Proposal:*

exploit the SSD persistence for recovery and normal restart with shorter recovery times.

*Supervisor:*

Caetano Sauer

<<Energy-proportional query execution using a cluster of wimpy nodes>>

*Architecture:*

a distributed shared-nothing DBMS

*Database technique covered:*

energy efficiency, load schedule

*Proposal:*

dynamically adjust clusters for energy and performance

*Supervisor:*

Daniel Shall

## <<Vectorization vs. Compilation in Query Execution>>

### *Architecture:*

modern CPUs

### *Database technique covered:*

query compiler, parallel execution using SIMD (single instruction multiple data)/vectorized processing instructions

### *Proposal:*

compiling SQL queries (Project, Select, Join) directly to executable programs running with SIMD instructions

### *Supervisor:*

Daniel Shall



## <<Sort/hash join on modern multi-core CPUs>>

### *Architecture:*

multi-core CPU, Intel Core i7

### *Database technique covered:*

sort-merge/hash joins

### *Proposal:*

optimizing join on multi-core CPUs

### *Supervisor:*

Daniel Shall

## <<Scalable aggregation on multi-core CPUs>>

*Architecture:*

memory

*Database technique covered:*

in memory parallel aggregation

*Proposal:*

hybrid independent/shared parallel processing

*Supervisor:*

Yong Hu

## <<Optimizing select conditions on GPUs>>

*Architecture:*

GPU

*Database technique covered:*

selection queries

*Proposal:*

optimizing selection queries on highly parallel GPUs by taking branches into consideration

*Supervisor:*

Prof. Dessloch

## <<Join processing on GPUs >>

*Architecture:*

GPU

*Database technique covered:*

Join processing

*Proposal:*

optimizing joins on GPUs with limited memories (gigabytes)

*Supervisor:*

Prof. Dessloch

## <<Generalized index scan on multi-core CPU/GPU>>

### *Architecture:*

multi-core CPU, GPU

### *Database technique covered:*

Index-based scan

### *Proposal:*

optimizing search using CPUs and GPUs

### *Supervisor:*

Yong Hu

## <<Peak performance- remote memory revisited>>

*Architecture:*

memory

*Database technique covered:*

storage scalability

*Proposal:*

utilize memory provided by remote machines for database performance

*Supervisor:*

Yong Hu

## <<In-memory indexing on modern architectures>>

*Architecture:*

memory

*Database technique covered:*

Index-based scan

*Proposal:*

in-memory index different from block-optimized B+-trees

*Supervisor:*

Weiping Qu

## <<Instant loading for main memory databases>>

*Architecture:*

memory

*Database technique covered:*

Data loading

*Proposal:*

fast loading of large data in&out of memory database

*Supervisor:*

Weiping Qu



## <<Data processing on FPGAs>>

### *Architecture:*

many-core FPGAs

### *Database technique covered:*

database operations, e.g. sort

### *Proposal:*

accelerates data processing using FPGA, integrate FPGA with existing architecture

### *Supervisor:*

Weiping Qu

# Select your topic now!

- 1) Durable transactions for memory using Flash
- 2) OS paging and buffer management
- 3) Enhancing recovery using an SSD buffer pool extension
- 4) Energy-proportional Query Execution using a Cluster of Wimpy Nodes
- 5) Vectorization vs. compilation in query execution
- 6) Sort/hash join on modern multi-core CPUs
- 7) Scalable aggregation on multi-core CPUs
- 8) Optimizing select conditions on GPUs
- 9) Join processing on GPUs
- 10) Generalized search tree index scan on multi-core CPU/GPU
- 11) Peak performance – remote memory revisited
- 12) In-memory indexing on modern architectures
- 13) Instant loading for main memory databases
- 14) Data processing on FPGAs

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