

VLDB 2019 Tutorial

# Speedup your Analytics: Automatic Parameter Tuning for Databases and Big Data Systems

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# Outline

Motivation and Background

History and Classification

**Parameter Tuning on Databases**

Parameter Tuning on Big Data Systems

Applications of Automatic Parameter Tuning

Open Challenges and Discussion

# What and How to Tune?

- What to configure?
  - ❖ Which parameters (knobs)?
  - ❖ Which are most important?
- How to tune (to best throughput)?
  - ❖ Increase buffer size?
  - ❖ More parallelism on writing?

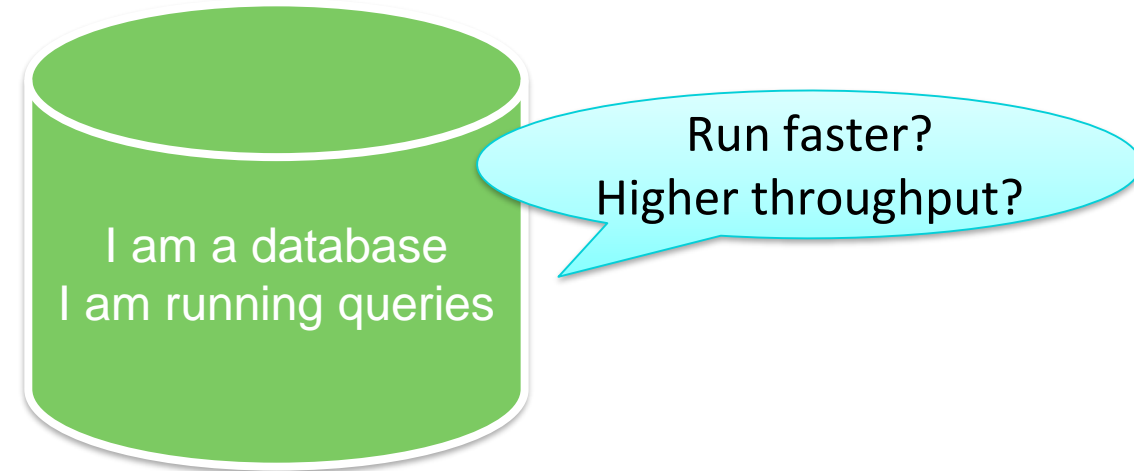


Figure. Tuning guitar knobs to right notes (frequencies)

# What to Tune – Some Important Knobs for throughput

	Parameter Name	Brief Description and Use	Default
Threads	<b>bgwriter_delay</b>	Background writer's delay between activity rounds	200ms
	<b>bgwriter_lru_maxpages</b>	Max number of buffers written by the background writer	100
Timeout Settings	<b>checkpoint_segments</b>	Max number of log file segments between WAL checkpoints	3
	<b>checkpoint_timeout</b>	Max time between automatic WAL checkpoints	5min
	<b>deadlock_timeout</b>	Waiting time on locks for checking for deadlocks	1s
Memory Cache	<b>default_statistics_target</b>	Default statistics target for table columns	100
	<b>effective_cache_size</b>	Effective size of the disk cache accessible to one query	4GB
	<b>shared_buffers</b>	Memory size for shared memory buffers	128MB

# What are the Important Parameters and How to Choose

- Affect the performance most (**manually**)
  - ❖ Based on expert experiences
  - ❖ Default documentation



Parameters have **strong correlation** to performance are important!

**Performance-sensitive** parameters are important!

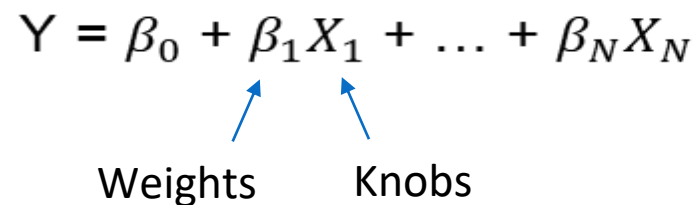
If you want higher throughput, better tuning memory-related parameters

# What are the Important Parameters and How to Choose

- Affect the performance most
- **Strongest correlation** between parameters and objective function (**model**)
  - ❖ Linear regression model for independent parameters:
    - ❑ Regularized version of least squares – Lasso (*OtterTune 2017*)
      - ✓ Interpretable, stable, and computationally efficient with higher dimensions
  - ❖ Deep learning model (*CBDTune 2019*)
    - ❑ The important input parameters will gain higher **weights** in training

$$Y = \beta_0 + \beta_1 X_1 + \dots + \beta_N X_N$$

Weights      Knobs



# How to Tune – Key Tuning Goals

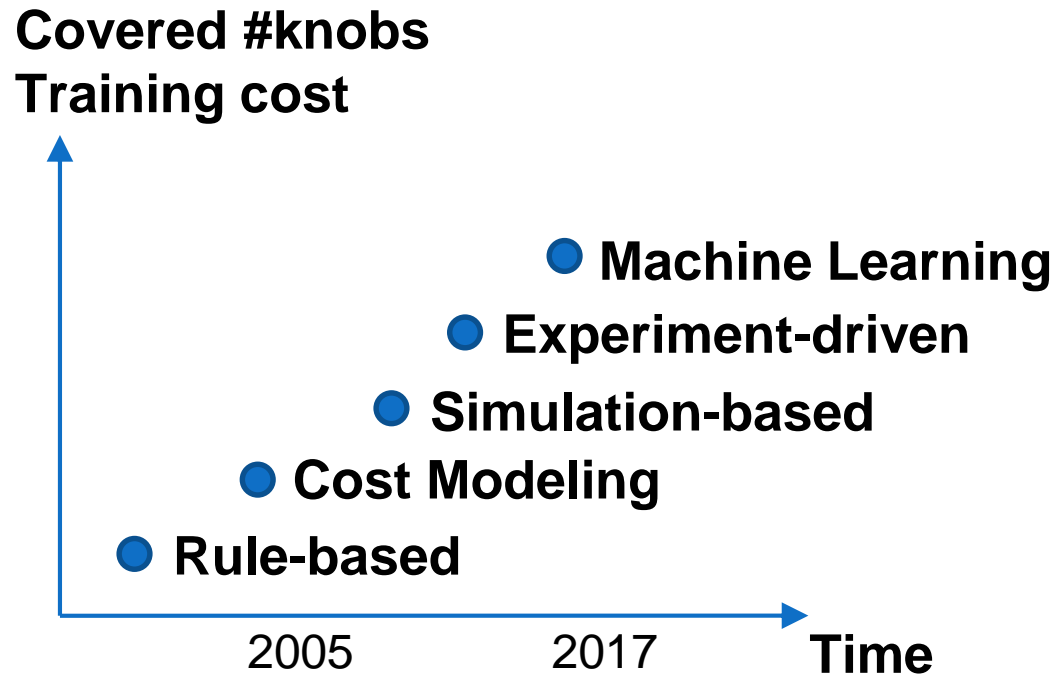
- **Avoidance:** to identify and avoid error-prone configuration settings
- **Ranking:** to rank parameters according to the performance impact
- **Profiling:** to classify and store useful log information from previous runs
- **Prediction:** to predict the database or workload performance under hypothetical resource or parameter changes
- **Tuning:** to recommend parameter values to achieve objective goals

# How to Tune – Tuning Methods

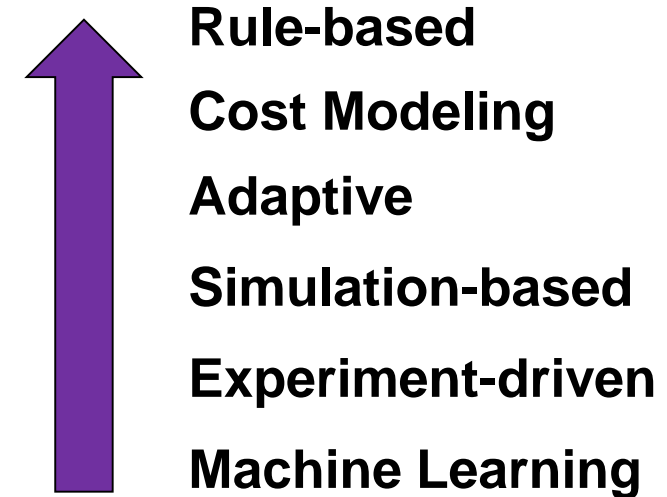
Methods	Approach	Methodology	Target Level
Rule-based	SPEX (2013)	Constraint inference	Avoidance
	Xu (2015)	Configuration navigation	Ranking
Cost-model	STMM (2006)	Cost model	Tuning
Simulation-based	Dushyanth (2005)	Trace-based simulation	Prediction
	ADDM (2005)	DAG model & simulation	Profiling, tuning
Experiment driven	SARD (2008)	P&B statistical design	Ranking
	iTuned (2009)	LHS & Guassian Process	Profiling, tuning
Machine Learning	Rodd (2016)	Neural Networks	Tuning
	OtterTune (2017)	Guassian Process	Ranking, tuning
	CDBTune (2019)	Deep RL	Tuning
Adaptive	COLT (2006)	Cost Vs. Gain analysis	Profiling, tuning



# Relational Database Tuning Methods



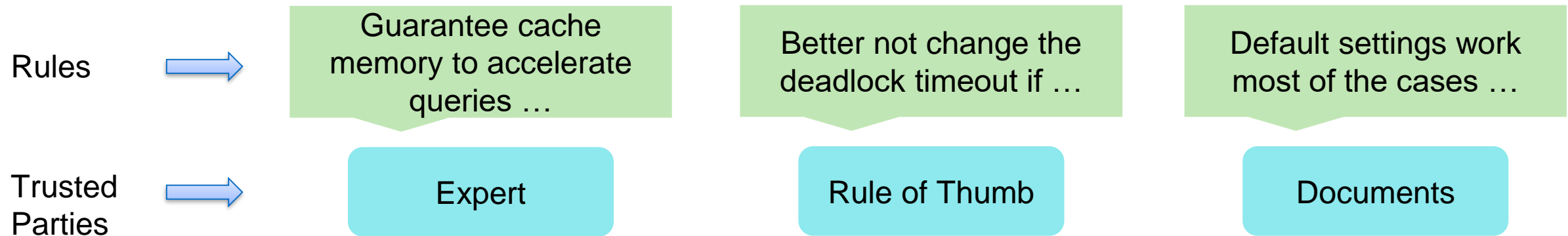
**Figure.** Developing trend: putting more training cost to uncover more knobs



**Figure.** Required expert knowledge on system

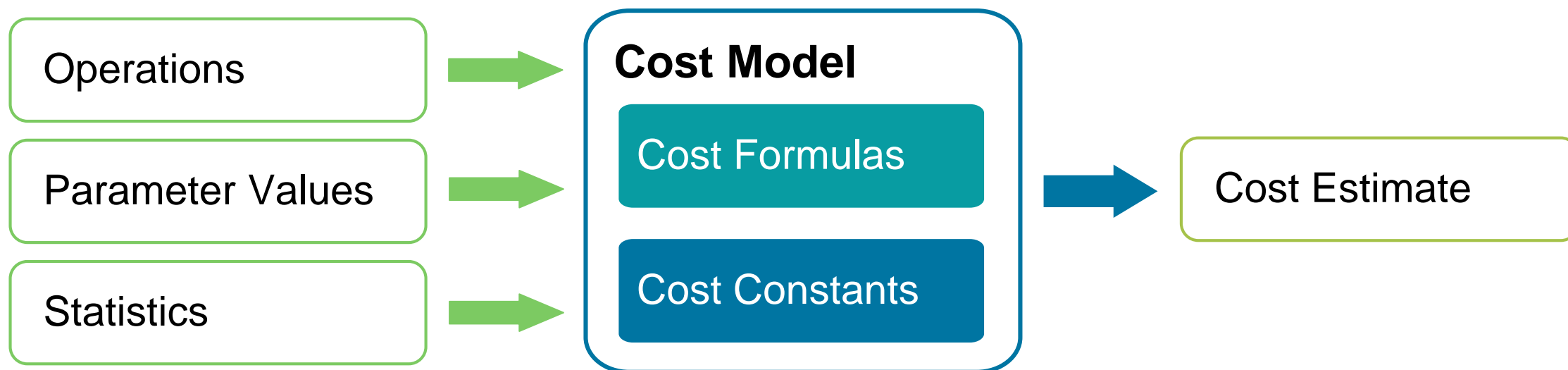
# Tuning Method: Rule-based

- Tuning based on rules derived from DBAs' expertise, experience, and knowledge, or Rule of Thumb default recommendation



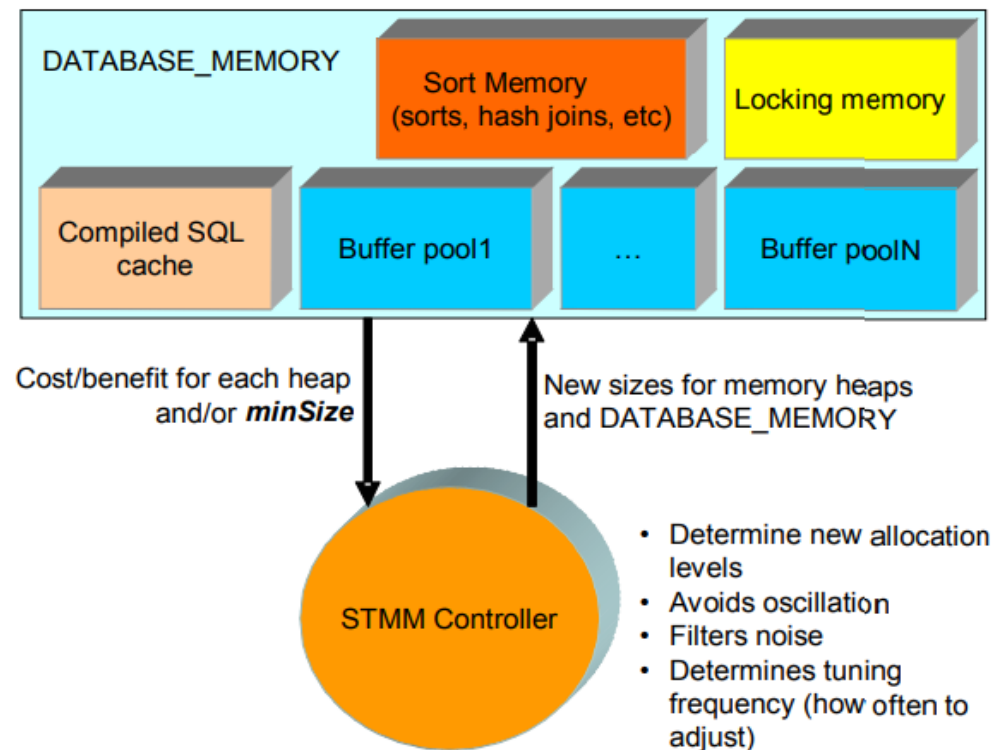
# Tuning Method: Cost Modeling

- A cost model establishes a performance model by cost functions based on the deep understanding of system components



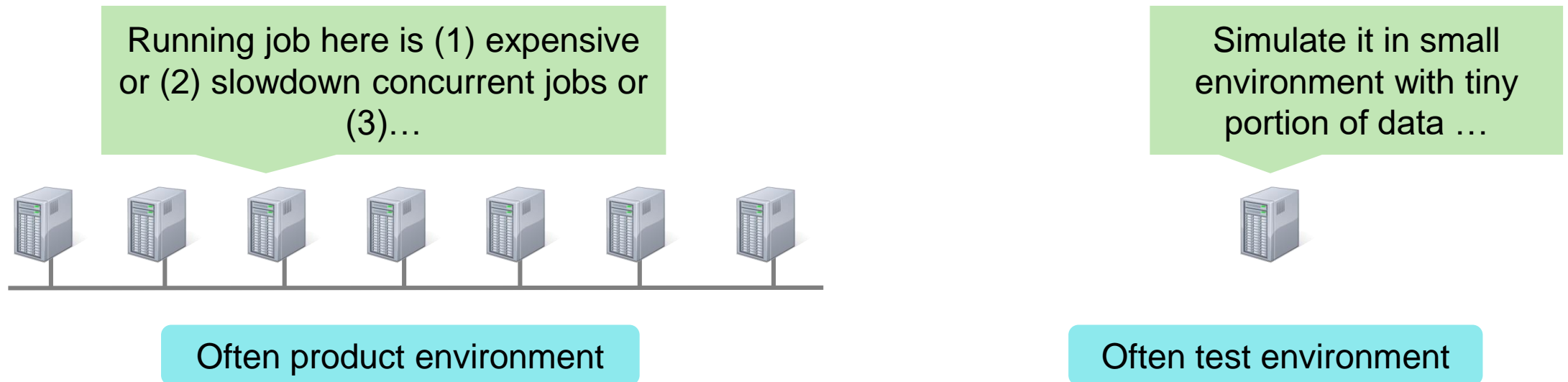
# Tuning Method: Cost Modeling (STMM)

- STMM: Adaptive Self-Tuning Memory in DB2 (2006)
  - ❖ **Reallocates** memory for several critical components (e.g., compiled statement cache, sort, and buffer pools)



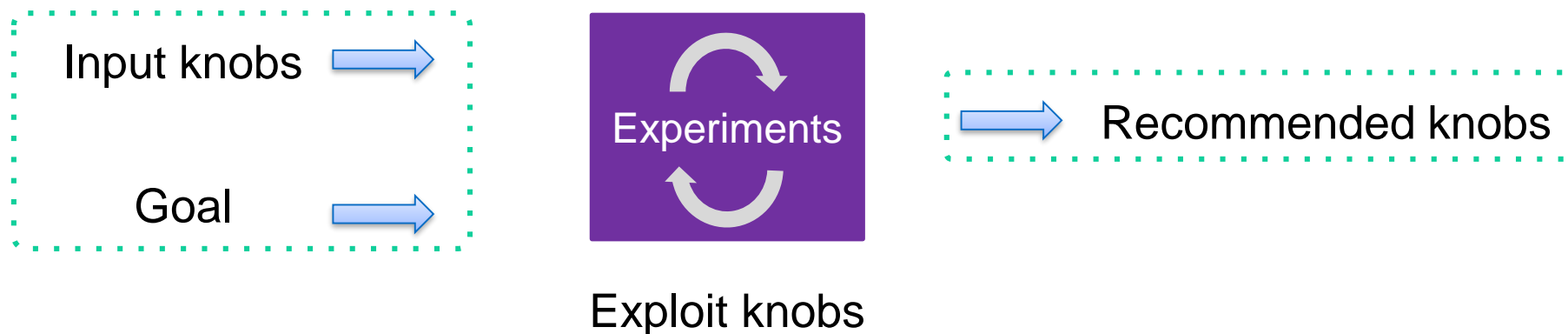
# Tuning Method: Simulation-based

- A simulation-based approach simulates workloads in one environment and learns experience or builds models to predict the performance in another.



# Tuning Method: Experiment-driven

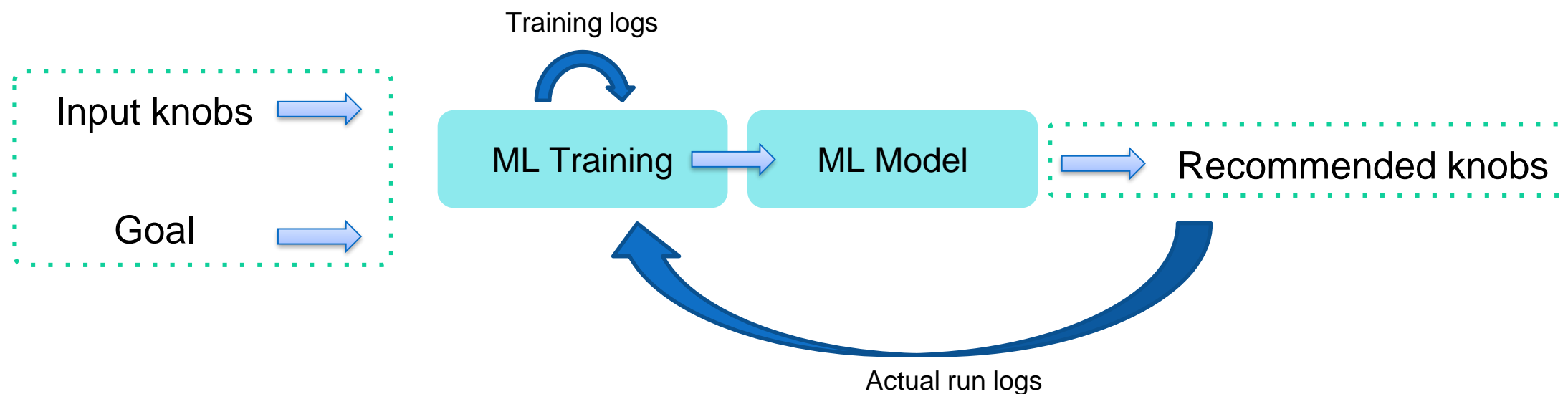
- An experiment-driven approach relies on repeated executions of the same workload under different configuration settings towards tuning parameter values



Classic paper: Tuning Database Configuration Parameters with iTuned. 2009

# Tuning Method: Machine Learning

- Machine Learning (ML) approaches aim to tune parameters automatically by taking advantages of ML methods.



# Tuning Method: Machine Learning (OtterTune 2017)

- **Factor Analysis:** transform high dimension parameters to few factors
- **Kmeans:** Cluster distinct metrics
- **Lasso:** Rank parameters
- **Gaussian Process:** Predict and tune performance

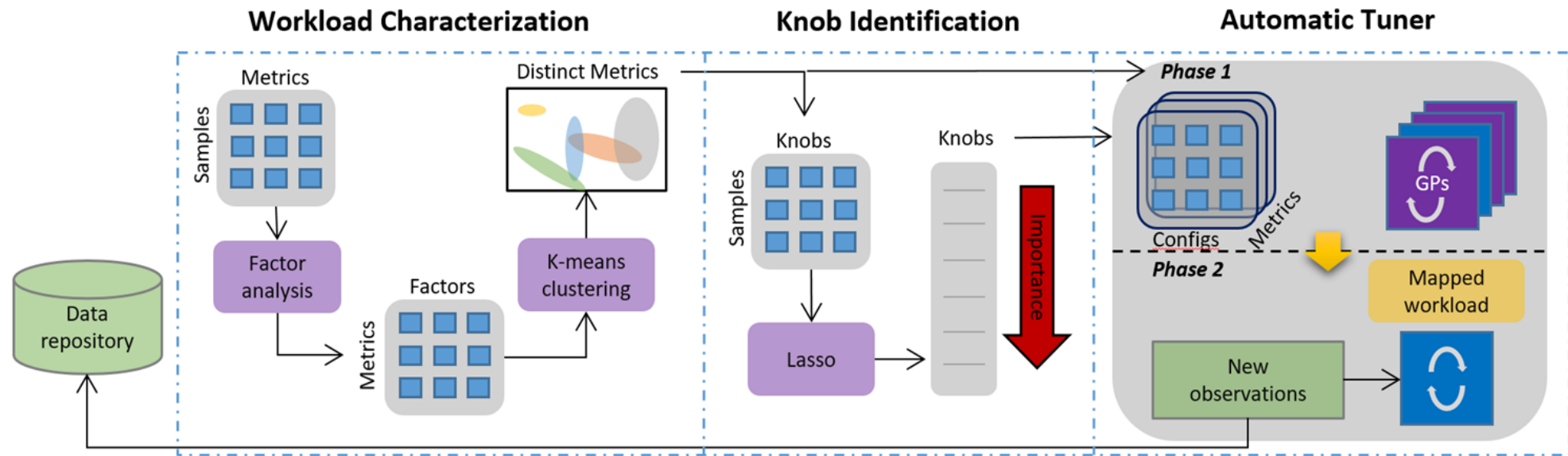


Figure. OtterTune system architecture



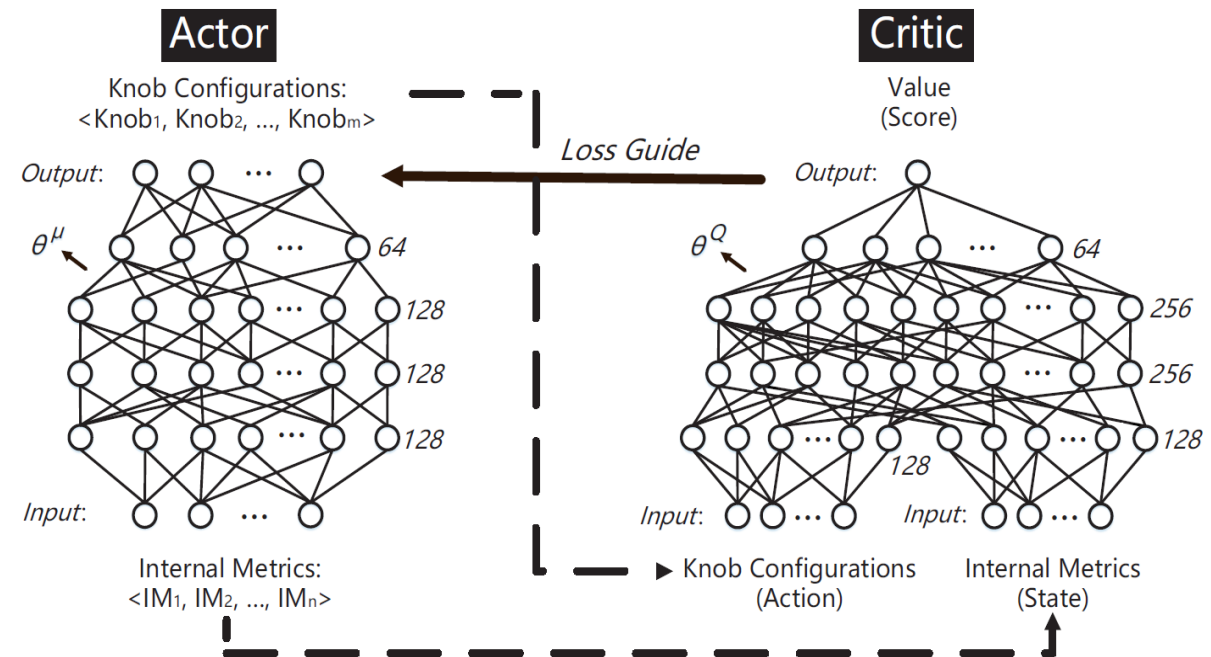
# Tuning Method: Machine Learning (CDBTune 2019)

- **Reinforcement learning**
  - **State:** knobs and metrics
  - **Reward:** performance change
  - **Action:** recommended knobs
  - **Policy:** Deep Neural network

- **Key idea**
  - Feedback: try-and-error method
    - Recommend -> good/bad
  - Deep deterministic policy gradient
    - Actor critic algorithm

**Reward:** **Throughput** and **latency**  
performance change  $\Delta$  from time  $t - 1$   
and the initial time to time  $t$

Figure. CDBTune Deep deterministic policy gradient



# Tuning Method: Adaptive

- An adaptive approach changes parameter configurations online as the environment or query workload changes

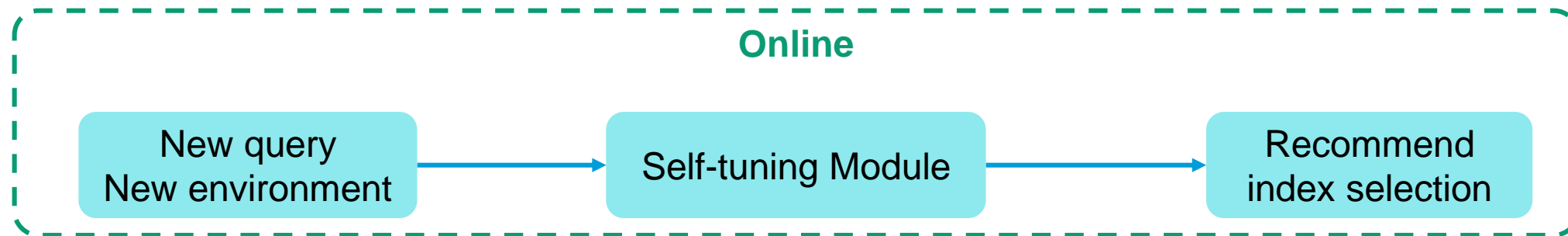


Figure. CLOT (2006) strategy

# The Differences of Tuning Database & Big Data Systems in research papers

	Relational Database	Big Data System
<b>Parameters</b>	More parameters on <b>memory</b>	More parameters on <b>vcores</b>
<b>Resource</b>	Often <b>fixed</b> resources	Now more <b>varying</b> resources
<b>Scalability</b>	Often <b>single</b> machine	Often many machines in a <b>distributed</b> environment
<b>Metrics</b>	Throughput, latency	Time, resource cost

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