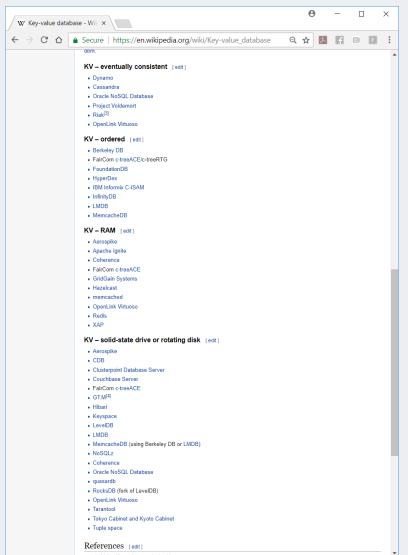
# Workload Diversity with RocksDB

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### **Key-Value Stores are Popular**



In Proceedings of the 23rd ACM Symposium on Operating Systems Principles (SOSP'11) This version is reformatted from the official version that appears in the conference proceedings.

#### SILT: A Memory-Efficient, High-Performance Key-Value Store

Hyeontaek Lim1, Bin Fan1, David G. Andersen1, Michael Kaminsky2

<sup>1</sup>Carnegie Mellon University, <sup>2</sup>Intel Labs

	$\textbf{2008} \rightarrow \textbf{2011}$	Increas
	$731 \rightarrow 1,170 \text{ M}$	60 9
-	$0.062 \rightarrow 0.153 \text{ GB/}\$$	147 9
	$0.134 \rightarrow 0.428 \text{ GB/s}$	219
	4.92 → 15.1 GB/S	207

to 2011, flash and hard disk capacity r than either CPU transistor count

#### An Efficient Design and Implementation of LSM-Tree based Key-Value Store on Open-Channel SSD

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Peking University and Wayne State University Jian Ouvang

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#### HyperDex: A Distributed, Searchable Key-Value Store

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Emin Gün Sirer

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#### NVMKV: A Scalable, Lightweight, FTL-aware Key-Value Store

Leonardo Marmol<sup>‡</sup>, Swaminathan Sundararaman<sup>†</sup>, Nisha Talagala<sup>†</sup>, Raju Rangaswami<sup>‡</sup> †SanDisk ‡Florida International University

#### Abstract

Key-value stores are ubiquitous in high performance data-intensive, scale out, and NoSQL environments. flash devices for meeting their per-

swever, by using flash as a simse KV stores are unable to fully capabilities that exist within Flash TLs). NVMKV is a lightweight es native FTL capabilities such as namic mapping, transactional perfor high-levels of lock free paraln of NVMKV demonstrates that it h-performance, and ACID compliis able to achieve single I/O get/put operations with performance close to that of the raw device, representing a significant improvement over current KV stores. NVMKV uses the advanced FTL canabilities of atomic multi-block write, atomic multi-block persistent trim exists, and iterate to provide strictly atomic and syn chronous durability guarantees for KV operations.

Two complementary factors contribute to increased collocation requirements for KV stores running on a single flash device. First, given the increasing flash densities, the performance points of flash devices are now based on capacity with larger devices being more costeffective [42]. Second, virtualization supports increases in collocation requirements for workloads. A recent

of high-performance web services and cl plications. While key-value stores offer mance and scalability advantages comp databases, they achieve these properties API that limits object retrieval—an obtrieved by the (primary and only) key inserted. This paper presents HyperDex. key-value store that provides a unique se enables queries on secondary attributes behind HyperDex is the concept of hyp which objects with multiple attributes multidimensional hyperspace. This ma cient implementations not only for retrie but also for partially-specified secondary and range queries. A novel chaining p system to achieve strong consistency, n and guarantee fault tolerance. An evalutem shows that HyperDex is 12-13× fas and MongoDB for finding partially spe ditionally, HyperDex achieves 2-4× hig

Distributed key-value stores are now a s

#### Categories and Subject Descrip D.4.7 [Operating Systems]: Organiza

#### Keywords

ABSTRACT

Key-Value Store, NoSQL, Fault-Tolerar tency. Performance

#### FlashStore: High Throughput Persistent Key-Value Store

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Jin Li

#### ABSTRACT

We present FlashStore, a high throughput persistent keyalue store, that uses flash memory as a non-volatile cache between RAM and hard disk. FlashStore is designed to re the working set of key-value pairs on flash and use one flash read per key lookup. As the working set changes over time, space is made for the current working set by destaging recently unused key-value pairs to hard disk and recycling pages in the flash store. FlashStore organizes key-valu pairs in a log-structure on flash to exploit faster sequential write performance. It uses an in-memory hash table to index them, with hash collisions resolved by a variant of cuckoo hashing. The in-memory hash table stores compact key signatures instead of full keys so as to strike tradeoffs between RAM usage and false flash read operations.

FlashStore can be used as a high throughout persistent key-value storage layer for a broad range of server class applications. We compare FlashStore with BerkelevDB, an embedded key-value store application, running on hard disk and flash separately, so as to bring out the performance gain of FlashStore in not only using flash as a cache above A high throughput persis ory is a natural choice fo tency and 100-1000 times Compared to DRAM, flasl higher. Flash stands in the filler between DRAM and

There are two types of out and greater storage NAND flash memory ha DRAM, with cost decreas sumer electronic devices, s

However it is only recent of Solid State Drives (SS tion in desktop and server pace.com recently switche its servers to using PCI E

#### Cache Craftiness for Fast Multicore Key-Value Storage

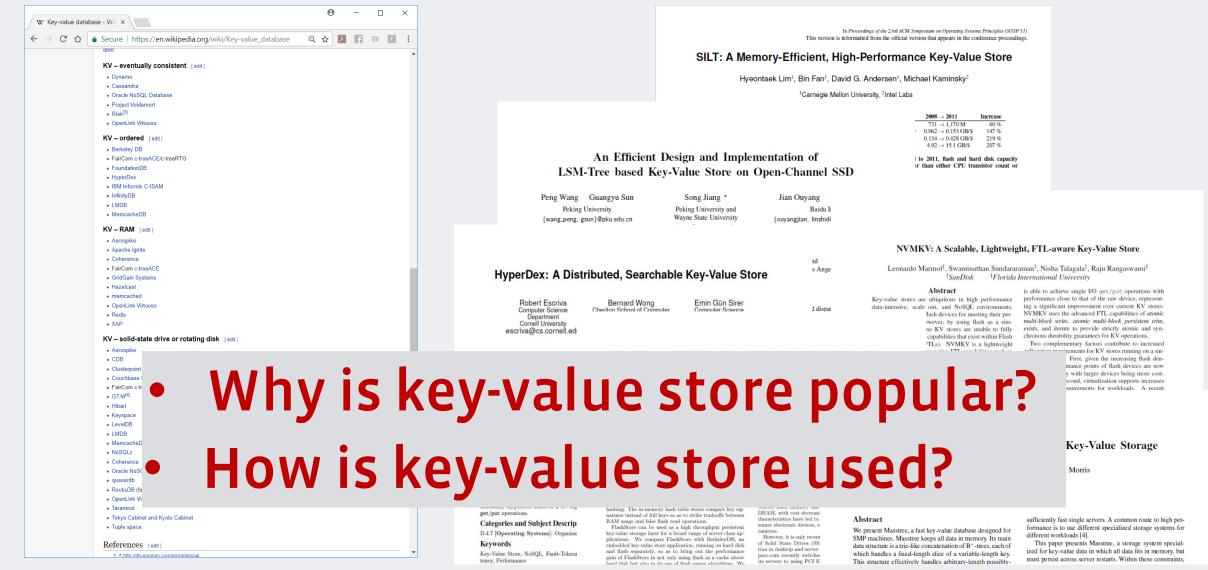
Yandong Mao, Eddie Kohler<sup>†</sup>, Robert Morris MIT CSAIL, †Harvard University

#### Abstract

We present Masstree, a fast key-value database designed for SMP machines. Masstree keeps all data in memory. Its main data structure is a trie-like concatenation of B+-trees, each of which handles a fixed-length slice of a variable-length key. This structure effectively handles arbitrary-length possiblysufficiently fast single servers. A common route to high performance is to use different specialized storage systems for different workloads [4].

This paper presents Masstree, a storage system specialized for key-value data in which all data fits in memory, but must persist across server restarts. Within these constraints,

### Key-Value Stores are Popular





Key-Value Storage on Log-Structure Merge-Tree

# RocksDB is versatile

### **RocksDB Application Diversity**

- Inside Facebook:
  - MyRocks: MySQL Engine
  - **ZippyDB**: distributed Key-value store
  - Laser: data publishing service
  - **Dragon**: distributed graph query engine
  - LogDevice: distributed data store for logs
  - **Stylus**: stream processing framework

# Workload Diversity

#### **RocksDB Workload Diversity**

- 1 Document Store
- 2 Social Graph Edges
- 3 Time-Ordered Events
- Counter Service
- 5 Storage For Logs
- 6 Cache

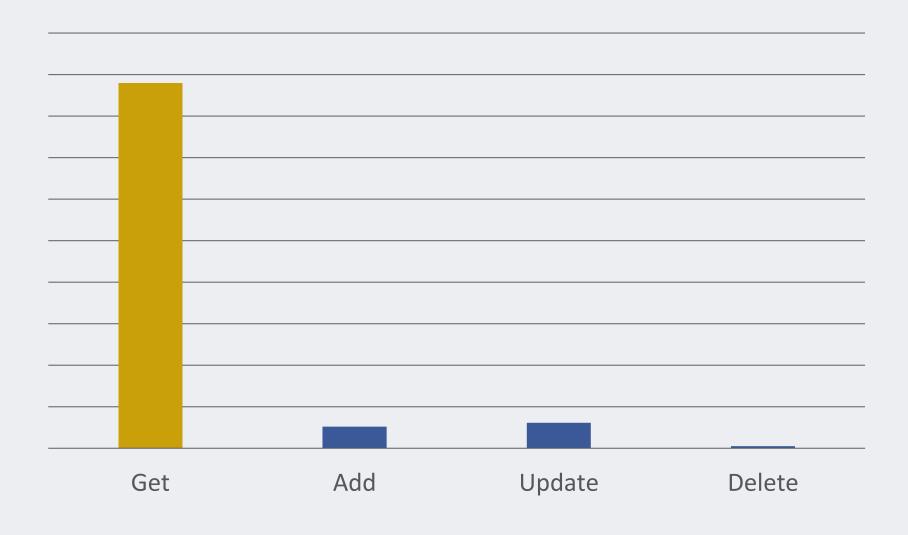
#### **RocksDB Workload Diversity**

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#### Document Store Example: Tao object

TAO: Facebook's Distributed Data Store for the Social Graph

### **Tao Object: Operation Ratio**



### Tao Object: Object Size

	Number of Bytes
Mean	168
Median	78
P75	246
P90	441
P95	733
P99	1688

### Document encoding

- Customized Format
- C++ struct
- Thrift (RPC Protocol) struct
- JSON/BSON

#### Workload

- Point lookup only
- Balance Read/write.

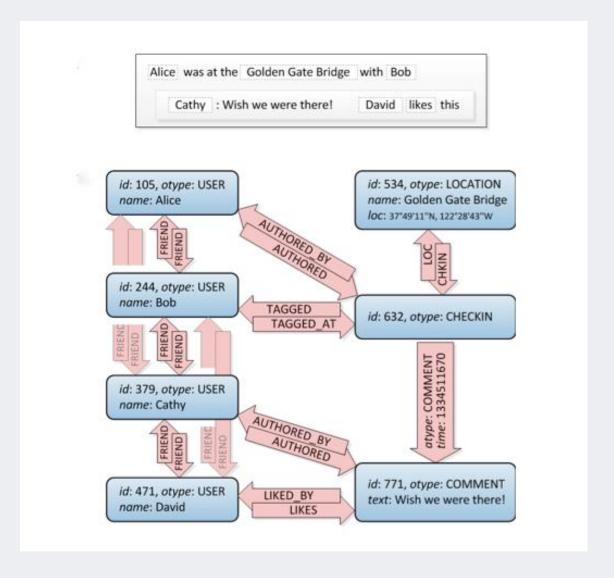
#### Update a small subset of attributes?

- Read-modify-write: read optimized
- Blindly write delta and merge in read: write optimized

#### **RocksDB Workload Diversity**

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### Example: Tao "associations"



### FB page => admin

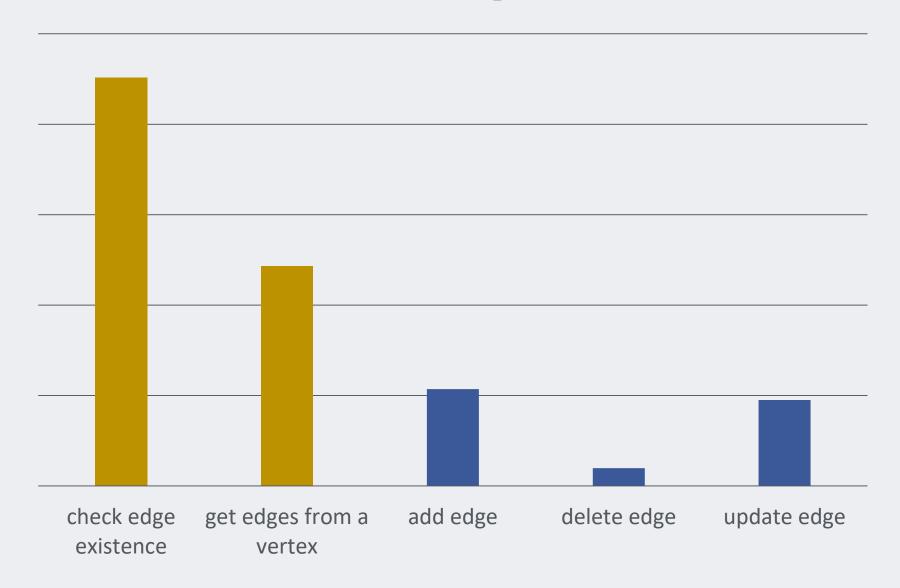
- Key: [page\_id, user\_id]
- Value: [update\_time, is\_deleted...]
- Common Query: find admins of a page of page\_id:
  - Scan keys in the range prefixed with page\_id

### Number of Edges Per Vertex

	Number of Edges
Mean	3.85
Median	1
P75	1
P95	3
P99	22

Optimization: bloom filter using range prefix

# **Tao associations: Operation Ratio**



#### Ranked Comments of a post

- Key: [post\_id, language\_id, ranking\_score, comment\_id]
- Value: (empty)
- Common Query: find top ranked comments of post\_id:
  - Scan the first N keys between

```
[post_id, viewer_language, min_score] to [... max_score]
```

#### **RocksDB Workload Diversity**

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#### **Example: Recent Time-Ordered Events**

- Key: [user\_id, event\_timestamp] with timestamp in reverse order
- Value: some metadata of the event.
- Read Query: range scan between [user\_id, max\_ts] to [user\_id, min\_ts] limit N

#### Workload of the example

- Write/Read 63:1
- Average keys per range query: ~1,100
- Average value size per key: 230 bytes

#### **Retire Old Time-Ordered Events**

- Time-Ordered Events should retire if
  - It is too old
  - Too many Time-Ordered Events from a user
- Solution: compaction filter

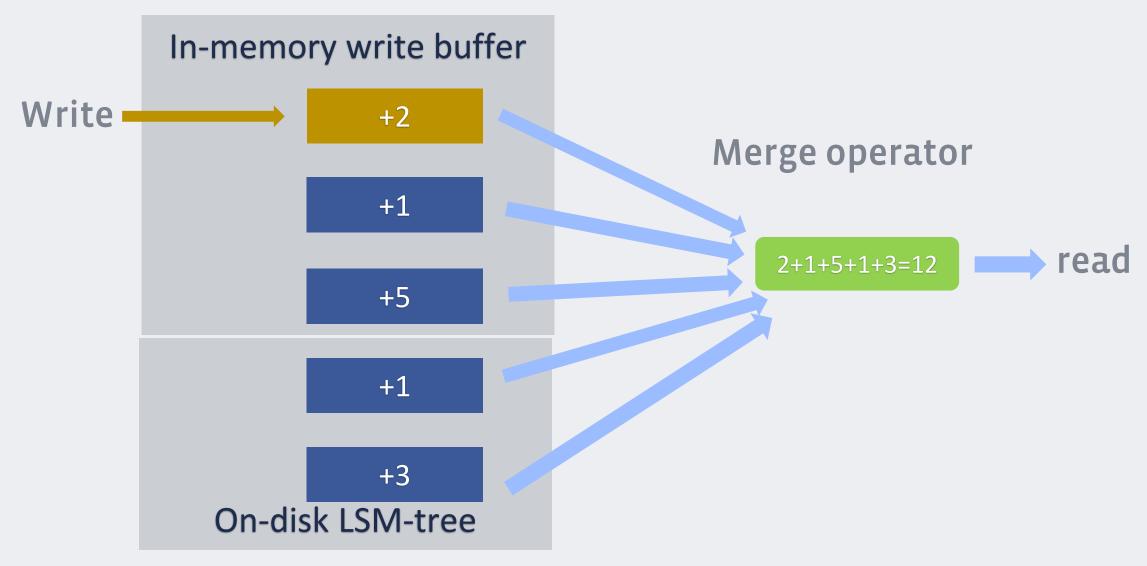
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#### **Counter Service**

- Key: counter\_id
- Value: the counter. Common counter types:
  - Plain count
  - Unique count (using hyperloglog)
  - Auto-decaying Counter Service
- Usually update heavily

## Delta Updates (merge operator)



#### Workload in one use case

- 180K key updates + 19K keys read per second per host
- Average key-update size 26 bytes
- How many delta entries to merge when read:
  - Median: 7
  - P90: 801

#### **RocksDB Workload Diversity**

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### **Storage For Logs**

- Key: [logging\_id, seq\_id] where seq\_id is incremental
- Value: message contents
- Common Query: range scan from [logging\_id, last\_seen\_seq\_id] for all keys of logging\_id.
- Write-heavy, most reads are against recent updates.
- Older data is deleted.

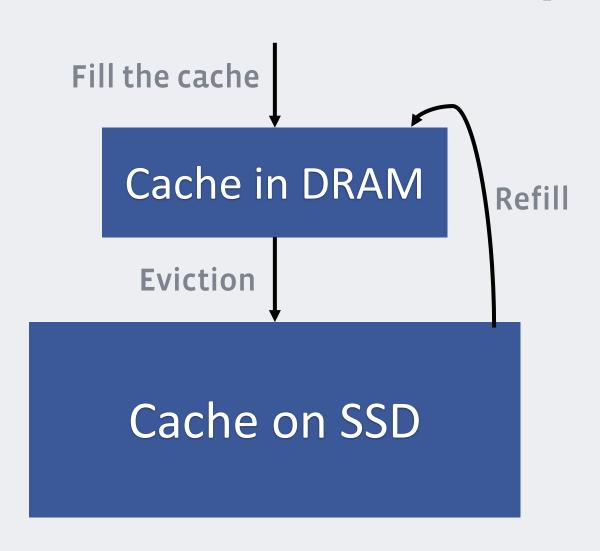
### **Example: A LogDevice Use Case**

- For a host:
  - 260K keys inserted per second
  - 350K keys read per second
  - Every read gets 1.13 keys
  - Average log size 80 bytes

#### **RocksDB Workload Diversity**

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#### RocksDB as a Cache: an example



#### RocksDB as a Cache: an example

- Put()/Get() only.
- 3.4K write/s, 14K read/s per host
- Hit rate about 13%
- Write heavy, sometimes read heavy too.
- Evict old data in FIFO.

	Number of Bytes
Mean	422
Median	141
P95	340
P99	4000

# RocksDB as a Cache: Some Tuning Experience

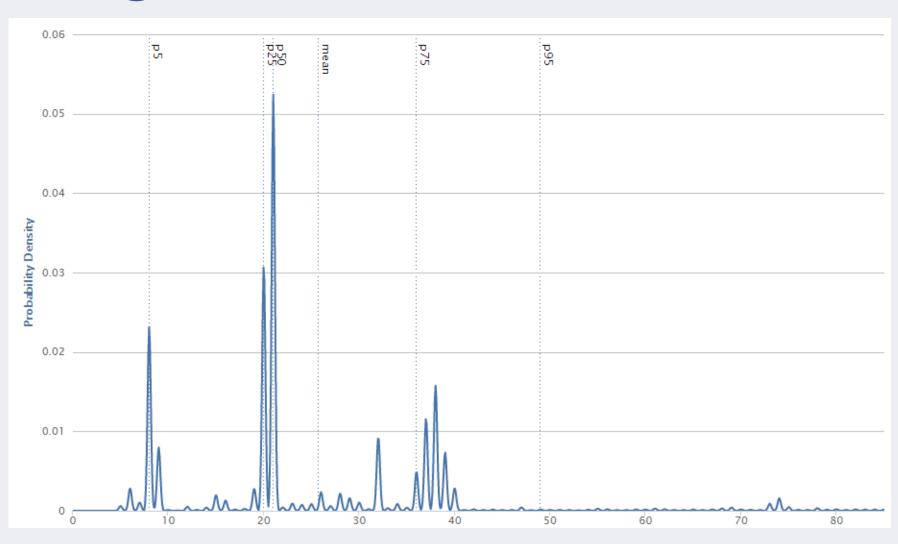
- Minimize compaction
- Be careful about bloom filter false positive rate
- Drop oldest data directly
- Key and value should be stored separately for large values.

#### **RocksDB Workload Diversity**

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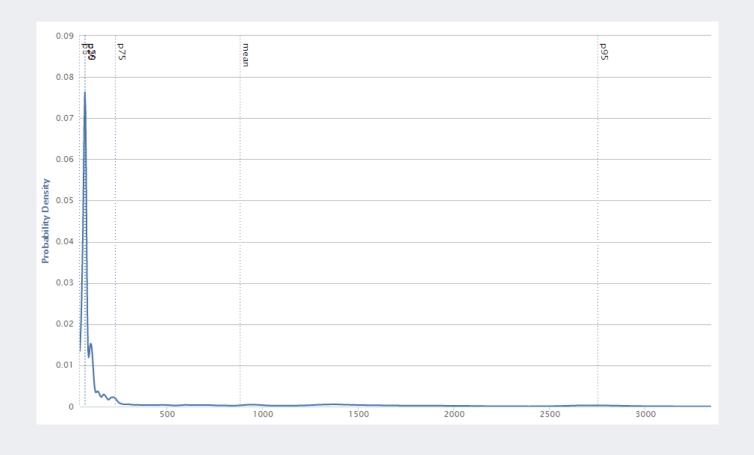
#### Common Workload Pattern

## **Key Length Distribution**



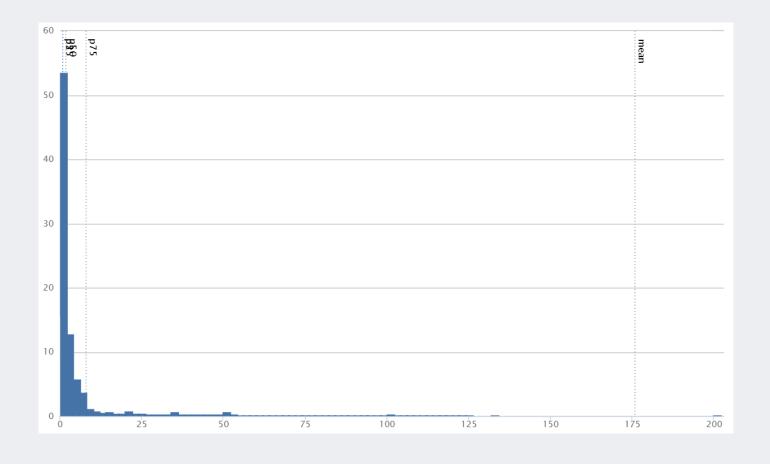
### **Key + Value Length Distribution**

	K+V length (Bytes)
Mean	869
Median	59
P75	216
P90	1.68K
P95	2.75K
P99	12.2K



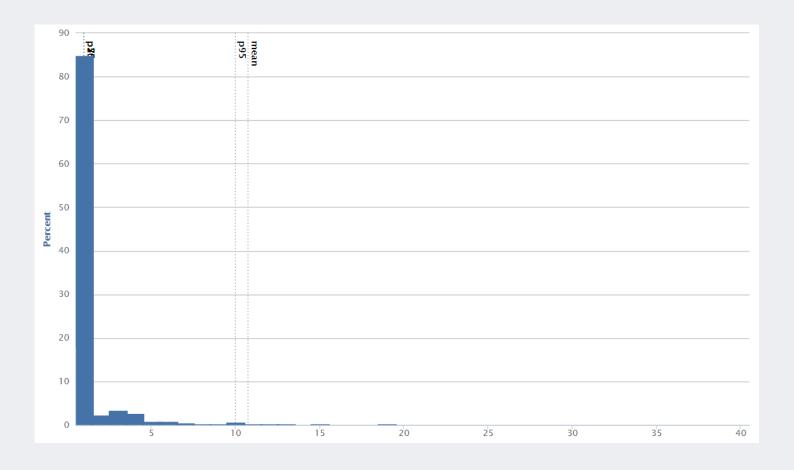
## Number of Keys Per Range Query

	#keys updated per write
Mean	176
Median	2
P75	8
P95	732
P99	3.67K



#### Number of Keys Updated Per Writex

	#keys updated per write
Mean	10.8
Median	1
P95	10
P99	250



### Take-Away

- RocksDB is versatile:
  - Diversified Applications
  - Diversified Workloads

#### **Thank You!**



Key-Value Storage on Log-Structure Merge-Tree