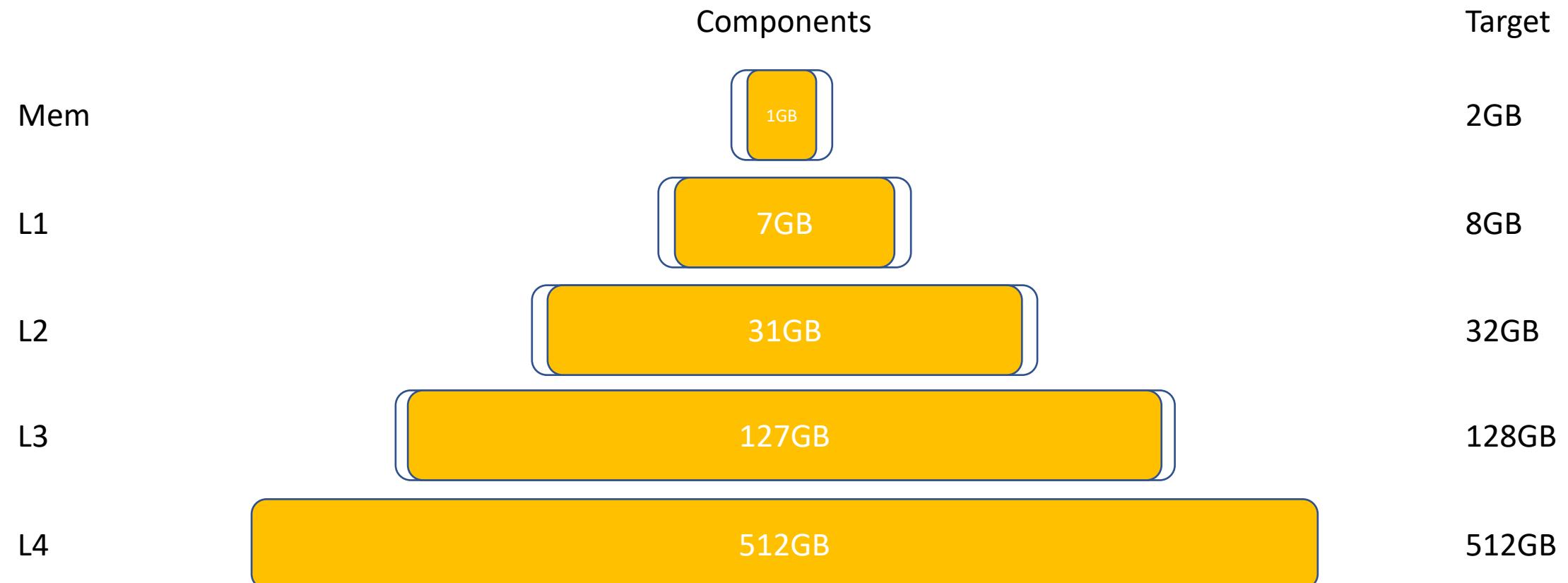


# Compaction styles

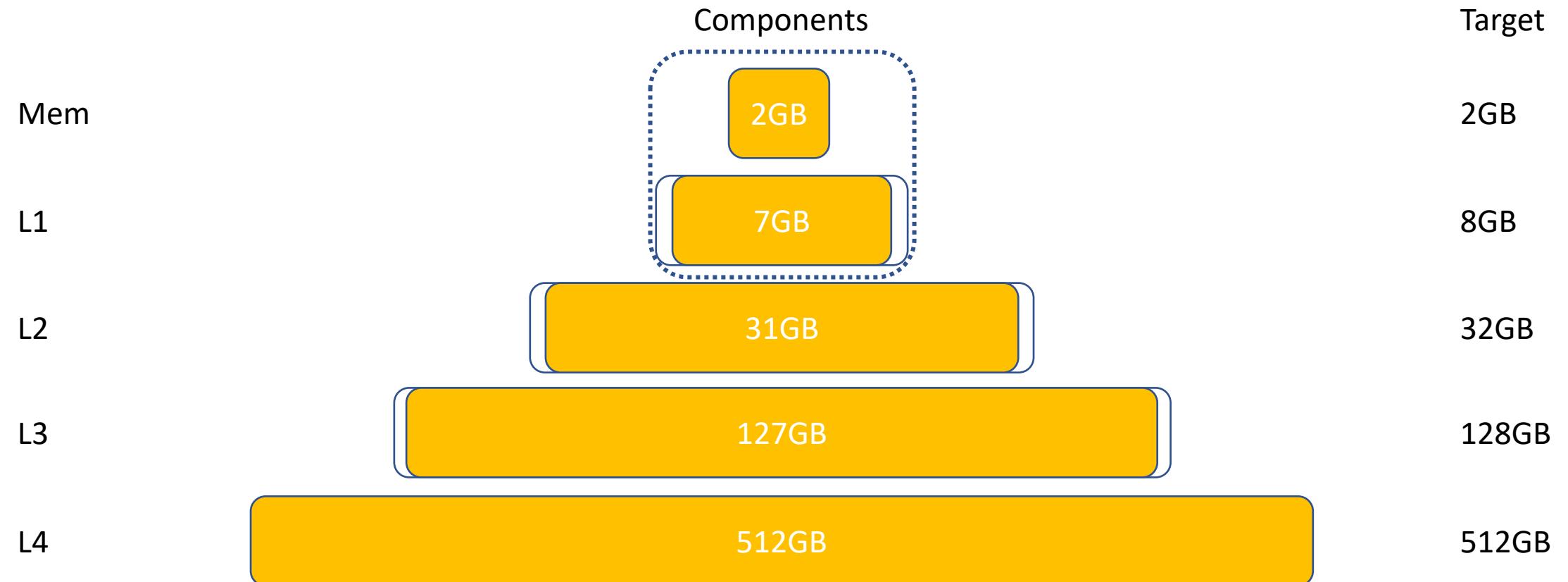
Andrew Kryczka

July 17, 2020

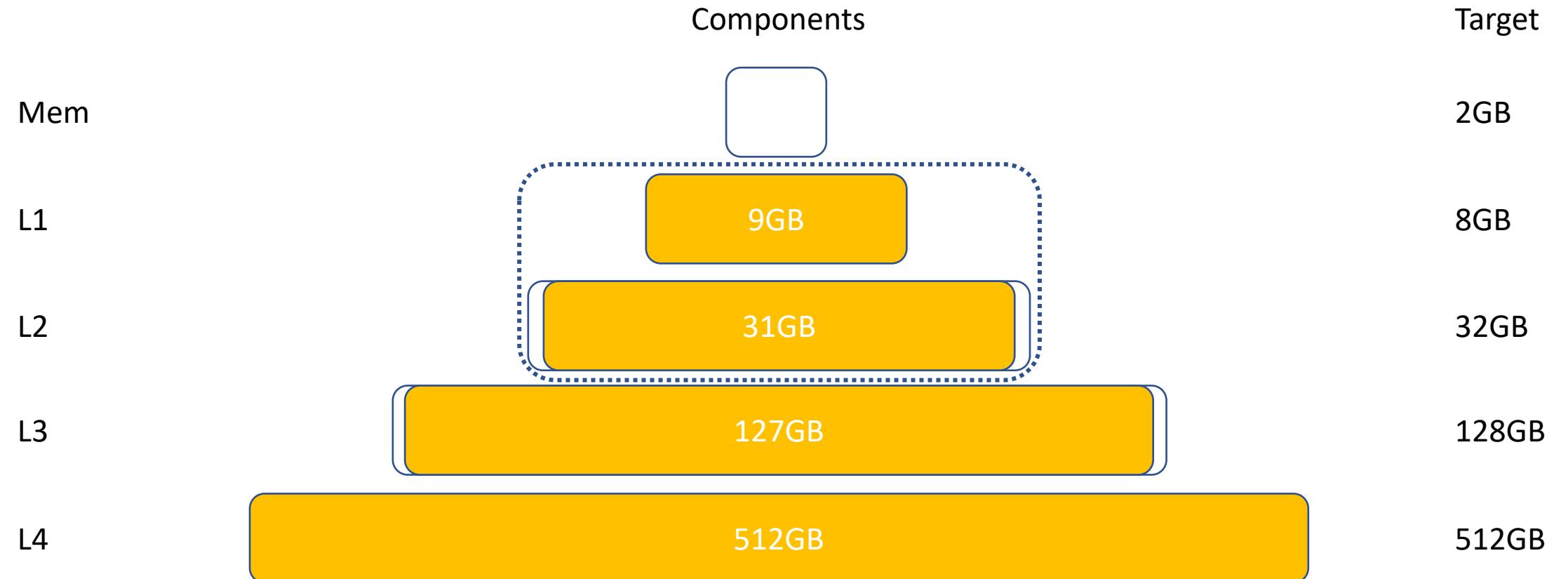
# Pure leveled ( $\tau=4$ )



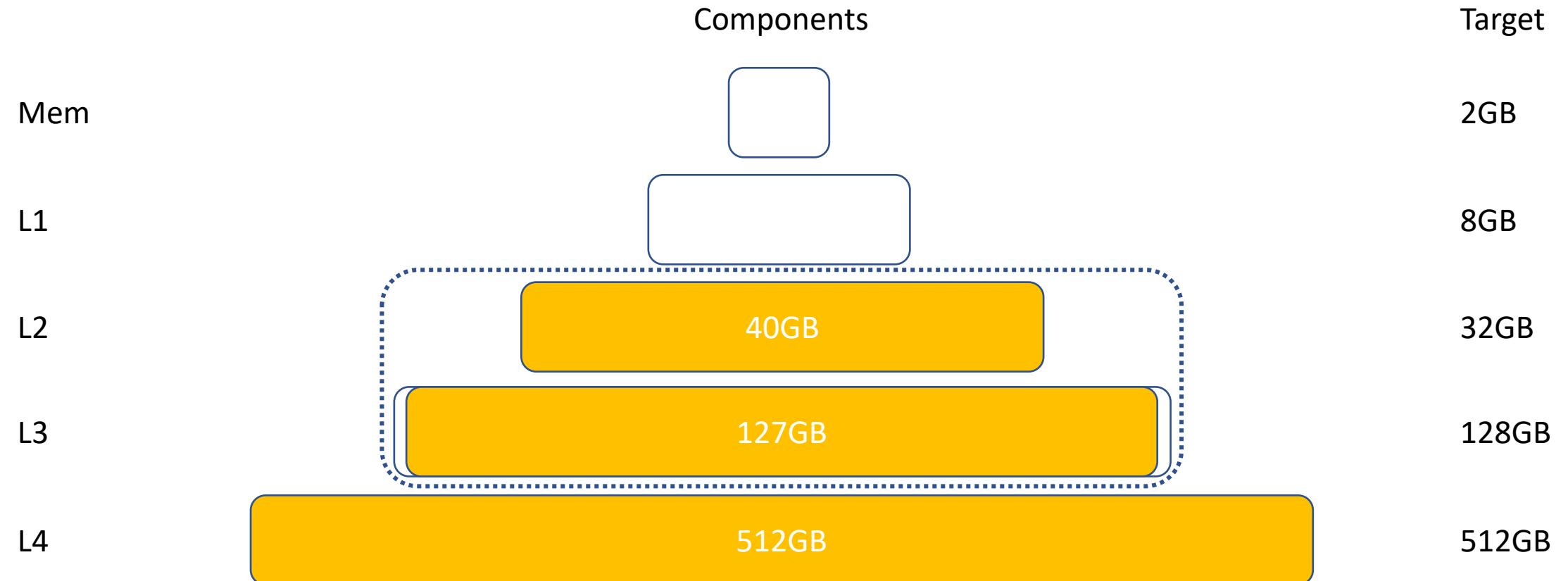
# Pure leveled flush



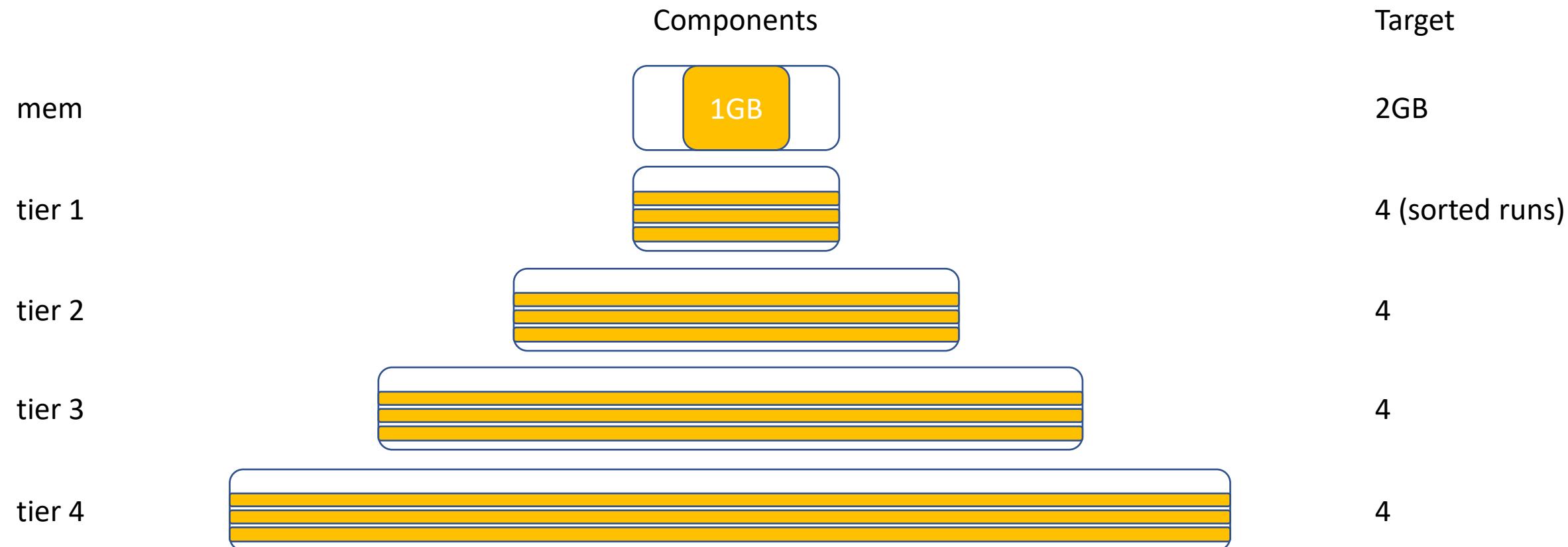
# Pure leveled compaction



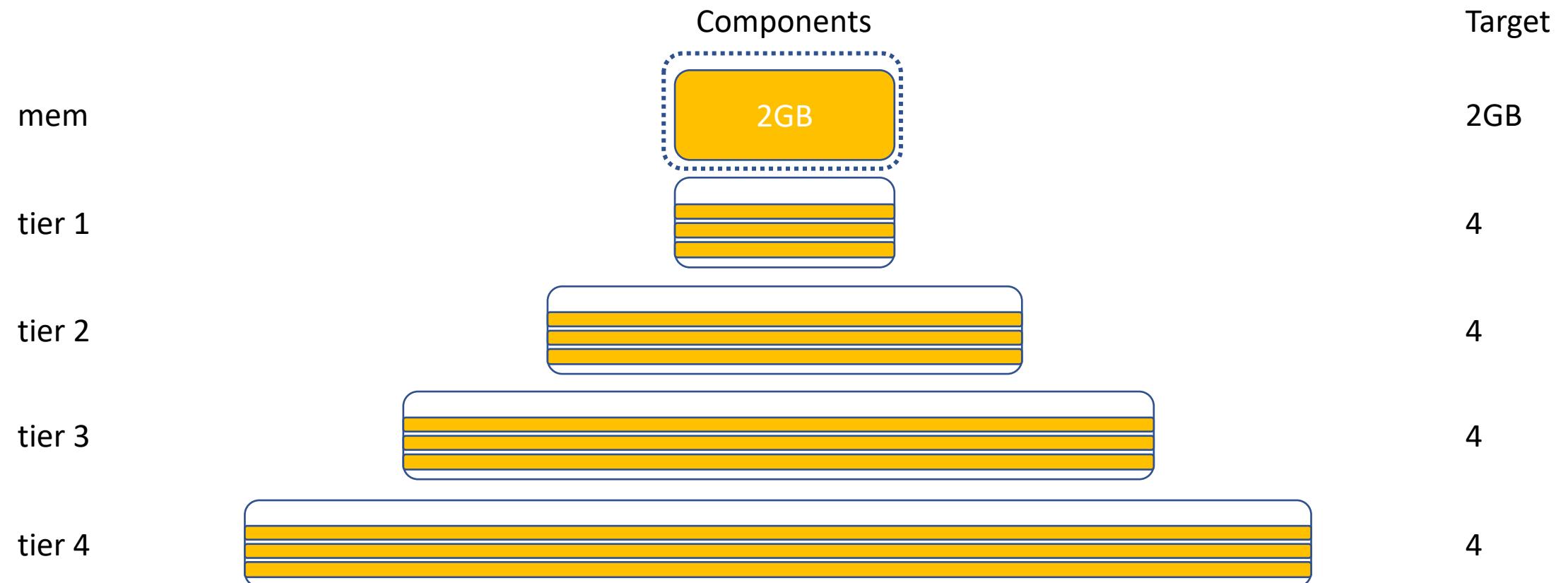
# Pure leveled compaction



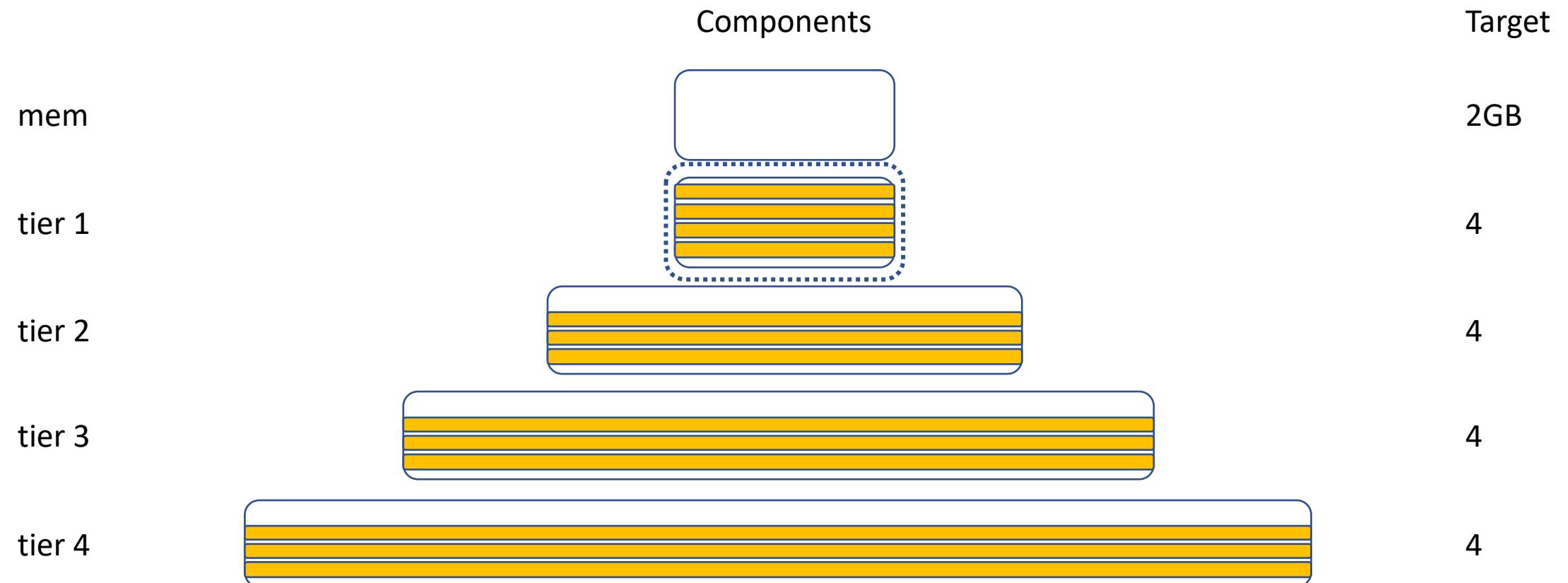
# Pure tiered ( $T=4$ )



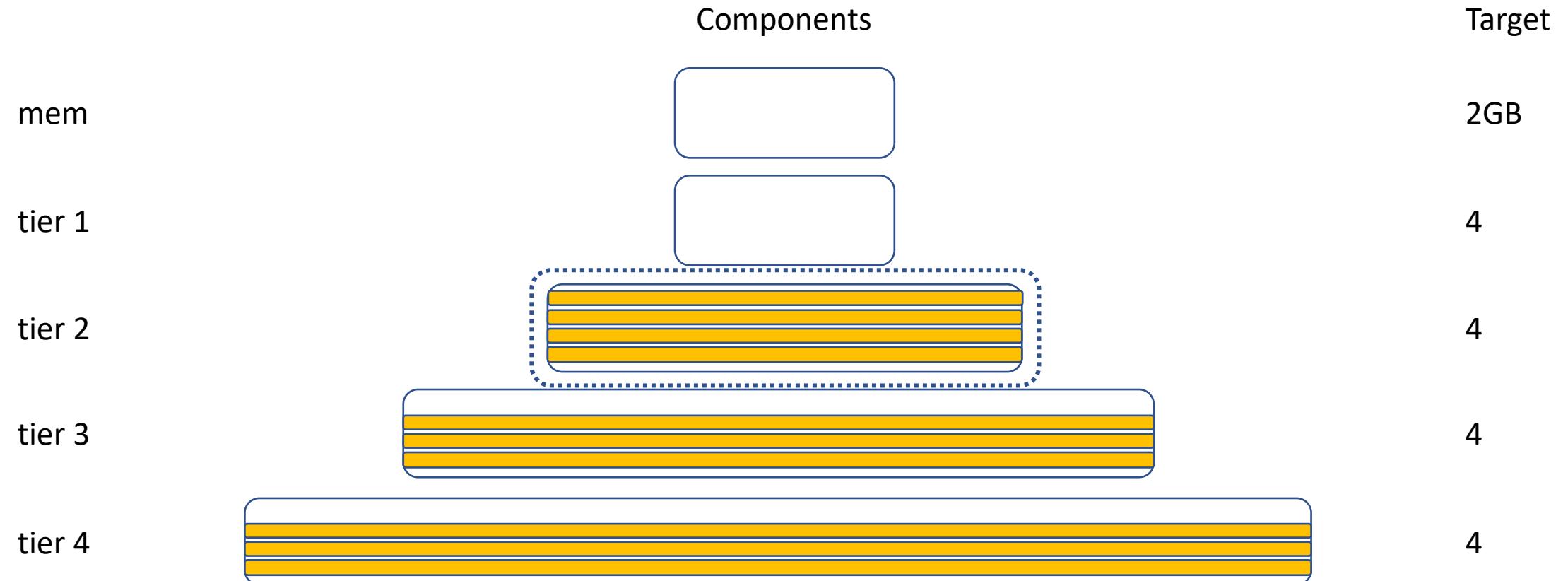
# Pure tiered flush



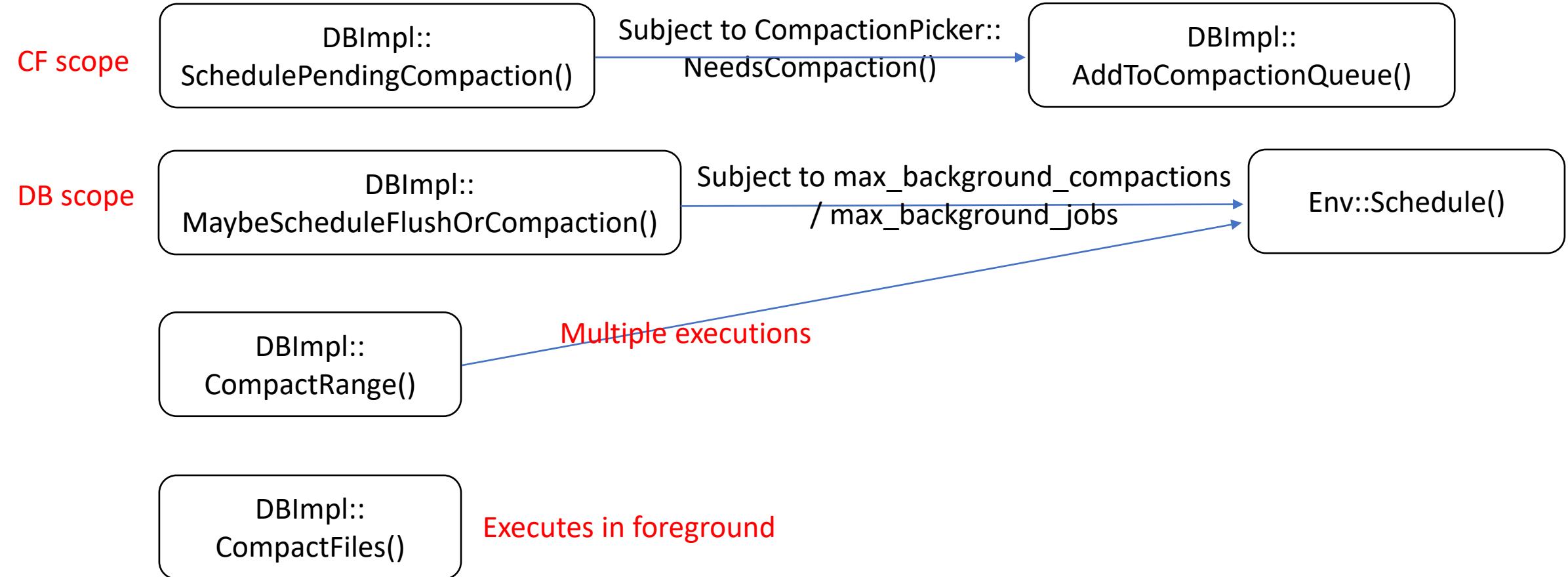
# Pure tiered compaction



# Pure tiered compaction

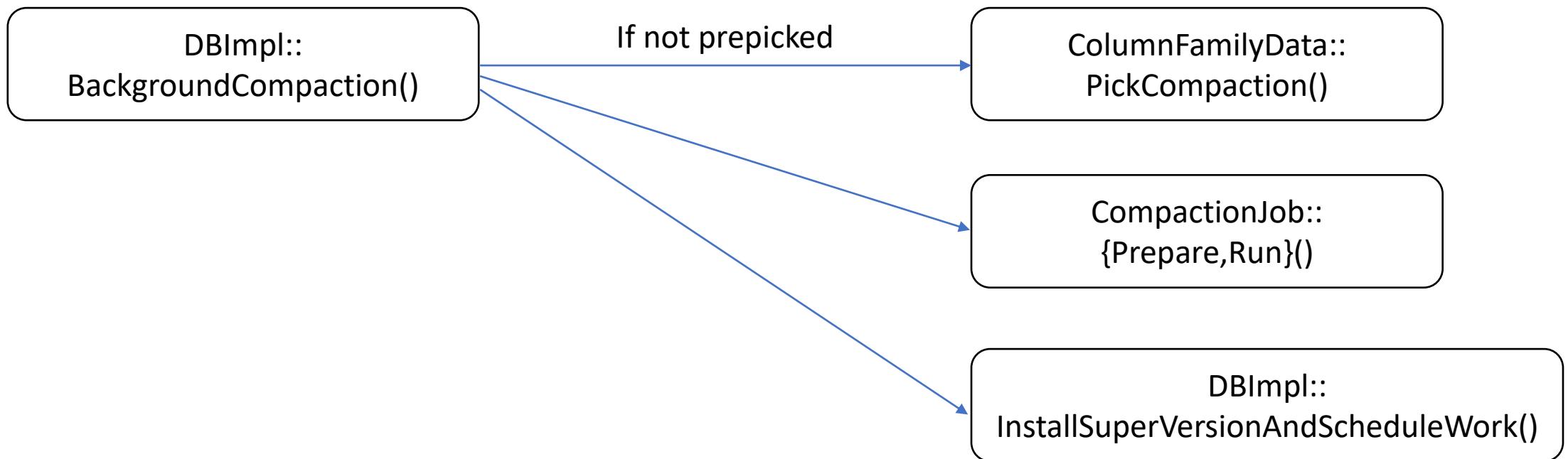


# Code: compaction scheduling



# Code: compaction execution

In either Env::Priority::LOW or Env::Priority::BOTTOM ThreadPool

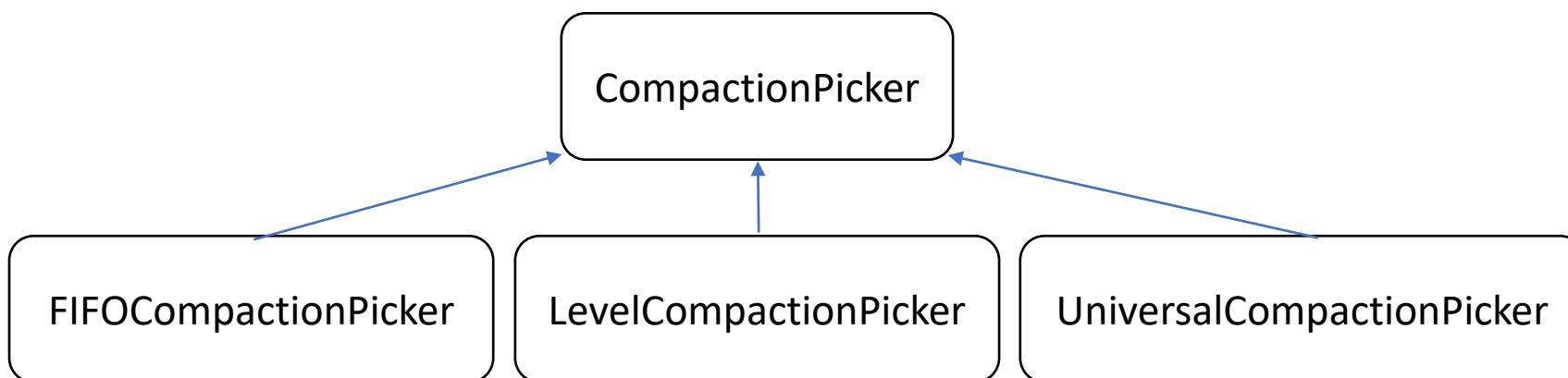


Schedule based on new state – chaining!

# Code: compaction picking

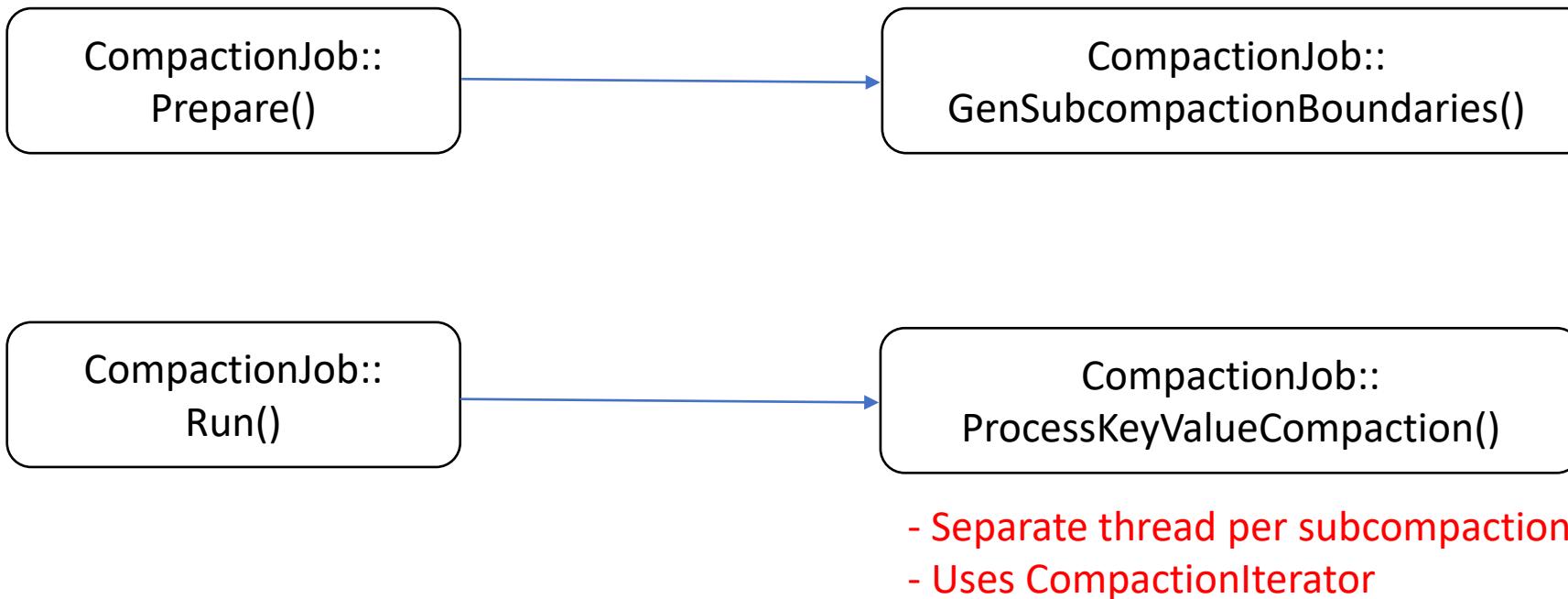


ColumnFamilyOptions::compaction\_style determines CompactionPicker subclass

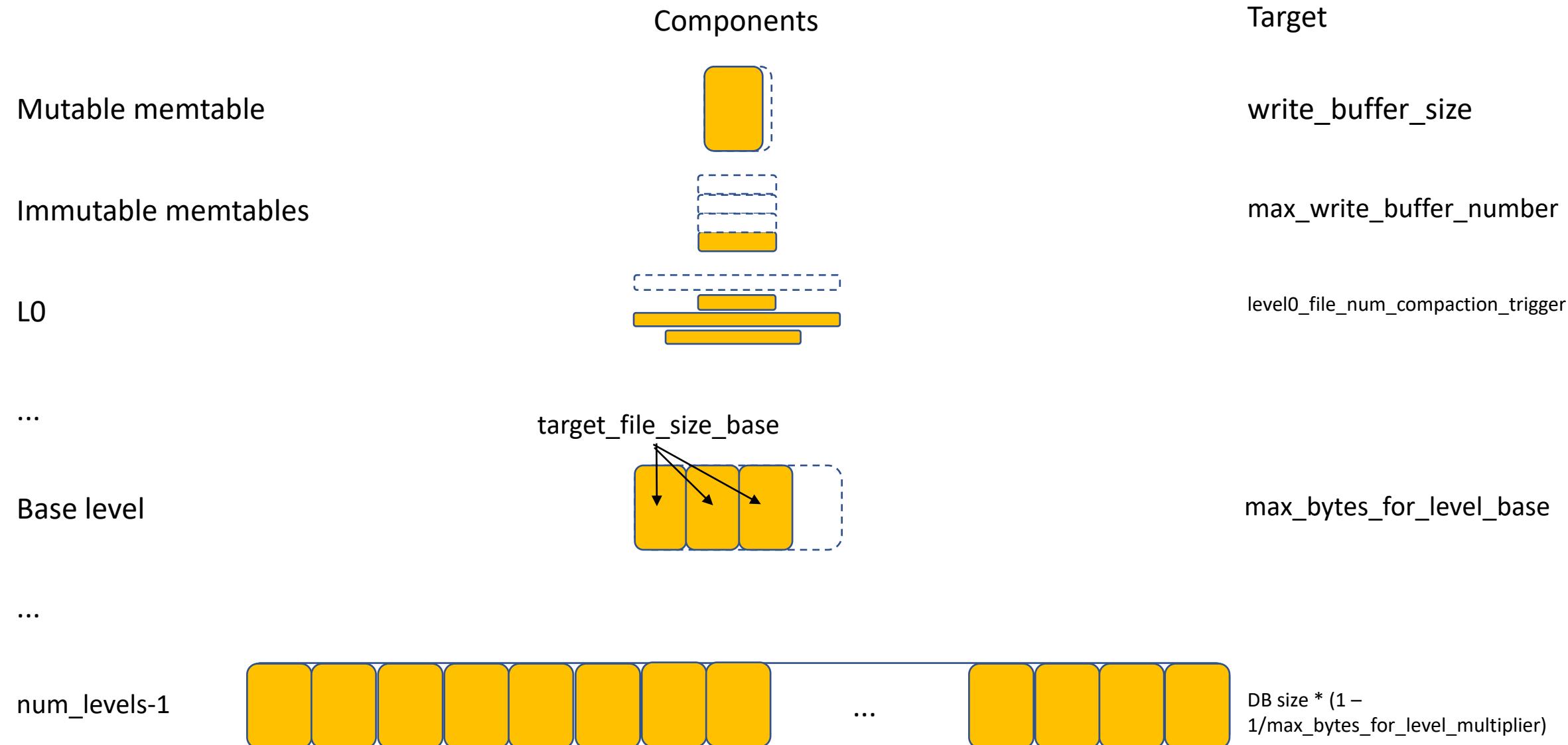


ColumnFamilyOptions::compaction\_pri  
determines order of  
VersionStorageInfo::FilesByCompactionPri()  
(used by LevelCompactionPicker only)

# Code: CompactionJob



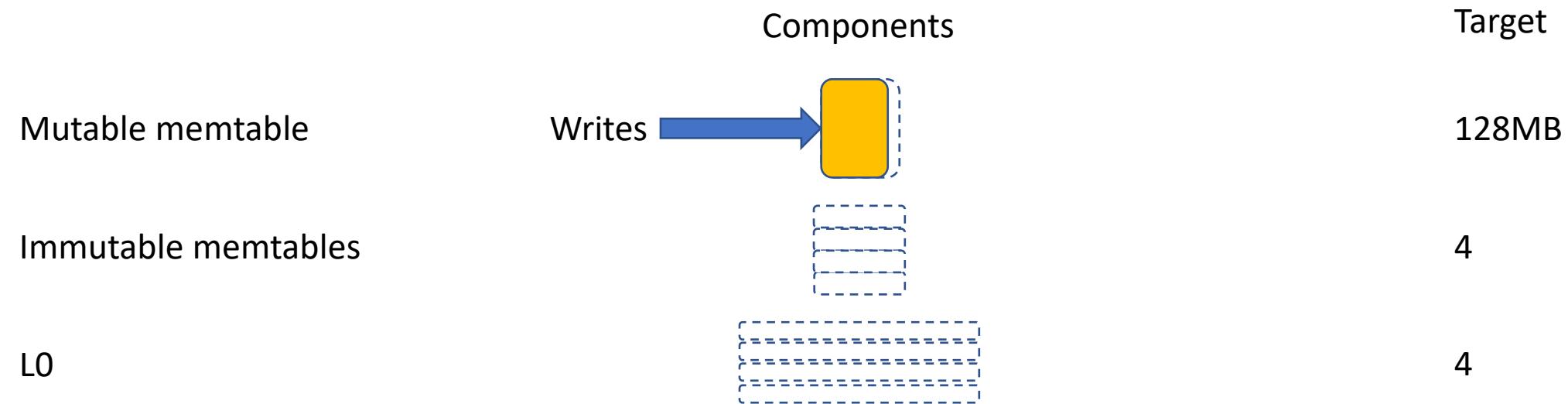
# RocksDB leveled



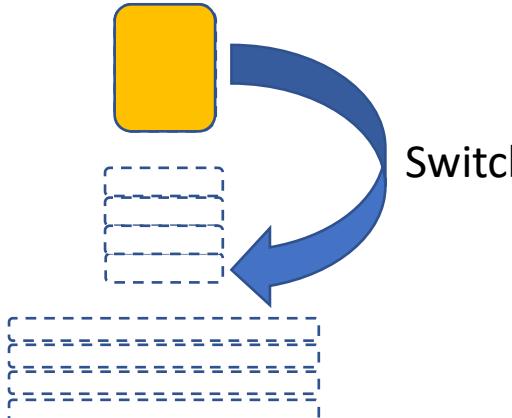
# RocksDB leveled, MyRocks options

	Components	Target
Mutable memtable		128MB
Immutable memtables		4
L0		4
...		
Base level		512MB
...		
L6		90% DB size

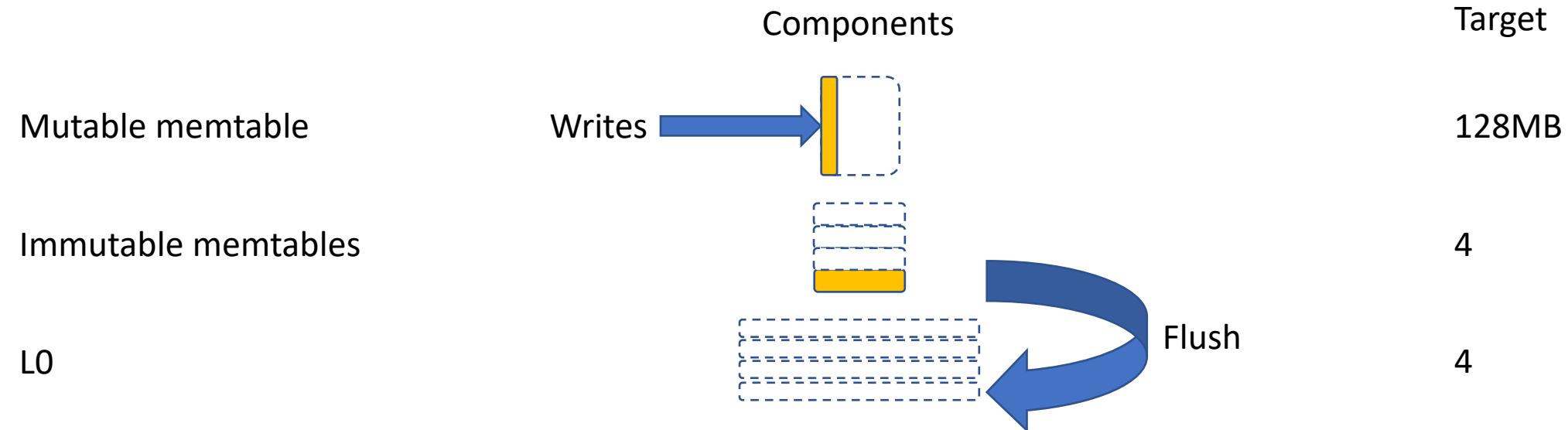
# RocksDB leveled flush



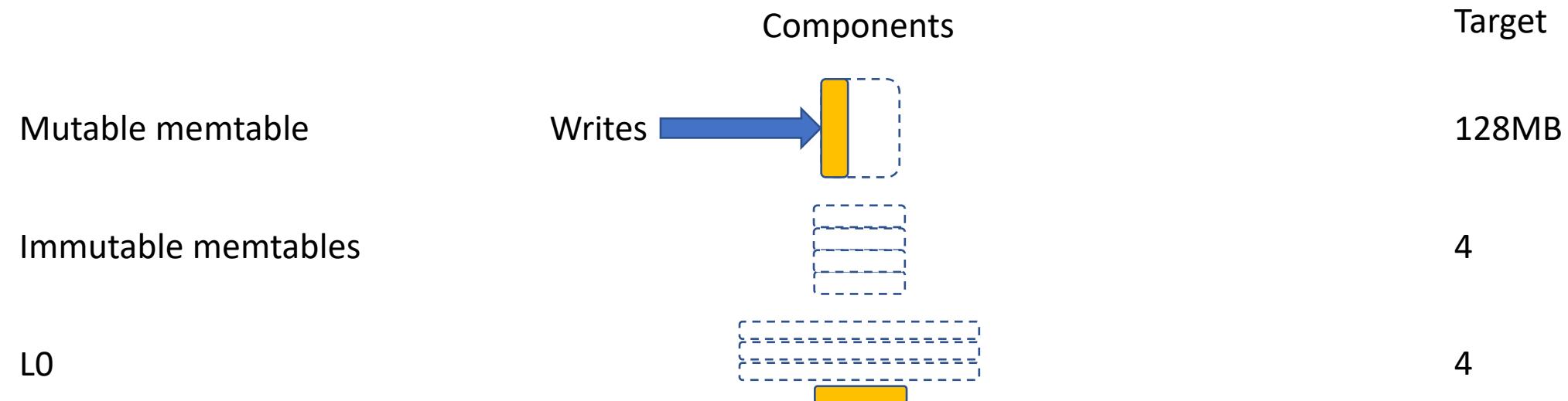
# RocksDB leveled flush

	Components	Target
Mutable memtable		128MB
Immutable memtables		4
L0		4

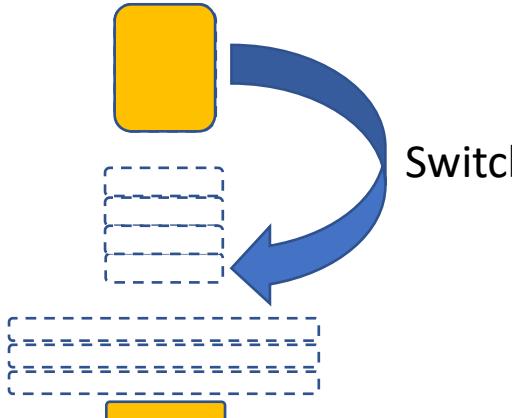
# RocksDB leveled flush



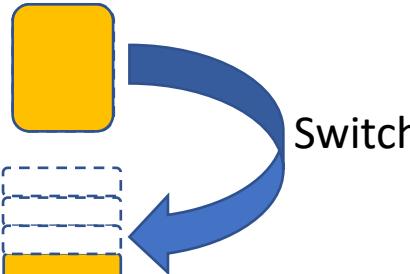
# RocksDB leveled flush



# RocksDB leveled flush

	Components	Target
Mutable memtable		128MB
Immutable memtables	 A central blue arrow labeled "Switch" points from a single yellow square representing a "Mutable memtable" to a dashed rectangular box representing "Immutable memtables". This box is divided into two horizontal sections: a top section containing four dashed lines and a bottom section containing one solid yellow bar.	4
L0		4

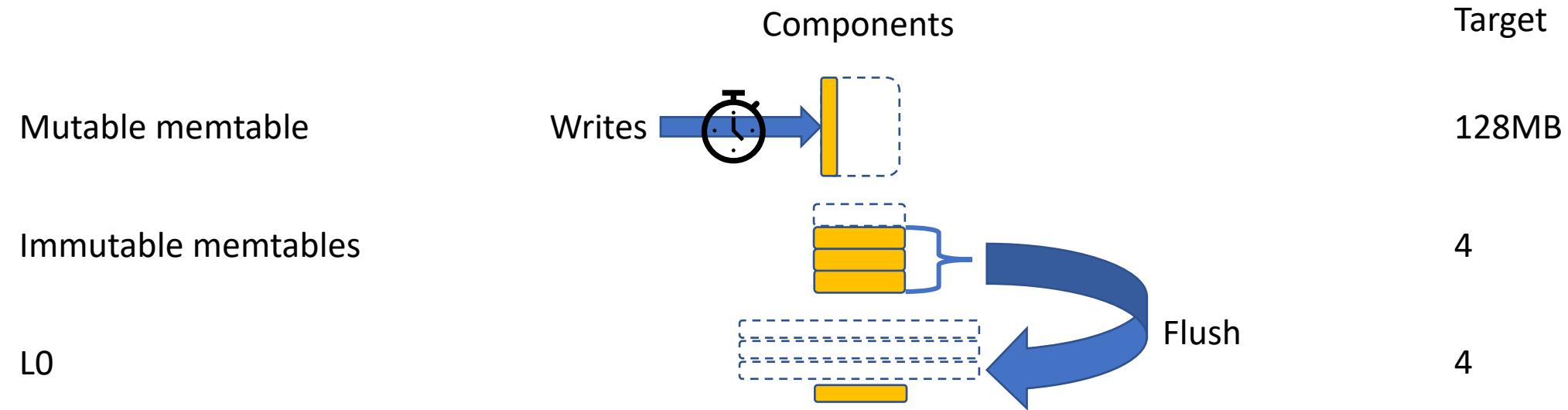
# RocksDB leveled flush

	Components	Target
Mutable memtable		128MB
Immutable memtables		4
L0		4

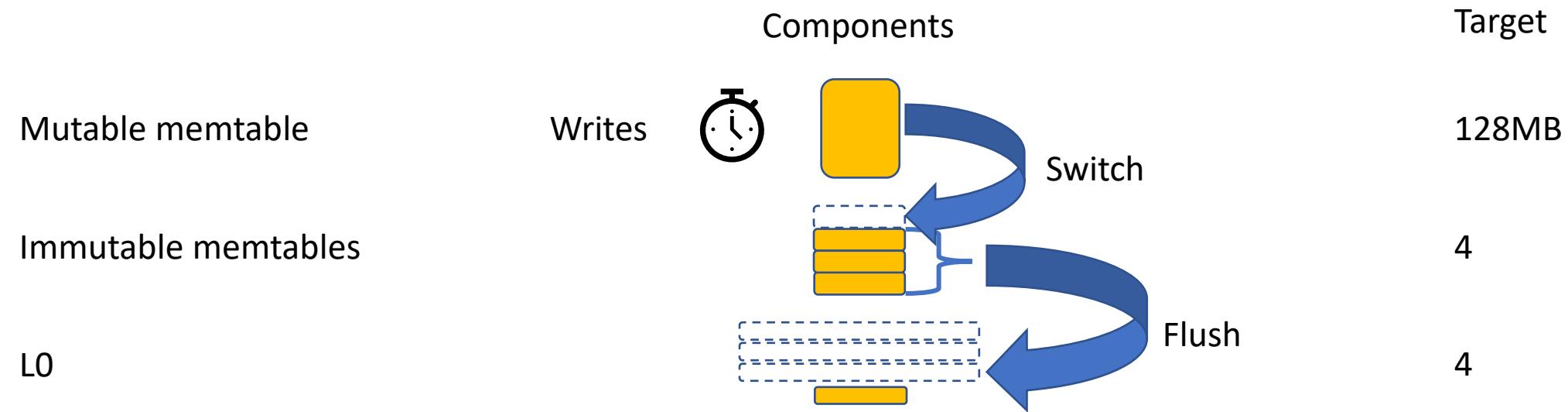
# RocksDB leveled flush

	Components	Target
Mutable memtable		128MB
Immutable memtables		4
L0		4

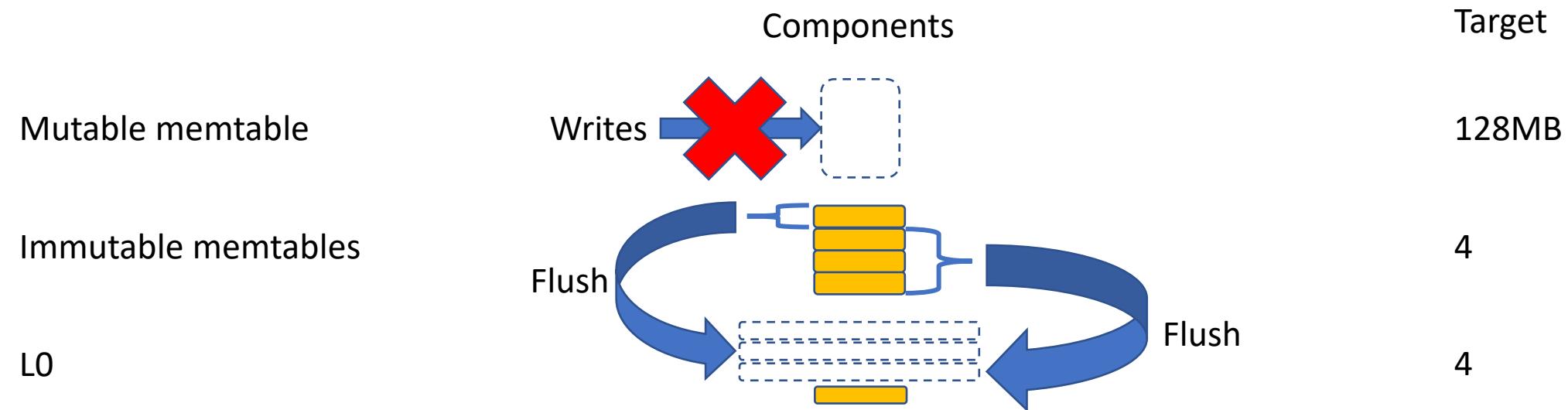
# RocksDB leveled flush



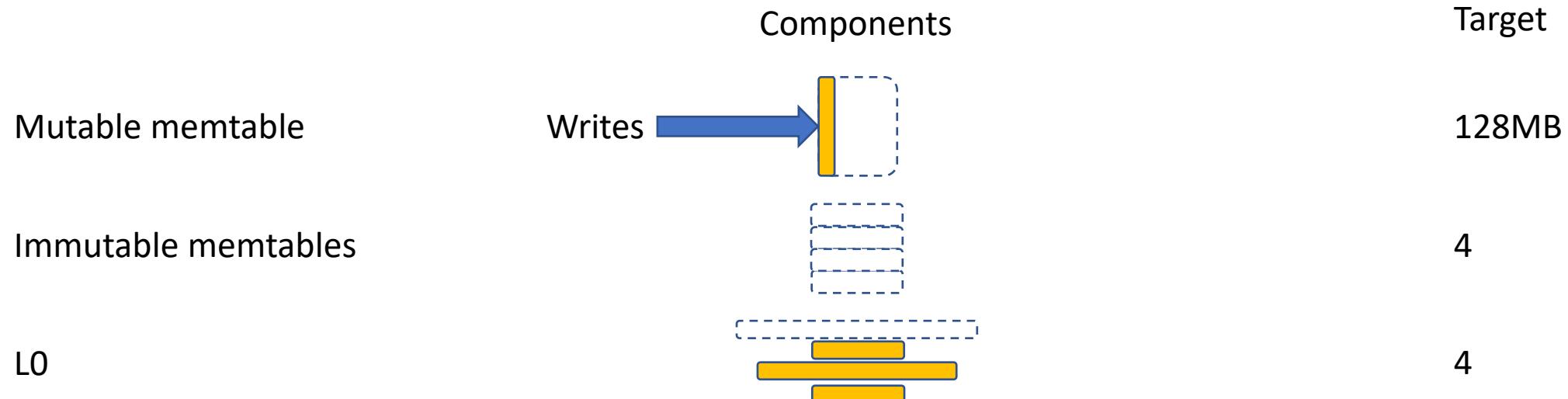
# RocksDB leveled flush



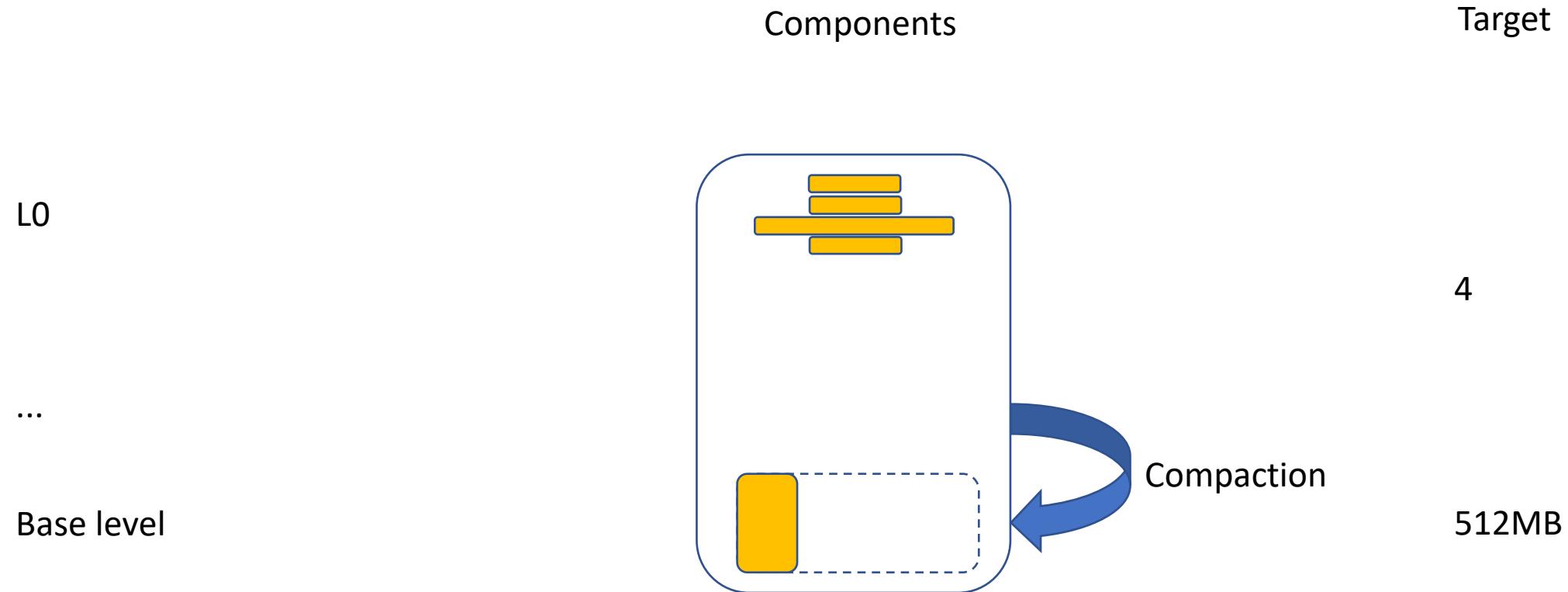
# RocksDB leveled flush



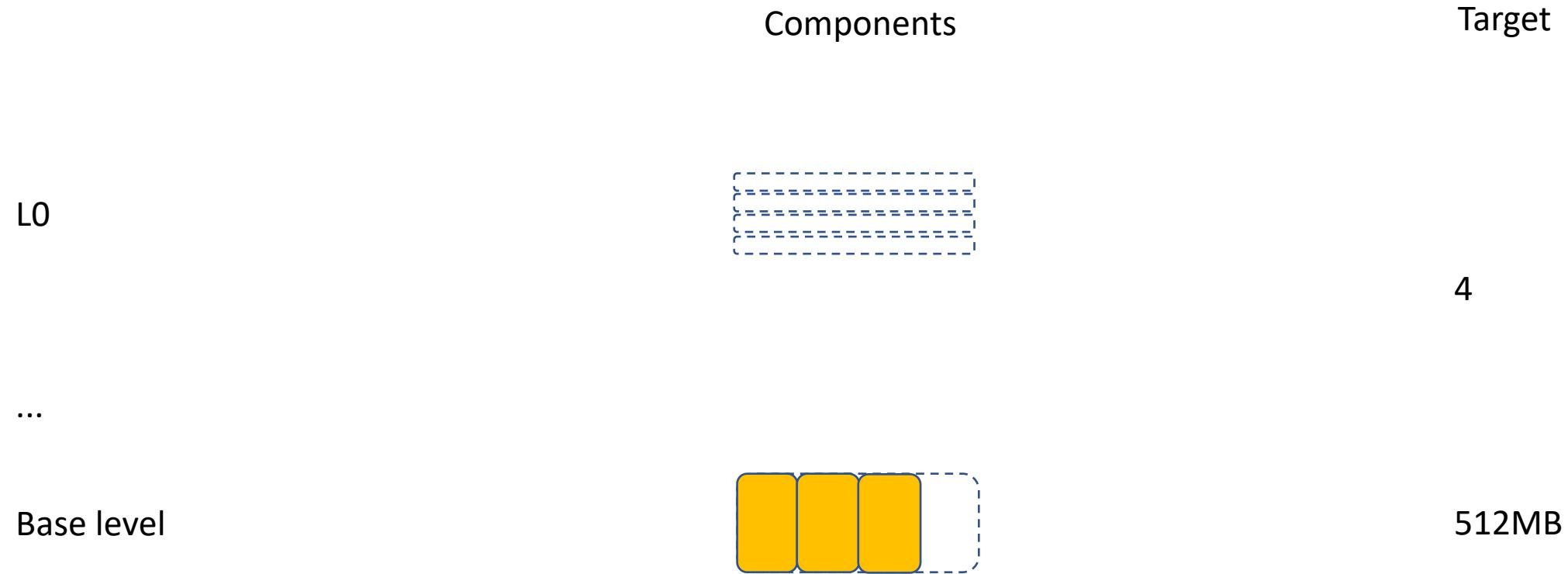
# RocksDB leveled flush



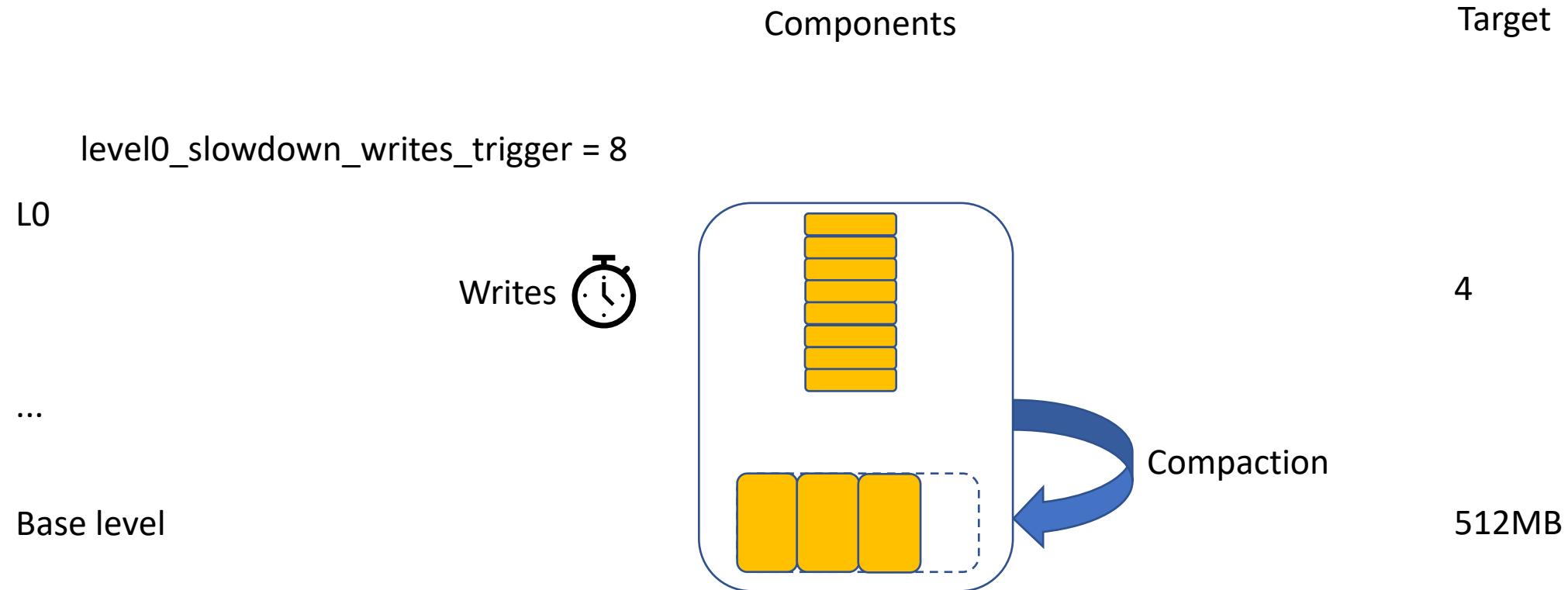
# RocksDB leveled compaction: L0, base level



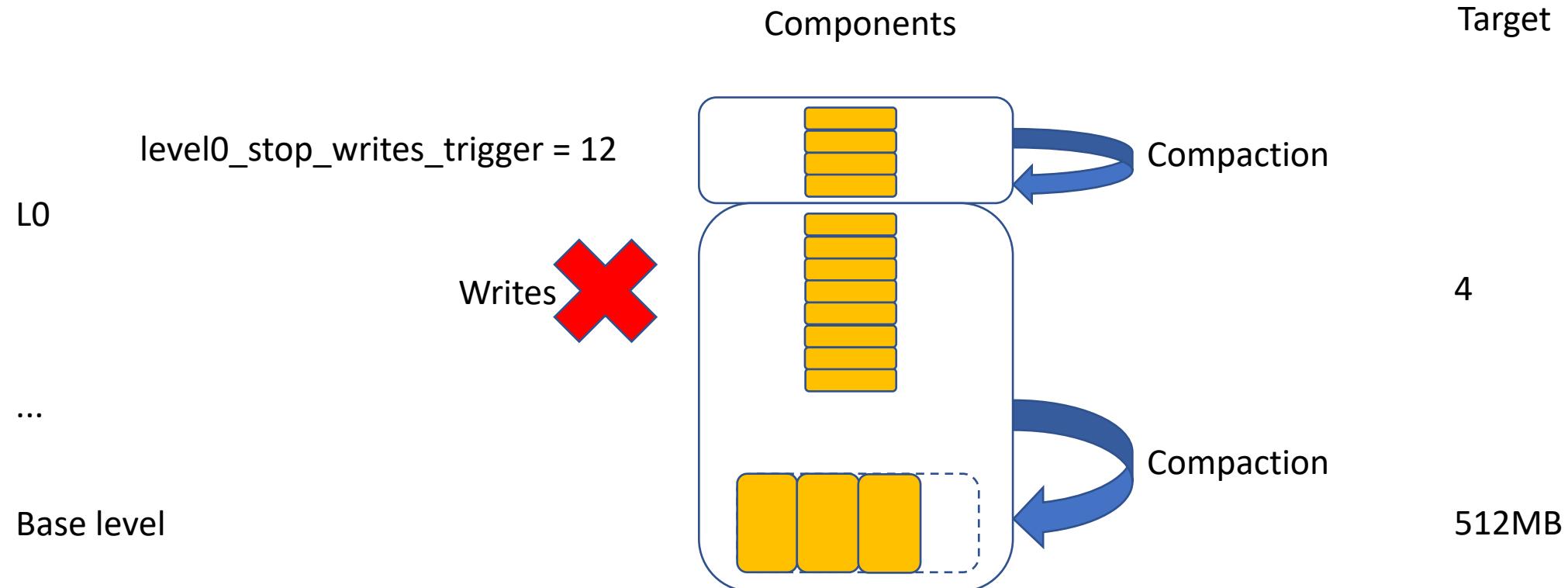
# RocksDB leveled compaction: L0, base level



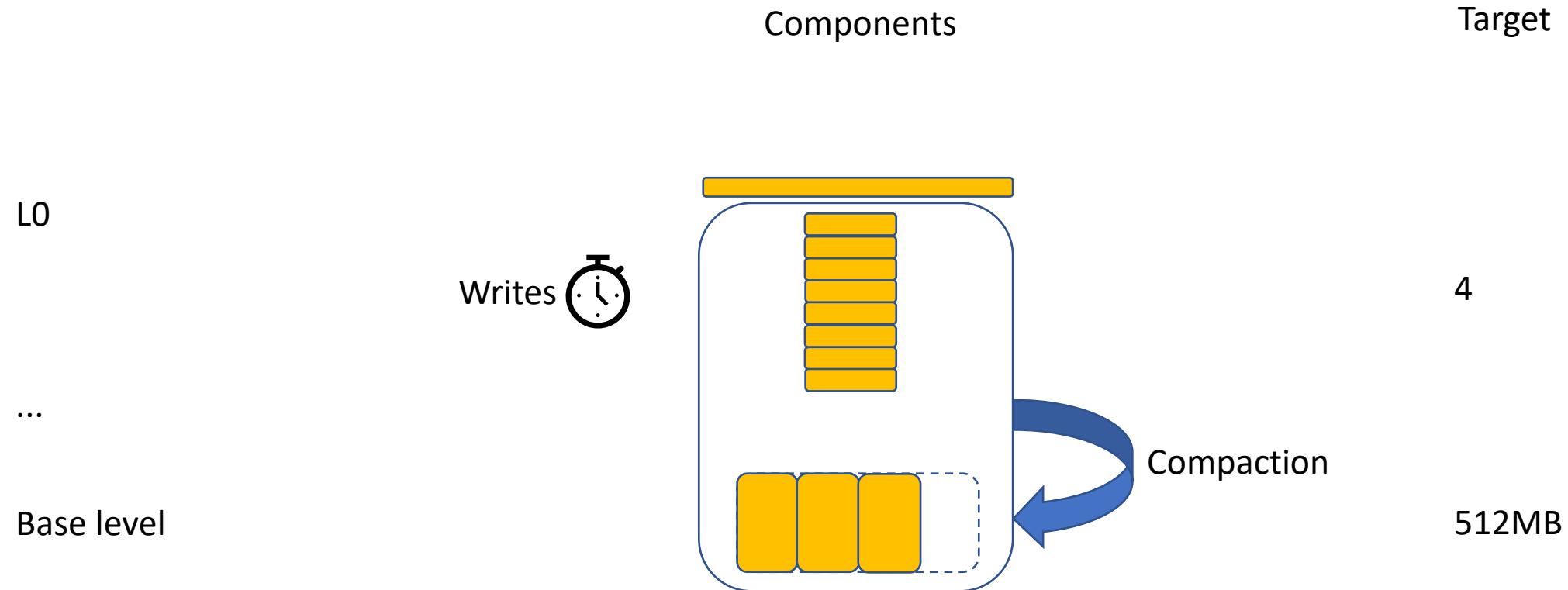
# RocksDB leveled compaction: L0, base level



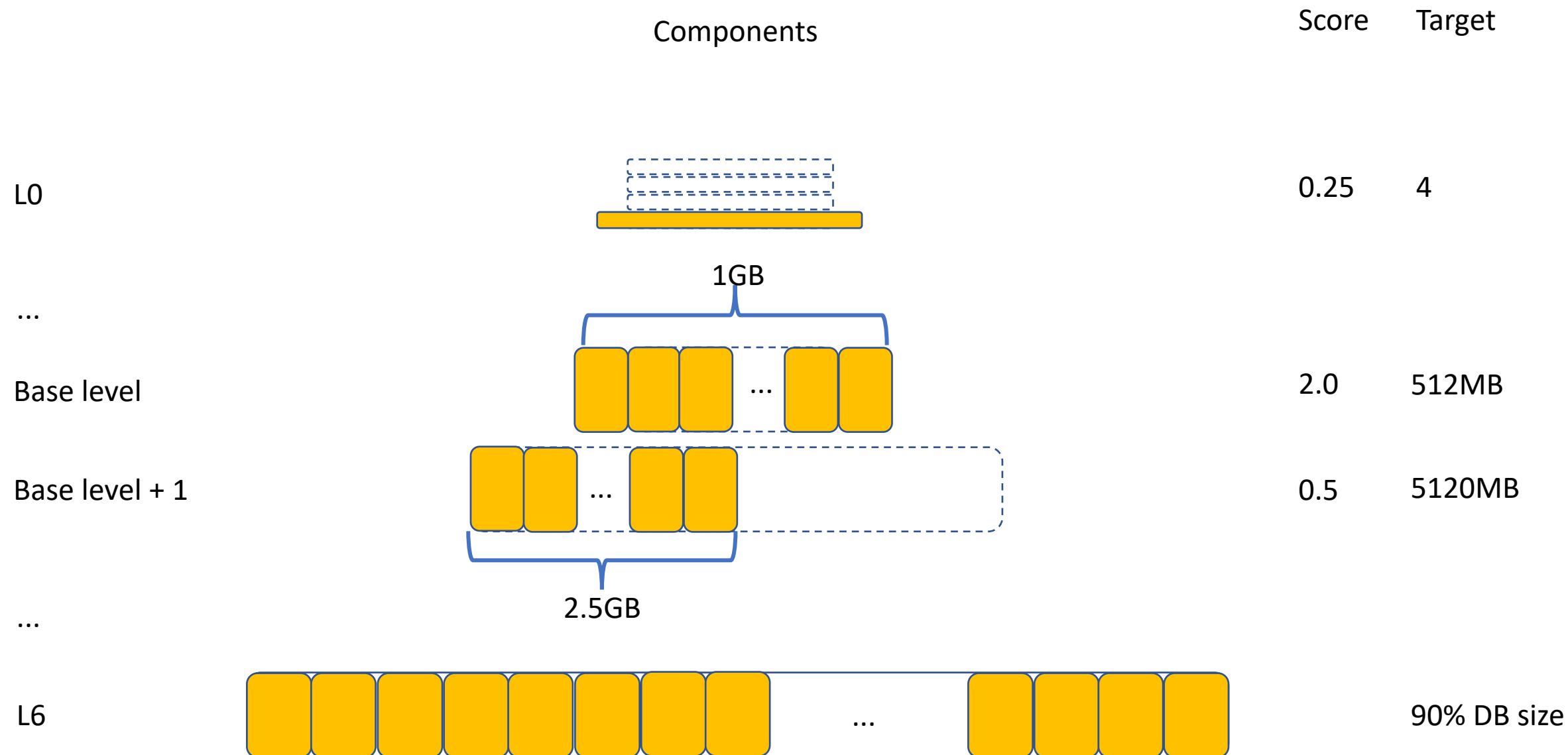
# RocksDB leveled compaction: L0, base level



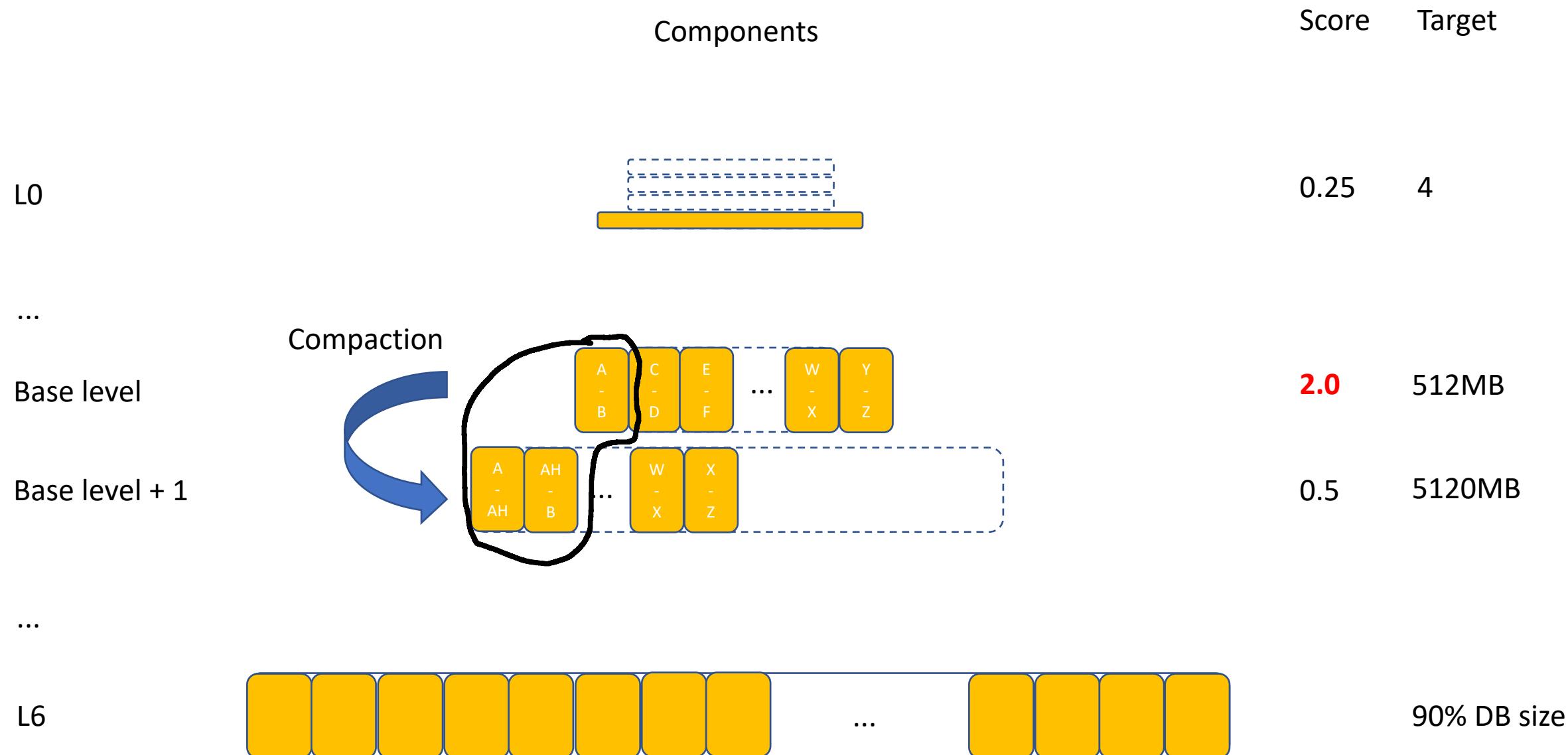
# RocksDB leveled compaction: L0, base level



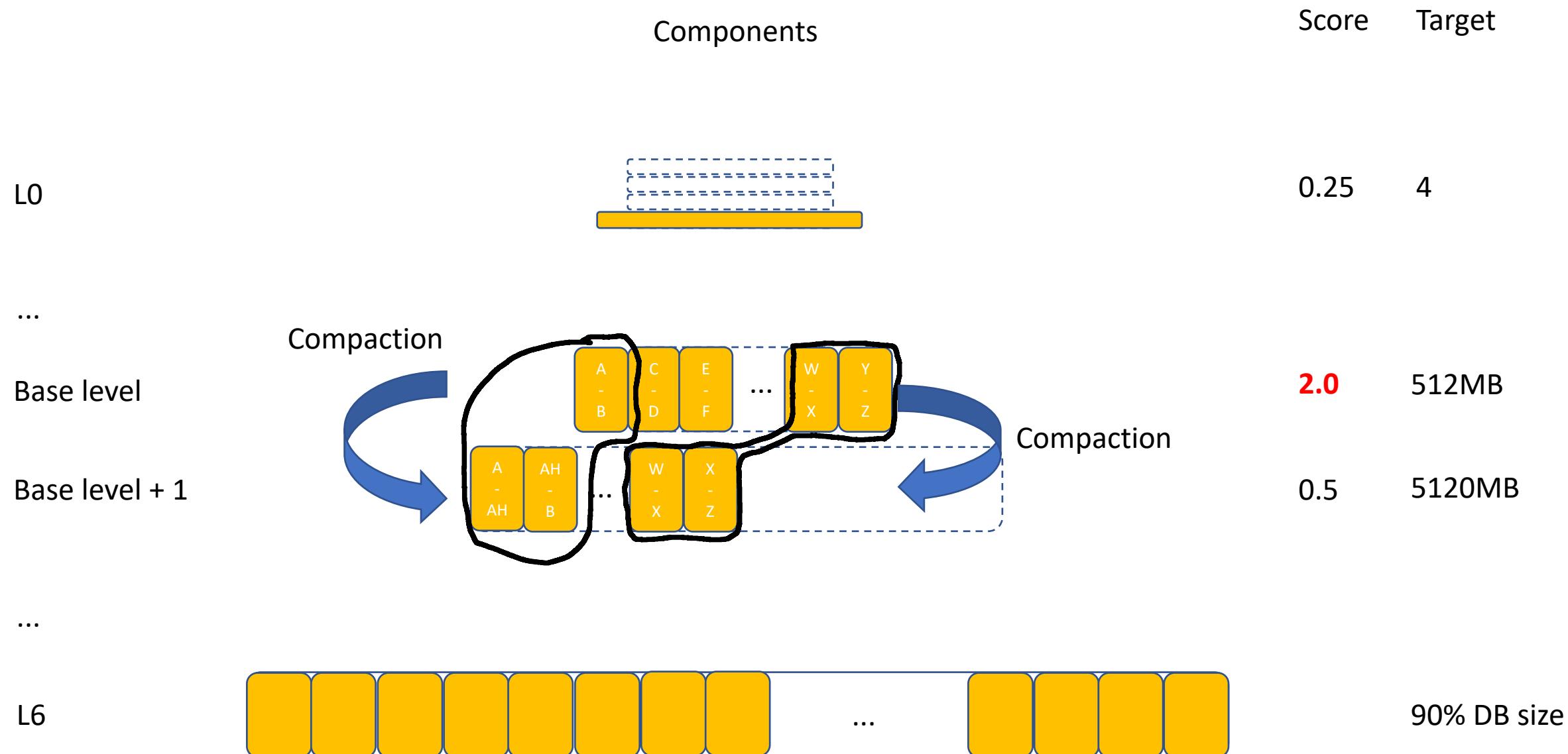
# RocksDB leveled compaction



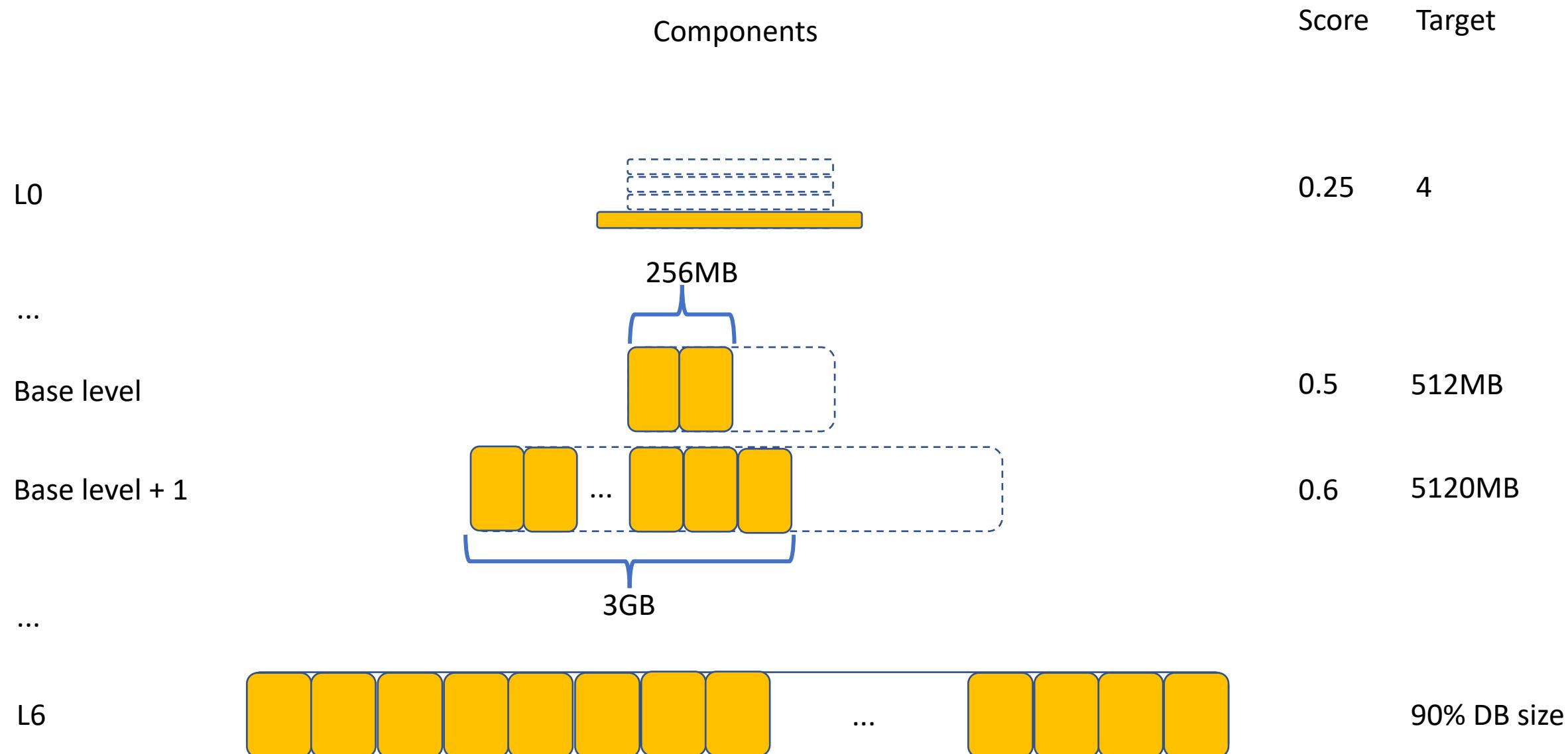
# RocksDB leveled compaction



# RocksDB leveled compaction



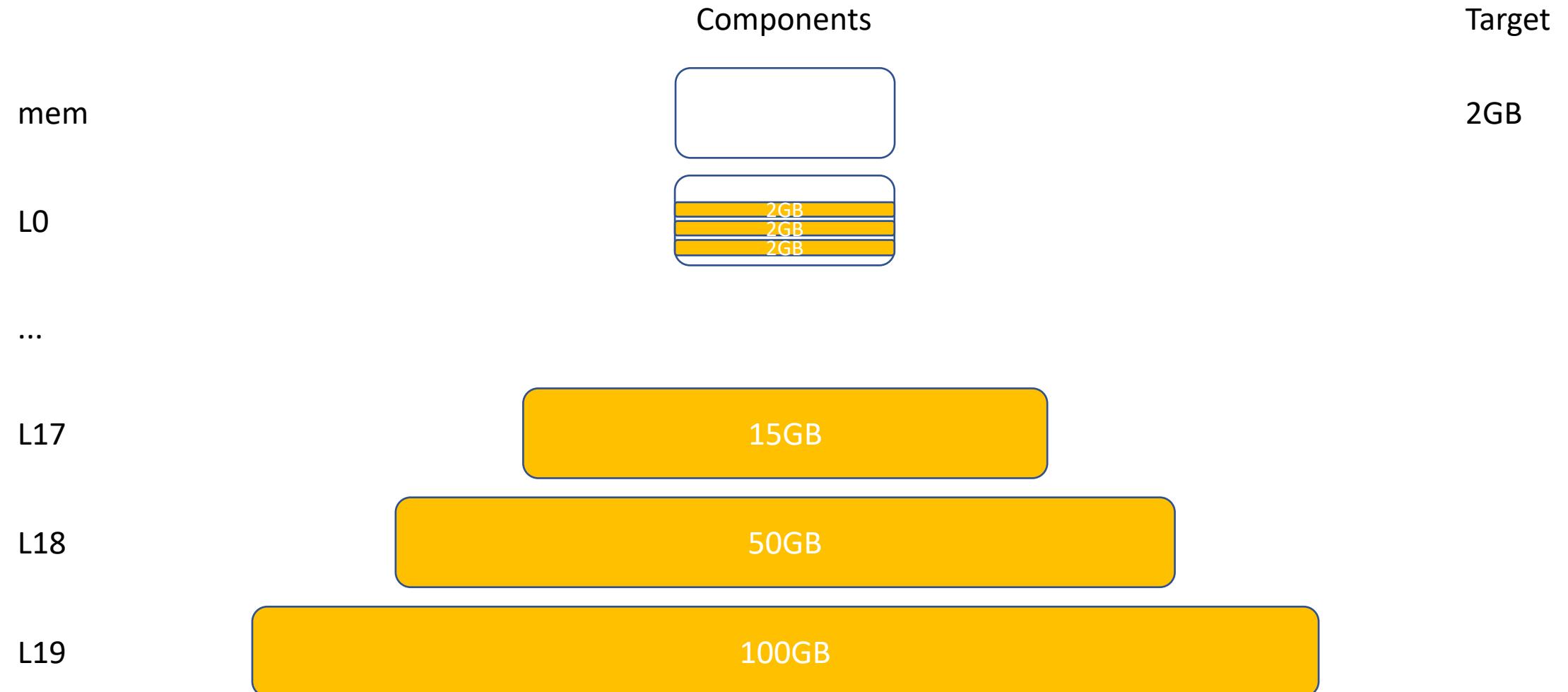
# RocksDB leveled compaction



# RocksDB universal heuristics

- Space amp
- Size ratio
- Read amp

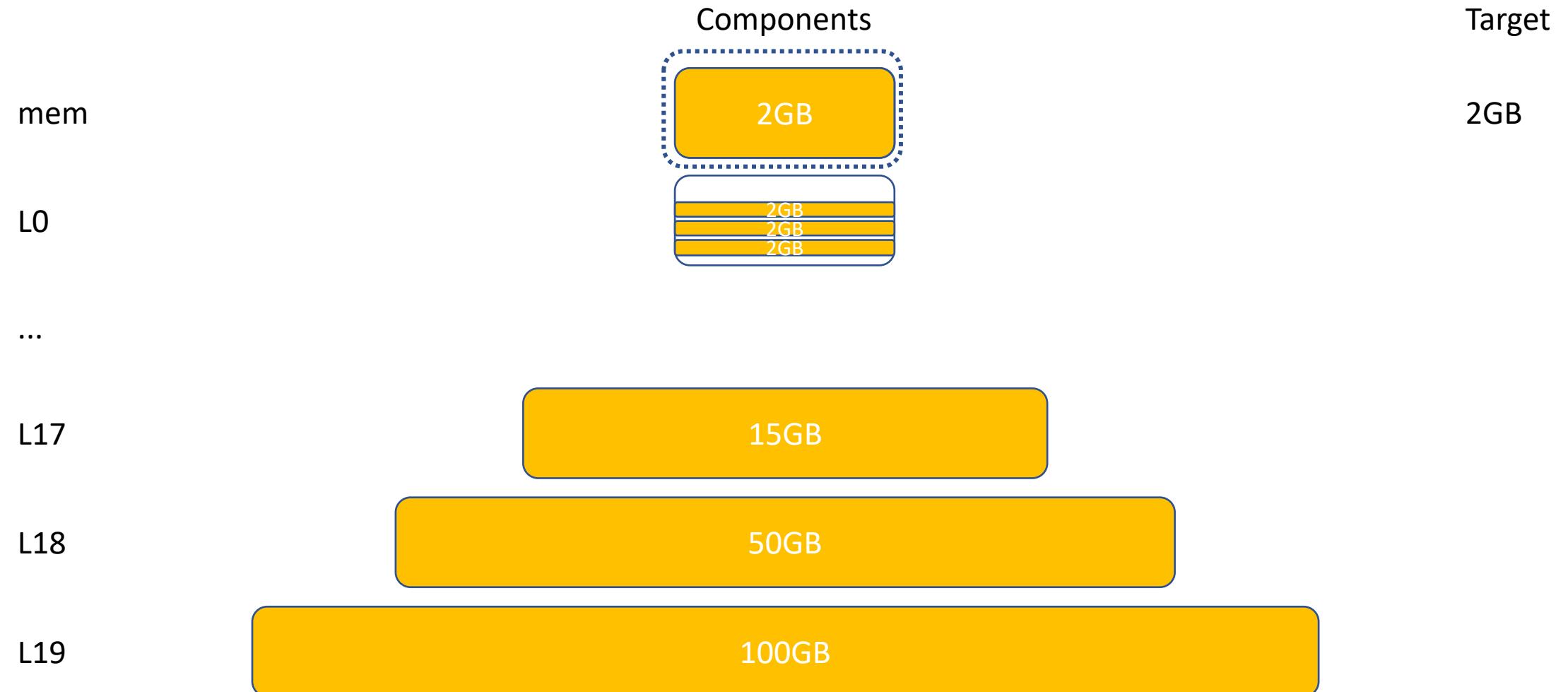
# RocksDB universal



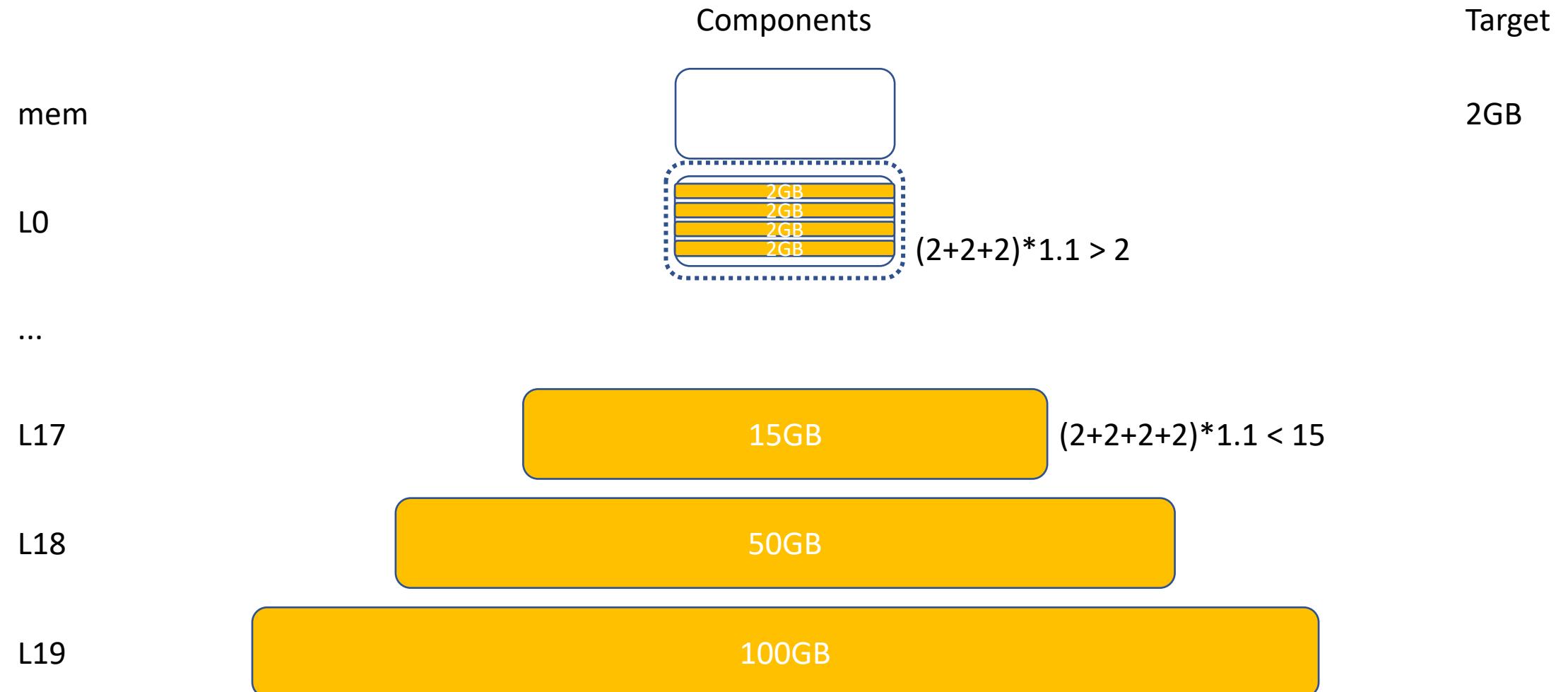
# RocksDB universal options

- num\_levels = 20
- level0\_file\_num\_compaction\_trigger = 6
- size\_ratio = 10
- min\_merge\_width = 4
- max\_merge\_width = 8
- max\_size\_amplification\_percent = 100

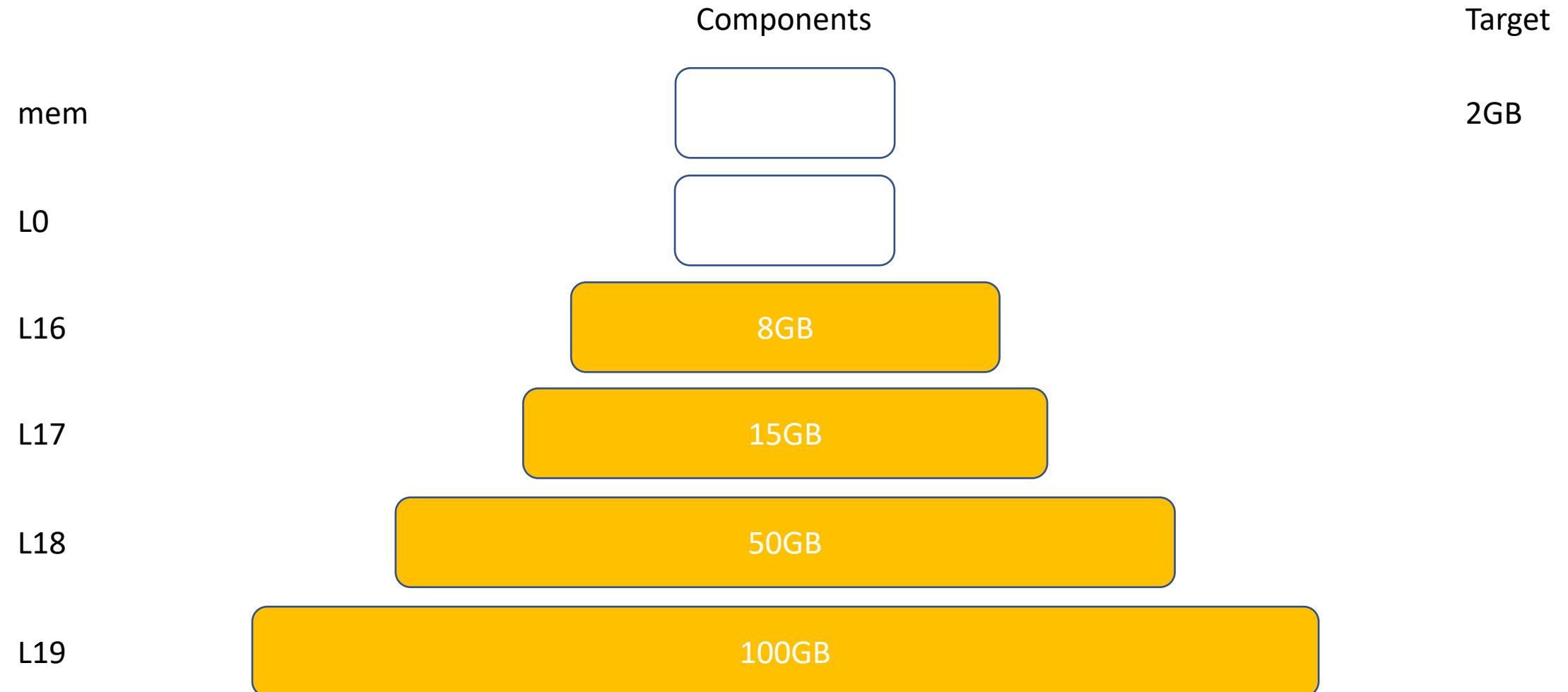
# RocksDB universal flush



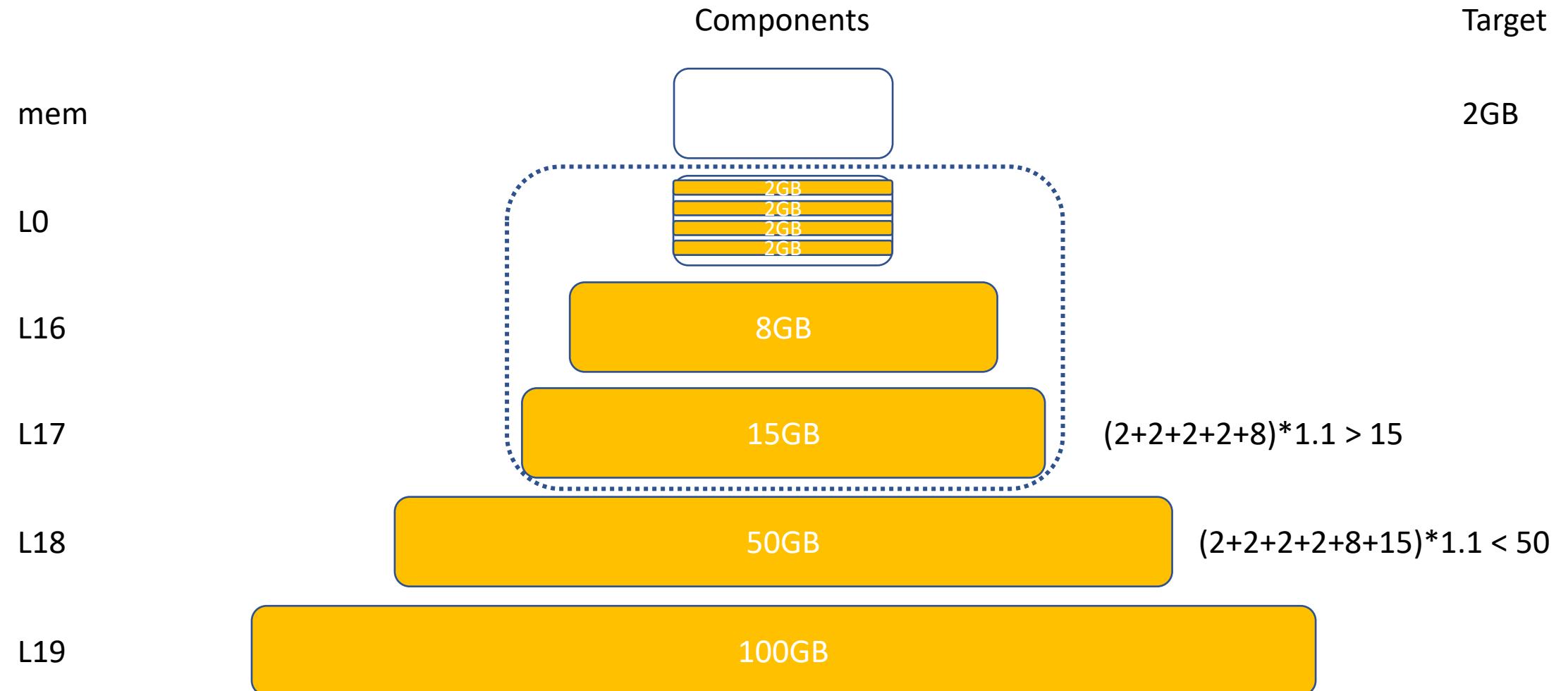
# RocksDB universal size ratio compaction 1



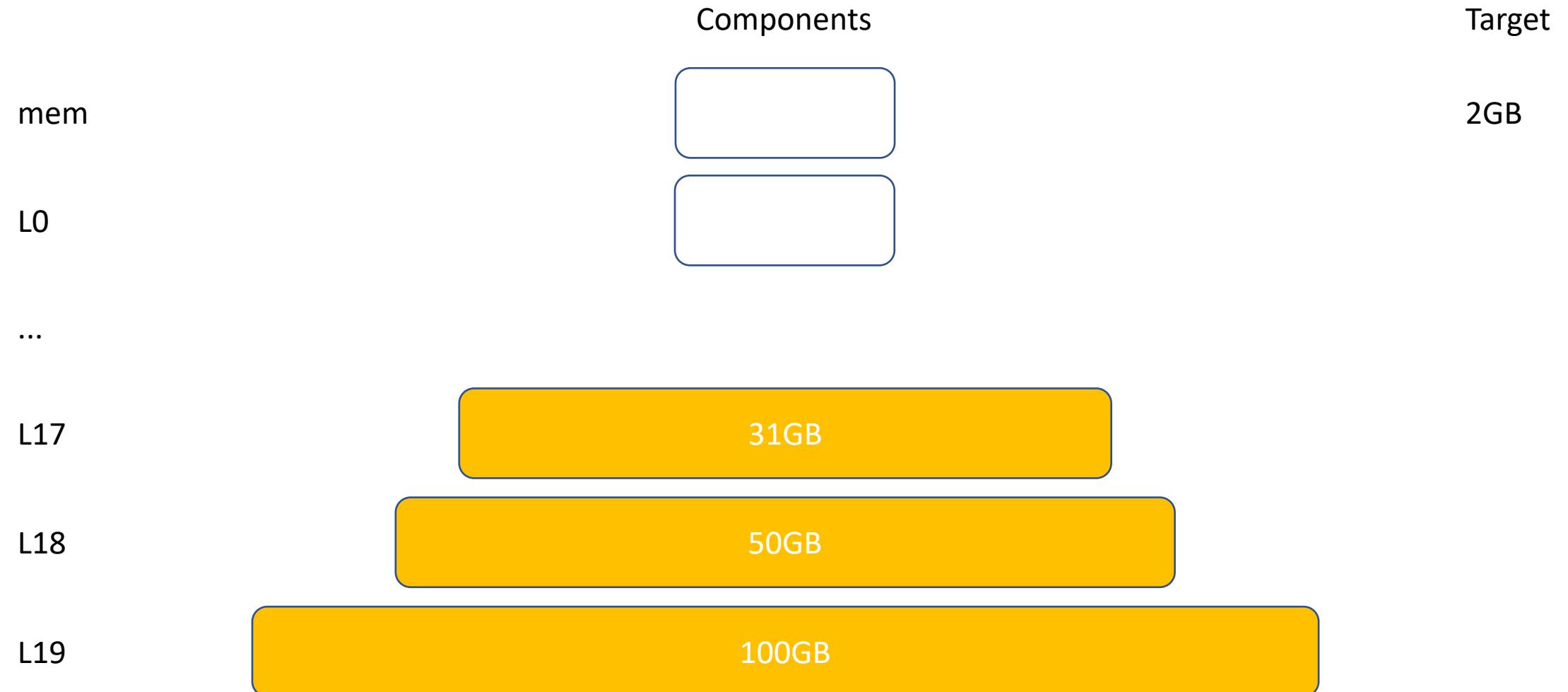
# RocksDB universal



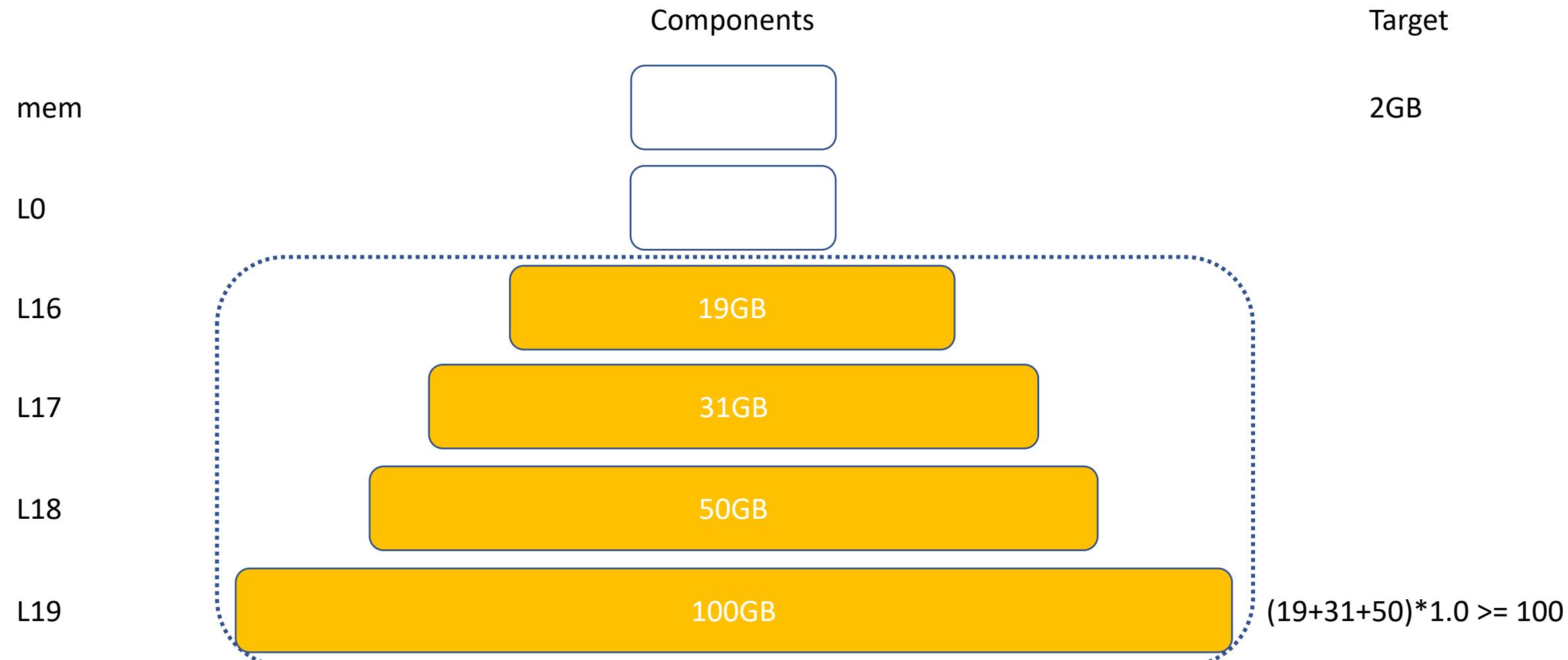
# RocksDB universal size ratio compaction 2



# RocksDB universal



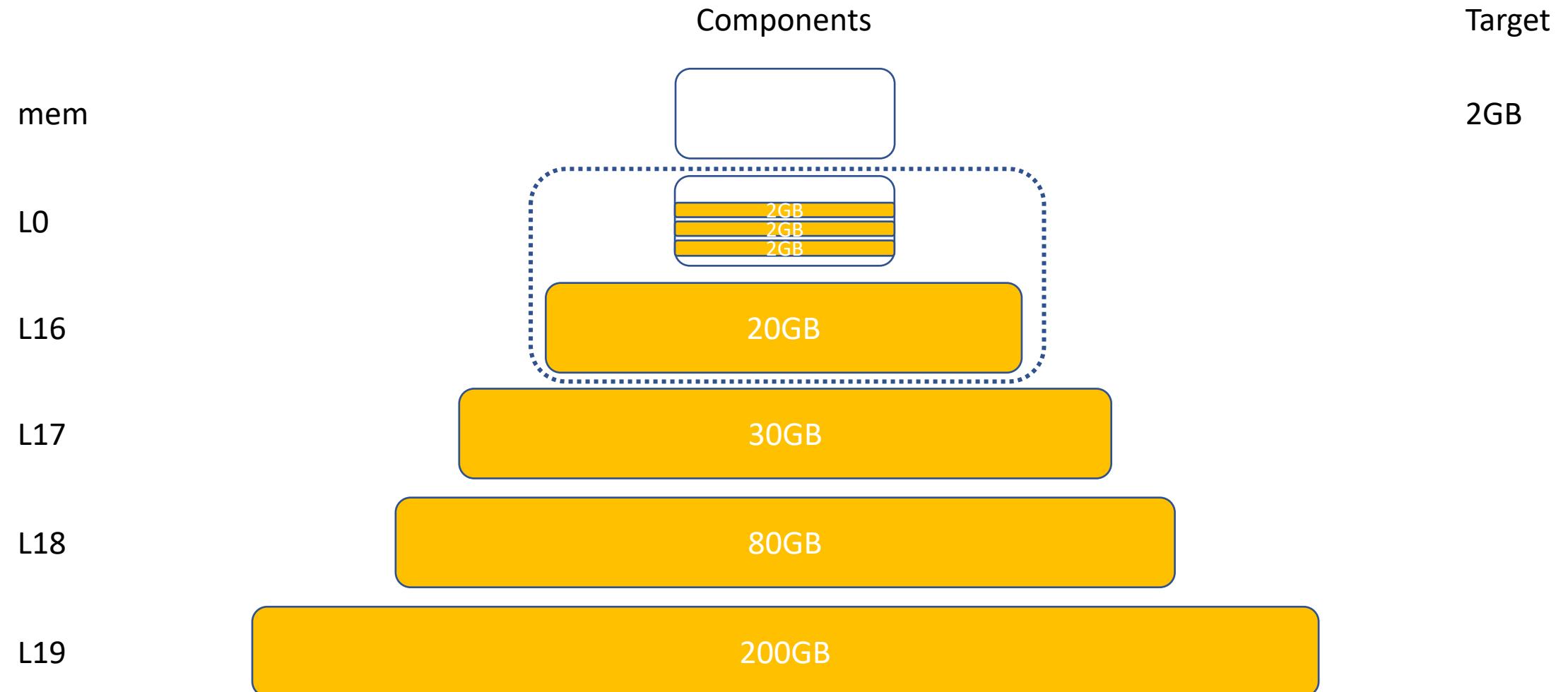
# RocksDB universal size amp compaction



# RocksDB universal

	Components	Target
mem		2GB
L0		
...		
L19	200GB	

# RocksDB universal read amp compaction



# RocksDB universal read amp compaction

