



# Parallelism

## in PostgreSQL 11

Thomas Munro | [2019.fosdempgday.org](http://2019.fosdempgday.org)

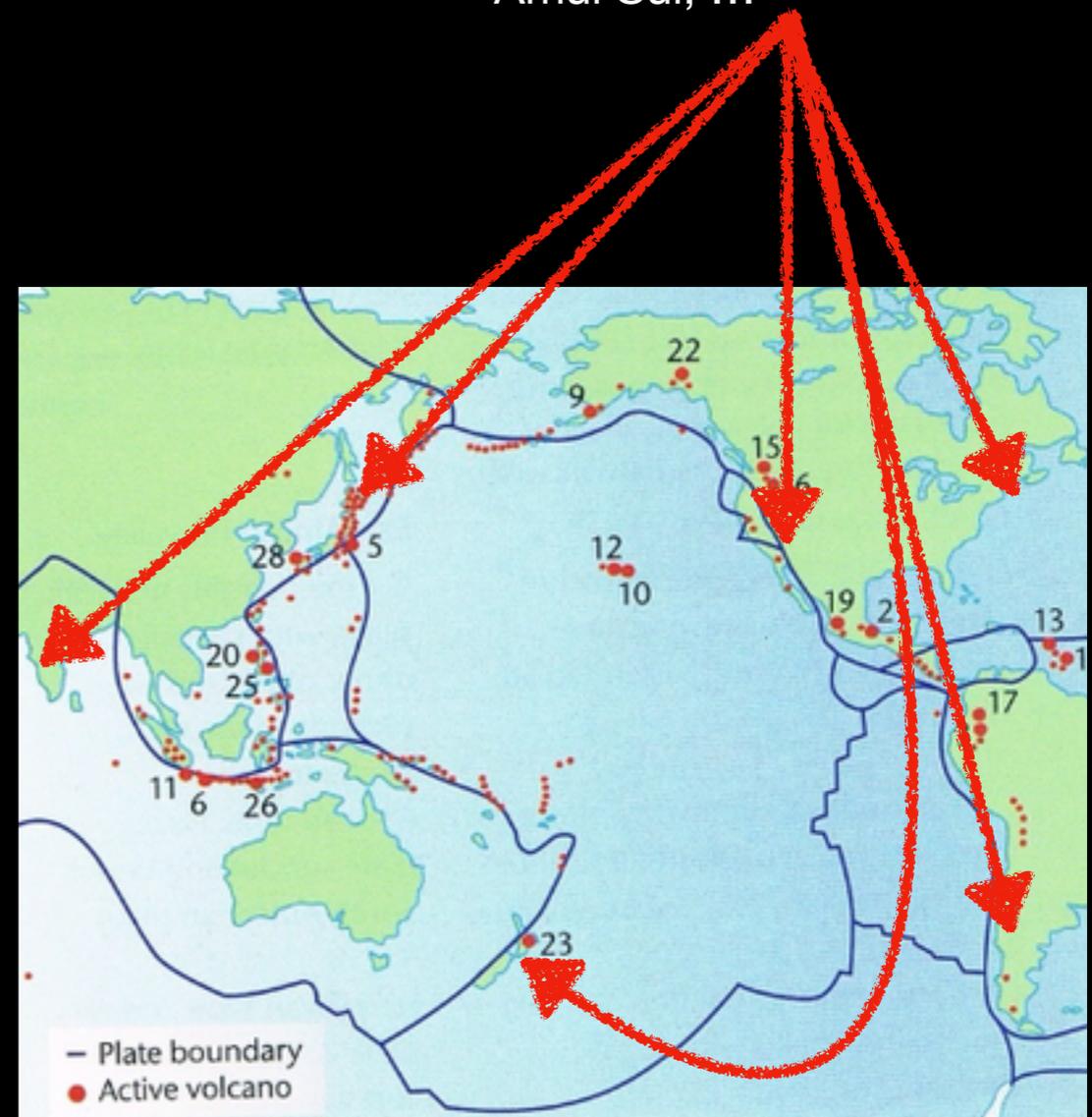
**EDB**<sup>™</sup>  
POSTGRES

# About me/us

- PostgreSQL developer
- Member of EnterpriseDB's database server development team, based in New Zealand
- Worked on Parallel Hash and parallel query infrastructure
- Currently working on undo logs, ...

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Amul Sul, ...



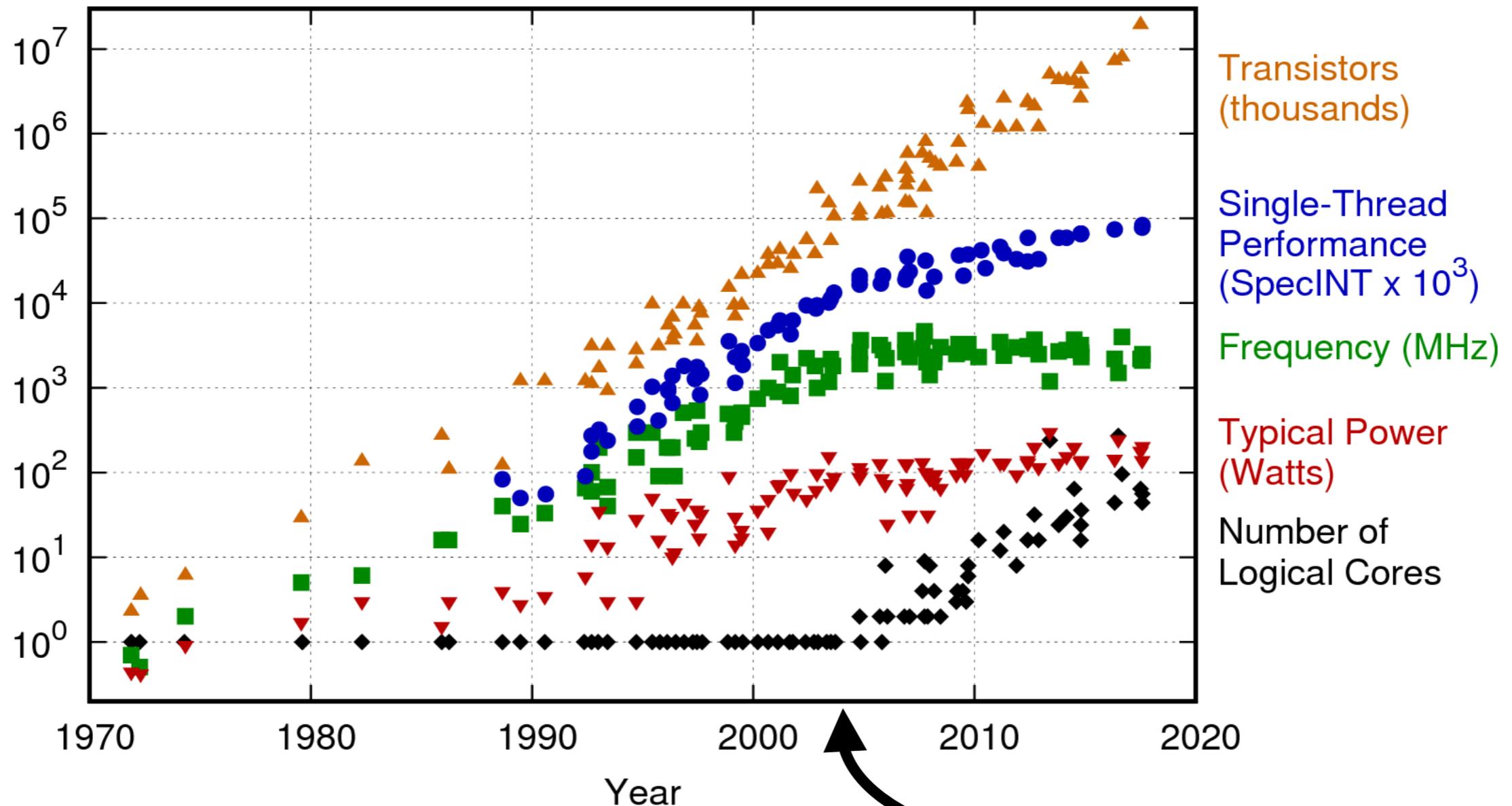
# Parallel features

- PostgreSQL 9.4, 9.5 [2014, 2015]
  - Infrastructure: Dynamic shared memory segments
  - Infrastructure: Shared memory queues
  - Infrastructure: Background workers
- PostgreSQL 9.6 [2016]
  - Executor nodes: Gather, Parallel Seq Scan, Partial Aggregate, Finalize Aggregate
  - Not enabled by default
- PostgreSQL 10 [2017]
  - Infrastructure: Partitions
  - Executor nodes: Gather Merge, Parallel Index Scan, Parallel Bitmap Heap Scan
  - Enabled by default!
- PostgreSQL 11 [2018]
  - Executor nodes: Parallel Append, Parallel Hash Join
  - Planner: Partition-wise joins, aggregates
  - Utility: Parallel CREATE INDEX

**Historical context**

# “The free lunch is over\*”

42 Years of Microprocessor Trend Data



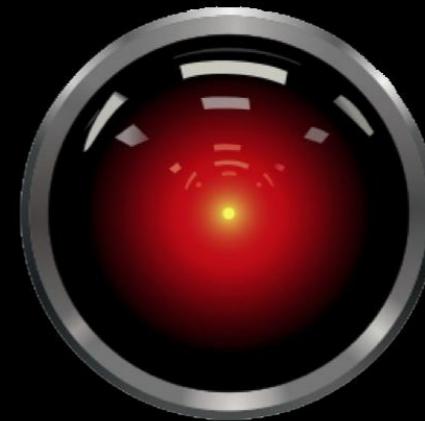
Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten  
New plot and data collected for 2010-2017 by K. Rupp

<https://www.karlrupp.net/2018/02/42-years-of-microprocessor-trend-data/>

\*Herb Sutter, writing in 2004

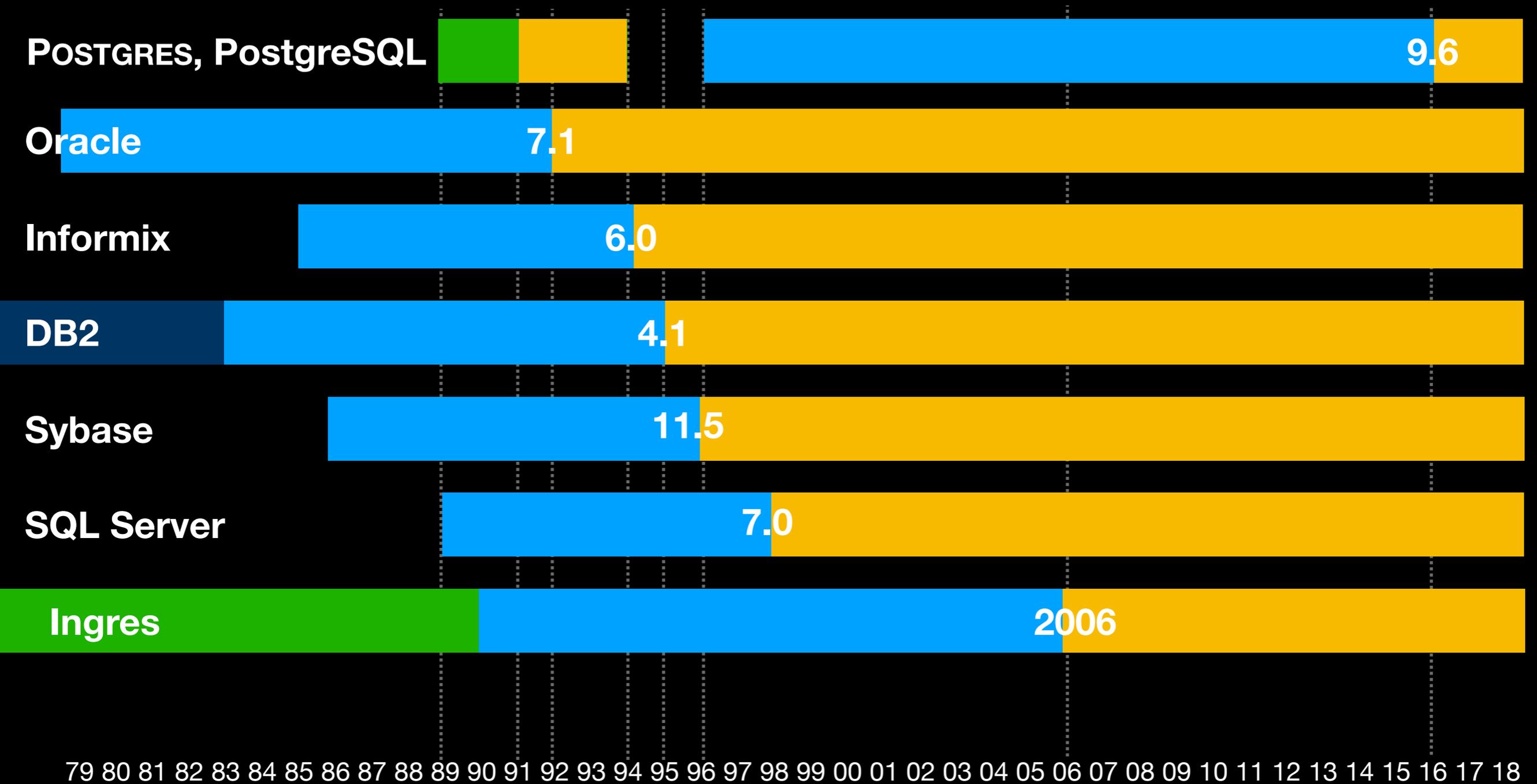
# Multi-processing for the masses

- 1960s, 1970s: Burroughs B5000 (AMP), later IBM System/360 mainframes (AMP), later vector supercomputers (CDC, Cray), ...: million of dollars
- Early 1980s: VAX (AMP) minicomputers, 2 CPUs (AMP) running VMS \$400k+
- Mid-late 1980s: Sequent, 4-30 Intel CPUs (SMP, NUMA) running Dynix: \$50k - \$500k
- Early 1990s: “big iron” Unix vendors (SMP/NUMA), \$20k+
- Mid-late 90s: sub-\$10k dual/quad Intel CPU servers, free Unix-like OSes add support for SMP
- Mid 2000s: multi-core CPUs; general purpose uniprocessor operating systems and hardware extinct



# Parallel gold rush

■ = SQL ■ = parallel query execution ■ = QUEL refusing to admit that SQL won ■ = SQL trapped inside IBM





Tandem NonStop SQL beat all of these with a shared-nothing multi-node database used by banks and stock exchanges since the 1980s. Originally focused on redundancy, it also scaled well with extra CPUs. Not in the same category because...

# Shared everything vs shared nothing

- SMP/NUMA: multiple CPU cores sharing memory and storage
- MPP/cluster: a network of nodes with separate memories and storage, communicating via messages
- Overlapping problems, and some MPP systems may also have intra-node shared memory



The topic of this talk



# Simple example: vote counting for a referendum

- Scrutineers:
  - Grab any ballot box and count up all the votes (= **scatter** data and process it)
  - Repeat until there are no more boxes
- Chief scrutineer:
  - Wait until everyone has finished
  - **Gather** the subtotals and sum them



```
EXPLAIN ANALYZE SELECT COUNT(*)
                   FROM votes
                   WHERE choice = 'Shoot Own Foot';
```

**max\_parallel\_workers\_per\_gather = 0**

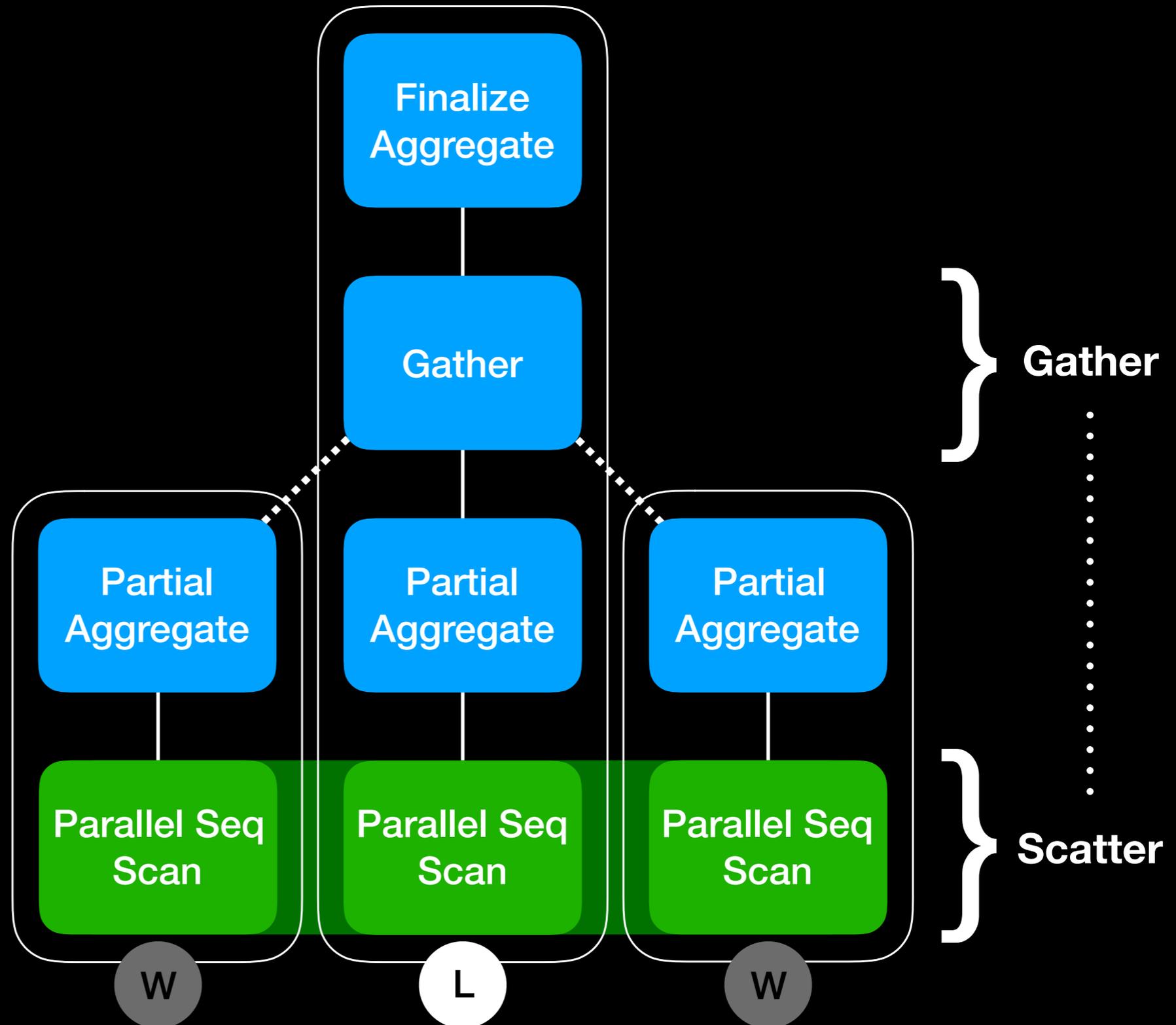
```
Aggregate (cost=181813.52..181813.53 rows=1 width=8)
  (actual time=2779.089..2779.089 rows=1 loops=1)
  -> Seq Scan on votes (cost=0.00..169247.71 rows=5026322 width=0)
      (actual time=0.080..2224.036 rows=5001960 loops=1)
      Filter: (choice = 'Shoot Own Foot'::text)
      Rows Removed by Filter: 4998040
Planning Time: 0.101 ms
Execution Time: 2779.142 ms
```

**max\_parallel\_workers\_per\_gather = 2**

```
Finalize Aggregate (cost=102567.18..102567.19 rows=1 width=8)
  (actual time=1029.424..1029.424 rows=1 loops=1)
  -> Gather (cost=102566.97..102567.18 rows=2 width=8)
      (actual time=1029.233..1030.188 rows=3 loops=1)
      Workers Planned: 2
      Workers Launched: 2
      -> Partial Aggregate (cost=101566.97..101566.98 rows=1 width=8)
          (actual time=1023.294..1023.295 rows=1 loops=3)
          -> Parallel Seq Scan on votes (cost=0.00..96331.21 rows=2094301 width=0)
              (actual time=0.079..824.345 rows=1667320 ...)
              Filter: (choice = 'Shoot Own Foot'::text)
              Rows Removed by Filter: 1666013
Planning Time: 0.126 ms
Execution Time: 1030.279 ms
```

# Parallel plan

- Each worker (W) runs a **copy** of the plan fragment beneath the Gather node
- The leader process (L) may also run it
- Parallel-aware nodes coordinate their activity with their twins in other processes



**What's happening  
under the covers?**

Planner

Executor

Processes

Memory

IPC

IO



Let's  
start  
here

# Processes

```
13316  └─ postgres -D /data/clusters/main
13441  └─ postgres: fred salesdb [local] idle
13437  └─ postgres: fred salesdb [local] idle
13337  └─ postgres: fred salesdb [local] SELECT
13323  └─ postgres: logical replication launcher
13322  └─ postgres: stats collector
13321  └─ postgres: autovacuum launcher
13320  └─ postgres: walwriter
13319  └─ postgres: background writer
13318  └─ postgres: checkpointer
```

"Currently, POSTGRES runs as one process for each active user. This was done as an expedient to get a system operational as quickly as possible. We plan on converting POSTGRES to use lightweight processes available in the operating systems we are using. These include PRESTO for the Sequent Symmetry and threads in Version 4 of Sun/OS."

Stonebraker, Rowe and Herohama, "The Implementation of POSTGRES", 1989

# Parallel worker processes

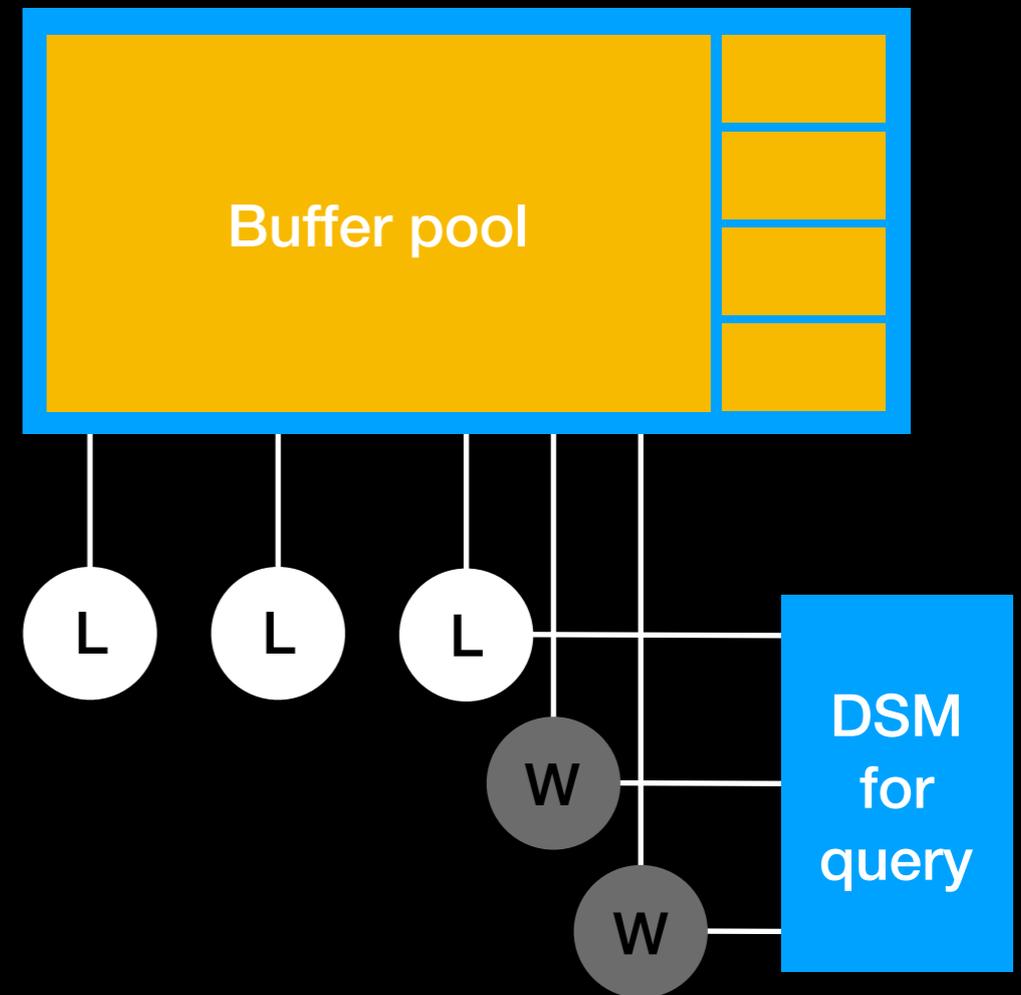
```
13316  └─ postgres -D /data/clusters/main
25002  └─ postgres: parallel worker for PID 13337
25001  └─ postgres: parallel worker for PID 13337
13441  └─ postgres: fred salesdb [local] idle
13437  └─ postgres: fred salesdb [local] idle
13337  └─ postgres: fred salesdb [local] SELECT
13323  └─ postgres: logical replication launcher
13322  └─ postgres: stats collector
13321  └─ postgres: autovacuum launcher
13320  └─ postgres: walwriter
13319  └─ postgres: background writer
13318  └─ postgres: checkpointer
```

Currently, PostgreSQL uses one process per parallel worker. This was done as an expedient to get a system operational as quickly as possible. We plan on converting PostgreSQL to use POSIX and Windows threads.\*

**\*Actual plans may vary**

# Shared memory

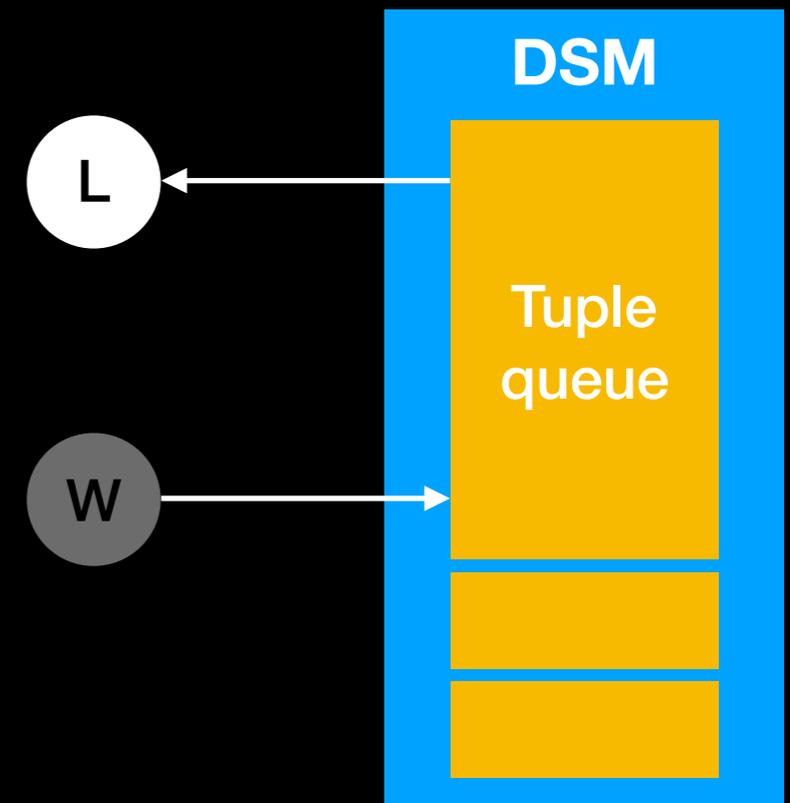
- Traditionally, PostgreSQL has always had a fixed-sized chunk of shared memory mapped at the same address in all processes, inherited from the postmaster process
- For parallel query execution, “dynamic” shared memory segments (DSM) are used; they are chunks of extra shared memory, mapped at an arbitrary address in each backend, and unmapped at the end of the query



L = Leader process  
W = Worker process

# IPC and communication

- PostgreSQL already had various locking primitives and atomic primitives, but several new things were needed for parallel query execution
  - Shared memory queues for control messages and tuples
  - Condition variables, barriers, relocatable LWLocks
  - Special support in heavyweight locks
  - ...



Planner

Executor

} Mechanics of execution

Processes

Memory

IPC

IO

# Parallel awareness

- Nodes without “Parallel” prefix can be called “parallel-oblivious\*” operators:
  - They can appear in a traditional non-parallel plan
  - They can appear underneath a Gather node, receiving partial results
  - They can appear underneath a Gather node, receiving complete results
- Parallel-aware operators perform some kind of scattering (or in some cases gathering)

Seq Scan

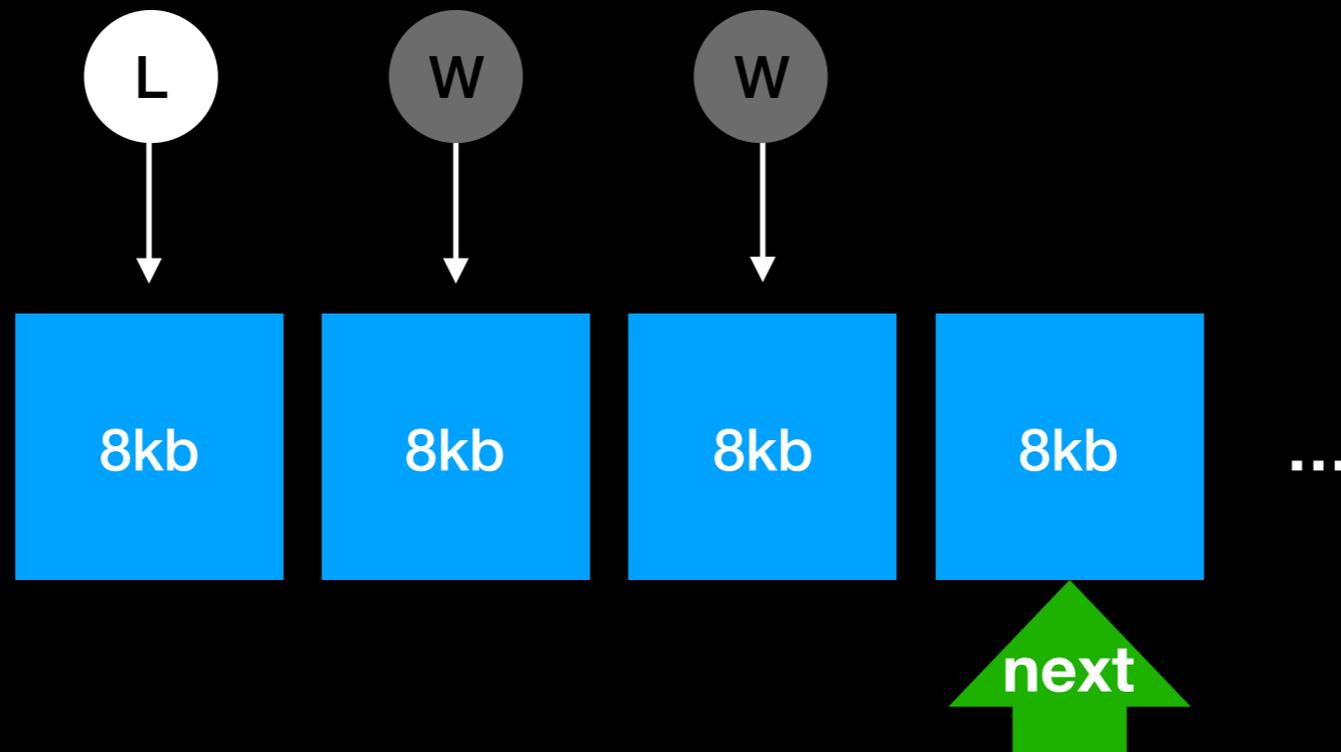
Hash

Parallel Seq  
Scan

Parallel  
Hash

\*my terminology, because “non-parallel” is a bit confusing

# Parallel Seq Scan

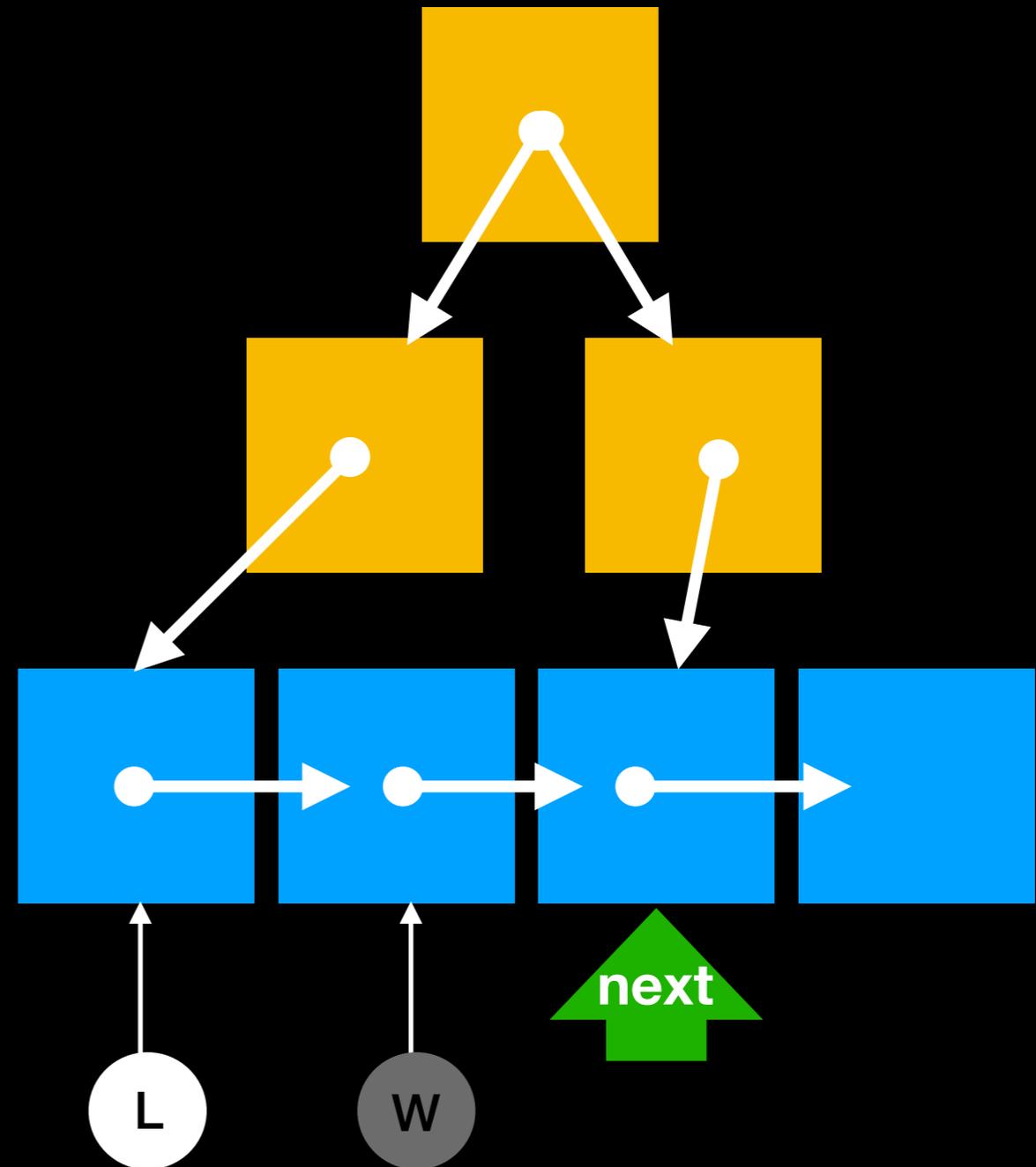


- Each process advances a shared 'next block' pointer to choose an 8KB block whenever it runs out of data and needs more, so that they read disjoint sets of tuples
- The goal is not to read in parallel, but rather to scatter the data among the CPU cores where it can be (1) filtered in parallel and (2) processed by higher executor nodes in parallel



# Parallel Index Scan

- BTree only for now
- Same concept: advancing a shared pointer, but this time there is more communication and waiting involved
- If you're lucky, there might be runs of sequential leaf pages, triggering OS read-ahead heuristics



# Parallel Bitmap Heap Scan

- Similar to Parallel Seq Scan, but scan only pages that were found to potentially contain interesting tuples
- The bitmap is currently built by a single process; only the actual Parallel Bitmap Heap Scan is parallel-aware (in principle the Bitmap Index Scan could be too)

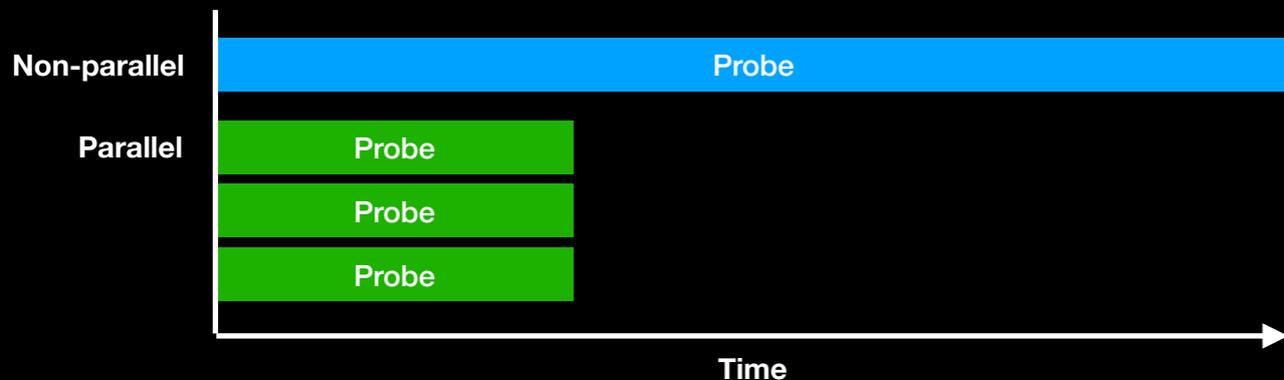
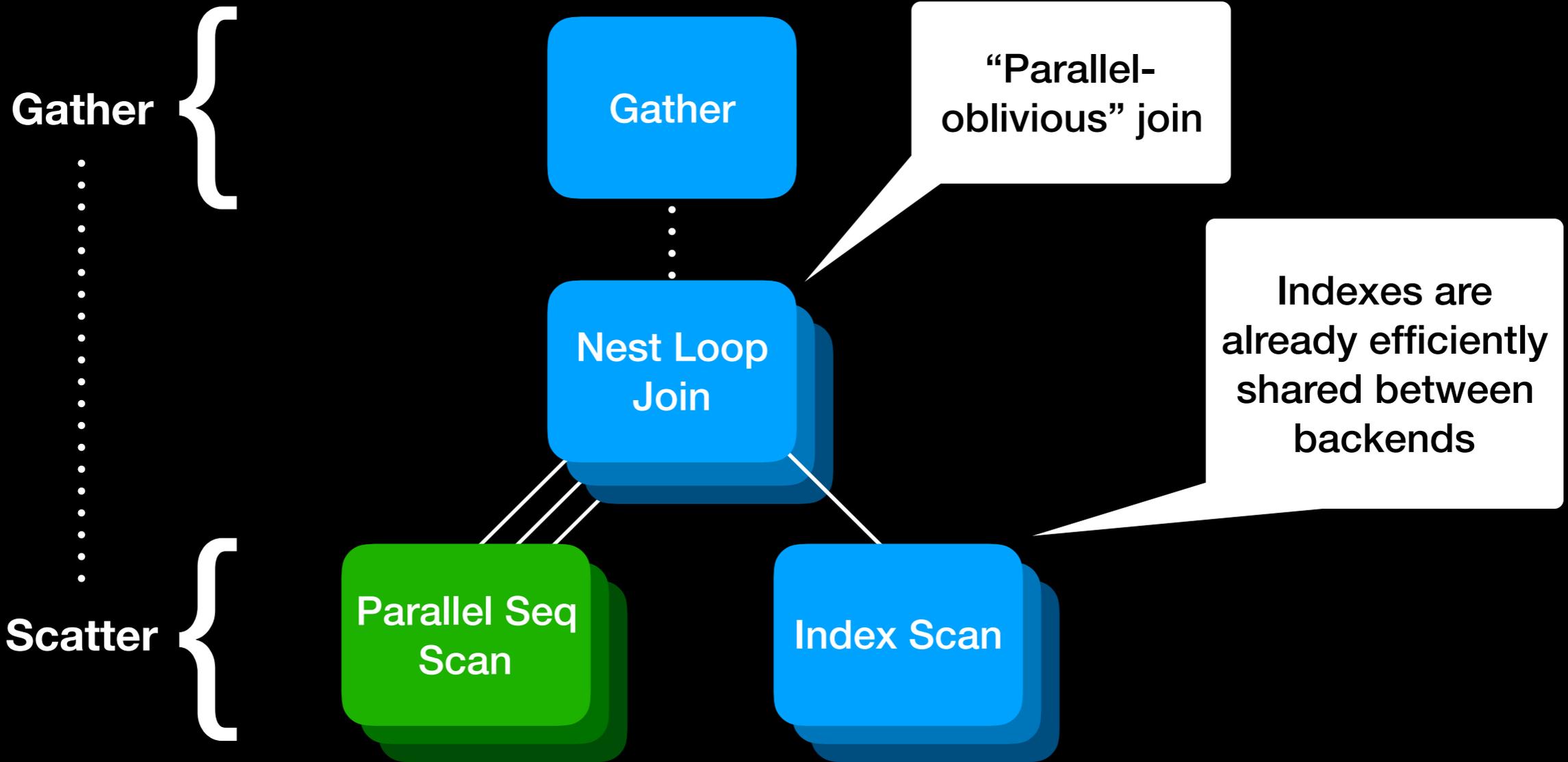
# Let's add a join to the example

- Count only votes from voters who are enrolled to vote

```
SELECT COUNT(*)  
FROM votes  
JOIN voters USING (voter_id)
```

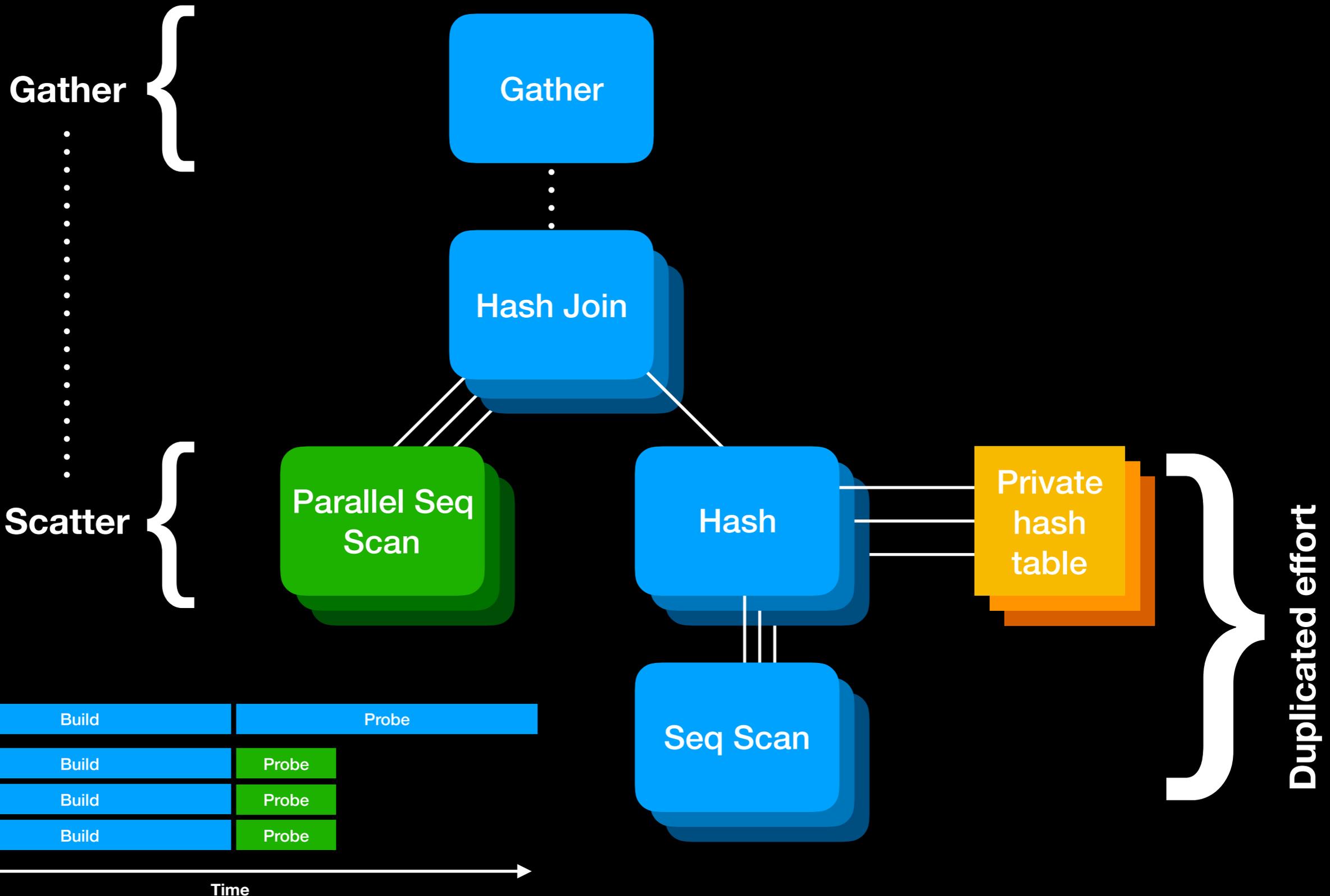


# Nest Loop Join

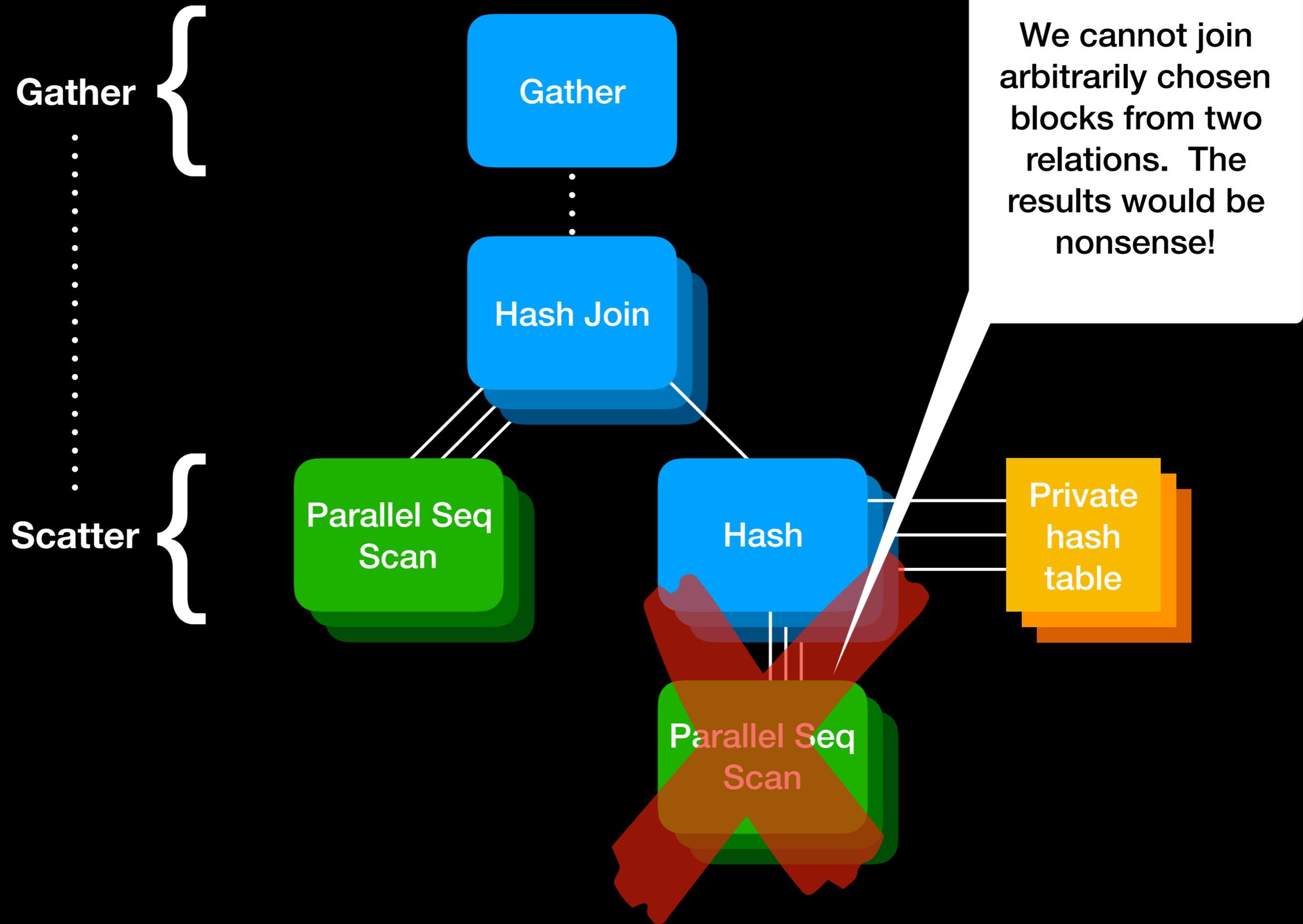


Perfectly spherical cow in a vacuum

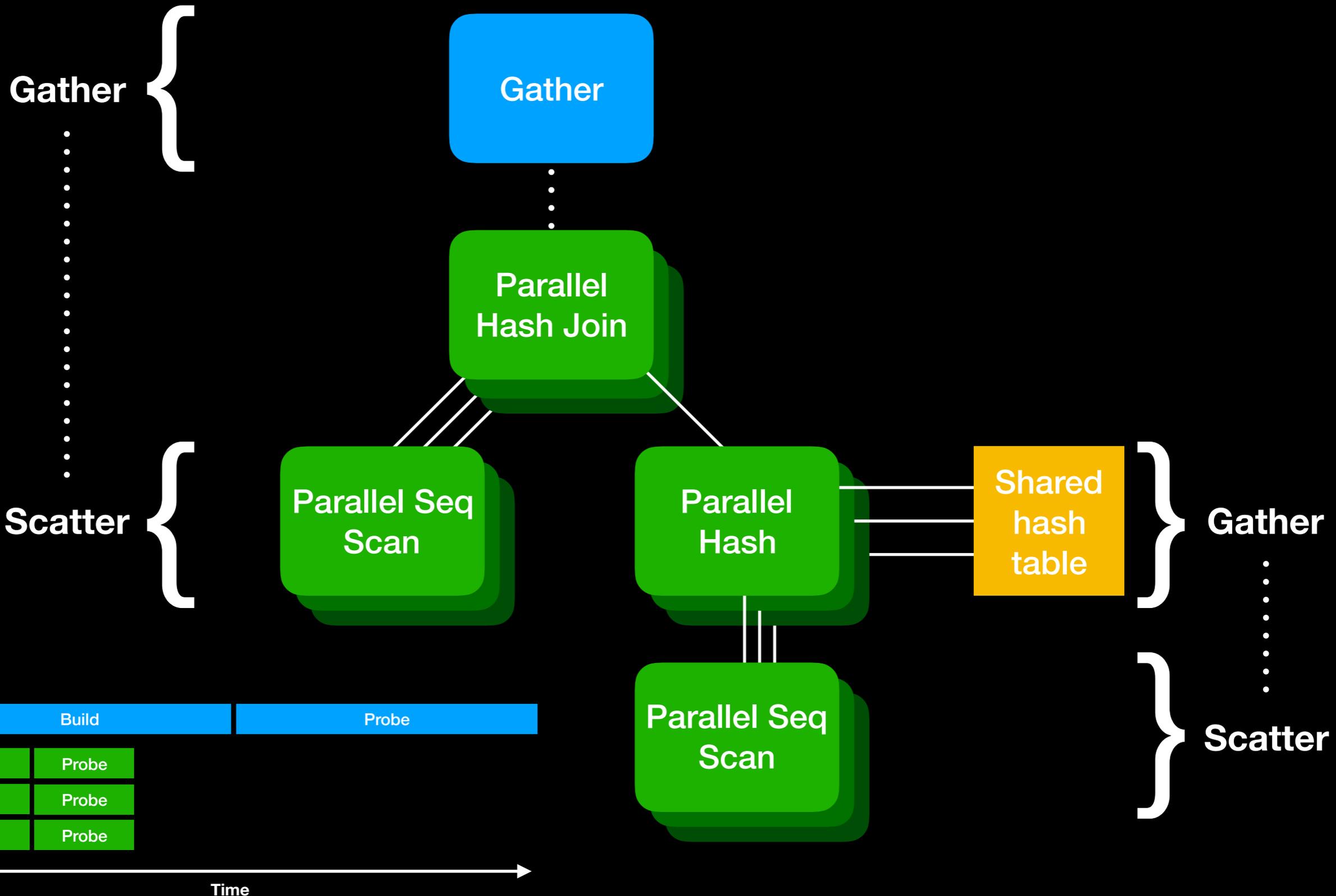
# Hash Join



# Hash Join

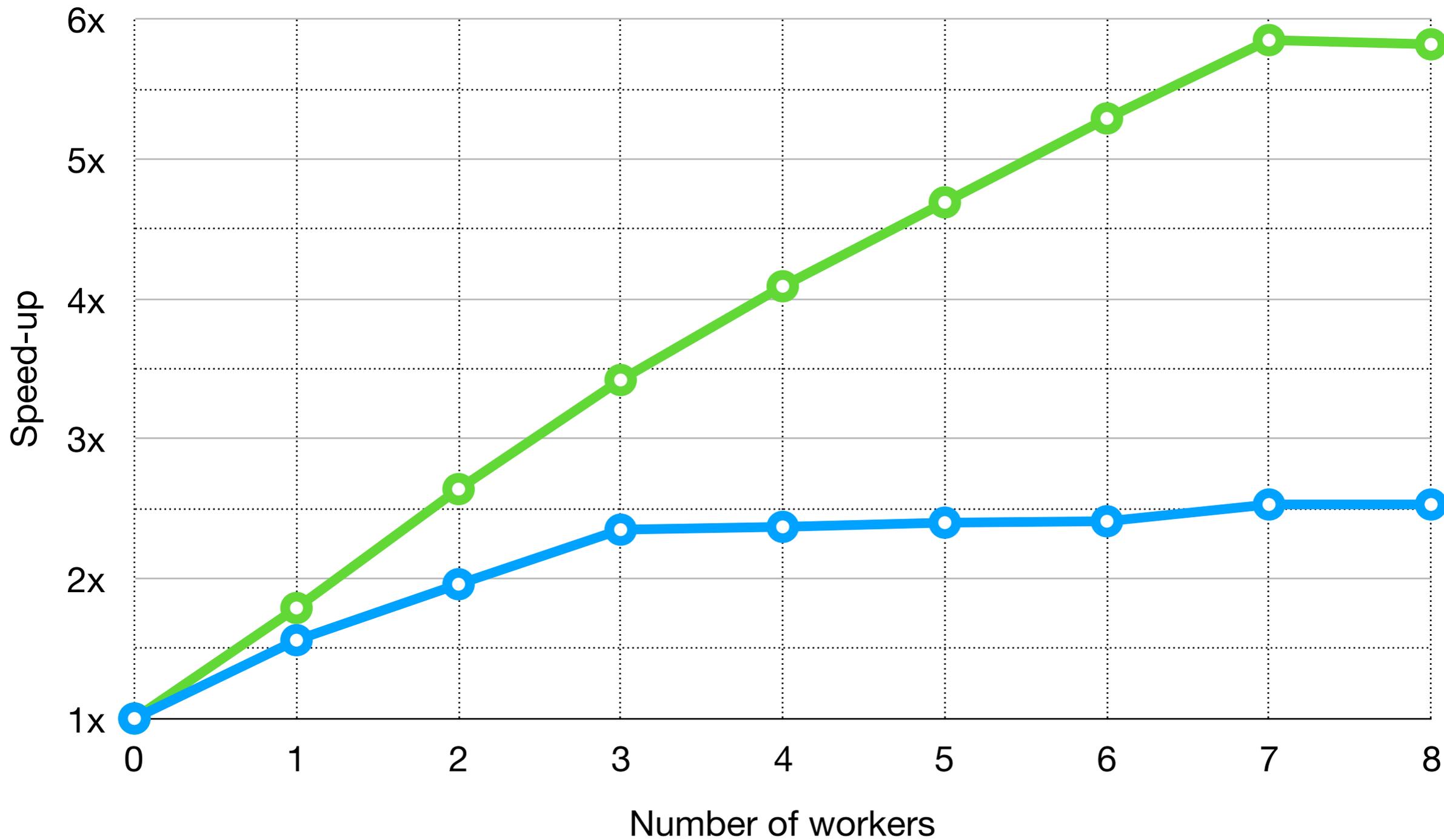


# Parallel Hash Join



○ Hash      ○ Parallel Hash

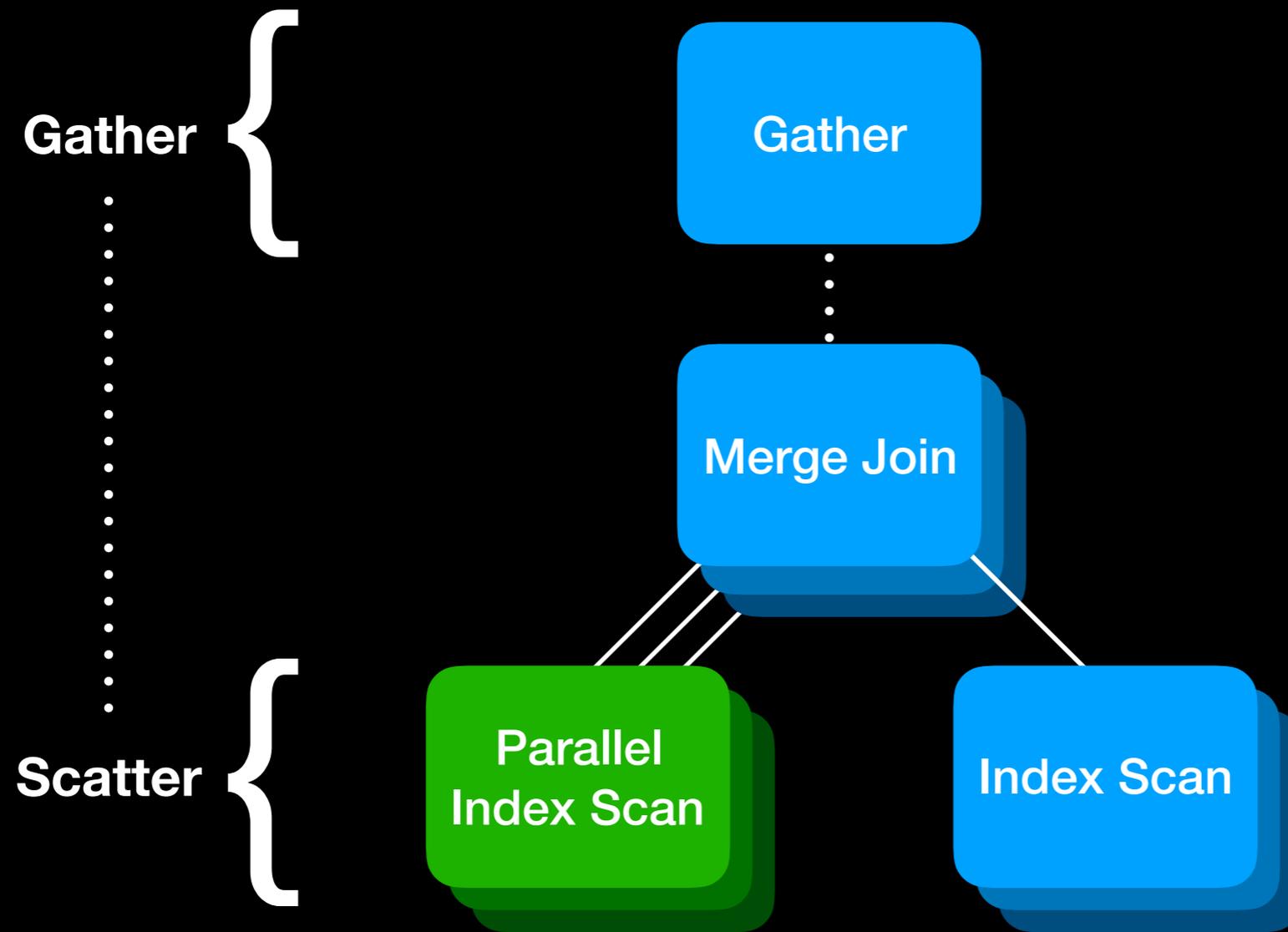
# Single batch hash join



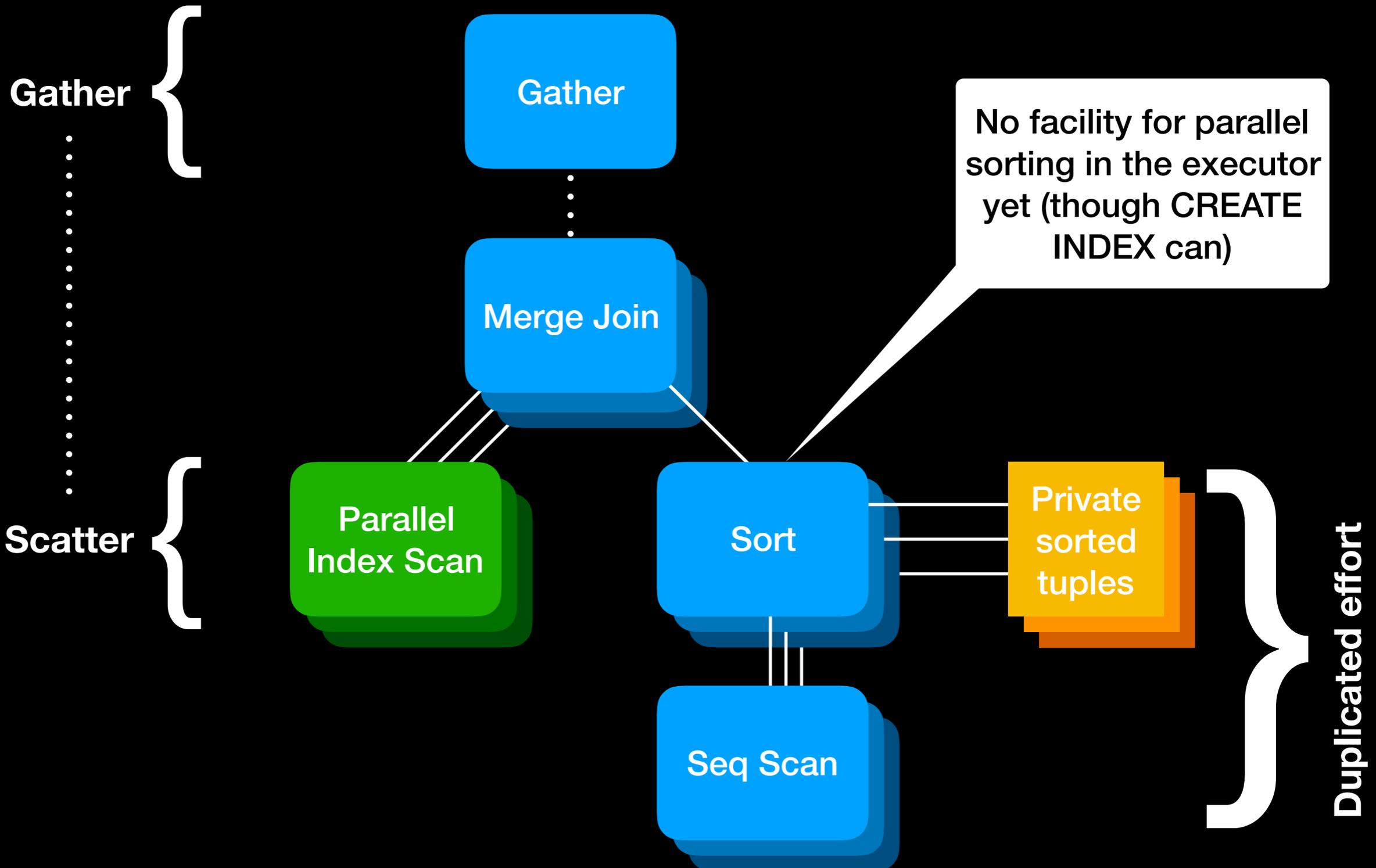
# Parallel Hash Join with alternative strategies

- Some other systems partition the data first with an extra pass through the two relations, and then produce many small private hash tables; they aim to win back time by reducing cache misses
- We can do a simple variant of that (see “batches” in EXPLAIN ANALYZE), but we only choose to do so if the hash table would be too big for work\_mem (no attempt to reduce cache misses)
- If both relations have a pre-existing and matching partition scheme, we can do a partition-wise join (about which more soon)
- Some other systems can repartition one relation to match the pre-existing partition scheme of the other relation

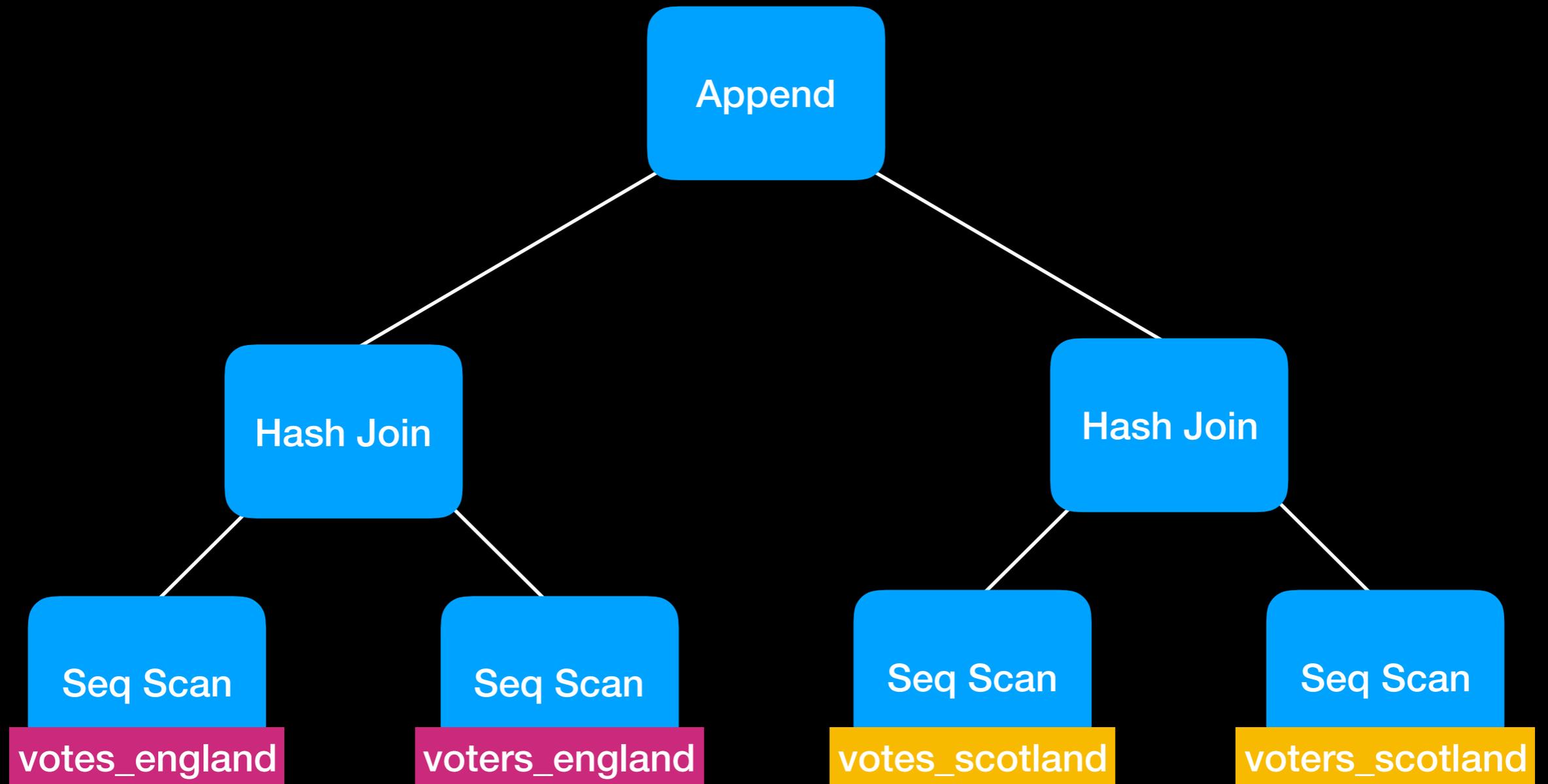
# Merge Join



# Merge Join

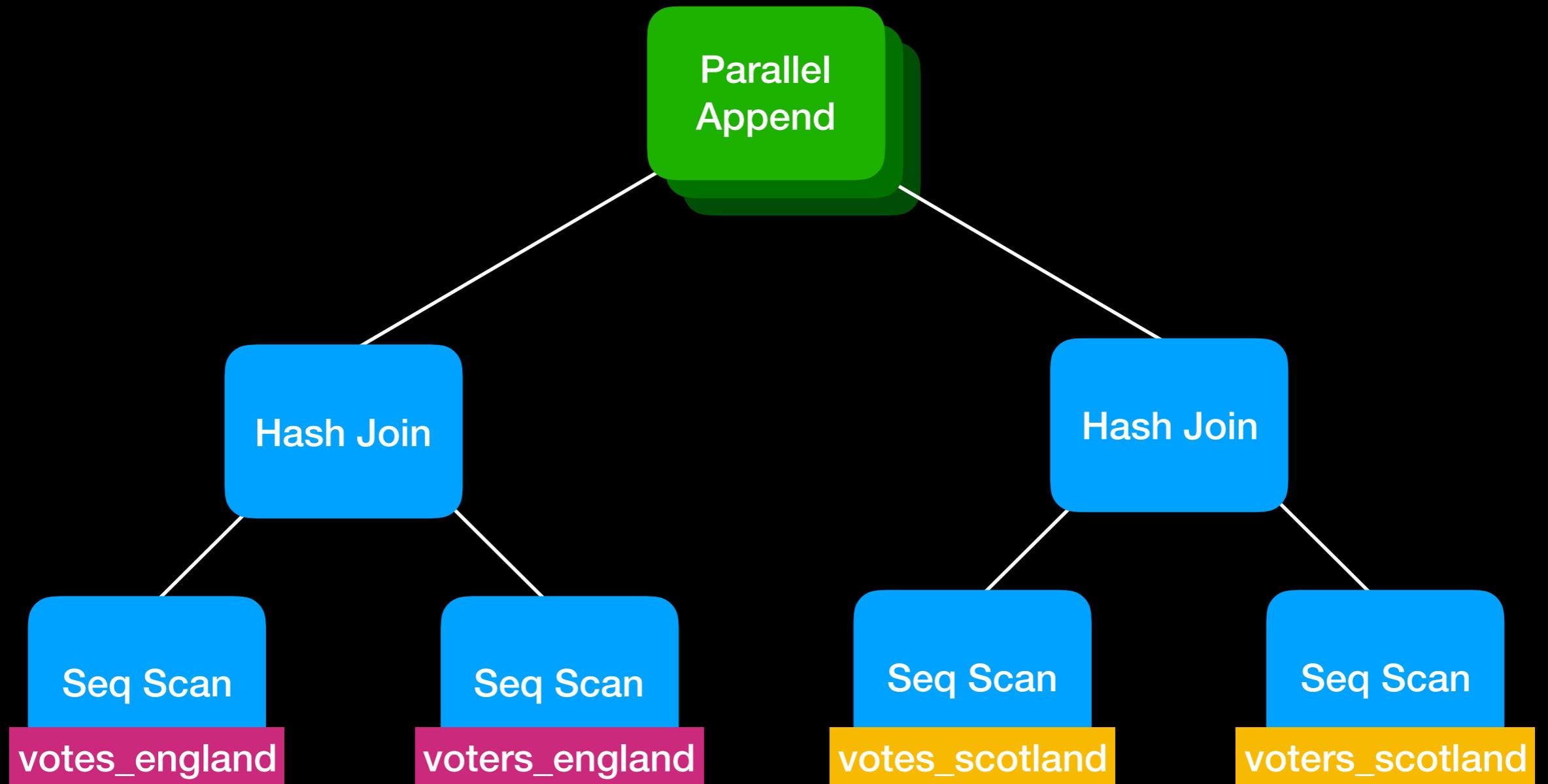


# Partition-wise join



If two relations are partitioned in a compatible way, we can convert a simple join into a set of joins between individual partitions. This is disabled by default in PostgreSQL 11:  
SET enable\_partitionwise\_join = on to enable it.

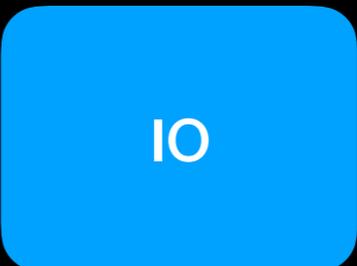
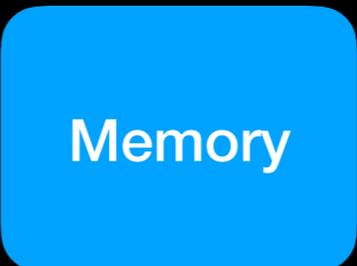
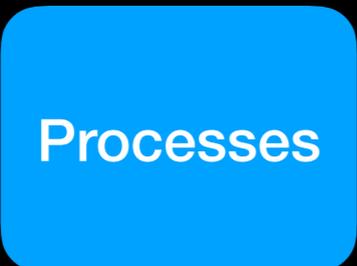
# Parallel Append



Parallel Append's children can be parallel oblivious nodes only, run in a single process, or include a parallel scan, or a combination of children. This can extract coarse-grained parallelism from cases where block-based parallelism isn't possible.



**Decisions  
and  
controls**



# Cost-based planner

- Think of all the ways you could execute a query: we call those “paths”
- Estimate the runtime of each in abstract cost units (inputs: statistics, GUCs)
- Pick the cheapest path and convert it into a plan ready for execution
- For block-based parallelism, we introduce “partial” paths.
- For partition-based parallelism, the partitions are represented by appending different paths (which may themselves be partial).



# Rule-based parallel degree

- Number of workers to consider is based on the “driving” table and settings:
  - ALTER TABLE ... SET (parallel\_workers = N)
  - SET min\_parallel\_table\_scan\_size = '8MB'
    - 8MB → 1 worker
    - 24MB → 2 workers
    - 72MB → 3 workers
    - $x \rightarrow \log(x / \text{min\_parallel\_table\_scan\_size}) / \log(3) + 1$  workers
  - SET min\_parallel\_index\_scan\_size = '512kB'
- Number of workers is capped:
  - SET max\_parallel\_workers\_per\_gather = 2

# Costs

- `SET parallel_setup_cost = 1000`
  - Models the time spent setting up memory, processes and initial communication
  - Discourages parallel query for short queries
- `SET parallel_tuple_cost = 0.1`
  - Models the cost of sending result tuples to the leader process
  - Discourages parallel query if large amounts of results have to be sent back

# Memory

- SET work\_mem = '4MB'
  - Limit the amount of memory used by each executor node — in each process!
  - The main executor nodes affected are Hash and Sort nodes
  - In hash join heavy work, the cap is effectively  $\text{work\_mem} \times \text{processes} \times \text{joints}$
  - Beware partition join explosions
- Other systems impose whole query or whole system memory budgets — we probably should too.

# Some things that prevent or limit parallelism

- CTEs (WITH ...) — for now, try rewriting as a subselect
- FULL OUTER JOINS — are not supported yet (but could in principle be done with by Parallel Hash Join)
- No FDWs currently support parallelism (but they could!)
- Cursors
- max\_rows (set by GUIs like DbVisualizer)
- Queries that write or lock rows
- Functions not marked PARALLEL SAFE
- SERIALIZABLE transaction isolation (for now)

# Possible future work

- Parallel sorting?
- Dynamic repartitioning?
- Better control of memory usage?
- More efficient use of processes/threads?
- Parallel CTEs, inlined CTEs [Commitfest #1734]
- Cost-based planning of number of workers?
- Parallel aggregation that doesn't terminate parallelism?
- Writing with parallelism (no gather!)

- Questions?
- Any good/bad experiences you want to share? What workloads of yours could we do better on?
- PostgreSQL 11 was released October 2018, available from a package repository near you!

Selected parallel hacker blogs:

- [ashutoshpg.blogspot.com/2017/12/partition-wise-joins-divide-and-conquer.html](http://ashutoshpg.blogspot.com/2017/12/partition-wise-joins-divide-and-conquer.html)
- [amitkapila16.blogspot.com/2015/11/parallel-sequential-scans-in-play.html](http://amitkapila16.blogspot.com/2015/11/parallel-sequential-scans-in-play.html)
- [write-skew.blogspot.com/2018/01/parallel-hash-for-postgresql.html](http://write-skew.blogspot.com/2018/01/parallel-hash-for-postgresql.html)
- [rhaas.blogspot.com/2017/03/parallel-query-v2.html](http://rhaas.blogspot.com/2017/03/parallel-query-v2.html)
- [blog.2ndquadrant.com/parallel-monster-benchmark/](http://blog.2ndquadrant.com/parallel-monster-benchmark/)
- [blog.2ndquadrant.com/parallel-aggregate/](http://blog.2ndquadrant.com/parallel-aggregate/)
- [www.depesz.com/2018/02/12/waiting-for-postgresql-11-support-parallel-btree-index-builds/](http://www.depesz.com/2018/02/12/waiting-for-postgresql-11-support-parallel-btree-index-builds/)