

WS 19/20 :: Sprint 2





### **Overview**

In the second sprint, you will implement dictionary-encoded chunks. In contrast to Hyrise v1, HANA, and SanssouciDB, we are not going to have a large single (always dictionary-encoded) partition. Each chunk in OpossumDB starts uncompressed and will eventually be dictionary-compressed at a later point in time. When the chunk is full and thus immutable (we'll discuss ways to invalidate tuples later), its segments get compressed.

### **Dictionary-Encoded Segments**

A dictionary-encoded segment in OpossumDB consists of two main data structures<sup>1</sup>:

- The attribute vector: an std::vector<uint\*\_t> storing references into the dictionary. Its length must always be the same as the chunk's length; each entry is an index into the dictionary where the actual value is stored. As a first step, you can implement it using 32-bit integers. Later in this sprint, you should support multiple lengths.
- The dictionary: an std::vector<T> storing the actual distinct values of the segment in sorted order.

For now, the actual compression is initiated by the Table::compress\_chunk method. That method takes a chunk id and compresses all value segments in that chunk so that they become dictionary segments. As a result, it is not yet possible for chunks to contain both value and dictionary-encoded segments. You should create a new empty chunk before starting the compression, add the new dictionary-encoded segments to the chunk and in the end put the new segments into place by exchanging the complete chunk. Keep in mind that database systems are usually accessed by multiple users simultaneously. Others might access a chunk while you are compressing it. Therefore, exchanging uncompressed and compressed chunks should consider concurrent accesses.

Additionally, the dictionary segment has a number of methods that we will use in the next sprint (e.g., lower bound). These behave similar to the methods that the C++ standard library implements (if you don't know about lower bound, consult the reference<sup>2</sup>). If the search value is not found in the dictionary, our methods return the special value id IN-VALID VALUE ID.

Once you have implemented this, you can enable the tests in dictionary\_segment\_test.cpp. Note that these do not cover all methods and should be extended.

#### Variable-Width Attribute Vector

If everything works with fixed-size (i.e., 32-bit) entries in the attribute vector, the next step is to introduce different types of attribute vectors. The attribute vector should have

<sup>&</sup>lt;sup>1</sup> In addition to the two data structures used in this sprint, we have a third vector. It contains boolean flags that mark whether a given position is NULL.

<sup>&</sup>lt;sup>2</sup> https://en.cppreference.com



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a varying width depending on the number of distinct values in the dictionary. If the dictionary only holds three values, using 32 bit for every value id would be a huge waste and 8 bit is more than enough.

This is what is meant with uint\*\_t above. Since uint\*\_t is not an actual class, we will need to implement a wrapper for this vector. For this, implement the new class Fixed-SizeAttributeVector<uintX\_t>.

During the creation of the dictionary, you should check what width you need and initialize \_\_attribute\_vector in the DictionarySegment accordingly. In the template, there are no tests that check if the correct width is selected.

We will not implement Bitpacking (Zero suppression)<sup>3</sup> during this sprint. Instead, we will rely on the native integer types: uint8\_t, uint16\_t, or uint32\_t (see <a href="http://en.cppreference.com/w/c/types/integer">http://en.cppreference.com/w/c/types/integer</a>).

## Multi-Threaded Encoding

To speed up the process of encoding a chunk, parallelize Table::compress\_chunk, using one std::thread per segment.

# **Memory Consumption**

Finally, implement the method <code>estimate\_memory\_usage</code> for both value and dictionary segments. For value segments, the memory usage is the number of entries multiplied by the size of the stored data type. To do this, have a look at <code>sizeof</code>. Strings may use additional heap storage outside of the <code>std::string</code> object; you do not need to take that into account. For dictionary segments, consider the size of both the dictionary and the attribute vector. While we have added a test for value segments, you will need to add additional tests.

# Submission instructions

Create a branch in your repository named *sprint2*. For your final submission, please file a pull request from *sprint2* to the *master* branch in your repository. Also, please email us (Markus.Dreseler and Jan.Kossmann) the URL of this pull request and the commit ID (i.e., the SHA-1 hash) so that we know which version you consider final. **Deadline: 12 November 23:59h CET.** 

<sup>&</sup>lt;sup>3</sup> https://en.wikipedia.org/wiki/Zero\_suppression