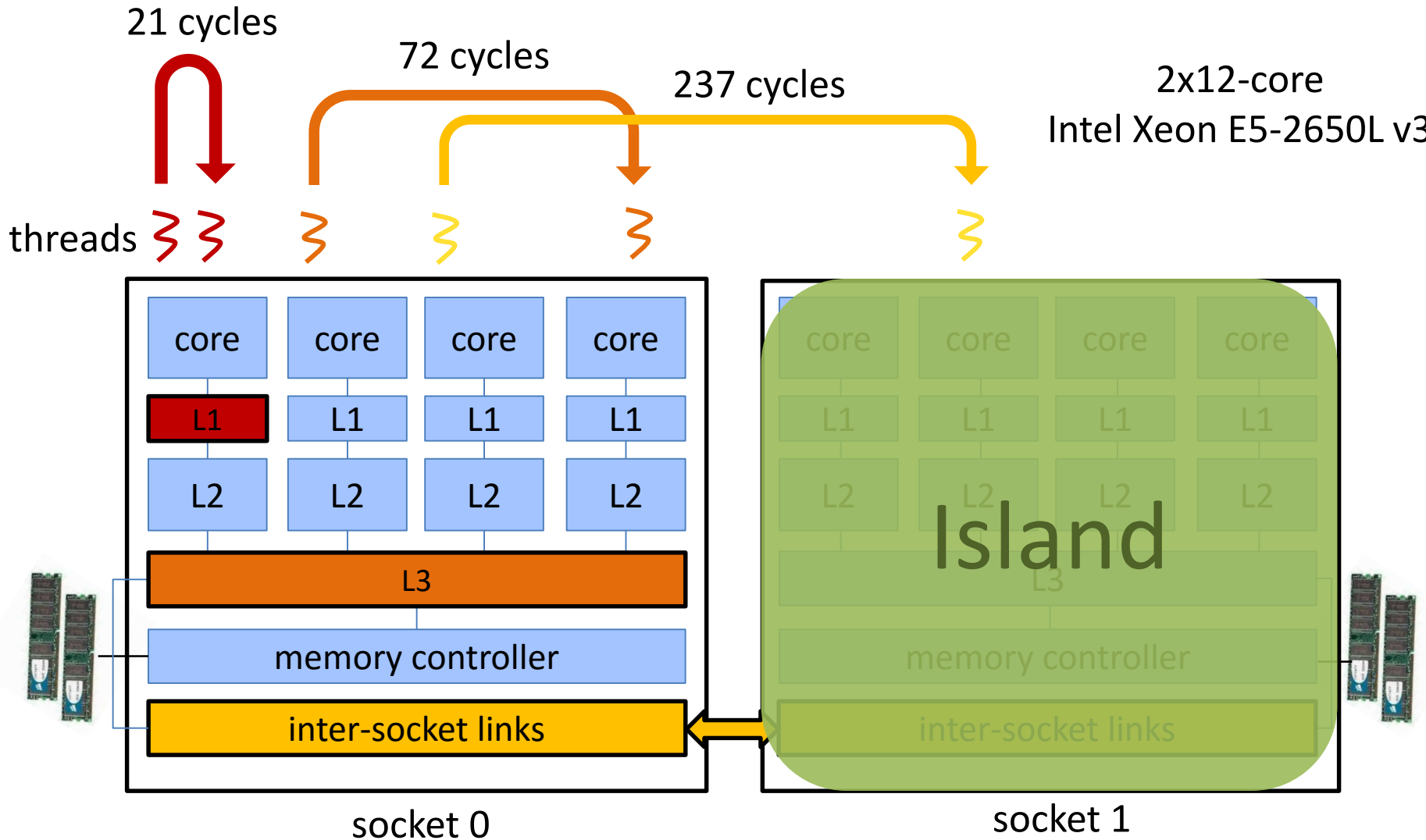


# More Than A Network: Distributed OLTP on Clusters of Hardware Islands

*Danica Porobic, Pinar Tözün, Raja Appuswamy,  
Anastasia Ailamaki*

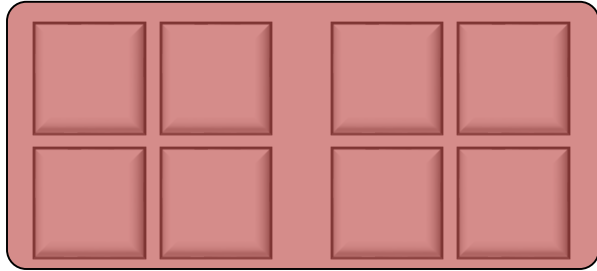
# Multisocket multicores

2x12-core  
Intel Xeon E5-2650L v3



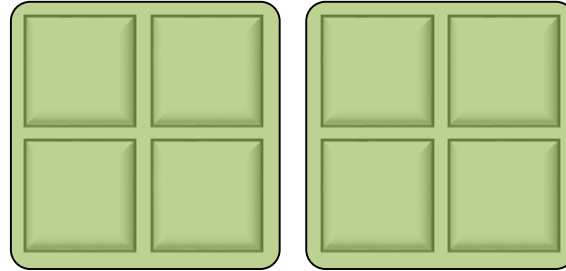
**Challenge: non-uniform communication**

# OLTP on Hardware Islands



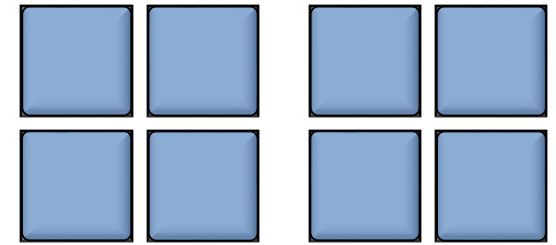
Shared-everything

- ✓ stable
- ✗ not optimal



Island shared-nothing

- ✓ robust middle ground



Shared-nothing

- ✓ fast
- ✗ sensitive to workload

**Optimal configuration depends on workload and hw**

# Rack-scale hardware platforms



- Abundant non-uniform parallelism
  - Need to scale across many cores
- Large main memories
  - Datasets are memory resident
- Network & DRAM converge
  - Need to scale across multiple nodes

**Complex hierarchy of Hardware Islands**

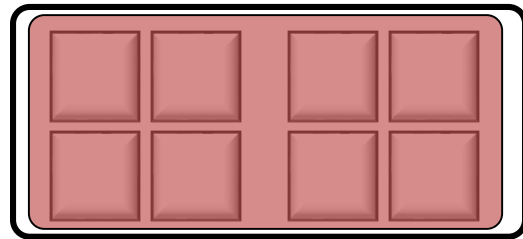
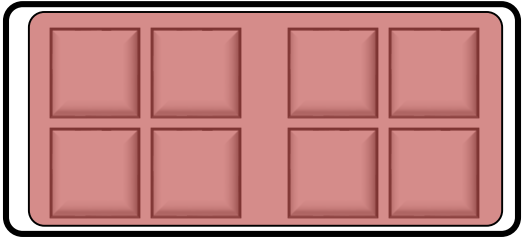
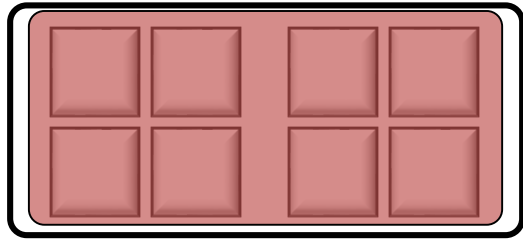
# How different are clusters of Islands?

- Does Island topology still matter in the cluster environment?
- Does faster communication always improve throughput?
- How do scale-up designs perform when used in distributed deployments?

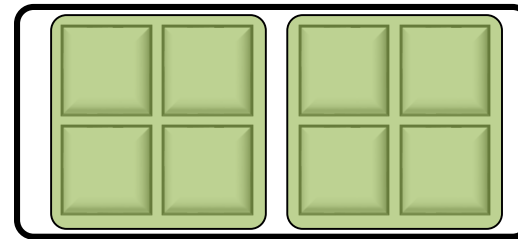
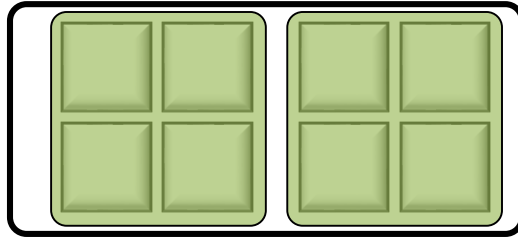
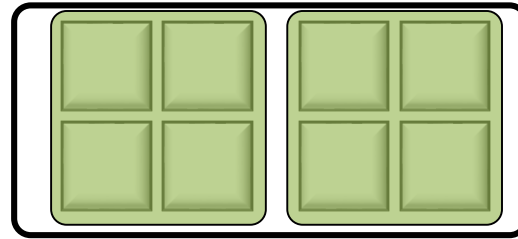
# Experimental setup

- Shore-MT
- 2 x 6-core Intel Xeon X5660
- 10 Gbps Ethernet
- TCP/IP and shared memory communication
- TPC-C and partition-sensitive microbenchmark
- Silo
- 8 x 10-core Intel Xeon E7-L8867
- Unix sockets and shared memory communication
- Partition-sensitive microbenchmark

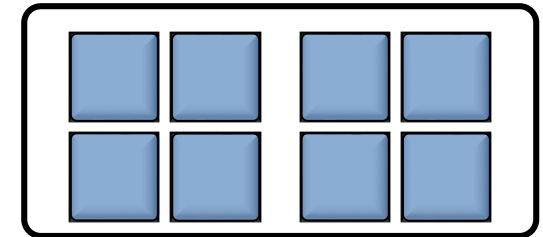
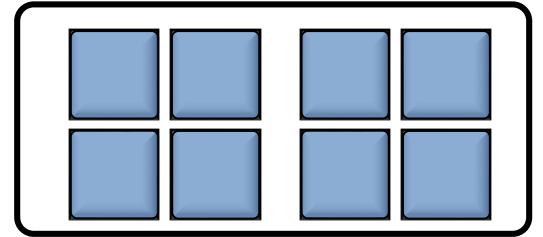
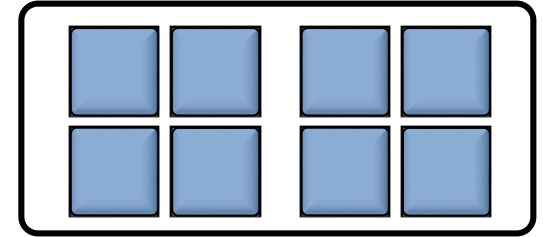
# Distributed deployments



scale-up



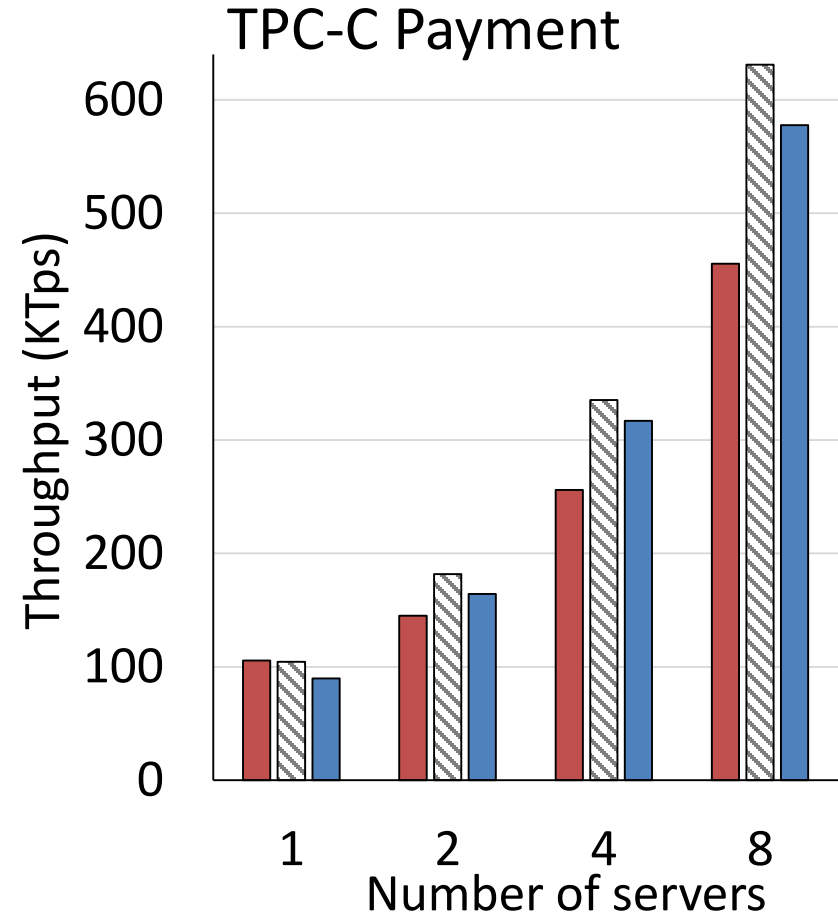
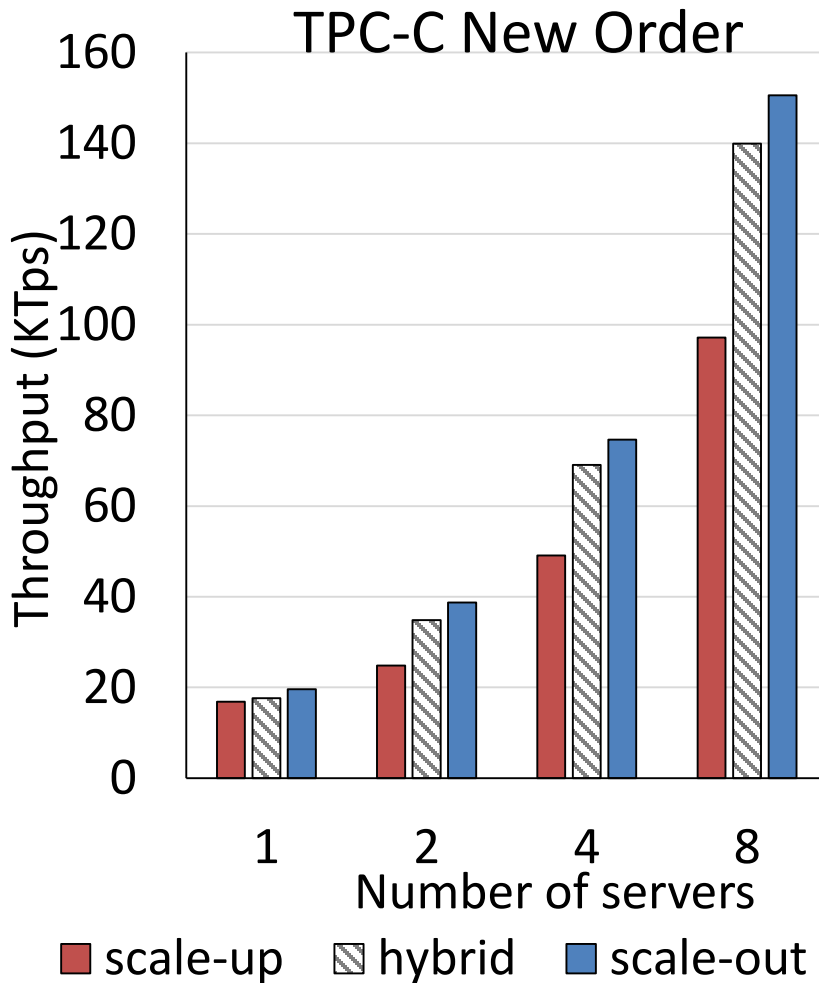
hybrid



scale-out

# Scaling out across the cluster

Shore, TCP/IP

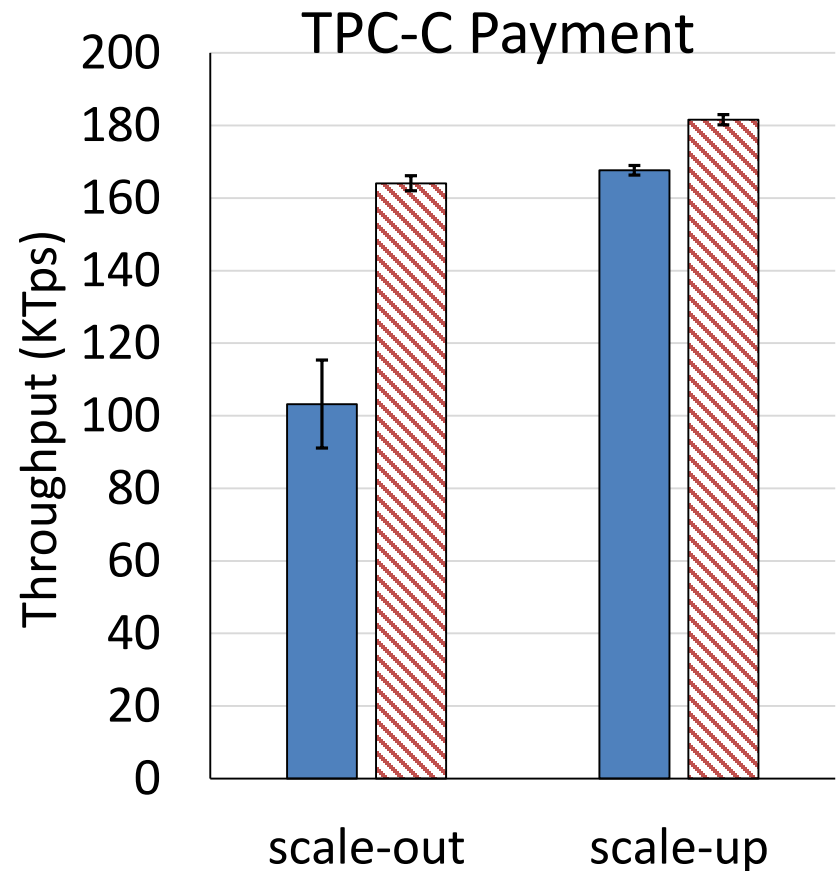
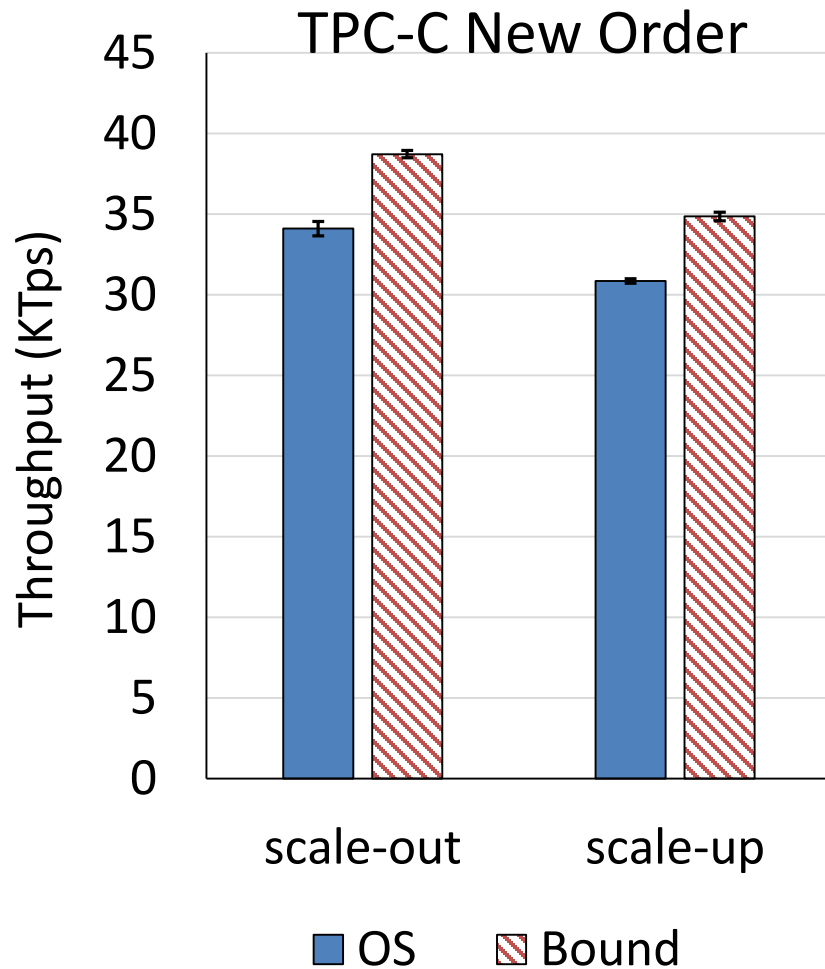


**No configuration is optimal for every cluster**



# Impact of placement

Shore, TCP/IP



**Thread migrations hurt performance & predictability**

# Partition sensitive microbenchmark

- Single site version

- probe/update N rows from the local site



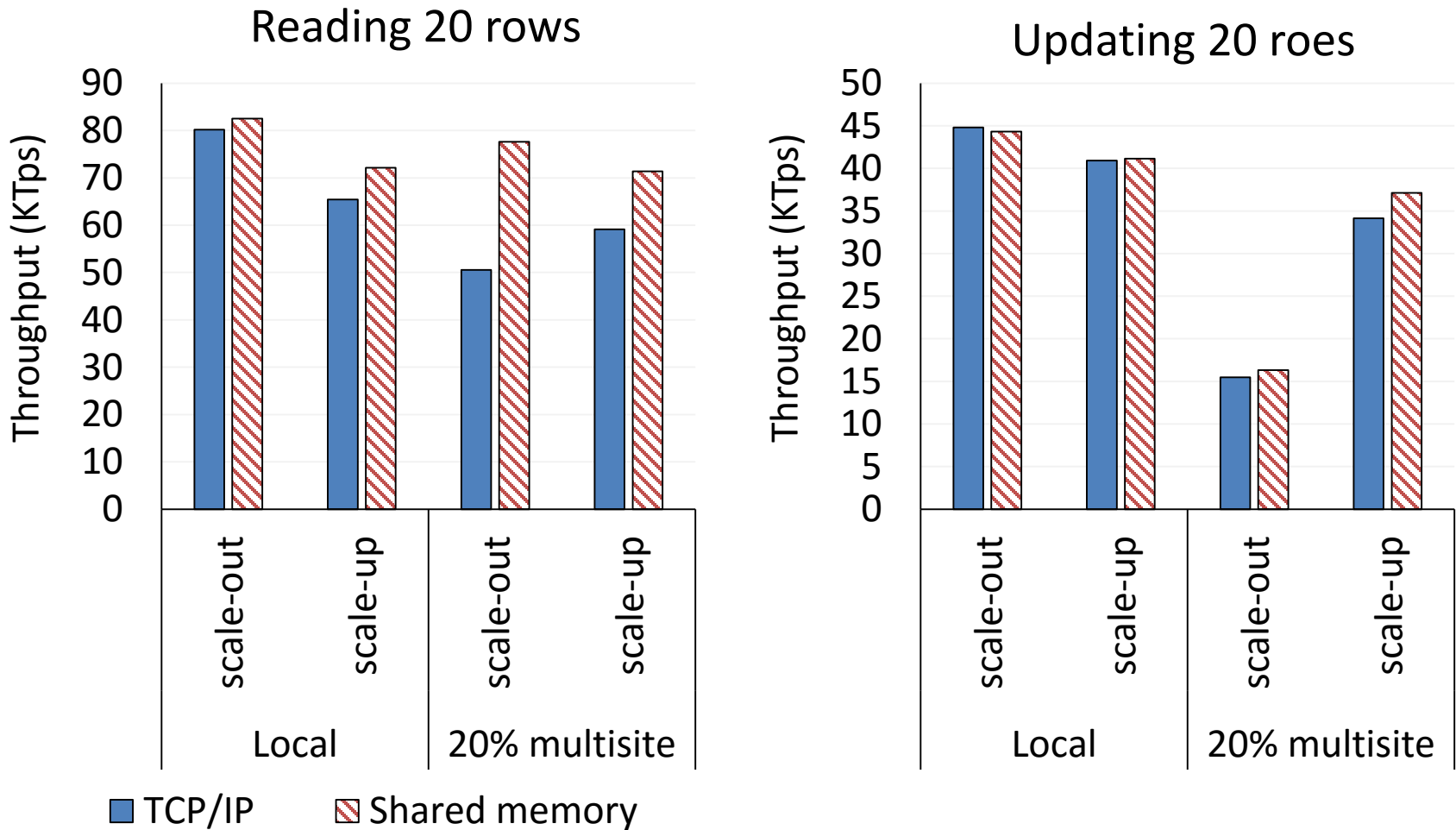
- Multisite version

- probe/update 1 row from the local site
- probe/update N-1 rows uniformly from any site
- sites may reside on the same instance



# Impact of fast communication

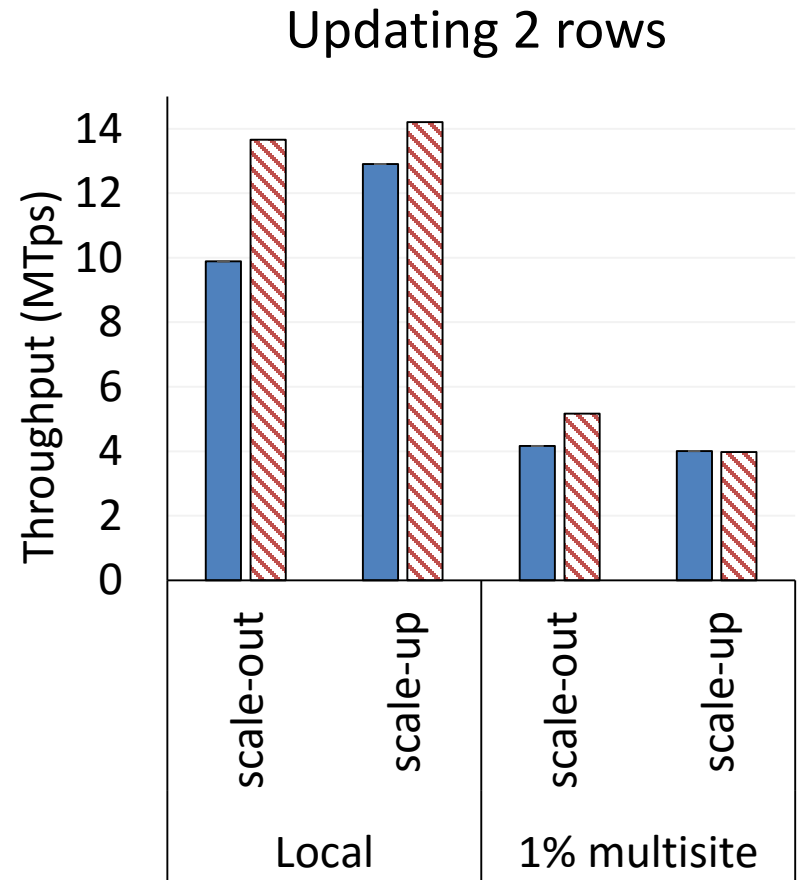
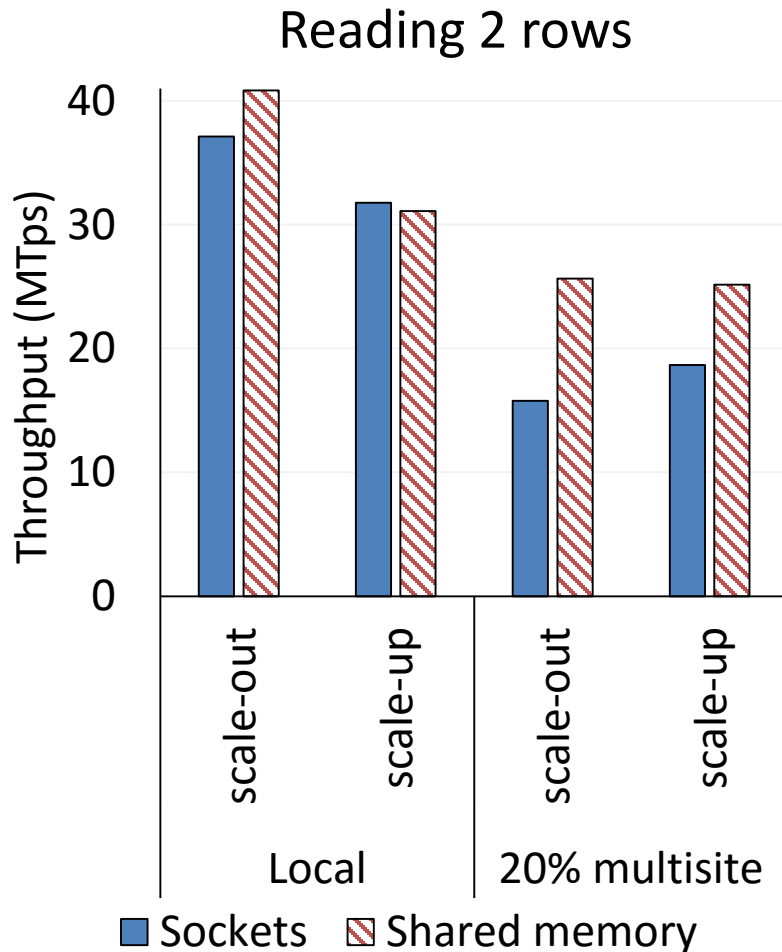
Shore-MT



**Read-only: helps, Updates: little impact**

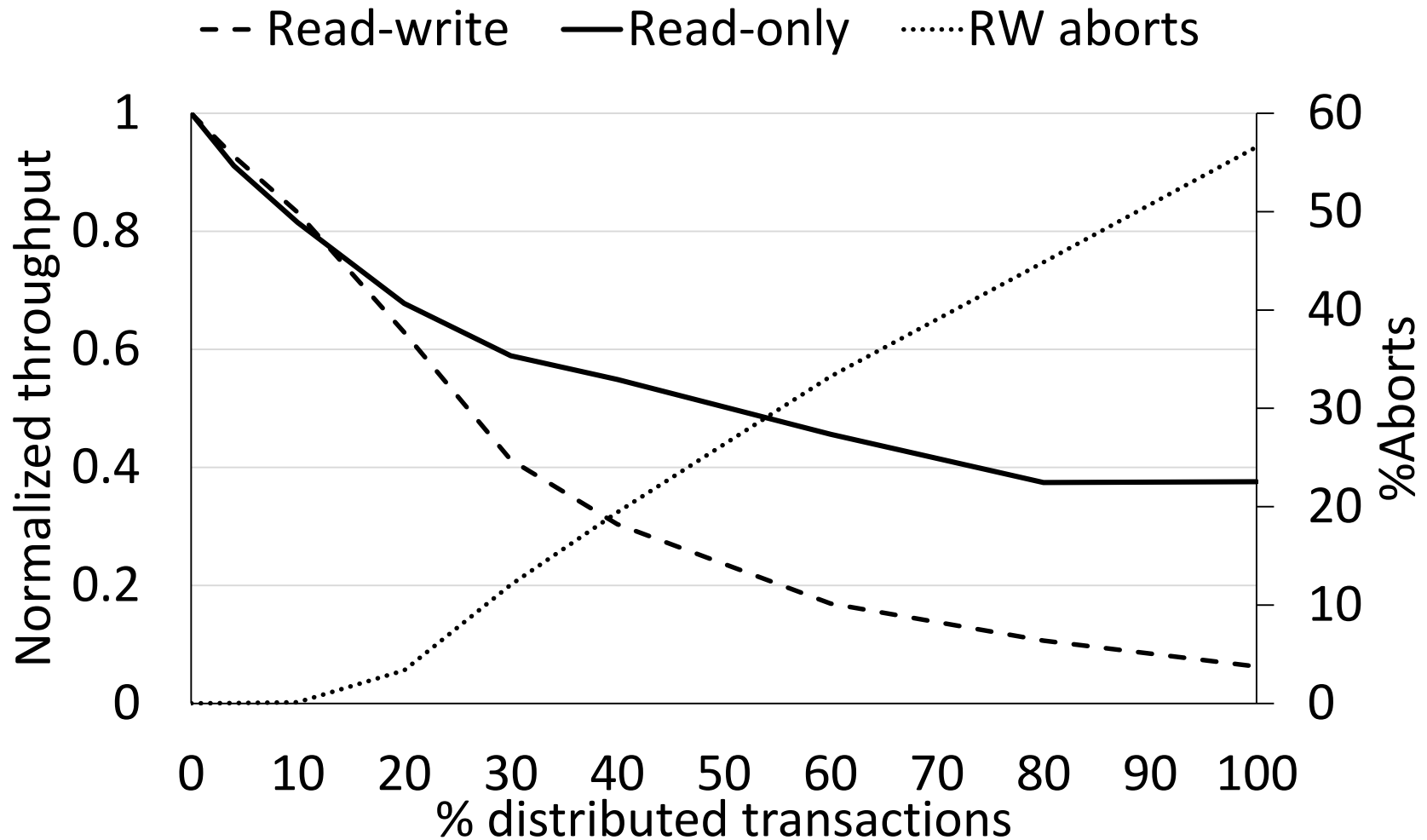
# Scaling out a scale-up system

Silo



**Distributed updates cause severe throughput drop**

# Why don't updates scale out?



**Multicore-optimized OCC very sensitive to delays** <sup>13</sup>

# OLTP on a Cluster of Islands

- Scale-up designs sensitive to scale-out delays
- Islands-awareness required, but insufficient for optimal cluster deployments
- Fast communication can improve throughput, but does not guarantee improvement

**Thank you!**