Database servers have hardware requirements different from other infrastructure software, specifically unique demands on I/O and memory. This presentation covers these differences and various I/O options and their benefits.

Creative Commons Attribution License  http://momjian.us/presentations

Last updated: January, 2017
Outline

- CPU
- Multi-threading
- GHz
- Pipelining
- SMP
- NUMA
Nope!

- CPU
- Multi-threading
- GHz
- Pipelining
- SMP
- NUMA
Normal Server Priorities

I/O

Memory

CPU
Database Server Priorities

I/O

Memory

CPU
Why the Difference?

Traditional servers are often CPU constrained because of:

- Network overhead (http)
- Text processing (email)
- Virtual machines (application servers)
- Application code
Database Server’s Unique Requirements

- Sequential scans of large tables
- Index scans causing random I/O
- Unpredictable query requirements
- Reporting

These do not require major CPU resources.
Durability Adds Even More I/O Requirements

ACID ($D = \text{durability}$) requires committed transactions to be stored permanently. Few other server facilities must honor this requirement.
Flash / NAND Storage I/O Stack

- PostgreSQL Shared Buffer Cache
- Kernel Disk Buffer Cache
- HBA/RAID Cache
- Disk Staging Cache
- Flash (NAND) Solid State Disk (SSD)

- fsync
- fsync
- write-back

B A T T

B A T T
DRAM Storage I/O Stack

- PostgreSQL Shared Buffer Cache
- Kernel Disk Buffer Cache
- HBA/RAID Cache
- Write-Ahead Log
- fsync
- fsync
- DRAM Solid State Disk (SSD)
Write-Back vs. Write-Through Caching

- Write-back caching returns write success before passing data to lower storage layers
- Write-through caching waits for write acknowledgement from lower storage layers before returning success
Caching Layers

- HBA/RAID cache behavior is usually controlled by the HBA/RAID firmware, often conditionally based on the health of the BBU.
- Storage drive cache behavior can be set by utility commands or by using certain operating system calls.
- Enterprise/SAS storage devices usually default to write-through, while consumer/SATA devices usually default to write-back.
HBA/RAID CACHING

- HBA/RAID controllers often set storage drive caching mode to write-through
- With an HBA/RAID non-volatile cache, there is little advantage to using write-back mode on storage drives
Magnetic Disk Selection

- More small spindles is better than fewer large spindles
- RAID 5/6 is too slow for database writes
- RAID 10 is popular
- make sure SMART reporting is fully supported
- SAS/SCSI disks are usually designed for enterprise workloads, unlike SATA/ATA
  - reliability
  - error reporting
  - 24-hour operation
  - heat
  - vibration
SSDs

- Flash/NAND vs. DRAM
- Write staging area — it is not just cache
- Running a NAND SSD in write-through mode can reduce its usable life because of increased write cycles
- Best for WAL and random I/O, e.g. indexes
- Set `random_page_cost = 1.1`
- Set `effective_io_concurrency = 256`
Filesystem Options

- xfs or ext4 over ext3
- reduce file system logging, particularly for /pg_xlog directory
- disable access (atime) recording
Battery-Backed Unit (BBU)

- Verify battery or super-capacitor (supercap) existence visually
- Typically lasts for 48-72 hours
- Some write the cache to local flash memory on power failure
- Detected battery/super-capacitor failure can disable write-back cache mode
- Requires failure monitoring
- Requires replacement
Battery-Backed Unit (BBU)

https://www.flickr.com/photos/jemimus/
Supercapacitor-Backed Unit

https://commons.wikimedia.org/wiki/File:Embedded_World_2014_SSD.jpg
Shared Storage

- SAN and NAS replace direct-attached storage (DAS) with shared storage
- Often used for easier storage management
- Shared I/O resource
- Databases often wait for I/O completion, meaning they have to contend with shared resource contention
- SAN serves block devices, NAS serves file systems
The more RAM, the better; this reduces I/O requirements

Ideally, five minutes of your working set

The more RAM, the more possibility of RAM failure

Use ECC (Error Correction Codes) RAM

- detect errors
- correct errors
- report faulty memory
- cosmic radiation
Parallel query allows a single session to use multiple CPUs
  - Partial support added in Postgres 9.6

Heavy use of server-side functions might generate significant CPU load

CPUs can become a bottleneck if the entire database fits in RAM and the workload is read-only
Not the Same

Just because something has the same interface doesn’t mean has the same capabilities. Compatible computer hardware is not all the same.

https://www.flickr.com/photos/cdevers/
Conclusion

http://momjian.us/presentations