POSTGRESQL is an open-source, full-featured relational database. This presentation gives an overview of how POSTGRESQL processes queries.

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SELECT firstname
FROM friend
WHERE age = 33;
test=> **SELECT** firstname

test-> **FROM** friend

test-> **WHERE** age = 33;

   firstname

--------------

   Sandy

(1 row)
test=> SELECT firstname
    test-> FROM friend
    test-> WHERE age = 33;

[ query is processed ]

firstname

-------------------

Sandy

(1 row)
Query in Libpq

test=> SELECT firstname
test=> FROM friend
test=> WHERE age = 33;

Breakpoint 1, PQexec (conn=0x807a000, query=0x8081200 "SELECT firstname\nFROM friend\nWHERE age = 33;")
at fe-exec.c:1195
Libpq

User Terminal

Application Code

Libpq

PostgreSQL Database Server

Queries

Results
TCP/IP Packet

ack 61 win 8760 <nop,nop,timestamp 137847 7276138> (DF)

0000: 00 d0 b7 b9 b6 c8 00 02 b3 04 09 dd 08 00 45 00 ___________E_
0010: 00 62 45 31 40 00 40 06 b1 fe ac 14 00 02 a2 21 __bE1@_ _______!
0020: f5 2e c0 0d 15 38 1c af 94 34 a8 1a 1e 39 80 18 ___._____ 4____9__
0030: 22 38 19 d5 00 00 01 01 08 0a 00 02 1a 77 00 6f "8______ ______w_o
0040: 06 6a 51 53 45 4c 45 43 54 00 00 01 01 54 20 66 72 69 65 6e 64 0a _jQSELEC T friend_}
0050: 61 6d 65 0a 46 52 4f 4d 20 66 72 69 65 6e 64 0a ame_FROM  friend_
0060: 57 48 45 52 45 20 3d 20 33 33 3b 00 WHERE age = 33;_
FindExec: found "/var/local/postgres/../bin/postgres" using argv[0]
DEBUG: connection: host=[local] user=postgres database=test
DEBUG: InitPostgres
DEBUG: StartTransactionCommand
DEBUG: query: SELECT firstname
             FROM friend
             WHERE age = 33;

[ query is processed ]
DEBUG: ProcessQuery
DEBUG: CommitTransactionCommand
DEBUG: proc_exit(0)
DEBUG: shmem_exit(0)
DEBUG: exit(0)
Query Processing
FindExec: found "/var/local/postgres/.bin/postgres" using argv[0]
DEBUG:  connection: host=[local] user=postgres database=test
DEBUG:  InitPostgres
DEBUG:  StartTransactionCommand
DEBUG:  query: SELECT firstname
FROM friend
WHERE age = 33;
DEBUG:  parse tree:
{ QUERY
 :command 1
 :utility <>
 :resultRelation 0
 :into <>
 :isPortal false
 :isBinary false
 :isTemp false
 :hasAggs false
 :hasSubLinks false
 :rtable ( { RTE
 :relname friend
 :relid 26912
 :subquery <>
 :alias <>
 :eref ( { ATTR
 :relname friend
 :attrs ( "firstname" "lastname" "city" "state" "age" )
 } 

 :inh true
 :inFromCl true
 :checkForRead true
 :checkForWrite false
 :checkAsUser 0
 } )
}
Backend Flowchart

Main

Postmaster

Postgres

Libpq

Parse Statement

Traffic Cop

Utility Command

Generate Paths

Optimal Path

Generate Plan

Execute Plan

Utilities

Catalog

Storage Managers

Access Methods

Nodes / Lists

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Backend Flowchart - Magnified

1. Parse Statement
2. Traffic Cop
3. Rewrite Query
4. Generate Paths
5. Optimal Path
6. Generate Plan
7. Execute Plan

Utility

- Query
  - SELECT, INSERT, UPDATE, DELETE

Utility Command
- e.g. CREATE TABLE, COPY
scanner_identifier_rule

identifier {letter}{letter_or_digit}*

{identifier} {
    int i;
    ScanKeyword *keyword;
    for (i = 0; yytext[i]; i++)
        if (isupper((unsigned char) yytext[i]))
            yytext[i] = tolower((unsigned char) yytext[i]);
        if (i >= NAMEDATALEN)
            { 
                elog(NOTICE, "identifier \"%s\" will be truncated to \"%.*s\"\", yytext, NAMEDATALEN-1, yytext);
                yytext[NAMEDATALEN-1] = '\0';
            }
    keyword = ScanKeywordLookup((char*)yytext);
    if (keyword != NULL) {
        return keyword->value;
    } else {
        yylval.str = pstrdup((char*)yytext);
        return IDENT;
    }
}
Scanner Numeric Rules

digit           [0-9]
letter          [\200-\377_A-Za-z]
letter_or_digit [\200-\377_A-Za-z0-9]
integer         {digit}+
decimal         ((({digit}.*{digit}+)|(digit)+|{digit}+|{digit}+|{digit}+|{Ee}[+][-]?(digit)+)
{integer}       {
    char* endptr;
    errno = 0;
yylval.ival = strtol((char*)yytext, &endptr, 10);
    if (*endptr != '\0' || errno == ERANGE)
    {
        yylval.str = pstrdup((char*)yytext);
        return FCONST;
    }
    return ICONST;
}
{decimal}       {
yylval.str = pstrdup((char*)yytext);
    return FCONST;
}
{real}          {
yylval.str = pstrdup((char*)yytext);
    return FCONST;
}
--accepting rule at line 476 ("SELECT")
--accepting rule at line 254 (" ")
--accepting rule at line 476 ("firstname")
--accepting rule at line 254 ("\n")
--accepting rule at line 476 ("FROM")
--accepting rule at line 254 (" ")
--accepting rule at line 476 ("friend")
--accepting rule at line 254 ("\n")
--accepting rule at line 476 ("WHERE")
--accepting rule at line 254 (" ")
--accepting rule at line 476 ("age")
--accepting rule at line 254 (" ")
--accepting rule at line 377 ("=")
--accepting rule at line 254 (" ")
--accepting rule at line 453 ("33")
--accepting rule at line 377 ("; ")
--(end of buffer or a NUL)
--EOF (start condition 0)
simple_select: SELECT opt_distinct target_list
    into_clause from_clause where_clause
    group_clause having_clause
{
    SelectStmt *n = makeNode(SelectStmt);
    n->distinctClause = $2;
    n->targetList = $3;
    n->istemp = (bool) ((Value *) lfirst($4))->val.ival;
    n->into = (char *) lnext($4);
    n->fromClause = $5;
    n->whereClause = $6;
    n->groupClause = $7;
    n->havingClause = $8;
    $$ = (Node *)n;
}
typedef struct SelectStmt {
    NodeTag    type; /* These fields are used only in "leaf" SelectStmts. */
    List       *distinctClause; /* NULL, list of DISTINCT ON exprs, or * lcons(NIL,NIL) for all (SELECT * DISTINCT) */
    char       *into; /* name of table (for select into table) */
    bool       istemp; /* into is a temp table? */
    List       *targetList; /* the target list (of ResTarget) */
    List       *fromClause; /* the FROM clause */
    Node       *whereClause; /* WHERE qualification */
    List       *groupClause; /* GROUP BY clauses */
    Node       *havingClause; /* HAVING conditional-expression */
    char       *portalname; /* the portal (cursor) to create */
    bool       binary; /* a binary (internal) portal? */
    Node       *limitOffset; /* # of result tuples to skip */
    Node       *limitCount; /* # of result tuples to return */
    List       *forUpdate; /* FOR UPDATE clause */
    SetOperation op; /* type of set op */
    bool       all; /* ALL specified? */
    struct SelectStmt *larg; /* left child */
    struct SelectStmt *rarg; /* right child */
    /* Eventually add fields for CORRESPONDING spec here */
} SelectStmt;
Starting parse
Entering state 0
Reading a token: Next token is 377 (SELECT)
Shifting token 377 (SELECT), Entering state 15
Reading a token: Next token is 514 (IDENT)
Reducing via rule 534 (line 3430), -> opt_distinct
state stack now 0 15
Entering state 324
Next token is 514 (IDENT)
Shifting token 514 (IDENT), Entering state 496
Reading a token: Next token is 314 (FROM)
Reducing via rule 871 (line 5391), IDENT -> ColId
state stack now 0 15 324
Entering state 531
Next token is 314 (FROM)
Reducing via rule 789 (line 4951), -> opt_indirection
state stack now 0 15 324 531
Entering state 755
Next token is 314 (FROM)
Reducing via rule 760 (line 4591), ColId opt_indirection -> c_expr
state stack now 0 15 324
Entering state 520
Reducing via rule 693 (line 4272), c_expr -> a_expr
state stack now 0 15 324
Entering state 519
Next token is 314 (FROM)
Reducing via rule 833 (line 5183), a_expr -> target_el
state stack now 0 15 324
Entering state 524
Reducing via rule 831 (line 5171), target_el -> target_list
state stack now 0 15 324
Entering state 523
Next token is 314 (FROM)
Reducing via rule 518 (line 3382), -> into_clause
Starting parse
Entering state 0
Reading a token:
--(end of buffer or a NUL)
--accepting rule at line 476 ("SELECT")
**Next token is** 377 (SELECT)
Shifting token 377 (SELECT), Entering state 15
Reading a token:
--accepting rule at line 254 (" ")
--accepting rule at line 476 ("firstname")
**Next token is** 514 (IDENT)
Reducing via **rule 534** (line 3430), −> opt_distinct
state stack now 0 15
Entering state 324
**Next token is** 514 (IDENT)
Shifting token 514 (IDENT), Entering state 496
Reading a token:
--accepting rule at line 254 ("\n")
--accepting rule at line 476 ("FROM")
**Next token is** 314 (FROM)
Reducing via **rule 871** (line 5391), IDENT −> ColId
state stack now 0 15 324
Entering state 531
**Next token is** 314 (FROM)
Reducing via **rule 789** (line 4951), −> opt_indirection
state stack now 0 15 324 531
Entering state 755
**Next token is** 314 (FROM)
typedef struct List {
    NodeTag     type;
    union {
        void     *ptr_value;
        int      int_value;
    }           elem;
    struct List   *next;
} List;

#define NIL          ((List *) NULL)
#define lfirst(l)       ((l)->elem.ptr_value)
#define lnext(l)        ((l)->next)
#define lsecond(l)      lfirst(lnext(l))
#define lfirsti(l)      ((l)->elem.int_value)
#define foreach(_elt_,_list_)   
    for(_elt_=(_list_); _elt_!=NIL; _elt_=lnext(_elt_))
## List Support Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>lfirst</td>
<td>returns value stored in List</td>
</tr>
<tr>
<td>lnext</td>
<td>returns pointer to next in List</td>
</tr>
<tr>
<td>foreach</td>
<td>loops through List</td>
</tr>
<tr>
<td>length</td>
<td>returns length of List</td>
</tr>
<tr>
<td>nth</td>
<td>returns nth element from List</td>
</tr>
<tr>
<td>makeList1</td>
<td>creates a new list</td>
</tr>
<tr>
<td>lcons</td>
<td>adds value to front of List</td>
</tr>
<tr>
<td>lappend</td>
<td>appends value to end of List</td>
</tr>
<tr>
<td>nconc</td>
<td>concatenates two Lists</td>
</tr>
</tbody>
</table>

There are versions of these functions for storing integers rather than pointers.
typedef struct RangeTblEntry {
    NodeTag type;
    /*
     * Fields valid for a plain relation RTE (else NULL/zero):
     */
    char *relname; /* real name of the relation */
    Oid relid; /* OID of the relation */
    /*
     * Fields valid for a subquery RTE (else NULL):
     */
    Query *subquery; /* the sub-query */
    /*
     * Fields valid in all RTEs:
     */
    Attr *alias; /* user-written alias clause, if any */
    Attr *eref; /* expanded reference names */
    bool inh; /* inheritance requested? */
    bool inFromCl; /* present in FROM clause */
    bool checkForRead; /* check rel for read access */
    bool checkForWrite; /* check rel for write access */
    Oid checkAsUser; /* if not zero, check access as this user */
} RangeTblEntry;
typedef struct Var {
    NodeTag     type;  /* index of this var’s relation in the range table (could also be INNER or OUTER) */
    Index       varno;  /* index of this var’s relation in the range table (could also be INNER or OUTER) */
    AttrNumber  varattno;  /* attribute number of this var, or zero for all */
    Oid         vartype;  /* pg_type tuple OID for the type of this var */
    int32       vartypmod;  /* pg_attribute typmod value */
    Index       varlevelsup;  /* for subquery variables referencing outer relations; 0 in a normal var, >0 means N levels up */
    Index       varnoold;  /* original value of varno, for debugging */
    AttrNumber  varoattno;  /* original value of varattno */
} Var;
typedef struct TargetEntry {
    NodeTag   type;
    Resdom    *resdom;
    Fjoin     *fjoin;       /* fjoin overload this to be a list?? */
    Node      *expr;
} TargetEntry;
typedef struct Query
{
    NodeTag type;
    CmdType commandType; /* select|insert|update|delete|utility */
    Node *utilityStmt; /* non-null if this is a non-optimizable
                        * statement */
    int resultRelation; /* target relation (index into rtable) */
    char *into; /* portal (cursor) name */
    bool isPortal; /* is this a retrieve into portal? */
    bool isBinary; /* binary portal? */
    bool isTemp; /* is 'into' a temp table? */
    bool hasAggs; /* has aggregates in list or havingQual */
    bool hasSubLinks; /* has subquery SubLink */
    List *rtable; /* list of range table entries */
    FromExpr *jointree; /* table join tree (FROM and WHERE clauses) */
    List *rowMarks; /* integer list of RT indexes of relations
                      * that are selected FOR UPDATE */
    List *targetList; /* target list (of TargetEntry) */
    List *groupClause; /* a list of GroupClause's */
    Node *havingQual; /* qualifications applied to groups */
    List *distinctClause; /* a list of SortClause's */
    List *sortClause; /* a list of SortClause's */
    Node *limitOffset; /* # of result tuples to skip */
    Node *limitCount; /* # of result tuples to return */
    Node *setOperations; /* set-operation tree if this is top level
                             * of a UNION/INTERSECT/EXCEPT query */
    List *resultRelations; /* integer list of RT indexes, or NIL */
    /* internal to planner */
    List *base_rel_list; /* list of base-relation RelOptInfos */
    List *join_rel_list; /* list of join-relation RelOptInfos */
    List *equi_key_list; /* list of lists of equijoined
                           * PathKeyItems */
    List *query_pathkeys; /* pathkeys for query_planner()'s result */
} Query;
{ QUERY
  :command 3
  :utility <>
  :resultRelation 1
  :into <>
  :isPortal false
  :isBinary false
  :isTemp false
  :hasAggs false
  :hasSubLinks false
  :rtable ( 
    { RTE
      :relname friend
      :relid 26914
      :subquery <>
      :alias <>
      :eref
        { ATTR
          :relname friend
          :attrs ( "firstname" "lastname" "city" "state" "age" )
        }
      :inh false
      :inFromCl false
      :checkForRead false
      :checkForWrite true
      :checkAsUser 0
    }
  )
  :jointree
    { FROMEXPR
      :fromlist <>
      :quals <>
    }
  :rowMarks ()
  :targetList {
    { TARGETENTRY
      :resdom
        { RESDOM
          :resno 1
          :retype 1042
          :retpymod 19
          :rename firstname
          :reskey 0
          :reskeyop 0
          :resesstargroupref 0
        }
    }
  }
}
Optimizer

- Scan Methods
- Join Methods
- Join Order
Scan Methods

- Sequential Scan
- Index Scan
- Bitmap Index Scan
Sequential Scan

Heap

D | D | D | D | D | D | D | D | D | D | D | D
A | A | A | A | A | A | A | A | A | A | A | A
T | T | T | T | T | T | T | T | T | T | T | T
A | A | A | A | A | A | A | A | A | A | A | A

8K
Btree Index Scan

Index

< Key = >

Heap

DATA DATA DATA DATA DATA DATA DATA DATA DATA
Bitmap Index Scan

Index 1  Index 2  Combined

col1 = 'A'  col2 = 'NS'

Table

'A' AND 'NS'
Join Methods

- Nested Loop
  - With Inner Sequential Scan
  - With Inner Index Scan
- Hash Join
- Merge Join
Nested Loop Join with Inner Sequential Scan

No Setup Required

Used For Small Tables
Nested Loop Join with Inner Index Scan

No Setup Required
Index Must Already Exist
Hash Join

Must fit in Main Memory
Merge Join

Ideal for Large Tables
An Index Can Be Used to Eliminate the Sort
typedef struct Path
{
    NodeTag     type;
    RelOptInfo *parent;    /* the relation this path can build */
    /* estimated execution costs for path (see costsize.c for more info) */
    Cost     startup_cost;   /* cost expended before fetching any
                              * tuples */
    Cost     total_cost;     /* total cost (assuming all tuples
                              * fetched) */
    NodeTag       pathtype;  /* tag identifying scan/join method */
                        /* XXX why is pathtype separate from the NodeTag? */
    List     *pathkeys;      /* sort ordering of path’s output */
                        /* pathkeys is a List of Lists of PathKeyItem nodes; see above */
} Path;
typedef struct PathKeyItem
{
    NodeTag type;
    Node   *key;     /* the item that is ordered */
    Oid    sortop;  /* the ordering operator (‘<’ op) */

    /*
     * key typically points to a Var node, ie a relation attribute, but it
     * can also point to a Func clause representing the value indexed by a
     * functional index. Someday we might allow arbitrary expressions as
     * path keys, so don’t assume more than you must.
     */
} PathKeyItem;
typedef struct RelOptInfo
{
    NodeTag     type;

    /* all relations included in this RelOptInfo */
    Relids     relids;  /* integer list of base relids (RT
                        * indexes) */

    /* size estimates generated by planner */
    double     rows;    /* estimated number of result tuples */
    int        width;   /* estimated avg width of result tuples */

    /* materialization information */
    List      *targetlist;
    List      *pathlist; /* Path structures */
    struct    Path   *cheapest_startup_path;
    struct    Path   *cheapest_total_path;
    bool       pruneable;

    /* information about a base rel (not set for join rels!) */
    bool       issubquery;
    bool       indexed;
    long       pages;
    double     tuples;
    struct    Plan   *subplan;

    /* used by various scans and joins: */
    List      *baserestrictinfo; /* RestrictInfo structures (if
                                   * base rel) */
    Cost       baserestrictcost; /* cost of evaluating the above */
    Relids     outerjoinset; /* integer list of base relids */
    List      *joininfo; /* JoinInfo structures */
    List      *innerjoin; /* potential indexscans for nestloop joins */

    /*
     * innerjoin indexscans are not in the main pathlist because they are
     * not usable except in specific join contexts; we have to test before
     * seeing whether they can be used.
     */
} RelOptInfo;
Three-Table Join Query

```
SELECT  part.price
FROM    customer, salesorder, part
WHERE   customer.customer_id = salesorder.customer_id AND
         salesorder.part = part.part_id
```
Three-Table Join, Pass 1, Part 1

(2 3) : rows=575 width=76
path list:
HashJoin rows=575 cost=3.57..41.90
   clauses=(salesorder.part_id = part.part_id)
     SeqScan(2) rows=575 cost=0.00..13.75
     SeqScan(3) rows=126 cost=0.00..3.26
Nestloop rows=575 cost=0.00..1178.70
   SeqScan(2) rows=575 cost=0.00..13.75
   IdxScan(3) rows=126 cost=0.00..2.01
Nestloop rows=575 cost=0.00..1210.28
   pathkeys=((salesorder.customer_id, customer.customer_id) )
     IdxScan(2) rows=575 cost=0.00..45.33
       pathkeys=((salesorder.customer_id, customer.customer_id) )
     IdxScan(3) rows=126 cost=0.00..2.01

cheapest startup path:
Nestloop rows=575 cost=0.00..1178.70
   SeqScan(2) rows=575 cost=0.00..13.75
   IdxScan(3) rows=126 cost=0.00..2.01

cheapest total path:
HashJoin rows=575 cost=3.57..41.90
   clauses=(salesorder.part_id = part.part_id)
     SeqScan(2) rows=575 cost=0.00..13.75
     SeqScan(3) rows=126 cost=0.00..3.26
Three-Table Join, Pass 1, Part 2

(1 2): rows=575 width=76
path list:
  HashJoin rows=575 cost=3.00..40.75
    clauses=(salesorder.customer_id = customer.customer_id)
      SeqScan(2) rows=575 cost=0.00..13.75
      SeqScan(1) rows=80  cost=0.00..2.80
  MergeJoin rows=575  cost=0.00..64.39
    clauses=(salesorder.customer_id = customer.customer_id)
      IdxScan(1) rows=80  cost=0.00..10.88
      pathkeys=((salesorder.customer_id, customer.customer_id) )
      IdxScan(2) rows=575 cost=0.00..45.33
      pathkeys=((salesorder.customer_id, customer.customer_id) )
cheapest startup path:
MergeJoin rows=575 cost=0.00..64.39
  clauses=(salesorder.customer_id = customer.customer_id)
    IdxScan(1) rows=80  cost=0.00..10.88
    pathkeys=((salesorder.customer_id, customer.customer_id) )
    IdxScan(2) rows=575 cost=0.00..45.33
    pathkeys=((salesorder.customer_id, customer.customer_id) )
cheapest total path:
HashJoin rows=575 cost=3.00..40.75
  clauses=(salesorder.customer_id = customer.customer_id)
    SeqScan(2) rows=575 cost=0.00..13.75
    SeqScan(1) rows=80  cost=0.00..2.80
Three-Table Join, Pass 2, Part 1

\[
(2 \ 3 \ 1): \text{ rows}=575 \text{ width}=112
\]

path list:

HashJoin \text{ rows}=575 \text{ cost}=6.58..68.90
clauses=(salesorder.customer_id = customer.customer_id)

HashJoin \text{ rows}=575 \text{ cost}=3.57..41.90
clauses=(salesorder.part_id = part.part_id)

SeqScan(2) \text{ rows}=575 \text{ cost}=0.00..13.75

SeqScan(3) \text{ rows}=126 \text{ cost}=0.00..3.26

SeqScan(1) \text{ rows}=80 \text{ cost}=0.00..2.80

HashJoin \text{ rows}=575 \text{ cost}=3.57..92.54
clauses=(salesorder.part_id = part.part_id)

MergeJoin \text{ rows}=575 \text{ cost}=0.00..64.39
clauses=(salesorder.customer_id = customer.customer_id)

IdxScan(1) \text{ rows}=80 \text{ cost}=0.00..10.88
pathkeys=((salesorder.customer_id, customer.customer_id) )

IdxScan(2) \text{ rows}=575 \text{ cost}=0.00..45.33
pathkeys=((salesorder.customer_id, customer.customer_id) )

SeqScan(3) \text{ rows}=126 \text{ cost}=0.00..3.26

HashJoin \text{ rows}=575 \text{ cost}=3.00..1205.70
clauses=(salesorder.customer_id = customer.customer_id)

Nestloop \text{ rows}=575 \text{ cost}=0.00..1178.70

SeqScan(2) \text{ rows}=575 \text{ cost}=0.00..13.75

IdxScan(3) \text{ rows}=126 \text{ cost}=0.00..2.01

SeqScan(1) \text{ rows}=80 \text{ cost}=0.00..2.80
Three-Table Join, Pass 2, Part 2

MergeJoin \( \text{rows} = 575 \) cost = 0.00..1229.35  
clauses = (salesorder.customer_id = customer.customer_id)  
Nestloop \( \text{rows} = 575 \) cost = 0.00..1210.28  
pathkeys = ((salesorder.customer_id, customer.customer_id))  
IdxScan(2) \( \text{rows} = 575 \) cost = 0.00..45.33  
pathkeys = ((salesorder.customer_id, customer.customer_id))  
IdxScan(3) \( \text{rows} = 126 \) cost = 0.00..2.01  
IdxScan(1) \( \text{rows} = 80 \) cost = 0.00..10.88  
pathkeys = ((salesorder.customer_id, customer.customer_id))

cheapest startup path:
MergeJoin \( \text{rows} = 575 \) cost = 0.00..1229.35  
clauses = (salesorder.customer_id = customer.customer_id)  
Nestloop \( \text{rows} = 575 \) cost = 0.00..1210.28  
pathkeys = ((salesorder.customer_id, customer.customer_id))  
IdxScan(2) \( \text{rows} = 575 \) cost = 0.00..45.33  
pathkeys = ((salesorder.customer_id, customer.customer_id))  
IdxScan(3) \( \text{rows} = 126 \) cost = 0.00..2.01  
IdxScan(1) \( \text{rows} = 80 \) cost = 0.00..10.88  
pathkeys = ((salesorder.customer_id, customer.customer_id))

cheapest total path:
HashJoin \( \text{rows} = 575 \) cost = 6.58..68.90  
clauses = (salesorder.customer_id = customer.customer_id)  
HashJoin \( \text{rows} = 575 \) cost = 3.57..41.90  
clauses = (salesorder.part_id = part.part_id)  
SeqScan(2) \( \text{rows} = 575 \) cost = 0.00..13.75  
SeqScan(3) \( \text{rows} = 126 \) cost = 0.00..3.26  
SeqScan(1) \( \text{rows} = 80 \) cost = 0.00..2.80
typedef struct Plan {
    NodeTag type;

    /* estimated execution costs for plan (see costsize.c for more info) */
    Cost startup_cost; /* cost expended before fetching any * tuples */
    Cost total_cost; /* total cost (assuming all tuples * fetched) */

    /* planner’s estimate of result size (note: LIMIT, if any, is not * considered in setting plan_rows) */
    double plan_rows; /* number of rows plan is expected to emit */
    int plan_width; /* average row width in bytes */

    EState *state; /* at execution time, state’s of * individual nodes point to one EState * for the whole top-level plan */
    List *targetlist;
    List *qual; /* implicitly-ANDed qual conditions */
    struct Plan *lefttree;
    struct Plan *righttree;
    List *extParam; /* indices of _all_ _external_ PARAM_EXEC * for this plan in global * es_param_exec_vals. Params from * setParam from initPlan-s are not * included, but their execParam-s are * here!!! */

    List *locParam; /* someones from setParam-s */
    List *chgParam; /* list of changed ones from the above */
    List *initPlan; /* Init Plan nodes (un-correlated expr * subselects) */
    List *subPlan; /* Other SubPlan nodes */

    /*
    * We really need in some TopPlan node to store range table and
    * resultRelation from Query there and get rid of Query itself from
    * Executor. Some other stuff like below could be put there, too.
    */
    int nParamExec; /* Number of them in entire query. This is * to get Executor know about how many * param_exec there are in query plan. */
} Plan;
DEBUG: plan:

{ SEQSCAN
  :startup_cost 0.00
  :total_cost 22.50
  :rows 10
  :width 12
  :qptargetlist (  
    { TARGETENTRY
      :resdom
      { RESDOM
        :resno 1
        :restype 1042
        :restypmod 19
        :resname firstname
        :reskey 0
        :reskeyop 0
        :ressortgroupref 0
        :resjunk false
      }

      :expr
      { VAR
        :varno 1
        :varattno 1
        :vartype 1042
        :vartypmod 19
        :varlevelsup 0
        :varnoold 1
        :varoattno 1
      }
    }
  )
}
Plan Output - Three-Table Join

DEBUG: plan:

{ HASHJOIN
  :startup_cost 6.58
  :total_cost 68.90
  :rows 575
  :width 112
  :qptargetlist (
    { TARGETENTRY
      :resdom
      { RESDOM
        :resno 1
        :restype 19
        :restypmod -1
        :resname relname
        :reskey 0
        :reskeyop 0
        :ressortgroupref 0
        :resjunk false
      }
      :expr
      { VAR
        :varno 65000
        :varattno 1
        :vartype 19
        :vartypmod -1
        :varlevelsup 0
        :varnoold 1
        :varoattno 1
      }
    }
  }
}
test=> SELECT firstname
    FROM friend
    WHERE age = 33;

    1: firstname (typeid = 1042, len = -1, typmod = 19, byval = f)
        1: firstname = "Sandy" (typeid = 1042, len = -1, typmod = 19, byval = f)

    firstname
    --------------
    Sandy
    (1 row)
Statistics - Part 1

PARSER STATISTICS
system usage stats:
  0.000002 elapsed 0.000000 user 0.000001 system sec
  [0.009992 user 0.049961 sys total]
  0/0 [0/1] filesystem blocks in/out
  0/0 [0/0] page faults/reclaims, 0 [0] swaps
  0 [0] signals rcvd, 0/0 [2/2] messages rcvd/sent
  0/0 [2/6] voluntary/involuntary context switches

postgres usage stats:
  Shared blocks: 0 read, 0 written, buffer hit rate = 0.00%
  Local blocks: 0 read, 0 written, buffer hit rate = 0.00%
  Direct blocks: 0 read, 0 written

PARSE ANALYSIS STATISTICS
system usage stats:
  0.000002 elapsed 0.000001 user 0.000002 system sec
  [0.009993 user 0.049965 sys total]
  0/0 [0/1] filesystem blocks in/out
  0/0 [0/0] page faults/reclaims, 0 [0] swaps
  0 [0] signals rcvd, 0/0 [2/2] messages rcvd/sent
  0/0 [2/6] voluntary/involuntary context switches

postgres usage stats:
  Shared blocks: 1 read, 0 written, buffer hit rate = 96.88%
  Local blocks: 0 read, 0 written, buffer hit rate = 0.00%
  Direct blocks: 0 read, 0 written
Statistics - Part 2

**REWRITER STATISTICS**

System usage stats:
- 0.000002 elapsed 0.000000 user 0.000002 system sec
- [0.009993 user 0.049968 sys total]
- 0/0 [0/1] filesystem blocks in/out
- 0/0 [0/0] page faults/reclaims, 0 [0] swaps
- 0 [0] signals rcvd, 0/0 [2/2] messages rcvd/sent
- 0/0 [2/6] voluntary/involuntary context switches

Postgres usage stats:
- **Shared** blocks: 0 read, 0 written, buffer hit rate = 0.00%
- **Local** blocks: 0 read, 0 written, buffer hit rate = 0.00%
- **Direct** blocks: 0 read, 0 written

**PLANNER STATISTICS**

System usage stats:
- 0.009974 elapsed 0.009985 user -1.999985 system sec
- [0.019982 user 0.049955 sys total]
- 0/0 [0/1] filesystem blocks in/out
- 0/0 [0/0] page faults/reclaims, 0 [0] swaps
- 0/0 [0] signals rcvd, 0/0 [2/2] messages rcvd/sent
- 0/0 [2/6] voluntary/involuntary context switches

Postgres usage stats:
- **Shared** blocks: 5 read, 0 written, buffer hit rate = 96.69%
- **Local** blocks: 0 read, 0 written, buffer hit rate = 0.00%
- **Direct** blocks: 0 read, 0 written

**EXECUTOR STATISTICS**

System usage stats:
- 0.040004 elapsed 0.039982 user 0.000013 system sec
- [0.059964 user 0.049970 sys total]
- 0/0 [0/1] filesystem blocks in/out
- 0/0 [0/0] page faults/reclaims, 0 [0] swaps
- 0 [0] signals rcvd, 0/2 [2/4] messages rcvd/sent
- 2/2 [4/8] voluntary/involuntary context switches

Postgres usage stats:
- **Shared** blocks: 2 read, 0 written, buffer hit rate = 83.33%
- **Local** blocks: 0 read, 0 written, buffer hit rate = 0.00%
- **Direct** blocks: 0 read, 0 written
File Structure

8K

Page
Page
Page
Page
Page
Heap Tuple Structure

- OID – object id of tuple (optional)
- xmin – creation transaction id
- xmax – destruction transaction id
- cmin – creation command id
- cmax – destruction command id
- ctid – tuple id (page / item)
- natts – number of attributes
- infomask – tuple flags
- hoff – length of tuple header
- bits – bit map representing NULLs
- Attribute
- Attribute
Index Page Structure
Index Tuple Structure

- tid - heap tuple id (page / item)
- infomask - index flags
- hoff - length of index tuple
- key
- subkey
Index Types
(Access Methods)

▷ Btree
▷ Hash
▷ Rtree
## Transaction Status

### pg_clog

<table>
<thead>
<tr>
<th>XID</th>
<th>Status flags</th>
</tr>
</thead>
<tbody>
<tr>
<td>028</td>
<td>0 0 0 1 0 0 1 0</td>
</tr>
<tr>
<td>024</td>
<td>1 0 1 0 0 0 0 0</td>
</tr>
<tr>
<td>020</td>
<td>1 0 1 0 0 1 0 0</td>
</tr>
<tr>
<td>016</td>
<td>0 0 0 0 0 0 1 0</td>
</tr>
<tr>
<td>012</td>
<td>0 0 0 1 0 1 1 0</td>
</tr>
<tr>
<td>008</td>
<td>1 0 1 0 0 0 1 0</td>
</tr>
<tr>
<td>004</td>
<td>1 0 1 0 0 0 0 0</td>
</tr>
<tr>
<td>000</td>
<td>1 0 0 1 0 0 1 0</td>
</tr>
</tbody>
</table>

**Transaction Id (XID)**

**Status flags**

- **00** In Progress
- **01** Aborted
- **10** Committed

**Creation XID:** 15  
**Expiration XID:** 27

**xmin**

**xmax**
Each query sees only transactions completed before it started
On query start, PostgreSQL records:
  - the transaction counter
  - all transaction id’s that are in-process
In a multi-statement transaction, a transaction’s own previous queries are also visible
The above assumes the default *read committed isolation level*
MVCC Tuple Requirements

- Visible tuples must have a creation transaction id that:
  - is a committed transaction
  - is less than the transaction counter stored at query start \textit{and}
  - was not in-process at query start

- Visible tuples must \textit{also} have an expire transaction id that:
  - is blank \textit{or} aborted \textit{or}
  - is greater than the transaction counter stored at query start \textit{or}
  - was in-process at query start
### MVCC Behavior

<table>
<thead>
<tr>
<th>Cre</th>
<th>Exp</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>40</td>
<td></td>
<td>INSERT</td>
</tr>
<tr>
<td>40</td>
<td>47</td>
<td>DELETE</td>
</tr>
<tr>
<td>64</td>
<td>78</td>
<td>old (delete)</td>
</tr>
<tr>
<td>78</td>
<td></td>
<td>new (insert)</td>
</tr>
</tbody>
</table>

UPDATE is effectively a DELETE and an INSERT.
### MVCC Examples

<table>
<thead>
<tr>
<th>Create–Only</th>
<th>Visible</th>
<th>Sequential Scan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cre 30</td>
<td>Exp 30</td>
<td>Visible</td>
</tr>
<tr>
<td>Cre 50</td>
<td>Exp 50</td>
<td>Invisible</td>
</tr>
<tr>
<td>Cre 110</td>
<td>Exp 110</td>
<td>Invisible</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Create &amp; Expire</th>
<th>Invisible</th>
<th></th>
<th>Snapshot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cre 30</td>
<td>Exp 80</td>
<td>Invisible</td>
<td>The highest-numbered committed transaction: 100</td>
</tr>
<tr>
<td>Cre 30</td>
<td>Exp 75</td>
<td>Visible</td>
<td>Open Transactions: 25, 50, 75</td>
</tr>
<tr>
<td>Cre 30</td>
<td>Exp 110</td>
<td>Visible</td>
<td>For simplicity, assume all other transactions are committed.</td>
</tr>
</tbody>
</table>

Internally, the creation xid is stored in the system column 'xmin', and expire in 'xmax'.

For simplicity, assume all other transactions are committed.
typedef struct SnapshotData
{
    TransactionId xmin;       /* XID < xmin are visible to me */
    TransactionId xmax;       /* XID >= xmax are invisible to me */
    uint32        xcnt;       /* # of xact below */
    TransactionId *xip;        /* array of xacts in progress */
    ItemPointerData tid;      /* required for Dirty snapshot -:( */
} SnapshotData;
struct proc
{
    /* proc->links MUST BE FIRST IN STRUCT (see ProcSleep,ProcWakeup,etc) */
    SHM_QUEUE links;  /* list link if process is in a list */
    SEMA sem;       /* ONE semaphore to sleep on */
    int errType;  /* STATUS_OK or STATUS_ERROR after wakeup */
    TransactionId xid; /* transaction currently being executed by
                        * this proc */
    TransactionId xmin; /* minimal running XID as it was when we
                        * were starting our xact: vacuum must not
                        * remove tuples deleted by xid >= xmin ! */
    XLogRecPtr logRec;

    /* Info about lock the process is currently waiting for, if any. */
    /* waitLock and waitHolder are NULL if not currently waiting. */
    LOCK *waitLock; /* Lock object we're sleeping on ... */
    HOLDER *waitHolder; /* Per-holder info for awaited lock */
    LOCKMODE waitLockMode; /* type of lock we're waiting for */
    LOCKMASK heldLocks;  /* bitmask for lock types already held on
                           * this lock object by this backend */
    int pid;            /* This backend’s process id */
    Oid databaseId;    /* OID of database this backend is using */
    short sLocks[MAX_SPINS]; /* Spin lock stats */
    SHM_QUEUE procHolders; /* list of HOLDER objects for locks held or
                            * awaited by this backend */
};
## Lock Modes

<table>
<thead>
<tr>
<th>Mode</th>
<th>Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access Share Lock</td>
<td>SELECT</td>
</tr>
<tr>
<td>Row Share Lock</td>
<td>SELECT FOR UPDATE</td>
</tr>
<tr>
<td>Row Exclusive Lock</td>
<td>INSERT, UPDATE, DELETE</td>
</tr>
<tr>
<td>Share Lock</td>
<td>CREATE INDEX</td>
</tr>
<tr>
<td>Share Row Exclusive Lock</td>
<td>EXCLUSIVE MODE but allows ROW SHARE LOCK</td>
</tr>
<tr>
<td>Exclusive Lock</td>
<td>Blocks ROW SHARE LOCK and SELECT...FOR UPDATE</td>
</tr>
<tr>
<td>Access Exclusive Lock</td>
<td>ALTER TABLE, DROP TABLE, VACUUM, and unqualified</td>
</tr>
</tbody>
</table>
Lock Structure

- Proc 1
- Proc 2
- Proc 3
- Proc 4
- Holder
- Lock A
- Lock B
- Lock C
- Lock D
- Waiter
Modifying System Capabilities

- CREATE FUNCTION
- CREATE OPERATOR
- CREATE TYPE
- CREATE LANGUAGE
Caches

- System Cache
- Relation Information Cache
- File Descriptor Cache
Shared Memory

- Proc structure
- Lock structure
- Buffer structure
- Free space map
typedef struct sbufdesc {
    Buffer freeNext;  /* links for freelist chain */
    Buffer freePrev;  /* pointer to data in buf pool */
    SHMEM_OFFSET data; /* pointer to data in buf pool */
    /* tag and id must be together for table lookup to work */
    BufferTag tag;  /* file/block identifier */
    int buf_id;  /* maps global desc to local desc */
    BufFlags flags; /* see bit definitions above */
    unsigned refcount; /* # of times buffer is pinned */
    lock_t io_in_progress_lock; /* to block for I/O to complete */
    lock_t cntx_lock;  /* to lock access to page context */
    unsigned r_locks; /* # of shared locks */
    bool ri_lock; /* read-intent lock */
    bool w_lock; /* context exclusively locked */
    bool cntxDirty; /* new way to mark block as dirty */
    BufferBlindId blind; /* was used to support blind write */

    /*
    * When we can’t delete item from page (someone else has buffer pinned)
    * we mark buffer for cleanup by specifying appropriate for buffer
    * content cleanup function. Buffer will be cleaned up from release
    * buffer functions.
    */
    void (*CleanupFunc)(Buffer);
} BufferDesc;
Memory Routines

- `palloc`
- `pfree`
- `MemoryContext’s`
## Algorithms

<table>
<thead>
<tr>
<th>Algorithm</th>
<th>Ordering</th>
<th>Lookup by Order</th>
<th>Insert</th>
<th>Delete</th>
<th>Recent</th>
<th>Pointers per Entry</th>
<th>Resize</th>
</tr>
</thead>
<tbody>
<tr>
<td>list</td>
<td>insert</td>
<td>O(n)</td>
<td>O(1)</td>
<td>O(1)</td>
<td>O(1)</td>
<td>1-2</td>
<td>no</td>
</tr>
<tr>
<td>array</td>
<td>insert</td>
<td>O(1)</td>
<td>O(1)</td>
<td>O(n)</td>
<td>O(1)</td>
<td>~0.5</td>
<td>yes</td>
</tr>
<tr>
<td>tree</td>
<td>key</td>
<td>O(logN)</td>
<td>O(logN)</td>
<td>O(1)</td>
<td></td>
<td>2</td>
<td>no</td>
</tr>
<tr>
<td>array</td>
<td>key</td>
<td>O(logN)</td>
<td>O(n)</td>
<td>O(n)</td>
<td></td>
<td>~0.5</td>
<td>yes</td>
</tr>
<tr>
<td>hash</td>
<td>random</td>
<td>O(1)</td>
<td>O(1)</td>
<td>O(1)</td>
<td></td>
<td>~3</td>
<td>yes</td>
</tr>
</tbody>
</table>

https://momjian.us/presentations