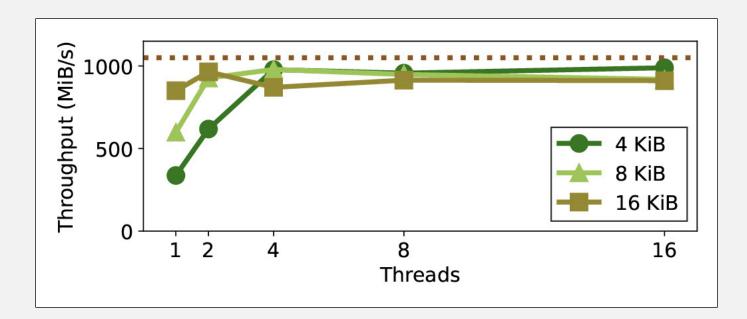
# TreeLine: An Update-In-Place Key-Value Store for Modern Storage

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## **Motivation**



- 1481.89 Throughput (kreq/s) Disk-Based B-Tree 100 Update Percentage (%) Both experiments on an Intel DC P4510 NVMe SSD.
- Modern persistent key-value stores, such as RocksDB [1] and LevelDB [2], typically use log-structured merge trees (LSMs) [3].
- Stellar write performance: large sequential writes exploit the high sequential throughput.
- Slow read performance: need caches, Bloom filters [4,5], compaction strategies [6,7,8] complex and hard-to-tune. [9]

### Random Writes ≈ Sequential Writes on NVMe SSDs

- Random write throughput across (i) request sizes, and (ii) number of writing threads.
- With high parallelism, can reach advertised peak sequential write throughput [10].

#### LSMs Leave Read Performance on the Table

- Zipfian-distributed ( $\theta$  = 0.79) workload of reads, updates, and scans on 64 B records.
- Of the requests that are not updates, 10% are range scans and the rest are point reads.
- For read-heavy, the disk-based B-tree outperforms/is competitive against RocksDB.
- TreeLine can outperform both systems all the way up to 80% updates.

### **Design Overview**

### **Key Idea A: Record Caching**

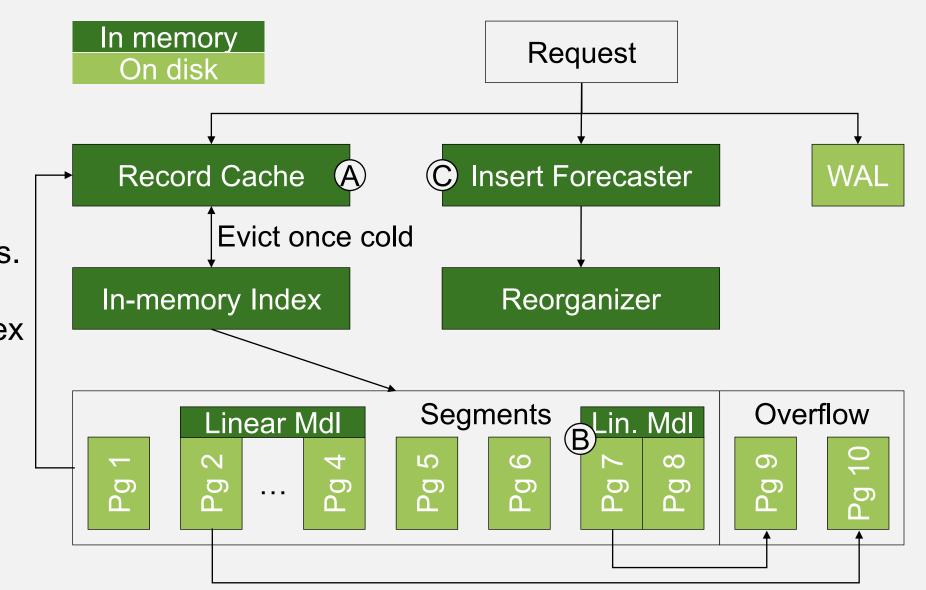
- Key-to-page mapping is expensive to change in update-in-place design.
- But variable hotness among records on the same page.
- Solution: Only cache records, to increase memory efficiency.

### **Key Idea B: Page Grouping**

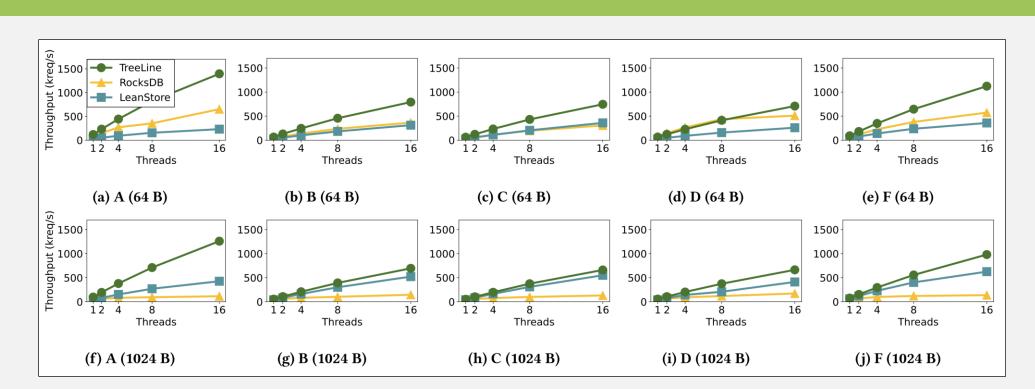
- Unlike writes, sequential reads still faster vs. random reads on modern SSDs.
- Pages must be sequential to make scans fast.
- Solution: Group pages into contiguous segments. Use linear models to index records within segments.

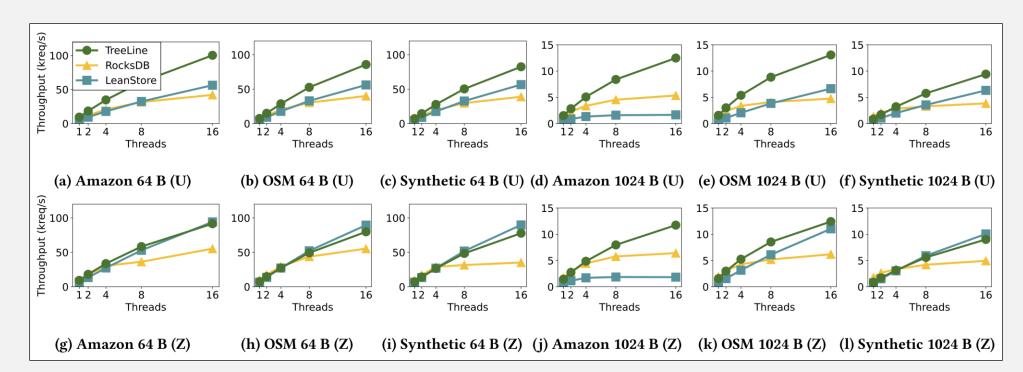
## **Key Idea C: Insert Forecasting**

- To avoid constant reorganization, pages should have some empty space.
- But too much empty space increases I/O amplification.
- Solution: Leave empty space based on epoch-based insert forecast.



#### **Evaluation**





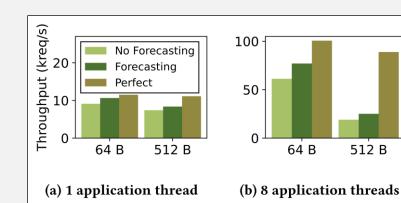
#### **Point Workloads**

 TreeLine outperforms RocksDB (LeanStore) by 1.62× (2.81×) and 2.99× (1.53×) on average for 64 B/1024 B records.

#### Scans

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- With 16 request threads, for uniform scans, TreeLine outperforms RocksDB (LeanStore) by 2.21× (1.58×) and 2.50× (2.80×) on average for 64 B/1024 B records.
- With 16 request threads, for Zipfian-distributed scans, TreeLine outperforms RocksDB (LeanStore) by 1.74× (0.91×) and 1.88× (1.86×) on average for 64 B/1024 B records.



[1] Facebook, Inc. 2021. RocksDB. https://rocksdb.org. [2] Google, Inc. 2011. LevelDB <a href="https://github.com/google/leveldb">https://github.com/google/leveldb</a>.

[3] Patrick O'Neil, Edward Cheng, Dieter Gawlick, and Elizabeth O'Neil. 1996. The log-structured merge-tree (LSM-tree). Acta Informatica 33, 4 (1996), 351-385.

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arXiv:2103.02515 https://arxiv.org/abs/2103.02515 [6] Mark Callaghan. 2018. Name that compaction algorithm. <a href="https://smalldatum.blogspot.com/2018/08/name-that-compaction-algorithm.html">https://smalldatum.blogspot.com/2018/08/name-that-compaction-algorithm.html</a>. [7] Niv Dayan, Manos Athanassoulis, and Stratos Idreos. 2017. Monkey: Optimal Navigable Key-Value Store. In Proceedings of the 2017 ACM International Conference on Management of Data, SIGMOD Conference 2017, Chicago, IL, USA, May 14-19, 2017, Semih Salihoglu, Wenchao Zhou, Rada Chirkova, Jun Yang, and Dan Suciu (Eds.). ACM, 79–94. https://dl.acm.org/doi/10.1145/3035918.3064054. [8] Facebook, Inc. 2021. Universal Compaction. <a href="https://github.com/facebook/rocksdb/wiki/Universal-Compaction">https://github.com/facebook/rocksdb/wiki/Universal-Compaction</a>. [9] Facebook, Inc. 2020. RocksDB Tuning Guide. https://github.com/facebook/rocksdb/wiki/RocksDB-Tuning-Guide. [10] Intel Corporation. 2017. Intel DC P4510. https://ark.intel.com/content/www/us/en/ark/products/122573/intel-ssd-dc-p4510-series-1-0tb-2-5in-