



An Index Advisor Using Deep Reinforcement Learning

Hai Lan¹, Zhifeng Bao¹, Yuwei Peng²

¹RMIT University ²Wuhan University

Index Selection Problem (ISP)

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- Choosing the right indexes to build is one of the central issues in database tuning.
- Problem Definition:
 - Select a set of indexes (index configuration) to be built to maximize the performance of the given workload with some constraints.
 - Constraints: storage usage, index number, and so on.

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• Index interaction: an interaction exists between an index a and an index b if the benefit of a is affected by the existence of b and vice-versa.

SELECT * FROM t WHERE a < 10 OR b < 10;

- (1) An index on a \times
- (2) An index on b \times
- (3) An index on a and an index on b \checkmark

| Category | Work | Cost | Index type | IIA | Alog | Cons |
|--------------------------|--------------------------|----------------------------------|------------|--------------|--------|--------------|
| Non-Learning method | AutoAdmin [VLD'97] | Estimated cost | S/M | Х | Greedy | index number |
| | ILP [ICDE'07] | Estimated cost | S/M | Х | ILP | storage |
| | ISRM [ICDE 19] | Estimated cost | S/M | \checkmark | Greedy | storage |
| Learning-based method | AI Meet AI [SIGMOD'19] | Learning-model Estimated cost | S/M | Not sure | Greedy | index number |
| | Welborn et al [arxiv'19] | Not mention | S/M | \checkmark | DQN | no |
| | DRL-Index [ICDEW'20] | Estimated cost | S | \checkmark | DQN | Not mention |

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| Our Goal: (1) Handle complex queries on multiple tables (2) Recommend multi-column indexes | | | | | | | |

- (3) Capture the index interaction
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$$X_{t+1} = X_t \cup \pi(X, X_t, W).$$

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workload

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 - Maximize the Performance workload Index configuration before starting the step t $\arg \max_{\pi} \sum_{t=0}^{T-1} (Cost[W, X_t] - Cost(W, X_{t+1}))$ $X_{t+1} = X_t \cup \pi(X, X_t, W).$

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$$T^{-1}(Cost[W, X_t] - Cost(W, X_{t+1}))$$

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Workload Sample \longrightarrow Rules \longrightarrow Index Candidates \longrightarrow

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Agent

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Environment

Agent

What-If Caller

DB

- Formulate Index Selection as a reinforcement learning problem
 - Maximize the Performance

steps —

workload Index configuration before starting the step t arg max $\sum_{i=1}^{T-1} (Cost(W, X_t) - Cost(W, X_{t+1}))$

→ Index Candidates

$$\pi \sum_{t=0}^{\pi} (Cost(W, X_t)) Cost(W, Y)$$
$$X_{t+1} = X_t \cup \pi(X, X_t, W).$$

The algorithm to select an index from candidates according to current workload and index configuration

Rules

- T is determined by the constraints.
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The algorithm to select an index from candidates according to current workload and index configuration

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workload 🥄



Environment

What-If Caller

DB

J: attributes that appear in JOIN conditions. EQ: attributes that appear in EQUAL conditions. RANGE: attributes that appear in RANGE conditions.

O: attributes that appear in GROUP BY, ORDER BY clauses. USED: attributes that appear in this query.

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Rule 1: Construct all single-attribute indexes by using the attributes in J, EQ, RANGE. Rule 2: When the attributes in 0 come from the same table, generate

the index by using all attributes in 0.

Rule 3: If table *a* joins table *b* with multiple attributes, construct indexes by using all join attributes.

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SELECT t1.a7 FROM t1, t2 WHERE t1.a1 = t2.b1 AND t1.a2 = t2.b2 AND t1.a3 = 4 AND t2.b3 < 10 ORDER BY t1.a5, t1.a6 Rule 1: Construct all single-attribute indexes by using the attributes in J, EQ, RANGE.

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J: t1.a2, t1.a3, t2.b2, t2.b3
EQ: t1.a3
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USED: t1.(a1-a7), t2.(b1-b3)
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(t1.a1, t1.a2), (t2.b1, t2.b2), (t1.a2, t1.a1), (t2.b2, t2.b1)

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- Key concepts in reinforcement learning model
 - The **State** records the information about current built indexes.
 - The Action in our model is choosing an index to build.
 - The **Reward** is defined:

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- Why we choose DQN model?
 - The action space is discrete, which is the same with Q-Learning and DQN
 - Q-Learning is only effective for small state space. However the state space in ISP is quite large.
 - DDPG is the algorithm for learning continuous actions.

Experiments

Question:

How well our method is compared with the current state-of-art method?

- Dataset: TPC-H with SF = 1
- Workload:
 - W^o (generated by the TPC-H query generator with 14 templates)
 - W^m (**50** templates, queries on LINEITEM, multiple indexes)
- Evaluation Metric:
 - Estimated cost from optimizer
- Compared Methods:
 - ISRM [ICDE'19]

Experiments

• Index Selection on W^o for all tables



- (1) W^o cannot get the best performance if only recommending single-attribute indexes by comparing ALL-S and ALL-C.
- (2) When index number equals 1, the cost of W^o under DQN is much lower than DQN-S and ISMR.
- (3) DQN-S and DQN get the optimal performance when index number is 7 and 10 separately. Even the costs of W^o under DQN-S and DQN can be lower than the optimal values.
- (4) DQN is competitive to ISMR.

Experiments

• Index Selection on W^m



ISRM is sensitive to the order of attributes added in the algorithm.

Thank You Q&A