

# Streaming Queries over Streaming Data

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VLDB 2002

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## Motivation and Contribution

- Current Systems support either
  - Streaming Queries over static data (traditional DBMS)
  - Static queries over streaming data (Data Streaming Systems)
- PSoup supports streaming queries streaming data.
  - Data Streams and Query Stream
  - New queries can access old data (and of course new data)
  - Active / Inactive queries (,i.e. disconnected operation)
  - Query results is partially materialized

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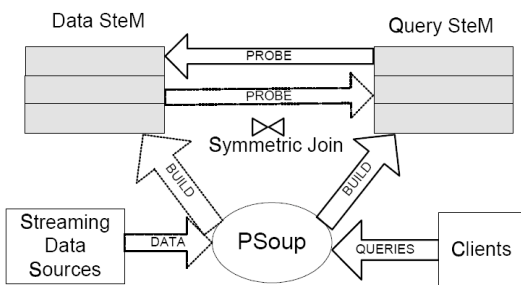
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## PSoup System Architecture



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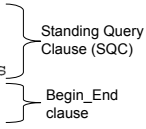
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## Query Structure

```
SELECT select_list
FROM from_list
WHERE conjoined_boolean_factors
BEGIN begin_time
END end_time
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## Modes of Query

- Snapshot : begin\_time & end\_time are constants
- Landmark : begin\_time is constant, end\_time is variable (e.g. NOW)
- Sliding Window : begin\_time & end\_time are variables.
- PSoup assumes that sliding window technique is used and it fits into the main memory.

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## Data structures

- Data State Module (SteM): holds the current tuples for each data source.
- Query State Module (SteM): stores SQCs of all queries.
- WindowTable : stores Begin\_End clause of the queries
- Results Structure : Holds (partially) materialized results
- Hybrid Struct : to hold intermediate join results.

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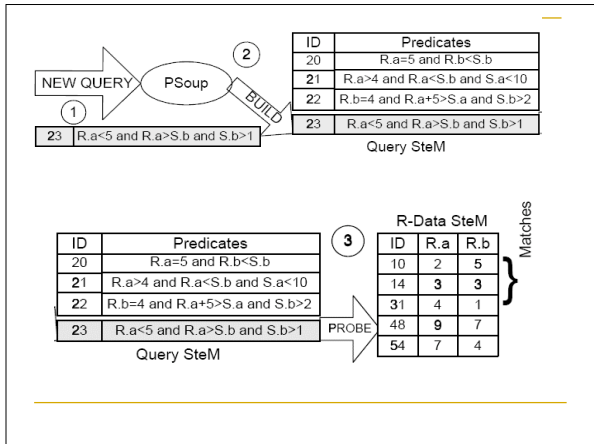
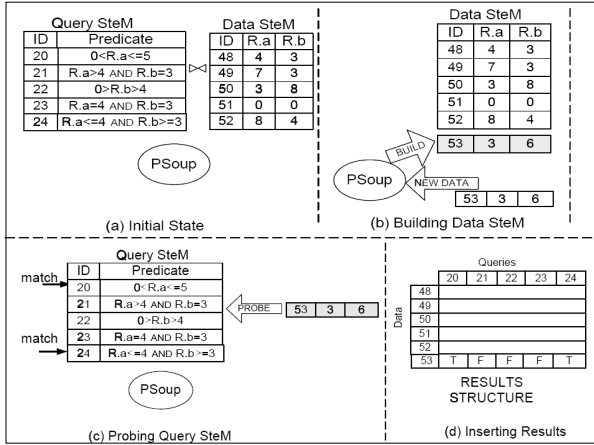
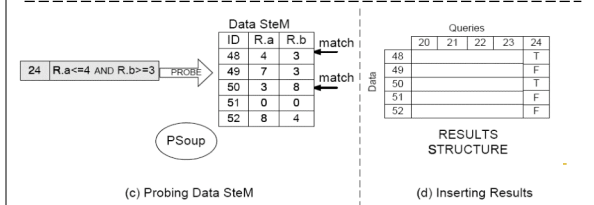
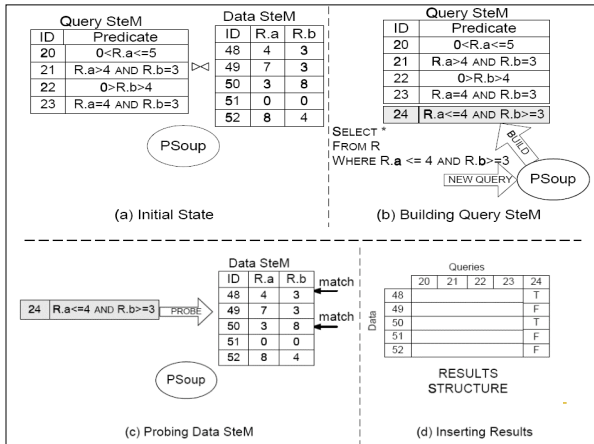
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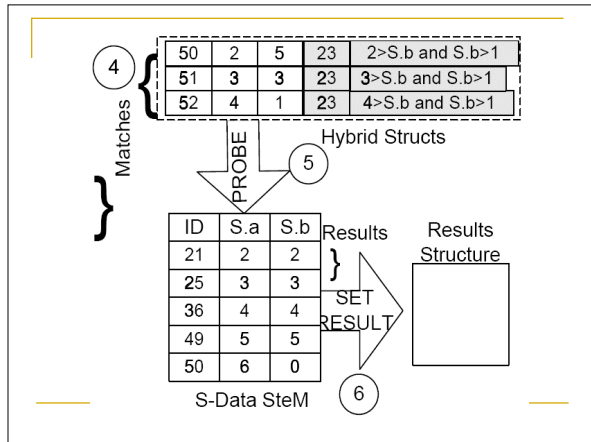
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### Implementation Issues

- Eddy is modified to be *Stream-Prefix-Consistent*
  - Temporary tuples are stored separately from new tuples.
  - Temporary tuples are processed before new tuples.
- Data SteM
  - Red-Black tree indexes are created for every attribute of each stream
  - Hash index over tupleID to speed up result construction

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### Implementation Issues

- Query SteM
  - Red-Black index over predicates constants, e.g.  $c$  in predicate  $(R.a > c)$
  - Each node has five lists, one for each RELOP  $<, \leq, =, \geq, >$
  - Predicates that have more than one attribute are stored in linked list.
  - AND operators are implemented by decrement of a counter until it reaches zero

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## Implementation Issues

- Results Structure
  - Each cell refer to a query and a tuple
  - 2D bitmap (tuple timestamp, query ID)
  - Linked list for each query
  - Timestamp in case of streams joins is the older based on assumption that Snapshot queries are less frequent.

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## Experiments

- Psoup-P : lazy approach; results are output when requested (partial materialization)
- Psoup-C : eager approach; results are output immediately (complete materialization)
- NoMat : does not materialize results

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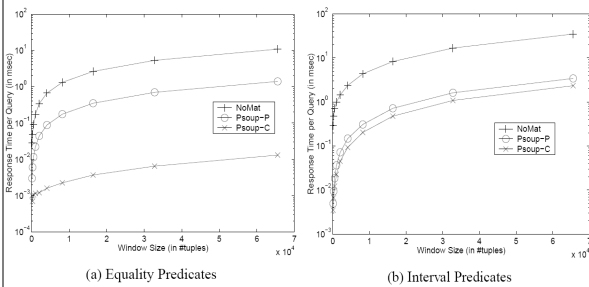
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## Response time vs. window size



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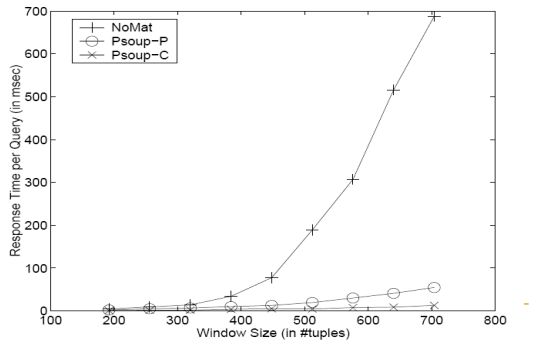
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## Response time vs. window size (Joins Queries)




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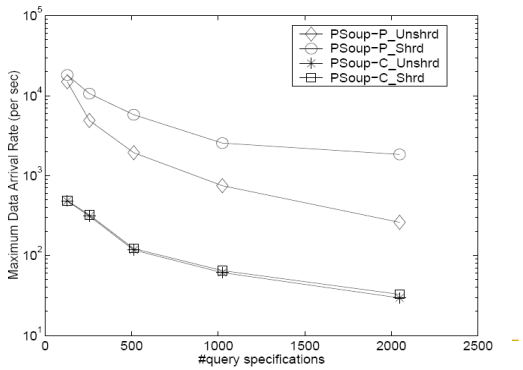
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## Max data arrival rate vs. number o queries




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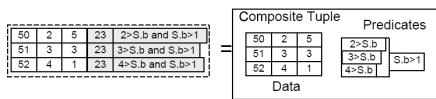
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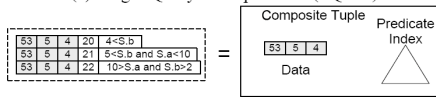
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## Extensions to PSoup

- Composite tuples in joins :



(a) Single-Query-Multiple-Data (SQMD)



(b) Single-Data-Multiple-Query (SDMQ)

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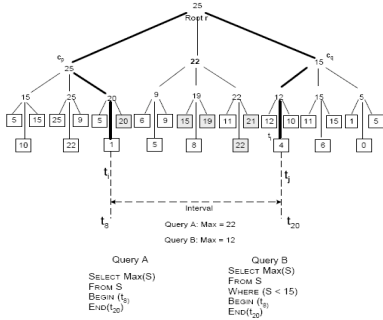
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## Extensions to PSoup

### Aggregate queries



## Pros

- Provide access to old data for new queries.
- Combination of efficient data processing rate and query response time by *partial* materialization and indexing data streams and query predicates.
- Support disconnection mode to avoid unnecessary maintaining of sliding window.

## Cons

- Predicate Indexing is inefficient for complex predicates, e.g. string predicates, and complex mathematical predicates
- Index maintaining / materialization can be a bottleneck for high speed streams
- Sliding windows must completely reside in memory.
- How snapshot / landmark queries are processed.
- Maximum sustainable rate of queries and rate of invocations should be examined.
- Aggregate function are supported on small scale
- Query operator Scheduling is ignored
- Memory requirements are expected to be high.

## Discussions

- How to support complex predicates without sacrificing the performance?
- How to integrate more sophisticated scheduling techniques
- What is the expected performance relative to other (newer) approaches (e.g. Aurora ad-hoc queries)
- What is the PSoup-P performance at different invocation rates / query rates
- Lazier approach than PSoup-P, especially if invocation rate is very low, e.g. selectively choose what attribute/query to materialize.
- How memory usage behave with different values of window size/ data rates.

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