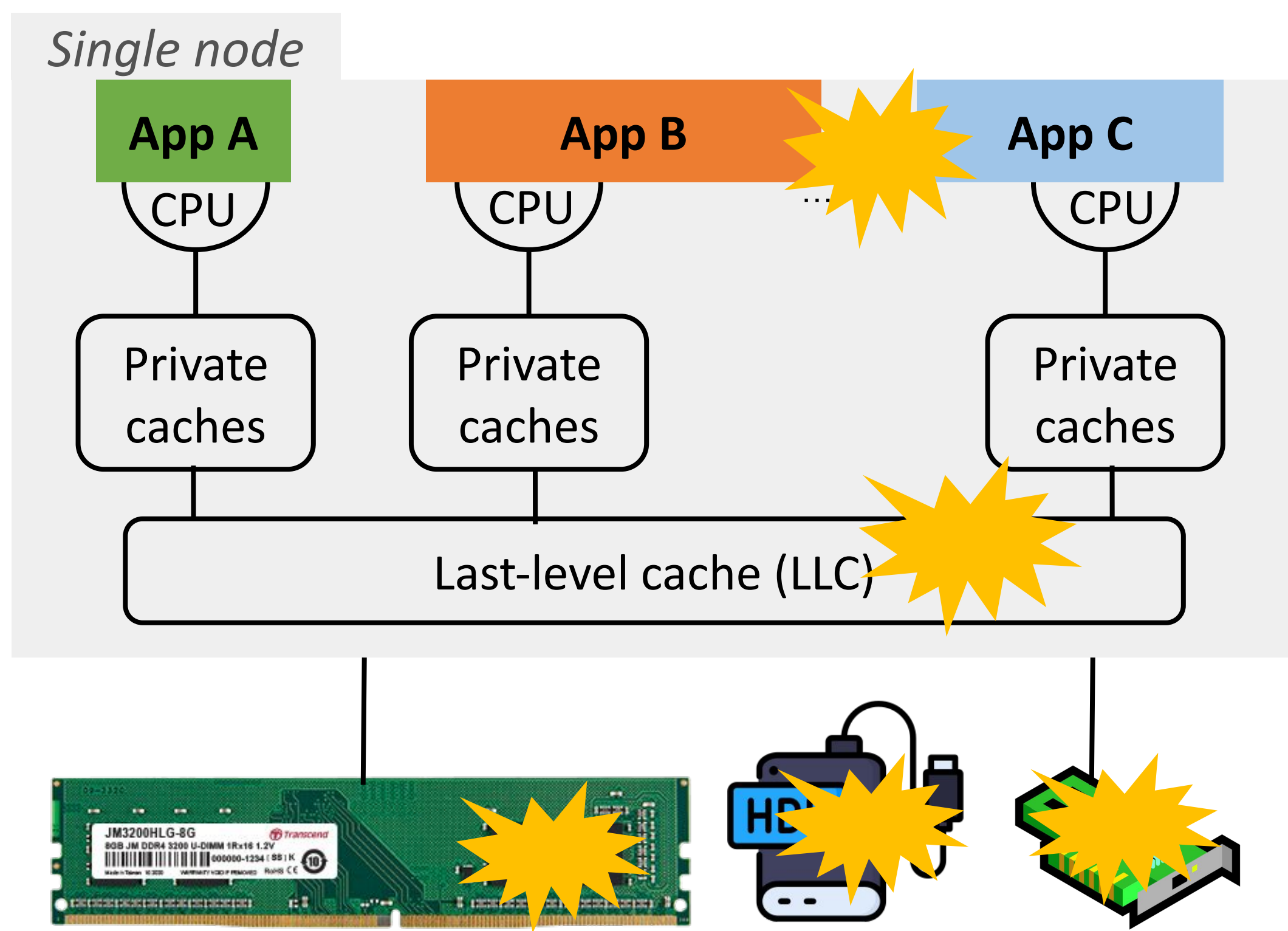


Efficient Scheduling for Multiple Database Systems on Shared Hardware

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1. Cloud economics demands multi-tenancy



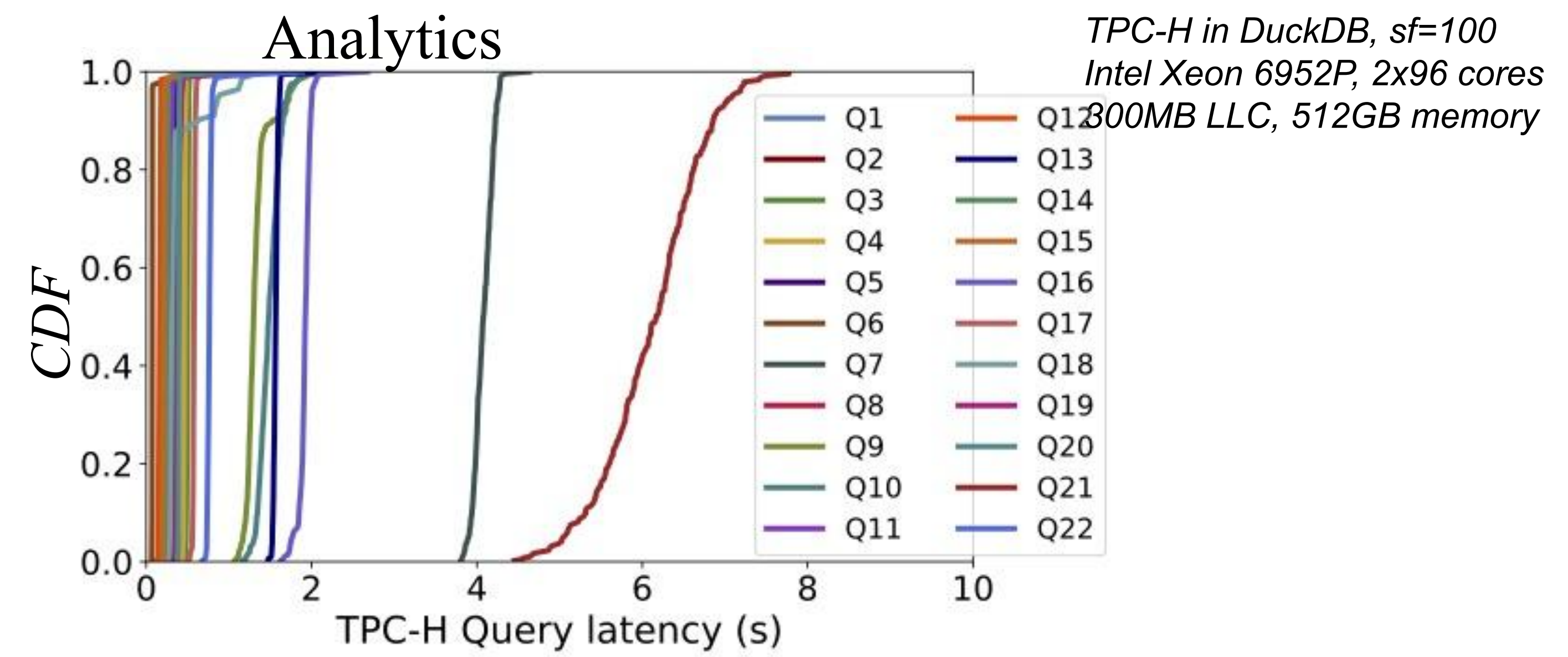
Performance
↕
Tradeoff
↕
Resource Efficiency

Goal:

- Improve resource efficiency
- Meet SLAs

Under co-location

2. Database workloads are diverse



Analytical queries

- .1s - hours
- Highly variable
- ms-scale scheduling interval

Transactions

- 10 - 100's us
- us-scale scheduling interval

3. Co-located database systems cannot fully utilize the underlying hardware

Existing resource schedulers

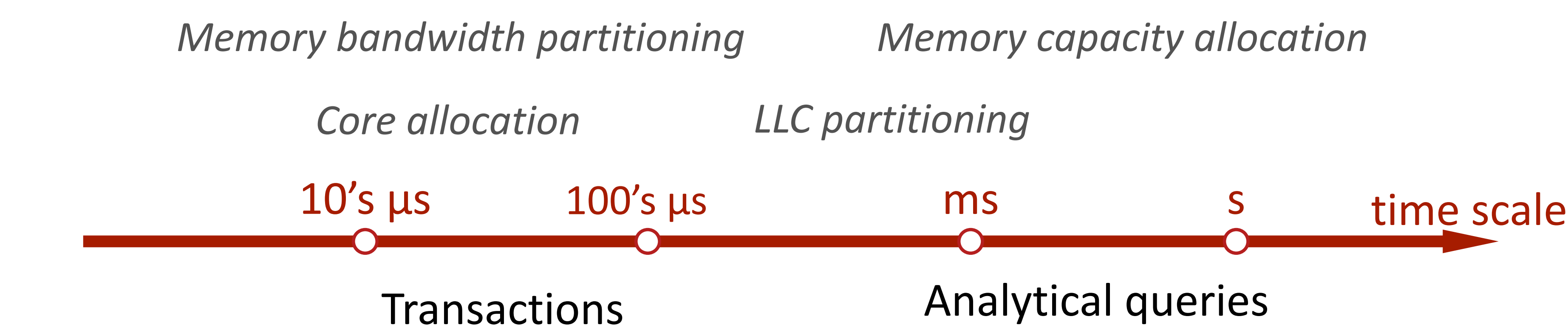
- Avoid application co-location at potential interference
 - Bolt, Quasar, Borg, Heracles
- Partition shared resources at runtime to reduce interference
 - Ubik, Rubik, PARTIES, Caladan

However

- Fixed decision interval (*PARTIES*, *CLITE*, *Aurora Serverless*)
- Not considering the relative importance:
 - Task latency and resource partitioning overhead
- Not adjusting the full resource spectrum (*Caladan*)

Persistent temporal mismatch between:

The latency to (re)configure resource partitions



The execution time of DB tasks

fast ← -- Scheduling decision interval -- → slow

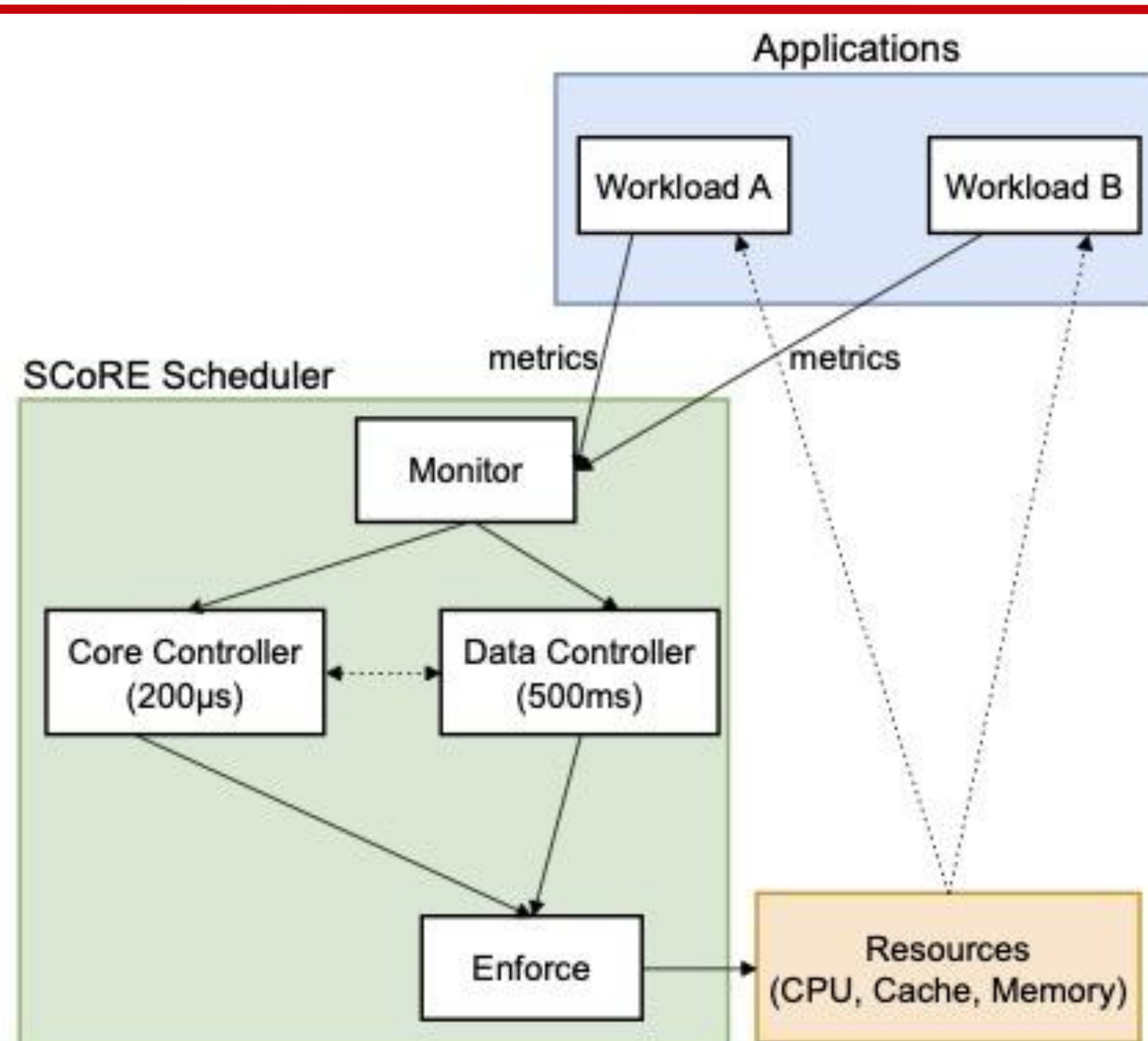
Fast and adaptive core allocation for Txns

+

Adjust the full resource spectrum

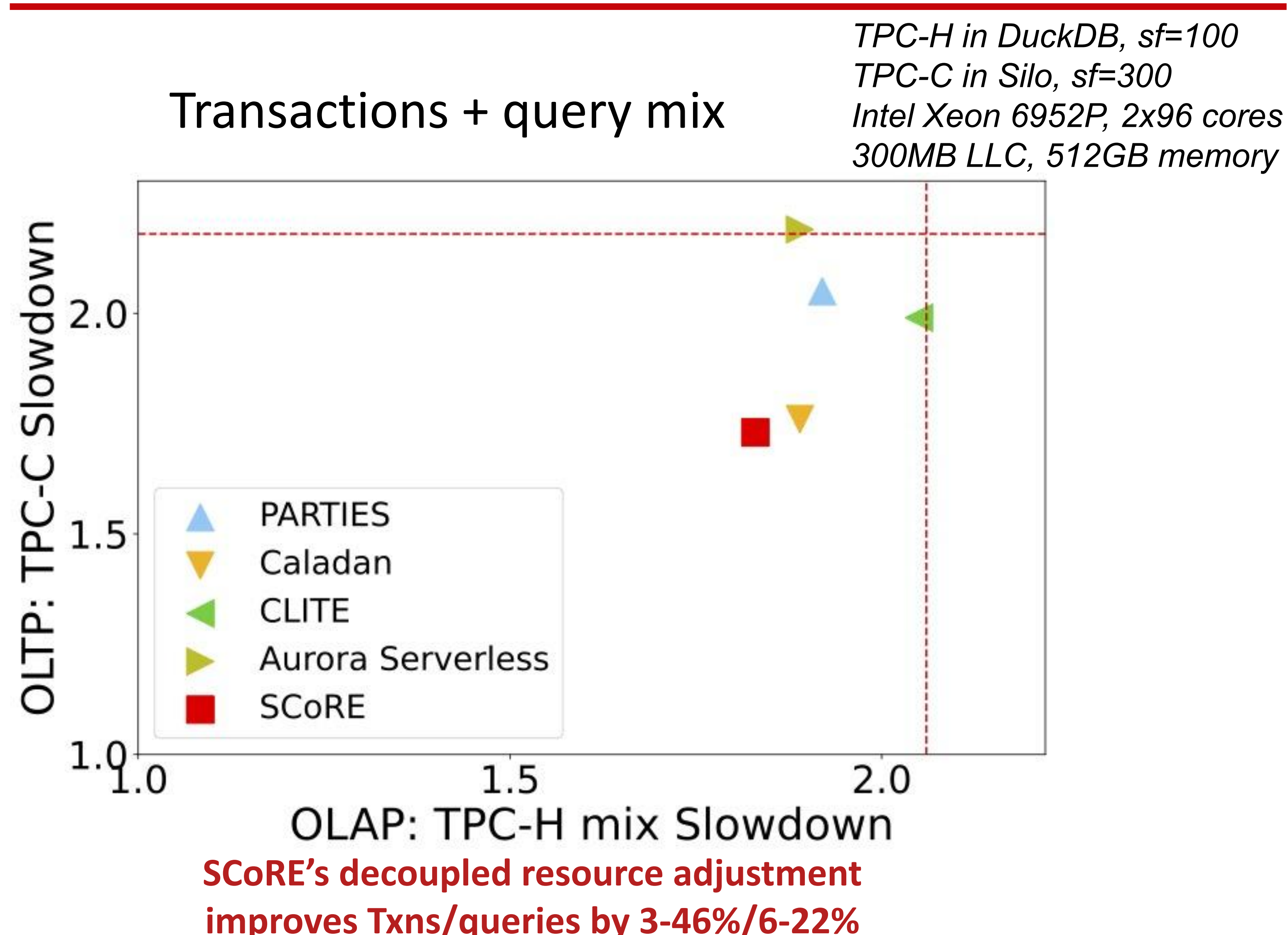
Resource scheduling decisions must operate at different frequencies

4. SCoRE system design



Decouple compute scheduling from data-access resources at fine/coarse granularity

5. Better runtime resource allocation



SCoRE's decoupled resource adjustment improves Txns/queries by 3-46%/6-22%

6. Efficient resource scheduling for DB systems under co-location

- Temporal mismatch between task latency & resource partitioning overhead
- Core control decoupling from data-access resource management