Benchmark Report

Scaling the *eXtreme*DB® In-Memory Database System (IMDS) Beyond the Terabyte Size Boundary

Abstract

McObject's benchmark application tests the 64-bit *eXtreme*DB-64 in-memory database system (IMDS) as it scales beyond one terabyte of managed data. It examines query speed as well as parallel processing efficiency.

The test platform consisted of an SGI Altrix 4700 system with 80 dual-core 1.6 Ghz Itanium 2 processors (160 cores total) and 4 TB NUMA RAM, hosted by Louisiana Immersive Technologies Enterprise (LITE), and running SUSE Linux Enterprise Server 9.

Benchmark Application

The benchmark database consists of PERSONS and ORDER tables. These represent any transaction (such as a gift, a trade, etc.) in which there are two instances of a 'person' (one for each side of the transaction) and one instance of an 'order' between them.

The database is accessed using *eXtreme*DB's native API and, separately, using its SQL ODBC API, called *eXtreme*SQL. Engineers created 3 billion PERSONS records (rows) and 12.54 billion ORDERS records (rows), resulting in a database size of 1.17 terabytes.

Performance – Select

The tests were run with varying numbers of threads (1, 80 and 160). The first test was a simple query:

```
SELECT name FROM persons WHERE person_id = ?
```

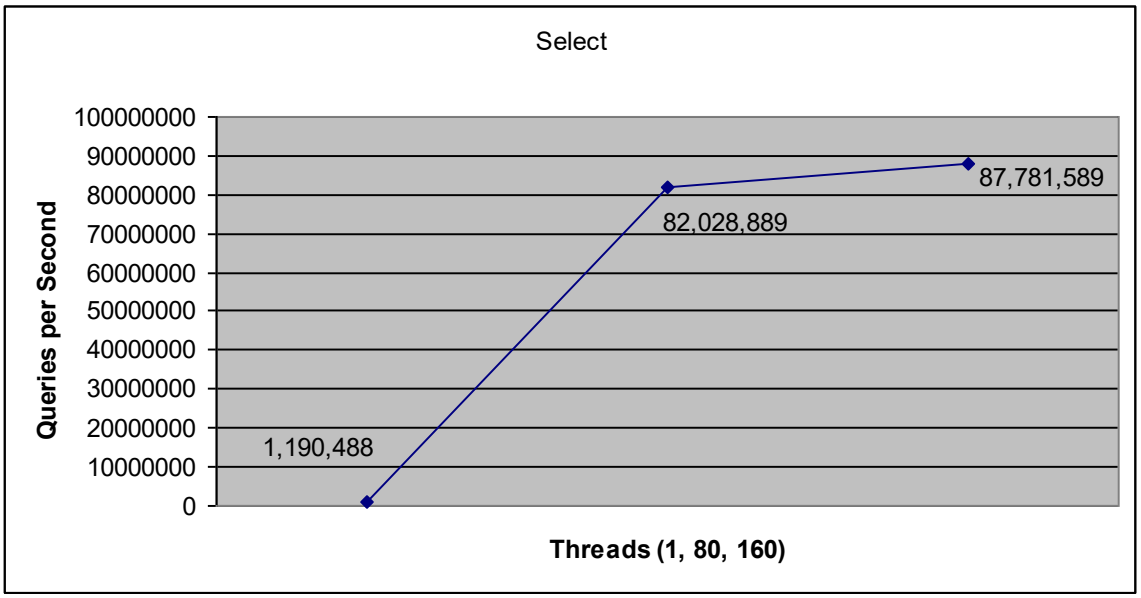

Chart 1 – SELECT performance of the *eXtreme*DB native API (queries/second).

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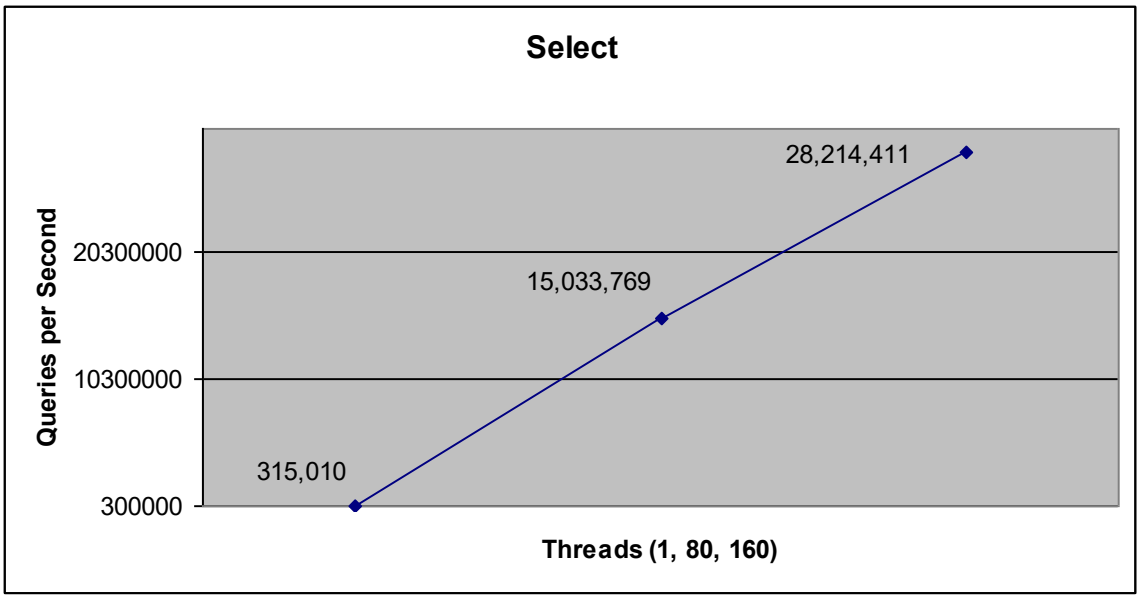

Chart 2 – SELECT performance of *eXtreme*SQL ODBC API (queries/second).

Performance – Join

The second test query implemented a three-table join:

SELECT A.NAME, C.NAME, B.ORDER_ID, B.TOTAL_ORDERS, B.FIRST_ORDER_DATE, B.LAST_ORDER_DATE FROM persons A, orders B, persons C WHERE A.PERSON_ID = ? AND A.PERSON_ID = B.SENDER_ID AND C.PERSON_ID = B.RECEIVER_ID

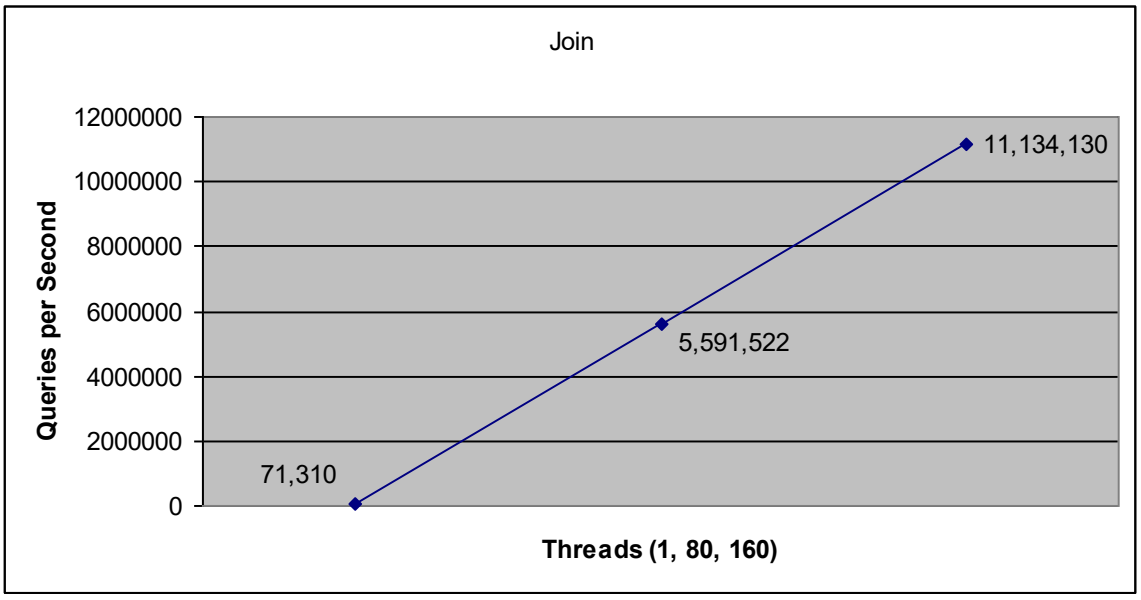

Chart 3 – JOIN performance of the *eXtreme*DB native API (queries/second).

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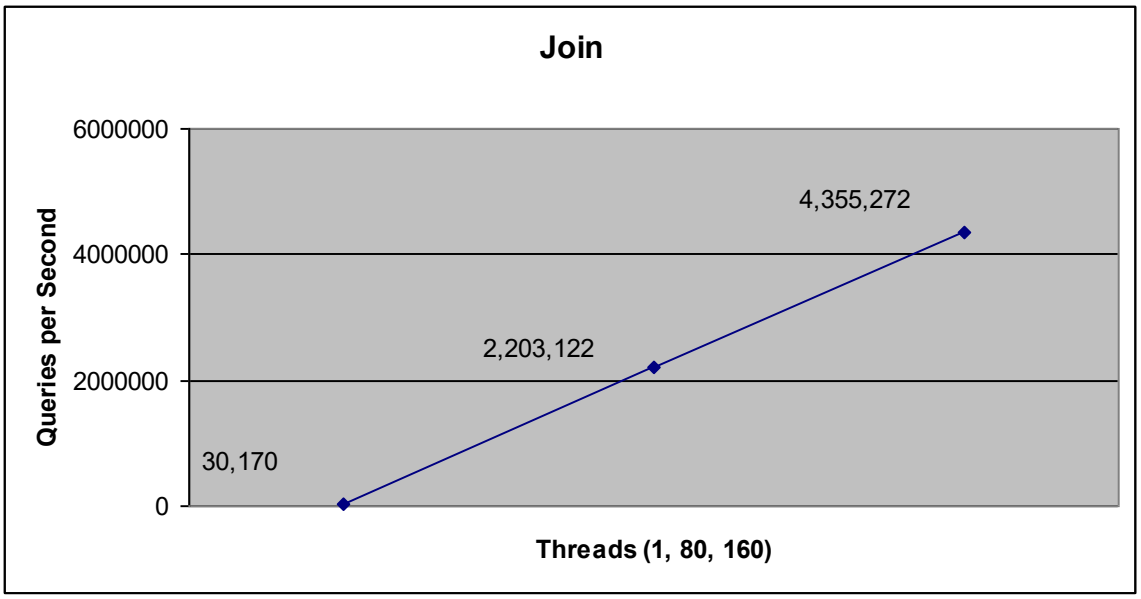

Chart 4 – JOIN performance of the *eXtreme*SQL ODBC API (queries/second).

Performance – Subquery

The third and final test was a subquery:

```
SELECT * FROM persons
WHERE PERSON_ID IN
    (SELECT RECEIVER_ID FROM orders
    WHERE SENDER_ID IN
    (SELECT RECEIVER_ID FROM orders WHERE SENDER_ID = ?))
```

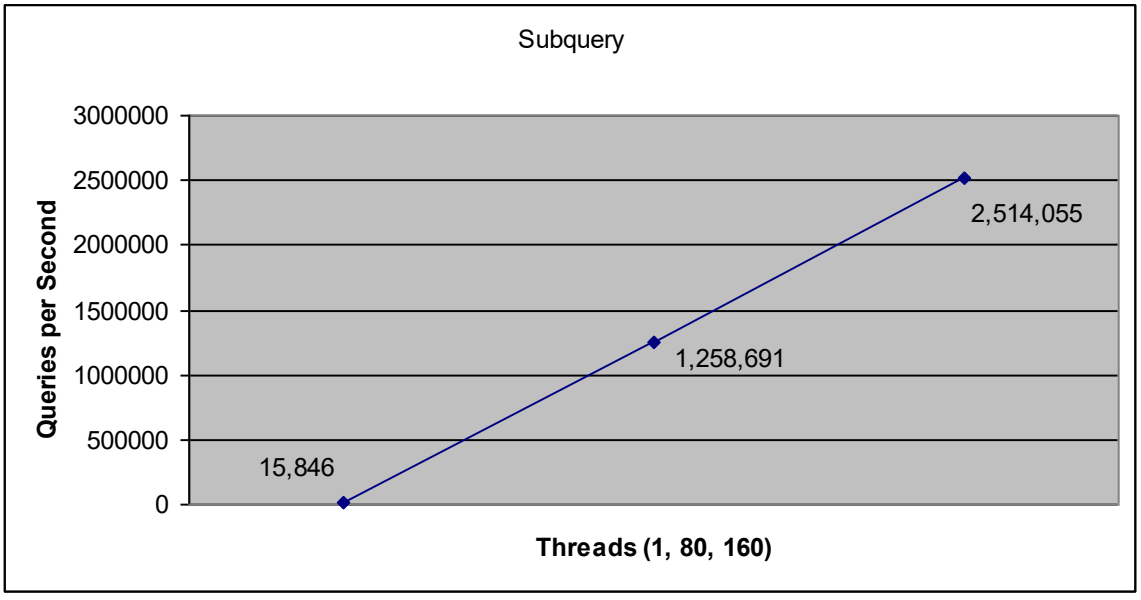

Chart 5 – SUBQUERY performance of the *eXtreme*DB native API (queries/second).

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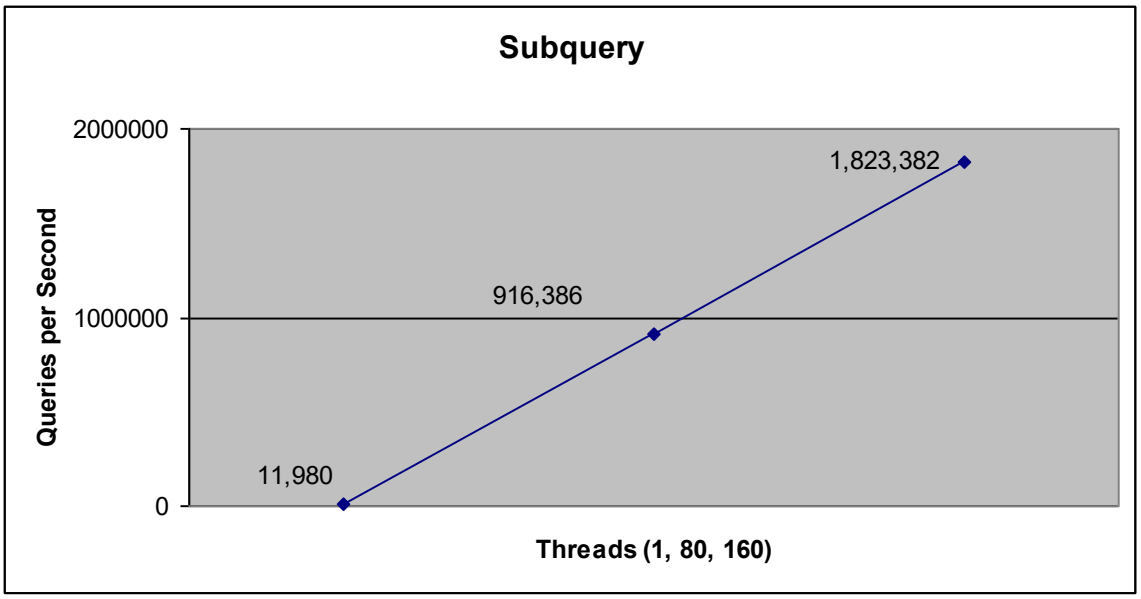

Chart 6 – SUBQUERY performance of the *eXtreme*SQL ODBC API (queries/second).

Observations

The SELECT operation using *eXtreme*DB-64's native API shows less performance improvement between 80 and 160 threads compared to the improvement between 1 and 80 threads. This stems in part from the fact that virtually no computation (a strong suit for the native API) was required for this operation. Instead, the application spends nearly all its time accessing random locations in the NUMA RAM. NUMA memory is not optimized for this type of access. As a result, those random accesses were going almost as fast as they could go at 80 threads, so there was only incremental improvement as the application scaled to 160 threads.

In the JOIN and SUBQUERY operations (and with SQL in every case) relatively more time is spent in computation versus accessing the memory, so 80 threads were not yet taxing the system's ability to fetch the data. In addition, the JOIN and SUBQUERY tests exploit "locality of reference": when the database is provisioned, related rows are more likely to be placed on the same or adjacent pages, causing far fewer cache invalidations and leading to more uniform improvement in performance as the number of threads scales up.

Conclusion

The test delivered groundbreaking results in terms of in-memory database system scalability. Among its firsts: performance numbers from an IMDS (*eXtreme*DB-64) beyond 1 TB; confirmation that an IMDS can support an arbitrarily large number of concurrent processes/threads and deliver consistent performance; and proof that performance does not degrade significantly with increased database size.

To put McObject's benchmark result of 87.7 million queries per second in perspective, consider that the standard currency of such comparisons is transactions *per minute*. For example, in late 2010, one database vendor pointed to a TPC-audited benchmark result of 30.25 million transactions/minute as documenting "the world's fastest database."

Comparing performance across different applications and operating environments is notoriously tricky. But viewed in this light, even the 1.82 million queries/second (109.2 million queries/minute) result achieved in McObject's benchmark test, using *eXtreme*DB-64's SQL ODBC API (rather than the faster native API) in a technically challenging sub-query operation, proves that IMDS technology is an excellent candidate for high-volume real-time database management. Further evidence is provided by the nearly linear scalability achieved in McObject's benchmark, from a single processor core up to 160 processor cores, with some minor and unavoidable drop-off in scalability occurring for operations that involve a higher proportion of system "housekeeping."

(Was this report useful? Download a comprehensive account of McObject's terabyte-plus benchmark test at http://www.mcobject.com/terabyte-plus-benchmark. The 22-page report includes benchmark application source code and database schema; more performance data, including additional metrics and an examination of database ingest time requirements; and expanded analysis. Visit http://www.mcobject.com for more information on the *eXtreme*DB product family. E-mail McObject, sales@mcobject.com, or call 425-888-8505 to arrange your own evaluation of *eXtreme*DB-64).

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