# PA036: DB Project 1. PostgreSQL

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#### Relational DBMS

- PostgreSQL
  - open-source relational database management system
  - □ ver. 16 docs
- Accessing DB
  - □ a command-line client: psql
- Benchmarking DB
  - □ a command-line tool: <u>pgbench</u>



# Query Plan

- command EXPLAIN
  - □ shows how a database will execute a query

```
EXPLAIN SELECT * FROM tenk1 WHERE unique1 < 7000;
                      QUERY PLAN
Seq Scan on tenk1 (cost=0.00..483.00 rows=7001 width=244)
   Filter: (unique1 < 7000)
EXPLAIN SELECT * FROM tenk1 WHERE unique1 < 100;
                             QUERY PLAN
Bitmap Heap Scan on tenk1 (cost=5.07..229.20 rows=101 width=244)
   Recheck Cond: (unique1 < 100)</pre>
   -> Bitmap Index Scan on tenk1 unique1 (cost=0.00..5.04 rows=101 width=0)
         Index Cond: (unique1 < 100)</pre>
```

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# Query Plan (cont.)

```
EXPLAIN SELECT * FROM tenk1 t1, tenk2 t2
       WHERE t1.unique1 < 100 AND t1.unique2 = t2.unique2;
                                   QUERY PLAN
Hash Join (cost=230.47..713.98 rows=101 width=488)
  Hash Cond: (t2.unique2 = t1.unique2)
   -> Seq Scan on tenk2 t2 (cost=0.00..445.00 rows=10000 width=244)
   -> Hash (cost=229.20..229.20 rows=101 width=244)
         -> Bitmap Heap Scan on tenk1 t1
                                        (cost=5.07..229.20 rows=101 width=244)
               Recheck Cond: (unique1 < 100)
               -> Bitmap Index Scan on tenk1 unique1
                                            (cost=0.00..5.04 rows=101 width=0)
                     Index Cond: (unique1 < 100)</pre>
```

# Query Plan (cont.)

Add analyze to show real execution times

```
EXPLAIN ANALYZE SELECT * FROM tenk1
                WHERE unique1 < 100 AND unique2 > 9000 LIMIT 2;
                                QUERY PLAN
      (cost=0.29..14.71 rows=2 width=244)
Limit
                         (actual time=0.177..0.249 rows=2 loops=1)
      Index Scan using tenk1 unique2 on tenk1
                         (cost=0.29..72.42 rows=10 width=244)
                         (actual time=0.174..0.244 rows=2 loops=1)
         Index Cond: (unique2 > 9000)
         Filter: (unique1 < 100)
                                                            Planner may show
         Rows Removed by Filter: 287
                                                            discrepancy in the
Planning time: 0.096 ms
                                                             number of rows
Execution time: 0.336 ms
                                          It may signal
                                       inefficiency of filter.
```

If planner is wrong in estimates, try to update statistics – vacuum command.



# Query Plan (cont.)

Beware of data modifying queries under inspection -> use transactions

```
BEGIN;
EXPLAIN ANALYZE UPDATE tenk1 SET hundred = hundred + 1 WHERE unique1 < 100;
                            QUERY PLAN
Update on tenk1 (cost=5.08..230.08 rows=0 width=0)
                                 (actual time=3.791..3.792 rows=0 loops=1)
      Bitmap Heap Scan on tenk1 (cost=5.08..230.08 rows=102 width=10)
                                  (actual time=0.069..0.513 rows=100 loops=1)
         Recheck Cond: (unique1 < 100)
         Heap Blocks: exact=90
         -> Bitmap Index Scan on tenk1_unique1
                                  (cost=0.00..5.05 rows=102 width=0)
                                  (actual time=0.036..0.037 rows=300 loops=1)
               Index Cond: (unique1 < 100)</pre>
 Planning Time: 0.113 ms
 Execution Time: 3.850 ms
ROLLBACK;
```

# Query Plan (cont.)

Add buffers – shows how much data was read

```
EXPLAIN (ANALYZE, BUFFERS) SELECT * FROM tenk1
                                      WHERE unique1 < 100 AND unique2 > 9000;
                              OUERY PLAN
 Bitmap Heap Scan on tenk1 (cost=25.08..60.21 rows=10 width=244)
                                      (actual time=0.323..0.342 rows=10 loops=1)
   Recheck Cond: ((unique1 < 100) AND (unique2 > 9000))
   Buffers: shared hit=15
   -> BitmapAnd (cost=25.08..25.08 rows=10 width=0)
                                      (actual time=0.309..0.309 rows=0 loops=1)
         Buffers: shared hit=7
         -> Bitmap Index Scan on tenk1 unique1
                                      (cost=0.00..5.04 \text{ rows}=101 \text{ width}=0)
                                      (actual time=0.043..0.043 rows=100 loops=1)
               Index Cond: (unique1 < 100)</pre>
               Buffers: shared hit=2
         -> Bitmap Index Scan on tenk1 unique2
                                      (cost=0.00..19.78 rows=999 width=0)
                                      (actual time=0.227..0.227 rows=999 loops=1)
               Index Cond: (unique2 > 9000)
               Buffers: shared hit=5
 Planning time: 0.088 ms
 Execution time: 0.423 ms
```

PA036, Vlastislav Dohnal, FI MUNI, 2025

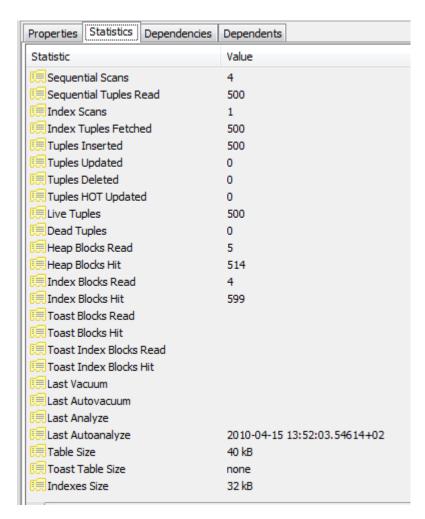
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#### **Query Rewriting**

- Modifying the query text to eliminate unnecessary operations
  - □ Keeping the result identical!!!
- Techniques
  - □ Use of indexes
    - attribute selection, inclusion of attributes, clustering the table by an index
  - □ Elimination unnecessary ops (DISTINCT, GROUP BY, ...)
  - □ (Correlated) subqueries
    - changing subquery to a join, "with" clause
  - □ Temporary tables
  - □ Incorrect use of having
  - Materialized views and its maintenance

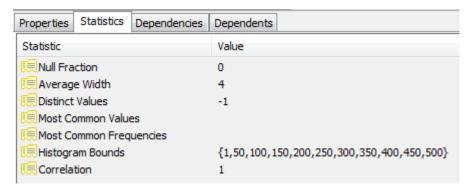


Relation hotel



## Statistics in PostgreSQL

#### Attribute hotel.id

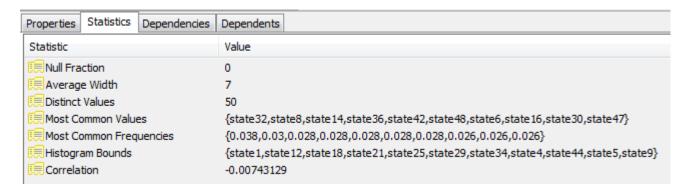


#### Attribute hotel.name

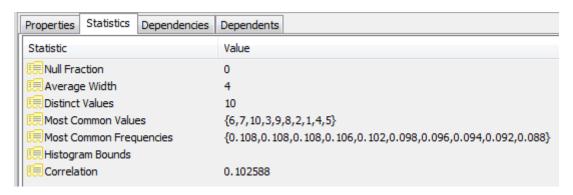


# Statistics in PostgreSQL

Attribute hotel.state



Attribute hotel.distance\_to\_center



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# Indexes in PostgreSQL

- Index types in docs
  - □ B-tree, Hash
  - □ GiST, SP-GiST
    - for several two-dimensional geometric data types,
    - supports "nearest neighbors" queries
  - □ GIN
    - inverted file, for indexing arrays
  - □ BRIN (Block Range Index)
    - stores summaries about the values stored in consecutive physical block ranges of a table, good for values well-correlated with the physical order of the table rows



# Indexes in PostgreSQL (cont.)

- Multicolumn indexes
  - Mind the order of attributes
- Expression based indexes
  - □ Evaluate a function to be stored in the index
- Partial indexes
  - □ Index only a subset of rows



## Transactions in Pg

- Transactions (a sequence of work done all or none)
  - □ ACID properties
  - □ Control commands:
    - BEGIN Starts a new transaction.
    - COMMIT Saves all changes made in the transaction permanently.
    - ROLLBACK Undoes all changes made in the current transaction.



# Transactions in Pg (cont.)

- Transactions
  - Control commands within a transaction:
    - SAVEPOINT <name> Creates a checkpoint inside a transaction to which you can ROLLBACK.
    - ROLLBACK TO SAVEPOINT <name> Undoes changes made after a specific savepoint.
- Isolation level
  - determines how transactions interact with each other



# Isolation Levels in Pg

- Command:
  - □BEGIN;
  - □ SET TRANSACTION ISOLATION LEVEL ...;
- Levels:
  - □ Read uncommitted
  - Read committed (default)
  - □ Repeatable read
  - □ Serializable

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- □ Read uncommitted (fastest, unsafe)
  - Transactions can read uncommitted changes from other transactions
- Read committed
  - A transaction sees only committed changes from other transactions.
  - Each query in the transaction gets a fresh snapshot of the database.
- □ Repeatable read
  - A transaction sees a consistent snapshot throughout its execution.
  - Prevents non-repeatable reads but may still allow phantom reads.
- □ Serializable (slowest, correct)
  - Transactions are executed in a way that ensures they behave as if they were executed sequentially.
  - Prevents dirty reads, non-repeatable reads, and phantom reads.

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- Any change to data (INSERT, UPDATE, DELETE) creates a "lock"
  - □ Lock is release on COMMIT or ROLLBACK.
- View locks:
  - SELECT \* FROM pg\_locks WHERE granted
    = true;
- Typically, we are happy to let handled by Pg automatically.
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- Row-level locks
  - □ SELECT... FROM... FOR [UPDATE|SHARE]
  - □ FOR UPDATE
    - Locks selected rows, preventing other transactions from modifying them.
  - ☐ FOR SHARE
    - Allows concurrent reads but prevents updates/deletes.



- Table-level locks controls access to the whole table
  - □ ACCESS SHARE Default lock for SELECT statements (allows concurrent reads).
  - □ ROW SHARE Acquired by SELECT ... FOR UPDATE or FOR SHARE.
  - □ ROW EXCLUSIVE Used by INSERT, UPDATE, and DELETE.
  - □ SHARE Prevents writes but allows concurrent reads.
  - □ SHARE ROW EXCLUSIVE Prevents concurrent writes and some reads.
  - □ EXCLUSIVE Allows only the locking transaction to modify the table.
  - □ ACCESS EXCLUSIVE Blocks all reads and writes (used by ALTER TABLE, DROP TABLE).

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■ That' all, folks.