

Fast Tables: The Columnar Table Backend

Marc Bux November 20, 2020

#KNIMESummit



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- Complete rewrite of KNIME's table storage backend
- To be released in Labs with AP 4.3



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- Preliminary Benchmark
 - Some frequently used nodes
 - 2 GB Heap (-Xmx), 2 GB Off-Heap



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- 1. A New Table Backend for Improved Performance
- 2. Design Decisions and Benefits
- 3. Cache Architecture and Configuration
- 4. New Table API



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A Little History

 In KNIME 3.5 and earlier, all tables with more than 100k cells were synchronously persisted to disk



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- KNIME 3.6 introduced the Parquet Column Store
 - Major speedups when accessing only parts of a table (selected columns or a range of rows)
 - Lesson learned:
 - It is the fact that we persist to disk (and not how we persist to disk) that costs performance



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- KNIME 4.0 introduced an LRU cache for medium-sized tables
 - Medium-sized: larger than 5k cells, but not too large to fit into the heap
 - Lesson learned:

Keeping tables in the JVM heap for a long time puts a lot of pressure on garbage collection



A New Table Backend

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				Off-Heap Memory Region
org.knime.core.data.container	Apache Parquet		Apache Arrow	Hard Disk
1	since KNIME AP 3.6	I	since KNIME AP 4.3	

- Apache Parquet / ORC: "column-oriented data storage formats of the Apache Hadoop ecosystem"
- Apache Arrow: "language-agnostic software framework for developing data analytics applications that process columnar data"



Preference Page: Old Versus New

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Getting Started

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Getting Started

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- LocalDateTimeCell (LocalDateTime and LocalTime fields)
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- LocalDateTimeCell (LocalDateTime and LocalTime fields)
 - 80 bytes in memory, but information can be represented with 16 bytes
- + Reduce memory footprint, hold more data in memory
- + Less object creations, less work for garbage collector



JVM Heap and Garbage Collection

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Cache Long-Living in-Memory Data Off-Heap

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- More susceptible to memory leaks





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 - Region of memory for dynamic memory allocation for Java objects
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 - Periodically iterates over heap and frees memory occupied by unreferenced objects
- Non-primitive data must be serialized (converted to byte-array)
- More susceptible to memory leaks
- + Take load off garbage collection
- + More controllable memory footprint
- + Reduce interference between caching of data and node operations
- + First step in enabling shared memory with other languages (e.g., Python)



Table Structure & Other Benefits





Table Structure & Other Benefits



- + (A lot) less operations per cell, more operations per chunk
- + Cache chunks, as opposed to full tables
- + Cleaner, more maintainable code base



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Minimal Data Source (subject to change)

```
protected BufferedDataTable[] execute(final BufferedDataTable[] inData, final ExecutionContext exec) throws Exception {
    final DataTableSpec spec = new DataTableSpec(new DataColumnSpecCreator("Column 0", IntCell.TYPE).createSpec());
    final BufferedDataContainer container = exec.createDataContainer(spec);
    for (int i = 0; i < 1000; i++) {
        final RowKey rowKey = RowKey.createRowKey((long)i);
        final DataCell cell = new IntCell(i);
        final DataRow row = new DefaultRow(rowKey, cell);
        container.addRowToTable(row);
    }
    container.close();
    return new BufferedDataTable[]{container.getTable()};
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    final DataTableSpec spec = new DataTableSpec(new DataColumnSpecCreator("Column 0", IntCell.TYPE).createSpec());
    try (final RowContainer container = exec.createRowContainer(spec);
         final RowWriteCursor cursor = container.createCursor()) { // multiple cursors in the future?
        for (int i = 0; i < 1000; i++) {</pre>
            final RowWrite row = cursor.forward();
            final String rowKey = String.format("Row%d", i); // auto row keys in the future?
            row.setRowKey(rowKey);
            final IntWriteValue value = row.getWriteValue(0);
            value.setIntValue(i);
        return new BufferedDataTable[]{container.finish()};
    }
```



Minimal Data Sink (subject to change)

```
protected BufferedDataTable[] execute(final BufferedDataTable[] inData, final ExecutionContext exec) throws Exception {
    try (final CloseableRowIterator iterator = inData[0].iterator()) {
      while (iterator.hasNext()) {
         final DataRow row = iterator.next();
         final DataCell cell = row.getCell(0);
         final IntValue value = (IntValue)cell;
         final int i = value.getIntValue(); // do something with i
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protected BufferedDataTable[] execute(final BufferedDataTable[] inData, final ExecutionContext exec) throws Exception {
    try (final RowCursor cursor = inData[0].cursor()) {
        while (cursor.canForward()) {
            final RowRead row = cursor.forward();
            final IntValue value = row.getValue(0);
            final int i = value.getIntValue(); // do something with i
        }
    }
    return new BufferedDataTable[0];
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Summary

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Outlook

- The feature is in a fully usable (Labs) state
- Fully compatible with all nodes and data through a transition layer
- Please, use it now and share feedback with us



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- The feature is in a fully usable (Labs) state
- Fully compatible with all nodes and data through a transition layer
- Please, use it now and share feedback with us
- Next steps after the AP 4.3 release:
 - 1. Additional improvements to become production-ready and squeeze out more performance gains
 - 2. Make use of backend in streaming
 - 3. Rewrite frequently used nodes to use new table API for yet more performance improvements
 - 4. Review other places in org.knime.core where we currently loose performance

