#### aws re: Invent

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DAT420

# Achieving scale with Amazon Aurora PostgreSQL Limitless Database

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### Agenda

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Scaling challenges

Data distribution

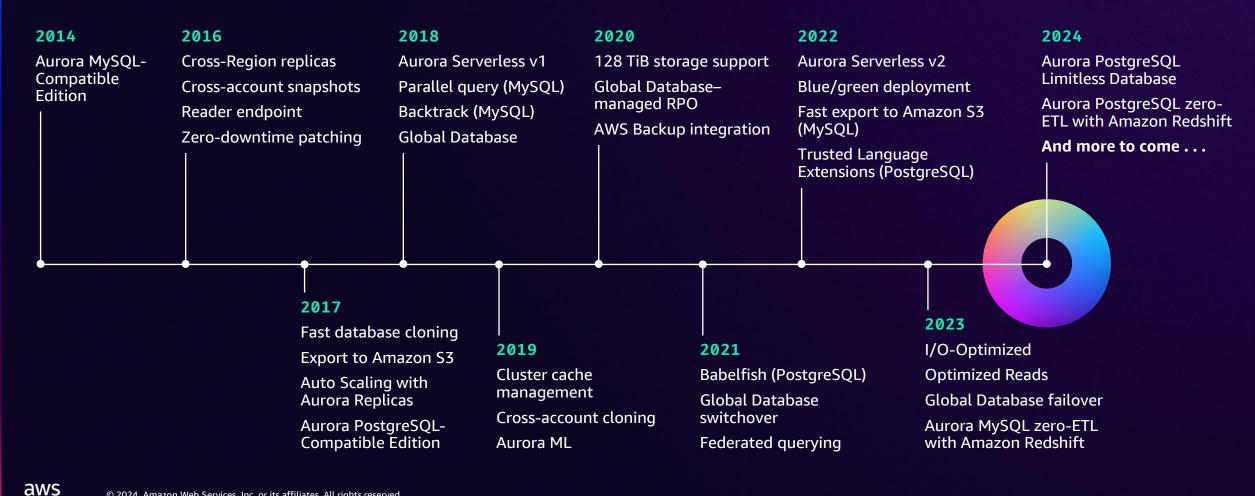
Overview

Transactions and queries

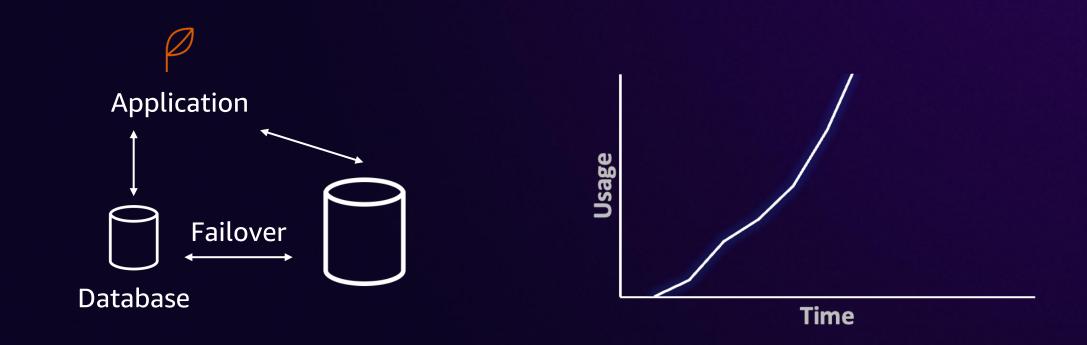
Architecture

Get started today!

#### Celebrating a decade of **Amazon Aurora innovation for customers**



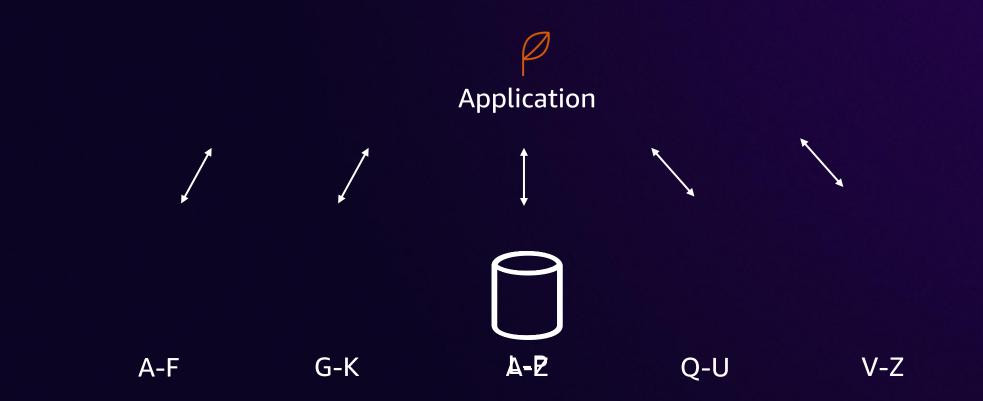
#### Scaling databases



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### Sharding brings scale



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# Challenges



Querying



Consistency



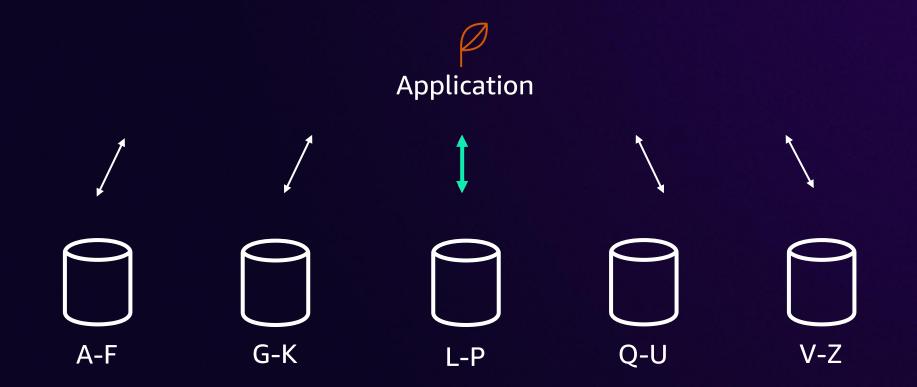
**Re-sharding** 



Capacity management

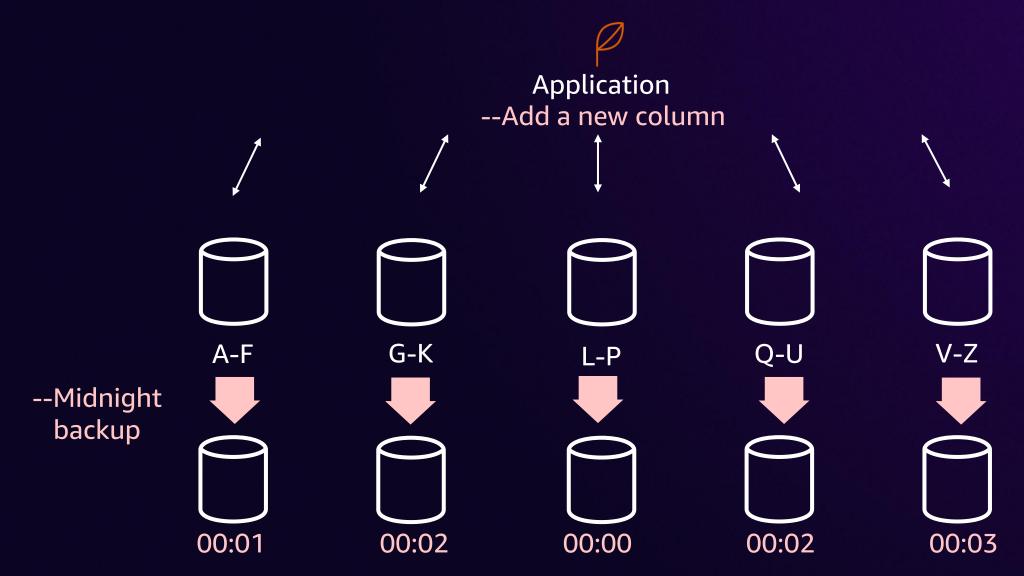
# **Challenges: Querying**



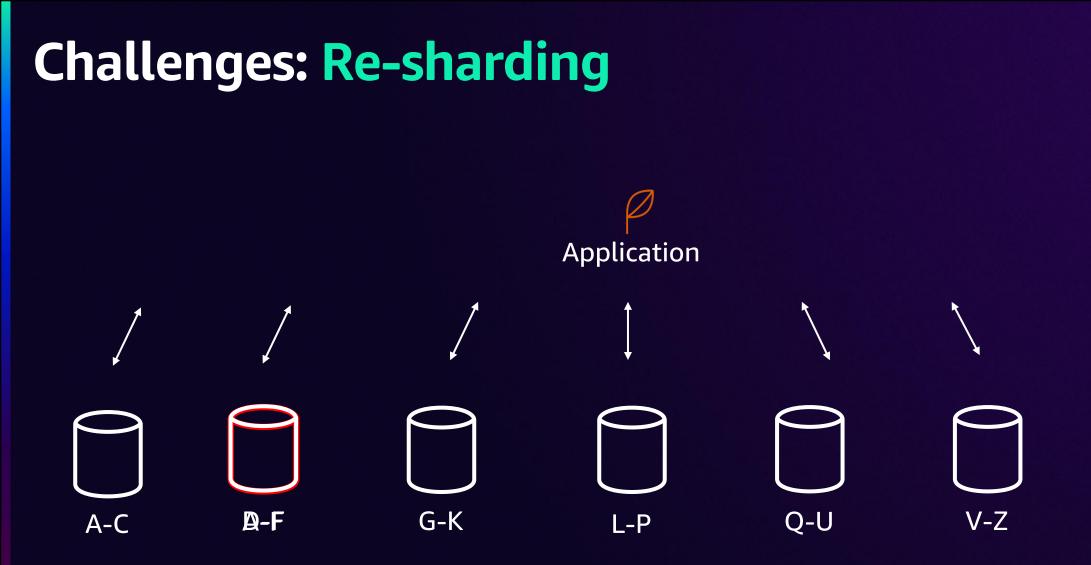


### **Challenges: Consistency**







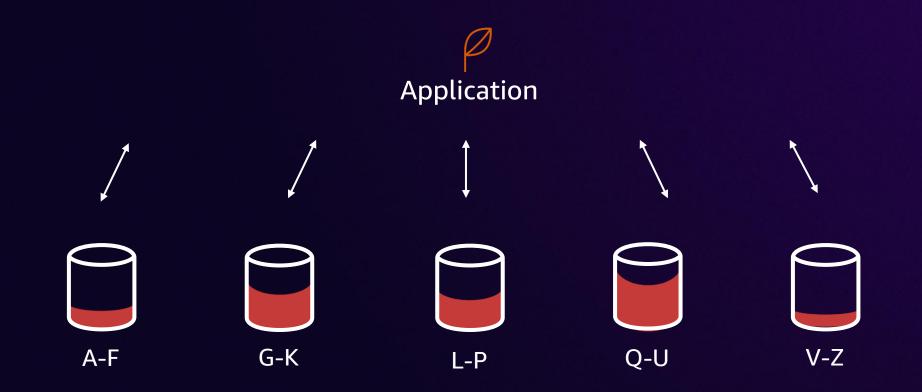


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### **Challenges: Database capacity management**



#### Aurora PostgreSQL Limitless Database

#### MANAGED HORIZONTAL SCALE-OUT BEYOND THE LIMITS OF A SINGLE INSTANCE



# $\mathbf{A}^{+}$

aws

#### Scales to millions of write transactions per seconds

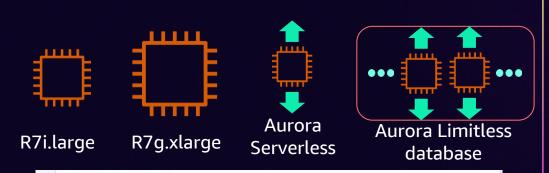
Manages petabytes of data

**Operational simplicity of a single instance** 

#### **Pay-per-use** pricing

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# **DB shard group**



#### Aurora Limitless Database - new Info

With Limitless Database, Aurora can automatically scale write throughput and data storage capacity beyond the limits of a single DB cluster.

#### DB shard group identifier

Type a name for your DB shard group. The name must be unique across all DB shard groups owned by your AWS account in the current AWS Region.

#### apglimitless-shardgrp

Constraints: 1 to 60 alphanumeric characters or hyphens. First character must be a letter. Can't contain two consecutive hyphens. Can't end with a hyphen.

#### DB shard group capacity range Info

Enter the minimum and maximum capacity for Limitless Database. The capacity is measured in Aurora capacity units (ACUs) across all routers and shards.



#### DB shard group deployment

aws

The number of additional cross Availability Zone standby shards. Adding compute redundancy will have a significant impact on cost. Learn more

 No compute redundancy Creates a DB shard group without standbys for each shard.
 Compute redundancy with a single failover target

Each shard is created with one compute standby in a different Availability Zone.

Compute redundancy with two failover targets

Each shard is created with two compute standbys in different Availability Zones

#### Create **DB shard group** instead of instances

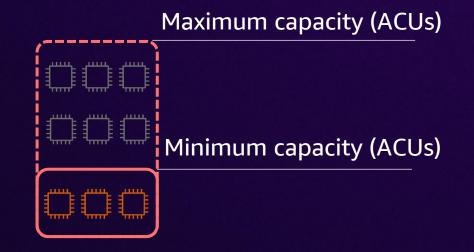
Automatic scaling based on workload

#### Specify compute redundancy

Supported by 99.99% availability SLA

#### **Capacity management**

- DB shard group capacity is measured in Aurora Capacity Units (ACUs)
- One ACU is a combination of 2GiB of memory
- Corresponding CPU and networking
- You set the minimum and maximum capacity



Aurora PostgreSQL Limitless Database

Scenario



Order				

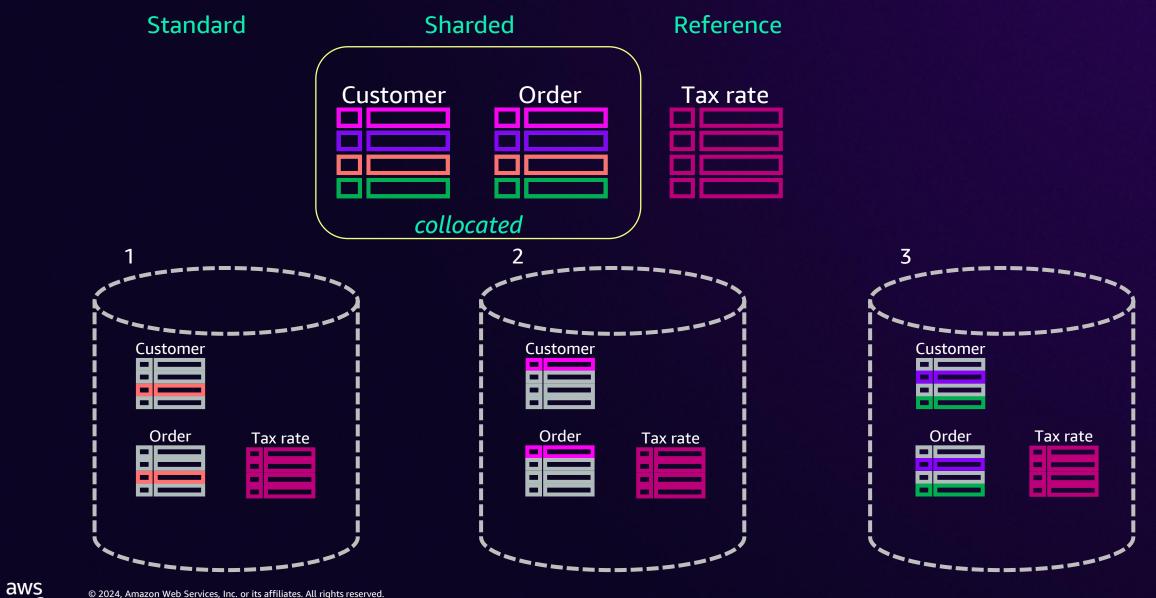


cust_id
name
email

order_id
cust_id
amount
tax_rate_id

tax_rate_id
city
state
country
tax_rate

#### Use limitless database



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#### Create sharded customer table

SET rds\_aurora.limitless\_create\_table\_mode='sharded';

SET rds\_aurora.limitless\_create\_table\_shard\_key='{"cust\_id"}';

#### CREATE TABLE customer ( cust\_id INT PRIMARY KEY NOT NULL, name TEXT, email VARCHAR(100) );

#### Create collocated order table

SET rds\_aurora.limitless\_create\_table\_mode='sharded';
SET rds\_aurora.limitless\_create\_table\_shard\_key='{"cust\_id"}';

SET rds\_aurora.limitless\_create\_table\_collocate\_with='customer';

```
CREATE TABLE order (
	order_id INT NOT NULL,
	cust_id INT NOT NULL,
	amount DOUBLE NOT NULL,
	tax_rate_id DOUBLE,
	PRIMARY KEY (order_id, cust_id)
	);
```

#### Create reference table tax\_rate

SET rds\_aurora.limitless\_create\_table\_mode='reference';

# Amazon Aurora PostgreSQL Limitless Database architecture

#### **David Wein**

Senior Principal Technologist Amazon Aurora

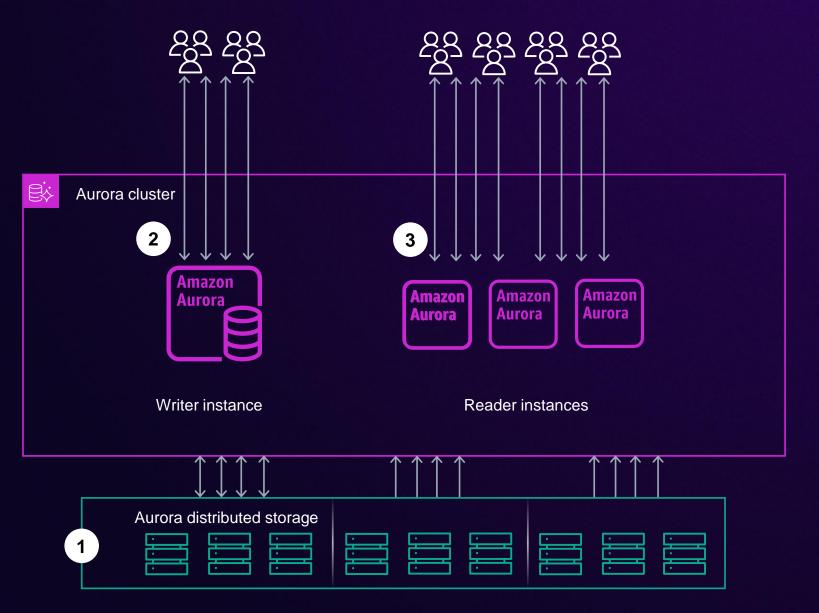


### **Standard Aurora architecture**

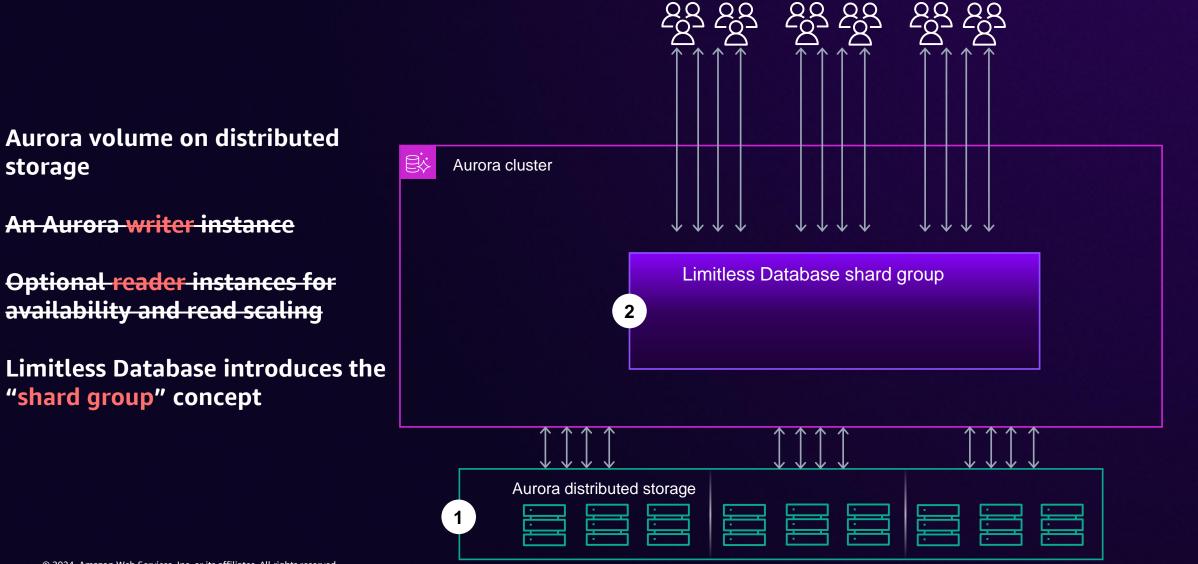
1 Aurora volume on distributed storage

<sup>2</sup> An Aurora writer instance

**3** Optional reader instances for availability and read scaling



### **Standard Aurora architecture**



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1

2

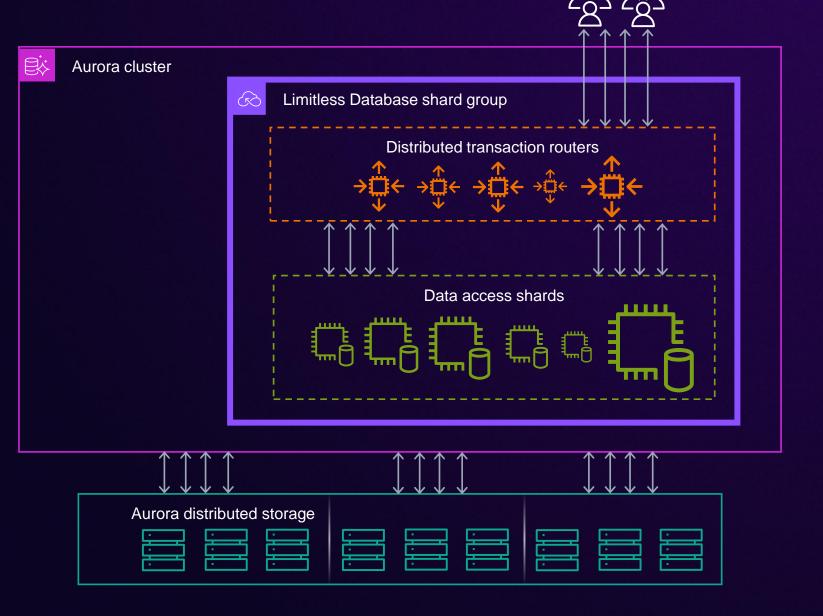
# Limitless Database shard group

**Contained within your Aurora cluster** 

Encapsulates limitless database infrastructure for your cluster

**Provides an endpoint for applications** 

Scales resources within configured capacity based on load and data size



# **Distributed transaction routers**

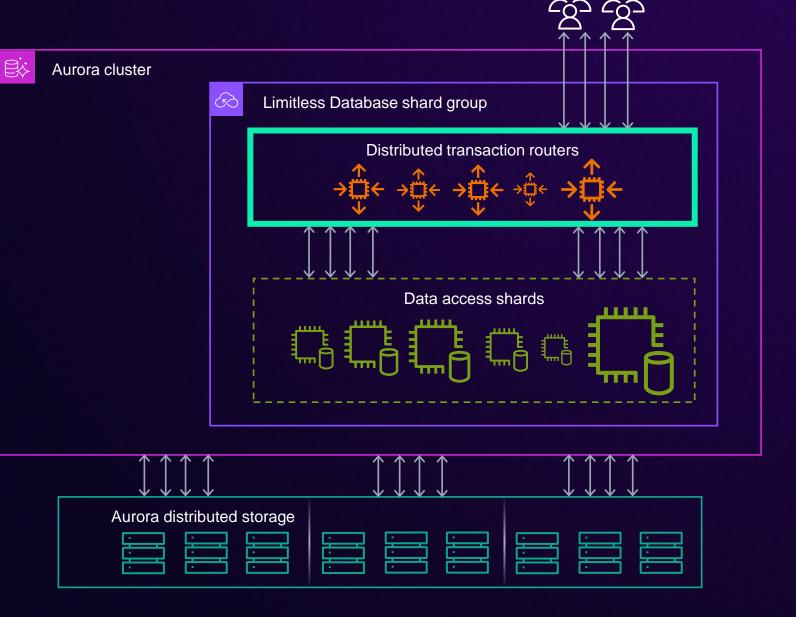
Serve all application traffic

Scale vertically and horizontally based on load

Know schema and key range placement

Assign time for transaction snapshot and drive distributed commits

Perform initial planning of query and aggregate results from multi-shard queries



#### **Data access shards**

**Own portion** of sharded table key space and have full copies of reference tables

**Scale** vertically and split based on load

Perform local planning and execution of query fragments

Execute local transaction logic Backed by Aurora distributed storage B Aurora cluster Limitless Database shard group **Distributed transaction routers** Data access shards Aurora distributed storage



# **Topology and availability**

Topology distributed across Availability Zones

Compute redundancy 0, 1, and 2

Routers are fungible and can be replaced as necessary

Availability Zone 1	Availability Zone 2	Availability Zone 3
Aurora Cluster		
Shard Group	Distributed Transaction Routers	
⇒ậ ← ⇒ậ ←	⇒ ↓ ↓	÷↓
	Data Access Shards	
Aurora distributed storage		

# **Data distribution**



### **Sharded tables**

SET rds\_aurora.limitless\_create\_table\_mode='sharded'; SET rds\_aurora.limitless\_create\_table\_shard\_key='{"cust\_id"}';

```
CREATE TABLE customer (
        cust id INT PRIMARY KEY NOT NULL,
        name TEXT,
        email VARCHAR(100)
        );
postgres_limitless=> \d+ customer
                                 Partitioned table "public.customer"
 Column
               Type | Collation | Nullable | Default | Storage | Compression | Stats target |
Description
cust_id | integer |
                                     not null
                                                         | plain
                                                       | extended
name
         | text
         | char..var(100)|
email
                                                          extended
Partition key: HASH (cust_id)
Partitions: customer_fs00001 FOR VALUES FROM (MINVALUE) TO ('-4611686018427387904'),
           customer_fs00002 FOR VALUES FROM ('-4611686018427387904') TO ('0'),
           customer_fs00003 FOR VALUES FROM ('0') TO ('4611686018427387904'),
           customer_fs00004 FOR VALUES FROM ('4611686018427387904') TO (MAXVALUE)
```

# Hash-range partitioning

Shard key is hashed to 64-bits

Ranges of 64-bit space are assigned to shards

Shards own table fragments

**Routers** have table fragment references, but no data

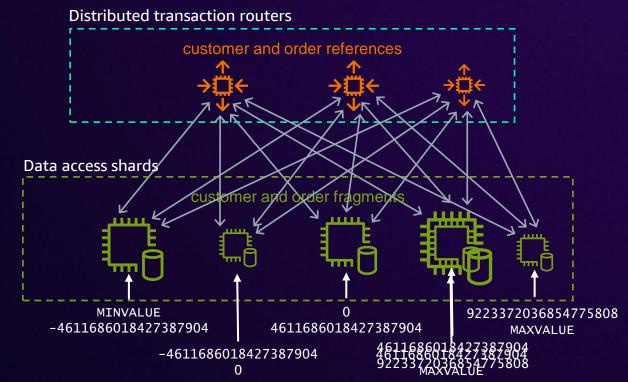
#### **Distributed transaction routers** customer Data access/shards ragments customéi MINVALUE 0 4611686018427387904 -4611686018427387904 -4611686018427387904 4611686018427387904 0 MAXVALUE



#### Horizontal scale out

- "Shard split" occurs due to utilization or storage size
- Collocated key ranges are moved together
- Leverages Aurora storage level cloning and replication
- Routers can be added

aws

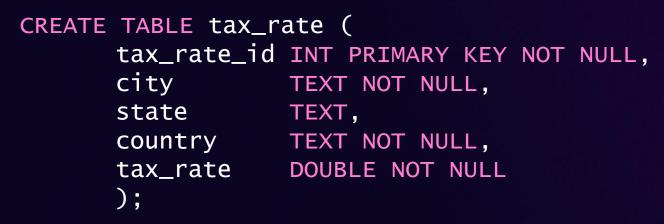




Aurora distributed storage

### **Reference tables**

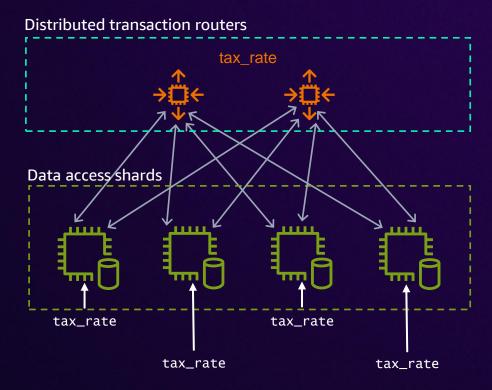
SET rds\_aurora.limitless\_create\_table\_mode='reference';



Strongly consistent (ACID writes)

Enables join pushdown

Frequent read/join, infrequent write





# Transactions



#### Transaction design goal

# PostgreSQL semantics for READ COMMITED and REPEATABLE READ

...with a consistent view as in a single system



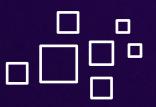
### Challenges in a distributed database



Coordination limits scalability

? ?

Transaction scope unknown until commit



Query fragments execute at different times

[	

Maintain order



**Consistent restores** 

# **Limitless ACID properties**

#### PostgreSQL read committed, repeatable read (SI)

- Same semantics as single node PostgreSQL
- External consistency

# DDLs are transactional and strongly consistent

- DDLs are always RC, same as PostgreSQL
- Can be initiated from any SQL connection

#### Multi-shard writes are atomic

All participants commit at same effective time

#### Single system backup

Point-in-time-restore fully consistent

#### PostgreSQL MVCC snapshots simplified

PostgreSQL snapshots are taken as of *now* 

- Knows the current XID . . . a transaction start sequence number
- Records the XID of all running transactions
- Compares this with XID recorded on the tuples it is scanning
  - Tuple header has XID of inserter, deleter

#### **Illustrative only - full implementation is more complex**

### PostgreSQL snapshots simplified

#### Invisible Tuples

- Written by an XID > snapshot XID
- Written by an XID that isn't committed
- Written by an XID running when the snapshot was taken

#### **Visible Tuples**

- Your own uncommitted writes
- Everything else

#### Illustrative only - full implementation is more complex

### Limitless does snapshots as of then

Transaction router establishes the snapshot time *now* 

Router passes this time to shards along with query fragment

Shards create their local snapshot as of *then* 

Multi-shard snapshots will use the same time on all shards...then

Is transaction commit time earlier than snapshot time? Visible.

Historically, relying on wall time between multiple systems doesn't work

Innovation and major investment in time infrastructure makes this possible in AWS

Database algorithms built on highly reliable, drift bounded clocks

Extremely scalable design



### **Bounded clocks in EC2**

Amazon Time Sync Service provides high quality time to EC2 instances

ClockBound is an open source daemon that provides *{earliest,latest}* uncertainty bounds, typically < 1msec

Actual true time guaranteed between *{earliest,latest}* 

New architecture has clock source on Nitro card, <50 usec uncertainty



## Repeatable read – distributed (with clocks)

 router gets time t100
 execute on shard w/cust\_id 619 using snapshot@t100

BEGIN TRANSACTION ISOLATION LEVEL REPEATABLE READ;

**Transaction T1** 

SELECT status FROM order WHERE cust\_id
= 619 and order\_id = 61890340;
filling

 execute on shard w/cust\_id 801 using snapshot@t100

SELECT status FROM order WHERE cust\_id WHERE cust\_id = 801 and order\_id = 80044011;

filling

aws

BEGIN; SELECT status FROM order WHERE cust\_id WHERE cust\_id = 801 and order\_id = 80044011; 1) router uses 1PC on shard 2) shard assigns commit@t110 3) acks commit when a) writes durable on disk b) earliest possible time > t110

#### Transaction T3

Transaction T2

SELECT status FROM order WHERE cust\_id WHERE cust\_id = 801 and order\_id = 8004401

shipped

 router gets time t125
 execute on shard w/cust\_id 801 using snapshot@t125

execute on shard w/cust id

801 using snapshot@t103

### **Multi-shard writes**

Build on modified two-phase commit protocol

Router coordinates distributed commit

All shards will commit the transaction with the same commit time

Commit latency is roughly 2–3x single shard commit



### **Transactions conclusion**

Same RC/RR semantics as PostgreSQL

All reads are consistent, w/o quorum, even on failover

Commits w/single shard writes scale linearly (millions/sec)

Distributed commits are atomic



## **Queries & Performance**



### Fundamentally Aurora PostgreSQL



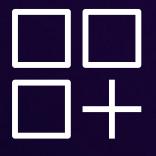
PostgreSQL wire compatible



#### PostgreSQL parser and semantics



Broad surface area coverage



Selected extensions

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## **Query execution basics**



PostgreSQL foreign tables foundation



Enhancements in core engine



A custom foreign data wrapper

## **Query flow**

#### Router

- 1. Receives query from client
- 2. Plans what can be sent to shards and any joins that must be done
- 3. Sends partial queries to shards with transaction context

#### Shard

- 4. Receives partial query from router
- 5. Plans local joins and scans
- 6. Execute and sent results to router
- 7. Router does final joins, filters, and aggregations as necessary



## Locality is key to performance

Lowest latency and best scalability when locality is maintained

Push execution close to the data

Reduce messaging, leverages caching

Collocated and reference tables are key building blocks



## Single shard optimization

Best performance when router determines query goes to a single shard

postgres\_limitless=> EXPLAIN (VERBOSE, COSTS OFF) SELECT \* FROM customers WHERE customer\_id = 100;

QUERY PLAN

```
Foreign Scan
Output: customer_id, other_id, customer_name, balance
Remote SQL: SELECT customer_id,
    other_id,
    customer_name,
    balance
FROM public.customers
WHERE (customer id = 100)
Single Shard Optimized
```

## Single shard join pushdown

postgres\_limitless=> EXPLAIN (VERBOSE, COSTS OFF) SELECT \* FROM orders LEFT JOIN zipcodes ON orders.zipcode\_id = zipcodes.zipcode\_id WHERE customer\_id = 11;

QUERY PLAN

```
Foreign Scan
  Output: customer_id, order_id, zipcode_id, customer_name, balance, zipcodes.zipcode_id,
zipcodes.city
   Remote SQL: SELECT orders.customer_id,
    orders.order_id,
    orders.zipcode_id,
    orders.customer_name,
    orders.balance.
    zipcodes.zipcode_id,
    zipcodes.city
    FROM (public.orders
      LEFT JOIN public.zipcodes ON ((orders.zipcode_id = zipcodes.zipcode_id)))
  WHERE (orders customer id = 11)
 Single Shard Optimized
```

### **Function distribution**

Collection of statements that operate on the same key value can be wrapped in a function

Significant improvement in latency and reduction in router CPU

See "Function distribution" and limitless\_distribute\_function in the docs



#### **Parallel operations**

Parallel operations speed up via multi-shard execution

Some examples: Create index Analyze Vacuum Aggregates (count, sum, min, max)

### Low latency at scale

Experiment in us-east-1

Three big client drivers distributing random updates across 100B rows

(screen 1: ec2-user@ip-172-31-36-202:/wip/pgbench-kermit15)	- D X	
pgbench (16.4)		
progress: 60.0 s, 686401.9 tps, lat 2	.357 ms stddev 0.639, 0 failed	
progress: 120.0 s, 849197.9 tps, lat :	2.355 ms stddev 0.639, 0 failed	
progress: 180.0 s, 848990.5 tps, lat :	2.356 ms stddev 0.660, 0 failed	
progress: 240.0 s, 849730.9 tps, lat :		
progress: 300.0 s, 836900.8 tps, lat :		
progress: 360.0 s, 847194.7 tps, lat :		
progress: 420.0 s, 848091.6 tps, lat :	2.358 ms stddev 0.651, 0 failed	
progress: 480.0 s, 846166.1 tps, lat :		- 0 X
progress: 540.0 s, 850282.2 tps, lat	2.35 Proceeding and a second and a second provide a second provide a second	
progress: Infinity s, 0.0 tps, lat 0.	000 pgbench (16.4)	
	upcprogress: 60.0 s, 732174.1 tps, lat 2.206 ms stddev 0.701,	0 failed
scaling factor: 1000000	progress: 120.0 s, 897809.3 tps, lat 2.228 ms stddev 0.675,	
query mode: simple	progress: 180.0 s, 896915.5 tps, lat 2.230 ms stddev 0.686,	
number of clients: 2000	progress: 240.0 s, 898754.1 tps, lat 2.225 ms stddev 0.674,	
number of threads: 2000	progress: 300.0 s, 883947.6 tps, lat 2.262 ms stddev 2.486,	
maximum number of tries: 1	progress: 360.0 s, 893172.1 tps, lat 2.239 ms stddev 1.469,	
duration: 600 s	progress: 420.0 s, 895048.2 tps, lat 2.234 ms stddev 0.674,	
number of transactions actually proce	ssecprogress: 480.0 s, 892966.3 tps, lat 2.240 ms stddev 1.598,	, 0 failed
	00%)progress: 540.0 s, 897730.2 tps, lat 2.228 ms stddev 0.681,	0 Tailed
latency average = 2.355 ms	progress: Infinity s, 0.0 tps, lat 0.000 ms stddev 0.000, 0	
latency stddev = 1.228 ms	transaction type: ./limitless_pgbench_update.sql	-n -P 60 -T 600
initial connection time = 11526.511 m		pgbench (16.4)
tps = 848475.083080 (without initial	conrquery mode: simple	progress: 60.0 s, 585688.0 tps, lat 2.451 ms stddev 0.611, 0 failed
\$	number of clients: 2000	progress: 120.0 s, 811500.4 tps, lat 2.464 ms stddev 0.612, 0 failed
* Outobata	number of threads: 2000	progress: 180.0 s, 811900.0 tps, lat 2.463 ms stddev 0.627, 0 failed
	maximum number of tries: 1	progress: 240.0 s, 813461.0 tps, lat 2.458 ms stddev 0.619, 0 failed
	duration: 600 s	progress: 300.0 s, 801854.7 tps, lat 2.494 ms stddev 2.531, 0 failed
	number of transactions actually processed: 527475230	progress: 360.0 s, 810100.2 tps, lat 2.469 ms stddev 1.505, 0 failed
	number of failed transactions: 0 (0.000%)	progress: 420.0 s, 812459.2 tps, lat 2.461 ms stddev 0.621, 0 failed
	latency average = 2.231 ms	progress: 480.0 s, 809339.0 tps, lat 2.471 ms stddev 1.564, 0 failed
	latency stddev = 1.211 ms	progress: 540.0 s, 813195.7 tps, lat 2.459 ms stddev 0.635, 0 failed
	initial connection time = 11600.855 ms	transaction type: ./limitless_pgbench_update.sql
	tps = 896127.475507 (without initial connection time)	scaling factor: 1000000
	\$:	query mode: simple
		number of clients: 2000
		number of threads: 2000
		maximum number of tries: 1
		duration: 600 s
		number of transactions actually processed: 472903957
		number of failed transactions: 0 (0.000%)
		latency average = 2.465 ms
		latency stddev = 1.185 ms
		initial connection time = 17012.864 ms
		tps = 811034.386711 (without initial connection time)
		<u>z</u> , 1

#### Get started today!

#### Aurora Limitless Database - new Info

With Limitless Database, Aurora can automatically scale write throughput and data storage capacity beyond the limits of a single DB cluster.

#### DB shard group identifier

Type a name for your DB shard group. The name must be unique across all DB shard groups owned by your AWS account in the current AWS Region.

#### Enter DB shard group identifier

Constraints: 1 to 60 alphanumeric characters or hyphens. First character must be a letter. Can't contain two consecutive hyphens. Can't end with a hyphen.

#### DB shard group capacity range Info

Enter the minimum and maximum capacity for Limitless Database. The capacity is measured in Aurora capacity units (ACUs) across all routers and shards.

#### Minimum capacity (ACUs)

24

#### Maximum capacity (ACUs)

384

Enter a value greater than or equal to 16 ACUs.

Enter a value less than or equal to 6144 ACUs.

(768 GiB)

#### DB shard group deployment

The number of additional cross Availability Zone standby shards. Adding compute redundancy will have a significant impact on cost. Learn more [

- No compute redundancy Creates a DB shard group without standbys for each shard.
- Compute redundancy with a single failover target
   Each shard is created with one compute standby in a different Availability Zone.

(48 GiB)

Compute redundancy with two failover targets
 Each shard is created with two compute standbys in different Availability Zones.

#### aws rds create-db-shard-group

- --db-cluster-identifier proddb
- --db-shard-group-identifier proddb-sg
- --min-acu 150
- --max-acu 600
- --compute-redundancy 2



## Summary

- Challenges for scaling
- Scales to millions of write transactions per second
- Manages petabytes of data
- Scalable architecture
- ✓ Data distribution

CALL TO

ACTION

aws

Query and transactions

Get started today with AWS console: <u>https://console.aws.amazon.com/</u> Learn more: <u>https://docs.aws.amazon.com/AmazonRDS/latest/AuroraUserGuide/limitless.html</u>

### **Related sessions**

Session ID	Session Title	
DAT416	Scalable database solutions with Aurora PostgreSQL Limitless Database	
DAT316	Build scalable and cost-optimized apps with Amazon Aurora Serverless	
DAT424	Get started with the latest Amazon Aurora innovations	
DAT405	Deep dive into Amazon Aurora and its innovations	
DAT304	Amazon Aurora HA and DR design patterns for global resilience	

# Thank you!



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