# The path to using AIO in Postgres

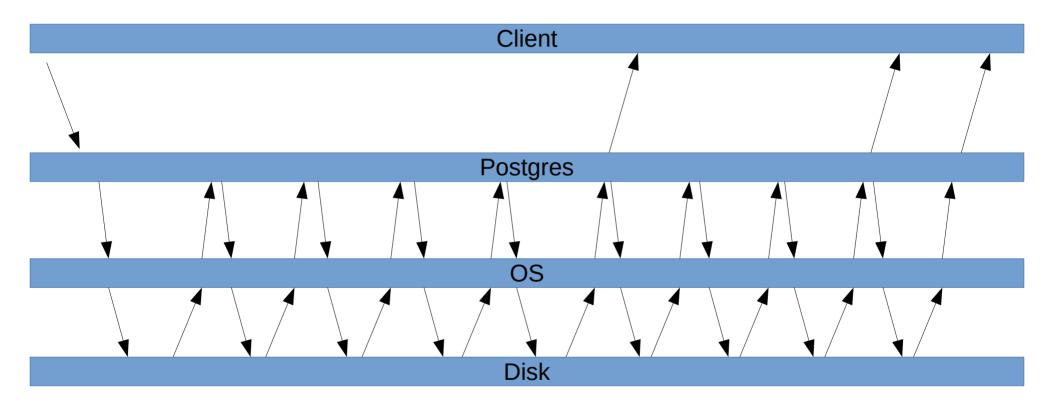
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Email: andres@anarazel.de Email: andres.freund@microsoft.com anarazel.de/talks/2023-12-14-pgconf-eu-path-to-aio/path-to-aio.pdf

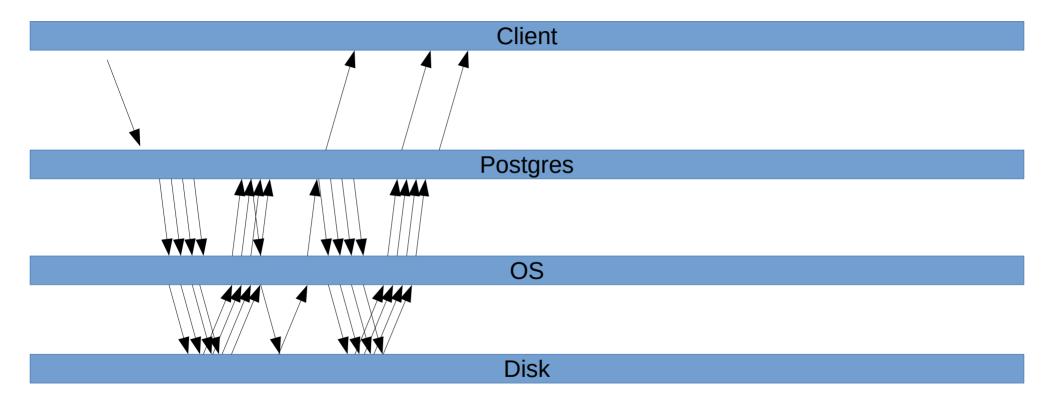
# It's Long

## It's Hard

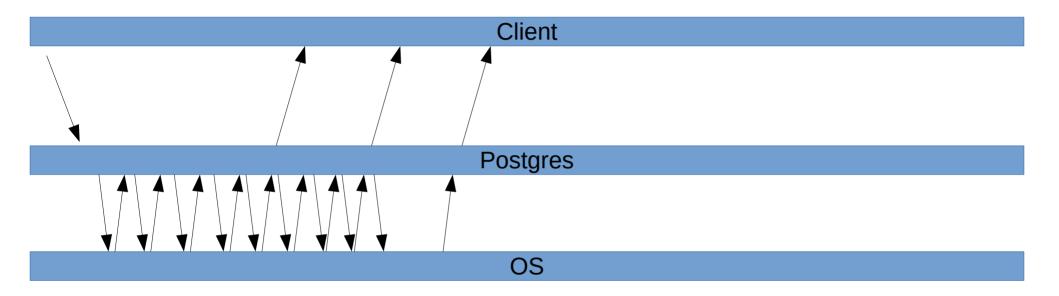
## Reads: synchronous, not cached



## Reads: asynchronous, not cached

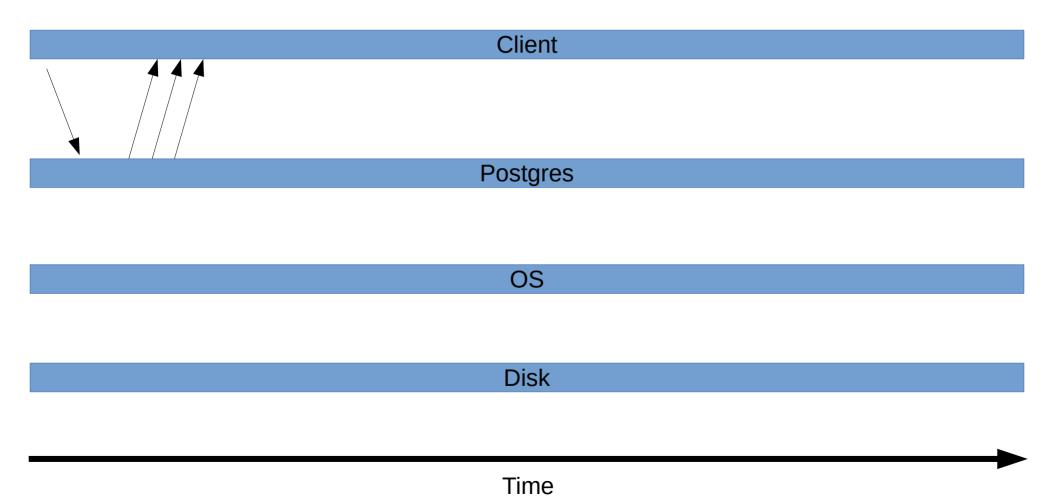


## Reads: synchronous, OS cached

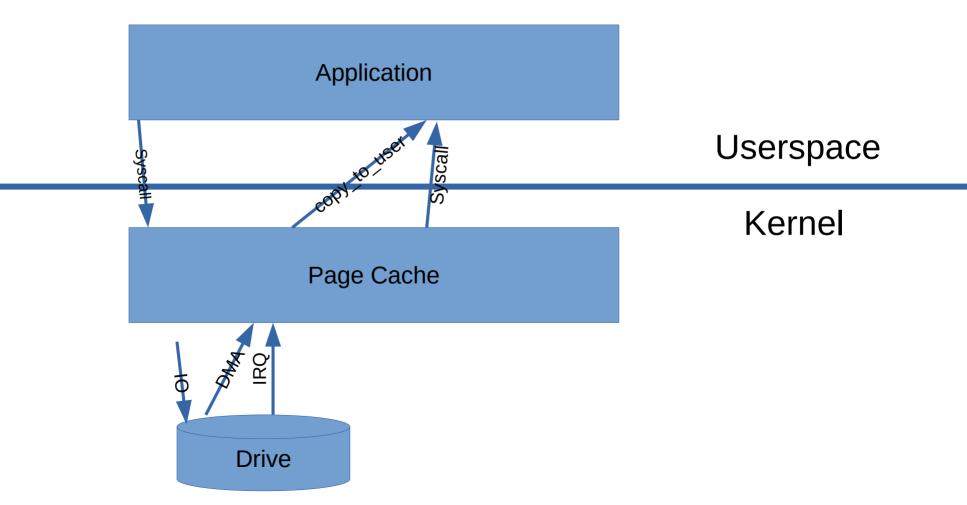


Disk

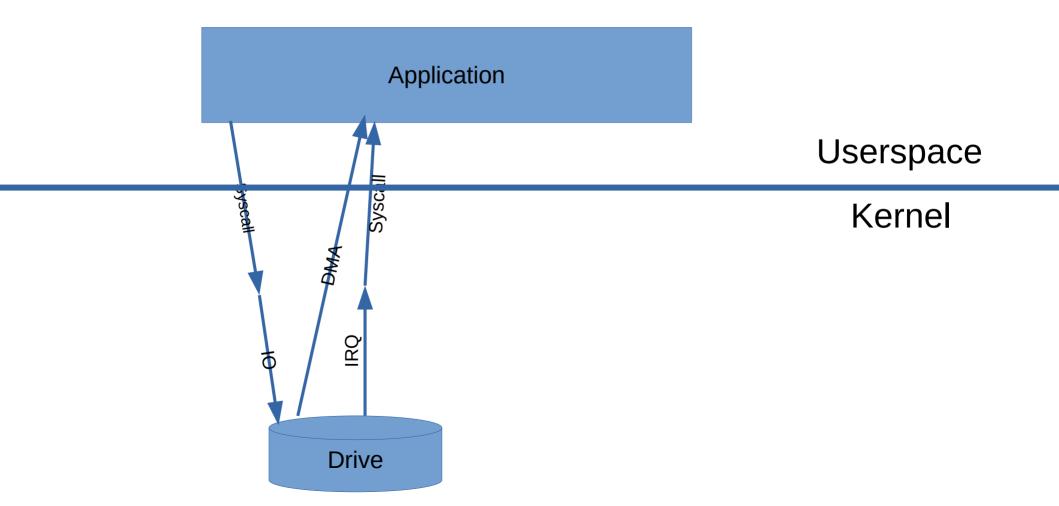
## Reads: synchronous, postgres cached



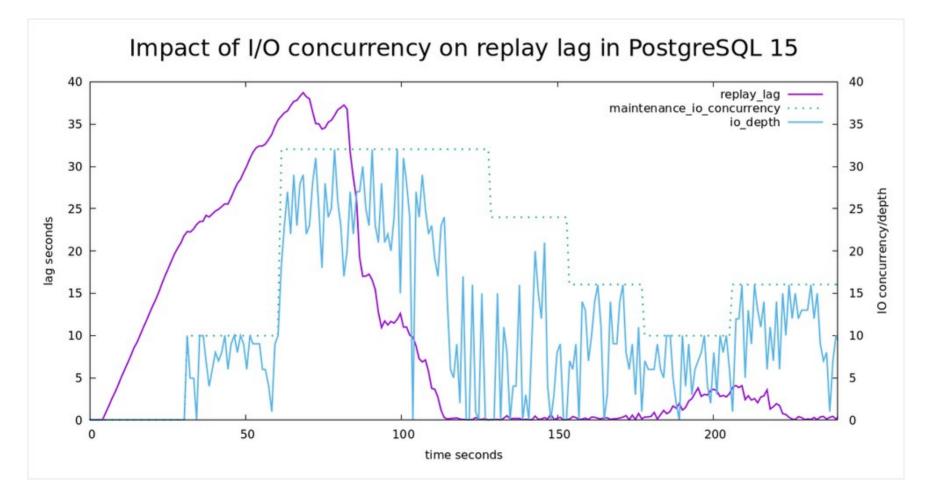
## Buffered read()



## Direct IO (DIO) read()



## 15: Recovery Prefetching (Thomas Munro)



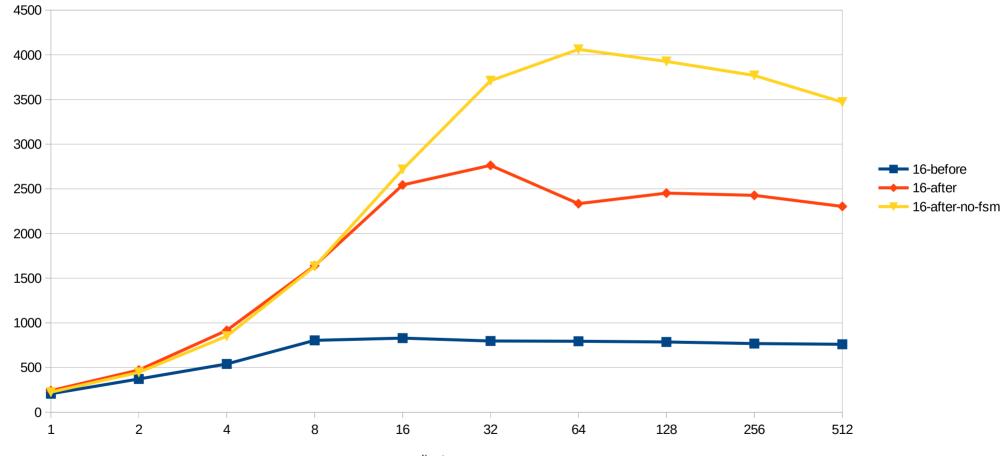
https://techcommunity.microsoft.com/t5/azure-database-for-postgresql/reducing-replication-lag-with-io-concurrency-in-postgres-15/ba-p/3673169

## 16: Bulk Relation Extension, Buffer Replacement

- Infrastructure for multiple "in progress" Buffers
- Buffer Replacement "Get a free buffer when there are no free ones"
- Relation Extension "Making a table bigger"

#### COPY into unlogged table

small files, ~10GB total, fits into s\_b, 20c/40t machine

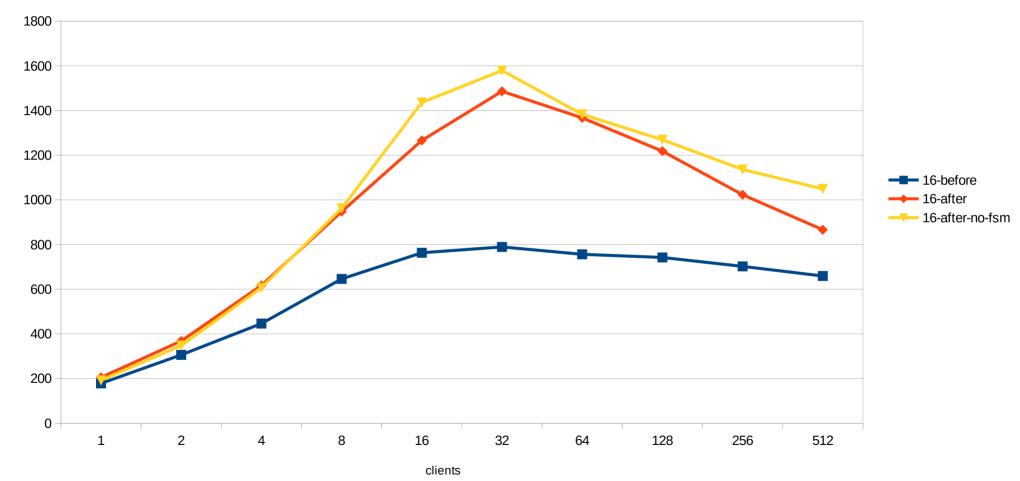


clients

MB/S

#### COPY into logged table

small files, ~10GB total, fits into s\_b, 20c/40t machine



MB/s

### 16: "Add debug\_io\_direct setting for developer usage"

- Can be set to data, wal, wal\_init
- NOT RECOMMENDED FOR PRODUCTION
- "data"
  - relation IO
  - is disastrous for performance
- "wal"
  - can already show benefits, particularly with wal\_sync\_method=open\_datasync
- "wal\_init"
  - creation of new WAL files

## 17?: Streaming Read Abstraction

- Simple interface for most read IO
- Initially no AIO, just "fadvise" style prefetching
- Main Goal: Parallelize development
- Minor Goal: Small performance gains
- Convert some users to new interface
- See

https://postgr.es/m/CA+hUKGJkOiOCa+mag4BF+zHo7qo=o9CFheB8=g6uT5TUm2gkvA@mail.gmail.com

## 17-18 ??: AIO infrastructure

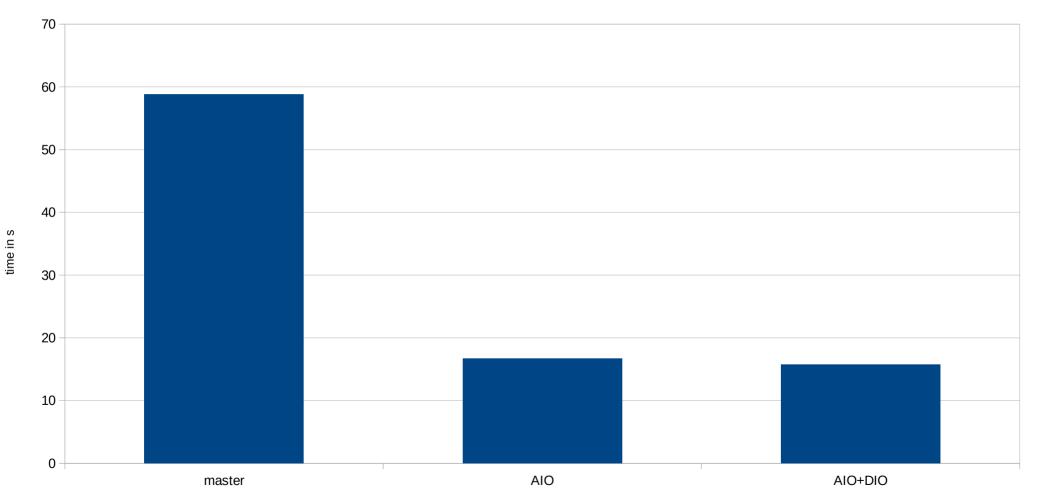
- io\_method=(worker|io\_uring|posix\_aio)
- goal: can use AIO infrastructure without loss of performance, even when no AIO support present, to avoid duplicating code
- Not yet used

## 17-18 ?: sequential scans

- Problem:
  - Only use OS readahead
  - Double Buffering
  - Can get confused (skipped blocks, segments)
  - Not guaranteed to be present on all OSs
  - OS readahead doesn't know workload / not aggressive enough
  - Simple patch due to "streaming read" interface

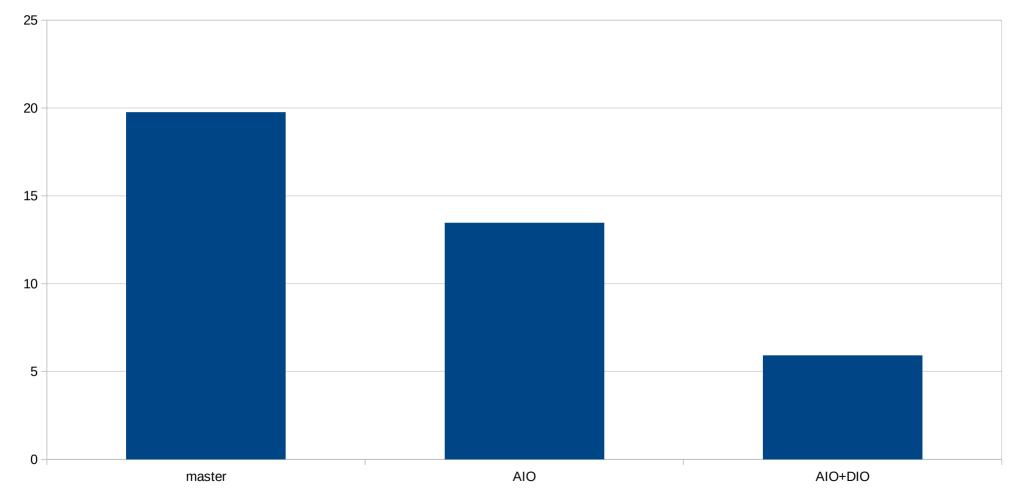
#### Sequential Scan Performance, Cloud Storage

12GB table, clean OS and PG cache



#### Sequential read via pg\_prewarm

34GB on 2 striped PCIe v3 SSDs



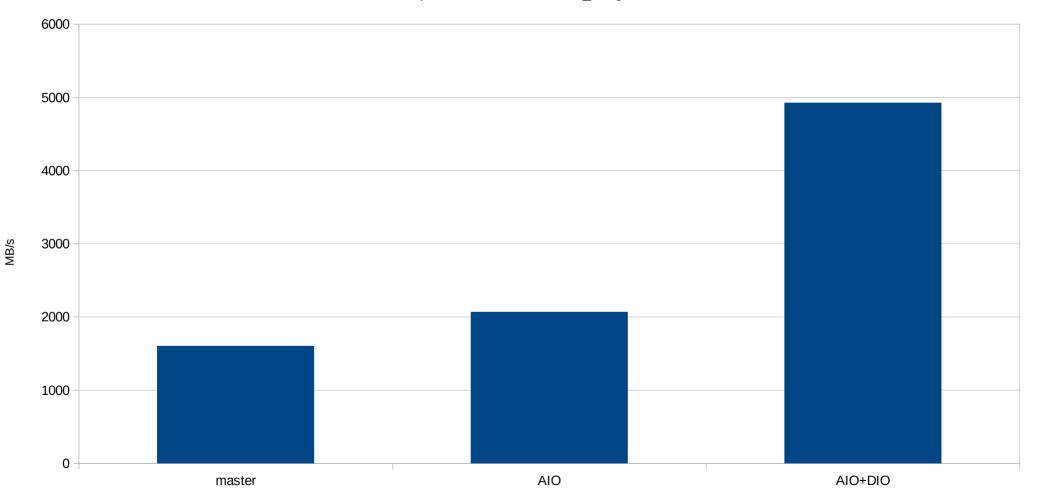
time in s

## 17-18?: checkpointer, bgwriter

- Throughput limited due to CPU overhead
- Limited control over latency impact with buffered IO

#### checkpoint 35GB of dirty data

stripe of 2 PCIe 3x SSDs, io\_uring

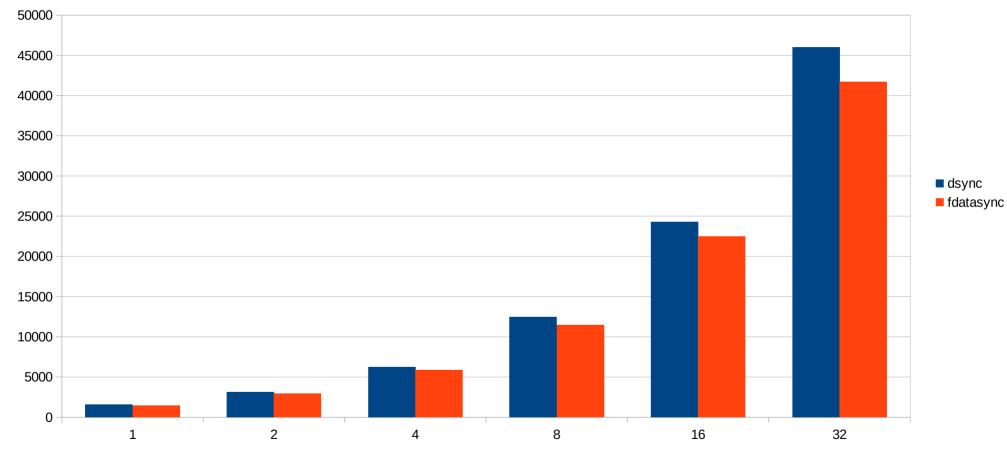


## 18?: WAL writes

- benefit #1: Do something else during WAL write / flush
  - could get rid of bgwriter (often overloaded, not adaptive)
- benefit #2: Multiple WAL flushes concurrently
  - we have group commit
  - but only one flush in progress
- Hard, gains only very partially realized right now

#### sync operations/sec, using fio

on cloud storage device with decent latency



syncs/sec

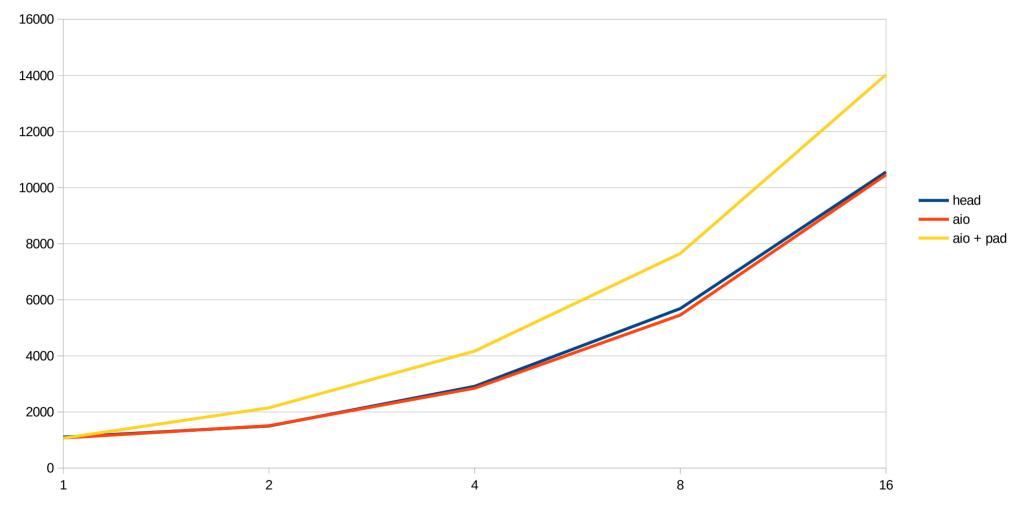
iodepth

## 18?: WAL writes

- pgbench transaction: ~450 bytes
- default WAL page size: 8kB
- in-write page cannot be written again before completion
- Problem: to-be-flushed-page is rarely full
- Solution (?): optionally pad partial pages

#### pgbench TPS

full\_page\_writes=off, scale 2000

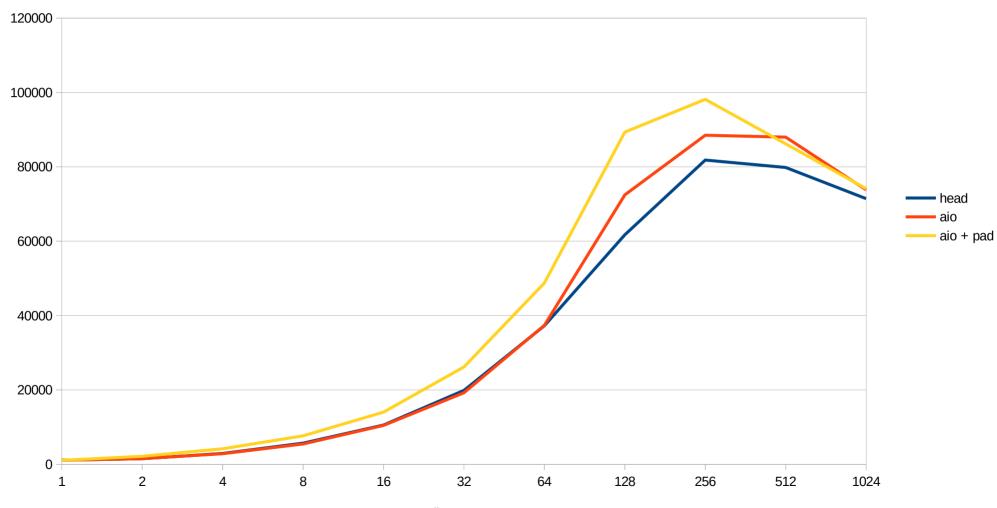


tps

clients

#### pgbench TPS

full\_page\_writes=off, scale 2000



clients

tps

## 17-18?: VACUUM

- improved read performance
- improved \*write\* performance
  - due to asynchronous WAL flushing
  - due to DIO
- better control over latency effects

	high lat cloud disk	lower lat cloud disk
master	94.673 s	33.37 s
aio	12.349 s	7.737 s

## 17, 18: Other working AIO conversions

- ProcessSyncRequests() checkpoints
- Acquire victim buffers in background
- SyncDataDirectory() startup
- Bitmap heap scans

## Potential future AIO users

- various index scans
  - Tomas Vondra is working on some bits
- More vacuuming
- Temp table support
- More everything
- lower-level operations
  - create database
  - vacuum full
  - on startup cleanups
  - filesystem directory iteration

## Thanks!

- Colleagues working with me on this
  - David, Melanie, Thomas and others
- Others working on related important pieces
  - Tomas Vondra is working index prefetching
  - Bharath Rupireddy is working feelding walsender from buffers
- Heikki Linnakangas has been reviewing parts
- ...

...

- github.com/anarazel/postgres/tree/aio
- http://wiki.postgresql.org/wiki/AIO

# The path to using AIO in Postgres

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