



Recursive CTE in GPDB



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Who am I

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What is CTE?

Common Table Expression

A common table expression (CTE) can be thought of as a temporary result set that is defined within the execution scope of a single SELECT, INSERT, UPDATE, DELETE, or CREATE VIEW statement.

```
WITH cte AS (SELECT a, b FROM foo)
```

```
SELECT * FROM cte WHERE a > 0;
```





How does Postgres implement CTE?

```
WITH cte AS (SELECT a, b FROM foo)
SELECT * FROM cte as t1, cte as t2
WHERE t1.a = t2.b;
```

QUERY PLAN

```
-----
Hash Join  (cost=1.21..1.38 rows=5 width=16)
  Hash Cond: (t1.a = t2.b)
  CTE cte
    -> Seq Scan on foo (cost=0.00..0.10 rows=5 width=8)
    -> CTE Scan on cte t1 (cost=0.00..0.10 rows=5 width=8)
    -> Hash (cost=0.10..0.10 rows=5 width=8)
        -> CTE Scan on cte t2 (cost=0.00..0.10 rows=5 width=8)
(7 rows)
```

Diagram illustrating the query plan for the CTE query. A blue box highlights the CTE definition: "CTE cte -> Seq Scan on foo (cost=0.00..0.10 rows=5 width=8)". A green box highlights the "Init Plan (CTE Definition)" label, with an arrow pointing to the CTE definition box.

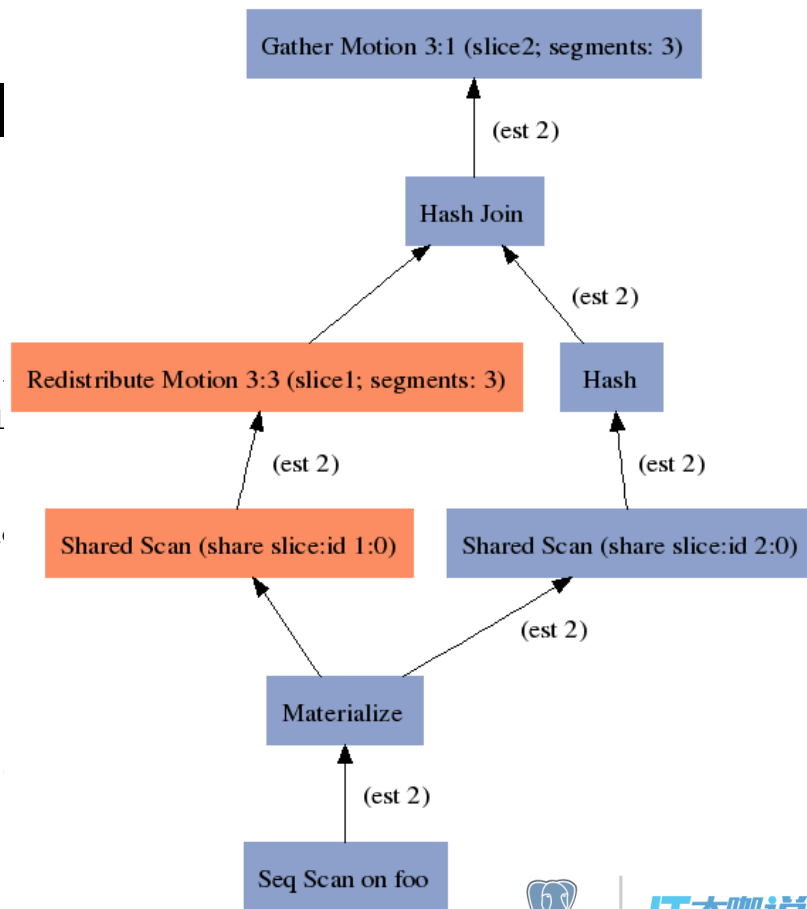


How does GPDB impl

```
WITH cte AS (SELECT a, b FROM foo)
SELECT * FROM cte as t1, cte as t2 WHERE t1.a = t2.b;
```

QUERY PLAN

```
-----
Gather Motion 3:1 (slice2; segments: 3) (cost=0.1
-> Hash Join (cost=0.16..0.44 rows=2 width=16)
    Hash Cond: share0_ref2.b = share0_ref1.a
    -> Redistribute Motion 3:3 (slice1; segm
        Hash Key: share0_ref2.b
        -> Shared Scan (share slice:id 1:0)
    -> Hash (cost=0.10..0.10 rows=2 width=8)
        -> Shared Scan (share slice:id 2:0)
            -> Materialize (cost=2.05..2
                -> Seq Scan on foo (co
Settings: gp_cte_sharing=on; optimizer=off
```





What is the difference?

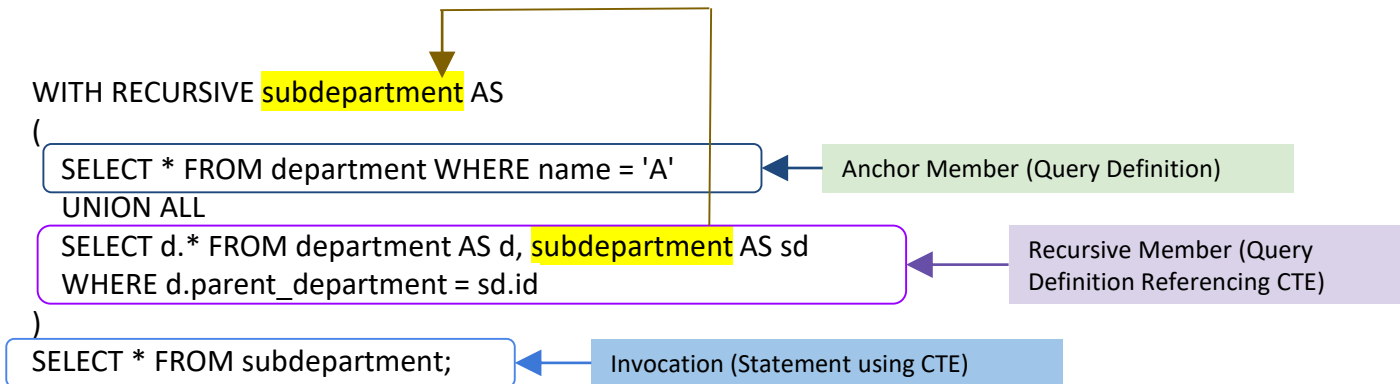
- Inlining CTE
GPDB always inline CTE where there is only 1 reference
E.g. Limit on CTE
- Predicate pushdown (Orca only)

$$\sigma_{a=1}(\text{CTE}) \text{ and } \sigma_{a=2}(\text{CTE}) \rightarrow \sigma_{a=1 \text{ or } a=2}(\text{CTE})$$



What is Recursive CTE?

- Recursive CTEs are special in the sense they are allowed to reference themselves!
- Recursive CTEs are really good at working with hierarchical data such as org charts for bill of materials.





How does Postgres implement recursive CTE?

```
WITH RECURSIVE t(n) AS (  
    SELECT 1  
    UNION ALL  
    SELECT n+1 FROM t WHERE n < 5  
)  
SELECT * FROM t;
```

QUERY PLAN

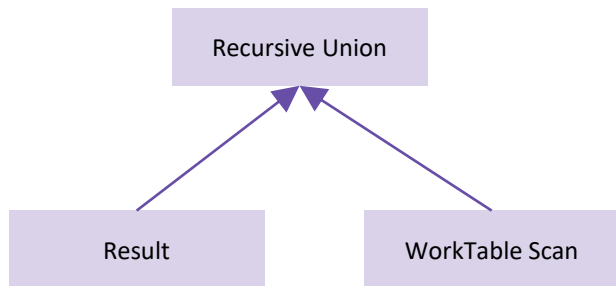
```
-----  
CTE Scan on t (cost=2.95..3.57 rows=31 width=4)  
  CTE t  
    -> Recursive Union (cost=0.00..2.95 rows=31 width=4)  
      -> Result (cost=0.00..0.01 rows=1 width=0)  
      -> WorkTable Scan on t (cost=0.00..0.23 rows=3 width=4)  
          Filter: (t.n < 5)
```





How does recursive CTE work?

```
WITH RECURSIVE t(n) AS (  
  SELECT 1  
  UNION ALL  
  SELECT n+1 FROM t WHERE n < 5  
)  
SELECT * FROM t;
```



- 1). RT = {1}, OUT = {1}
- 2). WT = RT = {1}, RT = {}
- 3). WT = {1}, RT = {2}, OUT = {1, 2}
- 4). WT = RT = {2}, RT = {}
- 5). WT = {2}, RT = {3}, OUT = {1, 2, 3}
- 6). WT = RT = {3}, RT = {}
- 7). WT = {3}, RT = {4}, OUT = {1, 2, 3, 4}
- 8). WT = RT = {4}, RT = {}
- 9). WT = {4}, RT = {5}, OUT = {1, 2, 3, 4, 5}
- 10). WT = RT = {5}, RT = {}
- 11). WT = {}, RT = {}, OUT = {1, 2, 3, 4, 5}





Another Recursive CTE Example

```
CREATE TABLE department (  
  id INT PRIMARY KEY,  
  parent_department INT REFERENCES department,  
  name TEXT  
);
```

```
INSERT INTO department VALUES (0, NULL, 'ROOT');  
INSERT INTO department VALUES (1, 0, 'A');  
INSERT INTO department VALUES (2, 1, 'B');  
INSERT INTO department VALUES (3, 2, 'C');  
INSERT INTO department VALUES (4, 2, 'D');  
INSERT INTO department VALUES (5, 0, 'E');  
INSERT INTO department VALUES ( 6, 4, 'F');  
INSERT INTO department VALUES (7, 4, 'G');
```

This will represent a tree structure of an organization:

ROOT ---> A ---> B ---> C ---> F

|

|

|

+----> D

|

+-----> E ---> G





Another Recursive CTE Example

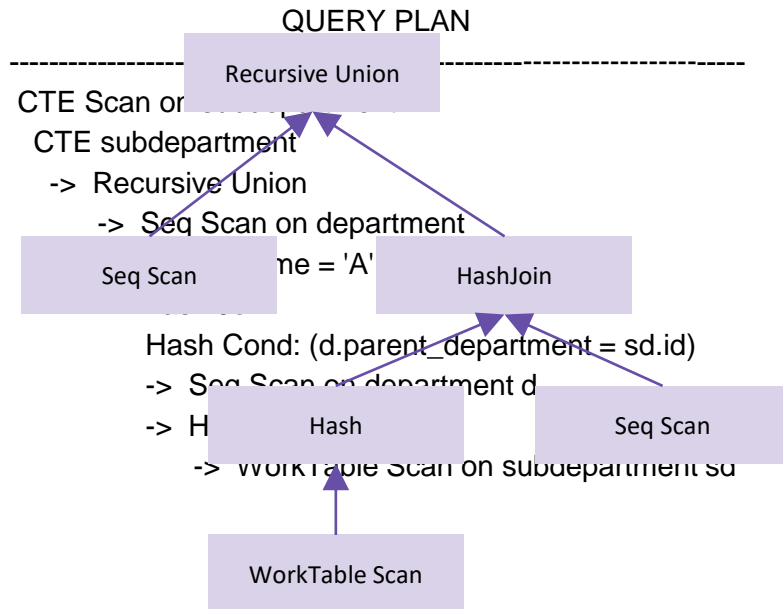
WITH RECURSIVE subdepartment AS

```
(
  -- non recursive term
  SELECT name as root_name, * FROM department
  WHERE name = 'A'
```

UNION ALL

```
  -- recursive term
  SELECT sd.root_name, d.* FROM department AS d,
         subdepartment AS sd
  WHERE d.parent_department = sd.id
```

```
)
SELECT * FROM subdepartment;
```





What is wrong in MPP environment?

1). Recursive Union operator is rescanned.
driven.

2). Recursive Union and WorkTable
Scan share tuple store.

3). Motion is not rescannable!

Gather Motion 3:1 (slice2; segments: 3)

-> Recursive Union

-> Seq Scan on department

Filter: name = 'A'::text

-> Nested Loop

Join Filter: d.parent_department = sd.id

-> Seq Scan on department d

-> Materialize

-> Broadcast Motion 3:3 (slice1; segments: 3)

-> WorkTable Scan on subdepartment sd





How to make it work in GPDB?

Don't generate plan that has motion between WorkTableScan and RecursiveUnion.

- 1). Always gather on master
- 2). Always broadcast non-worktablescan side of join in recursive member.

Gather Motion 3:1 (slice2; segments: 3)

- > Recursive Union

- > Seq Scan on department

- Filter: name = 'A'::text

- > Nested Loop

- Join Filter: d.parent_department = sd.id

- > WorkTable Scan on subdepartment sd

- > Materialize

- > Broadcast Motion 3:3 (slice1; segments: 3)

- > Seq Scan on department d





Another problem

When do we put WorkTableScan on outer or inner side of Join?



WorkTableScan on outer side of Join

hash table in Hash node will materialize the broadcast motion.

for next recursion, just need to rescan WTS, no need to rebuild hash table.

cost of building hash table on broadcast motion +
number of recursion * average cost of
WorkTableScan

Gather Motion 3:1

-> Recursive Union

-> Seq Scan on department --- non-recursive part
Filter: name = 'A'::text

-> Hash Join --- recursive part

Hash Cond: sd.id = d.parent_department

-> WorkTable Scan on subdepartment sd

-> Hash

-> Broadcast Motion 3:3

-> Seq Scan on department d





WorkTableScan on inner side of Join

materialize the broadcast motion on the outer side.

rebuild hash table on WTS for every recursion.

cost of materializing broadcast motion + number of recursion * (average cost of WorkTableScan + average cost of building hash table on WorkTableScan + cost of scanning materialize of the motion)

Gather Motion 3:1

-> Recursive Union

-> Seq Scan on department --- non-recursive part
Filter: name = 'A'::text

-> Hash Join --- recursive part

Hash Cond: sd.id = d.parent_department

-> Materialize

-> Broadcast Motion 3:3

-> Seq Scan on department d

-> Hash

WorkTable Scan on subdepartment sd



Thanks!

