Common DB Schema Change Mistakes

Nikolay Samokhvalov
nik@postgres.ai

Postgres.ai

Speaker: Nikolay Samokhvalov

- Database systems:
  - 2002-2005: ORACLE 8i Microsoft SQL Server 2000
  - since 2005: PostgreSQL
- Worked on XML data type and functions (2005-2007)
- Long-term community activist – #RuPostgres, Postgres.tv
- Conferences Program Committee highload++ BC 2019 Backend Conf PGIBZ etc.
- Current business: Postgres.ai

👉 *Created/reviewed more than **1,000 DB migrations***

Postgres.ai

– clone DB of any size in a few seconds in bring them in any point of the DevOps lifecycle

- automated (in CI) testing of DB migrations
- guess-free SQL optimization
- instant deployment of full-size staging apps

GitLab CHEWY.COM miro NUTANIX

QIWI CDEK B ONGRES

Fresh version of these slides

....

– comments are open (and welcome!)

This talk's goals

😶 see *some* examples of mistakes, horror stories

😶 learn something new

This talk's goals

😶 see *some* examples of mistakes, horror stories

😶 learn something new

✅ how avoid downtime and issues – learn *principles*

✅ see concrete path to having downtime-free process

Terminology

DML – database manipulation language
(SELECT / INSERT / UPDATE / DELETE, etc.)

DDL – data definition language

(CREATE ..., ALTER ..., DROP ...)

DB migrations – planned, incremental changes of DB schema and/or data

DB schema migration & data migration
DB schema evolution, schema versioning
DB change management, and so on

Applying a schema migration to a production database is always a risk

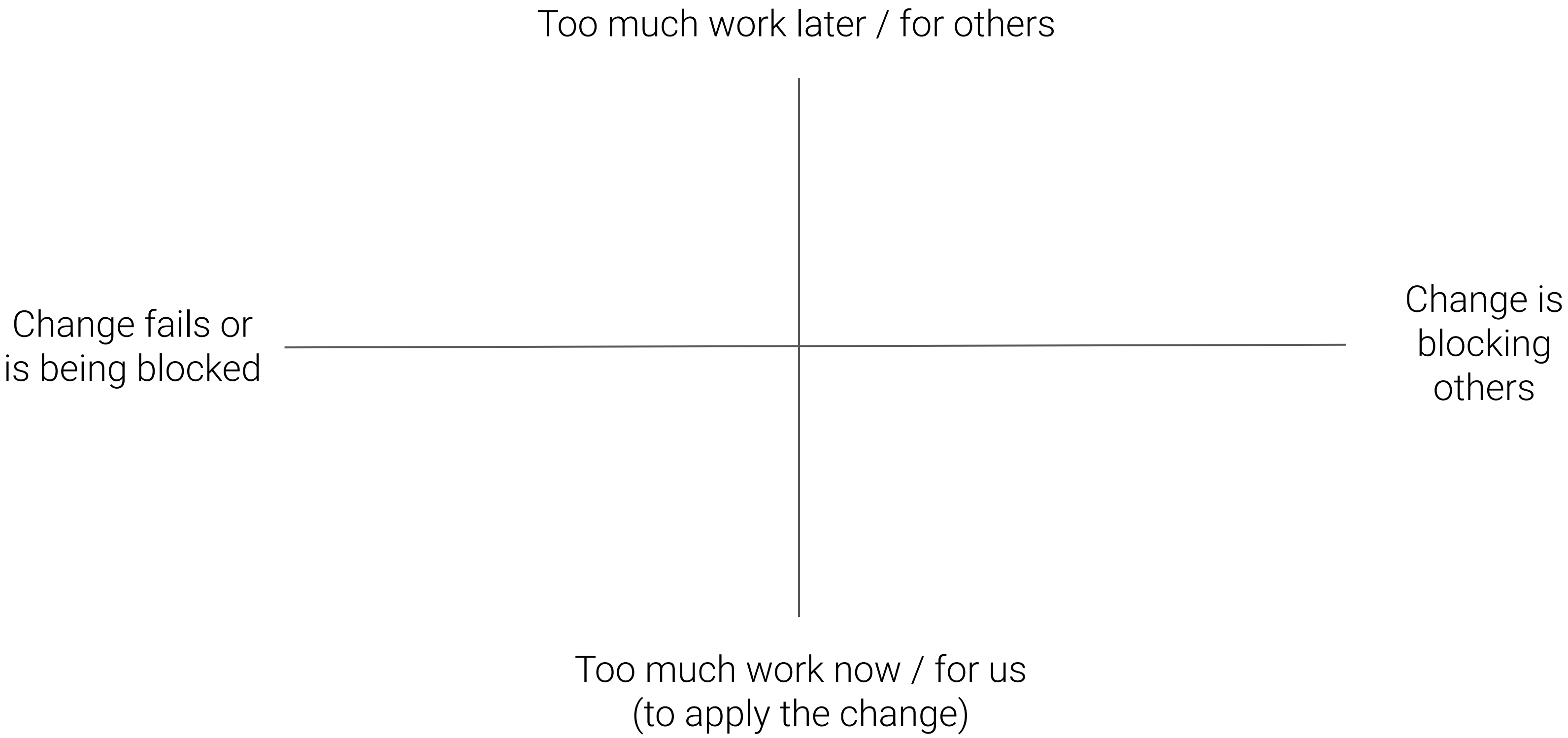
Wikipedia

https://en.wikipedia.org/wiki/Schema_migration

Types of mistakes

1. Schema mismatch
2. Heavy operation (processing too much data)
3. Blocked (cannot acquire lock)
4. Blocker (holding heavy lock)
5. Post-deployment issues

DB change – risk classification



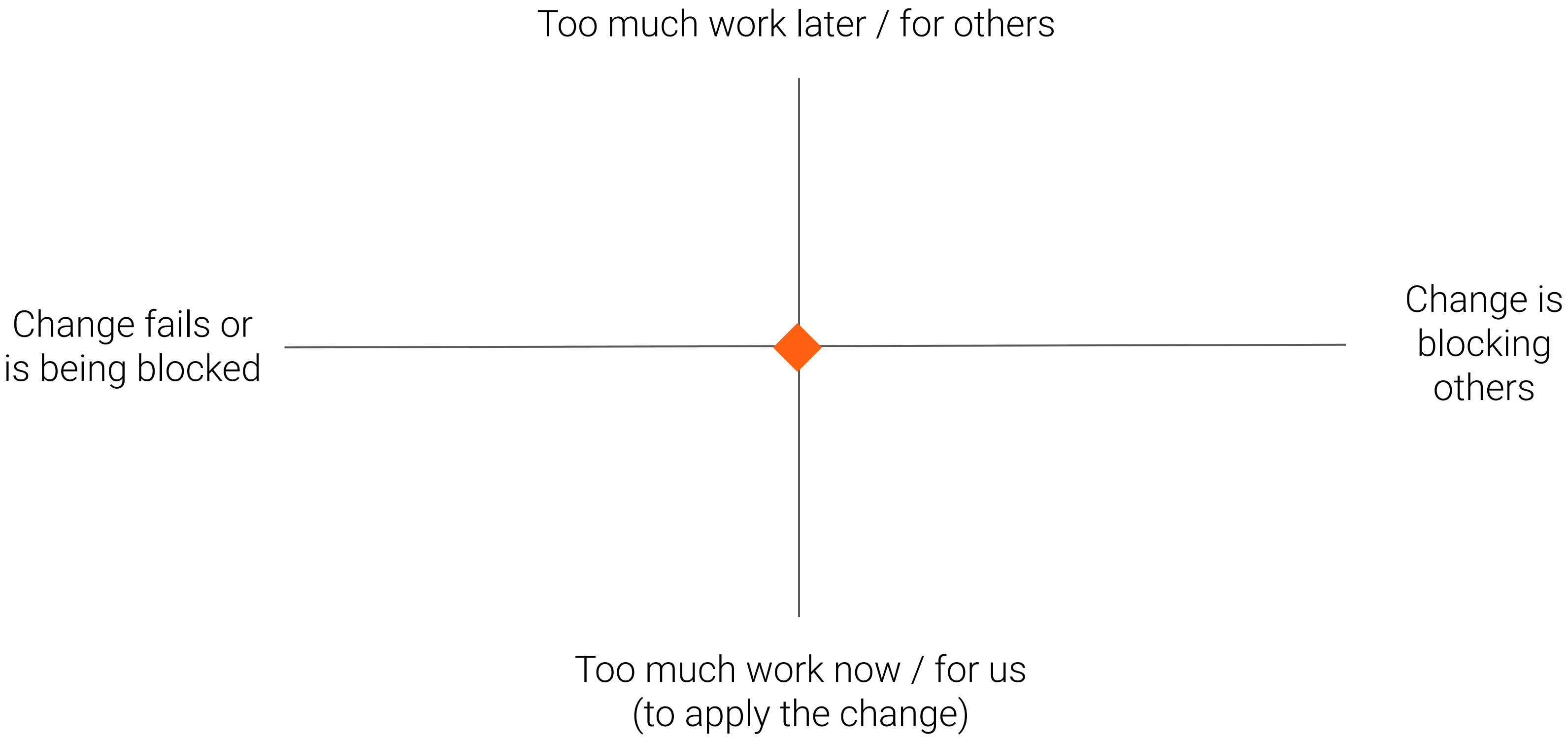
Too much work later / for others

Change fails or
is being blocked

Change is
blocking
others

Too much work now / for us
(to apply the change)

Ideal Change



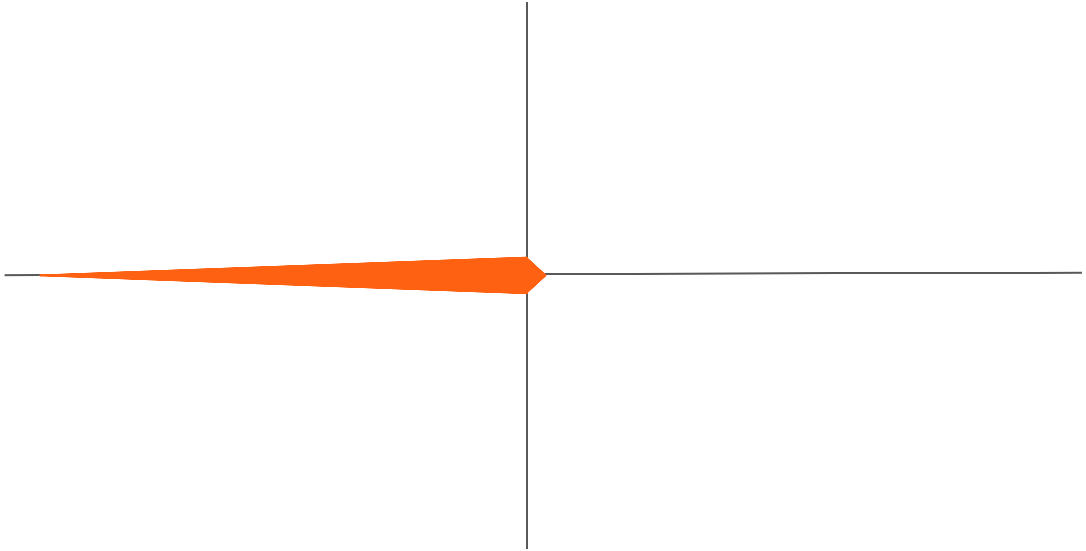
Too much work later / for others

Change fails or
is being blocked

Change is
blocking
others

Too much work now / for us
(to apply the change)

Schema mismatch



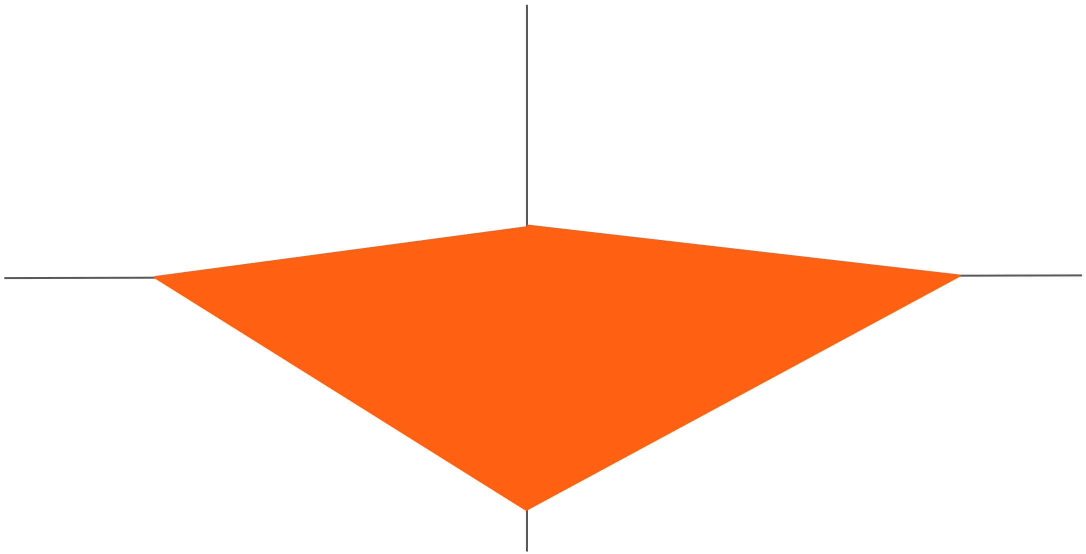
Too much work later / for others

Change fails or
is being blocked

Change is
blocking
others

Too much work now / for us
(to apply the change)

Heavy operation



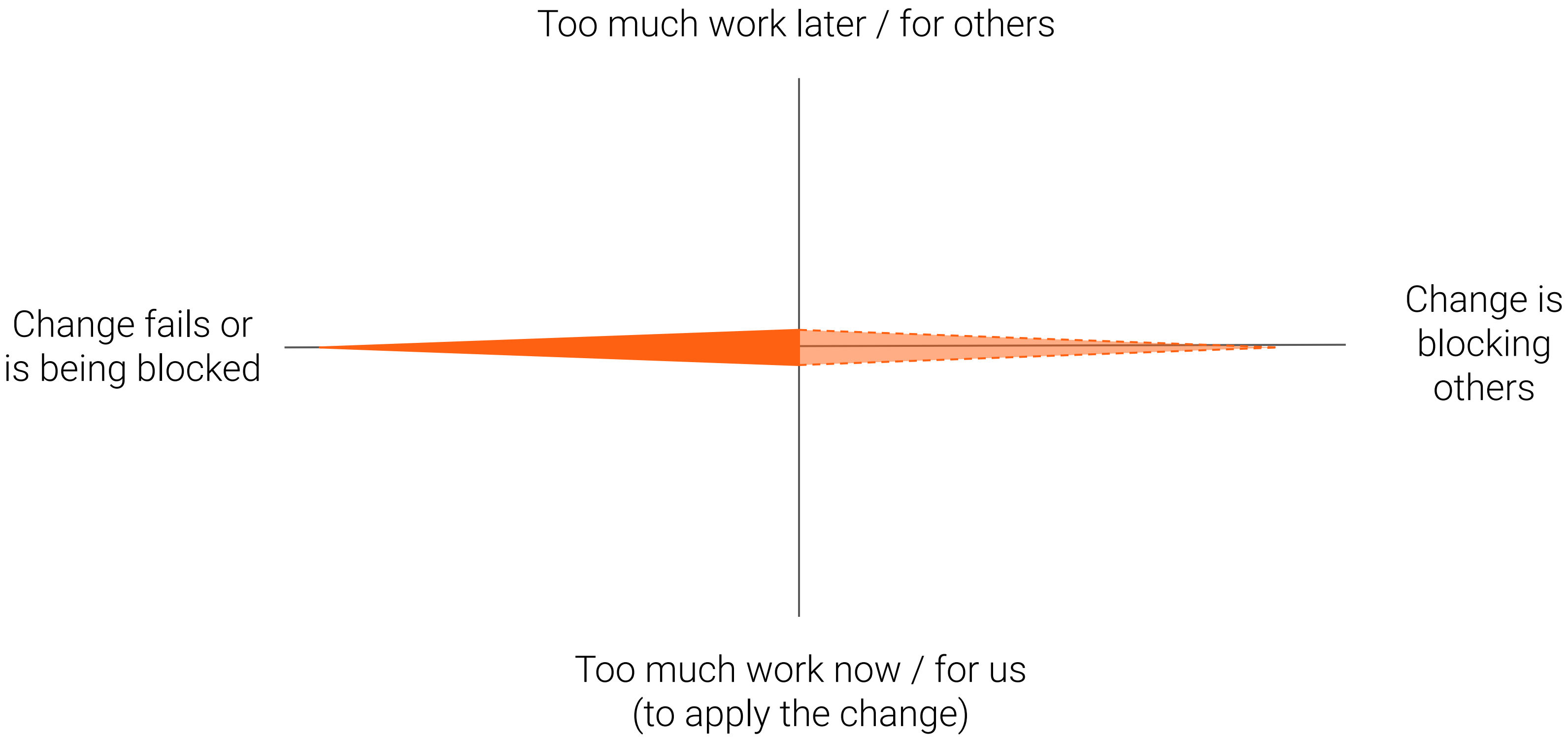
Too much work later / for others

Change fails or
is being blocked

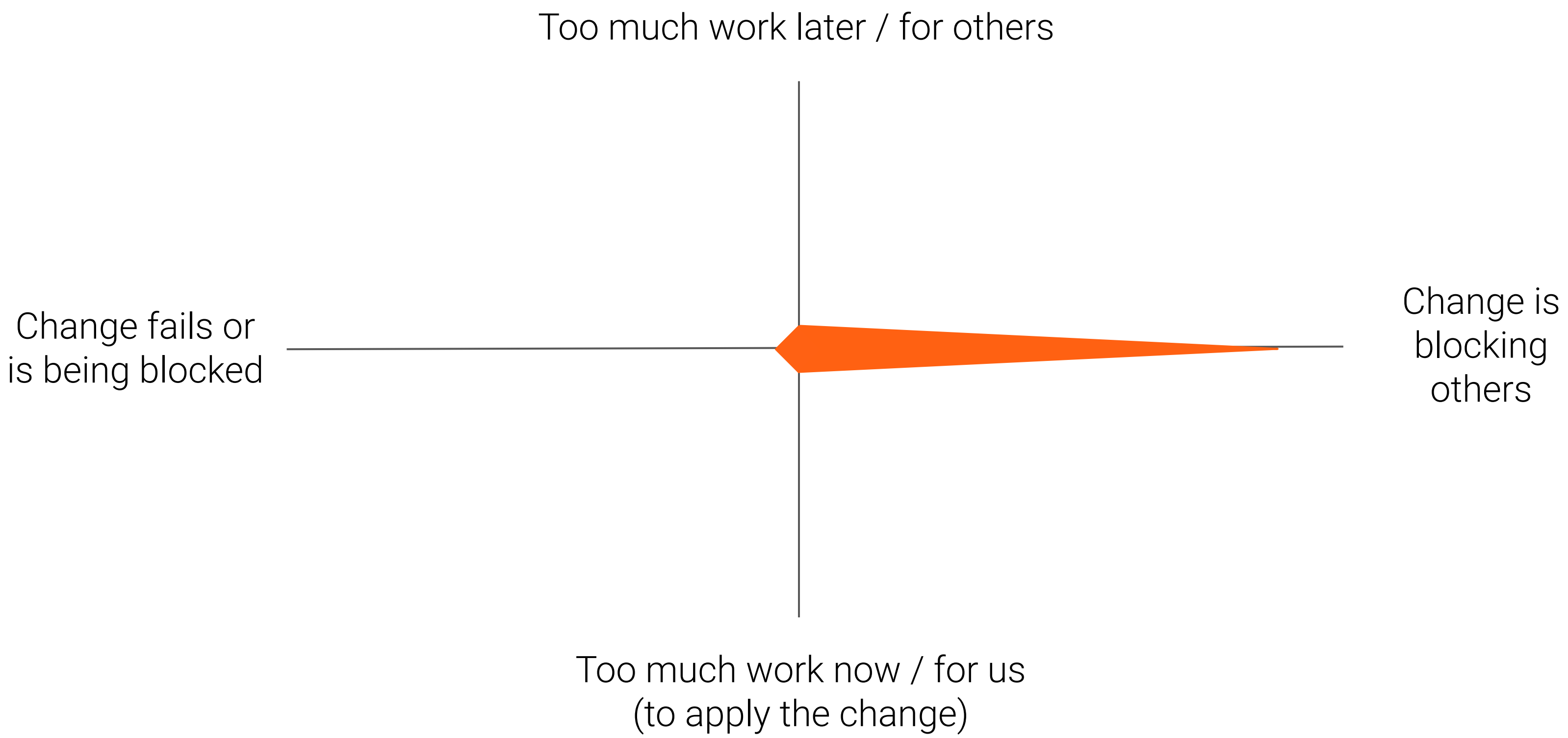
Change is
blocking
others

Too much work now / for us
(to apply the change)

Blocked (cannot acquire lock)


Too much work later / for others
Change fails or is being blocked
Change is blocking others
Too much work now / for us (to apply the change)

Blocker (holding heavy lock)



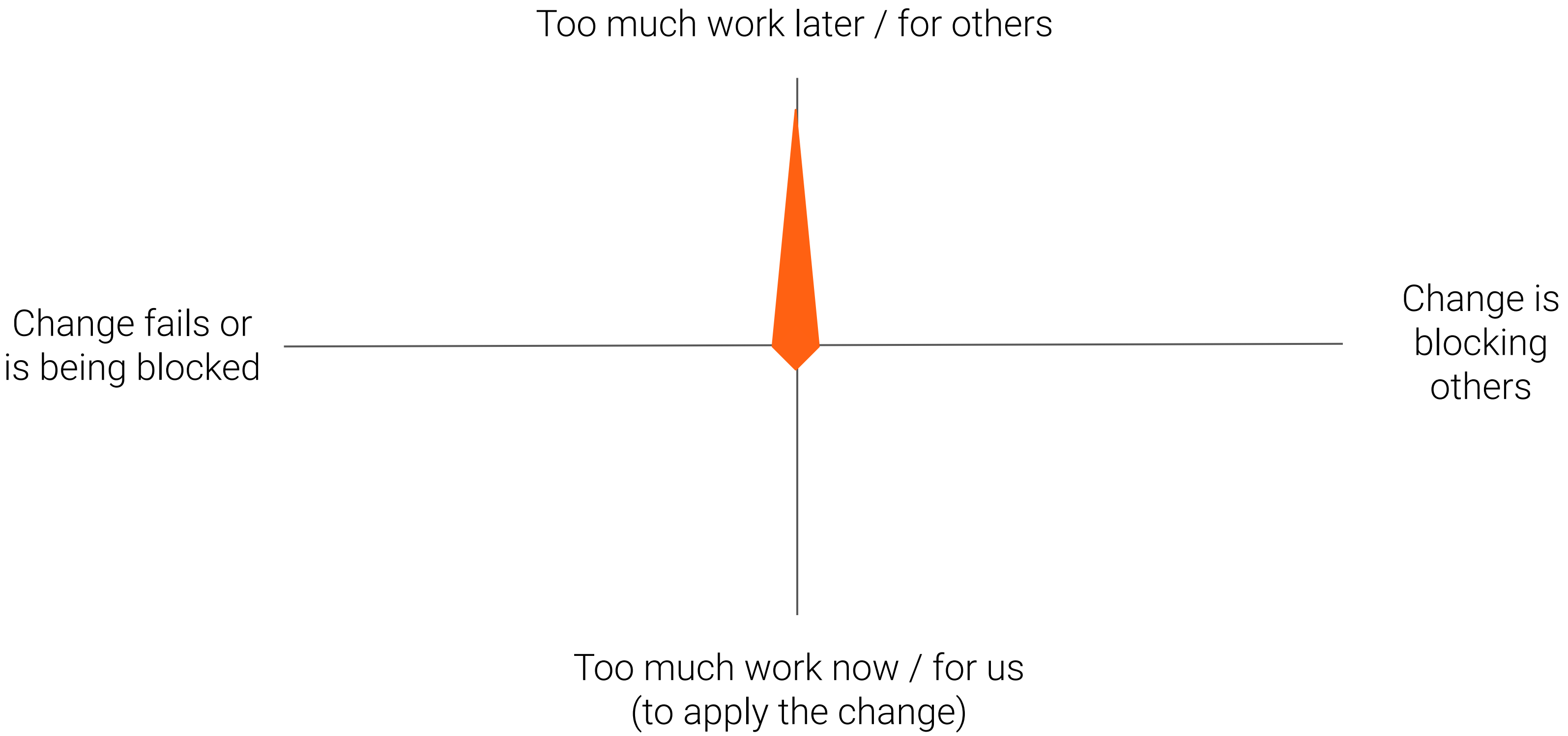
Too much work later / for others

Change fails or
is being blocked

Change is
blocking
others

Too much work now / for us
(to apply the change)

Post-deployment issues



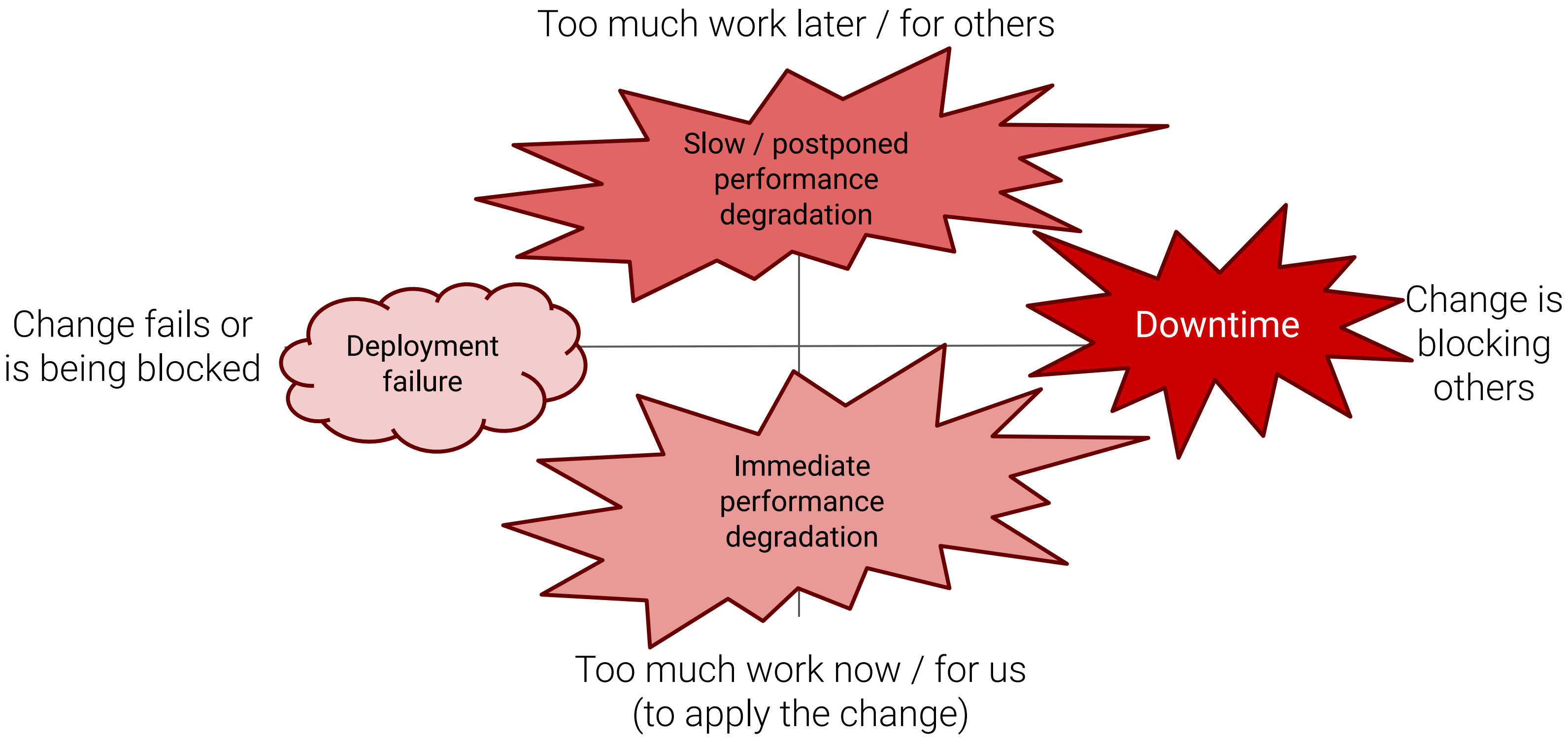
Too much work later / for others

Change fails or
is being blocked

Change is
blocking
others

Too much work now / for us
(to apply the change)

DB changes – risk classification

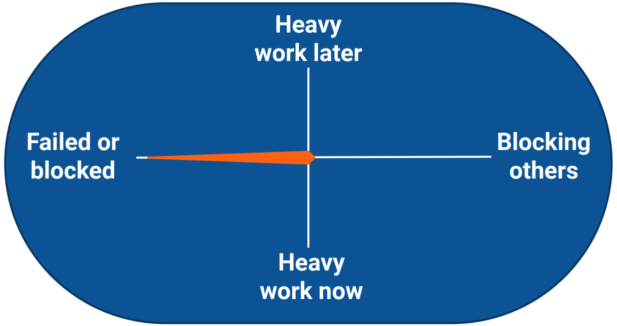

Too much work later / for others
Slow / postponed performance degradation
Change fails or is being blocked
Deployment failure
Downtime
Change is blocking others
Immediate performance degradation
Too much work now / for us (to apply the change)

Example #1

```
create table t1 (
  id int primary key,
  val text
);

-- dev, test, QA, staging, whatever – OK

-- prod:
ERROR:  relation "t1" already exists
```

Example #1

```
create table t1 (
  id int primary key,
  val text
);


-- dev, test, QA, staging, whatever – OK


-- prod:
ERROR:  relation "t1" already exists
```



IF [NOT] EXISTS

```
create table if not exists t1 (
  id int primary key,
  val text
);
```

```
NOTICE:  relation "t1" already exists, skipping
```

```
CREATE TABLE
```

🤔

Start using DB schema migration tool

Flyway

Liquibase

SQITCH

RAILS

django

yiiframework

Test changes in CI

- Both DO and UNDO steps are supported (can revert)
- CI: test them all
    - Better: DO, UNDO, and DO again

Test changes in CI

- Both DO and UNDO steps are supported (can revert)
- CI: test them all
  - Better: DO, UNDO, and DO again

Now guess what…

“Thanks” to `IF NOT EXISTS`, we now may leave UNDO empty!

🤦‍♂️

❌ Don’t:

- `IF [NOT] EXIST`

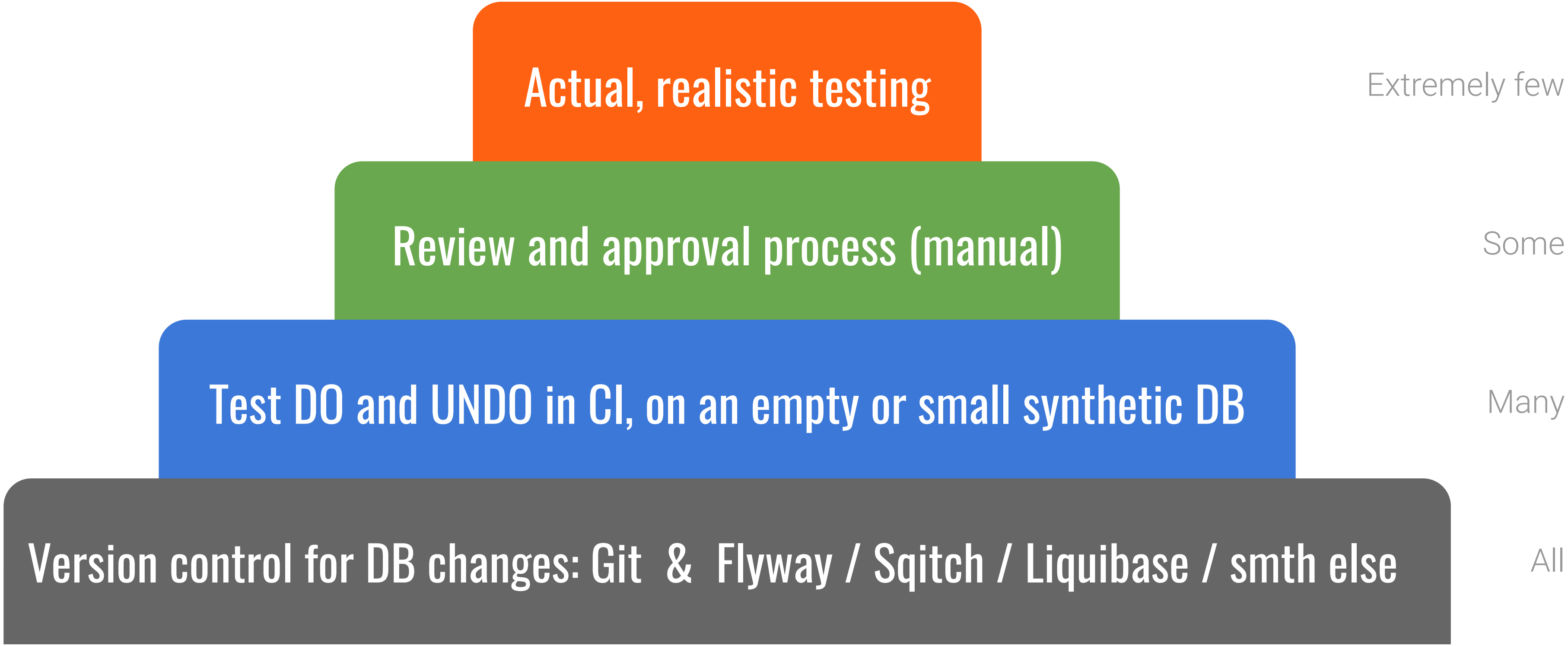
✅ Do:

- test DO-UNDO-DO in CI
- keep schema up to date in all envs
- don’t ignore or work-around errors

The Landscape of the Database Testing (app dev)

		Schema	Data
Static analysis		Test schema	Test data
Change management		Test DDL	Test DML
Dynamic analysis (performance)	*“micro”*	`EXPLAIN (ANALYZE, BUFFERS)`	
	“macro”	Load testing, benchmarks	

Reliable database changes – the hierarchy of needs

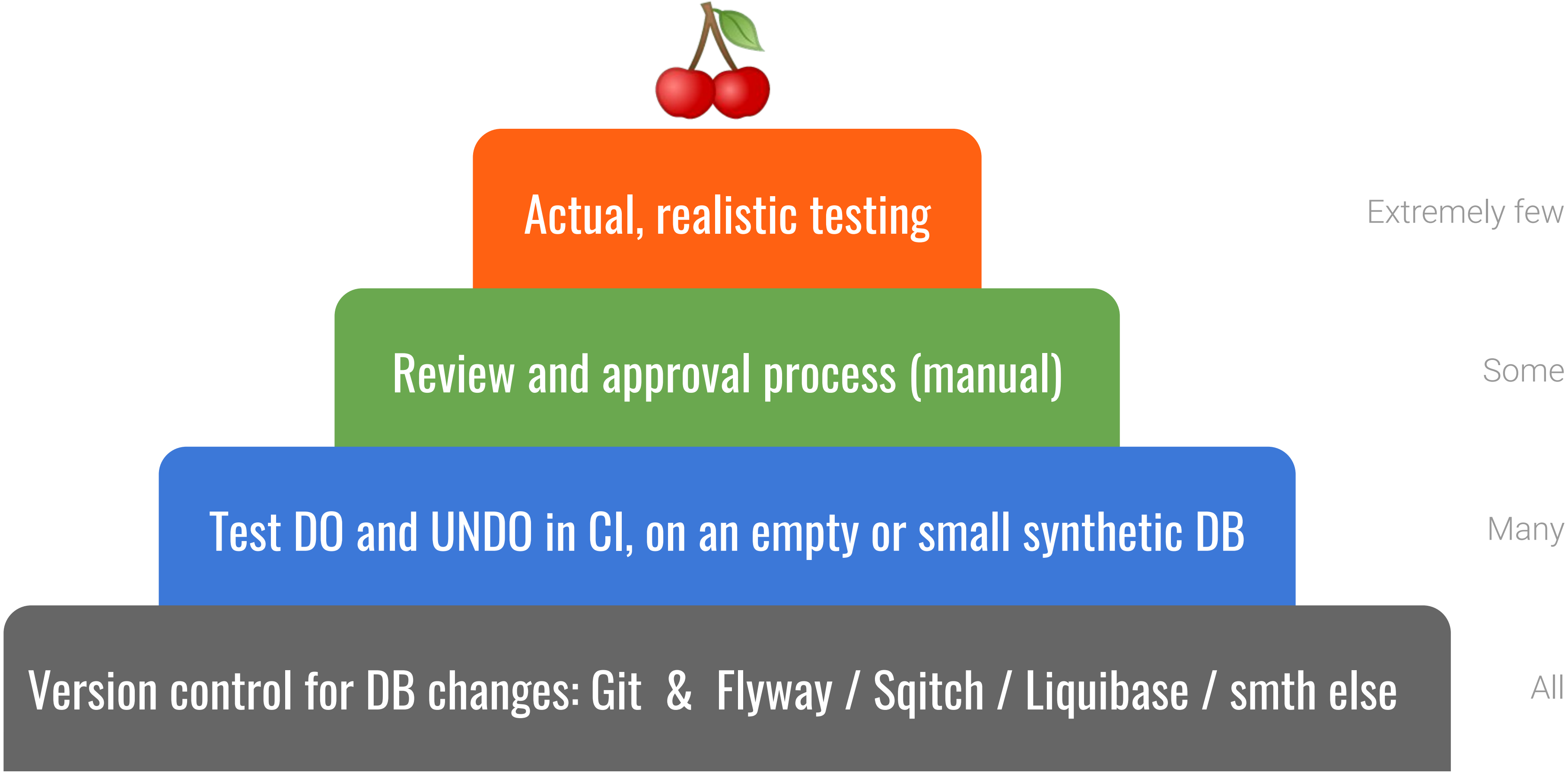


Actual, realistic testing — Extremely few

Review and approval process (manual) — Some

Test DO and UNDO in CI, on an empty or small synthetic DB — Many

Version control for DB changes: Git & Flyway / Sqitch / Liquibase / smth else — All



Actual, realistic testing

Extremely few

Review and approval process (manual)

Some

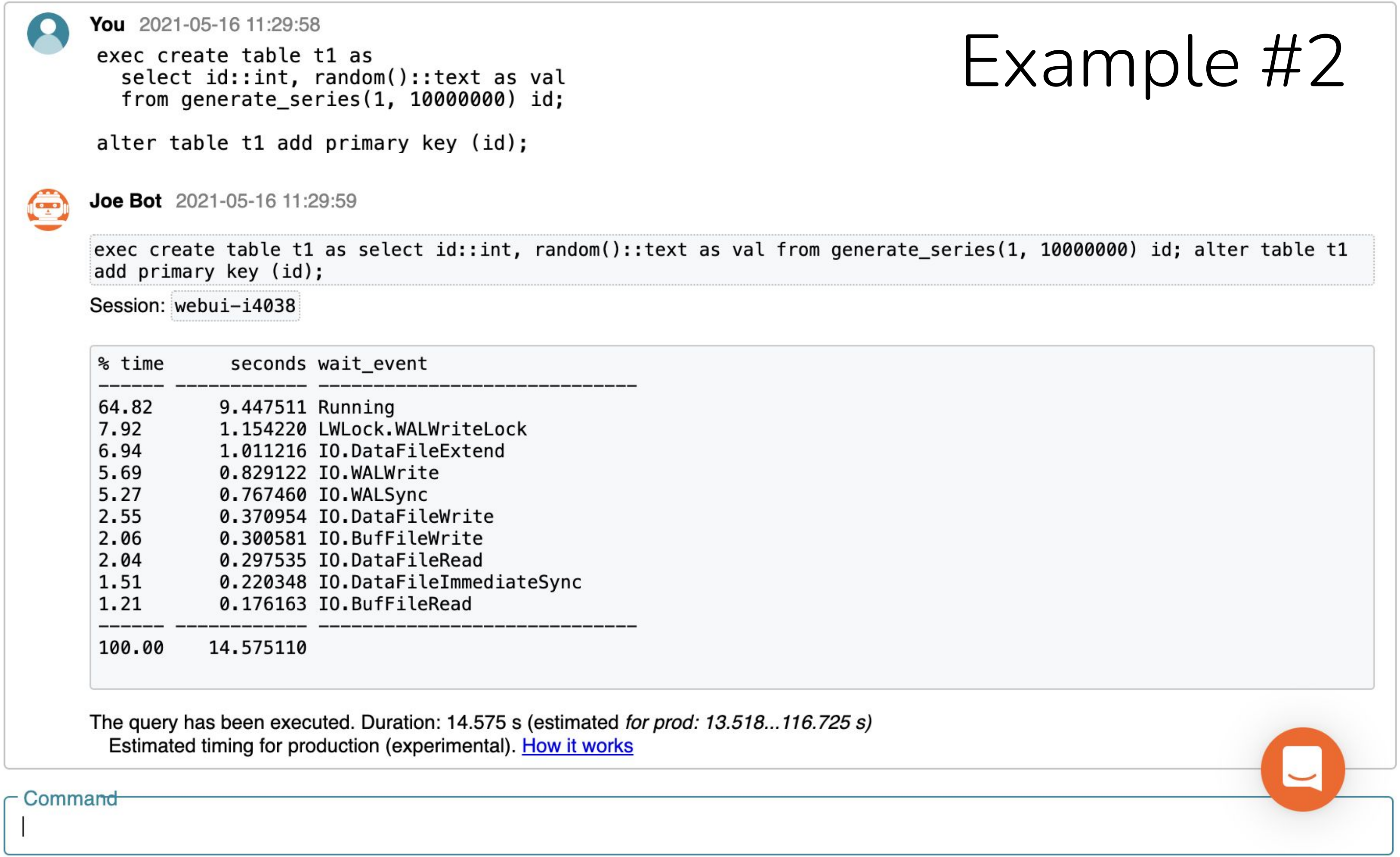
Test DO and UNDO in CI, on an empty or small synthetic DB

Many

Version control for DB changes: Git & Flyway / Sqitch / Liquibase / smth else

All

Example #2



You 2021-05-16 11:29:58

```
exec create table t1 as
  select id::int, random()::text as val
  from generate_series(1, 10000000) id;

alter table t1 add primary key (id);
```

Joe Bot 2021-05-16 11:29:59

```
exec create table t1 as select id::int, random()::text as val from generate_series(1, 10000000) id; alter table t1
add primary key (id);
```

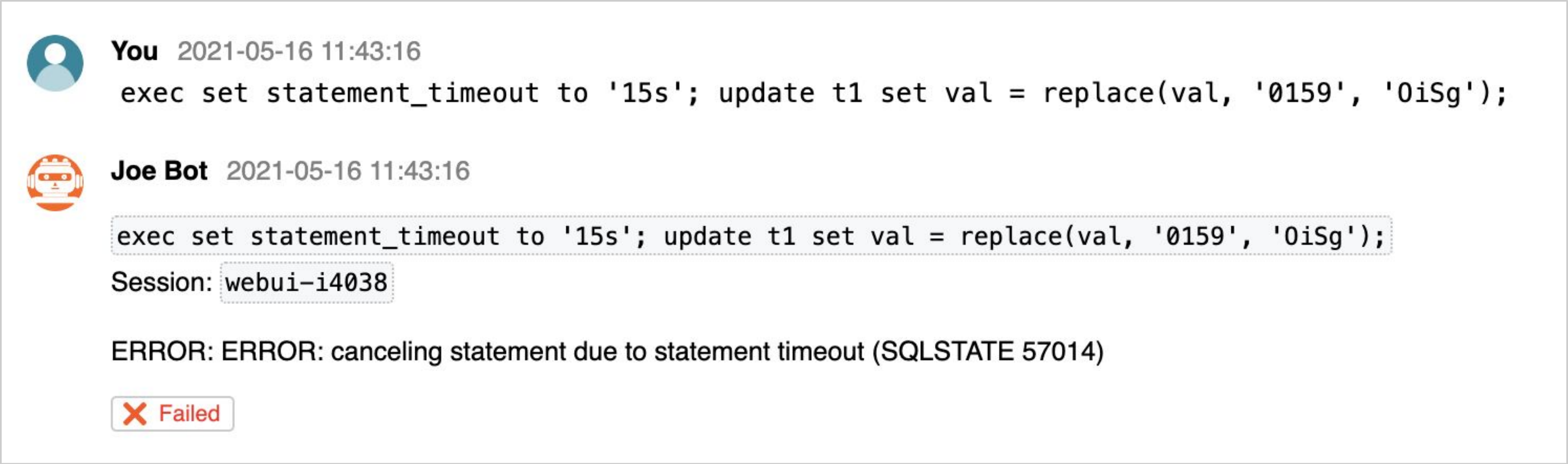
Session: `webui-i4038`

```
% time      seconds wait_event
------ ------------ -----------------------------
64.82      9.447511 Running
7.92       1.154220 LWLock.WALWriteLock
6.94       1.011216 IO.DataFileExtend
5.69       0.829122 IO.WALWrite
5.27       0.767460 IO.WALSync
2.55       0.370954 IO.DataFileWrite
2.06       0.300581 IO.BufFileWrite
2.04       0.297535 IO.DataFileRead
1.51       0.220348 IO.DataFileImmediateSync
1.21       0.176163 IO.BufFileRead
------ ------------ -----------------------------
100.00    14.575110
```

The query has been executed. Duration: 14.575 s (estimated *for prod: 13.518...116.725 s)*
Estimated timing for production (experimental). How it works

Postgres.ai

Example #2 – limited duration (15s)



You 2021-05-16 11:43:16

```
exec set statement_timeout to '15s'; update t1 set val = replace(val, '0159', 'OiSg');
```

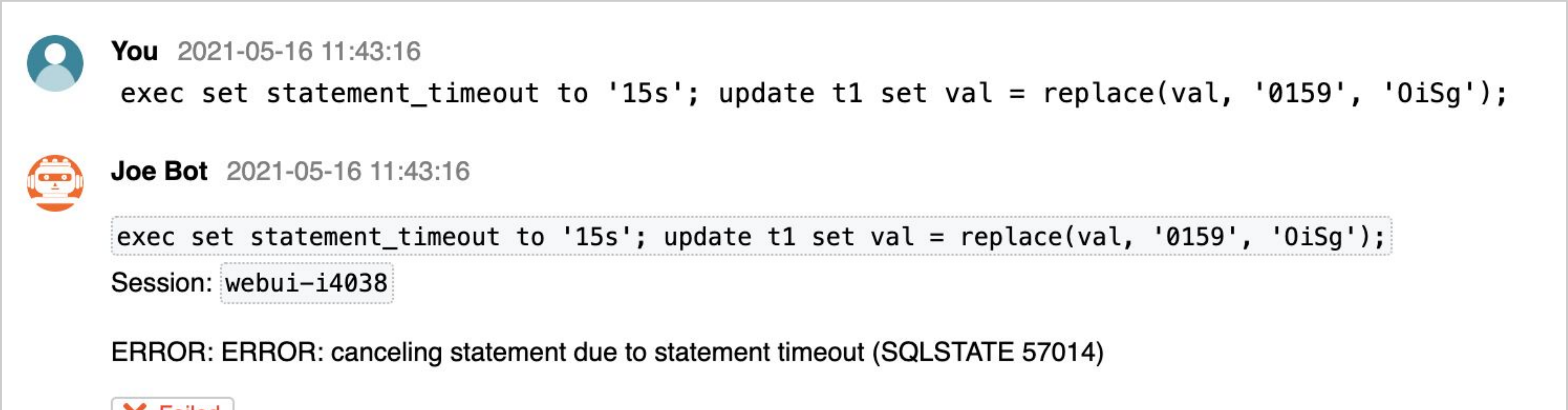
Joe Bot 2021-05-16 11:43:16

```
exec set statement_timeout to '15s'; update t1 set val = replace(val, '0159', 'OiSg');
```

Session: `webui-i4038`

```
ERROR: ERROR: canceling statement due to statement timeout (SQLSTATE 57014)
```

Example #2 – limited duration (15s)



You 2021-05-16 11:43:16

```
exec set statement_timeout to '15s'; update t1 set val = replace(val, '0159', 'OiSg');
```

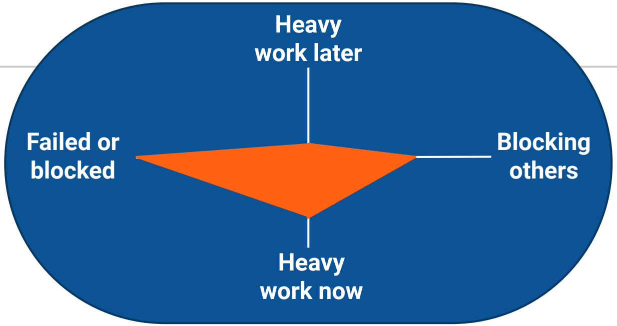
Joe Bot 2021-05-16 11:43:16

```
exec set statement_timeout to '15s'; update t1 set val = replace(val, '0159', 'OiSg');
```

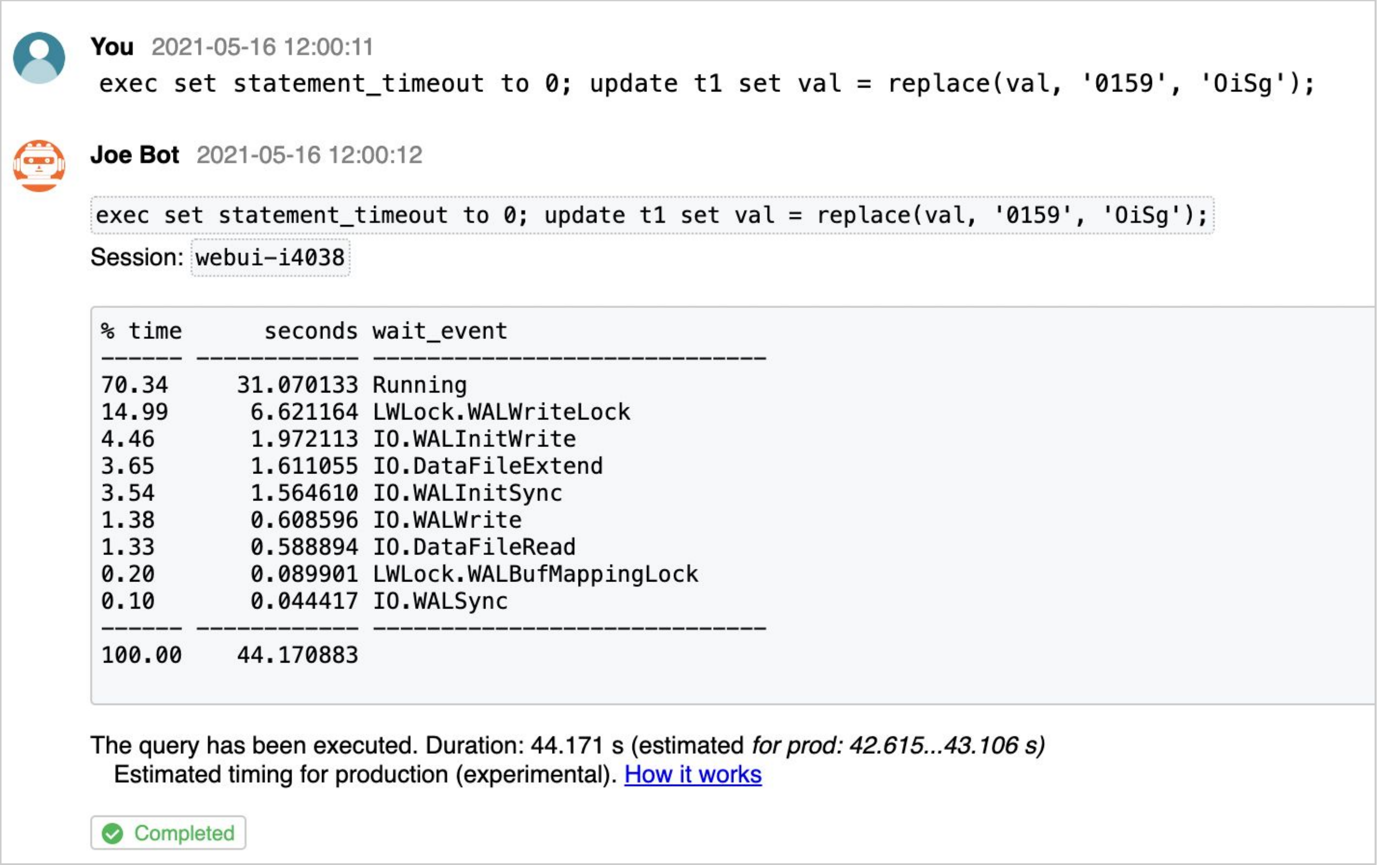
Session: `webui-i4038`

ERROR: ERROR: canceling statement due to statement timeout (SQLSTATE 57014)

✗ Failed



Example #2 – unlimited duration



You 2021-05-16 12:00:11

```
exec set statement_timeout to 0; update t1 set val = replace(val, '0159', 'OiSg');
```

Joe Bot 2021-05-16 12:00:12

```
exec set statement_timeout to 0; update t1 set val = replace(val, '0159', 'OiSg');
```

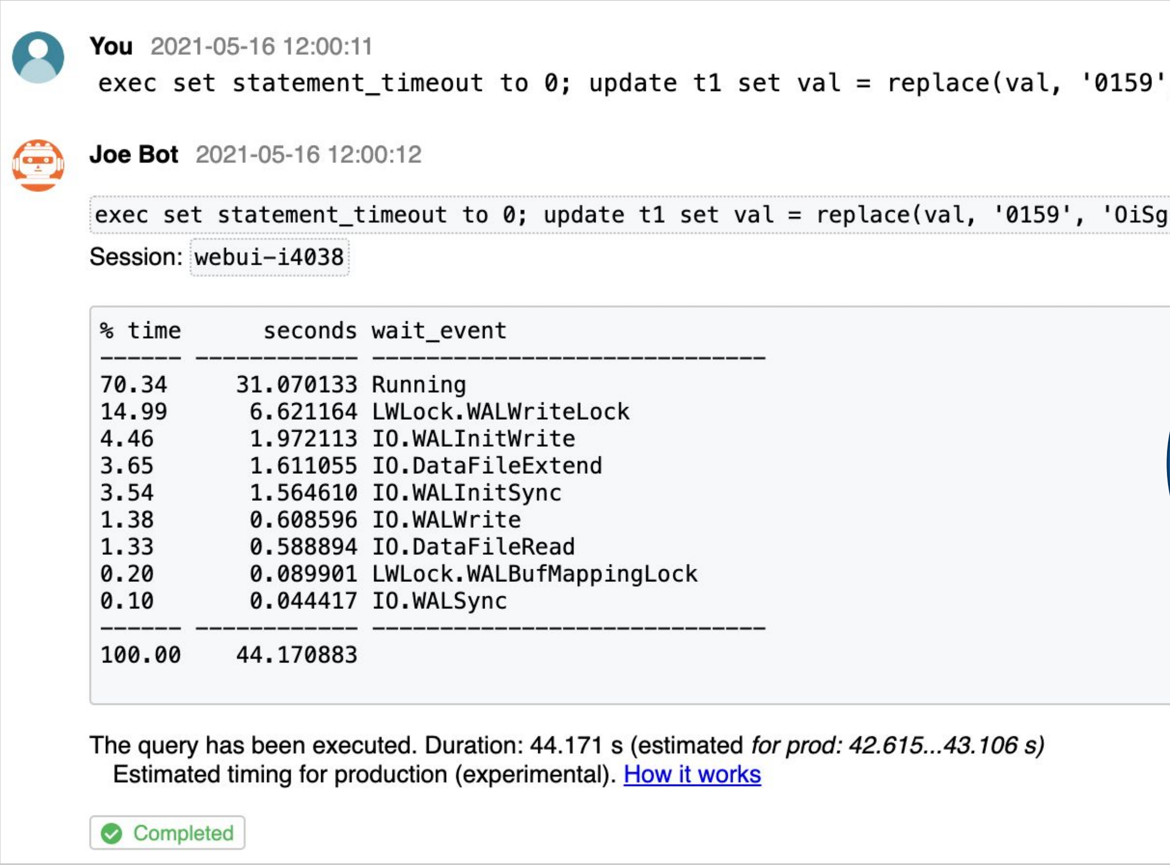
Session: `webui-i4038`

```
% time      seconds wait_event
------ ------------ ------------------------------
70.34     31.070133 Running
14.99      6.621164 LWLock.WALWriteLock
4.46       1.972113 IO.WALInitWrite
3.65       1.611055 IO.DataFileExtend
3.54       1.564610 IO.WALInitSync
1.38       0.608596 IO.WALWrite
1.33       0.588894 IO.DataFileRead
0.20       0.089901 LWLock.WALBufMappingLock
0.10       0.044417 IO.WALSync
------ ------------ ------------------------------
100.00    44.170883
```

The query has been executed. Duration: 44.171 s (estimated *for prod: 42.615...43.106 s)*
Estimated timing for production (experimental). How it works

Postgres.ai

Example #2 – unlimited duration



You 2021-05-16 12:00:11

```
exec set statement_timeout to 0; update t1 set val = replace(val, '0159', 'OiSg');
```

Joe Bot 2021-05-16 12:00:12

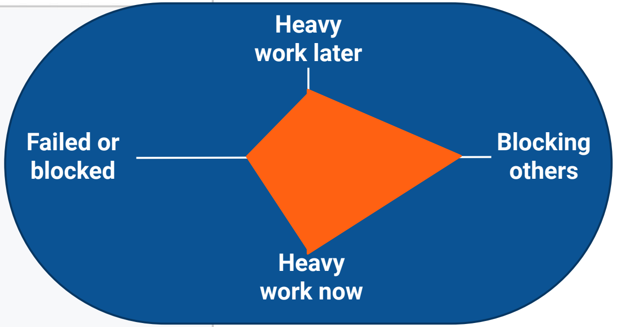
```
exec set statement_timeout to 0; update t1 set val = replace(val, '0159', 'OiSg');
```

Session: `webui-i4038`

```
% time       seconds wait_event
------ ------------ ------------------------------
70.34     31.070133 Running
14.99      6.621164 LWLock.WALWriteLock
4.46       1.972113 IO.WALInitWrite
3.65       1.611055 IO.DataFileExtend
3.54       1.564610 IO.WALInitSync
1.38       0.608596 IO.WALWrite
1.33       0.588894 IO.DataFileRead
0.20       0.089901 LWLock.WALBufMappingLock
0.10       0.044417 IO.WALSync
------ ------------ ------------------------------
100.00    44.170883
```

The query has been executed. Duration: 44.171 s (estimated *for prod: 42.615...43.106 s)*
Estimated timing for production (experimental). How it works

✓ Completed



Postgres.ai

Example #2 – diagnostics: rows, buffers

```
test=# explain (buffers, analyze) update t1
              set val = replace(val, '0159', 'OiSg');
```

```
                                               QUERY PLAN
--------------------------------------------------------------------------------------------------------
 Update on t1  (cost=0.00..189165.00 rows=10000000 width=42) (actual time=76024.507..76024.508 rows=0 loops=1)
   Buffers: shared hit=60154265 read=91606 dirtied=183191 written=198198
   ->  Seq Scan on t1  (cost=0.00..189165.00 rows=10000000 width=42) (actual time=0.367..2227.103 rows=10000000
loops=1)
         Buffers: shared read=64165 written=37703
 Planning:
   Buffers: shared hit=17 read=1 dirtied=1
 Planning Time: 0.497 ms
 Execution Time: 76024.546 ms
(8 rows)

Time: 76030.399 ms (01:16.030)
```

hit: ~459 GiB
read: ~716 MiB
dirtied: ~1.4 GiB
written: ~1.5 GiB

(with awful PG default settings)

Postgres.ai

Example #2 – UPDATEs vs. Bloat

```
test=# create table a1 as select 1::int as i;
SELECT 1

test=# select ctid, * from a1;
 ctid  | i
-------+---
 (0,1) | 1
(1 row)

test=# update a1 set i = i;
UPDATE 1
test=# select ctid, * from a1;
 ctid  | i
-------+---
 (0,2) | 1
(1 row)
```

Example #2 – what to do

Reduce the scope of work:

- Split to batches
- Temporary index to speed up lookups
- Avoid useless, silly updates

Avoid locking longer than 1s

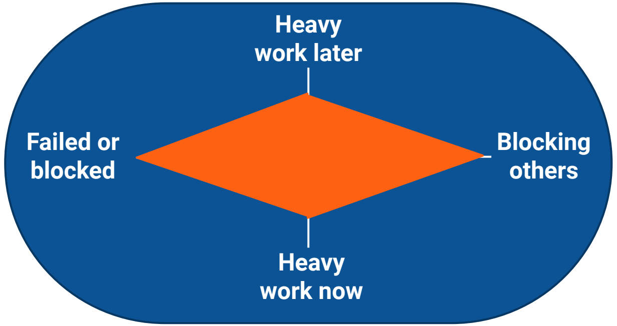
Control dead tuples / bloat

Example #3 – int4 PK problem

```
test=# insert into t1 select 2^31, '';
ERROR:  integer out of range
```

Example #3 – naïve method

```
test=# alter table t1 alter column id type int8;
ALTER TABLE
Time: 273726.829 ms (04:33.727)
```



☠️☠️☠️

Example #3 – ways to solve int4 PK problem

Avoid:

1a) Stop writing to the table
1b) Use negative values – another space of 2^31-1 values

Transform without downtime:

2a) “New column” method
2b) “New table” method

Example #3 – The “New column” method

- Create a int8 column
- Install a trigger to copy value for all fresh rows
- Backfill the values for the existing rows
- Redefine PK ———— a PK needs two things:
  - A unique index
  - NOT NULL constraint

    ☝ *both these are not trivial*

- Finally, all FKs referring to the old PK need to be redefined

Example #3 – The “New column” method

How to create a unique index without downtime:

```
create unique index concurrently on tbl(new_int8_column);
```

Example #3 – The “New column” method

How to create a unique index without downtime:

```
create unique index concurrently on tbl(new_int8_column);
```

- might fail – it’s normal
- if failed, leaves an INVALID index behind
- cleanup & retry logic is needed

  (but not `DROP IF EXISTS`)

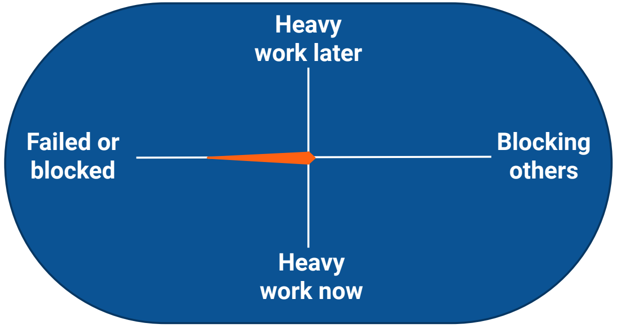
Example #3 – The "New column" method

How to create a unique index without downtime:

```
create unique index concurrently on tbl(new_int8_column);
```

- might fail – it's normal
- if failed, leaves an INVALID index behind
- cleanup & retry logic is needed

  (but not `DROP IF EXISTS`)



Example #3 – The "New column" method

How to add `NOT NULL` without downtime?

❌ Before Postgres 11 – impossible without downtime

- `NOT NULL` constraint is not an "online" operation
- `CHECK (.. IS NOT NULL)` is not "enough" for a PK

✅ Postgres 11+ trick:

- `alter table ... add column .. not null default -1;`
- Then "fix" all the -1 values
- Finally, drop the `DEFAULT`

Postgres.ai

Example #3 – The “New table” method

- CDC: a trigger + “delta” table to keep track of changes (or logical replication)
- REPEATABLE READ and snapshot export to get the initial data
- Take care of the constraints, indexes and *all* FKs
  - Redefining a FK is also not trivial:
    add `NOT VALID` (and `VALIDATE` *after* switching)
  - It’s even more tricky: FKs should be `DISABLED` till after switching
- Switch from the old table to the new one
  - in a single transaction
  - catching up the CDC “tail” inside the transaction

Final example – chain of blockers

Session 1:

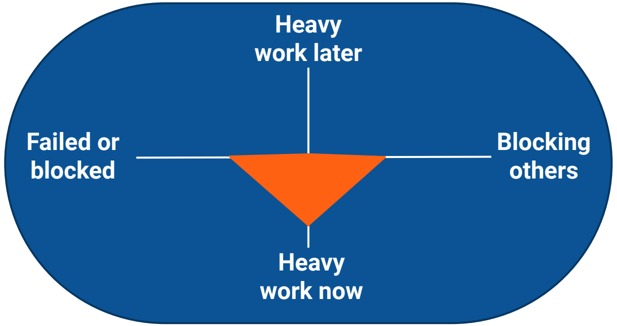
```
begin; select * from t1 where id = 1; -- and sit in "idle-in-tx"
```

Session 2:

```
alter table t1 add column one_more int8;
```

Session 3:

```
select * from t1 where id = 2; -- boom!
                                 ^^ blocked by ALTER
```



Final example – chain of blockers

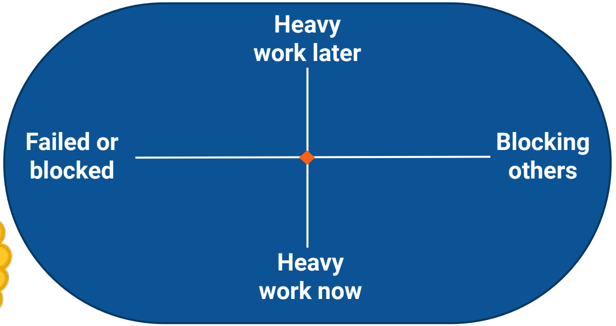
```
 change_age |  pid  | wait_event_type | wait_event | blocked_by_pids | state  | lvl | blocking_others |             latest_query_in_tx
------------+-------+-----------------+------------+-----------------+--------+-----+-----------------+---------------------------------------------
 00:06:41   | 28706 | Client          | ClientRead | {}              | idletx |   0 |               1 |  select * from t1 where id = 1;
 00:06:37   | 28709 | Lock            | relation   | {28706}         | active |   1 |               1 |  . alter table t1 add column one_more int8;
 00:06:28   | 28725 | Lock            | relation   | {28709}         | active |   2 |               0 |  .. select * from t1 where id = 2;
(3 rows)
```

“Forest of lock trees” https://gitlab.com/-/snippets/1890428

Ideal ALTER: lock_timeout & retries – use pl/pgsql

```
perform set_config('lock_timeout', lock_timeout, false); -- 50ms or so

for i in 1..max_attempts loop
  begin
    execute 'alter table t1 add column n1 int8';
    ddl_completed := true;
    exit;
  exception when lock_not_available then
    raise notice 'ALTER attempts: #% failed', i;
  end;
end loop;
```

👍



How to run short ALTER TABLE
without long locking concurrent queries

https://www.depesz.com/2019/09/26/how-to-run-short-alter-table-without-long-locking-concurrent-queries/

(see the comment by *Mikhail Velikikh*)

How to become a “pro”

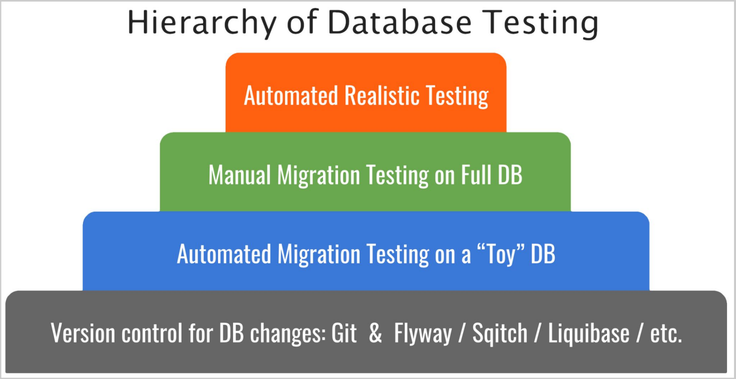
1. **Test *everything***

How to become a “pro”

1. **Test *everything***
2. **Make testing convenient**

Database Migration Testing with Database Lab

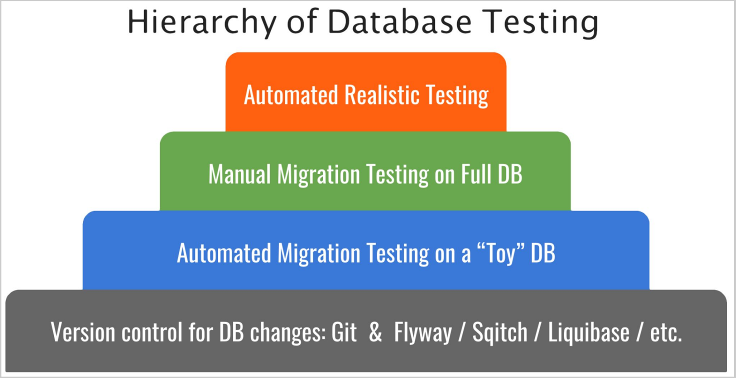
- Realistic migration testing is hard
- No testing = unexpected problems


Hierarchy of Database Testing
Automated Realistic Testing
Manual Migration Testing on Full DB
Automated Migration Testing on a “Toy” DB
Version control for DB changes: Git & Flyway / Sqitch / Liquibase / etc.

Database Migration Testing with Database Lab

- Realistic migration testing is hard

- No testing = unexpected problems



Hierarchy of Database Testing

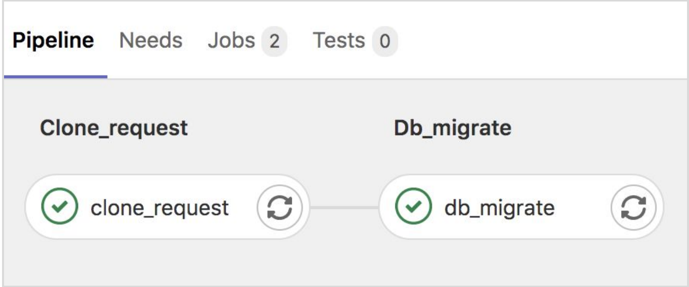
Automated Realistic Testing

Manual Migration Testing on Full DB

Automated Migration Testing on a “Toy” DB

Version control for DB changes: Git & Flyway / Sqitch / Liquibase / etc.

- Database Lab makes realistic testing *easy*



Thank you!

Slack (EN): slack.postgres.ai

Telegram (RU): t.me/databaselabru

Join the Database Lab *Customer Advisory Group:*
https://postgres.ai/customer-advisory-group

TO BE
CONTINUED...→

Some examples of failures due to lack of testing

- Incompatible changes – production has different DB schema than dev & test
- Cannot deploy – hitting `statement_timeout` – too heavy operations

- During deployment, we’ve got a failover
- Deployment lasted 10 minutes, the app was very slow (or even down)

- Two weeks after deployment, we realize that the high bloat growth we have now has been introduced by that deployment
- Deployment succeeded, but then we have started to see errors

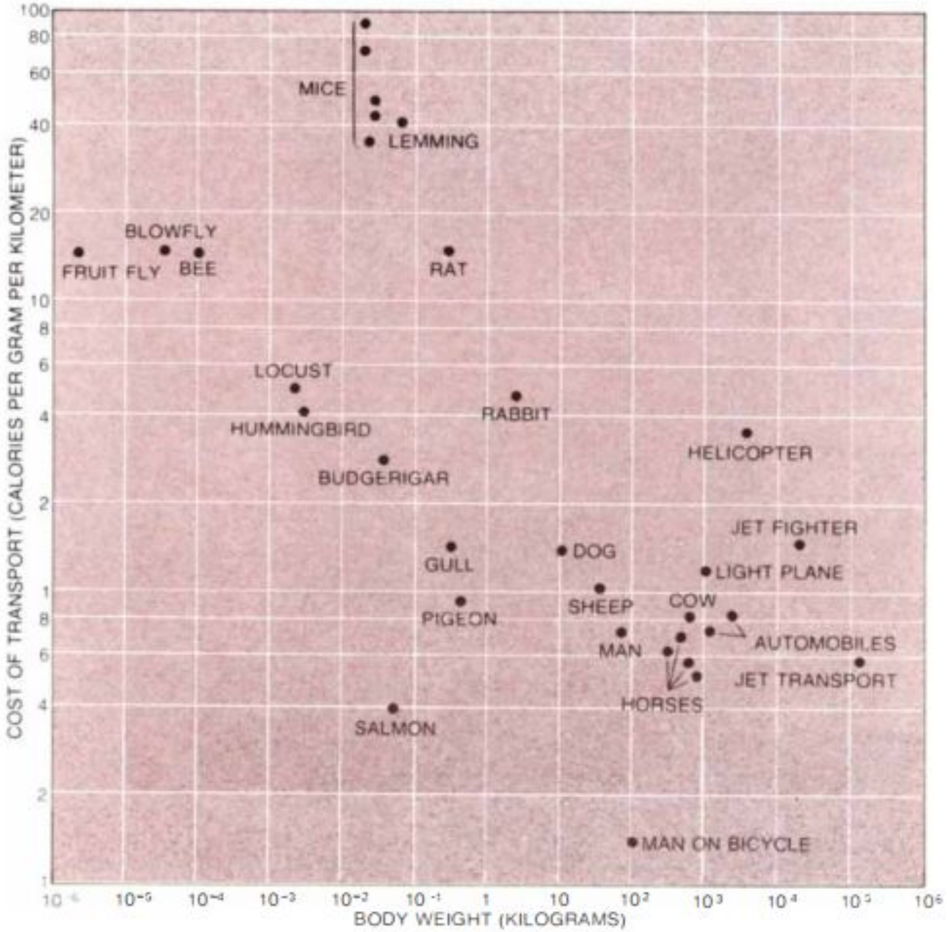
We need better tools

SCIENTIFIC AMERICAN

BICYCLE TECHNOLOGY

ONE DOLLAR

March 1973



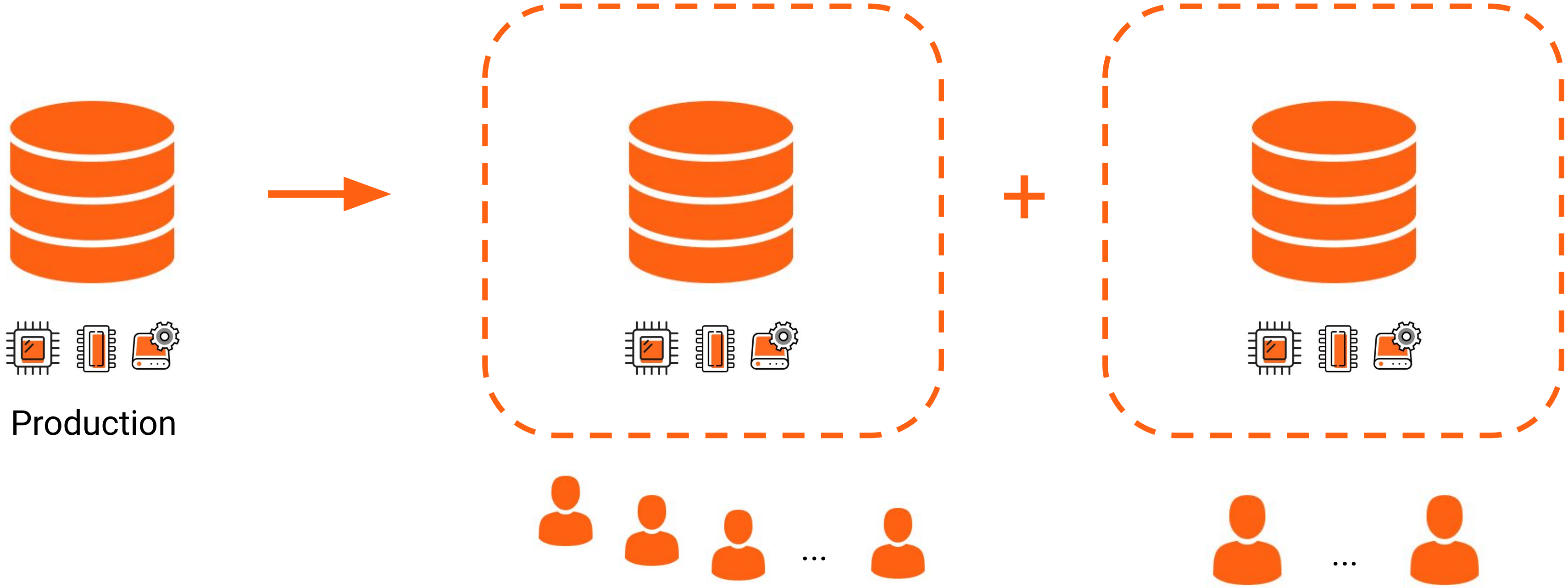
Steve Jobs (1980)

1) We, humans, are great tool-makers.
   We amplify human abilities.

2) Something special happens
   when you have 1 computer and 1 person.

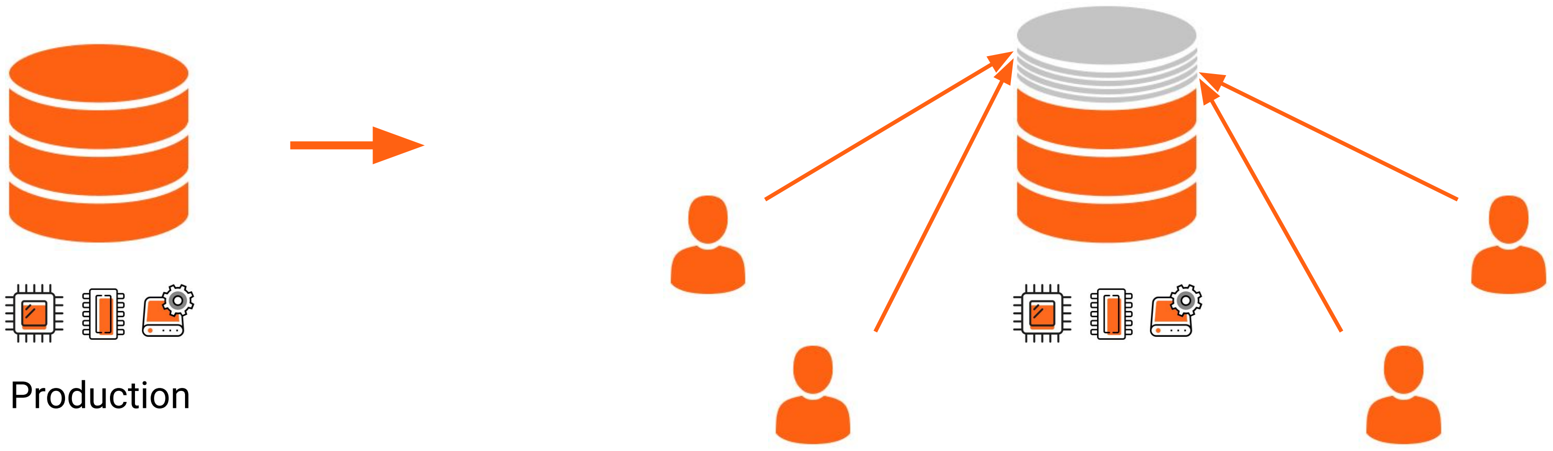
   It’s very different that having 1 computer and 10 persons.

Traditional DB experiments – **thick** clones



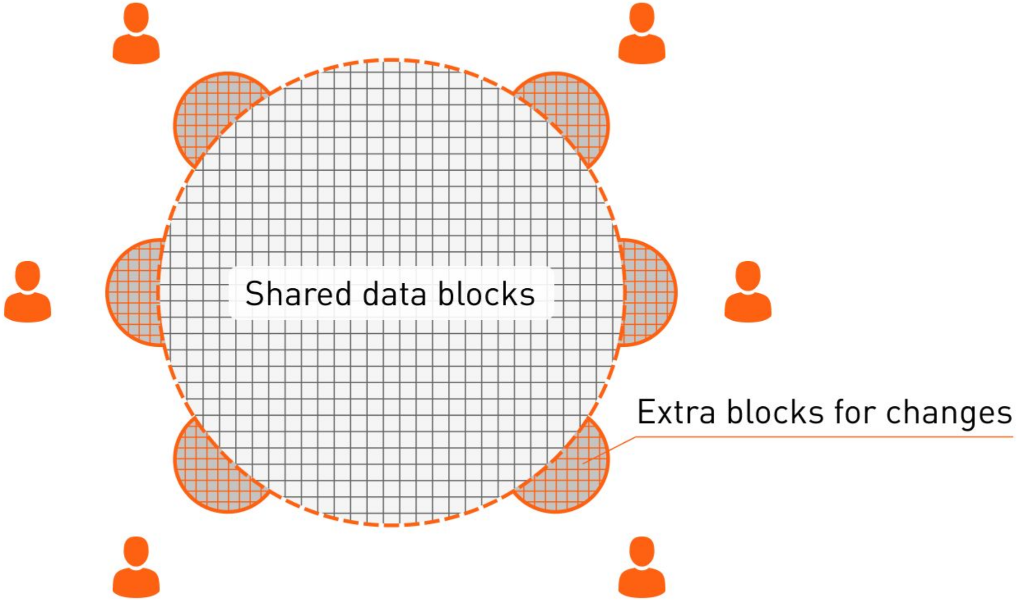
“1 database copy – 10 persons”

Database Lab: use *thin* clones



"1 database copy – 1 person"

“Thin clones” – Copy-on-Write (CoW)



▦ Thick copy of production (any size)

▦ Thin clone (size starts from 1 MB, depends on changes)

Database Lab – Open-core model

The Database Lab Engine (DLE)

Open-source (AGPLv3)

- Thin cloning – API & CLI
- Automated provisioning and data refresh
- Data transformation, anonymization
- Supports managed Postgres (AWS RDS, etc.)

https://gitlab.com/postgres-ai/database-lab

The Platform (SaaS)

Proprietary (freemium)

- Web console – GUI
- Access control, audit
- History, visualization
- Support

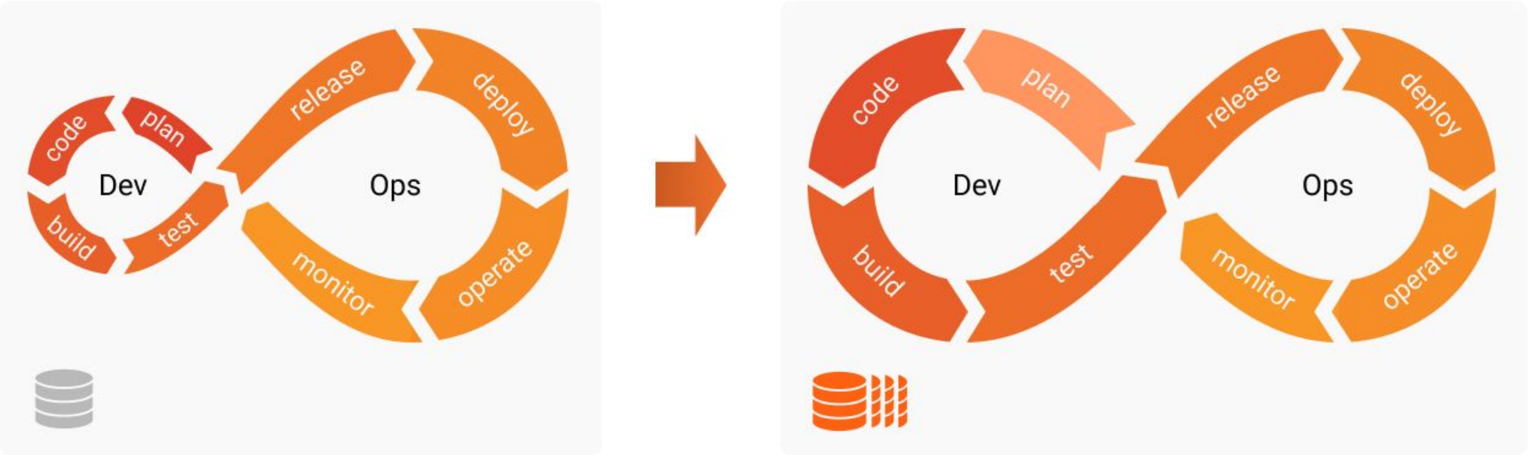
https://postgres.ai/

^^ use these links to start using it for your databases ^^

Database Lab unlocks “Shift-left testing”

Development bottlenecks
(with standard staging DB)

Frictionless development
(with Database Lab)



- ✗ Bugs: difficult to reproduce, easy to miss
- ✗ Not 100% of changes are well-verified
- ✗ SQL optimization is hard
- ✗ Each non-prod big DB costs a lot
- ✗ Non-prod DB refresh takes hours, days, weeks

- ✓ Bugs: easy to reproduce, and fix early
- ✓ 100% of changes are well-verified
- ✓ SQL optimization can be done by anyone
- ✓ Non-prod DB refresh takes seconds
- ✓ Extra non-prod DBs doesn't cost a penny

Database experiments on thin clones – yes and no

Yes

- Check execution plan – Joe bot
    - EXPLAIN w/o execution
    - EXPLAIN (ANALYZE, BUFFERS)
        - (timing is different; structure and buffer numbers – the same)
- Check DDL
    - index ideas (Joe bot)
    - auto-check DB migrations (CI Observer)
- Heavy, long queries: analytics, dump/restore
    - No penalties!
      (think hot_standby_feedback, locks, CPU)

No

- Load testing
- Regular HA/DR goals
    - backups
        - (but useful to check WAL stream, recover records by mistake)
    - hot standby
        - (but useful to offload very long-running SELECTs)

DB migration testing – “stateful tests in CI”

What we want from testing of DB changes:

- Ensure the change is valid
- It will be executed in appropriate time
- It won’t put the system down

…and:

- What to expect? (New objects, size change, duration, etc.)

Perfect Lab for database experiments

- Realistic conditions – as similar to production as possible
  - The same schema, data, environment as on production
  - Very similar background workload
- Full automation
- “Memory” (store, share details)
- Low iteration overhead (time & money)
- Everyone can test independently

allowed to fail ⟶ allowed to learn

Database experiments with Database Lab today (2021)

- Realistic conditions – as similar to production as possible
  - The same schema, data, environment as on production
  - ~~Very similar background workload~~
- Fine automation
- “Memory” (store, share details)
- Low iteration overhead (time & money)
- Everyone can test independently

  able to fail → able to learn

Postgres.ai

Why Database Lab was created

- Containers, OverlayFS (file-level CoW)

  CI: `docker pull … && docker run …`

  – OK only for tiny (< a few GiB) databases

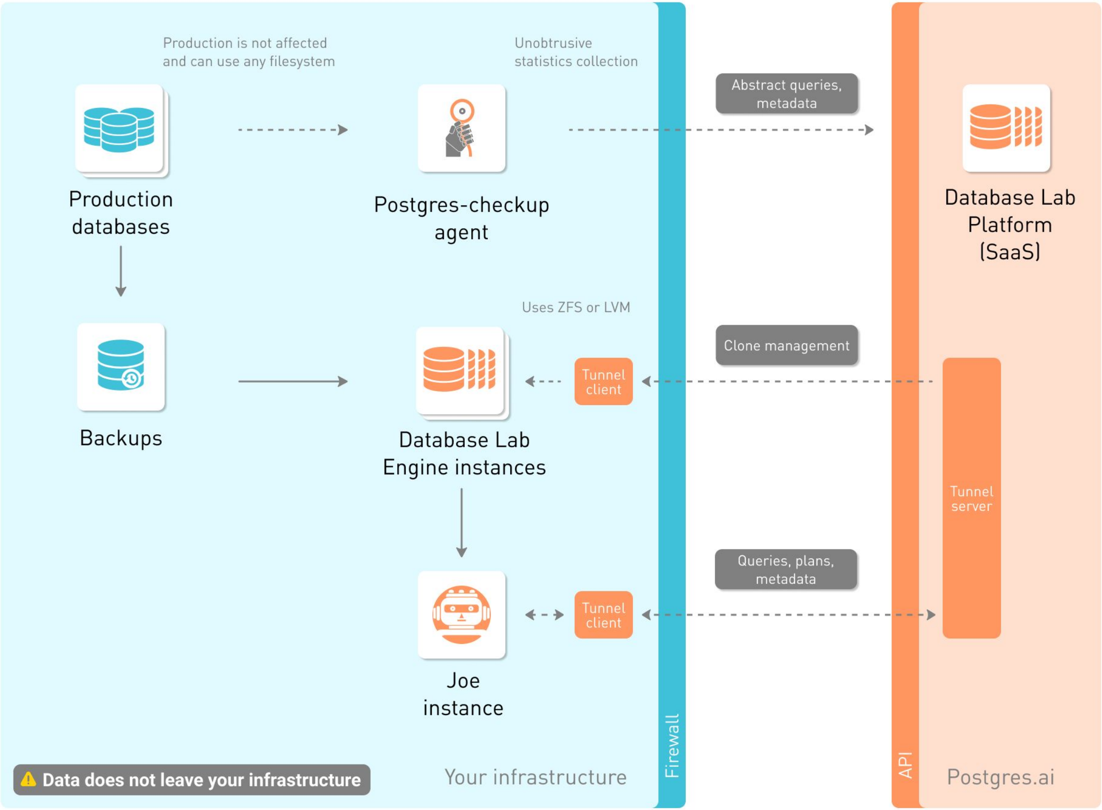
- Existing solutions: Oracle Snap Clones, Delphix, Actifio, etc.
  $$$$, not open

  – OK only for very large enterprises

Companies that do need it today

- 10+ engineers
- Multiple backend teams (or plans to split soon)
- Microservices (or plans to move to them)
- 100+ GiB databases
- Frequent releases

Database Lab – a high-level overview (with SaaS)

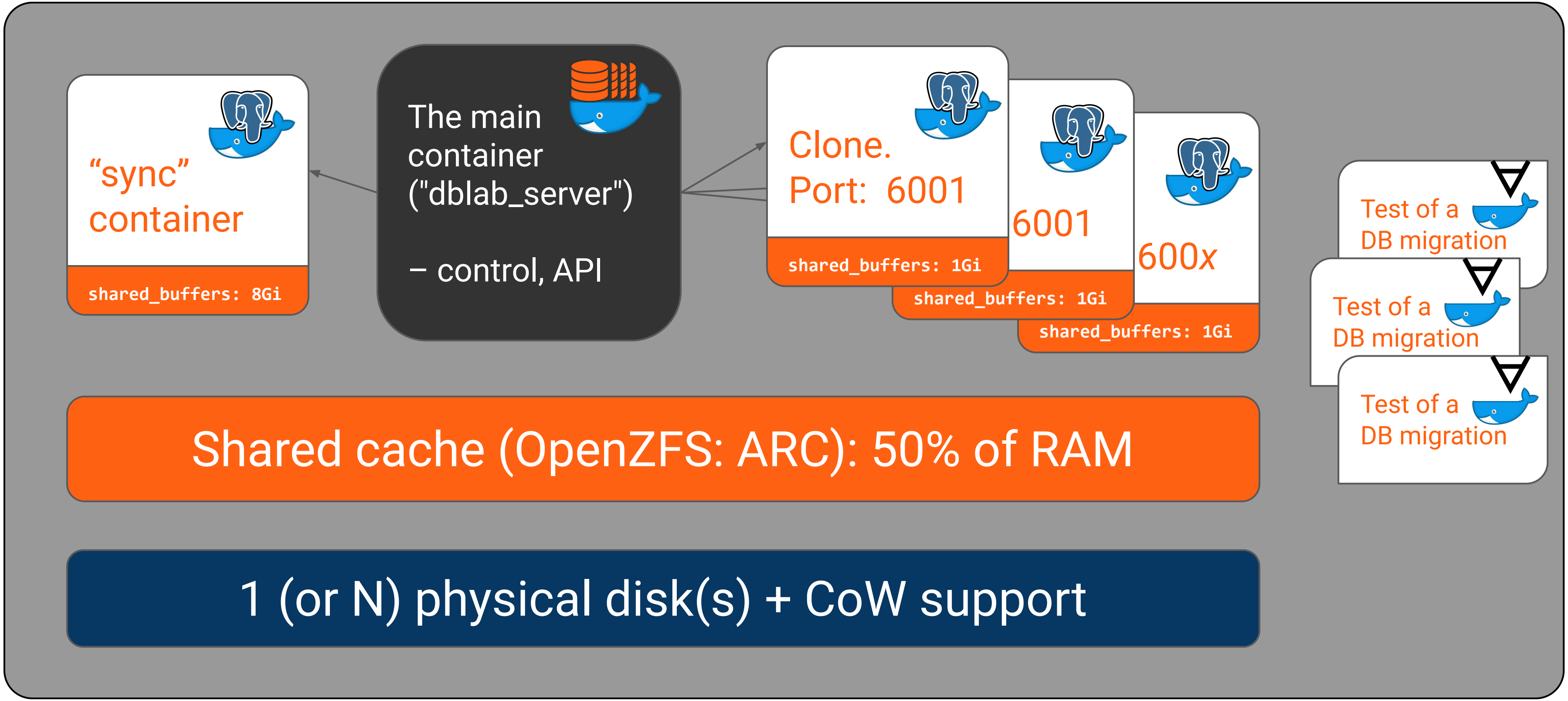

Production is not affected and can use any filesystem
Unobtrusive statistics collection
Production databases
Postgres-checkup agent
Abstract queries, metadata
Database Lab Platform (SaaS)
Uses ZFS or LVM
Backups
Database Lab Engine instances
Tunnel client
Clone management
Tunnel server
Queries, plans, metadata
Joe instance
Tunnel client
Firewall
API
⚠ Data does not leave your infrastructure
Your infrastructure
Postgres.ai

→ Data flow

--▸ Metadata flow (clone management, query plans, etc.)

Postgres.ai

Inside the Database Lab Engine 2.x



"sync" container

shared_buffers: 8Gi

The main container ("dblab_server")

– control, API

Clone. Port: 6001

shared_buffers: 1Gi

6001

shared_buffers: 1Gi

600x

shared_buffers: 1Gi

Test of a DB migration

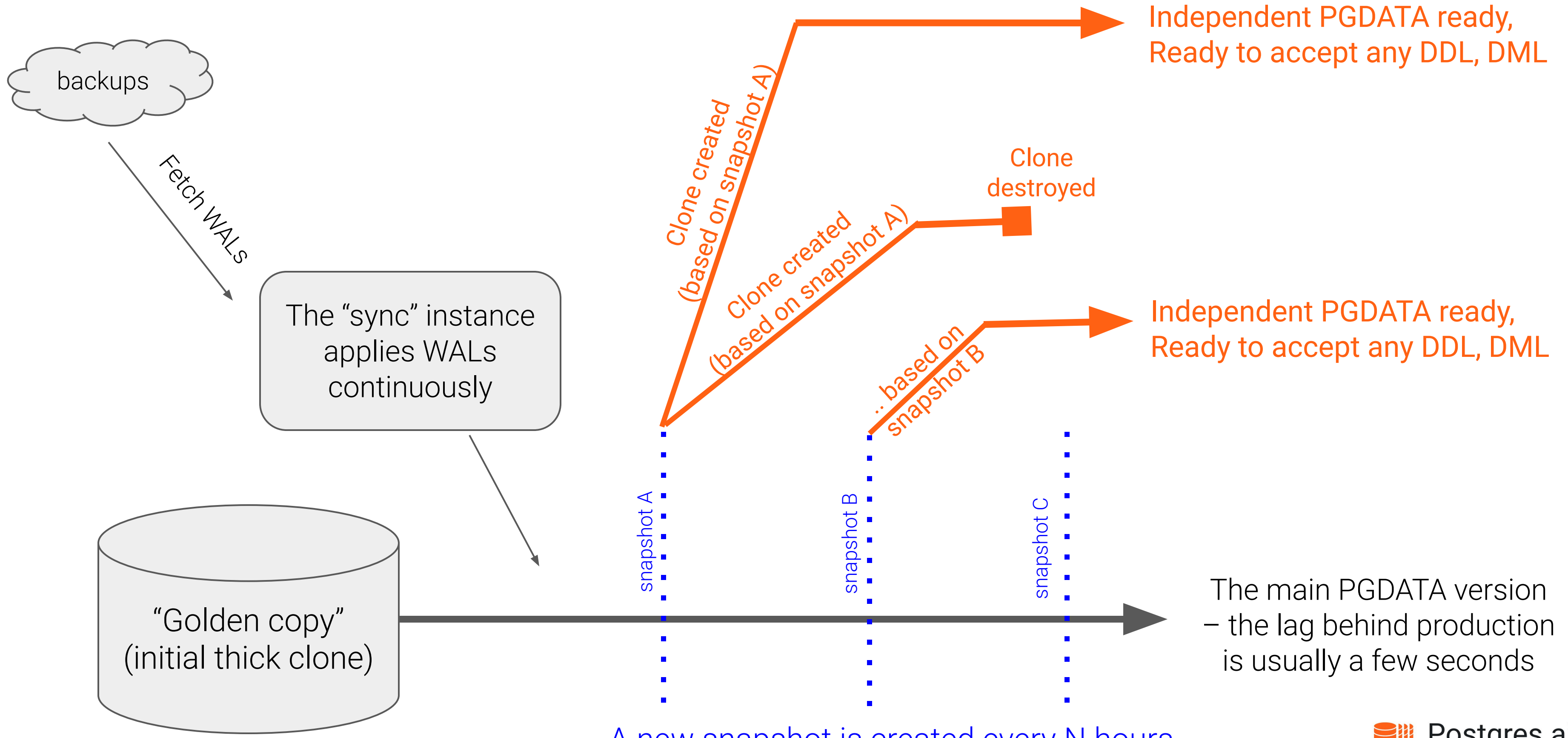
Test of a DB migration

Test of a DB migration

Shared cache (OpenZFS: ARC): 50% of RAM

1 (or N) physical disk(s) + CoW support

DLE – the data flow (physical mode)



backups

Fetch WALs

The "sync" instance applies WALs continuously

"Golden copy" (initial thick clone)

The main PGDATA version – the lag behind production is usually a few seconds

snapshot A

snapshot B

snapshot C

Clone created (based on snapshot A)

Independent PGDATA ready, Ready to accept any DDL, DML

Clone created (based on snapshot A)

Clone destroyed

.. based on snapshot B

Independent PGDATA ready, Ready to accept any DDL, DML

A new snapshot is created every N hours

Postgres.ai

How snapshots are created (ZFS version)

- Create a “pre” ZFS snapshot (R/O)
- Create a “pre” ZFS clone (R/W)
- DLE launches a temporary “promote” container
  - If needed, performs “preprocessing” steps (bash)
  - Uses “pre” clone to run Postgres and promote it to primary state
  - If needed, performs “preprocessing” SQL queries
  - Performs a clean shutdown of Postgres
- Create a final ZFS snapshot that will be used for cloning

Major topics of automated (CI) testing on thin clones

- Security

  https://postgres.ai/docs/platform/security

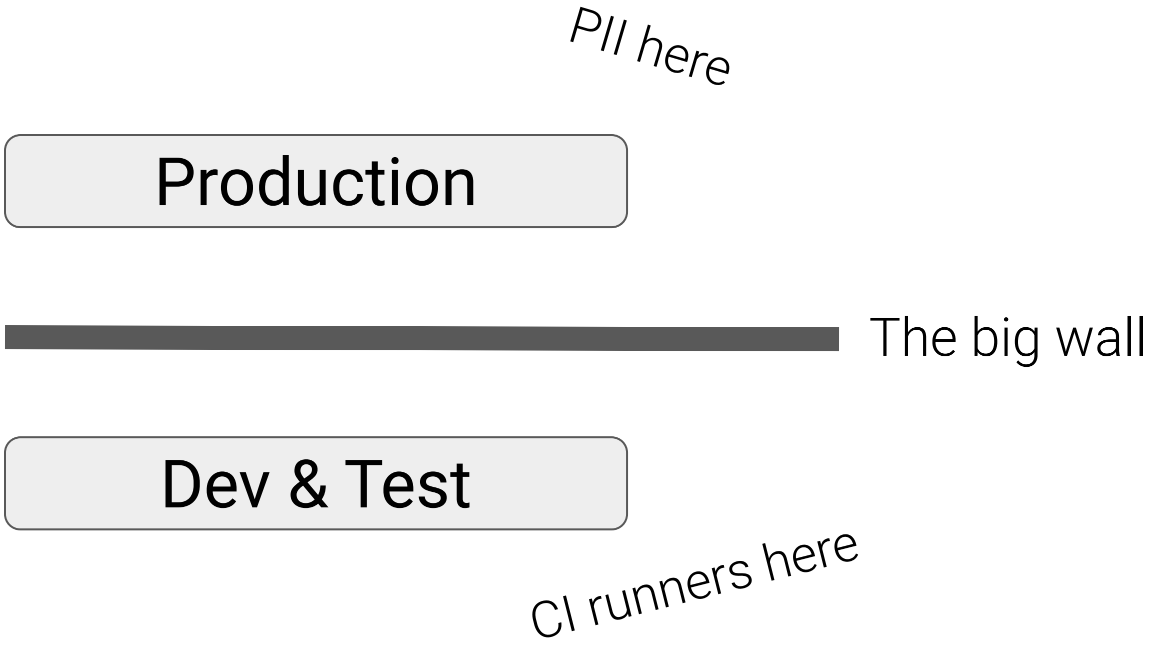
- Capturing dangerous locks

  CI Observer: https://postgres.ai/docs/database-lab/cli-reference#subcommand-start-observation

- Forecast production timing

  Timing estimator: https://postgres.ai/docs/database-lab/timing-estimator

Making the process secure: where to place the DLE?



PII here

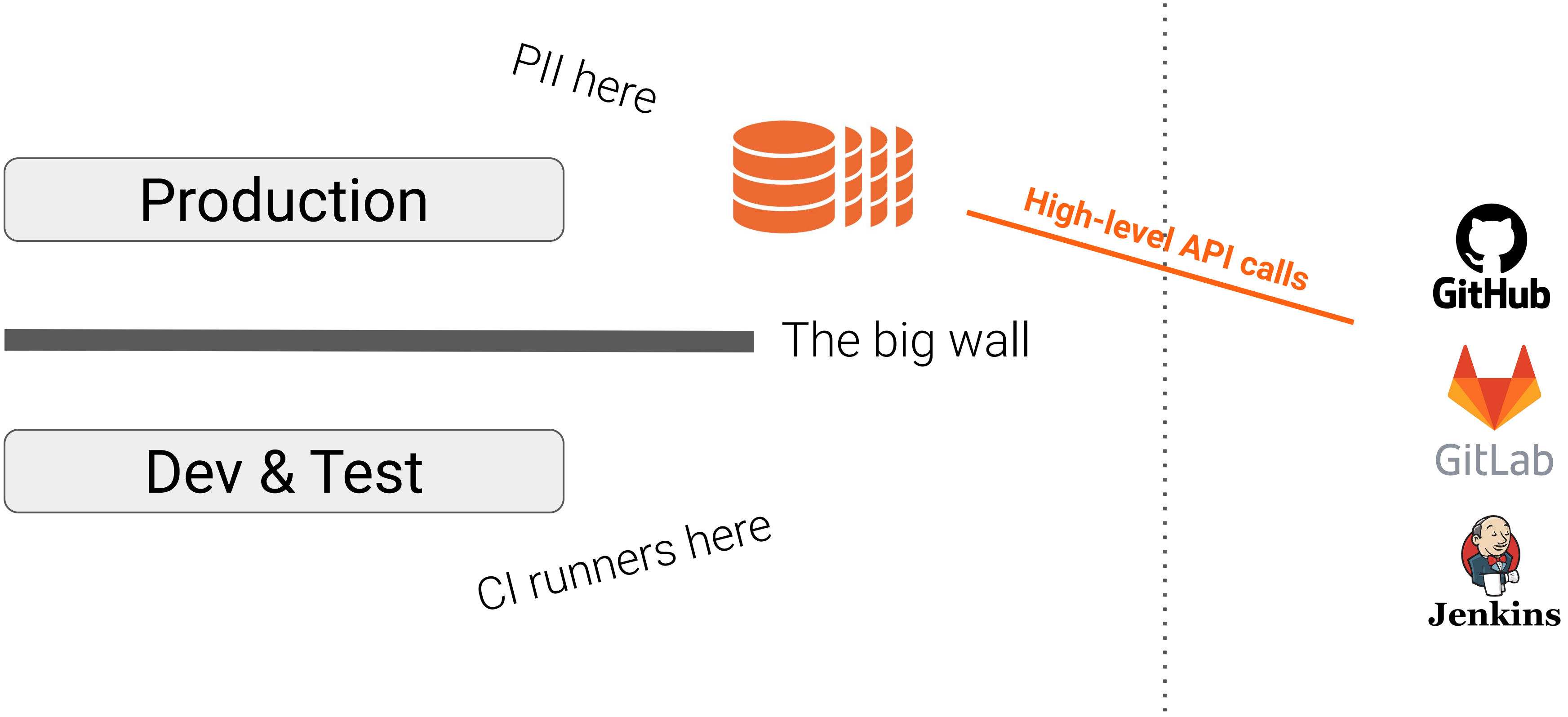
Production

The big wall

Dev & Test

CI runners here

Where to place the DLE? Current approach



PII here

Production

High-level API calls

The big wall

Dev & Test

CI runners here

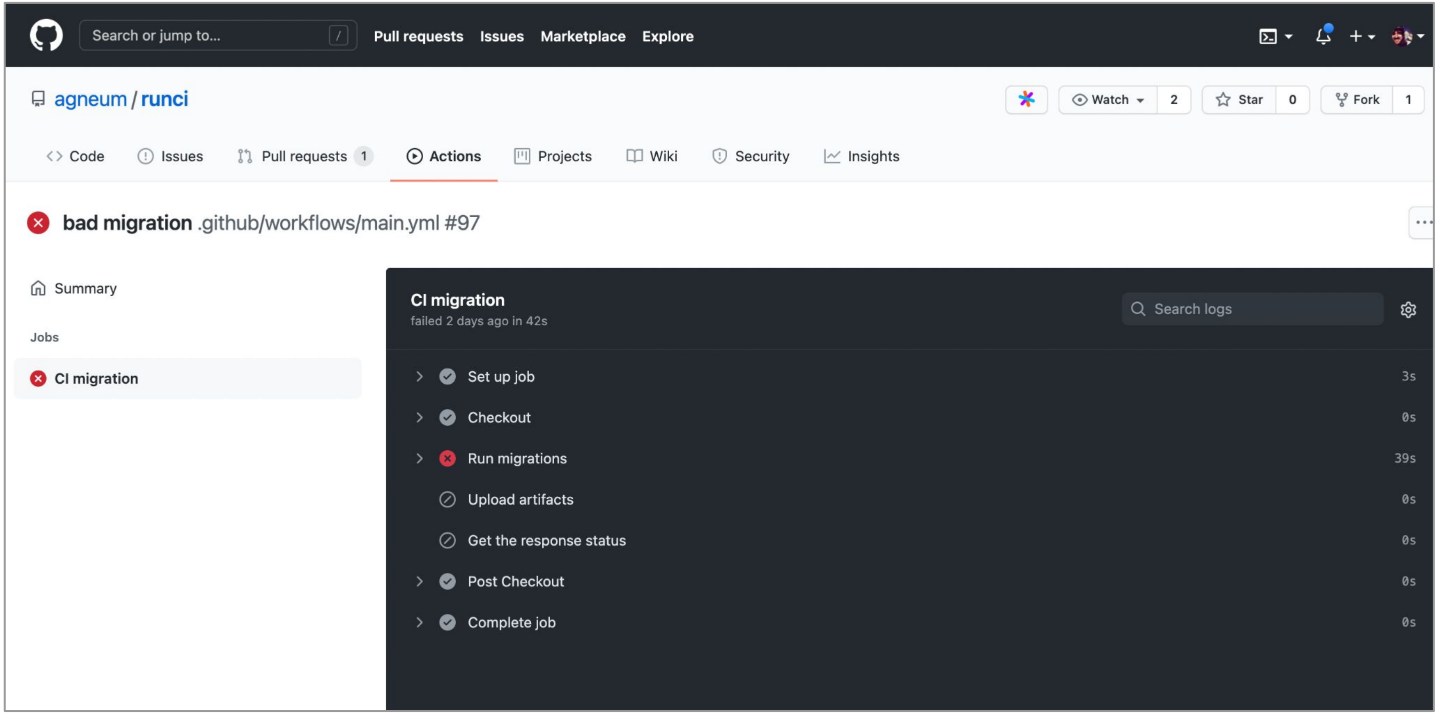
GitHub

GitLab

Jenkins

How it looks like: CI part

Example: GitHub Actions:
https://github.com/agneum/runci/runs/2519607920?check_suite_focus=true

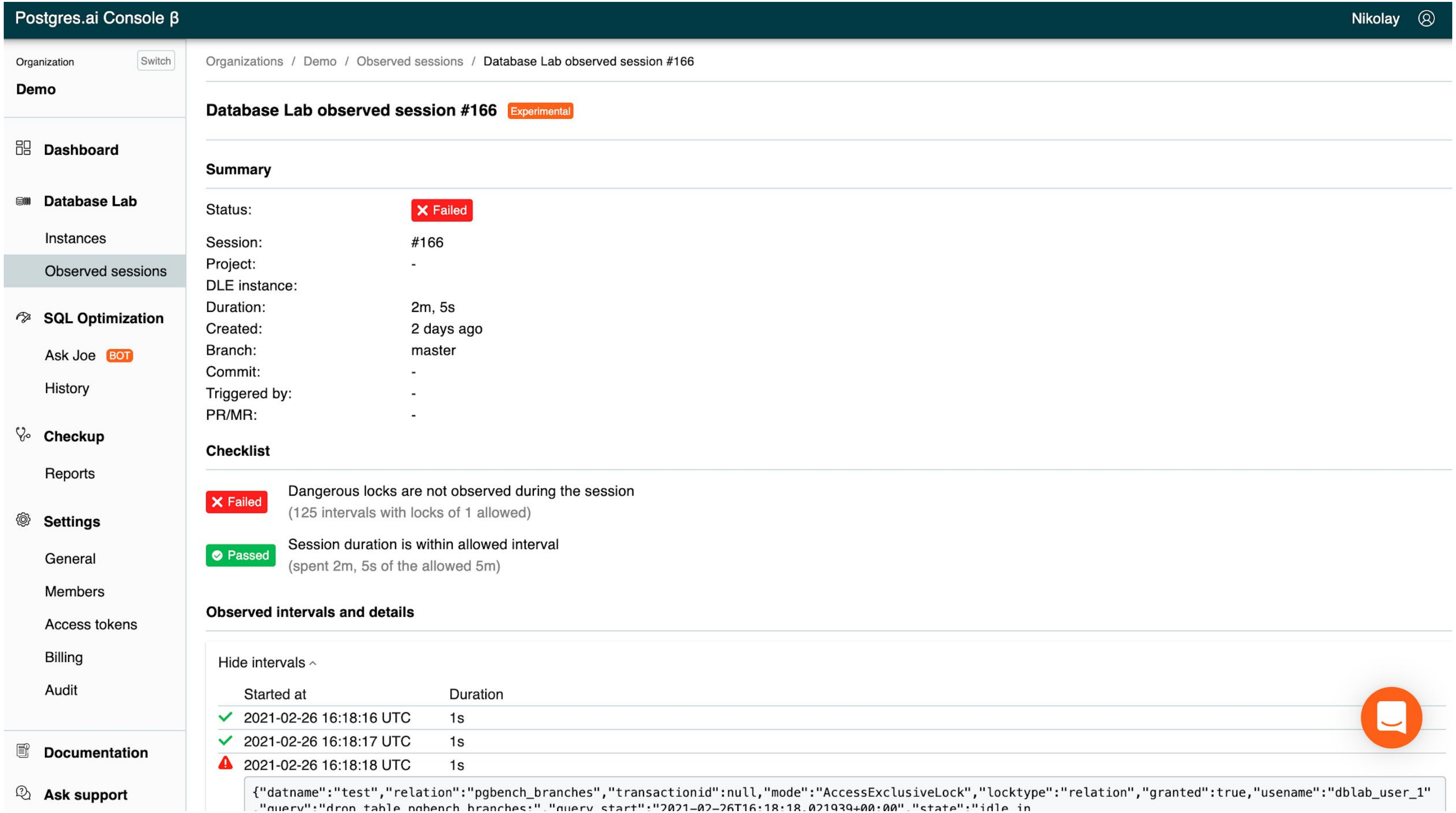


bad migration .github/workflows/main.yml #97

CI migration
failed 2 days ago in 42s

```
Set up job              3s
Checkout                0s
Run migrations         39s
Upload artifacts        0s
Get the response status 0s
Post Checkout           0s
Complete job            0s
```

More about dangerous lock detection



Organizations / Demo / Observed sessions / Database Lab observed session #166

Database Lab observed session #166 Experimental

Summary

Status: ✕ Failed

Session: #166
Project: -
DLE instance:
Duration: 2m, 5s
Created: 2 days ago
Branch: master
Commit: -
Triggered by: -
PR/MR: -

Checklist

✕ Failed Dangerous locks are not observed during the session
(125 intervals with locks of 1 allowed)

✓ Passed Session duration is within allowed interval
(spent 2m, 5s of the allowed 5m)

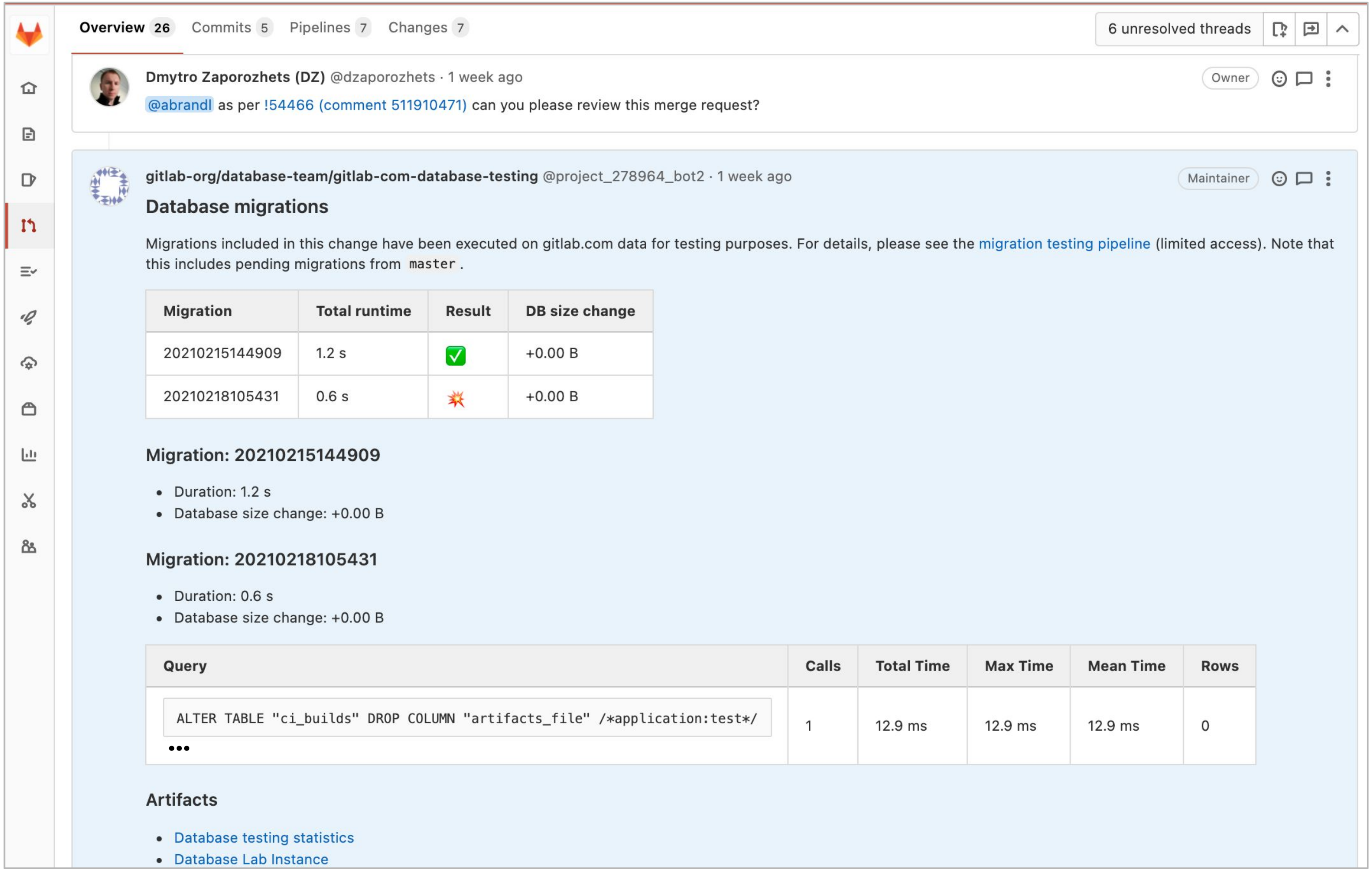
Observed intervals and details

Hide intervals ^

	Started at	Duration
✓	2021-02-26 16:18:16 UTC	1s
✓	2021-02-26 16:18:17 UTC	1s
⚠	2021-02-26 16:18:18 UTC	1s

{"datname":"test","relation":"pgbench_branches","transactionid":null,"mode":"AccessExclusiveLock","locktype":"relation","granted":true,"usename":"dblab_user_1"
,"query":"drop table pgbench_branches;","query_start":"2021-02-26T16:18:18.021939+00:00","state":"idle in

Postgres.ai



Dmytro Zaporozhets (DZ) @dzaporozhets · 1 week ago

@abrandl as per !54466 (comment 511910471) can you please review this merge request?

gitlab-org/database-team/gitlab-com-database-testing @project_278964_bot2 · 1 week ago

Database migrations

Migrations included in this change have been executed on gitlab.com data for testing purposes. For details, please see the migration testing pipeline (limited access). Note that this includes pending migrations from `master` .

Migration	Total runtime	Result	DB size change
20210215144909	1.2 s	✅	+0.00 B
20210218105431	0.6 s	💥	+0.00 B

Migration: 20210215144909

- Duration: 1.2 s
- Database size change: +0.00 B

Migration: 20210218105431

- Duration: 0.6 s
- Database size change: +0.00 B

Query	Calls	Total Time	Max Time	Mean Time	Rows
`ALTER TABLE "ci_builds" DROP COLUMN "artifacts_file" /*application:test*/` •••	1	12.9 ms	12.9 ms	12.9 ms	0

Artifacts

- Database testing statistics
- Database Lab Instance

February 19, 2021 – https://gitlab.com/gitlab-org/gitlab/-/merge_requests/54564#note_512678910

Example: GitLab.com, testing database changes using Database Lab

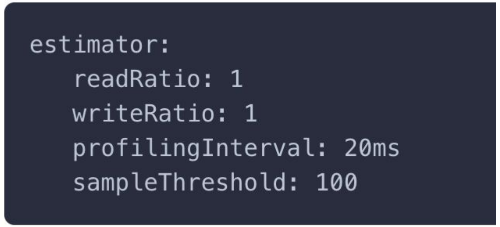
- Full automation
- GitLab CI/CD pipelines securely work with Database Lab
- Database Lab clones ~10 TiB database in ~10 seconds

Read their blueprint:

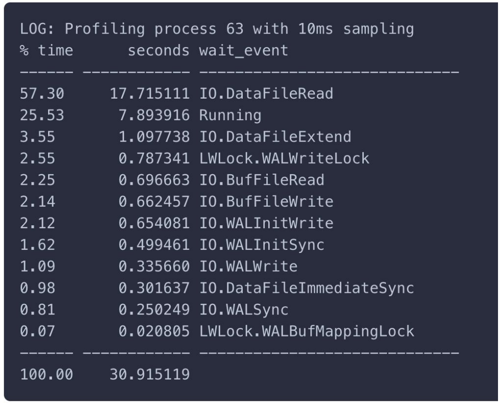
https://docs.gitlab.com/ee/architecture/blueprints/database_testing/

More about production timing estimation

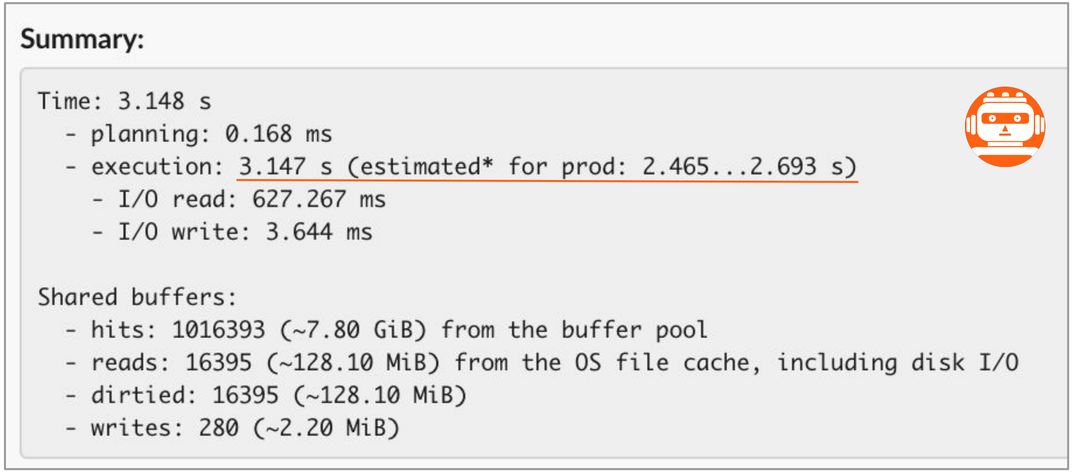
Experimental, WIP: https://postgres.ai/docs/database-lab/timing-estimator



```
estimator:
    readRatio: 1
    writeRatio: 1
    profilingInterval: 20ms
    sampleThreshold: 100
```



```
LOG: Profiling process 63 with 10ms sampling
% time      seconds wait_event
------ ------------ -----------------------------
57.30     17.715111 IO.DataFileRead
25.53      7.893916 Running
3.55       1.097738 IO.DataFileExtend
2.55       0.787341 LWLock.WALWriteLock
2.25       0.696663 IO.BufFileRead
2.14       0.662457 IO.BufFileWrite
2.12       0.654081 IO.WALInitWrite
1.62       0.499461 IO.WALInitSync
1.09       0.335660 IO.WALWrite
0.98       0.301637 IO.DataFileImmediateSync
0.81       0.250249 IO.WALSync
0.07       0.020805 LWLock.WALBufMappingLock
------ ------------ -----------------------------
100.00    30.915119
```



Summary:

```
Time: 3.148 s
  - planning: 0.168 ms
  - execution: 3.147 s (estimated* for prod: 2.465...2.693 s)
    - I/O read: 627.267 ms
    - I/O write: 3.644 ms

Shared buffers:
  - hits: 1016393 (~7.80 GiB) from the buffer pool
  - reads: 16395 (~128.10 MiB) from the OS file cache, including disk I/O
  - dirtied: 16395 (~128.10 MiB)
  - writes: 280 (~2.20 MiB)
```

Summary – available in PR/MR and visible to whole team

- When, who, status
- Duration (in the Lab + estimated for production)
- Size changes, new objects
- Dangerous locks
- Error stats
- Transaction stats
- Query analysis summary
- Tuple stats
- WAL generated, checkpoitner/bgwriter stats
- Temp files stats

Example (WIP): https://gitlab.com/postgres-ai/database-lab/-/snippets/2083427

More artifacts, details – restricted access

- System monitoring (resources utilization)
- pg_stat_*
- pg_stat_statements, pg_stat_kcache
- logerrors
- Postgres log
- pgBadger (html, json)
- wait event sampling
- perf tracing, flamegraphs; or eBPF
- Estimated production timing

https://gitlab.com/postgres-ai/database-lab/-/issues/226

Database Lab Roadmap

https://postgres.ai/docs/roadmap

- Lower the entry bar
  - Simplify installation
  - Simplify the use
  - Easy to integrate
  - *** **** * *******

Where to start

Postgres.ai/docs/