

# PostgreSQL Unboxing



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# Welcome!

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# My background.

- PostgreSQL person since 1998.
- Came to databases as an application developer and architect.
- I had to suffer for my art.
- Now, it's your turn!

# What is this?

- “Just enough” PostgreSQL for a new developer.
- PostgreSQL is a rich environment.
- Far too much to learn in a single tutorial.
- But enough to be dangerous!

# The DevOps World

- “Integration between development and operations.”
- “Cross-functional skill sharing.”
- “Maximum automation of development and deployment processes.”
- “We’re way too cheap to hire real operations staff. Anyway: **Cloud!**”

# This means...

- No experienced DBA on staff.
  - Have you seen how much those people *cost, anyway?*
- Development staff pressed into duty as database administrators.
- But it's OK... it's **PostgreSQL!**

# Everyone Loves PostgreSQL!

- Fully ACID-compliant relational database management system.
- Richest set of features of any modern production RDMS.
- Relentless focus on quality, security, and spec compliance.
- Capable of very high performance.

**But, it's hard to  
administer!**





\* This machine  
was bought in  
1997.

\* It is running  
PostgreSQL  
9.2.1.

\* I spend 10  
minutes a  
year on  
maintenance.

# Background

# Elephant evolution.

- Derives from the 1986 POSTGRES project at the University of California, Berkeley.
- This also gave rise to Illustra, thence Informix.
- And thence Sybase, and from there MS SQL Server.
- Proudly open source since 1995.

# Licenses matter.

- Licensed under the PostgreSQL License, similar to BSD/MIT.
- Allows for commercial derivatives, but...
- ... not owned by a commercial organization.
- No one will take your elephant away.

# Cross-Platform.

- Operates natively on all modern operating systems.
- Plus Windows.
- Scales from development laptops to huge enterprise clusters.

# Work in progress.

- Under constant development.
- A major release every 9-12 months or so.
- Constant minor releases.
- Vanishingly small security or data corruption bugs.
- Community focus on correctness and data integrity.

# A quick spin around the elephant.

- PostgreSQL is the most feature-rich open source database, full stop.
- Focus on “big database” features.
- High-rate OLTP, data warehousing...
- Equals or exceeds commercial DBs.
- Far more features than we can discuss here.



# But we'll try!

- Huge range of integrated types.
- User-definable types.
- Built-in fast, multi-language full-text search.
- Extremely extensible.



# Rich Data Types.

- Numeric
- Character
- Date/Time
- Boolean
- Enums
- Geometric
- Network Addresses
- Bit Strings
- Text-Search Related
- UUID
- XML

# Powerful Extensions.

- PostGIS – De-facto standard geographic information system.
- Integrated programming languages
  - Python, Perl, Ruby, Java, R...
  - Coming soon, integrated JSON and V8.
  - It's WebScale™!

# Installation

# A variety of methods.

- Build from source.
  - Works on any platform.
  - Maximum control.
- Requires development tools.
- Does not come with platform-specific utility scripts (/etc/init.d, etc.).

# Packages.

- Packages available for all major Linux platforms.
- May need to use custom repositories.
- <http://www.postgresql.org/download/linux/>
- Debian-derived and RedHat-derived have different directory structures.
- We'll discuss those in a bit.

# Other OSes.

- Windows: One-click installer available.
- OS X: One-click installer, MacPorts, Fink and Postgres.app from Heroku.
- For other OSes, check [postgresql.org](https://www.postgresql.org).

# Creating a database cluster.

- A single PostgreSQL server can manage multiple databases.
- The whole group on a single server is called a “cluster”.
- This is very confusing, yes.

# A Database.

- Databases are autonomous collections of objects (tables, schemas, etc.).
- You cannot directly join between them.
  - Foreign data wrappers coming soon!
- MySQL “databases” are PostgreSQL “schemas,” more or less.



# initdb

- The command to create a new database cluster is called initdb.
- It creates the files that will hold the cluster.
- It doesn't automatically start the server.
- Many packaging systems automatically create and start the server for you.

- Built-in command to start and stop PostgreSQL.
- Frequently called by init.d, upstart or other scripts.
- Use the package-provided scripts.

- Command-line interface to PostgreSQL.
- Run queries, examine the schema, look at PostgreSQL's various views.

# PostgreSQL directories

- All of the data lives under a top-level directory.
- Let's call it \$PGDATA.
  - Find it on your system, and do a ls.
  - The data lives in “base”.
  - The transaction logs live in pg\_xlog.

# Configuration files.

- On most installations, the configuration files live in \$PGBASE.
- On Debian-derived systems, they live in /etc/postgresql/9.2/main/...
- Find them. You should see:
  - postgresql.conf
  - pg\_hba.conf

# Configuration

# Configuration files.

- Only two really matter:
  - postgresql.conf — most server settings.
  - pg\_hba.conf — who gets to log in to what databases?

# Users and roles.

- A “role” is a database object that can own other objects (tables, etc.), and that has privileges (able to write to a table).
- A “user” is just a role that can log into the system; otherwise, they’re synonyms.
- PostgreSQL’s security system is based around users.



# pg\_hba.conf

# postgresql.conf

- Holds all of the configuration parameters for the server.
- Find it and open it up on your system.

# postgresql.conf



A high-resolution photograph of an airplane cockpit, viewed from the perspective of the pilot's seat. The cockpit is filled with various instruments, including multiple digital displays showing flight data, radar, and engine status. The central console features a complex array of buttons, switches, and two large circular control knobs. The seats are upholstered in blue and white striped fabric. The overall lighting is dim, with the primary light sources being the illuminated instrument panels. The text "We're All Going To Die." is superimposed in a large, white, sans-serif font across the center of the image.

**We're All Going To Die.**





# Important parameters.

- Logging.
- Memory.
- Checkpoints.
- Planner.
- You're done.
- No, really, you're done!

# Logging.

- Be generous with logging; it's very low-impact on the system.
- It's your best source of information for finding performance problems.

# Where to log?

- syslog — If you have a syslog infrastructure you like already.
- LOCAL0.\* -/var/log/postgresql
- Otherwise, CSV format to files.
- Do not use standard format; it's obsolete.



# What to log?

```
log_destination = 'csvlog'  
log_directory = 'pg_log'  
logging_collector = on  
log_filename = 'postgres-%Y-%m-%d_%H%M%S'  
log_rotation_age = 1d  
log_rotation_size = 1GB  
log_min_duration_statement = 250ms  
log_checkpoints = on  
log_connections = on  
log_disconnections = on  
log_lock_waits = on  
log_temp_files = 0
```

# Memory configuration

- shared\_buffers
- work\_mem
- maintenance\_work\_mem

# shared\_buffers

- Below 2GB (?), set to 20% of total system memory.
- Below 32GB, set to 25% of total system memory.
- Above 32GB (lucky you!), set to 8GB.
- Done.

# Shared memory follies.

- PostgreSQL allocates all shared memory at startup.
- Most Linux kernels don't allow much shared memory allocation.
- Relevant parameters are SHMMAX and SHMALL.

# To adjust.

- Calculate: `shared_memory` in bytes, +20%.
- `sysctl -w kernel.shmmax = (value)`
- `sysctl -w kernel.shmall = (value)/4096`
- Sorry about that; there's a lot of history there.

# OOM Killer Considered Harmful.

- The Linux OOM killer is a bug, not a feature, on PostgreSQL servers.
- `vm.overcommit_ratio = 100`
- `vm.overcommit_memory = 2`
- `Swap = RAM.`

# work\_mem

- Start low: 32-64MB.
- Look for 'temporary file' lines in logs.
- Set to 2-3x the largest temp file you see.
- Can cause a **huge** speed-up if set properly!
- But be careful: It can use that amount of memory per planner node.

# maintenance\_work\_mem

- 10% of system memory, up to 1 GB.
- Maybe even higher if you are having VACUUM problems.
- (We'll talk about VACUUM later.)



# effective\_cache\_size

- Set to the amount of file system cache available.
- If you don't know, set it to 50% of total system memory.
- And you're done with memory settings.

# Checkpoints.

- A complete flush of dirty buffers to disk.
- Potentially a lot of I/O.
- Done when the first of two thresholds are hit:
  - A particular number of WAL segments have been written.
  - A timeout occurs.

# Checkpoint settings.

`wal_buffers = 16MB`

`checkpoint_completion_target = 0.9`

`checkpoint_timeout = 10m-30m` # Depends on restart time

`checkpoint_segments = 32` # To start.

# Checkpoint settings, 2.

- Look for checkpoint entries in the logs.
- Happening more often than `checkpoint_timeout`?
- Adjust `checkpoint_segments` so that checkpoints happen due to timeouts rather filling segments.
- And you're done with checkpoint settings.

# Checkpoint settings notes.

- The WAL can take up to  $3 \times 16\text{MB} \times \text{checkpoint\_segments}$  on disk.
- Restarting PostgreSQL can take up to `checkpoint_timeout` (but usually less).

# Planner settings.

- `effective_io_concurrency` — Set to the number of I/O channels; otherwise, ignore it.
- `random_page_cost` — 3.0 for a typical RAID10 array, 2.0 for a SAN, 1.1 for Amazon EBS.
- And you're done with planner settings.

# Do not touch.

- `fsync = on`
  - Never change this.
- `synchronous_commit = on`
  - Change this, but only if you understand the data loss potential.



# Changing settings.

- Most settings just require a server reload to take effect.
- Some require a full server restart (such as `shared_buffers`).
- Many can be set on a per-session basis!

# Concepts

# Write-Ahead Log, an introduction.

- A continuous stream of (committed) database modifications.
- Broken into 16MB files, called “segments.”
- Logically, starts with database cluster creation and lasts forever.
- In reality, that would be insane.

# WAL, what is it good for?

- Used to restore the database on an abnormal termination.
- Absolutely essential to avoid data corruption.
- The replay has to happen from the last consistent state.
  - = the last time a checkpoint finished.

# Important WAL Facts.

- It is time-ordered, so you can replay it to a particular point in time.
- It is append-only, so it pays to put it on its own file system.
- It is the basis for both warm standby and streaming replication.

- Multi-Version Concurrency Control.
- Introduced by PostgreSQL, now used by pretty much everyone.
- Alternative to “pessimistic” locking strategies.
- Allows for much higher performance.

# MVCC rules.

- Readers (to the same row) do not block readers.
- Writers do not block readers — readers get the old version of the row.
- Readers do not block writers.
- Writers **do** block writers to the same row.



# Versioning.

- Multiple versions of the same row can exist.
- Deleted and updated rows are not immediately removed from the database.
- Some other transaction might still be able to see them.
- Solution? VACUUM.

# VACUUM

- Scans each table for “dead” versions of tuples, and marks them as free.
- Since 8.0, handled for you by the autovacuum daemon.
- Good to manually vacuum after major update/delete operations.

# ANALYZE

- The planner requires statistics on each table to make good guesses for how to execute queries.
- ANALYZE collects these statistics.
- Done as part of VACUUM.
- Always do it after major database changes — especially a restore from a backup.

# Locking.

- PostgreSQL takes implicit locks on objects to maintain concurrency control.
- Tuple locks are on individual database rows.
- Table, schema and database locks are on higher-level objects.

# Tuple locks.

- Share lock — Prevents the row from being modified, but it can be read; any number of sessions can hold a shared lock on the same row.
- Exclusive lock — Prevents the row from being modified by anyone else; only one session can hold an exclusive lock.

# Surprising locks.

- Writing a dependent row can cause a share lock on the parent in a foreign key relationship.
- Updates on that parent row can then block.
- This is the reason for the fast/slow data rule.

# Table-level locks.

- Taken during schema modifications.
- Held only for as long as the schema modification goes on.
- But this can be a very long time if you are adding a non-NULL column.
- Add column as NULL, set to non-NULL default later.



# Explicit locking.

1. Taking an explicit lock on a table is a sign of an application problem.
2. If you think you can only solve your problem with an explicit lock, see #1.
3. If you are **sure** you can only solve your problem with an explicit lock, see #2.

# Transaction modes.

- PostgreSQL supports multiple transaction modes.
  - READ COMMITTED
  - REPEATABLE READ
  - SERIALIZABLE

# A reminder about MVCC.

- All transactions see a snapshot of the database at the start of a transaction.
- Only writes to the *same tuple* (row) block.
- The transaction isolation levels control how “perfect” this snapshot model is.

# READ COMMITTED

- Each transaction sees a snapshot of the database at the time it starts.
- Pure read-only transactions are always consistent.
- Transactions lock, but do not fail.
- Conflicting writes to the same row can cause an inconsistent snapshot.

# READ COMMITTED

- BEGIN;
- SELECT i FROM t WHERE k=3;  
-- Other transaction sets i to 7.
- UPDATE t SET i=12 WHERE k=3;
- COMMIT;

# READ COMMITTED

- BEGIN;
- SELECT i FROM t WHERE k=3  
**FOR UPDATE;**
- UPDATE t SET i=12 WHERE k=3;
- COMMIT;

# REPEATABLE READ

- Each transaction gets a perfectly consistent snapshot.
- Multiple writes to the same row can cause a transaction to be aborted.
- The aborting transaction can then be rerun.
- Not true serializable transactions.

# REPEATABLE READ

- BEGIN;
- SELECT MAX(last\_inserted\_batch)...
- Insert any newer records.
- COMMIT;
- No traditional solution except a full table lock (or equivalent).



# SERIALIZABLE

- New in 9.1!
- True mathematical serializability.
- Has overhead (although not much).
- As with REPEATABLE READ, transaction aborts can result.

# SERIALIZABLE success.

- BEGIN;
- SELECT MAX(last\_inserted\_batch)...
- Insert any newer records.
  - Losing transaction aborts here.
- COMMIT;

# Transaction philosophy.

- Keep transactions short.
- Do not leave transactions open during asynchronous events.
- Long-running transactions can create a myriad of problems.

# Schema Design

# A huge topic.

- We can only scratch the surface here.
- In general:
  - Keep your data in normal form.
  - Do not be afraid to do joins.
  - Do not denormalize except in response to a very real problem.

# Fast/slow rule.

- Do not put fast changing data in the same table as slow changing data.
- Especially if the table is the parent of a lot of other tables via foreign keys.
- This will avoid a large class of locking problems.

# Indexing strategy.

- A good index is:
  - Highly selective.
  - Frequently used.
  - Or required to enforce a constraint.
- A bad index is:
  - Everything else.

# Index creation.

- Create indexes on the basis of real-life queries.
- Look for sequential scans that can be sped up.
- Indexes are not cheap; drop any that are not being used.



# Checking index usage.

- `pg_stat_user_tables`
- `pg_stat_user_indexes`
  - Look for lots of sequential scans, or
  - Not many index scans.

# Pitfalls.

# SELECT COUNT(\*) FROM ...

- Everyone does this.
- `SELECT COUNT(*) FROM MyHugeTable;`
  - “Why is PostgreSQL so slow?”
- Implemented as a full table scan.
- So, don't do this.

# In-place upgrade.

- Upgrading major versions (9.0 > 9.1) requires a `pg_dump` and `pg_restore`.
- No in-place upgrade in core yet.
- `pg_upgrade` is a thing.
- Trigger-based replication is another option.

# autovacuum

- Background process that does VACUUMing.
- Handles most workloads well.
- Sometimes, can wake up at exactly the wrong time.
- Or run wild.

# Manual VACUUM

- Disable AUTOVACUUM.
- Run VACUUM manually at low-load times.
- You **must** run VACUUM!
- Be sure to do ANALYZE at the same time.

# Bulk loading data.

- Use COPY, not INSERT.
- COPY does full integrity checking and trigger processing.
- Do a VACUUM afterwards.

# Debugging



# “This query is slow.”

- EXPLAIN or EXPLAIN ANALYZE
- The output is... somewhat cryptic.
- <http://explain.depesz.com/>

# “The database is slow.”

- What’s going on?
- `pg_stat_activity`
- `tail -f` the logs.
- Too much I/O? `iostat 5`

# “The database isn’t responding.”

- Make sure it’s up!
- Can you connect with psql?
- pg\_stat\_activity
- pg\_locks

# Backup

# pg\_dump

- Built-in dump/restore tool.
- Takes a logical snapshot of the database.
- Does not lock the database or prevent writes to disk.
- Low (but not zero) load on the database.

# pg\_restore

- Restores database from a pg\_dump.
- Is not a fast operation.
- Great for simple backups, not suitable for fast recovery from major failures.

# Point-in-time recovery

- Combine file-system level snapshots of the database with archives of the WAL file.
- File system snapshot does not need to be atomic or consistent.
- Can be used to recover to a particular point-in-time in case of logical-level failures.

# PITR process, an overview.

- Start archiving WAL segments.
- Make a base backup.
- Keep archiving WAL segments.
- Lather, rinse, repeat.
- The WAL segments plus the base backup are your backup.



# Archive WAL segments.

- `archive_mode = on`
- `archive_command = ...`
- Archive these to a different machine than your primary database server!
- On a cloud host? Make sure your archive machine is really on different physical hardware.

# Do a base backup.

- `pg_start_backup('label', true);`
- Do a file-system level copy.
- Yes, it will be inconsistent. No, we don't care.
- PostgreSQL continues operating.
- `pg_stop_backup('label', true);`

# Keep archiving WAL segments.

- The WAL segments plus the base backup are your backup.
- You can replay the WAL segments to any point in time (after the backup was complete).
- When it's been too long to recover quickly, do another base backup.

# Downsides.

- 16MB a piece for each WAL segments.
- Replaying WAL segments takes a while.
- Doing the base backup may be prohibitively long.
- The next step in data security is...

# Warm standby.

- Secondary server continually integrates the WAL segments.
- Can come back up instantly in the event of primary failure.
- You still need the base backup and WAL segments to do PITR recovery though.
- You can't go back in time.

# Warm standby, the bad news.

- The secondary cannot be used for queries.
  - No load balancing here.
- Managing the WAL segments can be a pain.
- The secondary moves forward only as fast as the WAL segments can be moved.
- The next step, then, is...

# Replication

# Replication options.

- PostgreSQL's built-in streaming replication.
- Trigger-based replication:
  - Slony
  - Bucardo
  - Londiste



# Built-in replication.

- Available in the core since 9.0.
- Read/write master.
- Read-only secondaries.
- Single-level tree of secondaries to one master.

# Advantages.

- Very fast.
- Secondaries can be queried, making it great for load balancing.
- DDL changes are automatically pushed to secondaries.

# The bad news.

- All-or-nothing: The entire database cluster must be replicated.
- Any change is immediately propagated, including your mistakes.
- Requires some tuning for query cancellation issues.

# Setting up.

- Do a base backup.
- Set up `recovery.conf` correctly.
- Bring up the secondary.
- Profit.

# Tools for replication.

- `pg_basebackup` — Built in tool for doing a base backup to prime a secondary.
- `repmgr.org` — Prepackaged tools for setting up and monitoring replication.

# Trigger-based replication.

- Installs triggers on tables on master.
- A daemon process picks up the changes and applies them to the secondaries.
- Third-party add-ons to PostgreSQL.

# Trigger-based rep: Good.

- Highly configurable.
- Can push part or all of the tables; don't have to replicate everything.
- Multi-master setups possible (Bucardo).

# Trigger-based rep: Bad.

- Fiddly and complex to set up.
- Schema changes must be pushed out manually.
- Imposes overhead on the master.



# Pooling, etc.

# Why pooling?

- Opening a connection to PostgreSQL is expensive.
- It can easily be longer than the actual query time.
- Above 200-300 connections, use a pooler.

# pgbouncer

- Developed by Skype.
- Easy to install.
- Very fast, can handle 1000s of connections.
- Does not to failover, load-balancing.
  - Use HAProxy or similar.

# pgPool II

- Does query analysis.
- Can route queries between master and secondary in replication pairs.
- Can do load balancing, failover, and secondary promotion.
- Higher overhead, more complex to configure.

# Hardware, System

# Cloud hosting.

- Cloud hosting has terrible I/O.
- Databases (above a certain size) are I/O bound.
- You can see where this is going.

# Making the best of a bad situation.

- Get as much RAM as you can afford (up to 2x database size).
- CPU capacity is not as important as RAM.
- Make sure the underlying storage system is reliable.

# Playing safe.

- Always use replication.
- Make sure your replica is on a different physical machine than the primary.
  - EC2 has client-affinity for boxes.
- Store configurations, etc. in a VCS; machines can die unexpected.



# Speaking of EC2.

- EBS striping can get you some performance benefit...
- ... at the expense of the EBS snapshot capability.
- Ubuntu 11.04 seems to be the most stable.
- EBS can fail.
- Check out WAL-E from Heroku.

# Your own(-ish) hardware.

- SSDs if you can afford it, SAS drives otherwise.
- RAID10.
- Put pg\_xlog on its own volume.
- Move pg\_stat\_tmp to a RAM disk.
- xfs (or ext4).

# Tools

# Monitor, monitor, monitor.

- Use Nagios / Ganglia to monitor:
  - Disk space — at minimum.
  - CPU usage
  - Memory usage
  - Replication lag.
- `check_postgres.pl` ([bucardo.org](http://bucardo.org))

# Graphical clients

- pgAdmin III
  - Comprehensive, open-source.
- Navicat
  - Commercial product, not PostgreSQL-specific.

# Log Analysis

- pgFouine
  - Traditional, not maintained much anymore.
  - Requires a patch for 9.1 log files.
- pgbadger
  - Brand new, actively maintained.

# Questions?



# Thank you!

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