#### Vector Database Systems

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# Outline

- Why Vector DBMS?
- AKNN Search Algorithms
- Challenges at System-level
- Case study: PASE (System R-like)
  - Data model & Query Format
  - Index Building & Update
  - Planning & Cost Estimation
- Case study: Milvus (purpose-built)
  - Storage & Consistency Model
  - Computing & Threads
  - Query Algorithms

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#### The Emerge of AI & Embeddings



 Used by search engines, recommender systems, personalized ads, etc.



# How to store & search billions of embeddings?

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#### Approximate K Nearest Neighbor (AKNN) Search

- Given a query vector q, find k vectors V={v<sub>1</sub>, v<sub>2</sub>, ..., v<sub>k</sub>} in storage that are approximately nearest to q
- Distance measure?
  - Euclidian distance, cosine similarity, etc.
- The higher *recall* the better
  - Let ground truth: V\*
  - $-\operatorname{Recall} = | V \cap V^* | / | V^* |$

#### **AKNN Algorithms**

- Tree-based: KD-tree, R-tree
- Quantization-based: IVF\_FLAT/SQ8/PQ
- Graph-based: HNSW, NSG, SSG
- Locality sensitive hashing (LSH)

#### **AKNN Algorithms**

- Tree-based: KD-tree, R-tree
  - Runs slowly on high-dimensional data
- Quantization-based: IVF\_FLAT/SQ8/PQ
  - High recall, codebooks are update-insensitive
- Graph-based: HNSW, NSG, SSG
  - High recall, graph take time/space to maintain
- Locality sensitive hashing (LSH)
  - Low recall

#### IVF\_FLAT/SQ8/PQ



 Search in each cluster: brut force (FLAT) vs. compressed (SQ8) vs. quantization of subvectors (PQ)

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#### **AKNN Libraries from AI Community**

 Facebook Faiss, Microsoft SPTAG, Spotify Annoy, etc.

Implement various AKNN algorithms

- Pros: computation optimized
  - Support SIMD instructions (SSE, AVX, AVX2)
  - Faiss even supports GPU acceleration

#### **AKNN Libraries from AI Community**

- Facebook Faiss, Microsoft SPTAG, Spotify Annoy, etc.
  - Implement various AKNN algorithms

#### • Cons:

- Assume memory storage only
- No support for dynamic data (updates/deletes)
- No attribute filtering (e.g., "100 < price < 200")</p>

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#### PASE

- "PostgreSQL Ultra-High-Dimensional Approximate Nearest Neighbor Search Extension," in SIGMOD'20
  - A PostgreSQL extension
  - Can be implemented in any System R-like DBMS
- Pros:
  - Supports disk storage
  - Supports dynamic data
  - Supports attribute filtering

#### Data Model

- Treats vectors as a *field* in a table
  - Type: float\_vector(d)
- Index creation:

CREATE INDEX idx\_text ON posts(text\_vector)
USING ivf\_flat;

#### **Query Format**

• AKNN query:

#### Index Building (IVF\_FLAT)



• Each page is the unit of buffering and searching

# Index Update (IVF\_FLAT)

- Do nothing if the data distribution does not change
- Otherwise, continue clustering for few iterations

#### Planning



New SortPlan in algebra tree
 – Needs to estimate its own cost

#### Cost Estimation (IVF\_FLAT)

- To select top clusters: B(centroid file)
- Scan for each cluster: B(data file of a centroid)

#### **Attribute Filtering**





Best strategy determined by estimated costs

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# Milvus

 "Milvus: A Purpose-Built Vector Data Management System," in SIGMOD'21
 – A dedicated system

- Pros:
  - Supports disk storage, dynamic data, attribute filtering
  - Much higher performance than PASE

#### Storage

 Column storage based on Log Structured Merge (LSM) tree



- Out-of-place updates
- SSTables (segments) are the unit of buffering/searching

#### **Consistency Model: Snapshot Isolation**

- Every update creates a new data version
- Readers read a consistent snapshot of data
  - Not always the latest one
  - Not blocked by writers
- Milvus maintains snapshots of LSM tree:
  - Snapshot 1: {segment 1}
  - Snapshot 2: {segment 1, segment 2}
  - Snapshot 3: {segment 2, segment 3, segment 4}

#### Thread Model

- In PASE, one thread is assigned for each request
  - Hight L3 cache miss rate
- Milvus:
  - Process *m* requests at once
  - One thread per cached segment in L3





- For each query *s*:
  - 1. Each of *t* threads outputs temp AKNN results in heap  $H_{t,s}$  (in L3)
  - 2. Then,  $\{H_{0,s}, H_{1,s}, ...\}$  are merged to get final AKNN results
- 1.5 ~ 2.7 speedup

#### Computing

- Computing the distance between two vectors involves many, *parallelable* floating point operations
- Milvus supports hardware acceleration:
  - SIMD instructions on CPU: SSE, AVX, AVX2, AVX512
  - GPU, multi-GPU
  - Also balances GPU speedup vs. bus transfer delay:

#### Algorithm 1: SQ8H

- 1 let  $n_q$  be the batch size;
- <sup>2</sup> if  $n_q \ge threshold$  then
- <sup>3</sup> run all the queries entirely in GPU (load multiple buckets to GPU memory on the fly);

4 else

- 5 execute the step 1 of SQ8 in GPU: finding  $n_{probe}$  buckets;
- execute the step 2 of SQ8 in CPU: scanning every relevant bucket;

#### **Query Planning**



- Partition based on frequently queried attributes
- 13x speedup

#### **Final Project**

- Grading
  - Pioneer-run presentation **30%**
  - Benchmark
  - Report

50% 20%

#### **Benchmark Grading**

 Sum(recall per query) within a fixed benchmark period

#### Dataset

- Based on <u>Sift1M dataset</u>
  - 1M vectors
  - 128 floats per vector
  - Non-uniform distribution
- Running machine can load only 1/8 dataset
  - Buffer pool size is only 64M

#### **Benchmark Period**

#### **1.** Data population period

- Where you can build your index
- 2. Query period
  - 3% inserts
  - 3% updates
  - With spatial/temporal locality

#### Hints

- Focus on *I/O optimizations* first
  - E.g., dimension reduction, special/temporal locality, etc.
- Make CPU busier
  - E.g., by increasing block size
  - So, SIMD can be more useful
- Insert/updates matters
  - K-means++, schedular, etc.
- Parameter tuning