# **Tokutek**®

#### Fractal Tree<sup>®</sup> Technology Overview The Art of Indexing

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#### Not all indexing is the same

#### B-tree is the basis for almost all DB systems

- Data structure invented in 1972
- Has not kept up with hardware trends
  - Works poorly on modern rotational disks
  - Works poorly on SSD

#### Fractal Tree Indexes is the basis of TokuDB

- Scales with hardware
- Fast Indexing → More Indexing → Faster Queries
- Great Compression
- No Fragmentation
- Reduced wear on SSDs



How do Fractal Tree Indexes outperform B-trees?

## How do Fractal Tree Indexes outperform B-trees?

First, some facts about storage systems

## Storage is quirky



Difference causes problems like fragmentation, ...



## Storage is quirky









The Art of Indexing





















## Data is big, RAM is Small

#### **Caching is great**

- But you can't cache all your data
- For stuff not in memory, you have to go to disk

#### Goal: Do the best we can for the stuff on disk





Now, What's a B-tree? & a Fractal Tree Index

















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#### **B-tree Delivery Service**

#### If fast memory is like walking across a room

- Each update in a B-tree is a walking trip from
  - New York





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## Real-world delivery

#### **Keep regional warehouses**

• Only move stuff when you can move a lot





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The Art of Indexing

































## Analysis

#### **Delivery system gives goodies:**

- Messages get moved, but each I/O pays for a lot of movement
- You get very fast inserts
- You get Hot Schema Changes

#### Each flush carries lots of useful information

- So it's worth it to make nodes big
- No fragmentation, Better Compression
- Much better wear on SSDs

