

# QTune: A Query-Aware Database Tuning System with Deep Reinforcement Learning

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# Introduction and background

Databases have hundreds of 'knobs' that can be tuned to optimise queries.

DBAs cannot tune all knobs and take a long time.

BestConfig and OtterTune require many high quality training examples.

CDBTune only provides coarse-grained tuning

# Three levels of tuning

Query level: good latency, bad throughput

Workload level: bad latency, good throughput

Cluster level: good latency, good throughput

# Vectorising queries

Insert	Delete	Update	Select	tbl1	tbl2	tbl3	...	tbl8	Hash_Join	Seq_Scan	Aggregate	...
0	0	0	1	1	1	1	...	0	0.1401	-0.166	-0.2423	...

Query type, tables, operation costs (estimate normalised around 0)

There is padding for new tables

To combine, union over flags and sum over operation costs.

# Deep Reinforcement Learning

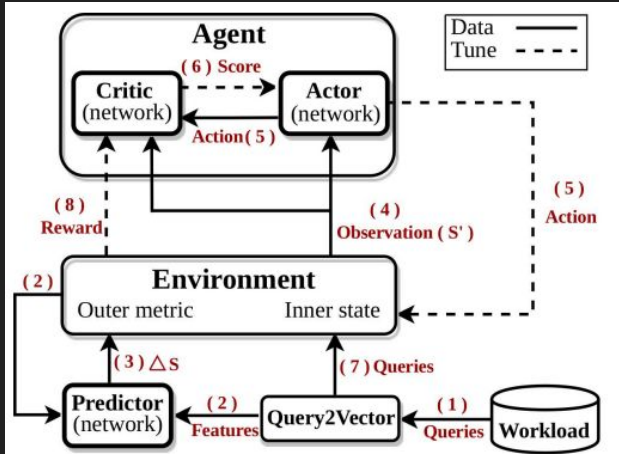


Figure 4: The DS-DDPG Model

Table 1: Mapping from DS-DDPG to Tuning

DS-DDPG	The tuning problem
Environment	Database being tuned
Inner state	Database knobs (e.g., work_mem)
Outer metrics	State statistics (e.g., updated tuples)
Action	Tuning database knobs
Reward	Database performance changes
Agent	The Actor-Critic networks
Predictor	A neural network for predicting metrics
Actor	A neural network for making actions
Critic	A neural network for evaluating Actor

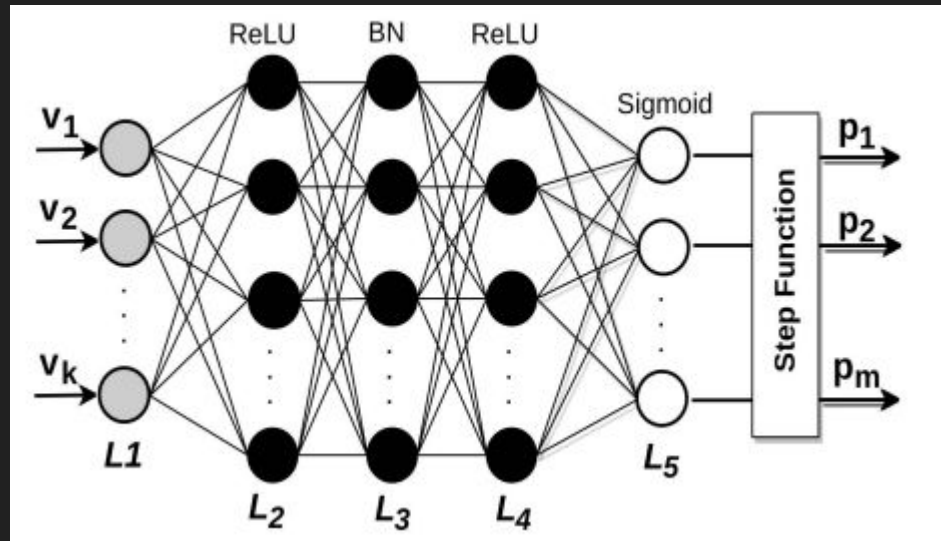
Traditional DRL ignores the effect of the query on the environment.

Double-State Deep Deterministic Policy Gradient (DS-DDPG)

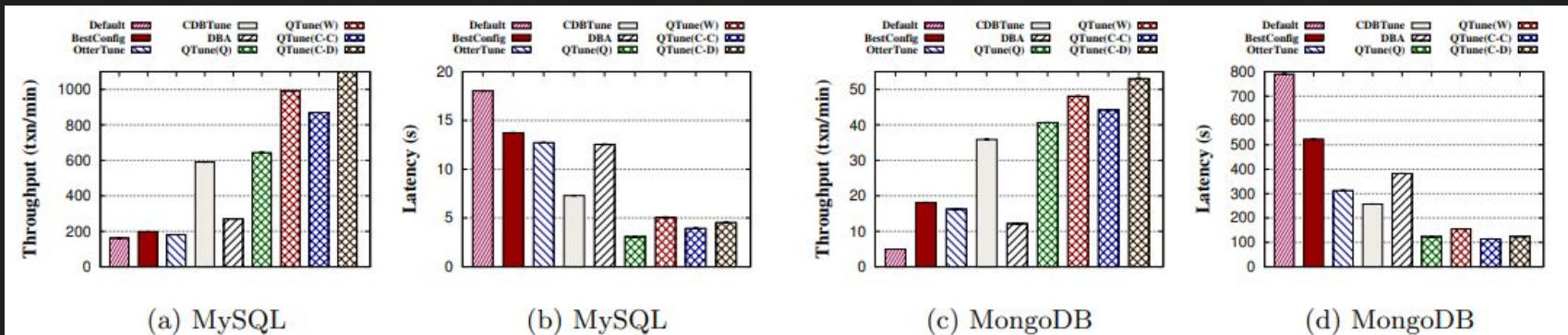
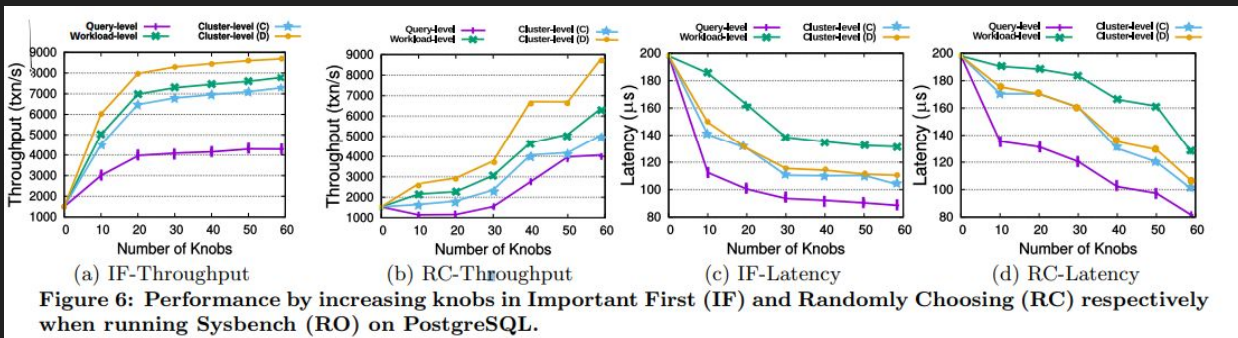
# Clustering

It is expensive to compute the continuous knob values for all the of the queries.  
Instead compute a discrete estimate  $\{-1,0,+1\}$ .

Only consider the top  $m$  knobs.



# Results



# Opinion

Very thorough evaluation.

However, the system is very complicated. There is: actor network, critic network, predictor network, vector2pattern, clustering algorithm.

Training is still on the order of a day.