# Fast-path locking improvements in PG18

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## Agenda

- Why this improvement?
- A bit of history (PG 9.2)
- PG 18 improvements
- Trade-offs
- Challenges
- Future



## Why was I looking into this?

- end of 2023 (?)
- customer reports poor performance
- partitioned table (handful of partitions)
- upgraded from Xeon to EPYC
- expected better performance from EPYC
  - cores a bit "slower" but ~2x the core count
- the opposite happened (with concurrency)



## example workload

- pgbench -i -s 1 --partitions 10
- ALTER TABLE pgbench\_accounts ADD COLUMN aid\_parent INT;
- UPDATE pgbench\_accounts SET aid\_parent = aid;
- CREATE INDEX ON pgbench\_accounts(aid\_parent);
- VACUUM FULL pgbench\_accounts;

```
\set aid random(1, 100000 * :scale)
```

```
SELECT * FROM pgbench_accounts pa
```

```
JOIN pgbench_branches pb ON (pa.bid = pb.bid)
```

```
WHERE pa.aid_parent = :aid
```



## **EXPLAIN**

#### QUERY PLAN

Hash Join (cost=1.52..34.41 rows=10 width=465)

Hash Cond: (pa.bid = pb.bid)

- -> Append (cost=0.29..33.15 rows=10 width=101)
  - -> Index Scan using pgbench\_accounts\_1\_aid\_parent\_idx on pgbench\_accounts\_1 pa\_1 (cost=0.29..3.31 rows=1 width=101)
    Index Cond: (aid\_parent = 3489734)

- -> Index Scan using pgbench\_accounts\_2\_aid\_parent\_idx on pgbench\_accounts\_2 pa\_2 (cost=0.29..3.31 rows=1 width=101)
  Index Cond: (aid parent = 3489734)
- -> Index Scan using pgbench\_accounts\_3\_aid\_parent\_idx on pgbench\_accounts\_3 pa\_3 (cost=0.29..3.31 rows=1 width=101)
  Index Cond: (aid parent = 3489734)
- -> Index Scan using pgbench\_accounts\_4\_aid\_parent\_idx on pgbench\_accounts\_4 pa\_4 (cost=0.29..3.31 rows=1 width=101)
  Index Cond: (aid\_parent = 3489734)

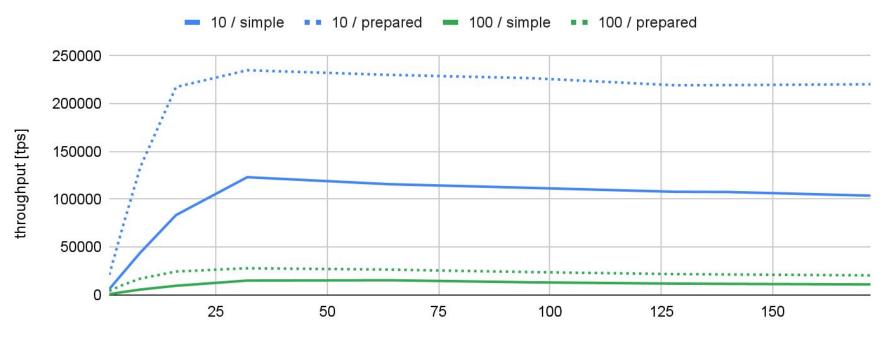
-> ...

- -> Hash (cost=1.10..1.10 rows=10 width=364)
  - -> Seq Scan on pgbench\_branches pb (cost=0.00..1.10 rows=10 width=364)



#### throughput with partitions

AMD EPYC 9V74 80-Core Processor



clients

pgconf.dev 2025, May 13-16, Montreal

## Microsoft

## What could be causing this?

- Clearly a concurrency issue.
- Something is contended, but what?
- Let's jump to "obvious" conclusions!

```
/* lwlock.h */
```

#define LOG2\_NUM\_LOCK\_PARTITIONS 4
#define NUM LOCK PARTITIONS (1 << LOG2 NUM LOCK PARTITIONS)</pre>

#### 16

• This is not it. Increasing to 64 makes no difference.



## Time for crazy ideas ...

- Could be power management / thermal throttling?
  - seen that before, was "fun" to investigate (invisible from a VM)
- Worse with SMT / hyper threading.
  - kinda sad to run with cores disabled
- Could it be malloc contention?
  - more about this later ...

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## Locking relations

- backend locking a relation (OID)
- shared lock table (LOCK/PROCLOCK)
- partitioned but expensive to update



## Fast-path locking (9.2)

Table 13.2. Conflicting Lock Modes

	Existing Lock Mo							de							
Requested Lock Mode	ACCESS	SHARE	ROW	SHARE	ROW	EXCL.	SHARE	UPDATE	EXCL.	SHARE	SHARE	ROW	EXCL.	EXCL.	ACCESS EXCL
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https://www.postgresql.org/docs/current/explicit-locking.html

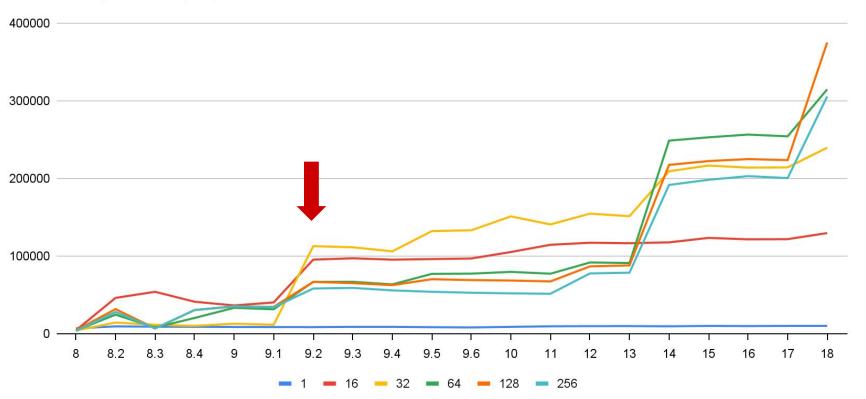


## Fast-path locking (9.2)

- fast-path array in PGPROC
  - "local cache" the point is to not use shared hash table often
  - still in shared memory, but has a separate lock (per process)
- fast-path protocol (lock.c, LockAcquireExtended)
  - fast-path if no one holds a conflicting lock + there's space in PGPROC
  - obtaining conflicting lock -> transfer locks to shared hash table
- capacity for 16 OIDs that's not very many
  - tables + indexes + ...
  - trivial to hit the limit, especially with partitioning

#### OLTP starjoin / -M prepared





#### https://vondra.me/pdf/performance-archaeology-pgconfeu-2024.pdf



## Making it larger ...

- can't keep it in PGPROC anymore
  - still has to be shared memory
  - but allocated as a separate "chunk"
- also, make it configurable
  - so that people can adjust that by a GUC
- no change to the fast-path locking protocol
- But what should be the data structure?

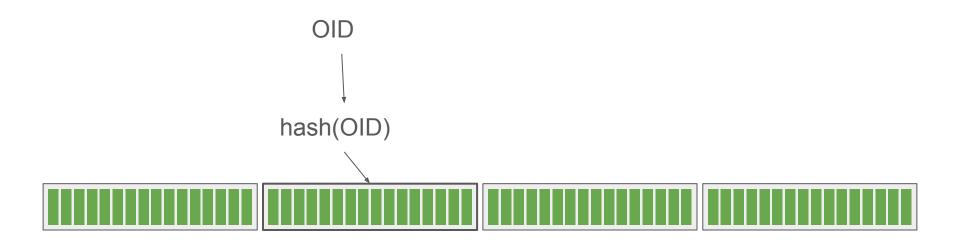


## Data structure

- array + linear search
  - worked great for 16 items, linear search wins here
  - probably not beyond 32/64 items, we're aiming for 1024+
- hash table (open addressing)
  - we'd need to limit load factor (e.g. 75%) to keep it fast
  - random access is not great (cacheline 64B)
- 16-way set-associative cache
  - hash table of arrays
  - ingenious product of my laziness



## 16-way set-associative cache



https://en.algorithmica.org/hpc/cpu-cache/associativity/

https://developer.arm.com/documentation/den0013/d/Caches/Cache-architecture/Set-associative-caches



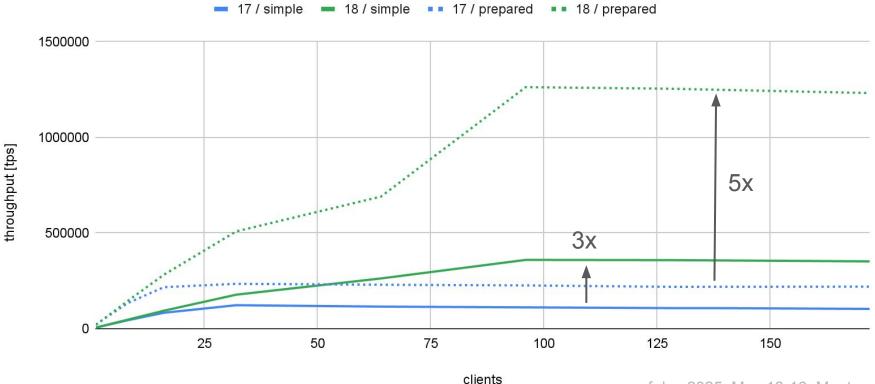
## 16-way set-associative cache

- simple concept
  - hash + array
- nice sequential access
  - regular hash tables are much more random
  - not great, even for RAM
  - cache friendly (cachelines)
- no problem with limited capacity
  - can always promote to shared lock table

#### 10 partitions, max\_locks\_per\_transaction = 64



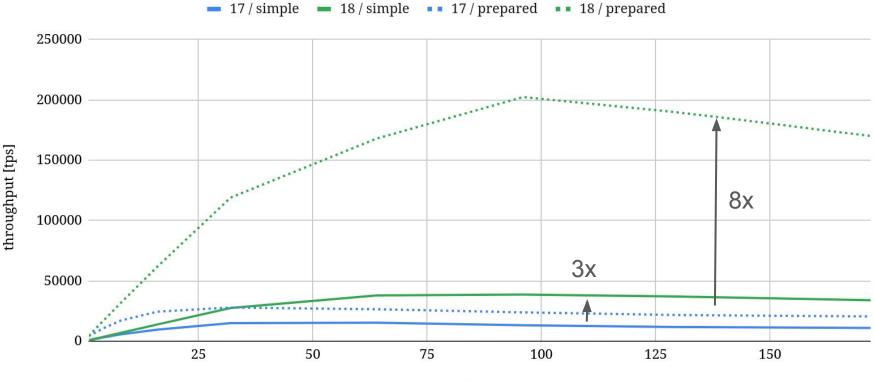
AMD EPYC 9V74 80-Core Processor



#### 100 partitions, max\_locks\_per\_transaction = 1024



AMD EPYC 9V74 80-Core Processor



clients



## Trade-offs

- tied to max\_locks\_per\_transaction
  - ease of tuning vs. configurability (too many GUCs)
  - best idea about how many locks to expect
  - per-backend limit (max\_locks\_per\_transaction was not that)
- what's a good value?
  - no "optimal" value, depends on workload
  - fast-path locks are cheaper (smaller) than shared lock table entries
- max\_locks\_per\_transaction = 64
  - sensible, maybe not ideal for "unbalanced" clusters?
  - should be enough for ~10 tables



## Challenges



## benchmark

```
pgbench -i -s 1 --partitions 100 test
```

update pgbench\_accounts set bid = aid; create index on pgbench\_accounts (bid);

# select.sql

select count(\*) from pggench\_accounts where bid = 0;

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## Other bottlenecks

- glibc malloc vs. concurrency
  - btbeginscan() allocates ~30kB, can't be cached, always malloc
  - MALLOC\_TOP\_PAD\_ (see mallopt)
  - two "connected" bottlenecks have to address both
  - jemalloc/tmalloc do not have this issue
- join order planning
  - OLTP starjoin
  - other bottleneck swamping the results
- multiple bottlenecks can be hit simultaneously
  - and compose in non-linear way (50% vs. 10x speedup)

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## Future

- could we use the same idea elsewhere?
  - pins for "hot" buffers maybe a "fast-path pinning"?
  - Problem #4 Buffer Lock Contention (<u>https://youtu.be/V75KpACdl6E?t=2120</u>)
- consider hotness
  - now first come, first served
  - Maybe consider how often an OID is locked? Has to be cheap.
- NUMA effects
  - maybe should be NUMA partitioned
  - same NUMA node as PGPROC?
- make shared lock table cheaper
  - smaller entries, ...



## Shout-out

- Robert Haas
  - wrote the fast-path locking in 9.2
  - it was extremely easy to build on his code
  - first PoC patch in ~  $\frac{1}{2}$  day, worked on 1st try
- Jakub Wartak
  - support engineer / hacker in EDB investigating this
  - provided a lot of great insights and expertise
  - super-fun collaboration



## **Tomas Vondra**

- Postgres engineer @ Microsoft
- https://vondra.me
- vondratomas@microsoft.com
- tomas@vondra.me
- office hours
- ...