Tips for Maximizing Postgres Performance

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Oct 2022

SPEAKER

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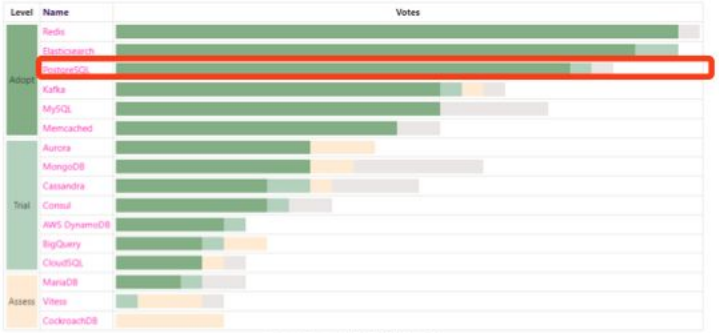
EDB

Postgres as the clear winner in the database game

Stack Overflow Developer Survey -2022. Most Loved Database

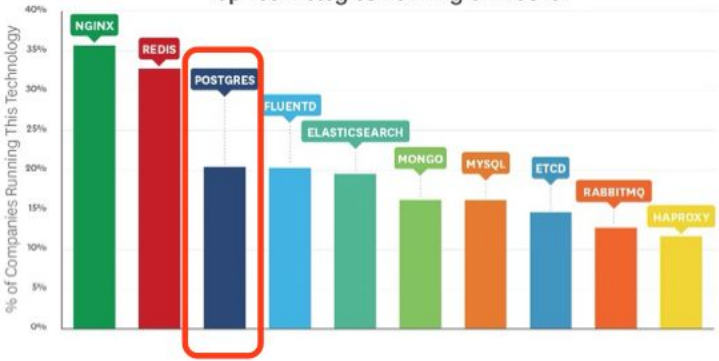
Cloud Native Computing Foundation Technology Radar

The CNCF End User Community was asked to describe what their companies recommend for different solutions: Adopt, Trial, Assess or Hold. This table shows how the End User companies rated each technology.



25 companies contributed 217 data points

Top Technologies Running on Docker



Source: Datadog

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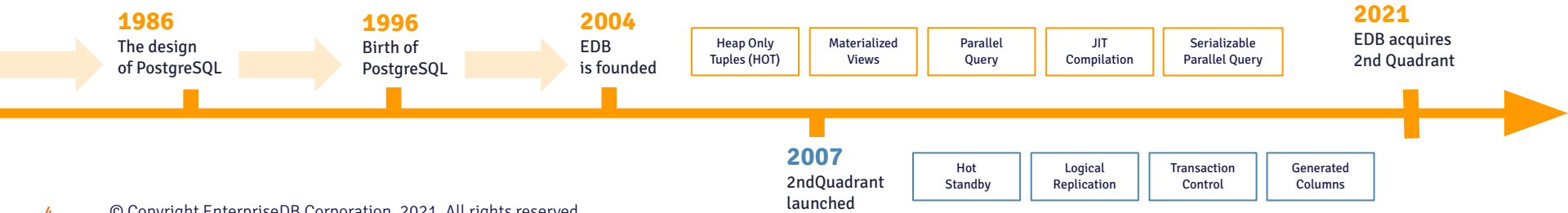
Who is EDB?

We're database fanatics who care deeply about PostgreSQL

- Largest dedicated PostgreSQL company
- Enterprise PostgreSQL innovations
- Major PostgreSQL community leadership

EDB supercharges PostgreSQL



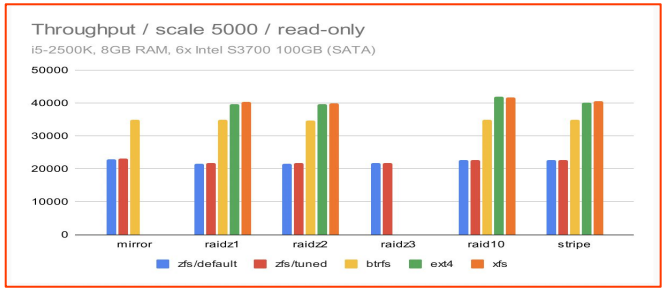
Designing the hardware: Bare metal

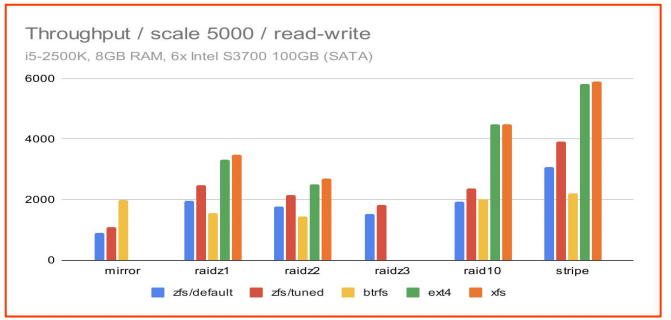
Hardware design (Bare metal): CPU

- Which CPU’s suit PostgreSQL more?
- CPU caches
- L1 and L2 cache
- L3 cache

Hardware design (Bare metal): Disk

- Depends on the application
  - Read intensive / write intensive / mixed load
- RAID and PostgreSQL
  - RAID 1 (or 10) for WAL
  - RAID 10 for data
- Tablespaces
  - Slower/cheaper drives for archive data





Hardware design (Bare metal): RAM

- Cheapest component
  - Go as big as you can
- Cache
  - More cache, less I/O
- Hot Swap RAM
  - Avoid downtime for upgrades/replacements
  - Expensive!

Hardware design (Bare metal): Network

- May sound irrelevant
- Faster network -> faster data transfer
    - Also, faster replication

Designing the hardware: Virtual machines

Hardware design (Virtual): Virtual machine

- Para-virtualisation vs. full
- Dedicated hardware
  - Noisy neighbours!
- Choose instance types carefully:
  - Number of cores
  - RAM
  - Network throughput
- NUMA pinning
  - Pin VMs to specific CPUs where possible

Hardware design (Virtual): Disk

- Pre-allocation of disks
- RAID
  - No performance benefit using Linux MDRAID over multiple AWS EBS devices in our testing
  - There may be benefits in other environments; it depends on the network/storage architecture
- Dedicated IOPs
  - Provision storage with guaranteed IOP performance

Tuning the operating system

tuned (Adaptive system tuning daemon)

- Dynamic adaptive system tuning daemon
- RHEL's default tuning mechanism
- Optional for Debian/Ubuntu
- Anaconda (the RHEL installer) picks up a good default
- Needs some manual configuration

```
export DIRTY_BG=$[${DIRTY_BYTES}/4]
export MEM_TOTAL=$(grep MemTotal /proc/meminfo | awk '{print $2}')
cat<<EOF>/etc/tuned/edb/tuned.conf
[main]
summary=Tuned profiles for EnterpriseDB Postgres Advanced Server
[cpu]
governor=performance
energy_perf_bias=performance
min_perf_pct=100
[disk]
readahead=4096
[sysctl]
vm.overcommit_memory=2
vm.overcommit_kbytes=${MEM_TOTAL}
vm.swappiness=1
vm.dirty_bytes=${DIRTY_BYTES}
vm.dirty_background_bytes=${DIRTY_BG}
[vm]
transparent_hugepages=never
EOF
systemctl enable --now tuned
tuned-adm profile edb
```

Huge pages

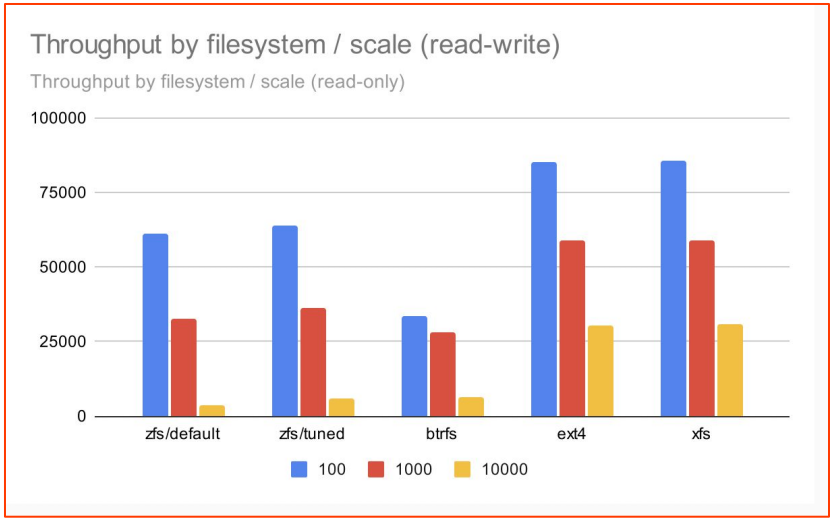
- Huge pages allow allocation of much larger blocks of memory
- As the data grows more, PostgreSQL will cache more GBs of data in RAM
- Default page size: 4kB
- Disabled by default
- Requires a restart (of PostgreSQL)

Optimizing filesystem

- Get more from the filesystem
    - “Noatime”
    - PostgreSQL does not rely on file access time
    - Disabling it saves CPU cycles

Filesystem type selection

- Several options available
- XFS is the most popular (and default on major OSes)
- Do not turn off journaling
- Btrfs is not quite there *yet*



PostgreSQL tuning starting points

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PostgreSQL tuning

- Many of the default parameters are not suitable for production usage
    - Default config is designed to "run anywhere", e.g R-Pi, POS machines.
- Some parameters should always be changed
- A great way to improve performance

PostgreSQL tuning: Connections

- max_connections
  - Rule of thumb: Not more than needed, to reduce the size of pre-allocated data structures
  - In an ideal world matches the number of CPU cores, but often 2:1 or 4:1
    - Consider using a pooler if there's a need for hundreds of connections

PostgreSQL tuning: Resource usage

- shared_buffers
  - Main 'database cache'. Depends on RAM, no more than 50% of what's available
- work_mem
  - 'Working' memory for queries. This is per sort/hash table operation, so be careful.
  - ((Total RAM - shared_buffers)/(16 x CPU cores)).
- maintenance_work_mem
  - Memory used for maintenance operations such as VACUUM. Depends on the available RAM, but usually 1-4 GB
  - 15% x (Total RAM - shared_buffers) / autovacuum_max_workers up to 1GB is a good start.

```
base = RAM / 4

if RAM < 3 GB:
   base = base * 0.5
else if RAM < 8 GB:
   base = base * 0.75
else if RAM > 64 GB:
   base = greatest(16 GB, RAM / 6)

shared_buffers = least(base, 64 GB)
```

PostgreSQL tuning: Resource usage

- autovacuum_work_mem
  - -1 uses maintenance_work_mem
- effective_io_concurrency
  - Number of IO operations that can be expected to execute in parallel
  - Depends on the drives, usually a few hundred for SSDs and NVMe drives

PostgreSQL tuning: WAL

- wal_compression
  - Set this to on in most cases, to reduce I/O at the cost of some CPU
- wal_log_hints
  - Log hint bits in WAL. Useful for pg_rewind, so always “on”
- wal_buffers
  - The amount of shared memory used for un-written WAL data. 64MB is recommended (4 WAL files)
- checkpoint_completion_target
  - The target checkpoint completion time, as a fraction of the time between checkpoints
  - 0.5 by default prior to v14
  - 0.9 as of v14, and use that value for all Postgres versions

PostgreSQL tuning: WAL

- checkpoint_timeout
  - Maximum time between checkpoints
  - Depends on the database load. Longer timeout may end up with longer recovery times, lower values may end up with more I/O (and also full page writes)
- max_wal_size
  - Causes a checkpoint once X MB of WAL has been written
  - Set this to a value high enough so that Postgres will checkpoint because of checkpoint_timeout.
  - Soft limit

PostgreSQL tuning: Query tuning

- seq_page_cost
  - Cost of reading a page sequentially from disk
- random_page_cost
  - Cost of reading a random page from disk
  - Faster drives -> lower costs
- cpu_tuple_cost
  - Cost of processing one row (tuple) in a query
  - Start with 0.03
- effective_cache_size
  - A “hint” to the query planner, not a “reserved” space unlike shared_buffers
  - Usually 50% - 75% of the available RAM

PostgreSQL tuning: Client connection defaults

- idle_in_transaction_session_timeout
  - Used to terminate sessions that remain idle in a transaction for too long
  - Avoids locks and maintenance issues
- shared_preload_libraries
  - pg_stat_statement: very, very useful for monitoring/tuning queries

PostgreSQL tuning: Autovacuum

- log_autovacuum_min_duration
  - Logs autovacuum durations
  - 0 logs all of them
- autovacuum_max_workers
  - More workers -> more frequent vacuum/analyse
  - 5 as a starting point
- autovacuum_vacuum_cost_limit
  - Useful for throttling autovacuum/autoanalyze
  - 3000 is a good starting point.

PostgreSQL tuning: Reporting and logging

- log_temp_files
  - Useful for logging temp files, caused by lack of work_mem parameter.
- log_checkpoints
  - Useful for processing checkpoint performance. Set to on.
- timed_statistics (EPAS-only)
  - DRITA: Dynamic Runtime Instrumentation Tools Architecture
  - Set this to on.

Fine tuning based on workload analysis

Finding slow queries

- How to find slow queries
    - pg_stat_activity
    - log_min_duration_statement
    - pg_stat_statements
    - pgbadger
    - auto_explain
    - SQL Profiler
    - Postgres Enterprise Manager (edb_wait_states, index_advisor, Postgres Expert, tuning wizard)

Rewriting queries

- Expressions can prevent use of indexes. Don't use:

```
SELECT * FROM t
WHERE t.a_timestamp + interval '3 days' < CURRENT_TIMESTAMP
```

Instead, use naked columns:

```
SELECT * FROM t
WHERE t.a_timestamp < CURRENT_TIMESTAMP - interval '3 days'
```

Rewriting queries

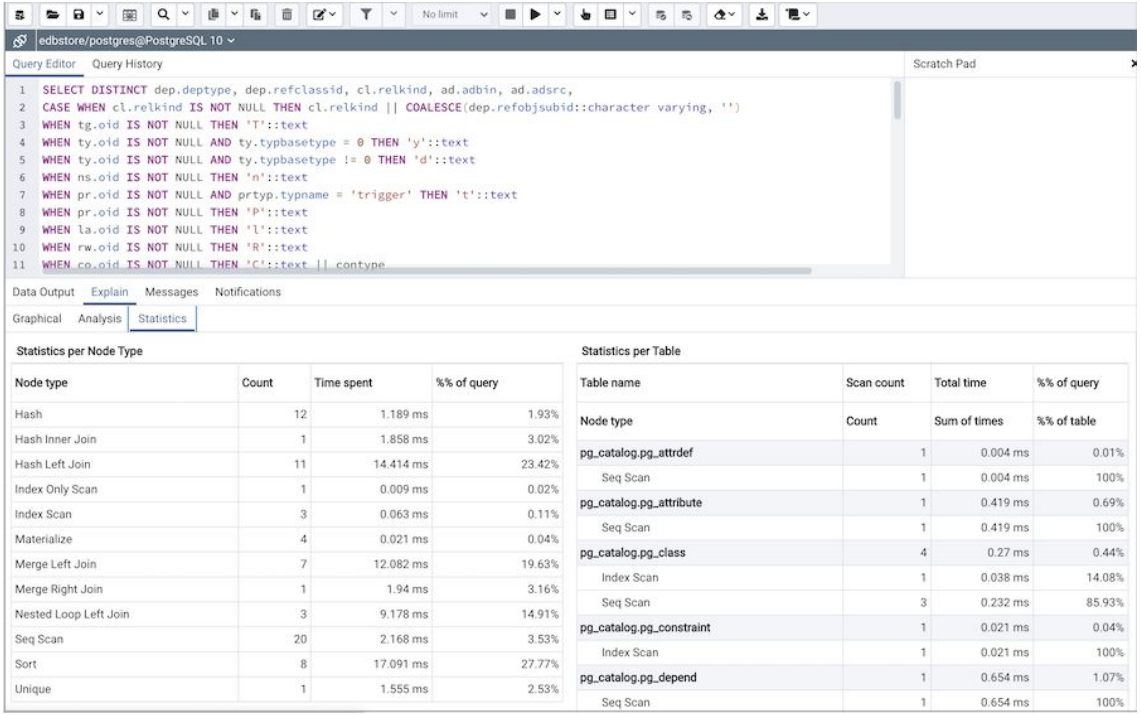
- Other patterns to review and fix:
  - SELECT … WHERE x NOT IN (SELECT …)
  - Imprecise joins in queries, "fixed" with DISTINCT
  - GROUP BY least complex types before more complex types for efficiency
  - Unnecessary use of CTEs prior to PostgreSQL 12

EXPLAIN (ANALYZE)

- One of the best friends of a PostgreSQL DBA!
- Use it!
- Don’t forget to use inside a BEGIN...ROLLBACK block :-)

EXPLAIN (ANALYZE)

- pgAdmin 4 and Postgres Enterprise Manager have a nice GUI for EXPLAIN (ANALYZE)



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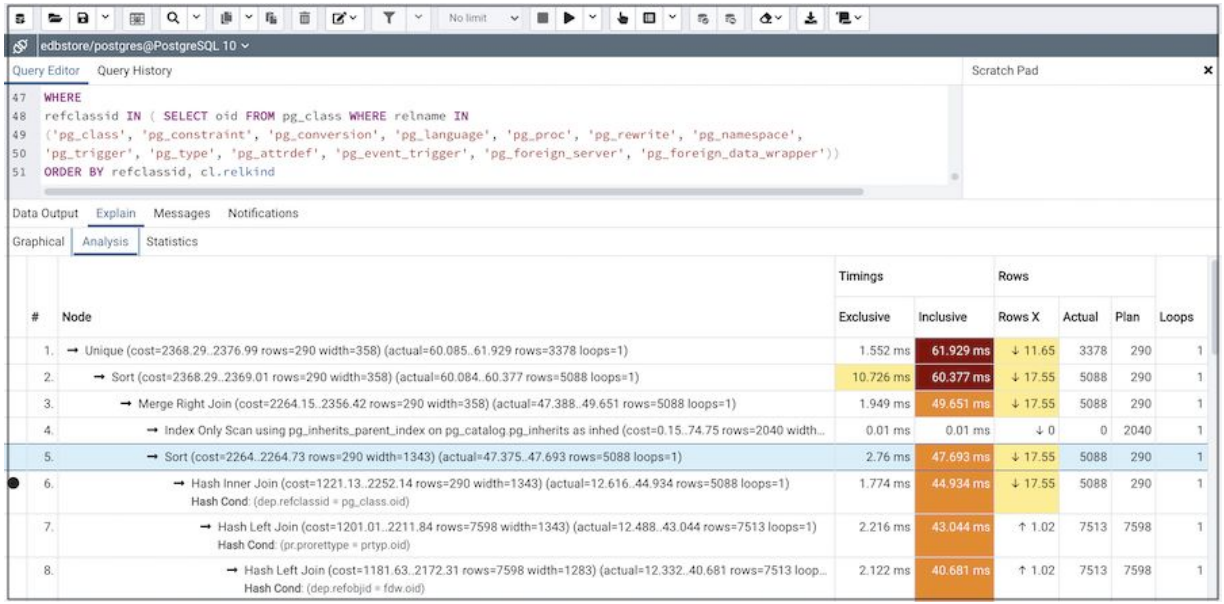

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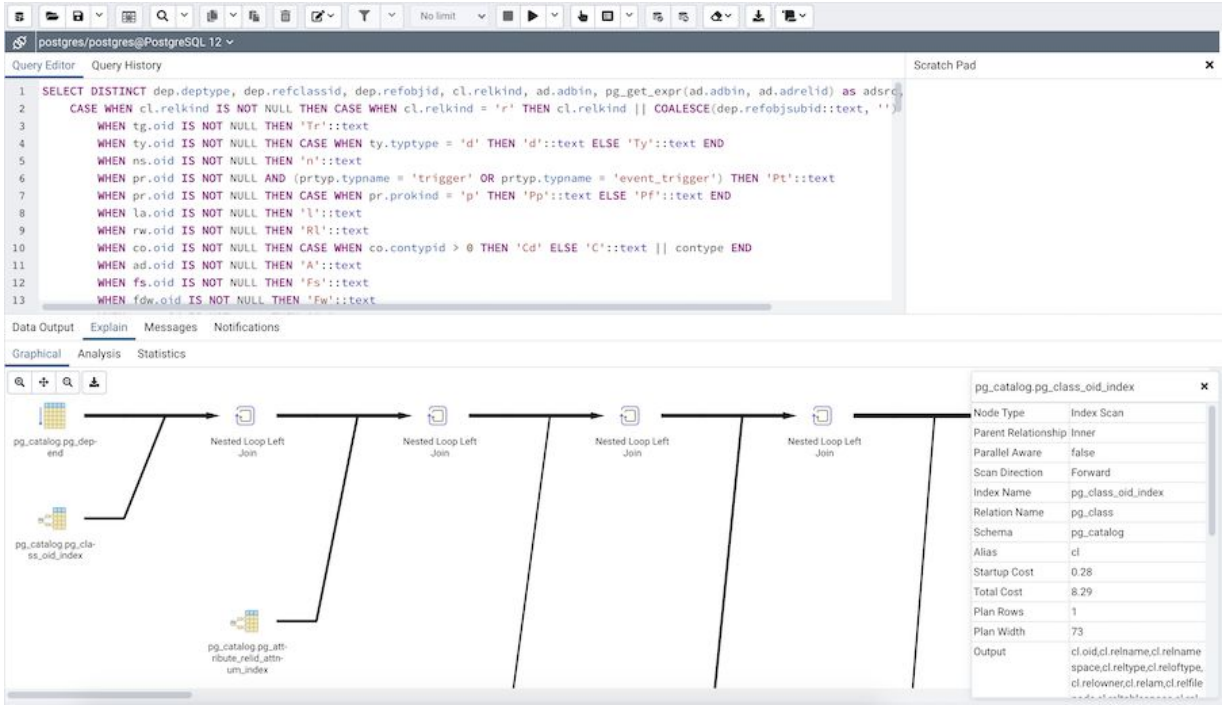

EXPLAIN (ANALYZE)

- Avoid, or at least try to eliminate:
    - Bad estimates
    - External sorts
    - Hash batches
    - Heap fetches
    - Lossy bitmap scans
    - Wrong plan shapes

Partitioning

Partitioning

- Why/when do we need partitioning?
    - Maintenance
    - Parallelization
- Use cases
- Types of partitioning in PostgreSQL
- Automatic partitioning in EPAS

Conclusion

Conclusion

- Hardware, operating system and PostgreSQL are the 3 main legs of tuning
- Getting more from the database is an ongoing process
- Make use of tools such as pgAdmin, PEM, pgBadger etc.
- Each new major version adds new parameters and features
- Keep up2date with minor versions

Questions?

Additional Reading:

PostgreSQL Performance Tuning and Optimization

by Vik Fearing with Devrim Gündüz and Dave Page

https://www.enterprisedb.com/postgres-tutorials/introduction-postgresql-performance-tuning-and-optimization

Configuring and Tuning PostgreSQL and EDB Postgres Advanced Server - Guide for Linux Users

For companies committed to open source PostgreSQL and tools: new EDB Community 360 Plan (includes break/fix).

Email community360@enterprisedb.com for details.

THANK YOU