Kusto (ADX) Architecture and Internals

through a life of a query

SmartData Conference
December 2020

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Recap: what is Kusto

BigData Database / Platform

Managed in Azure Cloud

Fully distributed

Optimized for append-only log and telemetry workloads

Structured, semi-structured and unstructured data

Azure Data Explorer (Kusto)
Workload size / Nov 2020

Microsoft

Все
Регионы Azure

> 1M
CPU Cores

> 2 EB
Общий объем данных

+35 PB
Добавляется каждый день

30 Billion
Запросов в месяц

Kusto: один из самых масштабных сервисов Microsoft

Agenda

- Instead of the dry architecture diagrams…
- …understand Kusto by looking at the “life of a query”
- We will review:
  - Query planning and optimization
  - Kusto cluster: roles and responsibilities
  - Query distribution
  - Storage format and low-level query engine

Sample query

Count error log messages per machine during last week:

```
KustoLogs
| where Timestamp > ago(7d)
| where EventText has "error"
| summarize count() by Machine
```

1-minute demo (Live!)

- 7 Trillion records after Timestamp filter
- Down to 14 billion by full-text term search
- Aggregated by Machine

How fast is it?

In dedicated log analytics benchmark (100TB):

- **x40** faster than BigQuery for the same cost (single user)
- **x200** faster that BigQuery for the same cost (50-concurrent users)
- Workload isn’t feasible on comparable HW with Elasticsearch

Query Lifetime

Step 0: Gateway

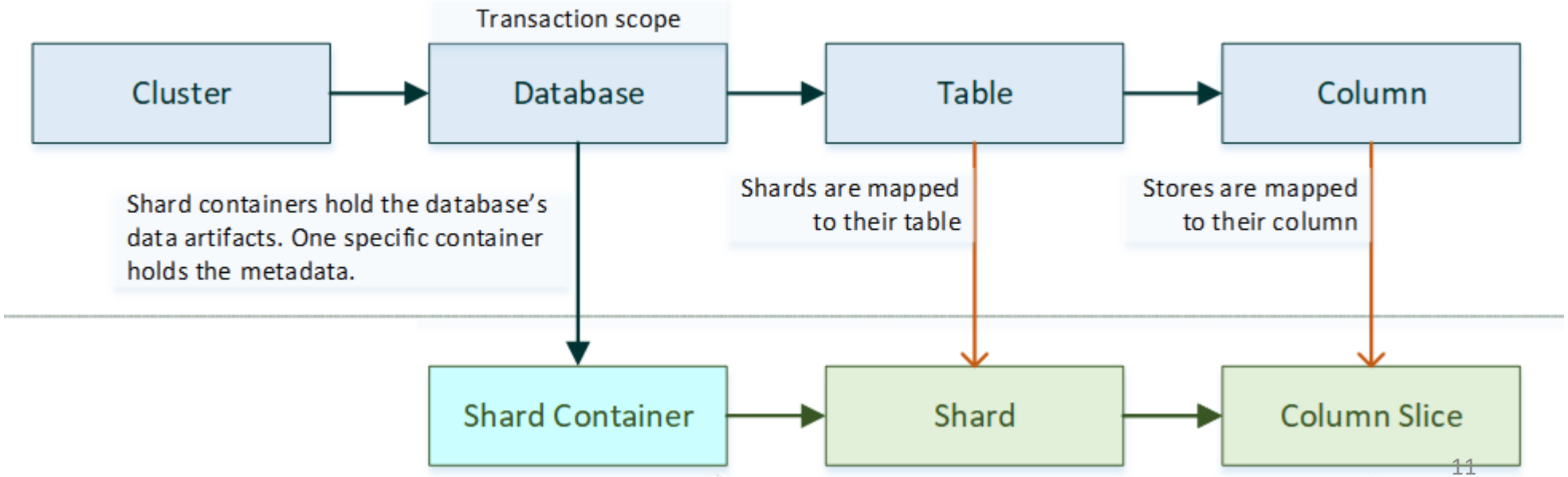
- Query arrives at the Gateway HTTP API endpoint as GET or POST request
- Authentication (AAD)
- Ask the cluster fabric to find a suitable “query head” node
- Route to the query head for planning and further execution

Step 1: Query Head/Admin

- Parse the text into AST
- Understand what we're querying: resolve database and table names (fetch metadata for the latest DB and table definitions and schema)
- Authorization (ensure current user can view the DB)
- Check semantics and data types

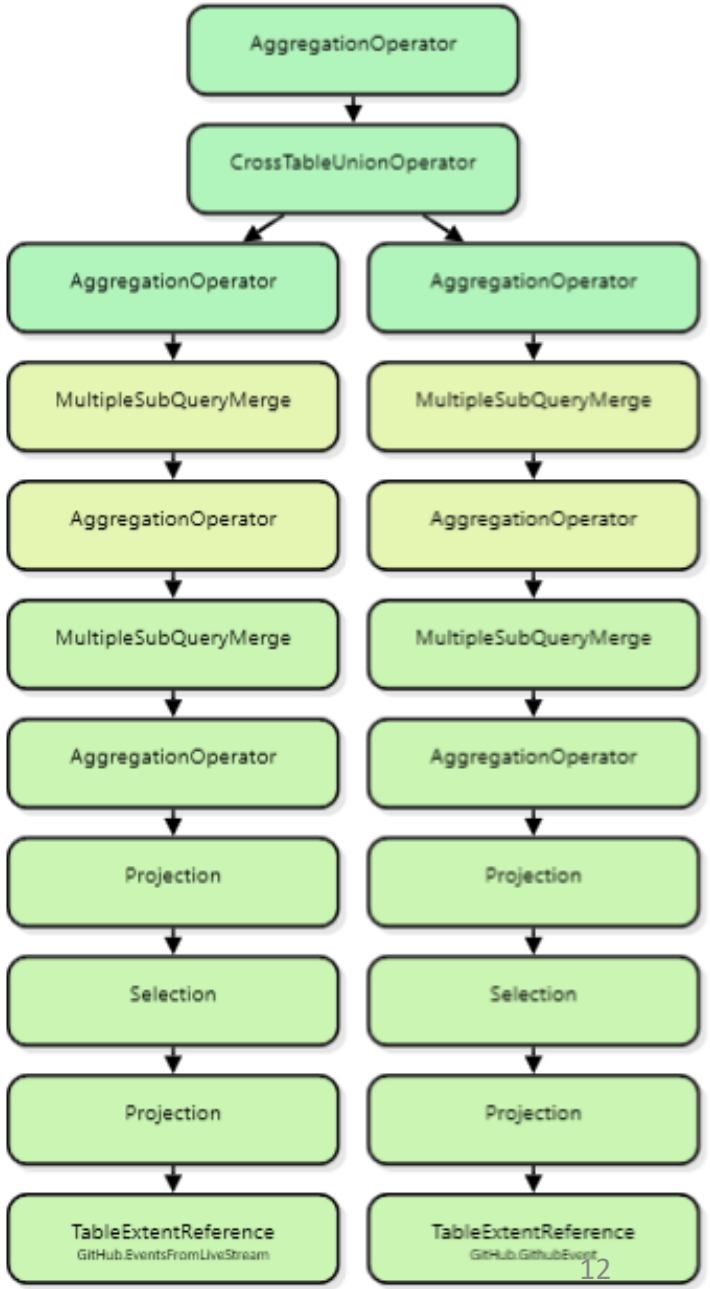
Detour: metadata

- Structure:
  - Kusto cluster: list of DB's
  - DB: list of tables
  - Table: schema + list of shards
- Updated transactionally; query sees a consistent snapshot



Step 1.1: initial logical plan

- Build an **initial tree** of relational operators
- **Generic optimizations**:
  - push down predicates and projections
  - fold constant expressions
  - rewrite complex operators into simpler ones
  - …
- There's a **query optimizer** framework: recognize and rewrite fragments of the RelOp tree
  - Global transformations are achieved by iterative application of local rewrites



Step 1.2: query distribution

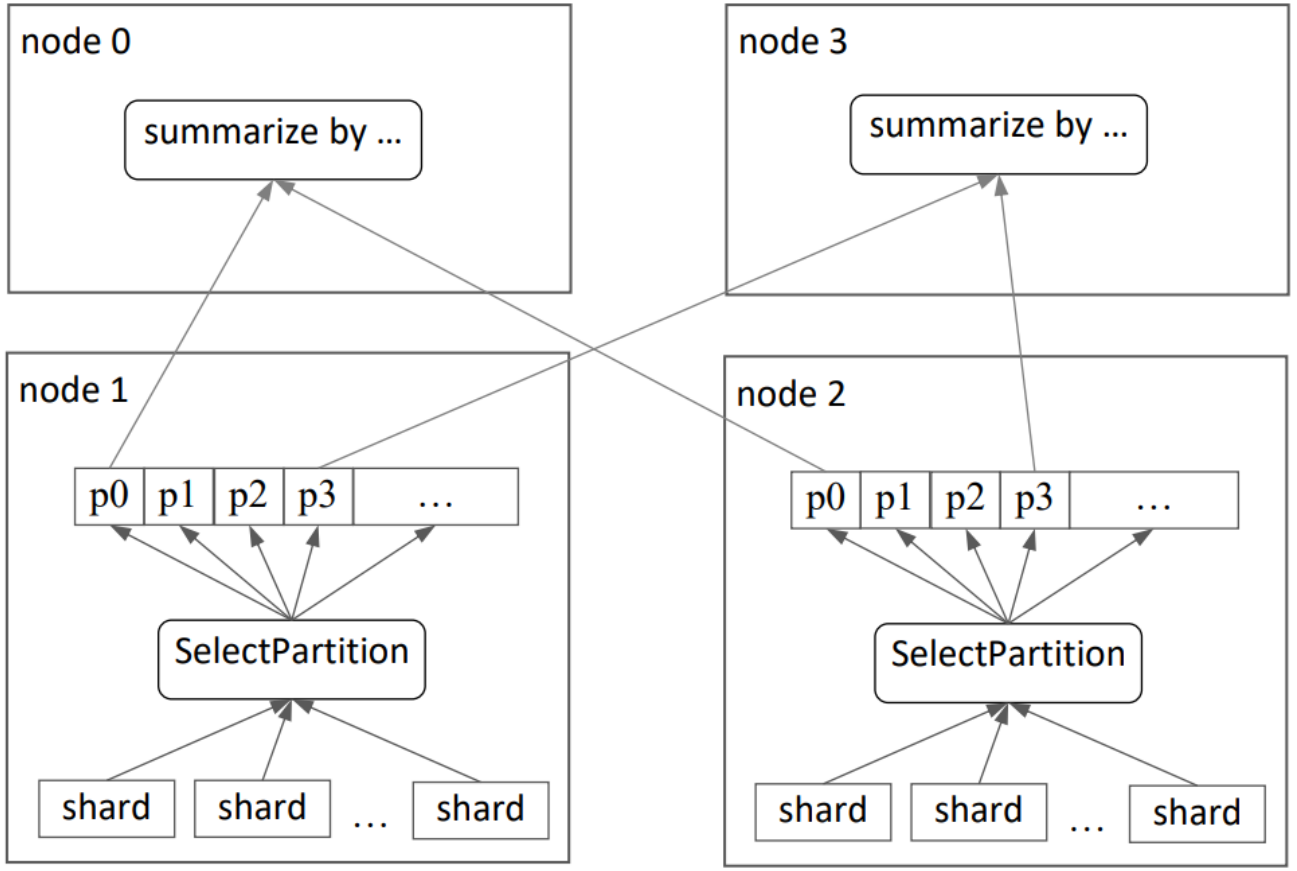
- Table may have thousands of horizontal shards
- Shards are assigned to cluster nodes (using consistent hash)
- Machines cache the frequently accessed data fragments, on SSD and in memory
- Need to turn an abstract, logical query plan into a parallel and distributed one, such that:
  - “Heavy lifting” is done on each node, close to the cached data
  - All cluster resources are utilized
  - Non-trivial strategies for large joins and aggregations are possible

Step 1.2: query distribution

- Represent the table as a **hierarchy of shards**
- Make important **strategy decisions** (shuffled vs broadcast join, shuffled vs non-shuffled aggregation, etc.)
- Semantic-preserving transformations of the query plan:
  - E.g. logical `` `count() by Key` `` becomes
  - distributed `` `count() by key` `` → `merge` → `` `sum(counts) by Key` ``
- Hundreds of other transformations, rule-based and cost-based

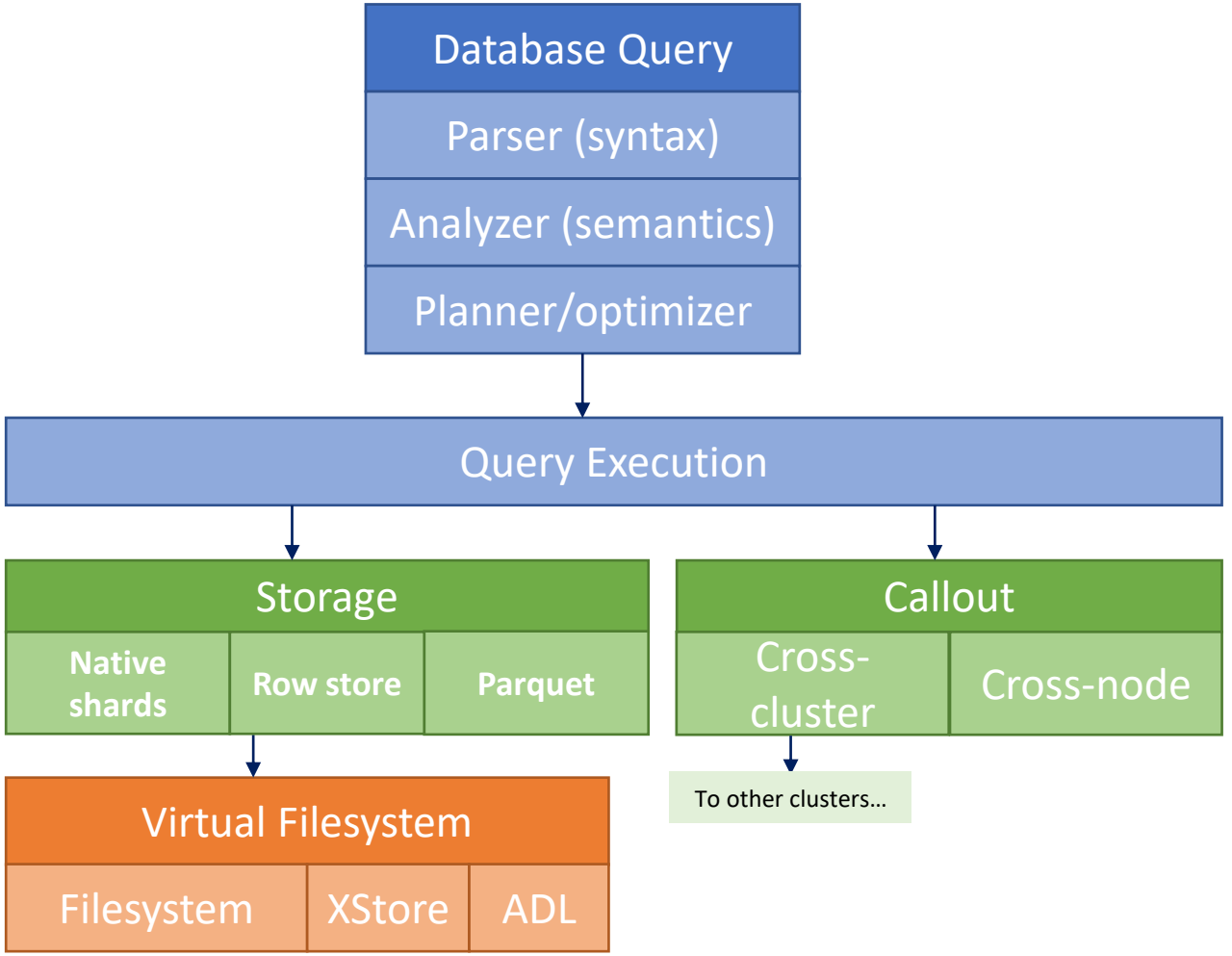
Detour: shuffled and broadcast join

- Query distribution is not just tree-merge style
- Shuffled joins and aggregations create a DAG of producers and consumers:



Extendable storage model

- Shards (column-store) are created from regular batch ingestion
- We also have RowStore, for trickling NRT ingestion
- And external tables (e.g. Parquet files)
- And other clusters (cross-cluster queries)
- There are handled by the same query distribution/federation mechanisms:
  - Represent logical table as union of shards, row stores, external tables
  - Push down and distribute the operators to other "engines“



Step 1.3: shard pruning

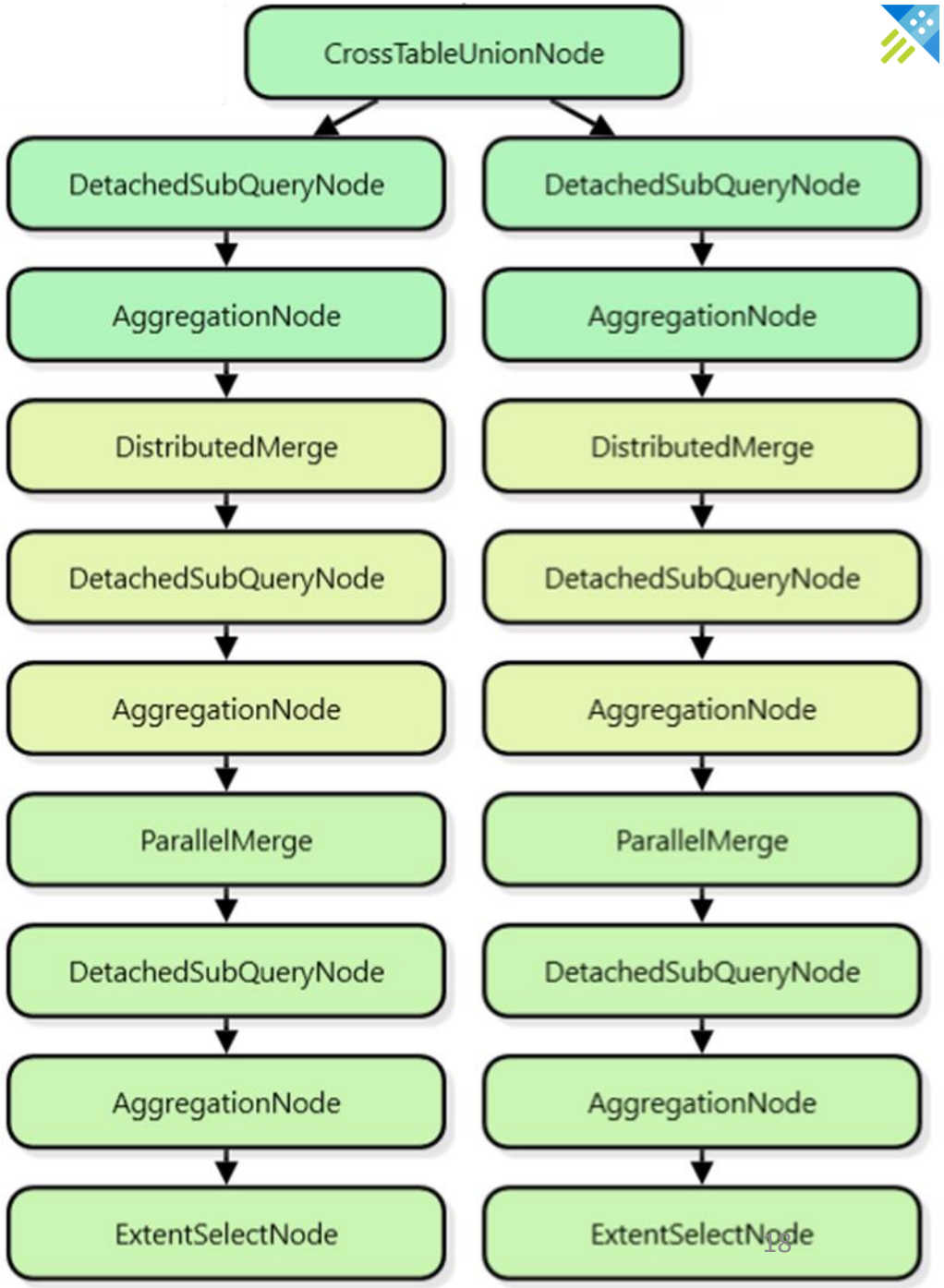
- Query head maintains a **cache** of high-level **shard stats** (min/max values, Bloom filters, etc.)
- Apply the coarse-grained query filters to prune irrelevant shards early
  - Reduction in query plan size and inter-node traffic

- In our example: eliminate shards that fall out of the last 7 days range based on the per-shard min/max stats of the Timestamp field.

Step 1.4: final query plan

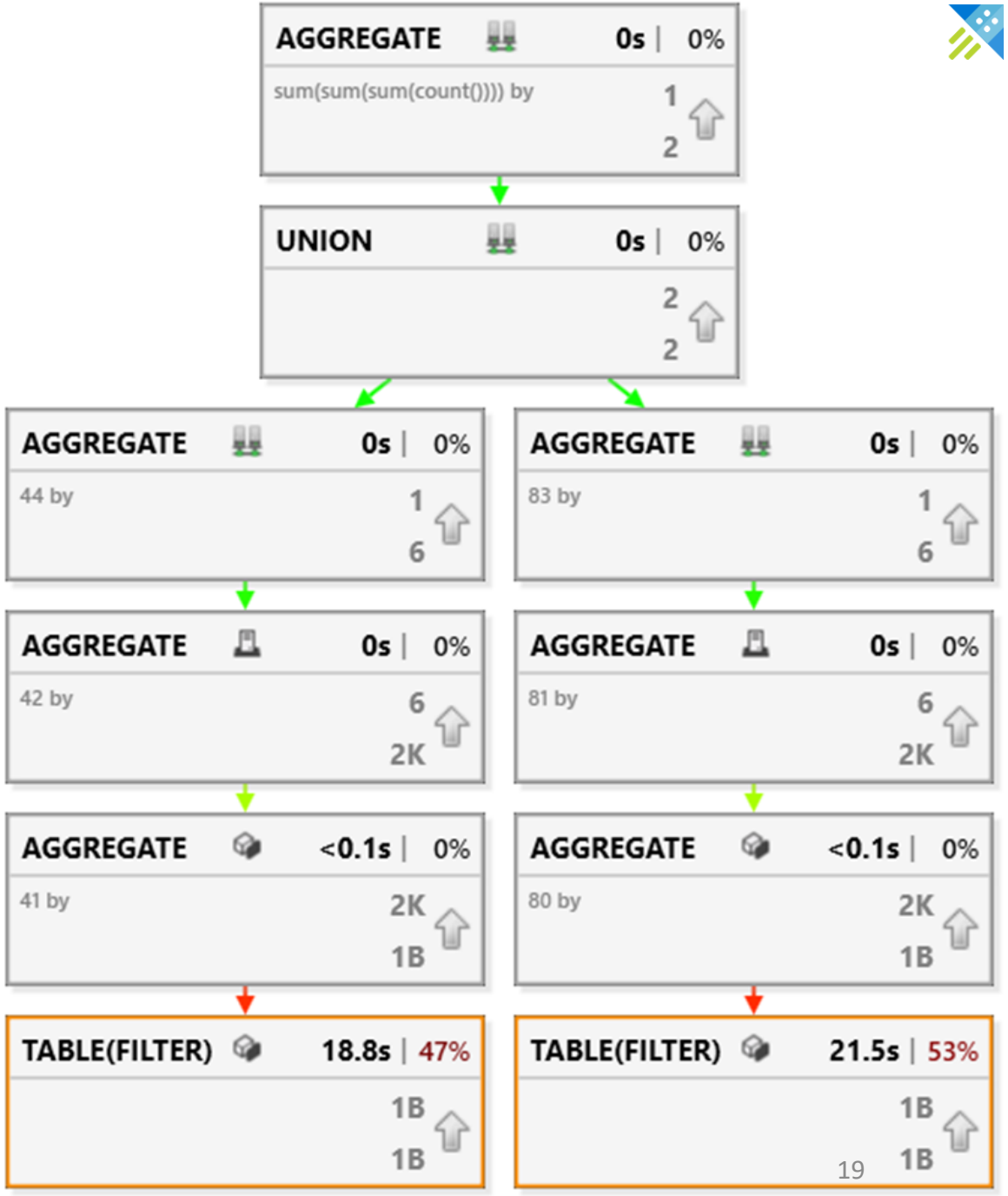
- A large tree of operator nodes

- 3 types of operators:
  - Functional (actual query logic)
  - Parallelization (run sub-trees in parallel)
  - Remoting (run sub-tree on another node and stream results back)



Step 2: query execution

- Distributed query plan is passed to the “root” engine.
- Each node in the query plan represents a pull-mode, block-level iterator
- Leaf nodes are special: they know and exploit the intricacies of the storage format and the indexes
- Control flow: top-down
- Data flow: bottom-up



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Step 2.1

- Parallelization and remoting operators quickly bring us to shards on the leaf nodes
- Leaf shard queries run in parallel on all nodes and cores
- Shard queries are executed by the **storage engine**

Step 3: storage (shard) query

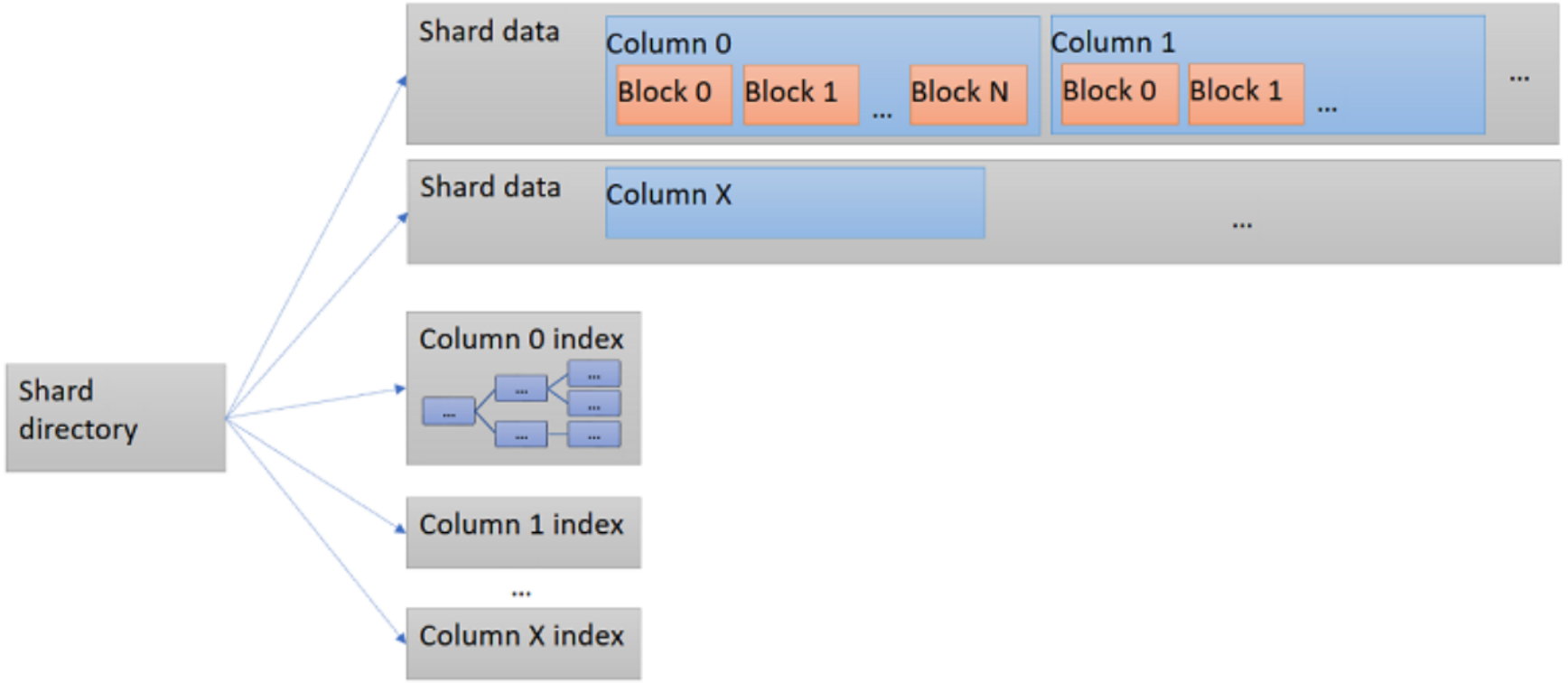
- As part of the query planning, identify the bottom part of the query that runs “close enough” to the shard:

```
Shard
| where Timestamp > ago(7d)
| where Message has 'error’
| summarize count() by Machine
```

- Generate (LLVM) a fused, efficient machine code that:
  - Calls out to the storage runtime to probe indexes and read slices of the shard columns’ data
  - Performs the vectorized and tuple-level filtering/calculations/aggregations
  - Takes advantage of the specific shard encoding (dictionaries, non-nullability)

Detour: shard format

- Compressed column store with free text support and full-text inverted index



Generated shard query

Assume that “Machine” field is low-cardinality and dictionary-encoded in this shard: query can benefit from it.

```
time_index_res = probe_time_index(field=“Timestamp”, range=-7d..now);
txt_index_res = probe_text_index(field=“Message”, term=“error”);
positions = intersect(time_index_res, txt_index_res);
for each pos in positions:
   key = fetch_field_key_at(“Machine”, pos);
   grid[key] += 1; // count() by Machine
for each key in grid: // decode dict keys as text values
   decode_value(“Machine”, key)
propagate aggregated grid to the parent operator
```

Beyond query

- Update policy (built-in lightweight ETL)
- Materialized Views
- Bulk and Streaming ingestion
- Continuous Data Export
- External tables and Data Lake integration
- Follower databases (aka “virtual data-warehouse”)
- Time-series analytics
- Geo-spatial queries
- ML: embed python in query

Recap / Summary

- This was not a full design of Kusto (see whitepaper), but we touched upon key elements.
- Kusto architecture brings together classical and well-known DB design patterns, along with recent research and domain-specific innovation.
  - Relational model at the core
  - Shared-nothing distributed architecture
  - Tiered storage model (RAM/SSD/Blobs)
  - Purpose-built compressed column store
  - Automatic full-text index
  - Special support for JSON-like data type

Azure Data Explorer (Kusto)
Product links

Product

- Product Page: http://aka.ms/AzureDataExplorer
- Docs: https://aka.ms/adx.docs
- Pricing Page: https://azure.microsoft.com/en-us/pricing/details/data-explorer/
- Cost Estimator: http://aka.ms/adx.cost

Demos

- Scott Guthrie's Keynote (ADX Announcement/Demo)
- Rohan Kumar's Keynote (ADX Announcement/Demo)
- Scott Guthrie's in Techorama (Scott's demo)

Blogs

- Announcement: https://azure.microsoft.com/en-in/blog/introducing-azure-data-explorer/
- Whitepaper: https://azure.microsoft.com/en-us/resources/azure-data-explorer/en-us/
- 101 blog: https://azure.microsoft.com/en-us/blog/azure-data-explorer-technology-101/

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