

# PostgreSQL Gotchas for App Developers

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# Magnus Hagander

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  - Committer
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**I'm not an app dev**

**I'm not a full stack dev**

**But I work with them**

# Not an appdev

- Also dabble in some web dev
- Not particularly good at it
- Mainly *python+django*
- So there will be examples...

# So what's a gotcha?

- Seemed like a good idea
  - Or at least a simple one
- Unintended or unknown consequences
- Can be done better

# So, let's get started?

Some of these you already know

**Connection pooler**

# Connection pooler

- OK, you know to use one, right?
- Extra important on PostgreSQL
- Designed to work with poolers



# Pooler issues

- Too many pools
  - One per user/db combination!
- Too large pools
  - Almost nobody has too small!

# Speaking of users

# Superuser

- Don't *ever* use from app
- Not even for migrations
  - Use schema owner!
- Not just permissions override!

# Trust authentication

- Just don't used it.

**JSON**

# JSON

Please don't:

```
CREATE TABLE all_my_data (  
  id int GENERATED ALWAYS AS IDENTITY PRIMARY KEY,  
  j jsonb  
)
```

# JSON

Instead do:

```
CREATE TABLE all_my_data (  
  id int GENERATED ALWAYS AS IDENTITY PRIMARY KEY,  
  something int NOT NULL,  
  somethingelse text,  
  anotherone timestamptz,  
  ...,  
  ...  
  actual_unstructured_data jsonb  
)
```

# Migrations



# Migrations

- *Avoid* doing in application
  - At almost any cost
- Raw SQL implementation much more performant
  - Easier and safer too!

# Migrations

```
for o in MyModel.objects.filter(
    created__lt=datetime.datetime(2018,1,1)):

    o.something = True
    o.modified = datetime.now()
    o.save()
```

# Migrations

```
UPDATE mymodel  
SET  
  something=true,  
  modified=CURRENT_TIMESTAMP  
WHERE created < '2018-01-01'
```

# Migrations

- Even for complex transformations
- Worthwhile to create temporary stored proc
  - Maybe even in app language?
- But usually, use a *DO-block*

SQL

# SQL

*Never use it!*

# SQL

**You didn't buy that, eh?**

# CTEs

- Common Table Expressions
- "WITH" queries
- Non-recursive or recursive
- Neat way to structure code



# CTEs

```
WITH w AS (  
    SELECT a,b FROM t1 WHERE x  
)  
SELECT a,b,c  
FROM w INNER JOIN t2 ON t2.x=w.a
```

# CTEs

## Optimization barrier!

- Optimizer doesn't see through CTE boundaries!
- Avoid using unless intentional
  - Until PostgreSQL 12
- Or recursive

# Speaking of optimization

# Representative data

- Test with representative data!
- Certainly not empty dataset
- But also avoid fabricated data
  - Unless you can reproduce patterns
- Copy of production is best
  - But may be bad for other reasons

# Representative data

- Query optimizer uses statistics
  - Common values
  - Distributions
  - NULL fractions
  - etc...
- Same size can give different plan
- Especially for non-linear data

# Generating data

```
SELECT * FROM  
  generate_series(1,10000);
```

1

2

3

4

5

...

# Generating data

```
SELECT * FROM  
  generate_series(NOW(), NOW()+ '1 week', '8 hours')
```

```
2018-03-02 15:28:22.394444+01
```

```
2018-03-02 23:28:22.394444+01
```

```
2018-03-03 07:28:22.394444+01
```

```
2018-03-03 15:28:22.394444+01
```

```
2018-03-03 23:28:22.394444+01
```

```
...
```

**Avoid**

**ORM**



# ORM overselect

- ORM version of

```
SELECT * FROM
```

- Usually expanded across joins
- Fields unknown at query definition
  - So easier to get everything
- Disables some optimisations

# ORM overselect

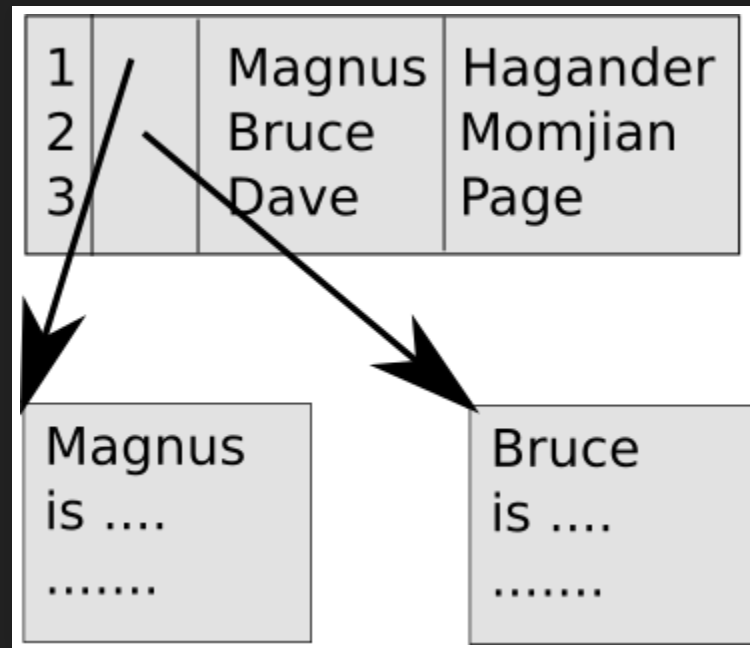
## Simple table example

1	Magnus	Hagander
2	Bruce	Momjian
3	Dave	Page

# Simple table example

1	Magnus is...	Magnus	Hagander
2	Bruce is ....	Bruce	Momjian
3	Dave is....	Dave	Page

# Simple table example



# ORM overselect

## Including

```
Message.objects \  
    .only('date', 'sender') \  
    .filter(datefilter, hiddenstatus__isnull=True)
```

## Excluding

```
Message.objects \  
    .defer('bodytxt', 'cc', 'to') \  
    .filter(datefilter, hiddenstatus__isnull=True)
```

# ORM loops

- Looping in app causes many queries
- Can easily become exponential
- Queries have to be restarted
- Latency starts to matter!

# Avoiding loops

- Force joins to happen early
- Often much cheaper
- Even if it results in more data

# Forced joins

```
ConferenceRegistration.objects \
    .select_related('regtype') \
    .select_related('registrationwaitlistentry') \
    .filter(conference=conference) \
    .order_by('-created')
```



# Avoiding loops

## GROUP BY queries

- Often handled badly in ORMs
- In particular hierarchical data
- Collecting aggregates to the rescue!
- Native conversion
  - Good support in most drivers

# Collecting aggregates

- List of conference session
- Each session has zero or more speakers
- Get the list to draw schedule

# Collecting aggregates

```
SELECT s.id, s.title, s.starttime
       ,array_agg(sp.name ORDER BY sp.name) AS speakers
FROM sessions s
LEFT JOIN session_speakers ss ON ss.session=s.id
LEFT JOIN speakers sp ON sp.id=ss.speaker
WHERE s.conference_id=17
GROUP BY s.id
ORDER BY starttime
```

# Collecting aggregates

```
>>> curs = connection.cursor()
>>> curs.execute("...")
>>> r = curs.fetchone()
>>> pprint(r)
(957,
 u'PostgreSQL Replication & Upgrades',
 datetime.datetime(2015, 10, 27, 9, 0),
 [u'Petr Jelinek', u'Simon Riggs'])
>>> type(r[3])
<type 'list'>
>>> type(r[3][0])
<type 'unicode'>
```

# What about structure

- More advanced patterns than arrays
- Multiple keys
- Array-of-array is a PITA to deal with
  - Template languages unhappy
- JSON to the rescue!
  - Driver support is decent

# Collecting aggregates

```
SELECT s.id, s.title, s.starttime, json_agg(  
    json_build_object('name', fullname, 'company', company)  
ORDER BY spk.name) AS speakers  
FROM sessions s  
LEFT JOIN session_speakers ss ON ss.session=s.id  
LEFT JOIN speakers spk ON spk.id=ss.speaker  
WHERE s.conference_id=17  
GROUP BY s.id  
ORDER BY starttime
```

# Collecting aggregates

```
>>> r = curs.fetchone()
>>> pprint(r)
(957,
 u'PostgreSQL Replication & Upgrades',
 datetime.datetime(2015, 10, 27, 9, 0),
 [{u'company': u'ACME Global', u'name': u'Petr Jelinek'},
  {u'company': u'ACME Rockets', u'name': u'Simon Riggs'}])
>>> type(r[3])
<type 'list'>
>>> type(r[3][0])
<type 'dict'>
```

# Avoiding ORM loops

## Acting on multiple objects

- We always use bound parameters
  - Right?
- Such as:

```
curs.execute("... WHERE x=%(id)s", {  
    'id': id,  
})
```

- But what about multiple objects?



# Multiple objects

```
cursor.execute("... WHERE x IN (%(id1)s, %(id2)s)", {  
    'id1': idlist[1],  
    'id2': idlist[2],  
})
```

- Does not scale
- Too many unique queries
- Annoys monitoring

# Multiple objects

```
cursor.execute("... WHERE x IN ({0})".format(
    ",".join(idlist),
))
```

- Did we not learn yet?!

# Binding arrays

```
cursor.execute("... WHERE x=ANY(%(idlist)s)", {  
    'idlist': idlist,  
})
```

- Also works for functions

```
cursor.execute("SELECT myfunction(%(idlist)s)", {  
    'idlist': idlist,  
})
```

**One final thing**

# Deadlocks

- A blocking lock is **not** a deadlock
- Much smaller problem than most people think
- But look for the right thing..

# Thank you!

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