

# Vectors: How to better support a nasty data type

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#### Agenda

Overview: Why do we care about vector search?

Why use PostgreSQL for vector searches?

Year-in-review of pgvector development

Ongoing work and recommendations

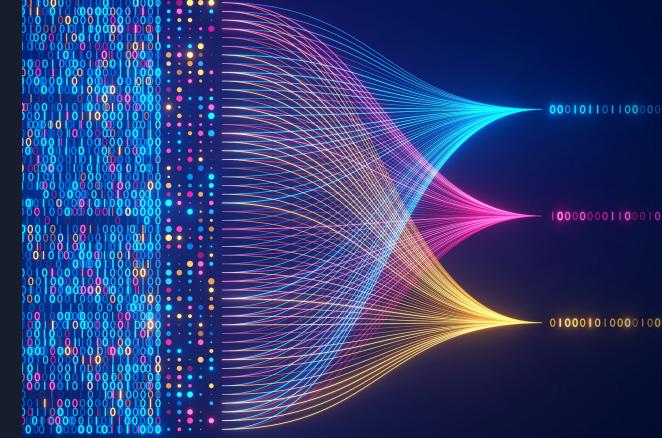
# Generative AI is powered by foundation models

Pretrained on vast amounts of unstructured data

Contain a large number of parameters that make them capable of learning complex concepts

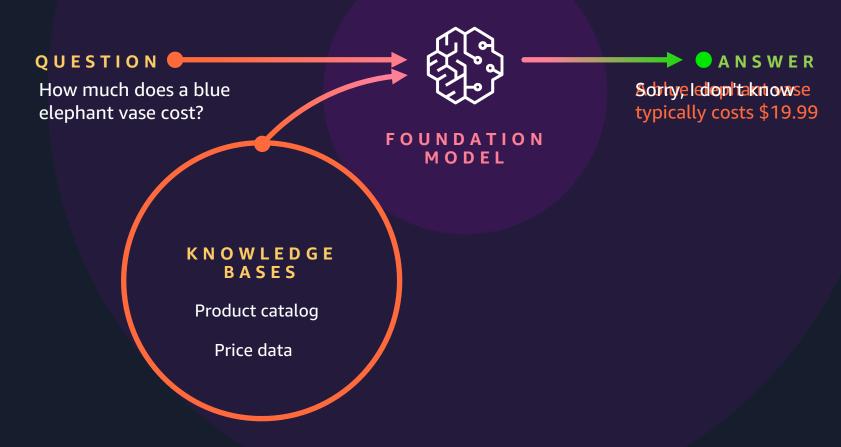
Can be applied in a wide range of contexts

Customize FMs using your data for domainspecific tasks

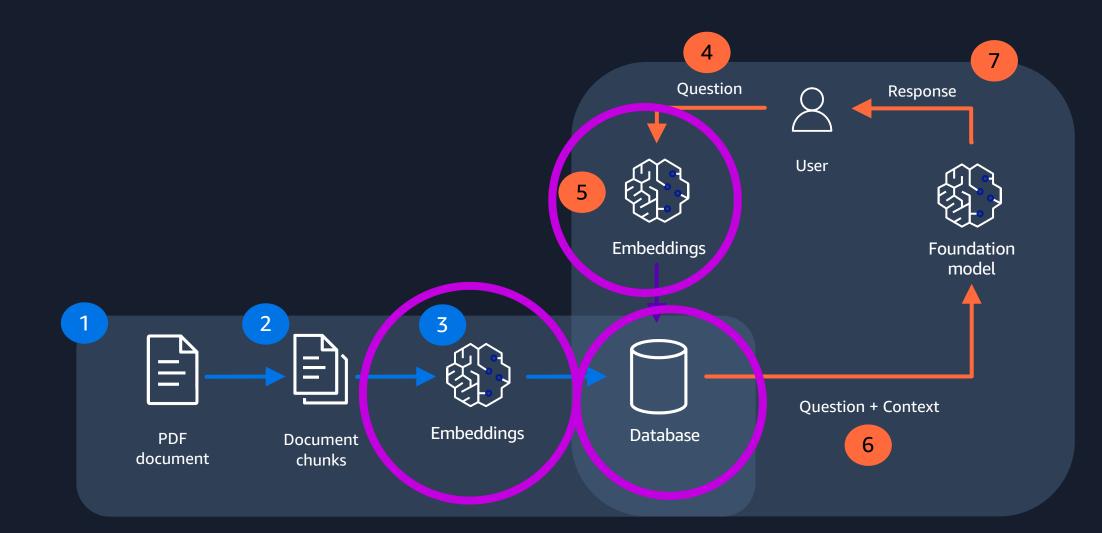


#### Retrieval Augmented Generation (RAG)

Configure FM to interact with your data



#### The role of vectors in RAG



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## **Challenges with vectors**

- Time to generate embeddings
- Embedding size

#### Compression

• Query time

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#### 1,000,000 => 5.7GB

# Approximate nearest neighbor (ANN)

• Find similar vectors without searching all of them

- Faster than exact nearest neighbor
- "Recall" % of expected results



Recall: 80%

#### Key metrics to consider

• Index build time

• Index size

- Recall
- Query throughput (queries per second)

• p99 query latency

## PostgreSQL as a "vector database"

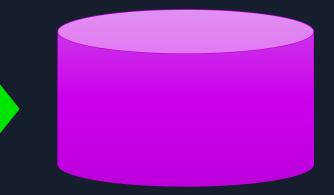
```
"id": 5432,
"name": "PostgreSQL",
"description": "World's most advanced open source
relational database",
"supportedVersions": [16, 15, 14, 13, 12]
```

}



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id	5432
name	PostgreSQL
description	world's most
supportedVersions	[16,15,14,13,12]



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# **Timeline of JSON storage**

- 2000-2001: JSON invented
- 2004: AJAX model emerges in wider deployments
- 2006: RFC 4627 publishes JSON format
- 2006-2009: JSON-specific data stores emerge
- 2012: PostgreSQL adds support for JSON (text)
- 2013: ECMA-404 standardizes JSON
- 2014: PostgreSQL adds support for JSONB (binary)
- 2017: SQL/JSON standard published
- 2019: PostgreSQL adds SQL/JSON path language
- 2023: PostgreSQL adds SQL/JSON constructors and predicates
- 2024: PostgreSQL adds SQL/JSON query functions and JSON\_TABLE

#### Why use PostgreSQL for vector searches?

- Existing client libraries work without modification
  - May require an upgrade

- Convenient to co-locate app + AI/ML data in same database
- Interfacing with PostgreSQL storage gives ACID transactional storage

#### Why care about ACID for vectors?

• <u>Atomicity: "All or nothing</u>" stored in transaction (bulk loads)

• <u>Consistency</u>: Follows rules for other data stored in database

• <u>I</u>solation: Correctness in returned results; committed transactions "immediately available"

• <u>D</u>urability: One committed, vectors are safely stored.

#### PostgreSQL support for vectors

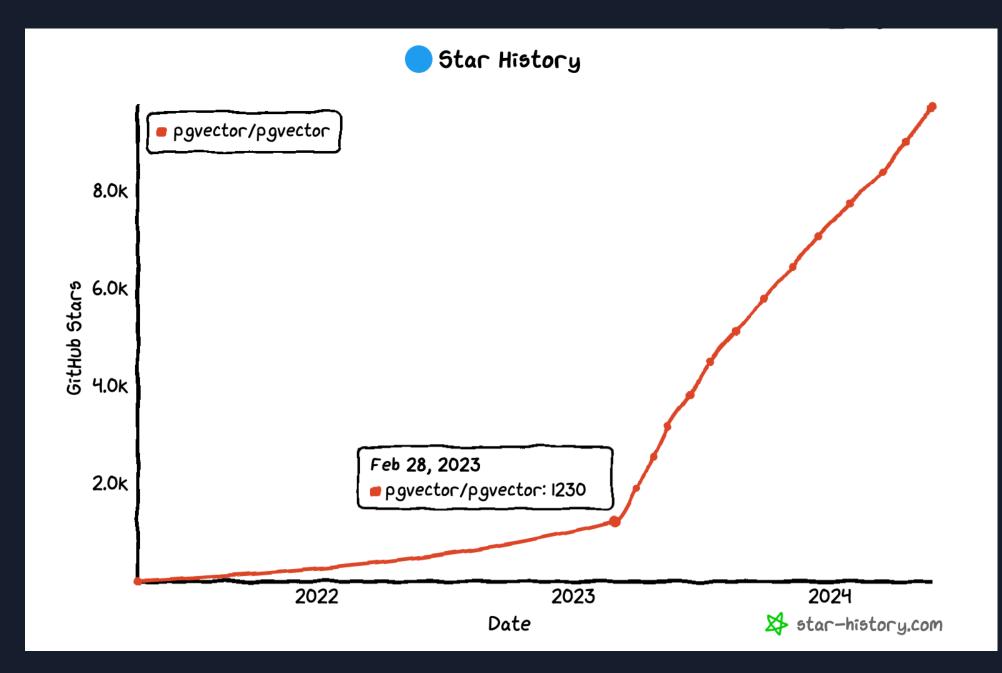
Native

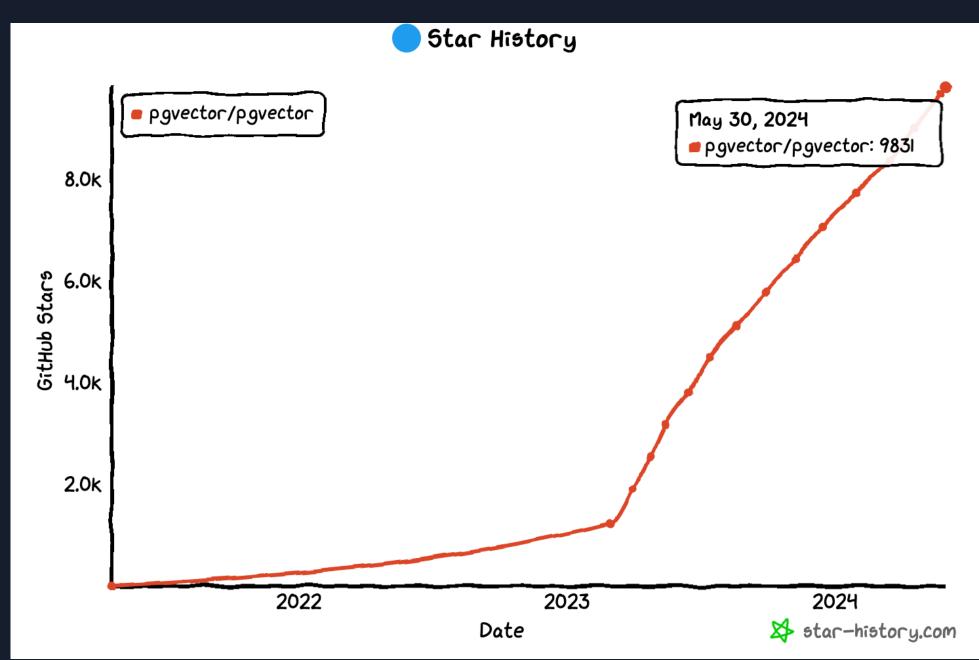
- ARRAY
- cube

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Extensions

- pgvector
   <u>pg\_embedding</u>
- pgvecto.rs
- Lantern
- Timescale Vector
- pgvector-remote



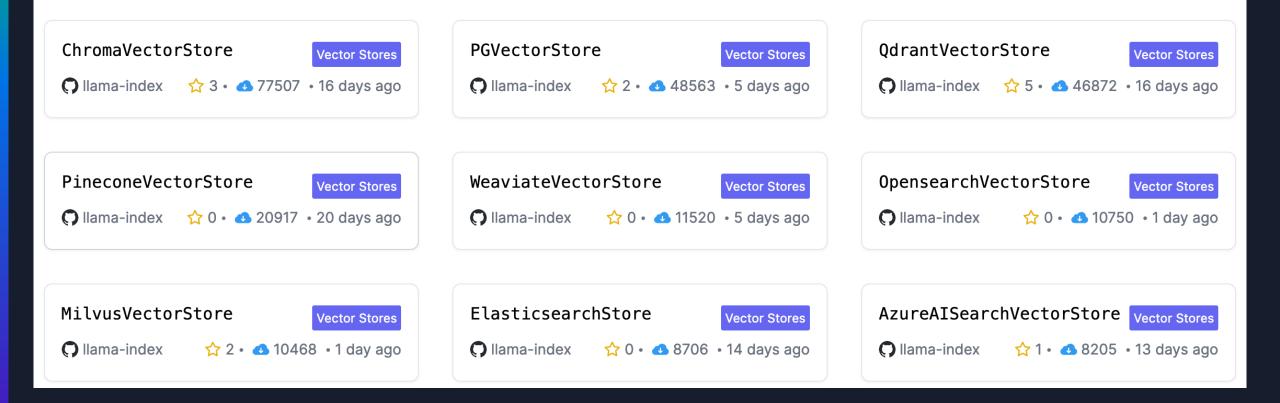


#### pgvector popularity

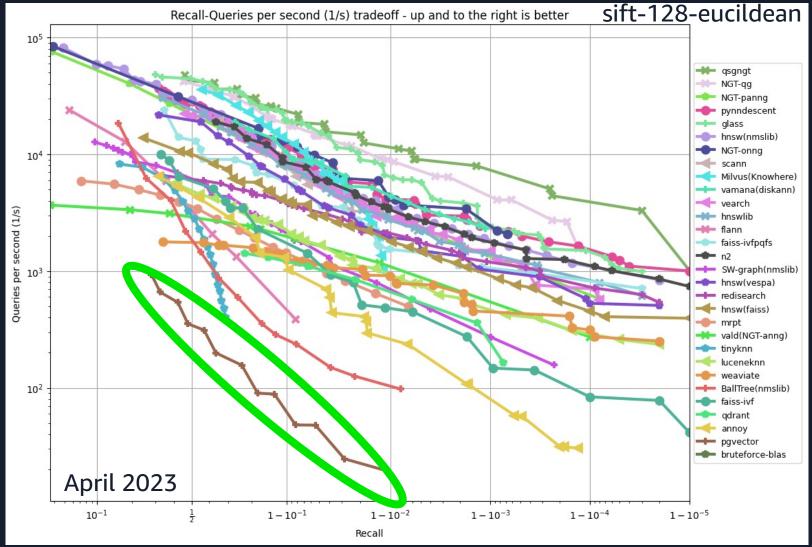
Powered by LlamaIndex

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#### Github



# Why pgvector?



Source: https://github.com/erikbern/ann-benchmarks

# Why pgvector?

#### 2023

- Vector searches in PostgreSQL
  - "It was there"
- Can use existing PostgreSQL drivers
- Open source
- C-based

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#### 2024

- High performance vector searches
- Support for larger vectors
- Sustained, rapid improvements
- Better support in developer tools

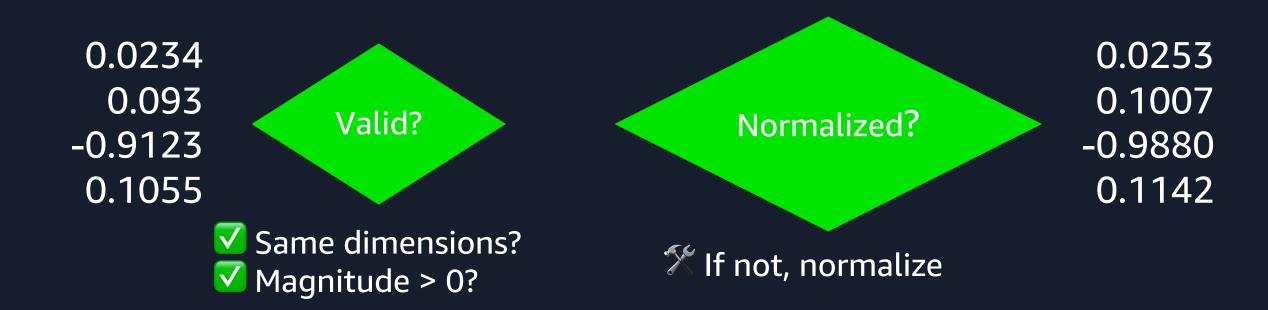
#### pgvector: Year-in-review timeline

- <u>v0.4.x</u> (1/2023 6/2023)
  - Improved IVFFlat plan costs
  - Increasing dimension of vectors stored in table + index
- <u>v0.5.x</u> (8/2023 10/2023)
  - Add HNSW index + distance function performance improvements
  - Parallel IVFFlat builds
- <u>v0.6.x</u> (1/2024 3/2024)
  - Parallel HNSW index builds + in-memory build optimizations
- <u>v0.7.x</u> (4/2024)

- halfvec (2-byte float), bit(n) index support, sparsevec (up to 1B dim)
- Quantization (scalar/binary), Jaccard/hamming distance, explicit SIMD

# Indexing in pgvector

#### How does pgvector index a vector?



# Indexing methods: IVFFlat and HNSW

IVFFlat

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- K-means based
- Organize vectors into lists
- Requires prepopulated data
- Insert time bounded by # lists

#### • HNSW

- Graph based
- Organize vectors into "neighborhoods"
- Iterative insertions
- Insertion time increases as data in graph increases

## **IVFFlat index building parameters**

lists

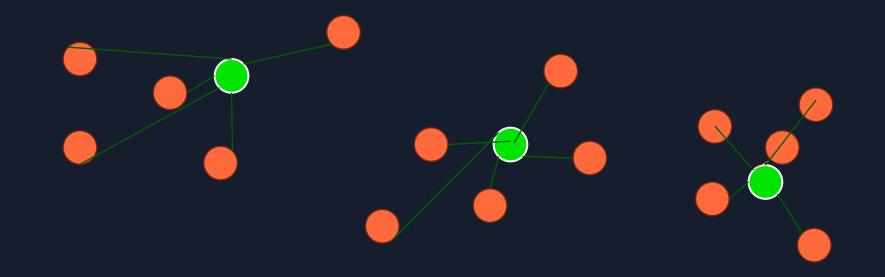
- Number of "buckets" for organizing vectors
- Tradeoff between number of vectors in bucket and relevancy

# CREATE INDEX ON products USING ivfflat(embedding) WITH (lists=3);

#### **Building an IVFFlat index**

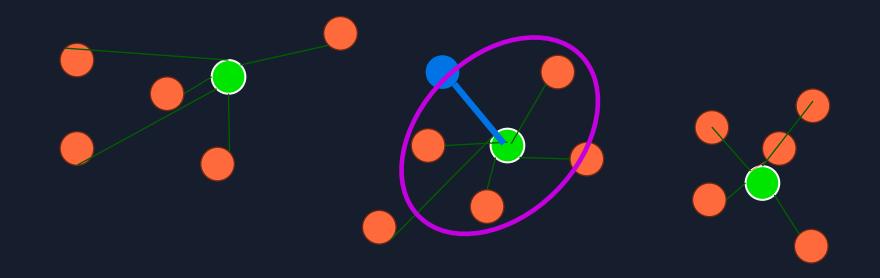
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#### Building an IVFFlat index: Assign lists



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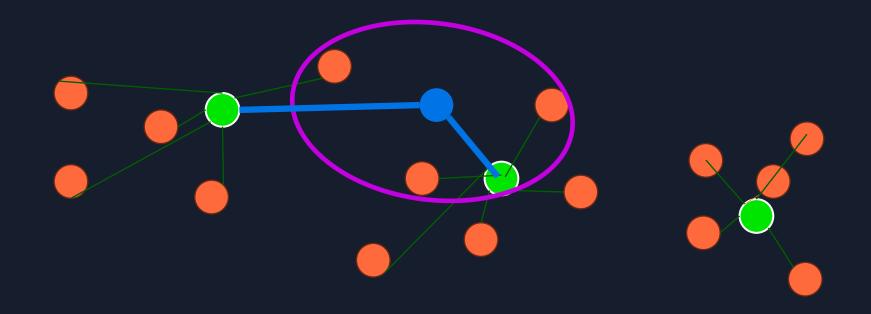
#### **Querying an IVFFlat index**



SET ivfflat.probes TO 1

SELECT id FROM products ORDER BY \$1 <-> embedding LIMIT 3

#### **Querying an IVFFlat index**



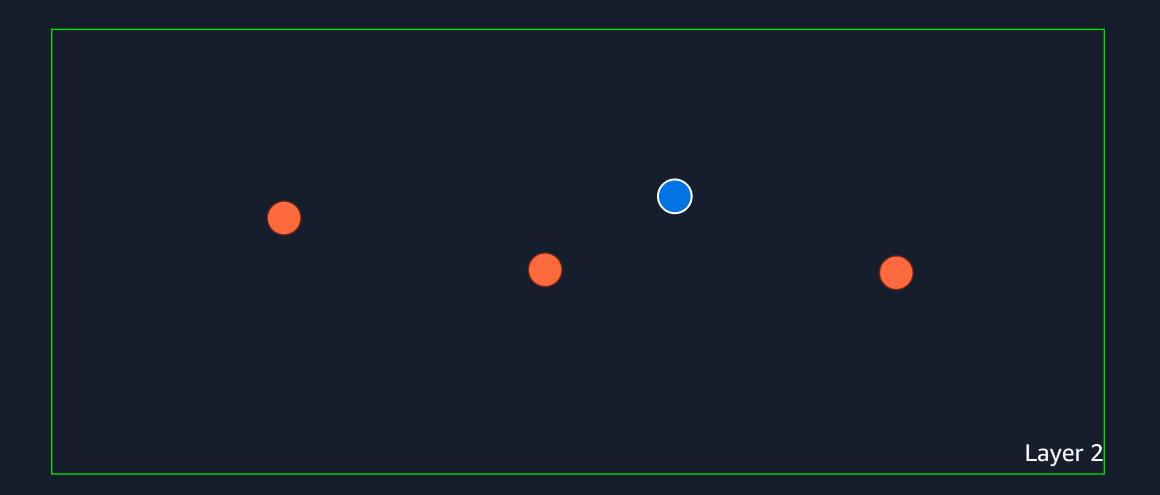
SET ivfflat.probes TO 2

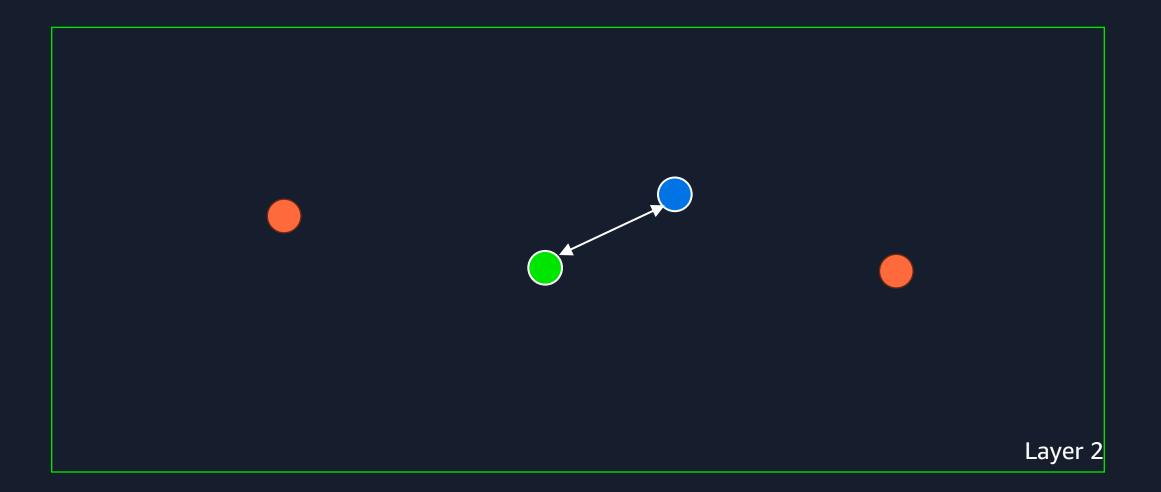
SELECT id FROM products ORDER BY \$1 <-> embedding LIMIT 3

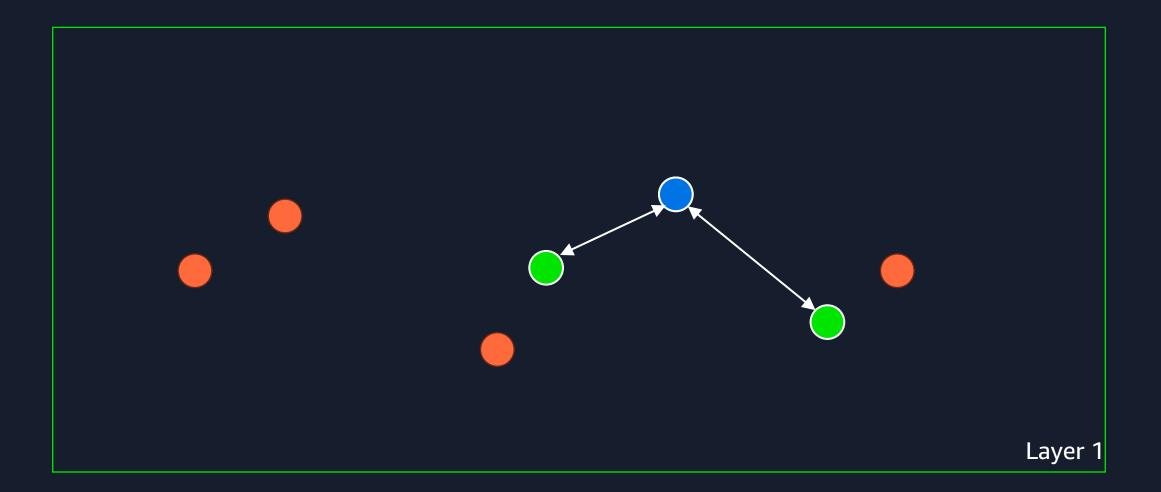
# **HNSW index building parameters**

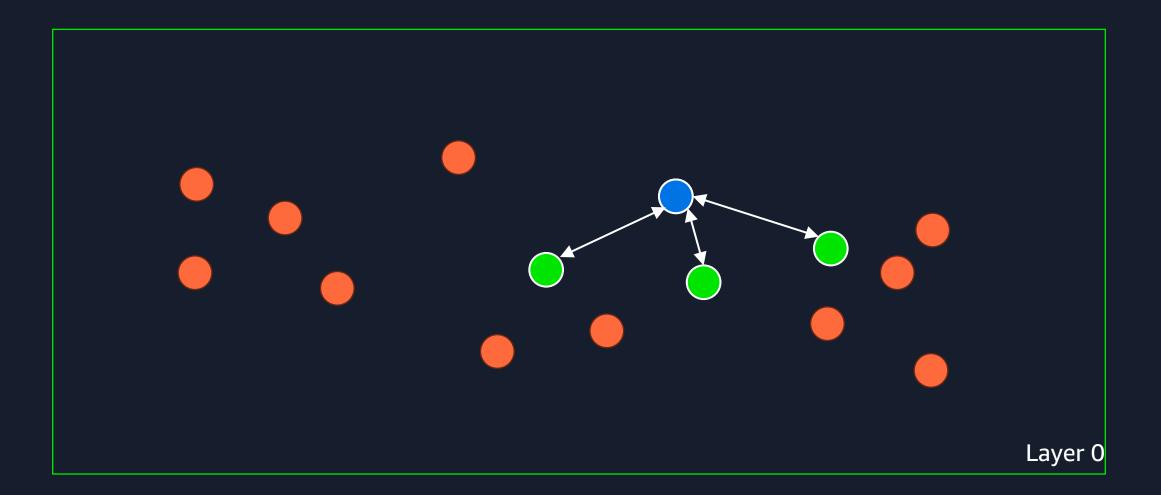
#### • m

- Maximum number of bidirectional links between indexed vectors
- Default: 16
- ef\_construction
  - Number of vectors to maintain in "nearest neighbor" list
  - Default: 64



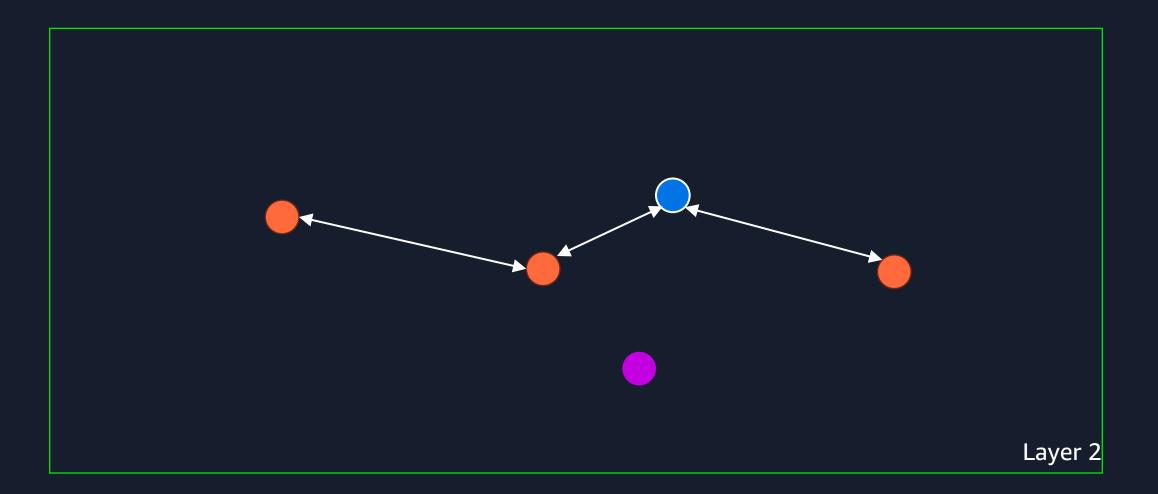


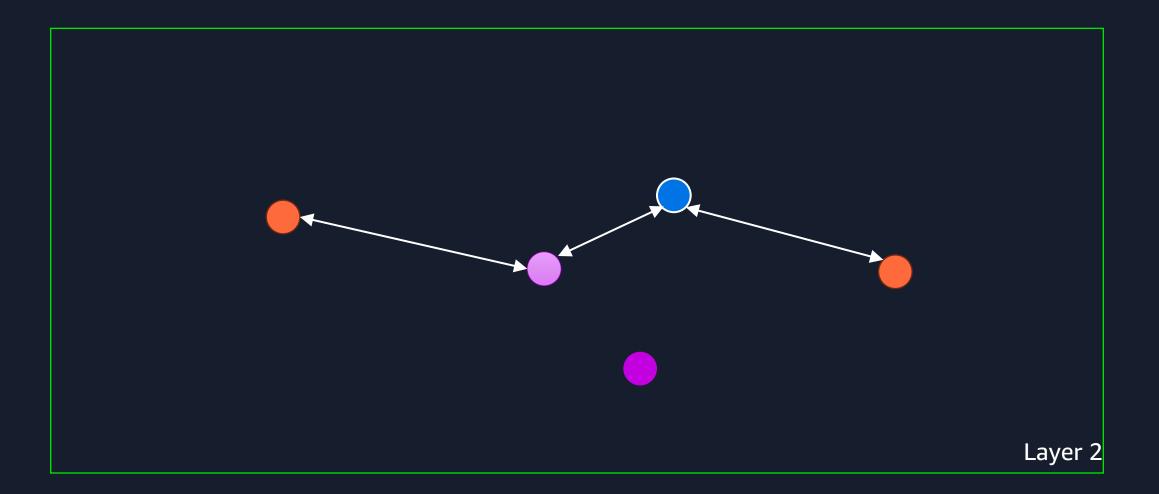


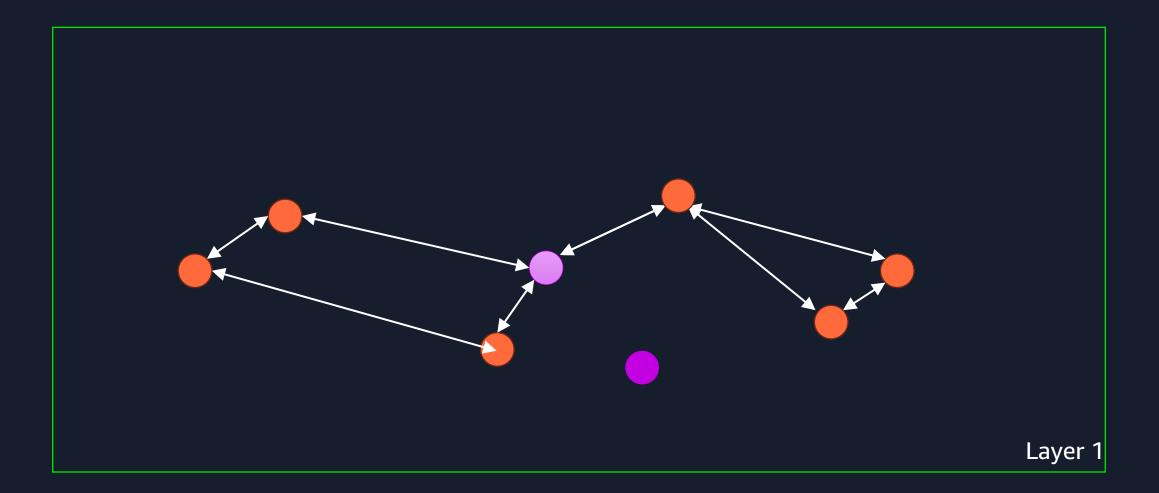


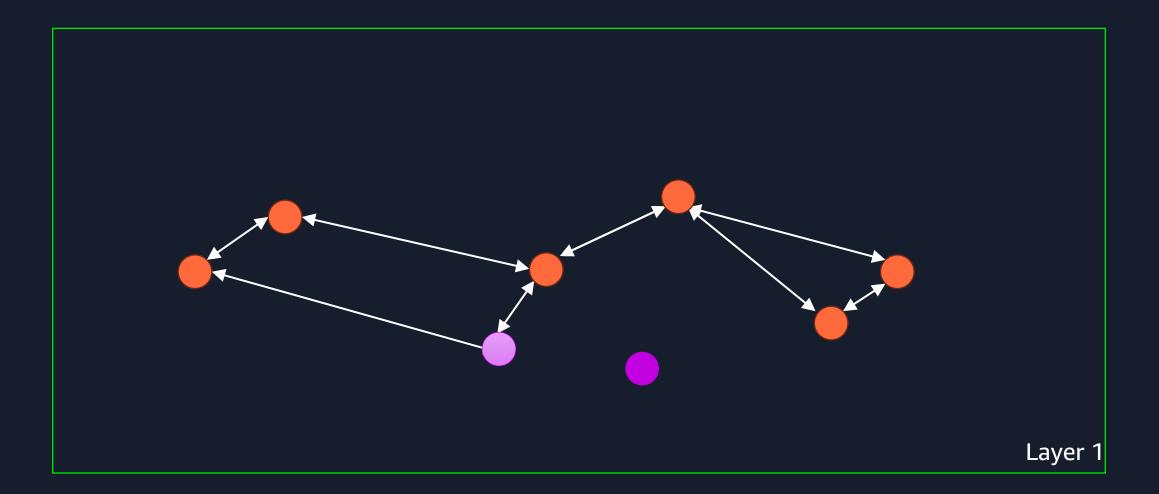
## **HNSW query parameters**

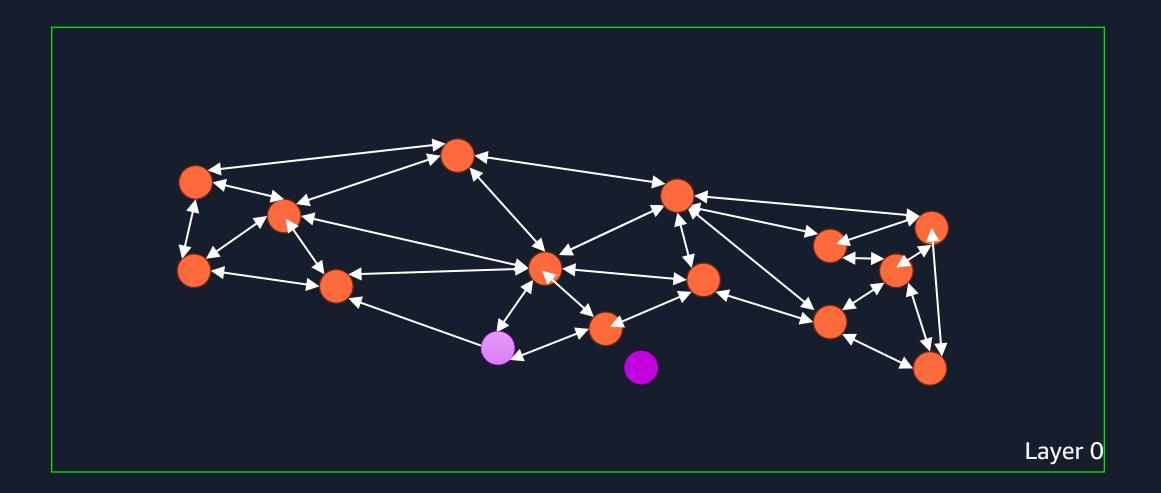
- hnsw.ef\_search
  - Number of vectors to maintain in "nearest neighbor" list
  - Must be greater than or equal to LIMIT

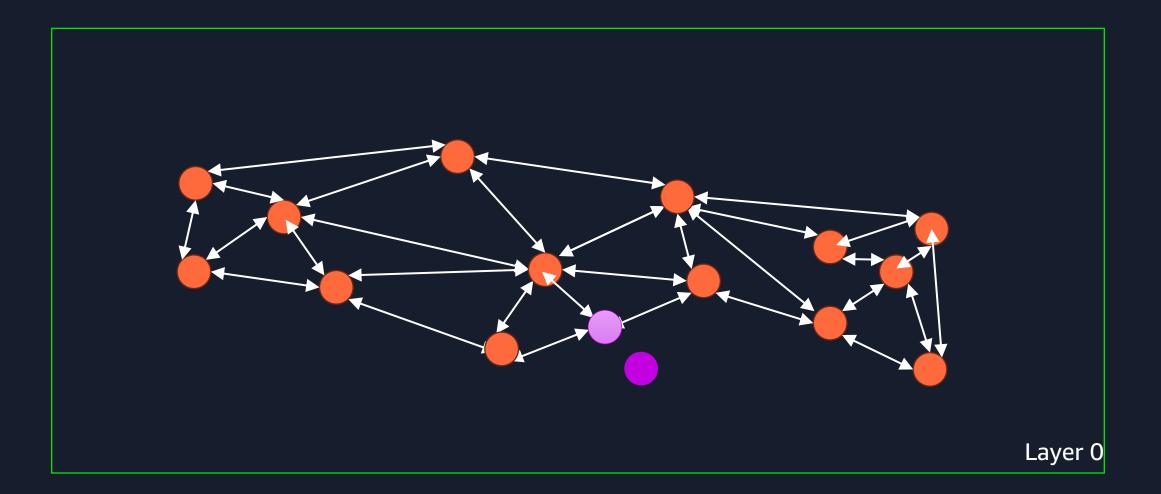












#### Quantization

#### Flat

[0.0435122, -0.2304432, -0.4521324, 0.98652234, -0.1123234, 0.75401234]

#### Scalar Quantization (2-byte float)

[0.0432, -0.234, -0.452,0.986, -0.112, 0.751]

#### Scalar Quantization (1-byte uint) [129, 99, 67, 244, 126, 230]

**Binary Quantization** [1, 0, 0, 1, 0, 1]







#### pgvector and Quantization

-- 2-byte float (fp16) quantization
CREATE INDEX ON documents USING
hnsw((embedding::halfvec(3072)) halfvec\_cosine\_ops);

SELECT id
FROM documents
ORDER BY embedding::halfvec(3072) <=> \$1::halfvec(3072)
LIMIT 10;

#### pgvector and Quantization

-- Binary quantization
CREATE INDEX ON documents USING
hnsw ((binary\_quantize(embedding)::bit(3072)) bit\_hamming\_ops);

```
SELECT id FROM documents
ORDER BY binary_quantize(embedding)::bit(3072) <~> binary_quantize($1)
LIMIT 10;
```

```
-- Rerank query for binary quantization
SELECT i.id FROM (
    SELECT id, embedding <=> $1 AS distance
    FROM items
    ORDER BY binary_quantize(embedding)::bit(3072) <~> binary_quantize($1)
    LIMIT 800 -- bound by hnsw.ef_search
) i
ORDER BY i.distance LIMIT 10;
```

#### Scalar quantization

#### dbpedia-openai-1m-angular (1MM 1,536-dim); m=16; ef\_construction=256

	No Quantization 2-byte float quantizat		
Index size (MB)	7734	3867	
Index build time (s)	250	146	
Recall @ ef_search=10	0.851	0.854	
QPS @ ef_search=10	1154	1164	
Recall @ ef_search=40	0.967	0.968	
QPS @ ef_search=40	567	583	
Recall @ ef_search=200	0.996	0.996	
QPS @ ef_search=200	158	163	

## **Binary quantization**

#### dbpedia-openai-1m-angular (1MM 1,536-dim); m=16; ef\_construction=256

	No Quantization	Binary quantization / rerank	
Index size (MB)	7734	473	
Index build time (s)	250	49	
Recall @ ef_search=10	0.851	0.604	
QPS @ ef_search=10	1154	1687	
Recall @ ef_search=40	0.967	0.916	
QPS @ ef_search=40	567	883	
Recall @ ef_search=200	0.996	0.990	
QPS @ ef_search=200	158	236	



## **Quantization limitations**

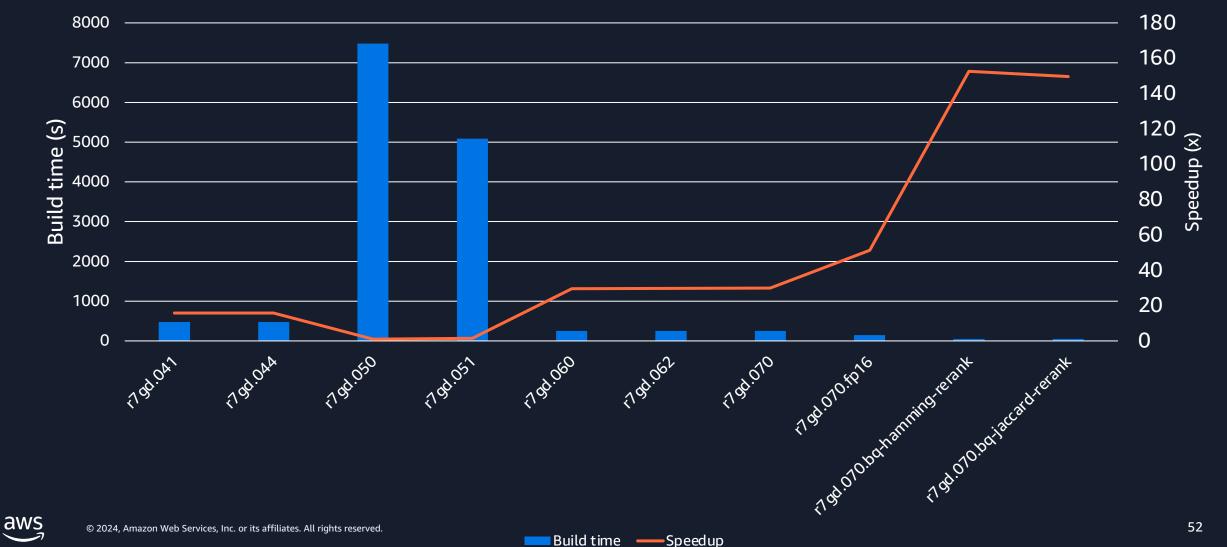
Reduction of information

- Law of large numbers / curse of dimensionality
- "Double storage" heap / index

# A year of pgvector in charts

## pgvector index build time

dbpedia-openai-1000k-angular (1MM 1536-dim) - Index Build Time



## Impact of parallelism on HNSW build time

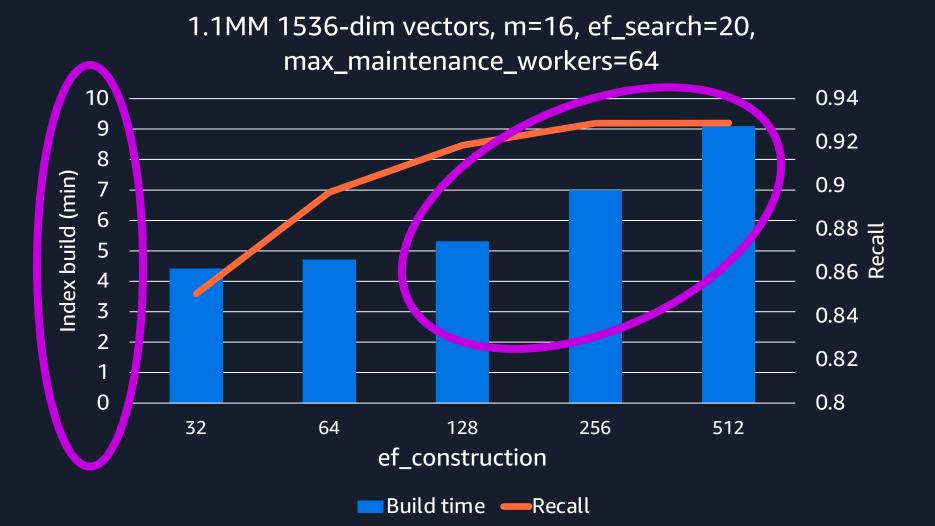
#### HNSW index build (1,000,000 128-dim vectors)



#### Why index build speed matters (Serial build)



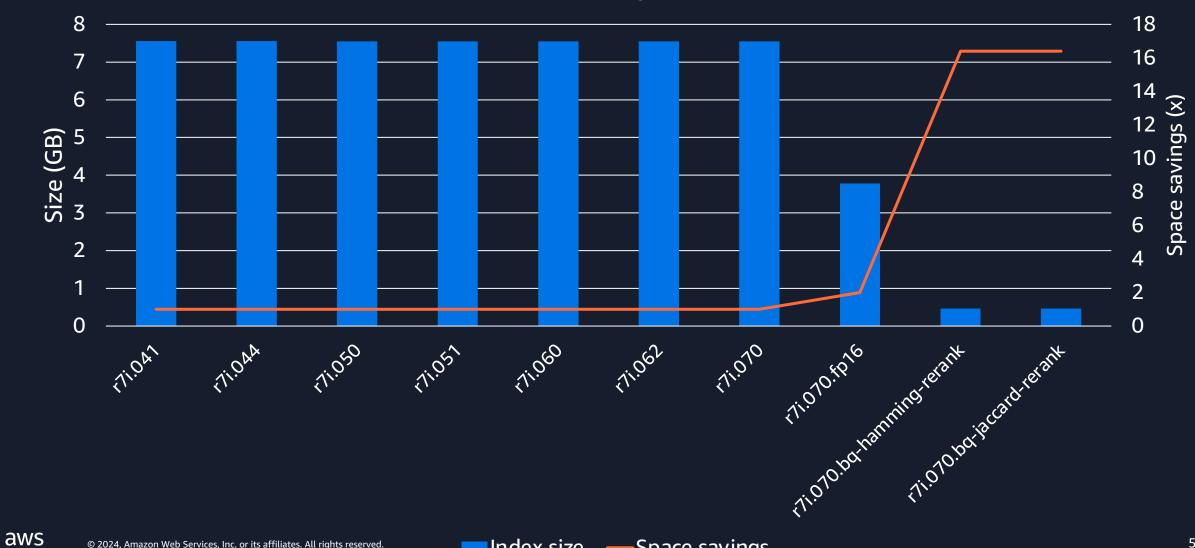
## Why index build speed matters (Parallel build)



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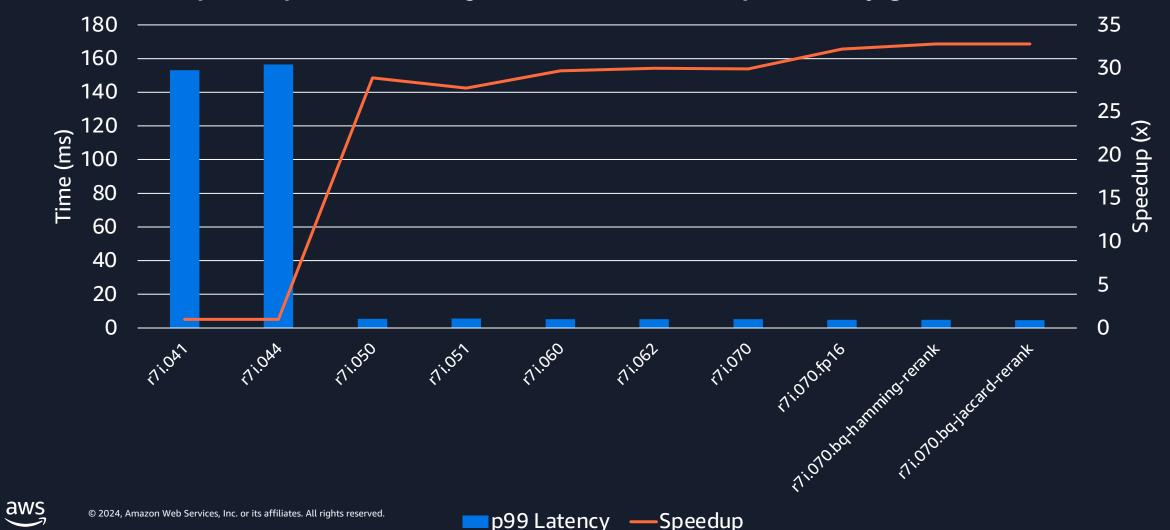
#### pgvector index size

dbpedia-openai-1000k-angular (1MM 1536-dim)



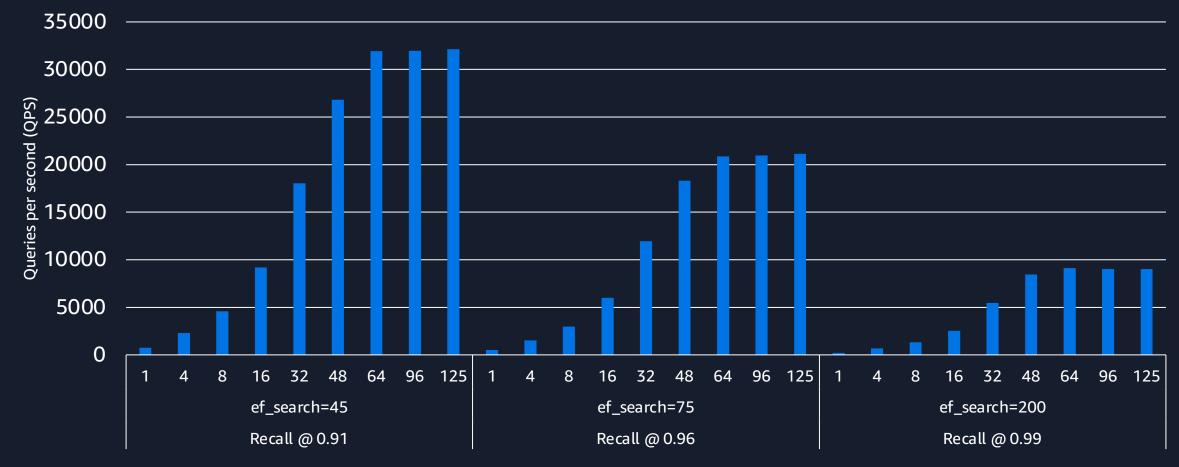
#### pgvector query latency (p99)

dbpedia-openai-1000k-angular (1MM 1536-dim) – p99 Latency @ 99% recall



#### pgvector throughput

#### BIGANN 10M (128-dim) on RDS PostgreSQL r7g.12xlarge (pgvector 0.6.2) k=10 - x-axis is # concurrent clients



# Ongoing challenges and recommendations



#### The 8K conundrum

- Page: PostgreSQL atomic storage unit
  - 8192 bytes = 8K = 8KiB
- Heap (table) pages are resizable as a compile time flag
- Index pages are not resizable
- This is a real (<sup>6</sup>) problem for vectors
  - 1536-dim 4-byte vector = 6KiB
  - 3072-dim 4-byte vector = 12KiB

# Can't we can TOAST?

- TOAST (<u>The Oversized-Attribute Storage Technique</u>) is a mechanism for storing data larger than 8KB
  - By default, PostgreSQL "TOASTs" values over 2KB (510d 4-byte float)
- Storage types:
  - PLAIN: Data stored inline with table
  - EXTENDED: Data stored/compressed in TOAST table when threshold exceeded
    - pgvector default before 0.6.0
  - EXTERNAL: Data stored in TOAST table when threshold exceeded
    - pgvector default 0.6.0+
  - MAIN: Data stored compressed inline with table

#### Visualizing TOAST for pgvector



PLAIN

#### EXTENDED / EXTERNAL

#### Impact of TOAST on vector data

- Traditionally, TOAST data is not on the "hot path"
  - Impacts query plan and maintenance operations
- Compression is ineffective

• Unable to use for index pages

#### Impact of TOAST on pgvector queries

Limit (cost=772135.51..772136.73 rows=10 width=12)

-> Gather Merge (cost=772135.51..1991670.17 rows=10000002 width=12)

Workers Planned: 6

-> sort (cost=771135.42..775302.08 rows=16666667 width=12)

Sort Key: ((<-> embedding))

-> Parallel Seq Scan on vecs128 (cost=0.00..735119.34 rows=16666667 width=12)

#### 128 dimensions

#### Impact of TOAST on pgvector queries

Limit (cost=149970.15..149971.34 rows=10 width=12)

-> Gather Merge (cost=149970.15..1347330.44 rows=10000116 width=12)

Workers Planned: 4

-> sort (cost-148970.09..155220.16 rows=2500029 width=12)

Sort Key: ((\$1 <-> embedding))

-> Parallel Seq Scan on vecs1536 (cost=0.00..94945.36 rows=2500029 width=12)

#### 1,536 dimensions

#### Impact of TOAST on pgvector queries

Limit (cost=95704.33..95705.58 rows=10 width=12)

-> Gather Merge (cost=95704.33..1352239.13 rows=10000111 width=12)

Workers Planned: 11

-> sort (cost-94/04.11..96976.86 rows=909101 width=12)

Sort Key: ((\$1 <-> embedding))

-> Parallel Seq Scan on vecs1536 (cost=0.00..75058.77 rows=909101 width=12)

#### 1,536 dimensions

#### SET min\_parallel\_table\_scan\_size TO 1

## Improving PostgreSQL storage of vector data

• Continue investing in quantization

- Improve planner to understand when TOAST data is part of the hot path
- TOAST / page chaining system for index pages

• Modifiable size for index pages

# Filtering

SELECT id
FROM products
WHERE products.category\_id = 7
ORDER BY :'q' <-> products.embedding
LIMIT 10;

## How filtering impacts ANN queries

• PostgreSQL may choose to not use the index

- Uses an index, but does not return enough results
- Filtering occurs after using the index

# **Current filtering strategies**

Partial index

Partition

CREATE INDEX ON docs USING hnsw(embedding vector\_12\_ops) WHERE category\_id = 7;

CREATE TABLE docs\_cat7 PARTITION OF docs FOR VALUES IN (7);

CREATE INDEX ON docs\_cat7
USING hnsw(embedding vector\_12\_ops);

## Filtering with "hybrid search"

#### Improving filtering with vector data in PostgreSQL

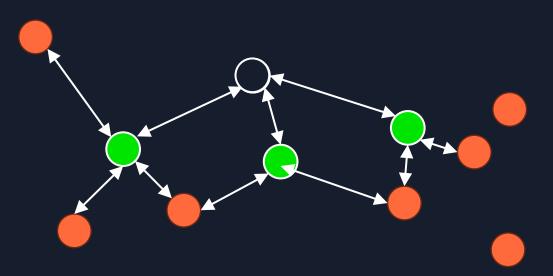
• "Multi-column" indexes

- Remove extra distance calculation executions when filtering junk columns
  - Index-only scans
- Pushdown to covering indexes

• Using other index mechanisms to filter data set

#### pgvector and VACUUM

• Innovation: pgvector HNSW implementation supports updates and deletes!



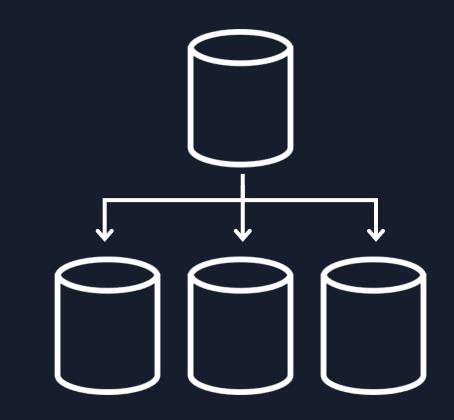
#### Phase 2: Riepeair

## Improving VACUUM for pgvector

- Framework for parallel vacuum of custom index types
- Anything that can simplify implementing VACUUM :-)

#### **Distributed queries for pgvector – why?**

- Not enough memory for workload to meet latency target
- Network overhead must be acceptable
- Can manage complexity of multi-node system



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## Setup foreign data wrapper

CREATE EXTENSION IF NOT EXISTS vector; CREATE EXTENSION IF NOT EXISTS postgres\_fdw;

```
CREATE SERVER vectors1
FOREIGN DATA WRAPPER postgres_fdw
OPTIONS (
  async_capable 'true', extensions 'vector', dbname 'vectors', host
'<NODE1>'
);
CREATE SERVER vectors2
FOREIGN DATA WRAPPER postgres_fdw
OPTIONS (
  async_capable 'true', extensions 'vector', dbname 'vectors', host
'<NODE2>'
```



### Setup foreign tables

```
CREATE TABLE vectors (
    id uuid,
    node_id int,
    embedding vector(768)
) PARTITION BY LIST(node_id);
```

```
CREATE FOREIGN TABLE vectors_nodel PARTITION OF vectors
FOR VALUES IN (1)
SERVER vectors1
OPTIONS (schema_name 'public', table_name 'vectors');
```

```
CREATE FOREIGN TABLE vectors_node2 PARTITION OF vectors
FOR VALUES IN (2)
SERVER vectors2
OPTIONS (schema_name 'public', table_name 'vectors');
```

#### Example EXPLAIN output

Limit (cost=200.01..206.45 rows=10 width=28) (actual time=18.171..18.182 rows=10 loops=1) -> Merge Append (cost=200.01..3222700.01 rows=5000000 width=28) (actual time=18.169..18.179 rows=10 loops=1)

Sort Key: (('\$1'::vector <=> vectors.embedding))

-> Foreign Scan on vectors\_node1 vectors\_1 (cost=100.00..1586350.00 rows=2500000 width=28) (actual time=8.607..8.609 rows=2 loops=1)

-> Foreign Scan on vectors\_node2 vectors\_2 (cost=100.00..1586350.00 rows=2500000 width=28) (actual time=9.559..9.566 rows=9 loops=1)

Planning Time: 0.298 ms Execution Time: 19.355 ms

## Parallel query for pgvector

- pgvector doesn't support parallel query
  - Benefits IVFFlat more than HNSW

• Index AM won't let PostgreSQL choose parallel plan

#### Hardware acceleration for pgvector

- Index building (esp. HNSW) uses most computation time
  - Can see increased CPU utilization with higher hnsw.ef\_search
- pgvector uses compiler autovectorization, but has started adding explicit dispatching instructions
- Newer CPU architectures contain more instructions for SIMD, but may not be widely available
- GPU huge penalty to move to GPU memory without GPUDirect
  - Index building could benefit from GPU

## "Dogs not barking"

- Matrices / tensors
- Storage type / capacity
- Native vector support for PostgreSQL

## Summary and next steps



## (Prioritized) summary of areas to improve

- Filters
  - Hybrid search
- Parallelized vacuum
- Better async pushdown for postgres\_fdw
- Additional hardware acceleration methods
- Parallel query
- TOAST / storage updates

#### **Community contributions make pgvector better**

- Improved locking during HNSW build
- SIMD dispatching for distance functions
- Integration of upstream SIMD support (pg\_popcount)
- Memory allocation / usage optimizations during index builds
- Identify common search patterns and help prioritize

# Thank you!

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