

Touch and Explore

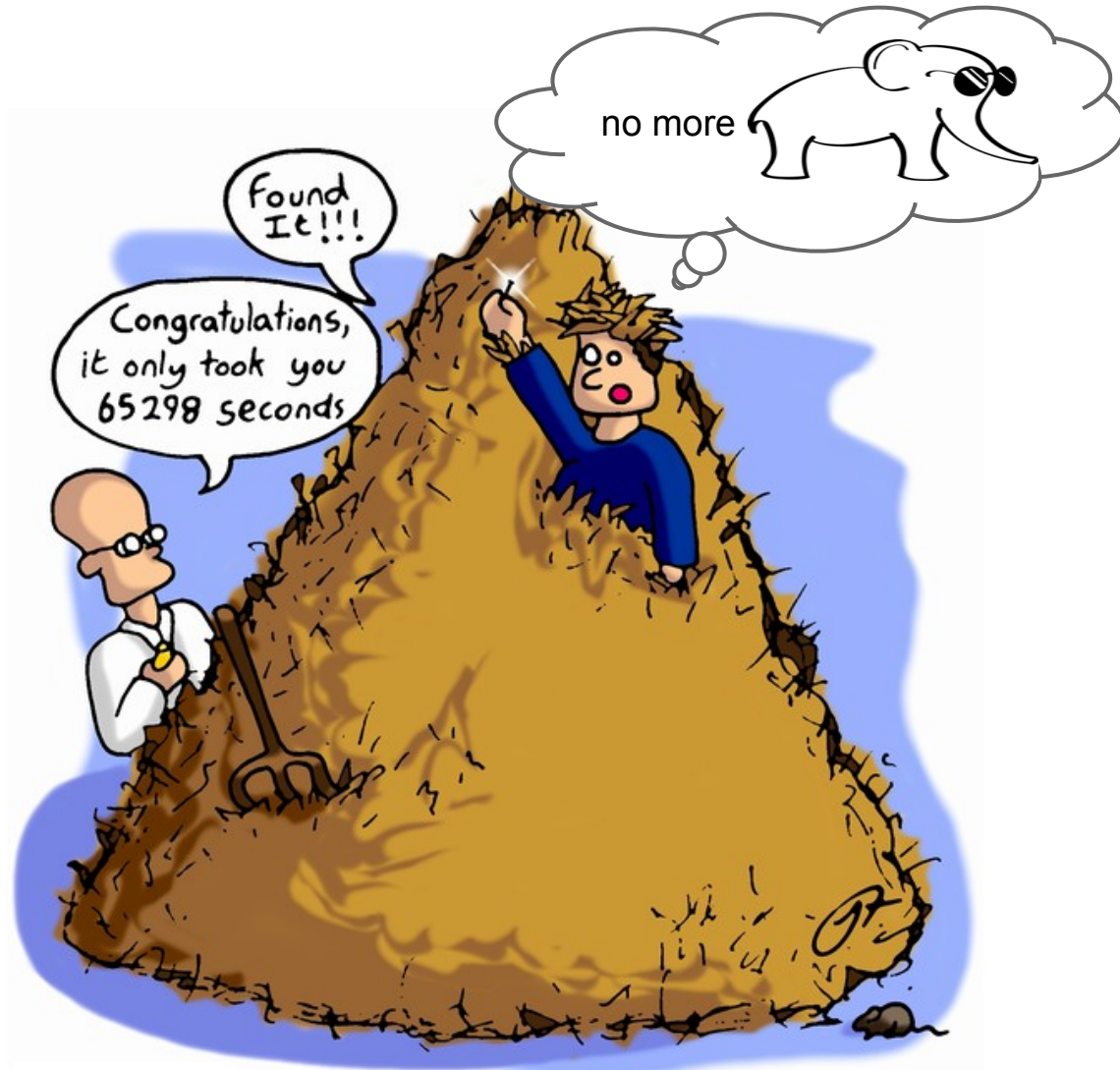
Stratos Idreos

CWI/EPFL, joining Harvard



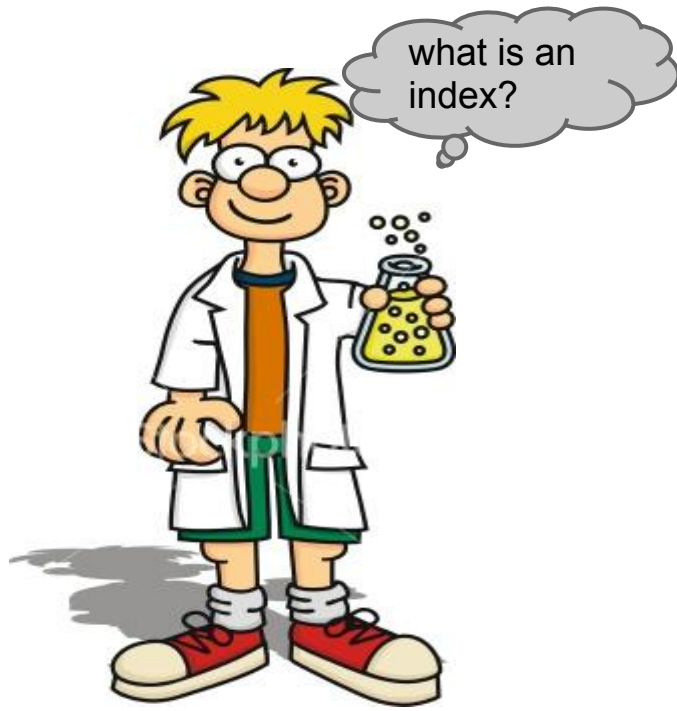
build **exploration** dbs

get a quick feeling about the data
and focus on interesting areas

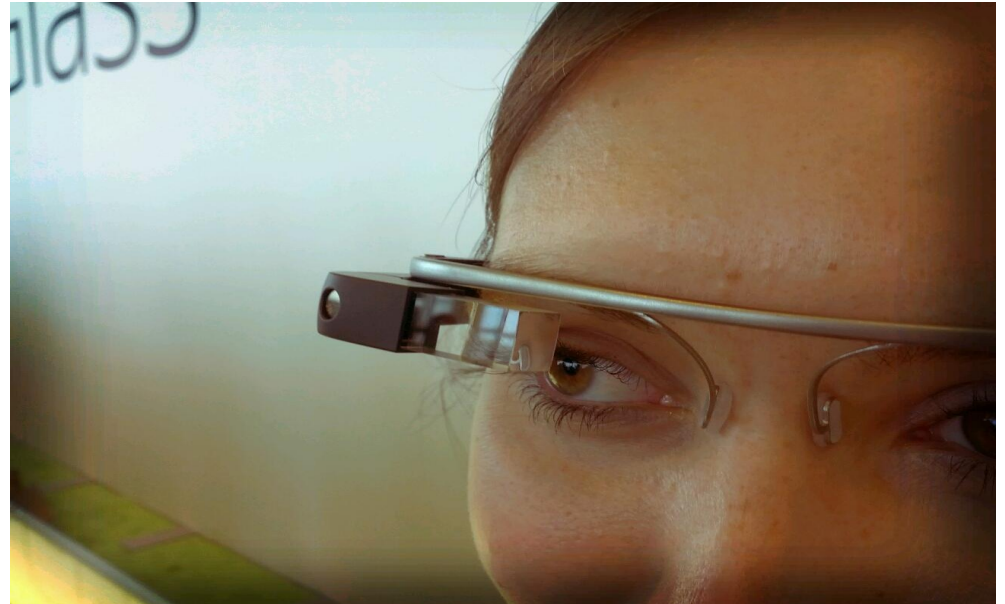


big data: big, frequent, various forms
but also not always sure what we are looking for


today




tomorrow



everybody will need to be a “data scientist”



I should have used a
column-store



```
SELECT max(toys)
FROM store
WHERE mam=won't yell
```

easy to use



interactive navigation

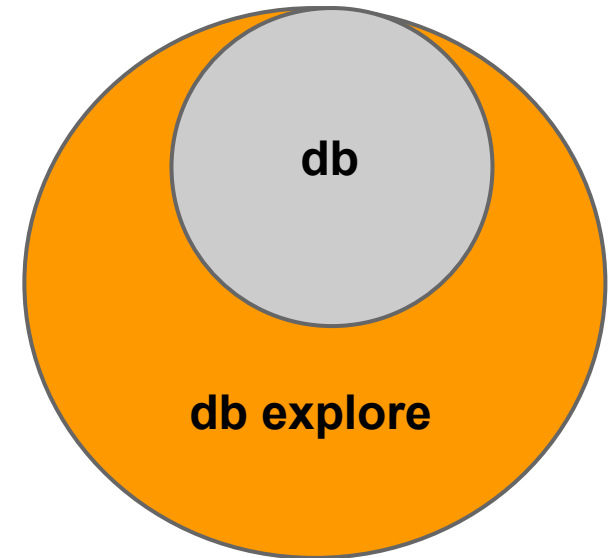


a database system

allows you to answer queries fast

a data exploration db system

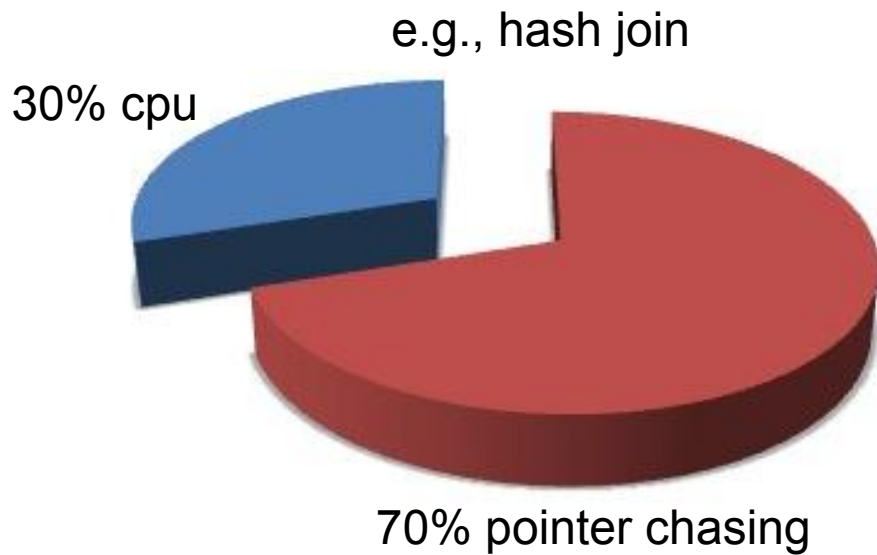
allows you to find fast which queries to ask



dbTouch



design db kernels for touch-based exploration



**reconsider db kernels
correct vs fast**

stop chasing pointers, start chasing knowledge

no tuning: cracking (CWI/Google/HP/NUS/Rutgers)
no loading: nodb (EPFL)

rethink dbs for exploration

check out dbTouch, nodb, database cracking



Thanks!