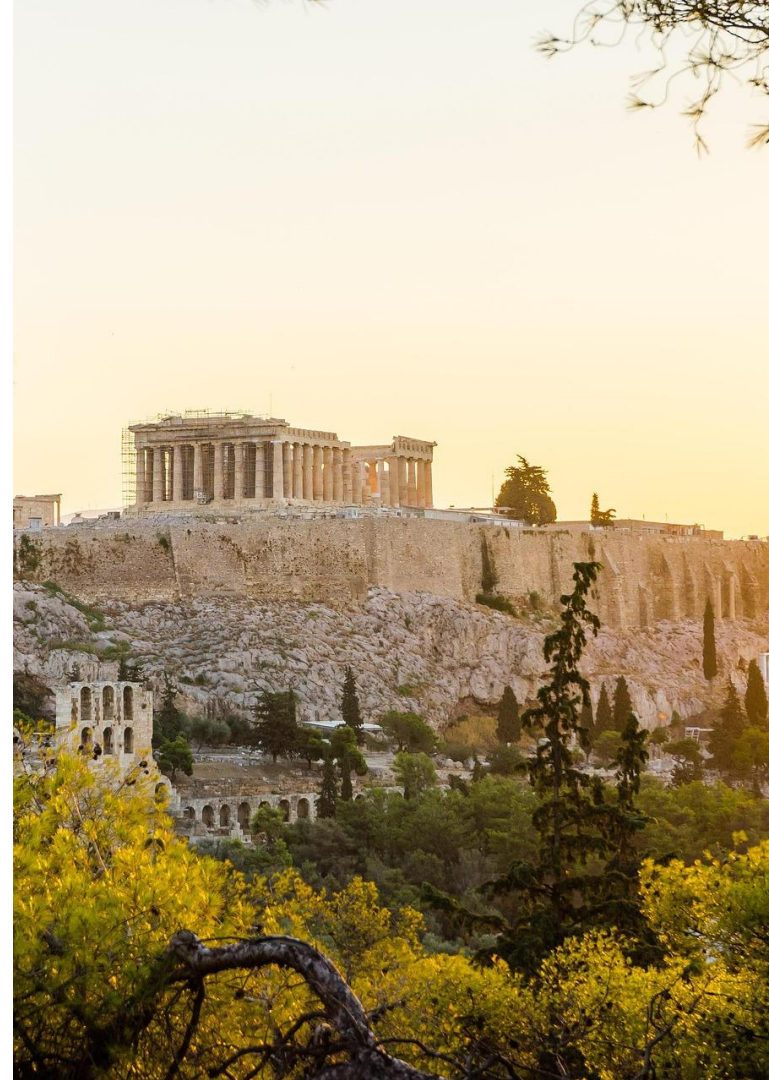


OwnYourPG

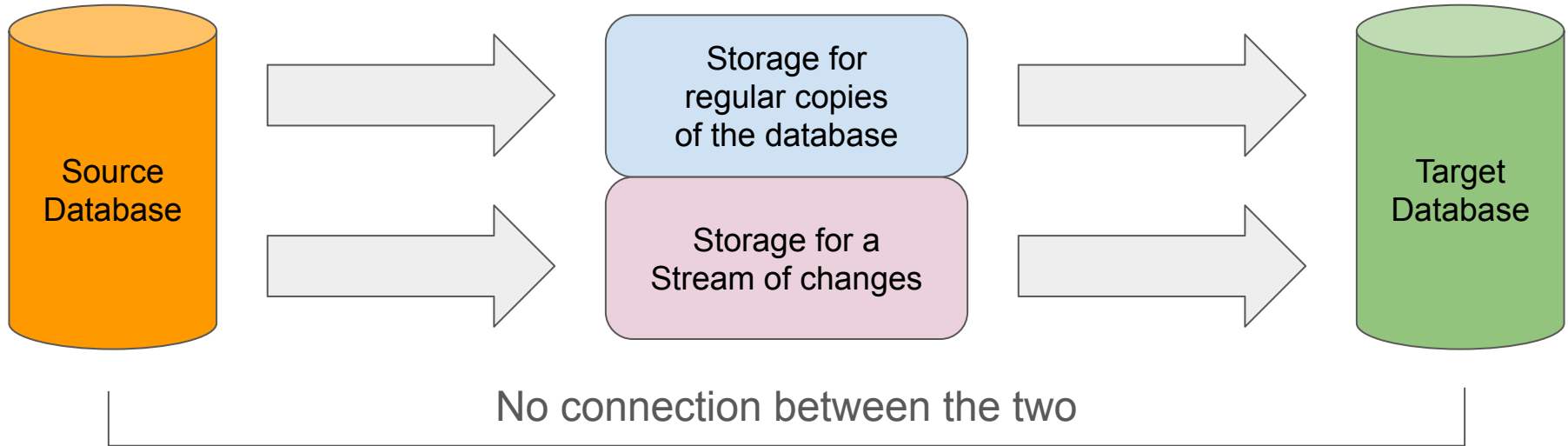
A journey in logical replication

Boredom and a problem

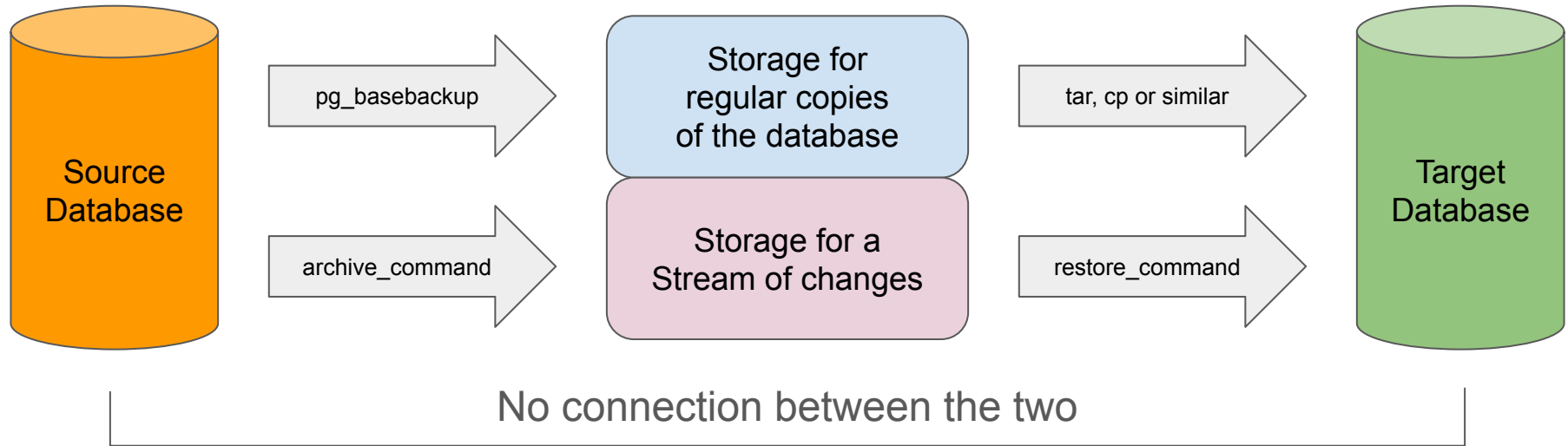
- PGConf.EU 2024 – Athens
- Move to Aurora



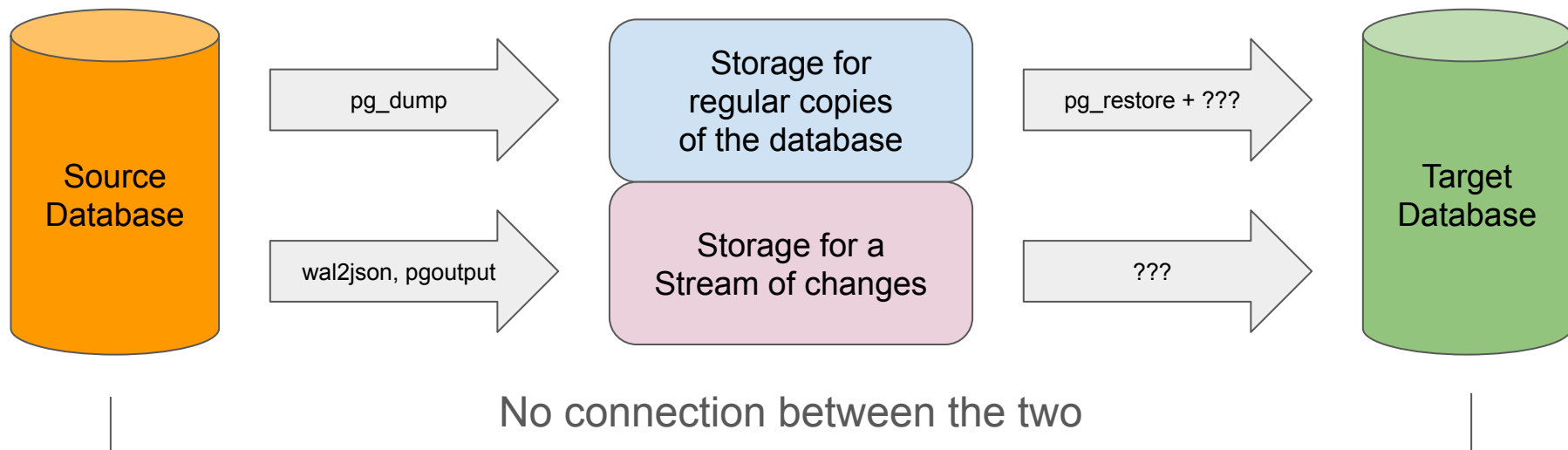
Point-in-time recovery



PITR – the classical picture



Logical PITR



Difference between physical and logical backup

Physical Backup (pg_basebackup)	Logical Backup (pg_dump)
<pre># some preparation cd \$DATADIR && tar -cf - . >backup.tar # some cleanup</pre>	<pre>CREATE TABLE my.table (...); COPY my.table FROM STDIN; Data row1 Data row2 \. CREATE INDEX ... ON my.table(...);</pre>
● Bit by bit copy ● Needs the same environment to be restored (operating system, software versions, etc) ● Per cluster ● Contains data + metadata + indexes and similar ● Can restore inconsistent data if the source is inconsistent	● SQL-level copy ● Can be restored to a different operating system, across software versions. ● Fine grained: per database, per table ● Contains the structure and the data ● Indexes, PK and FK constraints are rebuilt during restoration. ● Consistency is checked during restoration

Physical vs. logical stream of changes

Operation

```
begin; update tf set i=i*11 where i=1; insert into tf(i) values (120); commit;
```

Physical (Write-Ahead-Log)

UPDATE off 42 xmax 650945 flags 0x18 KEYS_UPDATED ; new off 43 xmax 0, blkref #0: rel 1663/24576/25549 blk 0
INSERT_LEAF off 17, blkref #0: rel 1663/24576/25550 blk 1
INSERT off 44 flags 0x08, blkref #0: rel 1663/24576/25549 blk 0
INSERT_LEAF off 41, blkref #0: rel 1663/24576/25550 blk 1
COMMIT 2026-07-20 10:22:56.875521 UTC

Position within the block

File name

Block number

Index update

Table update

Logical (Write-Ahead-Log)

Operation

```
{"action": "U", "xid": 650945, "schema": "public", "table": "tf", "columns": [{"name": "i", "type": "integer", "value": "11"}],  
  "identity": [{"name": "i", "type": "integer", "value": "1"}]}
```

Row Identity (closest thing to a position)

```
{"action": "I", "xid": 650945, "schema": "public", "table": "tf", "columns": [{"name": "i", "type": "integer", "value": "120"}]}
```

Table name

Column name

2 Problems

Initial Copy

- Copy a state of the database tied to a specific position in the stream of changes.

Capture and replay

- The mechanics of extracting the stream of changes and replaying it in a target database.

Classical PITR

- Unpack the base backup
- The DB knows its current WAL insert LSN
- Replay WAL segments just like in crash recovery
- The LSN is advanced automatically

Capture and replay

Wal2Json basics

Create a slot `select pg_create_logical_replication_slot('tmp', 'wal2json');`

Some action `insert into tf select * from generate_series(2,4);`

Peek

```
select data
  from pg_logical_slot_peek_changes(
    'tmp', null, null
  );
```

```
{
  "change": [
    {
      "kind": "insert",
      "schema": "public",
      "table": "tf",
      "columnnames": ["i"],
      "columntypes": ["integer"],
      "columnvalues": [2]
    },
    ...
  ]
}
```





pg_recvlogical

```
pg_recvlogical -d postgres:///bench\?service=mydb -S tmp --start -f- \  
-o format-version=2 -o include-lsn=true -o include-timestamp=true \  
-o include-xids=true -o numeric-data-types-as-string=true
```

```
insert into tf select * from generate_series(2,4);
```

```
{"action":"B","xid":650928,"timestamp":"2026-07-19 09:19:08.815035+00","lsn":"4/2A158E8",  
 "nextlsn":"4/2A15918"}  
{"action":"I","xid":650928,"timestamp":"2026-07-19 09:19:08.815035+00","lsn":"4/2A15220",  
 "schema":"public","table":"tf","columns":[{"name":"i","type":"integer","value":2}]}  
{"action":"I","xid":650928,"timestamp":"2026-07-19 09:19:08.815035+00","lsn":"4/2A157E8",  
 "schema":"public","table":"tf","columns":[{"name":"i","type":"integer","value":3}]}  
{"action":"I","xid":650928,"timestamp":"2026-07-19 09:19:08.815035+00","lsn":"4/2A15868",  
 "schema":"public","table":"tf","columns":[{"name":"i","type":"integer","value":4}]}  
{"action":"C","xid":650928,"timestamp":"2026-07-19 09:19:08.815035+00","lsn":"4/2A158E8",  
 "nextlsn":"4/2A15918"}
```

Back to SQL

- 35 lines of jq code
- Including accounting
- Including minimal error handling

```
read -rd '' JQ <<'EOF'
def dup(c): c as $c | gsub($c; 2*$c);
def mkname: "\"\(. | dup("\\""))\"";
def mkvalue:
  if (. | type)=="boolean" then .|tostring elif (. | type)=="null" then .|tostring
  elif (. | type)=="number" then .|tostring else "\"\(. | dup("\\""))\"" end;
def tbl: "\"(.schema|mkname).\(.table|mkname)\"";
def cond:
  "(" + ([.identity[] | .name | mkname] | join(", ")) + ")" +
  " IS NOT DISTINCT FROM " +
  "(" + ([.identity[] | .value | mkvalue] | join(", ")) + ")";
def upd: [.columns[] | "\"(.name|mkname) = \"(.value|mkvalue)\""] | join(", ");
def cols: [.columns[] | .name | mkname] | join(", ");
def vals: [.columns[] | .value | mkvalue] | join(", ");
def B: "BEGIN; SET LOCAL session_replication_role=replica;";
def C:
  "WITH upd AS (" +
  "UPDATE \"($logtbl) SET lsn=\"(.lsn)', xid=\"(.xid)', stamp=\"(.timestamp)'\" +
  " WHERE origin=\"($origin|dup("\\""))' AND lsn < \"(.lsn|dup("\\""))'\" +
  " RETURNING *) SELECT 1/(count(*)=1)::INT FROM upd;\n" +
  "COMMIT;\n";
def I: "INSERT INTO \"(.tbl) \"(.cols)\" VALUES \"(.vals)\"";
def U:
  "WITH cand AS (SELECT ctid FROM \"(.tbl)\" WHERE \"(.cond)\" FOR UPDATE LIMIT 1), \"
+
  "upd AS (" +
  "UPDATE \"(.tbl)\" AS dest SET \"(.upd)\" FROM cand WHERE dest.ctid=cand.ctid\" +
  " RETURNING *) SELECT 1/(count(*)=1)::INT FROM upd;";
def D:
  "WITH cand AS (SELECT ctid FROM \"(.tbl)\" WHERE \"(.cond)\" FOR UPDATE LIMIT 1), \"
+
  "del AS (" +
  "DELETE FROM \"(.tbl)\" AS dest USING cand WHERE dest.ctid=cand.ctid\" +
  " RETURNING *) SELECT 1/(count(*)=1)::INT FROM del;";
def T: "TRUNCATE \"(.tbl)\"";
if .action=="B" then . | B elif .action=="C" then . | C elif .action=="I" then . | I
elif .action=="U" then . | U elif .action=="D" then . | D elif .action=="T" then . | T
elif .action=="M" then empty else . end
EOF
```



Gist on Github

UPDATE

- `IS NOT DISTINCT FROM` handles NULL nicely
- `LIMIT 1` finds at most 1 row
- `FOR UPDATE` locks that row
- A `ctid` scan quickly finds the locked row in the UPDATE.
- `1 / (count (*) = 1) :: INT` becomes a division by zero if more or less than one row was modified.

```
WITH cand AS (  
    SELECT ctid  
    FROM "public"."tf"  
    WHERE ("i") IS NOT DISTINCT FROM ('5')  
    FOR UPDATE  
    LIMIT 1  
) ,  
upd AS (  
    UPDATE "public"."tf" AS dest  
    SET "i" = '4'  
    FROM cand  
    WHERE dest.ctid=cand.ctid  
    RETURNING *  
)  
SELECT 1 / (count (*) = 1) :: INT FROM upd;
```

COMMIT

- `w2j.log` keeps track of the position in the stream of changes.
- `1/(count(*)=1)::INT` in combination with the `lsn` check prevents repeating a transaction.

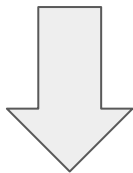
```
WITH upd AS (  
    UPDATE w2j.log  
        SET lsn='4/2A179F8'  
        , xid='650935'  
        , stamp='2026-07-19 13:18:41.398301+00'  
    WHERE origin='w2j'  
        AND lsn < '4/2A179F8'  
    RETURNING *  
)  
SELECT 1/(count(*)=1)::INT FROM upd;  
COMMIT;
```

Initial Copy

Anchor a pg_dump in the WAL stream

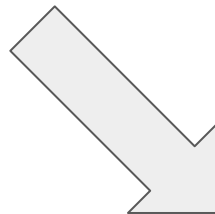
Given a pg_dump and the JSON files, when do we need to start replaying?

- WAL = **ordered** stream of changes
- COMMIT records define visibility



Method 1

⇒ Tie it to the LSN of the COMMIT record of the most recently committed transaction



Method 2

⇒ Tie it to the LSN of the first not yet committed transaction
⇒ Same as anchoring it to an MVCC snapshot

Anchor a pg_dump to the most recently committed TXN

1. Create a physical replica (`pg_basebackup` or similar)
 2. Cut replication (isolate the DB) but do not promote
 3. `select pg_last_wal_replay_lsn()` and save the result
 4. Run `pg_dump` against the replica
- ⇒ Transactions with COMMIT records with an LSN greater than the one saved in step 3 need to be replayed

What is an MVCC snapshot?

- `xmin` – the oldest (by creation time) not yet committed transaction
- `xmax` – the smallest not yet created transaction
- `xip_list` – a list of transaction ids between `xmin` and `xmax` that are still in progress (not visible from the point of view of the snapshot)

Example:

```
bench=# select pg_current_snapshot();
pg_current_snapshot
-----
650936:650943:650936,650938,650939
(1 row)
```

- All transactions up to 650935 are committed or aborted. (`xmin-1`)
- Transactions 650943 and above are not yet born. (`xmax`)
- Transactions 650936, 650939 and 650938 are still in progress. (`xip_list`)
- Transactions not listed in `xip_list` are committed or aborted.

Exporting and importing a snapshot

- Exporting

```
bench*# select pg_export_snapshot();  
pg_export_snapshot  
-----  
00000009-0000592D-1  
(1 row)
```



```
$ cat pg_snapshots/00000009-0000592D-1  
vxid:9/22829  
pid:4024334  
dbid:24576  
iso:2  
ro:0  
xmin:650936  
xmax:650943  
xcnt:3  
xip:650936  
xip:650938  
xip:650939  
sof:0  
sxcnt:0  
rec:0
```

- Importing into pg_dump

```
$ pg_dump ... --snapshot=00000009-0000592D-1
```

Linking a snapshot to an LSN

Replication
connection
(walsender)

```
$ psql 'postgres:///bench?service=mydb&replication=database'
```

```
bench=# CREATE_REPLICATION_SLOT tmp___ TEMPORARY LOGICAL pgoutput;
```

slot_name	consistent_point	snapshot_name	output_plugin
tmp___	4/2A1CB58	00000009-00005992-1	pgoutput

(1 row)

Snapshot for
pg_dump

```
bench=# select ... from pg_replication_slots where slot_name
```

```
-[ RECORD 1 ]-----+-----
```

database	bench
temporary	t
restart_lsn	4/2A1CA30
confirmed_flush_lsn	4/2A1CB58

Replay starts
here

Expensive!

```
$ pg_dump ... --snapshot=00000009-00005992-1
```

Simpler: start replay initially from the snapshot

- Create **REPEATABLE READ** transaction
- Export **snapshot** to **pg_dump**
- Keep the **transaction open** until **pg_dump** is done
- Pass the snapshot to the replay engine
- Any transactions $< x_{min}$ does NOT need to be replayed
- Any transaction **in** x_{ip_list} or any transaction $\geq x_{max}$ starts the replaying

So far...

- pg_recvlogical extracts the stream of changes in JSON
- Able to convert JSON back to SQL – connection to primary not needed, only JSON files
- We know how to anchor a pg_dump at a WAL position

A few shell scripts later

- Incredibly slow
- Single-threaded
- One statement per row

Quick optimization

- Combine consecutive INSERTs in COPY
- Skip COMMIT to build larger transactions

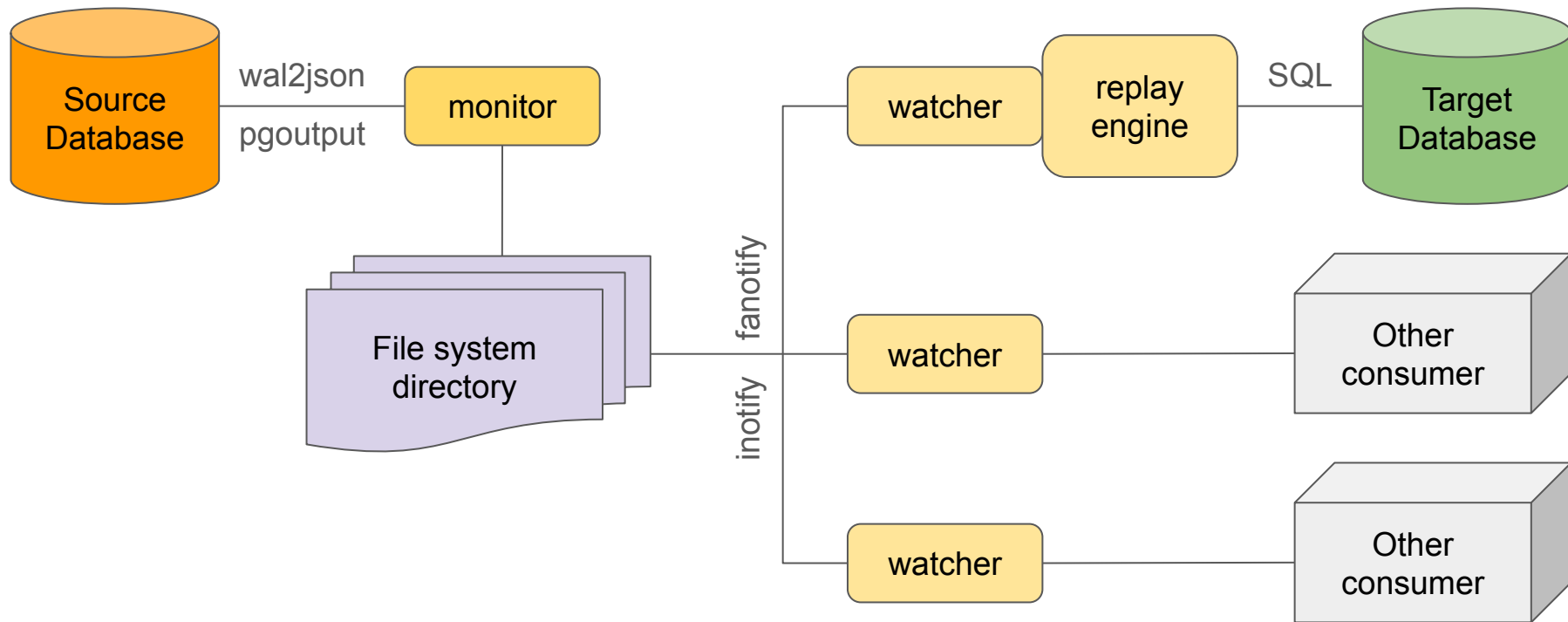


Good enough for one of my
production DBs

- 1 large TXN inserting 200 rows and updating 200 rows
- A few more single-row transactions

The journey

Where to?



Pg_recvlogical or ???

- SIGHUP to reopen the file
- Shell script:
 - Monitoring the file size
 - Renaming at specific size
 - Sending SIGHUP to reopen
- Too complicated
- Implementation in Go but with the same general idea
- Too little control when to advance the replication slot

⇒ Not reliable enough

- Rewrite in Go using `pgx` + `pglogrepl`
- Full control over `write_lsn` and `flush_lsn`
- File breaks strictly at a transaction boundary
- Better size control

SQL speed optimization

- `session_replication_role=replica`
- Pipeline mode eliminates network delay
- Join transactions
- Optimize transactions:
 - In chunks but within a transaction
 - UPDATE $\Rightarrow$ DELETE + INSERT
 - Eliminate superfluous operations
 - Combine operations: 1 multi-row DELETE + 1 multi-row INSERT per table per chunk

Pgbench results

- 800-900 TXN/s on an unoptimized DB
- Replication delay <100 ms

Fingerprinting

- Select a subset of a table
- Calculate some sort of checksum
- Insert that checksum together with the query into the WAL stream
- Decode the WAL message on the replica
- Rerun the query
- Compare the checksums

```
v_acc := '';
FOR v_row IN
    EXECUTE $$
        SELECT t::TEXT
        FROM ($$ || query || $$) AS t
        ORDER BY t::TEXT COLLATE "POSIX"
    $$
LOOP
    v_acc := md5(v_acc || v_row);
END LOOP;
```

```
SELECT query_fingerprint($$
    SELECT * FROM table ORDER BY last_modified >= 'yesterday'
$$)
```



How to insert the fingerprint message into the WAL

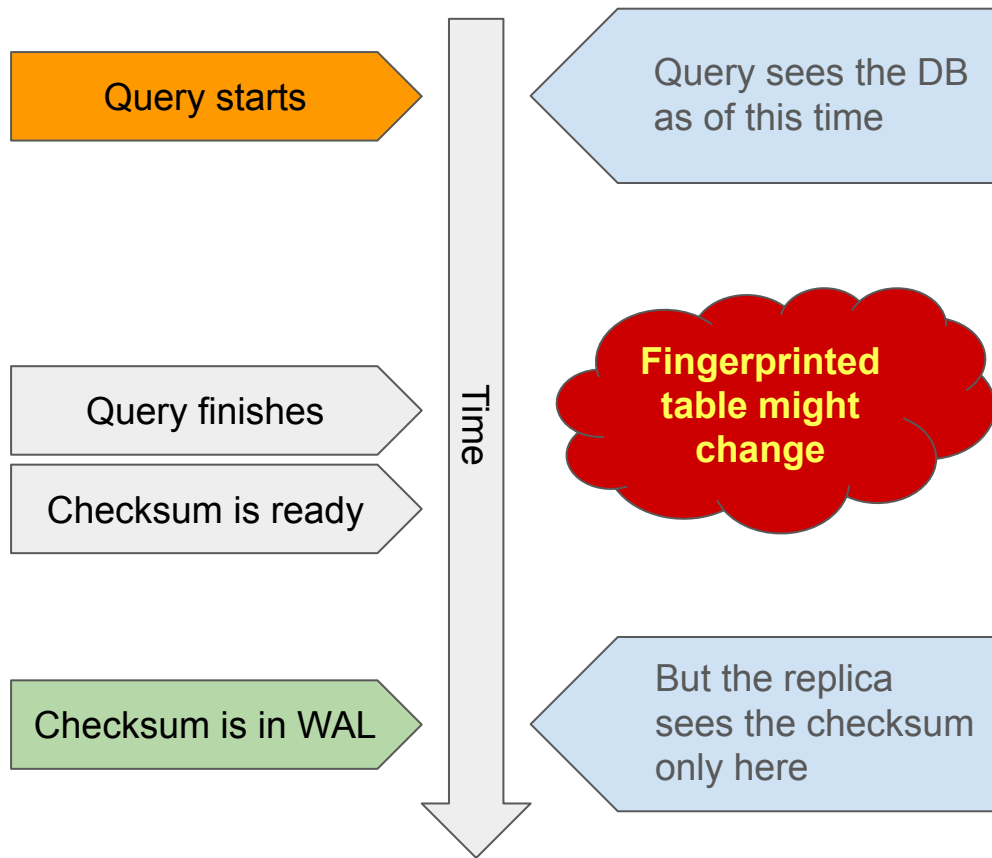
```
bench=# SELECT pg_logical_emit_message(true, 'w2jfp', to_jsonb(t)::text)
bench=# FROM query_fingerprint('SELECT * FROM pgbench_tellers', '1234') AS t;
pg_logical_emit_message
-----
 4/2A6CED0
(1 row)
```

Resulting message in the WAL:

```
{
  "action": "M",
  "xid": 650960,
  "transactional": true,
  "prefix": "w2jfp",
  "content": "{\\\"fp\\\": \\\"63582df0152b44c2b5d83a645e93d235\\\",
    \\\"qiv\\\": \\\"b93501ddfd5b96fec808b55e953ed5a7\\\",
    \\\"qsig\\\": \\\"cc2adfa076a73371e326e9230d27bad8\\\",
    \\\"snap\\\": \\\"650960:650960:\\\",
    \\\"query\\\": \\\"SELECT * FROM pgbench_tellers\\\"}"
}
```

Fingerprint Snapshot

- Capture MVCC snapshot together with the checksum
- Delay replay to allow for the checksum to appear in the WAL
- Once a checksum message has been read, replay up to the specified MVCC snapshot, run the query and compare the result



Current status

Have

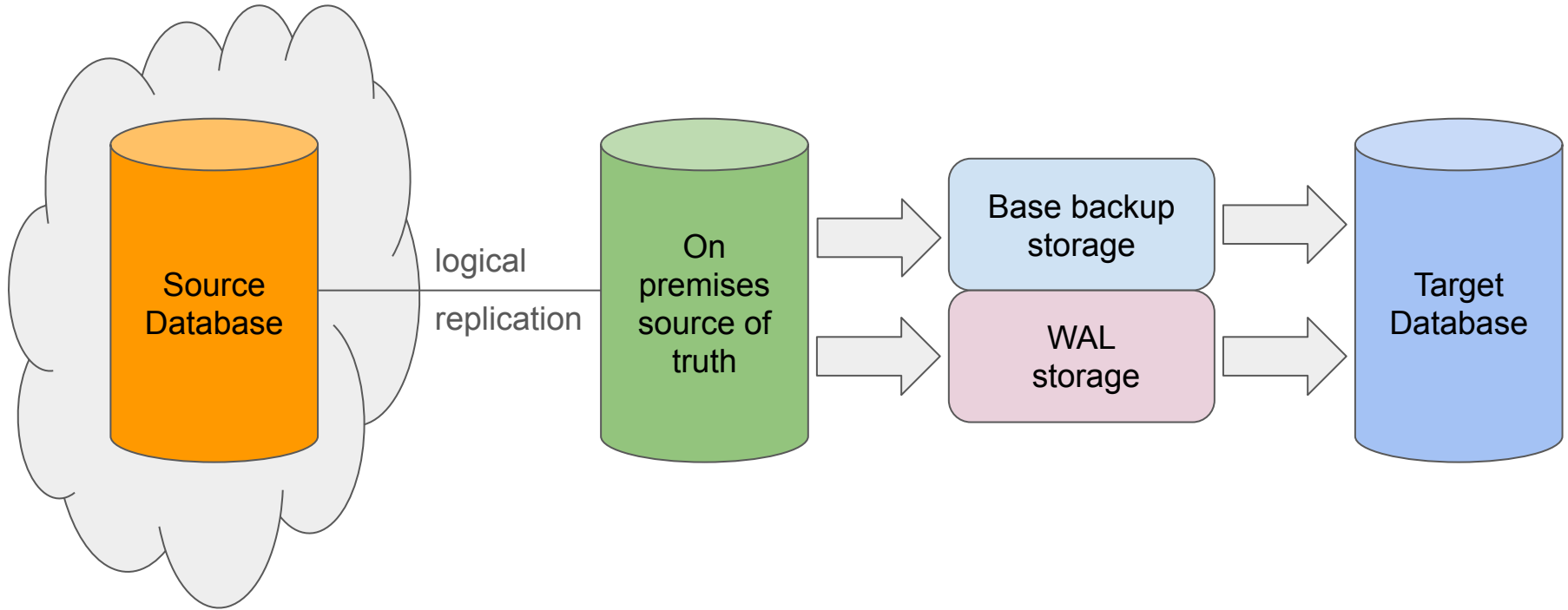
- in-house code
- in production
- sufficient for all our databases

Want

- rewrite as open source
- DDL handling + sequences
- use `fanotify` instead of `inotify`
- use MVCC snapshot as replication starting point instead of LSN
- use `pgoutput` either instead or as an option besides `wal2json`
- better storage format, perhaps Go's `msgpack`
- multi-thread replay (not sure if possible)
- transaction streaming (impossible with `wal2json`)
- more target systems, bigquery etc.
- filter and transformer

Alternative

This would have covered my initial problem



Talk to me if you found that interesting

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