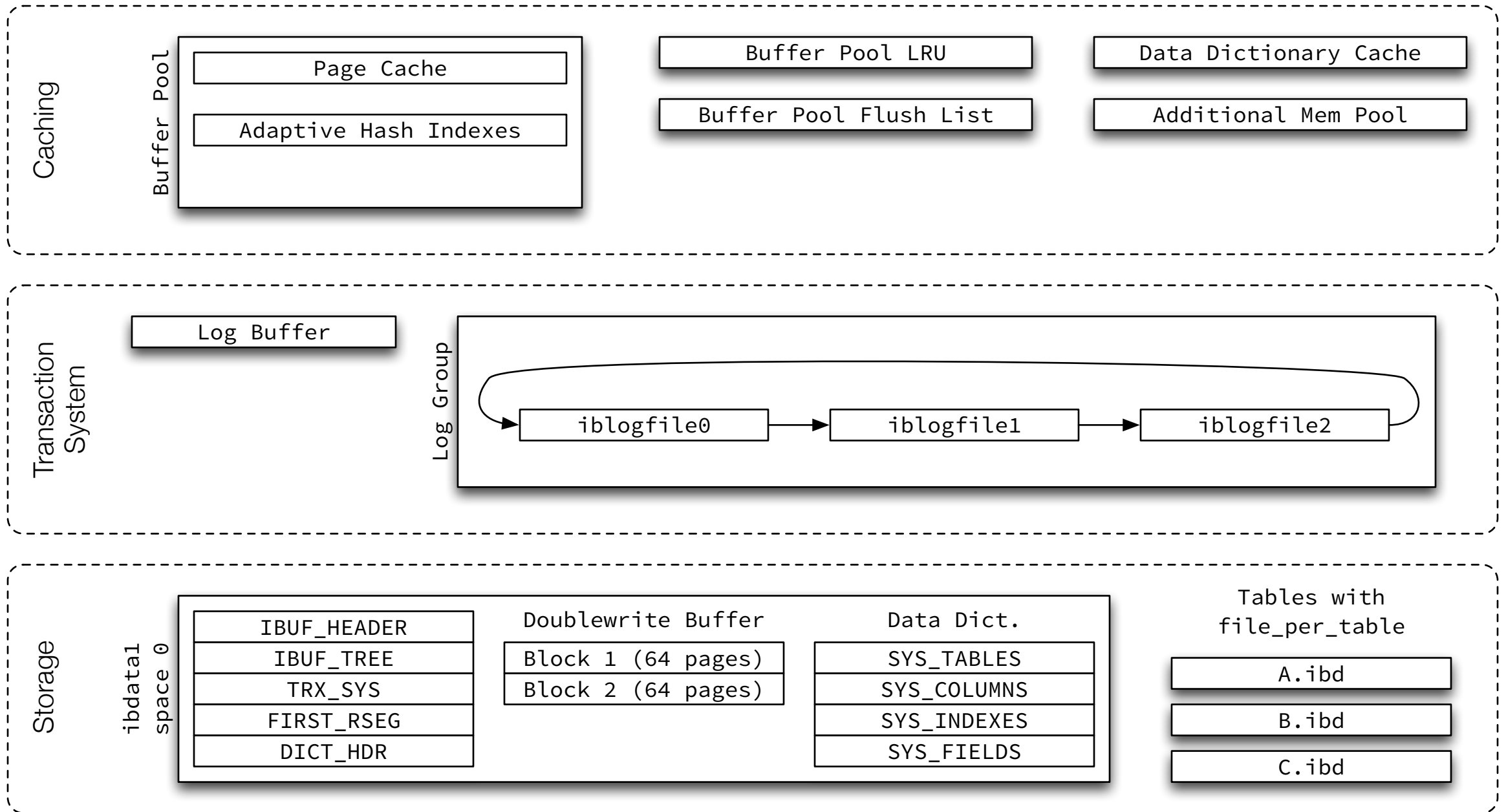
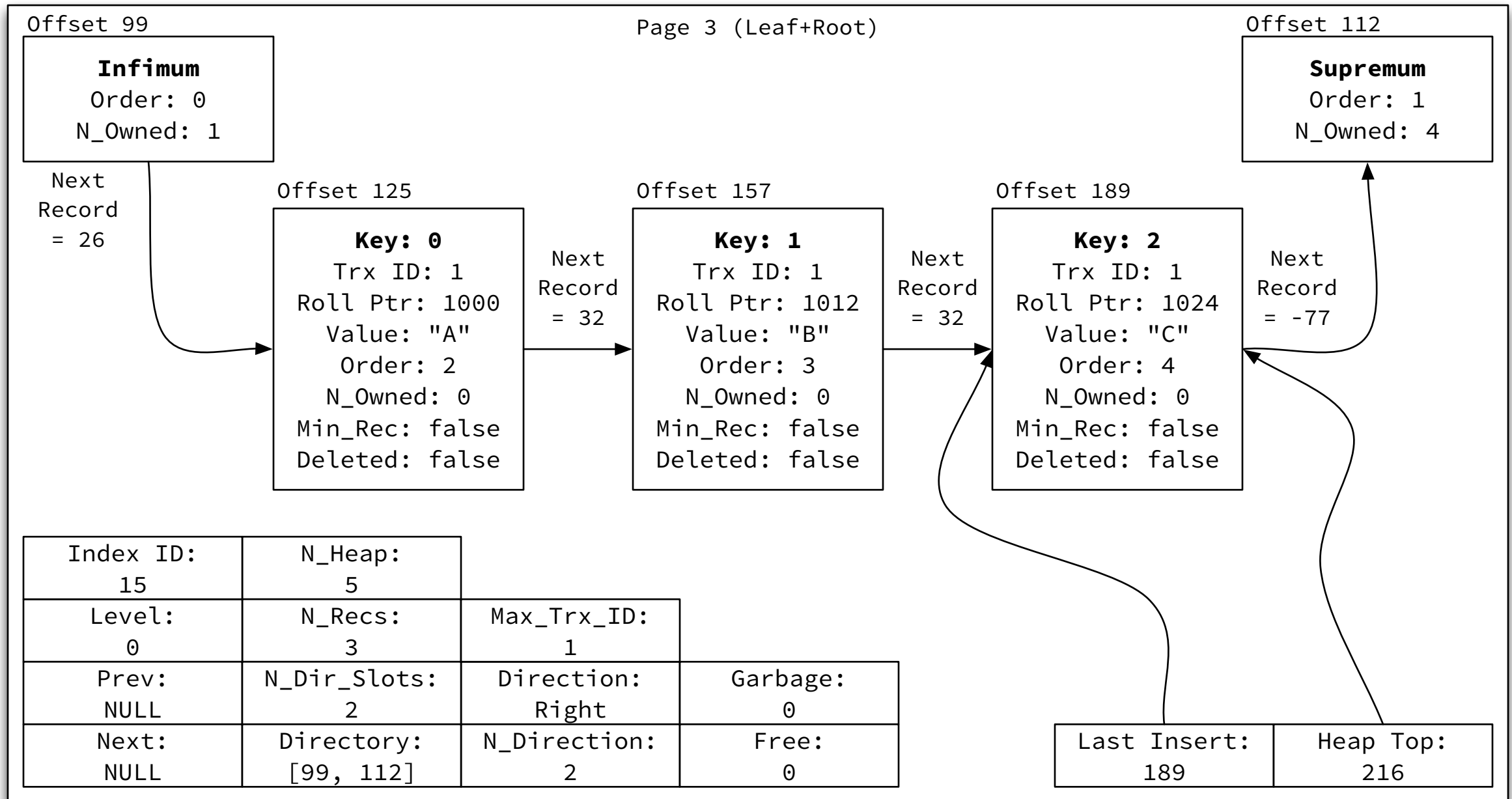


# High-level Overview



# B+Tree Page Structure



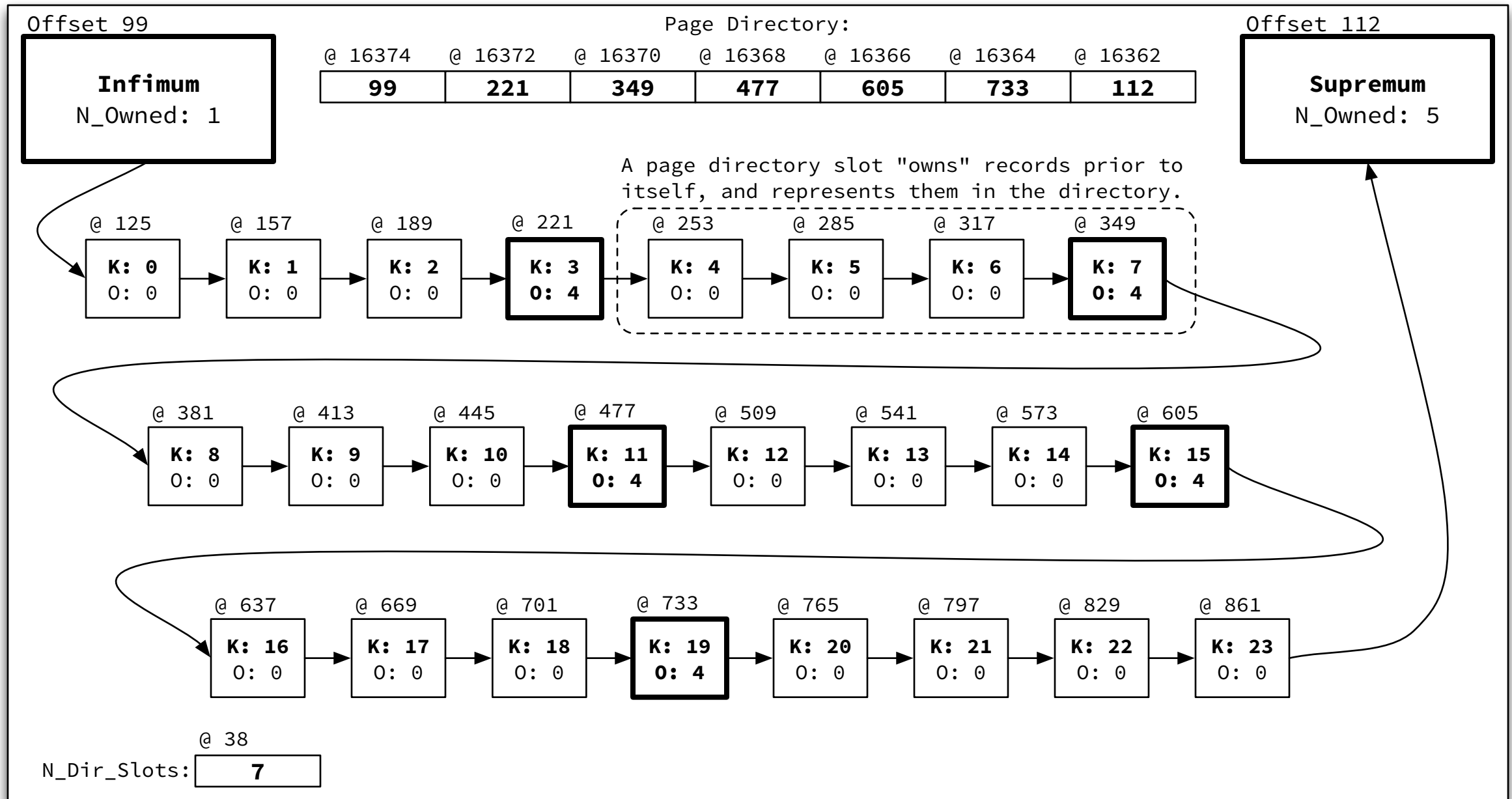
InnoDB table format is Barracuda with "compact" record structure, non-compressed.

Table created with: CREATE TABLE t (i INT NOT NULL, s CHAR(10) NOT NULL, PRIMARY KEY(i)) ENGINE=InnoDB;

Table populated with: INSERT INTO t (i, s) VALUES (0, "A"), (1, "B"), (2, "C");

Record size: 5 (header) + 4 (PK) + 6 (TRX\_ID) + 7 (ROLL\_PTR) + 10 (non-key fields) = 32 bytes

# B+Tree Page Directory Structure



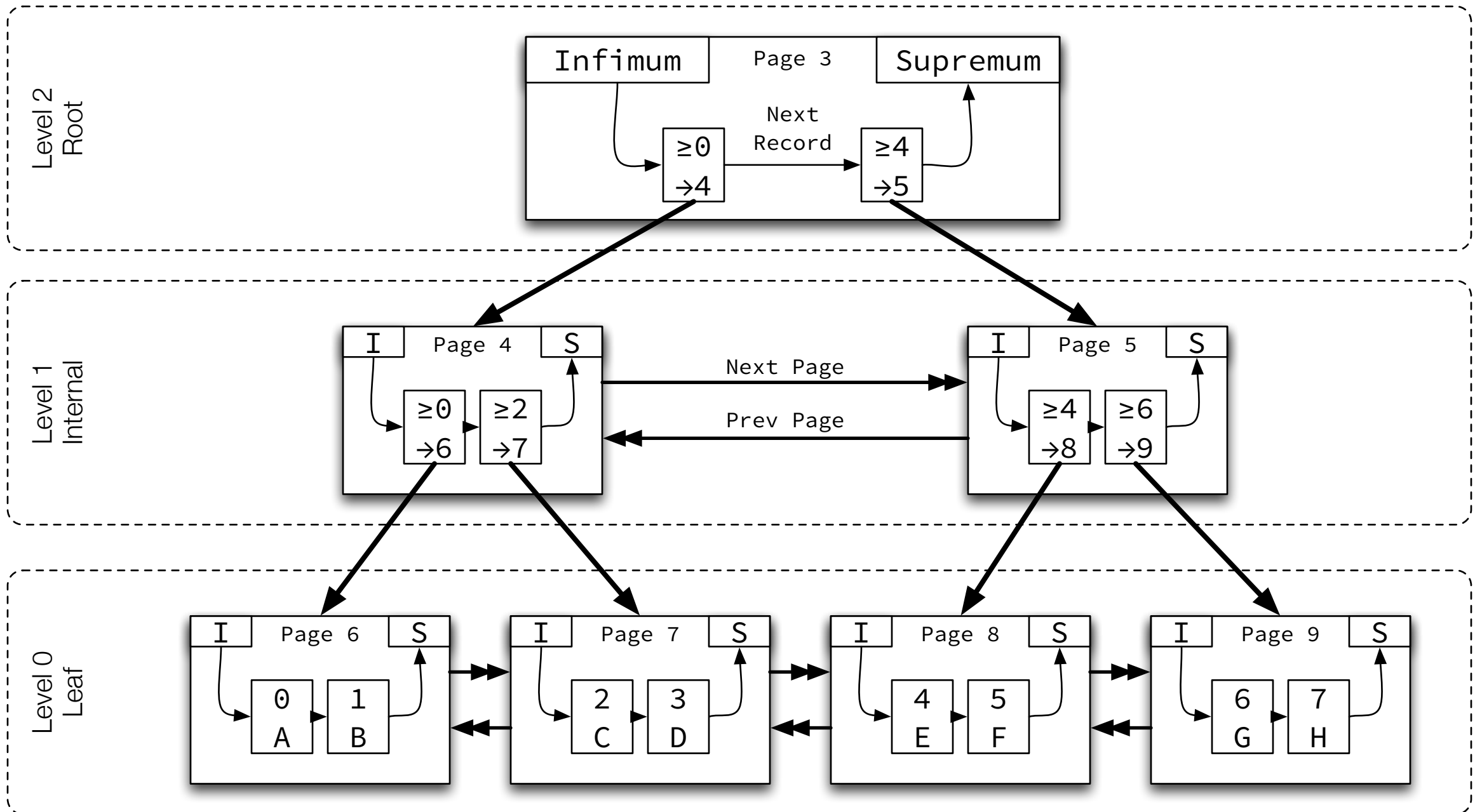
Infimum always owns only itself, so will always have a slot in the page directory with N\_Owned = 1.

Supremum always owns the last few records in the page, and is allowed to own less than 4 records (if the page has fewer).

All directory slots will own a minimum of 4 and maximum of 8 records, except supremum, which may own fewer.

The page directory grows "downwards" from offset 16376, the beginning of the FIL trailer; the first directory entry starts at 16374.

# B+Tree Structure



Levels are numbered starting from 0 at the leaf pages, incrementing up the tree.

Pages on each level are doubly-linked with previous and next pointers in ascending order by key.

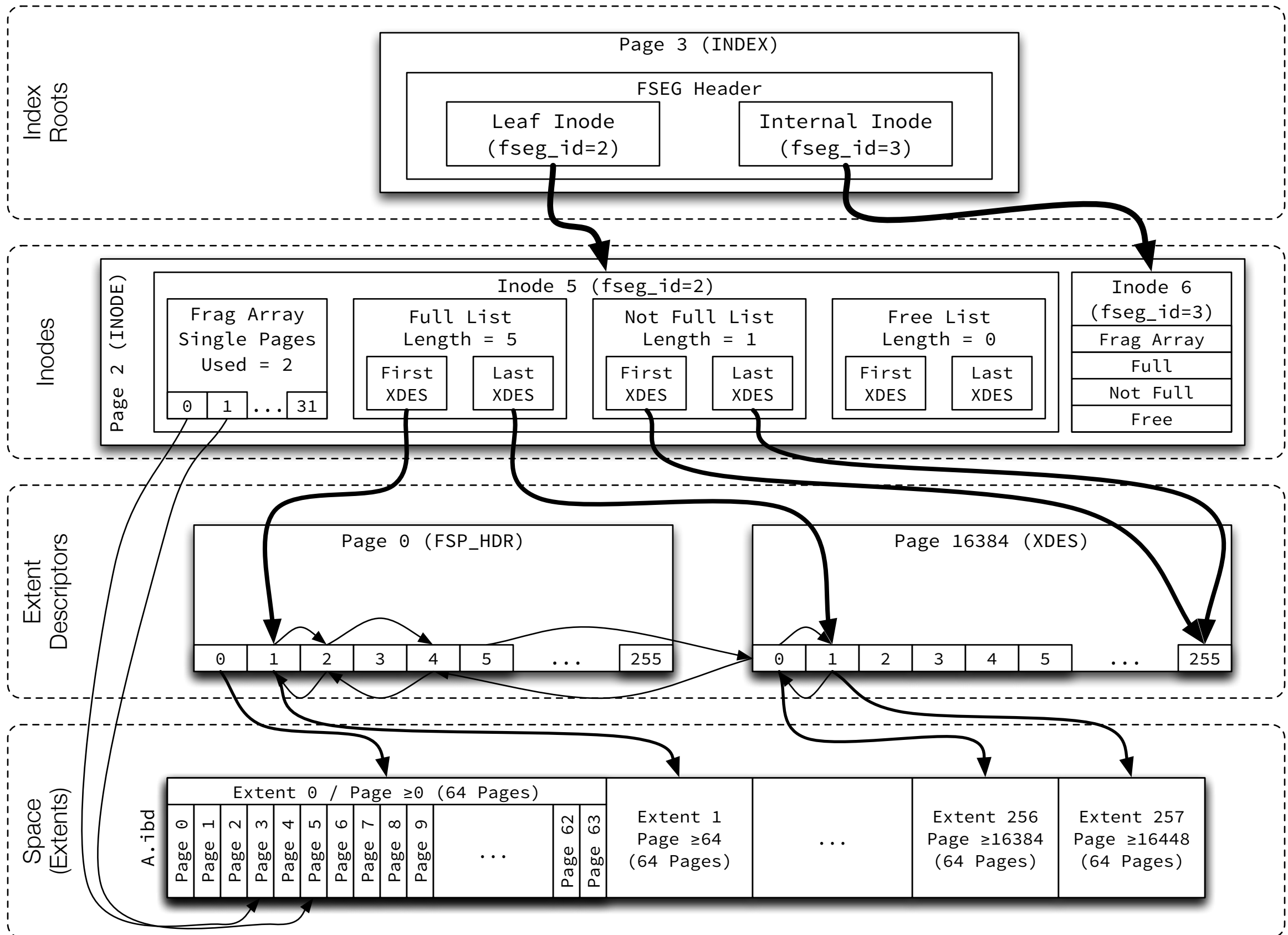
Records within a page are singly-linked with a next pointer in ascending order by key.

Infimum represents a value lower than any key on the page, and is always the first record in the singly-linked list of records.

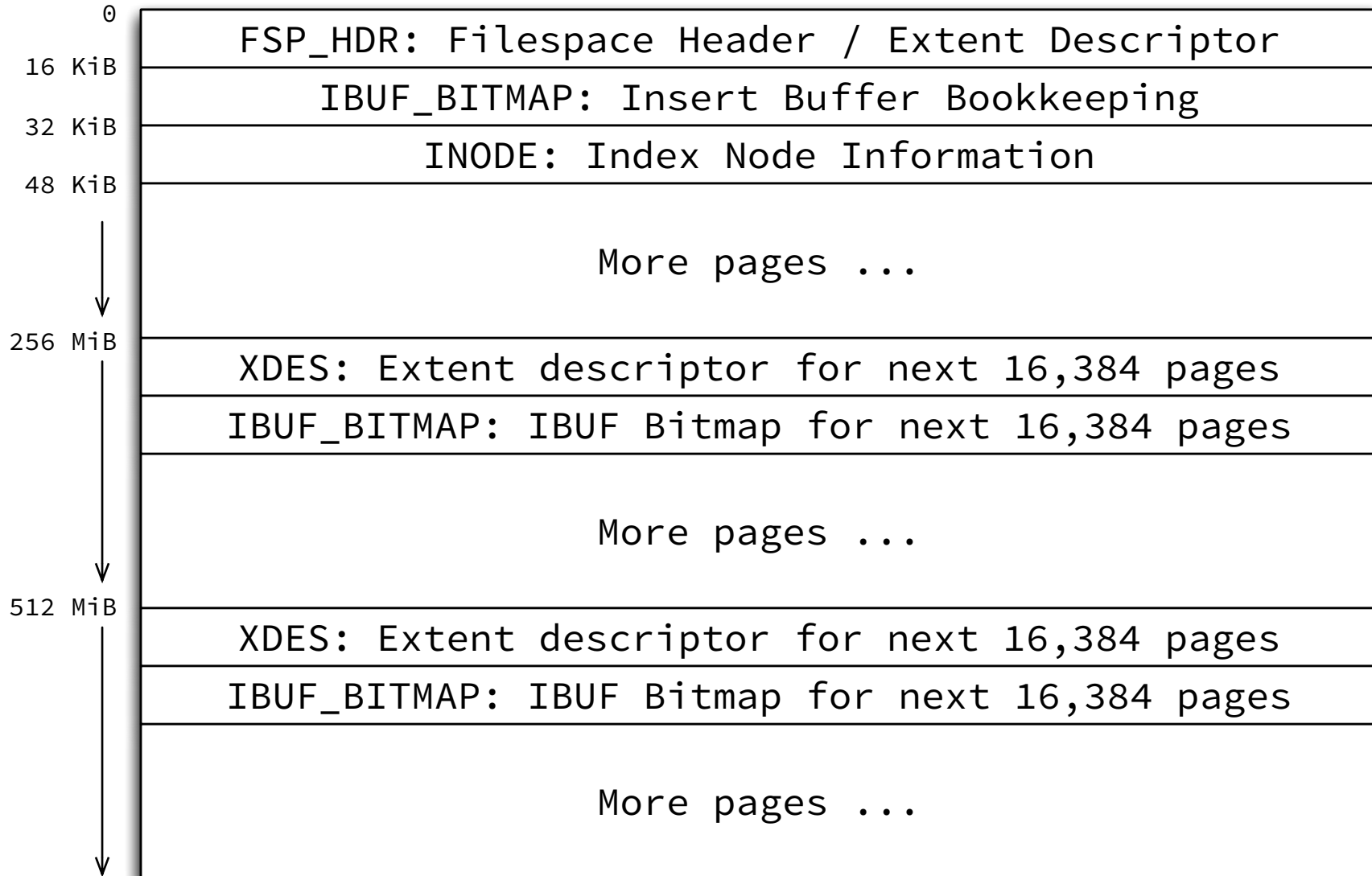
Supremum represents a value higher than any key on the page, and is always the last record in the singly-linked list of records.

Non-leaf pages contain the minimum key of the child page and the child page number, called a "node pointer".

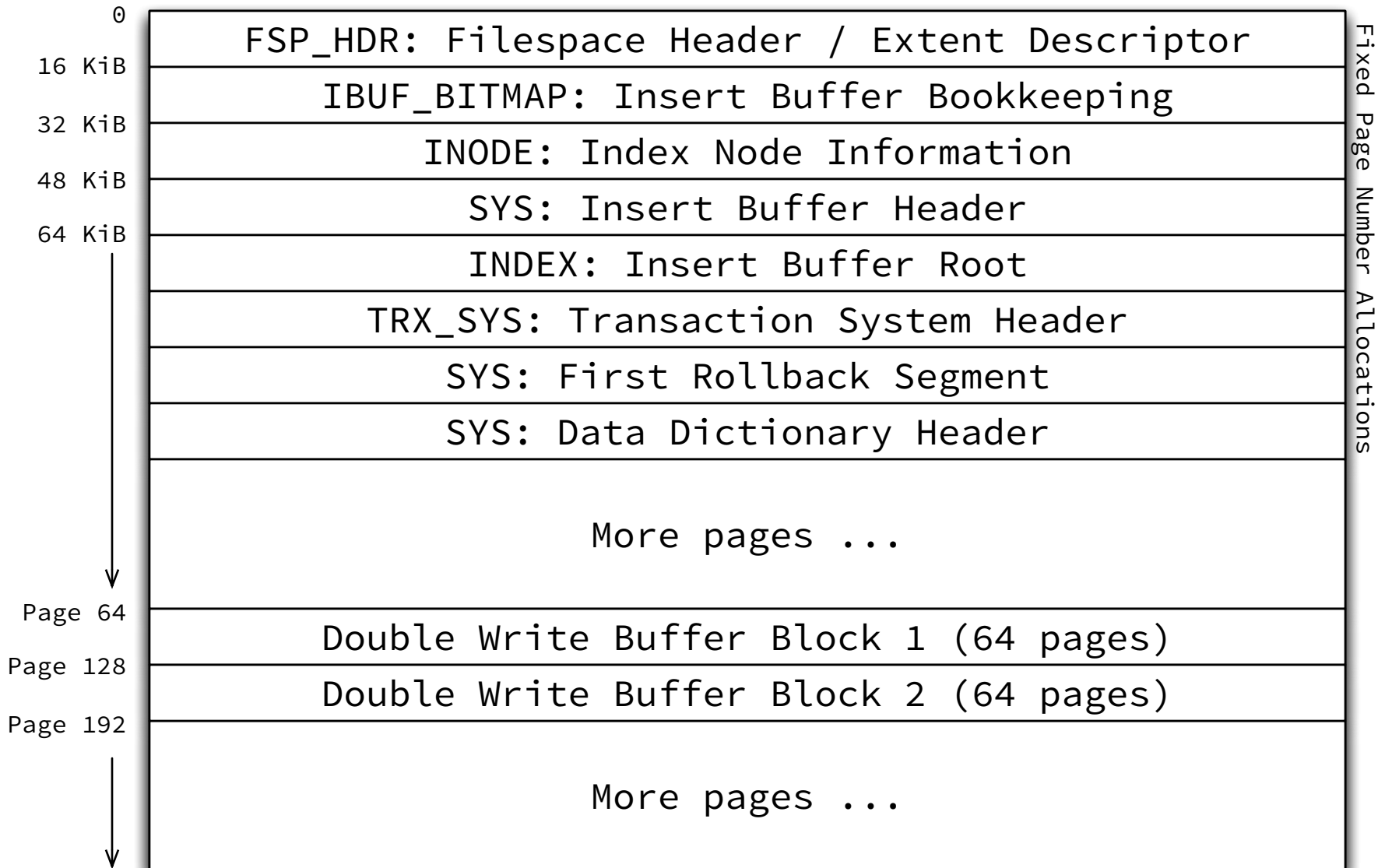
# Index File Segment Structure



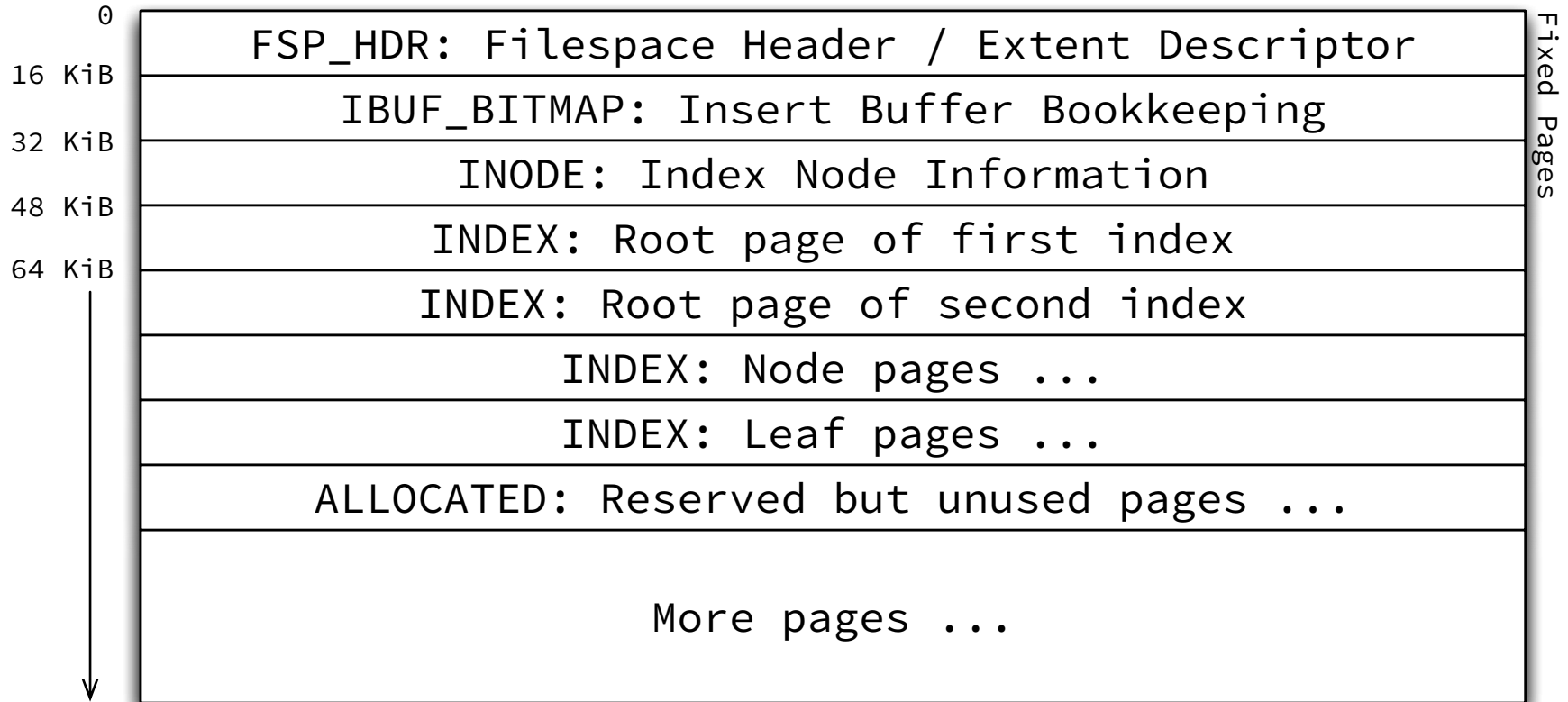
# Space File Overview



# ibdata1 File Overview



# IBD File Overview





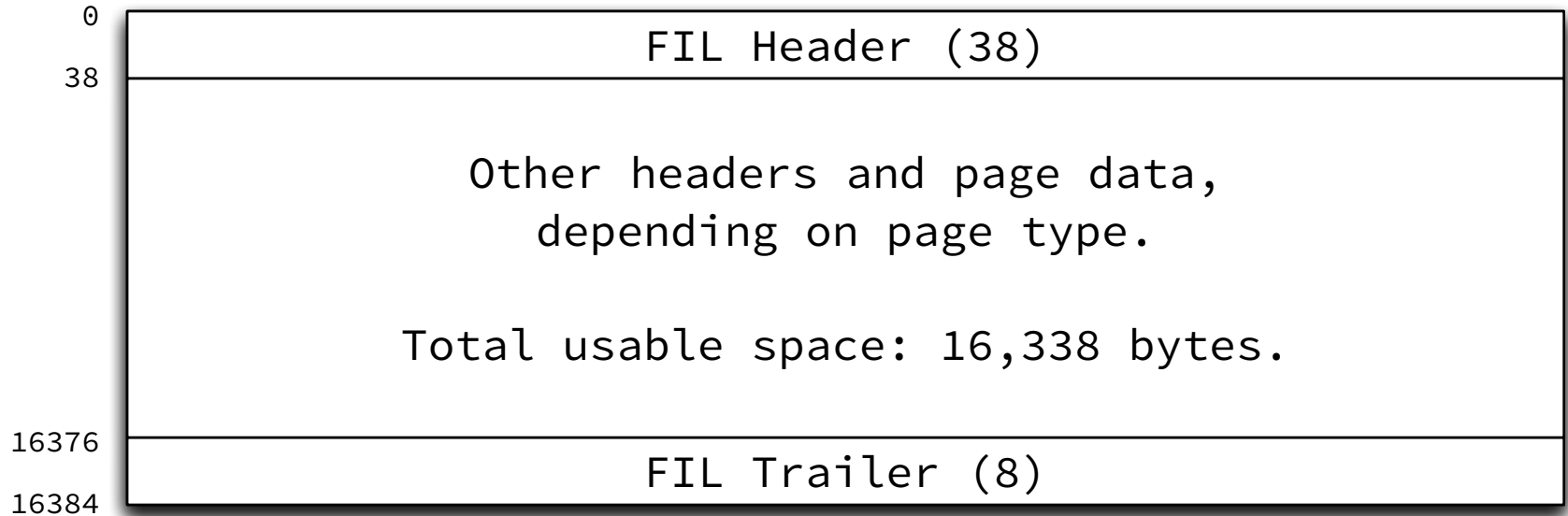
# List Base Node

N	List Length (4)	
N+4	First	Page Number (4)
N+8		Offset (2)
N+10	Last	Page Number (4)
N+14		Offset (2)
N+16		

# List Node

N	Prev	Page Number (4)
N+4		Offset (2)
N+6	Next	Page Number (4)
N+10		Offset (2)
N+12		

# Basic Page Overview



# FIL Header/Trailer

0	Checksum (4)
4	Offset (Page Number) (4)
8	Previous Page (4)
12	Next Page (4)
16	LSN for last page modification (8)
24	Page Type (2)
26	Flush LSN (0 except space 0 page 0) (8)
34	Space ID (4)
38	...
16376	Old-style Checksum (4)
16380	Low 32 bits of LSN (4)
16384	

# FSP\_HDR/XDES Overview

0	FIL Header (38)			
38	FSP Header (zero-filled for XDES pages) (112)			
150	XDES Entry	0 (pages	0- 63)	(40)
190	XDES Entry	1 (pages	64- 127)	(40)
230	XDES Entry	2 (pages	128- 191)	(40)
270	XDES Entry	3 (pages	192- 255)	(40)
310	...			
10310	XDES Entry	254 (pages	16256-16319)	(40)
10350	XDES Entry	255 (pages	16320-16383)	(40)
10390	(Empty Space, 5,986 bytes)			
16376	FIL Trailer (8)			
16384				

# FSP Header

38	Space ID (4)
42	(Unused) (4)
46	Highest page number in file (size) (4)
50	Highest page number initialized (free limit) (4)
54	Flags (4)
58	Number of pages used in "FREE_FRAG" list (4)
62	List base node for "FREE" list (16)
78	List base node for "FREE_FRAG" list (16)
94	List base node for "FULL_FRAG" list (16)
110	Next Unused Segment ID (8)
118	List base node for "FULL_INODES" list (16)
134	List base node for "FREE_INODES" list (16)
150	

# XDES Entry

N	File Segment ID (8)
N+8	List node for XDES list (12)
N+20	State (4)
N+24	Page State Bitmap (16) 2 bits per page, 1=free, 2=clean
N+40	

# INODE Overview

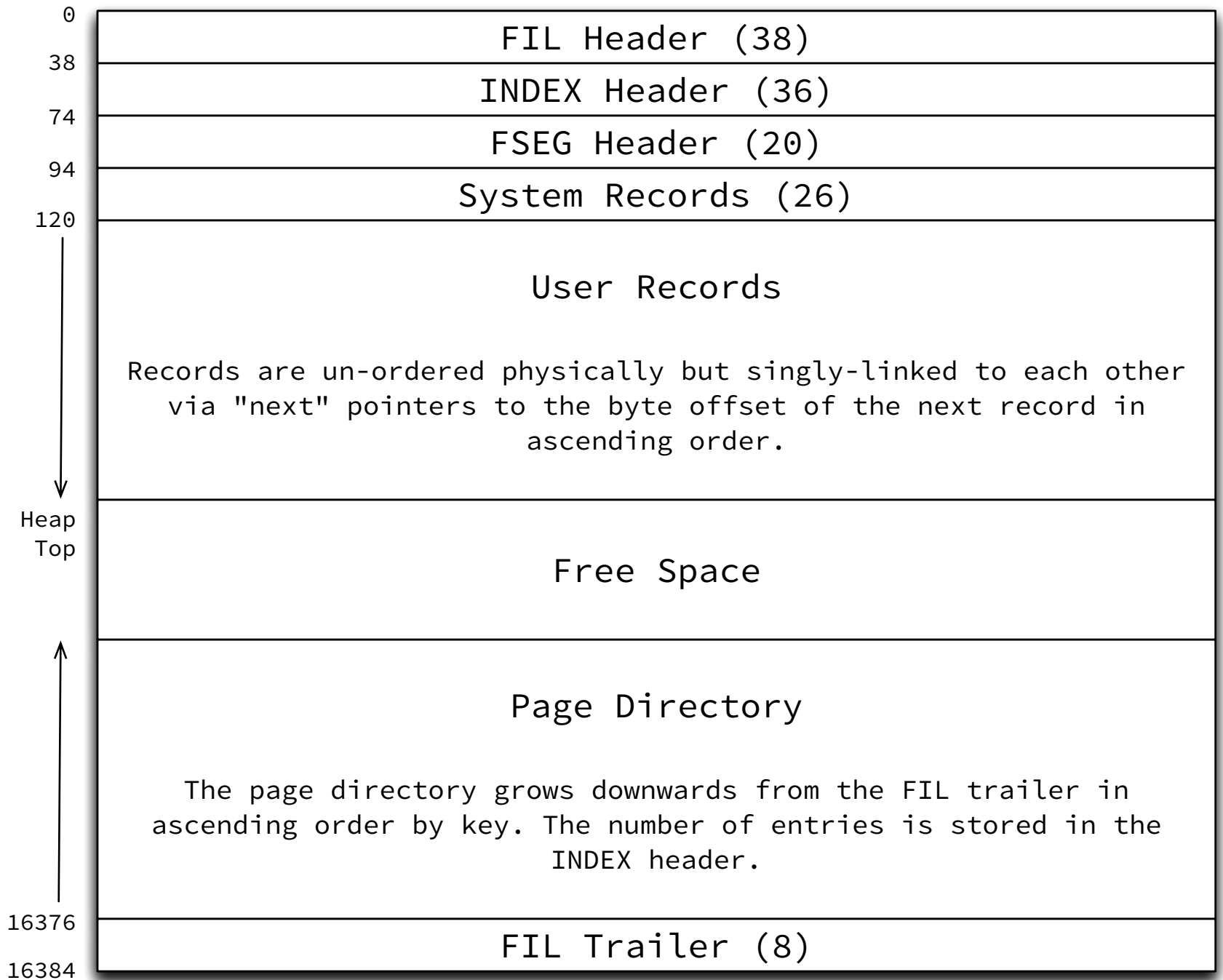
0	FIL Header (38)
38	List node for INODE Page list (12)
50	INODE 0 (192)
242	INODE 1 (192)
434	INODE 2 (192)
626	...
↓	
15986	INODE 83 (192)
16178	INODE 84 (192)
16370	(Empty Space, 6 bytes)
16376	FIL Trailer (8)
16384	

# INODE Entry

N	FSEG ID (8)
N+8	Number of used pages in "NOT_FULL" list (4)
N+12	List base node for "FREE" list (16)
N+28	List base node for "NOT_FULL" list (16)
N+44	List base node for "FULL" list (16)
N+60	Magic Number = 97937874 (4)
N+64	Fragment Array Entry 0 (4)
N+68	...
N+188	Fragment Array Entry 31 (4)
N+192	



# INDEX Overview



# INDEX Header

38	Number of Directory Slots (2)
40	Heap Top Position (2)
42	Number of Heap Records / Format Flag (2)
44	Free Space (2)
46	Garbage Space (2)
48	Last Insert Position (2)
50	Page Direction (2)
52	Number of Inserts in Page Direction (2)
54	Number of Records (2)
56	Maximum Transaction ID (8)
64	Page Level (2)
66	Index ID (4)
74	

# FSEG Header

74	Leaf Pages Inode Space ID (4)
78	Leaf Pages Inode Page Number (4)
82	Leaf Pages Inode Offset (2)
84	Internal (non-leaf) Inode Space ID (4)
88	Internal (non-leaf) Inode Page Number (4)
92	Internal (non-leaf) Inode Offset (2)
94	

# INDEX System Records

94	Info Flags (4 bits)
	Number of Records Owned (4 bits)
95	Order (13 bits)
	Record Type (3 bits)
97	Next Record Offset (2)
99	"infimum\0" (8)
107	Info Flags (4 bits)
	Number of Records Owned (4 bits)
108	Order (13 bits)
	Record Type (3 bits)
110	Next Record Offset (2)
112	"supremum" (8)
120	

# INDEX Page Directory

$N - (d * 2)$	Directory Slot $d$ (2)
	...
$N - 4$	Directory Slot 1 (2)
$N - 2$	Directory Slot 0 (2)
$N$	

# Clustered Key Record Format

## Leaf Pages

N-5	Variable field lengths (1-2 bytes per var. field)
	Info Flags (4 bits)
N-4	Number of Records Owned (4 bits)
	Order (13 bits)
N-2	Record Type (3 bits)
N	Next Record Offset (2)
N+k	Cluster Key Fields (k)
N+k+6	Transaction ID (6)
N+k+13	Roll Pointer (7)
N+k+13+j	Non-Key Fields (j)

# Clustered Key Record Format

## Node Pages

	Variable field lengths (1-2 bytes per var. field)
N-5	Info Flags (4 bits)
	Number of Records Owned (4 bits)
N-4	Order (13 bits)
	Record Type (3 bits)
N-2	Next Record Offset (2)
N	Cluster Key Min. Key on Child Page (k)
N+k	Child Page Number (4)
N+k+4	

# Secondary Key Record Format

## Leaf Pages

	Variable field lengths (1-2 bytes per var. field)
	Nullable field bitmap (1 bit per nullable field)
N-5	Info Flags (4 bits)
	Number of Records Owned (4 bits)
N-4	Order (13 bits)
	Record Type (3 bits)
N-2	Next Record Offset (2)
N	Secondary Key Fields (k)
N+k	Cluster Key Fields (j)
N+k+j	



# Secondary Key Record Format

## Node Pages

	Variable field lengths (1-2 bytes per var. field)
	Nullable field bitmap (1 bit per nullable field)
N-5	Info Flags (4 bits)
	Number of Records Owned (4 bits)
N-4	Order (13 bits)
	Record Type (3 bits)
N-2	Next Record Offset (2)
N	Secondary Key Min. Key on Child Page (k)
N+k	Cluster Key Fields (j)
N+k+j	Child Page Number (4)
N+k+j+4	