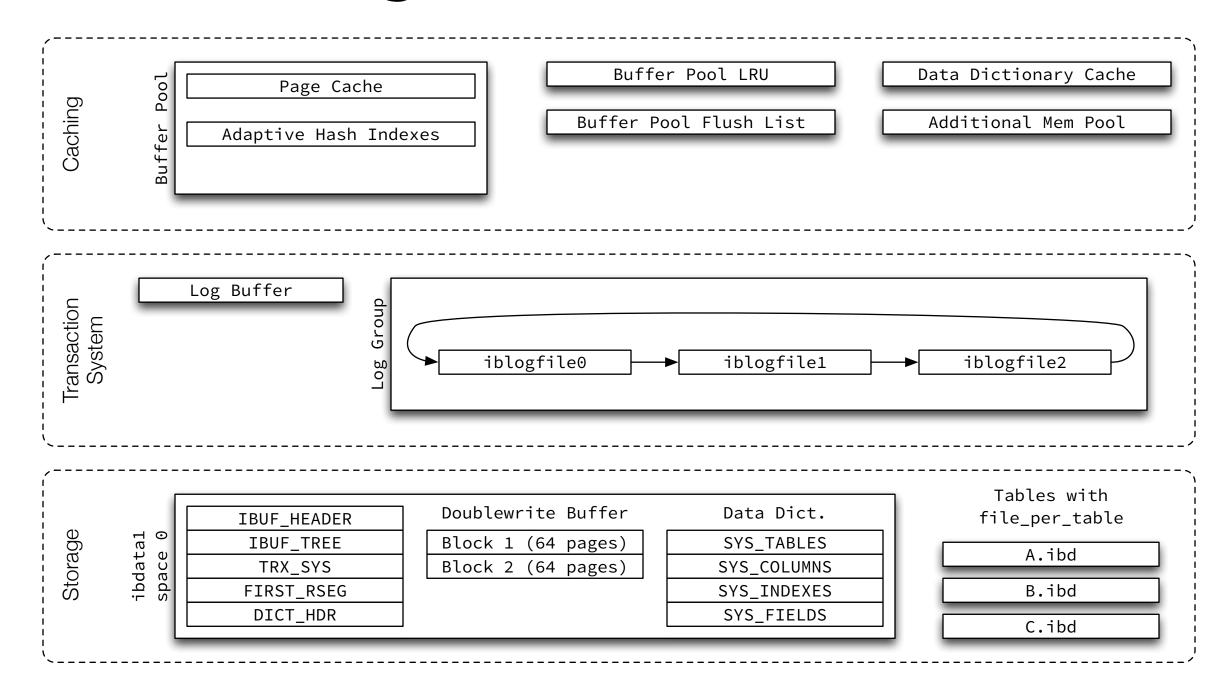
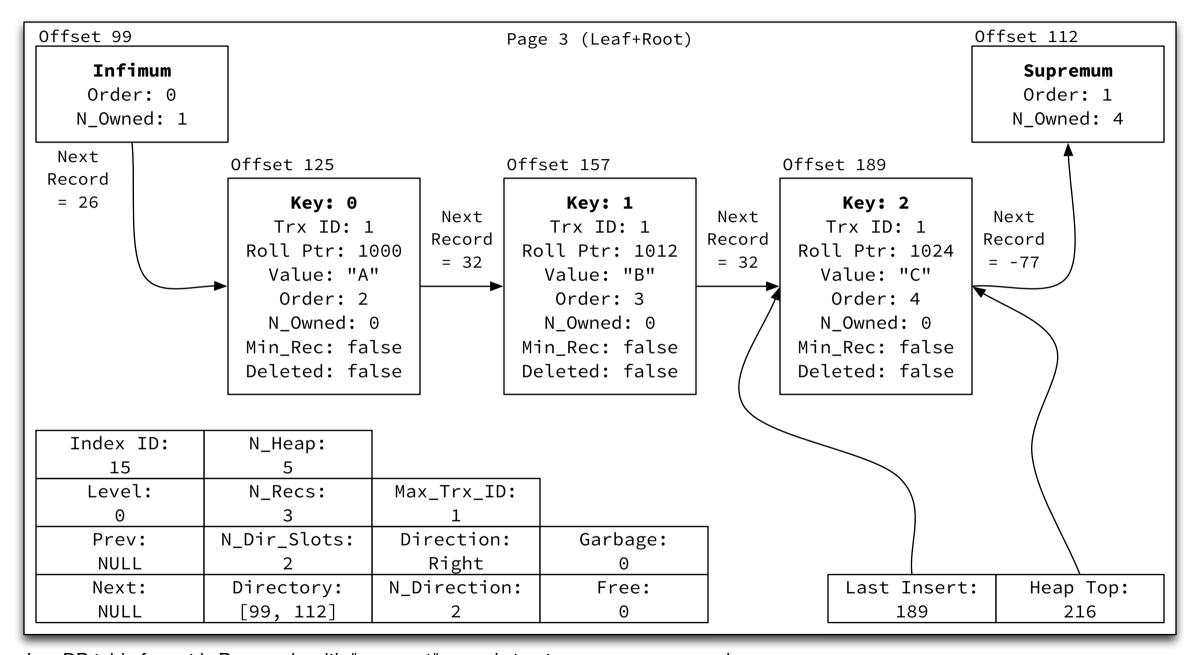
High-level Overview



B+Tree Page Structure



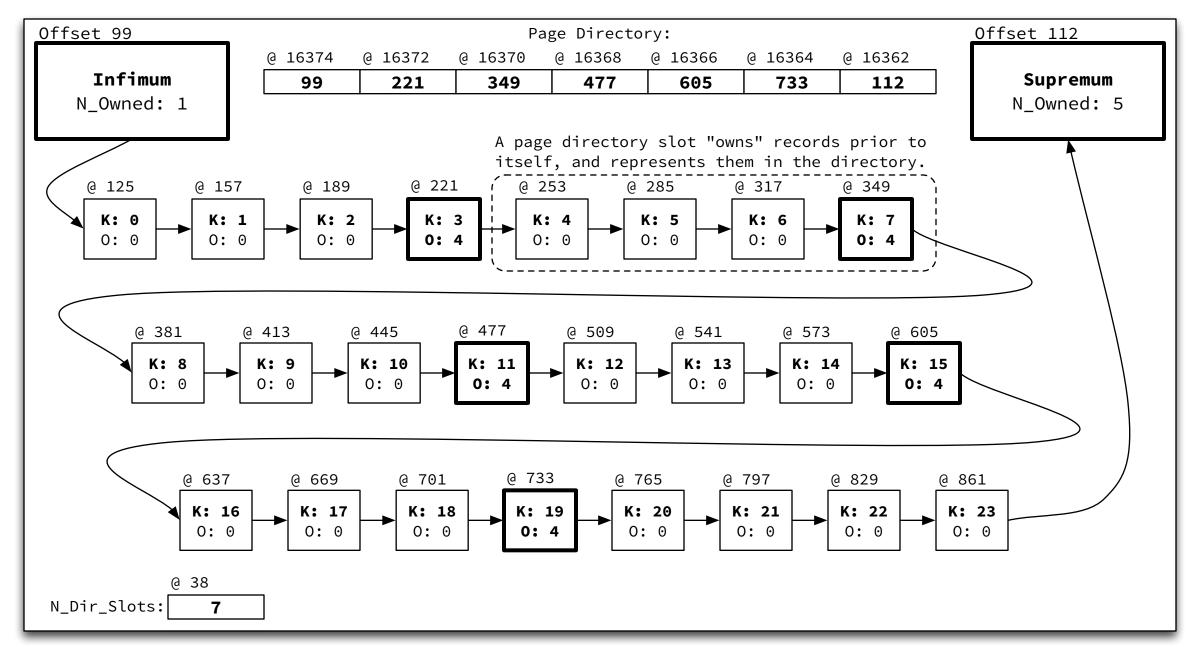
InnoDB table format is Barracuda with "compact" record structure, non-compressed.

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");

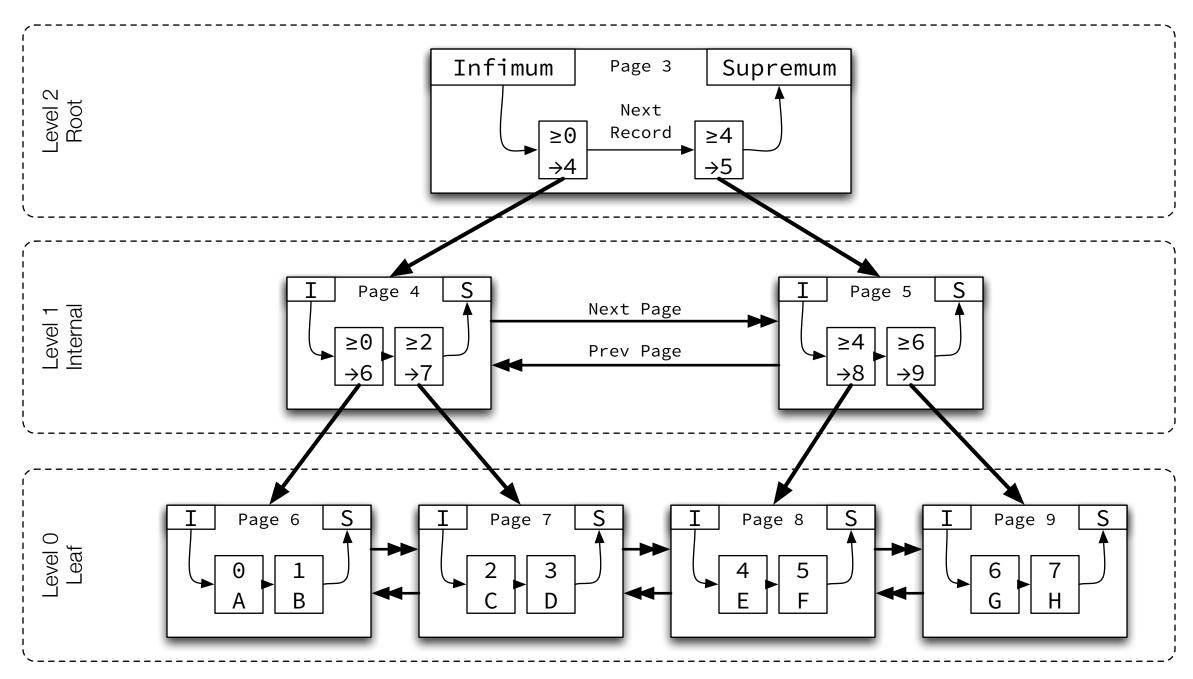
Record size: 5 (header) + 4 (PK) + 6 (TRX_ID) + 7 (ROLL_PTR) + 10 (non-key fields) = 32 bytes

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



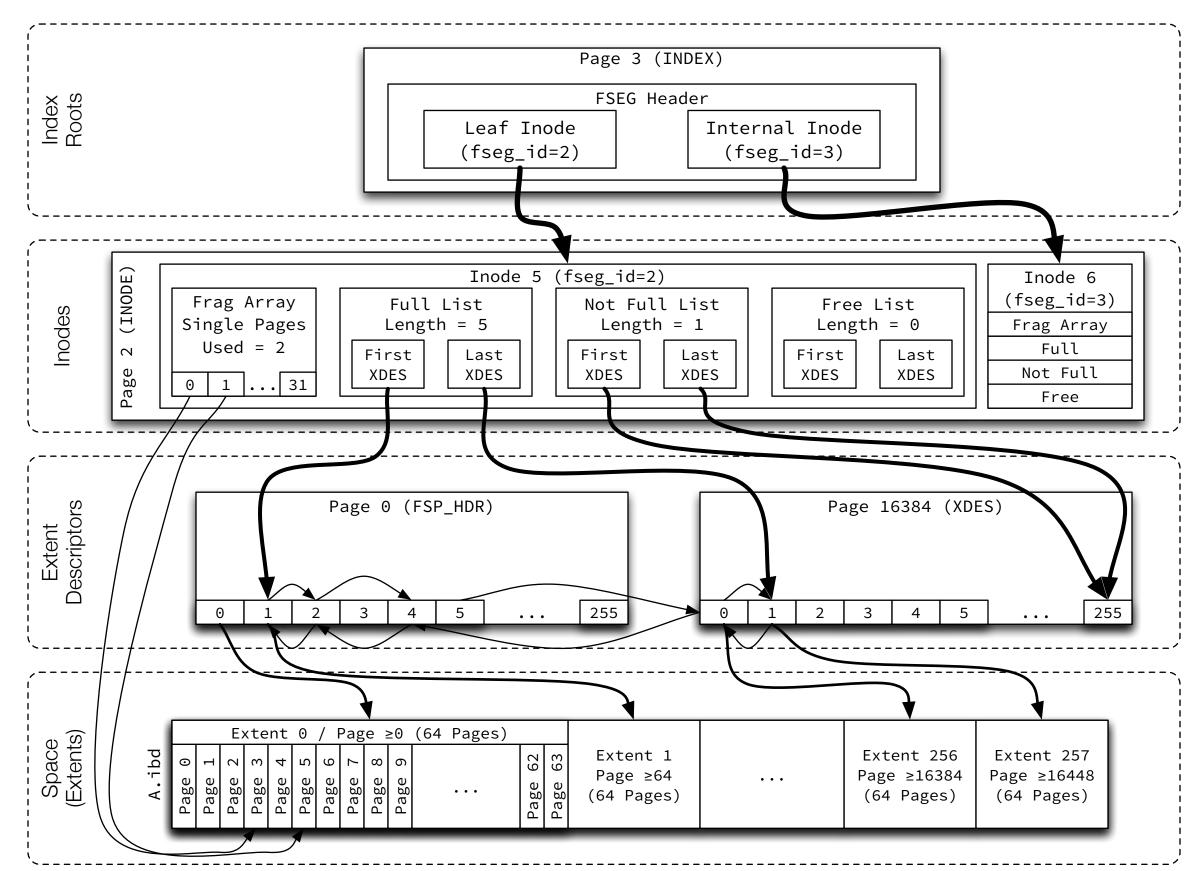
Levels are numbered starting from 0 at the leaf pages, incrementing up the tree.

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

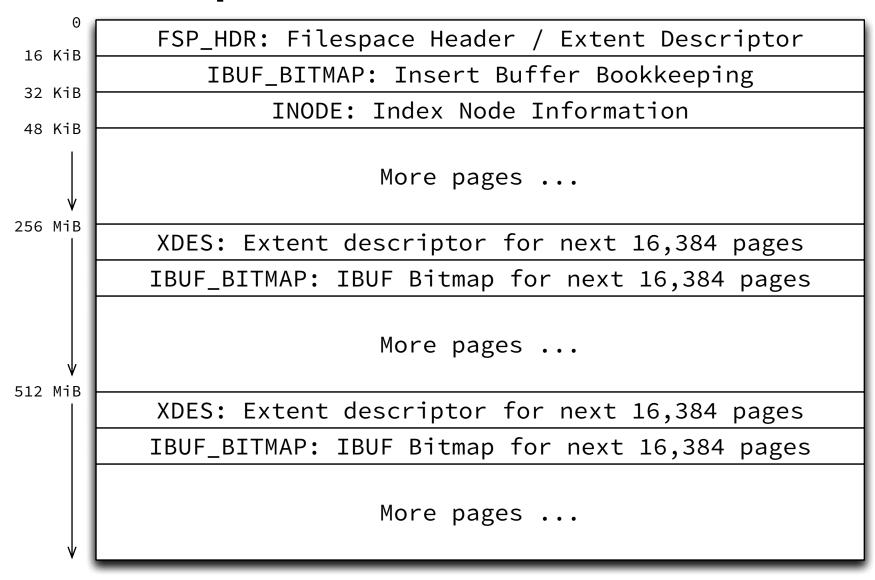
Records within a page are singly-linked with a next pointer in ascending order by key.

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".

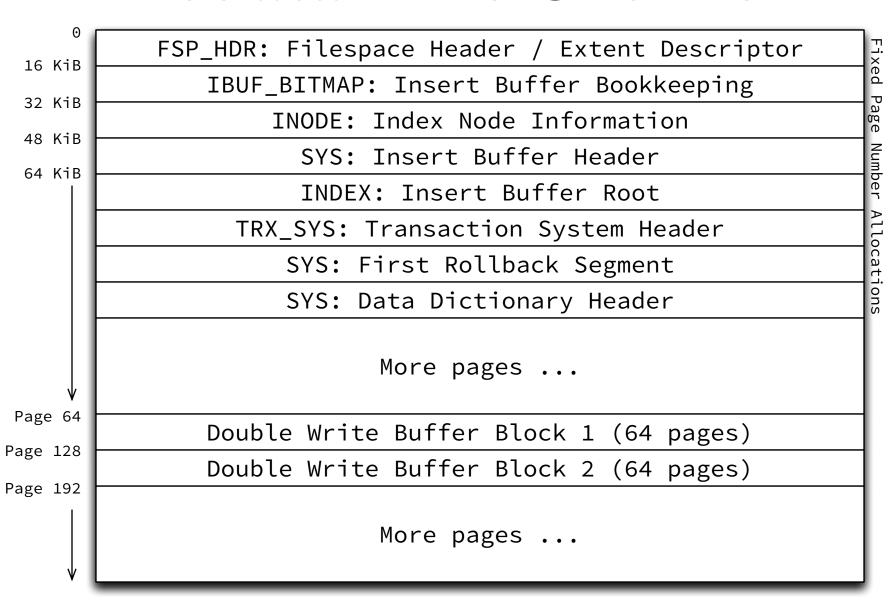
Index File Segment Structure



Space File Overview



ibdata1 File Overview



IBD File Overview

FSP_HDR: Filespace Header / Extent Descriptor 16 KiB IBUF BITMAP: Insert Buffer Bookkeeping 32 KiB INODE: Index Node Information 48 KiB INDEX: Root page of first index 64 KiB INDEX: Root page of second index INDEX: Node pages ... INDEX: Leaf pages ... ALLOCATED: Reserved but unused pages ... More pages ...

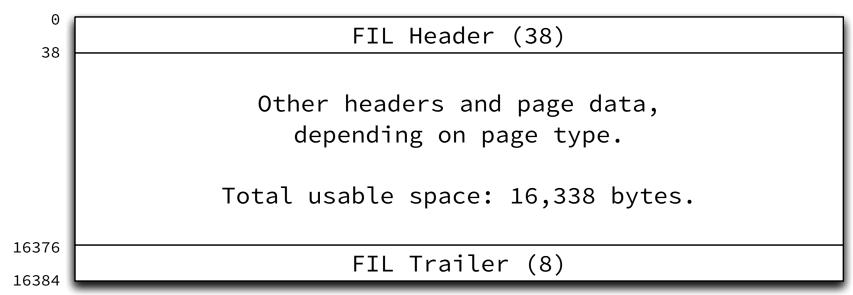
List Base Node

N		
N		List Length (4)
N+4	'st	Page Number (4)
N+8	Fir	Offset (2)
N+10 N+14	st	Page Number (4)
N+14 N+16	La	Offset (2)

List Node

ev	Page Number (4)
Pr	Offset (2)
xt	Page Number (4)
Ne	Offset (2)
	ext Pr

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	
	• • •
16276	
16376	Old-style Checksum (4)
16380	Low 32 bits of LSN (4)
16384	

FSP_HDR/XDES Overview

•	
0	FIL Header (38)
38	` '
150	FSP Header (zero-filled for XDES pages) (112)
	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	ADES EITERY 3 (pages 132 233) (10)
	• • •
₩	
10310	XDES Entry 254 (pages 16256-16319) (40)
10350	
10390	XDES Entry 255 (pages 16320-16383) (40)
	(Empty Space: 5,986 bytes)
16376	ETL Trailor (9)
16384	FIL Trailer (8)

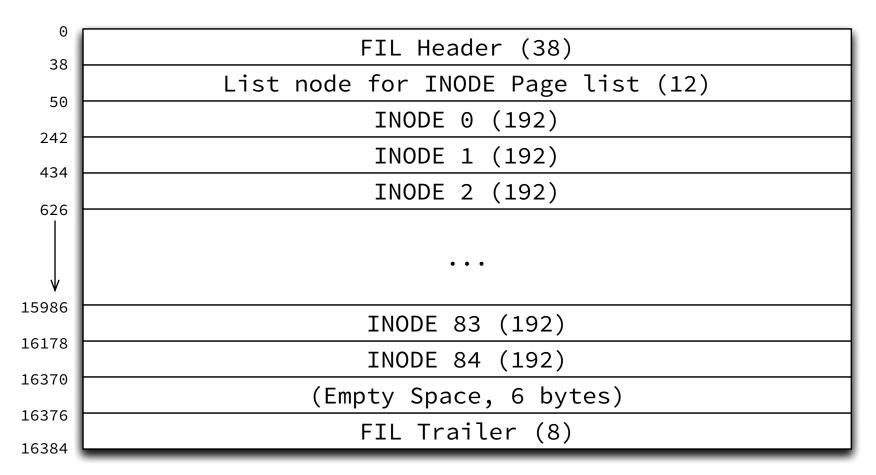
FSP Header

38	
	Space ID (4)
42	(Unused) (4)
46	(0114364) (1)
	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)
118 134	List base node for "FULL_INODES" list (16)
150	List base node for "FREE_INODES" list (16)

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)
N+40	2 bits per page, 1=free, 2=clean

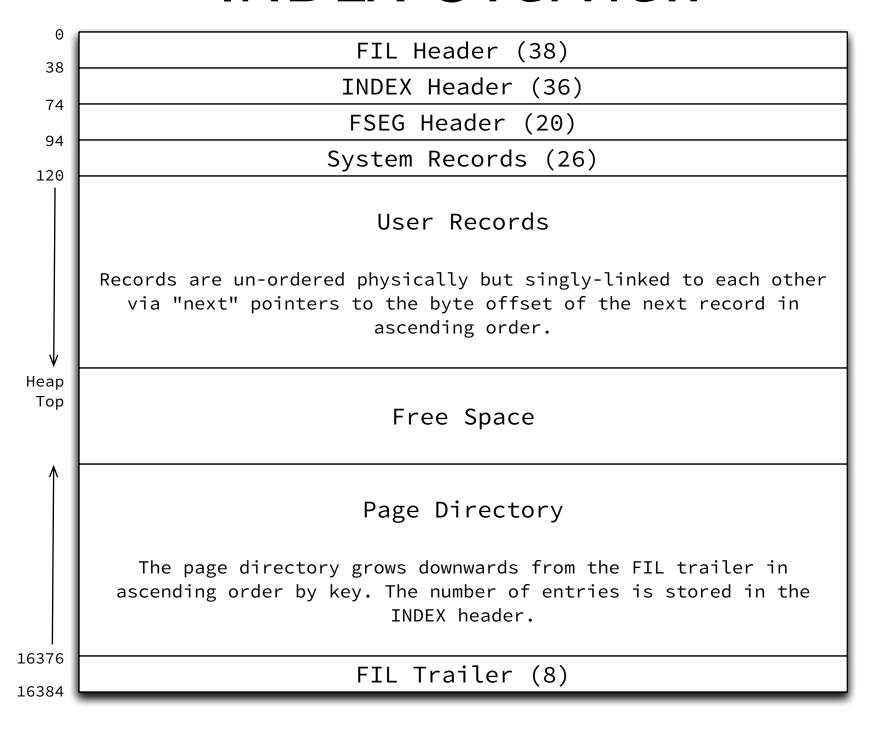
INODE Overview



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 N+192	Fragment Array Entry 31 (4)

INDEX Overview



INDEX Header

20	
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	THECK ID (1)

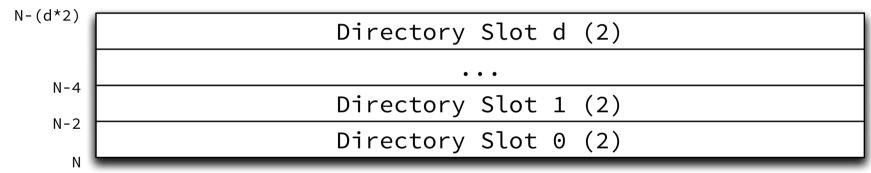
FSEG Header

7 4	
74 78	Leaf Pages Inode Space ID (4)
82	Leaf Pages Inode Page Number (4)
84	Leaf Pages Inode Offset (2)
	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

0.4	
94	Info Flags (4 bits)
0.5	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)
108	Number of Records Owned (4 bits)
100	Order (13 bits)
110	Record Type (3 bits)
112	Next Record Offset (2)
120	"supremum" (8)

INDEX Page Directory



Clustered Key Record Format Leaf Pages

N =	Variable field lengths (1-2 bytes per var. field)
N-5	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

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

Secondary Key Record Format Node Pages

- 1	Variable field lengths (1-2 bytes per var. field)
N-5	Nullable field bitmap (1 bit per nullable 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	Secondary Key Min. Key on Child Page (k)
N+k+j	Cluster Key Fields (j)
N+k+j+4	Child Page Number (4)
NTKTJT4	