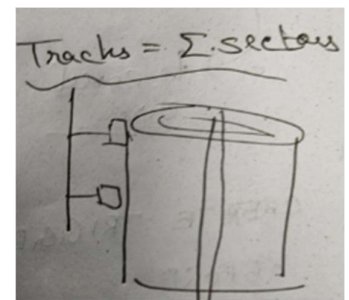


FILES AND INDEXES →



- Files is made up of blocks ...
- Hard Disk:** Seek Time due to track seeking, HDD made up of tracks and sectors, inner track has less data, [Platters → Cylinder → Tracks → Physical Sector → Logical Block]
- Seek Time (t_s):** For positioning on tracks, time consuming process,
- Rotational Delay or Latency (t_r):** Time for bringing head under correct sector (or block) under the R/W Head ...
- $t_s \gg t_r$** [t_r is associated with RPM (revolutions per minute)]
- On average $\frac{1}{2}$ revolution is needed, so ROT DELAT = $1 / (2 * p)$ minutes [p is RPM]
- Block Transfer Time:** t_r bytes / sec → Block Size 'B' → $t_r = 1s \rightarrow 1 = 1/t_r s \rightarrow B = \frac{B}{t_r \text{ seconds}}$... [Here, t_r is not rotational delay → this is transfer rate ...]
- B--- | G | ---B--- → G is inter block separation → To read B, '**B + G**' has to be read ... → $(B + G) / t_r$ seconds BT Time
- File:** Collection of Records **Records:** Collection of related fields, maybe of fixed or variable length (**variable length** when → storing records of different types in same file /OR/ same type records but fields of variable length (varchar [eg:- name]) /OR/ Optional Fields (Superclass - Subclass) /OR/ Multi-valued attribute or field)
- Fixed Length Records:** Jumping to record easier ($O(1)$), Modification easier (for variable length, don't know length, so can it fit in its current space surrounded by other records ???), Wastage of space (not necessary fields always take space, for variable length field allot max fields)
- How to handle variable length field:** Store max length [fixed size record], store length then data [variable sized record]
- How to handle Optional Fields:** If NULL, store all bits '0' → A value cannot be 0 (in binary form) here ...
- Multiple Values:** Keep provision of max cnt of values [fixed len],
- How to have fast access in variable sized records ???**
 - ❖ Store sizes of records → $O(n)$ to sum up ...
 - ❖ Store cumulative sum of records (in other words positions) → $O(1)$ retrieve → $O(n)$ update when modification of record
- Record Separator:** To separate variable sized records [-----\$-----\$-----\$---\$--- ...]
- Field Separator:** To separate variable sized fields
- How to handle Optional Fields here:** <FIELD_NAME, VALUE> pairs (Also, keep a field name separator)
- How to handle Multivalued Attribute (Value separator):** \$v1.v2. --- .vn\$ ----- [separators must be differentiable among themselves]
- Separators must be chosen such that they can be differentiated from data (Keep this info in file header) ...

SPANNED VS UNSPANNED ORGANISATION →

- Spanned Org:** If a record is allowed to cross the block boundary and continue into another block ...
- Unspanned Org:** Record cannot cross block boundary, residual part is wasted (this can be used for linking the next block)
[In case of Record Size (R) > Block Size(B) → Only option is Spanned Org]
- Blocking Factor:** #Records per block [**$BFR = \text{floor}(B / R)$**] (in case of fixed length record in unspanned org)
→ Average #Records per block [**$b = \text{ceil}(r / bfr)$**] (in case of variable length record in unspanned org) [A file has 'b' #blocks, 'r' is the total #records ...]

ALLOCATION OF BLOCKS →

- Candidate Block:** Logically deleted records where new inserting records can be overwriting here (new space not needed)
- Contiguous Allocation:**
 - ❖ **Adv:** Sequential Access is faster (No Seek Time or Rotational Delay) [Complete Transfer Time - $t_s + t_r + k * btt$] ($k \rightarrow$ #Blocks, $btt \rightarrow$ Block Transfer Time)
 - ❖ **Disadv:** Growth of the file is difficult (no guarantee that next block is free) (may need complete relocation) (Internal Fragmentation)
- Linked Allocation:** Linked List of Blocks
 - ❖ **Adv:** Growth Easier
 - ❖ **Disadv:** Accessing all blocks is time consuming
- Cluster Allocation:** Linked Collection of contiguous blocks [Cluster is collection, Clusters are linked]
 - ❖ A combination of contiguous and linked ameliorating their adv and disadv ...
- Indexed Allocation:** Table of Pointers to block addresses