

Chapter 10 Index

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10.1 Some Basic Concept

Indexing Goals

1. Organizing large databases (files)
2. Support multiple keys search
3. Support efficient insert, delete, and range queries

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Basic terminology

- **Index file:** storing **key/pointer pairs**.
 - ✓ **pointer point** to actual records .
 - ✓ Could be organized with a linear data structure
 - ✓ Could be organized with a non-linear data structure such as a tree.
- **Primary Key:** A **unique** identifier for records.
- **Secondary Key:** An alternate search key, often **not unique** for each record. Often used for **search key**.

Linear Indexing

Tree Indexing

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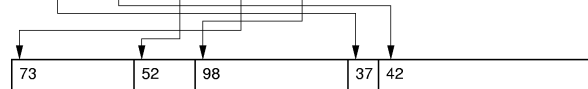
10.2 Linear Indexing

Linear index: Index file organized as a **simple sequence of key/record pointer pairs** with key values are in **sorted order**.

Linear Index **One index file**

| | | | | |
|----|----|----|----|----|
| 37 | 42 | 52 | 73 | 98 |
|----|----|----|----|----|

新华字典的 按拼音 查法



Database Records

If the index is **too large** to fit in **main memory**, a **second-level index** might be used. **Two index files**

| | | | |
|---|------|------|-------|
| 1 | 2003 | 5894 | 10528 |
|---|------|------|-------|

新华字典的 按部首 查法

Second Level Index **Second index file**

| | | | | | | | |
|---|------|------|------|------|------|-------|-------|
| 1 | 2001 | 2003 | 5688 | 5894 | 9942 | 10528 | 10984 |
|---|------|------|------|------|------|-------|-------|

Linear Index: Disk Pages **First index file**

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Linear indexing

- **Good for indexing an entry sequenced database.**
- **Good for searching variable-length records**
- **Efficient when the database is static**
- **Poor for frequently insertion/deletion**

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10.3 Tree Indexing

➤ Tree indexing can efficiently support all desired operations:

- Frequently Insert/delete
- Search by one or combination of several keys
- Key range search

➤ **BST** 15, 80, 23, 45, 30

➤ may be **unbalanced**

子树的高度之差的绝对值不超过1

➤ storing tree on disk based **BFS**, path from root to leaf would cover **many** disk page

➤ **2-3 tree**

Balanced, Each path from root to

➤ **B-tree/B⁺ tree** leaf would cover **few** disk pages

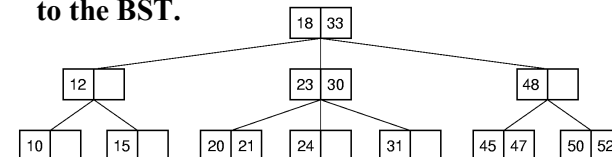
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10.3.1 2-3 Tree

1) The 2-3 Tree has the following **shape** properties:

- A node contains **one** or **two** key(/pointer pairs)
- Every internal node has either **two children** (if it contains one key) or **three children** (if it contains two key).
- All leaves** are at the **same level** in the tree, so the tree is always **height balanced**.

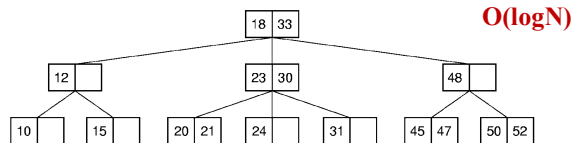
2) The 2-3 Tree has a **search tree property** analogous to the BST.



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10.3.1 2-3 Tree Search

1. Start from the root, search the keys in current node. If search key is found, then return key/record pointer. If current node is a leaf node and key is not found, then report an unsuccessful search.
2. Otherwise, follow the proper branch and repeat the search process.



$O(\log N)$

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10.3.1 2-3 Tree Insertion

插入原则：插入新记录后依然为2-3 Tree

- > Split-and-promote
- > Unlike BST, the 2-3 tree does not grow downward, but grows upward

1. find the proper *leaf* node L
 2. if L contain only one value, insert the new key into L
- else

Root is splitted, a new level added

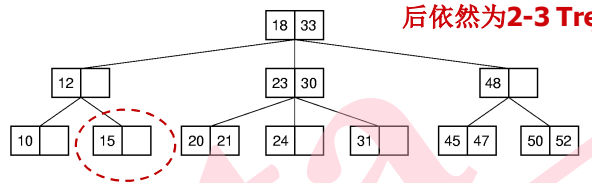
- 1) split L into two nodes L and L', L contain the least of the three keys, L' contain the greatest of the three, **Split(分裂)**
- 2) the middle key is passed up to the parent node alone with a pointer to L' **Promotion(晋级)**
- 3) the promoted key is then inserted into the parent.
 - a) if the parent contain only one value, then the promoted key and the pointer to L' are simply added to the parent node,
 - b) if the parent is full, then the split and promote process is repeated



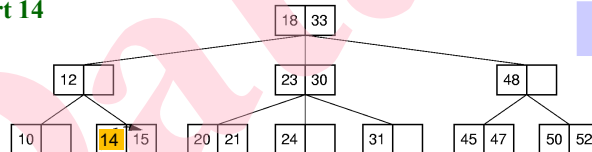
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10.3.1 2-3 Tree Insertion example (1)

插入原则：插入新记录后依然为2-3 Tree



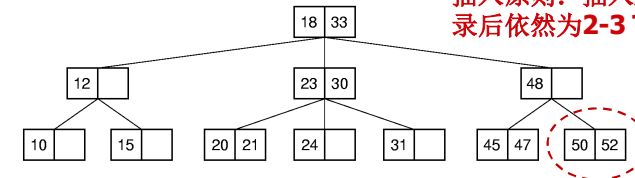
Insert 14



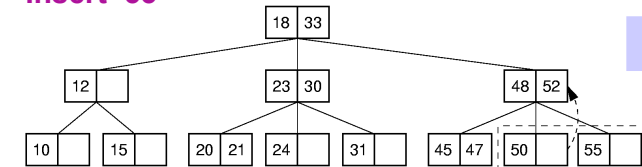
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10.3.1 2-3 Tree Insertion example (2)

插入原则：插入新记录后依然为2-3 Tree

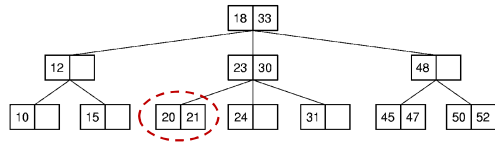


Insert 55

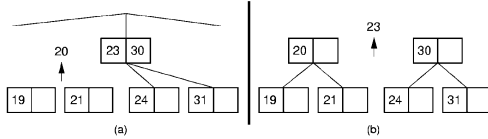


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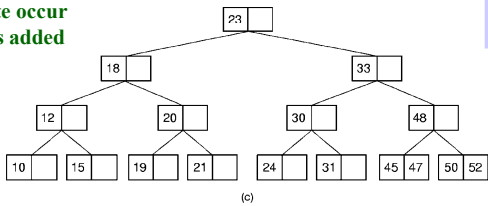
10.3.1 2-3 Tree Insertion example (3)



Insert 19



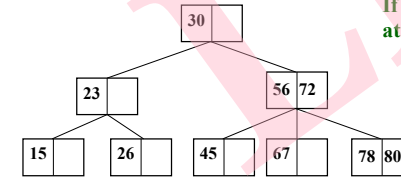
If split and promote occur at root, new level is added



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10.3.1 2-3 Tree Insertion example (4)

给定序列: 15, 80, 23, 45, 56, 67, 30, 26, 72, 78
按顺序插入到 2-3 tree



If split and promote occur at root, new level is added

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Delete a key from 2-3 Tree

Locate the node that contains the key

Case 1

Delete a key from a leaf node containing two value

Case 2

Delete a key from a leaf node containing only one value

Case 3

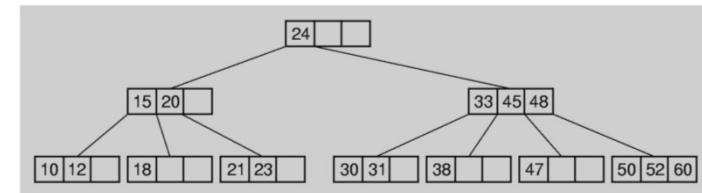
Delete a key from an internal node

Deleted key is replaced with another that can take its place while maintain the correct order

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10.3.2 B-Trees

The B-Tree is an extension of the 2-3 Tree.



The B-Tree is attributed to R Bayer and E. McCreight in 1971, now is the standard file organization for applications requiring insertion, deletion, and key range searches

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B-Trees Definition

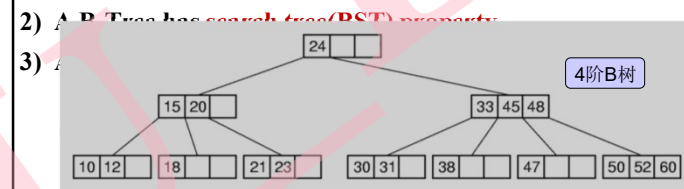
- 1) A B-Tree of order m (m 阶) has following **shape** properties:
 - The **root** is either a **leaf** or has **at least two children** (one key/pointer pair).
 - Each **internal node**, **except** for the **root**, has $\lceil m/2 \rceil \sim m$ children; has $\lceil m/2 \rceil - 1 \sim m - 1$ key/pointer pairs
 - All **leaves** are at the **same** level in the tree, so the tree is always **height balanced**.
- 2) A B-Tree has **search tree(BST)** property
- 3) A B-Tree **node size** ($m-1$) is usually selected to **match** the **size** of a disk **block**.
 - A B-Tree node could have **hundreds** of children.

2-3树实际就是3阶B树

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B-Trees Definition

- 1) A B-Tree of order m (m 阶) has following **shape** properties:
 - The **root** is either a **leaf** or has **at least two children** (one key/pointer pair).
 - Each **internal node**, **except** for the **root**, has $\lceil m/2 \rceil \sim m$ children; has $\lceil m/2 \rceil - 1 \sim m - 1$ key values/pointer pairs
 - All **leaves** are at the **same** level in the tree, so the tree is always **height balanced**.



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B-Trees property

1. B-Trees are always **balanced**.
2. B-Trees keep records with similar-key together on a disk page, which takes advantage of locality of reference.

$\lceil m/2 \rceil - 1 \sim m - 1$
3. B-Trees guarantee that every node(except root) in the tree will be almost **half-full(50%)**. This improves space efficiency while reducing the typical number of disk access necessary during a search or update operation.

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B树是一种平衡的多路搜索树

在 m 阶的B树上,

- 根结点有 $2 \sim m$ 个子树, 有 $1 \sim m - 1$ 个关键字,
- 其余内部结点有 $\lceil m/2 \rceil \sim m$ 个子树, 有 $\lceil m/2 \rceil - 1 \sim m - 1$ 个关键字;
- 叶子结点有 $\lceil m/2 \rceil - 1 \sim m - 1$ 个关键字

多叉树的特性

- 结点中的多个关键字均自小至大有序排列,

即: $K_1 < K_2 < \dots < K_l$

- A_{i-1} 子树上所有关键字均小于 K_i

搜索树的特性

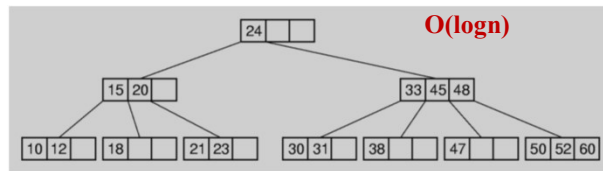
- A_i 子树上所有关键字均大于等于 K_i

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B-Trees Search

Search in a B-Tree is a generalization of search in a 2-3 Tree.

1. Start from root, do searching on keys in current node. If search key is found, then return record. If current node is a leaf node and key is not found, then report an unsuccessful search.
2. Otherwise, follow the proper branch and repeat the process.



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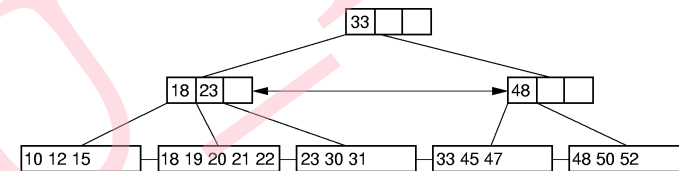
10.3.3 B⁺ Trees

The most commonly implemented form of the B-Tree is the B⁺ Tree

1. Internal nodes of the B⁺ Tree do not store pointers -- only keys to guide the search; Leaf nodes store keys/pointers to records.

placeholders

2. A leaf node may store more or less values than internal node.



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B⁺树是B树的一种实现变型

m阶B⁺树

- ◆ 根节点有 $2 \sim m$ 个孩子, 有 $1 \sim m-1$ 个关键字;
- ◆ 除根以外的内部结点有 $\lceil m/2 \rceil \sim m$ 个孩子, 有 $\lceil m/2 \rceil - 1 \sim m-1$ 个关键字;
- ◆ 叶子结点有 $\lceil n/2 \rceil \sim n$ (n 与 m 可等可不等) 个关键字/记录指针;
- ◆ 叶子结点彼此相链接构成一个有序链表, 其头指针指向含最小关键字的结点
- ◆ 内部结点中只存关键字, 记为 K_1, K_2, \dots , 其子树记为 A_0, A_1, \dots , 有下列关系: $\text{Min}(A_i) \geq K_i > \text{max}(A_{i-1})$

B⁺树需要两个参数 m 和 n 来初始化

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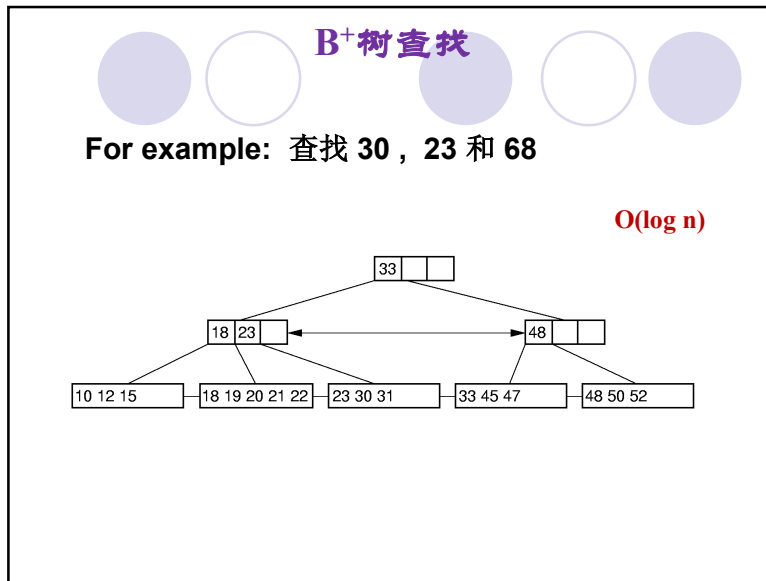
B⁺树查找

※ 在 B⁺ 树上, 既可以进行缩小范围的查找, 也可以进行顺序查找(在叶子结点层查找)

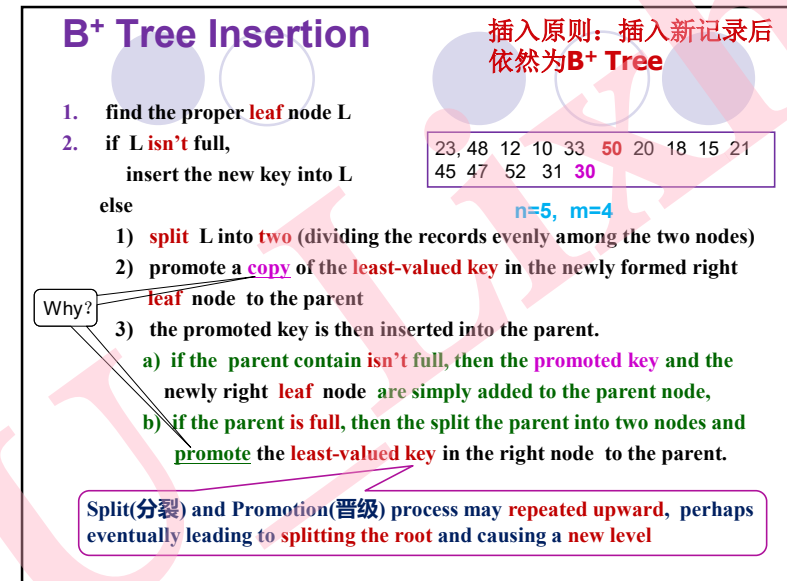
※ 在进行缩小范围的查找时, 给定值 $< K_i$, 则应继续在 A_{i-1} 子树中进行查找, 给定值 $\geq K_i$, 则应继续在 A_i 子树中进行查找, 一直查到叶子结点

※ 在进行缩小范围的查找时, 不管成功与否, 都必须查到叶子结点才能结束

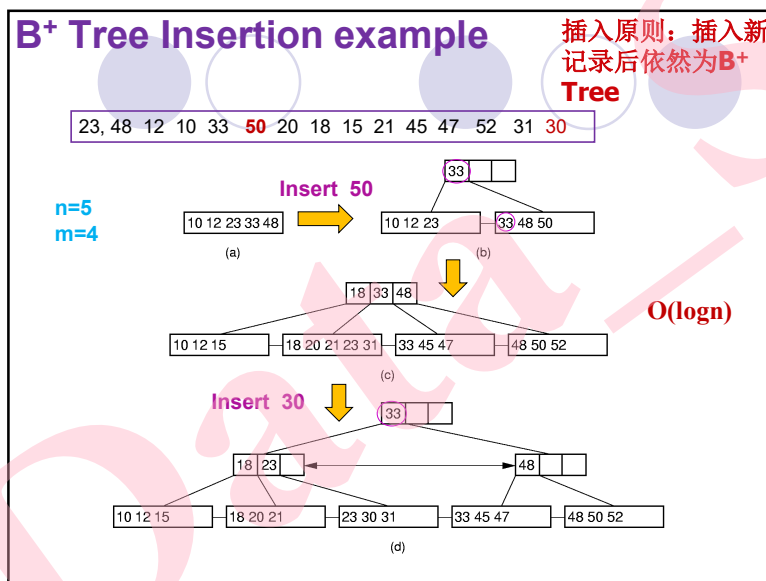
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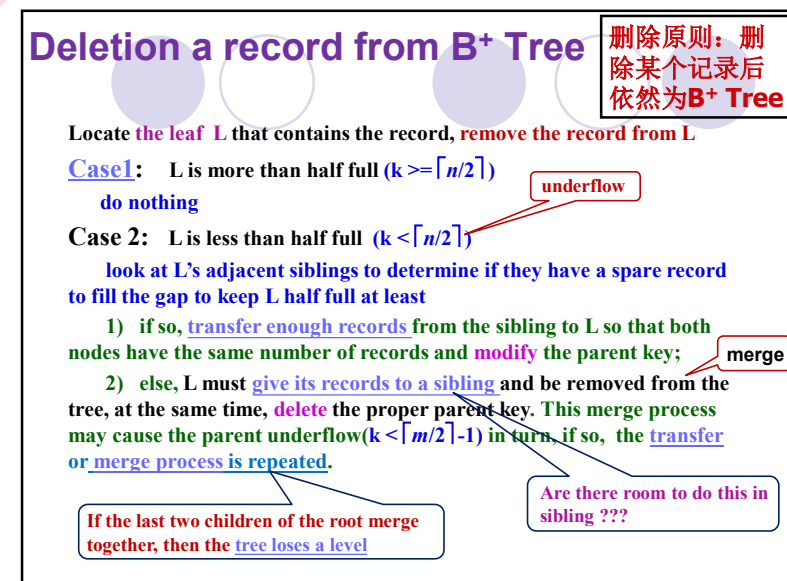
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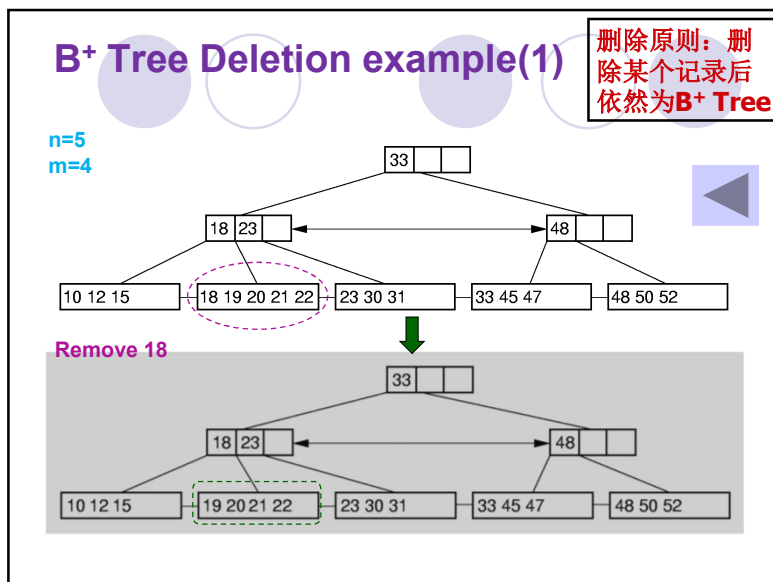
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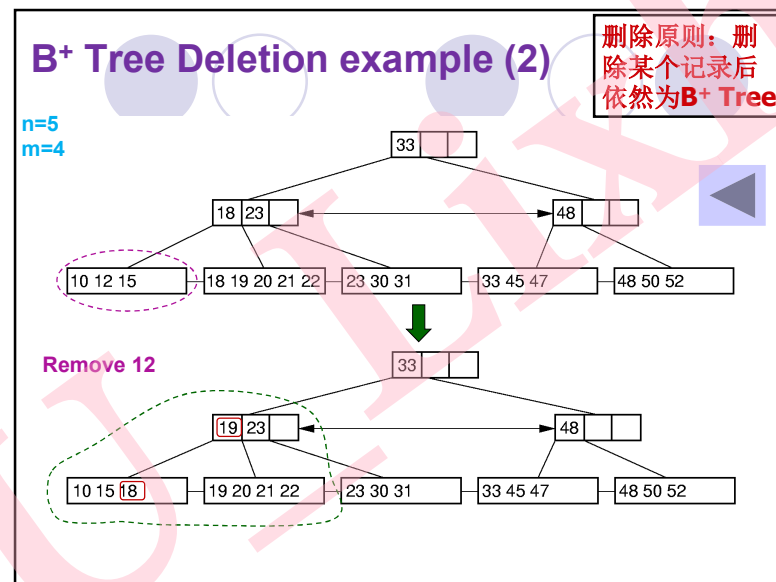
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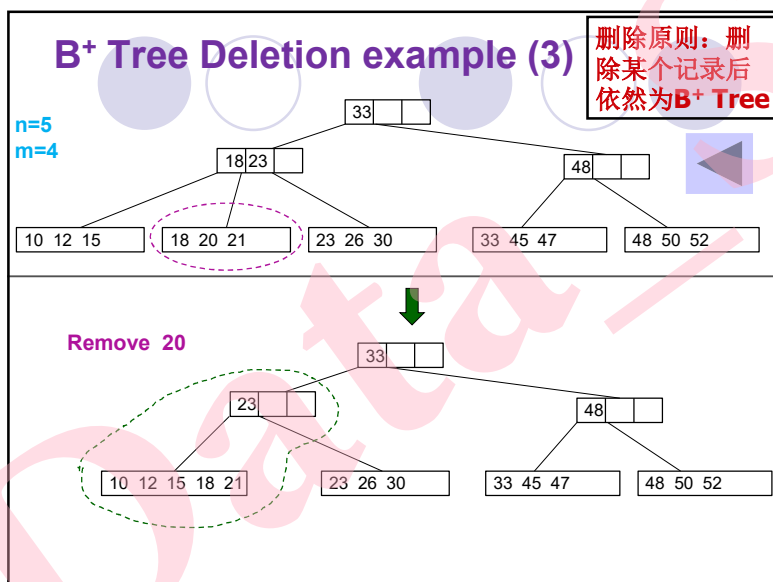
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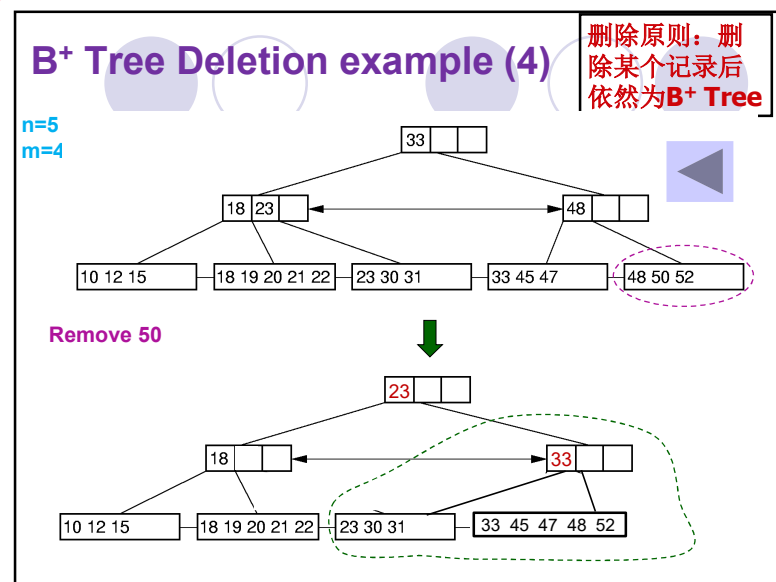
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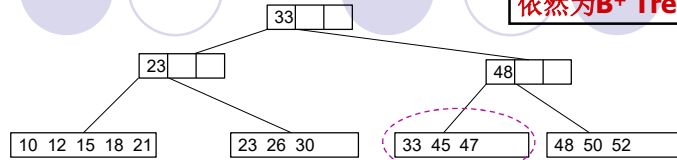


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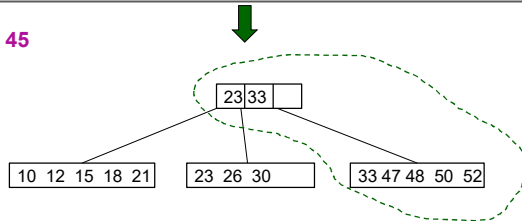
B+ Tree Deletion example (5)

$n=5$
 $m=4$

删除原则：删除某个记录后依然为B+ Tree



Remove 45



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10.3.4 B-Tree Time/Space Analysis

1. Asymptotic **time cost** of search, insertion, and deletion of records from B-tree, B+ Tree is $O(\log N)$.
 N : 结点个数
2. B-Trees and B+ Tree nodes(except root) are always **at least one half full**.

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In this chapter , we study....

- Linear index
- 2-3 tree
 - 定义, 特点
 - searching, insert
- B tree
 - 定义, 特点
 - Searching
- B+树
 - 定义, 特点
 - Searching, insert, delete

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CHAPTER10 END

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