

# 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<sup>+</sup> tree** leaf would cover **few** disk pages

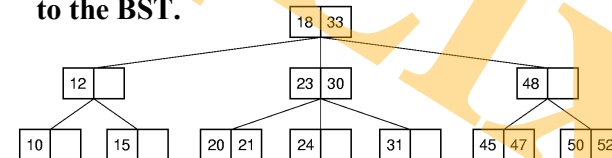
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### 10.3.1 2-3 Tree

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.

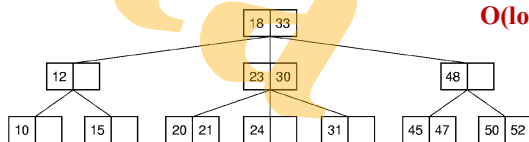


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### 10.3.1 2-3 Tree Search

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

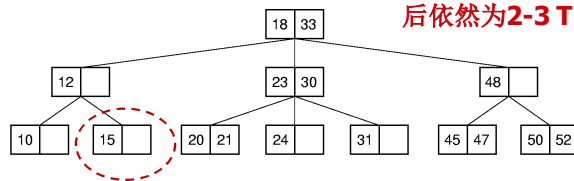


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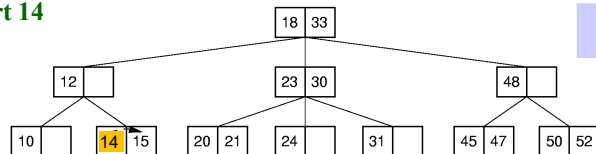
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### 10.3.1 2-3 Tree Insertion example (1)

插入原则：插入新记录后依然为2-3 Tree



Insert 14

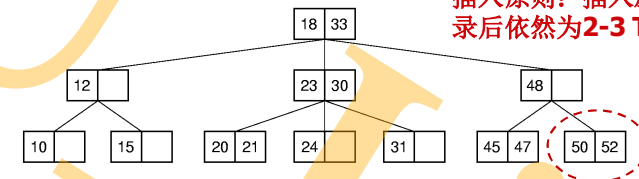


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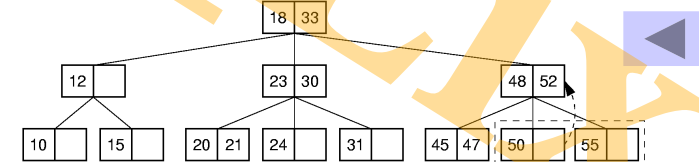
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### 10.3.1 2-3 Tree Insertion example (2)

插入原则：插入新记录后依然为2-3 Tree



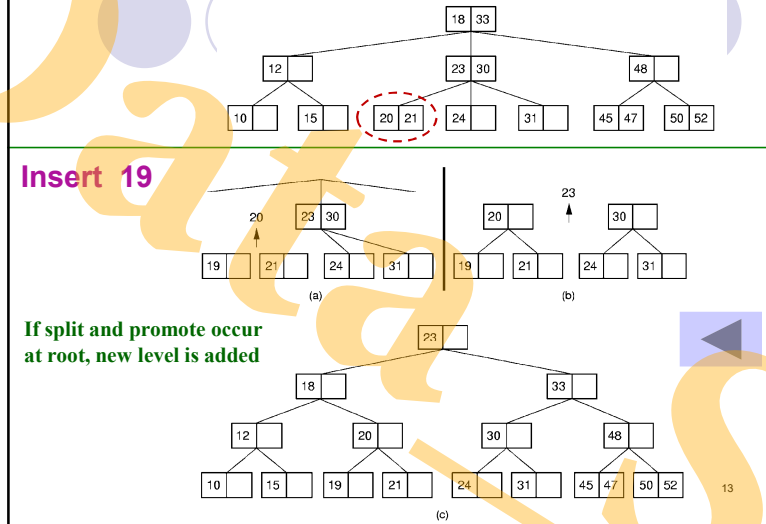
Insert 55



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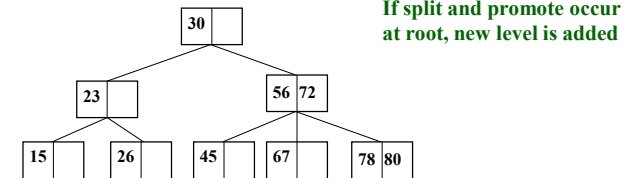
### 10.3.1 2-3 Tree Insertion example (3)



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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



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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

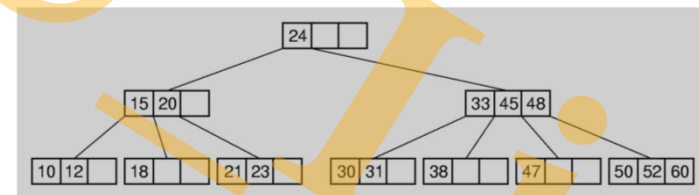
Delete a key from an internal node

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.

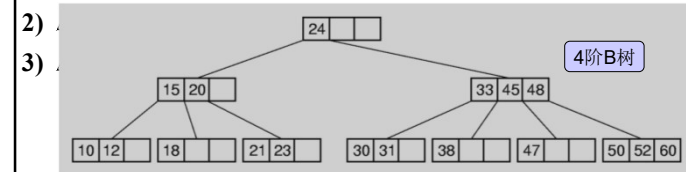
2-3树实际就是3阶B树

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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, 每个结点含有:

- 1个关键字/记录指针对  $(K_i, D_i)$  ( $1 \leq i \leq l$ )

每个内部结点有:

- $l+1$  个子树  $A_i$  ( $0 \leq i \leq l$ )

Here, for 根节点  $1 \leq l \leq m-1$

for 其他节点  $\lceil m/2 \rceil - 1 \leq l \leq m-1$

- 结点中的多个关键字均自小到大有序排列,

即:  $K_1 < K_2 < \dots < K_l$

- $A_{i-1}$  子树上所有关键字均小于  $K_i$

- $A_i$  子树上所有关键字均大于等于  $K_i$

多叉树的特性

搜索树的特性

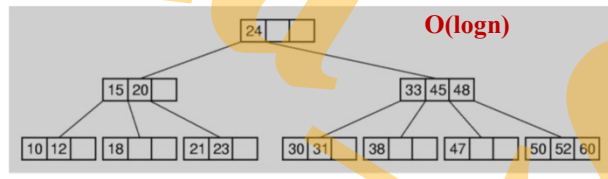
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## B-Trees Search

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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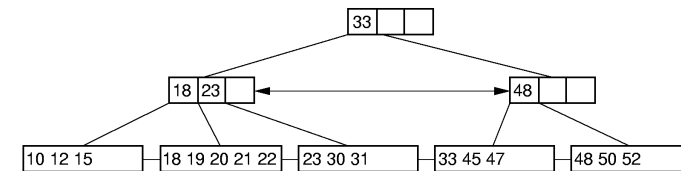
## 10.3.3 B<sup>+</sup> Trees

The most commonly implemented form of the B-Tree is the B<sup>+</sup> Tree

1. Internal nodes of the B<sup>+</sup> 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<sup>+</sup>树是B树的一种实现变型

m阶B<sup>+</sup>树

- ◆ 根节点含有  $1 \sim m-1$  个关键字
- ◆ 除根以外的内部结点含有  $\lceil m/2 \rceil - 1 \sim m-1$  个关键字;
- ◆ 叶子结点含有  $\lceil n/2 \rceil \sim n$  ( $n$ 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<sup>+</sup>树需要两个参数m和n来初始化

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## B<sup>+</sup>树查找

※ 在 B<sup>+</sup> 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

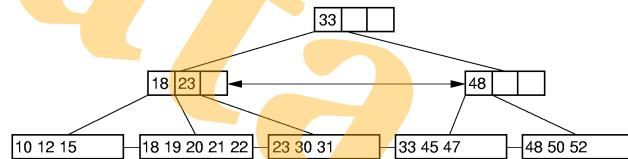
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B<sup>+</sup>树查找

For example: 查找 30, 23 和 68

$O(\log n)$



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B<sup>+</sup> Tree Insertion

插入原则: 插入新记录后依然为B<sup>+</sup> Tree

1. find the proper **leaf** node L
2. if L **isn't** full,  
insert the new key into L
- else  
  - 1) **split** L into **two** (dividing the records evenly among the two nodes)
  - 2) promote a **copy** of the **least-valued key** in the newly formed right **leaf** node to the parent
  - 3) the promoted key is then inserted into the parent.

Why?

- a) if the parent contain **isn't** full, then the **promoted key** and the newly right **leaf** node are simply added to the parent node,
- b) if the parent is full, then the split the parent into two nodes and **promote** the **least-valued key** in the right node to the parent.

Split(分裂) and Promotion(晋级) process may repeated upward, perhaps eventually leading to **splitting the root** and causing a new level

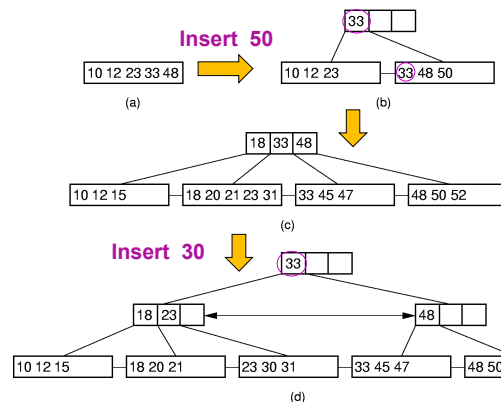
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B<sup>+</sup> Tree Insertion example

插入原则: 插入新记录后依然为B<sup>+</sup> Tree

23, 48 12 10 33 50 20 18 15 21 45 47 52 31 30

n=5  
m=4



$O(\log n)$

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Deletion a record from B<sup>+</sup> Tree

删除原则: 删除某个记录后依然为B<sup>+</sup> Tree

Locate the **leaf** L that contains the record, remove the record from L

**Case 1:** L is more than half full ( $k \geq \lceil n/2 \rceil$ )

do nothing

underflow

**Case 2:** L is less than half full ( $k < \lceil n/2 \rceil$ )

look at L's adjacent siblings to determine if they have a spare record to fill the gap to keep L half full at least

- 1) if so, **transfer enough records** from the sibling to L so that both nodes have the same number of records and **modify** the parent key;
- 2) else, L must **give its records** to a sibling and be removed from the tree. **This merge process** may cause the parent underflow ( $k < \lceil m/2 \rceil - 1$ ). in turn, if so, the **transfer or merge process** is repeated.

If the last two children of the root merge together, then the tree loses a level

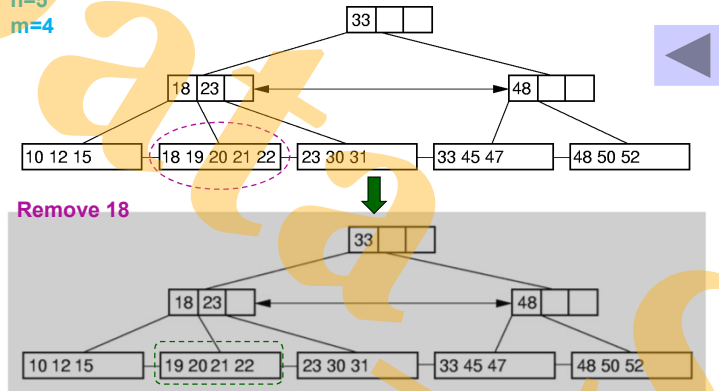
Are there room to do this in sibling ???

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B<sup>+</sup> Tree Deletion example(1)

删除原则：删除某个记录后依然为B<sup>+</sup> Tree

n=5  
m=4



Remove 18

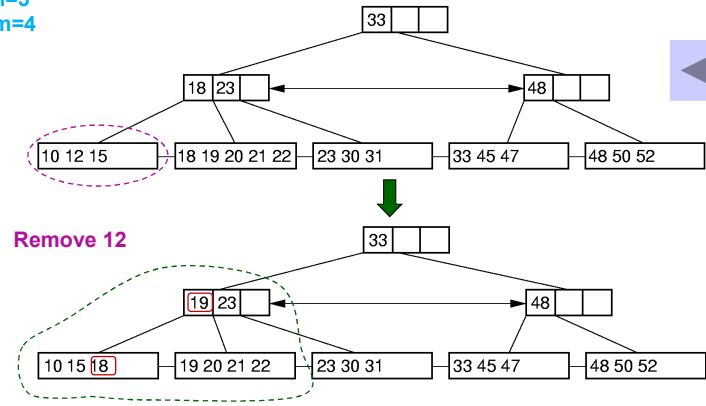
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B<sup>+</sup> Tree Deletion example (2)

删除原则：删除某个记录后依然为B<sup>+</sup> Tree

n=5  
m=4



Remove 12

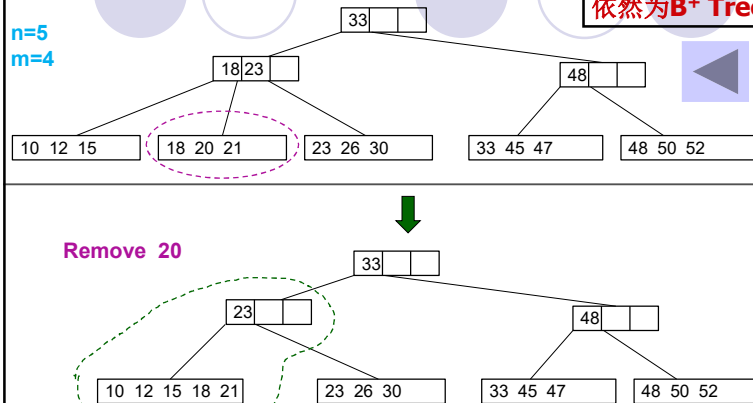
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B<sup>+</sup> Tree Deletion example (3)

删除原则：删除某个记录后依然为B<sup>+</sup> Tree

n=5  
m=4



Remove 20

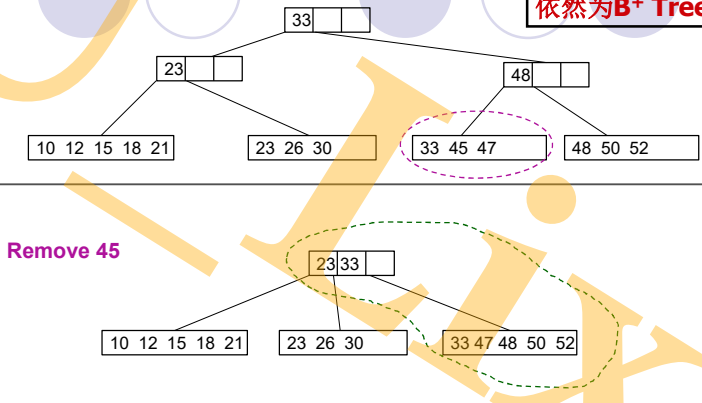
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B<sup>+</sup> Tree Deletion example (4)

删除原则：删除某个记录后依然为B<sup>+</sup> Tree

n=5  
m=4



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<sup>+</sup> Tree is  **$O(\log N)$** .  
N: 结点个数
2. B-Trees and B<sup>+</sup> Tree nodes(except root) are always **at least one half full**.

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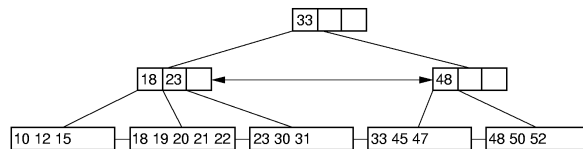
In this chapter , we study....

- 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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### 课堂测验

将9,14,17按顺序插入下图所示m=4, n=5的B<sup>+</sup>树, 然后删除50 (要求给出详细过程)。



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## CHAPTER 10 END

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