Generalized Search Trees

Mihail Bogojeski, Alexander Svozil

May 11, 2013

Index

What is GiST?

How is GiST different?

Why GiST?

Implementation of GiST

GiST Definition

What is Gist?

Data Structure that can be used to build a variety of height-balanced search trees.

GiST Definition

What is Gist?

- Data Structure that can be used to build a variety of height-balanced search trees.
- Makes no assumptions about type of data being stored or queries being serviced

GiST Definition

What is Gist?

- Data Structure that can be used to build a variety of height-balanced search trees.
- Makes no assumptions about type of data being stored or queries being serviced
- ► Allows easy implementations of well known indexed trees like B+-Trees, R-Trees

How is GiST different?

- ▶ B+-Tree Functions
 - ▶ range predicates (e.g. $c_1 \le i \le c_2$)

How is GiST different?

- ▶ B+-Tree Functions
 - ▶ range predicates (e.g. $c_1 \le i \le c_2$)
- R-Tree Functions
 - region predicates (e.g. "find all i such that (x_1, y_1, x_2, y_2) overlaps i")

How is GiST different?

- ▶ B+-Tree Functions
 - ▶ range predicates (e.g. $c_1 \le i \le c_2$)
- R-Tree Functions
 - region predicates (e.g. "find all i such that (x_1, y_1, x_2, y_2) overlaps i")
- GiST Functions
 - GiST can work with any arbitrary predicate and data type (with any number of free variables)

Why use GiST?

▶ Extensibility in the conext of database systems

Why use GiST?

- Extensibility in the conext of database systems
- Allows the easy evolution of a database system to support new tree-based indexes

Why use GiST?

- Extensibility in the conext of database systems
- Allows the easy evolution of a database system to support new tree-based indexes
- ► Allows developers to focus on new features of index types without becoming experts in database system internals

• search :: Predicate \rightarrow GiST \rightarrow [LeafEntry]

- search :: $Predicate \rightarrow GiST \rightarrow [LeafEntry]$
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST

- ▶ search :: $Predicate \rightarrow GiST \rightarrow [LeafEntry]$
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST
- ightharpoonup chooseSubtree :: GiST ightharpoonup GiST ightharpoonup Entry ightharpoonup GiST

- ▶ search :: Predicate \rightarrow GiST \rightarrow [LeafEntry]
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST
- ▶ chooseSubtree :: $GiST \rightarrow GiST \rightarrow Entry \rightarrow GiST$
- ▶ $split :: GiST \rightarrow Node \rightarrow Entry \rightarrow GiST$

- ▶ search :: $Predicate \rightarrow GiST \rightarrow [LeafEntry]$
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST
- ▶ chooseSubtree :: $GiST \rightarrow GiST \rightarrow Entry \rightarrow GiST$
- ▶ split :: $GiST \rightarrow Node \rightarrow Entry \rightarrow GiST$
- ▶ $adjustKeys :: GiST \rightarrow Node \rightarrow GiST$

- ▶ search :: Predicate → GiST → [LeafEntry]
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST
- ▶ chooseSubtree :: $GiST \rightarrow GiST \rightarrow Entry \rightarrow GiST$
- ▶ $split :: GiST \rightarrow Node \rightarrow Entry \rightarrow GiST$
- ▶ $adjustKeys :: GiST \rightarrow Node \rightarrow GiST$
- delete :: LeafEntry \rightarrow GiST \rightarrow GiST

- ▶ search :: $Predicate \rightarrow GiST \rightarrow [LeafEntry]$
- ▶ insert :: Entry \rightarrow GiST \rightarrow Level \rightarrow GiST
- ▶ chooseSubtree :: $GiST \rightarrow GiST \rightarrow Entry \rightarrow GiST$
- ▶ $split :: GiST \rightarrow Node \rightarrow Entry \rightarrow GiST$
- ▶ $adjustKeys :: GiST \rightarrow Node \rightarrow GiST$
- ▶ delete :: LeafEntry → GiST → GiST
- ightharpoonup condenseTree :: GiST o Node o GiST

ightharpoonup consistent :: Entry ightarrow Predicate ightarrow Bool

- ightharpoonup consistent :: Entry ightarrow Predicate ightarrow Bool
- union :: $[Entry] \rightarrow Predicate$

- ightharpoonup consistent :: Entry ightarrow Predicate ightarrow Bool
- union :: $[Entry] \rightarrow Predicate$
- ightharpoonup penalty :: Entry ightharpoonup Entry ightharpoonup Integer

- ightharpoonup consistent :: Entry ightharpoonup Predicate ightharpoonup Bool
- ▶ union :: [Entry] → Predicate
- ightharpoonup penalty :: Entry ightharpoonup Entry ightharpoonup Integer
- ▶ $pickSplit :: [Entry] \rightarrow [[Entry]]$