

THE B+ TREE INDEX

CS 564- Spring 2025

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WHAT IS THIS LECTURE ABOUT?

The **B+ tree** index

- Basic principles
- Search/Insertion/Deletion
- Design choices
- I/O Cost

INDEX RECAP

We have the following SQL query:

```
SELECT *  
FROM Sales  
WHERE price > 100 ;
```

Indexes help us organize the file to answer the above query efficiently!

INDEXES

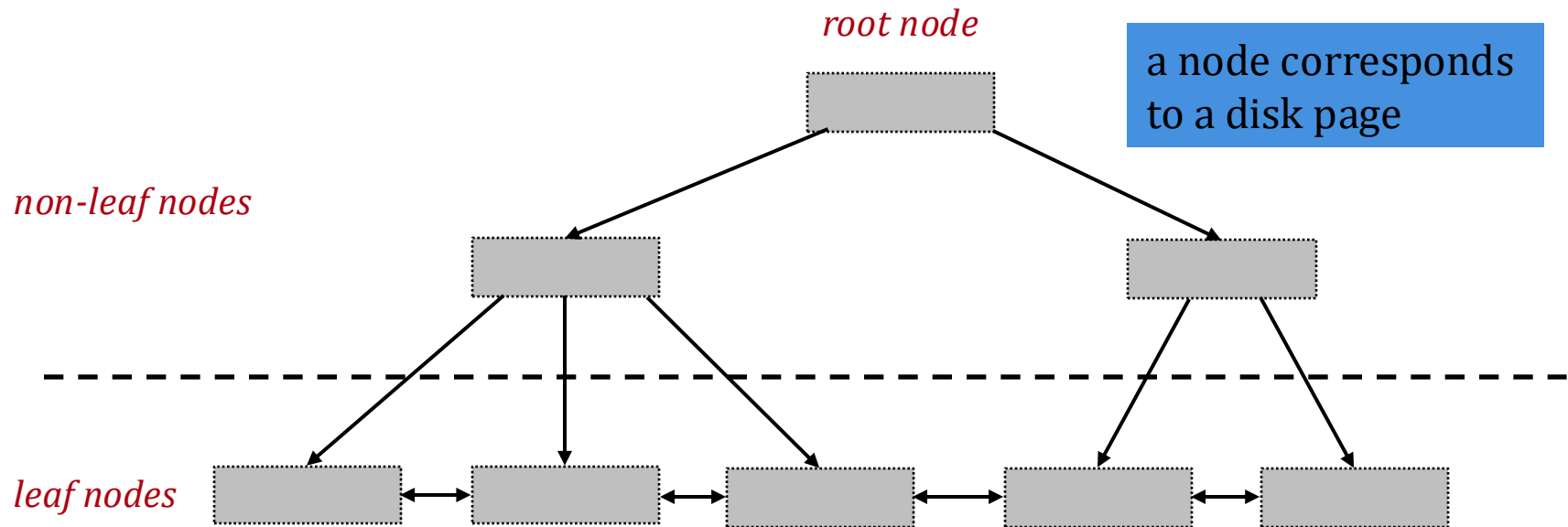
- **Hash index:**
 - good for equality search
 - in expectation constant I/O cost for search and insert
- **B+ tree index:**
 - good for range search
 - good for equality search

B+ TREE BASICS

THE B+ TREE INDEX

- a dynamic tree-structured index
 - adjusted to be always height-balanced
 - 1 node = 1 physical page
- supports efficient **equality** and **range** search
- widely used in many DBMSs
 - SQLite uses it as the default index
 - SQL Server, DB2, ...

B+ TREE INDEX: BASIC STRUCTURE



index entries:

- exist *only* in the leaf nodes
- are sorted according to the search key

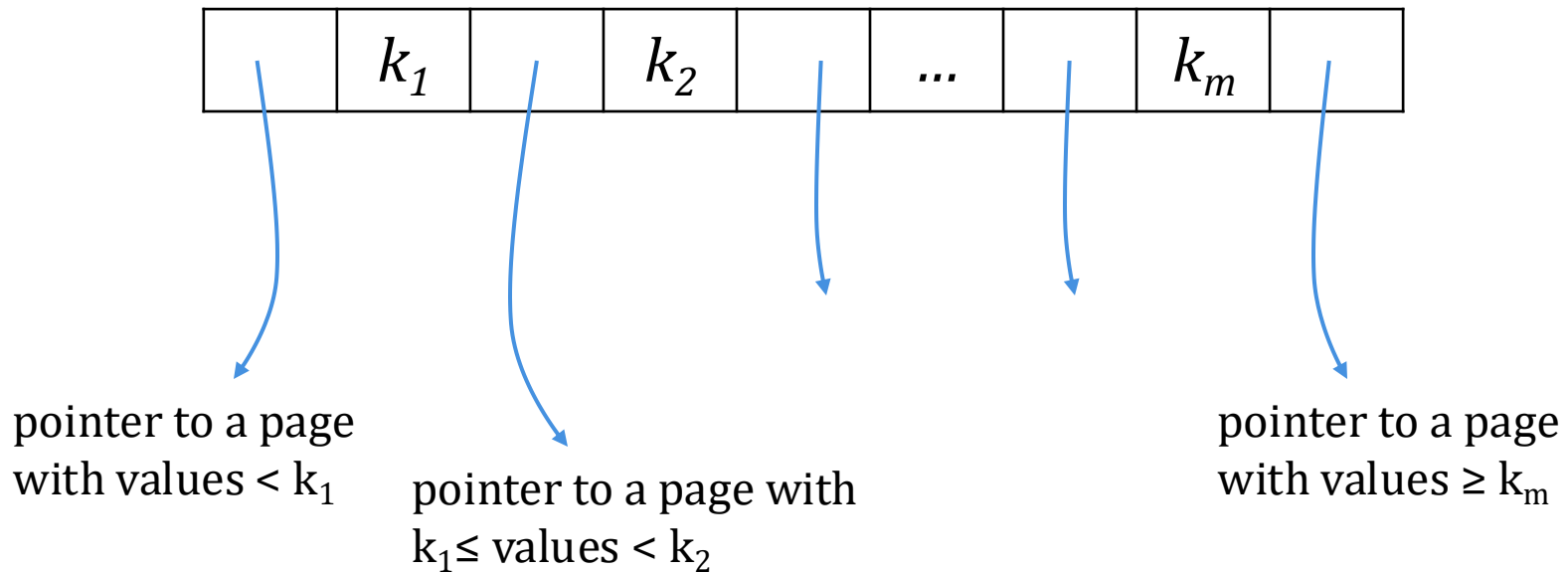
B+ TREE: NODE

- d : the *order* of the tree
- each non-root node contains m entries:
 - $d \leq m \leq 2d$
 - minimum 50% occupancy always
- the root node can have $1 \leq m \leq 2d$ entries

	k_1		k_2		\dots		k_m	
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NON-LEAF NODES

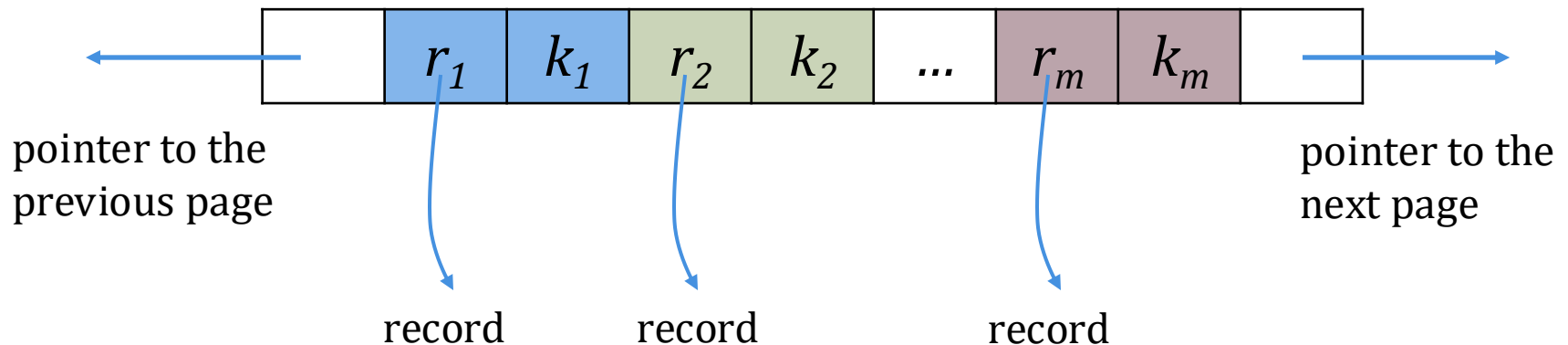
A non-leaf (or internal) node with m entries has $m+1$ pointers to lower-level nodes



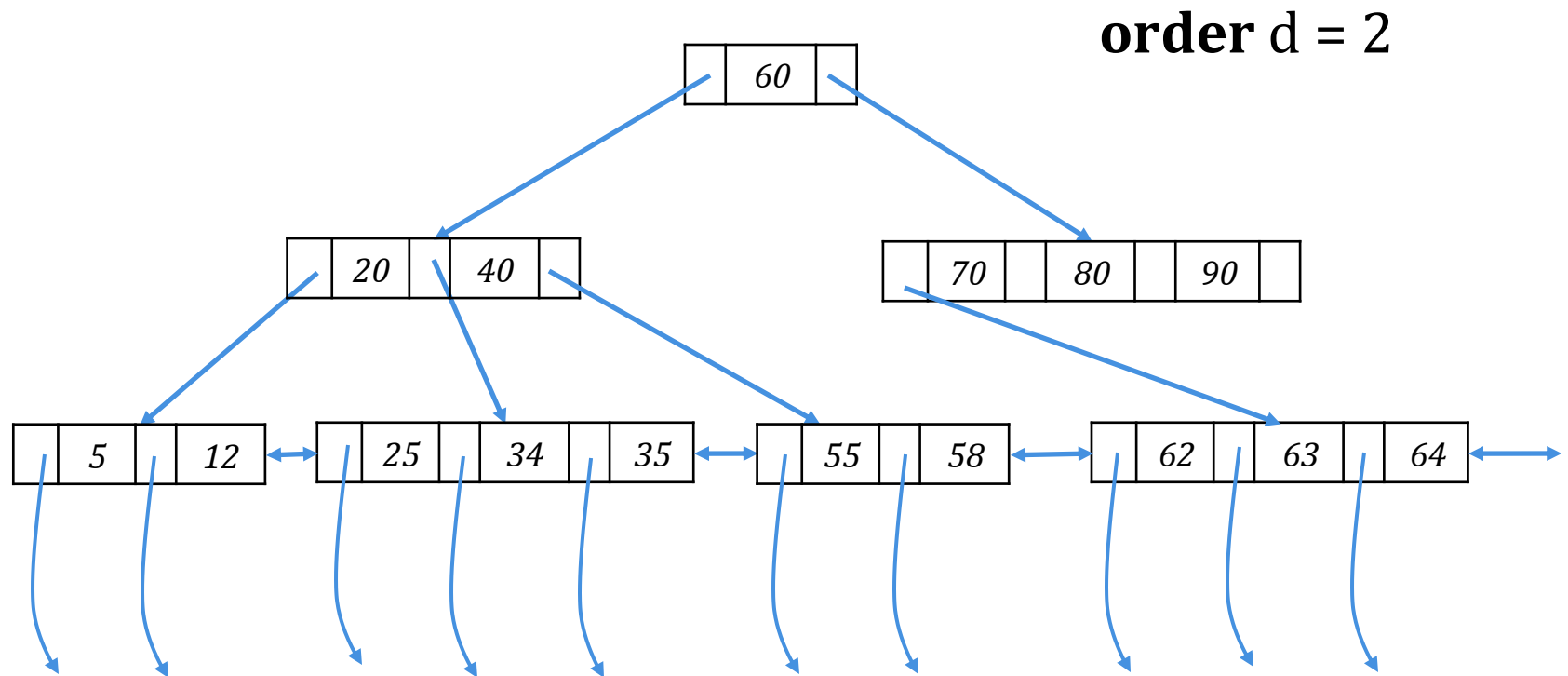
LEAF NODES

A leaf node with m entries has

- m pointers to the data records (rids)
- pointers to the **next** and **previous** leaves



B+ TREE EXAMPLE



B+ TREE OPERATIONS

B+ TREE OPERATIONS

A B+ tree supports the following operations:

- equality search
- range search
- insert
- delete
- bulk loading (not covered in this lecture)

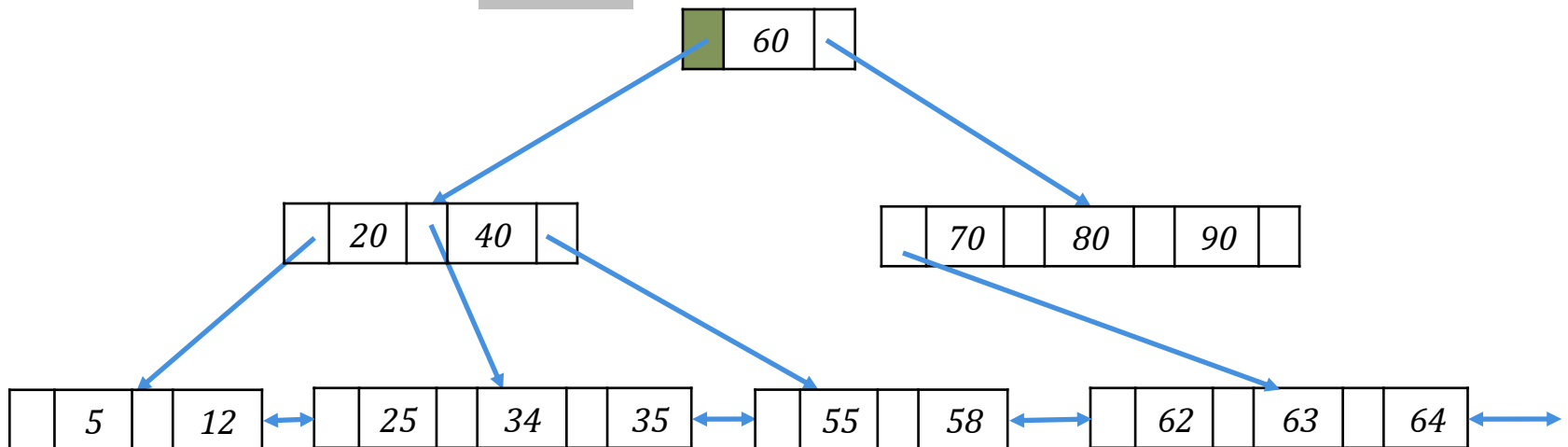
SEARCH

- start from the root node
- examine the index entries in non-leaf nodes to find the correct child
- traverse down the tree until a leaf node is reached
 - for equality search, we are done
 - for range search, traverse the leaves sequentially using the previous/next pointers

EQUALITY SEARCH: EXAMPLE

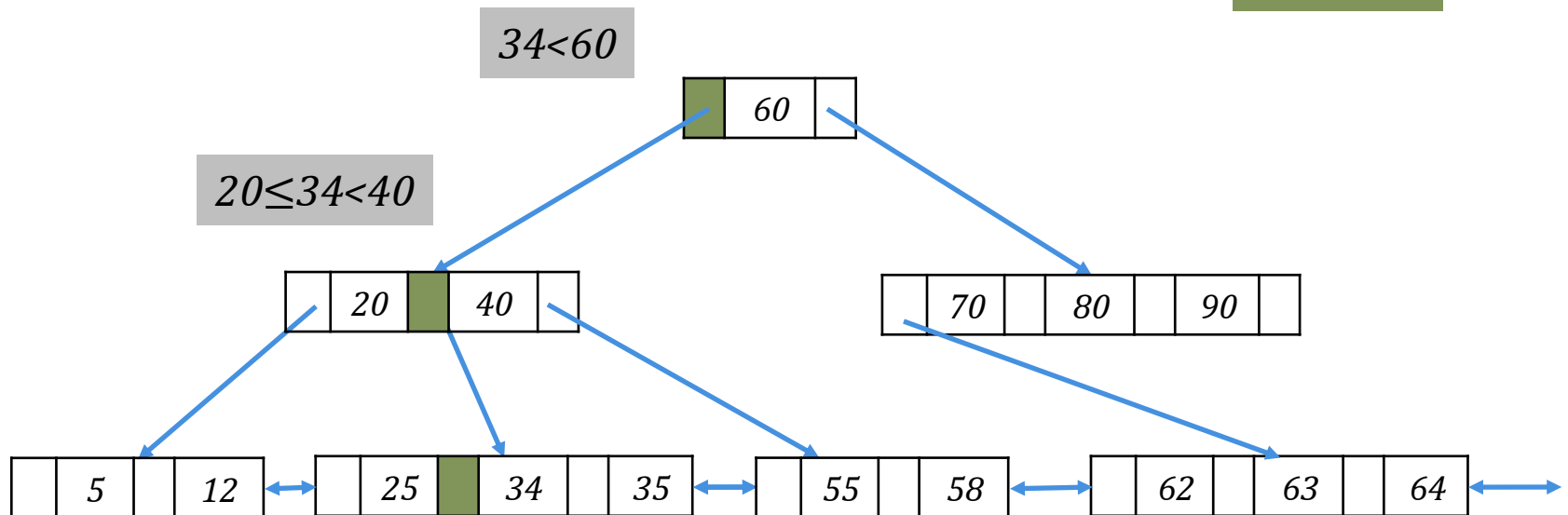
key = 34

$34 < 60$



EQUALITY SEARCH: EXAMPLE

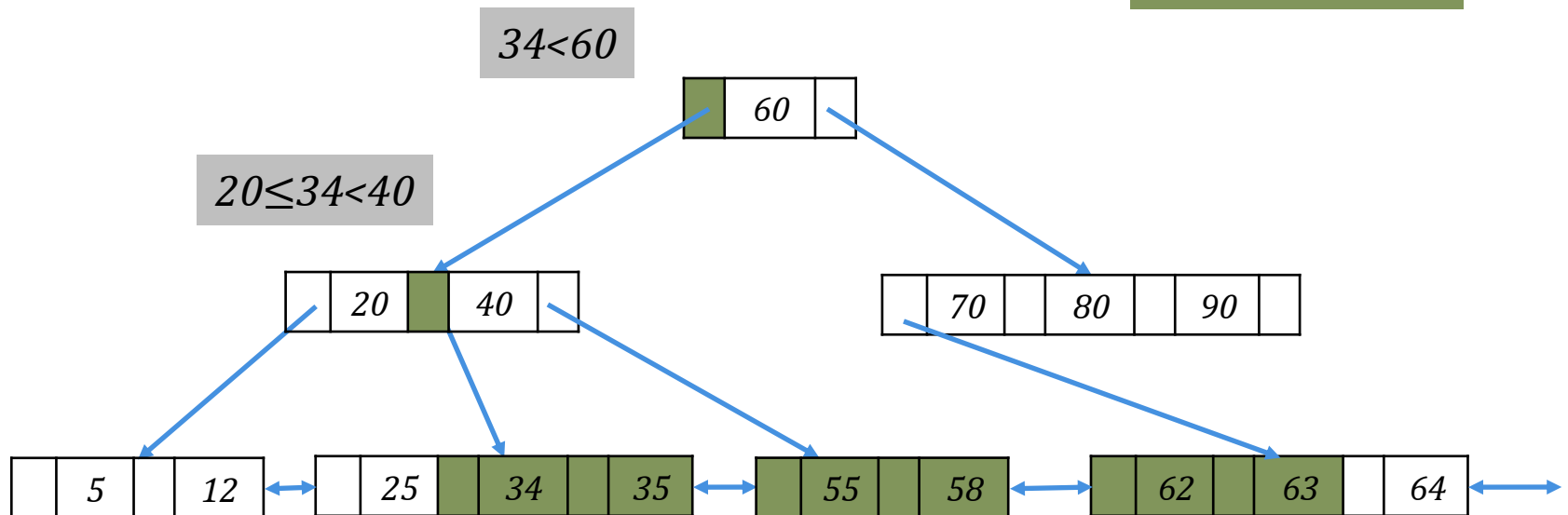
key = 34



To locate the correct data entry in the leaf node, we can do either linear or binary search

RANGE SEARCH: EXAMPLE

$34 \leq \text{key} \leq 63$



After we find the leftmost point of the range, we traverse sequentially!

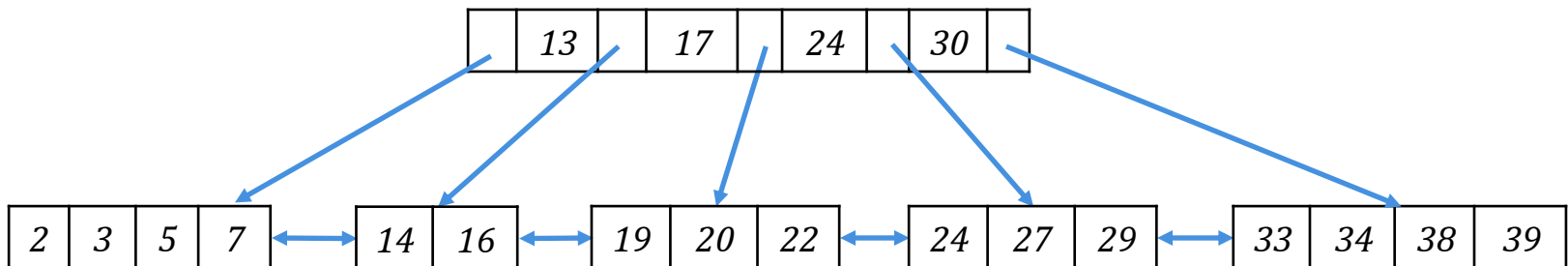
INSERT

- find the leaf node **L** where the entry belongs
- insert data entry in **L**
 - If **L** has enough space, DONE!
 - Otherwise, we must **split** **L** (into **L** and a new node **L'**)
 - redistribute entries evenly, **copy up** the middle key
 - insert index entry pointing to **L'** into parent of **L**
- This can propagate **recursively** to other nodes!
 - to split a non-leaf node, redistribute entries evenly, but **push up** the middle key

INSERT: EXAMPLE

order $d = 2$

insert 8

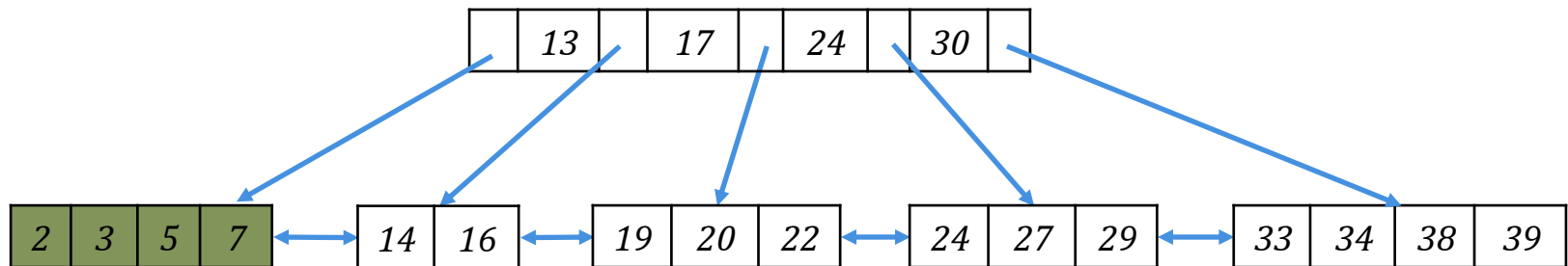


INSERT: EXAMPLE

order $d = 2$

insert 8

the leaf node is full so
we must split it!



d entries

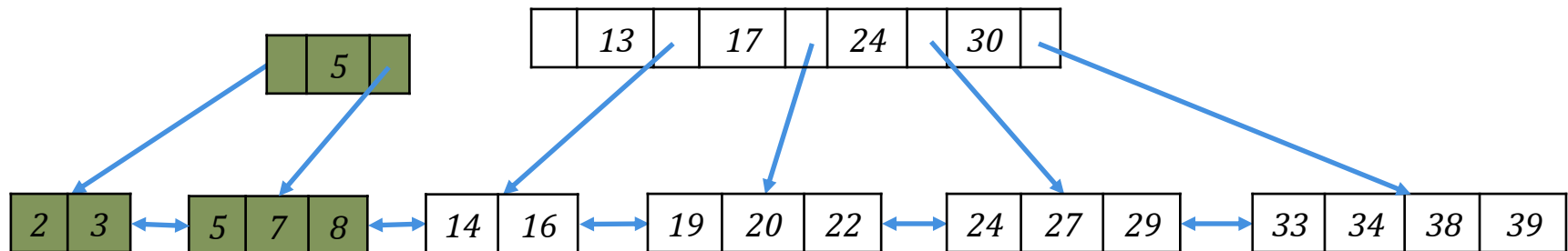
d+1 entries

INSERT: EXAMPLE

order $d = 2$

insert 8

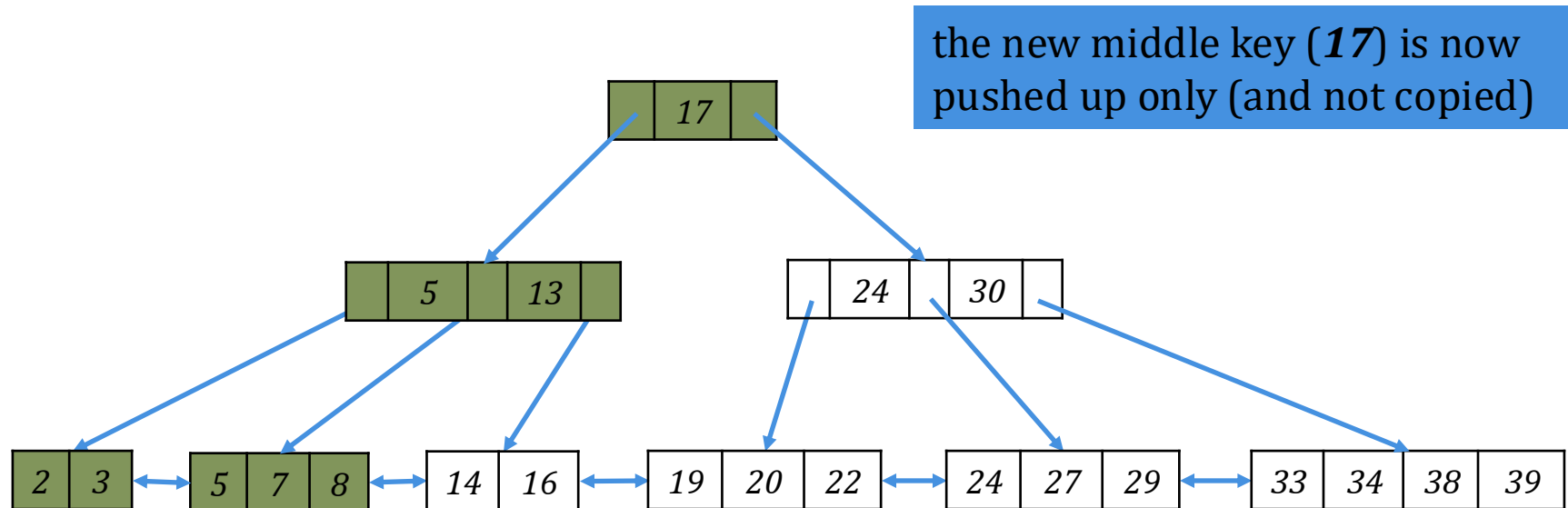
the middle key (5) must be copied up,
but the root node is full as well!



INSERT: EXAMPLE

order $d = 2$

insert 8



INSERT PROPERTIES

The B+ tree insertion algorithm has several attractive qualities:

- about the same cost as exact search
- it is ***self-balancing***: the tree remains balanced (with respect to height) even after multiple insertions

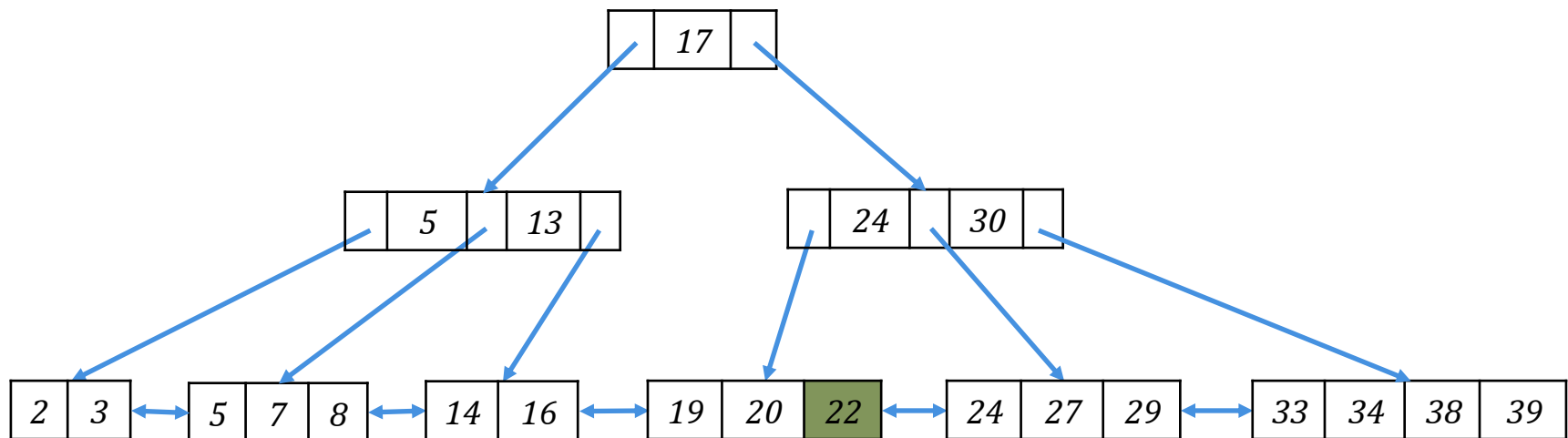
DELETE

- find the leaf node **L** where entry belongs
- remove the entry
 - If **L** is at least half-full, DONE!
 - If **L** has only $d-1$ entries,
 - Try to **redistribute** borrowing entries from a neighboring **sibling**
 - If redistribution fails, **merge L** and sibling
- If a merge occurred, we must delete an entry from the parent of **L**

DELETE : EXAMPLE 1

order $d = 2$

delete 22

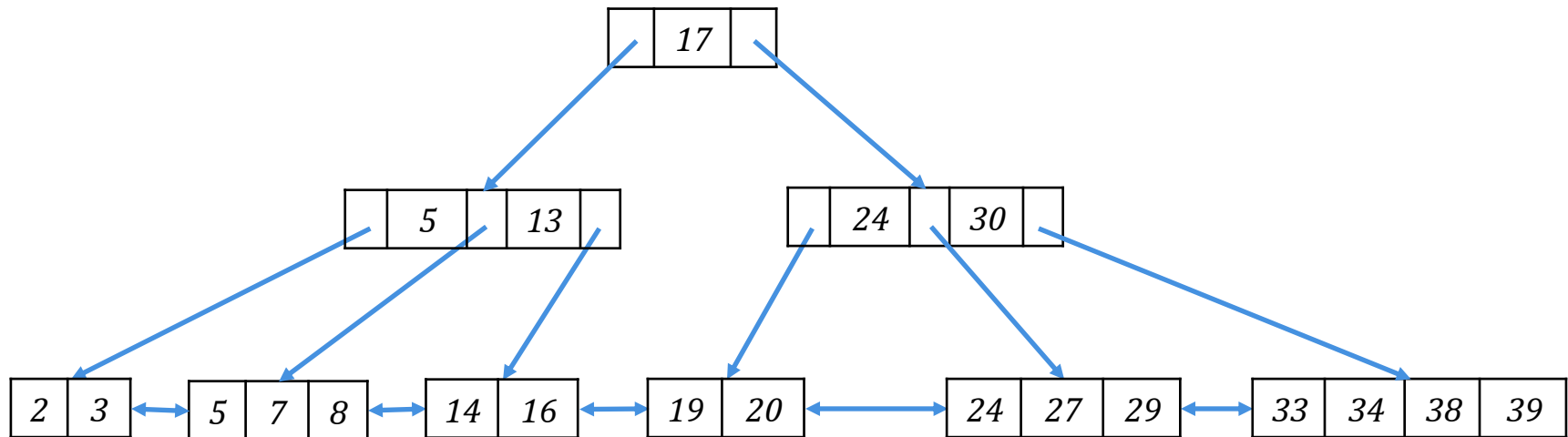


since by deleting 22 the node remains half-full, we simply remove it

DELETE : EXAMPLE 1

order $d = 2$

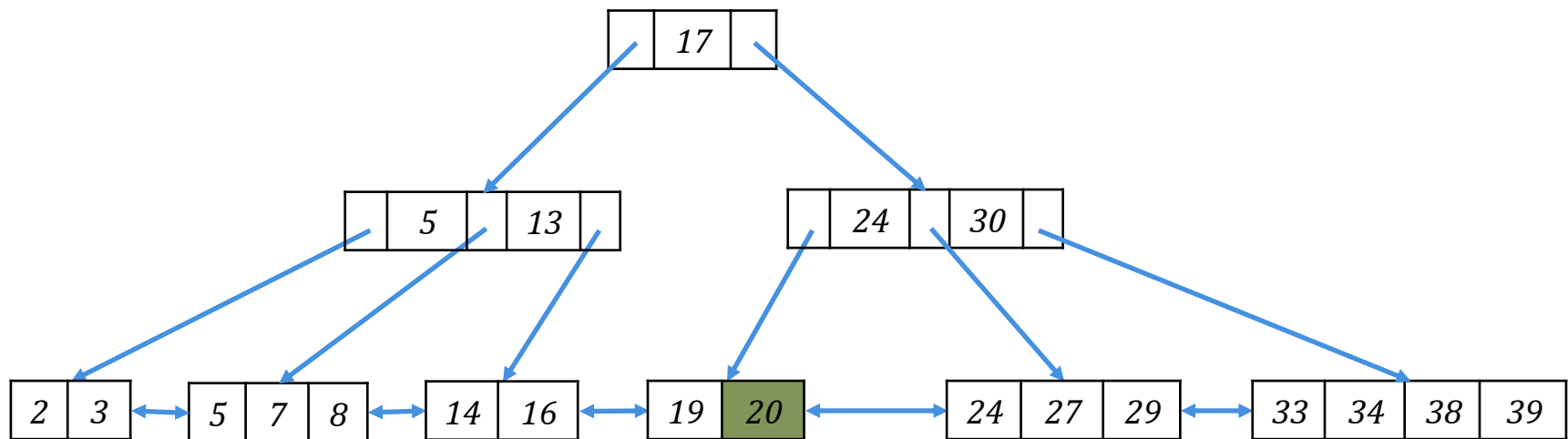
delete 22



DELETE : EXAMPLE 2

order $d = 2$

delete 20

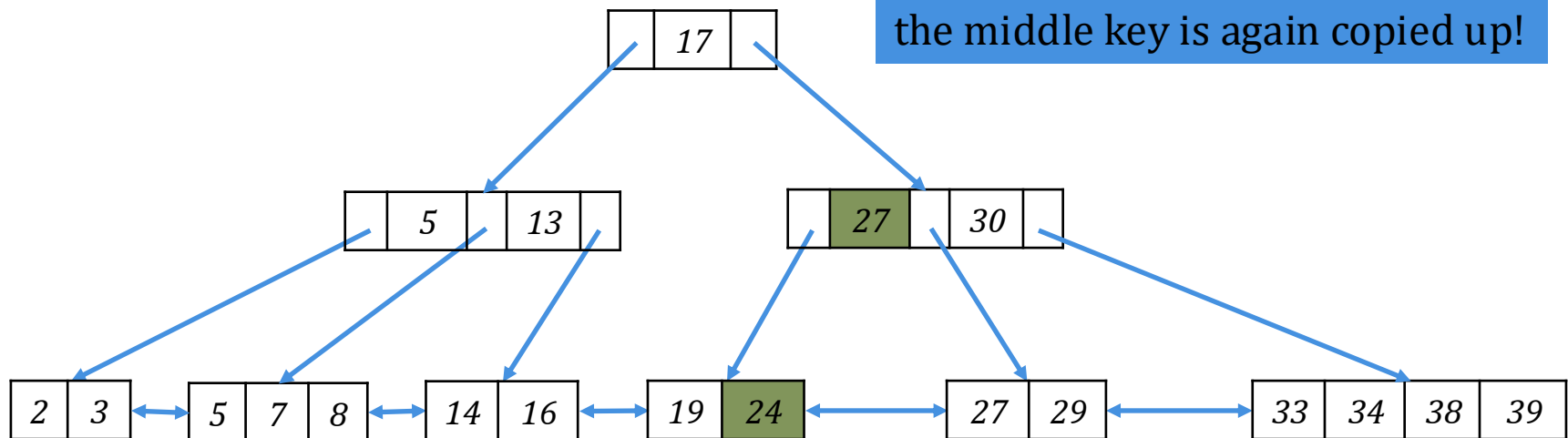


by removing 20 the node is not half-full anymore,
so we attempt to redistribute!

DELETE : EXAMPLE 2

order $d = 2$

delete 20

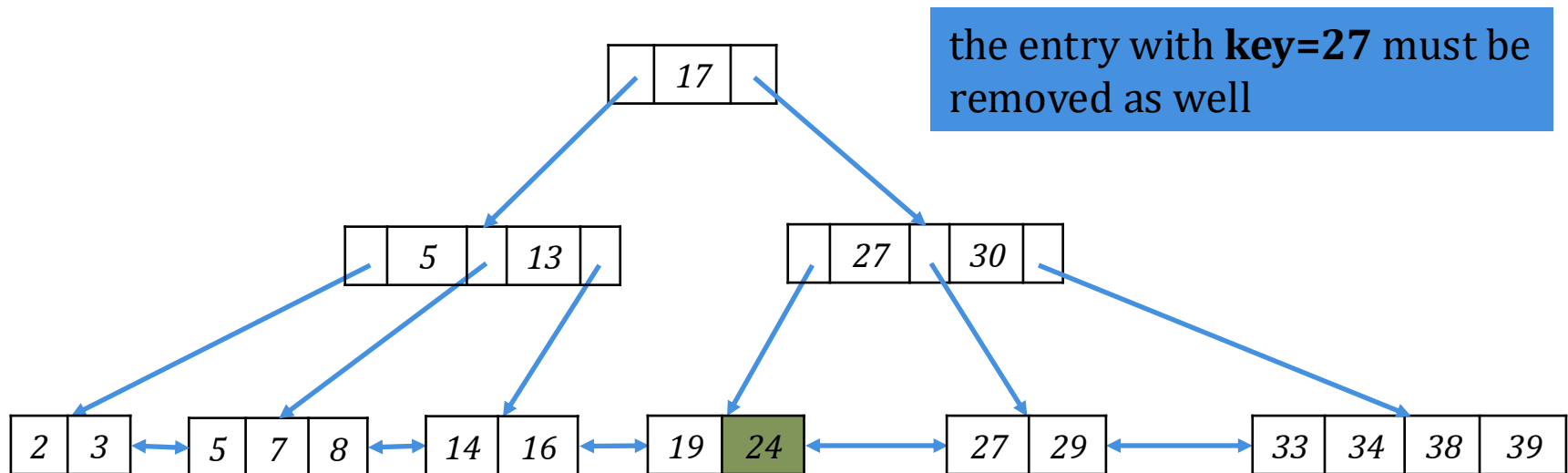


by removing 20 the node is not half-full anymore, so we attempt to redistribute!

DELETE : EXAMPLE 3

order $d = 2$

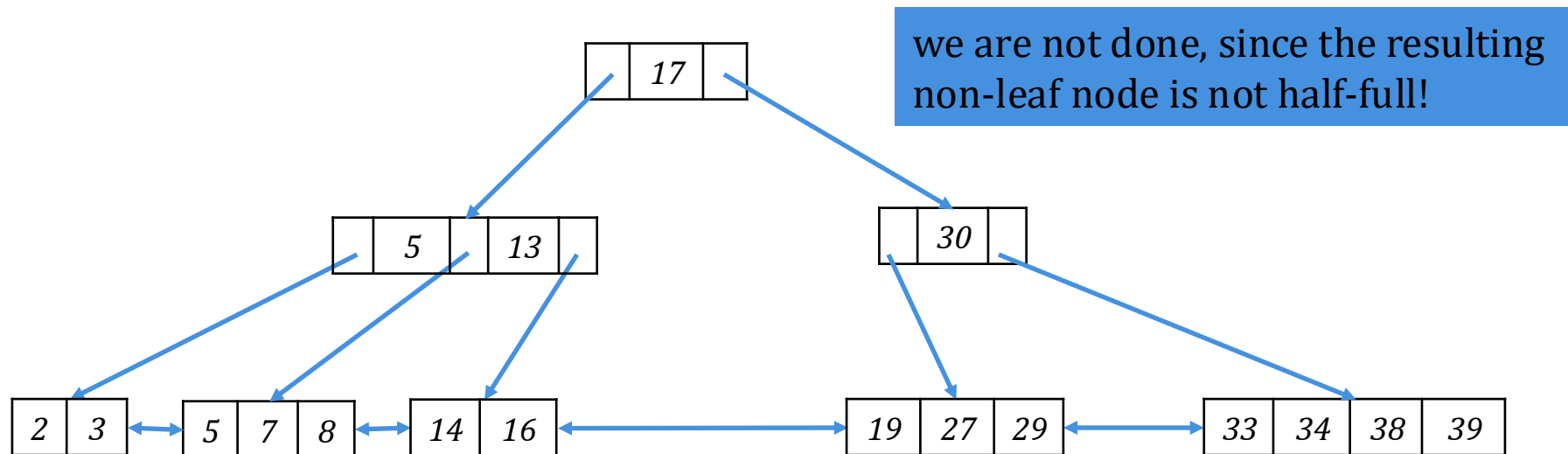
delete 24



DELETE : EXAMPLE 3

order $d = 2$

delete 24

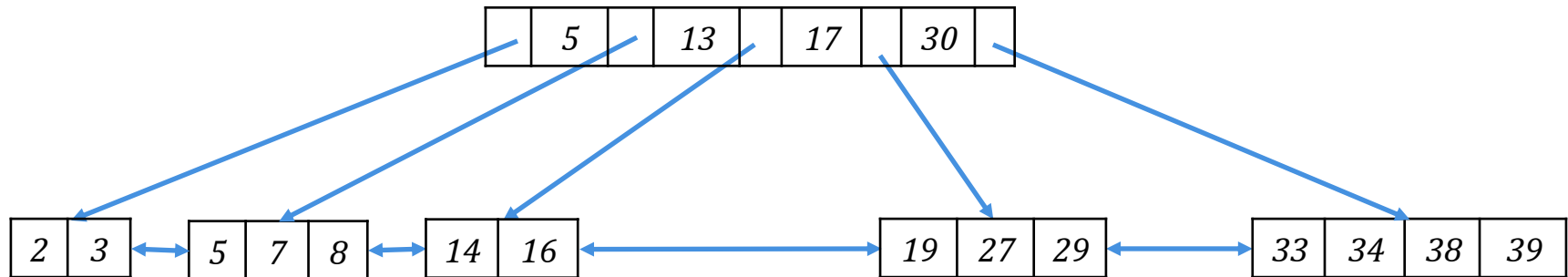


DELETE : EXAMPLE 3

order $d = 2$

delete 24

we are not done, since the resulting non-leaf node is not half-full!



MORE ON DELETE

- Redistribution of entries is also possible for the non-leaf nodes
- We can also try to redistribute using *all siblings*, and not only the neighboring one

DUPLICATES

Duplicate keys: many index entries with the same key value

- Solution #1
 - All entries with a given key value reside on a single page
 - Use overflow pages
- Solution #2
 - Allow duplicate key values in data entries
 - Modify search operation

B+ TREE DESIGN & COST

B+ TREE: FAN-OUT

fan-out f : the number of pointers to child nodes coming out of a non-leaf node

- compared to binary trees (fan-out = 2), B+ trees have a high fan-out ($d+1 \leq f \leq 2d+1$)
- the fan-out of B+ trees is dynamic, but we will typically assume it is constant for our cost model

B+ TREE: FILL-FACTOR

fill-factor F : the percent of available slots in the B+ tree that are filled

- it is usually < 1 to leave slack for (quicker) insertions!
- typical fill factor $F = 2/3$

B+ TREE: HEIGHT

height h : the number of levels of the non-leaf nodes

- the height is at least 1 (root node)
- high fan-out \rightarrow smaller height \rightarrow less I/O per search
- typical heights of B+ trees: 3 or 4

B+ TREE: EXAMPLE

- page size $P = 4000$ bytes
- search key size = 30 bytes
- address size = 10 bytes
- fill-factor $F = 2/3$
- number of records = 2,000,000

- We assume that the index entries store only the search key and the address of tuple
- We assume no duplicate entries

B+ TREE: EXAMPLE

What is the order d and fan-out f ?

- each non-leaf node stores up to $2d$ values of the key + $(2d+1)$ addresses for the children pages
- to fit this into a single page, we must have:

$$2d \cdot 30 + (2d + 1) \cdot 10 \leq 4000$$
$$d \leq 49$$

since a maximum capacity node has $2d = 98$ slots, and the fill-factor is $2/3$, the fan-out is $f = 1 + \left(98 * \frac{2}{3}\right) \sim 66$

B+ TREE: EXAMPLE

How many leaf pages are in the B+ tree?

- we assume for simplicity that each leaf page stores only pairs of (key, address)
- each pair needs $30+10 = 40$ bytes
- to store 2,000,000 such pairs with fill-factor $F = 2/3$, we need:

$$\#leaves = (2,000,000 * 40) / (4,000 * F) = 30,000$$

B+ TREE: EXAMPLE

What is the height h of the B+ tree?

- we calculated that we need to index $N = 30,000$ pages
- $h = 1$ -> indexes f pages
- $h = 2$ -> indexes f^2 pages
- ...
- $h = k$ -> indexes f^k pages

height must be $h = \lceil \log_f N \rceil$

for our example, $h = \lceil \log_{66} 30,000 \rceil = 3$

B+ TREE: EXAMPLE

What is the total size of the tree?

- $\text{\#pages} = 1 + 66 + 66^2 + 30,000 = 34,423$
- the top levels of the B+ tree do not take much space and can be kept in the buffer pool
 - *level 0* = 1 page \sim 4 KB
 - *level 1* = 66 pages \sim 264 KB
 - *level 2* = 4,356 pages \sim 18 MB

COST MODEL FOR SEARCH

To do equality search:

- we read one page per level of the tree
- levels that we can fit in buffer are free!
- finally, we read in the actual record

$I = 0$ if the record is stored at the leaf node, otherwise $I = 1$

$$\text{I/O cost} = h - L_B + 1 + I$$

If we have B available buffer pages, we can store L_B levels of the B+ Tree in memory:

- L_B is the number of levels such that the sum of all the levels' nodes fit in the buffer:

$$B \geq 1 + f + \dots + f^{L_B - 1}$$

COST MODEL FOR SEARCH

To do range search:

- we read one page per level of the tree
- levels that we can fit in buffer are free!
- we read sequentially the pages in the range

$$\text{I/O cost} = h - L_B + OUT$$

Here, OUT is the I/O cost of loading the additional leaf nodes we need to access + the I/O cost of loading each *page* of the results