Project 4

Title: *Implementation of a simple Zone Map*

Background: A zone map is like a coarse index that maintains minimum/maximum value ranges of one or more specified columns over contiguous sets of data blocks or rows, called zones of a table [1]. A zone map helps in data pruning of both single keys and a range of keys. The queried key/range of keys is first checked with the min/max values of every block/zone before scanning within the block, thereby reducing query latency.

Simple sorted array/vector: 2 3 4 6 • • • max max max max max Zonemap: 21,22,...25,...30 1,2,...6,7...,10 11,12,...15,...20 31,32,...35,...40 min min min min min

Objective: The objective of the project is to implement a simple zone map and evaluate its performance on both point and range queries. The workflow for this is as the following.

- (a) Implement a zone map (vanilla implementation). Develop by cloning the API available to you from me. This API contains a header file with basic functionality definitions for a zone map. You are free to modify certain components to improve performance. Note that you are expected to build a more extensive testing infrastructure.
- (b) A simple query generator (point queries) is included in main.cpp file that tests the entire domain along with a few non-existing queries. For range queries, divide the entire domain into 4 batches of 10% elements each (10-20, 30-40, 60-70, 80-90). Perform a range query on each of the batches and report the average over all the results. For testing purposes, a workload generator is also included, that generates integers in a given domain with desirable noise.
- (c) Test the zone map with different workloads for both point and range queries. Use the number of elements in the domain to be 1 Million and 5 Million integers. For noise%, generate workloads of 0%, 5% and 25%. Use a standard 5% for the window threshold. The execution time outputs must be written either onto the terminal or to a log file.

Note: Noise(%) is the percentage of total elements out of order. WindowThreshold(%) is the window within which an out of order element can occur from its original position.

Deliverables: Zone map implementation code that runs the test cases. It is **required** to have comments within the implementation, that explains various design decisions.