

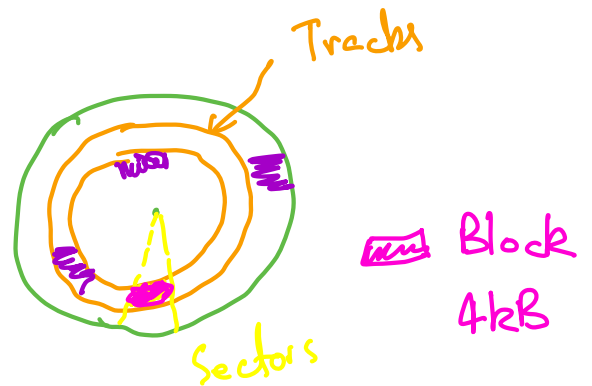
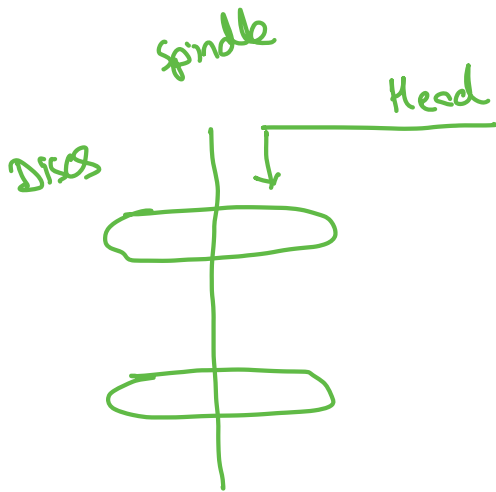
RDBMS-3

Indexing + ACID

DB → ACID

RAM → volatile / non persist

HDD/SSD → non volatile / persistent



dB

sid	sAddress	sCity	sSubject.....	<u>1kB</u>
⋮				
<u>10,000</u> rows				

dB size = 10,000 kB ~ 10 MB

Each block $\sim 4kB$

Total = 10,000kB

\Rightarrow No of Blocks = 2500 blocks \rightarrow Spread Across

Q \rightarrow Give me all data for student id = 120.

sid \rightarrow Block x \rightarrow 120 \rightarrow Block x

Indexing

I Simplest

sid	BlockId
1	B_A
2	B_B
120	<u>B_I</u>
10,000	B_X

\rightarrow 16 bytes \rightarrow 16 bytes \rightarrow 32 bytes

\downarrow
keep on disk

Each block $\rightarrow 4kB$

Each row = 32

Each Block = $\frac{4000}{32}$ rows

$\rightarrow \sim 128$

RAM size = 8kB

Index table = $\frac{10000}{128}$

<sid = 120>

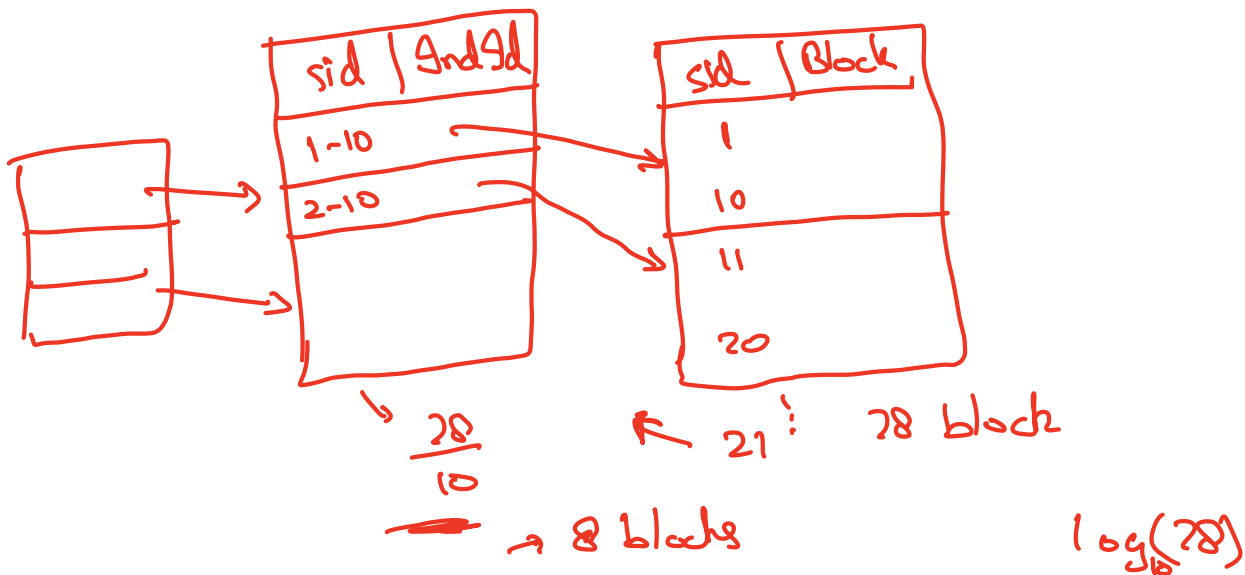
≈ 78 blocks

Total Disk blocks reads = $78 + 1$
 \downarrow to get data from block
 to find correct
 row in Index

$L = 0$
 $R = 10,000$ \rightarrow $M = \frac{L+R}{2}$
 Find Index 120 \downarrow
 $120 = M$?

$L = 0$
 $R = 10,000$ $\rightarrow M = 500$
 as 120 sid is in whichever block 500 is in?

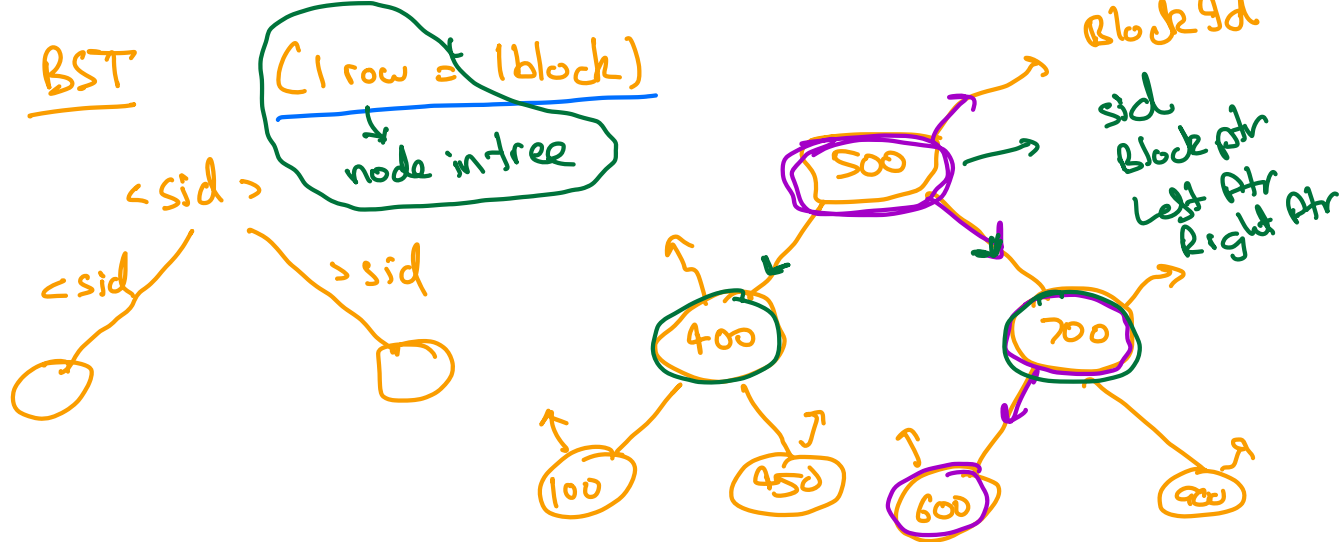
Multi level Index



Blocks overhead

\rightarrow Update or add index

II BST



Total n nodes in tree

↳ $\log(n)$ → number of rows = number of blocks

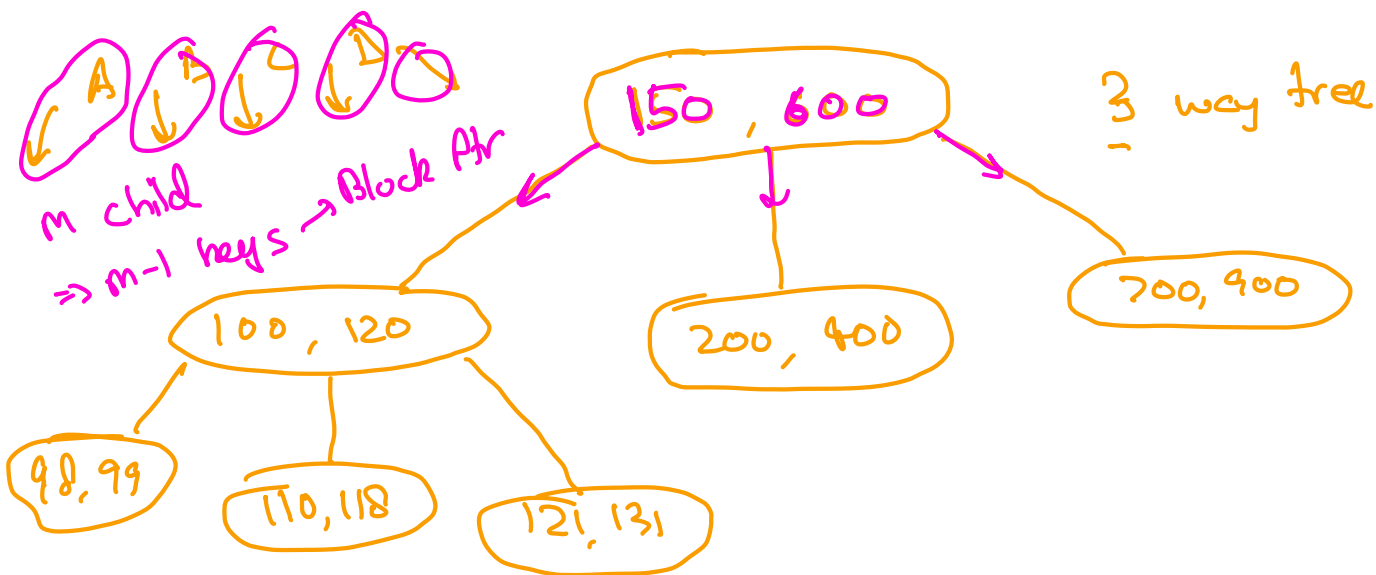
Problems

→ 1. In each node, storing very less. ⇒ way more blocks



III M-way Tree → Skewed is possible!

→ BST with multiples key & multiple children



Each node will have $\rightarrow m-1$ keys $\Rightarrow (m-1)$ Block ptr
 m child pointers

Size of each node \leq Block size

10,000 rows \rightarrow 1 row per node = 10k nodes
 \rightarrow 10 row --- = 1k nodes
5 row? = 200 nodes

Size of each node = $(m-1) \times \text{Size of key}$
 $+ (m-1) \times \text{Size of Block Pointer}$
 $+ m \times \text{Size of Child Ptr}$
 $\leq \text{Size of Block}$

$$(m-1) \times \underline{16} + (m-1) \times 16 + m \times 16 \leq 4k\text{B}$$

\downarrow

$$m \leq \underline{84}$$

B Tree

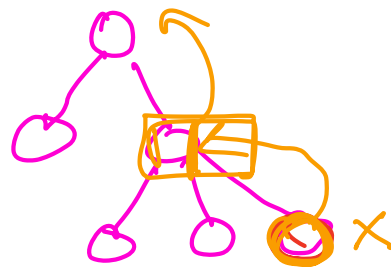
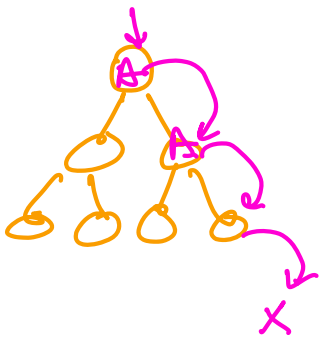
\rightarrow self balancing M way tree

1. Each node must contain at most m children

2. Every non leaf & non root node must have at least $m/2$ children

\rightarrow 3. Root must have at least 2 children

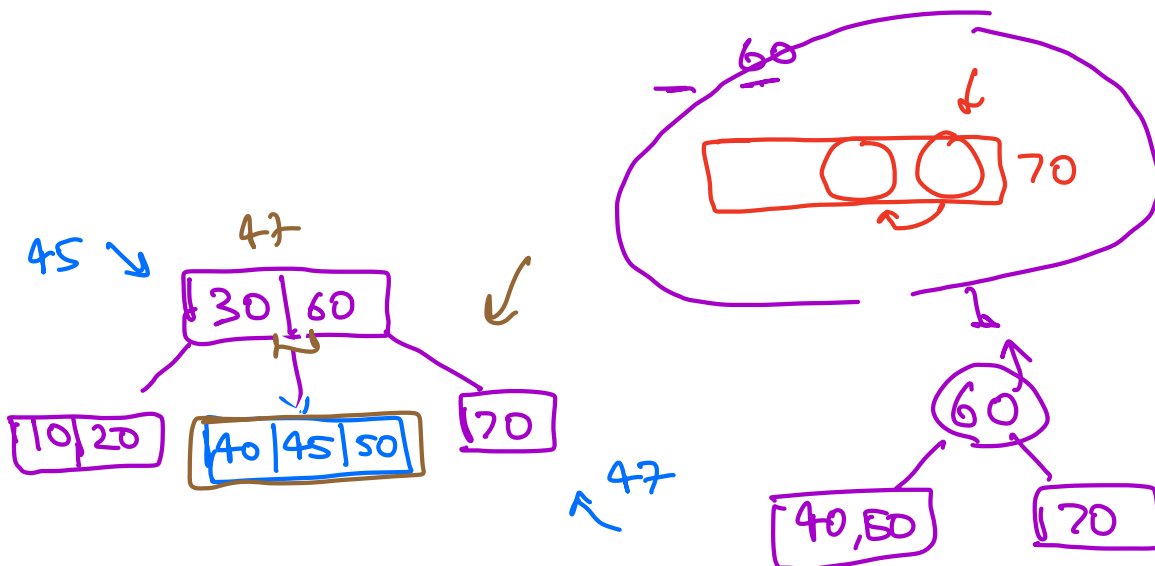
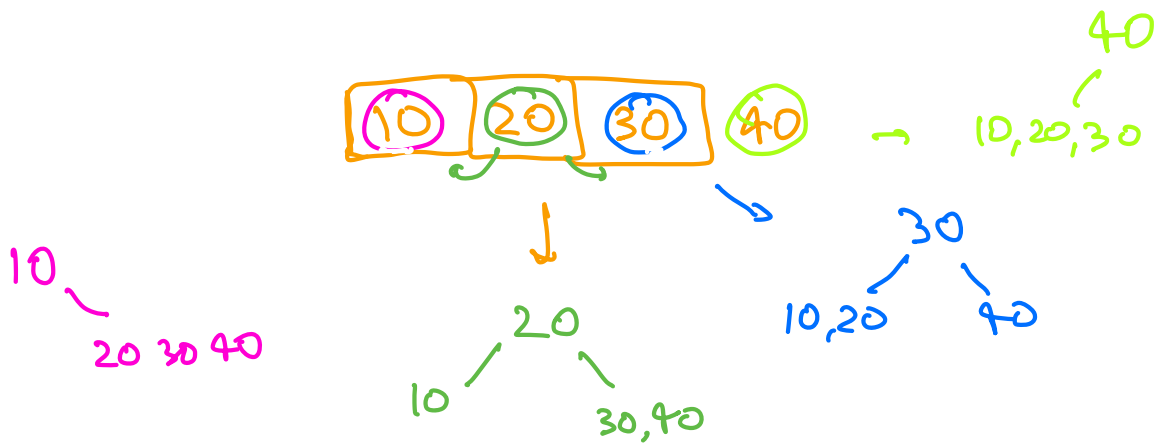
\rightarrow 4. Trees are created in bottom up

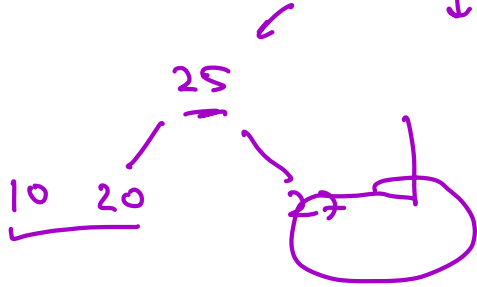


Insertion

10, 20, 30, 40, 50, 60, 70, 80

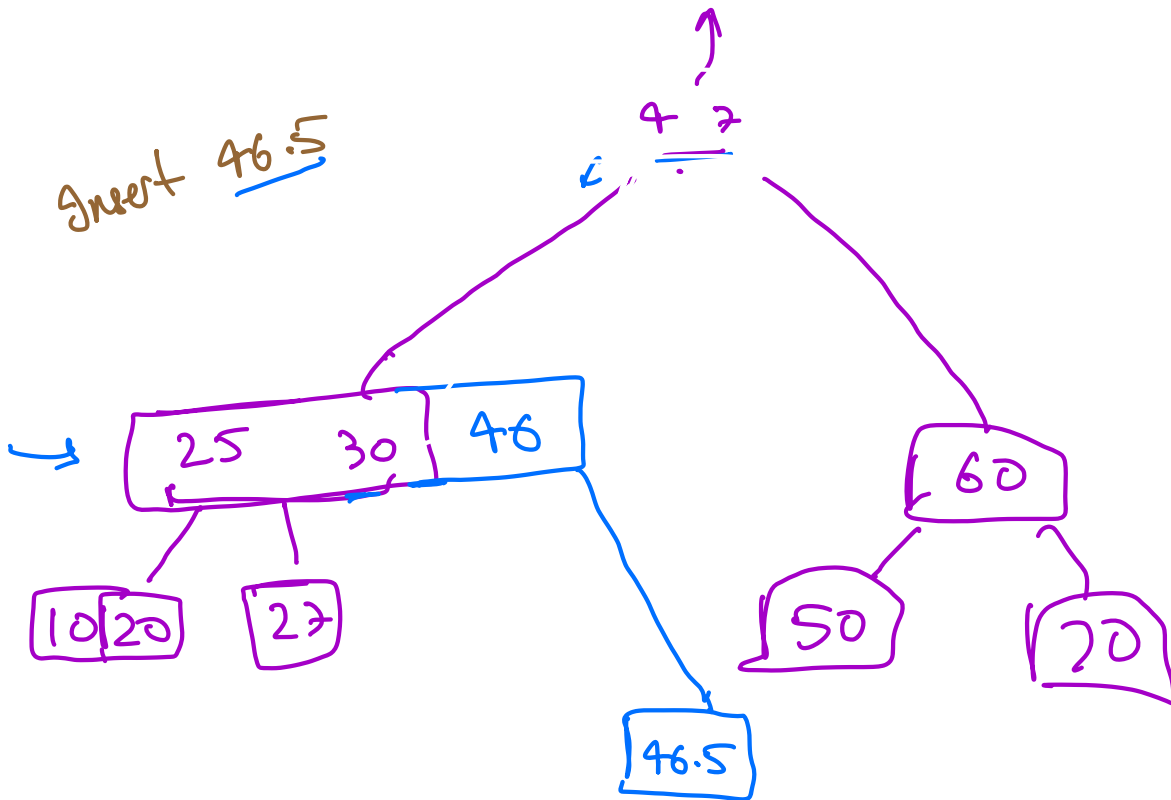
4 way \Rightarrow 3 keys





↓
27

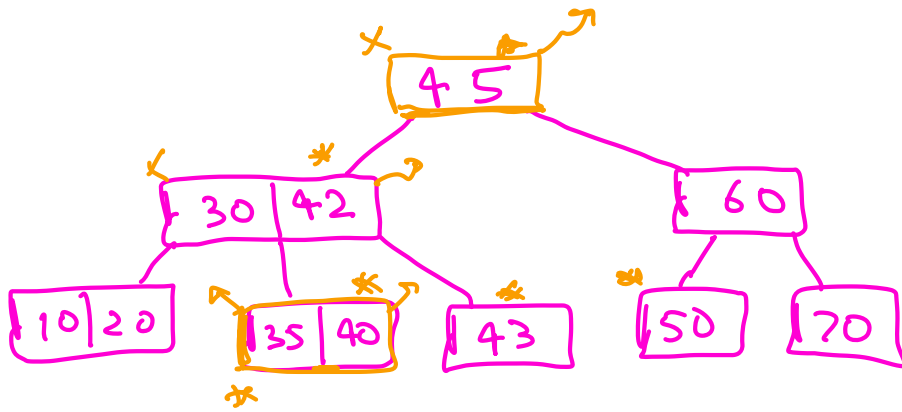
Insert 46.5



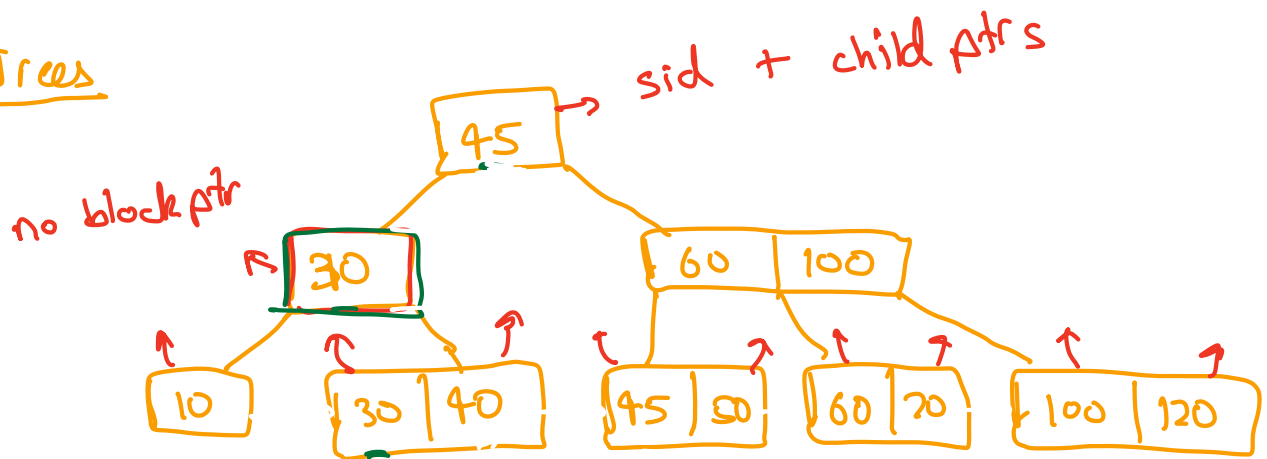
Problem

Range Queries → Give me all indexes → 35 - 50

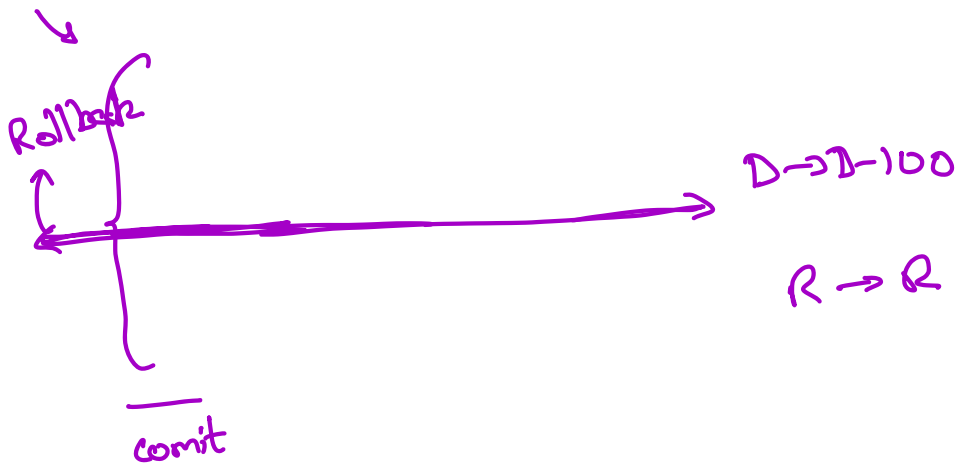
$$\text{Blocks read} = (R - L) \times \log(n)$$



B+ Trees



→ either entire T completes properly or it has no effect



Consistency

Balance $\geq 0 \rightarrow$ Data Integrity

either execution will follow consistency or fail

$D \rightarrow 200$

$D = D - 300$

$E \rightarrow D = D - 100 \checkmark$

fail

Isolation → guarantees that multiples atomic executions at the same time will not impact each other

running

$D = 500 \rightarrow 400$

$R = 1000 \rightarrow 1100 \rightarrow 900$

$A = 1000 \rightarrow 1100$

$D \xrightarrow{100} R, \quad R \xrightarrow{100} A$
 \downarrow
 \checkmark get(D) $\rightarrow D' = \underline{500}$ \checkmark get(R) $\rightarrow R'' = \underline{1000}$
 \checkmark get(R) $\rightarrow R' = \underline{1000}$ \checkmark get(A) $\rightarrow A' = \underline{1000}$
 \checkmark update D = $D' - 100$ \checkmark update R = $R'' - 100 \rightarrow$
 \checkmark update R = $R' + 100 \rightarrow 1100$ \checkmark update A = $A' + 100 \rightarrow$

Durability

↳ Power loss / System Crash / mal function etc → data will persist