



# **CS354: DATABASE**

**Storage, File Organization, Indexing & Hashing**

# CLASSIFICATION OF PHYSICAL STORAGE MEDIA

- **Speed** with which data can be accessed
- **Cost** per unit of data
- **Reliability**
  - data loss on power failure or system crash
  - physical failure of the storage device
- Can differentiate storage into:
  - **volatile storage:**
    - loses contents when power is switched off
  - **non-volatile storage:**
    - Contents persist even when power is switched off.
    - Includes secondary and tertiary storage, as well as battery backed up main-memory.



# CACHE

- Fastest and most costly form of storage
- Volatile in nature
- Managed by the computer system hardware
- This is to compensate the speed difference between the main memory access time and processor logic

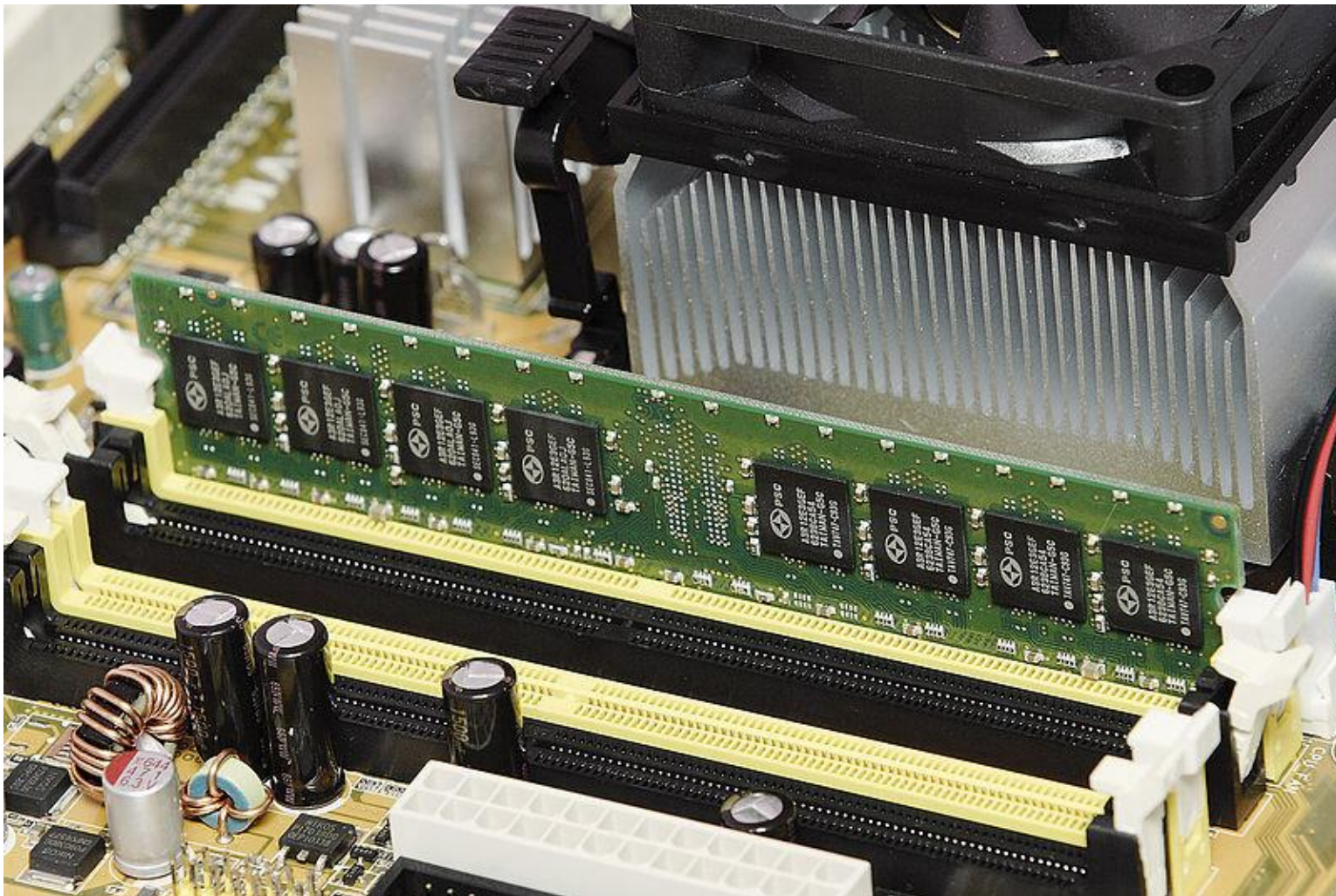


# MAIN MEMORY

- **Fast access** (10s to 100s of nanoseconds; 1 nanosecond =  $10^{-9}$  seconds)
- Generally **too small** (or too expensive) to store the entire database
- Capacities of up to a few ***Gigabytes*** widely used currently
- Capacities have gone up and per-byte costs have decreased steadily and rapidly (roughly factor of 2 every 2 to 3 years)
  - **Volatile** — contents of main memory are usually lost if a power failure or system crash occurs.



# MAIN MEMORY



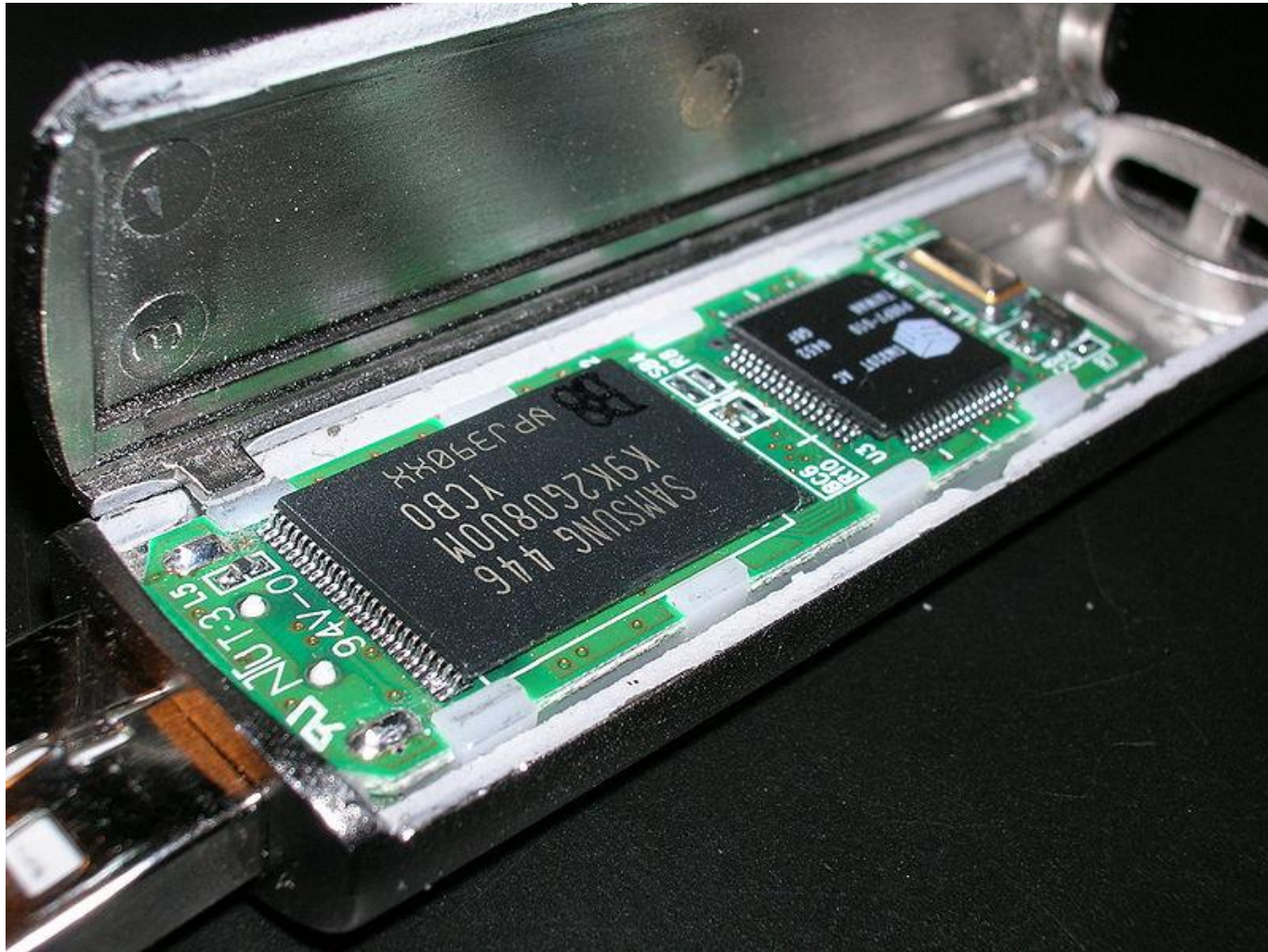
# FLASH MEMORY

- Data **survives** power failure
- Data can be **electrically erased** and **reprogrammed**
- Can support only a limited number (around 1M) of write/erase cycles.
- **Reads** are roughly as **fast** as main memory
- But **writes** are **slow** (few microseconds), erase is **slower**
- Widely used in embedded devices such as digital cameras, phones, and USB keys





# FLASH MEMORY



# MAGNETIC DISK

- Much **slower access** than main memory
- Data is stored on spinning disk, and read/written **magnetically**
- Primary medium for the long-term storage of data; typically stores entire database.
- Data must be moved from disk to main memory for access, and written back for storage
  - **direct-access** – possible to read data on disk in any order, unlike magnetic tape
  - Capacities range up to roughly few TBs
    - Much **larger capacity** and **cost/byte is less** than main memory/flash memory
    - Growing constantly and rapidly with technology improvements (factor of 2 to 3 every 2 years)
  - **Survives power failures** and system crashes
    - disk failure can destroy data, but is rare





# MAGNETIC DISK



# OPTICAL STORAGE

- non-volatile, data is read **optically** from a spinning disk using a **laser**
- CD-ROM (640 MB) and DVD (4.7 to 17 GB) most popular forms
- Blu-ray disks: 27 GB to 54 GB
- **Write-one, read-many (WORM)** optical disks used for archival storage (CD-R, DVD-R, DVD+R)
- **Multiple write versions** also available (CD-RW, DVD-RW, DVD+RW, and DVD-RAM)
- Reads and writes are slower than with magnetic disk
- **Juke-box** systems, with large numbers of removable disks, a few drives, and a mechanism for automatic loading/unloading of disks available for storing large volumes of data



# OPTICAL STORAGE



# TAPE STORAGE

- **non-volatile**, used primarily for **backup** (to recover from disk failure), and for **archival** data
- **sequential-access** – much slower than disk
- **very high capacity** (40 to 300 GB tapes available)
- tape can be removed from drive  $\Rightarrow$  storage costs much cheaper than disk, but drives are expensive
- Tape jukeboxes available for storing massive amounts of data
- hundreds of terabytes (1 terabyte = 1000 gigabytes) to even multiple **petabytes** (1 petabyte = 1000 terabytes)

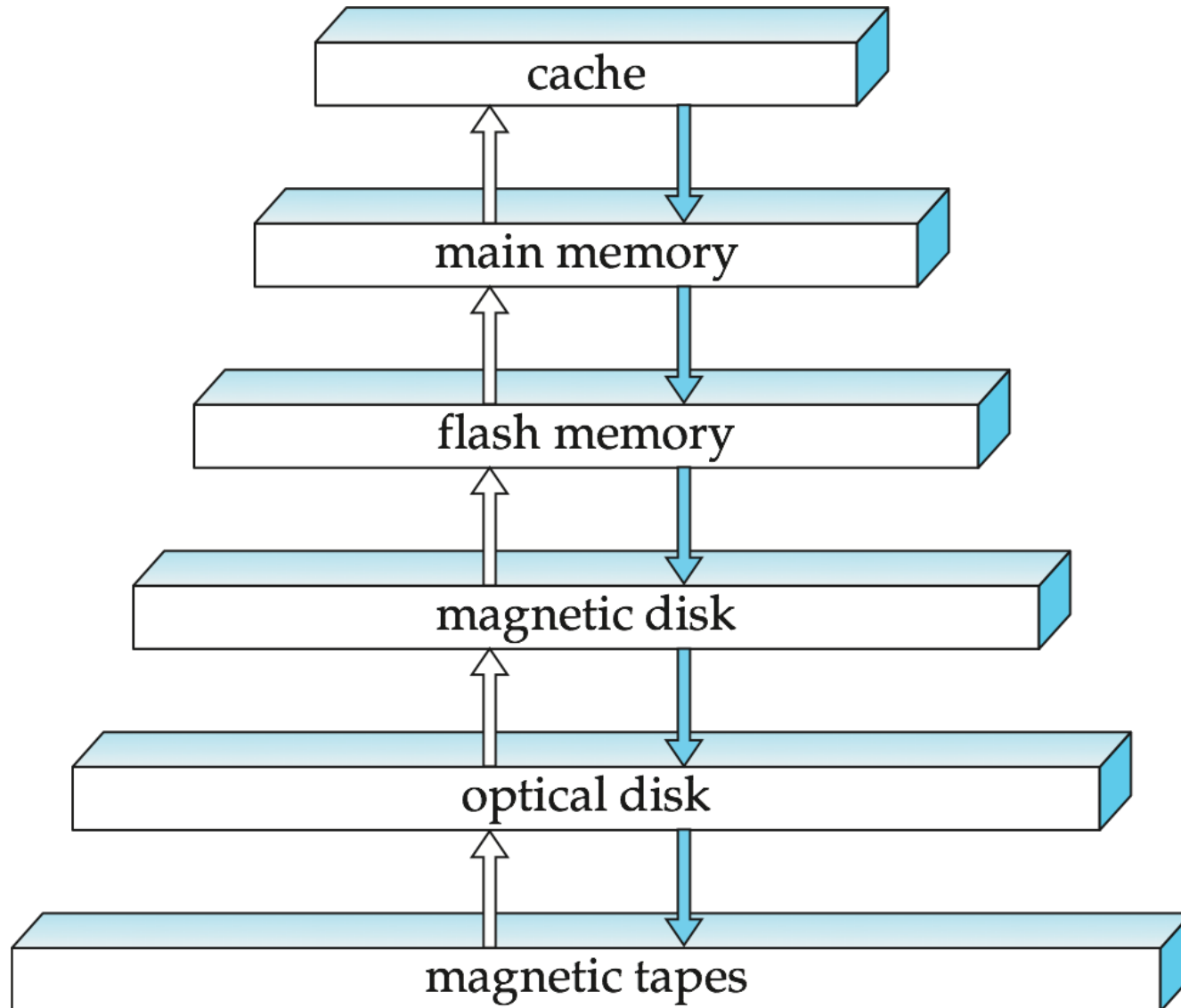


# TAPE STORAGE

From Computer Desktop Encyclopedia  
© 1999 The Computer Language Co. Inc.



# STORAGE HIERARCHY



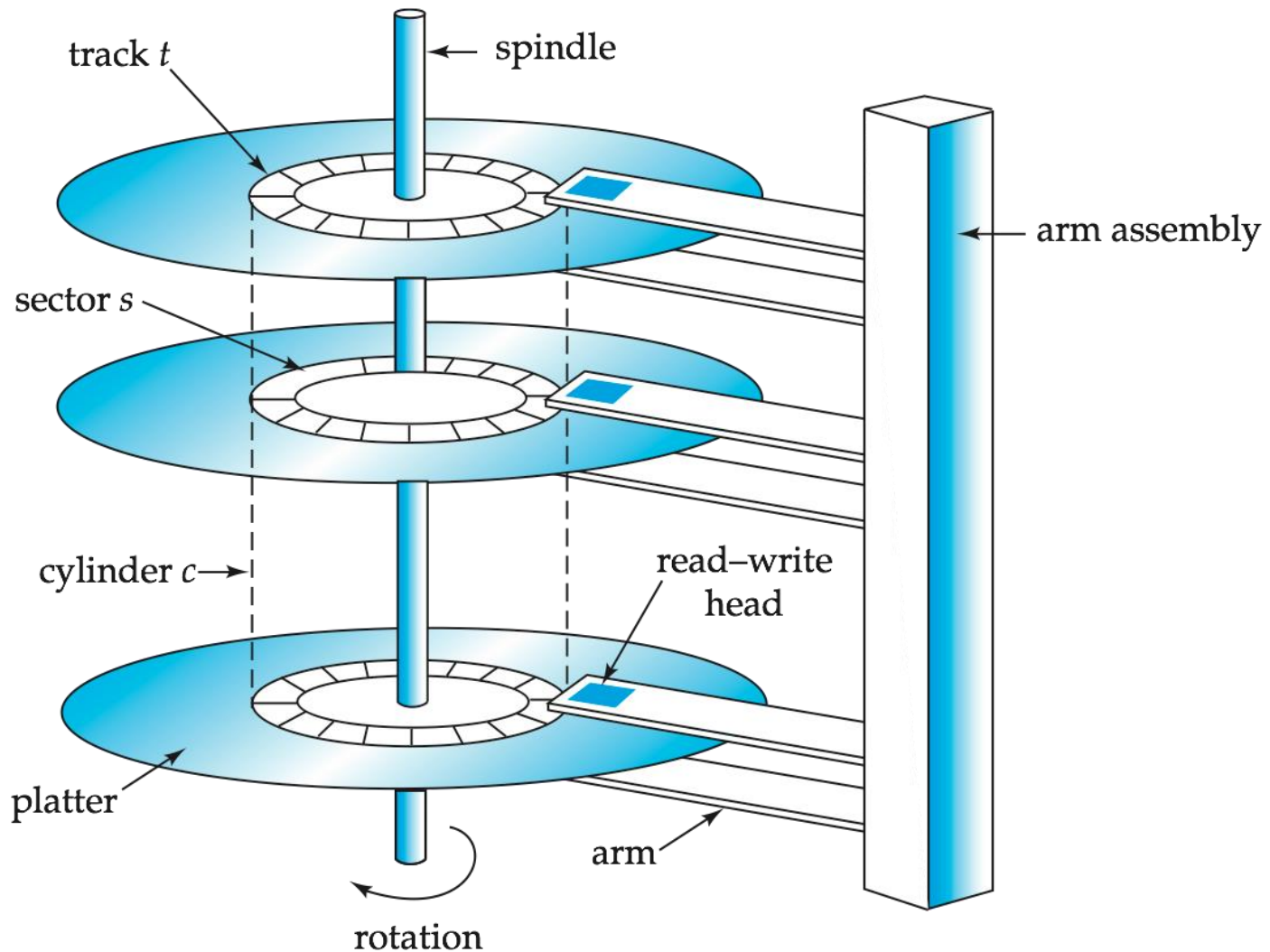


# STORAGE HIERARCHY (CONT.)

- **primary storage:** Fastest media but volatile (cache, main memory).
- **secondary storage:** next level in hierarchy, non-volatile, moderately fast access time
  - also called **on-line storage**
  - E.g. flash memory, magnetic disks
- **tertiary storage:** lowest level in hierarchy, non-volatile, slow access time
  - also called **off-line storage**
  - E.g. magnetic tape, optical storage



# MAGNETIC HARD DISK MECHANISM



**NOTE:** Diagram is schematic, and simplifies the structure of actual disk drives



# MAGNETIC DISKS

- **Read-write head**
  - Positioned very close to the platter surface (almost touching it)
  - Reads or writes magnetically encoded information.
- Surface of platter divided into circular **tracks**
  - Over 50K-100K tracks per platter on typical hard disks
- Each track is divided into **sectors**.
  - A sector is the smallest unit of data that can be read or written.
  - Sector size typically 512 bytes
  - Typical sectors per track: 500 to 1000 (on inner tracks) to 1000 to 2000 (on outer tracks)
- To read/write a sector
  - disk arm swings to position head on right track
  - platter spins continually; data is read/written as sector passes under head
- Head-disk assemblies
  - multiple disk platters on a single spindle (1 to 5 usually)
  - one head per platter, mounted on a common arm.
- **Cylinder**  $i$  consists of  $i^{\text{th}}$  track of all the platters



## MAGNETIC DISKS (CONT.)

- Earlier generation disks were susceptible to head-crashes
  - Surface of earlier generation disks had metal-oxide coatings which would disintegrate on head crash and damage all data on disk
  - Current generation disks are less susceptible to such disastrous failures, although individual sectors may get corrupted



# DISK CONTROLLER

- interfaces between the computer system and the disk drive hardware.
- accepts high-level commands to read or write a sector
- initiates actions such as moving the disk arm to the right track and actually reading or writing the data
- Computes and attaches **checksums** to each sector to verify that data is read back correctly
- Multiple disks connected to a computer system through a controller



# DISK BLOCK ACCESS

- Requests for disk I/O are generated both by the file system and by the virtual memory manager
- Each request specifies the address on the disk to be referenced
  - This address is in the form of *block number*
- A **block** is a **logical unit consisting of a fixed number of contiguous sectors**
  - It may range from 512 bytes to several kilobytes
- Data are transferred between disk and main memory in units of blocks





# PERFORMANCE MEASURES OF DISKS

- The main measures of the qualities of a disk are
  - Capacity
  - Access time
  - Data transfer rate
  - Reliability



# ACCESS TIME

- It is the time when a read/write request is issued to when data transfer begins
- It is also sum of *seek time* and *rotational latency time*
- **Seek time:** the time for repositioning the arm under correct track
  - Typically ranges from 2 to 30 milliseconds
- **Rotational latency time:** the time spent waiting for the sector to be appeared under read/write head
  - Typically ranges from 4 to 11.1 milliseconds per rotation
  - On an average half rotation is required for the beginning of the desired sector to appear under the head



# DATA TRANSFER RATE

- The rate at which the data can be retrieved from or stored to the disk
- Data transfer begins when the first sector of the data to be accessed has come under head
- Current disk systems claim to support maximum transfer rate of 25 to 40 megabytes per second



# MTTF: MEAN TIME TO FAILURE

- A measure of the **reliability** of the disk
- It is the amount of time that, on average, the system runs continuously without any failure
- According to vendors, the MTTF of disks ranges from 30,000 hrs to 1,200,000 hrs i.e., about 3.4 to 136 years



# REDUNDANT ARRAY OF INDEPENDENT DISKS (RAID)

- Disk organization techniques that manage a large numbers of disks, providing a view of a single disk of
  - **high capacity** and **high speed** by using multiple disks in parallel,
  - **high reliability** by storing data redundantly, so that data can be recovered even if a disk fails



- Originally a cost-effective alternative to large, expensive disks
  - ‘I’ in RAID originally stood for “inexpensive”
  - Today RAIDs are used for their higher reliability and performance, rather than for economic reasons.
    - The “I” is interpreted as independent





# IMPROVEMENT OF RELIABILITY VIA REDUNDANCY

- **Redundancy** – store extra information that can be used to rebuild information lost in a disk failure
- E.g., **Mirroring** (or **shadowing**)
  - **Duplicate** every disk. Logical disk consists of two physical disks.
  - Every **write** is carried out on both disks
  - **Reads** can take place from either disk
  - If one disk in a pair fails, **data** is still **available** in the other
  - **Data loss** would occur only if a disk fails, and its mirror disk also fails before the system is repaired
  - Probability of combined event is very small
  - Except for dependent failure modes such as fire or building collapse or electrical power surges



- **Mean time to data loss** depends on **mean time to failure**, and **mean time to repair**
- Power failure, natural disasters such as earthquake, fire, floods may result in the damage of both disks at the same time



# IMPROVEMENT IN PERFORMANCE VIA PARALLELISM

- Two main goals of parallelism in a disk system:
  1. Load balance multiple small accesses to increase throughput
  2. Parallelize large accesses to reduce response time.
- Improve transfer rate by striping data across multiple disks.
  - Bit level striping
  - Block level striping



# BIT-LEVEL STRIPING

- **Bit-level striping** – split the bits of each byte across multiple disks
  - In an array of eight disks, write bit  $i$  of each byte to disk  $i$ .
  - Each access can read data at eight times the rate of a single disk.
  - But seek/access time worse than for a single disk
  - Bit level striping is not used much any more



# BLOCK-LEVEL STRIPING

- **Block-level striping** – with  $n$  disks, block  $i$  of a file goes to disk  $(i \bmod n) + 1$ 
  - Requests for different blocks can run in parallel if the blocks reside on different disks
  - A request for a long sequence of blocks can utilize all disks in parallel



# RAID LEVELS

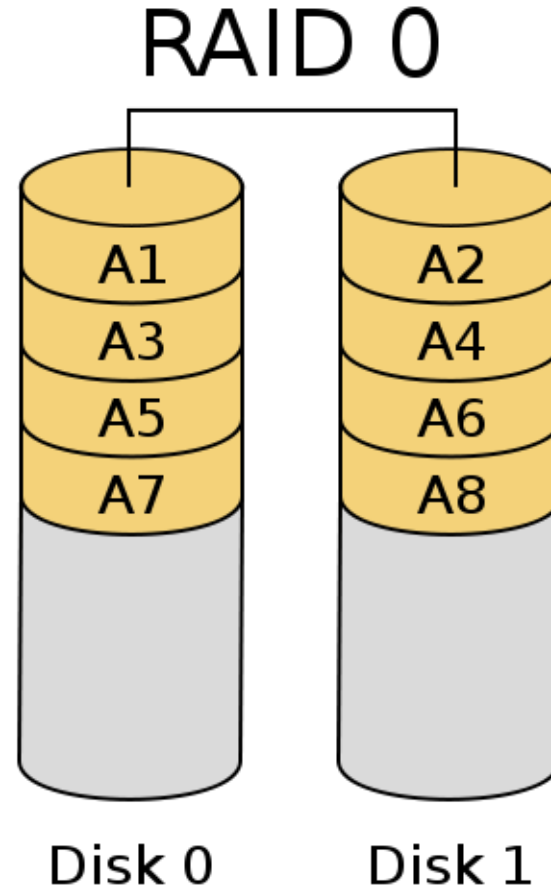
- **Mirroring** provides high reliability but it is expensive
- **Striping** provides high data transfer rates, but does not improve reliability
- Schemes to provide redundancy at lower cost by using disk striping combined with parity bits
- Different RAID organizations, or RAID levels, have differing cost, performance and reliability characteristics





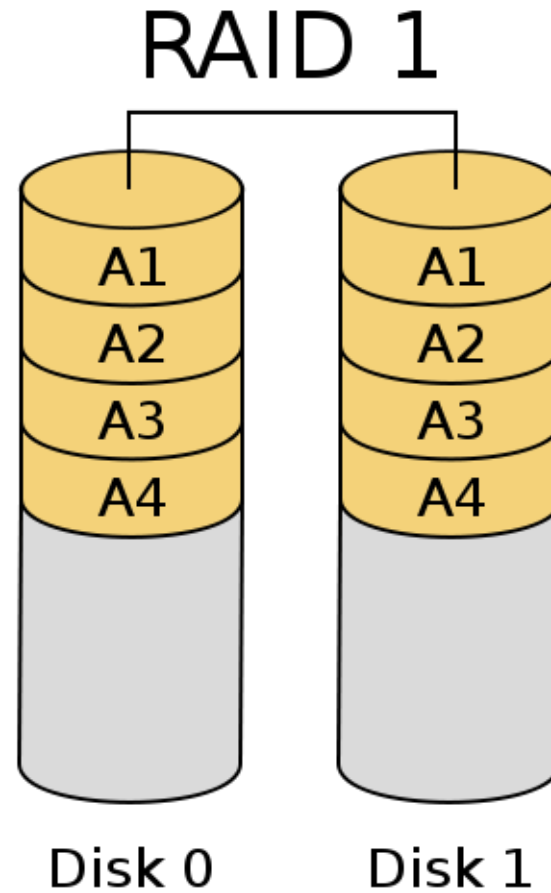
# RAID 0

- **RAID Level 0:** Block striping; non-redundant.
  - Data are split up in blocks that get written across all the drives in the array
  - It is ideal for non-critical storage of data that have to be read/written at a high speed



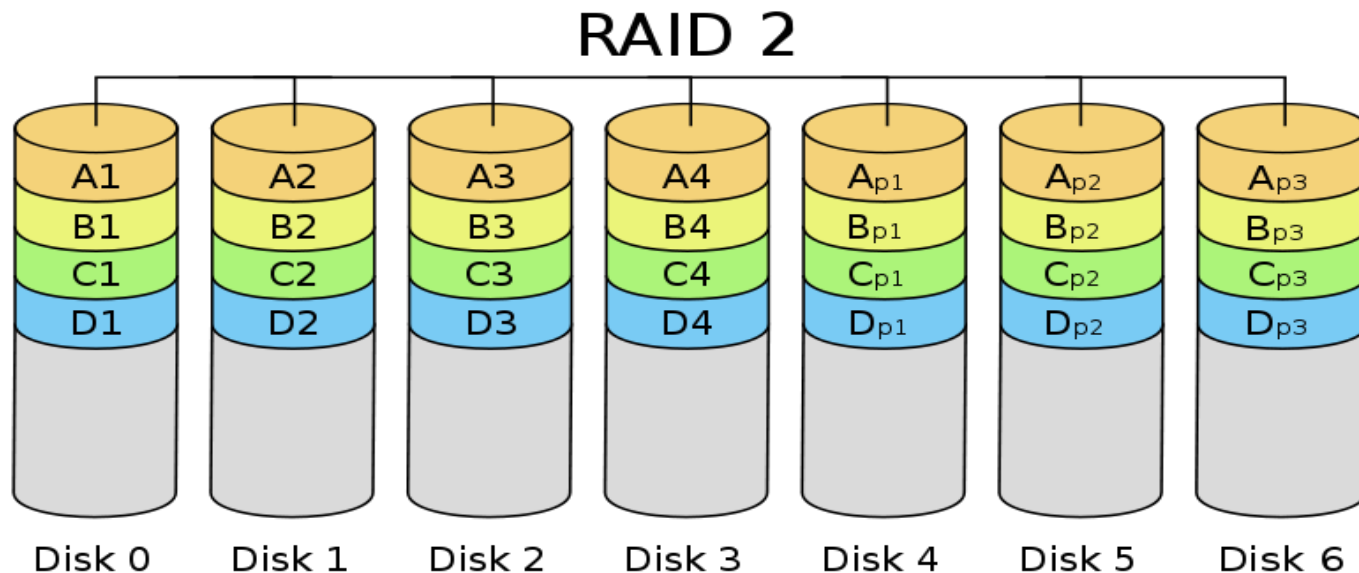
# RAID 1

- **RAID Level 1: Mirrored disks**
- Data are stored twice by writing them to the both the data disk(s) and a mirror disk(s)
- **RAID Level 1+0 or 10:** if RAID 1 is combined with RAID 0 to improve performance
- RAID-1 is ideal for mission critical storage, for instance for accounting systems. It is also suitable for small servers in which only two disks will be used.
- Popular for applications such as storing log files in a database system.



# RAID 2

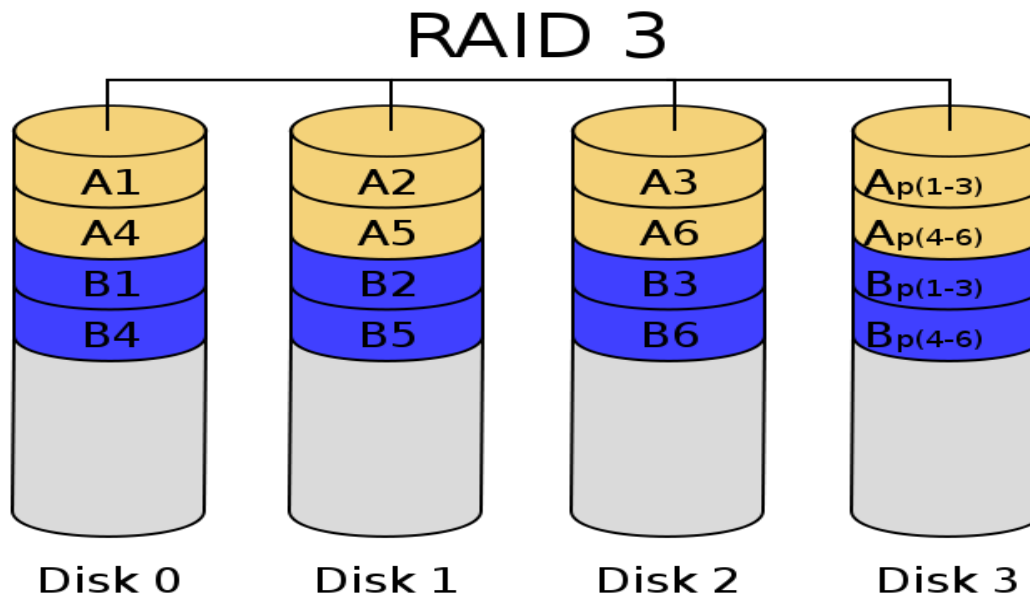
- **RAID Level 2: Memory-Style Error-Correcting-Codes (ECC) with bit striping.**



# RAID 3

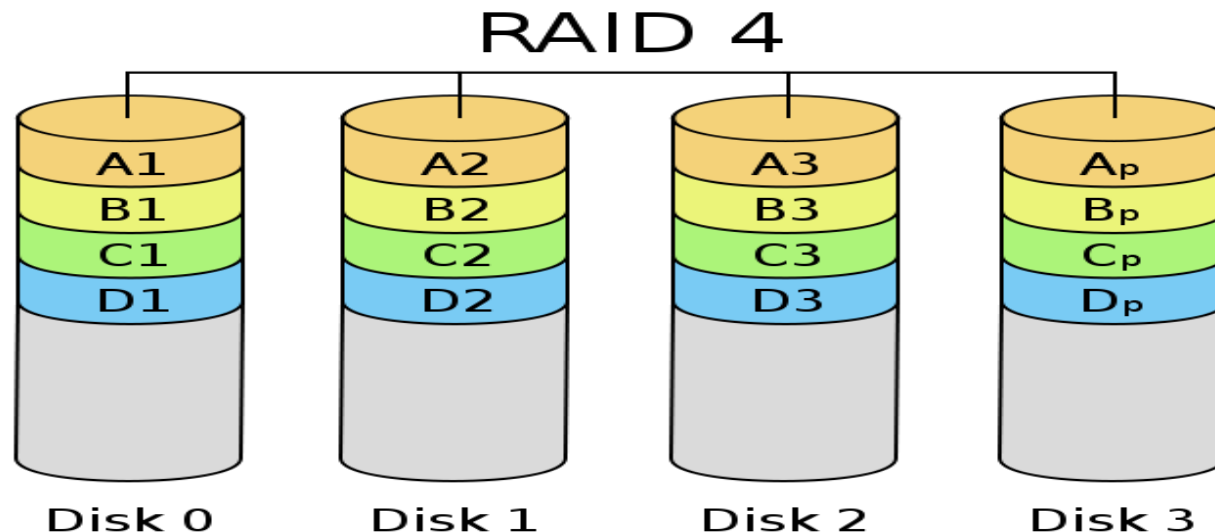
## ○ RAID Level 3: Bit-Interleaved Parity

- a single parity bit is enough for error correction, not just detection, since we know which disk has failed
  - When writing data, corresponding parity bits must also be computed and written to a parity bit disk
  - To recover data in a damaged disk, compute XOR of bits from other disks (including parity bit disk)



# RAID 4

- **RAID Level 4: Block-Interleaved Parity**; uses block-level striping, and keeps a parity block on a separate disk for corresponding blocks from  $N$  other disks.
  - When writing data block, corresponding block of parity bits must also be computed and written to parity disk
  - To find value of a damaged block, compute XOR of bits from corresponding blocks (including parity block) from other disks.



# RAID LEVELS (CONT.)

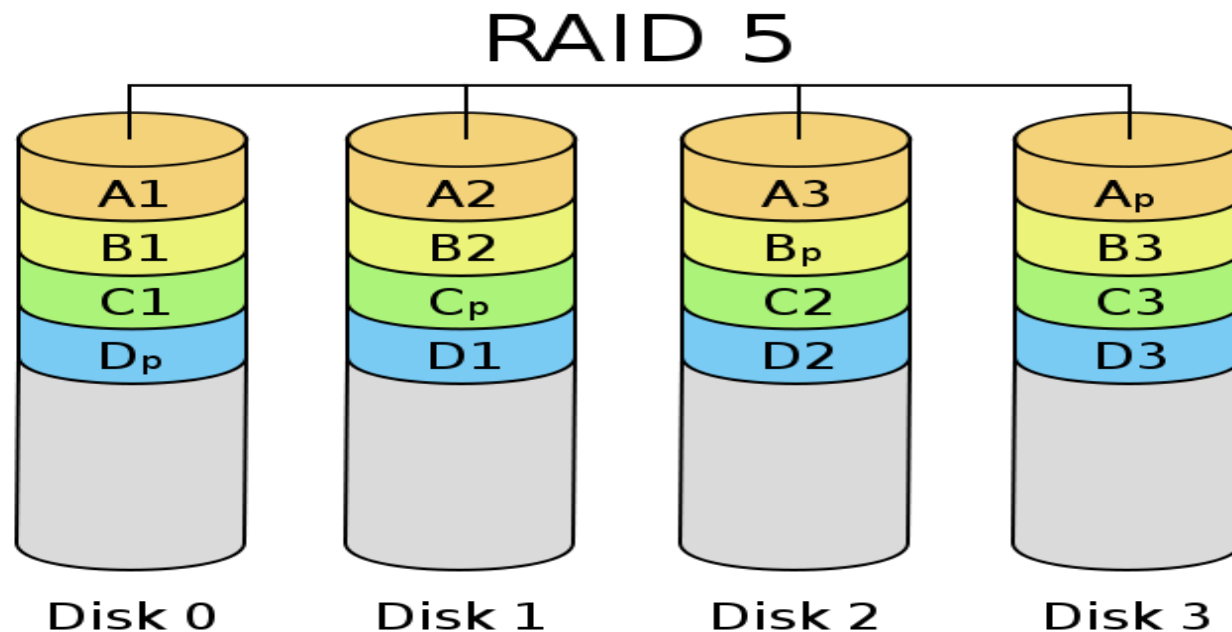
## ○ RAID Level 4 (Cont.)

- Provides higher I/O rates for independent block reads than Level 3
  - block read goes to a single disk, so blocks stored on different disks can be read in parallel
- Provides **high transfer rates** for reads of multiple blocks than no-striping
- Before writing a block, parity data must be computed
  - Can be done by using old parity block, old value of current block and new value of current block (2 block reads + 2 block writes)
  - Or by recomputing the parity value using the new values of blocks corresponding to the parity block
    - More efficient for writing large amounts of data sequentially
- Parity block becomes a bottleneck for independent block writes since every block write also writes to parity disk



# RAID 5

- **RAID Level 5: Block-Interleaved Distributed Parity**; partitions data and parity among all  $N + 1$  disks, rather than storing data in  $N$  disks and parity in 1 disk.



## RAID 5 (CONTD.)

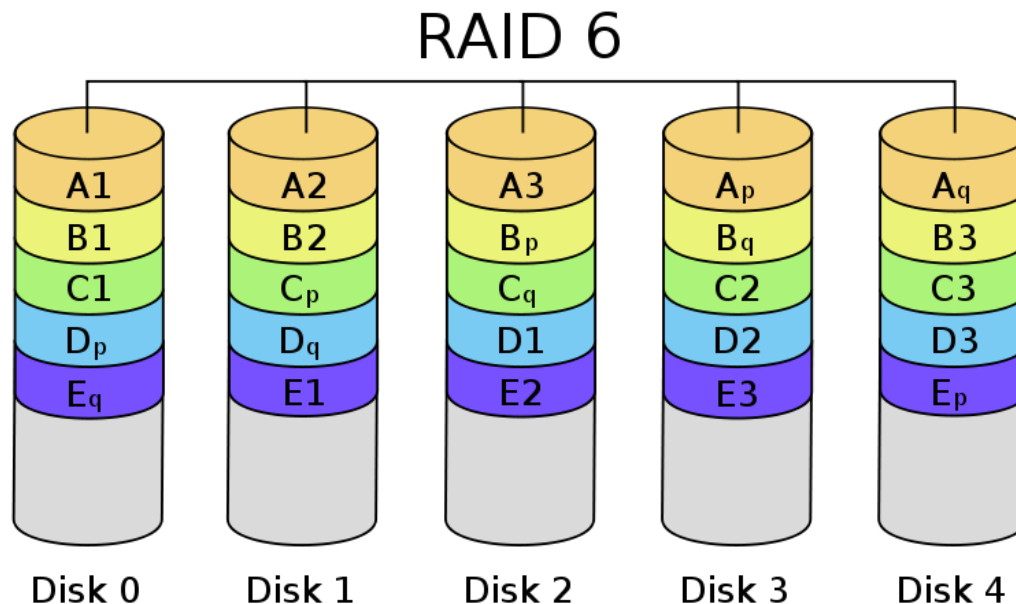
- **Higher** I/O rates than Level 4.
  - Block writes occur in parallel if the blocks and their parity blocks are on different disks.
- **Subsumes** Level 4: provides same benefits, but avoids bottleneck of parity disk.





# RAID 6

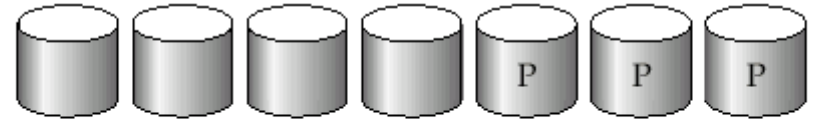
- **RAID Level 6: P+Q Redundancy** scheme; similar to Level 5, but stores extra redundant information to guard against multiple disk failures.
  - **Better reliability** than Level 5 at a **higher cost**; not used as widely.



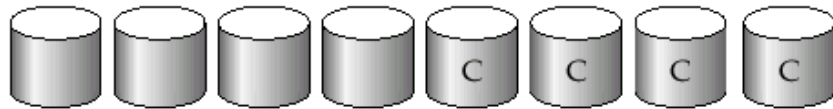
# RAID LEVELS AT A GLANCE



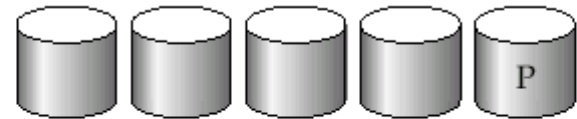
(a) RAID 0: nonredundant striping



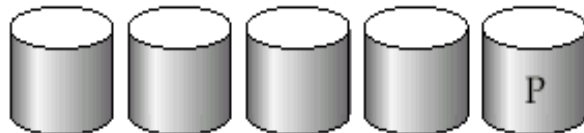
(c) RAID 2: memory-style error-correcting codes



(b) RAID 1: mirrored disks



(d) RAID 3: bit-interleaved parity



(e) RAID 4: block-interleaved parity



(f) RAID 5: block-interleaved distributed parity



(g) RAID 6: P + Q redundancy



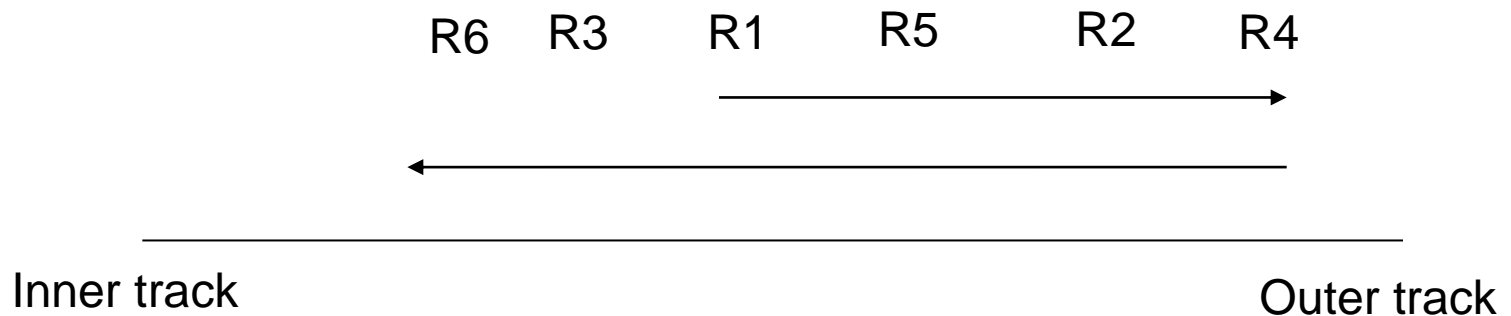
# CHOICE OF RAID LEVEL

- Factors in choosing RAID level
  - Monetary cost
  - Performance: Number of I/O operations per second
  - Performance during failure
  - Performance during rebuild of failed disk
    - Including time taken to rebuild failed disk



# OPTIMIZATION OF DISK-BLOCK ACCESS

- **Buffering:** in-memory buffer to cache disk blocks
- **Read-ahead:** Read extra blocks from a track in anticipation that they will be requested soon
- **Disk-arm-scheduling** algorithms re-order block requests so that disk arm movement is minimized
  - **elevator algorithm**



# FILE ORGANIZATION

- The database is stored as a collection of *files*. Each *file* is a sequence of *records*. A *record* is a sequence of *fields*.
- The *records* are mapped to disk blocks
- A *block* may contain several *records*
- *Blocks* are unit of storage allocation and data transfer
- Generally, most of the records are smaller than a block
  - Exceptions are image, video, etc.
- Each record is entirely contained in a single block
  - No record is partly in one block and partly in another block



- In relational database, tuples of distinct relations are generally of different sizes
- One approach:
  - assume record size is fixed
  - each file has records of one particular type only
  - different files are used for different relations

This case is easiest to implement; will consider variable length records later.



# FIXED LENGTH RECORDS

- Let's consider a file of instructor records for University database system

- *type instructor = record*

- ID varchar(5);*

- name varchar(20);*

- dept\_name varchar(20);*

- salary numeric(8,2);*

- end;*

- Each character occupies 1 byte and numeric occupies 8 byte
- Thus each instructor record is 53 bytes long



# FIXED-LENGTH RECORDS

## ○ Simple approach:

- Use first  $n$  bytes for first record and next  $n$  bytes for next record where  $n$  is the size of each record.
- Record access is simple but records may cross blocks
  - Modification: do not allow records to cross block boundaries

## ○ Deletion of record $i$ :

What are the options?

record 0	10101	Srinivasan	Comp. Sci.	65000
record 1	12121	Wu	Finance	90000
record 2	15151	Mozart	Music	40000
record 3	22222	Einstein	Physics	95000
record 4	32343	El Said	History	60000
record 5	33456	Gold	Physics	87000
record 6	45565	Katz	Comp. Sci.	75000
record 7	58583	Califieri	History	62000
record 8	76543	Singh	Finance	80000
record 9	76766	Crick	Biology	72000
record 10	83821	Brandt	Comp. Sci.	92000
record 11	98345	Kim	Elec. Eng.	80000



# DELETING RECORD 3 AND COMPACTING

move records  $i + 1, \dots, n$   
to  $i, \dots, n - 1$

record 0	10101	Srinivasan	Comp. Sci.	65000
record 1	12121	Wu	Finance	90000
record 2	15151	Mozart	Music	40000
record 4	32343	El Said	History	60000
record 5	33456	Gold	Physics	87000
record 6	45565	Katz	Comp. Sci.	75000
record 7	58583	Califieri	History	62000
record 8	76543	Singh	Finance	80000
record 9	76766	Crick	Biology	72000
record 10	83821	Brandt	Comp. Sci.	92000
record 11	98345	Kim	Elec. Eng.	80000

All these records shifted  
one place up



# DELETING RECORD 3 AND MOVING LAST RECORD

move record  $n$  to  $i$

record 0	10101	Srinivasan	Comp. Sci.	65000
record 1	12121	Wu	Finance	90000
record 2	15151	Mozart	Music	40000
record 11	98345	Kim	Elec. Eng.	80000
record 4	32343	El Said	History	60000
record 5	33456	Gold	Physics	87000
record 6	45565	Katz	Comp. Sci.	75000
record 7	58583	Califieri	History	62000
record 8	76543	Singh	Finance	80000
record 9	76766	Crick	Biology	72000
record 10	83821	Brandt	Comp. Sci.	92000

Record 11 is only moved  
up to fill the empty slot

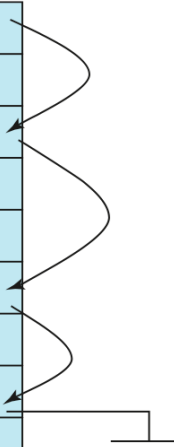


# FREE LISTS

do not move records, but  
link all free records on a  
*free list*

- Store the address of the first deleted record in the file header.
- Use this first record to store the address of the second deleted record, and so on
- Can think of these stored addresses as **pointers** since they “point” to the location of a record.
- More space efficient representation: reuse space for normal attributes of free records to store pointers. (No pointers stored in in-use records.)

header				
record 0	10101	Srinivasan	Comp. Sci.	65000
record 1				
record 2	15151	Mozart	Music	40000
record 3	22222	Einstein	Physics	95000
record 4				
record 5	33456	Gold	Physics	87000
record 6				
record 7	58583	Califieri	History	62000
record 8	76543	Singh	Finance	80000
record 9	76766	Crick	Biology	72000
record 10	83821	Brandt	Comp. Sci.	92000
record 11	98345	Kim	Elec. Eng.	80000



# VARIABLE-LENGTH RECORDS

- Variable-length records arise in database systems in several ways:
  - Storage of multiple record types in a file.
  - Record types that allow variable lengths for one or more fields such as strings (**varchar**)
  - Record types that allow repeating fields (used in some older data models).
- Variable length representation
- Fixed length representation



# BYTE STRING REPRESENTATION

- A simple variable length representation method
- Attaches a special *end of record* ( $\perp$ ) symbol to the end of each record
- Each record is stored as a string of consecutive bytes
- Let's consider the following account information
  - **type** account = **record**  
    Branch\_name:char(22)  
    Account\_info: array[1..infinity] of  
        **record**;  
        account\_no: char(10);  
        balance: real;  
    **end**  
**end**



# BYTE STRING REPRESENTATION

Perryridge	A-102	400	A-201	900	A-218	700	⊥
Round Hill	A-305	350	⊥				
Mianus	A-215	700	⊥				
Downtown	A-101	500	A-110	600	⊥		
Redwood	A-222	700	⊥				
Brighton	A-217	750	⊥				

## Problems

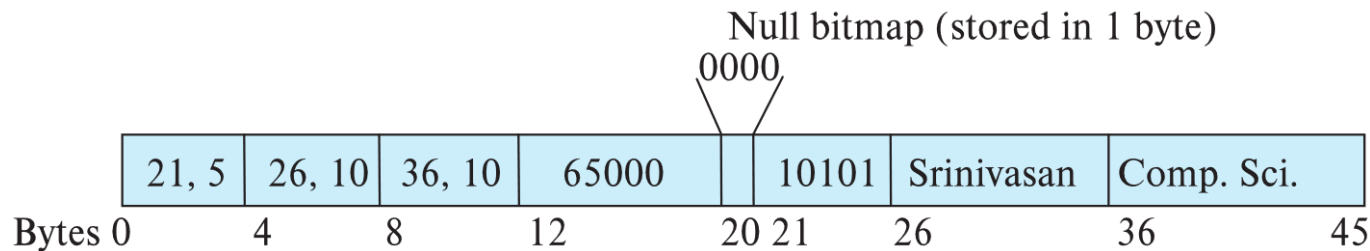
Not easy to reuse space occupied by the deleted record

No space for records to grow longer



## VARIABLE-LENGTH RECORDS (OFFSET AND LENGTH)

- Attributes are stored in order
- Variable length attributes represented by fixed size (offset, length), with actual data stored after all fixed length attributes
- Null values represented by null-value bitmap



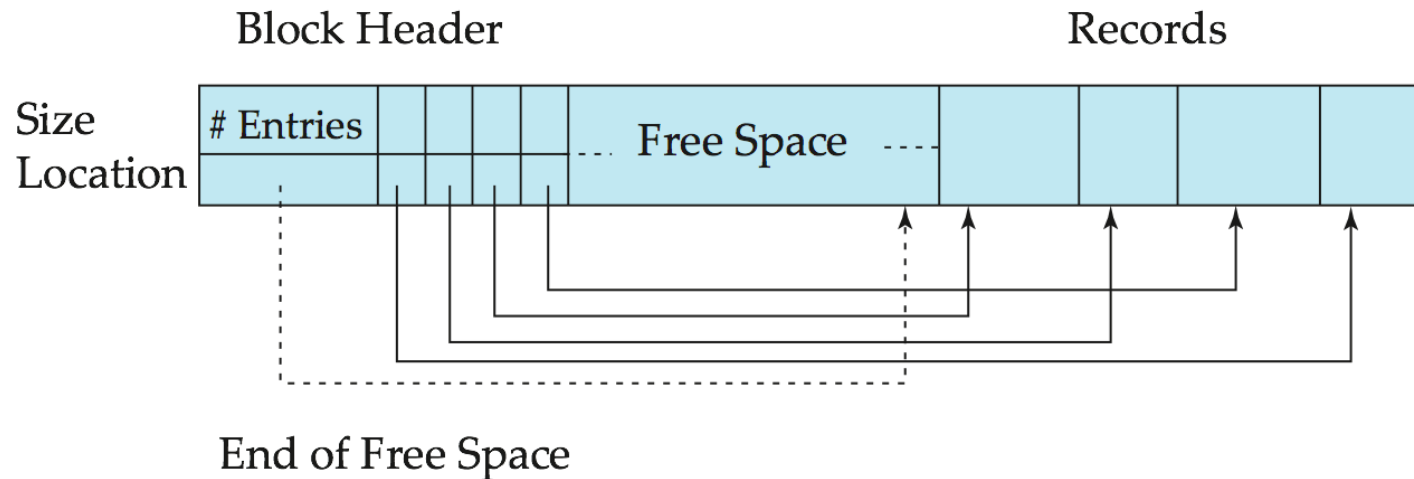
# SLOTTED PAGE STRUCTURE

- *Slotted page structure* is commonly used for organizing variable length records within a block





# VARIABLE-LENGTH RECORDS: SLOTTED PAGE STRUCTURE



- **Slotted page** header contains:
  - number of record entries
  - end of free space in the block
  - location and size of each record
- Records can be moved around within a page to keep them contiguous with no empty space between them; entry in the header must be updated.
- Pointers should not point directly to record — instead they should point to the entry for the record in header.



# FIXED LENGTH REPRESENTATION

## Using reserved space method

Perryridge	A-102	400	A-201	900	A-218	700
Round Hill	A-305	350	⊥	⊥	⊥	⊥
Mianus	A-215	700	⊥	⊥	⊥	⊥
Downtown	A-101	500	A-110	600	⊥	⊥
Redwood	A-222	700	⊥	⊥	⊥	⊥
Brighton	A-217	750	⊥	⊥	⊥	⊥

If there is a maximum record length that is never exceeded, then this scheme can be used

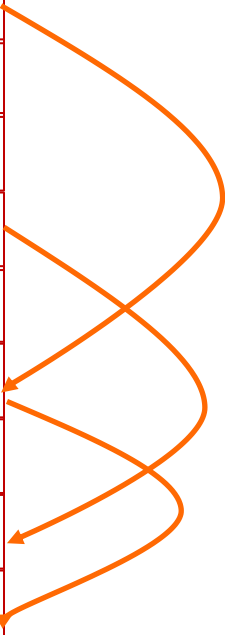
Unused space shorter than the maximum length is filled with a special null or end of character



# ANOTHER FIXED LENGTH REPRESENTATION

## Using list representation

Perryridge	A-102	400	
Round Hill	A-305	350	
Mianus	A-215	700	
Downtown	A-101	500	
Redwood	A-222	700	
	A-201	900	
Brighton	A-217	750	
	A-110	600	
	A-218	700	



The records are chained together by pointers

Wastage of space except the first record in the chain



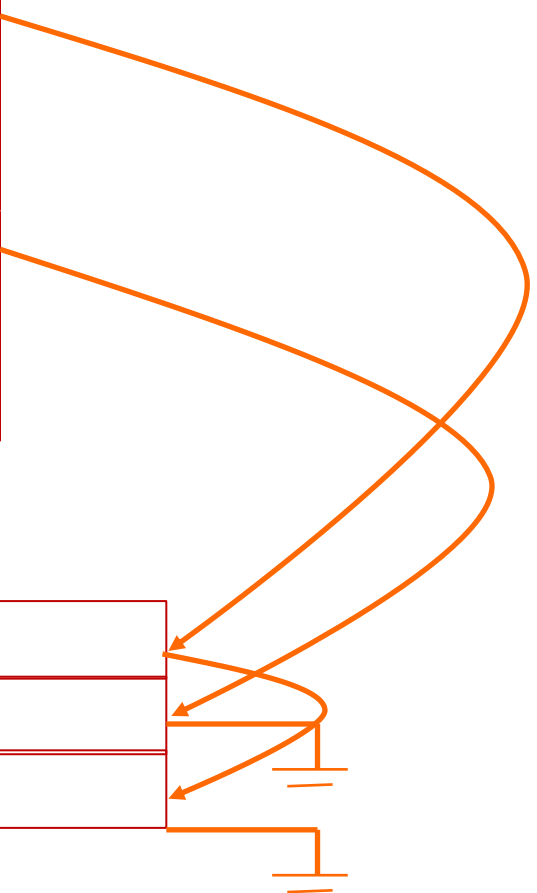
# ALTERNATE LIST REPRESENTATION

Anchor block

Perryridge	A-102	400	
Round Hill	A-305	350	
Mianus	A-215	700	
Downtown	A-101	500	
Redwood	A-222	700	
Brighton	A-217	750	

Overflow  
block

A-201	900	
A-110	600	
A-218	700	



- We have seen how records are represented in a file structure
- A relation is a set of records
- How to organize them in a file?



# ORGANIZATION OF RECORDS IN FILES

- **Heap** – a record can be placed anywhere in the file where there is space
- **Sequential** – store records in sequential order, based on the value of the search key of each record
- **Hashing** – a hash function computed on some attribute of each record; the result specifies in which block of the file the record should be placed
- Generally, records of each relation are stored in a separate file. However, in a **multitable clustering file organization** records of several different relations can be stored in the same file
  - Motivation: store related records on the same block to minimize I/O



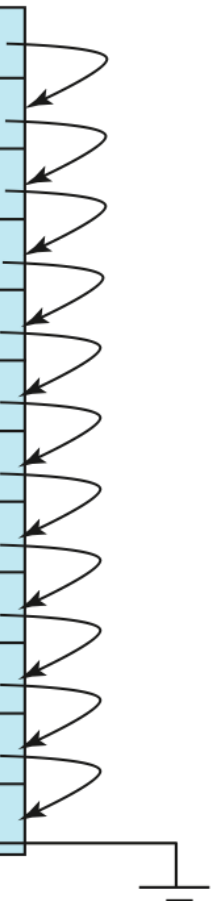
# SEQUENTIAL FILE ORGANIZATION

- Designed for efficient processing of records in sorted order based on some search key
- **Search key** is
  - any attribute or set of attributes
  - It need not be the primary key or superkey
  - Used for **fast retrieval of records** in search key order
- The records are linked together by pointers
- The pointer in each record points to the next record in **search key order**
- To minimize the no. of block accesses **the records are stored physically in search key order or as close to search key order as possible**



# EXAMPLE

10101	Srinivasan	Comp. Sci.	65000		
12121	Wu	Finance	90000		
15151	Mozart	Music	40000		
22222	Einstein	Physics	95000		
32343	El Said	History	60000		
33456	Gold	Physics	87000		
45565	Katz	Comp. Sci.	75000		
58583	Califieri	History	62000		
76543	Singh	Finance	80000		
76766	Crick	Biology	72000		
83821	Brandt	Comp. Sci.	92000		
98345	Kim	Elec. Eng.	80000		





# SEQUENTIAL FILE ORGANIZATION (CONT.)

- **Deletion** – use pointer chains
- **Insertion** – locate the position where the record is to be inserted
  - if there is free space insert there
  - if no free space, insert the record in an **overflow block**
  - In either case, pointer chain must be updated
- Need to reorganize the file from time to time to restore sequential order

10101	Srinivasan	Comp. Sci.	65000	
12121	Wu	Finance	90000	
15151	Mozart	Music	40000	
22222	Einstein	Physics	95000	
32343	El Said	History	60000	
33456	Gold	Physics	87000	
45565	Katz	Comp. Sci.	75000	
58583	Califieri	History	62000	
76543	Singh	Finance	80000	
76766	Crick	Biology	72000	
83821	Brandt	Comp. Sci.	92000	
98345	Kim	Elec. Eng.	80000	

32222	Verdi	Music	48000	
-------	-------	-------	-------	--



# MULTITABLE CLUSTERING FILE ORGANIZATION

Store several relations in one file using a **multitable clustering** file organization

<i>department</i>	<i>dept_name</i>	<i>building</i>	<i>budget</i>
	Comp. Sci.	Taylor	100000
	Physics	Watson	70000

<i>instructor</i>	<i>ID</i>	<i>name</i>	<i>dept_name</i>	<i>salary</i>
	10101	Srinivasan	Comp. Sci.	65000
	33456	Gold	Physics	87000
	45565	Katz	Comp. Sci.	75000
	83821	Brandt	Comp. Sci.	92000

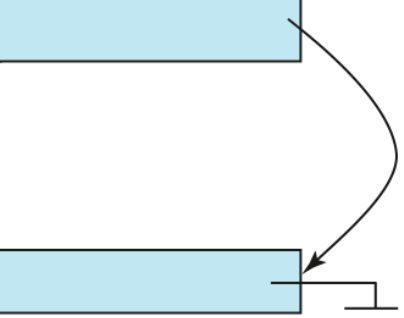
multitable clustering of <i>department</i> and <i>instructor</i>	Comp. Sci.	Taylor	100000
	45564	Katz	75000
	10101	Srinivasan	65000
	83821	Brandt	92000
	Physics	Watson	70000
	33456	Gold	87000



# MULTITABLE CLUSTERING FILE ORGANIZATION (CONT.)

- **good** for queries involving *department* ⋈ *instructor*, and for queries involving one single department and its instructors
- **bad** for queries involving only *department*
- results in variable size records
- Can add pointer chains to link records of a particular relation

Comp. Sci.	Taylor	100000	
45564	Katz	75000	
10101	Srinivasan	65000	
83821	Brandt	92000	
Physics	Watson	70000	
33456	Gold	87000	



# DATA DICTIONARY STORAGE

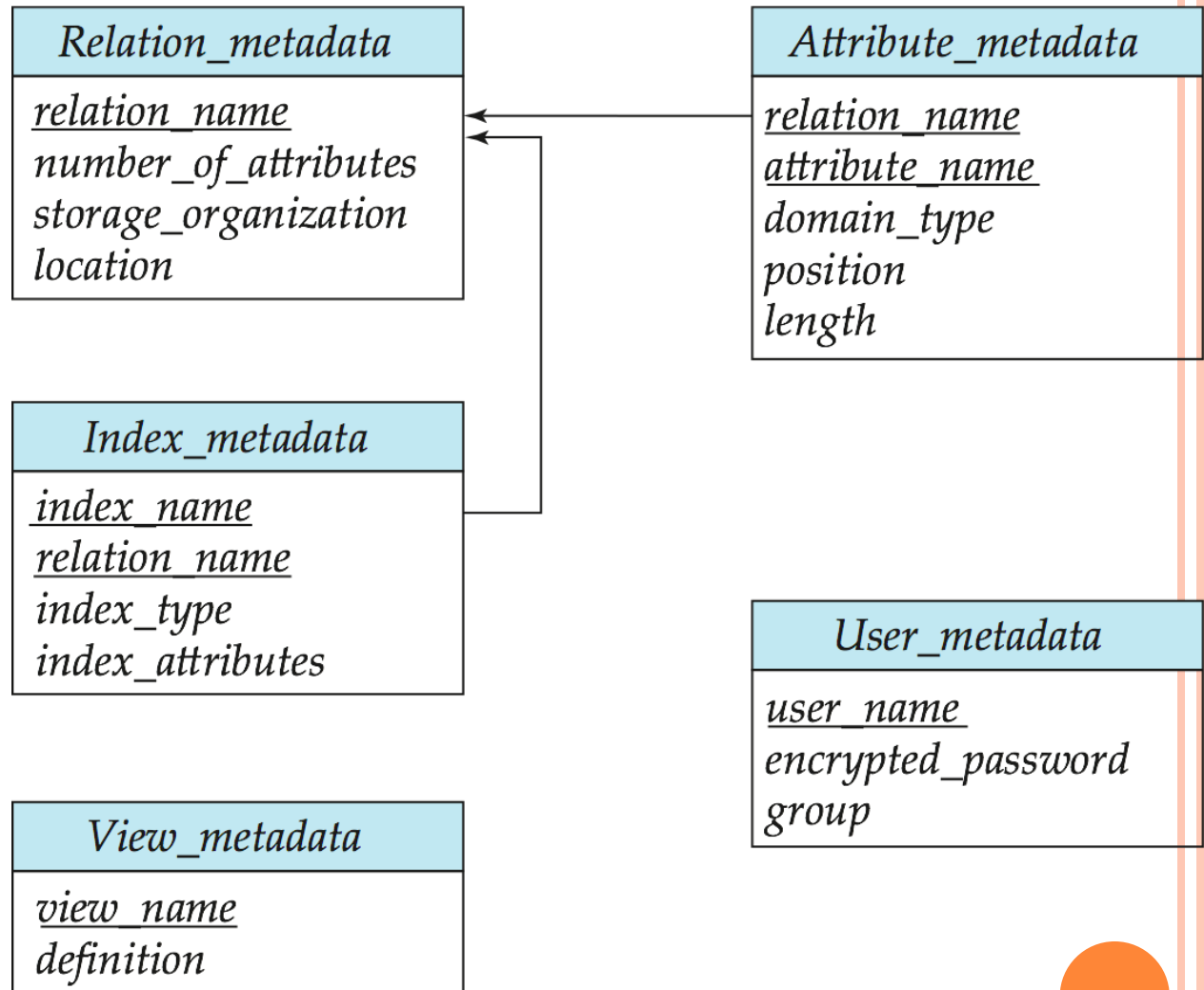
The **Data dictionary** (also called **system catalog**) stores **metadata**; that is, data about data, such as

- Information about relations
  - names of relations
  - names, types and lengths of attributes of each relation
  - names and definitions of views
  - integrity constraints
- User and accounting information, including passwords
- Statistical and descriptive data
  - number of tuples in each relation
- Physical file organization information
  - How relation is stored (sequential/hash/...)
  - Physical location of relation



# RELATIONAL REPRESENTATION OF SYSTEM METADATA

- Relational representation on disk
- Specialized data structures designed for efficient access, in memory



# INDEXING AND HASHING: BASIC CONCEPTS

- Indexing mechanisms used to speed up access to desired data.
  - E.g., author catalog in library
- **Search Key** - attribute or set of attributes used to look up records in a file.
- An **index file** consists of records (called **index entries**) of the form

search-key	pointer
------------	---------

- Index files are typically much smaller than the original file
- Two basic kinds of indices:
  - **Ordered indices:** search keys are stored in sorted order
  - **Hash indices:** search keys are distributed uniformly across “buckets” using a “hash function”.



# INDEX EVALUATION METRICS

- **Access types** supported efficiently
  - records with a specified value in the attribute
  - or records with an attribute value falling in a specified range of values (e.g.  $10000 < salary < 40000$ )
- **Access time**
  - The time it takes to find a particular data item, or set of items
- **Insertion time** includes
  - The time it takes to find the correct place to insert new data item
  - The time it takes to update the index structure
- **Deletion time** includes
  - The time it takes to find the item to be deleted
  - The time to update the index structure
- **Space overhead**
  - The additional space occupied by an index structure
  - Usually worthwhile to sacrifice some space to achieve improved performance



# ORDERED INDICES


- In an **ordered index**, index entries are stored sorted on the search key value. E.g., author catalog in library.
- **Primary index**: in a sequentially ordered file, the index whose search key **specifies the sequential order** of the file.
  - Also called **clustering index**
  - The search key of a primary index is usually but not necessarily the primary key.
- **Secondary index**: an index whose search key specifies **an order different from the sequential order** of the file. Also called **non-clustering index**
- **Index-sequential file**: ordered sequential file with a primary index.
- Types-
  - Dense
  - Sparse





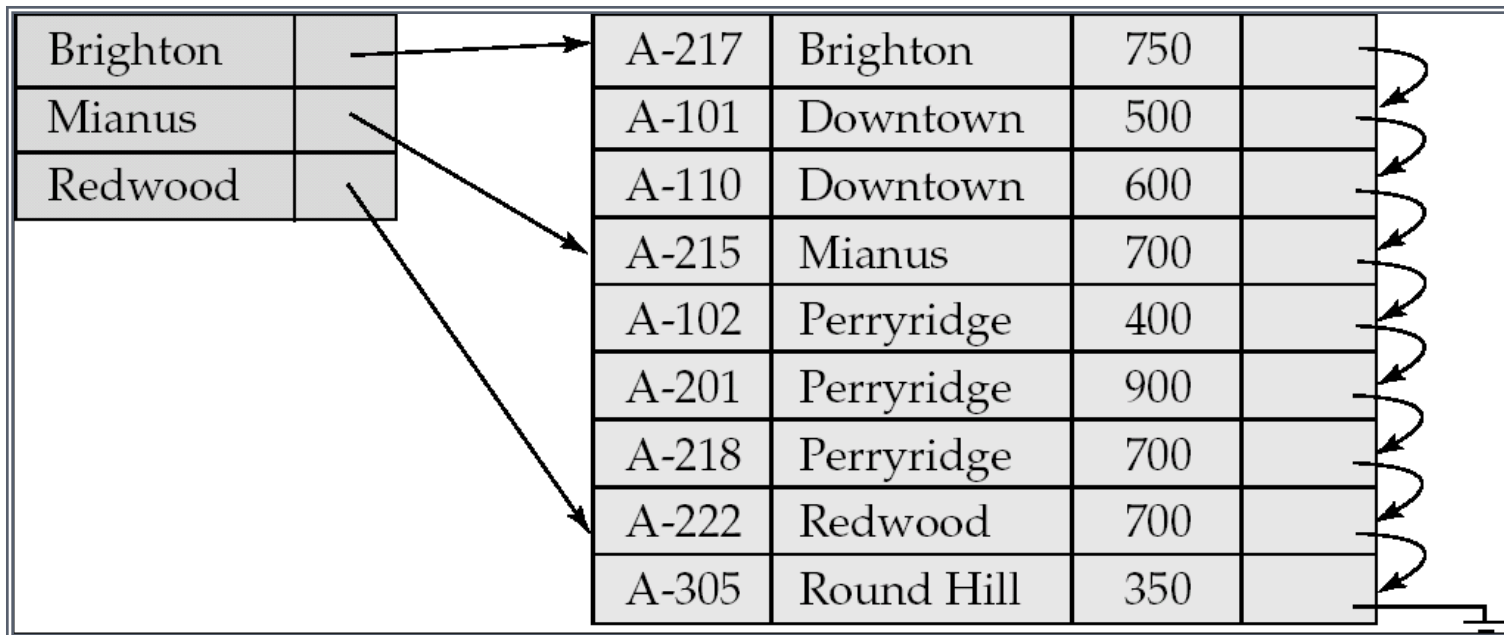
# DENSE INDEX FILES

- Dense index — Index record appears for every search-key value in the file.

Brighton		→	A-217	Brighton	750	
Downtown		→	A-101	Downtown	500	
Mianus		→	A-110	Downtown	600	
Perryridge		→	A-215	Mianus	700	
Redwood		→	A-102	Perryridge	400	
Round Hill		→	A-201	Perryridge	900	
		→	A-218	Perryridge	700	
		→	A-222	Redwood	700	
		→	A-305	Round Hill	350	

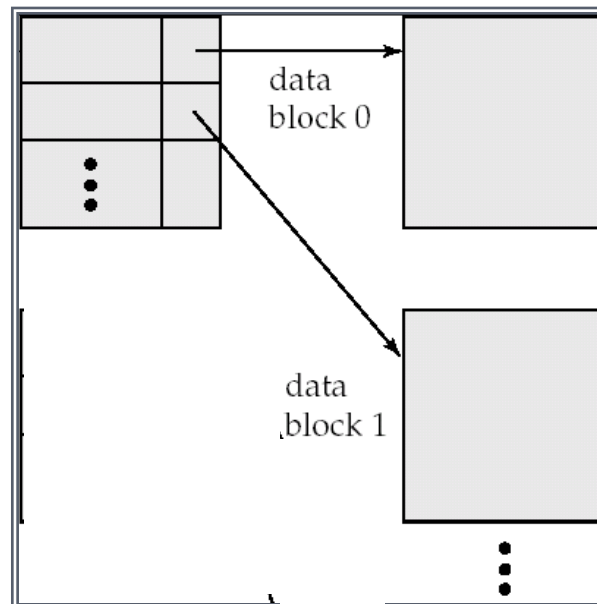
# SPARSE INDEX FILES

- **Sparse Index:** contains index records for only some search-key values.
  - Applicable when records are sequentially ordered on search-key
- To locate a record with search-key value  $K$  we:
  - Find index record with largest search-key value  $\leq K$
  - Search file sequentially starting at the record to which the index record points



# SPARSE INDEX FILES (CONT.)

- Compared to dense indices:
  - Less space and less maintenance overhead for insertions and deletions.
  - Generally slower than dense index for locating records.
- **Good tradeoff:** sparse index with an index entry for every block in file, corresponding to least search-key value in the block.

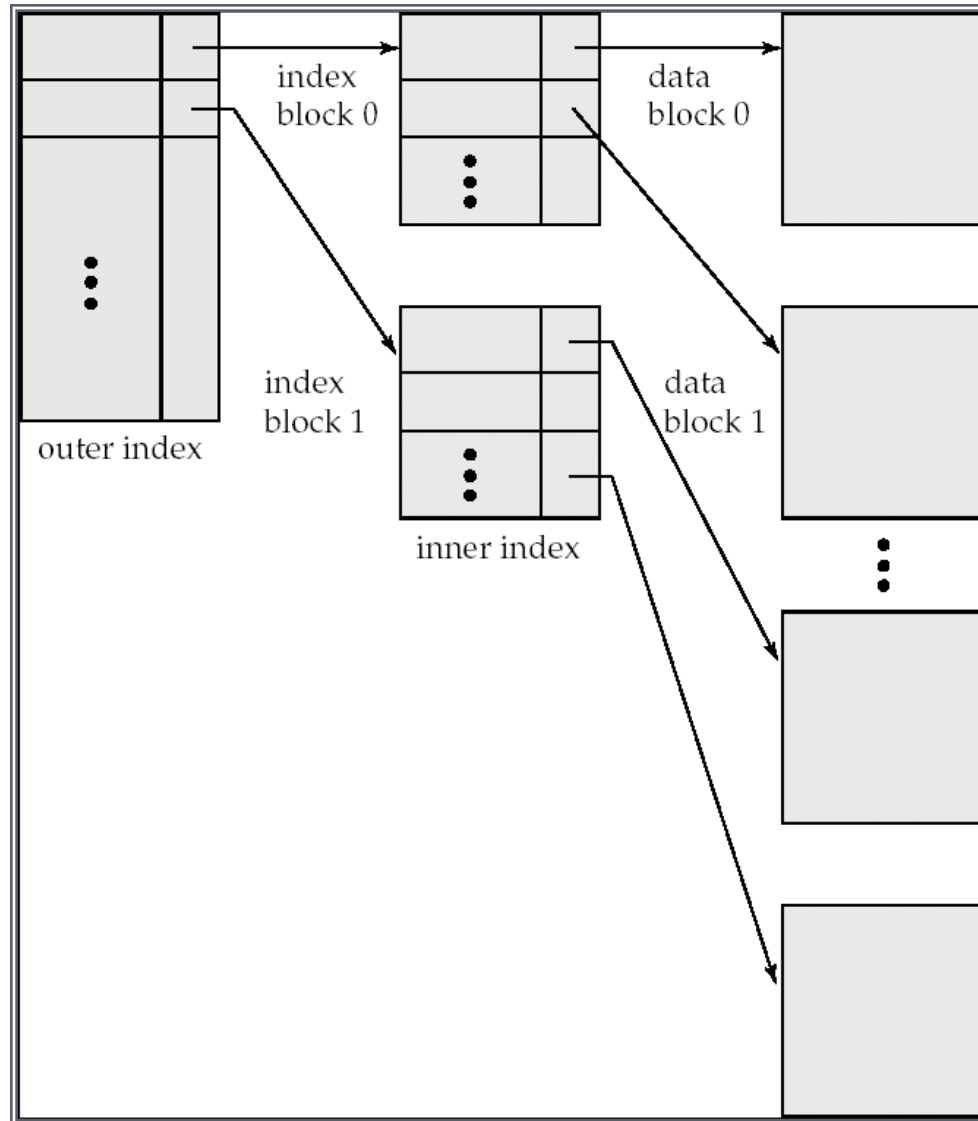


# MULTILEVEL INDEX

- If primary index does not fit in memory, access becomes expensive.
- Solution: treat primary index kept on disk as a sequential file and construct a sparse index on it.
  - **outer index** – a sparse index of primary index
  - **inner index** – the primary index file
- If even outer index is too large to fit in main memory, yet another level of index can be created, and so on.
- Indices at all levels must be updated on insertion or deletion from the file.



# MULTILEVEL INDEX (CONT.)



# INDEX UPDATE: RECORD DELETION

- If deleted record was the only record in the file with its particular search-key value, the search-key is deleted from the index also.
- Single-level index deletion:
  - **Dense indices** – deletion of search-key: similar to file record deletion.
  - **Sparse indices** –
    - if deleted key value exists in the index, the value is replaced by the next search-key value in the file (in search-key order).
    - If the next search-key value already has an index entry, the entry is deleted instead of being replaced.

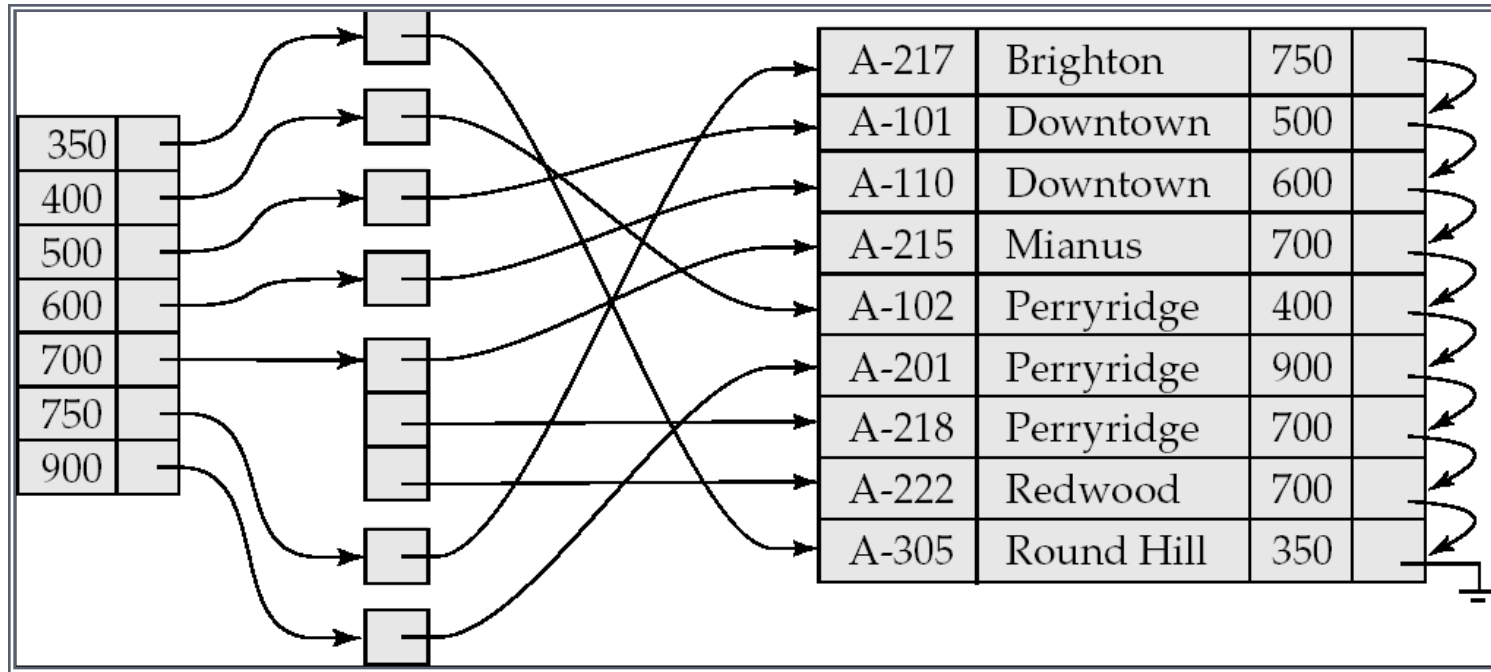
Brighton		A-217	Brighton	750	
Mianus		A-101	Downtown	500	
Redwood		A-110	Downtown	600	
		A-215	Mianus	700	
		A-102	Perryridge	400	
		A-201	Perryridge	900	
		A-218	Perryridge	700	
		A-222	Redwood	700	
		A-305	Round Hill	350	

# INDEX UPDATE: RECORD INSERTION

- Single-level index insertion:
  - Perform a lookup using the key value from inserted record
  - **Dense indices** – if the search-key value does not appear in the index, insert it.
  - **Sparse indices** – if index stores an entry for each block of the file, no change needs to be made to the index unless a new block is created.
    - If a new block is created, the first search-key value appearing in the new block is inserted into the index.
- Multilevel insertion (as well as deletion) algorithms are simple extensions of the single-level algorithms



# SECONDARY INDICES EXAMPLE



**Secondary index on *balance* field of *account***

- Index record points to a bucket that contains pointers to all the actual records with that particular search-key value.
- Secondary indices have to be dense



# INDICES ON MULTIPLE KEYS

- A search key containing more than one attribute is referred as a **composite search key**
- If the index attributes are  $A_1, \dots, A_n$  then the tuple of values can be represented of the form  $(a_1, \dots, a_n)$
- The ordering of search key is lexicographic ordering
- For example: for the case of two attributes search keys,  $(a_1, a_2) < (b_1, b_2)$  if either  $a_1 < b_1$  or  $a_1 = b_1$  and  $a_2 < b_2$



# PRIMARY AND SECONDARY INDICES

- Indices offer substantial benefits when searching for records.
- BUT: Updating indices imposes overhead on database modification --when a file is modified, every index on the file must be updated,
- Sequential scan using primary index is efficient, but a sequential scan using a secondary index is expensive
  - Each record access may fetch a new block from disk
  - Block fetch requires about 5 to 10 micro seconds, versus about 100 nanoseconds for memory access



# INDEXED SEQUENTIAL FILE

- Disadvantage of indexed-sequential files
  - Performance degrades as file grows, since many overflow blocks get created.
  - Periodic reorganization of entire file is required.

