CS150A Database

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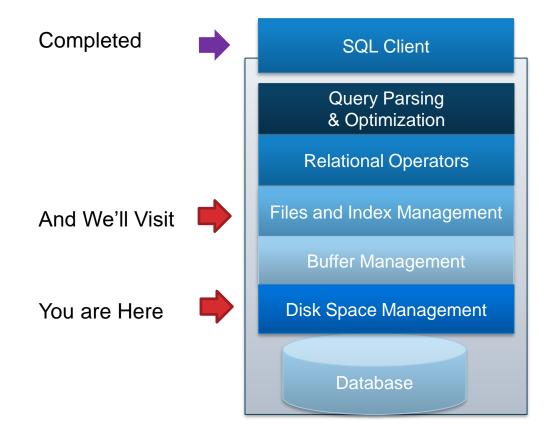
Today:

- Cost Model and Analysis:
 - In Heap File and Sorted File

Readings:

 Database Management Systems (DBMS), Chapters 8 and 9

Architecture of a DBMS



Recall: Heap Files

- Unordered collection of records
- Recall API for higher layers of the DBMS.
 Today we'll ask: "How? At what cost?"
 - Insert/delete/modify record
 - Fetch a particular record by record id ...
 - Record id is a pointer encoding pair of (pageID, location on page)
 - Scan all records
 - Possibly with some conditions on the records to be retrieved

Recall: Multiple File Organizations

Many alternatives exist, each good in some situations and less so in others.

This is a theme in DB systems work!

- Heap Files: Suitable when typical access is a full scan of all records
- Sorted Files: Best for retrieval in order, or when a range of records is needed
- Clustered Files & Indexes: Group data into blocks to enable fast lookup and efficient modifications.
 - More on this soon ...

Bigger Questions

- What is the "best" file organization?
 - Depends on access patterns ...
 - How? What are common access patterns anyway?
- Can we be quantitative about tradeoffs?
 - If one is better ... by how much?

Goals

- Big picture overheads for data access
 - We'll (overly) simplify performance models to provide insight, not to get perfect performance
 - Still, a bit of discipline:
 - Clearly identify assumptions up front
 - Then estimate cost in a principled way
- Foundation for query optimization
 - Can't choose the fastest scheme without an estimate of speed!

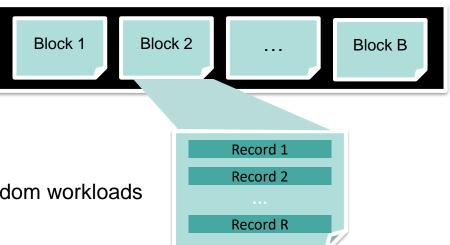
COST MODEL AND ANALYSIS

Cost Model for Analysis

- B: The number of data blocks in the file
- R: Number of records per block
- D: (Average) time to read/write disk block



- For now, we will ignore
 - Sequential vs Random I/O
 - Pre-fetching
 - Any in-memory costs
- Good enough to show the overall trends



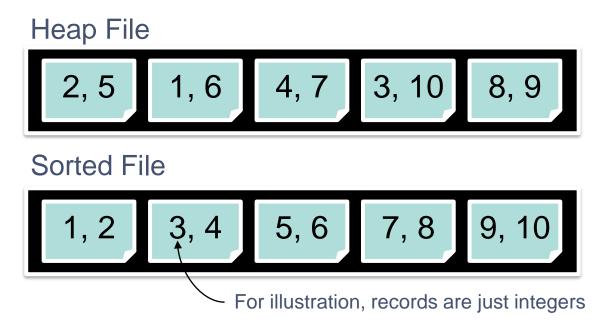
More Assumptions

- Single record insert and delete
- Equality selection exactly one match
- For Heap Files:
 - Insert always appends to end of file.
- For Sorted Files:
 - Packed: Files compacted after deletions.
 - Sorted according to search key

Extra Challenge

- After understanding these slides ...
 - You should question all these assumptions and rework
 - Good exercise to study for tests, and generate ideas

Heap Files & Sorted Files



- B: The number of data blocks = 5
- R: Number of records per block = 2
- **D:** (Average) time to read/write disk block = 5ms

Cost of Operations: Scan?

	Heap File	Sorted File
Scan all records		
Equality Search		
Range Search		
Insert		
Delete		

- B: The number of data blocks = 5
- R: Number of records per block = 2
- D: (Average) time to read/write disk block = 5ms

Scan All Records

Heap File



Sorted File



- **B:** The number of data blocks
- R: Number of records per block
- D: Average time to read/write disk block
- Pages touched: ?
- Time to read the record: ?

Cost of Operations: Scan Cost

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search		
Range Search		
Insert		
Delete		

- B: The number of data blocks
- R: Number of records per block
- D: Average time to read/write disk bloc

Cost of Operations: Equality Search?

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search		
Range Search		
Insert		
Delete		

B: The number of data blocks

• R: Number of records per block

• **D:** Average time to read/write disk block

Find Key 8: Heap File

Heap File



- P(i): Probability that key is on page i is 1/B
- T(i): Number of pages touched if key on page i is i
- Therefore the expected number of pages touched
- Pages touched on average?

$$\sum_{i=1}^{B} T(i)\mathbf{P}(i) = \sum_{i=1}^{B} i \frac{1}{B} = \frac{B(B+1)}{2B} \approx \frac{B}{2}$$

Find Key 8: Sorted File

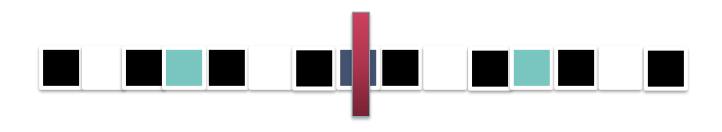
Sorted File



- Worst-case: Pages touched in binary search
 - log₂B
- Average-case: Pages touched in binary search
 - log_2B ?

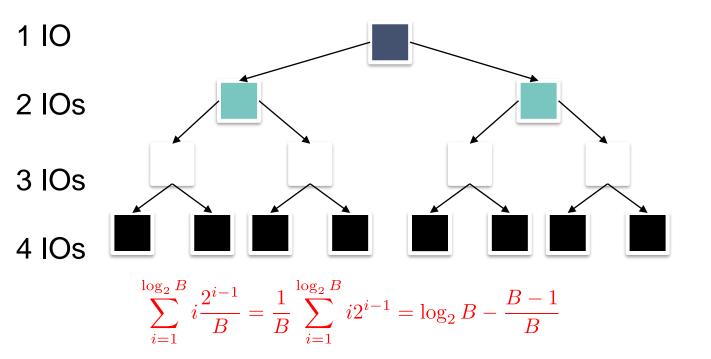
Average Case Binary Search

Expected Number of Reads: 1 (1 / B) + 2 (2 / B) + 3 (4 / B) + 4 (8 / B)



Average Case Binary Search cont

Expected Number of Reads: 1 (1 / B) + 2 (2 / B) + 3 (4 / B) + 4 (8 / B)



Cost of Operations: Equation Search Cost

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search		
Insert		
Delete		

B: The number of data blocks

• R: Number of records per block

D: Average time to read/write disk block

Cost of Operations: Range Search?

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search		
Insert		
Delete		

- B: The number of data blocks
- R: Number of records per block
- D: Average time to read/write disk block

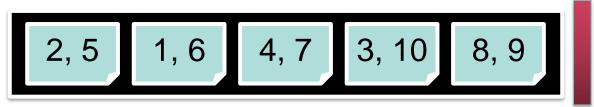
Find Keys Between 7 and 9: Heap File



Always touch all blocks. Why?

Find Keys Between 7 and 9: Comparison

Heap File



Find beginning of range

Sorted File



- Search for start of range
- Scan right

Cost of Operations: Range Search Cost

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+#pages) *D
Insert		
Delete		

B: The number of data blocks

R: Number of records per block

D: Average time to read/write disk block

Cost of Operations: Insert?

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+pages)* D
Insert		
Delete		

B: The number of data blocks

R: Number of records per block

D: Average time to read/write disk block

Insert 4.5: Heap File

Heap File



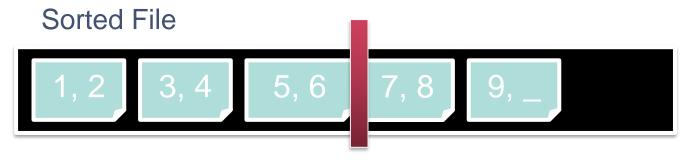
- Stick at end of file
- Cost = 2*D
- Why 2?

Insert 4.5: Heap VS Sorted File

Heap File



Read last page, append, write. Cost = 2*D



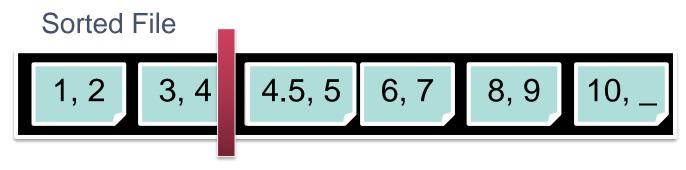
Find location for record. Cost = log₂BD

Insert 4.5: Heap Vs Sorted Pt 2

Heap File



Read last page, append, write. Cost = 2*D



- Find location for record. Cost = log₂BD
- Insert and shift rest of file

Cost of Operations: Insert Cost

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+pages)* D
Insert	2*D	((log ₂ B)+B)*D
Delete		

B: The number of data blocks

R: Number of records per block

• **D:** Average time to read/write disk block

Cost of Operations: Delete?

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+pages)* D
Insert	2*D	((log ₂ B)+B)*D
Delete		

B: The number of data blocks

• R: Number of records per block

D: Average time to read/write disk block

Delete 4.5: Heap File

Heap File

2, 5 1, 6 4, 7 3, 10 8, 9 4.5,

- Average case to find the record: B/2 reads
- Delete record from page
- Cost = (B/2 + 1) * D
 - Why + 1?

Delete 4.5: Heap File Vs Sorted File

Heap File

2, 5

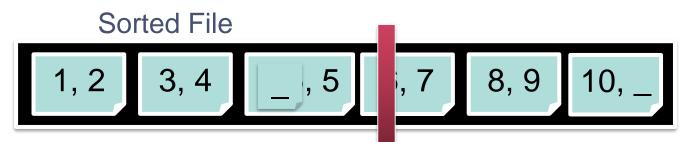
1, 6

4, 7

3, 10

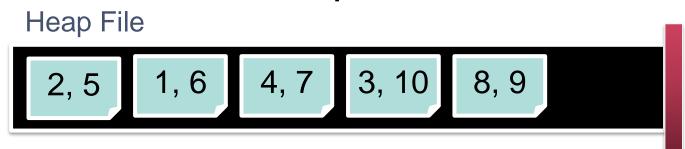
8, 9

Average case runtime: (B/2+1) * D

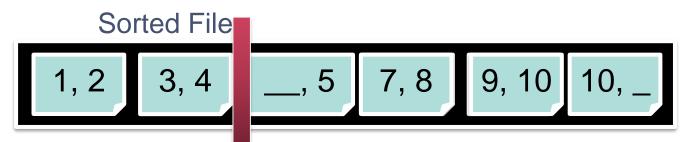


- Find location for record: log₂B
- Delete record in page → Gap

Delete 4.5: Heap File Vs Sorted File Pt 2



Average case runtime: (B/2+1) * D



- Find location for record: log2B
- Shift the rest by 1 record 2 * (B/2)

Cost of Operations Complete

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+pages)* D
Insert	2*D	((log ₂ B)+B)*D
Delete	(0.5*B+1)*D	((log ₂ B)+B)*D

B: The number of data blocks

R: Number of records per block

• **D:** Average time to read/write disk block

Cost of Operations Complete Pt 2

	Heap File	Sorted File
Scan all records	B*D	B*D
Equality Search	0.5*B*D	(log ₂ B)*D
Range Search	B*D	((log ₂ B)+pages)* D
Insert	2*D	((log ₂ B)+B)*D
Delete	(0.5*B+1)*D	((log ₂ B)+B)*D

- **B:** The number of data blocks
- R: Number of records per block
- D: Average time to read/write disk block
- Can we do better?
 - Indexes!