

# Advanced C++ Programming

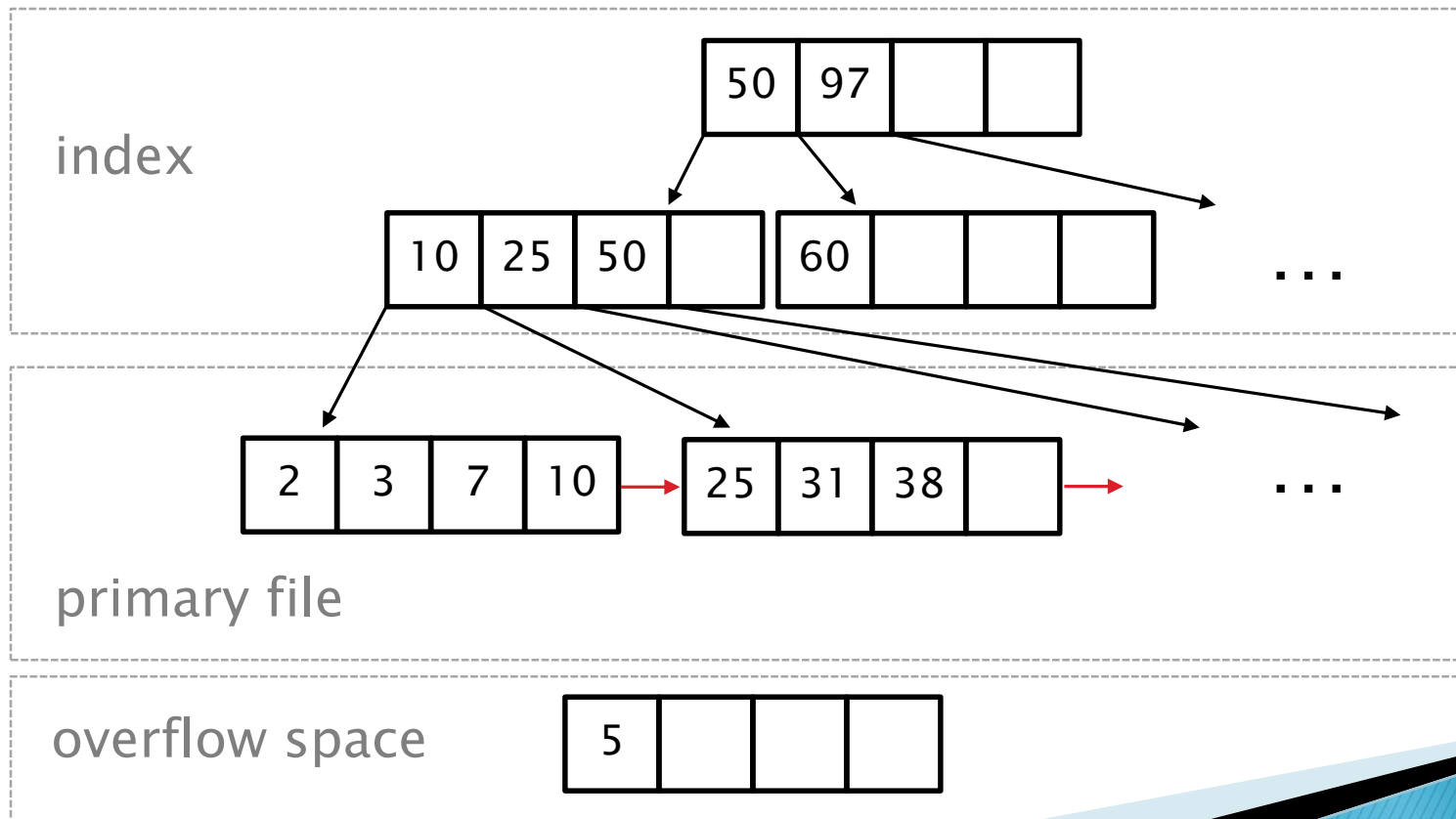
Homework Assignment 3

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# ISAM (Indexed Sequential Access Method)

- ▶ Goal is to implement:
  - a class `isam` which uses memory blocks
  - a forward `isam_iter` iterator over `isam`



# ISAM

- ▶ Utilizes memory blocks
  - blocks are obtained through `block_provider` namespace
  - all methods should be self explanatory – file `block_provider.hpp`
  - simulates I/O operations, block IDs start from 1 (never 0)
- ▶ Three main parts
  - Index – block IDs can fit in the main memory
    - you can implement any variant you want
    - search time – in the worst case  $\mathcal{O}(\log N)$
  - Primary file – blocks stored through the `block_provider`
    - blocks can be read sequentially – there should be a pointer to the following block
    - all records in blocks are stored in a sorted order by the key property
  - Overflow space – in memory
    - has given size
    - when it is full, reorganization is needed

# ISAM

- ▶ `template <class TKey, class TValue> class isam`
  - `TKey` – simple value type, no duplicates, comparable: `operator<`
  - `TValue` – default constructible, assume reasonable usage
  - constructor – two parameters
    - block size  $B$
    - size of the overflow space

} number of records  $(TKey, TValue) \geq 1$
  - associative container – indexer: `TValue& operator[] (TKey key)`
    - for both read and write operations into a container
  - no deletion
  - `isam_iter` `begin()` – points to the first record of the first data block
  - `isam_iter` `end()` – points after the last record in the last block

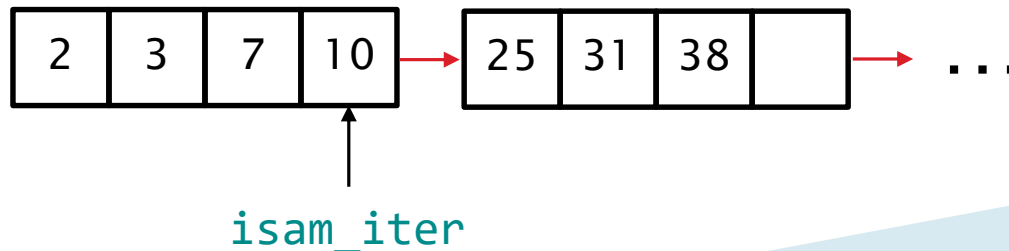
# ISAM

- ▶ `TValue& operator[] (TKey key)`
  - find appropriate *block* in the primary file using the index
  - in case the *key* exists in the container, returns the value
  - in case the *key* does not exist in the container
    - if the *block* is not full insert new record to the *block* with default value
    - else insert new record to the overflow space
      - if the overflow space is full, reorganize
- ▶ reorganization
  - insert all records from the overflow space to the primary file (allocate new blocks if necessary)
  - rebuild (correct) the index
  - can be naive – no specific restrictions
    - implement as efficiently as possible

# ISAM

## ▶ `isam_iter`

- the forward iterator category is good enough ([ref](#))
- main purpose – read all records sorted by the keys from the primary file in a sequential order
- should expose both *key* and *value* properties (like `std::pair<TKey, TValue>`)
- beware of constant/non constant variant
- operators accessing one record should be fast
  - an iterator can hold one block in the main memory
- operators moving the pointer could be „slow“ (possible block I/Os)



# ISAM

## ► Specifications

- only one primary block can be loaded in the main memory at the time
  - for both `isam` and `isam_iter`
  - during reorganization max. 2 blocks can be temporarily loaded
- size of one block should not exceed:  $B \cdot \text{sizeof}(\text{record}) + C$ 
  - $C$  is small
- `isam` copy constructor and operator can be deleted
  - `isam_iter` can be copied
- be careful of proper indexer and iterator writes

# ISAM

## ► Examples:

```
isam<int, string*> index(1, 2);
index[5] = new string("5");
index[2] = new string("2");
index[4] = new string("4"); //any records in the overflow space?
for (auto&& it : index)
{
    cout << it.first << ":" << it.second << " ";
}
//output: 2:2 4:4 5:5
```

```
isam<int, double> index(1, 1);
index[1] = 1;
{ auto it = index.begin(); it->second = 2; }
cout << index[1] << endl;
//output: 2
```



# Code and submissions

- ▶ You should follow best C++ practices
  - proper naming, no duplicate code
  - effective parameters passing
  - correct allocation and deletion of all variables
  - reasonable distribution of your code into functions and classes
  - DO NOT CHANGE THE API – public function names must remain the same!
- ▶ Submit your final solution to the ReCodEx system
  - submit only one file: **isam.hpp**
  - write your name in a comment at the beginning of the file
  - 4 tests
    - 1 – basic container and iterator tests
    - 2 – iterator write tests
    - 3 – max. block loads tests
    - 4 – larger scale (speed) tests