

**COMP - 6521**

**Advanced Database Technology and Applications**

**Project Report**

**On**

**Lab Assignment 2: Bitmap Indexing**

**Professor**

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**Team Members**

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11. **Bitmap Indexing**

A database index is a data structure that improves the speed of data retrieval operations on a database table at the cost of additional writes and storage space to maintain the index data structure. Indexes are used to quickly locate data without having to search every row in a database table every time a database table is accessed. Indexes can be created using one or more columns of a database table, providing the basis for both rapid random lookups and efficient access of ordered records.  
  
Indexes are primarily built on specific keys /fields of the data base even though some databases extend the power of indexing by letting developers create indexes on functions or expressions.A bitmap index is built on table attributes such that bitmap index for a field F is a collection of bit-vectors of length n, one for each possible value that may appear in the field F. The vector for iralue u

has 1 in position i if the ith record has v in field F, and it ha5 0 there if not.   
  
The number of bit vectors created for a field will be equal to the number of distinct values for that particular field and the length of the bit vector will be equal to the number of rows/tuples in a table.

1. **Program Description**

**Phase 1 –Program Initilization:**  Program execution is triggered by the ProgramController class. Constant values including block size and file I/O paths are initialized .The input files are ready block by block into the program , starting with T1 followed by T2.

**Phase 2 – Creation of bitmap index and sorting index:**  A 2D array of data type:long and size : (number of tuples )\*(number of tuples +1 ) is created to store the bit vectors .The first column holds the distinct values of the field while the remaining columns signify the bits corresponding to each tuple. The row size of the array is set to be equal to the number of tuples, assuming the maximum row numbers possible in case no field values are repeated across the block. Everytime a unique value is read, the 1st column in the most recent row is set to that value after which the corresponding bit vector is set to 1. The key values are then sorted using quicksortand the bitmap index for each block is then written into a sublist.

**Phase 3 –** **Merging indices and elimination of duplicates within the same file :**  The blockwise bitmap index sublists , corresponding to each file are merged recursively into a single file using TPPMS technique. At the end of this point , we get 6 separate index files corresponding to the 3 fields and 2 files , . For each distinct value of the index, the columns with bit vector 1 indicate duplicates tuples. Such tuples in are identified from the employee id index and removed from the data file.

**Phase 4 – Compression of Index :   
  
Phase 5 –** **Merging the files:**  The bitmap indices of the corresponding fields in both files are merged in the same way as explained in Phase 3 , eliminating duplicate tuples.

1. **Steps to run the program**

1. Import the project Bitmap-Indexing to the IDE.

2. Set constant values including the block size , memory allocation size , I?O file paths in the constants.java class

3. Run the program from ProgramController.java class.

4. The execution will be performed phase by phase and results will be printed on the console.

1. **Algorithms**

**PHASE - 1 : Program initialization :**

* Start.
* Allocate main memory.
* Allocate block size , file I/O paths and other utility constants.

**PHASE - 2 : Bitmap Index Creation :**

* Start
* Read the file block by block.
* For each block , create a 2D array of size equal to the number of tuples in a block , to store the bitmap indices for the corresponding field.
* For each unique field value read , add a row to the array .
* For each field value read(new or existing in the array ) , set the corresponding bit vector to 1 in the array.
* Add the key value into a list of key values already read.
* Sort the ley list .
* Write the bit vectors for each block into a file , fetching tuples in sorted order(This creates a sorted index).
* Continue till all blocks are read.
* Repeat the steps for indexes on other fields on the same file and also on the other file T2.
* Stop

**PHASE – 3 : Merging BitMap Index sublists and duplicate elimination:**

* Start.
* Read bitmap index sublists of the same type, file by file..
* Using TPPMS technique , merge them into a single file .
* Repeat the process until a single index file remains for each index type.
* Identify duplicates using the index and eliminate them from the data file.
* Repeat the steps for indexes on other fields and other file T2.
* Stop

**PHASE – 4 : Compression of Bitmap indices(WIP):**

* Start.
* Read bitmap index sublists of the same type file by file..
* Using TPPMS technique , merge them into a single file .
* Repeat the process until a single index file remains for each index type.
* Repeat the steps for indexes on other fields and other file T2.
* Stop

**PHASE – 5 : Merging the data files(WIP):**

* Start.
* Merge the index files
* Using TPPMS technique, merge them into a single file .
* Repeat the process until a single index file remains for each index type.
* Repeat the steps for indexes on other fields and other file T2.
* Stop

1. **Experiment Results:**

The experiment was conducted by changing the input file size , the result of which has been consolidated below:

|  |  |  |  |
| --- | --- | --- | --- |
| Memory Size | | | |
| Block Size | | | |
| Tuple Count |  |  |  |
| T1 |  |  |  |
| Gender Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
| Total Time |  |  |  |
|  |  |  |  |
| Department Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
| Total Time |  |  |  |
|  |  |  |  |
| Employee ID Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
|  |  |  |  |
| Total Time |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Memory Size | | | |
| Block Size | | | |
| Tuple Count |  |  |  |
| T1 |  |  |  |
| Gender Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
| Total Time |  |  |  |
|  |  |  |  |
| Department Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
| Total Time |  |  |  |
|  |  |  |  |
| Employee ID Bitmap Index |  |  |  |
| Time taken to generate sublists |  |  |  |
| Time taken for Merge Round 1 |  |  |  |
| Time taken for Merge Round 2 |  |  |  |
| Time taken for Merge Round 3 |  |  |  |
| Time taken for Merge Round 4 |  |  |  |
| Time taken for compression of index |  |  |  |
|  |  |  |  |
| Total Time |  |  |  |

**Time taken to merge T1 and T2 :**

1. **Comparison to TPPMS**

**WIP:** description of which one was better

|  |  |  |
| --- | --- | --- |
|  | Bitmap Indexing | TPPMS |
| Total Number of Disk IOs |  |  |
| Total Time taken |  |  |

1. **Coding Standards**

The most general coding conventions were followed while the codes were developed as follows,

* The class name begins with an uppercase word.
* E.g.: ProgramController.java
* Constants are called with characters in the upper case
* The variable name is descriptive and is rendered in lower case including a capital letter to separate words.
* The procedure name begins with a lowercase character and uses the uppercase characters to separate words.

1. **Class Description:**

**Constants.java:**  This class stores the constant values required for program execution like file IO paths, block size etc.

**ProgramController.java:**  This class has the methods for reading tuples into main memory, sorting them and creating the sublists. It also handles the IO calculation for phase one.

**BuildIndex.java:** This class creates bit vectors and bitmap index subsequently from the input files.

**CompressedBitmap.java:** This creates the compressed bitmaps.

**QuickSort.java:**  This class performs the quicksort algorithm on the bitmap index for blocks read into memory.

**MergeData.java:**  This class merges the bitmap for blocks into a single bitmap index.

1. **Group Member Contribution:**

Member participation was uniform across all stages of the project development. We had meetings once a week to discuss on design changes and individual progress. This ensured that everyone is on the same page. We also adopted pair programming strategy which let us help each other with our areas of expertise, thereby developing efficient code. The documentation part was split into sections and assigned to each team mate as a part of even work distribution.

1. **Results(WIP):**

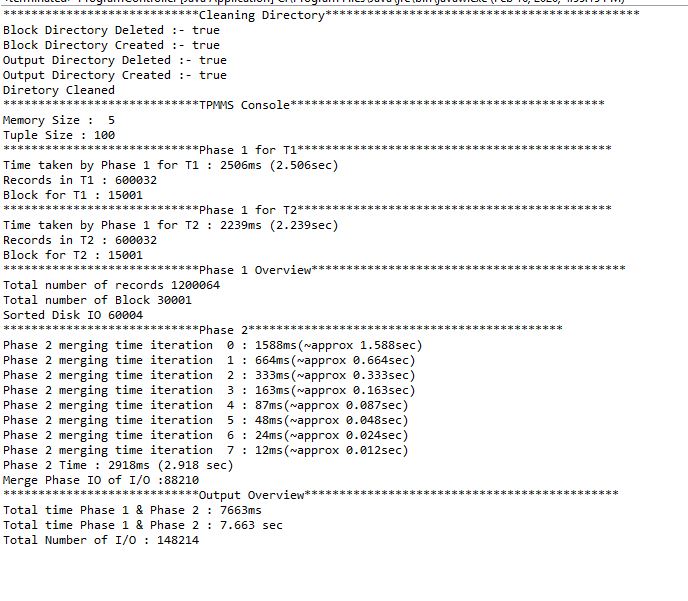
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Figure 3: 5 MB – 12,00,064 Tuple Count

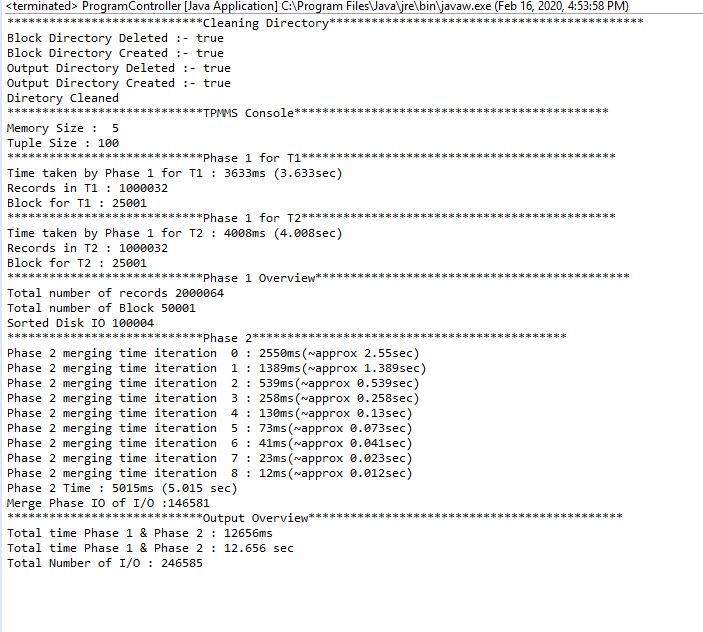


Figure 4: 5MB – 20,00,064 Tuple Counts

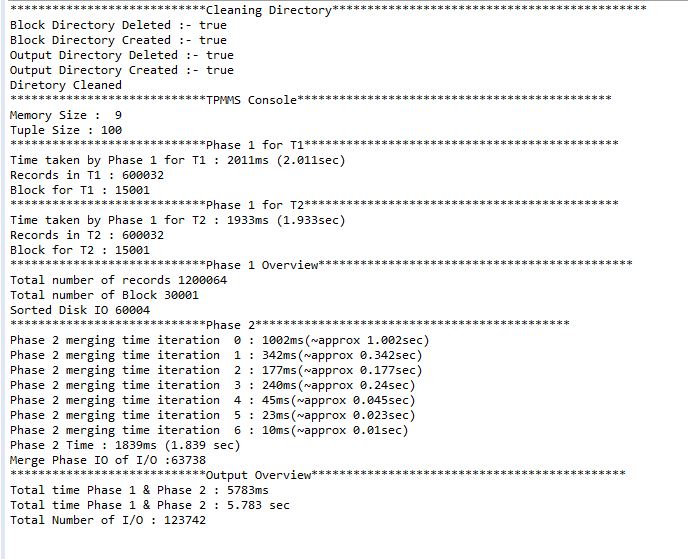
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Figure 5: 10MB – 12,00,064 Tuple Count

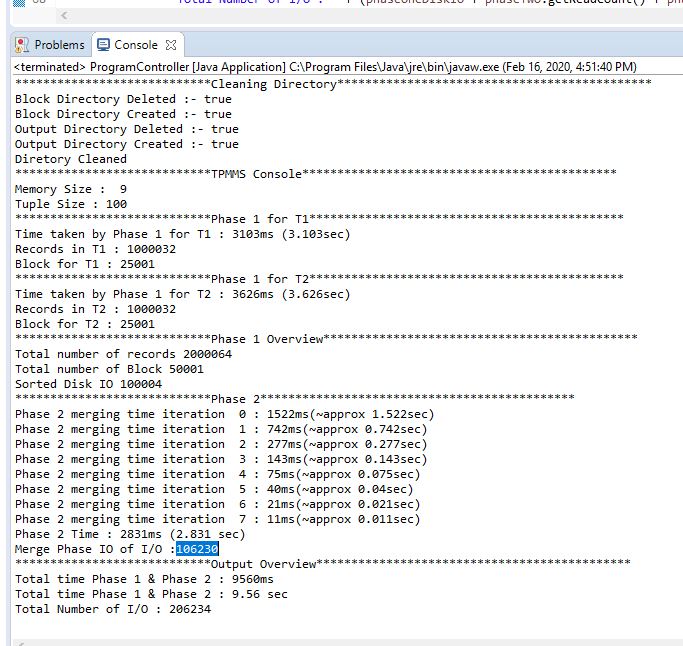
****

Figure 6: 10MB – 20,00,064 Tuple Count

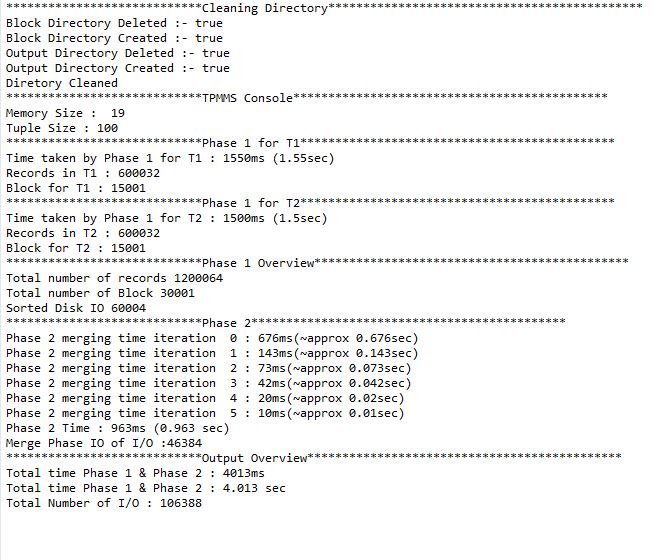
****

Figure 7: 20MB – 12,00,064 Tuple Count

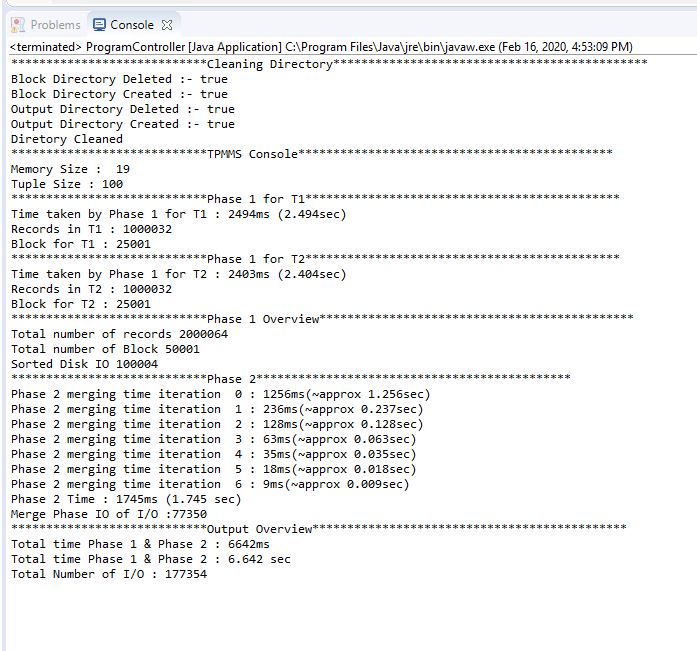
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Figure 8: 10MB – 20,00,064 Tuple Count

**References(WIP)**

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