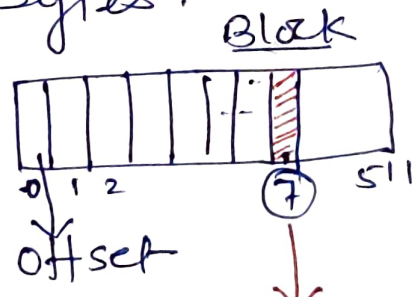
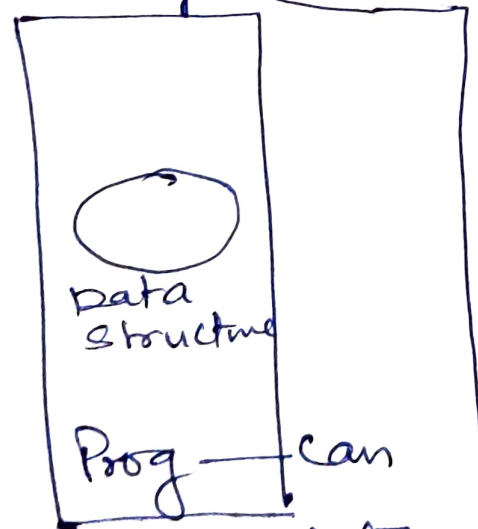


Block Address =
(Track no. , sector no.)

(RAM) main memory
Suppose we take block size as 512 bytes.



- ① Track 1
- ② sector 0
- ③ offset 7 →

can access data from disk through RAM.

Processing of data can't be done directly on disk, data will be accessed in RAM and processed (ops) and sent back to disk.

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Organizing data in
RAM through program is
done through data structure
and in disk through dbms

Emp

empid - 10 bytes

name - 50 "

dept - 10 "

section - 8 "

address - 50 "

Size = 128 bytes

empid	name	dept
1.	RAM	CSE
2.	SHYAM	CSE
3.	ANAN	MAE
4.	MANAV	ECE
5.	ANU	MAE
...
100		

Block size = 512 bytes

1 record size = 128 bytes

$$\text{No. of records per } \underline{\text{block}} = \frac{512}{128} = \underline{4 \text{ records}}$$

So for 100 records

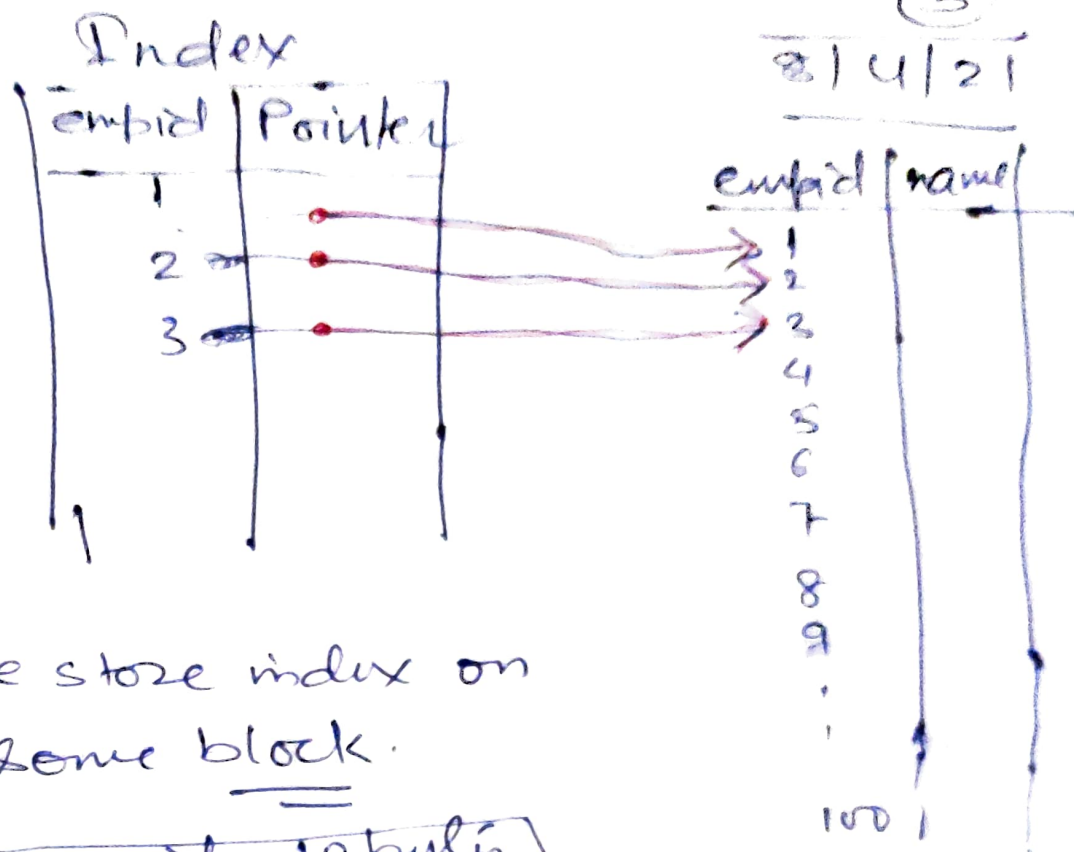
$$\text{we need } \frac{100}{4} = \underline{25 \text{ blocks}}$$

If query to search
a record e.g.

select emp with
empid = 5

this query needs to
access 25 blocks as it
contains 100 records.

to store
this
table.



we store index on
some block.

empid - 10 bytes
 Pointer - 6 bytes

Total = 16 bytes.

$$\frac{\text{records}}{\text{block}} = \frac{100}{16} = 6.25 \approx 6$$

$$\frac{100}{32} = 3.125 \approx 4$$

(32) Pointers
or index only

So roughly we need 4 blocks
to store index \rightarrow for 100 records

this to access a record we
need to access index block (4)
and then database block (only one)

total = 5 block
only

Benefit of indexing.

increasing performance

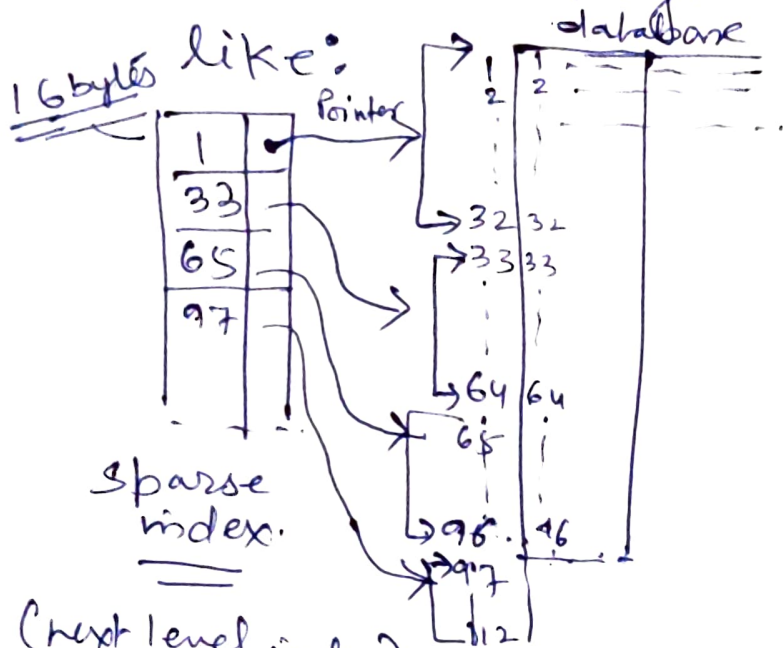
Multilevel Indexing

(4)
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No. of Record grows from 100 to 1000.

Now we need 250 blocks
to store records
and 40 blocks to store indexes.

In one block we can have
32 pointers or indexes so
we create higher index



(next level index)
higher index.

102 ≈ 2 blocks

index
40 blocks

Records
1000

32 | 1000 | 31.2
≈ (32)

32 × 16 = (512) → 1 block
for next
higher index.

So Now using next-
level index we

(5)
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one block higher index

Forly block of index

one block of database

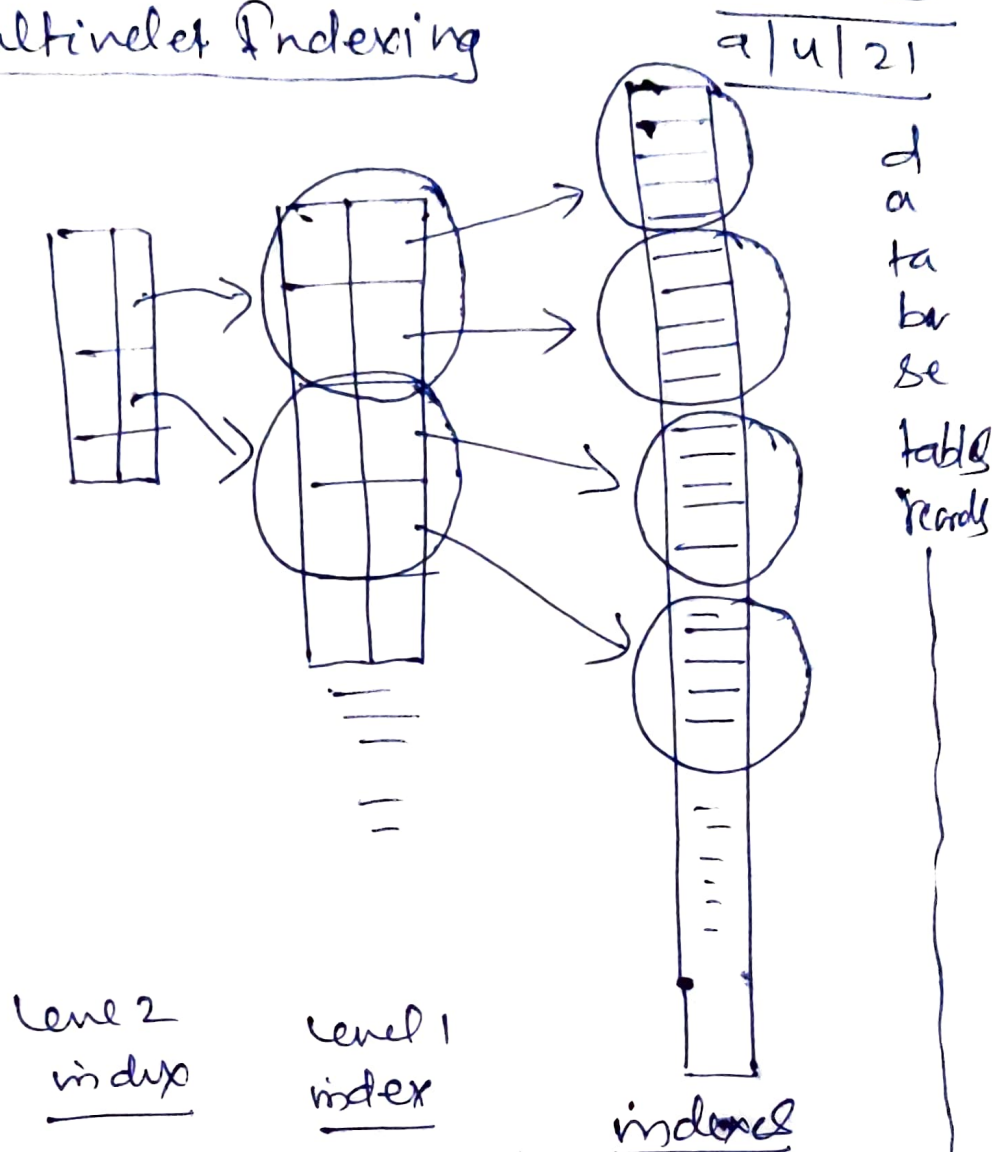
if indexing is not there

then we need to traverse
250 blocks to search a ~~data~~
record.

if higher level index is not
there then $32 + 1$ = 33 blocks
to search a record

But next level higher index
will reduce no. of blocks
to search for a particular
record to $1 + 1 + 1 = 3$ blocks only

Multilevel Indexing

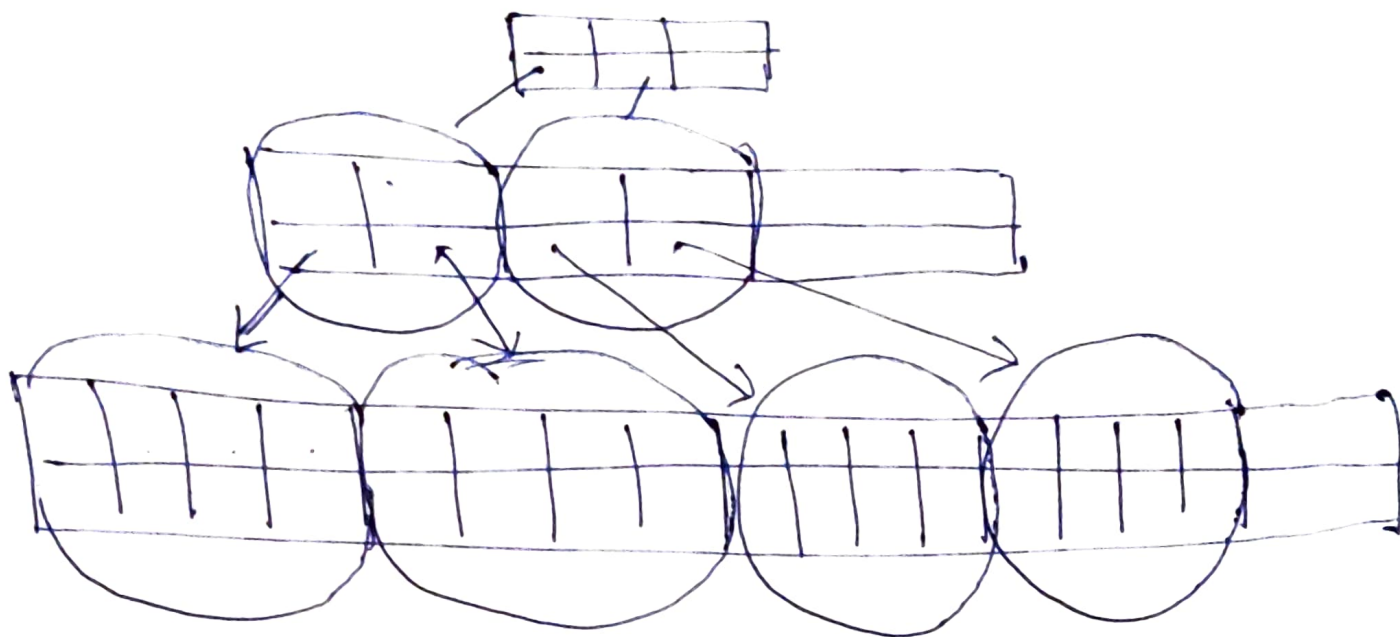


As no. of records growing,
size of index also grows
so we need to increase
the level of indexing to
reduce the no. of blocks
to access to search a record.

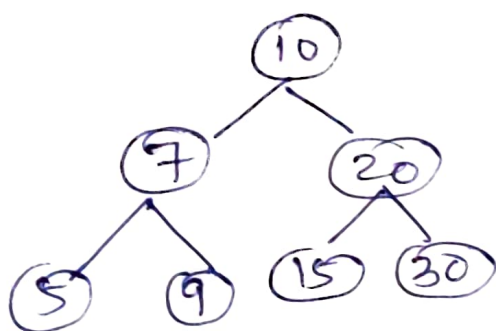
we need self managed indexes
so that as no. of records increases
in database indexing is created and
if records deleted, indexing also
gets reduced.

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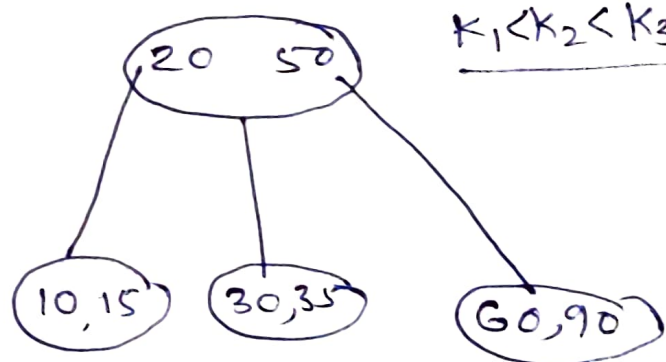
Turn the previous diagram clockwise we get



Self Managed Multilevel Indexing



1 key
2 child



$K_1 < K_2 < K_3$

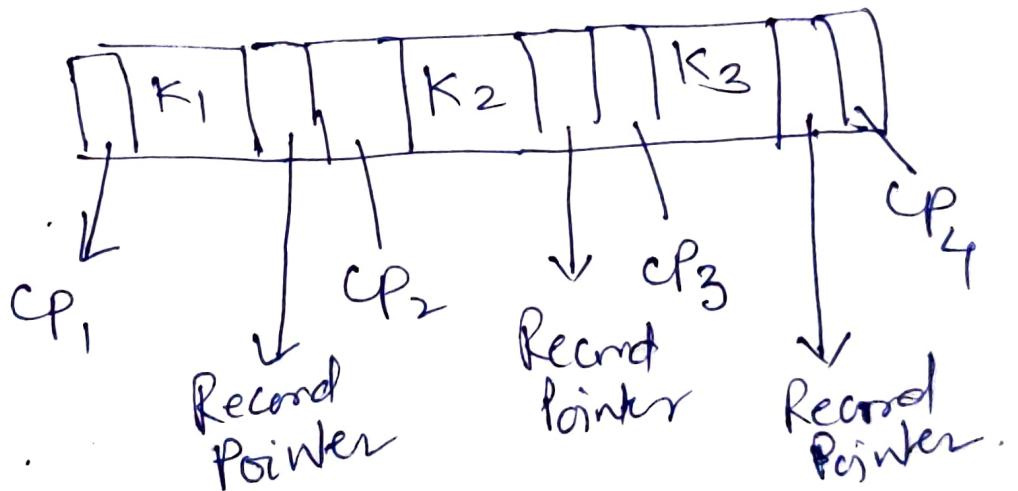
2 key
3 children
3 way-search tree

m-way search Tree

each node can have at most m children, (m-1) keys.

$$\begin{array}{r} 8 \\ \hline 9 \overline{) 421} \end{array}$$

4-way



The diagram illustrates a B-tree index structure. On the left is an 'index' table with two columns: 'index' and 'empid'. It contains five rows. On the right is a 'Table' with two columns: 'empid' and 'name'. It contains five rows. Arrows indicate the mapping from the 'index' table to the 'Table':

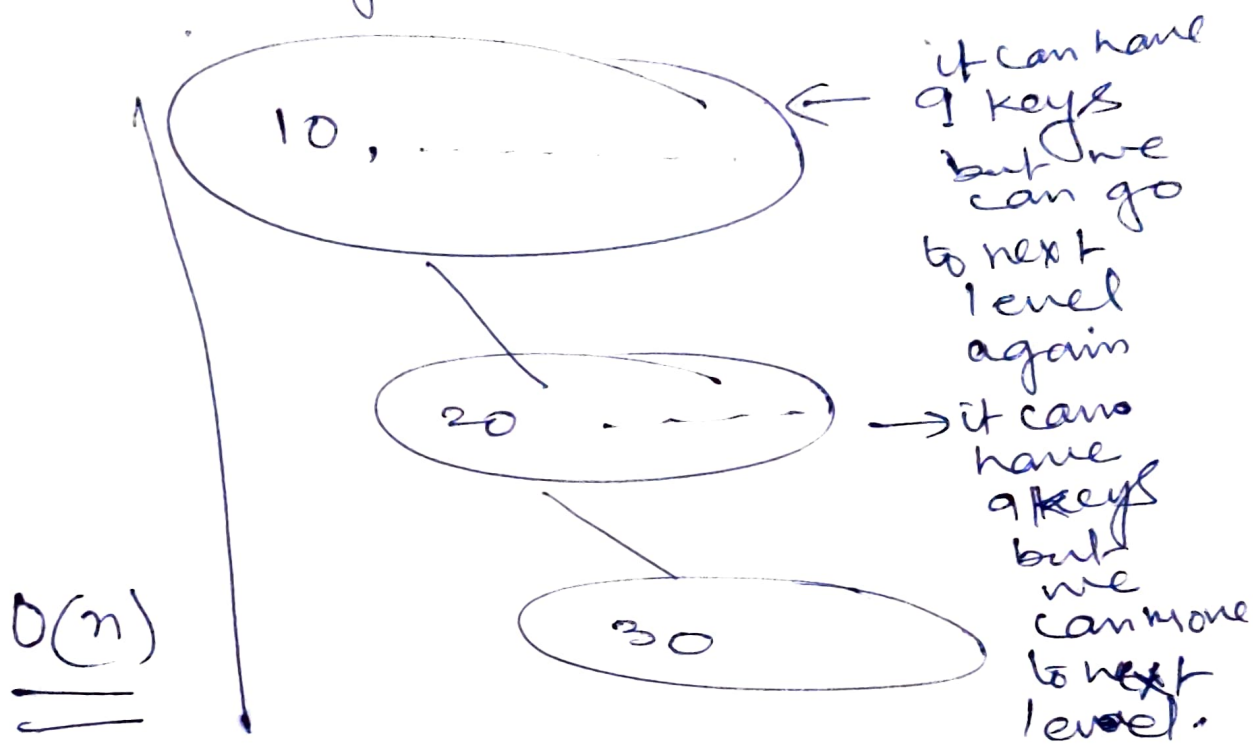
- Index row 1 (index: 1, empid: 10) points to Table row 1 (empid: 10, name: 'Ravi').
- Index row 2 (index: 2, empid: 20) points to Table row 2 (empid: 20, name: 'Sudha').
- Index row 3 (index: 3, empid: 30) points to Table row 3 (empid: 30, name: 'Vijay').
- Index row 4 (index: 4, empid: 40) points to Table row 4 (empid: 40, name: 'Priya').
- Index row 5 (index: 5, empid: 50) points to Table row 5 (empid: 50, name: 'Anand').

M-way Search Tree

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10-way search tree

keys - 10, 20, 30, ..., n



To search a key it can take $O(n)$ time because no strict rule in m-way search tree. So B-Tree same with some specific rules.

B-Tree

Rule 1. Every node we must fill at least half:

i.e. $\lceil m/2 \rceil$ ceil function.

children must be there.

2. Root can have min 2 child

3. All leaf at same level.

4. Creation process is bottom up

B-Tree

m=4 → keys=3 only

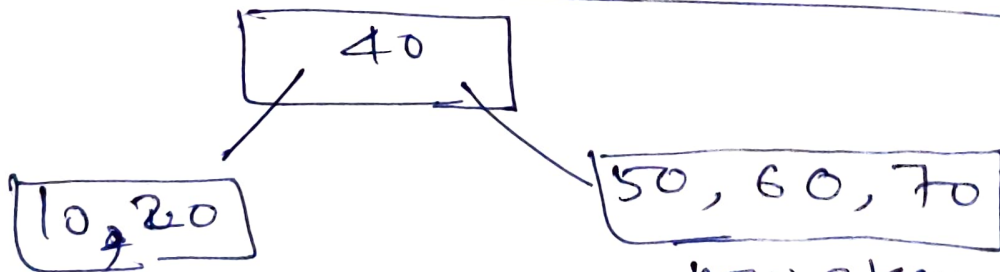
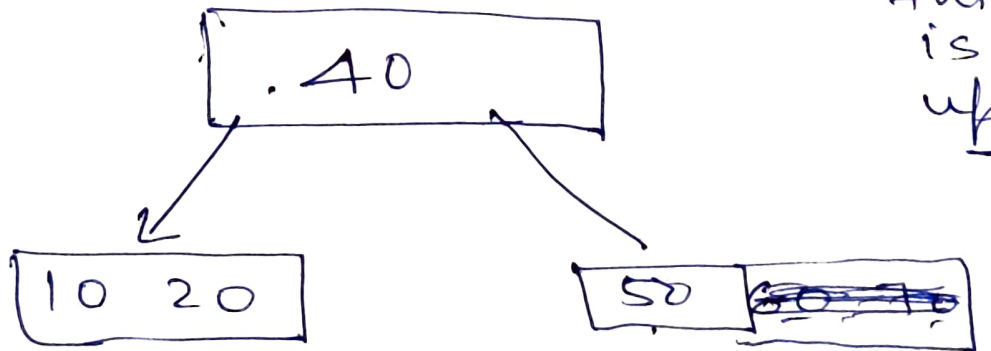
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keys: 10, 20, 40, 50, 60, 70, 80

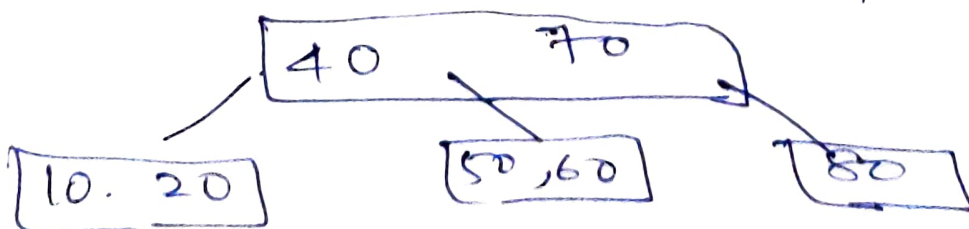
10 20 40

Now we can't insert 50 because only 3 keys it can have. So now split the node.

this tree is growing upward.



now 3 keys so split for 80



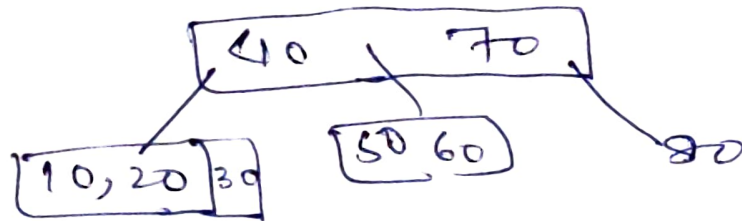
B-Tree

(11)

m=4 → Keys = 3 only

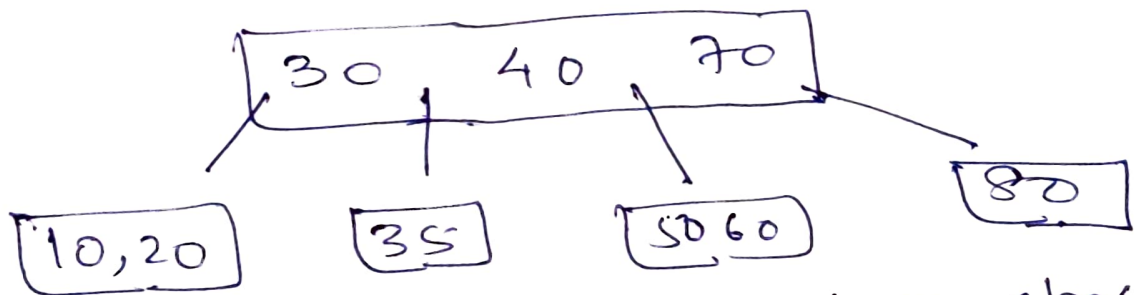
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Keys : 10, 20, 40, 50, 60, 70, 80, 30



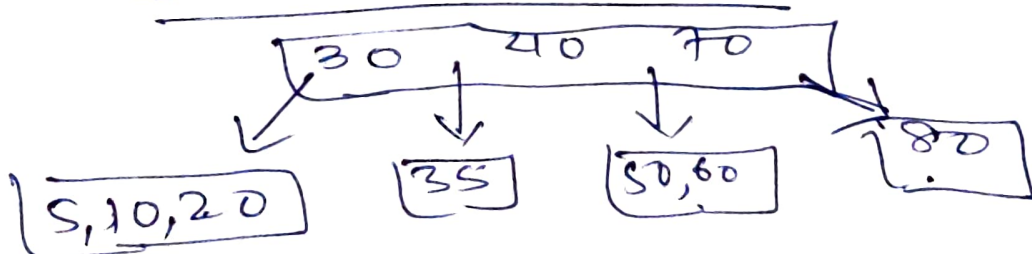
Now insert 35

there is no space in [10, 20, 30]
so split, take 30 up.



whenever there is no space
in child node then split
child node and send last key
of child node to parent node.

Now insert 5

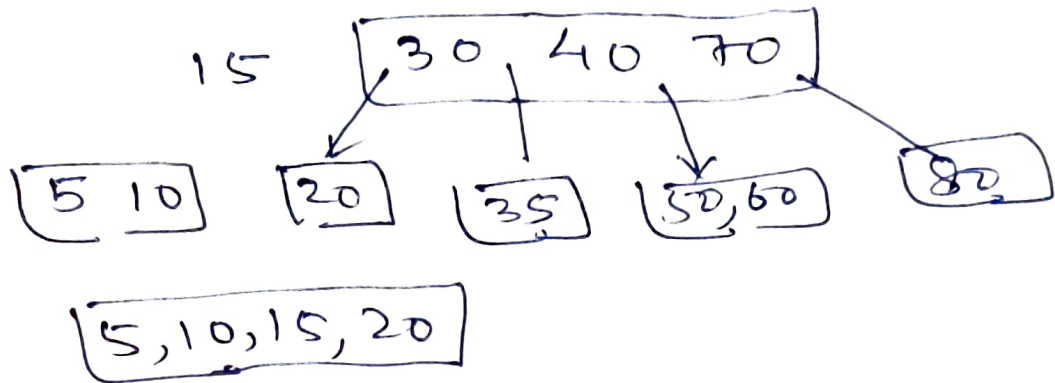


B-Tree

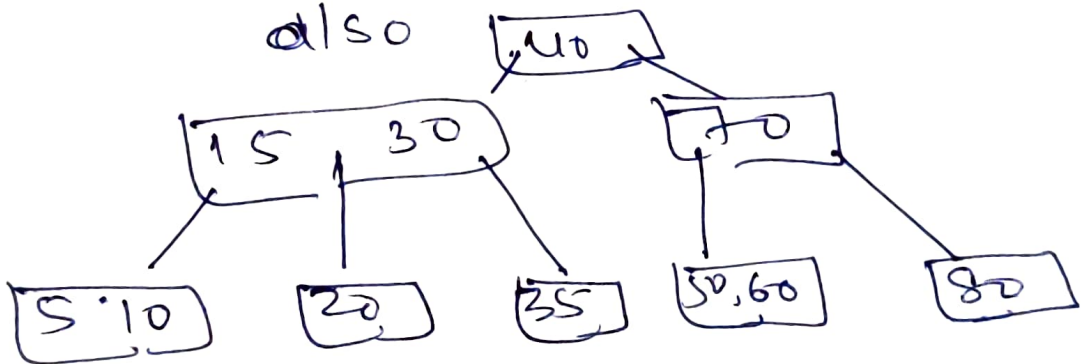
(12)
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Insert 15

there is no space in 5, 10, 20
so split and send 15 to
parent node.



Now above also no
space ~~for~~ 15 so we
split the parent node
also



15 30 40 70