B Trees

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Overview I

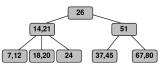
Intro

- 2 Inserting
 - Inserting Case 1
 - Inserting Case 2
 - Inserting Case 3
 - Inserting Case 4

- B-Trees
 - Comparison

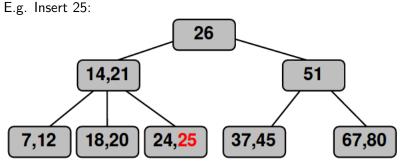
Intro

- Let K be a totally ordered set.
- A 2-3 tree, t is a tree on $K \cup (K \times K)$ possessing the following properties:
 - Each non-leaf node has 2 or 3 children
 - If p is a node with 2 children then it contains one key sych that:
 - All keys in the left subtree of p < key(p) < all keys in the right subtree of p.
 - If p is a node with 3 children, then it contains two keys, Itkey and rtkey, such that:
 - All keys in the left subtree of p:
 - < Itkey</p>
 - < all keys in the middle subtree of p
 - < rtkey</p>
 - < all keys in right subtree of p.
 - All leaf nodes are at the same level.





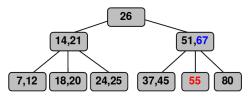
Insertion in a leaf node containing a single key:



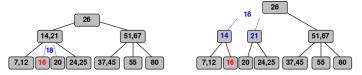
Node whose children should contain new key has only two children, both with two keys:

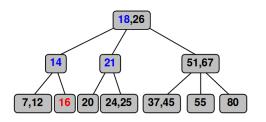
E.g. Insert 55:

- Go to right child of node containing 51; inserting 55 in this node would give 55,67,80;
- Make the middle key of these 3 keys the right key of the parent;
- Split the other two values into two nodes.

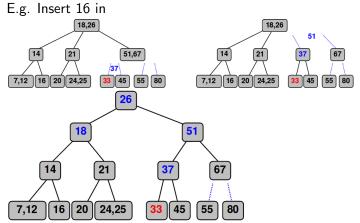


Node whose children should contain new key already has 3 children, and new key cannot be inserted in a leaf containing just 1 key. E.g. insert 16:





Splitting the root



Intro

- A 2-3 tree is a B-Tree of order 3.
- More generally, a B-tree of order m is an m-way search tree such that:
 - If the root is not a leaf nodethen it has between 2 and m children.
 - All non-leaf nodes except the root have between [m/2] and m children.
 - All leaf nodes are at the same level.
- The path length when searching in a B-tree is bounded above by: $log_{[m/2]}(\frac{n+1}{2})$

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Comparison of Height-Balanced Binary Search Trees and B-Trees

 The expected path length in a height-blances BST containing n keys is:

$$[log_2(n+1)] - 1$$

- Height of a B-tree of order m containing n keys is: $\leq log_{\lceil m/2 \rceil}(\frac{n+1}{2})$.
- It is easier to code BST algorithms
- B-Trees waste space if used for RAM-based dictionaries.
- B-Trees on disk units have m = 256 or more: shallow tree ⇒ fewer disk accesses

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The End