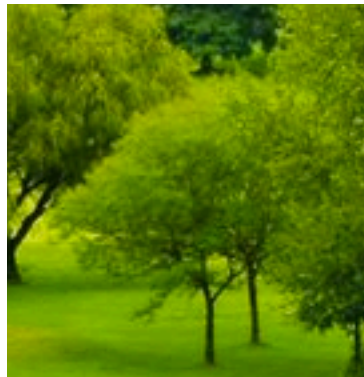


FIGURE 4. A node in a B-tree of order d with $2d$ keys and $2d + 1$ pointers.

Conception Avancée de Bases de Données

B+Tree



Traduction en cours

Seminal Article



- **The Ubiquitous B-Tree**
- DOUGLAS COMER
- *Computer Science Department, Purdue University,
West Lafayette, Indiana 47907*

Internetworking with **TCP/IP**

VOLUME III

Client - Server Programming and Applications

AT&T TLI
VERSION



Douglas E. Comer
David L. Stevens





- Binary Tree

- A tree with at most two children for each node.

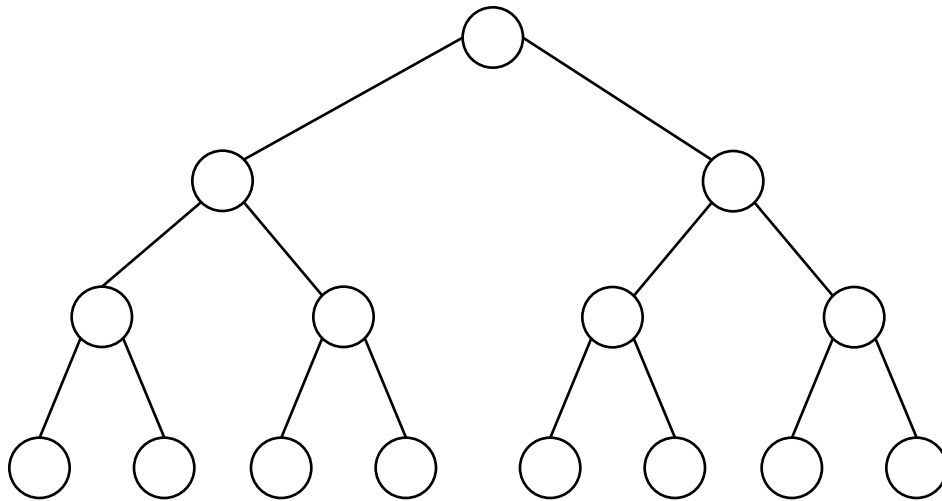
- Binary Search Tree

- A binary tree where every node's left subtree has keys less than the node's key, and every right subtree has keys greater than the node's key.

- B-Tree

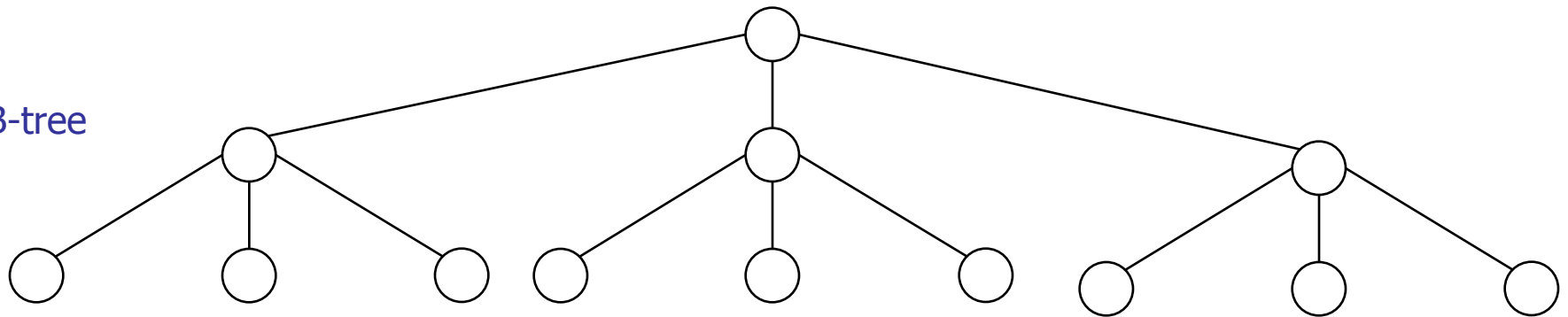
- A BST in which every node has between m and $2m$ children, where m is a fixed integer.

BST B-tree

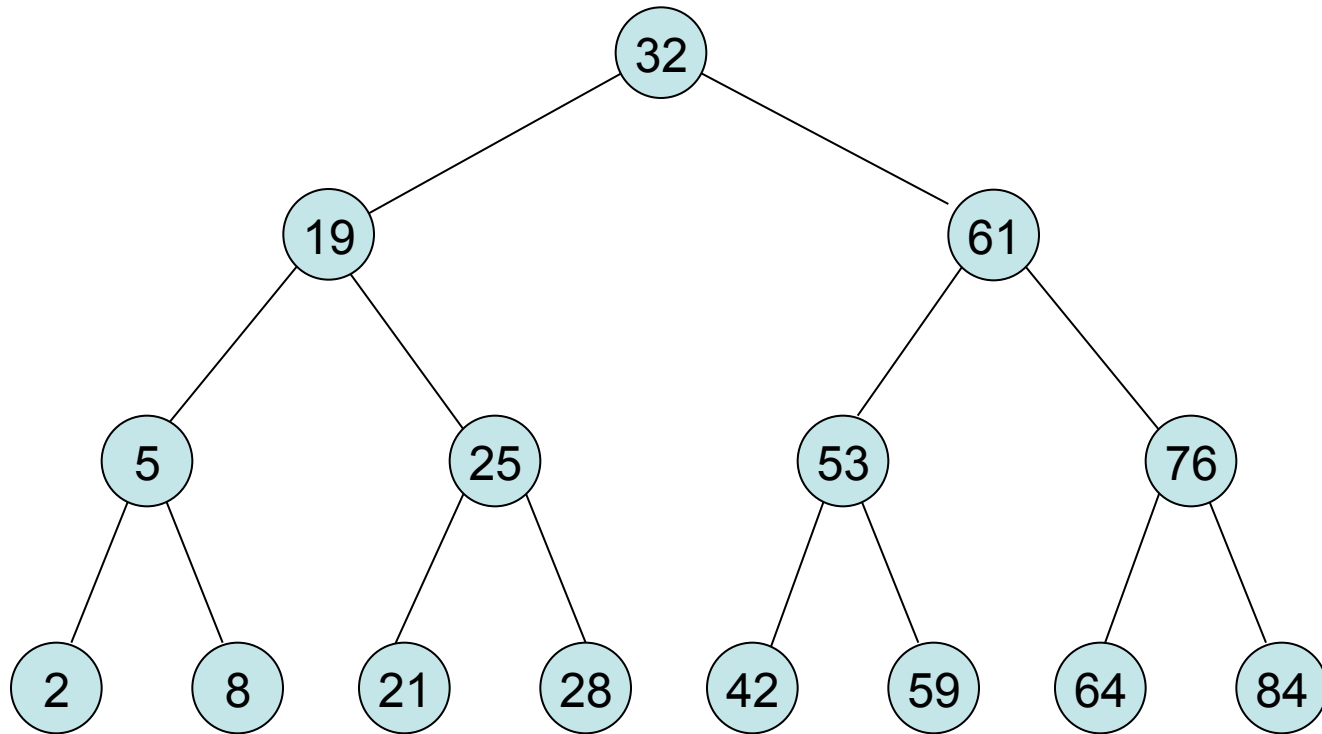


BST

B-tree



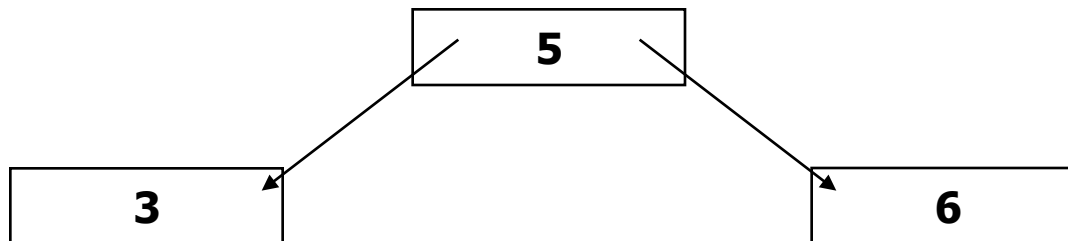
BST example



Arbre binaire de recherche (BST)



- Un arbre binaire de recherche est un arbre binaire dans lequel :
 - Chaque noeud possède une clé,
 - Telle que chaque nœud du sous-arbre gauche ait une clé inférieure ou égale à celle du nœud considéré,
 - Et chaque noeud du sous-arbre droit possède une clé supérieure ou égale à celle-ci

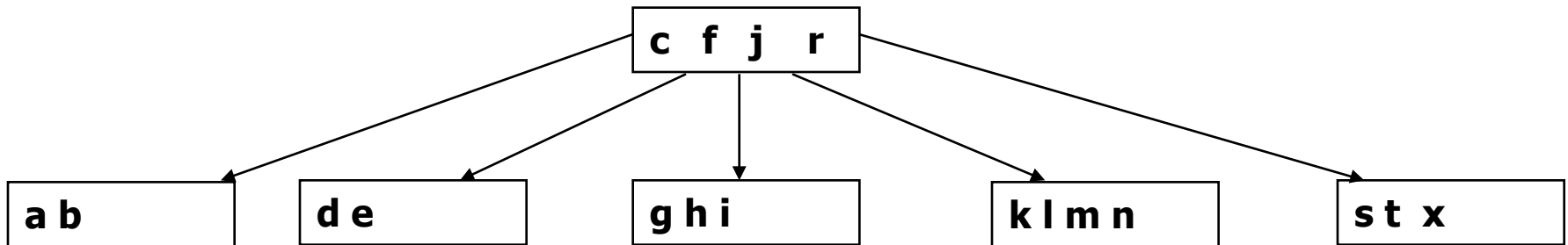


Arbre équilibré (B tree)



- Structure arborescente dans laquelle tous les chemins de la racine aux feuilles ont même longueur.
 - Tous les noeuds feuilles sont au même niveau
 - La hiérarchie de l'arbre grossit par la racine
- Par opposition aux arbres dégénérés (arbres peignes).
 - Opération de recherche de complexité logarithmique au lieu de complexité linéaire.

Arbre B (Btree) d'ordre 2



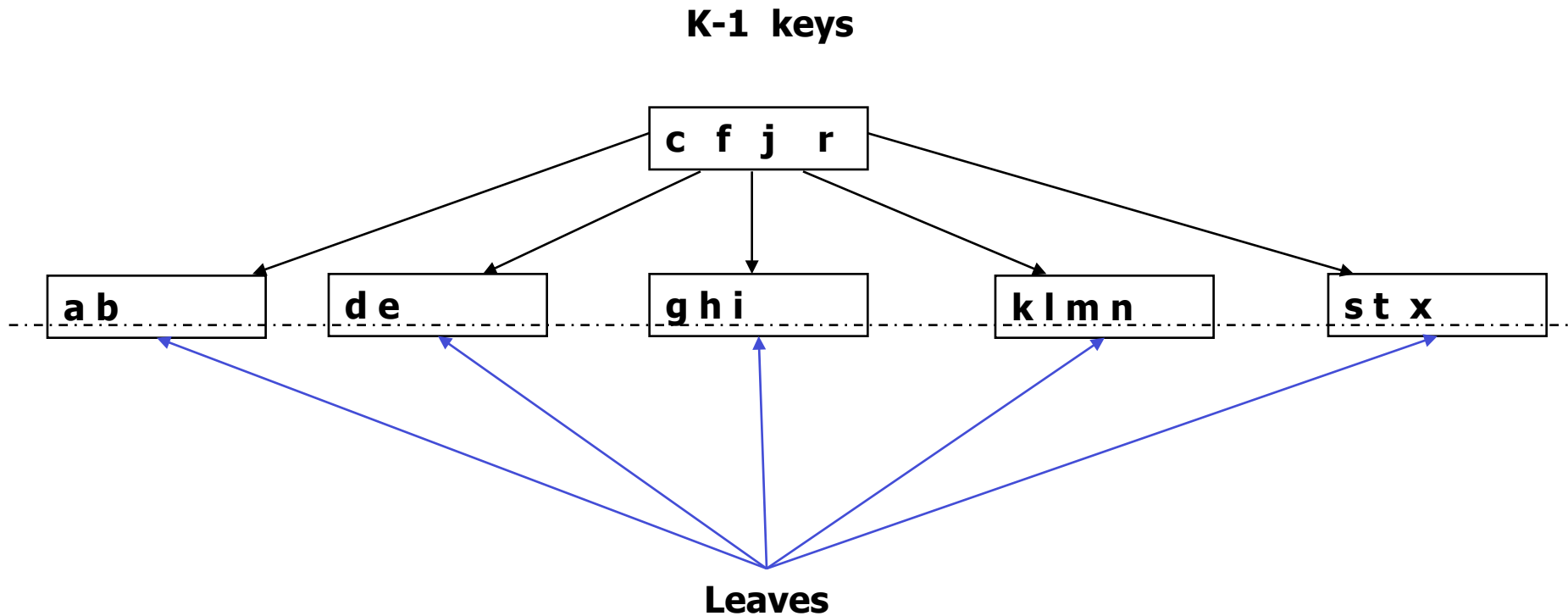
Un arbre-B d'ordre M Chaque noeud contient au moins M et au plus $2M$ éléments

M order B-tree

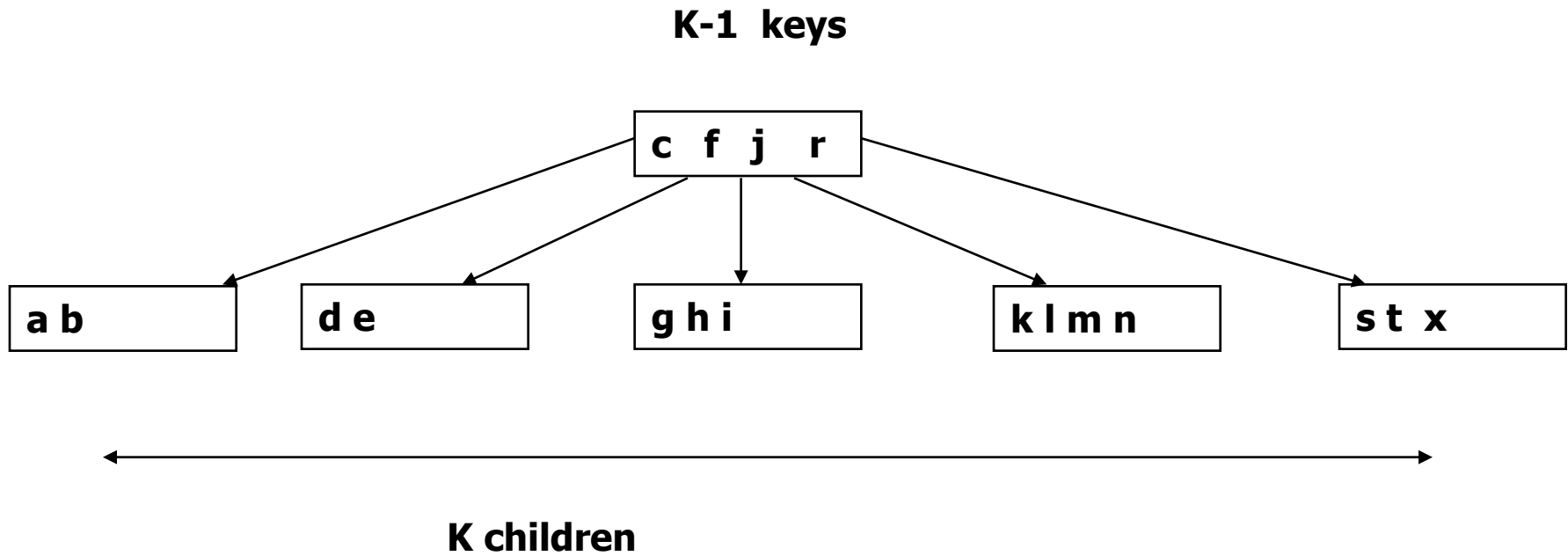


- A B-tree of order m satisfies:
 1. Every node has at most $2m$ children.
 2. Every node has at least m children.
 3. The root has at least two children.
 4. All leaves appear in the same level
 5. A non-leaf node with k children contains $k-1$ keys.

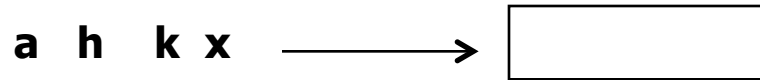
All leaves appear in the same level



A non-leaf node with k children contains $k-1$ keys.

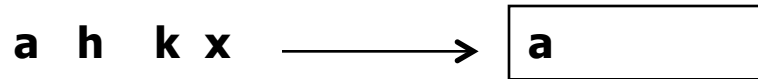


Arbre B (ordre 2) création



Noeud Racine (Root)

Arbre B (ordre 2) création



**Seule la racine peut avoir
un nombre d'éléments
inférieure à m**

Arbre B (ordre 2) création



a h k x → a

h k x → a h

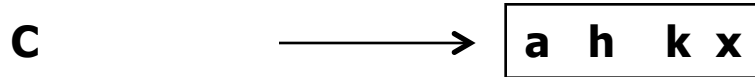
k x → a h k

x → a h k x

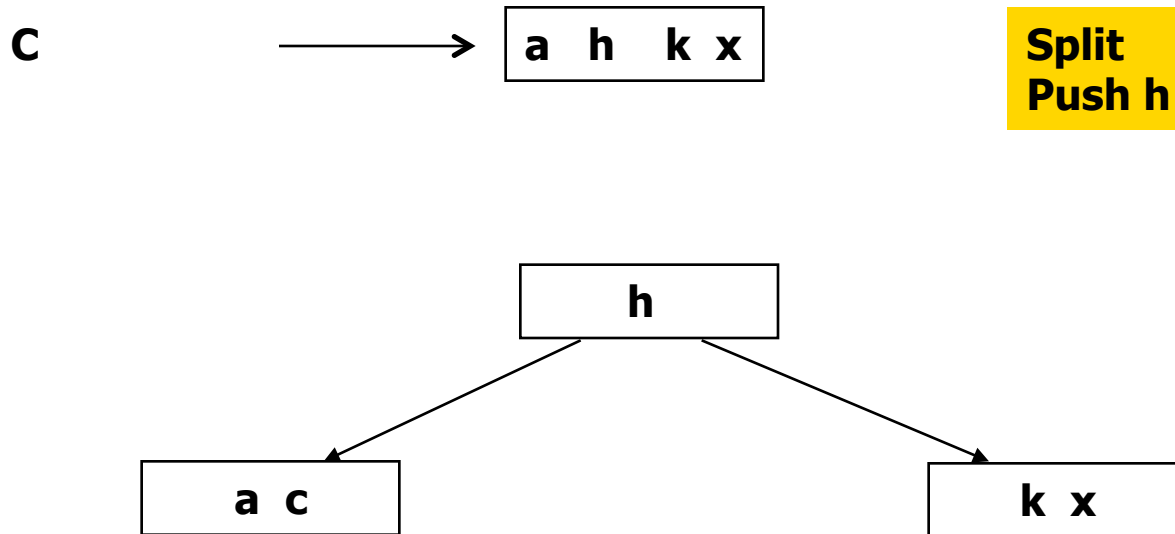
Noeud Racine (Root)

Root Full

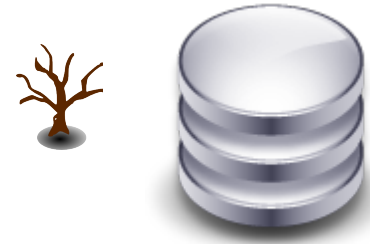
Arbre B création



Arbre B création



Algorithme : Insert(key)



Find(key) to locate new position

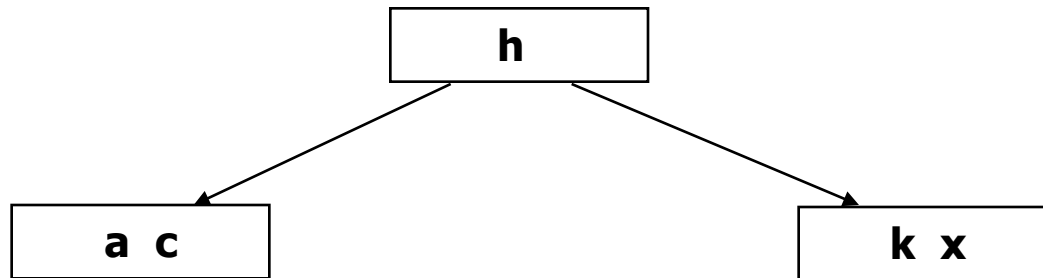
move right neighbors within node

if overflow split into 2 nodes

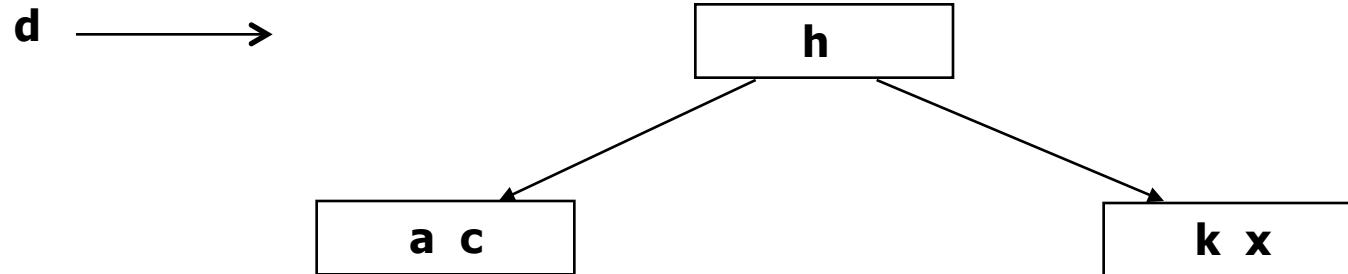
promote middle key to parent node

if parent overflows, repeat

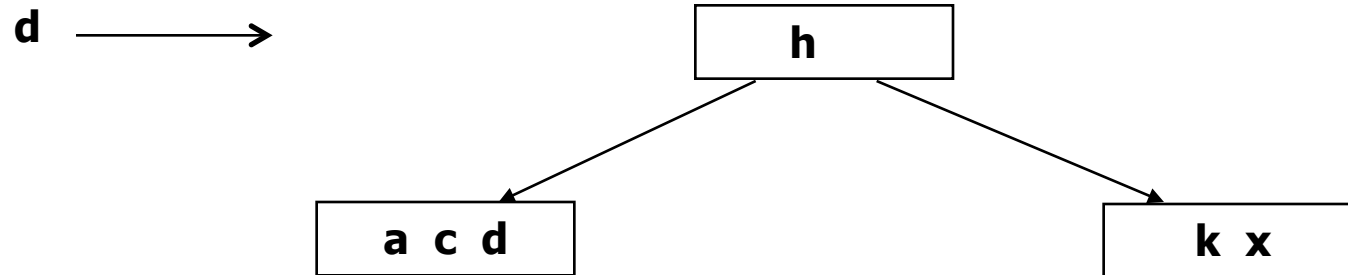
Arbre B insertion



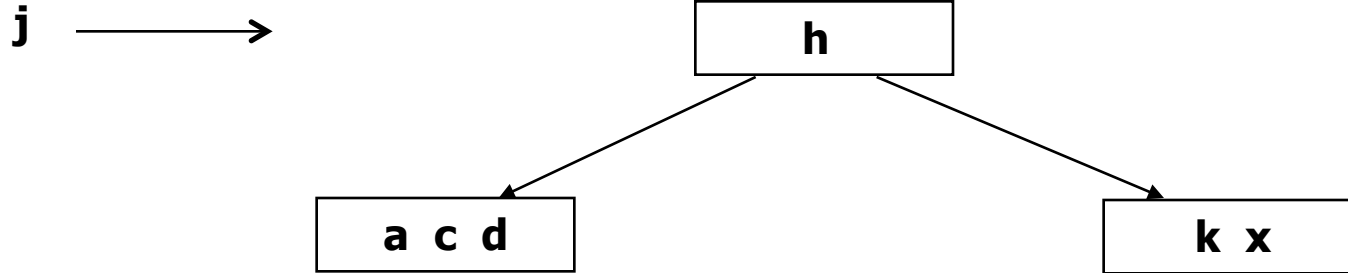
Arbre B insertion



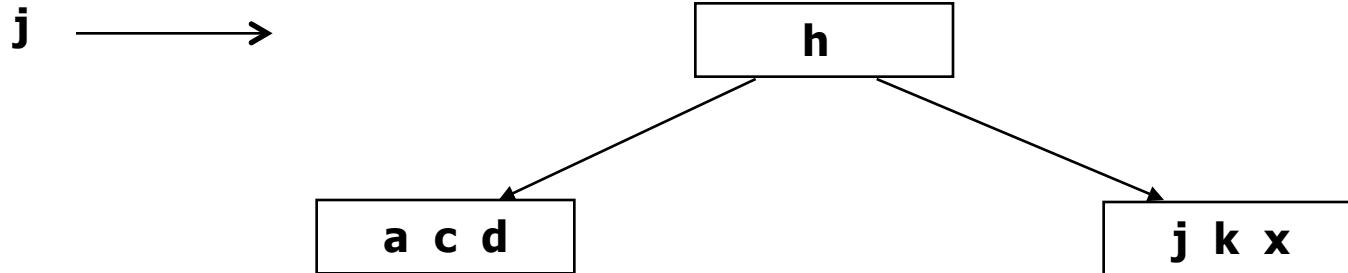
Arbre B insertion



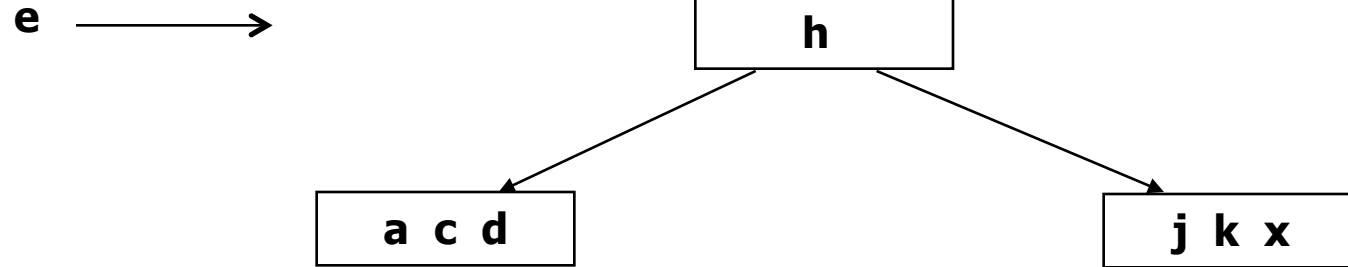
Arbre B insertion



Arbre B insertion



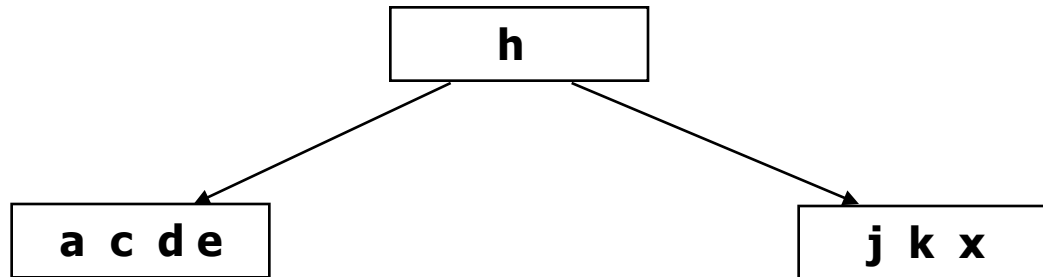
Arbre B insertion



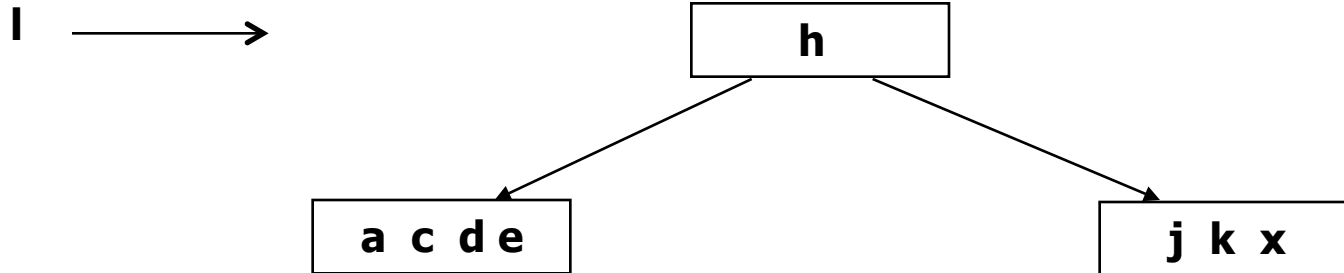
Arbre B insertion



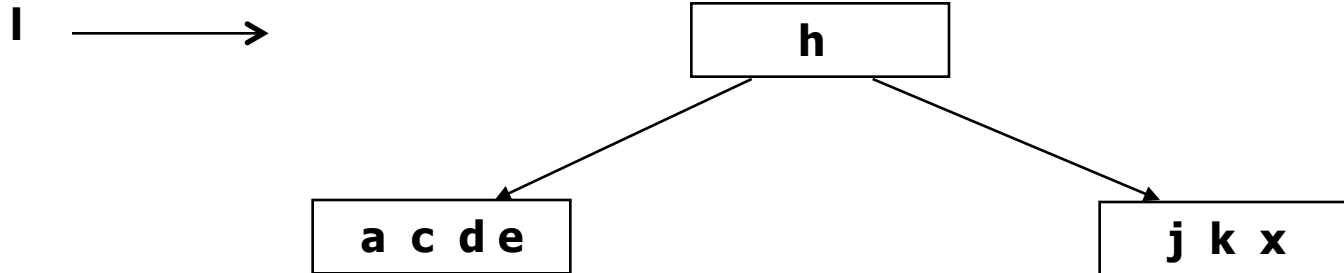
e →



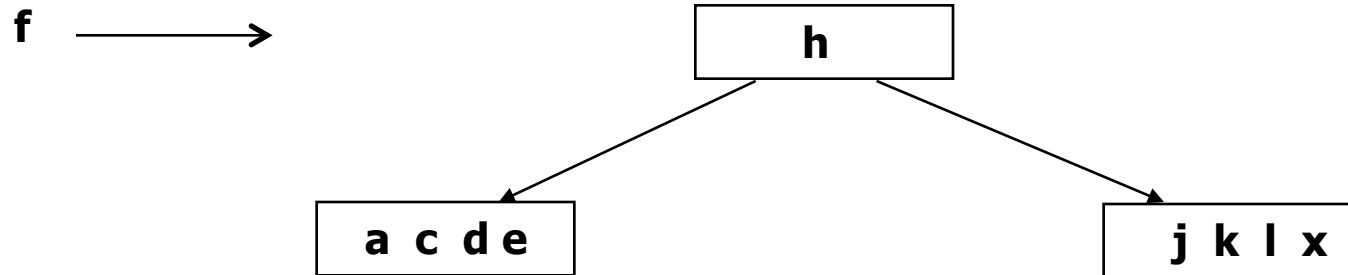
Arbre B insertion



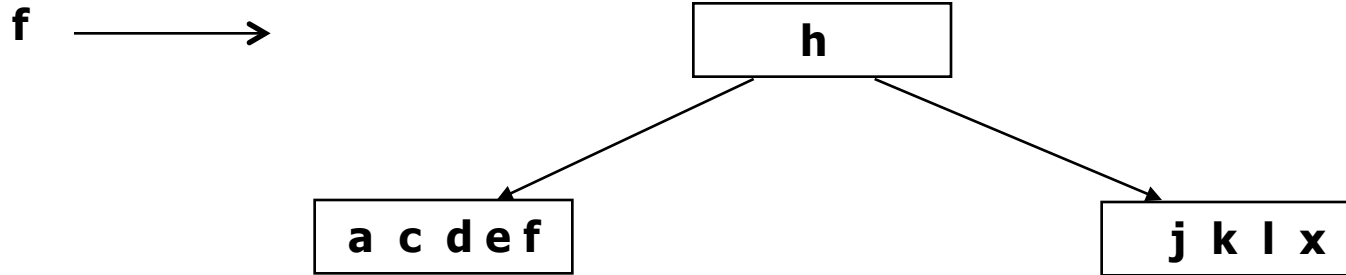
Arbre B insertion



Arbre B insertion



Arbre B insertion



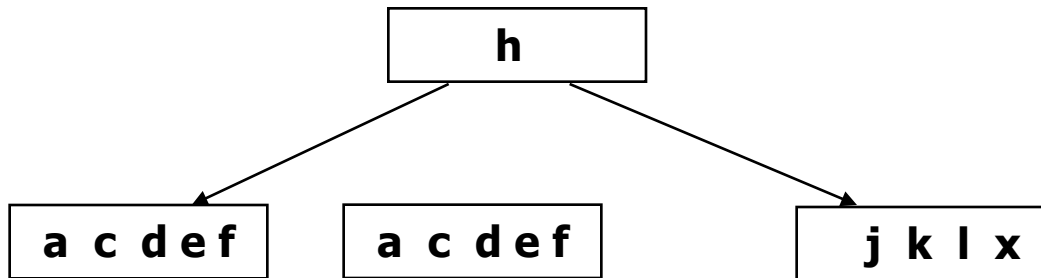
OverFlow

Arbre B insertion



f →

Split

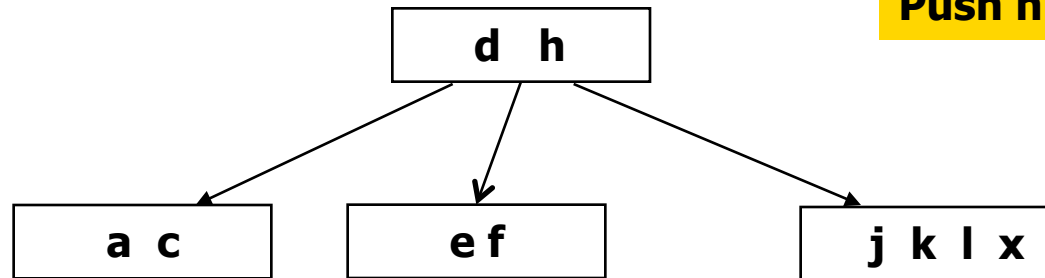


Overflow

Arbre B insertion



f →

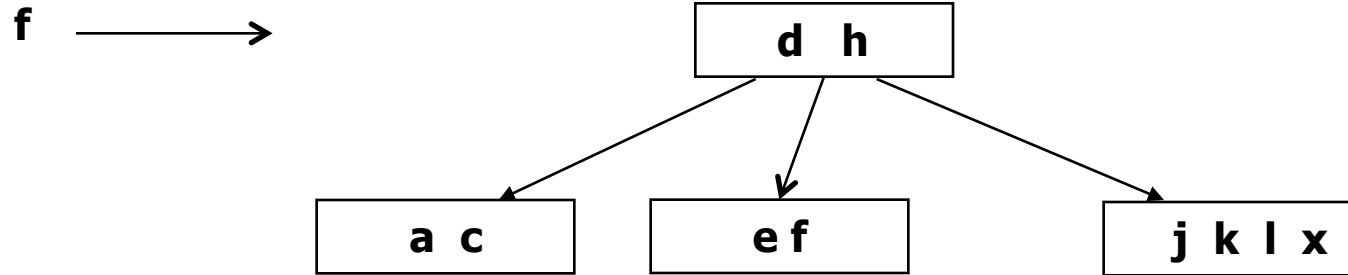


**Split
Push h**

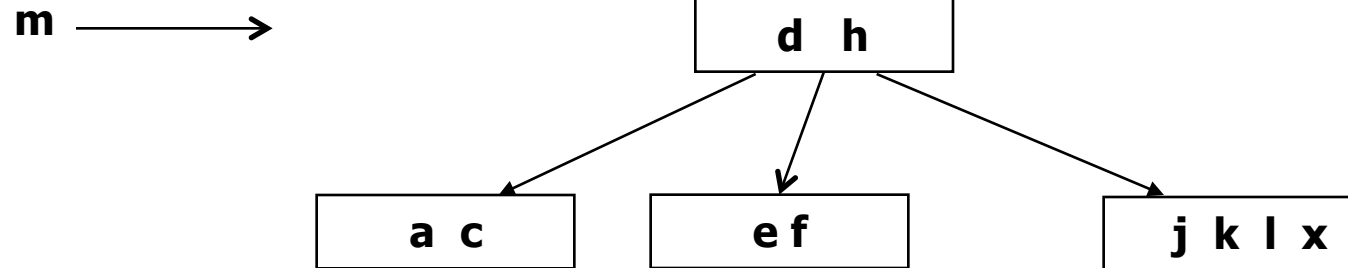


OverFlow

Arbre B insertion



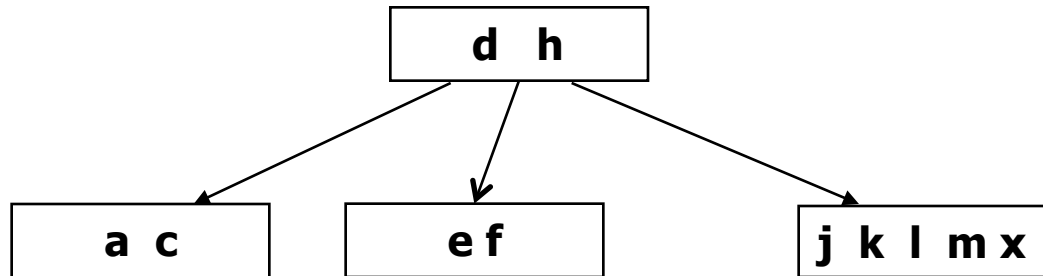
Arbre B insertion



Arbre B insertion



m →

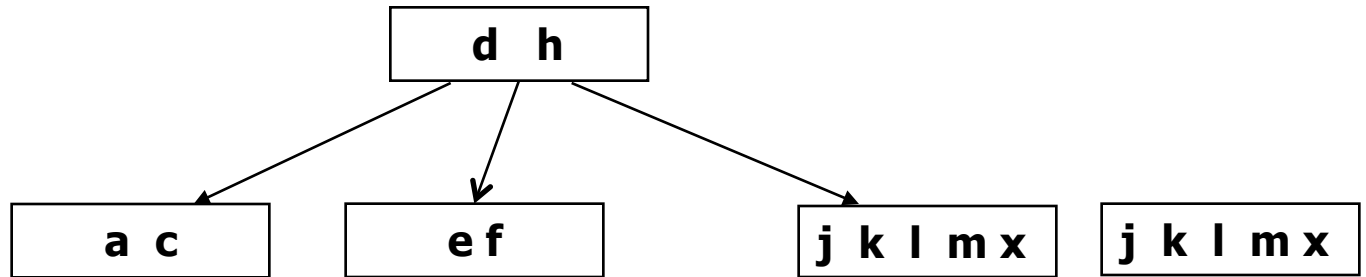


Arbre B insertion



Split

m →

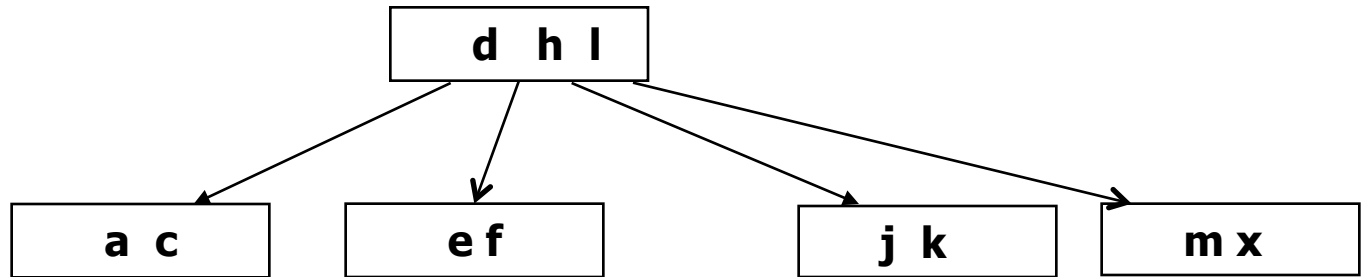


Arbre B insertion

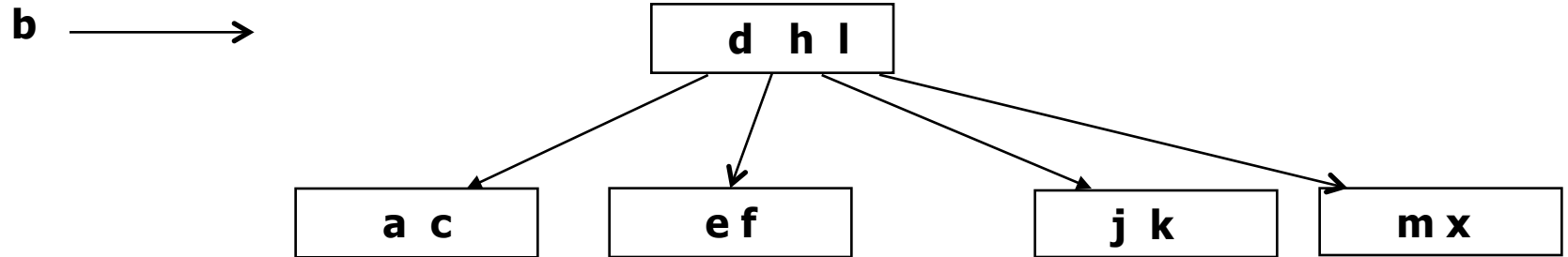


**Split
Push l**

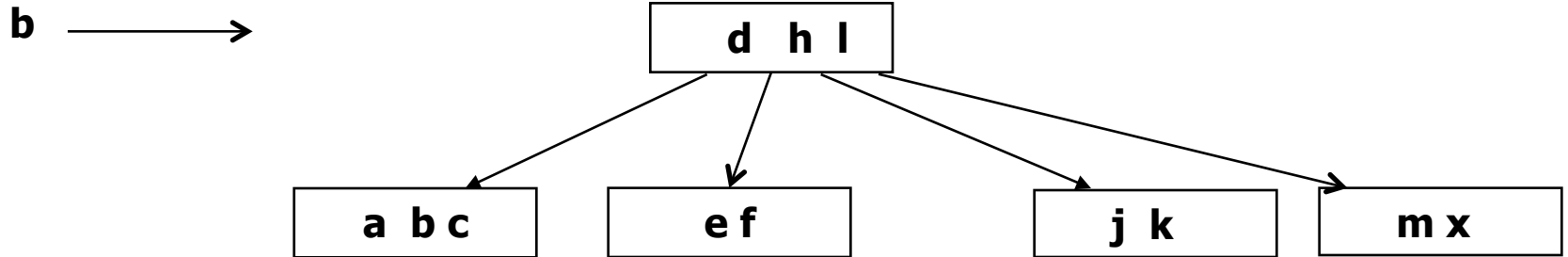
m →



Arbre B insertion



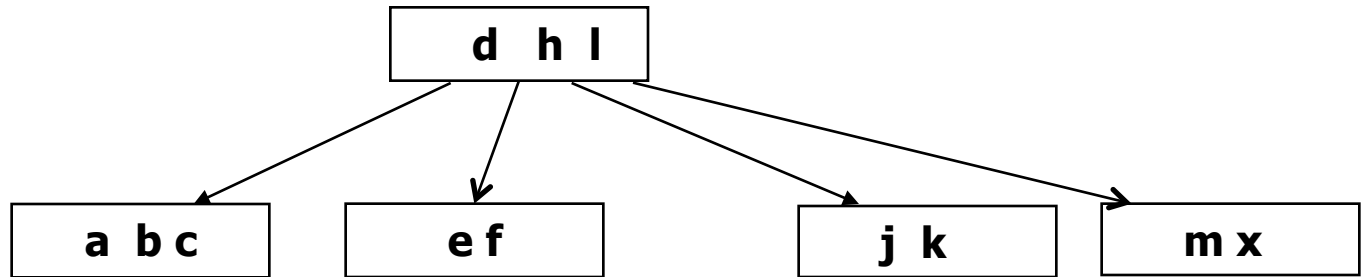
Arbre B insertion



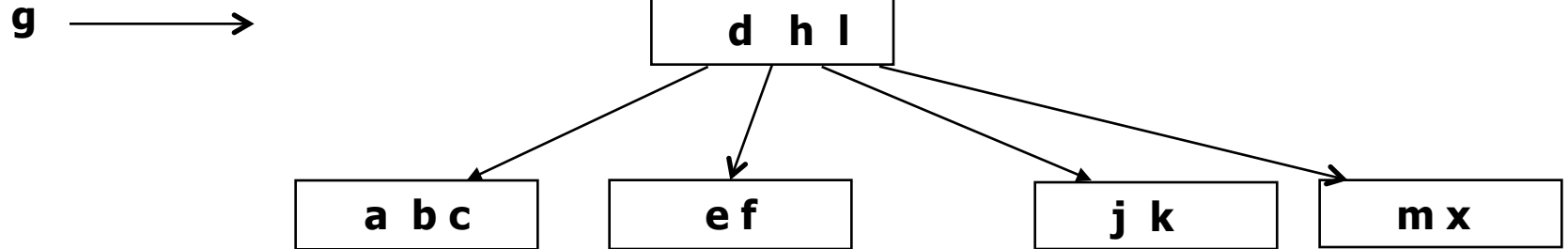
Arbre B insertion



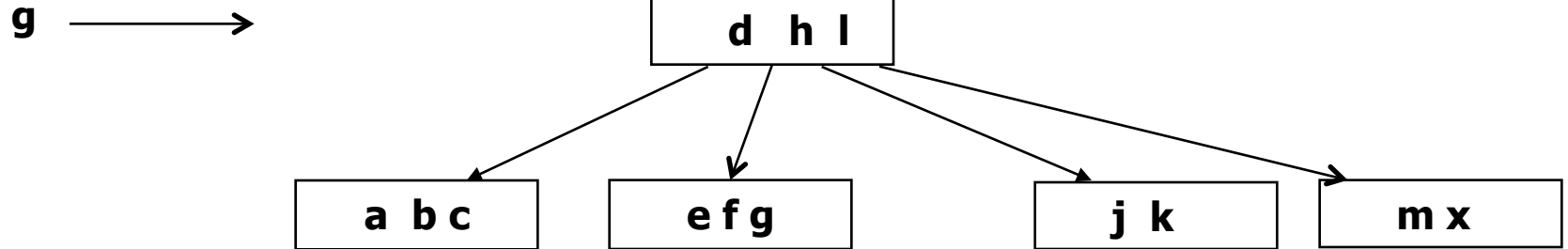
b →



Arbre B insertion



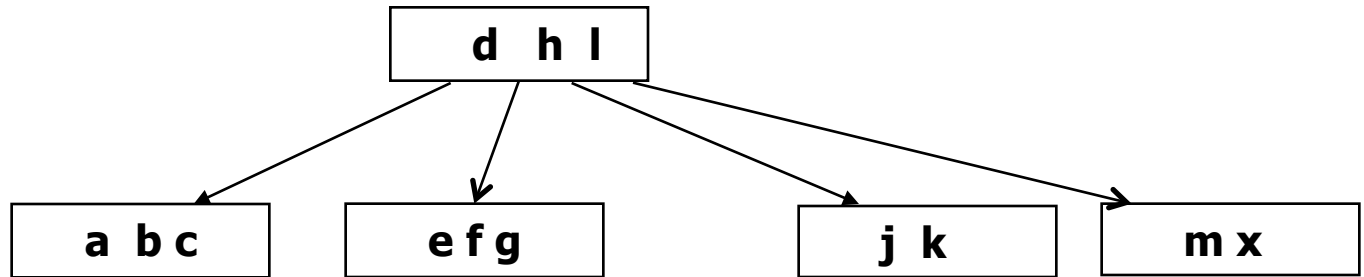
Arbre B insertion



Arbre B insertion



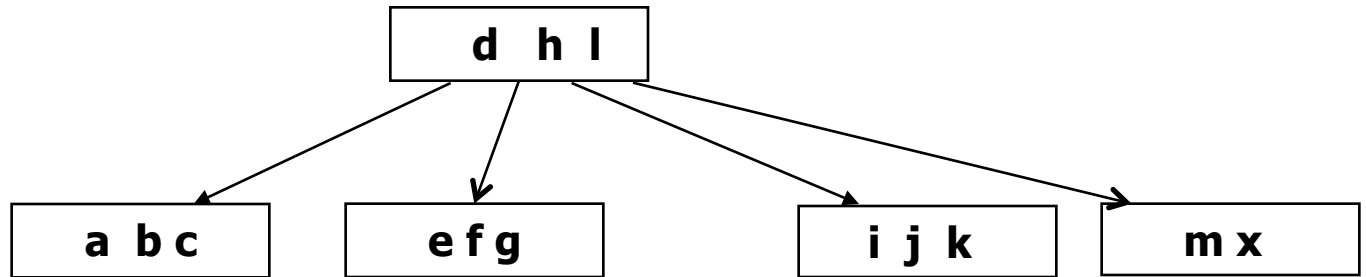
i →



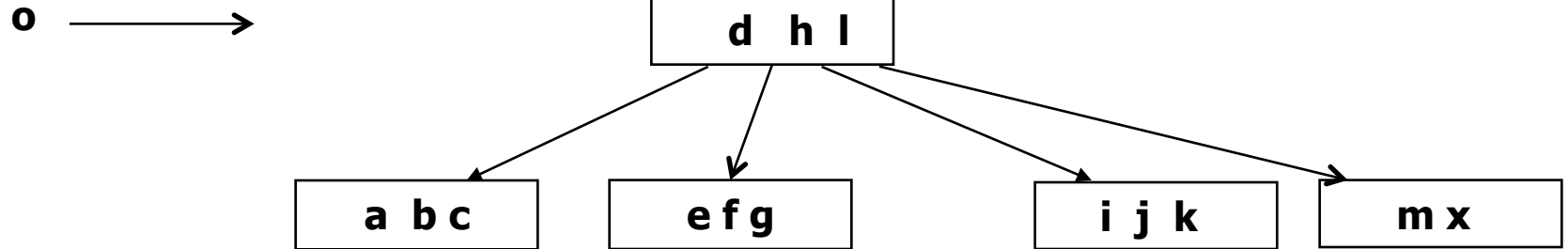
Arbre B insertion



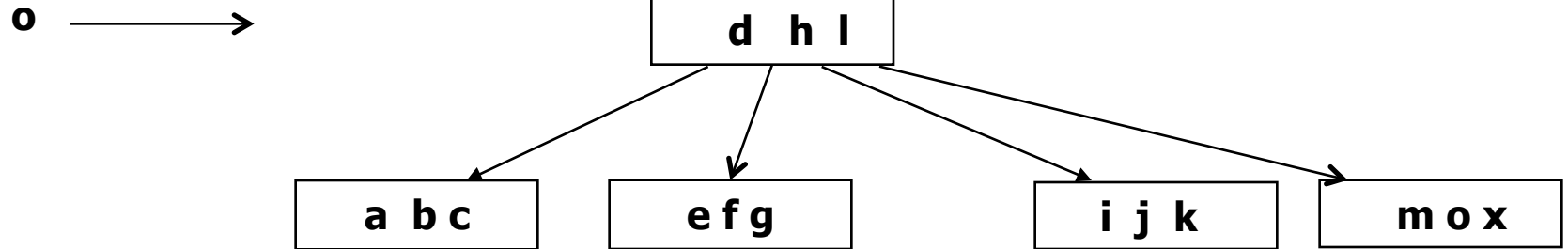
i →



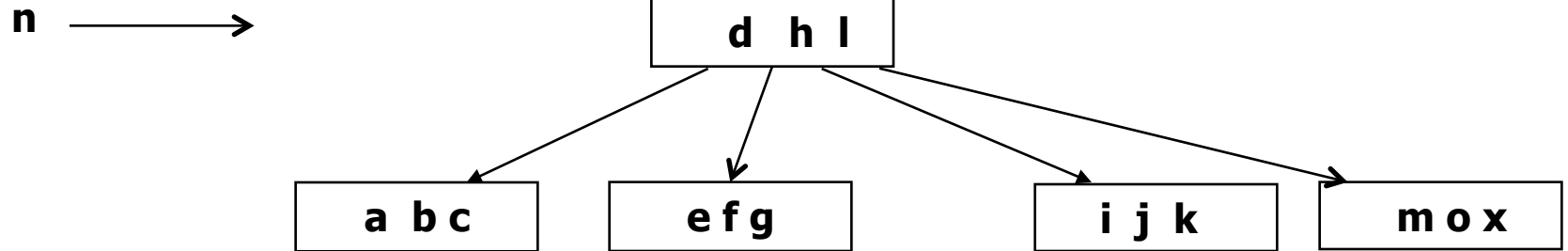
Arbre B insertion



Arbre B insertion



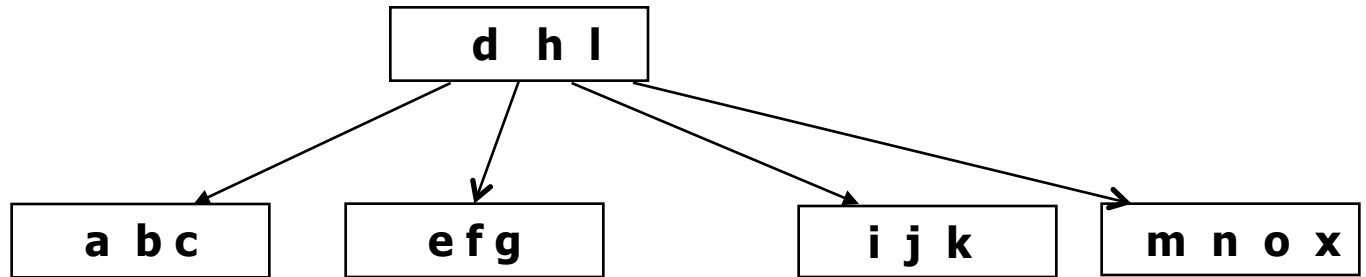
Arbre B insertion



Arbre B insertion



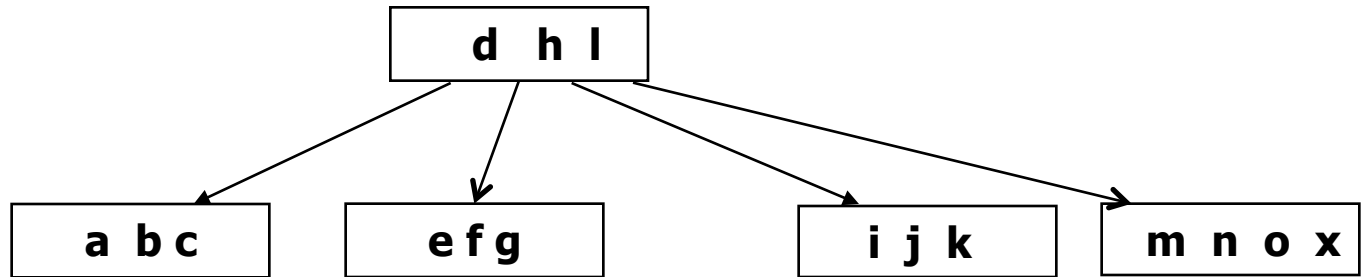
n →



Arbre B insertion



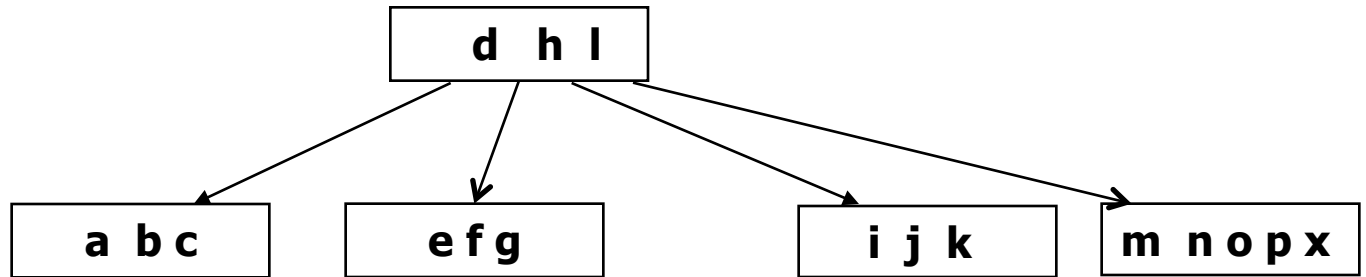
p →



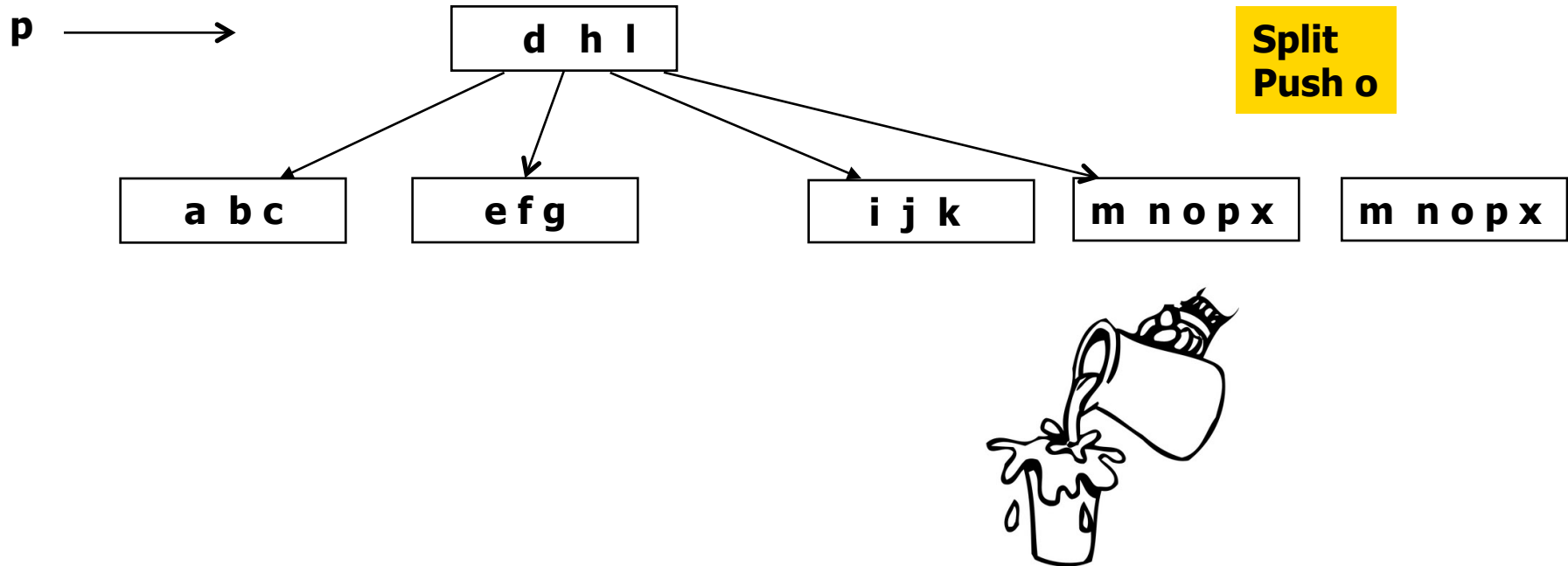
Arbre B insertion



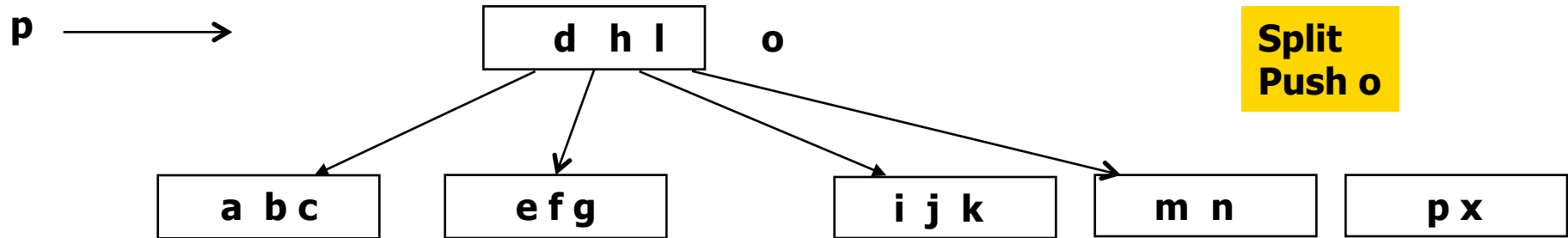
p →



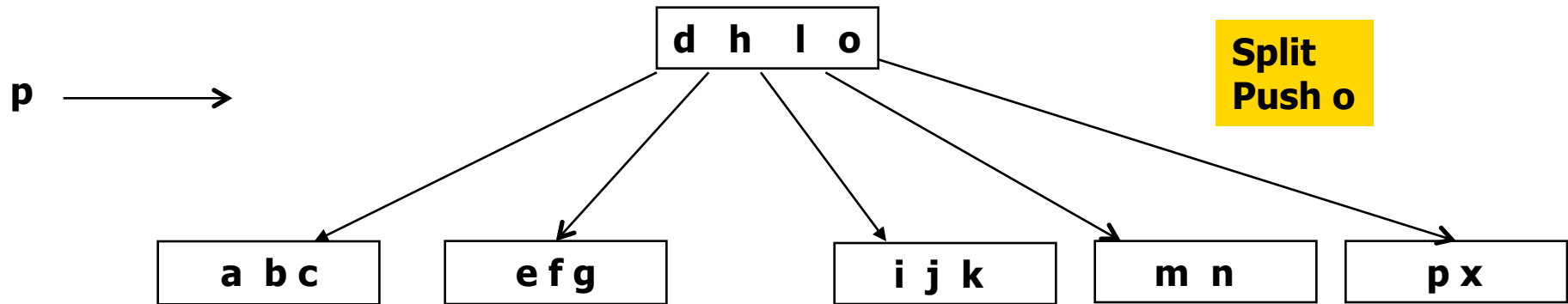
Arbre B insertion



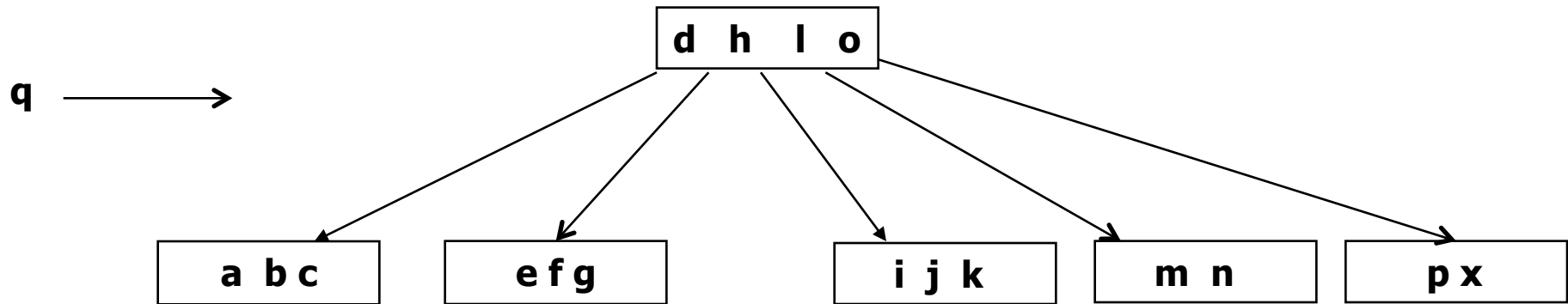
Arbre B insertion



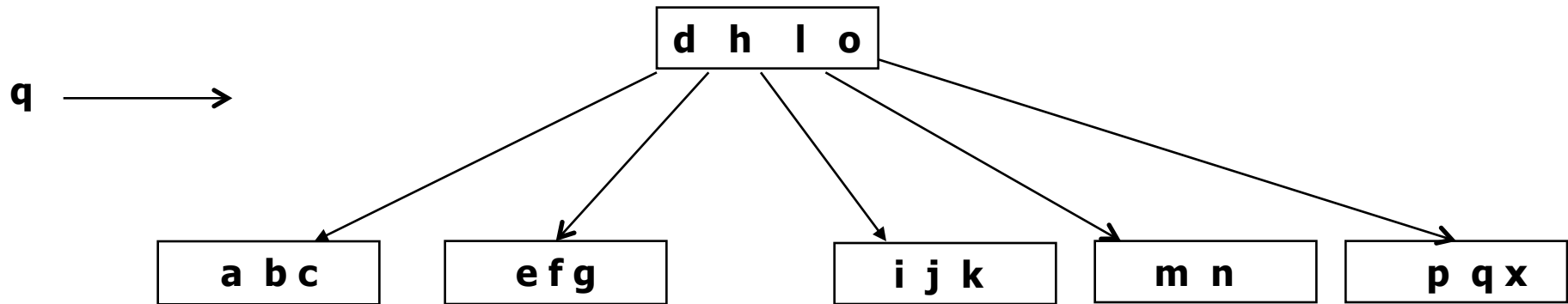
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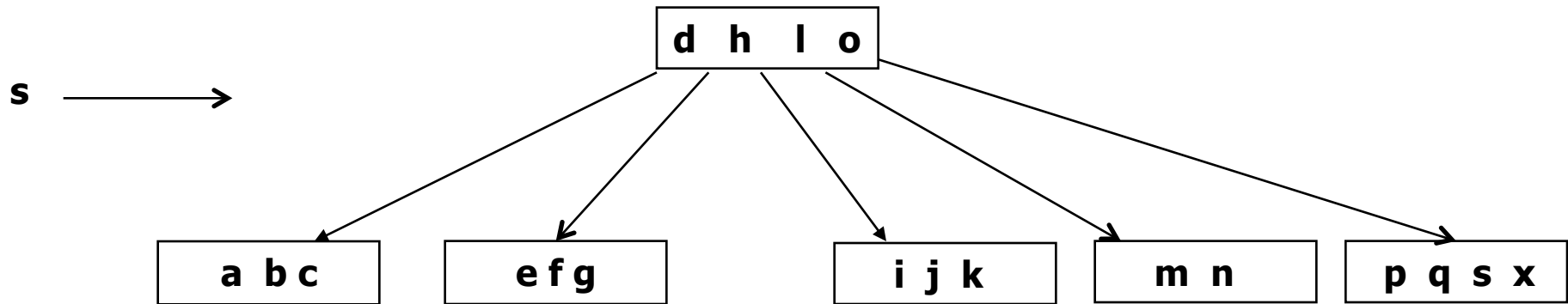
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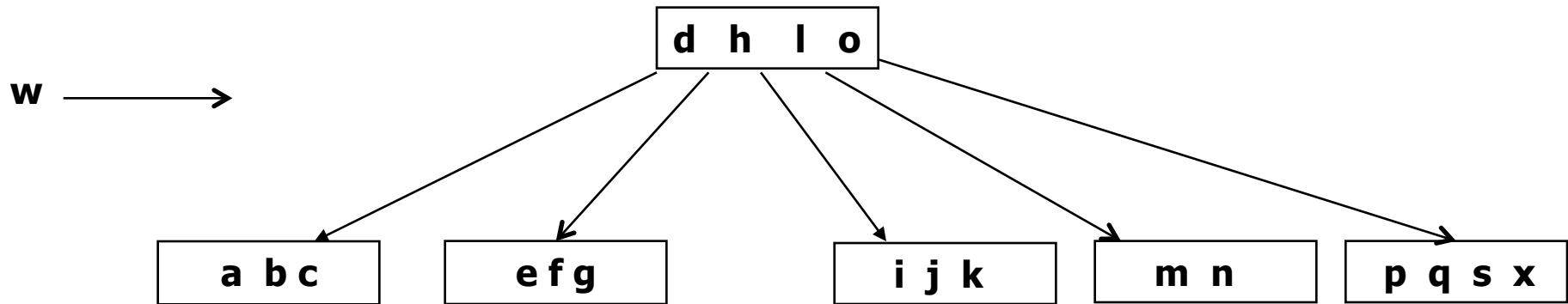
Arbre B insertion



Arbre B insertion



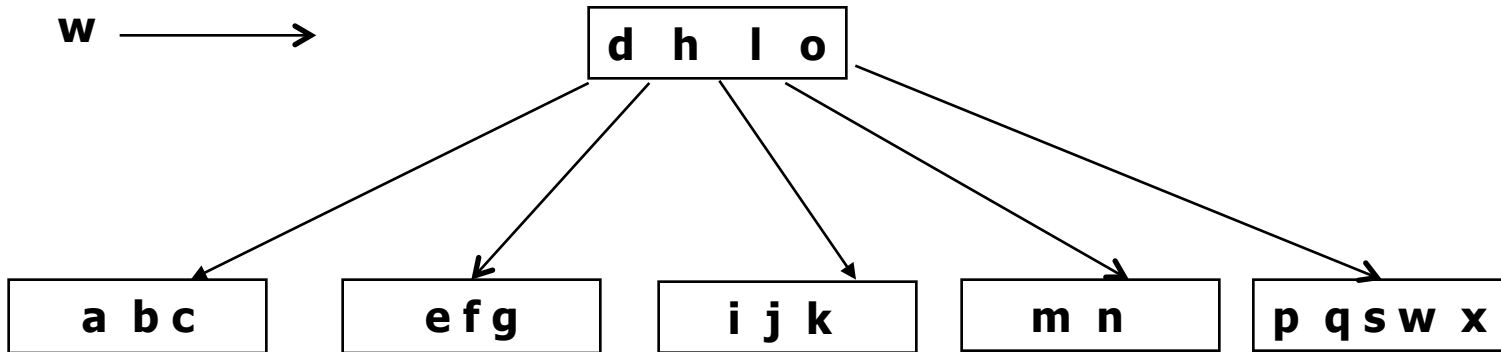
Arbre B insertion



Arbre B insertion



w →



Arbre B insertion



w →

d h l o

Promote s
Split in 2 nodes

a b c

e f g

i j k

m n

p q s w x

p q s w x



Arbre B insertion



w →

d h l o

s

Promote s
Split in 2 nodes

a b c

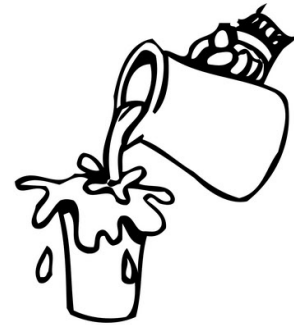
e f g

i j k

m n

p q

w x



Arbre B insertion



w →



d h l o s

a b c

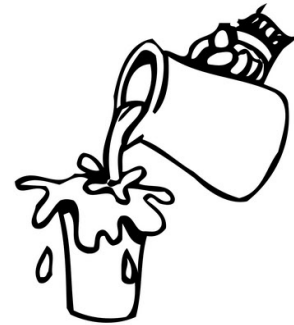
e f g

i j k

m n

p q

w x



Arbre B insertion



Promote l
Split in 2 nodes

w →

d h l o s

d h l o s

a b c

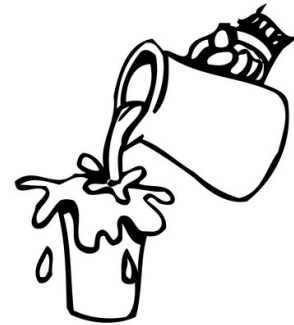
e f g

i j k

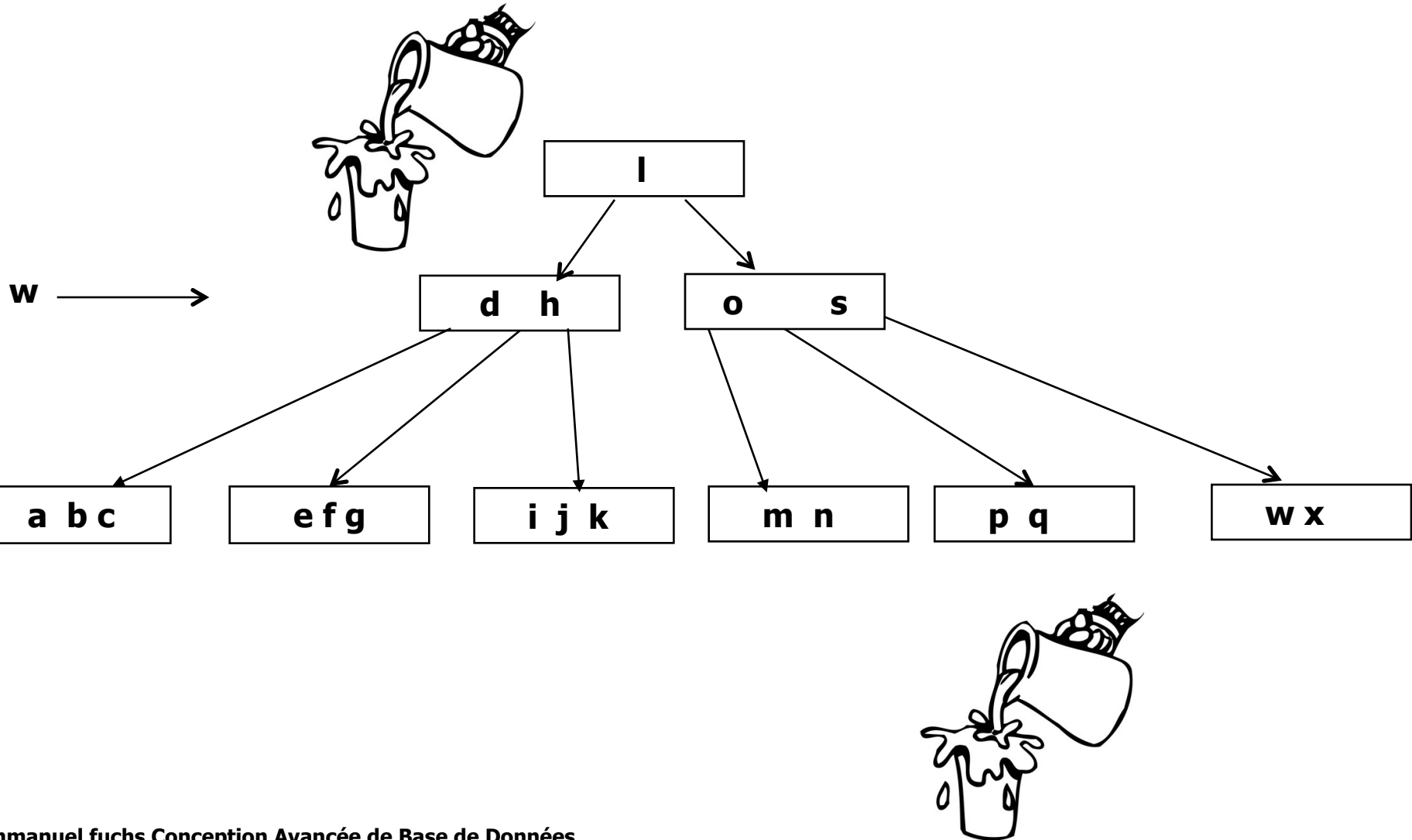
m n

p q

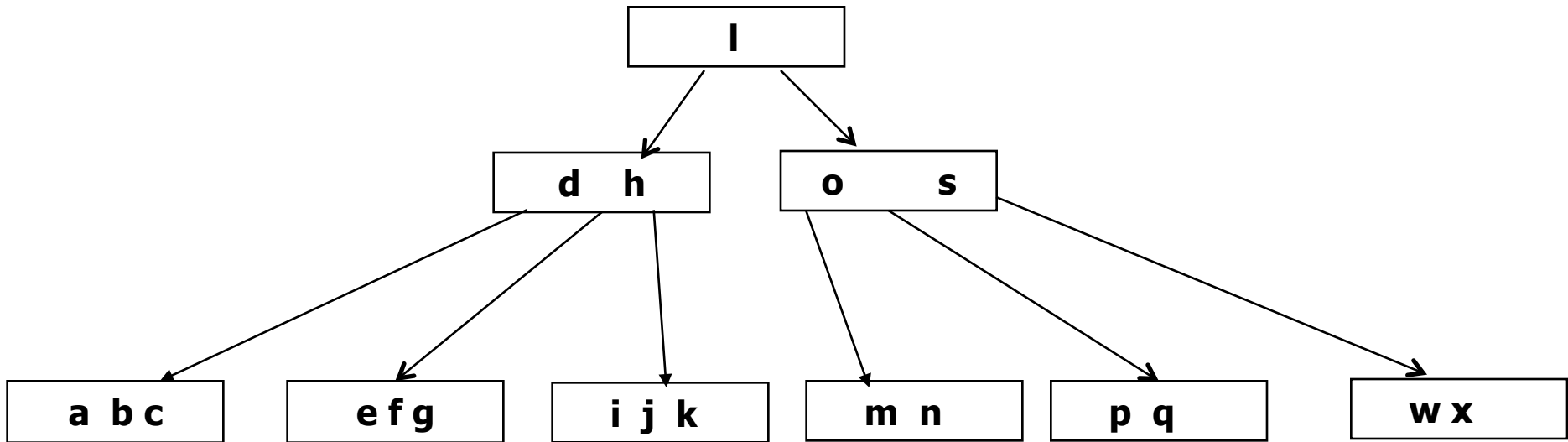
w x



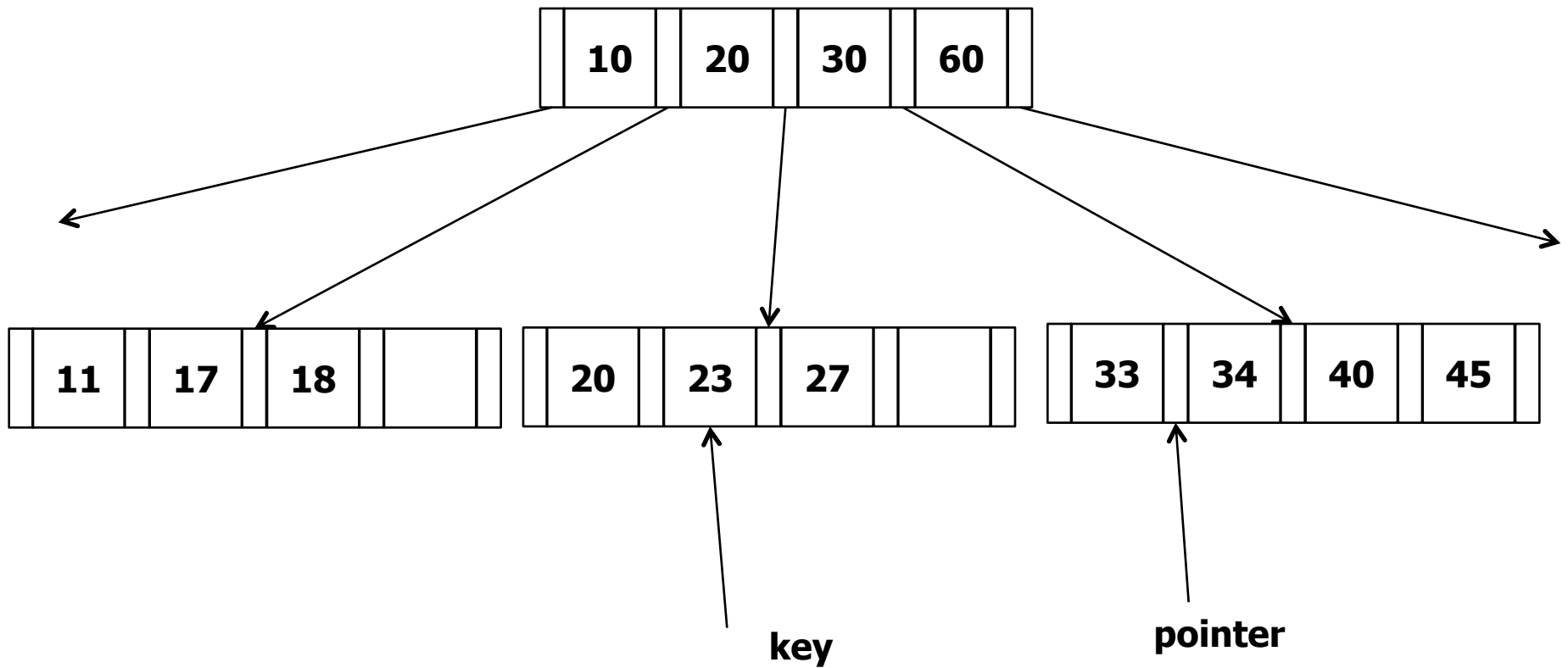
Arbre B insertion



Arbre B insertion



B-tree representation



Comer Article Representation

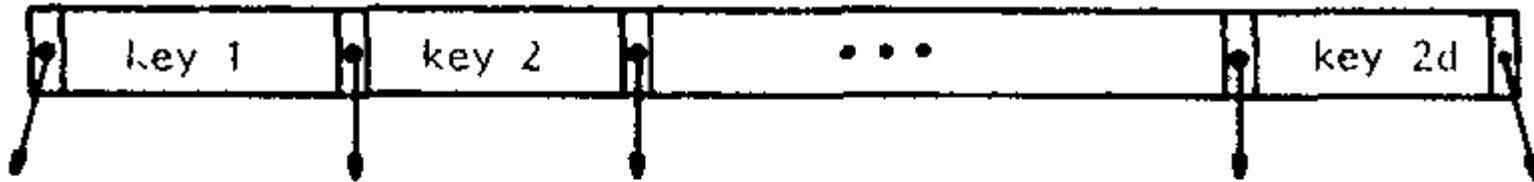
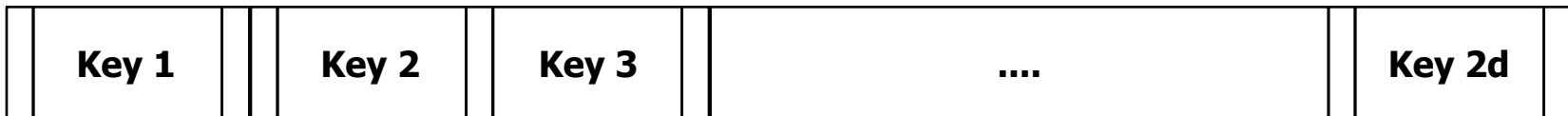


FIGURE 4. A node in a B-tree of order d with $2d$ keys and $2d + 1$ pointers.



BST vs B-tree



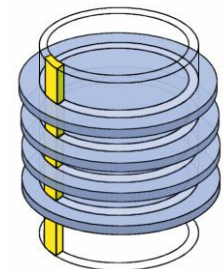
■ BST : Binary Search Tree

- BST nodes contain only one key.
- BST nodes have only Two children
- In memory tree



■ B-tree :

- B-tree may have a variable number of keys and children
- Multiway tree
- Disk tree



Height

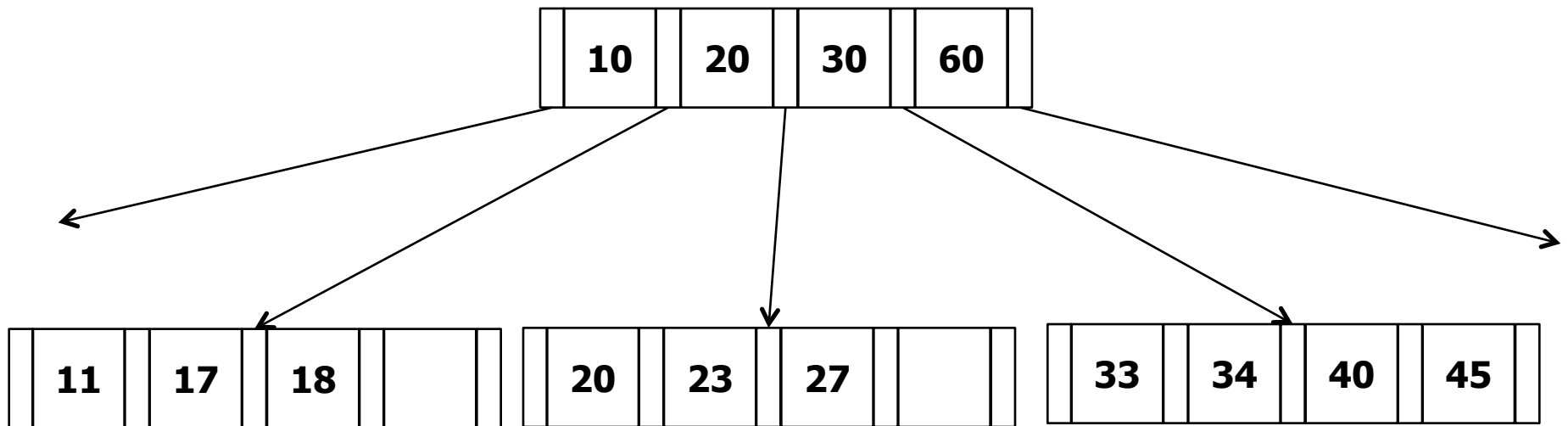


- Tree search time is proportional to the height of the tree.
- BST height :
 - BST nodes contain only one key.
 - $\log_2 n$
 - Where n is the number of nodes in the tree.
- B-tree height
 - B-tree contains a lot of keys in each node so that the height of the tree keep small.
 - worst case : $O(\log_b n)$.
 - Where b base of the logarithm depend on the Btree degree.

B-tree example



**K children in the node.
k – 1 keys in the node.**



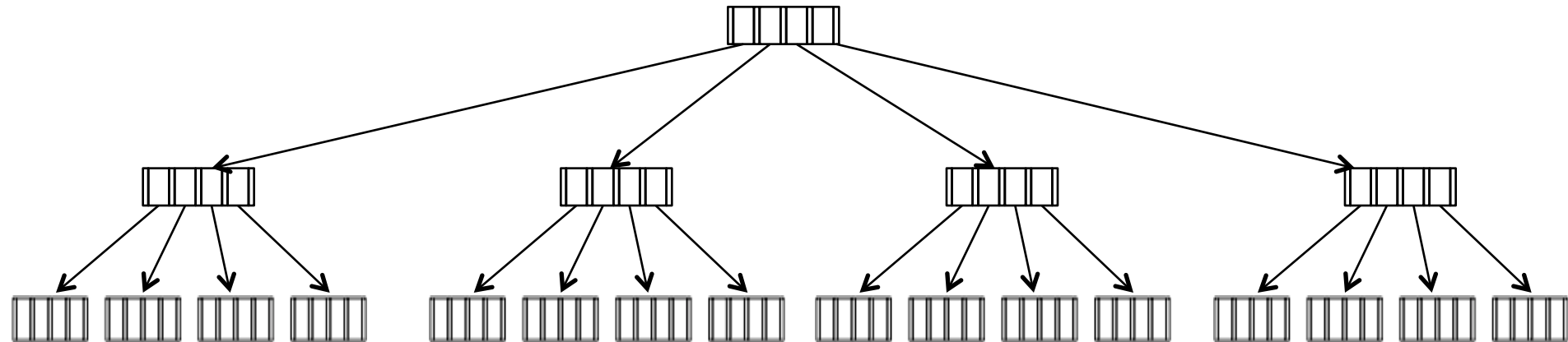
B-tree Height and Key Numbers



1 \longrightarrow **4** **m = 2**

2 \longrightarrow **4 x 4 = 16**

3 \longrightarrow **16 x 4 = 64**



B-tree Height and Key Numbers $m = 2$



Height	Keys #
1	4
2	16
3	64
4	256
5	1024
6	4096
7	16384
8	65536
9	262144
10	1048576

B-tree Height and Key Numbers and m



2^*m					
	2	4	6	8	10
Height	Keys #	Keys #	Keys #	Keys #	Keys #
1	2	4	6	8	10
2	4	16	36	64	100
3	8	64	216	512	1000
4	16	256	1296	4096	10000
5	32	1024	7776	32768	100000
6	64	4096	46656	262144	1000000
7	128	16384	279936	2097152	10000000
8	256	65536	1679616	16777216	100000000
9	512	262144	10077696	134217728	1000000000
10	1024	1048576	60466176	1073741824	10000000000

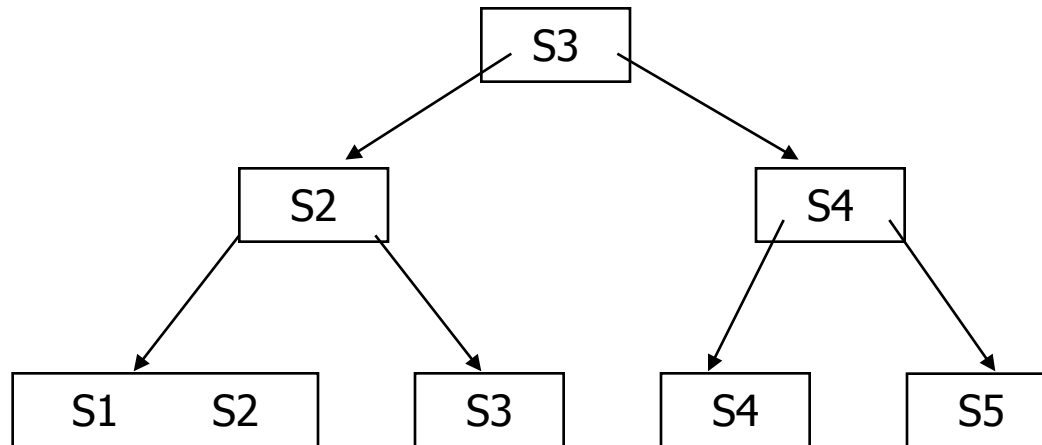
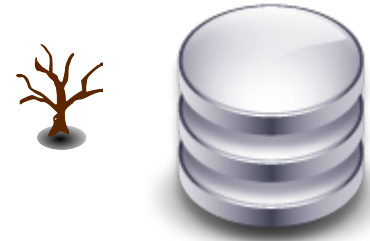
B-tree Height and Key Numbers and m



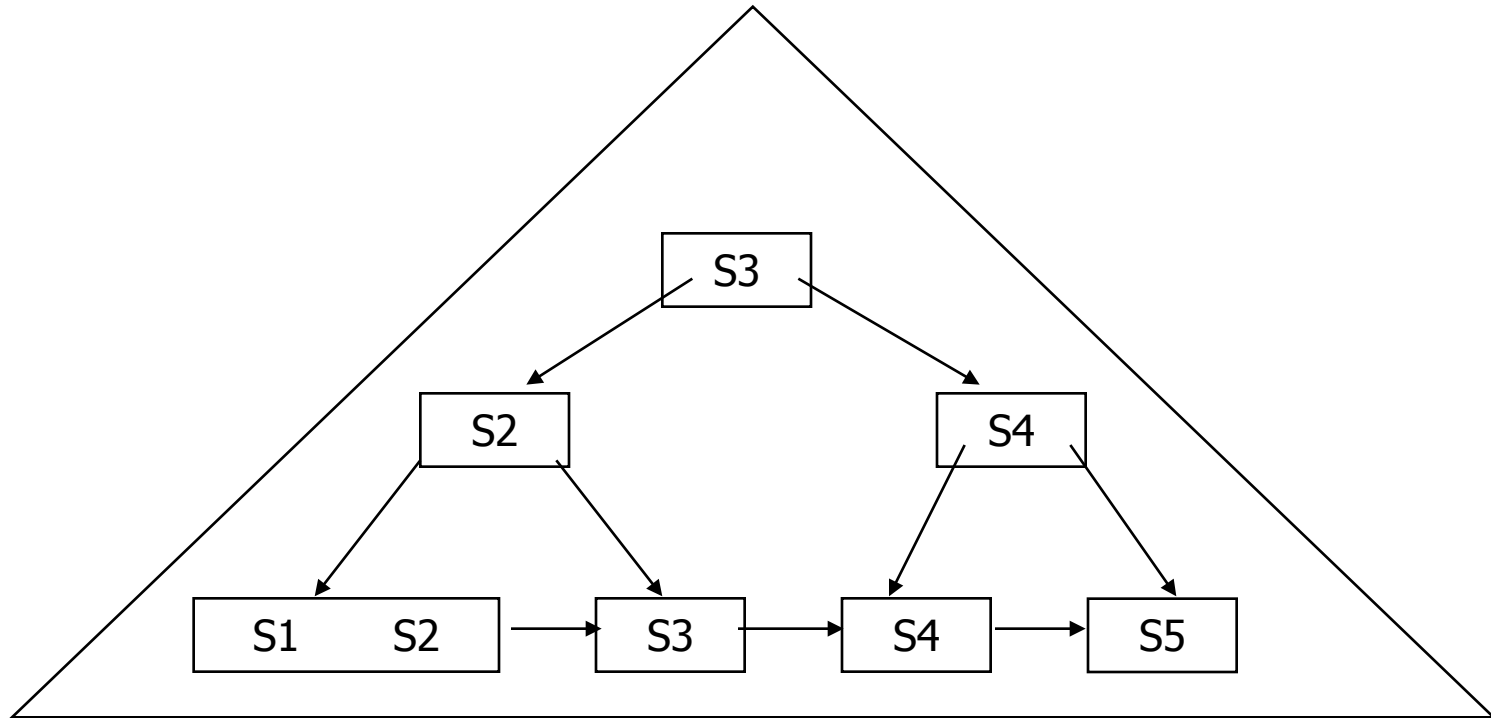
- Keys Number :: Tree Height at the power of $2 \times m$.
- Tree Height :: $\log_{(2 \times m)}(\# \text{ Keys})$

Order of Magnitude

B-tree Index



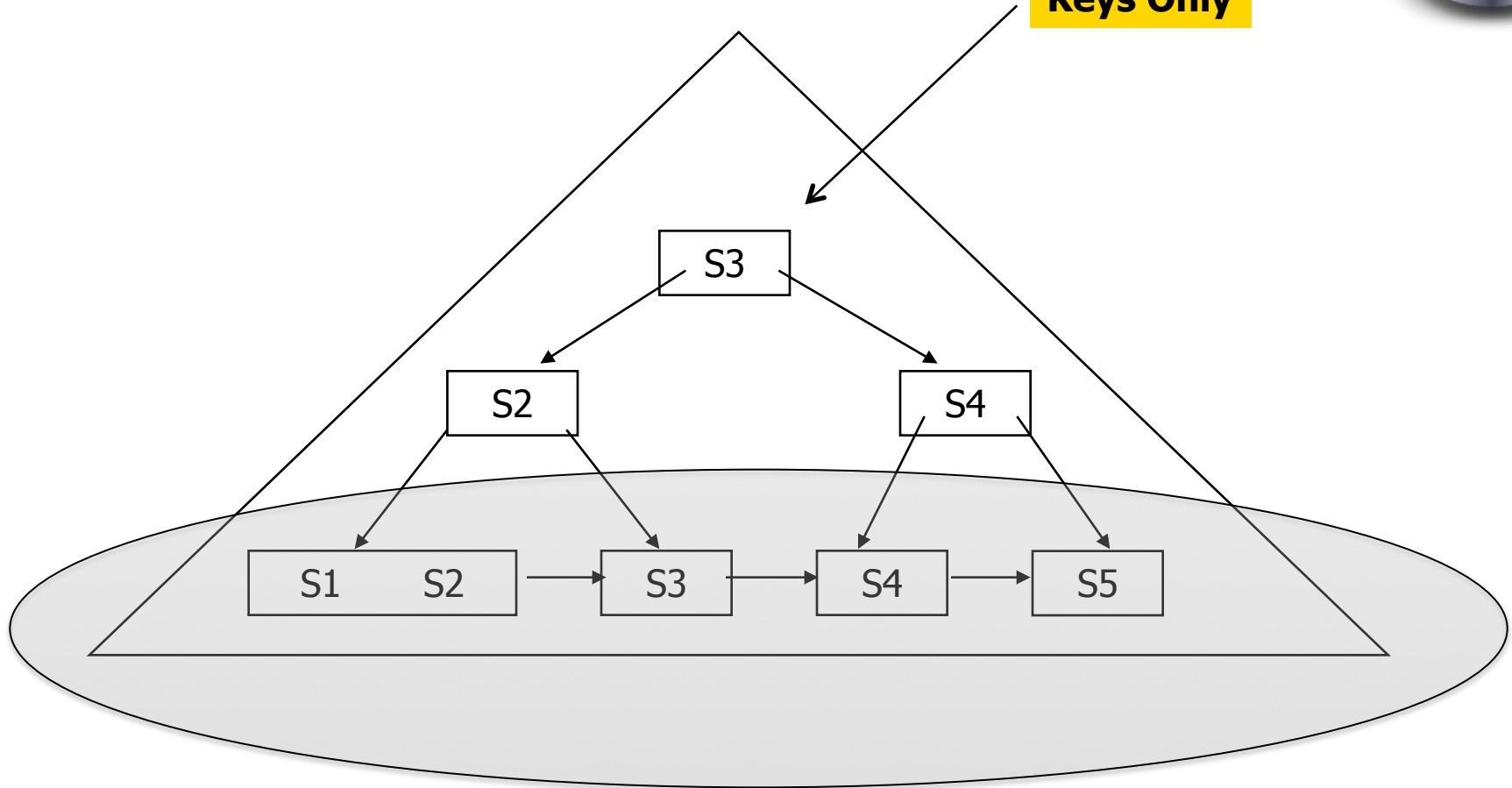
B+tree



B+tree

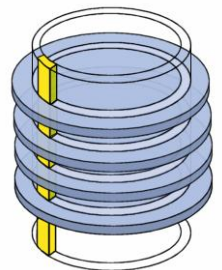
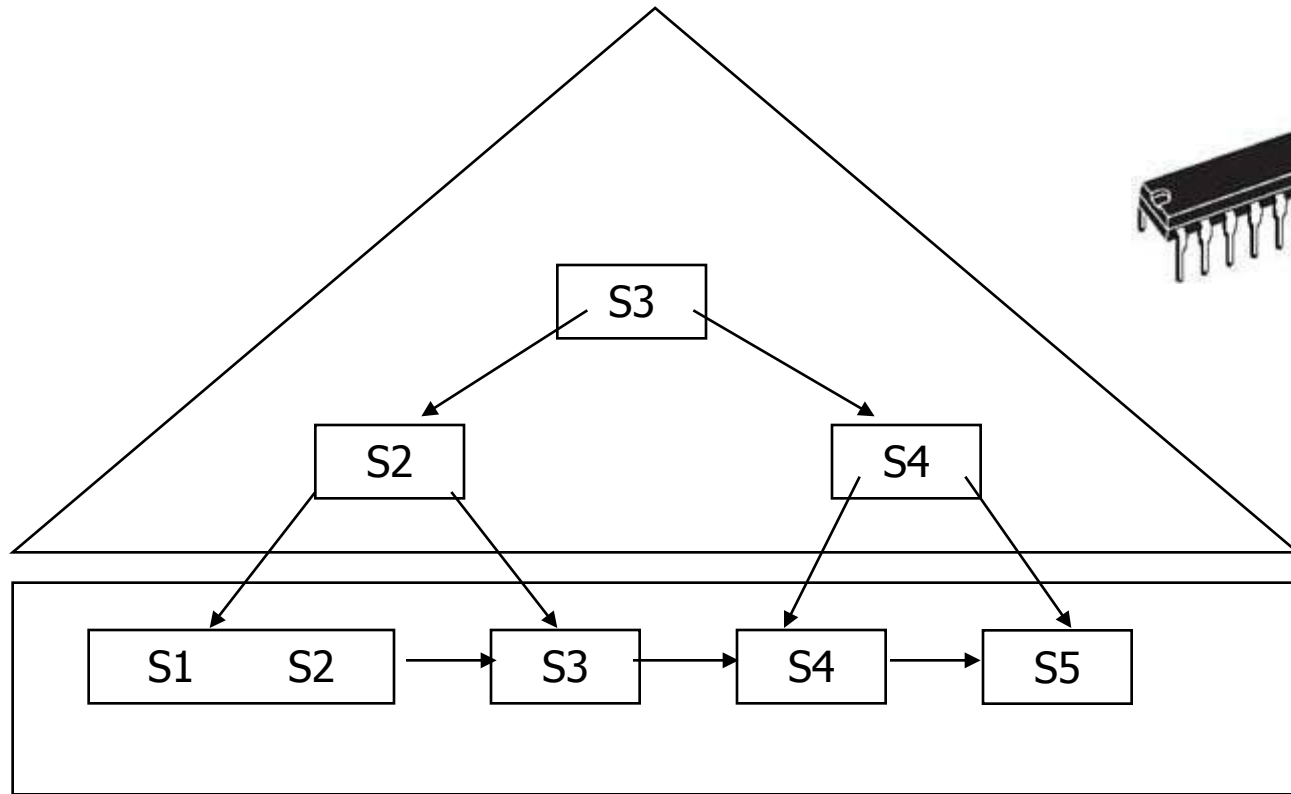


Keys Only

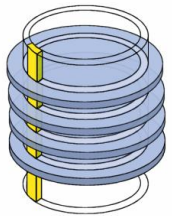
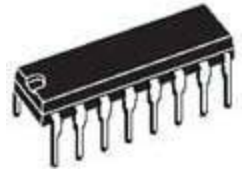
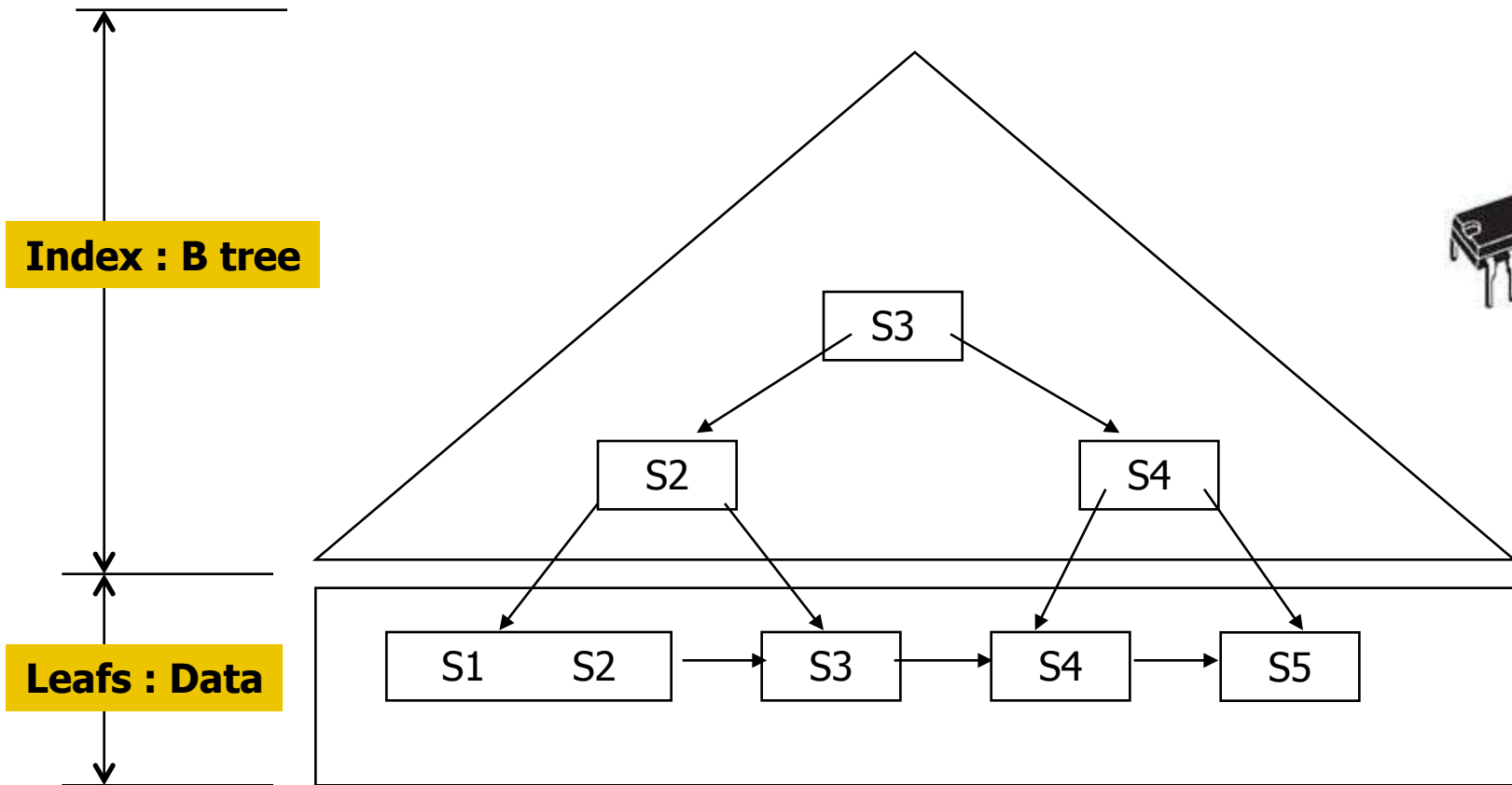
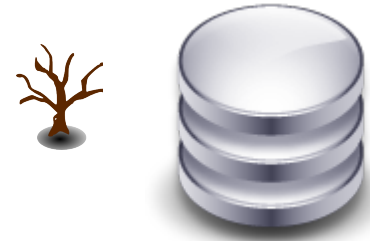


Data are only in the leaf

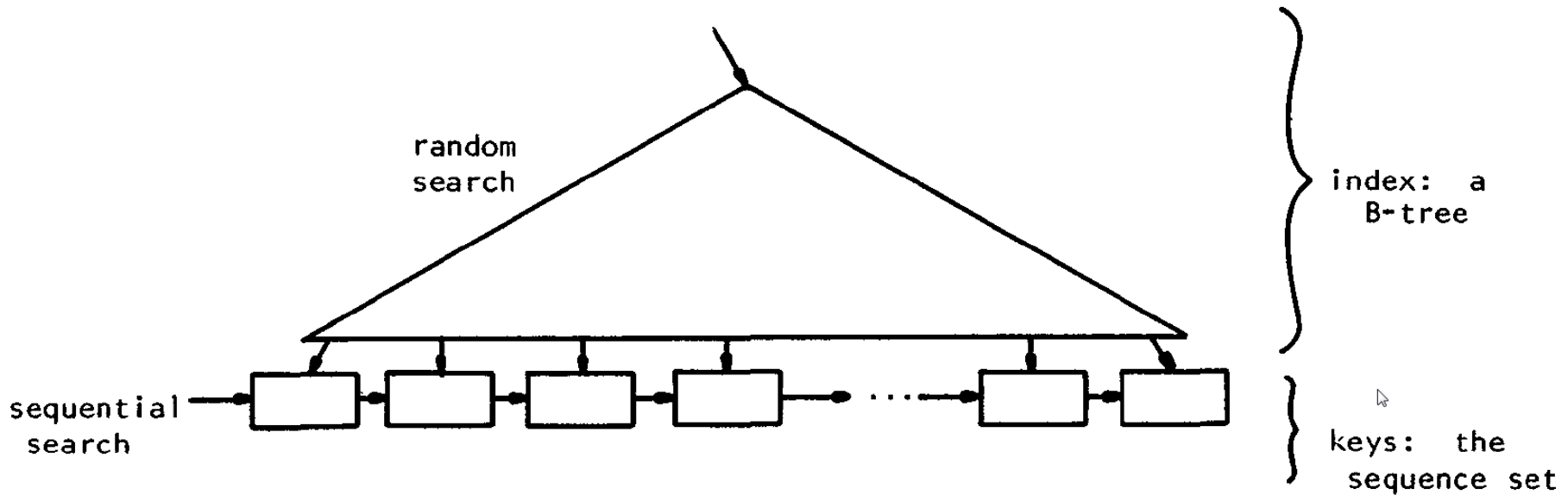
B+tree Index Disk and Memory



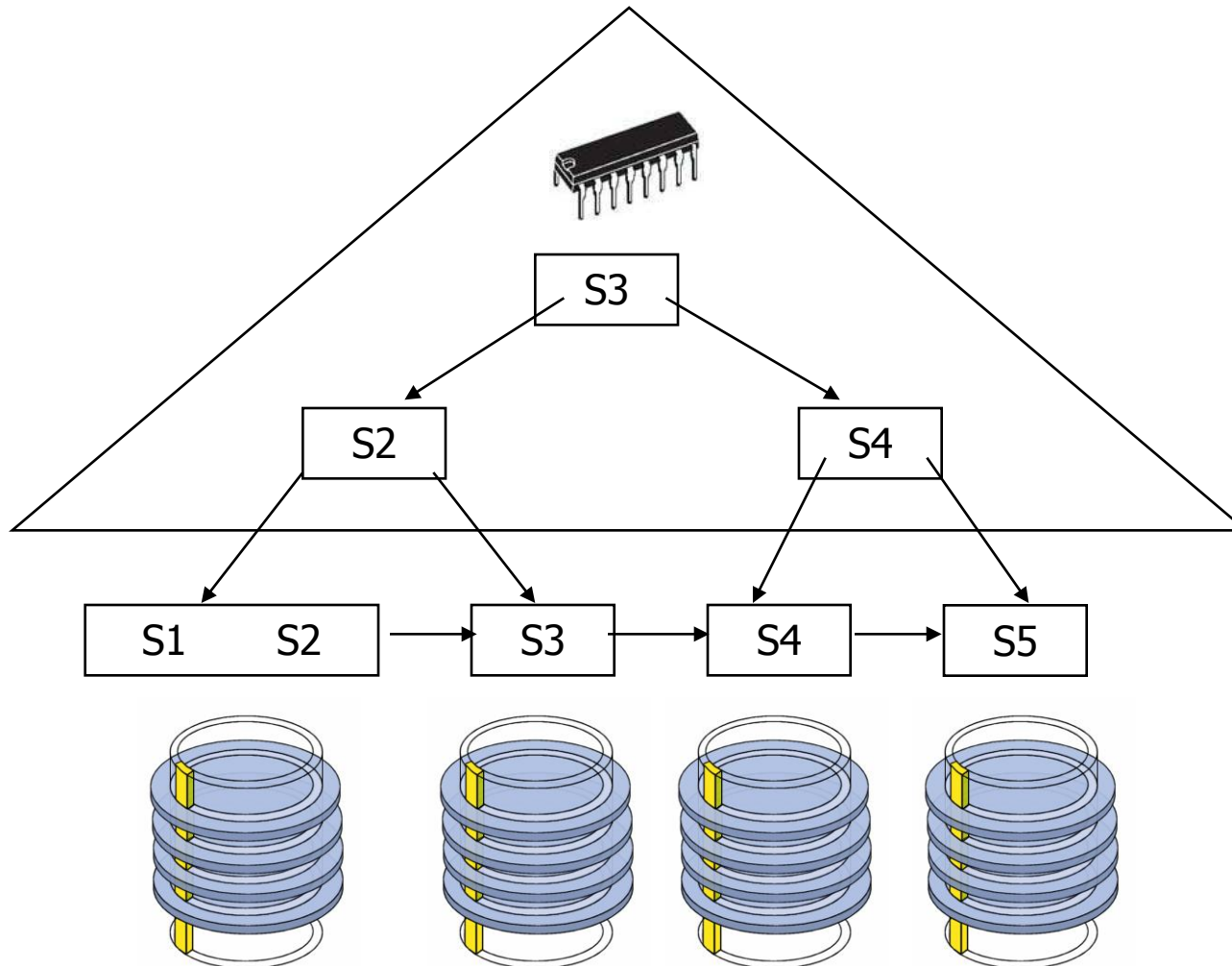
B+tree Index Disk and Memory



Comer Paper Representation



B+tree Index Disk and Memory



Memory VS disk

