## Chapter 4.7 Buffer Management

Assume that the operator on Relation can be used to get M main memory buffer, and of course they can be used to store the required data. *Provide available main memory for Query on Database, this key task is assigned on Buffer Management.* The task for Buffer Management is to get the required main memory and decrease delay and unsatisfiable requirements.

### Chapter 4.7.1 The Structure of Buffer Management

***Principle:***

There has two main buffer management structures:

1. In majority Relational DBMS, the buffer management control the main memory directly.
2. Buffer Management is allowed to assign buffers in the virtual memory, it also allowed operation system to put which buffer areas into the main memory and which buffer areas in the ‘Swapping Space’.

***Question:***

No matter which structure, the Buffer Management should be used to limit the number of buffer areas in order to make them adapt to the memory capacity.

***Solution:***

1. When Buffer Management control main memory directly, but if it exceeds the available space, then we need to return content of buffer into disk to clean buffer areas. If there has no change on the current buffer, then just clean it up; Otherwise if the block has changed, then write it back to the disk.
2. If the number of virtual memory that assigned for the main memory by Buffer Management is much larger than main memory capacity, then when we really use it, then ‘Jolt’ will happens, which means that there have a large bunch of main memory will be move in and move out. Then under this situation, the system will spend a large of time to swap the block other than finish the useful works.

***Conclusion:***

Normally, when initialization DBMS, the number of buffer memory is a parameter setting. In the chapters below, we just assume there has a fixed buffer pool, which is the collection by searching or other Database Operation.

### Chapter 4.7.2 The Strategy of Buffer Management

### Chapter 4.7.3 The Relationship between Physical Operator Selection and Buffer Management