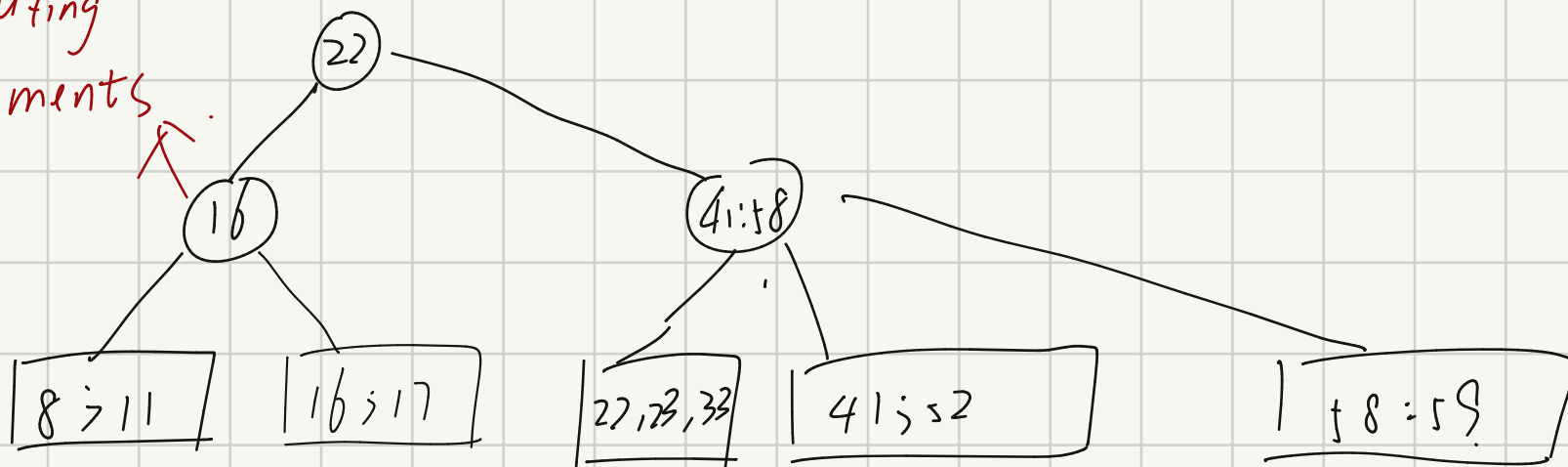


B + Tree .  
B + tree of order 3 .

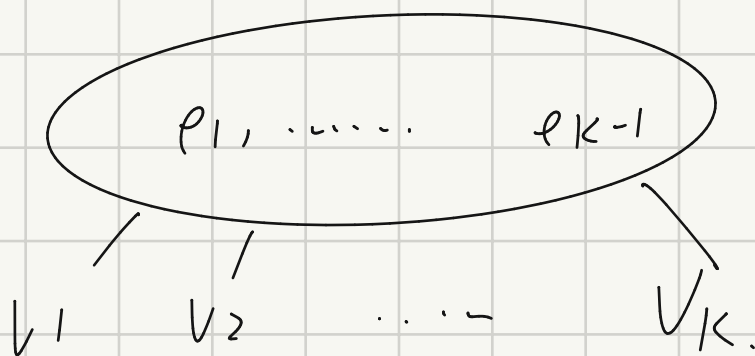
routing  
elements



B + tree of order B .

Property:

1. leaves at the same level
2. data elements stored in leaves
- 3.



$p_i$  : min elements stored  
in leaves of  $T_{v_{i+1}}$

$e_i$  > every element in  
(left) leaves of  $T_{v_i}$   
↳ relative.

4.  $\lceil B/2 \rceil \leq \text{fanout}$  of an internal node  $\leq B$   
# children or we can say pointers.

$2 \leq \text{fanout of the root} \leq 3$

5.  $\lceil B/2 \rceil \leq \# \text{ elements in a leaf} \leq B$

If the leaf is the root, then  $1 \leq \# \text{ elements} \in B$

$N$ : # data elements (Assume  $N > B$ )

# leaves  $\leq \frac{N}{\lceil B/2 \rceil}$       space =  $\frac{2N}{\lceil B/2 \rceil} \cdot B = 4N$

# nodes less than twice # leaves

routing elements are different

height  $\leq \log_{\lceil B/2 \rceil} \frac{N}{\lceil B/2 \rceil} + 1 = \log_{\lceil B/2 \rceil} N = \frac{\log_2 N}{\log_2 \lceil B/2 \rceil} = \log_B N - 1 = O(\log_B N)$

except the first level, for each of other levels are at least  $\lceil B/2 \rceil$  that means the next level is

at least  $\lceil B/2 \rceil$  times of the prev, so we can find # level by the leaves level

find key.  $O(\log_B N) \cdot O(\log B) = O(\log N)$

Insertion:

overflow Binary Search.

$[p_1, \dots, p_{B+1}] \Rightarrow [p_1, \dots, p_{\lceil B/2 \rceil}] \quad [p_{\lceil B/2 \rceil+1}, \dots, p_{B+1}]$

time for one divide

$O(\log_B N) \cdot O(\log B) + O(\log_B N) \cdot O(B) = O(\log N)$

$\downarrow$  find pos       $\downarrow$  divide times  $O(\log B)$

deletion

Underflow  $(\lceil B/2 \rceil - 1)$

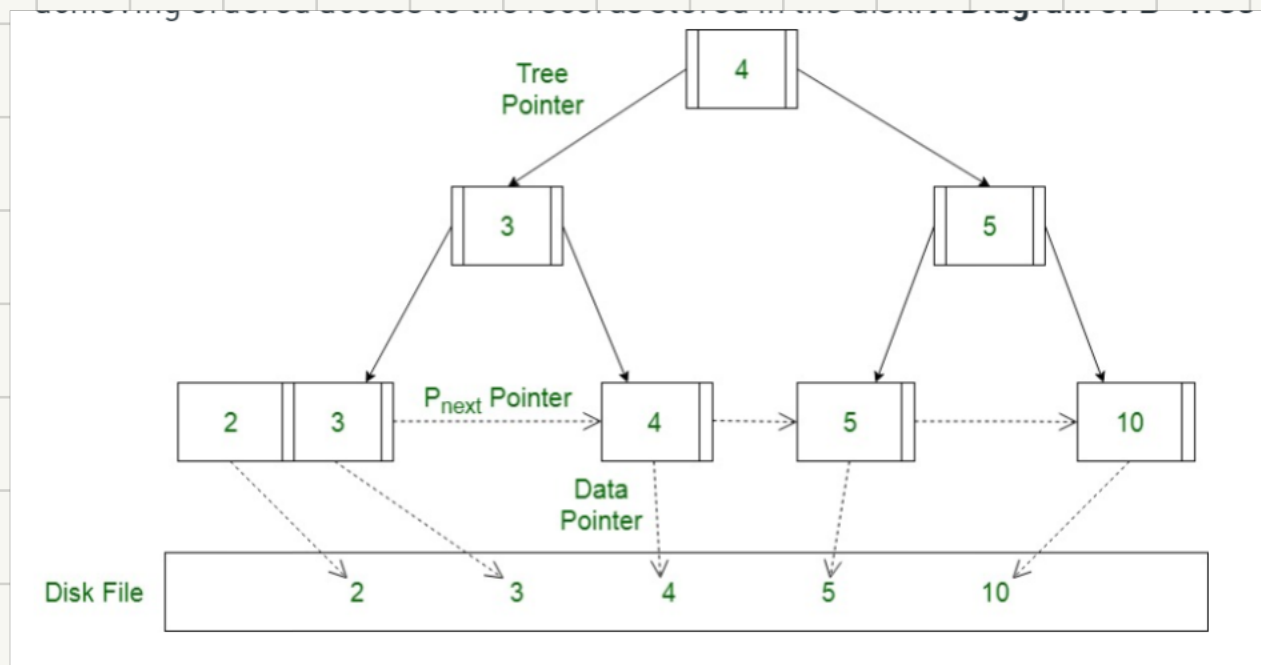
each leaf can be divided into small 2-3 tree.

If some sibling has  $\geq \lceil B/2 \rceil + 1$  children  
take one from sibling

else:

merge. //  $\lceil B/2 \rceil + \lceil B/2 \rceil - 1 \leq B$   
update counting element

$O(\log N)$   
advantages:  $B \uparrow$   $IO \downarrow$ .



### Insert 46

26, 36, 46 in leaf node  
 16, 26, 36 in root node

