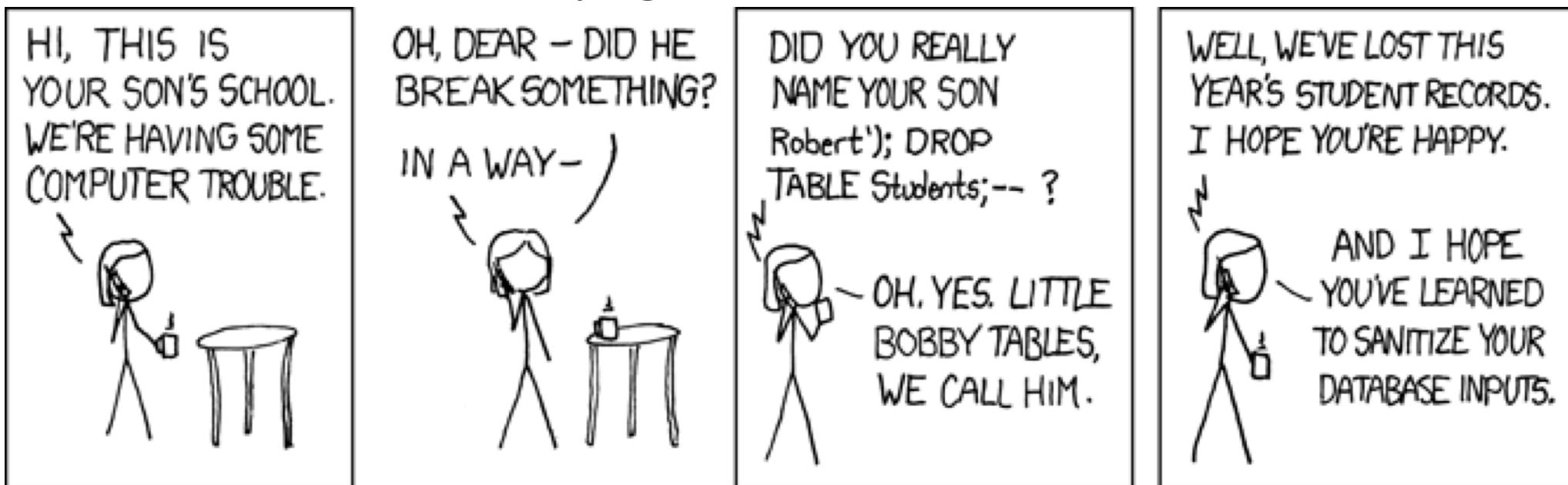


# Constraints, Indices, B-Trees

# Maintaining Integrity of Data

- You are creating a search engine for Rhodes' website, called Rhoogle.
- You have an SQL query:
  - "SELECT \* FROM pages WHERE name=''' + VAR + ''';"



# Maintaining Integrity of Data

- Data is *dirty*.
- How does an application ensure that a database modification does not corrupt the tables?
- Two approaches:
  - Application programs check that database modifications are consistent.
  - Use the features provided by SQL.

# Integrity Checking in SQL

- Data type constraints (including NOT NULL).
- PRIMARY KEY and UNIQUE constraints.
- FOREIGN KEY constraints.
- Constraints on attributes and tuples.
- Triggers (schema-level constraints).

# Constraints and Queries

- Often, constraints involve attributes we often perform searches (SQL SELECTs) on.
- To speed up queries, DBs will often create *indices* automatically for you.

# Indexes

- ***Index*** = data structure used to speed access to tuples of a relation, given values of one or more attributes.

# Declaring Indexes

- No standard!
- Typical syntax:

```
CREATE INDEX MovieIdx ON  
Movie(MovieId);
```

```
CREATE INDEX CastsIdx ON  
Casts(ActorId, MovieId);
```

# Types of Indexes

- **Primary:** index on a key
  - Used to enforce constraints
- **Secondary:** index on non-key attribute

# Using Indexes: Equality Searches

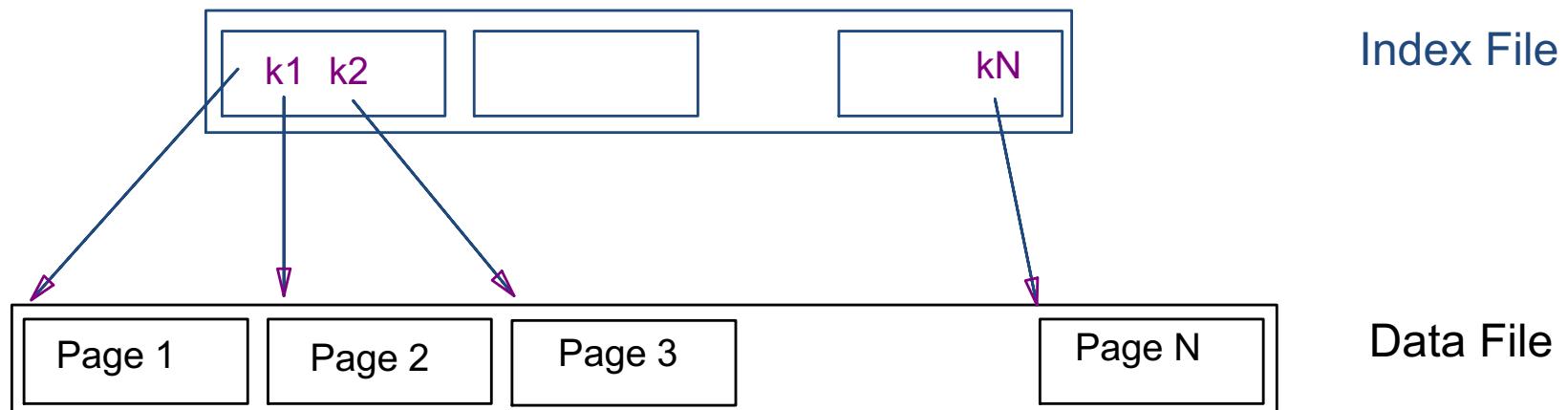
- Given a value  $v$ , the index takes us to only those tuples that have  $v$  in the attribute(s) of the index.
- What data structure would be useful here?

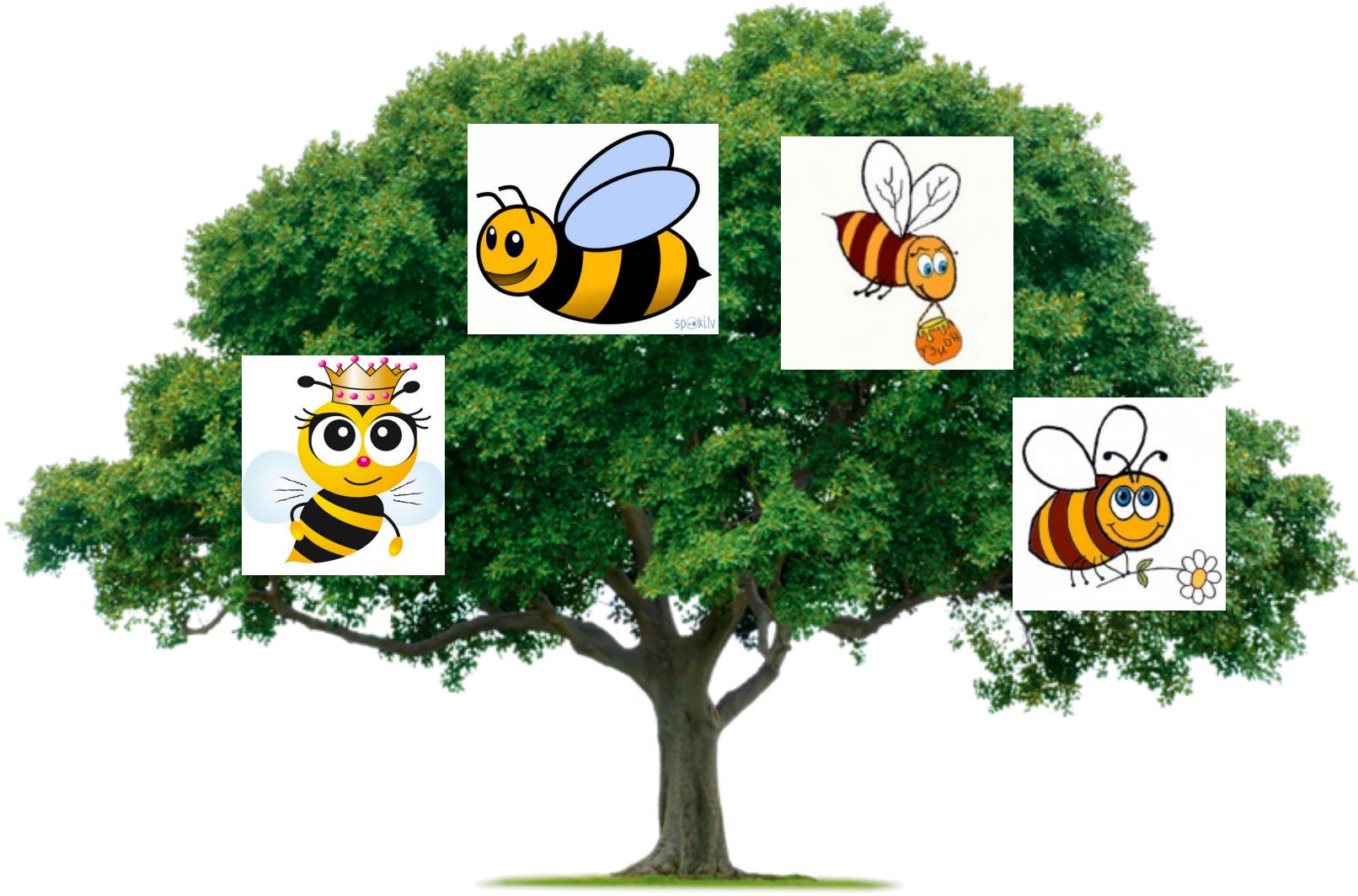
# Using Indexes: Range Searches

- "Find all students with  $\text{GPA} > 3.0$ "
- What data structure(s) work here?

# Range Searches

- "*Find all students with GPA > 3.0*"
- May be slow, even on sorted file
- Solution: Create an index file.





# B-trees

- Extension of binary search trees to n-way search trees (where  $n > 2$ )
- Balanced (like red-black trees)

# Why B-Trees Are So Great for DB Indexes

- DBs are usually on disk, not RAM
  - B-tree structure aligns with *disk pages*
  - Hierarchical structure minimizes number of disk reads.
- Keeps info in sorted order for equality or range searches.
- Balanced tree structure gives fast searches, insertions, deletions.

# Definition

- B-tree of *order d* is a tree with these properties:
  - Internal nodes have one more child (pointer) than data elements (keys). Leaf nodes have no children.
  - Root has between 1 and  $2d$  data elements.
  - Non-root nodes have between  $d$  and  $2d$  elements.
  - All leaves are at the same depth in the tree.
  - Has *extended search property* (binary search tree property extended to multiway tree)

# Algorithms: Search

- Extrapolated from binary tree search algorithm.

# Algorithms: Insert

- First, find *leaf* node where data would go.
- Insert(data, node):
  - If data can fit in node, add it to the node.
  - If causes overflow:
    - split node at the median value.
    - Everything less than median becomes new leaf node.
    - Everything greater than median becomes new leaf node.
    - Promote median to parent node; call insert(median, parent) [*may create new parent node if there is no parent*]

# Algorithms: Delete

- Search for item to delete
- If at leaf node, delete the item
  - Rebalance up from leaf if necessary
- If at internal node, swap with largest child in left sub-tree (analogous to BST deletion swap)
  - Rebalance if necessary