CS 186 Discussion 4

Files and Indexes (B+ Trees)

Logistics

- Vitamin 3 due tonight (2/16) 11:59 PM
- Homework 3 due next Thursday
 - Start soon
- Midterm 1 in two weeks

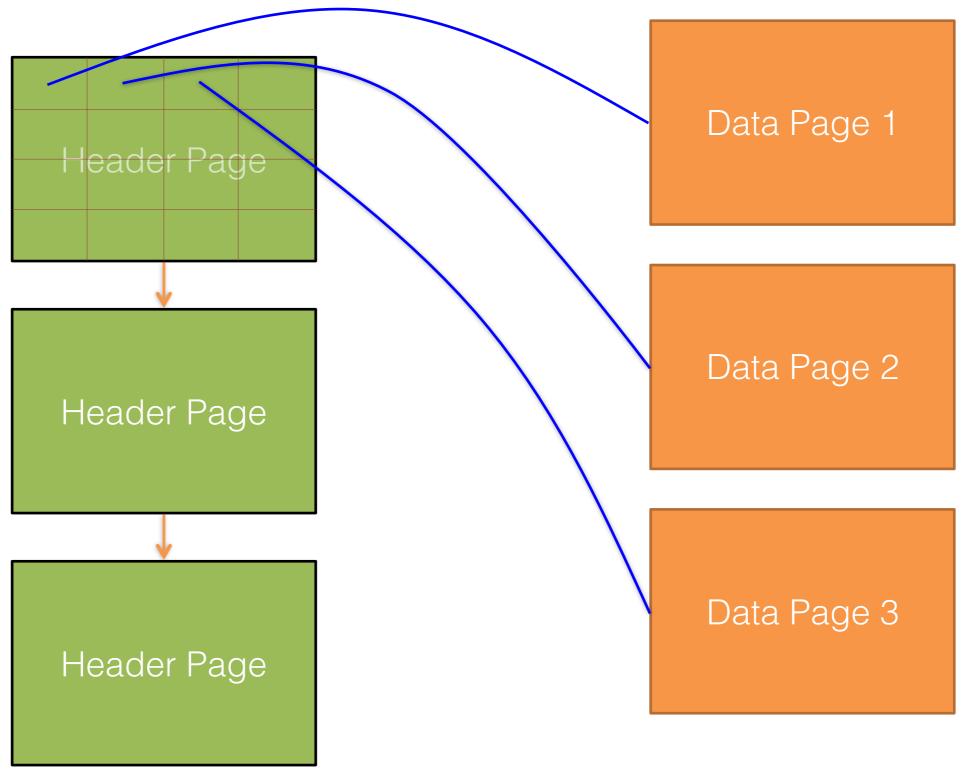
Heap Files

Unordered Files

Heap Files

- Within a heap file, keep track of <u>pages</u>
- Within a page, keep track of <u>records</u>
 - Also keep track of <u>free space</u>
- RID (Record ID) = <page id, slot #>

Page Directory

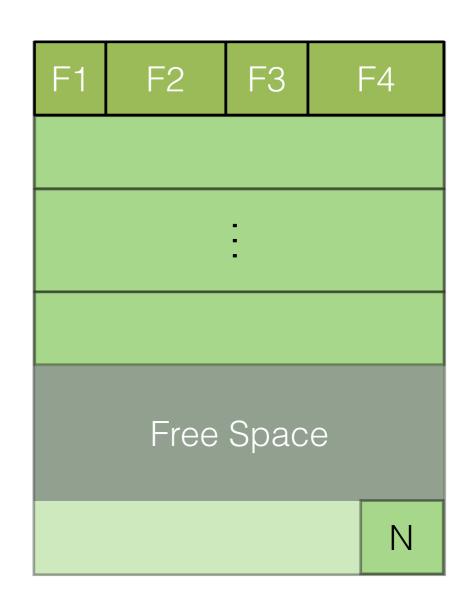


Keep # free bytes on page in directory entries

Fixed Length Records

- Fixed record length
- Consistent field length

Keep field type info in <u>system catalog</u>



Field 1 Field 2 Field 3 Field 4 <- Record

Page Format w/ Fixed-Length Records

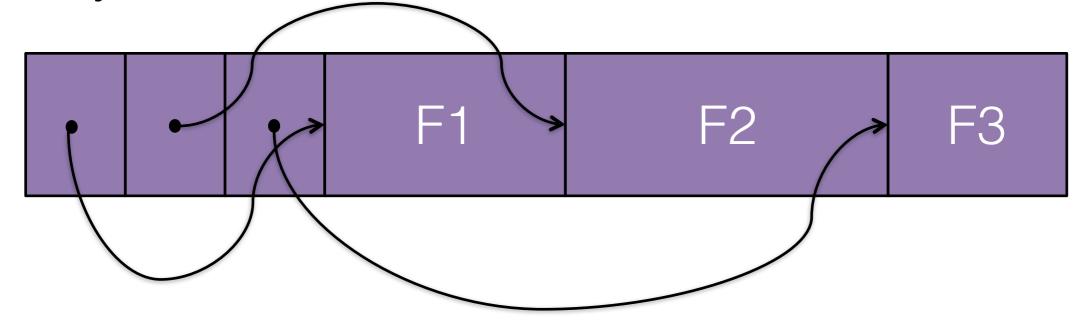


Variable-Length Records

Delimit fields with special characters

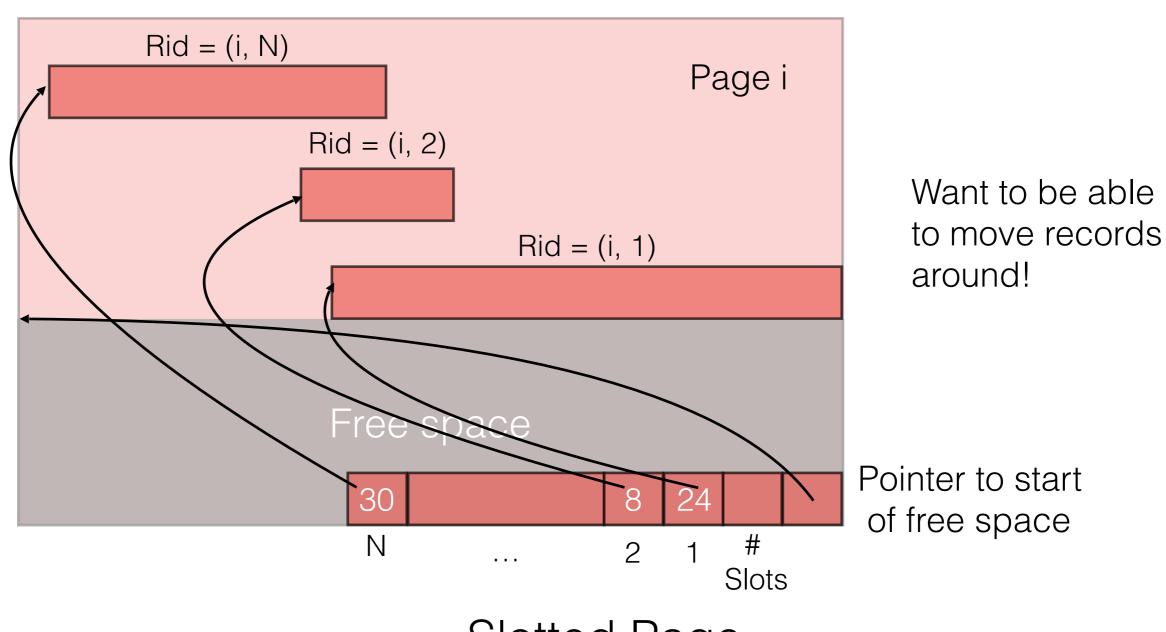


Array of field offsets

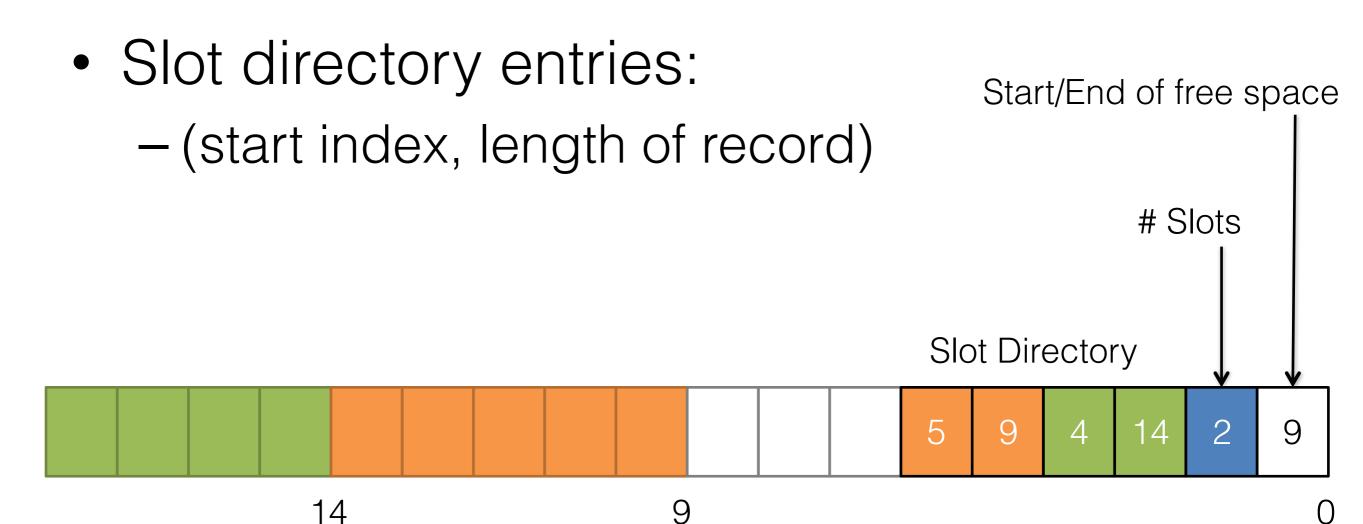


Typically preferred choice

Page Format w/ Variable-Length Records



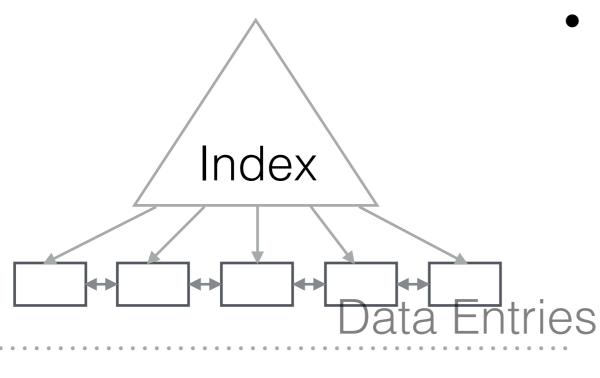
Slotted Page – Detailed View



Cost of Operations

	Heap File	Sorted File	Clustered Index
Scan all records	В	В	(3/2) B = 1.5B
Equality Search	0.5 B	$\log_2\!\mathrm{B}$	log _F 1.5B + 1
Range Search	В	log ₂ B + #match pg	log _F 1.5B + #match pg
Insert	2	$log_2B + B$	$\log_{\mathrm{F}} 1.5\mathrm{B} + 2$
Delete	0.5B + 1	$log_2B + B$	log _F 1.5B + 2

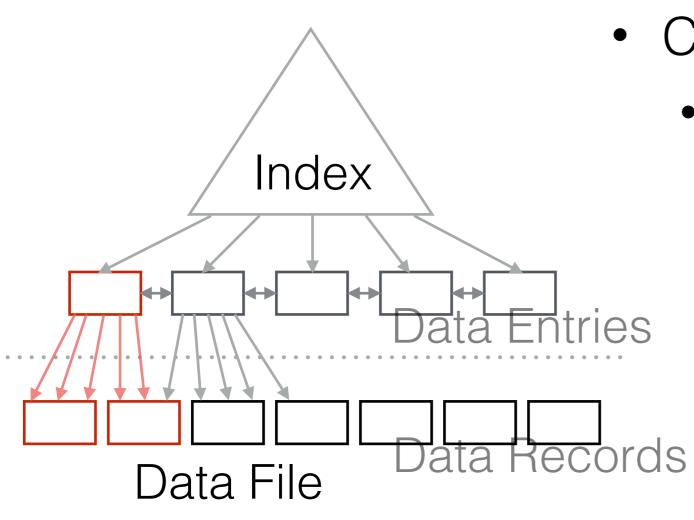
Indexes



Data File

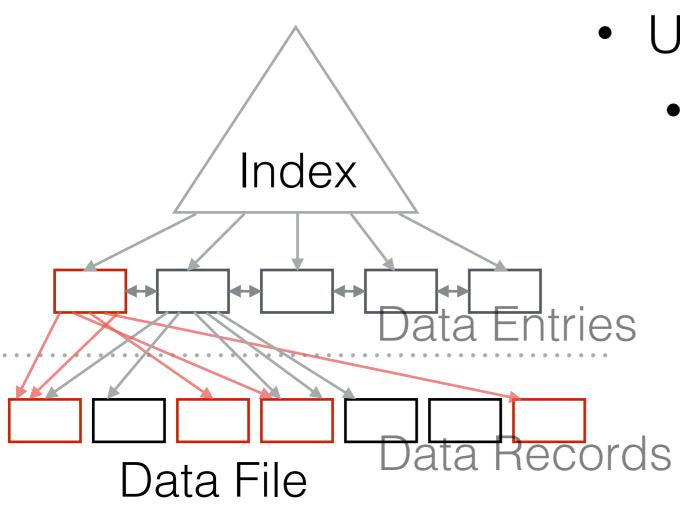
- What goes in data entries?
 - Alt. 1: Actual records
 - Alt. 2: <key, rid>
 - Alt. 3: <key, [rids]>

What's sorted by key?



Clustered:

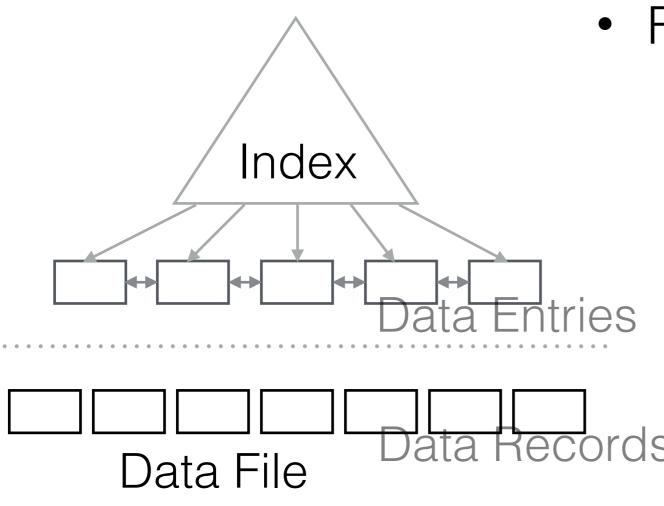
 Data records also (approx.) sorted by key



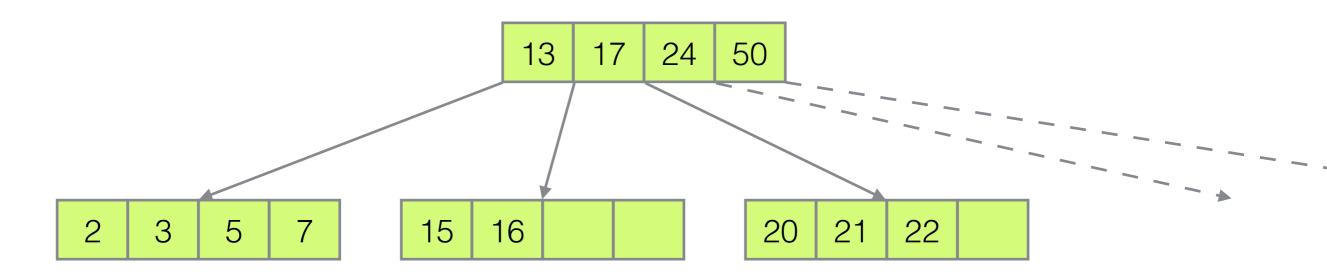
Unclustered:

 Data records are in any order, not sorted by key

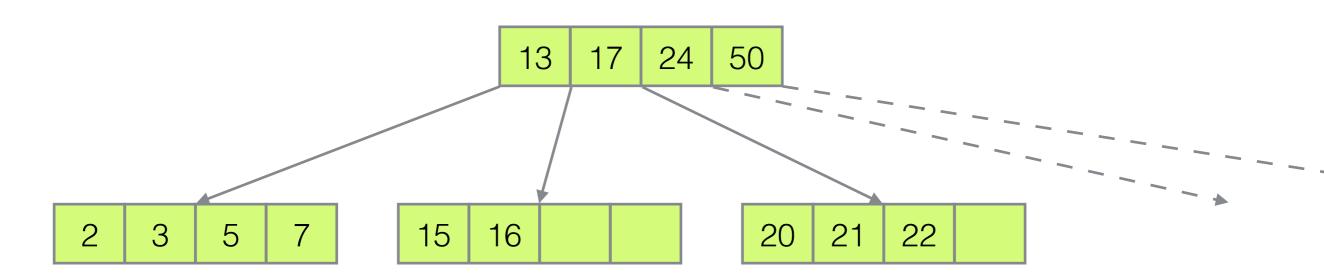
Why bother?



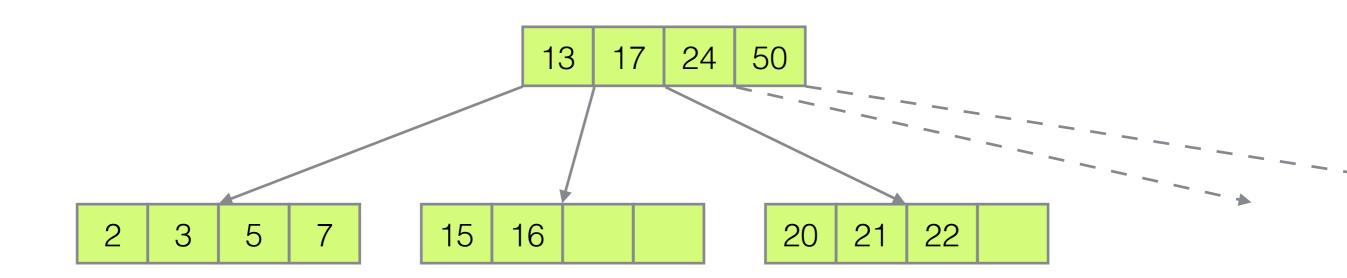
- For each data file:
 - How many clustered?
 - How many unclustered?
 - How many Alt. 1?
 - How many Alt. 2?
 - How many Alt. 3?

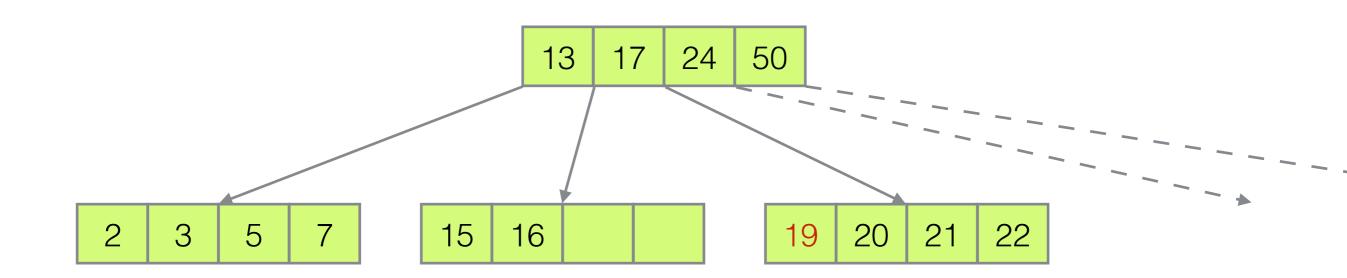


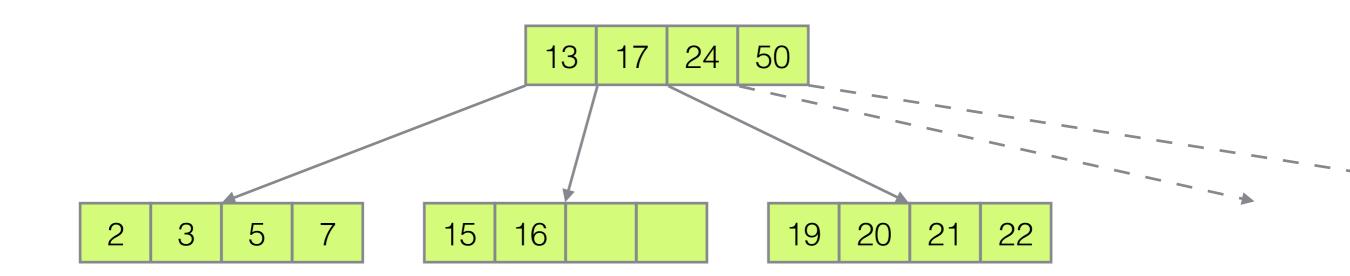
- Fanout [F] =
- Order [d] =
- Height =
- IOs to retrieve data record =

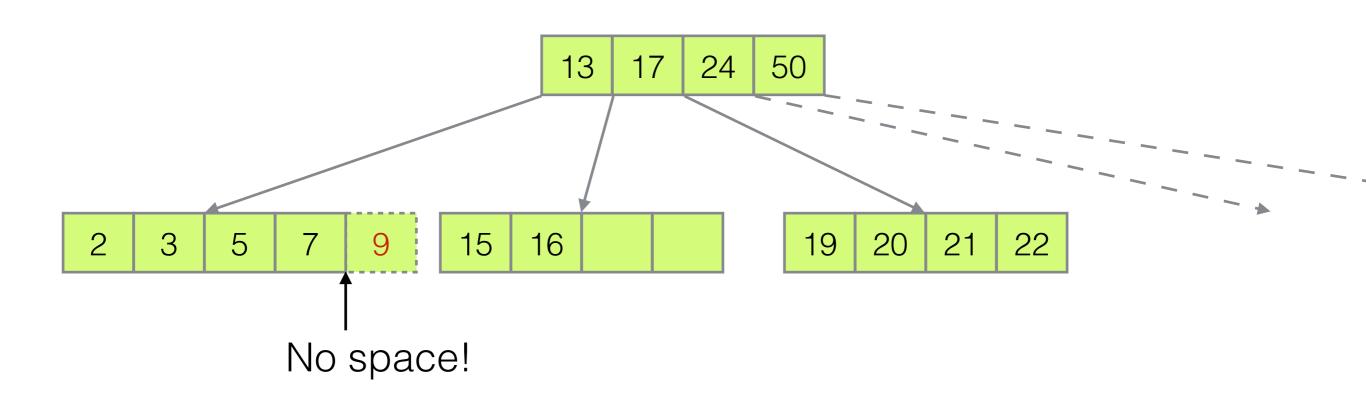


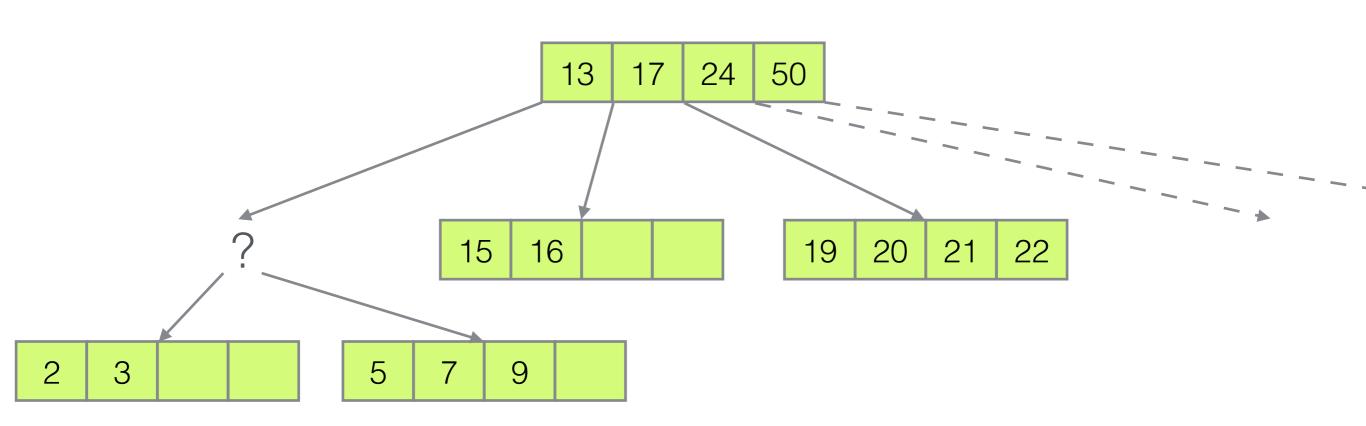
- Fanout [F] = 5
- Order [d] = 2 —> each node filled to [d, 2d]
- Height = 1*
- IOs to retrieve data record = height + 1 = 2

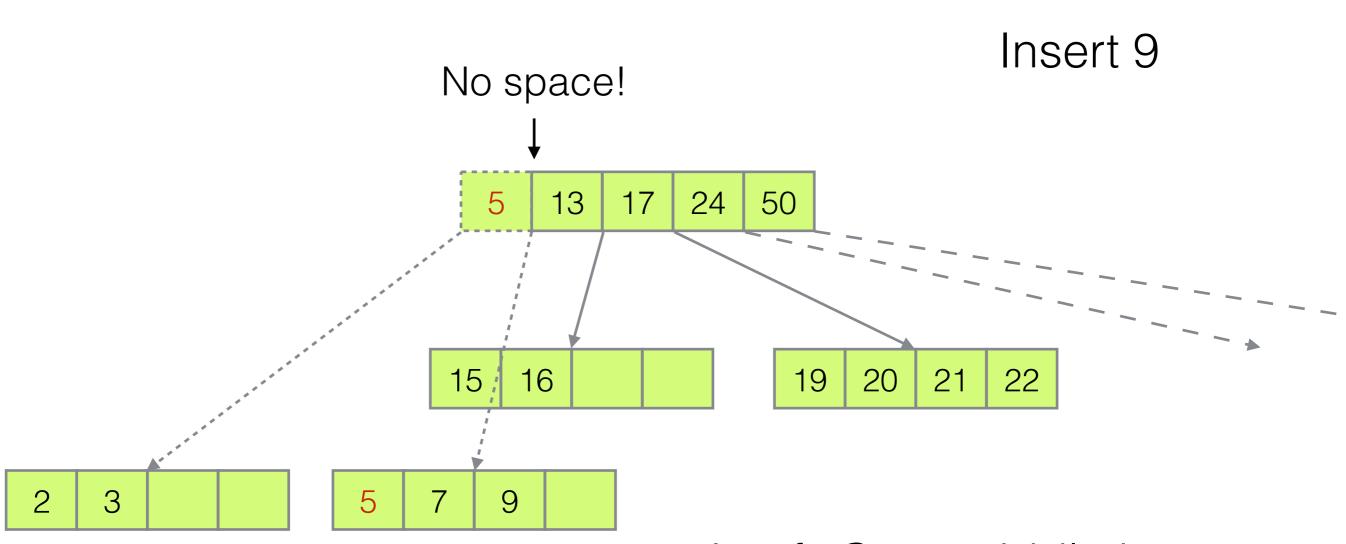




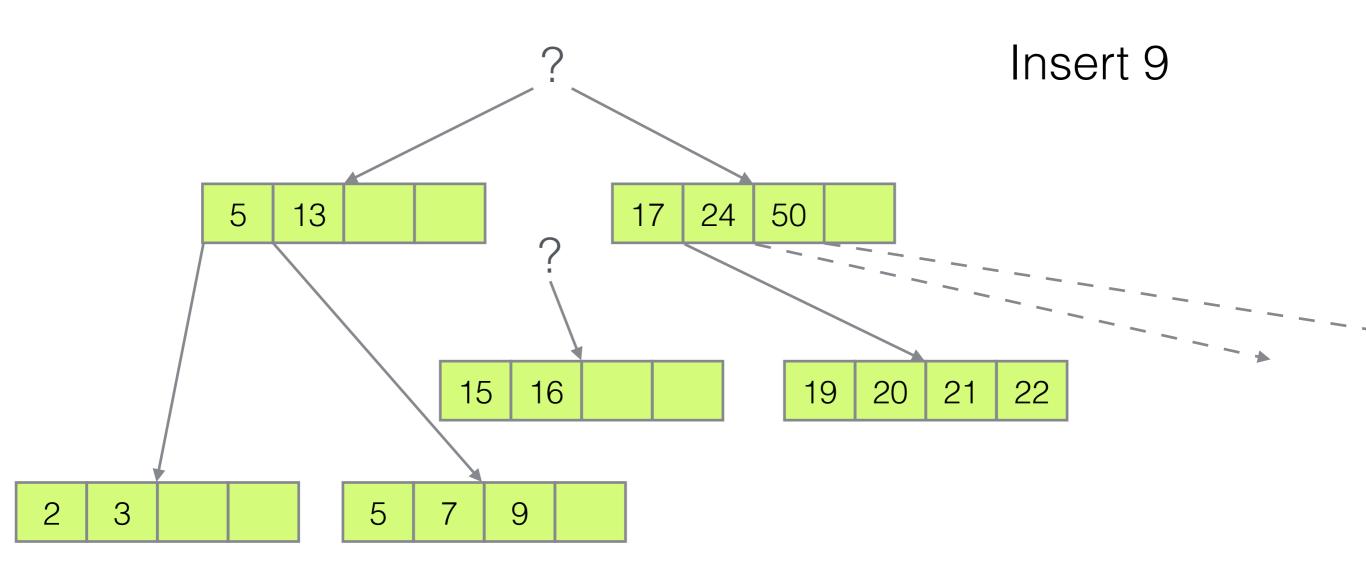


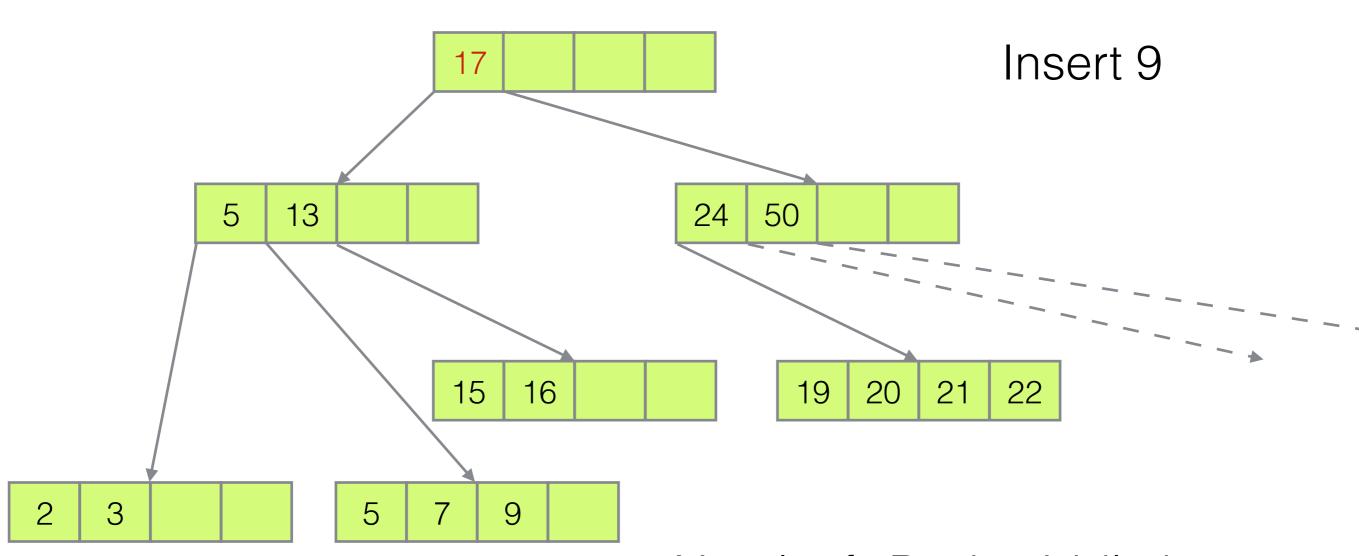




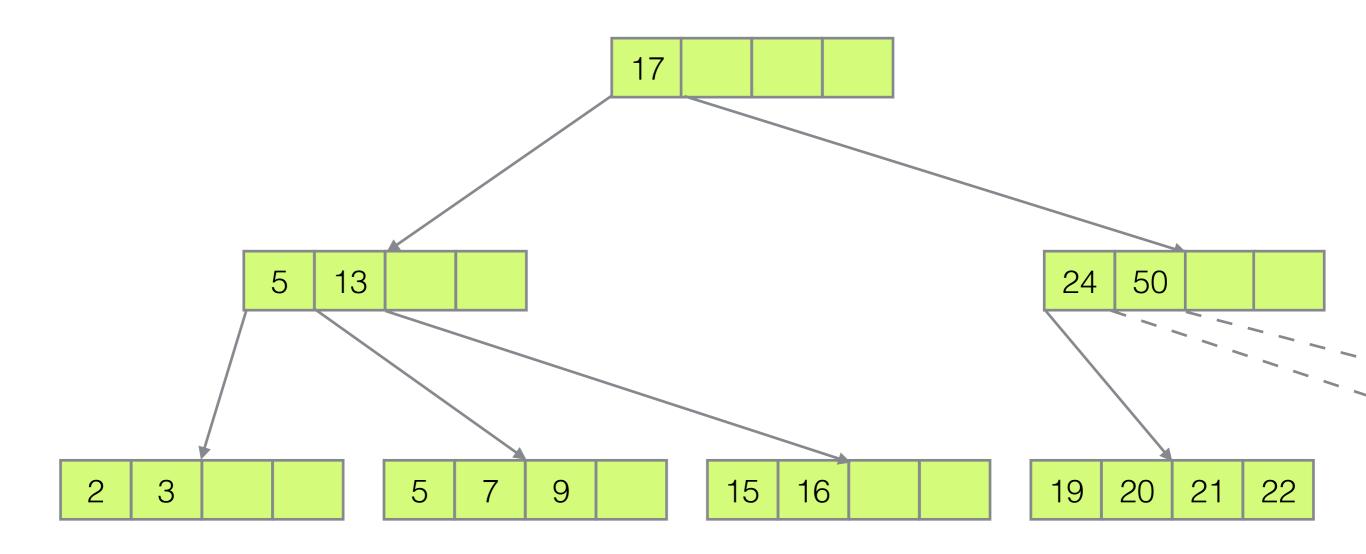


Leaf: Copy middle key up





Non-leaf: Push middle key up



What have we maintained?