

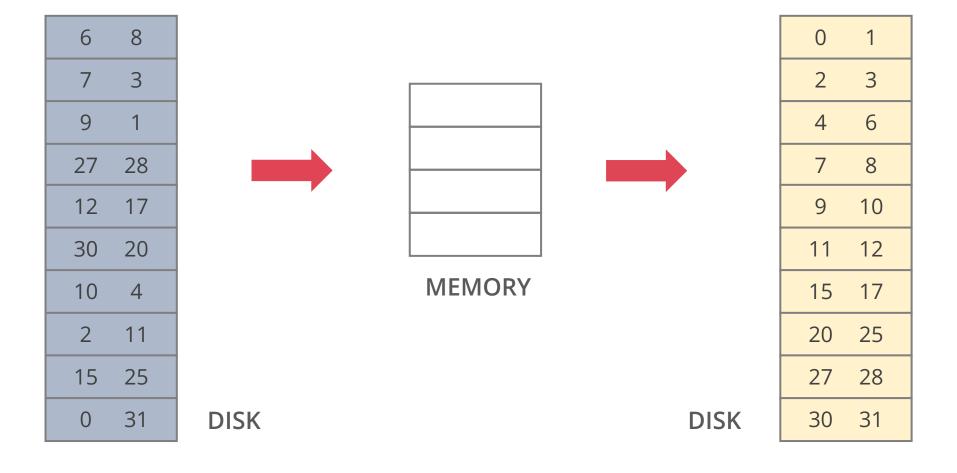
Advanced Database Systems

Spring 2024

Tutorial 3

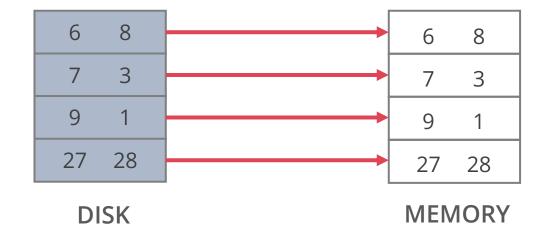
EXTERNAL SORTING

Goal: sort records on 10 data pages using 4 buffer pages



Pass 0, Run 1

Read 4 pages into memory



Pass 0, Run 1

In-memory sort

6	8
7	3
9	1
27	28

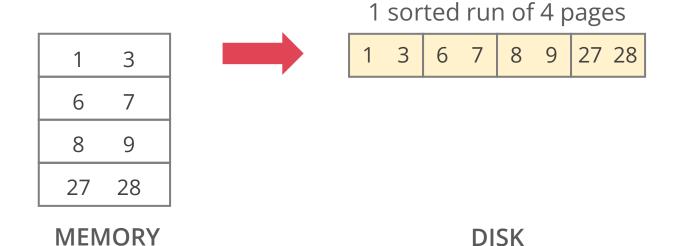
DISK

1	3
6	7
8	9
27	28

MEMORY

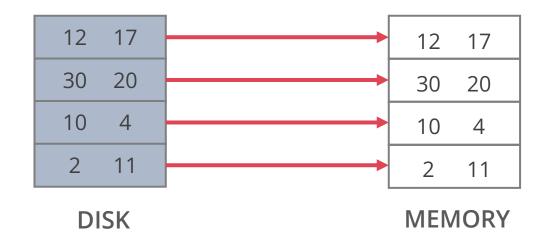
Pass 0, Run 1

Write 4 sorted pages to disk



Pass 0, Run 2

Read 4 pages into memory



1 3 6 7 8 9 27 28

DISK

Pass 0, Run 2

In-memory sort

12	17
30	20
10	4
2	11

DISK

2	4	
10	11	
12	17	
20	30	

MEMORY

1 3 6 7 8 9 27 28

DISK

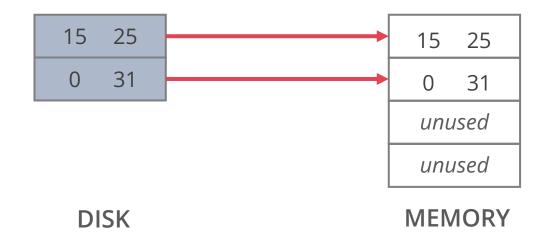
Pass 0, Run 2

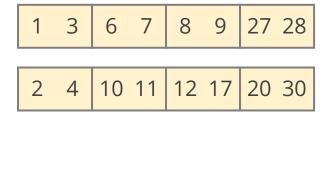
Write 4 sorted pages to disk

12 17	2	4	1	3	6	7	8	9	27	28
30 20	10	11	2	4	10	11	12	17	20	30
10 4	12	17			10	11	12	1 /	20	50
2 11	20	30								
DISK	MEN	10RY				DI	SK			

Pass 0, Run 3

Read 2 pages into memory





DISK

Pass 0, Run 3

In-memory sort

15	25
0	31

0 1525 31unusedunused

 1
 3
 6
 7
 8
 9
 27
 28

 2
 4
 10
 11
 12
 17
 20
 30

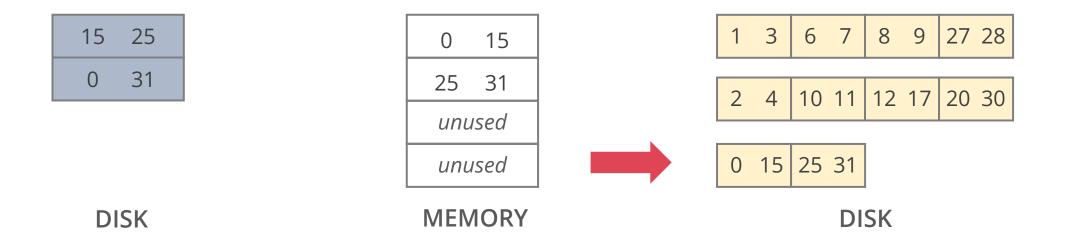
DISK

MEMORY

DISK

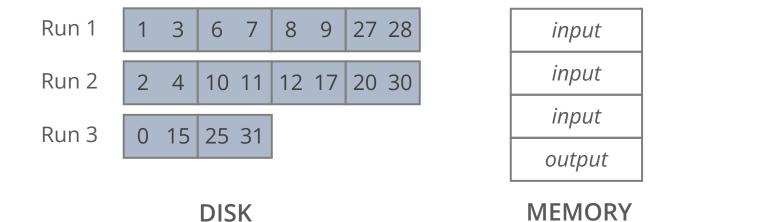
Pass 0, Run 3

Write 2 sorted pages to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

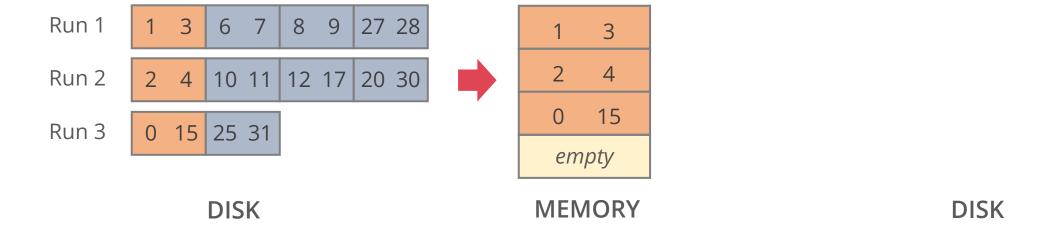


Reserve *B-1* input buffers and *1* output buffer. Load one page from each run at a time. Store sorted results in output buffer. Write to disk when output buffer is full

DISK

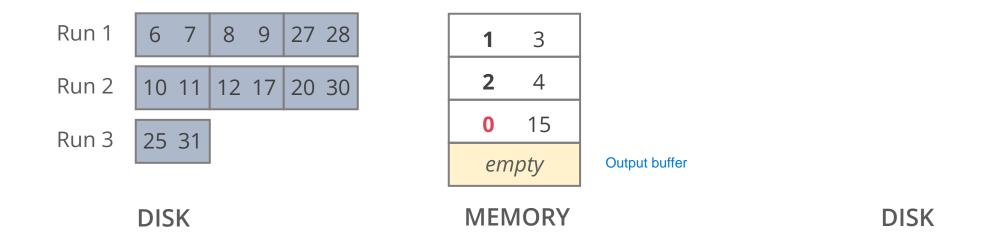
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



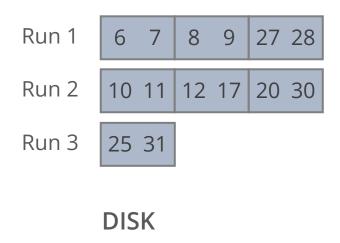
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

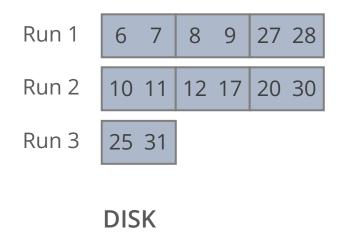


1	3
2	4
	15
0	

MEMORY DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



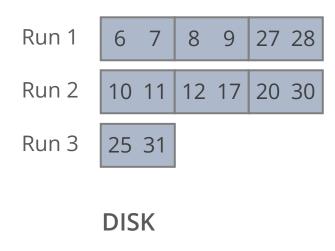
1
5

MEMORY

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



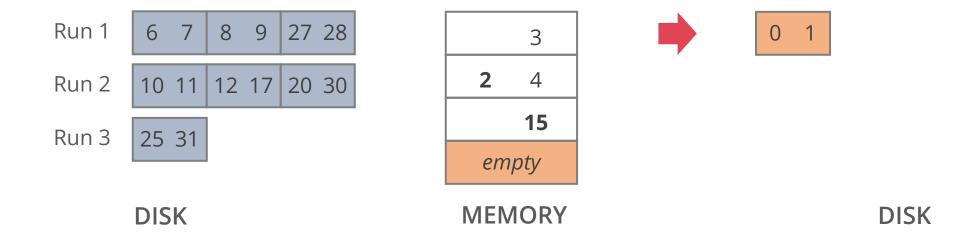
3
4
15
1

MEMORY

DISK

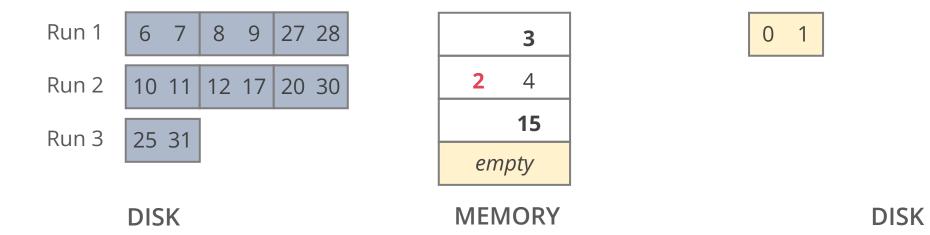
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



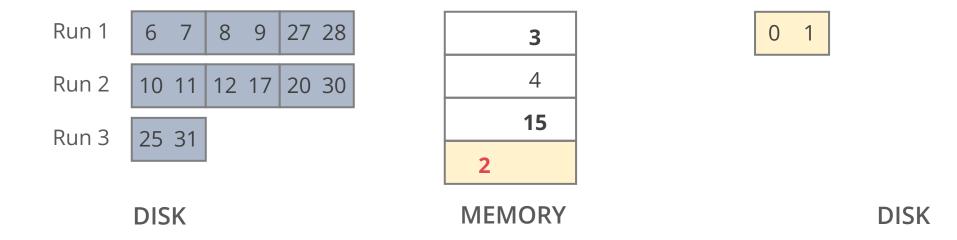
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



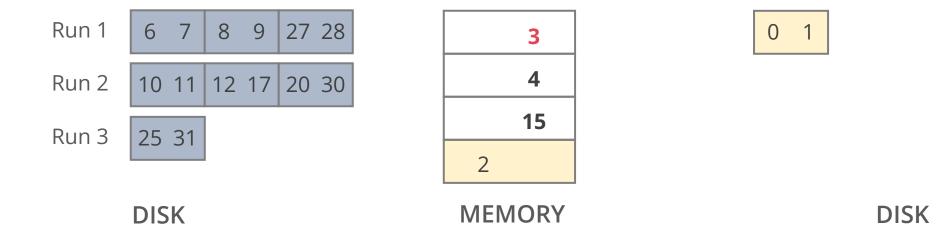
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



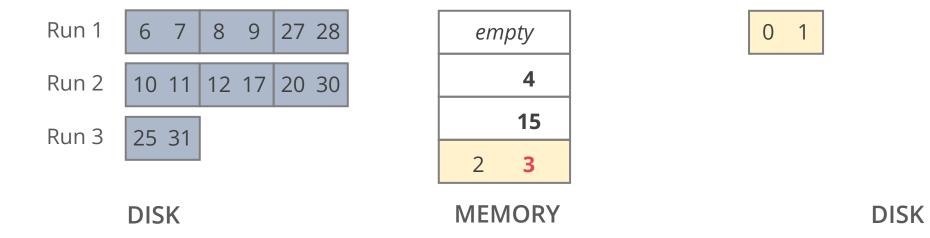
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



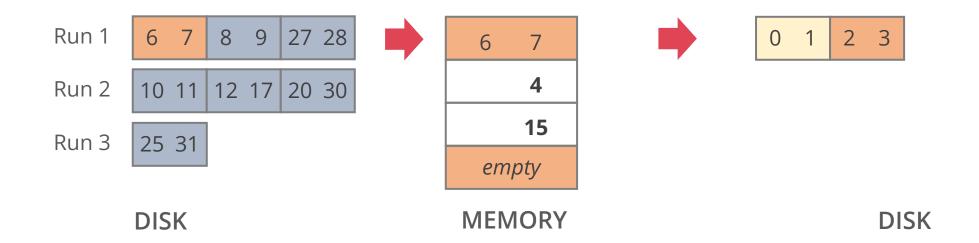
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



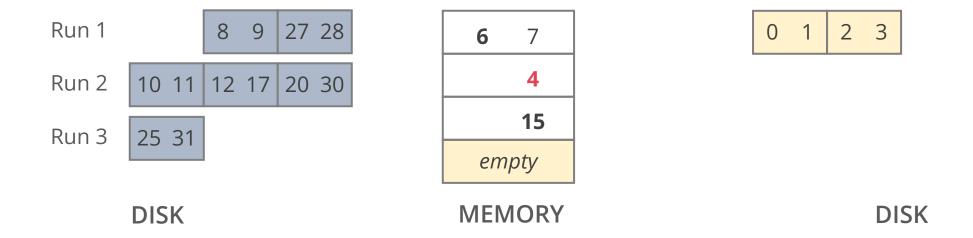
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



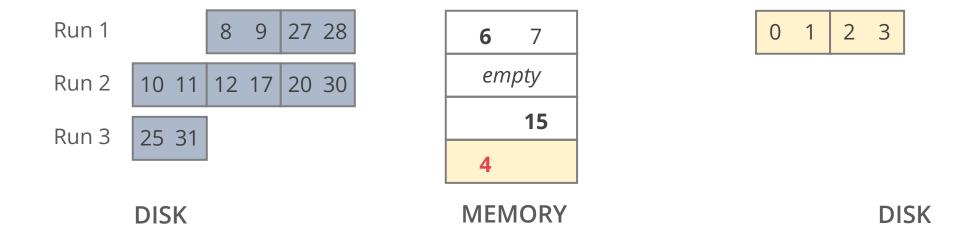
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



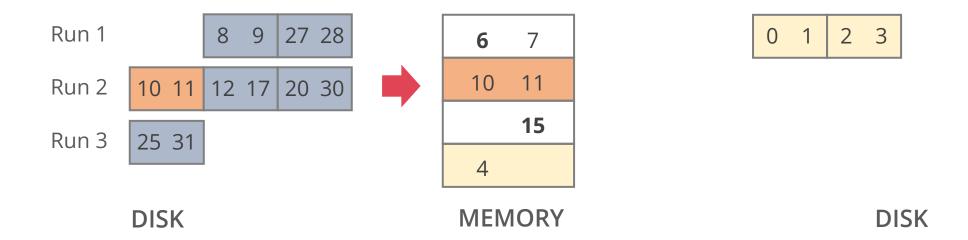
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



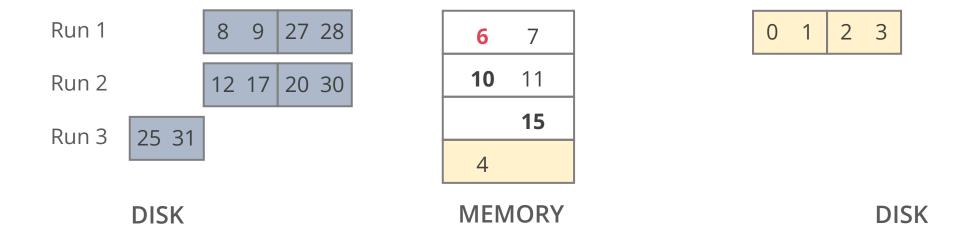
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



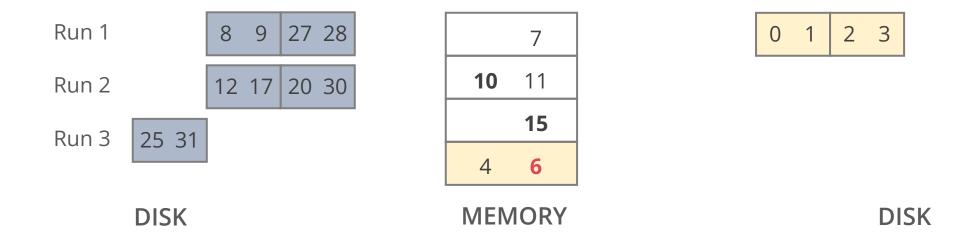
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



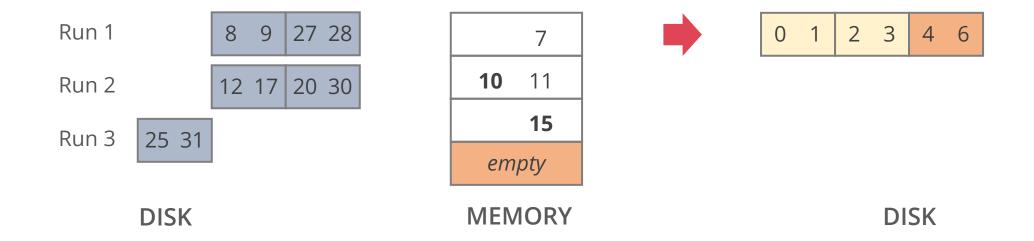
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



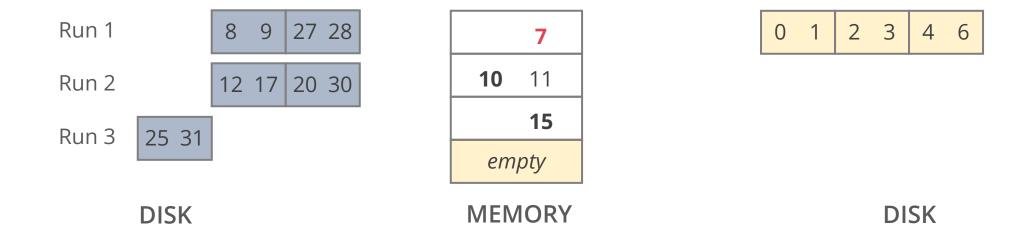
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



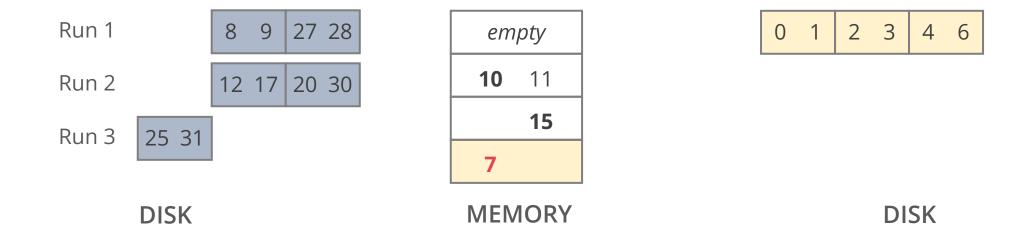
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



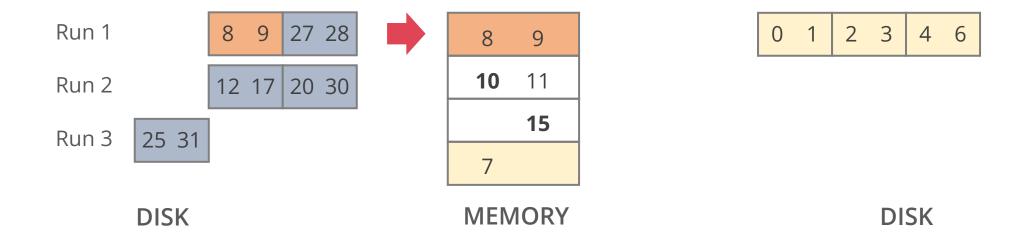
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



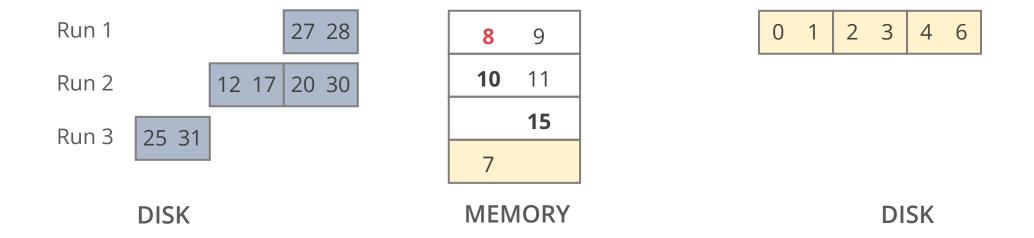
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



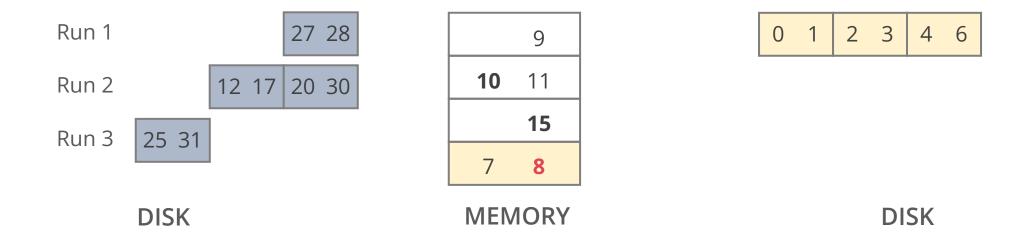
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



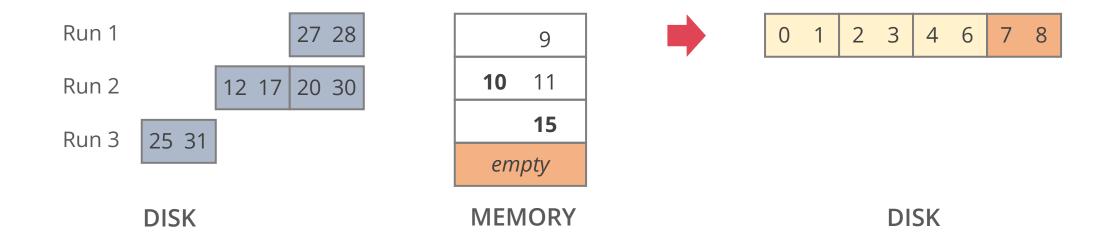
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



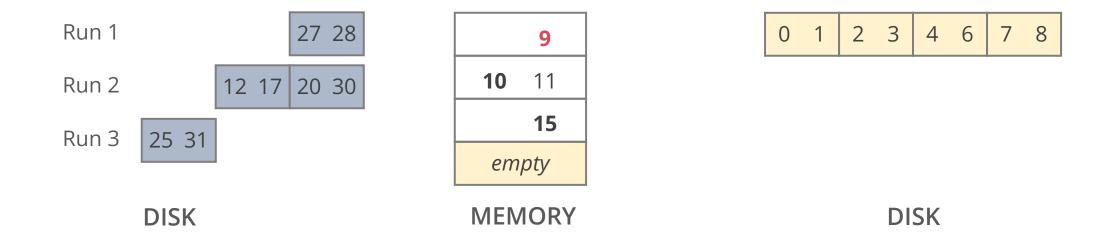
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



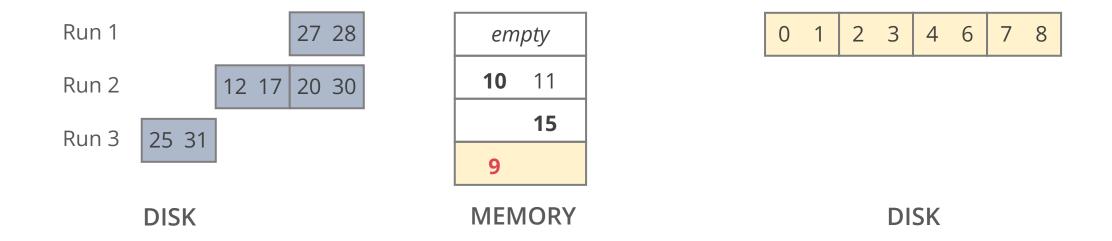
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



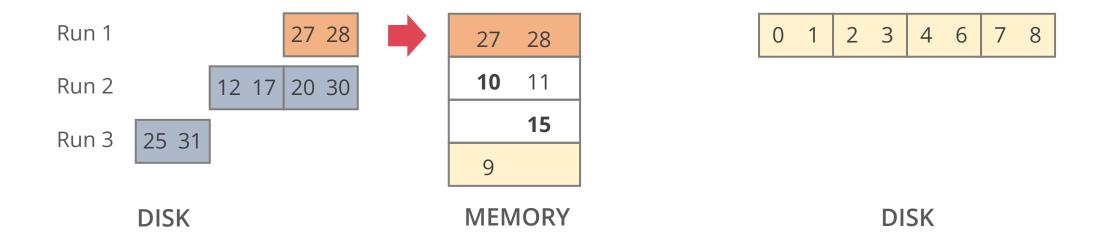
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



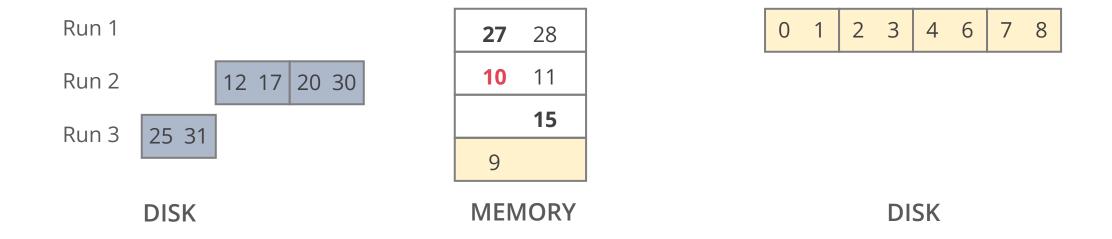
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



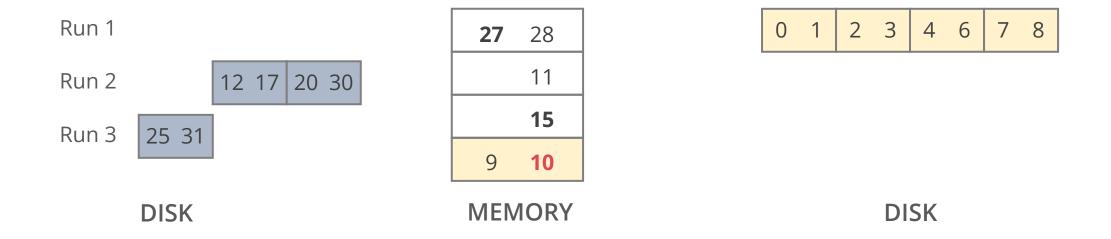
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



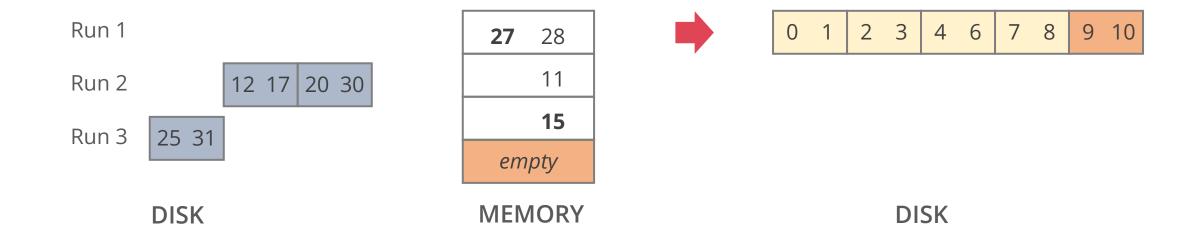
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



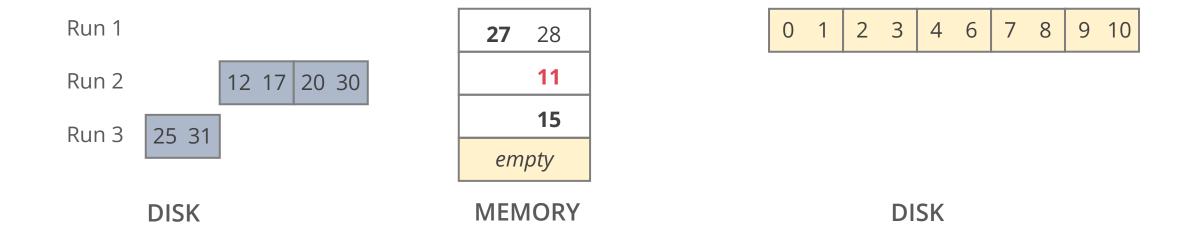
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



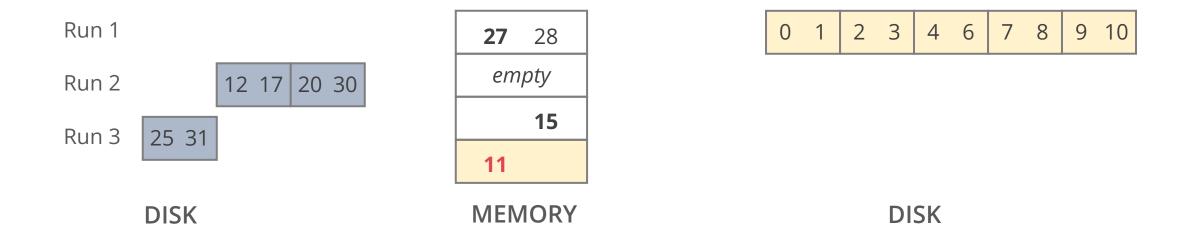
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



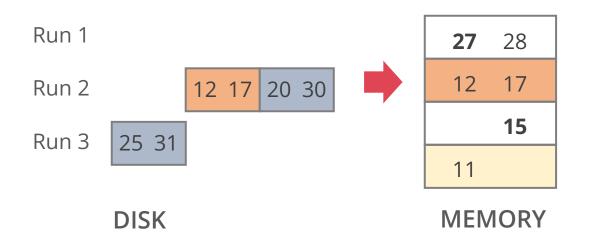
Pass 1

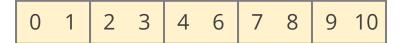
Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

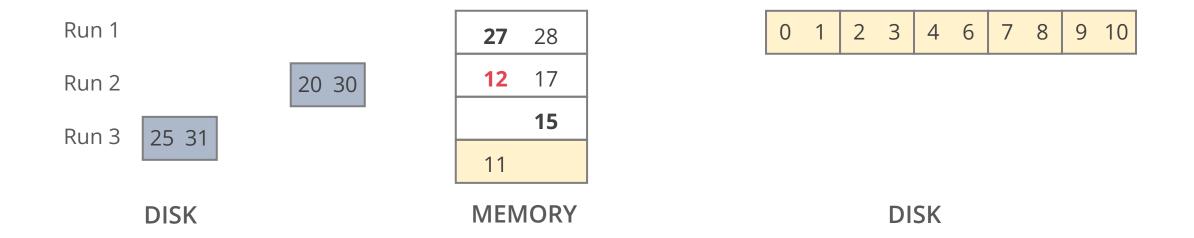




DISK

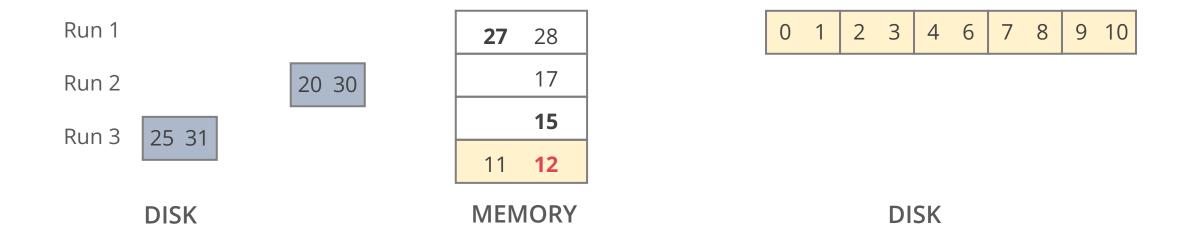
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



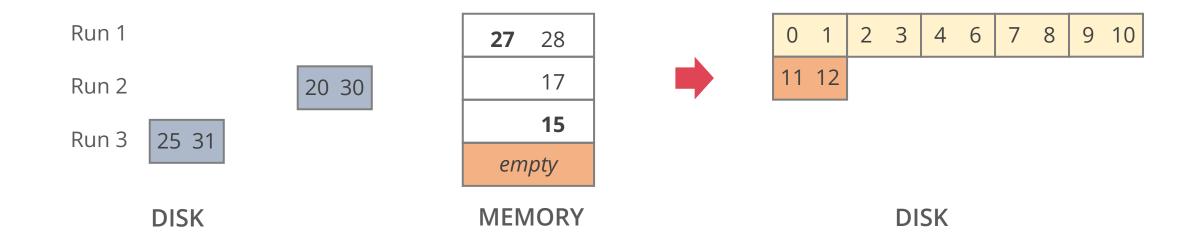
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



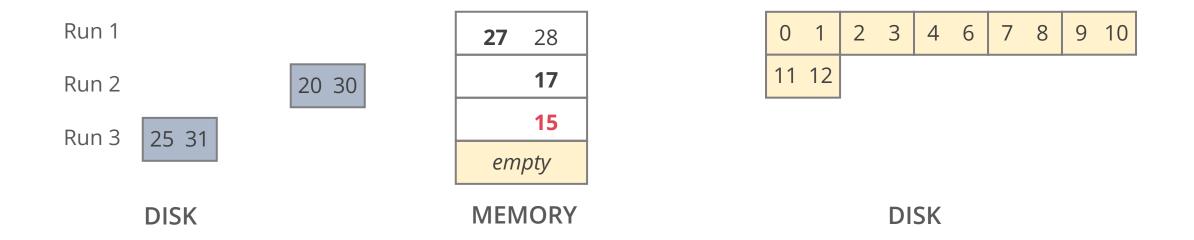
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



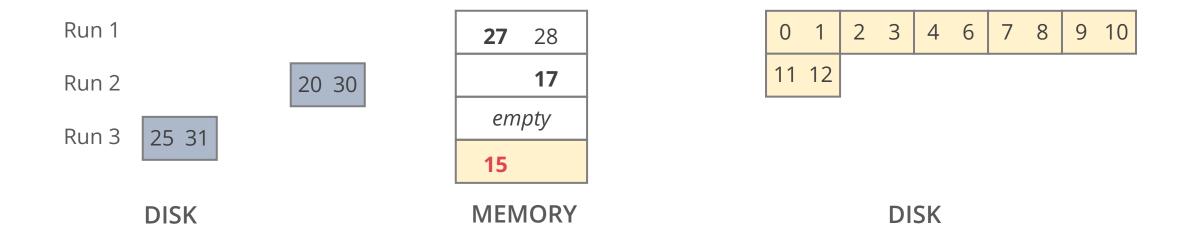
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



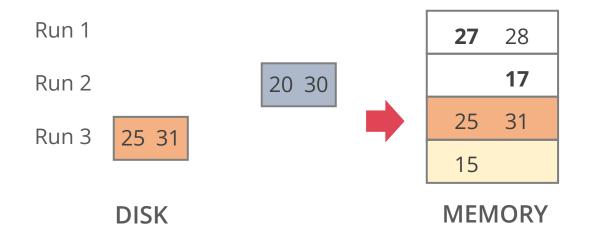
Pass 1

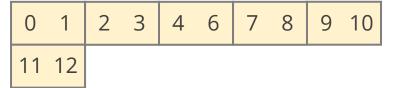
Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

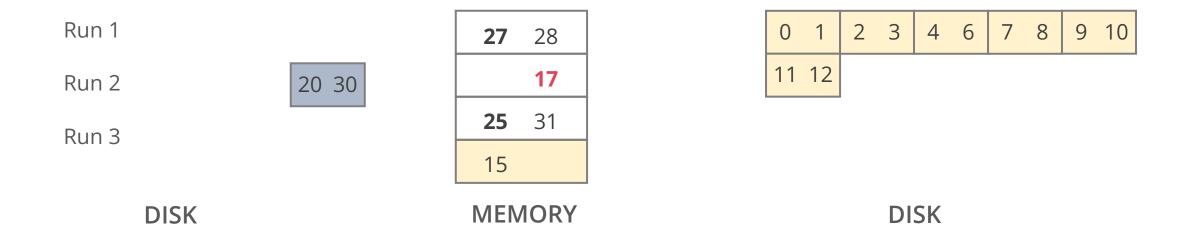




DISK

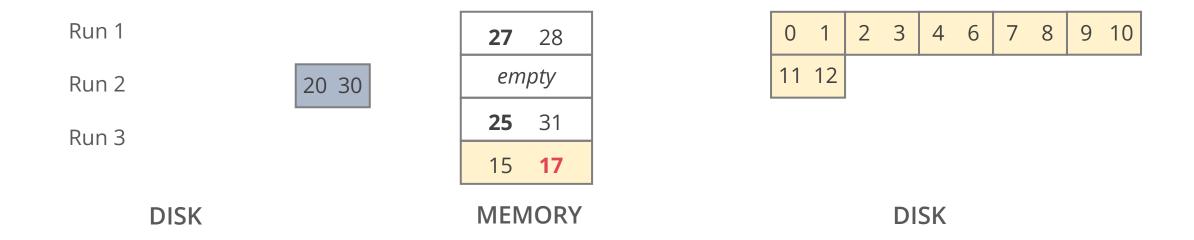
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



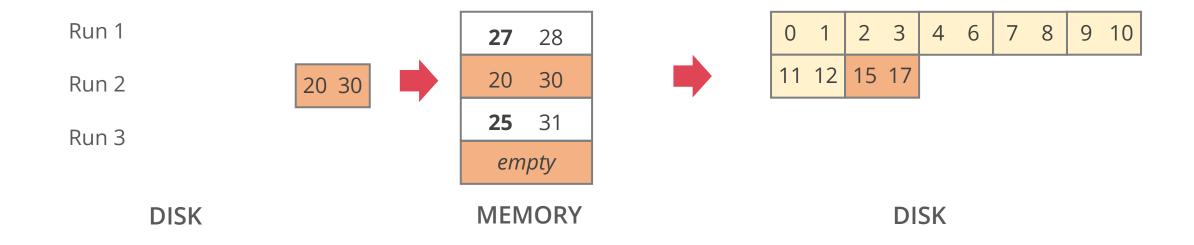
Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

20 3025 31*empty*

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17

DISK

MEMORY

27

28

DISK

Pass 1

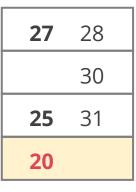
Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK



MEMORY

0	1	2	3	4	6	7	8	9	10
11	12	15	17						

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

27 283025 3120

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17

DISK

MEMORY

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

27 28303120 25

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17

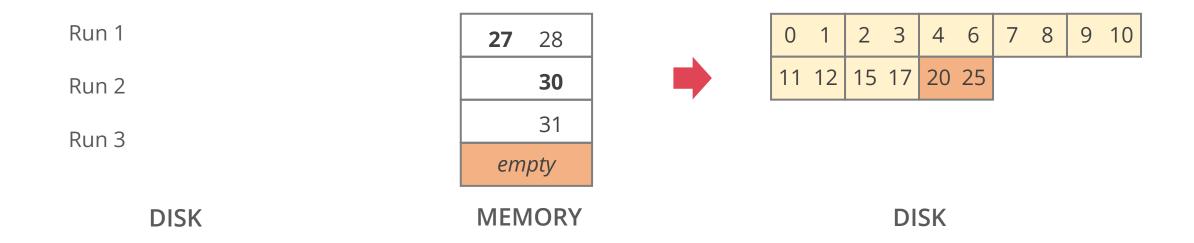
DISK

MEMORY

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

30 31 empty

MEMORY

28

27

4 6 11 12 15 17 20 25

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK



MEMORY

0	1	2	3	4	6	7	8	9	10
11	12	15	17	20	25				

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

MEMORY

0	1	2	3	4	6	7	8	9	10
11	12	15	17	20	25				

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

MEMORY

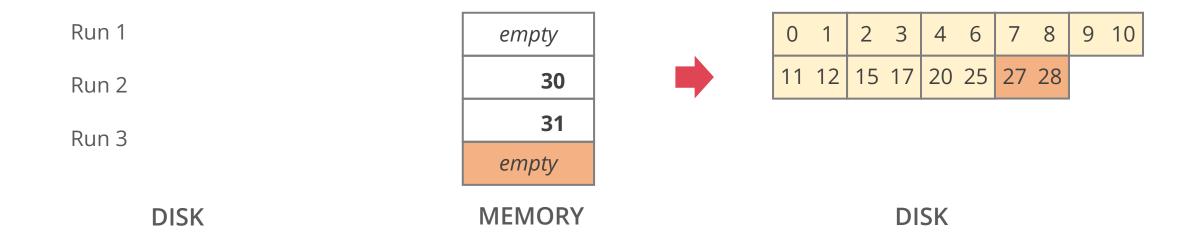
 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17
 20
 25
 5
 5
 5
 6
 7
 8
 9
 10

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk



Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

empty

30

31

empty

MEMORY

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17
 20
 25
 27
 28

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

empty
empty
31

MEMORY

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17
 20
 25
 27
 28

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

empty

empty

31

30

MEMORY

 0
 1
 2
 3
 4
 6
 7
 8
 9
 10

 11
 12
 15
 17
 20
 25
 27
 28

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1

Run 2

Run 3

DISK

empty empty

empty

30 31

MEMORY

DISK

Pass 1

Read 3 sorted runs into memory, write 1 sorted run to disk

Run 1
Run 2
Run 3

empty

empty

empty

empty

1 sorted run of 10 pages

MEMORY

DISK

I/O Total: 40

SANITY CHECK

N = 10, B = 4

Cost =
$$2N * (1 + \lceil \log_{B-1}(\lceil N/B \rceil) \rceil)$$

= $2 * 10 * (1 + \lceil \log_3(2.5) \rceil)$

= $20 * (1 + 1)$

= $40 I/Os$

0	1	2	3	4	6	7	8	9	10
11	12	15	17	20	25	27	28	30	31

1 sorted run of 10 pages

I/O Total: 40

JOINS

JOINS

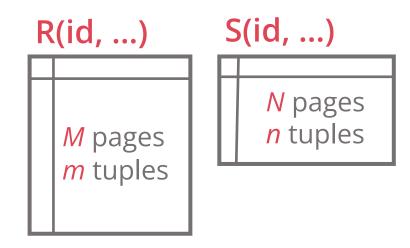
Bit of notation:

M =number of pages in R

m = number of records in R (the cardinality of R)

N = number of pages in 5

n = number of records in *S*



We typically exclude the final write's I/O cost

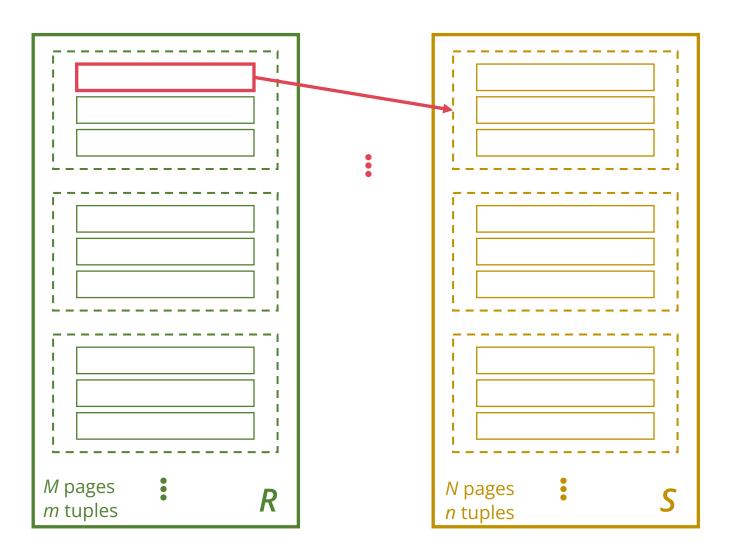
Don't add the cost of writing the joined output to disk

We might decide to stream it to the next operator instead of materializing results!

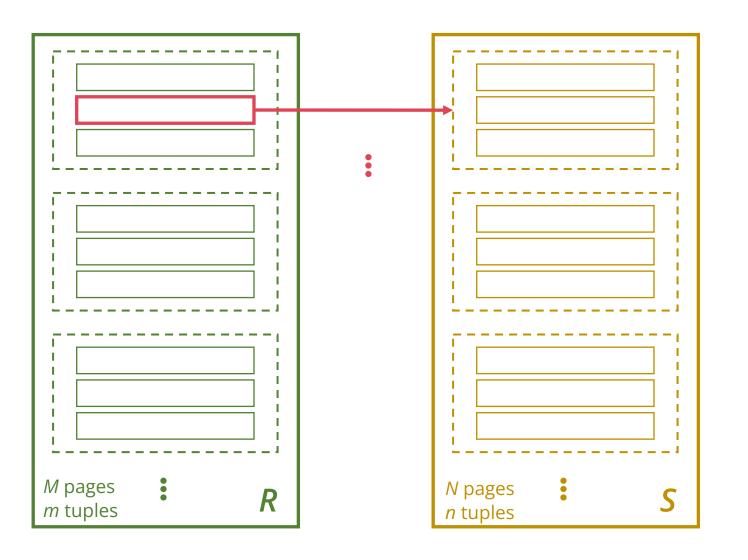
Direct translation of the definition of join into code

To perform $R \bowtie_{\theta} S$, take each tuple in R and scan through S to find the matching S-tuples!

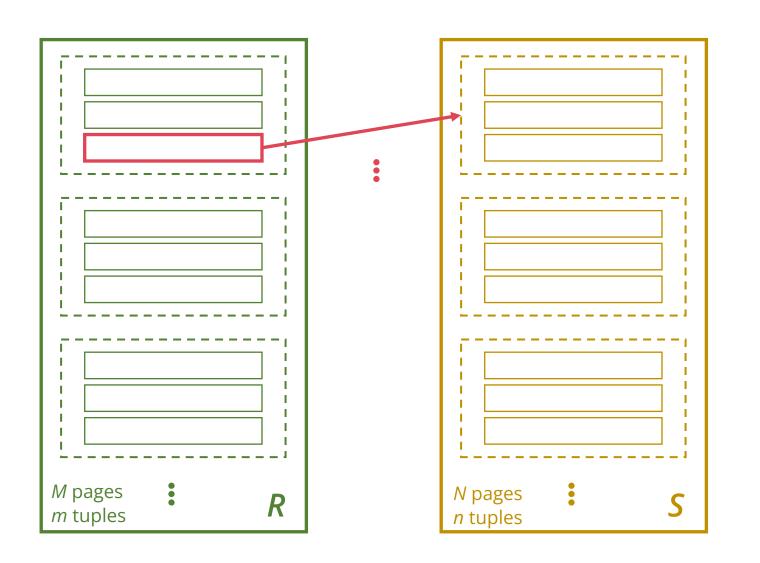
```
foreach tuple r \in R:
  foreach tuple s \in S:
  if \theta(r,s): output r joined with s
```



First iteration of outer loop...



Second iteration of outer loop...



Cost = $M + m \cdot N$

Flipping the order of *R* and *S* can change the I/O cost

Which relation to use as outer?

Can we do better?

We scan **S** for every tuple in **R**,

... but we had to load an entire page of *R* into memory to get that tuple!

Instead of finding the tuples in 5 that match a tuple in R,

... do the check for all tuples in a page in *R* at once

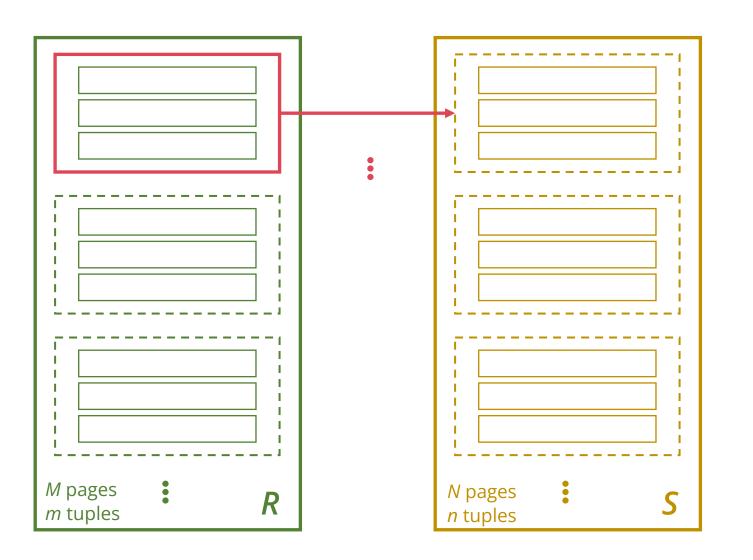
SNLJ

```
foreach tuple r \in R:
  foreach tuple s \in S:
  if \theta(r,s): output r joined with s
```

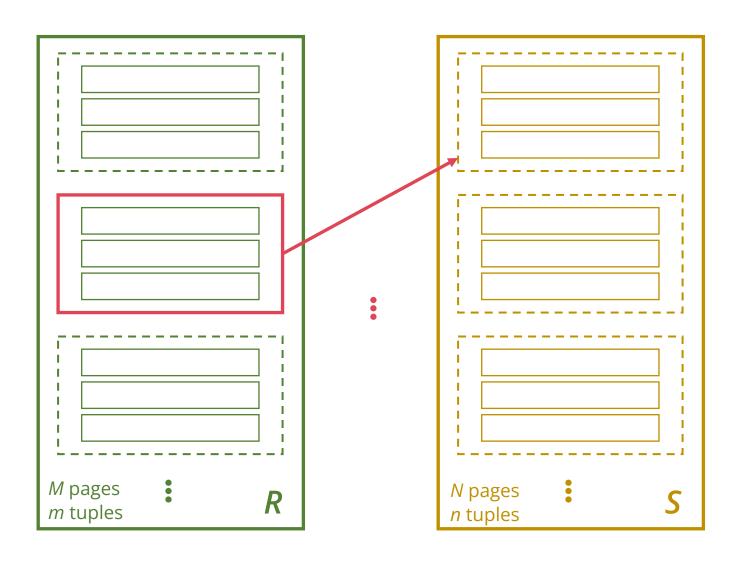
SNLJ (but with page fetches written out explicitly)

PNLJ

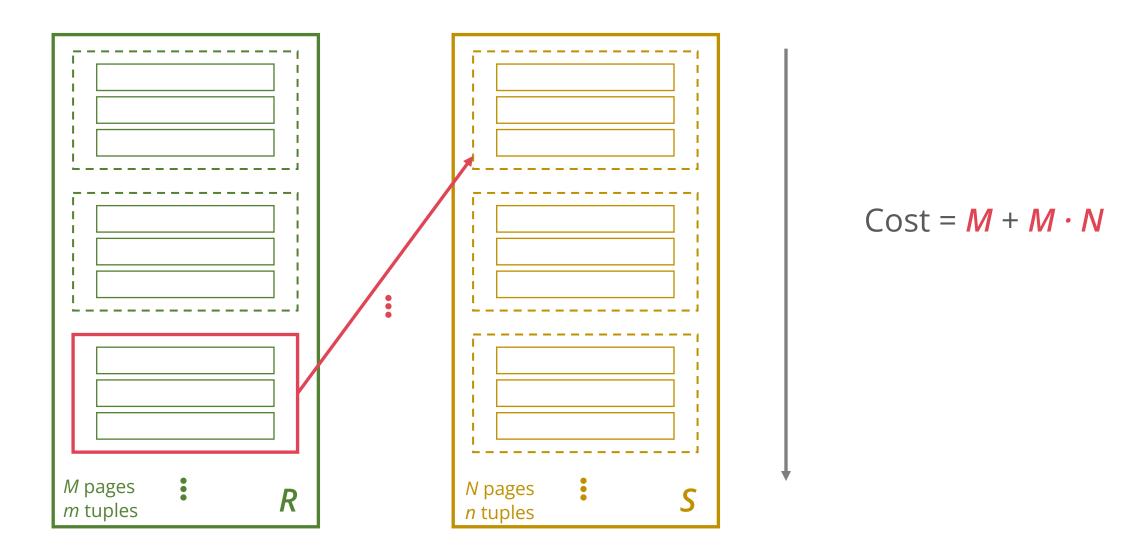
```
\label{eq:foreach} \begin{array}{l} \text{foreach page $P_R \in R$:} \\ \text{foreach page $P_S \in S$:} \\ \text{foreach tuple $r \in P_R$:} \\ \text{foreach tuple $s \in P_S$:} \\ \text{if $\theta(r,s)$: output $r$ joined with $s$} \end{array}
```



First iteration of outer loop...



Second iteration of outer loop...



BLOCK NESTED LOOPS JOIN (BNLJ)

Can we do even better?

We only use three page of memory for PNLJ

... (one buffer for *R*, one buffer for *S*, one output buffer),

... but we usually have more memory!

Instead of fetching one page of R at a time,

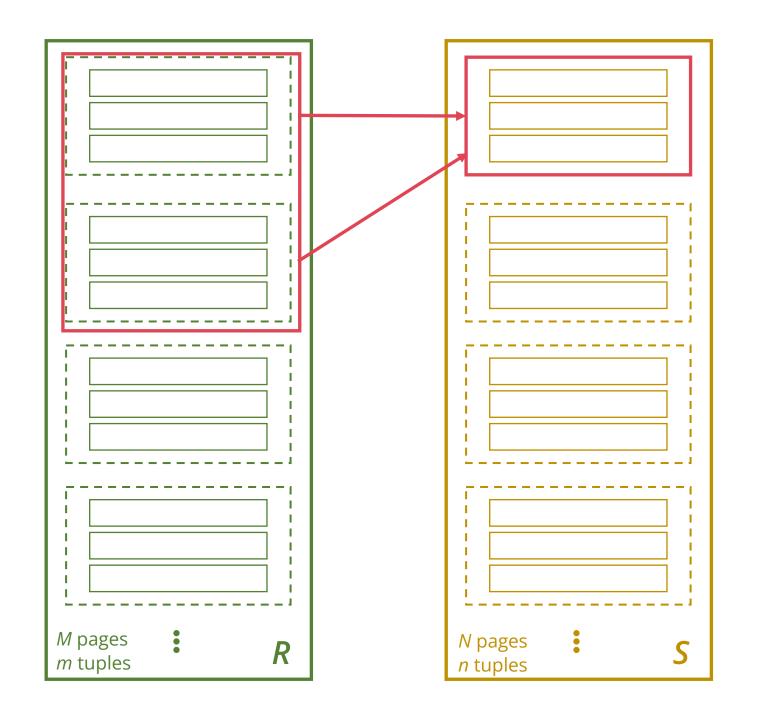
.. why not fetch as many pages of R as we can fit (B - 2 pages)!

BLOCK NESTED LOOPS JOIN (PNLJ)

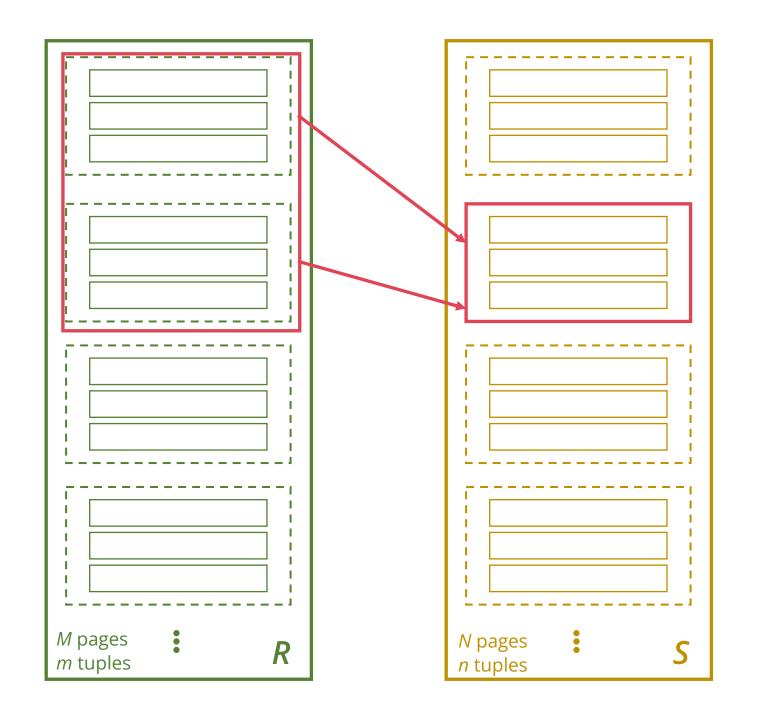
PNLJ

BLOCK NESTED LOOPS JOIN (PNLJ)

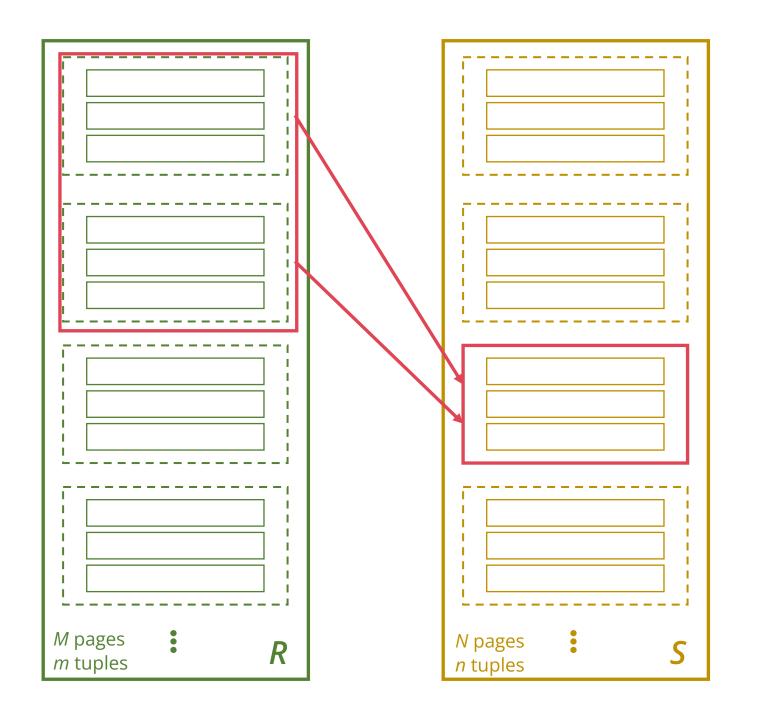
BNLJ



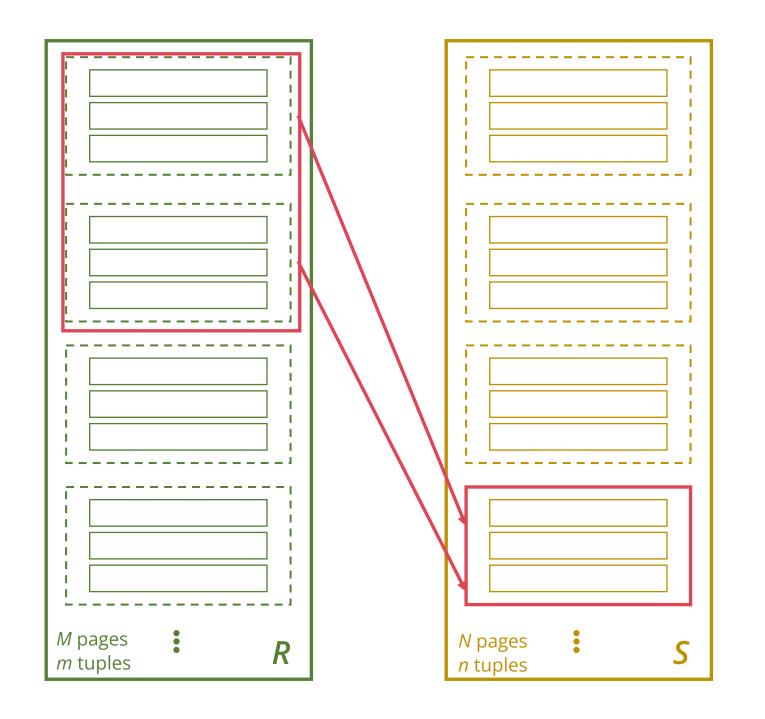
$$B = 4$$



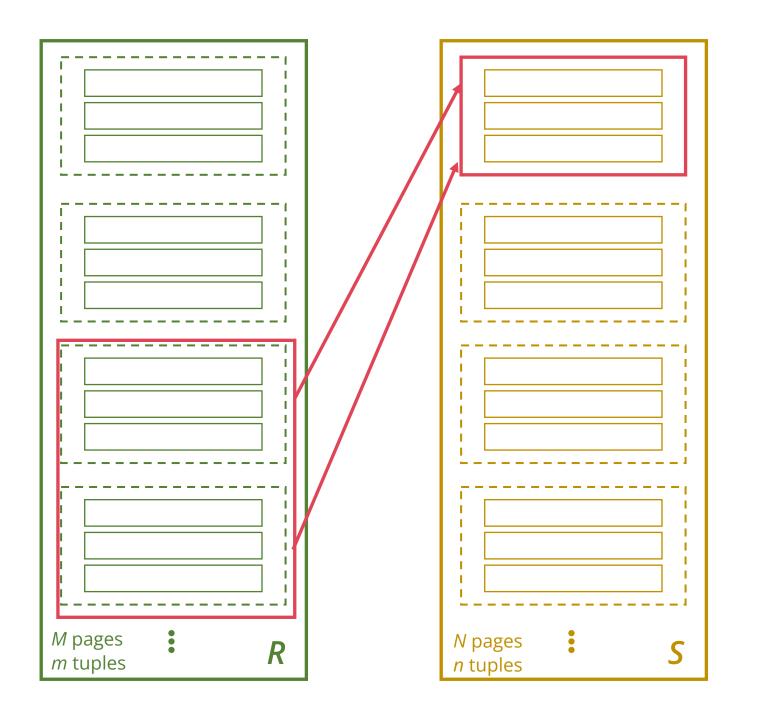
$$B = 4$$



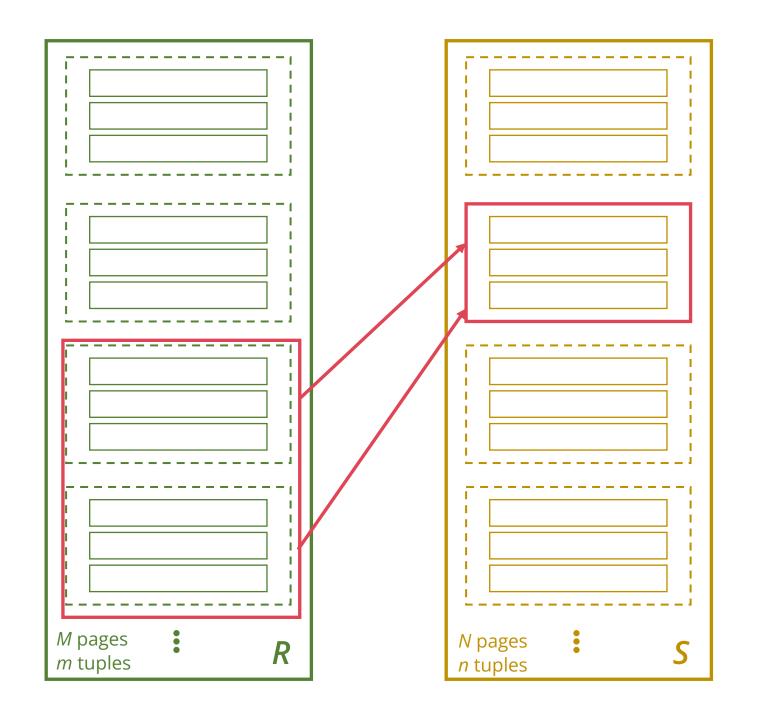
$$B = 4$$



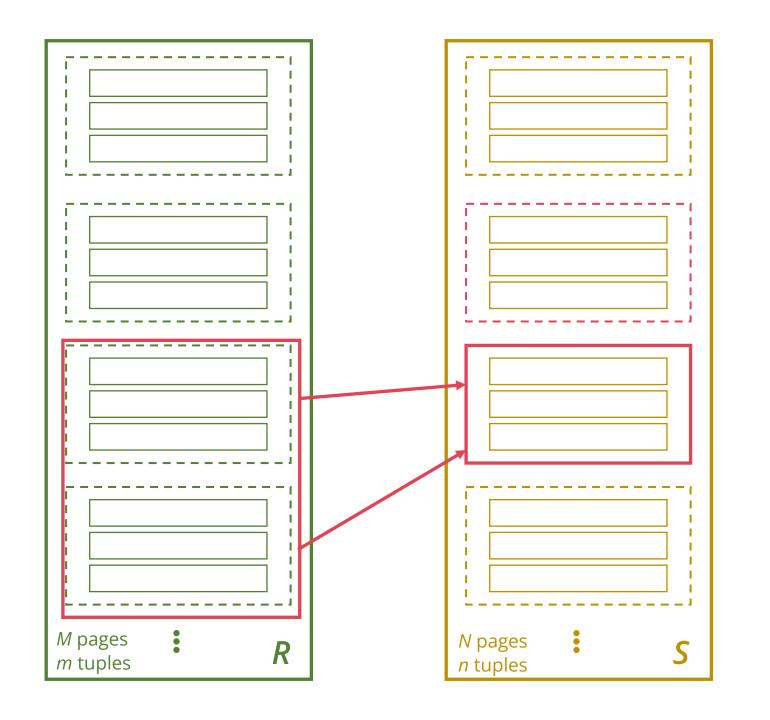
$$B = 4$$



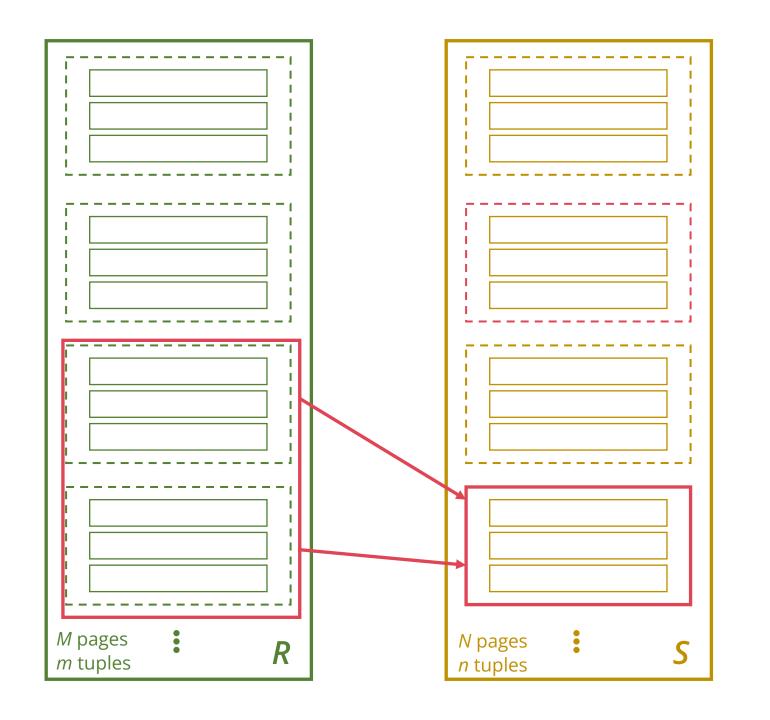
$$B = 4$$



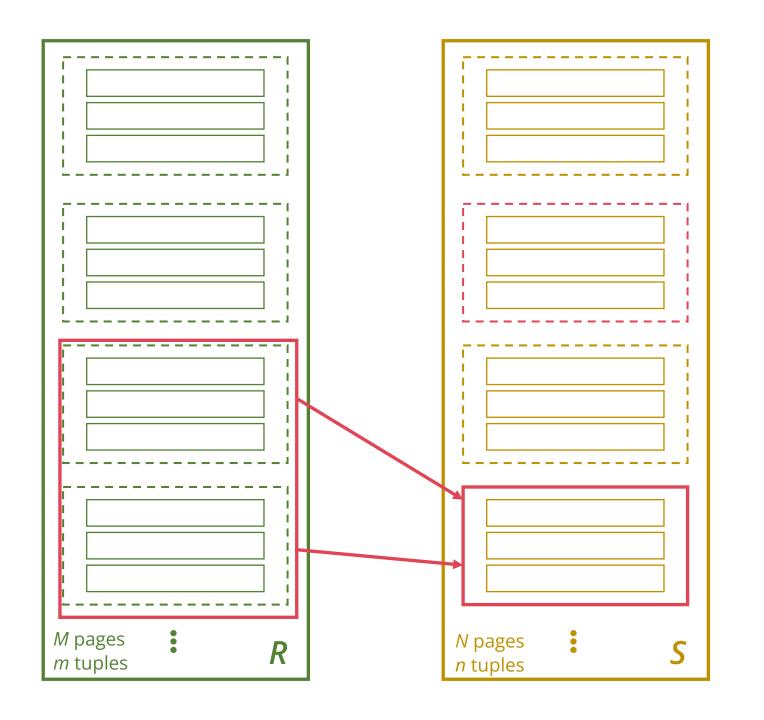
$$B = 4$$



$$B = 4$$



$$B = 4$$



$$B = 4$$

Cost

$$= M + (\# blocks in R) \cdot N$$

$$= M + [M / chunk size] \cdot N$$

$$= M + \lceil M / B - 2 \rceil \cdot N$$

A join is essentially

```
foreach tuple r \in R:
  foreach tuple s \in S that satisfies \theta(r,s):
  output r joined with s
```

An **index** on **S** allows us to do the inner loop efficiently!

```
foreach tuple r \in R:
  foreach tuple s \in S that satisfies \theta(r,s):
  (found using the index)
  output r joined with s
```

Cost = M + m * cost to find matching S tuples

M from scanning through **R**

Cost to find matching **S** tuples via **tree index**

Variant A: cost to traverse root to leaf + read all the leaves with matching tuples

Variants B or C: cost of retrieving RIDs (similar to Variant A) + cost to fetch actual records

1 I/O per page if clustered, 1 I/O per matching tuple if not

Cost = M + m * cost to find matching 5 tuples

M from scanning through **R**

Cost to find matching 5 tuples via hash index

1-2 I/Os to reach the target bucket

Then scan pages in that bucket

May stop early if search key values are unique and we found a match!

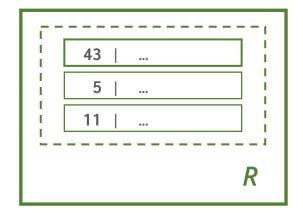
Cost = M + m * cost to find matching S tuples

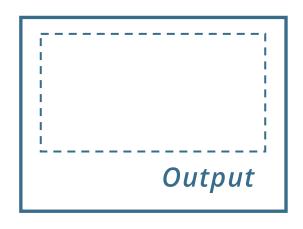
M from scanning through **R**

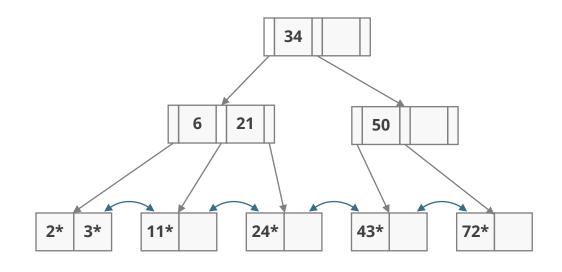
If we have **no index**

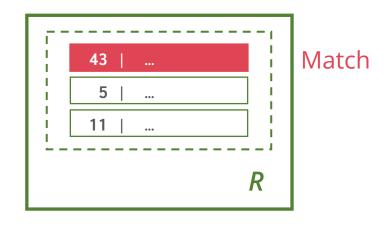
Then the only way to search for matching S tuples is by scanning all of $S \Rightarrow SNLJ$

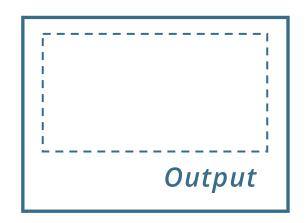
Cost to find matching **S** tuples is then **N**, giving us the formula for SNLJ cost

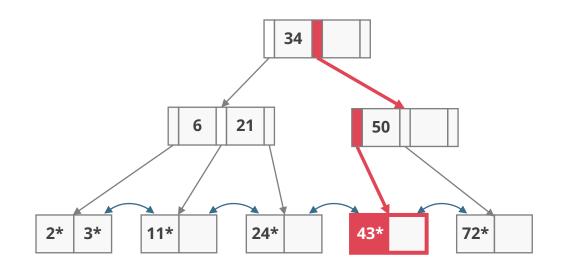


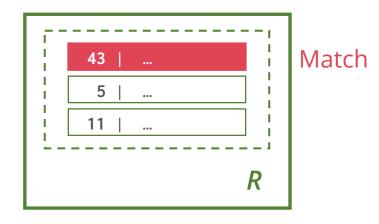


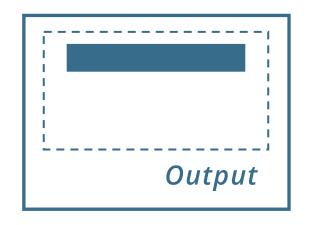


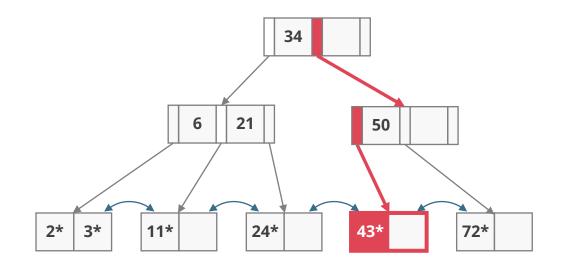


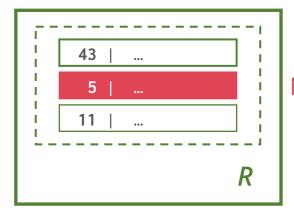




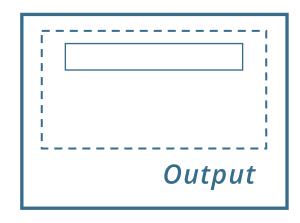


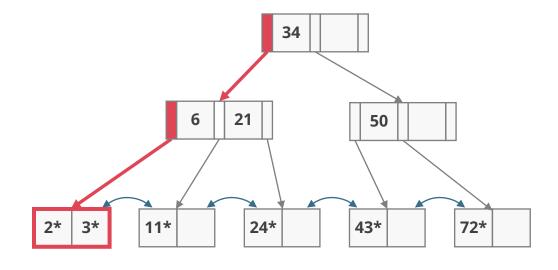


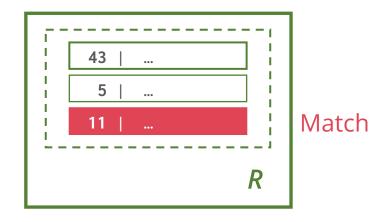


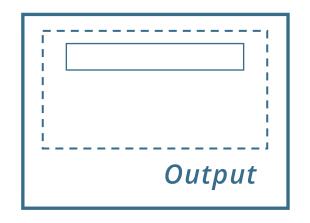


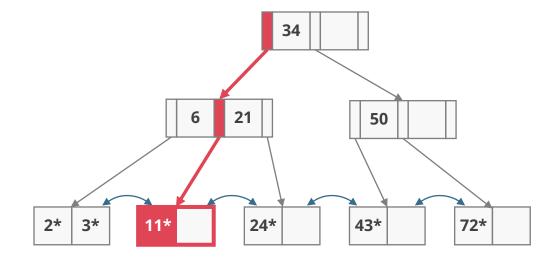
Not a match

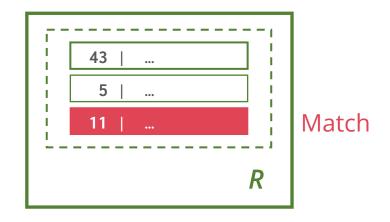


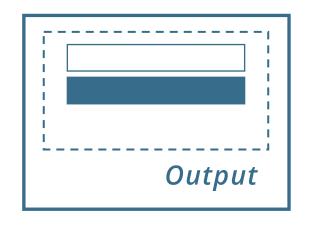


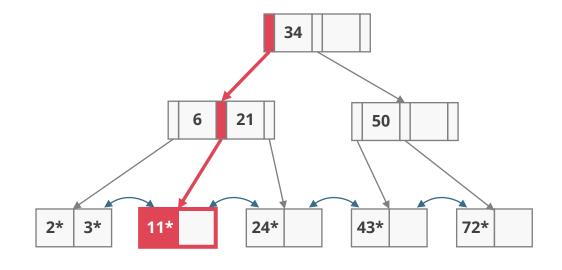












SORT MERGE JOIN (SMJ)

What if we process the data a bit before we join things together?

For example, sort both relations first! Then we can join them efficiently

In some cases, we might even have one of the relations already sorted on the right key, and then we don't even have to spend time sorting it!

SORT MERGE JOIN (SMJ)

First step: sort both *R* and *S* (with external sorting)

Second step: merge matching tuples from R and S together

We do this efficiently by moving iterators over sorted R and sorted S in lockstep: move the iterator with the smaller key

We know that this key is smaller than all remaining key values in the other relation, so we're completely done joining that tuple!

First step: **sort** both **R** and **S** (with external sorting)

Second step: merge matching tuples from *R* and *S* together

Need a bit more care than this:

we might have multiple tuples in *R* matching with multiple tuples in *S*

Mark the first matching tuple in \$

Match tuples with the first matching tuple in R,

Then **reset** the iterator to the mark

... so we can go through the tuples in S again for the second matching tuple in R

```
while not done:
 while (r < s): advance r
 while (r > s): advance s
 mark s // same start of "block"
 while (r == s):
    // outer loop over r
    while (r == s):
     // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
28	Smith
31	Gold
31	Alvaro
44	McDonald
57	Gupta

sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

```
while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
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31	Gold
31	Alvaro
44	McDonald
57	Gupta

sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

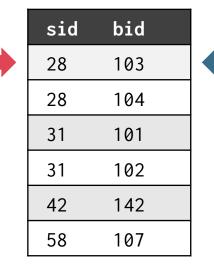
```
while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
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    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
28	Smith
31	Gold
31	Alvaro
44	McDonald
57	Gupta

sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

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while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
28	Smith
31	Gold
31	Alvaro
44	McDonald
57	Gupta



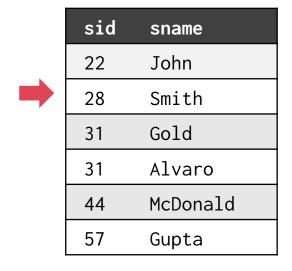
```
while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```



sid	bid	
28	103	
28	104	
31	101	
31	102	
42	142	
58	107	

sid	sname	bid	
28	Smith	103	

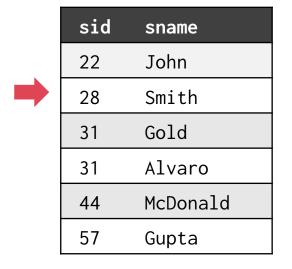
```
while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

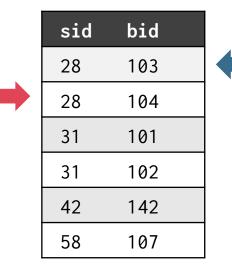




sid	sname	bid	
28	Smith	103	

```
while not done:
  while (r < s): advance r
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  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```





sid	sname	bid
28	Smith	103
28	Smith	104

```
while not done:
  while (r < s): advance r
  while (r > s): advance s
  mark s // same start of "block"
  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```



sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

sid	sname	bid	
28	Smith	103	
28	Smith	104	

```
while not done:
  while (r < s): advance r
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  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```





sid	sname	bid	
28	Smith	103	
28	Smith	104	

```
while not done:
 while (r < s): advance r
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    reset s to mark
    advance r
```

	sid	sname
	22	John
	28	Smith
	31	Gold
	31	Alvaro
	44	McDonald
	57	Gupta

sid	bid	
28	103	
28	104	
31	101	
31	102	
42	142	
58	107	

sid	sname	bid
28	Smith	103
28	Smith	104

```
while not done:
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  while (r == s):
    // outer loop over r
    while (r == s):
      // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

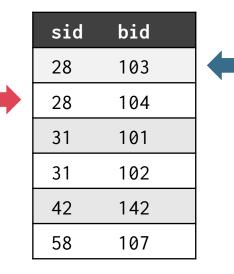
	sid	sname
	22	John
	28	Smith
•	31	Gold
	31	Alvaro
	44	McDonald
	57	Gupta

sid	bid	
28	103	4
28	104	
31	101	
31	102	
42	142	
58	107	
	28 28 31 31 42	28 103 28 104 31 101 31 102 42 142

sid	sname	bid
28	Smith	103
28	Smith	104

```
while not done:
 while (r < s): advance r
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 mark s // same start of "block"
 while (r == s):
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    while (r == s):
     // inner loop over s
      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
28	Smith
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31	Alvaro
44	McDonald
57	Gupta



sid	sname	bid
28	Smith	103
28	Smith	104

```
while not done:
 while (r < s): advance r
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      output r joined with s
      advance s
    reset s to mark
    advance r
```

sid	sname
22	John
28	Smith
31	Gold
31	Alvaro
44	McDonald
57	Gupta
	22 28 31 31 44

sid	bid	
28	103	4
28	104	
31	101	
31	102	
42	142	
58	107	

sid	sname	bid	
28	Smith	103	
28	Smith	104	

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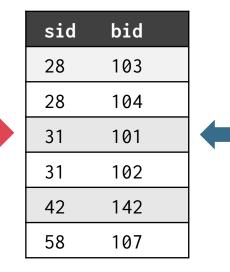
sid	sname
22	John
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sid	sname	bid
28	Smith	103
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sid	sname
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57	Gupta



sid	sname	bid	
28	Smith	103	
28	Smith	104	
31	Gold	101	

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sid	bid	
28	103	
28	104	
31	101	(
31	102	
42	142	
58	107	
	28 28 31 31 42	28 103 28 104 31 101 31 102 42 142

sid	sname	bid	
28	Smith	103	
28	Smith	104	
31	Gold	101	

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28	Smith
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44	McDonald
57	Gupta
	22 28 31 31 44

sid	bid	
28	103	
28	104	
31	101	—
31	102	
42	142	
58	107	

sid	sname	bid	
28	Smith	103	
28	Smith	104	
31	Gold	101	
31	Gold	102	

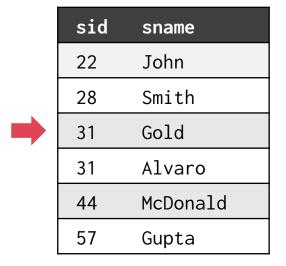
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sid	sname	bid	
28	Smith	103	
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44	McDonald
57	Gupta
	22 28 31 31 44

	sid	bid	
	28	103	
	28	104	
•	31	101	4
	31	102	
	42	142	
	58	107	

sid	sname	bid	
28	Smith	103	
28	Smith	104	
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31	Gold	102	

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	28	104	
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	31	102	
	42	142	
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sid	bid	
28	103	
28	104	
31	101	
31	102	
42	142	
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sid	sname	bid	
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sid	bid	
28	103	
28	104	
31	101	•
31	102	
42	142	
58	107	

sid	sname	bid	
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28	Smith	104	
31	Gold	101	
31	Gold	102	
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sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

sid	sname	bid	
28	Smith	103	
28	Smith	104	
31	Gold	101	
31	Gold	102	
31	Alvaro	101	
31	Alvaro	102	

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sid	bid	
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31	102	
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sid	sname	bid	
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28	Smith	104	
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31	Alvaro	101	
31	Alvaro	102	

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57	Gupta

sid	bid	
28	103	
28	104	
31	101	•
31	102	
42	142	
58	107	

sid	sname	bid	
28	Smith	103	
28	Smith	104	
31	Gold	101	
31	Gold	102	
31	Alvaro	101	
31	Alvaro	102	

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while not done:
 while (r < s): advance r
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      advance s
    reset s to mark
    advance r
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sid	sname
22	John
28	Smith
31	Gold
31	Alvaro
44	McDonald
57	Gupta

sid	bid
28	103
28	104
31	101
31	102
42	142
58	107

sid	sname	bid	
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28	Smith	104	
31	Gold	101	
31	Gold	102	
31	Alvaro	101	
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Total cost:

Cost of sorting R

Cost of sorting **S**

Cost of merging: M + N

Only one pass (if we assume there aren't a lot of duplicates)

We can be sometimes smarter about SMJ

Observation:

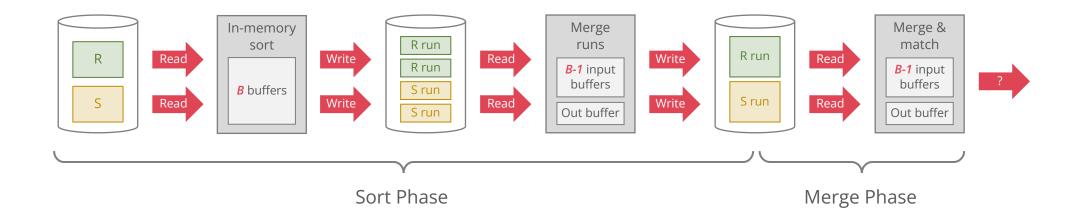
We make one pass through each sorted relation (assuming no duplicate values in R)

⇒ We do **not need** the sorted relations to be materialized!

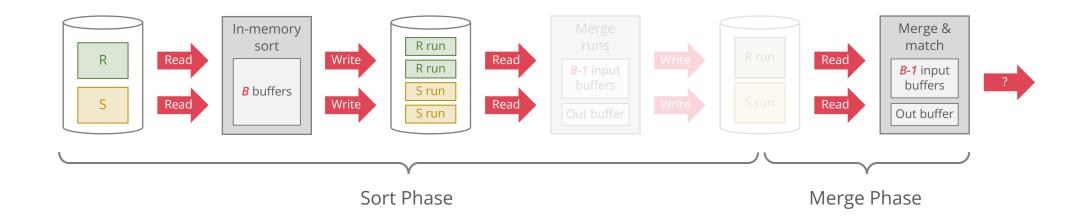
Optimisation:

In the final merge pass of sorting both relations, instead of writing the sorted relations to disk, we can stream them into the second part of SMJ!

SORT MERGE JOIN (SMJ)



SORT MERGE JOIN (SMJ)



We have to be able to fit the input buffers of the last merge pass of sorting *R* and sorting *S* in memory, as well as have one output buffer for joined tuples

Need: (# runs in last merge pass for R) + (# runs in last merge pass for S) $\leq B - 1$ Reduces I/O cost by $2 \cdot (M + N)$!

GRACE HASH JOIN

Similar idea as SMJ, but let's build some hash tables instead

Two passes: partition the data, then build a hash table and probe it

Partition R and S into B - 1 partitions (like in external hashing) using same hash function

All the tuples in *R* matching a tuple in *S* must be in the same partition

⇒ We can consider each partition independently

GRACE HASH JOIN

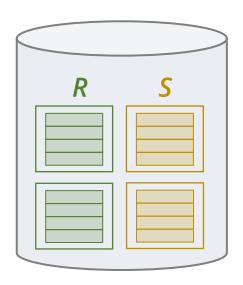
Similar idea as SMJ, but let's build some hash tables instead

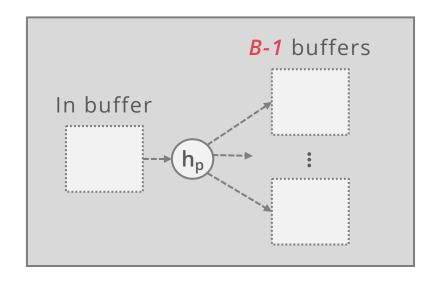
Two passes: partition the data, then build a hash table and probe it

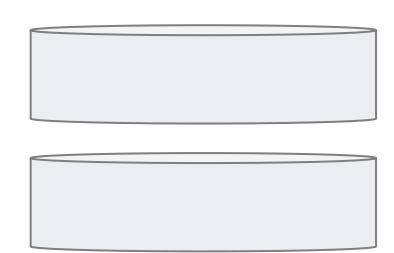
Then, build an in-memory hash table for a partition of *R*

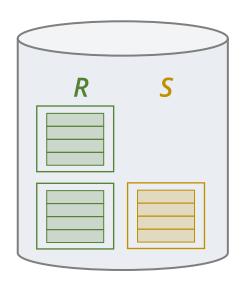
We can use this in-memory hash table to find all the tuples in *R* that match a tuple in *S*

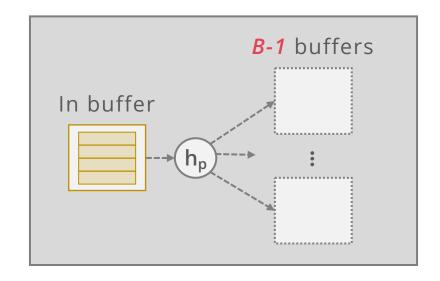
Stream in tuples of **S**, probe the hash table, output matching tuples

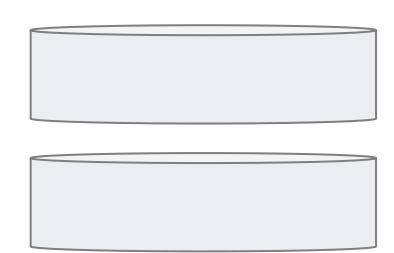


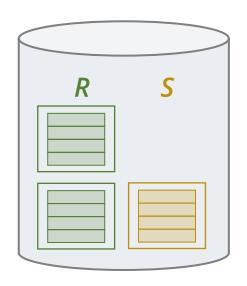


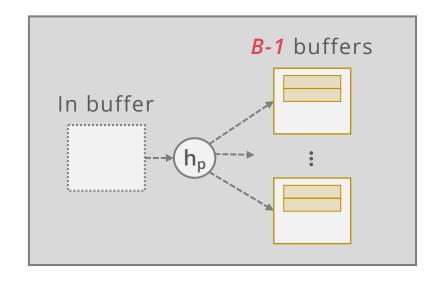


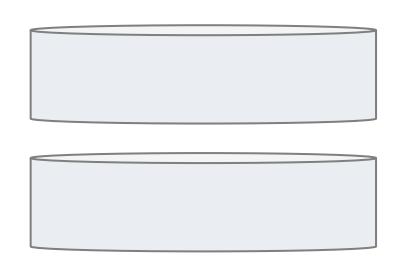


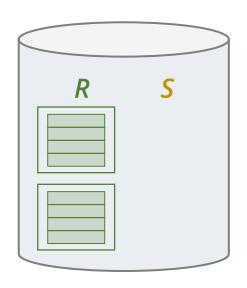


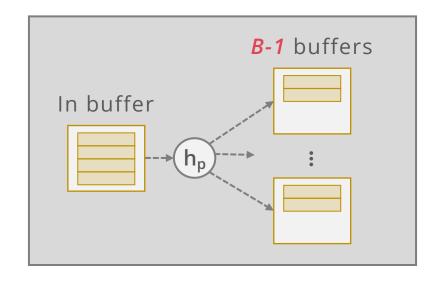


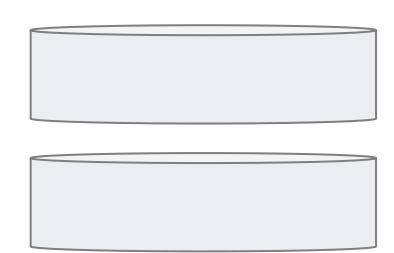


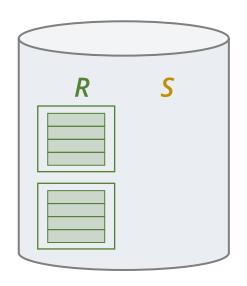


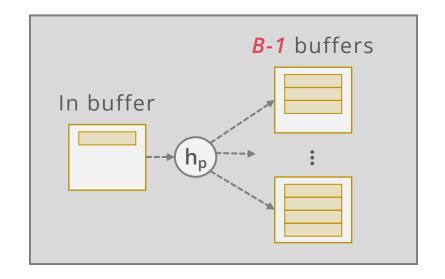


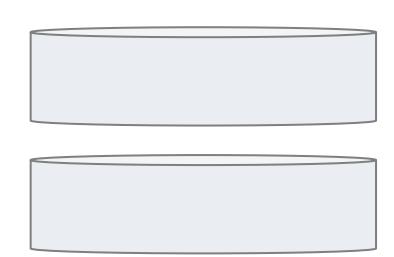


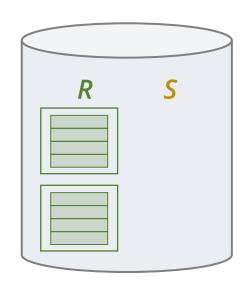


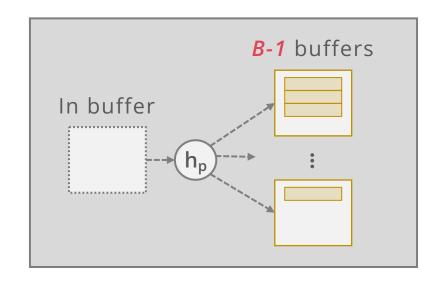


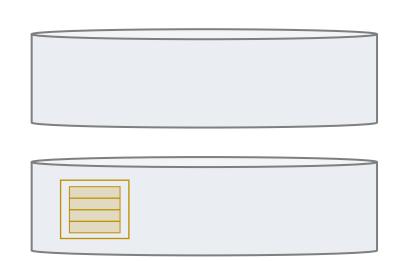


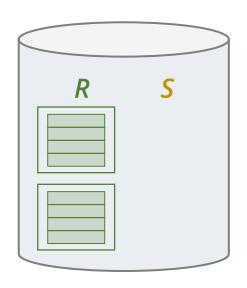


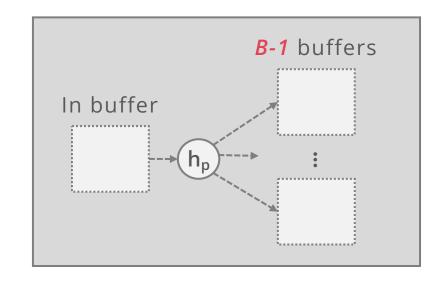


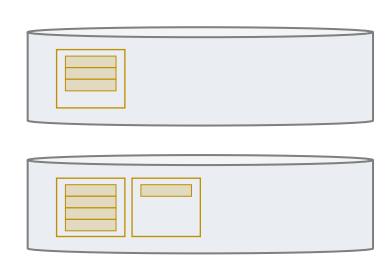


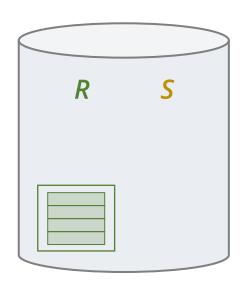


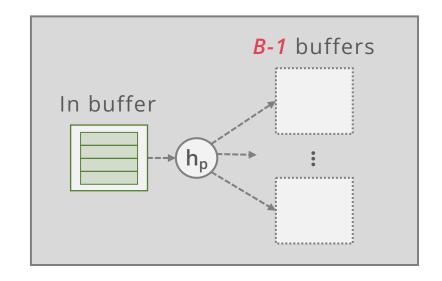


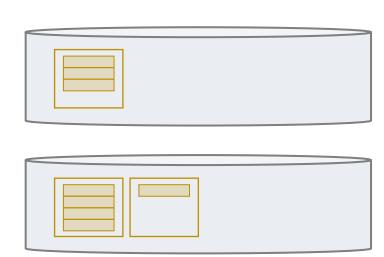


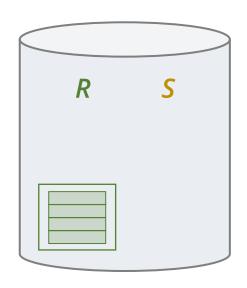


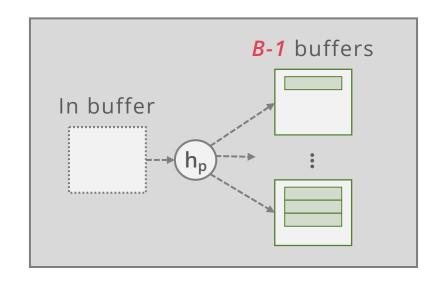


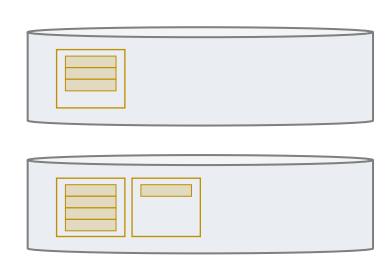


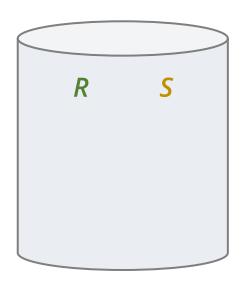


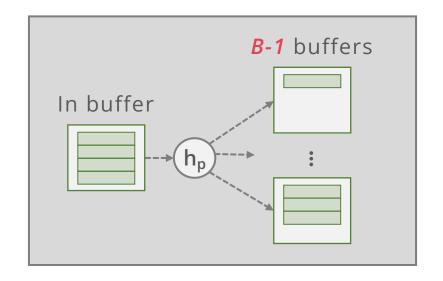


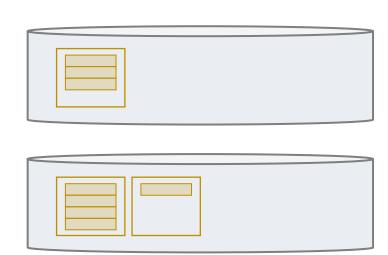


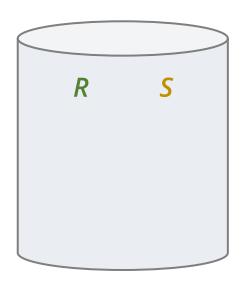


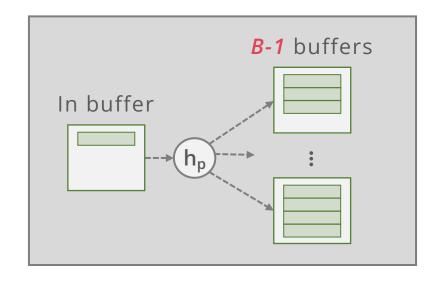


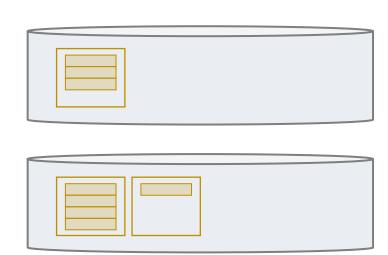


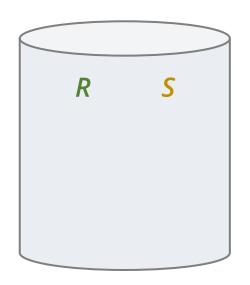


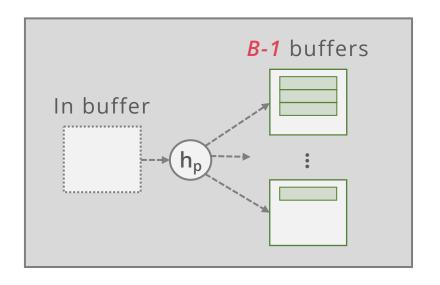


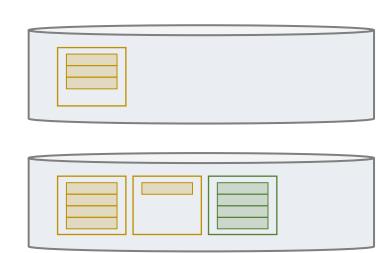


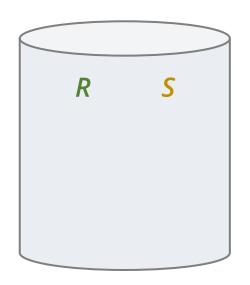


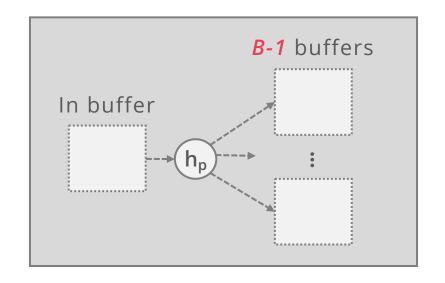


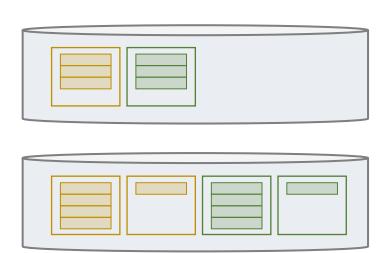












GRACE HASH JOIN

We need partitions of R (but not S!) to fit in B - 2 pages

1 page reserved for streaming **S** partition

1 page reserved for streaming output

What if partitions of *R* are too big?

If **S** is smaller, do $S \bowtie_{\theta} R$ instead

Recursively partition! Make sure that for any partition of *R* you recursively partition, the matching *S* partition is also recursively partitioned!

