

~~#~~
3

$= n \equiv k$
N no of keys.

COL 362 & COL 632

Indexing
14 Mar 2023

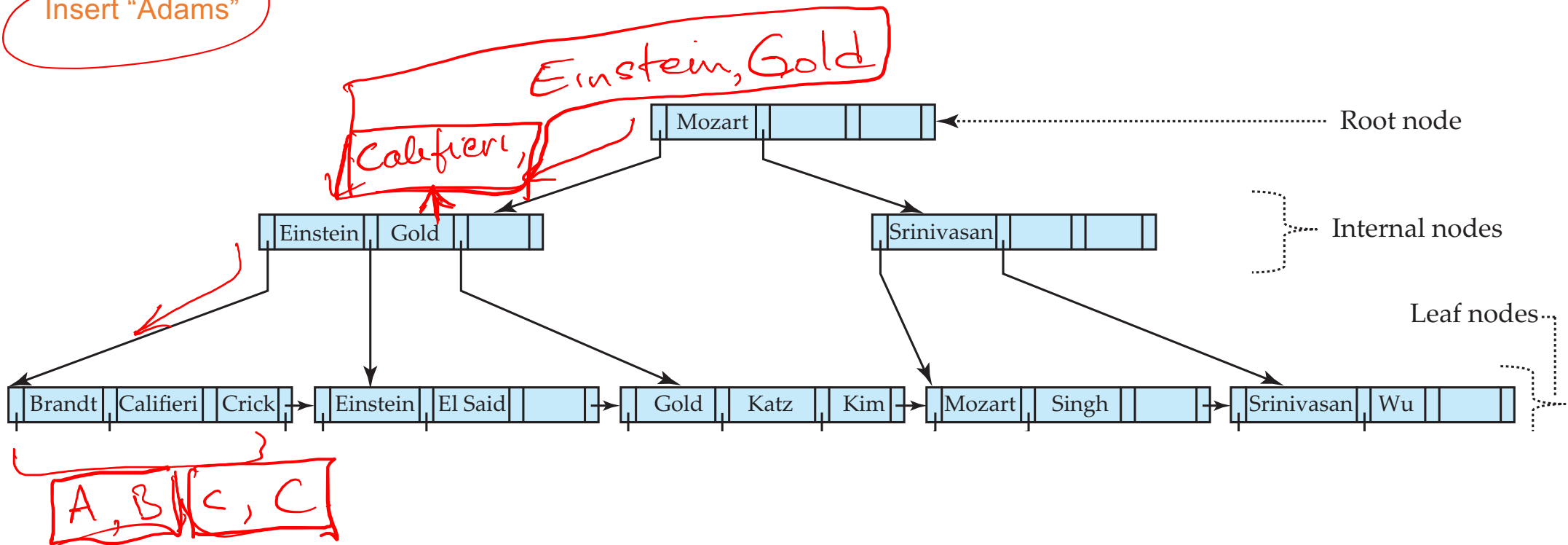
max $\log_{\lceil \frac{k}{2} \rceil}(N)$
min $\log_k(N)$

B⁺-Tree Insertion

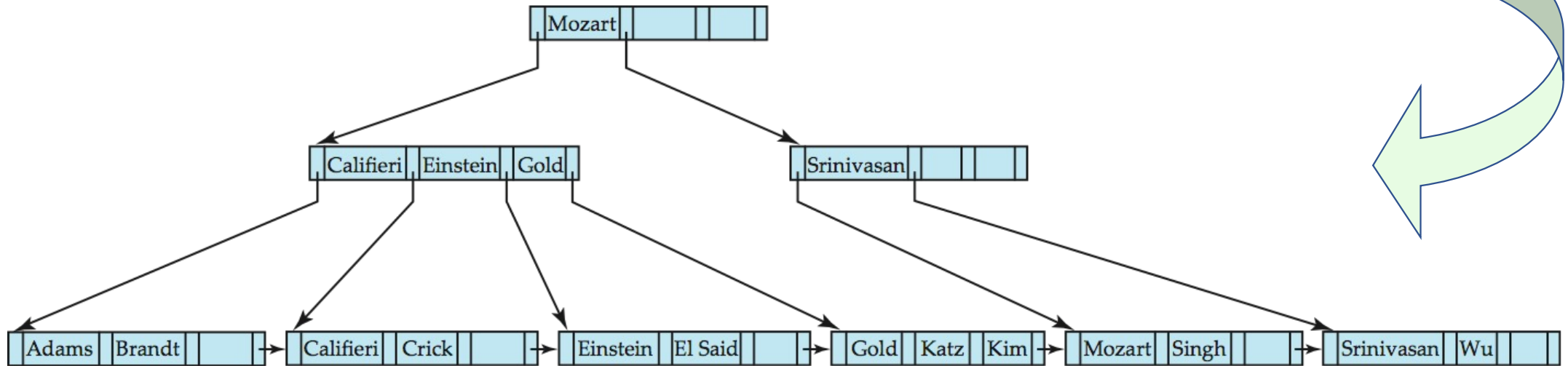
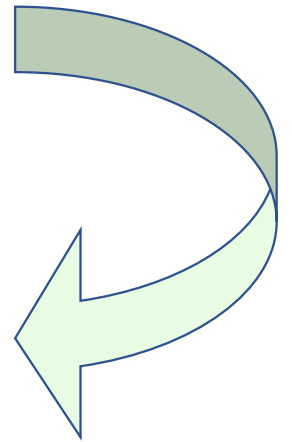
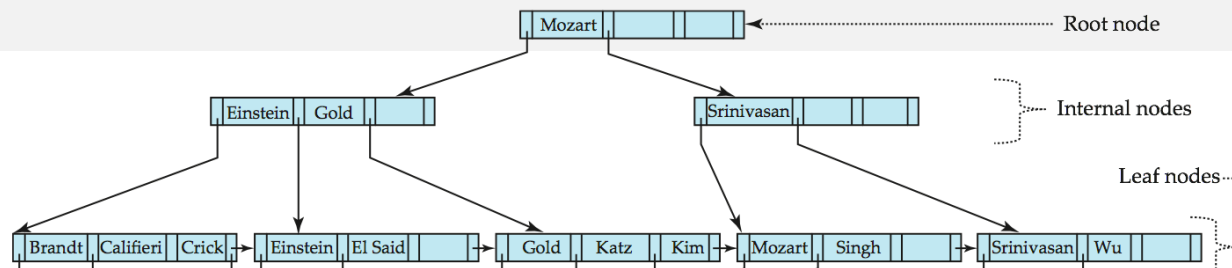
$k = 3$

~~varchar(4096)~~
varchar(20)

Insert "Adams"



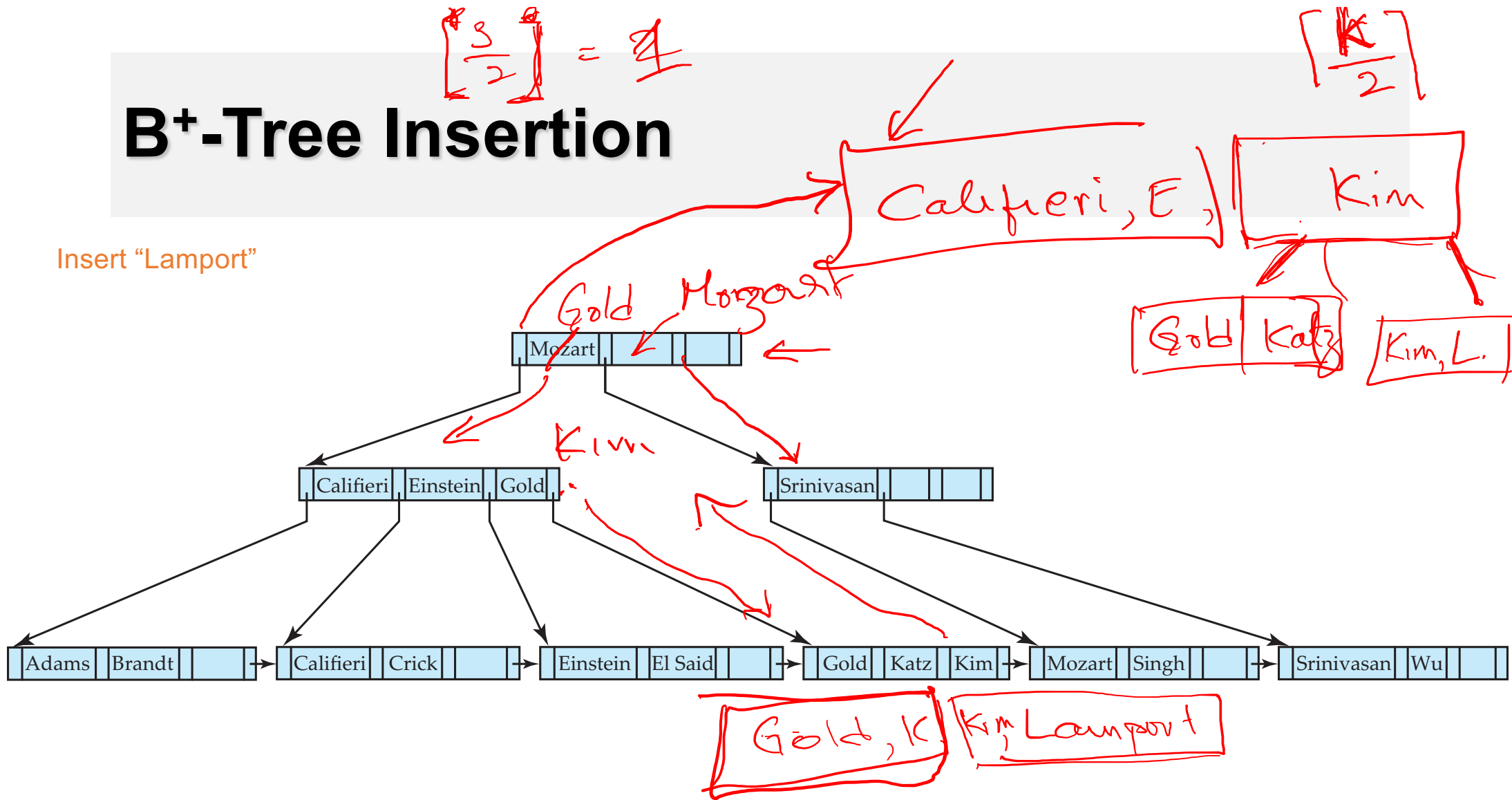
B⁺-Tree Insertion



B⁺-Tree before and after insertion of "Adams"

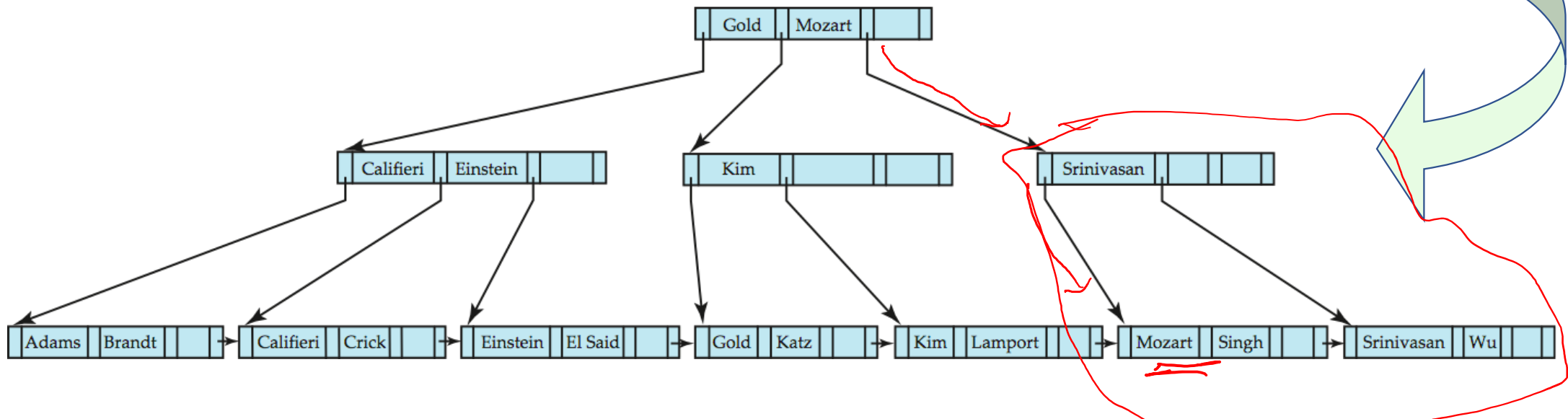
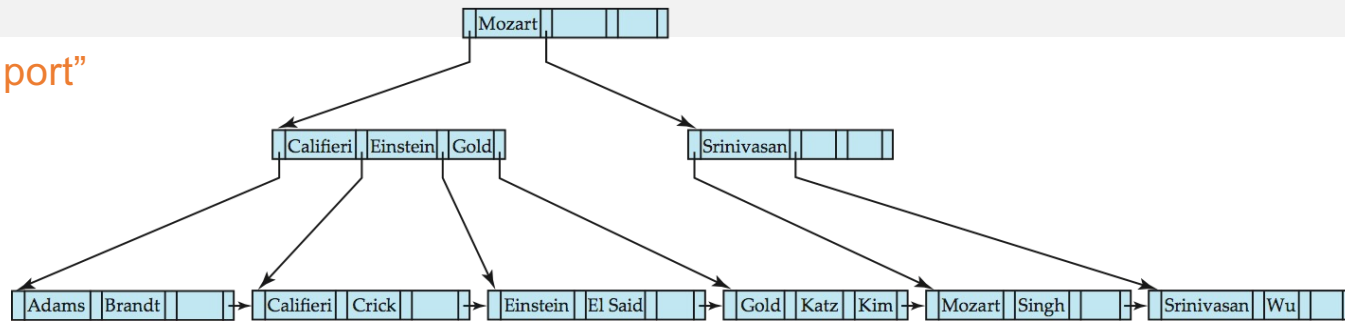
B⁺-Tree Insertion

Insert "Lampport"



B⁺-Tree Insertion

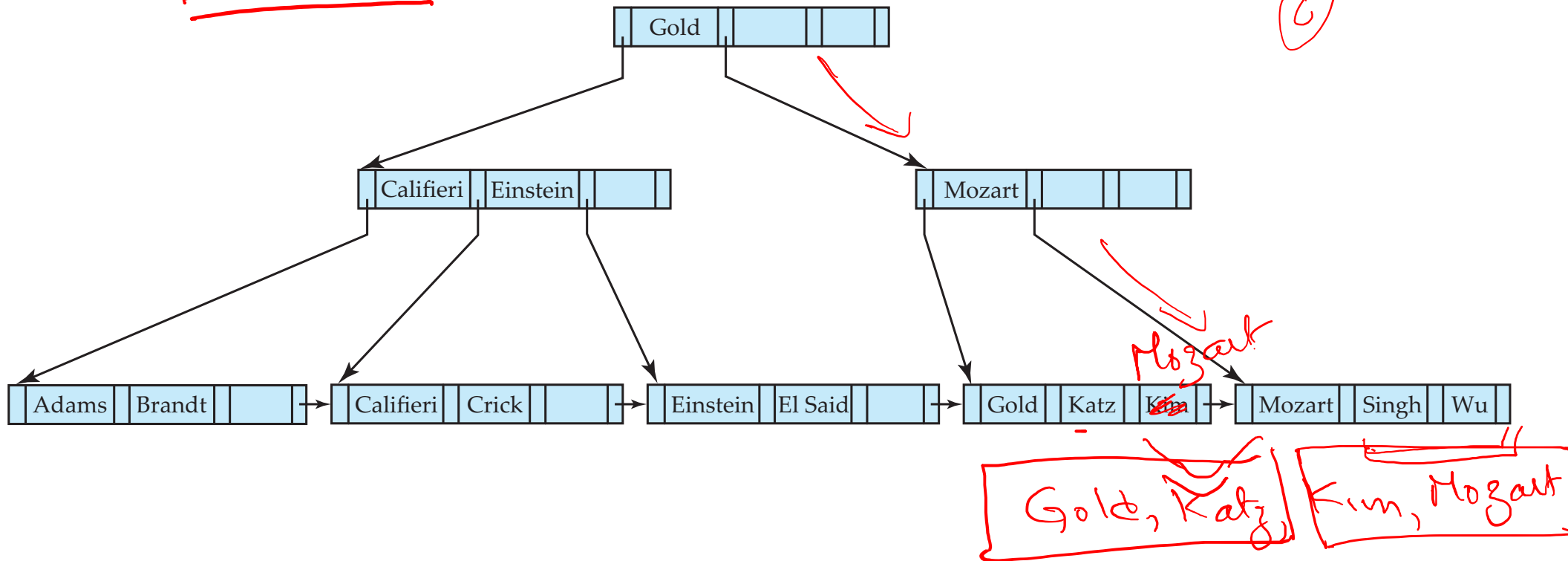
Insert "Lamport"



B+-trees – Deletion

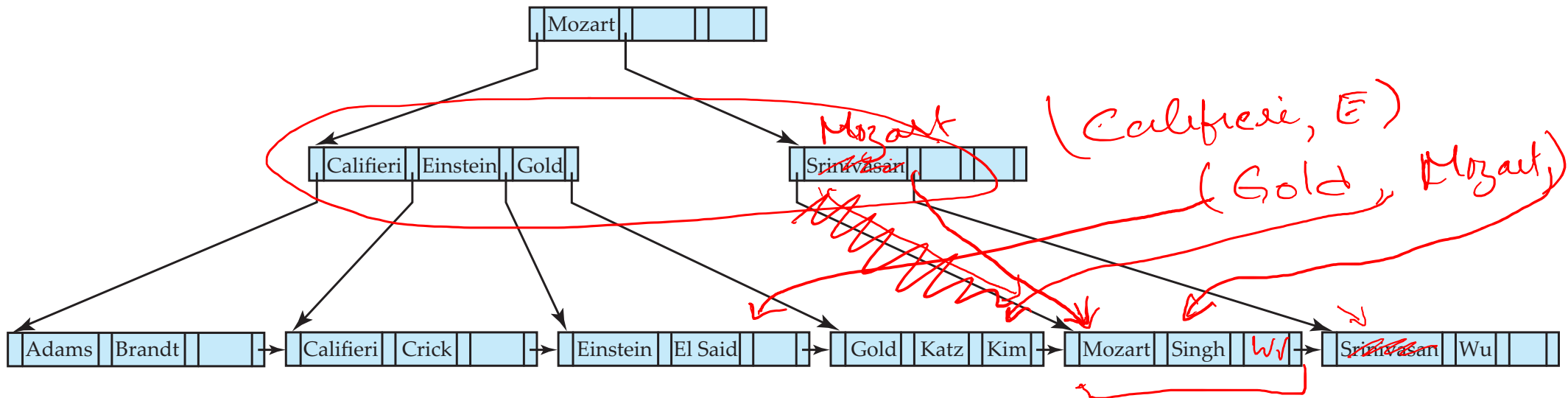
B⁺-Tree Deletion (redistribute keys)

Deletion of "Singh" and "Wu"



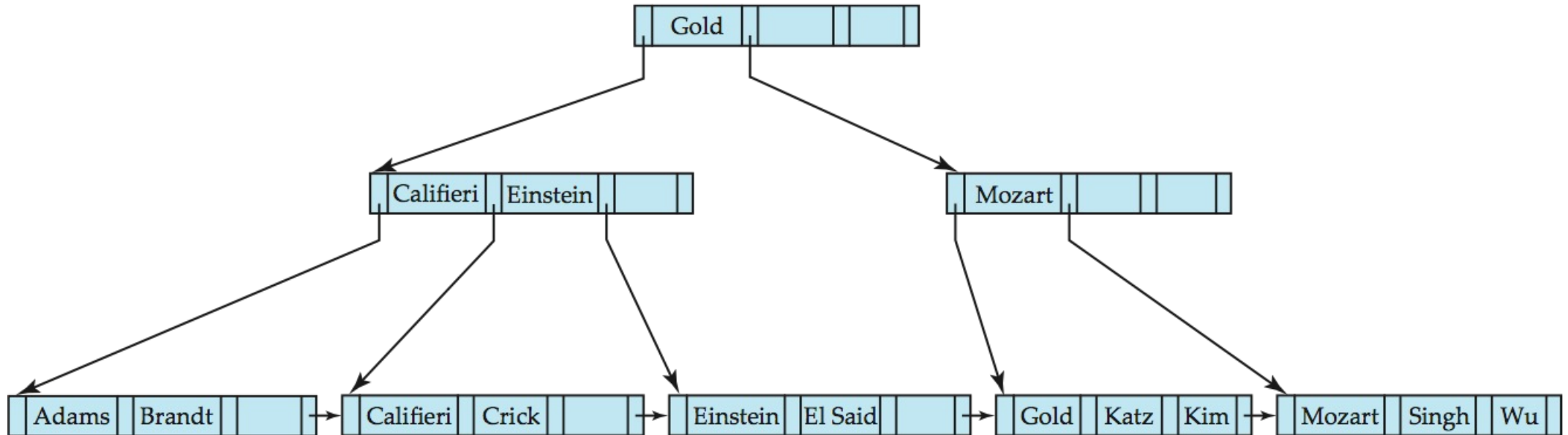
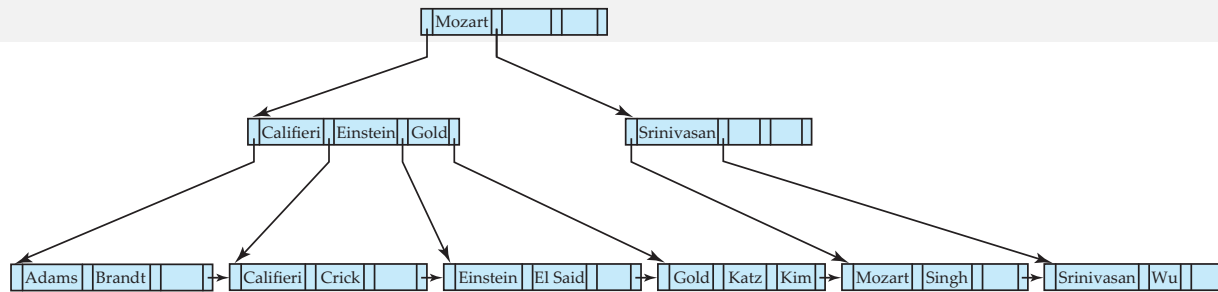
B⁺-Tree Deletion (merge siblings)

Delete "Srinivasan"



B⁺-Tree Deletion (merge siblings)

Delete "Srinivasan"



Cost of Insertion and Deletion

- Insertion and Deletion
 - Worst-case no. of I/O operations needed : $\log_{\lfloor \frac{n}{2} \rfloor}(N)$
- Proportional to the height of the tree => efficient ✓
- In practice, no. of disk operations is much fewer
- Most of non-leaf nodes are already in buffer !
- With a fan-out of 100 (or sometimes even more) most inserts / deletions do not require splitting / merging

Self-study

- **B+Tree** – Handling of non-unique keys, Index file organization, bulk loading, and indexing of variable length strings (prefix compression)
- **Hash-indexes** – static hashing techniques, closed hashing
- Create Index SQL command
- Bitmap index
- (We will **not** focus on LSM, Spatial - Temporal indexes etc.)