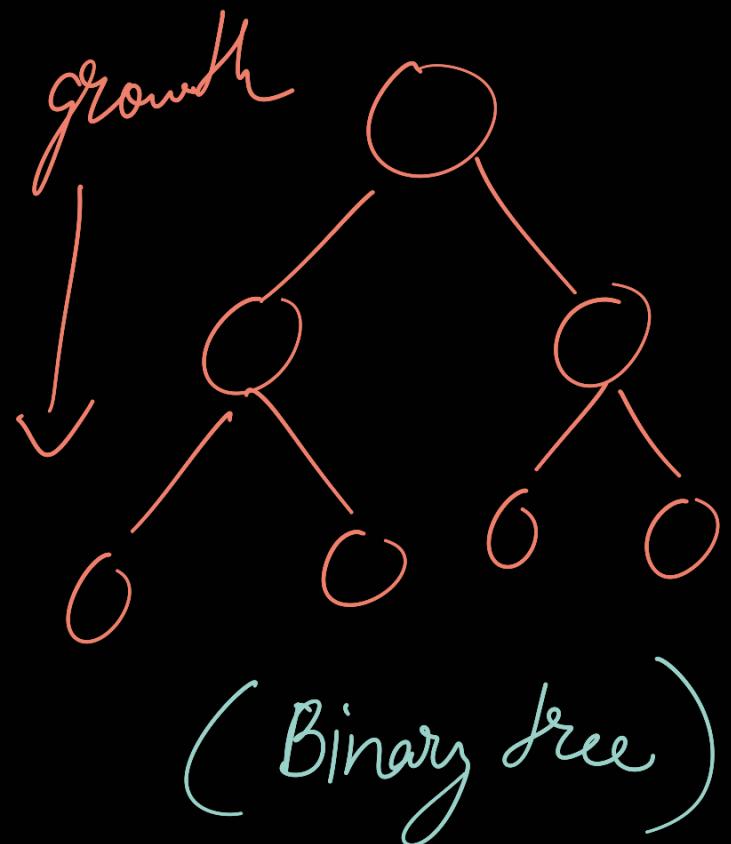
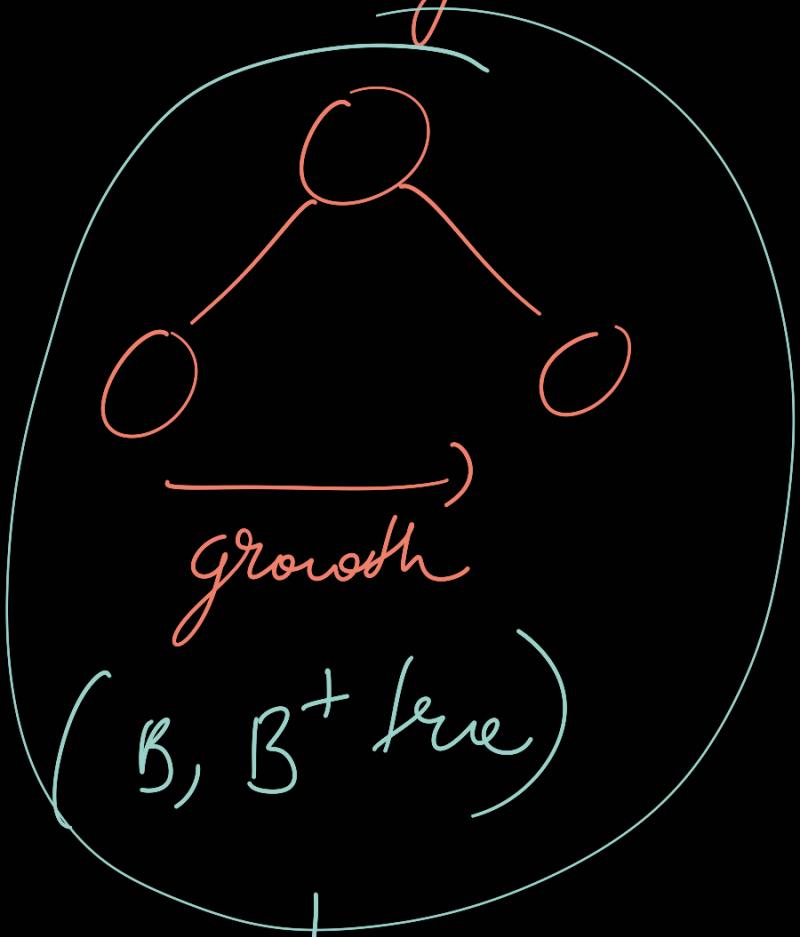


* B, B⁺ tree grow horizontally not vertically



No. of levels
is less, so
less number
of HDD blocks
are accessed

Let's recap before understanding
 B, B^+ index file

Assumptions : ① 1 table = 1 file

DBMS can store more than
1 table records in 1 file

for faster disk access time

② Time to read = 15 ms

1 block of HDD

③ Size of 1 block/sector = 512 Bytes
of HDD

↳ We are considering
mechanical HDD, SSD are $10\times$ faster

Consider this table

Employee

Field	Size (bytes)
Eid	10
Name	50
Dept	10
Section	8
Add	5

Total size
of 1 record
 $= 128 \text{ bytes}$

(Employee table)

Eid	Name
1	
2	
3	
4	
:	

1 block
of 100 D

Consider
100 records

$$\star \text{No. of records/HDD block} = \frac{512}{128}$$

$$= 4$$

$\star 100 \text{ records} = 4 \times 100 \text{ HDD blocks}$

$$= 400 \text{ blocks of HDD}$$

Note \rightarrow How this employee table file is allocated HDD blocks is controlled by underlying OS file system

\hookrightarrow In case of Linux \rightarrow i-node

\star Consider query :

Select * from table where Eid = 50

↳ Worst case → Entire 400 blocks
has to be read and records
has to be compared

$$= 400 \times 15 \text{ ms} = \textcircled{6 \text{ seconds}}$$

↑
Too slow

↓
optimize

Index on Eid

1 1000
block ↑

Eid	Record _{1..8}
1	—
2	—
3	—

18 DD block
+ offset

Eid	Name
1	—
2	—
3	—
4	—

100 entries
in index file

100 records

↳ consider 1 index

$$\begin{aligned} \text{file entry size} &= \text{Eid} + \text{recordptr} \\ &= 10 + 6 \\ &= 16 \text{ bytes} \end{aligned}$$

$$\begin{aligned} \text{Total entries} &\quad \text{of index} \\ \text{block} &= \frac{512}{16} = 32 \text{ entries} \end{aligned}$$

$$\begin{aligned} \text{Total 100 blocks} &= \frac{100}{32} \approx \sqrt{3.27} \\ \text{for 100} &= 4 \text{ blocks} \end{aligned}$$

Query \rightarrow 4 block + 1 block
of index for actual
record

= 5 100 block access

= 5 * 15 ms

= 75 ms

6 second \rightarrow 75 ms

* If records increases to
100 \rightarrow 1000 records

So, 1000 = 1000 index records

∴ 40 blocks for index file

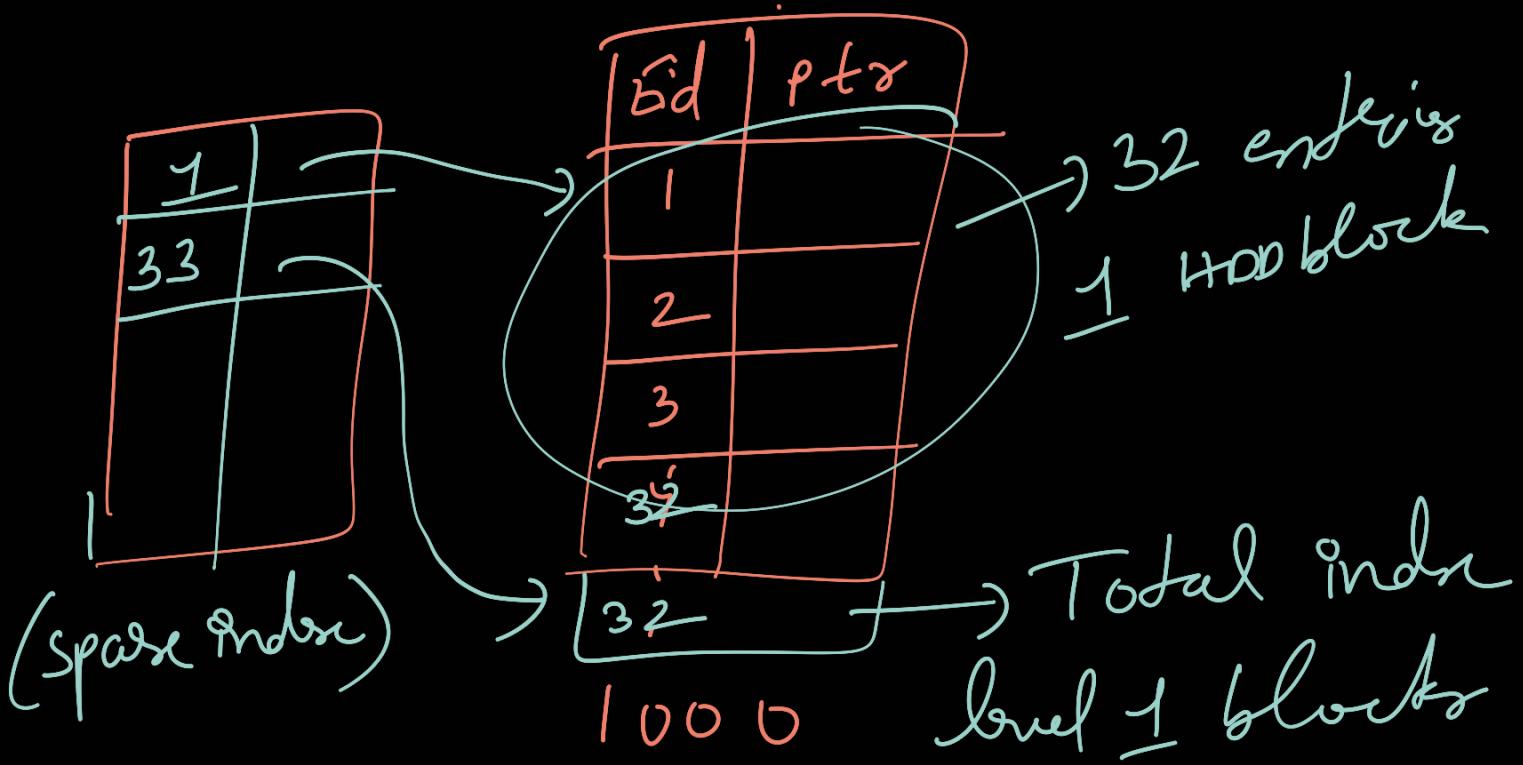
$$= 40 + 1$$

$$= 41 \text{ HDD block} * 15 \text{ ms} = 600 \text{ ms}$$

access

↓
optimize this

Multi-level Index



$$= 40$$

$\therefore 40$ entries in 2nd level

\equiv Consider entries size = 16 bytes

$$\begin{aligned} \text{Total 2}^{\text{nd}} \text{ level} &= \frac{512}{16} \\ \text{entries / block} &= \end{aligned}$$

$$= 32$$

$$\begin{aligned} \text{Total blocks} \\ \text{for } 40 \text{ entries} &= \frac{40}{32} \end{aligned}$$

≈ 2 blocks

$$\begin{aligned} \text{Access time} &= 2 + 1 + 1 \\ &\quad (\text{2}^{\text{nd}} \text{ level}) \quad (\text{1st level}) \quad (\text{actual reward}) \end{aligned}$$

$$= 4 \times 15$$

$$= 60 \text{ ms}$$

$$* 600 \text{ ms} \xrightarrow[\text{faster}]{10\times} 60 \text{ ms}$$



In real world, rewards are inserted and deleted,

So, we need self managing multilevels, also we need to optimise no. of levels, it should be less