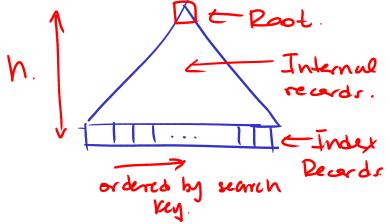
Indexer.

B+-tree

- · Atomakically Balanced
- · Index reads are at the leaves



- · Every record is a block.
- · Index records form a list
  - . They can be traversed in the order of the search key

Internal records

n+1

pointers

ki kil i known at most n

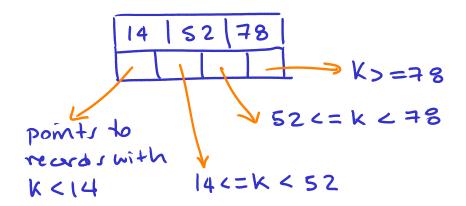
key r.

to other

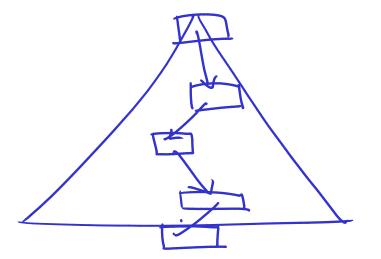
index records.

Example.

Assume n = 3



Index is traversed from noot to leaf



We assume noot is always in memory hence, to reach the leaf we read h blocks. How many search lays do we need to store?

- · Sparse index: B(R)
- · Dense index: [R]

Sparse index is marginally shorter than dense index.

## Example:

Assume 
$$n = 150$$
,  $fill = \frac{2}{3}$ 

How many index records can we store in an index of height 1,2,3,4,5,6.

Let us wary about max # index leards

h # index Record ()

1 100 = 
$$10^2$$

2 100<sup>2</sup> =  $10^4$ 

3 100<sup>3</sup> =  $10^6$ 

4 100<sup>4</sup> =  $10^8$ 

5 100<sup>5</sup> =  $10^{10}$ 

With 5 block reads we can find a leaf with a given search key in an index of 10 giga-records!! Cost of index:

· Cost of reaching the leafs · Cost of reading the matching

## Example:

1) Assme Pla, b)

Only one or zero matching tyle:

⇒ We must traverse the index h The leaf either

contains  $\alpha = 5$  or not Cost of index = h of index.

2) Jazo K

What if all types match?

· We traverse index (cast h) Reads front leaf.

· We must read all leaves of

Cost of index = h + # leaver -1

To be able to compute the cost of an index we need:

Calalate # of leaf blocks of index proportional to # index records per block.

# of wder reards depends you a) type of index Sparse ss. Dense

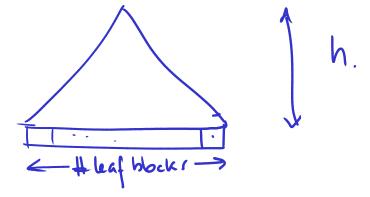
b) Number of types in Rel.

# index reards per block depends upon:

- a) size of search key
- h) occupancy rate =) How much waste space is there in the index (to keep it balanced).

We assume that occupancy rate of inner rodes and leaves is the same as internal nodes.

Hence, height of tree depends upon # of leaf records.



n = max number of keys per record.

fill = occupancy rate (between 0-1,
but usually around 1/2 to 3/4)

For h, we simplify calculations: