Simple Sort based Join

One potential problem:

What if for some joining values the number of tuples is very large.

Warst case: what if there is only one value of att to join in both relations.

Example:

Assme R(a,b) S(a,c)

RWS.

Assume S only as a = 1, and |S|>M.

Assume 2 has n types with a=1.

> We need to join each tiple of R with a = 1 with every tuple of S.

Hence we need to read S n times!!

In general, assume that the maximum number of types with same joining attribute requires less than M blocks of memory.

Assume R(X,Y) \(S(Y,Z) Y is set of aH.

- 1) Sort R using 2 PMMS using Y as sort Key. Write result to disk. 2) Sort 5 the same way.
- 3) Merge Rand S Repeat until done

y < min value of att set Y in both R and S.

if y is only in one relation remove all types with y.

Do join of typies of Rand Tr=y S using M buffers (See previous algorithms).

In general, Step 3 one pass onless there is one value x of Y s.t (Oy=x RUOy=x S)>M.

Total cost: Step 1: 3 B(R) + B(R) Tsort Twrite back Step 2: 3B(S) + B(S) Step 3: B(S) + B(S). Total: 5(B(R) + B(S)) as long as: $B(R) \leq M^2$ $B(S) \leq M^2$ and for any common joining attributes we can fit all toples in M. What is the worst case (unusual)? Use block-based loop join.

$$Gst = B(S) + B(E) \cdot B(S)$$

M

If we do not have to wormy about a large number of tuples with the same joining attributes we can do the join in the second pass of the sort:

Alg:

- 1) As in the first pass of 2PMMS sort sections of size M of both R and S.
- 2) Repeat until done:

reading one block of each section.

(# sections < M)

join tyles with the smallest

joining attributes.

(We might need few extra

blocks for somelualizes bot

it is likely that there

are some mused blocks).

Total cost: 3 (B(R)+B(S).

Memory Required: B(R)+B(S) & M2

Sort based algorithms:

reharego	M. Regulared	Cost
7,8,8	13 < M2	3B
U, O, -	$B(12)+B(5) < M^2$	3(B(R)+B(S))
M	max (B(R), B(s)) < M ²	5(13(2)+13(5))
\bowtie	B(R) +B(S) < M2	3(B(B)+B(S))

Index Based Selection.

See indexing.

Bit map index scan.

When an index is undustered the cost of index is too large:

We might read a block many timer.

Instead:

- · Allocate abitmap of size B(R)
- · Scan index as in usual index-based selection but instead at reading block, mark bit in bitmap for corresponding blocked in heap.
- · Read every block marked in bitmap output types that satisfy andition.

Warst case:

Dequires

Bitmap Scan is very useful for range quences that match a large number of tiples.

E'x:

But at some point cheaper to do sequential scan an relation (needs only 1 block).

Index Based Join.

Assure R(X,Y) MS(Y,Z)

Y is a set of attributes.

Assume Shar index on S(Y)

For each type in R:

find matching tipler in Susing index.

On the average
for each typle in R
there are
\[\frac{|S|}{V(S,Y)} \toples \text{ in } S. \]

Dense index on S.

$$B(R)+|R| \cdot |h-1+\frac{|S|}{v(S,Y)} + \frac{|S|}{v(S,Y)} + \frac{|S|}{v(S,Y)}$$

$$\frac{|S|}{|Mdex||Bbuk|} + \frac{|S|}{v(S,Y)}$$

Because we usually join four types at a time bitmap scan is not very useful.

Sparse Index on S:

What if R is serted?

We only need to join

V(R,Y) toples

We can save V(R, Y) times the cost of reading the index and tipler of S.

it might be warth to

sort R before join!

R might be already sorted

· clustered index on Y

· Previous op. in eval plan might sort it.

What if both Rand Share an undustated index?

- · Calalate both costs
- · Use cheapest