



B Trees (   )

set the stage

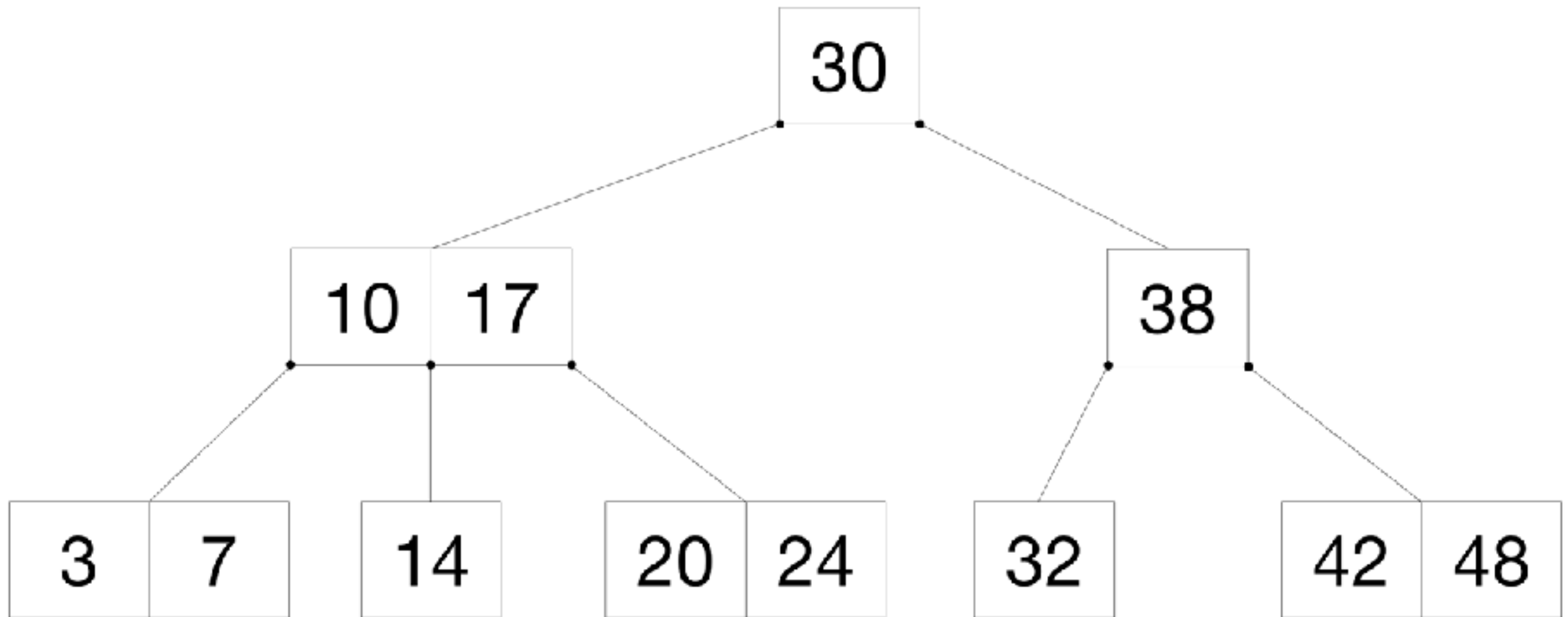
memory

# RAM vs. Virtual Memory (swapping)

why does this even matter?

most of the tree operations (search, inset, delete, max, min, ...etc) require  $O(h)$  disk accesses where  $h$  is height of the tree.

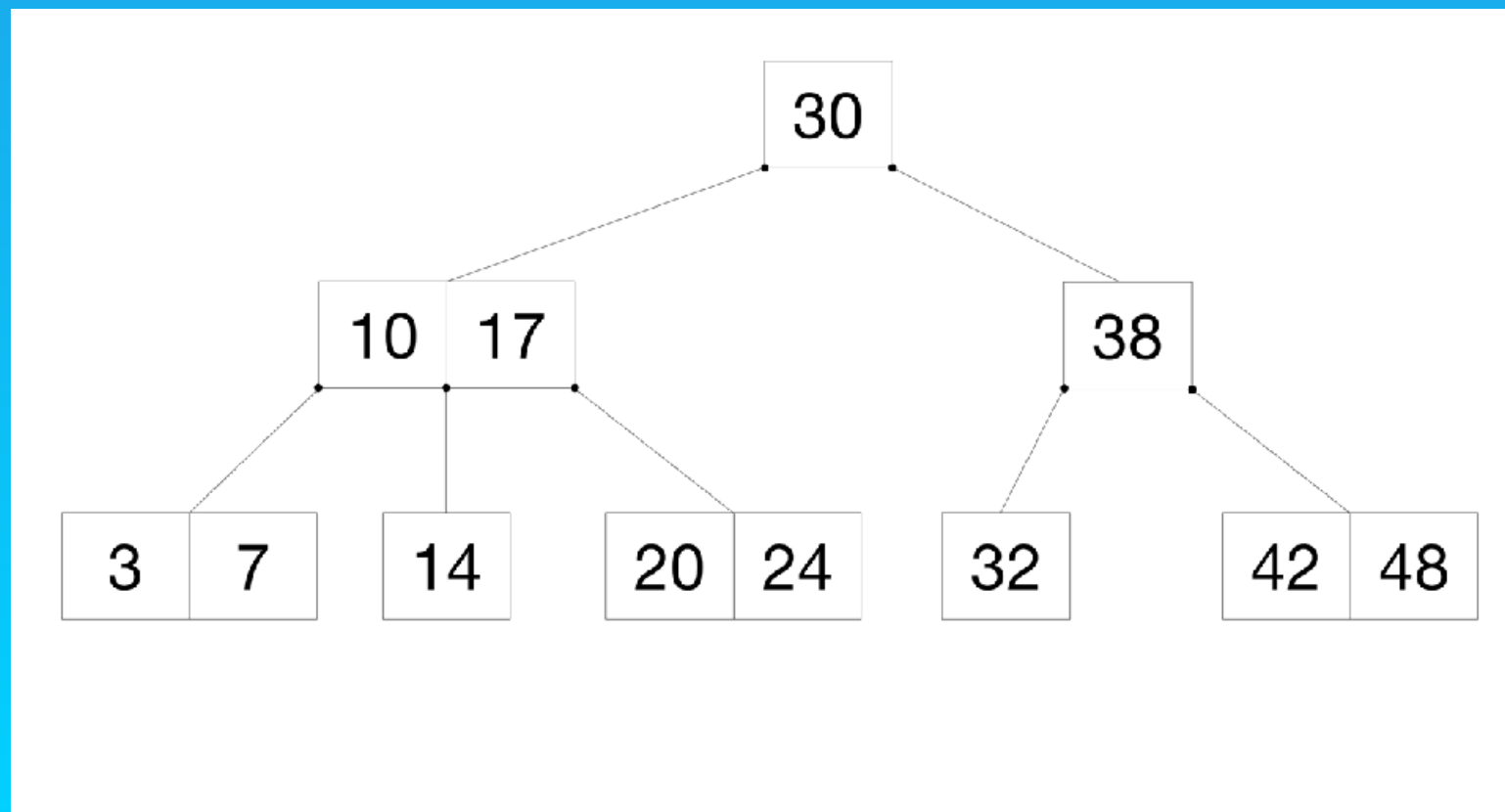
# example





# characteristics

1. All leaves are at same level
2. A B-Tree is defined by the term *minimum degree* B. The value of b depends upon disk block size.
3. Every node except root must contain at least b-1 keys. Root may contain minimum 1 key.
4. All nodes (including root) must contain less than  $2b - 1$  keys.
5. Number of children of a node is equal to the number of keys in it plus 1.
6. All keys of a node are sorted in increasing order. The child between two keys  $k_1$  and  $k_2$  contains all keys in range from  $k_1$  and  $k_2$ .
7. Like other balanced BSTs, time complexity to search, insert and delete is  $O(\log(n))$



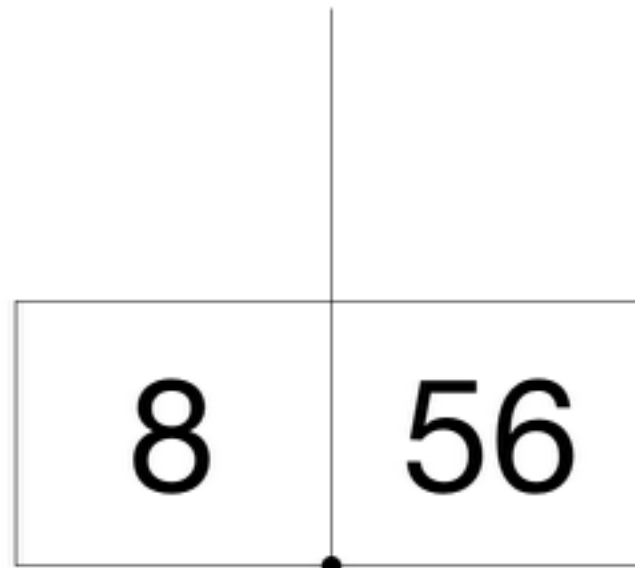
“From a practical point of view, B-trees, therefore, guarantee an access time of less than 10 ms even for extremely large datasets.”

— Dr. Rudolf Bayer, inventor of the B-tree

search

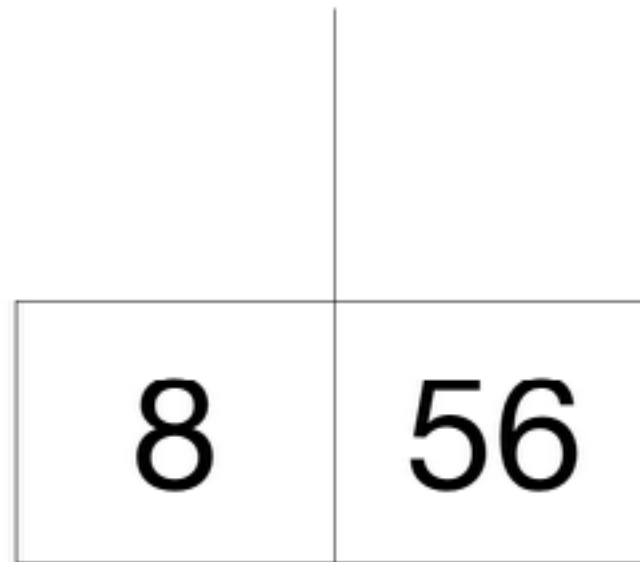
insert

$B = 4$

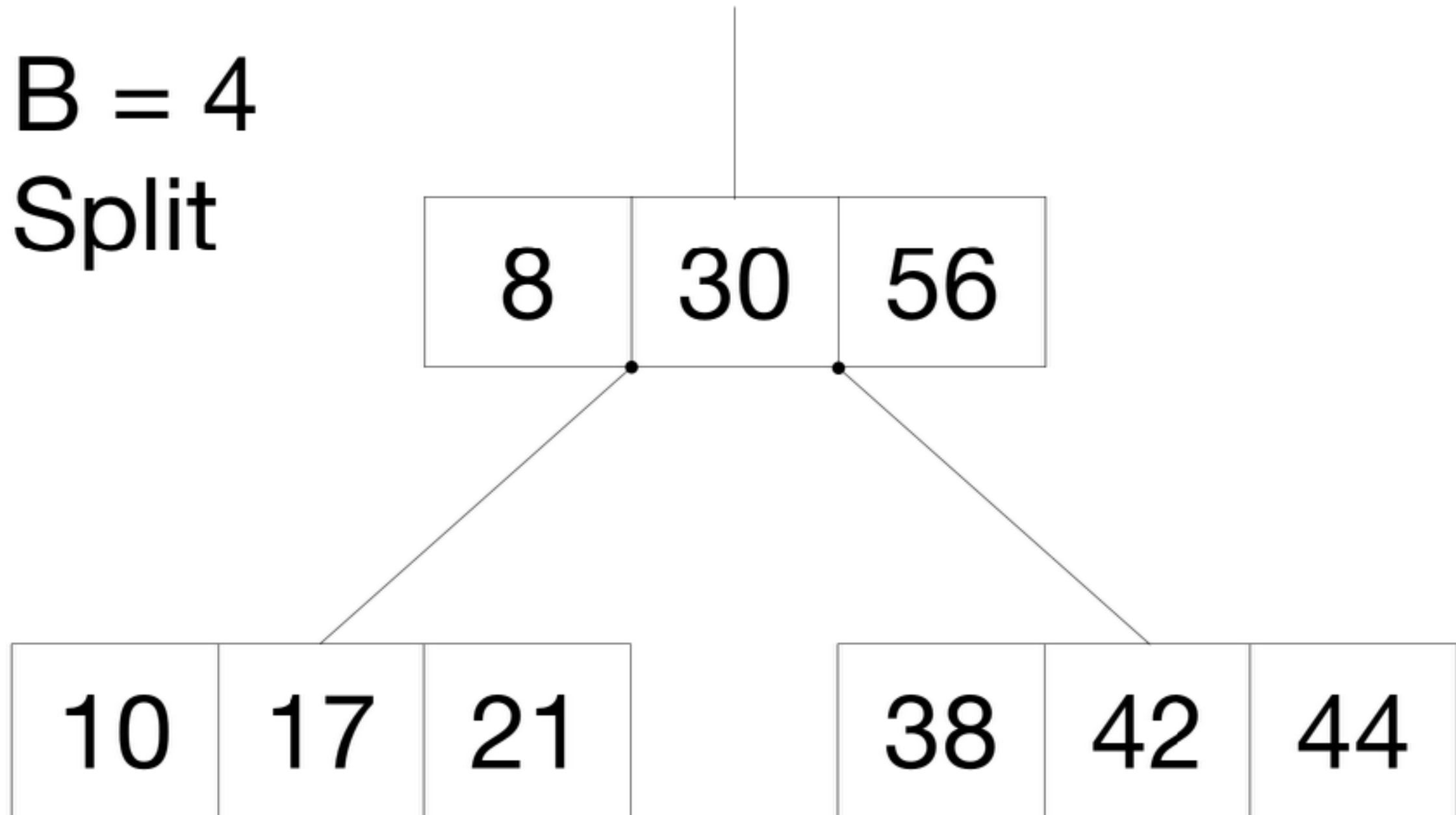


10	17	21	30	38	42	44
----	----	----	----	----	----	----

$B = 4$   
Split

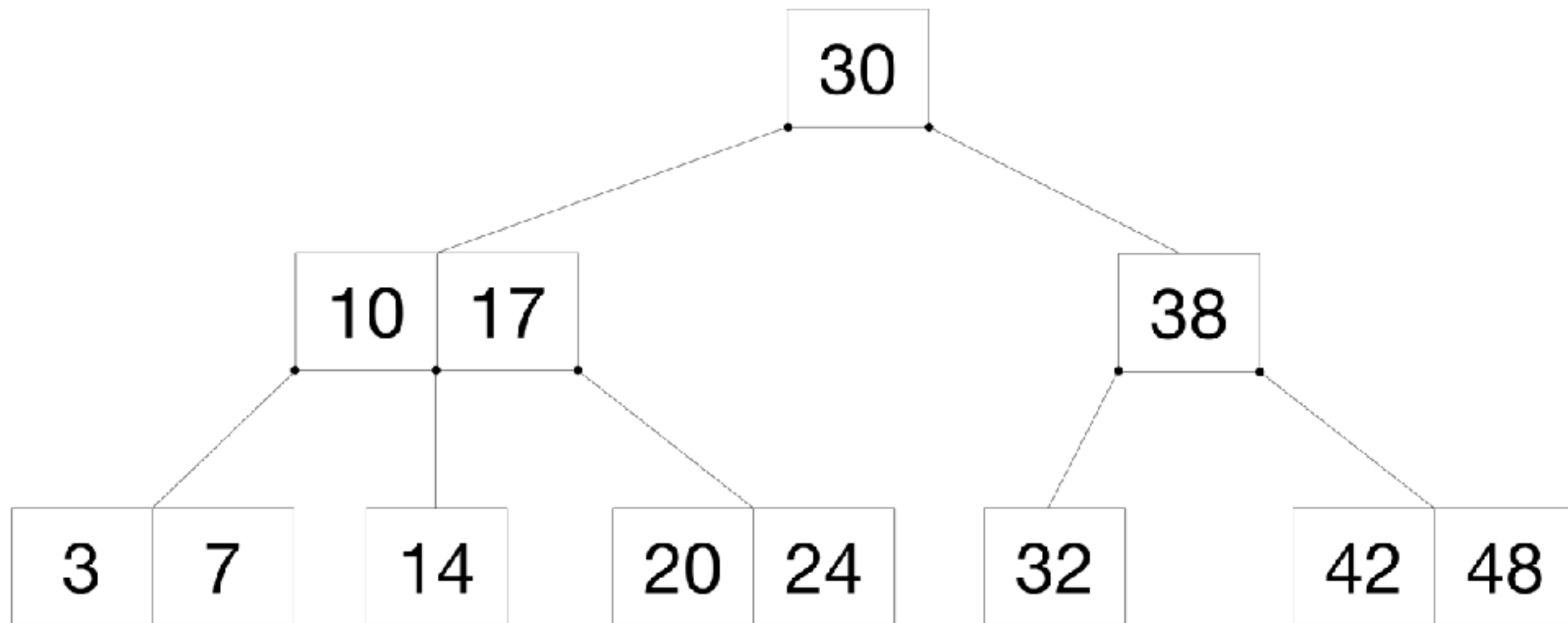


$B = 4$   
Split

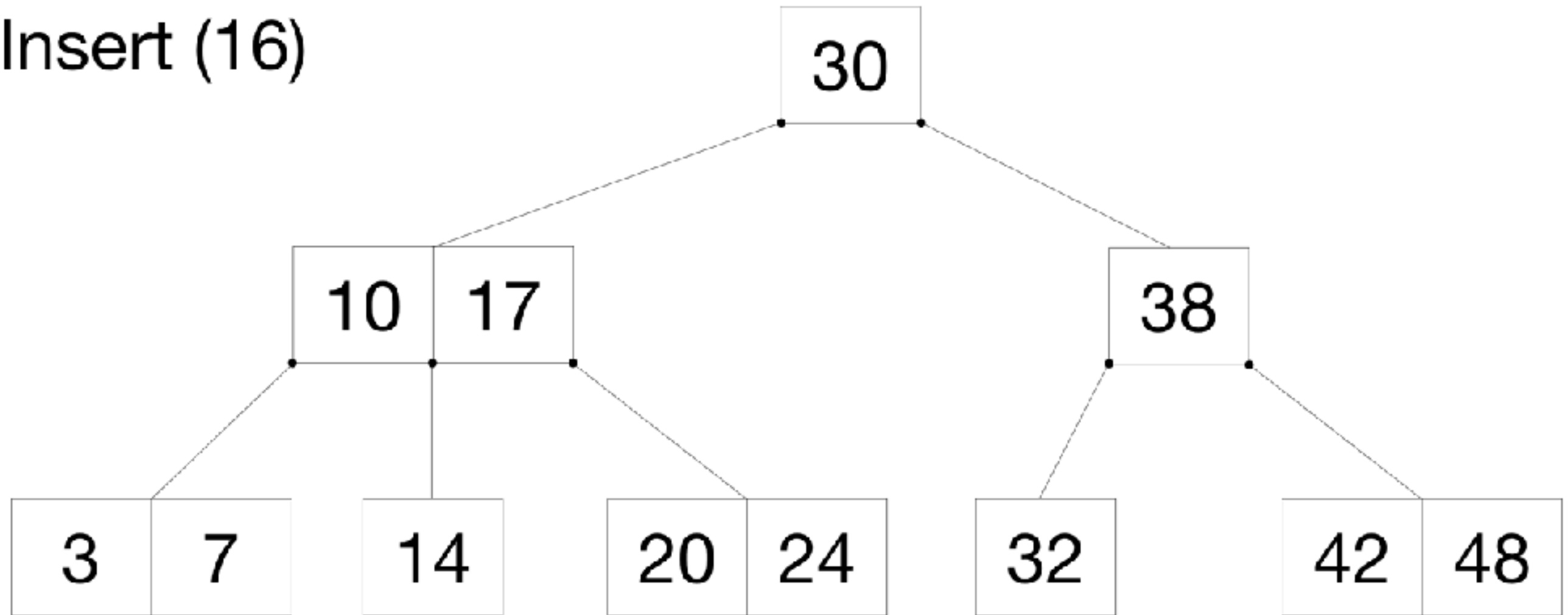


Questions?

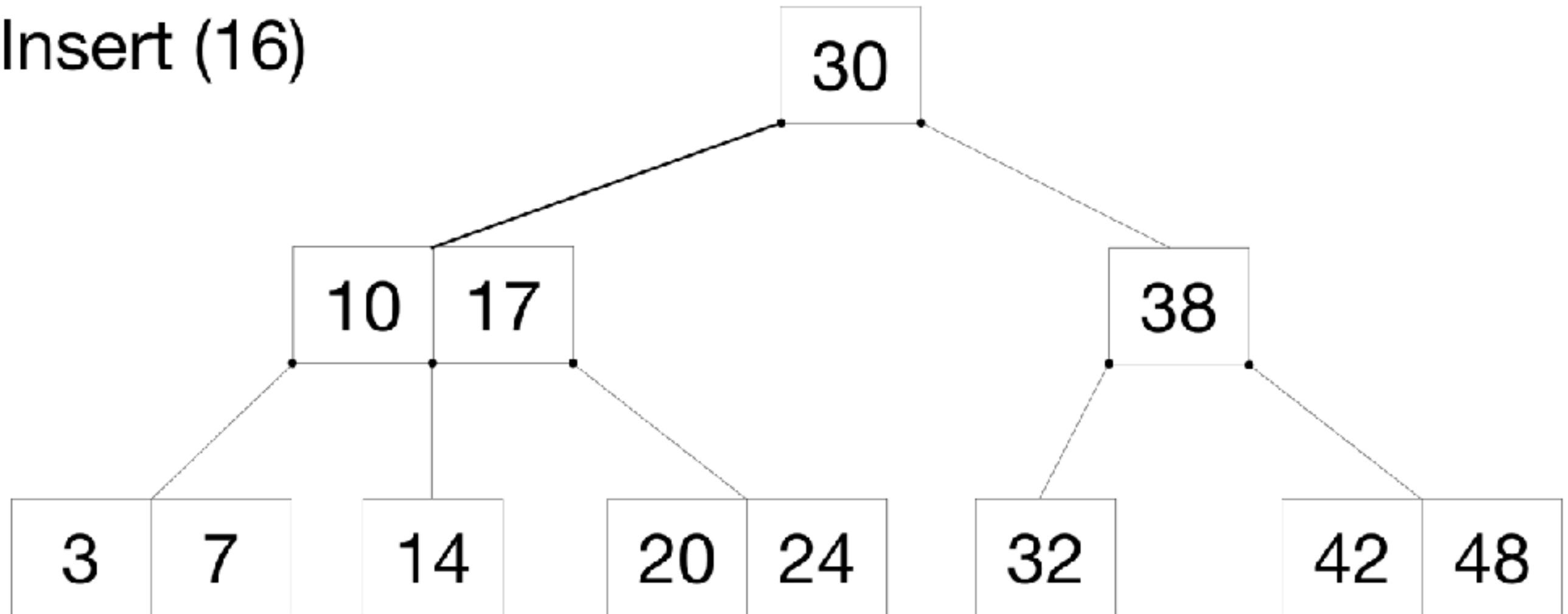




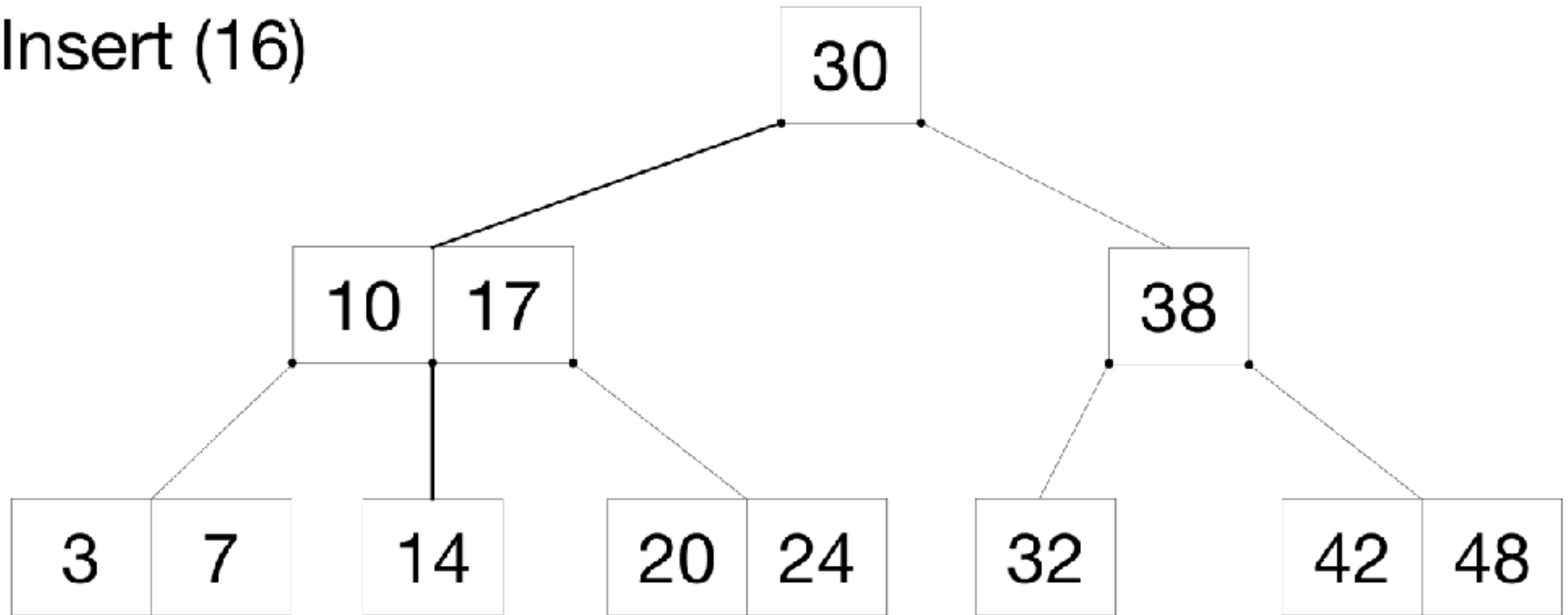
Insert (16)



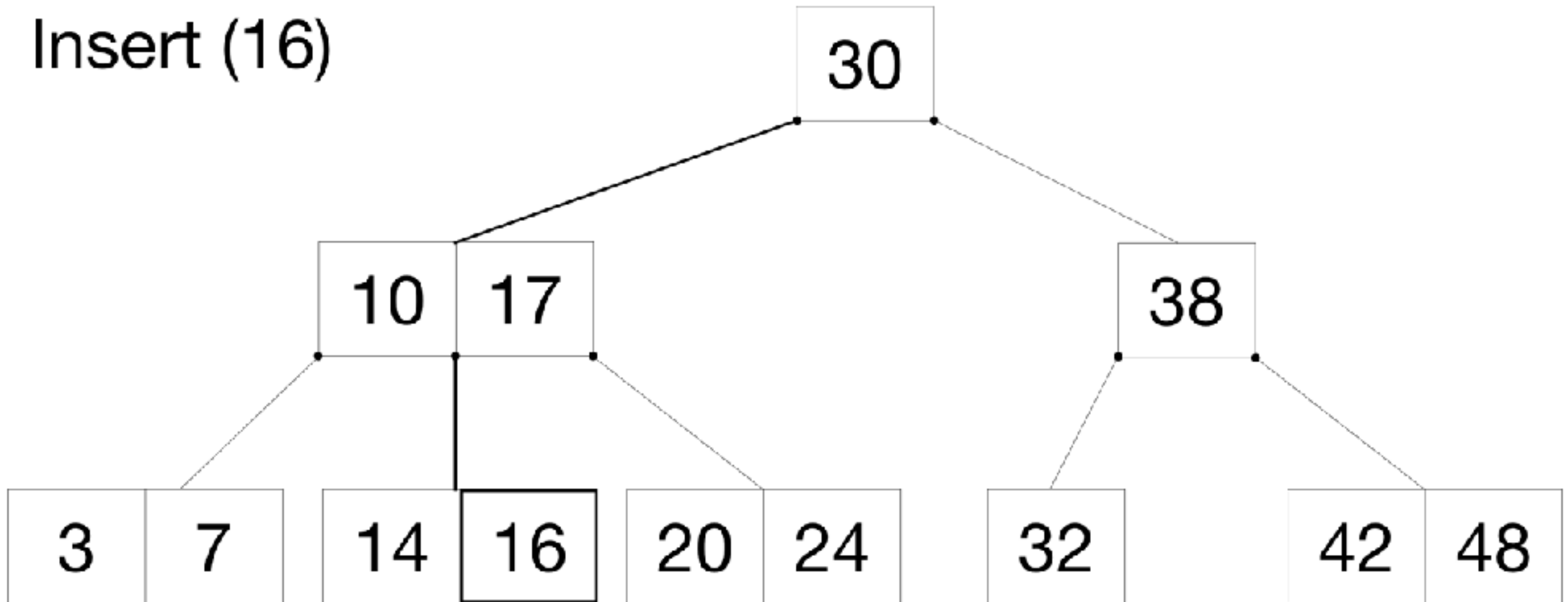
Insert (16)



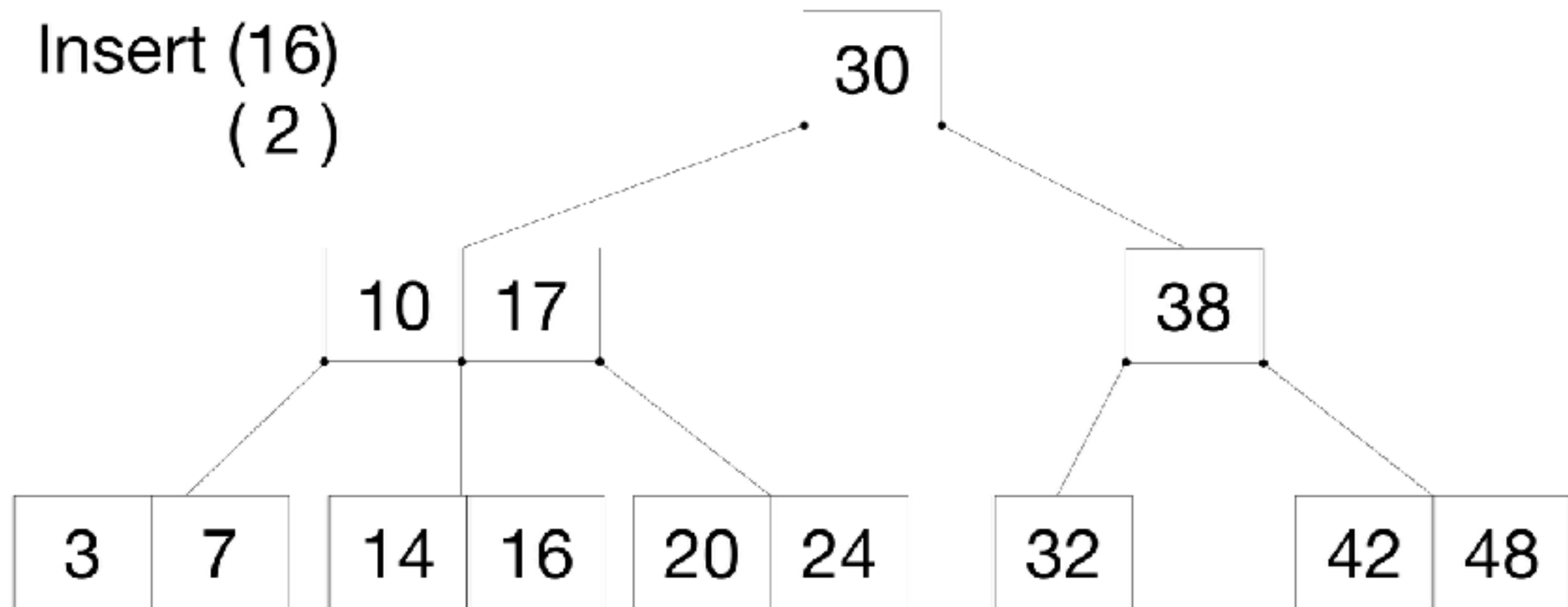
Insert (16)



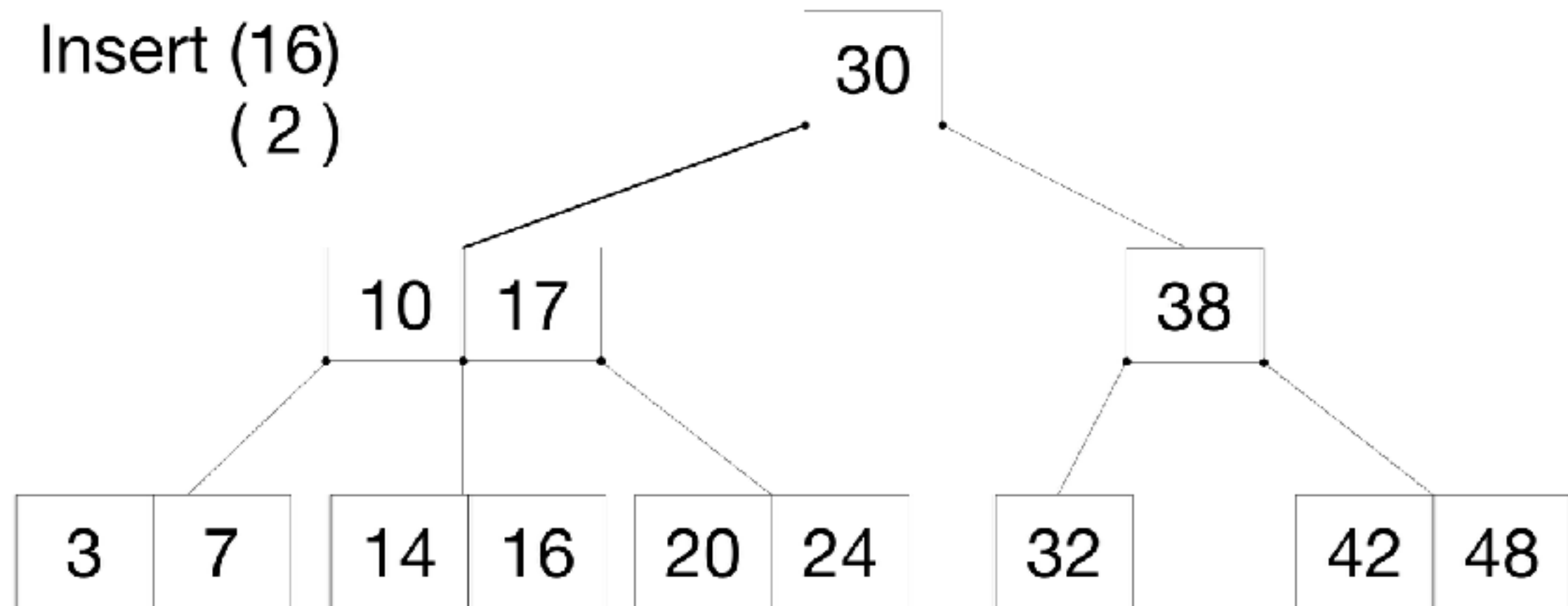
Insert (16)



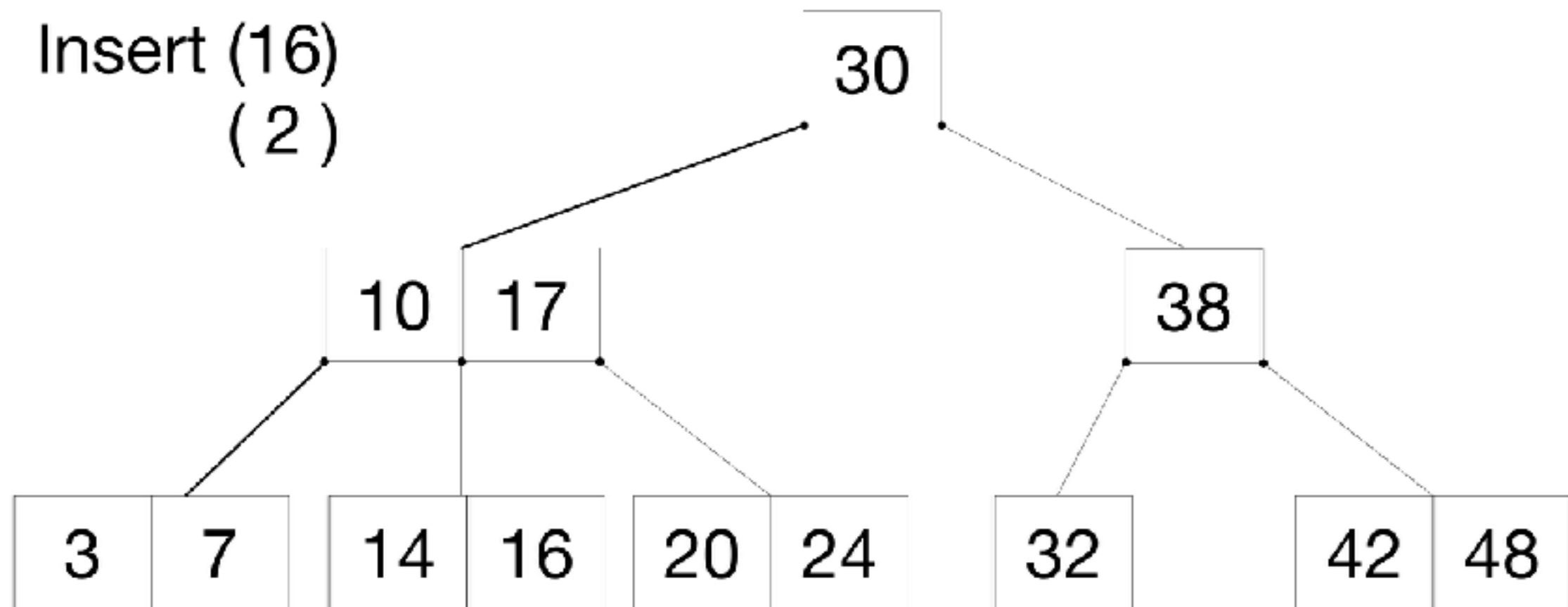
Insert (16)  
(2)



Insert (16)  
(2)

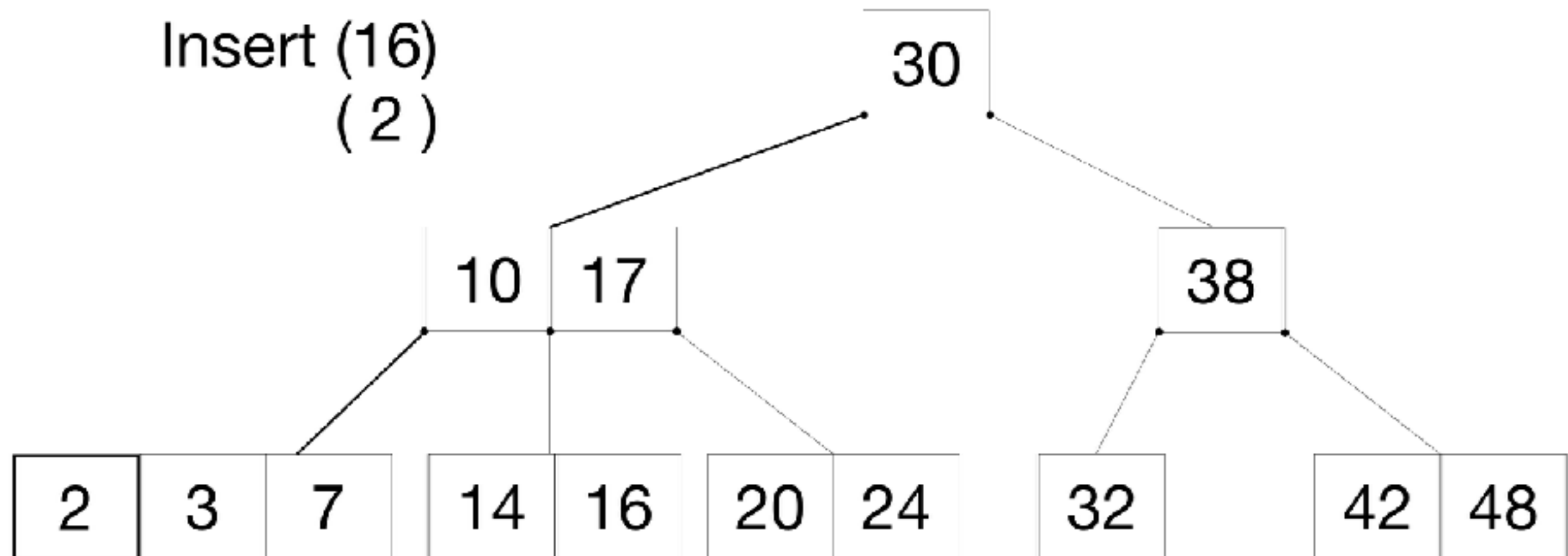


Insert (16)  
(2)

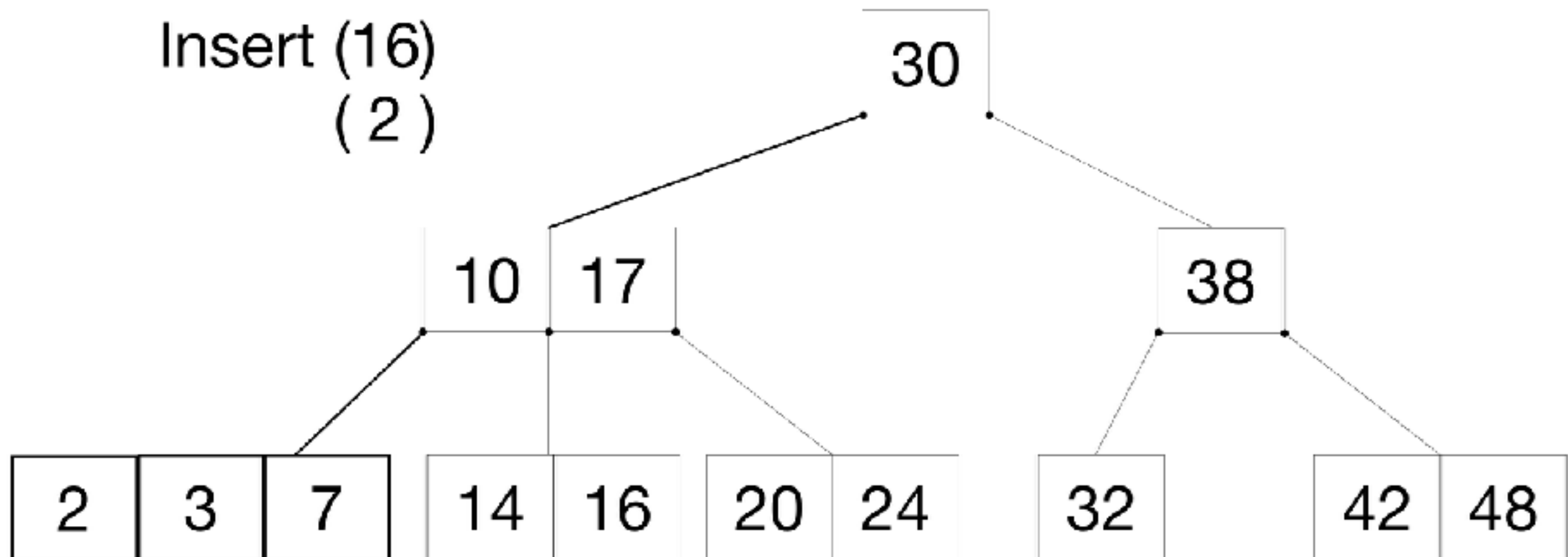




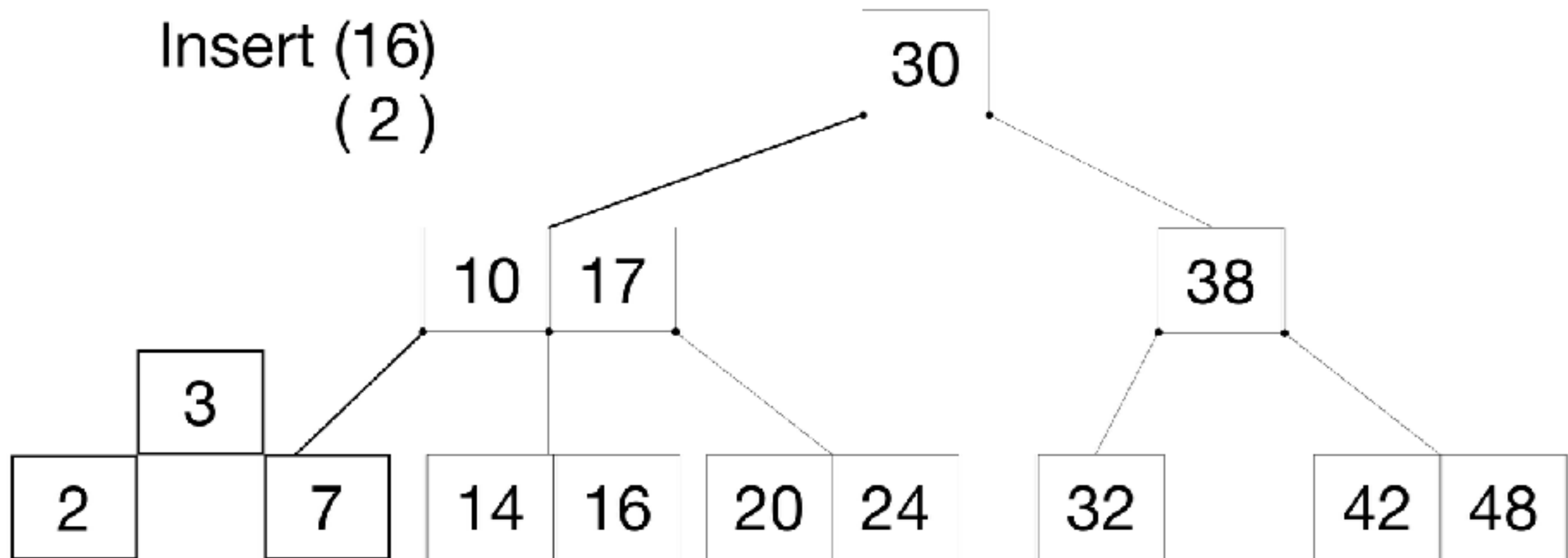
Insert (16)  
(2)



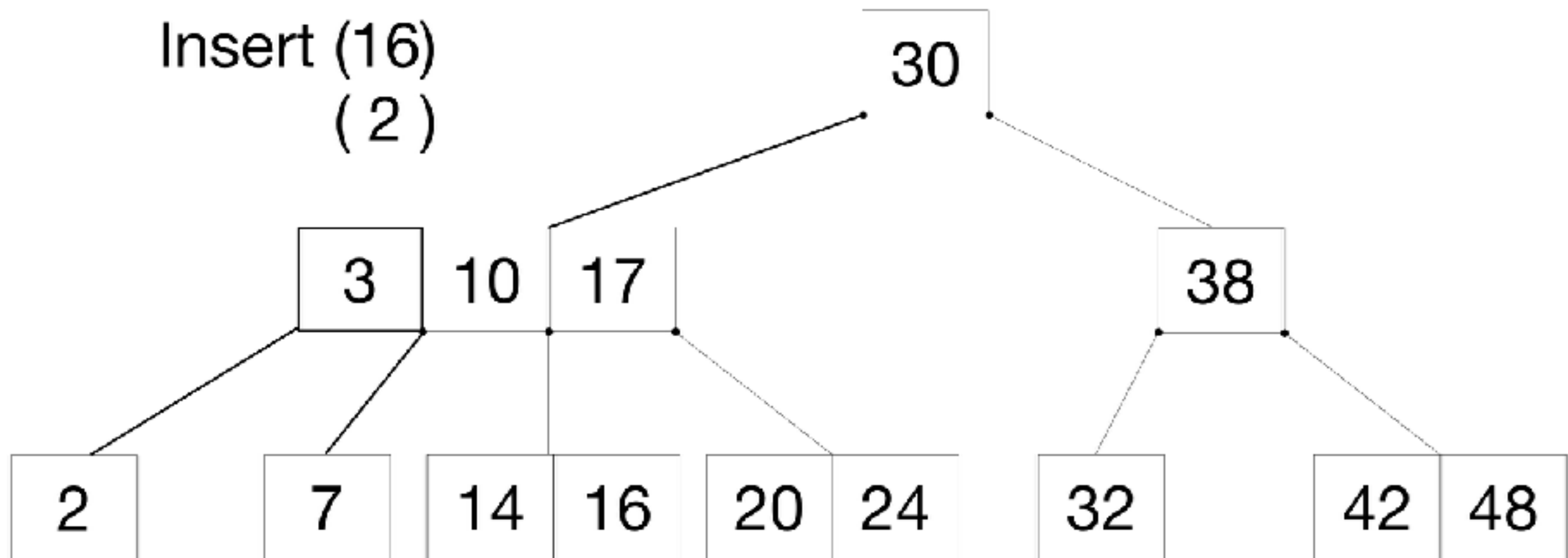
Insert (16)  
(2)



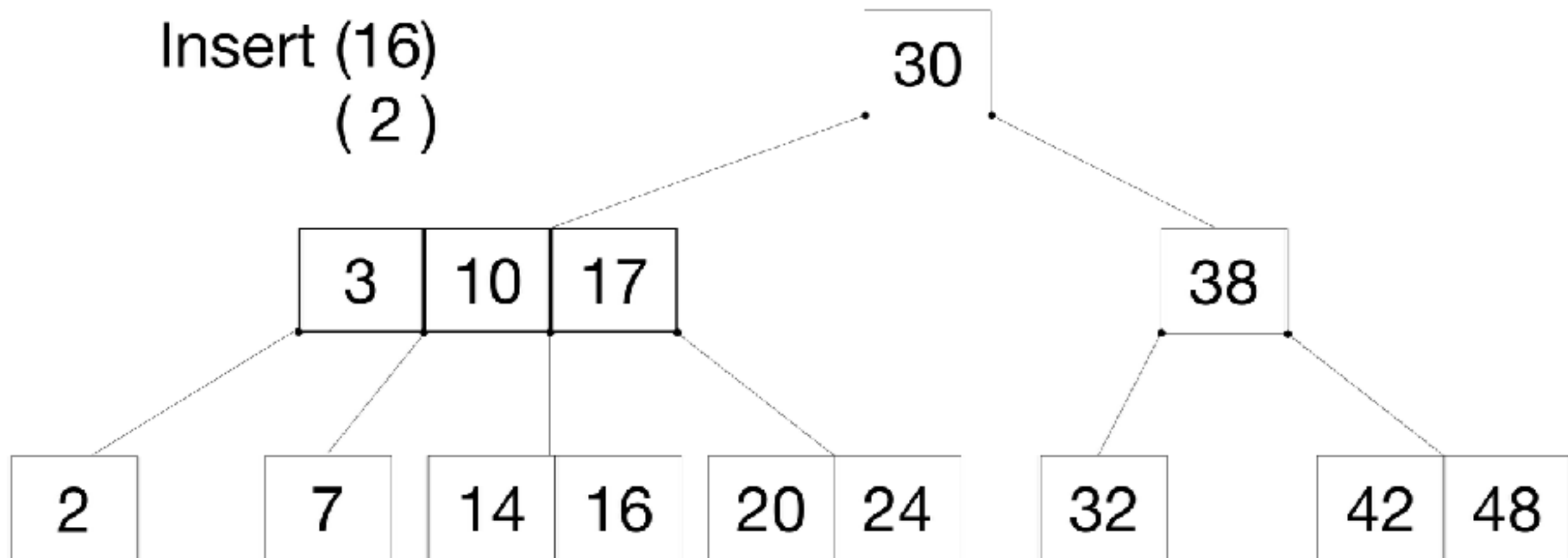
Insert (16)  
(2)



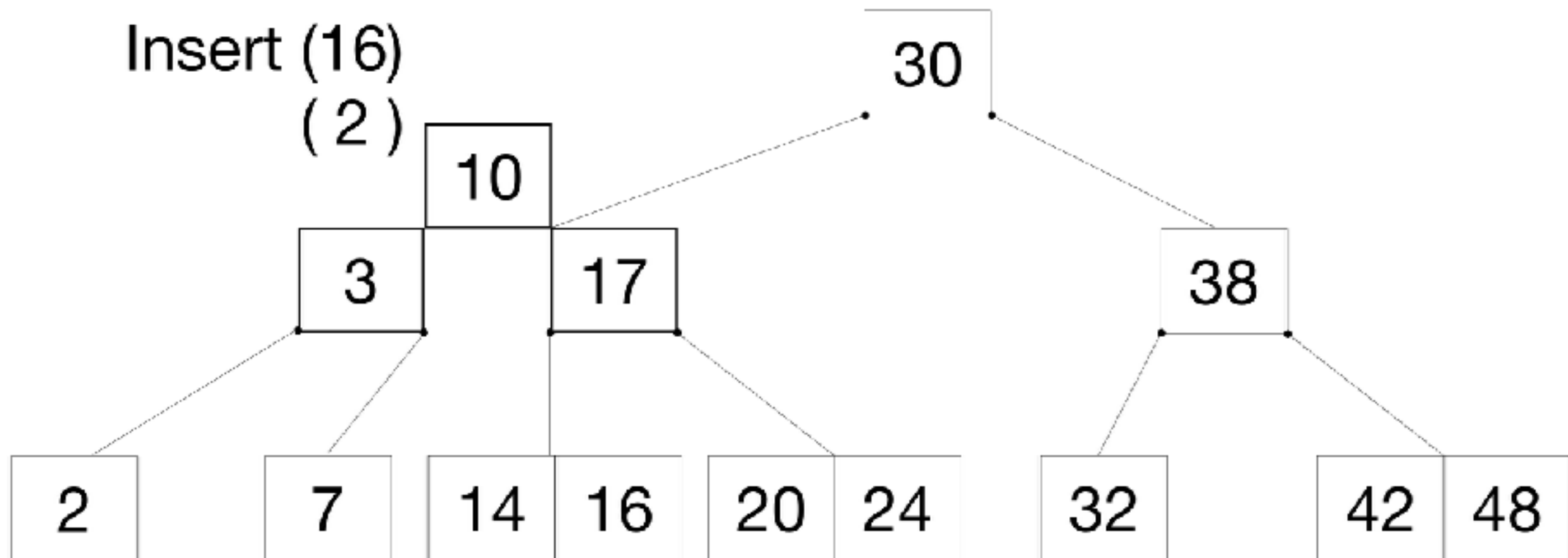
Insert (16)  
(2)



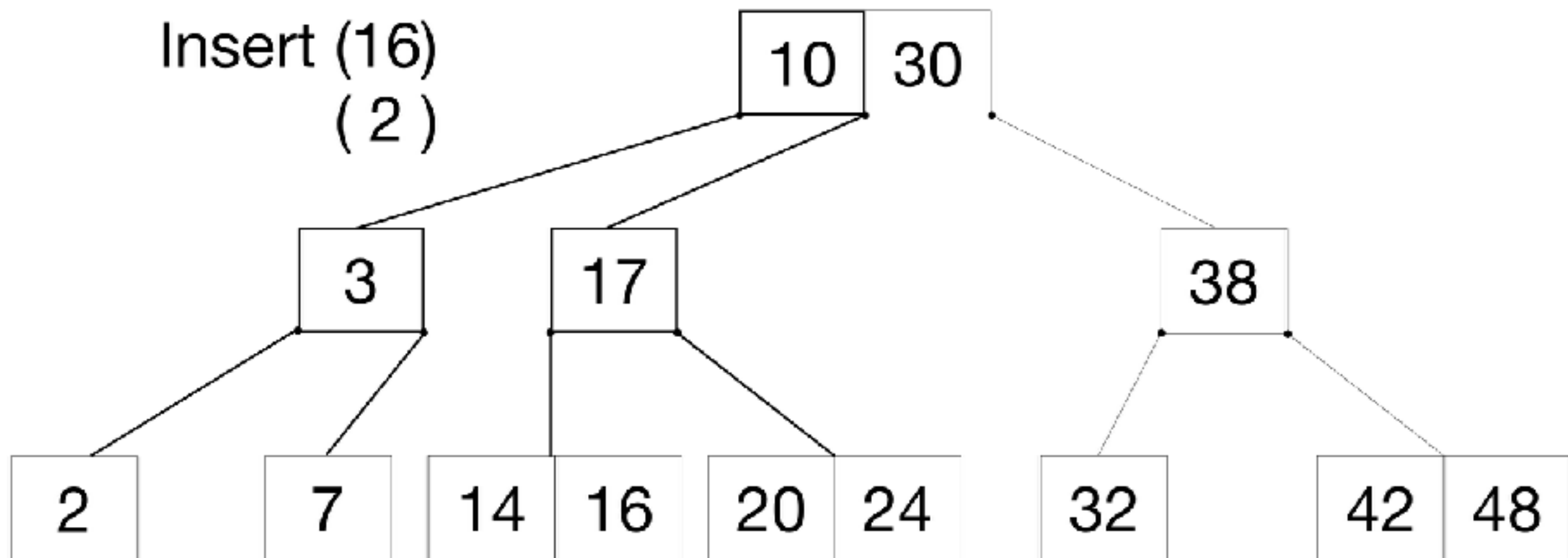
Insert (16)  
(2)



Insert (16)  
(2)

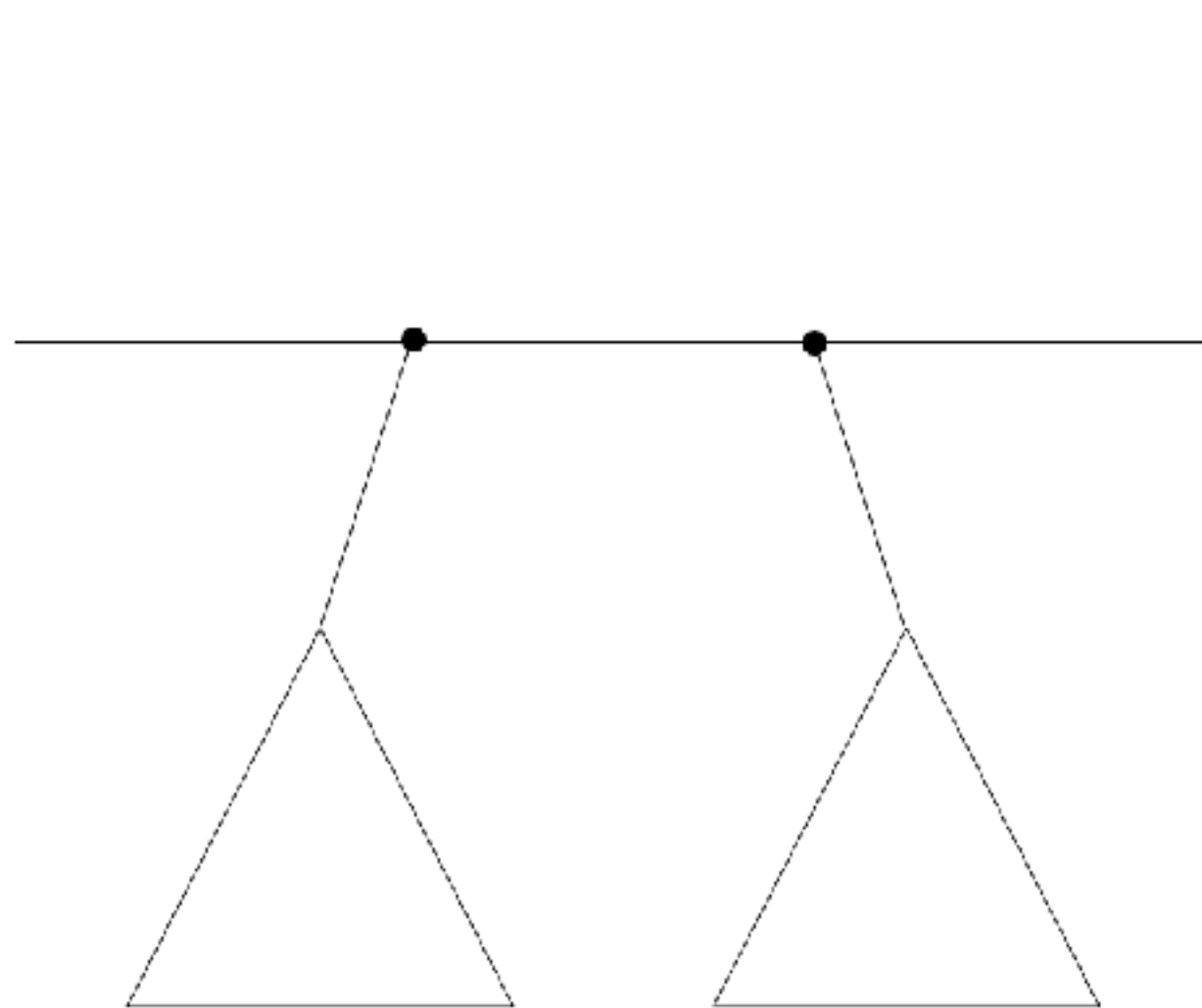


Insert (16)  
(2)



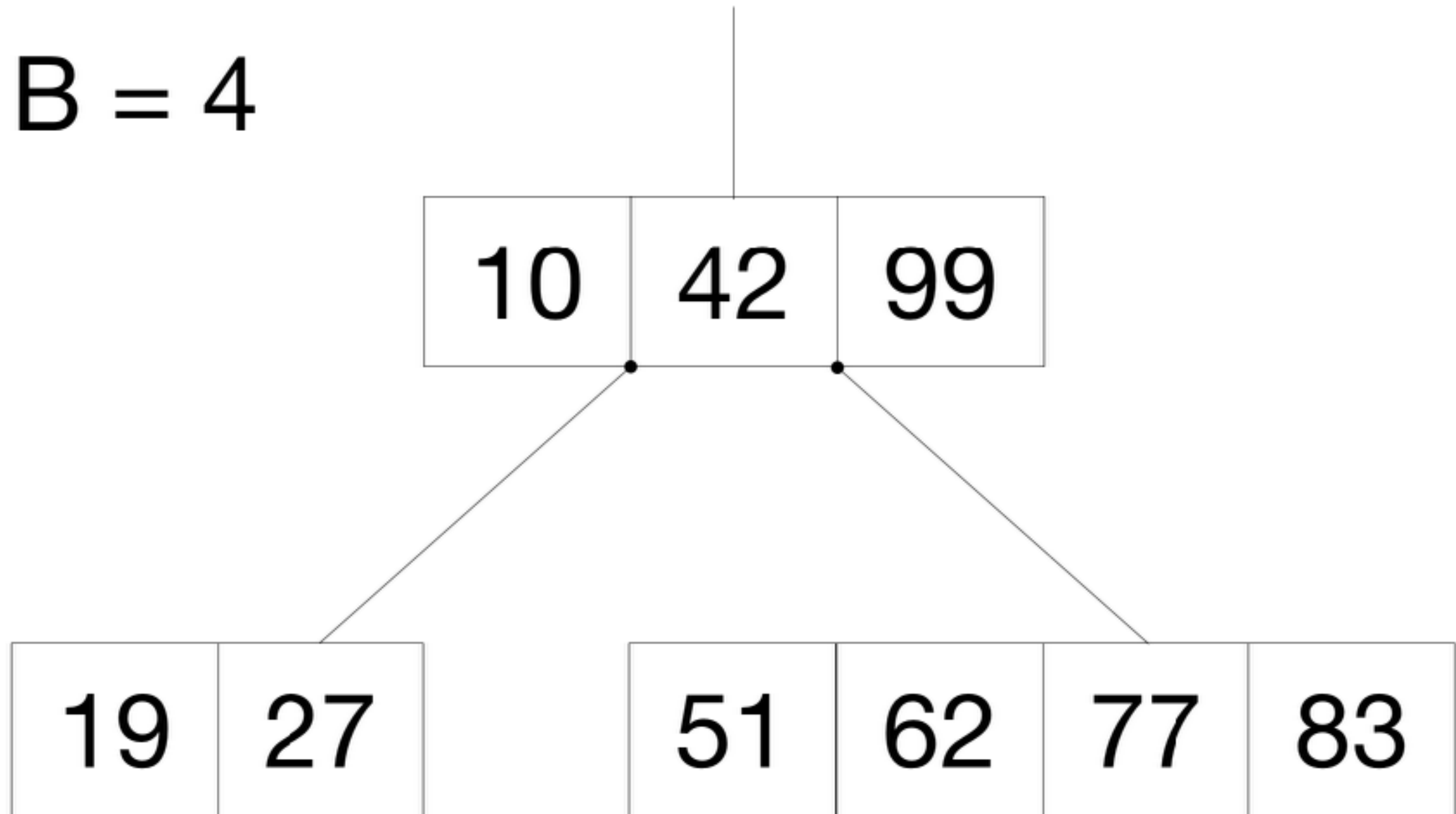
delete



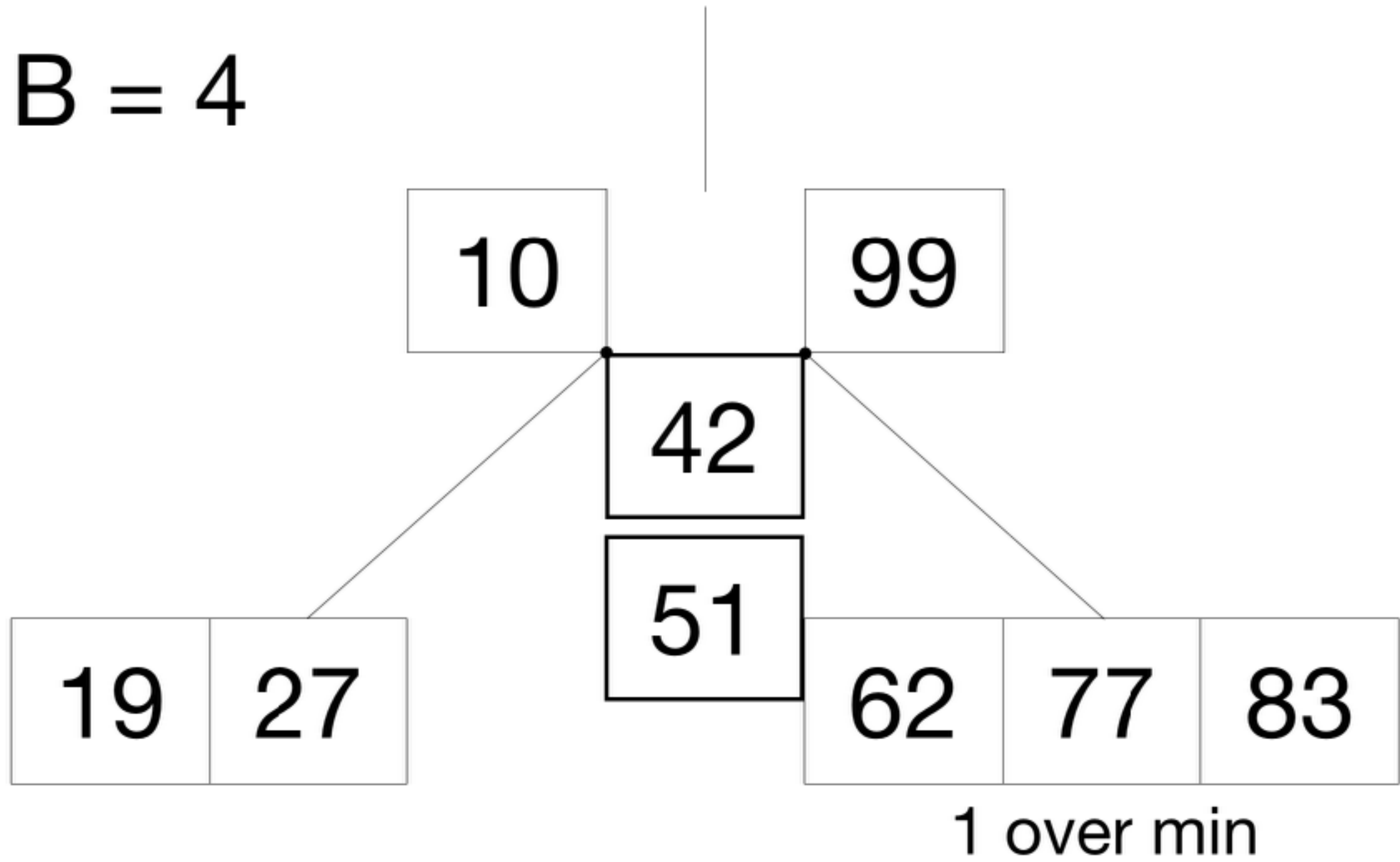


Left most of right  
right most of left

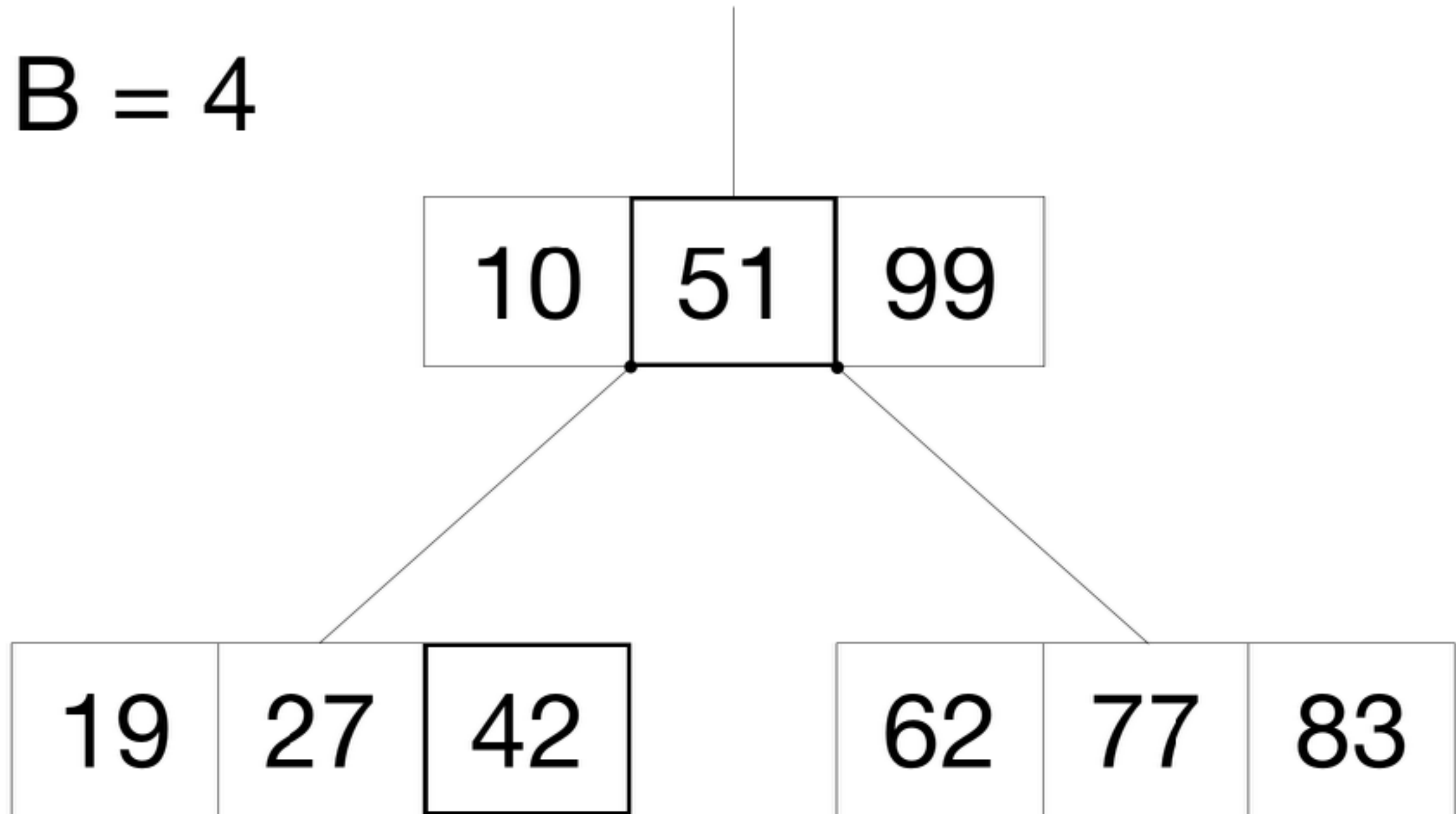
$B = 4$



$B = 4$

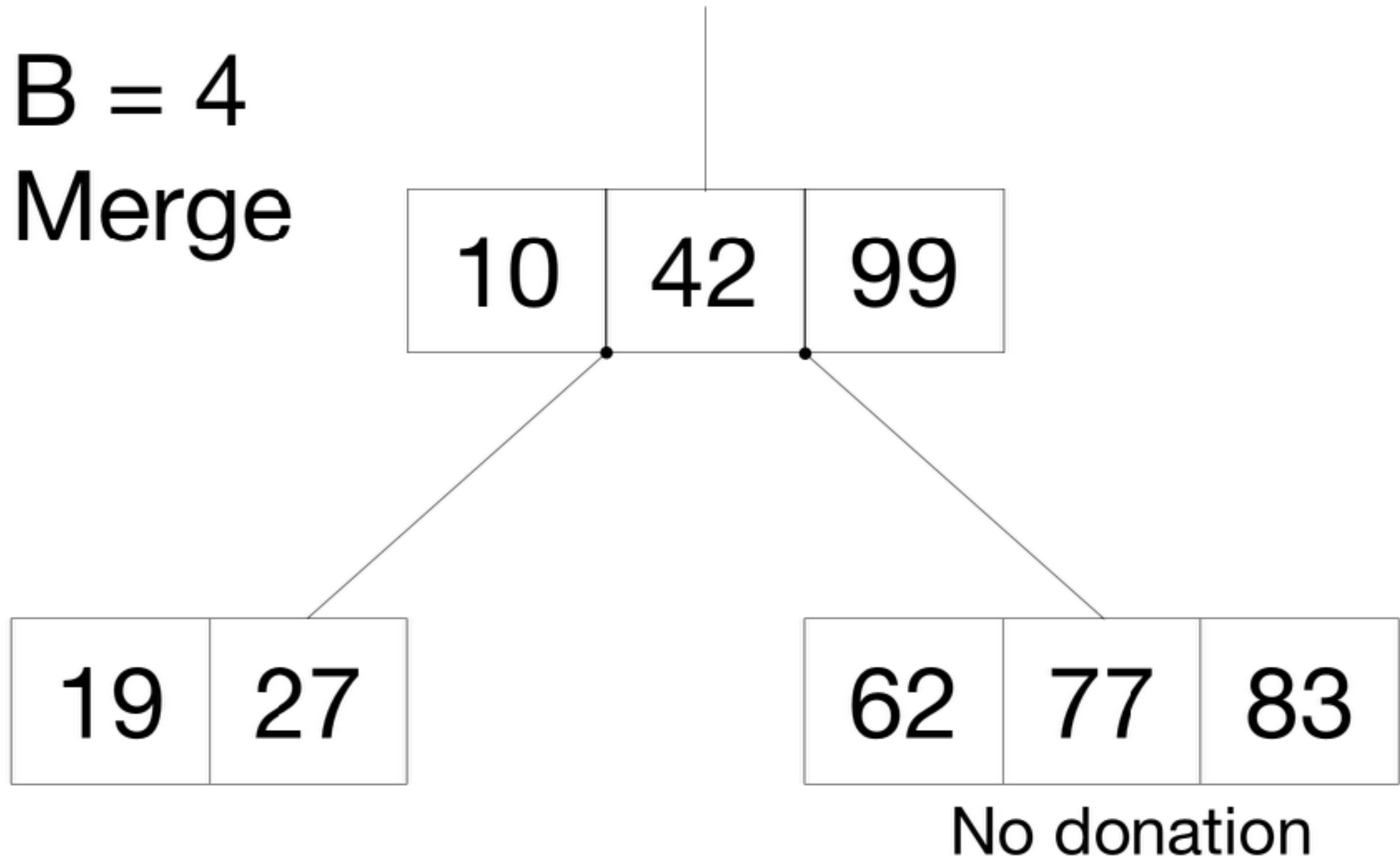


$B = 4$

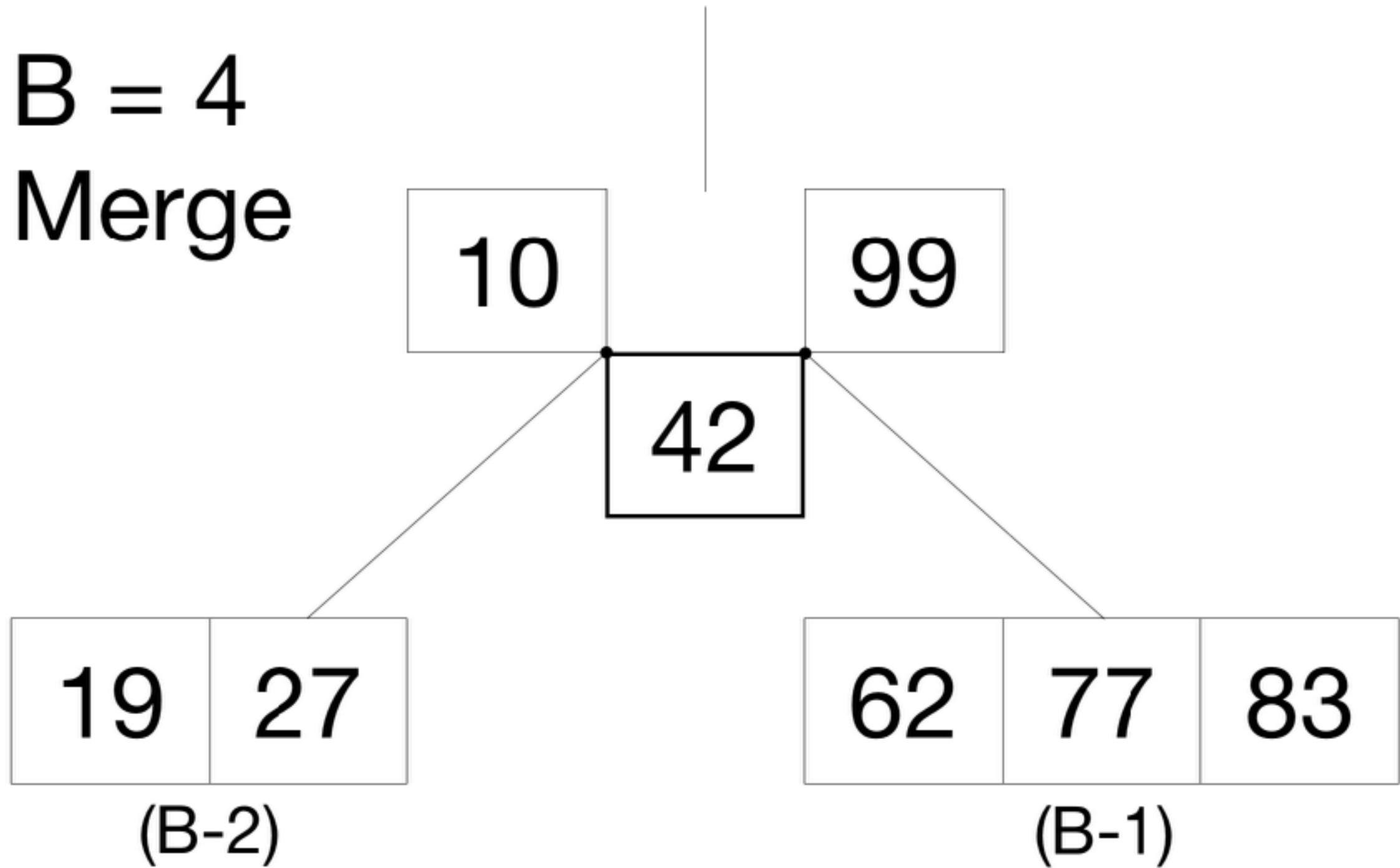


question on rotations?

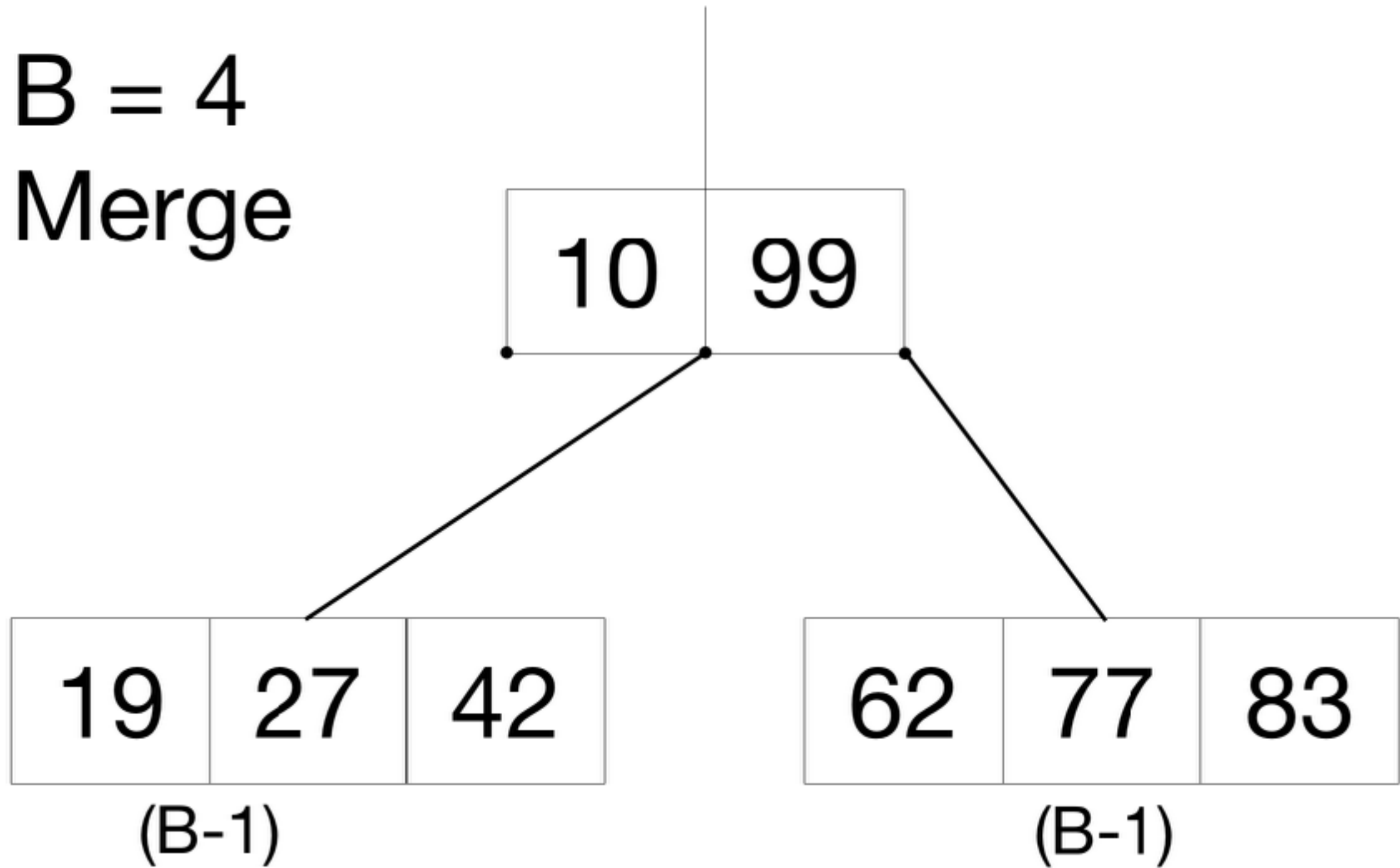
B = 4  
Merge



$B = 4$   
Merge

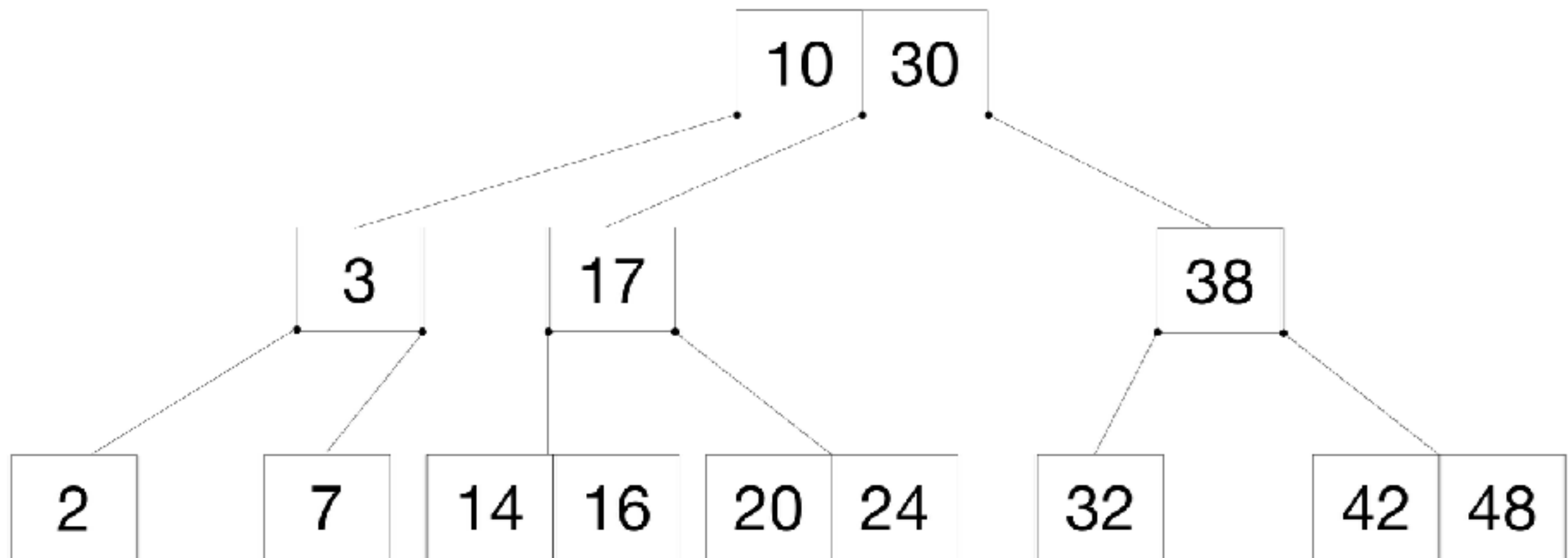


$B = 4$   
Merge

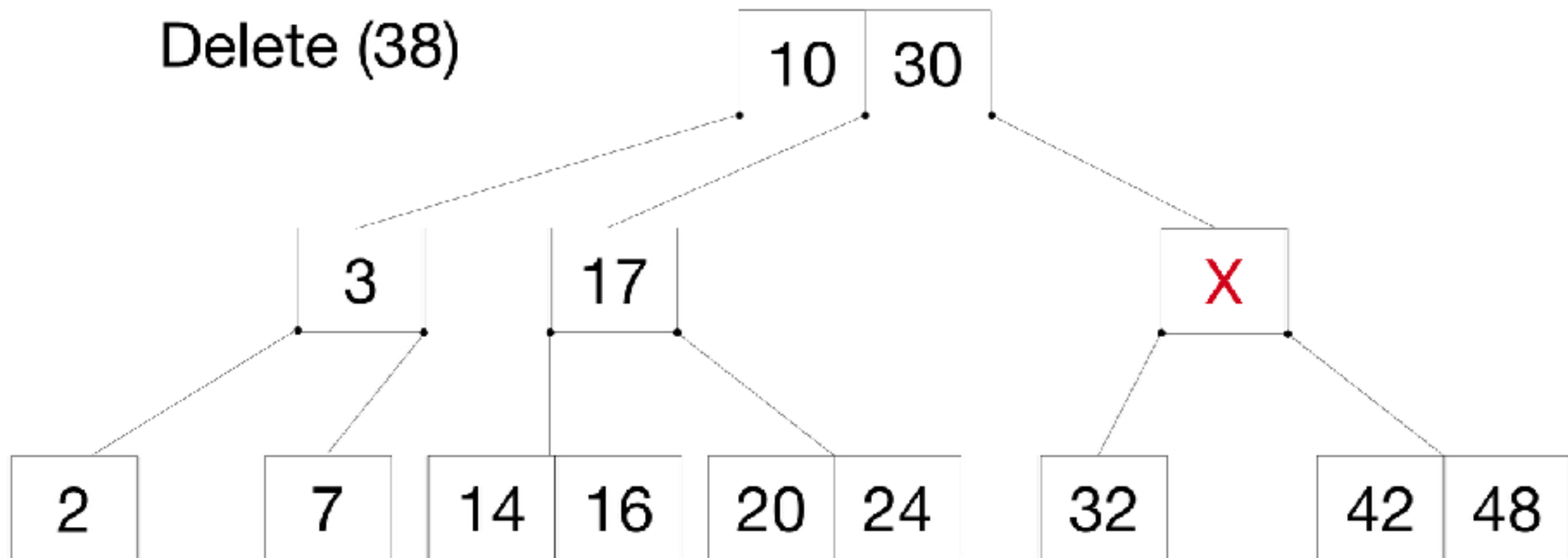




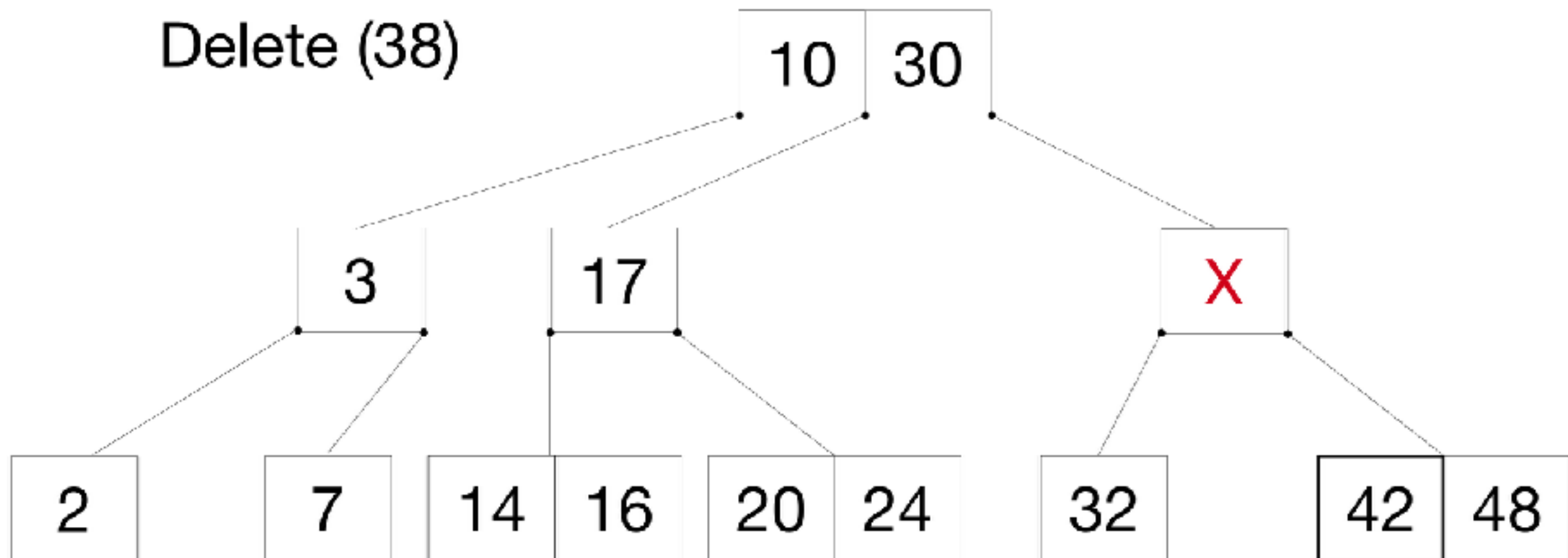
questions on merge?



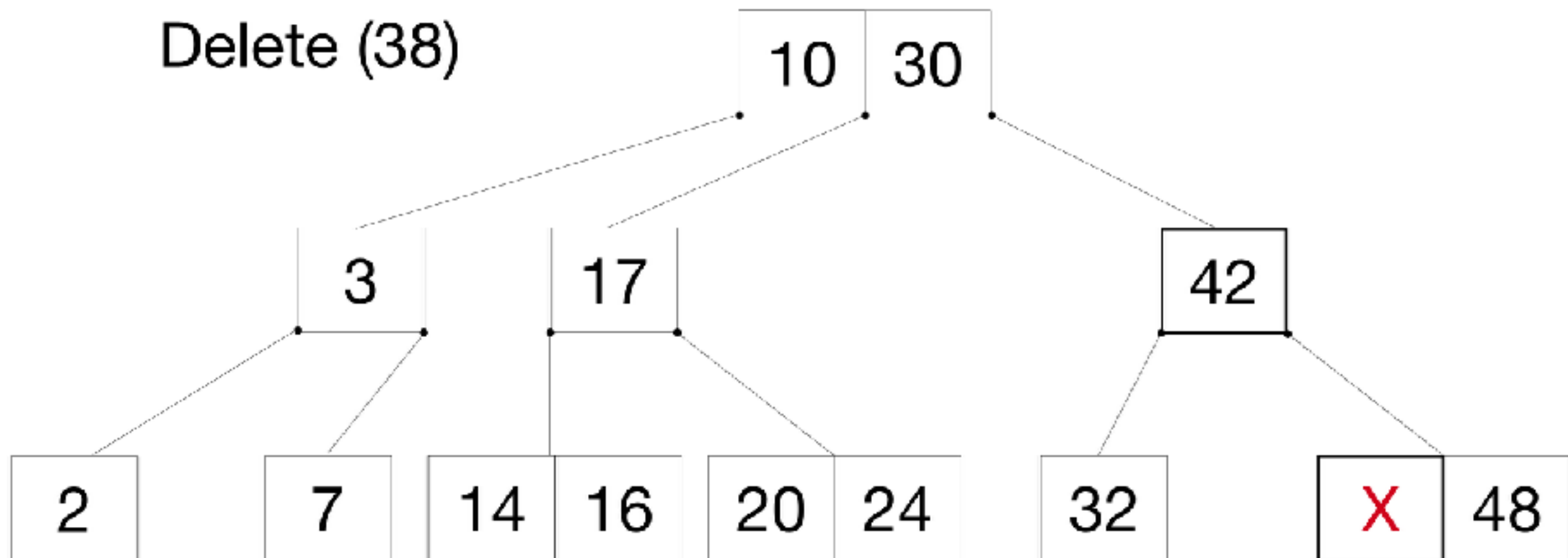
Delete (38)



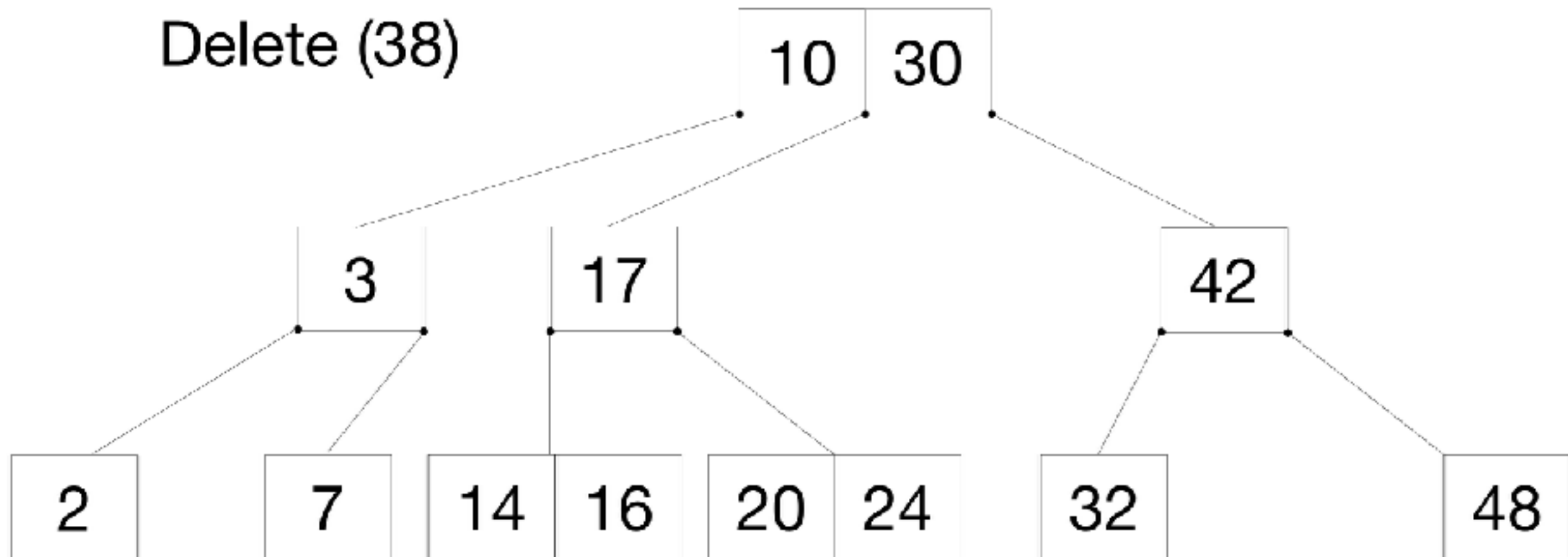
Delete (38)



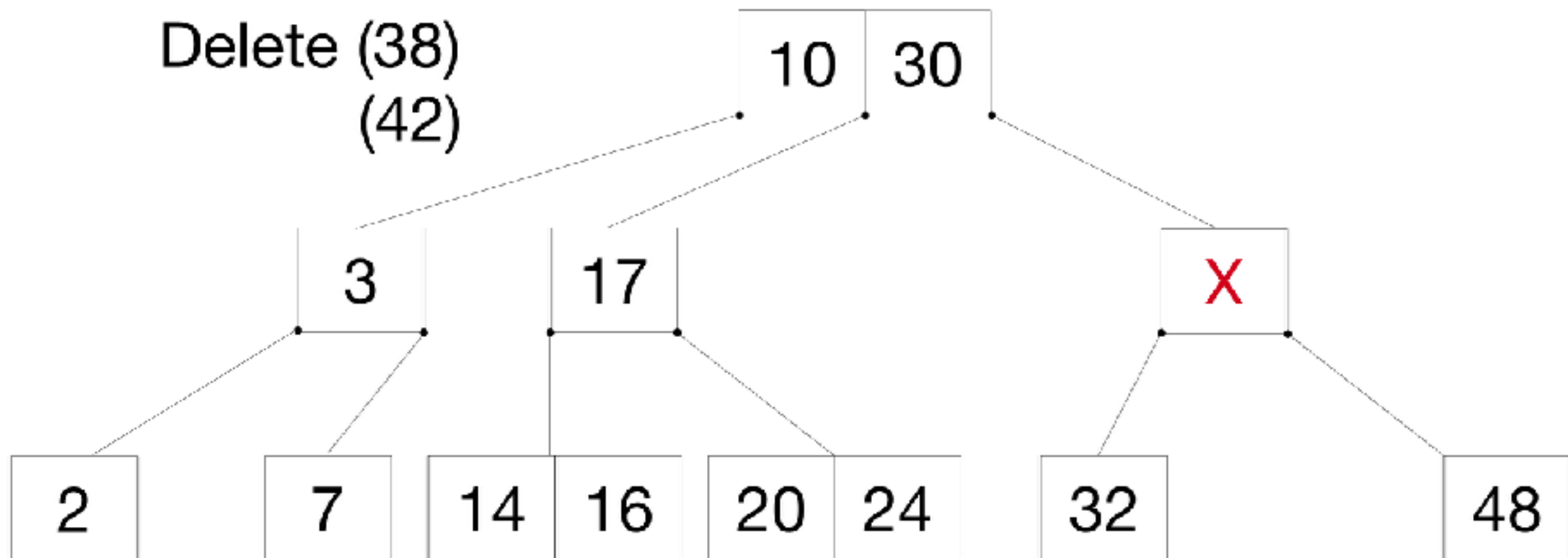
Delete (38)



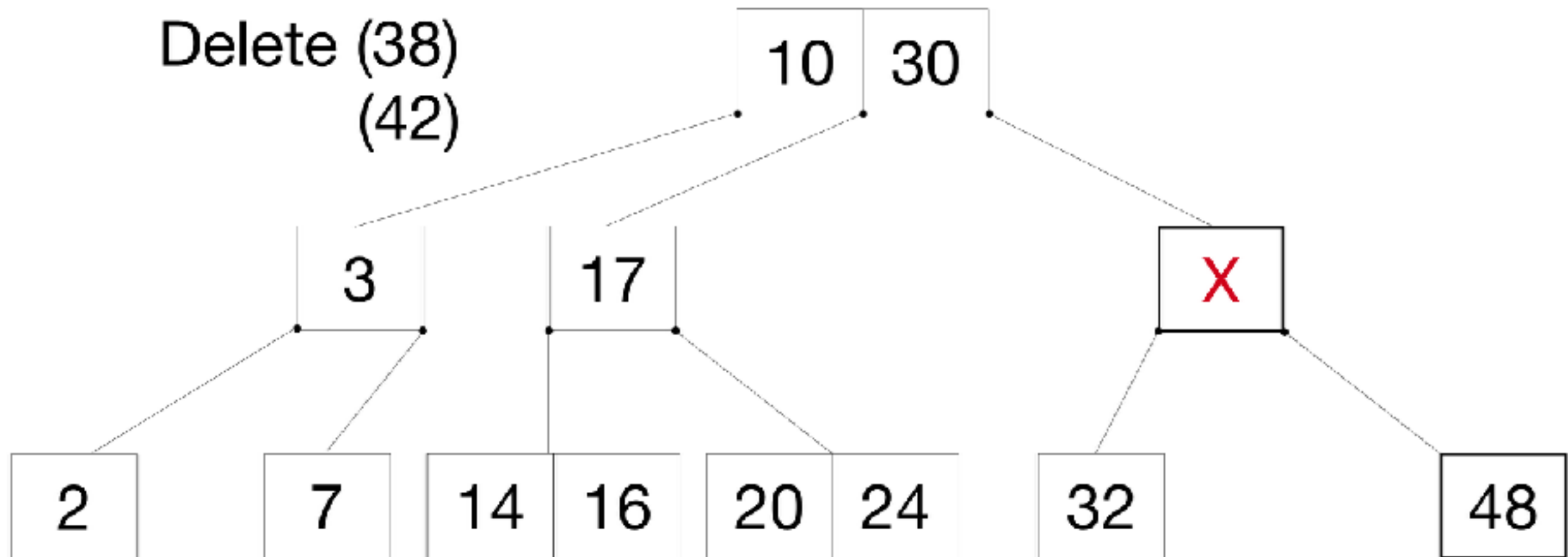
Delete (38)



Delete (38)  
(42)

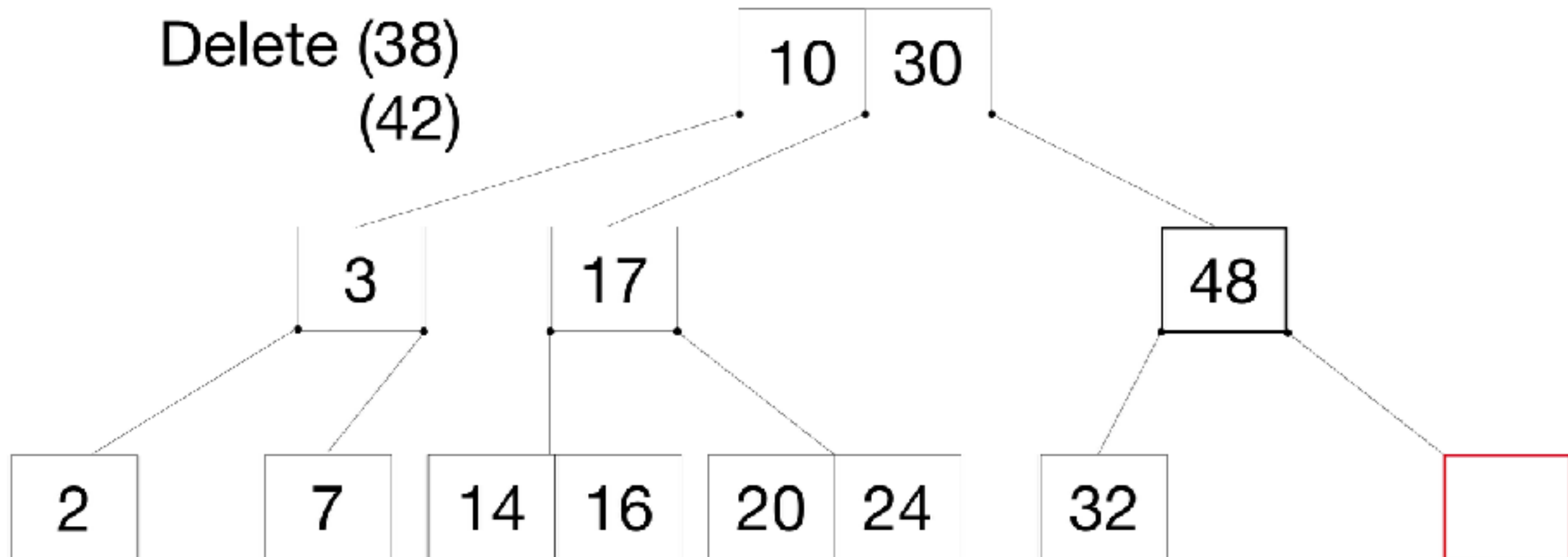


Delete (38)  
(42)

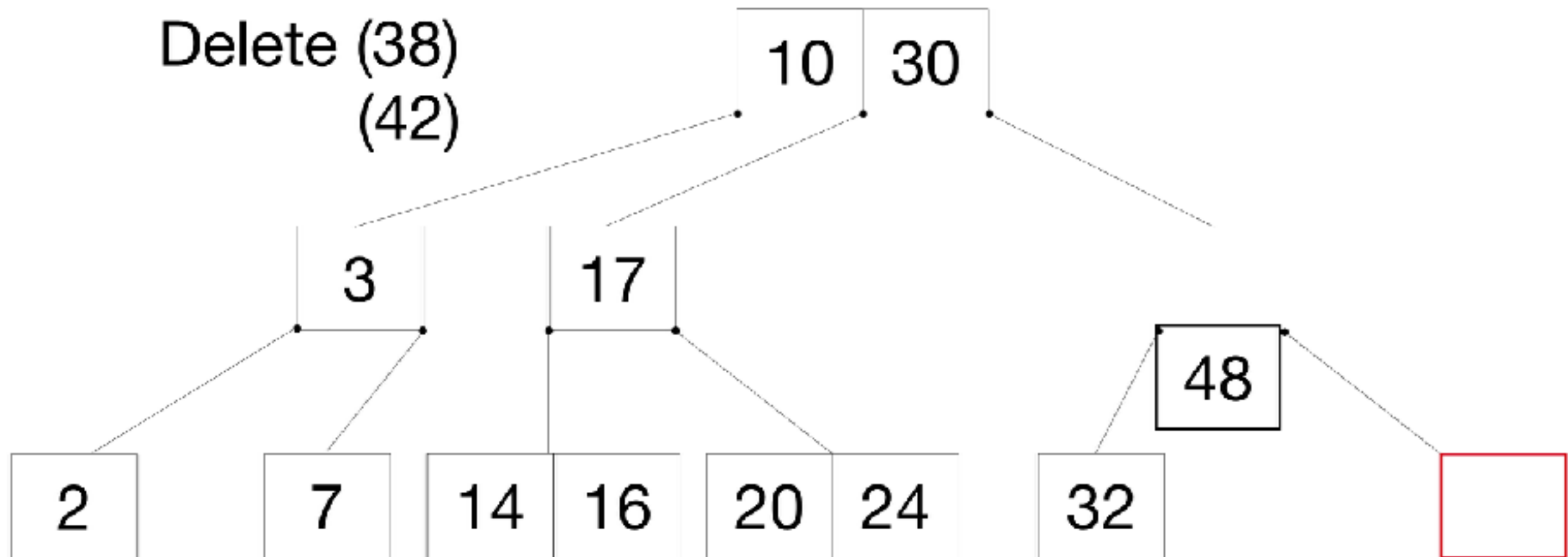




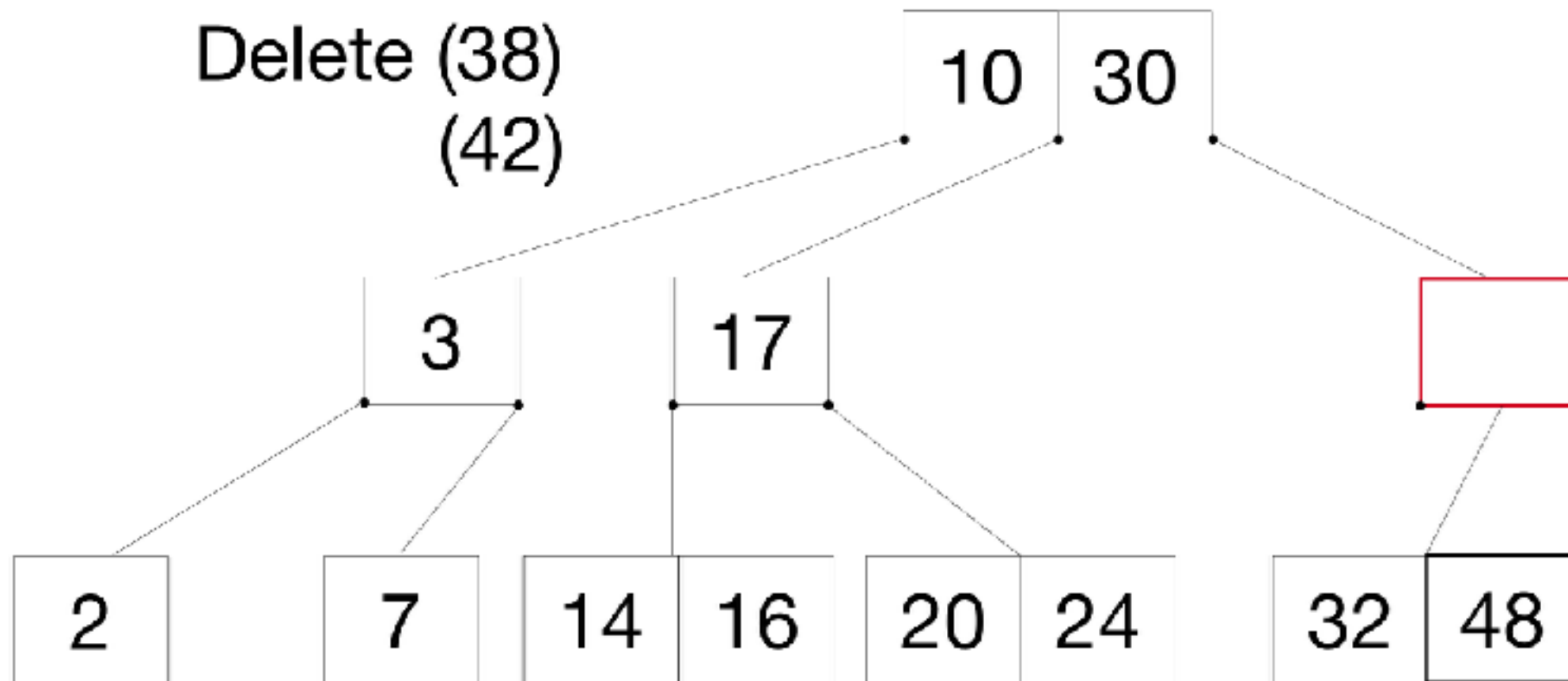
Delete (38)  
(42)



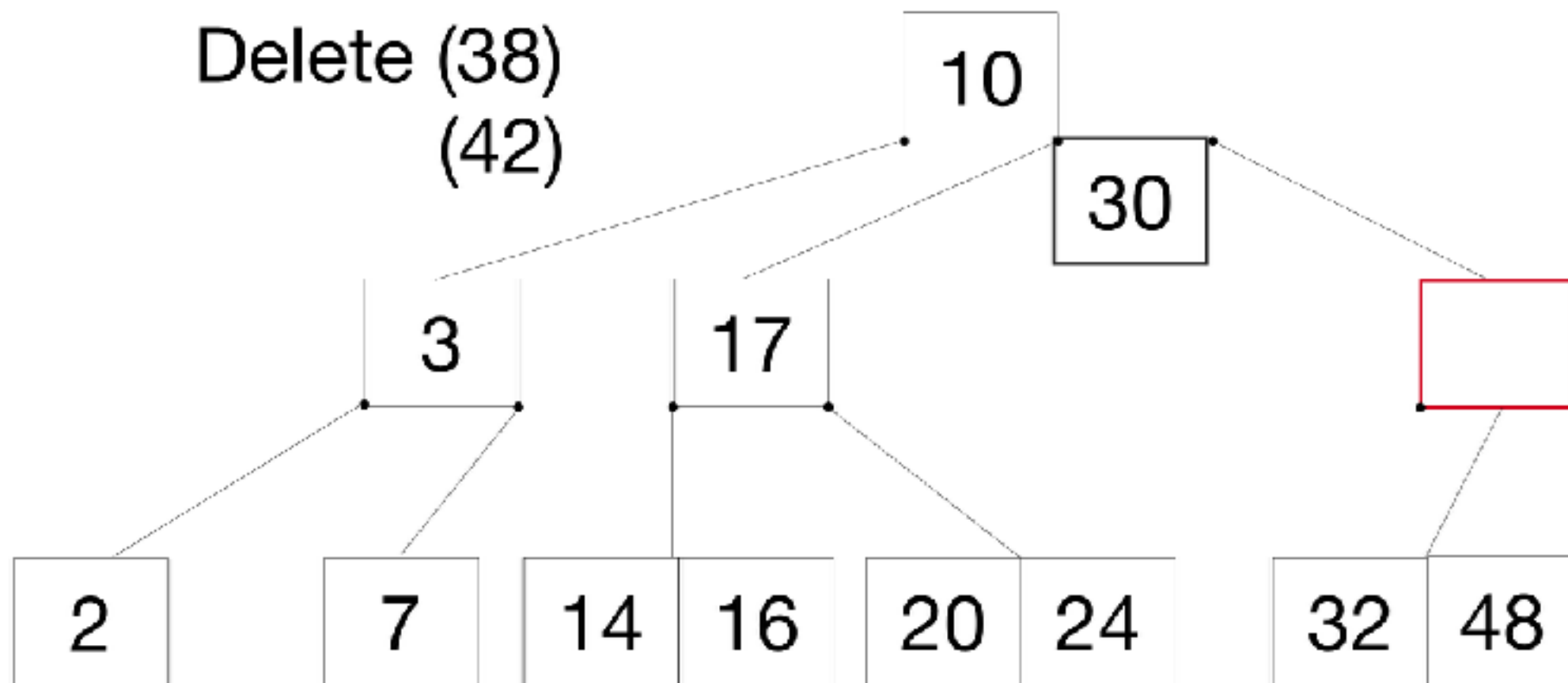
Delete (38)  
(42)



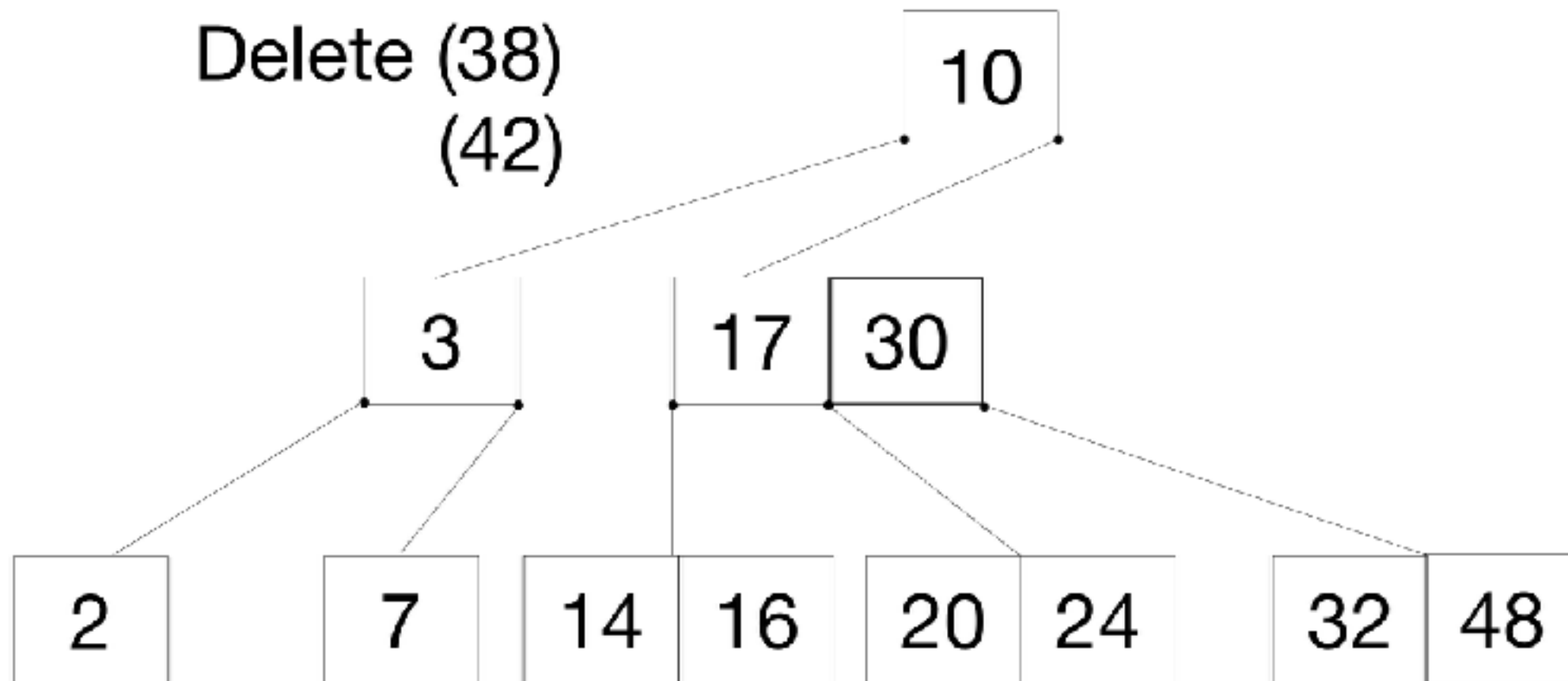
Delete (38)  
(42)



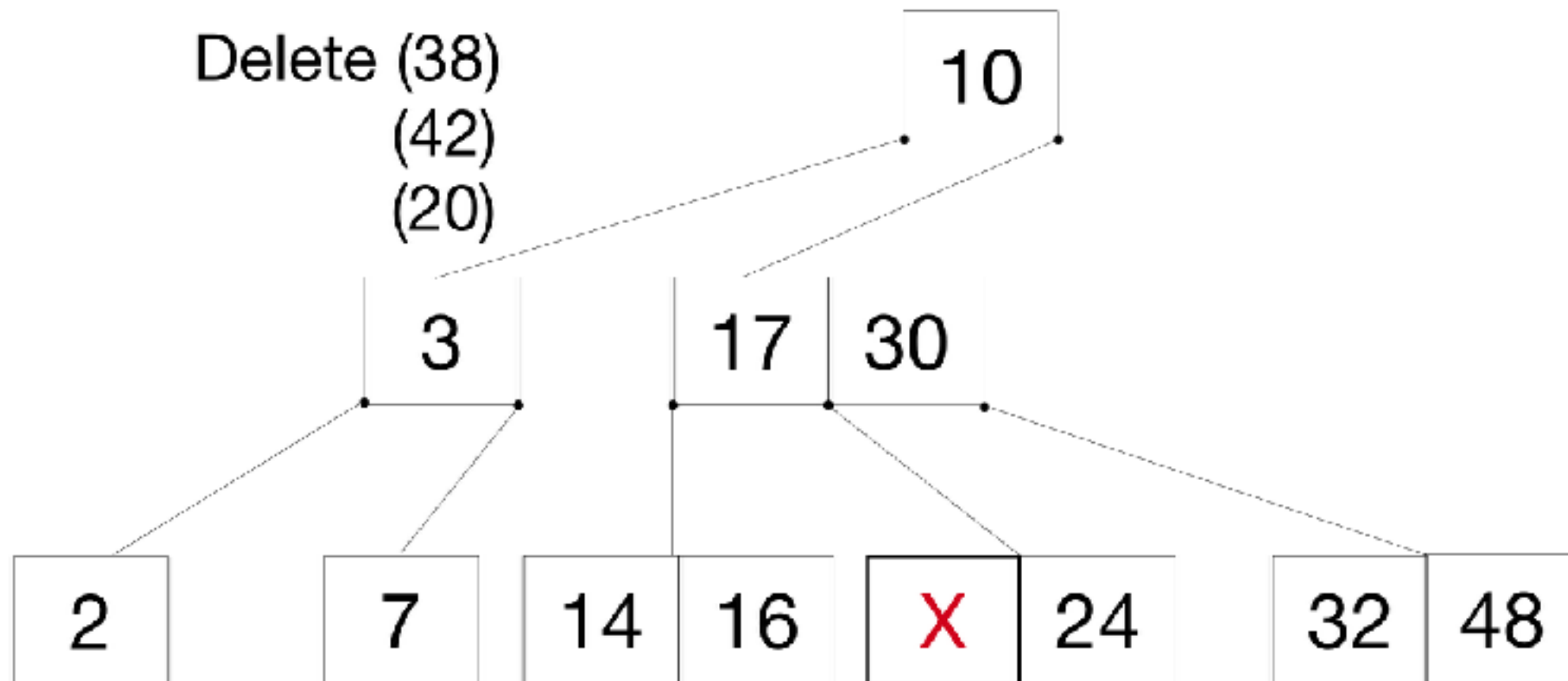
Delete (38)  
(42)



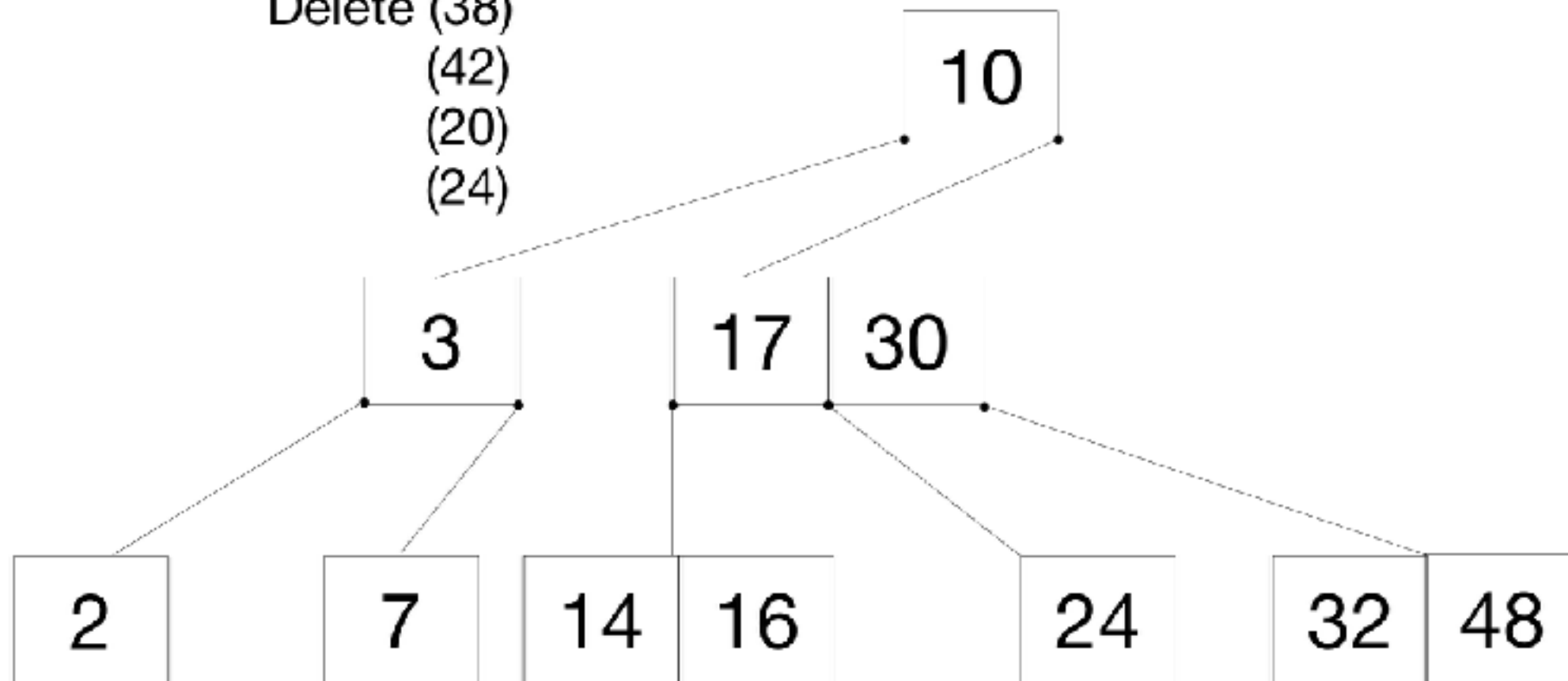
Delete (38)  
(42)



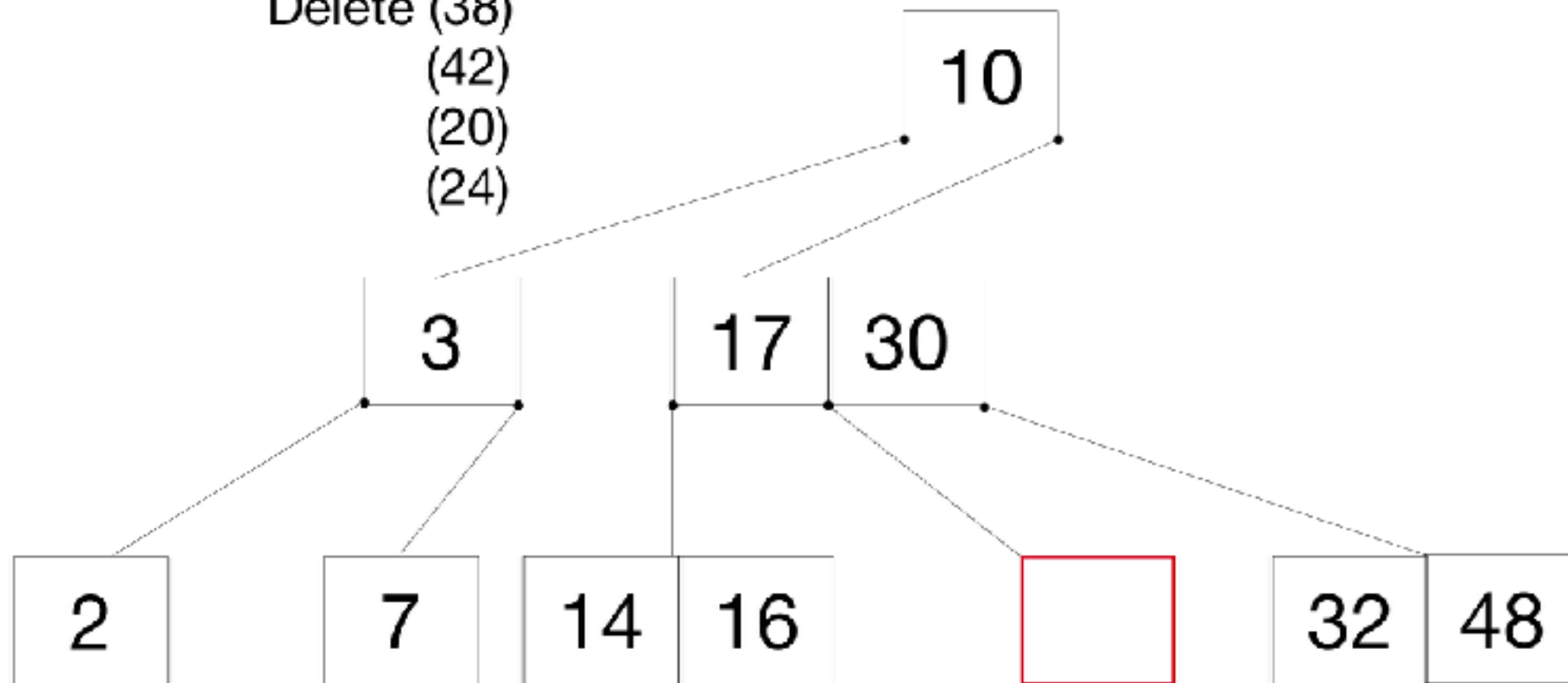
Delete (38)  
(42)  
(20)



Delete (38)  
(42)  
(20)  
(24)

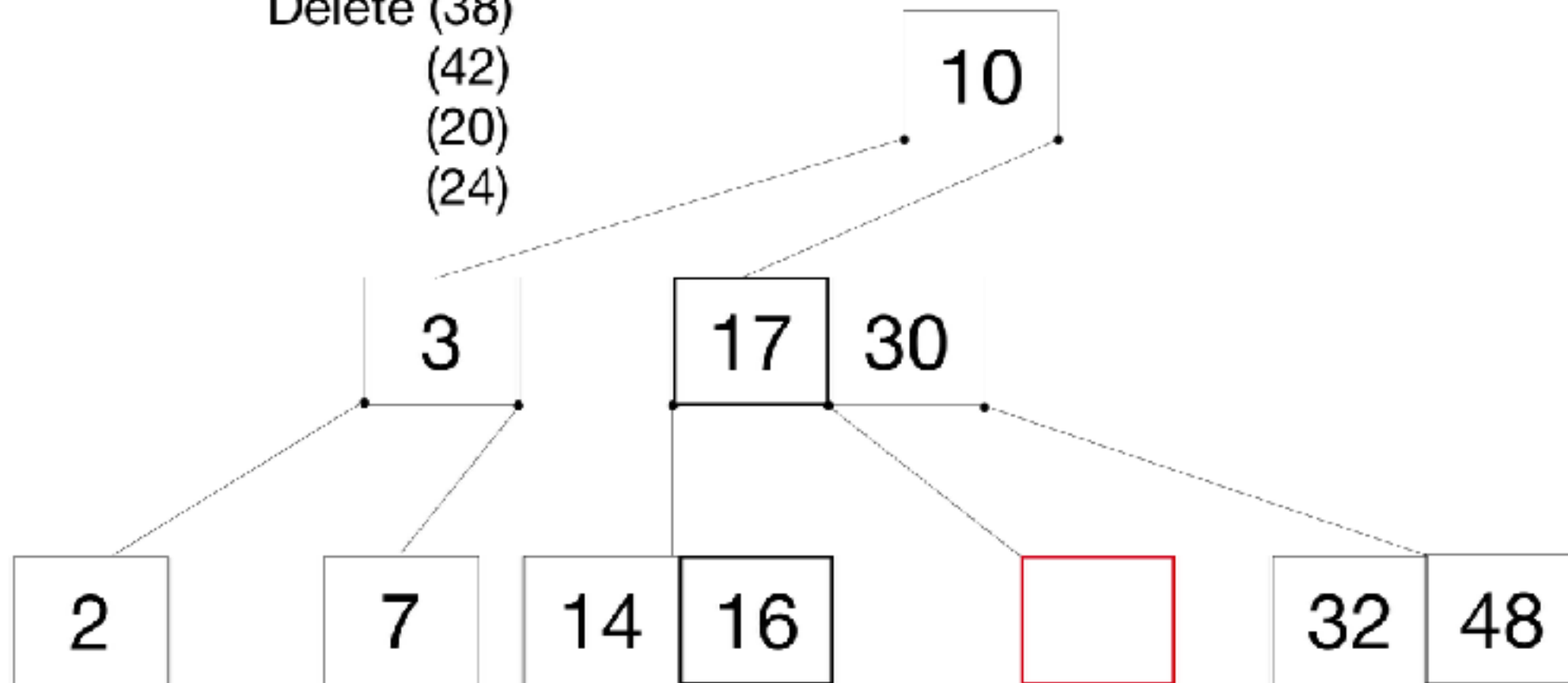


Delete (38)  
(42)  
(20)  
(24)

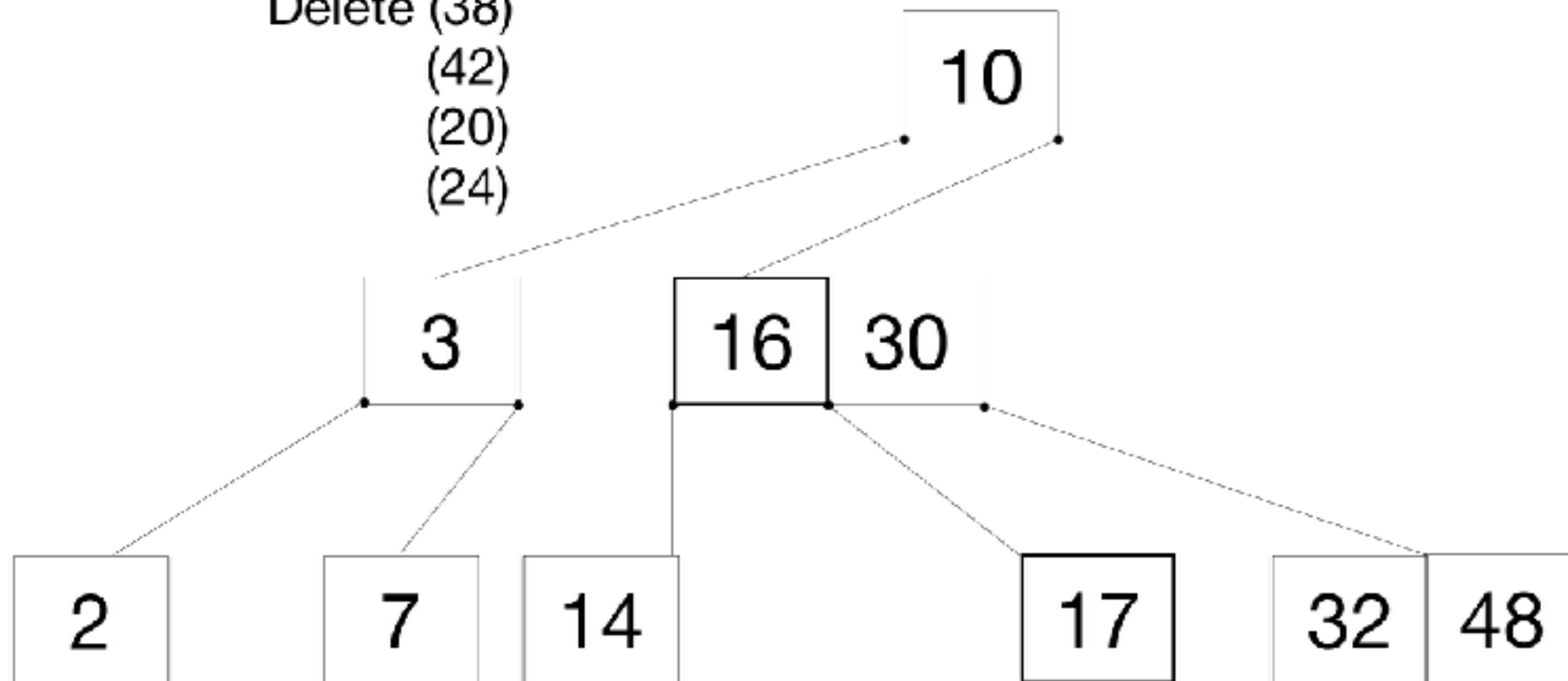




Delete (38)  
(42)  
(20)  
(24)



Delete (38)  
(42)  
(20)  
(24)



# summary

purpose : reduce the number of disk accesses.

when : storing HUGE amounts of data

looks like : short and wide

operation time : same as BST

# resources

<https://www.youtube.com/watch?v=TOb1tuEZ2X4>

<http://www.geeksforgeeks.org/b-tree-set-1-introduction-2/>

<https://www.cs.usfca.edu/~galles/visualization/BTree.html>

<http://www.cs.yale.edu/homes/aspnes/pinewiki/BTrees.html>

why 'B'-Tree?

Bayer? 

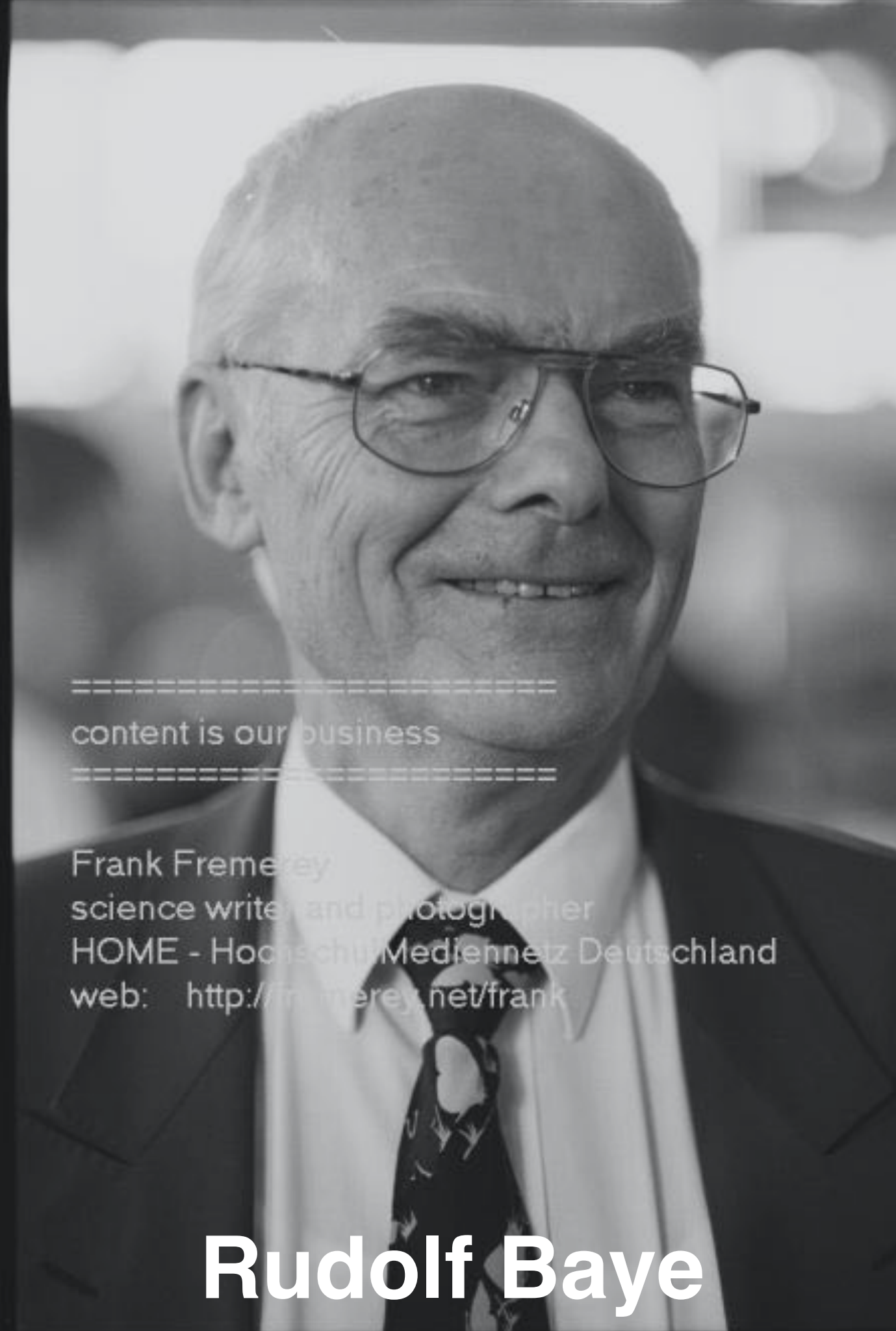
Boeing? 

why 'B'-Tree?

Bushy? 

Broad? 

Balanced? 



=====

content is our business

=====

Frank Fremerey  
science writer and photographer  
HOME - HochschuleMedienNetz Deutschland  
web: <http://fremerey.net/frank>

**Rudolf Baye**



**Ed McCreight**



*“What really lives to say is: the more you think about what the B in B-trees means, the better you understand B-trees.”*

— Dr. Rudolf Bayer, inventor of the B-tree