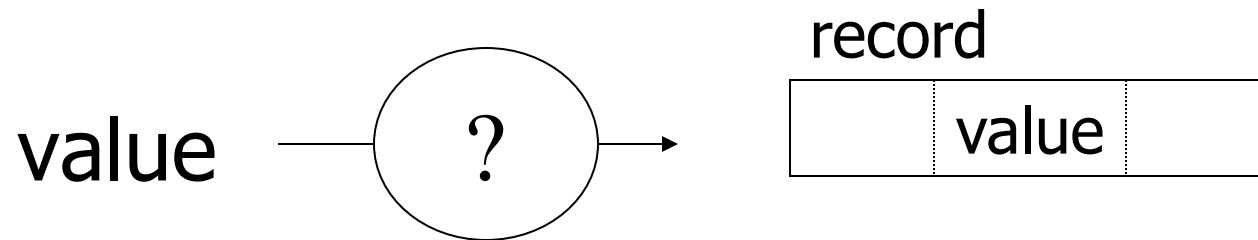


# **Notes: Indexing General concepts**

Based on lectures by Hector  
Garcia-Molina

# Indexing & Hashing



# Topics

- Conventional indexes
- B-trees
- Hashing schemes

## Sequential File

10	
20	

30	
40	

50	
60	

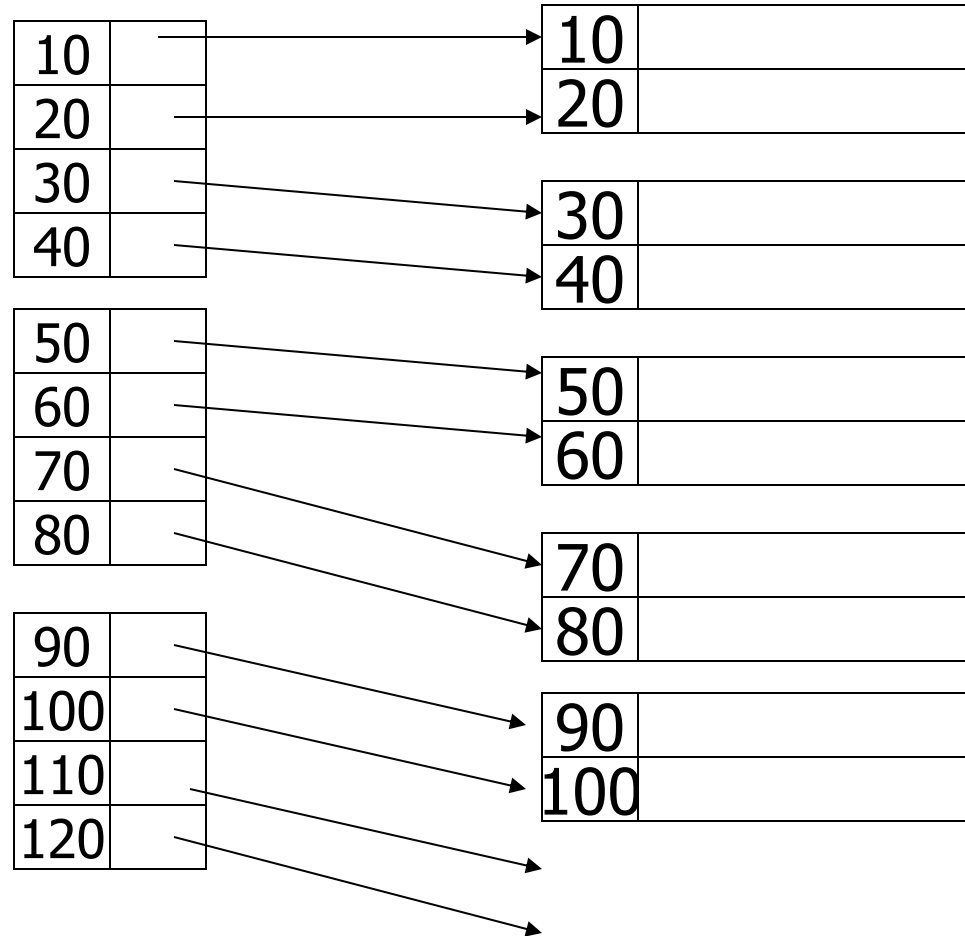
70	
80	

90	
100	

Given a key, a sequential file store records in contiguous block sorted on key values

## Dense Index

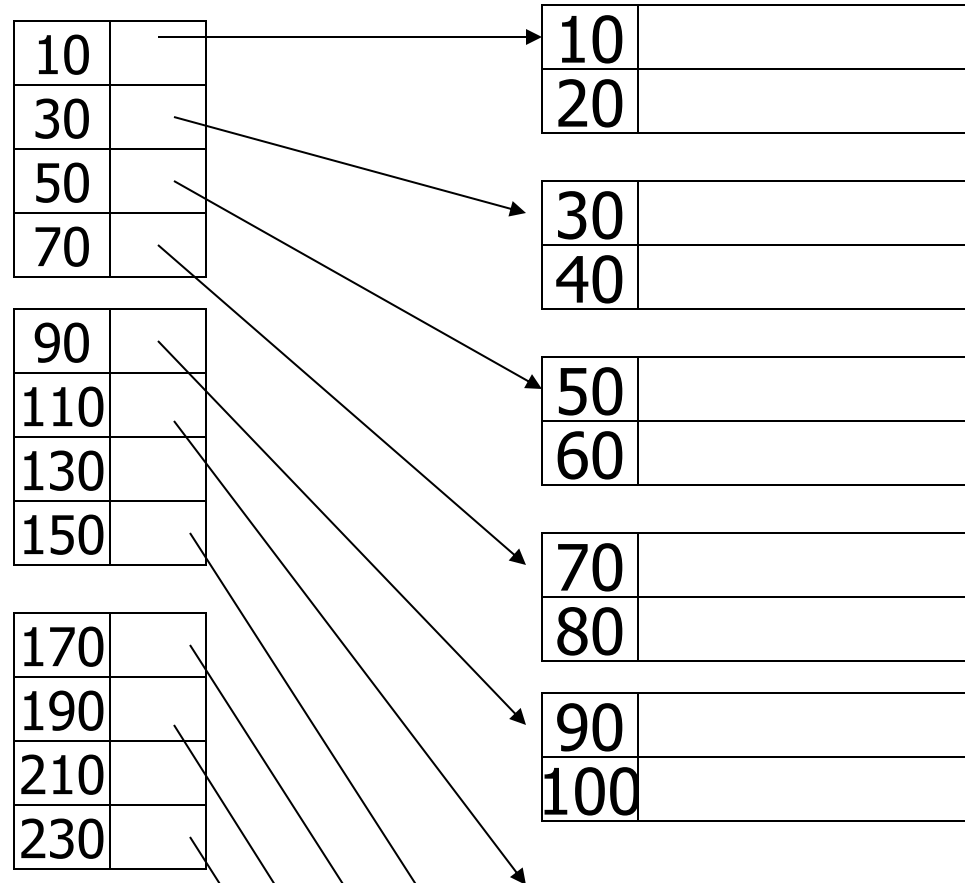
## Sequential File



Notice that the dense index is much smaller than the sequential file which hold the data  
Each arrow is a block address

## Sparse Index

## Sequential File

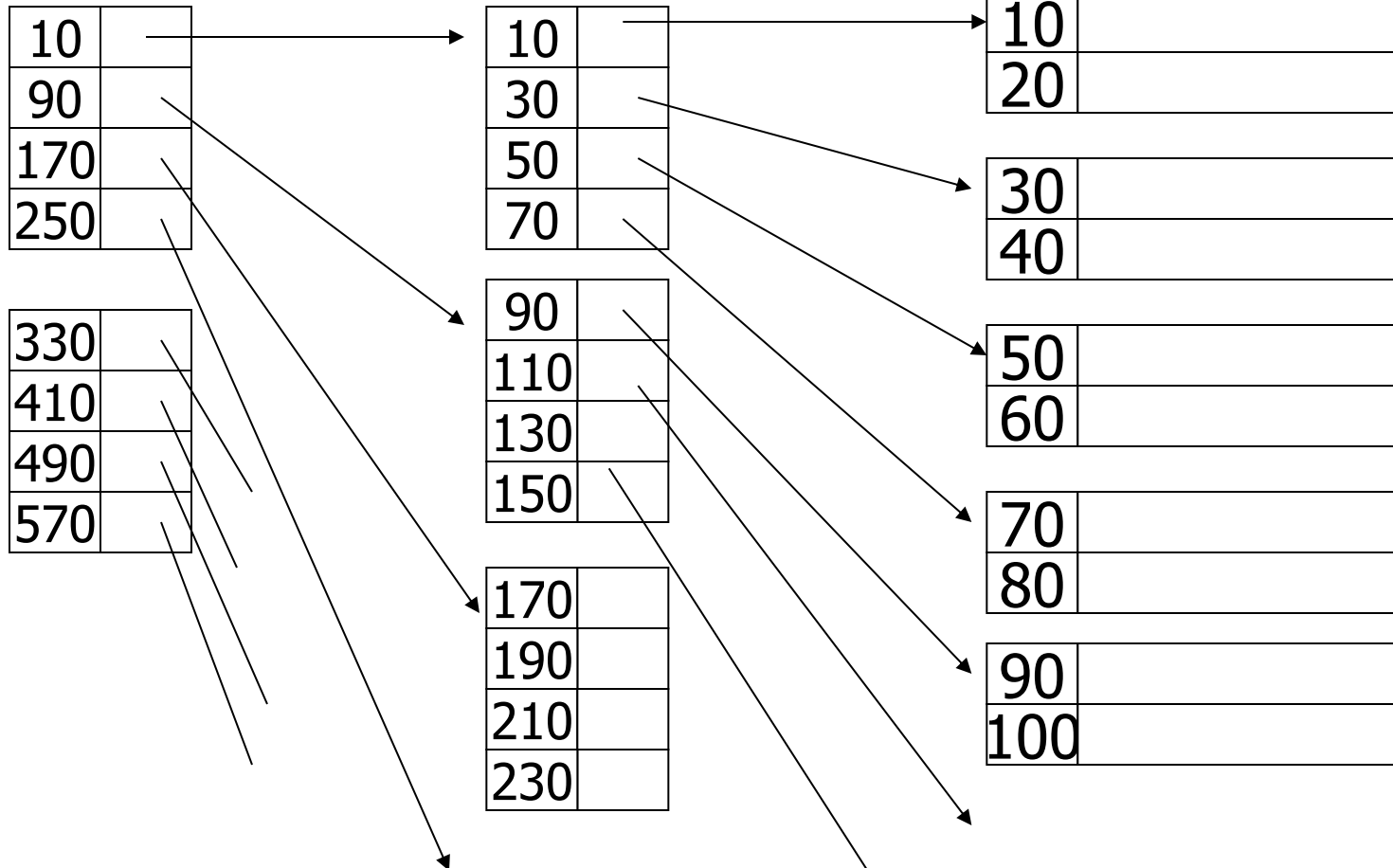


In a sparse index, an index pointer points to the block in the sequential file that holds all the records whose key values are in the range of 2 consecutive index (key) values in the sparse index

Sparse 2nd level

Sparse 1st level

Sequential File



Notice that the sparse index on the 2<sup>nd</sup> level is much smaller than the sparse index on the 1<sup>st</sup> level

- Comment:

The blocks in the sequential data file or in at a level of the index may be in contiguous memory or may be in blocks that are in a (chained) list

Inserts in a list is much easier (more efficient) in a list.

Inserts in contiguous memory may require a shift that is linear in the size of the data file or an index level



## Question:

- Can we build a dense, 2nd level index for a dense index?

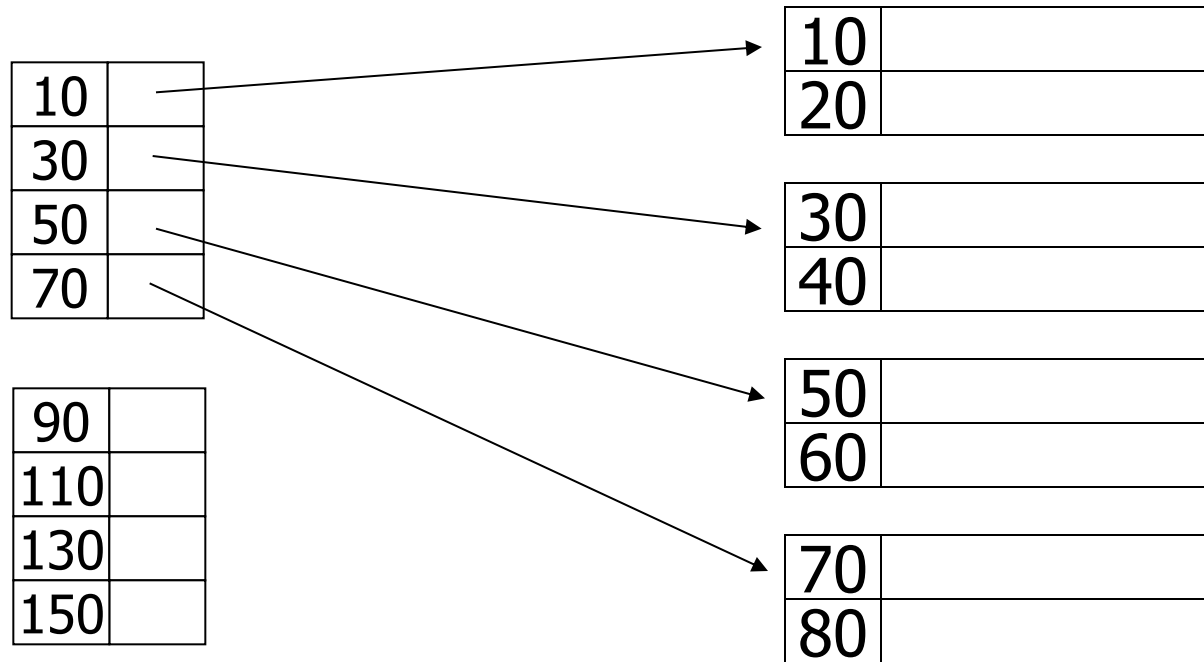
# Sparse vs. Dense Tradeoff

- Sparse: Less index space per record  
can keep more of index in memory
- Dense: Can tell if any record exists  
without accessing file

# Recap of concepts and terms related to indexing

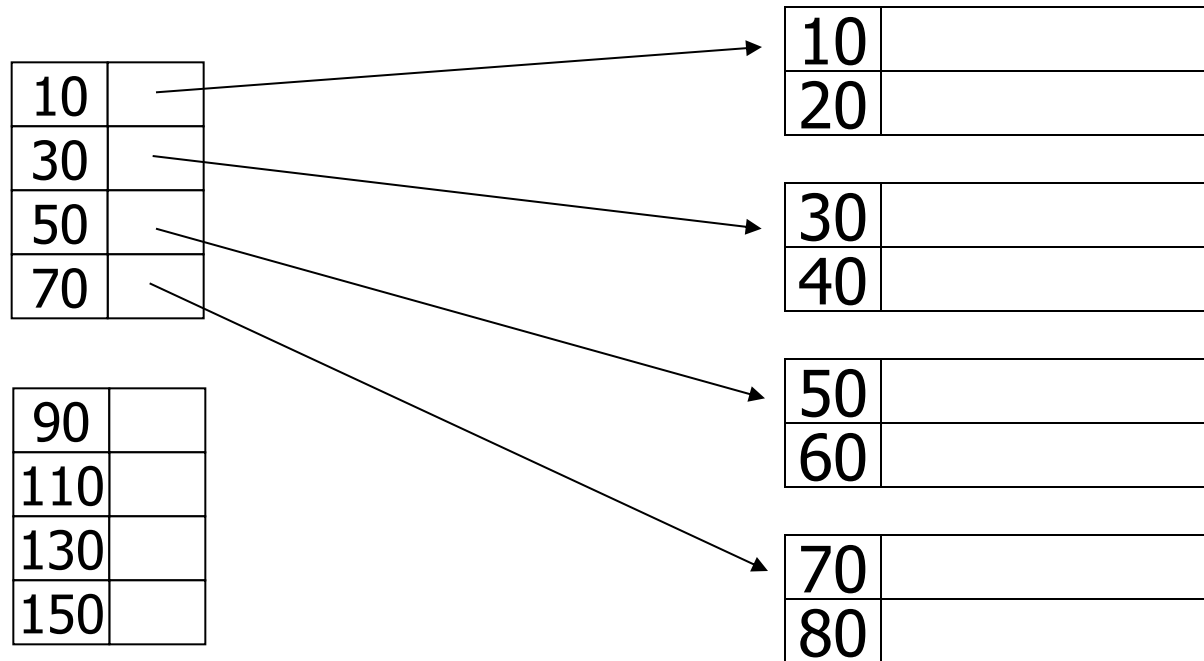
- Sequential file
- Search key (  $\neq$  primary key)
- Primary index
- Secondary index
- Dense index
- Sparse index
- Multi-level index

# Deletion from sparse index



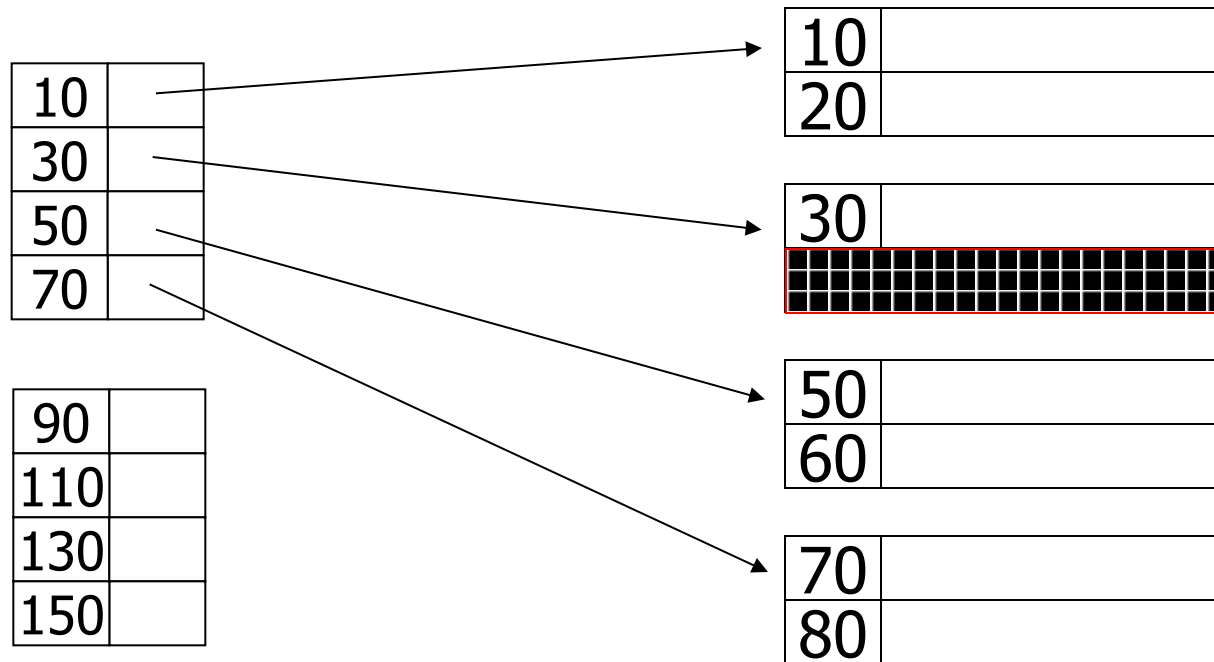
# Deletion from sparse index

– delete record 40



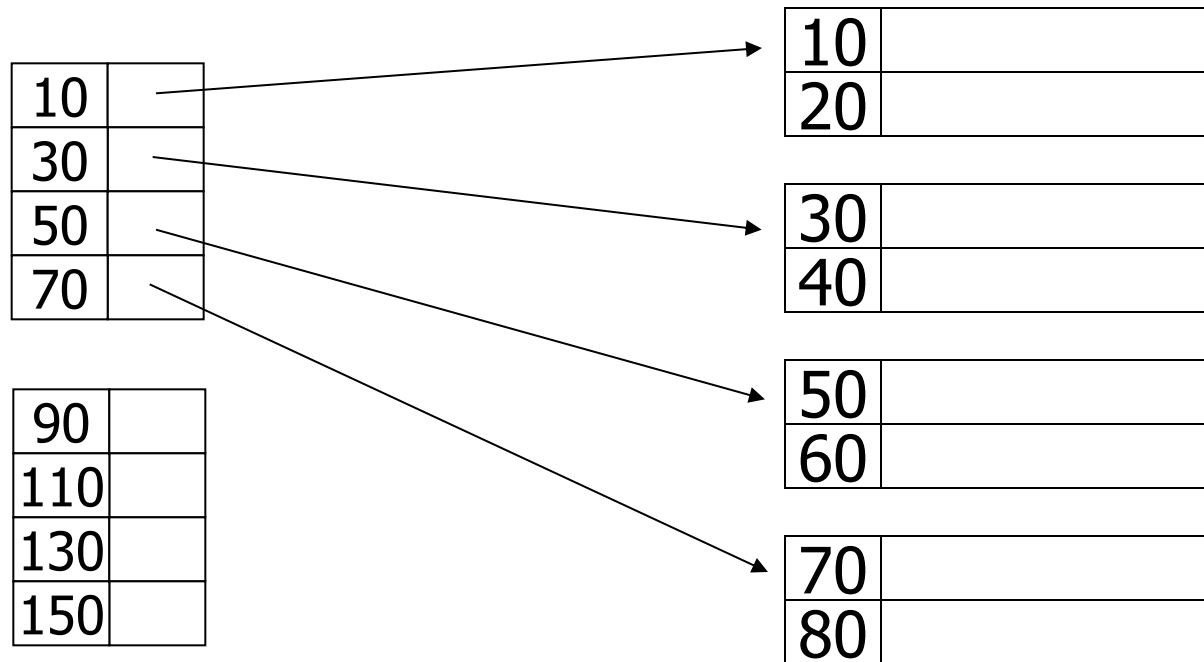
# Deletion from sparse index

– delete record 40



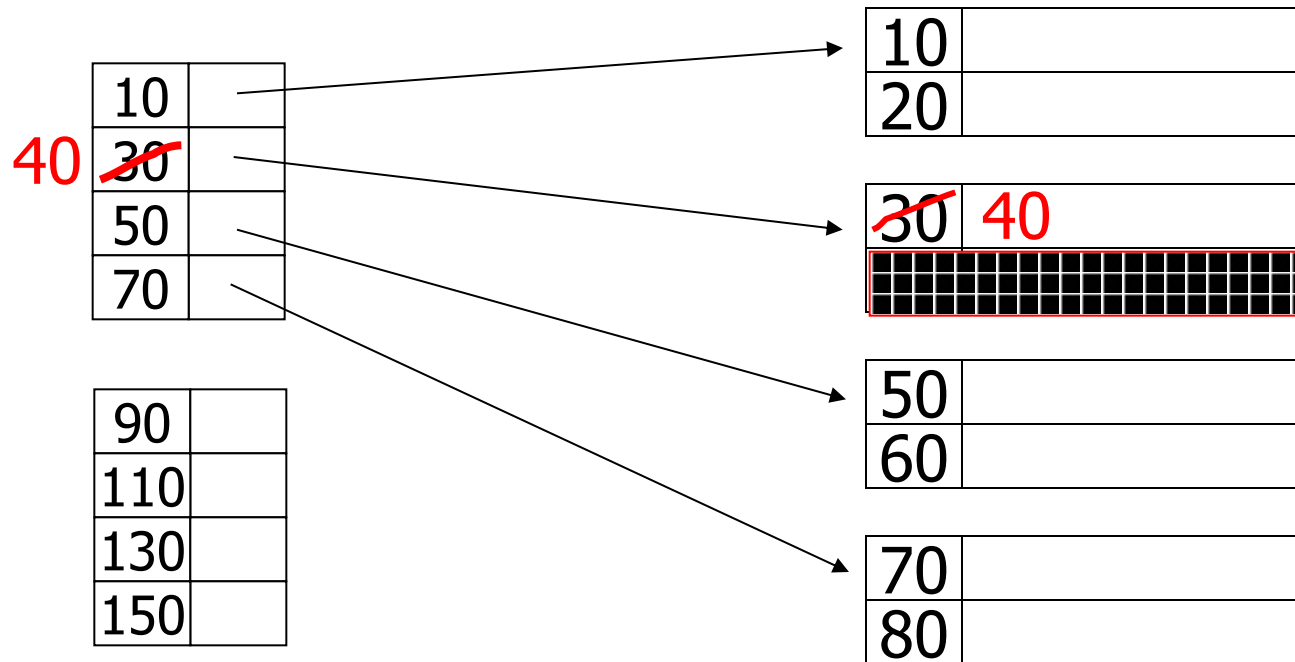
# Deletion from sparse index

– delete record 30



# Deletion from sparse index

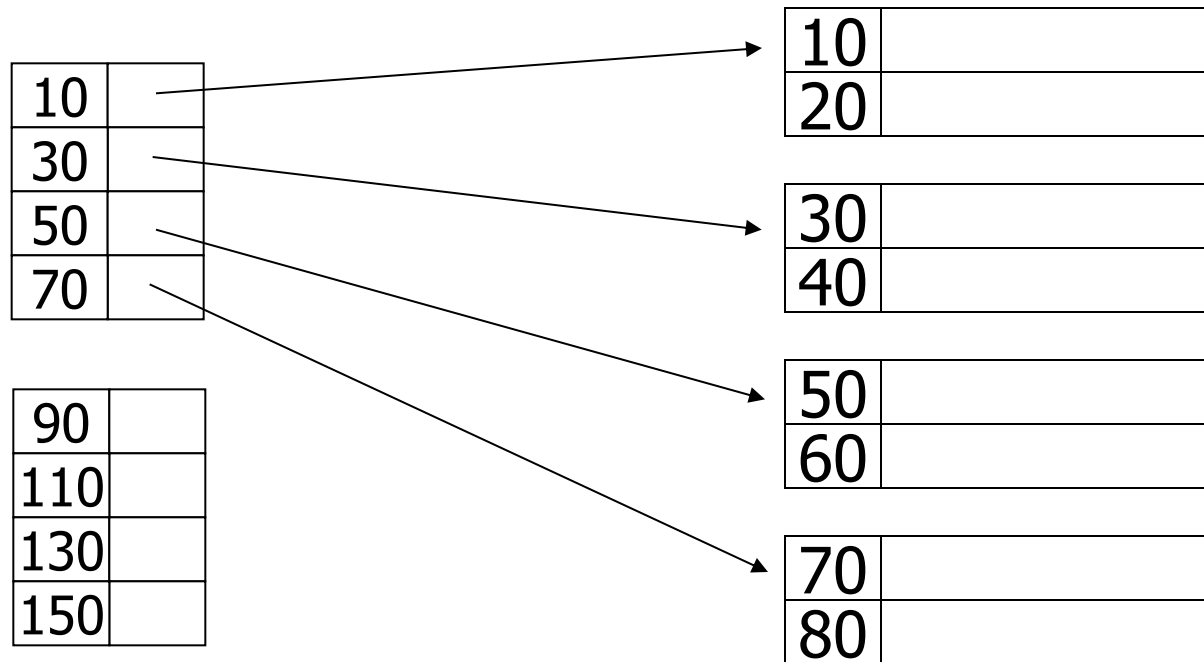
– delete record 30





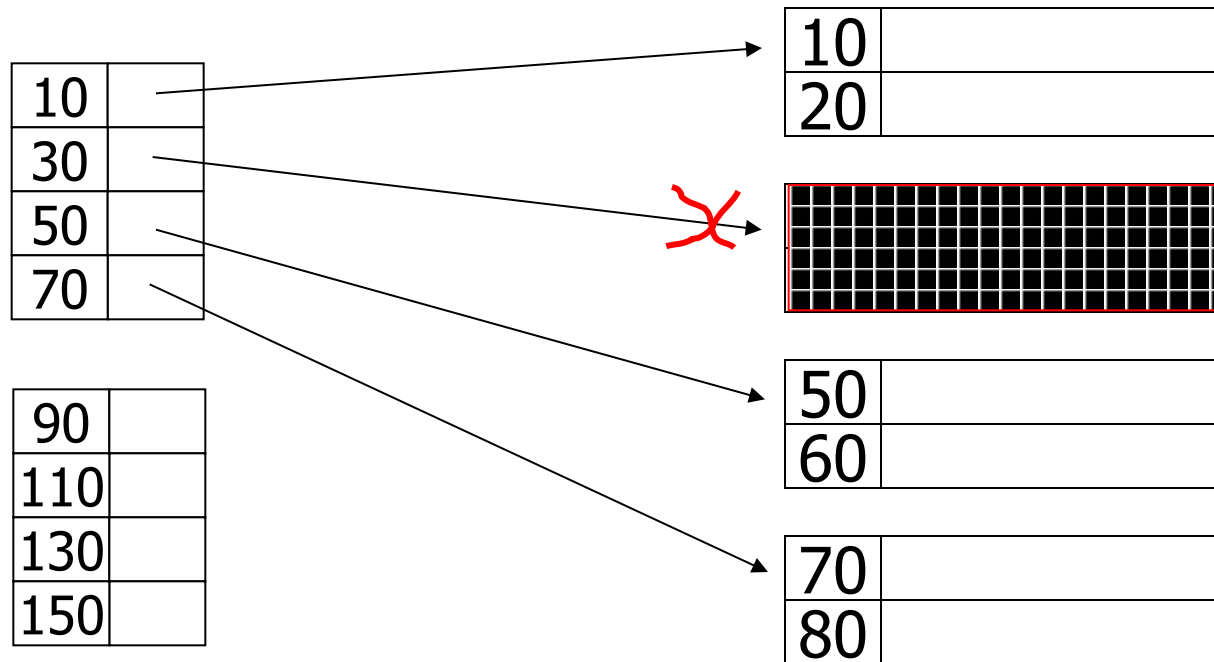
# Deletion from sparse index

– delete records 30 & 40



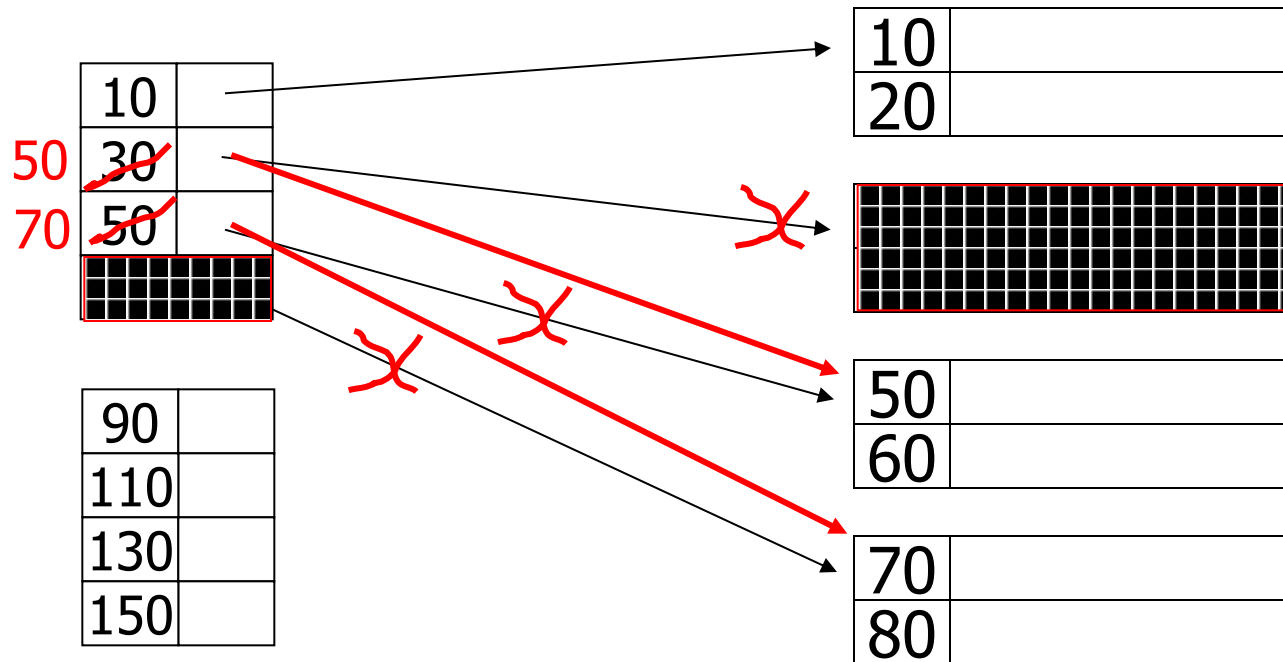
# Deletion from sparse index

– delete records 30 & 40

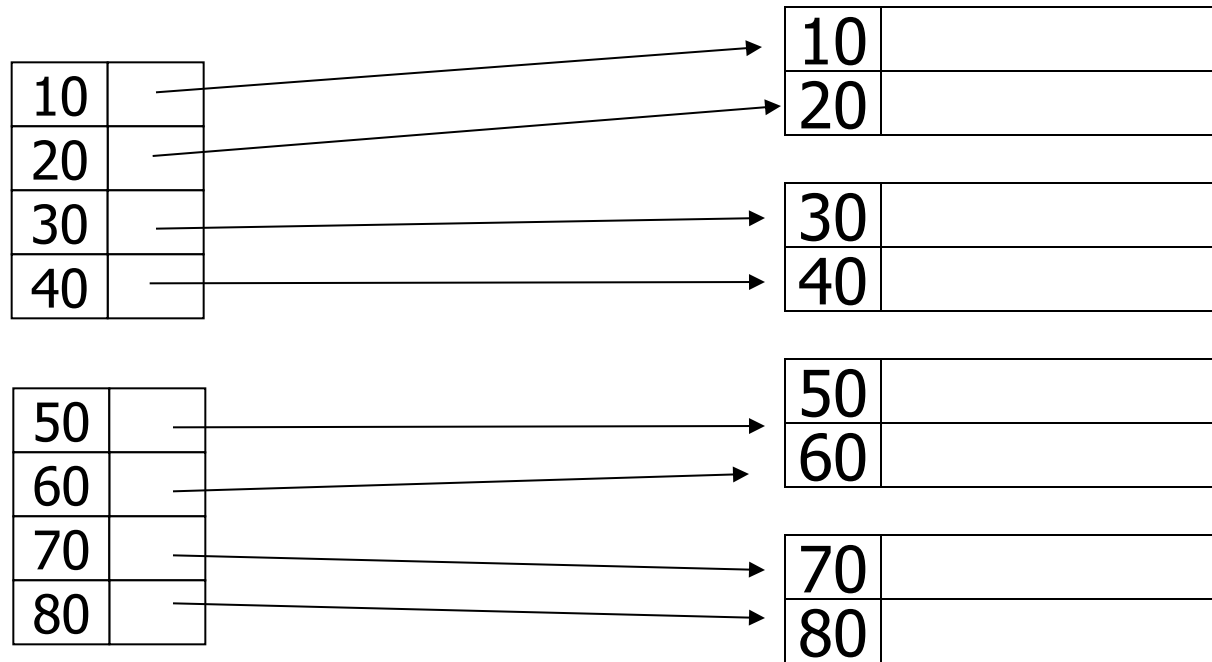


# Deletion from sparse index

– delete records 30 & 40

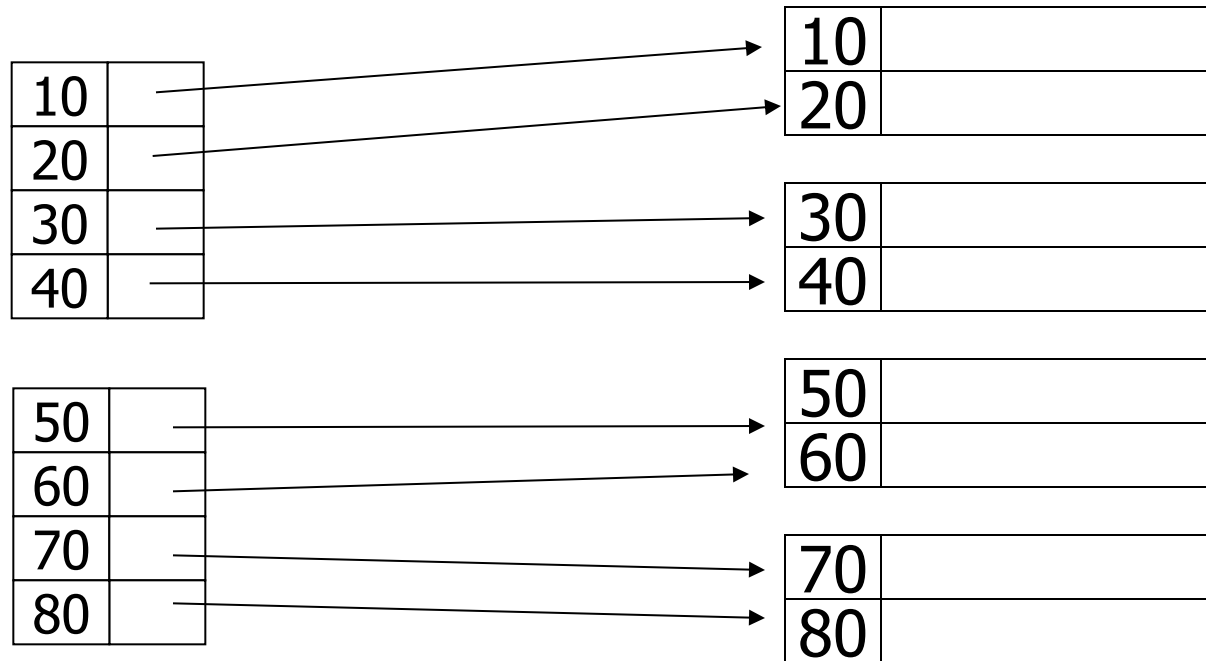


# Deletion from dense index



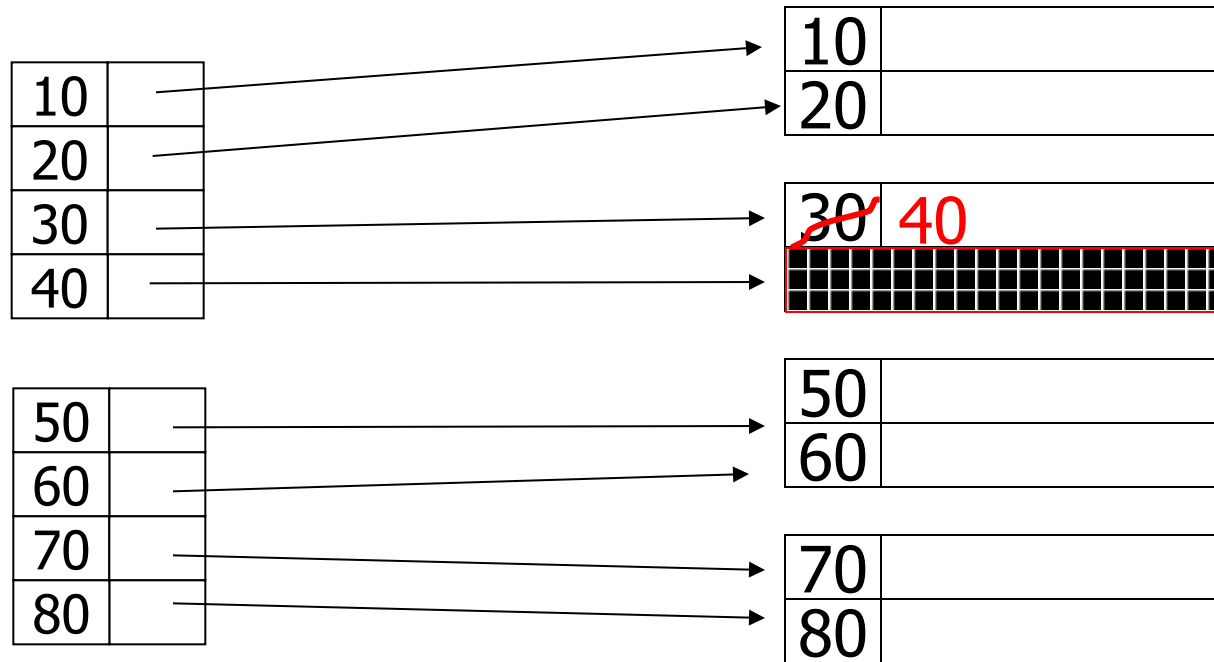
# Deletion from dense index

– delete record 30



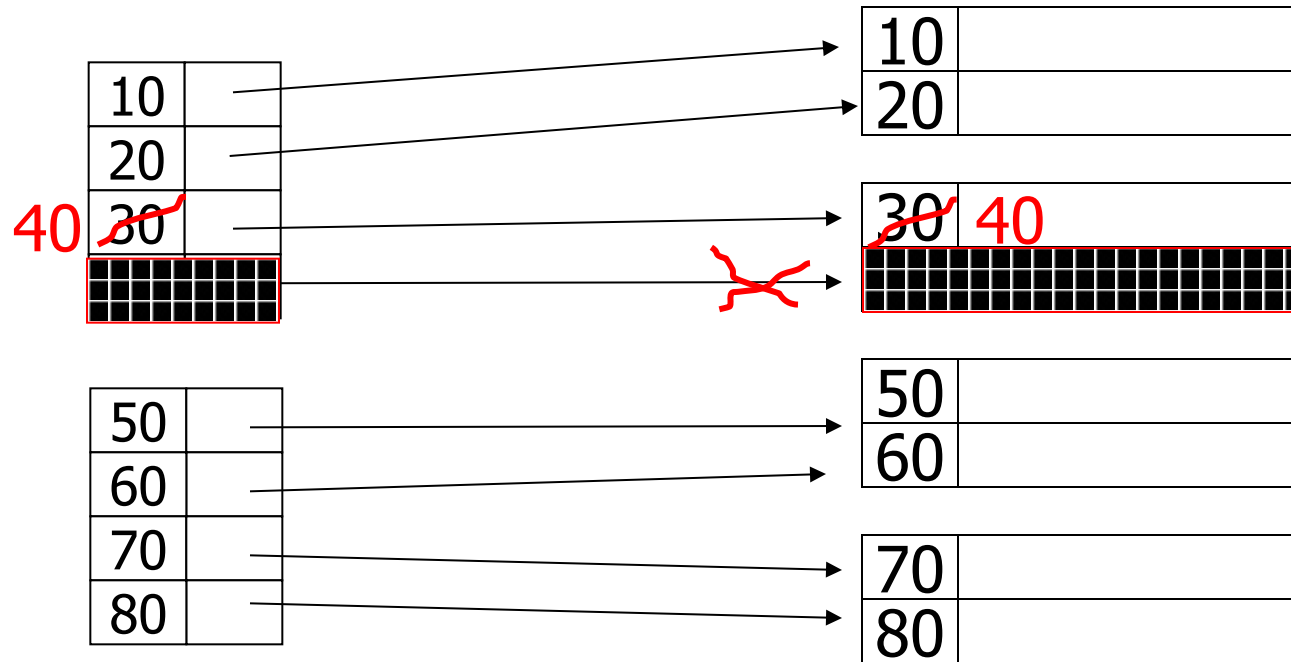
# Deletion from dense index

– delete record 30

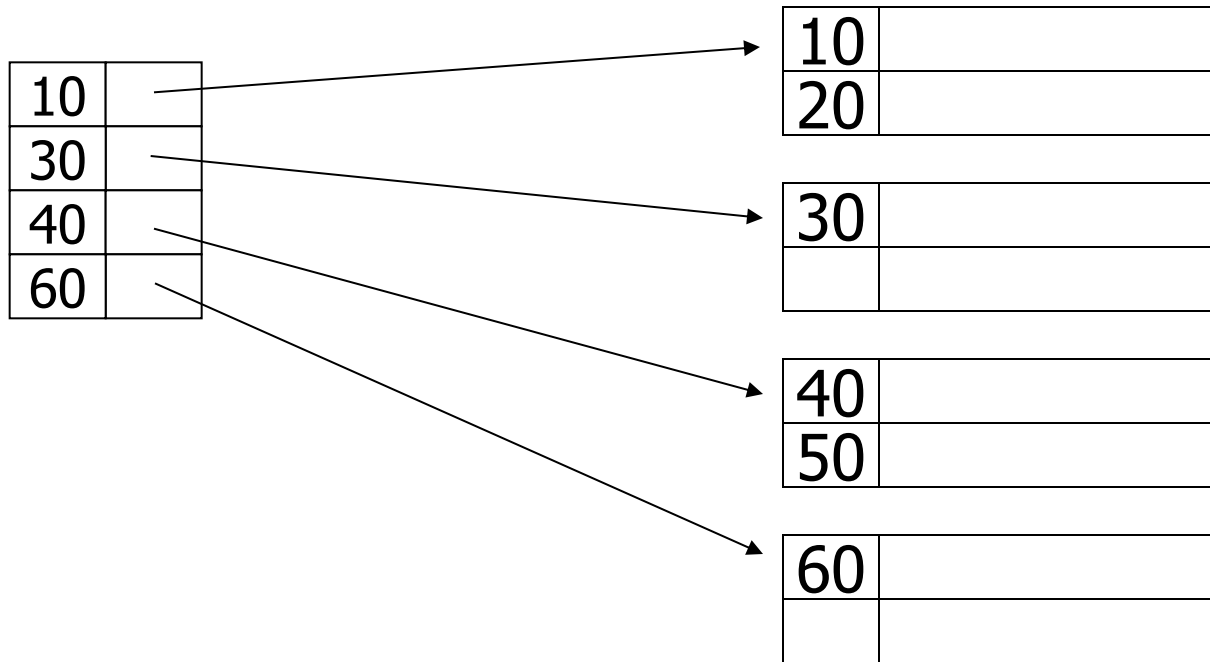


# Deletion from dense index

– delete record 30



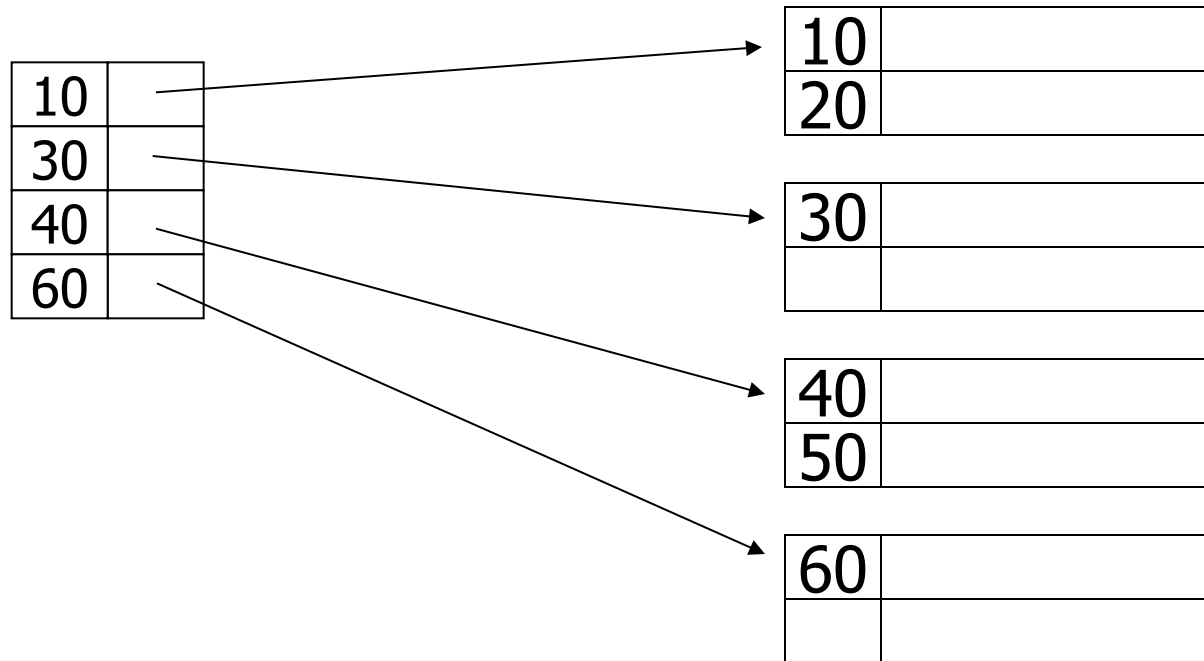
# Insertion, sparse index case





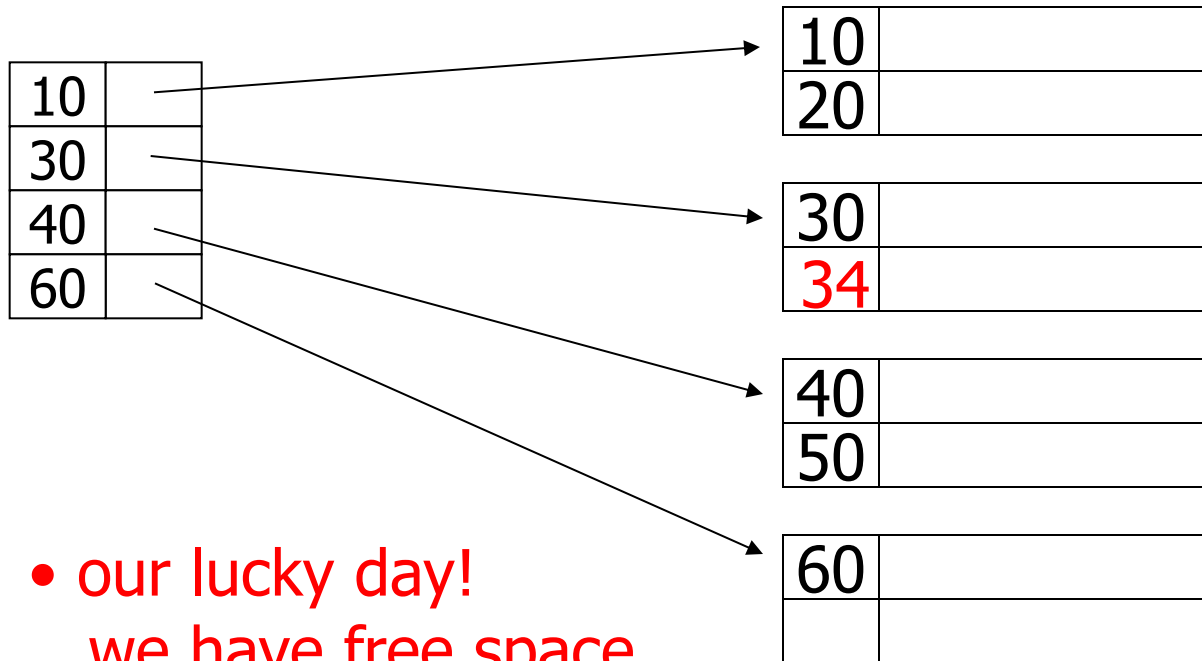
# Insertion, sparse index case

– insert record 34



# Insertion, sparse index case

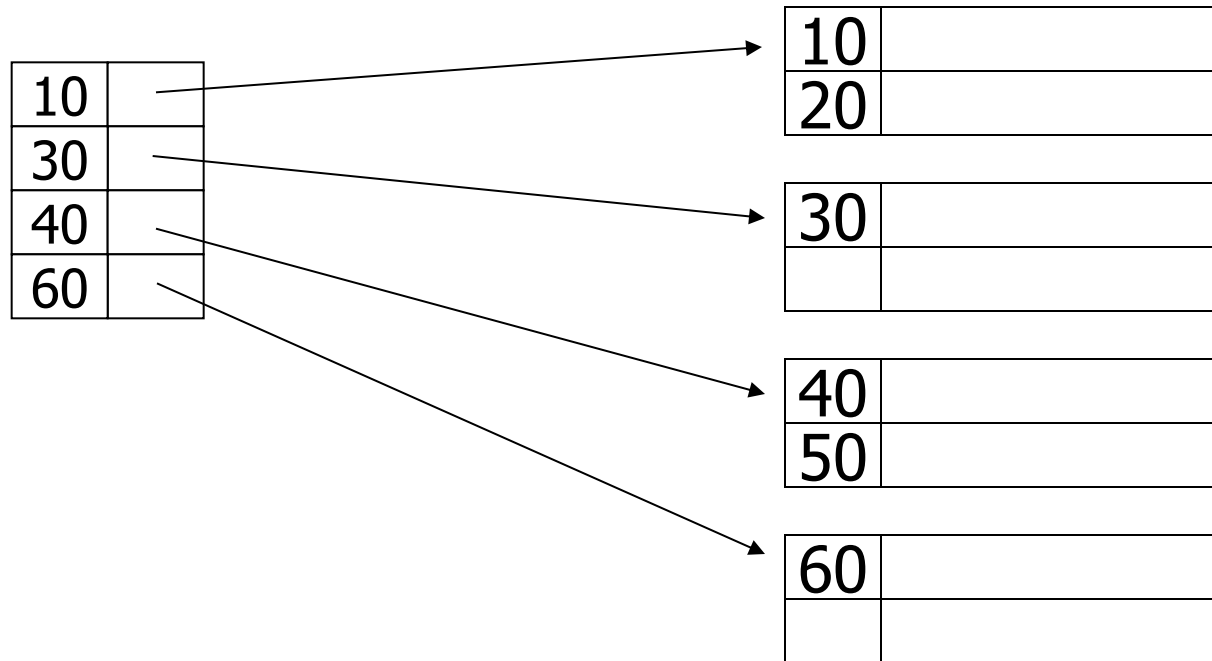
– insert record 34



- our lucky day!  
we have free space  
where we need it!

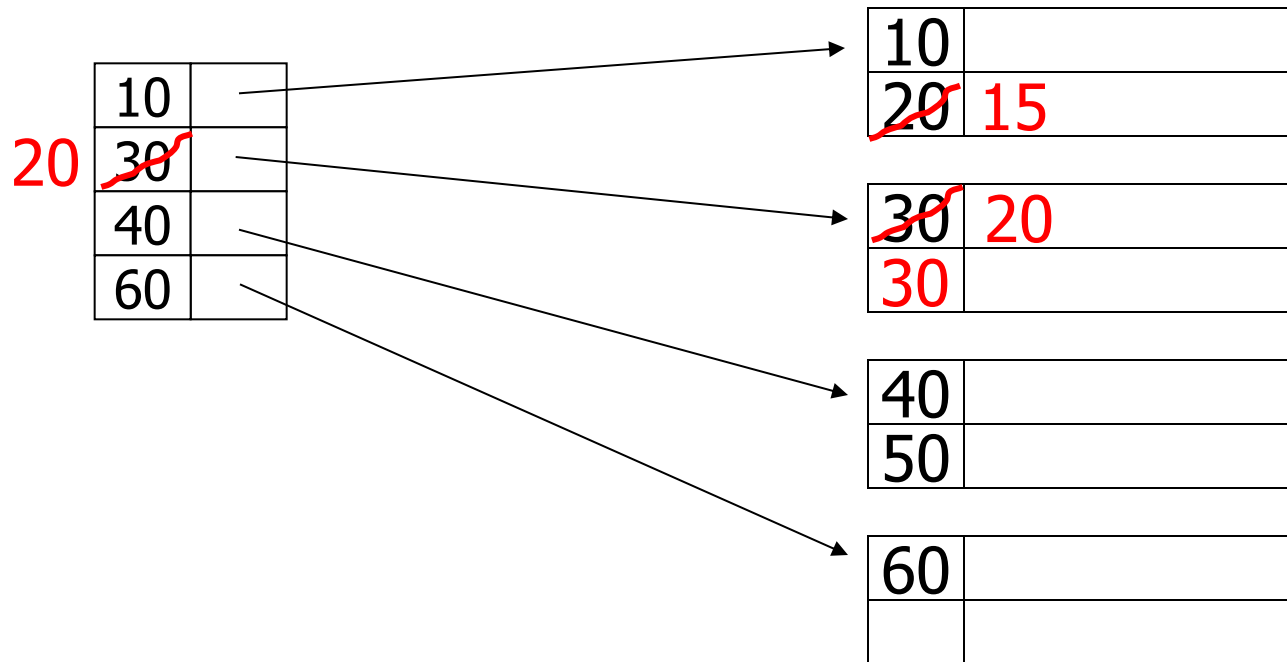
# Insertion, sparse index case

– insert record 15



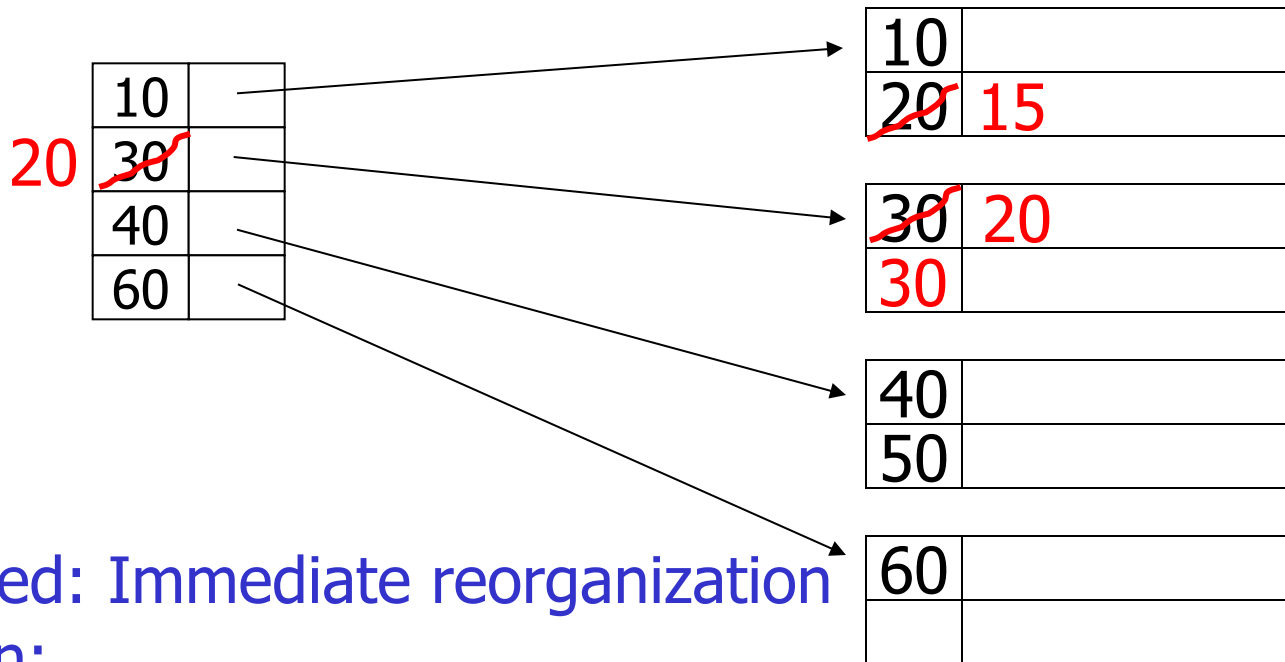
# Insertion, sparse index case

– insert record 15



# Insertion, sparse index case

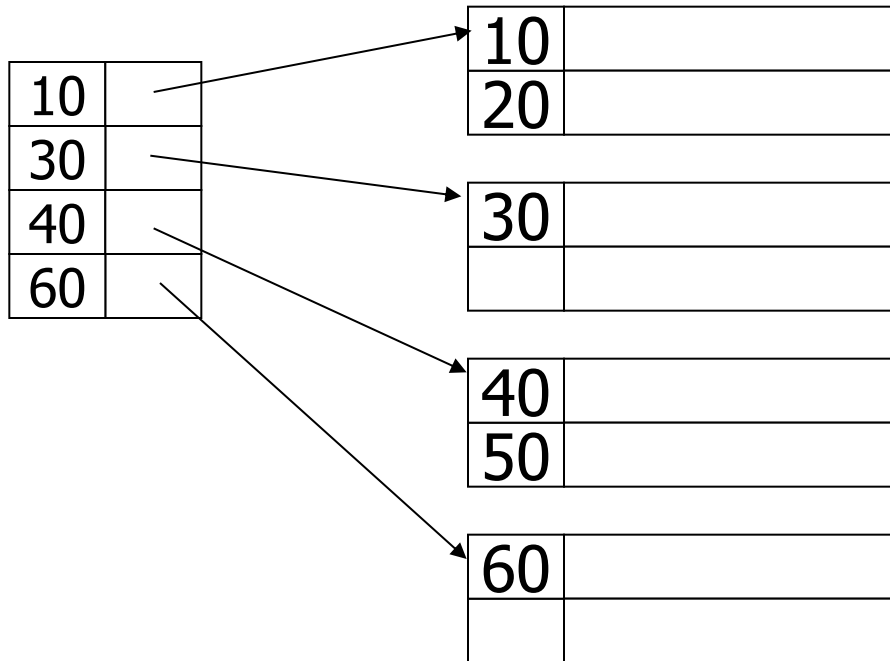
– insert record 15



- Illustrated: Immediate reorganization
- Variation:
  - insert new block (chained file)
  - update index

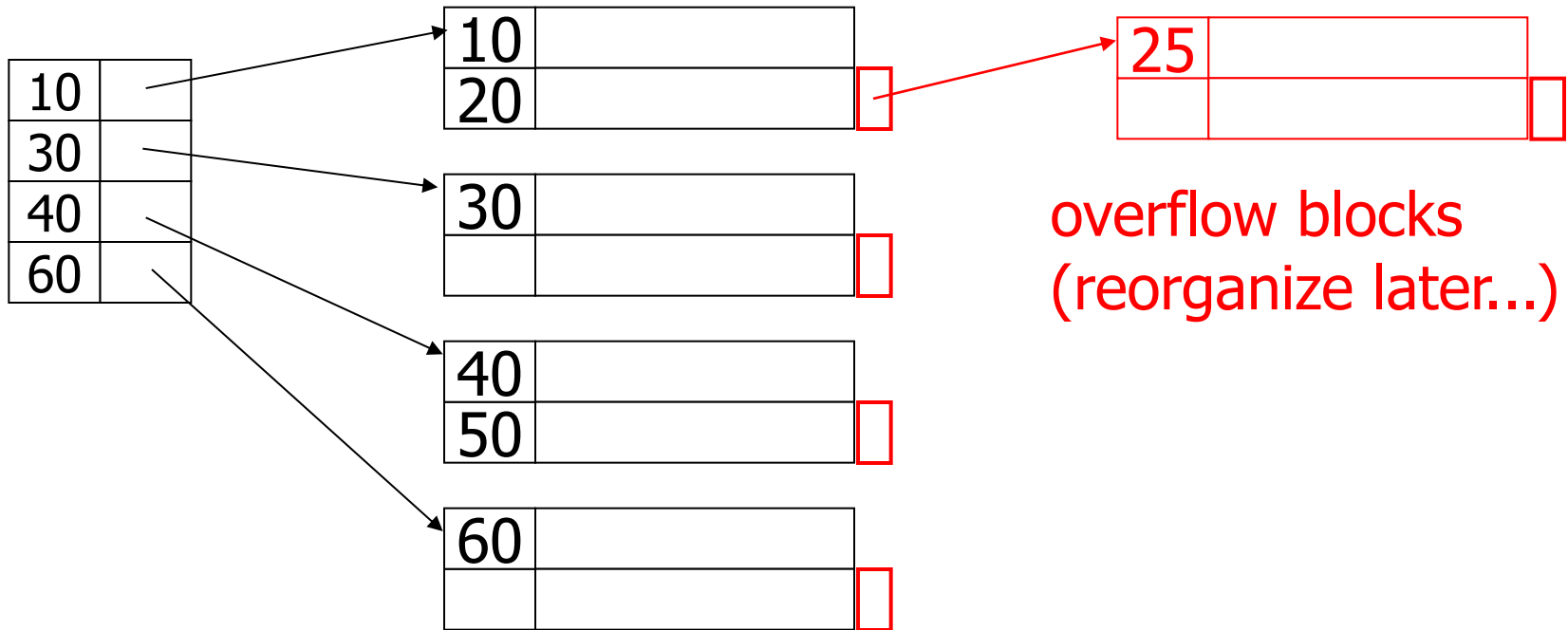
# Insertion, sparse index case

– insert record 25



# Insertion, sparse index case

– insert record 25




## Insertion, dense index case

- Similar
- Often more expensive . . .



# Secondary indexes

Sequence  
field



30	
50	

20	
70	

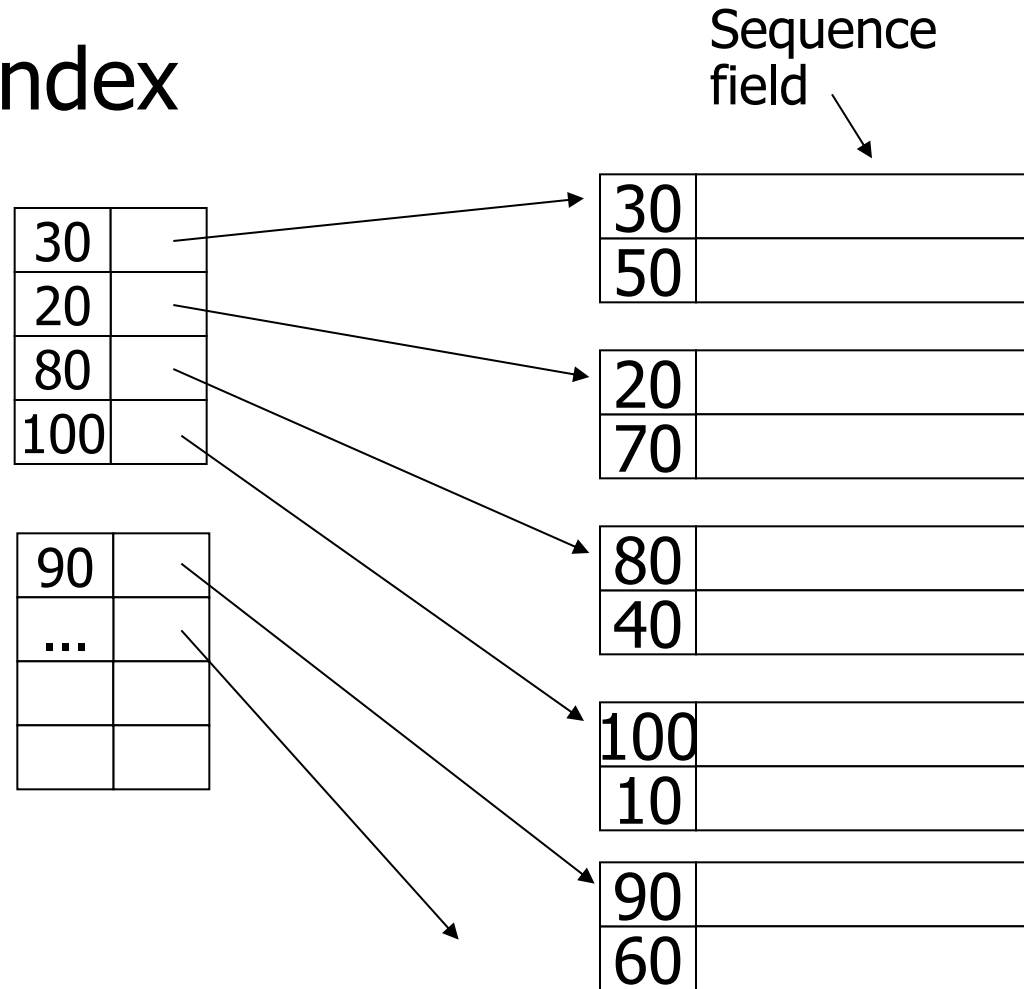
80	
40	

100	
10	

90	
60	

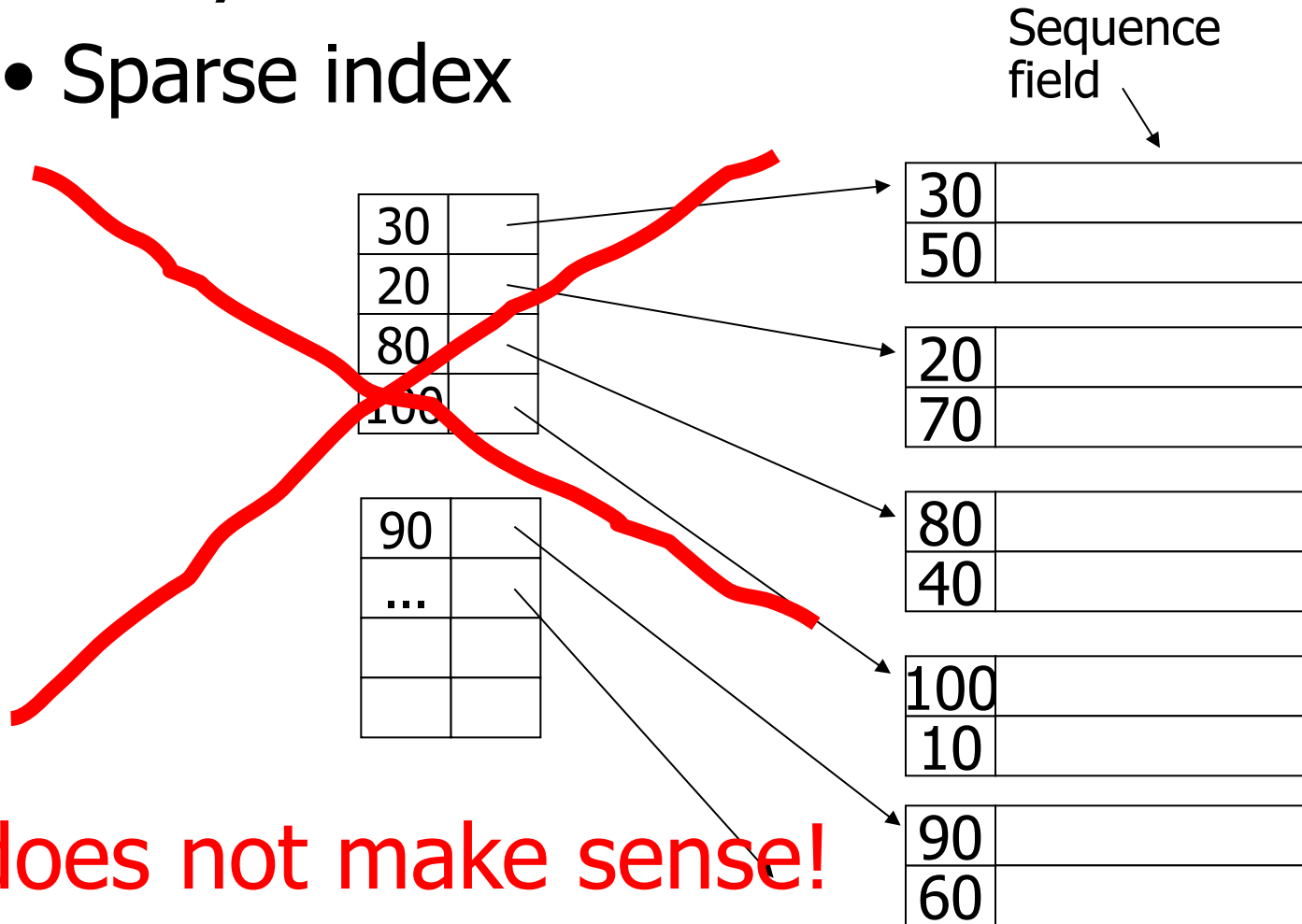
# Secondary indexes

- Sparse index



# Secondary indexes


- Sparse index



# Secondary indexes

- Dense index

Sequence  
field



30	
50	

20	
70	

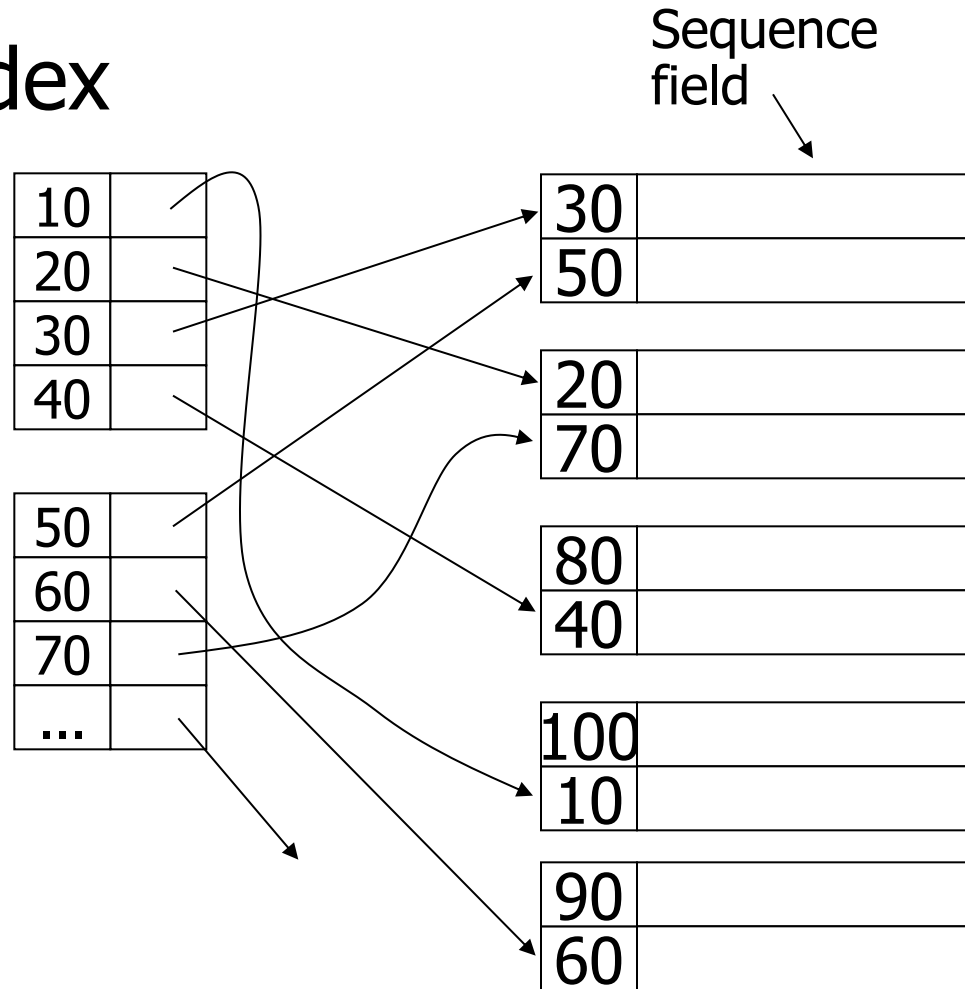
80	
40	

100	
10	

90	
60	

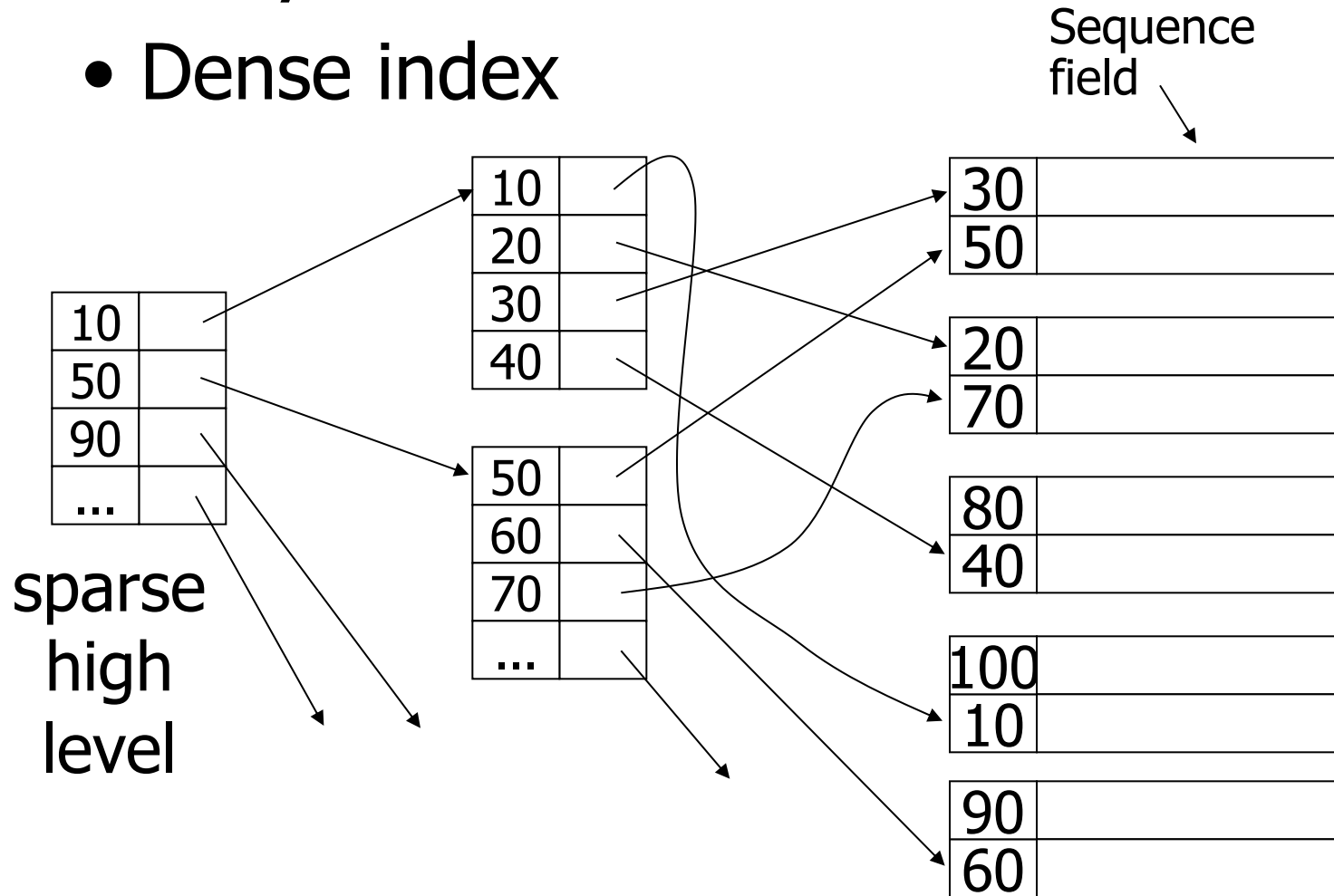
# Secondary indexes

- Dense index



# Secondary indexes

- Dense index



## With secondary indexes:

- Lowest level is dense
- Other levels are sparse

Also: Pointers are record pointers

(not block pointers; not computed)

# Conventional indexes

## Advantage:

- Simple
- Index is sequential file  
good for scans

## Disadvantage:

- Inserts expensive, and/or
- Lose sequentiality & balance