

Indexing

CPS 116
Introduction to Database Systems

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Announcements (November 10)

- ❖ Project milestone #2 feedback will be emailed to you sometime this week
- ❖ Homework #4 will be assigned Thursday
- ❖ Graded Homework #3 will be available Thursday

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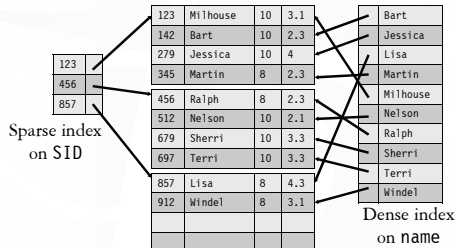
Basics

- ❖ Given a value, locate the record(s) with this value
 - SELECT * FROM R WHERE A = value;
 - SELECT * FROM R, S WHERE R.A = S.B;
- ❖ Other search criteria, e.g.
 - Range search
SELECT * FROM R WHERE A > value;
 - Keyword search

Dense and sparse indexes

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- ❖ Dense: one index entry for each search key value
- ❖ Sparse: one index entry for each block
 - Records must be clustered according to the search key



Dense versus sparse indexes

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- ❖ Index size
 - Sparse index is smaller
- ❖ Requirement on records
 - Records must be clustered for sparse index
- ❖ Lookup
 - Sparse index is smaller and may fit in memory
 - Dense index can directly tell if a record exists
- ❖ Update
 - Easier for sparse index

Primary and secondary indexes

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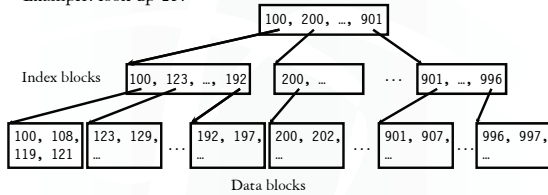
- ❖ Primary index
 - Created for the primary key of a table
 - Records are usually clustered according to the primary key
 - Can be sparse
- ❖ Secondary index
 - Usually dense
- ❖ SQL
 - PRIMARY KEY declaration automatically creates a primary index, UNIQUE key automatically creates a secondary index
 - Additional secondary index can be created on non-key attribute(s)
 CREATE INDEX StudentGPAIndex ON Student (GPA);

ISAM

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- ❖ What if an index is still too big?
 - Put a another (sparse) index on top of that!
 - ☞ ISAM (Index Sequential Access Method), more or less

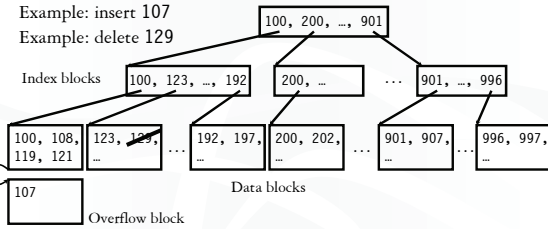
Example: look up 197



Updates with ISAM

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Example: insert 107
Example: delete 129

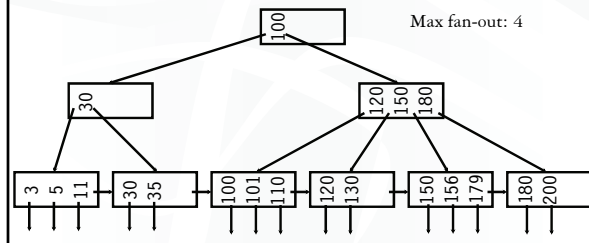


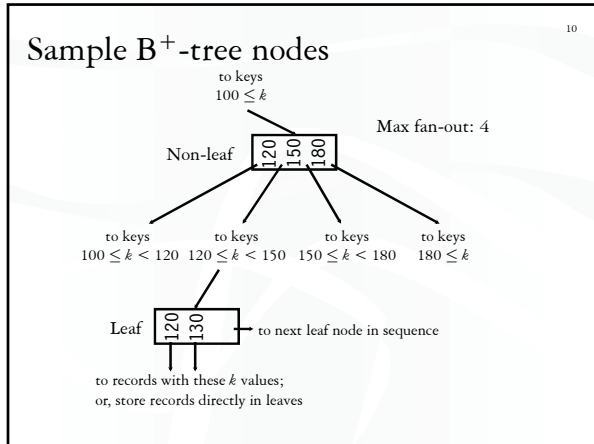
- ❖ Overflow chains and empty data blocks degrade performance
 - Worst case: most records go into one long chain

B⁺-tree

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- ❖ A hierarchy of intervals
- ❖ Balanced (more or less): good performance guarantee
- ❖ Disk-based: one node per block; large fan-out



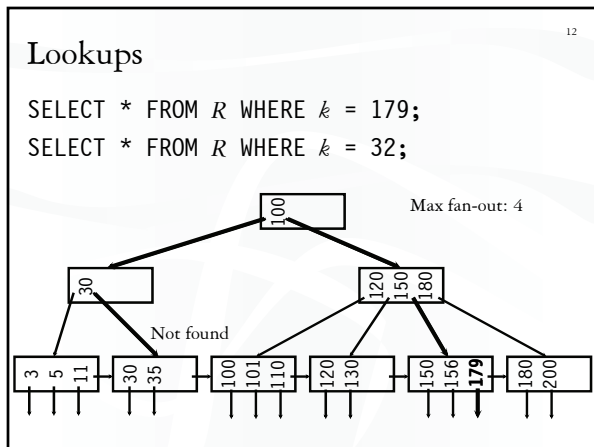


B⁺-tree balancing properties

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- ❖ Height constraint: all leaves at the same lowest level
- ❖ Fan-out constraint: all nodes at least half full (except root)

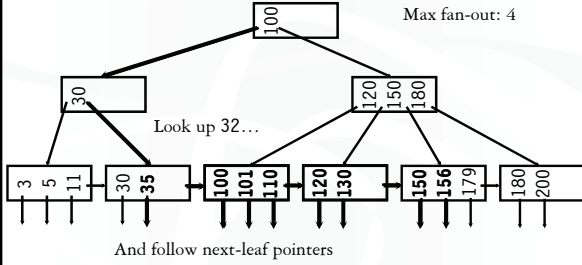
	Max # pointers	Max # keys	Min # active pointers	Min # keys
Non-leaf	f	$f - 1$	$\lceil f/2 \rceil$	$\lceil f/2 \rceil - 1$
Root	f	$f - 1$	2	1
Leaf	f	$f - 1$	$\lfloor f/2 \rfloor$	$\lfloor f/2 \rfloor$



Range query

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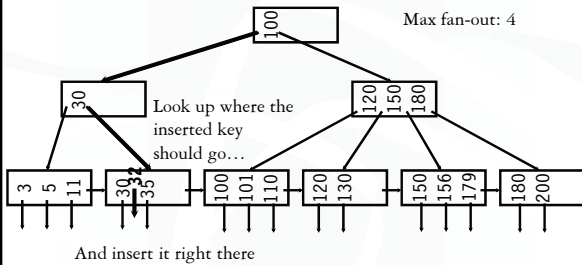
SELECT * FROM R WHERE $k > 32$ AND $k < 179$;



Insertion

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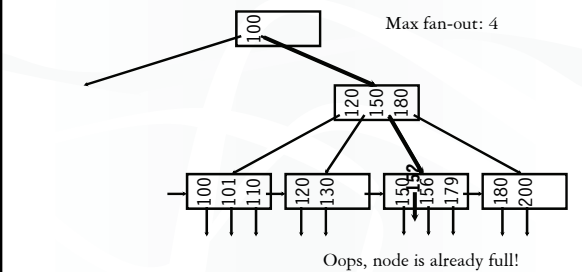
❖ Insert a record with search key value 32



Another insertion example

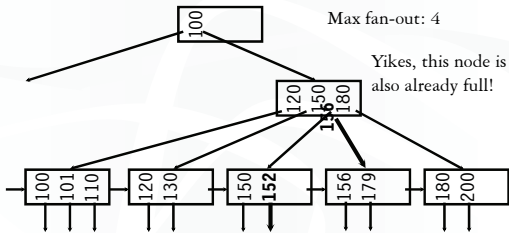
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❖ Insert a record with search key value 152



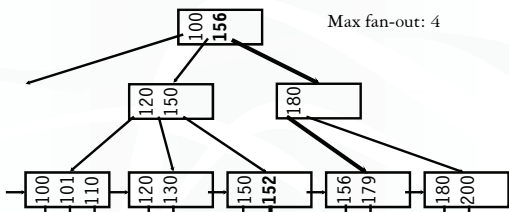
Node splitting

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More node splitting

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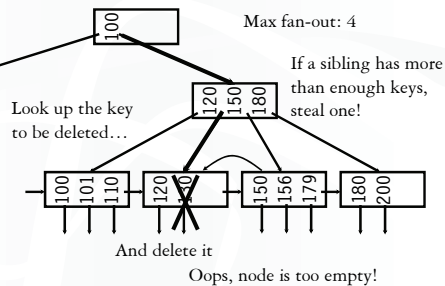


- ❖ In the worst case, node splitting can "propagate" all the way up to the root of the tree (not illustrated here)
 - Splitting the root introduces a new root of fan-out 2 and causes the tree to grow "up" by one level

Deletion

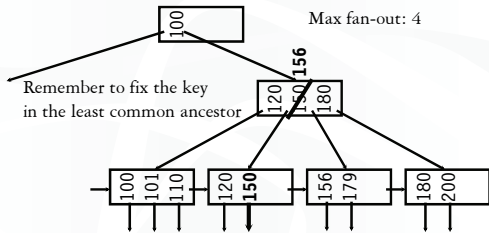
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- ❖ Delete a record with search key value 130



Stealing from a sibling

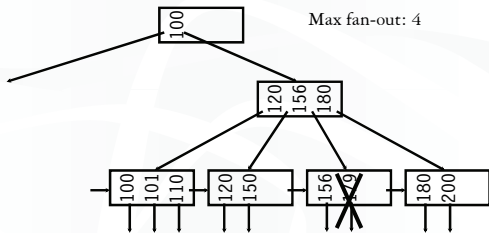
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Another deletion example

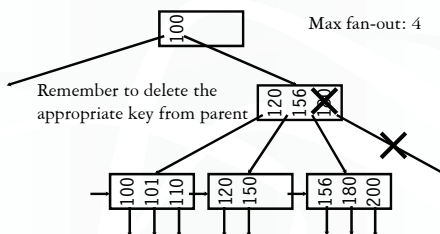
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❖ Delete a record with search key value 179



Coalescing

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- ❖ Deletion can "propagate" all the way up to the root of the tree (not illustrated here)
 - When the root becomes empty, the tree "shrinks" by one level

Performance analysis

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- ❖ How many I/O's are required for each operation?
 - b , the height of the tree (more or less)
 - Plus one or two to manipulate actual records
 - Plus $O(b)$ for reorganization (should be very rare if b is large)
 - Minus one if we cache the root in memory
- ❖ How big is b ?
 - Roughly $\log_{\text{fan-out}} N$, where N is the number of records
 - B⁺-tree properties guarantee that fan-out is least $f/2$ for all non-root nodes
 - Fan-out is typically large (in hundreds)—many keys and pointers can fit into one block
 - A 4-level B⁺-tree is enough for typical tables

B⁺-tree in practice

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- ❖ Complex reorganization for deletion often is not implemented (e.g., Oracle, Informix)
 - Leave nodes less than half full and periodically reorganize
- ❖ Most commercial DBMS use B⁺-tree instead of hashing-based indexes because B⁺-tree handles range queries

The Halloween Problem

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- ❖ Story from the early days of System R...

```
UPDATE Payroll
SET salary = salary * 1.1
WHERE salary >= 100000;
```

 - There is a B⁺-tree index on *Payroll(salary)*
 - The update never stopped (why?)
- ❖ Solutions?

B⁺-tree versus ISAM

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- ❖ ISAM is more static; B⁺-tree is more dynamic
- ❖ ISAM can be more compact (at least initially)
 - Fewer levels and I/O's than B⁺-tree
- ❖ Overtime, ISAM may not be balanced
 - Cannot provide guaranteed performance as B⁺-tree does

B⁺-tree versus B-tree

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- ❖ B-tree: why not store records (or record pointers) in non-leaf nodes?
 - These records can be accessed with fewer I/O's
- ❖ Problems?

Beyond ISAM, B-, and B⁺-trees

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- ❖ Other tree-based indexes: R-trees and variants, GiST, etc.
 - How about binary tree?
- ❖ Hashing-based indexes: extensible hashing, linear hashing, etc.
- ❖ Text indexes: inverted-list index, suffix arrays, etc.
- ❖ Other tricks: bitmap index, bit-sliced index, etc.
