Query Processing with Indexes

CPS 216

Advanced Database Systems

Announcements

- Recitation session this Friday (March 21)
  - Graded midterms and sample solution
  - Midterm common problems
- Homework #3 will be assigned next Monday (March 24)

Review

- Many different ways of processing the same query
  - Scan (e.g., nested-loop join)
  - Sort (e.g., sort-merge join)
  - Hash (e.g., hash join)
  - ☞Index

Selection using index

- Equality predicate: $\sigma_{A=v}(R)$
  - Use an ISAM, B$^+$-tree, or hash index on $R(A)$
- Range predicate: $\sigma_{A>v}(R)$
  - Use an ordered index (e.g., ISAM or B$^+$-tree) on $R(A)$
  - Hash index is not applicable
- Indexes other than those on $R(A)$ may be useful
  - Example: B$^+$-tree index on $R(A, B)$
  - How about B$^+$-tree index on $R(B, A)$?

Index versus table scan

Situations where index clearly wins:

- Index-only queries which do not require retrieving actual tuples
  - Example: $\pi_A(\sigma_{A>v}(R))$
- Primary index clustered according to search key
  - One lookup leads to all result tuples in their entirety

Index versus table scan (cont'd)

BUT(!):

- Consider $\sigma_{A>v}(R)$ and a secondary, non-clustered index on $R(A)$
  - Need to follow pointers to get the actual result tuples
  - Say that 20% of R satisfies $A > v$
    - Could happen even for equality predicates
  - I/O's for index-based selection: lookup + 20% $|R|$
  - I/O's for scan-based selection: $B(R)$
  - Table scan wins if a block contains more than 5 tuples

Index nested-loop join

- $R \bowtie_{R.A = S.B} S$
- Idea: use the value of $R.A$ to probe the index on $S(B)$
- For each block of R, and for each r in the block:
  Use the index on $S(B)$ to retrieve s with $s.B = r.A$
  Output rs
- I/O's: $B(R) + |R| \cdot$ (index lookup)
  - Typically, the cost of an index lookup is 2-4 I/O's
  - Beats other join methods if $|R|$ is not too big
  - Better pick R to be the smaller relation
- Memory requirement: 2

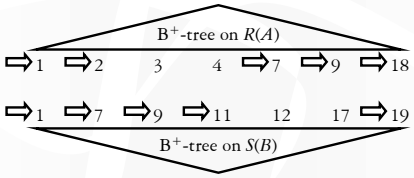
Tricks for index nested-loop join

Goal: reduce $|R| \cdot$ (index lookup)

- For tree-based indexes, keep the upper part of the tree in memory
- For extensible hash index, keep the directory in memory
- Sort or partition R according to the join attribute
  - Improves locality: subsequent lookup may follow the same path or go to the same bucket

Zig-zag join using ordered indexes

- $R \bowtie_{R.A = S.B} S$
- Idea: use the ordering provided by the indexes on $R(A)$ and $S(B)$ to eliminate the sorting step of sort-merge join
- Trick: use the larger key to probe the other index
  - Possibly skipping many keys that do not match



More indexes ahead!

- Bitmap index
  - Generalized value-list index
- Projection index
- Bit-sliced index

Search key values × tuples

Search key values	Tuples: 0	1	2	…	$n-1$
8	1	1	0	…	0
9	0	0	0	…	0
10	0	0	1	…	1
26	0	0	0	…	0
108	0	0	0	…	0
…	…	…	…	…	…

1 means tuple has the particular search key value
0 means otherwise

- Looks familiar?
  - Keywords × documents

Bitmap index

- Value-list index—stores the matrix by rows
  - Traditionally list contains pointers to tuples
  - B+-tree: tuples with same search key values
  - Inverted list: documents with same keywords
- If there are not many search key values, and there are lots of 1's in each row, pointer list is not space-efficient
  - How about a bitmap?
  - Still a B+-tree, except leaves have a different format

Technicalities

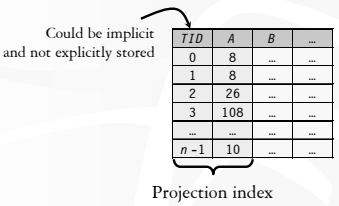
- How do we go from a bitmap index (0 to $n - 1$) to the actual tuple?
  - One more level of indirection solves everything
  - Or, given a bitmap index, directly calculate the physical block number and the slot number within the block for the tuple
- In either case, certain block/slot may be invalid
  - Because of deletion, or variable-length tuples
  - Keep an existence bitmap: bit set to 1 if tuple exists

Bitmap versus traditional value-list

- Operations on bitmaps are faster than pointer lists
  - Bitmap AND: bit-wise AND
  - Value-list AND: sort-merge join
- Bitmap is more efficient when the matrix is sufficiently dense; otherwise, pointer list is more efficient
  - Smaller means more in memory and fewer I/O's
- Generalized value-list index: with both bitmap and pointer list as alternatives

Projection index

- Just store $\pi_A(R)$ and use it as an index!

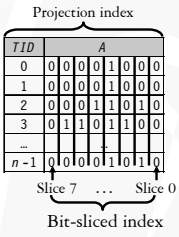


Why projection index?

- Idea: still a table scan, but we are scanning a much smaller table (project index)
  - Savings could be substantial for long tuples with lots of attributes
- Looks familiar?
  - DSM!
  - Except that we keep the original table

Bit-sliced index

- If a column stores binary numbers, then slice their bits vertically
  - Basically a projection index by slices



Aggregate query processing example


```
SELECT SUM(dollar_sales)
FROM Sales
WHERE condition;
```

- Already found B_f (a bitmap or a sorted list of TID's that point to *Sales* tuples that satisfy *condition*)
  - Probably used a secondary index
- Need to compute `SUM(`*dollar_sales*`)` for tuples in B_f

SUM without any index

- For each tuple in B_f, go fetch the actual tuple, and add *dollar_sales* to a running sum
- I/O's: number of *Sales* blocks with B_f tuples
  - Assuming we fetch them in sorted order

SUM with a value-list index

- Assume a value-list index on *Sales*(*dollar_sales*)
- Idea: the index stores *dollar_sales* values and their counts (in a pretty compact form)
- sum = 0;
  Scan *Sales*(*dollar_sales*) index; for each indexed value v with value-list B_v:
  sum += v × count-1-bits(B_v AND B_f);
- I/Os: number of blocks taken by the value-list index
- Bitmaps can possibly speed up AND and reduce the size of the index

SUM with a projection index

- Assume a project index on *Sales*(*dollar_sales*)
- Idea: merge join B_f and the projection index, add joining tuples' *dollar_sales* to a running sum
  - Assuming both B_f and the index are sorted on TID
- I/O's: number of blocks taken by the projection index
  - Compared with a value-list index, the projection index may be more compact (no empty space or pointers), but it does store duplicate *dollar_sales* values
- Also: simpler algorithm, fewer CPU operations

SUM with a bit-sliced index

- Assume a bit-sliced index on *Sales*(*dollar_sales*), with slices $B_{k-1}, \ldots, B_1, B_0$
- sum = 0;
  for i = 0 to k – 1:
  sum += 2^i × count-1-bits(B_i AND B_f);
- I/O's: number of blocks taken by the bit-sliced index
- Conceptually a bit-sliced index contains the same information as a projection index
  - But the bit-sliced index does not keep TID
  - Bitmap AND is faster

Summary of SUM

- Best: bit-sliced index
  - Index is small
  - B_f can be applied fast!
- Good: projection index
- Not bad: value-list index
  - Full-fledged index carries a bigger overhead
    - The fact that we have counts of values helped
    - But we did not really need values to be ordered

MEDIAN


```
SELECT MEDIAN(dollar_sales)
FROM Sales
WHERE condition;
```

- Same deal: already found B_f (a bitmap or a sorted list of TID's that point to *Sales* tuples that satisfy *condition*)
- Need to find the *dollar_sales* value that is greater than or equal to ½ × count-1-bits(B_f) *dollar_sales* values among B_f tuples

MEDIAN with an ordered value-list index

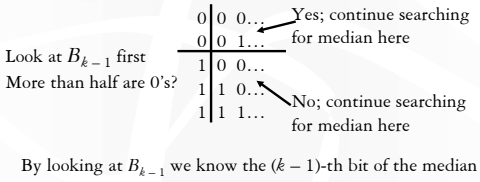
- Idea: take advantage of the fact that the index is ordered by *dollar_sales*
- Scan the index in order, count the number of tuples that appeared in B_f until the count reaches ½ × count-1-bits(B_f)
- I/O's: roughly half of the index

MEDIAN with a projection index

- In general, need to sort the index by *dollar_sales*
  - Well, when you sort, you more or less get back an ordered value-list index!
- Not useful unless B_f is small

MEDIAN with a bit-sliced index

- Tough at the first glance—index is not sorted
- Think of it as sorted
  - We won't actually make use of the this fact



By looking at B_{k-1} we know the $(k-1)$-th bit of the median

MEDIAN with a bit-sliced index

- median = 0;
  $B_{current} = B_f$; // which tuples we are considering
  sofar = 0; // number of tuples whose values are less than what we are considering
  for $i = k-1$ to 0:
    if (sofar + count-1-bits($B_{current}$ AND NOT(B_i)) $\leq$ ½ × count-1-bits(B_f)):
      $B_{current} = B_{current}$ AND B_i;
      sofar += count-1-bits($B_{current}$ AND NOT(B_i));
      median += 2^i;
    else:
      $B_{current} = B_{current}$ AND NOT(B_i);
- I/O's: still need to scan the entire index

Summary of MEDIAN

- Best: ordered value-list index
  - It helps to be ordered!
- Pretty good: bit-sliced index
  - Could beat ordered value-list index if B_f is "clustered"
    - Only need to retrieve the corresponding segment

More variant indexes

- "Improved Query Performance with Variant Indexes," by O'Neil and Quass. *SIGMOD*, 1997 (in red book)
  - MIN/MAX
  - And fun with range query using bit-sliced index!