Query Processing with Indexes

CPS 216
Advanced Database Systems

Announcements (February 19)

- Reading assignment for next week
  - Buffer management (due next Wednesday)
- Homework #1 has been graded
  - Grades will posted on Blackboard
  - Sample solution available outside my office
    - Bugs will be corrected in email
- Homework #2 due next Thursday
- Midterm and course project proposal in two weeks

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:
  - I/O's for scan-based selection: $B(R)$
  - Table scan wins if

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

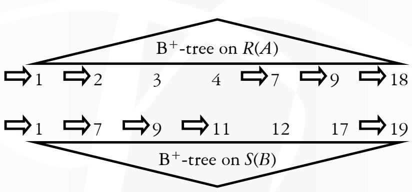
Tricks for index nested-loop join

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

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

Tuples

Search key values	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

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!

Could be implicit and not explicitly stored

TID	*A*	*B*	…
0	8	…	…
1	8	…	…
2	26	…	…
3	108	…	…
…	…	…	…
$n-1$	10	…	…

Projection 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?
  - 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

Projection index

TID	*A*							
0	0	0	0	0	1	0	0	0
1	0	0	0	0	1	0	0	0
2	0	0	0	1	1	0	1	0
3	0	1	1	0	1	1	0	0
…				..				
n - 1	0	0	0	0	1	0	1	0

Slice 7 … Slice 0

Bit-sliced index

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

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- For each tuple in B_f, go fetch the actual tuple, and add *dollar_sales* to a running sum
- I/O's:

SUM with a value-list index

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- 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 += $v \times$ 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

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- 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 += $2^i \times$ 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

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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

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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

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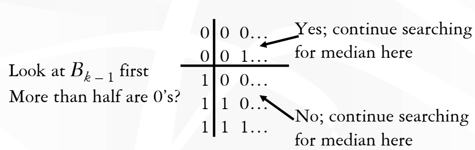
MEDIAN with a bit-sliced index

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



MEDIAN with a bit-sliced index

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- median = 0;
  $B_{current} = B_f$; // which tuples we are considering
  sofar = 0; // number of values that 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

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- 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

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"Improved Query Performance with Variant Indexes," by O'Neil and Quass. *SIGMOD*, 1997

- MIN/MAX, and range query using bit-sliced index
- Join indexes for star schema
  - Traditional: one for each combination of foreign columns
  - Bitmap: one for each foreign column
- ☞ Precomputed query results (materialized views)?

Variant vs. traditional indexes

- What is the more glaring problem of these variant indexes that makes them not as widely applicable as the B^+-tree?
  - Difficult to update
- How did the paper get away with that?
  - OLAP with periodic batch updates