B-Trees

CSE 373

Data Structures

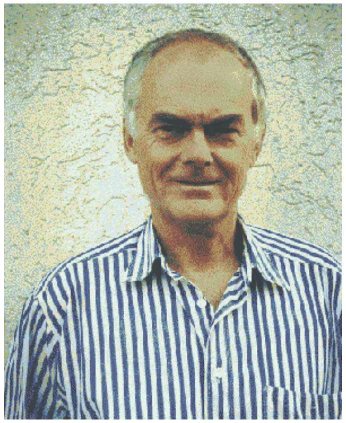
Readings

- Reading Chapter 14
  - Section 14.3
  - See also (2-4) trees Chapter 10 Section 10.4

B-trees

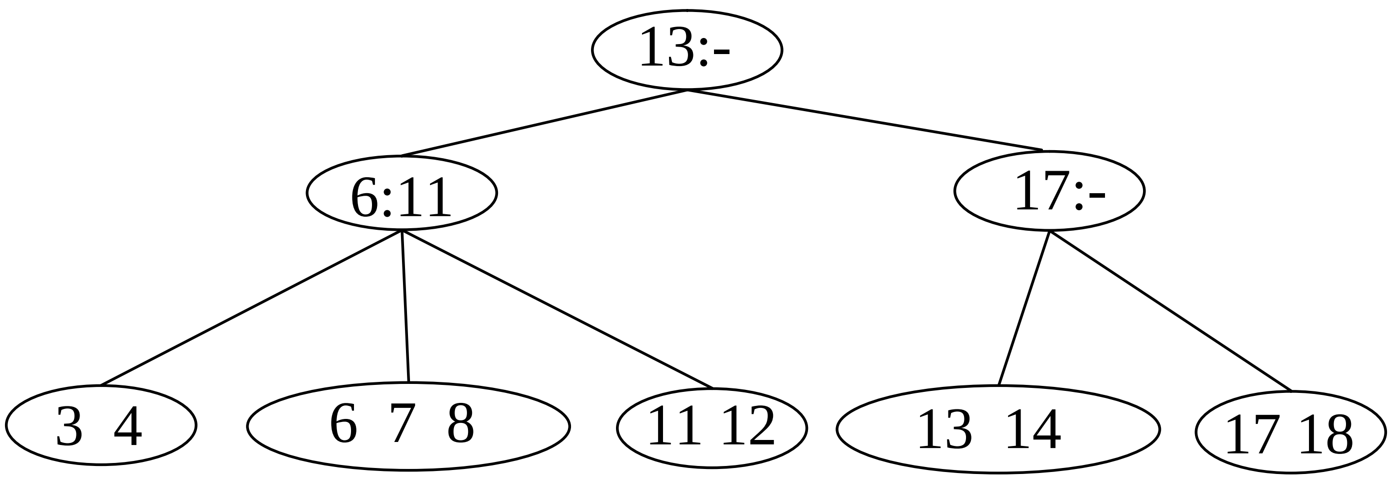
- Invented in 1972 by

Rudolf Bayer (-) and Ed McCreight(-)



Beyond Binary Search Trees: Multi-Way Trees

- Example: B-tree of order 3 has 2 or 3 children per node



- Search for 8

B-Trees

B-Trees are multi-way search trees commonly used in database systems or other applications where data is stored externally on disks and keeping the tree shallow is important.

A B-Tree of order M has the following properties:

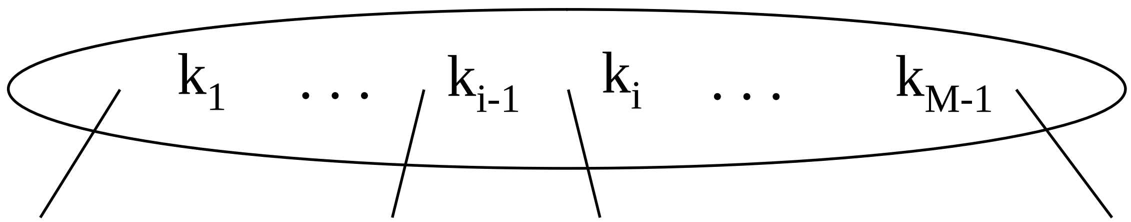
1. The root is either a leaf or has between 2 and M children.
2. All nonleaf nodes (except the root) have between $\lceil M/2 \rceil$ and M children.
3. All leaves are at the same depth.

All data records are stored at the leaves. Internal nodes have “keys” guiding to the leaves. Leaves store between $\lceil M/2 \rceil$ and M data records.

B-Tree Details

Each (non-leaf) internal node of a B-tree has:

- Between $\lceil M/2 \rceil$ and M children.
- up to M-1 keys $k_1 < k_2 < ... < k_{M-1}$



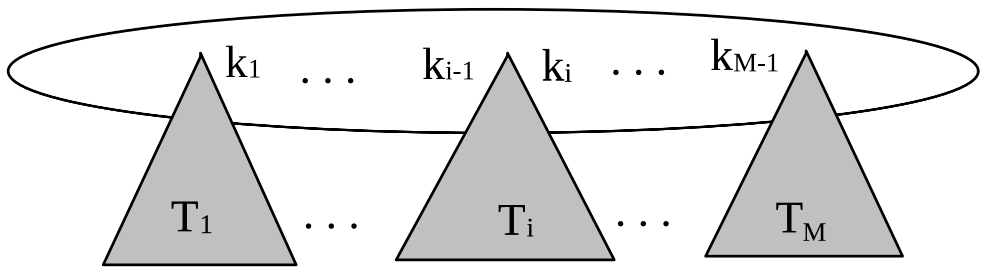
Keys are ordered so that:

$k_1 < k_2 < ... < k_{M-1}$

B-tree alternate definitions

- There are several definitions
- What was in the previous slide is the original def.
- The textbook has a slightly different one

Properties of B-Trees



Children of each internal node are "between" the items in that node.
Suppose subtree T_i is the *i*th child of the node:

all keys in T_i must be between keys k_{i-1} and k_i

i.e. $k_{i-1} \leq T_i < k_i$

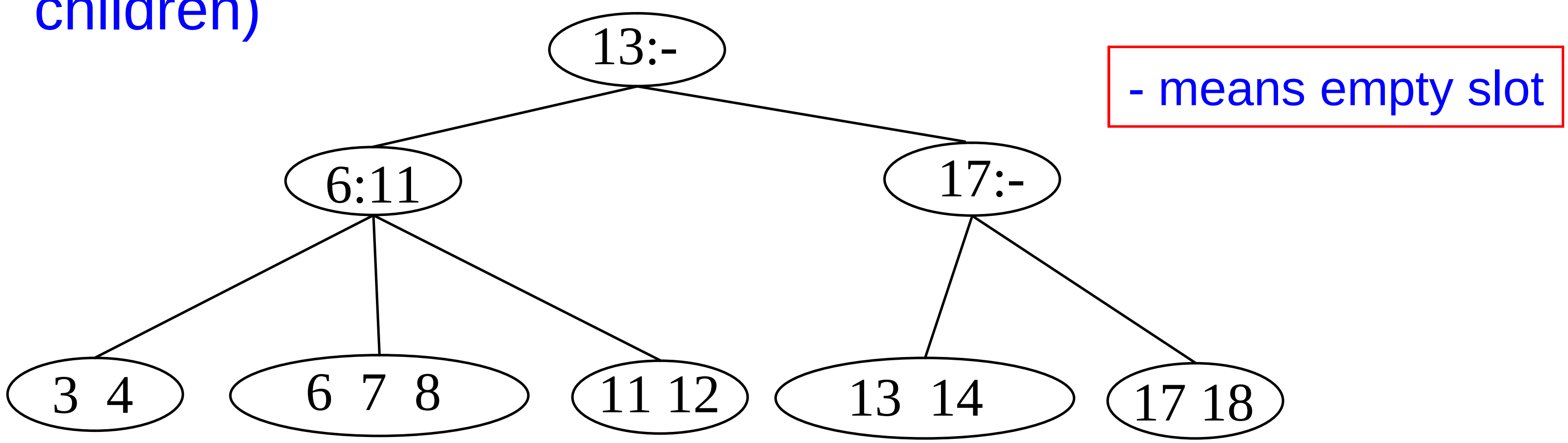
k_{i-1} is the smallest key in T_i

All keys in first subtree $T_1 < k_1$

All keys in last subtree $T_M \geq k_{M-1}$

Example: Searching in B-trees

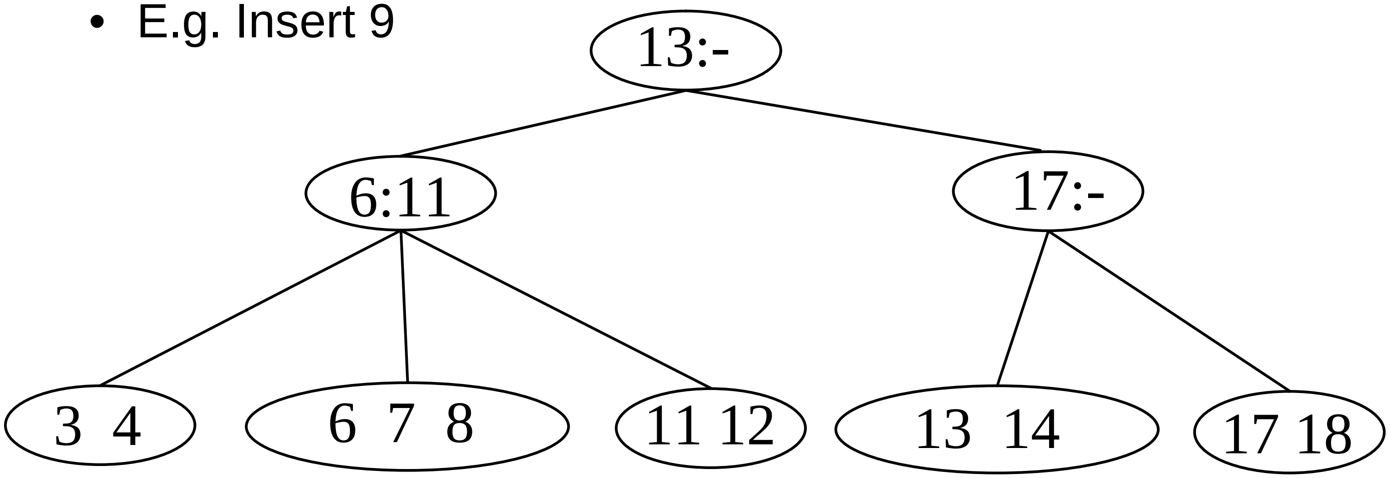
- B-tree of order 3: also known as 2-3 tree (2 to 3 children)



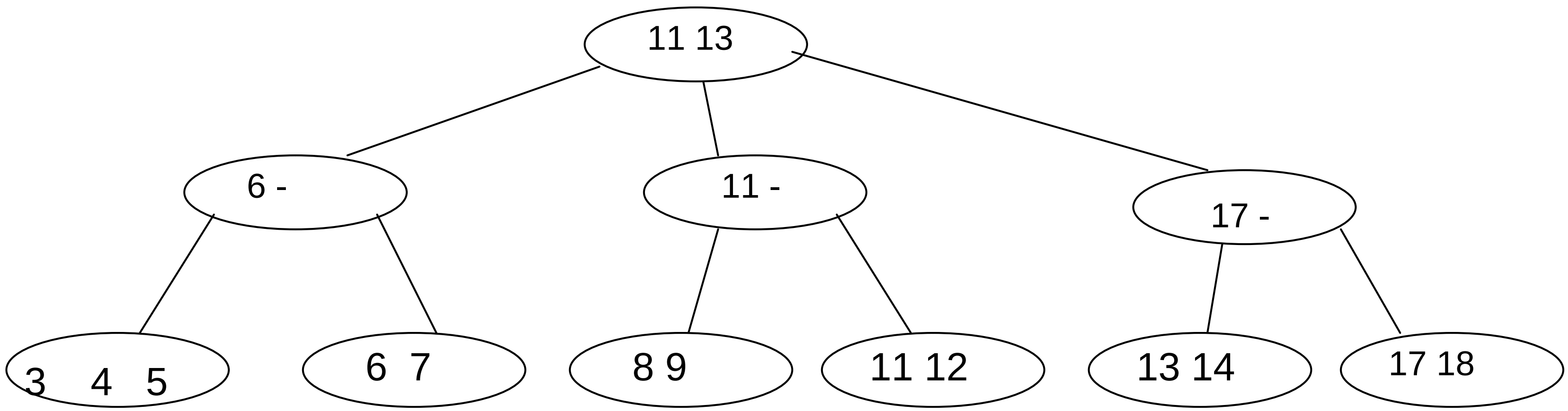
- Examples: Search for 9, 14, 12
- Note: If leaf nodes are connected as a Linked List, B-tree is called a B+ tree – Allows sorted list to be accessed easily

Inserting into B-Trees

- Insert X: Do a Find on X and find appropriate leaf node
  - › If leaf node is not full, fill in empty slot with X
    - E.g. Insert 5
  - › If leaf node is full, split leaf node and adjust parents up to root node
    - E.g. Insert 9

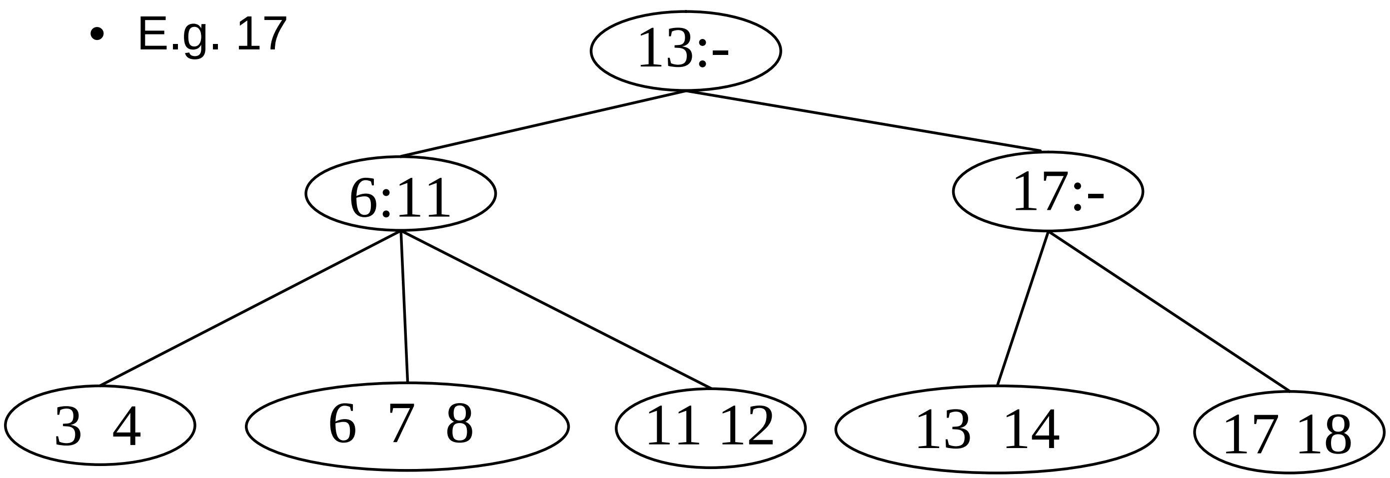


After insert of 5 and 9



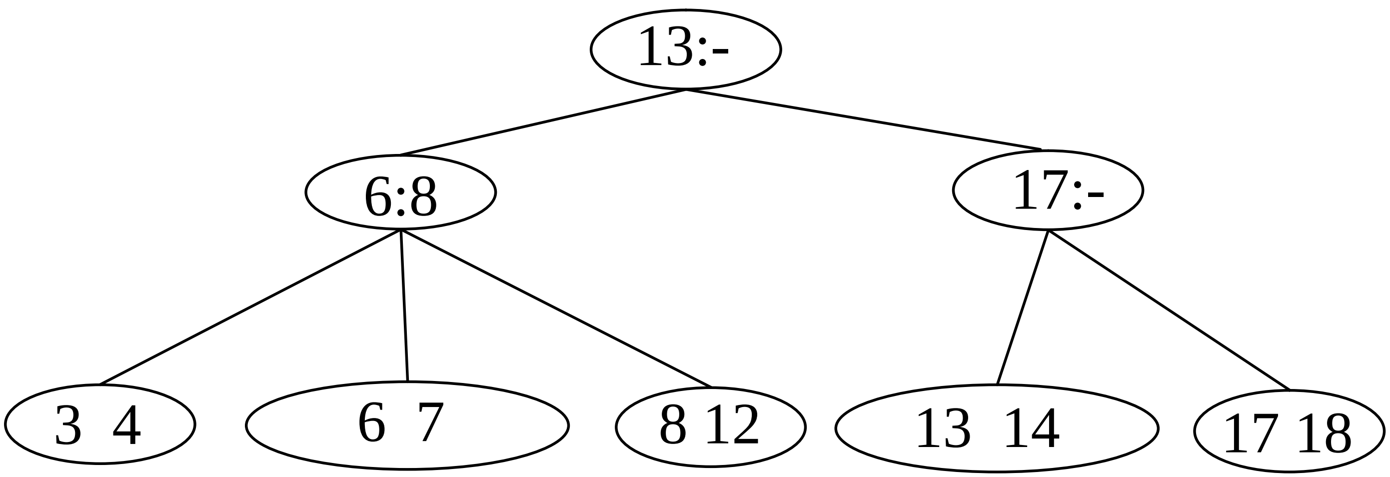
Deleting From B-Trees

- Delete X : Do a find and remove from leaf
  - › Leaf underflows – borrow from a neighbor
    - E.g. 11
  - › Leaf underflows and can't borrow – merge nodes, delete parent
    - E.g. 17

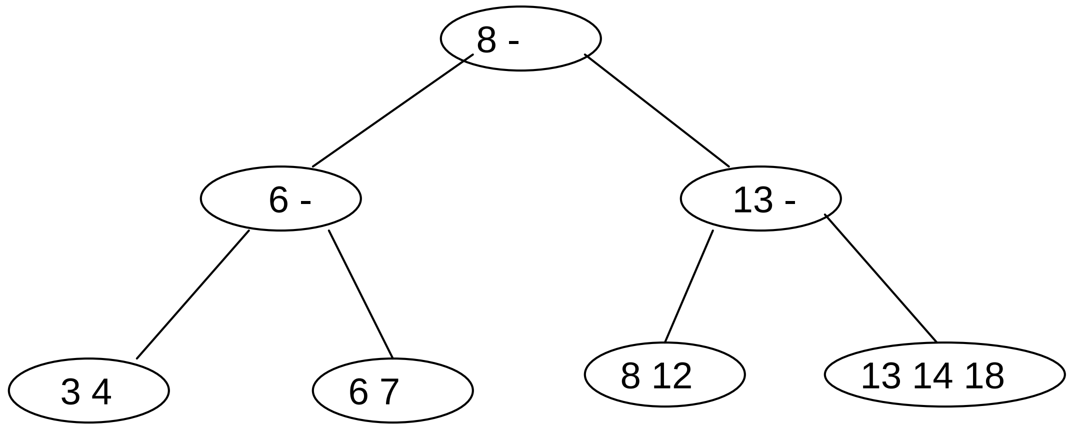


Deleting case 1

"8" was borrowed from neighbor. Note the change in the parent



Deleting Case 2



Run Time Analysis of B-Tree Operations

- For a B-Tree of order M
  - › Each internal node has up to M-1 keys to search
  - › Each internal node has between $\lceil M/2 \rceil$ and M children
  - › Depth of B-Tree storing N items is $O(\log_{\lceil M/2 \rceil} N)$
- Find: Run time is:
  - › O(log M) to binary search which branch to take at each node. But M is small compared to N.
  - › Total time to find an item is O(depth*log M) = O(log N)

Summary of Search Trees

- Problem with Binary Search Trees: Must keep tree balanced to allow fast access to stored items
- AVL trees: Insert/Delete operations keep tree balanced
- Splay trees: Repeated Find operations produce balanced trees
- Multi-way search trees (e.g. B-Trees): More than two children
  - › per node allows shallow trees; all leaves are at the same depth
  - › keeping tree balanced at all times