

# Database System Internals

# Indexing

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# Announcements

- Homework 1: due on Friday (gradescope)
- Lab 1 Part 2: due next Wednesday
  - Random partner option should see a response email from yesterday
  - Advice for working as team:
    - Make sure to schedule time to plan and/or pair code
    - Trying to strictly divide portions of the code with little communication often doesn't go well
    - Be up-front about how much time you will commit and when

# Recap: Heap File

A sequence of pages (implementation in SimpleDB)

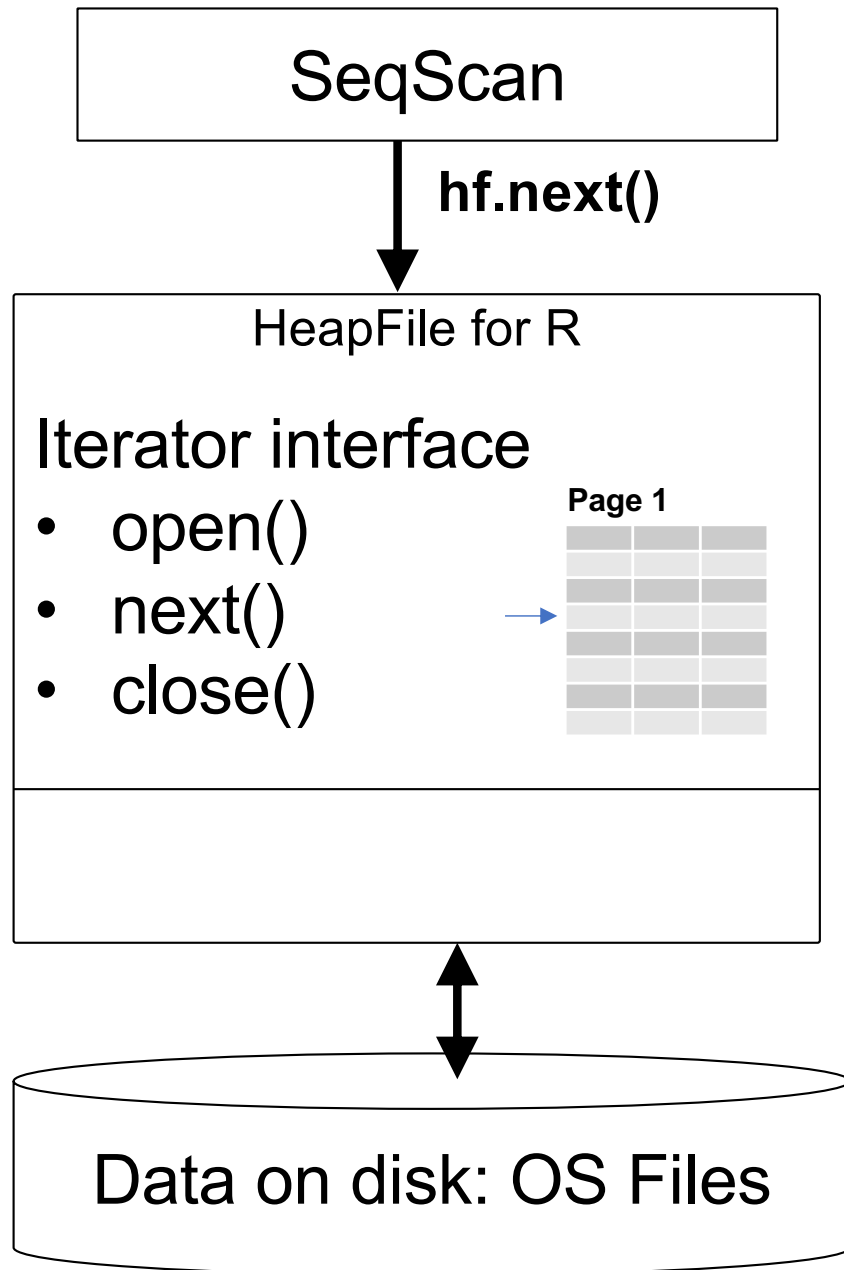
Data page	Data page	Data page	Data page	Data page	Data page	Data page	Data page
--------------	--------------	--------------	--------------	--------------	--------------	--------------	--------------

Some pages have space and other pages are full  
Add pages at the end when need more space

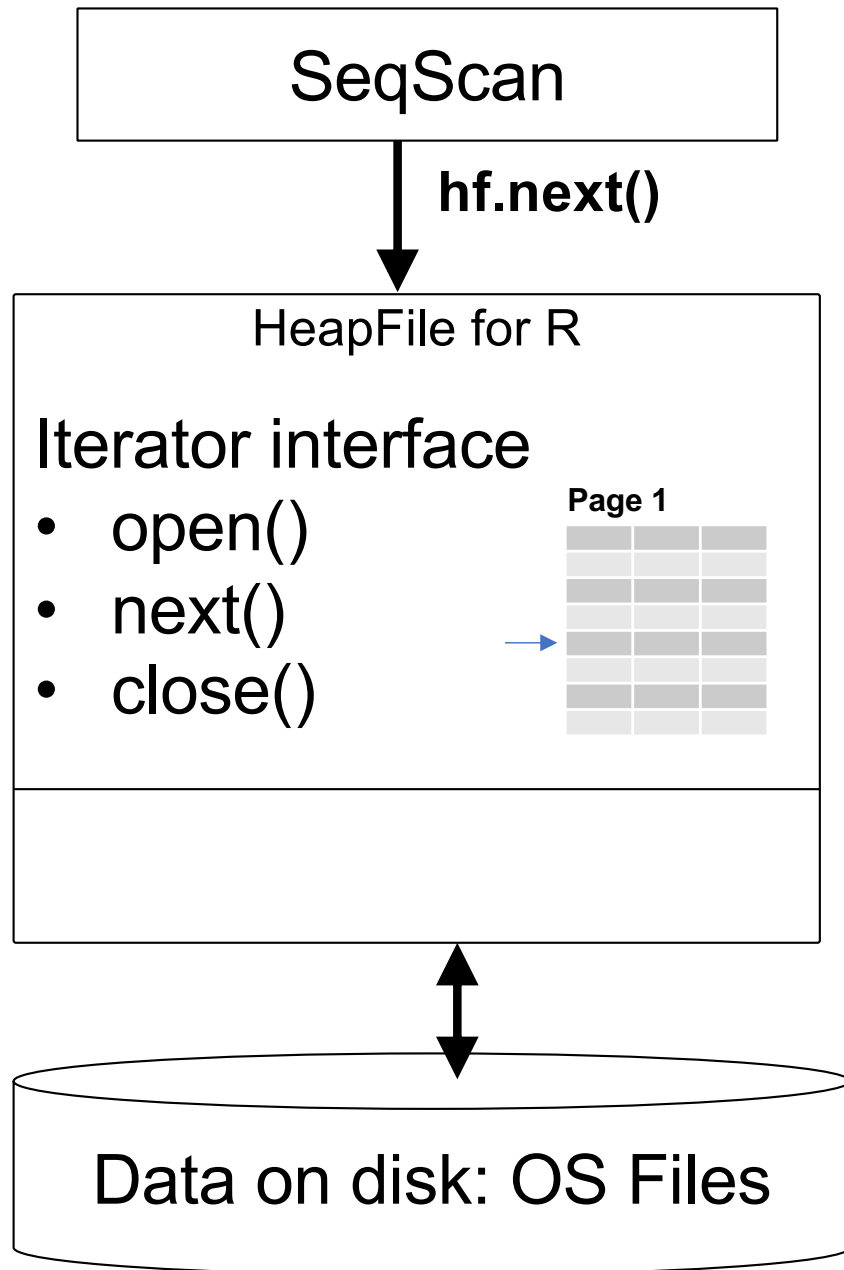
Works well for small files

But finding free space requires scanning the file...

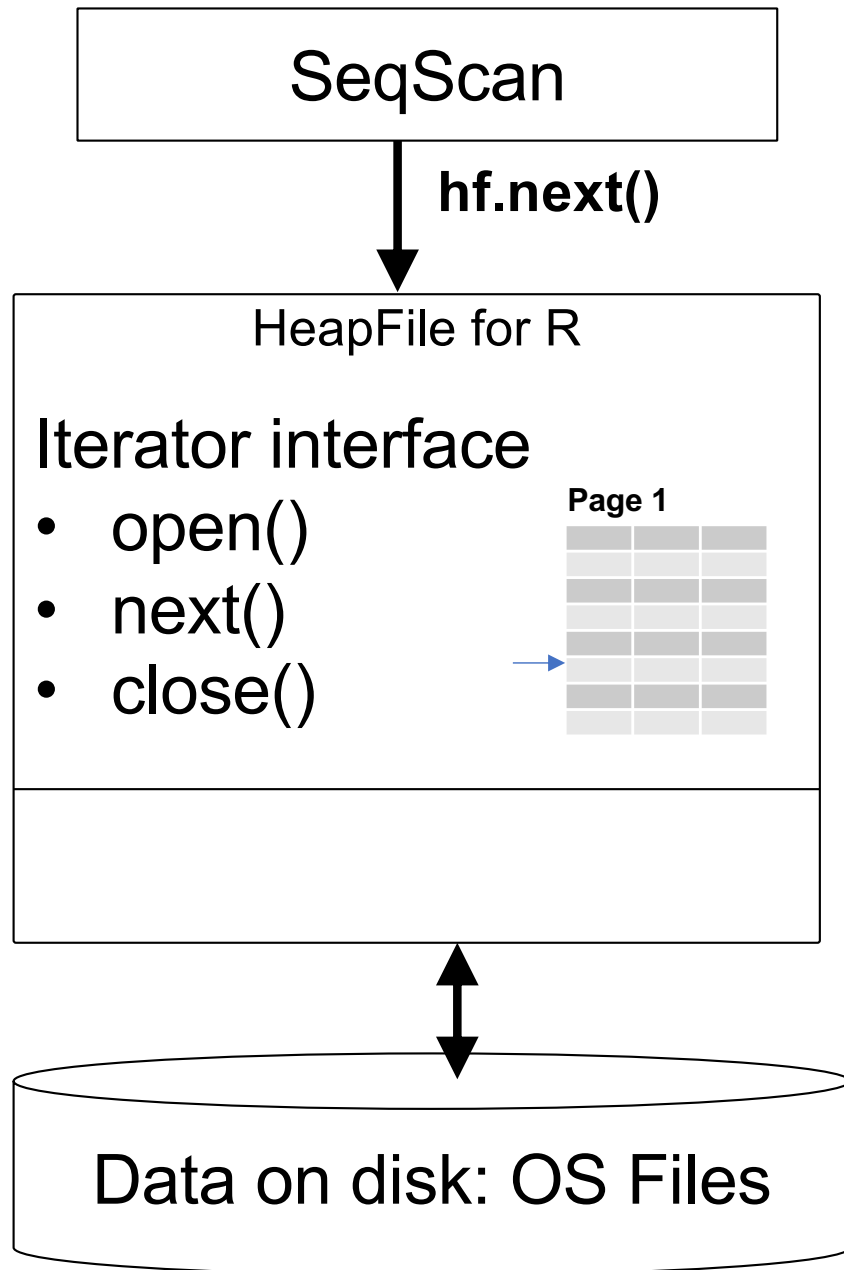
# Query Execution In SimpleDB



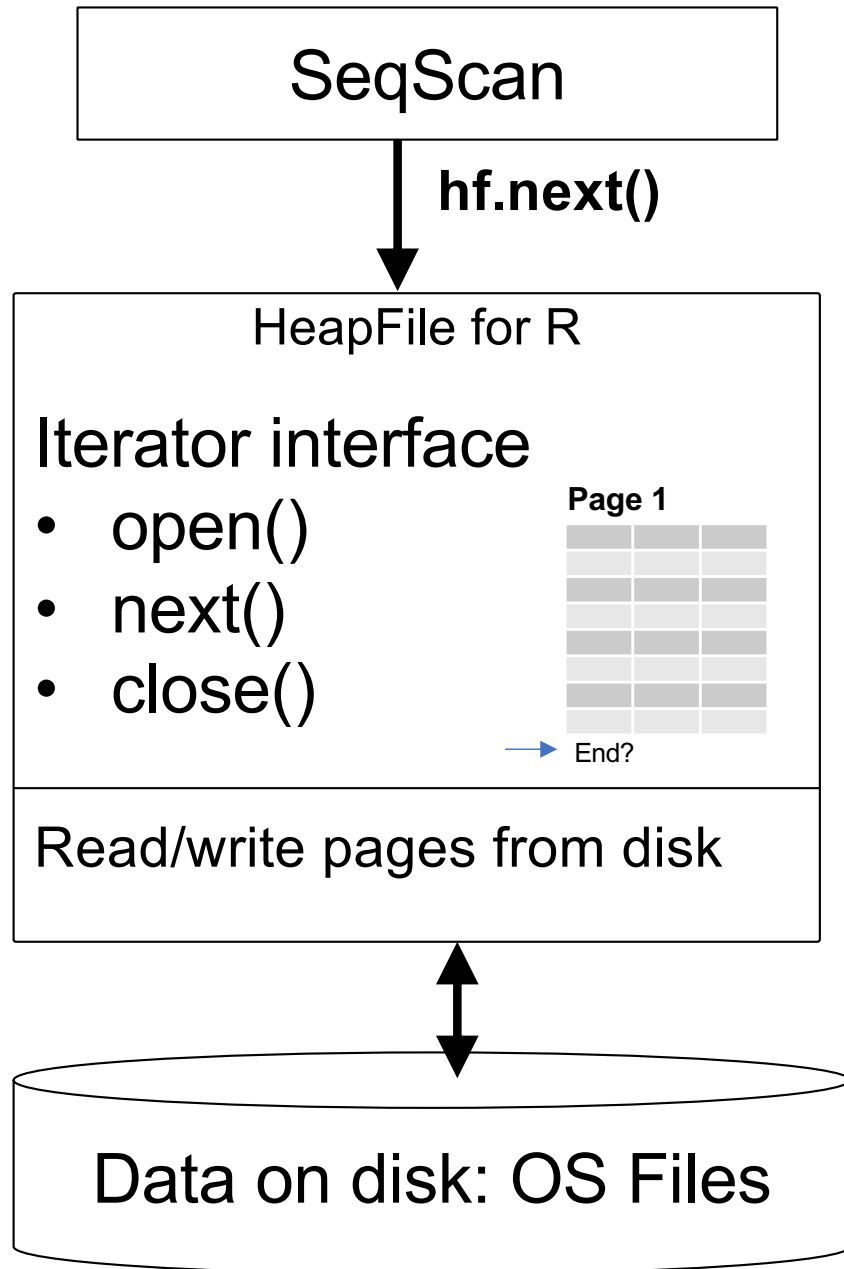
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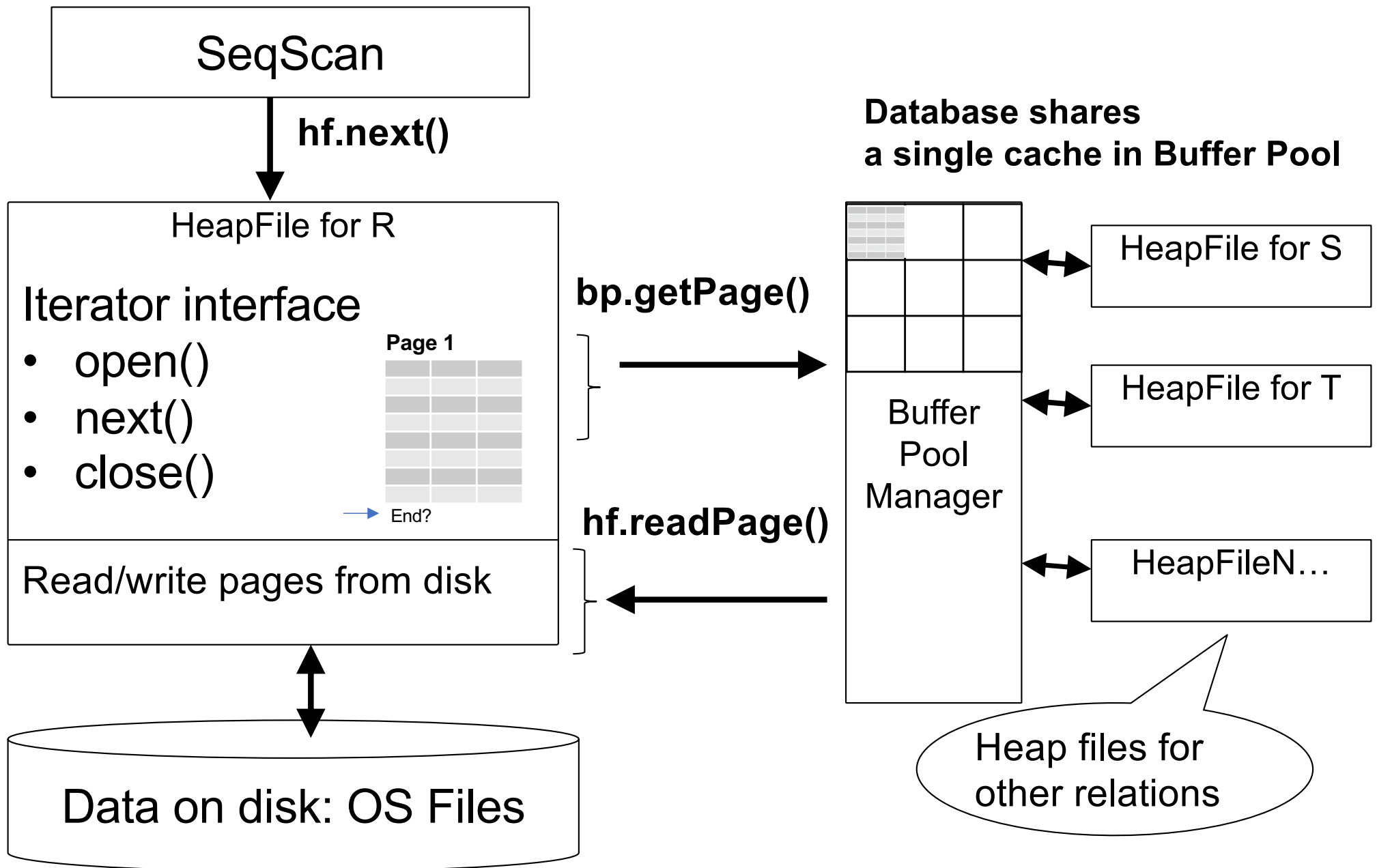
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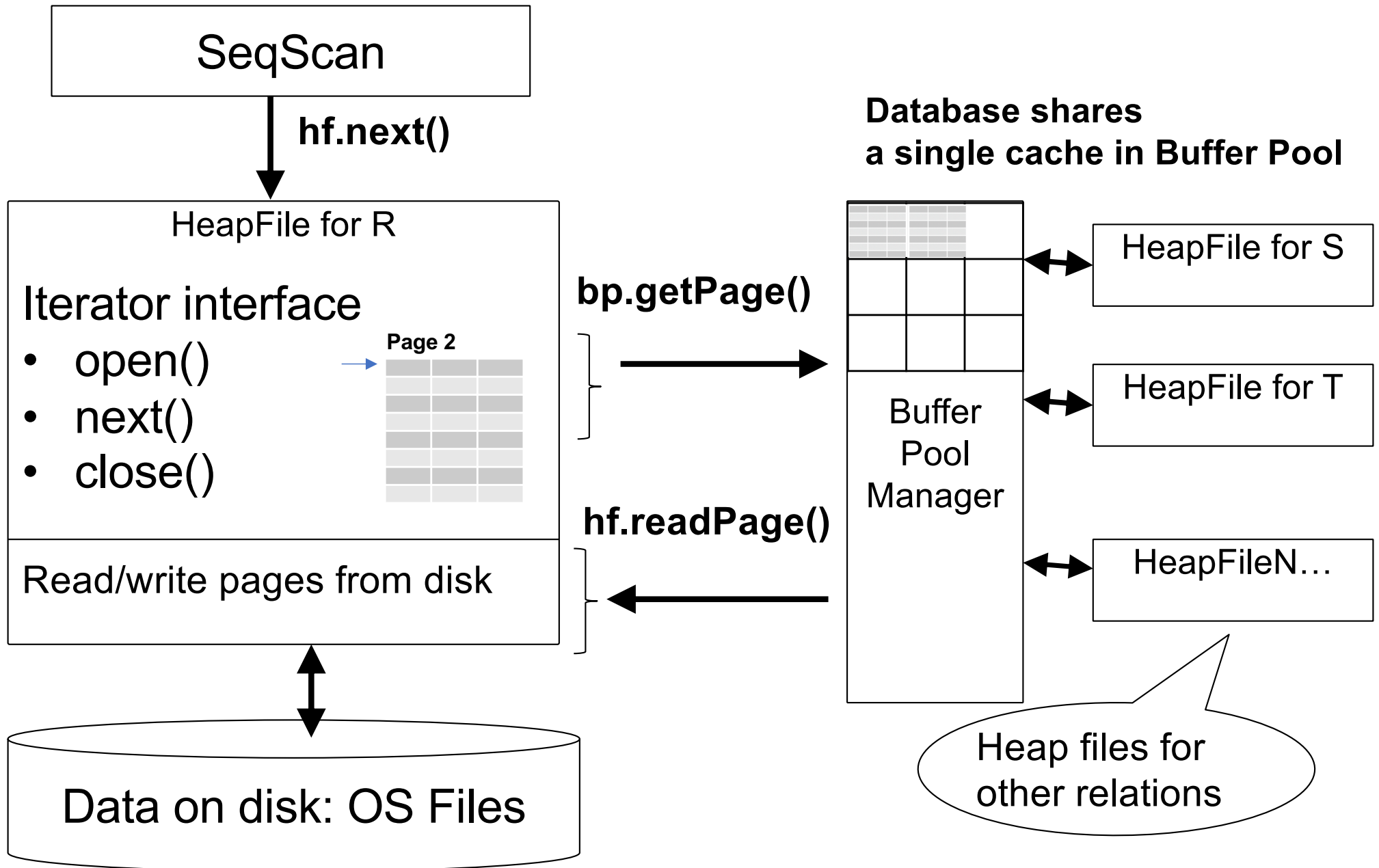


# Query Execution In SimpleDB





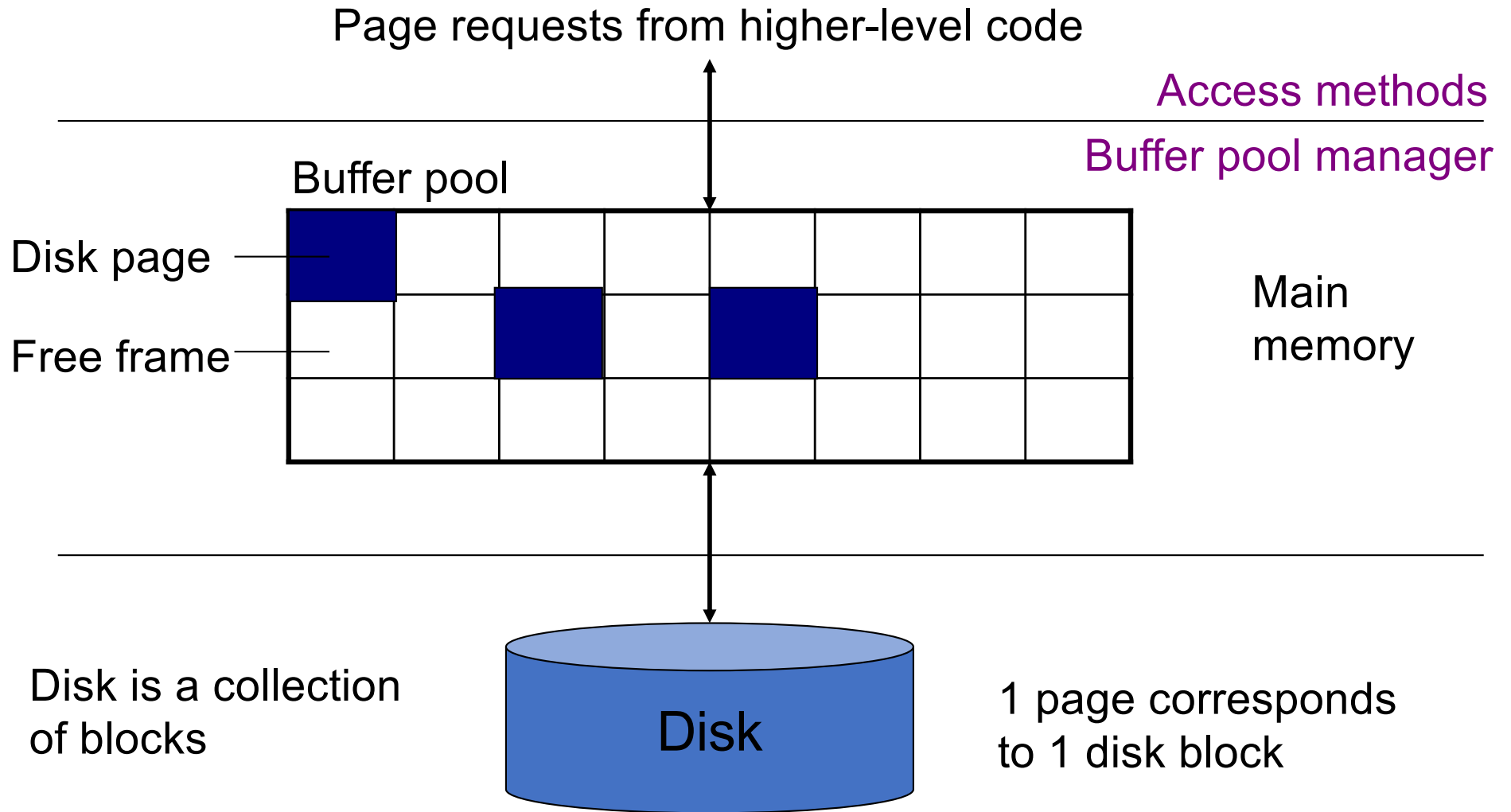
# Query Execution In SimpleDB



# Buffer Manager

- Brings pages in from memory and caches them
- Eviction policies
  - Random page (ok for SimpleDB)
  - Least-recently used (LRU)
  - The “clock” algorithm
- Keeps track of which **pages are dirty**
  - A dirty page has changes not reflected on disk
  - Implementation: Each page includes a dirty bit

# Buffer Manager



# Pushing Updates to Disk

- When **inserting a tuple**, HeapFile inserts it on a page but does not write the page to disk
- When **deleting a tuple**, HeapFile deletes tuple from a page but does not write the page to disk
- The buffer manager worries when to write pages to disk (and when to read them from disk)
- When need to **add new page** to file, HeapFile adds page to file on disk and then reads it through buffer manager

# Basic Access Method: Heap File

## API

- **Create** or **destroy** a file
- **Insert** a record
- **Delete** a record with a given rid (rid)
  - rid: unique tuple identifier
- **Get** a record with a given rid
  - Not necessary for sequential scan operator
  - But used with indexes
- **Scan** all records in the file

# Basic Access Method: Heap File

## API

- **Create** or **destroy** a file
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  - rid: unique tuple identifier (more later)
- **Get** a record with a given rid
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  - But used with indexes
- **Scan** all records in the file

Next: how to scan only some records

# Access by Attribute Value

- Scan all Suppliers where `city='Seattle'`
- Scan all Students with `GPA > 3.5`
- Scan all Students with `SID = 12345` // just one

# Searching in a Heap File

File is **not sorted** on any attribute

Student(sid: int, age: int, ...)

30	18 ...
70	21

— 1 record

20	20
40	19

} 1 page

80	19
60	18

10	21
50	22



# Heap File Search Example

- 10,000 students
- 10 student records per page
- Total number of pages: 1,000 pages
  
- Find student where  $sid = 12345$
  
  
- Find all students where  $age > 20$
  
  
- Can we do better?

# Heap File Search Example

- 10,000 students
- 10 student records per page
- Total number of pages: 1,000 pages
  
- Find student where  $sid = 12345$ 
  - Must read on average 500 pages
  
- Find all students where  $age > 20$ 
  - Must read all 1,000 pages
  
- Can we do better?

# Sorted File (a.k.a. Sequential File)

File **sorted on an attribute**, usually on primary key

Student(sid: int, age: int, ...)

10	21 ...
20	20

30	18
40	19

50	22
60	18

70	21
80	19

# Sequential File Example

- Total number of pages: 1,000 pages
- Find student where `sid=12345`
  - How many pages do we need to read?

# Sequential File Example

- Total number of pages: 1,000 pages
- Find student where  $sid=12345$ 
  - How many pages do we need to read?
  - Binary search: read  $\log_2(1,000) \approx 10$  pages

# Limitations of Sorted Files

We want to support these kinds of queries:

- Find student where  $sid=12345$
- Find students where  $age > 20$
- Insert a new student

What are the limitations of using a sorted file?

# Creating Indexes in SQL

```
CREATE TABLE Student(sid int, age int, gpa real, ...);
```

```
select *  
from Student  
where sid=12345
```

# Creating Indexes in SQL

```
CREATE TABLE Student(sid int, age int, gpa real, ...);
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```
CREATE INDEX s_sid ON Student(sid)
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select *  
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CREATE INDEX s_age ON Student(age)
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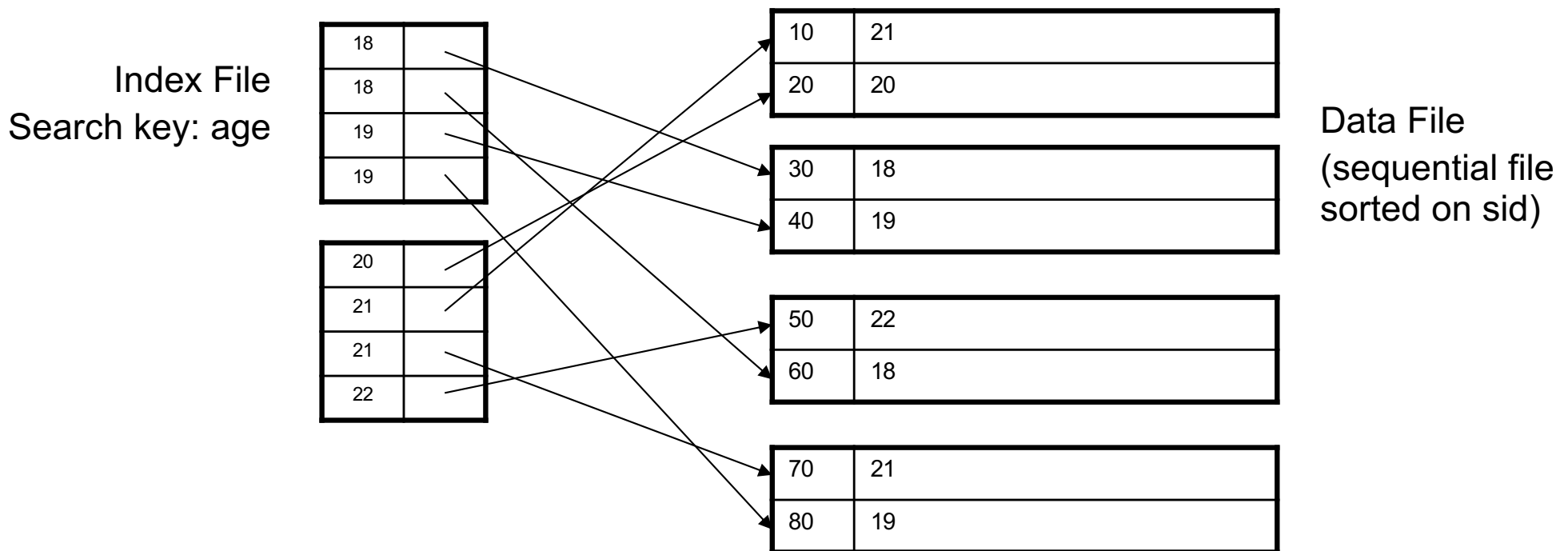
```
select *  
from Student  
where age > 25
```

# Outline

- **Index structures**
  - **Hash-based indexes**
  - **B+ trees**
- } Today
- } Next time

# Indexes

- **Index:** separate file with fast access by “key” value
- Contains pairs of the form (key, RID)
- **Indexes are access methods!** Same API as Heap Files



# Indexes

- **Search key** = can attribute or set of attributes
  - not the same as the primary key; not a key
- **Index** = collection of data entries
- **Data entry** for key  $k$  can be:
  - $(k, \text{RID})$
  - $(k, \text{list-of-RIDs})$
  - Record with key  $k$ ; “clustered” or “primary” index

# Different Types of Files

Imagine one relation, say Student

- The Student file can be:
  - **Heap file** (tuples stored without any order)
  - **Sequential file** (tuples sorted on some attribute(s))
  - **Clustered (primary) index file** (relation+index)
- There can be several **unclustered (secondary) index files** that store (key,rid) pairs

# How Indexes Help

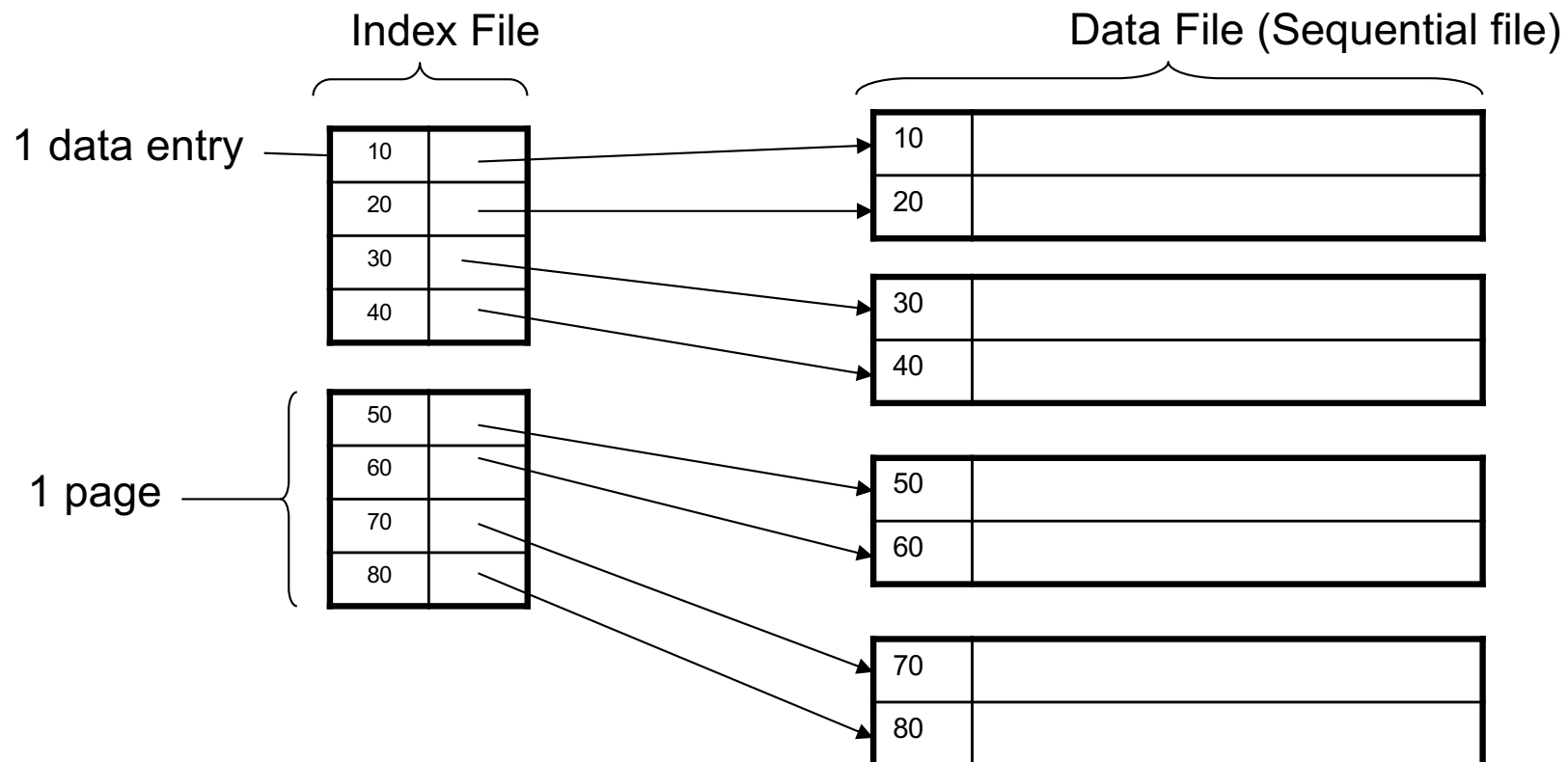
We want to support these kinds of queries

Assume Student = a heap file

- Find student where  $sid=12345$ 
  - Use an index on Student(sid)
- Find students where  $age > 20$ 
  - Use an index on Student(age)
- Insert a new student
  - Insert in the Student heap file – easy
  - Insert in indexes Student(sid), Student(age) – will discuss

# Clustered Index (aka Primary Index)

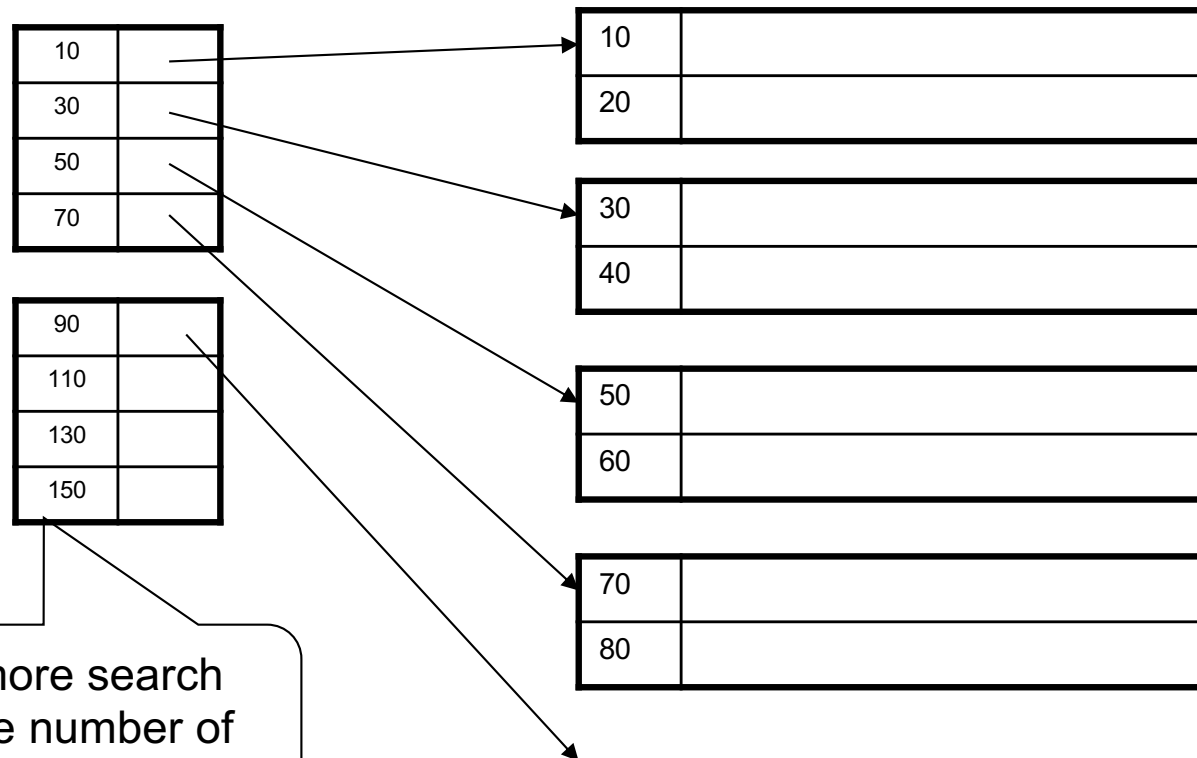
- Records in data file have same order as in index
- Dense index: sequence of (key,rid) pairs





# Clustered Index (aka Primary Index)

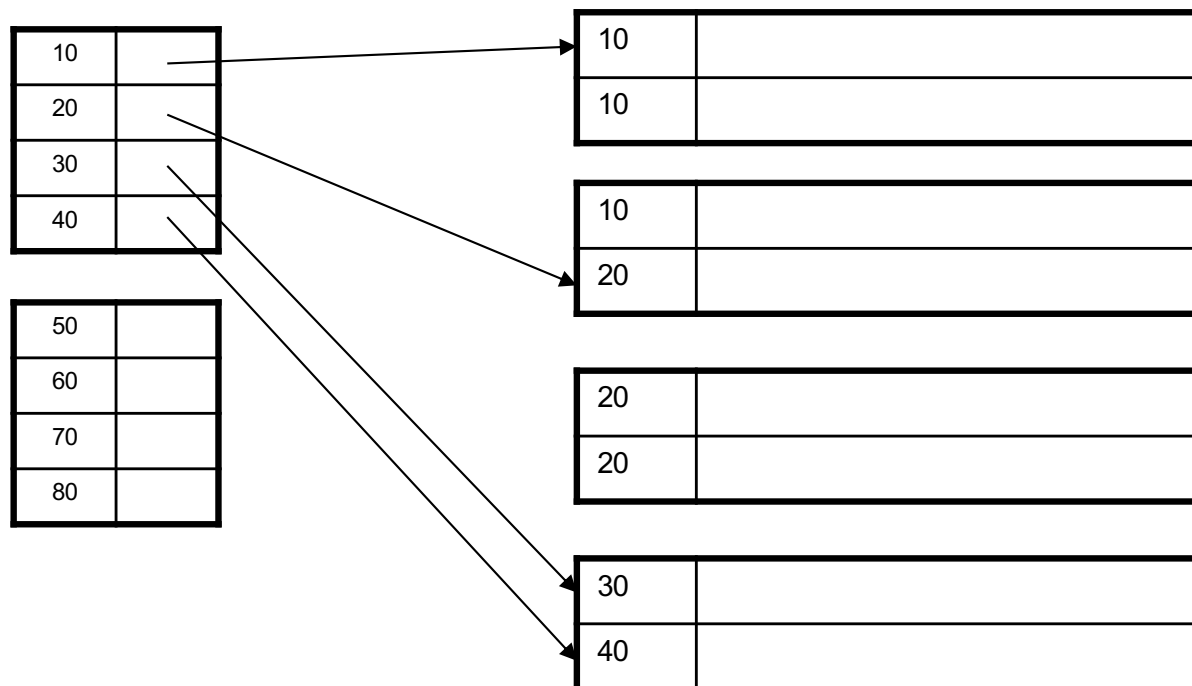
- Records in data file have same order as in index
- Sparse index: store a subset of (key,rid) pairs



Can store more search keys in same number of index files

# Clustered Index with Duplicate Keys

- Dense index:

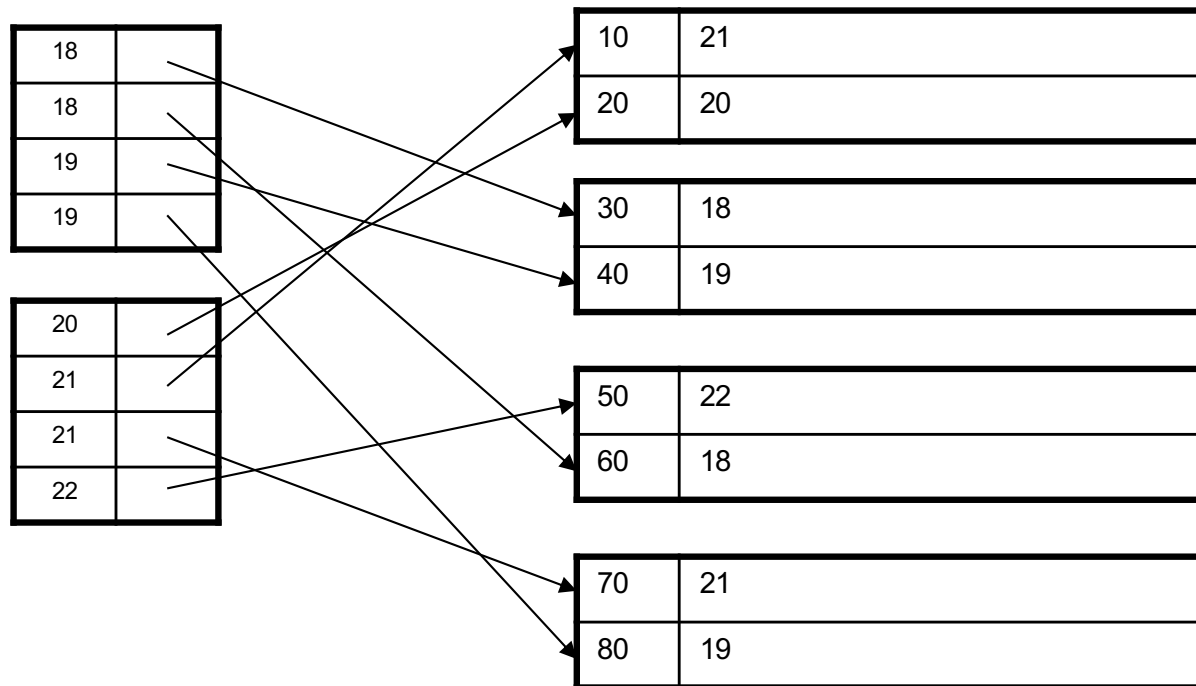


# Clustered Index: Back to Example

- Assume entire index fits in main memory
- Find student where  $sid=12345$ 
  - Index (dense or sparse) points directly to the page
  - Read only 1 page from disk
- Find all students where  $age > 20$ 
  - Add a second index...

# Secondary Indexes

- Do not determine placement of records in data files
- Always dense (why ?)



# The Confusing Terminology of Indexes...

## ▪ Clustered index:

- Means: keys close in the index are also close in the data
- Can co-exists with the data file (quite common)
- Can have only one clustered index (obviously!!)
- Sometimes called “primary index”

# The Confusing Terminology of Indexes...

## ▪ Clustered index:

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- Sometimes called “primary index”

## ▪ Unclustered index:

- Means: order in the index and order in the data differ
- Always a separate file
- Can have as many unclustered indexes as we want
- Sometimes called “secondary index”

# Index Organization

- The index is a collection of (key, RID(s)) pairs
- Needs to support efficiently:
  - Find the entry where key=[some value]
  - Insert a new (key, RID)
  - Delete a (key, RID)
- How would you design the index data structure?

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  - Hash table
  - B+ tree

# BRIEF Review of Hash Tables

Arrays are very efficient:

- Find(T[7])

0	
1	765
2	
3	
4	
5	
6	
7	999
8	
9	

# BRIEF Review of Hash Tables

Arrays are very efficient:

- Find( $T[7]$ )
- Set  $T[3] := 234$

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Problem: the key is not  $0,1,2,\dots,9$  but is a string  $k$

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1	
2	
3	
4	
5	
6	
7	
8	
9	

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Alice	
Fred	
Bob	
...	
...	
??	
...	
...	
...	
...	

# BRIEF Review of Hash Tables

Problem: the key is not  $0,1,2,\dots,9$  but is a string  $k$

A (naïve) hash function:

$$h(k) = \text{sum}(k) \bmod 10$$

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9	



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9	

Example:  $h(\text{"Fred"}) =$   
 $= (\text{ascii}(\text{"F"}) + \text{ascii}(\text{"r"}) + \dots)$   
 $\bmod 10$   
 $= (70 + 114 + 101 + 100)$   
 $\bmod 10$   
 $= 5$

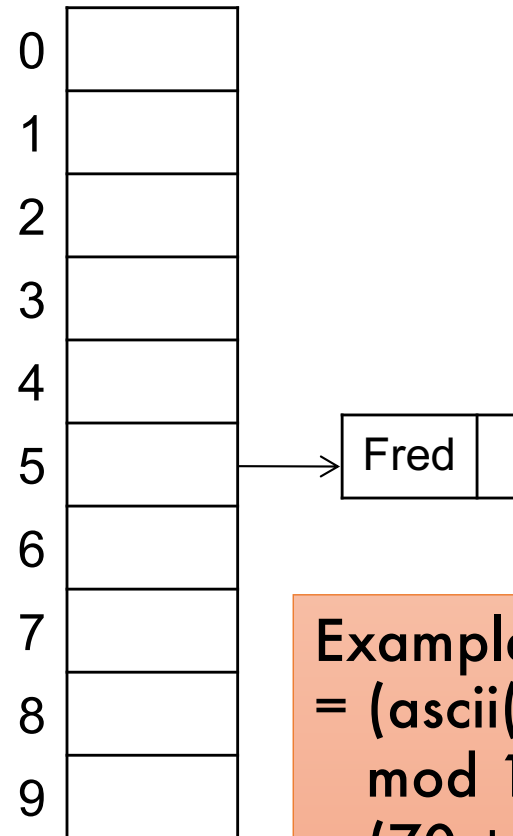
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Separate chaining:



$$\begin{aligned} \text{Example: } h(\text{"Fred"}) &= \\ &= (\text{ascii}(\text{"F"}) + \text{ascii}(\text{"r"}) + \dots) \\ &\quad \bmod 10 \\ &= (70 + 114 + 101 + 100) \\ &\quad \bmod 10 \\ &= 5 \end{aligned}$$

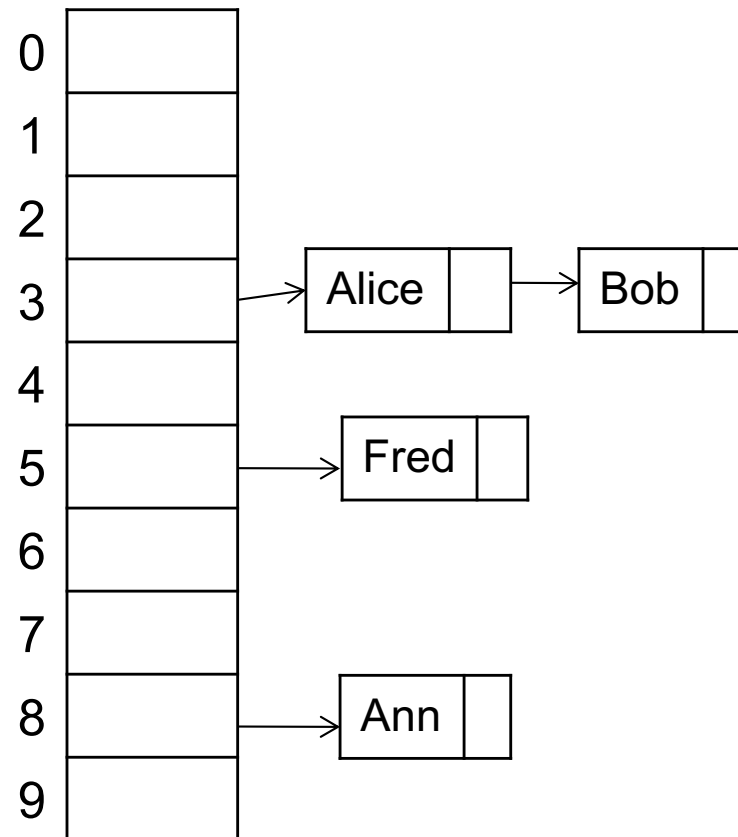
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$h(\text{"Alice"}) = h(\text{"Bob"}) = 3$   
Called collisions

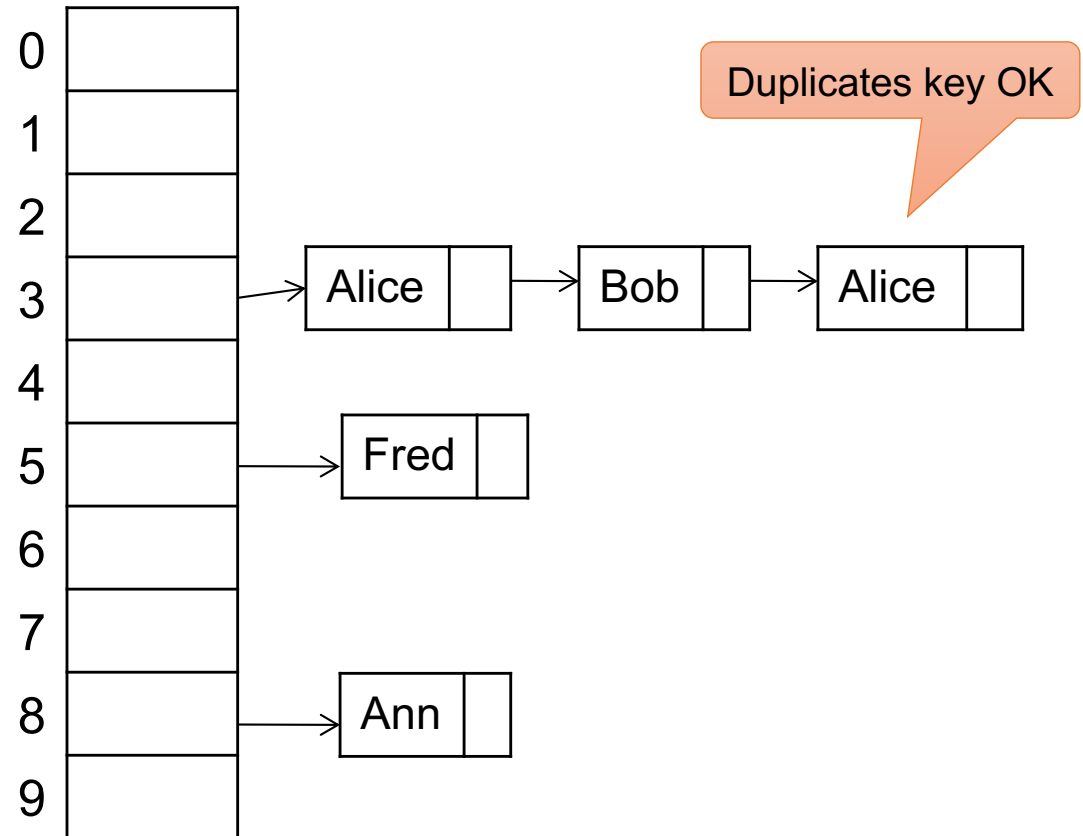
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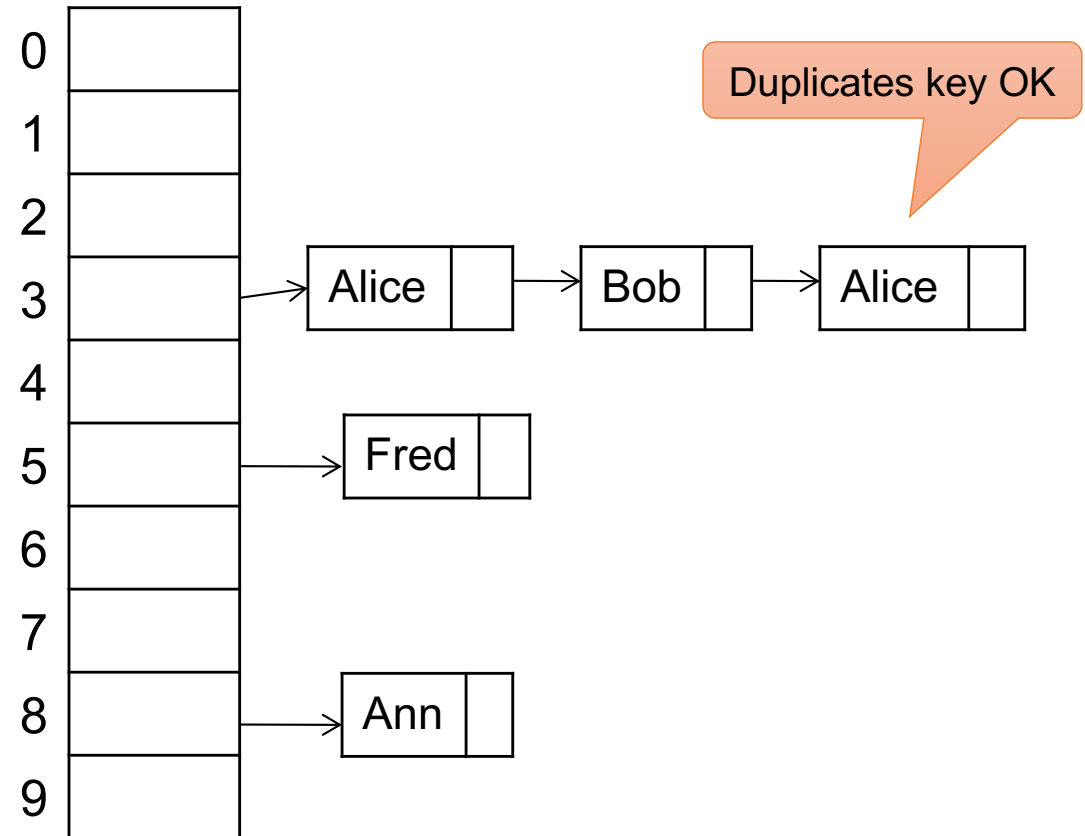
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Operations:

$$\text{find}(\text{Bob}) = ??$$

Separate chaining:



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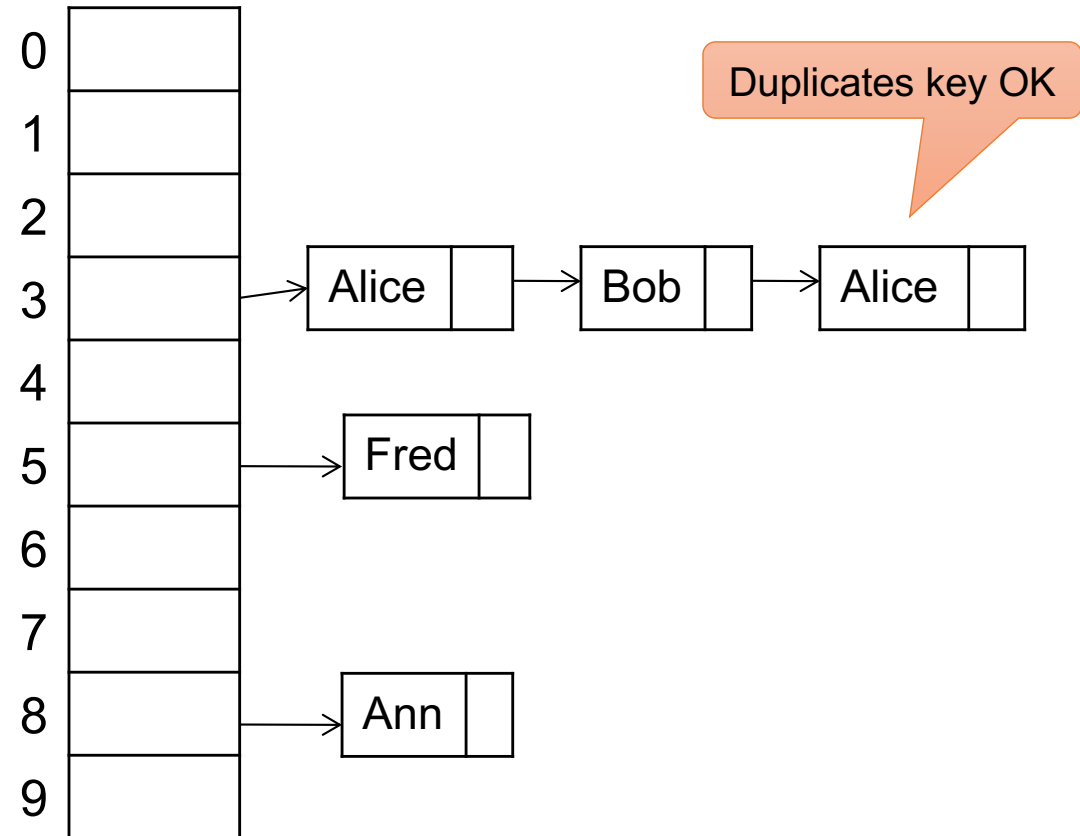
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Operations:

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$\text{insert}(\text{Jon}) = ??$

Separate chaining:



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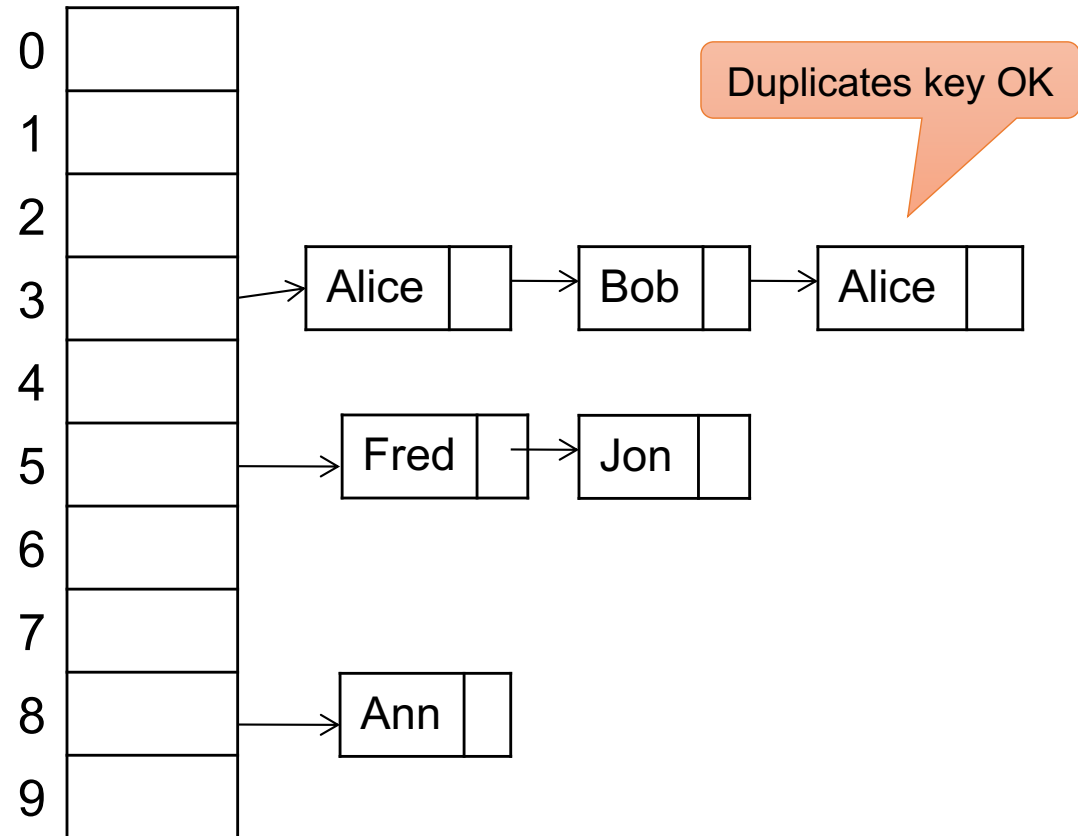
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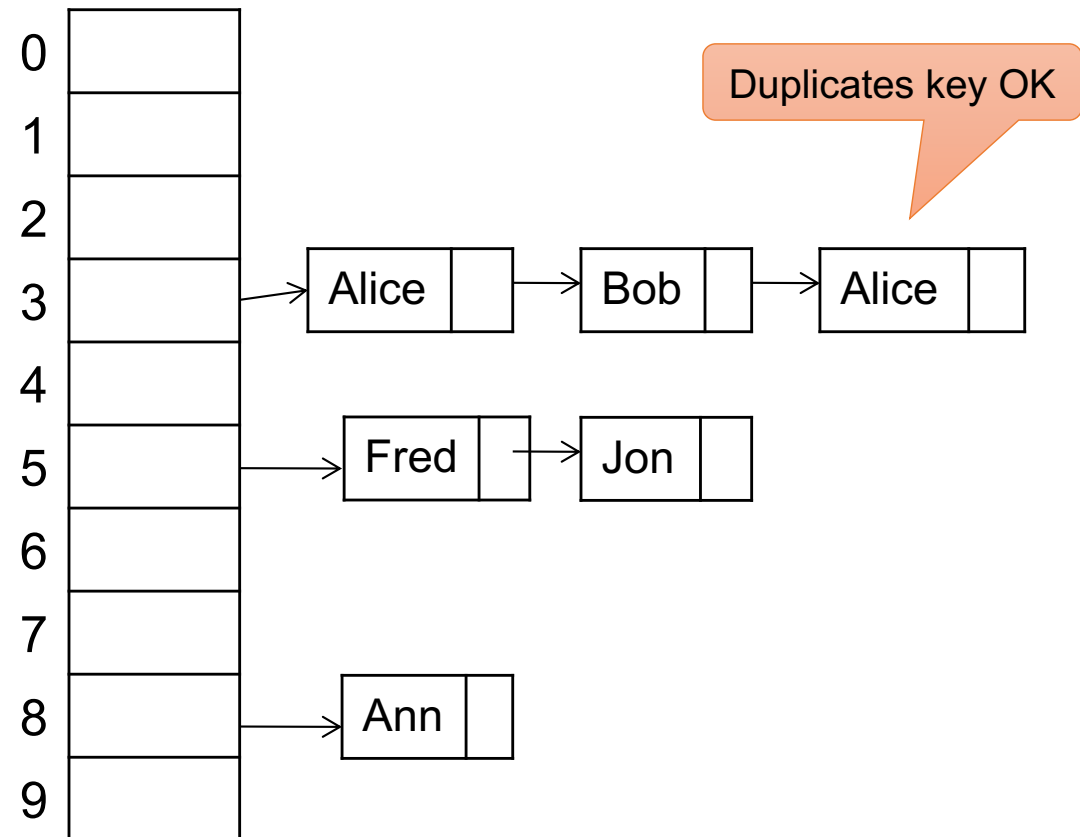
Operations:

$\text{find}(\text{Bob}) = ??$

$\text{insert}(\text{Jon}) = ??$

$\text{delete}(\text{Ann}) = ??$

Separate chaining:





# BRIEF Review of Hash Tables

- $\text{insert}(k, v)$  = inserts a key  $k$  with value  $v$ 
  - Duplicate  $k$ 's may be OK or may not be OK
- $\text{find}(k)$  = returns the value  $v$  associated to  $k$ ,  
or the list of all values associated to  $k$
- $\text{delete}(k)$

# Discussion of Hash Tables

- Hash function:
  - Should distribute values uniformly
  - Never write your own! (why is  $x \bmod 10$  bad?)  
Use a standard library function
  - Best: concatenate with fixed, random seed (in class)
- Hash table:
  - Size of table: large enough to avoid collisions
  - Typically: size of table  $\approx$  size of data
  - Why not make it small? Why not make it big?
  - Problem: hash table allocated statically, at creation
  - Book describes solutions to increase size dynamically

# Hash-Based Index

Good for point queries but not range queries

10	21
20	20

30	18
40	19

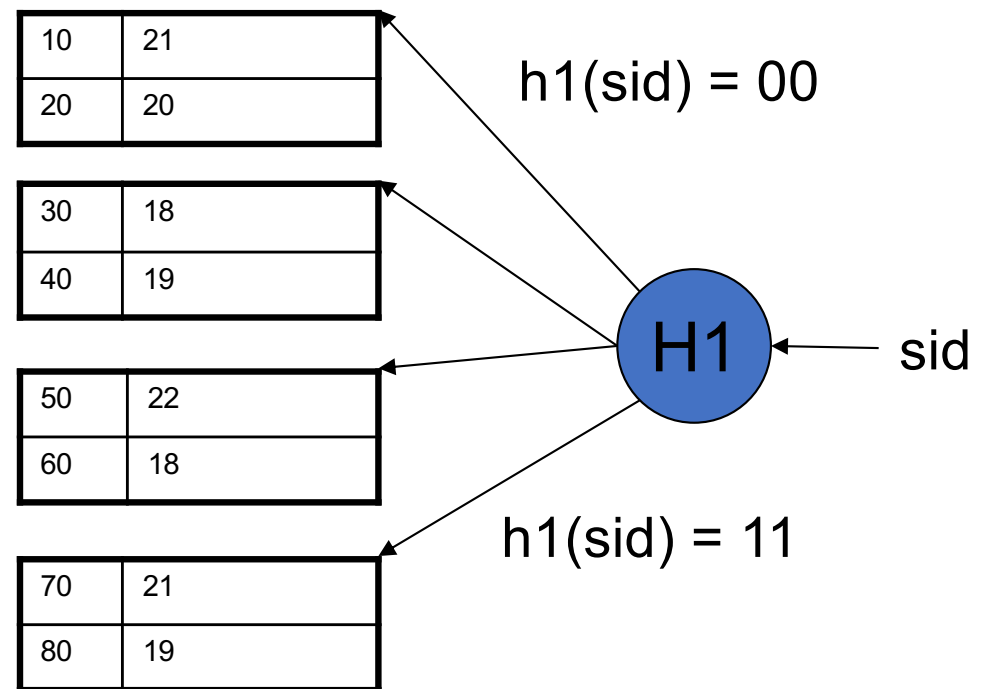
50	22
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Data File

# Hash-Based Index

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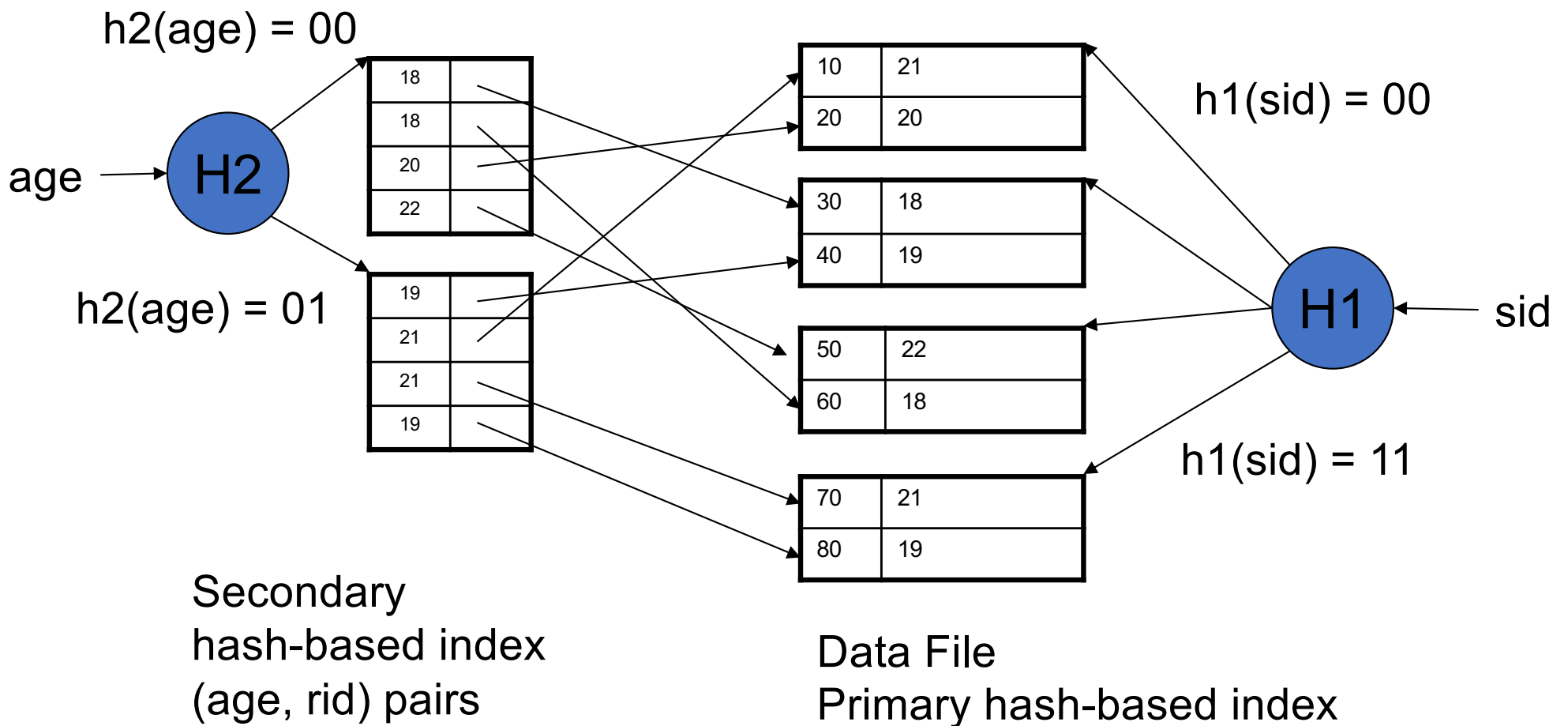


Data File

Primary hash-based index

# Hash-Based Index

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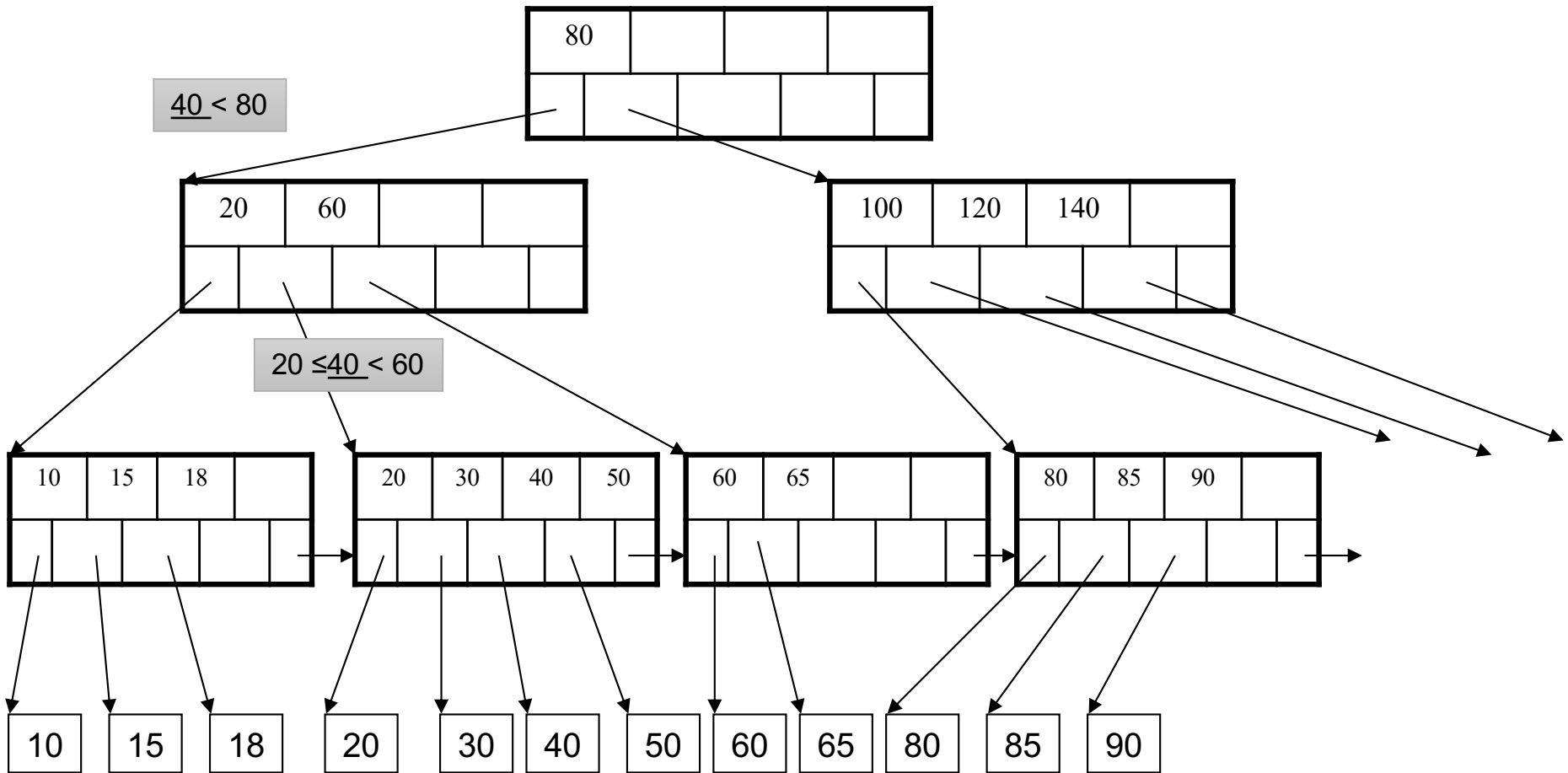
# B+ Trees

- Search trees (quick review in class)
- Idea in B Trees
  - Make 1 node = 1 page (= 1 block)
- Idea in B+ Trees
  - Keys are stored on the leaves (not internal nodes)
  - Leaves are linked in a list, for range queries

# B+ Tree Example

$d = 2$

Find the key 40



# B+ Trees Properties

- For each node except the root, maintain 50% occupancy of keys
- Insert and delete must rebalance to maintain constraints

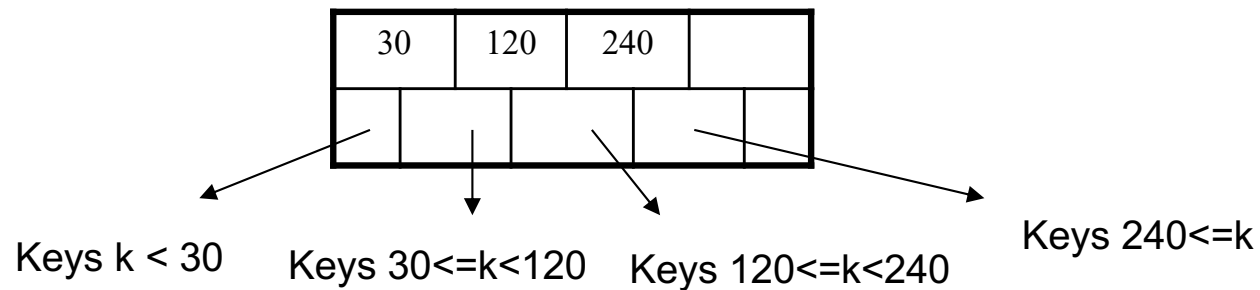


# B+ Trees Details

- Parameter  $d$  = the degree
- Each node has  $d \leq m \leq 2d$  keys (except root)

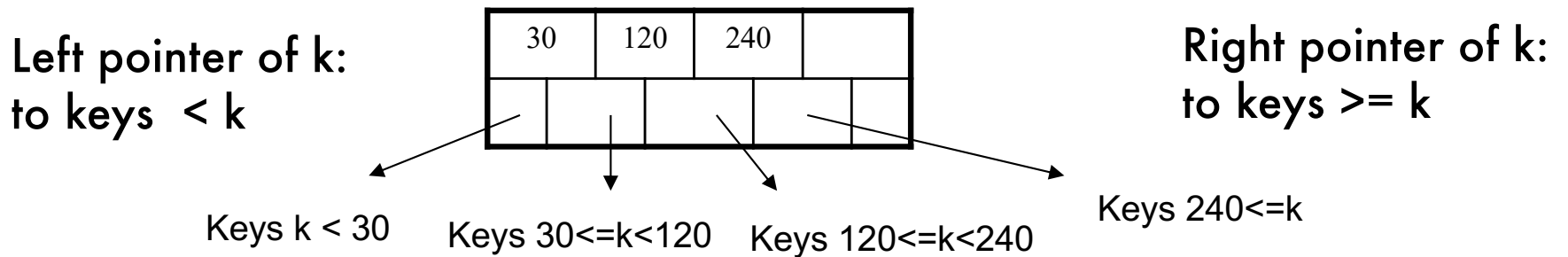
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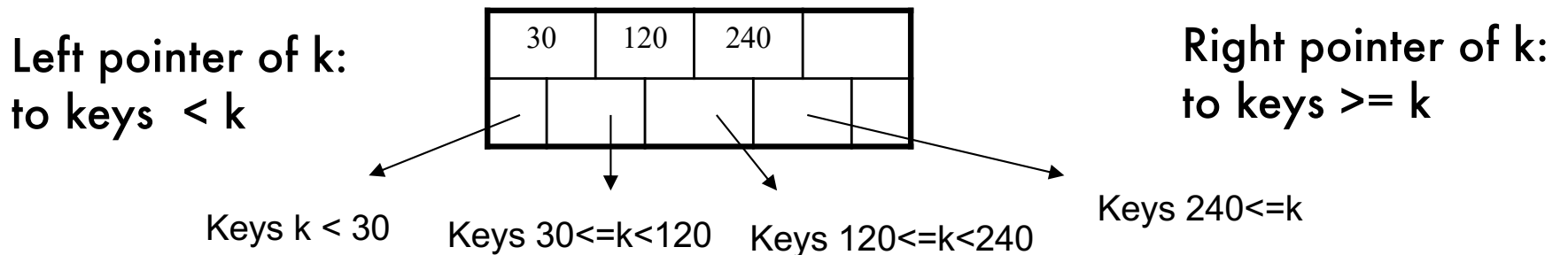
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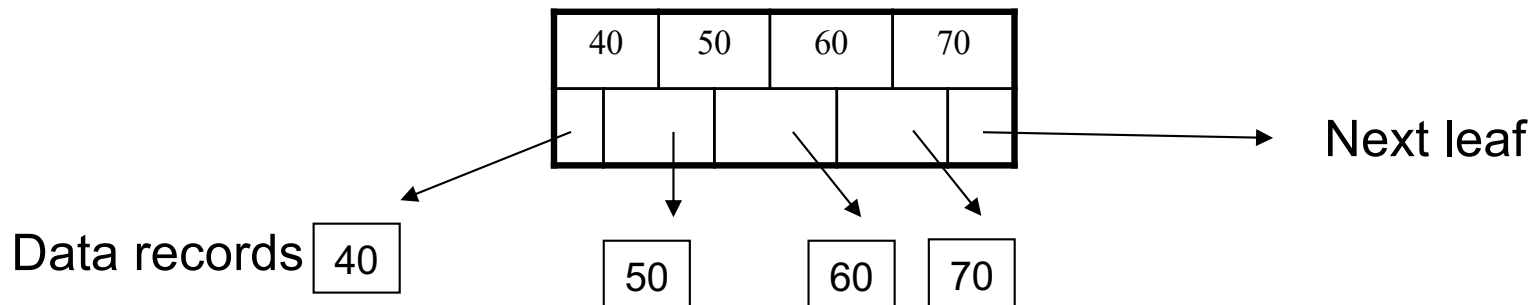


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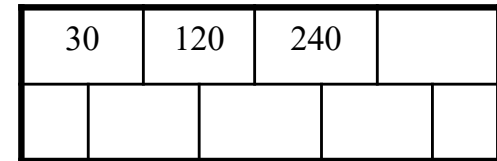


- Each leaf has  $d \leq m \leq 2d$  keys:



# B+ Tree Design

- How large  $d$  ?    Make one node fit on one block
- Example:
  - Key size = 4 bytes
  - Pointer size = 8 bytes
  - Block size = 4096 bytes
- $2d \times 4 + (2d+1) \times 8 \leq 4096$
- $d = 170$



(e.g.  $d = 2$ )

# B+ Trees in Practice

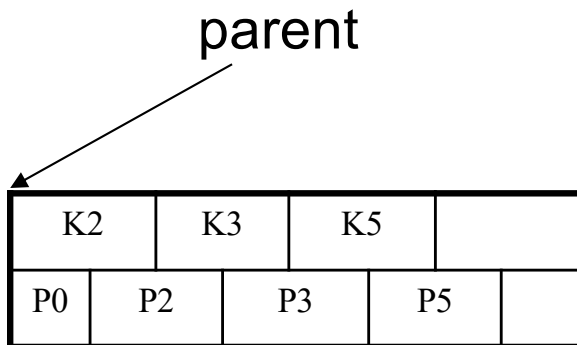
- **Typical order: 100. Typical fill-factor: 67%.**
  - average fanout = 133
- **Typical capacities**
  - Height 4:  $133^4 = 312,900,700$  records
  - Height 3:  $133^3 = 2,352,637$  records
- **Can often hold top levels in buffer pool**
  - Level 1 = 1 page = 8 Kbytes
  - Level 2 = 133 pages = 1 Mbyte
  - Level 3 = 17,689 pages = 133 Mbytes

# Insertion in a B+ Tree

## Insert (K, P)

- Find leaf where K belongs, insert
- If no overflow (2d keys or less), halt

Insert k1

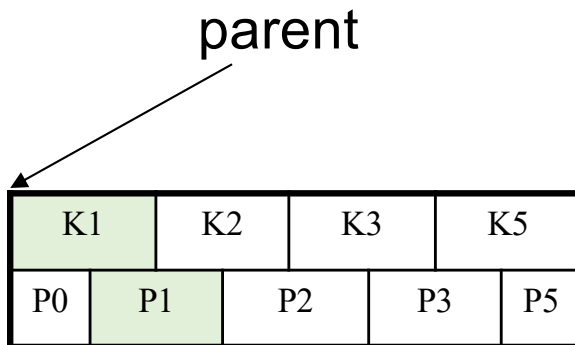


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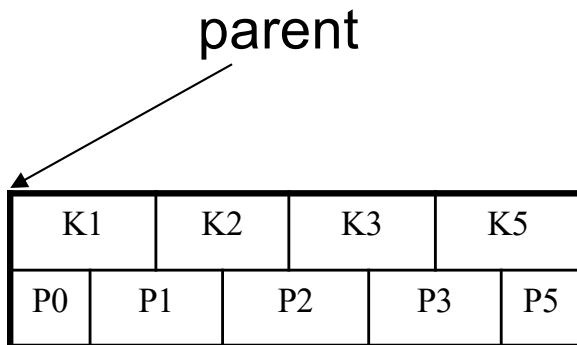


# Insertion in a B+ Tree

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Insert k4

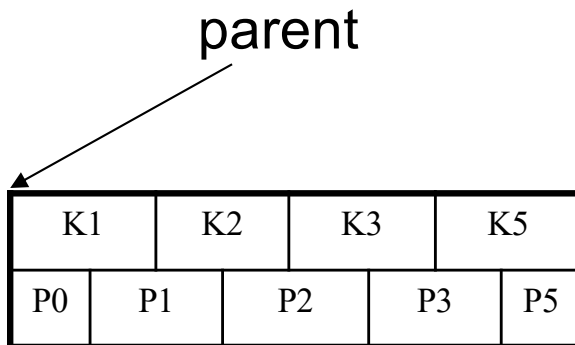


# Insertion in a B+ Tree

## Insert (K, P)

- Find leaf where K belongs, insert
- If no overflow ( $2d$  keys or less), halt
- If overflow ( $2d+1$  keys), split node, insert in parent:

Insert k4

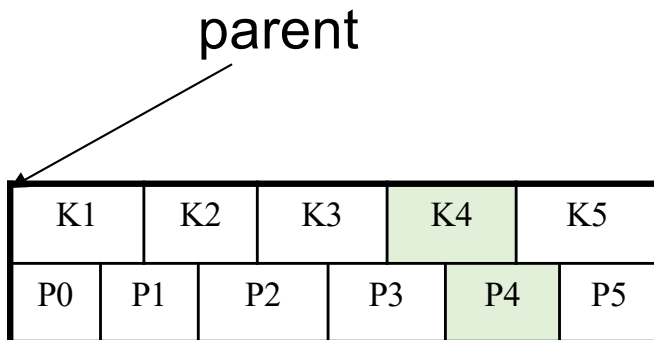


# Insertion in a B+ Tree

## Insert (K, P)

- Find leaf where K belongs, insert
- If no overflow ( $2d$  keys or less), halt
- If overflow ( $2d+1$  keys), split node, insert in parent:

Insert k4

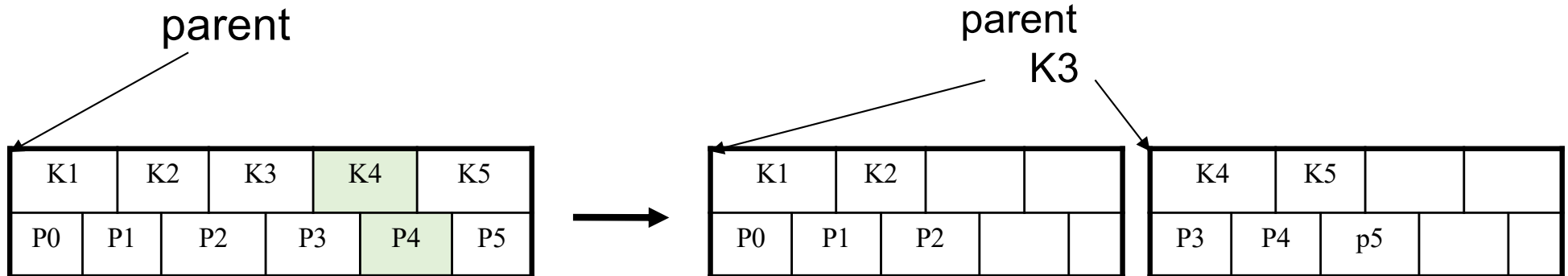


# Insertion in a B+ Tree

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- Find leaf where K belongs, insert
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Insert k4

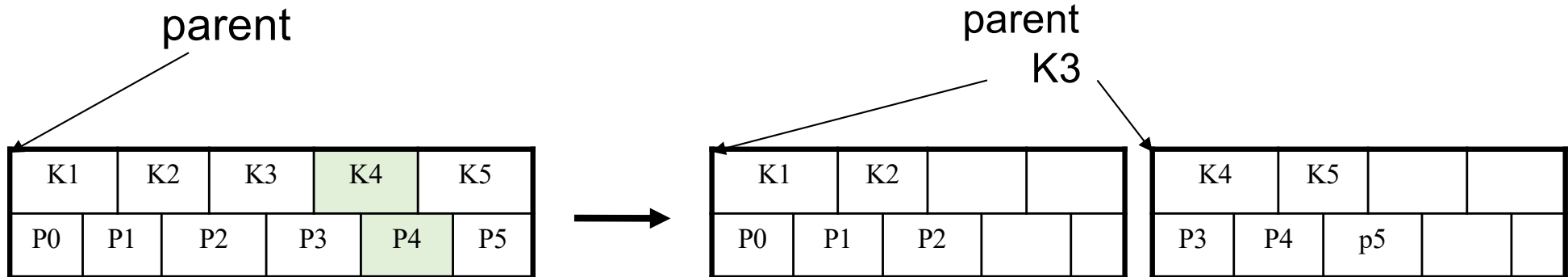


# Insertion in a B+ Tree

## Insert (K, P)

- Find leaf where K belongs, insert
- If no overflow ( $2d$  keys or less), halt
- If overflow ( $2d+1$  keys), split node, insert in parent:

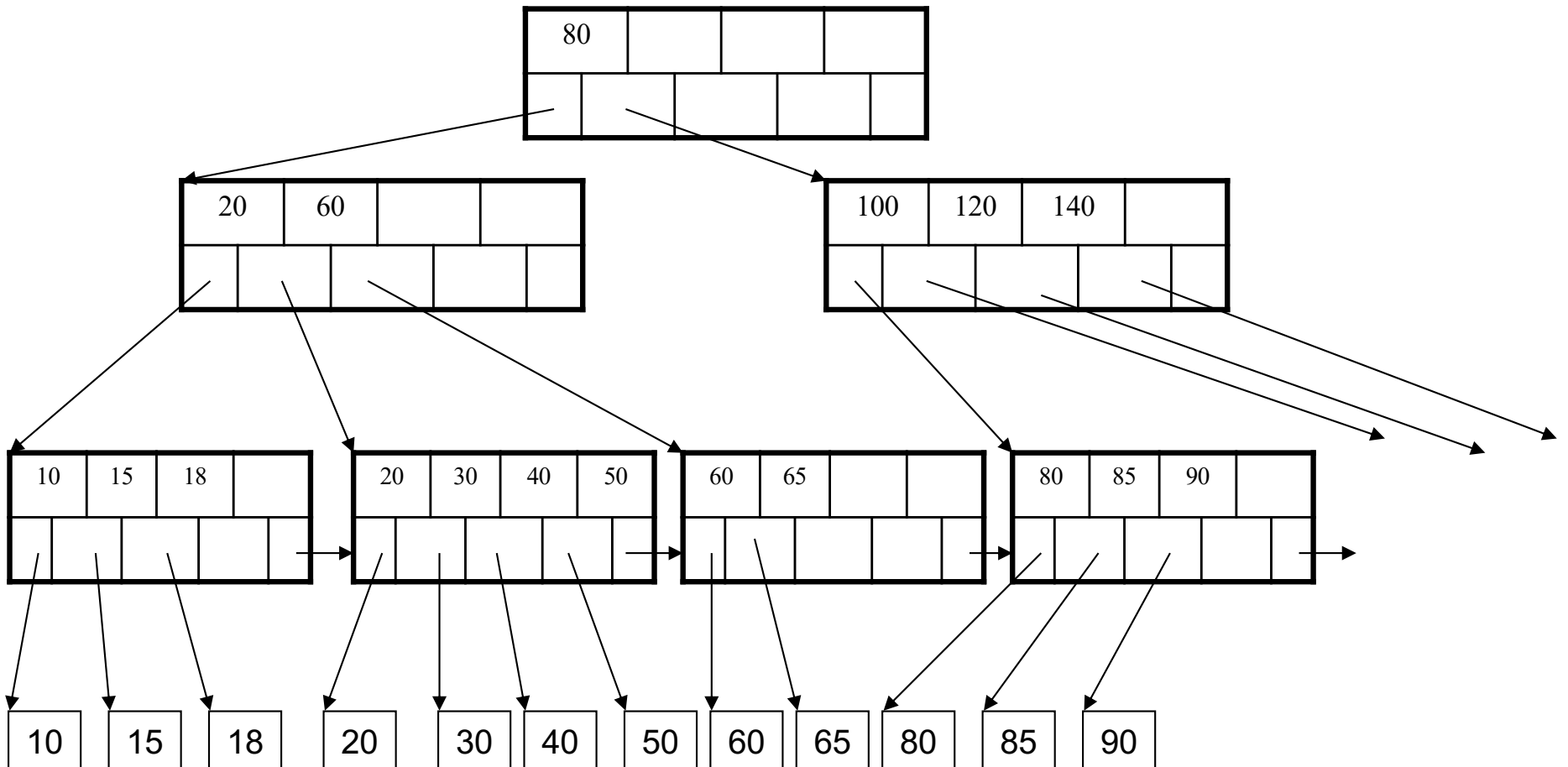
Insert k4



- If leaf, also keep K3 in right node
- When root splits, new root has 1 key only

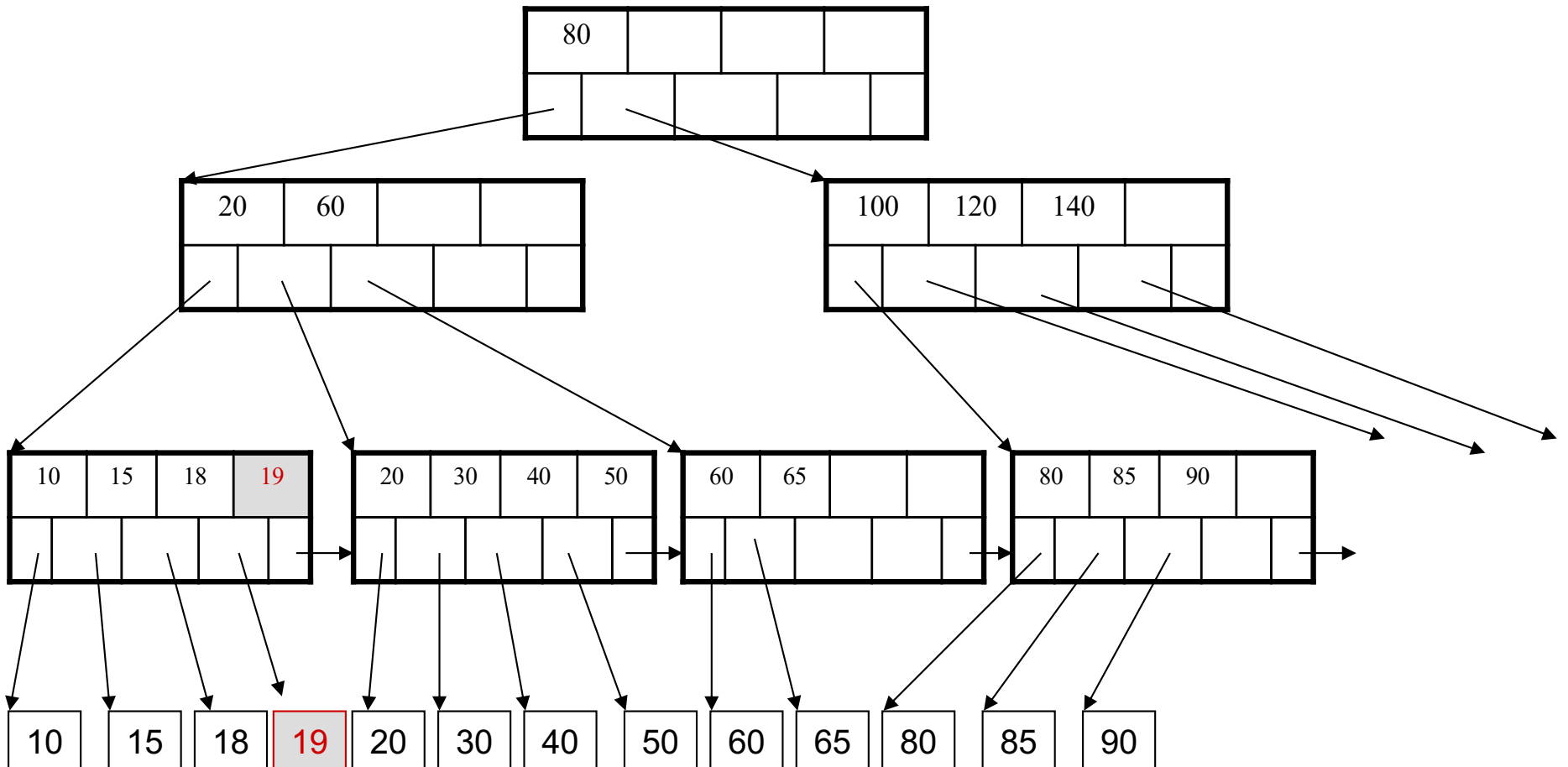
# Insertion in a B+ Tree

Insert K=19



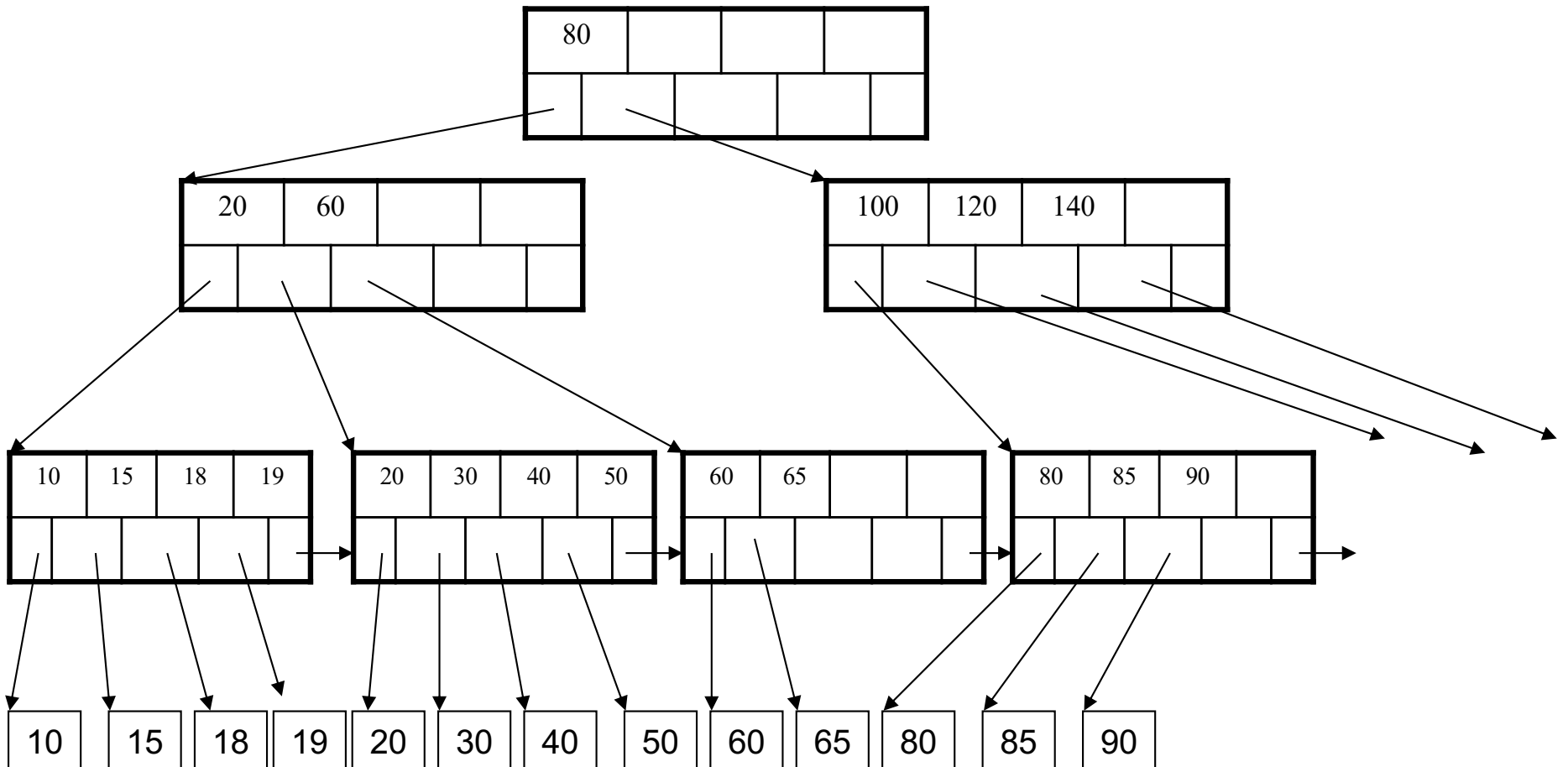
# Insertion in a B+ Tree

After insertion



# Insertion in a B+ Tree

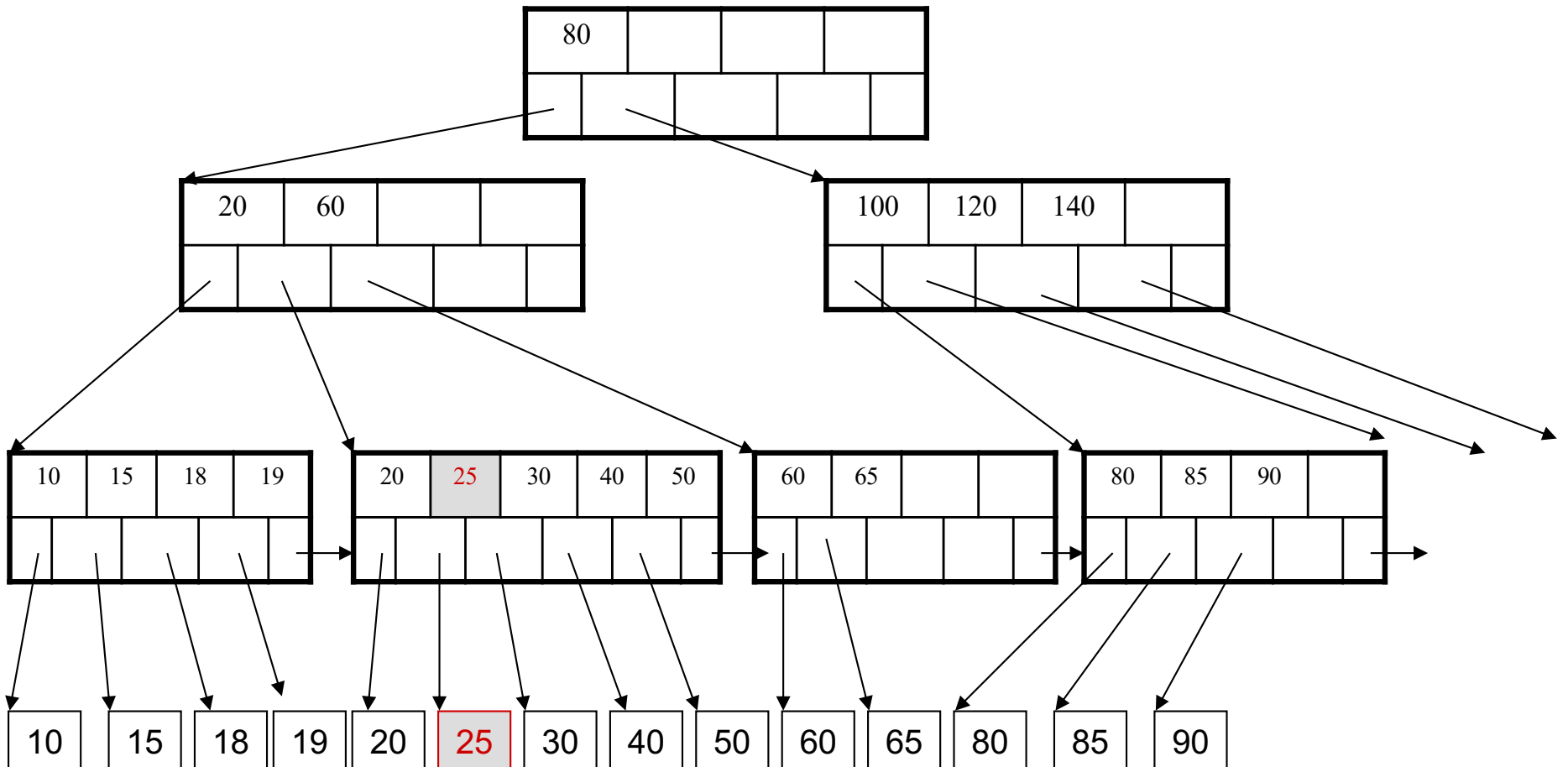
Now insert 25





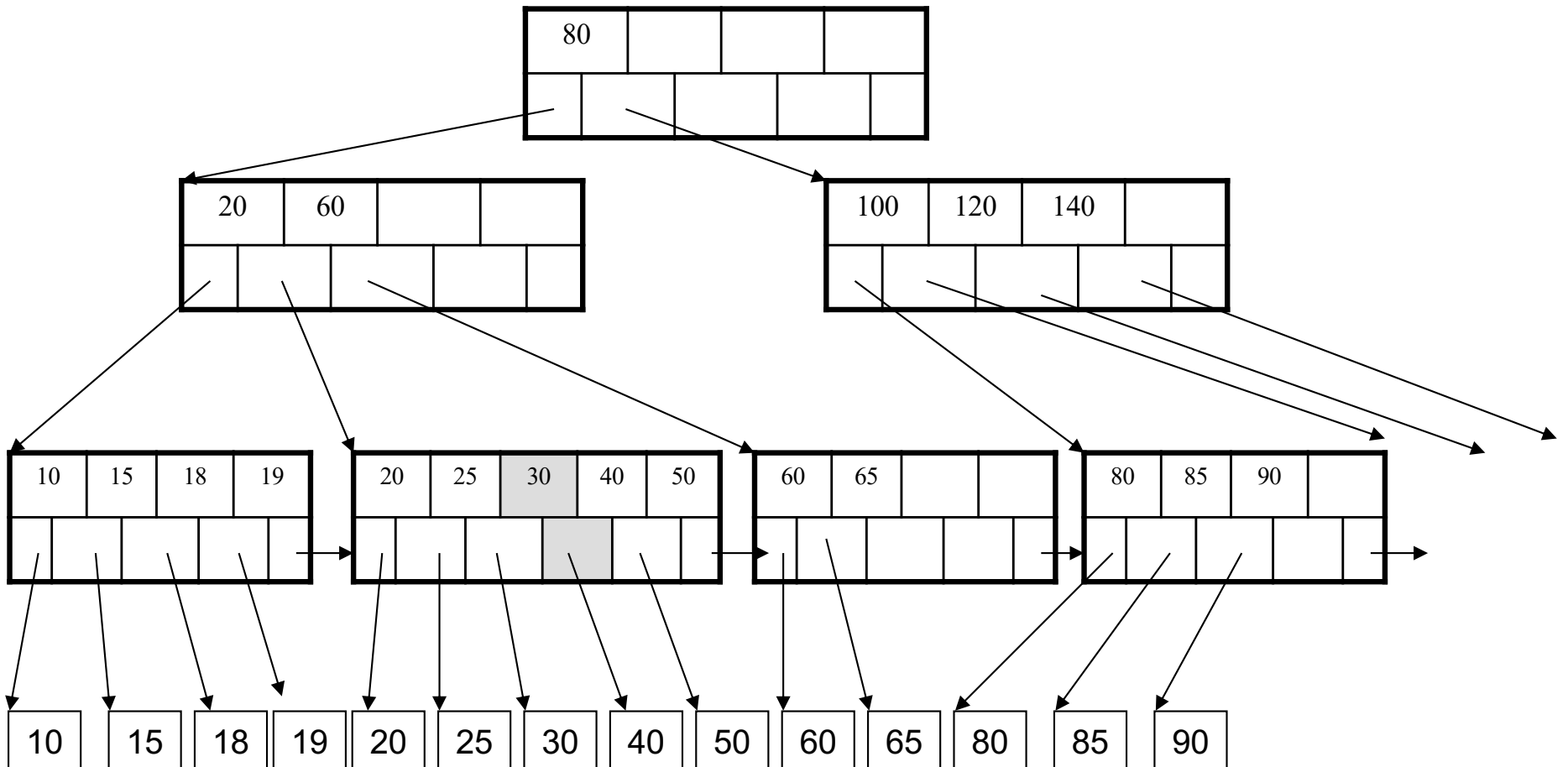
# Insertion in a B+ Tree

After insertion



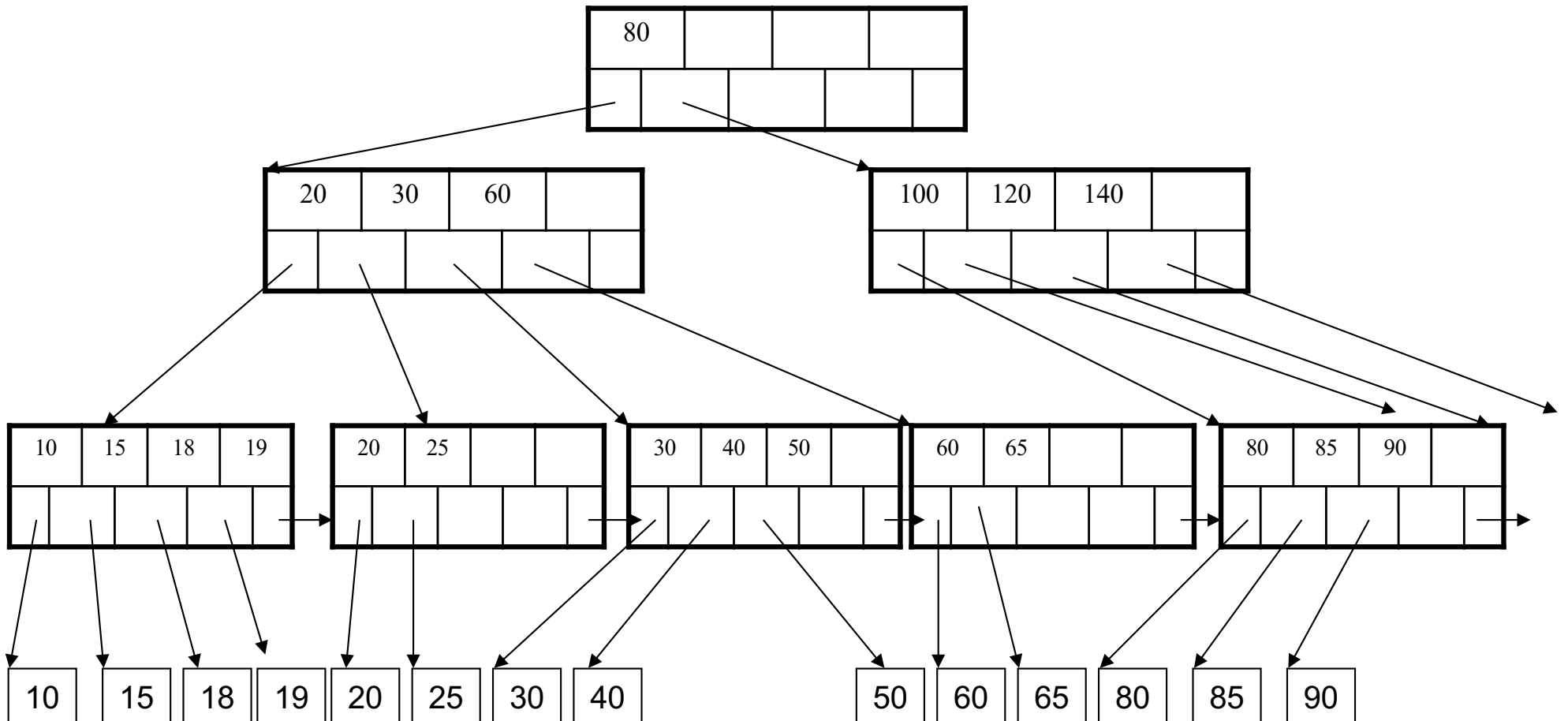
# Insertion in a B+ Tree

But now have to split !



# Insertion in a B+ Tree

After the split



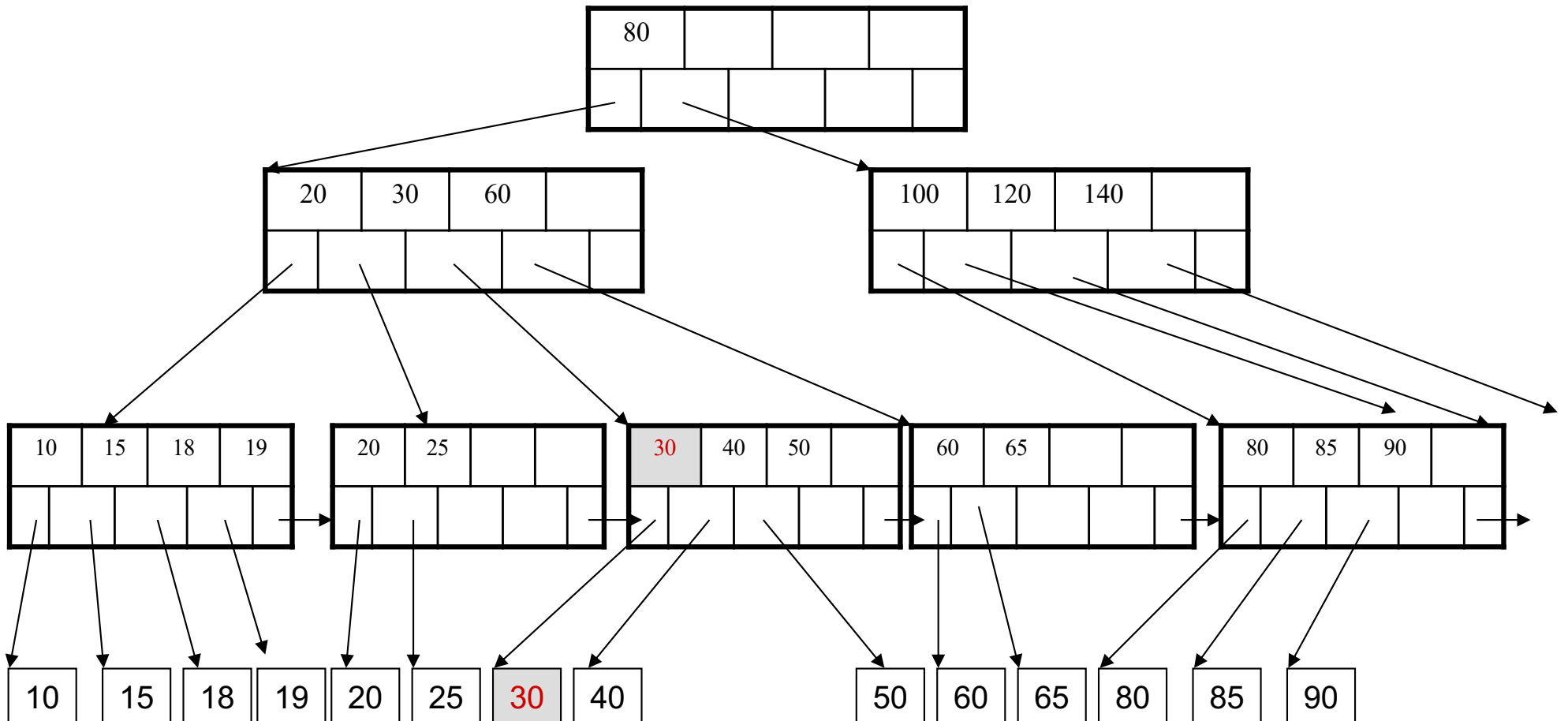
# Deletion in a B+ Tree

## Delete (K, P)

- Find leaf where K belongs, delete
- Check for capacity
- If leaf below capacity, search adjacent nodes (left first, then right) for extra tuples and rotate them to new leaf
- If adjacent nodes 50% full, merge with on adjacent node  
This removes a key/child from parent;  
repeat algorithm on parent node

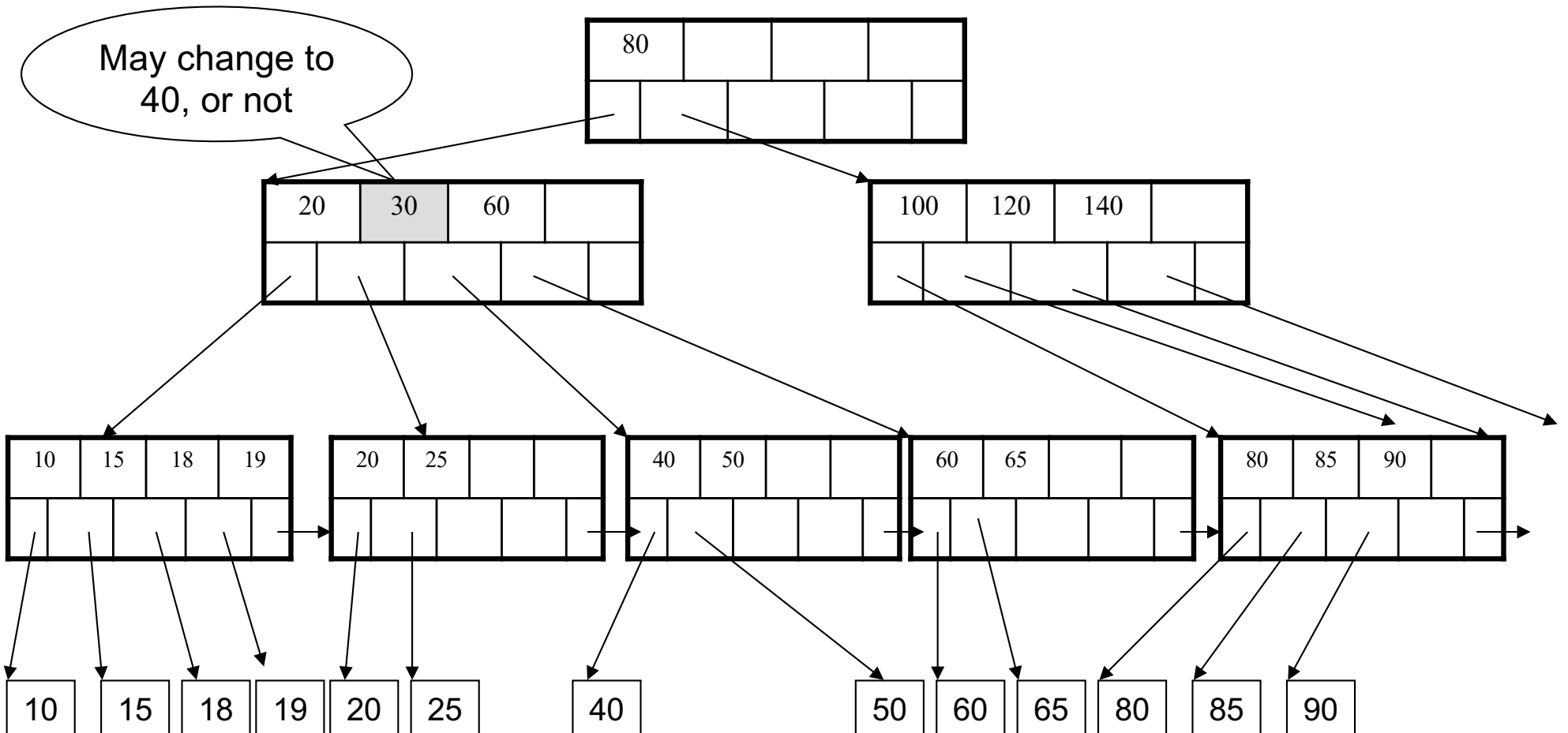
# Deletion from a B+ Tree

Delete 30



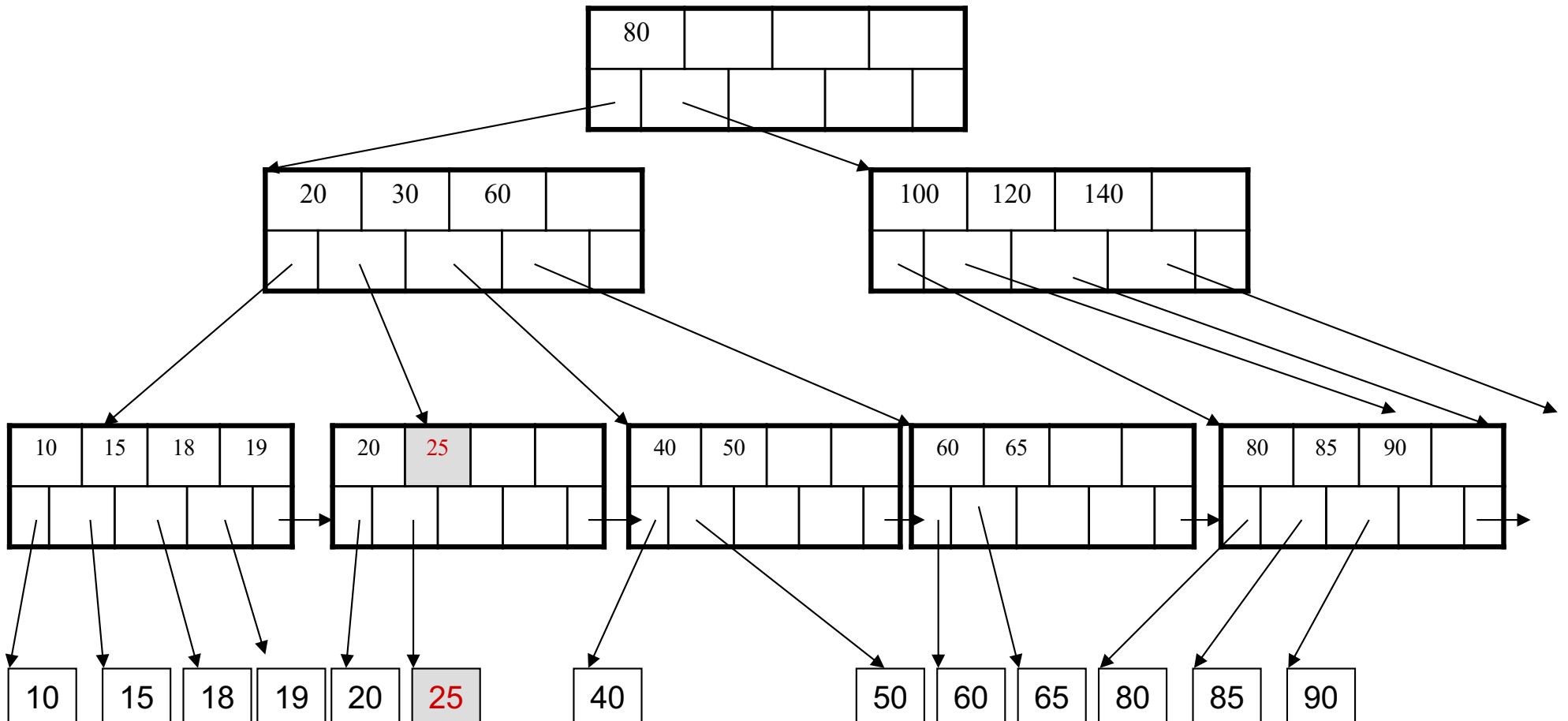
# Deletion from a B+ Tree

After deleting 30



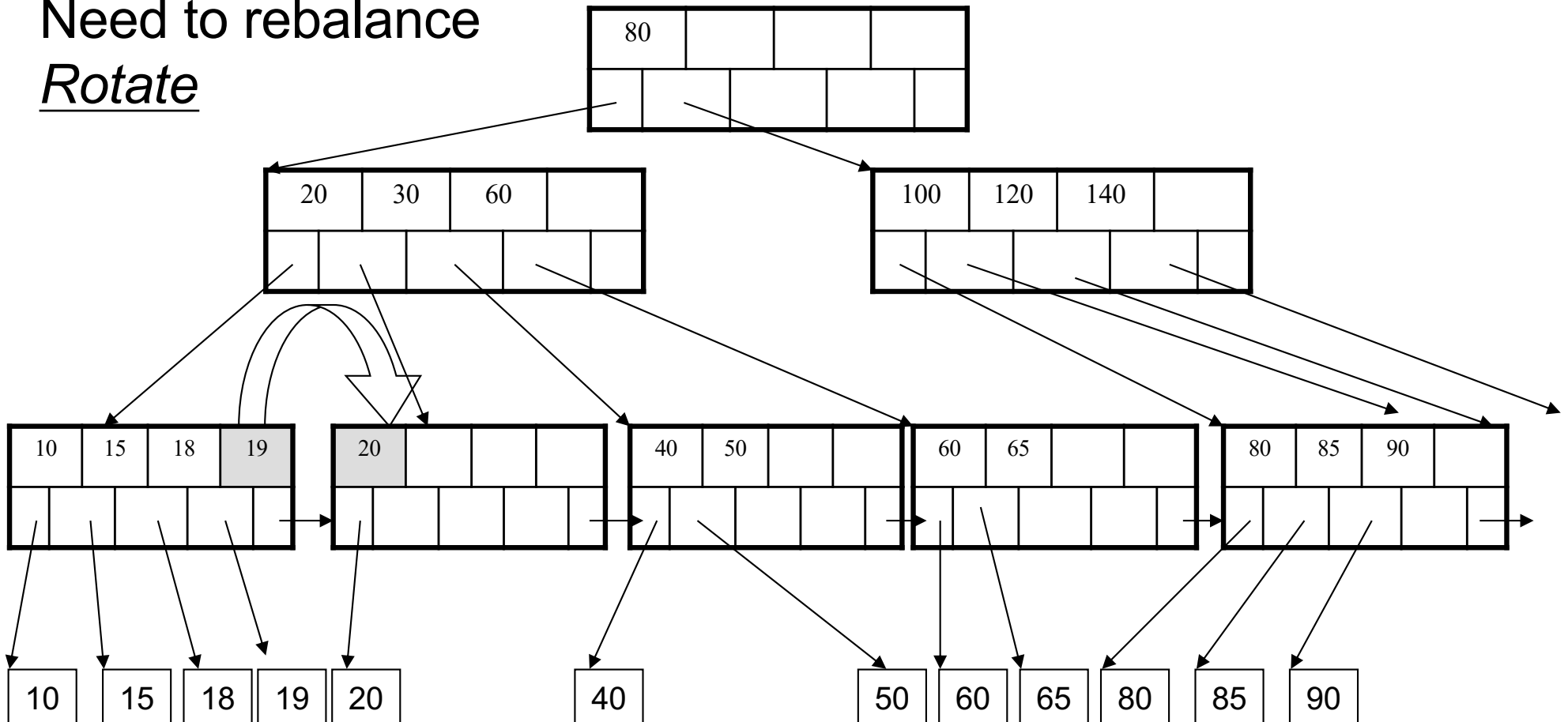
# Deletion from a B+ Tree

Now delete 25



# Deletion from a B+ Tree

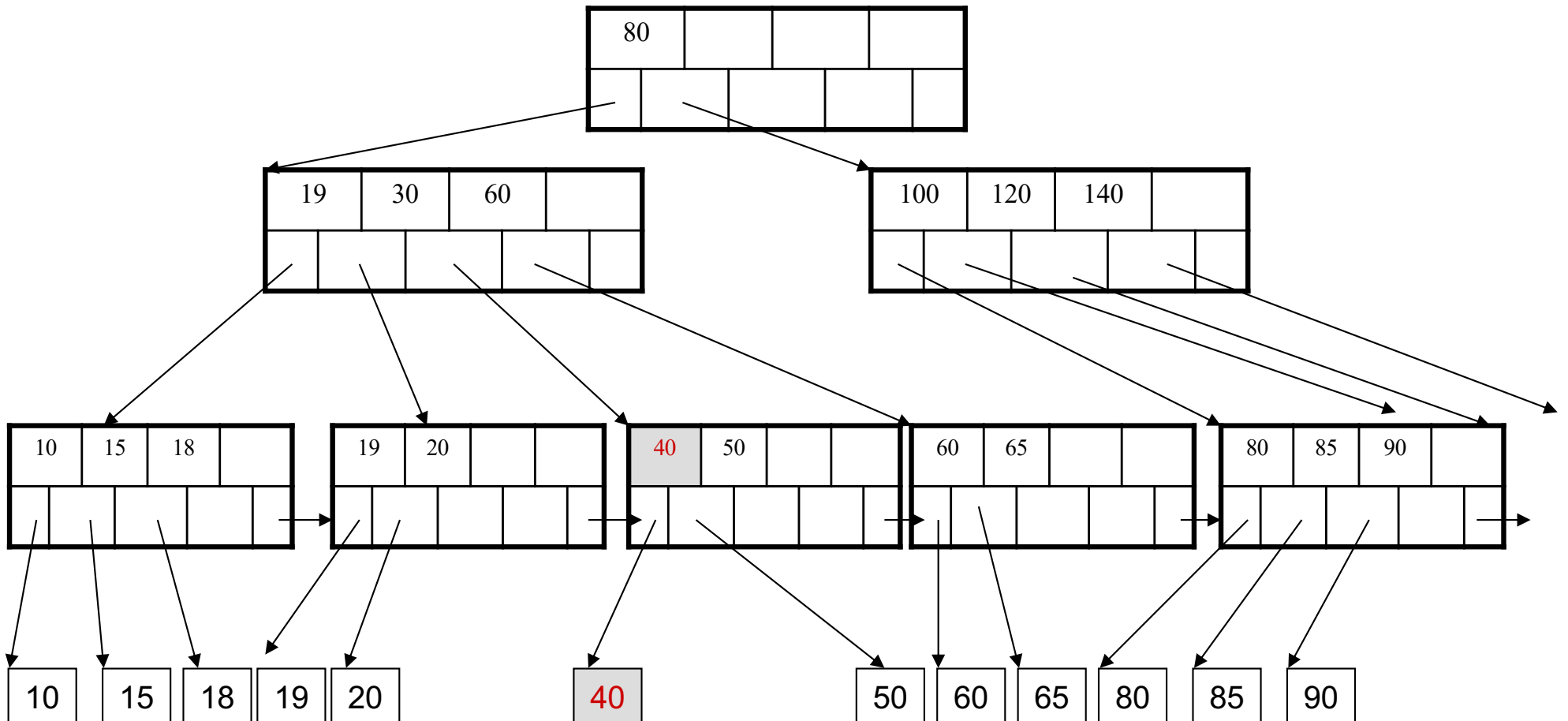
After deleting 25  
Need to rebalance  
*Rotate*





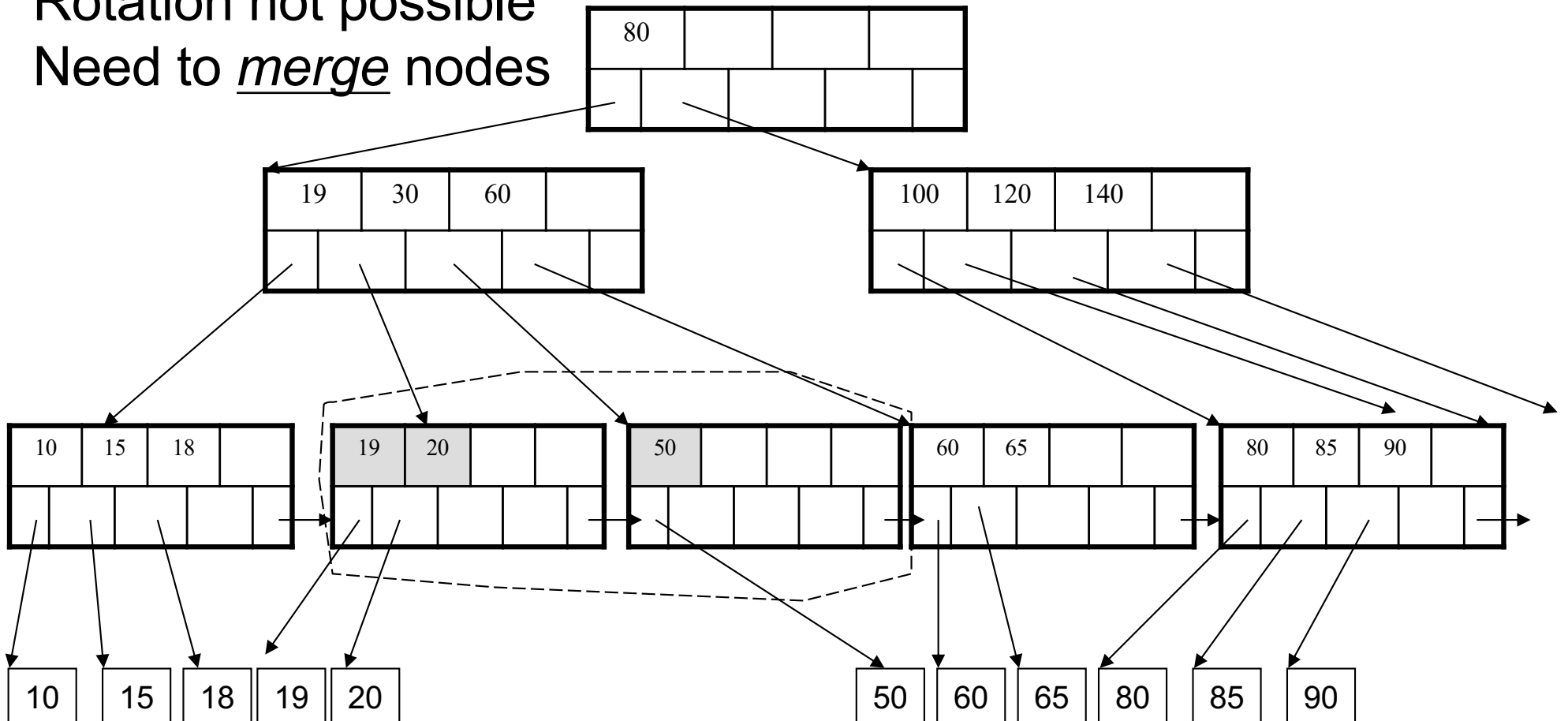
# Deletion from a B+ Tree

Now delete 40



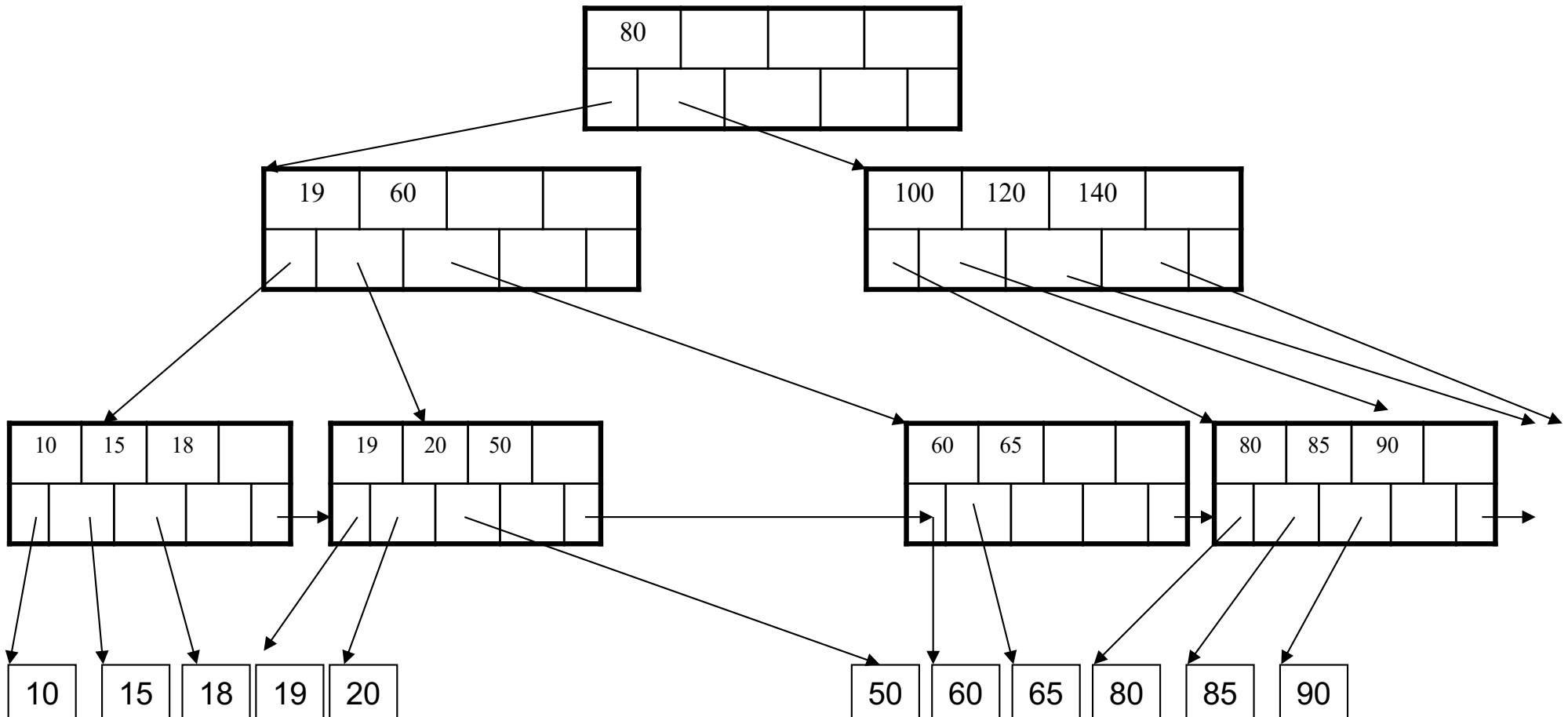
# Deletion from a B+ Tree

After deleting 40  
Rotation not possible  
Need to *merge* nodes

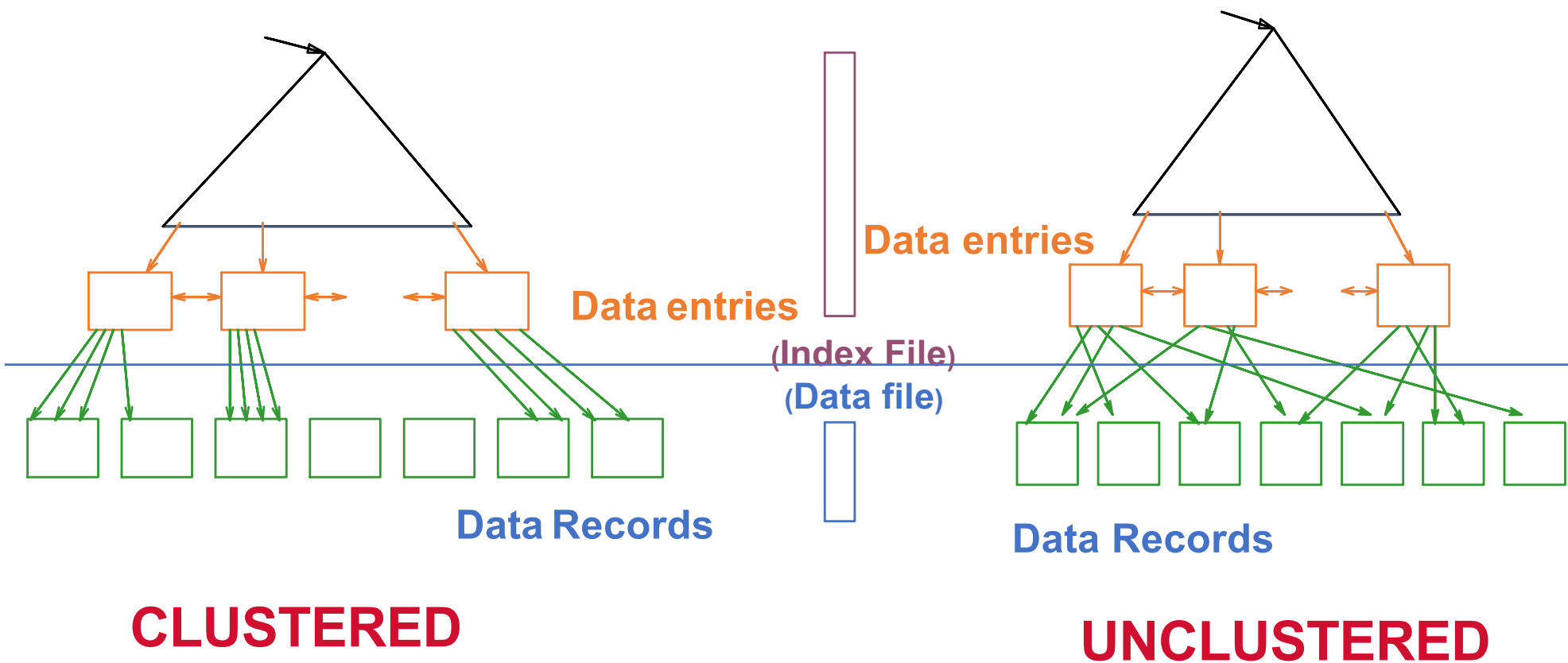


# Deletion from a B+ Tree

Final tree



# Clustered v.s. Unclustered B+ Trees



Note: can also store data records directly as data entries

# Searching a B+ Tree

- **Exact key values:**
  - Start at the root
  - Proceed down, to the leaf
- **Range queries:**
  - Find lowest bound as above
  - Then sequential traversal
- **Less effective for multi-range**
  - Can only use one B+ tree, ignore the other(s)
  - Called access path selection

```
Select name  
From Student  
Where age = 25
```

```
Select name  
From Student  
Where 20 <= age  
and age <= 30
```

```
Select name  
From Student  
Where age = 25  
and GPA = 3.5
```

# Summary on B+ Trees

- **Default index structure on most DBMSs**
- **Many improvements/optimizations**
  - Prefix compression:  
"Johannes", "John", "Johnson", "Jon", ...  
store only suffices, to save space
  - Allow fill capacity to decrease slightly below 50% to avoid cascading splits and merges
  - Optimizations for transactions: tree-locking protocol instead of Strict 2PL
- **For multi-dimensional queries, need R-trees:**
  - E.g. age = 25 and GPA > 3.5
  - R-trees are more difficult to search and rebalance