

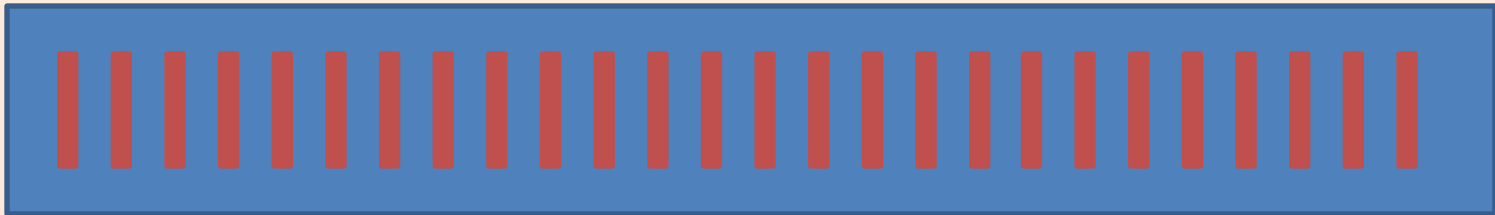
ICS 421 Spring 2010

Indexing (1)

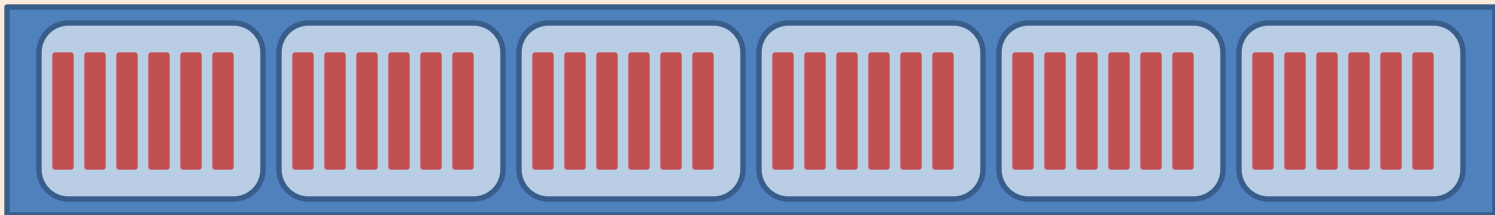
Asst. Prof. Lipyeow Lim
Information & Computer Science Department
University of Hawaii at Manoa

How to speed up queries?

```
SELECT *  
FROM Sailors  
WHERE age>40
```

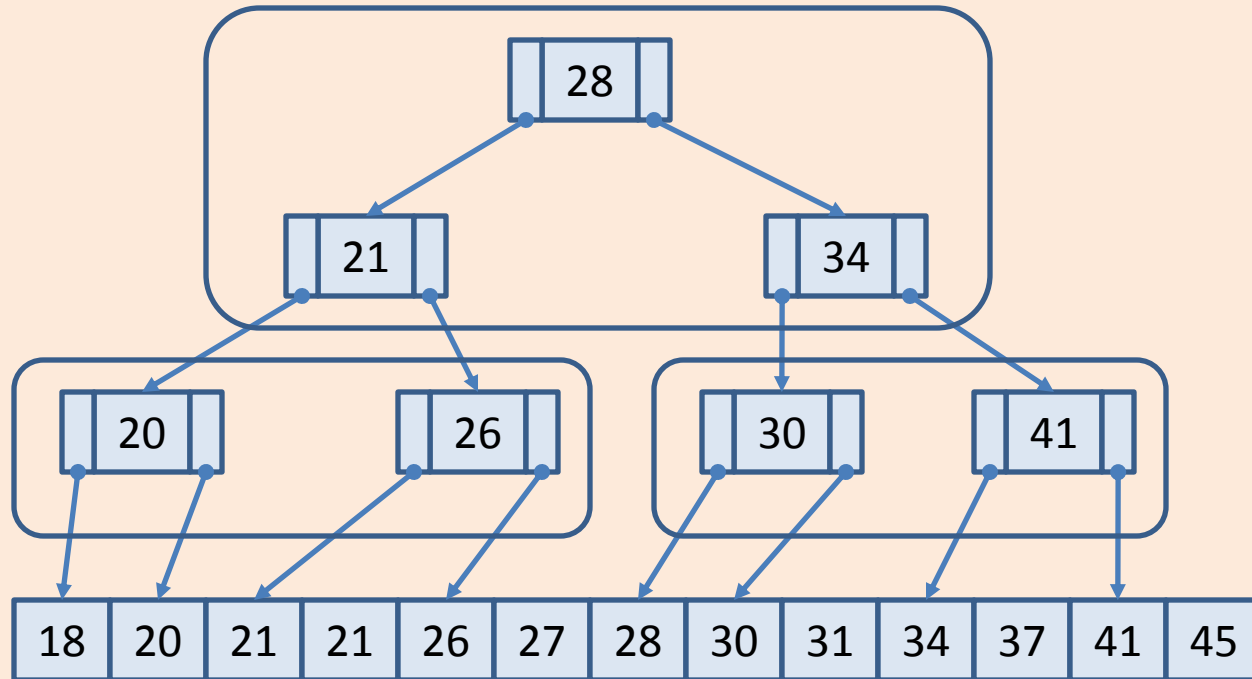


Array of Sailor Tuples/Records



File of Record for Sailors

Binary Search Trees

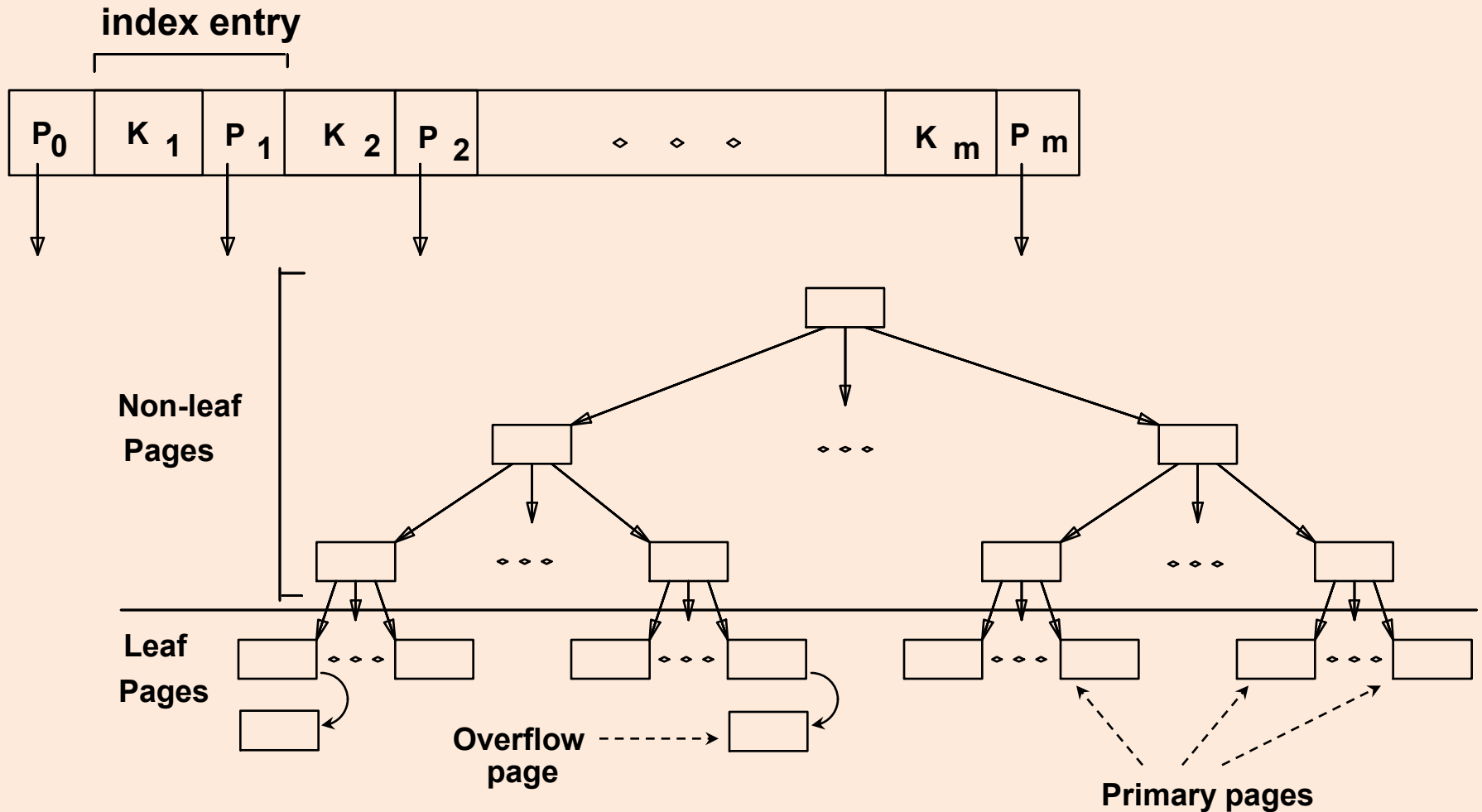


- Given search value
 - if value < node.value, then follow left pointer
 - Else follow right pointer
- How do generalize each index node to an index page ?
- How do we generalize this to search pages of records ?

Indexes

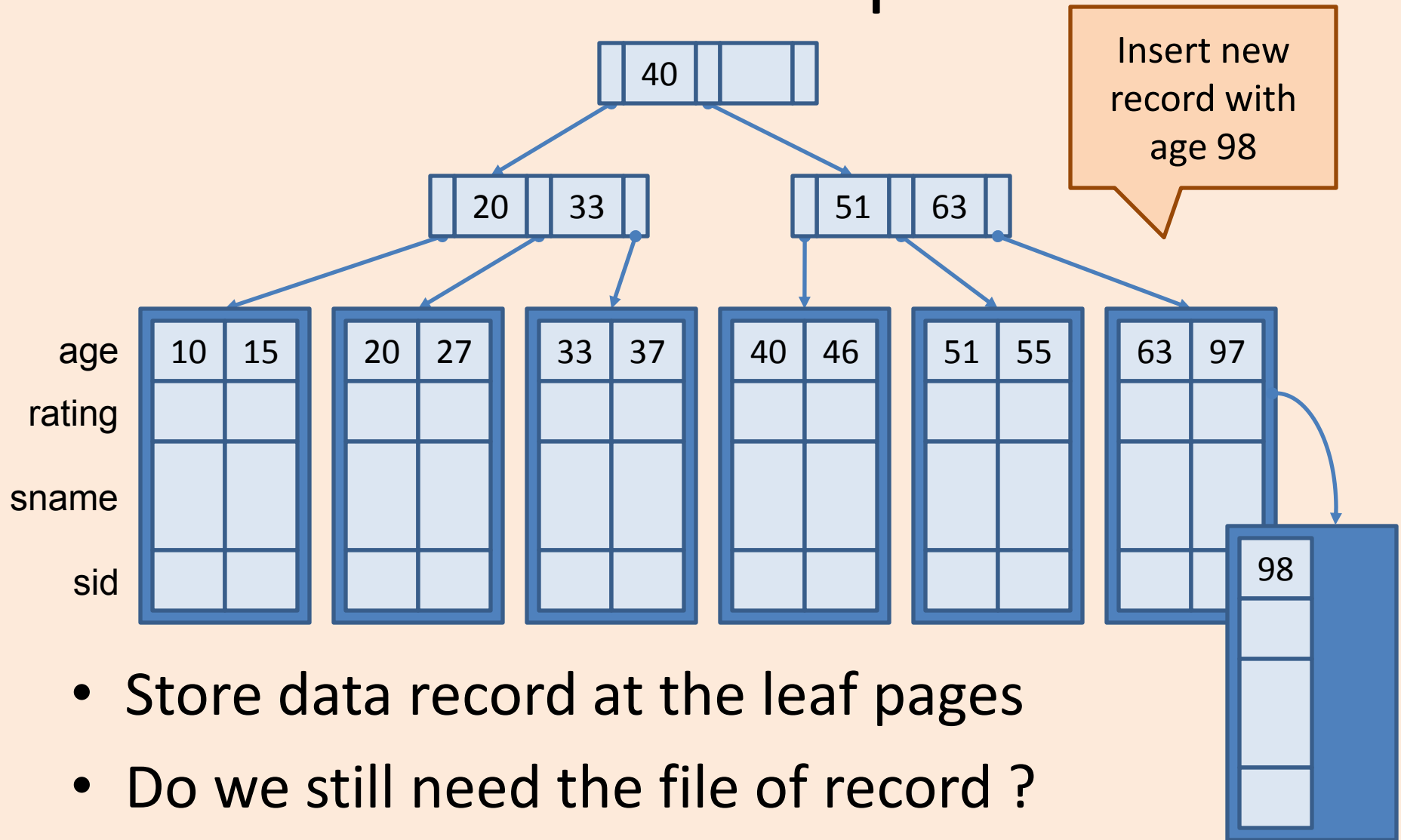
- What do we store in the index nodes ? Let k be the key value for an index entry:
 1. Data record with key value k
 2. $\langle k, \text{rid of data record with key value } k \rangle$
 3. $\langle k, \text{list of rids of data records with key value } k \rangle$
- What kind of queries does the index support?
 - Range
 - Point (or equality)

Indexed Sequential Access Method (ISAM)



- Static $(m+1)$ -way Search Tree

ISAM: Example



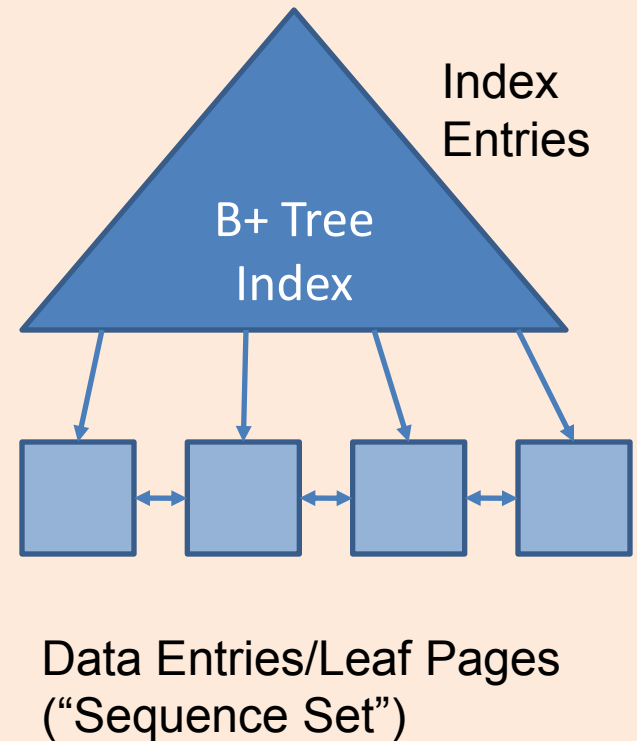
- Store data record at the leaf pages
- Do we still need the file of record ?

ISAM Facts

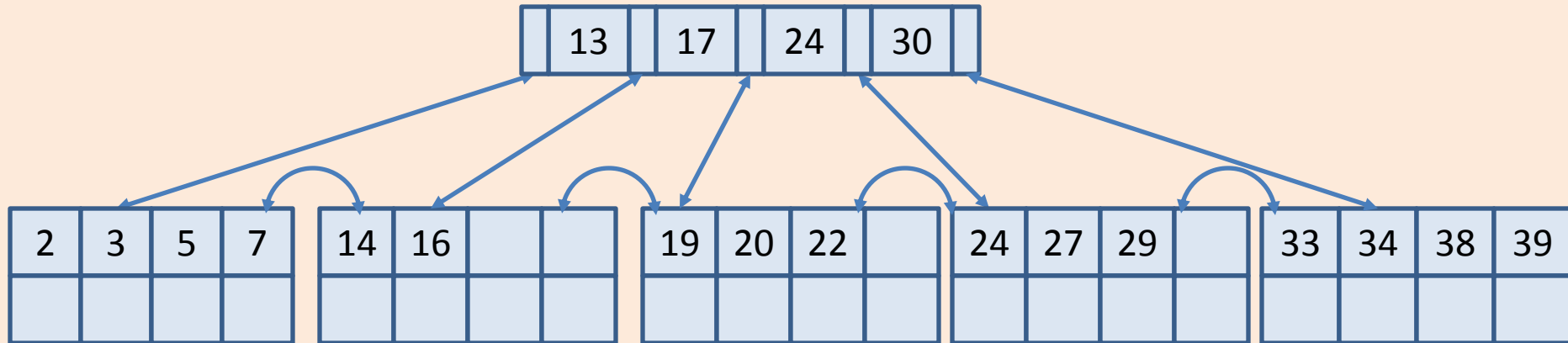
- *File creation*: Leaf (data) pages allocated sequentially, sorted by search key; then index pages allocated, then space for overflow pages.
- *Index entries*: <search key value, page id>; they `direct' search for *data entries*, which are in leaf pages.
- Search: Start at root; use key comparisons to go to leaf. Cost= $O(\log_F N)$; $F = \# \text{ entries/index pg}$, $N = \# \text{ leaf pgs}$
- Insert: Find leaf data entry belongs to, and put it there. If full, allocate and put in overflow page
- Delete: Find and remove from leaf; if empty overflow page, de-allocate.
- *Static tree structure*: inserts/deletes affect only leaf pages.

B+ Tree Index

- Insert/delete at $\log_F N$ cost; keep tree *height-balanced*. (F = fanout, N = # leaf pages)
- Minimum 50% occupancy (except for root). Each node contains $d \leq m \leq 2d$ entries. The parameter d is called the *order* of the tree.
- Supports equality and range-searches efficiently.



B+ Tree: Search Example

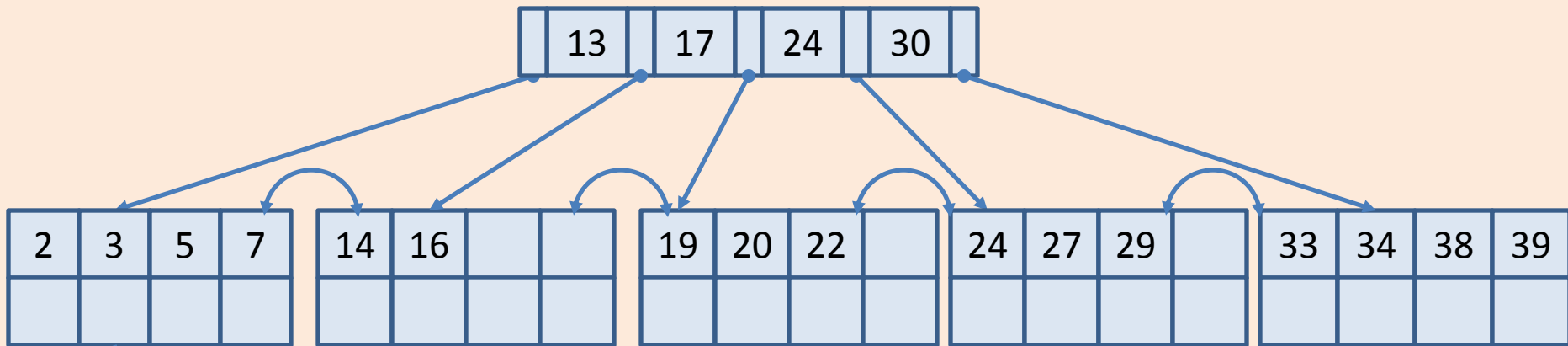
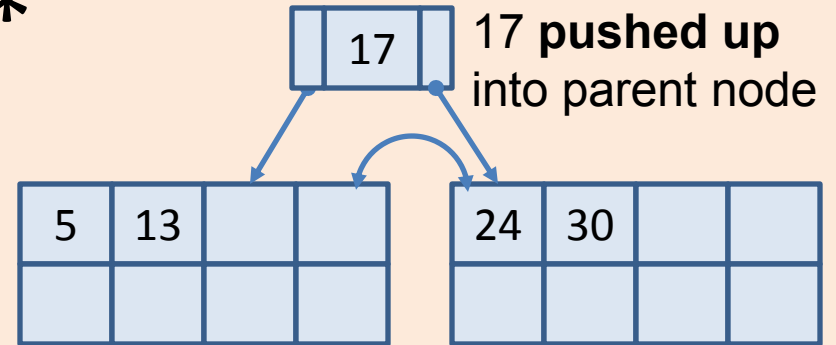


- Leaf entries store $\langle \text{key}, \text{rid} \rangle$ pairs
- What is the order ?
- Search for: $\text{age}=5$, $\text{age}=15$, $\text{age} \geq 24$

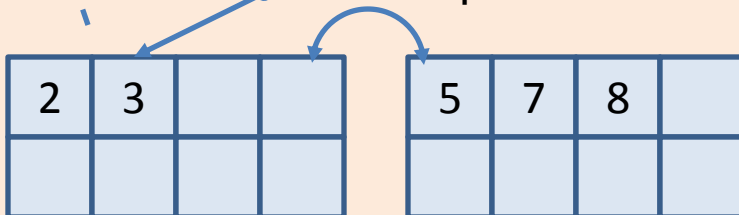
Inserting a new data entry

- Find correct leaf L .
- Put data entry onto L .
 - If L has enough space, *done!*
 - Else, must split L (into L and a new node $L2$)
 - Redistribute entries evenly, copy up middle key.
 - Insert index entry pointing to $L2$ into parent of L .
- This can happen recursively
 - To split index node, redistribute entries evenly, but push up middle key. (Contrast with leaf splits.)
- Splits “grow” tree; root split increases height.
 - Tree growth: gets wider or one level taller at top.

Example: Insert 8*



5 5 copied up to parent node

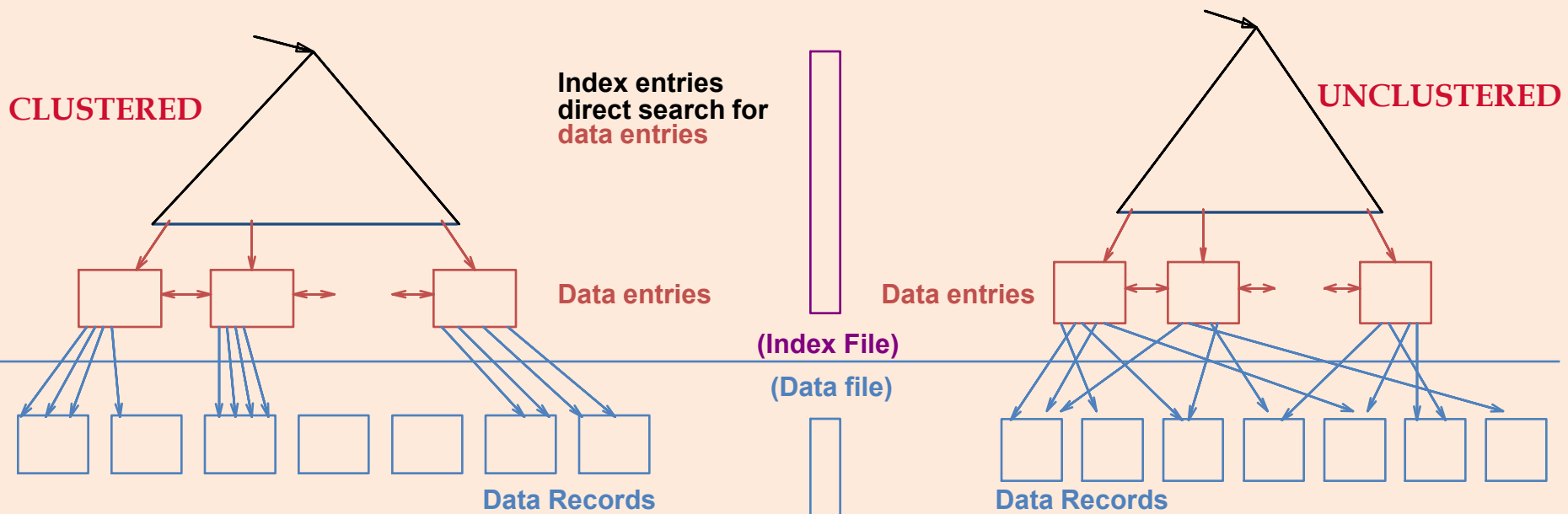


Deleting a data entry

- Start at root, find leaf L where entry belongs.
- Remove the entry.
 - If L is at least half-full, *done!*
 - If L has only **$d-1$** entries,
 - Try to **re-distribute**, borrowing from sibling (*adjacent node with same parent as L*).
 - If re-distribution fails, **merge** L and sibling.
- If merge occurred, must delete entry (pointing to L or sibling) from parent of L .
- Merge could propagate to root, decreasing height.

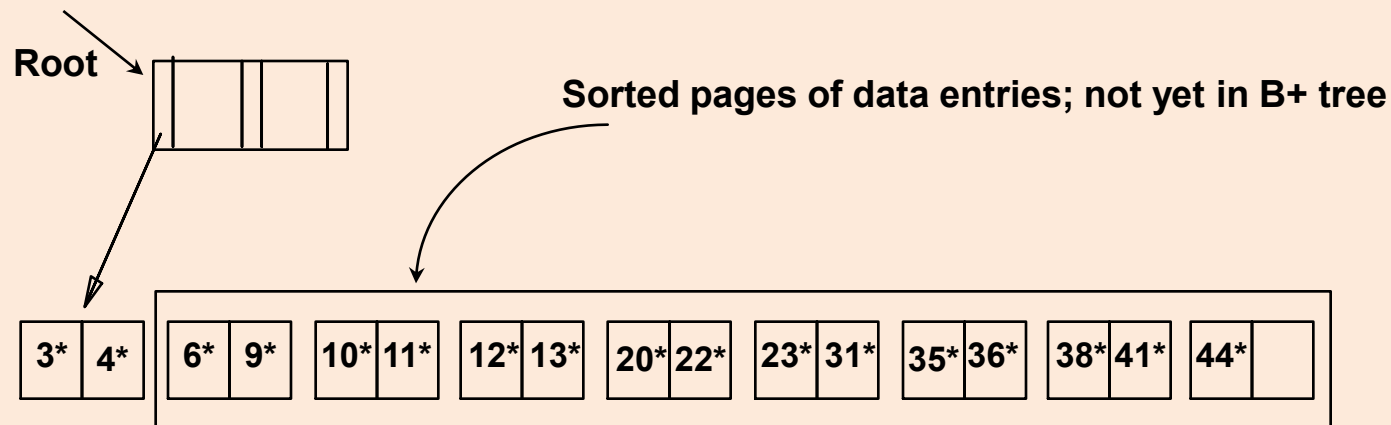
Miscellaneous

- How do we handle data with duplicates ?
 - Overflow buckets
 - Make rid part of the key
 - Each data entry stores <key, list of rids>
- Clustered vs Unclustered indexes



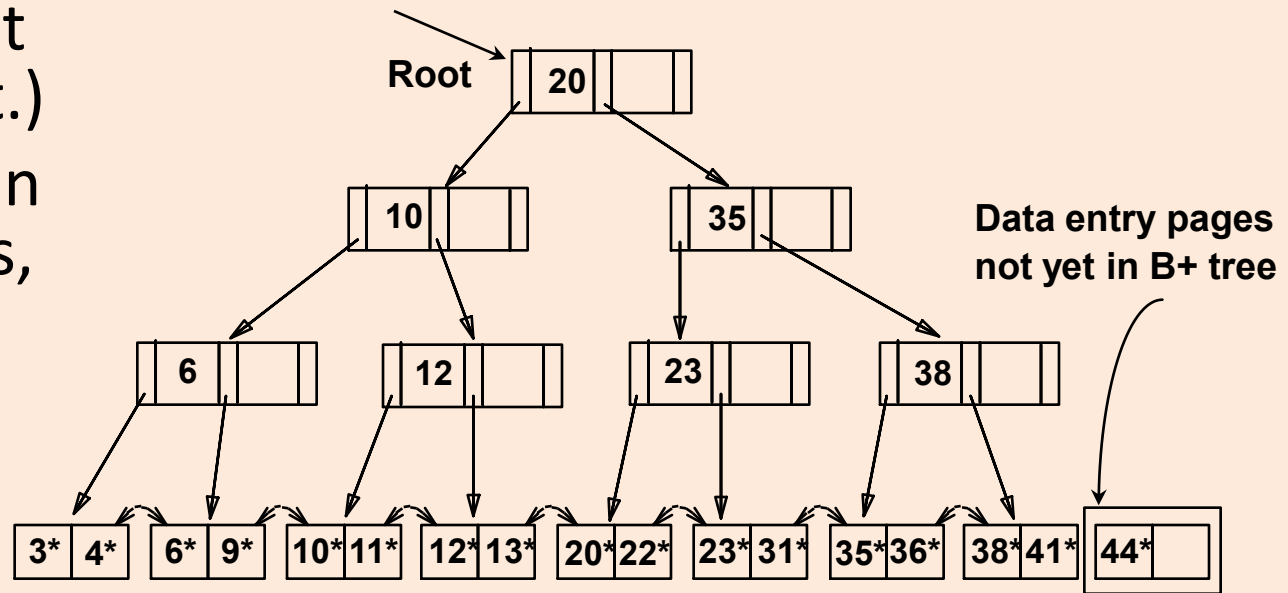
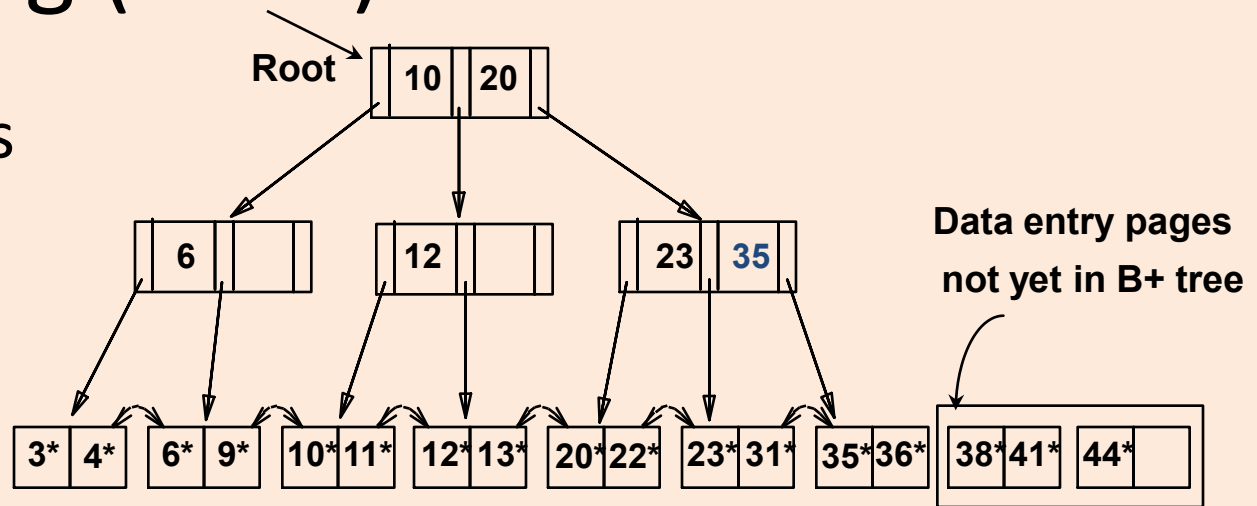
Bulk Loading a B+ Tree

- If we have a large collection of records, and we want to create a B+ tree on some field, doing so by repeatedly inserting records is very slow.
- Bulk Loading can be done much more efficiently.
- *Initialization*: Sort all data entries, insert pointer to first (leaf) page in a new (root) page.



Bulk Loading (cont.)

- Index entries for leaf pages always entered into right-most index page just above leaf level. When this fills up, it splits. (Split may go up right-most path to the root.)
- Much faster than repeated inserts, especially when one considers locking!



Creating Indexes

- Most DBMS (eg. DB2) supports only B+ tree indexes:

CREATE INDEX myIdx **ON** mytable(col1, col3)

CREATE UNIQUE INDEX myUniqIdx **ON** mytable(col2, col5)

CREATE INDEX myIdx **ON** mytable(col1, col3) **CLUSTER**

- If a primary key is specified in the CREATE TABLE statement, an (unclustered) index is automatically created for the PK.
- To create a clustered PK index:
 - Create table without PK constraint
 - Create index on PK with cluster option
 - Alter table to add PK constraint
- To get rid of unused indexes: **DROP INDEX** myIdx;