



Lecture 14: Trees (Part 1)

CREATING THE NEXT®

Administrivia

- Assignment 3 and Sheet 3 due on Oct 20

Today's Agenda

Recap

B+Tree Overview

B+Tree In Practice

B+Tree Design Decisions

Optimizations

Conclusion

Recap

Hash Tables

- Hash tables are fast data structures that support $O(1)$ look-ups
- Used all throughout the DBMS internals.
 - ▶ Examples: Page Table (Buffer Manager), Lock Table (Lock Manager)
- Trade-off between speed and flexibility.

Limitations of Hash Tables

- Hash tables are usually not what you want to use for a indexing tables
 - ▶ Lack of ordering in widely-used hashing schemes
 - ▶ Lack of locality of reference → more disk seeks
 - ▶ Persistent data structures are much more complex (logging and recovery)
 - ▶ [Reference](#)

Table Indexes

- A **table index** is a replica of a subset of a table's attributes that are organized and/or sorted for efficient access based a subset of those attributes.
- Example: {**Employee Id**, **Dept Id**} → Employee Tuple Pointer
- The DBMS ensures that the contents of **the table** and **the indices** are in sync.

Table Indexes

- It is the DBMS's job to figure out the best index(es) to use to execute each query.
- There is a trade-off on the number of indexes to create per database.
 - ▶ Storage Overhead
 - ▶ Maintenance Overhead

Today's Agenda

- B+Tree Overview
- B+Tree in Practice
- Design Decisions
- Optimizations

B Tree Overview

B-Tree Family

- There is a specific data structure called a B-Tree.
- People also use the term to generally refer to a class of balanced tree data structures:
 - ▶ B-Tree (1971)
 - ▶ B+Tree (1973)
 - ▶ B*Tree (1977?)
 - ▶ Blink-Tree (1981)

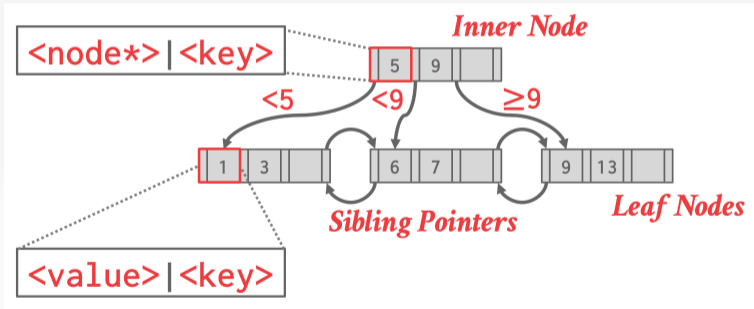
B+Tree

- A **B+Tree** is a self-balancing tree data structure that keeps data sorted and allows searches, sequential access, insertions, and deletions in **$O(\log n)$** .
 - ▶ Generalization of a **binary search tree** in that a node can have more than two children.
 - ▶ Optimized for disk storage (*i.e.*, read and write at page-granularity).

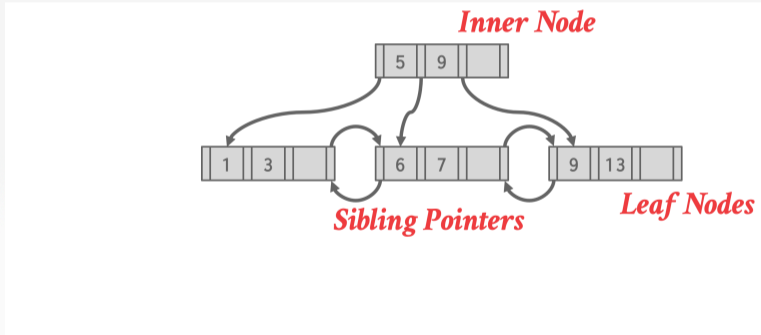
B+Tree Properties

- A B+Tree is an M-way search tree with the following properties:
 - ▶ It is perfectly balanced (*i.e.*, every leaf node is at the same depth).
 - ▶ Every node other than the root, is at least half-full: $M/2-1 \leq \text{keys} \leq M-1$
 - ▶ Every inner node with k keys has $k+1$ non-null children (node pointers)

B+Tree Example



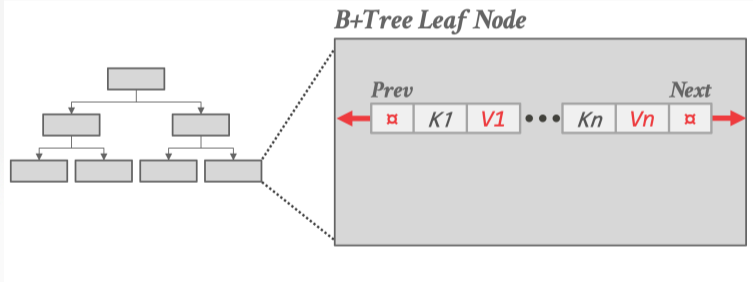
B+Tree Example



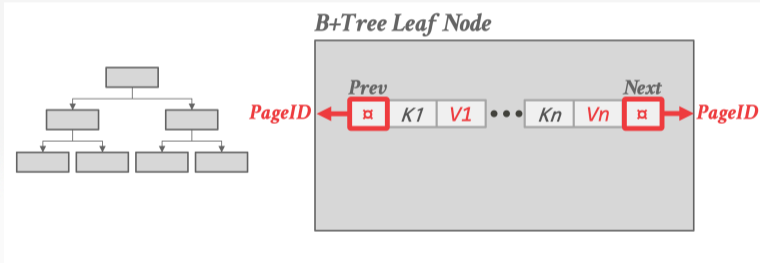
Nodes

- Every B+Tree node is comprised of an array of key/value pairs.
 - ▶ The keys are derived from the attribute(s) that the index is based on.
 - ▶ The values will differ based on whether the node is classified as inner nodes or leaf nodes.
 - ▶ Inner nodes: Values are pointers to other nodes.
 - ▶ Leaf nodes: Values are pointers to tuples or actual tuple data.
- The arrays are (usually) kept in sorted key order.

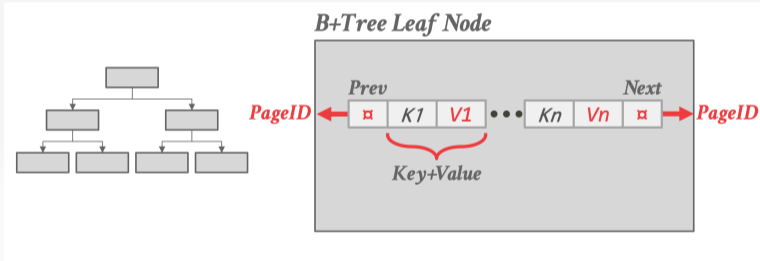
B+Tree Leaf Nodes



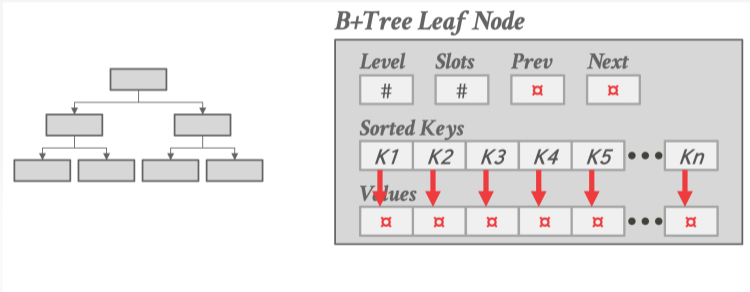
B+Tree Leaf Nodes



B+Tree Leaf Nodes



B+Tree Leaf Nodes



Node

```
struct Node {  
    /// The level in the tree.  
    uint16_t level;  
    /// The number of children.  
    uint16_t count;  
    ~|...  
};  
  
void print_node(Node *node);
```

Node

```
struct InnerNode: public Node {  
    ~I/// The capacity of a node.  
    static constexpr uint32_t kCapacity = 42;  
    /// The keys.  
    KeyT keys[kCapacity];  
    /// The children.  
    uint64_t children[kCapacity];  
    ~I...  
};
```

Leaf Node Values

- Approach 1: Record Ids
 - ▶ A pointer to the location of the tuple that the index entry corresponds to.
- Approach 2: Tuple Data
 - ▶ The actual contents of the tuple is stored in the leaf node.
 - ▶ Secondary indexes typically store the record id as their values.

B-Tree vs. B+Tree

- The original B-Tree from 1972 stored keys + values in all nodes in the tree.
 - ▶ More space efficient since each key only appears once in the tree.
- A B+Tree only stores values in leaf nodes.
- Inner nodes only guide the search process.
- Easier to support concurrent index access when only values are stored in leaf nodes.

B+Tree: Insert

- Find correct leaf node L. Put data entry into L in sorted order.
- If L has enough space, done!
- Otherwise, split L keys into L and a new node L2
 - ▶ Redistribute entries evenly, copy up middle key.
 - ▶ Insert index entry pointing to L2 into parent of L.
- To split inner node, redistribute entries evenly, but push up middle key.
- Splits help grow the tree by one level

B+Tree: Visualization

- Demo
- Source: David Gales (Univ. of San Francisco)

B+Tree: Delete

- Start at root, find leaf L where entry belongs.
- Remove the entry.
- If L is at least half-full, done! If L has only $M/2-1$ 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.

B Tree In Practice

B+Tree Statistics

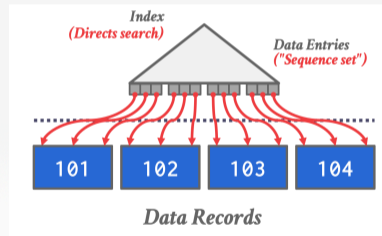
- Typical Fill-Factor: 67
- Pages per level:
 - ▶ Level 1 = 1 page = 8 KB
 - ▶ Level 2 = 134 pages = 1 MB
 - ▶ Level 3 = 17,956 pages = 140 MB

Data Organization

- A table can be stored in two ways:
 - ▶ Heap-organized storage: Organizing rows in no particular order.
 - ▶ Index-organized storage: Organizing rows in primary key order.
- Types of indexes:
 - ▶ Clustered index: Organizing rows in a primary key order.
 - ▶ Unclustered index: Organizing rows in a secondary key order.

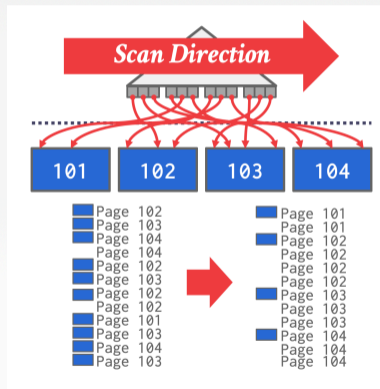
Clustered Index

- Tuples are kept sorted on disk using the order specified by **primary key**.
- If the query accesses tuples using the clustering index's attributes, then the DBMS can jump directly to the pages that it needs.
- Traverse to the left-most leaf page, and then retrieve tuples from all leaf pages.



Unclustered Index

- Retrieving tuples in the order that appear in an unclustered index is inefficient.
- The DBMS can first figure out all the tuples that it needs and then sort them based on their page id.



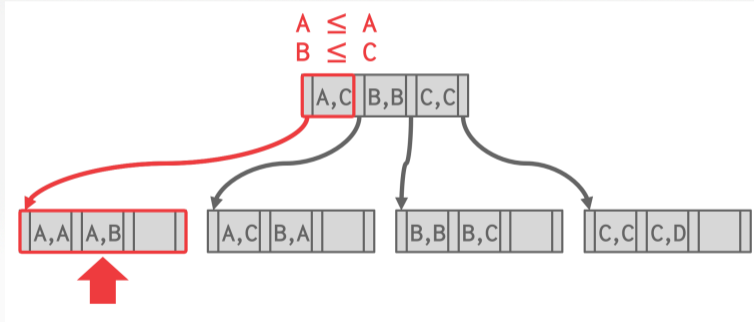
Clustered vs. Unclustered Index

- Clustered index
 - ▶ Only one clustered index per table
 - ▶ Example: {**Employee Id**} → **Employee Tuple Pointer**
- Unclustered index
 - ▶ Multiple unclustered indices per table
 - ▶ Example: {**Employee City**} → **Clustered Index Pointer** or **Employee Tuple Pointer**
 - ▶ Accessing data through a non-clustered index may need to go through an extra layer of indirection

Filtering Tuples

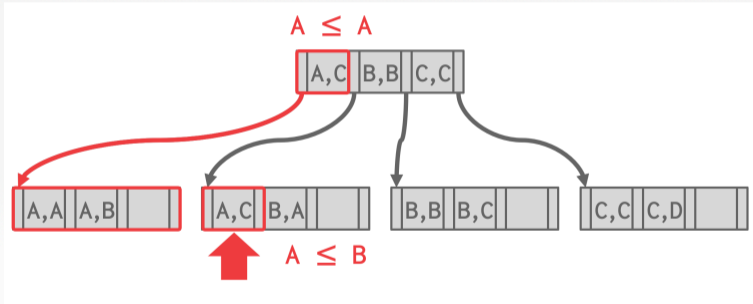
- The DBMS can use a B+Tree index if the filter uses any of the attributes of the key.
- Example: Index on <a,b,c>
 - ▶ Supported: (a=5 AND b=3)
 - ▶ Supported: (b=3).
- For hash index, we must have all attributes in search key.

Filtering Tuples



Find Key=(A,B)

Filtering Tuples



Find Key=(A,*)

B Tree Design Decisions

B+Tree Design Decisions

- Node Size
- Merge Threshold
- Variable Length Keys
- Non-Unique Indexes
- Intra-Node Search
- **Modern B-Tree Techniques**

Node Size

- The slower the storage device, the larger the optimal node size for a B+Tree.
 - ▶ HDD ~1 MB
 - ▶ SSD: ~10 KB
 - ▶ In-Memory: ~512 B
- Optimal sizes varies depending on the workload
 - ▶ Leaf Node Scans (OLAP) vs. Root-to-Leaf Traversals (OLTP)

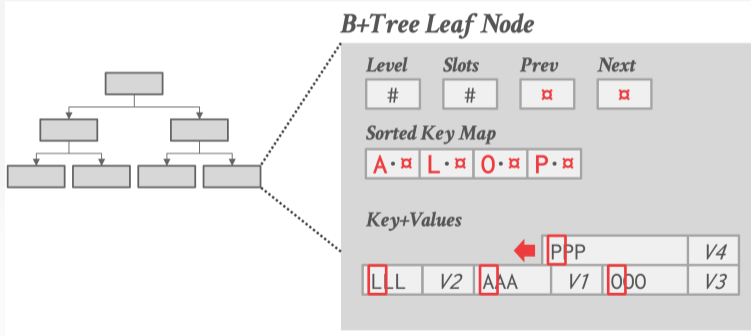
Merge Threshold

- Some DBMSs do not always merge nodes when it is half full.
- Delaying a merge operation may reduce the amount of reorganization.
- It may also be better to just let underflows to exist and then periodically rebuild entire tree.

Variable Length Keys

- **Approach 1: Pointers**
 - ▶ Store the keys as pointers to the tuple's attribute.
- **Approach 2: Variable Length Nodes**
 - ▶ The size of each node in the index can vary.
 - ▶ Requires careful memory management.
- **Approach 3: Padding**
 - ▶ Always pad the key to be max length of the key type.
- **Approach 4: Key Map / Indirection**
 - ▶ Embed an array of pointers that map to the key + value list within the node.

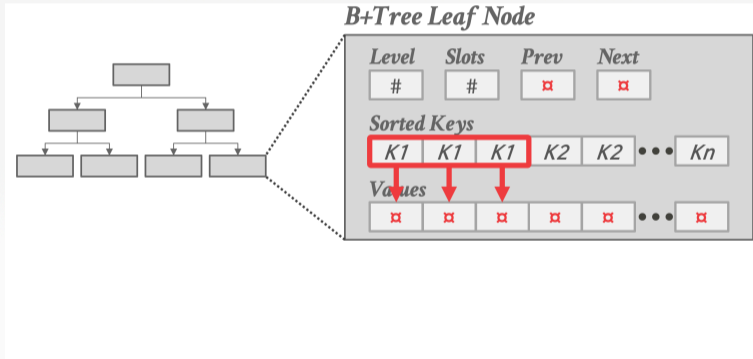
Variable Length Keys: Key Map



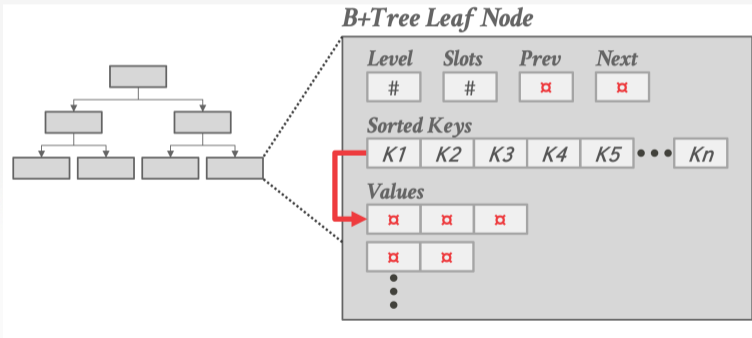
Non-Unique Indexes

- Approach 1: Duplicate Keys
 - ▶ Use the same leaf node layout but store duplicate keys multiple times.
- Approach 2: Value Lists
 - ▶ Store each key only once and maintain a linked list of unique values.

Non-Unique Indexes: Duplicate Keys

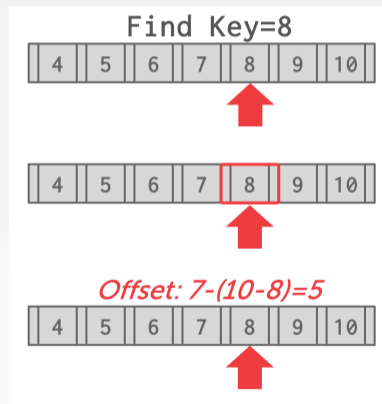


Non-Unique Indexes: Value Lists



Intra-Node Search

- Approach 1: Linear Search
 - ▶ Scan node keys from beginning to end.
- Approach 2: Binary Search
 - ▶ Jump to middle key, pivot left/right depending on comparison.
- Approach 3: Interpolation Search
 - ▶ Approximate location of desired key based on known distribution of keys.



Intra-Node Search

```
struct InnerNode: public Node {
    std::pair<uint32_t, bool> lower_bound(const KeyT &key) {
        /// Set lower and upper bounds for binary search
        uint16_t l = 0;
        uint16_t h = this->count - 2;
    }
    ~I...
};
```

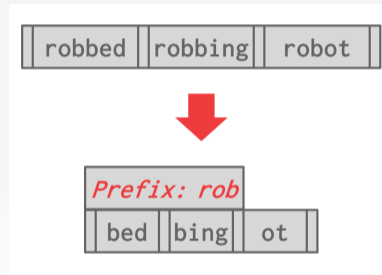
Optimizations

Optimizations

- Prefix Compression
- Suffix Truncation
- Bulk Insert
- Pointer Swizzling

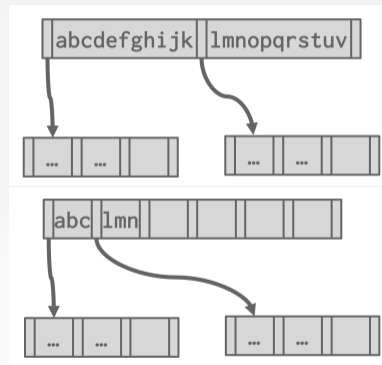
Prefix Compression

- Sorted keys in the same leaf node are likely to have the same prefix.
- Instead of storing the entire key each time, extract common prefix and store only unique suffix for each key.
 - ▶ Many variations.



Suffix Truncation

- The keys in the inner nodes are only used to "direct traffic".
 - ▶ We don't need the entire key.
- Store a minimum prefix that is needed to correctly route probes into the index.



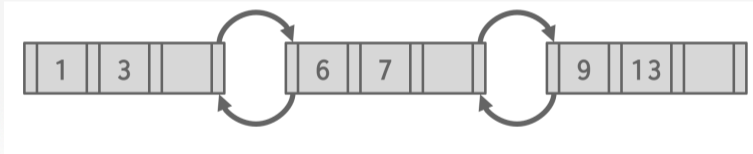
Bulk Insert

- The fastest/best way to build a B+Tree is to first sort the keys and then build the index from the bottom up.

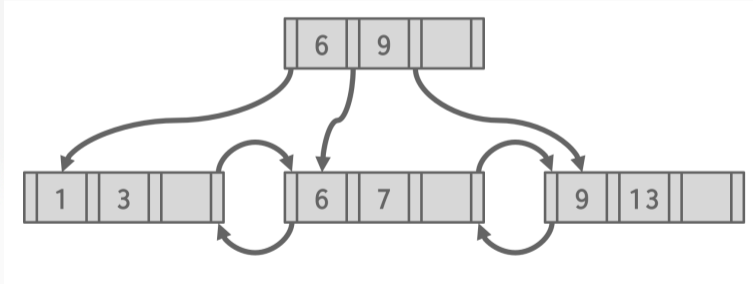
Keys: 3, 7, 9, 13, 6, 1

Sorted Keys: 1, 3, 6, 7, 9, 13

Bulk Insert



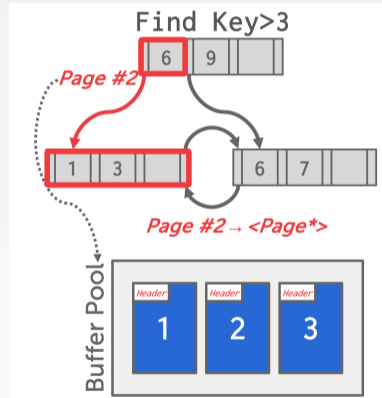
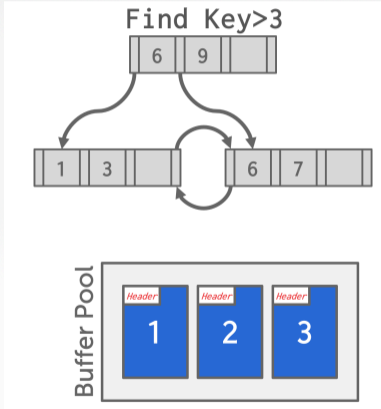
Bulk Insert



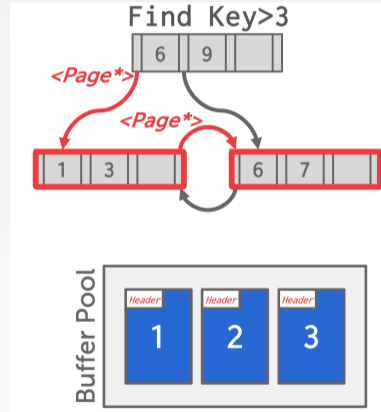
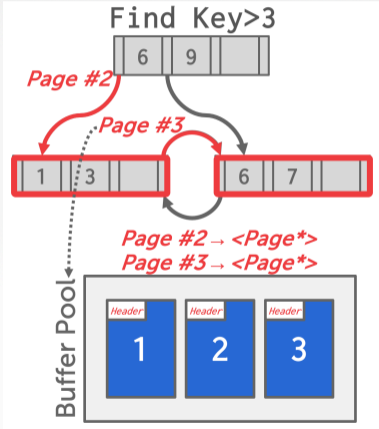
Pointer Swizzling

- Nodes use page ids to reference other nodes in the index.
- The DBMS must get the memory location from the page table during traversal.
- If a page is pinned in the buffer pool, then we can store raw pointers instead of page ids.
- This avoids address lookups from the page table.

Pointer Swizzling



Pointer Swizzling



Conclusion

Conclusion

- The venerable B+Tree is always a good choice for your DBMS.
- Next Class
 - ▶ More B+Trees
 - ▶ Tries / Radix Trees
 - ▶ Inverted Indexes