

Indexing

Ramakrishnan/Gehrke Ch. 8

"How index-learning turns no student pale Yet holds the eel of science by the tail." -- Alexander Pope (1688-1744)



Range Searches

- ``Find all students with gpa > 3.0"
 - sorted file (by gpa!), fixed-length records: binary search to find first student, then scan to find rest
 - Cost of binary search can be quite high
- Simple idea:

Create an `index' file containing only key values + search values

• Can do binary search on (smaller) index file!





Indexes

- speeds up selections on predefined search key field(s)
 - one relation (~file)
 - Any attribute (except BLOB) can be search key for an index on the relation
- collection of data entries
 - For efficient retrieval of all data entries k* for given key value k
- Index vs sorted files
 - Both: search faster than just heap
 - Updates: index much faster



B+ Tree Indexes





Leaf pages: keys + data pointers; prev/next page chain



B+-Tree Definition

- B+-Tree of Order m has the following properties...
 - #1 All leaf nodes at same level.
 - #2 nodes except root have [m/2]-1 ... m-1 keys.
 - #3 non leaf nodes except root (i.e. all internal nodes) have at least m/2 children.
 - #5 non leaf node with n-1 keys have n number of children.
 - #6 key values in a node sorted in ascending order.



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B+ Tree: Point Search



• Find 28*? 29*?



B+ Tree: Range Search



all between 15* and 30*?

Note how data entries in leaf level are sorted



More Exercises

- Consider
 - # node reads from disk determines speed
 - # comparisons not performance relevant, but for understanding mechanics



- Find 15, 20, 0
- Find all 11 15; 20 32

[https://condor.depaul.edu/ntomuro/courses/417/notes/lecture3.html]



B+ Trees in Practice

- Typical fill-factor: 67% (outdated; today ~90%)
- Average fan-out: 133
- Typical capacities:
 - Height 3: 133³ = 2,352,637 records
 - Height 4: 133⁴ = 312,900,700 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



Hash-Based Indexes

- Goal: compute address without disk access
 - get data in O(1)
- Idea: distribute data evenly into fixed number of "buckets"
 - Compute location from key via Hashing function
 - Ex: h(int r) = r*a mod b, b prime relative to a
 - overflow pages
- Hash index = bucket set + hashing function
 - Bucket = primary page + 0..n overflow pages
- only equality, no range queries





Index-Only Plans

- Index can answer queries without retrieving tuples from relations
 - Simple index: <E.dno> SELECT E.dno, COUNT(*) FROM Emp E GROUP BY E.dno
 - Composite index: <E.dno,E.sal> SELECT E.dno, MIN(E.sal) FROM Emp E GROUP BY E.dno
 - More complex example: <*E. age,E.sal*> SELECT AVG(E.sal)
 or
 FROM Emp E E.sal, E.age WHERE E.age=25 AND
 E.sal BETWEEN 3000 AND 5000



Index Selection Guidelines

- For each query in workload:
 - relations accessed? attributes retrieved? selection/join conditions? How selective?
- For each update in workload:
 - Type of update (INSERT/DELETE/UPDATE) + attributes affected
 - attributes involved in selection/join conditions? How selective?
- Trade-off: Indexes can make queries faster, updates slower
 - ...and require disk space
- …a practitioner's approach:
 - Consider most important queries in turn, improve only where necessary



Summary

- Index = "summary file" to quickly find tuples
 - Can have several indexes on table
 - Hash-based for equality search
 - Tree-based for range search, equality search
- Essential for tuning:
 - Understanding query workload
 - clear performance goals