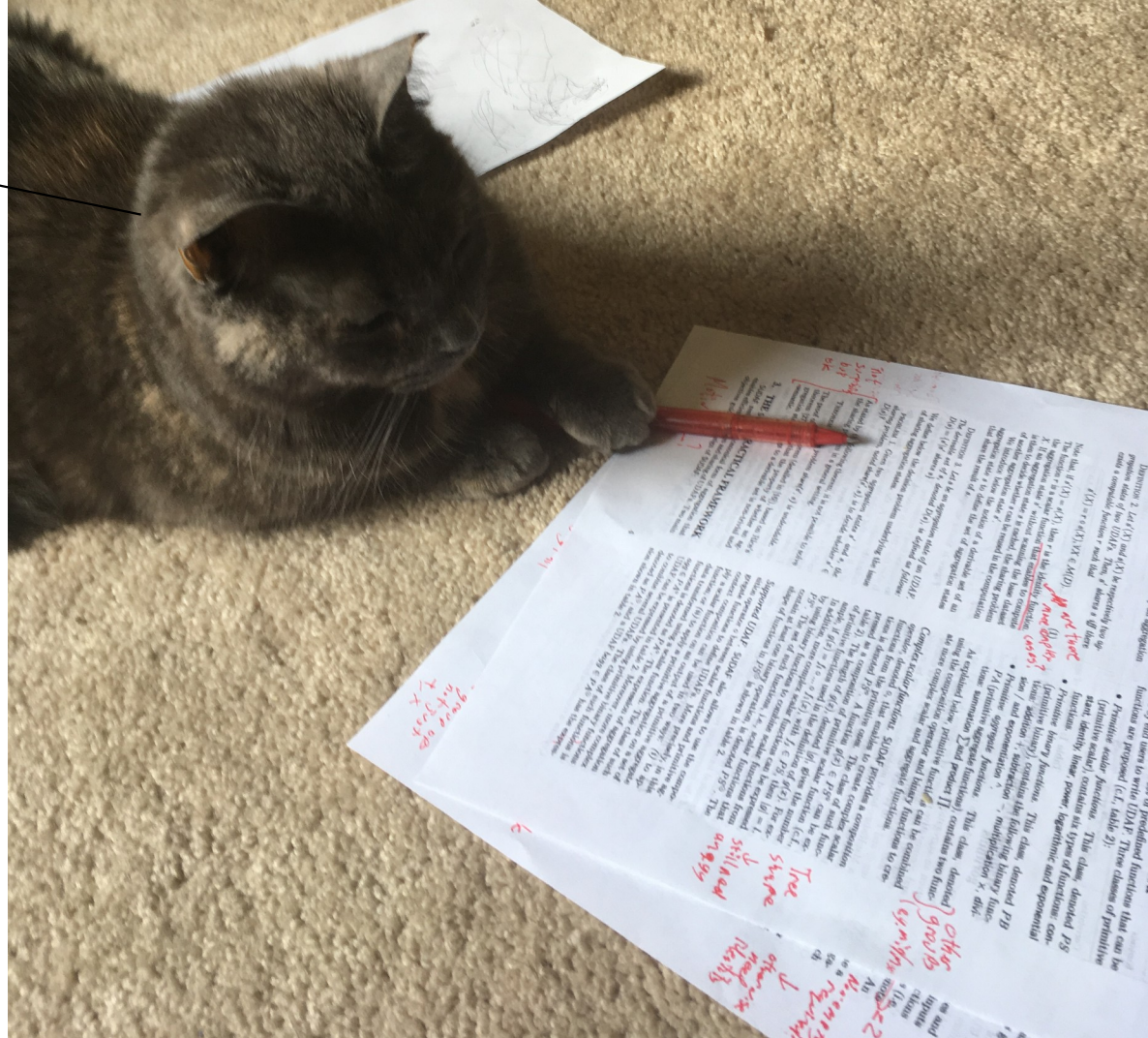


submit exams with kibble  
plzkthx



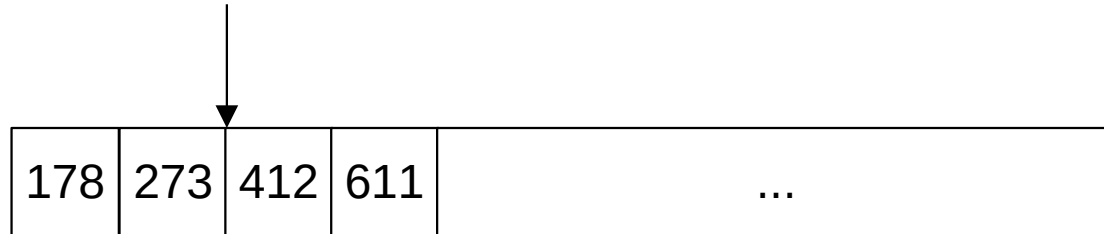
# CSE 250

## Lecture 37

### B+Trees

# Fence Pointers Example

Binary Search:  $>273, \leq 412$



Array Index: 0 1 2 3 ...



**Page 0**

**Page 1**

**Page 2**

**Page 3**

↑  
Load Page 2

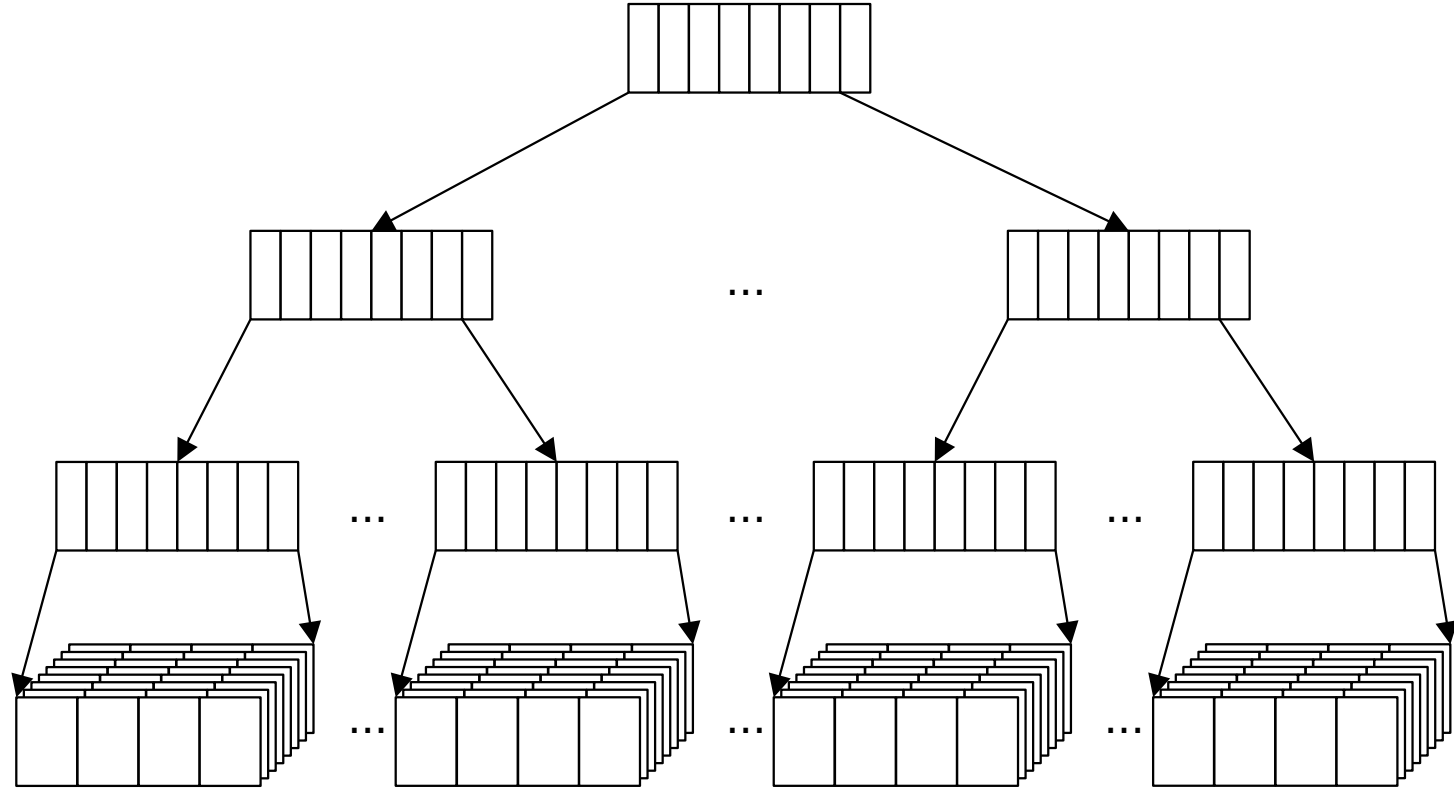
# ISAM Index

Binary Search @ Level 0  
to find a Level 1 page

Binary Search @ Level 1  
to find a Level 2 page

Binary Search @ Level 2  
to find a Data page

Binary Search @ Data  
to find the record



**What does this look like?**

# ISAM Index

$$n = C_{data} C_{key}^{max+1}$$

$$\frac{n}{C_{data}} = C_{key}^{max+1}$$

$$\log_{C_{key}} \left( \frac{n}{C_{data}} \right) = max + 1$$

$$\log_{C_{key}}(n) - \log_{C_{key}}(C_{data}) = max + 1$$

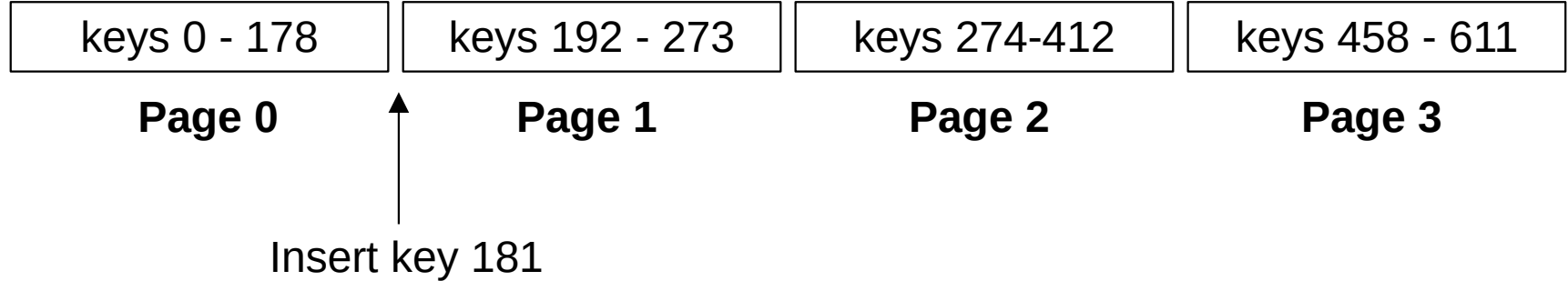
Number of Levels:  $O \left( \log_{C_{key}}(n) \right) = \text{IO Complexity}$



# ISAM Index

**What if the data changes?**

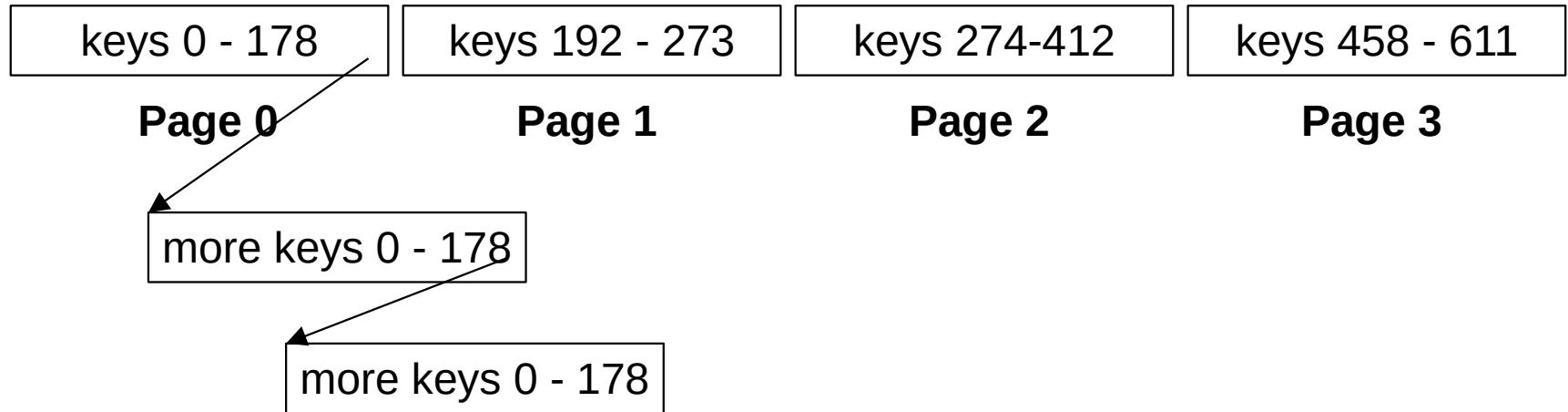
# Putting Data on Pages



# Putting Data on Pages

- **Idea:** Can keep “free” space on each page
  - ... what happens when the space fills up?

# Putting Data on Pages





# Putting Data on Pages

- **Idea:** Can keep “free” space on each page
  - ... what happens when the space fills up?
- **Idea:** Can use linked lists to store overflow
  - ... but that can makes the IO complexity  $O(n)$
- **Idea:** Rearrange the tree

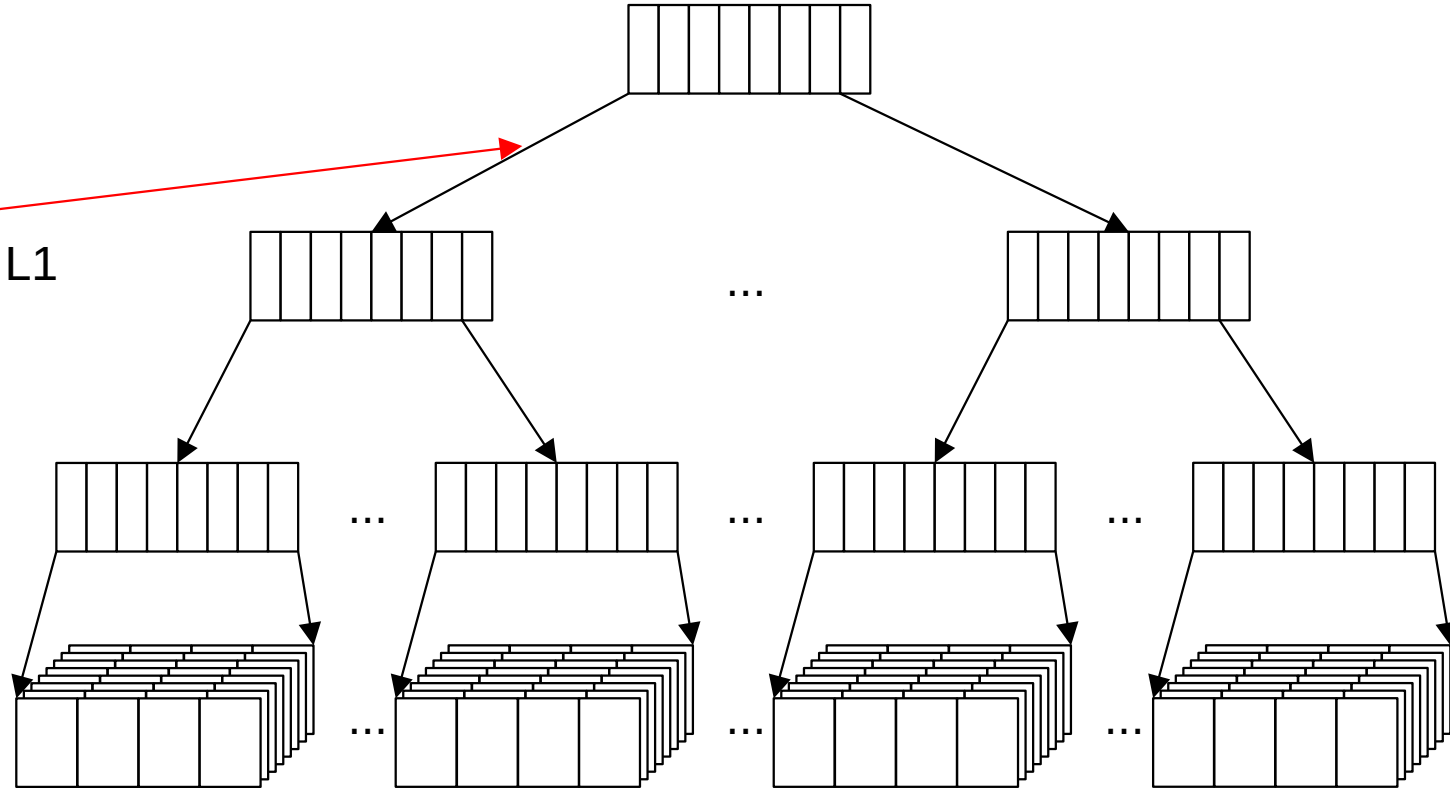
# Dynamic Page Allocation

- Treat the disk as an ADT:
  - **allocate(): PageID**
    - Allocates a page in the data file and returns its position
  - **load[T](page: PageID): T**
    - Reads in a 4k chunk of data (e.g., T = Array[Byte])
  - **write[T](page: PageID, data: T)**
    - Writes a 4k chunk of data to the page

# ISAM Index/Dynamic Page Allocation

**Problem:**

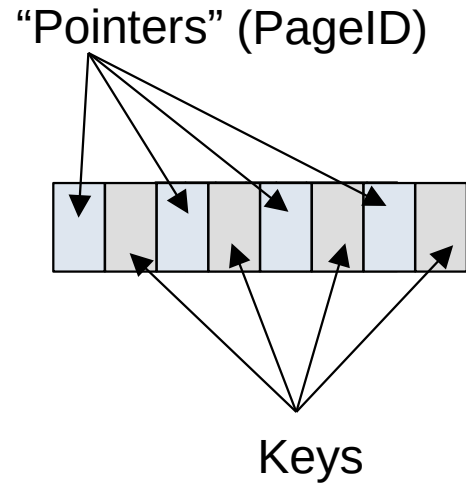
Keys at L0 no longer  
“line up” with pages at L1



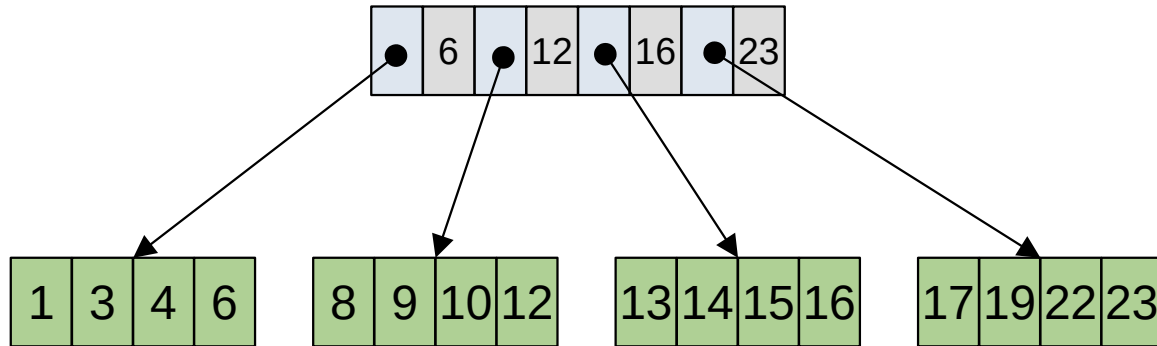
# Pointers to Pages



# Pointers to Pages



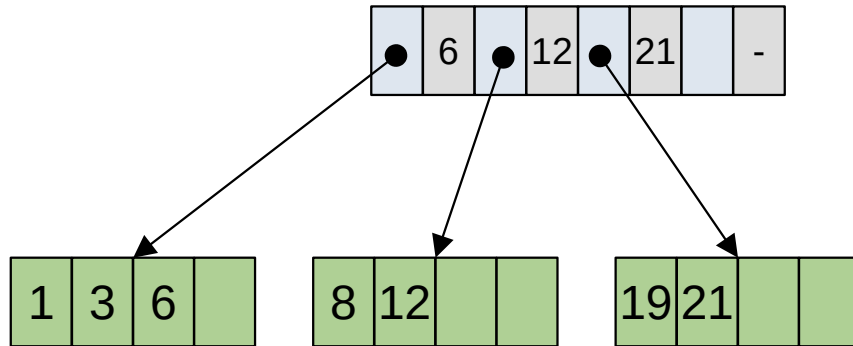
# Pointers to Pages



# Pointers to Pages

```
class DirectoryPage[K](size:Int)
{
  val entries = new Array[ (PageID, K) ](size)
}
```

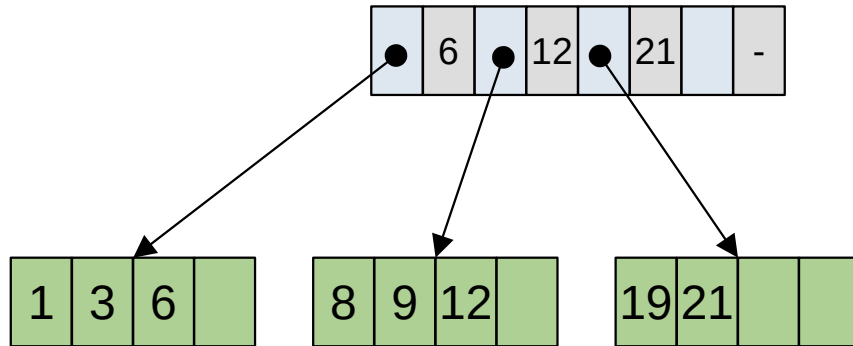
# Free Space Revisited



**Add 9**

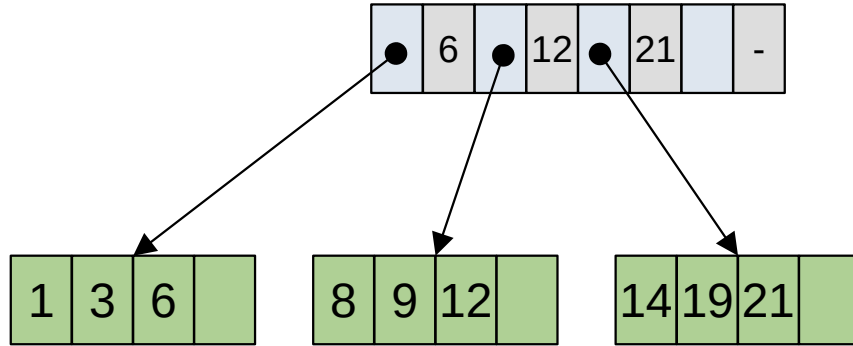


# Free Space Revisited



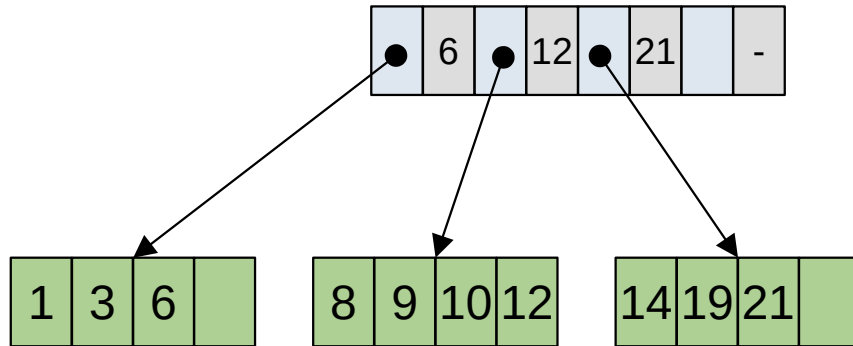
**Add 14**

# Free Space Revisited



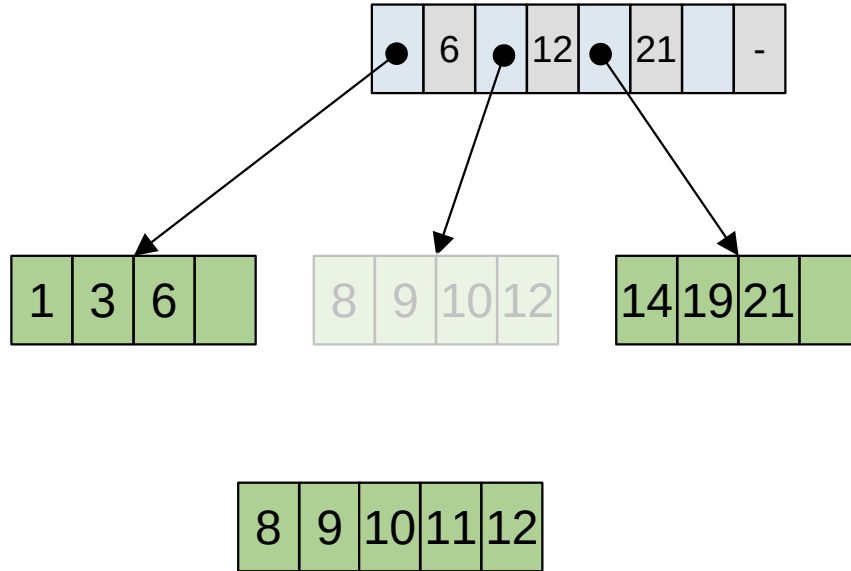
**Add 10**

# Free Space Revisited

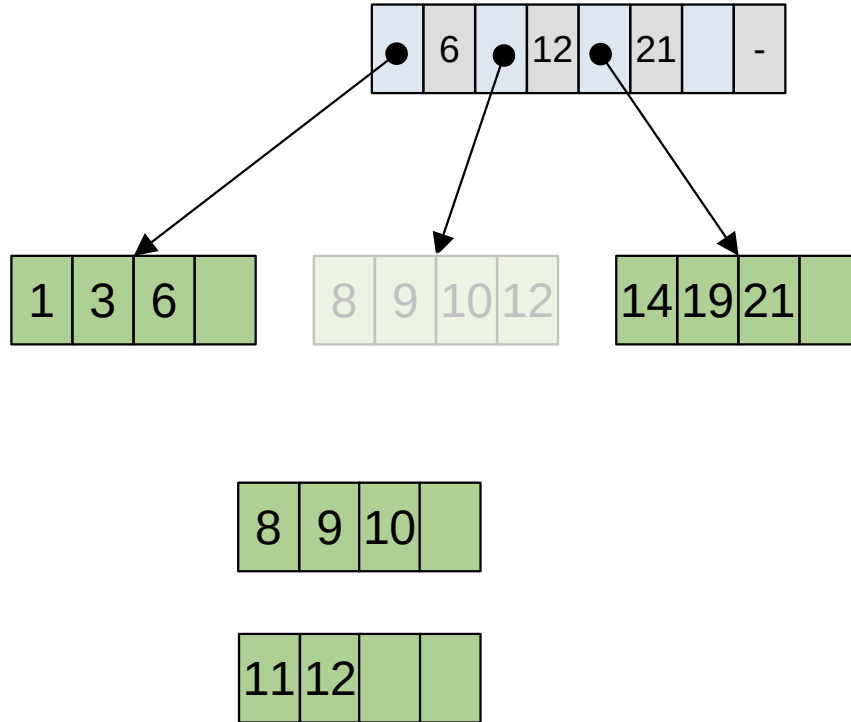


**Add 11**

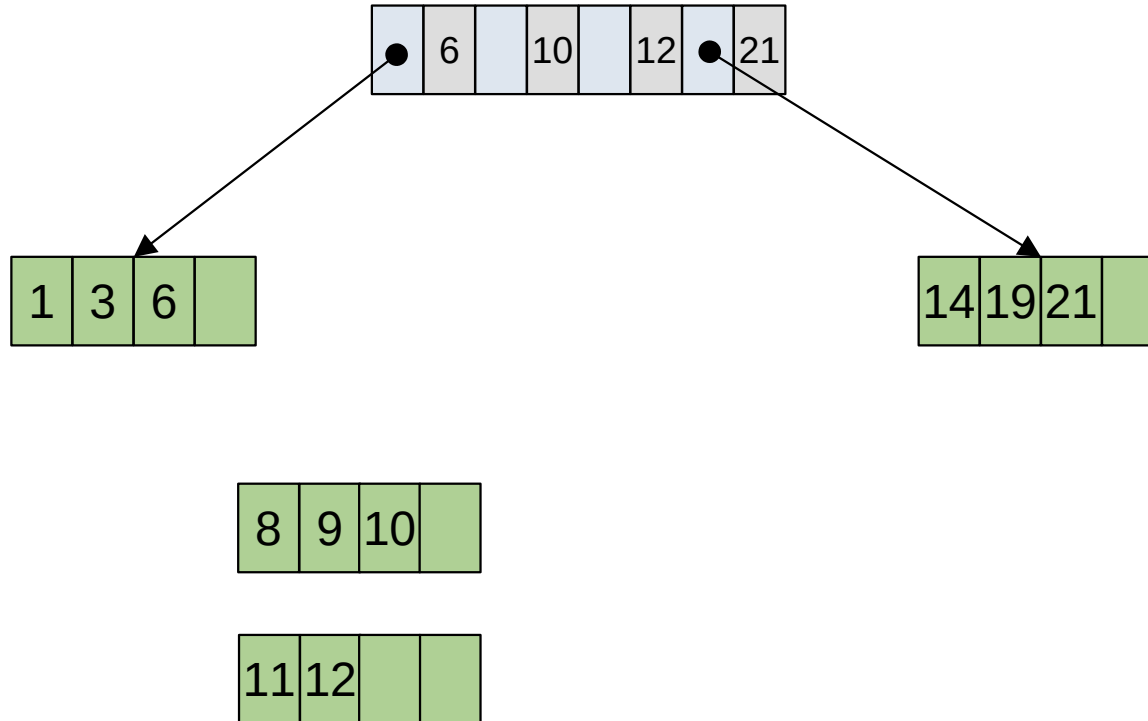
# Free Space Revisited



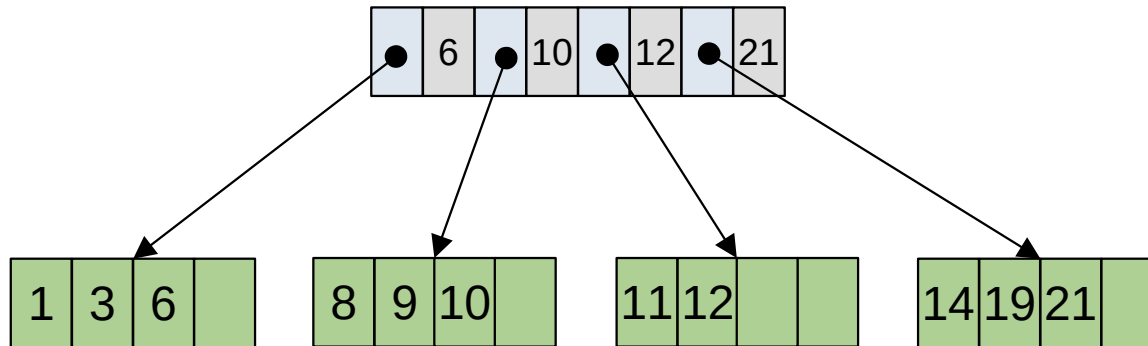
# Free Space Revisited



# Free Space Revisited

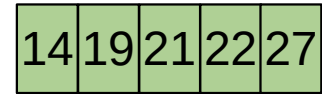
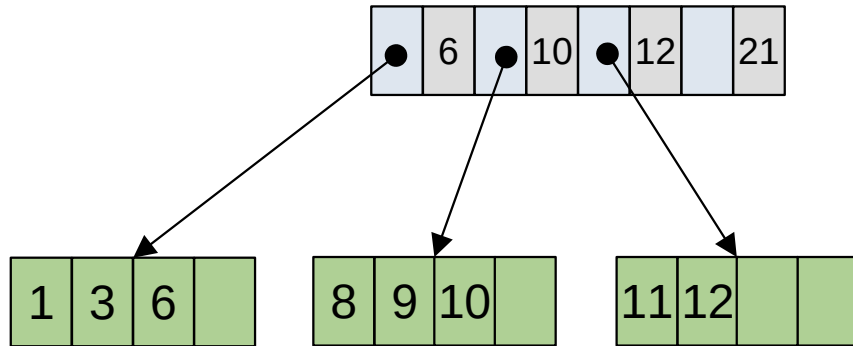


# Free Space Revisited



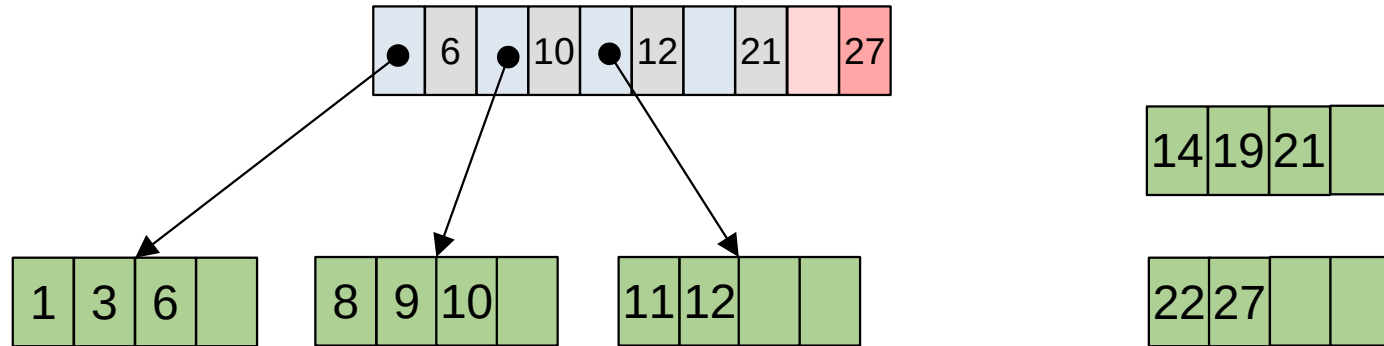
**Add 22, 27**

# Free Space Revisited

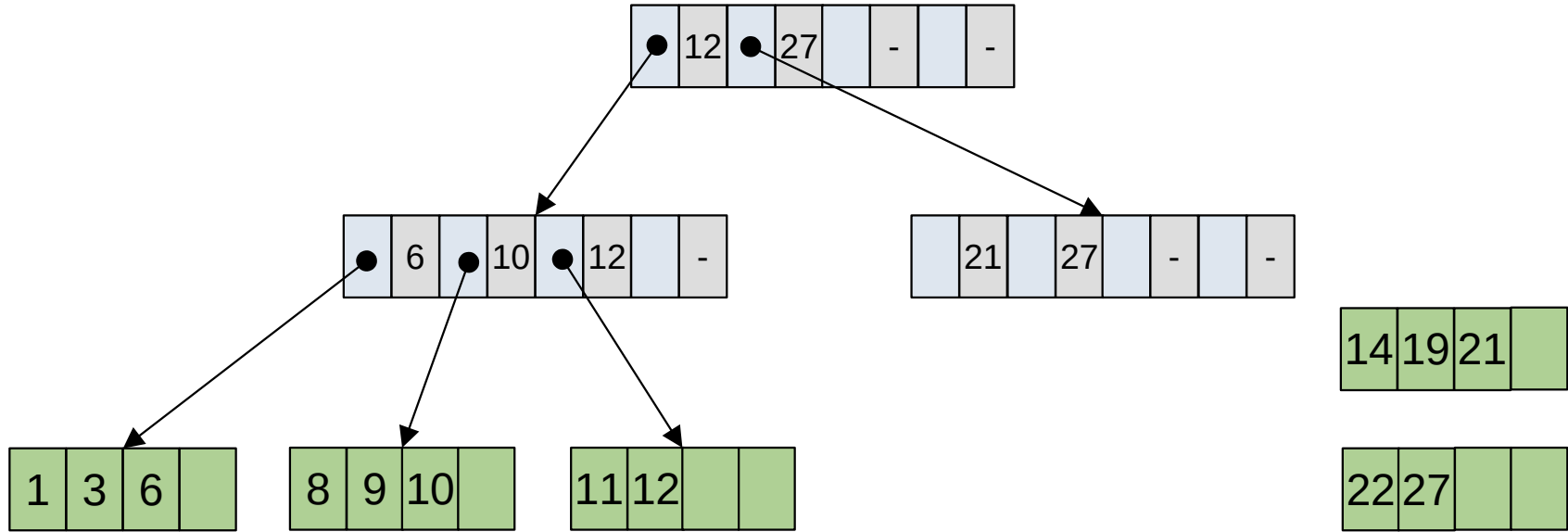




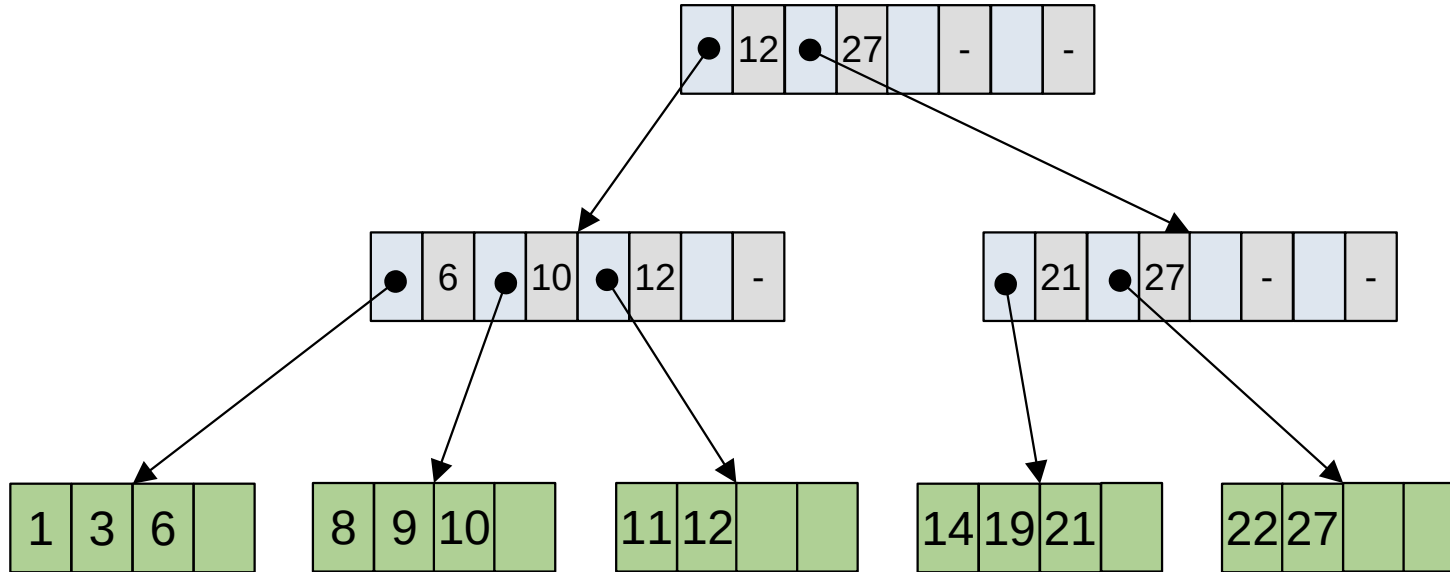
# Free Space Revisited



# Free Space Revisited



# Free Space Revisited



“B+ Tree” (Almost)

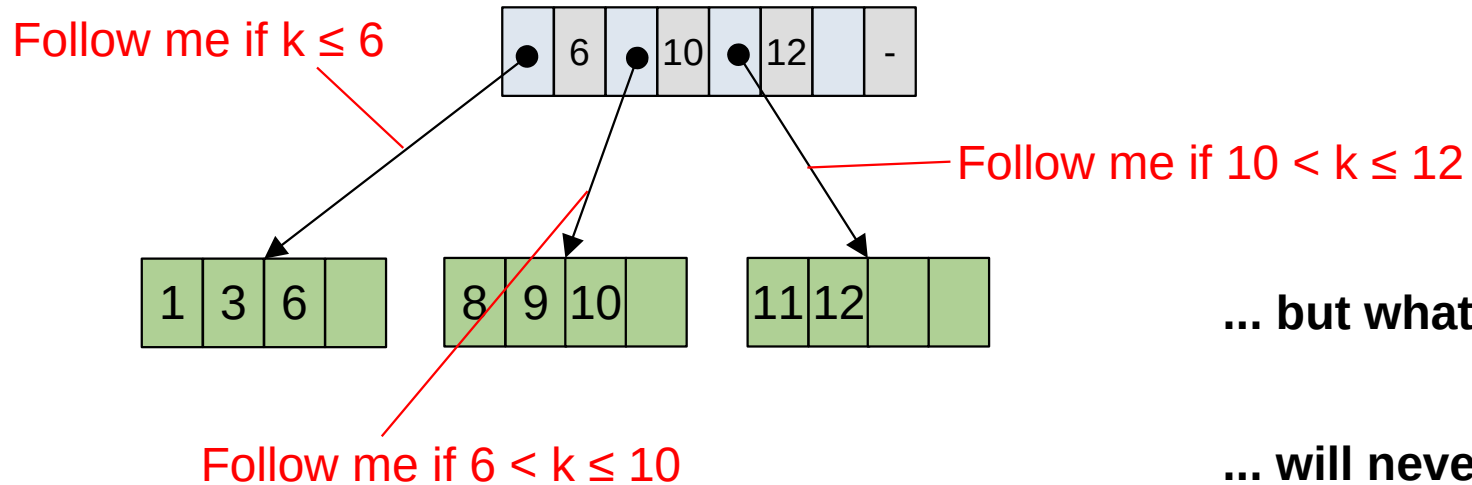
# B+ Trees

- **Insert:**
  - Find the page that the record belongs on
  - Insert record there
  - If full, “split” the page
    - Insert additional separator in parent directory page
    - If full, “split” the directory page and repeat with parent
      - If “root split” create a new parent node

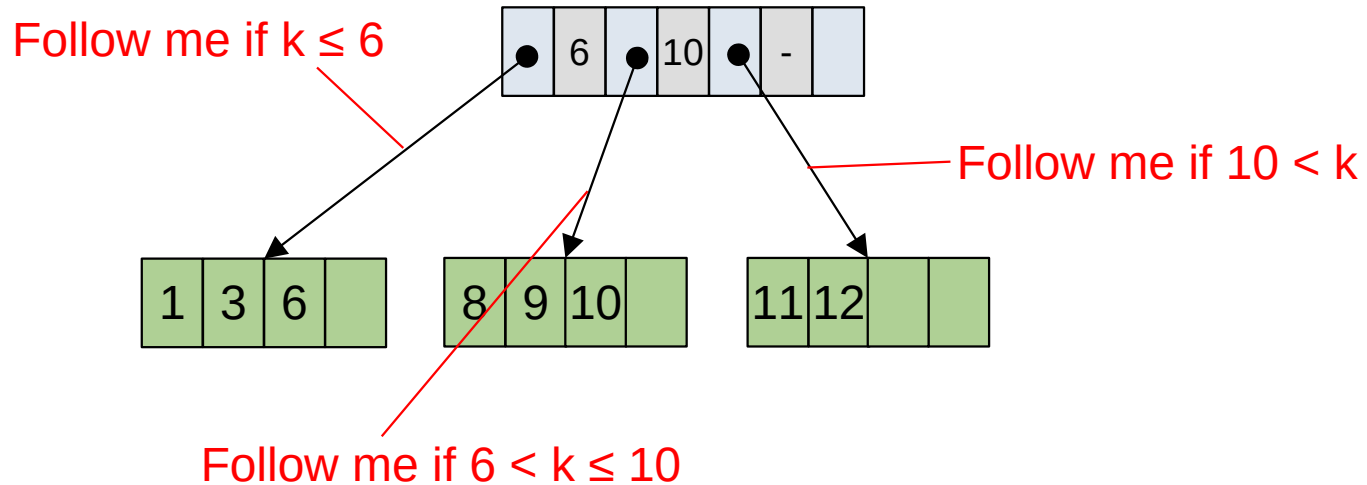
# B+ Trees

- **Observation:** Don't need the biggest key on each page

# B+ Trees



# B+ Trees

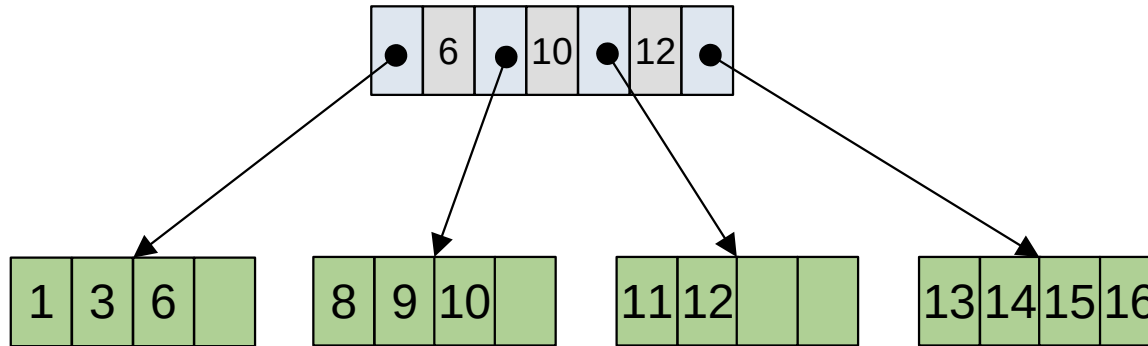


# B+ Trees

- **Observation:** Don't need the biggest key
- **Question:** What if the separator value is mispositioned?

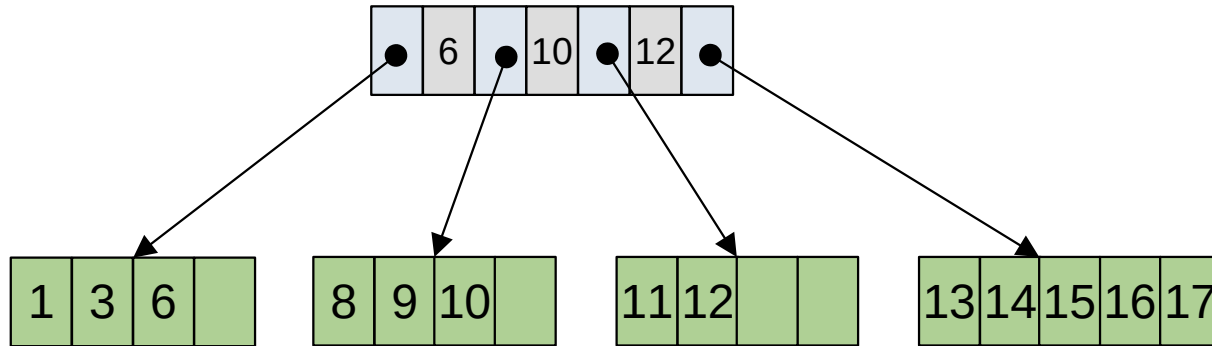


# B+ Trees

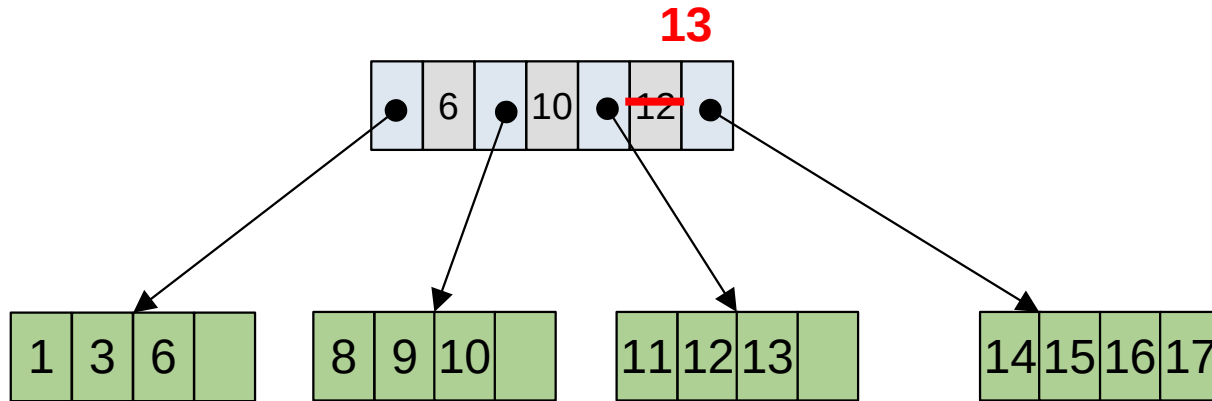


**Add 17**

# B+ Trees



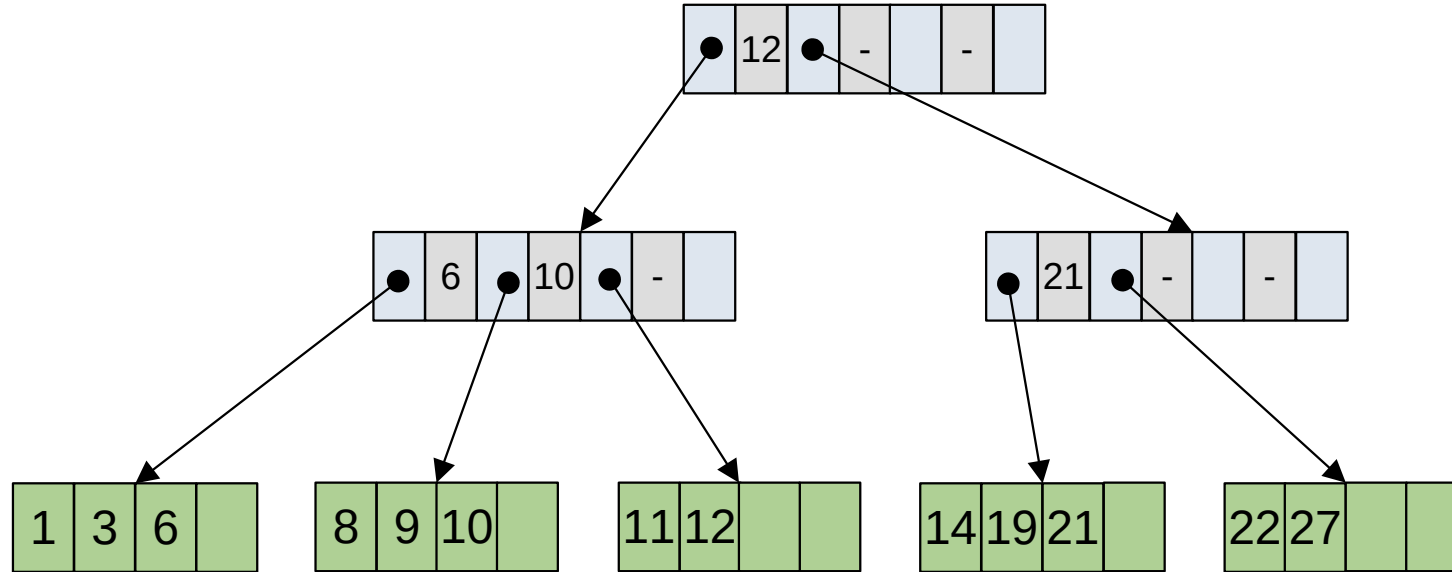
# B+ Trees



# B+ Trees

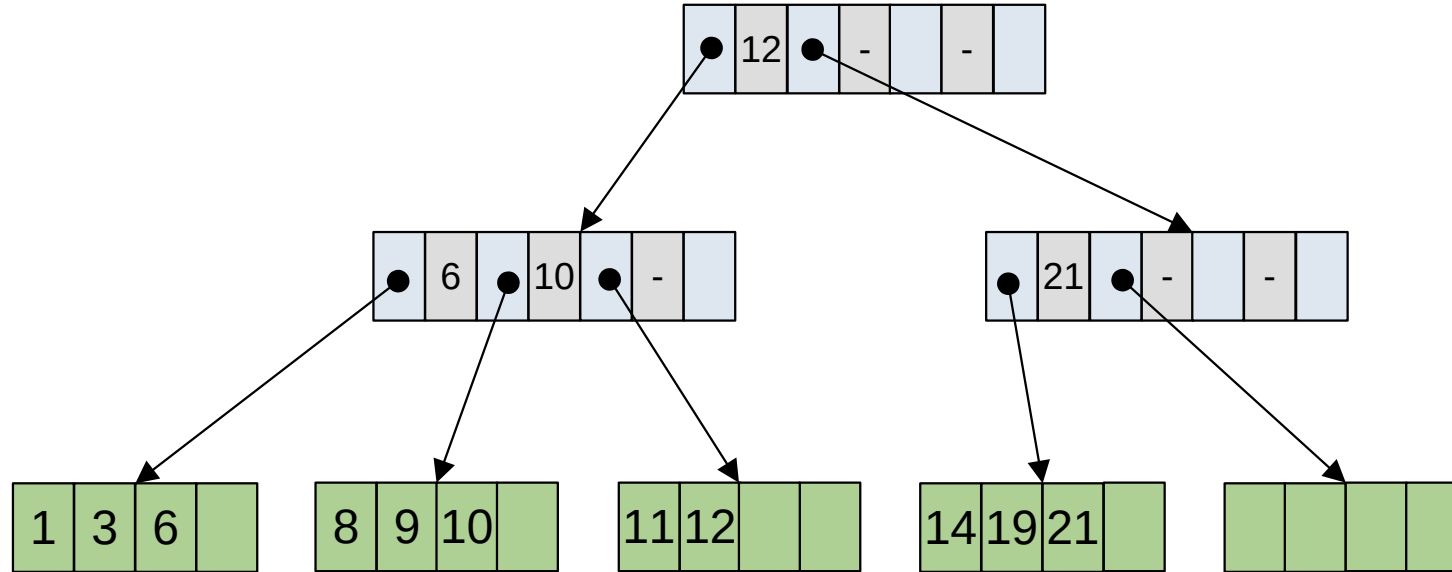
- **Observation:** Don't need the biggest key
- **Question:** What if the separator value is mispositioned?
  - **Idea:** “Steal” space from adjacent nodes
- **Question:** What happens when we delete records?

# B+ Trees

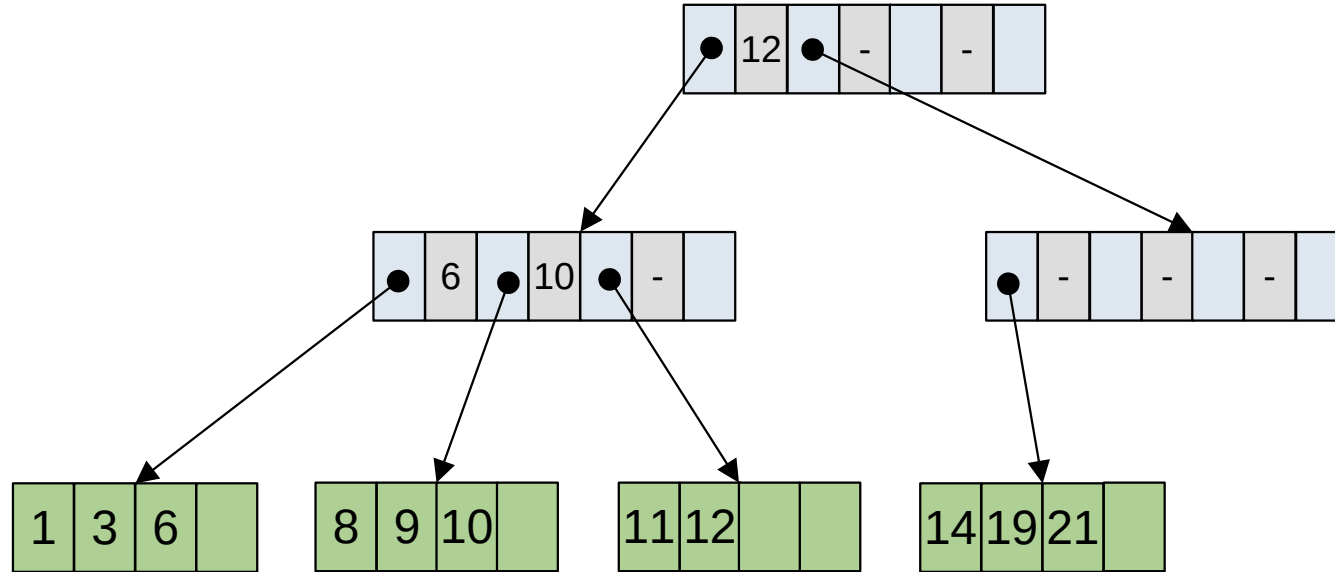


**Delete 27, 22**

# B+ Trees

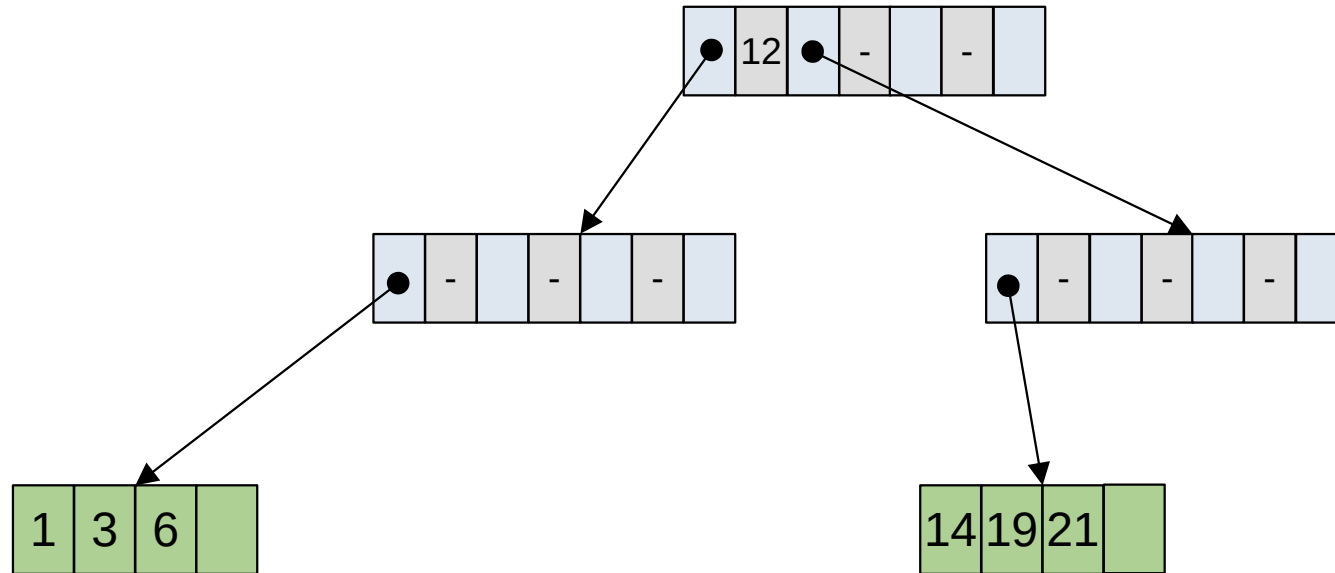


# B+ Trees



**Delete 8-12**

# B+ Trees



**$O(\log(n))$  reads required per search for the biggest  $n$  in the tree's history**



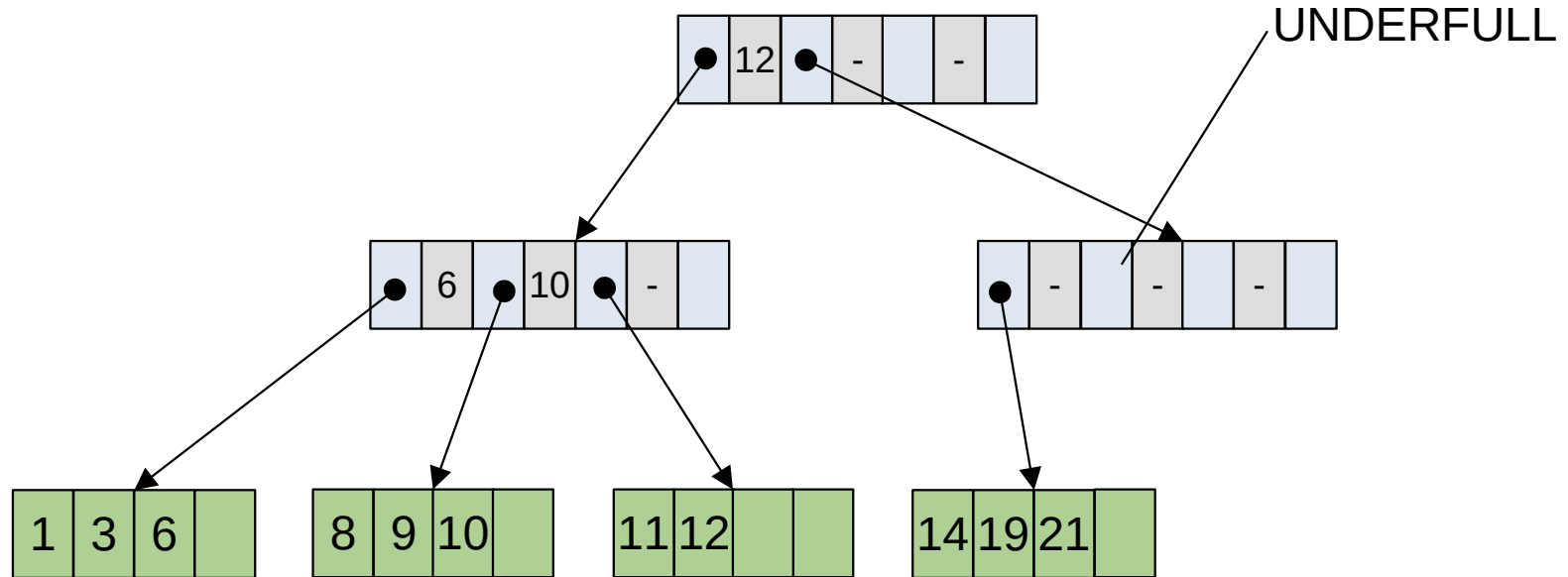
# B+ Trees

- **Observation:** Don't need the biggest key
- **Question:** What if the separator value is mispositioned?
  - **Idea:** “Steal” space from adjacent nodes
- **Question:** What happens when we delete records?
  - **Observation:** The tree becomes unbalanced
    - **Idea:** “Minimum Fill”

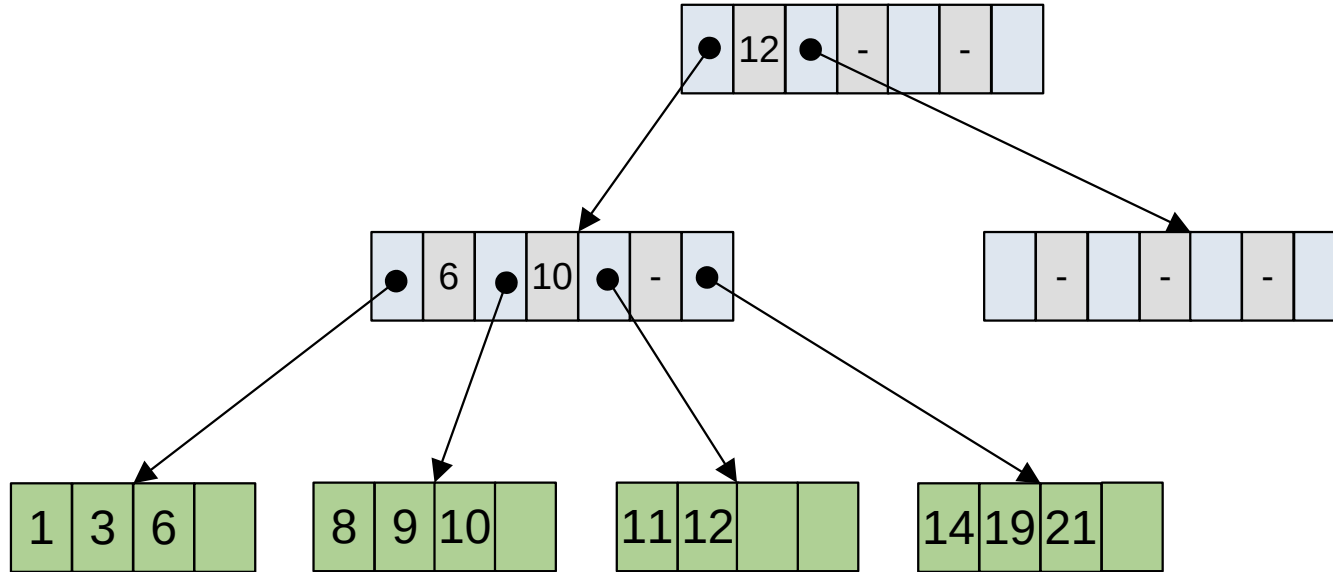
# B+ Trees Minimum Fill

- Each directory & data node must have at least  $c/2$  records
  - Exception: The root
- 1 page read at level 1:  $1/c/2$  of the list left to search
- 1 more page read at level 2:  $1/c^2/4$  of the list left to search
- 1 more page read at level 3:  $1/c^3/8$  of the list left to search
- Max tree depth:
  - $O(\log_{c/2}(N))$

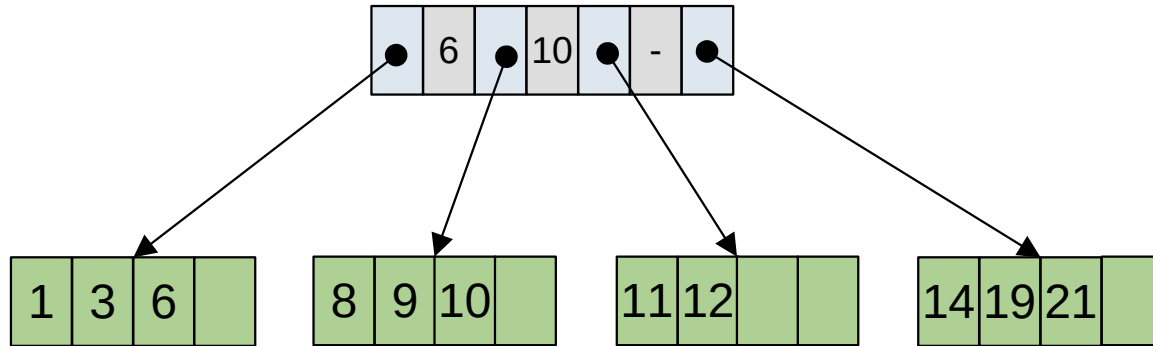
# B+ Trees



# B+ Trees



# B+ Trees



# B+ Trees

- **Delete:**
  - Find the page that the record is on
  - Delete record (if present)
  - If underfull, “merge” the page with a neighbor
    - If either neighbor at  $> c/2$  entries (can't merge)
      - “steal” entries from neighbor
    - If parent underfull, “merge” parent with neighbor
      - Repeat as needed
      - If “root merge” drop lowest layer