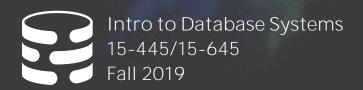
# **Carnegie Mellon University**

# Tree Indexes –Part II



 $\mathbb{O}\mathbb{B}$ 



#### UPCOMING DATABASE EVENTS

<u>Vertica Talk</u>

→ Monday Sep  $23^{rd}$  @ 4:30pm → GHC 8102





#### TODAY'S AGENDA

More B+Trees Additional Index Magic Tries / Radix Trees Inverted Indexes





## B+TREE: DUPLICATE KEYS

#### Approach #1: Append Record Id

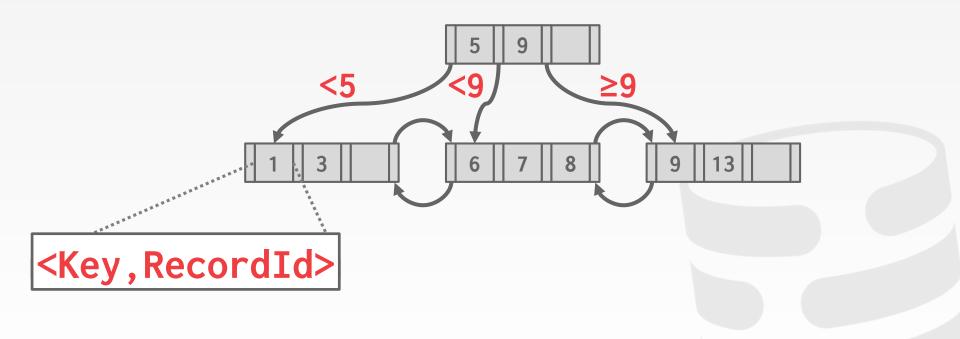
- $\rightarrow$  Add the tuple's unique record id as part of the key to ensure that all keys are unique.
- $\rightarrow$  The DBMS can still use partial keys to find tuples.

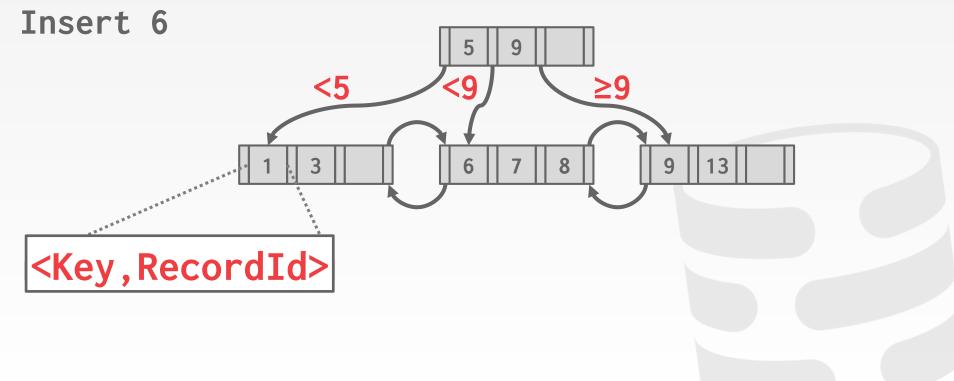
#### Approach #2: Overflow Leaf Nodes

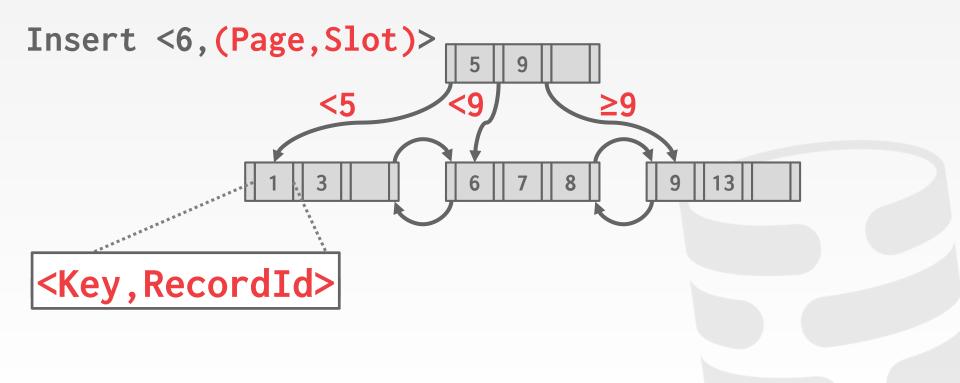
 $\rightarrow$  Allow leaf nodes to spill into overflow nodes that contain the duplicate keys.

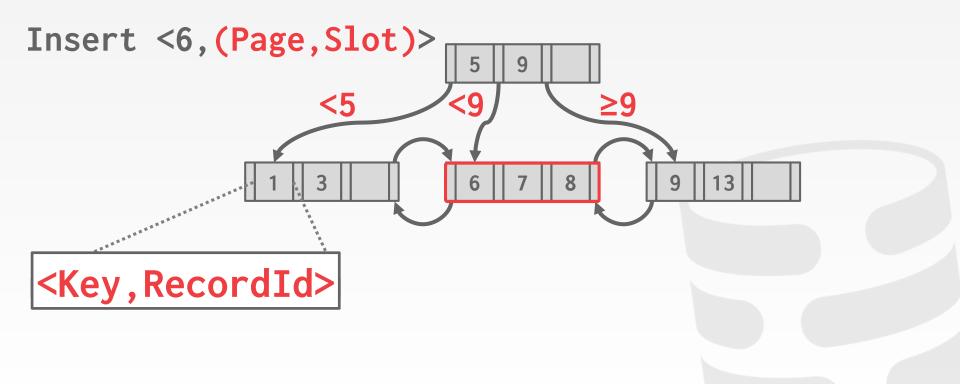
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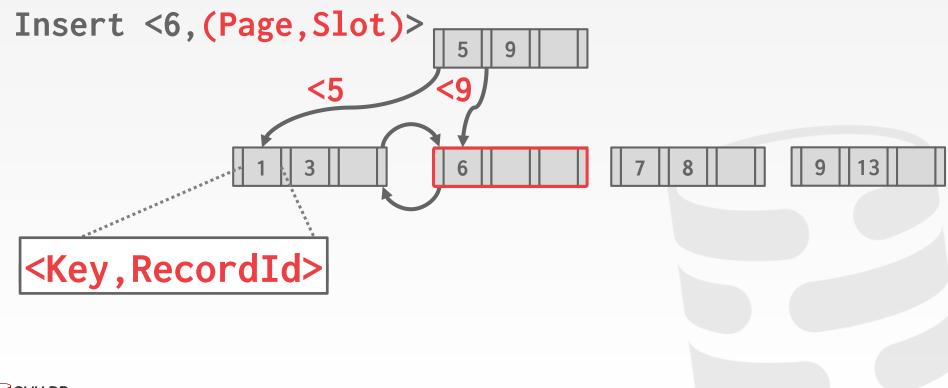
 $\rightarrow$  This is more complex to maintain and modify.

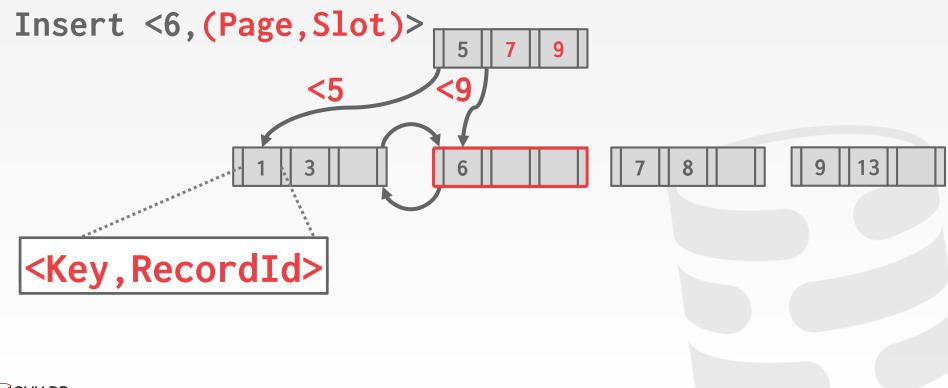


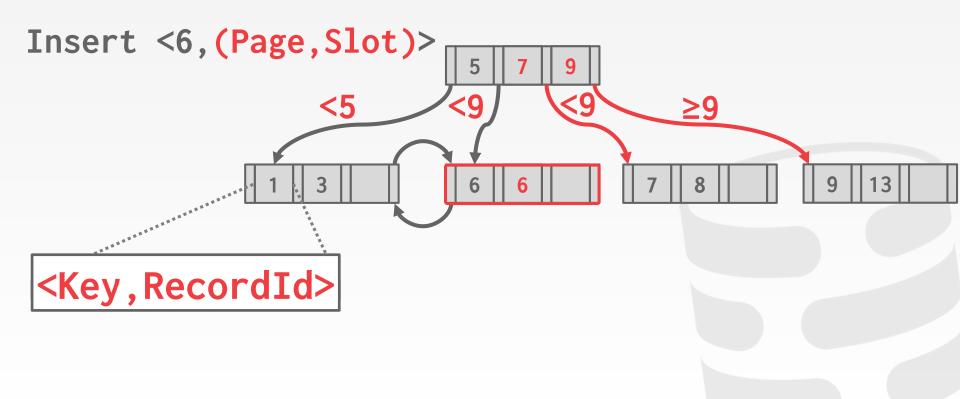




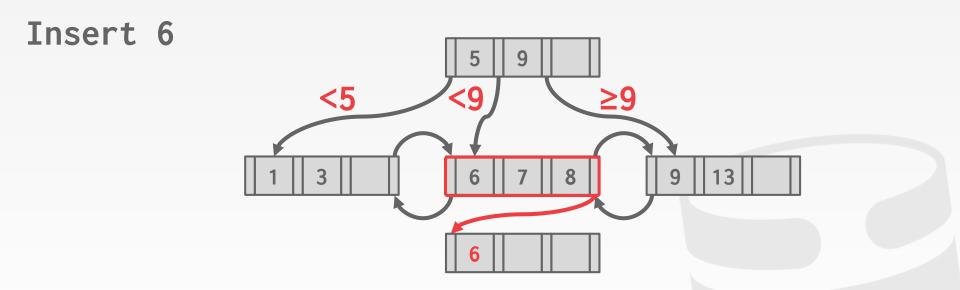






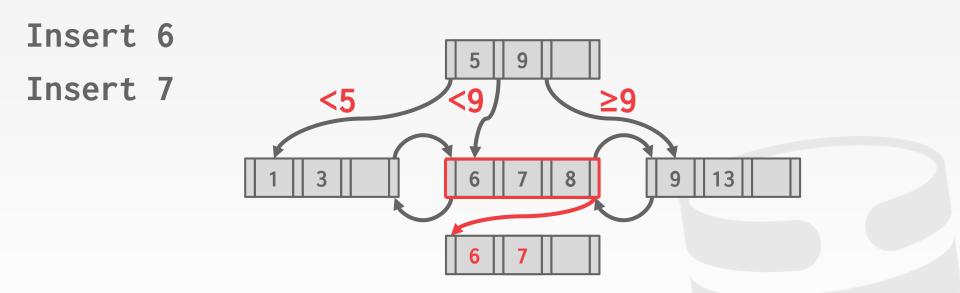


#### B+TREE: OVERFLOW LEAF NODES



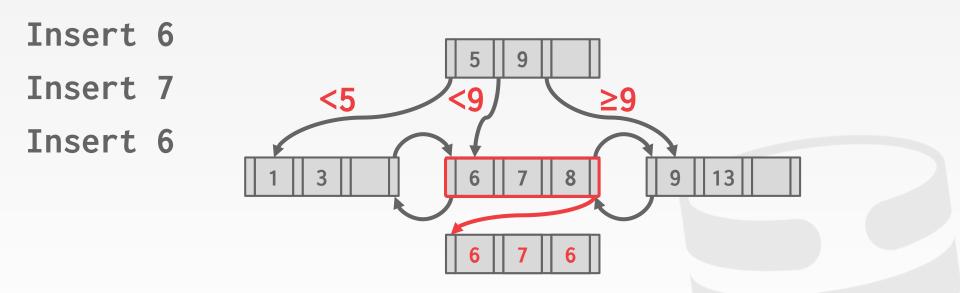


### B+TREE: OVERFLOW LEAF NODES





## B+TREE: OVERFLOW LEAF NODES



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6

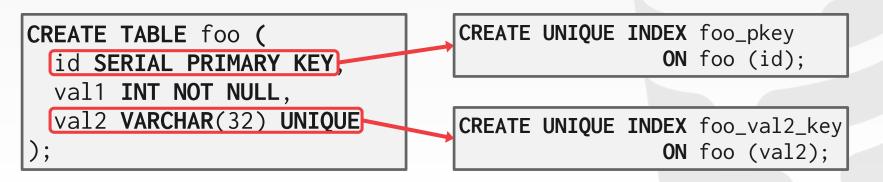
#### DEMO

B+Tree vs. Hash Indexes Table Clustering



Most DBMSs automatically create an index to enforce integrity constraints but <u>not</u> referential constraints (foreign keys).

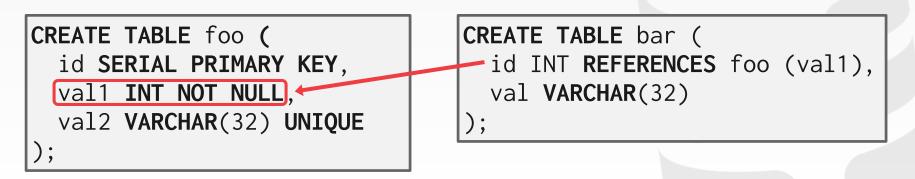
- $\rightarrow$  Primary Keys
- $\rightarrow$  Unique Constraints



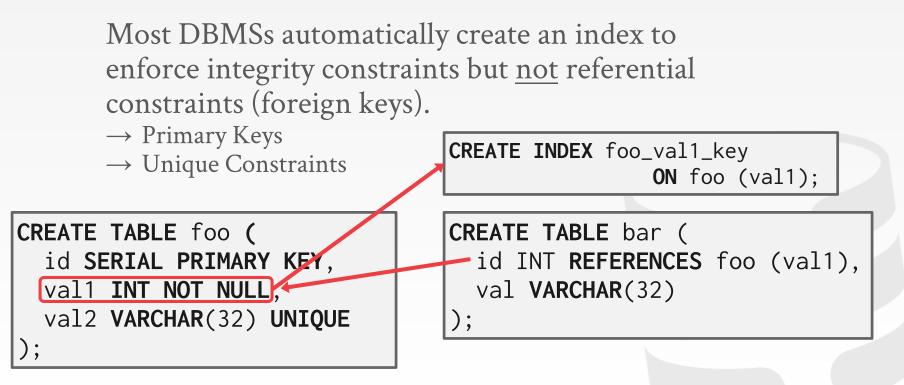


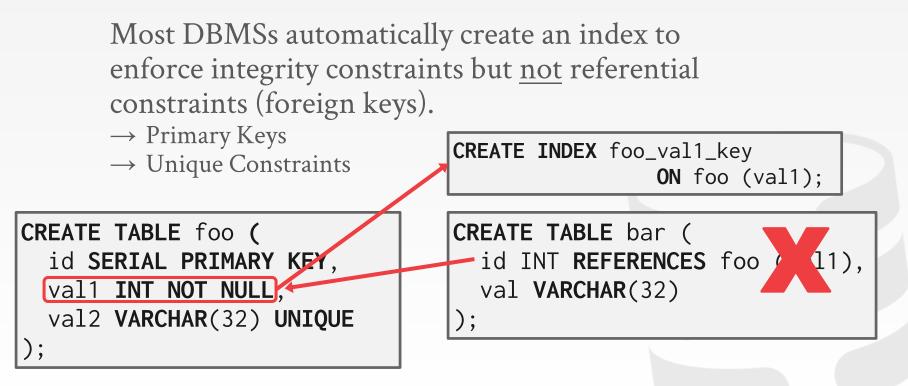
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- $\rightarrow$  Primary Keys
- $\rightarrow$  Unique Constraints

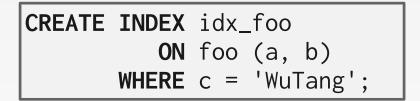
```
CREATE TABLE foo (
   id SERIAL PRIMARY KEY,
   val1 INT NOT NULL UNIQUE,
   val2 VARCHAR(32) UNIQUE
);
```

| CREATE TABLE bar (                   |  |  |
|--------------------------------------|--|--|
| id INT <b>REFERENCES</b> foo (val1), |  |  |
| val VARCHAR(32)                      |  |  |
| );                                   |  |  |

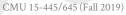
#### PARTIAL INDEXES

Create an index on a subset of the entire table. This potentially reduces its size and the amount of overhead to maintain it.

One common use case is to partition indexes by date ranges.  $\rightarrow$  Create a separate index per month, year.



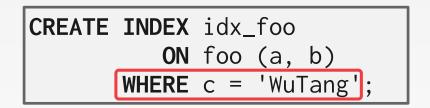




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| SELECT | b | FROM foo    |
|--------|---|-------------|
| WHERE  | а | = 123       |
| AND    | С | = 'WuTang'; |



## COVERING INDEXES

If all the fields needed to process the query are available in an index, then the DBMS does not need to retrieve the tuple.

This reduces contention on the DBMS's buffer pool resources.

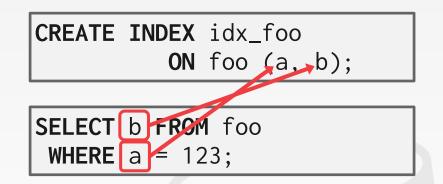
**CREATE INDEX** idx\_foo **ON** foo (a, b);

SELECT b FROM foo WHERE a = 123;

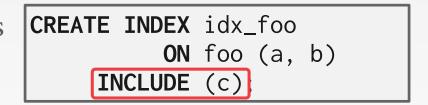
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Embed additional columns in indexes to support index-only queries.



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| CREATE INDEX        | idx_foo    |  |  |
|---------------------|------------|--|--|
| ON                  | foo (a, b) |  |  |
| <b>INCLUDE</b> (c); |            |  |  |

| SELECT | b | FROM foo    |
|--------|---|-------------|
| WHERE  | а | = 123       |
| AND    | С | = 'WuTang'; |

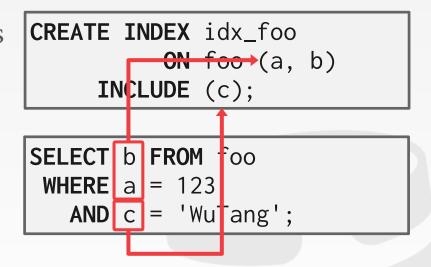


Embed additional columns in indexes to support index-only queries.

|        | INDEX idx_foo     |
|--------|-------------------|
| II     | CLUDE (c);        |
| SELECT | b <b>FROM</b> foo |
| WHERE  | a = 123           |
| AND    | c = 'WuTang';     |



Embed additional columns in indexes to support index-only queries.



An index does not need to store keys in the same way that they appear in their base table. CREATE INDEX idx\_user\_login
 ON users (login);

13



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CREATE INDEX \_\_user\_login ON users \_\_gin);

CREATE INDEX idx\_user\_login
 ON users (EXTRACT(dow FROM login));

13

An index does not need to store keys in the same way that they appear in their base table.

|       | * FROM users             |
|-------|--------------------------|
| WHERE | EXTRACT(dow              |
|       | ♥ <b>FROM</b> login) = 2 |
|       |                          |

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CREATE INDEX \_\_user\_login ON users \_\_gin);

CREATE INDEX idx\_user\_login
 ON users (EXTRACT(dow FROM login));

CREATE INDEX idx\_user\_login
 ON foo (login)
WHERE EXTRACT(dow FROM login) = 2;

#### OBSERVATION

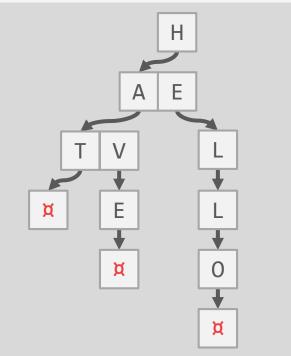
The inner node keys in a B+Tree cannot tell you whether a key exists in the index. You must always traverse to the leaf node.

This means that you could have (at least) one buffer pool page miss per level in the tree just to find out a key does not exist.



## TRIE INDEX

#### Keys: HELLO, HAT, HAVE



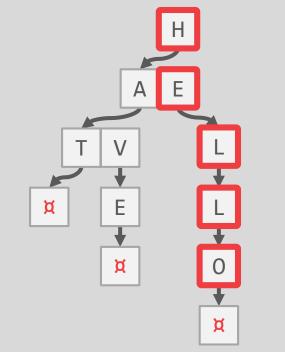
Use a digital representation of keys to examine prefixes oneby-one instead of comparing entire key.  $\rightarrow$  Also known as **Digital Search Tree**,

Prefix Tree.



# TRIE INDEX





Use a digital representation of keys to examine prefixes oneby-one instead of comparing entire key.  $\rightarrow$  Also known as **Digital Search Tree**,

Prefix Tree.

# TRIE INDEX PROPERTIES

Shape only depends on key space and lengths.

- $\rightarrow$  Does not depend on existing keys or insertion order.
- $\rightarrow$  Does not require rebalancing operations.

All operations have O(k) complexity where k is the length of the key.

- $\rightarrow$  The path to a leaf node represents the key of the leaf
- → Keys are stored implicitly and can be reconstructed from paths.

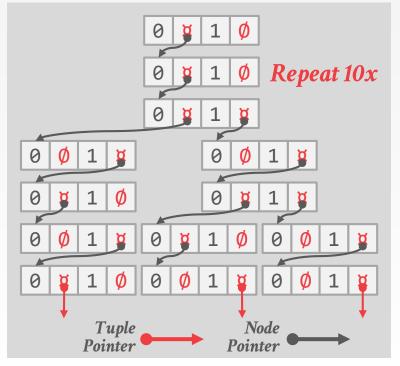
The **span** of a trie level is the number of bits that each partial key / digit represents.

 $\rightarrow$  If the digit exists in the corpus, then store a pointer to the next level in the trie branch. Otherwise, store null.

This determines the <u>fan-out</u> of each node and the physical <u>height</u> of the tree.  $\rightarrow n$ -way Trie = Fan-Out of n



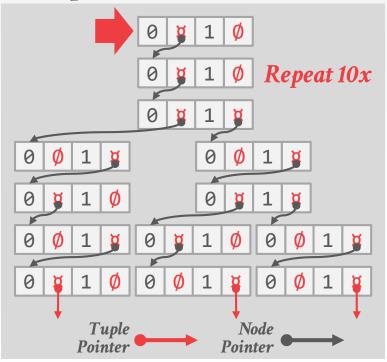
#### 1-bit Span Trie



K10→ 0000000 00001010
K25→ 0000000 00011001
K31→ 0000000 00011111



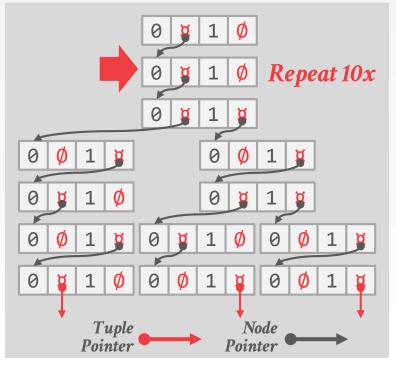
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K10→ 0 000000 00001010
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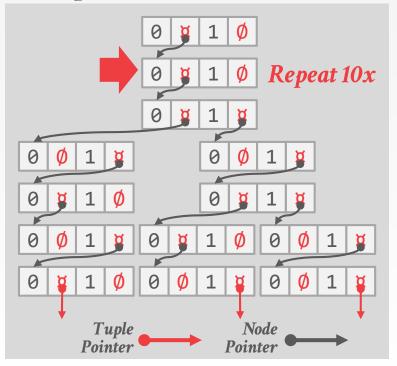
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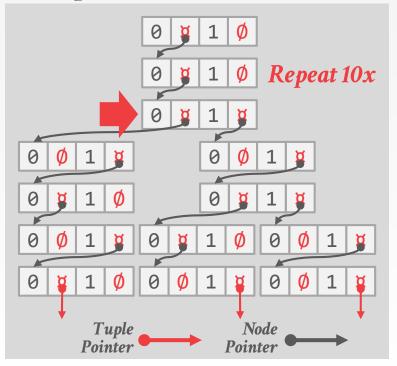
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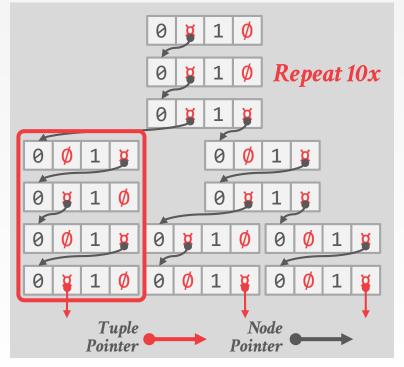
#### 1-bit Span Trie



K10  $\rightarrow$  000000000001010K25  $\rightarrow$  000000000011001K31  $\rightarrow$  000000000011111



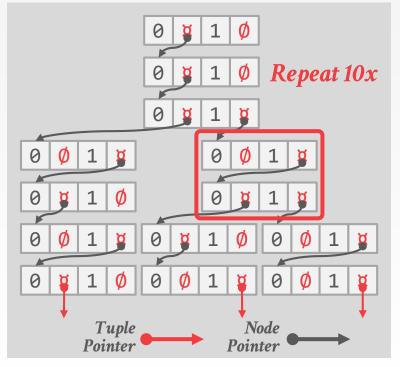
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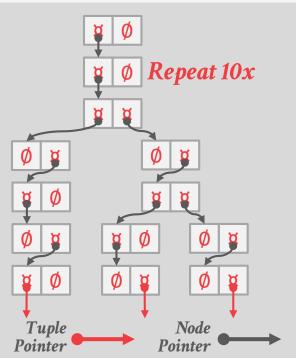
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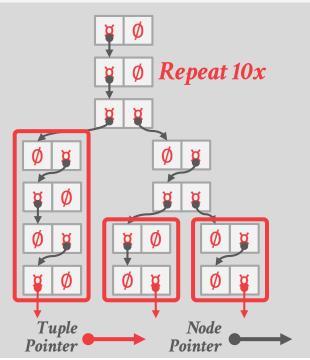
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#### 1-bit Span Trie

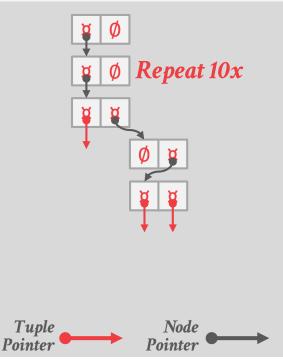


**K10**→ 0000000 00001010 **K25**→ 0000000 00011001 **K31**→ 0000000 00011111



# RADIX TREE

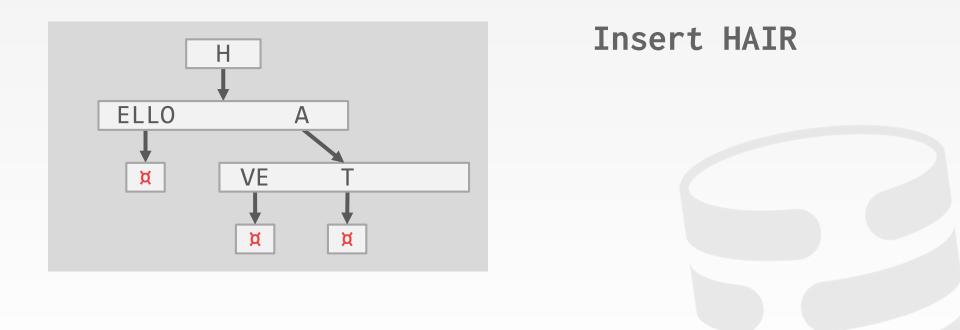
#### 1-bit Span Radix Tree



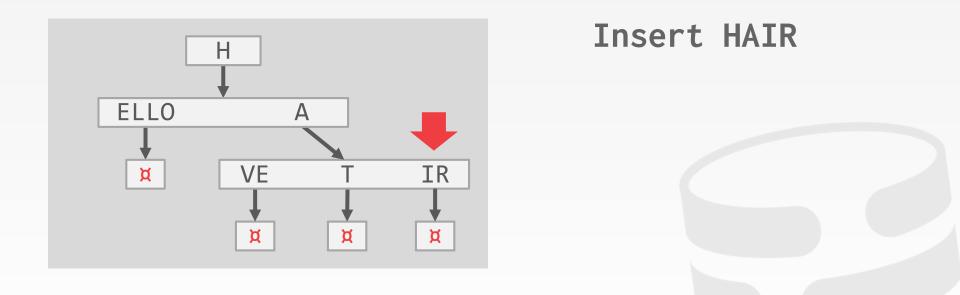
Omit all nodes with only a single child.  $\rightarrow$  Also known as *Patricia Tree*.

Can produce false positives, so the DBMS always checks the original tuple to see whether a key matches.

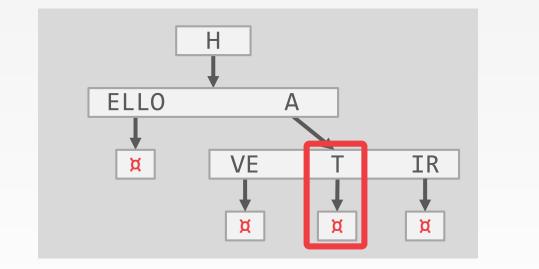






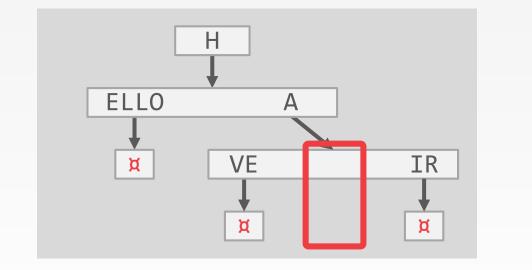






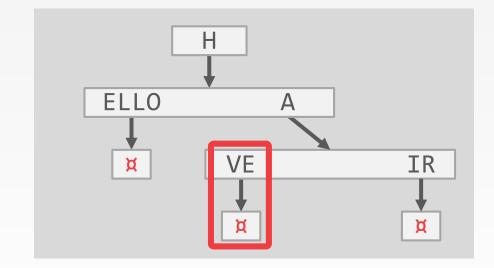
## Insert HAIR DeleteHAT





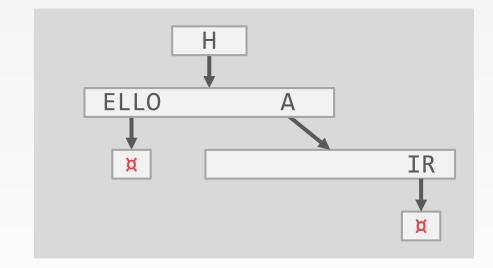
#### Insert HAIR DeleteHAT





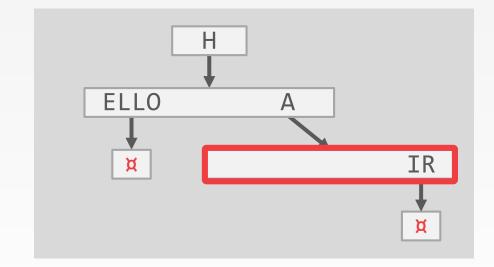
Insert HAIR DeleteHAT DeleteHAVE





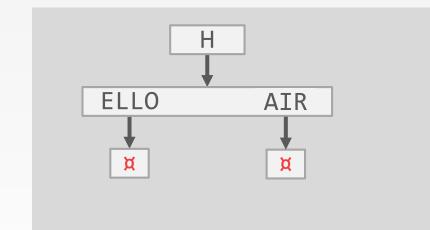
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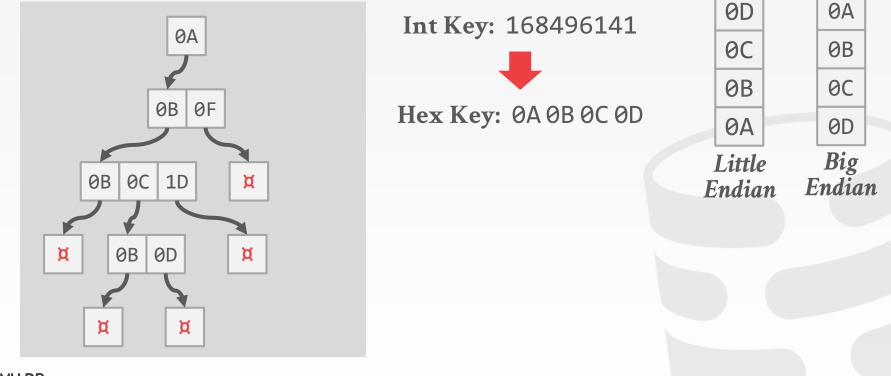
Insert HAIR DeleteHAT DeleteHAVE



Not all attribute types can be decomposed into binary comparable digits for a radix tree.

- → **Unsigned Integers:** Byte order must be flipped for little endian machines.
- → **Signed Integers:** Flip two's-complement so that negative numbers are smaller than positive.
- → **Floats:** Classify into group (neg vs. pos, normalized vs. denormalized), then store as unsigned integer.
- $\rightarrow$  **Compound:** Transform each attribute separately.

#### 8-bit Span Radix Tree





#### 8-bit Span Radix Tree





#### 8-bit Span Radix Tree 0D **0**A Int Key: 168496141 **0**A **0**C **0**B 0B **0**C 0B 0F Hex Key: 0A 0B 0C 0D **0**A 0D Big Endian Little 0B 0C ¤ 1D Endian Find 658205 ¤ ¤ 0B 0D Hex 0A 0B 1D ¤ Ø



#### OBSERVATION

The tree indexes that we've discussed so far are useful for "point" and "range" queries:

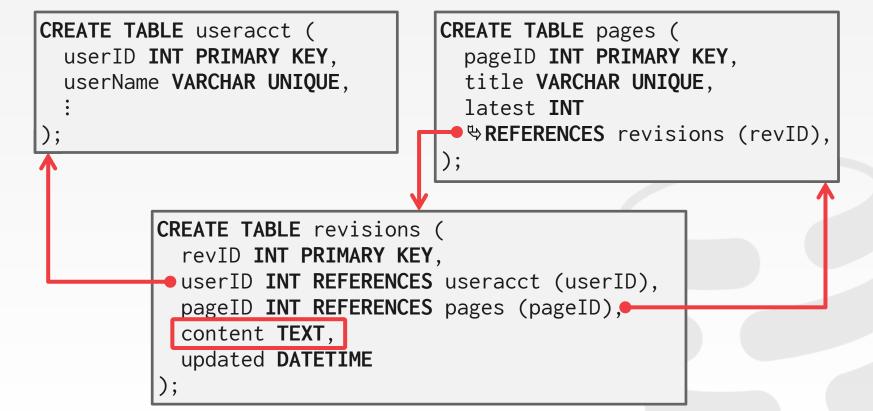
- $\rightarrow$  Find all customers in the 15217 zip code.
- $\rightarrow$  Find all orders between June 2018 and September 2018.

They are **<u>not</u>** good at keyword searches:

 $\rightarrow$  Find all Wikipedia articles that contain the word "Pavlo"



#### WIKIPEDIA EXAMPLE





## WIKIPEDIA EXAMPLE

If we create an index on the content attribute, what does that do?

CREATE INDEX idx\_rev\_cntnt
 ON revisions (content);

This doesn't help our query. Our SQL is also not correct...

SELECT pageID FROM revisions
WHERE content LIKE '%Pavlo%';

# INVERTED INDEX

An *inverted index* stores a mapping of words to records that contain those words in the target attribute.

 $\rightarrow$  Sometimes called a *full-text search index*.

 $\rightarrow$  Also called a *concordance* in old (like really old) times.

The major DBMSs support these natively. There are also specialized DBMSs.

**♥**Sphinx

elasticsearch

🔀 Xapian

# QUERY TYPES

#### **Phrase Searches**

 $\rightarrow$  Find records that contain a list of words in the given order.

#### **Proximity Searches**

 $\rightarrow$  Find records where two words occur within *n* words of each other.

#### Wildcard Searches

→ Find records that contain words that match some pattern (e.g., regular expression).



# DESIGN DECISIONS

#### **Decision #1: What To Store**

- $\rightarrow$  The index needs to store at least the words contained in each record (separated by punctuation characters).
- $\rightarrow$  Can also store frequency, position, and other meta-data.

#### **Decision #2: When To Update**

 $\rightarrow$  Maintain auxiliary data structures to "stage" updates and then update the index in batches.



#### CONCLUSION

B+Trees are still the way to go for tree indexes.

Inverted indexes are covered in <u>CMU 11-442</u>.

We did not discuss geo-spatial tree indexes:

- $\rightarrow$  Examples: R-Tree, Quad-Tree, KD-Tree
- $\rightarrow$  This is covered in <u>CMU 15-826</u>.



#### NEXT CLASS

#### How to make indexes thread-safe!

