ICS Data Storage & Retrieval

Overview of Storage & Indexing (i)

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Data Storage

• Main Memory
  – Random access
  – Volatile
• Flash Memory
  – Random access
  – Random writes are expensive
• Disk
  – Random access
  – Sequential access cheaper
• Tapes
  – Only sequential access
  – Archiving
Relational Tables on Disk

- **Record** -- a tuple or row of a relational table
- **RIDs** – record identifiers that uniquely identify a record across memory and disk
- **Page** – a collection of records that is the unit of transfer between memory and disk
- **Bufferpool** – a piece of memory used to cache data and index pages.
- **Buffer Manager** – a component of a DBMS that manages the pages in memory
- **Disk Space Manager** – a component of a DBMS that manages pages on disk
Magnetic Disks

- A disk or platter contains multiple concentric rings called **tracks**.
- Tracks of a fixed diameter of a spindle of disks form a **cylinder**.
- Each track is divided into fixed sized **sectors** (ie. “arcs”).
- Data stored in units of disk **blocks** (in multiples of sectors)
- An array of **disk heads** moves as a single unit.
- **Seek time**: time to move disk heads over the required track
- **Rotational delay**: time for desired sector to rotate under the disk head.
- **Transfer time**: time to actually read/write the data
Accessing Data on Disk

- **Seek time**: time to move disk heads over the required track
- **Rotational delay**: time for desired sector to rotate under the disk head.
  - Assume uniform distribution, on average time for half a rotation
- **Transfer time**: time to actually read/write the data
Example: Barracuda 1TB HDD (ST31000528AS)

- What is the average time to read 2048 bytes of data?
  
  $= \text{Seek time} + \text{rotational latency} + \text{transfer time}$

  $= 8.5 \text{ msec} + 4.16 \text{ msec} + (\frac{2048}{512})/63 \times (\frac{60000 \text{ msec}}{7200 \text{ rpm}})$

  $= 8.5 + 4.16 + 0.265$
File Organizations

How do we organize records in a file?

- **Heap files**: records not in any particular order
  - Good for scans

- **Sorted files**: records sorted by particular fields
  - Scans in the sorted order or range scans in the sorted order

- **Indexes**: Data structures to organize records via trees or hashing.
  - Like sorted files, they speed up searches for a subset of records, based on values in certain (“search key”) fields
  - Updates are much faster than in sorted files
Comparing File Organizations

Consider an employee table with search key <age,sal>:

- **Scans**: fetch all records in the file
- **Point queries**: find all employees who are 30 years old (let’s assume there’s only one such employee)
- **Range queries**: find all employees aged above 65.
- **Insert**: a record.
- **Delete**: a record given its RID.
Analysis of Algorithms

• Computation model
  – CPU comparison operation
  – General: most expensive operation
• Worst-case
  – How bad can it get?
• Average-case
  – Assumption about probabilities
• Analysis: count the number of some operation w.r.t. some input size
• Asymptotics: Big “O”
  – Constants don’t matter
  – 500n + 10000 = O(n)

SELECT *
FROM Employees E
WHERE E.age=30

For each tuple t in Employees
{
  if (t.age==30)
  {
    output t
  }
}

Assume input size: \( n \) tuples

What is the worse case number of output tuples?

What is the worse case running time in the number of comparisons?
**Search Algorithms on Sorted Data**

**SELECT * FROM Employees E WHERE E.age=30**

Tuples are sorted by age

**Shortcircuited Linear Search**

For each tuple t in Employees {
  if (t.age==30) {
    output t
  }
  elseif ( t.age > 30 ) {
    exit
  }
}

**Binary Search**

(lo, hi) = (0,n-1)

mid = lo+(hi-lo)/2

While(hi>lo && E[mid].age!=30) {
  if (E[mid].age < 30) {
    lo=mid
  }
  else {
    hi=mid
  }
  mid = lo+(hi-lo)/2
}

Output all satisfying tuples around E[mid]

What is the worse case running time in the number of comparisons?
Analysis of Binary Search

- Number tuples searched per iteration = n, n/2, n/4, ... 1
- Hence the number of iterations = O( log n )
- Therefore number of comparisons = O(log n)

(l₀, hᵢ) = (0, n-1)
mid = lo + (hi-lo)/2
While(hi>lo && E[mid].age!=30)
    { If (E[mid].age < 30)
        { lo=mid
        }
    else
        { hi=mid
        }
    mid = lo + (hi-lo)/2
}
Output all satisfying tuples around E[mid]
SELECT *
FROM Employees
WHERE age=30

for each page \( p \) of Employees table
{
    if (\( p \) not in bufferpool)
    {
        Fetch \( p \) from disk
    }
    for each tuple \( t \) in page \( p \)
    {
        if (\( t \).age==40)
        {
            output \( t \)
        }
    }
}

Worst case running time =
+ time to fetch all pages of Employees from disk
+ time to compare age
+ time to output result

Table Scan

How would you estimate these times?

What is the worst case number of disk access?

What is the most expensive operation?
Analysis Model

• B : number of data pages
• R : number of records per page
• D : average time to read/write a disk page
  – From previous calculations, if a page is 2K bytes, D is about 13 milliseconds
• C : average time to process a record
  – For the 1 Ghz processors we have today, assuming it takes 100 cyles, C is about 100 nanoseconds
Table Scans on Heap Files

```
SELECT * 
FROM Employees 
O(B) pages get fetched + 
O(B*R) tuples processed 

SELECT * 
FROM Employees 
WHERE age=30 

SELECT * 
FROM Employees 
WHERE age > 20 and age < 30 

for each page p of Employees table
{
    if (p not in bufferpool)
    {
        Fetch p from disk
    }
    for each tuple t in page p
    {
        output t
        if (t.age==30)
        {
            output t
        }
        if (t.age>=20 && t.age<30)
        {
            output t
        }
    }
}
```

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