

# Data Storage and Query Answering

## Indexing and Hashing (5)

# Linear Hash Tables

## *Introduction*

- No directory.
- Hash function computes sequences of  $k$  bits.  
Take only the  $i$  last of these bits and interpret them as bucket number  $m$ .

←  $k$  →

00110101

⏟

$i$ , grows over time

- $n$ : *number of last bucket*, first number is 0.

# Linear Hash Tables

## *Insertions*

- If  $m \leq n$ , store record in bucket  $m$ . Otherwise, store it in bucket number  $m - 2^{i-1}$
- If bucket overflows, add overflow block.
- If *space utilization* becomes too high, add one bucket at the end and increment  $n$  by 1.

$$\text{space utilization} = \frac{r}{(n+1) \cdot c}, \text{ where } r = \text{total number of records}$$

and  $c$  = bucket capacity (number records)

→ file grows linearly



# Linear Hash Tables

## *Insertions*

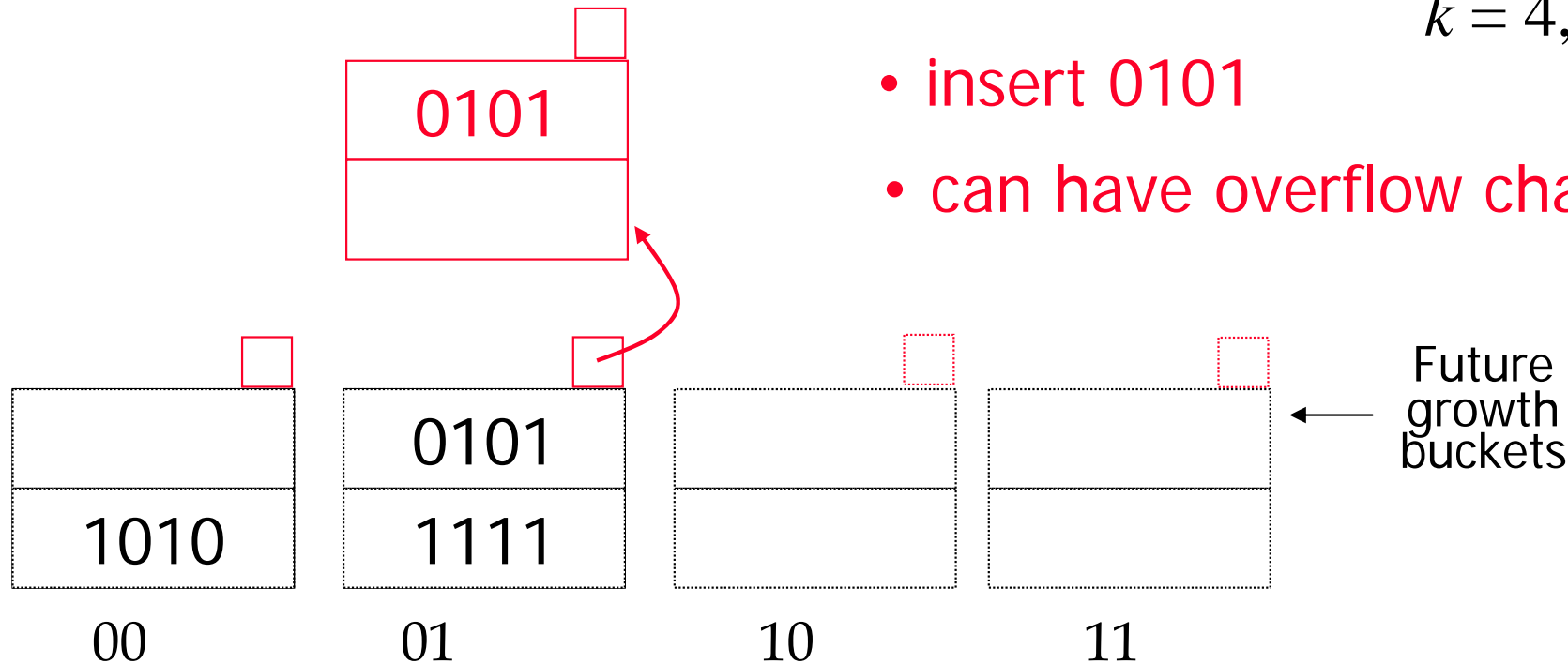
- Bucket we add is usually not in the range of hash keys where an overflow occurred.
- When  $n > 2^i$ , increment  $i$  by 1.
- $i$  is the number of *rounds* of doubling the size of the Linear Hash table.
- No need to move entries.

# Linear Hash Tables

## Example

$k = 4, i = 2$

- insert 0101
- can have overflow chains!



$n = 01$

If  $h(k)[i] \leq n$ , then

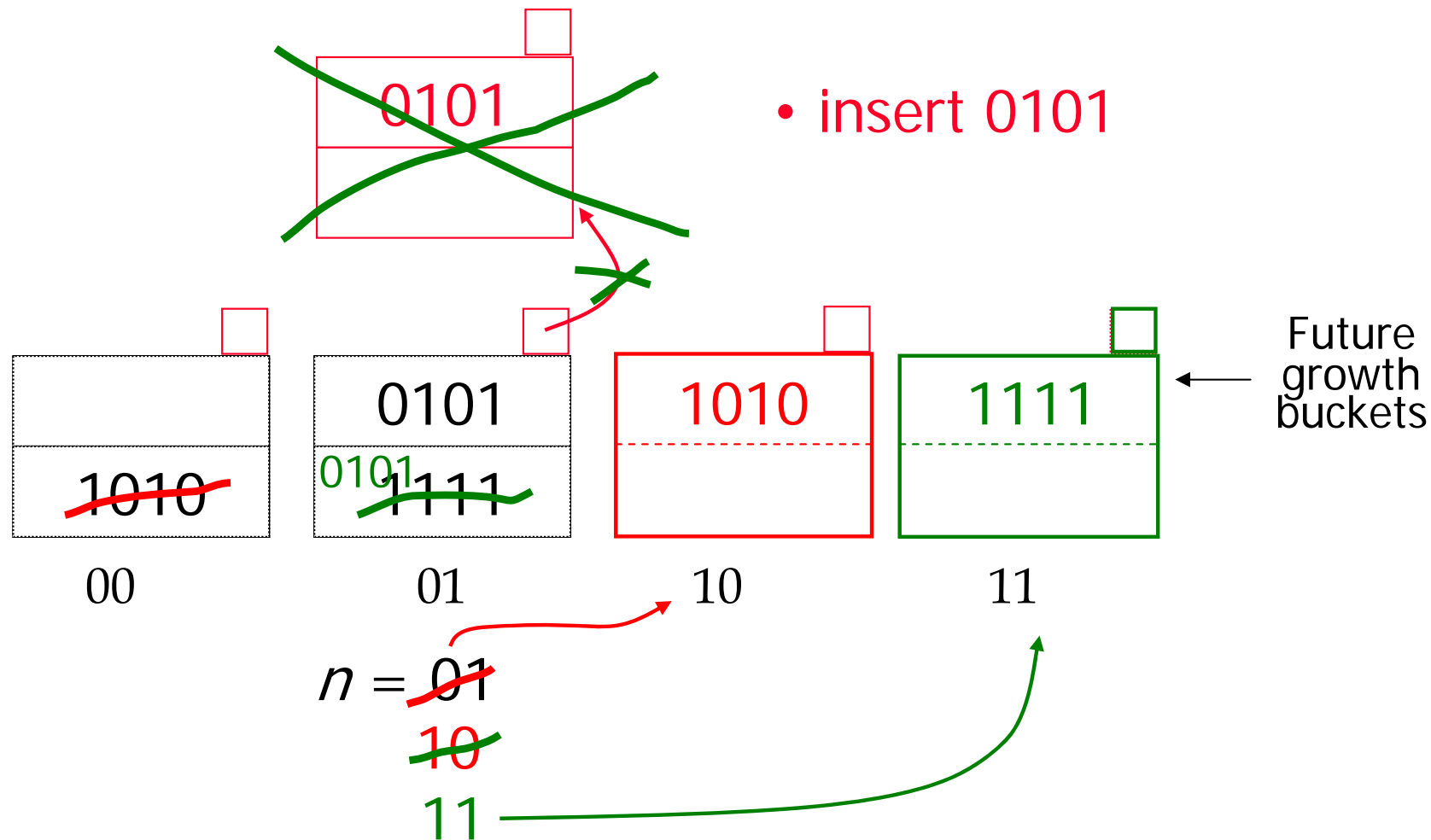
look at bucket  $h(k)[i]$

else, look at bucket  $h(k)[i] - 2^{i-1}$

# Linear Hash Tables

*Example*

$k = 4, i = 2$

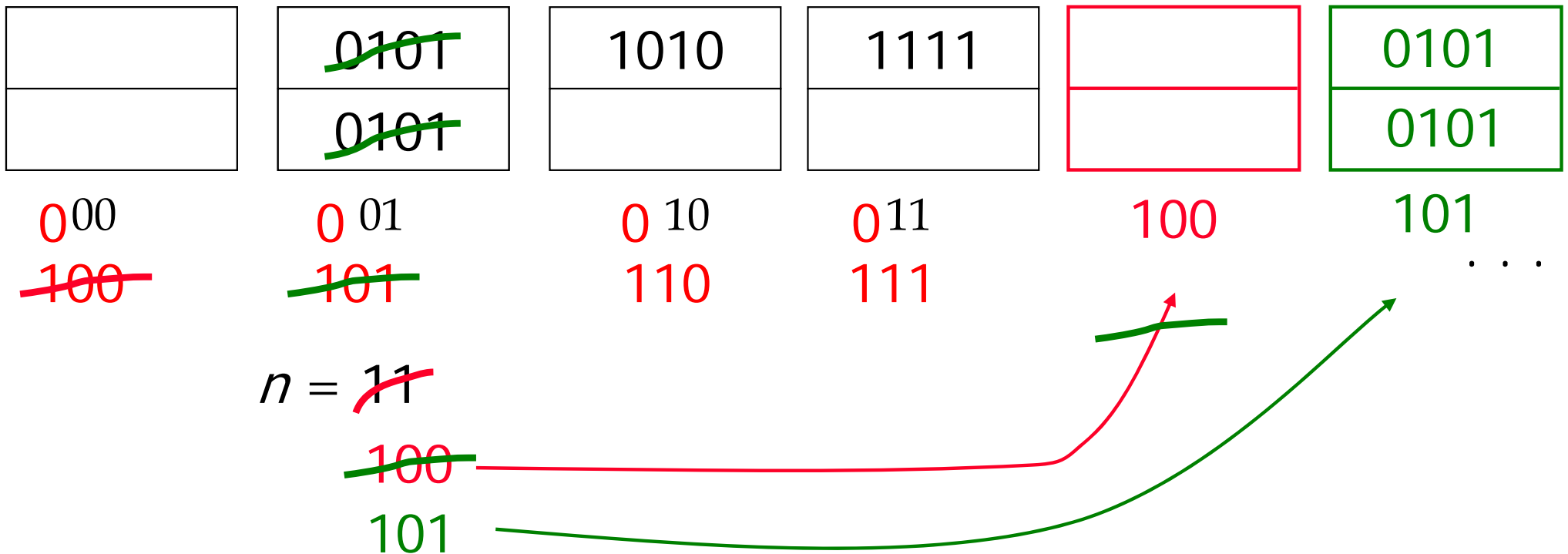


# Linear Hash Tables

*Example*

$k = 4$

$i =$ ~~2~~ 3



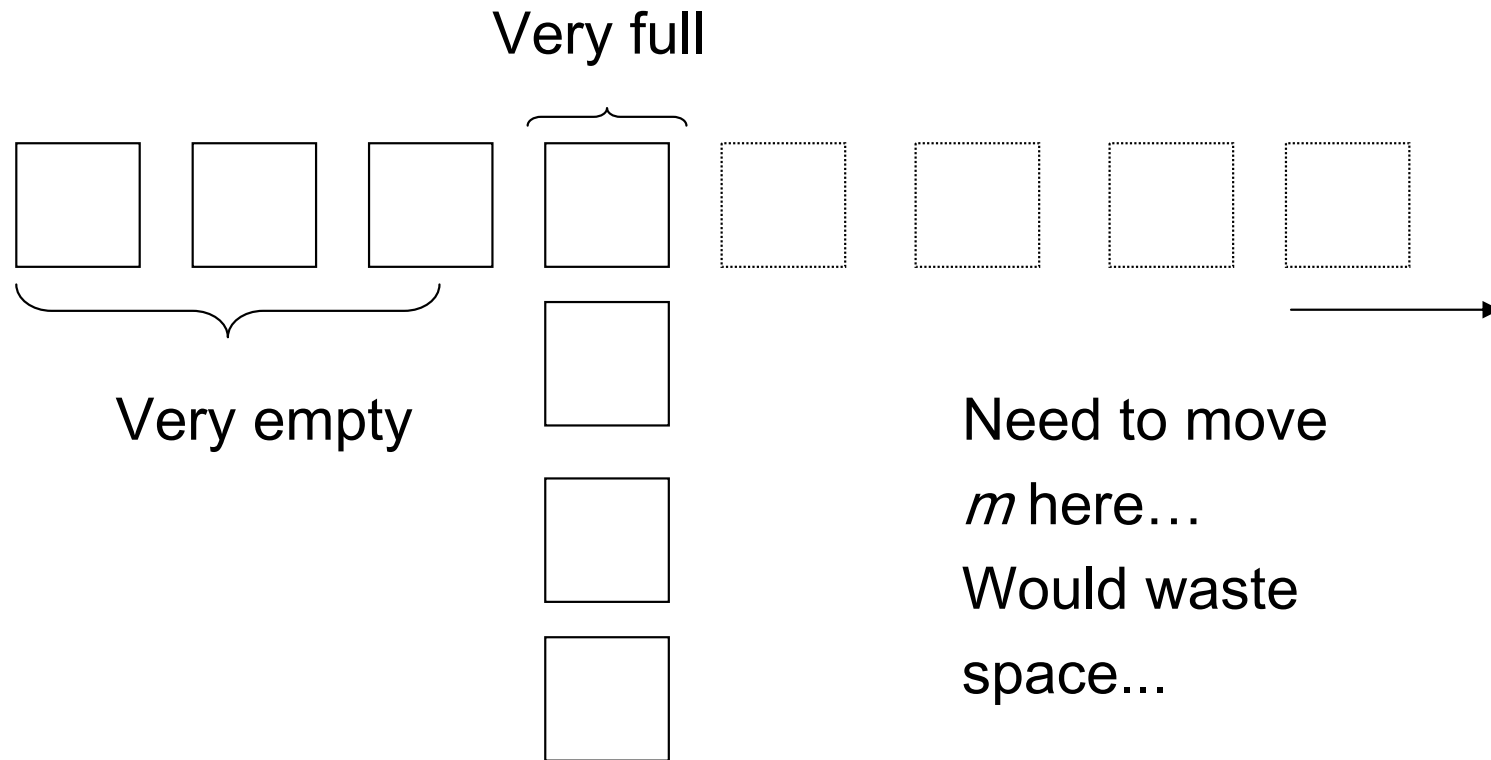
# Linear Hash Tables

## *Discussion*

- Can manage growing number of buckets without wasting too much space.
- No directory, i.e. no indirection in access and no expensive doubling operation.
- Significant need for overflow chains, even if no duplicates among last  $i$  bits of hash values.



# Example: BAD CASE



# Indexing vs Hashing

- Hashing good for probes given key

e.g.,           SELECT ...  
                  FROM R  
                  WHERE R.A = 5

# Indexing vs Hashing

- Indexing (Including B Trees) good for

Range Searches:

e.g., SELECT

FROM R

WHERE R.A > 5

# Index Definition in SQL

- Create index name on rel (attr)
- Create unique index name on rel (attr)
  - defines candidate key
- Drop INDEX name

# Index Definition in SQL

- CANNOT SPECIFY TYPE OF INDEX
  - (e.g. B-tree, Hashing, ...)
- OR PARAMETERS
  - (e.g. Load Factor, Size of Hash,...)

... at least in SQL...

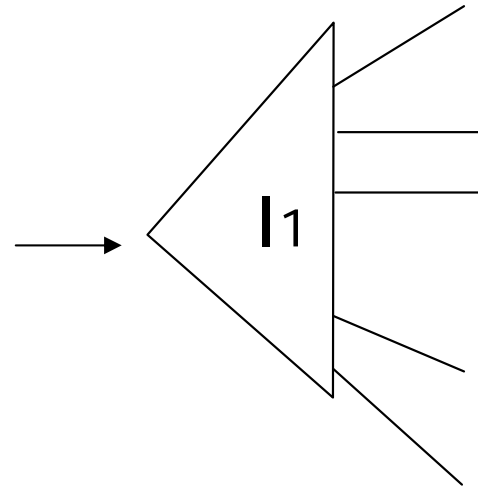
# Multi-Key Index

Motivation: Find records where

DEPT = "Toy" AND SAL > 50k

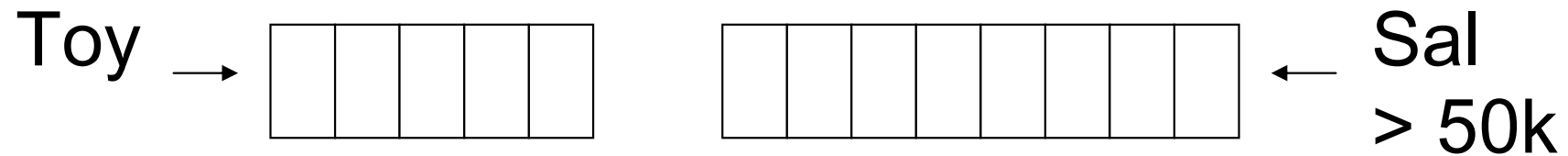
# Strategy I

- Use one index, say Dept.
- Get all Dept = “Toy” records and check their salary



# Strategy II

- Use 2 Indexes; Manipulate Pointers

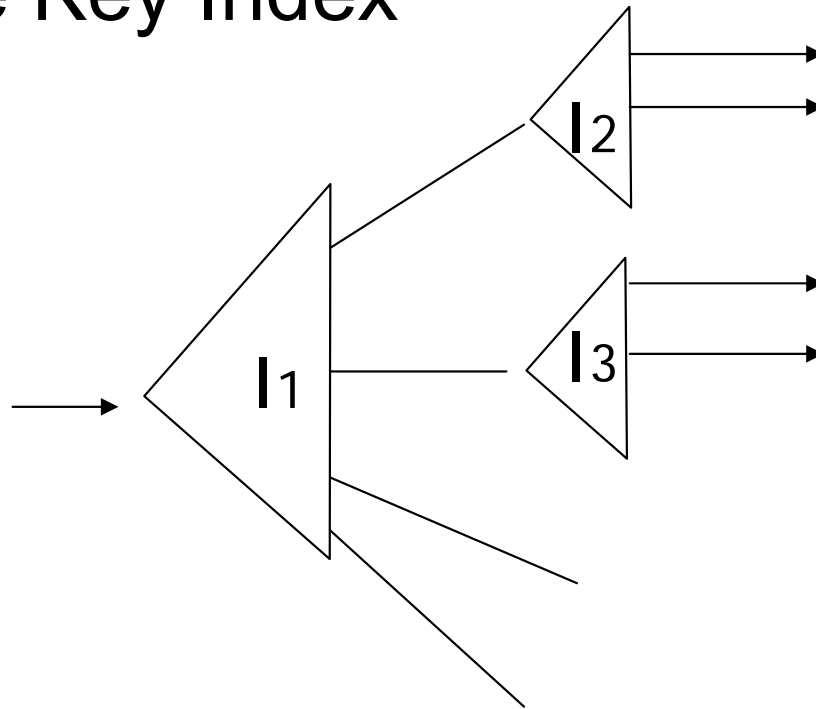




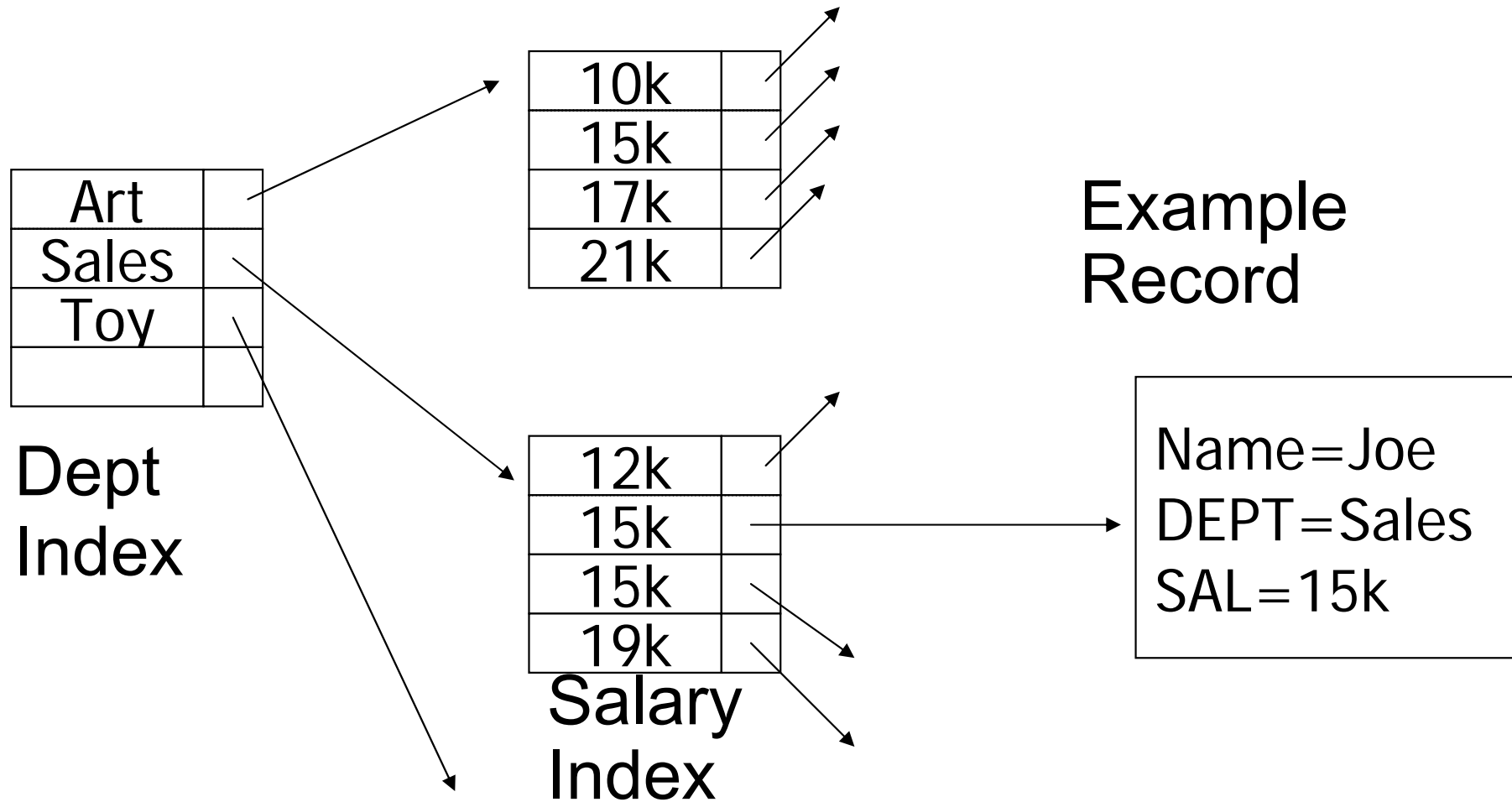
# Strategy III

- Multiple Key Index

One idea:



# Example

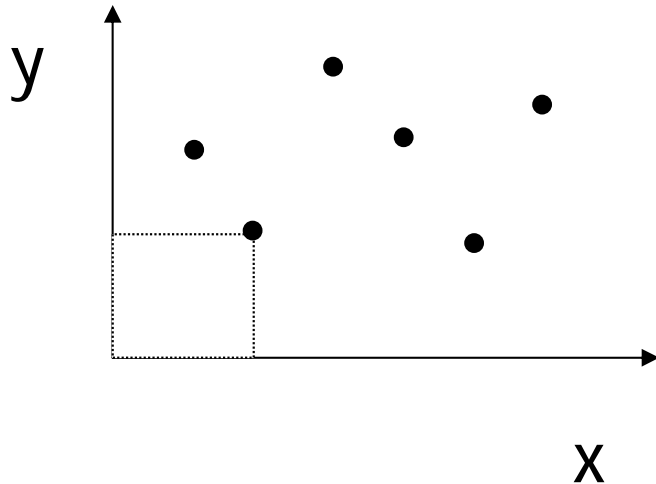


# For Which Queries is This Index Good?

- Find RECs Dept = "Sales"  $\wedge$  SAL=20k
- Find RECs Dept = "Sales"  $\wedge$  SAL > 20k
- Find RECs Dept = "Sales"
- Find RECs SAL = 20k

# Interesting Applications

## ■ Geographic Data



DATA:

$\langle X_1, Y_1, \text{Attributes} \rangle$

$\langle X_2, Y_2, \text{Attributes} \rangle$

⋮

- What city is at  $\langle X_i, Y_i \rangle$ ?
- What is within 5 miles from  $\langle X_i, Y_i \rangle$ ?
- Which is closest point to  $\langle X_i, Y_i \rangle$ ?

# Comments

- Many types of geographic index structures have been suggested
  - Kd-Trees (very similar to what we described here)
  - Quad Trees
  - R Trees
  - ...
- To be discussed in the topics of “advanced queries”.