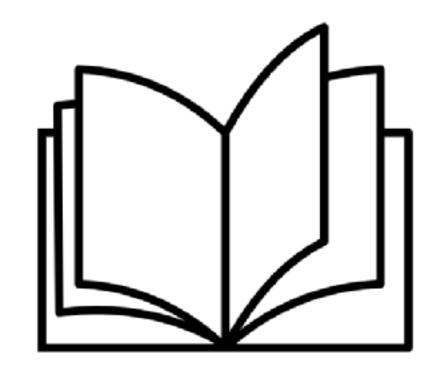
Tutorial on Sorting

Database System Technology





Midterm covers all material so far (Including this week)

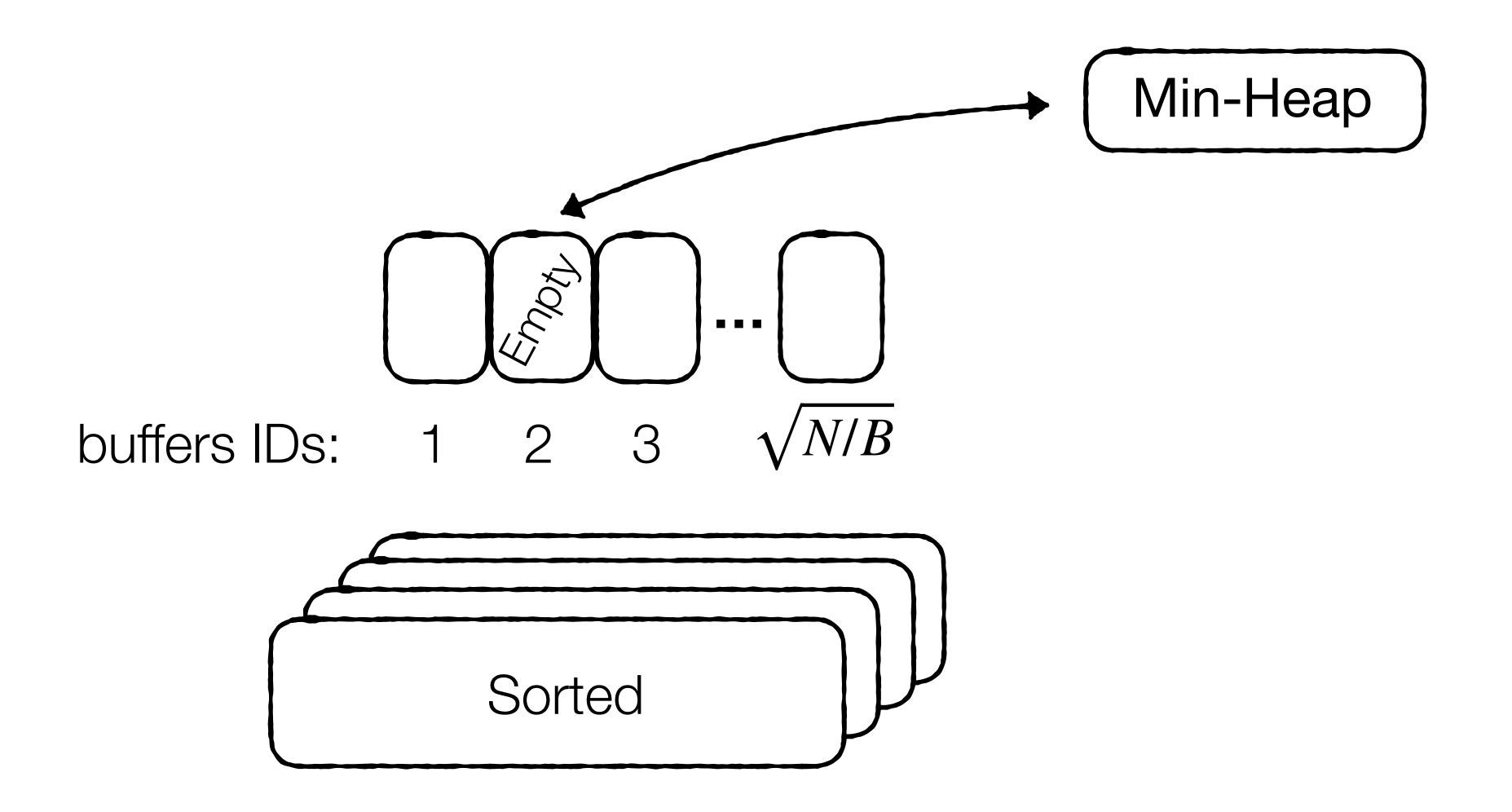
Open book

Office Hours

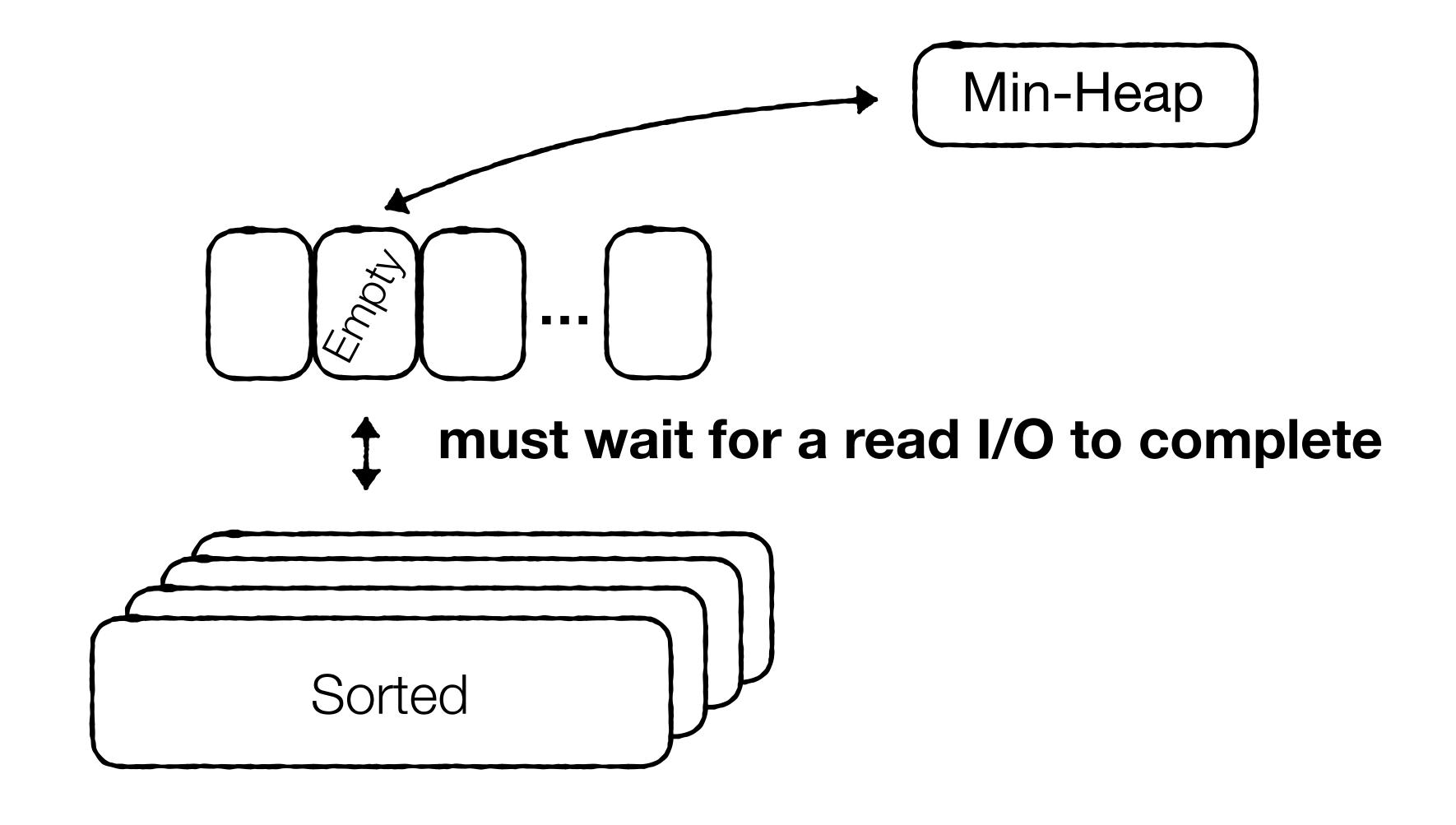
TA Office Hours
4-6 pm
(Project + content)

Instructor Office Hours 4-5 pm and 7-8 pm

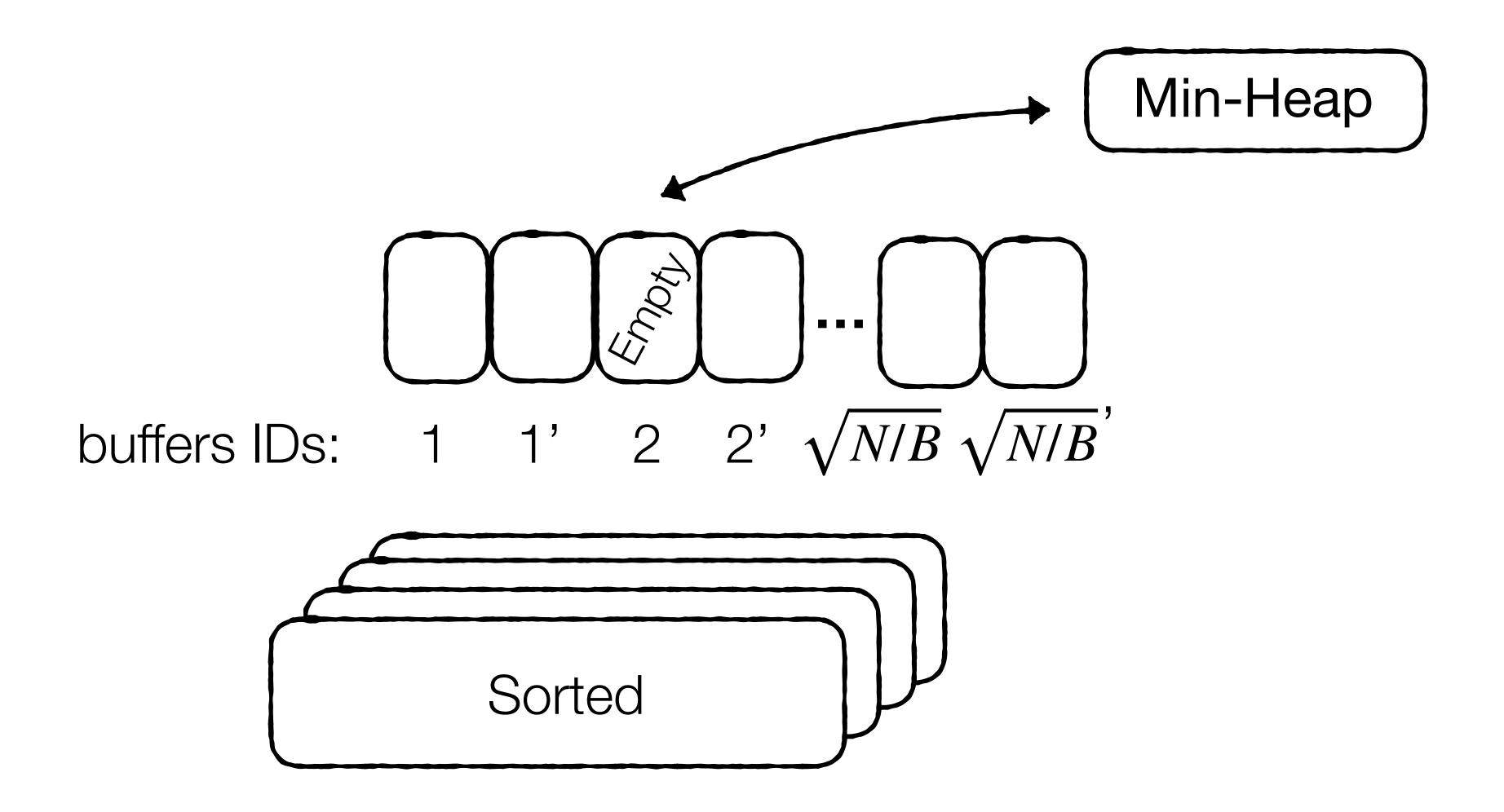
Suppose we need next min entry from buffer 2 but it is empty.



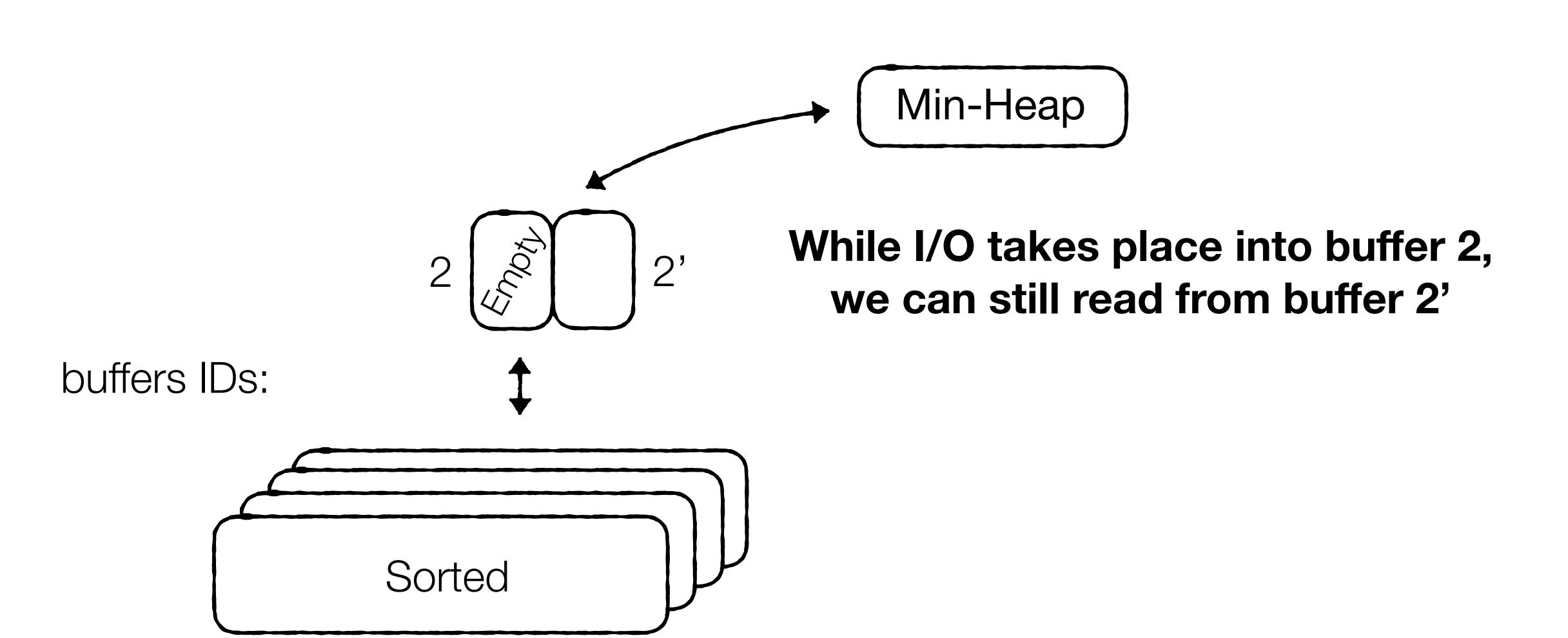
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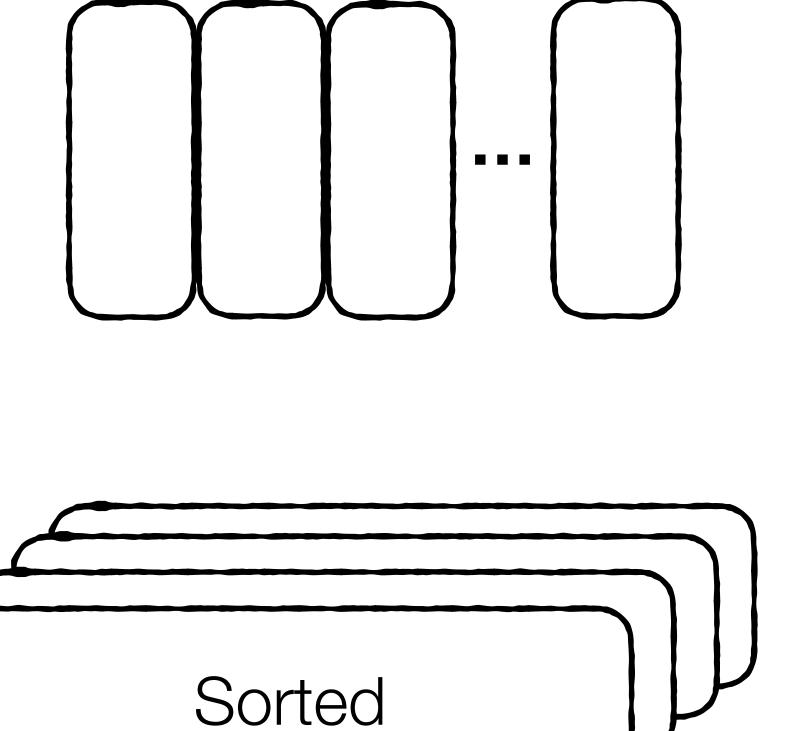
Double buffering: load one additional buffer preemptively for each partition before the first buffer empties



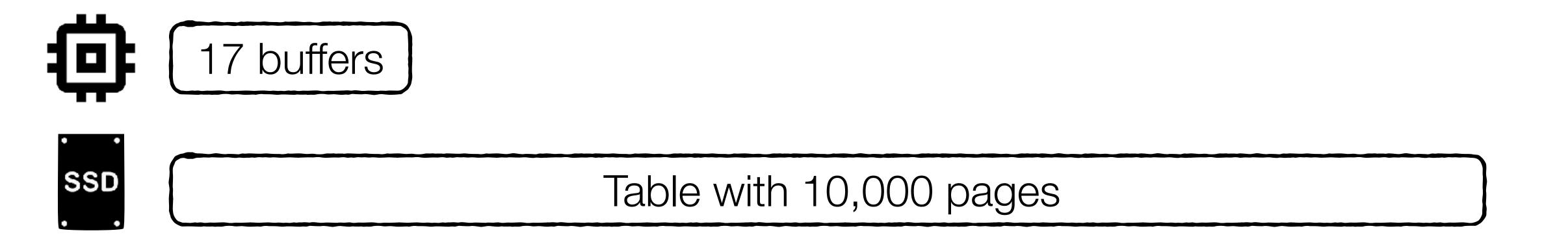
Double buffering: load one additional buffer preemptively for each partition before the first buffer empties



Larger though fewer buffers: more groups, so potentially more iterations, but each I/O reads more data



Suppose you have a file with 10,000 pages and you have 17 buffers in memory, each of them 4KB. We need to externally sort the file.



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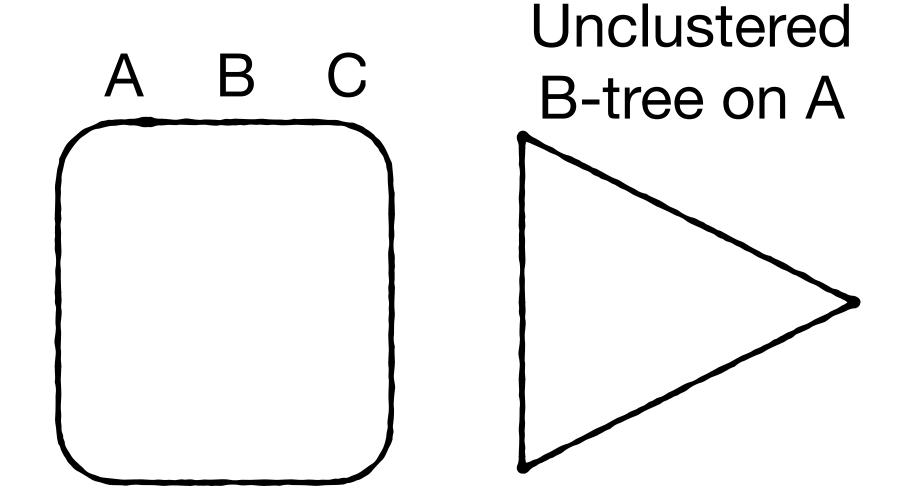
(A) How many partitions are created after the first pass?

(B) How many passes does it take to sort the file completely?

(C) How many I/Os are issued in total to sort the file?

(D) How many buffers would you need to sort the file in just 2 passes?

Consider a table that is too large to fit in memory. We have an unclustered B-tree index over column A. We get the following query: "Select * from table order by A". There are two options to process this query: (1) scan the index, or (2) externally sort the file based on column A. What are the costs of these methods, and under which circumstances would you choose each one?



Select * from table sort by A

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Follow up: how would your answer change if we have a clustered index on column A?

You are given M memory and N entries where N >> M >> 3B. Why is it a bad idea to use the available memory as virtual memory (e.g., to allocate using 'new' space for M entries, and to use in-memory Quicksort? Use cost models to justify your answer.

Suppose we have a tiered LSM-tree with a size ratio of T. Analyze the CPU costs of compaction assuming we check all buffers each time to find the minimum key. Then propose a technique to improve CPU costs.

