

# SQL – three-valued logics

Name	Surname	Student
Jaroslav	Novák	true
Josef	Novotný	false
Jiří	Brabenec	

```
SELECT * FROM OSOBA WHERE Student != true
```

What will be the result?

# SQL – three-valued logics

<b>Name</b>	<b>Surname</b>	<b>Student</b>
Jaroslav	Novák	true
Josef	Novotný	false
Jiří	Brabenec	

```
SELECT * FROM OSOBA WHERE Student != true
```

What will be the result?

<b>Name</b>	<b>Surname</b>	<b>Student</b>
Josef	Novotný	false

# SQL – three-valued logics

	<b>A = true</b>	<b>A = false</b>	<b>A = null</b>
<b>A == true</b>	true	false	null
<b>A != true</b>	false	true	null
<b>A == false</b>	false	true	null
<b>A != false</b>	true	false	null

- is null
- is true
- is false

	<b>A = true</b>	<b>A = false</b>	<b>A = null</b>
<b>A is true</b>	true	false	false
<b>A is not true</b>	false	true	true
<b>A is false</b>	false	true	false
<b>A is not false</b>	true	false	true
<b>A is null</b>	false	false	true
<b>A is not null</b>	true	true	false

# SQL – tříhodnotová logika

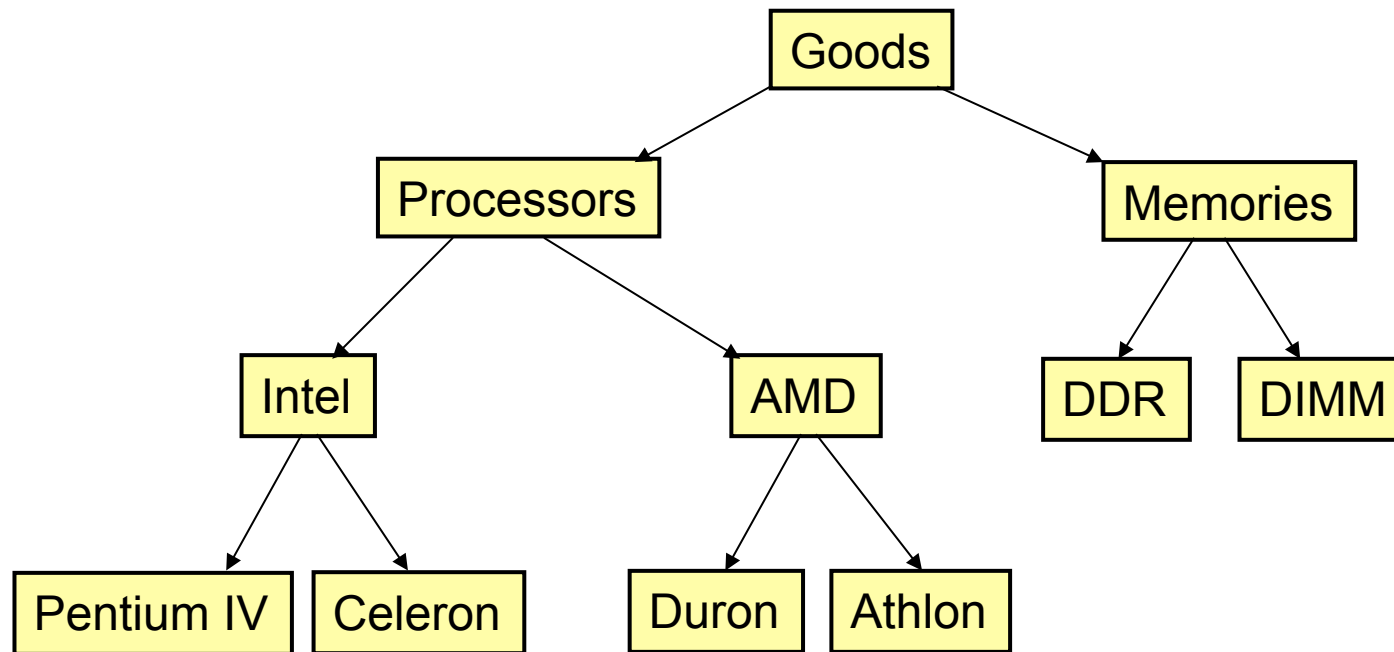
	<b>A and B</b>		
	<b>B == true</b>	<b>B == false</b>	<b>B == null</b>
<b>A == true</b>	true	false	null
<b>A == false</b>	false	false	false
<b>A == null</b>	null	false	null

	<b>A or B</b>		
	<b>B == true</b>	<b>B == false</b>	<b>B == null</b>
<b>A == true</b>	true	true	true
<b>A == false</b>	true	False	null
<b>A == null</b>	true	null	null

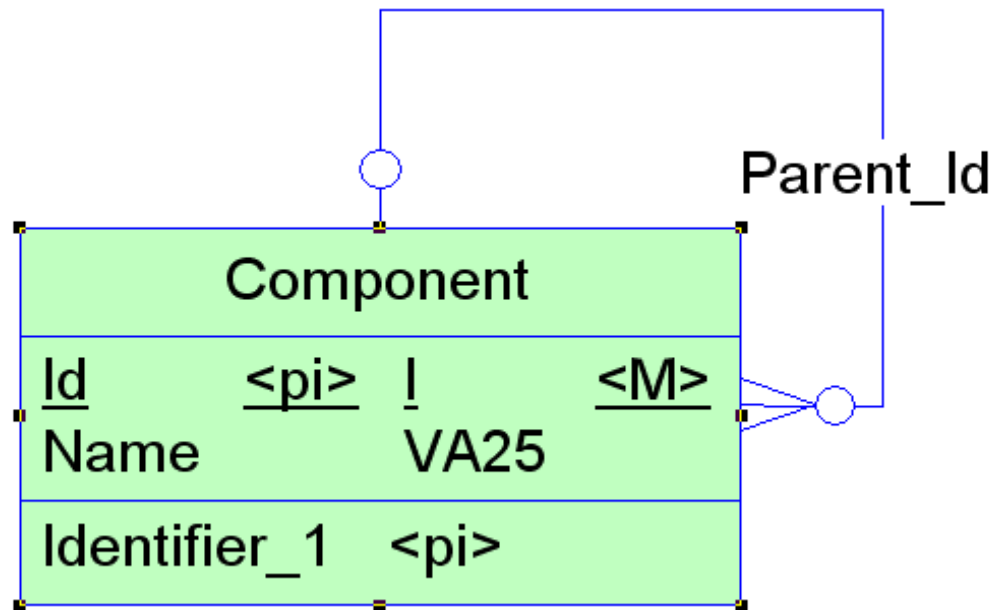
	<b>Not A</b>
<b>A == true</b>	false
<b>A == false</b>	true
<b>A == null</b>	null

# Tree structures in relational database

# Representing a tree structure in a relational database

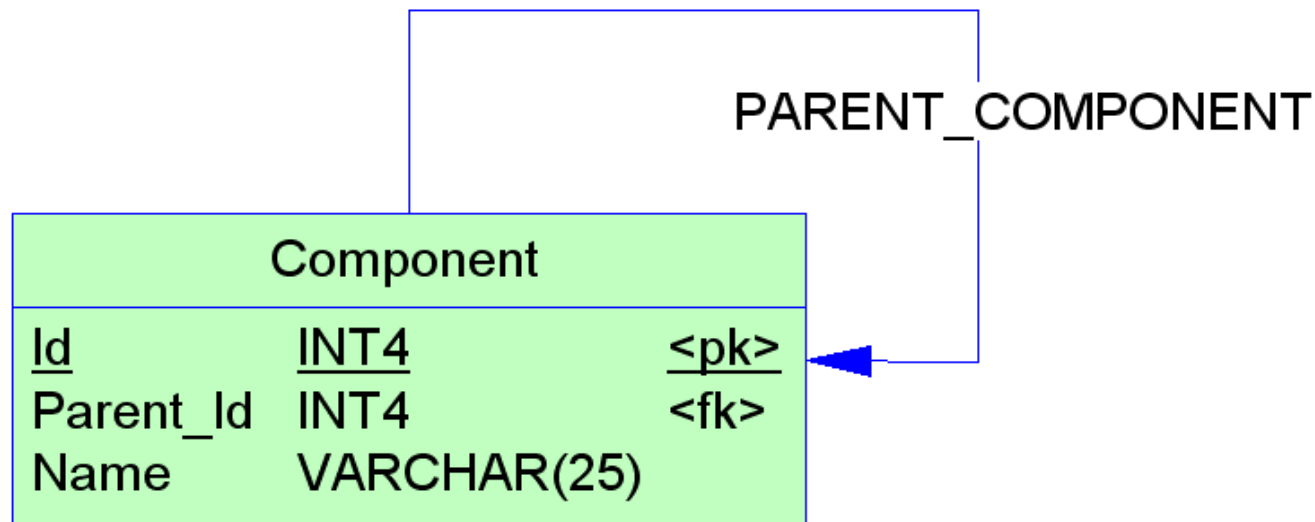


# Representing a tree structure in a relational database



Conceptual model

# Representing a tree structure in a relational database



Logical model

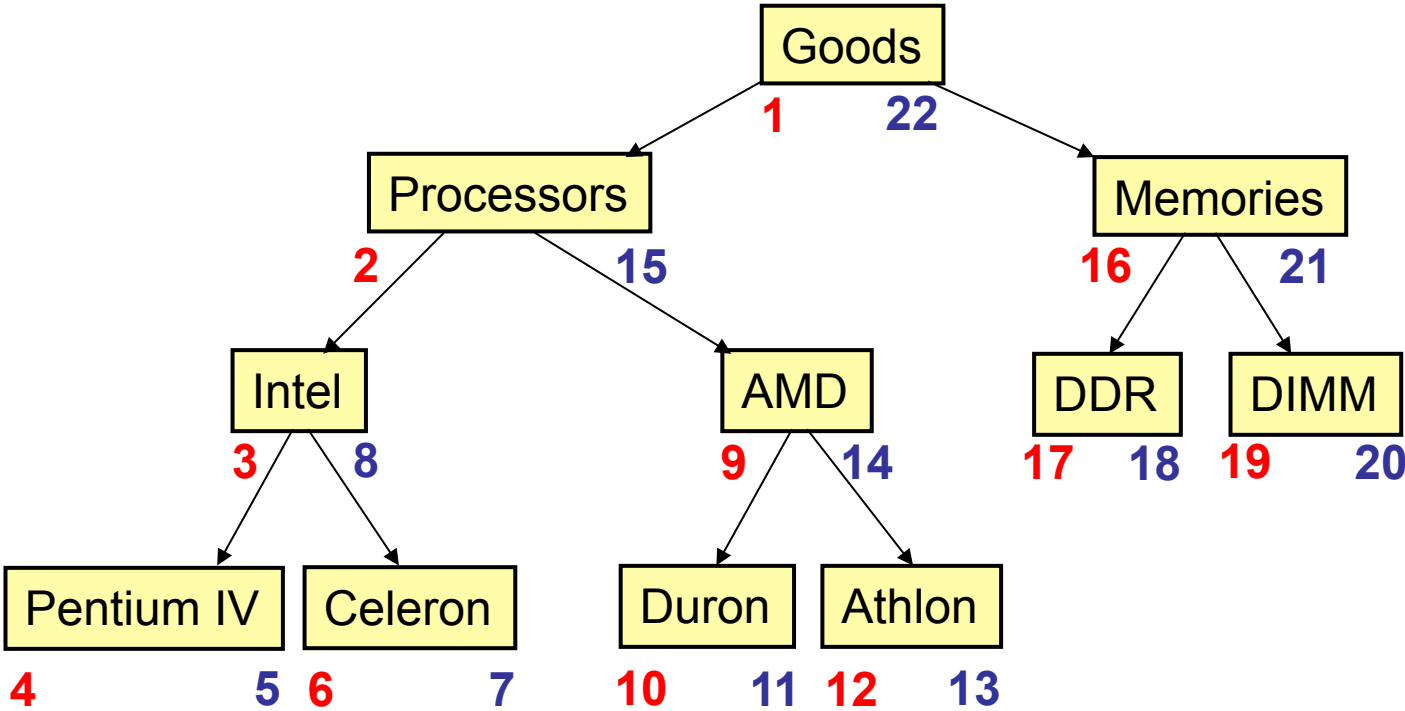


# Representing a tree structure in a relational database

Search for all nodes of given subtree - recursion

```
void getTree(int parent) {  
    ResultSet rsData = statement.executeQuery(  
        "SELECT * FROM TREE WHERE Parent_Id=" + parent);  
    while (rsData.next()) {  
        System.out.println();  
        System.out.println(rsData.getString("Name"));  
        parent = rsData.getString("Parent_Id");  
        getTree(parent);  
    }  
}
```

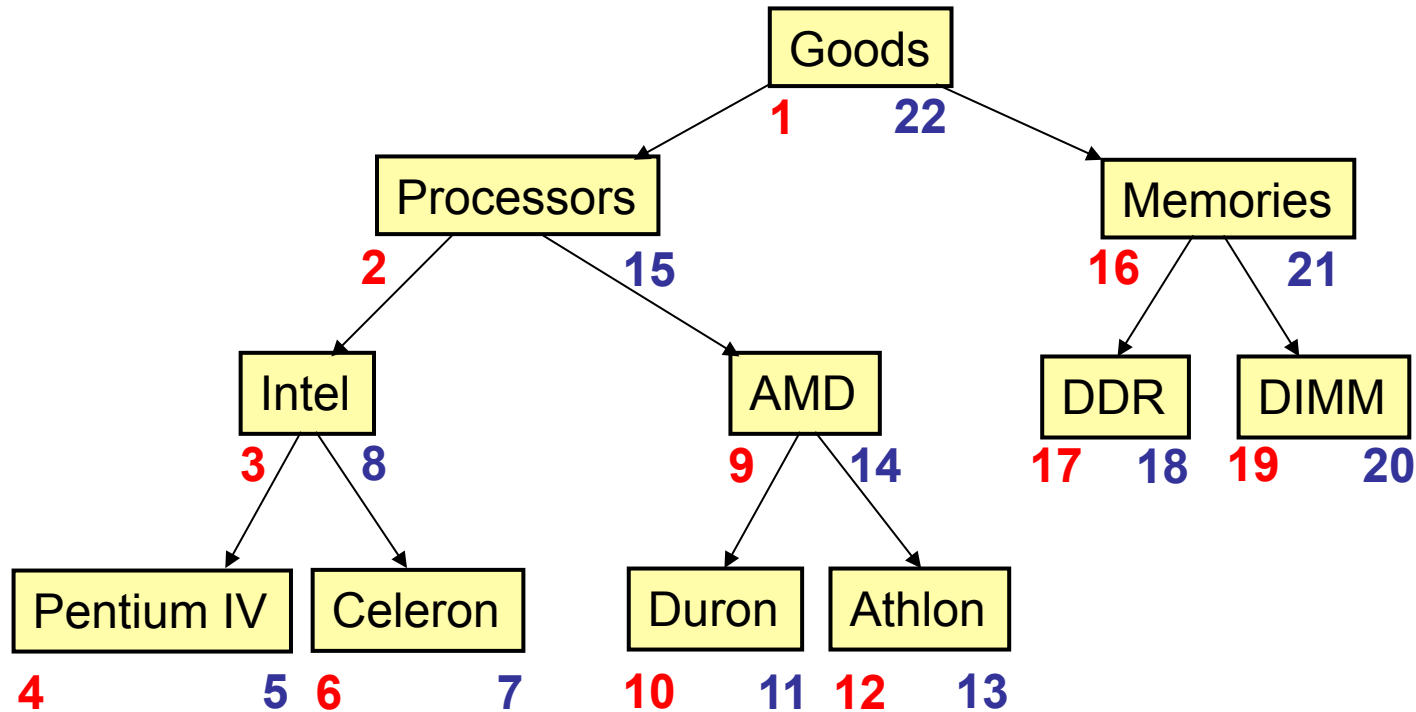
# Representing a tree structure in a relational database



# Stromové struktury a relační databáze

COMPONENTS				
ID	NAME	PARENT_ID	LEFT	RIGHT
1	Kategorie zboží	0	1	22
2	Procesory	1	2	15
3	Intel	2	3	8
4	Pentium IV	3	4	5
5	Celeron	3	6	7
6	AMD	2	9	14

# Representing a tree structure in a relational database



```
SELECT *  
FROM COMPONENTS C1, COMPONENTS C2  
WHERE C1.NAME = "INTEL" AND  
C2.LEFT > C1.LEFT AND  
C2.RIGHT < C1.RIGHT
```

# Indices using B-trees

# Indicing – a means for performance optimization

```
SELECT *  
  FROM PERSON  
 WHERE (GENDER=FEMALE) AND (AGE < 32)
```

The response will be much faster if there is an index with the index expression {*GENDER, AGE*}.

One of the values of this index expressions may be (for example) the pair <*FEMALE, 27*>.

Indexing techniques theory (search data structures) is using the term **key** instead of **index expression**. Different from **table key** !

```
CREATE INDEX PERSON_GENDER_AGE ON PERSON (GENDER, AGE)
```

# Indexing – a means for performance optimization

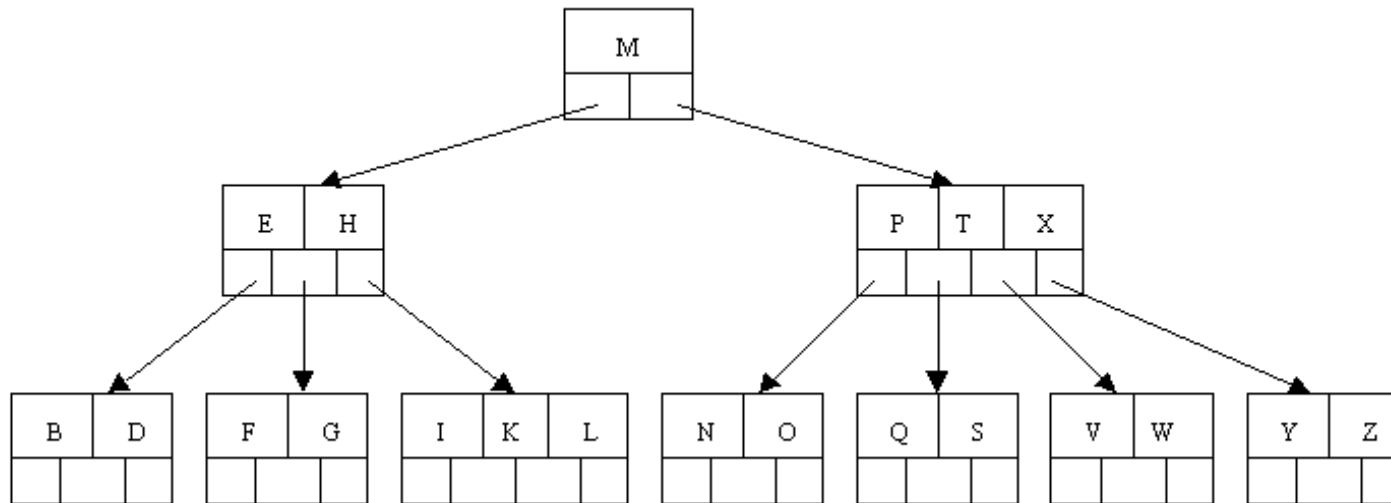
Disjunction in a where condition – be careful.

```
SELECT *  
  FROM PERSON  
 WHERE (GENDER=FEMALE) OR (AGE < 32)
```

DBMS should make use of two indices – a to {*GENDER*} a {*AGE*}

Some DBMSs (e.g. PostgreSQL) may not use existing indices efficiently – response to disjunctive queries is slow.

# B-tree



B-tree has edfiend:

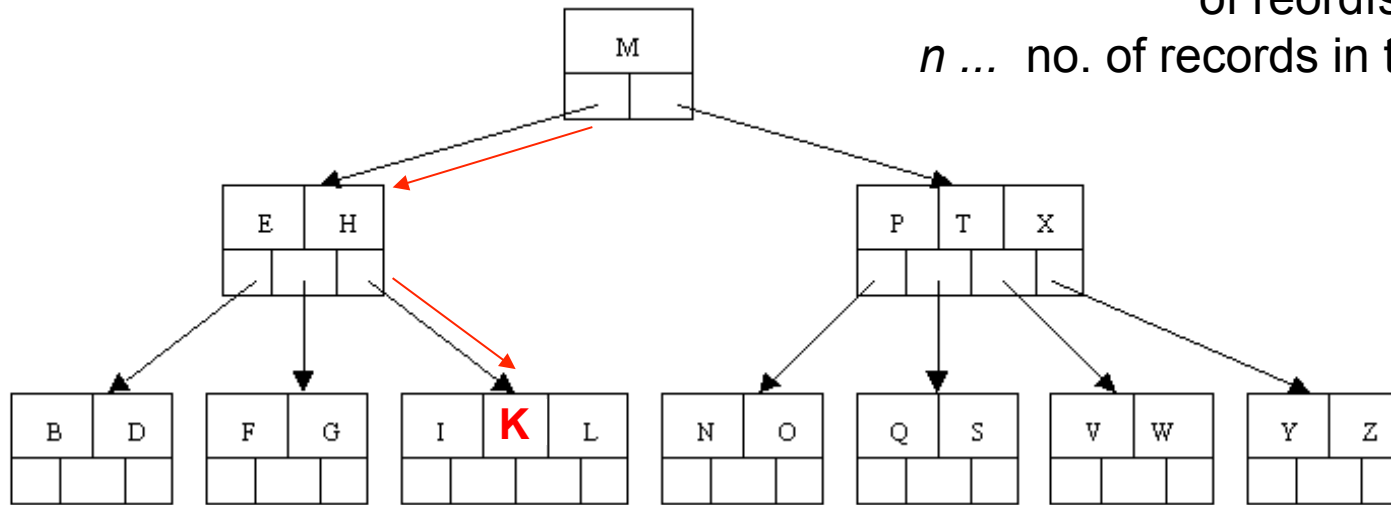
- maximum node capacity (max. number of records in a node)
- minimum node capacity (min. number of records in a tree)

Records inside of a node sorted by the value of the key.



# B-tree

$max(min) \dots max (min)$  number of records in a node  
 $n \dots$  no. of records in the DB

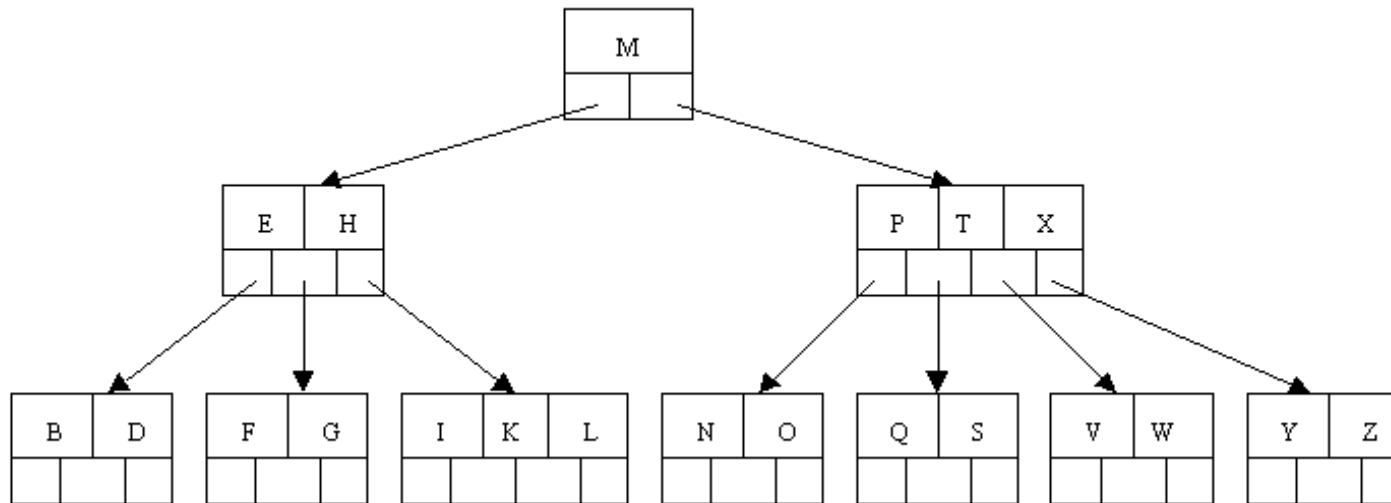


- Each node – 1 database page (typically 1 page = 1 sector)
- Aim – minimization of the number of databases accesses
- Depth B-stromu

best case (all nodes 100% full) ...  $\log_{\max} n$

worst case (all nodes have min records ...  $\log_{\min} n$

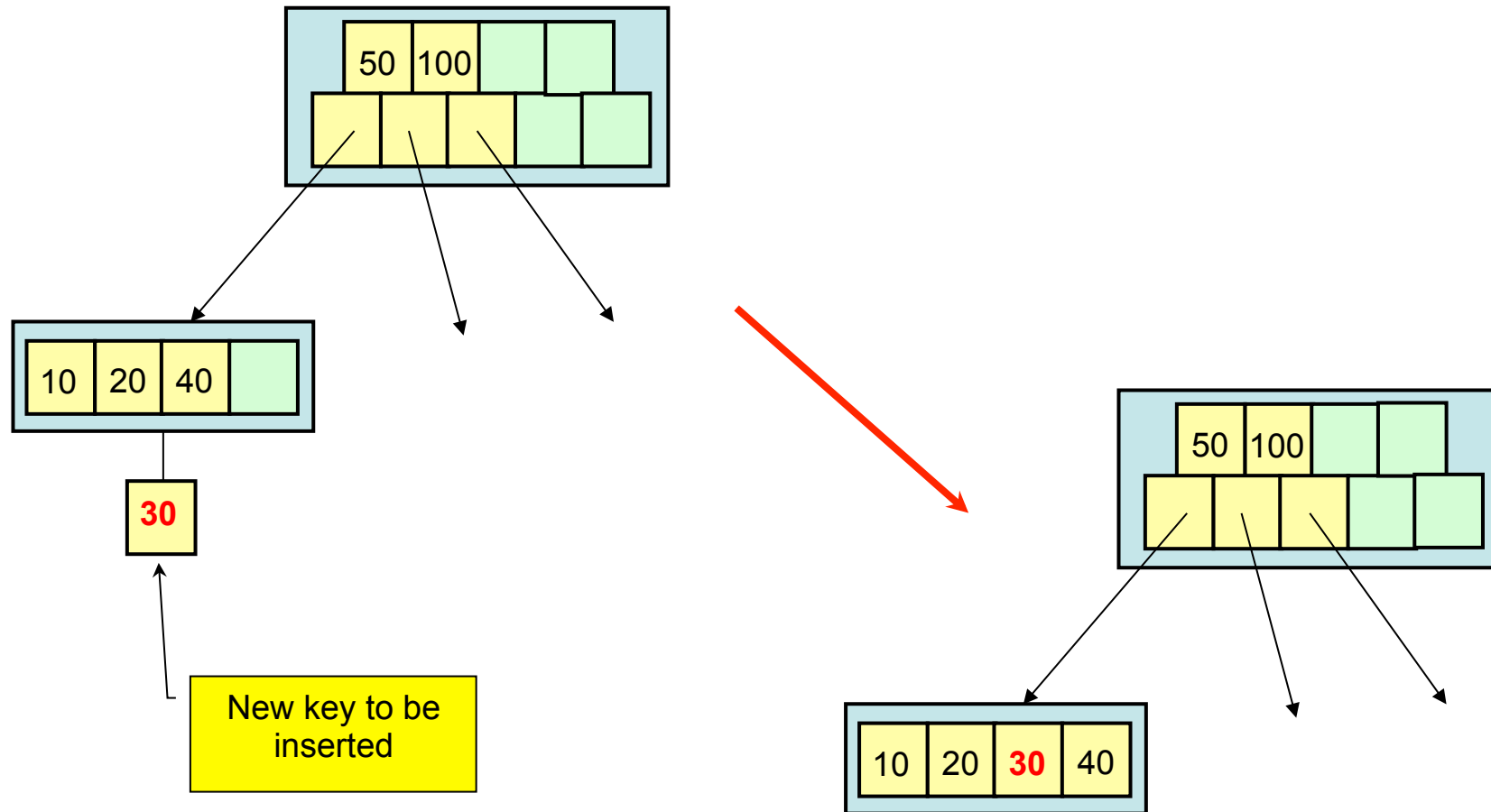
# Insert into a B-tree



- Each tree – 1 database page (typically 1 page = 1 disk sector)
- Initial tree construction – do not fill nodes fully, leave 25% - 30% of capacity free as a space for records that will be inserted in the future
- If a node is full and a new record should be inserted into it, the node needs to be split. In such a case also the predecessor node needs to be modified.

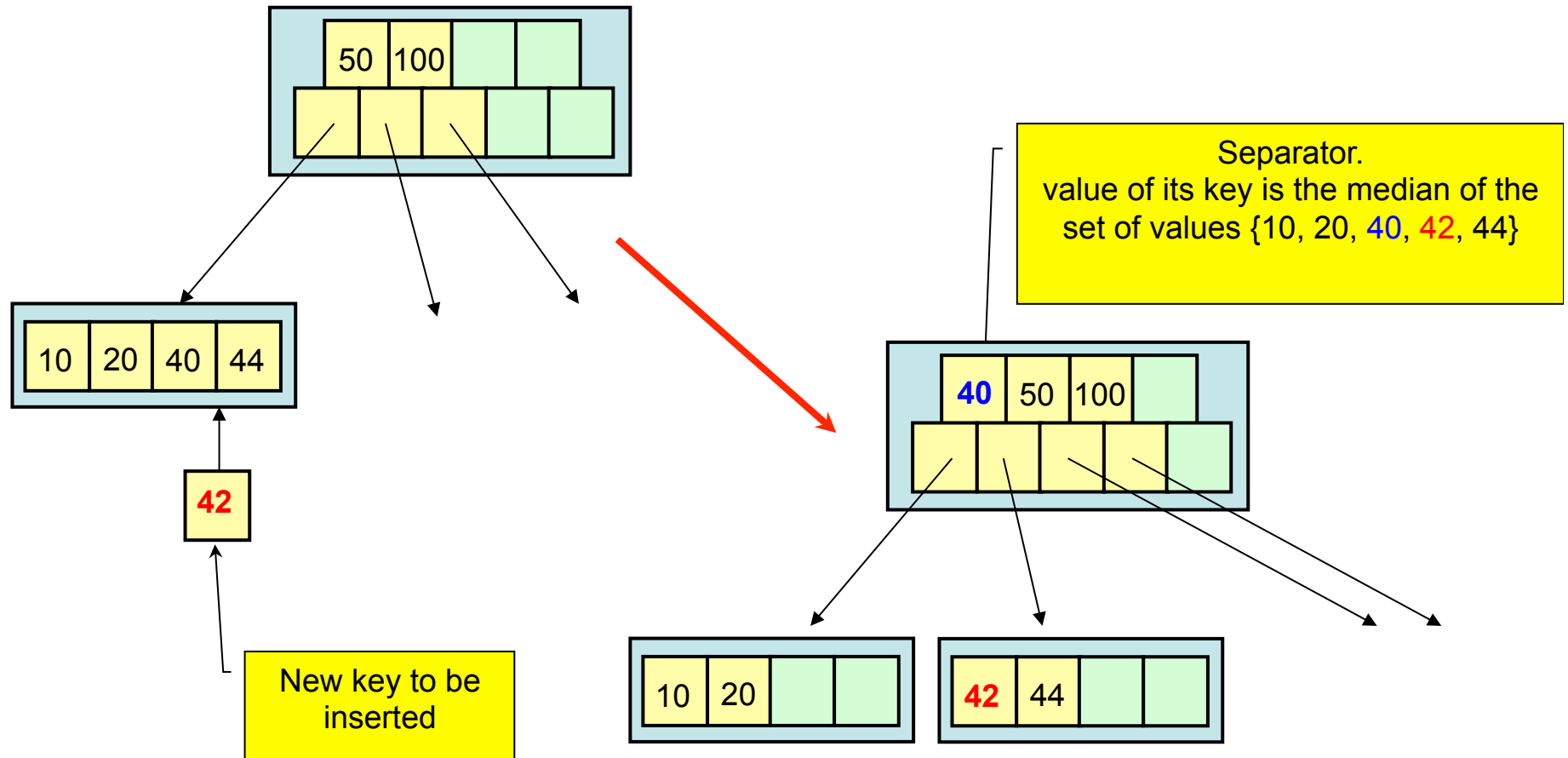
# Inserting a record into B-tree

Trivial, if the node capacity is not exhausted yet:



# Inserting a record into B-tree

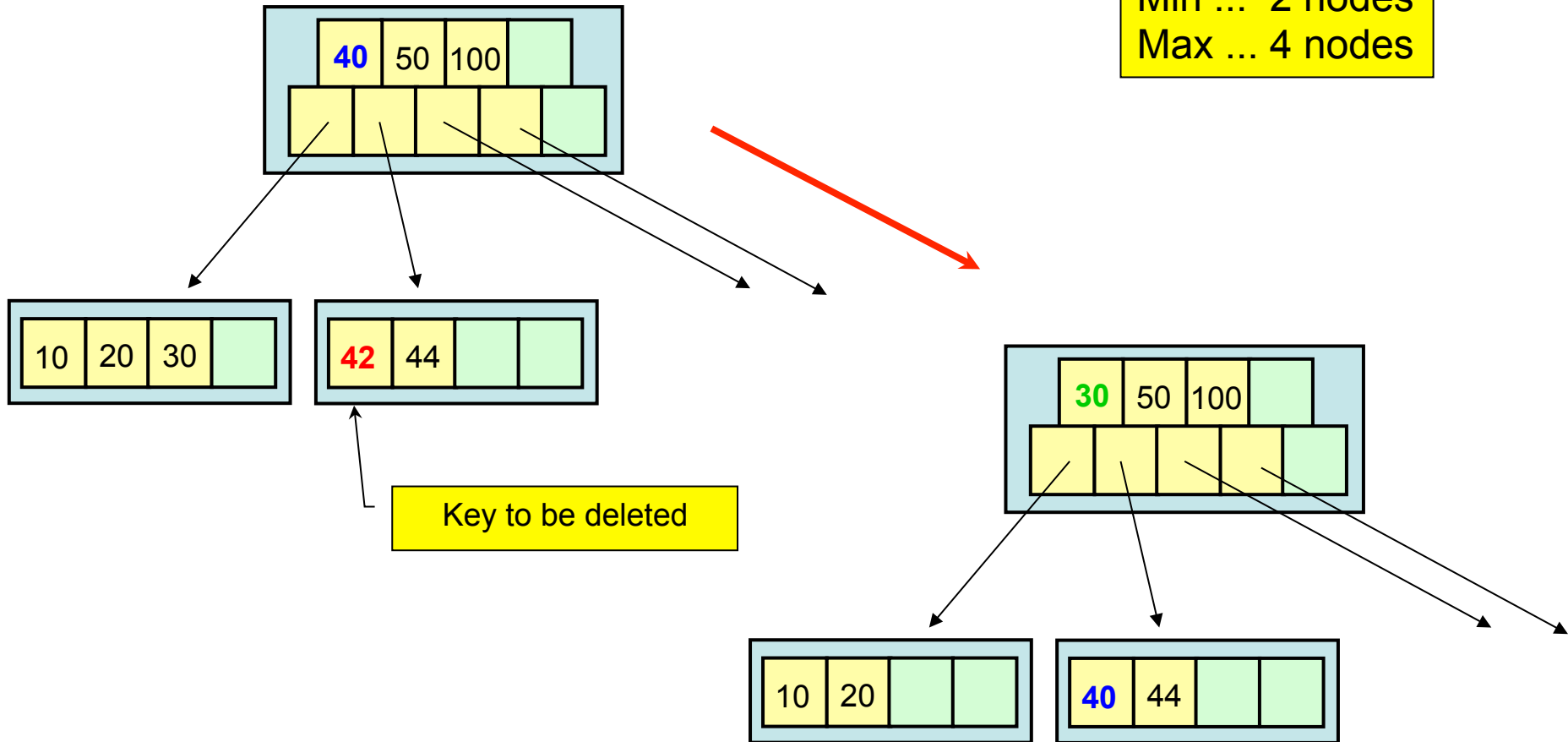
If the node is full, it must be splitted:



# Deletion of a record in the leaf of the B-tree

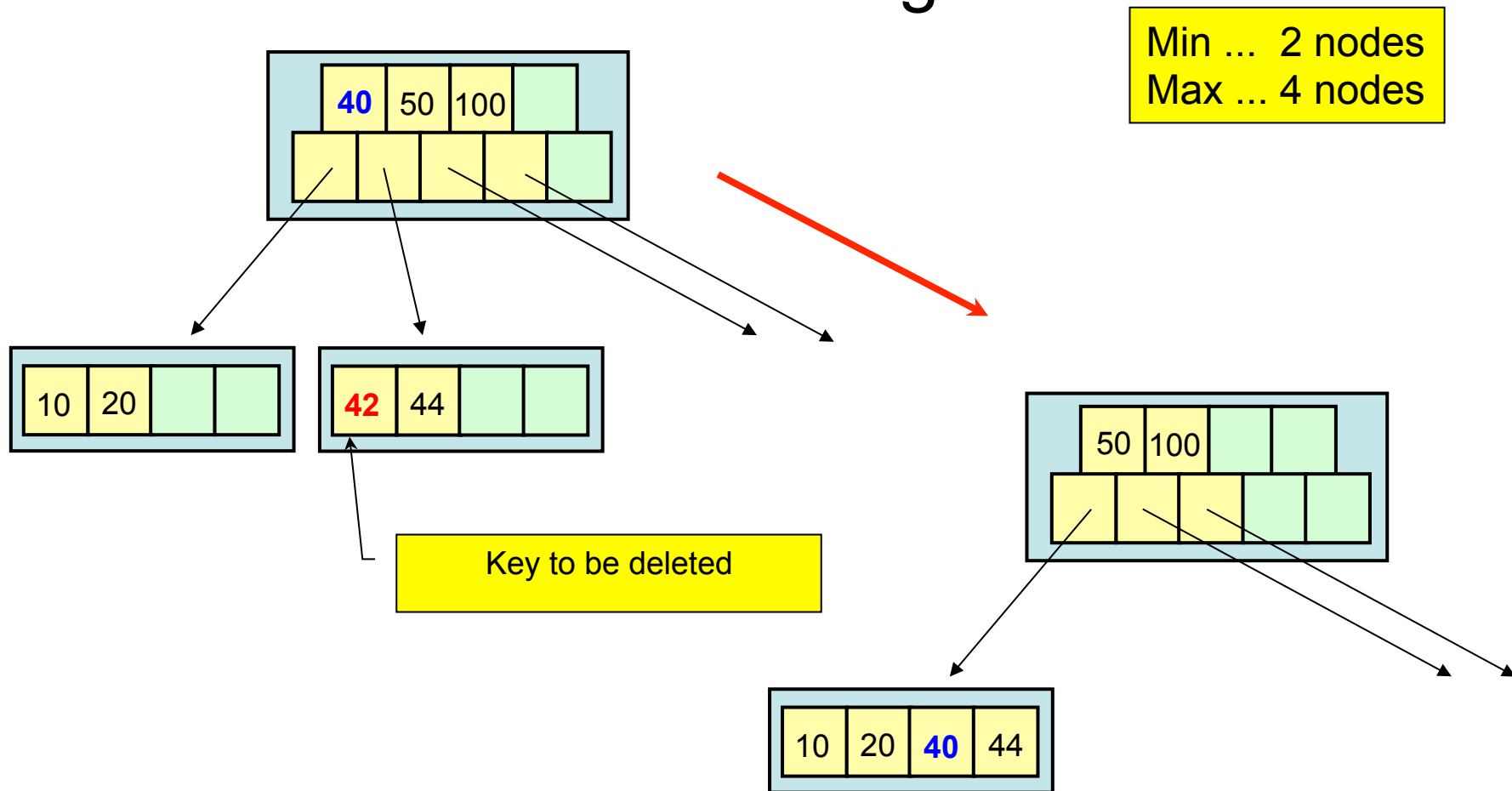
move a key

Min ... 2 nodes  
Max ... 4 nodes

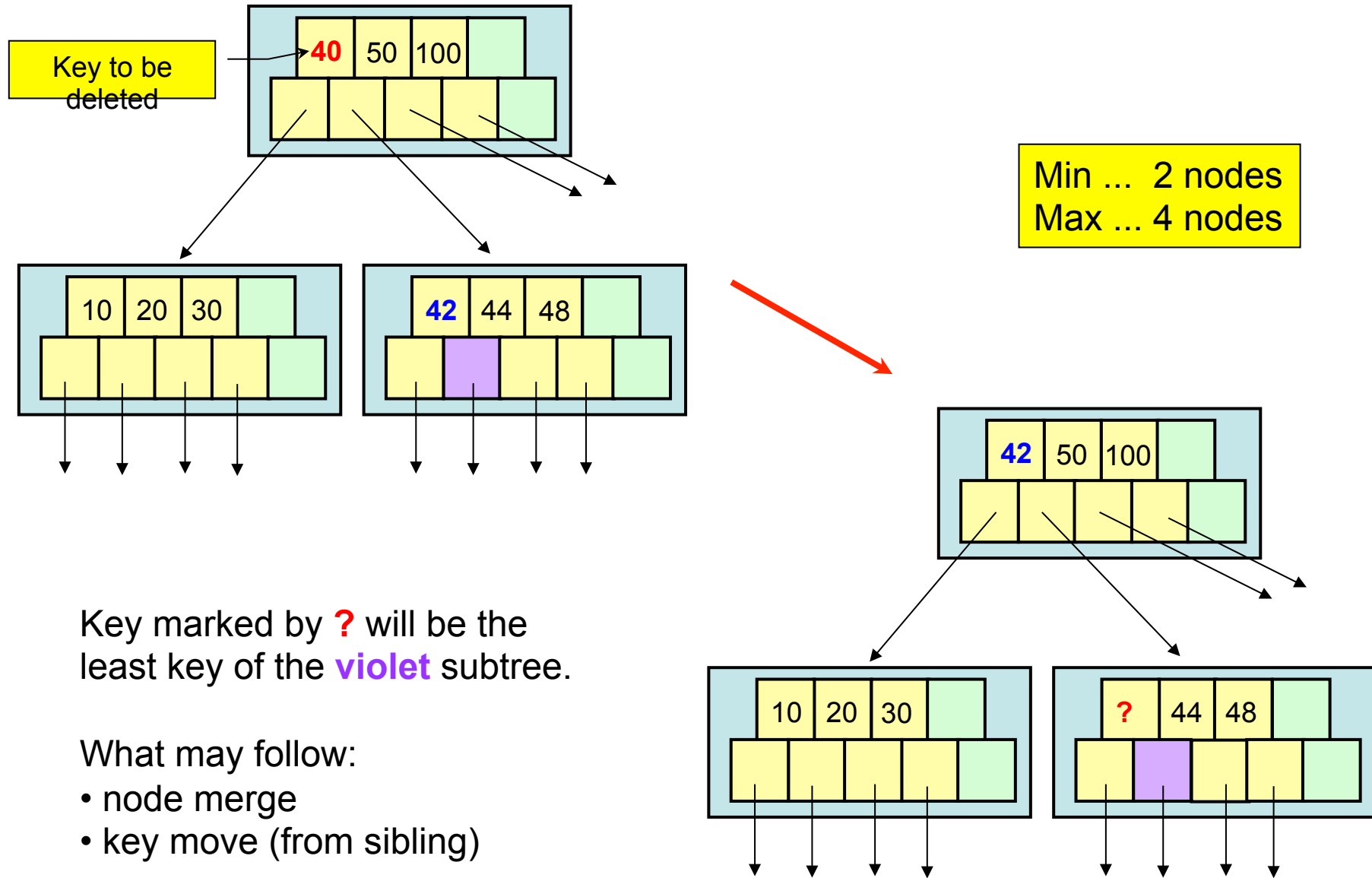


# Deletion of a record in the leaf of the B-tree

## Node merge



# Deletion of a record in a non-leaf node of B-tree



# Deletion of a record in a non-leaf node of B-tree

- This approach means, that we remove the key to be deleted and afterwards bring the tree into balanced status again.
- Not the only one algorithm, other approaches exist.