

Database System Implementation

Hector Garcia-Molina

Jeffrey D. Ullman

Jennifer Widom

*Department of Computer Science
Stanford University*

An Alan R. Apt Book

Prentice Hall
Upper Saddle River, New Jersey 07458

Preface

This book was designed for CS245, the second course in the database sequence at Stanford. Here, the first database course, CS145, covers database design and programming, for which the book *A First Course in Database Systems* by Jeff Ullman and Jennifer Widom, Prentice-Hall, 1997, was written. The CS245 course then covers implementation of a DBMS, notably storage structures, query processing, and transaction management.

Use of the Book

We're on a quarter system at Stanford, so the principal course using this book — CS245 — is only ten weeks long. In the Winter of 1999, Hector Garcia-Molina used a “beta” version of this book, and covered the following parts: Sections 2.1-2.4, all of Chapters 3 and 4, Sections 5.1 and 5.2, Sections 6.1-6.7, Sections 7.1-7.4, all of Chapter 8, Chapter 9 except for Section 9.8, Sections 10.1-10.3, Section 11.1, and Section 11.5.

The balance of Chapters 6 and 7 (query optimization) is covered in an advanced course, CS346, where students implement their own DBMS. Other portions of the book that are not covered in CS245 may appear in another advanced course, CS347, which talks about distributed databases and advanced transaction processing.

Schools that are on the semester system have the opportunity to combine the use of this book with its predecessor: *A First Course in Database Systems*. We recommend using that book in the first semester, coupled with a database-application programming project. The second semester could cover most or all of the content of this book. An advantage to splitting the study of databases into two courses is that students not planning to specialize in DBMS construction can take only the first course and be able to use databases in whatever branch of Computer Science they enter.

Prerequisites

The course on which the book is based is rarely taken before the senior year, so we expect the reader to have a fairly broad background in the traditional areas

of Computer Science. We assume that the reader has learned something about database programming, especially SQL. It is helpful to know about relational algebra and to have some familiarity with basic data structures. Likewise, some knowledge of file systems and operating systems is useful.

Exercises

The book contains extensive exercises, with some for almost every section. We indicate harder exercises or parts of exercises with an exclamation point. The hardest exercises have a double exclamation point.

Some of the exercises or parts are marked with a star. For these exercises, we shall endeavor to maintain solutions accessible through the book's Web page. These solutions are publicly available and should be used for self-testing. Note that in a few cases, one exercise *B* asks for modification or adaptation of your solution to another exercise *A*. If certain parts of *A* have Web-published solutions, then you should expect the corresponding parts of *B* to have solutions as well.

Support on the World-Wide Web

The book's home page is

<http://www-db.stanford.edu/~ullman/dbsi.html>

Here you will find solutions to starred exercises, errata as we learn of them, and backup materials. We hope to make available the notes for each offering of CS245 and relevant portions of other database courses, as we teach them, including homeworks, exams, and solutions.

Acknowledgements

Thanks go to Brad Adelberg, Karen Butler, Ed Chang, Surajit Chaudhuri, Rada Chirkova, Tom Dienstbier, Xavier Faz, Tracy Fujieda, Luis Gravano, Ben Holzman, Fabien Modoux, Peter Mork, Ken Ross, Mema Roussopolous, and Jonathan Ullman for assistance gathering material and/or discovering errors in earlier drafts of this work. Remaining errors are ours, of course.

H. G.-M.
J. D. U.
J. W.
Stanford, CA

Table of Contents

1	Introduction to DBMS Implementation	1
1.1	Introducing: The Megatron 2000 Database System	2
1.1.1	Megatron 2000 Implementation Details	2
1.1.2	How Megatron 2000 Executes Queries	4
1.1.3	What's Wrong With Megatron 2000?	5
1.2	Overview of a Database Management System	6
1.2.1	Data-Definition Language Commands	6
1.2.2	Overview of Query Processing	8
1.2.3	Main-Memory Buffers and the Buffer Manager	8
1.2.4	Transaction Processing	9
1.2.5	The Query Processor	10
1.3	Outline of This Book	11
1.3.1	Prerequisites	11
1.3.2	Storage-Management Overview	12
1.3.3	Query-Processing Overview	13
1.3.4	Transaction-Processing Overview	13
1.3.5	Information Integration Overview	13
1.4	Review of Database Models and Languages	14
1.4.1	Relational Model Review	14
1.4.2	SQL Review	15
1.4.3	Relational and Object-Oriented Data	18
1.5	Summary of Chapter 1	19
1.6	References for Chapter 1	20
2	Data Storage	21
2.1	The Memory Hierarchy	22
2.1.1	Cache	22
2.1.2	Main Memory	23
2.1.3	Virtual Memory	24
2.1.4	Secondary Storage	25
2.1.5	Tertiary Storage	27
2.1.6	Volatile and Nonvolatile Storage	28
2.1.7	Exercises for Section 2.1	29

2.2	Disks	30
2.2.1	Mechanics of Disks	30
2.2.2	The Disk Controller	32
2.2.3	Disk Storage Characteristics	32
2.2.4	Disk Access Characteristics	34
2.2.5	Writing Blocks	38
2.2.6	Modifying Blocks	39
2.2.7	Exercises for Section 2.2	39
2.3	Using Secondary Storage Effectively	40
2.3.1	The I/O Model of Computation	41
2.3.2	Sorting Data in Secondary Storage	42
2.3.3	Merge-Sort	43
2.3.4	Two-Phase, Multiway Merge-Sort	44
2.3.5	Extension of Multiway Merging to Larger Relations	47
2.3.6	Exercises for Section 2.3	48
2.4	Improving the Access Time of Secondary Storage	49
2.4.1	Organizing Data by Cylinders	51
2.4.2	Using Multiple Disks	52
2.4.3	Mirroring Disks	53
2.4.4	Disk Scheduling and the Elevator Algorithm	54
2.4.5	Prefetching and Large-Scale Buffering	58
2.4.6	Summary of Strategies and Tradeoffs	59
2.4.7	Exercises for Section 2.4	61
2.5	Disk Failures	63
2.5.1	Intermittent Failures	63
2.5.2	Checksums	64
2.5.3	Stable Storage	65
2.5.4	Error-Handling Capabilities of Stable Storage	66
2.5.5	Exercises for Section 2.5	67
2.6	Recovery from Disk Crashes	67
2.6.1	The Failure Model for Disks	67
2.6.2	Mirroring as a Redundancy Technique	68
2.6.3	Parity Blocks	69
2.6.4	An Improvement: RAID 5	73
2.6.5	Coping With Multiple Disk Crashes	73
2.6.6	Exercises for Section 2.6	77
2.7	Summary of Chapter 2	80
2.8	References for Chapter 2	82
3	Representing Data Elements	83
3.1	Data Elements and Fields	83
3.1.1	Representing Relational Database Elements	84
3.1.2	Representing Objects	85
3.1.3	Representing Data Elements	86
3.2	Records	90

3.2.1	Building Fixed-Length Records	91
3.2.2	Record Headers	93
3.2.3	Packing Fixed-Length Records into Blocks	94
3.2.4	Exercises for Section 3.2	95
3.3	Representing Block and Record Addresses	96
3.3.1	Client-Server Systems	97
3.3.2	Logical and Structured Addresses	98
3.3.3	Pointer Swizzling	99
3.3.4	Returning Blocks to Disk	104
3.3.5	Pinned Records and Blocks	105
3.3.6	Exercises for Section 3.3	105
3.4	Variable-Length Data and Records	108
3.4.1	Records With Variable-Length Fields	108
3.4.2	Records With Repeating Fields	109
3.4.3	Variable-Format Records	111
3.4.4	Records That Do Not Fit in a Block	112
3.4.5	BLOBS	114
3.4.6	Exercises for Section 3.4	115
3.5	Record Modifications	116
3.5.1	Insertion	116
3.5.2	Deletion	118
3.5.3	Update	119
3.5.4	Exercises for Section 3.5	119
3.6	Summary of Chapter 3	120
3.7	References for Chapter 3	122
4	Index Structures	123
4.1	Indexes on Sequential Files	124
4.1.1	Sequential Files	124
4.1.2	Dense Indexes	125
4.1.3	Sparse Indexes	128
4.1.4	Multiple Levels of Index	129
4.1.5	Indexes With Duplicate Search Keys	131
4.1.6	Managing Indexes During Data Modifications	133
4.1.7	Exercises for Section 4.1	140
4.2	Secondary Indexes	142
4.2.1	Design of Secondary Indexes	142
4.2.2	Applications of Secondary Indexes	144
4.2.3	Indirection in Secondary Indexes	145
4.2.4	Document Retrieval and Inverted Indexes	148
4.2.5	Exercises for Section 4.2	151
4.3	B-Trees	154
4.3.1	The Structure of B-trees	154
4.3.2	Applications of B-trees	157
4.3.3	Lookup in B-Trees	159

4.3.4	Range Queries	160
4.3.5	Insertion Into B-Trees	161
4.3.6	Deletion From B-Trees	163
4.3.7	Efficiency of B-Trees	166
4.3.8	Exercises for Section 4.3	167
4.4	Hash Tables	170
4.4.1	Secondary-Storage Hash Tables	171
4.4.2	Insertion Into a Hash Table	172
4.4.3	Hash-Table Deletion	172
4.4.4	Efficiency of Hash Table Indexes	173
4.4.5	Extensible Hash Tables	174
4.4.6	Insertion Into Extensible Hash Tables	175
4.4.7	Linear Hash Tables	177
4.4.8	Insertion Into Linear Hash Tables	180
4.4.9	Exercises for Section 4.4	182
4.5	Summary of Chapter 4	184
4.6	References for Chapter 4	185
5	Multidimensional Indexes	187
5.1	Applications Needing Multiple Dimensions	188
5.1.1	Geographic Information Systems	188
5.1.2	Data Cubes	189
5.1.3	Multidimensional Queries in SQL	190
5.1.4	Executing Range Queries Using Conventional Indexes	192
5.1.5	Executing Nearest-Neighbor Queries Using Conventional Indexes	193
5.1.6	Other Limitations of Conventional Indexes	195
5.1.7	Overview of Multidimensional Index Structures	195
5.1.8	Exercises for Section 5.1	196
5.2	Hash-Like Structures for Multidimensional Data	197
5.2.1	Grid Files	198
5.2.2	Lookup in a Grid File	198
5.2.3	Insertion Into Grid Files	199
5.2.4	Performance of Grid Files	201
5.2.5	Partitioned Hash Functions	204
5.2.6	Comparison of Grid Files and Partitioned Hashing	205
5.2.7	Exercises for Section 5.2	206
5.3	Tree-Like Structures for Multidimensional Data	209
5.3.1	Multiple-Key Indexes	209
5.3.2	Performance of Multiple-Key Indexes	211
5.3.3	<i>kd</i> -Trees	212
5.3.4	Operations on <i>kd</i> -Trees	213
5.3.5	Adapting <i>kd</i> -Trees to Secondary Storage	216
5.3.6	Quad Trees	217
5.3.7	R-Trees	219

5.3.8	Operations on R-trees	219
5.3.9	Exercises for Section 5.3	222
5.4	Bitmap Indexes	225
5.4.1	Motivation for Bitmap Indexes	225
5.4.2	Compressed Bitmaps	227
5.4.3	Operating on Run-Length-Encoded Bit-Vectors	229
5.4.4	Managing Bitmap Indexes	230
5.4.5	Exercises for Section 5.4	232
5.5	Summary of Chapter 5	233
5.6	References for Chapter 5	234
6	Query Execution	237
6.1	An Algebra for Queries	240
6.1.1	Union, Intersection, and Difference	241
6.1.2	The Selection Operator	242
6.1.3	The Projection Operator	244
6.1.4	The Product of Relations	245
6.1.5	Joins	246
6.1.6	Duplicate Elimination	248
6.1.7	Grouping and Aggregation	248
6.1.8	The Sorting Operator	251
6.1.9	Expression Trees	252
6.1.10	Exercises for Section 6.1	254
6.2	Introduction to Physical-Query-Plan Operators	257
6.2.1	Scanning Tables	257
6.2.2	Sorting While Scanning Tables	258
6.2.3	The Model of Computation for Physical Operators	258
6.2.4	Parameters for Measuring Costs	259
6.2.5	I/O Cost for Scan Operators	260
6.2.6	Iterators for Implementation of Physical Operators	261
6.3	One-Pass Algorithms for Database Operations	264
6.3.1	One-Pass Algorithms for Tuple-at-a-Time Operations	266
6.3.2	One-Pass Algorithms for Unary, Full-Relation Operations	267
6.3.3	One-Pass Algorithms for Binary Operations	270
6.3.4	Exercises for Section 6.3	273
6.4	Nested-Loop Joins	274
6.4.1	Tuple-Based Nested-Loop Join	275
6.4.2	An Iterator for Tuple-Based Nested-Loop Join	275
6.4.3	A Block-Based Nested-Loop Join Algorithm	275
6.4.4	Analysis of Nested-Loop Join	278
6.4.5	Summary of Algorithms so Far	278
6.4.6	Exercises for Section 6.4	278
6.5	Two-Pass Algorithms Based on Sorting	279
6.5.1	Duplicate Elimination Using Sorting	280
6.5.2	Grouping and Aggregation Using Sorting	282

6.5.3	A Sort-Based Union Algorithm	283
6.5.4	Sort-Based Algorithms for Intersection and Difference . . .	284
6.5.5	A Simple Sort-Based Join Algorithm	286
6.5.6	Analysis of Simple Sort-Join	287
6.5.7	A More Efficient Sort-Based Join	288
6.5.8	Summary of Sort-Based Algorithms	289
6.5.9	Exercises for Section 6.5	289
6.6	Two-Pass Algorithms Based on Hashing	291
6.6.1	Partitioning Relations by Hashing	292
6.6.2	A Hash-Based Algorithm for Duplicate Elimination	293
6.6.3	A Hash-Based Algorithm for Grouping and Aggregation . .	293
6.6.4	Hash-Based Algorithms for Union, Intersection, and Dif- ference	294
6.6.5	The Hash-Join Algorithm	294
6.6.6	Saving Some Disk I/O's	295
6.6.7	Summary of Hash-Based Algorithms	297
6.6.8	Exercises for Section 6.6	298
6.7	Index-Based Algorithms	299
6.7.1	Clustering and Nonclustering Indexes	299
6.7.2	Index-Based Selection	300
6.7.3	Joining by Using an Index	303
6.7.4	Joins Using a Sorted Index	304
6.7.5	Exercises for Section 6.7	306
6.8	Buffer Management	307
6.8.1	Buffer Management Architecture	307
6.8.2	Buffer Management Strategies	308
6.8.3	The Relationship Between Physical Operator Selection and Buffer Management	310
6.8.4	Exercises for Section 6.8	312
6.9	Algorithms Using More Than Two Passes	313
6.9.1	Multipass Sort-Based Algorithms	313
6.9.2	Performance of Multipass, Sort-Based Algorithms	314
6.9.3	Multipass Hash-Based Algorithms	315
6.9.4	Performance of Multipass Hash-Based Algorithms	315
6.9.5	Exercises for Section 6.9	316
6.10	Parallel Algorithms for Relational Operations	317
6.10.1	Models of Parallelism	317
6.10.2	Tuple-at-a-Time Operations in Parallel	320
6.10.3	Parallel Algorithms for Full-Relation Operations	321
6.10.4	Performance of Parallel Algorithms	322
6.10.5	Exercises for Section 6.10	324
6.11	Summary of Chapter 6	325
6.12	References for Chapter 6	327

7	The Query Compiler	329
7.1	Parsing	330
7.1.1	Syntax Analysis and Parse Trees	330
7.1.2	A Grammar for a Simple Subset of SQL	331
7.1.3	The Preprocessor	336
7.1.4	Exercises for Section 7.1	337
7.2	Algebraic Laws for Improving Query Plans	337
7.2.1	Commutative and Associative Laws	338
7.2.2	Laws Involving Selection	340
7.2.3	Pushing Selections	343
7.2.4	Laws Involving Projection	345
7.2.5	Laws About Joins and Products	348
7.2.6	Laws Involving Duplicate Elimination	348
7.2.7	Laws Involving Grouping and Aggregation	349
7.2.8	Exercises for Section 7.2	351
7.3	From Parse Trees to Logical Query Plans	354
7.3.1	Conversion to Relational Algebra	354
7.3.2	Removing Subqueries From Conditions	355
7.3.3	Improving the Logical Query Plan	362
7.3.4	Grouping Associative/Commutative Operators	364
7.3.5	Exercises for Section 7.3	365
7.4	Estimating the Cost of Operations	366
7.4.1	Estimating Sizes of Intermediate Relations	367
7.4.2	Estimating the Size of a Projection	368
7.4.3	Estimating the Size of a Selection	369
7.4.4	Estimating the Size of a Join	371
7.4.5	Natural Joins With Multiple Join Attributes	374
7.4.6	Joins of Many Relations	375
7.4.7	Estimating Sizes for Other Operations	378
7.4.8	Exercises for Section 7.4	379
7.5	Introduction to Cost-Based Plan Selection	380
7.5.1	Obtaining Estimates for Size Parameters	381
7.5.2	Incremental Computation of Statistics	384
7.5.3	Heuristics for Reducing the Cost of Logical Query Plans	385
7.5.4	Approaches to Enumerating Physical Plans	388
7.5.5	Exercises for Section 7.5	391
7.6	Choosing an Order for Joins	393
7.6.1	Significance of Left and Right Join Arguments	393
7.6.2	Join Trees	394
7.6.3	Left-Deep Join Trees	395
7.6.4	Dynamic Programming to Select a Join Order and Grouping	398
7.6.5	Dynamic Programming With More Detailed Cost Functions	402
7.6.6	A Greedy Algorithm for Selecting a Join Order	403
7.6.7	Exercises for Section 7.6	404
7.7	Completing the Physical-Query-Plan Selection	406

7.7.1	Choosing a Selection Method	406
7.7.2	Choosing a Join Method	409
7.7.3	Pipelining Versus Materialization	409
7.7.4	Pipelining Unary Operations	410
7.7.5	Pipelining Binary Operations	411
7.7.6	Notation for Physical Query Plans	414
7.7.7	Ordering of Physical Operations	417
7.7.8	Exercises for Section 7.7	418
7.8	Summary of Chapter 7	419
7.9	References for Chapter 7	421
8	Coping With System Failures	423
8.1	Issues and Models for Resilient Operation	424
8.1.1	Failure Modes	424
8.1.2	More About Transactions	426
8.1.3	Correct Execution of Transactions	427
8.1.4	The Primitive Operations of Transactions	429
8.1.5	Exercises for Section 8.1	432
8.2	Undo Logging	432
8.2.1	Log Records	433
8.2.2	The Undo-Logging Rules	434
8.2.3	Recovery Using Undo Logging	436
8.2.4	Checkpointing	439
8.2.5	Nonquiescent Checkpointing	440
8.2.6	Exercises for Section 8.2	444
8.3	Redo Logging	445
8.3.1	The Redo-Logging Rule	446
8.3.2	Recovery With Redo Logging	447
8.3.3	Checkpointing a Redo Log	448
8.3.4	Recovery With a Checkpointed Redo Log	450
8.3.5	Exercises for Section 8.3	451
8.4	Undo/Redo Logging	451
8.4.1	The Undo/Redo Rules	452
8.4.2	Recovery With Undo/Redo Logging	453
8.4.3	Checkpointing an Undo/Redo Log	454
8.4.4	Exercises for Section 8.4	456
8.5	Protecting Against Media Failures	457
8.5.1	The Archive	458
8.5.2	Nonquiescent Archiving	459
8.5.3	Recovery Using an Archive and Log	461
8.5.4	Exercises for Section 8.5	462
8.6	Summary of Chapter 8	462
8.7	References for Chapter 8	464

9	Concurrency Control	467
9.1	Serial and Serializable Schedules	468
9.1.1	Schedules	468
9.1.2	Serial Schedules	469
9.1.3	Serializable Schedules	470
9.1.4	The Effect of Transaction Semantics	471
9.1.5	A Notation for Transactions and Schedules	473
9.1.6	Exercises for Section 9.1	474
9.2	Conflict-Serializability	475
9.2.1	Conflicts	475
9.2.2	Precedence Graphs and a Test for Conflict-Serializability	476
9.2.3	Why the Precedence-Graph Test Works	479
9.2.4	Exercises for Section 9.2	481
9.3	Enforcing Serializability by Locks	483
9.3.1	Locks	483
9.3.2	The Locking Scheduler	485
9.3.3	Two-Phase Locking	486
9.3.4	Why Two-Phase Locking Works	487
9.3.5	Exercises for Section 9.3	488
9.4	Locking Systems With Several Lock Modes	490
9.4.1	Shared and Exclusive Locks	491
9.4.2	Compatibility Matrices	493
9.4.3	Upgrading Locks	494
9.4.4	Update Locks	495
9.4.5	Increment Locks	497
9.4.6	Exercises for Section 9.4	499
9.5	An Architecture for a Locking Scheduler	502
9.5.1	A Scheduler That Inserts Lock Actions	502
9.5.2	The Lock Table	504
9.5.3	Exercises for Section 9.5	507
9.6	Managing Hierarchies of Database Elements	508
9.6.1	Locks With Multiple Granularity	508
9.6.2	Warning Locks	509
9.6.3	Phantoms and Handling Insertions Correctly	512
9.6.4	Exercises for Section 9.6	514
9.7	The Tree Protocol	514
9.7.1	Motivation for Tree-Based Locking	514
9.7.2	Rules for Access to Tree-Structured Data	515
9.7.3	Why the Tree Protocol Works	516
9.7.4	Exercises for Section 9.7	520
9.8	Concurrency Control by Timestamps	521
9.8.1	Timestamps	521
9.8.2	Physically Unrealizable Behaviors	522
9.8.3	Problems With Dirty Data	523
9.8.4	The Rules for Timestamp-Based Scheduling	525

9.8.5	Multiversion Timestamps	527
9.8.6	Timestamps and Locking	528
9.8.7	Exercises for Section 9.8	530
9.9	Concurrency Control by Validation	530
9.9.1	Architecture of a Validation-Based Scheduler	531
9.9.2	The Validation Rules	532
9.9.3	Comparison of Three Concurrency-Control Mechanisms	535
9.9.4	Exercises for Section 9.9	536
9.10	Summary of Chapter 9	536
9.11	References for Chapter 9	539
10	More About Transaction Management	541
10.1	Transactions that Read Uncommitted Data	541
10.1.1	The Dirty-Data Problem	542
10.1.2	Cascading Rollback	544
10.1.3	Managing Rollbacks	545
10.1.4	Group Commit	546
10.1.5	Logical Logging	548
10.1.6	Exercises for Section 10.1	551
10.2	View Serializability	552
10.2.1	View Equivalence	552
10.2.2	Polygraphs and the Test for View-Serializability	553
10.2.3	Testing for View-Serializability	556
10.2.4	Exercises for Section 10.2	557
10.3	Resolving Deadlocks	558
10.3.1	Deadlock Detection by Timeout	558
10.3.2	The Waits-For Graph	559
10.3.3	Deadlock Prevention by Ordering Elements	561
10.3.4	Detecting Deadlocks by Timestamps	563
10.3.5	Comparison of Deadlock-Management Methods	566
10.3.6	Exercises for Section 10.3	566
10.4	Distributed Databases	568
10.4.1	Distribution of Data	568
10.4.2	Distributed Transactions	570
10.4.3	Data Replication	570
10.4.4	Distributed Query Optimization	571
10.4.5	Exercises for Section 10.4	572
10.5	Distributed Commit	572
10.5.1	Supporting Distributed Atomicity	573
10.5.2	Two-Phase Commit	573
10.5.3	Recovery of Distributed Transactions	576
10.5.4	Exercises for Section 10.5	578
10.6	Distributed Locking	579
10.6.1	Centralized Lock Systems	579
10.6.2	A Cost Model for Distributed Locking Algorithms	579

10.6.3	Locking Replicated Elements	581
10.6.4	Primary-Copy Locking	581
10.6.5	Global Locks From Local Locks	582
10.6.6	Exercises for Section 10.6	584
10.7	Long-Duration Transactions	584
10.7.1	Problems of Long Transactions	585
10.7.2	Sagas	587
10.7.3	Compensating Transactions	588
10.7.4	Why Compensating Transactions Work	590
10.7.5	Exercises for Section 10.7	590
10.8	Summary of Chapter 10	591
10.9	References for Chapter 10	593
11	Information Integration	595
11.1	Modes of Information Integration	595
11.1.1	Problems of Information Integration	596
11.1.2	Federated Database Systems	597
11.1.3	Data Warehouses	599
11.1.4	Mediators	601
11.1.5	Exercises for Section 11.1	604
11.2	Wrappers in Mediator-Based Systems	605
11.2.1	Templates for Query Patterns	606
11.2.2	Wrapper Generators	607
11.2.3	Filters	608
11.2.4	Other Operations at the Wrapper	610
11.2.5	Exercises for Section 11.2	611
11.3	On-Line Analytic Processing	612
11.3.1	OLAP Applications	613
11.3.2	A Multidimensional View of OLAP Data	614
11.3.3	Star Schemas	615
11.3.4	Slicing and Dicing	618
11.3.5	Exercises for Section 11.3	620
11.4	Data Cubes	621
11.4.1	The Cube Operator	622
11.4.2	Cube Implementation by Materialized Views	625
11.4.3	The Lattice of Views	628
11.4.4	Exercises for Section 11.4	630
11.5	Data Mining	632
11.5.1	Data-Mining Applications	632
11.5.2	Association-Rule Mining	635
11.5.3	The A-Priori Algorithm	636
11.6	Summary of Chapter 11	639
11.7	References for Chapter 11	640
	Index	643

About the Authors



Hector Garcia-Molina is the Leonard Bosack and Sandra Lerner Professor in the Computer Science and Electrical Engineering Departments at Stanford University. He has published extensively in the fields of database systems, distributed systems, and digital libraries. His research interests also include distributed computing systems, database systems, and digital libraries.



Jeffrey D. Ullman is the Stanford W. Ascherman Professor of Computer Science at Stanford University. He is the author or co-author of 15 books and 170 technical publications, including *A First Course in Database Systems* (Prentice Hall 1997) and *Elements of ML Programming* (Prentice Hall 1998). His research interests include database theory, database integration, data mining, and education using the information infrastructure. He has received numerous awards such as the Guggenheim Fellowship and election to the National Academy of Engineering. He also received the 1996 Sigmod Contribution Award and the 1998 Karl V. Karstrom Outstanding Educator Award.



Jennifer Widom is an Associate Professor in the Computer Science and Electrical Engineering Departments at Stanford University. She has served on numerous editorial boards and program committees, she has published widely in computer science conferences and journals, and is co-author of *A First Course in Database Systems* (Prentice Hall 1997). Her research interests include database systems for semistructured data and XML, data warehousing, and active database systems.

**LOOKING FOR COMPREHENSIVE INTRODUCTORY
DATABASE SYSTEMS COVERAGE?
TAKE ADVANTAGE OF OUR TWO-BOOK DISCOUNT
PACKAGE.**

**Contact your local Prentice Hall sales representative for
details on discounted pricing when you order...**

A First Course in Database Systems
(Ullman/Widom)

and

Database System Implementation
(Garcia-Molina/Ullman/Widom)

...for use together in one or two-term courses.

**LOOK AT THE THOROUGH COVERAGE OFFERED BY
BOTH TITLES!**

A First Course in Database Systems
(ISBN 0-13-861337-0)

Table of Contents
1. The Worlds of Database Systems
2. Database Modeling
3. The Relational Data Model
4. Operations in the Relational Model
5. The Database Language SQL
6. Constraints and Triggers in SQL
7. System Aspects of SQL
8. Object-Oriented Query Languages

Database System Implementation
(ISBN 0-13-040264-8)

Table of Contents
1. Introto DBMS Implementation
2. Data Storage
3. Representing Data Elements
4. Index Structures
5. Multidimensional Indexes
6. Query Execution
7. The Query Compiler
8. Coping with System Failures
9. Concurrency Control
10. More About Transaction Mgmt
11. Information Integration

*** You can find a detailed Table of Contents for A First Course in Database Systems at our
website: www.prenhall.com/ullman

CALL TODAY TO RESERVE YOUR COPIES!

Database System Implementation Hector Garcia-Molina Jeffrey D. Ullman Jennifer Widom Department of Computer Science Stanford University. An Alan R Apt Book. Prentice Hall Upper Saddle River, New Jersey 07458. Short Description. Download Database Systems Design, Implementation, And Management Eighth Edition-Ch09 Description.Â The Information System (continued) “ Applications “ Transform data into information that forms basis for decision making “ Usually produce the following: “ Formal report “ Tabulations “ Graphic displays. “ Composed of following two parts: “ Data “ Code by which data are transformed into information Database Systems, 8th Edition. 5. Database Systems, 8th Edition. 6.