

2B

Insertion into a B-tree.

(We assume search keys are unique,
i.e.: key attribute (s)).

Insert Algorithm: (insert x). $(x, \text{pointer to } x)$

(1) Find the leaf node L where
search key x belongs.

(2) If leaf node L has an empty slot:

(A) shift keys to make room
for x

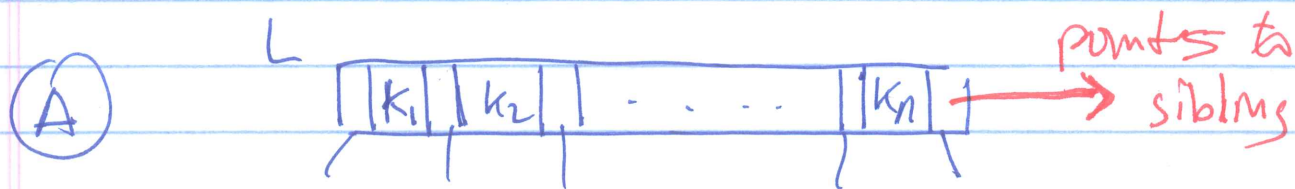
(B) insert x and the
record address of x

DONE.

(3) If leaf node L is full:

See next page.

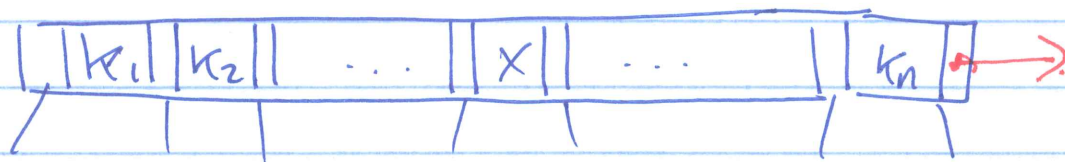
(3) If leaf node L is full:



L must have

n	keys
$n+1$	pointers.

Including $(x, \text{pointer to } x)$. we have:



We have: $n+1$ keys.

$n+2$ pointers.

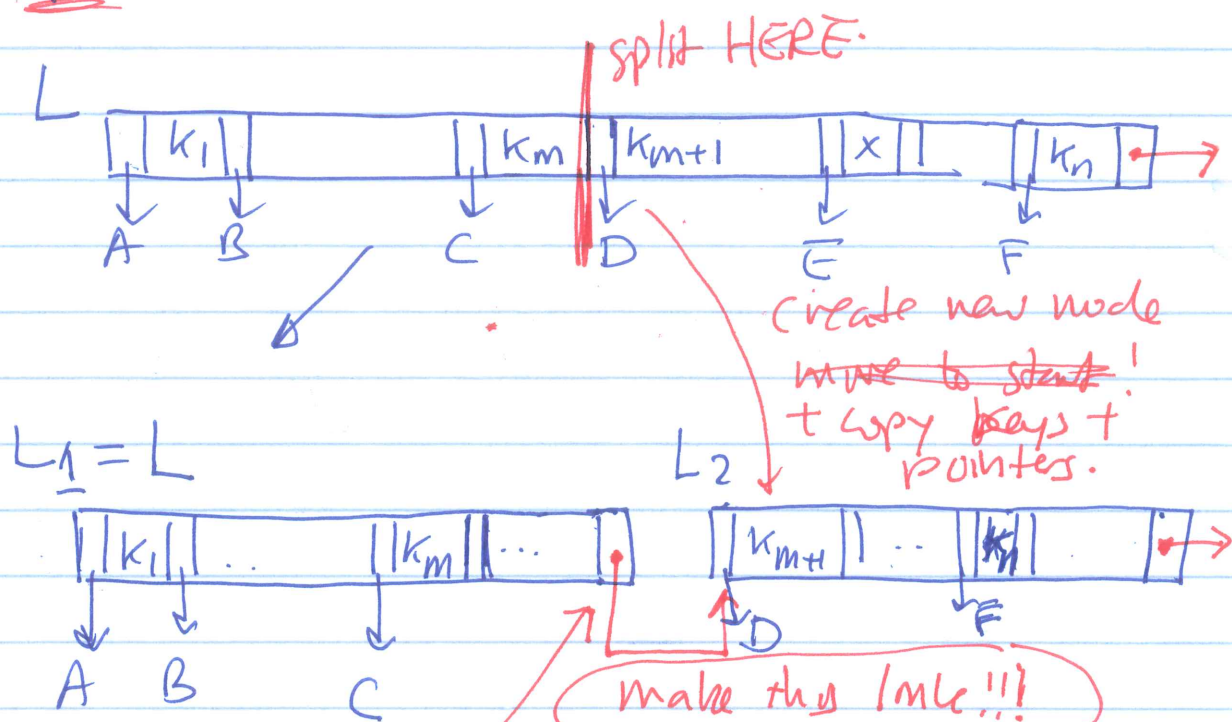
(B) Split the node in half:

(see next page)

Let $m = \lceil \frac{n}{2} \rceil$

$\left\{ \begin{array}{l} n=3, m=2 \\ n=4, m=2 \\ n=5, m=3 \\ n=6, m=3 \end{array} \right.$

(B) split the node in half:



you will gain one extra pointer!

(C) Insert (k_{m+1}, L_2)

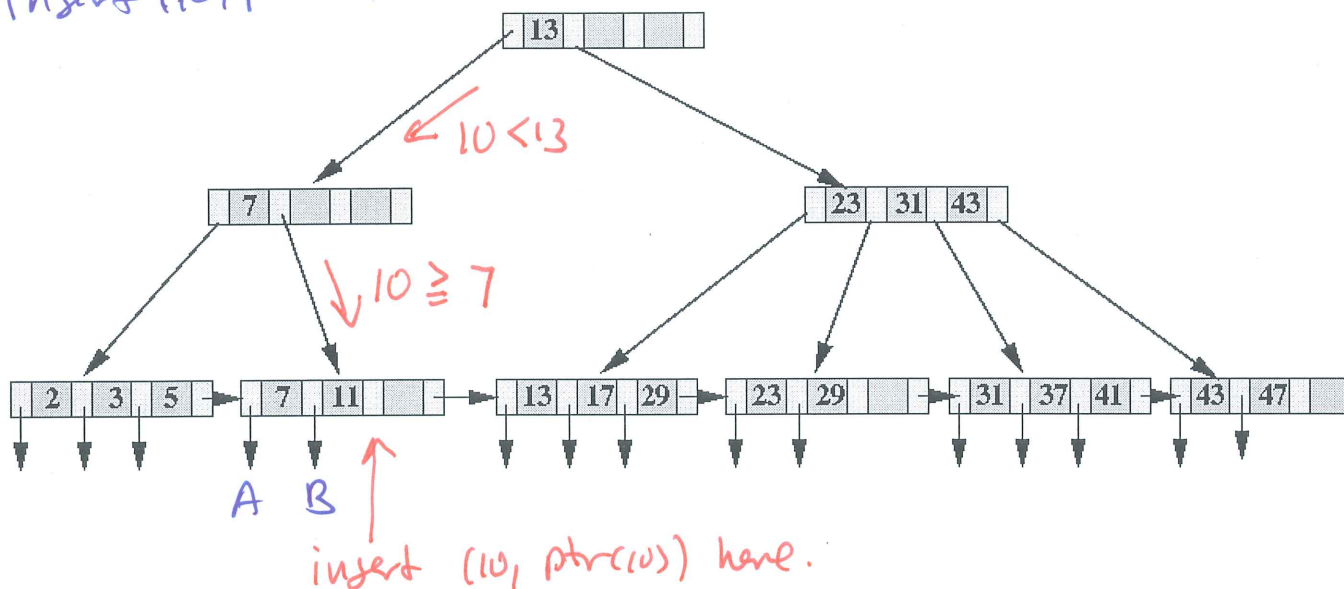
into the parent node of L .

(The parent node can split !!!

→ cascade to leaf !!!

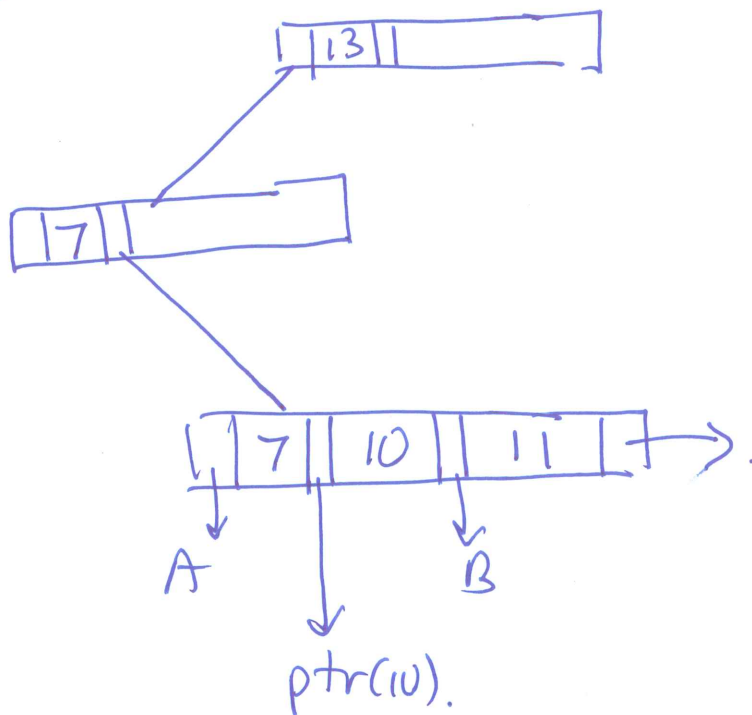
Insert case 1: leaf node has space

Insert (10, ptr(10))



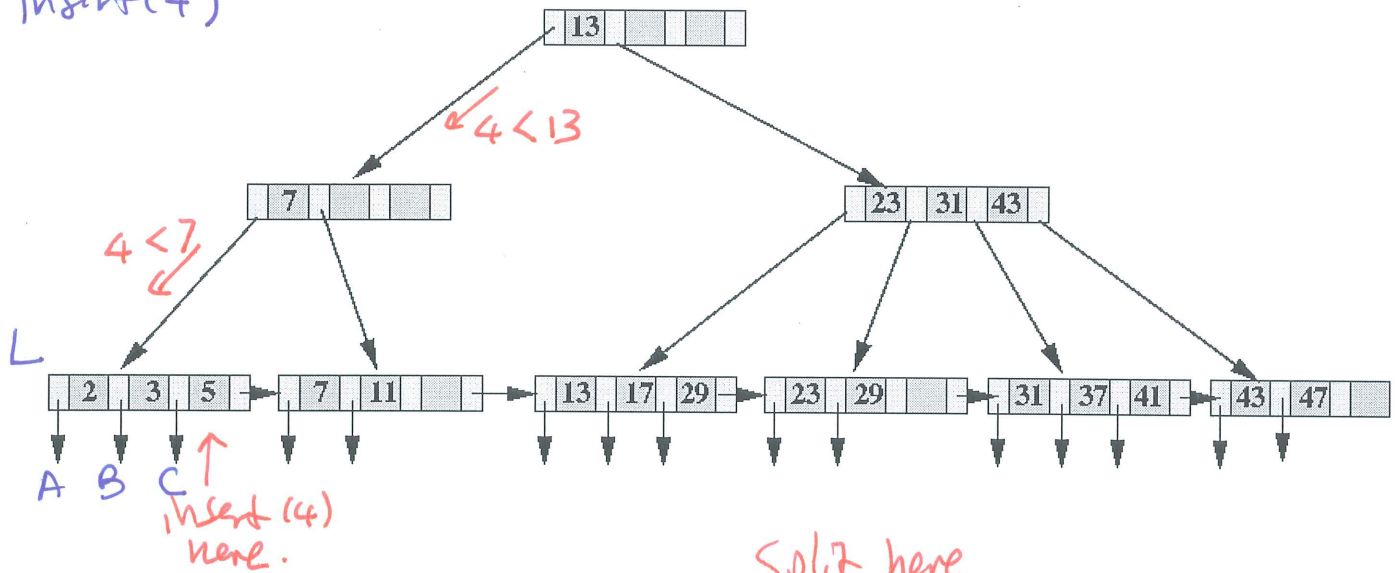
Result:

(use board!)

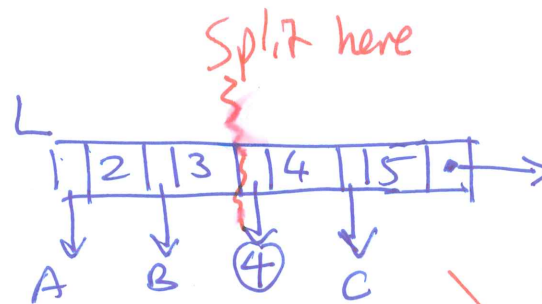


Insert case 2: cascade 1 level

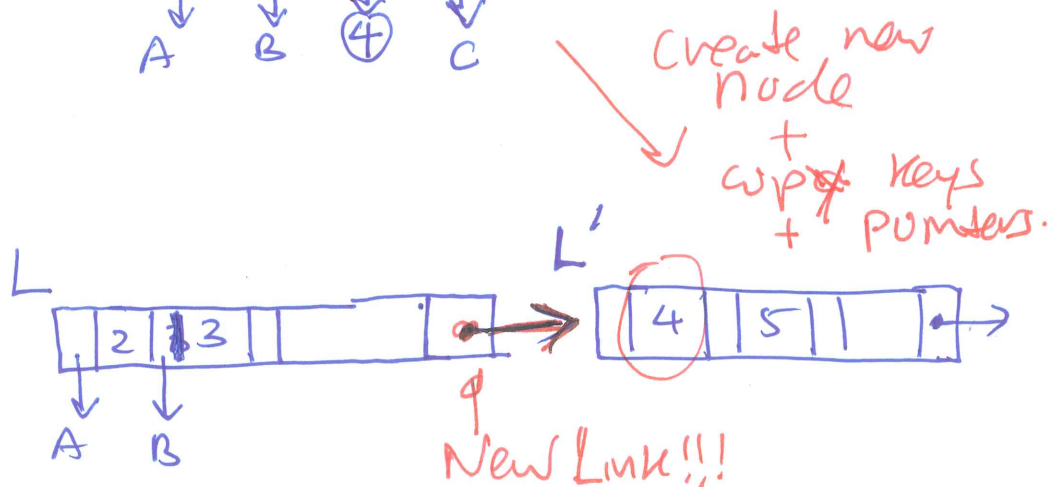
Insert(4)



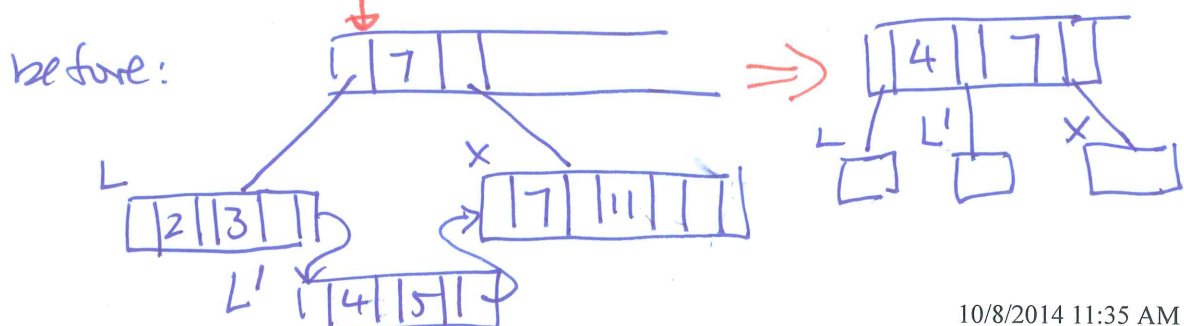
(1) Initial state:



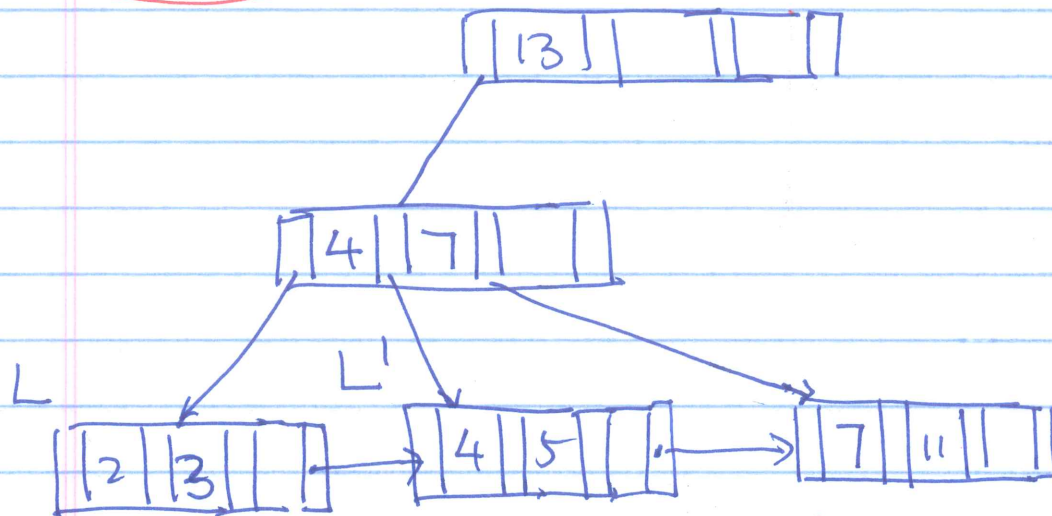
(2) After split:



(3) Insert (4, L') in parent of L.

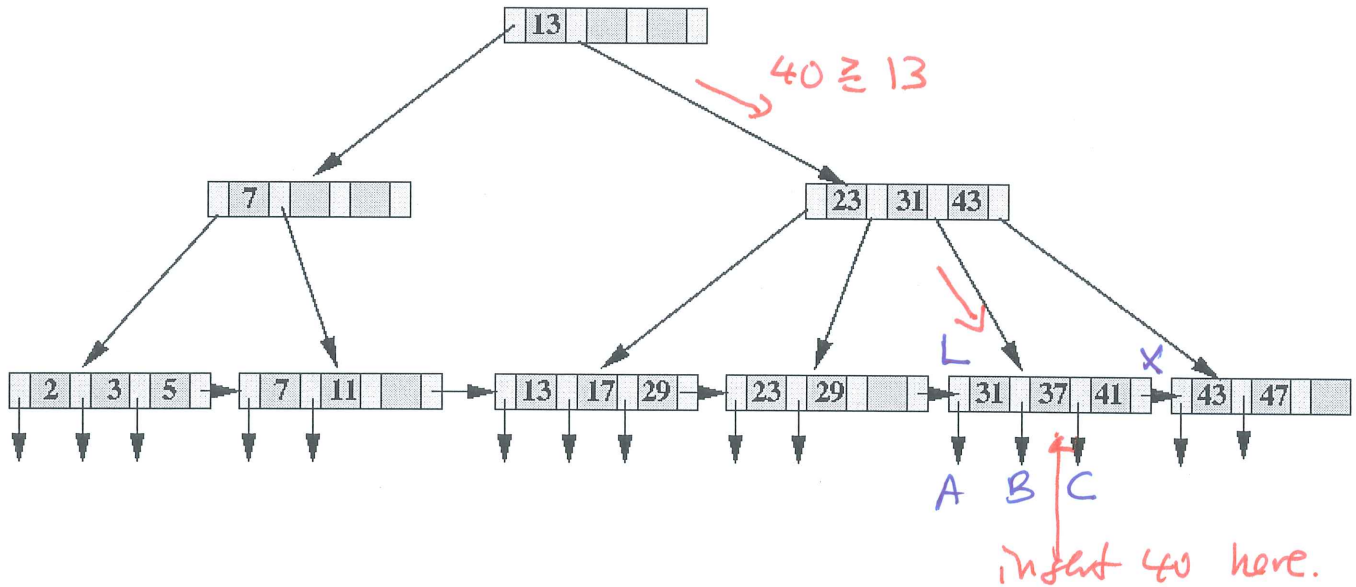


Result:

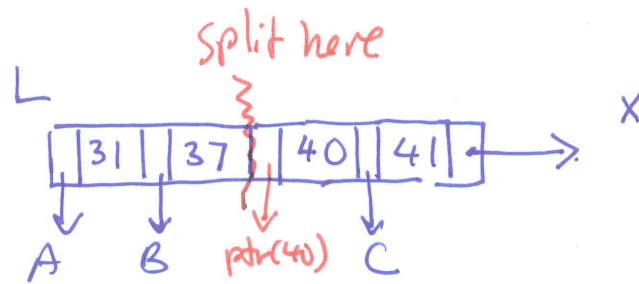


Insert case 3: cascade insert multiple levels

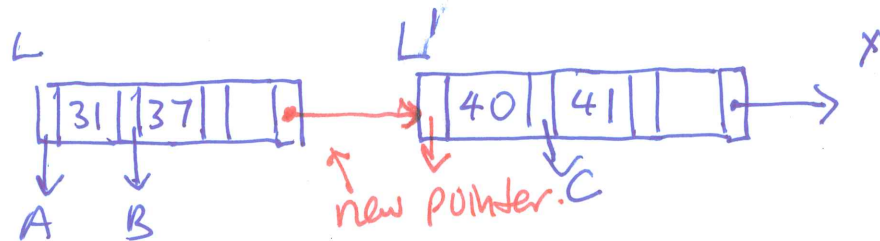
insert (40, ptr(40))



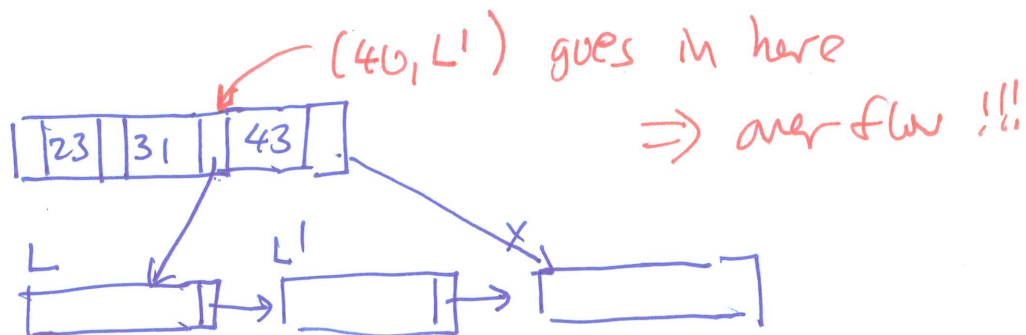
(1) Initial state:



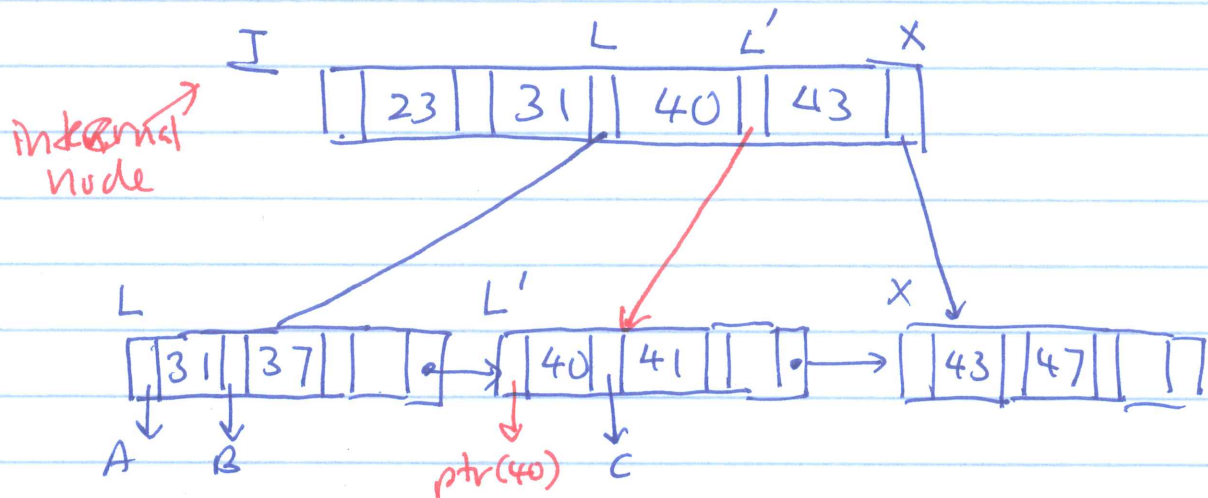
(2) After split:



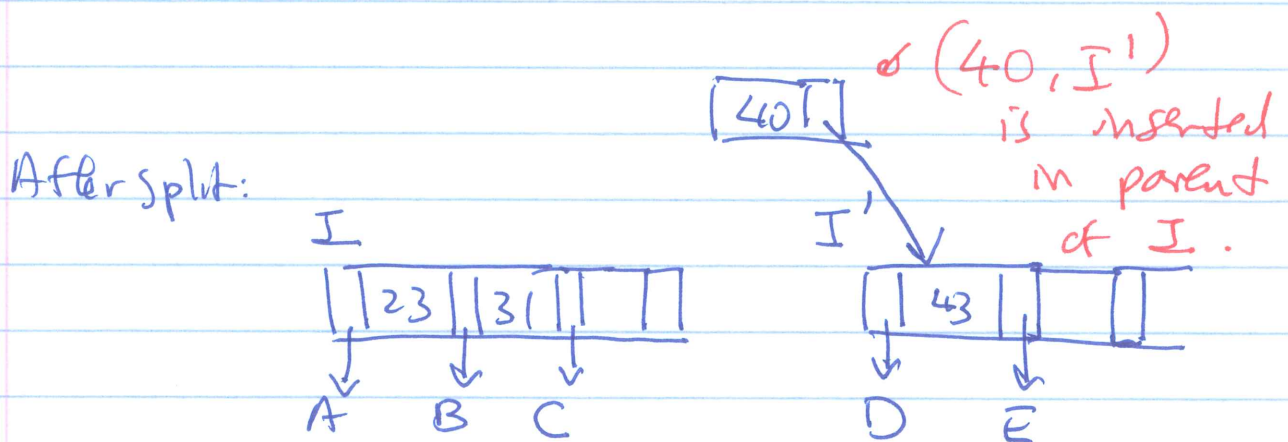
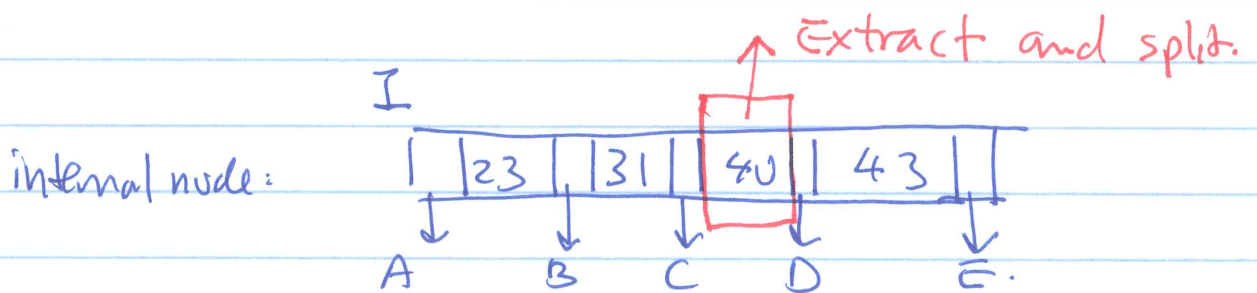
(3) Insert (40, L') in parent of L.

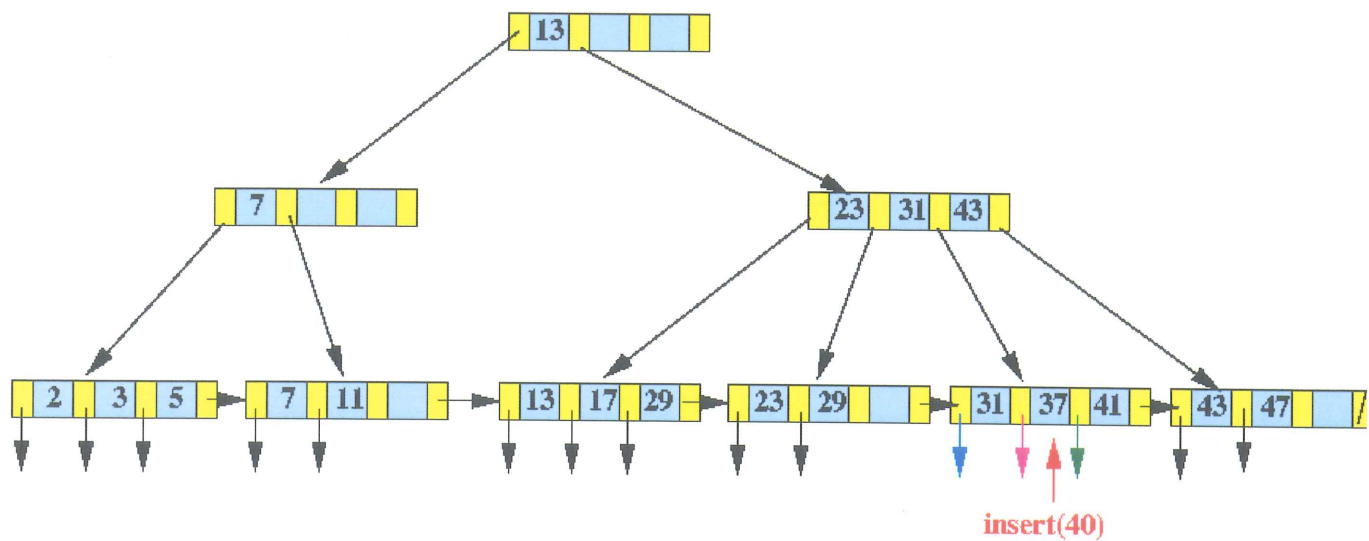


(4) initial state after inserting $(40, L')$:



Split internal node is different: (diff. procedure.)





Worked out example
(show with board!?)

