## PRINCIPLES OF DATA ORGANISATION

Bitmaps

## MOTIVATION

@ Key, pointer pairs ~ index
(2) $\mathrm{Bit}=1 / 0$
(2) True/False properties

## BITMAPS

d. Indexing of attributes with 'small' domains
$\ell_{0}$ E.g., status (active/inactive), level (low/medium/high)
d. Records are stored in a primary file
@ E.g., Person(name:string, age:integer, address:string, gender:Boolean)
d. For values having small domains we create a bitmap index (see the next slide) to answer special queries fast
d E.g., The percentage of female employees
d. For each value of the domain a vector of bits is stored telling which objects share the given property $\rightarrow$ array of bits
$\mathscr{V}$ Size of the bitmap equals the number of records and each record is therefore related to exactly one position in the bit string
${ }^{2}$ The position is the same in the primary file and in the bitmap index $\rightarrow$ we do not need to read the whole primary file to find the full record
$\mathscr{F}$ When a record has a given value, the corresponding bit in the corresponding bitmap is turned on
\& Querying using bitwise logical operations

## BITMAPS - EXAMPLE

Who works in research?
Who works in design and marketing? Who works in research and not design? Who works in research and is female?

| Employees (gender) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Janice | Michael | Sharon | David | Kevin | John | Mary | Terry | Jill |  |  |  |  |  |  |
| Male | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 0 |  |  |  |  |  |  |
| Female | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 |  |  |  |  |  |  |


| Smployees (department) |  |  |  |  |  |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Janice | Michael | Sharon | David | Kevin | John | Mary | Terry | Jill |  |
| Design | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 0 |  |
| Research | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 |  |
| Marketing | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |  |

## BITMAPS - SPACE COMPLEXITY

d. Grow linearly with the database size
d Can be read by large blocks
@ Data are saved by lines - one line per file
d. Can be compressed
$\because$ E.g., most people work in a single department $\rightarrow$ lots of zeroes that can be stored efficiently
Y. Complication: update
(1) What is a small domain?

8 Does not have to be 0/1
Can be $3,4,5 \ldots 10, \ldots 23, \ldots$
In practice: hundreds of distinct values are still usable
A bitmap file for $\mathbf{2}^{\wedge} 19(524,288)$ records with values $0 / l$ has 64 KiB . For domain of size 10 we have 640 KiB .

## BITMAPS - EXAMPLE

Person(name:string, age:integer, address:string, gender:Boolean, salary:[low,medium,high])

Smployees (salary)

|  | Janice | Michael | Sharon | David | Kevin | John | Mary | Terry | Jill |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Irow | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
| Medium | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |
| High | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |

Row = separate file

$$
\text { low }=00, \text { medium }=01, \text { high }=11 \text { (and a free option })
$$

| Smployees (salary) |  |  |  |  |  |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Janice | Michael | Sharon | David | Kevin | John | Mary | Terry | Jill |  |
| 1. Bit | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |  |
| 2. Bit | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 |  |

