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DOCTOR OF PHILOSOPHY

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by

**A Data Structure for  
High Performance  
Object Oriented Databases**

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This thesis consists of three sections. Chapter 2 and 3 review object oriented database management systems and their architecture components, and give an introduction to main memory database system architecture. The second section (chapters

### 1.3 Summary of the Thesis

by the thesis. are the subject of much more research and will complement the contributions made and garbage collection [8, 56]. We have discussed these issues in general but these work include checkpointing [38], recovery [16, 49, 69], query processing [59, 60, 86, 96] and discussed in greater depth. The components of the architecture which need more for OODBMS. Many related issues of the MOOD architecture need to be studied structure can be used as a basis for a high performance architecture model (MOOD) In this thesis we are presenting a data structure for high performance OODB. This

### 1.2 Scope of the Thesis

Tree have been implemented and tested. faster. To support these theoretical results, the mT-Tree and (for comparison) hc-mT-Tree and it concludes that mT-Tree occupies less space and accesses information The work presented here is assessed by both analytical and empirical study of the model of a high performance architecture for OODBS. being set for various lock modes. These structures can form the components of a information by using extra bits at the storage level with different bit combinations

4, 5, 6 and 7) covers the proposed high performance architecture and data structure for the object oriented database system. The third section includes the performance evaluation for the mT-Tree and finally a chapter on conclusions and future research.

# Synopsis

Non-traditional applications such as engineering design, manufacturing, real time systems and software engineering demand high performance object management systems. A typical implementation of an object oriented database on a conventional architecture leads to a reduction in performance in terms of data storage, data access and transaction throughput.

Our aim is to meet the objectives of: storage of large and variable length objects; faster data access, and high transaction throughput. To achieve these aims we propose storing the entire database in main memory, leading to the notion of Main Memory Object Oriented Databases (MOOD). Main memory database systems are available but until now restricted to the relational database model. The key components of a MOOD system affecting the system performance are the indexing scheme, the storage structure, and the concurrency control mechanism. To gain high performance, the storage structure is made efficient both for objects and schema; data access and query processing is enhanced by the efficient access method; transaction rate is increased by improving concurrency control.

A new indexing structure (mT-Tree) for Main Memory OODBMS is designed that merges single class and class hierarchy indexing and is equally efficient for com-

positive class hierarchy. The problems associated with the existing storage structures lead to the design of a new storage structure which supports class storage as well as storage of class hierarchy and composite class hierarchy. A concurrency control implementation suited to faster main memory environment is also designed. The new locking structure supports both class hierarchy, and composite class hierarchy as well as single class. Locking information is attached to the data for faster transaction processing.

The data structure designed in this thesis is evaluated both analytically and empirically. The results show that a performance enhancement is achieved as is desired of such a data structure.

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