Databases

Timothy G. Griffin

Computer Laboratory
University of Cambridge, UK

Michaelmas 2019

Lecture 1

- What is a Database Management System (DBMS)?
- CRUD and ACID
- Three data models covered
  - Relational
  - Graph-oriented
  - Document-oriented
- Trade-offs in application design
- Trade-offs in DBMS design
Abstractions, interfaces, and implementations

- An interface liberates application writers from low level details.
- An interface represents an abstraction of resources/services used by applications.
- In a perfect world, implementations can change without requiring changes to applications.
- Performance concerns often present a serious challenge to this idealised picture!

This is found everywhere, not just in computing ...
Evolution worked it out long long ago!

Photosynthesis          Cellular oxidation

What is a Database Management System (DBMS)?

- This course will stress data models and query languages. We will not cover programming APIs or network APIs.
- A query engine knows about low-level details hidden by the interface(s). It uses this knowledge to optimize query evaluation.
- Primary service: persistent storage.
- Other services typically implemented:
  - CRUD operations,
  - ACID transactions.
CRUD operations

**Create:** Insert new data items into the database.
**Read:** Query the database.
**Update:** Modify objects in the database.
**Delete:** Remove data from the database.

ACID transactions

**Atomicity:** Either all actions of a transaction are carried out, or none are (even if the system crashes in the middle of a transaction).

**Consistency:** Every transaction applied to a consistent database leave it in a consistent state.

**Isolation:** Transactions are isolated, or protected, from the effects of other concurrently executed transactions.

**Durability:** If a transactions completes successfully, then its effects persist.

Implementing ACID transactions is one topic covered in Concurrent and Distributed Systems (1B).
This course looks at 3 data models

3 models

**Relational Model:** Data is stored in tables. SQL is the main query language.

**Graph-oriented Model:** Data is stored as a graph (nodes and edges). Query languages tend to have “path-oriented” capabilities.

**Aggregate-oriented Model:** Also called document-oriented database. Optimised for read-oriented databases.

The relational model has been the industry mainstay for the last 35 years. The other two models are representatives of an ongoing revolution in database systems often described under the (misleading) “NoSQL” banner.

This course uses 3 database systems

- **HyperSQL** A Java-based relational DBMS. Query language is SQL.
- **Neo4j** A Java-based graph-oriented DBMS. Query language is Cypher (named after a character in The Matrix).
- **DOCtor Who** A bespoke document-oriented collection of data. Not really a DBMS, just some stored python dictionaries containing JSON data.
IMDb: Our data source

- We have processed raw data available from IMDb (plain text data files at http://www.imdb.com/interfaces)
- We then extracted 1236 movies made between 2000 and 2019 together with 6284 associated people (actors, directors, etc)
- The same data set was used to generate three database instances: relational, graph, and document-oriented.

Neo4j: Example of path-oriented query in Cypher

```cypher
match path=allshortestpaths((m:Person {name : 'Jennifer Lawrence'})
  -[:ACTED_IN*] -
  (n:Person {name : 'Matt Damon'}))
return path
```
Why are there so many DBMS options?

- We will see that there is no one system that nicely solves all data problems.
- There are several **fundamental trade-offs** faced by application designers and system designers.
- A database engine might be optimised for a particular class of queries.
- The query language might be tailored to the same class.

One important trade-off involves redundant data.

**Redundant data**

Informally, data in a database is **redundant** if it can be deleted and then reconstructed from the data remaining in the database.

---

A common trade-off: Query response vs. update throughput

**Data redundancy is problematic for some applications**

If a database supports many concurrent updates, then data redundancy leads to many problems, discussed in Lecture 4. If a database has little redundancy, then update throughput is typically better since transactions need only lock a few data items. This has been the traditional approach in the relational database world.

**Data redundancy is highly desirable for some applications**

In a low redundancy database, evaluation of complex queries can be very slow and require large amounts of computing power. Precomputing answers to common queries (either fully or partially) can greatly speed up query response time. This introduces redundancy, but it may be appropriate for databases supporting applications that are read-intensive, with few or no data modifications. This is an approach common in aggregate-oriented databases.
Trade-offs often change as technology changes

Expect more dramatic changes in the coming decades ...

1956: A 5 megabyte hard drive

A modern server

“768 Gig of RAM capacity”
Ideal for Virtualization + Database applications
Dual Xeon E5-2600 with 8 HD bays

Outline

date | topics
---|---
1 10/10 | What is a Database Management System (DBMS)?
2 15/10 | Entity-Relationship (ER) diagrams
3 17/10 | Relational Databases ...
4 22/10 | ... and SQL
23/10 | **Relational DB practical due (“tick 1”)**
5 24/10 | Some limitations of SQL ...
6 29/10 | ... that can be solved with Graph Database
30/10 | **Graph DB practical due (“tick 2”)**
7 31/10 | Document-oriented Database
8 05/11 | Data warehouse and star schema
06/11 | **Document DB practical due (“tick 3”)**

Get started **NOW** on the practicals!
Guide to relevant material in textbook

1. What is a Database Management System (DBMS)?
   - Chapter 2

2. Entity-Relationship (ER) diagrams
   - Sections 3.1 and 3.2

3. Relational Databases ...
   - Sections 6.1, 6.2.1, 6.2.2, and 6.3

4. ... and SQL
   - Sections 7.2 – 7.4

5. Indexes. Some limitations of SQL ...
   - 7.5,

6. ... that can be solved with Graph Database
   - Sections 11.1 and 11.5

7. Document-oriented Database
   - Chapter 10

8. Data warehouse and star schema
   - Chapter 17
Lecture 2

- Conceptual modeling with Entity-Relationship (ER) diagrams
- Entities, attributes, and relationships
- Weak entities
- Cardinality of a relationship

Conceptual modeling with Entity-Relationship (ER) diagrams

- It is very useful to have a implementation independent technique to describe the data that we store in a database.
- There are many formalisms for this, and we will use a popular one — Entity-Relationship (ER), due to Peter Chen (1976).
- The ER technique grew up around relational databases systems but it can help document and clarify design issues for any data model.
Entities capture things of interest

- **Entities** (squares) represent the nouns of our model.
- **Attributes** (ovals) represent properties.
- A **key** is an attribute whose value uniquely identifies an entity instance (here underlined).
- The **scope** of the model is limited — among the vast number of possible attributes that could be associated with a person, we are implicitly declaring that our model is concerned with only three.
- Very abstract, independent of implementation.

### Entity Sets (instances)

#### Instances of the Movie entity

<table>
<thead>
<tr>
<th>movie_id</th>
<th>title</th>
<th>year</th>
</tr>
</thead>
<tbody>
<tr>
<td>tt1454468</td>
<td>Gravity</td>
<td>2013</td>
</tr>
<tr>
<td>tt0440963</td>
<td>The Bourne Ultimatum</td>
<td>2007</td>
</tr>
</tbody>
</table>

#### Instances of the Person entity

<table>
<thead>
<tr>
<th>person_id</th>
<th>name</th>
<th>birthYear</th>
</tr>
</thead>
<tbody>
<tr>
<td>nm2225369</td>
<td>Jennifer Lawrence</td>
<td>1990</td>
</tr>
<tr>
<td>nm0000354</td>
<td>Matt Damon</td>
<td>1970</td>
</tr>
</tbody>
</table>

Keys are often automatically generated to be unique. Or they might be formed from some algorithm, like your CRSID. Q: Might some domains have natural keys (National Insurance ID)? A: Beware of using keys that are out of your control. The only safe thing to use as a key is something that is automatically generated in the database and only has meaning within that database.
Relationships

- Relationships (diamonds) represent the verbs of our domain.
- Relationships are between entities.

Relationship instances

Instances of the **Directed** relationship (ignoring entity attributes)

- Kathryn Bigelow directed The Hurt Locker
- Kathryn Bigelow directed Zero Dark Thirty
- Paul Greengrass directed The Bourne Ultimatum
- Steve McQueen directed 12 Years a Slave
- Karen Harley directed Waste Land
- Lucy Walker directed Waste Land
- João Jardim directed Waste Land

Relationship Cardinality

The **Directed** is an example of a many-to-many relationship.

- Every person can direct multiple movies and every movie can have multiple directors
A many-to-many relationship

- Any S can be related to zero or more T's
- Any T can be related to zero or more S's

Relationships can have attributes

Attribute **role** indicates the role played by a person in the movie.
Instances of the relationship `Acted_In`

(ignoring entity attributes)
- Ben Affleck played Tony Mendez in Argo
- Julie Deply played Celine in Before Midnight
- Bradley Cooper played Pat in Silver Linings Playbook
- Jennifer Lawrence played Tiffany in Silver Linings Playbook
- Tim Allan played Buzz Lightyear in Toy Story 3

Have we made a mistake?

Note that this model assumes that an actor plays a single role in every movie. This may not be the case!

- Jennifer Lawrence played Raven in X-Men: First Class
- Jennifer Lawrence played Mystique in X-Men: First Class
- Scarlett Johansson played Black Widow in The Avengers
- Scarlett Johansson played Natasha Romanoff in The Avengers
**Acted_In** can be modeled as a Ternary Relationship

![Diagram of the relationship between Movie, Role, and Person]

**many-to-one relationships**

Suppose that every employee is related to at most one department. We will draw this as

![Diagram of the relationship between Employee, Works_In, and Department]

Sadly, our small movie database doesn’t have any such relationships.
one-to-many and many-to-one relationships, abstractly

Suppose every member of $T$ is related to at most one member of $S$. We will draw this as

The relation $R$ is **many-to-one** between $T$ and $S$

The relation $R$ is **one-to-many** between $S$ and $T$

---

**Attribute or entity with new relationship?**

- Should the release year be an attribute or an entity?
- The answer may depend on the **scope** of your data model.
- If all movies within your scope have at most one release date, then an attribute will work well.
- However, if you scope is global, then a movie can have different release dates in different countries.

**Is there something special about the MovieRelease?**
**Weak entities**

- MovieRelease is an example of a **weak entity**
- The existence of a weak entity depends on the existence of another entity. In this case, a release date exists only in relation to an existing movie.

**Entity hierarchy**

Sometimes an entity can have “sub-entities”. Here is an example:

Sub-entities inherit the attributes and relationships of the parent entity.
Entity-Relationship Diagrams

- Forces you to think clearly about the model you want to implement in a database without going into database-specific details.
- Simple diagrammatic documentation.
- Easy to learn.
- Can teach it to techno-phobic clients in less than an hour.
- **Very valuable in developing a model in collaboration with clients who know nothing about database implementation details.**

Example due to Pável Calado, author of the tikz-er2.sty package.
Lectures 3 and 4

- The relational Model
- The Relational Algebra (RA)
- SQL
- Implementing an ER model in the relational model
- Update anomalies
- Avoiding redundancy

Still the dominant approach: Relational DBMSs

- In the 1970s you could not write a database application without knowing a great deal about the data’s low-level representation.
- Codd’s radical idea: give users a model of data and a language for manipulating that data which is completely independent of the details of its representation/implementation. That model is based on **mathematical relations**.
- This decouples development of the DBMS from the development of database applications.
Let's start with mathematical relations

Suppose that $S$ and $T$ are sets. The Cartesian product, $S \times T$, is the set

$$S \times T = \{(s, t) \mid s \in S, \ t \in T\}$$

A (binary) relation over $S \times T$ is any set $R$ with

$$R \subseteq S \times T.$$ 

**Database parlance**

- $S$ and $T$ are referred to as **domains**.
- We are interested in **finite relations** $R$ that can be stored!

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**n-ary relations**

If we have $n$ sets (domains),

$$S_1, \ S_2, \ldots, S_n,$$

then an **$n$-ary relation** $R$ is a set

$$R \subseteq S_1 \times S_2 \times \cdots \times S_n = \{(s_1, s_2, \ldots, s_n) \mid s_i \in S_i\}$$

**Tabular presentation**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>\cdots</th>
<th>n</th>
</tr>
</thead>
<tbody>
<tr>
<td>$x$</td>
<td>$y$</td>
<td>\cdots</td>
<td>$w$</td>
</tr>
<tr>
<td>$u$</td>
<td>$v$</td>
<td>\cdots</td>
<td>$s$</td>
</tr>
<tr>
<td>\vdots</td>
<td>\vdots</td>
<td>\ddots</td>
<td>\vdots</td>
</tr>
<tr>
<td>$n$</td>
<td>$m$</td>
<td>\cdots</td>
<td>$k$</td>
</tr>
</tbody>
</table>

All data in a relational database is stored in **tables**. However, referring to columns by number can quickly become tedious!
Mathematical vs. database relations

Use named columns
- Associate a name, $A_i$ (called an **attribute name**) with each domain $S_i$.
- Instead of tuples, use **records** — sets of pairs each associating an attribute name $A_i$ with a value in domain $S_i$.

Column order does not matter
A database relation $R$ is a **finite set**

$$R \subseteq \{(A_1, s_1), (A_2, s_2), \ldots , (A_n, s_n)\} \mid s_i \in S_i$$

We specify $R$’s **schema** as $R(A_1 : S_1, A_2 : S_2, \cdots A_n : S_n)$.

Example

A relational schema

**Students** *(name: string, sid: string, age: integer)*

A relational instance of this schema

**Students** =

$$\{(\text{name}, \text{Fatima}), (\text{sid}, \text{fm21}), (\text{age}, 20)\},$$

$$\{(\text{name}, \text{Eva}), (\text{sid}, \text{ev77}), (\text{age}, 18)\},$$

$$\{(\text{name}, \text{James}), (\text{sid}, \text{jj25}), (\text{age}, 19)\}$$

Two equivalent tabular presentations

<table>
<thead>
<tr>
<th>name</th>
<th>sid</th>
<th>age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fatima</td>
<td>fm21</td>
<td>20</td>
</tr>
<tr>
<td>Eva</td>
<td>ev77</td>
<td>18</td>
</tr>
<tr>
<td>James</td>
<td>jj25</td>
<td>19</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>sid</th>
<th>name</th>
<th>age</th>
</tr>
</thead>
<tbody>
<tr>
<td>fm21</td>
<td>Fatima</td>
<td>20</td>
</tr>
<tr>
<td>ev77</td>
<td>Eva</td>
<td>18</td>
</tr>
<tr>
<td>jj25</td>
<td>James</td>
<td>19</td>
</tr>
</tbody>
</table>
What is a (relational) database query language?

Input: a collection of relation instances

$$R_1, R_2, \ldots, R_k \implies Q(R_1, R_2, \ldots, R_k)$$

How can we express $Q$?

In order to meet Codd’s goals we want a query language that is high-level and independent of physical data representation.

There are many possibilities ...

The Relational Algebra (RA)

$$Q ::= R \quad \text{base relation}$$

- $\sigma_p(Q)$: selection
- $\pi_X(Q)$: projection
- $Q \times Q$: product
- $Q - Q$: difference
- $Q \cup Q$: union
- $Q \cap Q$: intersection
- $\rho_M(Q)$: renaming

- $p$ is a simple boolean predicate over attributes values.
- $X = \{A_1, A_2, \ldots, A_k\}$ is a set of attributes.
- $M = \{A_1 \mapsto B_1, A_2 \mapsto B_2, \ldots, A_k \mapsto B_k\}$ is a renaming map.
- A query $Q$ must be well-formed: all column names of result are distinct. So in $Q_1 \times Q_2$, the two sub-queries cannot share any column names while in $Q_1 \cup Q_2$, the two sub-queries must share all column names.
SQL: a vast and evolving language

- Origins at IBM in early 1970’s.
- SQL has grown and grown through many rounds of standardization:
  - ANSI: SQL-86
- SQL is made up of many sub-languages, including
  - Query Language
  - Data Definition Language
  - System Administration Language
- SQL will inevitably absorb many “NoSQL” features ...

Why talk about the Relational Algebra?

- Due to the RA’s simple syntax and semantics, it can often help us better understand complex queries
- Tradition
- The RA lends itself to endlessly amusing tripos questions ...

Selection

\[ R \]

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>10</td>
<td>0</td>
<td>55</td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<td>0</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>99</td>
<td>17</td>
<td>2</td>
</tr>
<tr>
<td>77</td>
<td>25</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

\[ Q(R) \]

\[ \sigma_{A>12}(R) \]

SQL: SELECT DISTINCT * FROM R WHERE R.A > 12
Projection

\[
R \\
\begin{array}{cccc}
A & B & C & D \\
20 & 10 & 0 & 55 \\
11 & 10 & 0 & 7 \\
4 & 99 & 17 & 2 \\
77 & 25 & 4 & 0 \\
\end{array}
\Rightarrow \begin{array}{cc}
B & C \\
10 & 0 \\
99 & 17 \\
25 & 4 \\
\end{array}
\]

\[
Q \\
\text{RA } \pi_{B,C}(R) \\
\text{SQL } \text{SELECT DISTINCT B, C FROM R}
\]

Renaming

\[
R \\
\begin{array}{cccc}
A & B & C & D \\
20 & 10 & 0 & 55 \\
11 & 10 & 0 & 7 \\
4 & 99 & 17 & 2 \\
77 & 25 & 4 & 0 \\
\end{array}
\Rightarrow \begin{array}{cccc}
A & E & C & F \\
20 & 10 & 0 & 55 \\
11 & 10 & 0 & 7 \\
4 & 99 & 17 & 2 \\
77 & 25 & 4 & 0 \\
\end{array}
\]

\[
Q \\
\text{RA } \rho_{\{B\rightarrow E, D\rightarrow F\}}(R) \\
\text{SQL } \text{SELECT A, B AS E, C, D AS F FROM R}
\]
Union

\[
\begin{array}{|c|c|} \hline
R & S \\
\hline
A & B \\
\hline
20 & 10 \\
11 & 10 \\
4 & 99 \\
\hline
A & B \\
\hline
20 & 10 \\
77 & 1000 \\
\hline
\end{array}
\Rightarrow
\begin{array}{|c|c|} \hline
Q(R, S) & \\
\hline
A & B \\
\hline
20 & 10 \\
11 & 10 \\
4 & 99 \\
77 & 1000 \\
\hline
\end{array}
\]

Q

\[
\begin{align*}
\text{RA} & \quad R \cup S \\
\text{SQL} & \quad (\text{SELECT } * \text{ FROM } R) \text{ UNION } (\text{SELECT } * \text{ FROM } S)
\end{align*}
\]

Intersection

\[
\begin{array}{|c|c|} \hline
R & S \\
\hline
A & B \\
\hline
20 & 10 \\
11 & 10 \\
4 & 99 \\
\hline
A & B \\
\hline
20 & 10 \\
77 & 1000 \\
\hline
\end{array}
\Rightarrow
\begin{array}{|c|c|} \hline
Q(R) & \\
\hline
A & B \\
\hline
20 & 10 \\
\hline
\end{array}
\]

Q

\[
\begin{align*}
\text{RA} & \quad R \cap S \\
\text{SQL} & \quad (\text{SELECT } * \text{ FROM } R) \text{ INTERSECT } (\text{SELECT } * \text{ FROM } S)
\end{align*}
\]
### Difference

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>R</strong></td>
<td><strong>S</strong></td>
<td><strong>Q(R)</strong></td>
</tr>
<tr>
<td>A</td>
<td>B</td>
<td>A</td>
</tr>
<tr>
<td>20</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<td>77</td>
</tr>
</tbody>
</table>

**Q**

RA $R - S$

SQL (SELECT * FROM R) EXCEPT (SELECT * FROM S)

### Product

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>R</strong></td>
<td><strong>S</strong></td>
<td><strong>Q(R, S)</strong></td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
</tr>
<tr>
<td>20</td>
<td>10</td>
<td>14</td>
<td>99</td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<td>77</td>
<td>100</td>
</tr>
<tr>
<td>4</td>
<td>99</td>
<td>77</td>
<td>100</td>
</tr>
</tbody>
</table>

**Q**

RA $R \times S$

SQL SELECT A, B, C, D FROM R CROSS JOIN S

SQL SELECT A, B, C, D FROM R, S

Note that the RA product is not exactly the Cartesian product suggested by this notation!
Natural Join

First, a bit of notation

- We will often ignore domain types and write a relational schema as $R(\mathbf{A})$, where $\mathbf{A} = \{A_1, A_2, \cdots, A_n\}$ is a set of attribute names.
- When we write $R(\mathbf{A}, \mathbf{B})$ we mean $R(\mathbf{A} \cup \mathbf{B})$ and implicitly assume that $\mathbf{A} \cap \mathbf{B} = \emptyset$.
- $u.[\mathbf{A}] = v.[\mathbf{A}]$ abbreviates $u.A_1 = v.A_1 \land \cdots \land u.A_n = v.A_n$.

Natural Join

Given $R(\mathbf{A}, \mathbf{B})$ and $S(\mathbf{B}, \mathbf{C})$, we define the natural join, denoted $R \Join S$, as a relation over attributes $\mathbf{A}, \mathbf{B}, \mathbf{C}$ defined as

$$R \Join S \equiv \{ t \mid \exists u \in R, v \in S, u.[\mathbf{B}] = v.[\mathbf{B}] \land t = u.[\mathbf{A}] \cup u.[\mathbf{B}] \cup v.[\mathbf{C}] \}$$

In the Relational Algebra:

$$R \Join S = \pi_{\mathbf{A}, \mathbf{B}, \mathbf{C}}(\sigma_{\mathbf{B} = \mathbf{B}}(R \bowtie_{\mathbf{B}} S))$$

Join example

<table>
<thead>
<tr>
<th>students</th>
<th>colleges</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>sid</td>
</tr>
<tr>
<td>Fatima</td>
<td>fm21</td>
</tr>
<tr>
<td>Eva</td>
<td>ev77</td>
</tr>
<tr>
<td>James</td>
<td>jj25</td>
</tr>
</tbody>
</table>

$$R \Join S$$

(We will look at joins in SQL very soon ...)
How can we implement an ER model relationally?

- The ER model does not dictate implementation
- There are many options
- We will discuss some of the trade-offs involved

Remember, we only have tables to work with!

How about one big table?

<table>
<thead>
<tr>
<th>MOVIE_ID</th>
<th>TITLE</th>
<th>YEAR</th>
<th>PERSON_ID</th>
<th>NAME</th>
<th>BIRTHYEAR</th>
</tr>
</thead>
<tbody>
<tr>
<td>tt0126029</td>
<td>Shrek</td>
<td>2001</td>
<td>nm0011470</td>
<td>Andrew Adamson</td>
<td>1966</td>
</tr>
<tr>
<td>tt0126029</td>
<td>Shrek</td>
<td>2001</td>
<td>nm0421776</td>
<td>Vicky Jenson</td>
<td></td>
</tr>
<tr>
<td>tt0181689</td>
<td>Minority Report</td>
<td>2002</td>
<td>nm0000229</td>
<td>Steven Spielberg</td>
<td>1946</td>
</tr>
<tr>
<td>tt0212720</td>
<td>A.I. Artificial Intelligence</td>
<td>2001</td>
<td>nm0000229</td>
<td>Steven Spielberg</td>
<td>1946</td>
</tr>
<tr>
<td>tt0983193</td>
<td>The Adventures of Tintin</td>
<td>2011</td>
<td>nm0000229</td>
<td>Steven Spielberg</td>
<td>1946</td>
</tr>
<tr>
<td>tt4975722</td>
<td>Moonlight</td>
<td>2016</td>
<td>nm1503575</td>
<td>Barry Jenkins</td>
<td>1979</td>
</tr>
<tr>
<td>tt5012394</td>
<td>Maigret Sets a Trap</td>
<td>2016</td>
<td>nm0668887</td>
<td>Ashley Pearce</td>
<td></td>
</tr>
<tr>
<td>tt5013056</td>
<td>Dunkirk</td>
<td>2017</td>
<td>nm0634240</td>
<td>Christopher Nolan</td>
<td>1970</td>
</tr>
<tr>
<td>tt5017060</td>
<td>Maigret’s Dead Man</td>
<td>2016</td>
<td>nm113890</td>
<td>Jon East</td>
<td></td>
</tr>
<tr>
<td>tt5052448</td>
<td>Get Out</td>
<td>2017</td>
<td>nm1443502</td>
<td>Jordan Peele</td>
<td>1979</td>
</tr>
<tr>
<td>tt5052474</td>
<td>Sicario: Day of the Soldado</td>
<td>2018</td>
<td>nm136588</td>
<td>Stefano Sollima</td>
<td>1966</td>
</tr>
</tbody>
</table>

What’s wrong with this approach?
Anomalies caused by data redundancy

Insertion anomalies: How can we tell if a newly inserted record is consistent all other records records? We may want to insert a person without knowing if they are a director. We might want to insert a movie without knowing its director(s).

Deletion anomalies: We will wipe out information about people when last record is deleted from this table.

Update anomalies: What if an director’s name is mis-spelled? We may update it correctly for one movie but not for another.

- A transaction implementing a conceptually simple update but containing checks to guarantee correctness may end up locking the entire table.
- Lesson: In a database supporting many concurrent updates we see that data redundancy can lead to complex transactions and low write throughput.

A better idea : break tables down in order to reduce redundancy

movies

<table>
<thead>
<tr>
<th>MOVIE_ID</th>
<th>TITLE</th>
<th>YEAR</th>
</tr>
</thead>
<tbody>
<tr>
<td>tt0126029</td>
<td>Shrek</td>
<td>2001</td>
</tr>
<tr>
<td>tt0181689</td>
<td>Minority Report</td>
<td>2002</td>
</tr>
<tr>
<td>tt0212720</td>
<td>A.I. Artificial Intelligence</td>
<td>2001</td>
</tr>
<tr>
<td>tt0983193</td>
<td>The Adventures of Tintin</td>
<td>2011</td>
</tr>
<tr>
<td>tt4975722</td>
<td>Moonlight</td>
<td>2016</td>
</tr>
<tr>
<td>tt5012394</td>
<td>Maigret Sets a Trap</td>
<td>2016</td>
</tr>
<tr>
<td>tt5013056</td>
<td>Dunkirk</td>
<td>2017</td>
</tr>
<tr>
<td>tt5017060</td>
<td>Maigret’s Dead Man</td>
<td>2016</td>
</tr>
<tr>
<td>tt5052448</td>
<td>Get Out</td>
<td>2017</td>
</tr>
<tr>
<td>tt5052474</td>
<td>Sicario: Day of the Soldado</td>
<td>2018</td>
</tr>
</tbody>
</table>

…..         …..             …..
A better idea: break tables down in order to reduce redundancy

### people

<table>
<thead>
<tr>
<th>PERSON_ID</th>
<th>NAME</th>
<th>BIRTHYEAR</th>
</tr>
</thead>
<tbody>
<tr>
<td>nm0011470</td>
<td>Andrew Adamson</td>
<td>1966</td>
</tr>
<tr>
<td>nm0421776</td>
<td>Vicky Jenson</td>
<td></td>
</tr>
<tr>
<td>nm0000229</td>
<td>Steven Spielberg</td>
<td>1946</td>
</tr>
<tr>
<td>nm1503575</td>
<td>Barry Jenkins</td>
<td>1979</td>
</tr>
<tr>
<td>nm0668887</td>
<td>Ashley Pearce</td>
<td></td>
</tr>
<tr>
<td>nm0634240</td>
<td>Christopher Nolan</td>
<td>1970</td>
</tr>
<tr>
<td>nm1113890</td>
<td>Jon East</td>
<td></td>
</tr>
<tr>
<td>nm1443502</td>
<td>Jordan Peele</td>
<td>1979</td>
</tr>
<tr>
<td>nm1356588</td>
<td>Stefano Sollima</td>
<td>1966</td>
</tr>
</tbody>
</table>

...    ...    ...

### What about the relationship?

### Directed

<table>
<thead>
<tr>
<th>MOVIE_ID</th>
<th>PERSON_ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>tt0126029</td>
<td>nm0011470</td>
</tr>
<tr>
<td>tt0126029</td>
<td>nm0421776</td>
</tr>
<tr>
<td>tt0181689</td>
<td>nm0000229</td>
</tr>
<tr>
<td>tt0212720</td>
<td>nm0000229</td>
</tr>
<tr>
<td>tt0983193</td>
<td>nm0000229</td>
</tr>
<tr>
<td>tt4975722</td>
<td>nm1503575</td>
</tr>
<tr>
<td>tt5012394</td>
<td>nm0668887</td>
</tr>
<tr>
<td>tt5013056</td>
<td>nm0634240</td>
</tr>
<tr>
<td>tt5017060</td>
<td>nm1113890</td>
</tr>
<tr>
<td>tt5052448</td>
<td>nm1443502</td>
</tr>
<tr>
<td>tt5052474</td>
<td>nm1356588</td>
</tr>
</tbody>
</table>

...    ...
Computing DirectedComplete with SQL

```sql
SELECT movie_id, title, year, 
    person_id, name, birthYear 
FROM movies 
JOIN directed ON directed.movie_id = movies_id 
JOIN people ON people.person_id = person_id 
```

Note: the relation directed does not actually exist in our database (more on that later). We would have to write something like this:

```sql
SELECT movie_id, title, year, 
    person_id, name, birthyear 
FROM movies AS m 
JOIN has_position AS hp ON hp.movie_id = m.movie_id 
JOIN people AS p ON p.person_id = hp.person_id 
WHERE hp.position = 'director';
```

We can recover all information for the ActsIn relation

The SQL query

```sql
SELECT movies.id AS mid, title, year, 
    people.id AS pid, name, character, position 
FROM movies 
JOIN actsin ON movie_id = movies.id 
JOIN people ON people.id = person_id 
```

might return something like

<table>
<thead>
<tr>
<th>MID</th>
<th>TITLE</th>
<th>YEAR</th>
<th>PID</th>
<th>NAME</th>
<th>CHARACTER</th>
<th>POSITION</th>
</tr>
</thead>
<tbody>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>146271</td>
<td>Batt, Bryan</td>
<td>Judge Turner</td>
<td>4</td>
</tr>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>2460265</td>
<td>Bennett, Liza J.</td>
<td>Mistress Ford</td>
<td>32</td>
</tr>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>173652</td>
<td>Bentley, Tony (I)</td>
<td>Mr. Moon</td>
<td>9</td>
</tr>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>477824</td>
<td>Dano, Paul</td>
<td>Tibeats</td>
<td>35</td>
</tr>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>256114</td>
<td>Bright, Gregory</td>
<td>Edward</td>
<td>42</td>
</tr>
<tr>
<td>2544956</td>
<td>12 Years a Slave (2013)</td>
<td>2013</td>
<td>2826281</td>
<td>Haley, Emily D.</td>
<td>Tea Seller</td>
<td>NULL</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>
Observations

- Both ER entities and ER relationships are implemented as tables.
- We call them tables rather than relations to avoid confusion!
- Good: We avoid many update anomalies by breaking tables into smaller tables.
- Bad: We have to work hard to combine information in tables (joins) to produce interesting results.

What about consistency/integrity of our relational implementation?

How can we ensure that the table representing an ER relation really implements a relationship? Answer: we use **keys** and **foreign keys**.

---

Key Concepts

Relational Key

Suppose \( R(\mathbf{X}) \) is a relational schema with \( \mathbf{Z} \subseteq \mathbf{X} \). If for any records \( u \) and \( v \) in any instance of \( R \) we have

\[
\text{if } u.[\mathbf{Z}] = v.[\mathbf{Z}] \implies u.[\mathbf{X}] = v.[\mathbf{X}],
\]

then \( \mathbf{Z} \) is a **superkey for** \( R \). If no proper subset of \( \mathbf{Z} \) is a superkey, then \( \mathbf{Z} \) is a **key for** \( R \). We write \( R(\mathbf{Z}, \mathbf{Y}) \) to indicate that \( \mathbf{Z} \) is a key for \( R(\mathbf{Z} \cup \mathbf{Y}) \).

Note that this is a **semantic** assertion, and that a relation can have multiple keys.
Foreign Keys and Referential Integrity

Foreign Key
Suppose we have $R(Z, Y)$. Furthermore, let $S(W)$ be a relational schema with $Z \subseteq W$. We say that $Z$ represents a Foreign Key in $S$ for $R$ if for any instance we have $\pi_Z(S) \subseteq \pi_Z(R)$. Think of these as (logical) pointers!

Referential integrity
A database is said to have referential integrity when all foreign key constraints are satisfied.

A representation using tables

A relational schema

\[ Has\_Genre(movie\_id, genre\_id) \]

With referential integrity constraints

\[
\pi_{movie\_id}(Has\_Genre) \subseteq \pi_{movie\_id}(Movies)
\]

\[
\pi_{genre\_id}(Has\_Genre) \subseteq \pi_{genre\_id}(Genres)
\]
Foreign Keys in SQL

```
create table genres (  
genre_id integer NOT NULL,  
genre varchar(100) NOT NULL,  
PRIMARY KEY (genre_id));
```

```
create table has_genre (  
movie_id varchar(16) NOT NULL  
    REFERENCES movies (movie_id),  
genre_id integer NOT NULL  
    REFERENCES genres (genre_id),  
PRIMARY KEY (movie_id, genre_id));
```

Relationships to Tables (the “clean” approach)

<table>
<thead>
<tr>
<th>Relation $R$ is</th>
<th>Schema</th>
</tr>
</thead>
<tbody>
<tr>
<td>many to many ($M : N$)</td>
<td>$R(X, Z, U)$</td>
</tr>
<tr>
<td>one to many ($1 : M$)</td>
<td>$R(X, Z, U)$</td>
</tr>
<tr>
<td>many to one ($M : 1$)</td>
<td>$R(X, Z, U)$</td>
</tr>
</tbody>
</table>
Implementation can differ from the “clean” approach

Suppose $R$ is one to many

Rather than implementing a new table $R(X, Z, U)$ we could expand table $T(X, Y)$ to $T(X, Y, Z, U)$ and allow the $Z$ and $U$ columns to be NULL for those rows in $T$ not participating in the relationship.

Pros and cons?

Implementing weak entities

This is always a one to many relationship!

- Notice that all rows of $T$ must participate in the relationship.
- The expanded $T(X, Y, Z, U)$ is even more compelling.
- We might drop the keys $X$ from $T$ resulting in $T(Y, Z, U)$. 
Implementing multiple relationships into a single table?

Suppose we have two many-to-many relationships:

```
S --R--> U
S --Q--> V
S --R--> W
S --Q--> Y
S --R--> Z
```

Rather than using two tables

\[
R(X, Z, U) \\
Q(X, Z, V)
\]

we might squash them into a single table

\[
RQ(X, Z, \text{type}, U, V)
\]

using a tag \( \text{domain(type)} = \{r, q\} \) (for some constant values \( r \) and \( q \)).

- represent an \( R \)-record \((x, z, u)\) as an \( RQ \)-record \((x, z, r, u, NULL)\)
- represent an \( Q \)-record \((x, z, v)\) as an \( RQ \)-record \((x, z, q, NULL, v)\)

**Redundancy alert!**

If we now the value of the \( \text{type} \) column, we can compute the value of either the \( U \) column or the \( V \) column!
We have stuffed 5 relationships into the has_position table!

```sql
select position, count(*) as total
from has_position
group by position
order by total desc;
```

Using our database this query produces the output

<table>
<thead>
<tr>
<th>POSITION</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>actor</td>
<td>4675</td>
</tr>
<tr>
<td>producer</td>
<td>2149</td>
</tr>
<tr>
<td>writer</td>
<td>2114</td>
</tr>
<tr>
<td>director</td>
<td>1324</td>
</tr>
<tr>
<td>self</td>
<td>229</td>
</tr>
</tbody>
</table>

Was this a good idea?
Discuss!

Lectures 5 and 6

- What is a database index?
- Two complications for SQL semantics
  - Multi-sets (bags)
  - NULL values
- **Kevin Bacon!**
- Transitive closure of a relation
- Problems computing a transitive closure in relational databases
- Graph-oriented databases: optimised for computing transitive closure
- Neo4j
- Bacon number with Neo4j
Complexity of a JOIN?

Given tables $R(A, B)$ and $S(B, C)$, how much work is required to compute the join $R \bowtie S$?

```
// Brute force approach:
// scan R
for each (a, b) in R {
    // scan S
    for each (b', c) in S {
        if b = b' then create (a, b, c) ...
    }
}
```

Worst case: requires on the order of $|R| \times |S|$ steps. But note that on each iteration over $R$, there may be only a very small number of matching records in $S$ — only one if $R$’s $B$ is a foreign key into $S$.

What is a database index?

An index is a data structure — created and maintained within a database system — that can greatly reduce the time needed to locate records.

```
// scan R
for each (a, b) in R {
    // don’t scan S, use an index
    for each s in S-INDEX-ON-B(b) {
        create (a, b, s.c) ...
    }
}
```

In 1A Algorithms you will see a few of the data structures used to implement database indices (search trees, hash tables, and so on).
Remarks

Typical SQL commands for creating and deleting an index:

```
CREATE INDEX index_name on S(B)
```

```
DROP INDEX index_name
```

- There are many types of database indices and the commands for creating them can be complex.
- Index creation is not defined in the SQL standards.
- While an index can speed up reads, it will slow down updates. This is one more illustration of a fundamental database tradeoff.
- The tuning of database performance using indices is a fine art.
- In some cases it is better to store read-oriented data in a separate database optimised for that purpose.

Why the `distinct` in the SQL?

The SQL query

```
select B, C from R
```

will produce a bag (multiset)!

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>55</td>
</tr>
<tr>
<td>20</td>
<td>10</td>
<td>05</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<td>0</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>99</td>
<td>17</td>
<td>2</td>
</tr>
<tr>
<td>77</td>
<td>25</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

```

```
B     C
---   ---
10    0  ***
10    0  ***
99    17
25    4
```

SQL is actually based on multisets, not sets.
Why Multisets?

Duplicates are important for aggregate functions (min, max, ave, count, and so on). These are typically used with the `GROUP BY` construct.

<table>
<thead>
<tr>
<th>sid</th>
<th>course</th>
<th>mark</th>
</tr>
</thead>
<tbody>
<tr>
<td>ev77</td>
<td>databases</td>
<td>92</td>
</tr>
<tr>
<td>ev77</td>
<td>spelling</td>
<td>99</td>
</tr>
<tr>
<td>tgg22</td>
<td>spelling</td>
<td>3</td>
</tr>
<tr>
<td>tgg22</td>
<td>databases</td>
<td>100</td>
</tr>
<tr>
<td>fm21</td>
<td>databases</td>
<td>92</td>
</tr>
<tr>
<td>fm21</td>
<td>spelling</td>
<td>100</td>
</tr>
<tr>
<td>jj25</td>
<td>databases</td>
<td>88</td>
</tr>
<tr>
<td>jj25</td>
<td>spelling</td>
<td>92</td>
</tr>
</tbody>
</table>

Visualizing the aggregate function `min`

<table>
<thead>
<tr>
<th>course</th>
<th>mark</th>
</tr>
</thead>
<tbody>
<tr>
<td>spelling</td>
<td>99</td>
</tr>
<tr>
<td>spelling</td>
<td>3</td>
</tr>
<tr>
<td>spelling</td>
<td>100</td>
</tr>
<tr>
<td>spelling</td>
<td>92</td>
</tr>
</tbody>
</table>

\[ \text{min}(\text{mark}) \]

<table>
<thead>
<tr>
<th>course</th>
<th>\text{min}(\text{mark})</th>
</tr>
</thead>
<tbody>
<tr>
<td>spelling</td>
<td>3</td>
</tr>
<tr>
<td>databases</td>
<td>88</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>course</th>
<th>mark</th>
</tr>
</thead>
<tbody>
<tr>
<td>databases</td>
<td>92</td>
</tr>
<tr>
<td>databases</td>
<td>100</td>
</tr>
<tr>
<td>databases</td>
<td>92</td>
</tr>
<tr>
<td>databases</td>
<td>88</td>
</tr>
</tbody>
</table>
In SQL

```sql
select course,
  min(mark),
  max(mark),
  avg(mark)
from marks
group by course;
```

<table>
<thead>
<tr>
<th>course</th>
<th>min(mark)</th>
<th>max(mark)</th>
<th>avg(mark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>databases</td>
<td>88</td>
<td>100</td>
<td>93.0000</td>
</tr>
<tr>
<td>spelling</td>
<td>3</td>
<td>100</td>
<td>73.5000</td>
</tr>
</tbody>
</table>

What is **NULL**?

- **NULL** is a *place-holder*, not a value!
- **NULL** is not a member of any domain (type),
- This means we need three-valued logic.

Let \( \perp \) represent we *don’t know*!

<table>
<thead>
<tr>
<th>( \land )</th>
<th>T</th>
<th>F</th>
<th>( \perp )</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>T</td>
<td>F</td>
<td>( \perp )</td>
</tr>
<tr>
<td>F</td>
<td>F</td>
<td>F</td>
<td>( \perp )</td>
</tr>
<tr>
<td>( \perp )</td>
<td>( \perp )</td>
<td>F</td>
<td>( \perp )</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>( \lor )</th>
<th>T</th>
<th>F</th>
<th>( \perp )</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>T</td>
<td>T</td>
<td>T</td>
</tr>
<tr>
<td>F</td>
<td>T</td>
<td>T</td>
<td>( \perp )</td>
</tr>
<tr>
<td>( \perp )</td>
<td>T</td>
<td>T</td>
<td>( \perp )</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>( \lor )</th>
<th>( \neg \lor )</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>( \neg \lor )</td>
</tr>
<tr>
<td>F</td>
<td>( \neg \lor )</td>
</tr>
<tr>
<td>( \perp )</td>
<td>( \perp )</td>
</tr>
<tr>
<td>( \perp )</td>
<td>( \perp )</td>
</tr>
</tbody>
</table>
NULL can lead to unexpected results

```sql
select * from students;
+-------+--------+-----+
| sid   | name   | age |
|-------+--------+-----+
| ev77  | Eva    | 18  |
| fm21  | Fatima | 20  |
| jj25  | James  | 19  |
| ks87  | Kim    | NULL|
+-------+--------+-----+
```

```sql
select * from students where age <> 19;
+-------+--------+-----+
| sid   | name   | age |
|-------+--------+-----+
| ev77  | Eva    | 18  |
| fm21  | Fatima | 20  |
+-------+--------+-----+
```

The ambiguity of **NULL**

Possible interpretations of **NULL**
- There is a value, but we don’t know what it is.
- No value is applicable.
- The value is known, but you are not allowed to see it.
- ...

A great deal of semantic muddle is created by conflating all of these interpretations into one non-value.

On the other hand, introducing distinct NULLs for each possible interpretation leads to very complex logics ...
SQL's **NULL** has generated endless controversy

C. J. Date [D2004], Chapter 19

“Before we go any further, we should make it very clear that in our opinion (and in that of many other writers too, we hasten to add), NULLs and 3VL are and always were a serious mistake and have no place in the relational model.”

**In defense of Nulls, by Fesperman**

“[…] nulls have an important role in relational databases. To remove them from the currently **flawed** SQL implementations would be throwing out the baby with the bath water. On the other hand, the **flaws** in SQL should be repaired immediately.” (See http://www.firstsql.com/idemond.htm.)

**Flaws? One example of SQL's inconsistency**

With our small database, the query

```
SELECT note FROM credits WHERE note IS NULL;
```

returns **4892 records of NULL**.

The expression **note IS NULL** is either true or false — true when **note** is the NULL value, false otherwise.
Flaws? One example of SQL's inconsistency (cont.)

Furthermore, the query

```sql
SELECT note, count(*) AS total
FROM credits
WHERE note IS NULL GROUP BY note;
```

returns a single record

<table>
<thead>
<tr>
<th>note</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>NULL</td>
<td>4892</td>
</tr>
</tbody>
</table>

This seems to mean that NULL is equal to NULL. But recall that NULL = NULL returns NULL!

---

Bacon Number

- Kevin Bacon has Bacon number 0.
- Anyone acting in a movie with Kevin Bacon has Bacon number 1.
- For any other actor, their bacon number is calculated as follows. Look at all of the movies the actor acts in. Among all of the associated co-actors, find the smallest Bacon number \( k \). Then the actor has Bacon number \( k + 1 \).

Let's try to calculate Bacon numbers using SQL!

**First, what is Kevin Bacon’s person_id?**

```sql
SELECT person_id FROM people WHERE name = 'Kevin Bacon';
```

Result is “nm0000102”.
Mathematical relations, again

Given two binary relations

\[ R \subseteq S \times T \]
\[ Q \subseteq T \times U \]

we can define their composition \( Q \circ R \subseteq S \times U \) as

\[ Q \circ R \equiv \{ (s, u) \mid \exists t \in T, (s, t) \in R \land (t, u) \in Q \} \]

Partial functions as relations

- A (partial) function \( f \in S \rightarrow T \) can be thought of as a binary relations where \( (s, t) \in f \) if and only if \( t = f(s) \).
- Suppose \( R \) is a relation where if \( (s, t_1) \in R \) and \( (s, t_2) \in R \), then it follows that \( t_1 = t_2 \). In this case \( R \) represents a (partial) function.
- Given (partial) functions \( f \in S \rightarrow T \) and \( g \in T \rightarrow U \) their composition \( g \circ f \in S \rightarrow U \) is defined by \( (g \circ f)(s) = g(f(s)) \).
- Note that the definition of \( \circ \) for relations and functions is equivalent for relations representing functions.

Since we could write \( Q \circ R \) as \( R \Join_{2=1} Q \) we can see that joins are a generalisation of function composition!
Directed Graphs

- $G = (V, A)$ is a directed graph, where
- $V$ a finite set of vertices (also called nodes).
- $A$ is a binary relation over $V$. That is $A \subseteq V \times V$.
- If $(u, v) \in A$, then we have an arc from $u$ to $v$.
- The arc $(u, v) \in A$ is also called a directed edge, or a relationship of $u$ to $v$.

Drawing directed graphs

A directed graph

- $V = \{A, B, C, D\}$
- $A = \{(A, B), (A, D), (B, C), (C, C)\}$

![Diagram of directed graph with vertices A, B, C, and D connected by arrows]
Composition example

\[ A \circ A = \{(A, C), (B, C), (C, C)\} \]

Elements of \( A \circ A \) represent paths of length 2

- \((A, C) \in A \circ A\) by the path \( A \rightarrow B \rightarrow C \)
- \((B, C) \in A \circ A\) by the path \( B \rightarrow C \rightarrow C \)
- \((C, C) \in A \circ A\) by the path \( C \rightarrow C \rightarrow C \)

Iterated composition, and paths

Suppose \( R \) is a binary relation over \( S \), \( R \subseteq S \times S \). Define **iterated composition** as

\[
R^1 \equiv R \\
R^{n+1} \equiv R \circ R^n
\]

Let \( G = (V, A) \) be a directed graph. Suppose \( v_1, v_2, \ldots, v_{k+1} \) is a sequence of vertices. Then this sequence represents a **path in \( G \) of length \( k \)** when \((v_i, v_{i+1}) \in A\), for \( i \in \{1, 2, \ldots, k\} \). We will often write this as

\[ v_1 \rightarrow v_2 \rightarrow \cdots v_k \]

**Observation**

If \( G = (V, A) \) is a directed graph, and \((u, v) \in A^k\), then there is at least one path in \( G \) from \( u \) to \( v \) of length \( k \). Such paths may contain loops.
Shortest path

Definition of $R$-distance (hop count)

Suppose $s_0 \in \pi_1(R)$ (that is there is a pair $(s_0, s_1) \in R$).
- The distance from $s_0$ to $s_0$ is 0.
- If $(s_0, s_1) \in R$, then the distance from $s_0$ to $s_1$ is 1.
- For any other $s' \in \pi_2(R)$, the distance from $s_0$ to $s'$ is the least $n$ such that $(s_0, s') \in R^n$.

We will think of the Bacon number as an $R$-distance where $s_0$ is Kevin Bacon. But what is $R$?

Let $R$ be the co-actor relation

```
drop view if exists coactors;
create view coactors as
    select distinct p1.person_id as pid1, p2.person_id as pid2
    from plays_role as p1
    join plays_role as p2 on p2.movie_id = p1.movie_id;
```

On our database this relation contains 16,977 rows. Note that this relation is reflexive and symmetric.
SQL : Bacon number 1

drop view if exists bacon_number_1;
create view bacon_number_1 as
    select distinct pid2 as pid,
           1 as bacon_number
from coactors
where pid1 = 'nm0000102' and pid1 <> pid2;

Remember Kevin Bacon's person_id is nm0000102.

SQL : Bacon number 2

drop view if exists bacon_number_2;
create view bacon_number_2 as
    select distinct ca.pid2 as pid,
           2 as bacon_number
from bacon_number_1 as bn1
join coactors as ca on ca.pid1 = bn1.pid
where ca.pid2 <> 'nm0000102'
and not(ca.pid2 in (select pid from bacon_number_1))
SQL : Bacon number 3

drop view if exists bacon_number_3;

create view bacon_number_3 as
   select distinct ca.pid2 as pid,
           3 as bacon_number
from bacon_number_2 as bn2
join coactors as ca on ca.pid1 = bn2.pid
where ca.pid2 <> 'nm0000102'
and not(ca.pid2 in (select pid from bacon_number_1))
and not(ca.pid2 in (select pid from bacon_number_2))

You get the idea. Lets do this all the way up to bacon_number_8
...

SQL : Bacon number 8

drop view if exists bacon_number_8;

create view bacon_number_8 as
   select distinct ca.pid2 as pid,
           8 as bacon_number
from bacon_number_7 as bn7
join coactors as ca on ca.pid1 = bn7.pid
where ca.pid2 <> 'nm0000102'
and not(ca.pid2 in (select pid from bacon_number_1))
and not(ca.pid2 in (select pid from bacon_number_2))
and not(ca.pid2 in (select pid from bacon_number_3))
and not(ca.pid2 in (select pid from bacon_number_4))
and not(ca.pid2 in (select pid from bacon_number_5))
and not(ca.pid2 in (select pid from bacon_number_6))
and not(ca.pid2 in (select pid from bacon_number_7));
SQL : Bacon numbers

drop view if exists bacon_numbers;

create view bacon_numbers as
  select * from bacon_number_1
  union
  select * from bacon_number_2
  union
  select * from bacon_number_3
  union
  select * from bacon_number_4
  union
  select * from bacon_number_5
  union
  select * from bacon_number_6
  union
  select * from bacon_number_7
  union
  select * from bacon_number_8 ;

Bacon Numbers, counted

  select bacon_number, count(*) as total
  from bacon_numbers
  group by bacon_number
  order by bacon_number;

Results

<table>
<thead>
<tr>
<th>BACON_NUMBER</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12</td>
</tr>
<tr>
<td>2</td>
<td>99</td>
</tr>
<tr>
<td>3</td>
<td>533</td>
</tr>
<tr>
<td>4</td>
<td>823</td>
</tr>
<tr>
<td>5</td>
<td>292</td>
</tr>
<tr>
<td>6</td>
<td>84</td>
</tr>
<tr>
<td>7</td>
<td>23</td>
</tr>
</tbody>
</table>

bacon_number_8 is empty!
Transitive closure

Suppose \( R \) is a binary relation over \( S \), \( R \subseteq S \times S \). The **transitive closure of** \( R \), denoted \( R^+ \), is the smallest binary relation on \( S \) such that \( R \subseteq R^+ \) and \( R^+ \) is transitive:

\[
(x, y) \in R^+ \land (y, z) \in R^+ \rightarrow (x, z) \in R^+.
\]

Then

\[
R^+ = \bigcup_{n \in \{1, 2, \ldots\}} R^n.
\]

- Happily, all of our relations are **finite**, so there must be some \( k \) with

\[
R^+ = R \cup R^2 \cup \cdots \cup R^k.
\]

- Sadly, \( k \) will depend on the contents of \( R \)!

- Conclude: we **cannot** compute transitive closure in the Relational Algebra (or SQL without recursion).

CONTEST!!!

The challenge

HyperSQL implements SQL's **notoriously complicated** (and non-examinable) recursive query constructs. Write a recursive query that takes \( n \) as a parameter and computes all actors with Bacon number \( n \).

Send solutions to tgg22@cam.ac.uk.

PRIZES!!!

![KitKat chocolate bar](image_url)
Observations

- We could continue, but the queries to compute higher and higher bacon numbers will grow in size and complexity.
- Performance will degrade rapidly.

BIG IDEA

Is it possible to design and implement a database system that is optimised for transitive closure and related path-oriented queries?

Yes: This is one of the motivations behind graph-oriented databases.

We will be using Neo4j

- A Neo4j database contains nodes and binary relationships between nodes.
- Nodes and relationships can have attributes (called properties).
- Neo4j has a query language called Cypher that contains path-oriented constructs. It is designed to explore very large graphs.
Let's compute count Bacon numbers with Cypher

```cypher
match paths=allshortestpaths(
  m:Person {name: "Kevin Bacon"}) -[:ACTED_IN*]- (n:Person)
where n.person_id <> m.person_id
return length(paths)/2 as bacon_number,
    count(distinct n.person_id) as total
order by bacon_number;
```

<table>
<thead>
<tr>
<th>bacon_number</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12</td>
</tr>
<tr>
<td>2</td>
<td>99</td>
</tr>
<tr>
<td>3</td>
<td>533</td>
</tr>
<tr>
<td>4</td>
<td>809</td>
</tr>
<tr>
<td>5</td>
<td>284</td>
</tr>
<tr>
<td>6</td>
<td>81</td>
</tr>
<tr>
<td>7</td>
<td>20</td>
</tr>
</tbody>
</table>

**CONTEST**

This should be the same as the SQL results. What's wrong? There must be a bug somewhere. But where?

---

**Lecture 7**

- Optimise for reading data?
- Document-oriented databases
- Semi-structured data
- Our bespoke database: DoctorWho
- Using Java as a query language
Optimise for reading

A fundamental tradeoff
Introducing data redundancy can speed up read-oriented transactions at the expense of slowing down write-oriented transactions.

Situations where we might want a read-oriented database
- Your data is seldom updated, but very often read.
- Your reads can afford to be mildly out-of-synch with the write-oriented database. Then consider periodically extracting read-oriented snapshots and storing them in a database system optimised for reading. The following two slides illustrate examples of this situation.

Example: Hinxton Bio-informatics

[Diagram of database system design from the European Bioinformatics Institute (Hinxton UK).]
Example: Embedded databases

FIDO = Fetch Intensive Data Organization

Semi-structured data: JSON

```
{"menu": {
  "id": "file",
  "value": "File",
  "popup": {
    "menuitem": [
      {"value": "New", "onclick": "CreateNewDoc()"},
      {"value": "Open", "onclick": "OpenDoc()"},
      {"value": "Close", "onclick": "CloseDoc()"}
    ]
  }
}}
```

From http://json.org/example.html.
Semi-structured data: XML

```xml
<menu id="file" value="File">
  <popup>
    <menuitem value="New" onclick="CreateNewDoc()" />
    <menuitem value="Open" onclick="OpenDoc()" />
    <menuitem value="Close" onclick="CloseDoc()" />
  </popup>
</menu>

From http://json.org/example.html.
```

Document-oriented database systems

**Our working definition**

A document-oriented databases stores data in the form of semi-structured objects. Such database systems are also called aggregate-oriented databases.

**Why Semi-structured data?**

- Let’s do a thought experiment.
- In the next few slides imagine that we intend to use a relational database to store read-optimised tables generated from a set of write-optimised tables (that is, having little redundancy).
- We will encounter some problems that can be solved by representing our data as semi-structured objects.
Start with a simple relationship ...

\[ A - S - R - T - B \]

A database instance

<table>
<thead>
<tr>
<th>S</th>
<th></th>
<th>R</th>
<th></th>
<th>T</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>X</td>
<td>A</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td></td>
<td></td>
<td>a1</td>
<td>b1</td>
<td>b1</td>
</tr>
<tr>
<td>a1</td>
<td>x1</td>
<td>a1</td>
<td>b2</td>
<td>b2</td>
</tr>
<tr>
<td>a2</td>
<td>x2</td>
<td>a1</td>
<td>b3</td>
<td>b3</td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td>a2</td>
<td>b1</td>
<td>b4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>a2</td>
<td>b3</td>
<td></td>
</tr>
</tbody>
</table>

Imagine that our read-oriented applications can’t afford to do joins!

Implement the relationship as one big table?

**BigTableOne: An outer join of S, R, and T**

<table>
<thead>
<tr>
<th>A</th>
<th>X</th>
<th>B</th>
<th>Z</th>
<th>Y</th>
</tr>
</thead>
<tbody>
<tr>
<td>a1</td>
<td>x1</td>
<td>b1</td>
<td>z1</td>
<td>y1</td>
</tr>
<tr>
<td>a1</td>
<td>x1</td>
<td>b2</td>
<td>z2</td>
<td>y2</td>
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<tr>
<td>a1</td>
<td>x1</td>
<td>b3</td>
<td>z3</td>
<td>y3</td>
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<tr>
<td>a2</td>
<td>x2</td>
<td>b1</td>
<td>z1</td>
<td>y4</td>
</tr>
<tr>
<td>a2</td>
<td>x2</td>
<td>b3</td>
<td>z3</td>
<td>y5</td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>b4</td>
<td></td>
<td></td>
<td></td>
<td>z4</td>
</tr>
</tbody>
</table>

Since we don’t update this date we will not encounter the problems associated with redundancy.
However, we might have many more relationships ...

**A database instance**

<p>| | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A</td>
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<td></td>
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<td>a1</td>
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<td>x3</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>A</td>
<td>B</td>
<td>W</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>a1</td>
<td>b4</td>
<td>w1</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>a3</td>
<td>b2</td>
<td>w2</td>
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<tr>
<td>a3</td>
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<td>w3</td>
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<td></td>
<td>B</td>
<td>Z</td>
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<td>W</td>
<td></td>
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<tr>
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<td>z1</td>
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<td>w1</td>
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</tr>
<tr>
<td>b2</td>
<td>z2</td>
<td></td>
<td></td>
<td>w2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>b3</td>
<td>z3</td>
<td></td>
<td></td>
<td>w3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>b4</td>
<td>z4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Implement with another big table?

**BigTableTwo: An outer join of S, Q, and T**

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>X</th>
<th>B</th>
<th>Z</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>a1</td>
<td>x1</td>
<td>b4</td>
<td>z4</td>
<td>w1</td>
<td></td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td>b2</td>
<td>z2</td>
<td>w2</td>
<td></td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td>b3</td>
<td>z3</td>
<td>w3</td>
<td></td>
</tr>
<tr>
<td>a2</td>
<td>x2</td>
<td></td>
<td></td>
<td></td>
<td>b1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>b1</td>
<td>z1</td>
</tr>
</tbody>
</table>

Having two tables makes reading a bit more difficult!
Combine into one big table?

**BigTable: Derived from S, R, Q, and T**

<table>
<thead>
<tr>
<th>A</th>
<th>X</th>
<th>B</th>
<th>Z</th>
<th>Y</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>a1</td>
<td>x1</td>
<td>b1</td>
<td>z1</td>
<td>y1</td>
<td></td>
</tr>
<tr>
<td>a1</td>
<td>x1</td>
<td>b2</td>
<td>z2</td>
<td>y2</td>
<td></td>
</tr>
<tr>
<td>a1</td>
<td>x1</td>
<td>b3</td>
<td>z3</td>
<td>y3</td>
<td></td>
</tr>
<tr>
<td>a2</td>
<td>x2</td>
<td>b1</td>
<td>z1</td>
<td>y4</td>
<td></td>
</tr>
<tr>
<td>a2</td>
<td>x2</td>
<td>b3</td>
<td>z3</td>
<td>y5</td>
<td></td>
</tr>
<tr>
<td>a1</td>
<td>x1</td>
<td>b4</td>
<td>z4</td>
<td>w1</td>
<td></td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td>b2</td>
<td>z2</td>
<td>w2</td>
<td></td>
</tr>
<tr>
<td>a3</td>
<td>x3</td>
<td>b3</td>
<td>z3</td>
<td>w3</td>
<td></td>
</tr>
</tbody>
</table>

**Problems with BigTable**

- We could store BigTable and speed up some queries.
- But suppose that our applications typically access data using either S’s key or T’s key.
- Creating indices on the A and B columns could speed things up, but our applications may still be forced to gather information from many rows in order to collect all information related to a given key of S or a given key of T.
- It would be better to access all data associated with a given key of S or a given key of T using only a single database lookup.

**Potential Solution**

Represent the data using semi-structured objects.
Use (S-oriented) documents ("A" value is unique id)

```
{ "A": a1, "X": x1,
  "R": [{"B": b1, "Z": z1, "Y": y1},
         {"B": b2, "Z": z2, "Y": y2},
         {"B": b3, "Z": z3, "Y": y3}],
  "Q": [{"B": b4, "Z": z4, "W": w1}]
}

{ "A": a2, "X": x2,
  "R": [{"B": b1, "Z": z1, "Y": y4},
         {"B": b3, "Z": z3, "Y": y5}],
  "Q": []
}

{ "A": a3, "X": x3,
  "R": [],
  "Q": [{"B": b2, "Z": z2, "W": w2},
         {"B": b3, "Z": z3, "W": w3}]
}
```

Use (T-oriented) documents ("B" value is id)

```
{ "B": b1, "Z": z1,
  "R": [{"A": a1, "X": x1, "Y": y2},
         {"A": a2, "X": x2, "Y": y4}],
  "Q": [] }

{ "B": b2, "Z": z2,
  "R": [{"A": a1, "X": x1, "Y": y2}],
  "Q": [{"A": a3, "X": x3, "Y": w2}] }  

{ "B": b3, "Z": z3,
  "R": [{"A": a1, "X": x1, "Y": y3},
         {"A": a2, "X": x2, "Y": y5}],
  "Q": [{"A": a3, "X": x3, "Y": w3}]}

{ "B": b4, "Z": z4, "R": [],
  "Q": [{"A": a1, "X": x1, "Y": w1}] }
```
Key-value stores

- One of the simplest types of database systems is the **key-value store** that simply maps a key to a block of bytes.
- The retrieved block of bytes is typically opaque to the databases system.
- Interpretation of such data is left to applications.

Our **DOCtor Who** “database” is simply made up of two key-value stores – one for movies and one for people. Here database is in quotes since we will just be using python dictionaries to implement mappings from keys to JSON objects. In other words, no ACID transactions, no auxiliary indices, no JSON-specific (XPath-like) query language, ...

(If anyone finds a JSON-based database that is easy to install, please let me know....)

**DOCtor Who: person_id nm2225369 maps to**

```json
{ 'person_id': 'nm2225369',
  'name': 'Jennifer Lawrence',
  'birthYear': '1990',
  'acted_in': [
    {'movie_id': 'tt1355644', 'roles': ['Aurora Lane'],
      'title': 'Passengers', 'year': '2016'},
    {'movie_id': 'tt1045658', 'roles': ['Tiffany'],
      'title': 'Silver Linings Playbook', 'year': '2012'},
    {'movie_id': 'tt1392170', 'roles': ['Katniss Everdeen'],
      'title': 'The Hunger Games', 'year': '2012'},
    {'movie_id': 'tt1800241', 'roles': ['Rosalyn Rosenfeld'],
      'title': 'American Hustle', 'year': '2013'},
    {'movie_id': 'tt1951264', 'roles': ['Katniss Everdeen'],
      'title': 'The Hunger Games: Catching Fire', 'year': '2013'},
    {'movie_id': 'tt1270798', 'roles': ['Raven', 'Mystique'],
      'title': 'X-Men: First Class', 'year': '2011'},
    {'movie_id': 'tt1399683', 'roles': ['Ree'],
      'title': "Winter’s Bone", 'year': '2010'}
  ]
}```
DOCtor Who: person_id nm0031976 maps to

```
{
  'person_id': 'nm0031976',
  'name': 'Judd Apatow',
  'birthYear': '1967',
  'acted_in': [
    {'movie_id': 'tt7860890', 'roles': ['Himself'],
     'title': 'The Zen Diaries of Garry Shandling', 'year': '2018'}],
  'directed': [
    {'movie_id': 'tt0405422',
     'title': 'The 40-Year-Old Virgin', 'year': '2005'}],
  'produced': [
    {'movie_id': 'tt0357413',
     'title': 'Anchorman: The Legend of Ron Burgundy', 'year': '2004'},
    {'movie_id': 'tt5462602',
     'title': 'The Big Sick', 'year': '2017'},
    {'movie_id': 'tt0829482',
     'title': 'Superbad', 'year': '2007'},
    {'movie_id': 'tt0800019',
     'title': 'Forgetting Sarah Marshall', 'year': '2008'},
    {'movie_id': 'tt1980929',
     'title': 'Begin Again', 'year': '2013'}],
  'wrote': [
    {'movie_id': 'tt0910936',
     'title': 'Pineapple Express', 'year': '2008'}]
}
```

DOCtor Who: movie_id tt1045658 maps to

```
{
  'movie_id': 'tt1045658',
  'title': 'Silver Linings Playbook',
  'type': 'movie',
  'rating': '7.7',
  'votes': '625643',
  'minutes': '122',
  'year': '2012',
  'genres': ['Comedy', 'Drama', 'Romance'],
  'actors': [
    {'name': 'Robert De Niro', 'person_id': 'nm0000134',
     'roles': ['Pat Sr.']},
    {'name': 'Jennifer Lawrence', 'person_id': 'nm2225369',
     'roles': ['Tiffany']},
    {'name': 'Jacki Weaver', 'person_id': 'nm0915865',
     'roles': ['Dolores']},
    {'name': 'Bradley Cooper', 'person_id': 'nm0177896',
     'roles': ['Pat']},
    {'name': 'David O. Russell', 'person_id': 'nm0751102'}],
  'directors': [
    {'name': 'David O. Russell', 'person_id': 'nm0751102'}],
  'producers': [
    {'name': 'Jonathan Gordon', 'person_id': 'nm0330335'},
    {'name': 'Donna Gigliotti', 'person_id': 'nm0317642'}],
  'writers': [{'name': 'Matthew Quick', 'person_id': 'nm0683048'}]
}
```
But how do we query **DOCtor Who?**

We write python code!

```python
import sys    # operating system interface
import os.path # manipulate paths to files, directories
import pickle # read/write pickled python dictionaries
import pprint # pretty print JSON

# first command-line argument = directory of pickled data files
data_dir = sys.argv[1]

# use os.path.join so that path works on both Windows and Unix
movies_path = os.path.join(data_dir, 'movies.pickled')
people_path = os.path.join(data_dir, 'people.pickled')

# open the files and un-pickle them
moviesFile = open(movies_path, mode= "rb")
movies = pickle.load(moviesFile)
peopleFile = open(people_path, mode= "rb")
people = pickle.load(peopleFile)

... YOUR QUERY CODE HERE...
```

---

Lecture 8

- **OnLine Analytical Processing (OLAP)**
- **OnLine Transaction Processing (OLTP)**
- Data Warehouse
- Multidimensional data — The Data Cube
- Star Schema
Yet another class of read-oriented databases

<table>
<thead>
<tr>
<th>OLAP</th>
<th>OLTP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supports</td>
<td>analysis</td>
</tr>
<tr>
<td>Data is</td>
<td>historical</td>
</tr>
<tr>
<td>Transactions mostly</td>
<td>reads</td>
</tr>
<tr>
<td>optimized for</td>
<td>reads</td>
</tr>
<tr>
<td>data redundancy</td>
<td>high</td>
</tr>
<tr>
<td>database size</td>
<td>humongous</td>
</tr>
</tbody>
</table>

Example: Data Warehouse (Decision support)

ETL = Extract, Transform, and Load

- This looks very similar to slide 111!
- But there must be differences that are not illustrated.
- What are these differences?
- This will be the basis of one tripos question.
Limits of SQL aggregation

- Flat tables are great for processing, but hard for people to read and understand.
- Pivot tables and cross tabulations (spreadsheet terminology) are very useful for presenting data in ways that people can understand.
- Note that some table values become column or row names!
- Standard SQL does not handle pivot tables and cross tabulations well.

A very influential paper [G+1997]

Data Cube: A Relational Aggregation Operator Generalizing Group-By, Cross-Tab, and Sub-Totals*

JIM GRAY  
SURAJIT CHAUDHURI  
ADAM BOSWORTH  
ANDREW LAYMAN  
DON REICHART  
MURALI VENKATRAO  

Microsoft Research, Advanced Technology Division, Microsoft Corporation, One Microsoft Way, Redmond, WA 98052

FRANK PELLOW  
HAMID PIRAHESH  
IBM Research, 500 Harry Road, San Jose, CA 95120
From aggregates to data cubes

The Data Cube

- Data modeled as an $n$-dimensional (hyper-) cube
- Each dimension is associated with a hierarchy
- Each “point” records facts
- Aggregation and cross-tabulation possible along all dimensions
Hierarchy for **Location** Dimension

- all
  - region
    - country
      - city
        - office
    - Europe
      - Germany
    - ...
    - North America
      - Spain
    - ...
The Star Schema as a design tool

- In practice fact tables can be very large with hundreds of columns.
- Row-oriented table stores can be very inefficient since a typical query is concerned with only a few columns.

Column-oriented implementations

<table>
<thead>
<tr>
<th>row-store</th>
<th>column-store</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date</td>
<td>Store</td>
</tr>
</tbody>
</table>

+ easy to add/modify a record
- might read in unnecessary data

+ only need to read in relevant data
- tuple writes require multiple accesses

=> suitable for read-mostly, read-intensive, large data repositories

From VLDB 2009 Tutorial: Column-Oriented Database Systems, by Stavros Harizopoulos, Daniel Abadi, Peter Boncz.
Demo Time

We will look at a small 2-dimensional data cube derived from the movie release dates of our relational database. One dimension will be the date (day ∈ month ∈ year) and the other location (country ∈ region ∈ area). The fact table will contain a single fact: the number of movie releases on a given date in a given country. The SQL for the example will be provided on the course website.

Last Slide!

What have we learned?

- Having a conceptual model of data is very useful, no matter which implementation technology is employed.
- There is a trade-off between fast reads and fast writes.
- There is no databases system that satisfies all possible requirements!
- It is best to understand pros and cons of each approach and develop integrated solutions where each component database is dedicated to doing what it does best.
- The future will see enormous churn and creative activity in the database field!
The End

(HTTP://XKCD.COM/327)