
Algorithm 1: Construct1

Input: EventStream S , Attribute Ranges rs , Predicates $preds$ **Output:** Graph $graph$

```
1  $EV \leftarrow \emptyset$ ;
2  $ARVS \leftarrow mkArray(len(rs))$ ; // the set of attribute ranges
3  $FES \leftarrow mkArray(len(rs))$ ; // the set of out-going edges
4  $TES \leftarrow mkArray(len(rs))$ ; // the set of in-going ranges
5 for  $i \leftarrow 0$  until  $len(rs)$  do
6   if  $preds[i].operator \neq "eq"$  then
7      $ARVS[i] \leftarrow rs[i]$ 
8   else
9      $ARVS[i] \leftarrow \emptyset$ 
10   $FES[i] \leftarrow \emptyset$ ;
11   $TES[i] \leftarrow \emptyset$ ;
12 for  $e$  in  $S$  do
13    $EV \leftarrow EV \cup e$  for  $i \leftarrow 0$  until  $len(rs)$  do
14      $lval \leftarrow getLeftOprand(e)$ ;
15      $rval \leftarrow getRightOprand(e)$ ;
16      $FES[i] \leftarrow FES[i] \cup \{lval \rightarrow e\}$ ;
17      $AVS[i] \leftarrow AVS[i] \cup lval$ ;
18     if  $preds[i].operator = "eq"$  then
19       // equal is easy, use no dynamic range
20        $ARVS[i] \leftarrow ARVS[i] \cup rval$ ;
21        $TES[i] \leftarrow TES[i] \cup \{e \rightarrow rval\}$ ;
22     else
23       // not equal, cut range into two and clone edges
24        $r \leftarrow findMatchRange(ARVS[i], rval)$ ;
25        $ARVS[i] \leftarrow ARVS[i] - r$ ;
26        $r1, r2 \leftarrow split(r, preds[i].operator)$ ; // split range
27        $edges \leftarrow edgesEndWith(r)$ ;
28        $TES[i] \leftarrow TES[i] - edges$ ;
29       for  $\{e' \rightarrow r'\}$  in  $edges$  do
30          $TES[i] \leftarrow TES[i] \cup \{e' \rightarrow r1\}$ ;
31          $TES[i] \leftarrow TES[i] \cup \{e' \rightarrow r2\}$ ;
32        $ranges \leftarrow findRanges(ARVS[i], rval, preds[i].operator)$ ;
33       for  $r'$  in  $ranges$  do
34          $TES[i] \leftarrow TES[i] \cup \{e \rightarrow r'\}$ 
35  $V \leftarrow EV$ ;
36  $E \leftarrow \emptyset$ ;
37 for  $i \leftarrow 0$  until  $len(FES)$  do
38    $V \leftarrow V \cup ARVS[i]$ ;
39    $E' = TES[i]$ ;
40   for  $\{v \rightarrow e\}$  in  $FES[i]$  do
41      $r \leftarrow inRange(ARVS[i])$ ;
42      $E' \leftarrow E' \cup \{r \rightarrow e\}$ ;
43    $E \leftarrow E \cup E'$ ;
44  $graph \leftarrow \{V, E\}$ ;
45 return  $graph$ ;
```

Algorithm 2: Construct2

Input: EventStream S , Attribute Ranges rs , Predicates $preds$

Output: Graph $graph$

```
1  $EV \leftarrow \emptyset$ ;
2  $FES \leftarrow mkArray(len(rs))$ ; // the set of out-going edges
3  $TES \leftarrow mkArray(len(rs))$ ; // the set of in-going ranges
4 for  $i \leftarrow 0$  until  $len(rs)$  do
5    $FES[i] \leftarrow \emptyset$ ;
6    $TES[i] \leftarrow \emptyset$ ;
7 for  $e$  in  $S$  do
8    $EV \leftarrow EV \cup e$ ;
9   for  $i \leftarrow 0$  until  $len(rs)$  do
10     $lval \leftarrow getLeftOprand(e)$ ;
11     $rval \leftarrow getRightOprand(e)$ ;
12     $FES[i] \leftarrow FES[i] \cup \{lval \rightarrow e\}$ ;
13    // non equal operators act as equal
14     $sval \leftarrow realVal(preds[i].operator, rval)$ ;
15     $TES[i] \leftarrow TES[i] \cup \{e \rightarrow sval\}$ ;
16  $V \leftarrow EV$ ;
17  $E \leftarrow \emptyset$ ;
18 for  $i \leftarrow 0$  until  $len(rs)$  do
19   // split range based on the in-going edges
20    $KeyedTES \leftarrow keyedDest(TES[i])$ ;
21    $SortedKTES \leftarrow sortedByKey(keyedTES)$ ;
22    $gap \leftarrow 0$ ;
23    $ARV \leftarrow \emptyset$ ;
24   for  $key$  in  $SortedKTES$  do
25      $ARV \leftarrow ARV \cup [gap, key)$ ;
26      $gap \leftarrow key$ ;
27   // reduce edges to ranges
28    $E' \leftarrow \emptyset$ ;
29   for  $\{v \rightarrow e\}$  in  $FES[i]$  do
30      $r \leftarrow inRange(ARV)$ ;
31      $E' \leftarrow E' \cup \{r \rightarrow e\}$ ;
32   for  $\{e \rightarrow v\}$  in  $TES[i]$  do
33      $rs' \leftarrow inRanges(ARV, preds[i].operator)$ ;
34     for  $r$  in  $rs'$  do
35        $E' \leftarrow E' \cup \{e \rightarrow r\}$ ;
36    $V \leftarrow V \cup ARV$ ;
37    $E \leftarrow E \cup E'$ ;
38  $graph \leftarrow \{V, E\}$ ;
39 return  $graph$ ;
```
