

# Database-manager

## **Presentation :**

Toaster's database unit is a ros node design to offer services in order to easily create and manage a sql database dealing with Toaster's facts.

## **Installation :**

First of all you need to install two libraries at your home/devel

TyniXML → to « install » this librarie follow instructions from this link

<http://khayyam.developpez.com/articles/cpp/tinyxml/>

SQLite → go to SQLite home page and download **sqlite-autoconf-\*.tar.gz**

<https://www.sqlite.org/download.html>

then follow these steps

```
$ tar xvfz sqlite-autoconf-3071502.tar.gz
```

```
$ cd sqlite-autoconf-3071502
```

```
$ ./configure --prefix=/usr/local
```

```
$ make
```

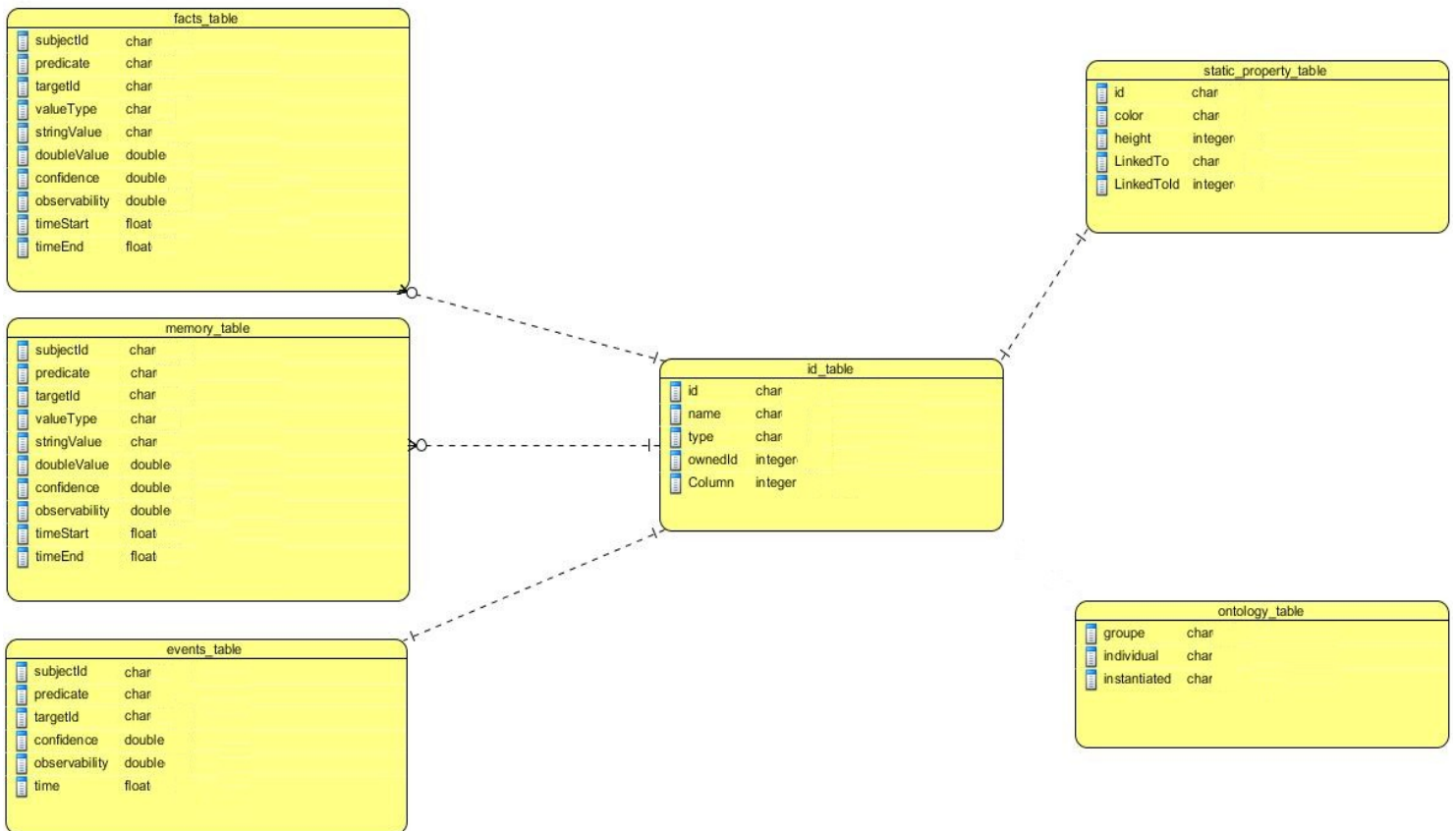
```
$ make install
```

## **Launch and architecture :**

To start database\_manager use the classic rosrund command :

```
$ rosrund database_manager run_client
```

then the following database is created



including informations contained in XML files located at :

...toaster/database\_manager/database

You may need to modify these files to be consistent with your stage.

id\_list.xml                  ontology.xml                  static\_property.xml

There is one fact\_table and one memory\_table for each agent.

Example :

if you add a new agent paul

then fact\_table\_paul and memory\_table\_paul are created

The first entity placed in id\_list.xml will have the main table in the database.

You should notice that the ontology\_table include an adjacency list model :

Example :

groupe	individual	instantiated
color	red	true
agent	human	true
tape	grey_tape	true
viewable	tape	false
tape	red_tape	true

There is a self join between first and second columns.

This also can be seen as a tree :

```
--color
| |--red
|--agent
| |--human
|--viewable
| |--tape
| | |--grey_tape
| | |--red_tape
```

so you need to take care of this features in your queries.

### **What to do with database manager ?**

As soon as database\_manager is started you have acces to all theses services :

#### **Basic services**

- **add\_entity**: Add a new entity in id\_table, create fact and memory tables if the entity is a robot or an human.

- **add\_fact**: Add a fact in main fact table and create a new event, update fact if allready in table. If the fact implements new entities, those are added in id\_table without informations about their type.

Warning : Take care to do not add a fact dealing with a non declared agent.

- **add\_fact\_to\_agent**: Add a fact in a specific fact table and create a new event, update fact if allready in table.

If the fact implements new entities, those are added in id\_table without informations about their type.

Warning : take care to do not add a fact dealing with a non declared agent.

- **remove\_fact**: Delete a fact from the main fact table and add it into the main memory table.

- **remove\_fact\_to\_agent**: Delete a fact from a specific fact table and add it into the relativ memory table.

#### **Get informations from main table**

- **get\_facts**: Send back all facts from main tables (current and passed).

- **get\_fact\_value**: Send back values of a specific fact from main tables.

- **get\_current\_facts**: Send back all facts from main fact table.

- **get\_passed\_facts**: Send back all facts from main memory table.

### Get informations from other agents tables

- `get_facts_from_agent`: Send back all facts relativ to a specific agent (current and passed).
- `get_fact_value_from_agent`: Send back values of a specific fact from a targeted agent.
- `get_current_facts_from_agent` : Send back all facts from a specific fact table.
- `get_passed_facts_from_agent` : Send back all facts from a specific memory table.

### Other usefull services

- `get_properties`: Send back all properties from property table.
- `get_property_value`: Send back values of a specific property from property table.
- `get_agents` : Send back all agents from id\_table (humans and robots).
- `get_all_id` : Send back all elments from id\_table.
- `get_id_value` : Send back all values of a specific element from id\_table.
- `add_event`: Add a new event in event table.
- `get_events`: Send back all events from event table.
- `get_event_value`: Send back values of a specific event.
- `get_ontologies`: Send back all informations from ontology table.
- `get_ontology_values`: Send back values of a specific ontologic group.
- `get_ontology_leaves`: Send back leaves of an ontologic group.
  
- `execute_SQL` : Execute an SQL query, all results of this request are returned in a vector.

## How to use toaster manager ?

To use services provided by database\_manager with console :

Take a look at all actives ros services with the commande

```
$ rosservice list
```

then if you need more details about one of them type

```
$ rossrv show servicename
```

finally to use a service do

```
$ rosservice call servicename
```

and complete request fields if needed.

To use services provided by database\_manager in a ros c++ programm :

First declare a new ros node

```
ros::NodeHandle node;
```

then a new client

```
ros::ServiceClient client =
```

```
node.serviceClient<toaster_msgs::AddFact>("database/add_fact");
```

create your request

```
toaster_msgs::AddFact myRequest;
```

```
myRequest.request.fact.subjectId = "cube";
```

```
myRequest.request.fact.property = "isOn";
```

```
myRequest.request.fact.targetId = "table";
```

call the database serveurur

```
client.call(myRequest);
```

get your results in

```
myRequest.reponse
```

### **How to perform other queries:**

If you did not succeed to do what you want with previous services there is also a specific one allowing you to perform any query of your choice :

```
$ rosservice call /database/SQL_order
```

any SQL request is available except those including : right outer join, left outer join or full outer join.

Here is some usefull patterns you could use for your queries :

to select an element in table :

```
$ SELECT id , name FROM table WHERE type = 'object' AND color = 'red'
```

to get the union of table1 and table2 :

```
$ SELECT id FROM table1  
$ UNION  
$ SELECT id FROM table2
```

to get the intersection of table1 and table2 :

```
$SELECT id FROM table1  
$INTERSECT  
$SELECT id FROM table2
```

or

```
$ SELECT name FROM table1  
$INNER JOIN table2  
$ ON table1.id = table2.id
```

Moreover there is many tutorials dealing with SQLite on internet that can help you to perform more complex queries.