# User-Defined Aggregate Operators in **Tutorial D** and *Rel*

Dave Voorhis <dave *at* reldb *dot* org>

Version 1.06 August 2016

As defined by Date & Darwen in *The Third Manifesto*[[1]](#endnote-1) series of documents, the database language **Tutorial D** supports pre-defined aggregate operators. For example, given the following relvar…

VAR myvar REAL RELATION {x INT, c CHAR} KEY {x};

…containing the following relation…

|  |  |
| --- | --- |
| **x**  ***INTEGER*** | **c**  ***CHARACTER*** |
| 1 | A |
| 2 | A |
| 3 | B |
| 4 | B |
| 5 | B |
| 10 | D |
| 12 | D |

…the following expression…

SUM(myvar, x)

…will return 37.

However, this is not a typical **Tutorial D** operator invocation. The first operand may be any relation, and the second operand may be any attribute expression in the scope of a tuple of the relation. For example, this expression…

SUM(myvar, x \* 2)

…will return 74. Whilst it is reasonable to regard SUM as being an operator that accepts any relation for the first argument (similar to IS\_EMPTY() and the like), there is nothing in **Tutorial D** to represent an unevaluated expression as an operand. Therefore, SUM(myvar, x \* 2) is perhaps better regarded of as a “pseudo” operator invocation that the compiler translates into some conventional – but otherwise less ergonomic – expression and/or operator invocation.

Like SUM, aggregate operators AVG, MIN, MAX, UNION, XUNION, COUNT – and others – are predefined and “built in”, but **Tutorial D** does not define facilities for creating user-defined aggregate operators.

## User-defined Aggregation

Ideally, we would like to be able to create user-defined aggregate operators. The remainder of this paper proposes mechanisms for doing so, which have been prototyped[[2]](#endnote-2) in the *Rel*[[3]](#endnote-3) implementation of **Tutorial D.**

As a first step, we propose a generic aggregate read-only operator invocation that permits in-line specification a user-defined body similar to an operator body. For example:

AGGREGATE(myvar, x);

RETURN VALUE1 + VALUE2;

END AGGREGATE

This expression returns 37, the same as SUM(myvar, x).

It specifies that a hidden accumulator is set to the evaluation of *x* for the first tuple of the first operand to AGGREGATE. For each subsequent tuple in that operand, the accumulator is set to the accumulator + *x.* When there are no more tuples, the accumulator is returned. Its similarity to an operator definition is deliberate, as it is effectively defining an in-line operator similar to (and internally using) another *Rel* extension to **Tutorial D** for defining anonymous operators (aka lambda expressions)[[4]](#endnote-4).[[5]](#footnote-1)

If there are no tuples in the relation, an exception is thrown.

Similarly, the following…

AGGREGATE(myvar, x);

RETURN VALUE1 \* VALUE2;

END AGGREGATE

…specifies that an accumulator is set to the evaluation of *x* for the first tuple in *myvar*. For each subsequent tuple in *myvar*, the accumulator is set to the accumulator \* x.

The code between *AGGREGATE(…); … END AGGREGATE* may be arbitrarily complex, but must return a value of the same type as the second operand to AGGREGATE, which is also the same type as the generated parameters VALUE1 and VALUE2.

(Aside: The unimaginative parameter names VALUE1 and VALUE2 might benefit from being changed to something more intuitive.)

There are circumstances where it is desirable to set the accumulator to a default value, and return it if the relation is empty instead of throwing an exception. Another argument can be passed to AGGREGATE to indicate this identity or initial value, which must also be the same type as the second operand to AGGREGATE. For example…

AGGREGATE(myvar, x, 0);

RETURN VALUE1 + VALUE2;

END AGGREGATE

…will return 0 if myvar is empty, and…

AGGREGATE(myvar, x, 10);

RETURN VALUE1 + VALUE2;

END AGGREGATE

...will return 10 if myvar is empty or 47 if myvar contains the relation described at the beginning of this document.

Just as SUM and the other predefined aggregate operators may be used in the SUMMARIZE operator, AGGREGATE may be used too. For example, the following…

SUMMARIZE myvar BY {c}: {  
 total := AGGREGATE(x); RETURN VALUE1 + VALUE2; END AGGREGATE  
}

…returns:

|  |  |
| --- | --- |
| **c**  ***CHARACTER*** | **total**  ***INTEGER*** |
| A | 3 |
| B | 12 |
| D | 22 |

As with AGGREGATE when used outside of SUMMARIZE, an optional second argument can be passed to set an initial value. For example, the following…

SUMMARIZE myvar BY {c}: {  
 total := AGGREGATE(x, 100); RETURN VALUE1 + VALUE2; END AGGREGATE  
}

…returns:

|  |  |
| --- | --- |
| **c**  ***CHARACTER*** | **total**  ***INTEGER*** |
| A | 103 |
| B | 112 |
| D | 122 |

## User-defined Aggregate Operators in *Rel*

Whilst AGGREGATE provides an effective way to create user-defined aggregations on a one-off basis, we’d ideally like to be able to define new general-purpose aggregate operators that can be reused.

In *Rel*, every aggregate operator *<op>* is defined as a corresponding operator with the generic signature:

AGGREGATE\_*<op>*(RELATION {AGGREGAND <type>, AGGREGATION\_SERIAL}) RETURNS <type2>

For example, the operator invoked by SUM(myvar, x) is defined with the specific signature[[6]](#endnote-5):

*AGGREGATE\_SUM(RELATION {AGGREGAND INT, AGGREGATION\_SERIAL}) RETURNS INT*

Likewise, the operator invoked by AVG(myvar, x) is defined with the signature:

*AGGREGATE\_AVG(RELATION {AGGREGAND INT, AGGREGATION\_SERIAL}) RETURNS RATIONAL*

The *Rel* compiler converts an expression like SUM(myvar, x \* 10) to an invocation of AGGREGATE\_SUM(RELATION {AGGREGAND INT, AGGREGATION\_SERIAL INT}) RETURNS INT by:

1. Extending myvar with two new attributes:

* 1. A new attribute named AGGREGAND whose value is the result of evaluating x \* 10;
  2. A new attribute named AGGREGATION\_SERIAL that has a unique integer for each tuple. The presence of this attribute ensures that duplicate values of AGGREGAND are retained.

2. Projecting away all attributes except AGGREGAND and AGGREGATION\_SERIAL; and

3. Invoking AGGREGATE\_SUM with the result.

Of course, AGGREGATE\_SUM is a conventional operator, and new operators like it can be defined by the user. For example, we might want to define an aggregate operator so that an invocation like SUM(myvar, c) will work. To do so, we’ll define a new aggregate operator:

OPERATOR AGGREGATE\_SUM(r RELATION {AGGREGAND CHARACTER, AGGREGATION\_SERIAL INTEGER}) RETURNS CHARACTER;

RETURN

AGGREGATE (r, AGGREGAND);

RETURN VALUE1 || VALUE2;

END AGGREGATE;

END OPERATOR;

We’ve used AGGREGATE, described above, to implement this new aggregation operator.

Once implemented, we can use the new operator via expressions like the following…

SUM(myvar, c || ' blah ')

…which evaluates to the string:

A blah A blah B blah B blah B blah D blah D blah[[7]](#endnote-6)

Noting again that an aggregate operator invocation like AGGREGATE(myvar, x) can have an optional final operand for specifying an initial value like AGGREGATE(myvar, x, 0), the initial value can be accepted as an additional parameter on a user-defined aggregate operator. For example, this is a definition for AGGREGATE\_SUM that accepts the initial value:

OPERATOR AGGREGATE\_SUM(r RELATION {AGGREGAND CHARACTER, AGGREGATION\_SERIAL INTEGER}, initial CHARACTER) RETURNS CHARACTER;

RETURN

AGGREGATE (r, AGGREGAND, initial);

RETURN VALUE1 || VALUE2;

END AGGREGATE;

END OPERATOR;

## User-defined Aggregate Operator Invocations

Imagine that we wanted to define an aggregate operator for calculating the population standard deviation of a set of integers. We might define the aggregate operator as:

OPERATOR AGGREGATE\_STDEV(data RELATION {AGGREGAND INTEGER, AGGREGATION\_SERIAL INTEGER}) RETURNS RATIONAL;

RETURN WITH (

mean := AVG(data, AGGREGAND),

squarediffs := EXTEND data: {

squaredifference :=

WITH (difference := CAST\_AS\_RATIONAL(AGGREGAND) - mean):

difference \* difference

}

): SQRT(AVG(squarediffs, squaredifference));

END OPERATOR;

We can invoke it directly with an appropriate operand type:

**AGGREGATE\_STDEV(**

**REL {**

**TUP {AGGREGAND 1, AGGREGATION\_SERIAL 1},**

**TUP {AGGREGAND 2, AGGREGATION\_SERIAL 2},**

**TUP {AGGREGAND 3, AGGREGATION\_SERIAL 3},**

**TUP {AGGREGAND 4, AGGREGATION\_SERIAL 4}**

**}**

**)**

1.118033988749895

However, that’s not particularly ergonomic for general use. Ideally, we’d like to be able to invoke it as:

STDEV(myvar, x)

Unlike SUM, AVG, and the other predefined aggregate operators, STDEV is not part of the **Tutorial D** specification. Therefore, the compiler can’t know – by default, at least – that STDEV (or any other user-defined aggregate operator) should necessarily be treated as an aggregate operator invocation. Whilst aggregate operator invocations within SUMMARIZE can unambiguously be recognised by the compiler’s implementation of SUMMARIZE – and thus automatically translated into an appropriate invocation of AGGREGATE\_STDEV – direct invocation of “pseudo” aggregate operators like STDEV requires additional compiler and/or language support.

There are various means by which this could be achieved. In *Rel*, this is accomplished by requiring the user to prefix user-defined aggregate operator invocations with the keyword AGGREGATE. So, whilst the following is not a valid expression for obtaining the standard deviation of myvar’s *x* attribute:

STDEV(myvar, x)

The following is valid:

AGGREGATE STDEV(myvar, x)

This style of AGGREGATE invocation supports an optional third argument, as follows:

AGGREGATE STDEV(myvar, x, 1)

It requires a corresponding operator definition with the signature:

OPERATOR AGGREGATE\_STDEV(r RELATION {AGGREGAND INTEGER, AGGREGATION\_SERIAL INTEGER}, i *<type>*) RETURNS RATIONAL;

Where <type> may be any type. This is intended to provide an initial or default value, but may be used for any purpose appropriate to the user-defined aggregate operator.

User-defined aggregate operators may be invoked by SUMMARIZE, so the following is valid:

SUMMARIZE myvar BY {c}: {stdev := STDEV(x)}

Note that the AGGREGATE prefix is not required in SUMMARIZE, as it is when invoking an aggregate operator outside of SUMMARIZE.

An optional initial or default (or other purpose) value may be passed, assuming an appropriate user-defined aggregate operator has been defined. For example:

SUMMARIZE myvar BY {c}: {stdev := STDEV(x, 1)}

**Tutorial D** defines some built-in aggregate operators has having two versions, e.g., SUM and SUMD, or AVG and AVGD. The operators ending with ‘D’ may only be invoked inside SUMMARIZE, and represent an invocation that eliminates duplicate tuples from the attribute expression. To express the equivalent when invoking a user-defined aggregate operator, the keyword DISTINCT must prefix the attribute expression. For example:

SUMMARIZE myvar BY {c}: {stdev := STDEV(DISTINCT x)}

This may also be used with an initial or default (or other purpose) value. For example:

SUMMARIZE myvar BY {c}: {stdev := STDEV(DISTINCT x, 1)}

END

# Endnotes

1. See <http://www.thethirdmanifesto.com> [↑](#endnote-ref-1)
2. The facilities described in this paper are available in *Rel* version 3.000, which as of August 2016, is not yet released. [↑](#endnote-ref-2)
3. See <http://reldb.org> [↑](#endnote-ref-3)
4. See <http://reldb.org/docs/AnonymousAndFirstClassOperatorsInTutorialD.pdf> [↑](#endnote-ref-4)
5. The syntax above is essentially a shorthand for:

   AGGREGATE(myvar, x, OPERATOR (VALUE1 INT, VALUE2 INT) RETURNS INT; RETURN VALUE1 + VALUE2; END OPERATOR))

   I.e., it is:

   AGGREGATE(myvar, x~~, OPERATOR (VALUE1 INT, VALUE2 INT~~) ~~RETURNS INT~~; RETURN VALUE1 + VALUE2; END ~~OPERATOR)~~) [↑](#footnote-ref-1)
6. There’s a little bit of fiction here. The operator *actually* has the name AGGREGATE\_SUM\_INTEGER, for reasons irrelevant to this discourse. For the sake of understanding this paper, it is sufficient to regard the operator as being named AGGREGATE\_SUM. [↑](#endnote-ref-5)
7. Of course, relations have no tuple order, so the resulting string is indeterminate. User-defined aggregate operators may need to use ORDER(…) to impose an ordering on tuples by converting relations to ARRAYs. [↑](#endnote-ref-6)