```
Qı
```

(1) The advantage is that data wavehouse has fast Query Response which could save users' time. In addition, the data wavehouse is usually requires less storage space that database.

The disadvantage is that selective Materialization Decision Problem is NP-hard, the main objective is either the minization of a cost function or a constraint, a constraint can be user oriented or system oriented.

(2) According to the "Selection of views to Materialize in a Data warehouse" Himanshu Gupta,

Inner-Level Greedy Algorithm (the paper I searched online)
Given Gi, a view graph with Indexes, and S, the space constraint.

1 Begin

4

ţ

Ь

10

2 $M = \phi$ /* M = Set of structures selected so for */

3 while (S(m) < s)

C = 0; /* Best set containing a view and some of its indexes

for each view UT not In M

IG = { UT }; /* IG = Set of UT and Some of Its Indexes in a greedy manner

while(Scig)<5) /* Construct IG */

Let Iic be the index of vi whose benefit per unit space

IG = IGUIic

end while

if (B(IG,M)/S(IG) > B(C,M)/ICI/or C = \$\phi\$ /* B(IG,M) = Gain(MUIG, S). Which is the same mediates

12 $C = IG_i$; if end while

13 end for 16 return M

14 M=MUC

Each stage can be thought of as consisting of two phrases. In the first phase, for each view view construct a set IGi which initially contains only the view. Then one by one its indexes are added to IGi in the order of their incremental benefits until the benefit per unit space of IGi with respect to M, the set of structures selected till this stage, reach its maximum. That IGi having the maximum benefit per unit space with respect to M is chosen as C. In the second phase, an index whose benefit per unit space is the maximum with respect to M is selected. The benefit per unit space of the selected index is compared with that of C, and the better one is selected for addition to m. (After done Qi, my mindset changed a little bit, just feel like I am Lagranged)