INFOH415 - Advanced Databases

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This is a summary of the course *Advanced Databases* taught at the Université Libre de Bruxelles by Professor Esteban Zimanyi in the academic year 22/23. Most of the content of this document is adapted from the course notes by Zimanyi, [1], so I won't be citing it all the time. Other references will be provided when used.

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1 Introduction

Traditionally, DBMS are **passive**, meaning that all actions on data result from explicit invocation in application programs. In contrast, **active DMBS** can perform actions automatically, in response to monitored events, such as updates in the database, certain points in time or defined events which are external to the database.

Integrity constraints are a well-known mechanism that has been used since the early stages of SQL to enhance integrity by imposing constraints to the data. These constraints will only allow modifications to the database that do not violate them. Also, it is common for DBMS to provide mechanisms to store procedures, in the form of precompiled packets that can be invoked by the user. These are usually caled **stored procedure**.

The active database technology make an abstraction of these two features: the **triggers**.

Definition 1.1. A **trigger** or, more generally, an **ECA rule**, consists of an event, a condition and a set of actions:

- **Event**: indicates when the trigger must be called.
- **Condition**: indicates the checks that must be done after the trigger is called. If the condition is fulfilled, then the set of actions is executed. Otherwise, the trigger does not perform any action.
- **Actions**: performed when the condition is fullfilled.

Example 1.1. A conceptual trigger could be like the following:

Event	A customer has not paid 3 invoices at the due date.
Condition	If the credit limit of the customer is less than 20000€.
Action	Cancel all curernt orders of the customer.

There are several aspects of the semantics of an applications that can be expressed through triggers:

- Static constraints: refer to referential integrity, cardinality of relations or value restrictions.
- Control, business rules and workflow management rules: refer to restrictions imposed by the business requirements.
- Historical data rules: define how historial data has to be treated.
- Implementation of generic relationships: with triggers we can define arbitrarily complex relationships.
- Derived data rules: refer to the treatment of materialized attributes, materialized views and replicated data.
- Access control rules: define which users can access which content and with which permissions.
- Monitoring rules: assess performance and resource usage.

The benefits of active technology are:

- Simplification of application programs by embedding part of the functionality into the database using triggers.
- Increased automation by the automatic execution of triggered actions.
- Higher reliability of data because the checks can be more elaborate and the actions to take in each case are precisely defined.
- Increased flexibility with the possibility of increasing code reuse and centralization of the data management.

2 Representative Systems and Prototypes

Even though this basic model is simple and intuitive, each vendor proposes its own way to implement triggers, which were not in the SQL-92 standard. We are going to study Starbust triggers, Oracle triggers and DB2 triggers.

2.1 Starbust

Starbust is a Relational DBMS prototype developed by IBM. In Starbust, the **triggers** are defined with the following definition of their components:

- **Event**: events can refer to data-manipulation operations in SQL, i.e. INSERT, DELETE or UPDATE.
- **Conditions**: are boolean predicates in SQL on the current state of the database after the event has occurred.
- **Actions**: are SQL statements, rule-manipulation statements or the ROLLBACK operation.

Example 2.1. *'The salary of employees is not larger than the salary of the manager of their department.'*

The easiest way to maintain this rule is to rollback any action that violates it. This restriction can be broken (if we focus on modifications on the employees only) when a new employee is inserted, when the department of an employee is modified or when the salary of an employee is updated. Thus, a trigger that solves this could have these actions as events, then it can check whether the condition is fullfilled or not. If it is not, then the action can be rollback to the previous state, in which the condition was fullfilled.

```
CREATE RULE Mgrsals ON Emp
WHEN INSERTED, UPDATED(Dept), UPDATED(Salary)
IF EXISTS (
  SELECT *
  FROM Emp E, Dept D, EMP M
  WHERE E.Dept = D.Dept --Check the correct department
      AND E.Sal > M.Sal --Check the salary condition
      AND D.Mgr = M.Name --Check the manager is the correct one
  )
THEN ROLLBACK;
```

The syntax of Starbust's rule definition is as described in Table 1. As we can see, rules have an unique name and each rule is associated with a single relation. The events are defined to be only database updates, but one rule can have several events defined on the target relation.

The same event can be used in several triggers, so one event can trigger different actions to be executed. For this not to produce an unwanted outcome, it is possible to establish the order in which different triggers must be executed, by using the PRECEDES and FOLLOWS declarations. The order defined by this operators is partial (not all triggers are comparable) and must be acyclic to avoid deadlocks.

```
CREATE RULE <rule-name> ON <relation-name>
WHEN <list of trigger-events>
[IF <condition>]
THEN <list of SQL-statements>
[PRECEDES <list of rule-names>]
[FOLLOWS <list of rule-names>];

where
  <trigger-event> := INSERTED | DELETED | UPDATED [<attributes>]
```

Table 1: Starbust's rule definition syntax.

Example 2.2. *'If the average salary of employees gets over 100, reduce the salary of all employees by 10%.'*

In this case, the condition can be violated when a new employee is inserted, when an employee is deleted or when the salary is updated. Now, the action is not to rollback the operation, but to reduce the salary of every employee by 10%.

First, let's exemplify the cases in which the condition is violated. Imagine the following initial state of the table Emp:

Name	Sal
John	50
Mike	100
Sarah	120

The average salary is 90, so the condition is fullfilled.

- `INSERT INTO Emp VALUES('James', 200)`

  The average salary would be 117,5 and the condition is not fullfilled.

- `DELETE FROM Emp WHERE Name='John'`

  The average salary would be 110 and the condition is not fullfilled.

- `UPDATE Emp SET Sal=110 WHERE Name='John'`

  The average salary would be 110 and the condition is not fullfilled.

The trigger could be defined as:

```
CREATE RULE SalaryControl ON Emp
WHEN INSERTED, DELETED, UPDATED(Sal)
IF
  (SELECT AVG(Sal) FROM Emp) > 100
THEN
  UPDATE Emp
  SET Sal = 0.9*Sal;
```

Note, nonetheless, that for the first example, we would get the following result:

Name	Sal
John	45
Mike	90
Sarah	108
James	180

Here, the mean is 105.75, still bigger than 100. We will see how to solve this issue later.

2.1.1 Starbust Semantics

At this point, it is interesting to bring some definitions up to scene:

Definition 2.1. A **transaction** is a sequence of statements that is to be treated as an atomic unit of work for some aspect of the processing, i.e., a transaction either executes from beginning to end, or it does not execute at all.

Definition 2.2. A **statement** is a part of a transaction, which expresses an operation on the database.

Definition 2.3. En **event** (in a more precise way than before) is the occurrence of executing a statement, i.e., a request for executing an operation on the database.

Thus, rules are triggered by the execution of operations in statements. In Starbust, rules are **statement-level**, meaning they are executed once per statement, even for statements that trigger events on several tuples. In addition, the execution mode is **deffered**. This means that all rules triggered during a transaction are placed in what is called the **conflict set** (i.e. the set of triggered rules). When the transaction finishes, all rules are executed in triggering order or in the defined order, if there is one. Nonetheless, if the need for a rule executing during a transaction exists, we can use the PROCESS RULES declaration, which executes all rules in the conflict set.

The algorithm for executing all rules after the transaction finished or PROCESS RULES is called is described in Algorithm 1. As we can see, rule processing basically involves 3 stages:

1. **Activation**: the event in the rule requests the execution of an operation and this is detected by the system.

2. **Consideration**: the condition of the rule is evaluated.
3. **Execution**: if the condition is fullfilled, the action in the rule is executed.

```
while CS is not empty
  select R in CS with highest priority
  delete R from CS
  if R.condition is TRUE
    execute R.action
```

Algorithm 1: processRules(conflict set CS)

2.1.2 Correctness of rules

Definition 2.4. The **repeatability of the execution** is the property that ensures that the system behaves in the same way when it receives the same input transaction in the same database state, i.e., the results are deterministic.

As we have seen before, rule definitions specify a partial order for execution, but several rules may have highest priority at the moment of selection. To achieve repeatability, the system maintains a total order, based on the user-defined partial order and the timestamps of the creation of the rules.

Definition 2.5. The **termination of rule execution** is reached when an empty conflict set is obtained.

Note that the execution of the rules may trigger more rules, this could cause **nontermination**, if two rules call each other in a cycle. Thus, ensuring termination is one of the main problems of active-rule design.

Example 2.3. Return to the previous example. We saw how the first of the examples did not end up fullfilling the condition, but it is because we did not take into account that the rule would trigger itself because it updates the Salary of Emp. Thus, the insertion and subsequent execution of the rule triggered gave us:

Name	Sal
John	45
Mike	90
Sarah	108
James	180

As we have updated the salaries, the rule is triggered again. The condition would be fullfilled, 105.75>100 and the salaries would be modified again, arriving to the table as:

Name	Sal
John	41.5
Mike	81
Sarah	97.2
James	162

As the salaries ahve been updated again, the rule is triggered once more. Now, the mean is $95.425 < 100$, so the condition is not met and the actions are not executed. The rule has terminated.

In this case, termination is ensured because all values are decreased by 10%. This implies that the mean is also decreased by 10%. Thus, no matter how high the mean is at the beginning, at some point it will go below 100, because $0.9x < x,\ \forall x > 0$.

Remark 2.1. In general, guaranteeing termination is responsibility of the programmer is not an easy task.

Definition 2.6. A rule is **correct** (or possesses the correctness property) if it ensures repeatability and termination, taking into account the rest of factors in the database (other rules, domain of the attributes, structure of the tables,...).

2.1.3 State transitions and net effect

A transaction causes a state transition of the database, in the form of an addition, suppression of modification of one or more tuples of the database.

Before the transaction commits, the system stores two temporary **transition relations**, that contain the tuples affected by the transition. This tables are:

- INSERTED: for each event, it stores newly inserted tuples and the new form of tuples that have been modified.
- DELETED: for each event, it stores deleted tuples and the old form of tuples that have been modified.

Definition 2.7. The **net effect** of a transaction on a tuple is the composed effect of the transaction on the tuple, from the starting state to the end of the transaction.

Example 2.4. Some simple net effects:

- The sequence `INSERT` → `UPDATE` → `...` → `UPDATE` → `DELETE` on a newl tuple, has null effect: the tuple was not in the database at the beginning, and it is not there at the end.
- The sequence `INSERT` → `UPDATE` → `...` → `UPDATE` on a new tuple, has the same net effect as inserting the tuple with the values given in the last update.
- The sequence `UPDATE` → `...` → `UPDATE` → `DELETE` on an existing tuple, has the same net effect as just deleting it.

Remark 2.2. Rules consider the net effect of transactions between two database states, so each tuple appears at most once in each temporary table.

Example 2.5. Let's see the INSERTED and DELETED tables of our example. We start with the table

Name	Sal
John	50
Mike	100
Sarah	120

And perform `UPDATE Emp SET Sal=110 WHERE Name='John'.` If we accessed the temporary tables now, we would see:

INSERTED		DELETED	
Name	Sal	Name	Sal
John	110	John	50

Now, the rule is triggered because salary has been updated. The condition is met and the action is launched. If we accessed the temporary tables now, we would see:

INSERTED		DELETED	
Name	Sal	Name	Sal
John	99	John	50
Mike	90	Mike	100
Sarah	108	Sarah	120

Note how the first tuple in INSERTED shows only the net effect on the tuple.

With this definitions, we can give a more precise definition of rule triggering:

Definition 2.8. A rule is **triggered** if any of the transition relations corresponding to its triggering operations is not empty.

A great feature of rules is that it is possible to reference the transition tables, which can be very useful in many occasions.

Example 2.6. Now, imagine we want to add the rule *'If an employee is inserted with a salary greater than 100, add the employee to the table of hifh paid employees'*. This rule could be defined as:

```
CREATE RULE HighPaid ON Emp
WHEN
IF
  EXISTS (SELECT * FROM INSERTED WHERE Sal > 100)
THEN
  INSERT INTO HighPaidEmp
  (SELECT * FROM INSERTED WHERE Sal > 100)
FOLLOWS SalaryControl;
```

When we insert (James, 200), the tuple is inserted and the rules SalaryControl and HighPaid are triggered. Because we have defined HighPaid to follow SalaryControl, the latter would execute earlier. Now, SalaryControl, as we saw, would trigger more instances of the same rule, which would be all executed before HighPaid. At the end, as all employees would have been modified, all of them with a salary bigger than 100 would be added to the table HighPaidEmp because of this new rule. In this case, only James fullfills the condition.

2.1.4 More Starbust commands

```
1) DEACTIVATE RULE <rule-name> ON <table-name>
    Makes the specified rule not to be taken into account.

2) ACTIVATE RULE <rule-name> ON <table-name>
    Makes the specified rule to be taken into account.

3) DROP RULE <rule-name> ON <table-name>
    Deletes the specified rule.

4) CREATE RULESET <ruleset-name>
    Creates a ruleset, i.e., a set of related rules.

5) ALTER RULESET <ruleset-name> [ADDRULES <rule-names>] [DELRULES <rule-names>]
    Allows to add or delete rules to/from a ruleset.

6) DROP RULESET <ruleset-name>
    Deletes the specified ruleset (but not the rules).

7) PROCESS RULES
    Processes all active rules.

8) PROCESS RULESET <ruleset-name>
    Process a specified ruleset, if it is active.

9) PROCESS RULE <rule-name>
    Process a specified rule, if it is active.
```

Table 2: Starbust's rule commands.

2.2 Oracle

In Oracle, the term used is TRIGGER. Triggers in Oracle respond to modification operations (INSERT, DELETE, UPDATE) to a relation, just as in Starburst.

The triggers in Oracle can be defined for different granularities:

- **Tuple-level**: the rule is triggered once for each tuple concerned by the triggering event.
- **Statement-level**: the rule is triggered only once even if several tuples are involved.

Also, the execution mode of triggers in Oracle is **immediate**, meaning they are executed just after the event has ben requested, in contrast to Starburst, in which the execution mode is referred, as we saw. This allows for rules to be executed before, after or even instead of the operation of the triggering event. In 3, the definition syntax of triggers in Oracle is detailed. Some notes:

- The BEFORE or AFTER commands define when the rule should execute in relation to the events that trigger it.
- If FOR EACH ROW is written, then the trigger is a tuple-level trigger, and it is activated once for each tuple concerned.
  - This is useful if the code in the actions depends on data provided by the triggering statement or on the tuples affected.
  - The INSERTING, DELETING and UPDATING statements may be used in the action to check which triggering event has occurred.
  - OLD and NEW reference the old value of the tuple (if it is update or delete) and the new value of the tuple (if it is update or insert).
  - The condition consists of a simple predicate on the current tuple.
- If FOR EACH ROW is not written, then the trigger is a statement-level trigger, and it is activated once for each triggering statement even if several tuples are involved or no tuple is updated.
  - In this case, OLD and NEW are meaningless.
  - This is useful if the code of the actions does not depend on the data provided by the triggering statement nor the tuples affected.
  - It does not have a condition part[1].
  - It does not have the possibility to refer to intermediate relations as in Starbust[1].
- Oracle triggers can execute actions containing arbitrary PL/SQL[2] code (not just SQL as in Starburst).

```
CREATE TRIGGER <trigger-name> {BEFORE|AFTER} <list of trigger-events>
ON <table-name>
[REFERENCING <references>]
[FOR EACH ROW]
[WHEN (<condition>)]
<actions>;

where
  <trigger-event> := INSERT | DELETE | UPDATE [OF <column-names>]
  <references> := OLD as <old-tuple-name> | NEW as <new-tuple-name>
  <actions> := <PL/SQL block>
```

Table 3: Oracle's rule definition syntax.

Example 2.7. Row-level AFTER trigger.
Imagine we have two tables:

- `Inventory(Part, PartOnHand, ReorderPoint, ReorderQty)`
- `PendingOrders(Part, Qty, Date)`

We want to define a rule that whenever a PartOnHand is modified, and its new value is smaller than the ReorderPoint (i.e. we have less parts than the threshold to order more parts), we add a new record to PendingOrders as a new order for this part and the required quantity, if it is not already done. This can be done as follows:

```
CREATE TRIGGER Reorder
AFTER UPDATE OF PartOnHand ON Inventory
FOR EACH ROW
WHEN (New.PartOnHand < New.ReorderPoint)
  DECLARE NUMBER X;
  BEGIN
```

[1] It is not clear why Oracle engineers made it like this.
[2] PL/SQL extends SQL by adding the typical constructs of a programming language.

```
    SELECT COUNT(*) INTO X
    FROM PendingOrders
    WHERE Part = New.Part;

    IF X=0 THEN
      INSERT INTO PendingOrders VALUES (New.Part, New.ReorderQty, SYSDATE)
    ENDIF;
  END;
```

Let's apply the rule to see how it works. Let's say our table Inventory is:

Part	PartOnHand	ReorderPoint	ReorderQty
1	200	150	100
2	780	500	200
3	450	400	120

If we execute the following transaction on October 10, 2000:

```
UPDATE Inventory
SET PartOnHand = PartOnHand - 70
WHERE Part = 1;
```

Then the tuple `(1,100,2000-10-10)` would be inserted into PendingOrders.

The algorithm for executing rules in Oracle is shown in Algorithm 2. As we can see, statement-level triggers are executed before/after anything else, and row-level triggers are executed before/after each affected tuple is modified. Note that the executions needs to take into account the priority among triggers, but only those of the same granularity (row vs statement) and type (before vs after).

```
For each STATEMENT-LEVEL BEFORE trigger
  Execute trigger

For each row affected by the triggering statement
  - For each ROW-LEVEL BEFORE trigger
    Execute trigger
  - Execute the modification of the row
  - Check row-level constraints and assertions
  - For each ROW-LEVEL AFTER trigger
    Execute trigger

Check statement-level constraints and assertions

For each STATEMENT-LEVEL AFTER trigger
  Execute trigger
```

Algorithm 2: processRules

2.2.1 Oracle semantics

- The action part may activate other triggers. In that case, the execution of the current trigger is suspended and the others are considered using the same algorithm. There a maximum number of cascading triggerss, set at 32. When this maximum is reached, execution is suspended and an exception is raised.
- If an exception is raised or an error occurs, the changes made by the triggering statement and the actions performed by triggers are rolled back. This means that Oracle supports partial rollback instead of transaction rollback.

2.2.2 Instead-of triggers

This is another type of Oracle trigger, in which the action is carried out inplace of the statement that produced the activating event. These triggers are typically used to update views and they need to be carefully used, because changing one action Y for an action X can sometimes have unexpected behaviors.

Example 2.8. An Instead-of trigger:

```
CREATE TRIGGER manager-insert
INSTEAD OF INSERT ON Managers
REFERENCING NEW AS n
FOR EACH ROW
  UPDATE Dept d
  SET mgrno = n.empno
  WHERE d.deptno = n.deptno;
```

This trigger automatically updates the manager of a department when a new manager is inserted.

2.3 DB2

In DB2, every trigger monitors a single event, and are activated immediately, BEFORE or AFTER their event. They can be defined row-level or statement-level, as in Oracle. But in this case state-transition values can be accessed in both granularities:

- OLD and NEW refer to tuple granularity, as in Oracle.
- OLD_TABLE and NEW_TABLE refer to table granularity, like the DELETED and INSERTED in Starburst.

DB2's triggers cannot execute data definition nor transactional commands. They can raise errors which in turn can cause statement-level rollbacks.

The syntax is as in Table 4.

```
CREATE TRIGGER <trigger-name> {BEFORE|AFTER} <trigger-event>
ON <table-name>
[REFERENCING <references>]
FOR EACH {ROW|STATEMENT}
WHEN (<SQL-condition>)
<SQL-procedure-statements>;

where
  <trigger-event> := INSERT | DELETE | UPDATE [OF <column-names>]
  <references> := OLD as <old-tuple-name> | NEW as <new-tuple-name> |
      OLD_TABLE as <old-table-name> | NEW_TABLE as <new-table-name>
```

Table 4: DB2's rule definition syntax.

The processing is done as in Algorithm 3. Note that:

- Steps 1) and 6) are not required when S if part of an user transaction.
- If an error occurs during the chain processing of S, then the prior DB state is restored.
- IC refers to Integrity Constraints.

2.3.1 DB2 semantics

- **Before-triggers**: these are used to detect error conditions and to condition input values. They are executed entirely before the associated event and they cannot modify the DB (to avoid recursively activating more triggers).
- **After-triggers**: these are used to embed part of the application logic in the DB. The condition is evaluated and the action is possibly executed after the event occurs. The state of the DB prior to the event can be reconstructed from transition values.
- Several triggers can monitor the same event.
- In this case, the order is total and entirely based on the creation time of the triggers. Row-level and statement-level triggers are intertwined in the total order.

```
WHEN triggers ACTIVATE each other:
  IF a modification statement S in the action A of a trigger causes event E:
    1) SUSPEND execution of A, SAVE its data on a stack
    2) COMPUTE OLD and NEW relative to E
    3) EXECUTE BEFORE-triggers relative to E, update NEW
    4) APPLY NEW transition values to DB.
       FOR EACH IC violated by current state with action Aj:
      a) COMPUTE OLD and NEW relative to Aj
      b) EXECUTE BEFORE-triggers relative to Aj, update NEW
      c) APPLY NEW transition values to DB
      d) PUSH ALL AFTER-triggers relative to Aj into
         a queue of suspended triggers
    5) EXECUTE ALL AFTER-triggers relative to E
      IF ANY of them contains action Aj invoking other triggers:
        REPEAT RECURSIVELY
    6) POP from the stack the data for A, continue its evaluation
```

Algorithm 3: processRules

- If the action of a row-level trigger has several statements, they are all executed for one tuple before considering the next one.

Example 2.9. Imagine we have the following two tables:

Part		
PartNum	Supplier	Cost
1	Jones	150
2	Taylor	500
3	HDD	400
4	Jones	800

Distributor		
Name	City	State
Jones	Palo Alto	CA
Taylor	Minneapolis	MN
HDD	Atlanta	GA

And there is a referential integrity constraint that requires Part Suppliers to be also distributors, with HDD as a default Supplier:

```
FOREIGN KEY (Supplier)
  REFERENCES Distributor(Name)
  ON DELETE SET DEFAULT;
```

Then, the following trigger is a row-level trigger that rollbacks when updating Supplier to NULL:

```
CREATE TRIGGER OneSupplier
BEFORE UPDATE OF Supplier ON Part
REFERENCING NEW AS N
FOR EACH ROW
WHEN (N.Supplier is NULL)
  SIGNAL SQLSTATE '70005' ('Cannot change supplier to NULL');
```

2.4 SQL Server

In SQL Server, a single trigger can run multiple actions, and it can be fired by more than one event. Also, triggers can be attached to tables or views. SQL Server does not support BEFORE-triggers, but it supports AFTER-triggers (they can be defined using the word AFTER or FOR[3]) and INSTEAD OF-triggers.

The triggers can be fired with INSERT, UPDATE and DELETE statements.

The option WITH ENCRYPTION encrypts the text of the trigger in the syscomment table.

Finally, the option NOT FOR REPLICATION ensures that the trigger is not executed when a replication process modifies the table to which the trigger is attached.

The syntax is shown in Table 5.

- **INSTEAD OF-triggers**: are defined on a table or a view. Triggers defined on a view extend the types of updates that a view support by default. Only one per triggering action is allowed on a table or view. Note that views can be defined on other views, and each of them can have its own INSTEAD OF-triggers.

[3]FOR and WITH APPEND are used for backward compatibility, but will not be supported in the future.

```
CREATE TRIGGER <trigger-name> ON <table-name>
[WITH ENCRYPTION]
{FOR | AFTER | INSTEAD OF} <list of trigger-events>
[WITH APPEND]
[NOT FOR REPLICATION]
AS <Transact-SQL-statements>;

where
  <trigger-event> := INSERT | DELETE | UPDATE
```

Table 5: SQL Server's rule definition syntax.

- **AFTER-triggers**: are defined on a table. Modifications to views in which the table data is modified in response, will fire the AFTER-triggers of the table. More than one is allowed on a table. The **order of execution** can be defined using the *sp_settriggerorder* procedure. All other triggers applied to a table execute in random order.

2.4.1 SQL Server Semantics

- Both clases of triggers can be applied to a table.
- If both trigger classes and constraints are defined for a table, the INSTEAD OF-trigger fires first. Then, constraints are processed and finally AFTER-triggers are fired.
- If constraints are violated, INSTEAD OF-trigger's actions are rolled back.
- AFTER-triggers do not execute if constraints are violated or if some other event causes the table modification to fail.
- As stored procedures, triggers can be nested up to 32 levels deep and fired recursively.
- Two transition tables are available: INSERTED and DELETED, which are as in Starburst.
- The IF UPDATE(<column-name> clause determines whether an INSERT or UPDATE event ocurred to the column.
- The COLUMNS_UPDATE() clause returns a bit pattern indicating fhich of the tested columns were isnerted or updated.
- The @@ROWCOUNT function returns the number of rows affected by the previous Transact-SQL statement in the trigger.
- A trigger fires even if no rows are affected by the event. The RETURN command can be used to exit the trigger transparently when this happens.
- The RAISERROR command is used to display error messages.
- There are some Transact-SQL statements that are not allowd in triggers:
  - ALTER, CREATE, DROP, RESTORE and LOAD DATABASE.
  - LOAD and RESTORE LOG.
  - DISK RESIZE and DISK INIT.
  - RECONFIGURE.
- If in a trigger's code it is needed to assign variables, then SET NOCOUNT ON must be included in the trigger code, disallowing the messages stating how many tuples were modified in each operation.

2.4.2 Limitations

- The INSTEAD OF DELETE and INSTEAD OF UPDATE triggers cannot be defined on tables that have a correspoonding ON DELETE or ON UPDATE cascading referential integrity defined.
- Triggers cannot be created on a temporary or system table, but they can be referenced inside other triggers.

2.4.3 Nested and Recursive triggers

SQL Server enables to enable or disable nested and recursive triggers:

- **Nested trigger option**: determines whether a trigger can be executed in cascade. There is a limit of 32 nested trigger operations. It can be set with *sp_configure 'nested triggers', 1 | 0*.
- **Recursive trigger option**: causes triggers to be re-fired when the trigger modifies the same table as it is attached to: the neste trigger option must be set to true. This option can be set with *sp_dboption '<db-name>', 'recursive triggers', 'TRUE' | 'FALSE'*.

  Note that recursion can be **direct** if a trigger activates another instance of itself or **indirect** if the activation sequence is $T_1 \to T_2 \to T_1$. The recursive trigger option only copes with the direct recursion, the indirect kind is dealt with the nested trigger option.

2.4.4 Trigger management

Trigger management includes the task of altering, renaming, viewing, dropping and disabling triggers:

- Triggers can be modified with the ALTER TRIGGER statement, in which the new definition is provided.
- Triggers can be renamed with the *sp_rename* system stored procedure as

  $$sp\_rename\ @objname = <old\text{-}name>,\ @newname = <new\text{-}name>$$

- Triggers can be viewed by querying system tables or by using the *sp_helptrigger* and *sp_helptext* system stored procedures as

  $$sp\_helptrigger\ @tabname = <table\text{-}name>$$

  $$sp\_helptext\ @objname = <trigger\text{-}name>$$

- Triggers can be deleted with the DROP TRIGGER statement.
- Triggers can be enable and disable using the ENABLE TRIGGER and DISABLE TRIGGER clauses of the ALTER TABLE statement.

Example 2.10. Let's work with a database with the following tables:

- `Books(TitleID, Title, Publisher, PubDate, Edition, Cost, QtySold)`
- `Orders(OrderId, CustomerId, Amount, OrderDate)`
- `BookOrders(OrderID, TitleId, Qty)`

Here, Books.QtySold is a derived attribute which keeps track of how many copies of the book has been sold. We can make this updates automatic with the use of the following trigger:

```
1 CREATE TRIGGER update_book_qtysold ON BookOrders
2 AFTER INSERT, UPDATE, DELETE AS
3 -- add if insertion
4   IF EXISTS (SELECT * FROM INSERTED)
5   BEGIN
6     UPDATE Books
7     SET QtySold = QtySold + (SELECT sum(Qty)
8           FROM INSERTED i
```

```
9             WHERE titleId = i.titleId)
10      WHERE titleID IN (SELECT i.titleID FROM INSERTED i)
11    END
12  -- subtract if deletion
13    IF EXISTS (SELECT * FROM DELETED)
14    BEGIN
15  UPDATE Books
16      SET QtySold = QtySold - (SELECT sum(Qty)
17             FROM DELETED d
18             WHERE titleId = d.titleId)
19      WHERE titleID IN (SELECT d.titleID FROM DELETED d)
20    END
```

- When there is an insertion in BookOrders, the trigger fires and adds the corresponding quantity.
- When there is a deletion, the trigger fires and subtracts the corresponding quantity.
- An update creates both tables, so we would add and subtract to cope with the modification.

3 Applications of Active Rules

Rules provide programmers with an effective tool to support both internal applications and external applications:

- **Internal applications**: rules support function provided by specific subsystems in passive DBSMs, such as the management of IC, derived data, replicated data, version maintenance,... Rules can usually be declaratively specified, generated by the system and hidden to the user.
- **External applications**: these refer to the application of business rules to the data stored. Rules allow to perform computations that would usually need to be expressed in application code. In addition, rules provide many times a natural way to model reactive behavior of the data, as rules respond to external events and perform action in consequence. This approach becomes specially interested when rules express central policies, i.e., knowledge common to applications, centralizing the effort and reducing the cost.

Some examples of applications that can benefit from active technology and business rules are:

- Monitoring access to a building and reacting to abnormal circumstances.
- Watching evolution of share values on stock market and triggering trading actions.
- Managing inventory to follow stock variations.
- Managing a netwrok to for energy distribution.
- Airway assignment in air traffic control.

As can be seen from these examples, a frequent case of application-specific rules are **alterters**, whose actions signal certain conditions that occur with ot without changing the database.

3.1 A summary of Integrity Constraints

The **integrity** of a database refers to the consistency and conformity of the data with the database schema and its constraints. Thus, an **integrity constraint** is any assertion on the schema which is not defined in the data-structure aprt of the schema. Constraints declaratively specify conditions to be satisfied by the data at all times, so checking for integrity violations is done for every update of the state of the database.

Integrity constraints can be **static** if the predicates are evaluated on database states or **dynamic** if the predicates are evaluated on state transitions. They can also be classified as **built-in** if they are defined by special DDL (Data Definition Language) constructs (such as keys, nonnull values,...) or **adhoc**, which are arbitrarily complex domain-dependent constraints.

In practice, integrity maintenance is achieved through:

- DBMS checks built-in constraint with automatically generated triggers.

- DBMS supports limited forms of adhoc constraints.
- The remaining constraints are implemented as active rules (triggers).

The process of **rule generation** may be partially automated:

1. The possible causes of violation are the events for the activation of the rule.
2. The declarative formulation of the constraint is the rule condition.
3. To avoid or eliminate the violation, an action is taken. The simplest approach is to rollback the transaction, this is done by **abort rules**, in contrast, the richer approach provides a domain-dependent corrective action, via **repair rules**.

Thus:

- **Abort rules** check that integrity is not violation and prevent the execution of an operation which would cause the violation of the integrity by means of the ROLLBACK command.
- **Repair rules** are more sophisticated than abort rules, because they make use of application-domain semantics to define a set of actions that restore integrity

Example 3.1. Let's do a referential integrity example in Starburst:
We have relations `Emp(EmpNo,DeptNo)` and `Dept(DNo)`. We have the regerential integrity condition

$$Emp\,[DeptNo] \subset Dept\,[DNo]\,,$$

so the possible violations can come from an INSERT into Emp, a DELETE from Dept, and UPDATE of Emp[DeptNo] and an update of Dept[Dno]. The condition on tuples of Emp for not violating the constraint is:

```
EXISTS (SELECT * FROM Dept WHERE DNo = Emp.DeptNo)
```

Its denial form, so the constraint is violated is:

```
NOT EXISTS (SELECT * FROM Dept WHERE DNo = Emp.DeptNo)
```

Thus, we can create abort rules as:

```
CREATE RULE DeptEmp1 ON Emp
WHEN INSERTED, UPDATED(DeptNo)
IF EXISTS (SELECT * FROM Emp
    WHERE NOT EXISTS (SELECT * FROM Dept WHERE DNo=Emp.DeptNo))
THEN ROLLBACK;

CREATE RULE DeptEmp2 ON Dept
WHEN DELETED, UPDATED(DNo)
IF EXISTS (SELECT * FROM Emp
    WHERE NOT EXISTS (SELECT * FROM Dept WHERE DNo=Emp.DeptNo))
THEN ROLLBACK;
```

Note that one rule is neccessary for each relation.
Note also that the defined rules are inneficient, because the computation of the condition checks the whole database. Rules can assume that the constraint is verified in the initial state, so it suffices to compute the condition relative to transition tables.
Now, we are defining a repair rule that:

- If an employee is inserted with a wrong value of DeptNo, it is set to NULL.
- If the DeptNo of an employee is updated with a wrong value of DeptNo, it is set to 99.
- If a department is deleted or its DNo is updated, then all employees from this department are deleted.

```
CREATE RULE DeptEmp1 ON Emp
WHEN INSERTED,
IF EXISTS (SELECT * FROM INSERTED I
    WHERE NOT EXISTS (SELECT * FROM Dept D WHERE D.DNo=I.DeptNo))
THEN UPDATE Emp
  SET DeptNo = NULL
  WHERE EmpNo IN (SELECT EmpNo FROM INSERTED I) AND
    NOT EXISTS (SELECT * FROM Dept D WHERE D.DNo=Emp.DeptNo);

CREATE RULE DeptEmp2 ON Emp
WHEN UPDATED(DeptNo)
IF EXISTS (SELECT * FROM INSERTED I JOIN DELETED D ON I.EmpNo = D.EmpNo
    WHERE NOT EXISTS (SELECT * FROM Dept D WHERE D.DNo=Emp.DeptNo))
THEN UPDATE Emp
  SET DeptNo = 99
  WHERE EmpNo IN (SELECT EmpNo FROM INSERTED I JOIN DELETED D ON I.EmpNo = D.EmpNo)
    AND NOT EXISTS (SELECT * FROM Dept D WHERE D.DNo = Emp.DeptNo);

CREATE RULE DeptEmp3 ON Dept
WHEN UPDATED(DNo), DELETED
IF EXISTS (SELECT * FROM Emp
      WHERE EXISTS(SELECT * FROM DELETED D WHERE D.DNo = Emp.DeptNo))
THEN DELETE FROM Emp
  WHERE EXISTS(SELECT * FROM DELETED D WHERE D.DNo = Emp.DeptNo));
```

3.2 Management of Derived Data

A **view** can be seen as a query on the DB which returns a relation or a class that can be used as any other relation or class. A **derived attribute** is an attribute that can be computed from other attributes in the DB. Both a view and a derived attribute can be expressed with declarative query language or deductive rules. There are two strategies for derived data:

1. **Virtually supported**: their content is computed on demand.
2. **Materialized**: their content is stored in the database, and it must be recomputed whenever the source of data is changed.

3.2.1 Virtual views with rules

When an application queries a view, a rule is triggered on the request and the action substitutes and evaluates the view definition. It requires an event, triggered by queries, and an INSTEAD OF clause in rule language.

There exist two basic strategies:

- **Refresh**: recompute the view from scratch after each update of the source data.
- **Incremental**: compute changes to the view from changes in the source relations, using positive and negative deltas (a **delta** shows the changes experienced in the database. INSERTED and DELETED are one way to implement deltas).

The rule generation can be automated. Refresh rules are simple, but can be very inefficient. On the other hand, incremental rules depend on the structure of derivation rules, and can be complex.

Example 3.2. Imagine we have the following view definition:

```
DEFINE VIEW HighPaidDept AS
  (SELECT DISTINCT Dept.Name
  FROM Dept, Emp
  WHERE Dept.Dno = Emp.DeptNo AND Emp.Sal > 50000);
```

So this view holds are departments in which some employee earns more than 50k€ a year. This view can change whenever an employee is inserted or deleted, its department is changed or is salary is changed; and whenever a department is inserted or deleted, or its Dno is updated.

A refresh rule defined in Starburst to handle this changes is:

```
CREATE RULE RefreshHighPaidDept1 ON Emp
WHEN INSERTED, DELETED, UPDATED(DeptNo), UPDATED(Sal)
THEN DELETE * FROM HighPaidDept;
  INSERT INTO HighPaidDept
    (SELECT DISTINCT Dept.Name
    FROM Dept, Emp
    WHERE Dept.Dno = Emp.DeptNo AND Emp.Sal > 50000);

CREATE RULE RefreshHighPaidDept2 ON Dept
WHEN INSERTED, DELETED, UPDATED(Dno)
THEN DELETE * FROM HighPaidDept;
  INSERT INTO HighPaidDept
    (SELECT DISTINCT Dept.Name
    FROM Dept, Emp
    WHERE Dept.Dno = Emp.DeptNo AND Emp.Sal > 50000);
```

As we can see, all elements from the view are deleted, and the view is recomputed entirely. The incremental approach is more complex. As an example, let's define the rule for the case of Insert Dept:

```
CREATE RULE IncHighPaidDept1 ON Dept
WHEN INSERTED
THEN INSERT INTO HighPaidDept
  (SELECT DISTINCT Dept.Name
  FROM INSERTED I, Emp
  WHERE I.Dno = Emp.DeptNo AND Emp.Sal > 50000);
```

3.2.2 Replication with rules

Replication consists on storing several copies of the same information. This is a common practice in distributed databases. Keeping **fully synchronized copies** is usually very costly and unnecessary, so it is common to use aynchronous techniques to propagate changes between nodes.

- **Assymmetric replication**: in this case there exists a primary copy, in which changes are performed, and several secondary copies, which are read only and are updated asynchronously. The **capture module** monitors changes made by applications to the primary copy, and the **application module** propagates these changes to the secondary copies.
- **Symmetric replication**: all copies accept updates asynchronously and each of them has a capture and an application modules. It is needed to be careful, because simultaneous updates may cause loss of consistency.

Example 3.3. An example of capturing changes into deltas in Starburst:

```
CREATE RULE Capture1 ON PrimaryCopy
WHEN INSERTED
THEN INSERT INTO PosDelta (SELECT * FROM INSERTED);

CREATE RULE Capture2 ON PrimaryCopy
WHEN DELETED
THEN INSERT INTO NegDelta (SELECT * FROM DELETED);

CREATE RULE Capture3 ON PrimaryCopy
WHEN UPDATED
THEN INSERT INTO PosDelta (SELECT * FROM INSERTED);
  INSERT INTO NegDelta (SELECT * FROM DELETED);
```

The deltas are applied to the copies with a predefined policy, e.g. once very hour.

3.3 Business Rules: Advantages and Difficulties

3.3.1 Advantages

- Active rules can impose a central consistent behavior independent of the transactions that cause their execution.

- Active rules enforce data management policies that no transaction can violate.
- Activities redundantly coded in several applications programs with passive DBMSs can be abstracted in a single version as a rule in an active DBMS.
- Data management policies can evolve by just modifying the rules on the database, instead of the application programs (**knowledge independence**).

3.3.2 Dificulties

- Rule organization and content are often hard to control and to specify declaratively (i.e. the rules are hard to code!).
- Understanding active rules can be difficult, because they can react to intricate event sequences and the outcome of rule processing can depend on the order of the event ocurrences and the rule scheduling, which can be hard to analyze in complex systems.
- There are no easy-to-use nor one-fits-all techniques for designing, debugging, verifying and monitoring rules.

3.4 A case study: Energy Management System

This is an example of an application modeled with active rules, covering the business process:

'Management of the Italian electrical power distribution network.'

The operational network is a forest of trees, connecting power distributors to users. The operating conditions are monitored constantly with frequent reconfigurations: the structure of the network is dynamic. The topology is modified less frequently (we can consider it static). The **objective** is to transfer the exact power from distributors to users through nodes and directed branches connecting pairs of nodes.

In this scenario, active rules are used to respond to input transactions asking for:

- Reconfigurations due to new users.
- Changes in their required power.
- Changes in the assignment of wires.

The **schema** of the database is:

```
User(UserId, BranchIn, Power) foreign key (BranchIn) References Branch

Branch(BranchId, FromNode, ToNode, Power)

Node(NodeId, BranchIn, Power) foreign key (BranchIn) References Branch

Distributor(NodeId, Power, MaxPower)

Wire(WireId, BranchId, WireType, Power) foreign key (BranchId) references Branch foreign key (WirteType
        references WireType
```

WireType(WireTypeId, MaxPower)

The network is composed of sites anc onnections between pairs of sites:

- Sites comprise:
  - Power stations: distributors where power is generated and fed into the network.
  - Intermediate nodes: nodes where power is transferred to be redistributed across the network.
  - Final users of electrical power.
- Connections are called branches:
  - class Branch describes all connections between pairs of sites.

- Several Wires are placed along the branches.
- Wires are made of a given WireType, each type carrying a maximum power.
- Branches can be dinamically added or dropeed to the network.

The **business rules** are the following:

- Several user requests are gathered in a transaction.
- If the power requested on wires excees the maximum power of the wire type, rules change or add wires in the relevant branches.
- Rules propagate changes up in the tree, adapting the network to new user needs.
- A transaction fails if the maximum power requested from some distributor exceeds the maximum power available at the distributor (in that case, the static network needs to be redesigned, but this is out of our scope).
- To avoid unnecessary rollbacks, rules propagate reductions of power first, then increases of power. This requires setting the order in which the triggers execute[4].

3.4.1 Connect a new user

A new user is connecting to a node with the following procedure:

```
CREATE PROCEDURE insertUser(@Node char(3), @Power int) AS
  DECLARE @User char(3), @Branch char(3), @Wire char(3)
  EXEC @User = nextUserId
  EXEC @Branch = nextBranchId
  EXEC @Wire = nextWireId
  INSERT INTO Branch (BranchId, FromNode, ToNode, Power)
    VALUES (@Branch, @User, @Node, @Power)
  INSERT INTO Wire (WireId, Branch, WireType, Power)
    VALUES (@Wire, @Branch, 'WT1', @Power)
  INSERT INTO User (UserId, BranchIn, Power)
    VALUES (@User, @Branch, @Power);
```

The node to which a user is connected is determined by an external application: usually its closest node. 'WT1' is the basic wire type. nextUserId, nextBranchId and nextWireId procedures are used to obtain the next identifier of a user, branch or wire.

3.4.2 Propagation of power reduction from a user

If a user requires less power, this change needs to be propagated to its input branch:

```
CREATE TRIGGER T1_User_Branch ON User
AFTER UPDATE AS
-- If some user has decreased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.UserId = D.UserId WHERE D.Power > I.Power)
BEGIN
  UPDATE Branch
-- Decrease the power consumption by the difference between the past and the new values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.UserId = D.UserId
        WHERE I.BranchIn = BranchIn AND D.Power > I.Power) -- Make sure the branch is the
    correct one
  WHERE BranchId IN (SELECT BranchIn FROM Inserted)
END;
```

[4] This means we cannot perform this use case in SQL Server because the order of the rules cannot be specified.

3.4.3 Propagation of power reduction from a node

If a node require less power, propagate the change to its input branch:

```
CREATE TRIGGER T2_Node_Branch ON Node
AFTER UPDATE AS
-- If some node has decreased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.NodeId = D.NodeId WHERE D.Power > I.Power)
BEGIN
  UPDATE Branch
-- Decrease the power consumption by the difference between the past and the new values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.NodeId = D.NodeId
        WHERE I.BranchIn = BranchIn AND D.Power > I.Power) -- Make sure the branch is the
    correct one
  WHERE BranchId IN (SELECT BranchIn FROM Inserted)
END;
```

3.4.4 Propagation of power reduction from a branch to a node

If a branch connected to a node requires less power, propagate the change to its input node.

```
CREATE TRIGGER T3_Branch_Node ON Branch
AFTER UPDATE AS
-- If some branch has decreased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.BranchId = D.BranchId
    WHERE D.Power > I.Power AND I.ToNode IN (SELECT NodeId FROM Node)) -- toNode is not a
    foreign key, so we need to make sure it is a node
BEGIN
  UPDATE Node
-- Decrease the power consumption by the difference between the past and the new values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.BranchId = D.BranchId
        WHERE I.ToNode = NodeId AND D.Power > I.Power) -- Make sure the node is the correct
    one
  WHERE NodeId IN (SELECT toNode FROM Inserted)
END;
```

3.4.5 Propagation of power reduction from a branch to a distributor

If a branch connected to a distributor requires less power, propagate the change to the distributor.

```
CREATE TRIGGER T4_Branch_Distributor ON Branch
AFTER UPDATE AS
-- If some branch has decreased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.BranchId = D.BranchId
    WHERE D.Power > I.Power AND I.ToNode IN (SELECT NodeId FROM Distributor)) -- toNode is not
     a foreign key, so we need to make sure it is a distributor
BEGIN
  UPDATE Distributor
-- Decrease the power consumption by the difference between the past and the new values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.BranchId = D.BranchId
        WHERE I.ToNode = NodeId AND D.Power > I.Power) -- Make sure the node is the correct
    one
  WHERE NodeId IN (SELECT BranchIn FROM Inserted)
END;
```

3.4.6 Propagation of power increase from a user

If a user requires more power, propagate the change to its input branch.

```
CREATE TRIGGER T5_User_Branch ON User
AFTER UPDATE AS
-- If some user has increased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.UserId = D.UserId WHERE D.Power < I.Power)
BEGIN
  UPDATE Branch
-- Increase the power consumption by the difference between the new and the past values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.UserId = D.UserId
        WHERE I.BranchIn = BranchIn AND D.Power < I.Power) -- Make sure the branch is the
    correct one
  WHERE BranchId IN (SELECT BranchIn FROM Inserted)
END;
```

3.4.7 Propagation of power increase from a node

If a node require more power, propagate the change to its input branch:

```
CREATE TRIGGER T6_Node_Branch ON Node
AFTER UPDATE AS
-- If some node has increased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.NodeId = D.NodeId WHERE D.Power < I.Power)
BEGIN
  UPDATE Branch
-- Increase the power consumption by the difference between the new and the past values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.NodeId = D.NodeId
        WHERE I.BranchIn = BranchIn AND D.Power < I.Power) -- Make sure the branch is the
    correct one
  WHERE BranchId IN (SELECT BranchIn FROM Inserted)
END;
```

3.4.8 Propagation of power increase from a branch to a node

If a branch connected to a node requires more power, propagate the change to its input node.

```
CREATE TRIGGER T7_Branch_Node ON Branch
AFTER UPDATE AS
-- If some branch has increased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.BranchId = D.BranchId
    WHERE D.Power < I.Power AND I.ToNode IN (SELECT NodeId FROM Node)) -- toNode is not a
    foreign key, so we need to make sure it is a node
BEGIN
  UPDATE Node
-- Increase the power consumption by the difference between the new and the past values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.BranchId = D.BranchId
        WHERE I.ToNode = NodeId AND D.Power < I.Power) -- Make sure the node is the correct
    one
  WHERE NodeId IN (SELECT toNode FROM Inserted)
END;
```

3.4.9 Propagation of power increase from a branch to a distributor

If a branch connected to a distributor requires more power, propagate the change to the distributor.

```
CREATE TRIGGER T8_Branch_Distributor ON Branch
AFTER UPDATE AS
-- If some branch has increased its power consumption
IF EXISTS (SELECT * FROM Inserted I JOIN Deleted D
    ON I.BranchId = D.BranchId
    WHERE D.Power < I.Power AND I.ToNode IN (SELECT NodeId FROM Distributor)) -- toNode is not
     a foreign key, so we need to make sure it is a distributor
```

```
BEGIN
  UPDATE Distributor
-- Increase the power consumption by the difference between the new and the past values
  SET Power = Power - (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.BranchId = D.BranchId
        WHERE I.ToNode = NodeId AND D.Power < I.Power) -- Make sure the node is the correct one
  WHERE NodeId IN (SELECT BranchIn FROM Inserted)
END;
```

3.4.10 Excess power requested from a distributor

If the power requested from a distributor exceeds its maximum, rollback the entire transaction.

```
CREATE TRIGGER T9_Distributor ON Distributor
AFTER UPDATE AS
-- If some distributor has increased its power consumption exceeding its maximum capacity
IF EXISTS (SELECT * FROM Inserted I WHERE I.Power > I.MaxPower)
BEGIN
  RAISERROR 13000 'Maximum capacity of the distributor exceeded'
  ROLLBACK
END;
```

3.4.11 Propagate power change from a branch to its wires

If the power of a branch is changed, distributes the change equally on its wires.

```
CREATE TRIGGER T10_Branch_Wire ON Branch
AFTER UPDATE AS
BEGIN
  UPDATE Wire
-- Divide the difference between past and new power among all wires and subtract it from every wire
-- note that this works independently of the sign of the change
  SET Power = Power - (
        (SELECT D.Power - I.Power
        FROM Inserted I JOIN Deleted D ON I.BranchId = D.BranchId
        WHERE I.BranchId = Branch)
        /
        (SELECT COUNT(*) FROM Wire W JOIN Inserted I ON I.BranchId = W.Branch
        WHERE W.Branch = Branch)
        )
  WHERE Branch IN (SELECT BranchId FROM Inserted)
END;
```

3.4.12 Change wire type if power passess threshold

If the power on a wire goes above the allowed threshold, change the wire type.

```
CREATE TRIGGER T11_Wire_Type on Wire
AFTER INSERT, UPDATE AS
IF EXISTS (SELECT * FROM Inserted I JOIN WireType WT
    ON WireType = WireTypeId
    WHERE I.Power > WT.MaxPower -- If the power overpass the maximum allowed
      AND EXISTS (SELECT * FROM WireType WT1 WHERE WT1.MaxPower > I.Power)) -- And there is a wiretype which can accept the higher power
BEGIN
  UPDATE Wire
  SET WireType = (SELECT WireTypeId
          FROM WireType WT
          WHERE WT.MaxPower >= Power AND
          NOT EXISTS( -- There are no two different types with the same maxPower, so we take the first wireType whose maxPower is sufficient
            SELECT * FROM WireType WT1
            WHERE WT1.MaxPower < WT.MaxPower AND WT1.MaxPower >= Power))
  WHERE WireId IN (SELECT WireId FROM INSERTED I JOIN WireType WT ON WireType = WireTypeId --
    make sure we take the appropriate WireId
```

```
        WHERE I.Power > WT.MaxPower AND
          EXISTS (SELECT * FROM WireType WT1 WHERE WT1.MaxPower > I.Power))
END;
```

3.4.13 Add a wire to a branch

If there is no suitable wire type, add another wire to the branch.

```
CREATE TRIGGER T12_Wire on Wire
AFTER INSERT, UPDATE AS
IF EXISTS (SELECT * FROM Inserted I JOIN WireType WT
    ON WireType = WireTypeId
    WHERE I.Power > WT.MaxPower
      AND I.Power > (SELECT MAX(MaxPower) FROM WireType)) -- the requested power is greater
    than the allowed for every wiretype
BEGIN
  DECLARE @nextWire char(3), @BranchId char(3), @WireId char(3), @Power real, @MaxPower real
  DECLARE wires_cursor CURSOR FOR
    SELECT I.WireId, I.BranchId, I.Power, WT.MaxPower
    FROM Inserted I JOIN WireType WT ON WireType = WireTypeId
    WHERE I.Power > WT.MaxPower
      AND I.Power > (SELECT MAX(MaxPower) FROM WireType)
  OPEN wires_cursor
  FETCH NEXT FROM wires_cursor INTO @WireId, @BranchId, @Power, @MaxPower
  WHILE @@FETCH_STATUS = 0
  BEGIN
    EXEC @nextWire = nextWireId
    INSERT INTO Wire (WireId, BranchId, WireType, Power) VALUES (@nextWire, @BranchId, 'WT1',
    @Power-0.8*@MaxPower)
    FETCH NEXT FROM wires_cursor INTO @WireId, @BranchId, @Power, @MaxPower
  END
  CLOSE wires_cursor
  DEALLOCATE wires_cursor

  UPDATE Wire
  SET Power = (SELECT 0.8*MaxPower FROM WireType WT WHERE WT.WireTypeId = WireType)
  WHERE Power > (SELECT MAX(MaxPower) FROM WireType)
END;
```

Part II
Graph Databases

4 Introduction

Relational DBMSs are too rigid for Big Data scenarios, and not the best option for storing unstructured data. The one-size-fits-all approach is no longer valid in many scenarios and RDBMSs are hard to scale for billions of rows, because data structures used in RDBMSs are optimized for systems with small amounts of memory.

NoSQL technologies do not use the relational model for storing data nor retrieving it. Also, they don't generally have the concept of schema, so fields can be added to any record as desired, without control. These characteristics provide ease to run on clusters as well as an increased scaling capability, with horizontal scalability in mind. But these gains are not free: there is a trade-off in which the traditional concept of consistency gets harmed. For example, ACID (Atomic, Consistent, Isolated, Durable) transactions are not fully supported most of the times.

There are several types of NoSQL databases, such as Key-Value stores, Column stores, Document databases,... We are going to focus on Graph Databases.

4.1 CAP theorem

Definition 4.1. The **consistency** of a database is fullfilled when all updates happen equally for all users of the database.
The **availability** guarantees that every request receives a response, whether it succeeded or failed.
The **partition tolerance** means that the system is able to operate despite arbitrary message lost or failure of part of the system.

A database has, ideally, this three properties fullfilled. But the CAP theorem ensures that this is impossible:

Theorem 4.1. ***CAP Theorem***
A distributed data system cannot guarantee consistency (C), availability (A) and partition tolerance (P), but only any combination of two of them.

Remark 4.1. If the system needs to be distributed, then partition tolerance is a must. So, in practice, there is a decision to choose between fullfilling consistency or availability for distributed systems.

Remark 4.2. Nonetheless, even the perfect form of the three properties cannot be guaranteed at once, it is possible to provide fairly good levels of the one that is not optimal.

Definition 4.2. The **eventual consistency assumption**: in the absence of new writes, consistency will be acheived eventually, and all replicas that are responsible for a data item will agree on the same version and return the last updated value.

With fewer replicas in the system, R/W operations complete more quickly, improving latency.

4.2 Graph DB model: graphs

In graph databases, the **data and/or the schema** are represented by graphs, or by data structures that generalize the notion of graph: hypergraphs.

The **integrity constraints** enforce data consistency. Constraints can be grouped in: schema-instance consistency, identity and referencial integrity, and functional and inclusion dependencies.

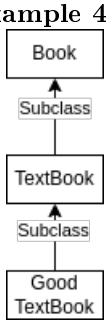
The **data manipulation** is expressed by graph transfromations, or by operations whose main primitives are on graph features, like paths, neighborhoods, subgraphs, connectivity and graph statistics.

4.3 The Resource Description Framework (RDF) Model

RDF allows to express facts, such as *'Ana is the mother of Julia.'*, but we'd like to be able to express more generic knowledge, like *'If somebody has a daughter, then that person is a parent.'*. This kind of knowledge is called **schema knowledge**. The RDF schema allows us to do some schema knowledge modeling, and the Ontology Web Language (OWL) gives even more expressivity.

A **class** is a set of things or resources. In RDF, everything is a **resource**, that belongs to a class (or several classes). The classes can be arranged in **hierarchies**. Every resource is a member of the class rdfs:Class.

Example 4.1. A hierarchy of classes in RDF:



The different resources are labelled with:

- `rdfs:Resource`: class of all resources.
- `rdf:Property`: class of all properties.
- `rdfs:XMLLiteral`: class of XML resources.
- `rdfs:Literal`: each datatype is a subclass.
- `rdfs:Bag, rdf:Alt, rdf:Seq, rdfs:Container, rdf:List, rdf:nil, rdfs:ContainerMembershipProperty.`
- `rdfs:Datatype`: class of all datatypes.
- `rdfs:Statement`.

In RDF, there exists implicit knowledge, which can be inferred using **deduction**. This knowledge doesn't need to be stated explicitly: which statements are logical consequences from others is governed by the formal semantics.

Example 4.2. If a RDF document contains *'u rdf:type ex:Textbook'* and *'ex:Textbook rdfs:subClassOf ex:Book'*, then it is deduced that *'u rdf:type ex:Book'*.

As can be seen, RDF are usually stored in **triple stores** or **quad stores**, which are a relational DB. This means that it is usually not implemented natively as a graph database, which makes it harder to do inference. It is more usually used as a metadata storage.

4.4 The property graph data model

This model is simpler: in this case, the model is a graph, where nodes and edges are annotated with properties. It is schema-less, meaning there is not an underlying schema to which the data has to adhere. Inference is not performed.

There are several types of relationships supported by graph databases:

- **Attributes**: properties that can be uni- or multi- valued.
- **Entities**: groups of real-world objects.
- **Neighborhood relations**: structures to represents neighborhoods of an entity.
- **Standard abstractions**: part-of, composed-by, n-ary associations.

- **Derivation and inheritance**: subclasses and superclasses, relations of instantiations.
- **Nested relations**: recursively specified relations.

The abstract data type used is a **graph with properties**, which is a 4-tuple $G = (V, E, \Sigma, L)$ such that:

- V is a finite set of nodes.
- Σ is a set of labels.
- $E \subset V \times V$ is a set of edges representing labelled binary relationships between elements in V.
- L is a function, $L : V \times V \to 2^{\Sigma}$, meaning that each edge can by annotated with zero or more labels from Σ.

The basic operations defined over a graph are:

- $AddNode\,(G, x)$: adds node x to G.
- $DeleteNode\,(G, x)$: deletes x from G.
- $Adjacent\,(G, x, y)$: tests if there is an edge from x to y in G, i.e., if $(x, y) \in E$.
- $Neighbors\,(G, x)$: returns all nodes y such that $(x, y) \in E$.
- $AdjacentEdges\,(G, x, y)$: returns the set of lables of edges going from x to y.
- $Add\,(G, x, y, l)$: adds an edge between x and y with label l.
- $Delete\,(G, x, y, l)$: deletes and edge between x and y with label l.
- $Reach\,(G, x, y)$: tests if there is a path from x to y. A **path** between x and y is a subset of nodes $z_1, ..., z_n$ such that $(x, z_1), (z_n, y) \in E$ and $(z_i, z_{i+1}) \in E$ for all $i = 1, ..., n-1$. The **length** of the path is how many edges there are from x to y.
- $Path\,(G, x, y)$: return a shorthest path from x to y.
- $2 - hop\,(G, x)$: return the set of nodes that can be reached from x using paths of length 2.
- $n - hop\,(G, x)$: returns the set of ndoes that can be reached from x using paths of length n.

The notion of graph can be generalized by that of **hypergraph**, which is a pair $H = (V, E)$, where V is a set of nodes, and $E \subset 2^V$ is a set of non-empty subsets of V, called **hyperedges**. If $V = \{v_1, ..., v_n\}$ and $E = \{e_1, ..., e_m\}$, we can define the **incidence matrix** of H as the matrix $A = (a_{ij})_{n \times m}$ where

$$a_{ij} = \begin{cases} 1 & if\ v_i \in e_j \\ 0 & otherwise \end{cases}$$

In this case, this is an **undirected hypergraph**. A **directed hypergraph** is defined similarly by $H = (V, E)$ where in this case $E \subset 2^V \times 2^V$, meaning that the nodes in the left set are connected to the nodes of the right one.

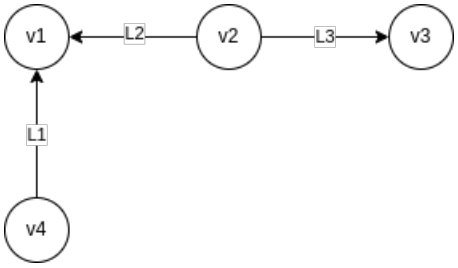
4.4.1 Implementation: adjacency list

In an adjacency list, we maintain an array with as many cells as there are nodes in the graph, and:

- For each node, maintain a list of neighbors.
- If the graph is directed, the list is only containing outgoing nodes.

This way it is very cheap to obtain neighbors of a node, but it is not suitable for checking if there is an edge between two nodes.

Example 4.3. This graph



Is modelled with the following adjacency list:

v1	
v2	{(v1,{L2}),(v3,{L4})}
v3	
v4	{(v1,{L1})}

4.4.2 Implementation: incidence list

In this case, we maintain two arrays, one with as many cells as nodes, and another one with as many different edges there are in the graph:

- Vertices and edges are stored as records of objects.
- Each vertex stores incident edges, labeled as source if the edge goes out, or destination if it goes in.
- Each edge stores incident nodes.

Example 4.4. Now, the graph of the previous example is modeled as:

v1	{(dest,L2),(dest,L1)}
v2	{(source,L2),(source,L3)}
v3	{(dest,L3)}
v4	{(source,L1)}

L1	(V4,V1)
L2	(V2,V1)
L3	(V2,V3)

Some properties:

- Storage is $O(|V| + |E| + |L|)$.
- $Adjacent(G, x, y)$ is $O(|E|)$, we have to check at most all edges.
- $Neighbors(G, x)$ is $O(|E|)$, we go to node x and for each edge marked as source, we visit it and return the correspondant destination. At most E checks.
- $AdjacentEdges(G, x, y)$ is again $O(|E|)$.
- $Add(G, x, y, l)$ is $O(|E|)$, as well as delete $Delete(G, x, y, l)$.

4.4.3 Implementation: adjacency matrix

In this case, we maintain a matrix of size $n \times n$, where n is the number of nodes:

- It is a bidimensional graph representation.
- Rows represents source nodes.
- Columnds represent destination nodes.
- Each non-null entry represents that there is an edge from the source node to the destination node.

Example 4.5. In this case, the example is modelled as

	v1	v2	v3	v4
v1				
v2	{L2}		{L3}	
v3				
v4	{L1}			

Properties:

- The storage is $O(|V| \times |V|)$.
- *Adjacent* (G, x, y) is $O(1)$, we have to check cell (x, y).
- Compute the out-degree of a node is $O(|V|)$, we have to sum its row.
- For the in-degree it is also $O(|V|)$, we have to sum its column.
- Adding an edge between two nodes is $O(1)$.
- Compute all paths of length 4 between any pair of nodes is $O\left(|V|^4\right)$.

4.4.4 Implementation: incidence matrix

In this case, we store a matrix of size $n \times m$, where n is the number of nodes and m is the number of edges:

- It is also a bidimensional graph representation.
- Rows represent nodes.
- Columns represent edges.
- A non-null entry represents that the node is incident to the edge, and in which mode (source or destination).

Example 4.6. The example is represented now as

	L1	L2	L3
v1	dest	dest	
v2		source	source
v3			dest
v4	source		

Properties:

- The storage is $O(|V| \times |E|)$.
- *Adjacent* (G, x, y) is $O(|E|)$
- Neighbors(G, x) is $O(|V| \times |E|)$.
- *AdjacentEdges* (G, x, y) is $O(|E|)$.
- Adding or deleting an edge between two nodes is $O(|V|)$.

5 Neo4j

Neo4j is an open source graph DB system implemented in Java which uses a labelled attributed multigraph as data model. Nodes and edges can have properties, and there are no restrictions on the amount of edges between nodes. Loops are allowes and there are different types of traversal strategies defined.

It provides APIs for Java and Python and it is embeddable or server-full. It provides full ACID transactions.

Neo4j provides a native graph processing and storage, characterized by **index-free adjacency**, meaning that each node keeps direct reference to adjacent nodes, acting as a local index and making query time independent from graph size for many kinds of queries.

Another good property is that the joins are precomputed in the form of stored relationships.

It uses a high level query language called **Cypher**.

5.1 File storage

Graphs are stored in files. There are three different objects:

- **Nodes**: they have a fixed length of 9 B, to make search performant: finding a node is $O(1)$.
  - Its first byte is an **in-use** flag.
  - Then there are 4 B indicating the address of its first relationship.
  - The final 4 B indicate the address of its first property.

Node								
inUse	nextRel				nextProp			
B	B	B	B	B	B	B	B	B

- **Relationships**: they have a fixed length of 33 B.
  - Its first byte is an in-use flag.
  - It is organized as double linked list.
  - Each record contians the IDs of the two nodes in the relationship (4B each).
  - There is a pointer to the relationship type (4 B).
  - For each node, there is a pointer to the previous and next relationship records (4 B x 2 each).
  - Finally, a pointer to the next property (4 B).

Relationship																											
inUse	firstNode				secondNode				relType				firstPrevRel				firstNextRel				secPrevRel						
B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B

- **Properties**: they have a fixed length of 32 B divided in blocks og 8 B.
  - It includes the ID of the next property in the properties chain, which is thus a single linked list.
  - Each property record holds the property type, a pointer to the property index file, holding the property name and a value or a pointer to a dynamic structure for long strings or arrays.

Property																											
propType								propIdxFile								value											
B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B

5.1.1 Caching

Neo4j uses a cache to divide each store into regions, called **pages**. The cache stores a fixed number of pages per file, which are replaces using a Least Frequently Used strategy.

The cache is optimized for reading, and stores object representationsof nodes, relationships, and properties, for fast path traversal. In this case, node objects contain properties and references to relationships, while relationships contain only their properties. This is the opposite of what happens in disk storage, where most informaiton is in the relationship records.

5.2 Cypher

Cypher is the high level query language used by Neo4j for creating nodes, updating/deleting information and querying graphs in a graph database.

Its functioning is different from that of the relational model. In the relational model, we first create the structure of the database, and then we store tuples, which must be conformant to the structure. The foreign keys are defined at the structural level. In Neo4j, nodes and edges are directly created, with their properties, labels and types as structural information, but no schema is explicitly defined. The topology of the graph can be thought as analogous to the foreign key in the relational model, but defined at the instance level.

5.2.1 Nodes

A node is of the form

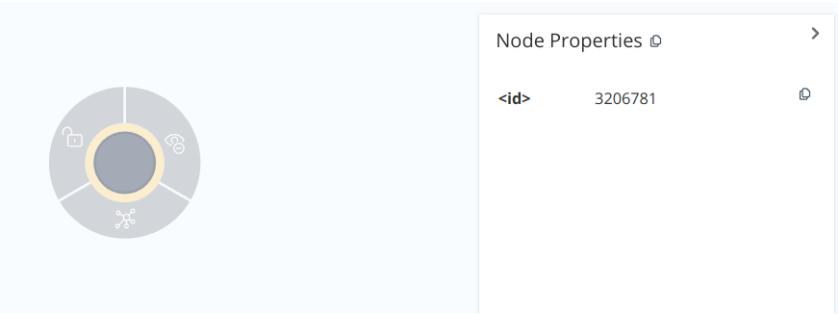
$$(v \ : l_1 : ... : l_n \{P_1 : v_1, ..., P_k : v_k\})$$

where v is the node variable, which identifies the node in an expression, $: l_1 : ... : l_n$ is a list of n labels associated with the node, and $\{P_1 : v_1, ..., P_k : v_k\}$ is a list of k properties associated with the node, and their respective assigned values. P_i is the name of the property, v_i is the value.

To create an empty node:

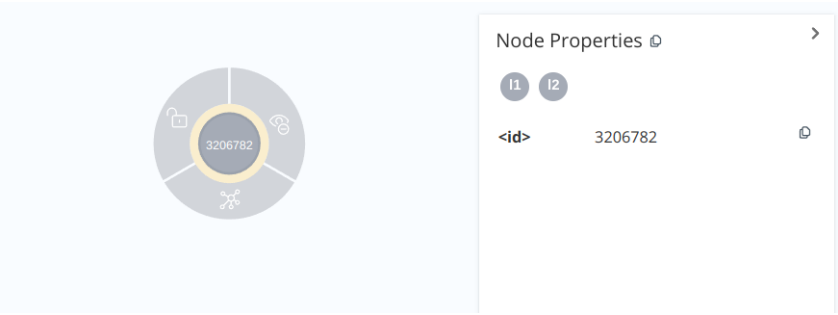
```
CREATE (v)
RETURN v;
```

The ID is assigned internally, with a different number each time. It can be reused by the system but should not be used in applications: it should be considered an internal value to the system. RETURN is used to display the node:



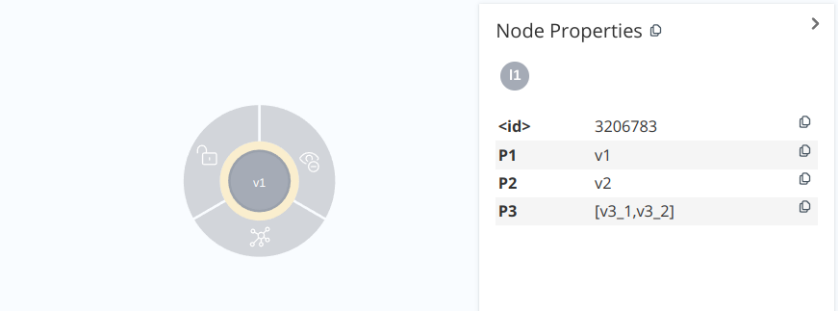
To create a node with two labels:

```
CREATE (v :l1:l2)
RETURN v;
```



To create a node with one label and 3 properties:

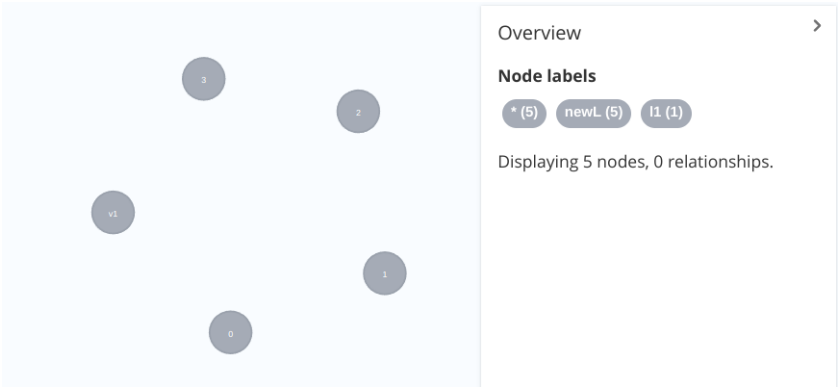
```
CREATE (v :l1 {P1:'v1', P2:'v2', P3:['v3_1','v3_2']})
RETURN v;
```



A **query** in Cypher is basically a pattern, which will be fullfilled solving the associated pattern-matching problem.

If we want to add a new label to all nodes previously created:

```
MATCH(n)
SET n :newL
RETURN n;
```



To delete a label from those nodes with a certain label:

```
MATCH(n :matchL)
REMOVE n :delL
RETURN n;
```

A similar thing can be done with properties, which are referred to as node.propertyName:

```
MATCH(n :matchL)
REMOVE n.propName1, n.propName2
RETURN n;
```

5.2.2 Edges

An edge has the form

$$(n) - [e \ : Type\,\{P_1 : v_1, ..., P_k : v_k\}] - > (v)$$

where n is the source node and v is the destination node. The edge is defined inside the brackets []. It can also be defined of the form $(n) < - [] - (v)$. e identifies the edge and $Type$ is a mandatory field prefixed by :. Finally, we have again a list of k properties and their values.

Imagine we have 3 employees and want to create the relationship that one of them is the manager of the other two and a date as property. We can do that with:

```
MATCH(n1 :Employee {Name:'1'}),(n2 :Employee {Name:'m'}),(n3 :Employee {Name:'2'})
CREATE (n1)<-[e1:manager_of {From:'Dec22'}]-(n2)-[e2:manager_of {From:'Jan23'}]->(n3)
RETURN e1,e2;
```

5.2.3 Queries

As we have said, Cypher is a high level query language based on pattern matching. It queries graphs expressing informational or topological conditions.

- MATCH: expresses a pattern that Neo4j tries to match.
- OPTIONAL MATCH: is like an outer join, i.e., if it does not find a match, puts null.
- WHERE: it must go together with a MATCH or OPTIONAL MATCH expression. No order can be assumed for the evaluation of the conditions in the clause, Neo4j will decide.
- RETURN: the evaluation produces subgraphs, and any portion of the match can be returned.

- RETURN DISTINCT: eliminates duplicates.
- ORDER BY: orders the results with some condition.
- LIMIT: returns only part of the result. Unless ORDER BY is used, no assumptions can be made about the discarded results.
- SKIP: skips the first results. Unless ORDER BY is used, no assumptions can be made about the discarded results.

In addition:

1. If we don't need to make reference to a node, we can use () with no variable inside.
2. If we don't need to refer to an edge, we can omit it, like (n1)- ->(n2).
3. If we don't need to consider the direction of the edge, we can use - -.
4. If a pattern matches more than one label, we can write the OR condition as | inside the pattern. For example, (n :l1|:l2) matches nodes with label l1 or label l2.
5. To express a path of any length, use [*]. For a fixed length m use [*m].
6. To indicate boundaries to the length of a path, minimum n and maximum m, use [*n..m]. To only limit one end use [*n..], [*..m].

Example 5.1. A page X gets a score computed as the sum of all votes given by the pages that references it. If a page Z references a page X, Z gives X a normalized vote computed as the inverse of the number of pages references by Z. To prevent votes of self-referencing pages, if Z references X and X references Z, Z gives 0 votes to X.

We are asked to compute the page rank for each web page. One possible solution is:

```
MATCH (p)-->(r)
WITH p, 1/count(r) AS vote
MATCH (p)-->(x)
WHERE NOT ((x)-->(p))
RETURN x, SUM(vote) AS Rank
ORDER BY x.url
```

The first MATCH-WITH computes, for each node, the inverse of the number of outgoing edges, and passes this number on to the next clause. Now, for each of these p nodes, we look for paths of length 1 where no reciprocity exists.

Another solution uses COLLECT:

```
MATCH (p)-->(r)
WITH p, 1/count(r) AS vote
MATCH (p)-->(x)
WHERE NOT ((x)-->(p))
RETURN x.url, COLLECT(p.url), SUM(vote) AS rank
ORDER BY x.url
```

In this case, we are using the COLLECT to get the urls that points to x, but x does not point to them, in addition to just computing the value.

Part III
Temporal Databases

6 Introduction

There are many applications in which temporal aspects need to be taken into account. Some examples are in the academic, accounting, insurance, law, medicine,... These applications would greatly benefit from a built-in temporal support in the DBMS, which would make application development more efficient with a potential increase in performance. In this sense, a **temporal DBMS** is a DBMS that provides mechanisms to store and manipulate time-varying information.

Example 6.1. A case study: imagine we have a database for managing personel, with the relation `Employee(Name, Salary, Title, BirthDate)`. It is easy to know the salary of the employee, or its birthdate:

```
-- Salary
SELECT Salary
FROM Employee
WHERE Name = 'John';

-- Birthdate
SELECT Birthdate
FROM Employee
WHERE Name = 'John';
```

But it is often the case that we don't only want to store the current state of things, but also a history. For instance, it can be interesting to store the employment history by extending the relation `Employee(Name, Salary, Title, BirthDate, FromDate, ToDate)`. A dataset sample for this could be the following:

Name	Salary	Title	BirthDate	FromDate	ToDate
John	60K	Assistant	9/9/60	1/1/95	1/6/95
John	70K	Assistant	9/9/60	1/6/95	1/10/95
John	70K	Lecturer	9/9/60	1/10/95	1/2/96
John	70K	Professor	9/9/60	1/2/96	1/1/97

For the underlying system, the date columns FromDate and ToDate are no different from the BirthDate column, but it is obvious for us that the meaning is different: FromDate and ToDate need to be understood together as a period of time.

Now, to know the employee's current salary, the query gets more complex:

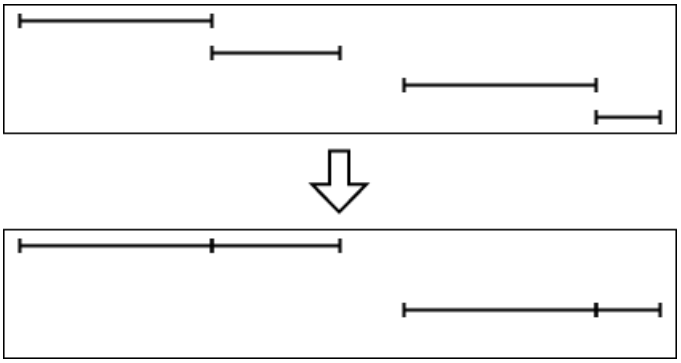
```
SELECT Salary
FROM Employee
WHERE Name = 'John' AND FromDate <= CURRENT_TIMESTAMP AND CURRENT_TIMESTAMP < ToDate; -- The
    intervals are []
```

Another interesting query that we can think of now is determining the salary history, i.e., all different salaries earned by the employee and in which period of time the employee was earning that salary. For our example, the result would be:

Name	Salary	FromDate	ToDate
John	60K	1/1/95	1/6/95
John	70K	1/6/95	1/1/97

But how can we achieve this?

- One possibility is to print all the history, and let the user merge the pertinent periods.
- Another one is to use SQL as a means to perform this operation: we have to find those intervals that overlap or are adjacent and that should be merged.



One way to do this in SQL is performing a loop that merges them in pairs, until there is nothing else to merge:

```
CREATE TABLE Temp(Salary, FromDate, ToDate) AS
  SELECT Salary, FromDate, ToDate
  FROM Employee
  WHERE Name = 'John'

repeat
  UPDATE Temp T1
  SET T1.ToDate = (SELECT MAX(T2.ToDate)
        FROM Temp AS T2
        WHERE T1.Salary = T2.Salary    -- T1 and T2 have the same salary
        AND T1.FromDate < T2.FromDate  -- T1 starts before T2
        AND T1.ToDate >= T2.FromDate   -- T1 does not end before T2 begins
        AND T1.ToDate < T2.ToDate)     -- T1 ends before T2
  WHERE EXISTS (SELECT *
        FROM Temp AS T2
        WHERE T1.Salary = T2.Salary
        AND T1.FromDate < T2.FromDate
        AND T1.ToDate >= T2.FromDate
        AND T1.ToDate < T2.ToDate)
until no tuples updated
```

This loop is executed $logN$ times in the worst case, where N is the number of tuples in a chain of overlapping tuples. After the loop, we have to deleted extraneous, non-maximal intervals:

```
DELETE FROM Temp T1
WHERE EXISTS (
  SELECT *
  FROM Temp AS T2
  WHERE T1.Salary = T2.Salary
  AND (
    (T1.FromDate > T2.FromDate AND T1.ToDate <= T2.ToDate) -- T1 is contained in T2 (]
    OR
    (T1.FromDate >= T2.FromDate AND T1.ToDate < T2.ToDate) -- T1 is contained in T2 [)
```

The same thing can be achieved by unifying everything using a single SQL expression as

```
CREATE TABLE Temp(Salary, FromDate, ToDate) AS
  SELECT Salary, FromDate, ToDate
  FROM Employee
  WHERE Name = 'John'

SELECT DISTINCT F.Salary, F.FromDate, L.ToDate
FROM Temp as F, Temp as L
WHERE F.FromDate < L.ToDate AND F.Salary = L.Salary -- same salary and F starts before L
AND NOT EXISTS (
  SELECT *
  FROM Temp AS T
  WHERE T.Salary = F.Salary
  AND F.FromDate < T.FromDate AND T.FromDate < L.ToDate -- T happens entirely between F and L
  AND NOT EXISTS (
    SELECT *
    FROM Temp as T1
```

```
    WHERE T1.Salary = F.Salary
    AND T1.FromDate < F.FromDate AND T.FromDate <= T1.ToDate)) -- T starts in the middle of T1
    , which starts before F
AND NOT EXISTS (
  SELECT *
  FROM Temp AS T2
  WHERE T2.Salary = F.Salary
  AND (
    (T2.FromDate < F.FromDate AND F.FromDate <= T2.ToDate) -- F starts in the middle of T2
    OR
    (T2.FromDate >= L.ToDate AND L.ToDate < T2.ToDate) -- L ends in the middle of T2
  ))
```

This is a complex query, and the logic is that if we want to merge the periods, we want to get a From and a To such that every period contained between From and To touches or intersect another period, and no period from outside From and To touches or interesects any of the periods inside:

$$(f.From, t.To) \ such\ that\ \forall x : (x.From > f.from \wedge x.To < t.To) \implies \exists y : (y.From < x.From \wedge x.From \leq y.To) \\ \wedge \\ \nexists x : (x.From < f.From \wedge x.To \geq f.From) \vee (x.From < t.To \wedge x.To \geq t.To)$$

Now, the $\forall$ cannot be used in SQL, but we can use the fact that $\forall x : P(x) \equiv \neg\neg(\forall x : P(x)) \equiv \neg(\exists x : \neg P(x)) \equiv \nexists x : \neg P(x)$, noting also that $\neg(A \implies B) \equiv A \wedge \neg B$, and that is the query that we have shown above. An intuitive visualization is the diagram in Figure 1.

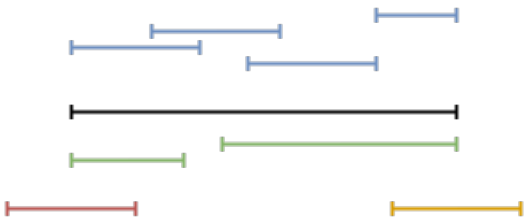


Figure 1: Merging temporal intervals. Blue is permitted; Green, Red and Orange are forbidden.

Another possibility to achieve this temporal features is to make the attributes salary and title temporal, instead of the whole table. For this, we can split the information of the table into three tables:

`Employee(Name, BirthDate)`
`EmployeeSal(Name, Salary, FromDate, ToDate)`
`EmployeeTitle(Name, Title, FromDate, ToDate)`

Now, getting the salary history is easier, because we only need to query the table `EmployeeSal`:

```
SELECT Salary, FromDate, ToDate
FROM EmployeeSal
WHERE Name = 'John'
```

But, what if we want to obtain the history of the combinations of $(salary, title)$? We have to perform a **temporal join**. Say we have the following tables:

EmployeeSal			
Name	Salary	FromDate	ToDate
John	60K	1/1/95	1/6/95
John	70K	1/6/95	1/1/97

EmployeeTitle			
Name	Title	FromDate	ToDate
John	Assistant	1/1/95	1/10/95
John	Lecturer	1/10/95	1/2/96
John	Professor	1/2/96	1/1/97

In this case, the answer to our temporal join would be:

EmployeeSal⋈EmployeeTitle				
Name	Salary	Title	FromDate	ToDate
John	60K	Assistant	1/1/95	1/6/95
John	70K	Assistant	1/6/95	1/10/95
John	70K	Lecturer	1/10/95	1/2/96
John	70K	Professor	1/2/96	1/1/97

For these, again, we could print the two tables and let the user make the suitable combinations, but it feels better to solve the problem using SQL. The query can be done as:

```
SELECT S.Name, Salary, Title, S.FromDate, S.toDate
FROM EmployeeSal S, EmployeeTitle T
WHERE S.Name = T.Name -- join by the name of the employee
  AND T.FromDate <= S.FromDate
  AND S.ToDate <= T.ToDate      -- CASE 1: period of S contained in period of T

UNION ALL

SELECT S.Name, Salary, Title, S.FromDate, T.ToDate
FROM EmployeeSal S, EmployeeTitle T
WHERE S.Name = T.Name -- join by the name of the employee
  AND T.FromDate < S.FromDate AND S.FromDate < T.ToDate
  AND S.ToDate > T.ToDate       -- CASE 2: period of S starts inside period of T, and ends
    after

UNION ALL

SELECT S.Name, Salary, Title, T.FromDate, S.ToDate
FROM EmployeeSal S, EmployeeTitle T
WHERE S.Name = T.Name -- join by the name of the employee
  AND S.FromDate < T.FromDate AND T.FromDate < S.ToDate
  AND T.ToDate > S.ToDate       -- CASE 3: period of T starts inside period of S, and ends
    after

UNION ALL

SELECT S.Name, Salary, Title, T.FromDate, T.toDate
FROM EmployeeSal S, EmployeeTitle T
WHERE S.Name = T.Name -- join by the name of the employee
  AND S.FromDate <= T.FromDate
  AND T.ToDate <= S.ToDate      -- CASE 4: period of T contained in period of S
```

The four cases are depicted in Figure 2.

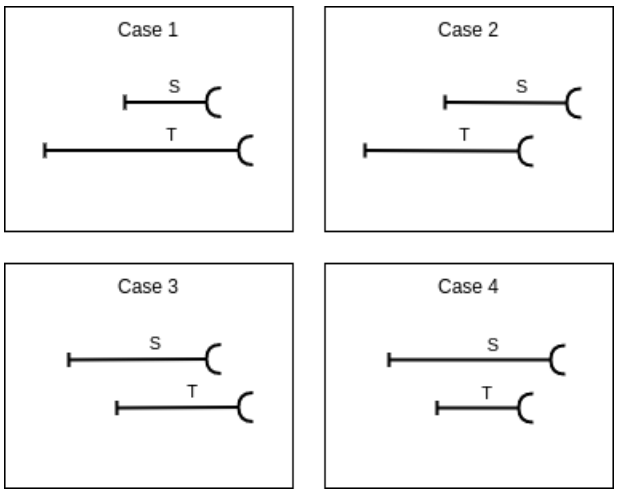


Figure 2: Temporal join: cases.

If we are using a system with embedded temporal capabilities, i.e., implementing TSQL2 (temporal SQL), we can let the system do it and just perform a join as we do it usually:

```sql
SELECT S.Name, Salary, Title
FROM EmployeeSal S JOIN EmployeeTitle T ON S.Name = T.Name
```

7 Time Ontology

Time can be modelled in several ways, depending on the use case:

- **Linear**: there is a total order in the instants.
- **Hypothetical**: the time is linear to the past, but from the current moment on, there several possible timelines.
- **Directed Acyclic Graph (DAG)**: hypothetical approach in which some possible futures can merge.
- **Periodic/cyclic time**: such as weeks, months... useful for recurrent processes.

We are going to assume a linear time structure.

Regarding the limits of the timeline, we can classify it:

- Unbounded: it is infinite to the past and to the future.
- Time origin exists: it is bounded on the left, and infinite to the future.
- Bounded time: it is bounded on both ends.

Also, the bounds can be unspecified or specified.

We also need to consider the density of the time measures (i.e. what is an instant?). In this sense, we can classify the timeline as:

- Discrete: the timeline is isomorphic to the integers. This means it is composed of a sequence of non-descomposable time periods, of some fixed minimal duration, named **chronons** and between a pair of chronons there is a finite number of chronons.
- Dense: in this case, it is isomorphic to the ration numbers, with an infinite number of instants between each pair of chronons.
- Continuous: the timeline is isomorphic to the real numbers, and again there is an infinite amount of instants between each pair of chronons.

Usually, a distance between chronons can be defined.

7.1 TSQL2: Time ontology

TSQL2 uses a linear time structure, bounded on both ends. The timeline is composed of chronons, which is the smallest possible granularity. Consecutive chronons can be grouped together into **granules**, giving multiple granularities and enable to convert from one another. The density is not defined and it is not possible to make questions in different granularities. The implementation is basically as discrete and the distance between two chronons is the amount of chronons in-between.

Temporal Types

- **Instant**: a chronon in the time line.
  - **Event**: an instantaneous fact, something ocurring at an instant.
  - **Event ocurrence time**: valid-time instant at which the event occurs in the real world.
- **Instant set**
- **Time period**: the time between two instants (sometimes called interval, but this conflicts with the SQL type INTERVAL)
- **Time interval**: a directed duration of time
- **Duration**: an amount of time with a known length, but no specific starting or ending instants.
  - **Positive interval**: forward motion time.
  - **Negative interval**: backward motion time.
- **Temporal element**: finite union of periods.

This way, in SQL92 we have the following Temporal Types:

- DATE (YYYY-MM-DD)
- TIME (HH:MM:SS)
- DATETIME (YYYY-MM-DD HH:MM:SS)
- INTERVAL (no default granularity)

And in TSQL2 we have:

- PERIOD: DATETIME - DATETIME

7.1.1 Time and facts

The **valid time of a fact** is the time in which the fact is true in the modelled reality, which is independant of its recording in the database and can be past, present or future.

The **transaction time of a fact** is when the fact is current in the database and may be retrieved.

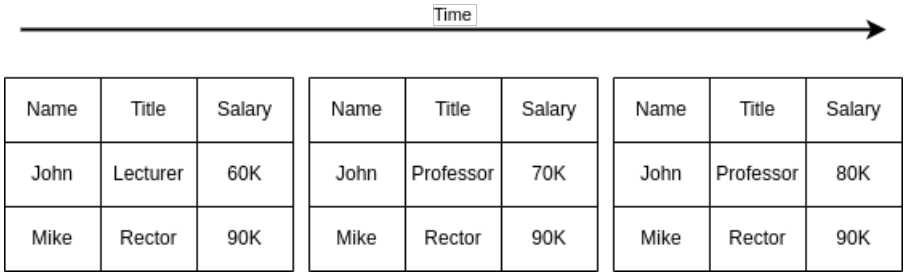
These two dimensions are orthogonal.

There are four types of tables:

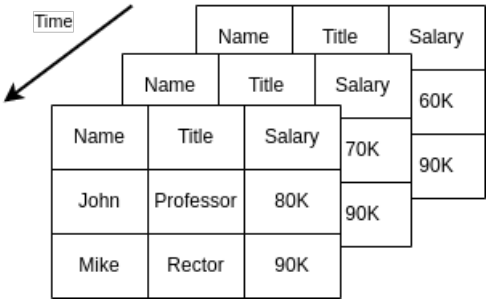
- **Snapshot**: these are usual SQL table, in which there is no temporality involved. What there is in the table is the current truth. They can be modified through time, but we only have access to the current truth.

Name	Title	Salary
John	Lecturer	60K
Mike	Rector	90K

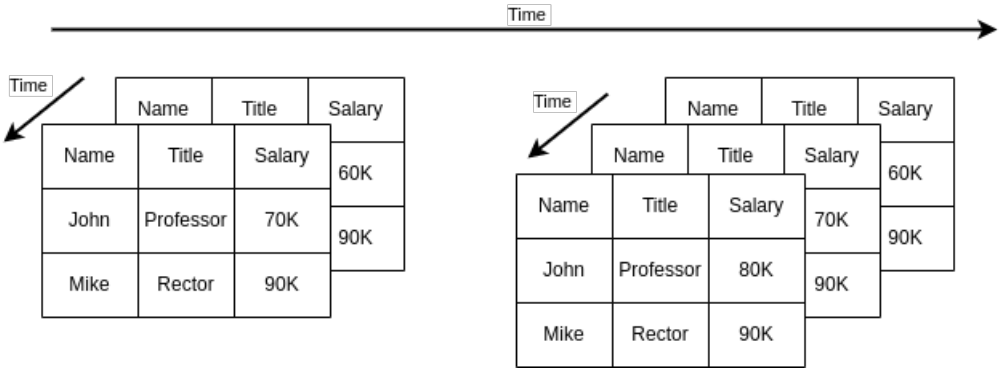
- **Transaction Time**: these tables are a set of snapshots tables, in which the past states can be queried for information, but they cannot be modified. When the current truth is modified, a snapshot is taken to preserved the history of changes.



- **Valid time**: these are like transaction tables, but in which modification is permitted everywhere.



- **Bitemporal**: in this case, we have valid time tables that can be taken snapshots to preserve full states.



8 Temporal Conceptual Modeling

Conceptual modeling is important because it focuses on the application, rather than the implementation. Thus, it is technology independent, which enhances the portability and the durability of the solution. It is also user oriented and uses a formal, unambiguous specification, allowing for visual interfaces and teh exchange and integration of information.

8.1 The conceptual manifesto

- Semantically powerful data structures.
- Simple data model, with few clean concepts and standard well-known semantics.
- No aritifical time objects.
- Time orthogonal to data structures.
- Various granularities.
- Clean, visual notations.

- Intuitive icons/symbols.
- Explicit temporal relationships and integrity constraints.
- Support of valid time and transaction time.
- Past to future.
- Co-existence of temporal and tradicional data.
- Query languages.
- Complete and precise definition of the model.

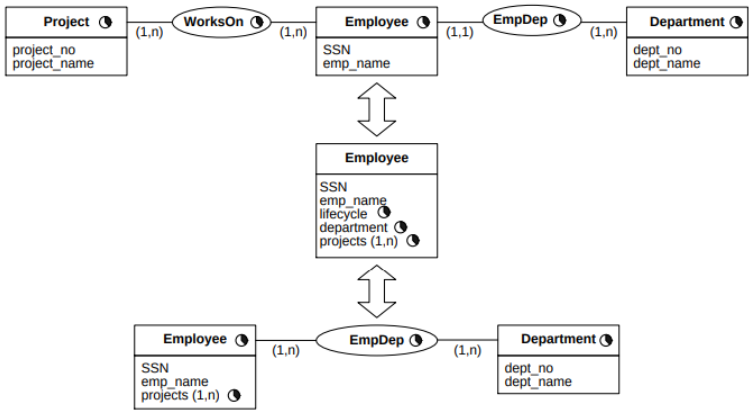


Figure 3: An example of a temporal model in three different ways.

In Figure 3, we can see three different ways to model a schema. Note how they are different, because the temporal attributes are dealt with differently in each of the models.

8.1.1 MADS temporal data types

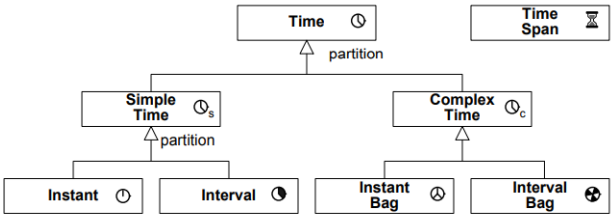


Figure 4: The MADS temporal data types.

Time, SimpleTime and ComplexTime are abstract classes.

8.1.2 Temporal objects

A temporal object is marked with the symbol , and it indicates that the object has a set of periods of validity associated.

For example, if we have the relation `Employee` `(name, birthDate, address, salary, projects (1..n))`, then, an instance of the relation can be:

Peter	8/9/64	Rue de la Paix	5000	{MADS, HELIOS}	[7/94-6/96] [7/97-6/98] Active [7/96-7/97] Suspended

The red colored text are the life cycle information of the record.

The life cycle of an object can be **continuous** if there are no gaps between its creation and its deletion, or **discontinuous** if such gaps exist.

8.1.3 Non-temporal objects

Non-temporal objects can be modeled with the absence of a lifecycle, or with a default life cycle which encodes that it is always active. A usual option is to put it as $[0, \infty]$.

The **TSQL2 policy** is that temporal operators are not allowed on non-temporal relations. So if we need to perform some kind of temporal operation in non-temporal relations, such as a join with a temporal relation, then we need to use the default life cycle.

Example 8.1. An example is the following query:

```
SELECT Dept, Name, COUNT(PID)
FROM Department, Employee
WHERE Employee.dept = Department.Dept
  AND VALID(Employee) OVERLAPS PERIOD '[1/1/96-31/12/96]'
GROUP BY dept
```

8.1.4 Temporal attributes

A temporal attribute is marked with the symbol ◔, and it indicates that the attribute itself has a lifecycle associated.

For example, if we have the relation `Employee(name, birthDate, address, salary ◔, projects (1..n))`, then, an instance of the relation can be:

Peter	8/9/64	Rue de la Paix	4000	[7/94-6/96]	{MADS, HELIOS}
			5000	[6/96-Now]	

Temporal complex attributes

It is also possible to have temporal complex attributes, meaning attributes with subattributes. The temporality can be in either the full attribute, in which case a lifecyle will be attached to the whole attribute, or to a subattribute, in which case the lifecycle will be attached to only the subattribute.

For example, can have the relation `Laboratory(name, projects (1..n) ◔ {name, manager, budget})` and the relation `Laboratory(name, projects (1..n) {name, manager ◔, budget})`.

An example of the first relation is:

LBD	
{(MADS,Chris,1500)}	[1/1/95-31/12/95]
{(MADS,Chris,1500),(Helios,Martin,2000)}	[31/12/95-Now]

An example of the second relation is:

LBD						
{(MADS,	Stef	1/1/95-31/12/95	,1500),(Helios,	John	31/12/95-Now	,2000)}
	Chris	31/12/95-Now				

In this second case, if we update manager, we add one new element to the manager history. If we update the project name, we would simply change it, because project is not temporal.

8.1.5 Attribute timestamping properties

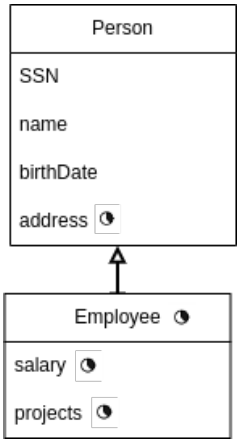
- Attribute types / timestamping: none, irregular, regular, instants, durations,...
- Cardinalities: snapshot and DBlifespan.
- Identifiers: snapshot or DBlifespan.

MADS has no implicit constraint, even if they make sense, such as:

- The validity period of an attribute must be within the lifecycle of the object it belongs to.
- The validity period of a complex attribute is the union of the validity periods of its components.

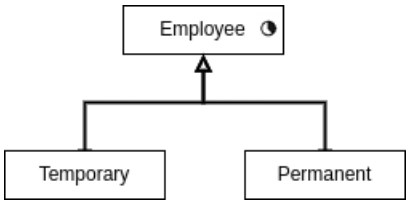
8.1.6 Temporal generalization

The life cycles are inherited from parent classes, and more temporal attributes can be added. For example:



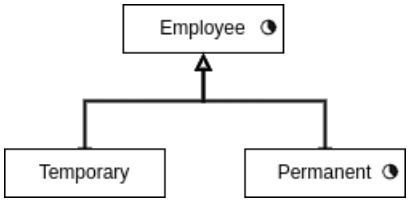
In this case, Employee is temporal, even though its parent is not. Employee inherits the temporal attribute address.

Another example:



In this case, both Temporary and Permanent are temporal objects.

In the case in which the child is also declared as temporal, it is called **dynamic temporal generalization** and in that case the objects maintains two lifecycles: the one inherited from its parent, and the one defined on itself. For example:



In this case, Permanent employees have two lifecycles: their lifecycle as a permanent and the inherited lifecycle as an employee. The redefined life cycle has to be including the one inherited.

8.1.7 Temporal relationships

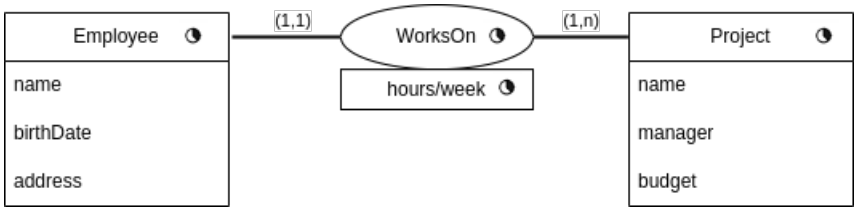
A temporal relationship is also marked with the symbol ◔, meaning that the relation between the objects possesses a lifecycle.

Some usual constraints used in temporal relationships:

- The **validity period of a relationship** must be within the intersection of the life cycles of the objects it links.
- A temporal relationship can only link temporal objects.

Again, MADS does not impose any constraints.

Example 8.2. Let's see some temporal relationships.



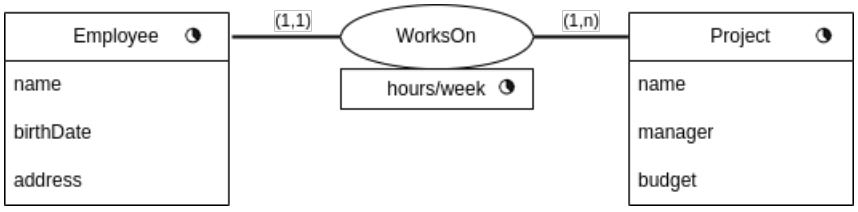
In this case, a possible data can be:

Employee		
e1	John 4/7/55 Bd Haussman	[7/8/77-Now]
e2	Peter 8/10/60 Bd Général Jacques	[1/2/78-Now]

WorksOn				
w1	(e1,p2,	20	[7/8/77-Now])	[7/8/77-Now]
w2	(e1,p1,	20 25	[7/8/77-1/2/78] [1/2/78-Now])	[7/8/77-Now]
w2	(e2,p1,	20	[1/2/78-Now])	[1/2/78-Now]

Project		
p1	MADS Christine 5000	[1/5/76-Now]
p2	HELIOS Yves 6000	[1/2/78-Now]

Another example, which is slightly different is the following:



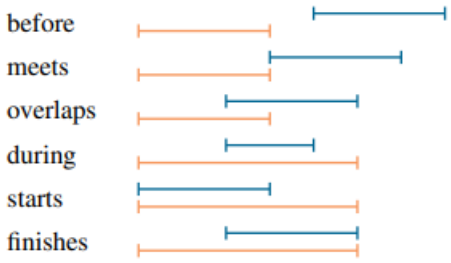
In this case, the data can be:

Employee		
e1	John 4/7/55 Bd Haussman	[7/8/77-Now]
e2	Peter 8/10/60 Bd Général Jacques	[1/2/78-Now]

WorksOn				
w1	(e1,p2,	20	[7/8/77-Now])	
w2	(e1,p1,	20 25	[7/8/77-1/2/78] [1/2/78-Now])	
w2	(e2,p1,	20	[1/2/78-Now])	

Project		
p1	MADS Christine 5000	[1/5/76-Now]
p2	HELIOS Yves 6000	[1/2/78-Now]

Now, only currently valid tuples are kept in the relationship. But for these, the history of hours/week is maintained.



Synchronization Relationship	Icon	Synchronization Relationship	Icon
SyncGeneric		SyncStart	
SyncDisjoint		SyncFinishes	
SyncOverlap		SyncEqual	
SyncWithin		SyncPrecede	
SyncMeet		SyncFollow	

Figure 5: Allen's temporal operators and how to express them.

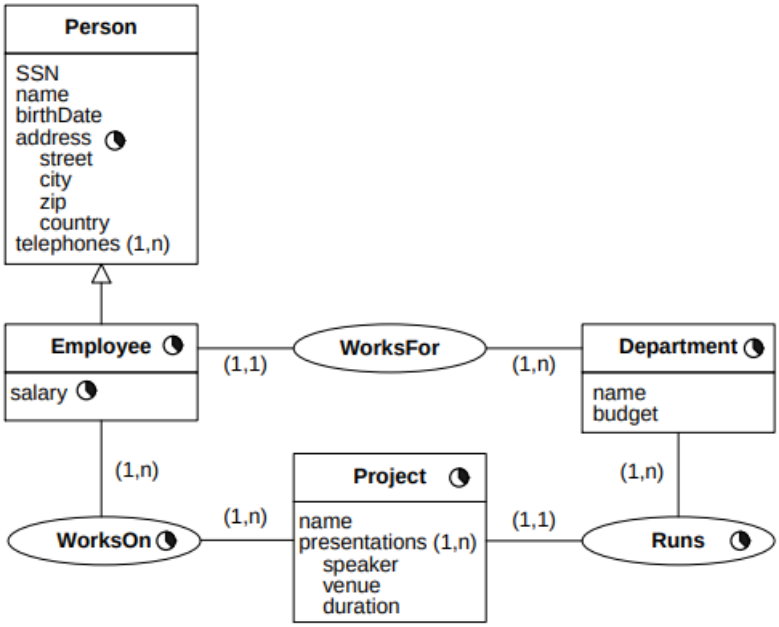
8.1.8 Synchronization relationships

They describe temporal constraints between the life cycles of two objects and they are expressed with Allen's operator extended for temporal elements:

- *before* $(i1, i2)$: interval $i1$ ends before $i2$ starts.
- *meets* $(i1, i2)$: interval $i1$ ends just when $i2$ starts.
- *overlaps* $(i1, i2)$: intervals $i1$ and $i2$ overlaps at some point.
- *during* $(i1, i2)$: interval $i1$ is contained inside interval $i2$.
- *starts* $(i1, i2)$: intervals $i1$ and $i2$ start at the same time.
- *finishes* $(i1, i2)$: intervals $i1$ and $i2$ finish at the same time.

They can be visually seen in Figure
These relationships express a temporal constraint between the whole life cycles or the active periods.

8.1.9 Example of a temporal schema



9 Manipulating Temporal Databases with SQL-92

Data type for periods is not available in SQL-92. Thus, a period is simulated with two Date columns: fromDate and toDate, indicating the beginning and end of the period, respectively. Some notes:

- The special date '3000-01-01' denotes currently valid.
- The periods are considered closed-open, [).
- A table can be viewes as a compact representation of a sequence of snapshot tables, each one valid on a particular day.

9.1 Temporal statements

Temporal statement apply to queries, modifications, views and integrity constraints. They are:

- **Current**: applies to the current point in time. Example: what is Bob's current position?
- **Time-sliced**: applies to some point in time in the past or in the future. Example: what was Bob's position on 1-1-2007?
- **Sequenced**: applies to each point in time. Example: what is Bob's position history?
- **Non-sequenced**: applies to all points in time, ignoring the time-varying nature of tables. Example: when did Bob changed history?

9.2 Temporal keys

Imagine we have the relation `Incumbents(SSN,PCN,FromDate,ToDate)` and we want to enforce that each employee has only one position at a point in time. If we use the key of the corresponding non-temporal table, (SSN,PCN), then we would not be able to enter the same employee for different periods. Thus, we need to somehow include the dates in the key. The options are: (SSN,PCN,FromDate), (SSN,PCN,ToDate) or (SSN,PCN,FromDate,ToDate). None of them captures the constraint that we want to enforce, because there are overlapping periods associated with the same SSN: we need a **sequenced constraint**, applied at each point in time. All constraints specified on a snapshot table have sequenced counterparts, specified on the analogous valid-time table.

9.2.1 Sequenced primary key

Example 9.1. Employees have only one position at a point in time.

```
CREATE TRIGGER Seq_Primary_Key ON Incumbents FOR INSERT, UPDATE AS
IF EXISTS( SELECT *
    FROM Incumbents I1
    WHERE 1 < ( SELECT COUNT(I2.SSN) -- How many entries
        FROM Incumbents I2
        WHERE I1.SSN = I2.SSN AND I1.PCN = I2.PCN -- The same employee
        AND I1.FromDate < I2.ToDate -- I1 starts before I2 ends
        AND I1.ToDate > I2.FromDate)) -- I1 ends after I2 starts: the two conditions are
    searching for intersections
  OR EXISTS (SELECT *
      FROM Incumbents I
      WHERE I.SSN IS NULL OR I.PCN IS NULL) -- no NULLS values of SSN and PCN can be inserted
BEGIN
  RAISERROR('Violation of sequenced primary key constraint',1,2)
  ROLLBACK TRANSACTION
END
```

Incumbents			
SSN	PCN	FromDate	ToDate
111223333	120033	1996-01-01	1996-06-01
111223333	120033	1996-06-01	1996-10-01
111223333	120033	1996-06-01	1996-10-01
111223333	120033	1996-10-01	Now
111223333	120033	1997-12-01	Now

Table 6: Temporal duplicates example.

9.3 Handling Now

We have to decide how to timestamp current data. One alternative is to put NULL in the ToDate, which allows to identify current records by checking: `WHERE ToDate IS NULL`. But it possesses some disadvantages:

- Users get confused with a data of NULL.
- In SQL many comparisons with a NULL return false, so we might exclude some rows that should not be excluded from the query.
- Other uses or NULL are not available.

Another approach is to set the ToDate to the largest value in the timestamp domain: '3000-01-01'. The disadvantages of this are:

- The DB states that something will be true in the far future.
- 'Now' and 'Forever' are represented in the same way.

9.4 Duplicates

There are different kind of duplicates in temporal databases:

- **Value equivalent**: the values of the nontimestamp columns are equivalent. Example: all rows in Table 6.
- **Sequenced duplicates**: when in some instant, the rows are duplicate. Example: rows 1 and 2 in the table.
- **Current duplicates**: they are sequenced duplicates at the current instant. Example: rows 4 and 5 in the table.
- **Nonsequenced duplicates**: the values of all columns are identical. Example: rows 2 and 3 in the table.

9.4.1 Preventing duplicates

- To prevent value equivalent rows: we define a secondary key using UNIQUE(SSN,PCN).
- To prevent nonsequenced duplicates: UNIQUE(SSN,PCN,FromDate,ToDate).
- To prevent current duplicates: no employee can have two identical positions at the current time:

```
CREATE TRIGGER Current_Dups ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT I1.SSN
    FROM Incumbents I1
    WHERE 1 < (SELECT COUNT(I2.SSN)
        FROM Incumbents I2
        WHERE I1.SSN = I2.SSN AND I1.PCN=I2.PCN
        AND I1.FromDate <= CURRENT_DATE AND CURRENT_DATE < I1.ToDate -- I1 is current
        AND I2.FromDate <= CURRENT_DATE AND CURRENT_DATE < I2.ToDate )) -- I2 is current
BEGIN
  RAISERROR('Transaction allows current duplicates',1,2)
  ROLLBACK TRANSACTION
END
```

- To prevent current duplicates, assuming no future data, we notice that current data will have the same ToDate, so we set UNIQUE(SSN,PCN,ToDate).
- To prevent sequenced duplicates, we do as with the trigger for sequenced primary keys, but disregarding NULL values (because now we are not making a key UNIQUE+NOTNULL, but only UNIQUE):

```
CREATE TRIGGER Seq_Dup ON Incumbents FOR INSERT, UPDATE AS
IF EXISTS( SELECT *
    FROM Incumbents I1
    WHERE 1 < ( SELECT COUNT(I2.SSN) -- How many entries
        FROM Incumbents I2
        WHERE I1.SSN = I2.SSN AND I1.PCN = I2.PCN -- The same employee
        AND I1.FromDate < I2.ToDate -- I1 starts before I2 ends
        AND I1.ToDate > I2.FromDate)) -- I1 ends after I2 starts: the two conditions are
    searching for intersections
BEGIN
  RAISERROR('Violation of sequenced primary key constraint',1,2)
  ROLLBACK TRANSACTION
END
```

- To prevent sequenced duplicates, asumming only modifications to current data, we can use UNIQUE(SSN, PCN, ToDate).

Now, we want to enforce that each employee has at most one position. In a snapshot table, this would be equivalent to UNIQUE(SSN), and now the sequenced constraint is: at any time each employee has at most one position, i.e., SSN is sequenced unique:

```
CREATE TRIGGER Seq_Unique ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT I1.SSN
    FROM Incumbents I1
    WHERE 1 < ( SELECT COUNT(I2.SSN)
        FROM Incumbents I2
        WHERE I1.SSN = I2.SSN
        AND I1.FromDate < I2.ToDate
        AND I1.ToDate > I2.FromDate))
    OR EXISTS (SELECT * FROM Incumbents AS I WHERE I.SSN IS NULL)
BEGIN
  RAISERROR('Transaction violates sequenced unique constraint',1,2)
  ROLLBACK TRANSACTION
END
```

We can also think about the nonsequenced constraint: an employee cannot have more than one position over two identical periods, i.e. SSN is nonsequenced unique: UNIQUE(SSN,FromDate,ToDate).

Or current constraint: an employee has at most one position now, i.e. SSN is current unique:

```
CREATE TRIGGER Current_Unique ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT I1.SSN
    FROM Incumbents I1
    WHERE 1 < (SELECT COUNT(I2.SSN)
        FROM Incumbents I2
        WHERE I1.SSN = I2.SSN
        AND I1.FromDate <= CURRENT_DATE AND CURRENT_DATE < I1.ToDate -- I1 is current
        AND I2.FromDate <= CURRENT_DATE AND CURRENT_DATE < I2.ToDate )) -- I2 is current
BEGIN
  RAISERROR('Transaction allows current duplicates',1,2)
  ROLLBACK TRANSACTION
END
```

9.5 Referential integrity

We want to enforce that Incumbents.PCN is a foreign key for Position.PCN. There several possible cases, depending on what tables are temporal.

9.5.1 Case 1: neither table is temporal

```
CREATE TABLE Incumbents(
  ...
  PCN CHAR(6) NOT NULL REFERENCES Position,
  ...
  )
```

9.5.2 Case 2: both tables are temporal

In this case, if we want the PCN to be a **current foreign key**, the PCN of all current incumbents must be listed in the current positions:

```
CREATE TRIGGER Current_RI ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT *
    FROM Incumbents I
    WHERE I.ToDate = '3000-01-01'
    AND NOT EXISTS( SELECT *
          FROM Position P
          WHERE I.PCN = P.PCN -- The position is correct
          AND P.ToDate='3000-01-01')) -- And is active
BEGIN
  RAISERROR('Violation of current referential integrity',1,2)
  ROLLBACK TRANSACTION
END
```

Or it can be a **sequenced foreign key**:

```
CREATE TRIGGER Seq_RI ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT *
    FROM Incumbents I
    WHERE NOT EXISTS( SELECT *
             FROM Position P
             WHERE I.PCN = P.PCN
             AND P.FromDate <= I.FromDate
             AND P.ToDate > I.FromDate) -- These two search for P s.t. I starts in the middle
    of P
    OR NOT EXISTS( SELECT *
          FROM Position P
          WHERE I.PCN = P.PCN
          AND P.FromDate < I.ToDate
          AND P.ToDate >= I.ToDate) -- These two search for P s.t. I ends in the middle of P
    OR EXISTS( SELECT *
        FROM Position P
        WHERE I.PCN = P.PCN
        AND I.FromDate < P.ToDate AND I.ToDate > P.ToDate -- P ends in the middle of I
        AND NOT EXISTS( SELECT *
                FROM Position P2
                WHERE P2.PCN = P.PCN
                AND P2.FromDate <= P.ToDate
                AND P2.ToDate > P.ToDate))) -- These two search for P2 that continues the RI
    instead of P
BEGIN
  RAISERROR('Violation of sequential referential integrity',1,2)
  ROLLBACK TRANSACTION
END
```

Contiguous history

A contiguous history is such that there are no gaps in the history. Enforcing contiguous history is a nonsequenced constraint, because it requires examining the table at multiple points of time.

```
CREATE TRIGGER Cont_History ON Position FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT *
    FROM Position P1, Position P2
    WHERE P1.PCN = P2.PCN
    AND P1.ToDate < P2.FromDate -- If P1 and P2 are separated
```

```
    AND NOT EXISTS( SELECT *
          FROM Position P3
          WHERE P3.PCN = P1.PCN
          AND (
            (P3.FromDate <= P1.ToDate AND P3.ToDate > P1.ToDate) -- P3 extends P1 to the right
            OR
            (P3.FromDate < P2.FromDate AND P3.ToDate >= P2.FromDate)))) -- P3 extends P2 to
    the left
BEGIN
  RAISERROR('Transaction violates contiguous history',1,2)
  ROLLBACK TRANSACTION
END
```

We can also have the situation that Incumbents.PCN is a FK for Position.PCN and Position.PCN defines a contiguous history. In this case, we can omit the part of searching for the P2 that extends a P that ends in the middle of I.

```
CREATE TRIGGER Seq_RI_CH ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT *
    FROM Incumbents I
    WHERE NOT EXISTS( SELECT *
            FROM Position P
            WHERE I.PCN = P.PCN
            AND P.FromDate <= I.ToDate AND I.FromDate < P.ToDate)
    OR NOT EXISTS( SELECT *
          FROM Position P
          WHERE I.PCN = P.PCN
          AND P.FromDate < I.ToDate AND I.ToDate <= P.ToDate))
BEGIN
  RAISERROR('Violation of sequenced referential integrity',1,2)
  ROLLBACK TRANSACTION
END
```

9.5.3 Case 3: Only the referenced table is temporal

Current FK:

```
CREATE TRIGGER Current_RI ON Incumbents FOR INSERT, UPDATE, DELETE AS
IF EXISTS( SELECT *
    FROM Incumbents I
    WHERE NOT EXISTS( SELECT *
            FROM Position P
            WHERE I.PCN = P.PCN AND P.ToDate = '3000-01-01')) -- P is current
BEGIN
  RAISERROR('Violation of current referential integrity',1,2)
  ROLLBACK TRANSACTION
END
```

9.6 Querying valid-time tables

We have the relations:

Employee				Incumbents			
SSN	FirstName	LastName	BirthDate	SSN	PCN	FromDate	ToDate

Salary				Position	
SSN	Amount	FromDate	ToDate	PCN	JobTitle

Say we want to obtain Bob's current position. Then:

```
-- Option 1
SELECT JobTitle
FROM Employee E, Incumbents I, Position P
WHERE F.FirstName = 'Bob'
  AND E.SSN = I.SSN
  AND I.PCN = P.PCN
```

```
  AND I.ToDate = '3000-01-01'

-- Option 2
SELECT JobTitle
FROM Employee E, Incumbents I, Position P
WHERE F.FirstName = 'Bob'
  AND E.SSN = I.SSN
  AND I.PCN = P.PCN
  AND I.FromDate <= CURRENT_DATE AND I.ToDate > CURRENT_DATE -- This one is more portable
```

And Bob's current position and salary? Current joins:

```
SELECT JobTitle, Amount
FROM Employee E, Incumbents I, Position P, Salary S
WHERE FirstName = 'Bob'
  AND E.SSN = I.SSN AND I.PCN = P.PCN AND E.SSN = S.SSN
  AND I.FromDate <= CURRENT_DATE AND I.ToDate > CURRENT_DATE -- I is current
  AND S.FromDate <= CURRENT_DATE AND S.ToDate > CURRENT_DATE -- S is current
```

And if we want to get what employees have currently no position?

```
SELECT FirstName
FROM Employee e
WHERE NOT EXISTS( SELECT *
        FROM Incumbents I
        WHERE E.SSN = I.SSN
        AND I.FromDate <= CURRENT_DATE AND I.ToDate > CURRENT_DATE)
```

9.6.1 Extracting prior states

A **timeslice query** extracts a state at a particular point in time. They require an additional predicate for each temporal tables: they are basically the same as checking the current state, but with a different date.

For example: Bob's position at the beginning of 1997?

```
SELECT JobTitle
FROM Employee E, Incumbents I, Position P
WHERE F.FirstName = 'Bob'
  AND E.SSN = I.SSN
  AND I.PCN = P.PCN
  AND I.FromDate <= '1997-01-01' AND I.ToDate > '1997-01-01'
```

9.6.2 Sequenced queries

A **sequenced query** is such that its result is a valid-time table. They use sequenced variants of basic operations:

- **Sequenced selection**: no change:

```
SELECT *
FROM Salary
WHERE Amount > 5000
```

- **Sequenced projection**: include the timestamp columns in the select list, because if not we would obtain several values for the same employees:

```
SELECT SSN, FromDate, ToDate
FROM Salary
```

If we want to remove the duplicates here, we need to **coalesce** the results.

```
SELECT DISTINCT F.SSN, F.FromDate, L.ToDate
FROM Salary F, Salary L
WHERE F.FromDate < L.ToDate -- F is to the left of L
  AND F.SSN = L.SSN -- And they are of the same SSN
  AND NOT EXISTS( SELECT * -- This is the: forall M inside the period, it can be extended
     to the left
        FROM Salary M
```

```
          WHERE M.SSN = F.SSN -- M belongs to the same SSN
          AND F.FromDate < M.FromDate and M.FromDate <= L.ToDate -- M starts between F
    and L
          AND NOT EXISTS( SELECT *
                  FROM Salary T1
                  WHERE T1.SSN = F.SSN
                  AND T1.FromDate < M.FromDate AND M.FromDate <= T1.ToDate))
  AND NOT EXISTS( SELECT * -- This is the: the period is maximal
          FROM Salary T2
          WHERE T2.SSN = F.SSN
          AND (
            (T2.FromDate < F.FromDate AND F.FromDate <= T2.ToDate)
            OR
            (T2.FromDate <= L.ToDate AND L.ToDate < T2.ToDate))
```

- **Sequenced sort**: in this case we require the result to be ordered at each point in time. This can be accomplished by appending the start and end time columns in the ORDEER BY:

```
SELECT *
FROM Incumbents
ORDER BY PCN, FromDate, ToDate
```

  It can also be done by omitting the timestamp columns.

- **Sequenced union**: a UNION ALL (retaining duplicates) over temporal tables is automatically sequenced if the timestamp columns are kept:

```
SELECT *
FROM Salary
WHERE Amount > 50000

UNION ALL

SELECT *
FROM Salary
WHERE Amount < 10000
```

- **Sequenced join**: imagine we want to determine the salary and position history for each employee. This implies a sequenced join between Salary and Incumbents. It is supposed that there are no duplicate rows in the tables: at each point in time an employee has one salary and one position. In SQL, a sequenced join requires four select statements and complex inequality predicates and the following code does not generate duplicates. This is why UNION ALL is used without problems, and being more efficient than UNION, which does a lot of work for removing non-ocurring duplicates[5].

```
-- Usual sequenced join
SELECT S.SSN, Amount, PCN, S.FromDate, S.ToDate
FROM Salary S, Incumbents I
WHERE S.SSN = I.SSN
  AND I.FromDate < S.FromDate AND S.ToDate <= I.ToDate

UNION ALL

SELECT S.SSN, Amount, PCN, S.FromDate, I.ToDate
FROM Salary S, Incumbents I
WHERE S.SSN = I.SSN
  AND I.FromDate <= S.FromDate
  AND S.FromDate < I.ToDate AND S.ToDate > I.ToDate

UNION ALL

SELECT S.SSN, Amount, PCN, I.FromDate, S.ToDate
FROM Salary S, Incumbents I
WHERE S.SSN = I.SSN
  AND S.FromDate <= I.FromDate
  AND I.FromDate < S.ToDate AND I.ToDate > S.ToDate
```

[5] We already saw how the temporal join is done before.

```
22
23 UNION ALL
24
25 SELECT S.SSN, Amount, PCN, I.FromDate, I.ToDate
26 FROM Salary S, Incumbents I
27 WHERE S.SSN = I.SSN
28   AND S.FromDate < I.FromDate AND I.ToDate <= S.ToDate
```

This can also be done using CASE, which allows to write the query in a single statement: the first case simulates a maxDate function of the two arguments, the second one a minDate function. The condition in the WHERE ensures that the period of validity is well formed:

```
1  -- Sequenced join with CASE
2  SELECT S.SSN, Amount, PCN,
3        CASE WHEN S.FromDate > I.FromDate THEN S.FromDate ELSE I.FromDate
4          END AS FromDate,
5        CASE WHEN S.ToDate > I.ToDate THEN I.ToDate ELSE S.ToDate
6          END AS ToDate
7  FROM Salary S, Incumbents I
8  WHERE S.SSN = I.SSN
9  AND (CASE WHEN S.FromDate > I.FromDate THEN S.FromDate ELSE I.FromDate END)
10   <
11   (CASE WHEN S.ToDate > I.ToDate THEN I.ToDate ELSE S.ToDate END)
```

Another way to do the sequenced join is using functions:

```
1  -- Sequenced join with functions
2  CREATE FUNCTION minDate(@one SMALLDATETIME, @two SMALLDATETIME)
3  RETURNS SMALLDATETIME AS
4  BEGIN
5    RETURN CASE WHEN @one < @two THEN @one ELSE @two END
6  END
7
8  CREATE FUNCTION maxDate(@one SMALLDATETIME, @two SMALLDATETIME)
9  RETURNS SMALLDATETIME AS
10 BEGIN
11   RETURN CASE WHEN @one < @two THEN @two ELSE @one END
12 END
13
14 SELECT S.SSN, Amount, PCN, maxDate(S.FromDate, I.FromDate) AS FromDate, minDate(S.ToDate,
       I.ToDate) AS ToDate
15 FROM Salary S, Incumbents I
16 WHERE S.SSN = I.SSN
17   AND maxDate(S.FromDate,I.FromDate) < minDate(S.ToDate,I.ToDate)
```

- **Temporal difference**: the usual difference is implemented in SQL with EXCEPT, NOT EXISTS or NOT IN. For example, if we want to list the employees who are department heads (PCN=1234) but are not also professors (PCN=5555), we can do it as:

```
1  -- Nontemporal veersion
2  -- using NOT EXISTS
3  SELECT SSN
4  FROM Incumbents I1
5  WHERE I1.PCN = 1234
6    AND NOT EXISTS( SELECT *
7              FROM Incumbents I2
8              WHERE I1.SSN = I2.SSN AND I2.PCN = 5555)
9
10 --using EXCEPT
11 SELECT SSN
12 FROM Incumbents
13 WHERE PCN = 1234
14
15 EXCEPT
16
17 SELECT SSN
18 FROM Incumbents
19 WHERE PCN = 5555
```

But the sequenced difference is a bit more complex. There are four possible cases, depicted in Figure 6.

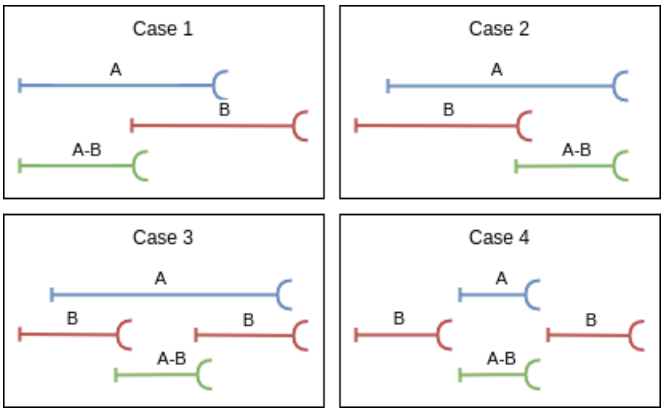


Figure 6: Cases for temporal difference.

The SQL query is:

```
SELECT A.SSN, A.FromDate, B.FromDate AS ToDate
FROM Incumbents A, Incumbents B
WHERE A.PCN = 1234 AND B.PCN = 5555 AND A.SSN = B.SSN
  AND A.FromDate < B.FromDate AND B.FromDate < A.ToDate -- Case 1
  AND NOT EXISTS( SELECT *
          FROM Incumbents C
          WHERE A.SSN = C.SSN AND C.SSN = 5555
            AND A.FromDate < C.ToDate AND C.FromDate < B.FromDate) -- Check that we are
    not in case 3

UNION

SELECT A.SSN, B.ToDate AS FromDate, A.ToDate
FROM Incumbents A, Incumbents B
WHERE A.PCN = 1234 AND B.PCN = 5555 AND A.SSN = B.SSN
  AND A.FromDate < B.ToDate AND B.ToDate < A.ToDate -- Case 2
  AND NOT EXISTS( SELECT *
          FROM Incumbents C
          WHERE A.SSN = C.SSN AND C.PCN = 5555
            AND B.ToDate < C.ToDate AND C.FromDate < A.ToDate) -- Check we are not in
    case 3

UNION

SELECT A.SSN, B1.ToDate AS FromDate, B2.FromDate AS ToDate
FROM Incumbents A, Incumbents B1, Incumbents B2
WHERE A.PCN = 1234 AND B1.PCN = 5555 AND B2.PCN = 5555
  AND A.SSN = B1.SSN AND A.SSN = B2.SSN
  AND B1.ToDate < B2.FromDate
  AND A.FromDate < B1.ToDate
  AND B2.FromDate < A.ToDate -- Case 3
  AND NOT EXISTS( SELECT *
          FROM Incumbents C
          WHERE A.SSN = C.SSN AND C.SSN = 5555
          AND B1.ToDate < C.ToDate AND C.FromDate < B2.FromDate) -- Check B1 and B2 are
    not temporary contected

UNION

SELECT SSN, FromDate, ToDate
FROM Incumbents A
WHERE A.PCN = 1234
  AND NOT EXISTS( SELECT *
          FROM Incumbents C
          WHERE A.SSN = C.SSN AND C.PCN = 5555
            AND A.FromDate < C.ToDate AND C.FromDate < A.ToDate) -- Case 4
```

9.6.3 Nonsequenced queries

Nonsequenced operators are straightforward: they ignore the time-varying nature of the tables.

Example 9.2. List all the salaries, past and present, of employees who had been lecturer at some time:

```
SELECT Amount
FROM Incumbents I, Position P, Salary S
WHERE I.SSN = S.SSN AND I.PCN = P.PCN
  AND JobTitle = 'Lecturer';
```

When did employees receive raises?

```
SELECT S2.SSN, S2.FromDate AS RaiseDate
FROM Salary S1, Salary S2
WHERE S2.Amount > S1.Amount AND S1.SSN = S2.SSN AND S1.ToDate = S2.FromDate;
```

Remove **nonsequenced duplicates** from Incumbents:

```
SELECT DISTINCT *
FROM Incumbents
```

Remove **value-equivalent rows** from Incumbents:

```
SELECT DISTINCT SSN, PCN
FROM Incumbents
```

Remove **current duplicates** from Incumbents:

```
SELECT DISTINCT SSN, PCN
FROM Incumbents
WHERE ToDate = '3000-01-01'
```

9.6.4 Sequenced aggregation function

Say we have two relations:

Affiliation				Salary			
SSN	DNumber	FromDate	ToDate	SSN	Amount	FromDate	ToDate

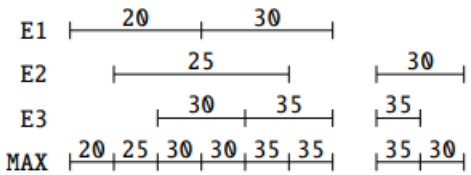
And we want the maximum salary. The non-temporal version is straighforward:

```
SELECT MAX(Amount)
FROM Salary
```

And the maximum salary by department:

```
SELECT DNumber, MAX(Amount)
FROM Affiliation A, Salary S
WHERE A.SSN = S.SSN
GROUP BY DNumber
```

But the temporal version is not that easy. We have to do as in this visual example:



The steps to follow are:

1. Compute the periods on which a maximum must be calculated.
2. Compute the maximum for the periods.
3. Coalesce the results (as we have already seen)

```sql
-- Step 1: compute periods
CREATE VIEW SalChanges(Day) AS
  SELECT DISTINCT FromDate
  FROM Salary

  UNION

  SELECT DISTINCT ToDate
  FROM Salary

CREATE VIEW SalPeriods(FromDate, ToDate) AS
  SELECT P1.Day, P2.Day
  FROM SalChanges P1, SalChanges P2
  WHERE P1.Day < P2.Day -- Get all consecutive combinations
    AND NOT EXISTS( SELECT *
            FROM Salchanges P3
            WHERE P1.Day < P3.Day AND P3.Day < P2.Day) -- Ensure they are consecutive

-- Step 2
CREATE VIEW TempMax(MaxSalary, FromDate, ToDate) AS
  SELECT MAX(S.AMOUNT), P.FromDate, P.ToDate
  FROM SALARY S, SalPeriods P
  WHERE S.FromDate <= P.FromDate AND P.ToDate <= S.ToDate
  GROUP BY P.FromDate, I.ToDate

-- Step 3: COALESCE
```

Now, we want to compute the history of maximum salary by deparment:

1. Compute by department the periods on which a maximum must be calculated.
2. Compute the maximum salary for these periods.
3. Coalesce the results.

```sql
-- Step 1
CREATE VIEW Aff_Sal(DNumber, Amount, FromDate, ToDate) AS
  SELECT DISTINCT A.DNumber, S.Amount, maxDate(S.FromDate, A.FromDate) AS FromDate, minDate(S.
    ToDate, A.ToDate) AS ToDate
  FROM Affiliation A, Salary S
  WHERE A.SSN = S:SSN
    AND maxDate(S.FromDate,A.FromDate) < minDate(S.ToDate,A.ToDate)

CREATE VIEW SalChanges(DNumber, Day) AS
  SELECT DISTINCT DNumber, FromDate
  FROM Aff_Sal
  UNION
  SELECT DISTINCT DNumber, ToDate
  FROM Aff_Sal

CREATE VIEW SalPeriods(DNumber, FromDate, ToDate) AS
  SELECT P1.DNumber, P1.Day, P2.Day
  FROM SalChanges P1, SalChanges P2
  WHERE P1.DNumber = P2.DNumber AND P1.Day < P2.Day
  AND NOT EXISTS( SELECT *
          FROM SalChanges P3
          WHERE P3.DNumber = P1.DNumber
            AND P1.Day < P3.Day AND P3.Day < P2.Day)

-- Step 2
CREATE VIEW TempMaxDep(DNumber, MaxSalary, FromDate, ToDate) AS
  SELECT P.DNumber, MAX(Amount), P.FromDate, P.ToDate
  FROM Aff_Sal A, SalPeriods P
  WHERE A.DNumber = P.DNumber
    AND A.FromDate <= P.FromDate AND P.ToDate <= A.ToDate
  GROUP BY P.DNumber, P.FromDate, P.ToDate

-- Step 3: COALESCE
```

9.6.5 Sequenced division

Now we have the tables:

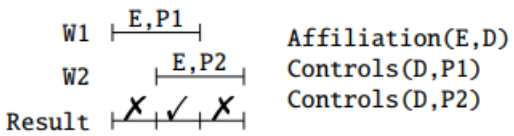
Affiliation				Controls				WorksOn		
SSN	DNumber	FromDate	ToDate	PNumber	DNumber	FromDate	ToDate	SSN	PNumber	FromDa

And say we want to get the employees that are working all projects of the department to which they are affiliated.

- Nontemporal version:

```
SELECT SSN
FROM Affiliation A
WHERE NOT EXISTS( SELECT * -- There are no projects associated to the dept in which the
    employee does not work
          FROM Controls C
          WHERE A.DNumber = C.DNumber -- Get all projects controlled by the dept
          AND NOT EXISTS( SELECT *
                  FROM WorksOn W
                  WHERE C.PNumber = W AND A.SSN = W.SSN)) -- Check if the employee works
    on it
```

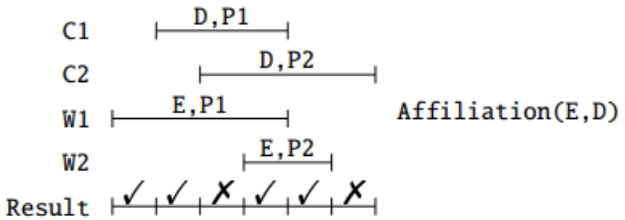
- Sequenced division: Case1. Only WorksOn is temporal.



1. Construct the periods on which the division must be computed.
2. Compute the division.
3. Coalesce.

```
-- Step 1
CREATE VIEW ProjChangesC1(SSN,Day) AS
  SELECT SSN.FromDate FROM WorksOn
  UNION
  SELECT SSn.ToDate FROM WorksOn

CREATE VIEW ProjPeriodsC1(SSN,FromDate,ToDate) AS
  SELECT P1.SSN, P1.Day, P2.Day
  FROM ProjChangesC1 P1, ProjChangesC1 P2
  WHERE P1.SSN = P2.SSN AND P1.Day < P2.Day
    AND NOT EXISTS( SELECT *
            FROM ProjChangesC1 P3
            WHERE P3.SSN = P1.SSN
              AND P3.Day > P1.Day AND P3.Day < P2.Day)

-- Step 2
CREATE VIEW TempUnivQuantC1(SSN, FromDate, ToDate) AS
  SELECT DISTINCT P.SSN, P.FromDate, P.ToDate
  FROM ProjPeriodsC1 P, Affiliation A
  WHERE P.SSN = A.SSN
    AND NOT EXISTS( SELECT *
            FROM CONTROLS C
            WHERE A.DNumber = C.DNumber
              AND NOT EXISTS( SELECT *
                      FROM WorksOn W
                      WHERE C.PNumber = W.PNumber AND P.SSN = W.SSN
                      AND W.FromDate <= P.FromDate AND W.ToDate >= P.ToDate))

-- Step 3: COALESCE
```

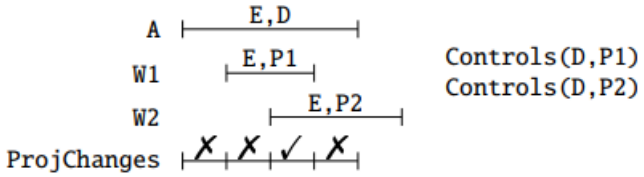
- Sequenced division: Case 2. Only Controls and WorksOn are temporal. In this case, employees may work on projects controlled by departments different from the department to which they are affiliated.



1. Construct the periods on which the division must be computed.
2. Compute the division of these periods.
3. Coalesce.

```sql
-- Step 1
CREATE VIEW ProjChangesC2(SSN,Day) AS
  SELECT SSN, FromDate
  FROM Affiliation A, Controls C
  WHERE A.DNumber = C.DNumber
  UNION
  SELECT SSN, ToDate
  FROM Affiliationn A, Controls C
  WHERE A.DNumber = C.DNumber
  UNION
  SELECT SSN, FromDate
  FROM WorksOn
  UNION
  SELECT SSN, ToDate
  FROM WorksOn

CREATE VIEW ProjPeriodsC2(SSN,FromDate,ToDate) AS
  SELECT P1.SSN, P1.Day, P2.Day
  FROM ProjChanges P1, ProjChanges P2
  WHERE P1.SSN = P2.SSN AND P1.Day < P2.Day
    AND NOT EXISTS( SELECT *
            FROM ProjChanges P3
            WHERE P3.SSN = P1.SSN AND P1.Day < P3.Day AND P3.Day < P2.Day)

-- Step 2
CREATE VIEW TempUnivC2(SSN, FromDate, ToDate) AS
  SELECT DISTINCT P.SSN, P.FromDate, P.ToDate
  FROM ProjPeriodsC2 P, Affiliation A
  WHERE P.SSN = A.SSN
    AND NOT EXISTS( SELECT *
            FROM Controls C
            WHERE A.DNumber = C.DNumber
              AND C.FromDate <= P.FromDate AND P.ToDate <= C.ToDate
              AND NOT EXISTS( SELECT *
                      FROM WorksOn W
                      WHERE C.PNumber = W.PNumber AND P.SSN = W.SSN
                        AND W.FromDate <= P.FromDate AND P.ToDate <= W.ToDate))

-- Step 3: COALESCE
```

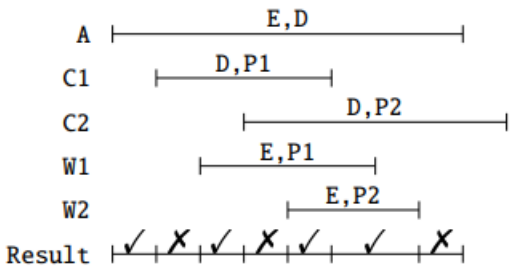
- Sequenced division: Case 3. Only Affiliation and WorksOn are temporal. Again, employees may work in projects controlled by departments different from the department to which they are affiliated.



The steps are conceptually the same, so let's go with SQL:

```
-- Step 1
CREATE VIEW Aff_WO(SSN, DNumber, PNumber, FromDate, ToDate) AS
  SELECT DISTINCT A.SSN, A.DNumber, W.PNumber, maxDate(A.FromDate,W.FromDate) AS FromDate
    , minDate(A.ToDate,W.ToDate) AS ToDate
  FROM Affiliation A, WorksOn W
  WHERE A.SSN = W.SSN AND maxDate(A.FromDate,W.FromDate) < minDate(A.ToDate,W.toDate)

CREATE VIEW ProjChangesC3(SSN, DNumber, Day) AS
  SELECT SSN, DNumber, FromDate FROM Aff_WO
  UNION
  SELECT SSN, DNumber, ToDate FROM Aff_WO
  UNION
  SELECT SSN, DNumber, FromDate FROM Affiliation
  UNION
  SELECT SSN, DNumber, ToDate FROM Affiliation

CREATE VIEW ProjPeriodsC3(SSN, DNumber, FromDate, ToDate) AS
  SELECT P1.SSN, P1.DNumber, P1.Day, P2.Day
  FROM ProjChangesC3 P1, ProjChangesC3 P2
  WHERE P1.SSN = P2.SSN AND P1.DNumber = P2.DNumber
    AND P1.Day < P2.Day
    AND NOT EXISTS( SELECT *
            FROM ProjChangesC3 P3
            WHERE P3.SSN = P1.SSN AND P3.DNumber = P1.DNumber
              AND P1.Day < P3.Day AND P3.Day < P2.Day)

-- Step 2
CREATE VIEW TempUnivQuantC3(SSN, FromDate, ToDate) AS
  SELECT DISTINCT P.SSN, P.FromDate, P.ToDate
  FROM ProjPeriodsC3 P
  WHERE NOT EXISTS( SELECT *
          FROM Controls C
          WHERE P.DNumber = C.DNumber
            AND NOT EXISTS( SELECT *
                    FROM WorksOn W
                    WHERE C.PNumber = W.PNumber AND P.SSN = W.SSN
                      AND W.FromDate <= P.FromDate AND P.ToDate <= W.ToDate))

-- Step 3: COALESCE
```

- Sequenced division, Case 4. The three tables are temporal.



```
-- Step 1
CREATE VIEW Aff_Cont(SSN, DNumber, PNumber, FromDate, ToDate) AS
  SELECT DISTINCT A.SSN, A.DNumber, C.PNumber,maxDate(A.FromDate,C.FromDate) AS FromDate,
     minDate(A.ToDate,C.ToDate) AS ToDate
  FROM Affiliation A, Controls C
  WHERE A.DNumber=C.DNumber
    AND maxDate(A.FromDate,C.FromDate) < minDate(A.ToDate,C.ToDate)

CREATE VIEW Aff_Cont_WO(SSN, DNumber, PNumber, FromDate, ToDate) AS
  SELECT DISTINCT A.SSN, A.DNumber, W.PNumber, maxDate(A.FromDate,W.FromDate) AS FromDate
    , minDate(A.ToDate,W.ToDate) AS ToDate
  FROM Aff_Cont A, WorksOn W
  WHERE A.PNumber=W.PNumber AND A.SSN=W.SSN
    AND maxDate(A.FromDate,W.FromDate) < minDate(A.ToDate,W.ToDate)

CREATE VIEW ProjChangesC4(SSN, DNumber, Day) AS
  SELECT SSN, DNumber, FromDate FROM Aff_Cont
  UNION
  SELECT SSN, DNumber, ToDate FROM Aff_Cont
  UNION
  SELECT SSN, DNumber, FromDate FROM Aff_Cont_WO
  UNION
  SELECT SSN, DNumber, ToDate FROM Aff_Cont_WO
  UNION
  SELECT SSN, DNumber, FromDate FROM Affiliation
  UNION
  SELECT SSN, DNumber, ToDate FROM Affiliation

CREATE VIEW ProjPeriodsC4(SSN, DNumber, FromDate, ToDate) AS
  SELECT P1.SSN, P1.DNumber, P1.Day, P2.Day
  FROM ProjChangesC4 P1, ProjChangesC4 P2
  WHERE P1.SSN = P2.SSN AND P1.DNumber = P2.DNumber AND P1.Day < P2.Day
    AND NOT EXISTS( SELECT *
            FROM ProjChangesC4 P3
            WHERE P1.SSN = P3.SSN AND P1.DNumber = P3.DNumber
              AND P1.Day < P3.Day AND P3.Day < P2.Day)

-- Step 2
CREATE VIEW TempUnivQuantC4(SSN, FromDate, ToDate) AS
  SELECT DISTINCT P.SSN, P.FromDate, P.ToDate
  FROM ProjPeriodsC4 P
  WHERE NOT EXISTS( SELECT *
          FROM Controls C
          WHERE P.DNumber = C.DNumber
            AND C.FromDate <= P.FromDate AND P.ToDate <= C.ToDate
            AND NOT EXISTS( SELECT *
                    FROM WorksOn W
                    WHERE C.PNumber = W.PNumber AND P.SSN=W.SSN
                      AND W.FromDate <= P.FromDate AND P.ToDate <= W.ToDate))
```

10 Temporal Support in current DBMSs and SQL 2011

10.1 Oracle

- Oracle 9i included support for transaction time. **Flashback queries** allow the application to access prior transaction-time states of their database: they are transaction timeslice queries. Database modifications and conventional queries are temporally upward compatible.
- Oracle 10g extended flashback queries to retrieve all the versions of a row between two transaction times. It also allowed tables and databases to be rolled back to a previous transaction time, discarding changes after that time.
- Oracle 10g Workspace Manager includes the period data type, valid-time support, transaction-time support, bitemporal support and support for sequenced primary keys, sequenced uniqueness, sequenced referential integrity and sequenced selection and projection.

- Oracle 11g does not rely on transient storage like the undo segments, it records changes in the Flashback Recovery Area. Valid-time queries were also enhanced.

10.2 Teradata

- Teradata Database 13.10 introduced the period data type, valid-time support, transaction-time support, timeslices, temporal upward compatibility, sequenced primary key and temporal referential integrity constraints, nonsequenced queries, and sequenced projection and selection.
- Teradata Database 14 adds capabilities to create a global picture of an organization's business at any point in time.

10.3 DB2

IBM DB2 10 includes the period data type, valid-time support (termed business time), transaction-time support (termed system time), timeslices, temporal upward compatibility, sequenced primary keys, and sequenced projection and selection.

10.4 SQL 2011

SQL2011 has temporal support:

- **Application-time period tables**: valid-time tables. They have sequenced primary and foreign keys, support single-table valid-time sequenced insertions, deletions and updates, and nonsequenced valid-time queries.

  They contain a PERIOD clause with an user-defined period name. Currently restricted to temporal periods only. They must contain two additional columns, to store the start time and the end time of a period associated with the row, whose values are set by the user. The user can also specify primary key/unique constraints to ensure that no two rows with the same key value have overlapping periods, as well as referential integrity constraints to ensure that the period of every child row is completely contained in the period of exactly one parent row or in the combined period of two or more consecutive parent rows.

  Queries, inserts, updates and deletes behave exactly like in regular tables. Additional syntax is provided on UPDATE and DELETE statements for partial period updates and deletes.

  We can **create** an application-time period table as

```
CREATE TABLE employees(
  emp_name VARCHAR(50) NOT NULL PRIMARY KEY,
  dept_id VARCHAR(10),
  start_date DATE NOT NULL,
  end_date DATE NOT NULL,
  PERIOD FOR emp_period (start_date, end_date),
  PRIMARY KEY(emp_name, emp_period WITHOUT OVERLAPS),
  FOREIGN KEY(dept_id, PERIOD emp_period) REFERENCES departments(Dept_id, PERIOD
    dept_period));
```

  The PERIOD clause automatically enforces the constraint end_date > start_date. The name of the period can be any user-defined name. The period is closed-open, [).

  To **insert** a row into an application-time period table, the user needs to provide the start and end time of the period for each row. The time values can be either in the past, current or future.

```
INSERT INTO employees (emp_name, dept_id, start_date, end_date)
VALUES ('John', 'J13', DATE '1995-11-15', DATE '1996-11-15'),
    ('Tracy', 'K25', DATE '1996-01-01', DATE '1997-11-15')
```

  All rows canbe potentially **updated**. Users are allowed to update the start and end columns of the period associated with each row and when a row is updated using the regular UPDATE statement, the regular semantics apply. Additional syntax is provided for UPDATE statements to specify the time period during which the update applies, and only rows that lie within the specified period are impacted in that case.

This can lead to row splits, if the modification lies in the middle of the period of the row. Users are not allowed to update the start and end columns of the period associated with each row under this option.

Also, all rows can be potentially **deleted**. Again, normal semantics apply unless we use the syntax provided to specify the time period during which the delete applies, so only rows lying inside the indicated period are impacted. This can also lead to row splits.

To **query** a table, normal syntax applies. If we want to retrieve the current department of John:

```
SELECT dept_id
FROM employees
WHERE emp_name = 'John'
  AND start_date <= CURRENT_DATE AND end_date > CURRENT_DATE
```

Or if we want the number of different departments in which John worked since Jan 1 96:

```
SELECT COUNT(DISTINCT dept_id)
FROM employees
WHERE emp_name = 'John'
  AND start_date<=DATE '1996-01-01' AND end_date > DATE '1996-01-01'
```

Benefits of application-time period tables:

- Most business data is time sensitive.
- DB systems today offer no support for associating user-maintained time periods with rows nor enforcing constraints such as '*an employee can be in only one department in any given period*'.
- Updating/deleting a row for a part of its validity period.
- Currently, applications take the responsibility for managing such requirements.
- The major issues are the complexity of the code and its poor performance.
- These table provide:
  - Significant simplification of application code
  - Significant improvement in performance
  - Transparent to legacy applications

- **System-versioned tables**: transaction-time tables. They have transaction-time current primary and foreign keys, support transaction-time current insertions, deletions and updates, and transaction-time current and nonsequenced queries.

  These tables contain a PERIOD clause with a pre-defined period name (SYSTEM_TIME) and specify WITH SYSTEM VERSIONING. They must contain two additional columns, to store the start time and the end time of the SYSTEM_TIME period, whose values are set by the system, not the user. Unlike regular tables, system-versioned tables preserve the old versions of rows as the table is updated.

  Rows whose periods intersect the current time are called **current system rows**, all others are called **historical system rows**. Only current system rows can be updated or deleted and the constraints are enforced only on current system rows.

  To **create** a table:

```
CREATE TABLE employee(
  emp_name VARCHAR(50) NOT NULL PRIMARY KEY,
  dept_id VARCHAR(10),
  system_start TIMESTAMP(6) GENERATED ALWAYS AS ROW START,
  system_end TIMESTAMP(6) GENERATED ALWAYS AS ROW END,
  PERIOD FOR SYSTEM_TIME (system_start, system_end),
  FOREIGN KEY (dept_id) REFERENCES departments(dept_id);
) WITH SYSTEM VERSIONING;
```

  The PERIOD clause automatically enforces the constraint system_end > system_start and the name of the period must be SYSTEM_TIME. The period is closed, open [).

  When a row is **inserted** into a system-versiones table, the SQL-implementation sets the start time to the transaction time and the end time to the largest timestamp value. All rows inserted in a transaction will get the same values for the start and end columns.

When a row is **updated** the SQL-implementation insert the 'old' version of the row into the table before updating the row, setting its end time and the start time of the updated row to the transaction time. Users are not allowed to modify the start nor end time.

When a row is **deleted**, the SQL-implementation does not actually delete the row, but sets its end time to the transaction time.

To **query** a system-versiones table, existing syntax for querying regular tables is applicable. Additional syntax is provided for expressing queries involving system-versioned tables in a more succint manner:

```
FOR SYSTEM_TIME AS OF <datetime> -- Ask for data of the date datetime
FOR SYSTEM_TIME BETWEEN <datetime> AND <datetime> -- Ask for data between the two given
    datetimes
FOR SYSTEM_TIME FROM <datetime> TO <datetime> -- Same
```

If none of this clause are specified, the system queries only current system tables.

Benefits of system-versioned tables:

- Today's DB systems focus mainly on managing current data, providing almnost no support for managing historical data, while some applications have an inherent need for preserving old data. Also, regulatory and compliance laws require keeping old data around for a certain period of time. Currently, applications take on this responsibility.
- The major issues are as before: complexity of the code and poor performance.
- System-versioned tables provide:
  - Significant simplification of application code.
  - Significant improvement in performance.
  - Transparent to legacy applications.

- **System-versiones application-time period tables**: bitemporal tables. They support temporal queries and modifications of combinations of the valid-time and transaction-time variants. These tables support features of both application-time period tables and system-versioned tables.

  To **create** a table:

```
CREATE TABLE employees(
  emp_name VARCHAR(50) NOT NULL PRIMARY KEY,
  dept_id VARCHAR(10),
  start_date DATE NOT NULL,
  end_date DATE NOT NULL,
  system_start TIMESTAMP(6) GENERATED ALWAYS AS ROW START,
  System_end TIMESTAMP(6) GENERATED ALWAYS AS ROW END,
  PERIOD FOR emp_period (start_date, end_date),
  PERIOD FOR SYSTEM_TIME (system_start, system_end),
  PRIMARY KEY (emp_name, emp_period WITHOUT OVERLAPS),
  FOREIGN KEY (dept_id, PERIOD emp_period) REFERENCES departments (dept_id, PERIOD
    dept_period)
) WITH SYSTEM VERSIONING;
```

Say we want to make the following update: On 15/12/97, John is loaned to department M12 starting from 01/01/98 to 01/07/98:

```
UPDATE employees FOR PORTION OF emp_period
FROM DATE '1998-01-01' TO DATE '1998-07-01'
SET dept_id = 'M12' WHERE emp_name = 'John'
```

Or in 15/12/98, John is approved for a leave of absence from 1/1/99 to 1/1/2000:

```
DELETE FROM employees
FOR PORTION OF emp_period FROM DATE '1999-01-01' TO DATE '2000-01-01'
WHERE emp_name = 'John'
```

Part IV
Spatial Databases

11 Introduction

A **spatial database** is a database that needs to store and query spatial objects, such as points (a house in a city), lines (a road) or polygons (a country). Thus, a **spatial DBMS** is a DBMS that manages data existing in some space:

- 2D or 2.5D: integrated circuits (VLSI design) or geographic space (GIS, urban planning).
- 2.5D: elevation.
- 3D: medicine (brain models), biological research (moledule structures), architecture (CAD) or ground models (geology).

The supporting technology needs to be able to manage large collections of geometric objects, and major commercial and open source DBMSs provide spatial support.

Spatial databases are important because queries to databases are posed in high level declarative manner, usually with SQL, which is popular in the commercial DB world. Also, although the standard SQL operates on relatively simple data types, additional spatial data types and operations can be defined in spatial databases.

A **geographic information system (GIS)** is a system designed to capture, store, manipulate, analyze, manage and present geographically-referenced data, as well as non spatial data. It can be used to establish connections between different elements using geography operations, such as the location, the proximity or the spatial distribution. There are plenty of commercial and open source systems of this kind, but with limited temporal support.

A GIS can be seen as a set of subsystems:

- Data processing: data acquisition, input and store.
- Data analysis: retrieval and analysis.
- Information use: it is needed an interaction between GIS group and users to plan analytical procedures and data structures. The users of GIS are researches, planners or managers.
- Management system: it has an organizational role, being a separate unit in a resource management. An agency offering spatial DB and analysis services.

There are many fields involved in the development of GIS: geography, cartography, remote sensing, photogrammetry, geodesy, statistics, operations research, mathematics, civil engineering and computer science, with computer aided design (CAD), computer graphics, AI and DBMS.

11.1 GIS architectures

There are several possible architectures for a GIS:

- **Ad Hoc Systems**: they are developed for a specific problem. They are not modular, nor reusable nor extensible, nor friendly but are very efficient.

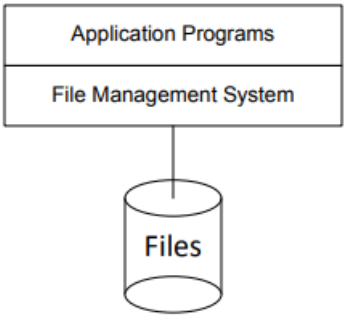


Figure 7: Ad Hoc GIS.

- **Loosely coupled approach**: structured information and geometry are stored at different places:
  - There is a RDBMS for non spatial data.
  - There is a specific module for spatial data management.

  This allows for modularity, but there are two heterogeneous models in use. This makes it more difficult to model, integrate and use. Also, there is a partial loss of basic DBMS functionality (concurrency, optimization, recovery, querying).

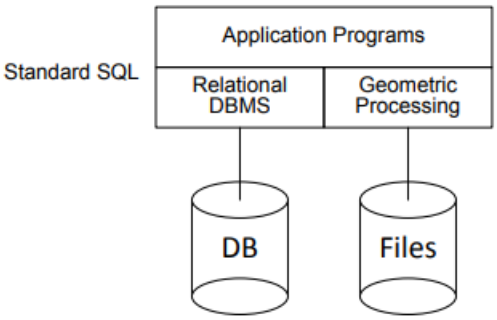


Figure 8: Loosely coupled GIS.

- **Integrated approach**: this approach is an extended relational system, which makes it modular, extensible, reusable and friendly.

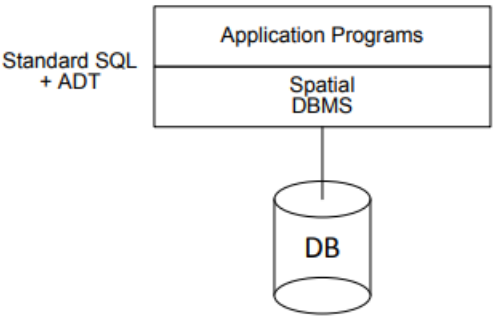


Figure 9: Integrated GIS.

12 Georeferences and Coordinate Systems

12.1 Projected coordinate systems

Going from 3D to 2D for Earth representation always involves a projection, so information on the projection is essential for applications analyzing spatial relationships and the choice of the projection used can influence the results. Also, the Earth is a complex surface whose shape and dimensions cannot be described with mathematical formulas. Two main reference surfaces are used to approximate the shape of the Earth: the **ellipsoid** and the **geoid**.

The **geoid** is a reference model for the physical surface of the Earth. It is defined as the equipotential surface of the Earth's gravity field which best fits the global mean sea level and extended through the continents. It is used in geodesy but it is not very practical to produce maps. Also, since its mathematical description is unknown, it is impossible to identify mathematical relationships for moving from the Earth to a map.

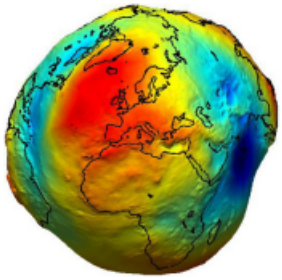


Figure 10: The geoid.

An **ellipsoid** is a mathematically defined surface that approximates the geoid. It is the 3-dimensional version of an ellipse.

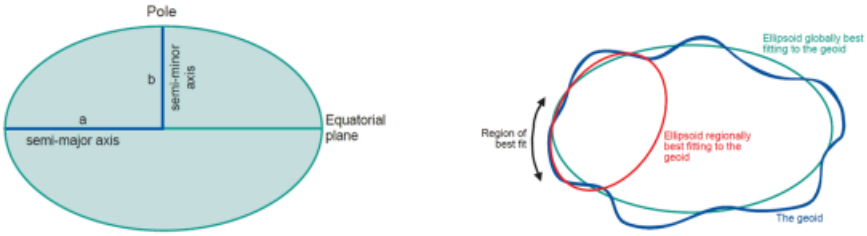


Figure 11: An ellipse (left) and how it can approximate locally a complex shape (right).

The **flattening** measures how much the symmetry axis is compressed relative to the equatorial radius, it is computed by

$$f = \frac{a-b}{a}.$$

For the Earth, $f \sim \frac{1}{300}$: the difference of the major and minor semi-axis is approximately 21 km. The ellopsoid is thus used to measure locations, using the latitude and the longitude, for points of interest. These locations on the ellipsoid are then projected onto a mapping plane. Note that different regions of the world use a different reference ellipsoid that minimize the differences between the geoid and the ellipsoid. For Belgium, the ellipsoid is GRS80 or WGS84, with $a = 6378137\ m$ and $f = \frac{1}{298.2572}$.

This is done because the physical Earth has excursions of +8km and -11km, so the geoid's total variation goes from -107m to +85m compared to a perfect ellipsoid.

12.1.1 Latitude and longitude

Latitude and longitude are measures of the angles (in degrees) from the center of the Earth to a point on the Earth's surface. The **latitude** measures angles in the North-South direction, with the equator being at 0^{o}. The

longitude measures angles in the East-West direction, with the prime meridian at 0^{o}.

Note that they are not uniform units of distance, because the degrees change differently depending on where in the map we look at. Only along the equator the distance represented by one degree of longitude approximates the distance represented by one degree of latitude.

Figure 12: The latitude and the longitude.

To produce a map, the curved surface of the Earth, approximated by an ellipsoid is transformed into the flat plane of the map by means of a map projection. A point on the reference surface of the Earth with coordinates (ϕ, λ) is transformed into Cartesian coordinates (x, y) representing the positions on the map plane. Each projection causes deformations in one or another way.

Map projections can be categorized in four ways: shape used, angle, fit and properties.

12.1.2 Shape of projection surface

Different shapes can be used for projection, commonly either a flat plane, a cylinder or a cone. Note that cylinders and cones are flat shapes, but they can be rolled flat without introducing additional distorsion.

According to this categorization, the projection can be:

- Cylindrical: coordinates projected onto a cylinder. These work best for rectangular areas.
- Conical: coordinates projected onto a cone. These work best for triangle shaped areas.
- Azimuthal: coordinates projected directly onto a flat planar surface. These work best for circular areas.

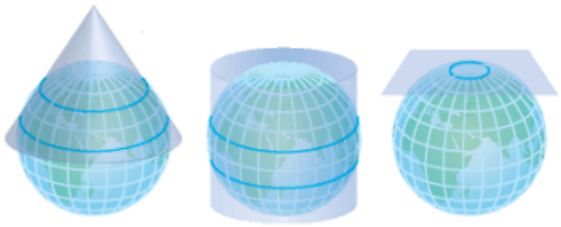


Figure 13: Shapes of projection surface.

12.1.3 Angle

The angle referes to the alignment of the projection surface, measured as the angle between the main axis of the Earth and the main symmetry axis of the projection surface:

- Normal: the two axes are parallel.
- Transverse: the two axes are perpendicular.
- Oblique: the two axes are at some other angle.

Ideally the plane of projection is aligned as closely as possible with the main axis of the area to be mapped, minimizing distorsion and scale errors.

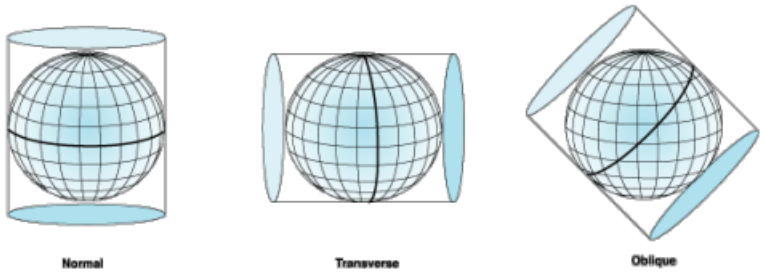


Figure 14: Angle of projection.

12.1.4 Fit

The fit is a measure of how closely the projection surface fits the surface of the Earth:

- Tangent: the projection surface touches the surface of the Earth.
- Secan: the projection surface slices through the Earth.

Distorsion occurs whenever the projection surface is not touching or intersecting the surface of the Earth. Secant projections usually reduce scale errors, because the two surface intersect in more places and the overall fits tends to be better. A globe is the only way to represent the entire Earth without significant scale errors.

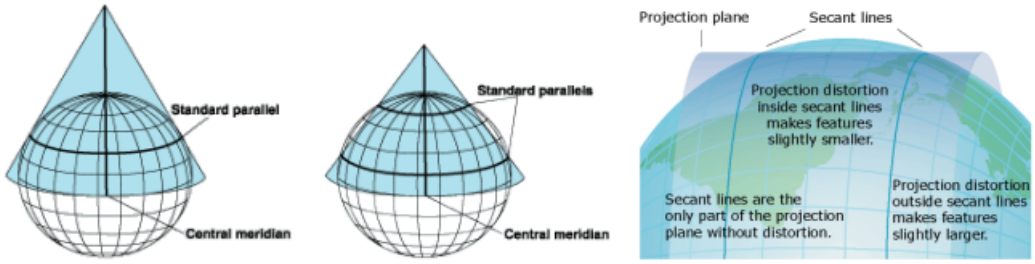


Figure 15: Fit of projection.

12.1.5 Geometric deformations

With different projections, different measures are preseved:

- Conformal: preserve shapes and angles. Recommended for navigational charts and topographic maps.
- Equal area: preserve areas in correct relative size. Best suited for thematic mapping.
- Equidistant: preserve distance (only possible at certain locations or in certain directions). Best suited when measuring distance from a point.
- True-direction: preserve accurate directions.

It is impossible to construct a map that is equal-area and conformal.

13 Conceptual Modelling for Spatial Databases

The data modeling of spatial features requires for multiple views of space (discrete and continuous; 2D, 2.5D and 3D), multiple representation of the data, at different scales and from different viewpoints, several spatial abstract data types (point, line, area, set of points,...) and explicit spatial relationships (crossing, adjacency,...).

Let's see this requirements in depth. First, we have **interaction requirements**:

- Visual interactions: map displays, information visualizations and graphical queries on maps.
- Flexible, context-dependent interactions.
- Multiple user profiles (a highway can have constructors, car drivers, hikers,...)
- Multiple instantiations (a building may be a school and a church).

Practical requirements:

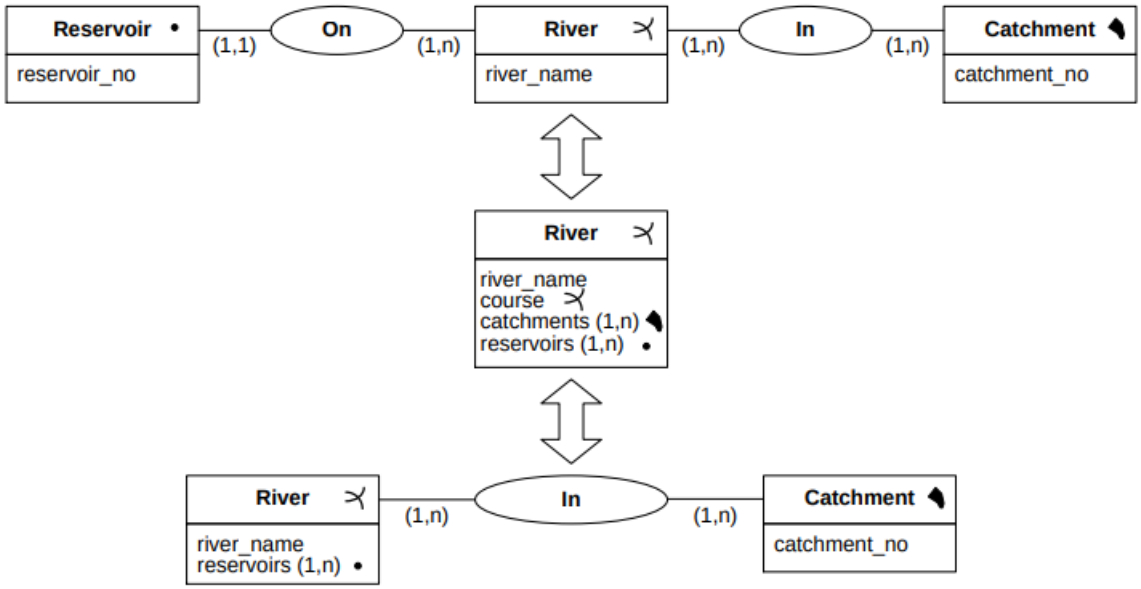
- Huge dataset: collecting new data is expensive, so reusing highly heterogeneous datasets is a must... but it is very complex. The integration requires understanding, so a conceptual model is important.
- Integration of DB with different space/time granularity.
- Coexistence with non-spatial and non-temporal data.
- Reengineering of legacy applications.
- Interoperability.

Thus, **conceptual modelling** is important because it focuses on the application, it is technology independent, which increases portability and durability. It is user oriented and uses a formal unambiguous specification, with the support of visual interfaces for data definition and manipulation. It is the best vehicle for information exchange and integration.

13.1 The Spatiotemporal conceptual manifesto

It has a good expressive power, with a simple data model, with few clean concepts and standard, well-known semantics. There are no artificial constructs and space, time and data structures are treated as orthogonal. It provieds a clean, visual notation and intuitive icons and symbols, providing a formal definition and an associated query language.

As with temporal DB, in spatial DB there are multiple ways to model the reality, each with its own characteristics. For example:



And there is also a MADS Spatial Type Hierarchy:

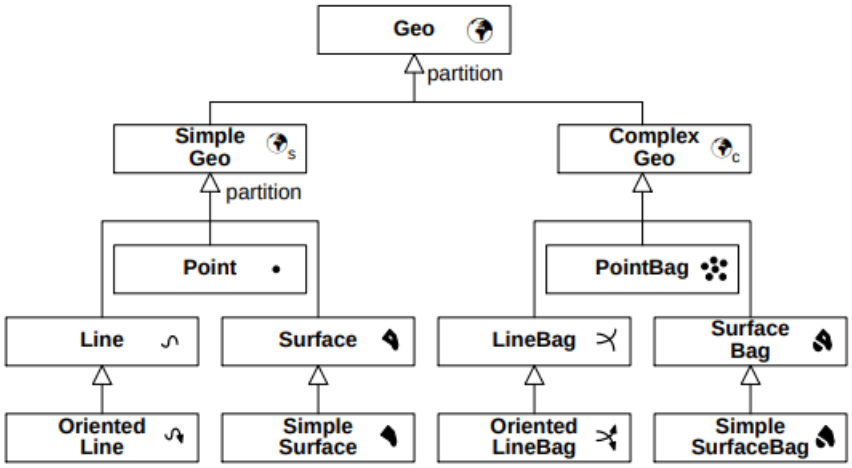
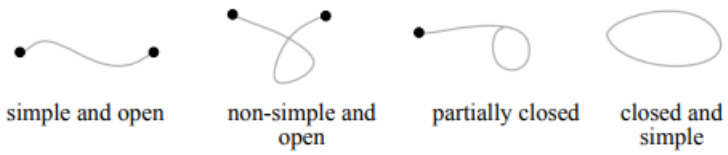


Figure 16: MADS Spatial Type Hierarchy.

We need to keep in mind that the types are **topologically closed**: all geometries include their boundary. Geo, SimpleGeo and ComplexGeo are abstract classes.

13.1.1 MADS Spatial datatypes

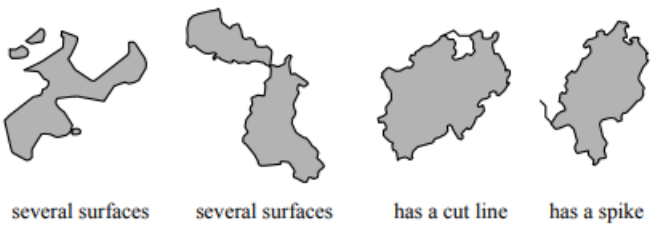
- **Point**: its boundary is the empty set.
- **Line**: it can be of several types:



  Its boundary is composed of the extreme points, if any.

- **Surface**: it is define by 1 exterior boundary and 0 or more interior boundaries, defining its holes:

  The following are not surfaces:



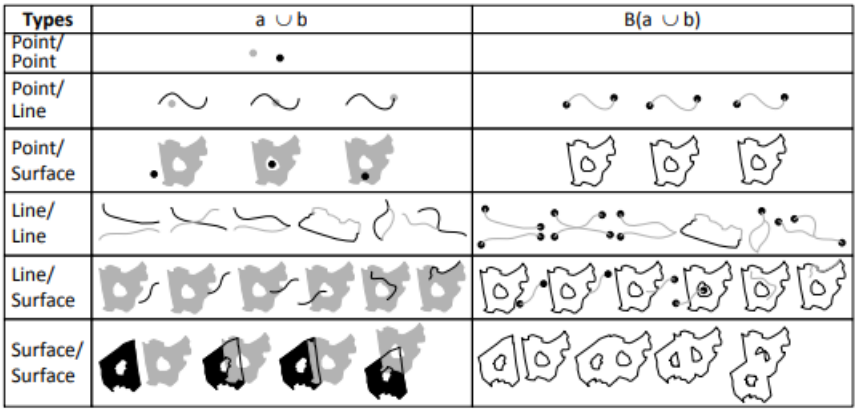
- **Complex geometries**: a complex geometry is a geometry composed of several sub-geometries. Its boundary is defined recursively as the spatial union of:

- The boundaries of its components that do not intersect with other components.
- The intersecting boundaries that do not lie in the interior of their union.

If we have two geometries, a and b, then

$$B(a \cup b) = [B(a) - b] \cup [B(b) - a] \cup [(B(a) \cap b) \cup (B(b) \cap a) - I(a \cup b)],$$

where $B(x)$ is the boundary of x and $I(x)$ is the interior of x. A sample classification of different cases is the following:



13.1.2 Topological predicates

A topological predicate specifies how two geometries relate to each other. It is based on the definition of their boundary $B(x)$, interior $I(x)$, and exterior $E(x)$, and their dimension $Dim(x)$, which can be -1,0,1 or 2 (-1 is for the empty set). The **dimensionally extended 9-intersection matrix (DE-9IM)** is a matrix used for defining predicates. It is based in the following template:

	Interior	Boundary	Exterior
Interior	$Dim(I(a) \cap I(b))$	$Dim(I(a) \cap B(b))$	$Dim(I(a) \cap E(b))$
Boundary	$Dim(B(a) \cap I(b))$	$Dim(B(a) \cap B(b))$	$Dim(B(a) \cap E(b))$
Exterior	$Dim(E(a) \cap I(b))$	$Dim(E(a) \cap B(b))$	$Dim(E(a) \cap E(b))$

It is coded using a dense notation with a string of 9 characters, to represent the cells of the matrix. The possible characters are:

- **T**: non-empty intersection.
- **F**: empty intersection.
- **0**: intersection is a point.
- **1**: intersection is a line.
- **2**: intersection is a surface.
- *: it is irrelevant.

Example 13.1. $Disjoint(a, b)$ is true if their intersection is empty. So, it is

$$Disjoint(a, b) = [I(a) \cap I(b) = \emptyset] \wedge [I(a) \cap B(b) = \emptyset] \wedge [B(a) \cap I(b) = \emptyset] \wedge [B(a) \cap B(b) = \emptyset].$$

Then, it can be coded as 'FF*FF****'.

Let's see some predicates:

- $Meets(a, b) \iff [I(a) \cap I(b) = \emptyset] \wedge [a \cap b \neq \emptyset] \wedge [Dim(a \cap b) = 0]$. Some geometries that satisfy it:

And some that don't:

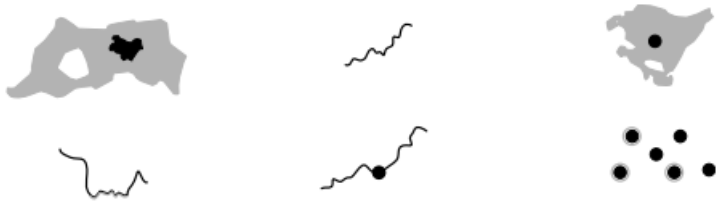
- $Adjacent\,(a,b) \iff [I\,(a) \cap I\,(b) = \emptyset] \wedge [a \cap b \neq \emptyset] \wedge [Dim\,(a \cap b) = 1]$. Some geometries that satisfy it:

And an example that doesn't:

- $Touches\,(a,b) \iff [I\,(a) \cap I\,(b) = \emptyset] \wedge [a \cap b \neq \emptyset] \iff Meets\,(a,b) \vee Adjacent\,(a,b)$.
- $Crosses\,(a,b) \iff [Dim\,(I\,(a) \cap I\,(b)) < \max\{Dim\,(I\,(a)), Dim\,(I\,(b))\}] \wedge [a \cap b \neq a] \wedge [a \cap b \neq b] \wedge [a \cap b \neq \emptyset]$. Some geometries that satisfy it:

- $Overlaps\,(a,b) \iff [Dim\,(I\,(a)) = Dim\,(I\,(b)) = Dim\,(I\,(a) \cap I\,(b))] \wedge [a \cap b \neq a] \wedge [a \cap b \neq b]$. Some geometries that satisfy it:

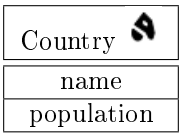
- $Contains\,(a,b) \iff Within\,(b,a) \iff [I\,(a) \cap I\,(a) \neq \emptyset] \wedge [a \cap b = b]$. Some geometries that satisfy it:



- $Disjoint\,(a,b) \iff a \cap b = \emptyset \iff Intersects\,(E\,(a)\,,b)$.
- $Equals\,(a,b) \iff [a \cap b = a] \wedge [a \cap b = b] \iff (a-b) \cup (b-a) = \emptyset$.
- $Covers\,(a,b) \iff a \cap b = b \iff b - a = \emptyset$ (same as $contains\,(a,b)$ but it can have empty interior).
- $Encloses\,(a,b) \iff Surrounded\,(b,a)$: the definition is involved, depending of whether a is a (set of) line(s) or a (set of) surface(s). Some examples that verify it:

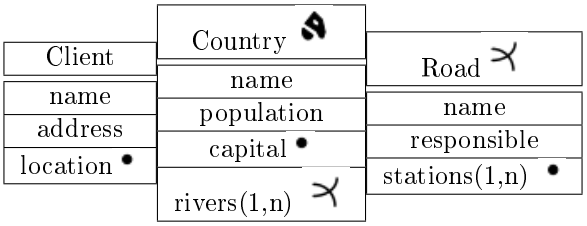
13.1.3 Spatial objects

Objects can be defined as spatial:



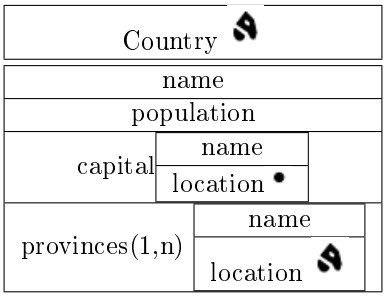
13.1.4 Spatial attributes

Both non-spatial and spatial objects types can have spatial attributes. The domain of a spatial attribute is a spatial type, and can be multi-values. A spatial attribute of a spatial object type may induce a toplogical constraint (e.g. the capital of a country is located within the geometry of the country), but is is not necessarilly the case: it depends on application semantics and the application schema must explicitly state these constraints.



Spatial complex attributes

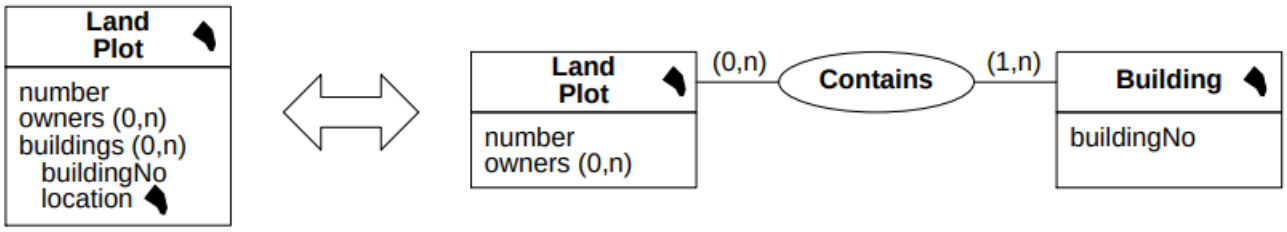
Spatial attributes can be a component of a complex and/or multivalued attribute. It is usual to keep both thematic (alphanumeric) and location data for attributes, as a capital, for example. This allows to print both the name and the location in a map. However, in real maps the toponyms have also a location: there are precise cartographic rules for placing them, so it is a semi-automatic process.



13.1.5 Spatial objects VS spatial attributes

Representing a concept as a spatial object or as a spatial attribute depends on the application and it is determined by the relative importance of the concept. This has implications in the way of accessing the instances of the concept. For example, buildings:

- As spatial objects: the application can access a building one by one.
- As spatial attributes: the access to a building must be made through the land plot containing it.



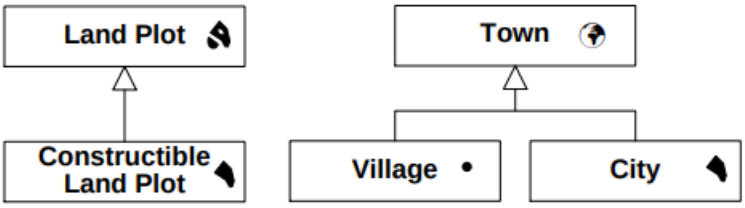
13.1.6 Generalization: inheriting spatiality.

Spaciality is inherited through generalization, based on the well-known **substitutability principle** in OOP. For simple inheritance it is not necessary to re-state the geometry in the subtype and, as usual, spatiality can be added to a subtype, so that only instances of the subtype have associated spaciality.

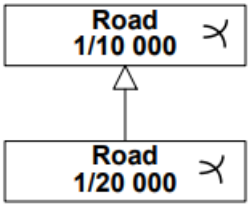
Refining/redefining spatiality

This arises when a spaciality is re-stated in a subtype:

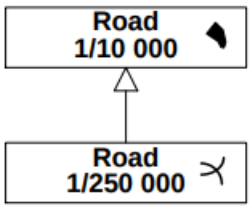
- **Refinement**: it restricts the inherited property. The value remains the same in the supertype and the subtype.



- **Redefinition**: it keeps substitutability with respect to typing and allows dynamic binding.

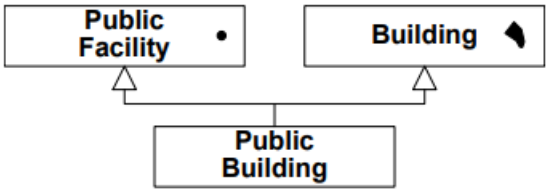


- **Overloading**: relaxes substitutability, inhibiting dynamic binding.



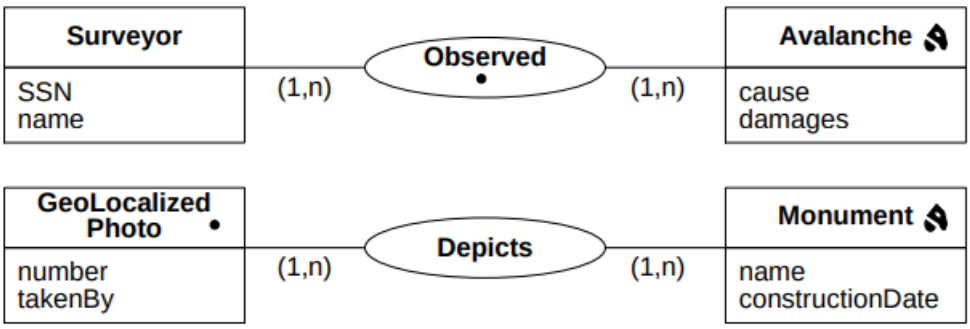
Multiple inheritance

Spatiality is inherited from several supertypes, and this creates an ambiguity when referring to the spatiality of the subtype. Several policies have been proposed for solving this issue in the OO community, and the most general policy is: *all inherited properties are available in the subtype, is the user who must disambiguate in queries.*



13.1.7 Spatial relationships

Spatiality can also be defined for relationships, and it is orthogonal to the fact that linked object types are spatial. If a spatial relationship relates spatial types, spatial constraints may restrict the geometries.



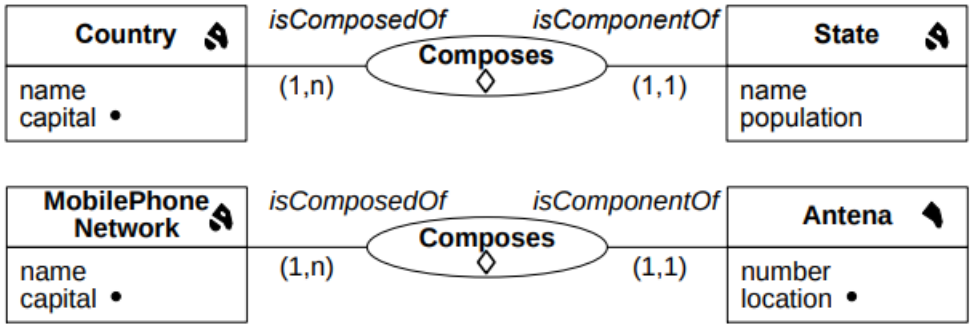
Topological relationships

They are specified on a relationship type that links at least two spatial types, and constraint the spatiality of the instances of the related types. Many topological constraints can be defined using the DE-9IM. The conceptual model depicts only the most general ones. These are:

Topological Relationship	Icon
TopoGeneric	
TopoDisjoint	
TopoOverlap	
TopoWithin	
TopoTouch	
TopoCross	
TopoEqual	

13.1.8 Spatial aggregation

Traditional aggregation relatiomnships can link spatial types. Usually, aggregation has exclusive semantics, stated by cardinalities in the component role. Also, the spatiality of the aggregation is often partitioned into the spatiality of the components.

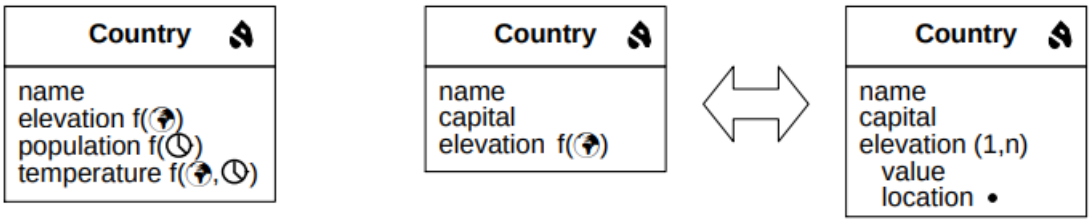


Note that it is not the case for the second example, where the spaciality of Antena corresponds to its coverage, so the same location can be covered by several antennas. Spaciality of the aggregation is the **spatial union** of the spaciality of the antennas.

13.1.9 Space and time varying attributes

They are also referred to as **continuous fields**, and allow to represent phenomena that change in space and/or time, such as elevation (to each point there is an associated real number), population (to each point there is an associated integer) or temperature (to each point in space there is an associated real number, which evolves over time). At the **conceptual level**, it can be represented as a continuous function, so operators for manipulating fields can be defined. At the **logical level** it can be implemented in several ways:

- **Raster**: discretize the space into regular cells and assign a value to each cell.
- **TIN**: keep values at particular locations and use interpolation for calculating the value at any point.



14 Logical Modelling for Spatial Databases

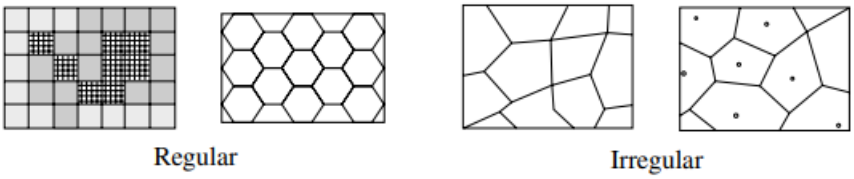
14.1 Representation models

This model try to represent an infinite sets of points of the Euclidean space in a computer. There two alternative representations:

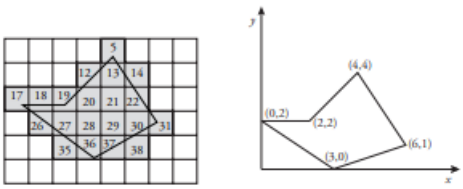
- **Object-based model** (vector): describes the spatial extent of relevant objects with a set of points. It uses pints, lines and surfaces for describing spaciality and the choice of geometric types is arbitrary, varying across systems.
- **Field-based model** (raster): each point in space is associated with one or several values, defined as continuous functions.

14.1.1 Raster model: tesselation

Tesselation is the decomposition of the plane into polygonal units, which might be regular or irregular, depending on whether the polygonal units are of equal size:



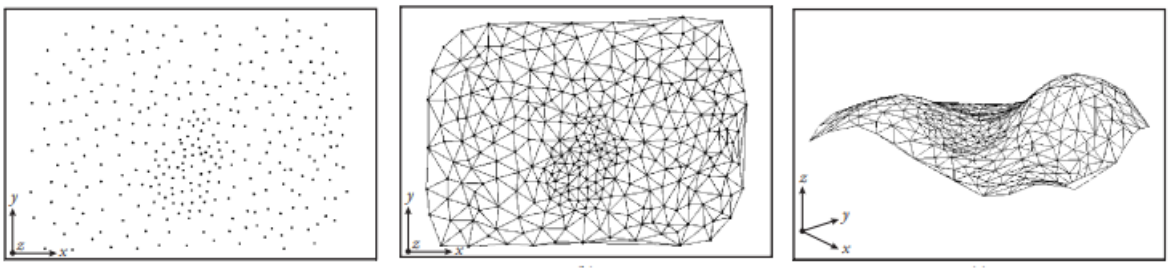
Regular tesselation is used for remote sensing data, while irregular tesselation is used for zoning in social, demographic or economic data. A spatial Object is represented by the smallest subset of pixels that contains it.



14.2 Digital Elevation Models (DEMs)

They provide a digital (finite) representation of an abstract model of space. DEMs are useful to represent a natural phenomenon that is a continuous function of the 2D space. They are based on a finite collection of sample values, and the rest are obtained by interpolation.

Triangulated irregular networks (TINs) are based on a triangular partition of the 2D space:



No assumption is made on the distribution and location of the vertices of the triangles and the elevation value is recorded at each vertex. The value for the rest of the points is interpolated using linear interpolation of the 3 vertices of the triangle that contains the point.

14.3 Representing the geometry of a collection of objects

There are three comonly used rperesentations: spaghetti, network and topological, which mainly differ in the expression of topological relationships among the component objects.

14.3.1 Spaghetti model

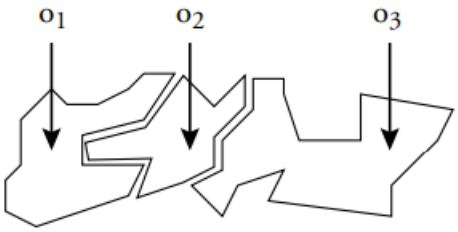
The geometry of any object is described independently of the rest, so no topology is stored in the model: the topological relationships must be computed on demand. This implies representation redundancy, but enables heterogeneous representations mixing points, polylines and regions without restrictions.

Advantages:

- Simplicity.
- Provides the end user with easy input of new objects into the collection.

Drawbacks:

- Lack of explicit information about topological relationships among spatial objects.
- Redundancy: problem with large datasets and source of inconsistency.



14.3.2 Network model

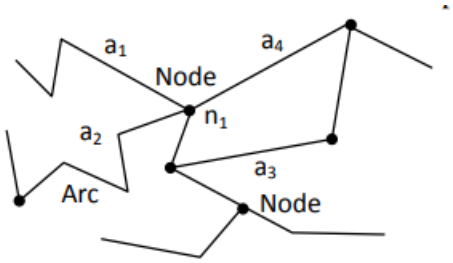
It is destined for network or graph based applications. The topological relationships among points and polylines are stored:

- **Nodes**: distinguished points that connect a list of arcs.
- **Arcs**: polyline that starts at a node and ends at a node.

Nodes allow efficient line connectivity test and network computations. There are two types of points: regular points and nodes.

Depending on the implementation, the network is planar or nonplanar:

- Planar network: each edge intersection is recorded as a node, even if it does not correspond to a real-world entity.
- Nonplanar network: edges may cross without producing an intersection.



14.3.3 Topological model

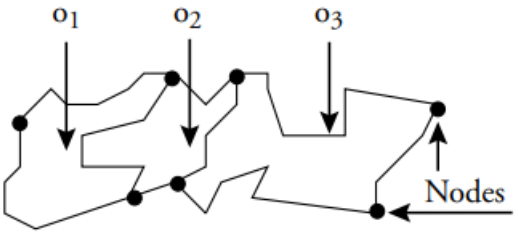
It is similar to the network model, except that the network is plannar. It induces a planar subdivision into adjacent polygons, some of which may not correspond to actual geographic objects:

- **Node**: represented by a point and the list of arcs starting/ending at it. And **isolated point** (empty list of arcs) identifies the location of point features, such as towers, point of interest,...
- **Arc**: features its ending points, list of vertices and two polygons having the arc as a common boundary.
- **Polygon**: represented by a list of arcs, each arc being shared with a neighbor polygon.
- **Region**: represented by one or more adjacent polygons.

There is no redundancy: each point/line is stored only once.

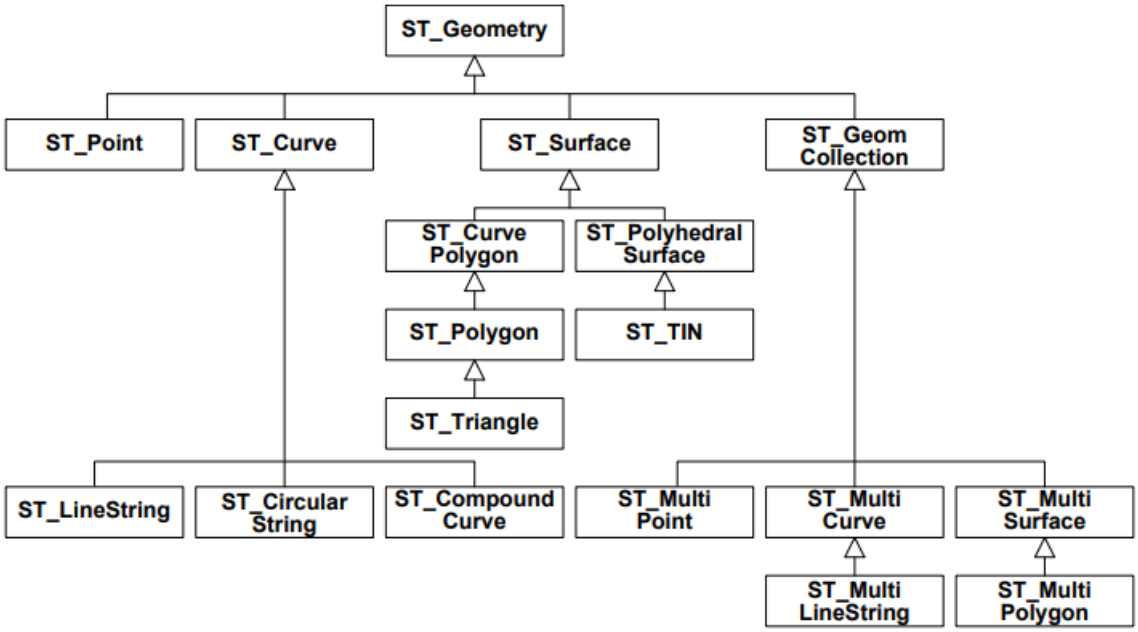
Advantages: efficient computation of topological queries, and up-to-date consistency.

Drawbacks: some DB objects have no semantics in real world, and the xomplexity of the structure may slow down some operations.



15 SQL/MM

15.1 SQL/MM Spatial: Geometry Type Hierarchy



ST_Geometry, ST_Curve and ST_Surface are not instantiable types.

15.1.1 ST_Geometry

Represents 0D, 1D and 2D geometries that exist in 2D, 3D or 4D. Geometries in $\mathbb{R}^2$ have points with (x, y) coordinate values, in $\mathbb{R}^3$ it is (x, y, z) or (x, y, m) and in $\mathbb{R}^4$ it is (x, y, z, m).

The z usually represents altitude.

The m usually represents a measurement: it is key to support linear networking applications, such as street routing, transportation or pipelining.

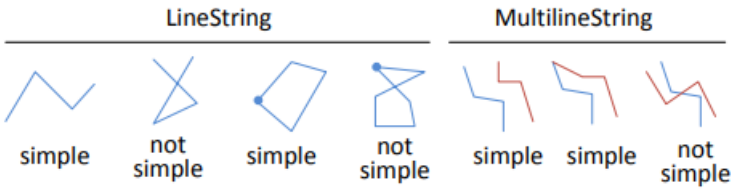
Geometry values are topolofically closed, i.e., they include their boundary.

All locations in a geometry are in the same spatial reference system (SRS), and geometric calculations are done in the SRS of the first geometry in the parameter list of a routine. The return value is also in the SRS of the first parameter.

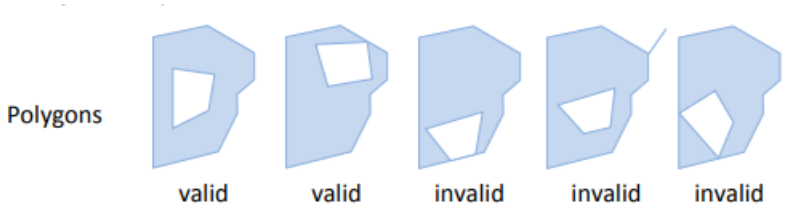
15.1.2 Methods

Metadata

- ST_Dimension: returns the dimension of a geometry.
- ST_CoordDim: returns the coordinate dimension of a geometry.
- ST_GeometryType: returns the type of the geometry as a CHARACTER VARYING value.
- ST_SRID: observes and mutates the spatial reference system identifier of a geometry.
- ST_Transform: returns the geometry in the specified SRS.
- ST_IsEmpty: tests if a geometry corresponds to the empty set.
- ST_IsSimple: tests if a geometry has no anomalous geometric points.



- ST_IsValid: tests if a geometry is well formed.

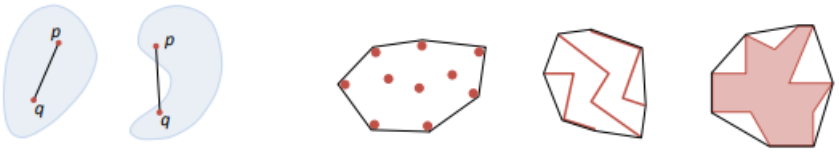


- ST_Is3D: tests whether a geometry has z coordinate.
- ST_IsMeasured: tests whether a geometry has m coordinate.

Spatial analysis

- ST_Boundary: returns the boundary of a geometry.
- ST_Envelope: returns the bounding rectangle of a geometry.

- ST_ConvexHull: returns the convex hull of a geometry.



- ST_Buffer: returns the geometry that represents all points whose distance from any point of a geometry is less than or equal to a specified value.

- ST_Union: returns the geometry that represents the point set union of two geometries.
- ST_Intersection: returns the geometry that represent the point set intersection of two geometries.
- ST_Difference: returns the geometry that represents the point set difference of two geometries.
- ST_SymDifference: returns the geometry that represents the point set symmetric difference of two geometries.
- ST_Distance: returns the distance between two geometries.

Input/Output

- ST_WTKToSQL: returns the geometry for the specified well-known text representation.
- ST_AsText: returns the well-known text representation for the specified geometry.
- ST_WKBToSQL: returns the geometry for the specified well-known binary representation.
- ST_AsBinary: returns the well-known binary representation for the specified geometry.
- ST_GMLToSQL: returns the geometry for the specified GML representation.
- ST_AsGML: returns the GML representation for the specified geometry.
- ST_GeomFromText: returns a geometry, which is transformed from a CHARACTER LARGE OBJECT value that represents its well-known text representation.
- ST_GeomFromWKB: returns a geometry, which is transformed from a BINARY LARGE OBJECT value that represents its well-known binary representation.
- ST_GeomFromGML: returns a geometry, which is transformed from a CHARACTER LARGE OBJECT value that represents its GML representation.

Boundary, Interior, Exterior

Boundary of a geometry: set of geometries of the next lower dimension.

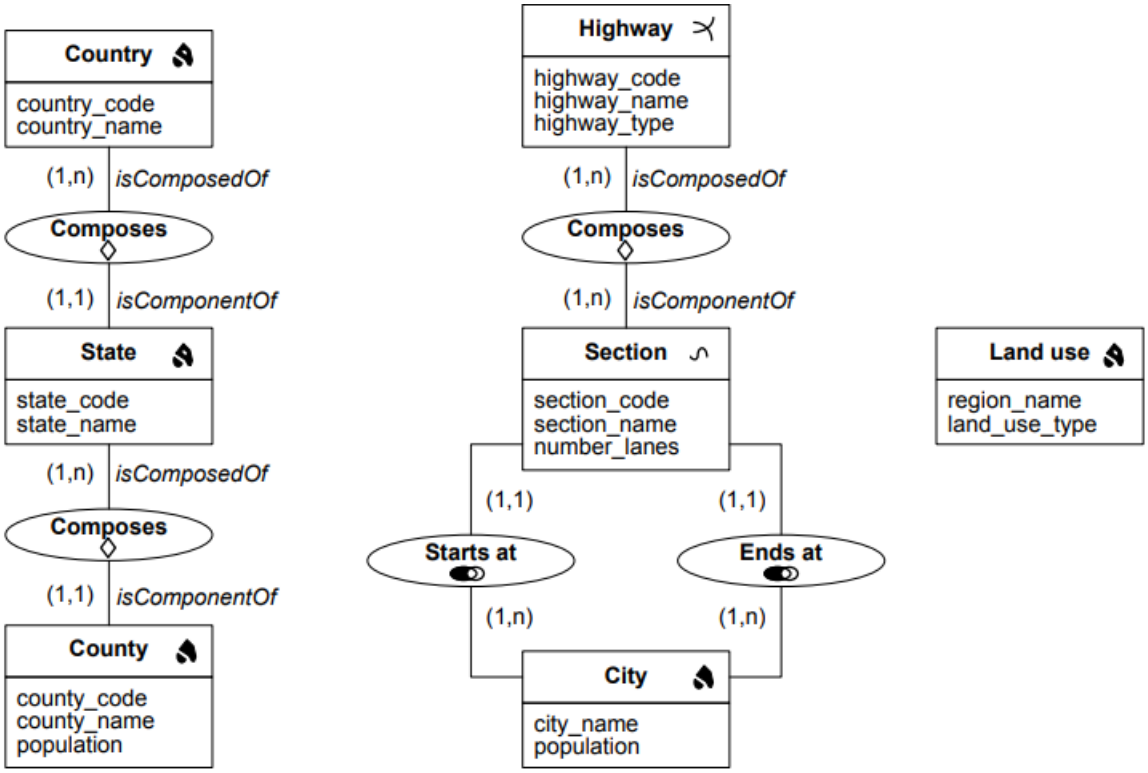
- ST_Point or ST_MultiPoint: empty set.
- ST_Curve: start and end ST_Point values if nonclosed, empty set if closed.
- ST_MultiCurve: ST_Point values that in the boundaries of an odd number of its element ST_Curve values.
- ST_Polygon: its set of linear rings.
- ST_Multipolygon: set of linear rings of its ST_Polygon values.
- Arbitrary collection of geometries whose interiors are disjoint: geometries drawn from the boundaries of the element geometries by application of the mod 2 union rule.
- The domain of geometries considered consists of those values that are topologically closed.

Interior of a geometry: points that are left when the boundary is removed.
Exterior of a geometry: points not in the interior or boundary.

Spatial relationships

- ST_Equals: tests if a geometry is spatially equal to another geometry.
- ST_Disjoint: tests if a geometry is spatially disjoint from another geometry.
- ST_Intersects: tests if a geometry spatially intersects another geometry.
- ST_Touches: tests if a geometry spatially touches another geometry.
- ST_Crosses: tests if a geometry spatially crosses another geometry.
- ST_Within: tests if a geometry is spatially within another geometry.
- ST_Contains: tests if a geometry spatially contains another geometry.
- ST_Overlaps: tests if a geometry spatially overlaps another geometry.
- ST_Relate: tests if a geometry is spatially related to another geometry by testing for intersections between their interior, boundary and exterior as specified by the intersection matrix. For example: a.ST_Disjoint(b)=a.ST_Relate(b,'FF*FF****').

15.1.3 Example of conceptual schema



To create the tables:

```
Create Table Country(
  country_code integer,
  country_name varchar (30),
  geometry ST_MultiPolygon,
  Primary Key (country_code))

Create Table State(
  state_code integer,
  state_name varchar (30),
  country_code integer,
  geometry ST_MultiPolygon,
  Primary Key (state_code),
  Foreign Key (country_code) References Country)

Create Table County(
  county_code integer
  county_name varchar (30),
  state_code integer,
  population integer,
  geometry ST_MultiPolygon,
  Primary Key (county_code),
  Foreign Key (state_code) References State)

/* Table Highway is NOT spatial */
Create Table Highway(
  highway_code integer,
  highway_name varchar (4),
  highway_type varchar (2),
  Primary Key (highway_code))

Create Table HighwaySection(
  section_code integer,
  section_number integer,
  highway_code integer,
  Primary Key (section_code,highway_code),
```

```
  Foreign Key (section_code) References Section,
  Foreign Key (highway_code) References Highway)

Create Table Section(
  section_code integer,
  section_name varchar (4),
  number_lanes integer,
  city_start varchar (30),
  city_end varchar (30),
  geometry ST_Line,
  Primary Key (section_code),
  Foreign Key (city_start) References City,
  Foreign Key (city_end) References City)

Create Table City(
  city_name varchar (30),
  population integer,
  geometry ST_MultiPolygon,
  Primary Key (city_name))

Create Table LandUse(
  region_name varchar (30),
  land_use_type varchar (30),
  geometry ST_Polygon,
  Primary Key (region_name))
```

15.1.4 Reference queries: alphanumerical criteria

Number of inhabitants in the county of San Francisco:

```
select population
from County
where county_name = 'San Francisco'
```

List of the counties of the state of California:

```
select county_name
from County, State
from State.state_code = County.state_code
  and state_name = 'California'
```

Number of inhabitants in the US:

```
select sum (c2.population)
from Country c1, State s, County c2
where c1.country_name = 'USA'
  and c1.country_code = s.country_code
  and s.state_code = c2.state_code
```

Number of lanes in the first section of Interstate 99:

```
select s.number_lanes
from Highway h1, HighwaySection h2, Section s
where h1.highway_code = h2.highway_code
  and h2.section_code = s.section_code
  and h1.highway_name = 'I99'
  and h2.section_number = 1
```

Name of all sections that constitute Interstate 99:

```
select s.section_name
from Highway h1, HighwaySection h2, Section s
where h1.highway_name = 'I99'
  and h1.highway_code = h2.highway_code
  and h2.section_code = s.section_code
```

15.1.5 Reference queries: spatial criteria

Counties adjacent to the county of San Francisco in the same state:

```
select c1.county_name
from County c1, County c2
where c2.county_name = 'San Francisco'
  and c1.state_code = c2.state_code
  and ST_Touches(c1.geometry, c2.geometry)
```

Display of the state of California (supposing that the State table is non spatial):

```
select ST_Union(c.geometry)
from County c, State s
where s.state_code = c.state_code
  and s.state_name = 'California'
```

Counties larger than the largest county in California:

```
select c1.county_name
from County c1
where ST_Area(c1.geometry) > (select max (ST_Area(c.geometry))
                 from County c, State s
                 where s.state_code = c.state_code
                   and s.state_name = 'California')
```

Length of Interstate 99:

```
select sum (ST_Length(s.geometry))
from Highway h1, HighwaySection h2, Section s
where h1.highway_name = 'I99'
  and h1.highway_code = h2.highway_code
  and h2.section_code = s.section_code
```

All highways going through the state of California:

```
select distinct h1.highway_name
from State s1, Highway h1, HighwaySection h2, Section s2
where s1.state_name = 'California'
  and h1.highway_code = h2.highway_code
  and h2.section_code = s2.section_code
  and ST_Overlaps(s2.geometry, s1.geometry)
```

Display all residential areas in the county of San Jose:

```
select ST_Intersection(l.geometry, c.geometry)
from County c, LandUse l
where c.county_name = 'San Jose'
  and l.land_use_type = 'residential area'
  and ST_Overlaps(l.geometry, c.geometry)
```

Overlay the map of administrative units and land use:

```
select county_name, land_use_type, ST_Intersection(c.geometry, l.geometry)
from County c, LandUse l
where ST_Overlaps(c.geometry, l.geometry)
```

15.1.6 Reference queries: interactive queries

Description of the county pointed to on the screen:

```
select county_name, population
from County
where ST_Contains(geometry, @point)
```

Counties that intersect a given rectangle on the screen:

```
select county_name
from County
where ST_Overlaps(geometry, @rectangle)
```

Part of counties that are withini a given rectangle on the screen (clipping):

```
select ST_Intersection(geometry, @rectangle)
from County
where ST_Overlaps(geometry, @rectangle)
```

Description of the highway section pointed to on the screen:

```
select section_name, number_lanes
from Section
where ST_Contains(geometry, @point)
```

Description of the highways of which a section is pointed to on the screen:

```
select h1.highway_name, h1.highway_type
from Highway h1, HighwaySection h2, Section s
where h1.highway_code = h2.highway_code
  and h2.section_code = s.section_code
  and ST_Contains(s.geometry, @point)
```

16 Representative Systems

16.1 Oracle Locator

Included in all editions of the DB, with all functions required for standard GIS tools and all geometric objects (Points, lines and polygons in 2D, 3D and 4D). It uses indexing with quadtrees and rtrees and supports geometric queries, proximity search, distance calculation, multiple projection and conversion of projections.

16.1.1 Oracle Spatial

It is an option or Oracle DB Enterprise edition, which extends the locator with geometric transformations, spatial aggregations, dynamic segmentation, measures, network modelling, topology, raster, geocoder, spatial data mining, 3D types and Web Services.

16.1.2 Oracle Network Model

It is a data model for representing networks in the database. It maintains connectivity and attributes at the link and node levels. It is used for networks management and as a navigation engine for route calculation.

16.1.3 Oracle Topological Model

It persists the storage of the topology with nodes, arcs and faces, and the topological relations, allowing for advanced consistency checks. The data model allows to define objects through topological primitives and adds the type SDO_TOPO_GEOMETRY. It coexists with traditional spatial data.

16.1.4 Oracle Geo Raster

It adds the new data type SDO_GEORASTER, providing an open, general purpose raster data model, with storage and indexing of raster data, as well as the ability to query an analyze raster data.

16.1.5 Oracle geocoding

Generates latitude/longitude points from address. It is an international addressing standardization, working with formatted and unformatted addresses. Its tolerance parameters support fuzzy matching.

16.1.6 Oracle MapViewer

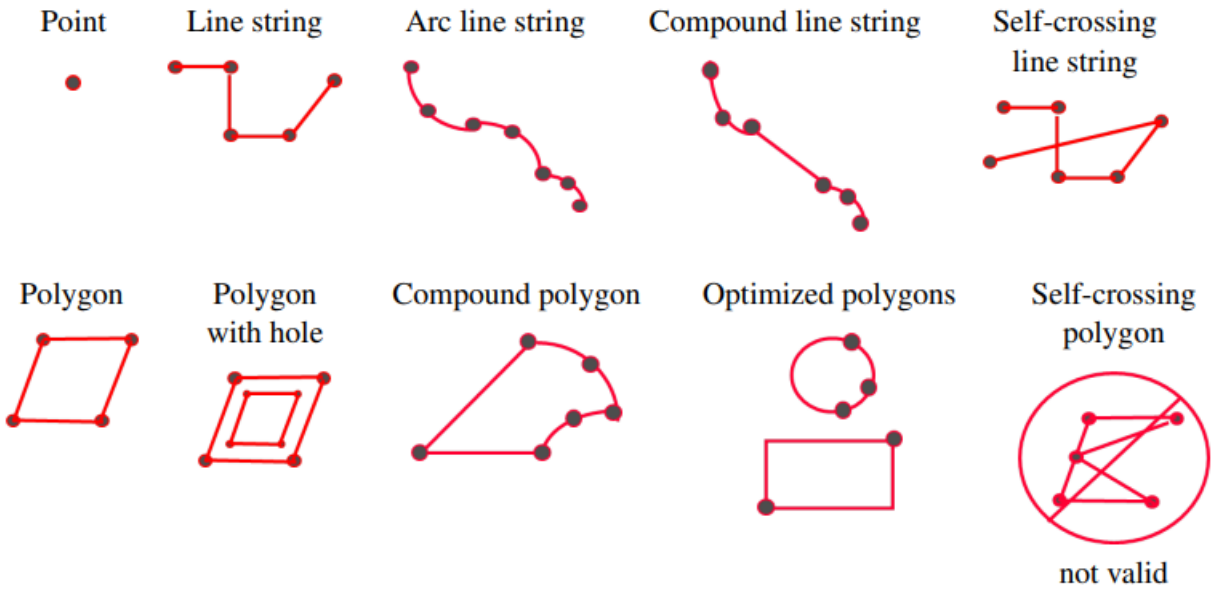
It is supplied with all versions of Oracle Application Server, providing XML, Java and JS interfaces. It is a tool for map definition, for maps described in the database, thematic maps.

16.1.7 Oracle: geometry type

To create a spatial table in Oracle:

```
CREATE TABLE Cells (
  Cell_id NUMBER,
  Cell_name VARCHAR2(32),
  Cell_type NUMBER,
  Location SDO_GEOMETRY,
  Covered_area SDO_GEOMETRY);
```

16.1.8 Oracle: geometrical primitives



- Point: represents point objects in 2, 3 or 4 dimensions.
- Line: represents linear objects and is formed of straight lines or arcs. A closed line does not delineate a surface and self-crossing lines are allowed. They are encoded as a list of points $(x_1, y_1, ..., x_n, y_n)$.
- Polygon: represents surface objects. The contour must be closed and the interior can contain one or more holes. The boundary cannot intersect and it is formed by straight lines or arcs (or a combination). Some specific forms as rectangles and circles can be expressed more efficiently.

16.1.9 Oracle: element

An element is the basic component of geometric objects. The type of an element can be point, line or polygons. Fromed of an ordered sequence of points.

16.1.10 Oracle: geometry

Represents a spatial object and is composed of an ordered list of elements, which may be homogeneous or heterogeneous.

16.1.11 Oracle: layer

Represents a geometrical column in a table. In general, it contains objects of the same nature.

16.1.12 SDO_GEOMETRY type

Structure:

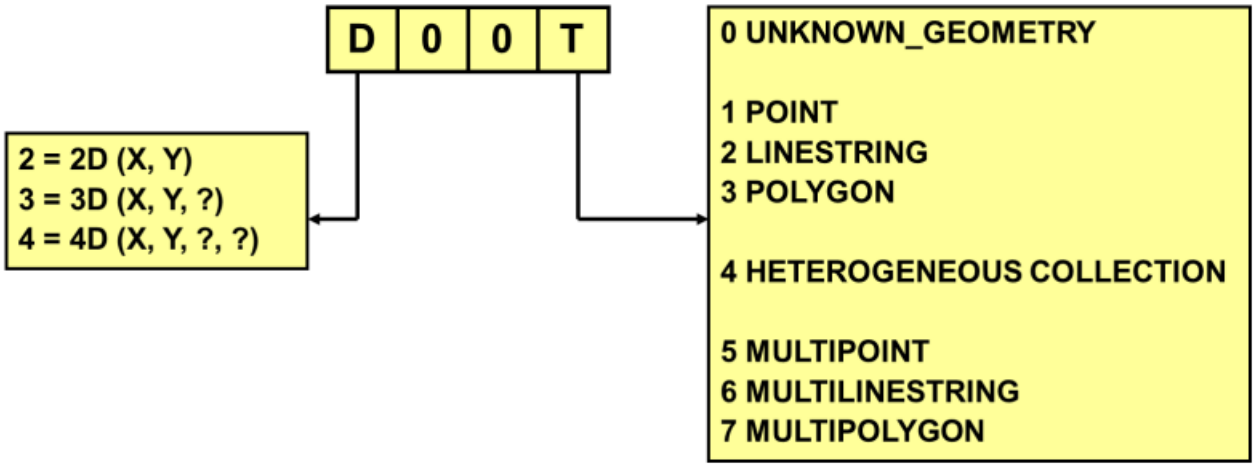
```
SDO_GTYPE    NUMBER
SDO_SRID   NUMBER
SDO_POINT    SDO_POINT_TYPE
SDO_ELEM_INFO    SDO_ELEM_INFO_ARRAY
SDO_ORDINATES    SDO_ORDINATE_ARRAY
```

Example:

```
CREATE TABLE states (
  state VARCHAR2(30),
  totpop NUMBER(9),
  geom SDO_GEOMETRY);
```

SDO_GTYPE

Define the nature of the geometric shape contained in the object.



SDO_SRID

SRID = Spatial Reference System ID. It specifies the coordinate system of the object. The list of possible values is in the table MDSYS.CS:SRS. A common value is 8307: which is 'Longitude/Latitude WGS84', used by the GPS system. All geometries of a layer must have the same SRID. Layers may have different SRIDs. Automatic conversion for spatial queries.

SDO_POINT

Structure

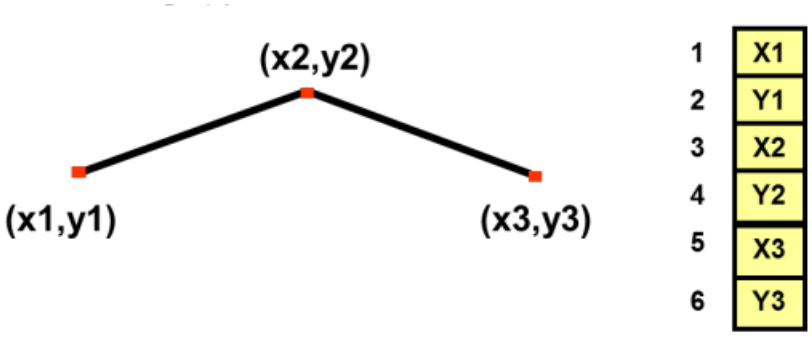
```
x NUMBER
y NUMBER
z NUMBER
```

Example

```
INSERT INTO TELEPHONE_POLES (col-1, ..., col-n, geom)
VALUES (attribute-1, ..., attribute-n,
  SDO_GEOMETRY (
    2001, 8307,
    SDO_POINT_TYPE (-75.2,43.7,null),
    null, null)
);
```

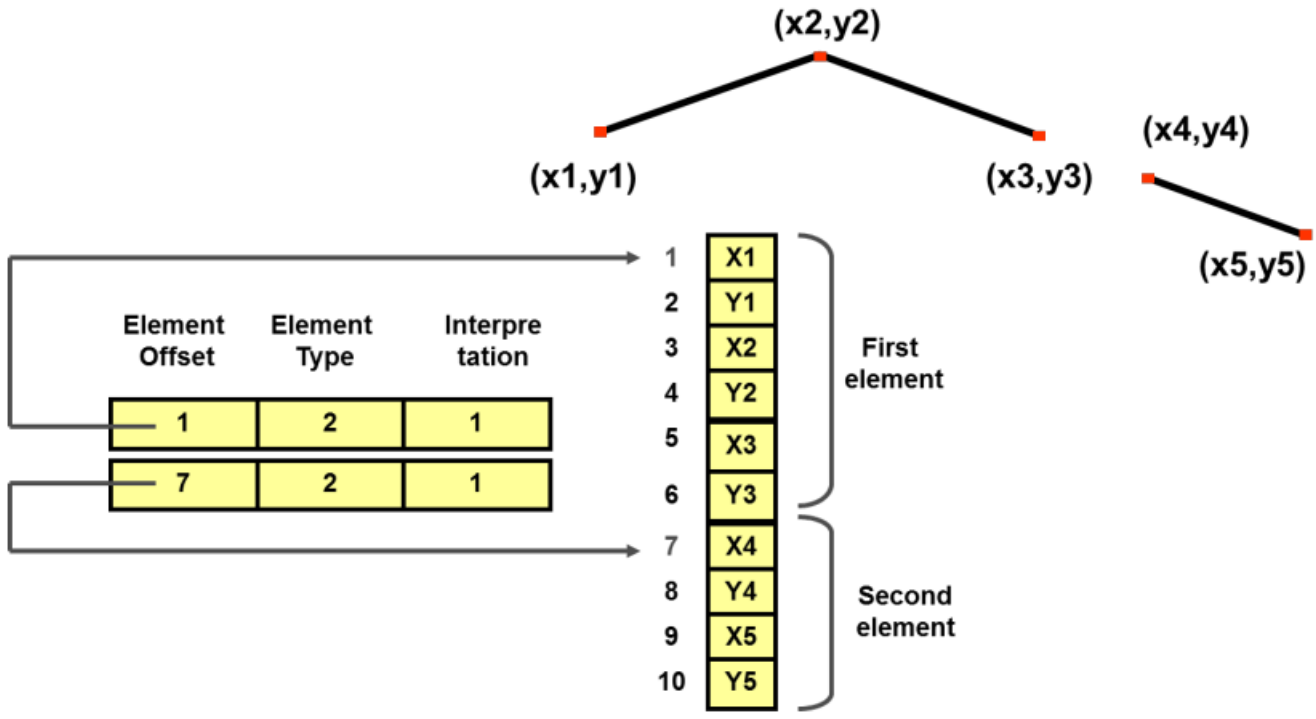
SDO_ORDINATES

Object type SDO_ORDINATE_ARRAY which is VARRAY (1048576) OF NUMBER. It stores the coordinates of lines and polygons.



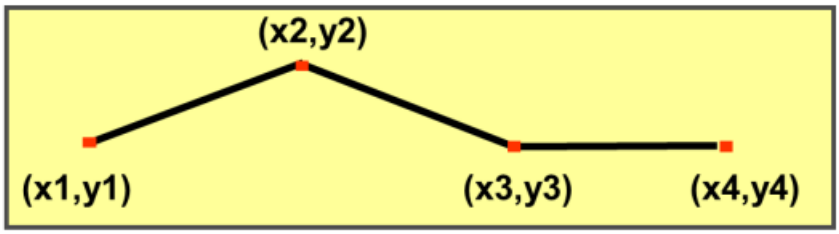
SDO_ELEM_INFO
Object type SDO_ELEM_INFO_ARRAY which is VARRAY (1048576) OF NUMBER. It specifies the nature of the elements and describes the various components of a complex object. There three entries per element:

- **Ordinate offset**: position of the first number for this element in the array SDO_ORDINATES.
- **Element type**: type of the element.
- **Interpretation**: straight line, arc,..



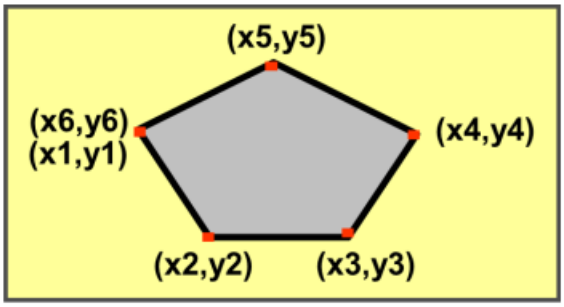
Examples of geometries:
Line:

Ordinate offset	Element type	Interpretation
1	2	1



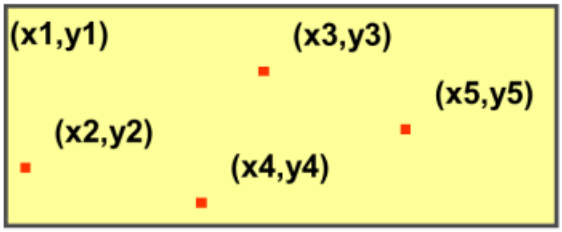
Polygon:

Ordinate offset	Element type	Interpretation
1	1003	1



Multipoint:

Ordinate offset	Element type	Interpretation
1	1	5



Constructing a line

```
INSERT INTO LINES (col-1, ..., col-n, geom) VALUES (
  attribute_1, ..., attribute_n,
  SDO_GEOMETRY (
    2002, 8307, null,
    SDO_ELEM_INFO_ARRAY (1,2,1),
    SDO_ORDINATE_ARRAY (
      10,10, 20,25, 30,10, 40,10))
);
```

Metadata

Defines the boundaries of a layer, i.e., minimum and amximium coordinates for each dimension. Sets the tolerance of a layer, i.e., the maximum distance between two points for them to be considered different. And defines the coordinate system for a layer.

Example:

```
INSERT INTO USER_SDO_GEOM_METADATA (TABLE_NAME, COLUMN_NAME, DIMINFO, SRID) VALUES (
  'ROADS', 'GEOMETRY',
  SDO_DIM_ARRAY (
    SDO_DIM_ELEMENT('Long', -180, 180, 0.5),
    SDO_DIM_ELEMENT('Lat', -90, 90, 0.5)),  8307 );
```

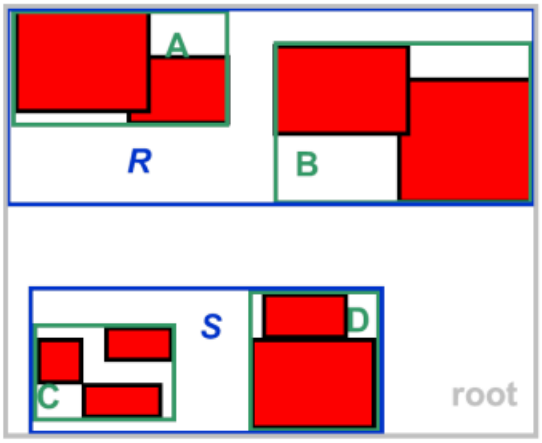
Constructing geometries

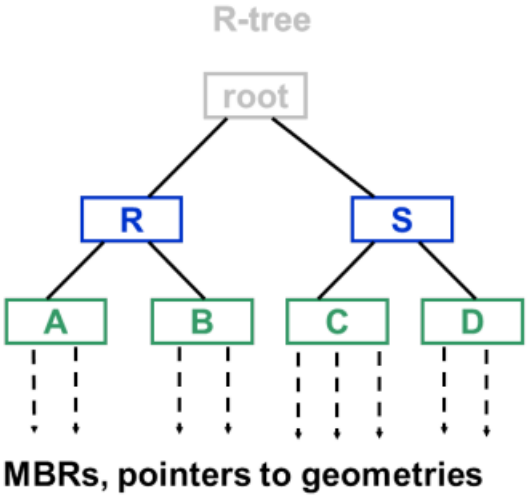
```
-- Standard constructor
INSERT INTO TELEPHONE_POLES (col-1, ..., col-n, geom) VALUES (attribute-1, ..., attribute-n,
  SDO_GEOMETRY (
```

```
    2001, 8307,
    SDO_POINT_TYPE (-75.2,43.7,null),
    null, null)
);

-- Well-Known Text (WKT) constructor
INSERT INTO TELEPHONE_POLES (col-1, ..., col-n, geom) VALUES (attribute-1, ..., attribute-n,
  SDO_GEOMETRY ('POINT (-75.2 43.7)',8307)
);

-- Well-Known Binary (WKB) constructor
INSERT INTO TELEPHONE_POLES (col-1, ..., col-n, geom) VALUES (attribute-1, ..., attribute-n,
  SDO_GEOMETRY (:my_blob,8307)
);
```

16.1.13 Oracle: Spatial indexes

- **R-tree indexing**: tree rectangles that provide indexing in 2 or 3 dimensions. It is based on the **Minimum Bounding Rectangle** (MBR) of objects.





To create an index:

```
CREATE INDEX Customer_Idx ON Customers(Location)
  INDEXTYPE IS MDSYS.SPATIAL_INDEX;
```

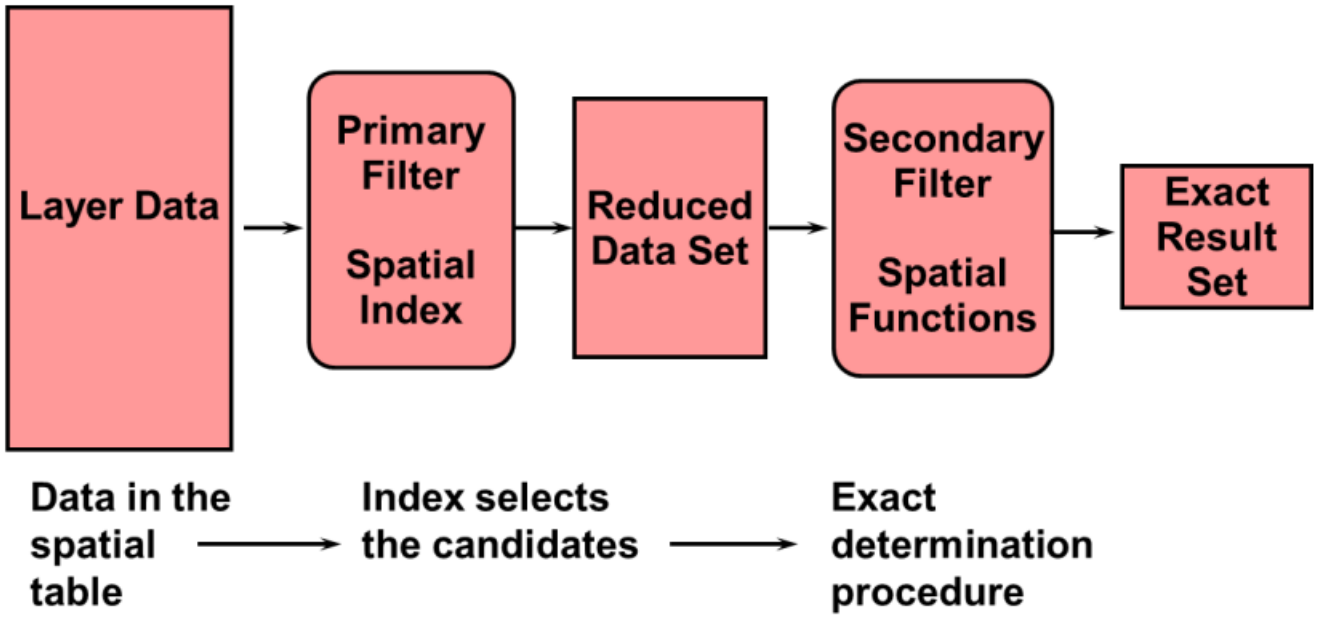
The CREATE INDEX statement may have additional parameters. To delete the index:

```
DROP INDEX <index-name>;
```

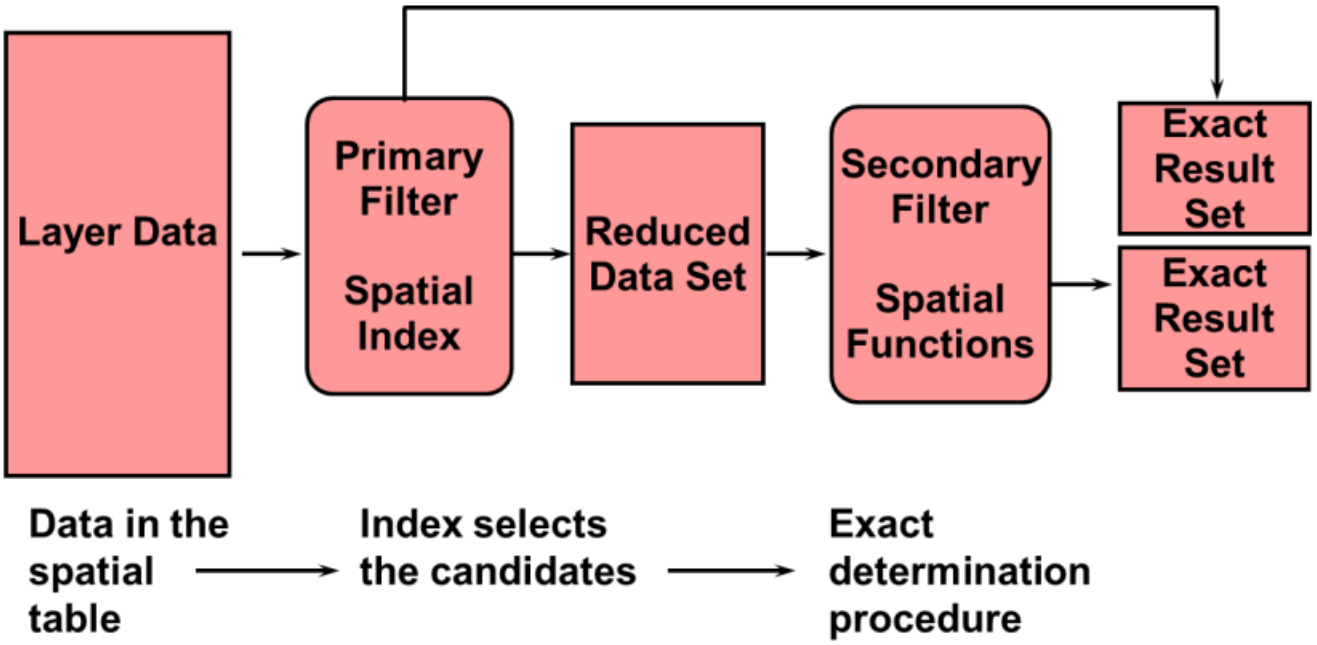
- Quad-tree indexing: use a regular grid. It is not maintained in oracle now.

A spatial index must exists before we can ask spatial queries on a table.

16.1.14 Oracle: query execution model



But it can be optimized:



16.1.15 Oracle: writing spatial queries

They contain a sptail predicate, and are expressed through specific SQL operators: SDO_RELATE, SDO_INSIDE, SDO_TOUCH, SDO_WITHIN_DISTANCE, SDO_NN. The spatial index must exists, otherwise we will get an error message.

Topological predicates

They select objects by their topological relationship with another object: SDO_INSIDE, SDO_CONTAINS, SDO_COVERS, SDO_COVEREDBY, SDO_OVERLAPS, SDO_TOUCH, SDO_EQUAL, SDO_ANYINTERACT.

The SDO_RELATE is a generic operator for which we can specify a mask, that can be 'INSIDE', 'CONTAINS', 'TOUCH',... or a combination as 'INSIDE+CONTAINS'

Sample queries

Which parks are entirely contianed in the state of Wyoming:

```
-- way 1
SELECT p.name
FROM us_parks p, us_states s
WHERE s.state = 'Wyoming'
  AND SDO_INSIDE (p.geom, s.geom) = 'TRUE';

-- way 2
SELECT p.name
FROM us_parks p, us_states s
WHERE s.state = 'Wyoming'
  AND SDO_RELATE(p.geom,s.geom,'MASK=INSIDE') = 'TRUE';
```

Which states contain all or part of Yellowstone Park:

```
SELECT s.state
FROM us_states s, us_parks p
WHERE SDO_ANYINTERACT (s.geom, p.geom) = 'TRUE'
  AND p.name = 'Yellowstone NP';
```

In which competing jurisdictions is my client:

```
SELECT s.id, s.name
FROM customers c, competitors_sales_regions s
  WHERE c.id = 5514 AND SDO_CONTAINS (s.geom, c.location) = 'TRUE';
```

Find all counties around Passaic County:

```
SELECT c1.county, c1.state_abrv
FROM us_counties c1, us_counties c2
WHERE c2.state = 'New Jersey' AND c2.county = 'Passaic'
  AND SDO_TOUCH (c1.geom, c2.geom) = 'TRUE';
```

Queries with a constant window

Find all customers of type Platinum in a rectangular area:

```
SELECT name, category
FROM customers
WHERE SDO_INSIDE (location,
  sdo_geometry (2003, 8307, null,
  sdo_elem_info_array (1,1003,3),
  sdo_ordinate_array (-122.413, 37.785,-122.403, 37.792)))
  ='TRUE'
  AND customer_grade = 'PLATINUM';
```

In which competitor sales territories is located a geographical point:

```
SELECT id, name
FROM competitors_sales_regions
WHERE SDO_CONTAINS (geom,
  SDO_GEOMETRY(2001, 8307,
  SDO_POINT_TYPE(-122.41762, 37.7675089, NULL),
  NULL, NULL)
  = 'TRUE';
```

Queries based on distance

These are used to select objects according to distance from another point. Distance can be expressed in any unit of distance and if no unit is specified, the distance is expressed in the unit of the coordinate system. For longitude/latitude data, these are meters. The function used is SDO_WITHIN_DISTANCE.

Which agencies are less than 1km form this client:

```
SELECT b.id, b.phone_number
FROM customers c, branches b
WHERE c.id = 8314
  AND SDO_WITHIN_DISTANCE(b.location, c.location,'distance=1 unit=km')= 'TRUE';
```

How many customers in each category are located within 1/4 mile of my office number 77:

```
SELECT customer_grade, COUNT(*)
FROM branches b, customers c
WHERE b.id=77
  AND SDO_WITHIN_DISTANCE (c.location, b.location,'DISTANCE=0.25 UNIT=MILE')='TRUE'
GROUP BY customer_grade;
```

Research based on proximity

These select the N closest objects of another objects: SDO_NN. ROWNUM can be used to limit result. SDO_NN_DISTANCE is used to categorize answers by distance.

What is the nearest office to this client?

```
SELECT b.id, b.phone_number
FROM customers c, branches b
WHERE c.id = 8314
  AND SDO_NN(b.location, c.location,'sdo_num_res=1')= 'TRUE';
```

What are my five customers closest to this competitor:

```
SELECT c.id, c.name, c.customer_grade
FROM competitors co, customers c
WHERE co.id=1
  AND SDO_NN (c.location, co.location,'SDO_NUM_RES=5')='TRUE' ;
```

This only works if no other selection criterion is present.

What are my five customers closest to this competitor, and give the distance:

```
SELECT c.id, c.name, c.customer_grade, SDO_NN_DISTANCE(1) distance
FROM competitors co, customers c
WHERE co.id=1
  AND SDO_NN (c.location, co.location,'SDO_NUM_RES=5', 1)='TRUE'
ORDER BY distance;
```

If we want to add more filters, we cannot use the SDO_NN function, because it is evaluated first. We have to do the trick with SDO_DISTANCE+ORDER BY+ROWNUM.

Spatial Join

It is used to find correlations between two tables, based on topology or distance. It compares all objects in a table with all those of another table, so it requires a R-Tree on each table. Technically implemented as a function that returns a table: the SDO_JOIN.

Associate with each GOLD customer the sales territory in which is is located:

```
SELECT s.id, c.id, c.name
FROM customers c, sales_regions s, TABLE(SDO_JOIN('customers','location','sales_regions','geom
    ','mask=inside')) j
WHERE j.rowid1 = c.rowid
  AND j.rowid2 = s.rowid
  AND c.customer_grade = 'GOLD'
ORDER BY s.id, c.id;
```

Find all gold customers who are less than 500 meters from one of our branches in San Francisco:

```
SELECT DISTINCT c.id, c.name, b.id
FROM customers c, branches b, TABLE(SDO_JOIN('CUSTOMERS','LOCATION','BRANCHES','LOCATION','
    DISTANCE=500 UNIT=METER')) j
WHERE j.rowid1 = c.rowid
  AND j.rowid2 = b.rowid
  AND c.customer_grade = 'GOLD'
  AND b.city = 'SAN FRANCISCO';
```

Spatial functions

	Unary Operations	Binary Operations
Numerical Result	SDO_AREA SDO_LENGTH	SDO_DISTANCE
Results in new object	SDO_CENTROID SDO_CONVEXHULL SDO_POINTONSURFACE SDO_BUFFER	SDO_DIFFERENCE SDO_INTERSECTION SDO_UNION SDO_XOR

Objects must be in the same coordinate system.
What is the total area of Yellowstone National Park:

```
SELECT sdo_geom.sdo_area(geom,0.005,'unit=sq_km')
FROM us_parks
WHERE name = 'Yellowstone NP';
```

What is the length of the Mississippi riveer:

```
SELECT sdo_geom.sdo_length(geom,0.005,'unit=km')
FROM us_rivers
WHERE name = 'Mississippi';
```

What is the distance between Los Angeles and San Francisco:

```
SELECT sdo_geom.sdo_distance(a.location, b.location, 0.005, 'unit=mile')
FROM us_cities a, us_cities b
WHERE a.city = 'Los Angeles'
  AND b.city = 'San Francisco';
```

Generating objects

- SDO_BUFFER(g,size) generates a buffer of the size chosen.
- SDO_CENTROID(g) calculates the center of gravity of a polygon.
- SDO_CONVEXHULL(g): generates the convex hull of the object.
- SDO_MBR(g) generates the bulk of the rectangle object.

Combining objects

- SDO_UNION(g1,g2)
- SDO_INTERSECTION(g1,g2)
- SDO_DIFFERENCE(g1,g2)
- SDO_XOR(g1,g2) is the symmetric difference.

What is the area occupied by the Yellowstone Park in the state it occupies:

```
SELECT s.state, sdo_geom.sdo_area (sdo_geom.sdo_intersection (s.geom, p.geom, 0.5),0.5, 'unit=
    sq_km') area
FROM us_states s, us_parks p
WHERE SDO_ANYINTERACT (s.geom, p.geom) = 'TRUE'
  AND p.name = 'Yellowstone NP';
```

Spatial aggregation
Aggregate functions operate on the set of objects.

- SDO_AGGR_MBR: returns the rectangle of space around a set of objects.
- SDO_AGGR_UNION: computes the union of a set of geometric objects.
- SDO_AGGR_CENTROID: calculates the centroid of a set of objects.

- SDO_AGGR_CONVEXHULL: calculates the convex hull around a set of objects.

Find the focal point of all our customers in Daly City:

```
SELECT SDO_AGGR_CENTROID(SDOAGGRTYPE(location,0.5)) center
FROM customers
WHERE city = 'DALY CITY';
```

Calculate the number of customer in each zip code, and calculate the focal point for these clients:

```
SELECT COUNT(*), postal_code, SDO_AGGR_CENTROID(SDOAGGRTYPE(location,0.5)) center
FROM customers
GROUP BY postal_code;
```

References

[1] Esteban Zimanyi. Infoh415 advanced databases. Lecture Notes.