

### Assignment 5

1. P = Predecessor, W = Westerosi, Oh1 = OfHouse, Oh2 = OfHouse

a. RA Translation:

$$Q = \pi_{W.wid, W.wname}(\sigma_{W.wid=P.succid}(W \bowtie P)) - \pi_{W.wid, W.wname}(\sigma_{W.wid=P.succid \wedge Oh2.wid=P.predid}(W \bowtie P \bowtie Oh1 \bowtie_{Oh1.wages \leq Oh2.wages} Oh2))$$


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$$\pi_{q.wid, q.wname}(Q)$$

b. Optimization:

i. Pushing condition onto P, Oh1, and Oh2 (excluding W)

$$Wage = \pi_{P.succid}(P \bowtie Oh1 \bowtie_{P.predid = O.wid \wedge P.succid = Oh2.wid \wedge Oh1.wages \leq Oh2.wages} Oh2))$$


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$$Q = \pi_{W.wid, W.wname}(W \bowtie_{wid:succid} P) - \pi_{W.wid, W.wname}(W \bowtie_{W.wid=Wage.succid} Wage)$$

$$\pi_{q.wid, q.wname}(Q)$$

ii. Rewrite rule for – set operation (because Westerosi join happens in both clauses of except statement, we can pull it out and reduce a join)

$$Q = \pi_{succid}(P) - \pi_{succid}(Wage)$$

$$\pi_{W.wid, W.wname}(\sigma_{W.wid=Q.succid}(W \bowtie Q))$$

2. H = House, OH = OfHouse, WS = WesterosiSkill

a. RA Translation:

$$\pi_{H.hname, H.kingdom}(\sigma_{skill='Archery' \wedge Oh.wid=WS.wid \wedge OH.wages < 60000}(H \bowtie OH \bowtie WS))$$

b. Optimization:

i. Attribute elimination on House because we're projecting all of House's attributes

$$(H \bowtie OH \bowtie_{skill='Archery' \wedge OH.wid=WS.wid \wedge OH.wages < 60000} WS)$$

ii. Pushing down selection of archery onto WS relation

$$A = \pi_{wid}(\sigma_{skill='Archery'}(WS))$$

$$H \bowtie (\sigma_{OH.wages < 60000}(OH \bowtie A))$$

iii. Semi-join OH and A because you only need the wid from OH

$$H \bowtie (\sigma_{OH.wages < 60000}(OH \bowtie A))$$

3. W = Westerosi, W1 = WesterosiSkill, H = OfHouse

a. RA Translation:

$$WG = \pi_{wid}(\sigma_{wlocation='WinterFell'}(W))$$

$$\pi_{W.wid}(\sigma_{wages=50000 \wedge W1.skill <> 'Swordsmanship'}(WG \bowtie H \bowtie_{W.wid = W1.wid} W1))$$

b. Optimization:

i. Pushing condition of wages onto H

$$F = \pi_{wid}(\sigma_{wages=50000}(H))$$

$$\pi_{W.wid}(\sigma_{W1.skill <> 'Swordsmanship'}(WG \bowtie F \bowtie_{W.wid = W1.wid} W1))$$

ii. Pushing condition of swordsmanship onto W1

$$F = \pi_{wid}(\sigma_{skill <> 'Swordsmanship'}(W1))$$

$$\pi_{W.wid}(WG \bowtie F \bowtie W1)$$

iii. Attribute elimination on WG because we are selecting all attributes from WG

$$WG \bowtie F \bowtie W1$$

4. W = Westerosi, WS = WesterosiSkill, O = OfHouse, H = HouseAllyRegion

a. RA Translation:

$$\pi_{W.wid}(\sigma_{WS.skill='Archery'}(W \bowtie_{W.wid=WS.wid} WS)) \cap \pi_{O.wid}(\sigma_{H.region='IronIslands'}(O \bowtie_{O.hname=H.hname} H))$$

b. Optimization:

i. Natural join W and WS

$$\pi_{W.wid}(\sigma_{WS.skill='Archery'}(W \bowtie WS)) \cap \pi_{O.wid}(O \bowtie_{O.hname=H.hname \wedge H.region='IronIslands'} H)$$

ii. Pushing archery condition onto WS

$$A = \pi_{wid}(\sigma_{skill='Archery'}(WS))$$

$$\pi_{W.wid}(W \bowtie A) \cap \pi_{O.wid}(O \bowtie_{O.hname=H.hname \wedge H.region='IronIslands'} H)$$

iii. Pushing IronIslands condition

$$I = \pi_{hname}(\sigma_{region='IronIslands'}(H))$$

$$\pi_{W.wid}(W \bowtie A) \cap \pi_{O.wid}(O \bowtie I)$$

iv. Semi-join H and A because you don't need their attributes

$$\pi_{W.wid}(W \bowtie A) \cap \pi_{O.wid}(O \bowtie I)$$

5. W=Westerosi, WS=WesterosiSkill, O=OfHouse, H=HouseAllyRegion

a. RA Translation:

$$\pi_{W.wid}(\sigma_{O.wages>50000 \wedge O.hname=H.hname \wedge H.region='KingsLanding'}(W \bowtie WS \bowtie O \bowtie H))$$

b. Optimization:

i. Pushing HouseAllyRegion condition over join

$$K = \pi_{hname}(\sigma_{region='KingsLanding'}(H))$$

$$\pi_{W.wid}(\sigma_{O.wages > 50000} (W \bowtie WS \bowtie O \bowtie K))$$

- ii. Pushing wages condition over join

$$F = \pi_{wid, hname}(\sigma_{wages > 50000} (H))$$

$$\pi_{W.wid} (W \bowtie WS \bowtie F \bowtie K)$$

- iii. Semijoin W and WS because you only need W's attributes to be projected, but you can't use semijoins on everything else because it's not associative

$$\pi_{W.wid} (W \ltimes (WS \bowtie F \bowtie K))$$