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Programming with Databases

- Programming with Databases
- PL/DB Interface
- PL/DB Mismatch

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Programming with Databases

So far, we have seen ...

- accessing data via SQL queries
- packaging SQL queries as views/functions
- building functions to return tables
- implementing assertions via triggers

All of the above programming

- is very close to the data
- takes place inside the DBMS

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Programming with Databases (cont)

While SQL (+ PLpgSQL) gives a powerful data access mechanism

• it is *not* an application programming language

Complete applications require code to

- handle the user interface (GUI or Web)
- interact with other systems (e.g. other DBs)
- perform compute-intensive work (vs. data-intensive)

"Conventional" programming languages (PLs) provide these.

We need PL + DBMS connectivity.

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Programming with Databases (cont)

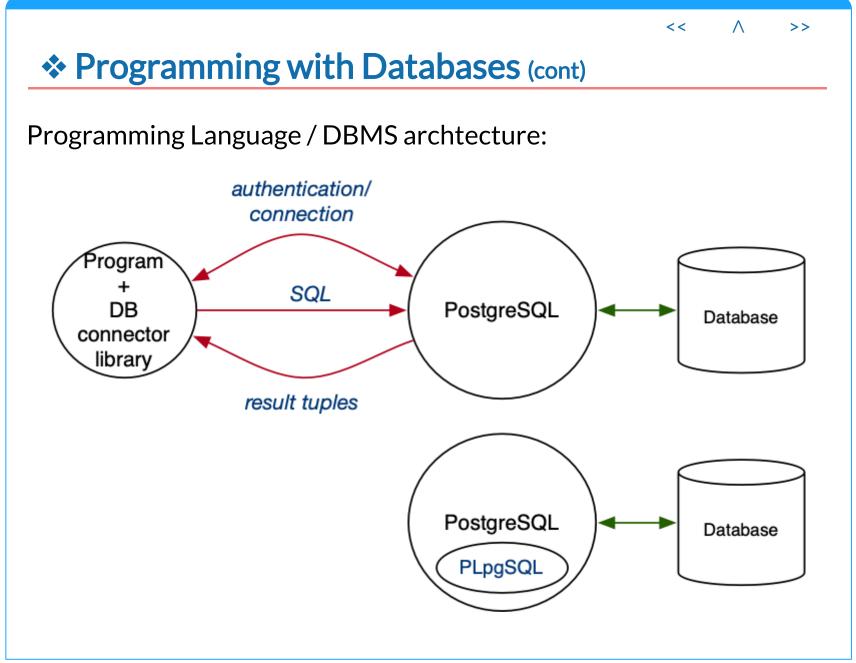
Requirements of an interface between PL and RDBMS:

- mechanism for connecting to the DBMS (authentication)
- mechanism for mapping PL "requests" to DB queries
- mechanism for iterating over query results
- mapping betwen tuples and PL objects

Distance between PL and DBMS is variable, e.g.

- **libpq** allows C programs to use PG structs
- JDBC transmits SQL strings, retrieves tuples-as-objects

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PL/DB Interface

Common DB access API used in programming languages

```
db = connect_to_dbms(DBname, User/Password);
query = build_SQL("SqlStatementTemplate", values);
results = execute_query(db,query);
while (more_tuples_in(results))
{
    tuple = fetch_row_from(results);
    // do something with values in tuple ...
}
```

This pattern is used in many different libraries:

Java/JDBC, PHP/PDO, Perl/DBI, Python/Psycopg2, Tcl, ...

PL/DB Interface (cont)

DB access libraries have similar overall structure.

But differ in the details:

- whether object-oriented or procedural flavour
- function/method names and parameters
- how to get data from program into SQL statements
- how to get data from tuples into program variables

Object-relational mappers (ORMs) ...

- aim to hide the details of the database schema and queries
- allow programmers to manipulate objects, not tuples
- potentially use the PLDB connection inefficiently

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PL/DB Mismatch

There is a tension between PLs and DBMSs

- DBMSs deal very efficiently with large sets of tuples
- PLs encourage dealing with single tuples/objects

If not handled carefully, can lead to inefficient use of DB.

Note: relative costs of DB access operations from PL:

- establishing a DBMS connection ... very high
- initiating an SQL query ... high
- accessing individual tuple ... small

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PL/DB Mismatch (cont)

Consider this (imaginary) PL/DBMS access method:

Estimated costs: **dbAccess** = 500ms, **dbQuery** = 200ms, **dbNext** = 10ms

In later cost estimates, ignore **dbAccess** ... same base cost for all examples

PL/DB Mismatch (cont)

Example: find mature-age students (e.g. 10000 students, 500 over 40)

We transfer 10000 tuples from DB, 9500 are irrelevant

```
Cost = 1*200 + 10000*10 = 100200ms = 100s
```

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PL/DB Mismatch (cont)

E.g. should be implemented as:

Transfers only the 500 tuples that are needed.

$$Cost = 1*200 + 500*10 = 5200ms = 5s$$

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PL/DB Mismatch (cont)

Example: find info about all marks for all students

E.g. 10000 students, each with 8 marks, \Rightarrow run 10001 queries

```
Cost = 10001*200 + 80000*10 = 2800s = 46min
```

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PL/DB Mismatch (cont)

E.g. should be implemented as:

We invoke 1 query, and transfer same number of tuples.

```
Cost = 1*200ms + 80000*10ms = 800s = 13min
```

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