# **XQuery on SQL Hosts**

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S. Margherita di Pula—Sardinia, September 2004

7<sup>th</sup> EDBT Summer School on "XML and Databases"

• A **fully relational** XQuery processor, developed bottom-up:

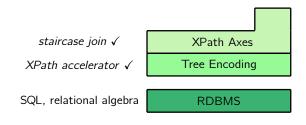
• A fully relational XQuery processor, developed bottom-up:

SQL, relational algebra

RDBMS

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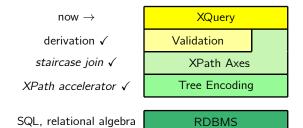
derivation ✓ Validation

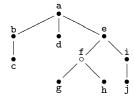
staircase join ✓ XPath Axes

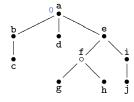
XPath accelerator ✓ Tree Encoding

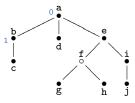
SQL, relational algebra RDBMS

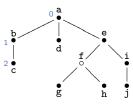
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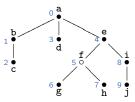


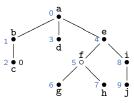


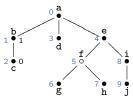


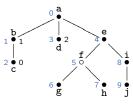


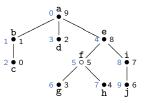


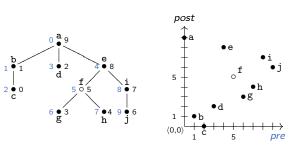


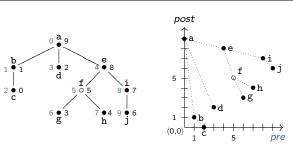


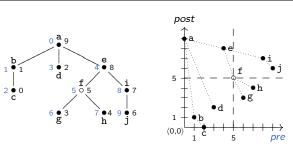


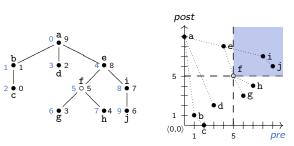


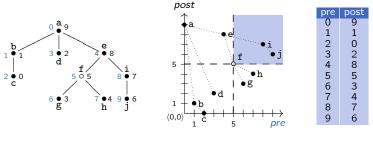




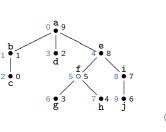


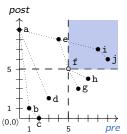






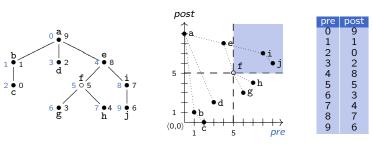
ullet Staircase join ( riangled ) evaluates XPath axes on  $\mathit{pre/post}$  plane





pre	pos
0	9
1	1
2	0
3	2
4	8
5	5
6	3
7	4
8	7
9	6
	_

- Staircase join (리) evaluates XPath axes on *pre/post* plane
- **Tuple**  $\widehat{=}$  **node** ( $\neg$  tree-based)



- Staircase join ( ᠘) evaluates XPath axes on pre/post plane
- **Tuple**  $\widehat{=}$  **node** ( $\neg$  tree-based)
- Any encoding reflecting node identity/document order suffices

### XQuery Core

literals

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- sequences  $(e_1, e_2)$

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- variables (\$v)
- let ··· return
- for · · · where · · · return

- literals
- sequences  $(e_1, e_2)$
- variables (\$v)
- let…return
- for  $\cdots$  where  $\cdots$  return
- for  $\cdots$  [at v]  $\cdots$  where  $\cdots$  return

```
XQuery Core
```

- literals
- sequences (e<sub>1</sub>, e<sub>2</sub>)variables (\$v)
- let...return
- for · · · where · · · return
- for · · · [at \$v] · · · where · · · return
- if · · · then · · · else
- typeswitch···case···default
- typeswitch...case...default

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- sequences (e<sub>1</sub>, e<sub>2</sub>)variables (\$v)
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- for ··· where ··· return
  for ··· [at \$v] ··· where ··· return
- if ···then···else
- typeswitch · · · case · · · default
- element { · · · } { · · · }
- text { · · · }
- XPath  $(e/\alpha)$

- literals
- sequences  $(e_1, e_2)$ variables (\$v)
- let · · · return
- for · · · where · · · return • for  $\cdots$  [at \$v]  $\cdots$  where  $\cdots$  return
- if · · · then · · · else
- typeswitch · · · case · · · default
- element {...} {...}
- text { · · · } • XPath  $(e/\alpha)$
- function application

- document order (e<sub>1</sub> << e<sub>2</sub>) • node identity (e<sub>1</sub> is e<sub>2</sub>)

- literals
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- let · · · return • for · · · where · · · return
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- if · · · then · · · else
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- document order  $(e_1 << e_2)$
- node identity (e<sub>1</sub> is e<sub>2</sub>) arithmetics (+,-,\*,idiv)

### XQuery Core

- literals
- sequences  $(e_1, e_2)$
- variables (\$v) • let...return
- for · · · where · · · return
- for ··· [at \$v] ··· where ··· return fn:data()
- if · · · then · · · else
- typeswitch · · · case · · · default
- element {...} {...} • text { · · · }
- XPath  $(e/\alpha)$
- function application

- fn:distinct-doc-order()

  - fn:count() • fn:sum()

• fn:doc()

• fn:root()

- fn:position()
- fn:last()

- fn:empty()

• document order  $(e_1 << e_2)$ 

• node identity (e<sub>1</sub> is e<sub>2</sub>)

arithmetics (+,-,\*,idiv)

• typeswitch···case···default

• element {...} {...}

• text { · · · }

```
XQuery Core

• literals
• sequences (e_1, e_2)
• variables (\$v)
• let \cdots return
• for \cdots where \cdots return
• if \cdots then \cdots else
• document order (e_1 << e_2)
• node identity (e_1 \text{ is } e_2)
• arithmetics (+,-,*,\text{idiv})
• fn:doc()
• fn:root()
• fn:data()
• fn:distinct-doc-order()
```

• fn:count()

• fn:empty()

• fn:sum()

★ XPath (e/α)
 function application
 fn:position()
 fn:last()

Expression may nest as defined by W3C XQuery Working Draft

### Here: Focus on non-XPath-related XQuery Fragment

• Item sequences, sequence order

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• Item sequences, sequence order

```
(1.0, "x", <a/>)
```

### Here: Focus on non-XPath-related XQuery Fragment

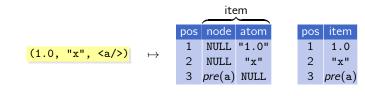
item

• Item sequences, sequence order

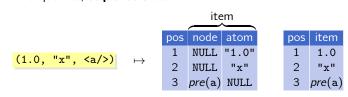
```
(1.0, "x", \langle a/\rangle) \mapsto \begin{cases} \hline node & atom \\ NULL & "1.0" \\ NULL & "x" \\ pre(a) & NULL \end{cases}
```

• Item sequences, sequence order

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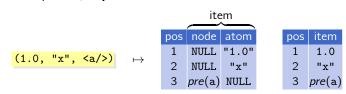


• Item sequences. sequence order



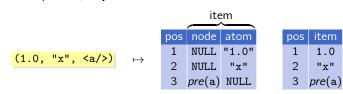
ullet Compiling **nested** for  $\cdots$  let  $\cdots$  where  $\cdots$  return **blocks** 

Item seguences, seguence order



- $\bullet$  Compiling **nested** for  $\cdots$  let  $\cdots$  where  $\cdots$  return **blocks** 
  - ▶ Variable representation and scopes

• Item sequences, sequence order



- - Variable representation and scopes
- Node construction
- XPath evaluation over persistent and transient nodes

• Compiling **nested** for ···let ···where ···return **blocks** 

# Relational Algebra $\pi$ column projection, renaming $\sigma$ row selection

```
\begin{array}{ll} \pi & \text{column projection, renaming} \\ \sigma & \text{row selection} \\ \dot{\cup}, \ \backslash & \text{disjoint union, difference} \\ \delta & \text{duplicate elimination} \end{array}
```

```
\pi column projection, renaming \sigma row selection \dot{\cup}, \ disjoint union, difference \delta duplicate elimination \bowtie equi-join \times Cartesian product
```

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```

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\pi column projection, renaming \sigma row selection \dot{\cup}, \ disjoint union, difference \delta duplicate elimination \bowtie equi-join \times Cartesian product \varrho row numbering \preceq staircase join \varepsilon, \tau element/text node construction
```

```
column projection, renaming
\pi
         row selection
         disjoint union, difference
         duplicate elimination
M
         equi-join
         Cartesian product
         row numbering
         staircase join
\varepsilon, \tau
         element/text node construction
         arithmetic/comparison/Boolean operator *
```

Relationa	al Algebra
$\pi$	column projection, renaming
$\sigma$	row selection
Ů, \	disjoint union, difference
δ	duplicate elimination
$\bowtie$	equi-join
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No tree pattern matching or similar operators involved here

#### Relational Algebra column projection, renaming $\pi$ row selection disjoint union, difference δ duplicate elimination M equi-join Cartesian product X row numbering staircase ioin element/text node construction $\varepsilon$ , $\tau$ arithmetic/comparison/Boolean operator \*

- No tree pattern matching or similar operators involved here

  This plants is efficiently involved and the part (top of) COL between the part (top of).
- This algebra is efficiently implementable on (top of) SQL hosts

• XQuery Core has been designed around the for **iteration** primitive:

```
XQuery iteration

for v in (x_1, x_2, ..., x_n) return e
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XQuery iteration

for $v in (x_1, x_2, \dots, x_n) return e
\equiv
(e^{[X_1/\$v]}, e^{[X_2/\$v]}, \dots, e^{[X_n/\$v]})
```

• Representation of  $(x_1, x_2, \dots, x_n)$ :

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• Representation of  $(x_1, x_2, \dots, x_n)$ :

POS	Itelli
1	<i>X</i> <sub>1</sub>
2	<i>X</i> <sub>2</sub>
:	÷
n	Xn

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```

• Representation of  $(x_1, x_2, ..., x_n)$ : • Derive v as follows:

pos	item
1	<i>X</i> <sub>1</sub>
2	<i>X</i> <sub>2</sub>

 $X_n$ 

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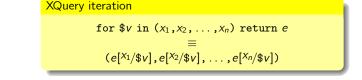
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pos	item	pos	it
1	<i>X</i> <sub>1</sub>	1	)
2	X2	2	χ

1	$X_1$	1	$X_1$
2	X2	2	<i>X</i> <sub>2</sub>
	_		_
	•		

XQuery Core has been designed around the for iteration primitive:



• Representation of  $(x_1, x_2, ..., x_n)$ : • Derive v as follows:

pos	item	ite	er	pos	item
1	<i>X</i> <sub>1</sub>	1		1	<i>X</i> <sub>1</sub>
2	X2	2	2	2	Χo

	1	$X_1$	1	1	$X_1$
	2	X2	2	2	X
		_			_
		:	-	:	
$n \mid X_n \mid n \mid n \mid X_n$		•			
	n	Xn	n	n	$X_r$

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XQuery iteration

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\equiv
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pos	item		iter	pos	iter
1	<i>X</i> <sub>1</sub>		1	1	<i>X</i> <sub>1</sub>
2	X2		2	1	Χa

$\perp$ $\chi_1$	X1
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	<i>X</i> <sub>2</sub>
	:
$n \mid x_n \mid$	Xn

• Subexpressions are compiled in dependence of **iteration scope** *s* in which they appear—represented as unary relation *loop(s)* 

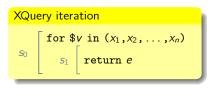
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XQuery iteration

for $v in (x_1, x_2, ..., x_n)

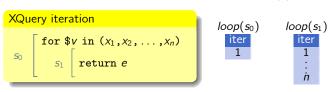
s_1 return e
```

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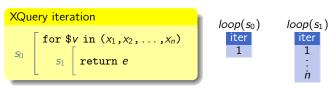


 $loop(s_0)$  iter 1

• Subexpressions are compiled in dependence of **iteration scope** *s* in which they appear—represented as unary relation *loop*(*s*)

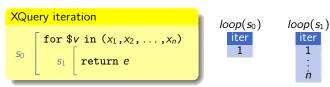


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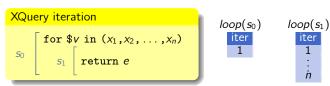
 $\triangleright$  Single item "a" in scope  $s_1$ :

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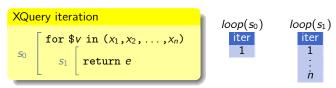
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⊳ Single item "a" in scope s<sub>1</sub>:

iter	pos	item
1	1	"a"
		:
n	1	"a"

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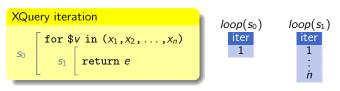


 $\triangleright$  Single item "a" in scope  $s_1$ :  $\triangleright$  Sequence ("a", "b") in scope  $s_1$ :

iter position

iter	pos	item
1	1	"a"
:	:	:
n n	1	"a"

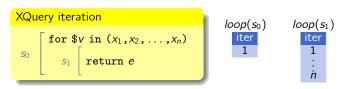
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▷ Single item "a" in scope  $s_1$ : ▷ Sequence ("a", "b") in scope  $s_1$ :

п			
Ī	1	1	"a"
ı	•	•	•
ı	•	•	
	n	1	"a"
ı			

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ILEI	pos	ILEIII
1	1	"a"
•	:	
		•
n	1	"a"

```
Nested for blocks

for $v_0$ in (10,20)

s_1

for $v_1$ in (100,200)

s_2

return $v_0 + $v_1$
```

# Nested for blocks $\int_{S_0} \int_{S_1} \int_{S_2} \int_{S_2} \int_{S_1} \int_{S_2} \int_{S_1} \int_{S_2} \int_{S_2} \int_{S_1} \int_{S_2} \int_{S_2} \int_{S_1} \int_{S_2} \int$

• Derive  $v_0$ ,  $v_1$  as before (uses row numbering operator  $\varrho$ ):

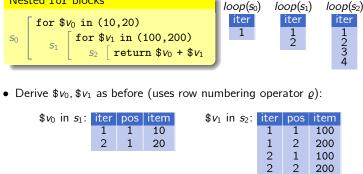
\$ <i>v</i> <sub>0</sub> in <i>s</i> <sub>1</sub> :	iter	pos	item
	1	1	10
	1	2	20

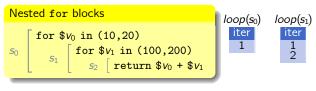


• Derive \$ $v_0$ , \$ $v_1$  as before (uses row numbering operator  $\varrho$ ): \$ $v_0$  in  $s_1$ : iter postitem

$v_0$ in $s_1$ :	iter	pos	item
	1	1	10
	2	2	20

Nested for blocks



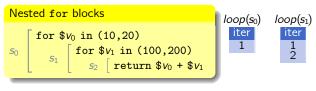


• Derive  $v_0$ ,  $v_1$  as before (uses row numbering operator  $\varrho$ ):

\$ <i>v</i> <sub>0</sub> in <i>s</i> <sub>1</sub> :	iter	pos	item	\$ <i>v</i> <sub>1</sub> in <i>s</i> <sub>2</sub> :	iter	pos	item	
	1	1	10		1	1	100	
	2	1	20		2	2	200	
					3	1	100	
					4	2	200	

 $loop(s_2)$ 

## **Nested Scopes**

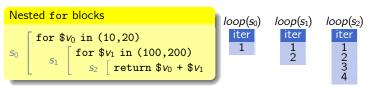


 $loop(s_2)$ 

• Derive  $v_0$ ,  $v_1$  as before (uses row numbering operator  $\varrho$ ):

								n
\$ <i>v</i> <sub>0</sub> in <i>s</i> <sub>1</sub> :	iter	pos	item	\$ <i>v</i> <sub>1</sub> in <i>s</i> <sub>2</sub> :	iter	pos	item	
	1	1	10		1	1	100	
	2	1	20		2	1	200	
					3	1	100	
					4	1	200	

## **Nested Scopes**



• Derive  $v_0$ ,  $v_1$  as before (uses row numbering operator  $\varrho$ ):

_	1 1	10
2	2 1	20





# Nested for blocks $S_{0} \begin{bmatrix} \text{for } \$v_{0} \text{ in } (10,20) \\ S_{1} \end{bmatrix} \begin{bmatrix} \text{for } \$v_{1} \text{ in } (100,200) \\ S_{2} \end{bmatrix} \begin{bmatrix} \text{return } \$v_{0} + \$v_{1} \end{bmatrix}$

```
map: inner outer
```

# Nested for blocks $S_{0} \begin{bmatrix} \text{for } \$v_{0} \text{ in } (10,20) \\ S_{1} \end{bmatrix} \begin{bmatrix} \text{for } \$v_{1} \text{ in } (100,200) \\ S_{2} \end{bmatrix} \begin{bmatrix} \text{return } \$v_{0} + \$v_{1} \end{bmatrix}$

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map: inner outer 1 1
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# Nested for blocks $S_0 \begin{bmatrix} \text{for } \$v_0 \text{ in } (10,20) \\ S_1 \end{bmatrix} \begin{bmatrix} \text{for } \$v_1 \text{ in } (100,200) \\ S_2 \end{bmatrix} \begin{bmatrix} \text{return } \$v_0 + \$v_1 \end{bmatrix}$

# Nested for blocks

```
for $v_0 in (10,20)
S_0 | S_1 | for $v_1 in (100,200)

S_2 | return $v_0 + $v_1
```

# Nested for blocks for \$v\_0\$ in (10,20) $S_1$ for \$v\_1\$ in (100,200) $S_2$ return \$v\_0 + \$v\_1\$

#### Nested for blocks

```
S_0 \left[ \begin{array}{c} \text{for } \$v_0 \text{ in } (10,20) \\ S_1 \left[ \begin{array}{c} \text{for } \$v_1 \text{ in } (100,200) \\ S_2 \left[ \text{ return } \$v_0 + \$v_1 \end{array} \right] \right]
```

• Relation *map* captures the semantics of nested iteration:

Representation of  $v_0$  in  $s_2$ :

```
\pi_{iter:inner,pos,item}(\$v_0 \bowtie_{iter=outer} map)
```

# Nested for blocks $S_{0} \begin{bmatrix} \text{for } \$v_{0} \text{ in } (10,20) \\ S_{1} \end{bmatrix} \begin{bmatrix} \text{for } \$v_{1} \text{ in } (100,200) \\ S_{2} \end{bmatrix} \begin{bmatrix} \text{return } \$v_{0} + \$v_{1} \end{bmatrix}$

• Relation map captures the semantics of nested iteration:

 $\triangleright$  Representation of \$ $v_0$  in  $s_2$ :

$$\pi_{iter:inner,pos,item}(\$v_0 \bowtie_{iter=outer} map)$$
 =

iter	pos	item
1	1	10
2	1	10
3	1	20
4	1	20

### Evaluation in scope s<sub>2</sub>

```
for v_0 in (10,20)
for v_1 in (100,200)
v_2 return v_0 + v_1
```

### Evaluation in scope $s_2$

```
for $v_0 in (10,20)
for $v_1 in (100,200)
s_2 [ return $v_0 + $v_1
```

## $v_0$

+ - 0		
iter <sub>0</sub>	pos <sub>0</sub>	item <sub>0</sub>
1	1	10
2	1	10
3	1	20
4	1	20

## Evaluation in scope s<sub>2</sub>

```
for $v_0 in (10,20)
for $v_1 in (100,200)
s_2 [ return $v_0 + $v_1
```

```
\begin{array}{c|cccc} \$\nu_0 \\ \hline iter_0 & pos_0 & item_0 \\ \hline 1 & 1 & 10 \\ 2 & 1 & 10 \\ 3 & 1 & 20 \\ 4 & 1 & 20 \\ \end{array}
```

$v_1$		
iter <sub>1</sub>	$pos_1$	item <sub>1</sub>
1 2 3 4	1 1 1 1	100 200 100 200

## Evaluation in scope s<sub>2</sub>

\$v<sub>0</sub> iter<sub>0</sub>

1234

 $v_1$ 

1234

pos<sub>0</sub>

pos<sub>1</sub>

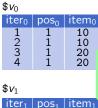
```
for $v_0 in (10,20)
                 for $v_1 in (100,200)
                      s_2 \int \text{return } v_0 + v_1
item<sub>0</sub>
  10
10
20
20
                  iter<sub>0</sub>=iter<sub>1</sub>
                                    item<sub>0</sub>,item<sub>1</sub>
item<sub>1</sub>
  100
 200
  100
  200
```

## Evaluation in scope $s_2$

```
for v_0 in (10,20)
for v_1 in (100,200)
v_2 return v_0 + v_1
```

item<sub>0</sub>

iter0=iter1



234

1	item
	100
	200
	100
	200

		iter	pos	item
$\oplus$ — $\pi$	-	1 2 3 4	1 1 1 1	110 210 120 220

 $\bullet$  Encode () by  $\mbox{\bf absence}$  of  $\mbox{\it iter}$  value in loop-lifted sequence  $\mbox{\it e}\colon$ 

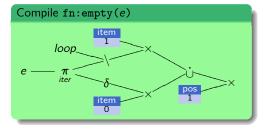
loop: iter
1
2
3

ullet Encode () by **absence** of *iter* value in loop-lifted sequence e:

ююр.	ILCI	C.	ILCI	pos	ILCIII
	1		1	1	"a"
	2		3	1	"x"
	3		3	2	"у"

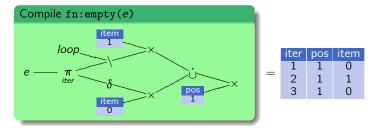
• Encode () by **absence** of *iter* value in loop-lifted sequence *e*:

loop:	iter	<i>e</i> :	iter	pos	item
	1		1	1	"a"
	2		3	1	"x"
	3		3	2	"у"



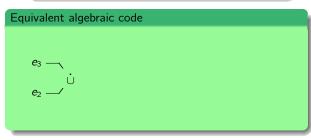
• Encode () by **absence** of *iter* value in loop-lifted sequence *e*:

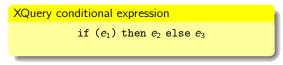
loop:	iter	e:	iter	pos	item
	1		1	1	"a"
	2		3	1	"x"
	3		3	2	"у"

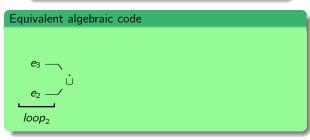


XQuery conditional expression if  $(e_1)$  then  $e_2$  else  $e_3$ 

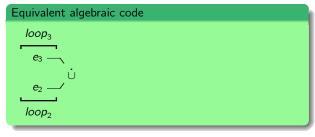
XQuery conditional expression 
$$\text{if } (e_1) \text{ then } e_2 \text{ else } e_3$$



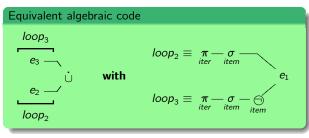




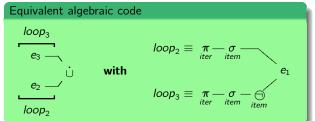
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XQuery conditional expression 
$$\qquad \qquad \text{if } (e_1) \text{ then } e_2 \text{ else } e_3$$



•  $\bigcirc_c$  denotes the algebra's Boolean negation operator (column c)

ullet  $\sigma_c$  selects all tuples with column c 
eq 0

## Inference Rules

 The compiler is specified in terms of inference rules, collectively defining the ⇒ (compiles to) function

## Inference Rules

equivalent

• The compiler is specified in terms of **inference rules**, collectively defining the  $\Rightarrow$  (compiles to) function

 Here is the (somewhat simplified) inference rule for the compilation of if  $\cdots$  then  $\cdots$  else: Inference rule if ··· then ··· else

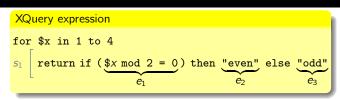
```
\Gamma; loop \vdash e_1 \Rightarrow q_1
loop_2 \equiv \pi_{iter}(\sigma_{item}(q_1)) loop_3 \equiv \pi_{iter}(\sigma_{item}(\bigcirc_{item}(q_1)))
               \Gamma; loop_2 \vdash e_2 \Rightarrow q_2 \qquad \Gamma; loop_3 \vdash e_3 \Rightarrow q_3
             \Gamma; loop \vdash if (e_1) then e_2 else e_3 \Rightarrow q_2 \cup q_3
```

 $\triangleright \Gamma$  denotes an environment mapping variables to their compiled

```
XQuery expression

for \$x in 1 to 4

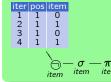
s_1 return if (\$x \mod 2 = 0) then "even" else "odd" e_3
```

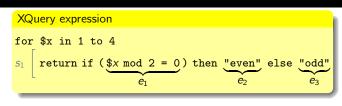


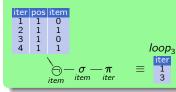


XQuery expression

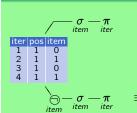
for \$x in 1 to 4  $S_1 \left[ \text{return if } \left( \underbrace{\$x \mod 2 = 0}_{e_1} \right) \text{ then } \underbrace{\text{"even" else }}_{e_2} \right] = \underbrace{\text{"odd" eq}}_{e_3}$ 







loop<sub>3</sub>



XQuery expression

for 
$$x = 1 \text{ to } 4$$

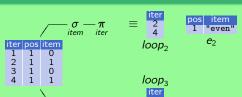
for  $x = 1 \text{ to } 4$ 

fo

XQuery expression

for \$x in 1 to 4

$$S_1$$
 [return if  $(\underbrace{\$x \mod 2 = 0})$  then  $\underbrace{"even"}_{e_2}$  else  $\underbrace{"odd"}_{e_3}$ 



XQuery expression

for 
$$\$x$$
 in 1 to 4

 $s_1 \left[ \text{return if } \left( \underbrace{\$x \mod 2 = 0}_{e_1} \right) \text{ then } \underbrace{\text{"even"}}_{e_2} \text{ else } \underbrace{\text{"odd"}}_{e_3} \right]$ 

$$\sigma - \pi \atop \text{iter} \quad \sigma - \pi \atop \text{iter} \quad \sigma = \begin{array}{c} \text{iter} \\ 2 \\ 4 \end{array} \times \begin{array}{c} \text{pos} \quad \text{item} \\ 1 \quad \text{"even"} \end{array}$$

XQuery expression

for 
$$\$x$$
 in 1 to 4

 $s_1 \left[ \text{return if } \left( \underbrace{\$x \mod 2 = 0}_{e_1} \right) \text{ then } \underbrace{\text{"even" else "odd"}}_{e_2} \right]$ 

XQuery expression

for 
$$\$x$$
 in 1 to 4

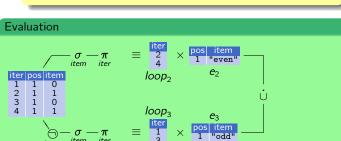
 $S_1$   $\left[ \text{ return if } \left( \underbrace{\$x \mod 2 = 0}_{e_1} \right) \text{ then } \underbrace{\text{"even"}}_{e_2} \text{ else } \underbrace{\text{"odd"}}_{e_3} \right]$ 

#### **Example: Evaluation of a Conditional Expression**

XQuery expression

for 
$$\$x$$
 in 1 to 4

 $S_1 \left[ \text{return if } \left( \underbrace{\$x \mod 2 = 0}_{e_1} \right) \text{ then } \underbrace{\text{"even"}}_{e_2} \text{ else } \underbrace{\text{"odd"}}_{e_3} \right]$ 

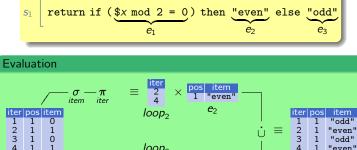


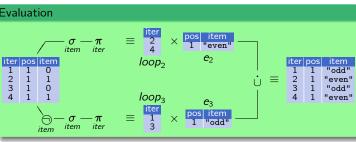
#### **Example: Evaluation of a Conditional Expression**

XQuery expression

for 
$$\$x$$
 in 1 to 4

 $s_1$  return if  $(\$x \mod 2 = 0)$  then  $"even" = else "odd" = e_3$ 





```
XQuery expression
```

for \$x in 1 to 4
where \$x mod 2 = 0
return "even"

| for \$x in 1 to 4
return if \$x mod 2 = 0
then "even" else ()

```
XQuery expression
```

```
return "even"
```

```
for x = 1 to 4
where x = 1 for x = 1 to x = 1
where x = 1 for x = 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             then "even" else ()
```

```
iter pos item
```

#### XQuery expression

for \$x in 1 to 4
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```
for $x in 1 to 4
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#### Evaluation

iter pos item

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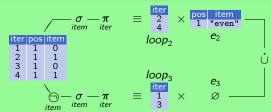
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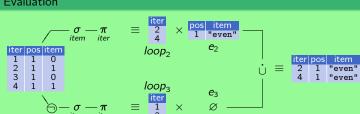


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where  $$x \mod 2 = 0$ return "even"

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for $x in 1 to 4
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       then "even" else ()
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#### **XQuery Core Optimization**

• Compiler generates code which expands the FLWOR tuple space

⇒ **loop-invariant code motion** becomes relevant

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```
Q_1: Original Query

for \$x in e_1, \$y in e_2

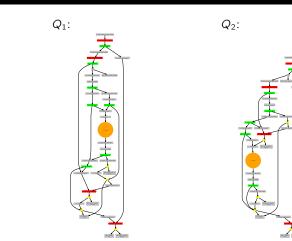
where p(\$x) return e_3(\$x,\$y)
```

#### **XQuery Core Optimization**

- Compiler generates code which expands the FLWOR **tuple space** 
  - $\Rightarrow$  loop-invariant code motion becomes relevant

```
Q<sub>1</sub>: Original Query
           for x in e_1, y in e_2
                 where p(\$x) return e_3(\$x,\$y)
Q<sub>2</sub>: Loop-invariant predicate moved
      for $x \text{ in } e_1$
            where p(\$x) return for \$y in e_2
                                     return e_3(\$x,\$y)
```

#### Effect of Code Motion



 The target algebra as well as the compiled plans exhibit a number of nice properties:

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```

• Simple, "assembly style" operators with simple semantics

### • Plans translate into SQL query (nesting, but **no correlation**)

(DB2 UDB V8.1)

**XQuery on SQL Hosts** 

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 $\triangleright \pi$  translates into plain SELECT (no DISTINCT)

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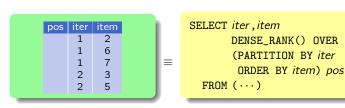
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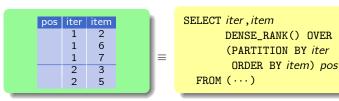
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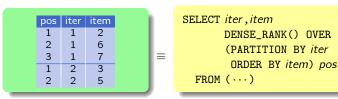
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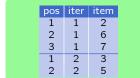
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XMark Q1

XMark Q6

XMark Q7

```
\triangleright \rho (row numbering) exactly mirrors SQL:1999 OLAP functionality:
```



```
SELECT iter, item
       DENSE RANK() OVER
       (PARTITION BY iter
        ORDER BY item) pos
  FROM (···)
```

5.3

< 0.01 < 0.01 < 0.01

0.01 0.18 1.7

0.52

 $\equiv$ 

#### 1.1 MB 110 MB 1.1 GB execution time [s]

0.01

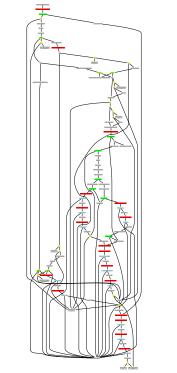
```
XMark Query Q8
```

```
for $p in fn:doc("auction.xml")/site/people/person
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                                 closed_auctions/closed_auction
                 return if fn:data($t/buyer/person/text()) =
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                        then $t else ()
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```

```
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## **XQuery on SQL Hosts**

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```

- $\triangleright$  Equivalent tree has  $\approx$  2000 nodes
- **NB**: No optimizations applied yet (neither XQuery nor algebraic)

• Compiles into DAG of 120 algebraic operators, significant sharing

```
Nested Flement Construction
      ( <even-or-odd>
           \{ \text{ for } \$x \text{ in } (1,2,3,4) \}
             return if (\$x \mod 2 = 0)
                      then <even/>
                      else <odd/>
        </even-or-odd>
       )/child::even
```

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      ( <even-or-odd>
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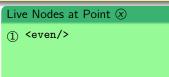
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```

```
Live Nodes at Point ®

① <even/> (loop-lifted)
```

```
Nested Flement Construction
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(loop-lifted)



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          \{ \text{ for } \$x \text{ in } (1,2,3,4) \}
             return if (x \mod 2 = 0)
                     then <even/> •---
                     else <odd/> •——
        </even-or-odd>
       )/child::even
```

```
Live Nodes at Point ⊗

① <even/> (loop-lifted)
② <odd/> (loop-lifted)
```

```
Nested Flement Construction
      ( <even-or-odd>
           \{ \text{ for } \$x \text{ in } (1,2,3,4) \}
             return \circ if ($x mod 2 = 0)
                      then <even/> •---
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        </even-or-odd>
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```

```
Live Nodes at Point ⊗

① <even/> (loop-lifted)
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Nested Flement Construction
      ( <even-or-odd>
          \{ \text{ for } \$x \text{ in } (1,2,3,4) \}
             return \circ if ($x mod 2 = 0)
                     then <even/> •
                     else <odd/> •
        </even-or-odd>
       )/child::even
```

```
Live Nodes at Point \otimes

① <even/> (loop-lifted)
② <odd/> (loop-lifted)
③ ① \dot{\cup} ②
```

```
Nested Flement Construction
       (• <even-or-odd>
           \{ \text{ for } \$x \text{ in } (1,2,3,4) \}
             return \circ if ($x mod 2 = 0)
                      then <even/> •
                      else <odd/> •——
      (3)
        </even-or-odd>
       )/child::even
```

```
      ① <even/>
      (loop-lifted)

      ② <odd/>
      (loop-lifted)

      ③ ① Û ②
```

```
Nested Flement Construction
       (• <even-or-odd>
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        </even-or-odd>
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```

### Live Node Inference

$$\frac{\Gamma; loop \vdash e \Rightarrow ("uri", lv)}{\Gamma; loop \vdash fn: doc(e) \Rightarrow (loop \times \frac{pos \quad item}{1 \quad root(uri)}, extn(uri))}$$

### Inference rule if ···then ···else

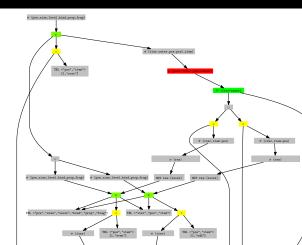
$$\Gamma ; loop \vdash e_1 \Rightarrow (q_1, lv_1)$$
 $loop_2 \equiv \pi_{iter}(\sigma_{item}(q_1)) \quad loop_3 \equiv \pi_{iter}(\sigma_{item}(\ominus_{item}(q_1)))$ 
 $\Gamma ; loop_2 \vdash e_2 \Rightarrow (q_2, lv_2) \quad \Gamma ; loop_3 \vdash e_3 \Rightarrow (q_3, lv_3)$ 
 $\Gamma ; loop \vdash \text{if } (e_1) \text{ then } e_2 \text{ else } e_3 \Rightarrow (q_2 \dot{\cup} q_3, lv_2 \dot{\cup} lv_3)$ 

### **Live Node Inference**

Inference rule element 
$$\{e_1\}$$
  $\{e_2\}$ 

$$\frac{\Gamma; loop \vdash e \mapsto (q, lv)}{\Gamma; loop \vdash e/s \mapsto (\underbrace{\varrho}_{pos:\langle ltem\rangle/iter} (q \mathrel{\vartriangle}_s lv), lv)}$$

# Live Node Computation



#### **Optimizations**

▶ Exploit column properties: unique, constant, dense

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#### New implementation

▶ Main-memory DBMS kernel MonetDB (CWI, Amsterdam)

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### New implementation

- ▶ Main-memory DBMS kernel MonetDB (CWI, Amsterdam)
- ▶ Target language is MIL, algebra over binary tables

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- ▶ Exploit column properties: unique, constant, dense
- Dorder awareness [ICDE 2004, SIGMOD 1996]

▶ Exploit disjointness of intermediate results

▶ "Live node analysis": evaluate △ over minimal tree fragments

### New implementation

- ▶ Main-memory DBMS kernel MonetDB (CWI, Amsterdam)
- $\triangleright$  Ordered data model ( $\varrho$  may largely become obsolete)