

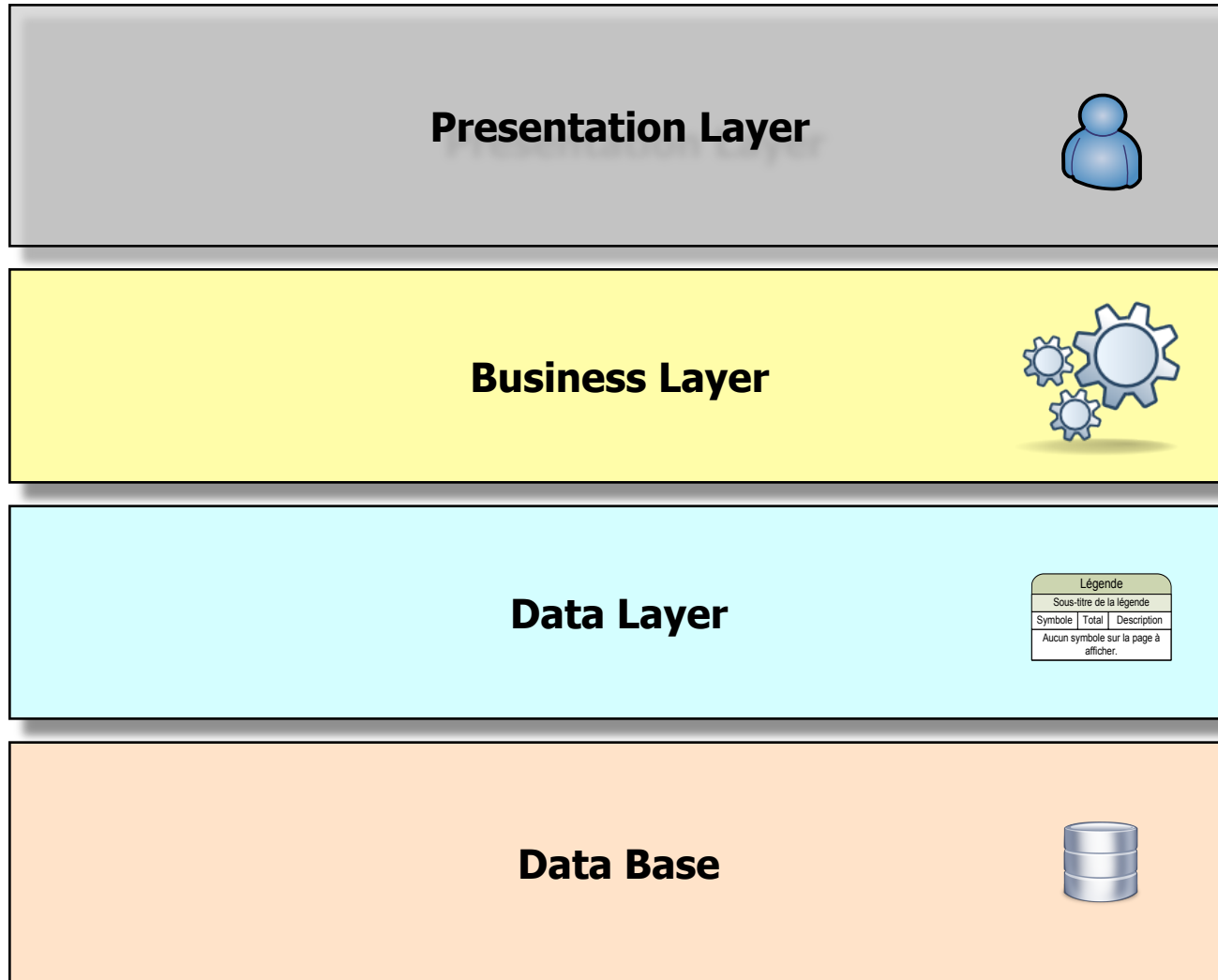
Conception Avancée de Bases de Données

Sélection d'Arbre de requêtes Logique Logical Query Plan Selection

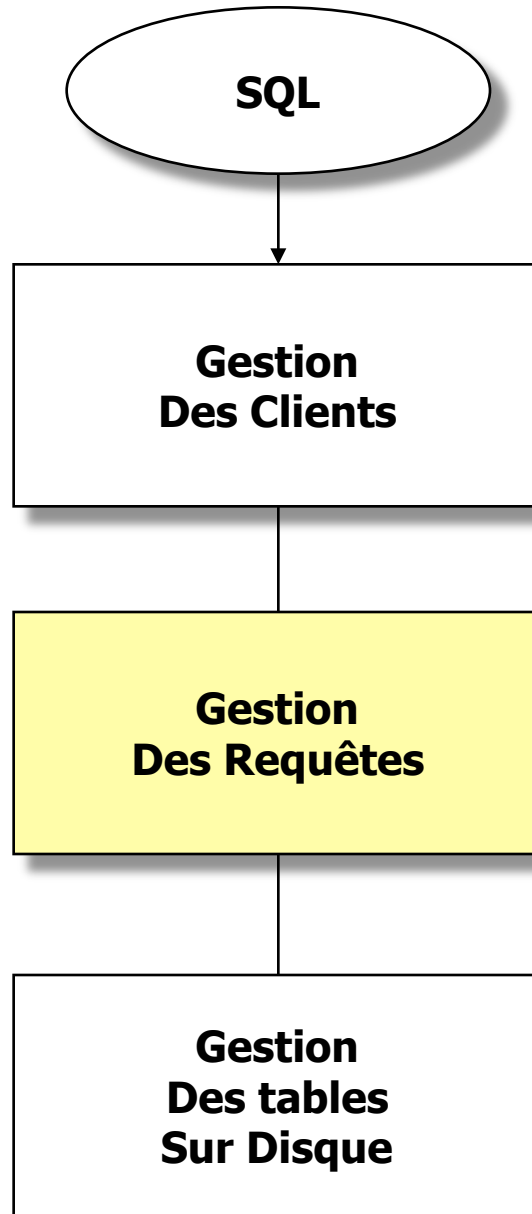


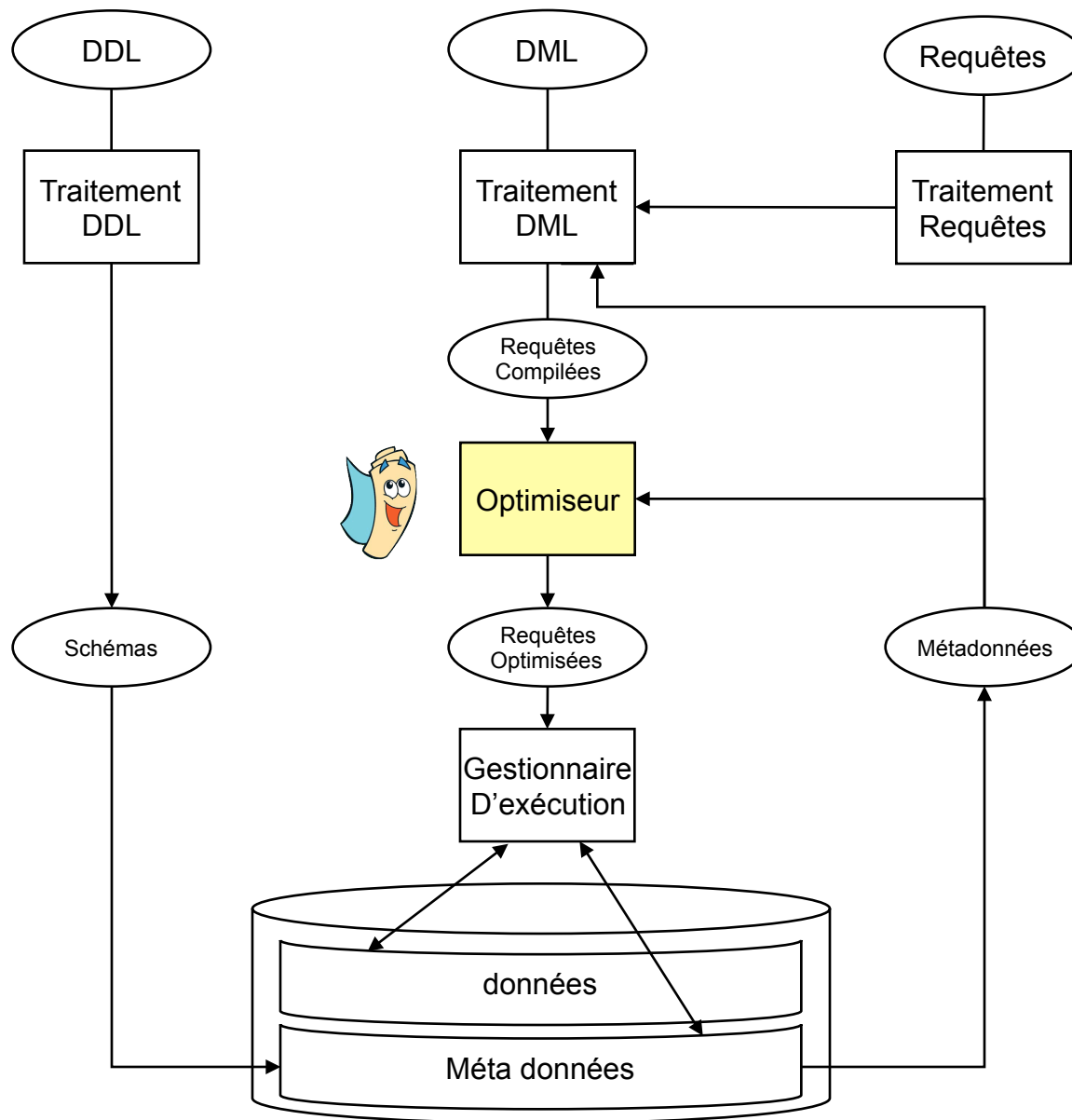
Traduction en cours

Layered Architecture



Big Picture





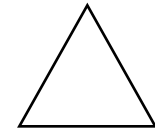
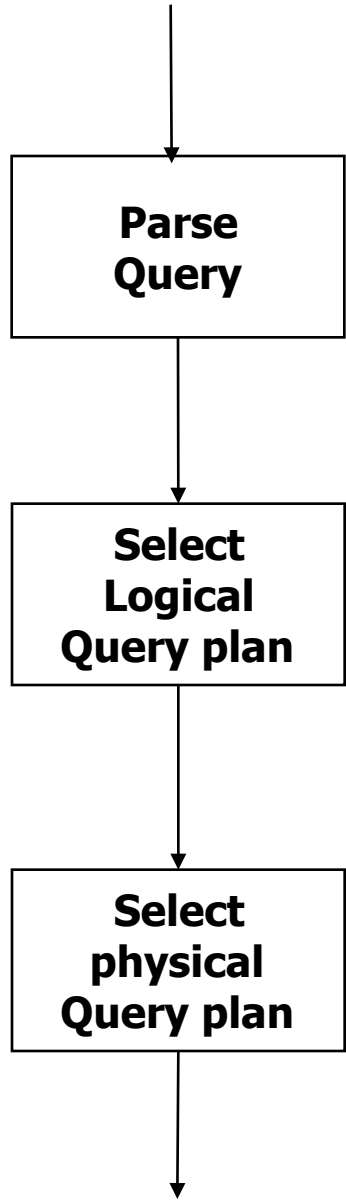
D'après C.J DATE

DDL : langage de définition des données; DML : langage de manipulation des données

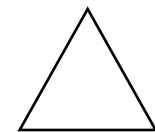
From Ullman



**Query
Optimization**



**Query expression
tree**

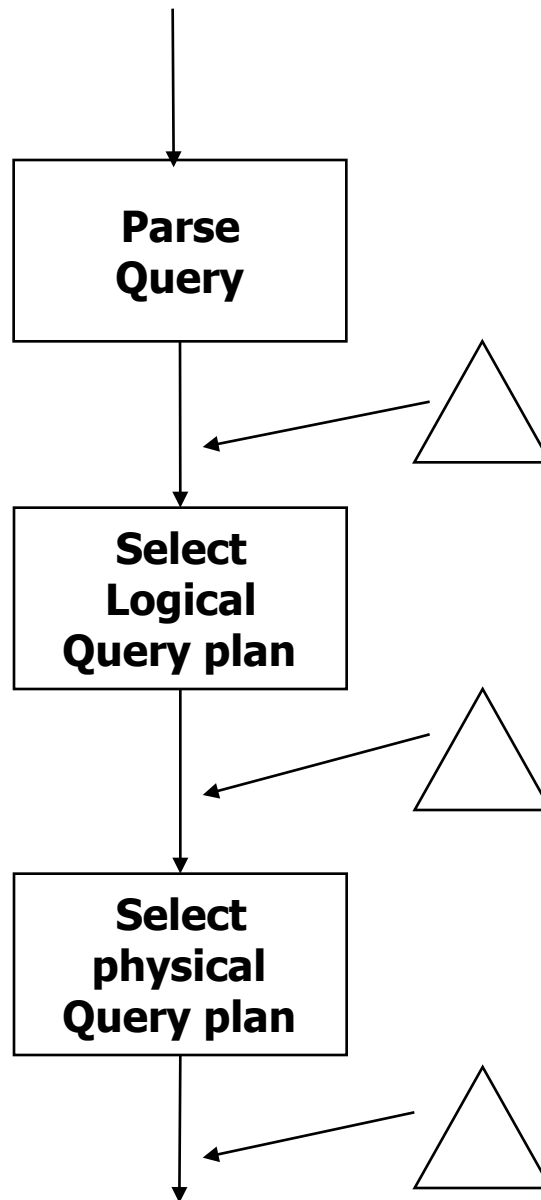
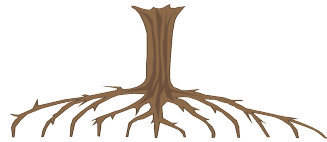
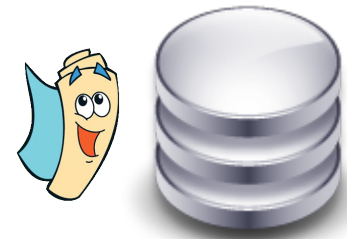


**Logical Query
Plan tree**



**Physical Query
Plan tree**

From Ullman

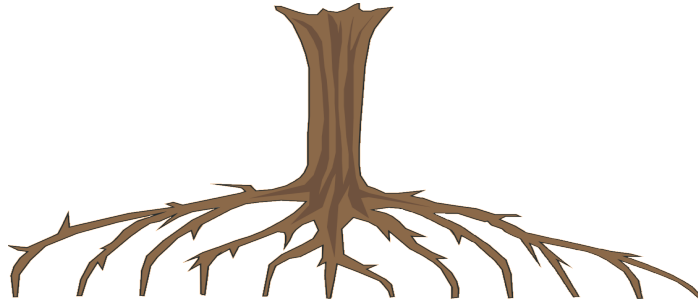


Query expression
tree

Logical Query
Plan tree

Physical Query
Plan tree

**Arbre
Logique**



**Arbre
Physique**



Niveaux d'abstraction



Modèle

...
...
...
...
...
...
...



Algèbre

$$\sigma_{\text{owner1}=\text{owner2}} (\text{Cats} \otimes \text{Dogs}) = \text{Cat} \bowtie \text{Dogs}$$

Logiciel



Java, C++, ..

Opérateurs



- ① SELECT $\rightarrow \sigma$ (sigma)
- ② PROJECT $\rightarrow \pi$ (pi)
- ③ PRODUCT $\rightarrow \times$ (times)
- ④ JOIN $\rightarrow (|\times|) \bowtie$ (bow-tie)
- ⑤ UNION $\rightarrow \cup$ (cup)
- ⑥ INTERSECTION $\rightarrow \cap$ (cap)
- ⑦ DIFFERENCE $\rightarrow -$ (minus)
- ⑧ RENAME $\rightarrow \rho$ (rho)

Arbre de requêtes



Cats

name	owner
Fluffy	Harold
Claws	Gwen

Dogs

name	owner
Buffy	Harold
Fang	Benny
Bowser	Diane

Quels sont les chats et les chiens qui appartiennent à Harold ?

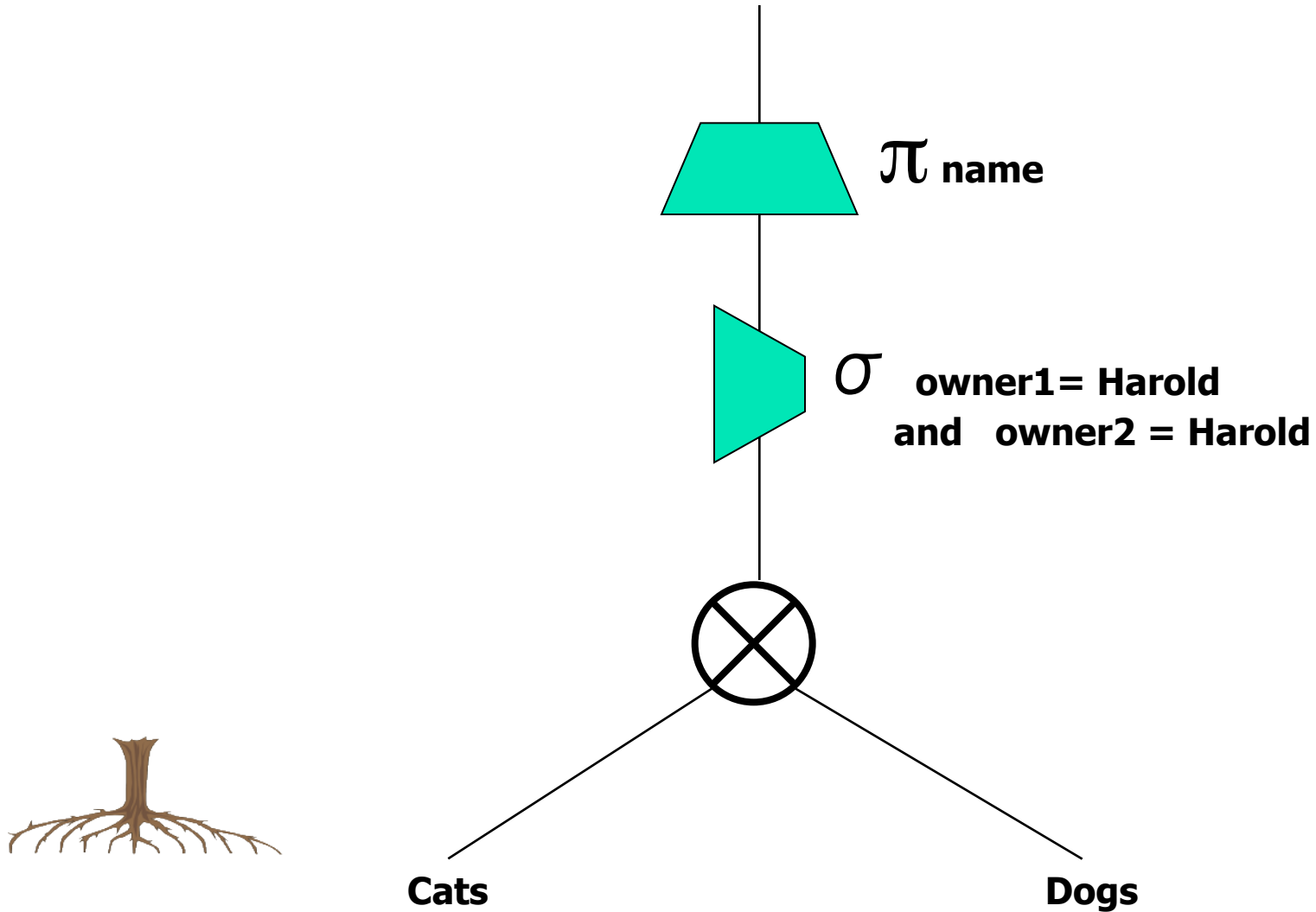


SQL



```
SELECT cats.name  
FROM cats, dogs  
WHERE cats.owner = 'Harold' and dogs.owner = 'Harold';
```

Arbre 1



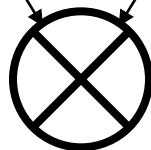


Cats

name	owner
Fluffy	Harold
Claws	Gwen

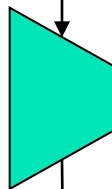
Dogs

name	owner
Buffy	Harold
Fang	Benny
Bowser	Diane



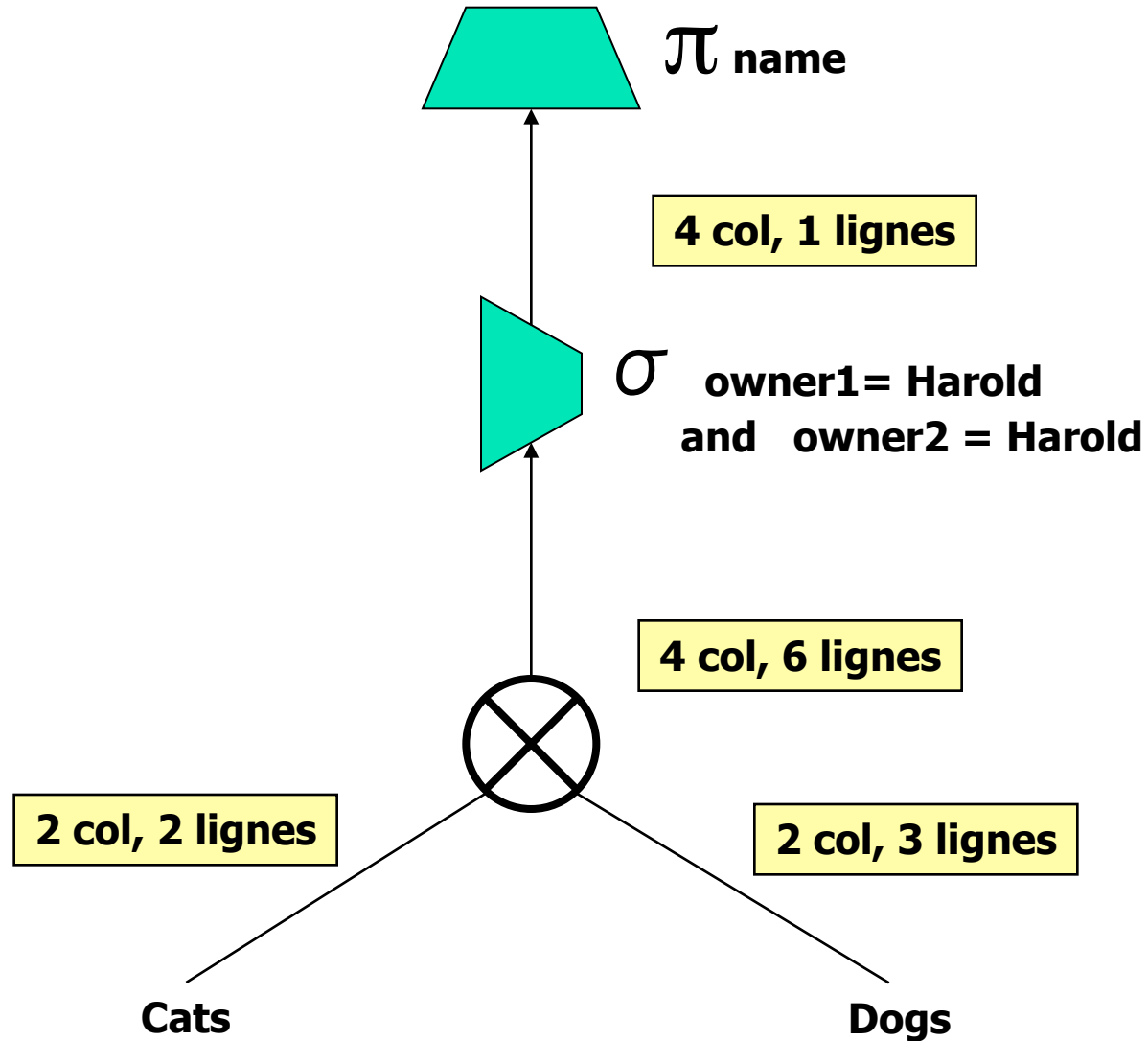
name1	owner1	name2	owner2
Fluffy	Harold	Buffy	Harold
Fluffy	Harold	Fang	Benny
Fluffy	Harold	Bowser	Diane
Claws	Gwen	Buffy	Harold
Claws	Gwen	Fang	Benny
Claws	Gwen	Bowser	Diane

σ owner1= Harold
and owner2 = Harold

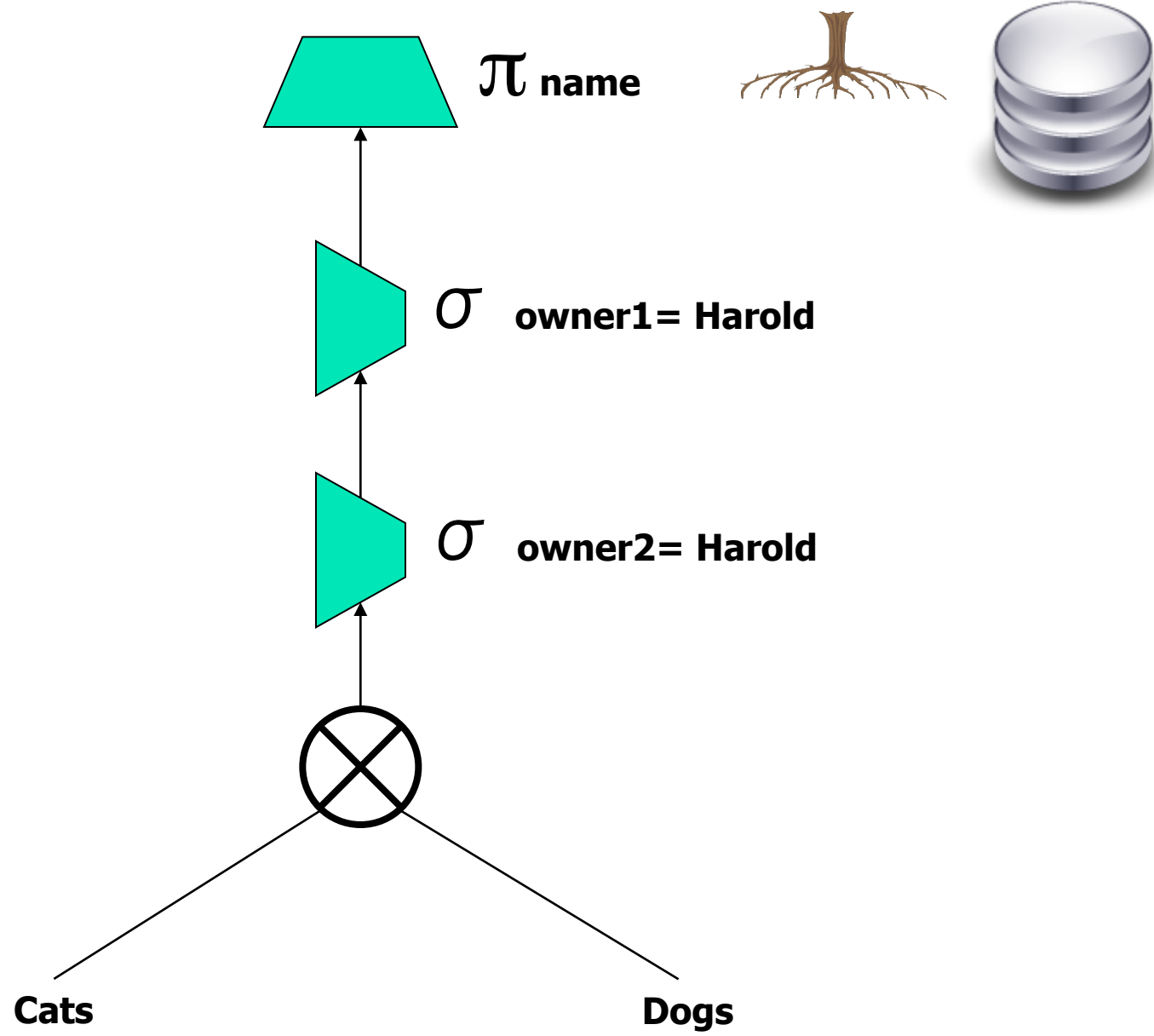


name1	owner1	name2	owner2
Fluffy	Harold	Buffy	Harold

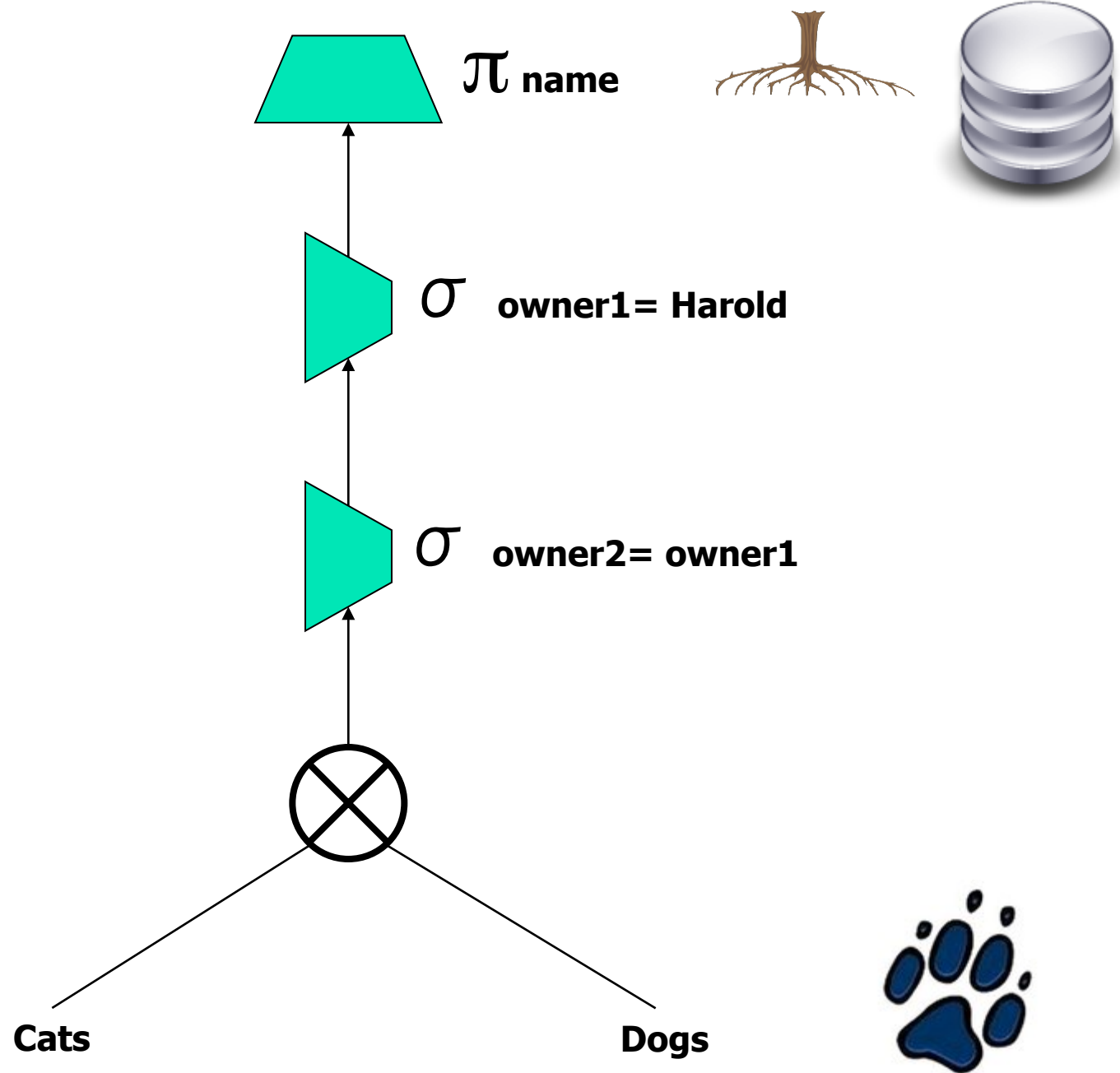
Arbre 1



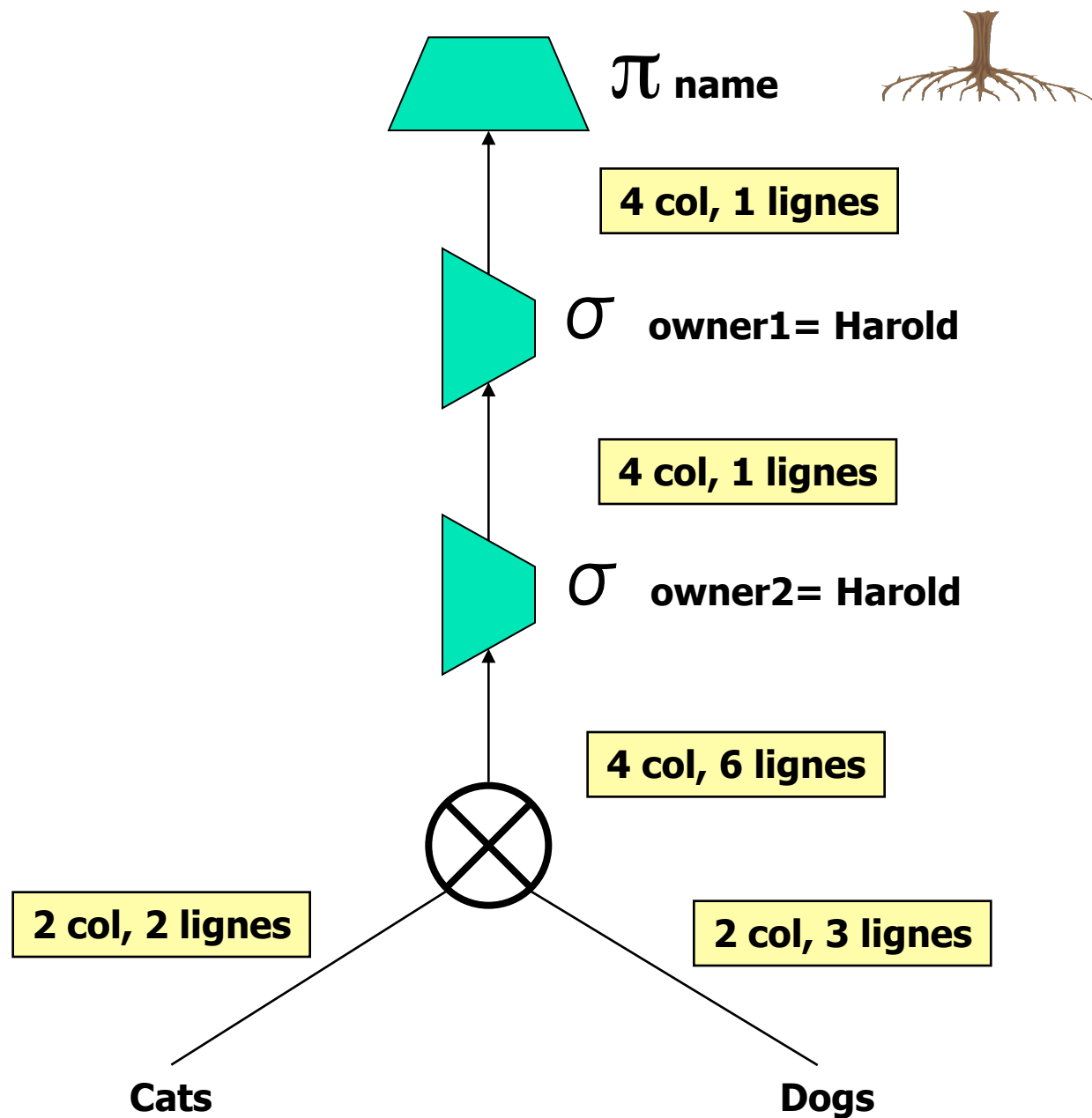
Arbre 1



Arbre 1



Arbre 1



π name

4 col, 1 lignes

σ owner1= Harold

4 col, 1 lignes

σ owner2= Harold

4 col, 6 lignes

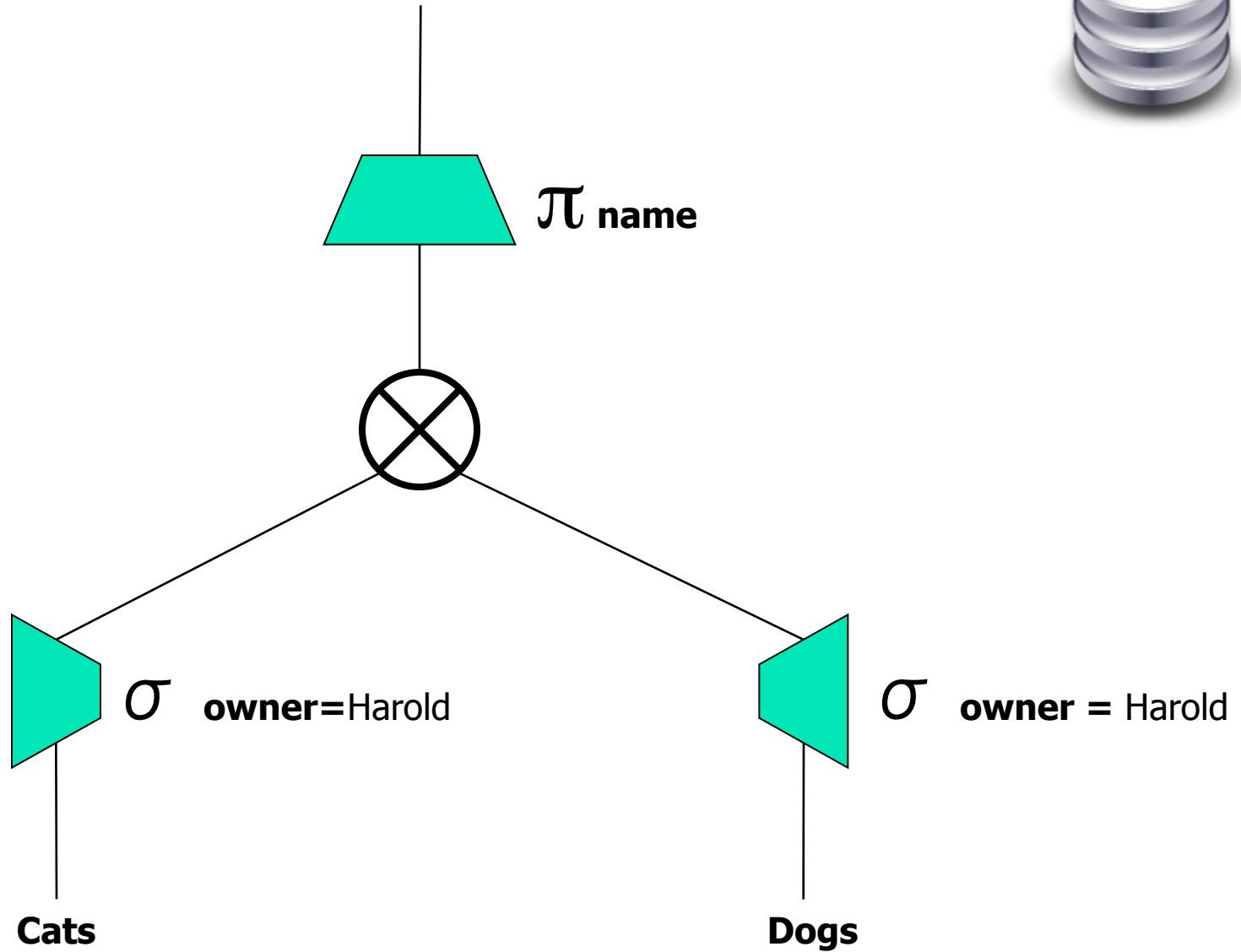
2 col, 2 lignes

2 col, 3 lignes

Cats

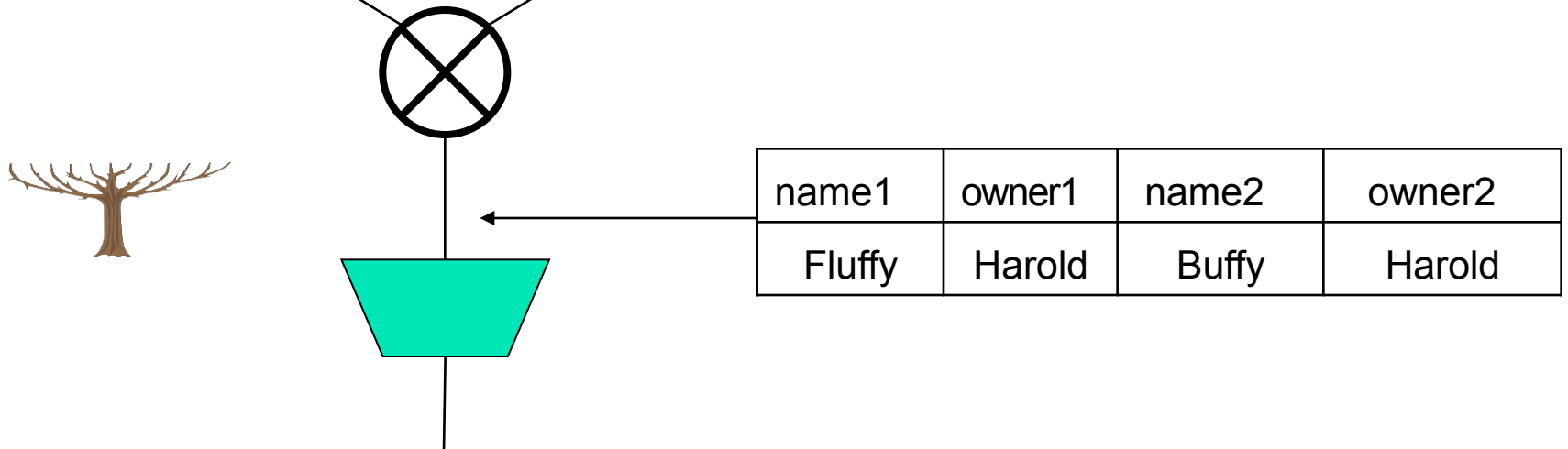
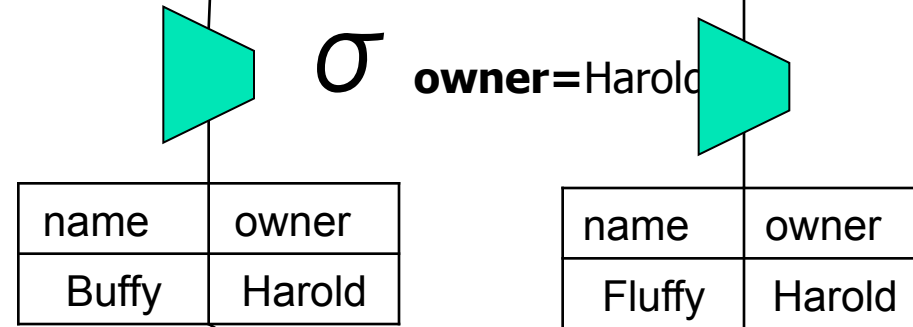
Dogs

Arbre 2



Cats	
name	owner
Fluffy	Harold
Claws	Gwen

Dogs	
name	owner
Buffy	Harold
Fang	Benny
Bowser	Diane



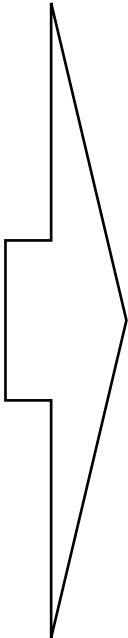
Gokul
Busta
Phyllida
Chumney
Sprinkle
Almendarez
Ruderman
Stash
Teagle
Mulnix
Slezak
Lepore
Czaplicki
Curti
Tibelda
Seymore
Hoe
Spickler
Mattingly
Regner
Hirschberg
Cyndy
Rowlett
Werling

Stash



Gokul	F
Busta	M
Phyllida	M
Chumney	F
Sprinkle	M
Almendarez	F
Ruderman	F
Stash	M
Teagle	F
Mulnix	M
Slezak	F
Lepore	F
Czaplicki	M
Curti	M
Tibelda	F
Seymore	F
Hoe	M
Spickler	F
Mattingly	F
Regner	M
Hirschberg	F
Cyndy	M
Rowlett	M
Werling	F

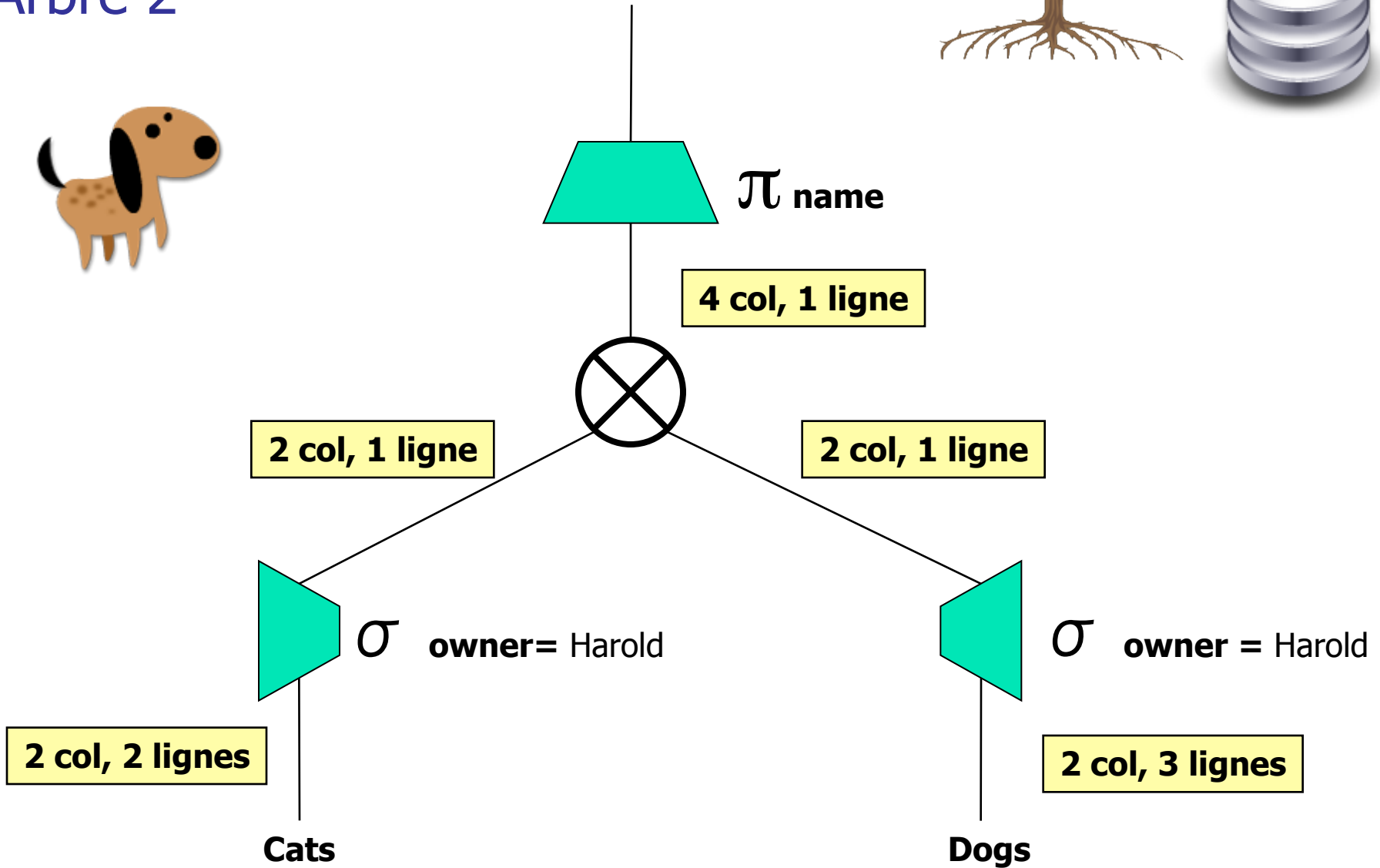
F



Gokul	F
Chumney	F
Almendarez	F
Ruderman	F
Teagle	F
Slezak	F
Lepore	F
Tibelda	F
Seymore	F
Spickler	F
Mattingly	F
Hirschberg	F
Werling	F

SELECTIVITY

Arbre 2



Modèle de coût simplifié



- On considère le nombre de cellules manipulées

- Arbre 1:

- $2*2 + 2*3 + 4*6 + 4*1 = 38$ cellules manipulées.

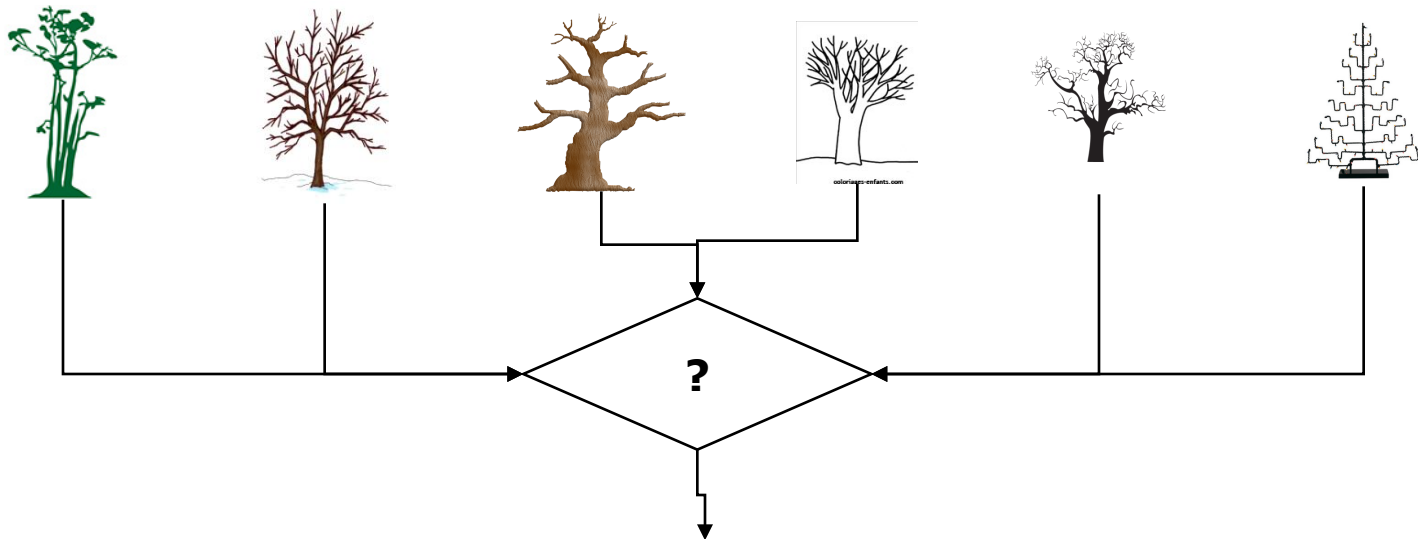
- Arbre 2:

- $2*2 + 2*3 + 2*1 + 2*1 = 10$ cellules manipulées.

Requêtes Arbres



- Une requête SQL correspond à une multitude d'arbres.
- L'optimiseur de requêtes doit choisir parmi tous ces arbres.
- Algorithme de choix du bon arbre.



Simple Algorithm

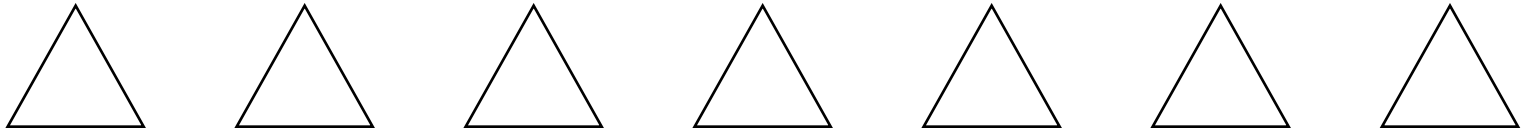


1. Enumerate all the available plans
2. Assess the cost of each plan
3. Choose the cheapest plan

Simple Algorithm



- 1. Enumerate all the available plans

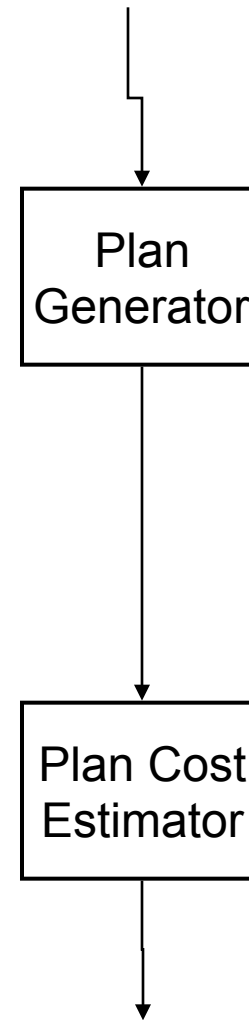
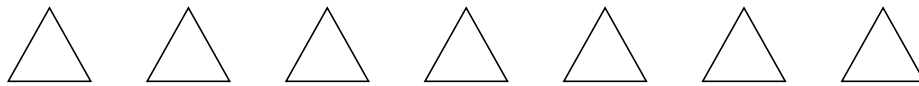


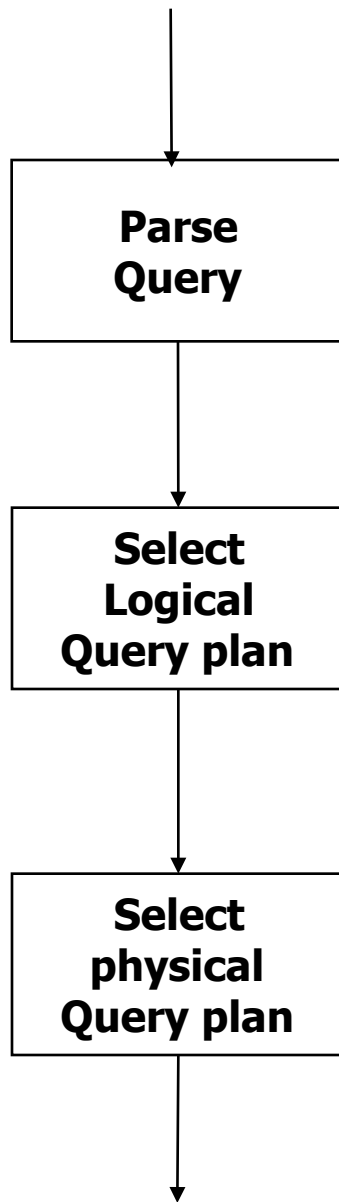
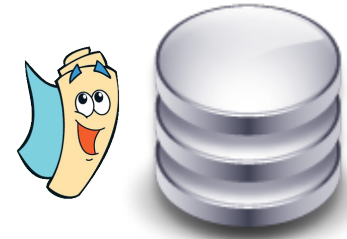
- 2. Assess the cost of each plan



- 3. Choose the cheapest plan

Algorithm Phase





- 1. Enumerate all the available plans
- 2. Assess the cost of each plan
- 3. Choose the cheapest plan

