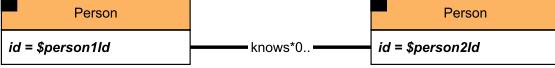


## Interactive / complex / 13

IC 1	query	Interactive / complex / 13										
IC 2	title	Single shortest path										
IC 3	pattern											
IC 4												
IC 5												
IC 6												
IC 7												
IC 8												
IC 9												
IC 10												
IC 11												
IC 12												
IC 13												
IC 14v1												
IC 14v2												
	description	<p>Given two Persons with IDs \$person1Id and \$person2Id, find the shortest path between these two Persons in the subgraph induced by the knows edges. Return the length of this path:</p> <ul style="list-style-type: none"> <li>• -1: no path found</li> <li>• 0: start person = end person</li> <li>• &gt; 0: path found (start person ≠ end person)</li> </ul>										
	params	<table border="1"> <tr> <td>1</td> <td>\$person1Id</td> <td>ID</td> <td>In SNB Interactive v2, this query has two variants: (b) Guaranteed that there is no path between the two Persons (b) Guaranteed that there is a 4-hop path between the two Persons</td> </tr> <tr> <td>2</td> <td>\$person2Id</td> <td>ID</td> <td></td> </tr> </table>	1	\$person1Id	ID	In SNB Interactive v2, this query has two variants: (b) Guaranteed that there is no path between the two Persons (b) Guaranteed that there is a 4-hop path between the two Persons	2	\$person2Id	ID			
1	\$person1Id	ID	In SNB Interactive v2, this query has two variants: (b) Guaranteed that there is no path between the two Persons (b) Guaranteed that there is a 4-hop path between the two Persons									
2	\$person2Id	ID										
	result	1	shortestPathLength	32-bit Integer C								
	CPs	3.3, 7.2, 7.3, 7.5, 7.8, 8.1, 8.6										
	relevance	<p>This query looks for a variable length path, starting at a given Person and finishing at another given Person. Proper cardinality estimation and search space pruning, will be crucial. This query also allows for possible parallel implementations.</p>										