

# mm-ADT

## A Multi-Model Abstract Datatype



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Funded by:



# WARNING

This Slide Presentation Should Not Be Used as a Reference



As of September 2019, there exists a rough draft of the mm-ADT specification (0.1-alpha) and a Java-based prototype of the mm-ADT-bc compiler. The specifics presented here are likely to change as the project matures.

The goal is to release the following artifacts by early 2020.

- 1.) A stable 1.0 mm-ADT specification document.
- 2.) A Java-based mm-ADT-bc compiler and virtual machine.
- 3.) A basic reference implementation of an mm-ADT database.

# Database Datatypes

## KEY/VALUE DATABASE



riak

RockDB

## PROPERTY GRAPH DATABASE

DATASTAX

neo4j

OrientDB®

## WIDE-COLUMN DATABASE

APACHE  
HBASE



cassandra

## DOCUMENT DATABASE

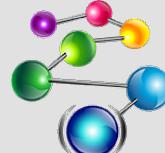


ArangoDB



mongoDB®

## RDF DATABASE



AllegroGraph



STARDOG

## RELATIONAL DATABASE

Apache Derby



MySQL™

# Database Components

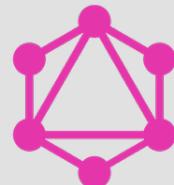
STORAGE SYSTEM



PROCESSING ENGINE



QUERY LANGUAGE



# Universal Database Components

60% solid.

## UNIVERSAL DATA STRUCTURE



Presentation is primarily on this topic.

90% solid.

## UNIVERSAL PROCESSING MODEL

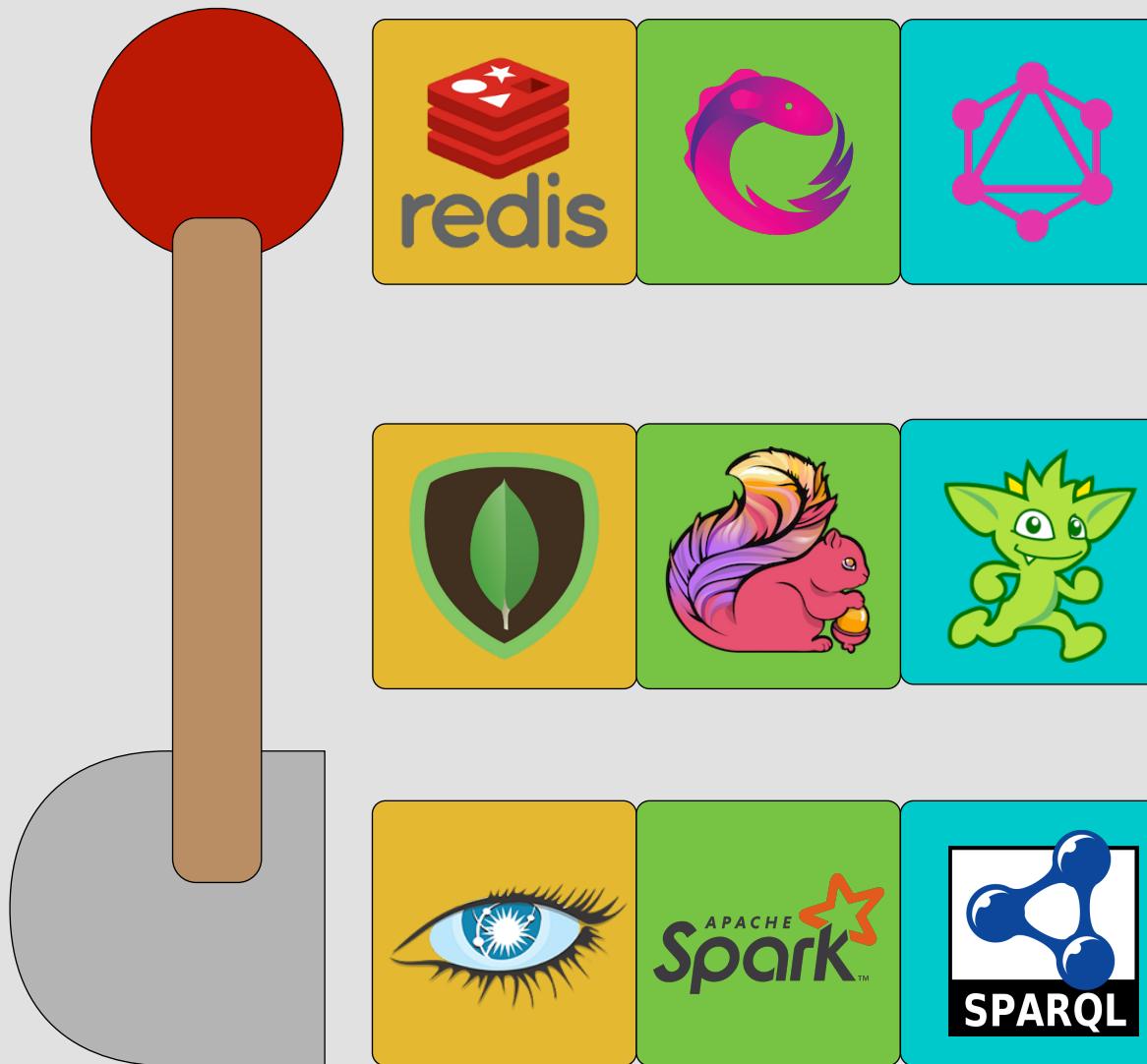


80% solid.

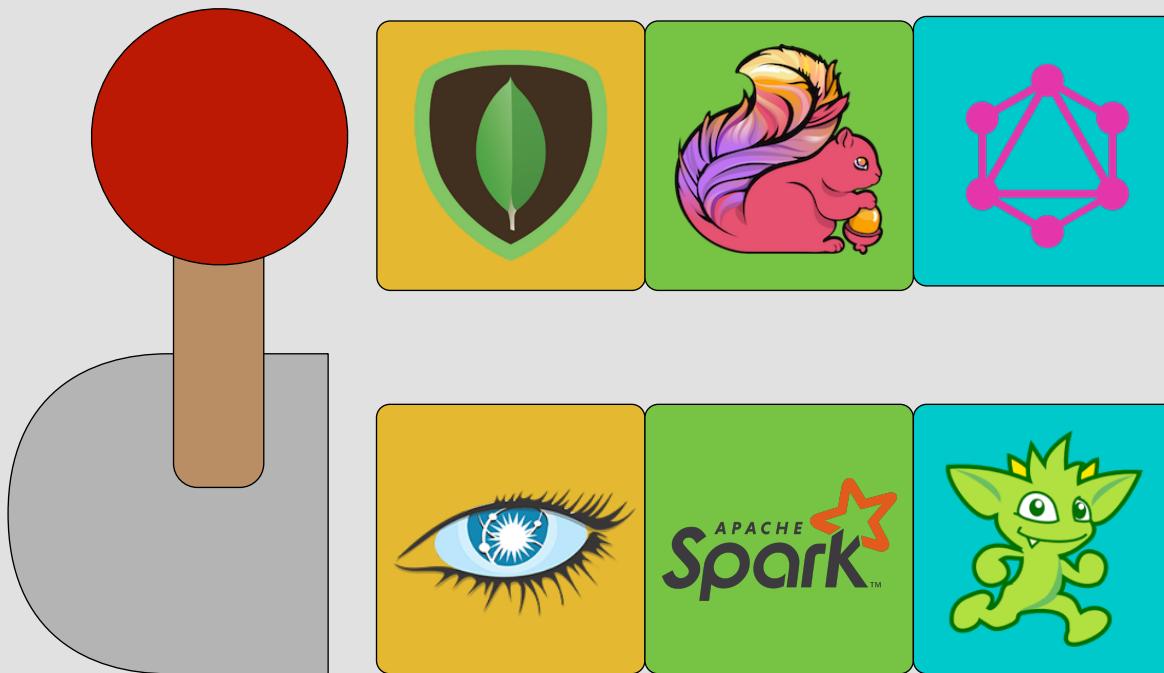
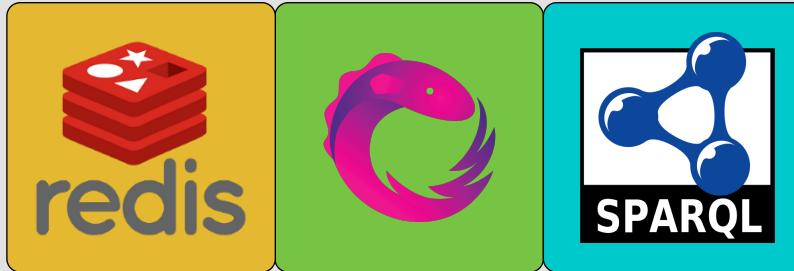
## UNIVERSAL INSTRUCTION SET



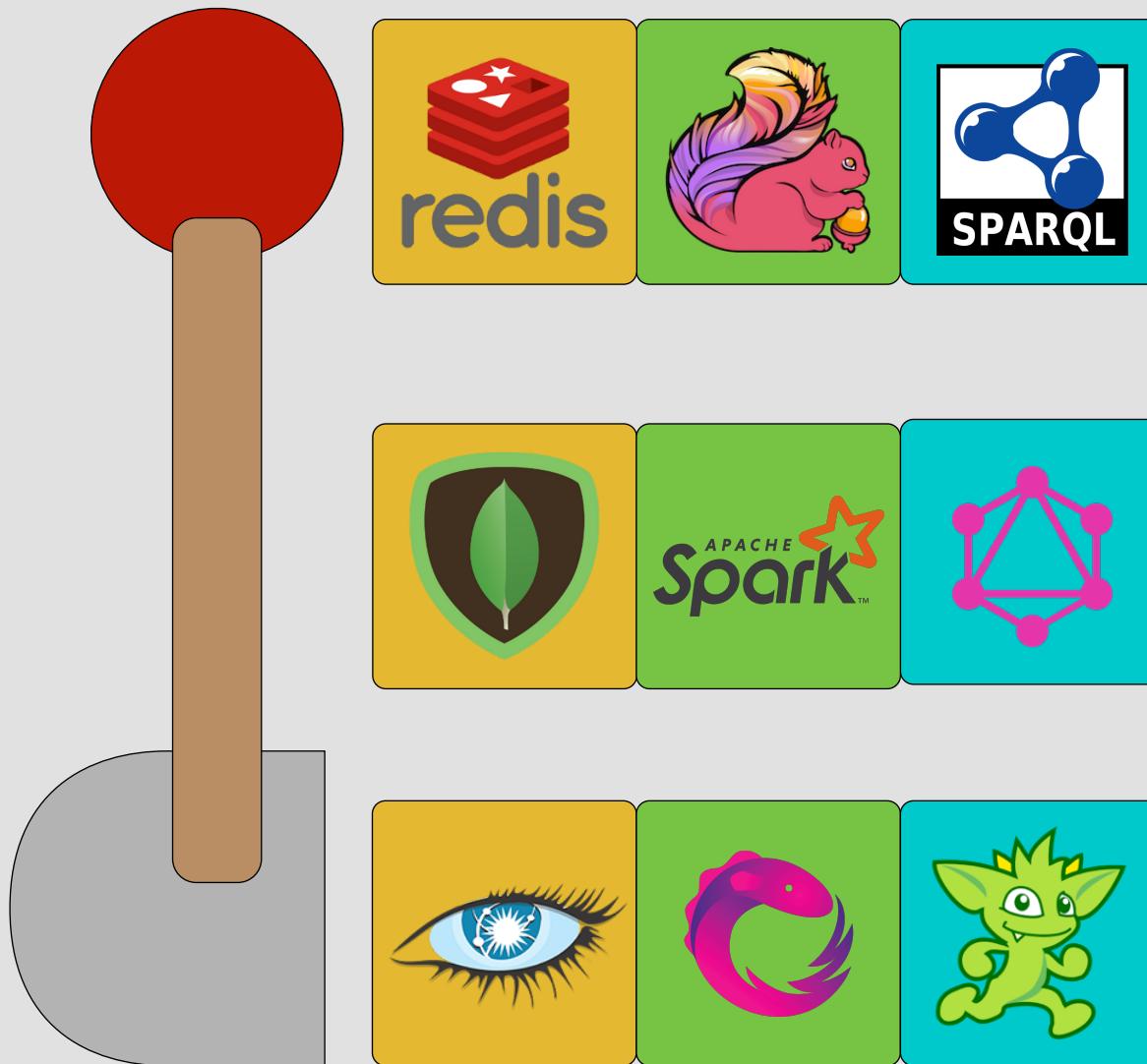
# Synthetic Database Systems



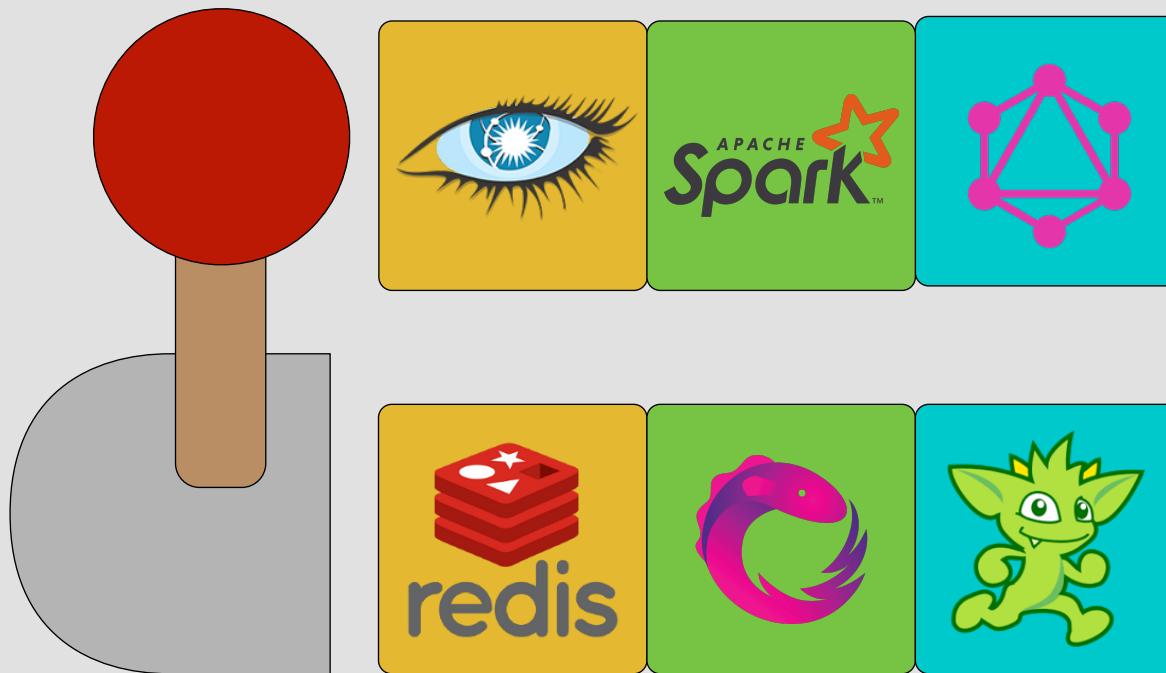
# Synthetic Database Systems



# Synthetic Database Systems



# Synthetic Database Systems



# mm-ADT Compliant

## The Benefit to Component Providers

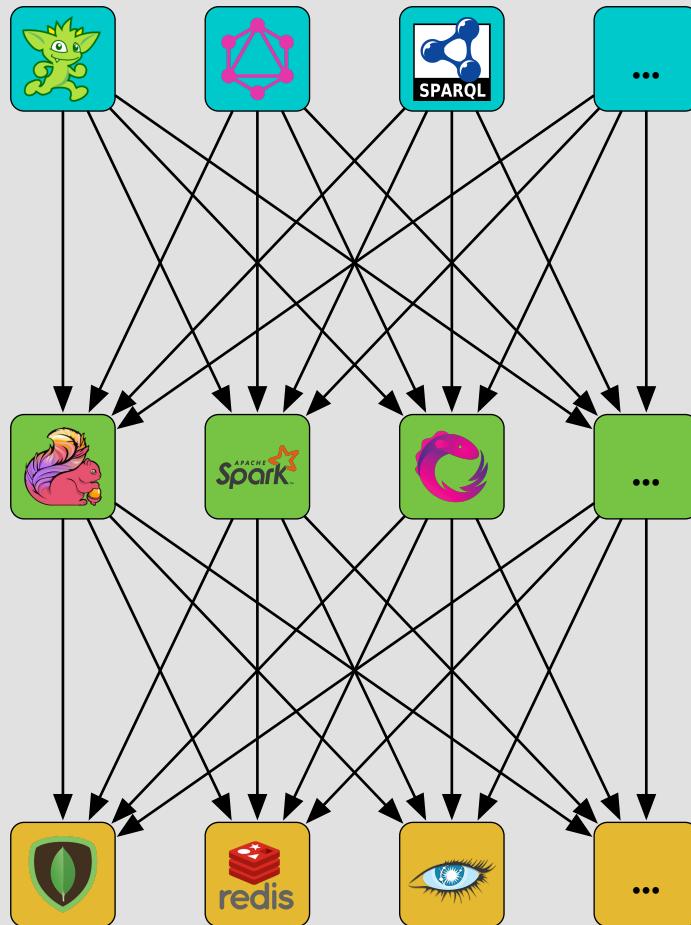
Larger userbase

Programmability

**PROCESSING  
ENGINE  
PROVIDERS**

Multi-model

**STORAGE  
SYSTEM  
PROVIDERS**



Your query language's queries can execute real-time, near-time, or batch-time over any database.

Your processing engine can be programmed by any query language and compute over any database.

Your database can be processed by many processors whose queries are defined by many different query languages.

# mm-ADT

A Multi-Model Abstract Datatype

  Any Data Structure/Language	  Storage/Processing Agnosticism	  Universal Operators
<b>KEY/VALUE</b>	<b>RECORD LAYOUT</b>	<b>GET</b>
<b>JSON/XML DOCUMENT</b>	<b>INDEX STRUCTURES</b>	<b>PUT</b>
<b>PROPERTY/RDF GRAPH</b>	<b>PARTITIONING</b>	<b>FILTER</b>
<b>RELATIONAL</b>	<b>DENORMALIZATIONS</b>	<b>SELECT</b>
<b>WIDE-COLUMN</b>	<b>SORT ORDERS</b>	<b>PROJECT</b>
<b>QUANTUM</b>	<b>...</b>	<b>ORDER</b>
... <i>yes. any data structure.</i>	<b>PULL-BASED ITERATION</b>	<b>DEDUP</b>
<b>SQL</b>	<b>PUSH-BASED REACTIVE</b>	<b>GROUP</b>
<b>SPARQL</b>	<b>MESSAGE PASSING</b>	<b>COUNT</b>
<b>CYPHER</b>	<b>LINEAR SCAN/FILTER</b>	<b>SUM</b>
<b>GREMLIN</b>	<b>LAZY/STRICT EVALUTION</b>	<b>MEAN</b>
<b>GRAPHQL</b>	<b>QUANTUM WAVE INTERFERENCE</b>	<b>COALESCE</b>
<b>CQL</b>		<b>REPEAT</b>
<b>QUERY DOCUMENT</b>		<b>BRANCH</b>
<b>QUANTUM UNITIARY MATRICES</b>		<b>ARITHMETIC</b>
		<i>yes. addition. :)</i>

# mm-ADT Requirements

A Cluster-Oriented Bytecode and Virtual Machine

A **type system** for capturing database models and schemas.

Datatypes, composite structures, constraints, foreign keys,  
cardinalities, dependencies.



A **database perspective** w/ loose coupling for future use cases.

Indices, denormalizations, read/write costs, transactions,  
offloading computations, complex data access paths, multi-user,  
distributed data, data locality, real-time/batch executions.



A **bytecode** foundation for use across software and languages.

Compatible with Java, C++, Go, etc.-based databases.



Reasonable compilation strategies to/from:

SQL, SPARQL, Cypher, Gremlin, GraphQL, QueryDocs, ...future.

A **universal processing** model able to capture various strategies.

Single-threaded, single-machine queries.

Distributed, cluster-oriented queries.

Lazy and space-efficient for main-memory queries (real-time).



Eager and time-efficient for disk-based queries (batch).

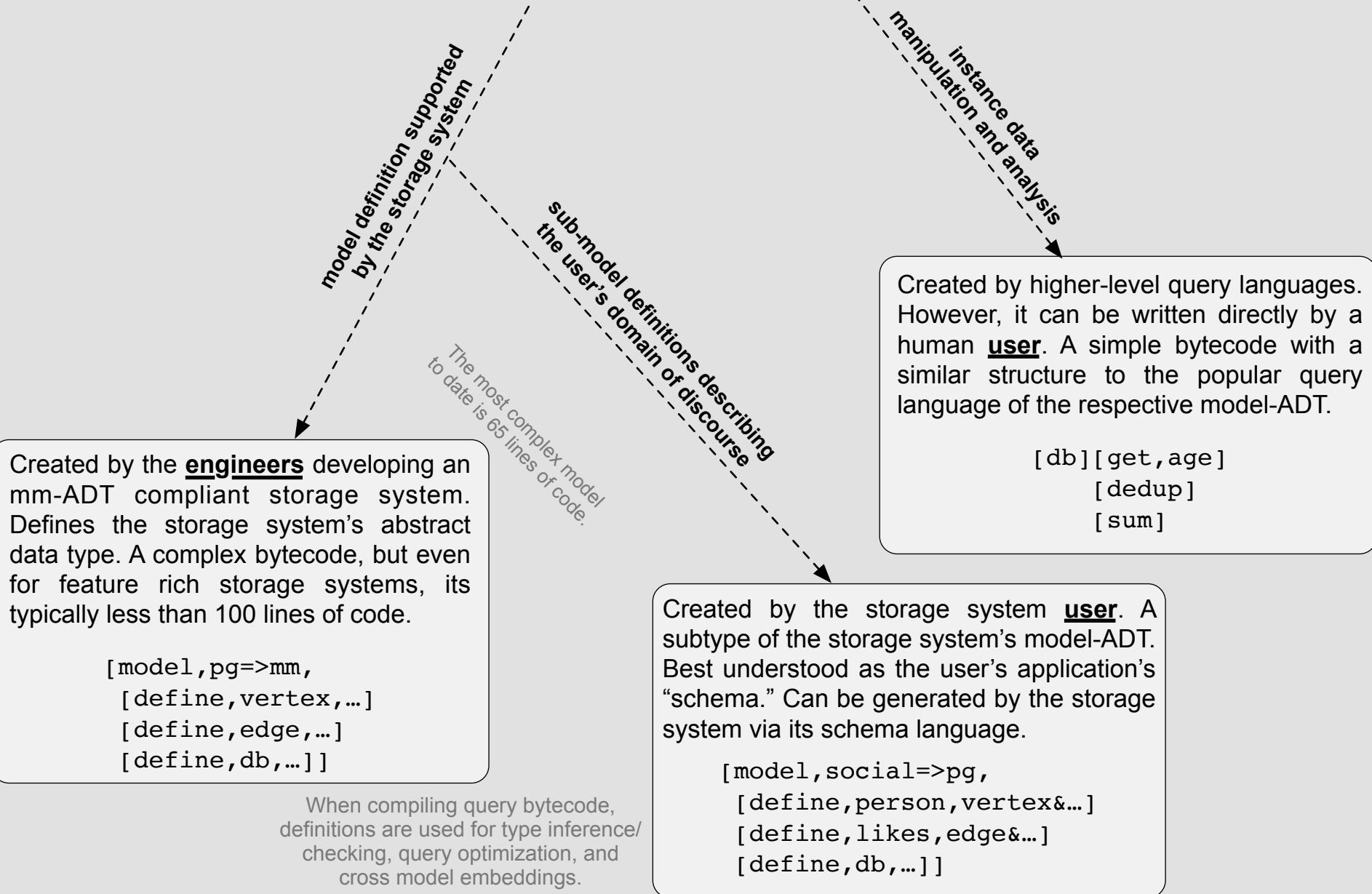
Turing-complete for any known query/algorithm.

**Part 1**

# **Universal Data Structure**

# mm-ADT Bytecode Uses

## model-ADT Definitions vs. model-ADT Queries

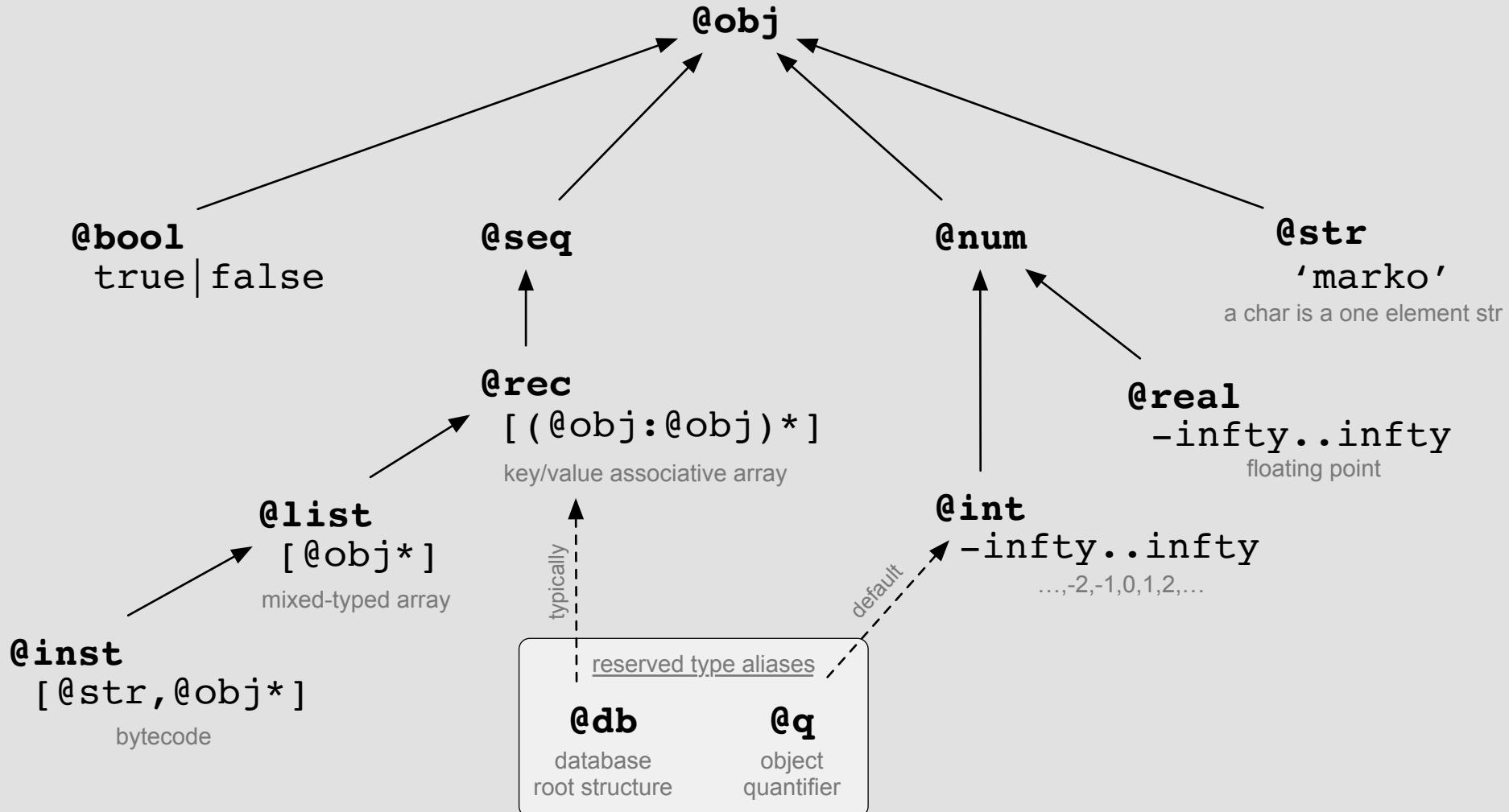


The language used for all examples is the (somewhat) human readable/writable bytecode language called mm-ADT-bc.



# Built-In Datatypes

Fundamental Structures Defined Outside of mm-ADT



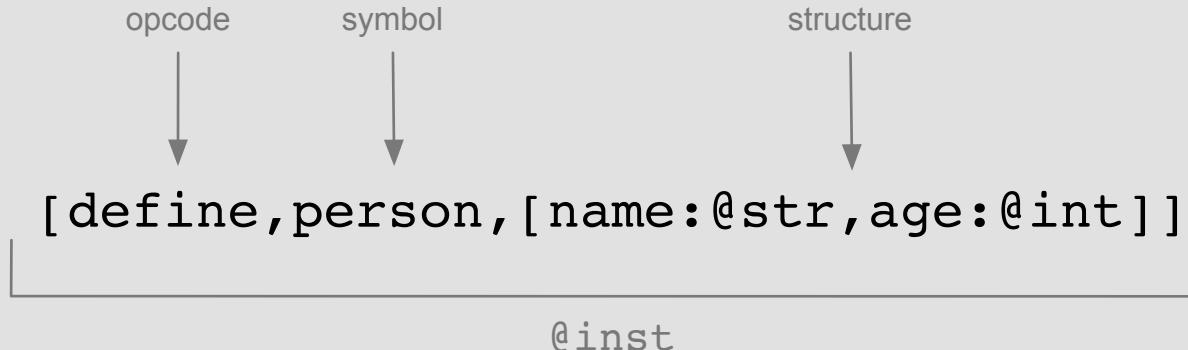
# Custom Datatypes

## Type Definitions

```
[define, person, [ name:@str, age:@int ]]
```

# Custom Datatypes

## Type Definitions



`@str`

```
[is,[type][eq,«str»]]: @obj => @str?
```

`@int`

```
[is,[type][eq,«int»]]: @obj => @int?
```

`@person`

```
[is,[get,name][type][eq,«str»]][is,[get,age][type][eq,«int»]]: @obj => @person?
```

```
[define, person, [ name:[is,[type][eq,«str»]], age:[is,[type][eq,«int»]] ]]
```

mm-ADT types are filter bytecode (predicates). If an object is unfiltered by the bytecode, then the object is that type.

# Custom Datatypes

## Type Refinement

```
[define, person, [name:@str, age:@int&gte(0)]]
```

anonymous  
type

```
[define, years, @int&gte(0)]  
[define, person, [name:@str, age:@years]]
```

named  
type

```
[define, probability, @real&gte(0.0)&lte(1.0)]  
[define, varchar255, @str&[is,[len][lte,255]]]  
[define, short, @int&gte(-32767)&lte(32767)]  
[define, pair, [@obj,@obj]]  
[define, triple, [@obj,@obj,@obj]]
```

Anonymous types are the norm in mm-ADT.

# Custom Datatypes

## Type Recursion

```
[define, person, [name:@str, age:@int&gte(0), friend:@person]]
```

Graph model-ADTs  
are recursive structures

```
[define, vertex, inE:@edge*, outE:@edge*]  
[define, edge, outV:@vertex, inV:@vertex]
```



# Custom Datatypes

## Type Quantifiers

Quantifiers are any algebraic ring with unity.

[mult][add][sub][zero][one]

```
[define, person, [ name:@str, age:@int&gte(0), friend:@person? ] ]
```

```
{3,5}: 3 to 5
*: {0,infty}
+: {1,infty}
?: {0,1}
{2}: {2,2}
{3,}: {3,infty}
```

[define,none, @obj{0} ]  
[define,some, @obj{1} ] // @obj  
[define,maybe,@obj{0,1}] // @obj?  
@str?  
@person?  
@vertex?

@none | @some = @maybe  
{0,0} + {1,1} = {0,1}  
{min,max}

Unitary Matrix  
Quantifiers

Real Number  
Quantifiers

Quantifiers can be matrices composed of complex numbers.

Constructive and deconstructive wave interference patterns can be incorporated into a query.

This does not radically alter the bytecode as quantifiers are fundamental to mm-ADT.

```
[define,q,@unitary] @obj{[1,0,1,0]}
```

Quantifiers can be real numbers (for example, values between 0.0 and 1.0).

Real quantifiers can model energy diffusions, fuzzy set semantics, probabilistic/stochastic behavior.

```
[define,q,@real&gte(0.0)&lte(1.0)] @obj{0.92}
```

All standard query languages are bound to the natural numbers with standard multiplication and addition definitions.

Note that there are also axioms for the composition of a type's instruction rewrites.  
Not discussed in this presentation.

# Custom Datatypes

## Subtypes

{ 0 , 1 }  
↓

```
[define, person, [ name:@str, age:@int&gte(0), friend:@person? ]]  
[define, loner, @person& [ friend:@person{0} ]]
```

↑  
super type  
loner <: person

↑  
{ 0 , 0 }

[ name:@str, age:@int&gte(0) , friend:@person? ] & [ friend:@person{0} ]  
=⇒  
[ name:@str, age:@int&gte(0) , friend:@person{0} ]  
↑  
composition  
{ 0 , 1 } & { 0 , 0 } =⇒ { 0 , 0 } =⇒ { 0 }

type quantifier  
composition

{x1,x2}&{y1,y2} => {x1\*y1,x2\*y2}  
{x1,x2}|{y1,y2} => {min(x1,y1),max(x2,y2)}

# Custom Datatypes

## Type Dependents

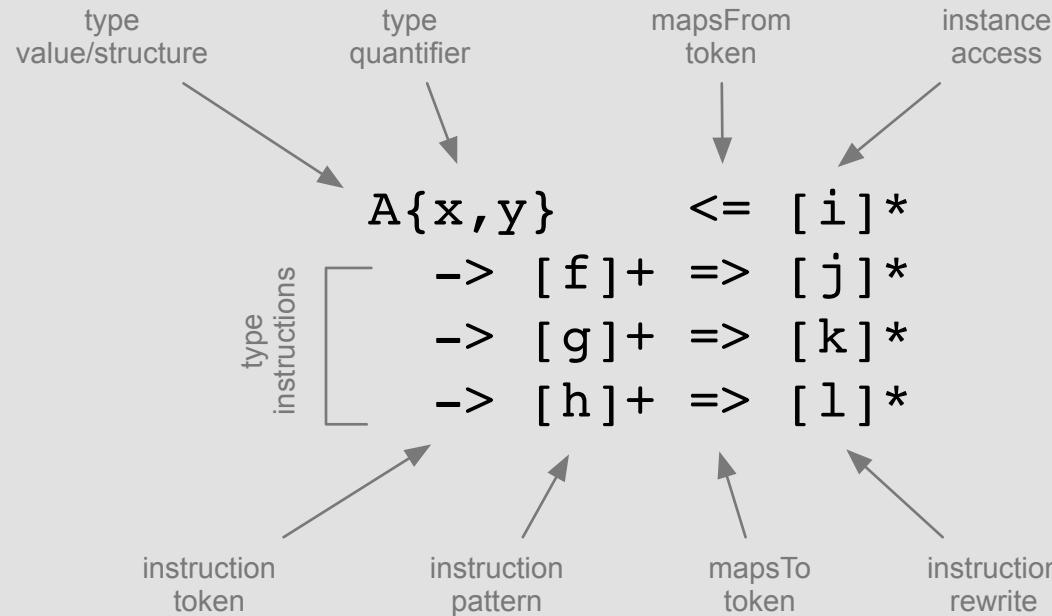
```
[define, person, [ name:@str, age:@int&gte(0), friend:@person? ] ]
[define, older, @person[age      :@int&gte(0)-x,
                      friend:@person&[age:@int&gte(0)&lt(-x)]? ] ]
```

anonymous  
subtype

```
[define, complex,[@real~x1,@real~x2]
 -> [add,@complex&[@real~y1,@real~y2]] => [map,@complex&[~x1+~y1,~x2+~y2]]
 -> [mult,@complex&[@real~y1,@real~y2]] => [map,@complex&[(~x1*~y1)-(~x2*~y2),
                                                       (~x1*~y2)-(~x2*~y1)]]
```

# mm-ADT Datatypes

## The General Structure of a Type



$$f : A \rightarrow B$$

domain      spec  
 $A \leq [i]$        $B \leq [j]$   
 $\rightarrow [f] \Rightarrow [B \leq [j]]$   
 $\rightarrow [g] \Rightarrow [C \leq [k]]$

$$f(a) = b$$

def

$$f : A \rightarrow B$$

$$g : A \rightarrow C$$

$$f \cdot h : A \rightarrow D$$

Inspired by OOP where methods/instructions grouped by domain class/type.

+ Types with instructions denote function branches.

\* Paths from type to type via instructions denote function composition.



# mm-ADT Datatypes

## Instance Data Access Path

```
[define, person,  
 [name:@str~x, age:@int] <= [db][get, people][is,[get, name][eq, ~x]]]
```

A <= [...]

instance access  
(canonical representation)

*instance*  
@person& [ name:marko, age:29 ]

all constant values

*type*  
@person& [ age:29 ]

name unbound  
“people 29 years of age”

*reference*  
@person& [ name:marko ]

accessible via <=



# mm-ADT Datatypes

## Instruction Rewrites

```
[define, person, [name:@str, age:@int]]
```

```
[define, db, person*]
```

```
-> [order, [gt, [get, age]]]      => no-op
-> [dedup, [get, name]]          =>
-> [count]                      => [ref, @int      <= [db][count]]
-> [is,[get, name][eq, @str~x]] => [ref, @person? <= [db][is,[get, name][eq, ~x]]]
```

submitted bytecode

rewritten bytecode

```
[db][is,[get, name][eq, marko]] => [ref, @person? <= [db][is,[get, name][eq, marko]]]
```

$O(n)$  linear scan

$O(\log n)$  index query

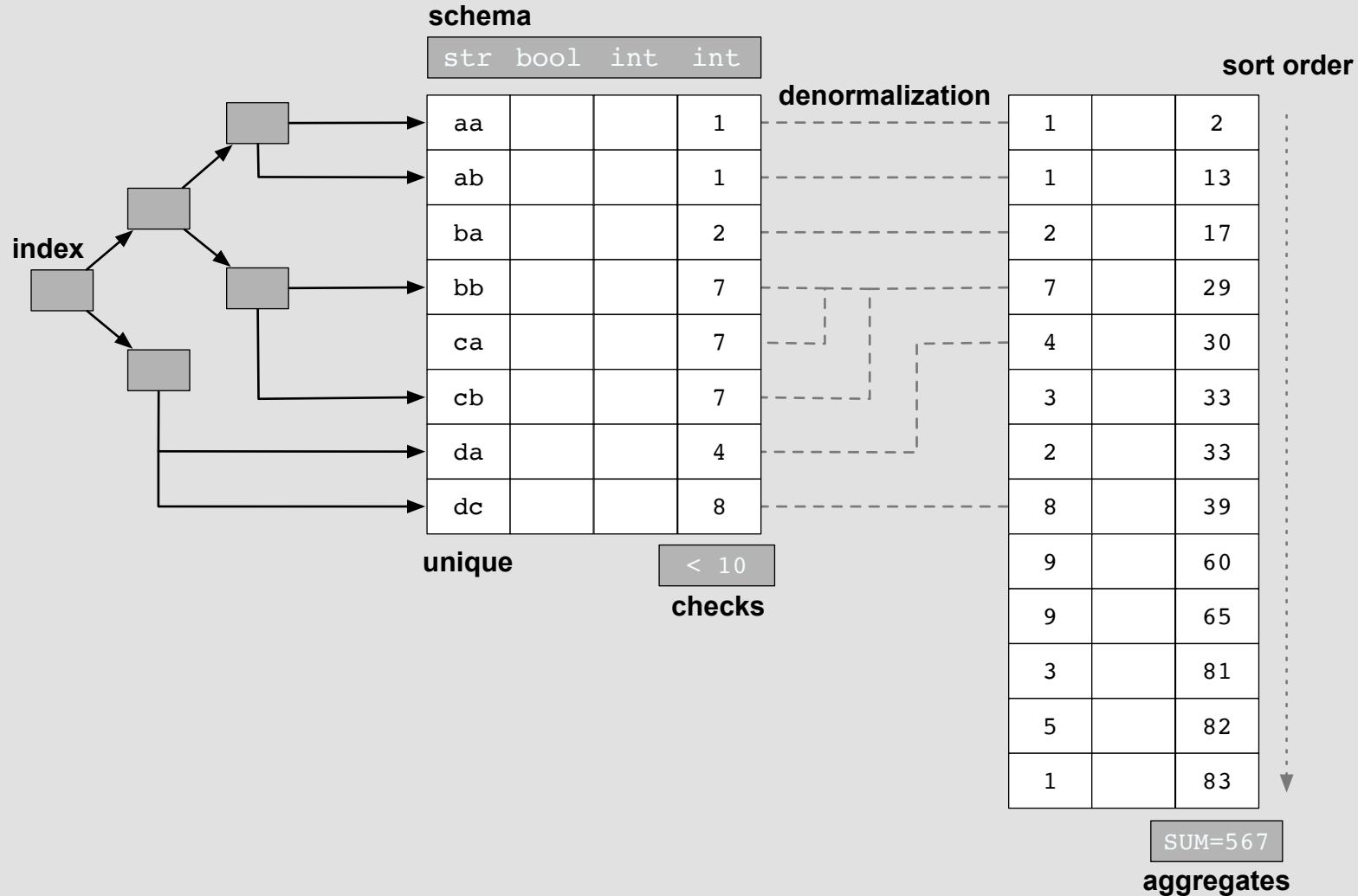
*index  
lookup*

*aggregate*

*no-op*

# Relational model-ADT

## Primary and Secondary Structures



**Primary Structure:** The structure associated with the database's conceptual model.

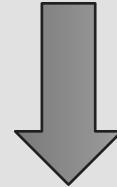
**Secondary Structures:** The auxiliary structures used to improve query performance and ensure data integrity.



# Relational model-ADT

## RELATIONAL DATABASE

```
[model,rdb=>mm,  
 [define,value,@bool|@num|@str]  
 [define,row,[(@str:@value)*]]]  
 [define,table,@row*]  
 [define,db,[(@str:@table)*]]]
```



## DOMAIN SPECIFIC RELATIONAL SCHEMA

```
[model,social=>rdb,  
 [define,person,[name:@str?,age:@int?]]]  
 [define,persons,@person*]  
 [define,db,[people:@persons]]]
```



# Relational model-ADT

## Primary Structure (Subtype)

```
[define, person, [name:@str?, age:@int?]]  
[define, persons, @person*]  
[define, db, [people:@persons]]
```

```
CREATE TABLE people (  
    name varchar(255),  
    age int  
)
```



# Relational model-ADT

## Secondary Structures (Primary Key)

```
[define, person, [name:@str, age:@int?]]  
[define, persons, @person*  
  -> [dedup, [get, name]] => ]  
[define, db, [people:@persons]]
```

```
CREATE TABLE people (  
    name varchar(255),  
    age int,  
    PRIMARY KEY(name)  
)
```



# Relational model-ADT

## Secondary Structures (Sort Orders)

```
[define, person, [name:@str, age:@int?]]
[define, persons, @person*
  -> [dedup, [get, name]]      =>
  -> [order, [gt, [get, name]]]] => ]
[define, db, [people:@persons]]
```

```
CREATE TABLE people (
    name varchar(255),
    age int,
    PRIMARY KEY(name,ASC)
)
```



# Relational model-ADT

## Secondary Structures (Null Values)

```
[define, person, [name:@str, age:@int]]  
[define, persons, @person*  
    -> [dedup, [get, name]]      =>  
    -> [order, [gt, [get, name]]] => ]  
[define, db, [people:@persons]]
```

```
CREATE TABLE people (  
    name varchar(255),  
    age int NOT NULL,  
    PRIMARY KEY(name,ASC)  
)
```



# Relational model-ADT

## Secondary Structures (Check Values)

```
[define, person, [name:@str, age:@int&gte(0)]]  
[define, persons, @person*  
    -> [dedup, [get, name]]      =>  
    -> [order, [gt, [get, name]]] => ]  
[define, db, [people:@persons]]
```

```
CREATE TABLE people (  
    name varchar(255),  
    age int NOT NULL,  
    PRIMARY KEY(name,ASC),  
    CHECK (age >= 0)  
)
```



# Relational model-ADT

## Secondary Structures (Foreign Key)

```
[define, person, [name:@str~x,
                  age:@int&gte(0),
                  friend:@person&[name:@str]] <= [db][get,people]
                                              [is,[get,name]
                                               [eq,~x]]]

[define, persons, @person*
 -> [dedup,[get,name]]      =>
 -> [order,[gt,[get,name]]]] => ]

[define, db, [people:@persons]]
```

instance access

```
CREATE TABLE people (
    name varchar(255),
    age int NOT NULL,
    friend varchar(255),
    PRIMARY KEY(name,ASC),
    CHECK (age >= 0),
    FOREIGN KEY (friend) REFERENCES people(name)
)
```



# Relational model-ADT

## Secondary Structures (Single Key Index)

```
[define, person, [name:@str~x,
                  age:@int&gte(0),
                  friend:@person&[name:@str]] <= [db][get,people]
                                              [is,[get,name]
                                               [eq,~x]]]

[define, persons, @person*
 -> [dedup,[get,name]]           =>
 -> [order,[gt,[get,name]]]      =>
 -> [is,[get,name][eq,@str~x]]   => [ref,@person&[name:~x]?]]

[define, db, [people:@persons]]
```

```
CREATE TABLE people (
    name varchar(255),
    age int NOT NULL,
    friend varchar(255),
    PRIMARY KEY(name,ASC),
    CHECK (age >= 0),
    FOREIGN KEY (friend) REFERENCES people(name),
    CREATE UNIQUE INDEX name_idx ON people(name)
)
```



# Relational model-ADT

## Secondary Structures (Multi-Key Index)

```
[define, person, [name:@str~x,
    age:@int&gte(0),
    friend:@person&[name:@str]] <= [db][get,people]
                                    [is,[get,name]
                                     [eq,~x]]]

[define, persons, @person*
-> [dedup,[get,name]]           =>
-> [order,[gt,[get,name]]]      =>
-> [is,[get,name][eq,@str~x]]   => [ref,@person&[name:~x]?
  -> [is,[get,age][eq,@int~y]]   => [ref,@person&[name:~x,age:~y]?]]
-> [is,[get,age][eq,@int~y]]     => [ref,@person&[age:~y]*]
  -> [is,[get,name][eq,@str~x]] => [ref,@person&[name:~x,age:~y]?]]
[define, db, [people:@persons]]
```

```
CREATE TABLE people (
    name varchar(255),
    age int NOT NULL,
    friend varchar(255),
    PRIMARY KEY(name,ASC),
    CHECK (age >= 0),
    FOREIGN KEY (friend) REFERENCES people(name),
    CREATE UNIQUE INDEX name_idx ON people(name),
    CREATE INDEX name_age_idx ON people(name,age)
)
```



# Relational model-ADT

## Secondary Structures (Aggregates)

```
[define, person, [name:@str~x,
                  age:@int&gte(0),
                  friend:@person&[name:@str]] <= [db][get,people]
                                              [is,[get,name]
                                               [eq,~x]]]

[define, persons, @person*
 -> [dedup,[get,name]]           =>
 -> [order,[gt,[get,name]]]      =>
 -> [is,[get,name][eq,@str~x]]   => [ref,@person&[name:~x]?
 -> [is,[get,age][eq,@int~y]]    => [ref,@person&[name:~x,age:~y]?]]
 -> [is,[get,age][eq,@int~y]]    => [ref,@person&[age:~y]*]
 -> [is,[get,name][eq,@str~x]]   => [ref,@person&[name:~x,age:~y]?]]
 -> [count]                      => [ref,@int <= [db][get,people]
                                         [count]]]

[define, db, [people:@persons]]

CREATE TABLE people (
  name varchar(255),
  age int NOT NULL,
  friend varchar(255),
  PRIMARY KEY(name,ASC),
  CHECK (age >= 0),
  FOREIGN KEY (friend) REFERENCES people(name),
  CREATE UNIQUE INDEX name_idx ON people(name),
  CREATE INDEX name_age_idx ON people(name,age)
)
```



# Relational model-ADT

## Secondary Structures (Domain Logic)

[define, person, [name:@str~x,  
age:@int&gte(0),  
friend:@person&[name:@str]] <= [db][get,people]  
[is,[get,name]  
[eq,~x]

*no-op*

-> [get,friend][get,friend] => ] Friends are pair bonded.  
Its a weird example,  
but we got stuck with such a simple model.

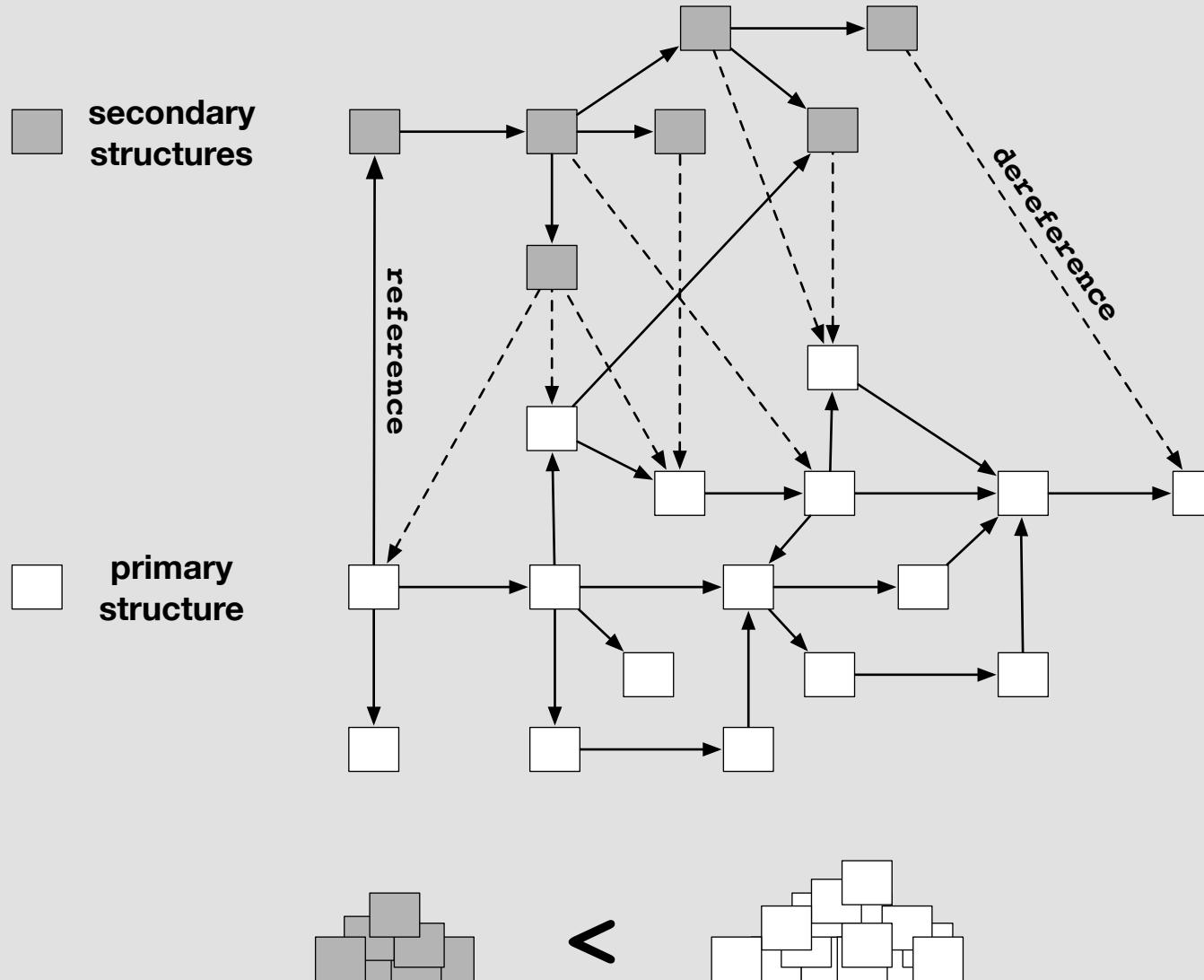
[define, persons, @person\*  
-> [dedup,[get,name]] =>  
-> [order,[gt,[get,name]]] =>  
-> [is,[get,name][eq,@str~x]] => [ref,@person&[name:~x]?  
-> [is,[get,age][eq,@int~y]] => [ref,@person&[name:~x,age:~y]?]]  
-> [is,[get,age][eq,@int~y]] => [ref,@person&[age:~y]\*  
-> [is,[get,name][eq,@str~x]] => [ref,@person&[name:~x,age:~y]?]]  
-> [count] => [ref,@int <= [db][get,people]  
[count]]]

[define, db, [people:@persons]] CREATE TABLE people (  
name varchar(255),  
age int NOT NULL,  
friend varchar(255),  
PRIMARY KEY(name,ASC),  
CHECK (age >= 0),  
FOREIGN KEY (friend) REFERENCES people(name),  
CREATE UNIQUE INDEX name\_idx ON people(name),  
CREATE INDEX name\_age\_idx ON people(name,age)  
)

*conceptual  
secondary structures*

# model-ADT Data Access Graph

Primary and Secondary Structures Specify Data Access Paths



Secondary structures “teleport” the processor from one location in the primary structure to another.

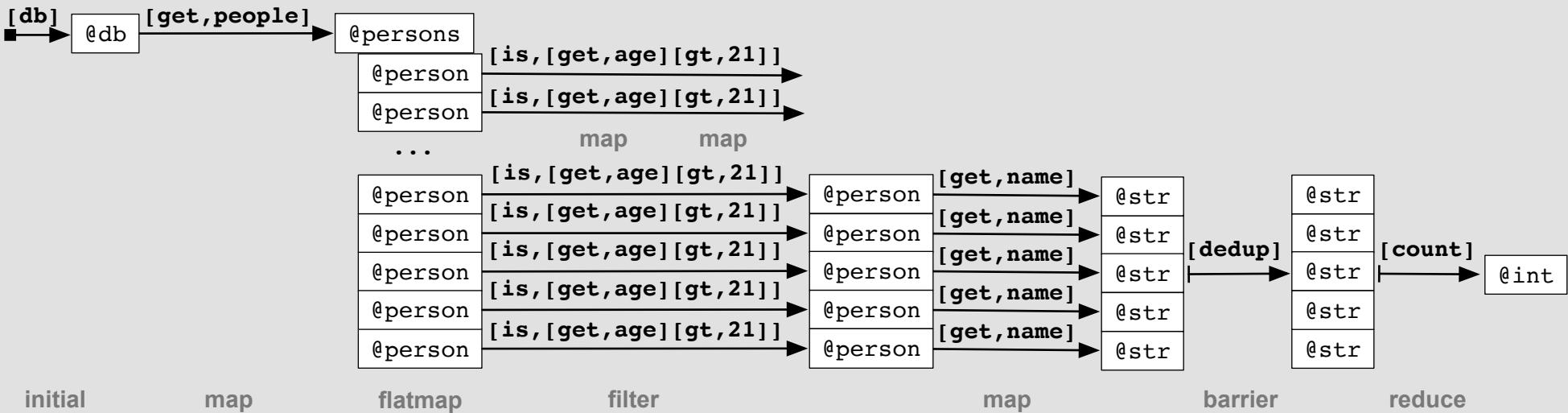
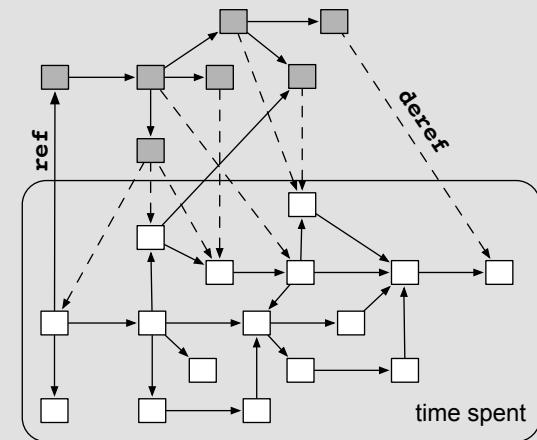


# Data Access Path

Primary Structure Only

How many unique names are there  
for people over 21 years of age?

```
[ db ][ get,people ]
      [ is,[get,age][gt,21] ]
      [ get,name ]
      [ dedup ]
      [ count ]
```



```
[define, person, [name:@str, age:@int]]
[define, persons, @person*]
[define, db, [people:@persons]]
```

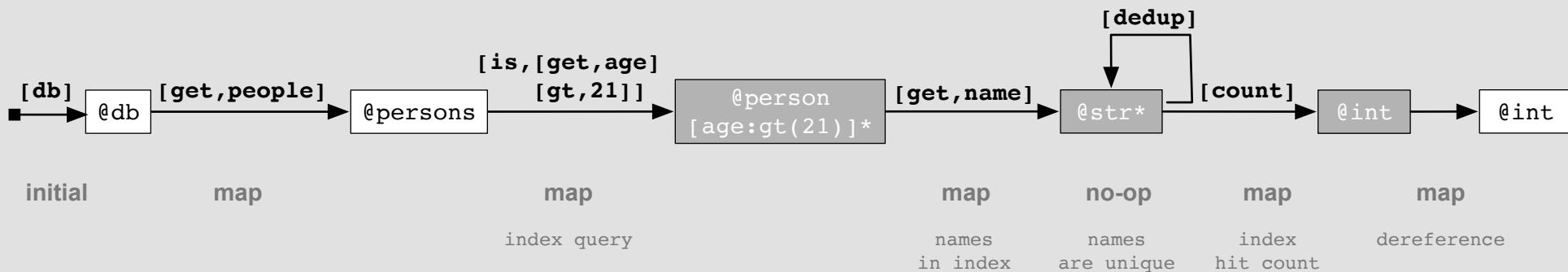
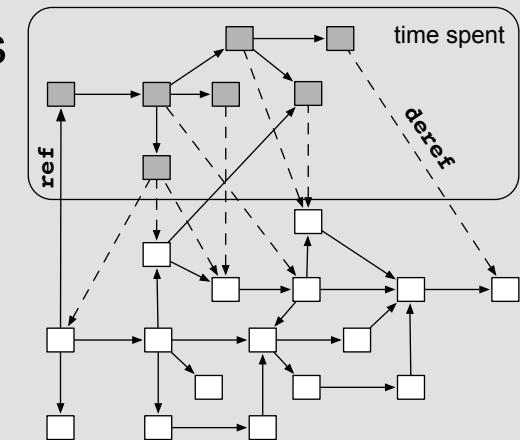
```
CREATE TABLE people (
    name varchar(255) NOT NULL,
    age int NOT NULL
)
```



# Data Access Path

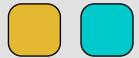
# Primary and Secondary Structures

```
[db][get,people]
[is,[get,age][gt,21]]
[get,name]
[dedup]
[count]
```



```
[define, person, [name:@str, age:@int]]
[define, persons, @person*
 -> [dedup, [get, name]] =>
-> [is, [get, age] [@rel-x, @int-y]] => [ref, @person[age:-x(-y)]]*
   -> [get, name] => [ref, @str* <= [...]
   -> [dedup] =>
   -> [count] => [ref, @int <= [...]]]]
[define, db, [people:@persons]] runtime instruction rewrites
```

```
CREATE TABLE people (
    name varchar(255),
    age int NOT NULL,
    PRIMARY KEY(name),
    CREATE INDEX idx ON people(age)
)
```



# Common model-ADTs

## Primary Structure

### KEY-VALUE STORE

```
[model, kv=>mm,
 [define, k, @num|@str]
 [define, v, @obj]
 [define, kv, [@k, @v]]
 [define, db, @kv*]]
```



### PROPERTY GRAPH DATABASE

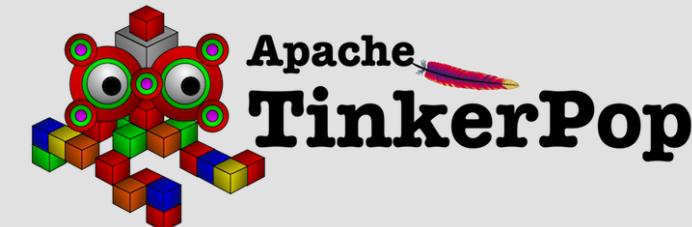
```
[model, pg=>mm,
 [define, properties, [(@str:@str|@num|@bool)*]]
 [define, element, @properties&[id:@obj,label:@str]]
 [define, edge, @element&[outV:@vertex,inV:@vertex]]
 [define, vertex, @element&[inE:@edge*,outE:@edge*]]
 [define, db, @vertex*]]
```



### DOCUMENT DATABASE

```
[model, doc=>mm,
 [define, dval, @bool|@num|@str|@obj|@list]
 [define, dlist, [(@dval)*]]
 [define, dobj, [(@str:@dval)*]]
 [define, doc, @obj&[_id:@str]]
 [define, collection, @doc*]
 [define, db, [(@str:@collection)*]]]
```

*[model]  
domain of discourse*

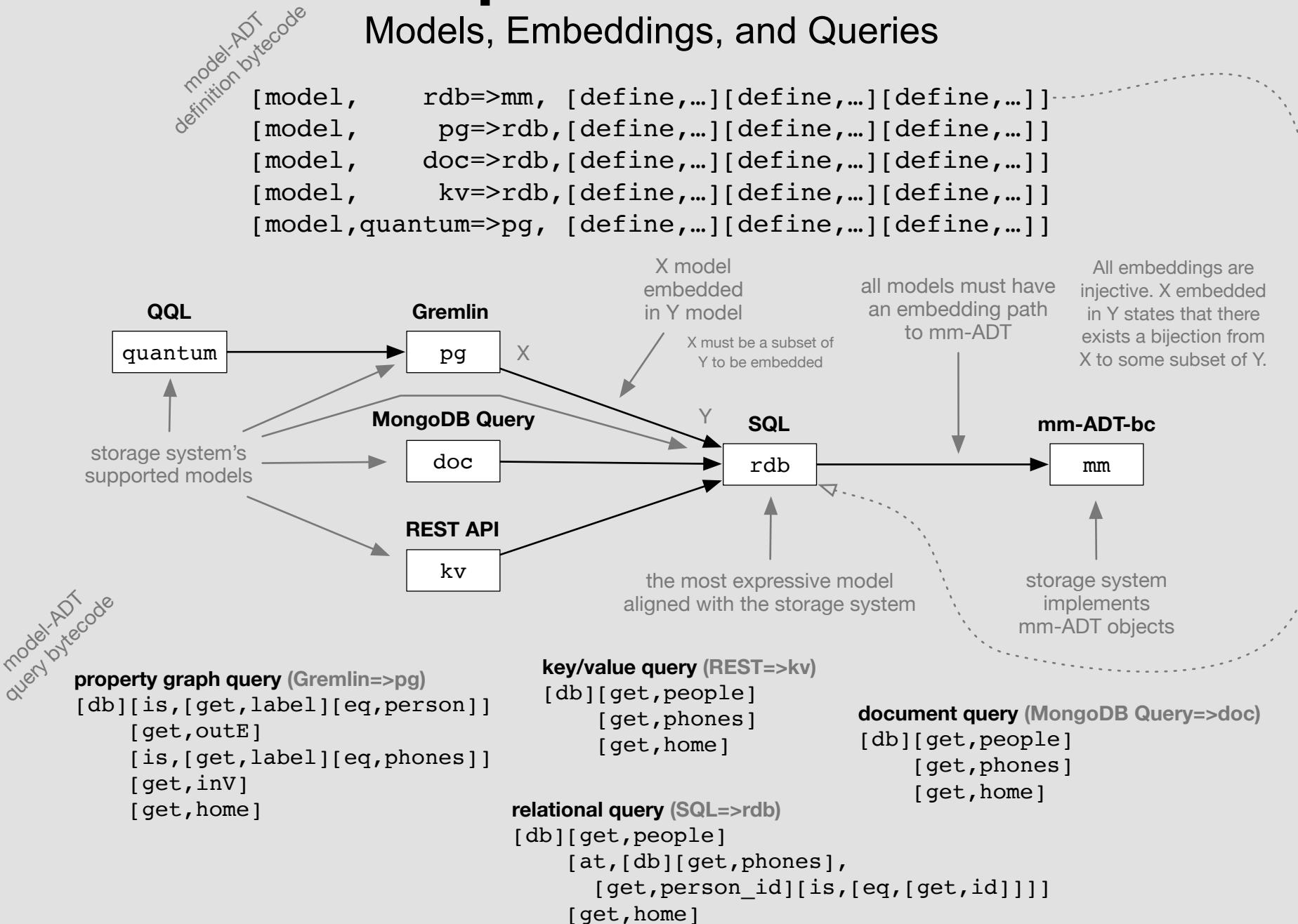


### RELATIONAL DATABASE

```
[model, rdb=>mm,
 [define, value, @bool|@num|@str]
 [define, row, [(@str:@value)*]]
 [define, table, @row*]
 [define, db, [(@str:@table)*]]]
```

# Multiple model-ADTs

## Models, Embeddings, and Queries



A query language compiles to the most aligned model-ADT. The generated bytecode is translated to mm-ADT via rewrites.

## **Part 2**

# **Universal Processing Model**



# mm-ADT Bytecode

## Query Instructions

```
[define, person, [name:@str, age:@int]]  
[define, db, [people:@person*]]
```

What are the ages  
of the people named marko?

```
[db]  
[get, people]  
[is,  
 [get, name]  
 [eq, marko]]  
[get, age]
```

```
:@obj{0} => @db  
:@db       => @person*  
:@person  => @person?  
:@person  => @str  
:@str     => @bool  
:@person  => @int
```



# mm-ADT Bytecode

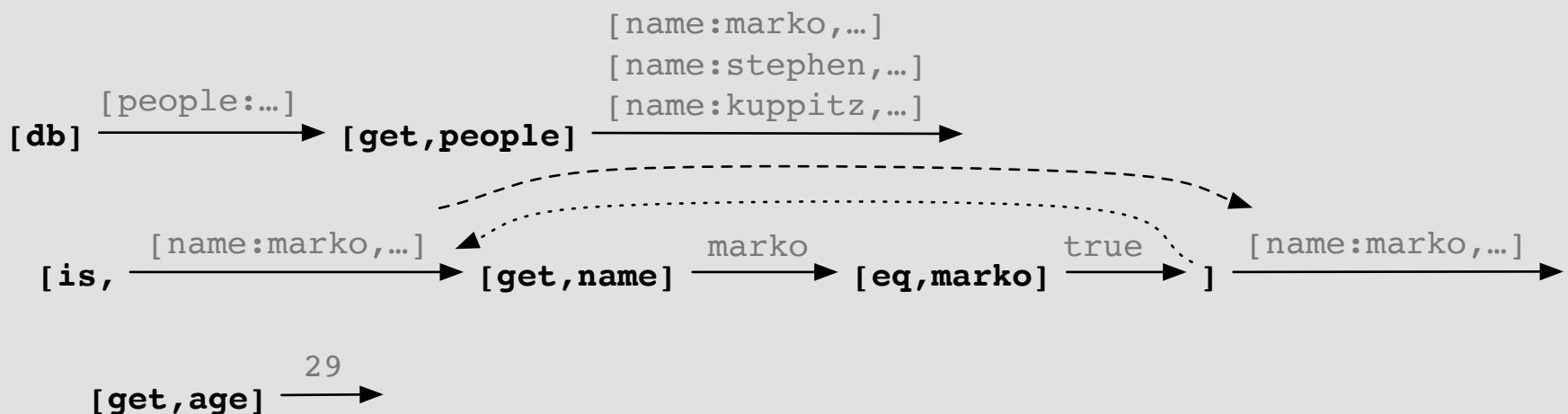
## Query Execution

What are the ages  
of the people named marko?

```
[db]
[get,people]
[is,
  [get,name]
  [eq,marko]]
[get,age]
```

```
:@obj{0} => @db
:@db      => @person*
:@person  => @person?
:@person  => @str
:@str     => @bool
:@person  => @int
```

*Universal Computing via Streams*





# Stream Ring Theory

## An Algebraic Ring for Stream Computing

Turing Complete  
<https://zenodo.org/record/2565243>

$f * g$	“Multiplication” is instruction composition
$f + g$	“Addition” is stream branching (clone/split)
$-f$	“Negative” inverts the object quantifier
0	$[_] \{ 0 \} : @obj^* \Rightarrow @obj\{ 0 \}$
1	$[_] \{ 1 \} : @obj^* \Rightarrow @obj^*$

not XOR

### Axioms

$f + (g + h) = (f + g) + h$	addition associativity
$f * (g * h) = (f * g) * h$	multiplication associativity
$f * (g + h) = (f * g) + (f * h)$	left distributive
$(f + h) * g = (f * g) + (h * g)$	right distributive
$f * 0 = 0$	multiplicative zero
$f * 1 = f$	multiplicative one
$f + 0 = f$	additive zero
$f + 1 = f + 1$	additive one
$f - f = f + (-f) = 0$	negative

The stream ring is the product of the quantifier ring and the instruction ring.



# Stream Ring Theory

## Addition, Multiplication, and Distribution

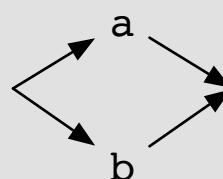
$$a * b * c$$

$@inst\sim a * @inst\sim b = \sim a\sim b$

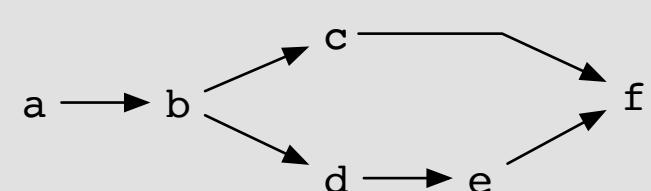


$$a + b$$

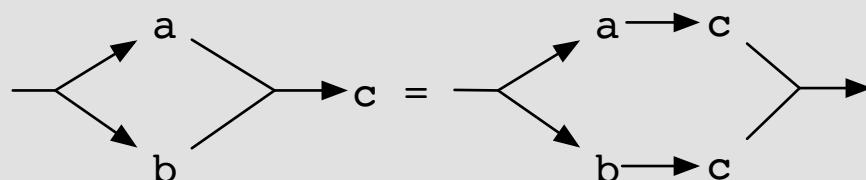
$@inst\sim a + @inst\sim b = [\text{branch}, \sim a, \sim b]$



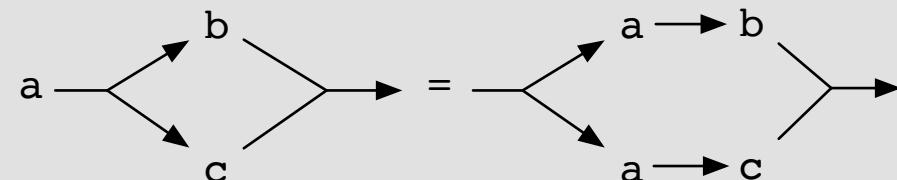
$$a * b * (c + (d * e)) * f$$



$$(a+b)*c = (a*c)+(b*c)$$



$$a * (b+c) = (a*b)+(a*c)$$



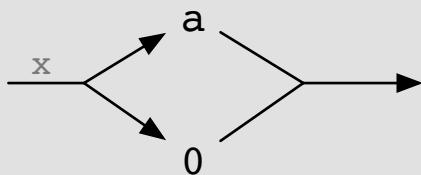
$$@inst\sim a\{x,y\} * @inst\sim b\{w,z\} = \sim a\sim b\{x*w, y*z\}$$

$$@inst\sim a\{x,y\} + @inst\sim b\{w,z\} = [\text{branch}, \sim a, \sim b]\{x+w, y+z\}$$

# Stream Ring Theory

## Additive and Multiplicative Identities

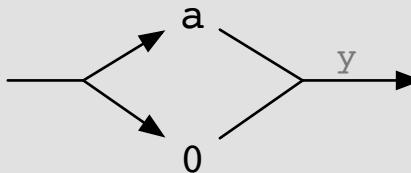
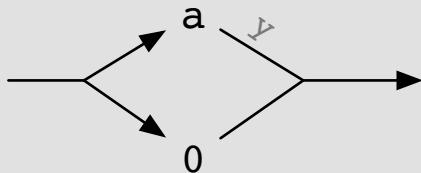
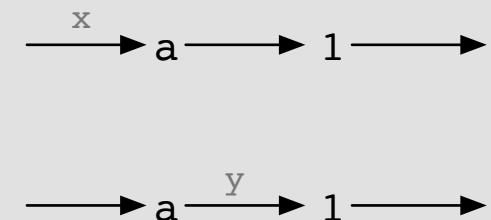
$$a + 0 = a$$



$$\begin{aligned} a(x) &= y \\ 0 &= \underline{\underline{[ ]}}\{0\} \\ 1 &= \underline{\underline{[ ]}}\{1\} \end{aligned}$$

*filter*

$$a * 1 = a$$



a:  $x \Rightarrow x?$   
b:  $x \Rightarrow x?$

multi-set union  $a \uplus b$

$a + b$	$= x\{0, 2\}$
$x(a + b)$	$=$
$xa + xb$	$=$
<hr/>	
$0 + 0$	$= 0$
$0 + x$	$= x$
$x + 0$	$= x$
$x + x$	$= x\{2\}$
$x\{0, 2\}$	

set union  $a \cup b$

$a + b - ab$	$= x?$
$x(a + b - ab)$	$=$
$xa + xb - x(ab)$	$=$
$xa + xb + -x(ab)$	$=$
<hr/>	
$0 + 0 + 0$	$= 0$
$x + 0 + 0$	$= x$
$0 + x + 0$	$= x$
$x + x + -x$	$= x$
$x\{0, 1\} \Rightarrow x?$	

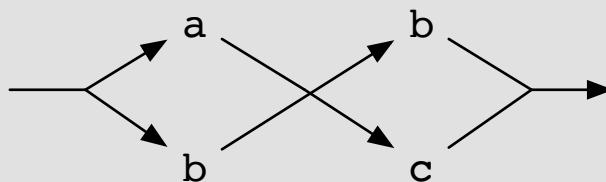


# Stream Ring Theory

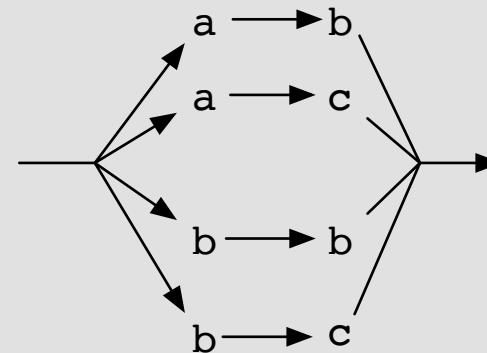
Binomial and Multinomial Expansions

FOIL method

$$(a+b)*(b+c) = ab + ac + b^2 + bc$$



=



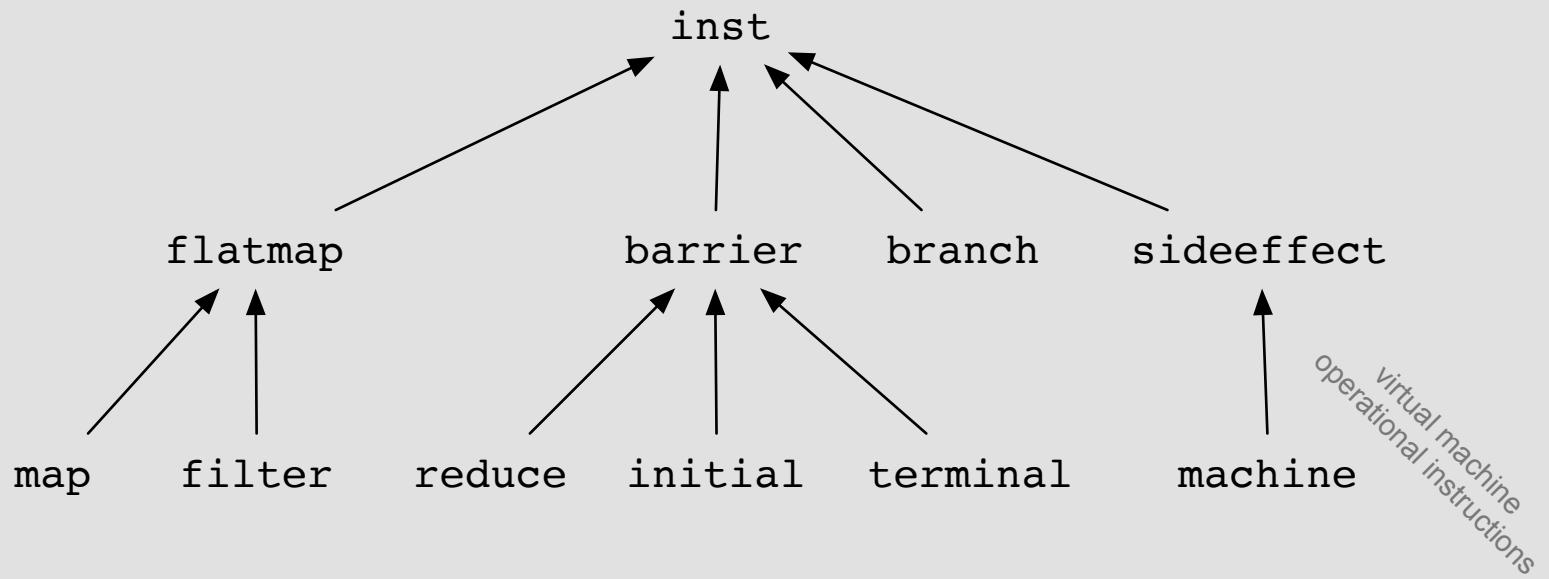
## **Part 3**

# **Universal Instruction Set**



# mm-ADT Instruction Set

## Instruction Types



flatmap	:	@obj	=>	@obj*	ring
map	:	@obj	=>	@obj	ring
filter	:	@obj	=>	@obj?	commutative ring
barrier	:	@obj*	=>	@obj*	ring
reduce	:	@obj*	=>	@obj	near-ring
initial	:	@obj{0}	=>	@obj*	
terminal	:	@obj*	=>	@obj{0}	

Type checking includes both object type and quantifier.



# mm-ADT Instruction Set

## Instruction Types

### MAP

```
[get,@obj]: @rec => @obj  
[path] : @obj => @list  
[type] : @obj => @obj  
...  
...
```

### FILTER

```
[_] : @obj* => @obj*  
[and,@obj{2,}]: @obj => @obj?  
[or,@obj{2,}]: @obj => @obj?  
[is,@bool] : @obj => @obj?  
...  
...
```

### REDUCE

```
[count]: @obj* => @int  
[max] : @num* => @num  
[sum] : @num* => @num  
...  
...
```

### SIDE-EFFECT

```
[put,@obj,@obj] : @seq => @seq  
[drop,@obj] : @seq => @seq  
[fit,@int?,@obj]: @list => @list  
...  
...
```

### BARRIER

```
[dedup,@obj*] : @obj* => @obj*  
[order,[lt|gt,@obj]*]: @obj* => @obj*  
[range,@int,@int] : @obj* => @obj*  
...  
...
```

### BRANCH

```
[repeat,@inst{1,3}] : @obj => @obj*  
[ifelse,@bool,@inst{2}]: @obj => @obj*  
[choose,[@bool,@inst]+]: @obj => @obj*  
[coalesce,@inst{2,}]: @obj => @obj*  
...  
...
```

### INITIAL

### TERMINAL

### MACHINE

```
[ref,@obj*]: @obj => @obj*
```

# Query Language Compilation

Generating model-ADT Bytecode

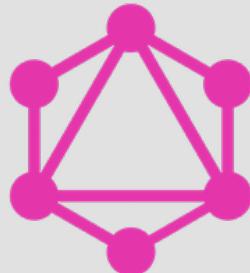
```
SELECT name FROM people WHERE age < 29
```

```
[db][get,people]  
[is,[get,age][lt,29]]  
[get,name]
```



```
person(name:marko){friends{name}}
```

```
[db][get,people]  
[is,[get,name][eq,marko]]  
[get,friends]  
[get,name]
```



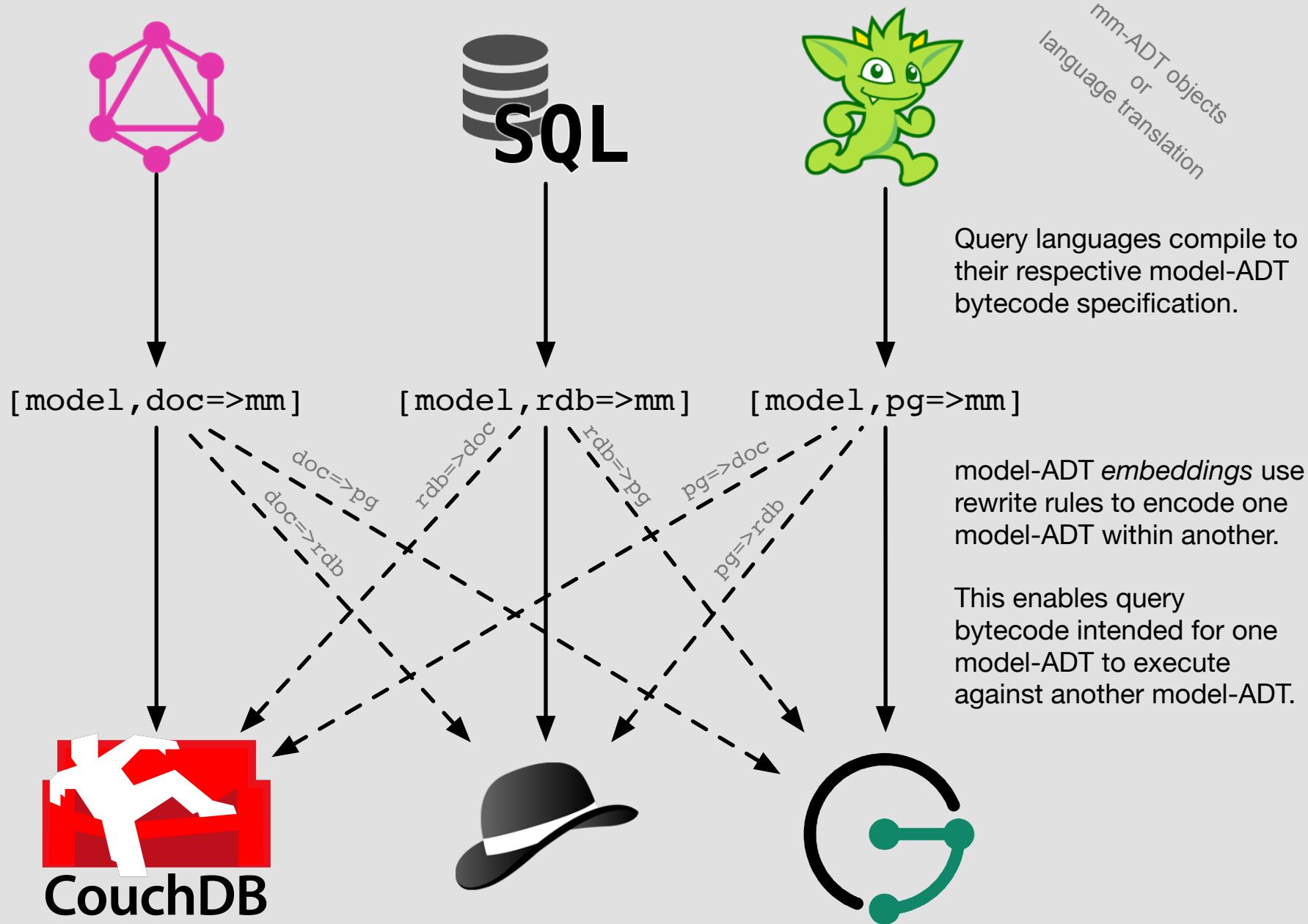
```
g.v(1).out('created')  
    .in('created')  
    .hasId(neq(1))  
    .groupCount().by('name')
```

```
[db][get,V]  
[is,[get,id][eq,1]]  
[get,outE]  
[is,[get,label][eq,created]]  
[get,inV]  
[get,inE]  
[is,[get,label][eq,created]]  
[get,outV]  
[is,[get,id][neq,1]]  
[group,[get,name],[_],[count]]
```



# Query Language Compilation

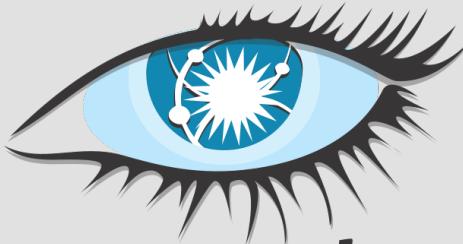
Query Language and Storage System Decoupling





# mm-ADT Components

Storage System, Processing Engine, and Query Language

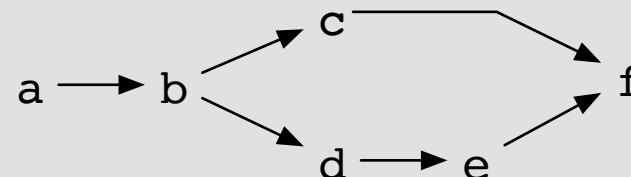
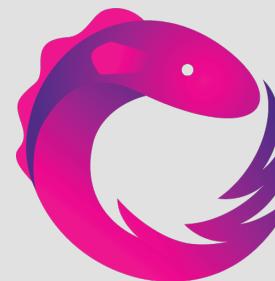


*cassandra*

[model,wc=>mm,...]  
[model,kv=>mm,...]  
[model,pg=>mm,...]

An mm-ADT **storage system** publishes the model-ADTs it supports (and is optimized for). Within a particular model-ADT context, the database will produce respective mm-ADT objects for the processor to consume.

For all unsupported models, a model-ADT *embedding* can be used to translate to a supported model-ADT. However, while semantically correct, the storage system might lack appropriate secondary structures.



An mm-ADT **processing engine** is able to accept arbitrary mm-ADT bytecode and generate an execution pipeline that can read/write mm-ADT objects to/from the underlying mm-ADT compliant storage system.

mm-ADT processing engines are agnostic to the model-ADT bytecode encoding. They must faithfully implement every instruction in the mm-ADT instruction set.



[db][get,outE]  
[get,inV]  
[get,name]

An mm-ADT **query language** has a compiler to a specific model-ADT bytecode specification.

The processing engine translates the language compiler's model-ADT bytecode into an execution pipeline. At runtime, the processor and storage system communicate via mm-ADT objects to ultimately yield the answer to the query.

# mm-ADT Compliant Components

Storage System, Processing Engine, and Query Language

```
compilation: @str                                => @inst*
    g.V().out().values('name')                  => [db][get,outE][get,inV][get,name]

rewrite     : @inst*                                => @inst*
    [db][get,outE][get,inV][get,name] => [db][get,name]

evaluation : @inst*                                => @obj*
    [db][get,name]                          => marko,kuppitz,stephen
```

# **Common model-ADTs**

# Key/Value Store

```
[db][count] // 0
[db][put,[a,[name:marko,age:29]]]
  [put,[b,[name:vadas,age:27]]]
  [put,[c,[name:josh,age:32]]]
  [put,[d,[name:peter,age:10]]]
[db][put,[d,[name:peter,age:35]]] // updated d value
[db][count] // 4
[db][is,[get,0][eq,a]]
  [get,1] // [name:marko,age:29]
[db][group,[get,1]
      [get,age]
      [ifelse,[is,[gt,30]],
        [map,old],
        [map,young]],
      [map,1],
      [sum]] // [old:2,young:2]
```

# Key/Value Store

## Primary and Secondary Structures

```
[model,kv=>mm,  
 [define,k,@num|@str]  
 [define,v,@bool|@num|@str|@list|@rec]  
 [define,kv,[@k,@v]  
 -> [put,0,@k] => [error]  
 -> [drop,0|1] => [error]]  
 [define,db,kv*  
 -> [put,@kv[@k~k,@v~v]] => [coalesce,  
                                [is,[get,0][eq,~k]][put,1,~v],  
                                [put,[~k,~v]]]  
 -> [dedup,[get,0]] =>  
 -> [count] => [ref,@int <= [db][count]]  
 -> [is,[get,0][eq,@k~k]] => [ref,@kv? <= [db][is,[get,0]  
                                [eq,~k]]]  
 -> [group,@inst*{3}~mr] => [ref,@rec <= [db][group,~mr]]]  
                                         sorted  
                                         keys  
                                         key  
                                         counter  
                                         index  
                                         map-reduce  
                                         framework
```

```
db.people.insertOne({name:marko,  
                    age:29,  
                    projects:[ {name:lop,lang:java} ],  
                    knows:[ {name:josh},{name:vadas} ] })  
db.people.find( { "knows.name":{$regex:^j.*}} ,{name:1,age:1})
```

# Document Database

```
[db][get,people]  
[put,[name:marko,  
      age:29,  
      projects:[ [name:lop,lang:java] ],  
      knows:[ [name:josh],[name:vadas] ] ]]  
[db][get,people]  
[is,[get,knows][get,name][regex,'^j.*']]  
[ref,[name:@string,age:@int]]
```

mm-ADT  
doc=>mm Bytecode

# Document Database

## Primary and Secondary Structures

```
[model,doc=>mm,  
 [define,dval,@bool|@num|@str|@dobj|@dlist  
  -> [is,[get,@str~x][eq,@dval~y]] => [ref,@dval? <= [...]]]  
 [define,dlist,[(@dval)*]]  
 [define,dobj,[(@str:@dval)*]]  
 [define,doc,@dobj&[_id:@str]]  
 [define,collection,@doc*  
  -> [dedup,[get,_id]] =>  
  -> [is,[get,_id][eq,@str~x]] => [ref,@doc? <= [...][is,[get,_id][eq,~x]]]  
  -> [count] => [ref,@int <= [...][count]]  
  -> [group,@inst*{3}~mr] => [ref,@rec <= [...][group,~mr]]]  
 [define,db,[(@str:@collection)*]]]
```

*recursive pattern matching*

*index by \_id*

*doc counter*

*map-reduce framework*

# **Property Graph Database**

# Property Graph Database

## Primary and Secondary Structures

```
[model,pg=>mm,
[define,tokens,id|label|inE|outE|outV|inV]
[define,properties,[(@str&not(tokens)):@str|@num|@bool)*]]
[define,element,@properties&[id:@obj~x,label:@str]
-> [drop,id|label] => [error]
-> [put,id|label,@obj] => [error]]
[define,vertex,@element&[inE:@edge*,outE:@edge*] <= [db][is,[get,id][eq,~x]]
-> [get,outE] => [ref,@edge* <= [...][get,outE]
-> [put,@edge~x] => [branch,[put,~x],[get,inV][get,inE][put,~x]]
-> [is,[get,@str~y][eq,@obj~z]] => [ref,@edge* <= [...][is,[get,~y][eq,z]]
-> [count] => [ref,@int <= [...][count]]
-> [is,[get,label][eq,@str~y]] => [ref,@edge* <= [...][is,[get,label][eq,~y]]
-> [count] => [ref,@int <= [...][count]]
-> [get,inV] => [ref,@vertex* <= [...][get,inV]
-> [get,(label|id)~y] => [ref,@str|@obj <= [...][get,~y]]
-> [count] => [ref,@int <= [...][count]]]]]
[define,edge,@element&[outV:@vertex,inV:@vertex]
-> [put,outV|inV,@vertex] => [error]
-> [drop,outV|inV] => [error]]
[define,db,@vertex*
-> [dedup,[get,id]] =>
-> [get,outE] => [ref,@edge* <= [...][get,outE]
-> [dedup,[get,id]] => ]
-> [is,[get,id][eq,@obj~x]] => [ref,@vertex? <= [...][is,[get,id][eq,~x]]]
-> [count] => [ref,@int <= [...][count]]
-> [get,(inE|outE)~x] => [ref,@edge* <= [...][get,~x]]
-> [count] => [ref,@int <= [...][count]]
-> [is,[get,label][eq,@str~y]] => [ref,@edge* <= [...][is,[get,label][eq,~y]]]
-> [count] => [ref,@int <= [...][count]]]]]
```

The diagram illustrates the mapping of primary graph structures to secondary structures used in a Property Graph Database. The primary structures are on the left, and the resulting secondary structures are on the right. Arrows indicate the transformation from primary to secondary. Annotations on the right side explain the nature of each secondary structure:

- vertex-centric property indices:** Applied to the primary vertex structure, resulting in a sequence of vertex-centric property indices.
- vertex-centric label indices:** Applied to the primary vertex structure, resulting in a sequence of vertex-centric label indices.
- adjacent vertex id and label denormalization:** Applied to the primary edge structure, resulting in a sequence of adjacent vertex id and label denormalization.
- vertex count:** Applied to the primary vertex structure, resulting in a sequence of vertex counts.
- edge count:** Applied to the primary edge structure, resulting in a sequence of edge counts.
- edge count by label:** Applied to the primary edge structure, resulting in a sequence of edge counts by label.

# **RDF Triple Store**

# RDF Triple Store

## Primary and Secondary Structures

```
[model,rdf=>mm,
 [define,uri,@str&regex('//^(([^\:/?#]+):)?(//([^\:/?#]*))?( [^?#]*)(\?([^\#]*)?)#(.*)?)']
 [define,lit,@str|@num|@bool]
 [define,bnode,@str&regex('_::.*')]
 [define,s,@uri|@bnode]
 [define,p,@uri]
 [define,o,@uri|@bnode|@lit]
 [define,stmt,[s:@s,p:@p,o:@o]
 -> [put,s|p|o,@object] => [error]
 -> [drop,s|p|o]          => [error]]
 [define,db,stmt*
 -> [dedup]                  =>
 -> [count]                   => [ref,@int    <= [...][count]]  
statement count
 -> [is,[get,s][eq,@s~x]]   => [ref,@stmt? <= [...][is,[get,s][eq,~x]]]  
statements indexed by subject
 -> [is,[get,p][eq,@p~y]]   => [ref,@stmt? <= [...][is,[get,s][eq,~x]][is,[get,p][eq,~y]]]  
-> [at,[db],[is,...]]     => [ref,@stmt? <= ...]
 -> [is,[get,o][eq,@p~y]]   => [ref,@stmt? <= [...][is,[get,s][eq,~x]][is,[get,o][eq,~y]]]  
-> [is,[get,p][eq,@p~x]]   => [ref,@stmt? <= [...][is,[get,p][eq,~x]]]
 -> [dedup]
 -> [count]                  => [ref,@int    <= [...][count]]]  
unique predicate count
 -> [is,[get,o][eq,@o~x]]   => [ref,@stmt? <= [...][is,[get,o][eq,~x]]]]]  
denormalized length-2 paths  
statements indexed by subject/predicate
```

# Next Generation Models

mm-ADT is for cluster-oriented, general purpose computing.



## Credits

Marko A. Rodriguez  
Daniel Kuppitz  
Stephen Mallette

Patronage from RRedux and DataStax