



Module 15

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Das

Objectives &
Outline

Functions and
Procedural
Constructs

Triggers

Triggers :
Functionality vs
Performance

Module Summary

Database Management Systems

Module 15: Advanced SQL

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Module Summary

- Transactions
- Integrity Constraints
- More Data Types in SQL
- Authorization in SQL



Module Objectives

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Triggers :
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Module Summary

- To familiarize with functions and procedures in SQL
- To understand the triggers and their performance issues



Module Outline

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Module Summary

- Functions and Procedural Constructs
- Triggers
 - Functionality vs Performance



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Module Summary

Functions and Procedural Constructs



Native Language $\leftarrow \rightarrow$ Query Language

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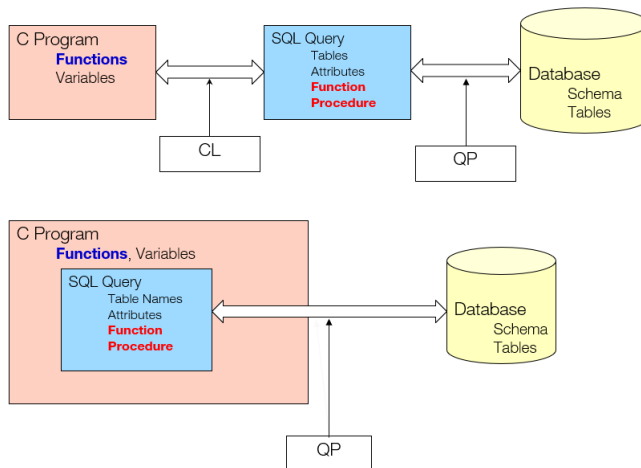
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Module Summary

- Functions / Procedures and Control Flow Statements were added in SQL:1999
 - **Functions/Procedures** can be written in **SQL itself**, or in an **external programming language** (like C, Java)
 - Functions written in an external languages are particularly useful with specialized data types such as images and geometric objects
 - ▷ Example: Functions to check if polygons overlap, or to compare images for similarity
 - Some database systems support **table-valued functions**, which can return a relation as a result
- SQL:1999 also supports a rich set of imperative constructs, including **loops**, **if-then-else**, and **assignment**
- Many databases have proprietary procedural extensions to SQL that differ from SQL:1999



SQL Functions

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Module Summary

- Define a function that, given the name of a department, returns the count of the number of instructors in that department:

```
create function dept_count (dept_name varchar(20))  
returns integer  
begin  
declare d_count integer;  
select count (*) into d_count  
from instructor  
where instructor.dept_name = dept_name  
return d_count;  
end
```

- The function *dept_count* can be used to find the department names and budget of all departments with more than 12 instructors:

```
select dept_name, budget  
from department  
where dept_count (dept_name ) > 12
```




SQL functions (2)

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- Compound statement: **begin ... end**
May contain multiple SQL statements between **begin** and **end**.
- **returns** – indicates the variable-type that is returned (for example, integer)
- **return** – specifies the values that are to be returned as result of invoking the function
- SQL function are in fact **parameterized views** that generalize the regular notion of views by allowing parameters



Table Functions

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Module Summary

- **Functions that return a relation as a result** added in SQL:2003

- Return all instructors in a given department:

```
create function instructor_of (dept_name char(20))  
  returns table (  
    ID varchar(5),  
    name varchar(20),  
    dept_name varchar(20)  
    salary numeric(8,2) )  
  returns table  
    (select ID, name, dept_name, salary  
    from instructor  
    where instructor.dept_name = instructor_of.dept_name)
```

- Usage

```
select *  
from table (instructor_of ('Music'))
```



SQL Procedures

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Module Summary

- The dept_count function could instead be written as procedure:

```
create procedure dept_count_proc (  
    in dept_name varchar (20), out d_count integer)  
begin  
    select count(*) into d_count  
    from instructor  
    where instructor.dept_name = dept_count_proc.dept_name  
end
```

- Procedures can be invoked either from an SQL procedure or from embedded SQL, using the **call** statement.

```
declare d_count integer;  
call dept_count_proc('Physics', d_count);
```
- Procedures and functions can be invoked also from dynamic SQL
- SQL:1999 allows **overloading** - more than one function/procedure of the same name as long as the number of arguments and / or the types of the arguments differ



Language Constructs for Procedures and Functions

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Module Summary

- SQL supports constructs that gives it almost all the power of a general-purpose programming language.
 - *Warning:* **Most database systems implement their own variant of the standard syntax**
- Compound statement: **begin . . . end**
 - May contain multiple SQL statements between **begin** and **end**.
 - Local variables can be declared within a compound statements



Language Constructs (2): while and repeat

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Module Summary

- **while** loop:
 while *boolean expression* **do**
 sequence of statements;
 end while;
- **repeat** loop:
 repeat
 sequence of statements;
 until *boolean expression*
 end repeat;



Language Constructs (3): for

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Module Summary

- **for** loop
 - Permits iteration over all results of a query
- Find the budget of all departments:
declare n **integer default** 0;
for r **as**
 select $budget$ **from** $department$
do
 set $n = n + r.budget$
end for;



Language Constructs (4): if-then-else

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Module Summary

- Conditional statements

- **if-then-else**

- **case**

- **if-then-else** statement

```
if boolean expression then  
    sequence of statements;  
elseif boolean expression then  
    sequence of statements;  
    ...  
else  
    sequence of statements;  
end if;
```

- The **if** statement supports the use of optional **elseif** clauses and a default **else** clause.
- Example procedure: registers student after ensuring classroom capacity is not exceeded
 - Returns 0 on success and -1 if capacity is exceeded
 - See book (page 177) for details



Language Constructs (5): Simple case

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Module Summary

- Simple **case** statement

case *variable*

when *value1* **then**

sequence of statements;

when *value2* **then**

sequence of statements;

...

else

sequence of statements;

end case;

- The **when** clause of the **case** statement defines the value that when satisfied determines the flow of control



Language Constructs (6): Searched case

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Module Summary

- Searched **case** statement

case

when *sql-expression = value1* **then**
sequence of statements;

when *sql-expression = value2* **then**
sequence of statements;

...

else

sequence of statements;

end case;

- Any supported SQL expression can be used here. These expressions can contain references to variables, parameters, special registers, and more.



Language Constructs (7): Exception

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Module Summary

- Signaling of exception conditions, and declaring handlers for exceptions

```
declare out_of_classroom_seats condition  
declare exit handler for out_of_classroom_seats  
begin  
    ...  
    signal out_of_classroom_seats  
    ...  
end
```

- The handler here is **exit** – causes enclosing **begin** ... **end** to be terminate and exit
- Other actions possible on exception



External Language Routines*

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Module Summary

- SQL:1999 allows the definition of functions / procedures in an imperative programming language, (Java, C#, C or C++) which can be invoked from SQL queries
- Such functions can be more efficient than functions defined in SQL, and computations that cannot be carried out in SQL can be executed by these functions
- Declaring external language procedures and functions

```
create procedure dept_count_proc(  
    in dept_name varchar(20),  
    out count integer)  
language C  
external name '/usr/avi/bin/dept_count_proc'
```

```
create function dept_count(dept_name varchar(20))  
returns integer  
    language C  
    external name '/usr/avi/bin/dept_count'
```



External Language Routines (2)*

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Module Summary

- Benefits of external language functions/procedures:
 - More efficient for many operations, and more expressive power
- Drawbacks
 - Code to implement function may need to be loaded into database system and executed in the database system's address space.
 - ▷ Risk of accidental corruption of database structures
 - ▷ Security risk, allowing users access to unauthorized data
 - There are alternatives, which give good security at the cost of performance
 - Direct execution in the database system's space is used when efficiency is more important than security



External Language Routines (3)*: Security

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Triggers :
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Module Summary

- To deal with security problems, we can do one of the following:
 - Use **sandbox** techniques
 - ▷ That is, use a safe language like Java, which cannot be used to access/damage other parts of the database code
 - Run external language functions/procedures in a separate process, with no access to the database process' memory
 - ▷ Parameters and results communicated via inter-process communication
- Both have performance overheads
- Many database systems support both above approaches as well as direct executing in database system address space



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Trigger

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Module Summary

- A **trigger** defines a set of actions that are performed in response to an **insert**, **update**, or **delete** operation on a specified table
 - When such an SQL operation is executed, the trigger is said to have been **activated**
 - Triggers are **optional**
 - Triggers are defined using the **create trigger** statement
- Triggers can be used
 - To enforce data integrity rules via referential constraints and check constraints
 - To cause updates to other tables, automatically generate or transform values for inserted or updated rows, or invoke functions to perform tasks such as issuing alerts
- To design a trigger mechanism, we must:
 - Specify the **events** / (like **update**, **insert**, or **delete**) for the trigger to executed
 - Specify the **time** (**BEFORE** or **AFTER**) of execution
 - Specify the **actions** to be taken when the trigger executes
- **Syntax of triggers may vary across systems**



Types of Triggers: BEFORE

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Module Summary

- **BEFORE triggers**

- Run before an **update**, or **insert**
- Values that are being updated or inserted can be modified before the database is actually modified. You can use triggers that run before an update or insert to:
 - ▷ Check or modify values before they are actually updated or inserted in the database
 - Useful if user-view and internal database format differs
 - ▷ Run other non-database operations coded in user-defined functions

- **BEFORE DELETE triggers**

- Run before a **delete**
 - ▷ Checks values (a raises an error, if necessary)



Types of Triggers (2): AFTER

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Module Summary

- **AFTER triggers**
 - Run after an **update**, **insert**, or **delete**
 - You can use triggers that run after an update or insert to:
 - ▷ Update data in other tables
 - Useful for maintain relationships between data or keep audit trail
 - ▷ Check against other data in the table or in other tables
 - Useful to ensure data integrity when referential integrity constraints aren't appropriate, or
 - when table check constraints limit checking to the current table only
 - ▷ Run non-database operations coded in user-defined functions
 - Useful when issuing alerts or to update information outside the database



Row Level and Statement Level Triggers

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Module Summary

There are two types of triggers based on the level at which the triggers are applied:

- **Row level triggers** are executed whenever a row is affected by the event on which the trigger is defined.
 - Let Employee be a table with 100 rows. Suppose an **update** statement is executed to increase the salary of each employee by 10%. Any row level **update** trigger configured on the table Employee will affect all the 100 rows in the table during this update.
- **Statement level triggers** perform a single action for all rows affected by a statement, instead of executing a separate action for each affected row.
 - Used for each **statement** instead of for each **row**
 - Uses **referencing old table** or **referencing new table** to refer to temporary tables called **transition tables** containing the affected rows
 - Can be more efficient when dealing with SQL statements that update a large number of rows



Triggering Events and Actions in SQL

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Module Summary

- Triggering event can be an **insert, delete or update**
- Triggers on update can be restricted to specific attributes
 - For example, **after update of** *takes on grade*
- Values of attributes before and after an update can be referenced
 - **referencing old row as** : for deletes and updates
 - **referencing new row as** : for inserts and updates
- Triggers can be activated before an event, which can serve as extra constraints.
For example, convert blank grades to null.

```
create trigger setnull_trigger before update of takes
referencing new row as nrow
for each row
when (nrow.grade = ' ')
begin atomic
    set nrow.grade = null;
end;
```



Trigger to Maintain `credits_earned` value

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Module Summary

```
create trigger credits_earned after update of takes on (grade)  
referencing new row as nrow  
referencing old row as orow  
for each row  
when nrow.grade <> 'F' and nrow.grade is not null  
      and (orow.grade = 'F' or orow.grade is null)  
begin atomic  
  update student  
  set tot_cred = tot_cred +  
    (select credits  
     from course  
     where course.course_id = nrow.course_id)  
  where student.id = nrow.id;  
end;
```



How to use triggers?

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- The optimal use of DML triggers is for short, simple, and easy to maintain write operations that act largely independent of an applications business logic.
- Typical and recommended uses of triggers include:
 - Logging changes to a history table
 - Auditing users and their actions against sensitive tables
 - Adding additional values to a table that may not be available to an application (due to security restrictions or other limitations), such as:
 - ▷ Login/user name
 - ▷ Time an operation occurs
 - ▷ Server/database name
 - Simple validation

Source: *SQL Server triggers: The good and the scary*



How not to use triggers?

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Module Summary

- Triggers are like Lays: *Once you pop, you can't stop*
- One of the greatest challenges for architects and developers is to ensure that
 - triggers are used only as needed, and
 - to not allow them to become a one-size-fits-all solution for any data needs that happen to come along
- Adding triggers is often seen as faster and easier than adding code to an application, but the cost of doing so is compounded over time with each added line of code

Source: *SQL Server triggers: The good and the scary*



How to use triggers? (2)

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Module Summary

- Triggers can become dangerous when:
 - There are too many
 - Trigger code becomes complex
 - Triggers go cross-server - across databases over network
 - Triggers call triggers
 - Recursive triggers are set to ON. This database-level setting is set to off by default
 - Functions, stored procedures, or views are in triggers
 - Iteration occurs

Source: *SQL Server triggers: The good and the scary*



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Module Summary

- Familiarized with functions and procedures in SQL
- Understood the triggers
- Familiarized with some of the performance issues of triggers

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