# Medusa Query Engine Design

## Medusa Query Engine

Library: dotNetRDF.dll  
Version: TBD  
Target Date: TBD  
Author: Rob Vesse  
Proposed Implementer: Rob Vesse  
Last Updated:

## Required Features

* Medusa Query Engine

## Time Permitting Features

* None

## Known Issues/Bugs to Fix

* None

# Design

## Medusa Query Engine

The Medusa Query Engine is intended to be complimentary to the existing Leviathan Query Engine but designed to evaluate queries in a truly streaming fashion. To this end the engine will be even more heavily based upon LINQ than the existing Leviathan engine.

The engine will be implemented by creating a new ISparqlQueryAlgebraProcessor<IEnumerable<Set>, SparqlEvaluationContext>

Will likely need a custom SparqlEvaluationContext implementation that will include a custom SparqlResultBinder that can work over the current Set for the current operator.