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Data Types COMP3211 Advanced Databases

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Overview

- Data types and operations
- Temporal data
- Spatial data
- Multimedia data

Data Types and Operations



Data Types

- Numeric
- Character
- Temporal
- Spatial
- Image
- Text
- Audio and Video



Operations on Data

- Comparison
- Arithmetic
- Fuzzy searches
- Retrieve all documents that contain a given word
- Find a picture that contains blue sky

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Which operations are meaningful?

Can you add two weights together?

$$-2kg + 2kg = ?$$

Can you multiply two weights?

$$-2kg * 2kg = ?$$

Can you add a weight to a quantity?

$$-13 + 2kg = ?$$

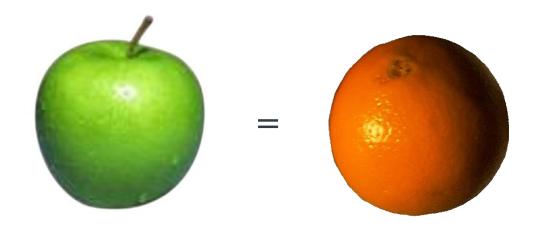
Can you multiply a weight by a quantity?

$$-13 * 2 kg = ?$$

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Which operations are meaningful?

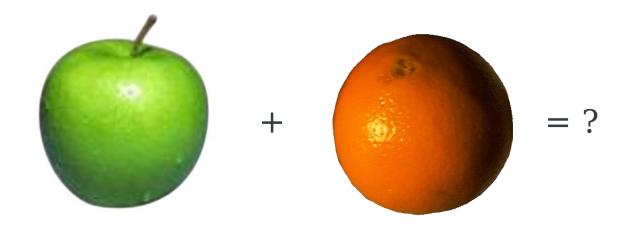
Can you compare two images?





Which operations are meaningful?

Can you add two images?





Further Questions

Is the data ordered in any sense?

- Total order vs. partial order

Does the order actually have any meaning, or is it just a convenience?

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Temporal Data



Temporal Data

The dimension of time is needed to answer such questions as:

- What was the average price of product X during 1995?
- In which month did we sell the most copies of video Y?
- What was the treatment history for patient Z?



Characteristics of Time

Time structure

- Linear
- Possible futures
- Branching time
- Directed acyclic graph
- Periodic/cyclic

Boundedness of time

- Unbounded
- Time origin exists
- Bounded at both ends



Time Density: Discrete

Timeline is isomorphic to the integers

- Integers have a total order

Timeline is composed of fixed periods, termed chronons

Between each pair of chronons is a finite number of other chronons



Time Density: Dense

Timeline is isomorphic to the rational numbers

- Rational numbers have a partial order

Between each pair of chronons is an infinite number of other chronons



Time Density: Continuous

Timeline is isomorphic to the real numbers

- Real numbers have a total order

Between each pair of chronons is an infinite number of other chronons



Characteristics of Time

Granularity if important

- Event A occurs at 11.00am
- Event B occurs at 3.00pm the same day
- Does event A precede event B?
- The answer is different if
 - Granularity is one day
 - Granularity is one minute

There is also a distinction between sequence and time



Storing Times in a Database

Various times may be associated with an event that appears in a database

We may wish to record

- The Valid Time of a fact when the fact is true in reality
- The Transaction Time of a fact when the fact is current in the database, and can be retrieved
- Both of these (bitemporal)



SQL Extensions

TSQL includes:

- A WHEN clause (see next slide)
- Retrieval of timestamps
- Retrieval of temporally ordered information
- Using the TIME-SLICE clause to specify a time domain
- Using the GROUP BY clause for modified aggregate functions



TSQL WHEN Clause

Format of the SELECT ... WHEN statement

```
- SELECT { select-list }
  FROM { list of relations }
  WHERE { where-clause }
  WHEN { temporal clause }
```

Temporal comparison operators include:

- BEFORE/AFTER, FOLLOWS/PRECEDES DURING, EQUIVALENT, ADJACENT, OVERLAPS
- (compare with Allen's Interval Calculus)

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Spatial Data



Spatial Data

Data Types include:

- Points
- Regions
 - Boxes
 - Quadrangles
 - Polynomial surfaces
- Vectors



Spatial Data

Operations include:

- Length
- Intersect
- Contains
- Overlaps
- Centre



Spatial Data Applications

- Computer Aided Design (CAD)
- Computer generated graphics
- Geographic Information Systems (GIS
- For these systems, the properties of interest would include:
 - Connectivity
 - Adjacency
 - Order
 - Metric relations



Spatial Data Characteristics

- In systems dealing with space:
 - Data objects may be highly complex
 - Data volumes may be very large
 - Data may be held in real time
 - Performance is not easy to achieve
 - Access is likely to be through specialised graphical front ends; operator skills are key
 - Query processing will not be performed using SQL

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Multimedia Data



Textual Data

- Text data may be
 - Already in machine-readable form, from a word-processor, spreadsheet or other source
 - Read using OCR techniques
- Text data is essentially unstructured, and an index of some kind needs to be built
 - By a human operator
 - Automatically by building a inverted list of every significant word in the database

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Textual Data

- Markup languages do give some structure to a document
 - HTML is a markup language for the Web
- XML (and its predecessor SGML) allows a programmer to create portable documents that contain structured data
 - Can also create new markup languages
- Character Large Objects (CLOBs) are now commonly supported by vendors
 - Able to store and handle text documents in addition to standard data
 - Provision of text search and retrieval facilities



Text and Documents

- Much data is stored in the form of text
- It would be very useful to be able to ask queries such as:
 - Find all the legal documents concerning client 'Jones'
 - Find all the suspects with false teeth who have been interviewed
 - Find all the articles on 'databases'



Image Data

- Examples of still images include:
 - -X-Rays
 - Maps
 - Photographs
- These are all classified as binary large objects (BLOBs)
- A BLOB has no semantics attached



Image Databases

- An image database needs to provide support for
 - Image analysis and pattern recognition
 - Image structuring and understanding
 - Spatial reasoning and image information retrieval
- Mainstream DB vendors now adding
 - Support for BLOBs
 - Access using QBIC (Query by Image Content)



Audio Data

- Digitised sound
 - Stored in various formats, such as WAV or MP3
 - Consumes large amounts of storage
 - Compression techniques normally used
- MIDI (Musical Instrument Digital Interface)
 - More compact than digitised audio
 - Consists of a sequence of instructions: Note_On, Note_Off, Increase_Volume
 - Interpreted by a synthesiser



Video Data

- One of the most space hungry formats of all
 - Images stored as a sequence of frames
 - Each frame can consume over a megabyte
 - Frames typically played back at 24-30 fps
- To integrate video and audio, interleaved file structures incorporate times sequencing of audio/video playback
 - Microsoft AVI
 - Apple Quicktime