CSE4/562 Database Systems

Practicum Component

02/21/2018

Recap



Relational Algebra Trees

SELECT O.FirstName
FROM Officers O, Ships S
WHERE O.Ship = S.ID
AND S.Name = 'Enterprise'

πFirstName(OfficersMShip=ID(OName='Enterprise'Ships))

Relational Algebra Trees



πFirstName(OfficersMShip=ID(OName='Enterprise'Ships))

InstanceOf

Statement statement = parser.Statement();

- if(statement instanceof Select) {
 Algebra raTree = parseTree((Select)statement);
 evaluate(raTree);
- } else if(statement instanceof CreateTable) {
 loadTableSchema((CreateTable)statement);

}





Project Outline



Checkpoint 2

- How do you join multiple tables, efficiently?
- How do you create a query plan?
- How do you deal with nested queries?
- Can you sort data? Just choose top-k rows?



The Evaluation Pipeline



FROM R, S, T, ...



What happens if I have a FROM-nested query?

FROM R, (SELECT ...) S, T, ...



Selects are just relations!

FROM R JOIN S ON cond

FROM R JOIN S ON cond



FROM R NATURAL JOIN S

FROM R NATURAL JOIN S



 $cond = schema(R) \cap schema(S)$

You need to be able to compute the schema of a RA operator

WHERE Clause - Join

WHERE R.a = S.b AND S.c = T.d



What happens if I have a nested query in where clause?

WHERE Clause - Join

WHERE R.a = S.b AND S.c = (SELECT ..)



Creating Joins FROM R, S, T WHERE R.a = S.b AND S.c = T.d



Creating Joins FROM R, S, T WHERE R.a = S.b AND S.c = T.d



ORDER BY

Ascending or Descending

SELECT Name, GamesPlayed FROM Players ORDER BY GamesPlayed

SELECT Name, GamesPlayed FROM Players ORDER BY GamesPlayed DESC

GetNext()

Order By Read Each Tuple From Child Collections.sort() (for now) <u>Return Tuple</u> one by one

LIMIT

Ascending or Descending

SELECT Name, GamesPlayed FROM Players ORDER BY GamesPlayed LIMIT 5

Implementing: Joins Solution I (Nested-Loop)

For Each (a in A) { For Each (b in B) { emit (a, b); }}



Implementing: Joins Solution 2 (Block-Nested-Loop)



Implementing: Joins Solution 2 (Block-Nested-Loop)

I) Partition into Blocks 2) NLJ on each pair of blocks

