

Homework
Query Processing

Problem 1 *Compute.*

1. Let $M = 1000$, $B(R) = 5000$, $B(S) = 2000$. Determine the costs of
 - (a) block nested-loops join $R \bowtie S$;
 - (b) sort-based join $R \bowtie S$;
 - (c) hash-based bag $R - S$.
2. Let $M = 200$, $B(R) = 5000$. Query processor determines that to compute $R \bowtie S$ using sort-based join algorithm it needs three passes (cannot do it in two passes). What is the smallest possible size of S (in terms of number of blocks)?
3. Let $B(R) = 700$. How many buffer slots (pages) do we need in order to compute $\gamma_L(R)$ using a two-pass hash-based algorithm?
4. Let $M = 20$, $B(R) = 40,000$, $B(S) = 5000$. How many passes will a sort-based algorithm for $B(R) \cap B(S)$ require?

Problem 2 Consider the following database schema describing a league of basketball teams:

```

CREATE TABLE Teams (
  Id      INT PRIMARY KEY,
  Name    CHAR(30),
  Coach   INT REFERENCES Coaches,
  Wins    INT,
  Losses  INT,
  Place   INT
);

CREATE TABLE Players (
  Id      INT PRIMARY KEY,
  Name    CHAR(30),
  Position CHAR(2),
  Height  INT, /* in inches */
  Team    INT REFERENCES Teams
);

CREATE TABLE Coaches (
  Id      INT PRIMARY KEY,
  Team    INT REFERENCES Teams,
  Name    CHAR(30)
);

CREATE TABLE Games (
  Id          INT PRIMARY KEY,
  HomeTeam    INT REFERENCES Teams,
  HomeTeamScore INT,
  AwayTeam    INT REFERENCES Teams,
  AwayTeamScore INT
);

CREATE TABLE Stats (
  Player INT REFERENCES Players,
  Game    INT REFERENCES Games,
  PTS     INT, /* points scored */
  AST     INT, /* assists */
  RB      INT, /* rebounds */
  BLK     INT, /* blocks */
  STL     INT, /* steals */
  TO      INT, /* turnovers */
  PF      INT, /* personal fouls */
  TF      INT, /* technical/flagrant fouls */
  PRIMARY KEY (Player, Game)
);

```

Translate the following SQL queries into relational algebra expressions (or trees). Use merging via two-child select node for nested queries.

1. (*Find assist and turnover stats of point guards*)

```

SELECT p.Name, s.AST, s.TO
FROM Stats s, Players p,
WHERE p.Position = 'PG' and /* point guard */
      s.Player = p.Id;

```

2. (*Find players who achieved double doubles in Surfers' home wins.*)

```

SELECT p.Name, p.Position, t2.Name
FROM Stats s, Players p, Teams t1, Teams t2, Games g
WHERE s.Player = p.Id and
      s.game = g.Id and

```

```

g.HomeTeam = t1.Id and
g.AwayTeam = t2.Id and
p.Team = t1.id and /* players playing for the home team */
t1.name = 'Surfers' and
p.PTS > 10 and
p.RB > 10 and /* double double */
g.HomeTeamScore > g.AwayTeamScore;

```

3. (*Aggregate points, rebounds and assists of all players in the games they have not fouled out of by position played*)

```

SELECT p.Position, SUM(PTS), SUM(RB), SUM(AST)
FROM Players p, Stats s
WHERE p.Id = s.Player and s.PF < 6
GROUP BY p.Position;

```

4. (*Find all Bisons players who scored more than 200 points in league games*).

```

SELECT Name
FROM Players
WHERE Team IN (SELECT Id FROM Teams WHERE Name = 'Bisons') and
      Id IN (SELECT Player FROM Stats GROUP BY Player HAVING SUM(PTS) > 200);

```

5. (*For each team report the tallest player*)

```

SELECT t.Name, p1.Name, p1.Height, p1.Position
FROM Players p1, Teams t
WHERE Height = (SELECT MAX(Height)
                FROM Players p2
                WHERE p1.Team = p2.Team ) and
      t.Id = p1.Team;

```

Problem 3 "Anti-equivalences". Give examples that show that the following are not proper relational algebra query equivalences.

1. $\pi_L(R \cup S) \equiv \pi_L(R) \cup \pi_L(S)$ (set union).
2. $\pi_L(R - S) \equiv \pi_L(R) - \pi_L(S)$ (either set or bag difference).
3. $\pi_L(\delta(R)) \equiv \delta(\pi_L(R))$
4. $\delta(R \cup_{bag} S) \equiv \delta(R) \cup_{bag} \delta(S)$
5. $\delta(R -_{bag} S) \equiv \delta(R) -_{bag} \delta(S)$

Problem 4 For the database in problem 2, let us abbreviate the table names as *T*, *C*, *P*, *G* and *S* (*Teams*, *Coaches*, *Players*, *Games* and *Stats* respectively). Let us also abbreviate *Position* as *Pos* and *HomeTeam*, *HomeTeamScore*, *AwayTeam*, *AwayTeamScore* as *HT*, *HTS*, *AT* and *ATS*. (this is done to keep expression length manageable).

1. For each query from Problem 2, transform the query plan (relational algebra expression) you obtained there to a new query plan using the following set of rules:
 - (a) Replace all cartesian products with appropriate joins.
 - (b) Perform join operations from left-to-right, one-by-one (i.e., $((R \bowtie S) \bowtie T) \bowtie W$) is preferred over $((R \bowtie S) \bowtie (T \bowtie W))$). Order relations in the join operations to achieve this.
 - (c) Push selections as far down inside joins and other binary operations as possible.
 - (d) Push projections as far down inside joins and other binary operations as possible, but do not push them past selections. Do NOT create new projection operations.
 - (e) Do NOT push grouping operations inside joins.
2. Using the same rule-based optimizer as above, produce final query plans for the following relational algebra expressions:
 - (a) $\pi_{P.Name, S.PTS}(\sigma_{S.AST > S.PTS \wedge P.Pos = 'PG'}(\sigma_{S.Player = P.Id}(S \times P)))$
 - (b) $\pi_{P.Name}(\sigma_{S.RB > 10 \wedge P.Height < 70}(\sigma_{S.Player = P.Id}(S \times P))) - \pi_{P.Name}(\sigma_{T.Name = 'Waves'}(T \bowtie_{T.Id = P.Team} P))$
 - (c) (note: ρ - renaming operation)
 $((\rho_{P1}(P) \bowtie_{P1.Team = T1.Id} (\rho_{T1}(T) \bowtie_{T1.Id = G.HT} G)) \bowtie_{G.AT = T2.Id} (\rho_{P2}(P) \bowtie_{P2.Team = T2.Id} \rho_{T2}(T)))$
 - (d) $\pi_{T1.Name, T2.Name, P1.Name, P2.Name}(\sigma_{P1.Pos = P2.Pos}(\sigma_{T1.Name = 'Dinos' \wedge T2.Name = 'Waves'}(\sigma_{P1.Team = T1.Id}(\rho_{P1}(P) \bowtie_{P1.Team = T1.Id} (\rho_{T1}(T) \bowtie_{T1.Id = G.HT} G)) \bowtie_{G.AT = T2.Id} (\rho_{P2}(P) \bowtie_{P2.Team = T2.Id} \rho_{T2}(T))))))$