Introduction to Database Systems
CSE 414

Lecture 10: More Datalog

Announcements

- HW 3 due Friday
  - Upload data with DataGrip editor – see message board
  - Azure timeout for question 5:
    - Try DataGrip or SQLite
  - Remember 2 late-day policy
- Gradiance web quizzes were offline: WQ3 due date extended one day

What is Datalog?

- Another query language for relational model
  - Designed in the 80's
  - Simple, concise, elegant
  - Extends relational queries with <u>*recursion*</u>
- Today is a hot topic:
  - Souffle (we will use in HW4)
  - Eve http://witheve.com/
  - Differential datalog https://github.com/frankmcsherry/differential-dataflow
  - Beyond databases in many research projects: network protocols, static program analysis

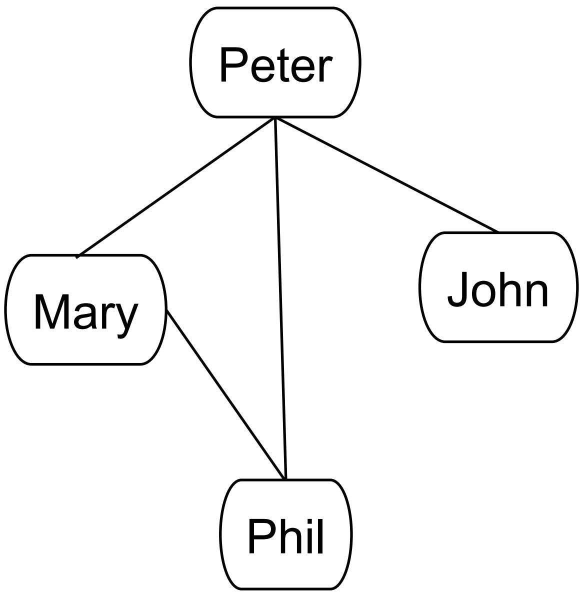
Soufflé

- Open-source implementation of Datalog DBMS
- Under active development
- Commercial implementations are available
  - More difficult to set up and use
- “sqlite” of Datalog
  - Set-based rather than bag-based

- Install in your VM
  - Run `sudo yum install souffle` in terminal
  - More details in upcoming HW4

Why bother with *yet* another relational query language?

Example: storing FB friends



As a graph

Or

Person1	Person2	is_friend
Peter	John	1
John	Mary	0
Mary	Phil	1
Phil	Peter	1
…	…	…

As a relation

We will learn the tradeoffs of different data models later this quarter

Compute your friends graph

p1	p2	isFriend
Peter	John	1
John	Mary	0
Mary	Phil	1
Phil	Peter	1
…	…	…

Friends(p1, p2, isFriend)

```
SELECT f.p2
FROM Friends as f
WHERE f.p1 = ‘me’ AND f.isFriend = 1
```

My own friends

```
SELECT f1.p2
FROM Friends as f1,
     (SELECT f.p2
      FROM Friends as f
      WHERE f.p1 = ‘me’ AND
      f.isFriend = 1) as f2
WHERE f1.p1 = f2.p2 AND
      f1.isFriend = 1
```

My FoF

My FoFoF… My FoFoFoF…

Datalog allows us to write *recursive queries* easily

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Schema

Datalog: Facts and Rules

Facts = tuples in the database

Rules = queries

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

Rules = queries

```
.decl Actor(id:number, fname:symbol, lname:symbol)
.decl Casts(id:number, mid:number)
.decl Movie(id:number, name:symbol, year:number)

Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Table declaration

Types in Souffle:
number
symbol (aka varchar)

Insert data

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

Find Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,‘Douglas’, ‘Fowley’).
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, ‘A Night in Armour’, 1910).
Movie(29000, ‘Arizona’, 1940).
Movie(29445, ‘Ave Maria’, 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

SQL

```
SELECT name
FROM Movie
WHERE year = 1940
```

Find Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

id name year

```
Q1(y) :- Movie(x,y,z), z=1940.
```

Order of variable matters!

Find Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(iDontCare,y,z),
         z=1940.
```

Find Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(_,y,z), z=1940.
```

_ = "don't care" variables

Find Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

```
Q2(f,l) :- Actor(z,f,l), Casts(z,x),
           Movie(x,y,1940).
```

Find Actors who acted in Movies made in 1940

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

```
Q2(f,l) :- Actor(z,f,l), Casts(z,x),
           Movie(x,y,1940).
```

```
Q3(f,l) :- Actor(z,f,l), Casts(z,x1), Movie(x1,y1,1910),
                         Casts(z,x2), Movie(x2,y2,1940).
```

Find Actors who acted in a Movie in 1940 and in one in 1910

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Datalog: Facts and Rules

Facts = tuples in the database

```
Actor(344759,'Douglas', 'Fowley').
Casts(344759, 29851).
Casts(355713, 29000).
Movie(7909, 'A Night in Armour', 1910).
Movie(29000, 'Arizona', 1940).
Movie(29445, 'Ave Maria', 1940).
```

Rules = queries

```
Q1(y) :- Movie(x,y,z), z=1940.
```

```
Q2(f,l) :- Actor(z,f,l), Casts(z,x),
           Movie(x,y,1940).
```

```
Q3(f,l) :- Actor(z,f,l), Casts(z,x1), Movie(x1,y1,1910),
                         Casts(z,x2), Movie(x2,y2,1940).
```

Extensional Database Predicates = EDB = Actor, Casts, Movie

Intensional Database Predicates = IDB = Q1, Q2, Q3

Datalog: Terminology

head

body

atom atom atom (aka subgoal)

```
Q2(f, l) :-  Actor(z,f,l), Casts(z,x), Movie(x,y,1940).
```

f, l = head variables

x,y,z = existential variables

More Datalog Terminology

```
Q(args) :- R1(args), R2(args), ...
```

- `Ri(argsi)` called an *atom*, or a *relational predicate*
- `Ri(argsi)` evaluates to true when relation R_i contains the tuple described by $args_i$.
  - Example: `Actor(344759, ‘Douglas’, ‘Fowley’)` is true
- In addition we can also have arithmetic predicates
  - Example: `z > 1940`.
- Book uses AND instead of ,

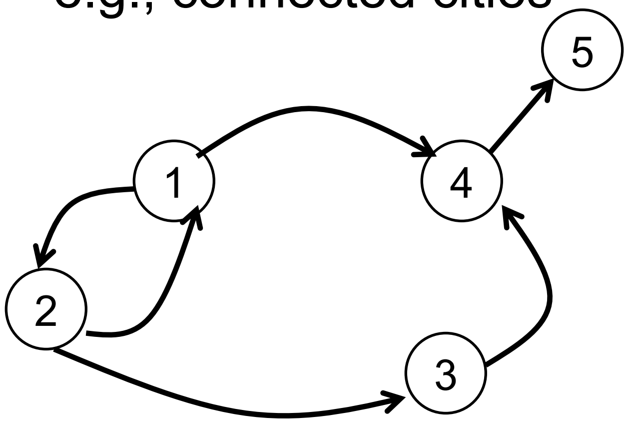
```
Q(args) :- R1(args) AND R2(args) ...
```

Datalog program

- A Datalog program consists of several rules
- Importantly, rules may be recursive!
  - Recall CSE 143!
- Usually there is one distinguished predicate that's the output
- We will show an example first, then give the general semantics.

Example

R encodes a graph
e.g., connected cities

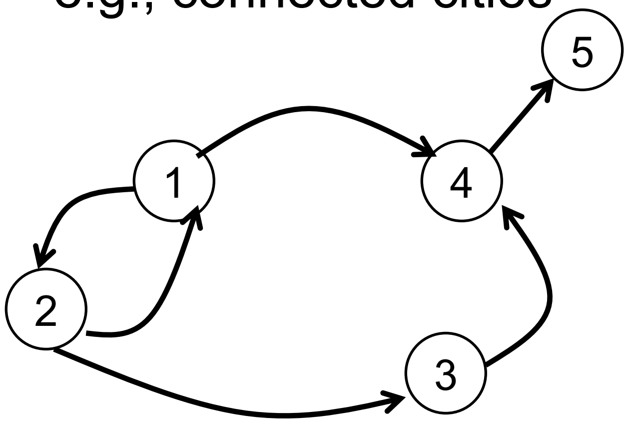


R=

1	2
2	1
2	3
1	4
3	4
4	5

Example

R encodes a graph
e.g., connected cities



R=

1	2
2	1
2	3
1	4
3	4
4	5

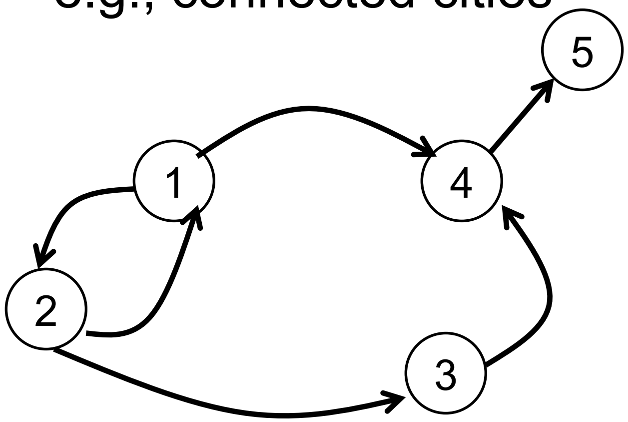
T(x,y) :- R(x,y).
T(x,y) :- R(x,z), T(z,y).

Multiple rules for the same IDB means OR

What does it compute?

Example

R encodes a graph
e.g., connected cities



R=

1	2
2	1
2	3
1	4
3	4
4	5

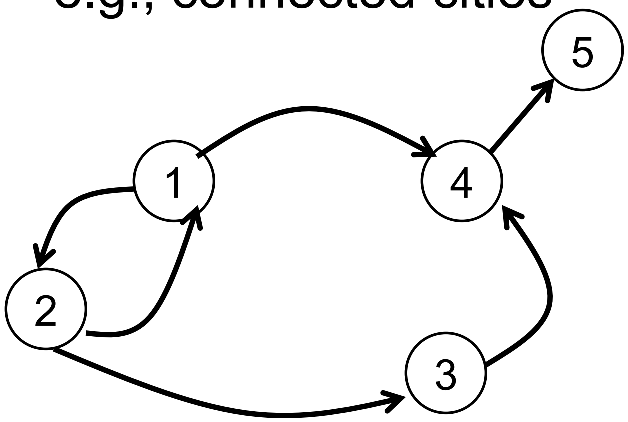
$T(x,y)$:- $R(x,y)$.
$T(x,y)$:- $R(x,z)$, $T(z,y)$.

What does it compute?

Initially:
T is empty.

Example

R encodes a graph
e.g., connected cities



T(x,y) :- R(x,y).
T(x,y) :- R(x,z), T(z,y).

What does it compute?

R=

1	2
2	1
2	3
1	4
3	4
4	5

Initially:
T is empty.

First iteration:
T =

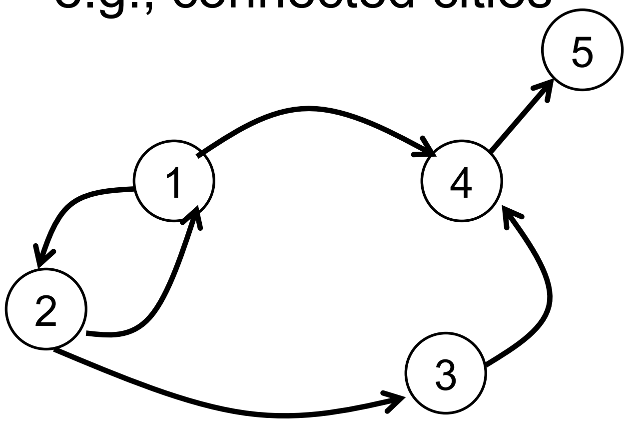
1	2
2	1
2	3
1	4
3	4
4	5

First rule generates this

Second rule generates nothing (because T is empty)

Example

R encodes a graph
e.g., connected cities



$T(x,y) \text{ :- } R(x,y).$

$T(x,y) \text{ :- } R(x,z), T(z,y).$

What does it compute?

R=

1	2
2	1
2	3
1	4
3	4
4	5

Initially:
T is empty.

First iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5

Second iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5
1	1
2	2
1	3
2	4
1	5
3	5

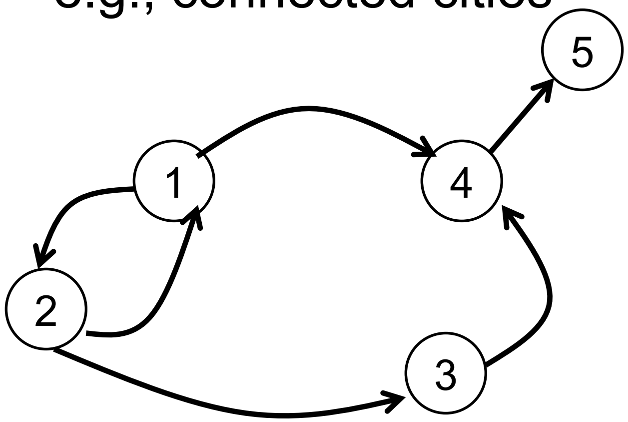
First rule generates this

Second rule generates this

New facts

Example

R encodes a graph
e.g., connected cities



$T(x,y)$:- $R(x,y)$.
$T(x,y)$:- $R(x,z), T(z,y)$.

What does it compute?

R=

1	2
2	1
2	3
1	4
3	4
4	5

Initially:
T is empty.

First iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5

Second iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5
1	1
2	2
1	3
2	4
1	5
3	5

Third iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5
1	1
2	2
1	3
2	4
1	5
3	5
2	5

Both rules

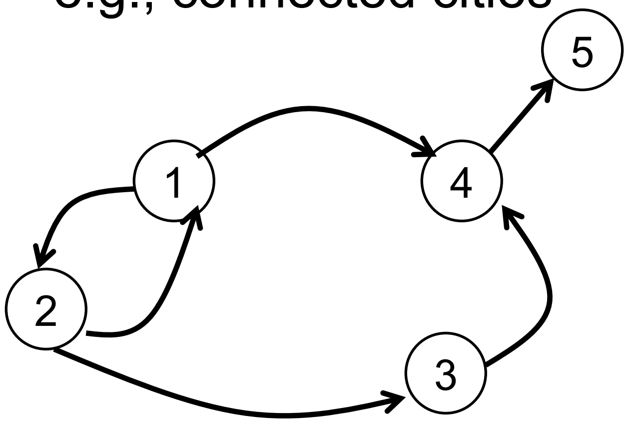
First rule

Second rule

New fact

Example

R encodes a graph
e.g., connected cities




```
T(x,y) :- R(x,y).
T(x,y) :- R(x,z), T(z,y).
```

What does it compute?

R=

1	2
2	1
2	3
1	4
3	4
4	5

Initially:
T is empty.

First iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5

Second iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5
1	1
2	2
1	3
2	4
1	5
3	5

Third iteration:
T =

1	2
2	1
2	3
1	4
3	4
4	5
1	1
2	2
1	3
2	4
1	5
3	5
2	5

Fourth iteration
T =
(same)

No new facts. DONE

Datalog Semantics

Fixpoint semantics

- Start:
  - IDB_0 = empty relations
  - $t = 0$

  Repeat:
  - IDB_{t+1} = Compute Rules(EDB, IDB_t)
  - $t = t+1$

  Until $IDB_t = IDB_{t-1}$

More Features

- Aggregates
- Grouping
- Negation

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Aggregates

[aggregate name] <var> : { [relation to compute aggregate on] }

```
min x : { Actor(x, y, _), y = 'John' }
```

```
Q(minId) :- minId = min x : { Actor(x, y, _), y = 'John' }
```

Assign variable to the value of the aggregate

Meaning (in SQL)

```
SELECT min(id) as minId
FROM Actor as a
WHERE a.name = 'John'
```

Aggregates in Souffle:

- `count`
- `min`
- `max`
- `sum`

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Counting

```
Q(c) :- c = count : { Actor(_, y, _), y = 'John' }
```

No variable here!

Meaning (in SQL, assuming no NULLs)

```
SELECT count(*) as c
FROM Actor as a
WHERE a.name = 'John'
```

Actor(id, fname, lname)
Casts(pid, mid)
Movie(id, name, year)

Grouping

```
Q(y,c) :- Movie(_,_,y), c = count : { Movie(_,_,y) }
```

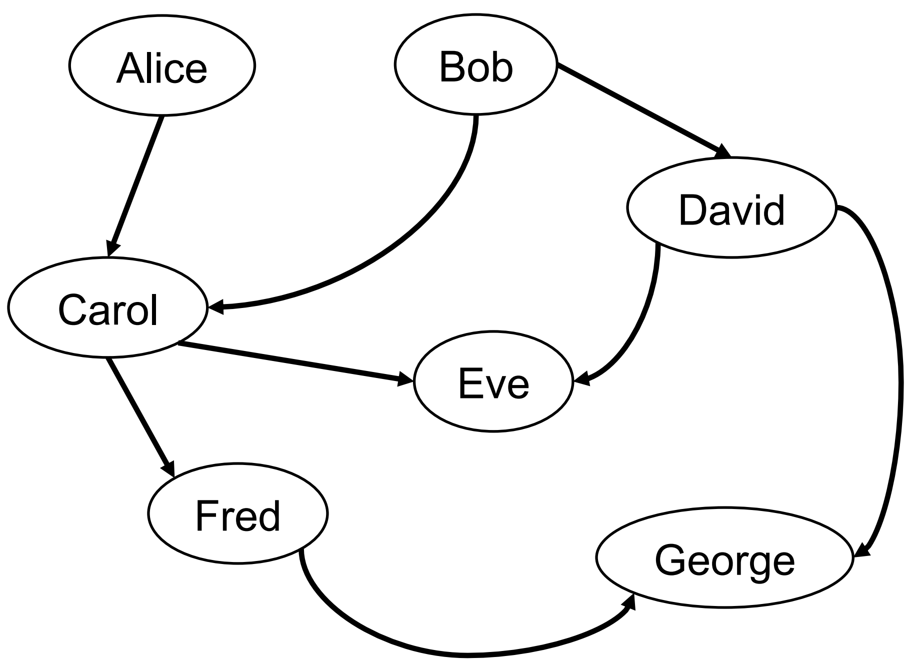
Meaning (in SQL)

```
SELECT m.year, count(*)
FROM Movie as m
GROUP BY m.year
```

ParentChild(p,c)

Examples

A genealogy database (parent/child)



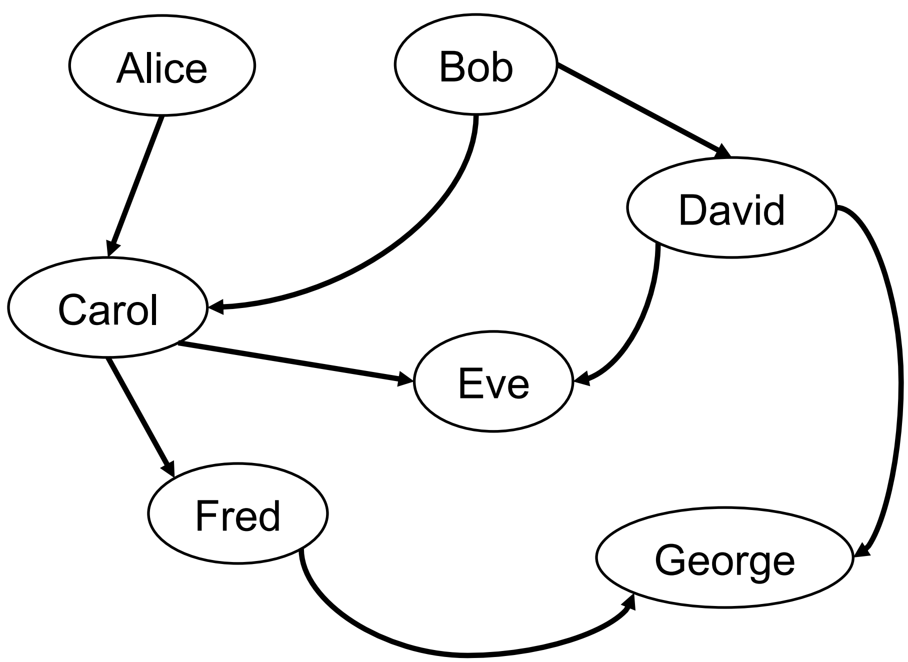
ParentChild

p	c
Alice	Carol
Bob	Carol
Bob	David
Carol	Eve
…	

ParentChild(p,c)

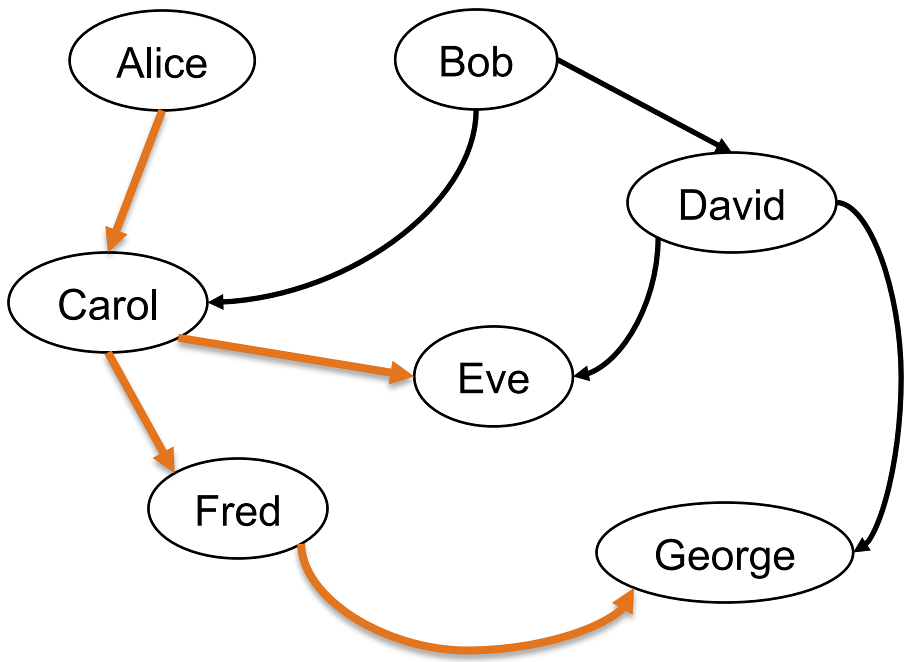
Count Descendants

For each person, count his/her descendants



Count Descendants

For each person, count his/her descendants



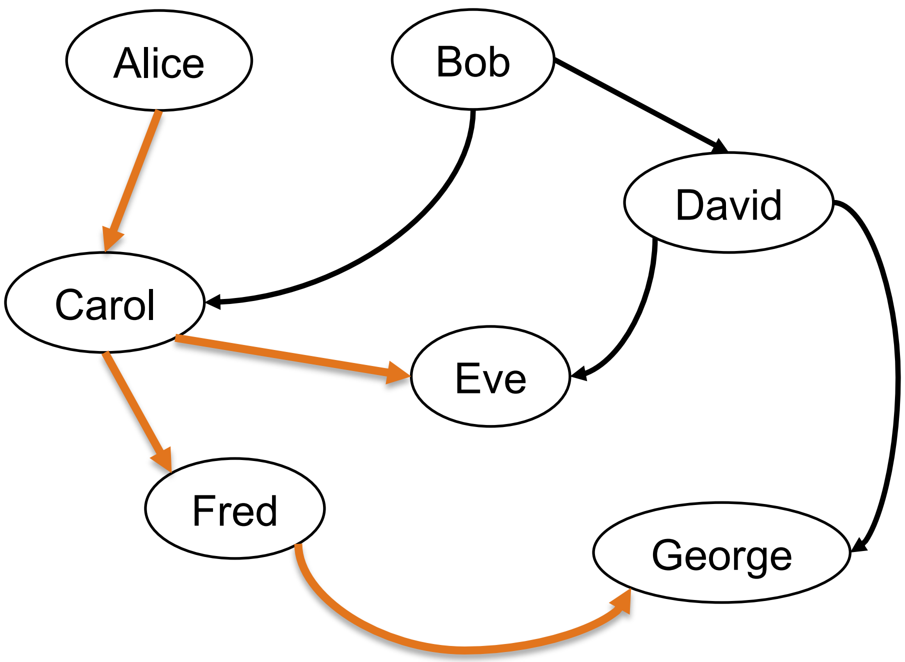
Paths:

x	y
Alice	Carol
Alice	Eve
Alice	Fred
Alice	George

ParentChild(p,c)

Count Descendants

For each person, count his/her descendants



Paths:

x	y
Alice	Carol
Alice	Eve
Alice	Fred
Alice	George

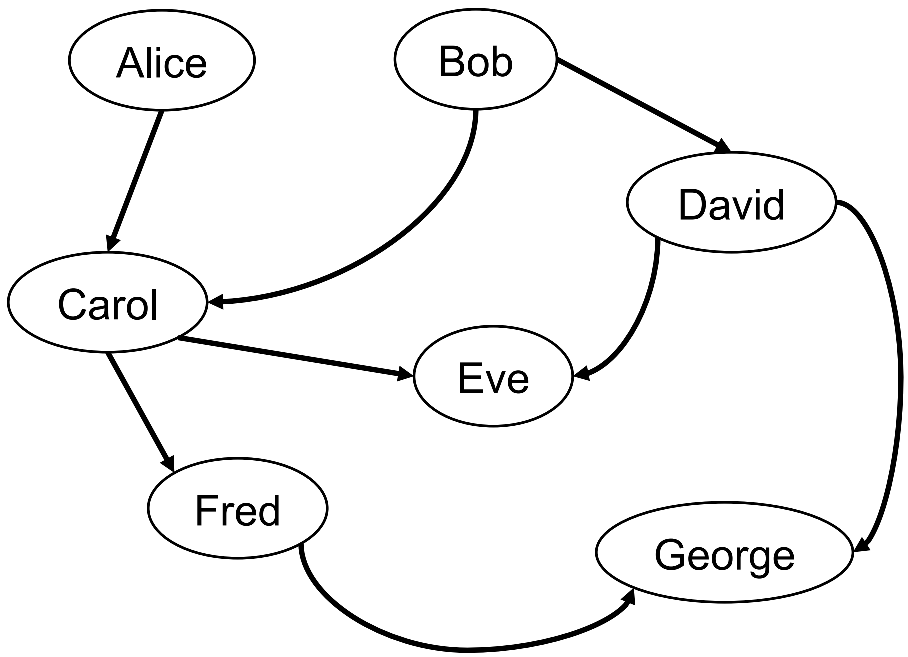
Descendants:

x	count
Alice	4

ParentChild(p,c)

Count Descendants

For each person, count his/her descendants

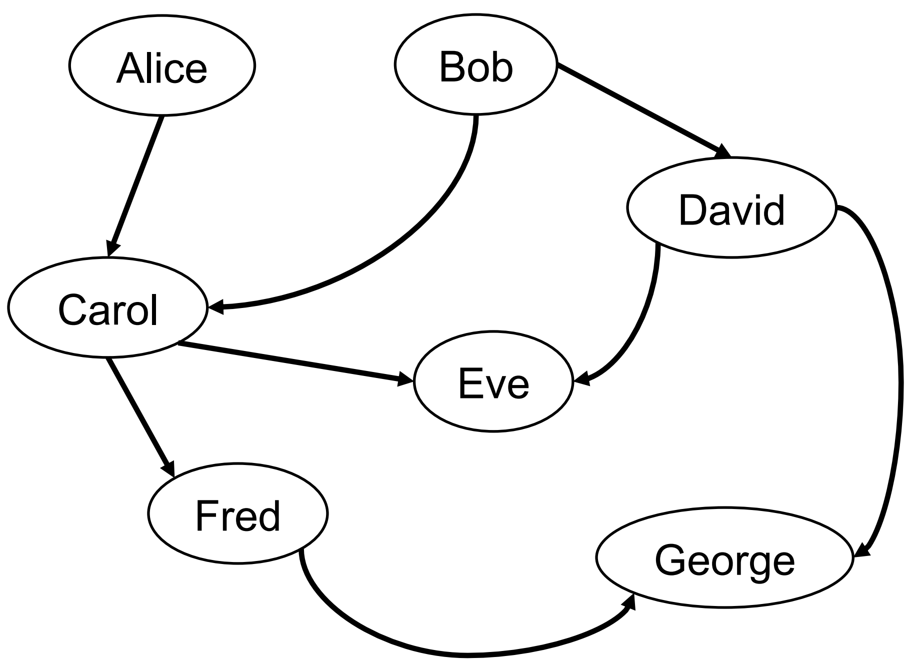


Answer

p	cnt
Alice	4
Bob	5
Carol	3
David	2
Fred	1

Count Descendants

For each person, count his/her descendants



Answer

p	cnt
Alice	4
Bob	5
Carol	3
David	2
Fred	1

Note: Eve and George do not appear in the answer (why?)

ParentChild(p,c)

Count Descendants

For each person, compute the total number of descendants

```
// for each person, compute his/her descendants
```

Count Descendants

For each person, compute the total number of descendants

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
```

ParentChild(p,c)

Count Descendants

For each person, compute the total number of descendants

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).
```

ParentChild(p,c)

Count Descendants

For each person, compute the total number of descendants

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

// For each person, count the number of descendants
```

Count Descendants

For each person, compute the total number of descendants

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

// For each person, count the number of descendants
T(p,c) :- D(p,_), c = count : { D(p,y) }.
```

Count Descendants

How many descendants does Alice have?

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

// For each person, count the number of descendants
T(p,c) :- D(p,_), c = count : { D(p,y) }.
```

ParentChild(p,c)

Count Descendants

How many descendants does Alice have?

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

// For each person, count the number of descendants
T(p,c) :- D(p,_), c = count : { D(p,y) }.

// Find the number of descendants of Alice
```

ParentChild(p,c)

Count Descendants

How many descendants does Alice have?

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

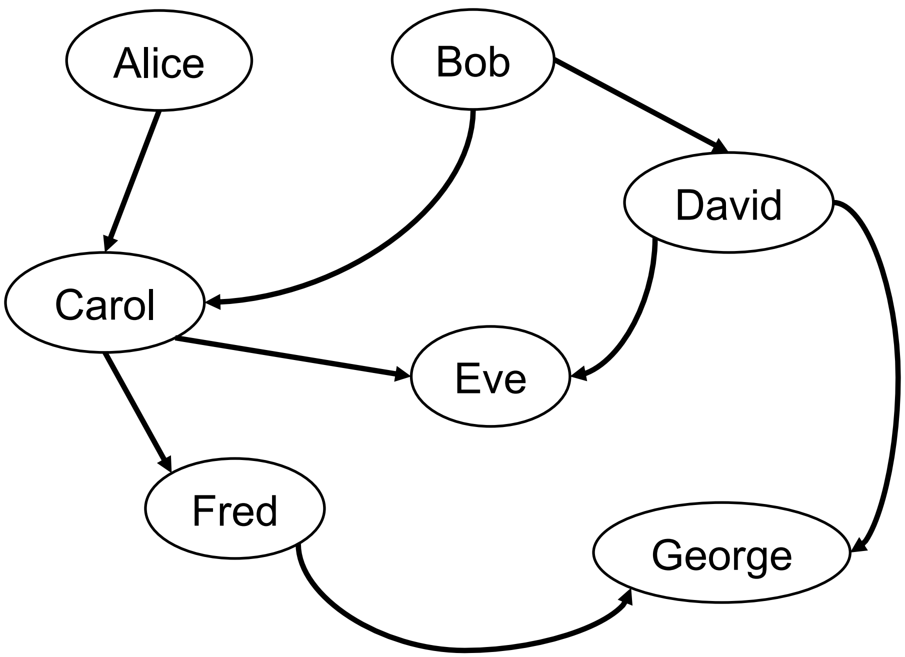
// For each person, count the number of descendants
T(p,c) :- D(p,_), c = count : { D(p,y) }.

// Find the number of descendants of Alice
Q(d) :- T(p,d), p = “Alice”.
```

ParentChild(p,c)

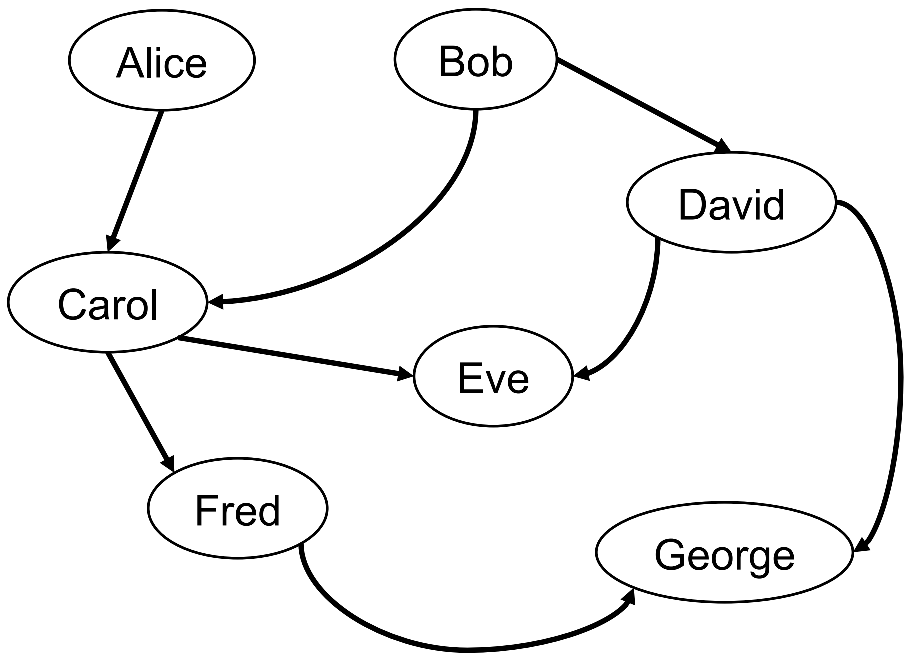
Negation: use “!”

Find all descendants of Bob that are not descendants of Alice



Negation: use “!”

Find all descendants of Bob that are not descendants of Alice



Answer

x
David

ParentChild(p,c)

Negation: use “!”

Find all descendants of Bob that are not descendants of Alice

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).
```

Negation: use "!"

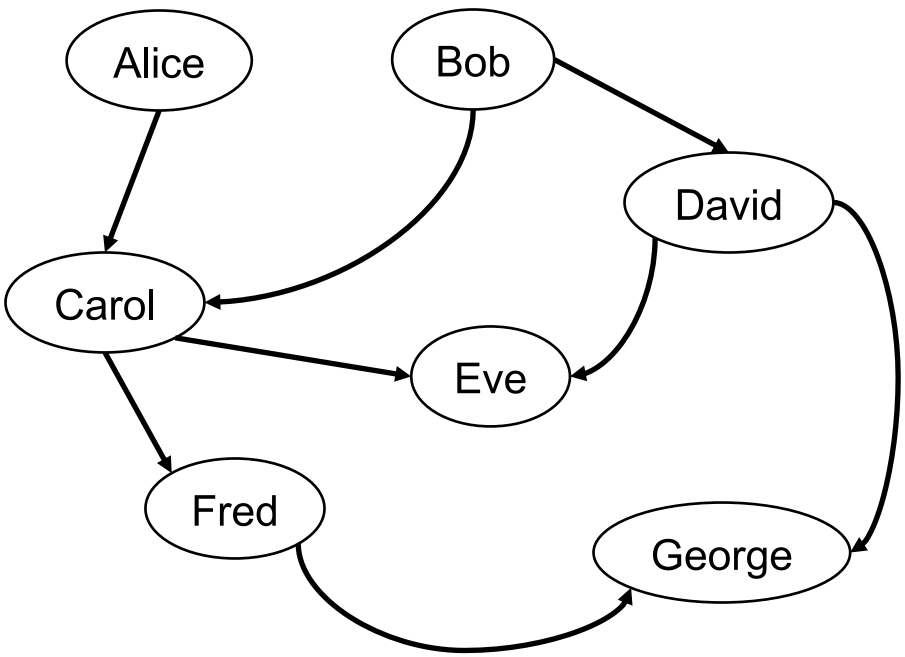
Find all descendants of Bob that are not descendants of Alice

```
// for each person, compute his/her descendants
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).

// Compute the answer: notice the negation
Q(x) :- D("Bob",x), !D("Alice",x).
```

Same Generation

Two people are in the *same generation* if they are descendants at the same generation of some common ancestor



SG

p1	p2
Carol	David
Eve	George
Fred	George
Fred	Eve

Same Generation

Compute pairs of people at the same generation

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// parents at the same generation
       :-                                      SG(p,q)
```

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        :- ParentChild(p,x), ParentChild(q,y), SG(p,q)
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// parents at the same generation
SG(x,y) :- ParentChild(p,x), ParentChild(q,y), SG(p,q)
```

Problem: this includes answers like SG(Carol, Carol)

And also SG(Eve, George), SG(George, Eve)

How to fix?

Same Generation

Compute pairs of people at the same generation

```
// common parent
SG(x,y) :- ParentChild(p,x), ParentChild(p,y), x < y

// parents at the same generation
SG(x,y) :- ParentChild(p,x), ParentChild(q,y),
           SG(p,q),  x < y
```

Safe Datalog Rules

Here are *unsafe* datalog rules. What's "unsafe" about them ?

```
U1(x,y) :- ParentChild("Alice",x), y != "Bob"
```

```
U2(x) :- ParentChild("Alice",x), !ParentChild(x,y)
```

```
U3(minId, y) :- minId = min x : { Actor(x, y, _) }
```

ParentChild(p,c)

Safe Datalog Rules

Holds for
every y other than "Bob"
U1 = infinite!

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Want Alice's childless children, but we get all children x (because there exists some y that x is not parent of y)

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Safe Datalog Rules

Holds for
every y other than “Bob”
U1 = infinite!

Here are *unsafe* datalog rules. What’s “unsafe” about them ?

```
U1(x,y) :- ParentChild(“Alice”,x), y != “Bob”
```

```
U2(x) :- ParentChild(“Alice”,x), !ParentChild(x,y)
```

Want Alice’s childless children,
but we get all children x (because
there exists some y that x is not parent of y)

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Unclear what y is

ParentChild(p,c)

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U2(x) :- ParentChild("Alice",x), !ParentChild(x,y)
```

A datalog rule is *safe* if every variable appears in some positive, non-aggregated relational atom

```
U3(minId, y) :- minId = min x : { Actor(x, y, _) }
```

Stratified Datalog

- Recursion does not cope well with aggregates or negation
- Example: what does this mean?

```
A() :- !B().
B() :- !A().
```

- A datalog program is ***stratified*** if it can be partitioned into *strata*
  - Only IDB predicates defined in strata 1, 2, ..., n may appear under ! or agg in stratum n+1.

- Many Datalog DBMSs (including souffle) accept only stratified Datalog.

Stratified Datalog

```
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).
```

Stratum 1

```
T(p,c) :- D(p,_), c = count : { D(p,y) }.
Q(d) :- T(p,d), p = “Alice”.
```

Stratum 2

May use D in an agg since it was defined in previous stratum

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D(x,y) :- ParentChild(x,y).
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May use D in an agg since it was defined in previous stratum

```
D(x,y) :- ParentChild(x,y).
D(x,z) :- D(x,y), ParentChild(y,z).
```

Stratum 1

```
Q(x) :- D(“Alice”,x), !D(“Bob”,x).
```

Stratum 2

May use !D

```
A() :- !B().
B() :- !A().
```

Non-stratified

Cannot use !A

Stratified Datalog

- If we don't use aggregates or negation, then the Datalog program is already stratified
- If we do use aggregates or negation, it is usually quite natural to write the program in a stratified way