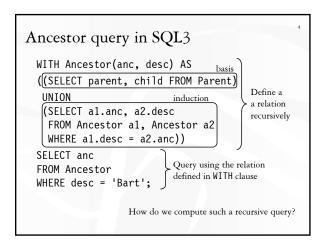


Recursion in SQL \$ SQL2 had no recursion You can find Bart's parents, grandparents, great grandparents, etc. SELECT p1.parent AS grandparent FROM Parent p1, Parent p2 WHERE p1.child = p2.parent AND p2.child = 'Bart'; But you cannot find all his ancestors with a single query \$ SQL3 introduces recursion WITH clause Implemented in DB2 (called common table expressions)



Fixed point of a function * If f: T → T is a function from a type T to itself, a fixed point of f is a value x such that f(x) = x * Example: What is the fixed point of f(x) = x / 2? 0, because f(0) = 0 / 2 = 0 * To compute a fixed point of f Start with a "seed": x ← x₀ Compute f(x) If f(x) = x, stop; x is fixed point of f Otherwise, x ← f(x); repeat * Example: compute the fixed point of f(x) = x / 2 With seed 1: 1, 1/2, 1/4, 1/8, 1/16, ... → 0

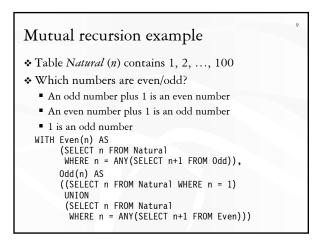
Fixed point of a query A query q is just a function that maps an input table to an output table, so a fixed point of q is a table T such that q(T) = T To compute fixed point of q Start with an empty table: T ← Ø Evaluate q over T If the result is identical to T, stop; T is a fixed point Otherwise, let T be the new result; repeat

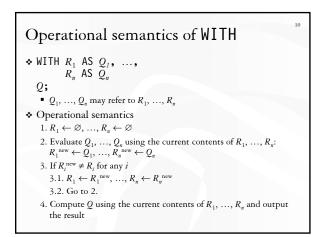
* Starting from Ø produces the unique minimal fixed point (assuming q is monotone)

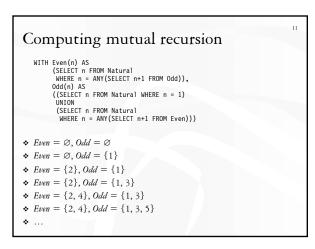
	ances	stors	1	Parent (p.	arent,	child)		
U				parent	child	1		
WITH Ancestor(anc, desc) AS				Homer	Bart	7		
((SELECT parent, child FROM Parent)				Homer	Lisa			
UNION				Marge	Bart			
(SELECT al.anc, a2.desc				Marge	Lisa			
FROM Ancestor al, Ancestor a2				Abe	Homer			
WHERE al.desc = a2.anc))				Ape	Abe			_
 Think of it as A 	lncestor = q	(Ancestor)					(
anc desc	→ anc	desc	→ anc	desc		anc	desc	\mathcal{I}
	Homer	Bart	Homer	Bart		Homer	Bart	
	Homer	Lisa	Homer	Lisa		Homer	Lisa	
	Marge	Bart	Marge	Bart		Marge	Bart	
	Marge	Lisa	Marge	Lisa		Marge	Lisa	
	Abe	Homer	Abe	Homer	4 1	Abe	Homer	
	Ape	Abe	Ape	Abe		Ape	Abe	
			Abe	Bart		Abe	Bart	
			Abe	Lisa		Abe	Lisa	
			Ape	Homer		Ape	Homer	
						Ape	Bart	
						Ape	Lisa	

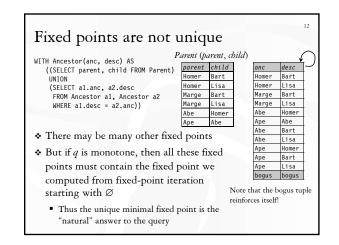
Intuition behind fixed-point iteration

- Initially, we know nothing about ancestordescendent relationships
- In the first step, we deduce that parents and children form ancestor-descendent relationships
- In each subsequent steps, we use the facts deduced in previous steps to get more ancestor-descendent relationships
- * We stop when no new facts can be proven



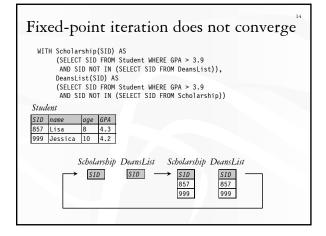


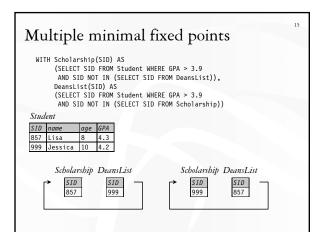


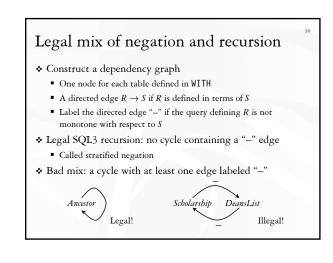


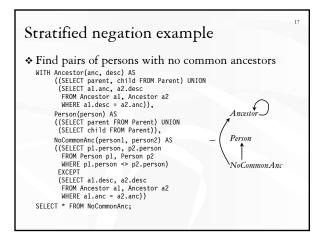
Mixing negation with recursion

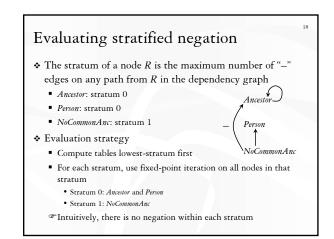
- If q is non-monotone
 - The fixed-point iteration may flip-flop and never converge
 - There could be multiple minimal fixed points—so which one is the right answer?
- Example: reward students with GPA higher than 3.9
 - Those not on the Dean's List should get a scholarship
 - Those without scholarships should be on the Dean's List
 - WITH Scholarship(SID) AS (SELECT SID FROM Student WHERE GPA > 3.9 AND SID NOT IN (SELECT SID FROM DeansList)), DeansList(SID) AS (SELECT SID FROM Student WHERE GPA > 3.9 AND SID NOT IN (SELECT SID FROM Scholarship))











Summary

- ♦ SQL3 WITH recursive queries
- Solution to a recursive query (with no negation): unique minimal fixed point
- * Computing unique minimal fixed point: fixed-point iteration starting from \varnothing

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- Mixing negation and recursion is tricky
 - Illegal mix: fixed-point iteration may not converge; there may be multiple minimal fixed points
 - Legal mix: stratified negation (compute by fixed-point iteration stratum by stratum)