Object-Oriented Database Languages

Object Description Language

Object Query Language

Object-Oriented DBMS's

- Standards group: ODMG = Object Data Management Group.
- ODL = Object Description Language, like CREATE TABLE part of SQL.
- OQL = Object Query Language, tries to imitate SQL in an OO framework.

Framework --- (1)

- ODMG imagines OO-DBMS vendors implementing an OO language like C++ with extensions (OQL) that allow the programmer to transfer data between the database and “host language” seamlessly.

Framework --- (2)

- ODL is used to define *persistent* classes, those whose objects may be stored permanently in the database.
  - ODL classes look like Entity sets with binary relationships, plus methods.
  - ODL class definitions are part of the extended, OO host language.

ODL Overview

- A class declaration includes:
  1. A name for the class.
  2. Optional key declaration(s).
  3. *Extent* declaration = name for the set of currently existing objects of the class.
  4. Element declarations. An *element* is either an attribute, a relationship, or a method.

Class Definitions

```
class <name> {
   <list of element declarations, separated
      by semicolons>
}
```

Attribute and Relationship Declarations

- Attributes are (usually) elements with a type that does not involve classes.

  attribute <type> <name>;

- Relationships connect an object to one or more other objects of one class.

  relationship <type> <name>
      inverse <relationship>;

Inverse Relationships

- Suppose class *C* has a relationship *R* to class *D*.
- Then class *D* must have some relationship *S* to class *C*.
- *R* and *S* must be true inverses.
  - If object *d* is related to object *c* by *R*, then *c* must be related to *d* by *S*.

Example: Attributes and Relationships

```
class Bar {
   attribute string name;
   attribute string addr;
   relationship          serves inverse             t;
}
class Beer {
   attribute string name;
   attribute string manf;
   relationship Set<Bar> servedAt inverse Bar::serves;
}
```

The type of relationship serves is a set of Beer objects.

The :: operator connects a name on the right to the context containing that name, on the left.

Types of Relationships

- The type of a relationship is either
  1. A class, like Bar. If so, an object with this relationship can be connected to only one Bar object.
  2. Set<Bar>: the object is connected to a set of Bar objects.
  3. Bag<Bar>, List<Bar>, Array<Bar>: the object is connected to a bag, list, or array of Bar objects.

Multiplicity of Relationships

- All ODL relationships are binary.
- Many-many relationships have Set<...> for the type of the relationship and its inverse.
- Many-one relationships have Set<...> in the relationship of the "one" and just the class for the relationship of the "many."
- One-one relationships have classes as the type in both directions.

Example: Multiplicity

class Drinker { ...

relationship likes inverse Beer::fans;

relationship favBeer inverse Beer::superfans;

}

class Beer { ...

relationship fans inverse Drinker::likes;

relationship superfans inverse Drinker::favBeer;

}

Many-many uses Set<…> in both directions.

Many-one uses Set<…> only with the "one."

Another Multiplicity Example

husband and wife are
one-one and inverses
of each other.

```
class Drinker {
   attribute ... ;
   relationship Drinker                      ;
   relationship Drinker                      ;
   relationship Set<Drinker> buddies
                      ;
}
```

buddies is many-many and its
own inverse. Note no :: needed
if the inverse is in the same class.

Coping With Multiway Relationships

- ODL does not support 3-way or higher relationships.
- We may simulate multiway relationships by a “connecting” class, whose objects represent tuples of objects we would like to connect by the multiway relationship.

Connecting Classes

- Suppose we want to connect classes *X*, *Y*, and *Z* by a relationship *R*.
- Devise a class *C*, whose objects represent a triple of objects (*x*, *y*, *z*) from classes *X*, *Y*, and *Z*, respectively.
- We need three many-one relationships from (*x*, *y*, *z*) to each of *x*, *y*, and *z*.

Example: Connecting Class

- Suppose we have Bar and Beer classes, and we want to represent the price at which each Bar sells each beer.
  - A many-many relationship between Bar and Beer cannot have a price attribute as it did in the E/R model.
- One solution: create class Price and a connecting class BBP to represent a related bar, beer, and price.

Example --- Continued

- Since Price objects are just numbers, a better solution is to:
  1. Give BBP objects an attribute price.
  2. Use two many-one relationships between a BBP object and the Bar and Beer objects it represents.

Example, Concluded

- Here is the definition of BBP:

```
class BBP {
  attribute price:real;
  relationship Bar theBar inverse Bar::toBBP;
  relationship Beer theBeer inverse Beer::toBBP;
}
```

- Bar and Beer must be modified to include relationships, both called toBBP, and both of type Set<BBP>.

Structs and Enums

- Attributes can have a structure (as in C) or be an enumeration.
- Declare with

attribute [Struct or Enum] <name of struct or enum> { <details> } <name of attribute>;

- Details are field names and types for a Struct, a list of constants for an Enum.

Example: Struct and Enum

```
class Bar {
   attribute string name;
   attribute Struct [illegible]
        {string street, string city, int zip} address;
   attribute Enum [illegible]
        { FULL, BEER, NONE } license;
   relationship ...
}
```

Names for the structure and enumeration

names of the attributes

Method Declarations

- A class definition may include declarations of methods for the class.
- Information consists of:
  1. Return type, if any.
  2. Method name.
  3. Argument modes and types (no names).
     - Modes are in, out, and inout.
  4. Any exceptions the method may raise.

Example: Methods

```
real gpa(in string)raises(noGrades);
```

1. The method gpa returns a real number (presumably a student’s GPA).
2. gpa takes one argument, a string (presumably the name of the student) and does not modify its argument.
3. gpa may raise the exception noGrades.

The ODL Type System

- Basic types: int, real/float, string, enumerated types, and classes.
- Type constructors:
  - Struct for structures.
  - *Collection types* : Set, Bag, List, Array, and Dictionary (= mapping from a domain type to a range type).
- Relationship types can only be a class or a single collection type applied to a class.

ODL Subclasses

- Usual object-oriented subclasses.
- Indicate superclass with a colon and its name.
- Subclass lists only the properties unique to it.
  - Also inherits its superclass' properties.

Example: Subclasses

- Ales are a subclass of beers:

```
class Ale:Beer {
  attribute string color;
}
```

ODL Keys

- You can declare any number of keys for a class.
- After the class name, add:

  (key <list of keys>)
- A key consisting of more than one attribute needs additional parentheses around those attributes.

Example: Keys

```
class Beer (key name) { …
```

- name is the key for beers.

```
class Course (key
  (dept,number),(room, hours)){
```

- dept and number form one key; so do room and hours.

Extents

- For each class there is an *extent*, the set of existing objects of that class.
  - Think of the extent as the one relation with that class as its schema.
- Indicate the extent after the class name, along with keys, as:

  (extent <extent name> ...)

Example: Extents

```
class Beer
  (extent Beers key name) { …
}
```

- Conventionally, we'll use singular for class names, plural for the corresponding extent.

OQL

- OQL is the object-oriented query standard.
- It uses ODL as its schema definition language.
- Types in OQL are like ODL's.
- Set(Struct) and Bag(Struct) play the role of relations.

Path Expressions

- Let *x* be an object of class *C*.
  1. If *a* is an attribute of *C*, then *x.a* is the value of that attribute.
  2. If *r* is a relationship of *C*, then *x.r* is the value to which *x* is connected by *r*.
     - Could be an object or a set of objects, depending on the type of *r*.
  3. If *m* is a method of *C*, then *x.m* (...) is the result of applying *m* to *x*.

Running Example

```
class Sell (extent Sells) {
   attribute real price;
   relationship Bar bar inverse Bar::beersSold;
   relationship Beer beer inverse Beers::soldBy;
}
class Bar (extent Bars) {
   attribute string name;
   attribute string addr;
   relationship Set<Sell> beersSold inverse Sell::bar;
}
```

Running Example --- Concluded

```
class Beer (extent Beers) {
    attribute string name;
    attribute string manf;
    relationship Set<Sell> soldBy inverse Sell::beer;
}
```

Example: Path Expressions

- Let *s* be a variable of type Sell, i.e., a bar-beer-price object.
  1. s.price = the *price* in object *s*.
  2. s.bar.addr = the address of the bar we reach by following the *bar* relationship in *s*.
     - Note the cascade of dots is OK here, because s.bar is an object, not a collection of objects.

Example: Illegal Use of Dot

- We cannot apply the dot with a collection on the left --- only with a single object.
- Example (illegal), with *b* a Bar object:

    l.price

This expression is a set of Sell objects.
It does not have a price.

OQL Select-From-Where

- We may compute relation-like collections by an OQL statement:

SELECT <list of values>

FROM <list of collections and names for typical members>

WHERE <condition>

FROM Clauses

- Each term of the FROM clause is:

<collection> <member name>

- A collection can be:
  1. The extent of some class.
  2. An expression that evaluates to a collection, e.g., certain path expressions like b.beersSold .

Example

- Get the menu at Joe’s Bar.

```
SELECT s.beer.name, s.price
FROM Sells s
WHERE s.bar.name = "Joe's Bar"
```

Sells is the extent representing all Sell objects; s represents each Sell object, in turn.

Legal expressions. s.beer is a beer object and s.bar is a Bar object.

Notice OQL uses double-quotes.

Another Example

- This query also gets Joe's menu:

  SELECT s.beer.name, s.price

  FROM Bars b,

  WHERE b.name = "Joe's Bar"

b.beersSold is a set of Sell objects, and s is now a typical sell object that involves Joe's Bar.

Trick For Using Path Expressions

- If a path expression denotes an object, you can extend it with another dot and a property of that object.
  - Example: s, s.bar, s.bar.name .
- If a path expression denotes a collection of objects, you cannot extend it, but you can use it in the FROM clause.
  - Example: b.beersSold .

The Result Type

- As a default, the type of the result of select-from-where is a Bag of Structs.
  - Struct has one field for each term in the SELECT clause. Its name and type are taken from the last name in the path expression.
- If SELECT has only one term, technically the result is a one-field struct.
  - But a one-field struct is identified with the element itself.

Example: Result Type

```
SELECT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = “Joe’s Bar”
```

- Has type:

Bag(Struct(name: string, price: real))

Renaming Fields

- To change a field name, precede that term by the name and a colon.
- Example:

```
SELECT beer: s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = “Joe’s Bar”
```

- Result type is

  Bag(Struct(beer: string, price: real)).

Producing a Set of Structs

- Add DISTINCT after SELECT to make the result type a set, and eliminate duplicates.
- Example:

```
SELECT DISTINCT s.beer.name, s.price
FROM Bars b, b.beersSold s
WHERE b.name = “Joe’s Bar”
```

- Result type is

Set(Struct(name: string, price: string))

Subqueries

- A select-from-where expression can be surrounded by parentheses and used as a subquery in several ways, such as:
  1. In a FROM clause, as a collection.
  2. In EXISTS and FOR ALL expressions.

Example: Subquery in FROM

- Find the manufacturers of beers sold at Joe's:

SELECT DISTINCT b.manf

FROM (

)

Bag of Beer objects for the beers sold by Joe

Technically a one-field struct containing a Beer object, but identified with that object itself.

Quantifiers

- Two boolean-valued expressions for use in WHERE clauses:

FOR ALL *x* IN <collection> : <condition>

EXISTS *x* IN <collection> : <condition>

- True if and only if all members (resp. at least one member) of the collection satisfy the condition.

Example: EXISTS

- Find all names of bars that sell at least one beer for more than $5.

    SELECT b.name FROM Bars b

    WHERE E

At least one Sell object for bar b has a price above $5.

Another Quantifier Example

- Find the names of all bars such that the only beers they sell for more than $5 are manufactured by Pete's.

```
SELECT b.name FROM Bars b
WHERE FOR ALL be IN (
    [illegible]
) : be.manf = "Pete's"
```

Bag of Beer objects (inside structs) for all beers sold by bar b for more than $5.

One-field structs are unwrapped automatically, so *be* may be thought of as a Beer object.

Simple Coercions

- As we saw, a one-field struct is automatically converted to the value of the one field.
  - Struct(*f* : *x*) coerces to *x*.
- A collection of one element can be coerced to that element, but we need the operator ELEMENT.
  - E.g., ELEMENT(Bag(*x*)) = *x*.

Aggregations

- AVG, SUM, MIN, MAX, and COUNT apply to any collection where they make sense.
- Example: Find and assign to *x* the average price of beer at Joe's:

x = AVG(

);

Bag of structs with the prices for the beers Joe sells.