

DATABASE THEORY

Lecture 14: Datalog Evaluation

Markus Krötzsch Knowledge-Based Systems

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Review: Datalog

A rule-based recursive query language

```
\begin{aligned} & \text{father(alice, bob)} \\ & \text{mother(alice, carla)} \\ & & \text{Parent}(x,y) \leftarrow \text{father}(x,y) \\ & & \text{Parent}(x,y) \leftarrow \text{mother}(x,y) \\ & \text{SameGeneration}(x,x) \\ & \text{SameGeneration}(x,y) \leftarrow \text{Parent}(x,v) \land \text{Parent}(y,w) \land \text{SameGeneration}(v,w) \end{aligned}
```

- Datalog is more complex than FO query answering
- Datalog is more expressive than FO query answering
- Semipositive Datalog with a successor ordering captures P
- Datalog containment is undecidable

Remaining question: How can Datalog query answering be implemented?

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Implementing Datalog

FO queries (and thus also CQs and UCQs) are supported by almost all DBMS → many specific implementation and optimisation techniques

How can Datalog queries be answered in practice?

→ techniques for dealing with recursion in DBMS query answering

There are two major paradigms for answering recursive queries:

- Bottom-up: derive conclusions by applying rules to given facts
- Top-down: search for proofs to infer results given query

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Computing Datalog Query Answers Bottom-Up

We already saw a way to compute Datalog answers bottom-up: the step-wise computation of the consequence operator T_P

Bottom-up computation is known under many names:

- Forward-chaining since rules are "chained" from premise to conclusion (common in logic programming)
- Materialisation since inferred facts are stored ("materialised") (common in databases)
- Saturation since the input database is "saturated" with inferences (common in theorem proving)
- Deductive closure since we "close" the input under entailments (common in formal logic)

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Naive Evaluation of Datalog Queries

A direct approach for computing T_P^{∞}

```
T_{p}^{0} := \emptyset
01
        i := 0
02
03
         repeat:
                 T_{p}^{i+1} := \emptyset
04
05
                 for H \leftarrow B_1 \wedge \ldots \wedge B_\ell \in P:
06
                          for \theta \in B_1 \wedge \ldots \wedge B_\ell(T_P^i):
                                  T_{p}^{i+1} := T_{p}^{i+1} \cup \{H\theta\}
07
08
                 i := i + 1
         until T_{p}^{i-1} = T_{p}^{i}
09
         return T_p^i
10
```

Notation for line 06/07:

- a substitution θ is a mapping from variables to database elements
- for a formula F, we write $F\theta$ for the formula obtained by replacing each free variable x in F by $\theta(x)$
- for a CQ Q and database I, we write $\theta \in Q(I)$ if $I \models Q\theta$

What's Wrong with Naive Evaluation?

An example Datalog program:

(R1)
$$e(1,2)$$
 $e(2,3)$ $e(3,4)$ $e(4,5)$
(R2) $T(x,y) \leftarrow e(x,y)$
 $(x,z) \leftarrow T(x,y) \wedge T(y,z)$

How many body matches do we need to iterate over?

$$\begin{split} T_P^0 &= \emptyset & \text{initialisation} \\ T_P^1 &= \{\mathsf{T}(1,2),\mathsf{T}(2,3),\mathsf{T}(3,4),\mathsf{T}(4,5)\} & 4 \text{ matches for } (R1) \\ T_P^2 &= T_P^1 \cup \{\mathsf{T}(1,3),\mathsf{T}(2,4),\mathsf{T}(3,5)\} & 4 \times (R1) + 3 \times (R2) \\ T_P^3 &= T_P^2 \cup \{\mathsf{T}(1,4),\mathsf{T}(2,5),\mathsf{T}(1,5)\} & 4 \times (R1) + 8 \times (R2) \\ T_P^4 &= T_P^3 = T_P^\infty & 4 \times (R1) + 10 \times (R2) \end{split}$$

In total, we considered 37 matches to derive 11 facts

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Less Naive Evaluation Strategies

Does it really matter how often we consider a rule match? After all, each fact is added only once ...

In practice, finding applicable rules takes significant time, even if the conclusion does not need to be added – iteration takes time!

→ huge potential for optimisation

Observation:

we derive the same conclusions over and over again in each step

Idea: apply rules only to newly derived facts

→ semi-naive evaluation

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Semi-Naive Evaluation

The computation yields sets $T_P^0 \subseteq T_P^1 \subseteq T_P^2 \subseteq \ldots \subseteq T_P^{\infty}$

- For an IDB predicate R, let R^i be the "predicate" that contains exactly the R-facts in T_P^i
- For $i \le 1$, let Δ_{R}^i be the collection of facts $\mathsf{R}^i \setminus \mathsf{R}^{i-1}$

We can restrict rules to use only some computations.

Some options for the computation in step i + 1:

$$\begin{split} \mathsf{T}(x,z) &\leftarrow \mathsf{T}^i(x,y) \wedge \mathsf{T}^i(y,z) & \text{same as original rule} \\ \mathsf{T}(x,z) &\leftarrow \Delta^i_\mathsf{T}(x,y) \wedge \Delta^i_\mathsf{T}(y,z) & \text{restrict to new facts} \\ \mathsf{T}(x,z) &\leftarrow \Delta^i_\mathsf{T}(x,y) \wedge \mathsf{T}^i(y,z) & \text{partially restrict to new facts} \\ \mathsf{T}(x,z) &\leftarrow \mathsf{T}^i(x,y) \wedge \Delta^i_\mathsf{T}(y,z) & \text{partially restrict to new facts} \end{split}$$

What to choose?

Semi-Naive Evaluation (2)

Inferences that involve new and old facts are necessary:

$$\begin{array}{cccc} & & \mathsf{e}(1,2) & \mathsf{e}(2,3) & \mathsf{e}(3,4) & \mathsf{e}(4,5) \\ (R1) & & \mathsf{T}(x,y) \leftarrow \mathsf{e}(x,y) \\ (R2) & & \mathsf{T}(x,z) \leftarrow \mathsf{T}(x,y) \wedge \mathsf{T}(y,z) \end{array}$$

$$T_{P}^{0} = \emptyset$$

$$\Delta_{\mathsf{T}}^{1} = \{\mathsf{T}(1,2),\mathsf{T}(2,3),\mathsf{T}(3,4),\mathsf{T}(4,5)\} \qquad T_{P}^{1} = \Delta_{\mathsf{T}}^{1}$$

$$\Delta_{\mathsf{T}}^{2} = \{\mathsf{T}(1,3),\mathsf{T}(2,4),\mathsf{T}(3,5)\} \qquad T_{P}^{2} = T_{P}^{1} \cup \Delta_{\mathsf{T}}^{2}$$

$$\Delta_{\mathsf{T}}^{3} = \{\mathsf{T}(1,4),\mathsf{T}(2,5),\mathsf{T}(1,5)\} \qquad T_{P}^{3} = T_{P}^{2} \cup \Delta_{\mathsf{T}}^{3}$$

$$\Delta_{\mathsf{T}}^{4} = \emptyset \qquad T_{P}^{4} = T_{P}^{3} = T_{P}^{\infty}$$

To derive $\mathsf{T}(1,4)$ in Δ_T^3 , we need to combine $\mathsf{T}(1,3) \in \Delta_\mathsf{T}^2$ with $\mathsf{T}(3,4) \in \Delta_\mathsf{T}^1$ or $\mathsf{T}(1,2) \in \Delta_\mathsf{T}^1$ with $\mathsf{T}(2,4) \in \Delta_\mathsf{T}^2$ \rightsquigarrow rule $\mathsf{T}(x,z) \leftarrow \Delta_\mathsf{T}^i(x,y) \land \Delta_\mathsf{T}^i(y,z)$ is not enough

Semi-Naive Evaluation (3)

Correct approach: consider only rule application that use at least one newly derived IDB atom

For example program:

$$\begin{array}{cccc} & & \text{e}(1,2) & \text{e}(2,3) & \text{e}(3,4) & \text{e}(4,5) \\ (R1) & & \text{T}(x,y) \leftarrow \text{e}(x,y) \\ (R2.1) & & \text{T}(x,z) \leftarrow \Delta_{\mathsf{T}}^{i}(x,y) \wedge \mathsf{T}^{i}(y,z) \\ (R2.2) & & \text{T}(x,z) \leftarrow \mathsf{T}^{i}(x,y) \wedge \Delta_{\mathsf{T}}^{i}(y,z) \end{array}$$

There is still redundancy here: the matches for $T(x,z) \leftarrow \Delta_T^i(x,y) \wedge \Delta_T^i(y,z)$ are covered by both (R2.1) and (R2.2)

 \rightarrow replace (R2.2) by the following rule:

$$(R2.2')$$
 $\mathsf{T}(x,z) \leftarrow \mathsf{T}^{i-1}(x,y) \wedge \Delta^i_{\mathsf{T}}(y,z)$

EDB atoms do not change, so their Δ would be \emptyset

 \rightarrow ignore such rules after the first iteration

Semi-Naive Evaluation: Example

$$\begin{array}{cccc} & & \mathsf{e}(1,2) & \mathsf{e}(2,3) & \mathsf{e}(3,4) & \mathsf{e}(4,5) \\ (R1) & & \mathsf{T}(x,y) \leftarrow \mathsf{e}(x,y) \\ (R2.1) & & \mathsf{T}(x,z) \leftarrow \Delta_\mathsf{T}^i(x,y) \wedge \mathsf{T}^i(y,z) \\ (R2.2') & & \mathsf{T}(x,z) \leftarrow \mathsf{T}^{i-1}(x,y) \wedge \Delta_\mathsf{T}^i(y,z) \end{array}$$

How many body matches do we need to iterate over?

$$\begin{split} T_P^0 &= \emptyset & \text{initialisation} \\ T_P^1 &= \{\mathsf{T}(1,2),\mathsf{T}(2,3),\mathsf{T}(3,4),\mathsf{T}(4,5)\} & 4 \times (R1) \\ T_P^2 &= T_P^1 \cup \{\mathsf{T}(1,3),\mathsf{T}(2,4),\mathsf{T}(3,5)\} & 3 \times (R2.1) \\ T_P^3 &= T_P^2 \cup \{\mathsf{T}(1,4),\mathsf{T}(2,5),\mathsf{T}(1,5)\} & 3 \times (R2.1),2 \times (R2.2') \\ T_P^4 &= T_P^3 &= T_P^\infty & 1 \times (R2.1),1 \times (R2.2') \end{split}$$

In total, we considered 14 matches to derive 11 facts

Semi-Naive Evaluation: Full Definition

In general, a rule of the form

$$\mathsf{H}(\vec{x}) \leftarrow \mathsf{e}_1(\vec{y}_1) \wedge \ldots \wedge \mathsf{e}_n(\vec{y}_n) \wedge \mathsf{I}_1(\vec{z}_1) \wedge \mathsf{I}_2(\vec{z}_2) \wedge \ldots \wedge \mathsf{I}_m(\vec{z}_m)$$

is transformed into m rules

$$\begin{split} \mathsf{H}(\vec{x}) &\leftarrow \mathsf{e}_1(\vec{y}_1) \wedge \ldots \wedge \mathsf{e}_n(\vec{y}_n) \wedge \Delta^i_{\mathsf{l}_1}(\vec{z}_1) \wedge \mathsf{l}^i_2(\vec{z}_2) \wedge \ldots \wedge \mathsf{l}^i_m(\vec{z}_m) \\ \mathsf{H}(\vec{x}) &\leftarrow \mathsf{e}_1(\vec{y}_1) \wedge \ldots \wedge \mathsf{e}_n(\vec{y}_n) \wedge \mathsf{l}^{i-1}_1(\vec{z}_1) \wedge \Delta^i_{\mathsf{l}_2}(\vec{z}_2) \wedge \ldots \wedge \mathsf{l}^i_m(\vec{z}_m) \\ &\cdots \\ \mathsf{H}(\vec{x}) &\leftarrow \mathsf{e}_1(\vec{y}_1) \wedge \ldots \wedge \mathsf{e}_n(\vec{y}_n) \wedge \mathsf{l}^{i-1}_1(\vec{z}_1) \wedge \mathsf{l}^{i-1}_2(\vec{z}_2) \wedge \ldots \wedge \Delta^i_{\mathsf{l}_m}(\vec{z}_m) \end{split}$$

Advantages and disadvantages:

- Huge improvement over naive evaluation
- Some redundant computations remain (see example)
- Some overhead for implementation (store level of entailments)

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Goal-Directed Datalog Evaluation

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Top-Down Evaluation

Idea: we may not need to compute all derivations to answer a particular query

Example 14.1:

$$e(1,2) \quad e(2,3) \quad e(3,4) \quad e(4,5)$$
 $(R1) \quad T(x,y) \leftarrow e(x,y)$
 $(R2) \quad T(x,z) \leftarrow T(x,y) \wedge T(y,z)$
 $Query(z) \leftarrow T(2,z)$

The answers to Query are the T-successors of 2.

However, bottom-up computation would also produce facts like T(1,4), which are neither directly nor indirectly relevant for computing the query result.

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Assumption

Assumption: For all techniques presented in this lecture, we assume that the given Datalog program is safe.

- This is without loss of generality (as shown in exercise).
- One can avoid this by adding more cases to algorithms.

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Query-Subquery (QSQ)

QSQ is a technique for organising top-down Datalog query evaluation

Main principles:

- Apply backward chaining/resolution: start with query, find rules that can derive query, evaluate body atoms of those rules (subqueries) recursively
- Evaluate intermediate results "set-at-a-time" (using relational algebra on tables)
- Evaluate queries in a "data-driven" way, where operations are applied only to newly computed intermediate results (similar to idea in semi-naive evaluation)
- "Push" variable bindings (constants) from heads (queries) into bodies (subqueries)
- "Pass" variable bindings (constants) "sideways" from one body atom to the next

Details can be realised in several ways.

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Adornments

To guide evaluation, we distinguish free and bound parameters in a predicate.

Example 14.2: If we want to derive atom T(2, z) from the rule $T(x, z) \leftarrow T(x, y) \wedge T(y, z)$, then x will be bound to 2, while z is free.

We use adornments to denote the free/bound parameters in predicates.

Example 14.3:

$$\mathsf{T}^{bf}(x,z) \leftarrow \mathsf{T}^{bf}(x,y) \wedge \mathsf{T}^{bf}(y,z)$$

- since x is bound in the head, it is also bound in the first atom
- any match for the first atom binds *y*, so *y* is bound when evaluating the second atom (in left-to-right evaluation)

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Adornments: Examples

The adornment of the head of a rule determines the adornments of the body atoms:

$$\begin{split} \mathsf{R}^{bbb}(x,y,z) &\leftarrow \mathsf{R}^{bbf}(x,y,v) \land \mathsf{R}^{bbb}(x,v,z) \\ \mathsf{R}^{fbf}(x,y,z) &\leftarrow \mathsf{R}^{fbf}(x,y,v) \land \mathsf{R}^{bbf}(x,v,z) \end{split}$$

The order of body predicates affects the adornment:

$$\begin{split} \mathbf{S}^{fff}(x,y,z) \leftarrow \mathbf{T}^{ff}(x,v) \wedge \mathbf{T}^{ff}(y,w) \wedge \mathbf{R}^{bbf}(v,w,z) \\ \mathbf{S}^{fff}(x,y,z) \leftarrow \mathbf{R}^{fff}(v,w,z) \wedge \mathbf{T}^{fb}(x,v) \wedge \mathbf{T}^{fb}(y,w) \end{split}$$

→ For optimisation, some orders might be better than others

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Auxiliary Relations for QSQ

To control evaluation, we store intermediate results in auxiliary relations.

When we "call" a rule with a head where some variables are bound, we need to provide the bindings as input

- \rightarrow for adorned relation R^{α} , we use an auxiliary relation input^{α}
- \rightarrow arity of input^{α}_B = number of b in α

The result of calling a rule should be the "completed" input, with values for the unbound variables added

- \rightarrow for adorned relation R^{α} , we use an auxiliary relation output^{α}
- \rightarrow arity of output^{α}_R = arity of R (= length of α)

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Auxiliary Relations for QSQ (2)

When evaluating body atoms from left to right, we use supplementary relations sup,

- \rightarrow bindings required to evaluate rest of rule after the *i*th body atom
- \rightarrow the first set of bindings \sup_0 comes from $\inf_{\mathsf{R}} \alpha$
- \rightarrow the last set of bindings \sup_n go to $\operatorname{output}_{\mathsf{R}}^{\alpha}$

Example 14.4:

$$\begin{split} \mathsf{T}^{bf}(x,z) \leftarrow \mathsf{T}^{bf}(x,y) \wedge \mathsf{T}^{bf}(y,z) \\ & \qquad \\ \mathsf{input}_\mathsf{T}^{bf} \Rightarrow \mathsf{sup}_0[x] \quad \mathsf{sup}_1[x,y] \quad \mathsf{sup}_2[x,z] \Rightarrow \mathsf{output}_\mathsf{T}^{bf} \end{split}$$

- $\sup_{0}[x]$ is copied from input $_{T}^{bf}[x]$ (with some exceptions, see exercise)
- $\sup_{1}[x, y]$ is obtained by joining tables $\sup_{0}[x]$ and $\sup_{1}[x, y]$
- $\sup_{z}[x, z]$ is obtained by joining tables $\sup_{z}[x, y]$ and $\operatorname{output}_{\tau}^{bf}[y, z]$
- output $_{\mathsf{T}}^{bf}[x,z]$ is copied from $\sup_{z}[x,z]$

(we use "named" notation like [x,y] to suggest what to join on; the relations are the same)

QSQ Evaluation

The set of all auxiliary relations is called a QSQ template (for the given set of adorned rules)

General evaluation:

- add new tuples to auxiliary relations until reaching a fixed point
- evaluation of a rule can proceed as sketched on previous slide
- in addition, whenever new tuples are added to a sup relation that feeds into an IDB atom, the input relation of this atom is extended to include all binding given by sup (may trigger subquery evaluation)
- → there are many strategies for implementing this general scheme

Notation:

• for an EDB atom A, we write $A^{\mathcal{I}}$ for table that consists of all matches for A in the database

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Recursive QSQ

Recursive QSQ (QSQR) takes a "depth-first" approach to QSQ

Evaluation of single rule in QSQR:

Given: adorned rule r with head predicate R^{α} ; current values of all QSQ relations

- (1) Copy tuples input_R (that unify with rule head) to $\sup_{n=1}^{r}$
- (2) For each body atom A_1, \ldots, A_n , do:
 - If A_i is an EDB atom, compute $\sup_{i=1}^r a_i \operatorname{sup}_{i=1}^r \bowtie A_i^T$
 - If A_i is an IDB atom with adorned predicate S^{β} :
 - (a) Add new bindings from $\sup_{i=1}^r$, combined with constants in A_i , to $\operatorname{input}_{\mathbf{S}}^{\beta}$
 - (b) If input $^{\beta}_{S}$ changed, recursively evaluate all rules with head predicate S^{β}
 - (c) Compute $\sup_{i=1}^{r}$ as projection of $\sup_{i=1}^{r} \bowtie \text{output}_{S}^{\beta}$
- (3) Add tuples in \sup_{n}^{r} to output_R^{α}

QSQR Algorithm

Evaluation of query in QSQR:

Given: a Datalog program P and a conjunctive query $q[\vec{x}]$ (possibly with constants)

- (1) Create an adorned program P^a :
 - Turn the query $q[\vec{x}]$ into an adorned rule Query $f(\vec{x}) \leftarrow q[\vec{x}]$
 - Recursively create adorned rules from rules in P for all adorned predicates in P^a .
- (2) Initialise all auxiliary relations to empty sets.
- (3) Evaluate the rule Query $f(\vec{x}) \leftarrow q[\vec{x}]$. Repeat until no new tuples are added to any QSQ relation.
- (4) Return output $_{Query}^{f...f}$.

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QSQR Transformation: Example

Predicates S (same generation), p (parent), h (human)

$$S(x, x) \leftarrow h(x)$$

$$S(x, y) \leftarrow p(x, w) \land S(v, w) \land p(y, v)$$

with query S(1, x).

 \sim Query rule: Query(x) \leftarrow S(1,x)

Transformed rules:

Query^f(x)
$$\leftarrow$$
 S^{bf}(1,x)
S^{bf}(x,x) \leftarrow h(x)
S^{bf}(x,y) \leftarrow p(x,w) \wedge S^{fb}(v,w) \wedge p(y,v)
S^{fb}(x,x) \leftarrow h(x)
S^{fb}(x,y) \leftarrow p(x,w) \wedge S^{fb}(v,w) \wedge p(y,v)

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Summary and Outlook

Datalog queries can be evaluated bottom-up or top-down

Simplest practical bottom-up technique: semi-naive evaluation

Top-down: Query-Subquery (QSQ) approach (goal-directed)

Next question:

- Can bottom-up evaluations be goal directed?
- What about practical implementations?
- Graph databases

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