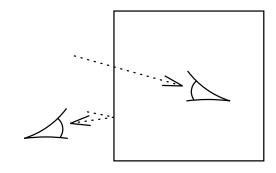
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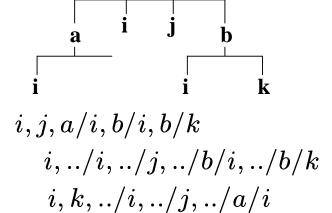
# Scoping

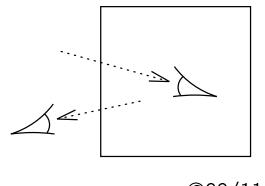
Scoping in P.L. begin int i := 1, j := 2begin int i := 3end begin int i := 4, k := 5end end



T. H. Merrett

Scoping in O.S.





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```
DBPL is persistent, interactive: follow O.S., not P.L.
```

```
begin relation i(w,x); relation j(y,z) i,j,a.i,b.i,b.k begin a relation i(x,y) i, up i, up j, up b.i, up b.k end begin b relation i(w,z), relation k(x,y) i,j, up i, up j, up a.i end end
```

Note resemblance to nested relations: a database is a scope, is a tuple (but only one).

Note navigational syntax.

This gives homogenous multidatabases.

It can be extended to **distributed databases** using Randell's "UNIX United" (or "the Newcastle Connection")

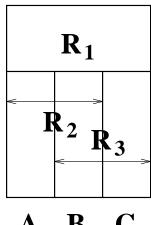
e.g., as implemented in AFS

- Each file hierarchy is a tree;
- file hierarchy for many machines is a forest;
- common root unites the forests into a tree.
- (The tree could start with the I.P. address levels.)

## Partitioning in Distributed Databases

Fragmentation

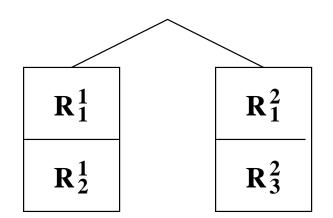
$$R = R_1$$
 ujoin  $(R_2$  ijoin  $R_3)$ 



A B

Distribution

$$R_1$$
 at sites 1, 2  $R_2$  at site 1  $R_3$  at site 2



Working from site 1:

$$R_1^1, R_2^1$$
, up  $2.R_1^2$ , up  $2.R_3^2$ 

Working from site 2:

**up** 
$$1.R_1^1$$
, **up**  $1.R_2^1$ ,  $R_1^1$ ,  $R_3^2$ ,

### Now Query It

(the programmer controls locations)

```
[B] where A = 2 and C = 1 in R
```

- = [B] where A = 2 and C = 1 in  $(R_1 \text{ ujoin } (R_2 \text{ ijoin } R_3)$
- = ([B] where A = 2 and C = 1 in  $R_1$ ) ujoin (([B] where A = 2 in  $R_2$ ) ijoin
  - [B] where C = 1 in  $R_3$ )
- = ([B] where A=2 and C=1 in  $R_1^1$ ) ujoin (([B] where A=2 in  $R_2^1$ ) ijoin up 2.[B] where C=1 in  $R_3^2$ )
- = ([B] where A=2 and C=1 in  $R_1^2$ ) ujoin ((up 1.[B] where A=2 in  $R_2^1$ ) ijoin [B] where C=1 in  $R_3^2$ )

## **Semijoins** for efficiency

$$S^1$$
 ijoin  $T^2=$  up  $1.(S^1$  ijoin up  $2.[Y]$  in  $T^2)$  ijoin  $T^2$