# Run-based semantics for RPQs

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(mostly Claire slides used for KR'23)

# How to extract efficiently meaningful answers ?





## What is a good semantics for RPQ's over graph DB's ?

- Meaningful answers
- Good complexity

# Graph DB - In practice Property graphs





RDF is another data model used in practice...

# Graph DB - Our abstraction



- Finite label alphabet:  $\Sigma = \{\mathbf{S}, \mathbf{R}, \mathbf{F}, \mathbf{G}, \mathbf{E}\}$
- Vertices
- $\blacksquare$  Edges labelled over  $\Sigma$



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#### Terminogy: Walk

- Consistent sequence of edges
- Repetitions are allowed

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# RPQs - Core of most query languages for graph DB





# RPQ - in theory





Label of a walk

Contenation of labels of edges

Ex : RRRGRRR

Definition: match for Q

A walk w such that the label of w matches Q.

Ex: match for R\*GR\*





"Find a way from s to t"

 $Q_1 = S (R+F)^* E$ 

Which walks match  $Q_1$ ?





"Find a way from s to t"

 $Q_1 = {\rm S} ({\rm R} + {\rm F})^* {\rm E}$ 

Which walks match  $Q_1$ ? The ferry





"Find a way from s to t"

 $Q_1 = {\rm S} ({\rm I\!R} + {\rm I\!F})^* {\rm E}$ 

Which walks match  $Q_1$ ?

- The ferry
- The straight road





"Find a way from s to t"

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Which walks match  $Q_1$ ?

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- Walks with some circuit laps





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Road Start

"...with mandatory gas stop"

 $Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$ 

Which walks match  $Q_2$ ?





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Which walks match  $Q_2$ ?

Walks with some circuit laps

 $\Rightarrow$  Infinitely many matches

# How to extract efficiently meaningful answers ?





### What is a good semantics for RPQ's over graph DB's ?

- Meaningful answer
- Good complexity

1 Infinitely many matches but users expect a finite answer

# Homomorphism semantics



#### Main theoretical semantics, SPARQL (RDF)



# Homomorphism semantics



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# Shortest-walk semantics



#### PGQL (Oracle), GSQL (TigerGraph), G-Core [Angles et al. 2018], GQL

### Definition

 Returns the walk with the least number of edges

## $Q_1 = S (R+F)^* E$

- Returns the ferry
- Walks using roads have more edges



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 Returns the walk with one circuit lap



- Efficient algorithms 😀
- Arbitrary choice of witness 🙁
- No vertical post-processing



#### Cypher (Neo4j), GQL

- Returns walks
- Each edge can be used at most once





#### Cypher (Neo4j), GQL

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#### Cypher (Neo4j), GQL

## Definition

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 $Q_1 = S (R+F)^* E$ 

- $Q_1$  returns
  - the ferry
  - the straight road
- Walks with circuit laps
  - $\Rightarrow$  repeat the middle edge





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# $\label{eq:Q2} Q_2 = ~~\textbf{S}~(\textbf{R}\!+\!\textbf{F})^*~\textbf{G}~(\textbf{R}\!+\!\textbf{F})^*~\textbf{E}$

•  $Q_2$  returns no results !!





#### Cypher (Neo4j), GQL

## Definition

- Returns walks
- Each edge can be used at most once

 $Q_1 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$ 

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  - $\Rightarrow$  repeat the middle edge

## $Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$

• Q<sub>2</sub> returns no results !!



Enables post-processing

- Problems are untractable 😕

# What is a good semantics for RPQ's over graph DB's? 11



#### Infinitely many matches but the user expects a finite answer

- Homomorphism  $\rightarrow$  Filters out most information
- $\blacksquare$  Shortest-walk  $\rightarrow$  Bad "coverage" of matching walks
- $\bullet \mbox{ Trail} \rightarrow \mbox{ Problems are computationally hard} \\ \mbox{ May discard meaningful matching walks} \\$

#### No solution is clearly superior



- Returns walks
- Each edge can match each atom of Q at most once





#### Definition

- Returns walks
- Each edge can match each atom of Q at most once



## $Q_1 = {\rm S} ({\rm I\!R} + {\rm I\!F})^* {\rm E}$

- Returns
  - the ferry
  - the straight road



- Returns walks
- Each edge can match each atom of Q at most once



- Returns
  - the ferry
  - the straight road
- In walks with circuit laps
  - $\implies$  the middle edge reuses R





## Definition

- Returns walks
- Each edge may use once each atom in Q

$$Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$$

 Returns the walk with one circuit lap





- Returns walks
- Each edge may use once each atom in Q

$$Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$$

- Returns the walk with one circuit lap
  - Before  $\mathbf{G} 
    ightarrow$  use the left  $\mathbf{R}$





- Returns walks
- Each edge may use once each atom in Q

$$Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$$

- Returns the walk with one circuit lap
  - Before  ${\bf G}$   $\rightarrow$  use the left  ${\bf R}$
  - After  ${\bf G} \rightarrow$  use the right  ${\bf R}$





- Returns walks
- Each edge may use once each atom in Q

$$Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$$

- Returns the walk with one circuit lap
  - Before  ${\bf G}$   $\rightarrow$  use the left  ${\bf R}$
  - After  ${\bf G} \rightarrow$  use the right  ${\bf R}$
- In walks with 2+ circuit laps
   the middle edge reuses
   the left R or the right R



# Binding-trail semantics provides "better coverage" 🥳



 $Q_1 = {\rm S} ({\rm R} + {\rm F})^* {\rm E}$ 

- The ferry
- The straight road

 $\label{eq:Q2} Q_2 = ~~\textbf{S}~(\textbf{R}\!+\!\textbf{F})^*~\textbf{G}~(\textbf{R}\!+\!\textbf{F})^*~\textbf{E}$ 

The walk with one circuit lap



# Binding-trail semantics provides "better coverage" 🥳



 $Q_1 = S (R+F)^* E$ 

- The ferry
- The straight road

 $Q_2 = \mathbf{S} (\mathbf{R} + \mathbf{F})^* \mathbf{G} (\mathbf{R} + \mathbf{F})^* \mathbf{E}$ 

The walk with one circuit lap





# Binding-trail semantics provides "better coverage" 🥳





- The ferry
- The straight road

 $\mathcal{Q}_2 =$  **S**  $(\mathbf{R} + \mathbf{F})^*$  **G**  $(\mathbf{R} + \mathbf{F})^*$  **E** 

The walk with one circuit lap





Define "good" coverage



## Binding-trail is compatible with Homomorphism

```
Homomorphism semantics returns (s, t)
```

- $\iff$  Binding-trail semantics returns some walk w from s to t.
- $\implies$  If users need endpoints only, use algorithm for homomorphism

### Binding-trail is compatible with Shortest-walk

Shortest matching walks  $\subseteq$  Binding-trail matching walks.

 $\implies$  If users need only one walk, use algorithm for shortest-walk

### Binding-trail is compatible with Trail

Matching trails  $\subseteq$  Binding-trail matching walks.

Computational properties of binding-trail semantics



## Tractable problems 😀

- **1** Emptiness is NL-complete.
- **2** Enumerating the bag of answers is Poly-delay.

## Untractable problems 🙁

- Counting the number of matched walk is #P complete.
   Membership of a given walk is NP-complete.
- About 3 : Counting is #P complete for any reasonable semantics. About 4 : Mostly a theoretical concern.

## Open problem 🧐

**5** Enumerating the set of answers.

# The 🦣 in the room



The output depends on the syntax of the query 🤔



Unusual from theoretical point of view 🔯 The user has finer control on the output 😇 This kind of syntax quirks exists in practice 🥯

# Run-based semantics, a reasonable compromise?







## Perspectives 🧐

- Deduplicated enumeration
- Containment
- How to deal with data values?
- Get binding-trail into GQL 🤩

# How to decide if a semantics is good?

Theoreticians mostly worry about complexity But complexity is not the only relevant criterion Why? Trail semantics is the most popular in industry 👷

## Ideas for a comparison framework

- Coverage (horizontal aggregation)
- Monotonicity (distributed databases)
- Compatibility with operators (result predictability)
- Kinds of definition (selector/restrictor in GQL)

## Promising semantics 🛁

- Undominated semantics (minimal for the subwalk order)
- Shortest coverage semantics





# Appendix



Semantics	Shortest-walk	Trail	Run-based
Existence	<ul> <li>Tractable</li> </ul>	<ul> <li>Untractable</li> </ul>	<ul> <li>Tractable</li> </ul>
Enumeration	<ul> <li>Tractable</li> </ul>	<ul> <li>Untractable</li> </ul>	<ul> <li>Tractable</li> </ul>
Distinct Enum	<ul> <li>Tractable</li> </ul>	<ul> <li>Untractable</li> </ul>	Open
Counting	<ul> <li>Meaningless</li> </ul>	<ul> <li>Untractable</li> </ul>	<ul> <li>Untractable</li> </ul>
Walk Memb.	<ul> <li>Tractable</li> </ul>	<ul> <li>Tractable</li> </ul>	<ul> <li>Untractable</li> </ul>
Coverage	None	No guarantee	<ul> <li>"Subwalk"</li> <li>guarantee</li> </ul>

# Tools and technics



### Simple run

- Query given as an automaton
- Outputs simple walks in the product  $D imes \mathcal{A}_Q$
- Good formal setting for theory

### Binding trail

- Query given as a RegExp
- Outputs matching walks that do not reuse edge on a same atom
- Closer to practice

#### Theorem

The two semantics are computationally equivalent.

Key idea for  $\implies$ 

From an automaton A, we build a regular expression E such that runs of A are encoded into runs of the Glushkov automaton of E.