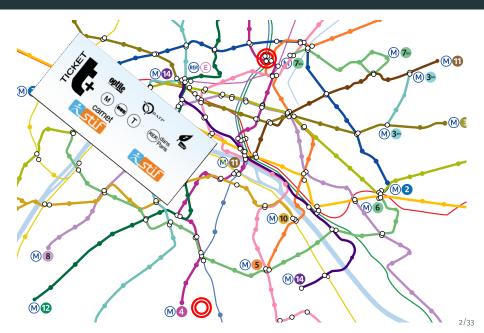
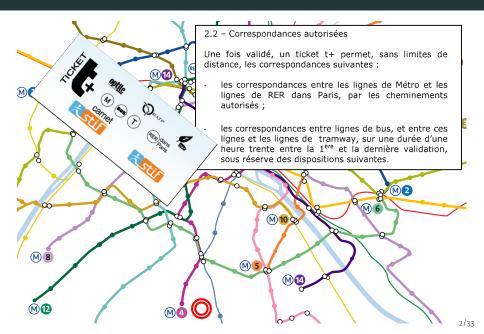


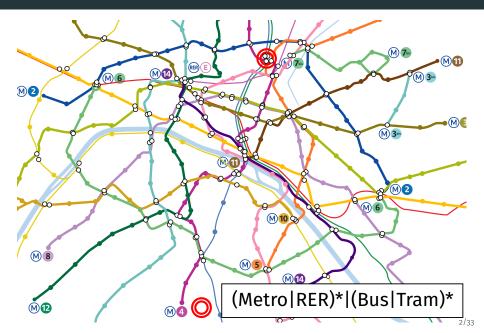
Antoine Amarilli March 5, 2019





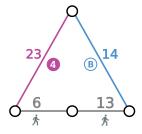






Database theory and query evaluation



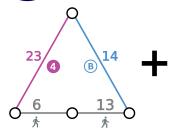


- (Hyper)graph
- Collection of ground facts

 $G(aa_1, ab_2), G(ab_2, ac_3),$ $S(aa_1, m_4), S(ab_2, r_B), ...$

Database theory and query evaluation





- (Hyper)graph
- Collection of ground facts

 $G(aa_1, ab_2), G(ab_2, ac_3), S(aa_1, m_4), S(ab_2, r_B), ...$



Query

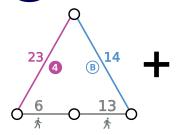


- Regular path

 (Metro|RER)*
 |(Bus|Tram)*
- Logic formula $\forall X(rm \in X \land \forall xy)$ $(x \in X \land G(x, y) \rightarrow y \in X)) \rightarrow gn \in X$

Database theory and query evaluation





- (Hyper)graph
- Collection of ground facts

 $G(aa_1, ab_2), G(ab_2, ac_3),$ $S(aa_1, m_4), S(ab_2, r_B), ...$



Query



- Regular path

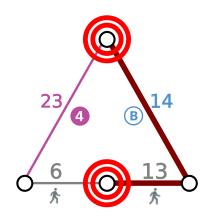
 (Metro|RER)*
 |(Bus|Tram)*
- Logic formula $\forall X(rm \in X \land \forall xy)$ $(x \in X \land G(x, y) \rightarrow y \in X)) \rightarrow gn \in X$

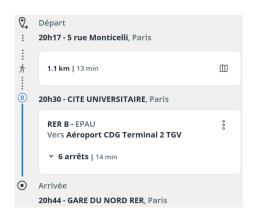
i

Result



- TRUE/FALSE
 - → Model checking





Panne du RER B : trafic interrompu entre Paris et Roissy, des TGV en renfort





Panne du RER B : trafic interrompu entre

Paris : pourquoi il y a autant de perturbations sur

INCIDENT SUR LE RER B : QUE S'EST-IL PASSÉ CE MATIN ?

Malaise voyageur et application des mesures de sécurité : pour quelles raisons le trafic a-t-il été perturbé ce matin sur la ligne B ?

Pour beaucoup, le voyage a été difficile ce matin. Au fil de vos réactions sur Twitter notamment, je constate que les raisons de ces perturbations ne paraissent pas cohérentes. Je tiens donc à vous apporter des premiers éléments d'explication, que pous pour rops développer

Panne du RER B : trafic interrompu entre

Paris : pourquoi il y a autant de perturbations sur

ACTUALITÉS

Le RER B en panne, les voyageurs n'ont pas eu d'autre choix que de descendre sur les voies

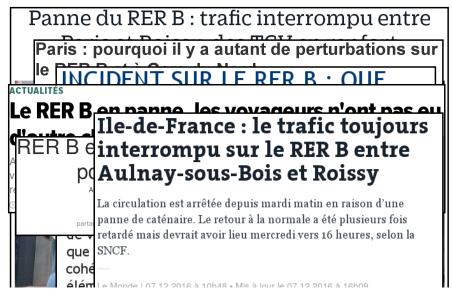
Alors que la circulation alternée a augmenté le nombre de voyageurs dans les transports en commun, le RER B s'est retrouvé à l'arrêt.

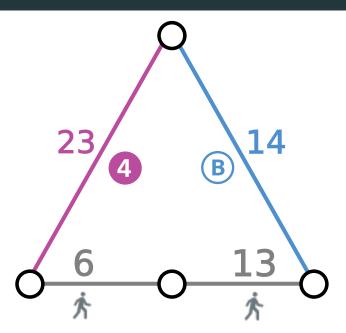
O 06/12/2016 11:57 CET | Actualisé 06/12/2016 20:14 CET

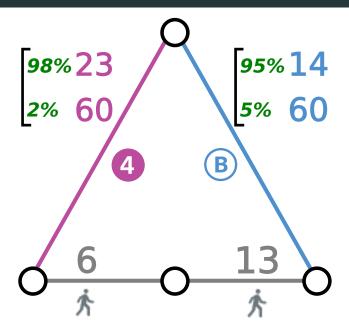


Pour beaucoup, le voyage a été difficile ce matin. Au fil de vos réactions sur Twitter notamment, je constate que les raisons de ces perturbations ne paraissent pas cohérentes. Je tiens donc à vous apporter des premiers éléments d'explication, que pous pourrons développer

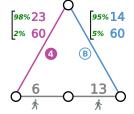






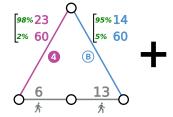


Probabilistic database



- (Hyper)graph
- Collection of ground facts
- + independent probabilities





- (Hyper)graph
- Collection of ground facts
- + independent probabilities

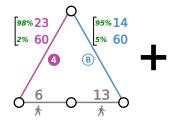




- Regular path

 (Metro|RER)*
 |(Bus|Tram)*
- Logic formula $\forall X(rm \in X \land \forall xy)$ $(x \in X \land G(x, y) \rightarrow y \in X)) \rightarrow gn \in X$





- (Hyper)graph
- Collection of ground facts
- + independent probabilities



Query



Probabilistic Result



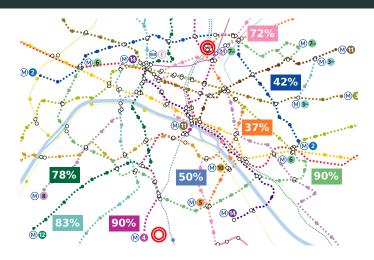
proba to be on time: 98%

- Regular path (Metro|RER)* |(Bus|Tram)*
- Logic formula $\forall X(rm \in X \land \forall xy)$ $(x \in X \land G(x, y) \xrightarrow{} y \in X)) \rightarrow gn \in X$

 Probability according to the input distribution

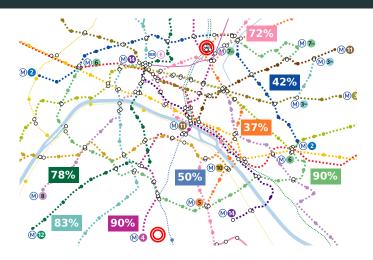


- Computing paths on a large graph:
 - ightarrow Well-studied problem, efficient algorithms

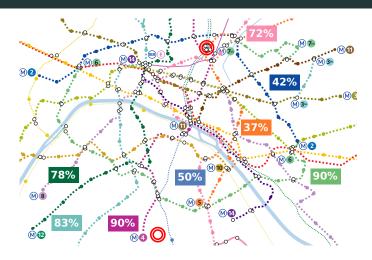


• Computing paths on a large **probabilistic** graph:

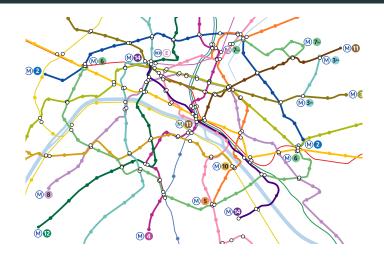
 \rightarrow ???

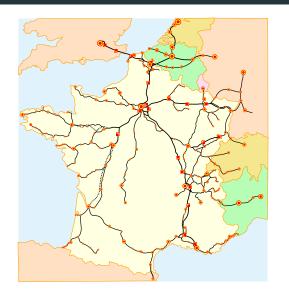


- Computing paths on a large **probabilistic** graph:
 - \rightarrow **Exponential** number of possibilities

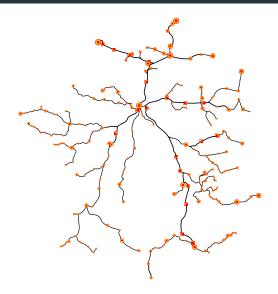


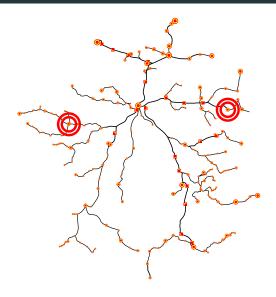
- Computing paths on a large **probabilistic** graph:
 - → **Exponential** number of possibilities
 - \rightarrow **#P-hard** computational complexity in the **database**

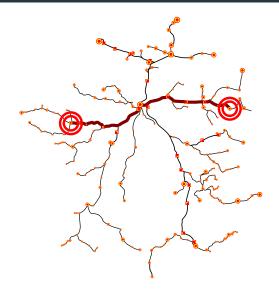


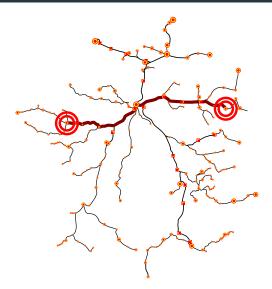












→ Shortest path: very easy on a large tree

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

In this talk:

• Existing tools for non-probabilistic data:

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

In this talk:

- Existing tools for **non-probabilistic data**:
 - · Tree automata, to evaluate queries on trees

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

In this talk:

- Existing tools for non-probabilistic data:
 - Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

- Existing tools for non-probabilistic data:
 - Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"
 - · Courcelle's theorem

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

- Existing tools for non-probabilistic data:
 - Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"
 - · Courcelle's theorem
- Introduce new tools and results:

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

- Existing tools for non-probabilistic data:
 - · Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"
 - · Courcelle's theorem
- Introduce new tools and results:
 - · Provenance circuits of tree automata on uncertain trees

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

- Existing tools for non-probabilistic data:
 - Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"
 - · Courcelle's theorem
- Introduce new tools and results:
 - · Provenance circuits of tree automata on uncertain trees
 - · Application to probabilistic query evaluation

Does query evaluation on probabilistic data have **lower complexity** when the **structure** of the data is **close to a tree?**

- Existing tools for non-probabilistic data:
 - · Tree automata, to evaluate queries on trees
 - Treewidth, formalizes the notion of being "close to a tree"
 - · Courcelle's theorem
- Introduce new tools and results:
 - · Provenance circuits of tree automata on uncertain trees
 - Application to probabilistic query evaluation
- Other application: enumeration of query results

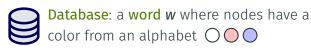
Table of contents

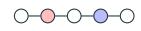
Introduction

Existing tools for non-probabilistic data

Provenance circuits and probabilistic query evaluation

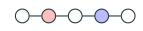
Application to enumeration







Database: a word w where nodes have a color from an alphabet $\bigcirc\bigcirc\bigcirc$



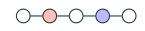


Query Q: a **sentence** (yes/no question) in **monadic second-order logic** (MSO)

"Is there both a pink and a blue node?"



Database: a word w where nodes have a color from an alphabet $\bigcirc\bigcirc\bigcirc$





Query Q: a **sentence** (yes/no question) in **monadic second-order logic** (MSO)

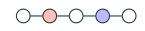
"Is there both a pink and a blue node?"



Result: TRUE/FALSE indicating if the word w satisfies the query Q



Database: a word w where nodes have a color from an alphabet $\bigcirc\bigcirc\bigcirc$





Query Q: a sentence (yes/no question) in monadic second-order logic (MSO)

"Is there both a pink and a blue node?"

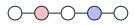


Result: TRUE/FALSE indicating if the word w satisfies the query Q

Computational complexity as a function of w (the query Q is fixed)



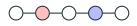
- $P_{\odot}(x)$ means "x is blue"; also $P_{\odot}(x)$, $P_{\odot}(x)$
- $x \rightarrow y$ means "x is the predecessor of y"



- $P_{\odot}(x)$ means "x is blue"; also $P_{\odot}(x)$, $P_{\odot}(x)$
- $x \rightarrow y$ means "x is the predecessor of y"
- Propositional logic: formulas with AND \land , OR \lor , NOT \neg
 - $P_{\odot}(x) \wedge P_{\odot}(y)$ means "Node x is pink and node y is blue"



- $P_{\odot}(x)$ means "x is blue"; also $P_{\odot}(x)$, $P_{\odot}(x)$
- $x \rightarrow y$ means "x is the predecessor of y"
- Propositional logic: formulas with AND \land , OR \lor , NOT \neg
 - $P_{\bigcirc}(x) \wedge P_{\bigcirc}(y)$ means "Node x is pink and node y is blue"
- First-order logic: adds existential quantifier ∃ and universal quantifier ∀
 - $\cdot \exists x \ y \ P_{\bigcirc}(x) \land P_{\bigcirc}(y)$ means "There is both a pink and a blue node"



- $P_{\odot}(x)$ means "x is blue"; also $P_{\odot}(x)$, $P_{\odot}(x)$
- $x \rightarrow y$ means "x is the predecessor of y"
- Propositional logic: formulas with AND ∧, OR ∨, NOT ¬
 - $P_{\odot}(x) \wedge P_{\odot}(y)$ means "Node x is pink and node y is blue"
- First-order logic: adds existential quantifier ∃ and universal quantifier ∀
 - $\exists x \ y \ P_{\bigcirc}(x) \land P_{\bigcirc}(y)$ means "There is both a pink and a blue node"
- Monadic second-order logic (MSO): adds quantifiers over sets
 - $\exists S \ \forall x \ S(x) \ \text{means "there is a set S containing every element } x$ "
 - Can express transitive closure $x \to^* y$, i.e., "x is before y"
 - $\forall x P_{\bigcirc}(x) \Rightarrow \exists y P_{\bigcirc}(y) \land x \rightarrow^* y$ means "There is a blue node after every pink node"

Translate the query **Q** to a **deterministic word automaton**

Translate the query **Q** to a **deterministic word automaton**

• States: $\{\bot, B, P, \top\}$

Translate the query **Q** to a **deterministic word automaton**

• States: $\{\bot, B, P, \top\}$

• Final states: $\{\top\}$

Translate the query **Q** to a **deterministic word automaton**

- States: $\{\bot, B, P, \top\}$
- Final states: {⊤}
- Initial function: $\bigcirc \perp \bigcirc P \bigcirc B$

- States: {⊥, *B*, *P*, ⊤}
- Final states: $\{\top\}$
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$

- States: {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): $\bot \longrightarrow_{P} P \longrightarrow_{\top} \top \longrightarrow_{\top}$

- States: {⊥, B, P, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): $\bot \longrightarrow_{P} P \longrightarrow_{\top} \top \longrightarrow_{\top}$

- States: $\{\bot, B, P, \top\}$
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): ⊥ P P T T T

- States: $\{\bot, B, P, \top\}$
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): $\bot \longrightarrow_{P} P \longrightarrow_{\top} \top \longrightarrow_{\top}$

- States: $\{\bot, B, P, \top\}$
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): ⊥ P P T T T

Translate the query **Q** to a **deterministic word automaton**

- States: {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): $\bot \longrightarrow_{P} P \longrightarrow_{\top} \top \longrightarrow_{\top}$

Theorem (Büchi, 1960)

MSO and word automata have the same expressive power on words

Translate the query **Q** to a **deterministic word automaton**

- States: {⊥, B, P, ⊤}
- Final states: $\{\top\}$
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples): $\bot \longrightarrow_{P} P \longrightarrow_{\top} \top \longrightarrow_{\top}$

Theorem (Büchi, 1960)

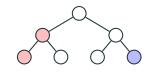
MSO and word automata have the same expressive power on words

Corollary

Query evaluation of MSO on words is in linear time.

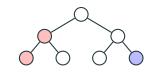


Database: a **tree** T where nodes have a color from an alphabet $\bigcirc \bigcirc$





Database: a **tree** T where nodes have a color from an alphabet $\bigcirc \bigcirc$





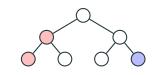
Query Q: a **sentence** in monadic second-order logic (MSO)

- $P_{\bullet}(x)$ means "x is blue"
- $\cdot x \rightarrow y$ means "x is the parent of y"

"Is there both a pink and a blue node?" $\exists x y P_{\bigcirc}(x) \land P_{\bigcirc}(y)$



Database: a **tree** T where nodes have a color from an alphabet $\bigcirc\bigcirc\bigcirc$





Query Q: a **sentence** in monadic second-order logic (MSO)

- $P_{\bullet}(x)$ means "x is blue"
- $\cdot x \rightarrow y$ means "x is the parent of y"

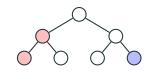
"Is there both a pink and a blue node?" $\exists x \ y \ P_{\odot}(x) \land P_{\odot}(y)$



Result: TRUE/FALSE indicating if the tree T satisfies the query Q



Database: a **tree** T where nodes have a color from an alphabet $\bigcirc \bigcirc$





Query Q: a **sentence** in monadic second-order logic (MSO)

- $P_{\odot}(x)$ means "x is blue"
- $\cdot x \rightarrow y$ means "x is the parent of y"

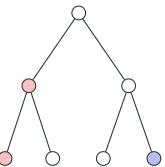
"Is there both a pink and a blue node?" $\exists x \ y \ P_{\bigcirc}(x) \land P_{\bigcirc}(y)$



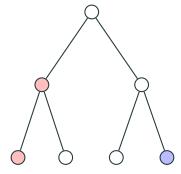
Result: TRUE/FALSE indicating if the tree T satisfies the query Q

Computational complexity as a function of *T* (the query *Q* is fixed)



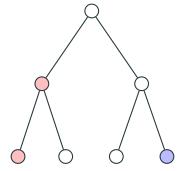






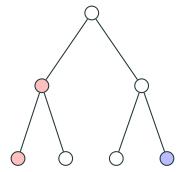
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"





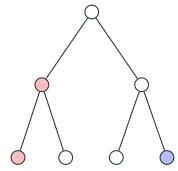
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: $\{\bot, B, P, \top\}$





- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: $\{\bot, B, P, \top\}$
- Final states: $\{\top\}$





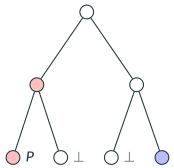
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- **States:** {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P$











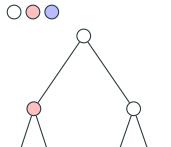
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- **States:** {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P$







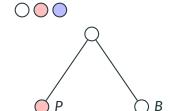
Tree alphabet:



- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc B$
- Transitions (examples):



Tree alphabet:



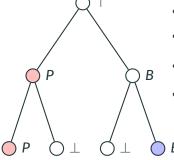
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: $\{\bot, B, P, \top\}$
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P$
- Transitions (examples):





Tree alphabet:

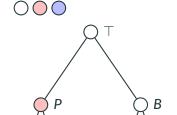




- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P$
- Transitions (examples):



Tree alphabet:



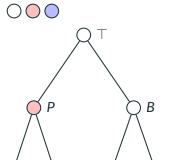
- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: {⊥, *B*, *P*, ⊤}
- Final states: $\{\top\}$
- Initial function: $\bigcirc \bot \bigcirc P$
- Transitions (examples):



Theorem [Thatcher and Wright, 1968]

MSO and tree automata have the same expressive power on trees

Tree alphabet:



- Bottom-up deterministic tree automaton
- "Is there both a pink and a blue node?"
- States: {⊥, *B*, *P*, ⊤}
- Final states: {⊤}
- Initial function: $\bigcirc \bot \bigcirc P \bigcirc E$
- Transitions (examples):



Theorem [Thatcher and Wright, 1968]

MSO and tree automata have the same expressive power on trees

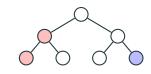
Corollary

Query evaluation of MSO on trees is in linear time.

Query evaluation on trees



Database: a **tree** *T* where nodes have a color from an alphabet \(\)





Query Q: a sentence in monadic second-order logic (MSO)

- $P_{\odot}(x)$ means "x is blue"
- $\cdot x \rightarrow y$ means "x is the parent of y"

"Is there both a pink and a blue node?" $\exists x y P_{\bullet}(x) \wedge P_{\bullet}(y)$





Computational complexity as a function of T (the query **Q** is **fixed**)

Query evaluation on treelike data



Database: a treelike database T

???



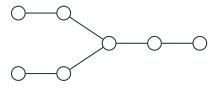
Query *Q*: a **sentence** in monadic second-order logic (MSO)

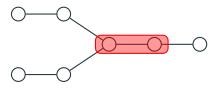
(Metro|RER)* | (Bus|Tram)*

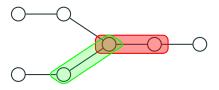


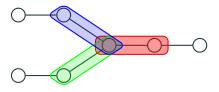
Result: TRUE/FALSE indicating if T satisfies the query Q

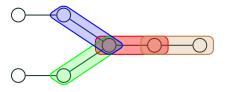
Computational complexity as a function of *T* (the query *Q* is fixed)

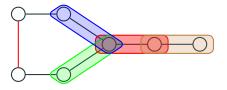


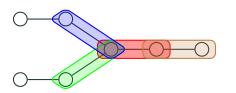


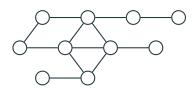


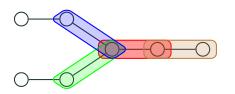


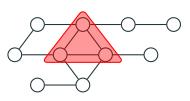


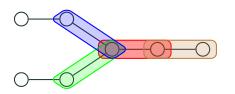


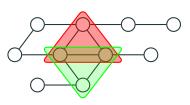


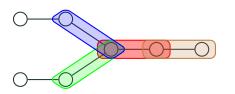


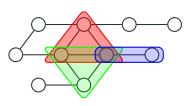


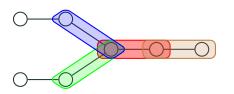


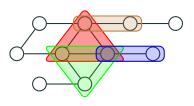


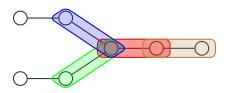


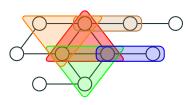


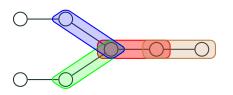


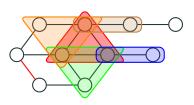


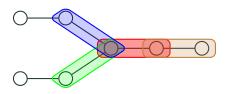


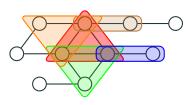


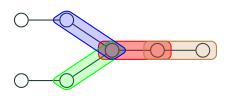


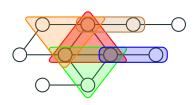




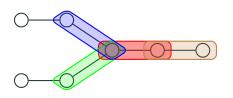


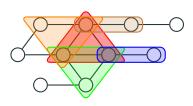






- Trees have treewidth 1
- Cycles have treewidth 2
- k-cliques and (k-1)-grids have treewidth k-1





- Trees have treewidth 1
- Cycles have treewidth 2
- k-cliques and (k-1)-grids have treewidth k-1
- → Treelike: the treewidth is bounded by a constant

Treelike data

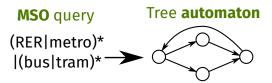


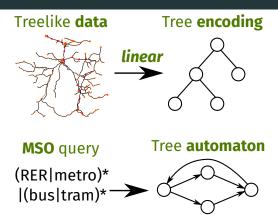
MSO query

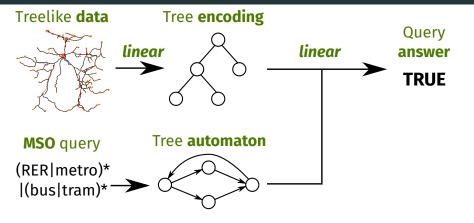
(RER|metro)* |(bus|tram)*

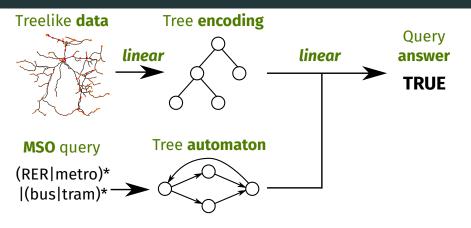
Treelike data











Theorem [Courcelle, 1990]

For any fixed Boolean MSO query \mathbf{Q} and $\mathbf{k} \in \mathbb{N}$, given a database \mathbf{D} of treewidth $\leq \mathbf{k}$, we can compute in **linear time** in \mathbf{D} whether \mathbf{D} satisfies \mathbf{Q}

Table of contents

Introduction

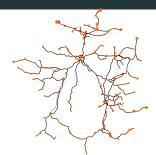
Existing tools for non-probabilistic data

Provenance circuits and probabilistic query evaluation

Application to enumeration



- Database D with treewidth ≤ k for some constant k
- Probability of each fact of D
 to be actually present in the data
 (independently from other facts)





- Database D with treewidth ≤ k for some constant k
- Probability of each fact of D
 to be actually present in the data
 (independently from other facts)



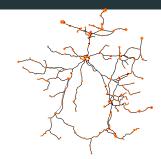


Query Q: a **sentence** in monadic second-order logic (MSO)

(Metro|RER)* | (Bus|Tram)*



- Database D with treewidth ≤ k for some constant k
- Probability of each fact of D
 to be actually present in the data
 (independently from other facts)





Query Q: a **sentence** in monadic second-order logic (MSO)

(Metro|RER)* | (Bus|Tram)*



Result: Probability that the database D satisfies query Q



- Database D with treewidth ≤ k for some constant k
- Probability of each fact of D
 to be actually present in the data
 (independently from other facts)





Query *Q*: a **sentence** in monadic second-order logic (MSO)

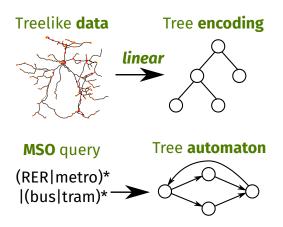
(Metro|RER)* | (Bus|Tram)*



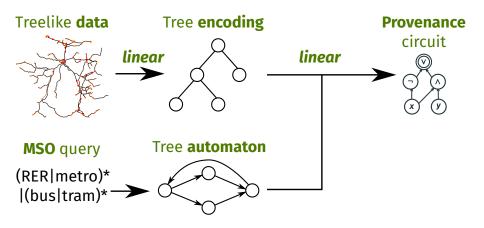
Result: Probability that the database D satisfies query Q

Computational complexity as a function of the database D (the query Q is fixed)

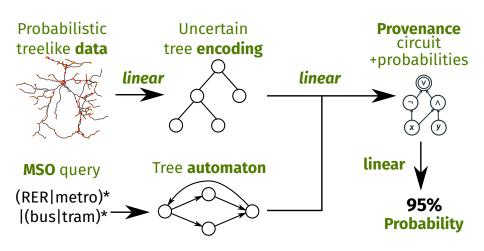
Roadmap

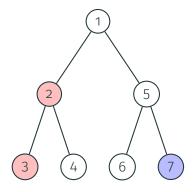


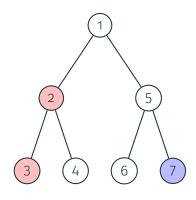
Roadmap



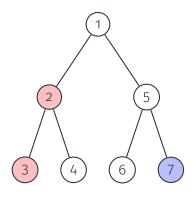
Roadmap





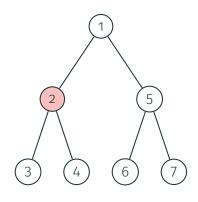


A valuation of a tree decides whether to keep (1) or discard (0) node labels



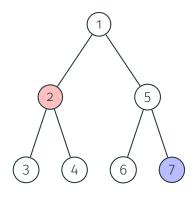
A valuation of a tree decides whether to keep (1) or discard (0) node labels

Valuation: $\{2, 3, 7 \mapsto 1, * \mapsto 0\}$



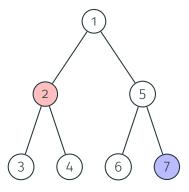
A valuation of a tree decides whether to keep (1) or discard (0) node labels

Valuation: $\{2 \mapsto 1, * \mapsto 0\}$



A valuation of a tree decides whether to keep (1) or discard (0) node labels

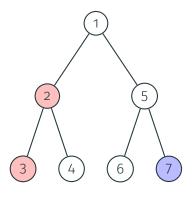
Valuation: $\{2,7\mapsto 1, *\mapsto 0\}$



A valuation of a tree decides whether to keep (1) or discard (0) node labels

Valuation: $\{2,7 \mapsto 1, * \mapsto 0\}$

A: "Is there both a pink and a blue node?"

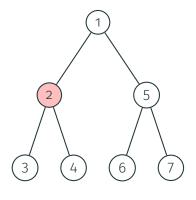


A valuation of a tree decides whether to keep (1) or discard (0) node labels

Valuation: $\{2, 3, 7 \mapsto 1, * \mapsto 0\}$

A: "Is there both a pink and a blue node?"

The tree automaton A accepts

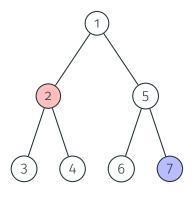


A valuation of a tree decides whether to keep (1) or discard (0) node labels

Valuation: $\{2 \mapsto 1, * \mapsto 0\}$

A: "Is there both a pink and a blue node?"

The tree automaton A rejects

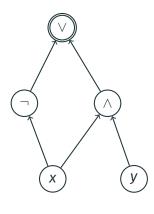


A valuation of a tree decides whether to keep (1) or discard (0) node labels

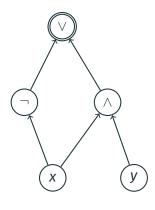
Valuation: $\{2,7 \mapsto 1, * \mapsto 0\}$

A: "Is there both a pink and a blue node?"

The tree automaton A accepts

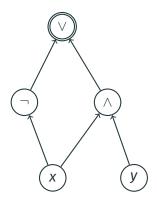


• Directed acyclic graph of gates



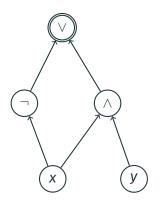
- Directed acyclic graph of gates
- Output gate:





- Directed acyclic graph of gates
- Output gate:
- Variable gates: (





- Directed acyclic graph of gates
- Output gate:



• Variable gates:

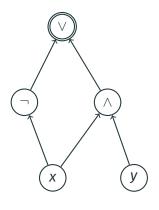
• Internal gates:



 (\vee)







- Directed acyclic graph of gates
- Output gate:



• Variable gates:



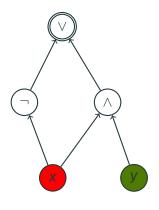
• Internal gates:







• Valuation: function from variables to $\{0,1\}$ Example: $\nu = \{x \mapsto 0, y \mapsto 1\}...$



- Directed acyclic graph of gates
- Output gate:



• Variable gates:



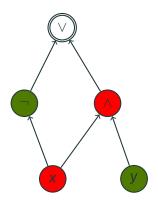
• Internal gates:







• Valuation: function from variables to $\{0,1\}$ Example: $\nu = \{x \mapsto 0, y \mapsto 1\}...$



- Directed acyclic graph of gates
- Output gate:



• Variable gates:



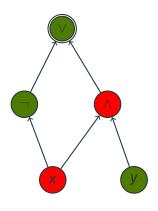
• Internal gates:







• Valuation: function from variables to $\{0,1\}$ Example: $\nu = \{x \mapsto 0, y \mapsto 1\}...$



- Directed acyclic graph of gates
- Output gate:



• Variable gates:



• Internal gates:

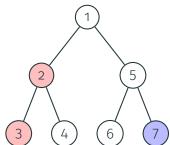






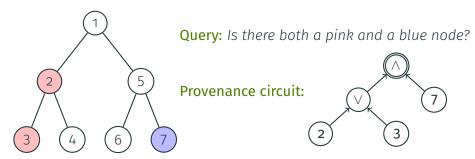
• Valuation: function from variables to $\{0,1\}$ Example: $\nu=\{x\mapsto 0,\ y\mapsto 1\}...$ mapped to 1

Provenance circuit

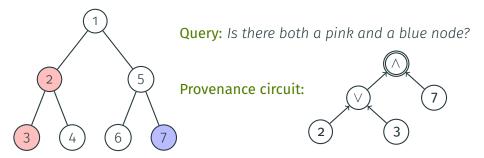


Query: Is there both a pink and a blue node?

Provenance circuit



Provenance circuit



Formally:

- Tree automaton A, uncertain tree T, circuit C
- Variable gates of C: nodes of T
- Condition: Let ν be a valuation of T, then $\nu(C)$ iff A accepts $\nu(T)$

Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

Theorem

For any bottom-up **tree automaton A** and input **tree T**, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Automaton: "Is there both a pink and a blue node?"
- States:

$$\{\bot, B, P, \top\}$$

Final: {⊤}

Transitions:



Theorem

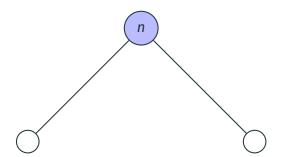
For any bottom-up **tree automaton A** and input **tree T**, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Automaton: "Is there both a pink and a blue node?" • Final: $\{\top\}$ P \bot
- States:

 $\{\bot, B, P, \top\}$

Transitions:



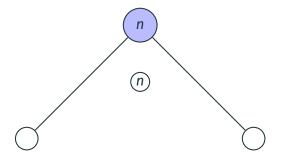


Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Alphabet: 🔾 🔾 🔾
- Automaton: "Is there both a pink and a blue node?"
- States:
 {⊥, B, P, ⊤}
- Final: {⊤} P ⊥
- Transitions:





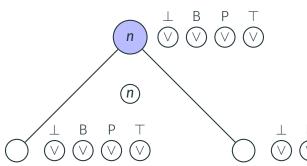
Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Alphabet: 🔾 🔾 🔾
- Automaton: "Is there both a pink and a blue node?"
- States:
 - $\{\bot, B, P, \top\}$
- Final: {⊤}

Transitions:



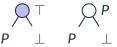


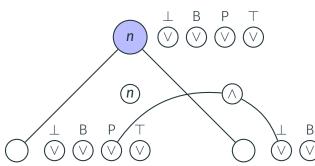
Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Alphabet: 🔾 🔾 🔾
- Automaton: "Is there both a pink and a blue node?"
- States:
 - $\{\bot, B, P, \top\}$
- Final: {⊤}

• Transitions:



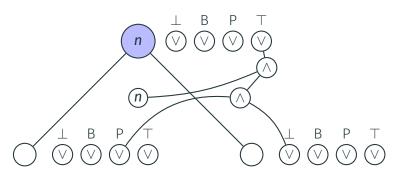


Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

- Alphabet: 🔾 🔾 🔾
- Automaton: "Is there both a pink and a blue node?"
- States: {⊥, B, P, ⊤}
- Final: {⊤}
- Transitions:



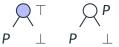


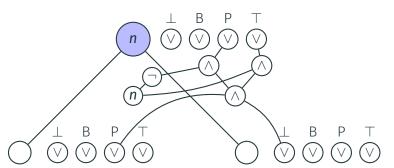
Theorem

For any bottom-up tree automaton A and input tree T, we can build a provenance circuit of A on T in $O(|A| \times |T|)$

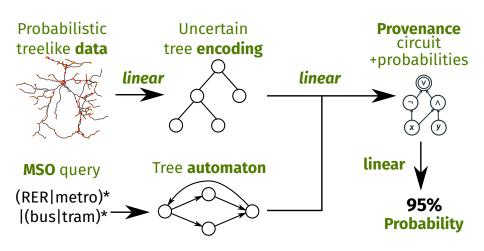
- Alphabet: $\bigcirc\bigcirc\bigcirc$
- Automaton: "Is there both a pink and a blue node?"
- States:
 - $\{\bot, B, P, \top\}$
- Final: $\{\top\}$

• Transitions:





Probabilistic query evaluation



Probabilistic treelike **data**

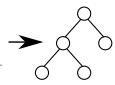


Each **fact** can **disappear** with some probability

Probabilistic treelike **data**

Uncertain tree **encoding**

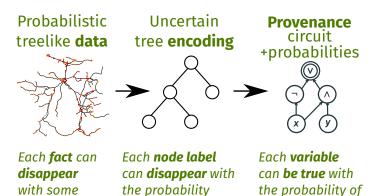




Each **fact** can **disappear** with some probability

Each **node label**can **disappear** with
the probability
of the coded **fact**

probability



of the coded fact

the coded fact

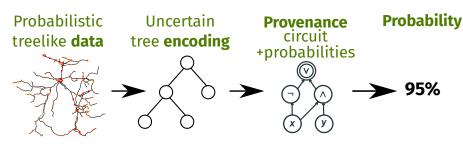
Probabilistic Uncertain tree encoding Provenance circuit +probabilities Probabilities Probabilities Probabilities Probabilities Probabilities Probabilities Probability +probabilities Probability +probabilities Probability

Each **fact** can **disappear** with some probability

Each **node label** can **disappear** with the probability of the coded **fact**

Each variable can be true with the probability of the coded fact

Probability that the **circuit** evaluates to **true**



Each **fact** can **disappear** with some probability

Each **node label** can **disappear** with the probability of the coded **fact**

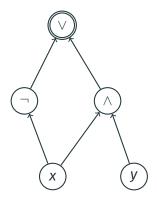
Each variable can be true with the probability of the coded fact

Probability that the **circuit** evaluates to **true**

→ How to compute **efficiently** the probability of the circuit?

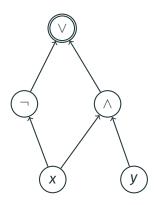
Computing the probability of a circuit

• We are given a circuit and a probability P for each variable



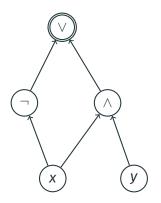
Computing the probability of a circuit

• We are given a **circuit** and a **probability** *P* for each variable



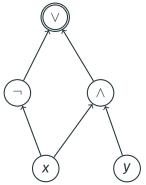
- P(x) = 40%
- P(y) = 50%

- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true **independently** with probability P(x)



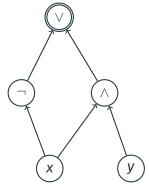
- P(x) = 40%
- P(y) = 50%

- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true **independently** with probability P(x)
- What is the probability that the circuit evaluates to true?



- P(x) = 40%
- P(y) = 50%

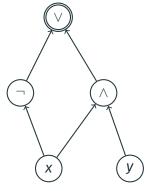
- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



• In general, **#P-hard** (harder than SAT)

- P(x) = 40%
- P(y) = 50%

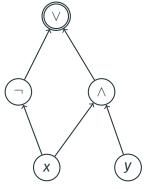
- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:

- P(x) = 40%
- P(y) = 50%

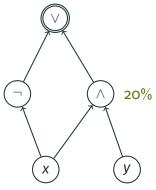
- We are given a circuit and a probability P for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's easy:
 - The inputs to the ∧-gate are independent

- P(x) = 40%
- P(y) = 50%

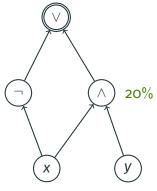
- We are given a circuit and a probability P for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:
 - The inputs to the ∧-gate are independent

- P(x) = 40%
- P(y) = 50%

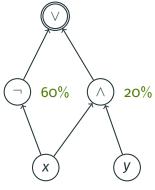
- We are given a circuit and a probability P for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:
 - The inputs to the ∧-gate are independent
 - The \neg -gate has probability 1 P(input)

- P(x) = 40%
- P(y) = 50%

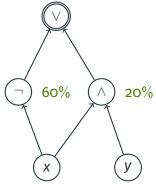
- We are given a circuit and a probability P for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's easy:
 - The inputs to the ∧-gate are independent
 - The \neg -gate has probability 1 P(input)

- P(x) = 40%
- P(y) = 50%

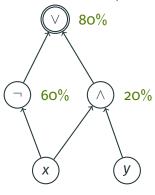
- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:
 - The inputs to the ∧-gate are independent
 - The \neg -gate has probability 1 P(input)
 - \cdot The $\vee\text{-gate}$ has mutually exclusive inputs

- P(x) = 40%
- P(y) = 50%

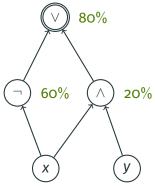
- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:
 - The inputs to the ∧-gate are independent
 - The \neg -gate has probability 1 P(input)
 - \cdot The $\vee\text{-gate}$ has mutually exclusive inputs

- P(x) = 40%
- P(y) = 50%

- We are given a **circuit** and a **probability P** for each variable
- Each variable x is true independently with probability P(x)
- What is the probability that the circuit evaluates to true?



- P(x) = 40%
- P(y) = 50%

- In general, **#P-hard** (harder than SAT)
- Here it's **easy**:
 - The inputs to the ∧-gate are independent
 - The \neg -gate has probability 1 P(input)
 - The ∨-gate has mutually exclusive inputs
- Let's focus on a restricted class of circuits that satisfies these conditions

The circuit is a **d-DNNF**...

The circuit is a **d-DNNF**...

gates only have variables as inputs

The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs

The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs

The circuit is a **d-DNNF**...

- gates only have variables as inputs
- gates always have mutually exclusive inputs

The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- () gates are all on independent inputs



The circuit is a **d-DNNF**...

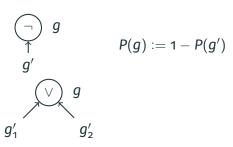
- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- \(\) gates are all on independent inputs



$$P(g) := 1 - P(g')$$

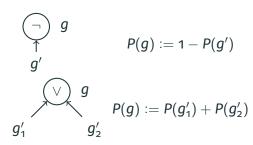
The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- (^) gates are all on independent inputs



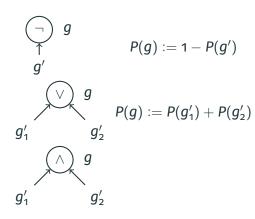
The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- (^) gates are all on independent inputs



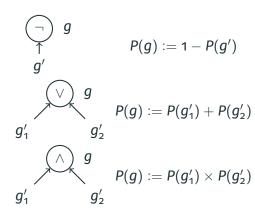
The circuit is a **d-DNNF**...

- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- (^) gates are all on independent inputs



The circuit is a **d-DNNF**...

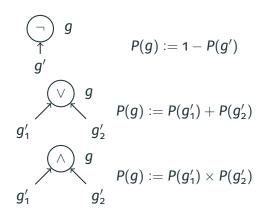
- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- (^) gates are all on independent inputs



The circuit is a **d-DNNF**...

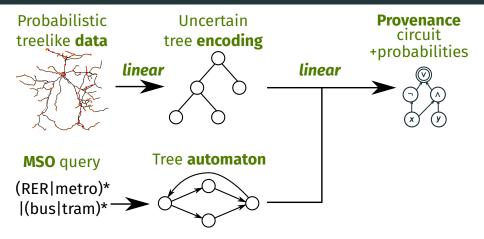
- gates only have variables as inputs
- V gates always have mutually exclusive inputs
- (^) gates are all on independent inputs

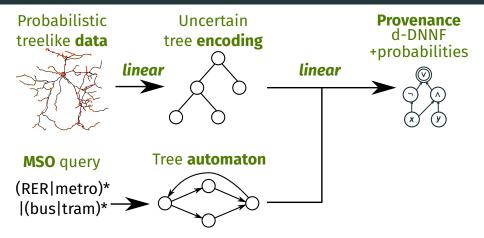
... so probability computation is **easy**!

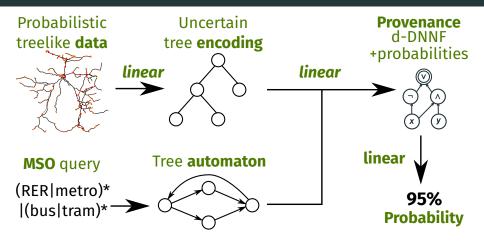


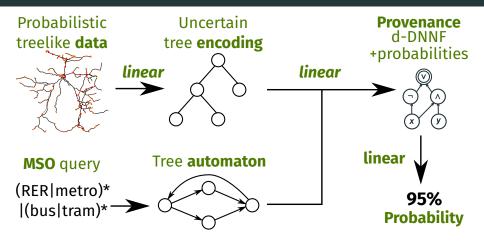
Lemma

The **provenance circuit** computed in our construction is a **d-DNNF**









Theorem [Amarilli et al., 2015]

For any **fixed** Boolean MSO query **Q** and $k \in \mathbb{N}$, given a database **D** of **treewidth** $\leq k$ with **independent probabilities**, we can compute in **linear time** the probability that **D** satisfies **Q**

Table of contents

Introduction

Existing tools for non-probabilistic data

Provenance circuits and probabilistic query evaluation

Application to enumeration

• We have studied **Boolean queries**:

"Is there both a pink and a blue node?"

$$Q(): \exists x y \ P_{\bigcirc}(x) \land P_{\bigcirc}(y)$$

• We have studied Boolean queries:

"Is there both a pink and a blue node?"

$$Q(): \exists x \, y \, P_{\bigcirc}(x) \wedge P_{\bigcirc}(y)$$

In practice, queries often return some results:

"Find all pairs of a pink and a blue node?"

$$Q(x,y): P_{\odot}(x) \wedge P_{\odot}(y)$$

• We have studied Boolean queries:

"Is there both a pink and a blue node?"

$$Q(): \exists x \, y \, P_{\bigcirc}(x) \wedge P_{\bigcirc}(y)$$

In practice, queries often return some results:

"Find all pairs of a pink and a blue node?"

$$Q(x,y): P_{\odot}(x) \wedge P_{\odot}(y)$$

• We can consider each pair (a,b) and test if Q(a,b) is true

• We have studied Boolean queries:

"Is there both a pink and a blue node?"

$$Q(): \exists x \, y \, P_{\bigcirc}(x) \wedge P_{\bigcirc}(y)$$

In practice, queries often return some results:

"Find all pairs of a pink and a blue node?"

$$Q(x,y): P_{\odot}(x) \wedge P_{\odot}(y)$$

- We can consider each pair (a, b) and test if Q(a, b) is true
- Can we do **better**?

• Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- → Add **special facts** to materialize all possible assignments
 - · e.g., $X_i(a_j)$ means element a_j is mapped to variable X_i

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_j)$ means element a_j is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

$$Q(X_1,X_2): P_{\odot}(x) \wedge P_{\odot}(y)$$

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

 $Q(X_1,X_2):P_{\odot}(x)\wedge P_{\odot}(y)$

Database:



- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

$$Q(X_1,X_2):P_{\odot}(x)\wedge P_{\odot}(y)$$

Database:



Results:

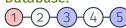
<i>X</i> ₁	<i>X</i> ₂
1	3
1	5

- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

$$Q(X_1,X_2): P_{\odot}(x) \wedge P_{\odot}(y)$$

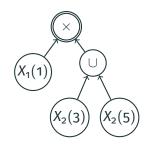
Database:



Results:

<i>X</i> ₁	<i>X</i> ₂
1	3
1	5

Provenance circuit:

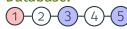


- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add special facts to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

$$Q(X_1,X_2): P_{\odot}(x) \wedge P_{\odot}(y)$$

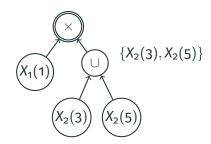
Database:



Results:

<i>X</i> ₁	<i>X</i> ₂
1	3
1	5

Provenance circuit:

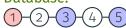


- Query: $Q(X_1, ..., X_n)$ with free variables $X_1, ..., X_n$
- Goal: find all tuples a_1, \ldots, a_n such that $Q(a_1, \ldots, a_n)$ holds
- \rightarrow Add **special facts** to materialize all possible assignments \cdot e.g., $X_i(a_i)$ means element a_i is mapped to variable X_i
- \rightarrow The provenance circuit of Q is now a factorized representation which describes all the tuples that make Q true

Example query:

$$Q(X_1,X_2): P_{\odot}(x) \wedge P_{\odot}(y)$$

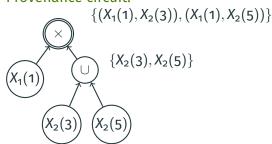
Database:



Results:

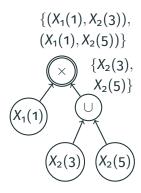
<i>X</i> ₁	<i>X</i> ₂
1	3
1	5

Provenance circuit:



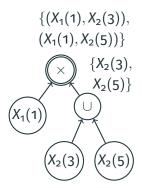
We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results

We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results



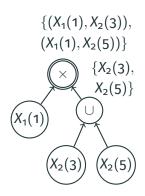
- First, preprocess the circuit in linear time
- Then, produce each result in constant time

We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results



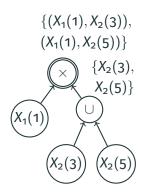
- First, preprocess the circuit in linear time
- Then, produce each result in constant time
- Extends **existing results** on MSO enumeration [Bagan, 2006, Kazana and Segoufin, 2013]

We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results



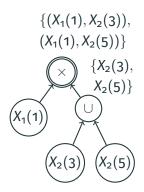
- First, preprocess the circuit in linear time
- Then, produce each result in constant time
- Extends **existing results** on MSO enumeration [Bagan, 2006, Kazana and Segoufin, 2013]
- Can even be done tractably in the automaton

We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results



- First, preprocess the circuit in linear time
- Then, produce each result in constant time
- Extends **existing results** on MSO enumeration [Bagan, 2006, Kazana and Segoufin, 2013]
- Can even be done tractably in the automaton
- Applications to information extraction ("spanners") [Amarilli et al., 2019a]

We can compute a factorized representation of the query results in **linear time** in the data, even if there are **polynomially many** results



- First, preprocess the circuit in linear time
- Then, produce each result in constant time
- Extends **existing results** on MSO enumeration [Bagan, 2006, Kazana and Segoufin, 2013]
- Can even be done tractably in the automaton
- Applications to information extraction ("spanners") [Amarilli et al., 2019a]
- Extensions to support **updates** on the database [Amarilli et al., 2019a, Amarilli et al., 2019b]

Conclusion and perspectives

- Other results:
 - Lower bounds: probabilistic query evaluation is hard unless treewidth is bounded (modulo assumptions) [Amarilli et al., 2016]
 - Complexity in the query: generally nonelementary but can be improved [Amarilli et al., 2017a, Amarilli et al., 2017b]
 - Semiring provenance and explanations [Green et al., 2007]

Conclusion and perspectives

- Other results:
 - Lower bounds: probabilistic query evaluation is hard unless treewidth is bounded (modulo assumptions) [Amarilli et al., 2016]
 - Complexity in the query: generally nonelementary but can be improved [Amarilli et al., 2017a, Amarilli et al., 2017b]
 - · Semiring provenance and explanations [Green et al., 2007]
- Ongoing work (with my wonderful co-authors):
 - · More efficient enumeration algorithms on words
 - More lower bounds results, connections to knowledge compilation
 - More expressive provenance: cycluits (circuits with cycles)
 - Combined tractability for probabilistic query evaluation



Pierre



Louis



Stefan



Mikaël



Matthias



Pierre

Conclusion and perspectives

- Other results:
 - Lower bounds: probabilistic query evaluation is hard unless treewidth is bounded (modulo assumptions) [Amarilli et al., 2016]
 - · Complexity in the query: generally nonelementary but can be improved [Amarilli et al., 2017a, Amarilli et al., 2017b]
 - Semiring provenance and explanations [Green et al., 2007]
- Ongoing work (with my wonderful co-authors):
 - More efficient enumeration algorithms on words
 - More lower bounds results, connections to knowledge compilation
 - More expressive provenance: cycluits (circuits with cycles)

Thanks for your attention!

Combined tractability for probabilistic guery evaluation



Pierre



Louis



Stefan



Mikaël



Matthias



Pierre

References i

Amarilli, A., Bourhis, P., Mengel, S., and Niewerth, M. (2019a).

Constant-Delay Enumeration for Nondeterministic Document
Spanners.

In ICDT.

Amarilli, A., Bourhis, P., Mengel, S., and Niewerth, M. (2019b).

Enumeration on Trees with Tractable Combined Complexity and
Efficient Updates.

Under review.

Amarilli, A., Bourhis, P., Monet, M., and Senellart, P. (2017a). **Combined Tractability of Query Evaluation via Tree Automata and Cycluits.**

In ICDT.

References ii

- Amarilli, A., Bourhis, P., and Senellart, P. (2015).

 Provenance Circuits for Trees and Treelike Instances.
 In ICALP.
- Amarilli, A., Bourhis, P., and Senellart, P. (2016).

 Tractable Lineages on Treelike Instances: Limits and Extensions.
 In PODS.
 - Amarilli, A., Monet, M., and Senellart, P. (2017b). **Conjunctive Queries on Probabilistic Graphs: Combined Complexity.**In *PODS*.

References iii

Bagan, G. (2006).

MSO queries on tree decomposable structures are computable with linear delay.

In CSL.

Tourcelle, B. (1990).

The monadic second-order logic of graphs. I. Recognizable sets of finite graphs.

Inf. Comput., 85(1).

Green, T. J., Karvounarakis, G., and Tannen, V. (2007).

Provenance semirings.

In PODS.

References iv

Kazana, W. and Segoufin, L. (2013).
Enumeration of monadic second-order queries on trees.
TOCL. 14(4).

Thatcher, J. W. and Wright, J. B. (1968).

Generalized finite automata theory with an application to a decision problem of second-order logic.

Mathematical systems theory, 2(1):57–81.

Image credits

- Slides 2 and 5-6:
 - Subway map: https://commons.wikimedia.org/wiki/File:Paris_Metro_map.svg (edited), by user Umx on Wikimedia Commons, public domain
 - Ticket t+: http://www.parisvoyage.com/images/cartoon18.jpg, ParisVoyage, fair use
 - · Terms and conditions: http://www.vianavigo.com/fileadmin/galerie/pdf/CGU_t_.pdf (cropped), RATP, fair use
- Slides 3-4: screenshots from http://lab.vianavigo.com, Stif, fair use
- · Slide 4: newpaper articles (fair use) :
 - http://www.leparisien.fr/transports/ circulation-alternee-a-paris-et-en-banlieue-une-panne-de-rer-et-des-bouchons-06-12-2016-6419610.php
 - · http:
 - //www.rtl.fr/actu/societe-faits-divers/paris-le-trafic-totalement-interrompu-gare-du-nord-7786171150
 - · https://www.rerb-leblog.fr/incident-rer-b-sest-passe-matin/
 - $\verb| http://www.huffingtonpost.fr/2016/12/06/le-rer-b-en-panne-les-voyageurs-nont-pas-eu-dautres-choix-que/allowers-choix-que/a$
 - http://www.lexpress.fr/actualite/societe/trafic/ rer-b-en-panne-retards-du-d-circulation-alternee-deuxieme-journee-de-galere_1857905.html
 - http://www.lemonde.fr/entreprises/article/2016/12/07/
 ile-de-france-le-trafic-toujours-interrompu-sur-le-rer-b-en-direction-de-roissy_5044717_1656994.html
- Slides 6, 16, 19, 24-25, 28: Train map https://commons.wikimedia.org/wiki/File:Carte_TGV.svg?uselang=fr (edited), by users Jack ma, Muselaar, Benjism89, Pic-Sou, Uwe Dedering, Madcap on Wikimedia Commons, license CC-BY-SA 3.0
- Slide 33: Photos http://www.lifl.fr/~bourhis/pb.png, http://tyrex.inria.fr/people/img/jachiet.png, http://www.cril.univ-artois.fr/~mengel/snap.jpeg, http://mikael-monet.net/images/moi.jpg, https://sigmodrecord.org/wp-content/uploads/2017/05/Matthias-Niewerth-matthias.niewerth.jpg, http://pierre.senellart.com/bubu.jpg, fair USe