

# CS 4604: Introduction to Database Management Systems

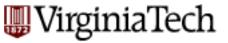
B. Aditya Prakash

Lecture #22: Semi-Structured Data and XML



## **Framework**

- 1. Information Integration: Making databases from various places work as one.
- 2. Semistructured Data: A (not really) new data model designed to cope with problems of information integration.
- 3. XML: A standard language for describing semistructured data schemas and representing data.



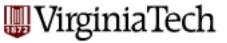
## The Information-Integration Problem

- Related data exists in many places and could, in principle, work together.
- But different databases differ in:
  - Model (relational, object-oriented?).
  - 2. Schema (normalized/unnormalized?).
  - 3. Terminology: are consultants employees? Retirees? Subcontractors?
  - 4. Conventions (meters versus feet?).



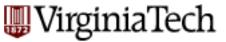
# **Example**

- Every bar in Bburg has a database.
  - One may use a relational DBMS; another keeps the menu in an MS-Word document.
  - One stores the phones of distributors, another does not.
  - One distinguishes ales from other beers, another doesn't.
  - One counts beer inventory by bottles, another by cases.

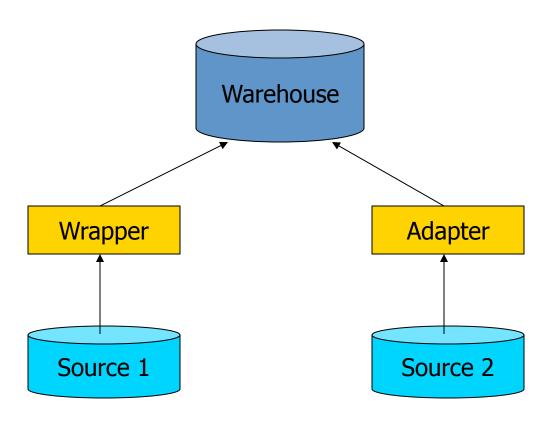


## Two Approaches to Integration

- Warehousing: Make copies of the data sources at a central site and transform it to a common schema.
  - Reconstruct data daily/weekly, but do not try to keep it more up-to-date than that.
- 2. Mediation: Create a view of all sources, as if they were integrated.
  - Answer a view query by translating it to terminology of the sources and querying them.

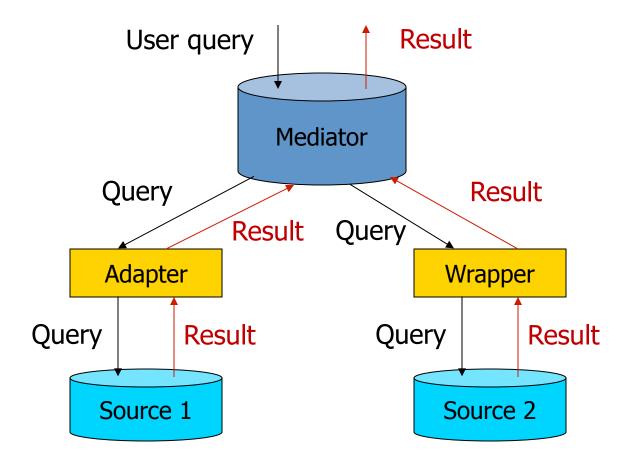


## **Warehouse Diagram**





## **A Mediator**





## **Semistructured Data**

 Purpose: represent data from independent sources more flexibly than either relational or object-oriented models.

Think of objects, but with the type of each object its own business, not that of its "class."

Labels to indicate meaning of substructures.

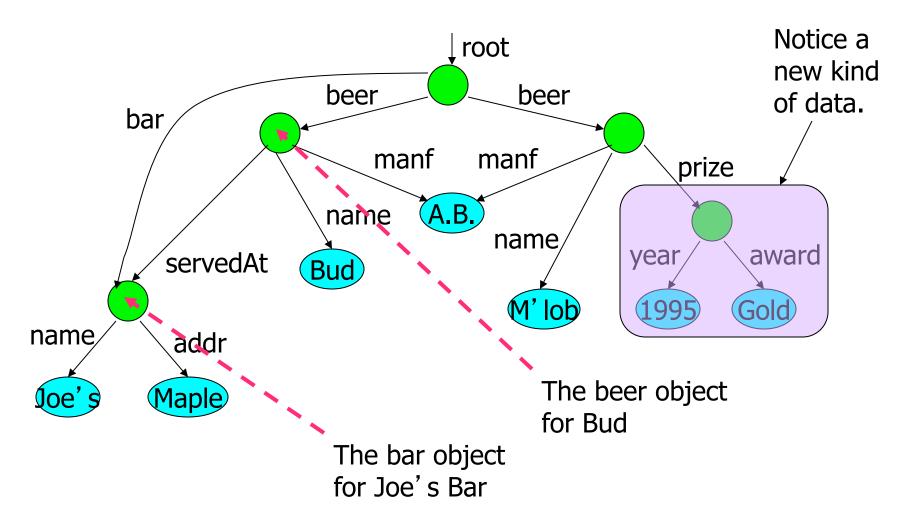


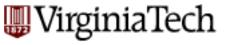
# **Graphs of Semistructured Data**

- Nodes = objects.
- Labels on arcs (attributes, relationships).
- Atomic values at leaf nodes (nodes with no arcs out).
- Flexibility: no restriction on:
  - Labels out of a node.
  - Number of successors with a given label.



## **Example: Data Graph**





## **XML**

XML = EXtensible Markup Language.

While HTML uses tags for <u>formatting</u> (e.g., "italic"), XML uses tags for <u>semantics</u> (e.g., "this is an address").

Key idea: create tag sets for a domain (e.g., genomics), and translate all data into properly tagged XML documents.



## Well-Formed and Valid XML

- Well-Formed XML allows you to invent your own tags.
  - Similar to labels in semistructured data.
- Valid XML involves a DTD (Document Type Definition), which limits the labels and gives a grammar for their use.



## Is a Well-formed Document Valid?

- An XML document is said to be well-formed if it follows all of the "rules" of XML, such as proper nesting and attribute use, so by definition all XML documents are well-formed.
- A valid document, on the other hand, is one that is not only well-formed, but also follows the restrictions set out in a specific grammar, typically specified in a Document Type Definition (DTD) or some form of XML Schema.



## Is a Wellformed Document Valid?

 An example of a document that is wellformed but not valid based upon the XHTML grammar.

```
<body>
    Example of Well-formed HTML
    <head>
        <title>Example</title>
        </head>
        <zorko>What is this?</zorko>
</body>
```





#### HTML vs. XML

- In the case of HTML, browsers have been taught how to ignore invalid HTML such as the <zorko> element and generally do their best when dealing with badly placed HTML elements.
- The XML processor, on the other hand, can not tell us which elements and attributes are valid. As a result we need to define the XML markup we are using. To do this, we need to define the markup language's grammar.



## **Well-Formed XML**

- Start the document with a declaration, surrounded by <? ... ?> .
- Normal declaration is:

```
<? XML VERSION = "1.0" STANDALONE
= "yes" ?>
```

- "Standalone" = "no DTD provided."
- Balance of document is a root tag surrounding nested tags.



# **Tags**

- Tags, as in HTML, are normally matched pairs, as <FOO> ... </FOO> .
- Tags may be nested arbitrarily.
- Tags requiring no matching ender, like <P> in HTML, are also permitted.



# **Example: Well-Formed XML**

```
<? XML VERSION = "1.0" STANDALONE = "yes" ?>
<BARS>
  <BAR><NAME>Joe's Bar</NAME>
   <BEER><NAME>Bud</NAME>
      <PRICE>2.50</PRICE></BEER>
   <BEER><NAME>Miller</NAME>
      <PRICE>3.00</PRICE></BEER>
  </BAR>
  <BAR> ...
 'BARS>
```



## XML and Semistructured Data

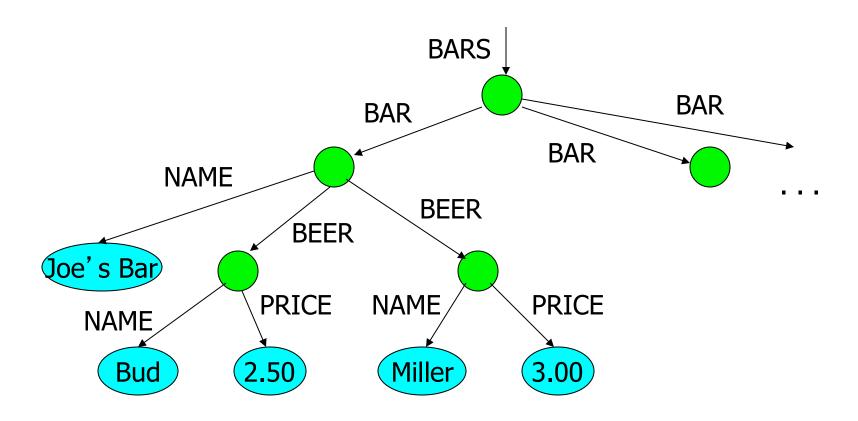
 Well-Formed XML with nested tags is exactly the same idea as trees of semistructured data.

 We shall see that XML also enables nontree structures, as does the semistructured data model.



# **Example**

The <BARS> XML document is:





## **Document Type Definitions**

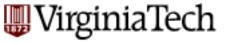
 Essentially a context-free grammar for describing XML tags and their nesting.

Each domain of interest (e.g., electronic components, bars-beers-drinkers) creates one DTD that describes all the documents this group will share.



#### **DTD Structure**

```
<!DOCTYPE <root tag> [
    <!ELEMENT <name> ( <components> ) >
    <more elements>
]>
```



## **Element Basics**

- Defining elements within a DTD is done using an <!</li>
   ELEMENT> declaration.
  - <!ELEMENT> declarations along with all other declarations within a DTD have no content.
  - <!ELEMENT> declarations are composed of several parts including the element name and the type of information it will contain.
  - The resulting element names will be case sensitive.

<!ELEMENT element\_name element\_contents>



## **DTD Elements**

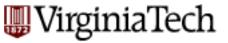
- The description of an element consists of its name (tag), and a parenthesized description of any nested tags.
  - Includes order of subtags and their multiplicity.
- Leaves (text elements) have #PCDATA in place of nested tags.



#### What an <! ELEMENT> Can Contain

• An <!ELEMENT> declaration can contain several different types of content which include the following:

- EMPTY.
- PCDATA.
- ANY.
- Children Elements



#### **EMPTY**

<!ELEMENT> declarations that include the EMPTY value allow us to create empty elements within our xml.

• The word EMPTY must be entered in uppercase as it is case-sensitive.

```
<!ELEMENT element_name EMPTY>
```



#### **PCDATA**

- <!ELEMENT> declarations that include the value PCDATA allow us to include text and other parsable content in our elements within our XML instance file.
  - The word PCDATA must be enclosed in parenthesis with a preceding '#' and entered in uppercase as it is casesensitive.
  - PCDATA is text that will be parsed by a parser. Tags inside the text will treated as markup and entities will be expanded.

```
<!ELEMENT element_name (#PCDATA)>
```



#### ANY

<!ELEMENT> declarations that include the value ANY allow us include any type of parsable content, including text and other elements, in our elements within our XML instance file.

• The word ANY must be entered in uppercase as it is casesensitive.

```
<!ELEMENT element_name ANY>
```

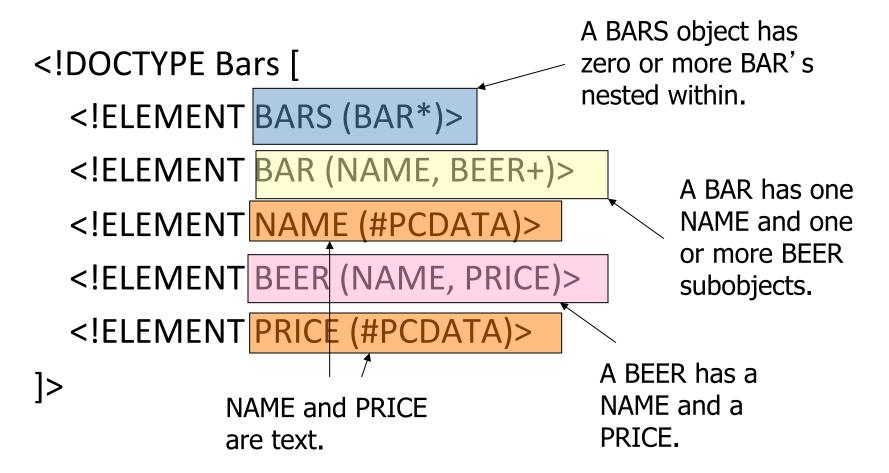


# **Element Descriptions**

- Subtags must appear in order shown.
- A tag may be followed by a symbol to indicate its multiplicity.
  - -\* = zero or more.
  - -+= one or more.
  - -? = zero or one.
- Symbol | can connect alternative sequences of tags.



# **Example: DTD**





# **Example: Element Description**

A name is an optional title (e.g., "Prof."), a first name, and a last name, in that order, or it is an IP address:

```
<!ELEMENT NAME (
   (TITLE?, FIRST, LAST) | IPADDR
)>
```



## Use of DTD's

- 1. Set STANDALONE = "no".
- 2. Either:
  - a) Include the DTD as a preamble of the XML document, or
  - b) Follow DOCTYPE and the <root tag> by SYSTEM and a path to the file where the DTD can be found.



# Example (a)

```
<? XML VERSION = "1.0" STANDALONE = "no" ?>
<!DOCTYPE Bars [
   <!ELEMENT BARS (BAR*)>
                                               The DTD
   <!ELEMENT BAR (NAME, BEER+)>
   <!ELEMENT NAME (#PCDATA)>
   <!ELEMENT BEER (NAME, PRICE)>
   <!ELEMENT PRICE (#PCDATA)>
                                                    The document
]>
<BARS>
   <BAR><NAME>Joe's Bar</NAME>
    <BEER><NAME>Bud</NAME> <PRICE>2.50</PRICE></BEER>
    <BEER><NAME>Miller</NAME> <PRICE>3.00</PRICE></BEER>
   </BAR>
   <BAR> ...
</BARS>
```



# Example (b)

Assume the BARS DTD is in file bar.dtd.

```
<? XML VERSION = "1.0" STANDALONE = "no" ?>
```

```
<!DOCTYPE Bars SYSTEM "bar.dtd">
<BARS>
  <BAR><NAME>Joe's Bar</NAME>
   <BEER><NAME>Bud</NAME>
       <PRICE>2.50</PRICE></BEER>
   <BEER><NAME>Miller</NAME>
       <PRICE>3.00</PRICE></BEER>
  </BAR>
  <BAR> ...
</BARS>
```

Get the DTD from the file bar.dtd



## **Attributes**

Opening tags in XML can have attributes, like <A HREF = "..."> in HTML.

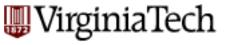
- In a DTD,
- <!ATTLIST <element name>... >
   gives a list of attributes and their datatypes
   for this element.



## **Example: Attributes**

Bars can have an attribute kind, which is either sushi, sports, or "other."

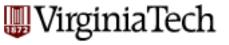
```
<!ELEMENT BAR (NAME BEER*)>
<!ATTLIST BAR kind = "sushi" |
"sports" | "other">
```



# **Example: Attribute Use**

■ In a document that allows BAR tags, we might see:

```
<BAR kind = "sushi">
  <NAME>Akasaka</NAME>
  <BEER><NAME>Sapporo</NAME>
   <PRICE>5.00</PRICE></BEER>
...
</BAR>
```



# ID's and IDREF's

These are pointers from one object to another, in analogy to HTML's NAME = "foo" and HREF = "#foo".

 Allows the structure of an XML document to be a general graph, rather than just a tree.



# Creating ID's

■ Give an element *E* an attribute *A* of type ID.

When using tag <E > in an XML document, give its attribute A a unique value.

Example:

$$\langle E \quad A = "xyz" \rangle$$



# Creating IDREF's

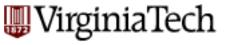
■ To allow objects of type *F* to refer to another object with an ID attribute, give *F* an attribute of type IDREF.

Or, let the attribute have type IDREFS, so the F
 -object can refer to any number of other objects.



# Example: ID's and IDREF's

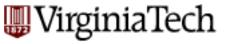
- Let's redesign our BARS DTD to include both BAR and BEER subelements.
- Both bars and beers will have ID attributes called name.
- Bars have PRICE subobjects, consisting of a number (the price of one beer) and an IDREF theBeer leading to that beer.
- Beers have attribute soldBy, which is an IDREFS leading to all the bars that sell it.



## The DTD

Bar objects have name

```
as an ID attribute and
<!DOCTYPE Bars [
                                          have one or more
  <!ELEMENT BARS (BAR*, BEER*)>
                                          PRICE subobjects.
  <!ELEMENT BAR (PRICE+)>
                                              PRICE objects have
   <!ATTLIST BAR name = ID>
                                              a number (the
  <!ELEMENT PRICE (#PCDATA)>
                                              price) and one
                                              reference to a beer.
   <!ATTLIST PRICE theBeer = IDREF>
  <!ELEMENT BEER ()>
   <!ATTLIST BEER name = ID, soldBy = IDREFS>
]>
                Beer objects have an ID attribute called name,
                and a soldBy attribute that is a set of Bar names.
```



# **Example Document**

```
<BARS>
  <BAR name = "JoesBar">
   <PRICE theBeer = "Bud">2.50</PRICE>
   <PRICE theBeer = "Miller">3.00</PRICE>
  </BAR> ...
  <BEER name = "Bud", soldBy = "JoesBar,
  SuesBar,...">
  </BEER> ...
</BARS>
```



#### **Announcements**

- Homework 5 due next class
- Project Assignment 6 is out
  - Last Assignment (yay!)
  - Paper-report due on Monday May 6 in class
    - Hard deadline: NO LATE DAYS allowed for this assignment!
  - Start early---contact Qianzhou for any problems
  - Web-based interface to your database
  - 'value-additions' important
  - One more advice
    - START EARLY!!