

JQL : The Java Query Language

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*Te Whare Wānanga
o te Ūpoko o te Ika a Māui*





Object Querying



JQL is a simple extension for Java.

JQL adds support for **Object Querying**.

Object Querying helps us pick sets of objects from other sets.

JQL can simplify working with collections.



Object Querying



Without JQL:

```
for (Object a : collection1)
    for (Object b : collection2)
        if (a.equals (b) )
            results.add(new Object[] {a,b} ) ;
```

With JQL:

```
selectAll (Object a = collection1,
           Object b = collection2
           :a.equals (b) ) ;
```



A Hypothetical Instant Messaging Client

Session

```
String name;
```

```
send_msg(Msg);
```

```
recv_msg(Msg);
```

Window

```
String name;
```

```
int id;
```

```
show_msg(Msg);
```

```
enter_msg();
```



Querying : Nested Loop

We're *joining* the sets of Sessions and Windows.

An easy way – the nested loop join:

```
ArrayList results = new ArrayList();  
for(Session s : sessions)  
    for(Window w : windows)  
        if(w.name.equals(s.name))  
            results.add(new Object[w,s]);
```

This takes $O(|sessions| * |windows|)$ time.

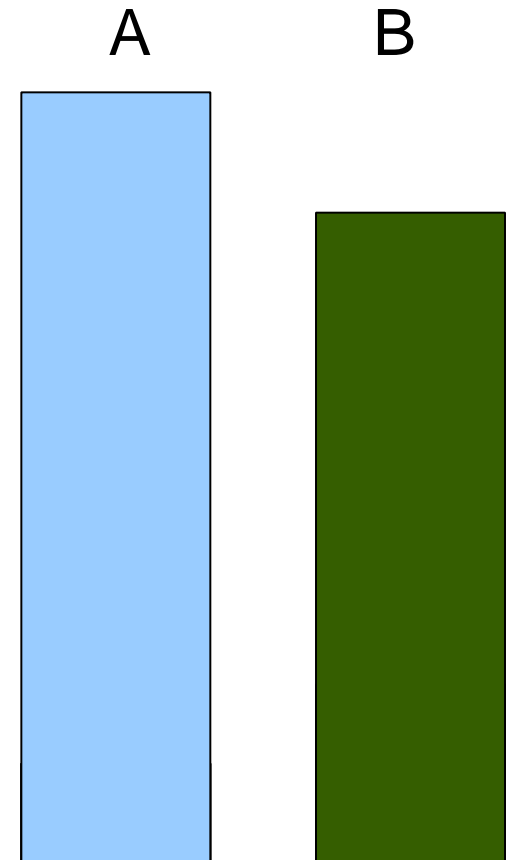
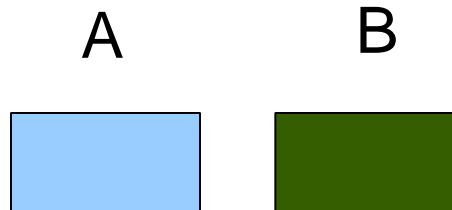
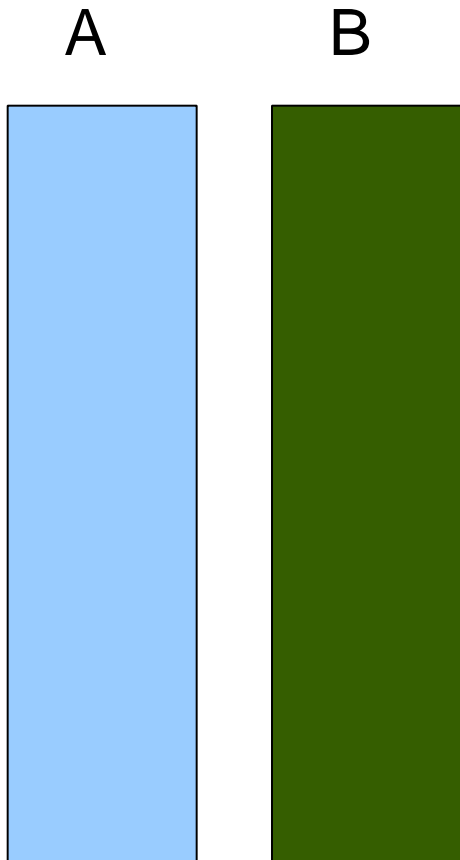
JQL Querying : Hash Join



Another join technique, from databases:

```
ArrayList results = new ArrayList();
Hashtable nameIndex = new Hashtable();
for(Session s : sessions)
    nameIndex.put(s.name, s);
}
for(Window w : windows){
    results.add(nameIndex.get(w.name));
}
```

(This is a simplified version)





JQL for Collection Operations

```
results = selectAll(Session s = sessions,  
                    Window w = windows:  
                    s.name.equals(w.name));
```

Let the Query Evaluator take care of the details!



Domain Variable Sources

Passing in a Domain Variable source

```
selectAll(Window w = windows :w.ID == 5)
```

Domain Variable Definition without a source

```
selectAll(Window w : w.ID == 5)
```



Query Expressions

```
w.ID == 5
```

```
w.ID == 5 && w.name == s.name
```

```
w.ID > 5 && w.ID < 10 && w.name  
== s.name && s.isActive() &&
```

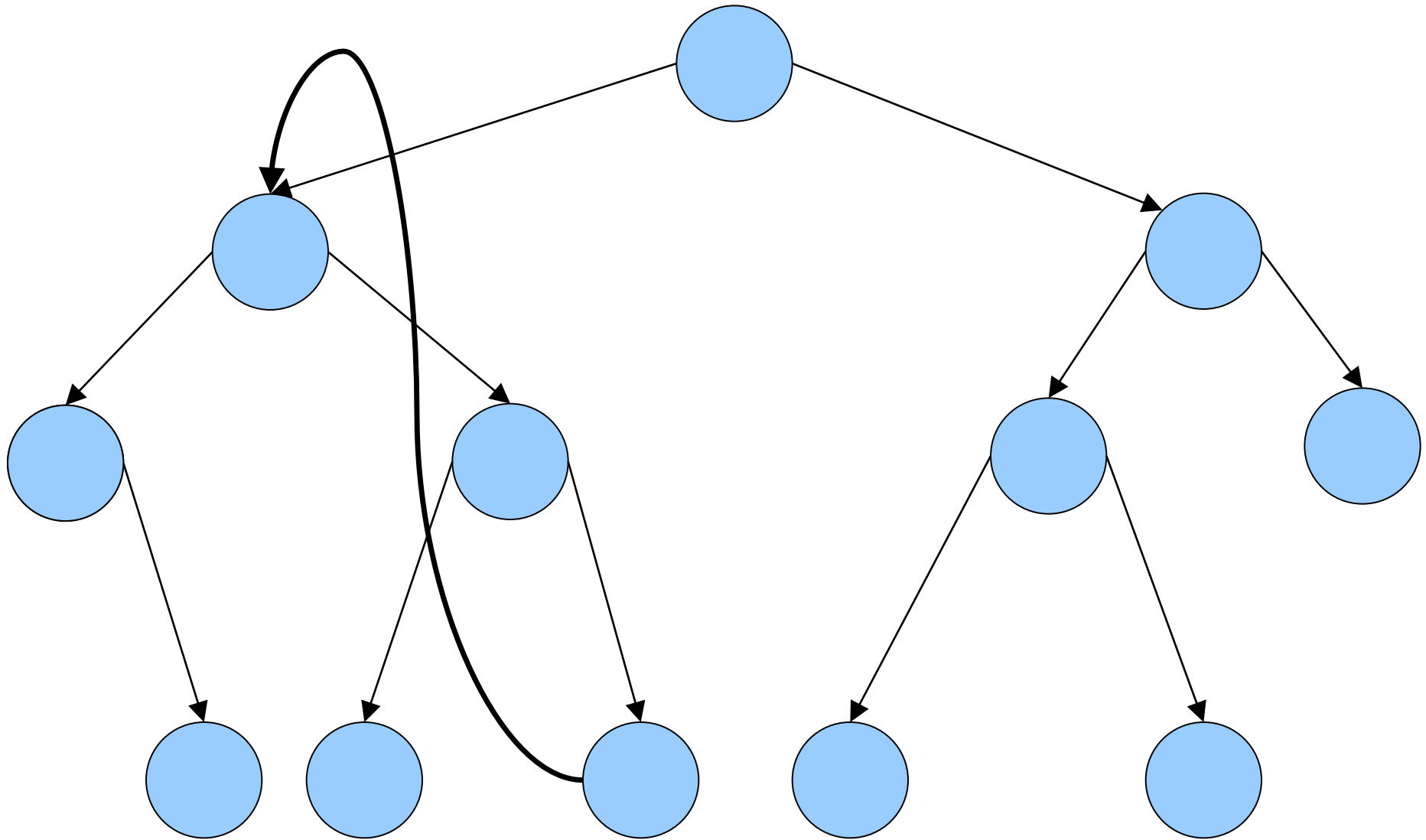
```
...
```

JQL Query Expressions



- Method calls are allowed
- Side effects are possible
- These expressions do not short circuit

So what else can we do with queries?





A Query Invariant

```
assert null == selectA(BinTree a, BinTree b :  
    (a != b && a.left == b.left) ||  
    (a != b && a.right == b.right) ||  
    a.left == b.right);
```

Uses **Object Tracking** to check all
BinTrees.

JQL Object Tracking



```
public class GroupChat{  
    private List participants;  
  
    public SomeClass() {  
        participants = new ArrayList();  
        ...  
    }  
    public void addChatter(String name) {  
        ...  
        participants.add(new Session(name));  
        ...  
    }  
}
```

Object
Tracker



JQL Expression Ordering



Queries get broken down along **&&**s

```
w.ID == 5 && w.name == s.name
```

Becomes two subqueries:

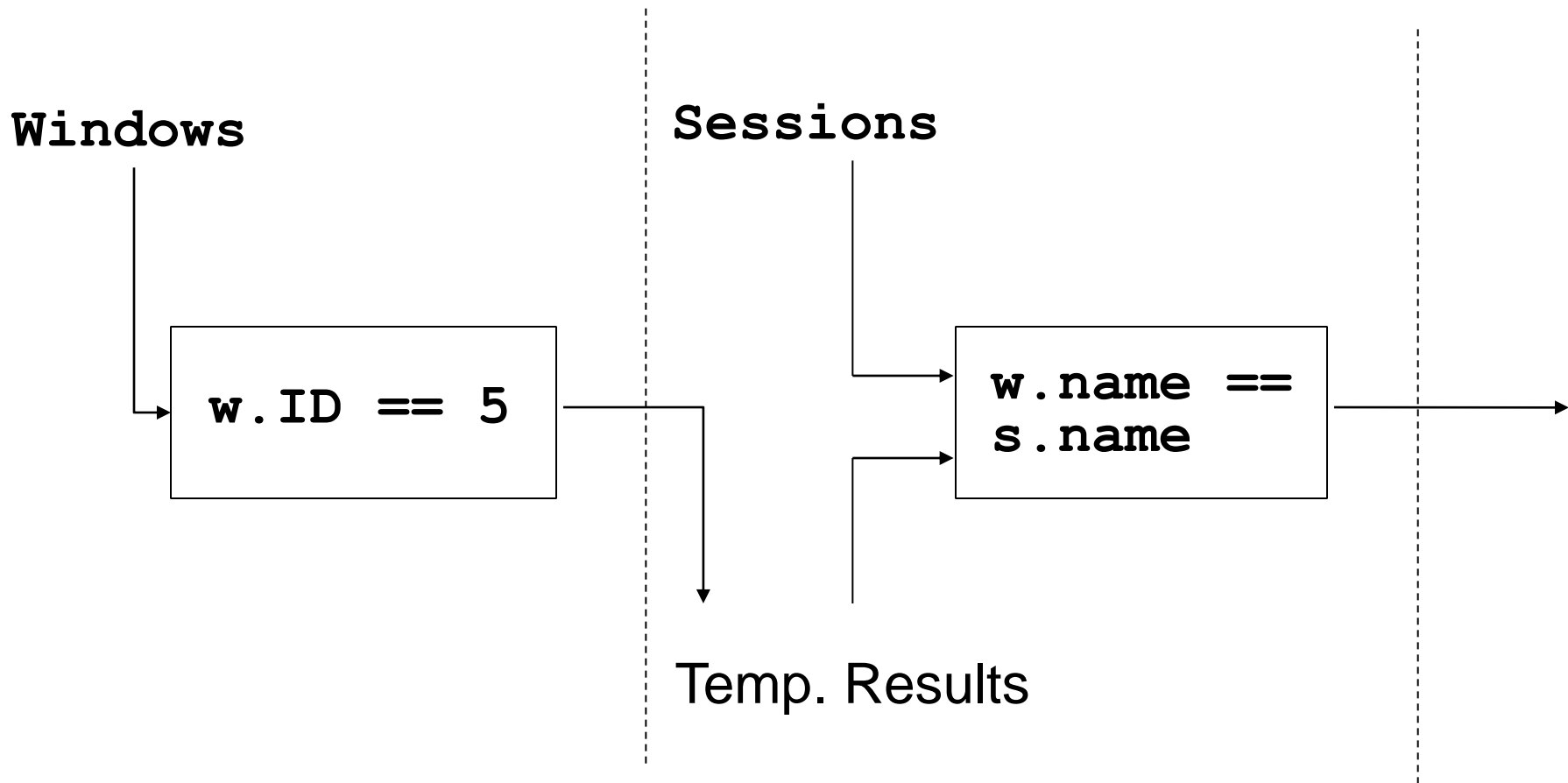
```
w.ID = 5
```

```
w.name == s.name
```

JQL arranges these into a *query pipeline*.



A Query Pipeline



`w.ID == 5 && w.name == s.name`



There are two factors to consider:

- Cost
 - Very dependent on input sizes
 - Input sizes are dependent on selectivity...
- Selectivity
 - The proportion of results rejected by the stage
 - We estimate it based on the expression used:
`==`, `<`, `>`, `!=`, `aMethod()`
 - Or, we can test it with sampling

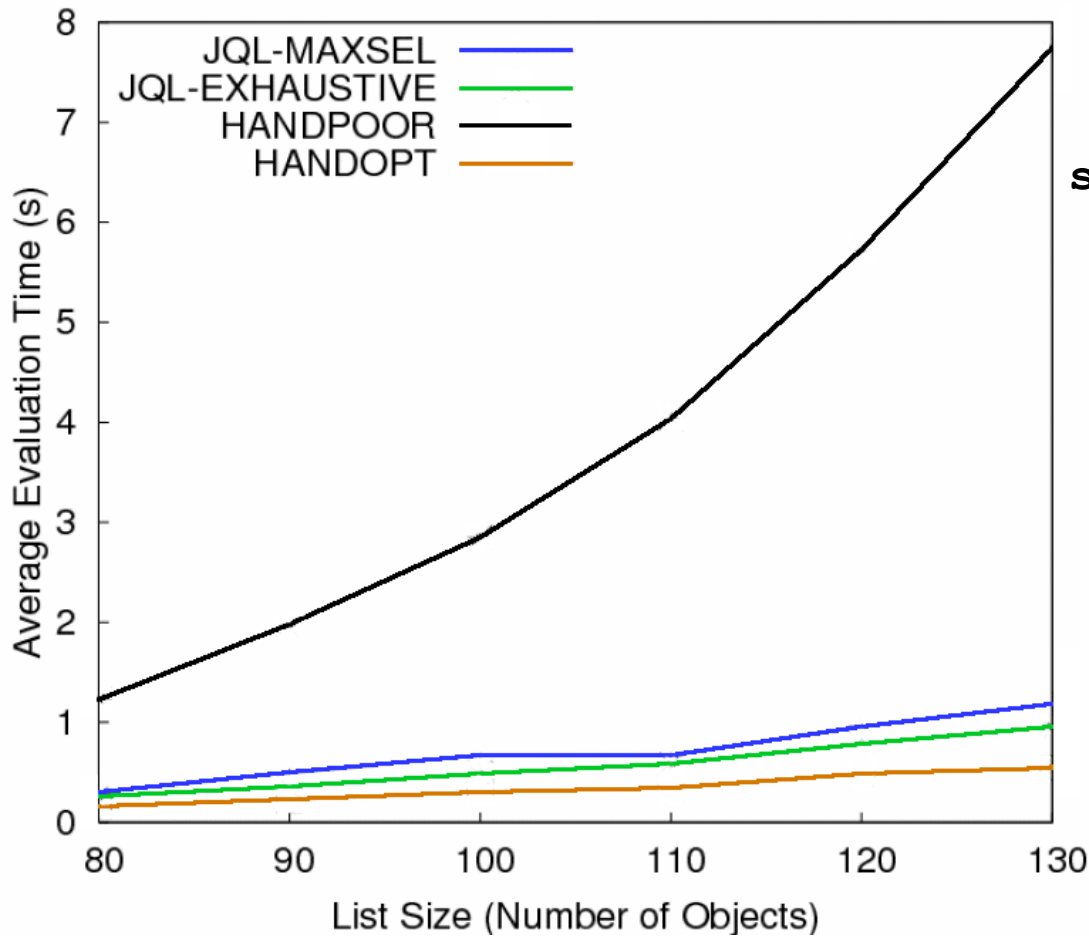


Two strategies to decide Join Order:

- Exhaustive Search
 - Good results but expensive
 - Requires searching $n!$ possible orderings
- Maximum Selectivity Heuristic
 - Less optimal order, less overhead.



ThreeStage Benchmark



Four versions of:

```
selectAll(Integer a=as,
           Integer b=bs,
           Integer c=cs,
           Integer d=ds:
           a == b &&
           b != c &&
           c < d);
```

JQL HANDOPT Implementation

```
HashMap<Integer,ArrayList<Integer>> map;
map = new
    HashMap<Integer,ArrayList<Integer>>(
    );
for(Integer i1 : array1) {
    ArrayList<Integer> grp =
        map.get(i1);
    if(grp == null) {
        grp = new ArrayList<Integer>();
        map.put(i1,grp);
    }
    grp.add(i1);
}
ArrayList<Object[]> matches = new
    ArrayList<Object[]>();
Collections.sort(array4);
for(Integer i2 : array2) {
    int b=i2;
    ArrayList<Integer> grp =
        map.get(i2);
    if(grp != null) {
```

```
        for(Integer i3 : array3) {
            int c=i3;
            if(b != c) {
                for(int
x=array4.size();x!=0;x=x1){
                    int d=array4.get(x-1);
                    if(c<d){
                        Object[] t = new Object[4];
                        t[0]=a;
                        t[1]=b;
                        t[2]=c;
                        t[3]=d;
                        matches.add(t);
                    } else { break; }
                }
            }
        }
    }
}
return matches;
```

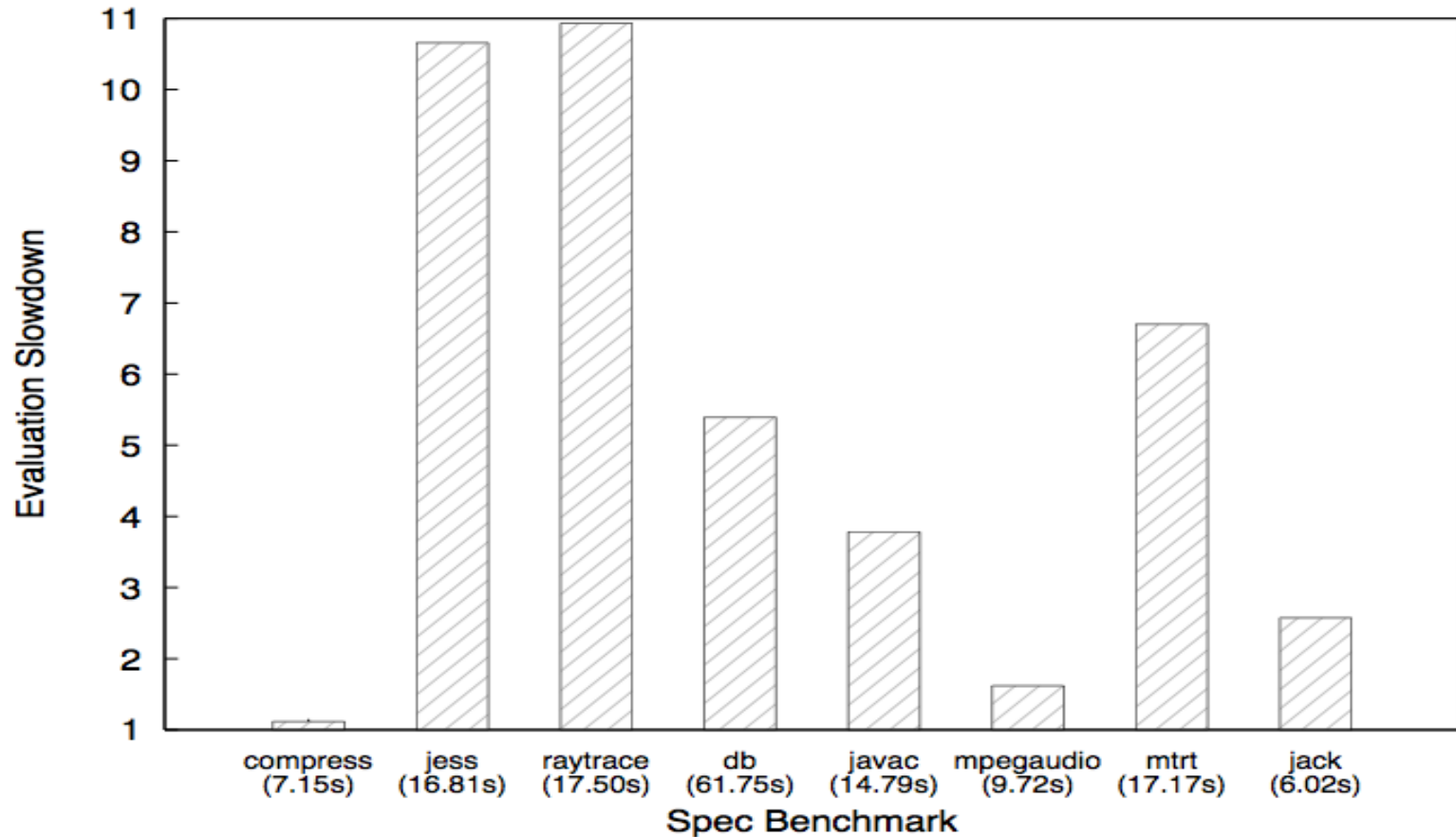


Performance Discussion

```
selectAll(Integer a=as, Integer b=bs,  
          Integer c=cs, Integer d=ds :  
          a==b && b!=c && c < d);
```

JQL's performance is pretty good!

The average programmer is more likely to code
HANDPOOR than HANDOPT.



Object tracker overhead varies greatly.



C_o/LINQ(C#)

Provide similar querying capabilities.

Query-Based Debuggers

QBD, DQBD by Lencevicius et al.

Used querying and object tracking for debugging.

Relational Databases

Much prior work in query optimisation.



Caching

Both simple, and incrementalised

Other join methods

Again, from databases – Merge, Sort, etc

Tool Support

Eclipse/Netbeans/etc



- Queries are neat
- They are a powerful, simple, useful abstraction.
- JQL provides efficient and easy support for querying in Java.
- For more information on JQL:
`www.mcs.vuw.ac.nz/~darren/jql/`