

Logic and XML

München

May 2005

Thomas Schwentick

Contents

Introduction

XML: Tasks

Logic on Trees

MSO Logics

Weaker Logics

Extensions

Conclusion

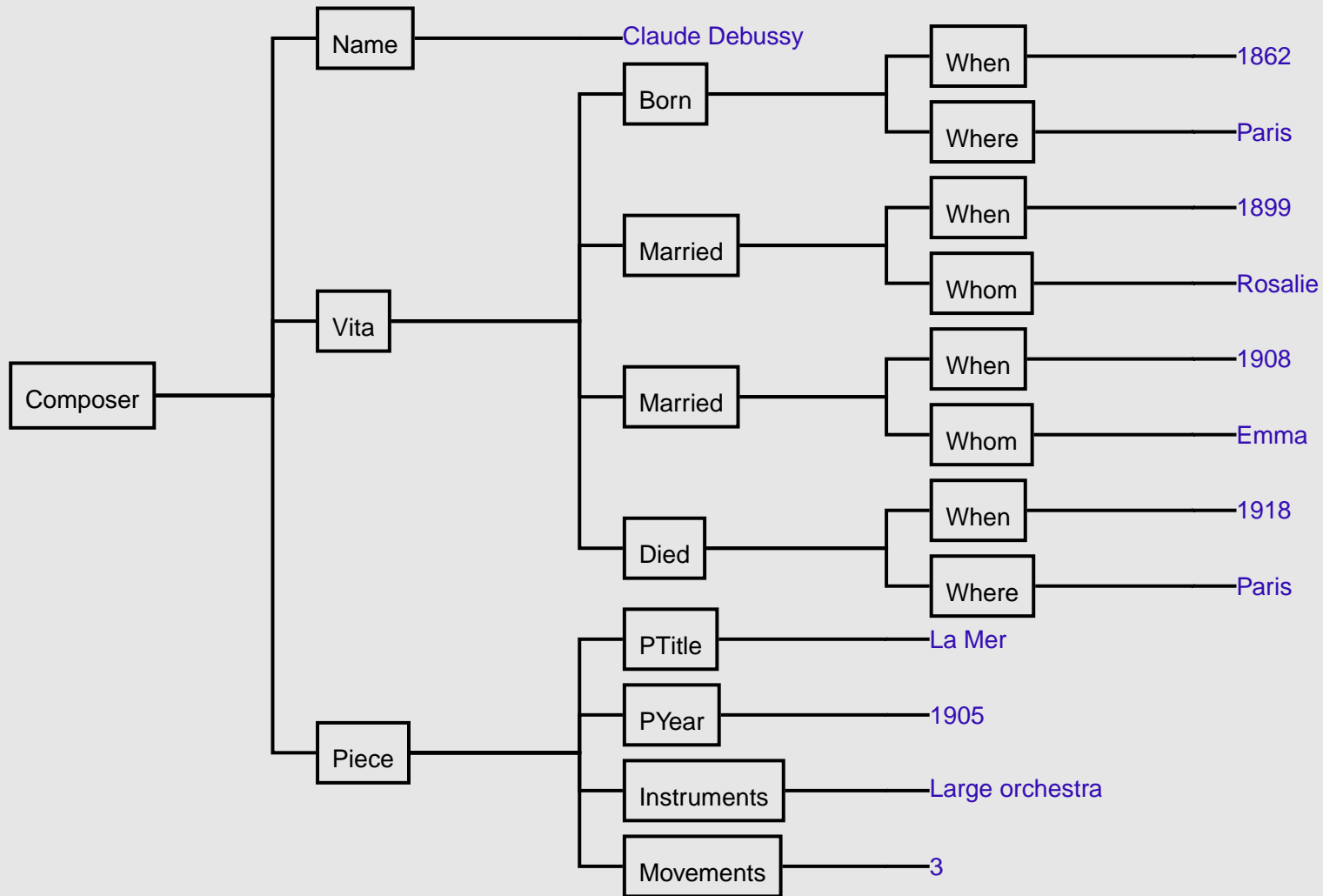
XML

Example Document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita>
    <Born> <When> August 22, 1862 </When> <Where> Paris </Where> </Born>
    <Married> <When> October 1899 </When> <Whom> Rosalie </Whom> </Married>
    <Married> <When> January 1908 </When> <Whom> Emma </Whom> </Married>
    <Died> <When> March 25, 1918 </When> <Where> Paris </Where> </Died>
  </Vita>
  <Piece>
    <PTitle> La Mer </PTitle>
    <PYear> 1905 </PYear>
    <Instruments> Large orchestra </Instruments>
    <Movements> 3 </Movements>
    ...
  </Piece>
  ...
</Composer>
...
```

XML

Example Tree



XML Processing

Four important kinds of XML processing

Validation

Check whether an XML document is of a given type

Navigation

Select a set of positions in an XML document

Querying

Extract information from an XML document

Transformation

Construct a new XML document from a given one

XML Processing

Four important kinds of XML processing and their languages

Validation

Check whether an XML document is of a given type

DTD, XML Schema

Navigation

Select a set of positions in an XML document

XPath

Querying

Extract information from an XML document

XQuery

Transformation

Construct a new XML document from a given one

XSLT

Validation: DTD

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

Validation: DTD

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

DTD

DTDs describe types of XML documents

Validation: DTD

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

DTD

DTDs describe types of XML documents

Example

```
<!DOCTYPE Composers [
  <!ELEMENT Composers (Composer*)>
  <!ELEMENT Composer (Name, Vita, Piece*)>
  <!ELEMENT Vita (Born, Married*, Died?)>
  <!ELEMENT Born (When, Where)>
  <!ELEMENT Married (When, Whom)>
  <!ELEMENT Died (When, Where)>
  <!ELEMENT Piece (PTitle, PYear,
    Instruments, Movements)>
]>
```

Navigation: XPath

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

Navigation: XPath

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XPath

XPath expressions select sets of nodes of XML documents by specifying navigational patterns

Navigation: XPath

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XPath

XPath expressions select sets of nodes of XML documents by specifying navigational patterns

Example query

```
//Vita/Died/*
```

Navigation: XPath

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

XPath

XPath expressions select sets of nodes of XML documents by specifying navigational patterns

Example query

```
//Vita/Died/*
```

Navigation: XPath

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

XPath

XPath expressions select sets of nodes of XML documents by specifying navigational patterns

Example query

```
//Vita/Died/*
```

Remark

XPath expressions define sets of nodes:

node-selecting queries

Querying: XQuery

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

Querying: XQuery

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XQuery

XQuery is a full-fledged XML query language

Querying: XQuery

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XQuery

XQuery is a full-fledged XML query language

Example query

```
for $x in
doc( 'composers.xml' ) /Composer
where $x/Vita/Died/Where =
'Paris'
return $x/Name
```

Querying: XQuery

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XQuery

XQuery is a full-fledged XML query language

Example query

```
for $x in
doc( 'composers.xml' ) /Composer
where $x/Vita/Died/Where =
'Paris'
return $x/Name
```

Result

```
<Name> Claude Debussy </Name>
<Name> Eric Satie </Name>
<Name> Hector Berlioz </Name>
<Name> Camille Saint-Saëns </Name>
<Name> Frédéric Chopin </Name>
<Name> Maurice Ravel </Name>
<Name> Jim Morrison </Name>
<Name> César Franck </Name>
<Name> Gabriel Fauré </Name>
<Name> George Bizet </Name>
```

...

Transformation: XSLT

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

Transformation: XSLT

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XSLT

XSLT transforms documents by means of templates

Transformation: XSLT

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XSLT

XSLT transforms documents by means of templates

Example

```
<xsl:template match="Composer[Vita//Where='Paris']">
  <ParisComposer>
    <xsl:copy-of select="Name"/>
    <xsl:copy-of select="Vita/Born"/>
  </ParisComposer>
</xsl:template>
```

Transformation: XSLT

Example document

```
<Composer>
  <Name> Claude Debussy </Name>
  <Vita> <Born>
    <When> August 22, 1862 </When>
    <Where> Paris </Where>
  </Born> <Married>
    <When> October 1899 </When>
    <Whom> Rosalie </Whom>
  </Married> <Married>
    <When> January 1908 </When>
    <Whom> Emma </Whom>
  </Married> <Died>
    <When> March 25, 1918 </When>
    <Where> Paris </Where>
  </Died>
</Vita>
<Piece>
  <PTitle> La Mer </PTitle>
  <PYear> 1905 </PYear>
  <Instruments> Large orchestra </Instruments>
  <Movements> 3 </Movements>
</Piece>
</Composer>
```

...

XSLT

XSLT transforms documents by means of templates

Example

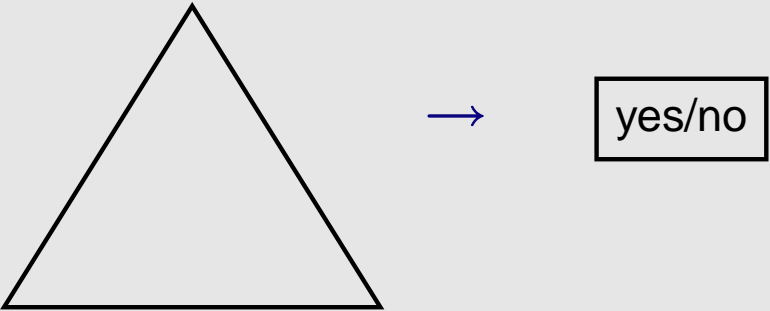
```
<xsl:template match="Composer[Vita//Where='Paris']">
  <ParisComposer>
    <xsl:copy-of select="Name"/>
    <xsl:copy-of select="Vita/Born"/>
  </ParisComposer>
</xsl:template>
```

Result

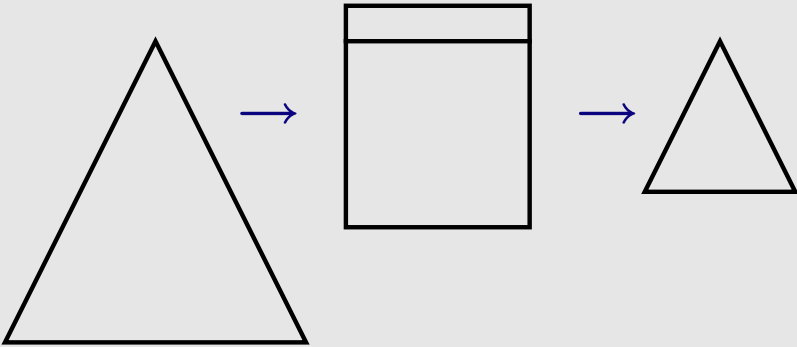
```
<ParisComposer> <Name> Claude Debussy </Name>
  <Born> <When> August 22, 1862 </When>
  <Where> Paris </Where>
</ParisComposer>
<ParisComposer> <Name> Frédéric Chopin </Name>
  <Born> <When> March 1, 1810 </When>
  <Where> Żelazowa </Where>
</ParisComposer>
<ParisComposer> <Name> Camille Saint-Saëns </Name>
  <Born> <When> October 9, 1835 </When>
  <Where> Paris </Where>
</ParisComposer>
```

A Schematic View

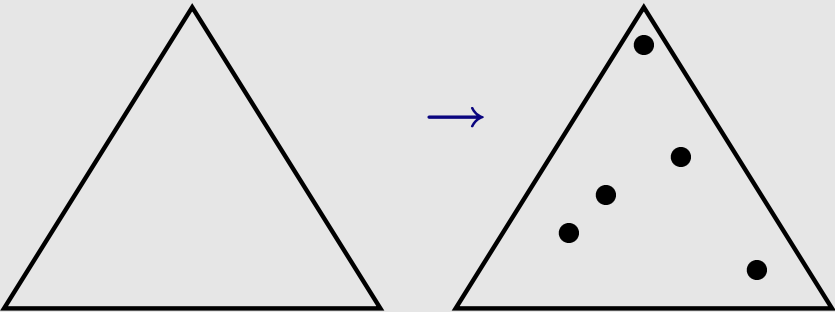
DTD/ XML Schema



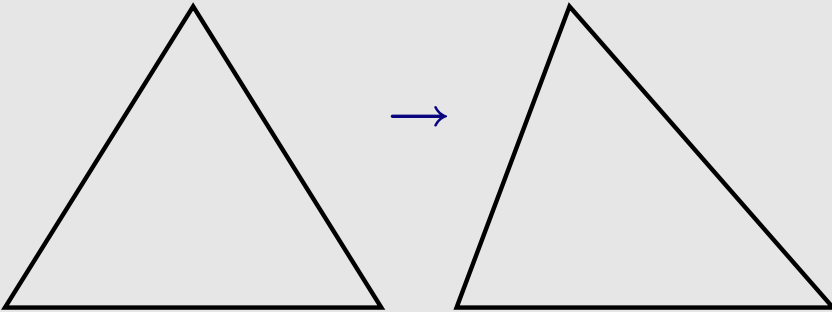
XQuery



XPath

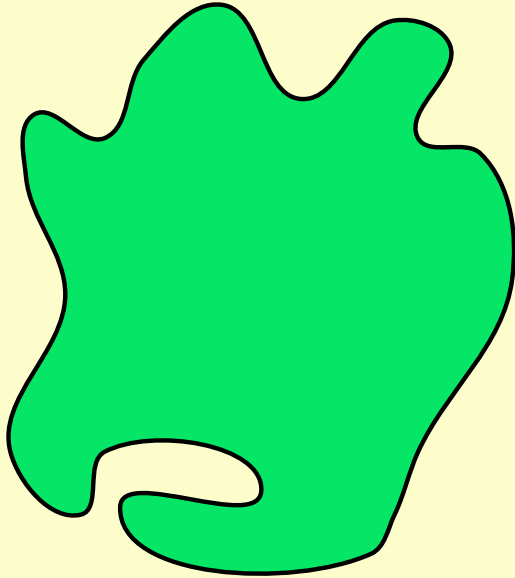


XSLT



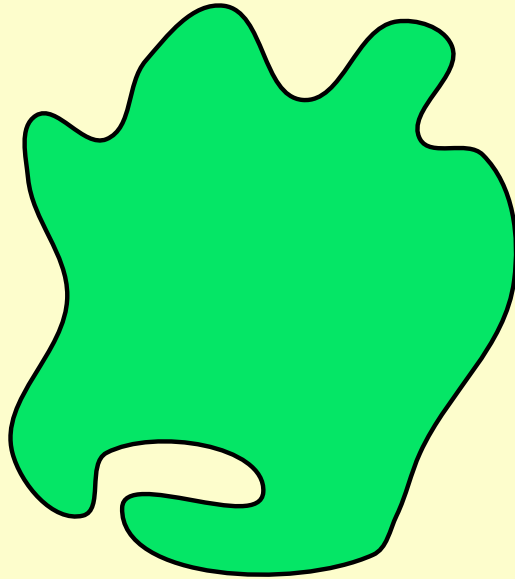
The Big Picture

XML Languages

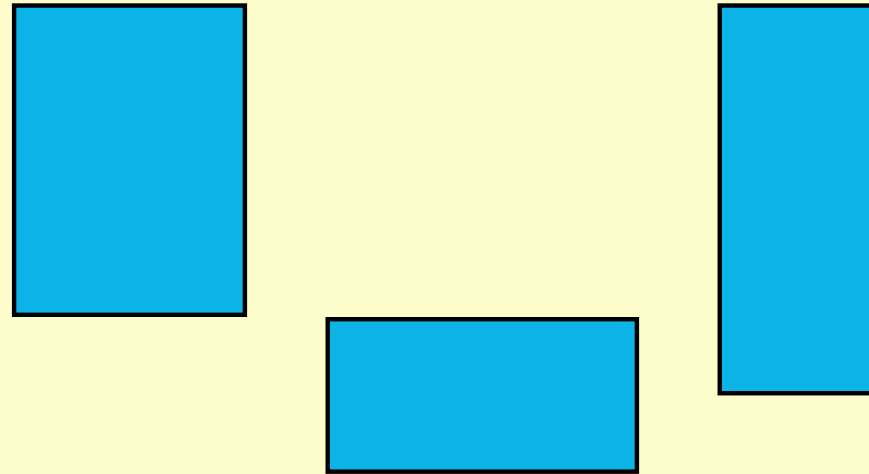


The Big Picture

XML Languages



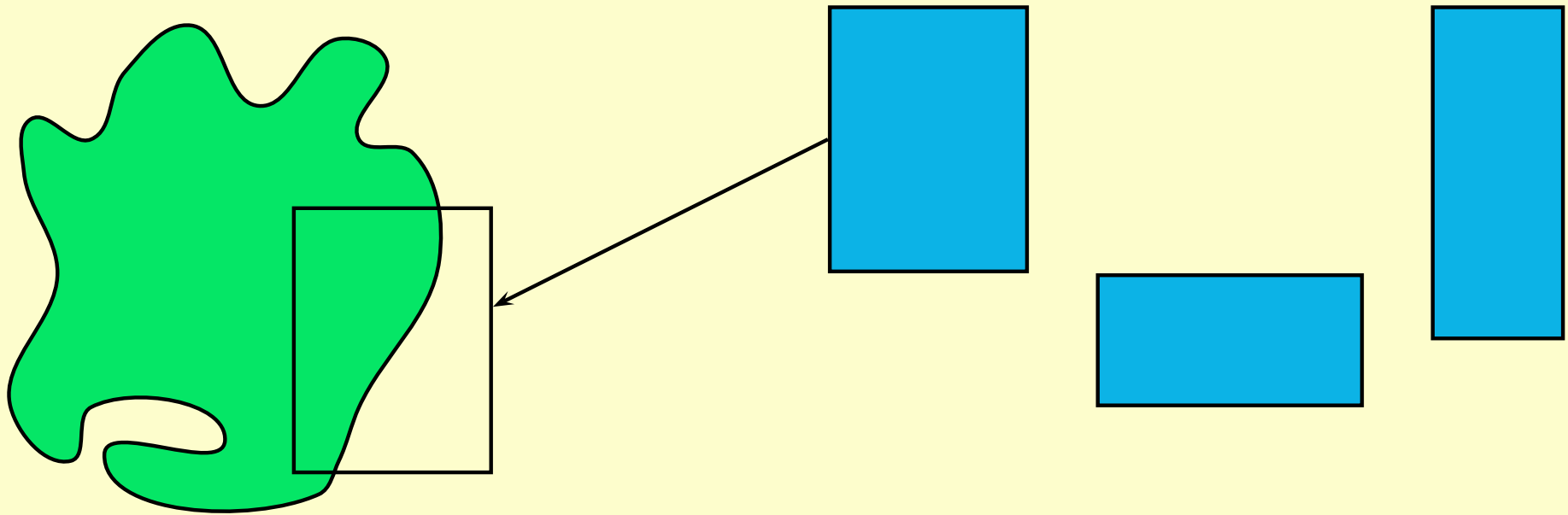
Known Formal Models



The Big Picture

XML Languages

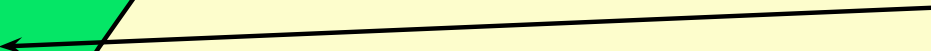
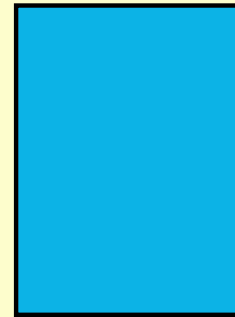
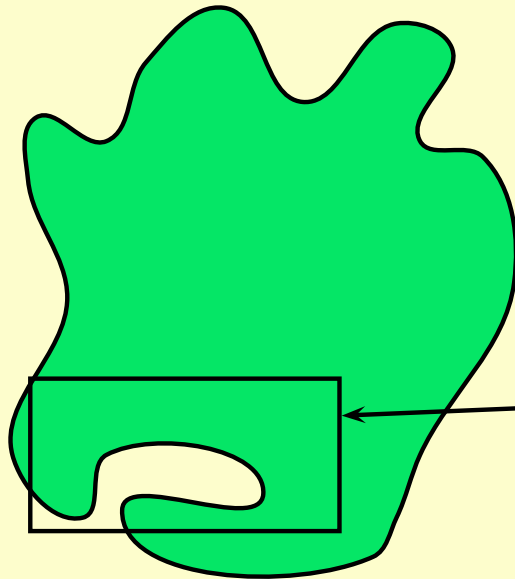
Known Formal Models



The Big Picture

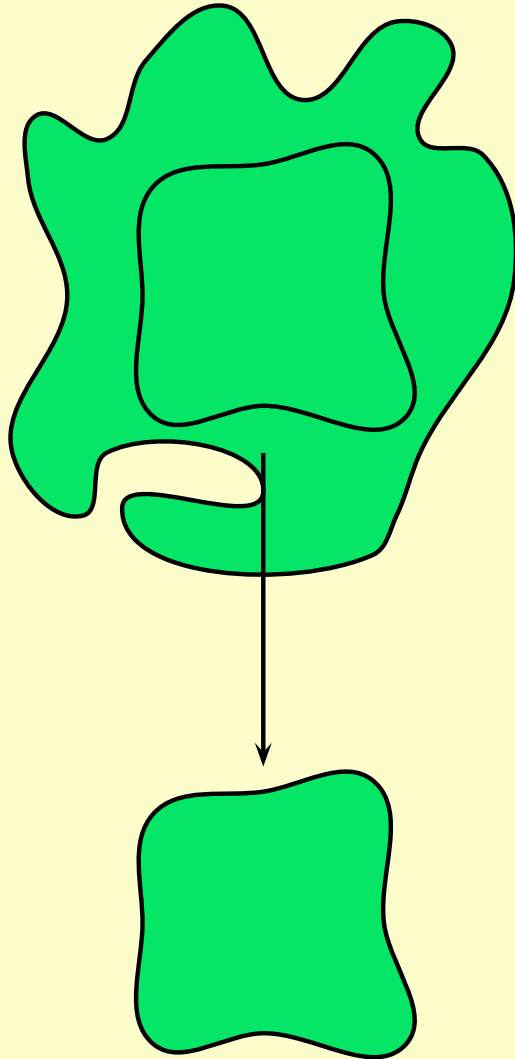
XML Languages

Known Formal Models

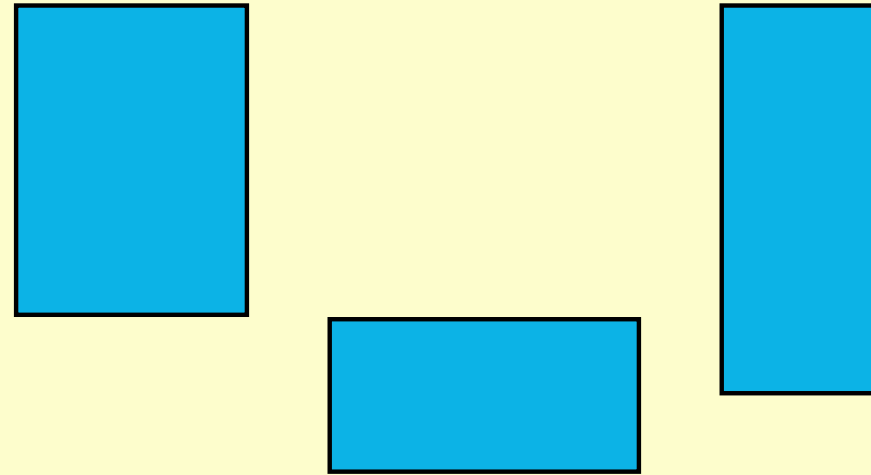


The Big Picture

XML Languages



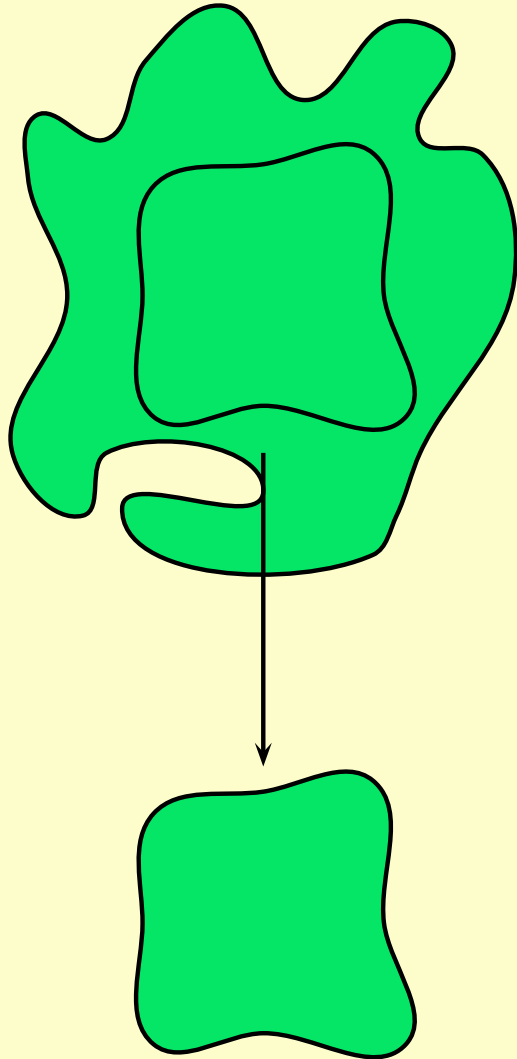
Known Formal Models



Suitable Fragments

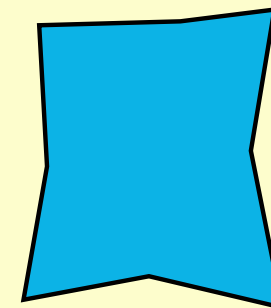
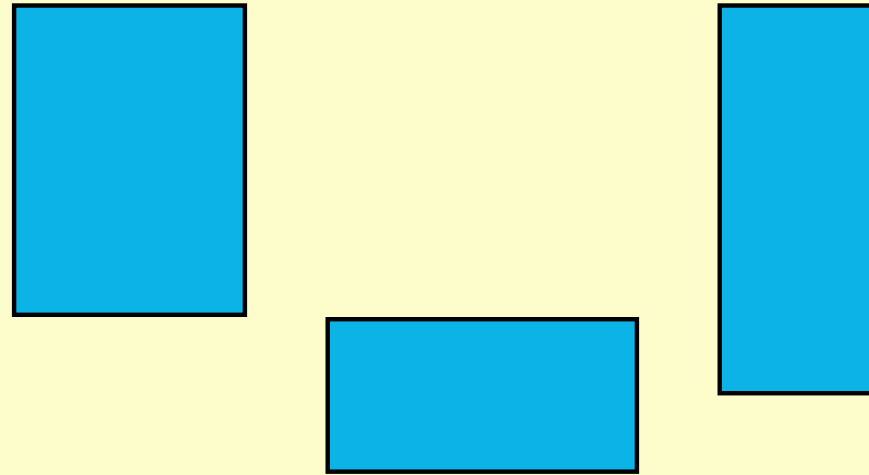
The Big Picture

XML Languages



Suitable Fragments

Known Formal Models



New Formal Models

Algorithmic Tasks

Evaluation

Evaluation (Combined)

I: Tree t , Query q

O: $q(t)$

Evaluation (Data(q))

I: Tree t

O: $q(t)$

Incremental Eval. (q)

I: Tree t ,
Changes of t

O: $q(t)$

Static Analysis

Satisfiability

I: Query q

Q: Is $q(t) \neq \emptyset$
for some t ?

Containment

I: Queries q_1, q_2

Q: Is always
 $q_1(t) \subseteq q_2(t)$?

Equivalence

I: Queries q_1, q_2

Q: Is always
 $q_1(t) = q_2(t)$?

Type Checking

I: Types d_1, d_2 ,
Transformation T

Q: Does $t \models d_1$ imply
 $T(t) \models d_2$?

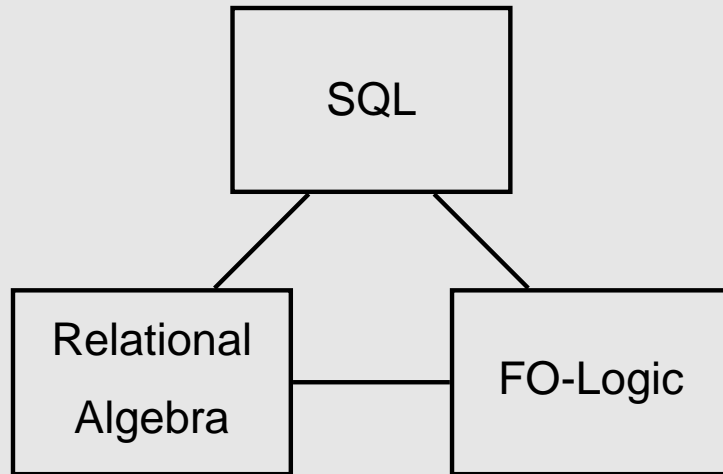
Type Inference

I: Types d ,
Transformation T

O: Type of
 $\{T(t) \mid t \models d\}$

A Look Back

Relational Databases



Basic Properties of these Formalisms

SQL

- Declarative, easy to use
- Queries, data definition, updates

FO-logic

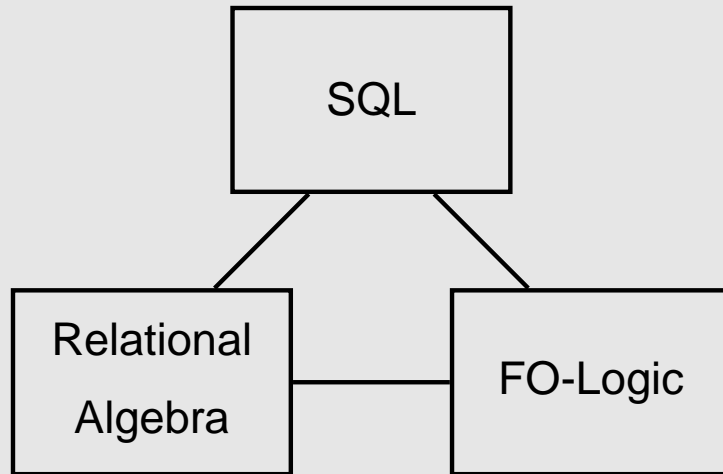
- Formal framework for investigations
- Clear Semantics
- Expressive power well understood

Relational Algebra

- Operational model
- Flexible, optimizable
- Automatic translation

A Look Back

Relational Databases



Further Properties

- Satisfiability undecidable
→ Fragments like conjunctive queries
- Evaluation for conjunctive queries **NP**-hard
→ but works well in practice
- SQL can count and group
→ Can be added to FO

[Hella et al. 01]

Basic Properties of these Formalisms

SQL

- Declarative, easy to use
- Queries, data definition, updates

FO-logic

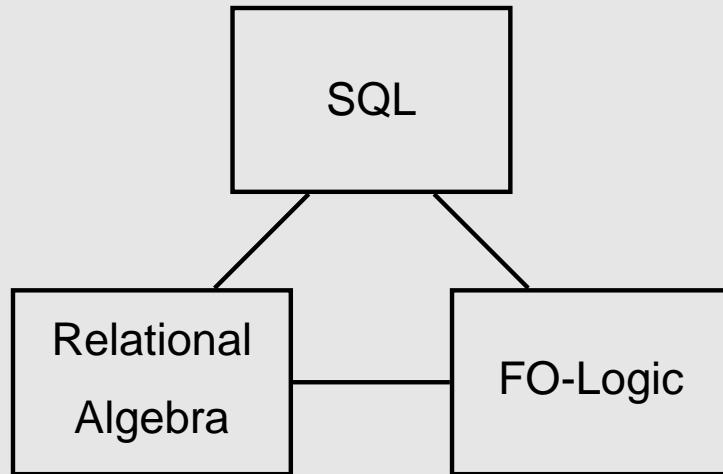
- Formal framework for investigations
- Clear Semantics
- Expressive power well understood

Relational Algebra

- Operational model
- Flexible, optimizable
- Automatic translation

A Look Back

Relational Databases



Further Properties

- Satisfiability undecidable
→ Fragments like conjunctive queries
- Evaluation for conjunctive queries **NP**-hard
→ but works well in practice
- SQL can count and group
→ Can be added to FO

[Hella et al. 01]

Basic Properties of these Formalisms

SQL

- Declarative, easy to use
- Queries, data definition, updates

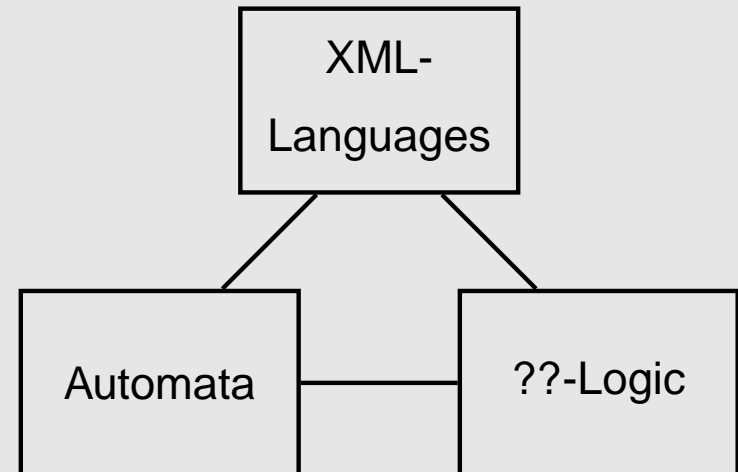
FO-logic

- Formal framework for investigations
- Clear Semantics
- Expressive power well understood

Relational Algebra

- Operational model
- Flexible, optimizable
- Automatic translation

Goal



Contents

Introduction

XML: Tasks

Logic on Trees

MSO Logics

Weaker Logics

Extensions

Conclusion

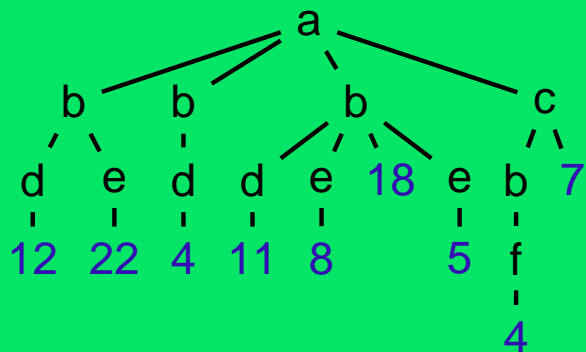
XML as Tree

Example Document

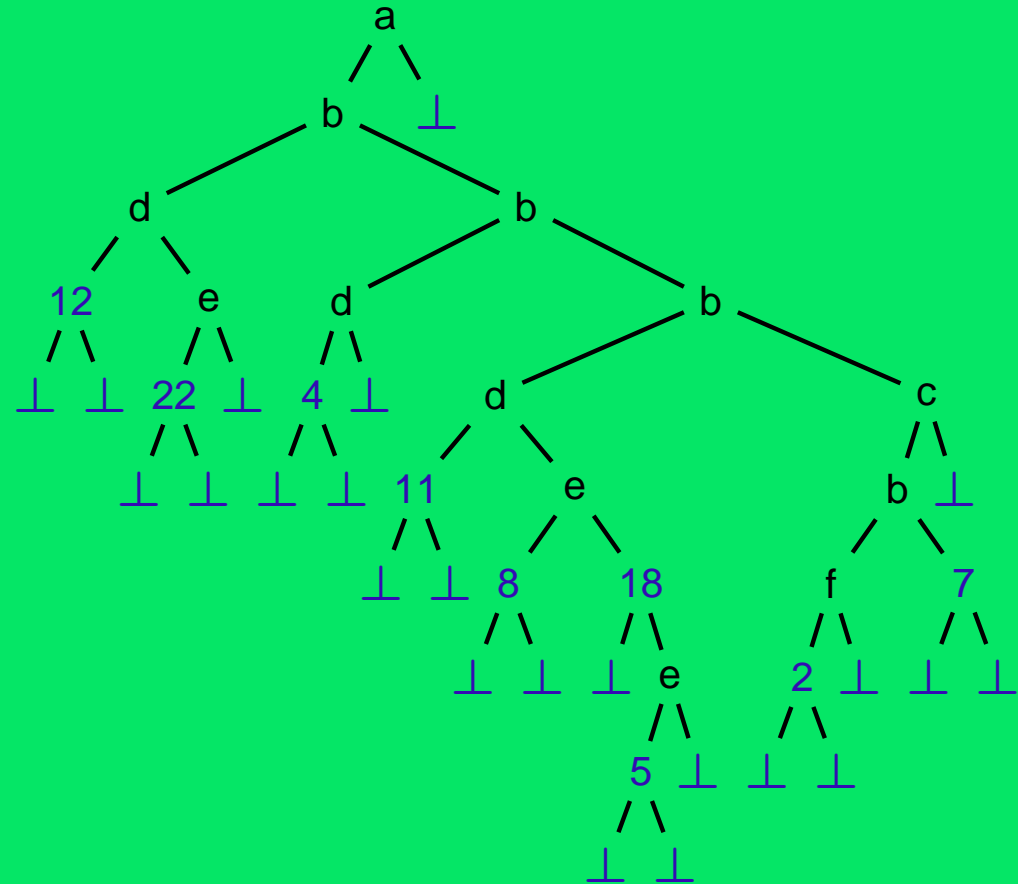
```

<a><b>
  <d>12</d><e>22</e>
</b>
<b><d>4</d></b>
<b><d>11</d>
  <e>8</e>18<e>5</e>
</b>
<c><b><f>2</f>
</b>7</c>
</a>
  
```

...as Unranked Tree



...as Binary Tree

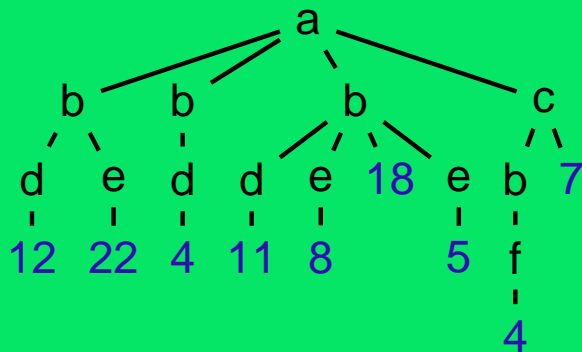


XML Trees as Finite Models

Data Values

For many investigations, data values can and have to be ignored

Example



Labels

- Usually, XML trees are modeled as labeled trees over a **finite** alphabet
- For schema languages this is ok
- For queries, the actual alphabet might depend on the query
- Unary predicates on data values can be also modeled this way

Signatures

- There are various ways to represent unordered trees as finite relational models

- Possible relations

- Local orders: $\rightarrow, \downarrow, \leftarrow, \uparrow$
- Their transitive closures: $\rightarrow^+, \downarrow^+, \leftarrow^+, \uparrow^+$
- Reflexive and transitive: $\rightarrow^*, \downarrow^*, \leftarrow^*, \uparrow^*$
- Document order: $\uparrow^* \rightarrow \downarrow^*$

- Frequent combinations:

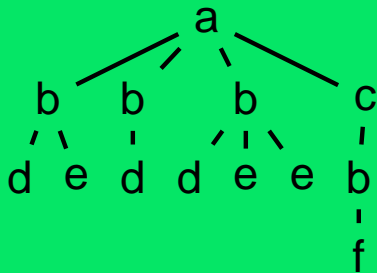
- \rightarrow, \downarrow
- $\rightarrow^+, \downarrow^+$
- $\rightarrow, \downarrow, \rightarrow^+, \downarrow^+$
- \rightarrow, \swarrow

XML Trees as Finite Models

Data Values

For many investigations, data values can and have to be ignored

Example



Labels

- Usually, XML trees are modeled as labeled trees over a **finite** alphabet
- For schema languages this is ok
- For queries, the actual alphabet might depend on the query
- Unary predicates on data values can be also modeled this way

Signatures

- There are various ways to represent unordered trees as finite relational models

- Possible relations

- Local orders: $\rightarrow, \downarrow, \leftarrow, \uparrow$
- Their transitive closures: $\rightarrow^+, \downarrow^+, \leftarrow^+, \uparrow^+$
- Reflexive and transitive: $\rightarrow^*, \downarrow^*, \leftarrow^*, \uparrow^*$
- Document order: $\uparrow^* \rightarrow \downarrow^*$

- Frequent combinations:

- \rightarrow, \downarrow
- $\rightarrow^+, \downarrow^+$
- $\rightarrow, \downarrow, \rightarrow^+, \downarrow^+$
- \rightarrow, \swarrow

Contents

Introduction

MSO Logics

Automata and MSO-logic on Trees

Schema Languages

Node-selecting Queries

XML Transformations

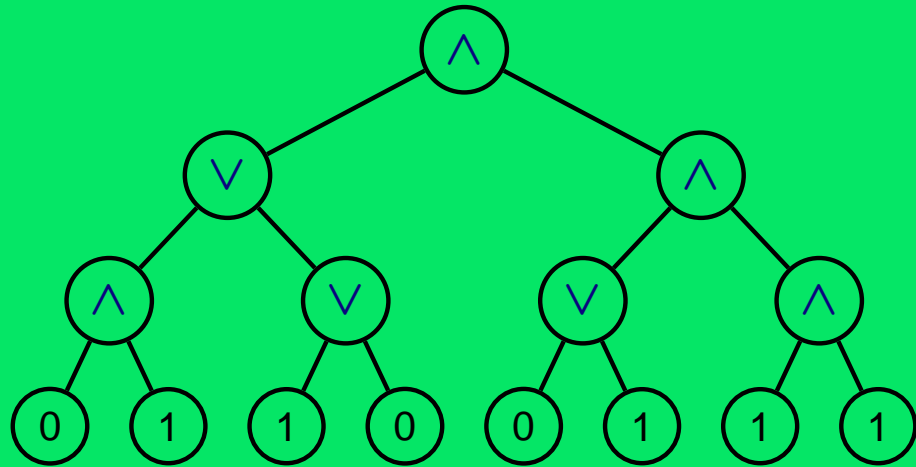
Weaker Logics

Extensions

Conclusion

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

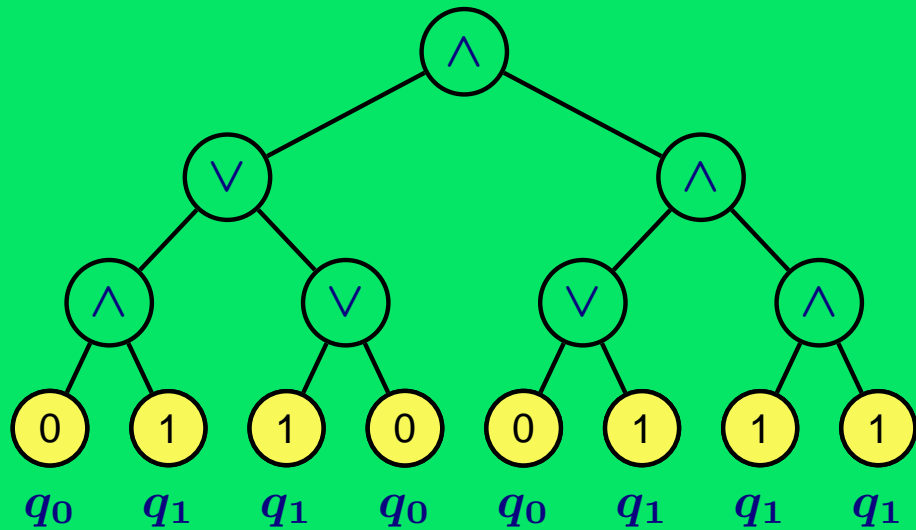
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

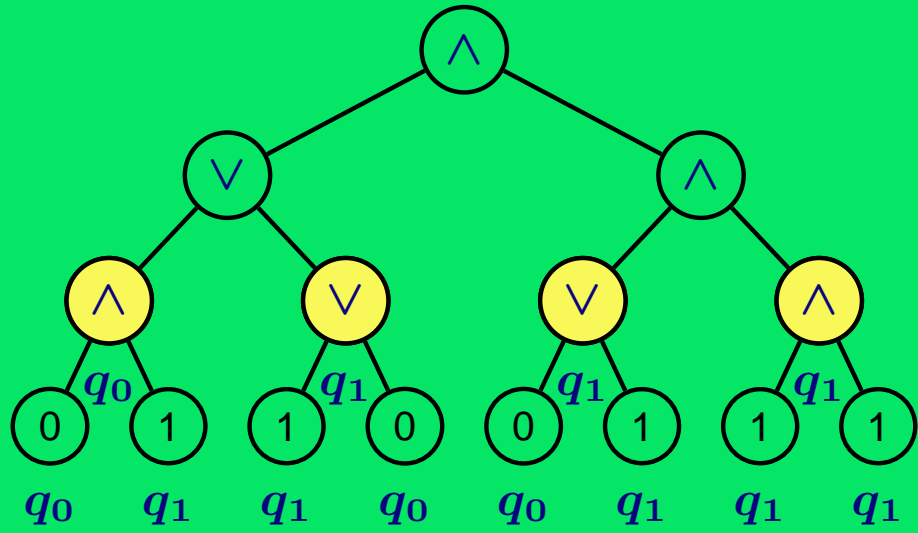
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

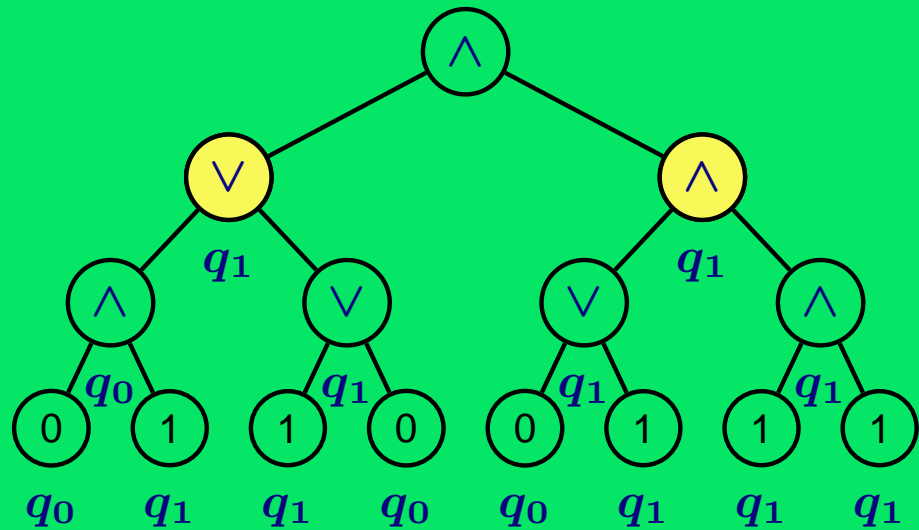
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

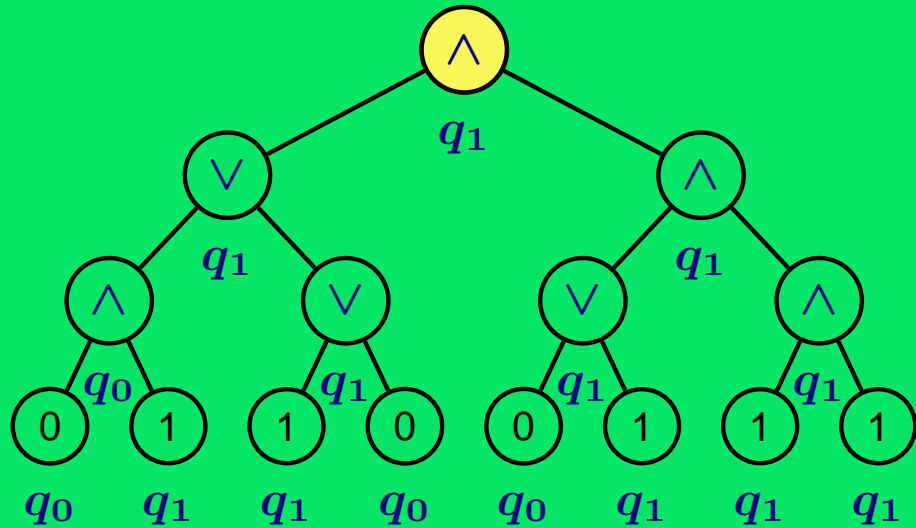
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

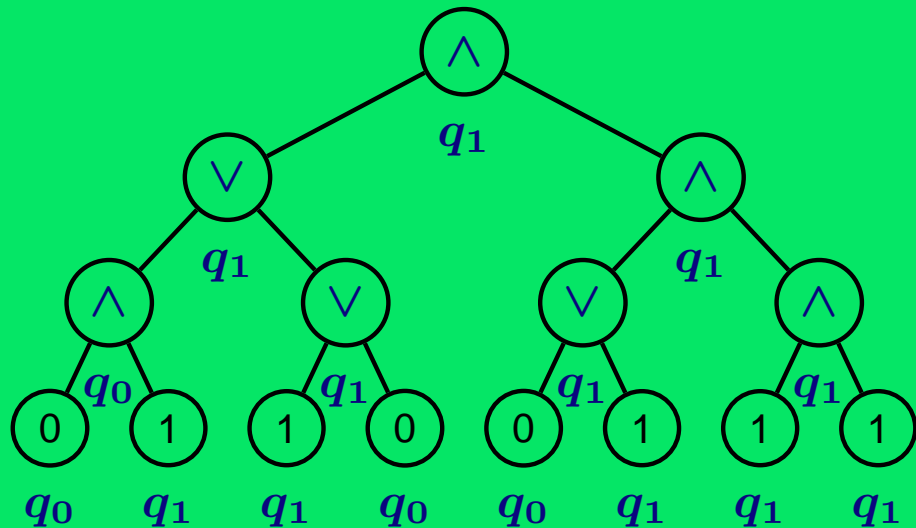
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

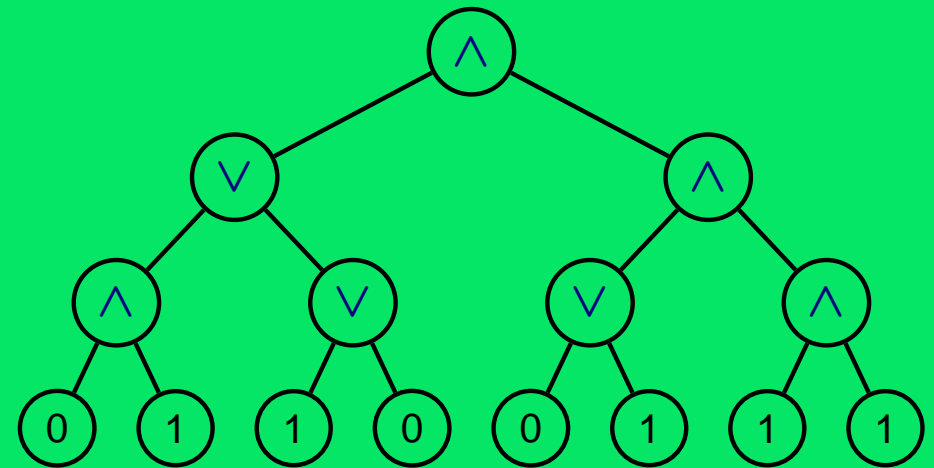
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

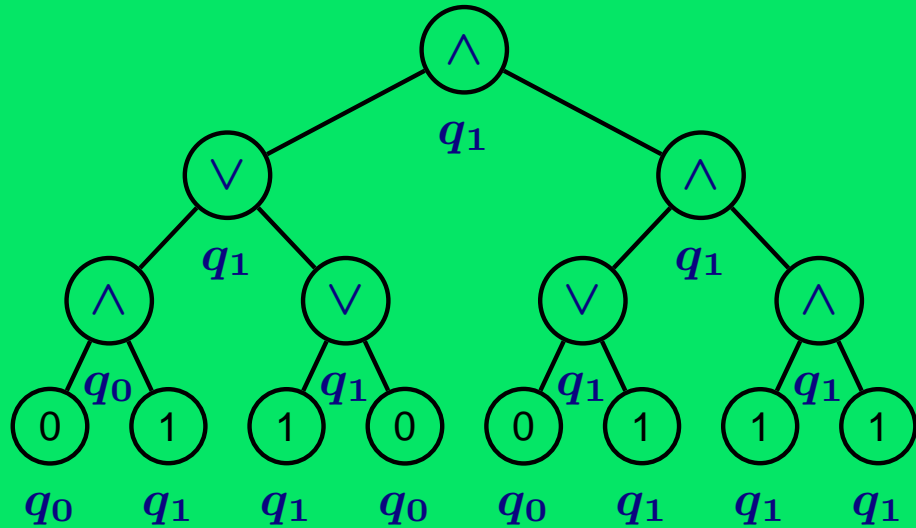
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

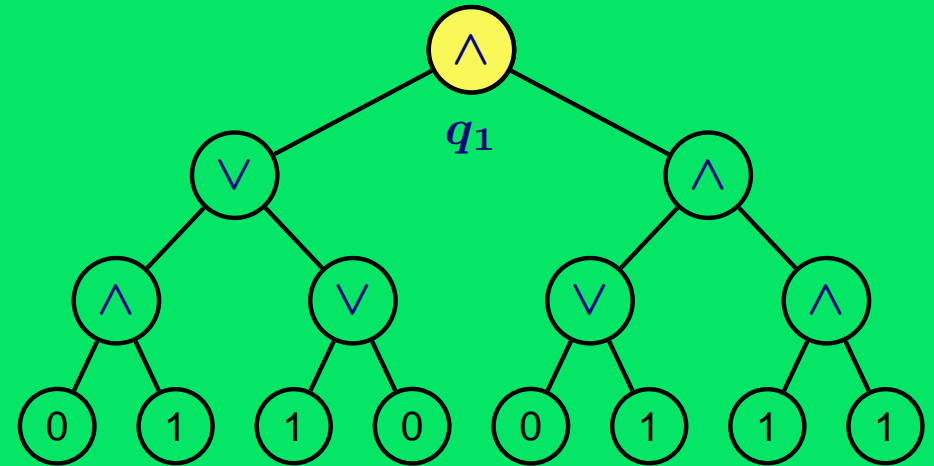
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

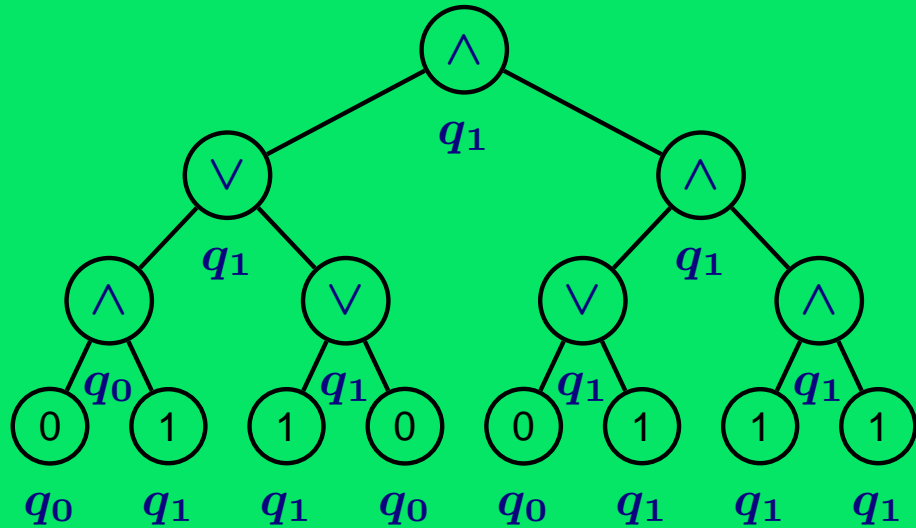
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

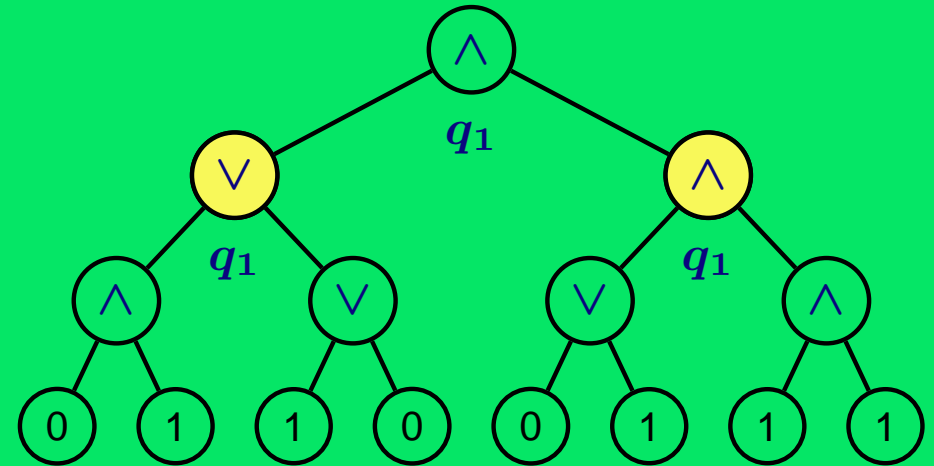
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

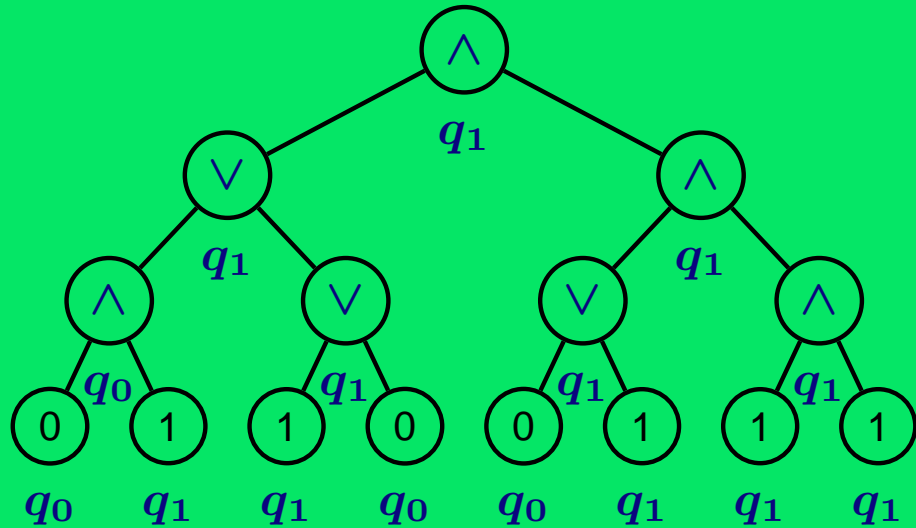
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

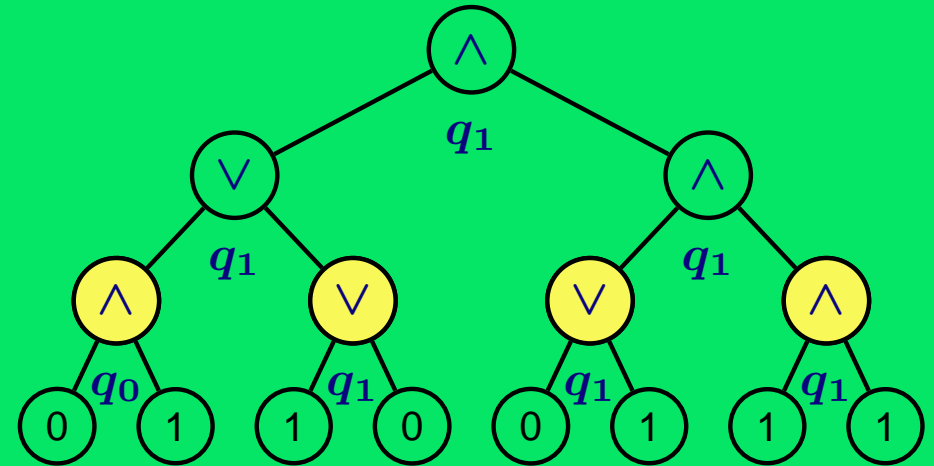
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

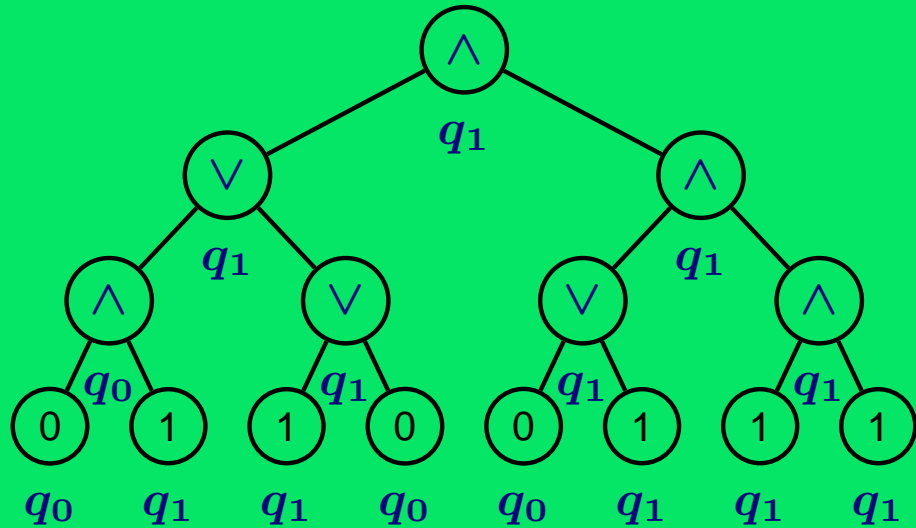
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

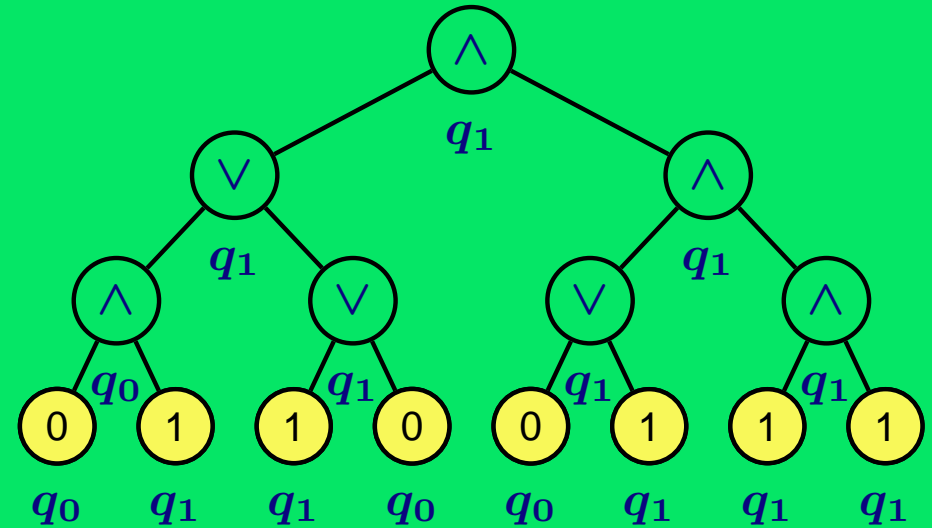
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

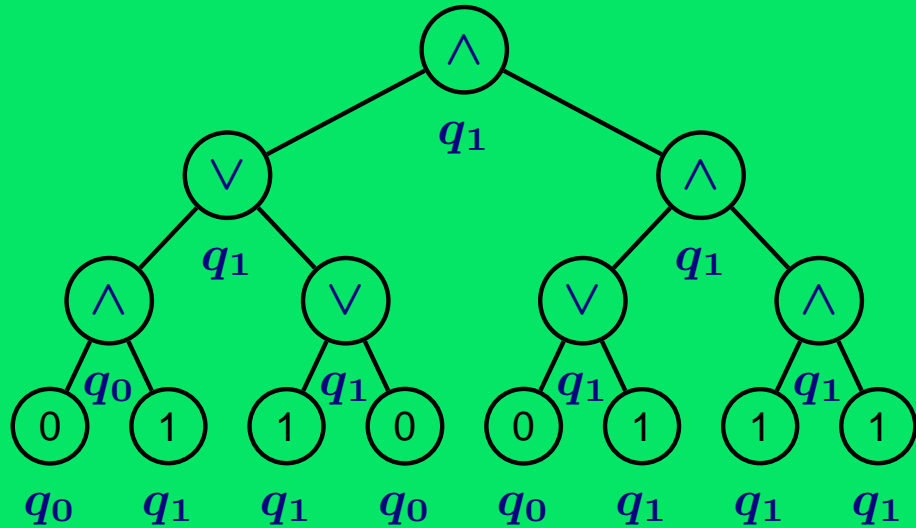
$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Automata for Ranked Trees

Bottom-up Automaton for (Tree-) Boolean Circuits



Idea

Two states: q_0, q_1

$q_1 \equiv$ subtree evaluates to 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

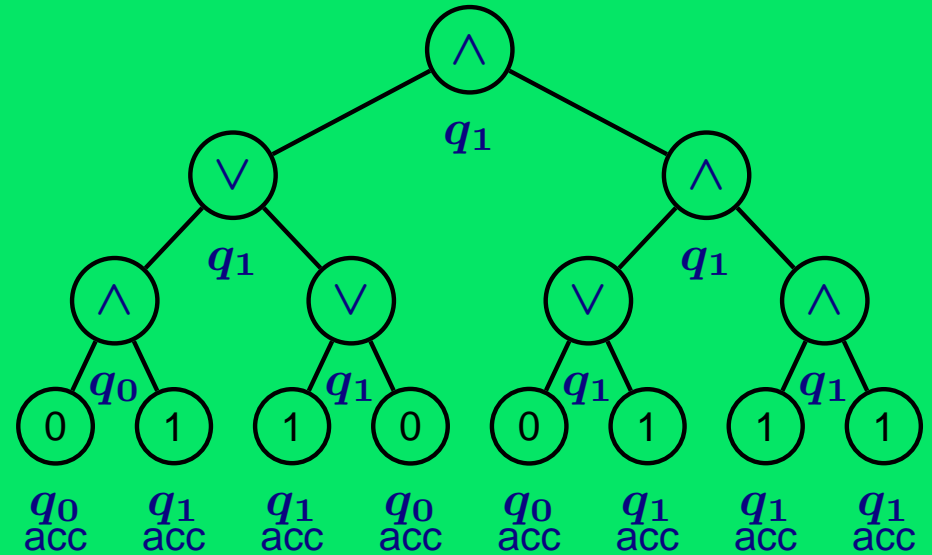
$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{\epsilon\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{\epsilon\}; \delta(1, q_0) = \emptyset$$

Top-down Automaton for Boolean Circuits



Idea

Three states: q_0, q_1, acc

$q_1 \equiv$ subtree will be 1

Transitions

$$\delta(\wedge, q_1) = \{(q_1, q_1)\}$$

$$\delta(\wedge, q_0) = \{(q_0, q_1), (q_1, q_0), (q_0, q_0)\}$$

$$\delta(\vee, q_1) = \{(q_0, q_1), (q_1, q_0), (q_1, q_1)\}$$

$$\delta(\vee, q_0) = \{(q_0, q_0)\}$$

$$\delta(0, q_0) = \{acc\}; \delta(0, q_1) = \emptyset$$

$$\delta(1, q_1) = \{acc\}; \delta(1, q_0) = \emptyset$$

Regular Tree Languages

Definition

A bottom-up automaton is **deterministic** if for each a and $p \neq q$:

$$\delta(a,p) \cap \delta(a,q) = \emptyset$$

Theorem

The following are equivalent for a tree language L :

- (a) L is accepted by a nondeterministic bottom-up automaton
- (b) L is accepted by a deterministic bottom-up automaton
- (c) L is accepted by a nondeterministic top-down automaton

Proof

- (a) \implies (b): Powerset construction
- (a) \iff (c): Just the same thing, viewed in two different ways

Regular Tree Languages

Definition

A bottom-up automaton is **deterministic** if for each a and $p \neq q$:

$$\delta(a,p) \cap \delta(a,q) = \emptyset$$

Theorem

The following are equivalent for a tree language L :

- (a) L is accepted by a nondeterministic bottom-up automaton
- (b) L is accepted by a deterministic bottom-up automaton
- (c) L is accepted by a nondeterministic top-down automaton

Proof

- (a) \implies (b): Powerset construction
- (a) \iff (c): Just the same thing, viewed in two different ways

Definition

Such an L is called **regular**

Regular Tree Languages

Definition

A bottom-up automaton is **deterministic** if for each a and $p \neq q$:

$$\delta(a,p) \cap \delta(a,q) = \emptyset$$

Theorem

The following are equivalent for a tree language L :

- (a) L is accepted by a nondeterministic bottom-up automaton
- (b) L is accepted by a deterministic bottom-up automaton
- (c) L is accepted by a nondeterministic top-down automaton

Proof

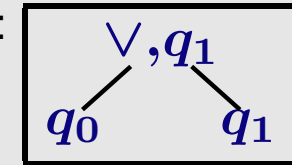
- (a) \implies (b): Powerset construction
- (a) \iff (c): Just the same thing, viewed in two different ways

Definition

Such an L is called **regular**

Observation

- $(q_0, q_1) \in \delta(\vee, q_1)$ can be interpreted as an allowed pattern:



- A tree is accepted, iff there is a labelling with states such that
 - all local patterns are allowed
 - the root is labelled with q_1

Regular Tree Languages

Definition

A bottom-up automaton is **deterministic** if for each a and $p \neq q$:

$$\delta(a,p) \cap \delta(a,q) = \emptyset$$

Theorem

The following are equivalent for a tree language L :

- (a) L is accepted by a nondeterministic bottom-up automaton
- (b) L is accepted by a deterministic bottom-up automaton
- (c) L is accepted by a nondeterministic top-down automaton

Proof

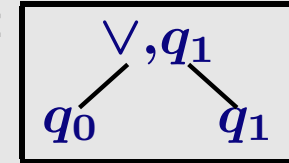
- (a) \implies (b): Powerset construction
- (a) \iff (c): Just the same thing, viewed in two different ways

Definition

Such an L is called **regular**

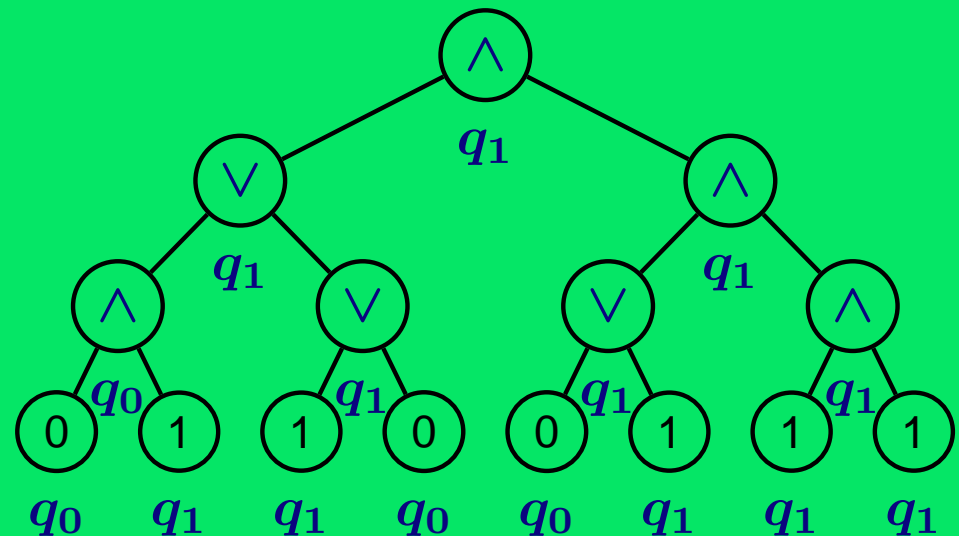
Observation

- $(q_0, q_1) \in \delta(\vee, q_1)$ can be interpreted as an allowed pattern:



- A tree is accepted, iff there is a labelling with states such that
 - all local patterns are allowed
 - the root is labelled with q_1

Example



MSO and Regular Tree Languages

Definition: MSO logic

- **MSO-formulas** talk about
 - node labels ($Q_0, Q_1, Q_\wedge, Q_\vee$)
 - Children and neighbors: \rightarrow, \downarrow
 - the root of the tree (root)
- **First-order-variables** represent nodes
- **Monadic second-order** (MSO) variables represent sets of nodes

Remark

Exact signature does not matter

Example: Boolean Circuits

$$\begin{aligned} & \exists X X(\text{root}) \wedge \forall x \\ & (Q_0(x) \rightarrow \neg X(x)) \wedge \\ & ((Q_\wedge(x) \wedge X(x)) \rightarrow (\forall y[(x \downarrow y) \rightarrow X(y)])) \wedge \\ & ((Q_\vee(x) \wedge X(x)) \rightarrow (\exists y[(x \downarrow y) \wedge X(y)])) \end{aligned}$$

MSO and Regular Tree Languages

Definition: MSO logic

- **MSO-formulas** talk about
 - node labels ($Q_0, Q_1, Q_\wedge, Q_\vee$)
 - Children and neighbors: \rightarrow, \downarrow
 - the root of the tree (root)
- **First-order-variables** represent nodes
- **Monadic second-order** (MSO) variables represent sets of nodes

Remark

Exact signature does not matter

Example: Boolean Circuits

$$\begin{aligned} & \exists X \ X(\text{root}) \wedge \forall x \\ & (Q_0(x) \rightarrow \neg X(x)) \wedge \\ & ((Q_\wedge(x) \wedge X(x)) \rightarrow (\forall y[(x \downarrow y) \rightarrow X(y)])) \wedge \\ & ((Q_\vee(x) \wedge X(x)) \rightarrow (\exists y[(x \downarrow y) \wedge X(y)])) \end{aligned}$$

Theorem (Doner 70; Thatcher, Wright 68)

On ranked trees:

$$\text{MSO} \equiv \text{Regular Tree Languages}$$

Proof idea

Automata \Rightarrow MSO:

Formula expresses that there exists a correct tiling

MSO \Rightarrow Automata: more involved

Basic idea:

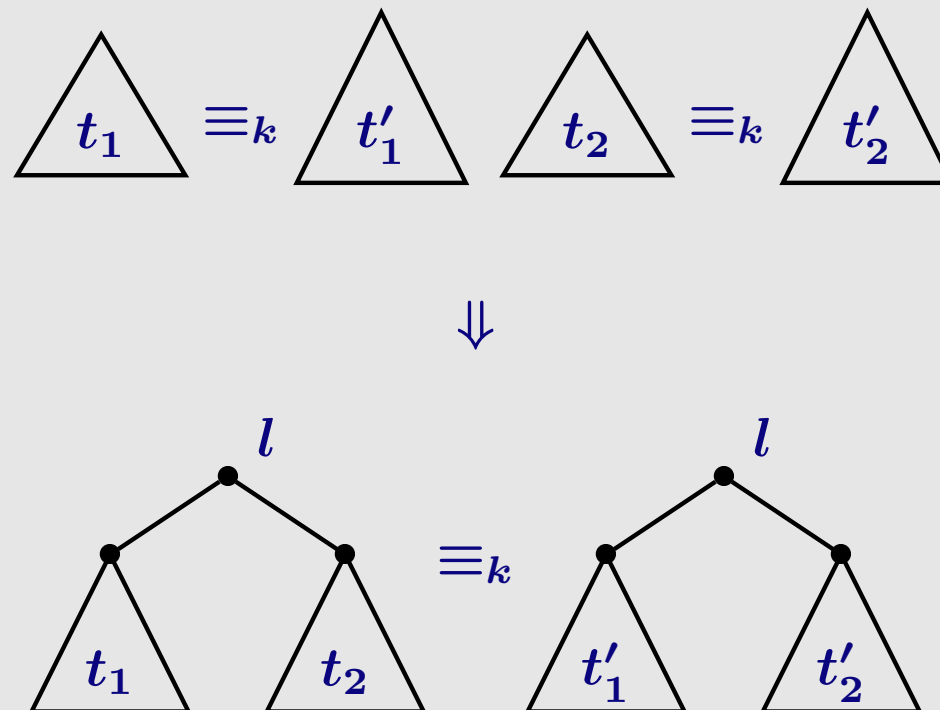
Automaton computes for each node v the set of formulas which hold in the subtree rooted at v

MSO and Regular Tree Languages (cont.)

MSO \Rightarrow Automata: more precisely

- Let φ be an MSO-formula
 $k :=$ quantifier-depth of φ
- **k -type** of a tree $t :=$ (essentially) set of MSO-formulas ψ of quantifier-depth $\leq k$ which hold in t
- **$t_1 \equiv_k t_2$** :
 $k\text{-type}(t_1) = k\text{-type}(t_2)$
- Automaton computes k -type of tree and concludes whether φ holds

Crucial fact

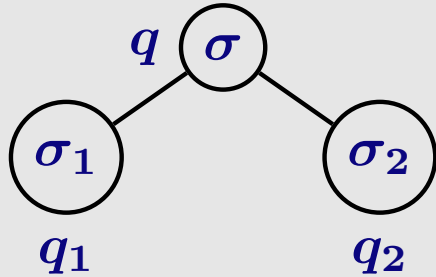


From Ranked to Unranked Trees

Ranked trees

On ranked trees, transitions are described by finite sets:

$$\delta(\sigma, q) = \{(q_1, q_2), (q_3, q_4), \dots\}$$

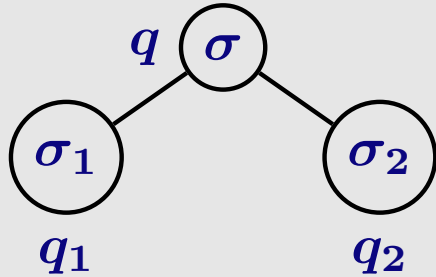


From Ranked to Unranked Trees

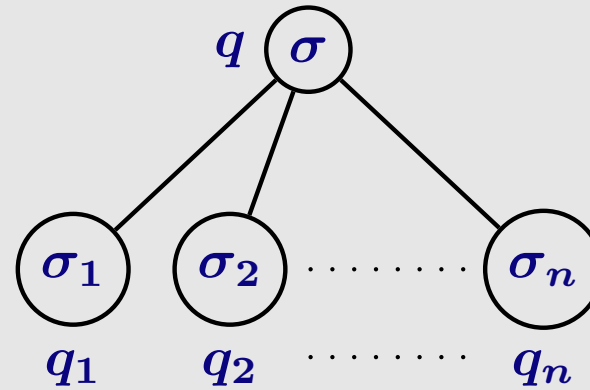
Ranked trees

On ranked trees, transitions are described by finite sets:

$$\delta(\sigma, q) = \{(q_1, q_2), (q_3, q_4), \dots\}$$



Unranked trees

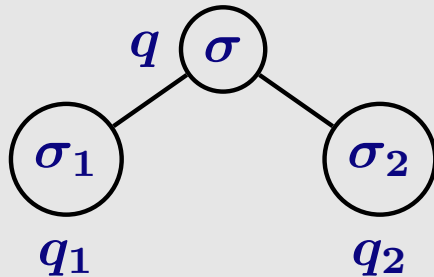


From Ranked to Unranked Trees

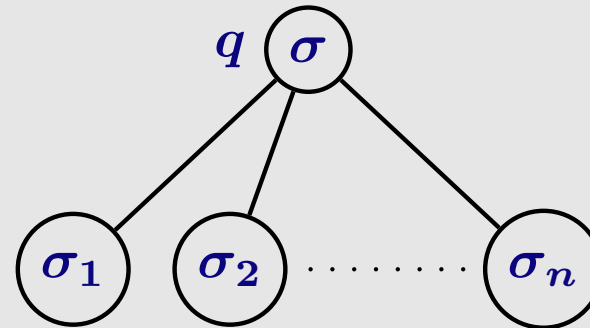
Ranked trees

On ranked trees, transitions are described by finite sets:

$$\delta(\sigma, q) = \{(q_1, q_2), (q_3, q_4), \dots\}$$



Unranked trees



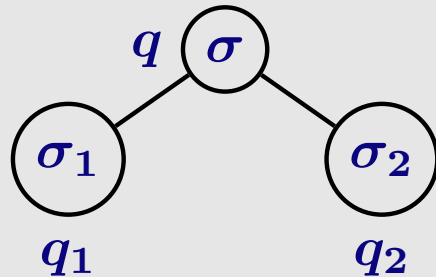
$q_1 \quad q_2 \quad \dots \quad q_n \in \delta(\sigma, q)?$

From Ranked to Unranked Trees

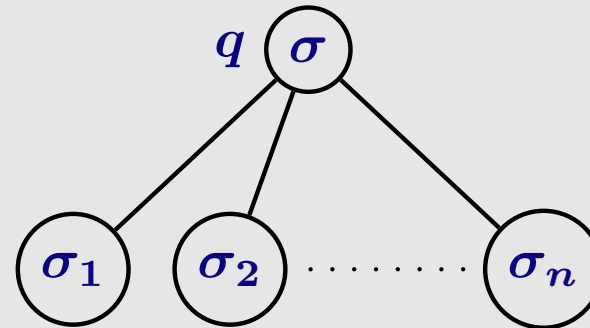
Ranked trees

On ranked trees, transitions are described by finite sets:

$$\delta(\sigma, q) = \{(q_1, q_2), (q_3, q_4), \dots\}$$



Unranked trees



$q_1 \quad q_2 \quad \dots \quad q_n \in \delta(\sigma, q)?$

- For unranked trees, $\delta(\sigma, q)$ is a regular language
- $\delta(\sigma, q)$ can be specified by regular expression or finite string automaton [Brggemann-Klein, Murata, Wood 2001]

Regular Tree Languages and Complexity

Theorem

The following are equivalent for a set L of unranked trees:

- (a) L is accepted by a nondeterministic bottom-up automaton
- (b) L is accepted by a deterministic bottom-up automaton
- (c) L is accepted by a nondeterministic top-down automaton
- (d) L is characterized by an MSO-formula

Definition

Again: such an L is called **regular**

Complexity issues for MSO on trees

Data Complexity:

Query evaluation is possible in time $O(|t|)$

Combined Complexity:

- Query evaluation is complete for **PSPACE**
- Query evaluation is possible in time $f(|\varphi|)|t|$,

where f is $\sim 2^{2^{\dots 2^{|\varphi|}}}$ } $|\varphi|$

- No elementary f possible unless **P = NP** [Frick, Grohe 2002]
- Satisfiability: $f(|\varphi|)$ (same f)
- In practice much better: MONA

[Klarlund et al.]

Contents

Introduction

MSO Logics

Automata and MSO-logic on Trees

Schema Languages

Node-selecting Queries

XML Transformations

Weaker Logics

Extensions

Conclusion

DTDs and their Weakness

DTDs

- DTDs are essentially generalized context-free grammars
- [Berstel, Boasson 00] provide characterizations

Example

```
<!DOCTYPE Composers [  
  <!ELEMENT Composers (Composer*)>  
  <!ELEMENT Composer (Name, Vita, Piece*)>  
  <!ELEMENT Vita (Born, Married*, Died?)>  
  <!ELEMENT Born (When, Where)>  
  <!ELEMENT Married (When, Whom)>  
  <!ELEMENT Died (When, Where)>  
  <!ELEMENT Piece (PTitle, PYear,  
    Instruments, Movements)>  
>
```

DTDs and their Weakness

DTDs

- DTDs are essentially generalized context-free grammars
- [Berstel,Boasson 00] provide characterizations

Example

```
<!DOCTYPE Composers [  
  <!ELEMENT Composers (Composer*)>  
  <!ELEMENT Composer (Name, Vita, Piece*)>  
  <!ELEMENT Vita (Born, Married*, Died?)>  
  <!ELEMENT Born (When, Where)>  
  <!ELEMENT Married (When, Whom)>  
  <!ELEMENT Died (When, Where)>  
  <!ELEMENT Piece (PTitle, PYear,  
    Instruments, Movements)>  
>
```

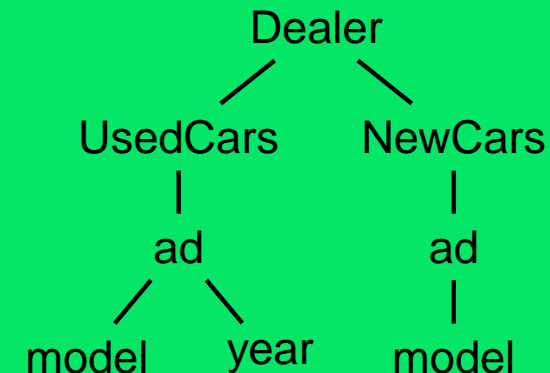
Weakness of DTDs

- Elements with the same name may have different structure in different contexts
- It would be nice to have types for elements
- **Extended DTDs**

A classical example

```
<!DOCTYPE Dealer [  
  <!ELEMENT Dealer (UsedCars NewCars)>  
  <!ELEMENT UsedCars (ad*)>  
  <!ELEMENT NewCars (ad*)>  
  <!ELEMENT ad ((model, year) | model)>  
>
```

Intention



Extended DTDs

Definition [Papakonstantinou, Vianu 2000]

An **extended DTD** (EDTD) over alphabet Σ is a pair (d, μ) , where

- d is a DTD over the alphabet Σ' of **types**
- $\mu : \Sigma' \rightarrow \Sigma$ maps types to tag names

Example

Dealer \rightarrow UsedCars NewCars	$\mu(\text{Dealer}) = \text{Dealer}$
UsedCars \rightarrow adUsed*	$\mu(\text{UsedCars}) = \text{UsedCars}$
NewCars \rightarrow adNew*	$\mu(\text{NewCars}) = \text{NewCars}$
adUsed \rightarrow model year	$\mu(\text{adUsed}) = \text{ad}$
adNew \rightarrow model	$\mu(\text{adNew}) = \text{ad}$

Note

Extended DTDs are often called *specialized DTDs*

Extended DTDs

Definition [Papakonstantinou, Vianu 2000]

An **extended DTD** (EDTD) over alphabet Σ is a pair (d, μ) , where

- d is a DTD over the alphabet Σ' of **types**
- $\mu : \Sigma' \rightarrow \Sigma$ maps types to tag names

Example

Dealer \rightarrow UsedCars NewCars $\mu(\text{Dealer}) = \text{Dealer}$
 UsedCars \rightarrow adUsed* $\mu(\text{UsedCars}) = \text{UsedCars}$
 NewCars \rightarrow adNew* $\mu(\text{NewCars}) = \text{NewCars}$
 adUsed \rightarrow model year $\mu(\text{adUsed}) = \text{ad}$
 adNew \rightarrow model $\mu(\text{adNew}) = \text{ad}$

Note

Extended DTDs are often called *specialized DTDs*

EDTD for Boolean circuits

1-AND $\rightarrow (1\text{-OR} \mid 1\text{-AND} \mid 1\text{-leaf})^*$
 1-OR $\rightarrow \cdot^* (1\text{-OR} \mid 1\text{-AND} \mid 1\text{-leaf}) \cdot^*$
 0-AND $\rightarrow \cdot^* (0\text{-OR} \mid 0\text{-AND} \mid 0\text{-leaf}) \cdot^*$
 0-OR $\rightarrow (0\text{-OR} \mid 0\text{-AND} \mid 0\text{-leaf})^*$
 1-leaf $\rightarrow \epsilon$
 0-leaf $\rightarrow \epsilon$

Tag	$\mu(\text{Tag})$
1-AND	AND
0-AND	AND
1-OR	OR
0-OR	OR
1-leaf	1
0-leaf	0

Extended DTDs and MSO

Observation

- A tree conforms to an extended DTD (d, μ) if there is a labeling of its nodes by types which is valid wrt. d

Extended DTDs and MSO

Observation

- A tree conforms to an extended DTD (d, μ) if there is a labeling of its nodes by types which is valid wrt. d
- This reminds us of something...

Extended DTDs and MSO

Observation

- A tree conforms to an extended DTD (d, μ) if there is a labeling of its nodes by types which is valid wrt. d
- This reminds us of something...

Theorem

Extended DTDs capture exactly the regular tree languages

Extended DTDs and MSO

Observation

- A tree conforms to an extended DTD (d, μ) if there is a labeling of its nodes by types which is valid wrt. d
- This reminds us of something...

Theorem

Extended DTDs capture exactly the regular tree languages

Remarks

- Regular tree languages and MSO-logic are a convenient framework for the study of XML schema languages
- Practical languages as XML Schema usually correspond to subclasses
- Full MSO power: Relax NG
- What about queries?

Contents

Introduction

MSO Logics

Automata and MSO-logic on Trees

Schema Languages

Node-selecting Queries

XML Transformations

Weaker Logics

Extensions

Conclusion

Node-selecting Queries

Question

Is there an equally robust class of node-selecting queries?

Node-selecting Queries

Question

Is there an equally robust class of node-selecting queries?

Observations

- There is a simple way to define node selecting queries by monadic second-order formulas:
- Simply use one free variable: $\varphi(x)$
- Is there a corresponding automaton model?
- It is relatively easy to add node selection to nondeterministic bottom-up automata

Node-selecting Queries

Question

Is there an equally robust class of node-selecting queries?

Observations

- There is a simple way to define node selecting queries by monadic second-order formulas:
- Simply use one free variable: $\varphi(x)$
- Is there a corresponding automaton model?
- It is relatively easy to add node selection to nondeterministic bottom-up automata

Definition

- **Nondeterministic node-selecting automata**
- Nondeterministic bottom-up automata plus select function:
$$s : Q \times \Sigma \rightarrow \{0,1\}$$
- Node v is in result set for tree $t : \iff$ there is an accepting computation on t in which v gets a state q such that $s(q, \lambda(v)) = 1$

Node-selecting Queries

Question

Is there an equally robust class of node-selecting queries?

Observations

- There is a simple way to define node selecting queries by monadic second-order formulas:
- Simply use one free variable: $\varphi(x)$
- Is there a corresponding automaton model?
- It is relatively easy to add node selection to nondeterministic bottom-up automata

Definition

- **Nondeterministic node-selecting automata**
- Nondeterministic bottom-up automata plus select function:
$$s : Q \times \Sigma \rightarrow \{0,1\}$$
- Node v is in result set for tree $t : \iff$ there is an accepting computation on t in which v gets a state q such that $s(q, \lambda(v)) = 1$

Existential vs. universal semantics

- Existential semantics: a node is in the result if there exists an accepting run which selects it
- Universal semantics: a node is in the result if every accepting run selects it
- Both semantics define the same class of queries

Theorem

A node selecting query is MSO-definable iff it is expressible by a nondeterministic bottom-up node selecting automaton

Node-selecting queries (cont.)

Theorem

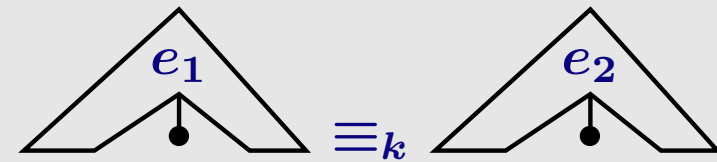
A node selecting query is MSO-definable iff it is expressible by a nondeterministic bottom-up node selecting automaton

Proof idea

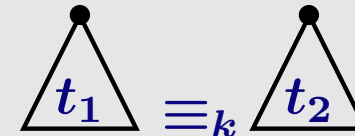
- Given formula $\varphi(x)$ of quantifier-depth k and tree t , for each node v the automaton does the following:
 - Compute k -type of subtree at v
 - Guess k -type of "envelope tree" at v
 - Conclude whether v is in the output
 - Check consistency upwards towards the root

⇒ one unique accepting run

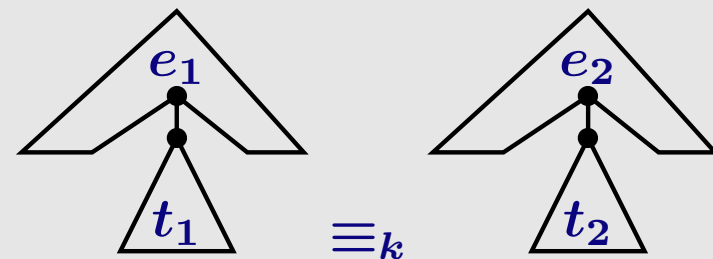
Crucial fact



&



⇓



Node-selecting queries (cont.)

More query models

- Same combined complexity as for language recognition (**PSPACE**-complete)
- query languages with better complexity properties needed
- Good candidate: Monadic Datalog [Gottlob, Koch 2002] and its restricted dialects like TMNF
- Further models:
 - Attributed Grammars [Neven, Van den Bussche 1998]
 - μ -formulas [Neumann 1998]
 - Context Grammars [Neumann 1999]
 - Deterministic Node-Selecting Automata [Neven, Sch. 1999]

Data complexity

- MSO node-selecting queries can be evaluated in two passes
- First pass, bottom-up:** Compute the types of the subtrees
- Second pass, top-down:** Compute the types of the envelopes and combines it with the subtree information
- Can be implemented by a 2-pass pushdown document automaton which in its first pass attaches information to each node [Neumann, Seidl 1998; Koch 2003]
- In particular: Data complexity is linear time

Contents

Introduction

MSO Logics

Automata and MSO-logic on Trees

Schema Languages

Node-selecting Queries

XML Transformations

Weaker Logics

Extensions

Conclusion

XML Transformations and MSO-Logic

Definition: XSLT TYPECHECKING

Given: DTDs d_1 and d_2
Transformation T

Result: Is $T(t) \models d_2$ for each document t
with $t \models d_1$?

Questions

- Is XSLT TYPECHECKING decidable?
- What is the complexity?

XML Transformations and MSO-Logic

Definition: XSLT TYPECHECKING

Given: DTDs d_1 and d_2
Transformation T

Result: Is $T(t) \models d_2$ for each document t
with $t \models d_1$?

Questions

- Is XSLT TYPECHECKING decidable?
- What is the complexity?

Outline

- Provide an automata model for XSLT transformations
- Show that the behaviour of these automata can be captured by MSO logic
- Use manipulation of regular tree languages to solve type checking problem
- [Milo,Suciu,Vianu 01]

XSLT in more detail

How XSLT roughly works

Templates: `<xsl:template name=TName match=pattern mode=MName>`

Template application:

`<xsl:apply-templates select=Expression mode=MName>`

XSLT Processing Whenever `xsl:apply-templates` is called at a node v the following happens:

- Compute set $S(v)$ of nodes, reachable from v via `Expression` (if `select` is not present, $S(v) = \text{children of } v$)
- For each $w \in S(v)$ compute which templates can be applied to w :
 - w has to match `pattern` of a template
 - the mode of the template has to be the same as the mode of `xsl:apply-templates`
- If no template matches, take the default template
- For each $w \in S(v)$ select the best template and apply it.

The process starts at the root of the tree

XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT

```
<xsl:template match="a">
  <a> <xsl:apply-templates> </a>
</xsl:template>
<xsl:template match="a" mode="below">
  <d> <xsl:apply-templates> </d>
</xsl:template>
<xsl:template match="b">
  <b> <xsl:apply-templates mode="below"> </b>
</xsl:template>
<xsl:template match="b" mode="below">
  <b> <xsl:apply-templates mode="below"> </b>
</xsl:template>
<xsl:template match="c">
  <c> </c>
</xsl:template>
<xsl:template match="c" mode="below">
  <c> </c>
</xsl:template>
```

XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>  
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>  
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>  
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>  
<... match="c"> <c> </c> </...>  
<... match="c" mode="below"> <c> </c> </...>
```

XSLT: Example

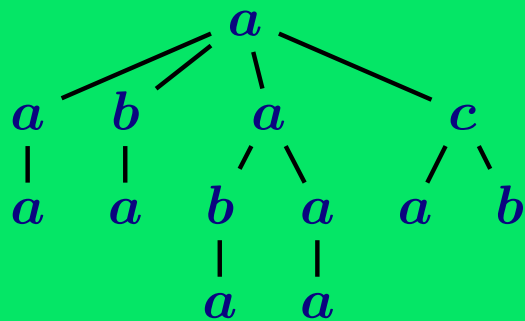
Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>  
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>  
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>  
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>  
<... match="c"> <c> </c> </...>  
<... match="c" mode="below"> <c> </c> </...>
```

Example Trees



XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>
```

```
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>
```

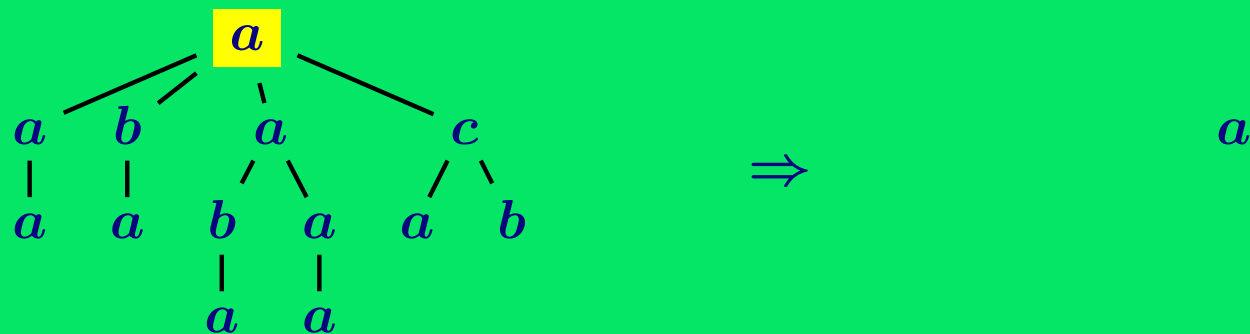
```
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="c"> <c> </c> </...>
```

```
<... match="c" mode="below"> <c> </c> </...>
```

Example Trees



XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>
```

```
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>
```

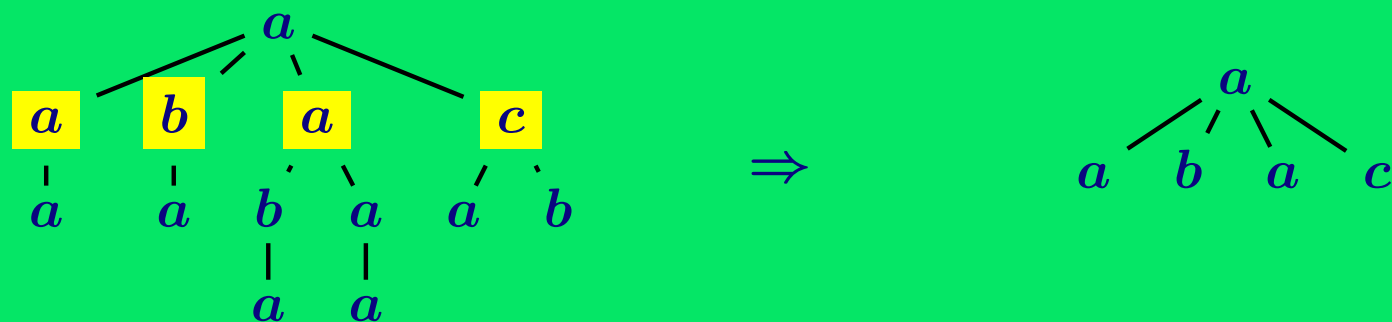
```
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="c"> <c> </c> </...>
```

```
<... match="c" mode="below"> <c> </c> </...>
```

Example Trees



XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>
```

```
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>
```

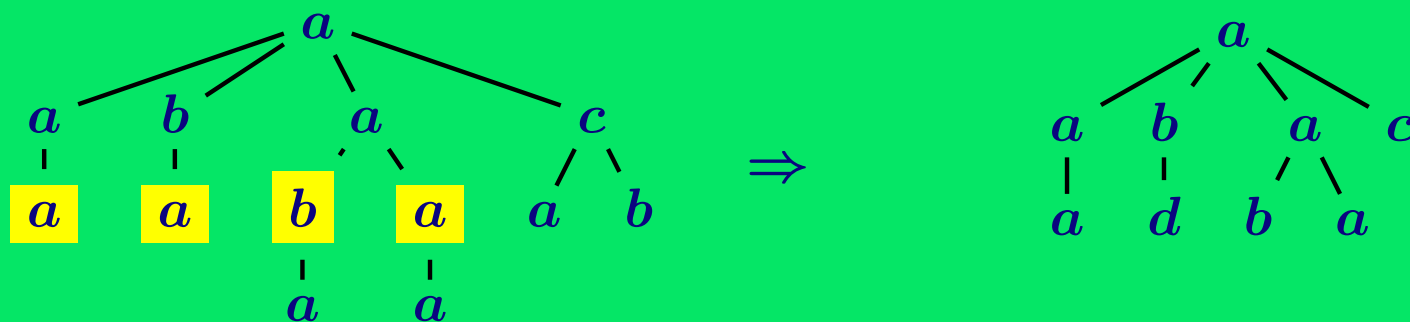
```
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="c"> <c> </c> </...>
```

```
<... match="c" mode="below"> <c> </c> </...>
```

Example Trees



XSLT: Example

Example Transformation

*Remove everything below a **c**. Translate **a** below **b** into **d***

Example XSLT (Abbreviated)

```
<... match="a"> <a> <xsl:apply-templates> </a> </...>
```

```
<... match="a" mode="below"> <d> <xsl:apply-templates> </d> </...>
```

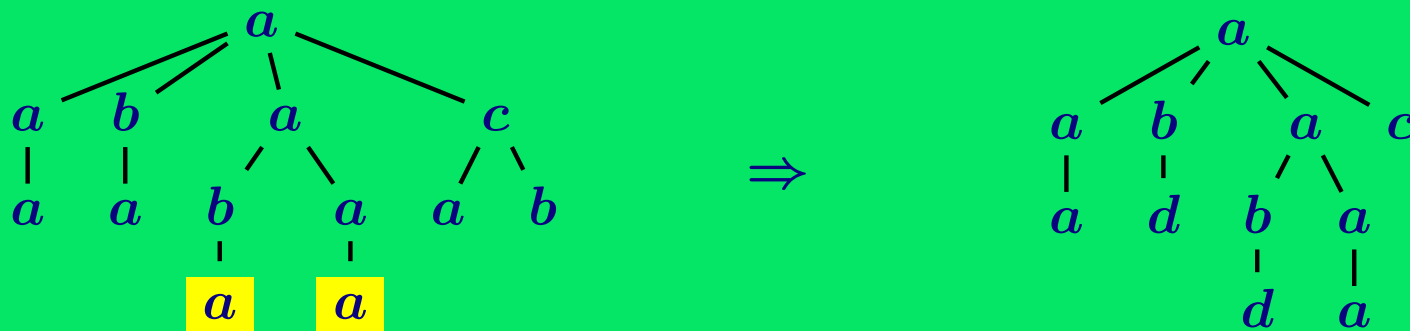
```
<... match="b"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="b" mode="below"> <b> <xsl:apply-templates mode="below"> </b> </...>
```

```
<... match="c"> <c> </c> </...>
```

```
<... match="c" mode="below"> <c> </c> </...>
```

Example Trees



An automaton model for XSLT

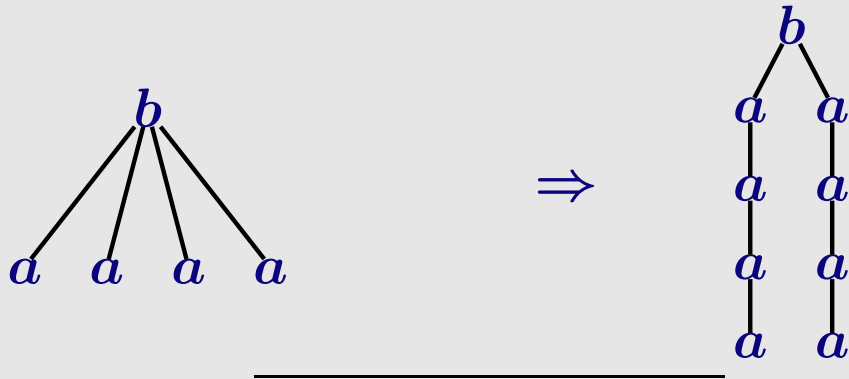
Definition: k -pebble Transducer

- Work on binary tree encodings of unranked trees
- Up to k pebbles can be placed on the tree
- Only pebble with highest number (*current pebble*) can move, depending on state, number of pebbles, symbols under pebbles and incidence of pebbles
- Possible pebble movements:
 - stay
 - go to left child, right child or parent
 - lift current pebble
 - place new pebble on the root
- Nondeterminism allowed
 - (Proof presented here: deterministic case)
- If current pebble stays it is possible to produce output:
 - a node with two (forthcoming) subtrees; in this case two independent subcomputations (*branches*) are started, which construct the left subtree and right subtree, respectively
 - a leaf; in this case the computation branch stops

Back to the Typechecking Question

Proof idea

- How can we check that $T(t) \in L(d_2)$, for each $t \in L(d_1)$?
- Obvious approach:
 - Compute $T(L(d_1))$
 - Check that $T(L(d_1)) \subseteq L(d_2)$
- Problem: $T(L(d_1))$ does not need to be regular:

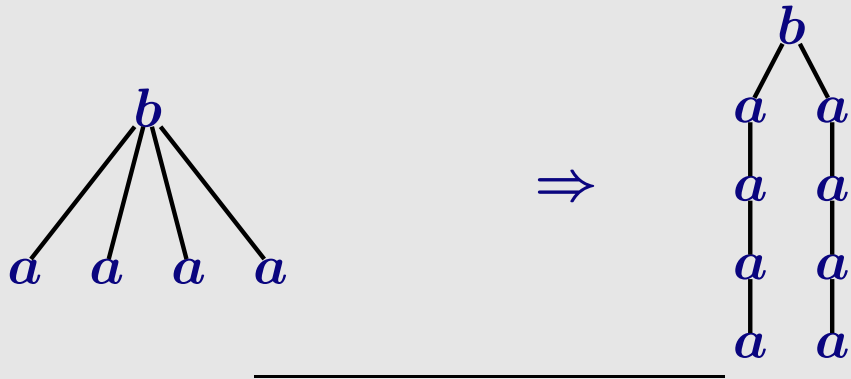


- Better approach:
 - Compute $T^{-1}(\overline{L(d_2)})$
 - Check $L(d_1) \cap T^{-1}(\overline{L(d_2)}) = \emptyset$

Back to the Typechecking Question

Proof idea

- How can we check that $T(t) \in L(d_2)$, for each $t \in L(d_1)$?
- Obvious approach:
 - Compute $T(L(d_1))$
 - Check that $T(L(d_1)) \subseteq L(d_2)$
- Problem: $T(L(d_1))$ does not need to be regular:



- Better approach:
 - Compute $T^{-1}(\overline{L(d_2)})$
 - Check $L(d_1) \cap T^{-1}(\overline{L(d_2)}) = \emptyset$

Definition: k -pebble acceptors

- Basically the same as k -pebble transducers
- Instead of output producing steps:
 - *accept*
 - branch into two independent subcomputations
- A tree is accepted if all subcomputations accept

Main Steps of the Proof

- T computed by k -pebble transducer
 $\Rightarrow T = T_1 \circ \dots \circ T_{k+1}$
 with 0 -pebble transducers T_i
 [Engelfriet, Maneth 03]
- L regular, T_i 0 -pebble transducer
 \Rightarrow
 $T_i^{-1}(L)$ accepted by 0 -pebble acceptor
- 0 -pebble acceptors only accept regular tree languages

Step (ii)

Lemma

L regular, T_i 0-pebble transducer

$\Rightarrow T_i^{-1}(L)$ accepted by 0-pebble acceptor

Proof

- Let B be a nondeterministic top-down tree automaton which accepts \bar{L}
- We construct a 0-pebble acceptor A for $T_i^{-1}(\bar{L})$, i.e., an automaton which on input t decides whether $T(t)$ is accepted by B :
 - Simulate T on t and B
 - Simulate at the same time the behaviour of B on the (virtual) output tree - this is possible as the output tree is produced top-down and can be instantly consumed by B
 - The simulation involves branching, whenever T branches

Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of **0**-pebble acceptors can be expressed by an MSO-formula:

1. Reduce **0**-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of 0-pebble acceptors can be expressed by an MSO-formula:

1. Reduce 0-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Accessible Nodes

Let $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$. A node w is **accessible** if

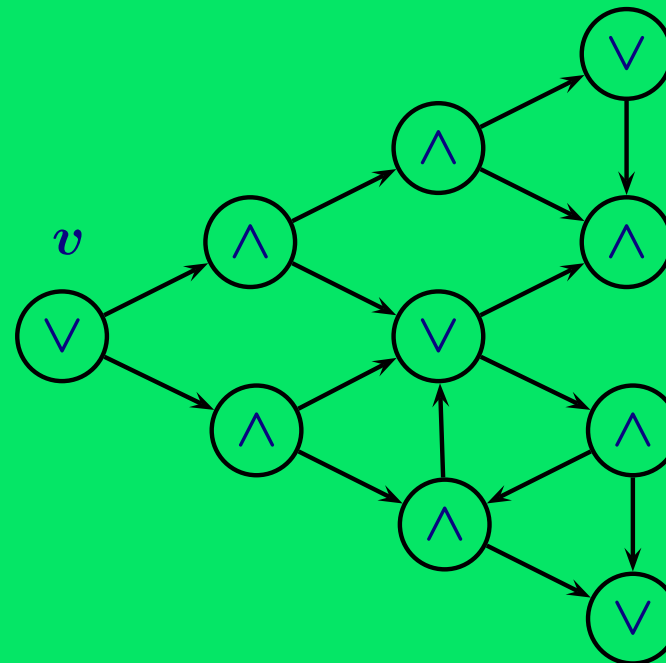
- $w \in V_{\wedge}$ and all successors of w are accessible, or
- $w \in V_{\vee}$ and at least one successor of w is accessible

Definition: AGAP

Given: Graph $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$, and $v \in V$

Question: Is v accessible?

Example



Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of 0-pebble acceptors can be expressed by an MSO-formula:

1. Reduce 0-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Accessible Nodes

Let $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$. A node w is **accessible** if

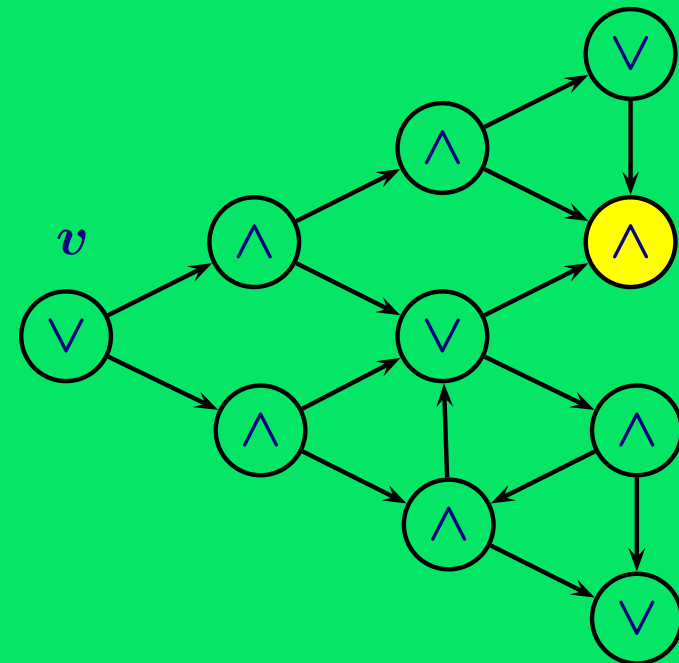
- $w \in V_{\wedge}$ and all successors of w are accessible, or
- $w \in V_{\vee}$ and at least one successor of w is accessible

Definition: AGAP

Given: Graph $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$, and $v \in V$

Question: Is v accessible?

Example



Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of 0-pebble acceptors can be expressed by an MSO-formula:

1. Reduce 0-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Accessible Nodes

Let $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$. A node w is **accessible** if

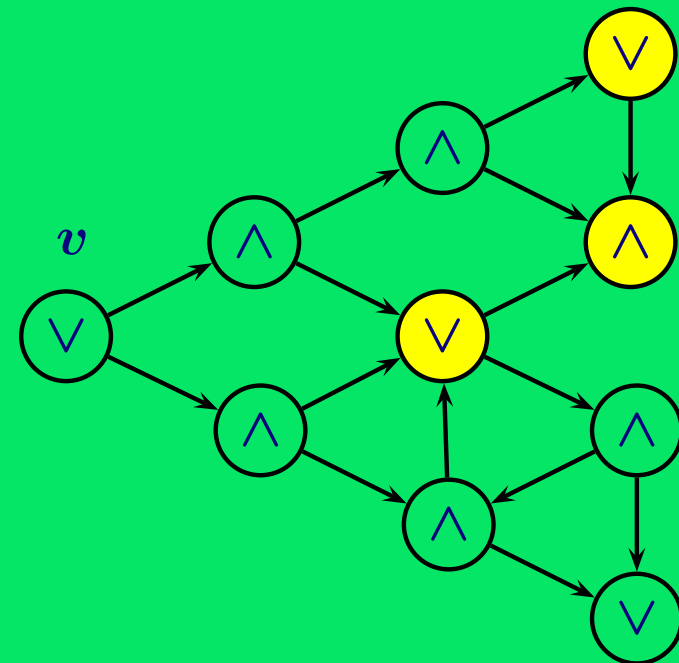
- $w \in V_{\wedge}$ and all successors of w are accessible, or
- $w \in V_{\vee}$ and at least one successor of w is accessible

Definition: AGAP

Given: Graph $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$, and $v \in V$

Question: Is v accessible?

Example



Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of 0-pebble acceptors can be expressed by an MSO-formula:

1. Reduce 0-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Accessible Nodes

Let $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$. A node w is **accessible** if

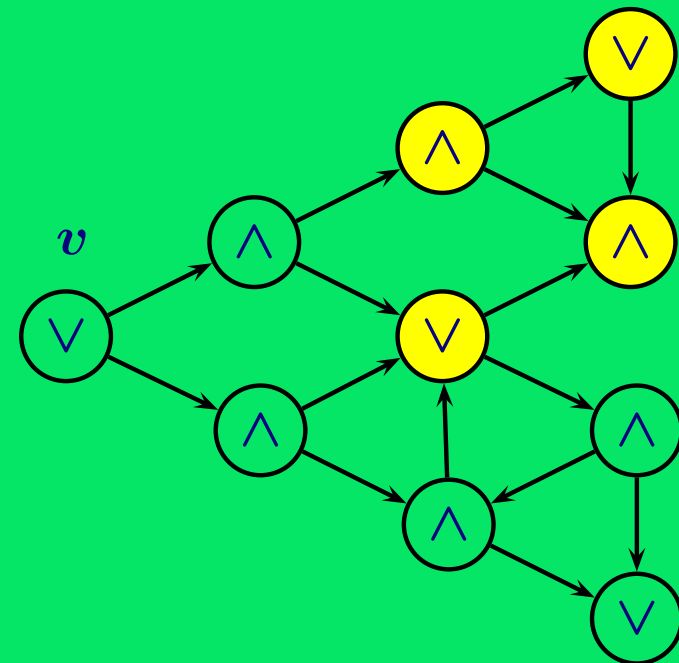
- $w \in V_{\wedge}$ and all successors of w are accessible, or
- $w \in V_{\vee}$ and at least one successor of w is accessible

Definition: AGAP

Given: Graph $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$, and $v \in V$

Question: Is v accessible?

Example



Step (iii)

Lemma

0-pebble acceptors only accept regular tree languages

Proof idea

Show that the language of 0-pebble acceptors can be expressed by an MSO-formula:

1. Reduce 0-pebble automaton acceptance to AGAP (Alternating Graph Accessibility)
2. Show that AGAP can be expressed in MSO

Accessible Nodes

Let $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$. A node w is **accessible** if

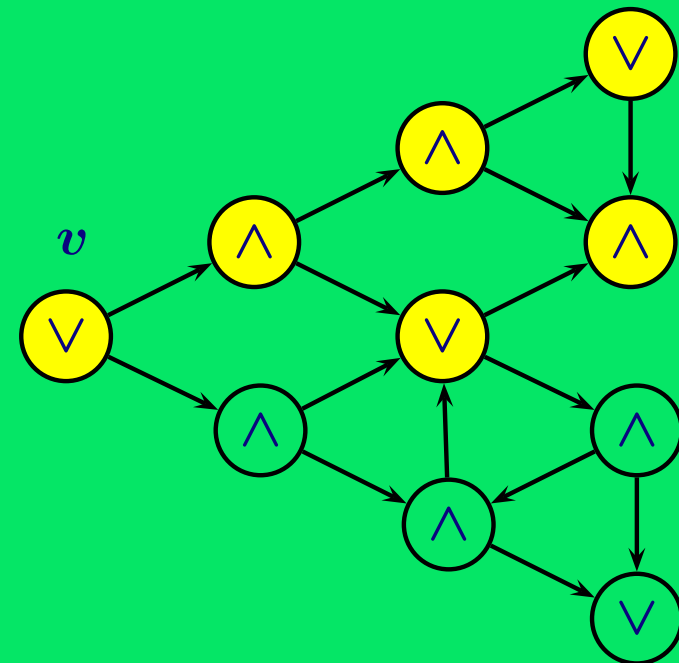
- $w \in V_{\wedge}$ and all successors of w are accessible, or
- $w \in V_{\vee}$ and at least one successor of w is accessible

Definition: AGAP

Given: Graph $G = (V, E)$, $V = V_{\wedge} \cup V_{\vee}$, and $v \in V$

Question: Is v accessible?

Example



0-Pebble Acceptors, AGAP and MSO

Construction of $G_{A,t}$

- Nodes in V_{\vee} are the configurations of A on t :
pairs $[q,v]$, state q , node v of t
- Nodes in V_{\wedge} are ϵ and certain pairs (γ_1, γ_2) of configurations
- Edges:
 - $(\gamma_1, \gamma_2) \rightarrow \gamma_1, (\gamma_1, \gamma_2) \rightarrow \gamma_2$
 - $\gamma \rightarrow \gamma'$, if this is a step of A
 - $\gamma \rightarrow \epsilon$, if A can get into the accept state from γ
 - $\gamma \rightarrow (\gamma_1, \gamma_2)$ if this is a branching step of A

Facts

- A accepts $t \iff [q, \text{root}]$ is accessible in $G_{A,t}$ with $q \in F$
- $|G_{A,t}| = O(|t|)$

0-Pebble Acceptors, AGAP and MSO

Construction of $G_{A,t}$

- Nodes in V_{\vee} are the configurations of A on t : pairs $[q,v]$, state q , node v of t
- Nodes in V_{\wedge} are ϵ and certain pairs (γ_1, γ_2) of configurations
- Edges:
 - $(\gamma_1, \gamma_2) \rightarrow \gamma_1, (\gamma_1, \gamma_2) \rightarrow \gamma_2$
 - $\gamma \rightarrow \gamma'$, if this is a step of A
 - $\gamma \rightarrow \epsilon$, if A can get into the accept state from γ
 - $\gamma \rightarrow (\gamma_1, \gamma_2)$ if this is a branching step of A

Facts

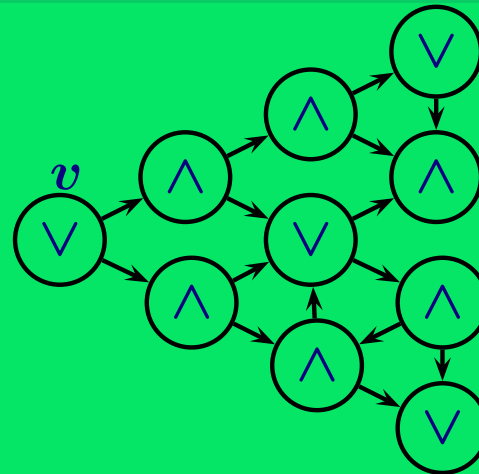
- A accepts $t \iff [q, \text{root}]$ is accessible in $G_{A,t}$ with $q \in F$
- $|G_{A,t}| = O(|t|)$

Definition: Reverse-closed Sets of Nodes

A set S of nodes is **reverse-closed** : \iff

- if v is in V_{\wedge} and $w \in S$, for all nodes w with $(v,w) \in E$, then $v \in S$
- if v is in V_{\vee} and $w \in S$, for some node w with $(v,w) \in E$, then $v \in S$

Example



Fact

Node v is accessible iff it is in every reverse-closed set of nodes

Reverse-closed as MSO-Formula

$\forall S (\text{rc}(S) \rightarrow S(v))$, where $\text{rc}(S)$ is

$$\forall x ([V_{\wedge}(x) \wedge \forall y (E(x,y) \rightarrow S(y))] \rightarrow S(x)) \wedge$$

$$([V_{\vee}(x) \wedge \exists y (E(x,y) \wedge S(y))] \rightarrow S(x))$$

XSLT Typechecking: Summary

Summary of proof

- Given d_1 , d_2 and T , we can proceed as follows:
 - (1) Construct the k -pebble acceptor A for $T^{-1}(\overline{L(d_2)})$
 - (2) Transform A into an equivalent MSO formula Φ
 - (3) Φ holds for all trees t for which $T(t) \notin L(d_2)$
 - (4) Construct a nondeterministic bottom-up automaton A' equivalent to $\neg\Phi$
 - (5) Check that $L(d_1) \subseteq L(A')$
- Complexity: non-elementary

XSLT Typechecking: Summary

Summary of proof

- Given d_1 , d_2 and T , we can proceed as follows:
 - (1) Construct the k -pebble acceptor A for $T^{-1}(\overline{L(d_2)})$
 - (2) Transform A into an equivalent MSO formula Φ
 - (3) Φ holds for all trees t for which $T(t) \notin L(d_2)$
 - (4) Construct a nondeterministic bottom-up automaton A' equivalent to $\neg\Phi$
 - (5) Check that $L(d_1) \subseteq L(A')$
- Complexity: non-elementary

Related work

- TYPECHECKING is decidable for compositions of macro tree transducers
[Engelfriet, Maneth 03]
- If transformations are allowed to compare data values in the input document, type checking becomes undecidable very quickly, even for restricted types and transformations [Alon et al. 01]
- Typechecking for deterministic top-down tree transducers is more tractable. Complexity depends on exact representation of DTDs and restrictions on the transducers: between **PTIME** and **EXPTIME** [Martens, Neven 03]

Contents

Introduction

MSO Logics

Weaker Logics

Temporal Logics

First-Order Logics

Transitive-Closure Logics

Extensions

Conclusion

Navigation and Temporal Logics

Remarks

- MSO-logic offers a framework for dealing with schemas
 - Close connection to automata
 - Helpful in proofs
 - Extends to (node-selecting) queries
 - But: for many querying tasks MSO-power is not needed
 - [XPath](#): Navigation along paths
- Similarity to temporal logics
- Presentation follows [\[Libkin 05\]](#)

Navigation and Temporal Logics (cont.)

Definition: An LTL-like logic: TL^{tree}

- $A, \varphi \vee \psi, \neg\varphi$
- $X_*\varphi, X_*^-\varphi, \varphi U_*\psi, \varphi U_*^-\psi$
(* = \rightarrow or \downarrow)

Theorem [Marx 04]

A unary or binary query over unordered trees is FO-definable (with \downarrow^* , \rightarrow^*) iff it is definable in TL^{tree}

Proof idea

Proof similar as equivalence of LTL and FO on orders [Kamp 68]

Navigation and Temporal Logics (cont.)

Definition: An LTL-like logic: TL^{tree}

- $A, \varphi \vee \psi, \neg\varphi$
- $X_*\varphi, X_*^-\varphi, \varphi U_*\psi, \varphi U_*^-\psi$
(* = \rightarrow or \downarrow)

Theorem [Marx 04]

A unary or binary query over unordered trees is FO-definable (with \downarrow^* , \rightarrow^*) iff it is definable in TL^{tree}

Proof idea

Proof similar as equivalence of LTL and FO on orders [Kamp 68]

Definition: A CTL* -like logic: CTL_{past}^*

- **Node formulas:**
 - $A, \alpha \vee \alpha', \neg\alpha$
 - $E\beta_*$
- **Path formulas:**
 - $\alpha, \neg\beta_*, \beta \vee \beta'$
 - $X_*\beta, X_*^-\beta, \beta U_*\beta', \beta U_*^-\beta'$(* = \rightarrow or \downarrow)

Theorem [Barcelo, Libkin 05]

A unary or binary query over unordered trees is FO-definable (with \downarrow^* , \rightarrow^*) iff it is definable in CTL_{past}^*

Proof idea

Proof similar as equivalence of CTL^* and FO on binary trees [Hafer, Thomas 87]

A Related Result

Theorem [Marx 04]

Containment of Navigational `XPath` queries in the presence of DTDs is in **EXPTIME**

Proof idea

- Navigational `XPath` can be translated into propositional dynamic logic (PDL) (over structures with \downarrow , \rightarrow)
- DTDs can also be expressed by PDL-formulas
- Implication for PDL is **EXPTIME**-complete

Remark

For much weaker fragments, containment is already **EXPTIME**-hard

Contents

Introduction

MSO Logics

Weaker Logics

Temporal Logics

First-Order Logics

Transitive-Closure Logics

Extensions

Conclusion

XPath and Fragments of First-order Logic

Characterizations of XPath

- Navigational XPath (without not and and) corresponds to positive existential first-order logic
- Different XPath axes correspond to different signatures

[Benedikt, Fan, Kuper 03]

Proof idea

- Basic idea:
For each node u of the query tree: guess a node $h(u)$ in the document tree and check that h is a “homomorphism”
- Main difficulty in proof:
Deal with conjunctions of conditions

Further Results on

- closure properties
- axiomatizations of equivalence

XPath and Fragments of First-order Logic

Characterizations of XPath

- Navigational XPath (without not and and) corresponds to positive existential first-order logic
- Different XPath axes correspond to different signatures

[Benedikt, Fan, Kuper 03]

Proof idea

- Basic idea:
For each node u of the query tree: guess a node $h(u)$ in the document tree and check that h is a “homomorphism”
- Main difficulty in proof:
Deal with conjunctions of conditions

Further Results on

- closure properties
- axiomatizations of equivalence

Theorem [Marx, de Rijke 05]

Node-selecting navigational XPath queries correspond to unary two-variable first-order formulas over $\downarrow, \downarrow^*, \rightarrow, \rightarrow^*$

Proof idea

Proof follows the same lines as characterization of unary temporal logic by two-variable logic

[Etessami, Vardi, Wilke]

XPath and Full First-Order Logic

Question

What is needed to capture full first-order logic?

XPath and Full First-Order Logic

Question

What is needed to capture full first-order logic?

Conditional XPath

- **Conditional axes**: Expressions of the kind P^+ , where P is a location step
- **Conditional XPath**: Navigational XPath plus conditional axes

Example

$(\text{child} :: a[\text{desc} :: b \text{ or } \text{child} :: c])^+$

holds between u and v if

- v is a descendant of u and
- all intermediate nodes
 - are labelled with a and
 - have a c -child or a b -descendant

XPath and Full First-Order Logic

Question

What is needed to capture full first-order logic?

Conditional XPath

- **Conditional axes**: Expressions of the kind P^+ , where P is a location step
- **Conditional XPath**: Navigational XPath plus conditional axes

Example

$(\text{child} :: a[\text{desc} :: b \text{ or } \text{child} :: c])^+$

holds between u and v if

- v is a descendant of u and
- all intermediate nodes
 - are labelled with a and
 - have a c -child or a b -descendant

Theorem [Marx 04,05]

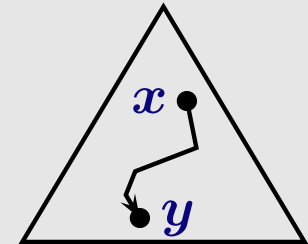
Conditional XPath corresponds exactly to first-order logic over \downarrow^* , \rightarrow^*
(wrt node-selecting and binary queries)

First-Order Logic Plus Regular Expressions

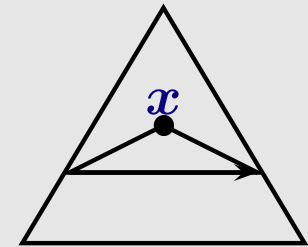
FOREG

First-Order Logic

+ vertical regular expressions (over paths)

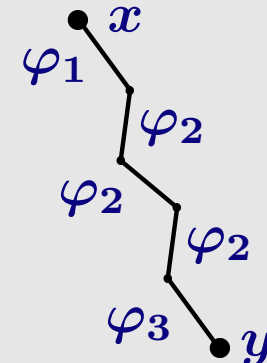


+ horizontal regular expressions (over children)



+ Nesting of formulas and regular expressions

$$[\varphi_1(s,t) \cdot \varphi_2(s,t)^* \cdot \varphi_3(s,t)]_{s,t}^\downarrow(x,y)$$



Fact

$$\text{FO} \subsetneq \text{FOREG} \subsetneq \text{MSO}$$

First-Order Logic and Automata

- MSO-logic \equiv Parallel tree automata
- FO-logic \equiv ???

First-Order Logic and Automata

- MSO-logic \equiv Parallel tree automata
- FO-logic \equiv ???

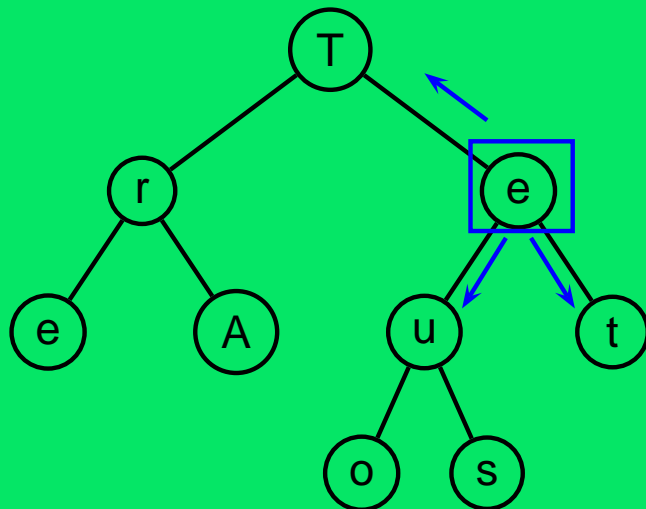
Definition: Tree-walk automaton

Depending on

- current state
- symbol of current node
- position of current node wrt its siblings

the automaton moves to a neighbor and takes a new state

Illustration



First-Order Logic and Automata

- MSO-logic \equiv Parallel tree automata
- FO-logic \equiv ???

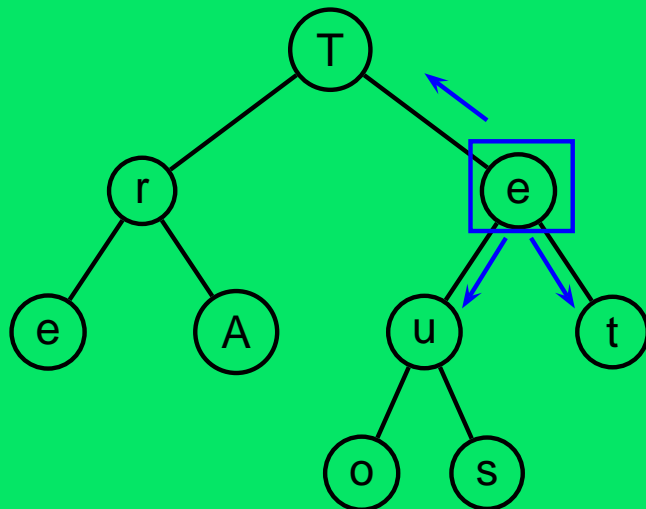
Definition: Tree-walk automaton

Depending on

- current state
- symbol of current node
- position of current node wrt its siblings

the automaton moves to a neighbor and takes a new state

Illustration



Fact [Neven, Sch. 00]

FO-sentences over binary trees with \downarrow and \rightarrow can be evaluated by deterministic Tree-Walk automata

Proof idea

- Simple application of Gaifman's Theorem
- Does not hold for unranked trees

First-Order Logic and Automata

- MSO-logic \equiv Parallel tree automata
- FO-logic \equiv ???

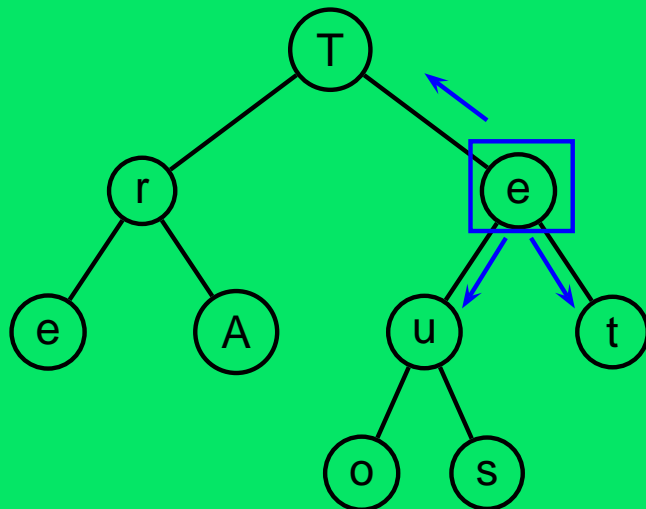
Definition: Tree-walk automaton

Depending on

- current state
- symbol of current node
- position of current node wrt its siblings

the automaton moves to a neighbor and takes a new state

Illustration



Fact [Neven, Sch. 00]

FO-sentences over binary trees with \downarrow and \rightarrow can be evaluated by deterministic Tree-Walk automata

Proof idea

- Simple application of Gaifman's Theorem
- Does not hold for unranked trees

Remark

To capture the expressive power of Tree-walk automata one needs a bit more...

Theorem [Neven, Sch. 00]

- Nondet. TWA $\equiv TC^1[FO[\downarrow, \text{mod}]]$
- Det. TWA $\equiv DTC^1[FO[\downarrow, \text{mod}]]$

over binary trees with \downarrow and \rightarrow

Contents

Introduction

MSO Logics

Weaker Logics

Temporal Logics

First-Order Logics

Transitive-Closure Logics

Extensions

Conclusion

MSO-logic vs. Unary Transitive Closure Logic

Remarks

- On strings: $\text{MSO} \equiv \text{FO} + \text{unary TC}$
- On (binary) trees???

MSO-logic vs. Unary Transitive Closure Logic

Remarks

- On strings: $\text{MSO} \equiv \text{FO} + \text{unary TC}$
- On (binary) trees???

Theorem [Engelfriet, Hoogeboom 05]

Nondeterministic pebble automata correspond to FO plus positive unary TC on binary trees

Corollary

Positive, unary TC-logic is weaker than MSO on binary trees iff pebble automata are weaker than parallel automata

MSO-logic vs. Unary Transitive Closure Logic

Remarks

- On strings: $\text{MSO} \equiv \text{FO} + \text{unary TC}$
- On (binary) trees???

Theorem [Engelfriet, Hoogeboom 05]

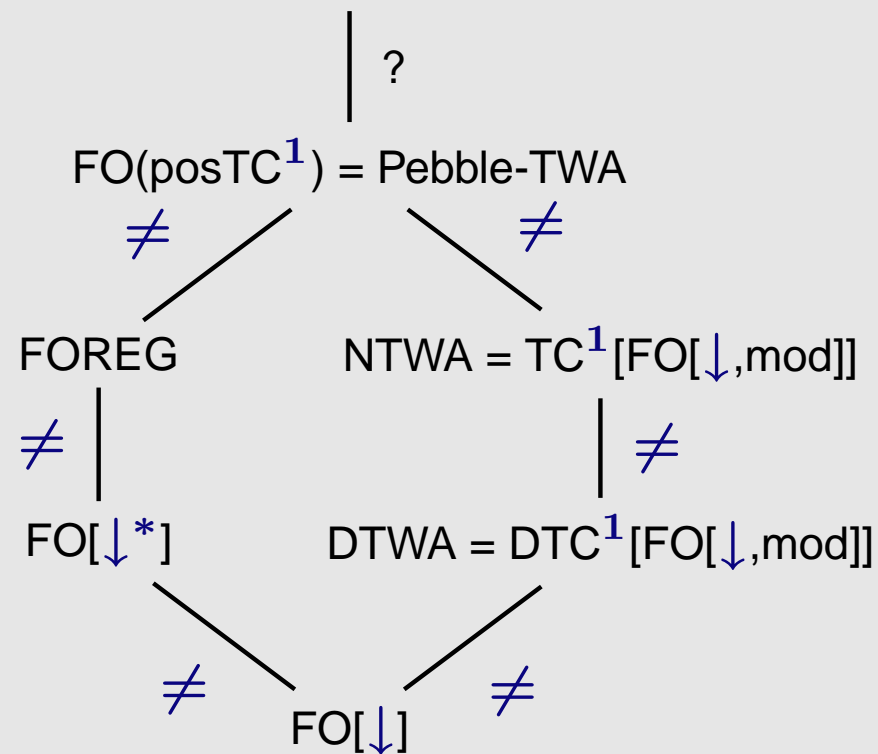
Nondeterministic pebble automata correspond to FO plus positive unary TC on binary trees

Corollary

Positive, unary TC-logic is weaker than MSO on binary trees iff pebble automata are weaker than parallel automata

Inclusion structure

MSO = Pebble-Marble-TWA = ATWA



Contents

Introduction

MSO Logics

Weaker Logics

Extensions

Counting

Data Values

Conclusion

Extensions

So far...

- We have seen logics for
 - Validation, Typing
 - Navigation
 - Transformation
- What about more general queries?
 - results of higher arity?
 - joins, i.e., comparisons of data values
 - counting

Extensions

So far...

- We have seen logics for
 - Validation, Typing
 - Navigation
 - Transformation
- What about more general queries?
 - results of higher arity?
 - joins, i.e., comparisons of data values
 - counting

Counting

- Automata can be equipped with counting facilities, e.g.:
Presburger tree automata: $\delta(\sigma, q)$ is Boolean combination of
 - regular expressions and
 - quantifier-free Presburger formulas like “number of children in state $q_1 =$ number of children in state q_2 ”
- Nondet. Presburger automata:
 - \equiv EMSO logic
 - Whether automaton accepts all trees is undecidable
- Det. Presburger automata:
 - \equiv Presburger μ -formulas
 - Membership test: $O(|\mathcal{A}||t|)$
 - Non-emptiness: **PSPACE**
 - Containment: **PSPACE**

[Seidl, Sch., Muscholl, Habermehl 2004]

Contents

Introduction

MSO Logics

Weaker Logics

Extensions

Counting

Data Values

Conclusion

Data Values

Remark

- In (database) queries or constraints comparisons of data values are very common
- Most XML theory concentrates on structure of trees instead

Example queries/constraints

- Did we reserve a room for every participant?

-
- Does every participant give at most one talk?
-

Data Values

Remark

- In (database) queries or constraints comparisons of data values are very common
- Most XML theory concentrates on structure of trees instead

Example queries/constraints

- Did we reserve a room for every participant?
- $\forall x \text{ Partic.Name}(x) \rightarrow$
 $\exists y \text{ Room.Name}(y) \wedge x.\text{data} = y.\text{data}$

- Does every participant give at most one talk?
-

Data Values

Remark

- In (database) queries or constraints comparisons of data values are very common
- Most XML theory concentrates on structure of trees instead

Example queries/constraints

- Did we reserve a room for every participant?
- $\forall x \text{ Partic.Name}(x) \rightarrow \exists y \text{ Room.Name}(y) \wedge x.\text{data} = y.\text{data}$

- Does every participant give at most one talk?
- $\forall x \forall y [x \neq y \wedge \text{Talk.Speaker}(x) \wedge \text{Talk.Speaker}(y)] \rightarrow x.\text{data} \neq y.\text{data}$

Data Values

Remark

- In (database) queries or constraints comparisons of data values are very common
- Most XML theory concentrates on structure of trees instead

Example queries/constraints

- Did we reserve a room for every participant?
- $\forall x \text{ Partic.Name}(x) \rightarrow \exists y \text{ Room.Name}(y) \wedge x.\text{data} = y.\text{data}$

- Does every participant give at most one talk?
- $\forall x \forall y [x \neq y \wedge \text{Talk.Speaker}(x) \wedge \text{Talk.Speaker}(y)] \rightarrow x.\text{data} \neq y.\text{data}$

The setting

- We concentrate on data strings
- Access to data values only via equality tests

Example: data string

2 3 3 3 2 2 7 17 17 3 4 5 2 3 3 4 4
c b c a a b b b c a b a c b b a a

Definition

- **Data string**: Finite sequence over $\Sigma \times \mathcal{D}$, where
 - Σ finite
 - \mathcal{D} infinite
 - Logical language:
 - **$a(x)$** : Letter position x is $a \in \Sigma$
 - order relation $<$, successor relation $+1$
 - **\sim** : $x \sim y$ if positions x and y have the same \mathcal{D} -value
- Equivalence relation

Some Known Results about FO^2

Over arbitrary relational structures

- Finite model property [Mortimer 75]
- Satisfiability **NEXPTIME**-complete [Grädel et al. 97]
- On structures with 1 or 2 equivalence relations: decidable [Kieroński, Otto 05]
- On structures with 3 equivalence relations: undecidable [Kieroński, Otto 05]
- On structures with a linear order: in **coNEXPTIME** [Otto]
- On structures with several well-orderings: undecidable [Otto]

Over strings

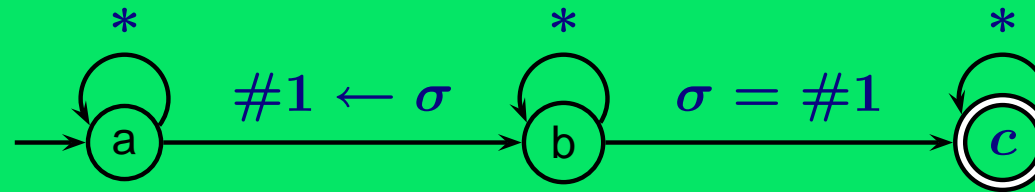
- Satisfiability **NEXPTIME**-complete
- Expressive power:
 - unary LTL and $\Sigma^2 \cap \Pi^2$ [Etessami, Vardi, Wilke 97]
 - variety DA [Thérien, Wilke 98]
 - two way, partially-ordered DFA [Sch., Thérien, Vollmer 01]

Automata on Data Strings

Models

- **Register-Automata** : finitely many registers for data values
- **Pebble-Automata** : finitely many pebbles with stack discipline
- Variations:
1-way or 2-way, **D**eterministic or **N**ondeterministic

Example

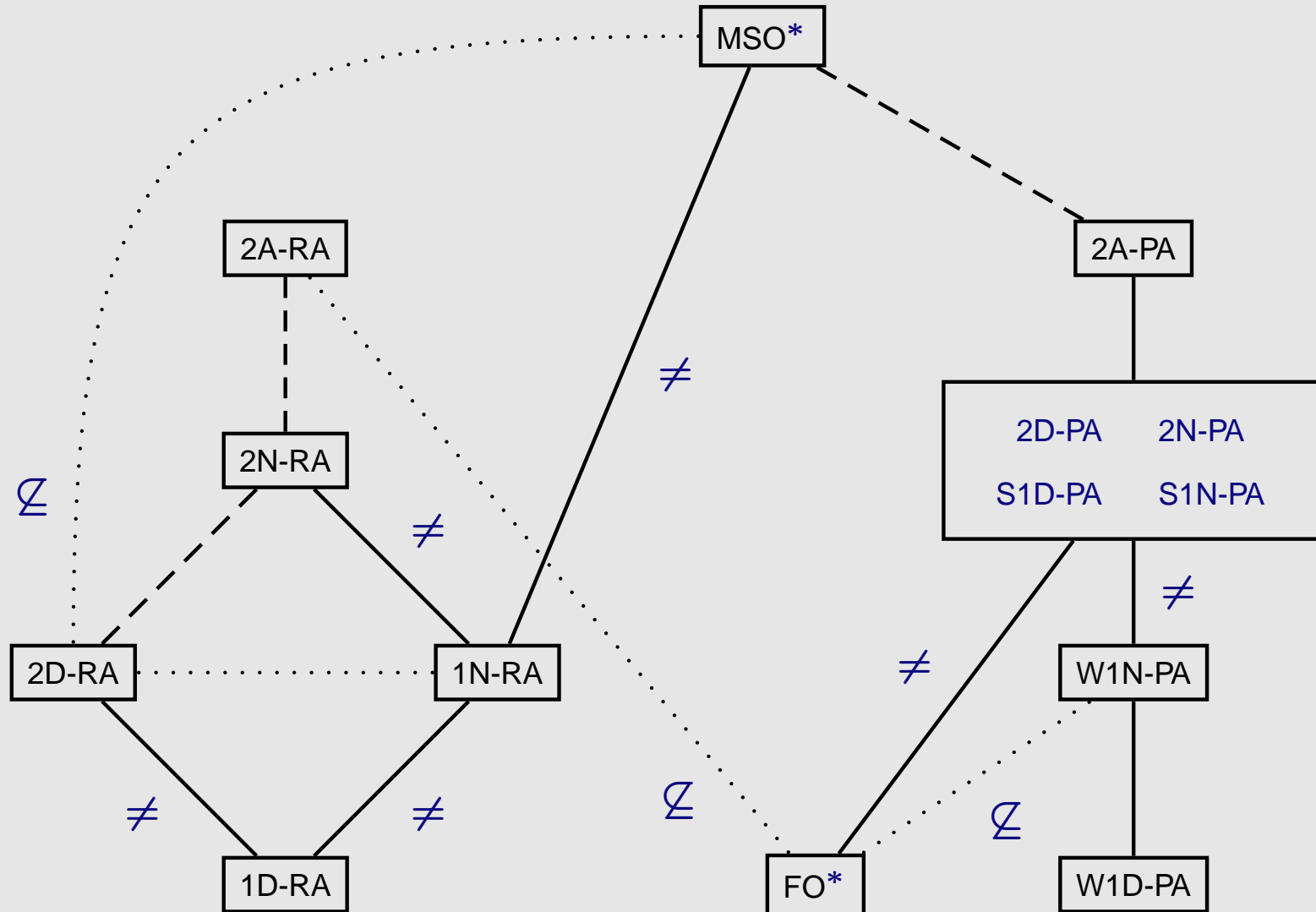


Facts

- Non-emptiness undecidable for most models
 - Exception: 1N-register automata
 - This holds also for **FO** logic
- [Kaminski, Francez 94; Neven, Sch., Vianu 01]

Overview of Automata Models

Inclusion Structure



Decidability Results

Theorem

Satisfiability of $\text{FO}^2(+1, <)$ on data strings is decidable

Further results

- Emptiness of multicounter automata can be reduced to satisfiability of $\text{FO}^2(+1, <)$ on data strings
- $\text{FO}^2(<)$ on data strings is complete for **NEXPTIME**
- $\text{FO}^2(+1)$ on data strings is hard for **NEXPTIME**
(and in **2NEXPTIME**)
- $\text{FO}^3(+1)$ on data strings is undecidable

Decidability Results

Theorem

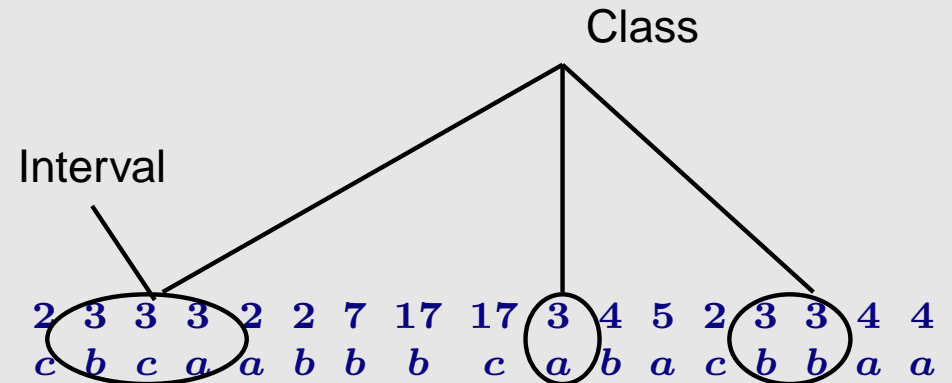
Satisfiability of $\text{FO}^2(+1, <)$ on data strings is decidable

Further results

- Emptiness of multicounter automata can be reduced to satisfiability of $\text{FO}^2(+1, <)$ on data strings
- $\text{FO}^2(<)$ on data strings is complete for **NEXPTIME**
- $\text{FO}^2(+1)$ on data strings is hard for **NEXPTIME** (and in **2NEXPTIME**)
- $\text{FO}^3(+1)$ on data strings is undecidable

Some Definitions

- Data string s :



- **Class**: all positions with the same data value
- **Interval**: (maximal set of) contiguous positions of a class
- **String projection** $P(s)$:

Decidability Results

Theorem

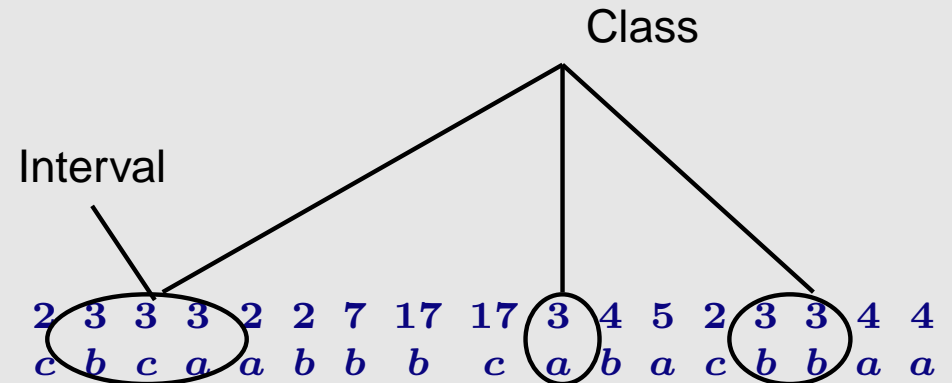
Satisfiability of $\text{FO}^2(+1, <)$ on data strings is decidable

Further results

- Emptiness of multicounter automata can be reduced to satisfiability of $\text{FO}^2(+1, <)$ on data strings
- $\text{FO}^2(<)$ on data strings is complete for **NEXPTIME**
- $\text{FO}^2(+1)$ on data strings is hard for **NEXPTIME** (and in **2NEXPTIME**)
- $\text{FO}^3(+1)$ on data strings is undecidable

Some Definitions

- Data string s :



- **Class**: all positions with the same data value
- **Interval**: (maximal set of) contiguous positions of a class
- **String projection $P(s)$** :

cbcaabbcbcbbaa

What FO^2 Can Express

Example properties

- Let α and β denote unary types
- FO^2 can express
 -
 -
 -
 -
 -
 -

What FO^2 Can Express

Example properties

- Let α and β denote unary types
- FO^2 can express
 - data-blind properties, i.e., properties not using \sim
 -
 -
 -
 -
 -

What FO² Can Express

Example properties

- Let α and β denote unary types

- FO² can express

- data-blind properties, i.e., properties not using \sim

- All occurrences of a type α are in the same class:

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y)) \rightarrow x \sim y)$$

-
-
-
-

What FO² Can Express

Example properties

- Let α and β denote unary types

- FO² can express

- data-blind properties, i.e., properties not using \sim

- All occurrences of a type α are in the same class:

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y)) \rightarrow x \sim y)$$

- Each class contains at most one occurrence of α :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y) \wedge x \sim y) \rightarrow x = y)$$

-
-
-

What FO² Can Express

Example properties

- Let α and β denote unary types

- FO² can express

- data-blind properties, i.e., properties not using \sim

- All occurrences of a type α are in the same class:

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y)) \rightarrow x \sim y)$$

- Each class contains at most one occurrence of α :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y) \wedge x \sim y) \rightarrow x = y)$$

- In each class, every α occurs before every β :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \beta(y) \wedge x \sim y) \rightarrow x < y)$$

–

–

What FO² Can Express

Example properties

- Let α and β denote unary types

- FO² can express

- data-blind properties, i.e., properties not using \sim

- All occurrences of a type α are in the same class:

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y)) \rightarrow x \sim y)$$

- Each class contains at most one occurrence of α :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y) \wedge x \sim y) \rightarrow x = y)$$

- In each class, every α occurs before every β :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \beta(y) \wedge x \sim y) \rightarrow x < y)$$

- Each class with an α also has a β :

$$\theta = \forall x \exists y (\alpha(x) \rightarrow (\beta(y) \wedge x \sim y))$$

–

What FO² Can Express

Example properties

- Let α and β denote unary types

- FO² can express

- data-blind properties, i.e., properties not using \sim

- All occurrences of a type α are in the same class:

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y)) \rightarrow x \sim y)$$

- Each class contains at most one occurrence of α :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \alpha(y) \wedge x \sim y) \rightarrow x = y)$$

- In each class, every α occurs before every β :

$$\theta = \forall x \forall y ((\alpha(x) \wedge \beta(y) \wedge x \sim y) \rightarrow x < y)$$

- Each class with an α also has a β :

$$\theta = \forall x \exists y (\alpha(x) \rightarrow (\beta(y) \wedge x \sim y))$$

- It turns out: **That's basically all!**

Proof Structure

Main steps of the proof

-

FO^2 formula φ



Scott normal form



Intermediate normal form



Data normal form ψ

- Construct multicounter automaton \mathcal{A}_ψ such that:
 - \mathcal{A}_ψ accepts a string w if and only if
 - there is a data string s with
 - * $s \models \varphi$
 - * $P(s) = w$
- Check whether $L(\mathcal{A}_\psi) \neq \emptyset$

Proof Structure

Main steps of the proof

- - FO^2 formula φ
 - ↓
 - Scott normal form
 - ↓
 - Intermediate normal form
 - ↓
 - Data normal form ψ
- Construct multicounter automaton \mathcal{A}_ψ such that:
 - \mathcal{A}_ψ accepts a string w if and only if
 - there is a data string s with
 - * $s \models \varphi$
 - * $P(s) = w$
- Check whether $L(\mathcal{A}_\psi) \neq \emptyset$

Definition: Multicounter-automaton

- Nondeterministic string automaton (not: data string!)
- Finite number of counters
- Counter values ≥ 0 (or reject)
- No intermediate test whether counter is 0
- Acceptance if finally all counters are 0

Remarks

- Closely related to Petri nets
- Non-emptiness: decidable
[Sacerdote, Tenney 77]
- Lower bound: **EXPSpace**
- No elementary upper bound known

Normalization

Normal forms

- We transform into equivalent EMSO formulas

- **Scott normal form**: $\exists R_1, \dots, R_k \forall x \forall y \chi \wedge \bigwedge_i \forall x \exists y \chi_i$

- **Intermediate normal form**:

$$\exists R_1 \dots R_m \theta_1 \wedge \dots \wedge \theta_n$$

- θ_i :

$$(1) \forall x \forall y (\delta(x, y) \geq 2 \wedge \alpha(x) \wedge \beta(y) \wedge \boxed{\begin{array}{l} x \sim y \\ x \not\sim y \end{array}}) \rightarrow \boxed{\begin{array}{l} x < y \\ x > y \\ ff \end{array}}$$

$$(2) \forall x \exists y \alpha(x) \rightarrow (\beta(y) \wedge \boxed{\begin{array}{l} x \sim y \\ x \not\sim y \end{array}} \wedge \boxed{\begin{array}{l} x + 1 < y \\ x + 1 = y \\ x = y \\ x = y + 1 \\ x > y + 1 \end{array}})$$

- Note: $\forall\forall$ without $+1$

Normalization (cont.)

Normal forms (cont.)

- **Data normal form**: Disjunction of formulas

$$\exists R_1 \cdots R_n R_{\#} \theta_1 \wedge \cdots \wedge \theta_n$$

- θ_i :

(a) data-blind

(b) All α are in the same class

(c) Each class contains at most one α

(d) In each class, every α occurs before every β

(e) Each class with an α also has a β

(f) $R_{\#}$ marks the first position of each interval:

$$\forall x R_{\#}(x) \leftrightarrow \forall y (x = y + 1 \rightarrow x \not\sim y)$$

Normalization (cont.)

Normal forms (cont.)

- **Data normal form**: Disjunction of formulas

$$\exists R_1 \cdots R_n R_{\#} \theta_1 \wedge \cdots \wedge \theta_n$$

- θ_i :

(a) data-blind

(b) All α are in the same class

(c) Each class contains at most one α

(d) In each class, every α occurs before every β

(e) Each class with an α also has a β

(f) $R_{\#}$ marks the first position of each interval:

$$\forall x R_{\#}(x) \leftrightarrow \forall y (x = y + 1 \rightarrow x \not\sim y)$$

Normalization steps

FO² → Scott normal form: standard

Scott normal form

→ **intermediate normal form**:
relatively straightforward

Intermediate normal form

→ **data normal form**:

- For each type α we capture the two left-most classes with α and the two rightmost classes with α by unary relations $R_1^{\alpha}, \dots, R_4^{\alpha}$

- Case distinction on possible formulas (1) and (2)

→ in each case θ_i can be replaced by some “data normal” formulas

Construction of Multicounter automaton

Proof (cont.)

- Recall ingredients of data normal form:
 - (a) data-blind
 - (b) All α are in the same class
 - (c) Each class contains at most one α
 - (d) In each class, every α occurs before every β
 - (e) Each class with an α also has a β
 - (f) $R_{\#}$ marks the first position of each interval:

$$\forall x R_{\#}(x) \leftrightarrow \forall y (x = y + 1 \rightarrow x \neq y)$$

- (a), (f): straightforward
- (c), (d), (e) induce regular conditions for each class: L
- (b) specifies regular conditions for some special classes: L_1, \dots, L_k
- Multicounter automaton \mathcal{A} accepts basically **shuffle** of L, L_1, \dots, L_k

Construction of Multicounter automaton (cont.)

Proof (cont.)

- \mathcal{A} accepts string projections of models of disjunctions of formulas
$$\exists R_1 \cdots R_n R_{\#} \theta_1 \wedge \cdots \wedge \theta_n$$
 - \mathcal{A} guesses a disjunct
 - \mathcal{A} guesses, for each position $R_1, \dots, R_n, R_{\#}$
- In particular: guesses intervals
- But: \mathcal{A} does not know which intervals belong to the same class
-
- Special classes (L_1, \dots, L_k) can be checked directly (if α occurs in only one class this class is R_1^α)
 - To check that all other **class strings** are in L :
 - Let \mathcal{B} be a string automaton for L
 - \mathcal{A} has one counter per state of \mathcal{B}
 - Counter C_q counts how many (non-special) class strings seen so far led to a state q
 - Complication: At interval border \mathcal{A} can proceed from a state q that was just “reached” only if $C_q \geq 2$

Contents

Introduction

MSO Logics

Weaker Logics

Extensions

Conclusion

Conclusion

What we have seen

Logic is useful for the theory of XML languages:

- MSO offers framework for schema languages
- MSO \equiv regular node selecting queries
- Two-variable logic \equiv XPath
- FO-logic \equiv natural extension of XPath
- MSO helpful in the context of transformations
- Two-variable logic with data is decidable

Open

There remains a lot to be done, e.g.

- XQuery
- Automata in the presence of data values
- Practical relevance of logic-automata approach?

Conclusion

What we have seen

Logic is useful for the theory of XML languages:

- MSO offers framework for schema languages
- MSO \equiv regular node selecting queries
- Two-variable logic \equiv XPath
- FO-logic \equiv natural extension of XPath
- MSO helpful in the context of transformations
- Two-variable logic with data is decidable

Open

There remains a lot to be done, e.g.

- XQuery
- Automata in the presence of data values
- Practical relevance of logic-automata approach?

Finally

Thank You!