

Exercises for
Database Implementation
Elite Graduate Program Software Engineering

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Assignment 5

Exercise 1

Create the following simplified physical operators for your database system:

1. *Print*: Prints out all input tuples in a human-readable format.
2. *Table Scan*: Scans a relation and produces all tuples as output.
3. *Projection*: Projects to a subset of the input schema.
4. *Selection*: Implements predicates of the form $a = c$ where a is an attribute and c is a constant.
5. *Hash Join*: Compute inner join by storing left input in main memory, then find matches for each tuple from the right side. The predicate is of the form $left.a = right.b$.

In general, all operators should offer (a superset of) the following interface:

`void open()` : Open the operator

`bool next()` : Produce the next tuple

`vector<Register*> getOutput()` : Get all produced values

`void close()` : Close the operator

Begin by creating a `Register` class that can be used to store and retrieve values of any type¹ through methods like `int getInteger()` or `void setString(const string& s)`. It also needs to be able to compare `Register` objects (`operator<` and `operator==`) and compute a hash value (e.g. for *Hash Join* operators).

The *Table Scan* operator is initialized (in its constructor) with a relation. Its `next` method reads the next tuple (if any) and its `getOutput` method returns the values of the current tuple. The *Print* operator is initialized with an input operator and an output stream to which its `next` method writes the next tuple (if any) in a human-readable format. The *Projection* operator is initialized with an input operator and a list of register IDs (indexes into the register vector) it should project to. The *Selection* operator is initialized with an input operator, a register ID and a constant. The *Hash Join* operator is initialized with two input operators, and two register IDs. One ID is from the left side and one is from the right side.

¹In your implementation, you may restrict the database types to integer and a fixed-size character type.