

# Data is Data and Control Should be Data, Too

## Compiling Iterative Table-valued PL/SQL UDFs into Recursive SQL Code

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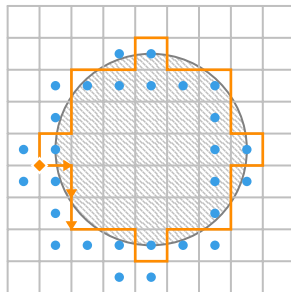
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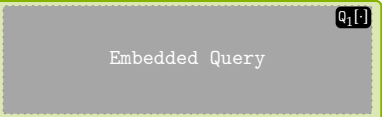
# Elements of PL/SQL

```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2   DECLARE
3     goal vec2 := start;
4     cur vec2 := start;
5     dir vec2;
6   BEGIN
7     WHILE true LOOP
8       dir := Q1(:)
9
10      Embedded Query
11
12
13
14      RETURN NEXT cur;
15
16      cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17      EXIT WHEN cur = goal OR dir IS NULL;
18    END LOOP;
19  END;
20 $$ LANGUAGE PLPGSQL STRICT;
```

Traces contour of 2-dimensional objects:



# Elements of PL/SQL: Stateful Variables

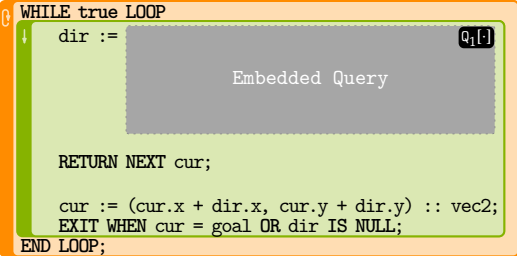
```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2 DECLARE
3     goal vec2 := start;
4     cur vec2 := start;
5     dir vec2;
6 BEGIN
7     WHILE true LOOP
8         dir := 
9
10
11
12
13
14         RETURN NEXT cur;
15
16         cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17         EXIT WHEN cur = goal OR dir IS NULL;
18     END LOOP;
19 END;
20 $$ LANGUAGE PLPGSQL STRICT;
```



## Statement sequencing

(straight-line control flow, mutable variables etc.)

# Elements of PL/SQL: Complex and Iterative Control Flow

```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2   DECLARE
3     goal vec2 := start;
4     cur vec2 := start;
5     dir vec2;
6   BEGIN
7     WHILE true LOOP
8       dir :=
9         
10      Embedded Query
11
12
13
14      RETURN NEXT cur;
15
16      cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17      EXIT WHEN cur = goal OR dir IS NULL;
18    END LOOP;
19  END;
20 $$ LANGUAGE PLPGSQL STRICT;
```



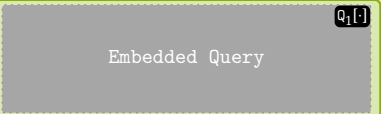
## Statement sequencing




(straight-line control flow, mutable variables etc.)



**Arbitrarily complex control flow** (via IF THEN ELSIF, WHILE, FOR, EXIT, ...)

# Elements of PL/SQL: Table-Valued Functions

```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2   DECLARE
3     goal vec2 := start;
4     cur vec2 := start;
5     dir vec2;
6   BEGIN
7     WHILE true LOOP
8       dir :=
9         
10        Embedded Query
11
12
13
14       RETURN NEXT cur;
15
16       cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17       EXIT WHEN cur = goal OR dir IS NULL;
18     END LOOP;
19   END;
20 $$ LANGUAGE PLPGSQL STRICT;
```

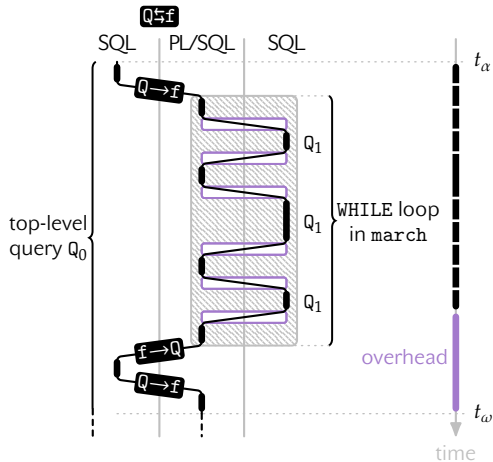
-  **Statement sequencing**  
(straight-line control flow, mutable variables etc.)
-  **Arbitrarily complex control flow** (via IF THEN ELSIF, WHILE, FOR, EXIT, ...)
-  **Result accumulation**  
(RETURN NEXT)

# SQL ↔ PL/SQL

```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2   DECLARE
3     goal vec2 := start;
4     cur vec2 := start;
5     dir vec2;
6   BEGIN
7     WHILE true LOOP
8       dir := Q1[·]
9
10      Embedded Query
11
12
13
14      RETURN NEXT cur;
15
16      cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17      EXIT WHEN cur = goal OR dir IS NULL;
18    END LOOP;
19  END;
20 $$ LANGUAGE PLPGSQL STRICT;
```

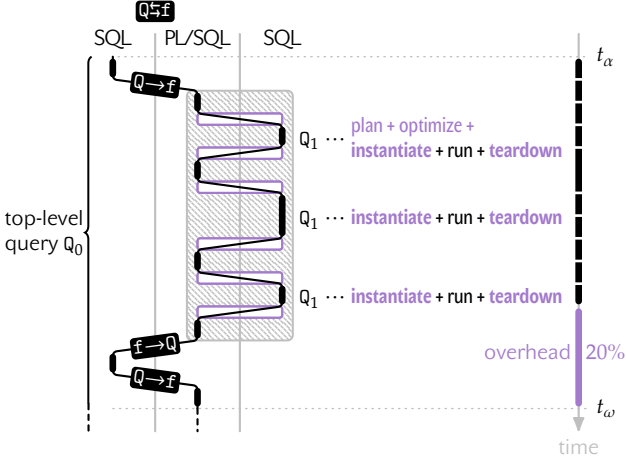
Invoking query Q<sub>0</sub>[·]:

```
1 SELECT ████ Q0[·]
2 FROM ████, march(████)
```

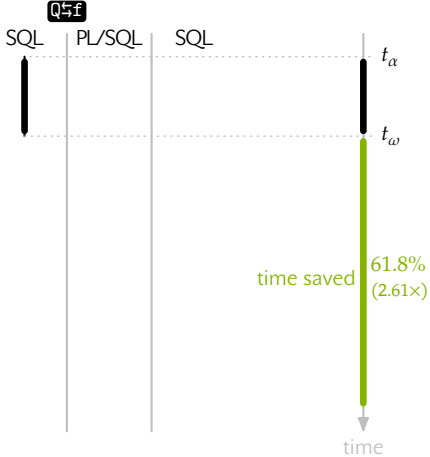


# SQL ↔ PL/SQL Context Switches Are Costly

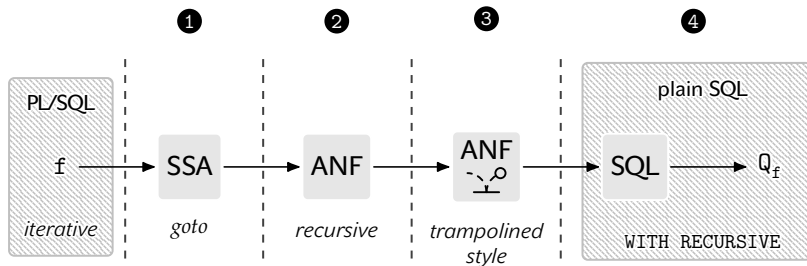
Before:



After:



# PL/SQL to Plain SQL: Compilation to the Rescue



Until now: Only scalar PL/SQL UDFs.

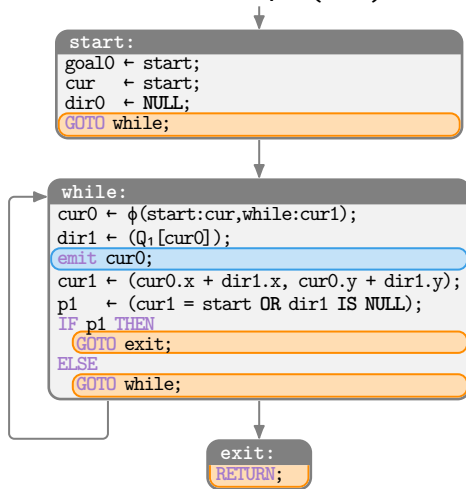
Details: One WITH RECURSIVE is Worth Many GOTOs, SIGMOD 2021



# 1 From PL/SQL to SSA

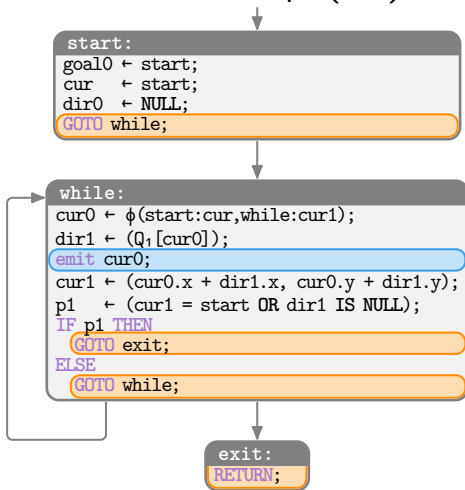
```
1 CREATE FUNCTION march(start vec2) RETURNS SETOF vec2 AS $$
2 DECLARE
3   goal vec2 := start;
4   cur vec2 := start;
5   dir vec2;
6 BEGIN
7   WHILE true LOOP
8     dir :=
9     Embedded Query
10
11
12
13
14     RETURN NEXT cur;
15
16     cur := (cur.x + dir.x, cur.y + dir.y) :: vec2;
17     EXIT WHEN cur = goal OR dir IS NULL;
18   END LOOP;
19 END;
20 $$ LANGUAGE PLPGSQL STRICT;
```

## Control Flow Graph (SSA):

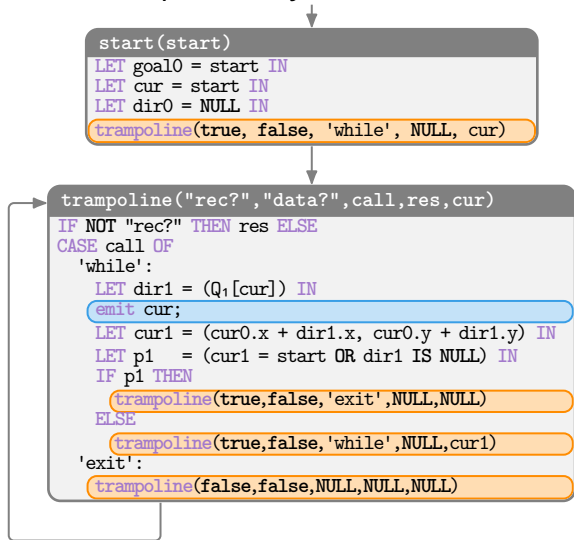


## ② + ③ From SSA to Trampoline Style ANF

### Control Flow Graph (SSA):



### Trampoline Style ANF:



## 4 Trampoline Style WITH RECURSIVE

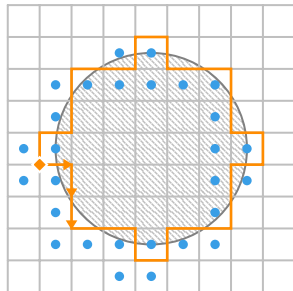
```
1 WITH RECURSIVE run("rec?","data?",call,res,cur) AS (  
2   SELECT true AS "rec?", false AS "data?", 'while' AS call, NULL::vec2 AS res, start AS cur  
3   UNION ALL -- recursive UNION ALL  
4   SELECT result.*  
5   FROM run,  
6   LATERAL (SELECT if_p1.*  
7     FROM ( Q,[run.cur] ) AS let_dir(dir),  
8     LATERAL (SELECT NULL AS "rec?", true AS "data?", NULL AS call, run.cur AS res, NULL AS cur  
9     UNION ALL  
10    SELECT if_p2.*  
11    FROM (SELECT ((run.cur).x + dir.x, (run.cur).y + dir.y) :: vec2) AS let_cur(cur),  
12    LATERAL (SELECT let_cur.cur = start OR dir IS NULL) AS let_p1(p1),  
13    LATERAL (SELECT true AS "rec?", false AS "data?", 'while' AS call, NULL AS res, let_cur.cur AS cur  
14    WHERE NOT p1  
15    UNION ALL  
16    SELECT true AS "rec?", false AS "data?", 'exit' AS call, NULL AS res, NULL AS cur  
17    WHERE p1) AS if_p2  
18    ) AS if_p1  
19   WHERE run.call = 'while'  
20   UNION ALL  
21   SELECT false AS "rec?", false AS "data?", NULL AS call, NULL AS res, NULL AS cur  
22   WHERE run.call = 'exit') AS result  
23 WHERE run."rec?")  
24 SELECT run.res FROM run WHERE run."rec?" IS NULL AND run."data?";
```

} WHILE

} EXIT

# Union Table with Data Rows and Control Rows

run		rec?	data?	call	res	cur	
♦	true	false	while	NULL	(8,7)	NULL	
	false	true	NULL	(8,7)	NULL	NULL	
	true	false	while	NULL	(9,7)	NULL	
	false	true	NULL	(9,7)	NULL	NULL	
-----		-----		-----		-----	
	false	true	NULL	(8,8)	NULL	NULL	
	true	false	exit	NULL	(8,8)	NULL	
	false	false	NULL	NULL	NULL	NULL	



# Takeaway Messages

**The Good:** UDFs leverage reusability and customized logic.

**The Bad:** Naive UDF execution may drastically slow down query execution.

**The Solution:** Compile UDFs to pure (recursive) SQL.

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