

# XML

Semistructured Data  
Extensible Markup Language  
Document Type Definitions

1

# Framework

1. *Information Integration* : Making databases from various places work as one.
2. *Semistructured Data* : A new data model designed to cope with problems of information integration.
3. *XML* : A standard language for describing semistructured data schemas and representing data.

2

# The Information-Integration Problem

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

3

# Example

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

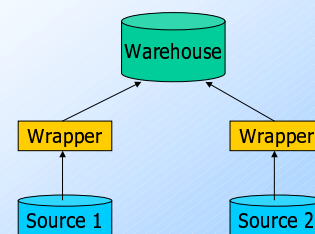
4

# Two Approaches to Integration

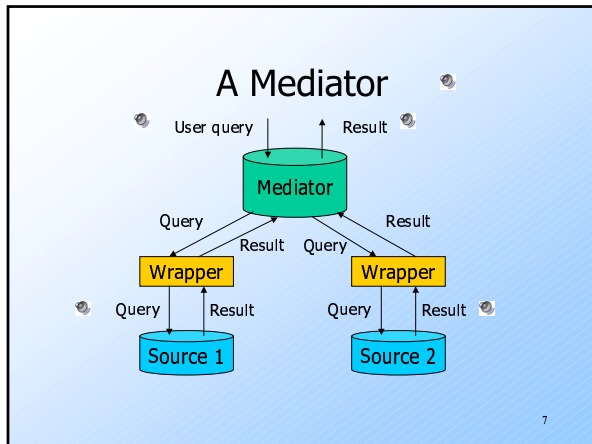
1. *Warehousing* : Make copies of the data sources at a central site and transform it to a common schema.
  - ◆ Reconstruct data daily/weekly, but do not try to keep it more up-to-date than that.
2. *Mediation* : Create a view of all sources, as if they were integrated.
  - ◆ Answer a view query by translating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

5

# Warehouse Diagram



6

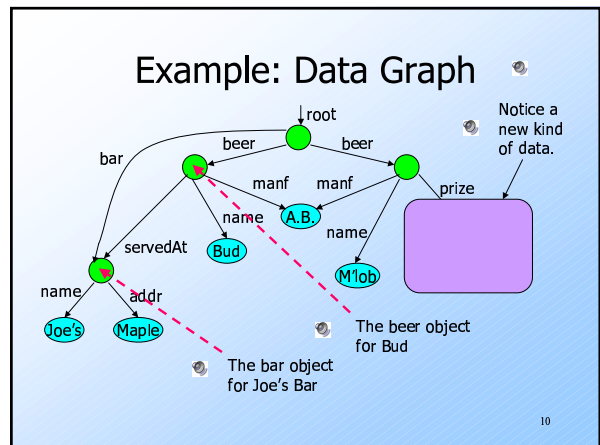


### Semistructured Data

- ◆ Purpose: represent data from independent sources more flexibly than either relational or object-oriented models.
- ◆ Think of objects, but with the type of each object its own business, not that of its "class."
- ◆ Labels to indicate meaning of substructures.

### Graphs of Semistructured Data

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



### XML

- ◆ XML = Extensible Markup Language.
- ◆ While HTML uses tags for formatting (e.g., "italic"), XML uses tags for semantics (e.g., "this is an address").
- ◆ Key idea: create tag sets for a domain (e.g., genomics), and translate all data into properly tagged XML documents.

### Well-Formed and Valid XML

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

## Well-Formed XML

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

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

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

13

## Tags

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

14

## Example: Well-Formed XML

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

```
<BEER><NAME>Miller</NAME>
<PRICE>3.00</PRICE></BEER>
```

```
<BAR> ...
```

15

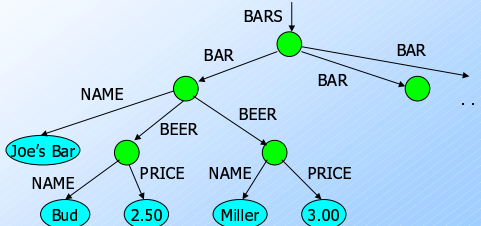
## XML and Semistructured Data

- ◆ Well-Formed XML with nested tags is exactly the same idea as trees of semistructured data.
- ◆ We shall see that XML also enables nontree structures, as does the semistructured data model.

16

## Example

- ◆ The `<BARS>` XML document is:



17

## Document Type Definitions

- ◆ Essentially a context-free grammar for describing XML tags and their nesting.
- ◆ Each domain of interest (e.g., electronic components, bars-beers-drinkers) creates one DTD that describes all the documents this group will share.

18

## DTD Structure

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






19

## DTD Elements

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

20

## Example: DTD

```
<!DOCTYPE Bars [  
  <!ELEMENT  >  
  <!ELEMENT  >  
  <!ELEMENT  >  
  <!ELEMENT  >  
  <!ELEMENT  >  
>
```

A BARS object has zero or more BAR's nested within.

A BAR has one NAME and one or more BEER subobjects.

A BEER has a NAME and a PRICE.

NAME and PRICE are text.

21

## Element Descriptions

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

22

## Example: Element Description

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

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

23

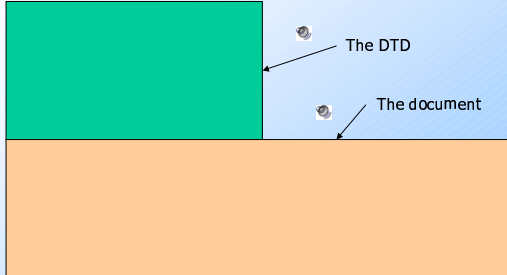
## Use of DTD's

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

24

## Example (a)

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



25

## Example (b)

- ◆ Assume the BARS DTD is in file bar.dtd.

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

```
<BARS>  
  <BAR><NAME>Joe's Bar</NAME>  
    <BEER><NAME>Bud</NAME>  
      <PRICE>2.50</PRICE></BEER>  
    <BEER><NAME>Miller</NAME>  
      <PRICE>3.00</PRICE></BEER>  
  </BAR>  
  <BAR> ...  
</BARS>
```

Get the DTD  
from the file  
bar.dtd

26

## Attributes

- ◆ Opening tags in XML can have *attributes*, like `<A HREF = "...">` in HTML.
- ◆ In a DTD,  
`<!ATTLIST <element name>... >`  
gives a list of attributes and their datatypes for this element.

27

## Example: Attributes

- ◆ Bars can have an attribute `kind`, which is either `sushi`, `sports`, or `"other."`
- ```
<!ELEMENT BAR (NAME BEER*)>  
<!ATTLIST BAR kind = "sushi" |  
  "sports" | "other">
```

28

## Example: Attribute Use

- ◆ In a document that allows BAR tags, we might see:
- ```
<BAR kind = "sushi">  
  <NAME>Akasaka</NAME>  
  <BEER><NAME>Sapporo</NAME>  
    <PRICE>5.00</PRICE></BEER>  
  ...  
</BAR>
```

29

## ID's and IDREF's

- ◆ These are pointers from one object to another, in analogy to HTML's `NAME = "foo"` and `HREF = "#foo"`.
- ◆ Allows the structure of an XML document to be a general graph, rather than just a tree.

30

## Creating ID's

- ◆ Give an element  $E$  an attribute  $A$  of type ID.
- ◆ When using tag  $\langle E \rangle$  in an XML document, give its attribute  $A$  a unique value.
- ◆ Example:

```
<E A = "xyz">
```

31

## Creating IDREF's

- ◆ To allow objects of type  $F$  to refer to another object with an ID attribute, give  $F$  an attribute of type IDREF.
- ◆ Or, let the attribute have type IDREFS, so the  $F$ -object can refer to any number of other objects.

32

## Example: ID's and IDREF's

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

33

## The DTD

```
<!DOCTYPE Bars [
  <!ELEMENT BARS (BAR*, BEER*)>
  <!ELEMENT BAR (PRICE*)>
  <!ELEMENT PRICE (number, IDREF theBeer)>
  <!ELEMENT BEER (number, IDREFS soldBy)>
]>
```

Bar objects have name as an ID attribute and have one or more PRICE subobjects.

PRICE objects have a number (the price) and one reference to a beer.

Beer objects have an ID attribute called name, and a soldBy attribute that is a set of Bar names.

34

## Example Document

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

35