

Towards Trie-based Indexing of Mobile Clients in Large Mobile Information Systems¹

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January 22, 2004

¹This research is supported by the DFG under grant SA 782/3-2.

Abstract

Due to the increasing usage of small and low footprinted devices like mobile phones as clients of mobile information systems a new problem arises: “How to determine the relevance of updates for a large number of mobile clients?” In this paper we present an indexing scheme that represents conjunctive queries posed by the mobile clients in a trie. So, IDs of the clients are referenced by their queries and checking the relevance of an update is done by traversing the trie.

Chapter 1

Introduction and Motivation

Most mobile information systems are designed as an add-on to existing classical, fixed network based information systems. The mobile clients have to connect to the fixed network via a base station. But, normally such systems do not consider the extremely increasing number of mobile devices that are usable for accessing the data. Mobile phones, smart phones or networked PDAs will be used as information system clients “like a duck takes to water”. So, a new central challenge for supporting mobile devices on the server site arises: *How to handle interest of a large number of mobile clients efficiently?*

In this paper we discuss this question referring to our Scalable Mobility Server (SMoS) [HS03c]. SMoS integrates information from various heterogeneous data sources (web sites, databases etc.) and provides them to the mobile clients. The lightweightness of the mobile clients and the classical view update problem [DB82] prohibit to transfer all updates directly to the mobile clients. So, client queries have to be stored and evaluated on the server.

Let us assume a mobile information system which provides information to 10.000 or more mobile clients. Let us furthermore assume that the data on the server is frequently updated. Such a system may be e.g. an extended driver information system that provides information about the current traffic situation as well as additional services like opening hours of public utilities, etc. to car drivers. Now, if an update appears it is obviously inefficient to check the preferences of all 10.000 mobile clients sequentially.

The novelty, which is focused in this paper, is a query index based update evaluation approach that allows to look up such mobile devices which are potentially interested in updated information. At this, queries are represented as paths in a trie [Fre59] whereby each path references a set of mobile client IDs.

The remainder of the paper is structured as follows. In Section 2 we take a look at related work and point out the differences between our work and overlapping research areas. Section 3 describes the query index and how it is used to look up mobile clients efficiently. The evaluation of our approach can be found in Section 3.3. Finally, the paper closes with conclusions and an outlook on following researches in Section 4.

Chapter 2

Related Work

Our paper is embedded into the context of mobile databases and information systems. We do not support completely wireless systems but systems that allow mobile clients to connect via a base station to a fixed network as discussed in [PS98]. Furthermore, several work regarding the replication and synchronization of data between a static server and mobile clients is done. But these approaches, that can be classified as data centric (e.g. [PB99a]) and transaction centric (e.g. [GHOS96, PB99b]), consider the integration of offline done update operations from the mobile clients to the server. However, we currently do not take the synchronization of updates from mobile clients into account but concentrate on the performance aspects of delivering updates to them.

Beside this, our research can be interpreted as profile handling. That means that the registered queries describe the profiles of mobile users as it is done in [FD92] or [ÇFG00]. But profiles are based on a more semantic base selection of needed data. We plan to support also semantic queries regarding user contexts but this is future work.

Another related research area concerns the query containment problem that is considered in a lot of publications as [SKN89, GSW96]. [Tür99] comprises the complexity issues of various kinds of queries that are represented as conjunctively linked predicates. However, we have to deal with query containment only when we use semantic information for query indexing. In this paper, we focus on an approach using syntactical information which could be extended to use semantic information.

Last but not least we have to point out, that there exist relationships between the problems that are focused in our work and the common view update problem that is described, e.g. in [DB82]. If we consider registered queries as view definitions we have also to decide which “view” is affected by an update. But we do not have to materialize the update on the mobile clients as yet.

Chapter 3

Indexing mobile clients using a trie

As already mentioned, a sequential check of all registered queries is inefficient. Therefore, we introduced in [HS03c] first ideas on a trie-based indexing of mobile clients. This approach depends on our semantic caching approach that was presented in [HS03b]. Database queries are represented as conjunctively connected predicates that are ordered in an alpha-numerical predicate order. We currently support three¹ different kinds: of predicates *relation predicates*, *join predicates* and *selection predicates*. A relation predicate r is comparable to the projection operator of the relational algebra. A projection $\pi_X(r(R))$ with $X \subseteq R$ can be written as the relation predicate $r(R)(x_1, \dots, x_n)$ with $\{x_1, \dots, x_n\} = X$. In a similar manner, join predicates j_n are comparable to the equijoin operator of the relational algebra. That means that a equijoin $r_1(R_1) \bowtie_{a=b} r_2(R_2)$ with $R_1, R_2 \subseteq R$, $a \in R_1$ and $b \in R_2$ can be written as the join predicate $r_1(R).a = r_2(R).b$. Finally, selection predicate p_o represent the selection operator of the relational algebra. A selection $\sigma_F(r(R))$ with the selection condition F is written as the selection predicate $r(R).F$. The selection condition F is restricted to selections of constants of the form `attribute γ constant` with $\gamma \in \{\leq, <, =, \neq, \geq, >\}$.

Thus, database queries are given in a standardized calculus notation, i.e. in conjunctive normal form. Predicates are ordered in a lexicographic manner: at first relation predicates r_i , then the join predicates j_k and then the selection predicates p_l .

Definition 1: *Database Query*

A database query $Q = \{r_1 \wedge \dots \wedge r_m \wedge j_1 \wedge \dots \wedge j_n \wedge p_1 \wedge \dots \wedge p_o\}$ can be represented as a sequence of predicates $\langle r_1, \dots, r_m, j_1, \dots, j_n, p_1, \dots, p_o \rangle$, where

- $\forall i, k \in 1 \dots m, i < k \Rightarrow r_i \triangleleft r_k$ and
- $\forall i, k \in 1 \dots n, i < k \Rightarrow j_i \triangleleft j_k$ as well as
- $\forall i, k \in 1 \dots o, i < k \Rightarrow p_i \triangleleft p_k$

holds. Here, \triangleleft means “lexicographically smaller”.

¹The context predicates that were introduced in [HS03c] are not considered in this paper but will become included in our approach in the future.

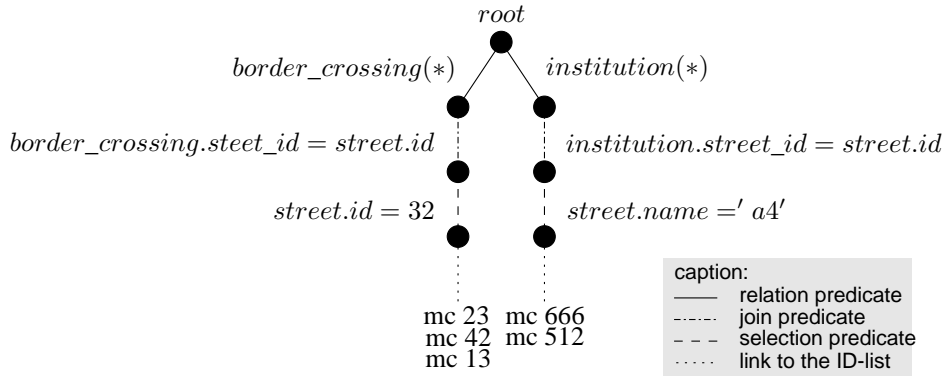


Figure 3.1: logical trie representation of queries

Obviously, this query language is *not* strong relational complete, but is restricted to a subset of calculi which is sufficient for the realization of typical applications of mobile information systems.

Now, the trie can be described as follows: Each query predicate is represented as an edge and nodes represent links to mobile device ID-lists. Thus a database query $Q_P = \{r_1 \wedge r_2 \wedge \dots \wedge r_m \wedge j_1 \wedge j_2 \wedge \dots \wedge j_n \wedge p_1 \wedge p_2 \wedge \dots \wedge p_o\}$ is included in the trie in form of the complete path $P = r_1 r_2 \dots r_m j_1 j_2 \dots j_n p_1 p_2 \dots p_o$ from the root of the trie. A mobile device ID-list contains all IDs of mobile devices having registered the query represented by the corresponding path.

3.1 Physical transformation of database queries into trie-paths

Due to some optimization issues regarding the implementation of this index approach, we have to refine the theoretical description given above.

Relation predicates r_i consist of the name of considered relation $r(R)$ and a set of projected attributes (x_1, \dots, x_n) . Because the relation name can be used by various queries that project different sets of attributes, we store the relation name and the attribute set separated as $k_{r_i} \hat{=} r(R)$ and $k_{p_i} \hat{=} (x_1, \dots, x_n)$, respectively.

Join predicates j_i are stored undivided as $k_{j_i} \hat{=} r_1(R_1).a = r_2(R_2).b$, but we have to add relation nodes for relations, that are used in the join predicates but not in the projection predicates.

Selection predicates p_i consist of an attribute name *attribute*, a comparison operator $\gamma \in \{\leq, <, =, \neq, \geq, >\}$ and a comparative value *constant*. Obviously, an attribute name can be used in different selection predicates with various comparison operators and various comparative values. So, we represent selection predicates as two separated parts $k_{a_i} \hat{=} \text{attribute} \gamma$ and $k_{v_i} \hat{=} \text{constant}$.

Furthermore, implementing a trie requires to encapsulate the information logically represented by the edges into the nodes². So we have six different kinds of nodes: the root of the trie, *relation nodes* k_r , *projection nodes* k_p , *join nodes* k_j , *attribute nodes* k_a and *attribute value nodes* k_v . Figure 3.2 illustrates the physical implementation of

²Nodes are implemented in form of Java classes.

the example shown in Figure 3.1. Furthermore, the last join node contains a list of all attributes that are used in selection predicates. This is necessary for minimizing the space consumptions while checking their relevance (see Section 3.2). In order to minimize the number of nodes that are checked per update, the node order is based on the following restrictions:

- Most of all relation nodes restrict the search space for an incoming update. If an update is based on relation R_1 we do not have to check projections, joins and selections of registered queries that do not use R_1 . So, relation nodes are stored directly below the root.
- As mentioned above, join predicates are used similar to the equijoin operator. So, if a registered query uses join predicates it is inevitable to compute the join in order to check the relevance of an update. Surely, this operation is quite expensive but without executing the join, a correct check of selection predicates is impossible. So, the join nodes follow the relation nodes in a path.
- The position of the projection nodes at the bottom is motivated by the fact, that the relevance of a projection can be reduced to update operation. If we first check join predicates and selection predicates we can fully check the relevance of insert and delete operations, at this. Now, projection predicates are only relevant if the projected attribute is neither used as join attribute nor is included in the selection predicates. But, to check this we first need to look at the join nodes as well as at the attribute and attribute value nodes.

Definition 2: Node Order

The node order in a trie path is given as

$$k_{r_1}, \dots, k_{r_m}, k_{j_1}, \dots, k_{j_n}, k_{a_1}, k_{v_1}, \dots, k_{a_o}, k_{v_o}, k_{p_1}, \dots, k_{p_q},$$

where

- $\forall i, l \in 1 \dots m, i < l \Rightarrow k_{r_i} \triangleleft k_{r_l}$
- $\forall i, l \in 1 \dots n, i < l \Rightarrow k_{j_i} \triangleleft k_{j_l}$
- $\forall i, l \in 1 \dots o, i < l \Rightarrow k_{a_i} \triangleleft k_{a_l}$
- $\forall i, l \in 1 \dots q, i < l \Rightarrow k_{p_i} \triangleleft k_{p_l}$

holds. At this, \triangleleft means lexicographically smaller.

3.2 Looking up the trie

A trie look-up is performed for each incoming update *before* this update is performed on the database. The aim is to compute a list of client IDs of the mobile clients that had registered a query which is affected by this update. We distinguish between three different kinds of updates: (1) insert, (2) update and (3) delete operations. All these can only be relevant for registered queries that use the same relation as the update. So, we first compare recursively the relation nodes with the given relation name (see Algorithm 1). At this, we benefit from the lexicographical order of the relation nodes (see line 11). The result is a set of pointers to the found relation nodes. These pointers are used as starting points for the following steps.

Algorithm 1: *Checking relation predicates*

```

01 OUTPUT:   $RN$  // a set of pointers to the found relation nodes in the path
02 INPUT:    $r$  // name of the relation affected by this update
03           trie with  $root$  node
04
05  $RN = \{\}$ 
06
07 checking_relation_predicates( $node, r, RN$ )
08 for each child  $c_i$  of  $node$  do
09   if  $c_i.value = r$  and  $c_i.type = k_r$  then  $RN = RN \cup \{c_i\}$ ; return
10   else
11     if  $c_i.type \neq k_r$  or  $r \triangleleft c_i.value$  then return
12     else call checking_relation_predicates( $c_i, r, RN$ )

```

Because of the physical structure of the trie, this step also checks the “hidden” relations that are used for join-predicates only.

Relation predicates can be followed in a path by a join node, by an attribute node or by a projection node. After calling Algorithm 1 we have to find out the kind of the next node. We skip a detailed description of the according algorithm here but assume that this algorithms returns the following three sets: (1) FJ is a set of the **first join nodes** in paths that are represented in RN , (2) FA is a set of the **first attribute nodes** in paths

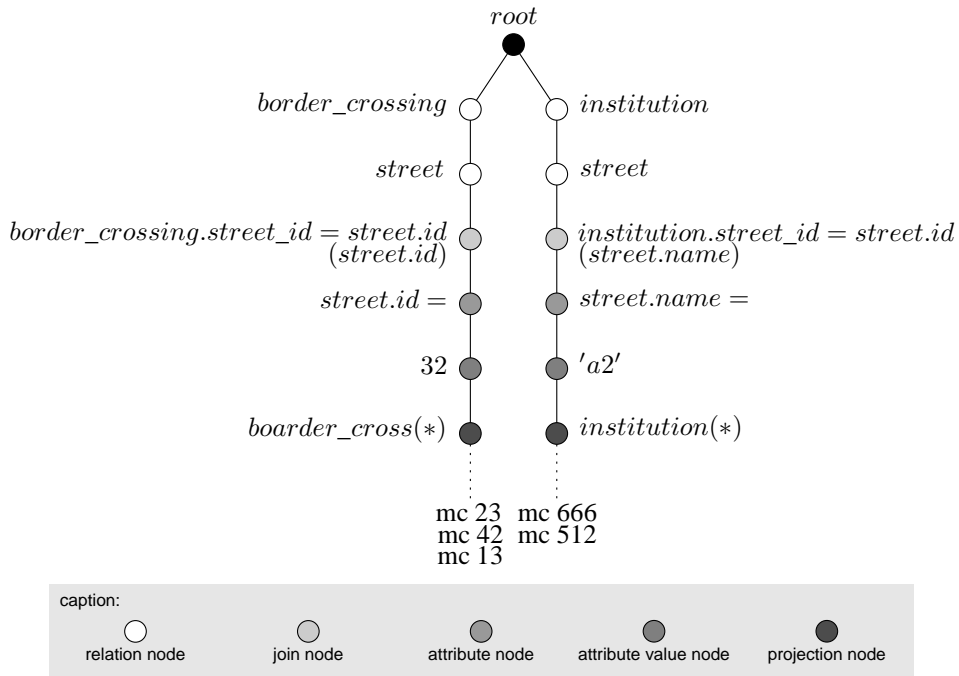


Figure 3.2: physical trie representation of queries

that are represented in RN but not in FJ and (3) FP is a set of the first predicate nodes in paths that are represented in RN but not in FJ and not in FA .

Unfortunately, checking the join predicates in a uniform way, similar to the relation predicates, is not efficiently possible because updates, deletes and inserts modify join results in various ways. Furthermore, we have to compute the joins on the database because the relevance of the selection predicates, that is checked later on, depends on the join results. But, we do not have to consider all attributes. In fact, this temporary join result contains only the join attributes and the attributes used in the selection predicates.

3.2.1 Checking join nodes

Checking the relevance of an update operation regarding join nodes is done for each element of the set FJ . The return values of each call is a set AJ_i of pointers to the nodes below the join nodes and PR_i a set of temporary join results, that are needed for checking selection predicates. All paths that are not represented in the union of all AJ_i are not considered in the following steps. As mentioned above join nodes contain join predicates of the form $r_1(R_1) \bowtie_{a=b} r_2(R_2)$ with $R_1, R_2 \subseteq R$, $a \in R_1$ and $b \in R_2$. The Algorithm first collects all join nodes of a path. So, we get a join-statement for each path of the form:

$$r_1(R_1) \bowtie_{a_1=a_2} r_2(R_2) \bowtie_{a_3=a_4} r_3(R_3) \cdots r_j(R_j) \bowtie_{a_{2j-1}=a_{2j}} r_{j+1}(R_{j+1})$$

with $j \in \mathbb{N}$ and $a_{2j-1} \in R_j$. Checking the relevance of such a statement for the update is done in the following way:

Insert Operation: We assume, that inserts are in standard SQL-notation `INSERT INTO table_name (column_list) VALUES (value[, ...])`.

$A = (a_1^i, \dots, a_n^i)$ is the attribute list of relation used for inserting data. $V = (x_1^i, \dots, x_n^i)$ is the tuple of inserted values. Furthermore, $r_{j+1}(R_{j+1})$ is the relation that is used for inserting the data, $a_1^i = a_{2j}$ is the according join attribute and x_1^i is the inserted value of a_1^i . So the join predicates are affected by the update if $\pi_{a_1}(r_1(R_1)) \bowtie_{a_1=a_2} \pi_{a_2}(r_2(R_2)) \cdots (\sigma_{2j-1=x_1^i}(r_j(R_j)))$ is not empty.

Deletion Operation: Delete operation effect a join predicate if the tuples that have to be deleted are included in the join result. We assume delete operations in SQL-notation³ as `DELETE FROM table_name WHERE clause`. Because this can affect more than one tuple in the database we first have to look up the according values of the join predicate. With the updated relation $r_{j+1}(R_{j+1})$, we can use the `clause` that was given by the statement:

$$ja = \pi_{2j}(\sigma_{\text{clause}}(r_{j+1}(R_{j+1}))).$$

Now, the join is affected by the update if $\pi_{a_1}(r_1(R_1)) \bowtie_{a_1=a_2} \pi_{a_2}(r_2(R_2)) \cdots \pi_{a_j}(r_j(R_j)) \cap ja$ is not empty.

Update Operation: Currently we handle update operation as combination of delete and insert operation.

³Currently we forbid the usage of cascading delete operations.

As aforementioned, we need the result of the joins to check the selection predicates. Therefore, attributes that are not used as join attributes may be required. So, we have to guarantee that these attributes are included into the temporary result. In fact, we do not use the minimal join presented above but add all attributes of selection predicates, that are included in the last join node, to the projections.

3.2.2 Checking attribute nodes and attribute value nodes

First we look up the selection predicates with an recursive algorithm. This algorithm returns for each relevant path a set of selection predicates P_Q . An insert operation effect a query Q if it satisfies at least one selection predicate. Formally that means for an inserted tuple $A = (a_1^i, \dots, a_n^i)$ with the values $V = (x_1^i, \dots, x_n^i)$ that $\exists p \in P_Q | \sigma_p(r_A(R_A)) \neq \emptyset$ must hold. In order to check the relevance of delete operations we have to distinguish between queries, that use join nodes and queries without join nodes. In the first case, we have to check whether the delete effect this part of the according temporary join result that is covered by the selection predicates. Therefore, with an SQL-notated delete, the temporary join result $TJ \in PR_i$ and the disjunction $D = p_1 \vee p_2 \vee \dots \vee p_o$ with $o = |P_Q|$, $p_i \in P_Q$ and $1 \leq i \leq o$ that means, that $\sigma_{\text{clause}}(\sigma_D(TJ)) \neq \emptyset$ must hold. In the second case we have to use the base relation instead of TJ . Therewith, the selection predicates of queries without join predicates is affected by a deletion operation if

$$\sigma_{\text{clause}}(\sigma_D(\text{table_name}(R_{\text{table_name}}))) \neq \emptyset$$

holds. Updates are handled as combination of delete and select operation, again.

3.2.3 Checking projection nodes

We do not have to check projection nodes or projection attributes, respectively, if the update operation is an insert or an delete because these operation increase or decrease the cardinality of the query result. So, the relevance of such updates is already recognized by checking the selection predicates and/or join predicates. But, in the case of updates it can happen, that the update modifies join attributes and a selection attributes but not the projected attributes. Such updates are not relevant for a registered query if the projected attributes are not contained in the list of updated attributes.

3.2.4 Fetching the IDs of the mobile clients

If all checks result in a relevance of an update operation we fetch the IDs of the mobile clients and notify them about the update. However, we do not consider the actualization of the data that is managed on the mobile clients but will do this in future work.

3.3 Evaluation

To evaluate our approach we implemented a small driver support systems that provides traffic information about road works, traffic jams as well as additional information about public utilities in a location depended manner. Therefore, we assume that cars are equipped with GPS-hardware to compute their current position. In this paper we do not consider updating the trie by fast moving cars but approximate journeys by locating cars on a street. That means, that streets are implemented as a line between

two coordinates. In fact, the benefit of our approach is not the complete realization of such a system but we use it in order to evaluate the update-propagation. Here, typical queries are:

- Where is the next parking block with available parking lots?
- Is there a road block on my current road?
- Where is the next drugstore?

The corresponding database which is illustrated by Figure 3.3 is realized using PostgreSQL and contains three cities and about 200 fictitious streets. Some streets cross cities. Furthermore we inserted about 9000 public utilities distributed among the cities. We assume a permanent traffic jam number of 20 and five border crossings that hamper the traffic.

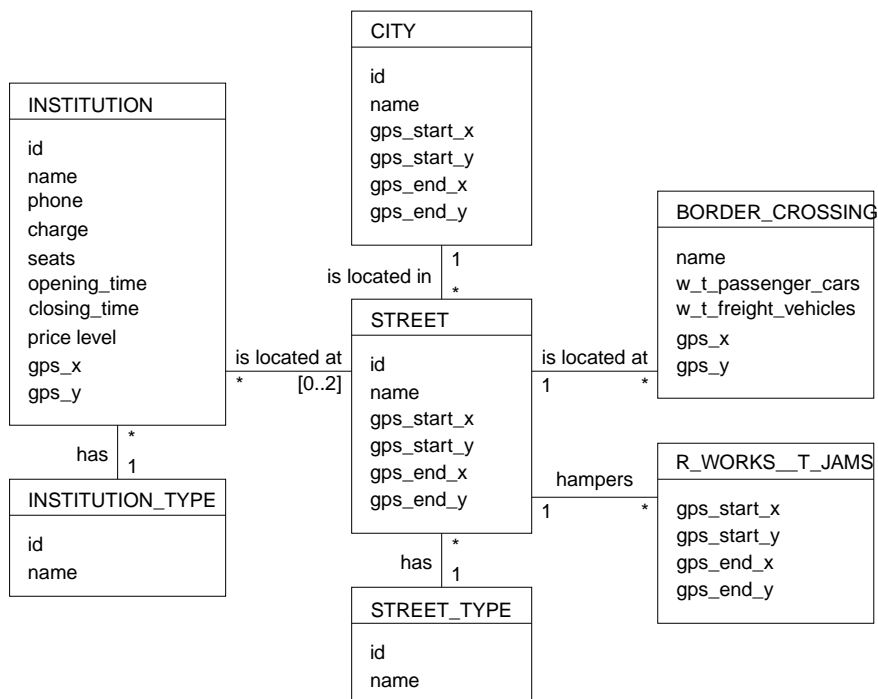


Figure 3.3: UML diagramm of the evaluation database

Queries are generated automatically and contain one to three projection predicates, up to two join predicates and up to three selection predicates. Two simple examples for such queries are:

- $\langle border_crossing(*), border_crossing.street_id = street.id, street.id = 32 \rangle$
- $\langle institution(id), institution.street_id = street.id, street.name = 'A4' \rangle$

Furthermore, update operations are allowed only to update the relations INSTITUTES, BORDER_CROSSING and R_WORKS__T_JAMS. As already mentioned in Section 3.2 we use updates in standard SQL notation, like:

- DELETE FROM R_WORKS__T_JAMS WHERE street_id=22 AND
gps_start_y=1700
- UPDATE BORDER_CROSSING SET
w_t_freight_vehicles='03:54'
WHERE name='Mittenwald'

Figure 3.4 illustrates height and width of an example trie that represents 15.000 queries whereby 12.766 queries are different from each other. At this, we also included the values for a compressed representation that utilizes the fact, that values of nodes with only one child node can be stored in one node. While processing our algorithms on such a compressed trie that only means, that checks regarding this two values use the same node pointer but the space consumptions are much better.

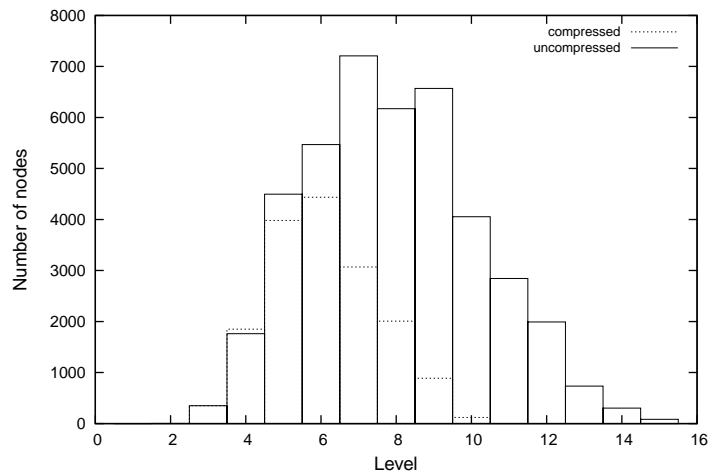


Figure 3.4: Number of trie-nodes per trie-level (15.0000 queries; 12.766 different queries)

At first we compare our approach to the naive approach that represents the queries in a profile manner. That means, that the naive algorithm sequentially scans the registered profiles and decides which profile and therewith which clients are affected by the update. The result of this comparison is shown in Figure 3.5. The predictable large number of nodes checked in the naive approach depends on the fact, that such approaches typically do not consider predicate overlapping between the profiles of different users. The result of our approach for this test depends on the trie-representation used for storing the queries. So, we can point out that - in this test - our approach performs better than the naive approach.

The trie and its algorithms are implemented under Windows XP in Java (JDK 1.4.2). The communication between Java and PostgreSQL is realized with the standard PostgreSQL-JDBC-driver. On the hardware side we use a standard PC with an AMD Athlon(tm) XP 2100+ processor and 768 MB Ram. The duration of handling an update on this configuration is illustrated in the Figures 3.6 and 3.7. At this, Figure 3.6 shows, that insert and delete operation are not as expensive as update operation. But

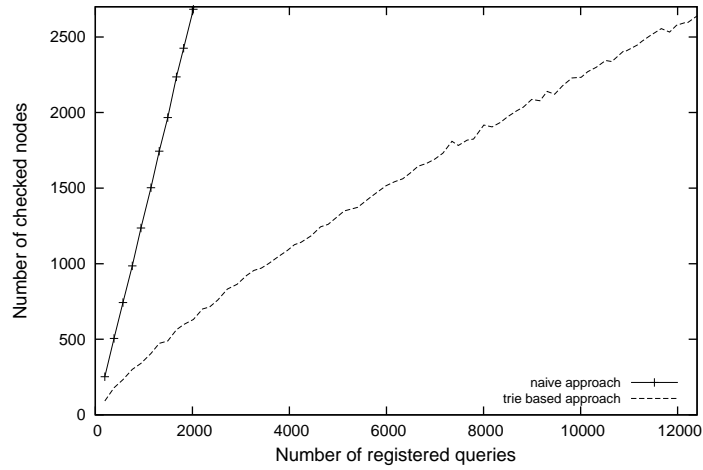


Figure 3.5: Comparison between naive approach and the trie based approach

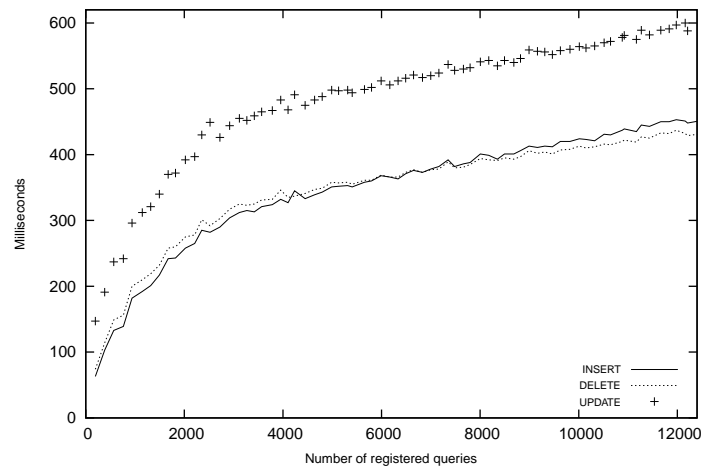


Figure 3.6: up to 12.000 registered queries

in Figure 3.7 we see that the curves of insert and update operation converge with an increasing number of registered queries.

Figure 3.8 illustrates the correlation between number of additional queries aq , that have to be used in order to check the join predicates, and the number of queries nq that are stored in the trie. Here, we can recognize, that $\frac{100 * aq}{nq}$ converge to approximately 50%. For large mobile information systems, which need a large trie for representing the different queries, this means, that the costs for checking the relevance of an update does not increase above 50%.

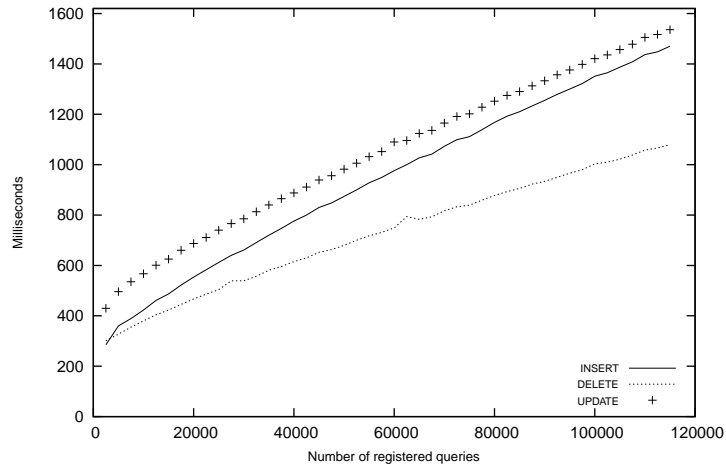


Figure 3.7: up to 120.000 registered queries

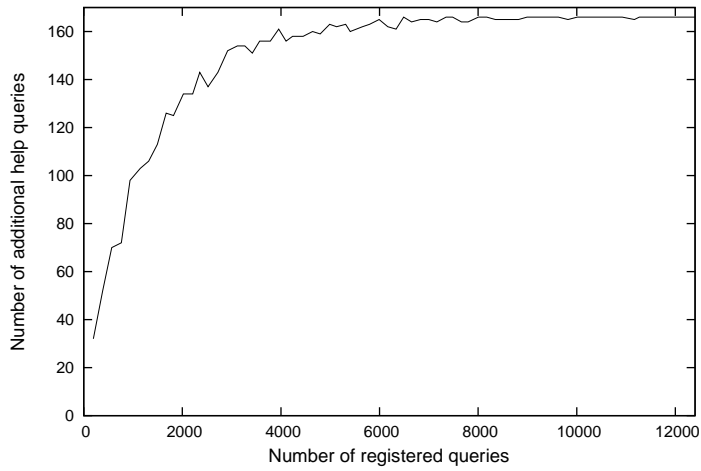


Figure 3.8: Proportion between number of registered queries and number of additional help queries

Chapter 4

Conclusions and Outlook

In this paper we presented an indexing scheme for update propagation in large mobile information systems. At this, queries that were posed by mobile clients are represented as paths in a trie at the server. We first discussed the used query language that represents queries as conjunctively linked relation, selection and join predicates. Afterwards, the implementation and the physical representation of the trie was introduced. We illustrated how nodes are fetched and how the relevance of an update is checked regarding the different predicates. Furthermore, we presented and evaluated our approach and pointed out its benefit.

In spite of the acquired good results, there is a lot of future work. First of all, the used query language is not relational complete. We currently do not support unions. In addition to this, aggregation functions are not supported because of the used calculus. We also skipped the context predicates that are mentioned in [HS03c]. In fact, first steps to support large context based mobile information are done. In [HS03a] we introduced a general model that is not limited to location based queries but allows to specify more context elements like time relevance, task dependency, et cetera. Moreover, we plan to optimize the query index. For example, selection predicates are currently represented in a redundant manner, so we hopefully benefit from storing them in a clustered way or as intervals similar to 1-dimensional R-Trees.

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