

Caching Stars in the Sky: A Semantic Caching Approach to Accelerate Skyline Queries

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Abstract

Multi-criteria decision making has been made possible with the advent of skyline queries. However, processing such queries for high dimensional datasets remains a time consuming task. Real-time applications are thus infeasible, especially for non-indexed skyline techniques where the datasets arrive online. In this paper, we propose a caching mechanism that uses the semantics of previous skyline queries to improve the processing time of a new query. In addition to exact queries, utilizing such special semantics allow accelerating related queries. We achieve this by generating partial result sets guaranteed to be in the skyline sets. We also propose an index structure for efficient organization of the cached queries. Experiments on synthetic and real datasets show the effectiveness and scalability of our proposed methods.

1 Introduction

To address the problem of multi-criteria decision making and user preference queries over attributes in relations where there is no clear preference function, Börzsönyi et al. [1] introduced skyline queries. The classic example of a skyline query involves choosing hotels that are good in terms of two attributes, price and distance to beach. The query discards hotels that are both dearer and farther than a skyline hotel. Formally, for every attribute, there is a pref-

erence function that states which values dominate.

Efficient indexes are difficult to built on relations available only at run-time or on-the-fly [15]. Hence, skyline queries suffer from large processing time and I/O bottleneck. Caching techniques improve the situation to some extent. However, the use of traditional tuple and page caching techniques do not promise significant improvement for skyline queries as user interests are unpredictable and an inexact query with even a slight modification where preferences are over a different subset of attributes, results in a cache miss. For example, consider the following skyline queries:

```
select * from Airlines skyline of
    Duration min, Cost min, Services max
select * from Airlines skyline of
    Duration min, Cost min, Rating max
```

The new query

```
select * from Airlines skyline of
    Duration min, Cost min
```

can be answered completely from the cache if the results of the previous one are stored and intelligent semantic caching techniques are applied.

The special *semantics* of the skyline queries allow such similar or related queries to be processed mostly from the cache using the results of the previous queries, without accessing the database. Although not all skyline queries can be handled so efficiently, the use of cache does significantly accelerate

them by producing at least partial results, which is not possible using traditional caching mechanisms.

Our contributions in this paper are as follows:

1. We introduce the concept of semantic caching for skyline queries.
2. We categorize a new skyline query into four types according to the content in the cache and design efficient algorithms to process each of them.
3. We design an index structure for organizing the past skyline queries in the cache and show how this index helps in searching the cache for processing the new query.

The rest of the paper is organized as follows. Section 2 reviews previous research on semantic caching and skyline queries. In Section 3, a cache model is designed for reusing result sets of previous skyline queries. Section 4 describes an index structure to organize and access the semantic descriptions of past queries efficiently. It also describes the cache replacement policy. In Section 5, the performance of skyline caching is examined through experiments. Finally, we summarize our work and discuss future research in Section 6.

2 Background and related work

Consider a relation R with preferences specified for k attributes. A tuple $r_i = (r_{i1}, r_{i2}, \dots, r_{ik})$ *dominates* another tuple $r_j = (r_{j1}, r_{j2}, \dots, r_{jk})$ (denoted by $r_i \succ r_j$) if for all k attributes, r_{ic} is preferred or equal to r_{jc} , and for at least one attribute d , r_{id} is *strictly* preferred to r_{jd} . The *preference functions* for each attribute are specified as part of the skyline query. A tuple r is said to be in the *skyline* set of R if there does not exist any tuple $s \in R$ that dominates r .

Skyline queries have been imported to databases from the maximum vector problem or Pareto curve [10] in computational geometry. The first algorithm was proposed by Kung et al. [10]. BNL [1] uses a nested loop approach by repeatedly reading the set of tuples. SFS [3] improves it by sorting the data based on a monotone function. LESS [7] combines

the best features of these external algorithms; however, its performance depends on the availability of pre-sorted data. A *divide-and-conquer* approach to partition the data so as to fit into the main memory was proposed in [3]. Using index structures, algorithms such as NN [9] and BBS [12] have been proposed.

The idea of caching query results to optimize subsequent query processing was first studied in [5, 11]. Several algorithms have been proposed in [4, 13, 4, 8] that uses semantic caching efficiently and effectively for general applications. Also dynamic caching policies have been studied [14].

Several intelligent structures, e.g., SkyCube [17] and compressed skycubes [16], have been proposed to efficiently compute the varying skyline queries based on approximate correlated user queries by using the computational dependencies among related queries. However, complete construction of these structures are inefficient in real-time applications. Further, in caching scenarios, the entire cube may not fit in the limited cache size. In this paper, we revisit the concept of semantic caching for skyline queries and propose novel and intelligent algorithms along with an indexing scheme.

3 Capturing semantics of skyline queries

In this section, we characterize a skyline query in terms of previous skyline queries, which help relate the new query to those in the cache.

3.1 Characterization of queries

We assume that all the skyline queries are for a single relation.¹ We also assume the *distinct value condition* [17] which states that if no two data points have the same values for all the dimensions, then the skyline result for dimension set A is a subset of the skyline result for dimension set B when $A \subset B$. Each query is represented as the set of attributes of skyline preferences, which we assume is not altered for

¹For different relations, separate (logical) caches can be maintained.

a particular dimension. This assumption holds since the preferences of users are generally the same.²

Given a cache modeled as a set of queries: $C = \{S_1, S_2, \dots, S_n\}$ where each cached query S_j is again a set of attributes, a new query $Q = \{a_1, a_2, \dots, a_q\}$ can be characterized into *at least* one of the following groups:

1. **Exact Query:** Q is an *exact* query if it matches exactly with a cached query, i.e., $\exists S_j, Q = S_j$, indicating the re-occurrence of a previous query.
2. **Subset Query:** Q is a *subset* query if all its attributes are completely contained in a cached query, i.e., $\exists S_j, Q \subset S_j$.
3. **Partial Query:** Q is a *partial* query if some of its attributes are subsets of a cached query, i.e., $\exists Q' \subset Q, \exists S_j, Q' \subseteq S_j$.
4. **Novel Query:** Q is a *novel* query if none of its attributes are cached, i.e., if $\forall a_i \in Q, \forall S_j, a_i \notin S_j$.

The hierarchy of categorization is important for query processing (details in Section 3.3). The *most* restrictive category determines the type of the query. For example, if a query is both an exact and a subset query, it is treated as an exact query and a query is categorized as a novel query if and only if it cannot be characterized as an exact, subset or partial query. Table 1 describes an example in detail. When a new skyline is queried, all the semantic segments stored in the cache are scanned to determine the type of the new query.

Table 1 describes an example in detail. The contents of the cache are shown in the top row. The main rows of the table depict how each query can be categorized into the different query types. For example, query Q_1 is an exact query because it matches with S_2 . It is also a subset query as its attributes are completely contained within S_1 . Similarly, it can be categorized as a partial query since some of its attributes are contained in the cached queries S_1 and

S_2 . However, it will be treated as an exact query since that is the most restrictive category. Query Q_2 is similarly classified as a subset query even though it is also a partial query. Query Q_3 is a simple partial query. Query Q_4 will also be treated as a partial query even though some of its attributes (attribute 7) is not cached at all. Query Q_5 is a novel query as it cannot be categorized into any of the three other types.

3.2 Semantic segments

While a cached semantic query is simply a set of attributes, certain other descriptors are also encapsulated in a data structure called the *semantic segment* for each query. The semantic segment for a query contains the following fields:

- *Attributes and preferences:* Attributes on which the skyline preferences are applied.
- *Result:* A link to a table of records that constitute the answer to this query.
- *Replacement value:* It is used for cache replacement methods (see Section 4.5).

3.3 Query processing algorithms

Based on the type of the new query, different query processing strategies are followed as described in this section.

3.3.1 Exact queries

If the query is an exact query, the result set of the cached query is directly returned as the result set of the new query.

3.3.2 Subset queries

If the new query Q is a subset of a cached query S_j , then the following lemma shows that the result set of Q is a subset of the result set of S_j .

Lemma 1. *If a skyline query Q is a subset of another skyline query S , then the result set of Q is completely contained in the result set of S .*

²The case where preferences may vary can be handled by considering each (attribute, preference) pair as a separate attribute.

| Cache | $S_1 = \{1, 2, 3\}, S_2 = \{1, 2\}, S_3 = \{3, 4\}, S_4 = \{5, 6\}$ | | | |
|------------------|---|--------|-----------------|---------|
| Query | Exact | Subset | Partial | Type |
| $Q_1 = \{1, 2\}$ | S_2 | S_1 | S_1, S_2 | Exact |
| $Q_2 = \{2, 3\}$ | - | S_1 | S_1, S_2, S_3 | Subset |
| $Q_3 = \{4, 5\}$ | - | - | S_3, S_4 | Partial |
| $Q_4 = \{6, 7\}$ | - | - | S_4 | Partial |
| $Q_5 = \{7, 8\}$ | - | - | - | Novel |

Table 1: Characterization of queries.

Proof. Suppose $Q = \{a_1, a_2, \dots, a_q\}$. Since it is a subset of S , S can be written as $\{a_1, a_2, \dots, a_q, s_1, s_2, \dots, s_n\}$. Consider a tuple v which is a skyline record for Q . Given the distinct value condition, this implies that there does not exist any tuple $u \succ v$ such that u dominates v in all the attributes $\{a_1, a_2, \dots, a_q\}$. Therefore, u cannot dominate v when more attributes $\{s_1, s_2, \dots, s_n\}$ are added. Thus, v is a skyline record for S as well.

However, there can exist a tuple u which is a skyline record for S but not for Q . Assume that $t \succ u$ in $\{a_1, a_2, \dots, a_q\}$ but $u \succ t$ in $\{s_1, s_2, \dots, s_n\}$. Since u is dominated in all attributes of Q by t , u is not a skyline record for Q . \square

The next lemma shows that to determine whether a tuple from the result set of $S_j \supset Q$ is in the result set of Q , only the tuples in S_j need to be checked for dominance.

Lemma 2. *If a tuple v in the result set of S is not a skyline for $Q \subset S$, then there must exist $u \in \text{result}(S)$ such that $u \succ v$.*

Proof. Suppose $v \in \text{result}(S)$ is dominated in the attributes of Q by a tuple $t \notin \text{result}(S)$. Since t is not in the result set of S , there must exist a tuple $u \in \text{result}(S)$ that dominates t in all the attributes of S including that of Q . Thus, $u \succ t$ and $t \succ v$ which together imply $u \succ v$, which is a contradiction. \square

Hence, if none of the tuples in the result set of S_j dominate a tuple u in all the attributes of Q , there cannot exist any other tuple in the relation that can dominate u . Then, u will be in the result set of Q . Otherwise, it will not be.

If a new query Q is a subset of many cached queries S_i, S_j , etc., the processing becomes even faster. Any tuple which is in the result set of Q must be in the result set of all of S_i, S_j , etc. Thus, only the tuples that are in the *intersection* of the result sets of these subset queries need to be examined.

While subset and exact queries can be processed from the cache itself without accessing the database at all, the advantage cannot be retained for the other two types of queries as explained next.

3.3.3 Partial queries

Suppose the new query Q is partial to a cached query S_j . The attributes $Q' \subset Q$ are contained in S_j , and is equal to $S'_j \subseteq S_j$. Using Lemma 1, the skyline corresponding to the attributes $Q' = S'_j$ is a subset of the skyline set maintained for S_j . This subset is computed and it serves as the *base* set. A special case of partial queries allows the base set to be directly available – when the query is a *superset* of S_j , i.e., $Q' = S_j$. The *entire* skyline set of S_j then serves as the base set for Q .

Unlike the case for subset queries, the computation of the base set does not complete the processing. The following lemma shows there may exist a tuple not in the base set (i.e., the skyline set for Q'), but is part of the skyline set of Q .

Lemma 3. *A tuple in the skyline set of Q need not be in the skyline set of its subset Q' .*

Proof. Suppose $Q = \{q'_1, q'_2, \dots, q'_n, q_1, q_2, \dots, q_m\}$ and its subset $Q' = \{q'_1, q'_2, \dots, q'_n\}$. Consider a tuple v that is in the skyline set of Q , i.e., there is no tuple u that dominates v in all the $n + m$ attributes.

However, it may well be the case that $u \succ v$ in the attributes q'_1, q'_2, \dots, q'_n while $v \succ u$ in the other attributes q_1, q_2, \dots, q_m . Then, v will not be a skyline tuple for Q' . \square

Thus, the base set alone is not sufficient; it is necessary to look for tuples that satisfy the skyline criteria from the database. Computing the base set may then seem as a useless exercise as scanning the database cannot be avoided anyway. However, the base set helps in two important ways.

First, since the tuples in the base set are guaranteed to be in the skyline set of Q , they can be output immediately. For real-time applications, the implications of this concept of *incremental* results are enormous. Without accessing the database at all, some skyline records are output; while the user is busy examining them, the other skyline tuples can be computed and fetched from the database.

The second important advantage is the fact that the use of a base set can speed up most of the generic skyline algorithms, such as BNL [1], SFS [3], and LESS [7]. These algorithms maintain a window of possible skyline tuples at all times found by scanning the database in order. Since the base set fits in the memory (as it is in the cache) and is guaranteed to contain only skyline tuples, it can significantly improve the query processing time by serving as the initial window. For other non-indexed algorithms, the base set may or may not help, but will never deteriorate the performance.

If there are two or more queries S_i, S_j , etc. that are partial to Q , base sets can be computed from all of them. The *union* of these sets serve as the consolidated base set which can then be used. Since this combined base set is larger than any of the base sets, the advantages are more pronounced.

3.3.4 Novel queries

Since the novel queries contain attributes on which no previous skyline operator has been applied, the cache does not contain any information that can be used to expedite the processing. Consequently, such queries are completely processed from the database.

3.4 Need for an index structure

Processing a new query first involves searching all the semantic segments in the cache to determine its type. This is a tedious task when the number of semantic segments is large. As the number of semantic segments is exponential in number of dimensions, it can be very large for high dimensional datasets.

However, there is an even bigger concern when the semantic segments are not organized. Consider two cached queries S_1 and S_2 where $S_2 \subset S_1$. The tuples that form the result of S_2 are already stored in the result of S_1 . However, when the semantic segments are stored naïvely, these tuples are maintained twice in the cache, thereby wasting precious cache memory. The problem is compounded when more queries that are subsets of S_2 are stored.

An efficient organization of the semantic segments in the cache that can avoid storing redundant records and can retrieve the result set by comparing with lesser number of cached queries instead of comparing with all of them is, thus, required.

4 Index structure

The index structure that we design is a directed acyclic graph (DAG) linking the different semantic segments. The semantic segment for a query S_1 is made a child of the semantic segment for a query S_2 if $S_1 \subset S_2$. Clearly, a semantic segment can have multiple parents, but there cannot be any cycle. Note that the graph may be a forest, hence a pseudo root node is added that acts as the parent of all root nodes to make it connected. In comparison to SkyCube based structures, it does not contain the entire gamut of the user query space and is based only on the queries previously encountered, thereby befitting cache space requirements.

4.1 Modified semantic segments

To maintain this index structure, in addition to the fields described in Section 3.2, two more fields are added to each semantic segment for efficient management of links among semantic segments:

- *Child pointers*

- *Bit vectors*

The child pointers link a semantic segment to its children. For each attribute of the query, a bit vector is maintained. The size of the bit vector is equal to the number of children. The children of a node are ordered according to their arrival. The i^{th} bit in the j^{th} bit vector is set to 1 if and only if the i^{th} child contains the j^{th} attribute. The bit vectors help to retrieve the required children for an attribute quickly.

The size of the bit vector is not constant; rather, it grows or shrinks with the number of children. However, since the order of the children is fixed, there is no ambiguity about which bit refers to which child.

4.2 Eliminating redundancy of result sets

The query processing algorithms use the index structure to eliminate the redundancy of result sets between a cached query and its subsets. If a query has a child (i.e., a subset), then all the skyline tuples are not stored in the result set; rather, they are distributed between itself and the child. For example, suppose query S_1 has a child S_2 , which is a leaf node. The skyline tuples for S_2 are stored in its result set, i.e., $r(S_2) = s(S_2)$. However, since these records are a subset of the skyline tuples for S_1 , redundancy is removed by not storing them again in S_1 . Instead, only the difference of the skyline set for S_1 with S_2 are stored, i.e., $r(S_1) = s(S_1) - s(S_2)$. The complete skyline records for S_1 can be retrieved by combining the result set of S_1 with that of S_2 , i.e., $s(S_1) = r(S_1) \cup r(S_2)$. In general, when there are multiple children, the skyline records of all of them need to be combined to retrieve the result set for the parent.

We next explain how a semantic segment is inserted into the index of the cache. Note that a semantic segment is inserted only when it is queried.

4.3 Query processing and insertion using index

We illustrate the index search operation for query processing and subsequent insertion using the series of query examples as shown in Fig. 1. In the figures, only the attributes and the node ids are shown for simplification.

Initially, the cache is empty and the index simply contains the pseudo root node. When the first query $\{1, 2\}$ arrives, it is classified as a novel query, and is inserted as semantic segment S_1 (Fig. 1a).

The next query is $\{1, 2, 3\}$. All the root nodes are searched, and it is found out that this new query is a superset of a cached query. Hence, it is classified as a partial query, and the entire skyline set of S_1 is used as the base set. The new query now becomes the root and the old root its child (Fig. 1b).

Then, query $\{3, 4\}$ arrives. Scanning the root nodes, it is found to be partial to S_2 . The base set is computed which consists of the skyline tuples for the common attributes, i.e., $\{3\}$. This semantic segment (S_4) is a subset of both S_2 and the new query S_3 and is, therefore, maintained as a child of both (Fig. 1c).

The next query $\{5, 6\}$ is a novel query as it does not match with any of the root nodes. Consequently, it is processed from the database and is inserted as a new root node in the index (Fig. 1d).

Next is an exact query $\{1, 2\}$. The roots are scanned, and is found to be a subset query of the first root S_2 . The children of this root are then searched to see if the categorization can be improved (as in this case). The skyline set of S_1 is returned as the answer and no change is made to the index (Fig. 1e).

Query $\{2, 3\}$ then arrives. Being a subset of S_2 , only the children of S_2 are searched, but no exact match is found. The skyline set of $\{2, 3\}$ is computed from that of $\{1, 2, 3\}$ and is inserted as a child of S_2 . Since the skyline set of $\{3\}$ is already maintained as a semantic segment (S_4), and it is a subset of this new query as well, the child pointers and bit vectors are appropriately modified in S_2 and S_6 to reflect the fact that S_4 now is only a descendant of S_2 and not a direct child (Fig. 1f).

Queries $\{4, 5\}$, $\{6, 7\}$ and $\{8, 9\}$ are similarly handled (Figs. 1g, 1h and 1i).

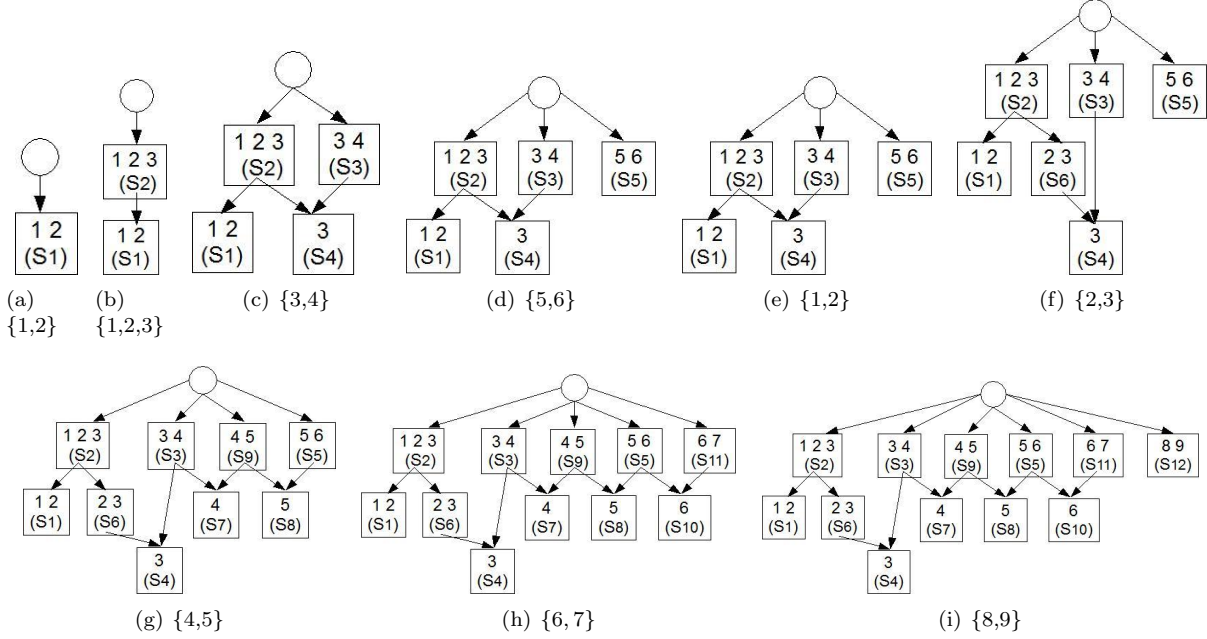


Figure 1: Querying and insertion of semantic segments in the index.

4.4 Deletion from index

When the cache is full and a new query arrives, an effective replacement policy must be chosen to select the replacement candidate. Further, since the cache is very dynamic, efficient update operations on the index need to be designed.

The skyline set of a parent in the index is shared among itself and its children, and the union of these sets are computed for the result. Therefore, if a child is deleted from the cache, for correctness, its skyline set has to merged back with that of its parent. Since the size of the skyline set is the largest factor for the size of a semantic segment, deleting a child does not produce much advantage. Thus, for our index structure, we only delete the root nodes and the children become the new roots if they have no parent.

4.5 Cache replacement

Due to limited cache size, not all semantic segments encountered can be stored. This is the main draw-

back of SkyCube-based techniques. For efficient use of cache, the most useful semantic segments need to be preserved and the rest should be replaced.

The first important parameter is the *usage factor* (α). When the semantic segment is first introduced into the index, its replacement factor is set to 1. Every time its result set is used, the value is incremented. The one with a lower replacement factor should be replaced, as it is being less used.

The second important factor is the *size* (β) of the skyline set, i.e., the number of tuples in it. Since the available memory in the cache is a premium asset, a semantic segment that stores a large number of tuples as its skyline set does not allow other semantic segments to be stored. Hence, it should be removed.

The third parameter that determines the usefulness of a semantic segment is *dimensionality* (d). When the number of dimensions is more, there is more chance of a new query to become a subset of it or to have more overlap in case it is a partial query and, therefore, should not be replaced.

A *replacement value* (δ) for each semantic seg-

| Parameter | Values |
|-----------------------------|---|
| Cardinality (N) | 1×10^4 , 3×10^4 , 1×10^5 , 3×10^5 , 1×10^6 |
| Dimensionality (d) | 3, 4, 5, 6 , 7 |
| Cache size ($ C $) | 0.1%, 1%, 3%, 5% , 7%, 10% |
| Number of queries ($ Q $) | 1, 5, 10, 25, 50, 100 |

Table 2: Experimental parameters and their default values (in bold).

ment is computed by combining the three, i.e., $\delta = f(\alpha, \beta, d)$. The semantic segment with the *lowest* δ is the *least useful* and should be chosen for replacement. The function f , therefore, should be monotonic with α and d and anti-monotonic with β . While different functions fit the condition, the following simple function empirically produces good results:

$$\delta = (\alpha \times d) / \beta$$

5 Experimental results

In this section, we evaluate the performance of the caching techniques. The techniques were implemented using Java on an Intel Core 2 Duo 2GHz machine with 2GB RAM in Ubuntu Linux environment. For skyline computation, we used the non-indexed sort-filter-skyline (SFS) [3] algorithm. We analyzed and compared the execution times of three different skyline processing techniques: (i) without using cache (NC), (ii) using cache without using the index (NI), and (iii) using cache with index (Index).

5.1 Synthetic datasets

We used the standard data generator for skyline queries from <http://www.pgfoundry.org/projects/randdataset> to generate synthetic datasets; the dimensions were chosen to be independent. The scalability and performance of the techniques on synthetically generated data were measured against four different parameters: (i) cardinality of the dataset, (ii) dimensionality of the dataset, (iii) size of the cache, and (iv) number of queries. The values of these parameters were varied according to Table 2. To study the effect of one

parameter, the other parameters were held constant at the default values shown in bold.

Fig. 2(a) shows the performance of the different techniques with varying dimensionality. As dimensionality increases, the cardinality of the skyline set increases roughly exponentially for independent datasets [2, 6]. The running time of the non-caching method more or less shows the same behavior. The number of semantic segments need to be maintained increases exponentially as well. Thus, when no index is used in the cache, the running time is more than when index is used. After $d = 5$, the size of the cache is not enough to hold all the semantic segments, and many new queries are classified as novel queries or partial queries. Consequently, the running time increases.

Fig. 2(b) shows the effect of the cardinality of the dataset. For small datasets, the overhead of searching through all the semantic segments makes the caching method slower than simply processing the skylines from the database. For larger datasets, the overhead becomes negligible as compared to the gains of using the cache; consequently, the non-caching technique performs the worst. The indexing technique reduces this search overhead and, hence, requires the least amount of time for all datasets.

We next investigate the effect of cache size, measured as a percentage of the size of the dataset. Since the non-caching method does not depend on the size, it is omitted from this experiment. Fig. 3(a) shows how the running time is affected by varying cache size. When the size is very small, only a few semantic segments can be stored. In such situations, indexing helps only to a small extent. As the size increases, indexing allows more semantic segments to be stored because of the way a semantic segment shares its result set with its subsets. The non-indexing method,

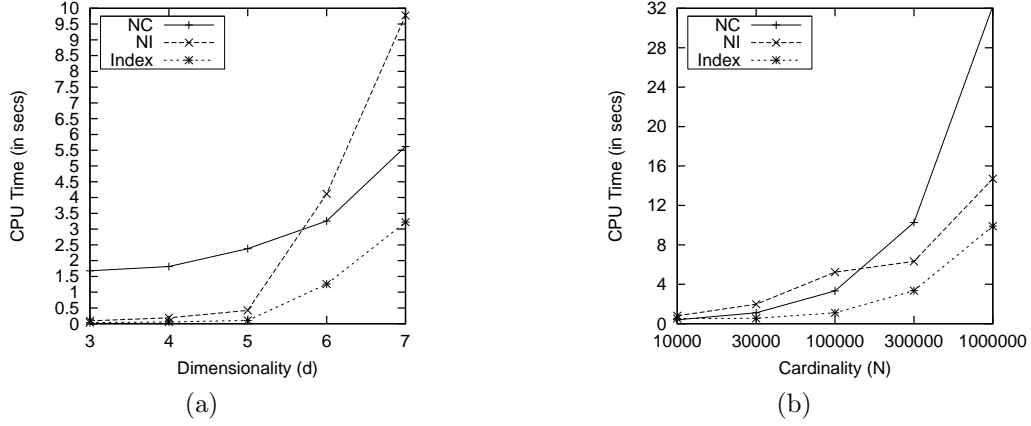


Figure 2: Effect of (a) dimensionality. (b) dataset cardinality.

on the other hand, suffers from processing too many semantic segments without much gain. When the cache becomes quite large, it allows most of the semantic segments to be stored along with their result sets. More queries can now be classified as exact or subset queries and the performance of the non-indexing method improves. The performance of the indexing technique saturates and does not improve after a point.

Ideally, when there is enough space in the cache, and the system has “seen” all possible skyline queries, any new query should be answered very fast. The final set of experiments tries to understand this phenomenon in more detail.

Figure 3(b) shows the average running time of a query as more and more queries arrive. When no caching is used, the number of queries do not have any effect, and as expected, the average running time of a query varies randomly. For the first few number of queries, the cache is virtually empty, and processing in the cache yields no hits and no benefit at all. In fact, the overhead of maintaining the cache worsens the performance in comparison to the no-caching technique. Subsequently, as more queries arrive, the performance improves for the indexing method. However, when indexing is not used and the semantic segments are left unorganized in the cache, lesser number of semantic segments are stored due to redundancy

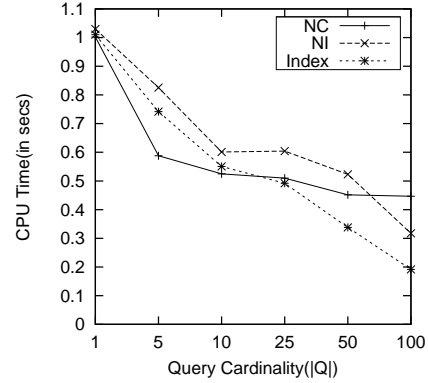


Figure 4: Progressive performance of different techniques as more queries arrive.

of the result sets. This leads to less number of cache hits, and the performance suffers.

5.2 Real datasets

We also tested the performance of the techniques on a real dataset from <http://www.databasebasketball.com/>. The database provides the statistics of NBA players with different attributes such as total points, assists, field goals made, free throws made, etc. Among these, six different dimensions were chosen where the data is not missing for

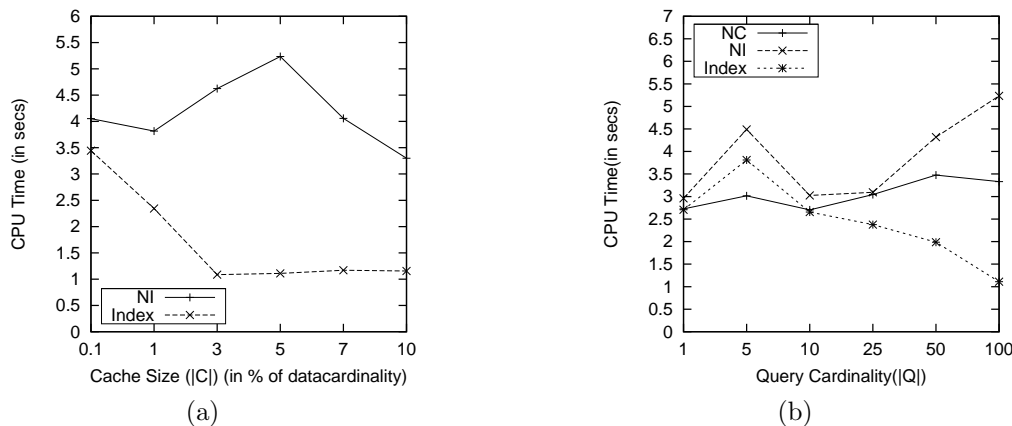


Figure 3: Effect of (a) cache size. (b) query cardinality.

most of the players. The cardinality of the relation was 19,980. The cache size was set to 5% of that of the relation.

The average running time of a query for the different techniques is plotted in Fig. 4 against the number of queries. While the time for the non-caching technique stabilizes after a few queries, that for the caching methods decreases. Due to the superior organization of the semantic segments by the indexing technique, the improvement is more pronounced as compared to the non-indexing technique.

6 Conclusions

In this paper, we have introduced the concept of semantic caching to accelerate a skyline query by classifying it as one of the four types—exact, subset, partial and novel. While the exact and subset queries are processed directly from the cache, partial results for partial queries can be output from the cache before resorting to the database for the full skyline set. We also proposed an index structure to effectively organize the past queries in the cache and improve the efficiency of the methods. Experimental results on synthetic and real datasets showed the effectiveness and scalability of the methods. In future, we plan to handle update-intensive databases.

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