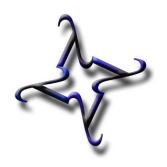
Repair guidance in a WYSIWYG data editor



Student: Eric Kao

Advisor: Michael Genesereth

Logic Group

Traditional data editing

Make a series of changes to the database



Commit changes



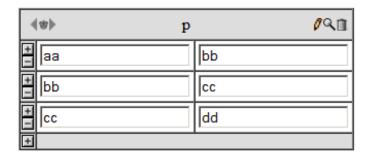
"Cannot commit because of constraint violations"

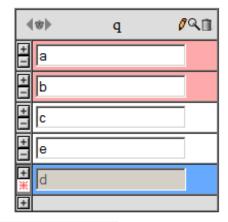
 Hard to understand how to avoid constraint violation

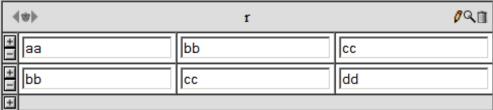
Restricted Interface

- Ask a series of questions in a fixed order
- Disallow choices that lead to violations
- Inflexible
- Hard to "navigate" between states

DataWYZ







- Unrestricted editing
- Visually rendered violations
- Visual repair guidance

Formal Representation

- D : Data
 - e.g., { use(drug1), use(drug2), use(drug3), ~use(drug4) }
- C : Constraints

```
e.g., {
    use(drug1) => use(drug2),
    use(drug2) => ~use(drug3),
    use(drug1) => ~use(drug3)
}
```

Violation Pinpointing

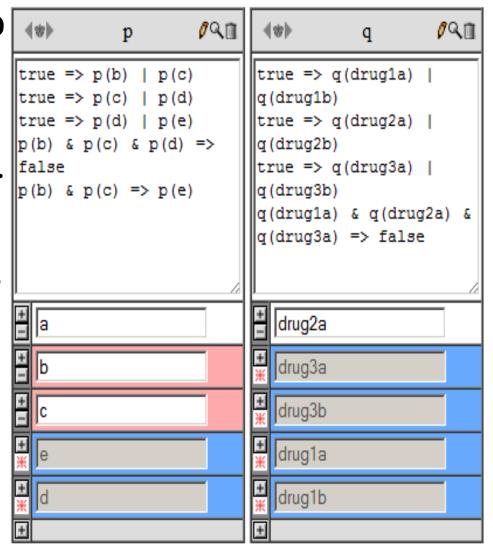
- Pinpointing: highlight every minimal subset D' of D such that D' violates C.
 - e.g.,mv(D,C) = { { use(drug1), use(drug3) } }
 - Note: { use(drug1), use(drug2), use(drug3) } is not minimal
- Naïve method has exponential running time
- Precompile constraints

Basic repair guidance

Suggest which tuples to add or remove

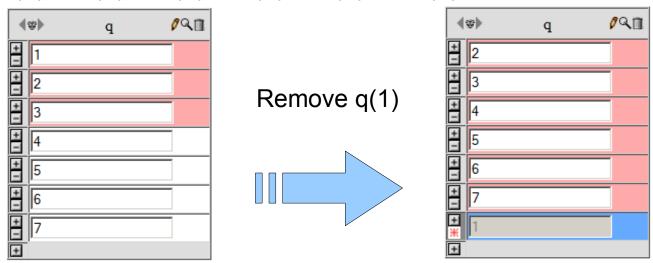
 Suggest adding {neg(S) : S ∈ mv(D,C) }

 Suggest removing {pos(S) : S ∈ mv(D,C) }



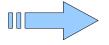
Problem: non-monotone progress

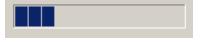
- Choosing certain changes lead to "bigger" violations
 - q(1) & q(2) => false
 - q(2) & q(3) => false
 - q(3) & q(4) & q(5) & q(6) & q(7) => q(1)



No intuitive sense of progress.

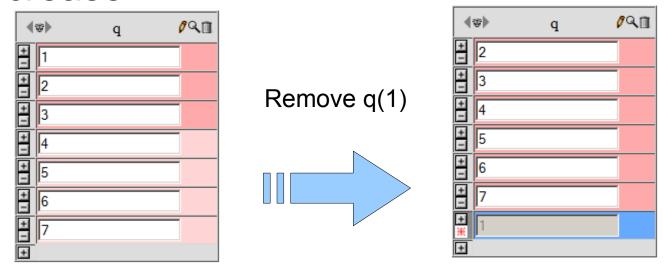






Potentially affected

- Highlight all potentially affected tuples (PA)
- The set of highlighted tuple monotonically decrease

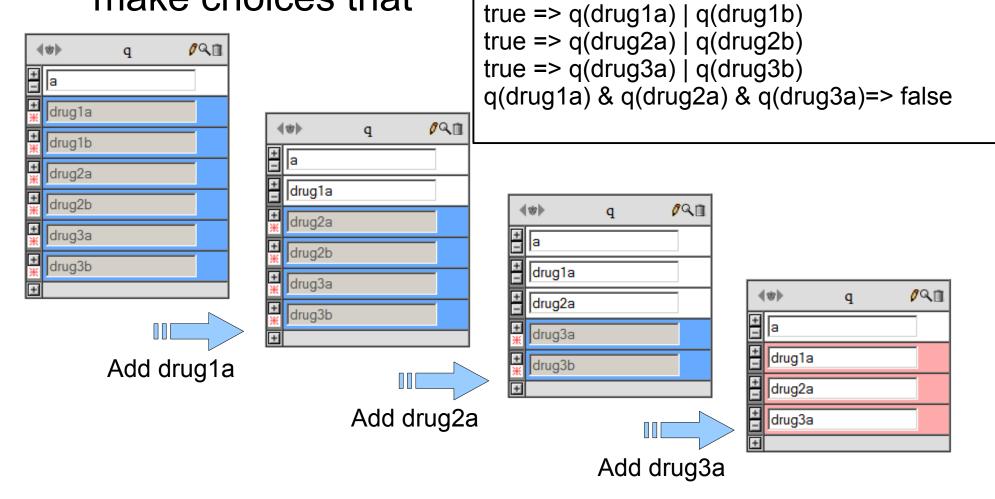


- Naïve procedure: simulate all repair choices
- Precompile constraints to compute PA quickly

Back-tracking

In following repair guidance, the user may

make choices that



Back-track-free guidance

When back-track free guidance is enabled,
DataWYZ hides choices that would lead to

back-tracking true => q(drug1a) | q(drug1b) true => q(drug2a) | q(drug2b) 0 Q III true => q(drug3a) | q(drug3b) q(drug1a) & q(drug2a) & q(drug3a)=> false drug1a //Q min drug1b drug2a drug1a drug2b 0Q1 drug2a drug3a drug2b drug3b drug1a drug3a drug2a drug3b drug3a Add drug1a drug3b Add drug2a