An Operational Approach to Consistent Query Answering

Marco Calautti  Leonid Libkin  Andreas Pieris
School of Informatics, University of Edinburgh  
(mcalautt, libkin, apieris)@inf.ed.ac.uk

ABSTRACT
Consistent query answering (CQA) aims to find meaningful answers to queries when databases are inconsistent, i.e., do not conform to their specifications. Such answers must be certainly true in all repairs, which are consistent databases whose difference from the inconsistent one is minimal, according to some measure. This task is often computationally intractable, and much of CQA research concentrated on finding islands of tractability; but still for many relevant queries no solutions exist, which is reflected by the limited practical applicability of the CQA approach. To remedy this, one needs to devise a new CQA framework that provides explicit guarantees on the quality of query answers. However, the standard notions of repair and certain answers are too coarse to permit more elaborate schemes of query answering.

Our goal is to provide a new framework for CQA based on revised definitions of repairs and query answering that opens up the possibility of efficient approximate query answering with explicit guarantees. The key idea is to replace the current declarative definition of a repair with an operational one, which explains how a repair is constructed, and how likely it is that a consistent instance is a repair. This lets us define how certain we are that a tuple should be in the answer. Using this approach, we study the complexity of both exact and approximate CQA. Even though some of the problems remain hard, for many common classes of constraints we can provide meaningful answers in reasonable time, for queries going far beyond the standard CQA approach.

1. INTRODUCTION
Consistent query answering (CQA) is an elegant idea introduced in the late 1990s by Arenas, Bertossi, and Chomicki [1] that has been extensively studied since. The main premise is that databases are often inconsistent, i.e., do not conform to their specifications in the form of integrity constraints. The reason behind this is that data is not perfect and clean: it may come, for instance, from several conflicting sources. Data cleaning attempts to fix this problem but it is not always possible and some inconsistencies remain. In such a case CQA aims to deliver meaningful answers to queries that can still be obtained from inconsistent data.

The key elements of the CQA approach are [1, 4]:

1. the notion of a repair of an inconsistent database $D$; these are consistent databases $D'$ whose difference with $D$ is somehow minimal;
2. the notion of query answering based on certain answers: one looks at answers that are true in all repairs.

Since there could be many repairs, finding certain answers is most commonly $\text{coNP}$ in data complexity, and is very often $\text{coNP}$-hard, even for conjunctive queries [11, 37]. This led to a large body of work on drawing the tractability boundary for query answering [18, 19, 20, 26, 27]. Much of it views a dichotomy result, classifying all query answering into tractable and $\text{coNP}$-hard, as the ultimate goal of the CQA endeavor, although there are strong indications that for some common classes of database integrity constraints obtaining such a dichotomy would be extremely hard [17, 33].

But even obtaining good sufficient conditions for tractability leaves many relevant queries beyond reach of the CQA approach. Thus, the standard approach, while yielding good theoretical results, appears to be a bit of dead end which is reflected by its limited practical applicability [18, 29]. We would like to rectify this. We believe that the ultimate goal of a practically applicable CQA approach should be efficient approximate query answering with explicitly stated guarantees. However, in the current state of affairs this goal does not seem to be attainable. Efficient probabilistic algorithms with bounded one-sided or two-sided error are unlikely for CQA: placing it in tractable randomized complexity classes such as RP or BPP would imply that the polynomial hierarchy collapses [24]. For coming up with more refined approximation techniques, the current CQA framework lacks flexibility and finer details related to its key concepts, as we now explain.

The standard CQA approach simply imposes a condition that a repair $D'$ and an inconsistent instance $D$ must satisfy, and then defines query answering by means of certain answers. This provides little information for two reasons. First, the notion of repairs does not explain how repairs are constructed: we know that either an instance is a repair, or it is not. Nor do we know when, and crucially why, is one repair more likely to appear than another. Second, the notion of certain answers only says that either a tuple appears in answers on all repairs, or is missing in some repair. But the former is too strict and the latter not very useful. Instead we would like to know how likely a tuple is to be in the answer. However, with few exceptions [21], the standard CQA approach does not consider this. Thus, we strongly believe that making progress towards turning CQA into a practically viable approach requires a different framework for the key notions of repairs and query answering.

Our main idea is to replace the declarative approach to repairs with an operational one that explains the process of
constructing a repair. As it gives us a finer understanding of why an instance is a repair, it also leads to more refined ways of answering queries, by letting us define precisely how certain we are that a tuple should be in the answer. This approach offers us a lot more flexibility: for instance, in defining the operational approach we can also reason about more or less likely updates that lead to a repair. This in turn lets us define probabilistic guarantees for query answers, and construct efficient algorithms that produce such guarantees for common classes of constraints that have previously been beyond reach of the CQA approach.

Outline of the operational framework. The key elements of the new approach to database repairs are:

1. the notion of violations of constraints;
2. repairing sequences of operations on databases;
3. assigning likelihood to repairs based on operations used in repairing sequences; and
4. flexible query answering based on the likelihood of a tuple appearing in an answer on different repairs.

A repairing sequence applies operations to a database to eliminate violations of constraints, and does so until a consistent database is produced. For example, for relational databases, one may consider sequences of operations inserting and deleting tuples. For a database $D$ and a set $\Sigma$ of constraints, a violation of a constraint $\kappa \in \Sigma$ explains why $D \not\models \kappa$. Very commonly constraints are logical statements of the form $\forall x \alpha(x) \rightarrow \beta(x)$. Then a violation is given by a tuple $\bar{a}$ such that $D \models \alpha(\bar{a})$ but $D \not\models \beta(\bar{a})$. These are the violations we deal with here, but in general there could be others, for other types of data and/or constraints. We write $V(D, \Sigma)$ for the set of all violations of $\Sigma$ in $D$.

We now formulate a minimal set of requirements for repairing sequences: these ought to be true in every data model and for every notion of constraints. A repairing sequence is a sequence of operations $s = op_1, op_2, \ldots, op_n$. Starting with a database $D$, these produce a sequence of databases $D_0 = D, D_1 = op_1(D_0), \ldots, D_i = op_i(\ldots op_1(D) \ldots)$, etc. The minimal requirements imposed on such repairing sequences are:

1. each operation must be justified, i.e., remove at least one violation; and
2. a violation eliminated by $op_i$ cannot be reintroduced later by an operation $op_j$ for $j > i$.

Formally, these are stated as follows:

req1 $V(D_{i-1}, \Sigma) - V(op_i(D_{i-1}), \Sigma) \neq \emptyset$ for every $i > 0$.

req2 $(V(D_{i-1}, \Sigma) - V(D_i, \Sigma)) \cap V(D_j, \Sigma) = \emptyset$ for $j > i$.

In a specific model of data and updates, these minimal requirements may be supplemented by others. For instance, for relational databases and insertion/deletion updates, the same tuple should not belong to both an insertion and a deletion operation of a repairing sequence: it makes no sense to insert a tuple only to delete it later.

For a sequence $s = op_1, \ldots, op_n$ of operations, its result $s(D)$ is $op_n(\ldots op_1(D) \ldots)$. A repairing sequence attempts to construct a repair: it may succeed, if $s(D)$ satisfies $\Sigma$, or it may fail, if no further operations can be applied and $s(D)$ still violates $\Sigma$. We view databases $s(D)$ when $s$ succeeds as our operational repairs.

There is no a priori reason to believe that all such repairs are equally likely. The idea that not all repairs are created equal has already been explored in the CQA context [16, 34], but here we take it further. The operational approach lets us say why one repair is more likely, and also assign a quantitative measure to such output. For this, all we need is a measure of likelihood of operations in a given state of repair. Say we reached some state $s(D)$ by applying a sequence $s = op_1, \ldots, op_n$ of operations to $D$. If $s(D)$ is not yet consistent, there may be several operations $op'_1, \ldots, op'_k$ one can apply to remove violations. We can assign the notion of likelihood to those, which in turn leads to the notion of likelihood of a repair.

This idea is very naturally modeled by tree-shaped Markov chains [25]. If we assign probabilities $p_1, \ldots, p_k$ to operations $op'_1, \ldots, op'_k$ that can follow the sequence $s$ so that $p_i$’s add up to 1, we have a Markov chain on repairing sequences. Then the probability of a particular successful repairing sequence arising in such a Markov chain is given by what is known as its hitting distribution. This is how we define the likelihood of a particular repair.

Probabilities can be naturally assigned to repairing operations in many scenarios leading to inconsistencies. Consider, for instance, a data integration scenario that results in an integrated database containing facts $R(a, b)$ and $R(a, c)$ which violate the constraint that the first attribute of $R$ is a key. Suppose we have a level of trust in each of the sources supplying data; say we believe that each is 50% reliable. Then with probability 0.5 - 0.5 = 0.25 we do not trust either tuple and apply the operation that removes both facts. With probability $1 - 0.25 = 0.75$ we remove either $R(a, b)$ or $R(a, c)$. The standard CQA approach [1] only allows the removal of one of the two facts (with equal probability 0.5 in this case). It somehow assumes that we trust at least one of the sources, even though we know they are in conflict. Our approach is more flexible, as we account (with a smaller probability) for the case when neither source supplies correct facts. We shall expand this later in Example 5 in Section 3.

The notion of operational repair fulfills our goal of providing new flexible ways of query answering: for a given tuple $t$, we can add up the likelihoods of all repairing sequences $s$ for which $t \in Q(s(D))$ to get the likelihood that $t$ is in the answer to $Q$. This is a much more refined notion than the usual certain answers. It lets us devise approximation schemes with different types of guarantees for answering not only conjunctive, but arbitrary first-order queries in the CQA framework. In fact, as an application of our framework we shall study the complexity of different types of approximation schemes. While some remain computationally hard, we show that for a large class of updates, efficient approximations with probabilistic guarantees exist for all first-order queries and most common database constraints.

Outline of main results. Our main contributions include the new operational framework for database repairs and consistent query answering, and the study of its complexity, both exact and approximate.
The operational approach, described in detail in Section 3, formalizes the notions informally presented earlier: constraints and their violations, justified operations, repairing sequences, and Markov chains on such repairing sequences that let us compare their relative importance. This culminates in the definition of an operational repair and a new semantics of query answering based on the degree of certainty that a tuple is in the answer. Since operational repairs have probabilities assigned to them, this degree of certainty is formally defined as a conditional probability that a tuple is in the query answer, under the condition that the database on which the query is asked is an operational repair. We also present detailed examples to illustrate the new framework.

With the framework in place, we study the complexity of query answering. Since operational repairs can encode the classical repairs of [1], it is not surprising that in general the complexity of query answering for first-order (and even conjunctive) queries is intractable. We pinpoint the exact complexity of query answering for first-order (and even conjunctive) queries is intractable. We establish two results: our query answering problem has complexity $FP^{#P}$-complete (note that the output of the query answering in this case is not yes or no, but rather a number, namely the conditional probability, as explained above).

With this bound, one looks for approximations, and given the probabilistic nature of query answers, we look for approximations via randomized algorithms. There are two types of guarantees for calculating the conditional probability $p$ of a tuple $t$ by means of a randomized algorithm that returns a number $a$. Either $|a - p| \leq \epsilon \cdot p$, for a fixed $\epsilon > 0$ (multiplicative error guarantees), or $|a - p| \leq \epsilon$ (additive error guarantees). Since $a$ is the output of a randomized algorithm, we require these to hold with a high probability, say at least $1 - \delta$ for small $1 > \delta > 0$. Multiplicative error algorithms (so-called FPRAS: fully polynomial-time randomized approximation algorithms with additive error guarantees) are more common in the literature since the relative error between the output of an FPRAS and the value we want to approximate is bounded by $\epsilon$. In the case of additive error algorithms, only the absolute error is bounded by $\epsilon$, whereas the relative error increases as the value we want to approximate decreases. Nevertheless, additive error algorithms are equally useful for our purposes since we are approximating probabilities (i.e., the probability of a tuple being in the query answer). Thus, having a high relative error for tuples with small probability is a reasonable price to pay, since such tuples are much less important than tuples with high probability.

We establish two results: our query answering problem does not admit an FPRAS (under some widely believed complexity-theoretic assumptions) but it does admit a polynomial-time randomized approximation algorithm with additive error guarantees. The latter happens under a mild restriction on the Markov chain that it does not admit failing sequences of updates, i.e., sequences that cannot be extended but do not yet repair the database. This is a common occurrence and it covers such common cases as key (or, more generally, EGD) violations. We describe this randomized algorithm, and discuss how it can be implemented in practice, to provide meaningful statements about query answers in settings that so far were beyond the CQA approach.

2. PRELIMINARIES

In this section, we recall the basics on relational databases and constraints, and we fix some basic notation.

Relational Databases. We assume a countably infinite set $C$ of constants from which database elements are drawn. A (relational) schema $S$ is a finite set of relation symbols (or predicates) with associated arity. We write $R/n$ to denote that $R$ has arity $n$. A fact over $S$ is an expression of the form $R(c_1, \ldots, c_n)$, where $R/n \in S$ with $n > 0$, and $c_i \in C$ for each $i \leq n$. A database instance (or simply database) over $S$ is a finite set of facts over $S$. The active domain of a database $D$, denoted $dom(D)$, is the set of constants in $D$.

Constraints. We shall be using standard database constraints: tuple- and equality-generating dependencies as well as denial constraints. Let $V$ be a countably infinite set of variables disjoint from $C$. An atom over a schema $S$ is an expression $R(t_1, \ldots, t_n)$, where $R/n \in S$, and $t_i \in C \cup V$ for each $1 \leq i \leq n$ (thus, a fact is an atom without variables). Our constraints over a schema $S$ are defined as first-order sentences:

- tuple-generating dependency (TGD) is a sentence of the form
  \[ \forall x \exists y (\varphi(x, y) \rightarrow \exists z \psi(x, z)) \],
  \[ (1) \]
  where $\varphi$ and $\psi$ are non-empty conjunctions of atoms over $S$;

- an equality-generating dependency (EGD) is a sentence of the form
  \[ \forall x (\varphi(x) \rightarrow x_i = x_j) \],
  \[ (2) \]
  where $\varphi$ is a non-empty conjunction of atoms over $S$, and $x_i, x_j$ are variables of $x$;

- a denial constraint (DC) is a sentence of the form
  \[ \forall x \neg \varphi(x) \],
  \[ (3) \]
  where $\varphi$ is a non-empty conjunction of atoms over $S$.

A database $D$ satisfies a constraint if the corresponding sentence is true in $D$. In what follows, we use commas instead of $\land$ for conjunctions of atoms, as is common in the rule-based syntax of conjunctive queries. Recall that EGDs can express keys and functional dependencies; for instance, to say that the first attribute of $R$ is a key, we write $\forall x, y, z \in R(x, y), R(x, z) \rightarrow y = z$. TGDs can express inclusion dependencies, e.g., $\forall x, y \in R(x, y) \rightarrow \exists z S(x, z)$) is the inclusion dependency $R[1] \subseteq S[2]$. Thus the combination of EGDs and TGDs can express foreign keys. With denial constraints, one can express conditions such as disjointness of attribute domains: e.g., $\forall x, y, z \in R(x, y), R(z, x)$ says that the same constant cannot be a value of both the first and the second attribute of $R$. As is common, we omit universal quantifiers from TGDs, EGDs, and DCs; that is, every variable that occurs in them, except those existentially quantified in TGDs, is assumed to be universally quantified.
3. **THE OPERATIONAL APPROACH**

As explained in Section 1, we propose a new operational approach to CQA, based on the concepts of operations, violations of constraints and repairing sequences, and ways to assign likelihood to such sequences. We proceed to define these concepts for relational databases and constraints from the three classes seen earlier (TGDs, EGDs, and DCs) in a way that satisfy the minimal requirements from Section 1.

### Operations and Violations

The notion of operation is the building block of our approach. For relational databases, the operations that we consider here are standard updates $+F$ that add a set of facts $F$ using constants occurring in the database and the constraints, or $-F$ that remove $F$ from a database. To formalize this, we define the base, denoted by $B(D, \Sigma)$, for a database $D$ and a set $\Sigma$ of constraints over a schema $S$, as the set of all facts of the form $R(c_1, \ldots, c_n)$ where $R/n \in S$, and $c_1, \ldots, c_n$ are constants that occur in $dom(D)$ or in $\Sigma$. We use the notation $\mathcal{P}()$ for powerset.

**Definition 1. (Operation)** For a database $D$ and a set $\Sigma$ of constraints, a $(D, \Sigma)$-operation is a function $op : \mathcal{P}(B(D, \Sigma)) \rightarrow \mathcal{P}(B(D, \Sigma))$ such that either:

1. $op(D') = D' \cup F$, for every $D' \in \mathcal{P}(B(D, \Sigma))$;
2. $op(D') = D' - F$, for every $D' \in \mathcal{P}(B(D, \Sigma))$.

for a set of facts $F \subseteq B(D, \Sigma)$. We shall refer to these operations as $+F$ or $-F$ respectively.

Technically speaking, the operations $+F$ and $-F$ depend on $D$ and $\Sigma$, as they are only defined over $B(D, \Sigma)$. Since $D$ and $\Sigma$ will be clear from the context, we may refer to them simply as operations, omitting $D$ and $\Sigma$. Also when $F$ contains a single atom $R(a)$, we write $+R(a)$ and $-R(a)$ instead of the more formal $+\{R(a)\}$ and $-\{R(a)\}$. At this point, let us clarify that, although we focus on insertions and deletions of facts as described above, the proposed framework can be extended by considering also other forms of operations such as insertions with null values [5, 6] or attribute-based operations [36]. Actually, as discussed in Section 6, these are issues that we are planning to address in the near future. The idea is then to iteratively apply operations, starting from a database $D$, until we reach a database that is consistent with $\Sigma$. However, by itself this does not meet the minimal requirement $\text{req1}$ that at least one violation should be resolved. To impose this requirement, we need to keep track of all the reasons that cause the inconsistency of $D$ with $\Sigma$. This brings us to the notion of constraint violation.

Recall that all constraints we consider here are of the form $\kappa = \forall x (\varphi(x) \rightarrow \psi(x))$, where $\psi$ may contain existential quantifiers. We also often omit universal quantification, simply writing $\kappa = \varphi(x) \rightarrow \psi(x)$. This includes TGDs, EGDs, and DCs as well, since $\neg \varphi$ is of course $\varphi \rightarrow \bot$. A violation of such a constraint is an instantiation $\bar{a}$ of free variables that makes the implication false, i.e., $\varphi(\bar{a})$ is true but $\psi(\bar{a})$ is false. It will be convenient to formally define violations in terms of homomorphisms. Recall that in all the constraints $\kappa = \varphi(x) \rightarrow \psi(x)$, the formula $\varphi$ is a conjunction of atoms, and thus can be viewed as a set of atoms over constants and variables in $x$. An assignment of values to variables $\bar{x}$ making $\varphi(\bar{a})$ true is then a homomorphism $h : dom(\varphi) \rightarrow dom(D)$. We let $h(\kappa)$ be $\kappa$ in which every variable $x$ from $\bar{x}$ is replaced with $h(x)$.

**Definition 2. (Constraint Violation)** For a database $D$, a $D$-violation of a constraint $\kappa = \varphi \rightarrow \psi$ is a homomorphism $h : dom(\varphi) \rightarrow dom(D)$ such that $D$ does not satisfy $h(\kappa)$. We denote the set of $D$-violations of $\kappa$ by $V(D, \kappa)$ and for
a set $\Sigma$ of constraints we write $V(D, \Sigma)$ for $\{(\kappa, h) \mid \kappa \in \Sigma \text{ and } h \in V(D, \kappa)\}$. 

Therefore, $(\kappa, h) \in V(D, \Sigma)$ means that one of the reasons why the database $D$ is inconsistent with $\Sigma$ is because it violates $\kappa \in \Sigma$ due to the homomorphism $h$. A $(D, \Sigma)$-operation $op$ is $(D', \Sigma')$-fixing, for $D' \subseteq B(D, \Sigma)$, if $V(D', \Sigma) - V(op(D'), \Sigma) \neq \emptyset$. Sequences of such operations will satisfy the minimal requirement $req1$.

While fixing operations meet the minimal requirement, in the concrete case of TGDs, EGDs and DCs, these operations can be described as follows.

Example 1. Let $D = \{R(a, b), R(a, c), T(a, b)\}$ and consider the set $\Sigma = \{\sigma, \eta\}$ of constraints.

\[
\sigma = R(x, y) \rightarrow \exists z S(x, y, z) \\
\eta = R(x, y), R(x, z) \rightarrow y = z.
\]

Clearly, the operation $op_1 = +\{S(a, b, c), S(a, a, a)\}$ fixes $\Sigma$ since it eliminates from $V(D, \Sigma)$ the violation $(\sigma, h)$, where $h = \{x \mapsto a, y \mapsto b\}$. However, there is no justification for adding the fact $S(a, a, a)$. Actually, $+\{S(a, b, c)\}$, which adds fewer atoms than $op_1$, is still fixing.

Another example of an operation that is fixing but unjustified is $op_2 = -\{R(a, b), T(a, b)\}$. The above operation is fixing since it removes from $V(D, \Sigma)$ the pairs $(\sigma, h_1)$, $(\eta, h_2)$ and $(\eta, h_3)$, where $h_1 = \{x \mapsto a, y \mapsto b\}$, $h_2 = \{x \mapsto a, y \mapsto b, z \mapsto c\}$ and $h_3 = \{x \mapsto a, y \mapsto c, z \mapsto b\}$. Nevertheless, there is no justification for removing the fact $T(a, b)$ since it does not contribute in any of the above $D$-violations of $\Sigma$. An example of a justified operation that resolves $(\sigma, h_1)$ is $-\{R(a, b)\}$. Moreover, there are three justified operations that resolve $(\eta, h_2)$ and $(\eta, h_3)$, namely $-\{R(a, b)\}$ and $-\{R(a, b), R(a, c)\}$.

From the above discussion, we conclude that operations should not only be fixing, but also add as few facts as possible in order to fix a violation, and delete a set of facts only if it contributes as a whole in a violation. Such operations are called justified, and they are formalized below.

**Definition 3.** (Justified Operation) Let $D$ be a database and $\Sigma$ a set of constraints. For a database $D' \subseteq B(D, \Sigma)$, an operation $op \in \{+F, -F\}$ is called $(D', \Sigma)$-justified if there exists $(\kappa, h) \in V(D', \Sigma) - V(op(D'), \Sigma)$ such that for every non-empty set $G \subseteq F$.

1. if $op = +F$ then $(\kappa, h) \in V(+G(D'), \Sigma)$
2. if $op = -F$ then $(\kappa, h) \notin V(-G(D'), \Sigma)$.

Note that a $(D', \Sigma)$-justified operation is $(D', \Sigma)$-fixing since $V(D', \Sigma) - V(op(D'), \Sigma) \neq \emptyset$. For TGDs, EGDs, and DCs, these operations can be described as follows.

**Proposition 1.** Let $D$ be a database, $\Sigma$ a set of constraints, and $D' \subseteq B(D, \Sigma)$. If $op$ is $(D', \Sigma)$-justified, then there exists $(\kappa, h) \in V(D', \Sigma) - V(op(D'), \Sigma)$ such that

- if $\kappa = \varphi(x, \bar{y}) \rightarrow \exists z \psi(x, \bar{z})$ and $op = +F$, then $F = h'(\psi(x, \bar{z})) - D'$, for some extension $h'$ of $h$.
- if $\kappa$ is an arbitrary constraint of the form $\varphi \rightarrow \psi$ and $op = -F$, then $F \subseteq h(\varphi)$.

This simply says that justified operations are very cautious with additions: they add the minimal set of atoms necessary to satisfy a TGD. Notice that single-atom insertions may not be enough to satisfy a multi-head TGD in a single step, and thus, it is crucial to allow the addition of sets of atoms. On the other hand, justified operations are less cautious with deletions, in the sense that they do not try to minimize the number of atoms that need to be removed. This reflects the discussion in the introduction that removing a set of facts that collectively contribute to a violation is a justified operation in constructing repairs, due to the fact that we do not know apriori which atoms should be eliminated, and are, therefore, forced to explore all the possible ways.

**Repairing Sequences of Operations**

The core idea of our operational approach is that once repeatedly applies justified operations starting from an inconsistent database $D$. Justified operations ensure requirement $req1$, i.e., every single step in isolation is justified. However, due to potential interaction of operations, they may break requirement $req2$ that previously eliminated violations cannot be reintroduced. It is easy to construct examples showing how an addition may reintroduce a violation that has been previously removed by a deletion, and vice versa.

We could simply impose $req2$ on repairing sequences and then consider those of them that lead to a consistent database. However, as we mentioned in Section 1, these are minimal requirements that assume nothing about the structure of update operations, databases, and constraints. For our concrete data model and operations, these minimal requirements may be supplemented by others. We now consider two of them, motivated by examples below.

Example 2. Consider the database $D$ and key constraint $\eta$ of Example 1, and let $\Sigma = \{\sigma, \eta\}$, where $\sigma = T(x, y) \rightarrow R(x, y)$. Assume that we apply $-(R(a, b), R(a, c))$ followed by $+(R(a, b))$. It is easy to check that this sequence satisfies $req1$, $req2$, and leads to a consistent database. Nevertheless, we would like to rule out such a sequence since it has two conflicting operations $-R(a, b)$ and $+R(a, b)$. In fact, this sequence is equivalent to a simpler one consisting just of $-R(a, b)$. We would like to rule out sequences in which an operation cancels the effect of another one, i.e., impose the following condition:

- **No Cancellation**: A fact that has been added (removed) should not be removed (added) later.

Our next example shows that in a sequence of justified operations, which lead to a consistent database, a fact that has been added may become unjustified. We should not consider such sequences as repairing ones since a fact should be added only if it is really needed to satisfy a constraint.

Example 3. Consider the database $D$ and the set $\Sigma = \{\sigma, \eta\}$ of constraints given in Example 1. Assume that we apply the operations $+S(a, b, c)$ and $-R(a, b)$ in this order. This sequence satisfies $req1$ and $req2$, and can easily be extended (e.g., with $+S(a, c, b)$) to lead to a consistent database. However, the reason why $S(a, b, c)$ has been added was the existence of $R(a, b)$, or, in other words, the
violation \( (\sigma, h) \), where \( h = \{ x \mapsto a, y \mapsto b \} \). But, after the removal of \( R(a, b) \) by the second operation, \( S(a, b, c) \) is not needed anymore. Thus, its existence becomes unjustified. We want to forbid this by imposing the following condition:

- **Global Justification of Additions**: The justification for added facts should remain valid.

We proceed to formalize the above properties, and introduce the notion of repairing sequence. Consider a database \( D \) and a set \( \Sigma \) of constraints. Given a sequence (perhaps even infinite) \( s = (op_i)_{i \geq 1} \) of \( (D, \Sigma)\)-operations, we define

\[
D_0^s = D \quad \text{and} \quad D_i^s = op_1(\ldots op_1(D) \ldots) \quad \text{for } i > 0.
\]

In other words, \( D_i^s \) is obtained by applying \( D \) the first \( i \) operations of \( s \). The notion of repairing sequence follows:

**Definition 4. (Repairing Sequence)** Consider a database \( D \) and a set \( \Sigma \) of constraints. A sequence of \( (D, \Sigma)\)-operations \( s = (op_i)_{i \geq 1} \) is called \( (D, \Sigma)\)-repairing if it satisfies req1 and req2, and for every \( i \geq 1 \):

1. (Local Justification) \( op_i \) is \( (D_{i-1}^s, \Sigma)\)-justified.
2. (No Cancellation) \( op_i = +F \) and \( op_j = -G \) implies \( F \cap G = \emptyset \), for every \( i \neq j \).
3. (Global Justification of Additions) For every \( j > i \), \( op_j = +F \) implies \( op_i \) is \( (D_{j-1}^s - H, \Sigma)\)-justified, with \( H = \bigcup_{<j \leq k \leq j} op_k \).

Let \( RS(D, \Sigma) \) be the set of all \( (D, \Sigma)\)-repairing sequences.

We proceed to establish some crucial properties of repairing sequences.

**Proposition 2.** Consider a database \( D \), a set \( \Sigma \) of constraints, and a sequence \( s = (op_i)_{i \geq 1} \in RS(D, \Sigma) \). It holds that \( s \) and \( RS(D, \Sigma) \) are finite.

Finiteness of repairing sequences is an immediate corollary of req1, req2, and the fact that the number of violations is finite. Actually, it is implicit in the proof of Proposition 2 that the length of a repairing sequence is polynomial in the size of \( D \). Finiteness of repairing sequences, together with the fact that the number of operations is finite, implies finiteness of \( RS(D, \Sigma) \) as well. For a repairing sequence \( s = (op_i)_{i \leq n} \), we can define its result as \( s(D) = D_n^s \).

Note that in the definition of repairing sequences we did not insist that the resulting database is consistent, i.e., that \( s(D) \models \Sigma \). Such sequences describe different states of a process trying to construct a repair. There are always sequences \( s \) such that no extension \( s \cdot op \) is a \( (D, \Sigma)\)-repairing sequence; we call these sequences complete. Complete sequences describe attempts to construct repairs, and attempts can succeed or fail. They succeed if \( s(D) \models \Sigma \), i.e., the sequence is successful, otherwise it is failing. As an example of a failing sequence, consider the database \( D = \{ R(a) \} \) and the set of constraints \( \Sigma = \{ R(x) \rightarrow T(x), T(x) \rightarrow \bot \} \). The \( (D, \Sigma)\)-repairing sequence \( s = +T(a) \) is failing since \( s \) cannot be extended into a repairing sequence and \( s(D) \not\models \Sigma \).

**Operational Repairs**

The high-level idea of our approach is to repair an inconsistent database by repeatedly applying justified operations, as long as they give rise to a repairing sequence. As already explained in Section 1, this gives us additional flexibility in deciding which updates are more likely than others, while the standard CQA approach declares them all to be equally likely. A formalization of different likelihoods of different operations can easily be done by exploiting a well known tool from probability theory, namely Markov chains [25]. Let us illustrate this via a simple example.

**Repairing Sequences in Action.** Consider the database

\[
D = \{ \text{Pref}(a, b), \text{Pref}(a, c), \text{Pref}(a, d), \text{Pref}(b, a), \text{Pref}(b, d), \text{Pref}(c, a) \},
\]

and the set \( \Sigma \) that contains a single DC

\[
\text{Pref}(x, y), \text{Pref}(y, x) \rightarrow \bot,
\]

which states that the preference relation over, e.g., products, is not symmetric. It is clear that \( D \) is inconsistent w.r.t. \( \Sigma \). Our goal is to repair \( D \) via a \( (D, \Sigma)\)-repairing sequence of operations, which, in this case, are always deletions. However, during the repairing process, we would like to take into account the fact that some products have more support than others. For example, \( a \) has more support than \( b \) since \( a \) is preferred more often than \( b \). This is achieved by applying the \( (D, \Sigma)\)-operation \( \ prep(b, a) \) with higher probability than \( \ prep(a, b) \) since it is more likely that \( a \) is preferred over \( b \), and thus we would like to keep \( \ prep(a, b) \) with higher probability than removing it.

Our intention described above can be nicely captured via a tree-shaped Markov chain \( M \) like the one shown below. The Markov chain \( M \) is basically a tree that encodes all the possible \( (D, \Sigma)\)-repairing sequences that lead to a database that is consistent with \( \Sigma \):
probability of removing Pref\((c, a)\) is higher than the probability of removing Pref\((a, c)\). Now, assume that we choose to apply \(-\text{Pref}(b, a)\), and thus construct the database \(D' = D - \{\text{Pref}(b, a)\}\). The probability of removing Pref\((c, a)\) is 3/4, while the probability of removing Pref\((a, c)\) is 1/4, which again captures our intention of keeping Pref\((a, c)\) with higher probability than removing it since \(a\) has more support than \(c\) in \(D'\). Observe that the leaves of \(M\) are repairing sequences \(s\) such that \(s(D) \models \Sigma\). These sequences are complete, and thus cannot be extended further. Since in a Markov chain the probabilities of the outgoing edges of a state must sum up to one, every leaf of \(M\) has an implicit outgoing edge connecting it to itself with probability 1. Having the Markov chain \(M\) in place, we can assign probabilities to repairs. For example, the probability of the repair \(D' - \{\text{Pref}(b, a)\} - \{\text{Pref}(c, a)\}\) is \(\frac{3}{4} \cdot \frac{3}{4} + \frac{3}{4} \cdot \frac{3}{4} - \frac{3}{4} = 0.45\), which is the probability that the initial state \(\epsilon\) reaches the state \(-\{b, a\}, -\{c, a\}\) plus the probability that \(\epsilon\) reaches the state \(-\{c, a\}, -\{b, a\}\).

As we shall see in the next section, having repairs with probabilities allows us to talk about the probability with which a consistent answer is entailed. We now proceed with the formalizations of our approach. But first we need to recall the basics on Markov chains.

**The Basics on Markov Chains.** A Markov chain is essentially an edge-labeled directed graph, where the nodes are its states and the edges are labeled with a probability \(p \in [0, 1]\) so that for each node \(s\), the labels of its outgoing edges sum up to 1. An edge \((s, s')\) with label \(p\) says that with probability \(p\), the state changes from \(s\) to \(s'\). The goal is to answer questions of the form: what is the probability that, starting from a certain state \(s\), we reach state \(s'\) after \(k\) steps?

Formally, a **Markov chain** \(M\) over a (finite) state space \(S = \{s_0, \ldots, s_k\}\) is a pair \((s_0, P)\), where \(s_0\) is the initial state of \(M\) and \(P : S \times S \to [0, 1]\) is a stochastic function, i.e., \(\sum_{s' \in S} P(s, s') = 1\) for every state \(s \in S\). Since \(S\) is finite, the function \(P\) can be naturally seen as an \(|S| \times |S|\) matrix, called probability transition matrix, whose \((i, j)\)-th cell contains \(P(s_i, s_j)\). By abuse of notation, whenever \(P\) is treated as a matrix, we write \(P(s_i, s_j)\) instead of \(P_{(i,j)}\).

Starting from the state \(s_i\), the probability of reaching \(s_j\) after \(n\) steps is \(P^n(s_i, s_j)\), where \(P^n = \prod_{k=1}^{n} P\).

A state \(s \in S\) is called **absorbing** if \(P(s, s) = 1\), i.e., \(s\) is reachable from itself with probability 1. The set of reachable absorbing states of \(M\) is the set of absorbing states of \(M\) that are reachable from \(s_0\) with non-zero probability, i.e., the set

\[
\text{ras}(M) = \left\{ s \in S \mid \exists n \text{ such that } P^n(s_0, s) > 0 \right\}.
\]

Finally, a key notion is the **hitting distribution** of \(M\), defined as the limit \(\lim_{n \to \infty} P^n(s_0)\) if it exists, where \(P^n(s_0)\) is the \(0\)-th row of \(P^n\); otherwise, we say that \(M\) does not admit a hitting distribution. Intuitively, the hitting distribution describes the long-term behavior of the Markov chain.

**Repairs via Markov Chains.** We now formalize the idea of assigning likelihoods to operations extending sequences: for all possible extensions \(s \cdot op_1, \ldots, s \cdot op_k\) of a repairing sequence \(s\), we assign probabilities \(p_1, \ldots, p_k\) to them so they add up to 1. This is done by exploiting a tree-shaped Markov chain that arranges its states (i.e., repairing sequences) in a tree, where the children of each state are its possible extensions. Furthermore, states corresponding to complete sequences, i.e., cannot be extended, coincide with the absorbing states of the Markov chain. Formally, let \(\epsilon\) be the empty sequence of operations, which is by definition repairing.

**Definition 5. (Repairing Markov Chain)** For a database \(D\) and a set \(\Sigma\) of constraints, a \((D, \Sigma)\)-repairing Markov chain \(M\) is a Markov chain of the form \((\epsilon, P)\), where \(P : \text{RS}(D, \Sigma) \times \text{RS}(D, \Sigma) \to [0, 1]\) is such that:

1. For each sequence \(s \in \text{RS}(D, \Sigma)\), \(s\) is complete iff it is absorbing, i.e., \(P(s, s) = 1\).
2. If \(s, s' \in \text{RS}(D, \Sigma)\) are distinct, then \(P(s, s') > 0\) implies \(s' = s \cdot \text{op}\) for some \((D, \Sigma)\)-operation \(\text{op}\).

A repairing Markov chain generator w.r.t. \(\Sigma\) is a function \(M_\Sigma\) that assigns to each database \(D\) a \((D, \Sigma)\)-repairing Markov chain \(M_\Sigma(D)\).

The purpose of the repairing Markov chain generator is to provide a generic mechanism for defining a family of repairing Markov chains independently of the input database. This means that one can design a repairing Markov chain generator \(M_\Sigma\) once, and whenever the database \(D\) changes, the desired repairing Markov chain is obtained by simply applying \(M_\Sigma\) on \(D\). Of course, the way the repairing Markov chain generator is designed depends on the specific application. For instance, in our preference example given above, our intention is to assign probabilities to operations in such a way that the repairing process reflects the fact that some products have more support than other ones in the input database. Instead of devising a \((D, \Sigma)\)-repairing Markov chain that captures our intention on the particular database \(D\), as we did above, one can design a repairing Markov chain generator \(M_\Sigma\) such that, for every input database \(D\) over the schema \{\text{Pref}\}, \(M_\Sigma(D)\) is the desired repairing Markov chain that captures our intention on \(D\). The definition of \(M_\Sigma\) follows.

**Example 4.** Consider again the product preferences scenario, and let \(\Sigma\) be the set that contains the single denial constraint which states that the preference relation is not symmetric. We define a repairing Markov chain generator \(M_\Sigma\) such that, for every database \(D\) over \{\text{Pref}\}, \(M_\Sigma(D)\) is the repairing Markov chain that we are looking for.

Let the weight \(w(\alpha, D)\) of an atom \(\alpha = \{\text{Pref}(a, b)\}\) in a database \(D\) be the number of facts \text{Pref}(a, \cdot) in \(D\), i.e., where \(a\) is preferred. Assuming that \(V_\Sigma(D)\) collects all the atoms that are involved in a violation of \(\Sigma\) by \(D\), the importance \(I_\Sigma(\alpha, D)\) of an atom \(\alpha \in D\) is defined as the relative weight of \(\alpha\) w.r.t. all the atoms involved in a violation, i.e., \(I_\Sigma(\alpha, D) = w(\alpha, D)/\sum_{\beta \in V_\Sigma(D)} w(\beta, D)\). We then define the probability of removing an atom \(\alpha = \text{Pref}(a, b)\) as the importance of its symmetric atom \(\bar{\alpha} = \text{Pref}(b, a)\). Formally, the repairing Markov chain \(M_\Sigma(D) = (\epsilon, P)\) is such that for \(s, s' \in \text{RS}(D, \Sigma)\).

\[
P(s, s') = \begin{cases} 1 & \text{if } s = s' \text{ and } s \text{ is complete} \\ I_\Sigma(\bar{\alpha}, s(D)) & \text{if } s' = s \cdot \neg \alpha, \text{ for } \alpha \in D \\ 0 & \text{otherwise.} \end{cases}
\]
It is easy to verify that this gives us a Markov chain (probabilities sum up to 1), and if we consider the database $D$ used in our preference example above, then $M_{\Sigma D}(D)$ is precisely the $(D, \Sigma)$-repairing Markov chain depicted in the figure.

The aim of the above simple example based on the preference scenario was to illustrate the key notion of the repairing Markov chain generator. To demonstrate the existence of appropriate Markov chain generators in realistic scenarios, we give another, slightly more involved example, based on the standard scenario of data integration. In such a scenario, different (possibly conflicting) facts, which are coming from different sources, have to be integrated into a single unified database. In this setting, it is common to assign to each fact a level of trust that depends on the source it is coming from. Such a level of trust can be computed by applying one of the many methodologies that have been proposed in the literature; see e.g., [14, 38].

Example 5. Consider the schema $S = \{R/2\}$ and let $\Sigma$ contain a single key $R(x, y), R(x, z) \rightarrow y = z$ (the discussion easily generalizes to an arbitrary set of keys). Let $D$ be a database over $S$ that has been obtained by integrating data from different sources, where each fact $\alpha \in D$ is assigned a level of trust denoted by $tr(\alpha) \in [0, 1]$. Given two facts $\alpha, \beta \in D$, we define the relative trust of $\alpha$ w.r.t. $\beta$, as

$$tr_{\alpha|\beta} = tr(\alpha)/(tr(\alpha) + tr(\beta)).$$

Let $V_{\Sigma D}(D) = \{(\alpha, \beta) \in D \mid \{\alpha, \beta\} \not\subseteq \Sigma\}$ be the set of all pairs of atoms violating $\Sigma$. There are three possible ways of fixing the violations due to $\{\alpha, \beta\} \in V_{\Sigma D}(D)$: either remove only $\alpha$, or remove only $\beta$, or remove both. Our intention is as follows: $tr_{\alpha|\beta} < tr_{\beta|\alpha}$ implies that the operation $-\alpha$ should have a higher probability than $-\beta$. Furthermore, the probability of $-\{\alpha, \beta\}$ should be lower than the probability of $-\alpha$ and the probability of $-\beta$. To formally capture our intention via a repairing Markov chain generator, we first define the weight of each operation trying to fix the violations due to $\{(\alpha, \beta)\} \in V_{\Sigma D}(D)$. The weights $w_{\alpha, \beta}(-F)$ of applying $- F$ is equal to 0 if $F \cap \{\alpha, \beta\} = \emptyset$, otherwise

$$w_{\alpha, \beta}(-\alpha) = tr_{\beta|\alpha} \cdot (1 - tr_{\alpha|\beta} \cdot tr_{\alpha|\alpha})$$

$$w_{\alpha, \beta}(-\beta) = tr_{\alpha|\beta} \cdot (1 - tr_{\alpha|\beta} \cdot tr_{\alpha|\alpha})$$

$$w_{\alpha, \beta}(-\{\alpha, \beta\}) = (1 - tr_{\alpha|\beta}) \cdot (1 - tr_{\alpha|\alpha}).$$

The first (resp., second) formula encode the event of trusting $\beta$ (resp., $\alpha$) but not both $\alpha$ and $\beta$, while the last formula encodes the event of trusting neither $\alpha$ nor $\beta$. Notice that for every $\{(\alpha, \beta)\} \in V_{\Sigma D}(D)$, the three weights above sum up to one, i.e., they encode relative weights of each operation fixing a violation due to $\{(\alpha, \beta)\}$.

To devise our repairing Markov chain generator $M_{\Sigma D}$, we normalize the weights of each set $\{(\alpha, \beta)\} \in V_{\Sigma D}(D)$ w.r.t. all the sets in $V_{\Sigma D}(D)$. For every database $D$ over the schema $S$, $M_{\Sigma D}(D) = (\Sigma, \mathbf{P})$ is such that for $s, s' \in RS(D, \Sigma)$,

$$P(s, s') = \begin{cases} \frac{1}{k} \sum_{\{(\alpha, \beta)\} \in V_{\Sigma D}(D)} w_{\alpha, \beta}(-F) \text{ if } s = s' \text{ is complete} \\ 0 \text{ otherwise.} & \end{cases}$$

We proceed to define our notion of operational repair: they are obtained by repairing sequences that are reachable absorbing states of a repairing Markov chain.

**Definition 6. (Operational Repair)** Given a database $D$, a set $\Sigma$ of constraints, and a repairing Markov chain generator $M_{\Sigma D}$ w.r.t. $\Sigma$, an (operational) repair of $D$ w.r.t. $M_{\Sigma D}$ is a consistent database of the form $s(D)$, where $s$ is a reachable absorbing state of $M_{\Sigma D}(D)$, i.e., $s \in ras(M_{\Sigma D}(D))$.

Example 6. If we consider again the database $D$ and the set $\Sigma$ in our preference example above, it is easy to see that $D$ has four repairs w.r.t. $M_{\Sigma D}$, where $M_{\Sigma D}$ is the Markov chain generator defined in Example 4:

$$D - \{\{a, b\}, \{a, c\}\} \text{ with probability } \frac{2}{7} \cdot \frac{1}{3} + \frac{1}{7} \cdot \frac{2}{3}.$$
Proposition 4. Let $D$ be a database and $\Sigma$ a set of constraints, and let $D' \in [D]_{\Sigma}^{\text{ABC}}$. Then $D'$ is an operational repair of $D$ w.r.t. $M_{\Sigma}^e$.

4. OPERATIONAL CONSISTENT QUERY ANSWERING

We are targeting a more refined approach to query answering compared to the usual certain answers: its goal is to compute the probability that a tuple is in the answer. For a database $D$, a set of constraints $\Sigma$, a Markov chain generator $M_{\Sigma}$, and a query $Q(\bar{x})$ and a tuple $t$ of constants of arity $|\bar{x}|$, we define the conditional probability of $t$ being in the answer to $Q$ over some operational repair as:

$$CP_{D,M_{\Sigma},Q}(\bar{t}) = \frac{(D',p) \in [D]_{M_{\Sigma}} \text{ and } t \in Q(D')}{(D',p) \in [D]_{M_{\Sigma}}}$$

if at least one operational repair exists (and thus the denominator is not zero); otherwise, $CP_{D,M_{\Sigma},Q}(\bar{t}) = 0$. For brevity, if $D$, $M_{\Sigma}$, and $Q$ are clear from the context, we simply write $CP(\bar{t})$. Note that failing repairing sequences will be assigned a non-zero probability in the hitting distribution, but they should not contribute towards the probability that a tuple is in the answer. The conditional probability accounts for this by normalizing the probability of the tuple being in the answer over the probabilities of successful repairing sequences. The definition of consistent answers follows.

Definition 7. (Operational Consistent Answers) For a database $D$, a set of constraints, a repairing Markov chain generator $M_{\Sigma}$, and a query $Q(\bar{x})$, the set of operational consistent answers to $Q$ w.r.t. $D$ and $M_{\Sigma}$ is $OCA_{M_{\Sigma}}(D, Q) = \{(\bar{t}, CP(\bar{t})) \mid \bar{t} \in \text{dom}(B(D, \Sigma))^{[|\bar{x}|]}\}$.

Example 7. We use the database $D$ from our preference example and the repairing Markov chain generator $M_{\Sigma}$ from Example 4. Consider a query $Q(\bar{x})$ stating that $x$ is the most preferred product, i.e., $\forall y \text{ Pref}(x, y) \iff x \equiv y$. The set of the certain answers to $Q$ under the ABC semantics is empty. Indeed, three out of four repairs shown in Example 6, such most preferred product does not exist. In the last of the repairs, $\text{Pref}(a, b)$, $\text{Pref}(a, c)$, $\text{Pref}(a, d)$, $\text{Pref}(b, d)$, such a product does exist, namely $a$. Thus, $OCA_{M_{\Sigma}}(D, Q) = \{(a, 0.45)\}$. This information on the degree of certainty that $a$ is preferred over all the other products is something that the traditional CQA approach cannot provide us with.

Complexity Analysis

We now study the complexity of computing operational consistent answers. We focus on the following function problem, called operational consistent query answering:

<table>
<thead>
<tr>
<th>PROBLEM</th>
<th>OCQA</th>
</tr>
</thead>
<tbody>
<tr>
<td>INPUT</td>
<td>A database $D$, a set of constraints $\Sigma$, a repairing MC generator $M_{\Sigma}$ w.r.t. $\Sigma$, a query $Q(\bar{x})$, and $\bar{t} \in \text{dom}(B(D, \Sigma))^{[</td>
</tr>
<tr>
<td>OUTPUT</td>
<td>$CP_{D,M_{\Sigma},Q}(\bar{t})$.</td>
</tr>
</tbody>
</table>

Let us clarify that this general formulation refers to the combined complexity of the problem. We are interested in the data complexity, i.e., complexity of the problem $OCA(\Sigma, M_{\Sigma}, Q)$ when $\Sigma$, $M_{\Sigma}$, and $Q$ are fixed, and only the database $D$ and the tuple $t$ form the input.

We adopt the convention that when we talk about the data complexity of a problem like OCQA (i.e., the class of problems $OCA(\Sigma, M_{\Sigma}, Q)$), we say that it is complete for a class $K$ if each of the problems $OCA(\Sigma, M_{\Sigma}, Q)$ is in $K$, and there is one problem $OCA(\Sigma, M_{\Sigma}, Q)$ that is $K$-hard.

Before giving the complexity of OCQA, we need to clarify a technical issue related to the presentation of Markov chain (generators). We assume that they are well-behaved. For a $(D, \Sigma)$-repairing Markov chain $(\epsilon, P)$ this means that $P$ is a function computable in polynomial time w.r.t. the size of $D$. Note that this implies that the problem of checking whether a $(D, \Sigma)$-repairing sequence is complete is solvable in polynomial time w.r.t. $D$ (see condition 1 in Definition 5). We can formally show that checking whether a $(D, \Sigma)$-repairing sequence is complete is indeed solvable in polynomial time in $D$, which means that assuming $P$ is computable in polynomial time is not unrealistic.

A Markov chain generator $M_{\Sigma}$ w.r.t. $\Sigma$ is well-behaved if for every database $D$, $M_{\Sigma}(D)$ is computable in polynomial time w.r.t. the size of $D$, and there is a polynomial $f(.)$ such that $M_{\Sigma}(D) = (\epsilon, P)$ is well-behaved and the probabilities computed by $P$ have a common denominator encoded using $f(|D|)$ bits, i.e., there exists a natural number $d > 0$ of $f(|D|)$ bits such that each probability computed by $P$ is of the form $k/d$, where $0 \leq k \leq d$ and $k \in \mathbb{N}$. In the absence of the well-behavedness assumption, the complexity of OCQA of course may increase, but this will be due to reasons that have nothing to do with consistent query answering but rather with the internal representation of Markov chains.

Returning to the OCQA problem, it can be solved in polynomial time having access to a #P oracle. Recall that #P is the class of function problems that ask for the number of solutions to an NP problem. Recall also that FP is the class of function problems that can be solved in polynomial time.

Theorem 5. OCQA is FP#P-complete in data complexity. The hardness holds even for inclusion dependencies or key or denial constraints, and conjunctive queries.

Thus, OCQA cannot be efficiently solved with respect to data complexity. This of course is not surprising since operational repairs can encode the standard ones of [11], and for them the problem of finding certain answers (i.e., insisting on probability 1) can be CoNP-hard. The main contribution of Theorem 5 is pinpointing the exact complexity of the problem. The key advantage of our flexible approach to consistent query answering is that it allows us to talk about approximations as opposed to exact query answering. This is the subject of the next section.

5. TOWARDS EFFICIENT APPROXIMATIONS

When a problem is computationally hard, it is natural to approximate it. Our problem is FP#P-complete, and its out-
put is a number, namely $\CP_{D,M;Q(t)}$. In general, approximations to such problems can be computed by randomized algorithms $A$ with some probabilistic guarantees. Such algorithms, in addition to their input, receive a stream of random bits that they can use for the purpose of making random choices. The output of a randomized algorithm $A$, with input $x$, is a random variable $A(x)$ that, in our case, should be close to $\CP(t)$ with high probability. The guarantees come in two shapes: multiplicative and additive errors [35].

In our case, assume that algorithm $A$ takes $D$ and $t$ as an input, with a set of constraints $\Sigma$, a Markov chain generator $M_{\Sigma}$, and a query $Q$ fixed. It also takes as input two numbers $\epsilon > 0$ and $0 < \delta < 1$. Multiplicative error means that

$$\Pr(|A(D, t, \epsilon, \delta) - \CP(t)| \leq \epsilon \cdot \CP(t)) \geq 1 - \delta$$

where $\Pr$ stands for the probability of an event, while additive error means that

$$\Pr(|A(D, t, \epsilon, \delta) - \CP(t)| \leq \epsilon) \geq 1 - \delta.$$ 

The algorithm is required to run in time polynomial in $D$, $t$, $1/\epsilon$, and $\log(1/\delta)$. The parameters $\epsilon$ and $\delta$ tell us how certain we are that the randomized algorithm provides a good approximation.

In the case of multiplicative error such an algorithm is known as a fully polynomial-time randomized approximation scheme, or FPRAS. In general, an FPRAS is preferable than an additive error algorithm. The reason is because the relative error between the output of an FPRAS and the value we want to approximate is bounded by $\epsilon$. This is not true for additive error algorithms, where only the absolute error is bounded by $\epsilon$, while the relative error increases as the value we want to approximate decreases. Nevertheless, additive error algorithms are very useful for our purposes since we are approximating probabilities (i.e., the probability of a tuple being in the query answer). Thus, having a high relative error for tuples with small probability is a reasonable price, since such tuples are much less important than tuples with high probability.

The above discussion suggests to study both multiplicative and additive error algorithms. The main result of this section is that it is hard to obtain an FPRAS for our problem, but approximation with additive error can be obtained in polynomial time for a large class of Markov chain generators, that include (but are not limited to) all constraints we considered here, all first-order queries, and deletion updates.

**Probability Spaces and Random Variables.** We need to recall a few basic definitions. A probability space is a pair $\mathcal{PS} = (\Omega, \pi)$, where $\Omega$ is a finite set, called sample space, and $\pi : \Omega \rightarrow [0, 1]$ is a function such that $\sum_{\omega \in \Omega} \pi(\omega) = 1$. A subset $E \subseteq \Omega$ is called an event. The probability of an event $E$, denoted $\Pr(E)$, is defined as $\sum_{\omega \in E} \pi(\omega)$. A random variable over $\mathcal{PS}$ is a function $X : \Omega \rightarrow \mathbb{Q}$. The probability distribution of $X$ is a function $\pi_X$ from the image of $X$ to $[0, 1]$ such that $\pi_X(x) = \Pr(X = x)$, where $X = x$ denotes the event $\{\omega \in \Omega \mid X(\omega) = x\}$.

**Approximation Via FPRAS**

We proceed to show that the problem OCQA does not admit an FPRAS, even for very restricted settings such as keys and conjunctive queries. We fix a set $\Sigma$ of constraints, a repairing Markov chain generator $M_{\Sigma}$ w.r.t. $\Sigma$, and a query $Q(\bar{x})$. An FPRAS for OCQA($\Sigma, M_{\Sigma}, Q$) is a randomized algorithm $A$ that takes an instance $I = (D, \bar{t})$ as well as $\epsilon$ and $\delta$, and produces a random variable $A(I, \epsilon, \delta)$ over some sample space $\Omega$.

We need to pay, since such tuples are much less important than tuples with non-zero probability. As we shall see below, a natural sample space is the set of reachable absorbing states of our repairing Markov chain.

Assume now that $\text{OCQA}(\Sigma, M_{\Sigma}, Q)$ admits an FPRAS. We can show that $\text{TPC}(\Sigma, M_{\Sigma}, Q)$ is in BPP, i.e., the class of decision problems that are efficiently solvable via a randomized algorithm with a bounded two-sided error (i.e., the answer may mistakenly be “no”) [3].

**Theorem 6.** Assume $\text{RP} \neq \text{NP}$. Then there exists a set of constraints $\Sigma$, a Markov chain generator $M_{\Sigma}$ w.r.t. $\Sigma$, and a first-order query $Q$ such that there is no FPRAS for OCQA($\Sigma, M_{\Sigma}, Q$). We can further assume that $\Sigma$ contains only inclusion dependencies or only key dependencies or only denial constraints, and that $Q$ is a conjunctive query.

A standard approach for establishing the non-existence of an FPRAS is to show that the decision version of the function problem in question is NP-hard [23]. This is how we prove Theorem 6. The decision version of OCQA($\Sigma, M_{\Sigma}, Q$), which we call tuple probability checking, is as follows:

**Problem:** TPC($\Sigma, M_{\Sigma}, Q(\bar{x})$)

**Input:** A database $D$ and $t \in \text{dom}(B(D, \Sigma))^{\geq \mathbb{Z}}$.

**Output:** Is $\CP_{D,M;Q(t)} > \bar{t}$?

We show that:

**Proposition 7.** There exists a set of constraints $\Sigma$, a Markov chain generator $M_{\Sigma}$ w.r.t. $\Sigma$, and a first-order query $Q$ such that TPC($\Sigma, M_{\Sigma}, Q$) is NP-hard. The hardness holds even under the restrictions of Theorem 6.

**Approximation With Additive Error**

Even though OCQA is not approximable with multiplicative error, we now show that it admits an approximation with additive error. Since the output of OCQA is a probability, this is a strong positive result, as explained above. To obtain it, we need to impose a restriction on repairing Markov chain generators. Recall that $\text{ras}(M)$ is the set of absorbing states of a Markov chain $M$ that are reachable from the initial state with non-zero probability.

There is no restriction on the sample space $\Omega$. As we shall see below, a natural sample space is the set of reachable absorbing states of our repairing Markov chain.
Definition 8. A repairing Markov chain generator $M_{Σ}$ is non-failing if, for every database $D$, the set $\text{ras}(M_{Σ}(D))$ does not contain any failing repairing sequences.

This covers several important cases, in particular, the case where only deletions are used, which has been thoroughly studied in the classical CQA setting [11]. A $(D, Σ)$-repairing Markov chain $M = (ε, P)$ supports only deletions if, for every $s, s' \in \text{RS}(D, Σ)$ such that $s ≠ s'$, $P(s, s') > 0$ implies $s' = s - F$ for some $F \subseteq B(D, Σ)$, i.e., only deletions are assigned non-zero probability. A repairing Markov chain generator $M_{Σ}$ supports only deletions if $M_{Σ}(D)$ supports only deletions for every database $D$.

Proposition 8. Consider a set $Σ$ of TGDs, EGDs, and DCs, and a repairing Markov chain generator $M_{Σ}$. If $M_{Σ}$ supports only deletions, then it is non-failing.

We now show that for non-failing Markov chain generators, OCQA is efficiently approximable up to a polynomial additive error factor. Intuitively, the reason why we focus on OCQA is that it defines the conditional probability where the denominator is not a conditional probability anymore since the event $X_i = 1$ is non-failing, the elements of $π$ are not a conditional probability anymore since the event $X_i = 1$ is non-failing, and the probability of the event $D, M_{Σ}(Σ)$ is the hitting distribution of $M_{Σ}(D)$.

Theorem 9. For every set of constraints $Σ$, non-failing repairing Markov chain generator $M_{Σ}$ w.r.t. $Σ$, and first-order query $Q$, OCQA$(Σ, M_{Σ}, Q)$ admits a polynomial-time randomized approximation with additive error.

We proceed to establish the above result. The sample space $Ω$ that we use in the proof is the set $\text{ras}(M_{Σ}(D))$ of reachable absorbing states of $M_{Σ}(D)$. Since $M_{Σ}$ is non-failing, the elements of $Ω$ are successful repairing sequences. The distribution $π$ on $Ω$ is the hitting distribution of $M_{Σ}(D)$.

It takes as input an instance $I = (D, l)$ of OCQA$(Σ, M_{Σ}, Q)$ and outputs a random variable $X_I$ over $Ω(π)$ that maps $Ω$ to $\{0, 1\}$, and $Pr(X_I = 1) = CP(l)$. Under this assumption, we devise a polynomial-time randomized approximation with additive error for OCQA$(Σ, M_{Σ}, Q)$. Once this is done, we provide a formal definition of Sample.

Consider $n > 0$ random variables $X_1, ..., X_n$ that are computed using the algorithm Sample. Let $X_{l,n}$ be the random variable $1/n \cdot \sum_{i=1}^{n} X_i$, which is the sample mean of $X_1, ..., X_n$. As for the case of multiplicative error, we use in the proof is the set $\text{ras}(M_{Σ}(D))$ of reachable absorbing states of $M_{Σ}(D)$. Since $M_{Σ}$ is non-failing, the elements of $Ω$ are successful repairing sequences. The distribution $π$ on $Ω$ is the hitting distribution of $M_{Σ}(D)$.

Assume that we have access to a polynomial-time randomized algorithm, which we call Sample, that works as follows.

Theorem 9. For every set of constraints $Σ$, non-failing repairing Markov chain generator $M_{Σ}$ w.r.t. $Σ$, and first-order query $Q$, OCQA$(Σ, M_{Σ}, Q)$ admits a polynomial-time randomized approximation with additive error.

We proceed to establish the above result. The sample space $Ω$ that we use in the proof is the set $\text{ras}(M(D))$ of reachable absorbing states of $M(D)$. Since $M$ is non-failing, the elements of $Ω$ are successful repairing sequences. The distribution $π$ on $Ω$ is the hitting distribution of $M(D)$.

Assume that we have access to a polynomial-time randomized algorithm, which we call Sample, that works as follows.

It takes as input an instance $I = (D, l)$ of OCQA$(Σ, M, Q)$ and outputs a random variable $X_I$ over $Ω(π)$ that maps $Ω$ to $\{0, 1\}$, and $Pr(X_I = 1) = CP(l)$. Under this assumption, we devise a polynomial-time randomized approximation with additive error for OCQA$(Σ, M, Q)$. Once this is done, we provide a formal definition of Sample.

Consider $n > 0$ random variables $X_1, ..., X_n$ that are computed using the algorithm Sample. Let $X_{l,n}$ be the random variable $1/n \cdot \sum_{i=1}^{n} X_i$, which is the sample mean of $X_1, ..., X_n$. As for the case of multiplicative error, we use in the proof is the set $\text{ras}(M(D))$ of reachable absorbing states of $M(D)$. Since $M$ is non-failing, the elements of $Ω$ are successful repairing sequences. The distribution $π$ on $Ω$ is the hitting distribution of $M(D)$.

Assume that we have access to a polynomial-time randomized algorithm, which we call Sample, that works as follows.

It takes as input an instance $I = (D, l)$ of OCQA$(Σ, M, Q)$ and outputs a random variable $X_I$ over $Ω(π)$ that maps $Ω$ to $\{0, 1\}$, and $Pr(X_I = 1) = CP(l)$. Under this assumption, we devise a polynomial-time randomized approximation with additive error for OCQA$(Σ, M, Q)$. Once this is done, we provide a formal definition of Sample.

Consider $n > 0$ random variables $X_1, ..., X_n$ that are computed using the algorithm Sample. Let $X_{l,n}$ be the random variable $1/n \cdot \sum_{i=1}^{n} X_i$, which is the sample mean of $X_1, ..., X_n$. As for the case of multiplicative error, we use in the proof is the set $\text{ras}(M(D))$ of reachable absorbing states of $M(D)$. Since $M$ is non-failing, the elements of $Ω$ are successful repairing sequences. The distribution $π$ on $Ω$ is the hitting distribution of $M(D)$.
We presented a new framework for consistent query answering that provides us with a much better understanding of how repairs are constructed, and consequently with a new flexible paradigm for query answering. Based on it, we were able to push the boundaries of the CQA approach quite far, providing an efficient approximation scheme for all FO queries in the setting where constraints come from the most commonly used classes, and where arbitrary deletion updates are allowed. These promising early results lead to a host of new questions we would like to address.

**6. CONCLUSIONS AND FUTURE WORK**

We presented a new framework for consistent query answering that provides us with a much better understanding of how repairs are constructed, and consequently with a new flexible paradigm for query answering. Based on it, we were able to push the boundaries of the CQA approach quite far, providing an efficient approximation scheme for all FO queries in the setting where constraints come from the most commonly used classes, and where arbitrary deletion updates are allowed. These promising early results lead to a host of new questions we would like to address.

**Approximation for Insertions and Deletions.** How do we extend the additive error approximation scheme to handle both insertions and deletions? In this case we have to approximate a ratio and not a single number.

**More Expressive Languages.** We would like to extend the approach to other languages with tractable data complexity (e.g., with aggregates [2] or various flavors of Datalog [32]), and extend the class of constraints, e.g., with active constraints that also suggest an update operation as in [10].

**Different Types of Updates.** We can also consider modifications of tuples. Actually, the approach closest in the spirit to ours [21] looked at such operations.

**Equally Likely Repairs.** Another idea of [21] that we could apply in our setting is to use the proportion of repairs in which a given tuple is in the answer as a measure of certainty. This means that every repair (not even every repairing sequence) is equally likely.

**Preferences.** We expressed likelihoods of operations, repairs, and query answering via probabilities. A milder way is preferences, among operations or sequences of operations, similarly to [16, 34], or at the source level, if inconsistent data is the result of integration [13].

**Null Values.** We could also use nulls (either SQL or marked) in repairs, in cases when we insisted on adding tuples from the base. This, of course, would bring to the fore many issues related to incomplete information handling [31].

**Other Data Models.** We could also try to use our approach with other data models (tree and graph-structured), as well as probabilistic databases [30].

**Optimizations.** There are several ideas in the literature that were proposed to speed up CQA, and which appear to be applicable in our framework. Among them is the idea of localization of repairs [15], i.e., concentrating only on the part of the database where violations occur, as well as dealing with partial satisfaction of constraints [9, 29].

**Query Rewriting.** One can express additive error approximations by means of FO queries. These queries themselves are dependent on the inconsistent database but their size is not. To understand their practical feasibility we need to conduct an experimental study.

**Ontological Query Answering.** The standard ABC semantics for inconsistent databases has been lifted to the ontological setting giving rise to the so-called ABox repair semantics [28]. As it is computationally hard, even for lightweight ontology languages, several other semantics have been developed with the aim of approximating the set of consistent answers [7, 8, 28]. Approximation in this setting refers to a subset of consistent answers, without giving any guarantees. We would like to apply our approach in this scenario, with the aim of providing probabilistic guarantees.
7. REFERENCES


