Topological Queries in Spatial Databases

C.H. Papadimitriou* **D. Suciu†** **V. Vianu‡**

Abstract

We study *topological queries* over two-dimensional spatial databases. First, we show that the topological properties of semi-algebraic spatial regions can be completely specified using a classical finite structure, essentially the embedded planar graph of the region boundaries. This provides an *invariant* characterizing semi-algebraic regions up to homeomorphism. All topological queries on semi-algebraic regions can be answered by queries on the invariant whose complexity is polynomially related to the original. Also, we show that for the purpose of answering topological queries, semi-algebraic regions can always be represented simply as polygonal regions.

We then study query languages for topological properties of two-dimensional spatial databases, starting from the topological relationships between pairs of planar regions introduced by Egenhofer. We show that the closure of these relationships under appropriate logical operators yields languages which are *complete* for topological properties. This provides a theoretical *a posteriori* justification for the choice of these particular relationships. Unlike the point-based languages studied in previous work on constraint databases, our languages are region based – quantifiers range over regions in the plane. This yields a family of languages, whose complexity ranges from NC to undecidable. Another type of completeness result shows that the region-based language of complexity NC expresses precisely the same topological properties as well-known point-based languages.

1 Introduction

The manipulation of spatial data is an increasingly important part of database systems. Spatial data is involved in a wide range of applications: geographic information systems, video databases, medical imaging, CAD-CAM, VLSI, robotics, etc. Numerous models and languages for spatial data have been proposed (e.g., see Paredaens's survey [Par95]). The present paper is a contribution to the formal study of query languages for spatial databases; in particular, we focus on *topological* query languages.

Different applications of spatial databases pose different requirements on query languages. In many cases the precise size of the regions is important, while in other applications we may only be interested in the *topological* relationships between regions —intuitively, those that pertain to connectivity properties of the regions, and are therefore invariant under continous bijections. Such

* U.C. Berkeley, christos@cs.berkeley.edu.

† AT&T Research, suciu@research.att.com: this work was done while the author was visiting U.C. San Diego.

‡ U.C. San Diego, vianu@cs.ucsd.edu. V.Vianu supported in part by the NSF under grant number IRI-9221268.

An extended abstract of this paper appeared in *Proc. ACM SIGACT-SIGART-SIGMOD Symp. on Principles of Database Systems*, 81-92, 1996, under the same title.

differences in scope and emphasis are crucial, as they affect the data model, the query language, and performance. We can formalize the intuitive notion of "relevant information" with respect to a certain class of queries by specifying a group G of permutations (bijections) of the space which can be applied without changing the answers to the queries of interest. Once G has been defined, then the queries of interest are simply those that are G-*generic* [Par+94] (i.e., whose answer does not change if the database undergoes any transformation in G; this concept extends the notion of genericity of Chandra and Harel for classical queries). For example, the topological queries are those that are generic with respect to *homeomorphisms* (continuous mappings with continuous inverses). Topological relationships turn out to be central to spatial databases (see [LT92, G94] for discussions of the role of topological relationships in geographic information systems). A first group of results of this paper provides a key technical tool: we show that the topological properties of sets of semi-algebraic spatial regions can be completely specified using a classical finite structure —intuitively, the embedded planar graph of the region boundaries. Such a structure acts as an *invariant* characterizing an equivalence class of sets of spatial regions with respect to homeomorphism. It can be viewed as an abstraction capturing *exactly* the topological properties of a set of regions. While abstractions of topological properties of this flavor have been considered before, this is the first time, to our knowledge, that such an invariant is shown to completely characterize an arbitrary number of regions up to homeomorphism in the setting we consider (see also discussion below on related work).

We show that for inputs which are semi-algebraic regions, the invariant can be computed in polynomial time (and NC). Moreover, once this structure is computed, topological queries can be answered by classical database queries posed against that structure, of complexity polynomially related to the original query. This provides a bridge between the spatial and classical database domains. Furthermore, the invariants are used to show that each equivalence class of sets of semi-algebraic spatial regions with respect to homeomorphism has a representative where the regions are polygonal. This shows that, for the purpose of answering topological queries, semi-algebraic regions can always be represented simply as polygonal regions.

Alternatively, the invariants can be used as the basis for a spatial model capturing precisely the topological properties of regions. Indeed, the structures we produce contain information similar to the PLA model proposed by the U.S. Census Bureau, which contains topological properties on points, lines, and areas [Cor79, Par95]. Our invariants can be viewed as an augmentation of the PLA model. They are also related to models in geographic information systems using decompositions of the space into cell complexes (e.g., see [FK86, H91, W92]).

The invariant problem is related, more broadly, to multimedia databases. Such databases have to manage a mix of classical database information and information of some special type (spatial, video, sound, etc). The relation between the two types of information is a fundamental problem in such systems. Some queries are best answered by processing the special information by specific means, while for others it might be sufficient to keep annotations about the spatial data in classical database form. The topological invariant can be viewed as an annotation to spatial data —a simple way of associating with each spatial database a relational "thematic" database—- that happens to be sufficient for answering all topological queries.

The second part of the paper focuses on query languages for spatial databases, and particularly on languages for expressing topological queries. For such query languages, one would like to have intuitive, natural primitives that are geared towards topological information. For example, in a "topological" language it is natural to talk about topological relationships among regions, but not about the distance between points. Given such a query language, several questions come up: (i) is there a sense in which the language is complete with respect to topological queries? If not, does it represent some significant fragment? (ii) what are the appropriate representations of spatial information so that topological queries can be readily answered?

We consider such questions starting from a well-known set of natural language constructs proposed for use in topological queries for geographic information systems (see [E89, EgFra91, PE88]). The constructs specify eight topological relationships among pairs of regions, based on the intersections of their topological interiors and boundaries. Although there are sixteen possible relations between two regions based on empty or nonempty intersection of their interiors and boundaries, only eight of those are realizable. These eight mutually exclusive relations, called the *4-intersection* relations, are named as follows: *overlaps*, *disjoint*, *equal*, *meets* (overlaps only at the boundary), *contains*, *covers* (contains, and also shares a boundary), and the inverses of the last two. For example, $overlaps(A, B)$ indicates that all four intersections are nonempty (the intersection of the interiors of the two regions, their boundaries, as well as each region's interior with the other region's boundary). The 4-intersection relationships are complete in a fairly weak sense, namely that any two regions are in exactly one of those relationships to each other, and furthermore no finer relationships can be defined based only on the emptiness of the intersection of the interiors and boundaries of two regions.

The 4-intersection relationships between pairs of regions are not sufficient to determine topological properties of a set of regions. For example, they cannot express the property of nonempty intersection of three regions. Even when we only have two regions, the 4-intersection relationships cannot express certain important topological properties of the regions, such as having a connected intersection. However, we show that under generous assumptions about the spatial regions, *the closure of the 4-intersection predicates under appropriate logical operators provides a complete language for all topological queries.* Of course, this language is non-effective, since it expresses non-effective topological queries. However, effective topological queries can be expressed in an effective way in the complete language.

A second kind of completeness result takes as a point of reference a natural first-order spatial logic and shows that a certain first-order closure of the 4-intersection predicates can express all topological queries definable in that language. This is related in spirit to what is done in temporal databases, where languages with temporal predicates are measured against temporal first-order logic that explicitly manipulates temporal variables (see [K68, C93, AHB95]). The first-order closure we use is effective on inputs which are semi-algebraic regions, and has data complexity NC. This stands in contrast to the complete language.

Previous formal work on query languages for spatial data considers logic languages in which the database is a collection of regions, and in which quantifiers range over real numbers and/or over points. By contrast, in our languages the quantifiers range over regions. They come in several variations, depending on the nature of the regions handled by the database, and on that of the quantified variables. We consider the question of decidability/complexity of these various languages, as well as their relative expressiveness.

Related work. Work in spatial databases has focused on developing models and query languages targeted to various application domains, as well as appropriate data structures and efficient evaluation techniques. We refer to [Par95] for a survey of the field emphasizing geographic information systems. Of particular interest are the 4-intersection topological relationships among regions [FK86, H91, W92]. The 4-intersection model of topological relationships has been widely adopted in geographic information systems and has been used in several spatial query languages [E94, OV91, SZ91]. The satisfiability problem for 4-intersection relationships (essentially, the existential fragment of our language, applied on the empty database) is investigated in [GPP95]. The expressiveness of these relationships has been investigated by Egenhofer and Franzosa [EgFra91], who make the argument that they are natural and cognitively plausible, and observe that they cover all possibilities that are expressible in the language that includes disjointness of two sets, interior, exterior, boundary, and Boolean connectives. The 4-intersection invariant was further refined by Egenhofer and Franzosa, by taking into account additional information, such as the number and dimension of components of the boundary intersection of two regions [FraEg92, E93, EgFra95]. In particular, the invariant exhibited in [EgFra95] is claimed to completely characterize two regions (discs) up to homeomorphism (the result is stated without proof).

The PLA model was proposed by the U.S. Census Bureau in [Cor79] (see also [Par95]). Its ability to capture topological information has not been formally studied. Models using decompositions of the space into cell complexes have been used in the geographic information systems community for some time (e.g., see [FK86, H91, W92]). The complexity of computing topological information based on cell complexes, similar to the PLA model and to our invariants, has been studied in computational geometry [BKR84, KY85]. While a flaw has been discovered in the complexity analysis of [BKR84], later modifications recovered, and even improved upon their upper bounds, see Renegar [Ren92]. Our complexity results make extensive use of these results. Closest to our topological invariants is a representation of topological information proposed in [KPV95], which is lossless with respect to isotopy-generic[1] information and applies to a spatial model slightly different from ours. Query languages are not considered in [KPV95].

Various notions of G-genericity for different groups G of permutations are discussed in [Par+94]. A spatial database model that includes spatial and classical database information is proposed, along with a calculus and equivalent algebra.

Much of the formal work related to spatial databases focuses on "constraint databases", consisting of relations whose tuples represent semi-algebraic regions, specified by polynomial inequalities. Such databases and corresponding query languages were first considered in [KKR90]. In particular, they investigate the question of when the answer of a query on a constraint database is representable as a constraint database. Their results are based on quantifier elimination in the first-order theory of the reals [Tar51].

Region-based logical formalisms date back to [Cla85], and have been intensively used in reasoning about spatial knowledge in AI [RC89, CRC94]. They use first-order logic to express topological relationships between regions starting from a single primitive *connect*. The main focus is on the adequacy of such formalisms to model domain specific knowledge. This is typically discussed using case studies. The expressive power of the languages is not formally investigated.

Logics over topological spaces are investigated in *topological model theory* (e.g., see [Zie85]). The underlying structure is a topological space and quantification is over open sets. Research in this area typically considers classical questions such as compactness, the Lowenheim-Skolem property, recursive axiomatizability, preservation and definability.

The paper is organized as follows. Section 2 introduces a simple spatial database model, several useful groups of permutations of $\mathbb{R}^2$, and a review of the 4-intersection relationships. The topolog-

[1] Intuitively, isotopies result from continuous deformations of the plane.

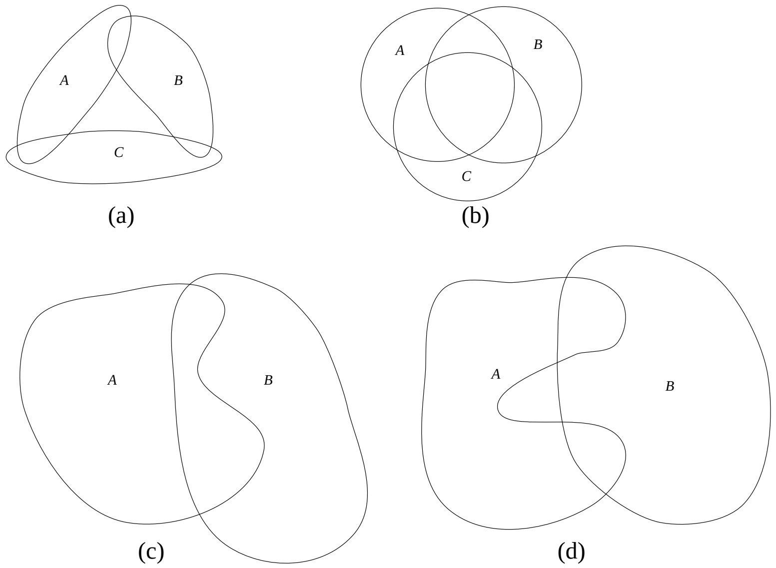


Figure 1: Four examples of spatial database instances.

ical invariants are presented in Section 3. In Section 4 we define several first-order region-based languages starting from the 4-intersection relationships, and establish some facts on their relative expressive power. Completeness-style results on languages based on the 4-intersection relationships are provided in Section 5. Decidability and complexity results on the region based languages are provided in Section 6. We conclude in Section 7.

2 Basics

Practical spatial databases (such as geographic systems) mix spatial information with classical database information (sometimes referred to as *thematic*). Answers to queries can also be multi-sorted. Since our focus is on the spatial aspect, we adopt a simplified model where the only thematic information consists of region names. Also, for the sake of simplicity and uniformity, we only consider boolean queries, defining *properties* of sets of regions. We consider only regions in the two-dimensional space.

We will use the following model for spatial databases. We assume given an infinite set **Names** (consisting of names of regions). An *instance* I of a spatial database consists of a finite subset of **Names** denoted $names(I)$, together with a mapping $ext(I, -)$ from $names(I)$ to subsets of $\mathbb{R}^2$. For each $r \in names(I)$, $ext(I, r)$ provides a set of points called the *extent of* r. We generally refer to a set of points in the plane as a *region*. In practice, each $ext(I, r)$ is finitely specified, although this may be transparent to the user. We use the notation $ext(r)$ whenever I is understood. Figure 1 gives four examples of database instances.

As discussed earlier, the kind of spatial information relevant to a particular domain can be formalized by specifying a group G of permutations (bijections) $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$ that preserves that information. Our main interest is in queries generic with respect to the group $\mathcal{H}$ of *homeomorphisms*, i.e. bijections $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$ for which both λ and λ^{-1} are continuous. We consider however other groups as well.

For some group G of permutations of $\mathbb{R}^2$ we say that two database instances I and J are G-equivalent iff $names(I) = names(J)$ and for some $\lambda \in G$, $\lambda(ext(I,r)) = ext(J,r)$ for each $r \in names(I)$. A property of instances is G-generic if it is closed under G-equivalence. When instances range over some restricted set of regions, the definition of G-genericity is relativized to that set of regions; that is, a G-generic property of such instances must be closed under G-equivalence among instances in that set of regions.

Note that G-equivalent instances have the same set of names. This factors out permutations of the names, which are not an essential aspect here. It also simplifies dealing with queries that mention region names explicitly, as their G-genericity is not affected.

Example 2.1 *Consider the property "$A \cap B$ has one connected component"; this property is $\mathcal{H}$-generic . The database instances of Figure 1 (a), (b), and (c) satisfy this property; (d) does not.*

The $\mathcal{H}$-generic properties are called *topological properties.* They are of particular importance in many domains. Egenhofer proposed eight binary topological relations among spatial regions as the basis for query languages for such application domains, including geographic information systems [E89]. These relations called the *4-intersection* relations, are obtained by classifying the intersections of the interior and boundary of two spatial regions A and B: see Figure 2 for an illustration.

The 4-intersection relationships do not determine an instance up to $\mathcal{H}$-equivalence, and therefore do not provide sufficient information for checking all topological properties. More precisely, let us call two spatial instances I, I' *4-intersection equivalent* iff $names(I) = names(I')$ and for every $p, q \in names(I)$, $ext(p)$ and $ext(q)$ stand in the same 4-intersection relationship in I as in I'. It is well known that there exist spatial instances I, I' which are 4-intersection equivalent but not topologically equivalent (e.g., see [FraEg92, E93, EgFra95]). Figure 1 contains two such examples: the instances in (a) and (b) are 4-intersection equivalent, but not $\mathcal{H}$-equivalent, and similarly for those in (c) and (d).

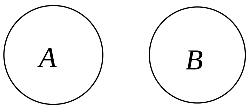
In addition to $\mathcal{H}$, we consider two other permutation groups: *symmetries* and *piece-wise linear functions.* These are defined next. Call a function $\rho : \mathbb{R} \to \mathbb{R}$ *increasing* iff $x < x' \Longrightarrow \rho(x) < \rho(x')$, and *decreasing* iff $-\rho(x)$ is increasing; a function $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$ is *linear* iff $\lambda(\langle x,y \rangle) = \langle ax + by + c, dx + ey + f \rangle$, for some $a, b, c, d, e, f \in \mathbb{Q}$.

- Symmetries: $\mathcal{S} \stackrel{\text{def}}{=} \{\lambda \mid \lambda(\langle x,y \rangle) = \langle \rho_1(x), \rho_2(y) \rangle\} \cup \{\lambda \mid \lambda(\langle x,y \rangle) = \langle \rho_1(y), \rho_2(x) \rangle\}$, with $\rho_1, \rho_2 : \mathbb{R} \to \mathbb{R}$ monotone bijections (i.e. each is either increasing or decreasing). Each such permutation maps horizontal lines to either horizontal or vertical lines, and similarly for vertical lines, but may map other lines into arbitrary curves.

- Piece-wise linear: $\mathcal{L}$ is the group generated by continuous 2-piece linear permutations of the form $\lambda(\langle x,y \rangle) = \mathit{if}\ x \leq x_1 \mathit{then}\ \lambda_1(\langle x,y \rangle)\ \mathit{else}\ \lambda_2(\langle x,y \rangle)$, where λ_1, λ_2 are linear mappings, and $x_1 \in \mathbb{Q}$. Note that λ is required to be continuous, and this implies that $\lambda_1(\langle x_1, y \rangle) = \lambda_2(\langle x_1, y \rangle)$, $\forall y \in \mathbb{R}$. Equivalently, λ is piece-wise linear if there exists a triangulation of $\mathbb{R}^2$ s.t. λ is linear on each triangle. Note that such functions map any line into some polygonal line with unbounded end segments.

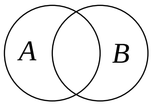
Observe that $\mathcal{S}, \mathcal{L} \subset \mathcal{H}$ but $\mathcal{S}$ and $\mathcal{L}$ are incomparable.

We consider throughout the paper the following types of regions. In all cases, a region will be an open, simply-connected, nonempty subset of $\mathbb{R}^2$, with a connected boundary.



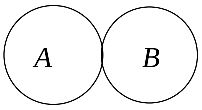
$\cap$	B^o	∂B
A^o	$= \emptyset$	$= \emptyset$
∂A	$= \emptyset$	$= \emptyset$

$disjoint(A, B)$



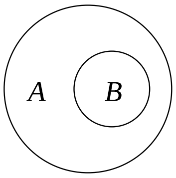
$\cap$	B^o	∂B
A^o	$\neq \emptyset$	$\neq \emptyset$
∂A	$\neq \emptyset$	$\neq \emptyset$

$overlap(A, B)$



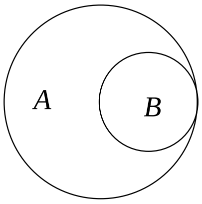
$\cap$	B^o	∂B
A^o	$= \emptyset$	$= \emptyset$
∂A	$= \emptyset$	$\neq \emptyset$

$meet(A, B)$



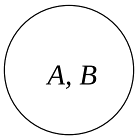
$\cap$	B^o	∂B
A^o	$\neq \emptyset$	$\neq \emptyset$
∂A	$= \emptyset$	$= \emptyset$

$contains(A, B)$
$inside(B, A)$



$\cap$	B^o	∂B
A^o	$\neq \emptyset$	$\neq \emptyset$
∂A	$= \emptyset$	$\neq \emptyset$

$cover(A, B)$
$covered\text{-}by(B, A)$



$\cap$	B^o	∂B
A^o	$\neq \emptyset$	$= \emptyset$
∂A	$= \emptyset$	$\neq \emptyset$

$equal(A, B)$

Figure 2: The 4-intersection topological relationships.

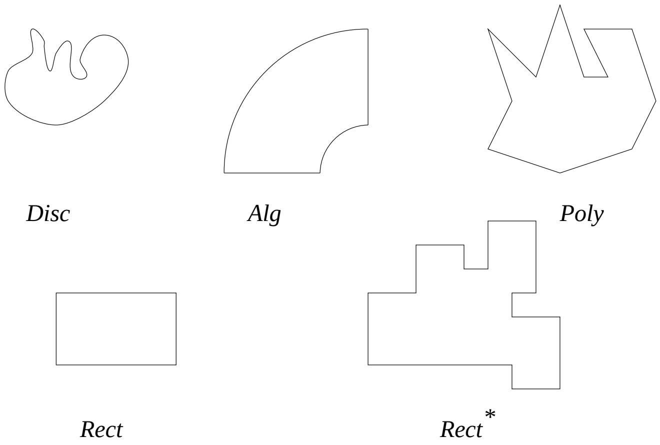


Figure 3: Examples of regions in $Disc, Alg, Poly, Rect$, and $Rect^*$.

- $Disc$ consists of homeomorphic images of $D^2 \stackrel{\text{def}}{=} \{\langle x, y\rangle \mid x^2 + y^2 < 1\}$.
- Alg consists of all discs of the form $\{\langle x, y\rangle \mid \bigvee_i \bigwedge_j C_{ij}(x, y)\}$, where each condition $C_{ij}(x, y)$ is of the form $P(x, y) > 0$, for some polynomial P with integer coefficients. This definition is adapted from [KKR90]: equivalently, Alg consists of all discs whose boundaries are piece-wise algebraic curves.
- $Poly$ are all *simple polygons* (i.e., polygons with non-intersecting boundary, specified by linear inequalities with integer coefficients).
- $Rect \stackrel{\text{def}}{=} \{\{\langle x, y\rangle \mid x_1 < x < x_2 \wedge y_1 < y < y_2\} \mid x_1 < x_2 \wedge y_1 < y_2\}$, where $x_1, x_2, y_1, y_2 \in \mathbb{R}$. We call these regions *rectangles*.
- $Rect^*$ is the set of *discs* which are finite unions of *rectangles*.

See Figure 3 for some simple examples of regions in each class.

Unless otherwise stated, we will implicitly assume in the sequel that every class of regions $Region$ is one of the above. Notice that $Rect \subset Rect^* \subset Disc$ and $Poly \subset Alg \subset Disc$. Importantly, instances over $Poly$ and Alg are finitely specifiable; so are instances over $Rect$ and $Rect^*$ when $Rect$ consists of rectangles with corners with rational coordinates. Among the finitely specifiable types of regions Alg is the most general we consider, and is therefore of special importance in our investigation.

We say that a family of regions $Region$ is *invariant* under some group of permutations G if $\forall r \in Region, \forall \lambda \in G \Longrightarrow \lambda(r) \in Region$. Figure 4 summarizes which class of regions is invariant under which of the groups described above.

3 The topological invariant

In this section we address the *invariant problem:* Can we extract from a spatial instance a finite structure which captures *exactly* the topological properties of the spatial instance? This is related to three important, overlapping problems:

Invariant ?	*Rect*	*Rect**	*Poly*	*Alg*	*Disc*
$\mathcal{S}$	Y	Y	N	N	Y
$\mathcal{L}$	N	N	Y	Y	Y
$\mathcal{H}$	N	N	N	N	Y

Figure 4: Which *Region* is invariant under which group G.

- the *thematic problem:* When can domain-specific queries be answered by precomputed annotations stored in classical (relational, say) database form?
- the *spatial representation* problem: can spatial instances over some class of regions always be represented by topologically equivalent spatial instances over some simpler class of regions?
- the *topological model* problem: What is an appropriate data model for storing and retrieving topological information?

We address the invariant question for topological queries on two-dimensional semi-algebraic regions, i.e. database instances in *Alg*. For any semi-algebraic input, we construct in polynomial time (and in NC) a finite structure (relational instance) T_I, called topological invariant of I, over a fixed relational schema. Relational instance T_I summarizes *exactly* the spatial information needed to answer all topological queries. To our knowledge, this is the first time such explicit invariant is obtained for topological queries on semi-algebraic regions (the proof uses classical results from topology). A similar result was independently announced (without proof) in [KPV95], with two differences: the invariant captures isotopy-generic rather than $\mathcal{H}$-generic information, and the spatial model is different from ours.

Topological queries on I can be answered by classical database queries against the invariant T_I, of complexity polynomially related to that of the original query; this answers the thematic problem. Furthermore, T_I can be used to construct, for each spatial instance I in *Alg*, a topologically equivalent spatial instance in *Poly*. This provides an elegant answer to the spatial representation problem: for the purpose of answering topological queries, semi-algebraic spatial regions can always be represented simply by polygonal regions. Lastly, the invariant can provide the basis for a topological model for spatial databases. In this scenario, only the information in the invariant would be kept, without an underlying spatial instance. In particular, direct updates to the invariant would have to be allowed, which brings up the question of checking whether the result of an update is in fact an invariant. We characterize structures which are invariants and show that this can be checked in NC.

Our construction of the invariant relies on results on *cell complexes* obtained by Kozen and Yap in [KY85]. While those results rely on an earlier result by Ben-Or, Kozen, and Yap [BKR84], whose complexity analysis was proven to be wrong, the results in [BKR84] were later fixed and improved by Renegar [Ren92]. We start by recalling briefly the terminology and results of [KY85]. Then we return to our framework and exhibit the topological invariant.

Cell complexes [KY85] Given a set Σ of polynomials with 2 variables (x, y) and with rational coefficients, a *sign assignment* is a mapping $\sigma : \Sigma \to \{-1, 0, +1\}$, and the *sign class* of σ is

$I^\sigma \stackrel{\text{def}}{=} \{\langle x, y\rangle \mid sign(p(x,y)) = \sigma(p), \forall p \in \Sigma\}$. The purpose in [KY85] is to describe, for a given Σ, the connected components of (the non-empty) I^σ, and their adjacency relationships. The starting point is the notion of a cell complex. A *cell complex* for Σ is a partition of $\mathbb{R}^2$ into finitely many, non-empty, pairwise disjoint regions, $\{R_v\}_{v\in V}$, called *cells*, such that:

1. each cell R_v is homeomorphic to $\mathbb{R}^{\delta(v)}$, for some $\delta(v) = 0, 1,$ or 2; for each $v \in V$, $\delta(v)$ is called the *dimension* of v.

2. the closure of each cell R_v is the union of other cells;

3. each R_v is included in some sign class I^σ; we denote $\sigma = l(v)$.

To each cell complex we associate the graph $G = (V, E, \delta, l)$, where $(u, v) \in E$ iff R_u is contained in the closure of R_v.

It turns out that there are generally several possible cell complexes for a given set Σ of polynomials. To see this, note that in general the cells in the complex are not the maximal connected components of the I^σ's (as one might be tempted to believe): these can be obtained by collapsing adjacent cells, but the resulting sets are not necessarily a cell complex (they may violate (1)). To see such an example, consider $\Sigma = \{p\}$, $p(x,y) = xy$. Here $I^{+1} = \{\langle x,y\rangle \mid xy > 0\}, I^{-1} = \{\langle x,y\rangle \mid xy < 0\}, I^0 = \{\langle x,y\rangle \mid xy = 0\}$. There are five maximal connected components (two in I^{+1}, two in I^{-1}, and I^0 itself), but they do not form a cell complex, because I^0 violates condition (1) above (it is not homeomorphic to $\mathbb{R}^1$). A cell complex for Σ would further partition I^0, e.g. into $\{\langle x, 0\rangle \mid x \in \mathbb{R}\}, \{\langle 0, y\rangle \mid y > 0\}, \{\langle 0, y\rangle \mid y < 0\}$. This is in some sense a maximal cell complex for Σ, but it is not unique, because $\{\langle 0, y\rangle \mid y \in \mathbb{R}\}, \{\langle x, 0\rangle \mid x > 0\}, \{\langle x, 0\rangle \mid x < 0\}$ is maximal too.

Kozen and Yap [KY85] describe an *NC* algorithm for finding a graph G representing *some* cell complex for Σ: Importantly, it follows from their result that the number of connected components of the non-empty I^σ's is bounded by a polynomial in the size of Σ.

The topological invariant Returning to our setting, suppose we are given an instance I in *Alg*. We call a *labeling* of I a function $\sigma : names(I) \to \{o, \partial, -\}$, and denote with 3^I the set of all labelings. By abuse of terminology, we call the *sign class* of σ the set $I^\sigma \stackrel{\text{def}}{=} \bigcap_{r\in names(I)} r^{\sigma(r)}$, where r^o is the interior of r ($r^o = r$, since all regions are open sets), r^∂ is the boundary, and r^- is the exterior. We define a *cell complex* for I as above, but replace condition (1) with: (1') each cell R_v is homeomorphic to $\mathbb{R}^{\delta(v)}$, except for a single cell R_{f_0} which is homeomorphic to $\mathbb{R}^2 - \{\langle 0, 0\rangle\}$. We call f_0 the *exterior cell.* We can prove that, for any algebraic instance I, there exists a maximal cell complex $\{R_v\}_{v\in V}$ for I, and denote with $G_I \stackrel{\text{def}}{=} (V, E, \delta, f_0, l)$ its associated graph, where $l : V \to 3^I$. We call cells of dimension 0 *vertices*, cells of dimension 1 *edges*, and cells of dimension 2 *faces*.

Example 3.1 *Consider the instance I in Figure 1 (c). Then G_I consists of 2 vertices v_1, v_2, four edges e_1, e_2, e_3, e_4, and 4 faces, f_0, f_1, f_2, f_3, Figure 5. The adjacency relation E contains the edges*

$$\begin{array}{l}(v_1, e_1), (v_1, e_2), (v_1, e_3), (v_1, e_4),\\ (v_2, e_1), (v_2, e_2), (v_2, e_3), (v_2, e_4),\\ (e_1, f_0), (e_1, f_1), (e_2, f_2), (e_2, f_3),\\ (e_3, f_3), (e_3, f_1), (e_4, f_0), (e_4, f_2)\end{array}$$

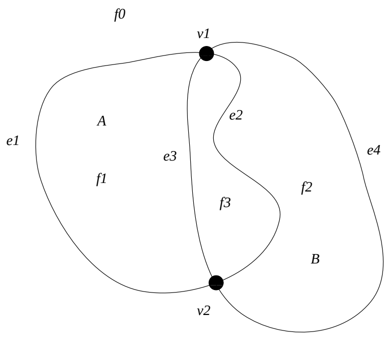
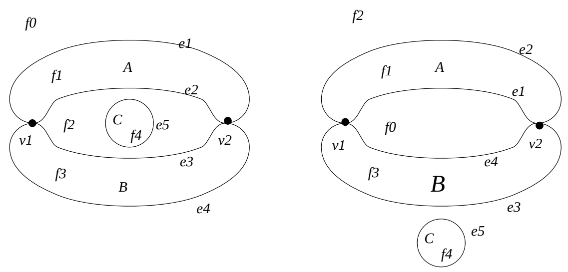


Figure 5: The graph G_I associated to an instance I.



(a) (b)

Figure 6: Except for the exterior cell, G_I and $G_{I'}$ are isomorphic.

The labeling is:

$$l(v_1) = l(v_2) = (A^\partial, B^\partial), l(e_1) = (A^\partial, B^-), l(e_2) = (A^\partial, B^o), l(f_3) = (A^o, B^o), etc.$$

To see the importance of specifying the exterior cell, consider the instances I, I' in Figure 6 (a) and (b). Both G_I and $G_{I'}$ have 2 vertices, 5 edges, and 5 faces. They coincide in their adjacency relation E and their labeling l, except that G_I's exterior cell is f_0, while $G_{I'}$'s exterior cell is f_2.

In summary, G_I provides in a concise manner the following information: for each region name in *names(I)*, the cells it contains (vertices, edges, faces); for each face, the edges on its boundary; for each edge, its endpoint(s); and lastly the unbounded face, f_0.

It is worth noting that all the information provided by G_I is useful and essential. For example, the dimension $\delta(v)$ of a cell $v \in V$ cannot be determined from the its labeling: when, say, $l(v) = (A^\partial, B^\partial)$, the dimension of v may be either 0 or 1. Also, the external face is not determined by the other information in G_I. This is shown by Example 3.1. Note in particular that the external face is not determined by its sign. Indeed, consider $\sigma = l(f_0)$. Clearly, $\sigma(r) = -$, $\forall r \in names(I)$. However, f_0 is not necessarily the unique such cell.

Before we proceed, we need the following terminology. Call a database instance I *connected* if $\bigcup_{r \in I} r^\partial$ is topologically connected. Alternatively, I is connected if the subgraph of G_I consisting only of vertices and edges (i.e. no faces) is connected. For example both database instances in Figure 7 (a) are non-connected. Recall that a closed curve in the plane is *simple*, if it is non self-intersecting[2]. Call a database instance I *simple* if the boundary of each face in G_I is a simple curve. For example, all four instances in Figure 1 are simple, while the four instances in Figure 7 are not. A simple instance is also connected, because else it is easy to show that the boundary of the exterior cell is not a closed curve: the instances in Figure 7 (a) illustrate this. The converse is not true: the two regions in Figure 7 (b) illustrate two connected instances which are not simple (the boundary of the external face is not simple).

G_I is almost what we need for an invariant. Specifically, we have:

Lemma 3.2 *Let I, I' be simple spatial database instances over Alg with $names(I) = names(I')$. Then I and I' are topologically equivalent iff G_I and $G_{I'}$ are isomorphic via an isomorphism which is the identity on $names(I)$. Moreover, any isomorphism between G_I and $G_{I'}$ can be lifted to a homeomorphism mapping I to I'.*

Proof Suppose first that I and I' are spatial instances over Alg such that $names(I) = names(I')$. It is clear that, if I and I' are topologically equivalent, then G_I and $G_{I'}$ are isomorphic by an isomorphism which is the identity on $names(I)$. Consider the converse. Let I, I' be simple spatial instances over Alg such that $names(I) = names(I')$, and suppose G_I and $G_{I'}$ are isomorphic via an isomorphism which is the identity on $names(I)$. We show that I and I' are topologically equivalent.

Let S be the union of all vertices and edges in the cell complex associated to I. We call S the *skeleton* of I: I is connected iff S is connected. Define S' similarly for I'. S consists of a finite set of points and edges, which are simple Jordan curves connecting two points. Since G_I and $G_{I'}$ are isomorphic, we can construct a homeomorphism $\lambda_0 : S \to S'$ (where both S and S' are topological subspaces of $\mathbb{R}^2$), which extends the isomorphism from G_I to $G_{I'}$, by patching the homeomorphisms between corresponding Jordan curves. In order to extend λ_0 to a homeomorphism $\mathbb{R}^2 \to \mathbb{R}^2$, we use Schönflies's Theorem ([Moi], pp. 72), stating that for any closed Jordan curve J, any homeomorphism $\lambda_0 : J \to \mathbb{R}^2$ can be extended to a homeomorphism $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$. Namely, let R_f be a 2-dimensional cell in the cell decomposition associated to I, different from the exterior cell. Its boundary is a closed Jordan curve, and we use Schönflies' Theorem to extend λ_0 to R_f (we discard the exterior part of the extension). For the exterior cell R_{f_0} we proceed similarly, but keep only the exterior part and drop the interior. Patching together all λ's corresponding to different cells yields the desired homeomorphism $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$. □

Every homeomorphism $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$ is isotopic to either the identity or to a reflection [St93]: in short, there are two possible orientations for the homeomorphism λ. In Lemma 3.2, λ's orientation is uniquely determined by φ, except for the degenerated case when both I and I' consist of a single region (in this case G_I has no vertices, one edge and two faces). Indeed, it suffices to consider some face f in G_I whose border has at least two vertices v_1, v_2: it will also have at last two edges e_1, e_2, hence we have a unique orientation of f's border, and similarly a unique orientation of $\varphi(f)$'s border. The relationship between these two orientations dictaes λ's orientation.

Lemma 3.2 cannot be extended to non-simple instances. We illustrate this with the two examples in Figure 7 (a) and (b). In (a) we have two database instances I, I' which are not connected. Here G_I and $G_{I'}$ are isomorphic, but I, I' are not topologically equivalent (there is no homeomorphism mapping I to I'). Similarly for (b), where the two instances are connected, but not simple, because the boundary of the exterior cell is a non-simple curve, both in I and in I'.

[2]Formally, a closed Jordan curve is a continuous function $\varphi : [0, 1] \to \mathbb{R}^2$ such that $\varphi(0) = \varphi(1)$. It is *simple* iff $\varphi(x) = \varphi(y)$ with $x \neq y$ implies $\{x, y\} = \{0, 1\}$.

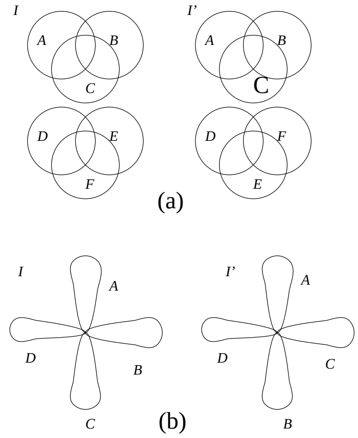


Figure 7: Two examples when $G_I, G_{I'}$ are isomorphic, but I, I' are not topologically equivalent.

It turns out that the only additional information needed to capture all topological information about non-simple instances I is the *order* whereby all edges incident to each vertex are arranged, clockwise say, around the vertex. This is done by introducing a new relation $O \subseteq \{\hookleftarrow, \hookrightarrow\} \times V^3$, with the following meaning: $(\hookleftarrow, v, e_1, e_2) \in O$ iff v is a vertex and e_1, e_2 are clockwise consecutive[3] edges incident to v, and $(\hookrightarrow, v, e_1, e_2) \in O$ iff v is a vertex and e_1, e_2 are counterclockwise consecutive edges incident to v. Note that in the presence of loops at v, like in Figure 7 (b), we may have both $(\hookleftarrow, v, e, e), (\hookrightarrow, v, e, e) \in O$, or both $(\hookleftarrow, v, e_1, e_2), (\hookrightarrow, v, e_1, e_2) \in O$ for different e_1, e_2. We define the *topological invariant* associated with an instance I to be the following finite structure: $T_I = (V, E, \delta, f_0, l, O)$ where $G_I = (V, E, \delta, f_0, l)$ is the structure defined earlier, and O is defined as above. Note that an isomorphism from T_I to $T_{I'}$ maps the set $\{\hookleftarrow, \hookrightarrow\}$ to itself, *possibly reversing* the orientation.

Example 3.3 *Continuing with the instance I in Figure 1 (recall also Figure 5), the invariant T_I would consist of the adjacency and labeling information (the graph G_I) as defined in the previous example, together with the following orientation information:*

$$\begin{aligned} O = \ & \{(\hookleftarrow, v_1, e_1, e_4), (\hookleftarrow, v_1, e_4, e_2), (\hookleftarrow, v_1, e_2, e_3), (\hookleftarrow, v_1, e_3, e_1), (\hookleftarrow, v_2, e_1, e_3), \\ & (\hookleftarrow, v_2, e_3, e_2), (\hookleftarrow, v_2, e_2, e_4), (\hookleftarrow, v_2, e_4, e_1), (\hookrightarrow, v_1, e_1, e_3), (\hookrightarrow, v_1, e_3, e_2), \\ & (\hookrightarrow, v_1, e_2, e_4), (\hookrightarrow, v_1, e_4, e_1), (\hookrightarrow, v_2, e_1, e_4), (\hookrightarrow, v_2, e_4, e_2), (\hookrightarrow, v_2, e_2, e_3), (\hookrightarrow, v_2, e_3, e_1), \} \end{aligned}$$

We are now ready to show:

Theorem 3.4 *Let I, I' be spatial database instances over Alg with names(I) = names(I'). Then I and I' are topologically equivalent iff T_I and $T_{I'}$ are isomorphic via an isomorphism which is the identity on names(I). Moreover, any isomorphism between T_I and $T_{I'}$ can be lifted to a homeomorphism mapping I to I'.*

Proof Assume first that I is connected: this implies that I' is also connected. For each vertex v in G_I, let $e_1, ..., e_n$ be the sequence of consecutive edges adjacent to v, in clockwise orientation

[3] Two edges e_1, e_2 are *consecutive* if they share a face f and can be connected with a curve lying entirely in f, and which does not separate any other two edges bordering f.

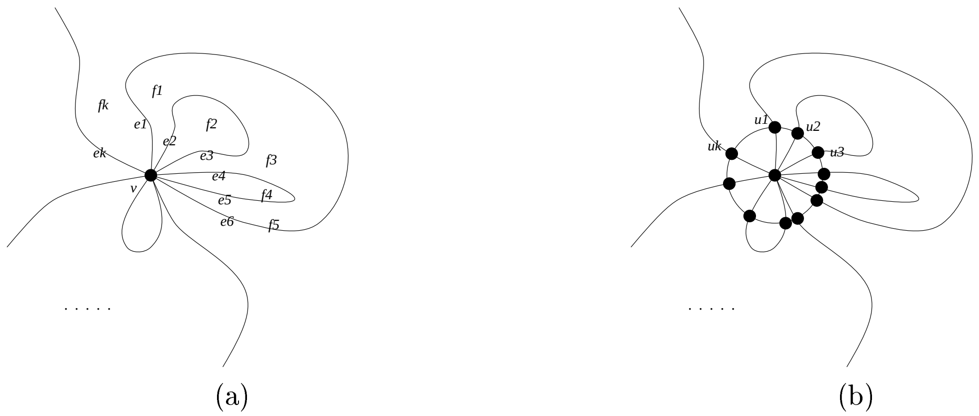


Figure 8: Illustration of G_I (a) and G_J (b). In this example $e_1 = e_6$, $f_1 = f_3 = f_5$, etc.

(note that an edge adjacent to v occurs once or twice in the enumeration $e_1, \ldots, e_n$). Since all regions in I are semi-algebraic, we can find a circle centered in v with a radius $\varepsilon_v > 0$ small enough so that it intersects each edge e exactly as many times as e occurs in the sequence. Let $D_v = \{p \mid p \in \mathbb{R}^2, dist(p, v) < \varepsilon_v\}$, and furthermore, assume that the ε_v's are small enough s.t. $v \neq w \Longrightarrow D_v \cap D_w = \emptyset$. Construct similar discs $D'_{v'}$ for I'. Let $J \stackrel{\text{def}}{=} I \cup \{D_v \mid v \in V\}$, $J' \stackrel{\text{def}}{=} I' \cup \{D'_{v'} \mid v' \in V'\}$: then both J and J' are simple, by the following argument. The faces in J correspond either to old faces in I with their corners chopped off, or are new triangular faces. The first kind of faces will now have a simple boundary even if the original face had not, because we chopped out the corners. For the second kind, it is easy to see that each face with a triangle as a boundary (that is with three edges and three vertices) is simple.

Moreover, using the orientation information captured by O we will show that G_J and $G_{J'}$ are isomorphic. Hence J and J' are topologically equivalent by Lemma 3.2. It easily follows that I and I' are also topologically equivalent.

So it remains to show that $G_J, G_{J'}$ are isomorphic. Let $\varphi : V \to V'$ be an isomorphism between T_I and $T_{I'}$. We will extend it to an isomorphism between G_J and $G_{J'}$. Take a closer look at how G_J is derived from G_I. For some vertex v in G_I, let us denote with L the circular list $L = (e_1, f_1, e_2, f_2, \ldots, e_{k-1}, f_{k-1}, e_k, f_k)$ consisting of all outgoing edges from v and adjacent faces, in clock-wise fashion, as illustrated in Figure 8 (a). Note that we may have $e_i = e_j$, for $i < j$, when there are loops in I: each edge e may occur once or twice in L. Moreover, a face may occur arbitrarily many times in L. Let $v' = \varphi(v)$, and denote $L' = (e'_1, f'_1, \ldots, e'_k, f'_k)$ be the circular list of edges and faces adjacent to v' in $G_{I'}$, taken in clockwise order if $\varphi(\hookleftarrow) = \hookleftarrow, \varphi(\hookrightarrow) = \hookrightarrow$, and counterclockwise otherwise. The notation does not imply that $\varphi(e_1) = e'_1$, etc[4]: all we know is that $\{\varphi(e_1), \ldots, \varphi(e_k)\} = \{e'_1, \ldots, e'_k\}$, and $\{\varphi(f_1), \ldots, \varphi(f_k)\} = \{f'_1, \ldots, f'_k\}$. The key observation is that the new vertices, edges, and faces in G_J "around" v are uniquely determined by the circular list L, see Figure 8 (b). Namely there are k new vertices $u_1, \ldots, u_k$, $2k$ new edges, and k new faces.

[4] L and L' have the same length, because the length of L is uniquely determined by the number of edges incident to v, and by the number of "loops" at v, i.e. edges having v as the unique endpoint. Since G_I and $G_{I'}$ are isomorphic, it follows that L, L' have the same length.

To prove that G_J and $G_{J'}$ are isomorphic, it suffices to show that φ maps the circular list L into L', i.e. that there exists $i \geq 1$ such that:

$$(\varphi(e_1), \varphi(f_1), \ldots, \varphi(e_k), \varphi(f_k)) = (e'_i, f'_i, e'_{i+1}, f'_{i+1}, \ldots, e'_{i-1}, f'_{i-1}) \tag{1}$$

Before proving that, we make an observation about L (and L'): any consecutive edge-cell or cell-edge pair is unique in L. That is, for $i < j$, we have $(e_i, f_i) \neq (e_j, f_j)$ and $(f_{i-1}, e_i) \neq (f_{j-1}, e_j)$. Back to proving (1), consider $\varphi(e_1)$. There can be at most two i's for which $e'_i = \varphi(e_1)$: if there are two such, then we will pick that i for which $\varphi(f_1) = f_i$. When there is a single i s.t. $e'_i = \varphi(e_1)$, we show that $\varphi(f_1) = f'_i$. Indeed, then we have $(\hookleftarrow, v, e_1, e_2) \in O$, hence $(\varphi(\hookleftarrow), v', \varphi(e_1), \varphi(e_2)) \in O'$. But we also have $(\varphi(\hookleftarrow), v', e'_i, e'_{i+1}) \in O'$, hence $e'_{i+1} = \varphi(e_2)$. Now f_1 is a common face for e_1 and e_2, so both $\varphi(f_1)$ and f'_i are common faces for e'_i, e'_{i+1}. It is easy to show, in general, that in any cell complex, two edges sharing a common vertex v' can have at most one common face. Hence $\varphi(f_1) = f'_i$. So we have chosen i such that (1) holds on the first two positions. We will prove that it holds on all positions. Comparing from left to right the two sequences in (1), consider the first position where they differ. If this is a face, then we have $\varphi(f_{j-1}) = f'_{i+j-2}, \varphi(e_j) = e'_{i+j-1}, \varphi(f_j) \neq f'_{i+j-1}$. This is a contradiction, because f_{j-1}, f_j are the unique two faces adjacent to e_j in G_I, and therefore are mapped by φ into f'_{i+j-2}, f'_{i+j-1}, which are the unique two faces adjacent to e'_{i+j-1} in $G_{I'}$. So suppose L, L' differ first at an edge, i.e. $\varphi(e_{j-1}) = e'_{i+j-2}, \varphi(f_{j-1}) = f'_{i+j-2}, \varphi(e'_j) \neq e'_{i+j-1}$. Let $e' = \varphi(e'_j)$. Here we use the orientation information. We have $(\hookleftarrow, v, e_{j-1}, e_j) \in O$, hence $(\varphi(\hookleftarrow), v', e'_{i+j-2}, e') \in O'$. It implies that e'_{i+j-2} must occur a second time in L', followed by e'. Moreover, f'_{i+j-2} is the only common face to e'_{i+j-2}, e', so there exists $p \neq j$ such that $e'_{i+p-2} = e'_{i+j-2}, f'_{i+p-2} = f'_{i+j-2}, e'_{i+p-1} = e'$. But this is a contradiction because, as we said earlier, any edge-face pair (e'_{i+j-2}, f'_{i+j-2}) occurs at most once in the circular list L'.

Now assume that I is not connected (recall: this means that its skeleton is not connected). For clarity assume that it consists of two connected components $I = I_1 \cup I_2$ and, hence, so does I', $I' = I'_1 \cup I'_2$. Let us call $\varphi : T_I \to T_{I'}$, the isomorphism between the first order structures T_I and $T_{I'}$: this splits into two isomorphisms φ_1, φ_2 between T_{I_1} and $T_{I'_1}$ and T_{I_2} and $T_{I'_2}$ respectively, which, in turn, extend to homeomorphisms λ_1, λ_2, mapping I_1 to I'_1 and I_2 to I'_2. By applying the construction above we can ensure that both I_1 and I_2 are simple. It is easy to see that all regions in I_2 lie entirely inside one of the 2-dimensional cells R_v of T_{I_1} (not necessarily the exterior cell). Recall that every homeomorphism $\lambda : \mathbb{R}^2 \to \mathbb{R}^2$ is isotopic to either the identity or to a reflection. It is possible to show that we can join λ_1 and λ_2 together into a homeomorphism mapping I to I', provided that λ_1, λ_2 have the same "orientation", i.e. are either both isotopic to the identity, or both to a reflection. Hence we distinguish two cases:

1. We can choose the orientation of either λ_1 or λ_2: since we assumed I_1, I_2 to be simple, by the observation after Lemma 3.2 this is possible only if I_1 (or I_2) is degenerated, i.e. consists of a single region. Then we simply arrange for λ_1, λ_2 to have the same orientation and are done.

2. The orientations of λ_1 and λ_2 are imposed and disagree (if they agree then we are done, of course). It is not hard to see that λ_1 is isotopic to the identity when $\varphi(\hookleftarrow) = \hookleftarrow, \varphi(\hookrightarrow) = \hookrightarrow$, and is isotopic to a reflection when $\varphi(\hookleftarrow) = \hookrightarrow$ and $\varphi(\hookrightarrow) = \hookleftarrow$. Similarly for λ_2. This leads to a contradiction, since λ_1, λ_2 have different orientations.

$\square$

Theorem 3.4 says that each $\mathcal{H}$-equivalence class of spatial instances over Alg is characterized by its topological invariant. Furthermore, the invariant, *as well as a representative instance in Poly*, can be constructed efficiently.

Theorem 3.5 *For each instance I in Alg, we can compute in polynomial time (and in NC) the invariant T_I, and an instance I' in $Poly$ such that $T_I = T_{I'}$.*

Proof For I in Alg, T_I can be computed in NC using the cell decomposition algorithm of [KY85]. The topological invariant also allows to construct, for each $\mathcal{H}$-equivalence class, a representative instance over $Poly$, as follows.

A classical result in graph theory known as *Fáry's Theorem* [Fá48, Wag36, St51] states that any planar graph can be embedded in the plane so that *all of its edges are straight lines* (except of its loops, of course, which can be triangles). Furthermore, this can be accomplished in linear time. Notice that, once such a representation of the skeleton of I has been obtained, it can serve, appropriately labeled, as a representative instance over $POLY$. It is interesting to ask whether such a representation (call it a *Fáry representation*) can be obtained in NC; we outline below an argument that it can. We are not aware of an explicit proof of this result in the literature, although, as we point out in the sequel, such a proof does follow rather easily from known techniques and concepts.

If the graph is triply connected, then the standard parallel planarity algorithms [JS85] produce a Fáry representation. In particular, a Fáry representation of a triply connected graph can be obtained by the following algorithm attributed to Tutte [Tut63]: Start by choosing one of the faces as outer, and embed it as an arbitrary convex polygon. Then place the remaining vertices on the plane so that each vertex is at the center of gravity of its adjacent nodes. This can be accomplished by solving a square system of linear inequalities (one equation and one unknown for each vertex not on the outer face), a task well-known to be achievable in NC[KR91].

For a general graph, suppose that we have decomposed the graph into triply connected components (this can be done in NC), and that we have found, as above, Fáry representations of all triply connected components, where each component represents the adjacent components as edges. We can then find a Fáry representation of the whole graph as follows: We start from a component C, and identify the edges that stand for other components. Suppose that edge $[u, v]$ of C is indeed a triply connected component C'. We can assume that we have embedded all triply connected components so that u and v are on the outermost face of C' mapped to $[(0,0),(0,1)]$, while the whole Fáry representation of C' fits within the $((-1,0),(1,0),(1,1),(-1,1))$ rectangle. Furthermore, without loss of generality there are positive constants $a, b > 0$ such that edge $[u, v]$ of C is mapped to the segment $[(0,0),(0,a)]$ on the plane and the image of no edge of C' intersects the rectangle $((-b,0),(b,0),(b,1),(-b,1))$ (we can achieve this by a rotation). In fact, the constants a and b can be taken to be rational numbers involving integers bounded by an exponential in the number of nodes in C, as they are the result of the solution of a system of that many linear equations. By scaling the coordinates of the images of the nodes of C' in the Fáry representation of C' by a and b, we can embed C' within this rectangle. (The case in which two or more components are embedded in the same edge $[u, v]$ is handled similarly; the edges of the components adjacent to u and v may have to be represented by two line segments.)

Once all components adjacent to C have been embedded, we embed in them their adjacent components, and so on. The key observation for achieving all this (seemingly sequential) process in NC is that the graphs need not be embedded sequentially, but that the linear coordinate transformations that implement the embeddings can be composed in NC. The numbers involved, each being the product of polynomially many numbers, each with polynomially many bits, are of polynomial size.

Finally, once a Fáry representation of I has been obtained its nodes, edges, and faces can be labeled by the regions of I through the embedding correspondence. The resulting instance I' in $POLY$ obviously has the same invariant as I. □

The thematic mapping

Theorem 3.4 shows that from each instance I over Alg one can build in polynomial time a "summary" T_I which contains *exactly* enough information needed to answer all topological queries. The invariant is easily represented in classical relational database, i.e. *thematic*, form. Rather than doing this, we exhibit a variation which has a more intuitive presentation and suggests the elements of a topological data model, in the spirit of the PLA model. Let **Th** be the relational database schema consisting of the following relations (their intuitive meaning in relation to the invariant is also described):

1. *Regions*, *Vertices*, *Edges*, *Faces*, and *Exterior-face* are unary relations providing the region names, the cells of dimension 0, 1, 2, and the exterior face.
2. *Endpoints* is a ternary relation providing endpoint(s) for edges.
3. *Face-Edges* is a binary relation providing, for each face (including the exterior cell), the edges on its boundary.
4. *Region-faces* is a binary relation providing, for each region name, the set of faces it contains.
5. *Orientation* is a 4-ary relation coinciding with relation O in the invariant.

For each spatial instance I in Alg, it is now easy to construct a relational instance $thematic(I)$ over schema **Th**. This is illustrated next.

Example 3.6 *Consider the spatial instance I in Figure 1 (c). The invariant T_I is described in Examples 3.1 and 3.3. The instance $thematic(I)$ is depicted in Figure 9.*

We can now show:

Corollary 3.7 *(i) The mapping* thematic *from spatial database instances over Alg to relational instances over* **Th** *is computable in polynomial time (and NC).*
(ii) For all spatial instances I, J over Alg, such that $names(I) = names(J)$, I and J are topologically equivalent iff $thematic(I)$ and $thematic(J)$ are isomorphic by an isomorphism which is the identity on $names(I) = names(J)$.
(iii) For each recursive topological property τ of spatial instances over Alg there exists a recursive property $thematic(\tau)$ of instances over **Th**, *of complexity polynomially related to that of τ, such that for each spatial instance I over Alg,*

$$I \models \tau \text{ iff } thematic(I) \models thematic(\tau).$$

Regions
A
B

Vertices
v_1
v_2

Edges
e_1
e_2
e_3
e_4

Faces
f_0
f_1
f_2
f_3

Exterior-face
f_0

Orientation			
$\hookleftarrow$	v_1	e_1	e_4
$\hookleftarrow$	v_1	e_4	e_2
$\hookleftarrow$	v_1	e_2	e_3
$\hookleftarrow$	v_1	e_3	e_1
$\hookleftarrow$	v_2	e_1	e_3
$\hookleftarrow$	v_2	e_3	e_2
$\hookleftarrow$	v_2	e_2	e_4
$\hookleftarrow$	v_2	e_4	e_1
$\hookrightarrow$	v_1	e_1	e_3
$\hookrightarrow$	v_1	e_3	e_2
$\hookrightarrow$	v_1	e_2	e_4
$\hookrightarrow$	v_1	e_4	e_1
$\hookrightarrow$	v_2	e_1	e_4
$\hookrightarrow$	v_2	e_4	e_2
$\hookrightarrow$	v_2	e_2	e_3
$\hookrightarrow$	v_2	e_3	e_1

Face-edges	
f_0	e_1
f_0	e_4
f_1	e_1
f_1	e_3
f_2	e_2
f_2	e_4
f_3	e_2
f_3	e_3

Endpoints	
e_1	v_1
e_1	v_2
e_2	v_1
e_2	v_2

Region-faces	
A	f_1
A	f_2
B	f_2
B	f_3

Figure 9: Thematic instance for the spatial instance in Figure 1 (c)

Proof For instances I, J in *Alg* such that *names*(I)=*names*(J), it is clear that T_I is isomorphic to T_J iff *thematic*(I) is isomorphic to *thematic*(J) (both by isomorphisms which are the identity on *names(I)*). This together with Theorem 3.4 show (i) and (ii). Consider (iii). The proof makes use of the fact that one can check in *NC*whether an instance over **Th** is in the image of *thematic* (Theorem 3.8). For some topological property τ of algebraic instances, let *thematic*(τ) be defined as follows. An instance T over **Th** satisfies *thematic*(τ) if (a) it is in the image of *thematic*, and (b) the spatial instance I in *Poly* such that *thematic*(I) $= T$, constructed in *NC*from T as described in Theorem 3.5, satisfies τ. Since τ is a topological property, *thematic*(τ) does not depend on the particular choice of I and so is well defined. $\square$

In summary, it should be clear from our discussion that for a spatial instance I in *Alg*, T_I and *thematic*(I) are basically cosmetic variants of each other. Also, it is easy to obtain *thematic*(I) given T_I, and conversely. The invariant T_I has the advantage of being closer to existing formalism developed in the context of computational geometry (e.g. [KY85]) while *thematic*(I) is closer to topological data models. We note that, as a model for topological spatial information, *thematic*(I) can be viewed as an augmentation of the PLA model of [Cor79] (see also descriptions in [LT92, Par95]).

If topological invariants are to be used as a model for topological spatial databases, it becomes important to check whether a given instance over **Th** is in fact in the image of the *thematic* mapping. Indeed, this functions as an integrity constraint when updates are performed. Clearly, not every instance over **Th** is a valid specification of a topological invariant. There are obvious integrity constraints satisfied by every instance in the image of *thematic*. For example, the instance must represent a graph, so vertices and edges are disjoint sets and each edge has one or two endpoints (which must be vertices). But there are also more subtle constraints, such as the fact that Euler's formula must hold, that is $|Faces| = |Edges| - |Vertices| + 2$. To fully characterize the instances over **Th** which describe valid topological information, we characterize instances which are invariants as *labeled planar graphs*. This will allow us to show the following:

Theorem 3.8 *It can be checked in NC whether an instance over* **Th** *is the image of a spatial instance over Alg via the* thematic *mapping.*

Closely related to this result is an elegant characterization provided independently in [KPV95] for a slightly different thematic mapping.

We next present the characterization of topological invariants as labeled planar graphs. This provides a purely combinatorial (that is, with no recourse to geometry) characterization of the invariants. Although the definition of labeled planar graph is common knowledge among researchers in algorithmic graph theory, we have been unable to find a rigorous standard exposition.

The topological invariant as labeled planar graph

In order to prove Theorem 3.8, consider an instance over **Th**. We use the terms *vertex, edge, face* and *exterior face* for elements of relations *Vertices, Edges, Faces* and *Exterior-face*, respectively. We begin by identifying some very basic requirements of every instance which is in the image of *thematic*, which essentially ensure that the instance represents a graph:

(1) $Vertices, Edges, Faces$ and *Regions* are pairwise disjoint and $Exterior\text{-}face$ consists of a single element in $Faces$. $\pi_1(Orientation)$ has two elements.

(2) $\pi_1(Endpoints) \subseteq Edges$, $\pi_2(Endpoints) \subseteq Vertices, \pi_1(Face\text{-}edges) \subseteq Faces, \pi_2(Face\text{-}edges) \subseteq Edges, \pi_2(Region\text{-}faces) \subseteq Faces$, $\pi_1(Orientation)$ has two elements, $\pi_2(Orientation) = Vertices$, $\pi_3(Orientation) \cup \pi_4(Orientation) \subseteq Edges$.

(3) every edge has one or two vertices as endpoints (as specified by relation *Endpoints*).

Call an instance satisfying (1)-(3) a *candidate graph.* A candidate graph is *connected* if it is connected in the usual sense.

Notice that nothing is said so far about the meaning of faces, and of the orientation given in a candidate graph. Recall that the orientation is supposed to provide, for each vertex, the clockwise and counterclockwise orientation of its incident edges. This yields the following additional requirement:

(4) for each $\xi \in \pi_1(Orientation)$ and $v \in Vertices$, $\pi_{3,4}(\sigma_{1=\xi,2=v}(Orientation))$ is a cyclic permutation of edges.

For a graph satisfying (4), let us fix $\xi \in \pi_1(Orientation)$ and denote by π_v the cyclic permutation $\pi_{3,4}(\sigma_{1=\xi,2=v}(Orientation))$, for each vertex v. Intuitively, π_v is a clockwise (or counterclockwise) arrangement of the edges incident upon v.

There is an important connection between faces and the orientation of edges. If e, f are edges that share an endpoint v and are on the boundary of a face, then e and f are consecutive with respect to π_v. This yields the next requirement on the candidate graph:

(5) for each face f and edge e of f, there is a unique edge e' of f such that e and e' share an endpoint v, and e, e' are consecutive edges (in this order) in π_v: and a unique edge e'' of f such that e'' and e share an endpoint u, and e'', e are consecutive edges in π_u. That is to say, faces are sets of closed paths.

Let us call a candidate graph satisfying (4)-(5) an *embedded graph.* Unfortunately, we are not quite done: there are embedded graphs which are not invariants, *because they cannot be drawn in a planar fashion.* For example, each such embedded graph, provided it is connected, must satisfy Euler's formula:

(6) $|Faces| \;=\; |Edges| \;-\; |Vertices| \;+\; 2\;.$

A connected embedded graph satisfying (6) is called a *connected planar graph.*

To generalize this to the case when the embedded graph is not connected is not very hard, and we sketch one way below. Intuitively, the connected components of the graph must be embedded in some face of one another; this "embedded-in" relation is a tree. The faces of the overall graph now contain the edges of the unbounded faces of the graphs embedded in them. The unbounded face of the whole graph is that of the root of the tree. Such an embedded graph is called a *planar graph.*

The last point to be dealt with is the assignment of faces to region names. We have to make sure that each region can be embedded in the plane as a disc. This is done using the notion of dual graph. The *dual graph* of a planar graph is a graph with $Faces$ as nodes, and with two faces connected iff they share an edge. For example, the dual graph of the planar graph in Figure 5 is the graph consisting of the cycle $[f_0, f_1, f_3, f_2]$. The condition desired is now the following:

(7) For each $X \in Regions$, let $faces(X)$ be the set of faces in X (provided by *Region-faces*). Then for each region name X, (i) the restrictions of the dual graph to $faces(X)$ and to $Faces - faces(X)$ are connected graphs, and (ii) $f_0 \notin faces(X)$ where f_0 is the exterior face.

A planar graph satisfying (7) is called a *labeled planar graph.*

For example, it is easily seen that the structure over **Th** in Figure 9 is a labeled planar graph. The following can now be shown:

Lemma 3.9 *An instance over* **Th** *is an invariant iff it is a labeled planar graph.*

Checking that a graph (an instance over **Th**) is a labeled planar graph can be done in NC, since it only involves only arithmetic and variants of graph connectivity.

This observation together with Lemma 3.9 yields Theorem 3.8.

4 Region-Based Languages

Recent work on constraint query languages [KKR90, GS94, GST94, Par+95, BDLW98] has focused on languages having finitely specified *regions* as inputs, and whose variables range over *reals* and/or *points*. Here we investigate query languages for which both data and variables range over *regions*. These languages can be viewed as natural closures of the 4-intersection relationships under first-order operators. The various languages we consider have the same syntax, but vary in the set of regions over which their quantifiers range; this yields in effect a family of region-based languages.

The syntax uses region variables $p, r, \ldots$, name variables $a, b, c, \ldots$, and name constants $A, B, \ldots$ from **Names**. A name expression is either a (a name variable) or A from **Names**. Region expressions are either a region variable or $ext(a)$ for a a name expression. Atoms are expressions $a = b$ with a, b name expressions, or $relationship(p, q)$ where *relationship* is one of the 4-intersection relationships, and p, q are region expressions. The boolean connectives and quantifiers are standard. We will drop the $ext(\_)$ notation whenever it is clear from the context. E.g. we will write $\exists p.inside(p, A) \wedge inside(p, B) \wedge inside(p, C)$ for the query testing whether $A \cap B \cap C \neq \emptyset$, instead of the official $\exists p.inside(p, ext(A)) \wedge inside(p, ext(B)) \wedge inside(p, ext(C))$. For a given database instance I, the name variables range over $names(I)$ (which is a finite set). The region variables range over an infinite set of regions, independent of I, consisting of all regions of a certain type. Each of the languages we consider is parameterized by both the type of regions over which region variables range, and the type of the input regions as follows: $FO(Region, Region')$ denotes the language where region variables range over *Region* and inputs are of type *Region'*. We always assume *Region* to be a basis of open sets[5] for the topology on $\mathbb{R}^2$.

We shall denote with $FO_G(Region, Region')$ the subset of queries expressible in $FO(Region, Region')$ which are G-generic relative to *Region'*.

We note that the languages $FO(Region, Region')$ can be assumed to only use the 4-intersection relationship *disjoint*, or, equivalently, its negation $connect(r, r') \stackrel{\text{def}}{=} \neg disjoint(r, r')$, which is topologically equivalent to $\bar{r} \cap \bar{r}' \neq \emptyset$ ($\bar{r}$ is the topological closure of r). Indeed, first observe that $r \subseteq r'$ is expressed as $\forall r''.(connect(r, r'') \Rightarrow connect(r', r''))$. We have: $overlap(r, r') = \exists r''.(r'' \subseteq r \wedge r'' \subseteq$

[5]That means that every $r \in Region$ is open, and for every open set $s \subseteq \mathbb{R}^2$ and every point $x \in s$, there exists $r \in Region$ s.t. $x \in r \subseteq s$.

$r') \wedge \neg(r \subseteq r') \wedge \neg(r' \subseteq r)$, $meet(r, r') = connect(r, r') \wedge \neg overlap(r, r') \wedge \neg(r \subseteq r') \wedge \neg(r' \subseteq r)$, etc. Note that $r \subseteq r' \cap r''$ can be expressed as $r \subseteq r' \wedge r \subseteq r''$, and that $r \subseteq \overline{r' \cup r''}$ can be expressed as $\forall q.connect(r, q) \Longrightarrow connect(r', q) \vee connect(r'', q)$.

Example 4.1 *We illustrate $FO(Region, Region')$, where Region can be any of $Rect, Rect^*, Poly, Alg, Disc$. Consider the two database instances I, I' in Figure 1 (a) and (b). The following query φ separates them, in the sense that $I \models \varphi$ but $I' \not\models \varphi$: $\varphi = \exists r.(r \subseteq A \cap B \cap C)$.*

Example 4.2 *We can test in $FO(Region, Region')$ whether a set is topologically connected, provided that we restrict Region to $Rect^*, Poly, Alg, Disc$ (i.e. it cannot be Rect). Consider the two instances in Figure 1 (c) and (d): they are separated by $\forall r.\forall r'.(r \cup r' \subseteq A \cap B \Longrightarrow \exists r''.(r'' \subseteq A \cap B \wedge connect(r'', r) \wedge connect(r'', r')))$. Next consider first instances I, I' in Figure 7 (b): they are separated by the query $\exists r.\exists r'.path(A, r, B) \wedge path(C, r', D) \wedge r \cap r' = \emptyset$. Here and in the sequel we will use the ambiguous notation $path(A, r, B)$ to mean that "r is a path from A to B without touching the other regions", in our case: $connect(A, r) \wedge connect(B, r) \wedge \neg connect(C, r) \wedge \neg connect(D, r)$. Finally, consider the instances I, I' in Figure 7 (a). They are separated by the following query:*

$$\neg(\exists r.\exists r'.\exists r''.path(A, r, D) \wedge path(B, r', E) \wedge path(C, r'', F) \wedge disjoint(r, r', r''))$$

Consider a group G of permutations of the space. Whenever both *Region* and *Region'* are invariant under G, all queries expressed in $FO(Region, Region')$ are G-generic. It follows that the languages $FO(Region, Disc)$ are generic with respect to the groups shown in Figure 10. Interestingly, even if *Region* and *Region'* are not G-invariant, queries in $FO(Region, Region')$ may be G-generic (relative to Region'). Indeed, using a straightforward variant of the Ehrenfeucht-Fraïssé games for FO and Theorem 3.4 we prove:

Proposition 4.3 *All queries expressible in $FO(Alg, Alg)$ and $FO(Poly, Poly)$ are $\mathcal{H}$-generic.*

Proof We sketch the proof for $FO(Alg, Alg)$; the one for $FO(Poly, Poly)$ is similar. Given two homeomorphic instances I, J in Alg, we have to show that:

$$I \models \varphi \iff J \models \varphi \tag{2}$$

for any formula φ in $FO(Alg, Alg)$.

We define an Ehrenfeucht-Fraïssé game with unbounded number of moves, which is played on two homeomorphic instances I, J in Alg. As usual, the game is played by two players, Spoiler and Duplicator. In the first move, Spoiler augments one of the instances, say I, with an additional region I_1 in Alg, and Duplicator responds by augmenting J with a new region J_1 in Alg. This is repeated, with Spoiler choosing again one of the instances and Duplicator responding in the opposite instance. Let $I_1, \ldots, I_k$ be the regions added to I after k moves, and $J_1, \ldots, J_k$ be those added to J. A *round* of the game consists of a sequence of pairs $\{\langle I_i, J_i \rangle\}_{1 \leq i \leq k}$ as above. The Duplicator wins the round $\{\langle I_i, J_i \rangle\}_{1 \leq i \leq k}$ if I augmented with $I_1, \ldots, I_k$ and J augmented with $J_1, \ldots, J_k$ are isomorphic as finite, first-order structures: this amounts to $connect(I_m, I_n) \iff connect(J_m, J_n)$, for $m, n = 1, k$. The Duplicator has a winning strategy if he can win any round k of any game, no matter how Spoiler plays. Let us denote by $I \approx J$ the fact that Duplicator has a winning strategy on I and J. The following can now be shown for I and J in Alg:

$FO(Rect, Disc)$	$FO(Rect^*, Disc)$	$FO(Poly, Disc)$	$FO(Alg, Disc)$	$FO(Disc, Disc)$
$\mathcal{S}$	$\mathcal{S}$	$\mathcal{L}$	$\mathcal{L}$	$\mathcal{H}$

Figure 10: Groups with respect to which various languages $FO(Region, Disc)$ are generic

(†) if $I \approx J$ then $I \equiv_{FO(Alg,Alg)} J$;

(‡) if I and J are topologically equivalent then $I \approx J$.

Note that the proposition follows from (†) and (‡). The proof of (†) is as for classical games. We sketch a proof for (‡). We show that the duplicator has a winning strategy in a harder game, namely in which he is required to make $I_1, \ldots, I_k$ homeomorphic to $J_1, \ldots, J_k$, for every $k \geq 0$. We have to show that Duplicator can maintain indefinitely the homeomorphism between the constructed instances, no matter how Spoiler plays. Suppose I', J' extending I, J have been constructed and are homeomorphic by some homeomorphism λ, and suppose Spoiler augments I' with I_k (in Alg), yielding I''. Clearly, J' augmented with $\lambda(I_k)$ is homeomorphic to I''. Unfortunately, Duplicator cannot simply choose $\varphi(I_k)$, since this region is not necessarily in Alg (we only know it is a disc). However, it is easily seen that there exists a J_k in Alg (and even in $Poly$) such that J' augmented with J_k is homeomorphic to I''. Intuitively, J_k is obtained by approximating the boundary of $\varphi(I_k)$ with a polygon closely enough that it generates the same topological invariant as $\varphi(I_k)$ (we omit the details). □

Relative expressiveness

With some exceptions, the languages $FO(Region, Region')$ are incomparable. The following theorem summarizes their relationships when inputs range over Alg and $Disc$. This is mainly due to the different non topological queries they express: by restricting to topological queries we obtain a nice hierarchy, which justifies in part their choice in this paper.

Theorem 4.4 *The relationships of Figure 11 hold between the various languages $FO(Region, Region')$, for $Region' \in \{Alg, Disc\}$. Moreover:*

$$FO_{\mathcal{H}}(Rect, Alg) \subset FO_{\mathcal{H}}(Rect^*, Alg) = FO_{\mathcal{H}}(Poly, Alg)$$
$$= FO_{\mathcal{H}}(Alg, Alg) \subset FO_{\mathcal{H}}(Disc, Alg)$$

Proof (sketch) To prove most of the incomparability results, consider, for some language $FO(Region, Disc)$, the query $Q_{Region} = (\exists r.r = A)$, stating that input region A is in $Region$. To prove that $FO(Region, Disc) \not\subseteq FO(Region', Disc)$, it suffices to check in Figure 4 that $Region$ is not invariant under the group G associated to $FO(Region', Disc)$ in Figure 10. This proves all # entries except the third entry in the third column and those in the last column, and proves the $\not\subseteq$ relationships for the last column. We use the complexity-theoretic arguments of Theorem 6.1 to prove the $\not\supseteq$ relationships of the first and last column. The third # entry in the third column is proven by a standard game-theoretic argument. Finally $FO(Rect, Disc) \subseteq FO(Rect^*, Disc)$ follows from the following fact:

	$FO(Rect^*, Region')$	$FO(Poly, Region')$	$FO(Alg, Region')$	$FO(Disc, Region')$
$FO(Rect, Region')$	$\subset$	#	#	#
$FO(Rect^*, Region')$		#	#	#
$FO(Poly, Region')$			#	#
$FO(Alg, Region')$				$\subset$ and #

Figure 11: Relationships between various languages $FO(Region, Region')$, for $Region' \in \{Alg, Disc\}$: # denotes "incomparable". The last entry is $\subset$ for Alg, and # for $Disc$.

$$(\dagger)\ FO(Rect^*, Rect^*) \text{ can express the query "is } r \text{ a rectangle ?".}$$

To prove ($\dagger$), let $edge(r, r') \stackrel{\text{def}}{=} meet(r, r') \wedge \exists r''.(overlap(r, r'') \wedge overlap(r', r''))$ be the predicate testing whether r, r' meet and have at least a non-zero length portion of an edge in common ($meet(r, r')$ only ensures that $\bar{r} \cap \bar{r}' \neq \emptyset$ and $r \cap r' = \emptyset$, so r and r' may touch at a corner). Next, let $corner(r, r') \stackrel{\text{def}}{=} meet(r, r') \wedge \neg edge(r, r')$. Then some $r \in Rect^*$ is a rectangle when "it has exactly 4 corners", i.e. when there exists 4 pairwise disjoint regions r_1, r_2, r_3, r_4 cornering r, but there do not exists 5 such regions. □

As an aside, the relationship between $FO(Rect, Region')$ and $FO(Rect^*, Region')$ is further illuminated by the following result. We define the second order query language $SO(Rect, Region')$ by extending $FO(Rect, Region')$ as follows. The language uses second-order variables $X, Y, Z, \ldots$, and atoms $r \in X$, where r is a region variable. Both $\exists\ X$ and $\forall\ X$ quantifiers over the second-order variables are allowed. The meaning is that the second-order variables range over *finite* sets of regions in $Rect$. A common query in $SO(Rect, Region')$ is $chain(X)$, testing whether $X = \{r_1, r_2, \ldots, r_n\}$ such that $connect(r_i, r_{i+1})$, $i = 1, n-1$ and $\neg(connect(r_i, r_j))$ for $|i - j| > 1$. Namely we express $chain(X)$ as $\exists r_1.\exists r_n.(r_1 \in X \wedge r_n \in X \wedge \psi)$, where ψ asserts that any other $r \in X$ different from r_1, r_n is connected to exactly two regions in X, while r_1, r_n are each connected to exactly one region in X.

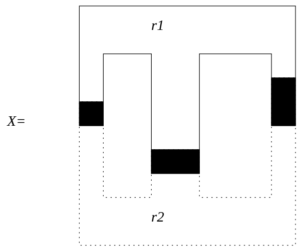
Proposition 4.5 *The following holds:*

$$SO(Rect, Region') = FO(Rect^*, Region')$$

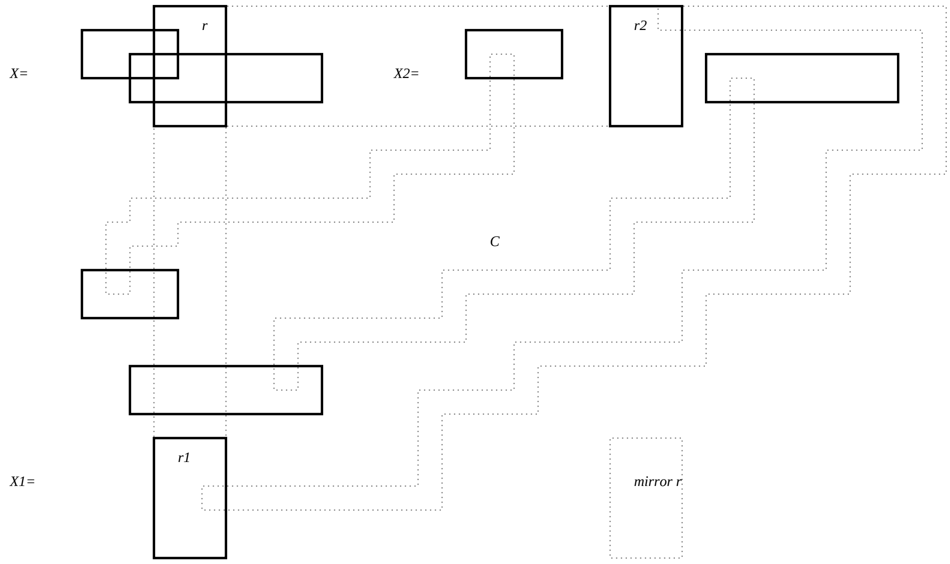
Proof The above result is quite intuitive, since quantifying over regions in $Rect^*$ is, in some sense, quantifying over sets of regions in $Rect$. But there are subtle technical differences between the two languages, since an arbitrary finite set X of rectangles does not correspond immediately to a region in $Rect^*$ ($\bigcup X$ may be disconnected, or may have holes). We sketch the proof below.

For $FO(Rect^*, Region') \subseteq SO(Rect, Region')$, let φ be a formula in $FO(Rect^*, Region')$. We replace each quantifier $\exists r$ in φ (where r ranges over $Rect^*$) with: $\exists X.isDisc(X)$, and replace every subformula $connect(r, \ldots)$ with $\exists r' \in X.connect(r', \ldots)$. Here $isDisc(X)$ tests whether $\bigcup X$ is in $Disc$, i.e. is topologically connected and has no holes. We can test connectedness, because we can quantify over *chains*, see above. Testing whether $\bigcup X$ has no holes amounts to testing whether its complement is connected.

For the converse, $SO(Rect, Region') \subseteq FO(Rect^*, Region')$, we have to replace first-order quantifiers $\exists r_0$ over $Rect$ with quantifiers over $Rect^*$, and second-order quantifiers $\exists X$ over finite sets



(a)



(b)

Figure 12: Figure (a) shows how to encode a set X of three disjoint rectangles (black) as an intersection $r_1 \cap r_2$, with $r_1, r_2 \in \mathit{Rect}^*$. Figure (b) shows how to encode a set X of three non-disjoint rectangles as two sets X_1, X_2 of disjoint rectangles and a "correspondence" C: here C is represented as the intersection of two regions in Rect^* (not shown). Each r is uniquely determined by two rectangles $r_1 \in X_1, r_2 \in X_2$ in "correspondence". The choice between r and its mirror is made by specifying three rectangles B_1, B_2, B which are bounding boxes for X_1, X_2, and X respectively (not shown), and requiring that $r \subseteq B$.

of regions in *Rect* with quantifiers over $Rect^*$. The first part is simple, because we can express $isRect(r)$ in $FO(Rect^*, Region')$, see the proof of Theorem 4.4. To see the difficulties for the second order quantifier, note that even when $\bigcup X$ is a disc, $r = \bigcup X$ does not capture accurately the information held by X, because there may be several ways to decompose r into a union of rectangles. The first idea is to represent X as the intersection of two regions $r_1, r_2 \in Rect^*$: this works if all rectangles in X are disjoint, as illustrated in Figure 12 (a). So assuming all rectangles in X to be disjoint, we can replace the quantifier $\exists X$ with $\exists r_1 \, \exists r_2$, and the atomic formulas $r \in X$ with $isRect(r) \wedge r \subseteq r_1 \wedge r \subseteq r_2 \wedge$ "*r is maximal such*". So it suffices to observe that an arbitrary set X of rectangles can be encoded in terms of two sets X_1, X_2 of disjoint rectangles, and a set C of *correspondences*, see Figure 12 (b). Here X, X_1, X_2 all have the same number of rectangles: n. The set C defines a bijection between the rectangles in X_1 and those in X_2: it consists of n disjoint chains, each connecting some $r_1 \in X_1$ with some $r_2 \in X_2$. We do not have to express C in $SO(Rect, Region')$, but rather in $FO(Rect^*, Region')$, as the intersection of two regions in $Rect^*$. The idea is that each rectangle $r \in X$ can be uniquely identified in $FO(Rect^*, Region')$ from its two corresponding rectangles $r_1 \in X_1, r_2 \in X_2$, as having r_1, r_2 as "cartesian coordinates", see Figure 12 (b). There is a single remaining twist here: r has a mirror image having the same cartesian coordinates r_1, r_2, so it is not uniquely identifiable. To distinguish it from its mirror image, we define bounding boxes q, q_1, q_2 for X, X_1, X_2, such that q_1, q_2 are the cartesian coordinates of q, require that the mirror image of q be disjoint from q, and finally require for all rectangles $r \in X$, to satisfy $r \subseteq q$. We leave the details to the reader. $\square$

5 Completeness

As promised, we will show that the closure of the 4-intersection relationships under appropriate logical operators is, in some sense, complete. We present two types of results: first, we aim for "absolute" completeness by showing how *all* topological properties of inputs over *Alg* can be expressed in languages based on the 4-intersection relationships. Second, we look at "relative" completeness results that take as reference a point-based spatial language: here we show that $FO(Rect, Disc)$ expresses precisely the same topological properties as those definable in the point-based language.

Absolute completeness

We have seen that the pairwise 4-intersection relationships between pairs of regions in an instance are not sufficient to determine the input up to homeomorphism (see Figure 1). However, the information provided by their first-order closure, in the style of our region based languages, is sufficient. The proofs use the *topological invariants* discussed at length in Section 3. This works for inputs in *Alg*, but not for general inputs in *Disc*. The restriction to semi-algebraic regions is needed because, as discussed in Section 3, every database instance in *Alg* has a topological invariant expressible as a finite structure. For database instances in *Disc* the corresponding structure may be infinite.

Let $\equiv_{FO(Region,Alg)}$ be the equivalence relation on spatial instances over *Alg* defined by: $I \equiv_{FO(Region,Alg)} J$ iff I and J cannot be distinguished by sentences in $FO(Region, Alg)$. Also, let $I \equiv_{\mathcal{H}} J$ denote the fact that I, J are $\mathcal{H}$-equivalent. We will make use of the following key definability result:

Proposition 5.1 *Each $\mathcal{H}$-equivalence class of spatial instances over Alg is definable by a sentence in any of the languages $FO(Rect^* - Disc, Alg)$.*

Proof For each instance I over Alg we construct a sentence φ_I that tests whether the topological invariant of an instance I' is isomorphic to T_I. Then φ_I defines the $\mathcal{H}$-equivalence class of I. First, φ_I checks if $names(I') = names(I) = \{R_1, \ldots, R_n\}$: $\varphi_I = \exists a_1, \ldots, a_n.(\bigwedge_{1 \leq i \leq n} a_i = R_i) \wedge \forall a.(\bigvee_{1 \leq i \leq n} a = R_i) \wedge \psi$. Next, ψ checks whether $a_1, \ldots, a_n$ satisfy precisely the same topological relationships as dictated by T_I. For this, we start by picking a region r_v for each cell R_v, $v \in V$: $\psi = \exists r_1, \ldots, r_{|V|}.\omega$. Here, the problem is that 0 and 1-dimensional cells R_v are not regions, hence we cannot refer to them in the language $FO(Region, Alg)$. Instead, in ψ we quantify over regions r_v and state their relationship to the cells R_v in ω. Namely ω "says" that the regions r_v are disjoint, that they are in one-to-one correspondence with the cells R_v in T_I, and that their topological relationships are those of T_I. We explain next the one-to-one correspondence, and how to express it in ω. For 2-dimensional cells R_v, the correspondence is $r_v \subseteq R_v$; for 1-dimensional cells it is $r_v \cap R_v \neq \emptyset$, while for vertices, it is simply $R_v \in r_v$. To state that correspondence in ω, recall that T_I has a labeling component $l : V \to 3^I$, assigning to each v a label $l(v) : names(I) \to \{o, \partial, -\}$: we will identify $names(I)$ with $\{a_1, \ldots, a_n\}$. We illustrate how ω expresses the correspondence for 0-dimenional cells v: 1 and 2-dimentional cells are treated similarly. Here ω states $overlap(r_v, a_i)$ for every a_i s.t. $l(v)(a_i) = \partial$, $r_v \subseteq a_i$ for every a_i s.t. $l(v)(a_i) = o$, and $disjoint(r_v, a_i)$ for every a_i s.t. $l(v)(a_i) = -$. Note that if $l(v) = l(v')$ then ω imposes the same conditions on r_v and $r_{v'}$. Since, in addition, ω states that the r_v's are disjoint, this ensures a one-to-many correspondence from the r_v's (associated to 0-dimensional cells) to the R_v's: we force it to become one-to-one by imposing for any $v \in V$ that, for any other region r satisfying the same conditions as r_v, r must *overlap* with one of the regions $r_v, r_{v'}, r_{v''}, \ldots$ having the same label as v (i.e. $\bigvee_{l(v)=l(v')} overlap(r, r_{v'})$). Finally, ω checks, one by one, all relationships in T_I. First, it checks that f_0 is the exterior face: $\exists r.a_1 \subseteq r \wedge \ldots \wedge a_n \subseteq r \wedge \neg(connect(r, r_{f_0}))$. Next check the adjacency relationships in E. For a edge-face pair $(e, f) \in E$, check $\exists r.path(r_e, r, r_f)$, where *path* is in the spirit of Example 4.1: here it checks that r is connected to both r_e and r_f, that it lies entirely in the regions a_i for which the label of f is $l(f)(a_i) = o$, and that it is disjoint from all regions a_i for which $l(f)(a_i) = -$. For a vertex-edge pair $(v, e) \in E$ and vertex-face pair $(v, f) \in E$ we proceed similarly, with minor variations. Finally, we check the orientations enforced by T_I, using the idea in Example 4.1 to separate the instances in Figure 7 (a). Note that we use in an essential way the fact that each of the languages $FO(Region, Alg)$ considered can express the fact that a region is topologically connected. $\square$

We can now show the following central result:

Theorem 5.2 *For every pair of instances I, J over Alg and Region $\in \{Alg, Disc\}$,*

$$I \equiv_{\mathcal{H}} J \textit{ iff } I \equiv_{FO(Region, Alg)} J.$$

The "if" part of the theorem follows from Proposition 5.1, and the "only if" part from Proposition 4.3.

For *Region* $\in \{Rect, Rect^*, Poly\}$ only the "if" part of the equivalence holds, but not the "only if" part, because these languages can express properties which are not $\mathcal{H}$-generic. Thus, we have:

Proposition 5.3 *For Region $\in \{Rect, Rect^*, Poly\}$, and inputs I, J in Alg,*

$$I \equiv_{FO(Region, Alg)} J \Longrightarrow I \equiv_{\mathcal{H}} J.$$

Proof The statement for $Rect^*, Poly$ follows again from Proposition 5.1. For $Rect$, a direct proof is used: for every pair of instances I, J over Alg which are not $\mathcal{H}$-equivalent, we construct a sentence $\sigma_{I,J} \in FO(Rect, Alg)$ that separates them. This is done as in he proof of Proposition 5.1, up to the existential quantifiers for r_v, $v \in V$. The only part we cannot express in $FO(Rect, Alg)$ is $\exists r.path(r_e, r, r_f)$ that asserts that some region r connects r_e with r_f, and lies entirely within certain of the input regions $R_1, \ldots, R_n$. But for a particular input I, we can replace each such r with a fixed number of rectangles: $\exists r_1 \ldots . \exists r_p.path(r_e, r_1, r_2) \wedge path(r_2, r_3, r_4) \wedge \ldots \wedge path(r_{p-1}, r_p, r_f)$, where p depends on the instance I. □

The question of finding a language expressing precisely the topological properties of instances over Alg has been open [Par95]. Theorem 5.2 suggests both $FO(Disc, Alg)$ and $FO(Alg, Alg)$ as likely candidates. However, they clearly cannot suffice, since there are uncountably many topological properties of inputs in Alg, but only countably many sentences in these languages. The required topological language is obtained by augmenting $FO(Disc, Alg)$ or $FO(Alg, Alg)$ with *infinitary (countable) disjunction*. Of course, this language is non-effective, as it must express non-effective topological properties (as a matter of fact, even $FO(Disc, Alg)$ and $FO(Alg, Alg)$ alone are non-effective, see Theorem 6.1).

If $\mathcal{F}$ is a countable set of sentences, $\bigvee \mathcal{F}$ denotes the infinitary disjunction of sentences in $\mathcal{F}$. Let $\bigvee FO(Region, Alg)$ be the set of infinitary formulas $\bigvee \mathcal{F}$, where $\mathcal{F}$ is a set of $FO(Region, Alg)$ sentences.

Theorem 5.4 *A property of spatial instances over Alg is a topological property iff it is expressible in $\bigvee FO(Region, Alg)$, for Region $\in \{Alg, Disc\}$.*

Proof All queries $\bigvee FO(Region, Alg)$ are topologically invariant, by Proposition 4.3. For the converse, let τ be a topological property of instances, i.e. a union of classes of topologically equivalent instances. Recall that, by Proposition 5.1, each class e of topologically equivalent instances is definable by a sentence σ_e in $FO(Region, Alg)$. Let $\mathcal{F}$ consist of all sentences σ_e for which $e \subseteq \tau$. Clearly, $\bigvee \mathcal{F}$ defines τ. □

Similarly to Proposition 5.3, we have:

Proposition 5.5 *Every topological property of spatial instances over Alg is expressible in*

$$\bigvee FO(Region, Alg),$$

where Region $\in \{Rect^*, Poly\}$.

In Proposition 5.5 only one direction of the implication holds, because the languages can express non-topological properties. For $Rect$, all topological properties can be expressed in $FO(Rect, Alg)$ augmented with both infinitary disjunctions and conjunctions.

Note that there is an appealing analogy with classical infinitary logic (first-order logic closed under infinitary disjunction and conjunction [BF85]), which can define all properties of finite structures which are invariant under isomorphisms.

Now suppose we are interested in *computable* topological properties. The following refines Theorem 5.4 and Proposition 5.5. *Region* can be any of $\{Disc, Alg, Poly, Rect^*\}$.

Theorem 5.6 *For each recursive topological property τ of instances over Alg there exists a recursive set $\mathcal{F}$ of $FO(Region, Alg)$ sentences such that $\bigvee \mathcal{F}$ defines τ; moreover, there exists a mapping*

f from instances over Alg to $FO(Region, Alg)$ computable in polynomial time, such that: for each instance I over Alg, $I \models f(I)$, and $I \models \tau$ iff $f(I) \in \mathcal{F}$.

Proof By Theorem 3.5 and Proposition 5.1, for each I in *Alg* one can construct in polynomial time a sentence σ_{T_I} in $FO(Region, Alg)$, defining the equivalence class of I. Let the mapping f be defined by $f(I) = \sigma_{T_I}$; clearly, f is computable in polynomial time and $I \models f(I)$. Let τ be a recursive topological property and $\mathcal{F}$ consist of the sentences σ_{T_I} where $I \models \tau$. By definition, for every I in *Alg*, $I \models \tau$ iff $f(I) \in \mathcal{F}$. Lastly, since τ is recursive, F is recursive: to check if σ is in $\mathcal{F}$, first verify that $\sigma = \sigma_{T_I}$ for some invariant T_I, and if so reconstruct T_I (an examination of the the construction in Proposition 5.1 shows that this reverse engineering can indeed be achieved). Next, use Theorem 3.5 to construct from T_I an instance I' in *Poly* such that $T_I = T_{I'}$, and check that $I' \models \tau$. □

This provides an interesting normal form for computable topological queries. It says that the purely spatial information needed to answer the query can be extracted from the input at some bounded complexity cost (polynomial time); beyond this, the complexity is due to the logical complexity of the query (the complexity of deciding membership in $\mathcal{F}$), independent of the input. Once again, there is an analogy with results within the realm of finite structures. A normal form similar in flavor to the above is shown in [AVV95]. The question of checking a computable property of finite structures expressible in $L^k_{\infty\omega}$ (infinitary logic with k variables [Ba77]) is reduced in polynomial time to checking membership of a sentence in a particular recursive set of FO^k sentences[6].

Relative completeness

Most of the languages previously proposed for spatial databases, including constraint query languages [KKR90, GS94, GST94, Par+95, BDLW98], use variables ranging over *numbers* (reals or rationals), or over *points*. These languages may express non-topological properties. Perhaps surprisingly, we show here that one such point-based language, with data complexity NC, expresses precisely the same topological properties as $FO(Rect, Alg)$. This result, proving essentially the equivalence of a point-based language with a region-based language, is somewhat similar to what is done in temporal databases, where languages with temporal predicates are measured against temporal first-order logic that explicitly manipulates temporal variables.

There seem to be two alternative candidates as analogs of first-order temporal logic to the spatial domain: (i) a logic talking about real values and about points as pairs of real values, or (ii) a logic talking explicitly about points in $\mathbb{R}^2$ using point variables. We consider both alternatives, and prove an elegant semantic connection between them, before proceeding with the comparison with region-based languages.

We begin with alternative (i). As before, an input is a spatial instance. Since we must talk about real values as well as regions in the input, we need a two-sorted logic. There are region variables $a, b, c, \ldots$ ranging over names of regions in the input, and variables $x, y, z, \ldots$ ranging over real values. The atoms are of the form $a(x, y), a = A, x < y$, where x, y are real variables, a is a region variable, and $A \in$ **Names**. Boolean operators and quantifiers are standard, with real variables ranging over $\mathbb{R}$ and name variables ranging over the finite set $names(I)$. This language

[6] FO^k is first-order with k variables.

is denoted $FO(\mathbb{R}, <, Region)$, if the inputs are restricted to regions of type *Region*. It is similar to the dense linear-order constraint languages of [GS94, GS95, KG94] but works with $\mathbb{R}$ instead of $\mathbb{Q}$.

For (ii), we use explicit point variables. Instead of the order $<$, we use two order relations $<_x$ and $<_y$ with the following meaning: $p <_x q$ iff the x-coordinate of p $<$ the x-coordinate of q, and similarly for $<_y$. The atoms are $a(p), a = A, p <_x q, p <_y q$, where p, q are point variables, a is a region variable, and $A \in$ **Names**. The boolean connectives and quantifiers are standard, with point variables ranging over the set $\mathbb{P}$ of points in $\mathbb{R}^2$, and region variables ranging over the names of regions in the input. This language is denoted by $FO(\mathbb{P}, <_x, <_y, Region)$, where *Region* designates the type of regions to which inputs are restricted.

It is known that both of the above logics define computable queries with data complexity NC, when inputs are restricted to Alg. This follows from results of [KKR90].

What is the connection between $FO(\mathbb{R}, <, Disc)$ and $FO(\mathbb{P}, <_x, <_y, Disc)$? Clearly, $FO(\mathbb{R}, <, Disc)$ subsumes $FO(\mathbb{P}, <_x, <_y, Disc)$, and can express queries which $FO(\mathbb{P}, <_x, <_y, Disc)$ cannot, such as: "does region A intersect the diagonal ?" as $\exists x.A(x, x)$. To pinpoint the difference between them, we will consider the groups of isomorphisms with respect to which each language is generic: $FO(\mathbb{P}, <_x, <_y, Disc)$ is generic with respect to the group of *monotone isomorphisms*, $\mathcal{M} = \{\lambda \mid \lambda(\langle x, y\rangle) = \langle \rho_1(x), \rho_2(y)\rangle\}$ with $\rho_1, \rho_2 : \mathbb{R} \to \mathbb{R}$ bijective and increasing, while $FO(\mathbb{R}, <, Disc)$ is generic only with respect to the subgroup $\mathcal{M}_0 = \{\lambda \mid \lambda(\langle x, y\rangle) = \langle \rho(x), \rho(y)\rangle\}$, with ρ bijective and increasing. It turns out that $FO(\mathbb{P}, <_x, <_y, Disc)$ expresses *precisely* those queries in $FO(\mathbb{R}, <, Disc)$ that are $\mathcal{M}$-generic. Note that in many applications the origin is chosen arbitrarily, in which case one would only be interested in $\mathcal{M}$-generic queries. We have:

Proposition 5.7

$$FO_{\mathcal{M}}(\mathbb{R}, <, Disc) = FO(\mathbb{P}, <_x, <_y, Disc).$$

Proof The inclusion $FO(\mathbb{P}, <_x, <_y, Disc) \subseteq FO_{\mathcal{M}}(\mathbb{R}, <, Disc)$ is straightforward: every query in $FO(\mathbb{P}, <_x, <_y, Disc)$ can be translated into one in $FO(\mathbb{R}, <, Disc)$, and is obviously $\mathcal{M}$-generic. For the converse, given $\varphi \in FO(\mathbb{R}, <, Disc)$, the main idea of the construction of $\psi \in FO(\mathbb{P}, <_x, <_y, Disc)$ from φ is to "simulate" each real variable z_i used in φ with two point variables, p_i, q_i. Intuitively, p_i plays the role of the point $\langle z_i, 0\rangle$ and q_i that of the point $\langle 0, z_i\rangle$. However, this cannot be literally enforced, since $FO(\mathbb{P}, <_x, <_y, Disc)$ cannot state that the x-coordinate of a point (p_i) equals the y-coordinate of another point (q_i). Getting around this obstacle will require us to use the $\mathcal{M}$-genericity of φ. The idea is to use this property and the fact that I is bounded and move I to the quadrant $\{\langle x, y\rangle \mid x > 0, y < 0\}$. That is, $\forall a \in names(I).\forall x, y \in \mathbb{R}.a(x, y) \Rightarrow x > 0 \wedge y < 0$: we will assume from now on that I satisfies this property. Then, we will match the positive z_i's with the points p_i, and the negative z_i's with the points q_i. More precisely, let $Z_1, \ldots, Z_n \in \mathbb{R}$ and $P_0 = Q_0 \stackrel{\text{def}}{=} \langle 0, 0\rangle, P_1, Q_1, \ldots, P_n, Q_n \in \mathbb{P}$ (we will denote numbers and points with capital letters, to distinguish them from variables). We say that they are related, in notation $related(\bar{Z}, \bar{P}, \bar{Q})$ if the following holds. We denote $Z_0 \stackrel{\text{def}}{=} 0$:

- The points $P_0, P_1, \ldots, P_n$ are on the same Ox axis $P_i =_y P_j$, $i, j = 0, n$. Similarly, $Q_0, \ldots, Q_n$ are on the same Oy axis, $Q_i =_x Q_j$, for all $i, j = 0, n$.
- The order of $P_0, P_1, \ldots, P_n$ is the same as that of $Q_0, Q_1, \ldots, Q_n$ and the same as that of $Z_0, \ldots, Z_n$. That is:

$$Z_i < Z_j \iff P_i <_x P_j \iff Q_i <_y Q_j \qquad \forall i, j = 0, n$$

$$Z_i > Z_j \iff P_i >_x P_j \iff Q_i >_y Q_j \qquad \forall i,j = 0,n$$

- For every $i = 0, n$, if $Z_i \geq 0$ then $P_i = \langle Z_i, 0\rangle$, and if $Z_i \leq 0$ then $Q_i = \langle 0, Z_i\rangle$. In particular $P_0 = Q_0 = \langle 0, 0\rangle$, since $Z_0 = 0$.

We formally prove the following property by structural induction on formulas $\varphi \in FO(\mathbb{R}, <, Disc)$. Let $\varphi(\bar{z})$ be such a formula, where $\bar{z} = z_1, \ldots, z_n$ are its free variables ranging over real numbers (the variables ranging over region names are not shown). We show that there exists a formula $\psi(\bar{p}, \bar{q})$ in $FO(\mathbb{P}, <_x, <_y, Disc)$, with $2(n+1)$ free variables $\bar{p} = p_0, \ldots, p_n$, $\bar{q} = q_0, \ldots, q_n$ ranging over points such that for any instance I (included in the lower right quadrant) the following holds, whenever $related(\bar{Z}, \bar{P}, \bar{Q})$:

$$I \models \varphi(\bar{Z}) \iff I \models \psi(\bar{P}, \bar{Q}) \tag{3}$$

The region-valued free variables a of ψ are the same as those of φ (and not shown). Note that this prove the statement of the theorem: it suffices to take $n = 0$ and observe that $I \models \varphi$ iff $I \models \exists p_0.\exists q_0.(p_0 = q_0 \wedge \psi)$. We construct ψ by structural induction on φ:

- When φ is $a = A$, then we take ψ to be also $a = A$.
- When φ is $z_i < z_j$, we take ψ to be $p_i <_x p_j$ (no conditions are necessary on q_i, q_j).
- When φ is $a(z_i, z_j)$, we define ψ to be:

  $$\exists r.(r =_x p_i \wedge r =_y q_j \wedge a(r))$$

  To prove (3) we note that if $P_i = \langle X, 0\rangle$ and $Q_j = \langle 0, Y\rangle$ then $R = \langle X, Y\rangle$ is the unique point satisfying $r =_x p_i \wedge r =_y q_j$. Hence condition (3) becomes:

  $$I \models a(Z_i, Z_j) \iff I \models a(X, Y)$$

  For the implication $\Rightarrow$ note that when $I \models a(Z_i, Z_j)$ then $Z_i > 0$ and $Z_j < 0$. Hence $X = Z_i$ and $Y = Z_j$. Similarly for the converse.

- For φ of one of the forms $\neg\varphi_1$, $\varphi_1 \wedge \varphi_2$, or $\varphi_1 \vee \varphi_2$ we first construct ψ_1 and ψ_2, then take ψ to be one of $\neg\psi_1$, $\psi_1 \wedge \psi_2$, or $\psi_1 \vee \psi_2$.
- For φ of the form $\exists a.\varphi_1$, where a is a variable ranging over regions, we construct ψ_1 first, then take ψ to be $\exists a.\psi_1$.
- For φ of the form $\exists z_{n+1}.\varphi_1(z_1, \ldots, z_{n+1})$, we construct $\psi_1(p_1, q_1, \ldots, p_{n+1}, q_{n+1})$ first, then define ψ to be:

  $$\exists p_{n+1}.\exists q_{n+1}.(sameorder(p_0, p_{n+1}, q_0, q_{n+1}) \wedge \ldots \wedge sameorder(p_n, p_{n+1}, q_n, q_{n+1}) \wedge \psi_1)$$

  Here $sameorder(p, p', q, q')$ asserts that (1) p, p' have the same y-coordinates, while q, q' have the same x-coordinates, and (2) the x-coordinates of p and p' are in the same order as the y-coordinates of q, q':

  $$p =_y p' \wedge q =_x q' \wedge (p <_x p' \Leftrightarrow q <_y q') \wedge (p >_x p' \Leftrightarrow q >_y q')$$

We prove condition 3. We start with the direction $\Rightarrow$: since $I \models \exists z_{n+1}.\varphi_1(Z_1,\ldots,Z_n)$, there exists some $Z_{n+1} \in \mathbb{R}$ such that $I \models \varphi_1(\bar{Z})$, with $\bar{Z} = (Z_1,\ldots,Z_{n+1})$. Now we consider two cases. When $Z_{n+1} \geq 0$ then we define P_{n+1} exactly, namely we take it to be $\langle Z_{n+1}, 0\rangle$, and let Q_{n+1} "float": namely Q_{n+1} can be any point on the Oy axis such that $Q_0, Q_1, \ldots, Q_n$ are in the same order as $0, Z_1, \ldots, Z_{n+1}$ (it is always possible to pick such a Q_{n+1} because $0, Z_1, \ldots, Z_n$ and $Q_0, Q_1, \ldots, Q_n$ already were in the same order). Otherwise, when $Z_{n+1} < 0$, we pick Q_{n+1} exactly (namely $\langle 0, Z_{n+1}\rangle$) and let P_{n+1} "float". In both cases we end up with vectors $\bar{Z}, \bar{P}, \bar{Q}$ s.t. $\mathit{related}(\bar{Z}, \bar{P}, \bar{Q})$. By induction hypothesis we get $I \models \psi_1(\bar{P}, \bar{Q})$. Since obviously $\bar{P}, \bar{Q}$ satisfy $\bigwedge_{i=0,n} \mathit{sameorder}(p_i, p_{n+1}, q_i, q_{n+1})$ we conclude that $I \models \psi(P_0, \ldots, P_n, Q_0, \ldots Q_n)$. Now we prove the converse direction, $\Leftarrow$. Since $I \models \psi(P_0, \ldots, P_n, Q_0, \ldots, Q_n)$, there exists points P_{n+1}, Q_{n+1} of the form $P_{n+1} = \langle X, 0\rangle, Q_{n+1} = \langle 0, Y\rangle$ respectively, and in the "right order" with the other points, s.t. $I \models \psi_1(\bar{P}, \bar{Q})$. We notice that $X > 0 \iff Y > 0$, because of $\mathit{sameorder}(P_0, P_{n+1}, Q_0, Q_{n+1})$, and similarly $X < 0 \iff Y < 0$. Hence we distinguish three cases. When $X > 0, Y > 0$ we define $Z_{n+1} \stackrel{\text{def}}{=} X$; when $X = Y = 0$ we define $Z_{n+1} \stackrel{\text{def}}{=} 0$; and when $X < 0$ we define $Z_{n+1} \stackrel{\text{def}}{=} Y$. In all cases we have $\mathit{related}(\bar{Z}, \bar{P}, \bar{Q})$, hence, by induction hypothesis $I \models \varphi_1(\bar{Z})$. This implies $I \models \varphi(Z_1, \ldots, Z_n)$.

- For φ of the form $\forall z.\varphi_1$, we rewrite it into $\neg(\forall z.(\neg\varphi_1))$, then apply the previous cases.

□

Note that, as a consequence of Proposition 5.7, $\mathit{FO}(\mathbb{R}, <, \mathit{Disc})$ and $\mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$ express the same set of topological queries and the same set of $\mathcal{S}$-generic queries.

We next show the connection between $\mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$ and $\mathit{FO}(\mathit{Rect}, \mathit{Disc})$. It is easy to see that $\mathit{FO}(\mathit{Rect}, \mathit{Disc}) \subset \mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$. We can show the following, which provides the promised relative completeness result. Recall that $\mathit{FO}(\mathit{Rect}, \mathit{Disc})$ queries are $\mathcal{S}$-generic, but not necessarily $\mathcal{H}$-generic, and let $\mathit{FO}_{\mathcal{S}}(\mathbb{P}, <_x, <_y, \mathit{Disc})$ be the set of $\mathcal{S}$-generic queries expressible in $\mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$.

Theorem 5.8 *$\mathit{FO}(\mathit{Rect}, \mathit{Disc}) = \mathit{FO}_{\mathcal{S}}(\mathbb{P}, <_x, <_y, \mathit{Disc})$. In particular,*

$$\mathit{FO}(\mathit{Rect}, \mathit{Disc}) \text{ and } \mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$$

express precisely the same topological properties.

Proof (sketch) One direction is easy: every query in $\mathit{FO}(\mathit{Rect}, \mathit{Disc})$ can be expressed in $\mathit{FO}(\mathbb{P}, <_x, <_y, \mathit{Disc})$ by simply replacing every rectangle variable r with two point variables, representing two opposite corners of r. For the other direction we have to talk about points in a language in which we only have rectangles. First recall from the proof of the Theorem 4.4 that $\mathit{FO}(\mathit{Rect}, \mathit{Disc})$ can express the predicates $\mathit{edge}(r, r')$, meaning that the rectangles r, r' meet at an edge, and $\mathit{corner}(r, r')$, meaning that r, r' meet at a corner only, see Figure 13. Next, define $\mathit{one\_edge}(r, r')$ to mean that r, r' meet and share a complete edge (including two corners). Then every query in $\mathit{FO}_{\mathcal{S}}(\mathbb{P}, <_x, <_y, \mathit{Disc})$ is translated into a query which starts as follows: $\exists r_1, r_2, r_3, r_4.\mathit{one\_edge}(r_1, r_2) \wedge \mathit{one\_edge}(r_2, r_3) \wedge \mathit{one\_edge}(r_3, r_4) \wedge \mathit{one\_edge}(r_4, r_1) \wedge \ldots$ Here r_1, r_2, r_3, r_4 serves as a system of coordinates. We leave out the remaining lengthly but straightforward details of the translation. Finally, note that we have no control over how the rectangles r_1, r_2, r_3, r_4 are chosen, but the fact that the query is $\mathcal{S}$-generic guarantees that this does not matter.

□

$$\begin{aligned} edge(r,r') \equiv \; & meet(r,r') \wedge \\ & \exists r''.(overlap(r,r'') \wedge overlap(r',r'')) \end{aligned}$$

(a)

$$corner(r,r') \equiv meet(r,r') \wedge \neg(edge(r,r'))$$

(b)

$$\begin{aligned} one\_edge(r,r') \equiv \; & edge(r,r') \wedge \\ & (\exists q.\exists q'.(edge(r,q) \wedge edge(r,q') \\ & \wedge edge(r',q) \wedge edge(r',q') \\ & \wedge \neg(connect(q,q')))) \end{aligned}$$

(c)

Four rectangles define a coordinate system.

(d)

Figure 13: Illustrations for the proof of Theorem 5.8.

6 Decidability and Complexity

Effective evaluation of queries in the region-based languages only makes sense when inputs are finitely specified. Among the classes of regions we considered, $Rect, Rect^*, Poly$ and Alg can be finitely specified[7]. These are the input classes we shall consider in this section (quantifiers can again range over any class, finitely specifiable or not). Once we have finitely specified inputs, the notion of decidable query, and that of the data and query complexity of a query are standard. In particular, data complexity is with respect to the size of a standard encoding of an input I, which combines two factors: the size of $names(I)$ and the size of the specifications of the regions in $names(I)$. These components are to some extent orthogonal, and it is sometimes useful to consider them separately (this is done, for example, in Theorem 6.1 below).

We start with undecidability results. To succinctly state our results we shall use expressions such as $FO(Rect^* - Disc, Rect^* - Alg)$ to denote, in this example, all classes of first order queries whose quantification range is between $Rect^*$ and $Disc$ (that is, $Rect^*$, $Poly$, Alg, or $Disc$) and whose input domain is between $Rect^*$ and Alg (that is, $Rect^*$, $Poly$, or Alg). Recall from [Rog] that the *arithmetical hierarchy* is the set of properties over $\mathbb{N}$ which can be expressed in the *elementary arithmetic*, i.e. in first order logic over the symbols $+, \times, 0, 1, 2, 3, \ldots$ This includes all recursive properties[8], but many non-recursive properties as well. To see that, recall that every property $P(x)$

[7]For $Rect, Rect^*$ we restrict inputs to rational coordinates.

[8]By a theorem due to Gödel, every recursive relation $R(x)$ can be expressed as $Q_1 y_1.Q_2 y_2.\ldots Q_n y_n.P(x, y_1, \ldots, y_n) = 0$, where $Q_i \in \{\forall, \exists\}$, for $i = 1, \ldots, n$, and P is a polynomial with integer coefficients.

in the arithmetical hierarchy can be expressed either as $\exists x_1.\forall x_2.\exists x_3.\ldots Q_n x_n.R(x, x_1, \ldots, x_n)$, or as $\forall x_1.\exists x_2.\forall x_3.\ldots Q_n x_n.R(x, x_1, \ldots, x_n)$, where R is a recursive predicate: the class Σ_n consists of all properties of the first form, and Π_n of all those of the second form. Then $\Sigma_0 = \Pi_0$ is the class of recursive, Σ_1 that of recursively enumerable, and Π_1 of co-recursively enumerable properties. Moreover $\Sigma_0 \subset \Sigma_1 \subset \Sigma_2 \subset \ldots$ and $\Pi_0 \subset \Pi_1 \subset \Pi_2 \subset \ldots$ form two strict hierarchies, whose limit is the arithmetical hierarchy, denoted AH.

Also, recall [Rog] that the *analytical hierarchy*, denoted here AnH, is the set of properties over $\mathbb{N}$ expressible in second order logic over the symbols $+, \times, 0, 1, 2, 3, \ldots$, in which the second order variables range over functions $f : \mathbb{N} \to \mathbb{N}$. The analytical hierarchy contains even more properties than the arithmetical one. An example of a property in AnH but not in AH is:

$$\{x \mid \text{“}x \text{ is the encoding of a true formula in elementary arithmetic”}\}$$

As usual, we extend the notations AH, AnH to instances in *Region*. Namely some query Q of instances $I \in Alg$ is in AH (AnH) iff the set of encodings $\{encode(I) \mid I \in Q\}$ is in AH (or AnH respectively). Of course, both definitions depend on *Region*, which also has to be finitely representable. For some group of permutations G, we define AH_G, AnH_G to be the restrictions of AH, AnH to G-generic queries.

Theorem 6.1 (Undecidability) *The query classes $FO(Rect^* - Disc, Rect - Alg)$ are undecidable. Moreover, assuming that we restrict our database instances to have fixed set of names, $names(I) = \{A_1, \ldots, A_k\}$, we have the following characterization of their expressive power:*

- $FO(Alg, Rect - Alg) = AH_{\mathcal{H}}$, $FO(Poly, Rect - Poly) = AH_{\mathcal{H}}$.
- $AH_{\mathcal{H}} \subseteq FO(Rect^*, Poly - Alg) \subseteq AH$, $AH_{\mathcal{H}} \subseteq FO(Poly, Alg) \subseteq AH$.
- $FO(Rect^*, Rect - Rect^*) = AH_{\mathcal{S}}$.
- $AnH_{\mathcal{H}} \subseteq FO(Disc, Rect - Alg)$.

Proof We start by showing $FO(Alg, Alg) \subseteq AH$. Any region variable $r \in Alg$ can be encoded as a finite set of finite sets of finite sets of integers[9] and, hence, as a single number. Thus, quantifiers over Alg become quantifiers over numbers. Also, it is easy to see that $connect(r, r')$ is expressed as a recursive property on the encodings of r, r'. Next we show $AH_{\mathcal{H}} \subseteq FO(Alg, Alg)$. Here the crucial observation is that we can encode numbers, and the operations $+, \times, =$ in $FO(Alg, Alg)$. Indeed, we express a natural number x as two regions $r, q \in Alg$ s.t. $r \cap q$ has x connected components. We express equality of two numbers x, x' represented by r, q, r', q' informally as follows: “there exists a finite set of regions $S \subseteq Alg$ which is a *one-to-one relation* from the connected components of $r \cap q$ to those of $r' \cap q'$, i.e.: (1) for every connected component t of $r \cap q$ there exists a unique connected component t' of $r' \cap q'$ such that both t and t' are contained in some set $s \in S$, and (2) for every connected component t' of $r' \cap q'$ there exists a unique connected component t of $r \cap q$ such that t, t' are contained in some set $s \in S$”. A finite set of regions S is encoded as the intersection of two regions in Alg. The addition predicate $x'' = x + x'$ is expressed similarly: that is, assuming the connected components of $r \cap q$ and $r' \cap q'$ to be pairwise disjoint, we search for a one-to-one relation S from $r'' \cap s''$ and the union of the connected components of $r \cap s$ and

[9] Recall that a region in Alg is expressed as $\bigvee_i \bigwedge_j P_{ij}(x, y) > 0$, where P_{ij} is a polynomial with integer coefficients.

$r' \cap s'$. For multiplication, $x'' = x \times x'$, we search for many-to-one relations S, S' from x to x'' and x' to x'' respectively, and require the relation $\{((c, c'), c'') \mid (c, c'') \in S, (c', c'') \in S'\}$ to be one-to-one, where c, c', c'' are connected components of $r \cap s, r' \cap s', r'' \cap s''$ respectively. Hence, it follows that we can express in $FO(Alg, Alg)$ all number-theoretic properties in AH. Back to the proof of $AH_{\mathcal{H}} \subseteq FO(Alg, Alg)$, suppose we are given a formula $\varphi \in AH$ expressing a topological property over the number encoding of some input $I \in Alg$. We have to construct some formula $\psi \in FO(Alg, Alg)$, having I as input. We do this in two steps. First, given I we compute some encoding of the invariant T_I. Namely, following the proof of Proposition 5.1, the invariant T_I can be represented by $|V|$ regions, $r_1, \ldots, r_{|V|}$, where V is the set of cells in T_I, and a number of additional regions corresponding to the the other components of T_I, such as the labeling relation l and the orientation O. Although the number $|V|$ and other components of this representation depend on I, we can encode a set of regions as the connected components of the intersection of two regions, and it follows that the entire invariant T_I can be encoded by a fixed number of regions $r_1, \ldots, r_k$ (the number k depends only on the size of $names(I)$, not on I). In short, we can extract a number encoding of T_I, and then search for a number x representing an encoding of a algebraic instance I' for which T_I and $T_{I'}$ are isomorphic (recall that $T_{I'}$ can be computed from I' in NC). Finally we check $\varphi(x)$. In summary, we have so far proven that $FO(Alg, Alg) = AH_{\mathcal{H}}$. Of course, this implies that $FO(Alg, Rect - Alg) = AH_{\mathcal{H}}$.

$FO(Poly, Poly) = AH_{\mathcal{H}}$ and the relationships $AH_{\mathcal{H}} \subseteq FO(Rect^*, Poly - Alg) \subseteq AH$ and $AH_{\mathcal{H}} \subseteq FO(Poly, Alg) \subseteq AH$ are proven similarly. Note that $FO(Rect^*, Poly - Alg)$ and $FO(Poly, Alg)$ can express non-topological queries so we do not have equality with $AH_{\mathcal{H}}$.

For $FO(Rect^*, Rect - Rect^*) = AH_{\mathcal{S}}$, we proceed as for $FO(Alg, Alg) = AH_{\mathcal{H}}$. We need however to generalize Theorem 3.4 as follows. For any instance I in $Rect^*$, we construct (in NC) an invariant S_I such that I is $\mathcal{S}$-equivalent to I' iff S_I is isomorphic to $S_{I'}$. Here S_I has to capture in addition to the information in T_I, information about other vertices, edges, and faces generated by all points obtained as intersections of vertical and horizontal lines, see Figure 14. Then the proof proceeds as for $FO(Alg, Alg) = AH_{\mathcal{H}}$.

Finally, we sketch how to show $AnH_{\mathcal{H}} \subseteq FO(Disc, Rect - Alg)$. First we notice that here $r \cap q$ may have, in general, infinitely many connected components, hence not every pair r, q is a correct encoding of a number. However we can test in $FO(Disc, Rect - Alg)$ whether $r \cap q$ has finitely many connected components, by checking that there is no one-to-one relation from the set of connected components of $r \cap q$ to a proper subset of it. So we proceed as in the proof of $AH_{\mathcal{H}} \subseteq FO(Alg, Alg)$, but now we have to encode functions $f : \mathbb{N} \rightarrow \mathbb{N}$ in addtion to numbers. The latter can be encoded as follows in $FO(Disc, Alg)$, see Figure 15. First, given two regions r, q, the connected components of $r \cap q$ form a circular order defined by traversing the border of r. This order can be expressed in $FO(Disc, Alg)$: more precisely, given 4 regions $c_1, c_2, c_3, c_4 \subseteq r \cap q$ determining 4 connected components of $r \cap q$, one can test whether these connected components occur in that order on the border or r (simply check whether there exists two disjoint regions $a, b \subseteq r$ s.t. a connects c_1 with c_2 and b connects c_3 with c_4). Then a function is defined by six regions $r, q, r', q', c_0, c_\infty$ s.t. (a) $r \cap q$ has infinitely many connnected components (see Figure 15), (b) each connected component of $r' \cap q'$ (the black regions in Figure 15) is a subset of some connected component of $r \cap q$, (c) $c_0 \subseteq r' \cap q'$ is called the "left-most" black region (see Figure 15), $c_\infty \subseteq r' \cap q'$ is called the "right-most" black region (not shown in Figure 15), (c) there are infinitely many connected components in $r \cap q$ "between" c_0 and c_∞, but only finitely many between any two black regions other than c_∞. All these properties can be checked in $FO(Disc, Alg)$, hence we can simulate quantification over

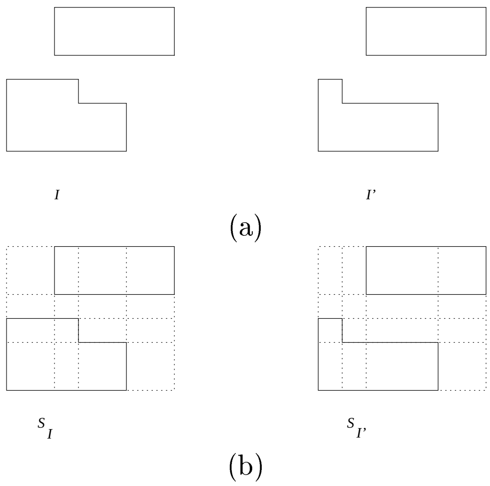


Figure 14: Illustrations of S_I. Two instances I, I' which are not $\mathcal{S}$-equivalent, (a), and their invariants $S_I, S_{I'}$, (b).

functions $f : \mathbb{N} \to \mathbb{N}$ in $FO(Disc, Alg)$. It remains to show that we can express function application, $f(x)$. Given an encoding for f and an encoding $r \cap q$ for x (i.e. $r \cap q$ has x connected components), we find an encoding $r' \cap q'$ of $y \stackrel{\text{def}}{=} f(x)$ as follows. First identfy the x'th and $(x+1)$'st black regions in the encoding of f by finding a 1-to-1 correspondence between some initial segment of the black regions and $r \cap q$. Next pick r', q' such that the connected components of $r' \cap q'$ are precisely those of f "between" those two black regions. $\square$

Keeping fixed the set of region names has not as much to do with the complexity of the queries, as with the generic nature of the fragment of our languages dealing with region names. E.g. the following property of instances I is not expressible in $FO(Disc, Alg)$: "the cardinality of $names(I)$ is even". On the other hand, $FO(Disc, Alg)$ can express the property "$\{ext(a) \mid a \in names(I)\}$ consists of an even number of disjoint regions". Thus, the characterizations do not work if the set of names is allowed to vary.

In view of the very strong undecidability results in this section, we are motivated to consider decidable fragments of topological query languages. Unfortunately, we next note that even extremely restricted fragments of these languages can be undecidable. Let us consider the query class $\Sigma_1(Rect^*, \emptyset)$: existential sentences with quantifiers over finite unions of rectangles, and not involving any input regions. As it turns out, whether this theory is decidable is equivalent to a fairly well-known problem in graph theory, the *string graph problem* [EET76, Kra91, KM94], which can be restated as follows: *Given a graph G, is it the intersection graph of a set of curves on the plane?* That is, is there a set of curves (non-self-intersecting paths on the infinite two-dimensional grid, say), one corresponding to each node, such that two curves intersect if and only if the corresponding vertices are connected in G? It is a fairly well-known open problem whether string graphs are decidable.

Proposition 6.2 *$\Sigma_1(Rect^*, \emptyset)$ is decidable if and only if string graphs are decidable.*

Proof To translate between curves and finite unions of rectangles, in one direction we replace

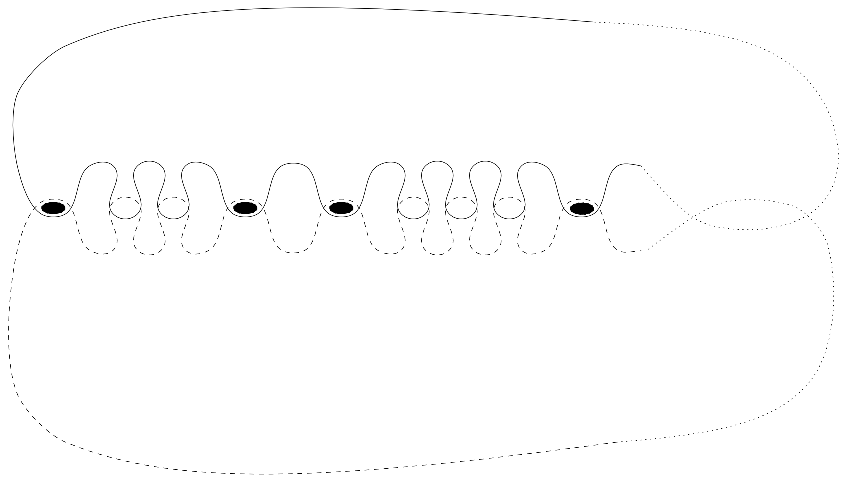


Figure 15: Encoding of the function $f : \mathbb{N} \to \mathbb{N}$, $f(0) = 2, f(1) = 0, f(2) = 3, \ldots$ The two regions r, q yield infinitely many connected components in $r \cap q$. The black regions are the connected components of the intersection of two other regions, $r' \cap s'$, not shown.

a region by a curve that "fills it", in the other we approximate a curve as closely as desired by a finite union of "very thin" rectangles. Thus the string graph problem is the special case of the $\Sigma_1(Rect^*, \emptyset)$ sentences with matrix which is the conjunction of literals of the form $connect(A, B)$ or $\neg connect(A, B)$, one for each pair of quantified variables. Conversely, with exponentially many calls to an algorithm for this fragment (one for each satisfying truth assignment of the matrix of the $\Sigma_1(Rect^*, \emptyset)$ sentence) we can answer any query. □

This result, together with the negative results in [Kra91, KM94] (NP-hardness of string graph recognition, and an exponential lower bound on the size of the smallest string model of a graph) has the following negative consequences:

Corollary 6.3 *$\Sigma_1(Rect^*, \emptyset)$ is NP-hard in terms of query complexity. Furthermore, for every n there is a true $\Sigma_1(Rect^*, \emptyset)$ query with n symbols such that the smallest set of regions that can instantiate the existential quantifiers has total size that is* doubly exponential.

We now turn to the decidable sublanguages, and their data complexity. Since queries in $FO(Region, Alg)$ involve quantification over the infinite sets in $Region$, computing such queries must involve results along the lines of the well-known quantifier elimination theorems *à la* [Tar51]. Indeed, the following is a direct consequence of results in [KKR90].

Theorem 6.4 (Data Complexity) *The queries in $FO(Rect, Rect - Alg)$ are effectively computable, and have data complexity NC. Similarly for queries in $FO(\mathbb{P}, <_x, <_y, Rect - Alg)$.*

Finally, in terms of query complexity we have the following (we omit the straightforward proofs).

Theorem 6.5 (Query Complexity) *The query complexity of $FO(Rect, Rect{-}Alg)$ and $FO(\mathbb{P}, <_x, <_y, Rect - Alg)$ is PSPACE. The query complexity of the* conjunctive queries *(existential queries with conjunctive matrix) in $FO(Rect, Rect^* - Alg)$ and $FO(\mathbb{P}, <_x, <_y, Rect^* - Alg)$ is NP, and the query complexity of conjunctive queries in $FO(Rect, Rect)$ and $FO(\mathbb{P}, <_x, <_y, Rect)$ is NC.*

7 Conclusions and Further Work

We have made progress towards the theoretical underpinnings of the topological fragment of spatial databases. We have identified the essential part of a spatial data base vis-á-vis topological queries: It is the planar graph structure of the region boundaries. This structure can be represented as an instance of a simple and fixed relational scheme, and can be extracted easily from any spatial instance. The resulting relational instance can then be used to answer any topological query on the original spatial instance. It would be very interesting to find other domains in which this methodology is useful; this line of research can result in database systems for extremely complex data which, however, also contain simple relational "summaries" that suffice for large ranges of interesting queries.

We have also introduced natural topological languages, first-order extensions of the well-known but insufficient 4-intersection relations, and discussed their expressibility, completeness, decidability, and complexity. We have mostly restricted ourselves to the domain ALG; similar results can be obtained for the $\mathcal{S}$-generic properties of inputs over $Rect^*$ (as outlined in the proof of Theorem 6.1), and for $\mathcal{L}$-generic properties of inputs over $Poly$. This includes the existence and efficient construction of the respective invariants, and the definability of $\mathcal{S}$-equivalence classes and $\mathcal{L}$-equivalence classes by sentences in $FO(Rect^*, Rect^*)$ and $FO(Poly, Poly)$, respectively. The latter can also be used to obtain completeness results in the spirit of those of Section 5, only this time for the $\mathcal{S}$-generic and $\mathcal{L}$-generic properties of inputs over $Rect^*$ and $Poly$.

One important question has been left open in this paper: Are there interesting tractable topological query languages[10] that are more expressive than the Boolean closure of the 4-intersection relations? In work currently in progress, we have identified an interesting candidate: The first order closure of 4-intersection relations where the quantifiers are restricted to two kinds of regions: (a) One weak class of quantifiers range over all *cells* of the plane as divided by the boundaries of the instance; and (b) A stronger quantifier ranges over all possible unions of cells that are disc homeomorphs (that is to say, legitimate regions); a related language quantifies over points and paths. The first order closure of 4-intersection relations under these two kinds of quantifiers seems to be very expressive —for example, the queries exemplified in Figure 1 (a) vs. (b) and (c) vs. (d), which are known not to be expressible by Boolean combinations of the 4-intersection relations, are expressible when these quantifiers are allowed. The data complexity of this language is NC, and the query complexity PSPACE. Finally, we hope to discover clean characterizations of the expressive power of this language, and perhaps obtain a purely algebraic counterpart in the spirit of Codd's Theorem.

References

[AHB95] S. Abiteboul, L. Herr and J. Van den Bussche. Temporal connectives versus explicit timestamps in temporal query languages. In J. Clifford and A. Tuzhilin eds., *Recent Advances in Temporal Databases*, pp. 43-57, Springer-Verlag, 1995.

[AVV95] S. Abiteboul, M. Vardi and V. Vianu. Computing with infinitary logic. *Theoretical Computer Science*, 149,1, pp.101-128, 1995.

[10] Among the languages we considered, $FO(Rect, Alg)$ is tractable, but is not a purely topological language.

[BDLW98] M. Benedikt, G. Dong, L. Libkin and L. Wong. Relational expressive power of constraint query languages. *Journal of the ACM*, 45, pp. 1-34, 1998.

[Ba77] J. Barwise. On Moschovakis closure ordinals. J. Symbolic Logic, 42 (1977), pp. 292-296.

[BF85] Barwise, J., S. Feferman (eds.). Model-Theoretic Logics. Springer-Verlag, 1985.

[BKR84] M. Ben-Or,D. Kozen, and J. Reif. The complexity of elementary algebra and geometry. In *Proc. 16th ACM Symp. on Theory of Computing*, 1984, 457–464.

[C93] J. Chomicki. Temporal databases. In *Proc. ACM SIGACT-SIGMOD-SIGART Symp. on Principles of Database Systems*, 1993. Tutorial notes.

[Cla85] B. Clark. A calculus of individuals based on 'connection'. *Notre Dame Journal of Formal Logic*, 22(3), 1985.

[CRC94] A.G. Cohn, D.A. Randell, and Z. Cui. Taxonomies of Logically Defined Qualitative Spatial Relations. N. Guarino, and R. Poli (eds), *Formal Ontology in Conceptual Analysis and Knowledge Representation*, Kluwer 1994.

[Cor79] J.P. Corbett. Topological principles in cartography. Technical Paper 48, US Bureau of the Census, Washington D.C., 1979.

[E89] M. Egenhofer. A Formal Definition of Binary Topological Relationships. In *Proc. Third International Conference on Foundations of Data Organization and Algorithms (FODO)*, Paris, France, W. Litwin and H.-J. Schek, eds., Lecture Notes in Computer Science, vol. 367, Springer-Verlag, New York, NY, 1989, pp. 457-472.

[E93] M. Egenhofer. A Model for Detailed Binary Topological Relationships. *Geomatica*, vol. 47, no. 3 & 4, pp. 261-273, 1993.

[E94] M. Egenhofer. Spatial SQL: A Query and Presentation Language. *IEEE Transactions on Knowledge and Data Engineering*, vol. 6, no. 1, pp. 86-95, 1994.

[EgFra91] M.J. Egenhofer and R. Franzosa. Point-set topological spatial relations. *Int. J. Geo. Info. Sys.* **5(2)**, 1991, 161–174.

[EgFra95] M. Egenhofer and R. Franzosa. On the Equivalence of Topological Relations. *Int'l J. of Geographical Information Systems*, vol. 9, no. 2, pp. 133-152, 1995.

[EET76] G. Ehrlich, S. Evenand R. E. Tarjan .Intersection graphs of curves on the plane *J. Combinatorial Theory Ser. B*, 21 (1976), pp. 8–20.

[Fá48] I. Fáry . On straight line representations of planar graphs *Acta Scien. Math. Szeged., 11*, pp. 229–233, 1948.

[FK86] A. Frank and W. Kuhn. Cell Graph: A Provable Correct Method for the Storage of Geometry. In *Proc. Second International Symposium on Spatial Data Handling*, D. Marble, ed., Seattle, WA, 1986, pp. 411-436.

[FraEg92] R. Franzosa and M. Egenhofer. Topological Spatial Relations Based on Components and Dimensions of Set Intersections. In *Proc. SPIE's OE/Technology '92-Vision Geometry*, R. Melter and A. Wu, eds., Boston, MA, 1992, pp. 236-246.

[GPP95] M. Grigni, D. Papadias and C.H. Papadimitriou. Topological Inference In *Proc. 14th Int'l. Joint Conf. on Artificial Intelligence*, pp.901-906, 1995.

[GS94] S. Grumbach and J. Su. Finitely representable databases. In *Proc. ACM SIGACT-SIGMOD-SIGART Symp. on Principles of Database Systems*, 1994, 289–300.

[GS95] S. Grumbach and J. Su. Dense-order Constraint Databases. In Proc. ACM SIGACT-SIGMOD-SIGART Symp. on Principles of Database Systems, 1995, 66-77.

[GST94] S. Grumbach, J. Su and C. Tollu. Linear constraint databases. In *Proc.Logic and Complexity Workshop*, D. Leivant ed., Indiana, 1994.

[G94] R. Güting. An Introduction to Spatial Database Systems. *VLDB Journal*, vol. 3, no. 4, pp. 357-399, 1994.

[H91] J. Herring. TIGRIS: A Data Model for an Object-Oriented Geographic Information System. *Computers and Geosciences*, vol. 18, no. 4, pp.
443-452, 1991.

[JS85] J. Já Já, J. Simon Parallel algorithms for graph theory: planarity testing. In *SIAM J. Comp., 11*, pp. 314–328, 1982.

[KG94] P.C. Kanellakis and D. Q. Goldin. Constraint programming and database query languages. In Proc. 2nd Conf. on Theoretical Aspects of Computer Software (TACS), 1994, Sendai, Japan, LNCS 789, 96-120.

[KKR90] P.C. Kanellakis, G.M. Kuper and P.Z. Revesz. Constraint query languages. In Proc. ACM SIGACT-SIGMOD-SIGART Symp. on Principles of Database Systems, 1990, 299–313.

[K68] J.A.W. Kamp. Tense logic and the theory of linear order. Ph.D. Thesis, University of California, Los Angeles, 1968.

[KR91] R. M. Karp and V. Ramachandran. Parallel algorithms for shared-memory machines. In *The Handbook of Theoretical Computer Science, Vol. A*, J. van Leeuwen, ed., pp. 869-941, 1991.

[KY85] D. Kozen and C-K. Yap. Algebraic Cell Decomposition in NC. In *Proc. IEEE Symp. on Foundations of Computer Science*, 1985, 515-521.

[Kra91] J. Kratochvíl. String graphs II: Recognizing string graphs is NP-hard. *J. Combinatorial Theory Ser. B*, 52 (1991), pp. 67–78.

[KM94] J. Kratochvíl, Jiři Matoušek. Intersection graphs of segments. *J. Combinatorial Theory Ser. B*, 62 (1994), pp. 289–315.

[KPV95] B. Kuijpers, J. Paredaens and J. Van den Bussche. Lossless Representation of Topological Spatial Data. In *Proc. Fourth Int'l. Symp. on Large Spatial Databases*, 1995.

[LT92] R. Laurini and D. Thompson. *Fundamentals of Spatial Information Systems.* Academic Press, APIC Series 37, 1992.

[Moi] E. Moise. *Geometric topology in dimensions 2 and 3.* Springer Verlag, 1977.

[OV91] P. van Oosterom and T. Vijlbrief. Building a GIS on Top of the Open DBMS Postgres. *EGIS '91*, Brussels, Belgium, 1991, pp. 775-787.

[Par+94] J. Paredaens, J. Van Den Bussche and D. Van Gucht. Towards a theory of spatial database queries. In Proc. ACM Symp. on Principles of Database Systems, 1994, 279–288.

[Par95] J. Paredaens. Spatial Databases, the Final Frontier. In *Proc. 5th Int'l. Conf. on Database Theory*, 1995, 14–32.

[Par+95] J. Paredaens, J. Van Den Bussche and D. Van Gucht. First-order queries on finite structures over the reals. In *Proc. Conf. on Logic in Computer Science*, 1995.

[PE88] D. Pullar and M. Egenhofer. Towards Formal Definitions of Topological Relations Among Spatial Objects. In *Proc. Third International Symposium on Spatial Data Handling*, D. Marble, ed., Sydney, Australia, 1988, pp. 225-242.

[RC89] D.A. Randell, and A.G. Cohn. Modelling topological and metrical properties of physical processes. R. Brachman, H. Levesque, and R. Reiter (eds), *Proceedings 1st International Conference on the Principles of Knowledge Representation and Reasoning*, Morgan Kaufmann, 1989.

[Ren92] J. Renegar. On the computational complexity and geometry of the first-order theory of the reals. in *J. Symbolic Computation, 13*, 1992, pp. 252-299.

[Rog] H. Rogers, Jr. Theory of Recursive Functions and Effective Computability. MIT Press, 1987.

[St51] S. K. Stein Convex maps. In *Proc. Amer. Math. Soc., 2*, pp. 464–466, 1951.

[St93] J. Stillwell. *Classical topology and combinatorial group theory.* Springer Verlag, 1993.

[SZ91] P. Svensson and H. Zhexue. Geo-SAL: A Query Language for Spatial Data Analysis. In *Proc. Advances in Spatial Databases-Second Symposium*, SSD '91, O. Günther and H.-J. Schek, eds., Lecture Notes in Computer Science, vol. 525, Springer-Verlag, New York, NY, 1991, pp. 119-140.

[Tar51] A. Tarski. *A Decision Method for Elementary Algebra and Geometry.* University of California Press, 1951.

[Zie85] Topological Model Theory. In *Model-Theoretic Logics*, ed. J.Barwise and S.Feferman, Springer Verlag, 1985.

[Tut63] W. T. Tutte. How to draw a graph. In *Proc. London Math. Soc.*, 13, pp. 743-767, 1963.

[Wag36] K. Wagner Bemerkungen zum Vierarbenproblem. *Jber. Deutsch. Math. verein., 46*, pp. 26–32, 1936.

[W92] M. Worboys. A Geometric Model for Planar Geographical Objects. *Int'l. J. of Geographical Information Systems*, vol. 6, no. 5, pp. 353-372, 1992.