ICS 321 Data Storage & Retrieval

High Level Database Models

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Database Design & Deployment

- Requirements Analysis
- Conceptual Database Design
- Logical Database Design
- Physical Database Design (DDL/DML)
- Business Processes
- SQL Operations & program code
- Testing
- Production

Iterate
Overview Database Design

• Conceptual Design
  – Use entity-relationship (aka ER) model represented pictorially as ER diagrams
  – Map ER model to relational schema

• Questions to ask yourself
  – What are the entities and relationships in the application?
  – What information about these entities and relationships should we store in the database?
  – What are the integrity constraints or business rules that hold?
ER Model Basics: Entities

- **Entity**: Real-world object distinguishable from other objects. An entity is described (in DB) using a set of attributes.
- **Entity Set**: A collection of similar entities. E.g., all employees.
  - All entities in an entity set have the same set of attributes. (Until we consider ISA hierarchies, anyway!)
  - Each entity set has a **key**.
  - Each attribute has a **domain**.
ER Model Basics: Relationships

- **Relationship**: Association among two or more entities.
- **Relationship Set**: Collection of similar relationships.
  - An n-ary relationship set \( R \) relates \( n \) entity sets \( E_1 \ldots E_n \); each relationship in \( R \) involves entities \( e_1 \in E_1, \ldots, e_n \in E_n \).
  - Same entity set could participate in different relationship sets, or in different “roles” in same set.
Consider binary relationships, i.e., between two entity sets

Alternate notation: 1:1, 1:M, M:1, M:N
Key Constraints

- Consider Works_In: An employee can work in many depts; a dept can have many employees: m-to-m
- Consider Manages: each dept has at most one manager
- Dept has a key constraint on Manages: each instance of dept appears in at most one instance of manages
- Denoted by an arrow: given a dept entity we can uniquely identify the manages relationship in which it appears
Participation constraints

- Does every dept have a manager?
- If so, this is a *participation constraint*: the participation of dept in Manages is said to be *total* (vs. *partial*). Denoted by thick/double line.
- Meaning that every Dept entity must appear in an instance of the Manages relationship.
• Partial Participation: Not all members of the Employees entity set take part in the manages relations
• Total Participation: All members of the Dept entity set take part in the manages relationship
• Dept has a key constraint on Manages: each member of the dept entity set takes part in at most one member of the manages relationship set
Weak Entities

- A **weak entity** can be identified uniquely only by considering the primary key of another *(owner)* entity.
- Owner entity set and weak entity set must participate in a one-to-many relationship set (one owner, many weak entities).
- Weak entity set must have total participation in this *identifying* relationship set.
- Denoted by a box with double or thick lines
Design Choices

- Should a concept be modeled as an entity or an attribute?
- Should a concept be modeled as an entity or a relationship?
- Identifying relationships: Binary or ternary? Aggregation?
- How much semantics to capture in the form of constraints?
Entity vs. Attribute

- Depends upon how we want to use the address information, and the semantics of the data:
  - If we have several addresses per employee, *address* must be an entity (since attributes cannot be set-valued).
  - If the structure (city, street, etc.) is important, e.g., we want to retrieve employees in a given city, *address* must be modeled as an entity (since attribute values are atomic).
Logical DB Design: ER to Relational

- Entity sets to tables:

```
CREATE TABLE Employees
(ssn CHAR(11),
 name CHAR(20),
 lot INTEGER,
 PRIMARY KEY (ssn))
```
Relationship Sets to Tables

• Attributes of the relation must include:
  – Keys for each participating entity set (as foreign keys).
    • This set of attributes forms a superkey for the relation.
  – All descriptive attributes.

```sql
CREATE TABLE Works_In(
    ssn CHAR(11),
    did INTEGER,
    since DATE,
    PRIMARY KEY (ssn, did),
    FOREIGN KEY (ssn)
        REFERENCES Employees,
    FOREIGN KEY (did)
        REFERENCES Departments
)
```
Map relationship to a table:
  - Note that did is the key now!

Since each department has a unique manager, we could instead combine Manages and Departments.

CREATE TABLE Manages(
  ssn CHAR(11), did INTEGER, since DATE,
  PRIMARY KEY (did),
  FOREIGN KEY (ssn) REFERENCES Employees,
  FOREIGN KEY (did) REFERENCES Departments)

CREATE TABLE Dept_Mgr(
  did INTEGER,
  dname CHAR(20),
  budget REAL,
  ssn CHAR(11), since DATE,
  PRIMARY KEY (did),
  FOREIGN KEY (ssn) REFERENCES Employees)
Participation Constraints in SQL

• We can capture participation constraints involving one entity set in a binary relationship, but little else (without resorting to \texttt{CHECK} constraints).

```
CREATE TABLE Dept_Mgr(
    did INTEGER,
    dname CHAR(20),
    budget REAL,
    ssn CHAR(11) NOT NULL,
    since DATE,
    PRIMARY KEY (did),
    FOREIGN KEY (ssn) REFERENCES Employees,
    ON DELETE NO ACTION)
```
Translating Weak Entity Sets

• Weak entity set and identifying relationship set are translated into a single table.
  – When the owner entity is deleted, all owned weak entities must also be deleted.

CREATE TABLE Dep_Policy (  
  pname CHAR(20),  
age INTEGER,  
cost REAL,  
ssn CHAR(11) NOT NULL,  
PRIMARY KEY (pname, ssn),  
FOREIGN KEY (ssn) REFERENCES Employees,  
ON DELETE CASCADE)
ISA Hierarchies

- As in C++, or other PLs, attributes are inherited.
- If we declare A ISA B, every A entity is also considered to be a B entity.

- **Overlap constraints**: Can Joe be an Hourly_Emps as well as a Contract_Emps entity? *(Allowed/disallowed)*
- **Covering constraints**: Does every Employees entity also have to be an Hourly_Emps or a Contract_Emps entity? *(Yes/no)*
Translating ISA Hierarchies to Relations

• **General approach:**
  – 3 relations: Employees, Hourly_Emps and Contract_Emps.
    • *Hourly_Emps:* Every employee is recorded in Employees. For hourly emps, extra info recorded in Hourly_Emps (*hourly_wages, hours_worked, ssn*); must delete Hourly_Emps tuple if referenced Employees tuple is deleted).
    • Queries involving all employees easy, those involving just Hourly_Emps require a join to get some attributes.

• **Alternative:** Just Hourly_Emps and Contract_Emps.
  – *Hourly_Emps:* *ssn, name, lot, hourly_wages, hours_worked.*
  – Each employee must be in one of these two subclasses.
Unified Modeling Language

- Standardized general-purpose modeling language for software design
- Based on object-oriented model
- Class diagrams

<table>
<thead>
<tr>
<th>UML</th>
<th>E/R Model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
<td>Entity set</td>
</tr>
<tr>
<td>Association</td>
<td>Binary relationship</td>
</tr>
<tr>
<td>Association Class</td>
<td>Attributes on a relationship</td>
</tr>
<tr>
<td>Subclass</td>
<td>Isa hierarchy</td>
</tr>
<tr>
<td>Aggregation</td>
<td>Many-one relationship</td>
</tr>
<tr>
<td>Composition</td>
<td>Many-one relationship with referential integrity</td>
</tr>
</tbody>
</table>
UML Classes

ER Entity Set

Movies

- title
- year
- genre
- length

UML Class

<table>
<thead>
<tr>
<th>Movies</th>
</tr>
</thead>
<tbody>
<tr>
<td>title</td>
</tr>
<tr>
<td>year</td>
</tr>
<tr>
<td>length</td>
</tr>
<tr>
<td>genre</td>
</tr>
</tbody>
</table>

<place for methods>

Class name

Methods section typically not used in data modeling
Cardinality constraints: one instance of Stars can be connected to at least 0 and at most infinite instances of movies.
Referential Integrity

Aggregation: Must be 0..1 (includes 1..1)

Composition: Must be 1..1
Every president runs exactly one studio

Aggregation never named
Association Classes

Star
- name
- address

Movies
- title
- year
- length
- genre

Compensation
- salary
- residuals

0..* Stars-in

0..*
Sub-Class Hierarchies

- Movies
  - title
  - PK
  - year
  - PK
  - length
  - genre

- Murder-Mysteries
  - weapon

- Cartoons

- Cartoon-MurderMysteries
  - weapon

- to Voices
Modeling Tips

• Faithful to the semantics of the application
• Model only what is needed in the application
• Minimize redundancy (why?)
• Simple is good
• If the model is getting too complicated, take a step back and ask
  – Am I conceptualizing the right entities?
  – Am I thinking of the right relationships?
  – Should some relationships become entities? Vice versa?
  – Should some attributes become entities? Vice versa?