

# Relational Database Design

## Part II

CPS 196.3  
Introduction to Database Systems

---

---

---

---

---

---

### E/R model: review

- ❖ Entity sets
  - Keys
  - Weak entity sets
- ❖ Relationship sets
  - Attributes on relationships
  - Multiplicity
  - Roles
  - Binary versus  $N$ -ary relationships
    - Modeling  $N$ -ary relationships with weak entity sets and binary relationships
  - ISA relationships

2

---

---

---

---

---

---

---

---

### Database design steps: review

- ❖ Understand the real-world domain being modeled
  - ❖ Specify it using a database design model (e.g., E/R)
  - ❖ Translate specification to the data model of DBMS (e.g., relational)
  - ❖ Create DBMS schema
- ☞ Next: translating an E/R design to a relational schema

3

---

---

---

---

---

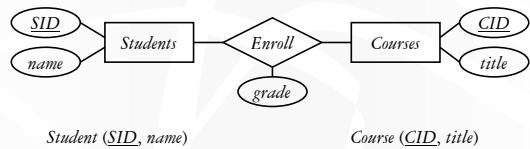
---

---

---

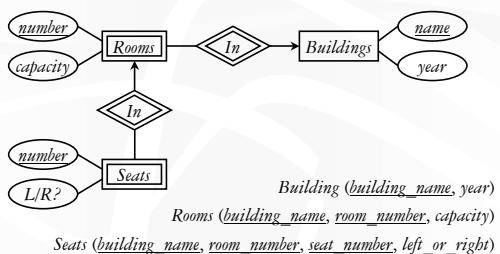
## Translating entity sets

- ❖ An entity set translates directly to a table
- Attributes → columns
  - Key attributes → key columns



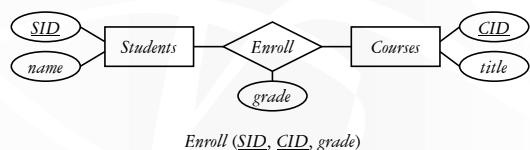
## Translating weak entity sets

- ❖ Remember the “borrowed” key attributes  
❖ Watch out for attribute name conflicts

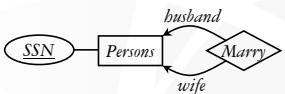
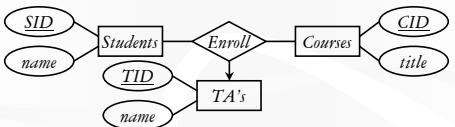


## Translating relationship sets

- ❖ A relationship set translates to a table
- Keys of connected entity sets → columns
  - Attributes of the relationship set (if any) → columns
  - Multiplicity of the relationship set determines the key of the table

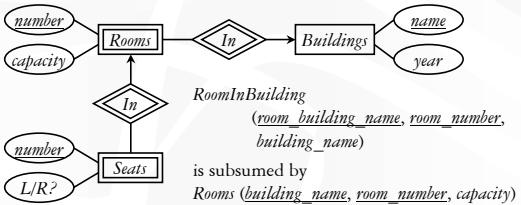


## More examples



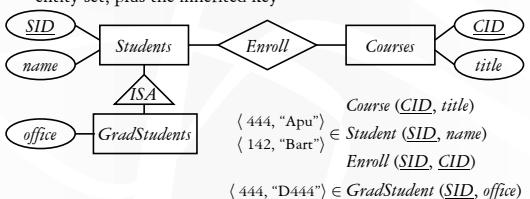
## Translating double diamonds

- Recall that a double-diamond relationship set connects a weak entity set to another entity set
- No need to translate because the relationship is implicit in the weak entity set's translation



## Translating subclasses & ISA (approach 1)

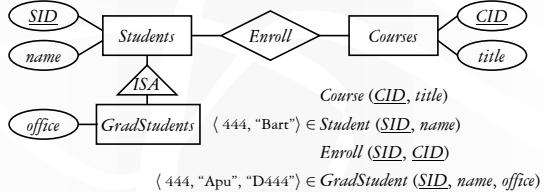
- Entity-in-all-superclasses approach
  - An entity is represented in the table for each subclass to which it belongs
  - A table include only the attributes attached to the corresponding entity set, plus the inherited key



## Translating subclasses & ISA (approach 2)<sup>10</sup>

### ❖ Entity-in-most-specific-class approach

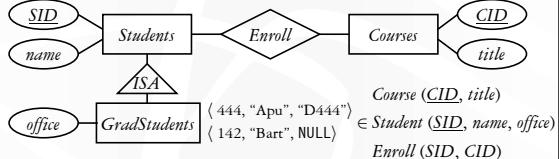
- An entity is only represented in one table (corresponding to the most specific entity set to which the entity belongs)
- A table includes the attributes attached to the corresponding entity set, plus all inherited attributes



## Translating subclasses & ISA (approach 3)<sup>11</sup>

### ❖ All-entities-in-one-table approach

- One relation for the root entity set, with all attributes found anywhere in the network of subclasses
- Use a special NULL value in columns that are not relevant for a particular entity



## Comparison of three approaches<sup>12</sup>

### ❖ Entity-in-all-superclasses

- $\text{Student} (\underline{\text{SID}}, \text{name}), \text{GradStudent} (\underline{\text{SID}}, \text{office})$
- Pro:
- Con:

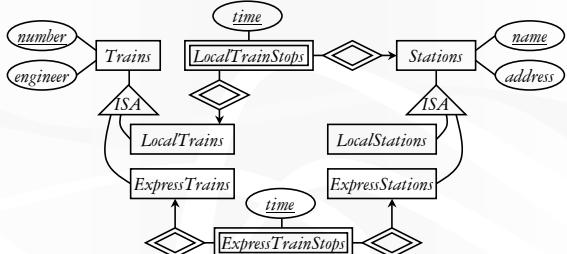
### ❖ Entity-in-most-specific-class

- $\text{Student} (\underline{\text{SID}}, \text{name}), \text{GradStudent} (\underline{\text{SID}}, \text{name}, \text{office})$
- Pro:
- Con:

### ❖ All-entities-in-one-table

- $\text{Student} (\underline{\text{SID}}, \text{name}, \text{office})$
- Pro:
- Con:

## A complete example



13

---

---

---

---

---

---

## Simplifications and refinements

*Train (number, engineer), LocalTrain (number), ExpressTrain (number)*  
*Station (name, address), LocalStation (name), ExpressStation (name)*  
*LocalTrainStop (local\_train\_number, station\_name, time)*  
*ExpressTrainStop (express\_train\_number, express\_station\_name, time)*

14

---

---

---

---

---

---

## An alternative design

*Train (number, engineer, type)*  
*Station (name, address, type)*  
*TrainStop (train\_number, station\_name, time)*

- ❖ Encode the type of train/station as a column rather than creating subclasses
- ❖ Difficult to enforce some constraints
  - Type must be either “local” or “express”
  - Express trains only stop at express stations
  - Fortunately, they can be expressed/declared explicitly as database constraints in SQL
- ❖ Arguably a better design because it is simpler!

15

---

---

---

---

---

---

## Design principles

- ❖ KISS
  -
- ❖ Avoid redundancy
  -
- ❖ Use your common sense
  -

16

---

---

---

---

---

---

---