Introduction

CPS 116

Introduction to Database Systems

Course goals

- ❖ Random things you might do (for fun or profit) after taking this course

Course roadmap

- Relational databases
  - Relational algebra, database design, SQL, application programming
- XML
  - Data model and query languages, application programming, interplay between XML and relational databases
- Database internals
  - Storage, indexing, query processing and optimization, concurrency control and recovery
- Topics beyond traditional databases
  - Web searches and others

What is a database system?

From Oxford Dictionary:

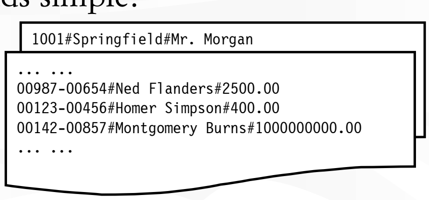
- ❖ Database: an organized body of related information
- ❖ Database system, DataBase Management System (DBMS): a software system that facilitates the creation and maintenance and use of an electronic database

What do you want from a DBMS?

- ❖ Keep data around (persistent)
- ❖ Answer queries (questions) about data
- ❖ Update data

- ❖ Example: a traditional banking application
  - Each account belongs to a branch, has a number, an owner, a balance, …
  - Each branch has a location, a manager, …
  - Persistency: Homer will be pretty upset if his balance disappears after a power outage
  - Query: What's the balance in Homer Simpson's account?
  - Modification: Homer withdraws $100

Sounds simple!



- ❖ ASCII file
- ❖ Accounts/branches separated by newlines
- ❖ Fields separated by #'s

Query


```
1001#Springfield#Mr. Morgan
```

```
... ...
00987-00654#Ned Flanders#2500.00
00123-00456#Homer Simpson#400.00
00142-00857#Montgomery Burns#1000000000.00
... ...
```

- What's the balance in Homer Simpson's account?
- A simple script
  - Scan through the accounts file
  - Look for the line containing "Homer Simpson"
  - Print out the balance

Query processing tricks

- Tens of thousands of accounts are not Homer's
- What happens when the query changes to: What's the balance in accounts 00142-00857?

Observations

- Tons of tricks (not only in storage and query processing, but also in concurrency control, recovery, etc.)
- Different tricks may work better in different usage scenarios (example?)
- Same tricks get used over and over again in different applications

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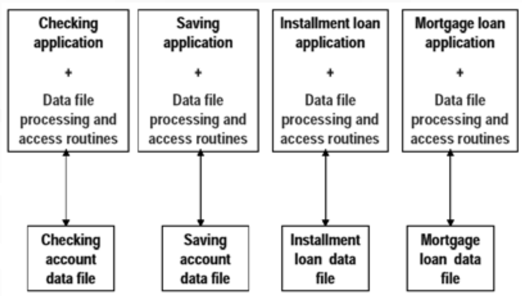
The birth of DBMS – 1



(Pretty drawing stolen from Hans-J. Schek's *VLDB* 2000 slides)

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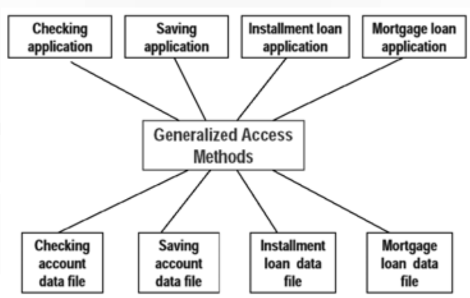
The birth of DBMS – 2



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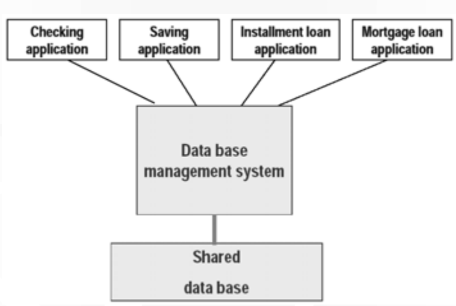
The birth of DBMS – 3



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Early efforts

❖ "Factoring out" data management functionalities from applications and standardizing these functionalities is an important first step
  ▪ CODASYL standard (circa 1960's)
  ☞Bachman got a Turing award for this in 1973

❖ But getting the abstraction right (the API between applications and the DBMS) is still tricky

CODASYL

❖ Query: Who have accounts with 0 balance managed by a branch in Springfield?
❖ Pseudo-code of a CODASYL application:

```
Use index on account(balance) to get accounts with 0 balance;
For each account record:
  Get the branch id of this account;
  Use index on branch(id) to get the branch record;
  If the branch record's location field reads "Springfield":
    Output the owner field of the account record.
```

❖ Programmer controls "navigation": accounts → branches
  ▪ How about branches → accounts?

What's wrong?

❖ The best navigation strategy & the best way of organizing the data depend on data/workload characteristics
❖ With the CODASYL approach
  ▪ To write correct code, application programmers need to know how data is organized physically (e.g., which indexes exist)
  ▪ To write efficient code, application programmers also need to worry about data/workload characteristics
  ☞Can't cope with changes in data/workload characteristics

The relational revolution (1970's)

- A simple data model: data is stored in relations (tables)
- A declarative query language: SQL

```
SELECT Account.owner
FROM Account, Branch
WHERE Account.balance = 0
AND Branch.location = 'Springfield'
AND Account.branch_id = Branch.branch_id;
```

- Programmer specifies what answers a query should return, but not how the query is executed
- DBMS picks the best execution strategy based on availability of indexes, data/workload characteristics, etc.
- ☞ Provides physical data independence

Physical data independence

- Applications should not need to worry about how data is physically structured and stored
- Applications should work with a logical data model and declarative query language
- Leave the implementation details and optimization to DBMS
- The single most important reason behind the success of DBMS today
  - And a Turing Award for E. F. Codd

Modern DBMS features

- Persistent storage of data
- Logical data model; declarative queries and updates $\rightarrow$ physical data independence
  - Relational model is the dominating technology today
  - XML is a hot wanna-be

☞ What else?

DBMS is multi-user

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- Example
```
get account balance from database;
if balance > amount of withdrawal then
    balance = balance - amount of withdrawal;
    dispense cash;
    store new balance into database;
```
- Homer at ATM1 withdraws $100
- Marge at ATM2 withdraws $50
- Initial balance = $400, final balance = ?

Final balance = $300

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Homer withdraws $100: | Marge withdraws $50:

```
read balance; $400
                                        read balance; $400
                                        if balance > amount then
                                            balance = balance - amount; $350
                                            write balance; $350
if balance > amount then
    balance = balance - amount; $300
    write balance; $300
```

Final balance = $350

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Homer withdraws $100: | Marge withdraws $50:

```
read balance; $400
                                        read balance; $400
if balance > amount then
    balance = balance - amount; $300
    write balance; $300
                                        if balance > amount then
                                            balance = balance - amount; $350
                                            write balance; $350
```

Concurrency control in DBMS

- Appears similar to concurrent programming problems?
  - But data not main-memory variables
- Appears similar to file system concurrent access?
  - Approach taken by MySQL in the old days
    (fun reading: `http://openacs.org/philosophy/why-not-mysql.html`)

Recovery in DBMS

- Example: balance transfer

```
decrement the balance of account X by $100;
increment the balance of account Y by $100;
```

- Scenario 1: Power goes out after the first instruction
- Scenario 2: DBMS buffers and updates data in memory (for efficiency); before they are written back to disk, power goes out
- How can DBMS deal with these failures?

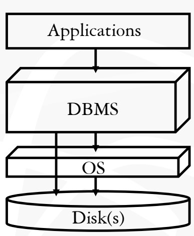
Summary of modern DBMS features

- Persistent storage of data
- Logical data model; declarative queries and updates → physical data independence
- Multi-user concurrent access
- Safety from system failures
- Performance, performance, performance
  - Massive amounts of data (terabytes ~ petabytes)
  - High throughput (thousands ~ millions transactions per minute)
  - High availability ($\geq$ 99.999% uptime)

Major DBMS today

- ❖ Oracle
- ❖ IBM DB2 (from System R, System R*, Starburst)
- ❖ Microsoft SQL Server
- ❖ NCR Teradata
- ❖ Sybase
- ❖ Informix (acquired by IBM)
- ❖ PostgreSQL (from UC Berkeley's Ingres, Postgres)
- ❖ Tandem NonStop (acquired by Compaq, now HP)
- ? MySQL and Microsoft Access

Modern DBMS architecture



- ❖ OS layer is bypassed for performance and safety
- ❖ Many details will be filled in the DBMS box

People working with databases

- ❖ End users: query/update databases through application user interfaces (e.g., Amazon.com, 1-800-DISCOVER, etc.)
- ❖ Database designers: design database "schema" to model aspects of the real world
- ❖ Database application developers: build applications that interface with databases
- ❖ Database administrators (a.k.a. DBA's): load, back up, and restore data, fine-tune databases for performance
- ❖ DBMS implementors: develop the DBMS or specialized data management software, implement new techniques for query processing and optimization

Course information

- Book
  - *Database Systems: The Complete Book*, by H. Garcia-Molina, J. D. Ullman, and J. Widom
- Web site
  - `http://www.cs.duke.edu/courses/fall05/cps116/`
  - Course information; tentative syllabus and reference sections in GMUW; lecture slides, assignments, programming notes
- Blackboard: for grades only
- Mailing list: `cps116@cs.duke.edu`
  - Messages of general interest only
- No official recitation sessions; help sessions for assignments, project, and exams to be scheduled

Course load

- Four homework assignments (35%)
  - Include written and programming problems
- Course project (25%)
  - Details to be given in the third week of class
- Midterm and final (20% each)
  - Open book, open notes
  - Final is comprehensive, but emphasizes the second half of the course