

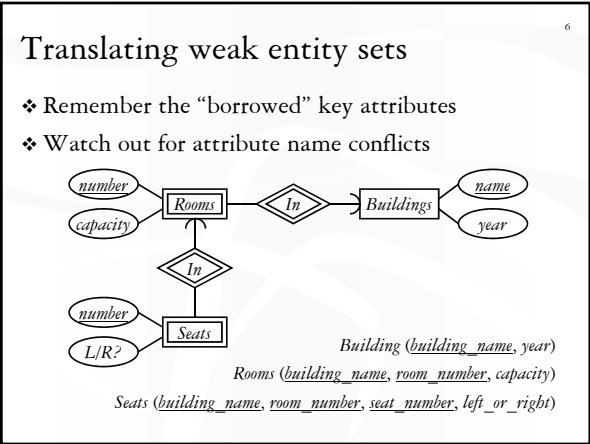
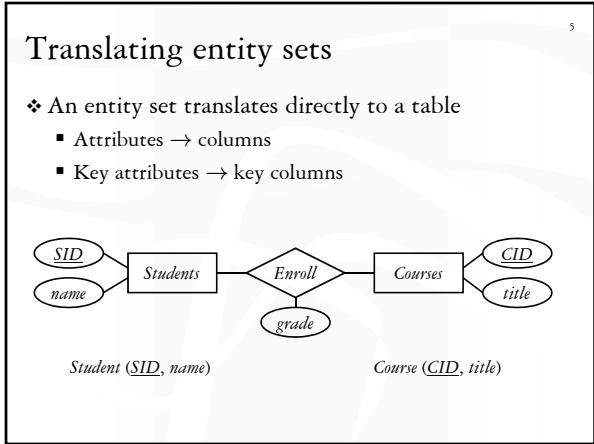
Relational Database Design Part II

CPS 116
Introduction to Database Systems

- ## Announcements (September 6)
- ❖ Homework #1 due in 1½ weeks
 - Start early!!!
 - ❖ Details of the course project and a list of suggested ideas will be available next Tuesday

- ## 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 E/R design to relational schema

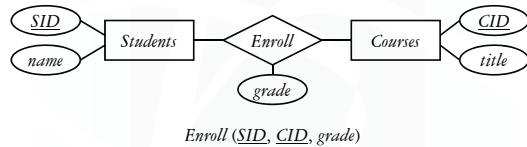
- ## E/R model: review
- ❖ Entity sets
 - Keys
 - Weak entity sets
 - ❖ Relationship sets
 - Attributes on relationships
 - Multiplicity
 - Roles
 - Binary versus N-ary relationships
 - Modeling N-ary relationships with weak entity sets and binary relationships
 - ISA relationships



Translating relationship sets

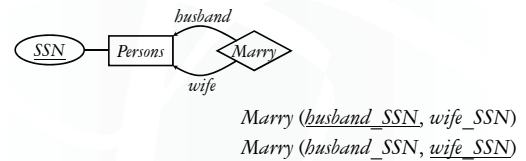
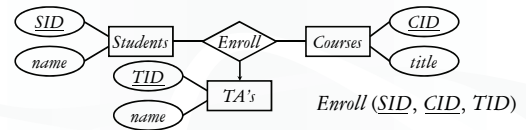
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- ❖ A relationship set translates to a table
 - Keys of connected entity sets → columns
 - Attributes of the relationship set (if any) → columns
 - Multiplicity of the relationship set determines the key of the table



More examples

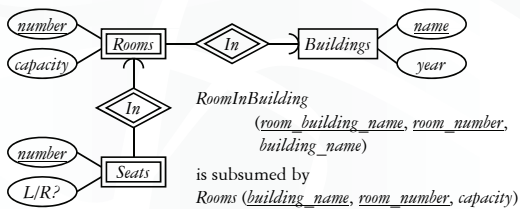
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Translating double diamonds

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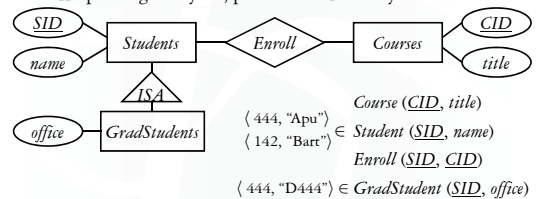
- ❖ Recall that a double-diamond relationship set connects a weak entity set to another entity set
- ❖ No need to translate because the relationship is implicit in the weak entity set's translation



Translating subclasses & ISA (approach 1)

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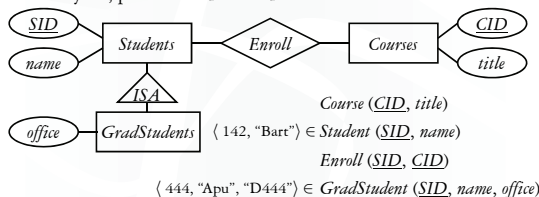
- ❖ Entity-in-all-superclasses approach ("E/R style")
 - An entity is represented in the table for each subclass to which it belongs
 - A table includes only the attributes directly attached to the corresponding entity set, plus the inherited key



Translating subclasses & ISA (approach 2)

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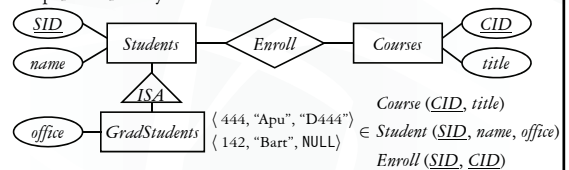
- ❖ Entity-in-most-specific-class approach ("OO style")
 - An entity is only represented in one table (corresponding to the most specific entity set to which the entity belongs)
 - A table includes the attributes attached to the corresponding entity set, plus all inherited attributes



Translating subclasses & ISA (approach 3)

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- ❖ All-entities-in-one-table approach ("NULL style")
 - 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



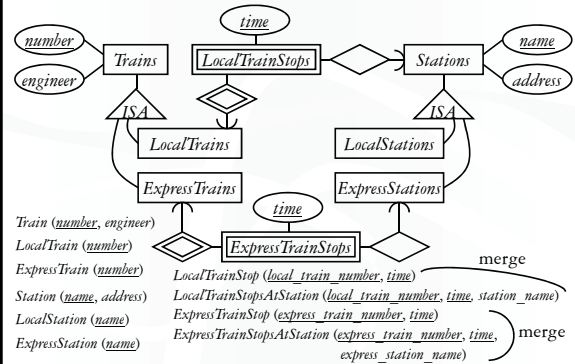
Comparison of three approaches

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- ❖ Entity-in-all-superclasses
 - *Student* (*SID*, *name*), *GradStudent* (*SID*, *office*)
 - Pro: All students are found in one table
 - Con: Attributes of grad students are scattered in different tables
- ❖ Entity-in-most-specific-class
 - *Student* (*SID*, *name*), *GradStudent* (*SID*, *name*, *office*)
 - Pro: All attributes of grad students are found in one table
 - Con: Students are scattered in different tables
- ❖ All-entities-in-one-table
 - *Student* (*SID*, *name*, *office*)
 - Pro: Everything is in one table
 - Con: Too many NULL's; complicated if class hierarchy is complex

A complete example

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Simplifications and refinements

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Train (*number*, *engineer*, *type*)
Station (*name*, *address*, *type*)
LocalTrainStop (*local_train_number*, *station_name*, *time*)
ExpressTrainStop (*express_train_number*, *express_station_name*, *time*)

- ❖ Eliminate *LocalTrain* table
 - Can be computed as $\pi_{number}(Train) - ExpressTrain$
 - Slightly harder to check that *local_train_number* is indeed a local train number
- ❖ Eliminate *LocalStation* table
 - It can be computed as $\pi_{number}(Station) - ExpressStation$

An alternative design

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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
 - Type must be either "local" or "express"
 - Express trains only stop at express stations
- ❖ Some constraints are no longer captured
 - ☞ Fortunately, they can be expressed/declared explicitly as database constraints in SQL
 - ☞ Arguably a better design because it is simpler!

Design principles

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- ❖ KISS
 - Keep It Simple, Stupid
- ❖ Avoid redundancy
 - Redundancy wastes space, complicates updates and deletes, promotes inconsistency
- ❖ Capture essential constraints, but don't introduce unnecessary restrictions
- ❖ Use your common sense
 - Warning: mechanical translation procedures given in this lecture are no substitute for your own judgment