#### Introduction to Database Systems CSE 414

#### Lecture 19: E/R Diagrams

# **Class Overview**

- Unit 1: Intro
- Unit 2: Relational Data Models and Query Languages
- Unit 3: Non-relational data
- Unit 4: RDMBS internals and query optimization
- Unit 5: Parallel query processing
- Unit 6: DBMS usability, conceptual design
  - E/R diagrams
  - Schema normalization
- Unit 7: Transactions

# Database Design

What it is:

 Starting from scratch, design the database schema: relation, attributes, keys, foreign keys, constraints etc

Why it's hard

 The database will be in operation for a very long time (years). Updating the schema while in production is very expensive (why?)

#### Database Design

- Consider issues such as:
  - What entities to model
  - How entities are related
  - What constraints exist in the domain
- Several formalisms exists
  - We discuss E/R diagrams
  - UML, model-driven architecture
- Reading: Sec. 4.1-4.6



#### **Database Design Process**



## Entity / Relationship Diagrams

- Entity set = a class
  An entity = an object
- Attribute
- Relationship



Product

city



# Keys in E/R Diagrams

• Every entity set must have a key



#### What is a Relation ?

- A mathematical definition:
  - if A, B are sets, then a relation R is a subset of A  $\times$  B

Product



• makes is a subset of **Product × Company**:

makes

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Company

#### Multiplicity of E/R Relations





#### Attributes on Relationships



# Multi-way Relationships

How do we model a purchase relationship between buyers, products and stores?



Can still model as a mathematical set (How?)

As a set of triples  $\subseteq$  Person × Product × Store

#### Arrows in Multiway Relationships



A: Any person buys a given product from at most one store

[Fine print: Arrow pointing to E means that if we select one entity from each of the other entity sets in the relationship, those entities are related to at most one entity in E]

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## Arrows in Multiway Relationships



**A**: Any person buys a given product from at most one store AND every store sells to every person at most one product





# 3. Design Principles



Moral: Be faithful to the specifications of the application!

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## Design Principles: What's Wrong?



From E/R Diagrams to Relational Schema

- Entity set  $\rightarrow$  relation
- Relationship  $\rightarrow$  relation

#### **Entity Set to Relation**



#### Product(prod-ID, category, price)

prod-ID	category	price
Gizmo55	Camera	99.99
Pokemn19	Тоу	29.99

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#### N-N Relationships to Relations



#### **N-N Relationships to Relations**



#### N-1 Relationships to Relations



#### N-1 Relationships to Relations



Remember: no separate relations for many-one relationship



# Modeling Subclasses

Some objects in a class may be special

- define a new class
- better: define a *subclass*



So --- we define subclasses in E/R





# Modeling Union Types with Subclasses

FurniturePiece





# Say: each piece of furniture is owned either by a person or by a company

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## Modeling Union Types with Subclasses

Say: each piece of furniture is owned either by a person or by a company

Solution 1. Acceptable but imperfect (What's wrong ?)



## Modeling Union Types with Subclasses

#### Solution 2: better, more laborious



#### Weak Entity Sets

Entity sets are weak when their key comes from other classes to which they are related.



Team(sport, <u>number, universityName</u>) University(<u>name</u>)

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