

# Lecture 07: E/R Diagrams

Friday, January 20, 2006

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## Outline

- E/R diagrams (Chapter 2)
- From E/R diagrams to relations (3.2, 3.3)
  
- Next time: Functional dependencies, normal forms:
- Warning: this is hard, come to class

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## Database Design

- Why do we need it?
  - Agree on structure of the database before deciding on a particular implementation.
- Consider issues such as:
  - What entities to model
  - How entities are related
  - What constraints exist in the domain
  - How to achieve *good* designs

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## Database Design Formalisms

1. Object Definition Language (ODL):
    - Closer in spirit to object-oriented models
    - Will not cover in class
  2. Entity/Relationship model (E/R):
    - More relational in nature.
    - Very widely used
- Both can be translated (semi-automatically) to relational schemas
  - ODL to OO-schema: direct transformation (C++ or Smalltalk based system).

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# Entity / Relationship Diagrams

Objects  $\longrightarrow$  entities

Classes  $\longrightarrow$  entity sets

Product

Attributes are like in ODL.

address

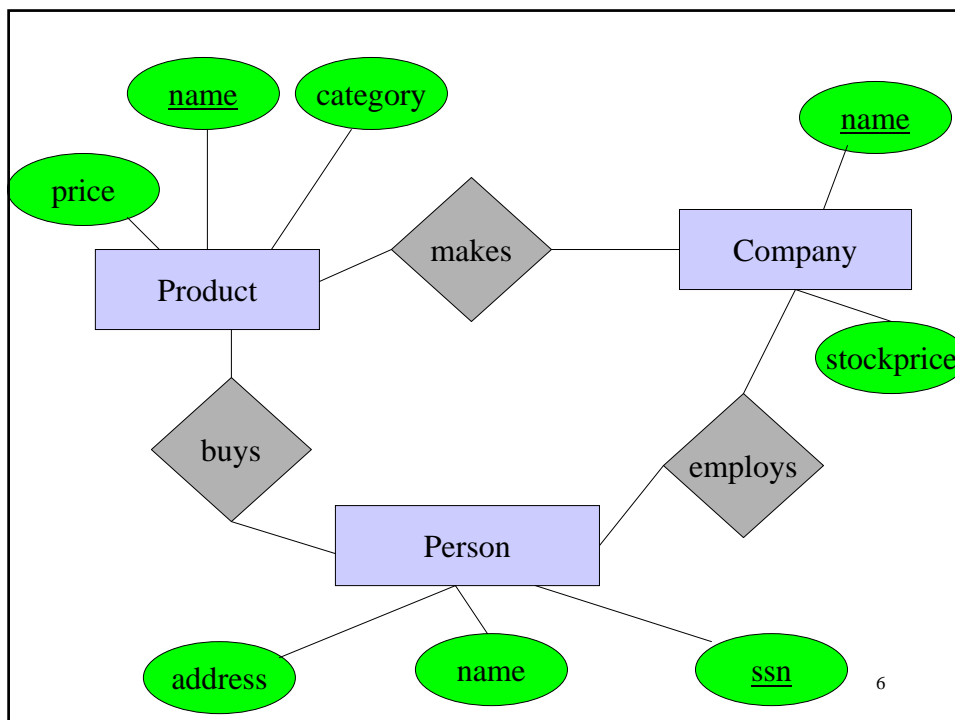
Relationships: like in ODL except

buys

- first class citizens (not associated with classes)

- not necessarily binary

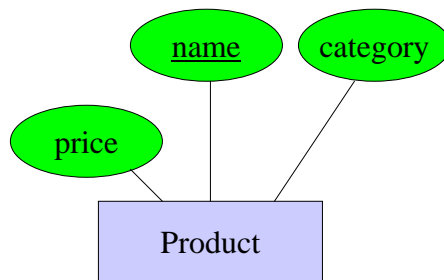
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## Keys in E/R Diagrams

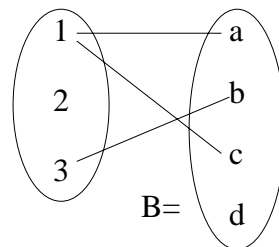
- Every entity set must have a key



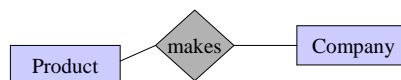
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## What is a Relation ?

- A mathematical definition:
  - if A, B are sets, then a relation R is a subset of  $A \times B$
- $A = \{1, 2, 3\}$ ,  $B = \{a, b, c, d\}$ ,  
 $A \times B = \{(1, a), (1, b), \dots, (3, d)\}$  A=  
 $R = \{(1, a), (1, c), (3, b)\}$



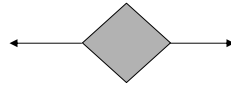
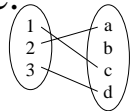
- **makes** is a subset of **Product**  $\times$  **Company**:



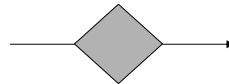
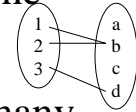
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## Multiplicity of E/R Relations

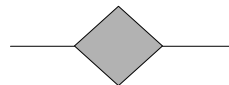
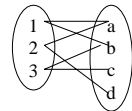
- one-one:



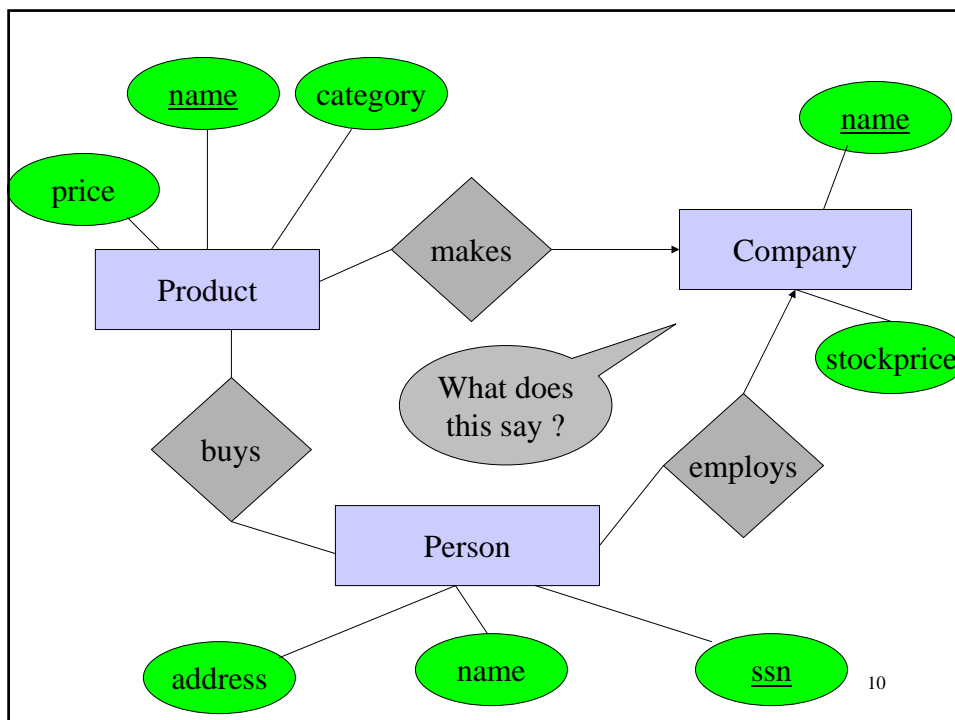
- many-one



- many-many



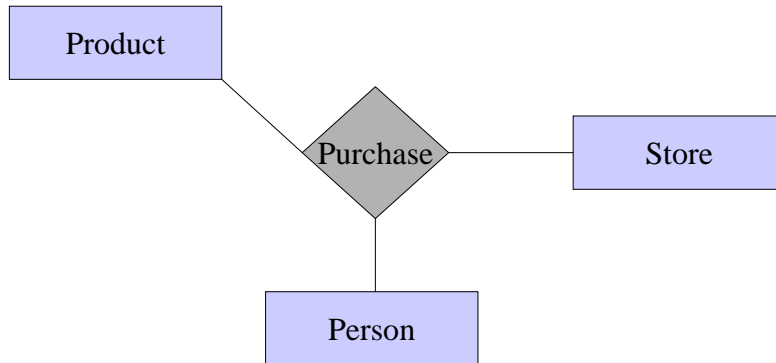
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# Multi-way Relationships

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

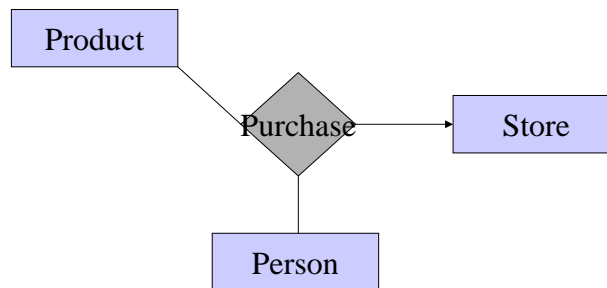


Can still model as a mathematical set (how ?)

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# Arrows in Multiway Relationships

Q: what does the arrow mean ?

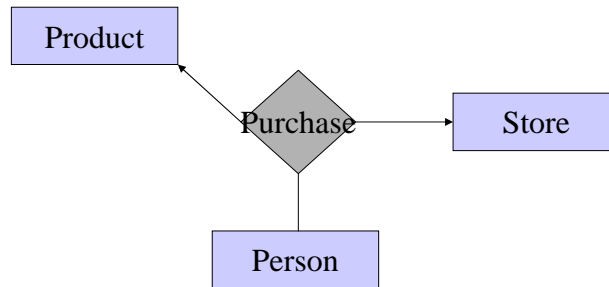


A: a given person buys a given product from at most one store

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## Arrows in Multiway Relationships

Q: what does the arrow mean ?

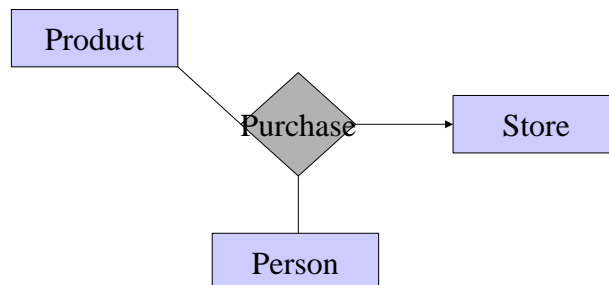


A: a given person buys a given product from at most one store  
AND every store sells to every person at most one product

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## Arrows in Multiway Relationships

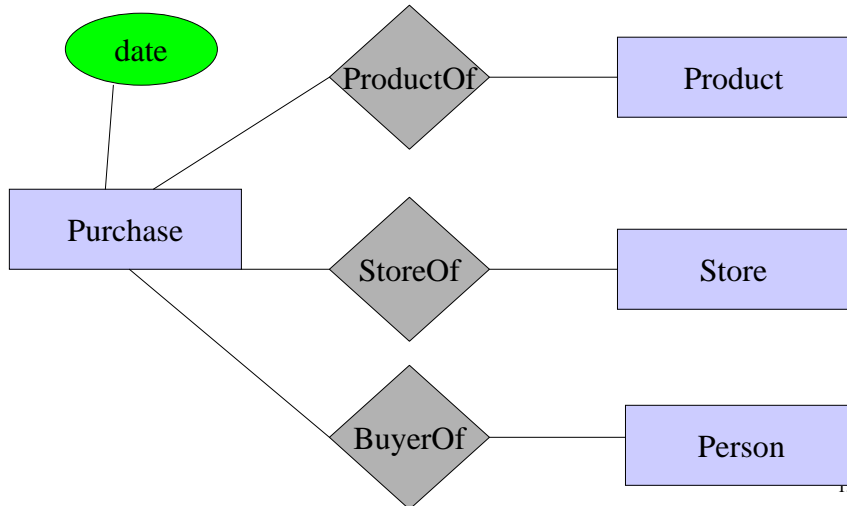
Q: How do we say that every person shops at at most one store ?



A: cannot. This is the best approximation.  
(Why only approximation ?)

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## Converting Multi-way Relationships to Binary

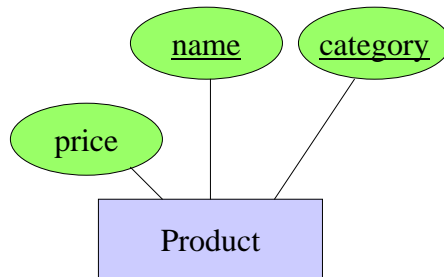


## From E/R Diagrams to Relational Schema

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



## Entity Set to Relation

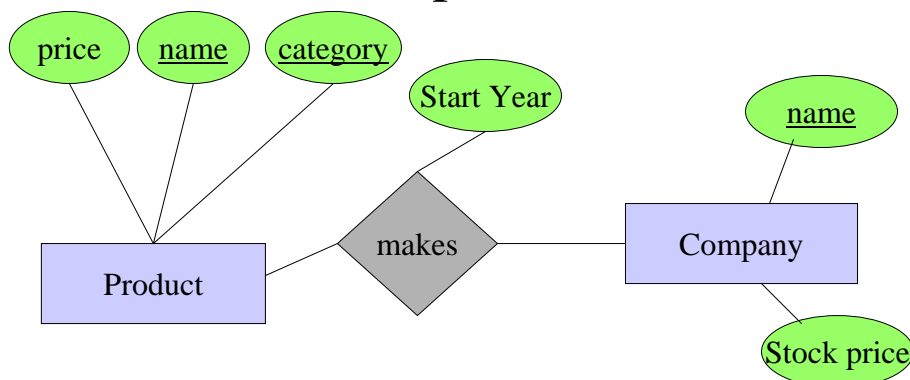


**Product**(name, category, price)

<u>name</u>	<u>category</u>	price
gizmo	gadgets	\$19.99

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## Relationships to Relations



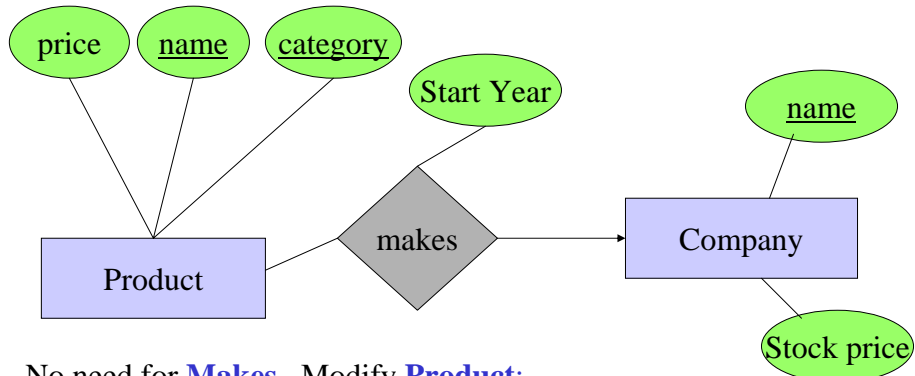
**Makes**(product-name, product-category, company-name, year)

<u>Product-name</u>	<u>Product-Category</u>	<u>Company-name</u>	Starting-year
gizmo	gadgets	gizmoWorks	1963

(watch out for attribute name conflicts)

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## Relationships to Relations

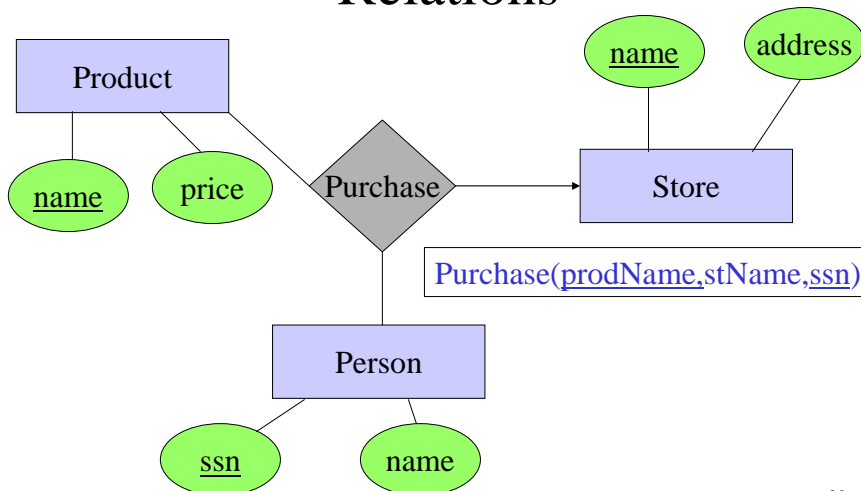


No need for **Makes**. Modify **Product**:

<u>name</u>	<u>category</u>	<u>price</u>	<u>StartYear</u>	<u>companyName</u>
gizmo	gadgets	19.99	1963	gizmoWorks

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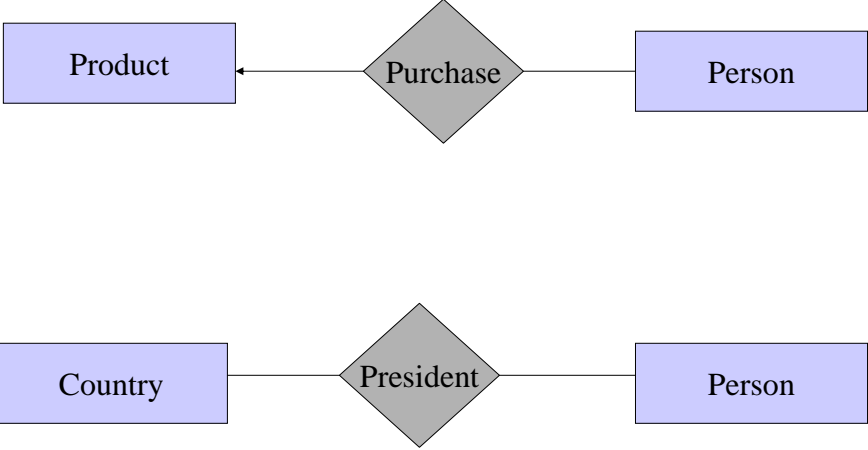
## Multi-way Relationships to Relations



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# 3. Design Principles

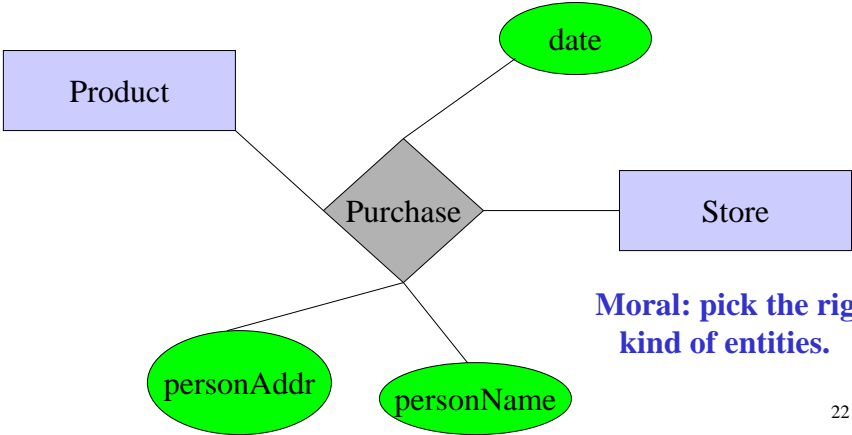
What's wrong?



Moral: be faithful!

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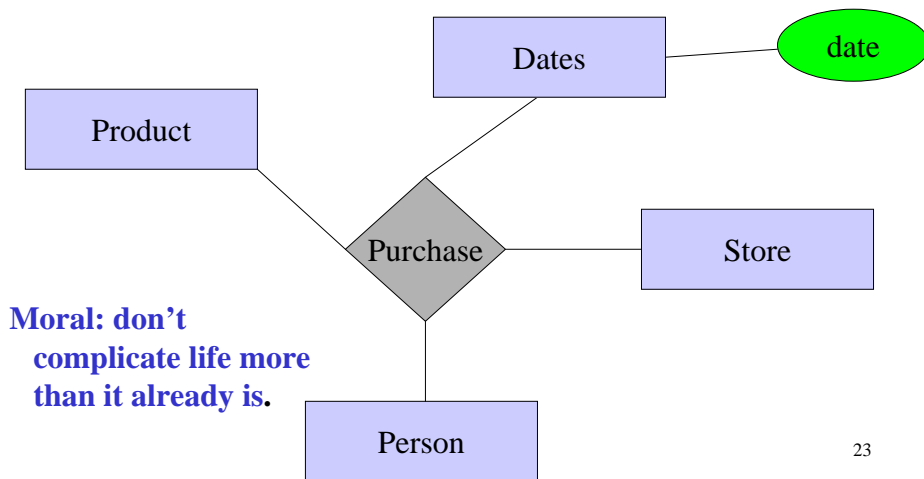
# Design Principles: What's Wrong?



Moral: pick the right kind of entities.

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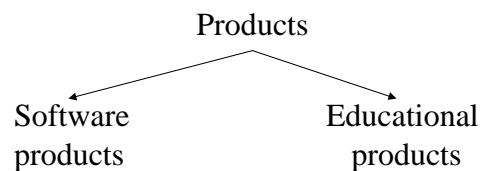
## Design Principles: What's Wrong?



## Modeling Subclasses

Some objects in a class may be special

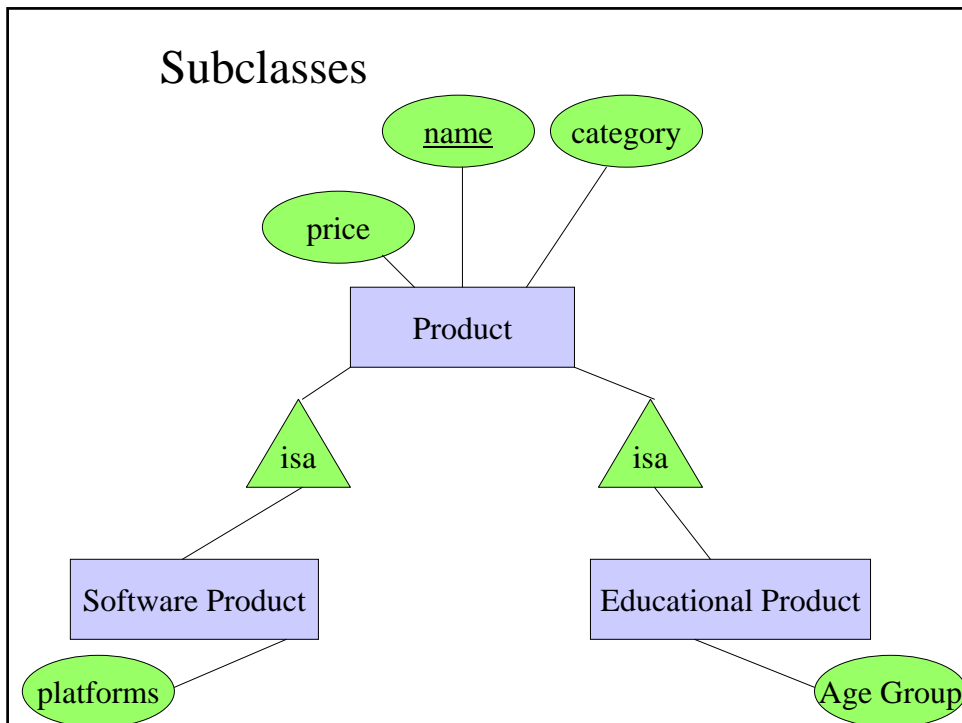
- define a new class
- better: define a *subclass*



So --- we define subclasses in E/R

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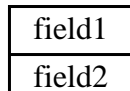
## Subclasses



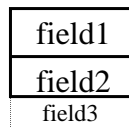
## Understanding Subclasses

- Think in terms of records:

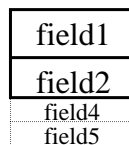
– Product



– SoftwareProduct



– EducationalProduct

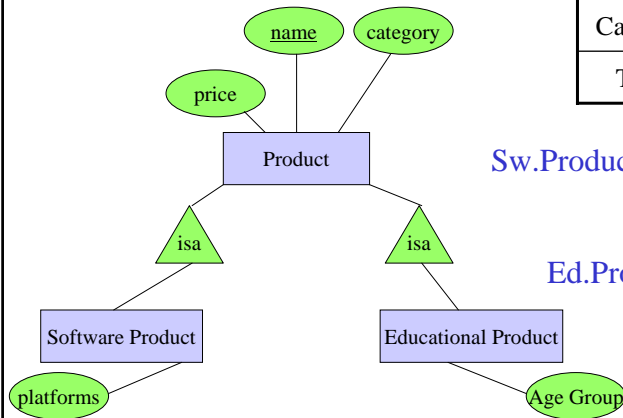


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## Subclasses to Relations

### Product

<u>Name</u>	Price	Category
Gizmo	99	gadget
Camera	49	photo
Toy	39	gadget



### Sw.Product

<u>Name</u>	platforms
Gizmo	unix

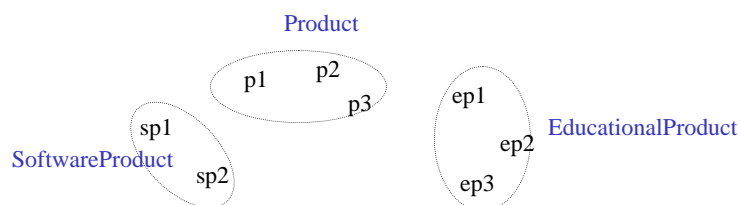
### Ed.Product

<u>Name</u>	Age Group
Gizmo	todler
Toy	retired

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## Difference between OO and E/R inheritance

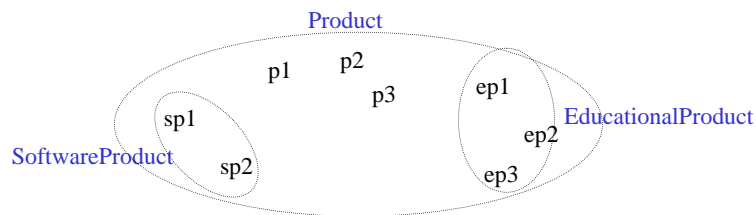
- OO: classes are disjoint (same for Java, C++)



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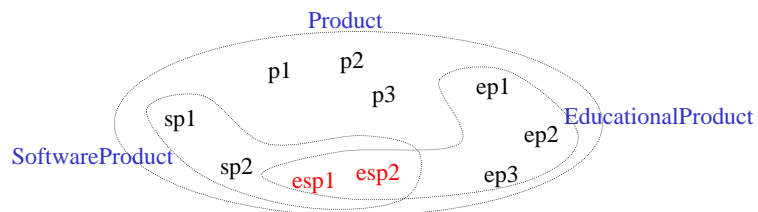
## Difference between OO and E/R inheritance

- E/R: entity sets overlap



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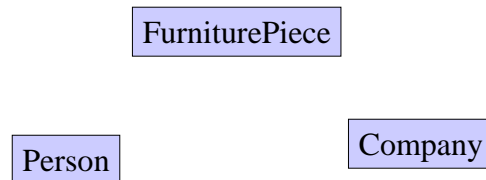
No need for multiple inheritance in E/R



We have three entity sets, but four different kinds of objects.

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## Modeling Union Types With Subclasses



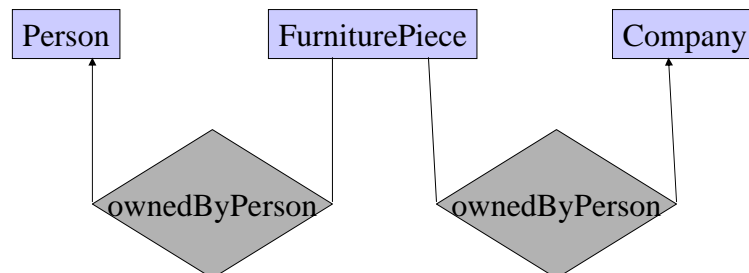
Say: each piece of furniture is owned either by a person, or by a company

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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, imperfect (What's wrong ?)

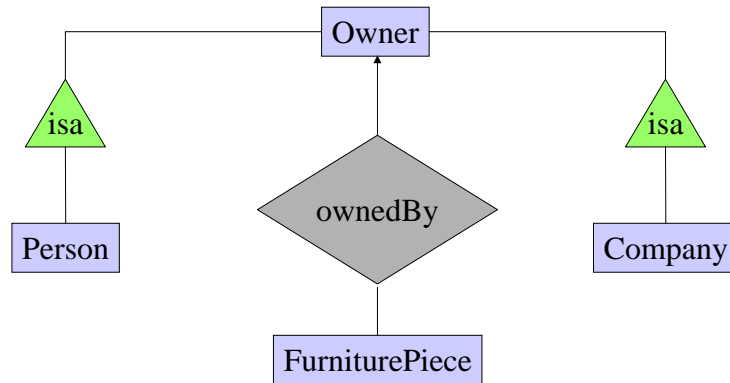


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## Modeling Union Types with Subclasses

Solution 2: better, more laborious



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## Constraints in E/R Diagrams

Finding constraints is part of the modeling process.

Commonly used constraints:

**Keys:** social security number uniquely identifies a person.

**Single-value constraints:** a person can have only one father.

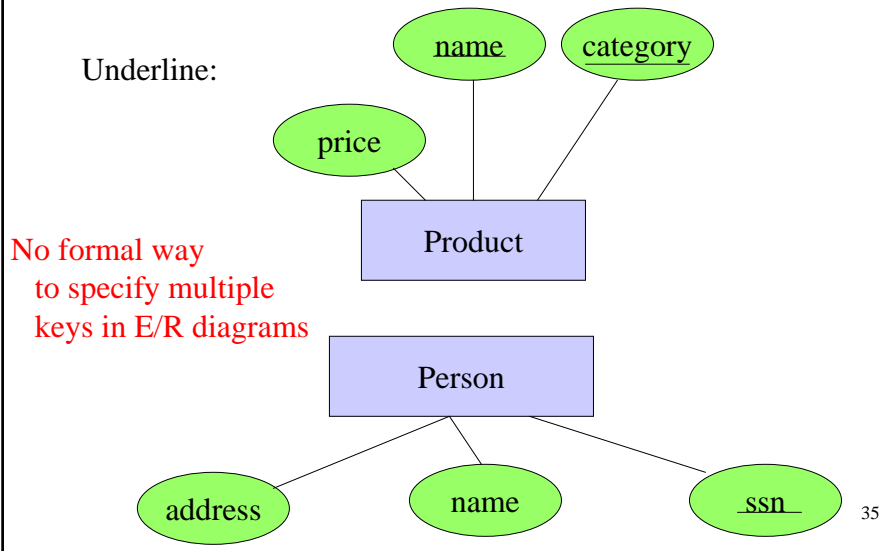
**Referential integrity constraints:** if you work for a company, it must exist in the database.

**Other constraints:** peoples' ages are between 0 and 150.

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## Keys in E/R Diagrams

Underline:



## Single Value Constraints

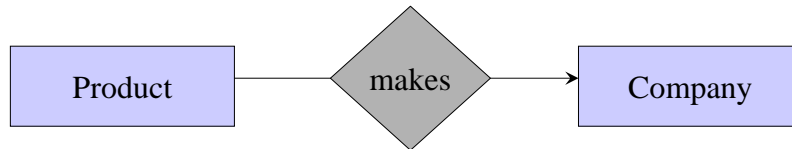


v. s.

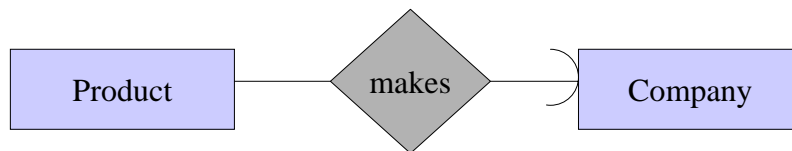


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## Referential Integrity Constraints



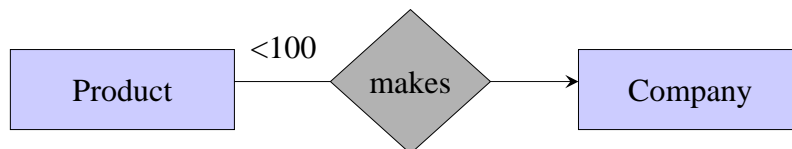
Each product made by at most one company.  
Some products made by no company



Each product made by *exactly* one company.

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## Other Constraints

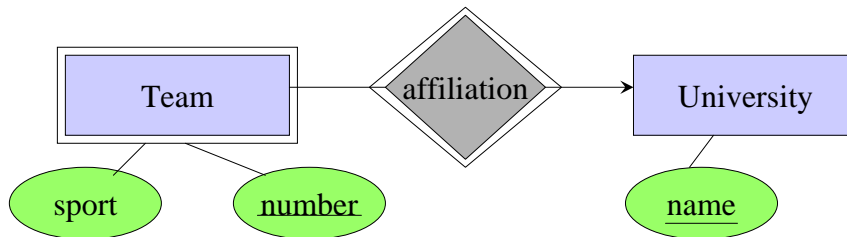


What does this mean ?

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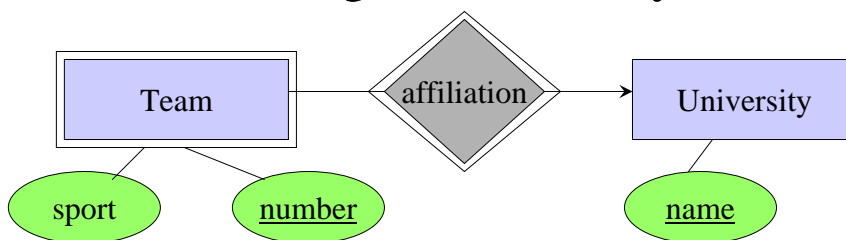
## Weak Entity Sets

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



Notice: we encountered this when converting multiway relationships to binary relationships (last lecture) <sup>39</sup>

## Handling Weak Entity Sets



Convert to a relational schema (in class)