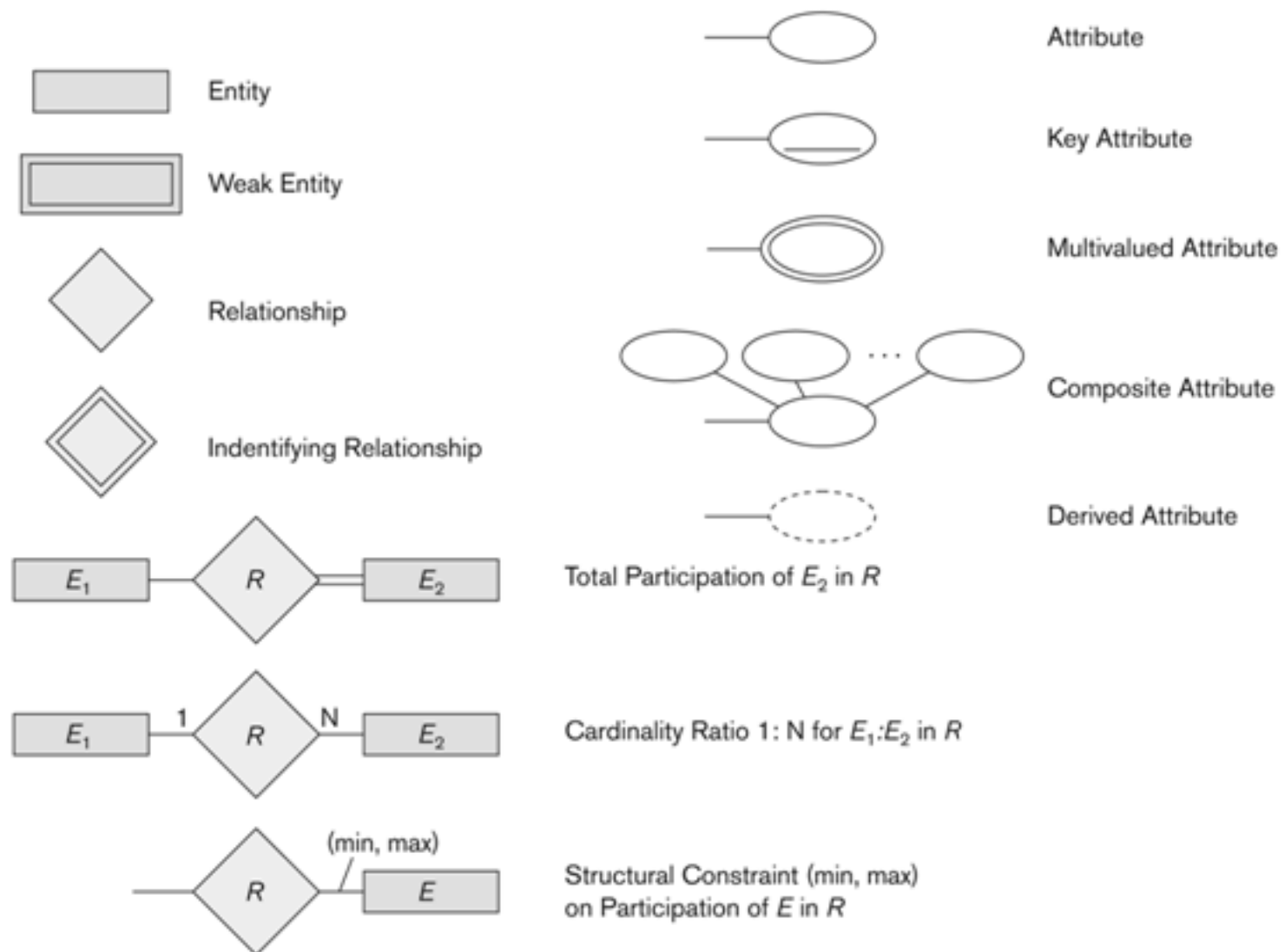


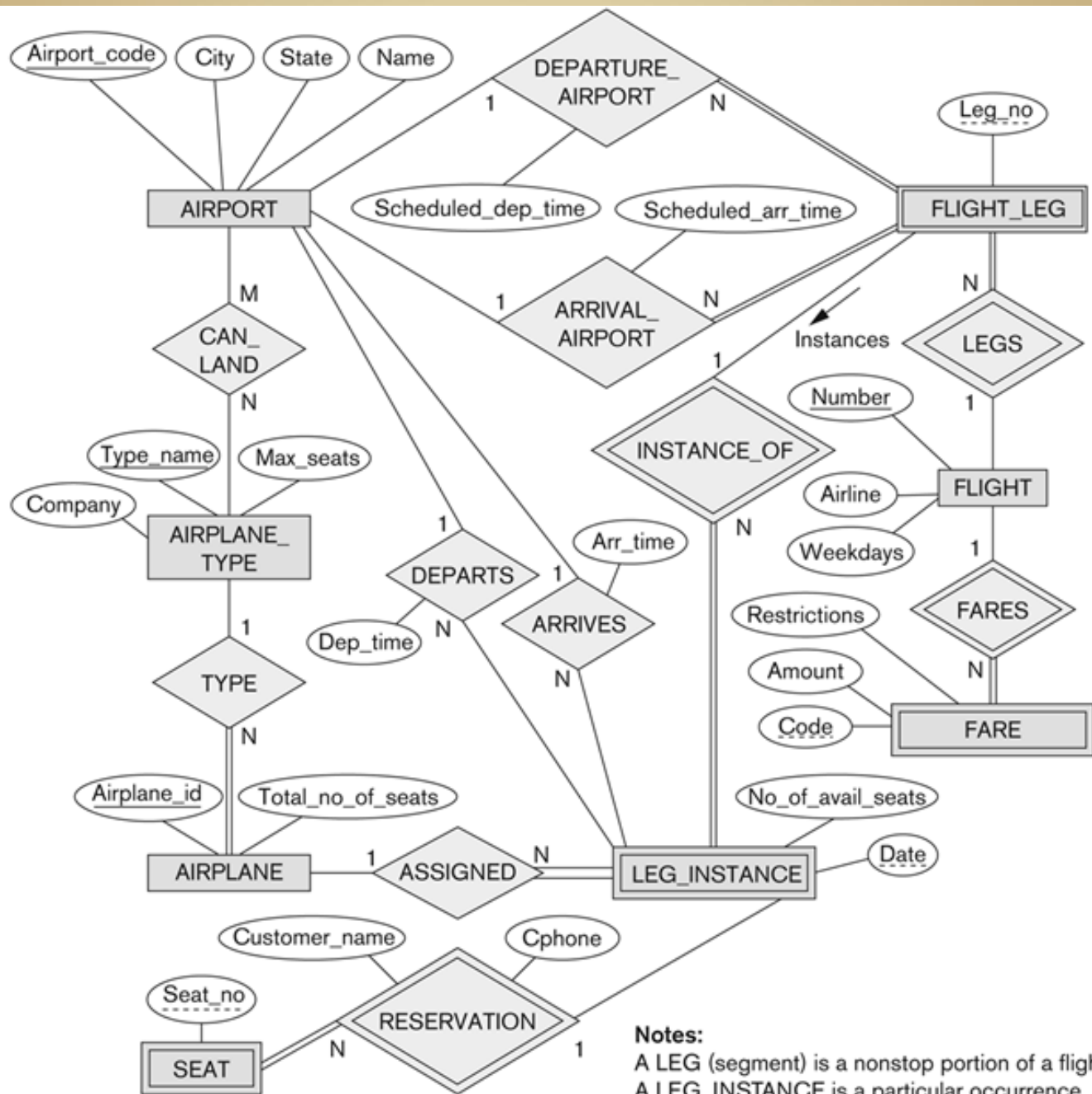
Advanced Database Management Systems

**Lecture 3 – Sections 4.1-4.5
Enhanced Entity-Relationship Diagrams**

ER Notation



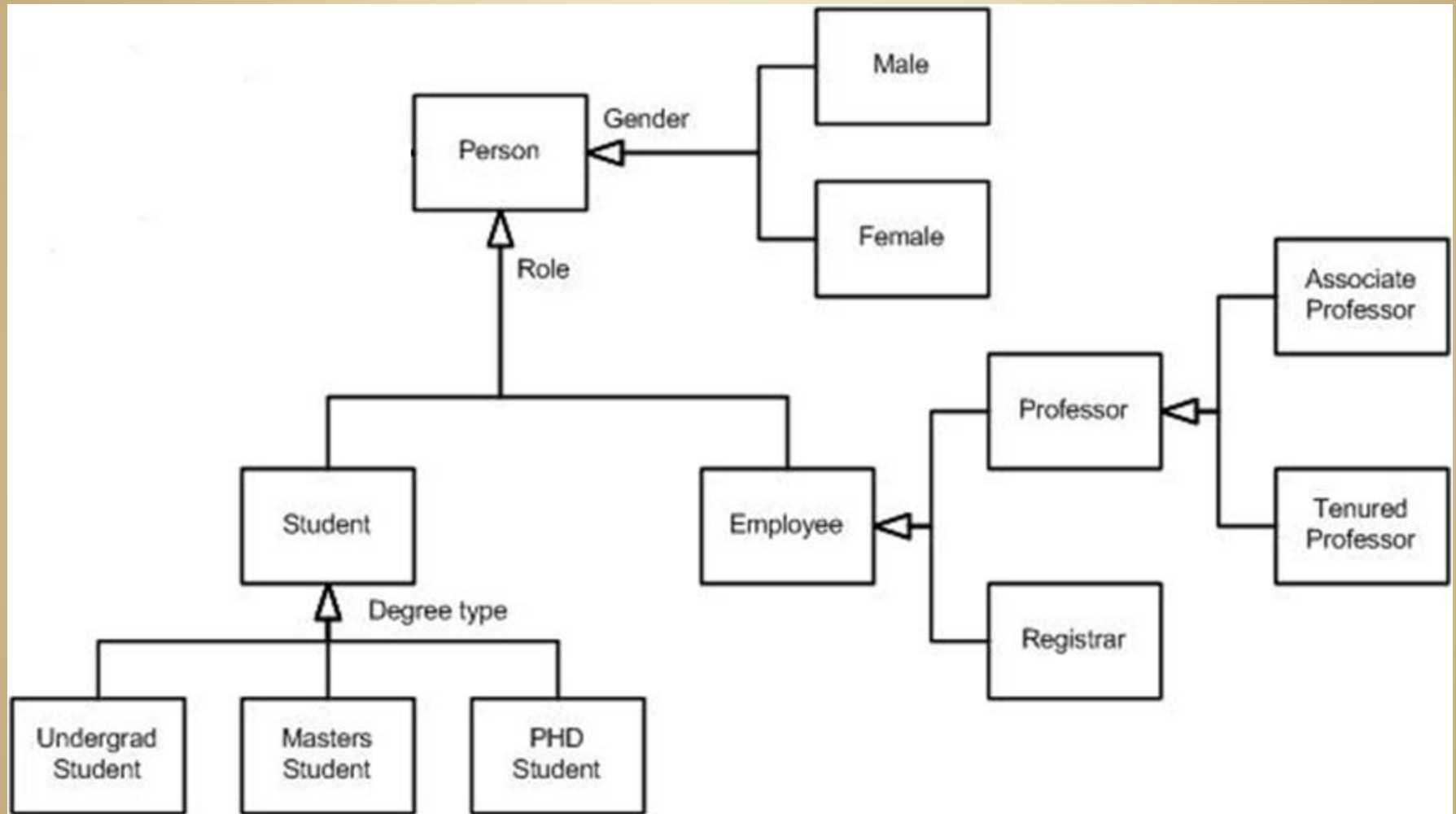
REVIEW



Enhanced ER Model (EER)

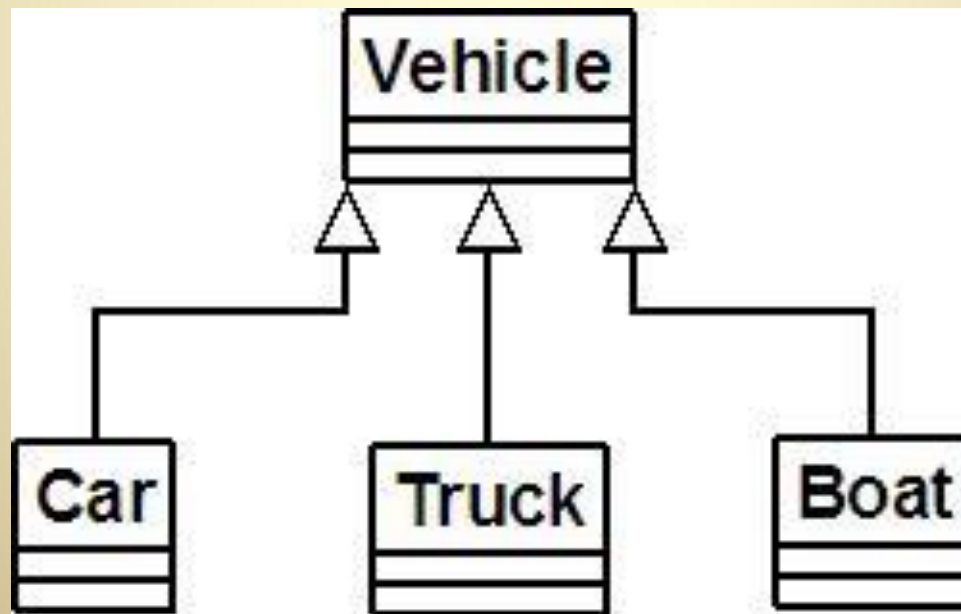
- aka Extended Entity-Relationship Model
- adds *Inheritance*
 - indicates that one entity type is an extension of another entity type
 - often referred to as an IS-A relationship

Inheritance



Inheritance: UML

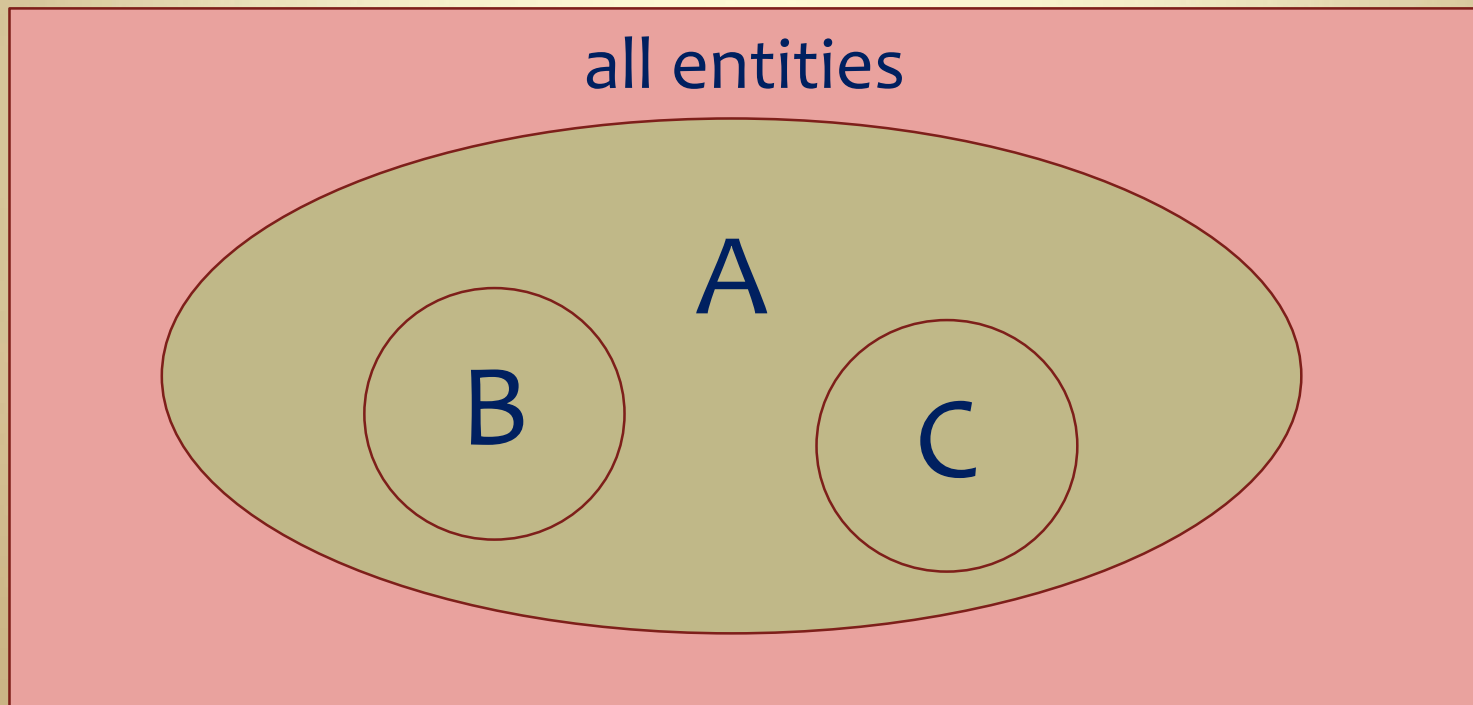
- *Inheritance* defines a subclass relationship
 - A subclass inherits all properties (members) of the superclass
- This is the perspective of most modern programming languages



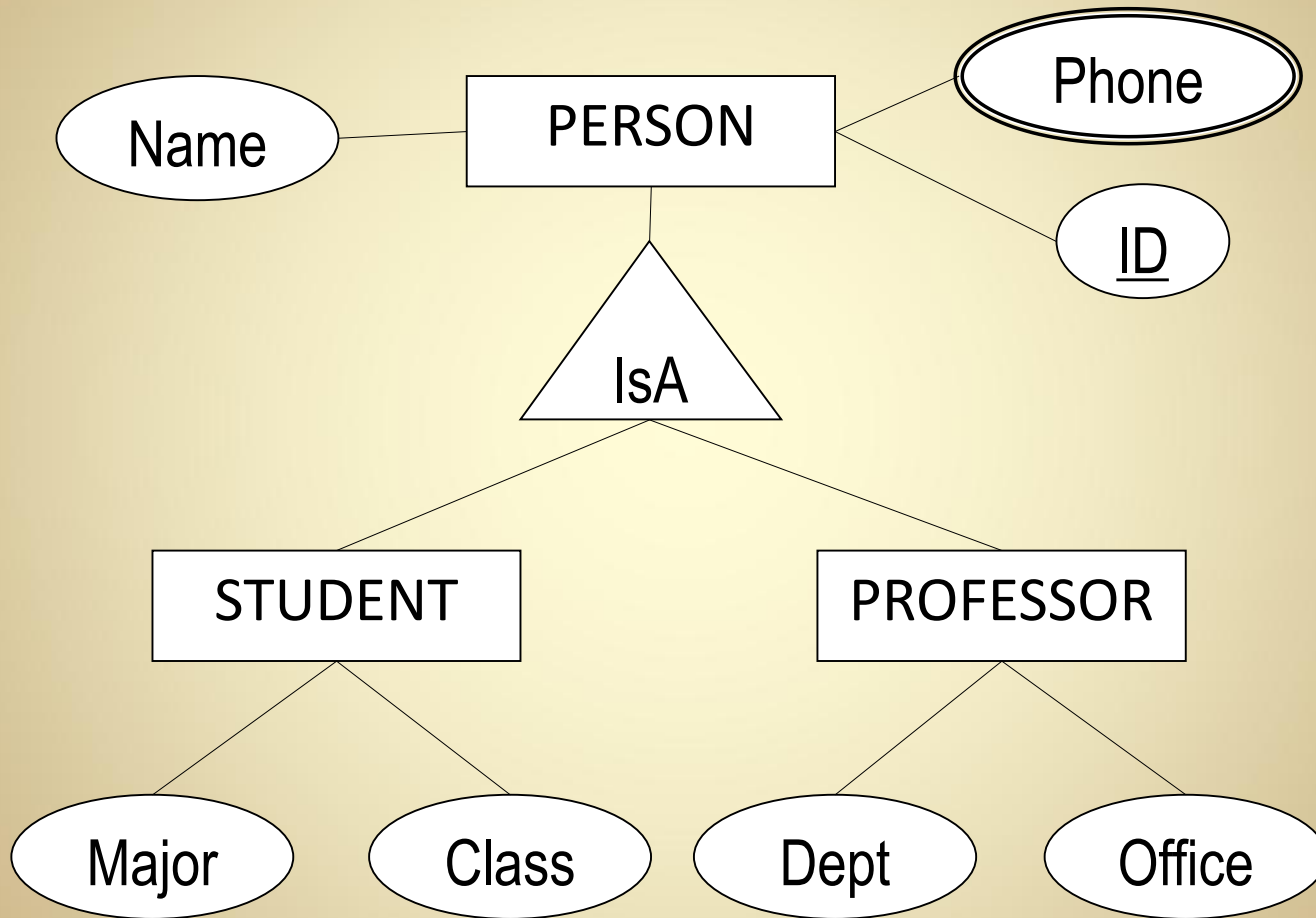
Set Theoretic View of Inheritance

- $B \subset A, C \subset A$
- Every B is also an A
- Every C is also an A

everything true about a member of a set is also true about any member of its subsets.

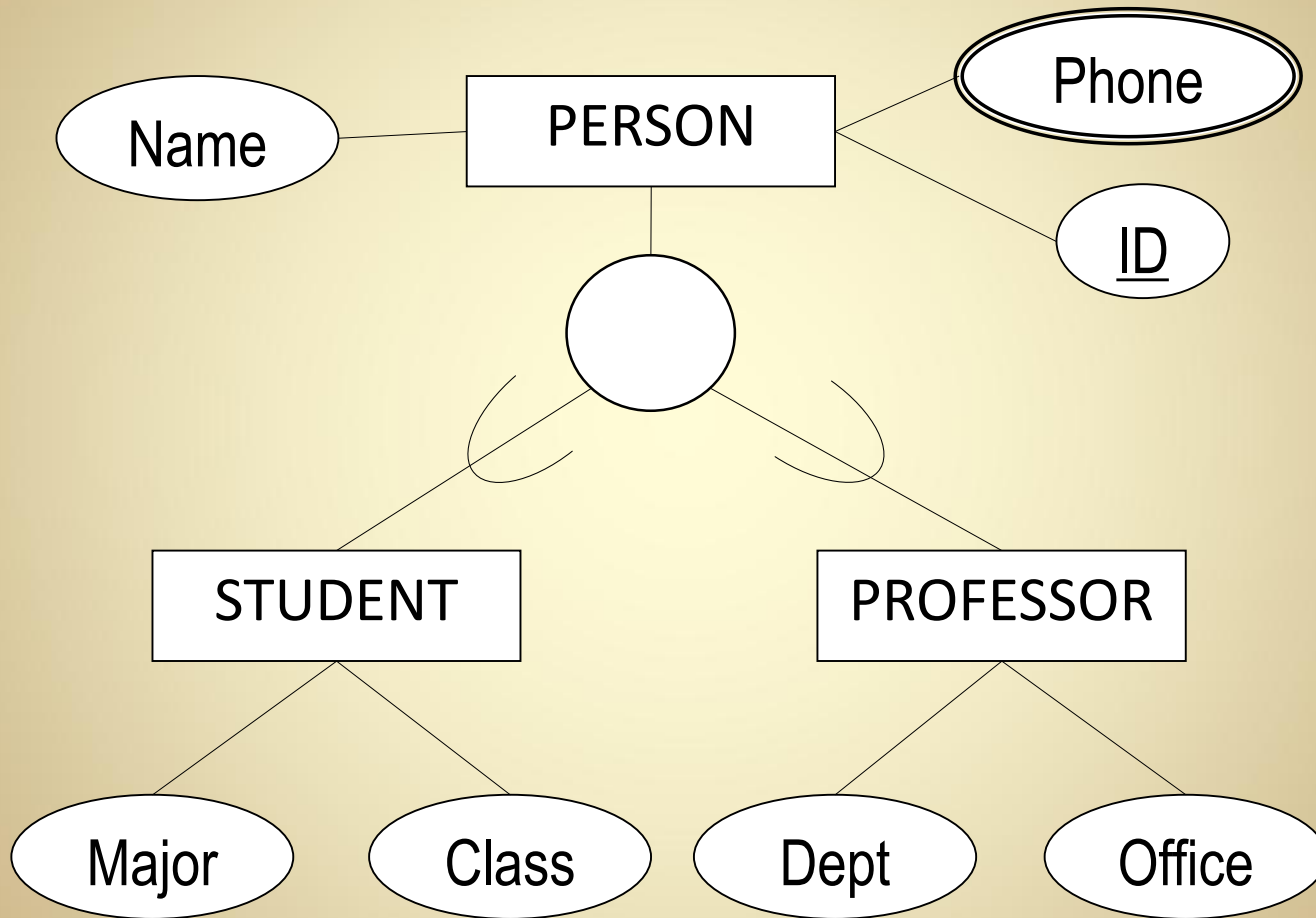


EER IsA Notation



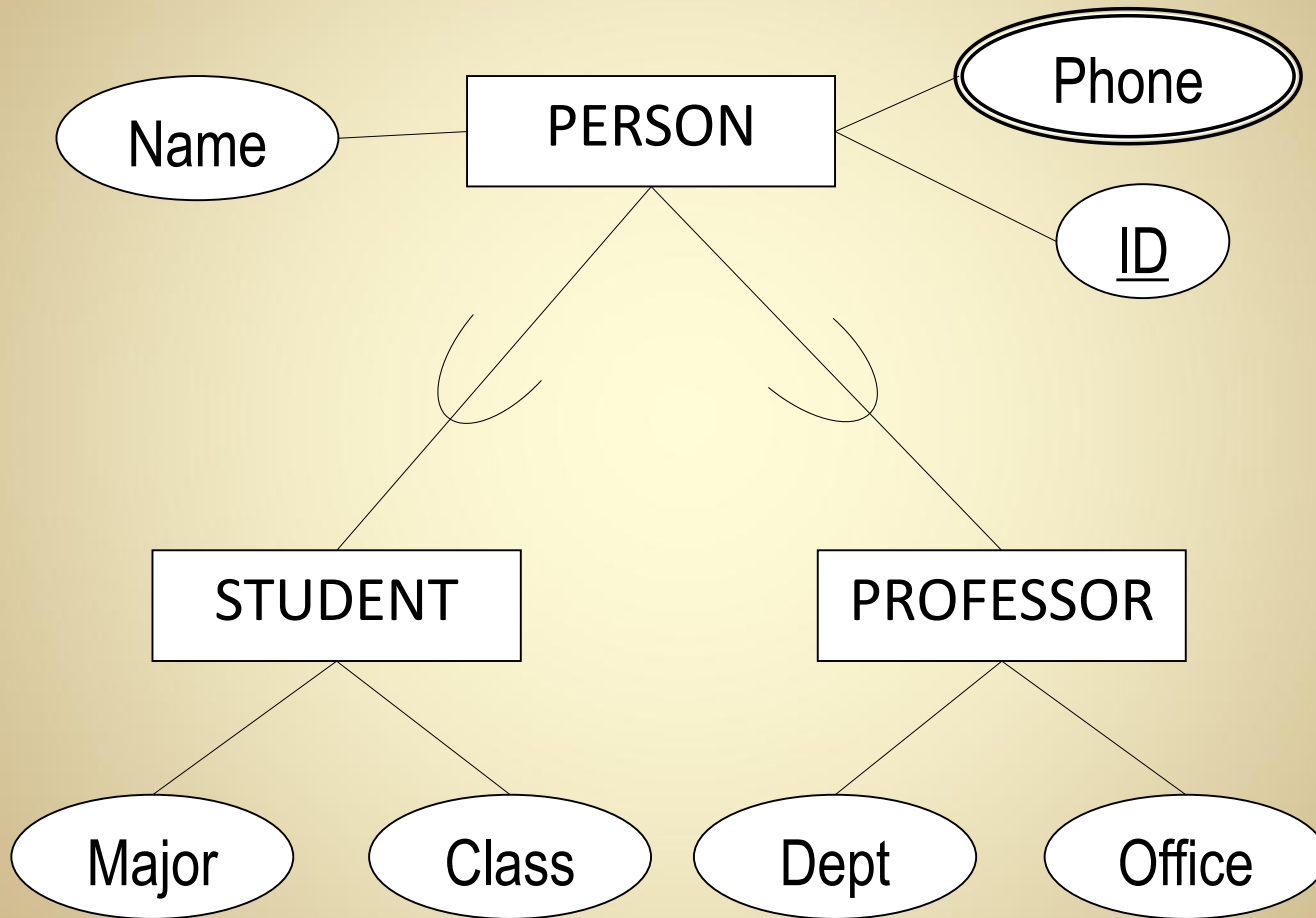
(not used in our textbook)

EER Subset Notation



preferred notation: shows directionality of inheritance

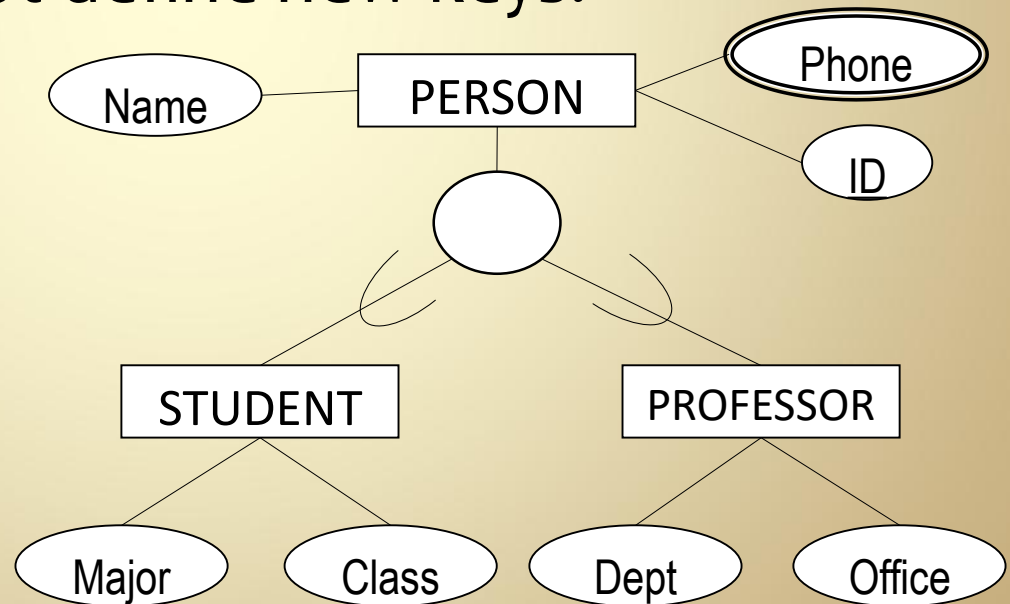
EER Subset Notation (variant)



The circle may be omitted when not needed.

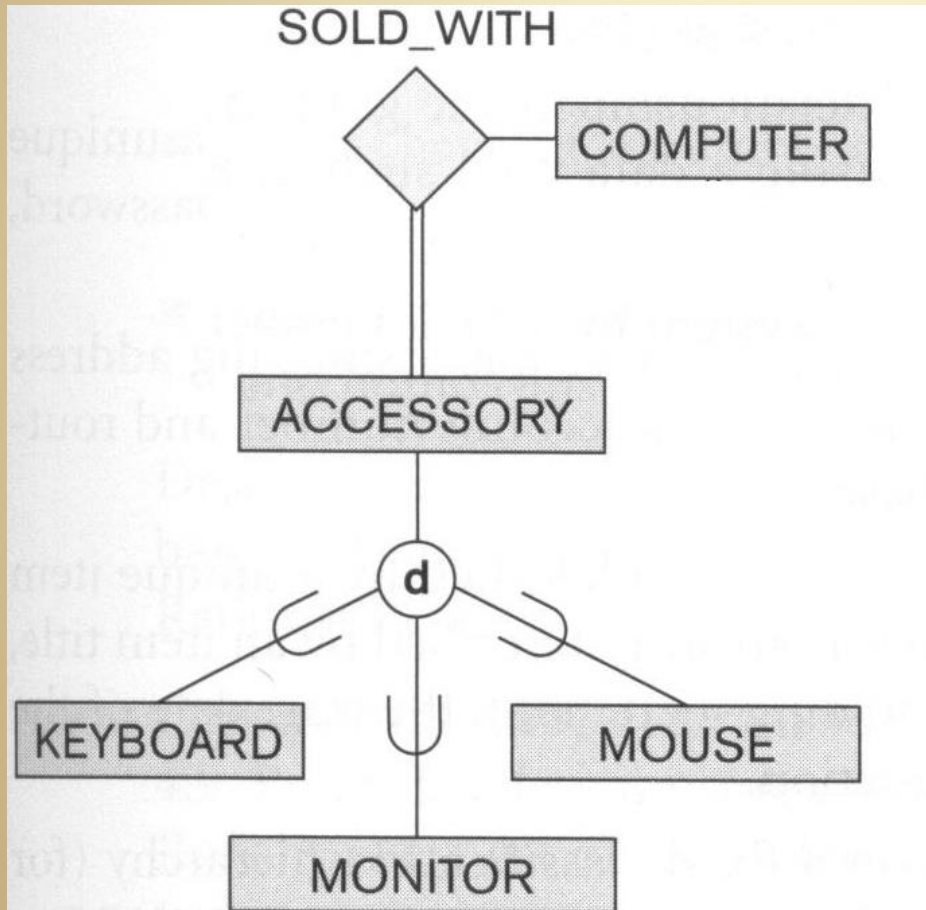
Inheritance of Properties

- Student and professor entities have all attributes defined for a person, plus additional attributes
- Keys are also inherited.
Subtypes should not define new keys.



Inheritance of Relationships

- Relationships are also inherited by subtypes



Every mouse must be sold with a computer? **TRUE**

Every computer must be sold with a mouse? **FALSE**

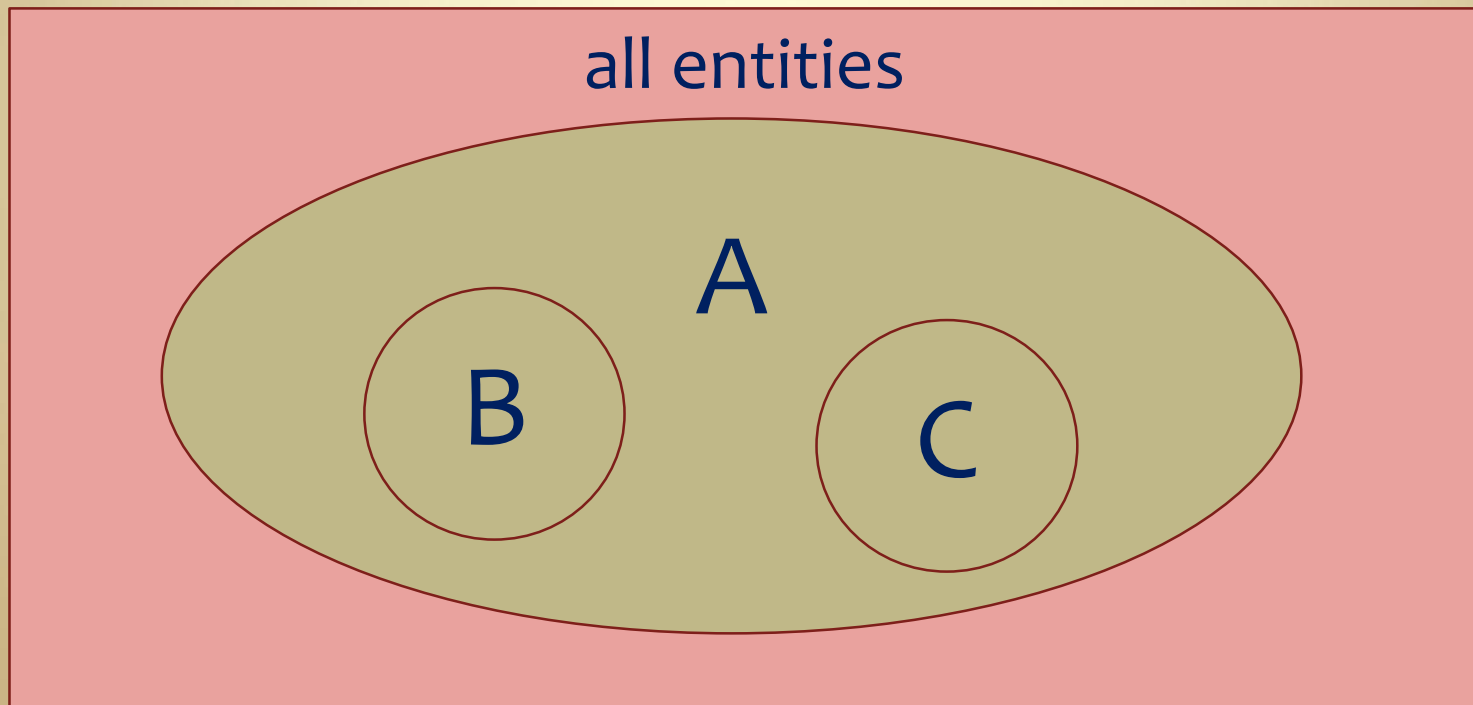
Constraints on Inheritance

- **Disjointness:** an entity can be a member of at most one subtype
 - a person *may be* a student or *may be* a professor, but not both
- **Covering:** every entity of the supertype must also be a member of at least one subtype
 - every person *must be* a professor or a student

Disjoint Subsets

- $B \subset A, C \subset A$
- $B \cap C = \emptyset$

no entity is in both B and C



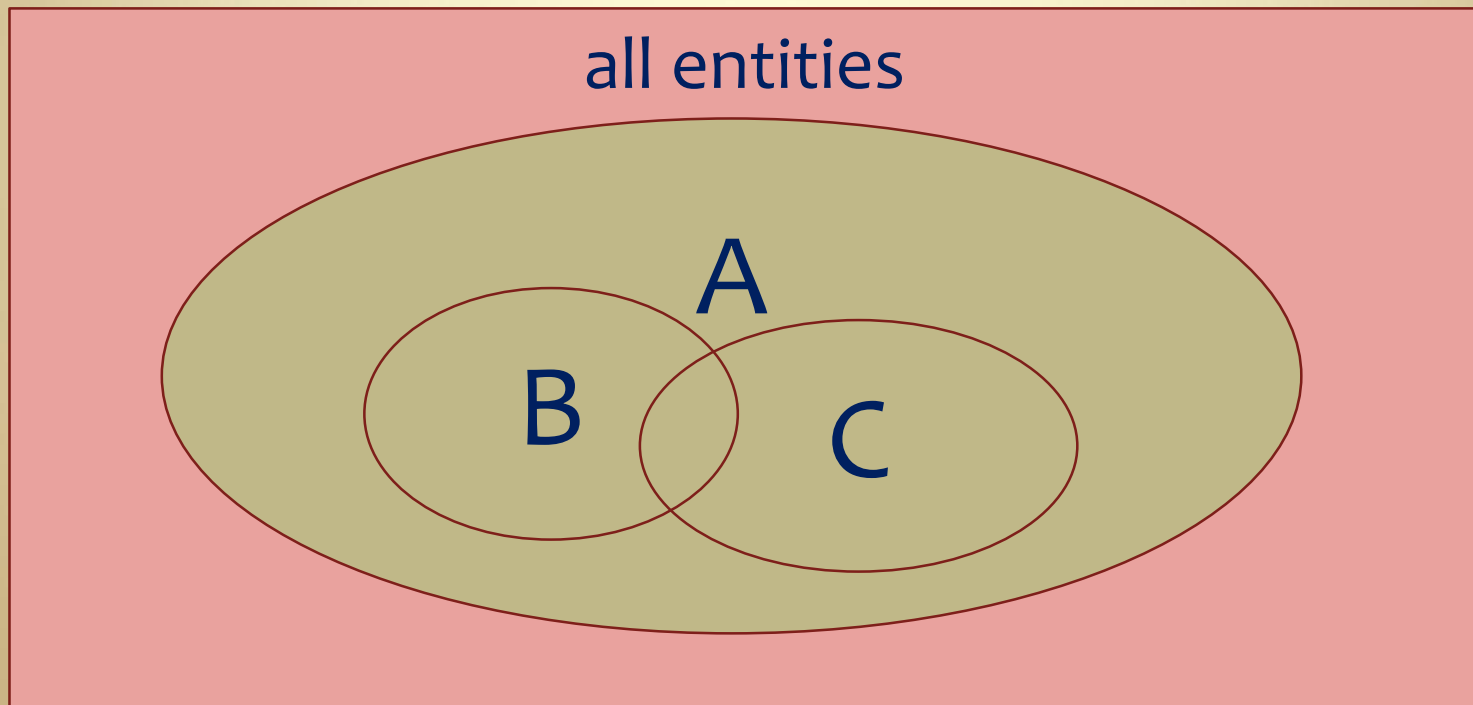
Overlapping Subsets

- $B \subset A, C \subset A$

an entity may be in both B and C

- ~~$B \cap C = \emptyset$~~

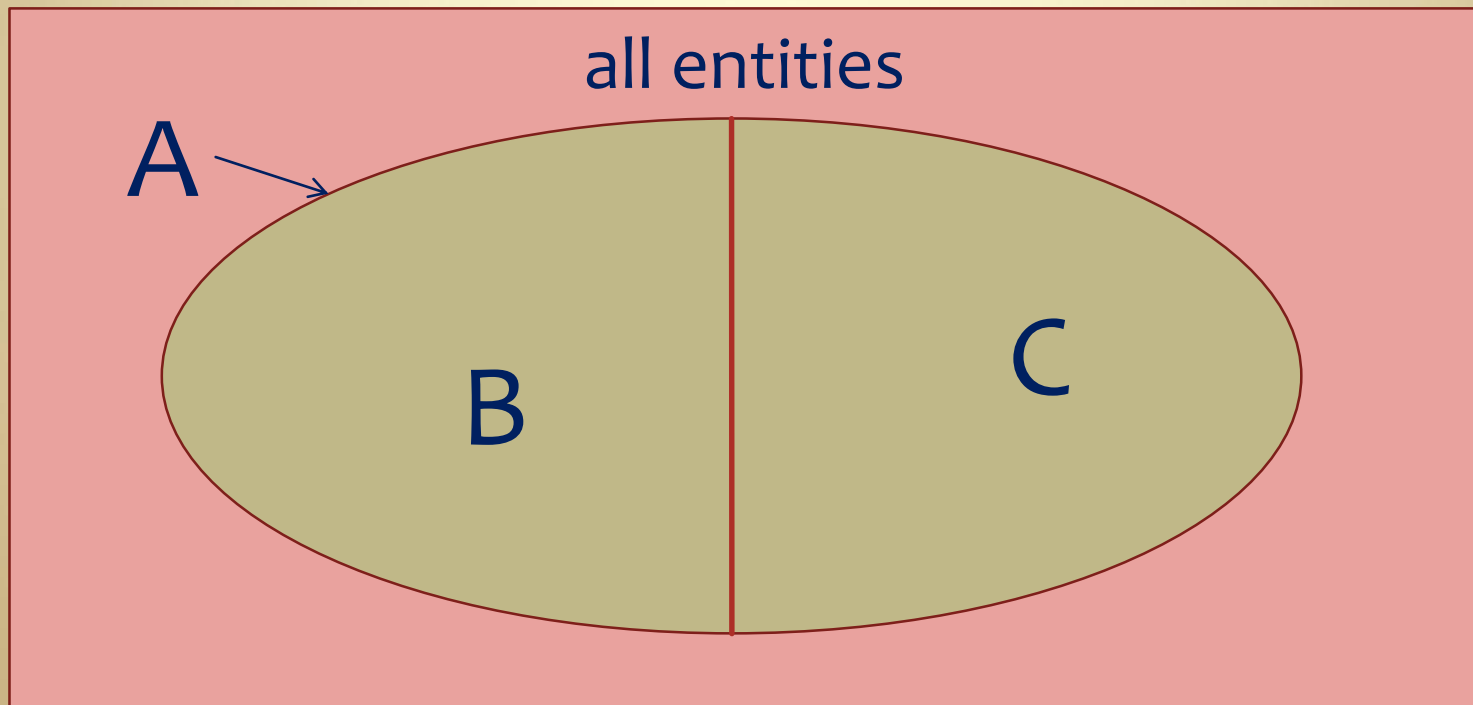
overlapping = non-disjoint



Covering Subsets

- $B \subset A, C \subset A$
- $B \cup C = A$

every entity in A is also in B or C

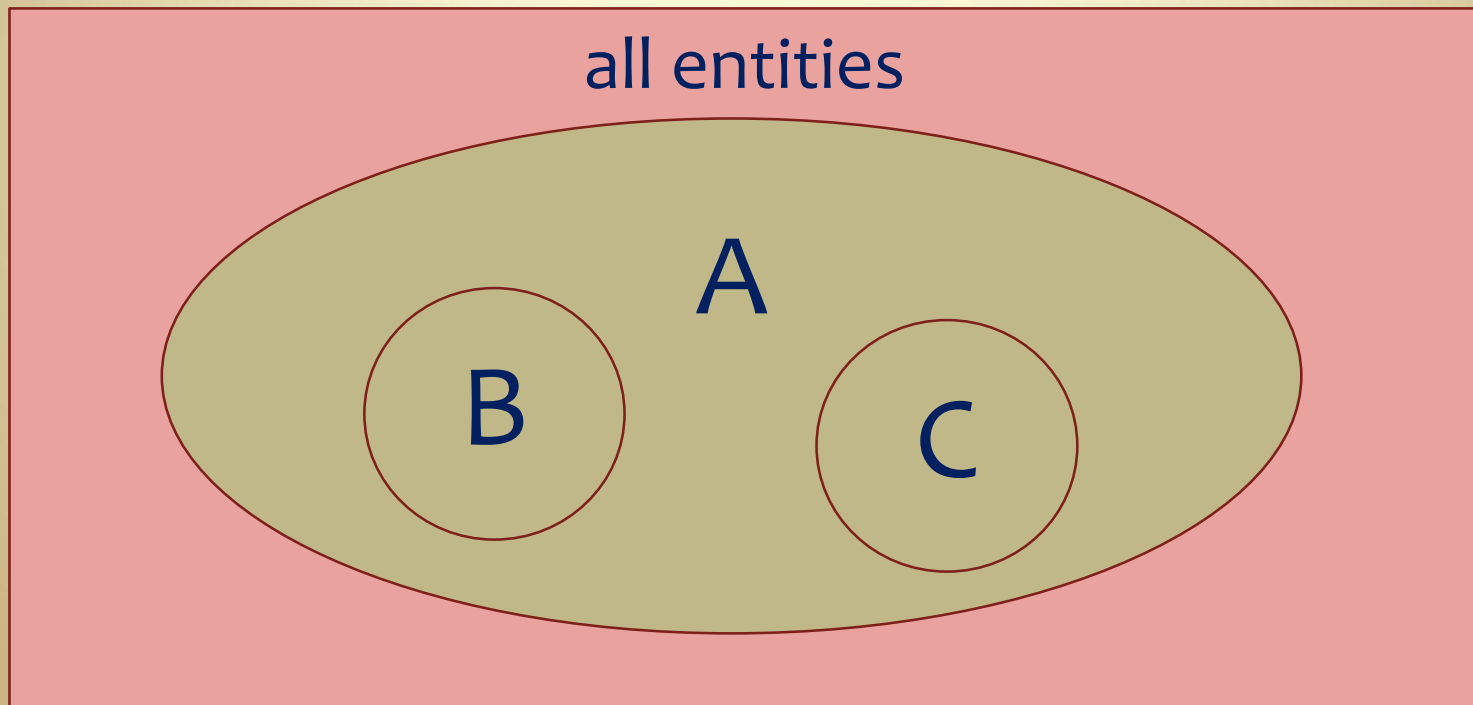


Non-Covering Subsets

- $B \subset A, C \subset A$

some entities in A are not in B or C

- ~~$B \cup C = A$~~



Inheritance Constraint Notation

- IsA (triangle) notation:

write “disjoint” and/or “covering”
next to the triangle

- Subset notation,

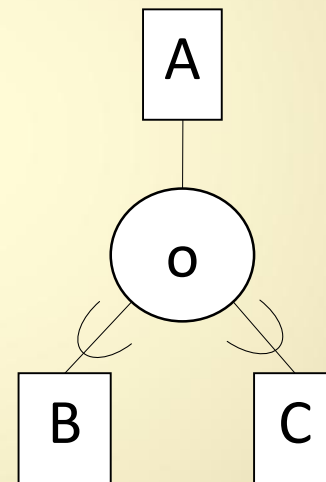
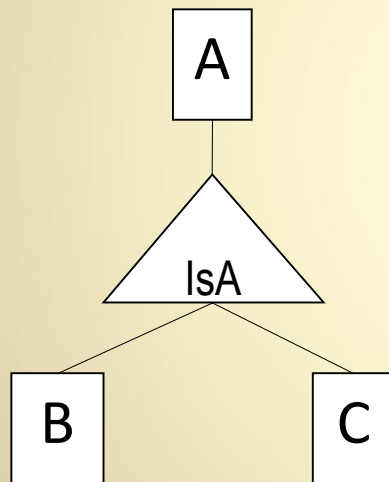
‘d’ in the circle → disjointness

‘o’ in the circle → no disjointness (overlap)

required participation from supertype
indicates a covering constraint

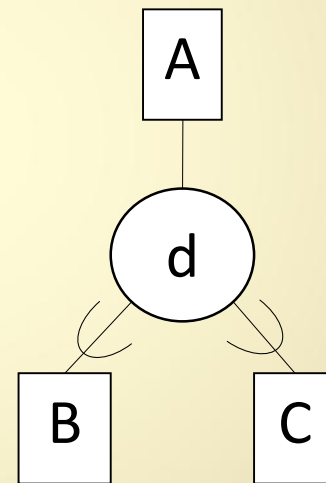
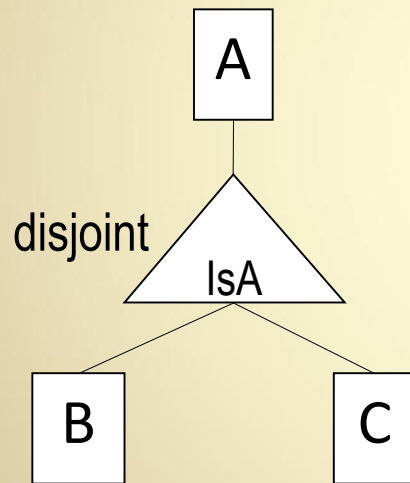
Non-disjoint, Non-covering

- Every A can also be a B or a C, or both, or neither



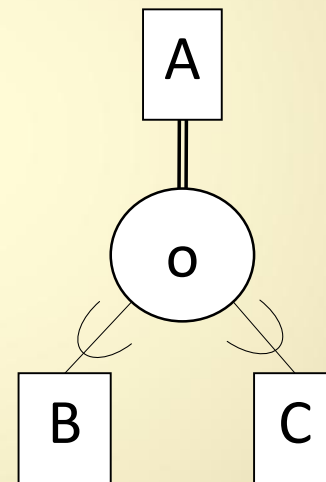
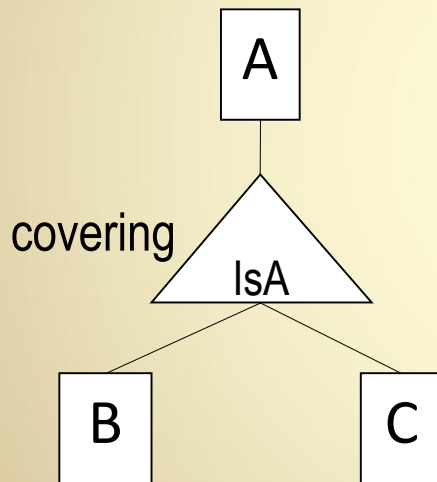
Disjoint, Non-covering

- Every A can also be a B or a C or but not both



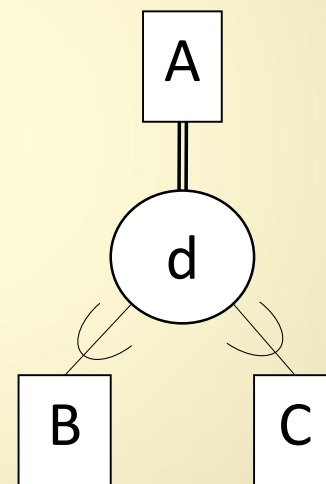
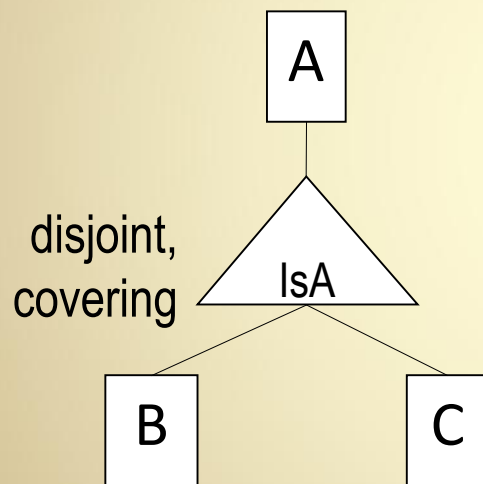
Non-disjoint, Covering

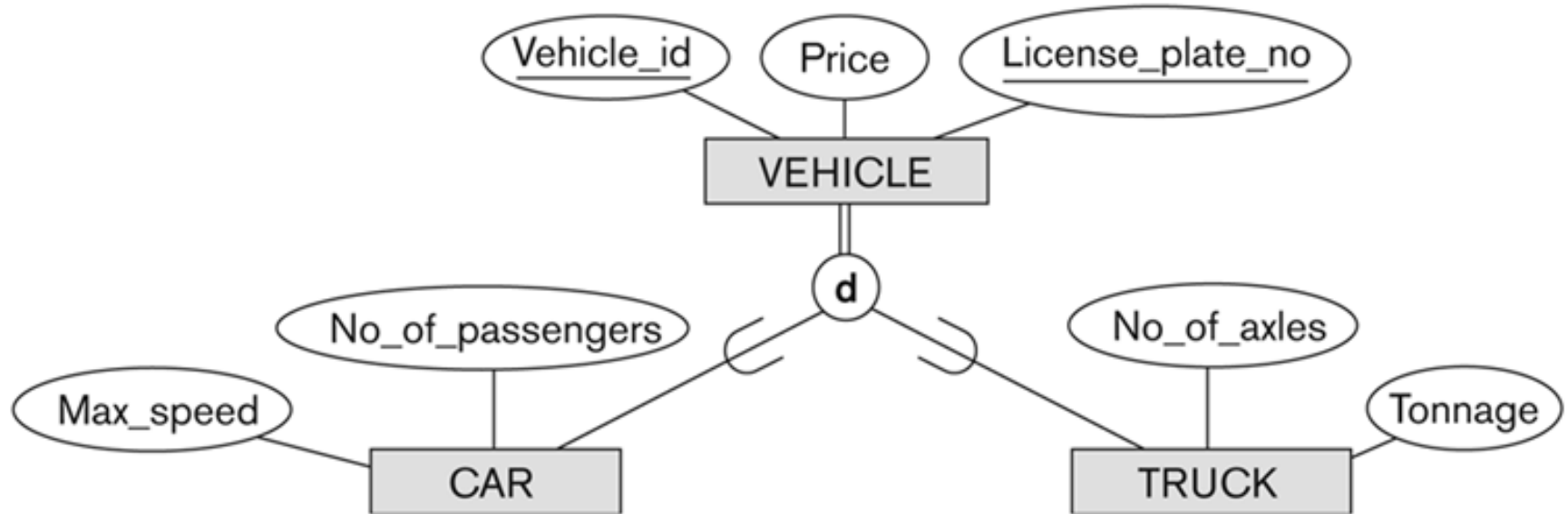
- Every A must be a B or a C or both



Disjoint, Covering

- Every A must be a B or a C, but not both





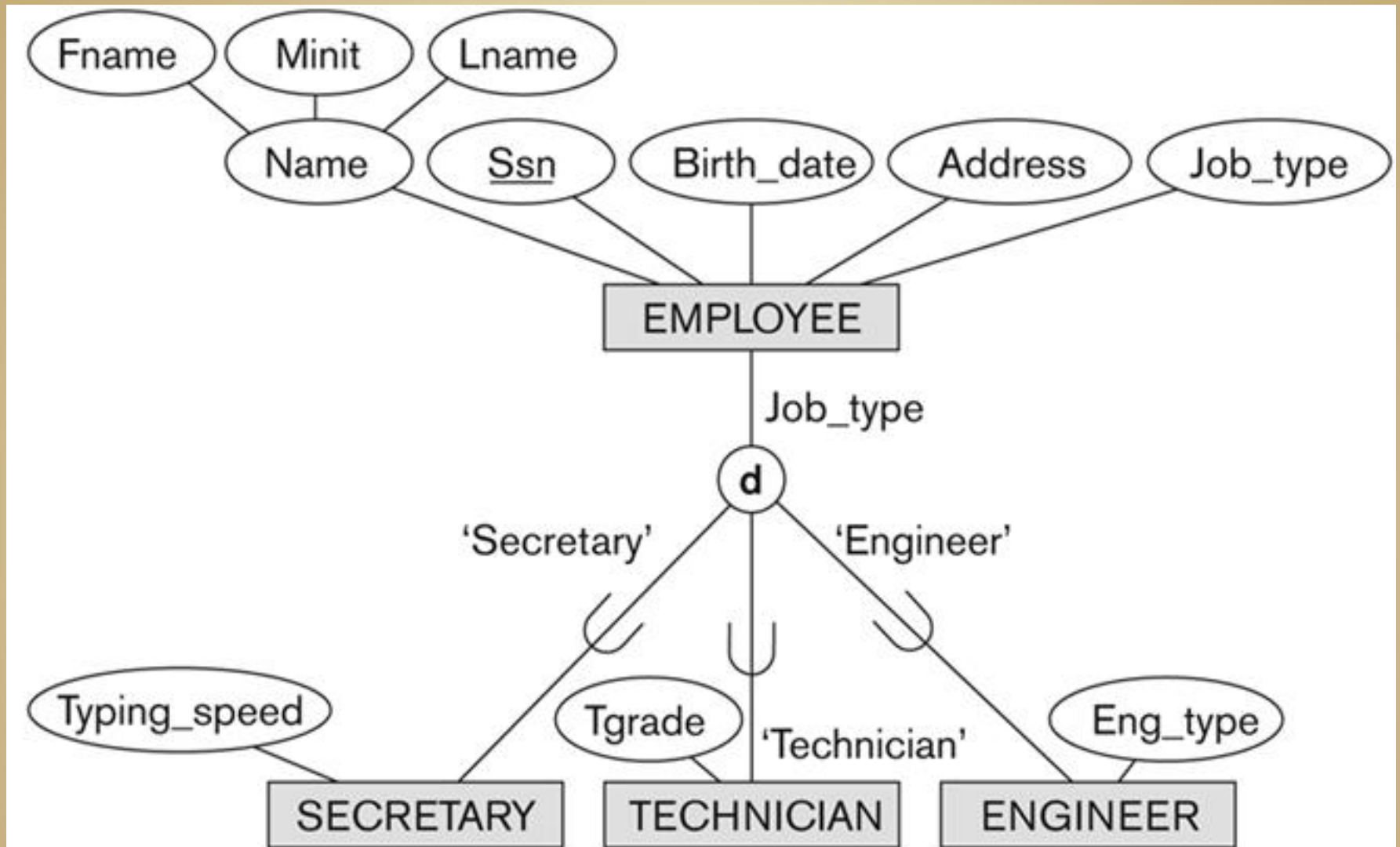
disjoint, covering inheritance:

every car is a vehicle

every truck is a vehicle

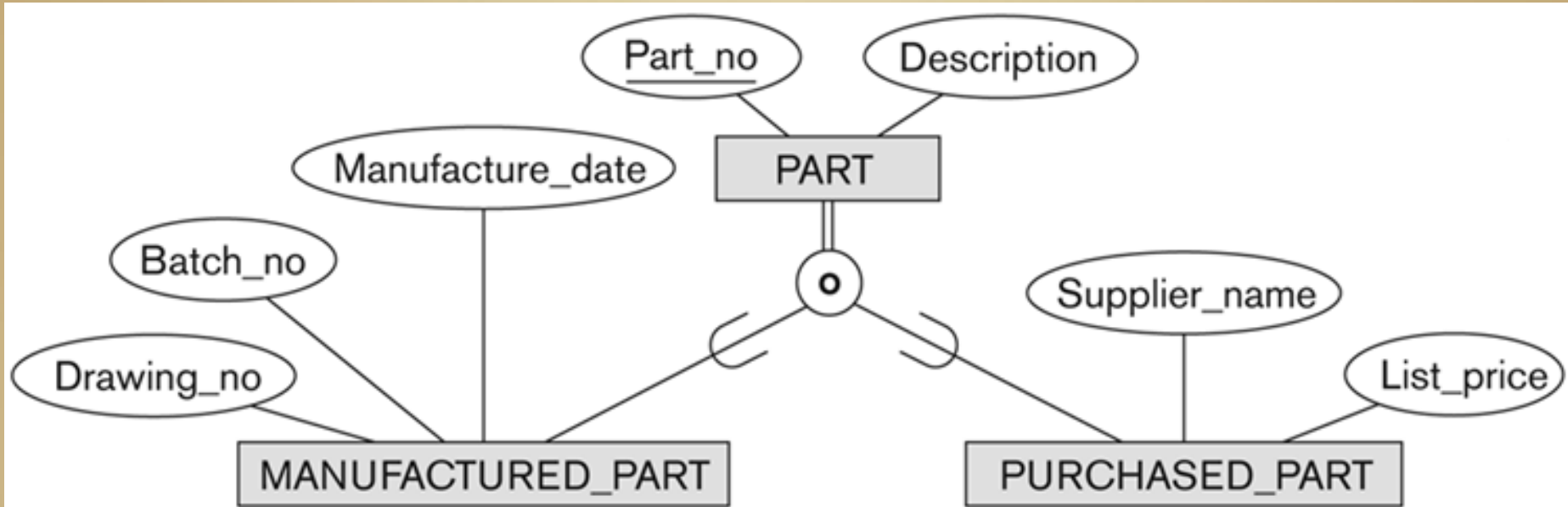
every vehicle is either a car or a truck

no vehicle is both a car and a truck



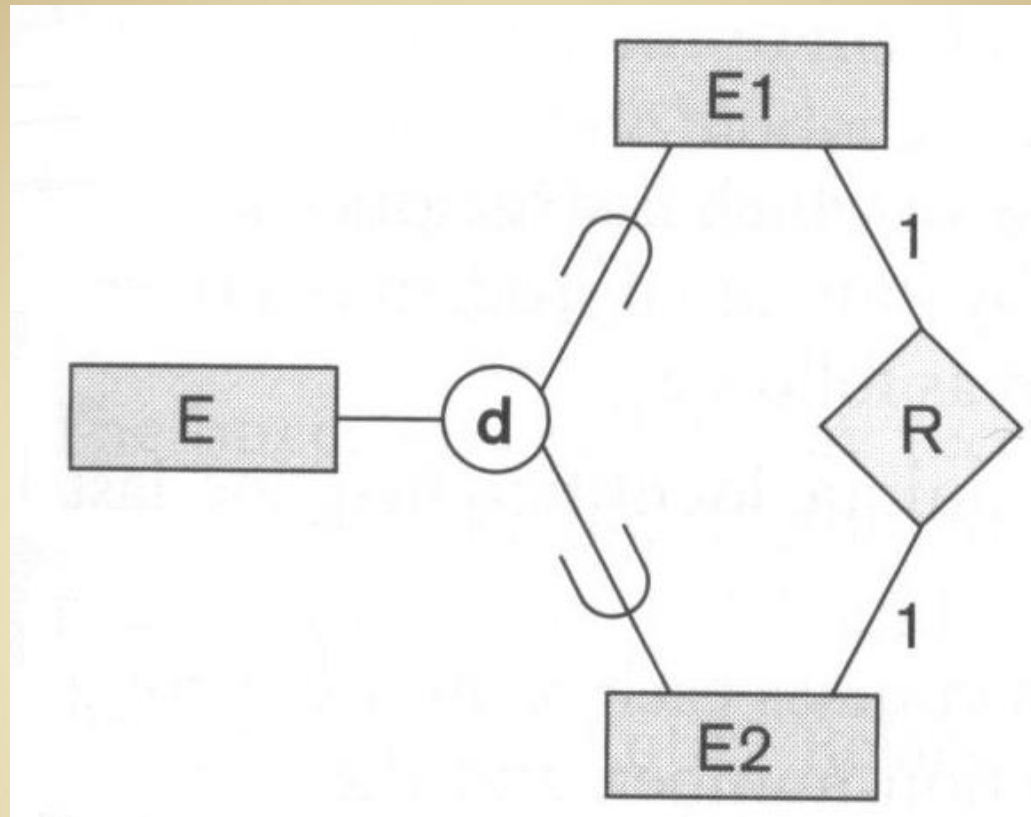
disjoint, non-covering inheritance:

employees may be secretaries, technicians or engineers, but not more than one of these



non-disjoint, covering inheritance:
every part is a manufactured part,
or a purchased part,
or both (a purchased, manufactured part)

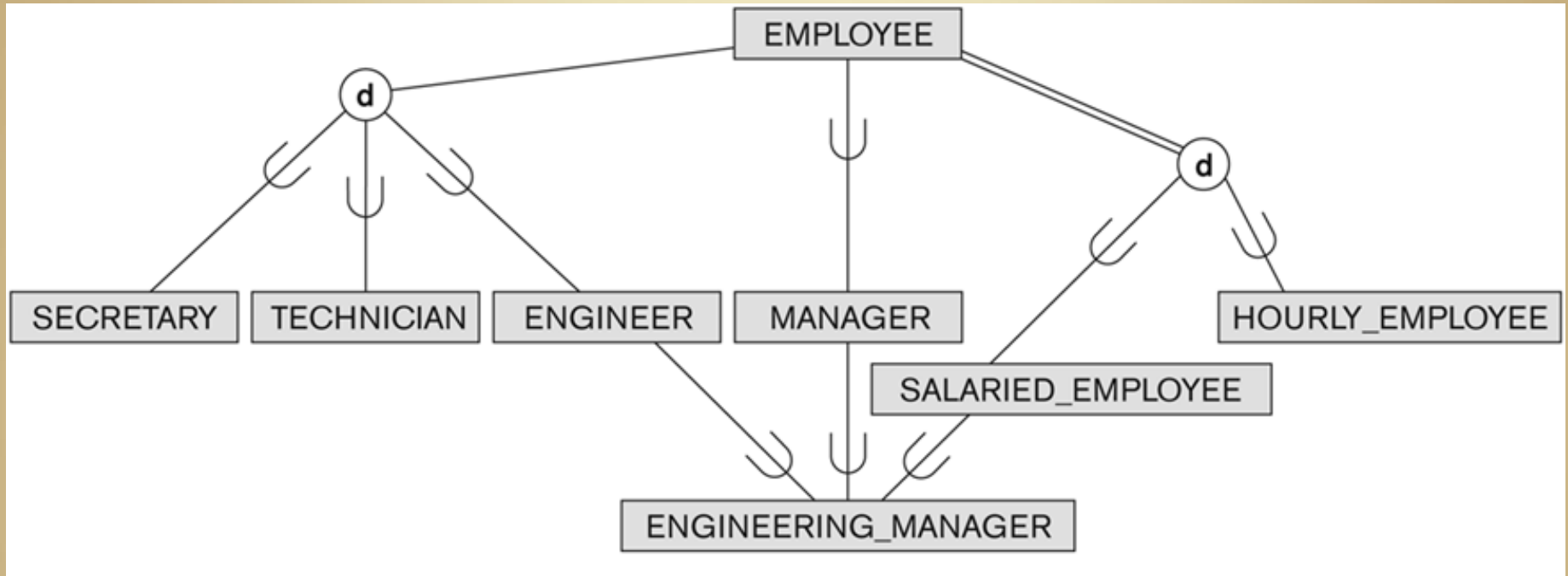
- ** How many attributes does a purchased, manufactured part have?
- ** How would we model this in UML (C++ or Java)?



** Interpret this schema.

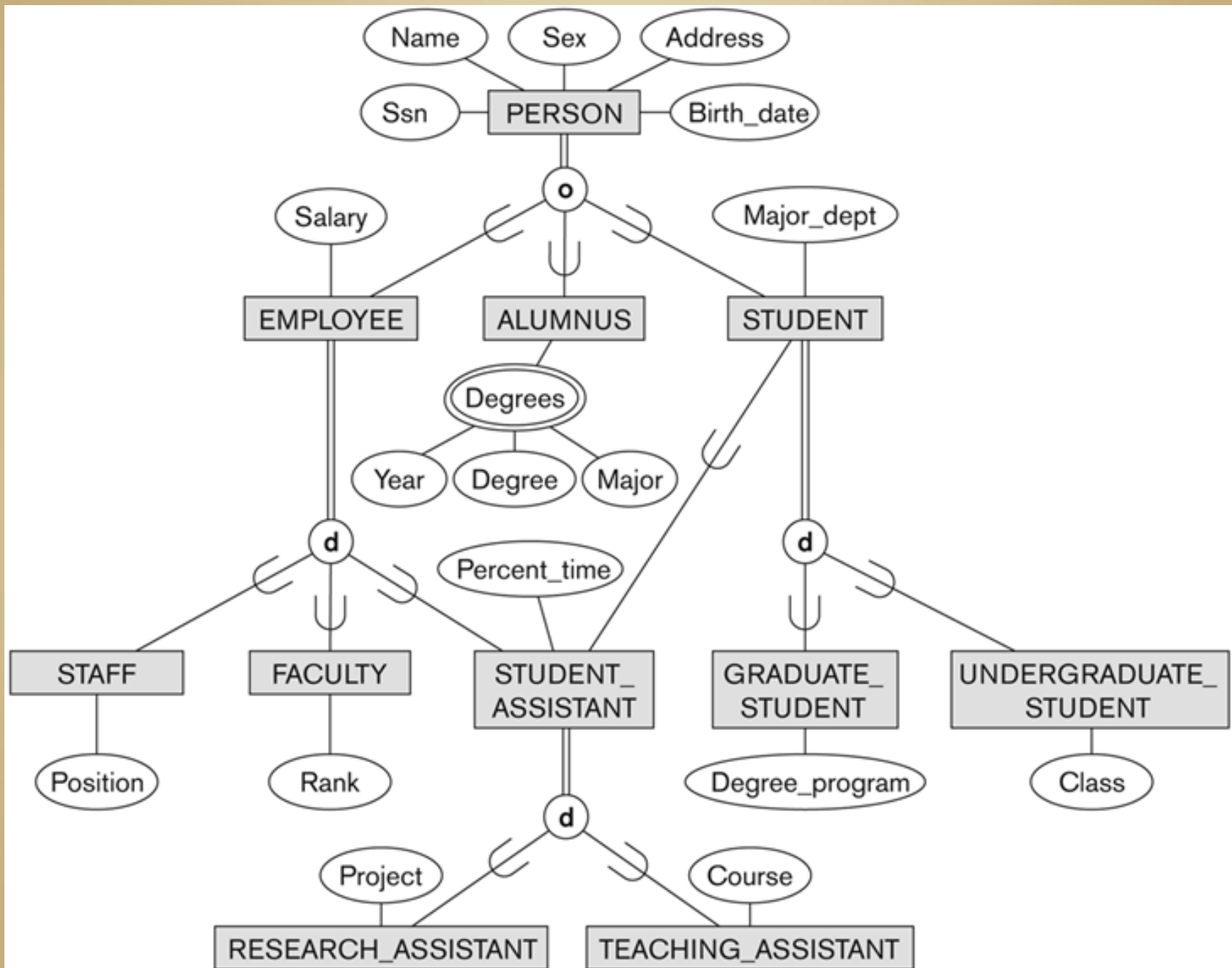
** Can you find a real-world example?

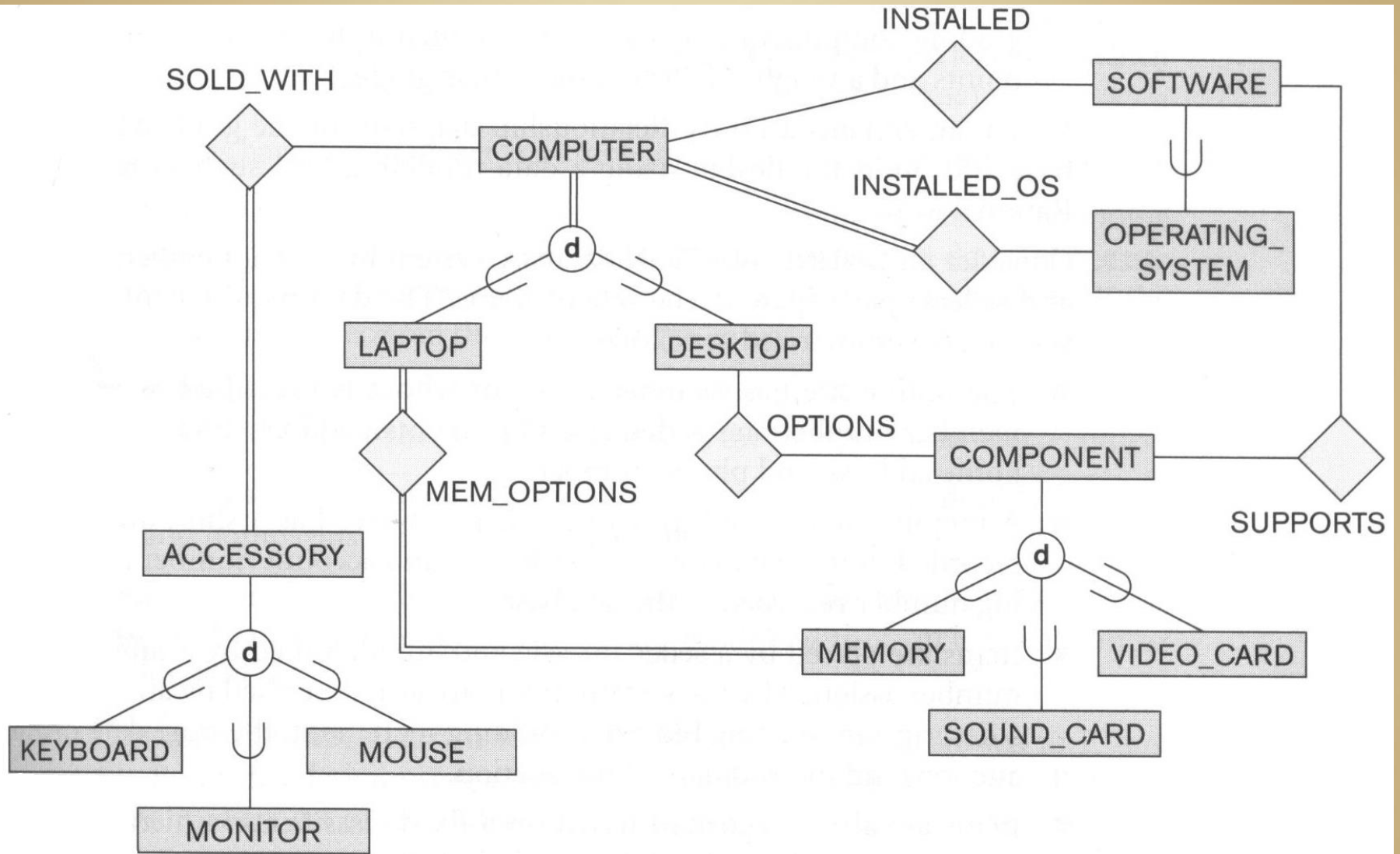
Inheritance Lattice

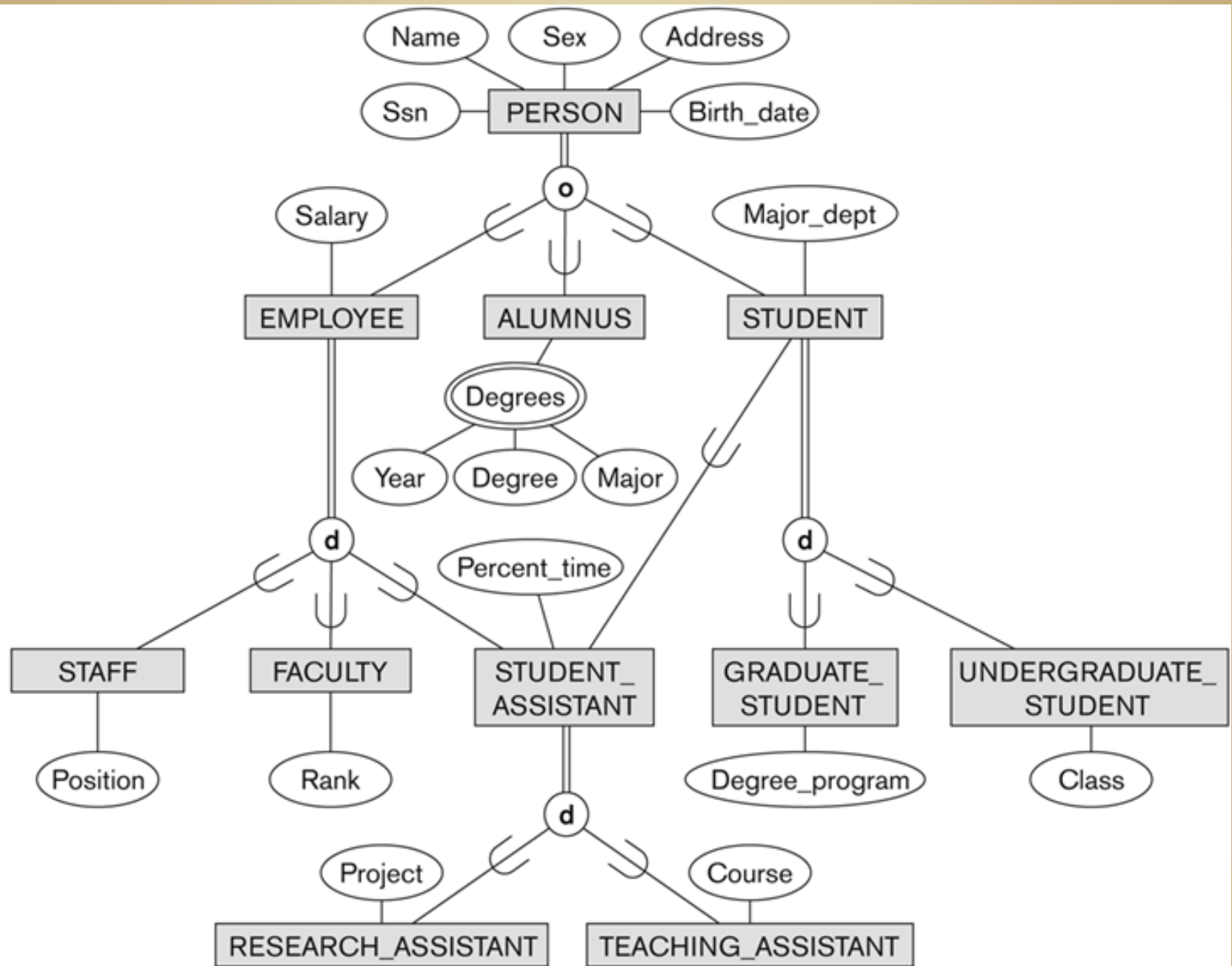


Multiple inheritance gives us a lattice,
rather than a hierarchy

** Could we have engineering managers without defining the E_M class?
(compare to previous example)

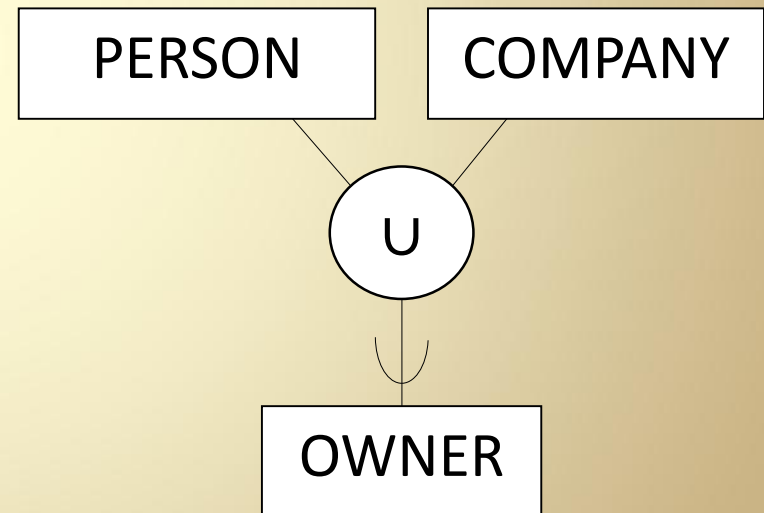






Unions

- Union defines a type as the union of other types
- $OWNER = PERSON \cup COMPANY$
- OWNER is called a *union type* or *category*
 - OWNER is the subtype of the union of PERSON and COMPANY
- Not multiple inheritance
 - an OWNER does not need all the attributes from both PERSON and COMPANY



Comparison

B and C are subtypes of A

$B \subset A$

$B \subset A$

$BUC \subset A$

A is a subtype of BUC

$A \subset BUC$

