

# Relational Database Design

## Module 2: ER Modeling

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# Outline

- **ER modeling**
- **Elements of an ER model**
  - Entity types
  - Attributes
  - Relationships
    - Regular (non-identifying)
    - Identifying
    - Special relationships
      - One-to-one
      - Many-to-many
      - Recursive
      - Higher arity
  - Subtypes

# ER modeling

- **Many methods, many notations**
  - Entity-Relationship (ER) modeling
  - This course uses the IDEF1X notation
- **Benefits**
  - Relatively easy to understand
  - Hide/expose details when zooming in or out
  - Maps to relational database design
- **Risks**
  - Wrong responsibility
  - Incomplete
  - Different notations

# Entity types

- **Entity**

- Objects, persons, events, or abstractions
- Relevant in the context of the data application
- Also called “entity instance” (or “instance”)

- **Entity type**

- Class of objects
- Same characteristics
- Also called “entity”
  - (And yes, that is indeed confusing!)

# Entity types

Entity instances	Entity type
Mary Dave	Club member
Table 1 Table 3	Table
2012 Christmas Tournament 2013 Midsummer Tournament	Tournament
A League B League C League Junior League	League

Member

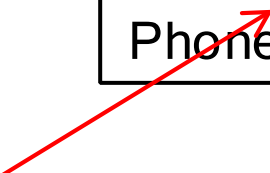

Membership fee payment


# Attributes

- **Instance level:** A fact about an entity occurrence
- **Abstract level:** A class of facts about instances of an entity type
- **Key attributes**
  - Composite key
- **Candidate keys**
  - One primary key
  - Zero or more alternate keys

Member

Name
Birthdate Email (AK1.1) PhoneNumber

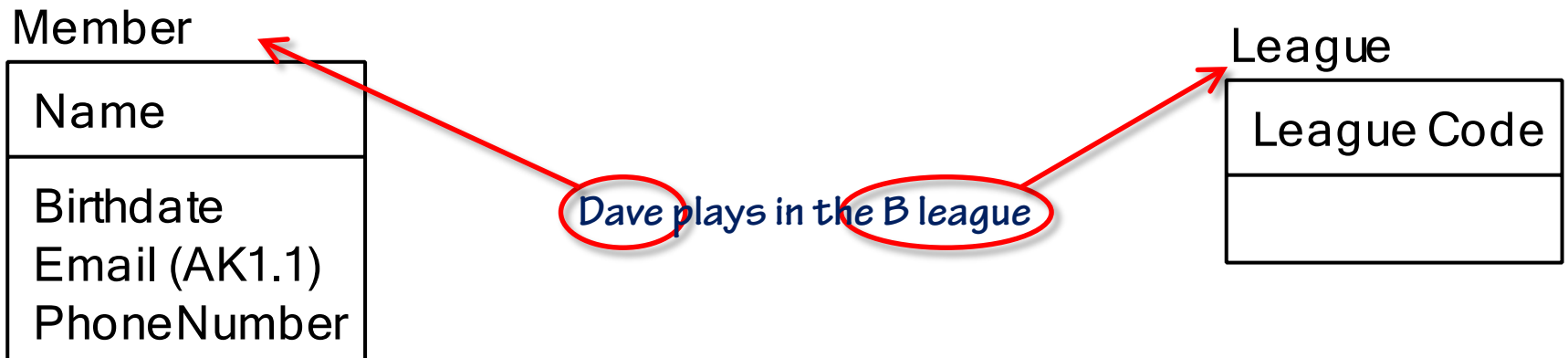


Membership fee payment

Name Year Month
Amount paid Date paid

# Relationships

- Class of facts that associate an instance of an entity type with another instance of an entity type



# Relationships

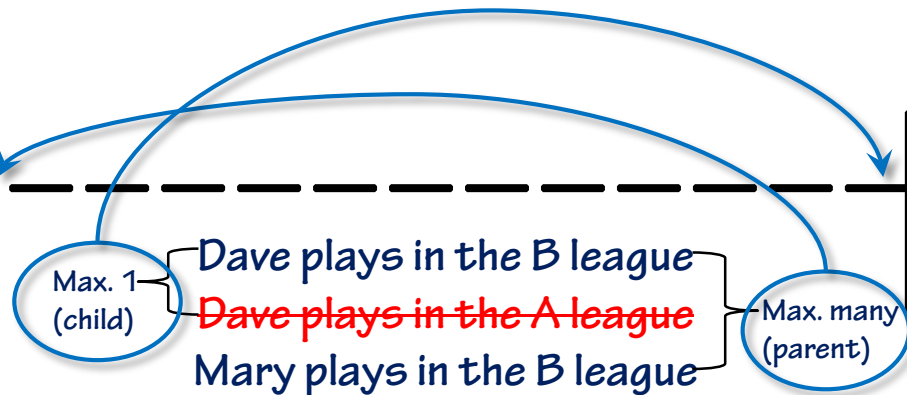
- Class of facts that associate an instance of an entity type with another instance of an entity type
- Cardinality
  - One-to-many: one “parent” may associate with multiple “children”

Member

Name
Birthdate
Email (AK1.1)
PhoneNumber
League Code (FK)

League

League Code

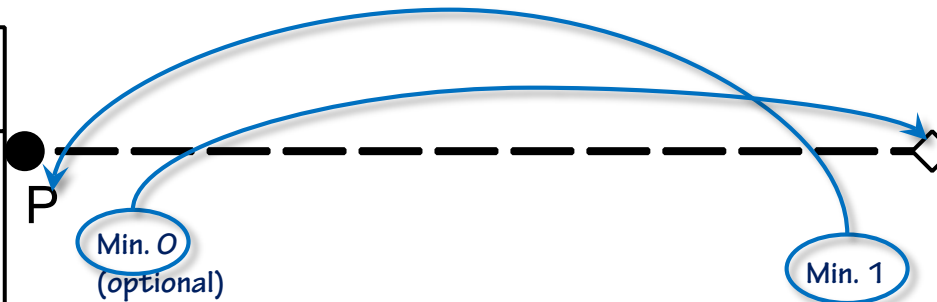
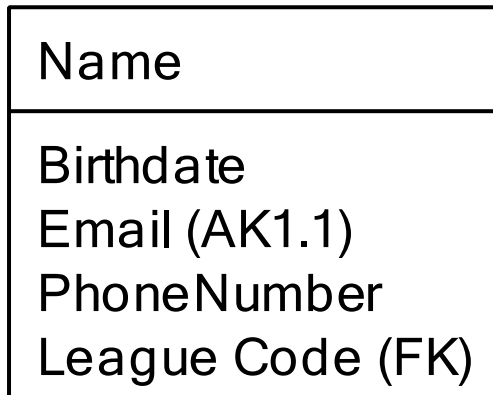




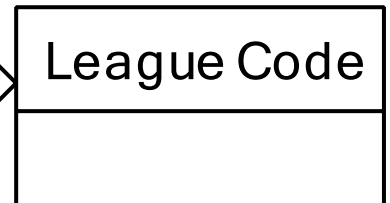
# Relationships

- Class of facts that associate an instance of an entity type with another instance of an entity type
- Cardinality
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  - Minimum cardinality: zero or one (optional or mandatory)

Member



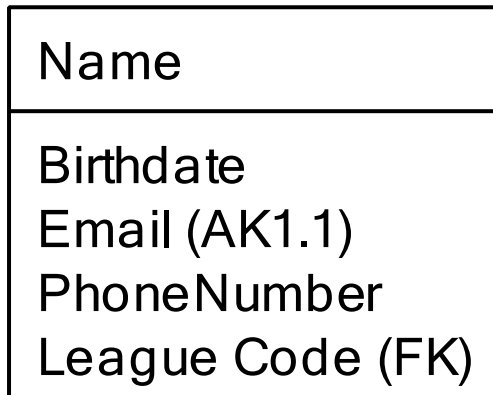
League



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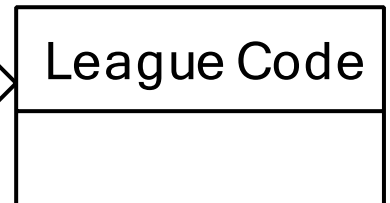
Member



10



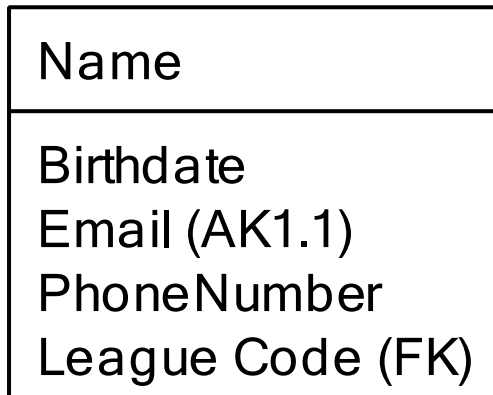
League



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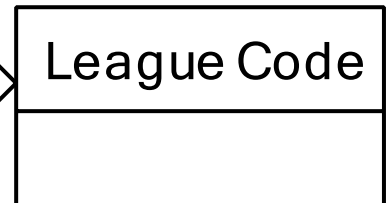
Member



8-12



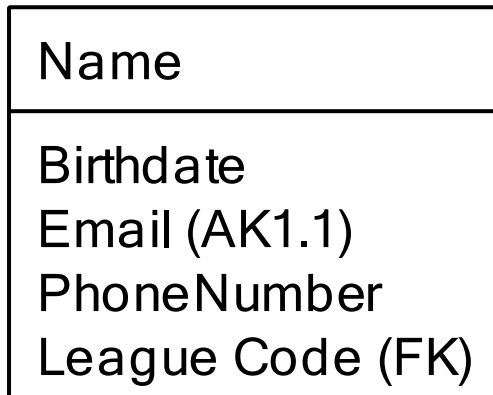
League



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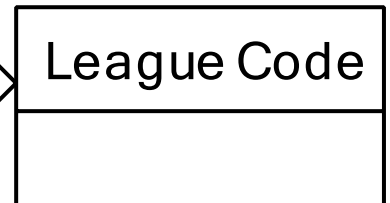
Member



(1)



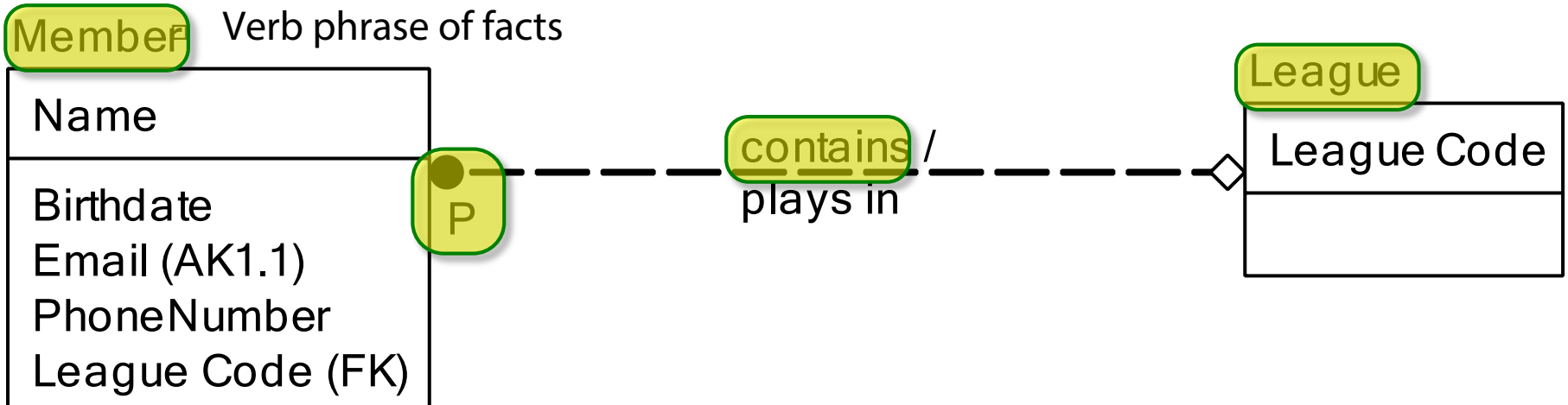
League



(1) Each league contains an even number of members

# Relationships

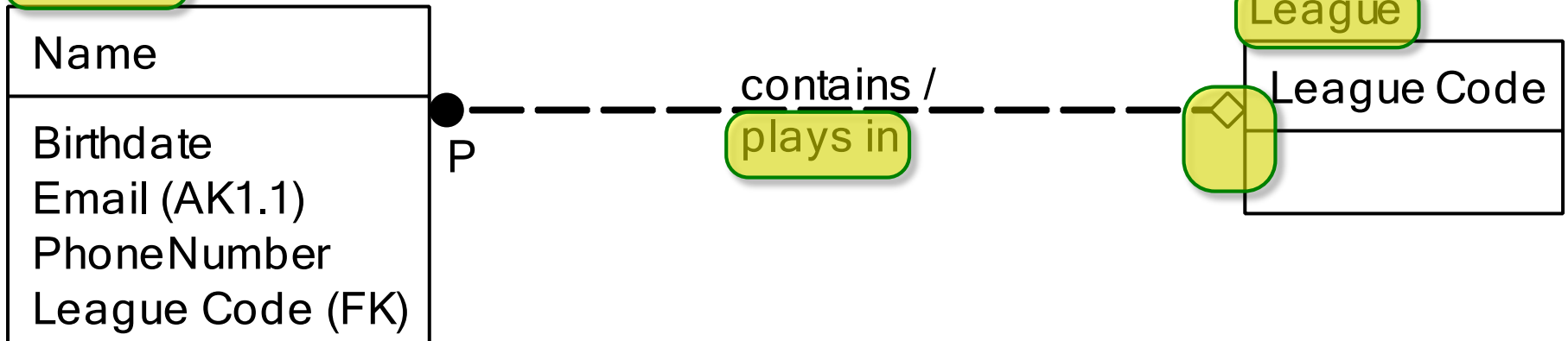
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# Relationships

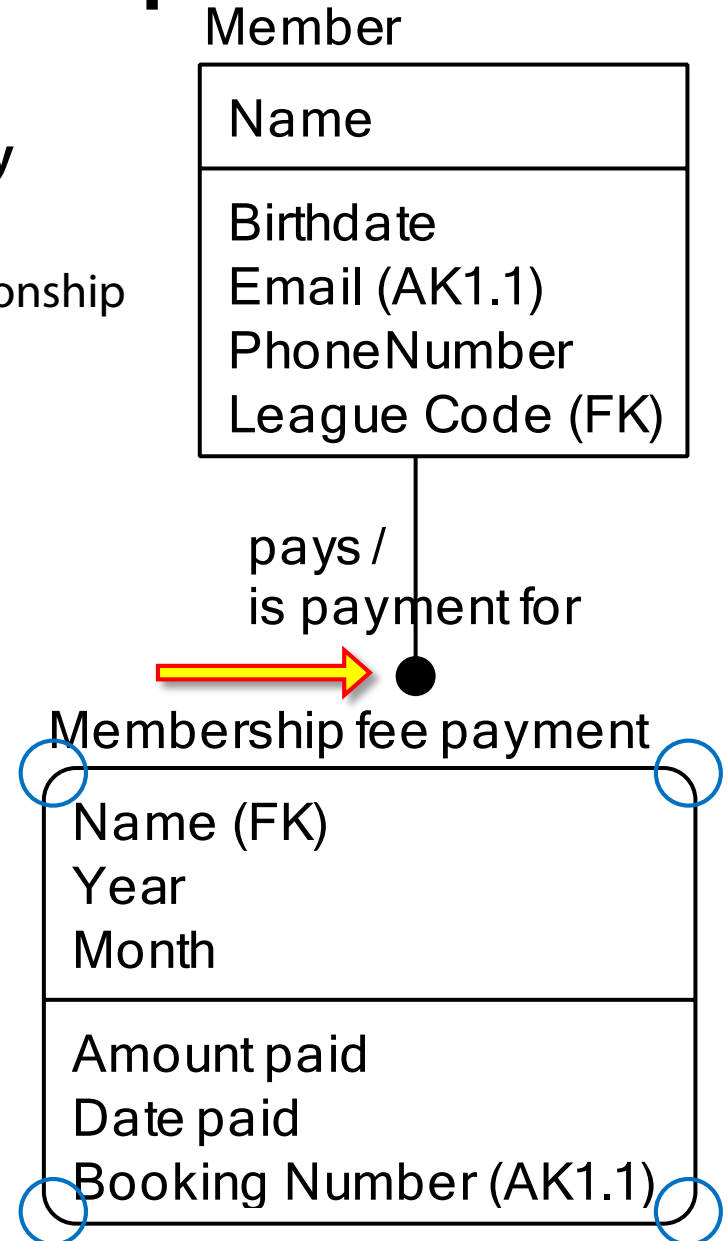
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**Member** Verb phrase of facts



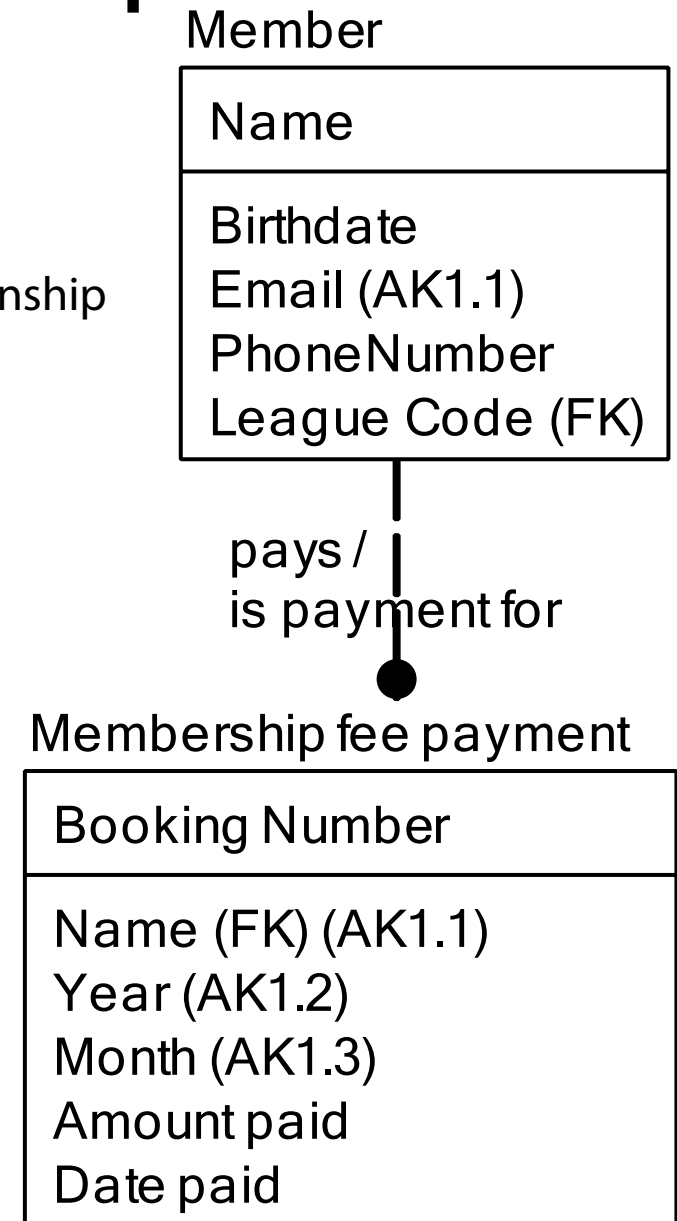
# Identifying relationships

- **Foreign key attribute(s) part of child entity types key**
  - Cardinality for parent: same as normal relationship
  - Cardinality for child: never optional
- **Entity types:**
  - Child in identifying relationship: *weak*
  - Others: *strong*



# Identifying relationships

- **Foreign key attribute(s) part of child entity types key**
  - Cardinality for parent: same as normal relationship
  - Cardinality for child: never optional
- **Entity types:**
  - Child in identifying relationship: *weak*
  - Others: *strong*

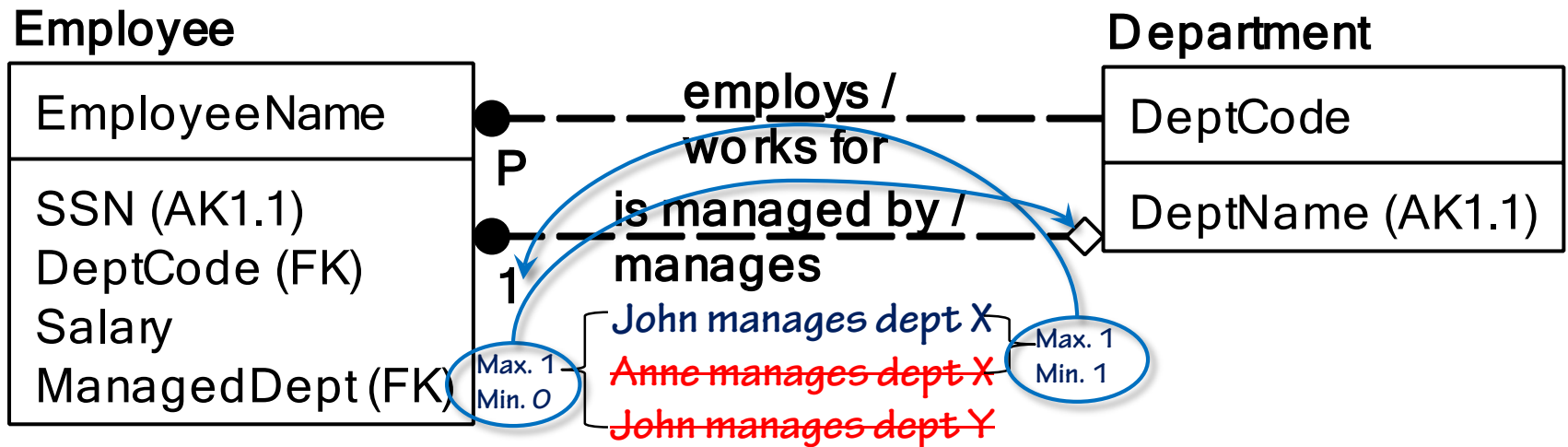




# Special relationships

## ■ One to one

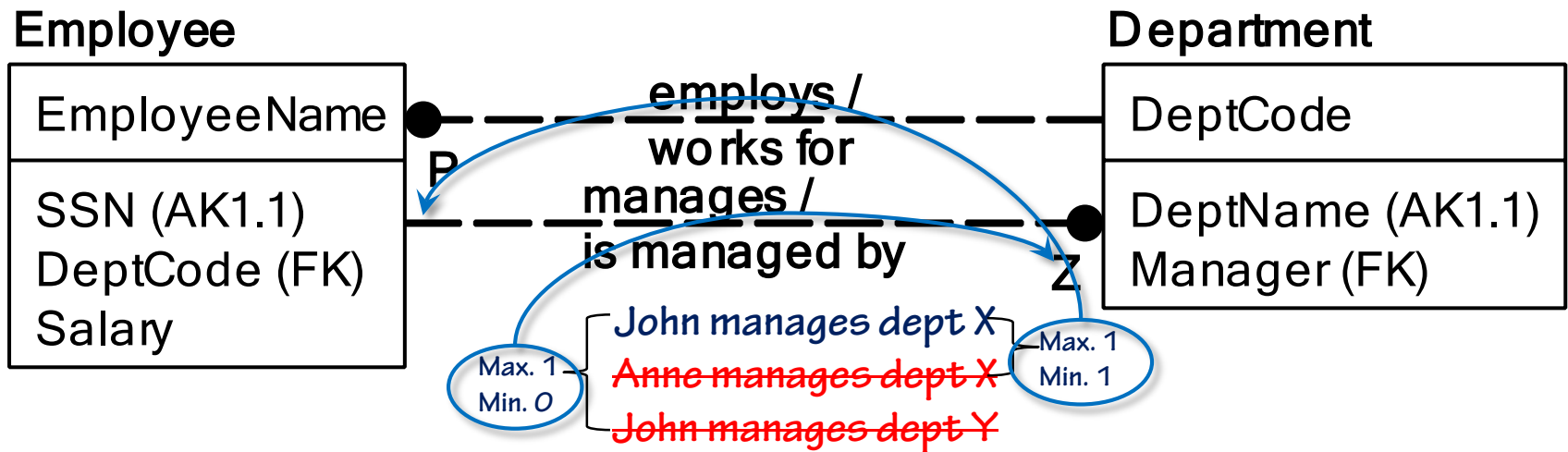
- Designate one of the entity types as parent, one as child
- In physical model, the choice is based on storage and performance
- In logical model, either choice is valid



# Special relationships

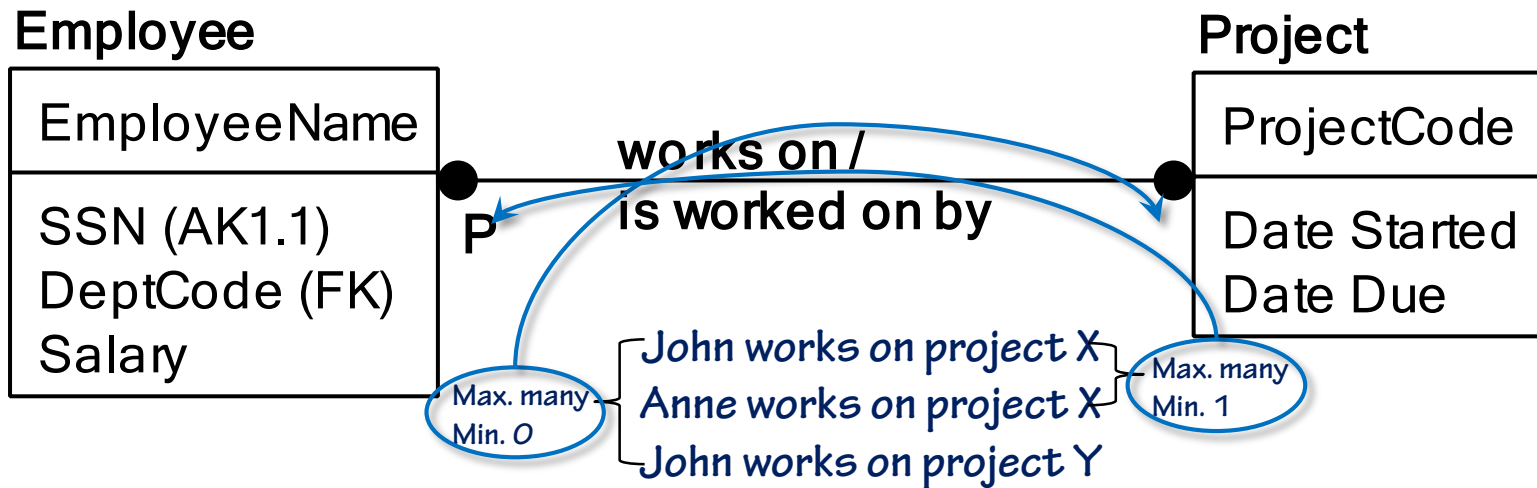
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# Special relationships

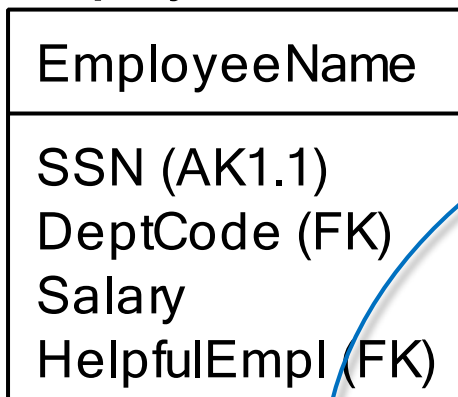
- One to one
- Many to many
  - Both sides have maximum cardinality *many*
  - No parent or child in the relationship



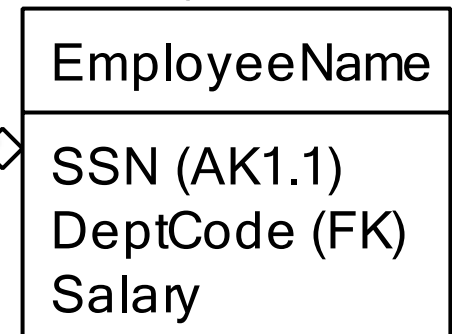
# Special relationships

- One to one
- Many to many
- Recursive
  - Relates instances of an entity type to (usually different) instances of **the same** entity type
  - Can be any cardinality, but can not be an identifying relationship

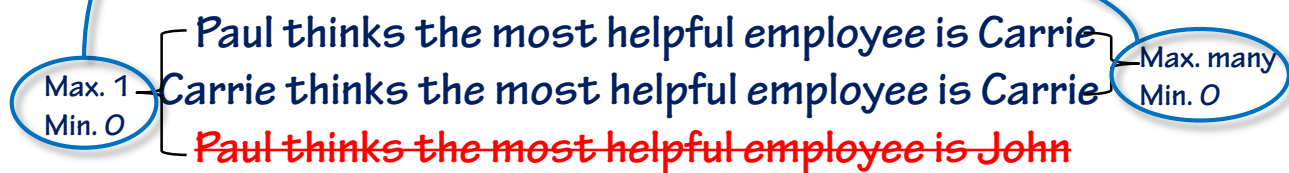
Employee



Employee



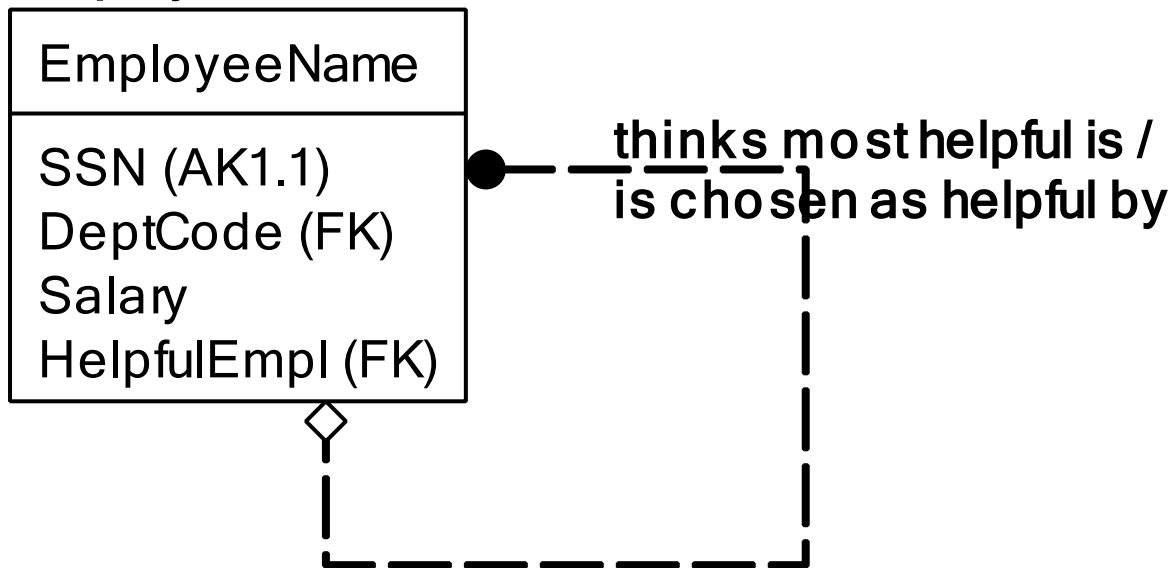
thinks most helpful is /  
is chosen as helpful by



# Special relationships

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## Employee



# Special relationships

- One to one
- Many to many
- Recursive
- Higher arity
  - Binary (arity 2) relationships: between **two** entity types
  - Ternary (arity 3) relationships: between **three** entity types

Member

EmailAddress

Course

CourseName

Device

DeviceName

Member *a@b.c* watched Database design on a tablet  
Member *d@e.f* watched Introduction to BI on a smartphone

# Special relationships

- One to one
- Many to many
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  - Binary (arity 2) relationships: between **two** entity types
  - Ternary (arity 3) relationships: between **three** entity types

Member

EmailAddress

Course

CourseName

Device

DeviceName

*The watching by member a@b.c of Database design on a tablet*

*The watching by member d@e.f of Introduction to BI on a smartphone*

# Special relationships

- One to one
- Many to many
- Recursive
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  - Binary (arity 2) relationships: between **two** entity types
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  - Nominalize: transform relationship into entity type

Member
EmailAddress

Course
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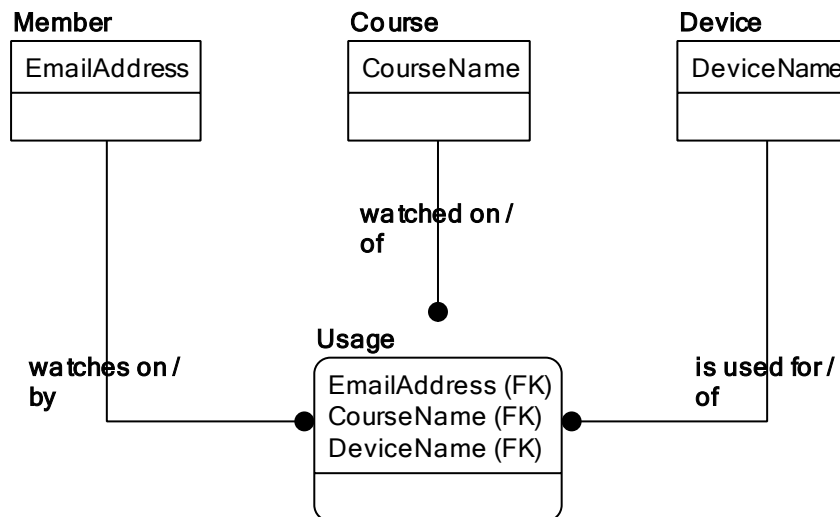
Device
DeviceName

Member a@b.c's use of a tablet to watch Database design  
Member d@e.f's use of a smartphone to watch Introduction to BI



# Special relationships

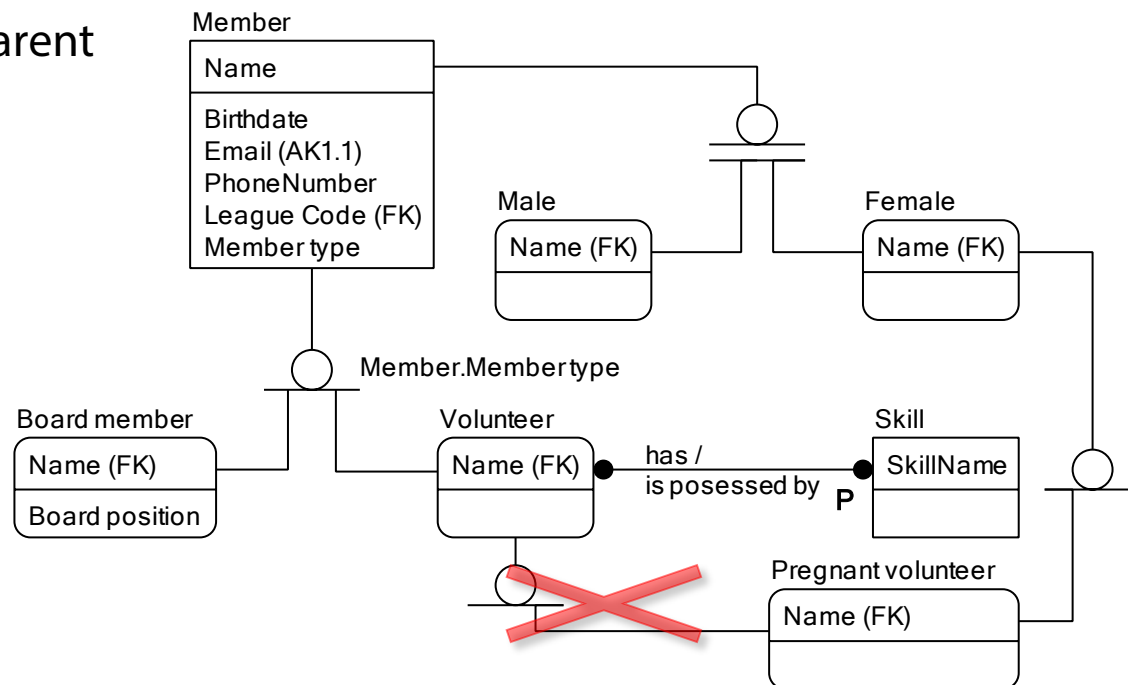
- One to one
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- Recursive
- Higher arity
  - Binary (arity 2) relationships: between **two** entity types
  - Ternary (arity 3) relationships: between **three** entity types
  - Nominalize: transform relationship into entity type
    - Entity type name / relationships readings



# Subtypes

## ■ Subtype / category / specialization

- Well-defined subset of the occurrences of another entity type
  - That other entity type is called supertype, generic entity, or generalization
- Use same symbol if:
  - Mutually exclusive
  - Same discriminator
- Double bar = complete set of categories
- Single parent



# Summary

- **Benefits and risks of ER modeling**
- **Elements of an ER model**
  - Entity types
    - Dependent (strong) or independent (weak)
  - Attributes
    - Key or non-key
  - Relationships
    - Cardinality
    - Identifying
    - Recursive
    - Transforming higher arity relationships to entity types
  - Subtypes (categories)
    - Complete or incomplete

# References

- **Further reading:**

- IDEF1X method report (the official definition of IDEF1X):  
<http://www.idef.com/pdf/Idef1x.pdf>
- IDEF1X “cheat sheet” (quick reference):  
[http://www.32geeks.com/classes/resources/IDEF1X\\_Cheat\\_Sheet.pdf](http://www.32geeks.com/classes/resources/IDEF1X_Cheat_Sheet.pdf)
- Entity-relationship modeling (generic Wikipedia page)  
[http://en.wikipedia.org/wiki/Entity-relationship\\_model](http://en.wikipedia.org/wiki/Entity-relationship_model)