

Business Intelligence

ER model

Lecture outline

- Database design
- The Entity-Relationship (ER) model
- Relationships in the ER model
- Attributes and identifiers in the ER model
- Hierarchies
- Quality of a conceptual schema

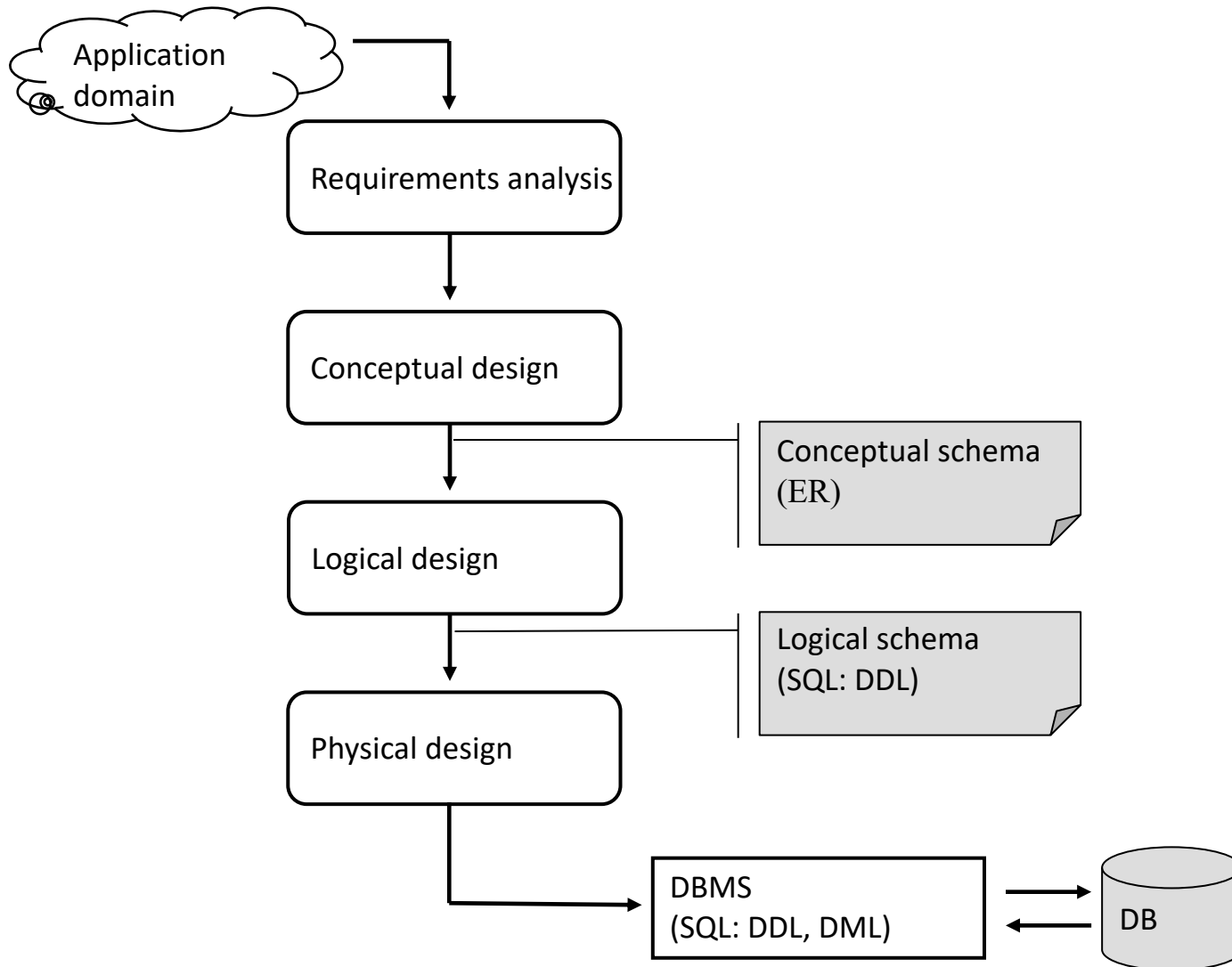
Database design

- Part of the life cycle of a database, comprising:
 - Requirements analysis
 - Schema and application design
 - Implementation
 - Validation and testing
 - Running
- Here we focus on schema design

Design phases

- Conceptual design
- Logical design
- Physical design

Design process



Conceptual design

- Goal: translating requirements analysis into a formal description, independent of the DBMS
- This makes use of a conceptual schema, by means of a conceptual data model

Logical design

- Goal: translating the conceptual schema into a logical schema among, e.g.:
 - hierarchical
 - network
 - relational
 - object-oriented
 - XML

Physical design

- Goal: producing a physical design allowing the best performance by choosing the right physical access structures
- The physical design is different on each product

Dependencies on model and DBMS

	Depends on data model	Depends on DBMS
Conceptual design	N	N
Logical design	Y	N
Physical design	Y	Y

ENTITY-RELATIONSHIP MODEL

- Due to P. P. Chen (1976)
 - Peter P. Chen: *The Entity-Relationship Model - Toward a Unified View of Data*. **ACM Trans. Database Syst.** 1(1): 9-36 (1976)
- Industrial standard since then
- It's a graphical model

ER is a time-proof model

P. Chen



ER conference (october 2008)



ER conference (november 2016)

Main elements

- **Entity**: a thing (object, person, ...) that exists in its own right in the application domain. We want to store specific facts about it and identify it
- **Relationship**: fact describing an action or situation establishing associations between entities
- **Property** (or attribute): fact describing characteristics of entities and relationships

Entities



Entity name

A rectangular box with a thick black border. Inside the box, the text "Entity name" is written in a blue, sans-serif font.

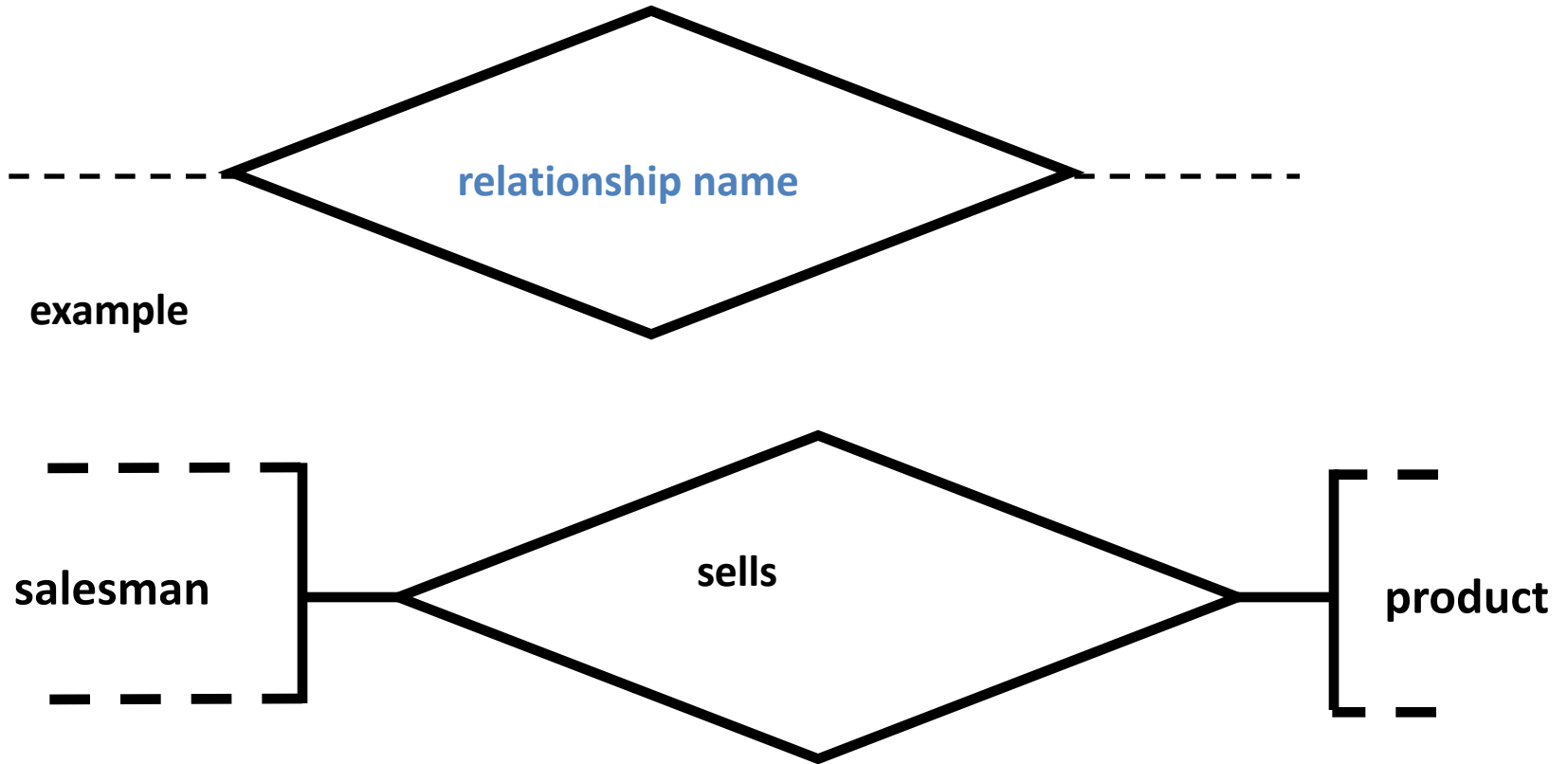
Example:



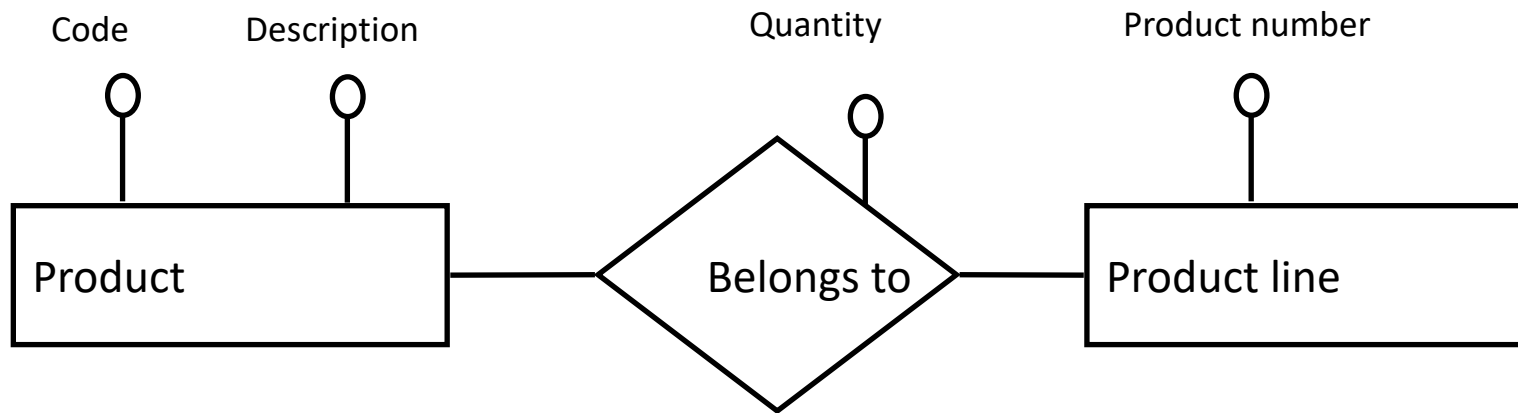
student

A rectangular box with a thick black border. Inside the box, the text "student" is written in a bold, black, sans-serif font.

Relationships



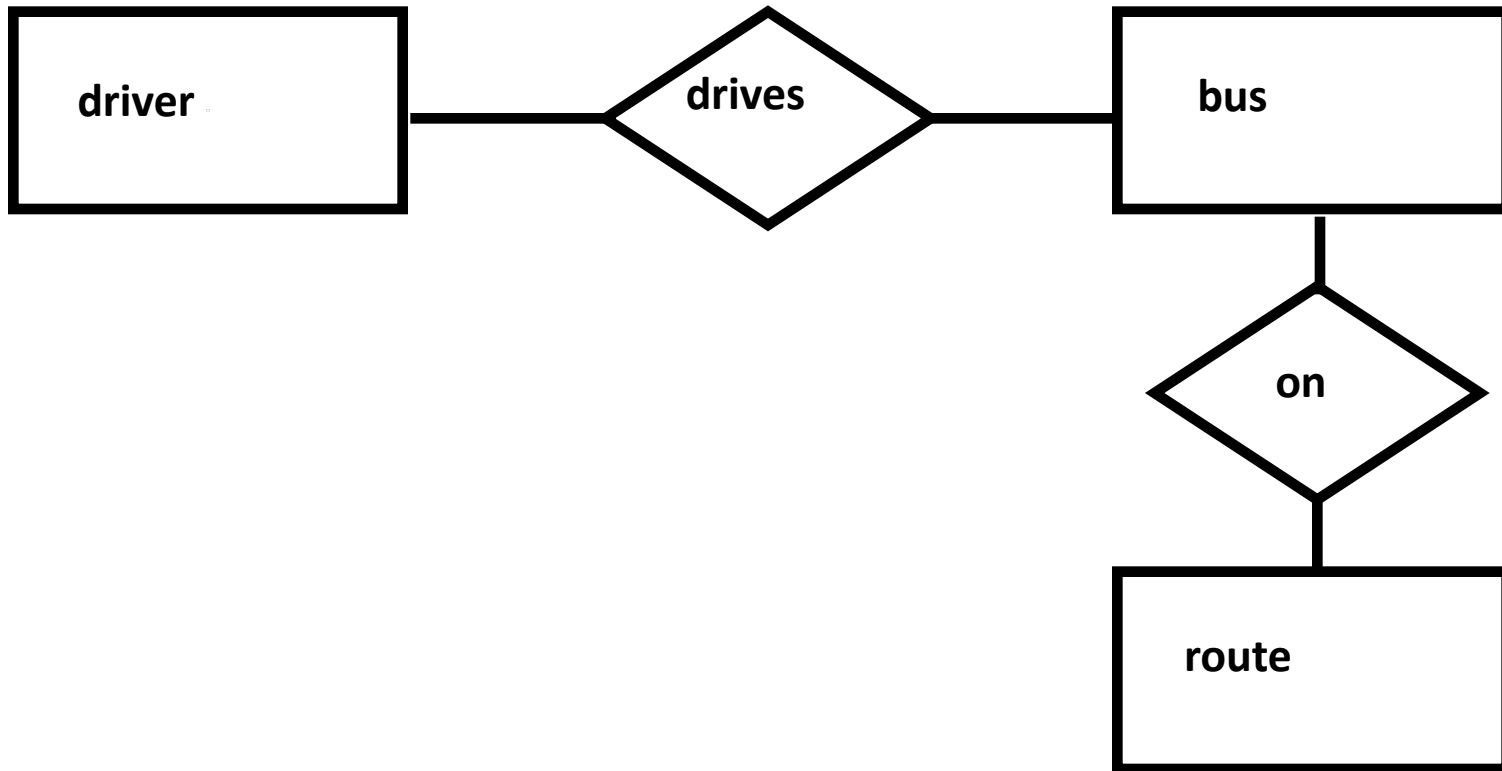
Attributes



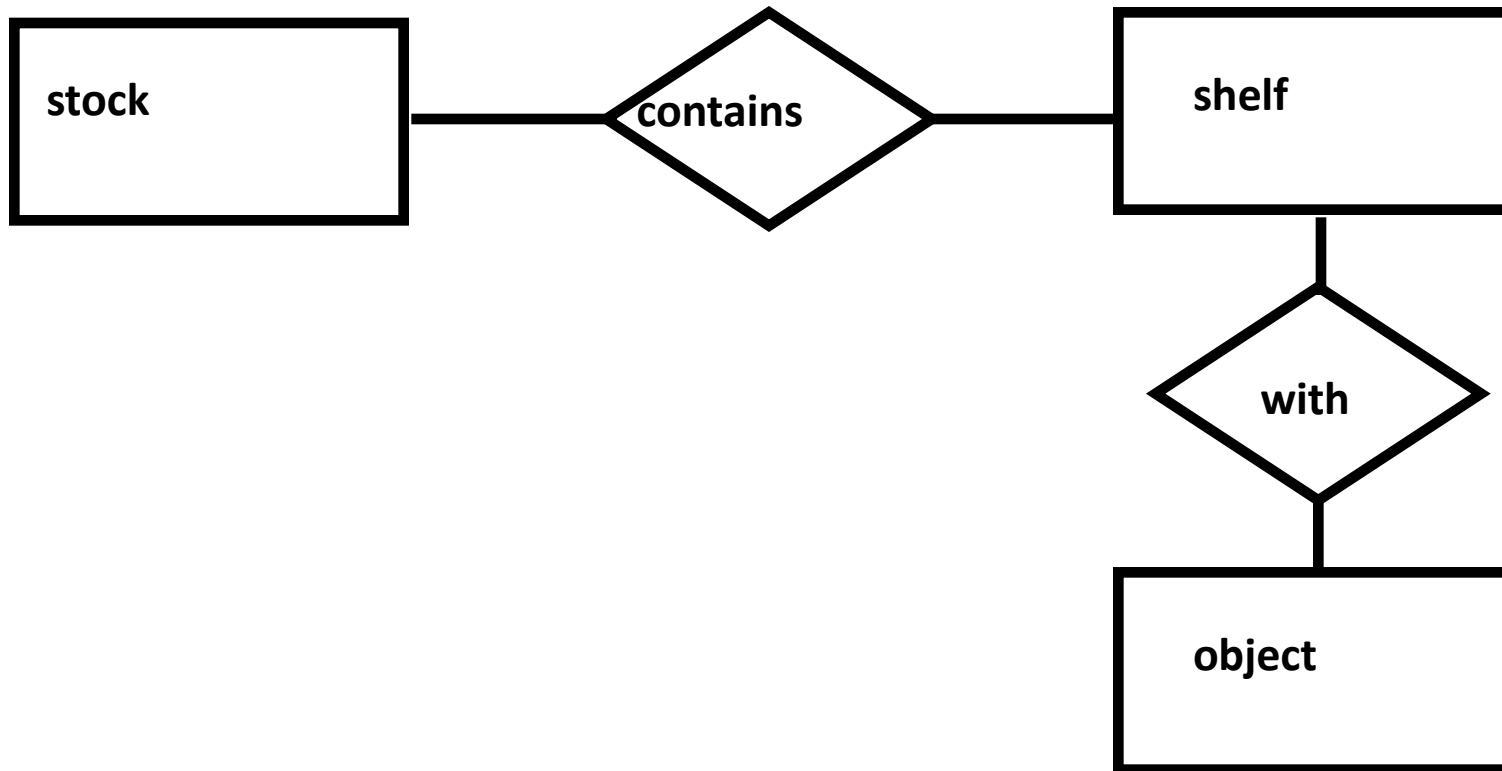
Design guidelines

- If concept significant -> entity
- If concept describable by an elementary value
-> attribute
- If concept relates entities -> relationship

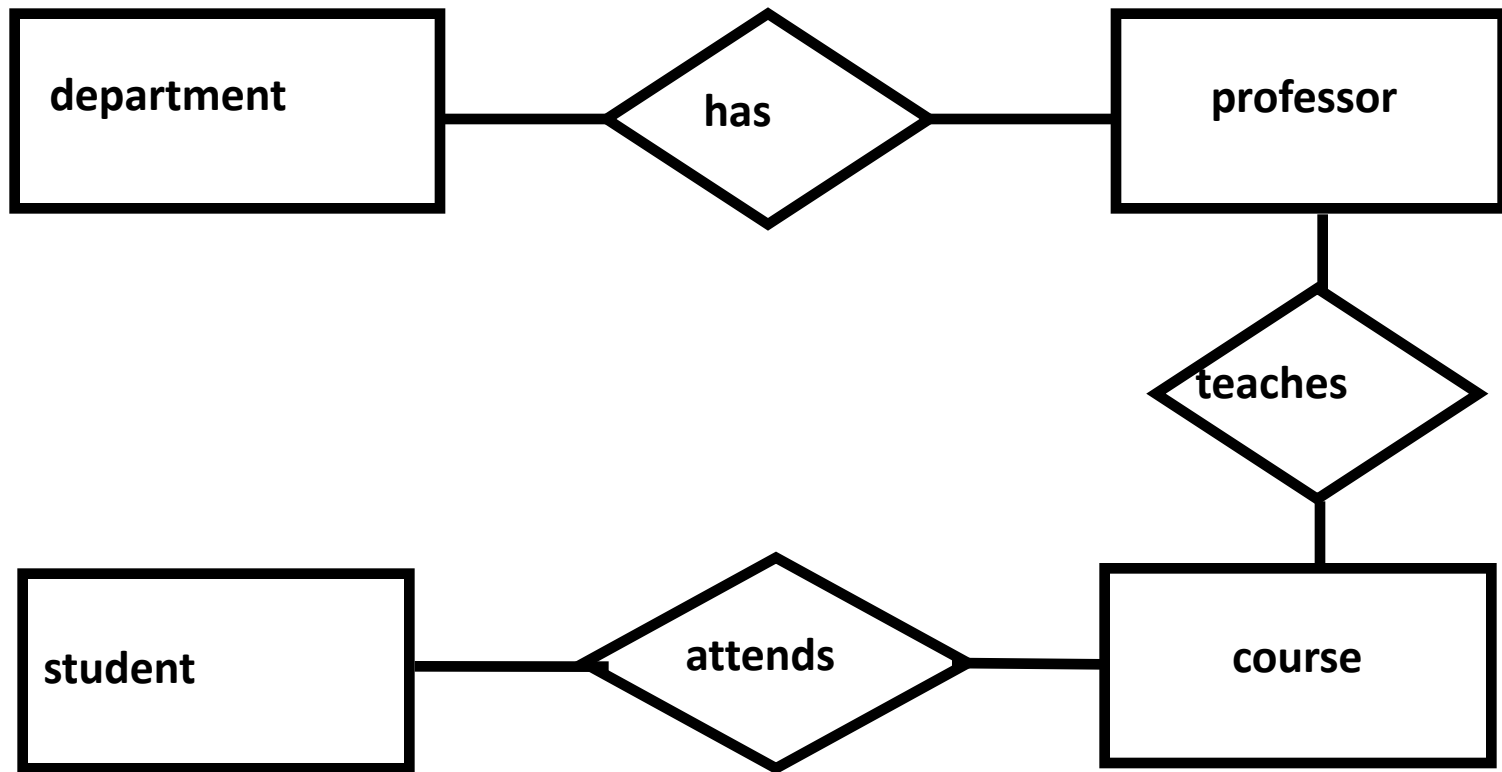
Example: travels



Example: stock



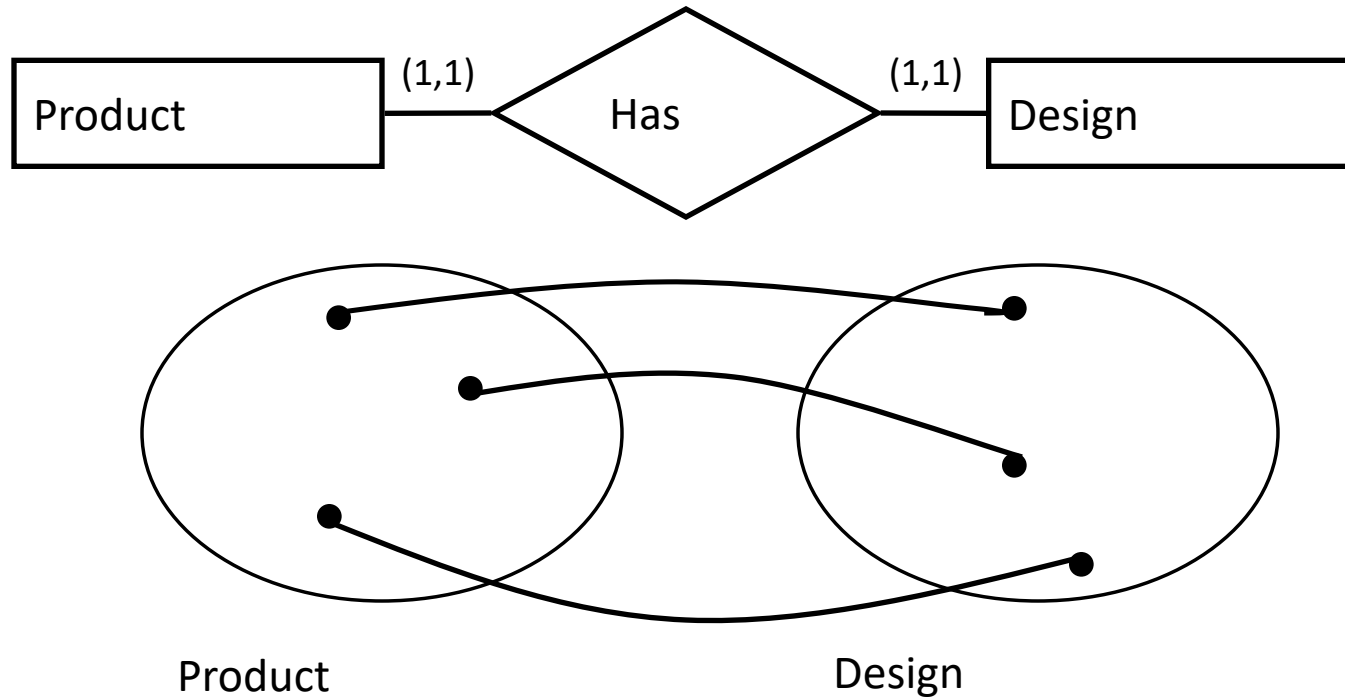
Example: university



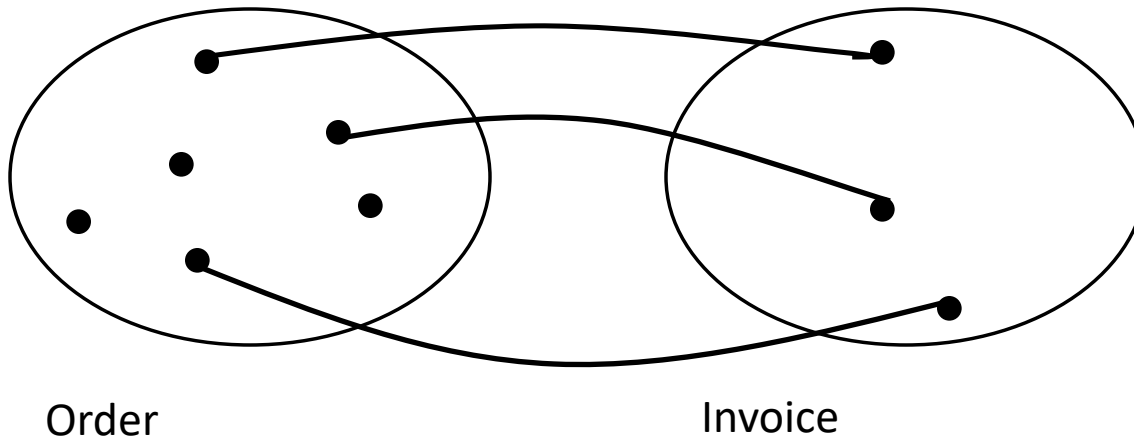
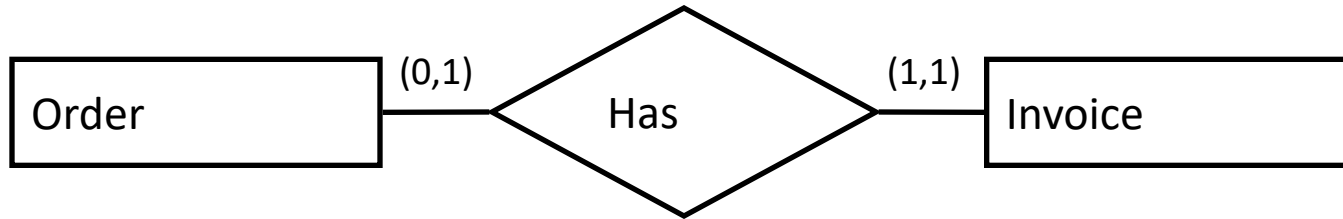
Cardinality of relationships

- Cardinality: a constraint on the number of association instances in which each entity must participate
- It's a pair (MIN-CARD, MAX-CARD)
 - MIN-CARD = 0 (optional)
 = 1 (mandatory)
 - MAX-CARD = 1 (one)
 = N (many)
- MAX-CARD determines whether a relationship is one-to-one, one-to-many, or many-to-many

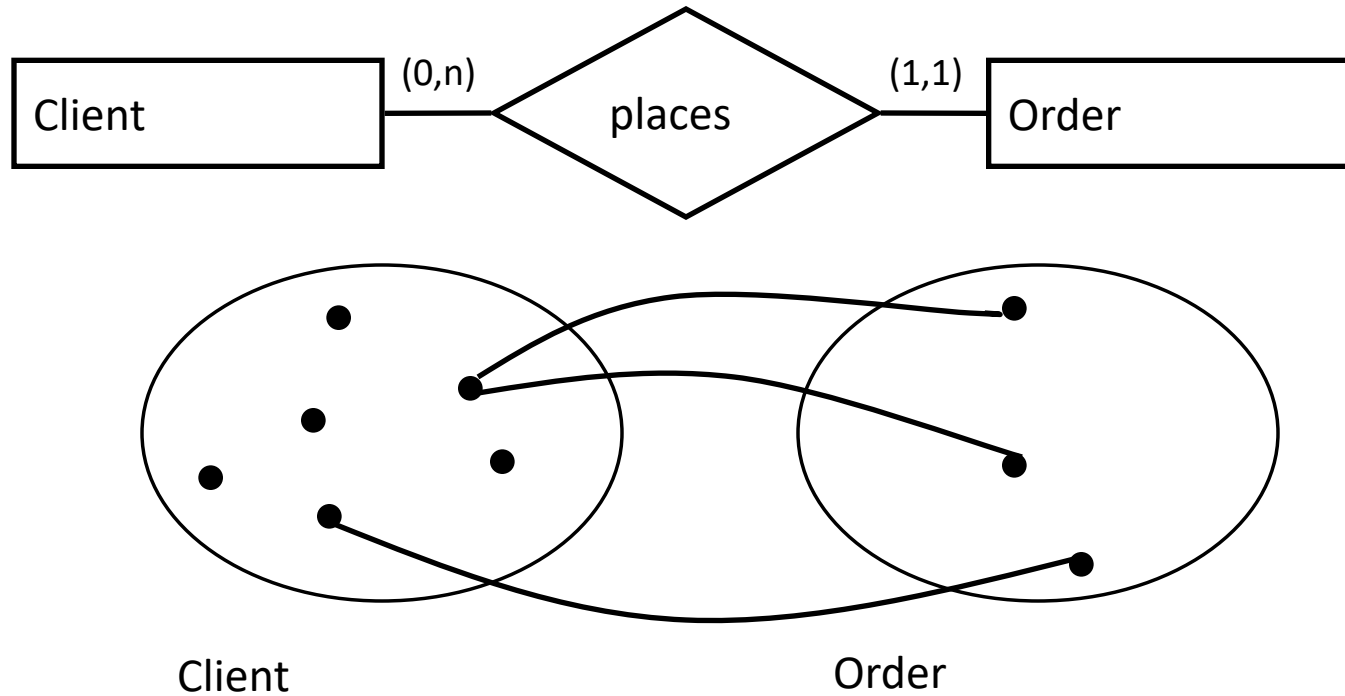
1:1 relationship



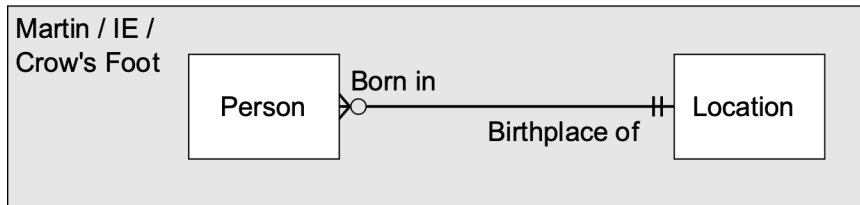
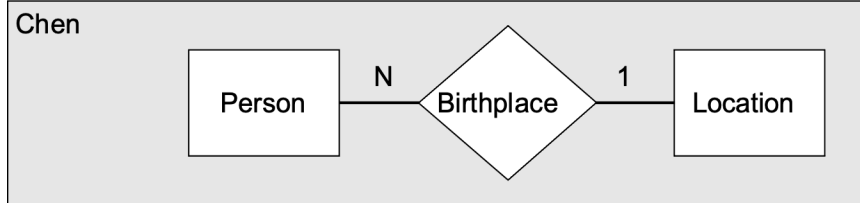
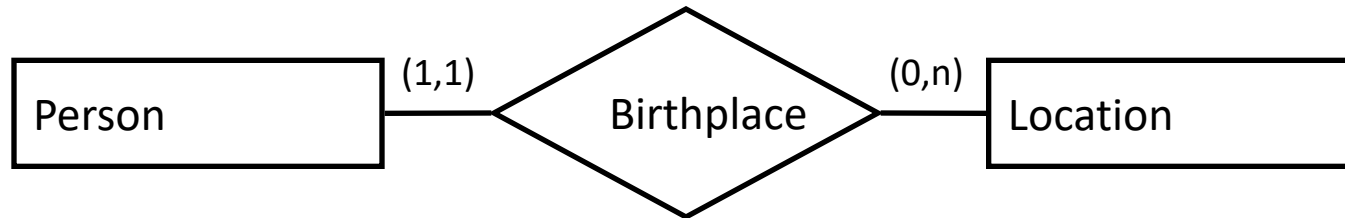
Optional 1:1 relationship



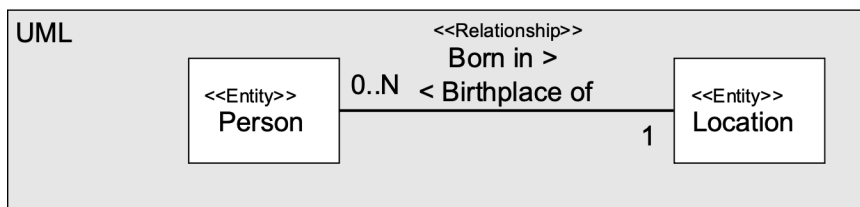
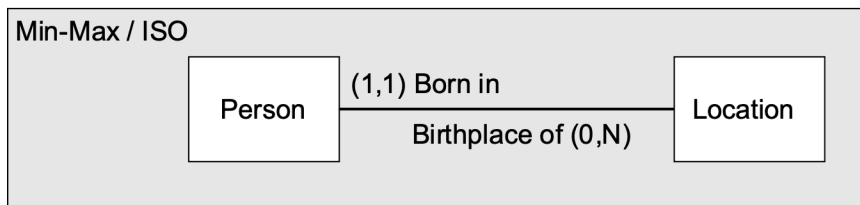
1:N Relationship



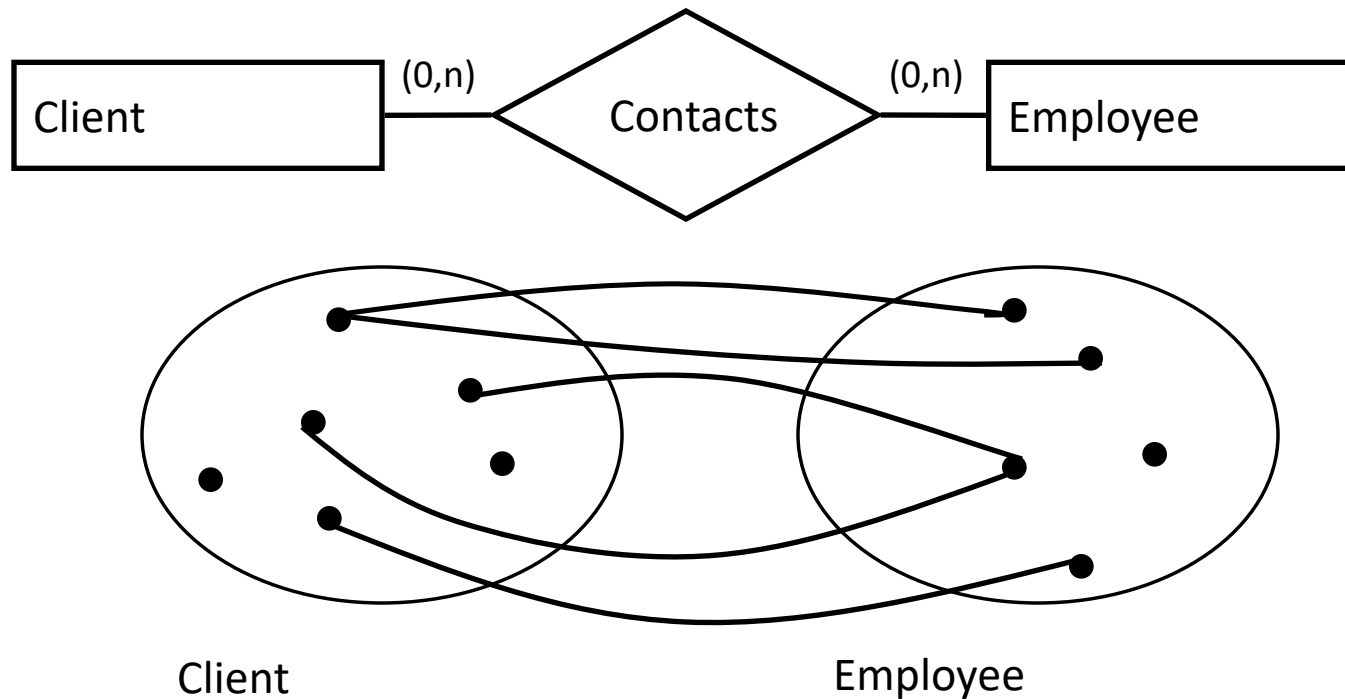
Caution: many different notations!



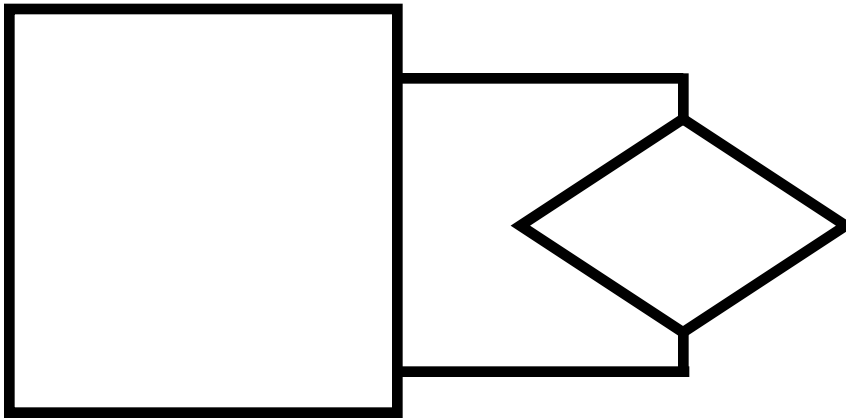
← Used by ERDPlus



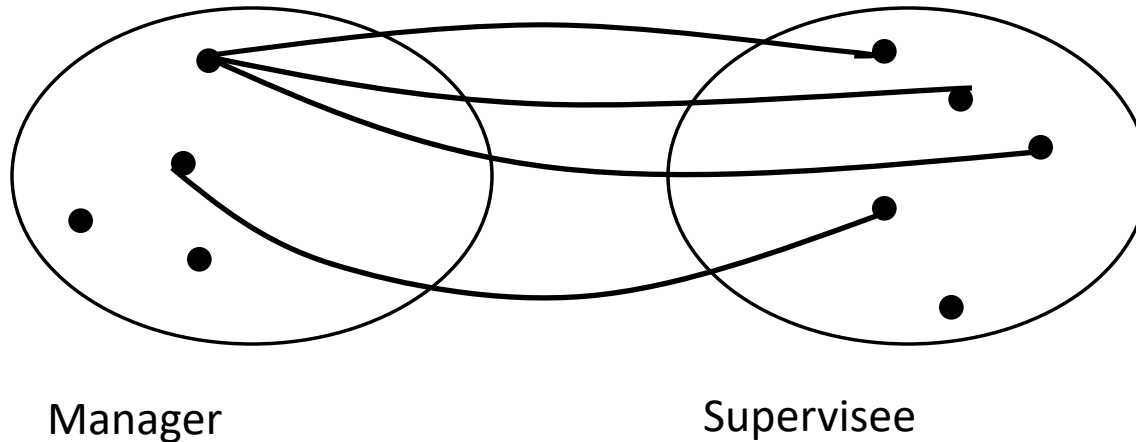
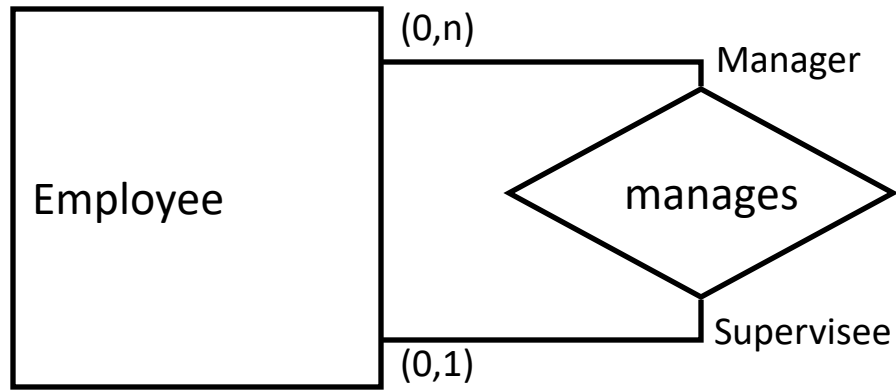
Many-to-many relationship



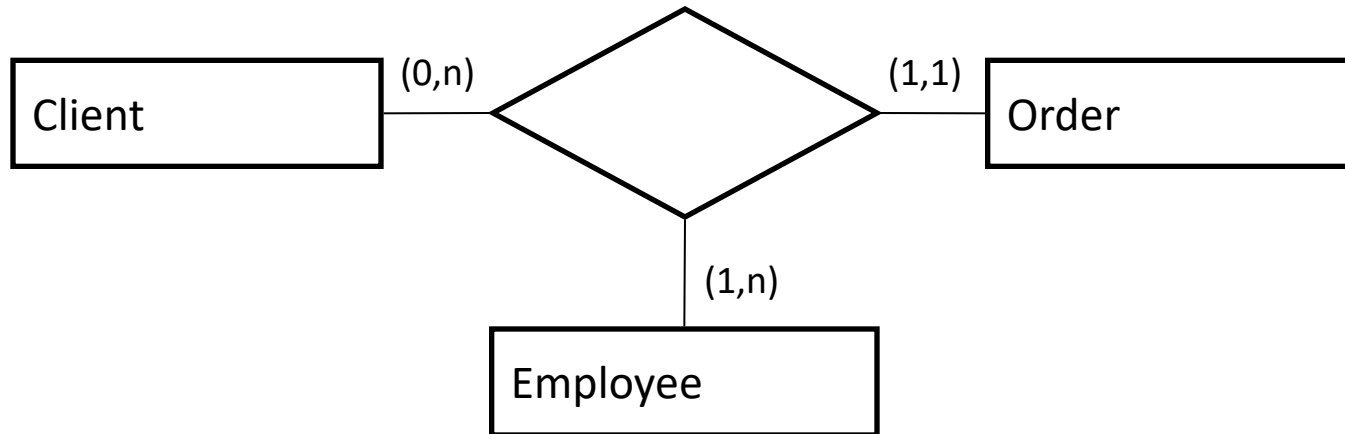
Self-relationships



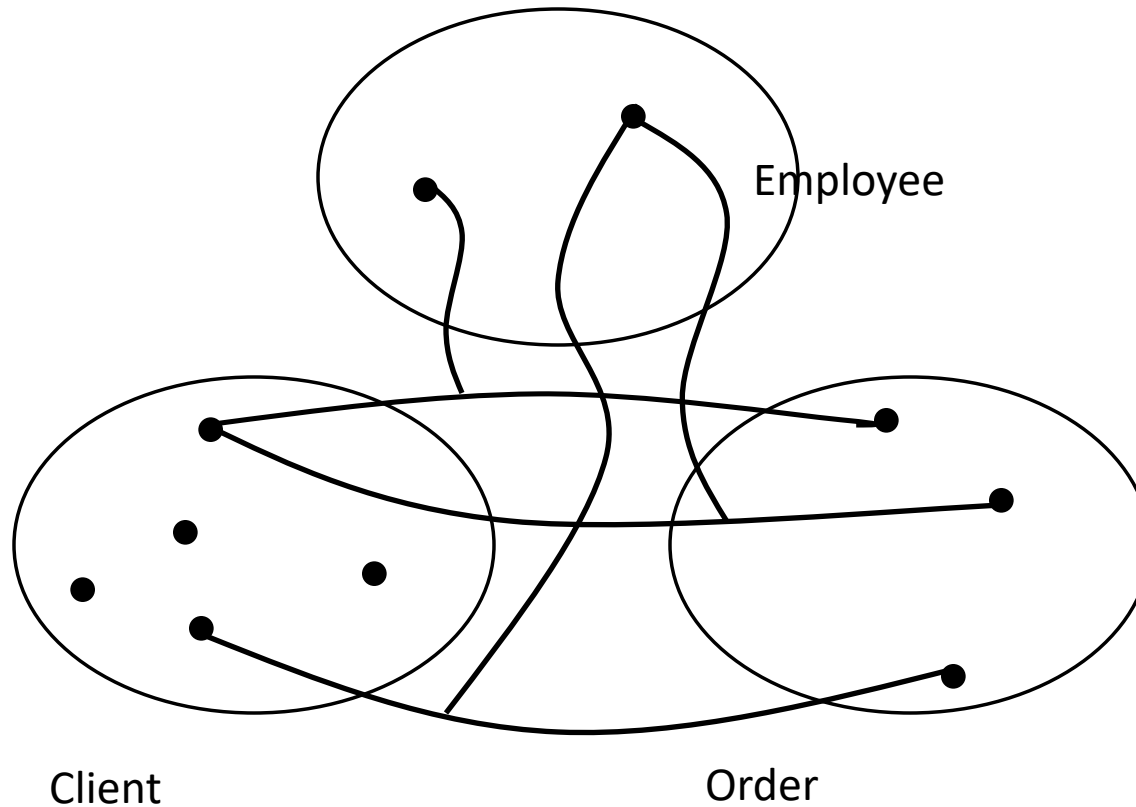
Self-relationships



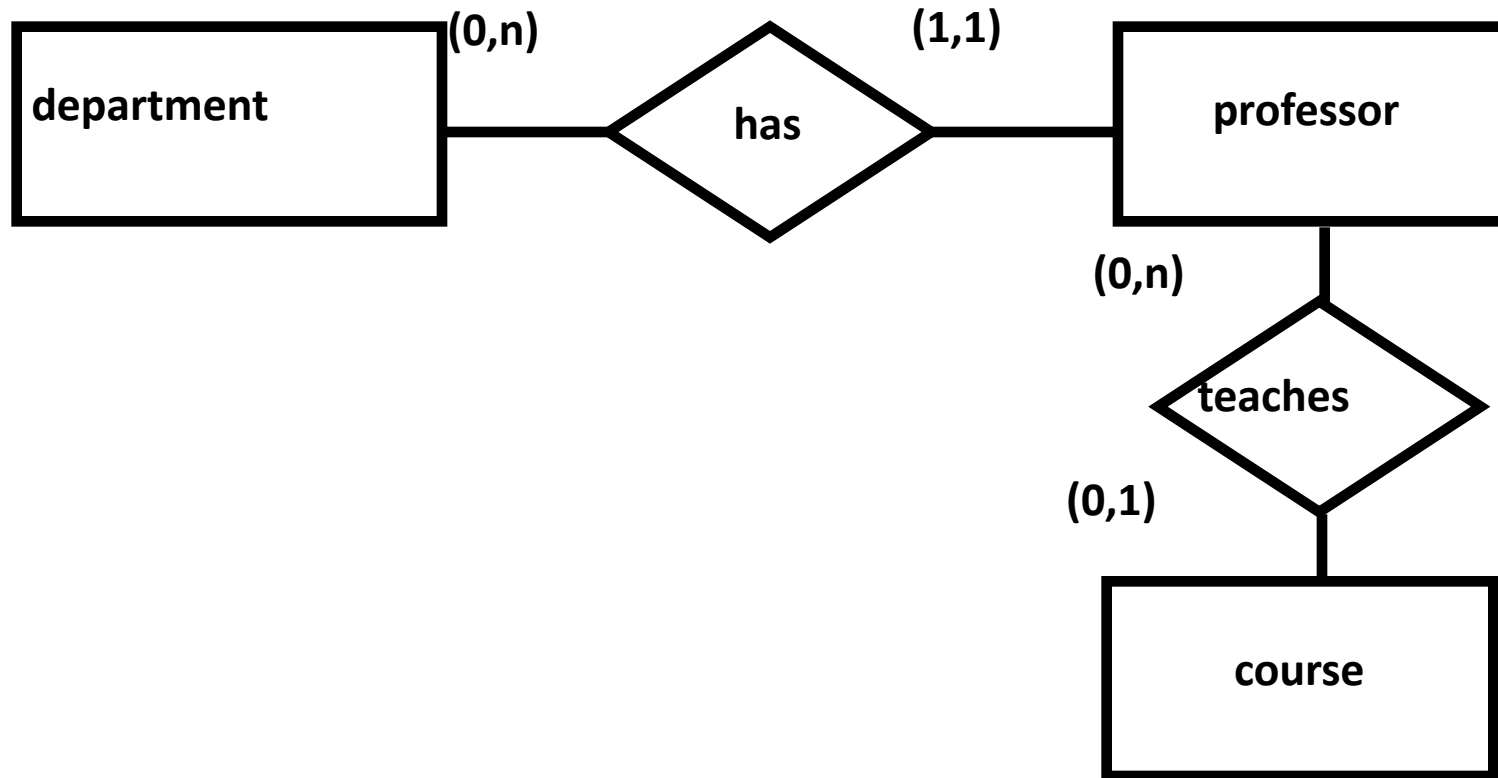
Ternary relationships



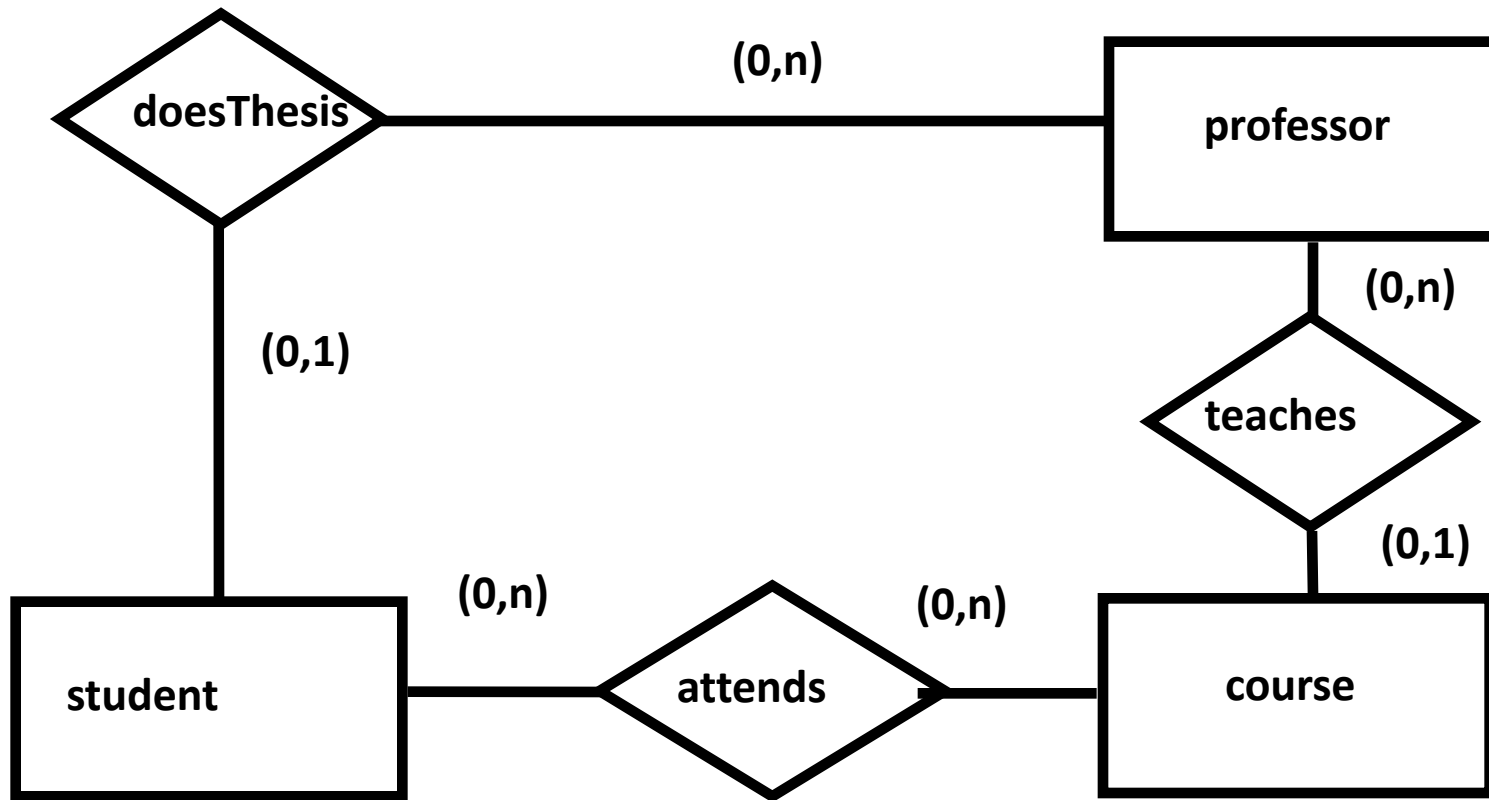
Ternary relationships



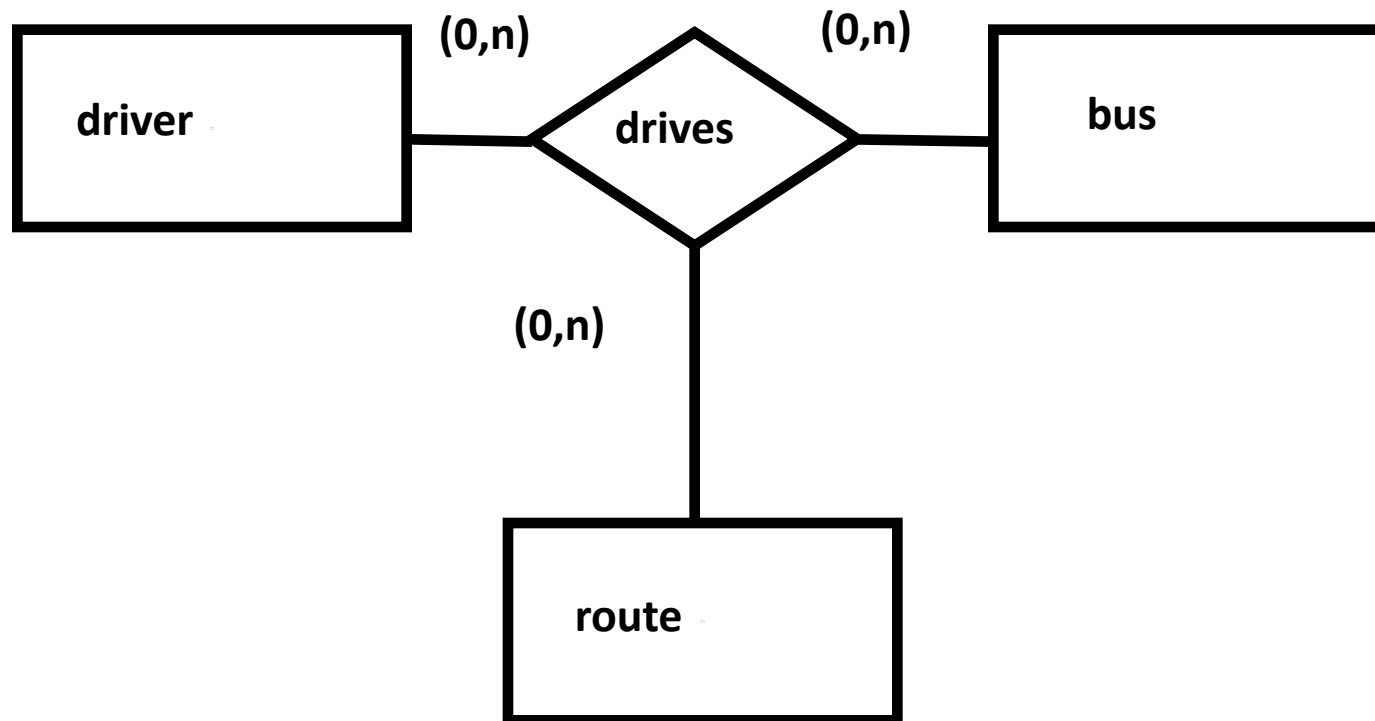
Example: university



Example: university

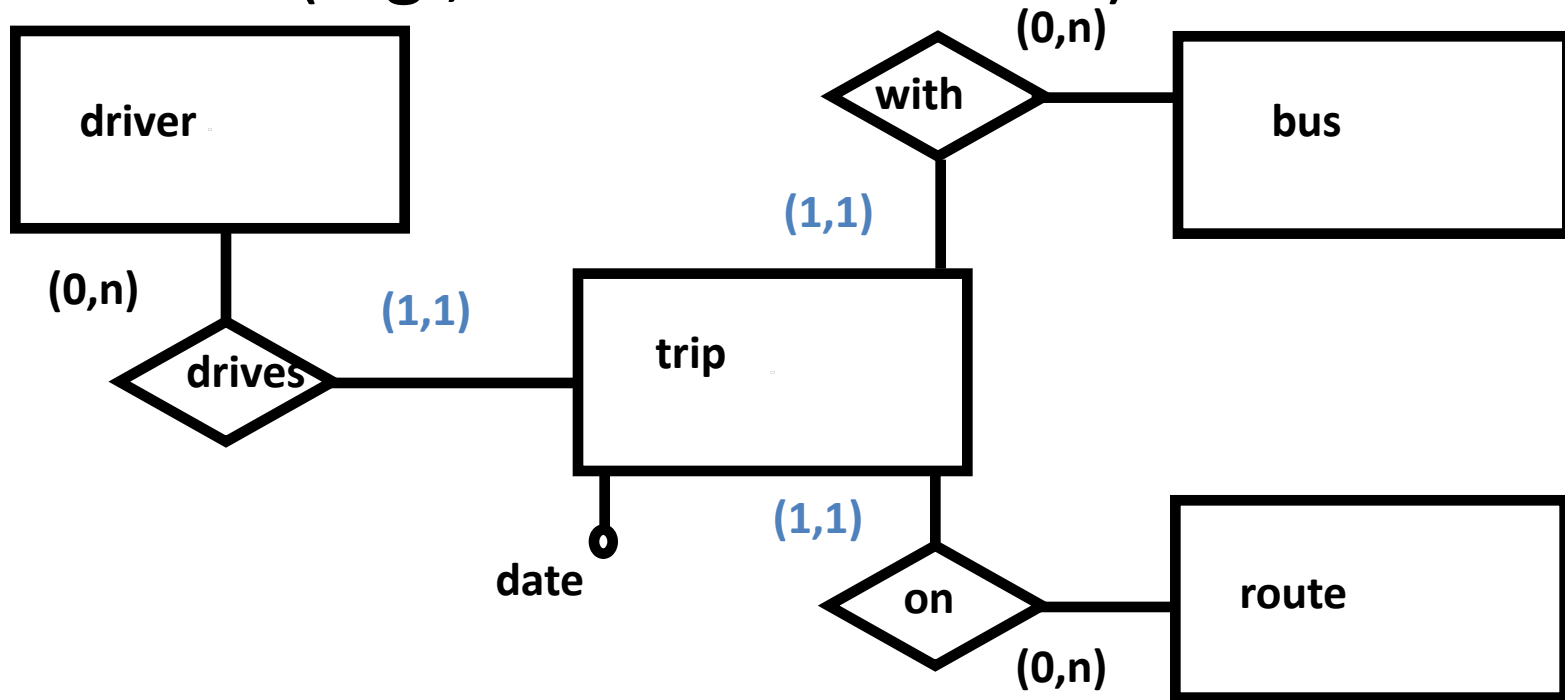


Example: buses



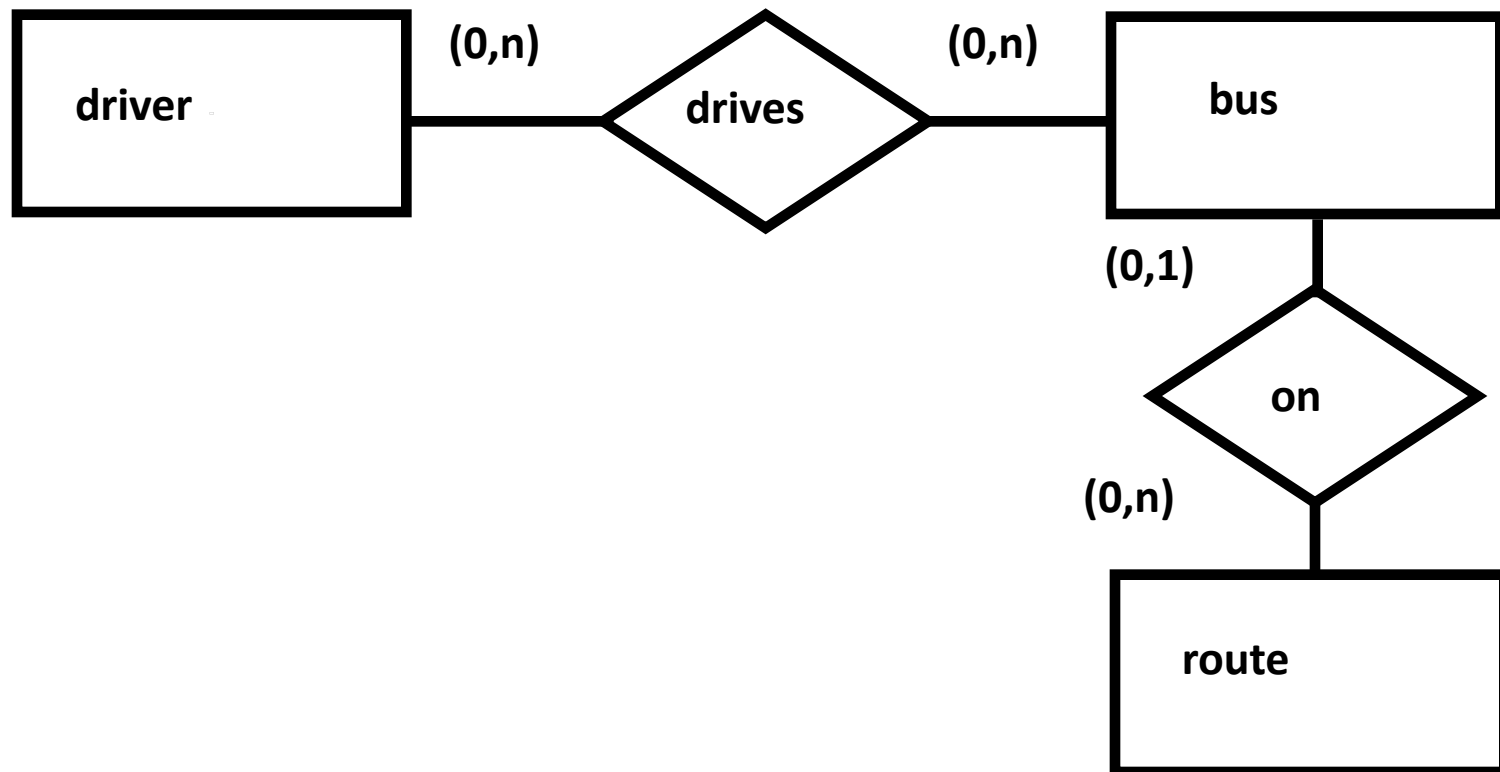
Bus example: reification

- This solution is needed if the same driver may use the same route on the same bus several times (e.g., on different dates)



Bus example: removing one end

- This solution works if every bus can only use one route



Cardinality of attributes

- **scalar** (simple, one-valued)



ex.: lastname, mark

multiple (n values are possible)

(1,n)

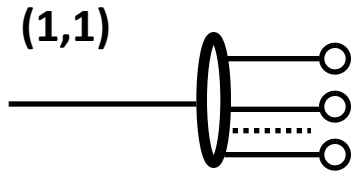


ex.: qualification, title

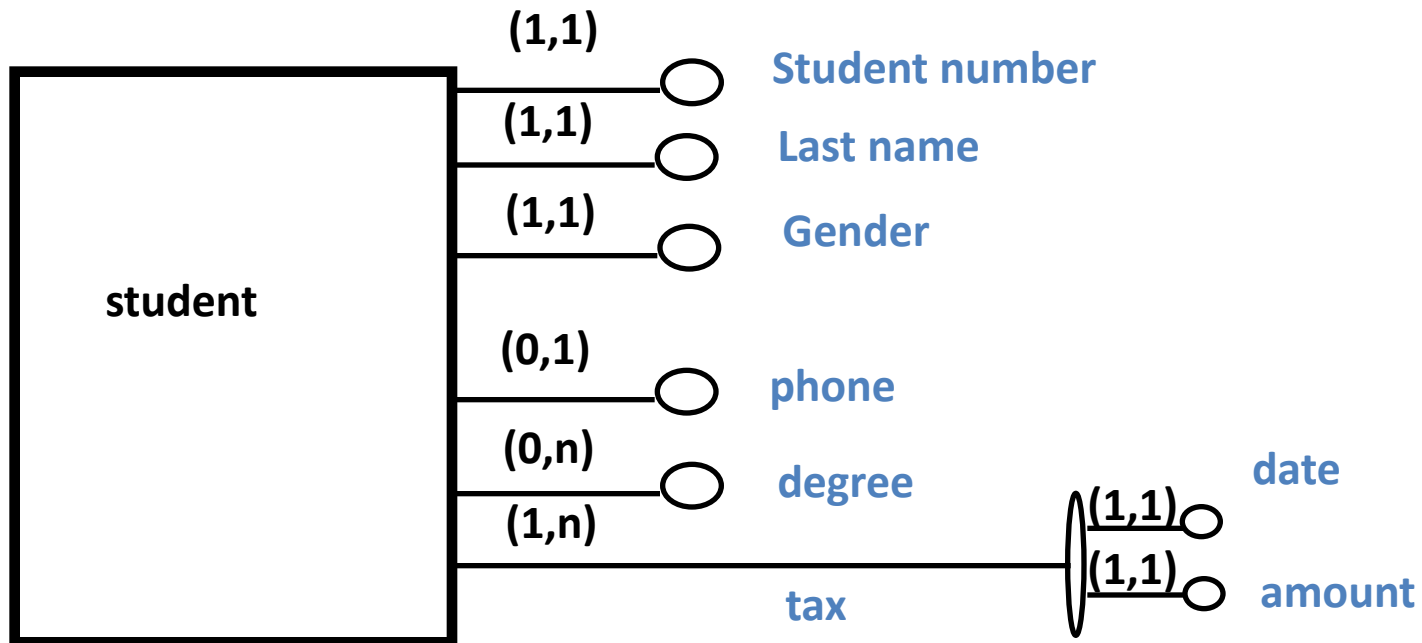
Compound attributes

compound

ex.: date (dd,mm,yyyy)



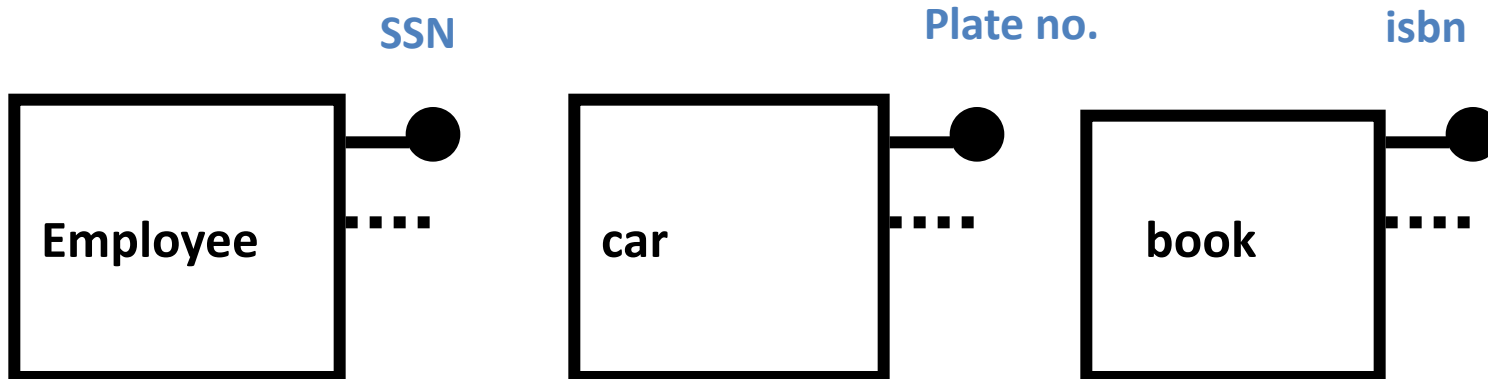
Example



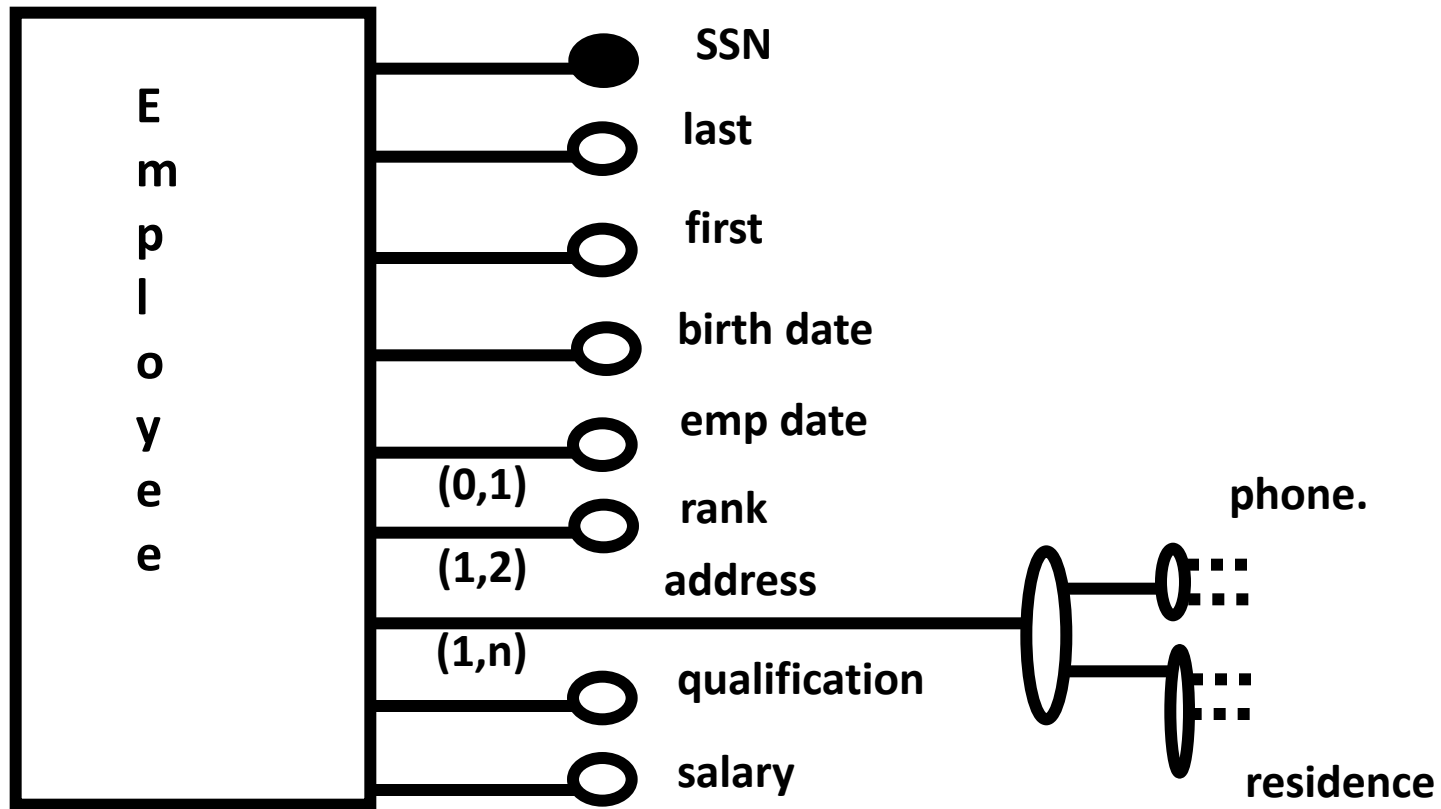
Identifier

An **identifier** univocally characterizes every single entity

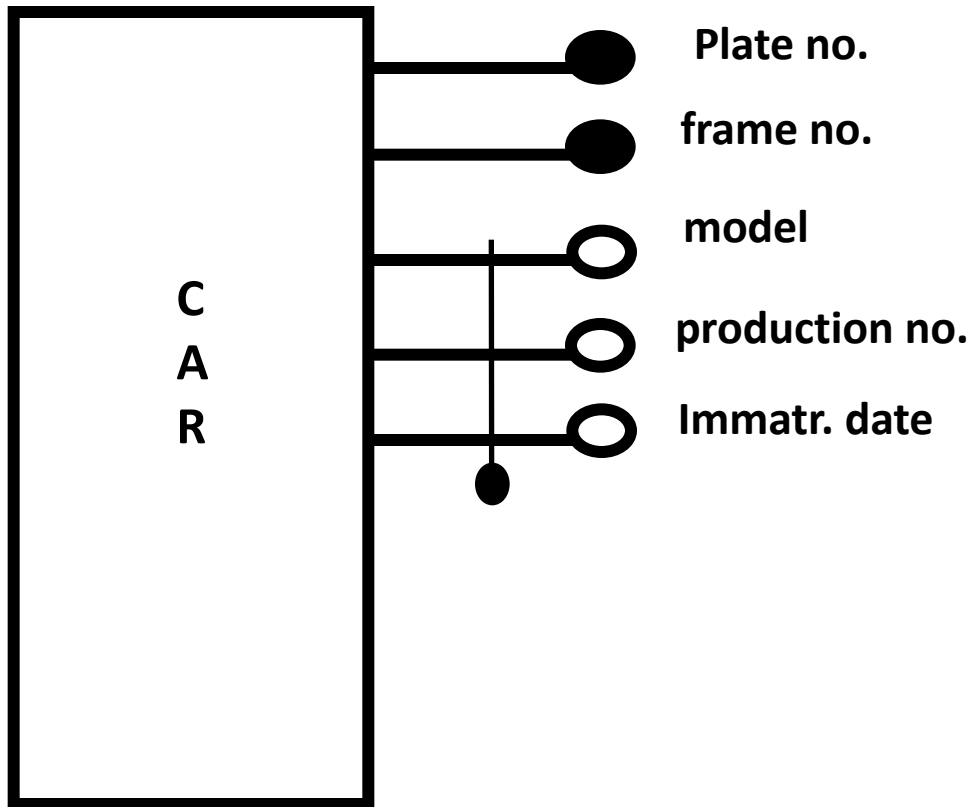
symbol



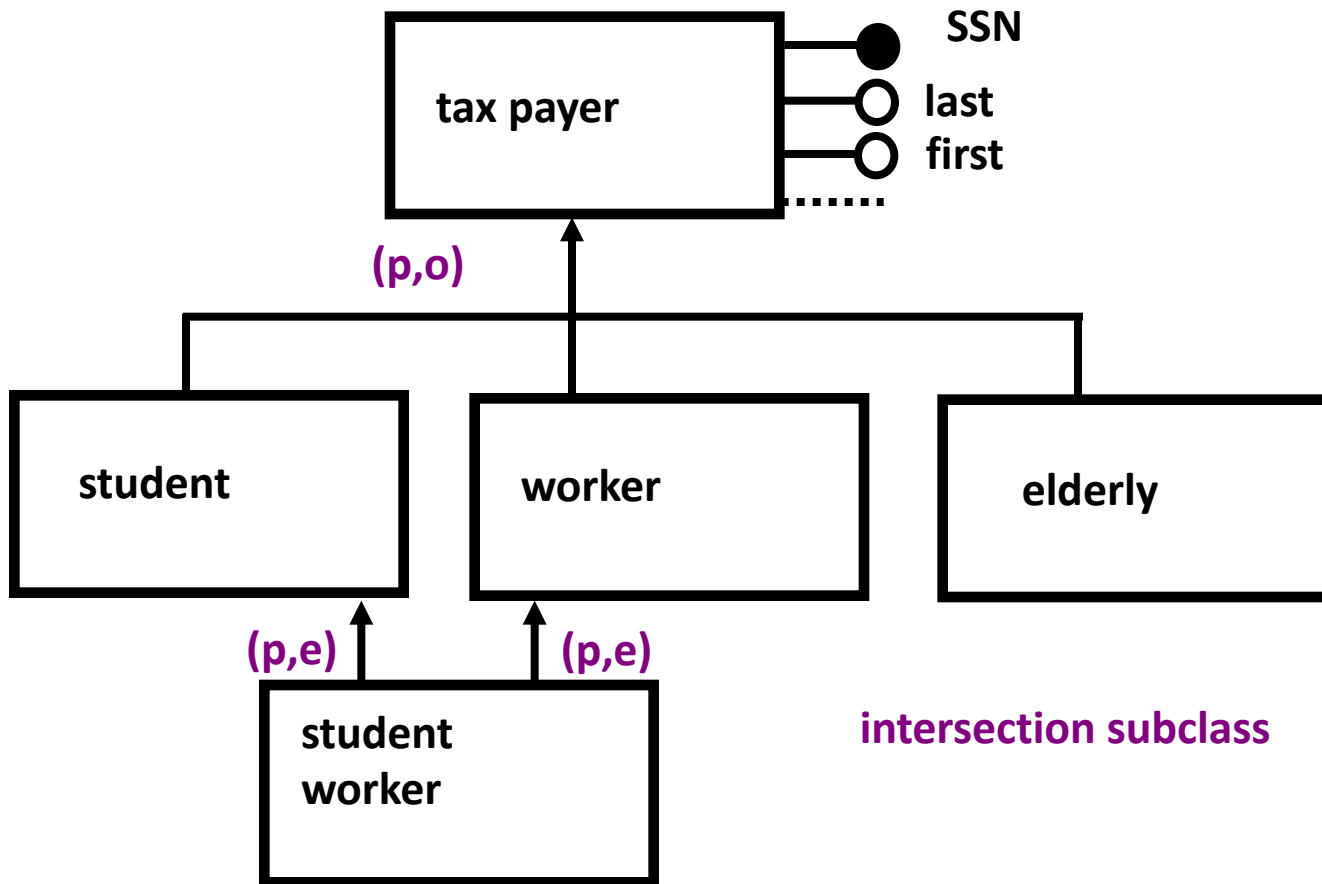
Example



Example with compound identifier



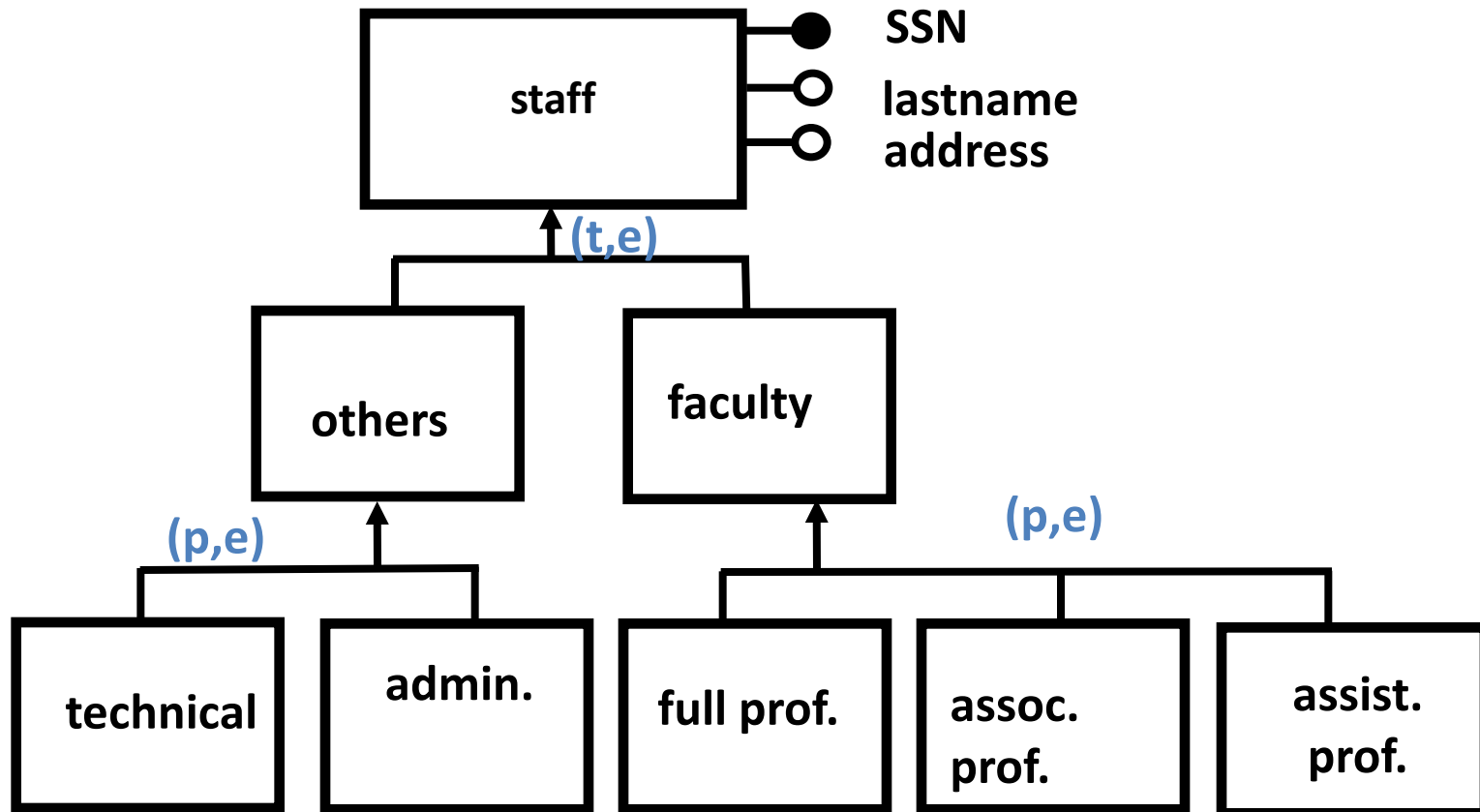
Example of hierarchy



Properties of hierarchies

- ***t* - total**: every instance of the parent entity must belong to one of the child entities
- ***p* - partial**: the instances of the parent entity may be part of one of the child entities
- ***e* - exclusive**: every instance of the parent entity cannot be part of more than one of the child entities
- ***O* - overlapping**: every instance of the parent entity may be part of several child entities

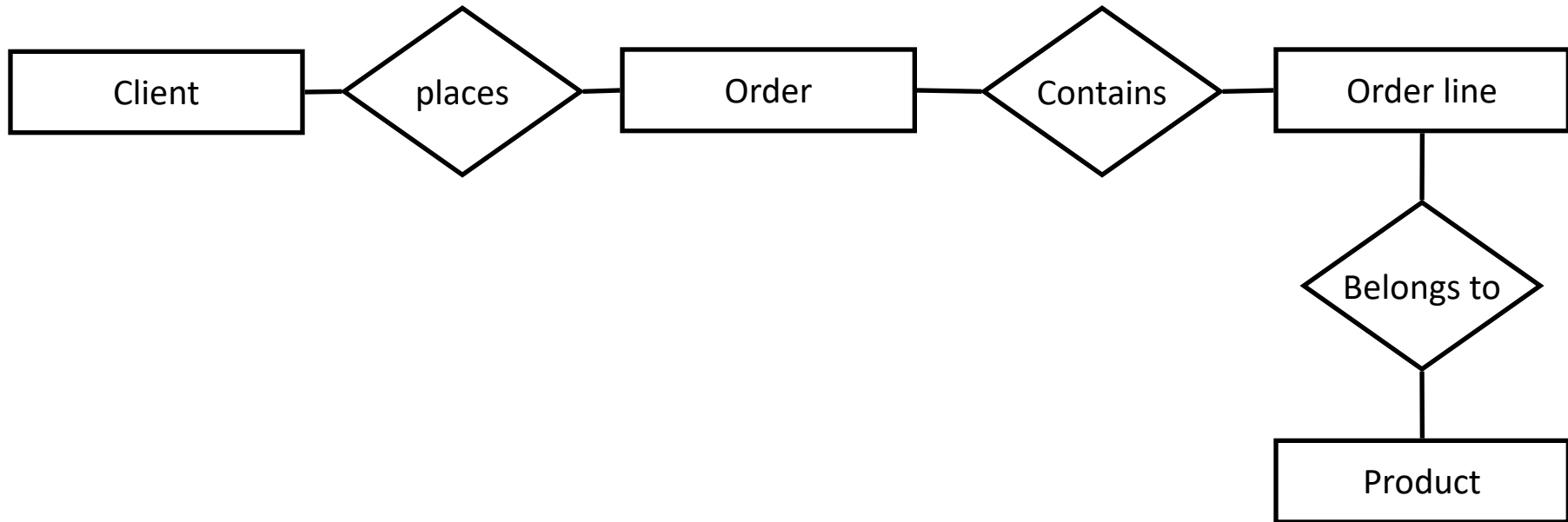
Example: university



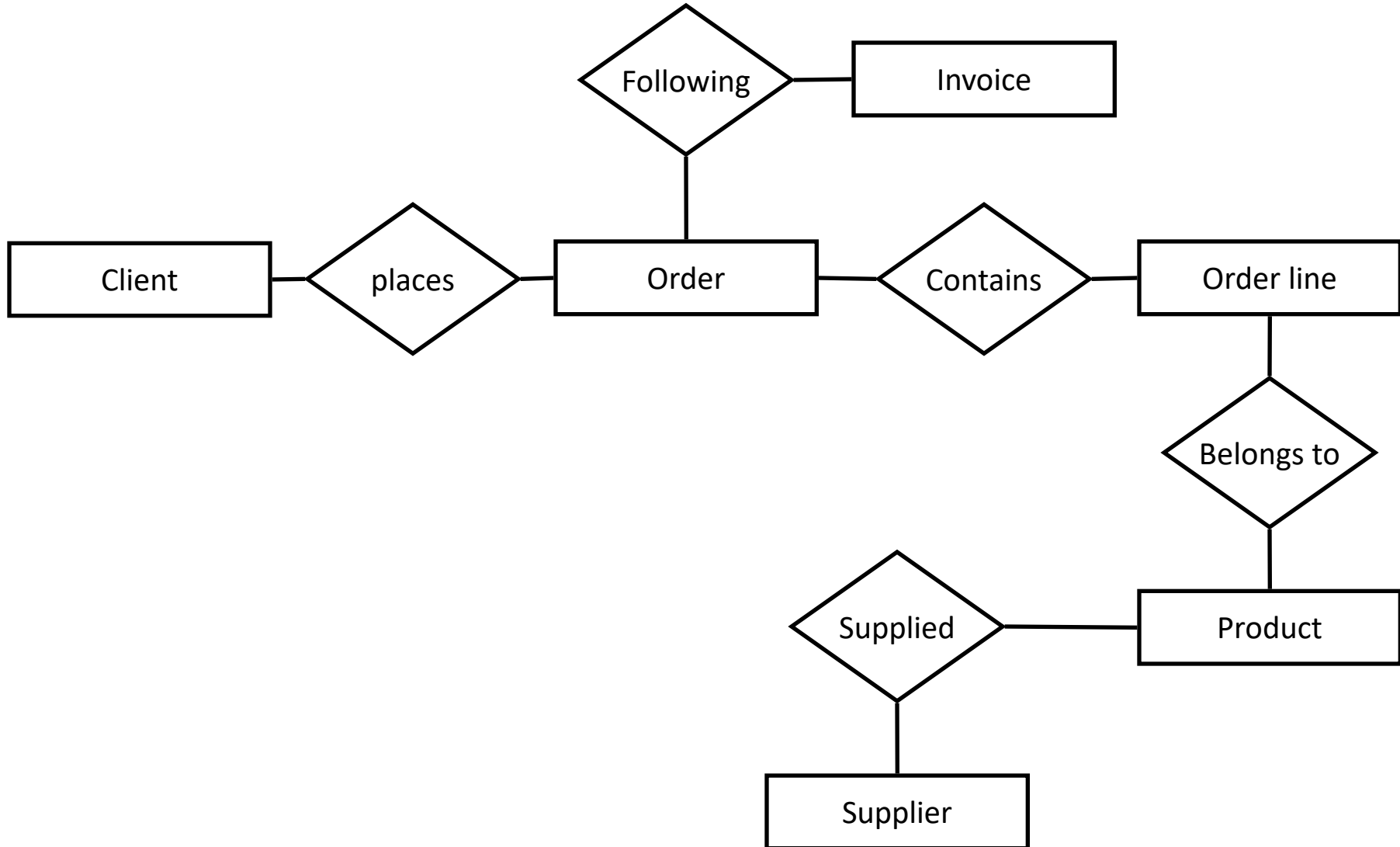
Top-down vs bottom-up design

- **Top-down**: refining in different steps, starting from an overall description of the domain of interest
- **Bottom-up**: different aspects are designed separately, and then integrated into a single schema

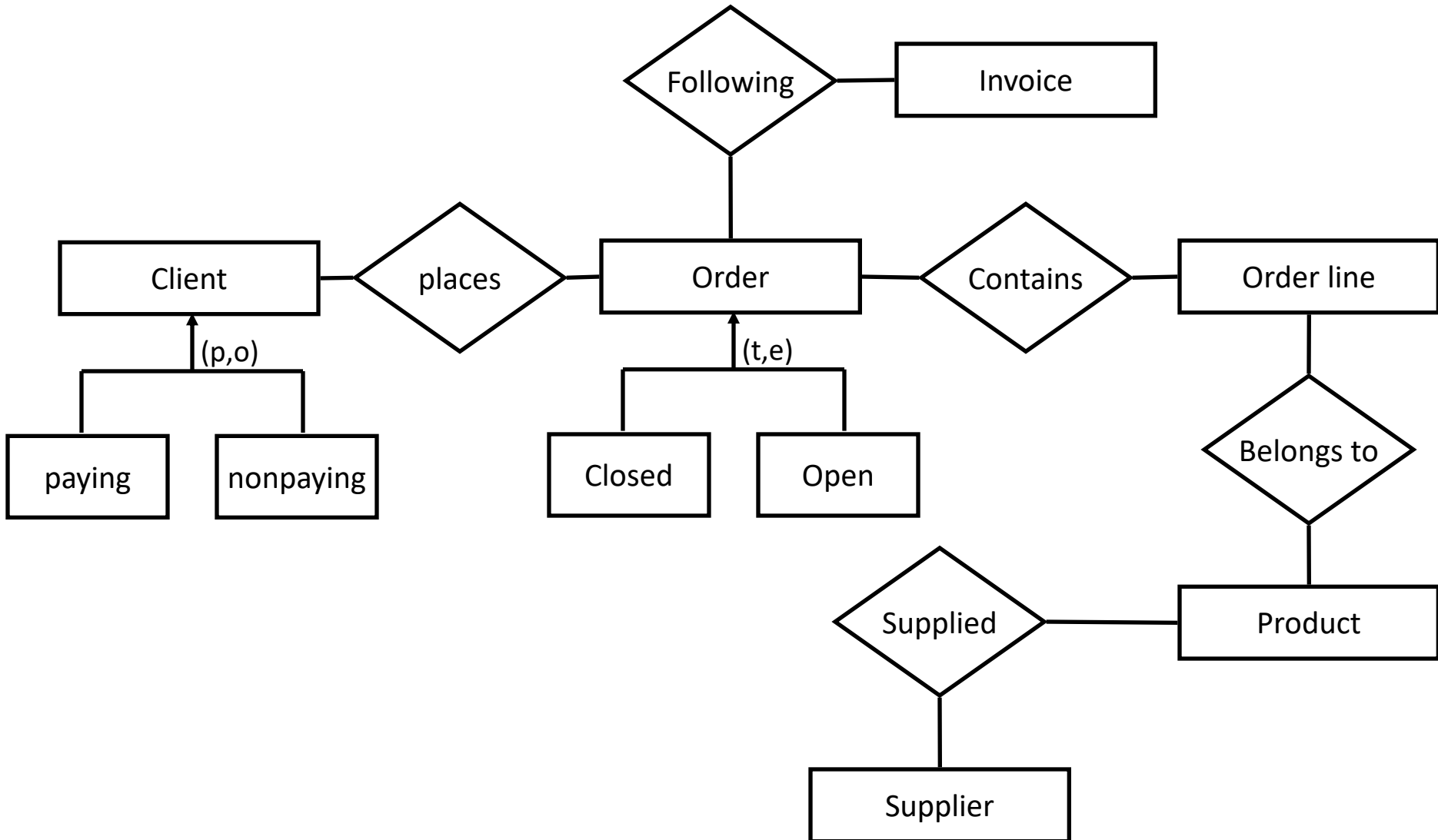
Example: pure top-down



Example: pure top-down



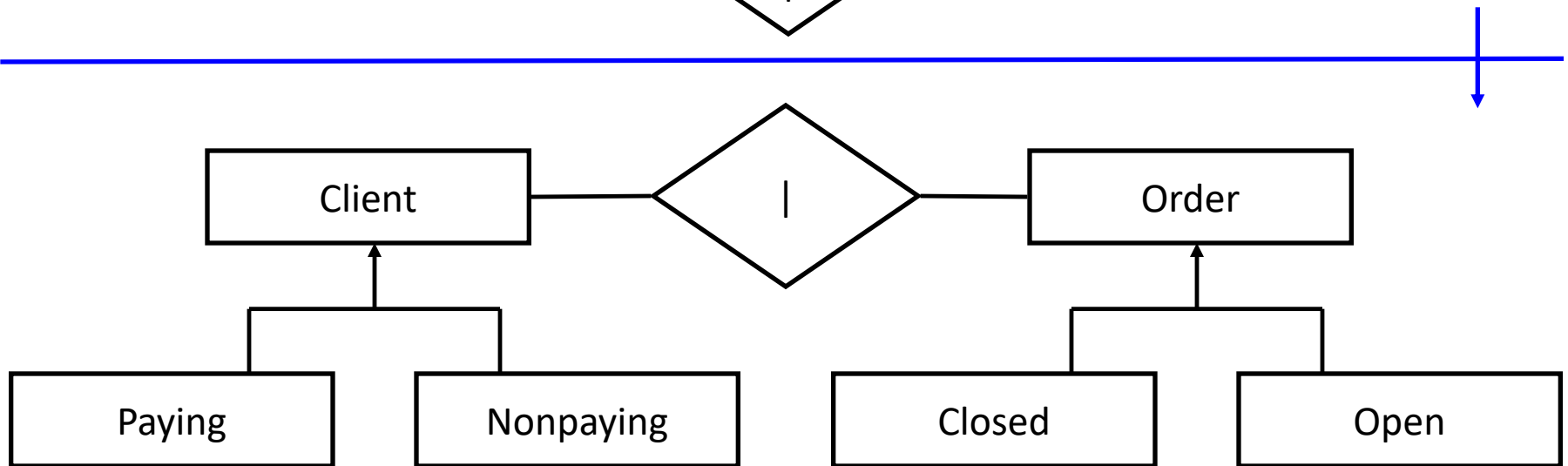
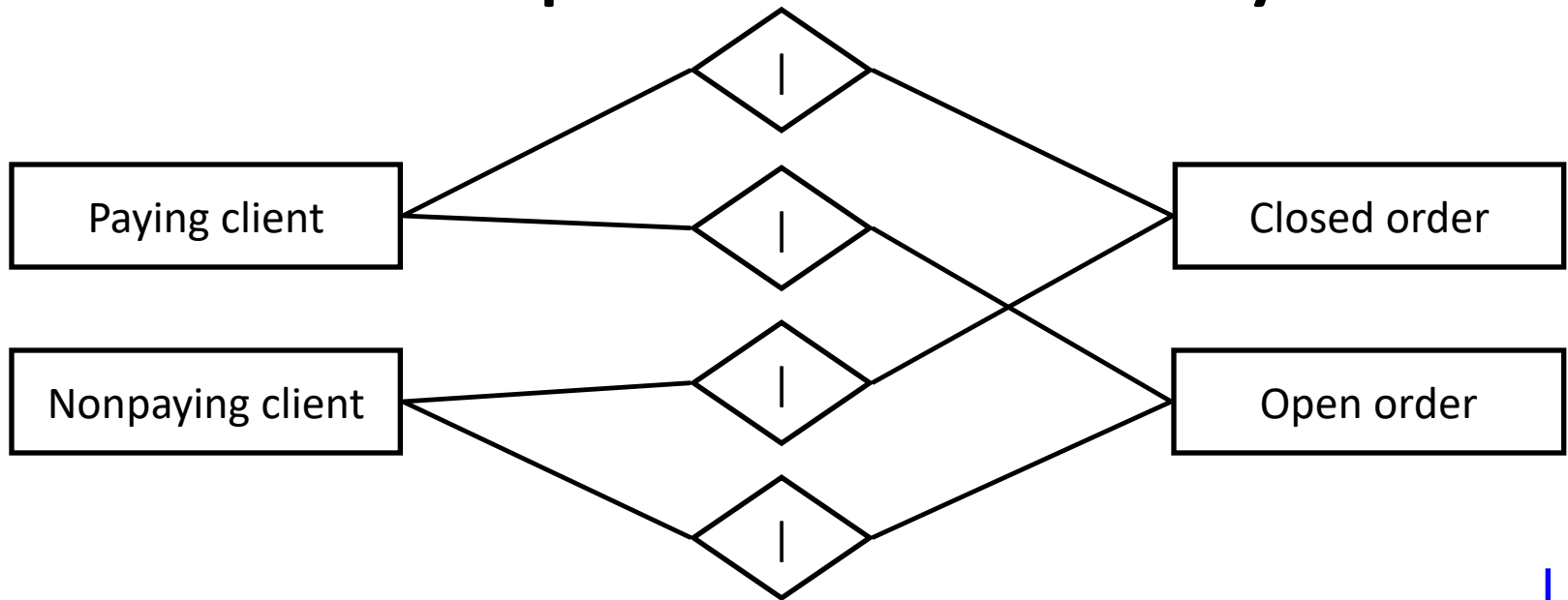
Example: pure top-down



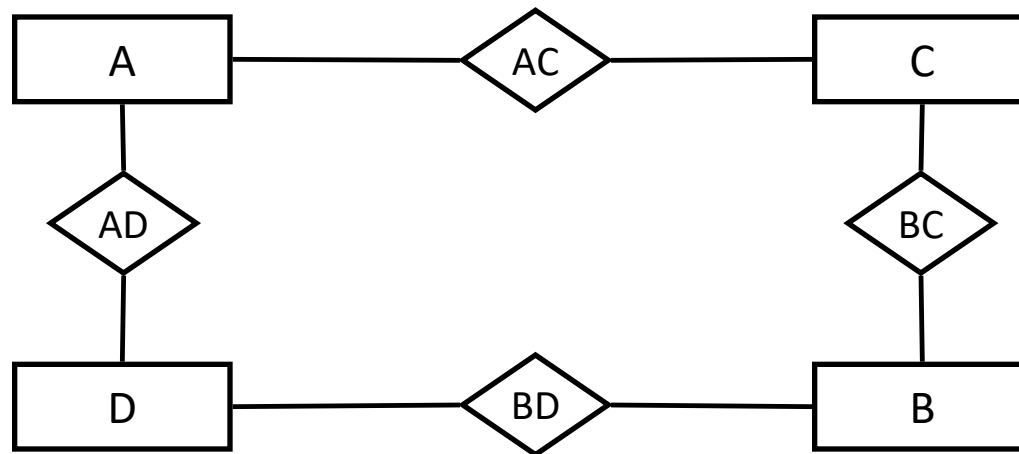
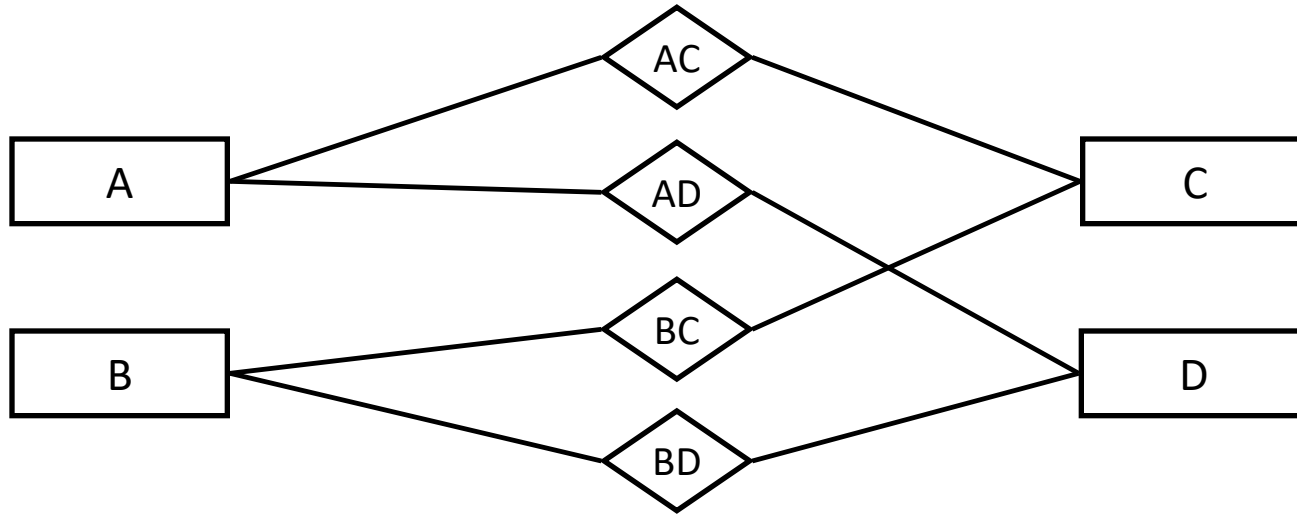
Quality of a conceptual schema

- Completeness
- Correctness
- Readability
- Minimality
- Self-explanatoriness

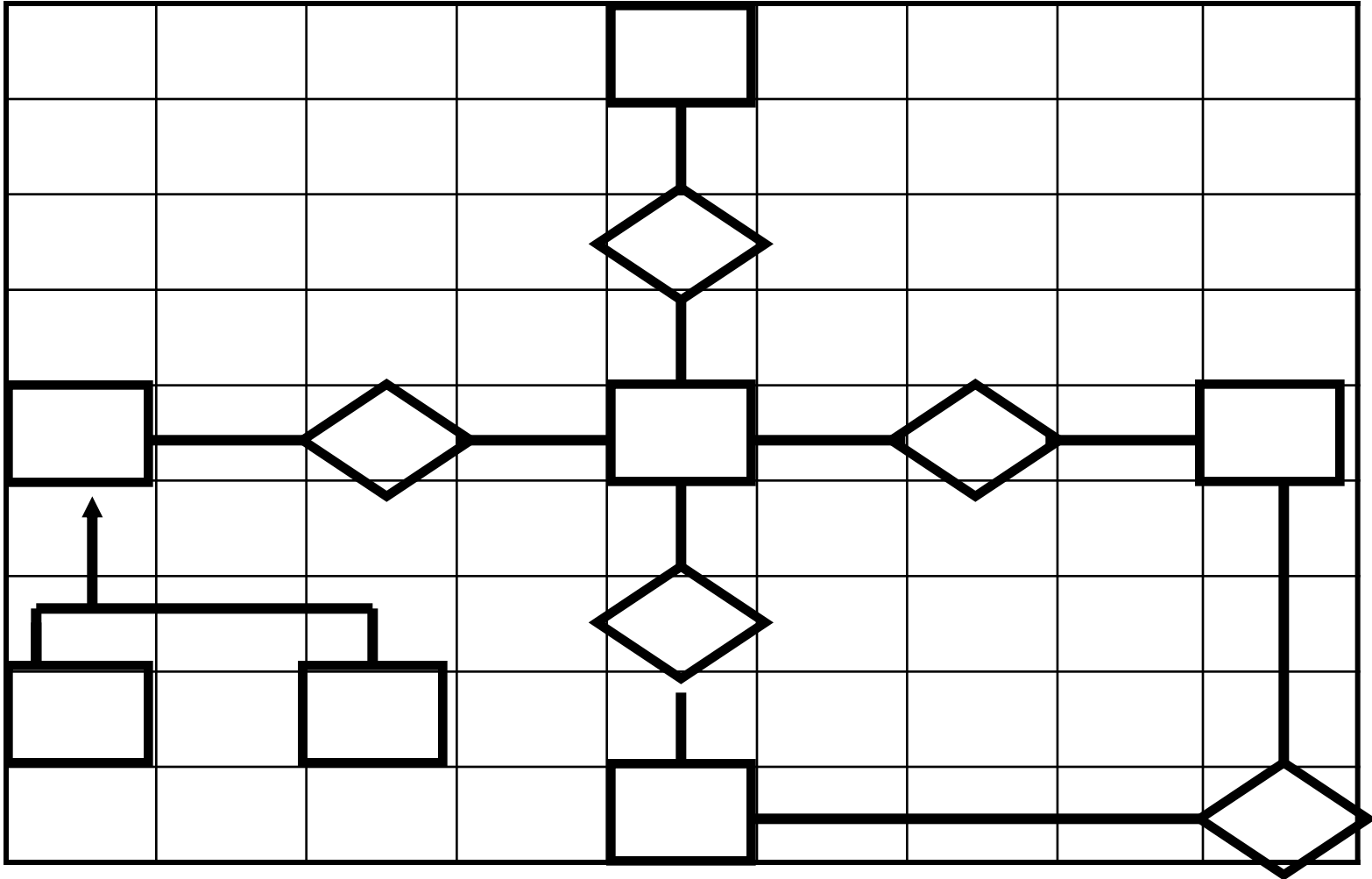
Conceptual readability



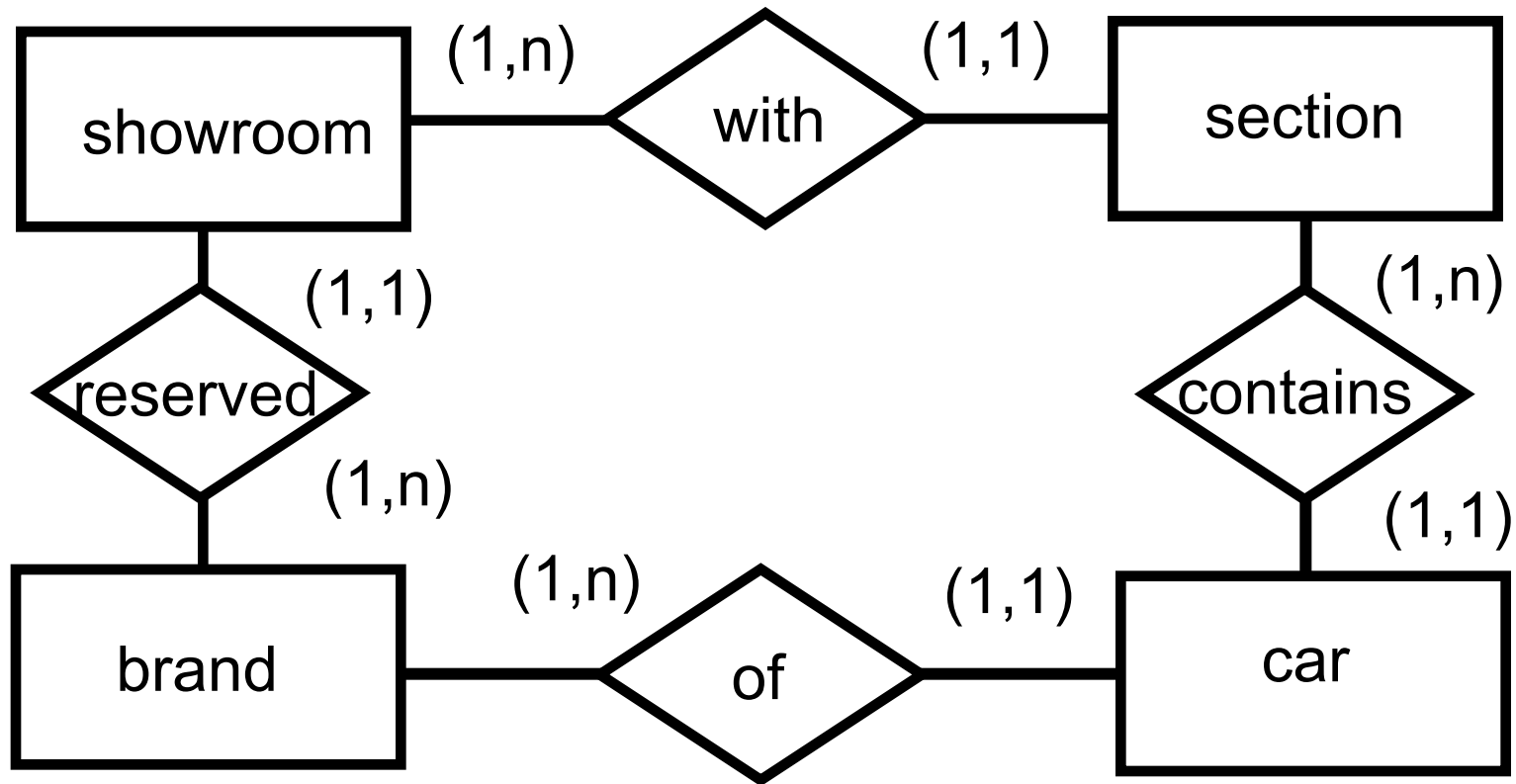
Graphical readability



Draw in a grid!



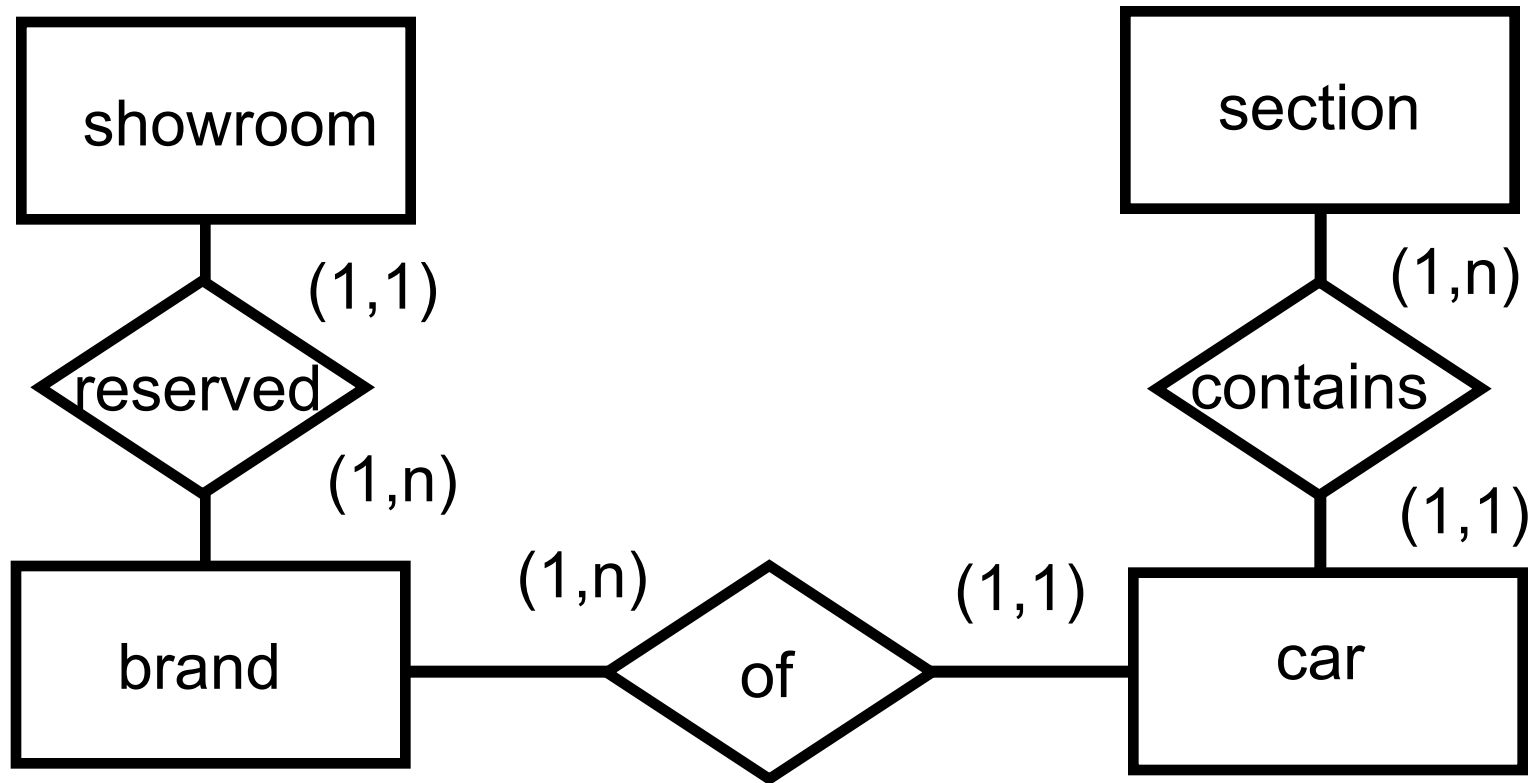
Minimality vs redundancy



- Showrooms are reserved for certain brands of car
- Showrooms consist of sections, which contain cars
- Cars are of specific brands

There might be some redundancy: let's see

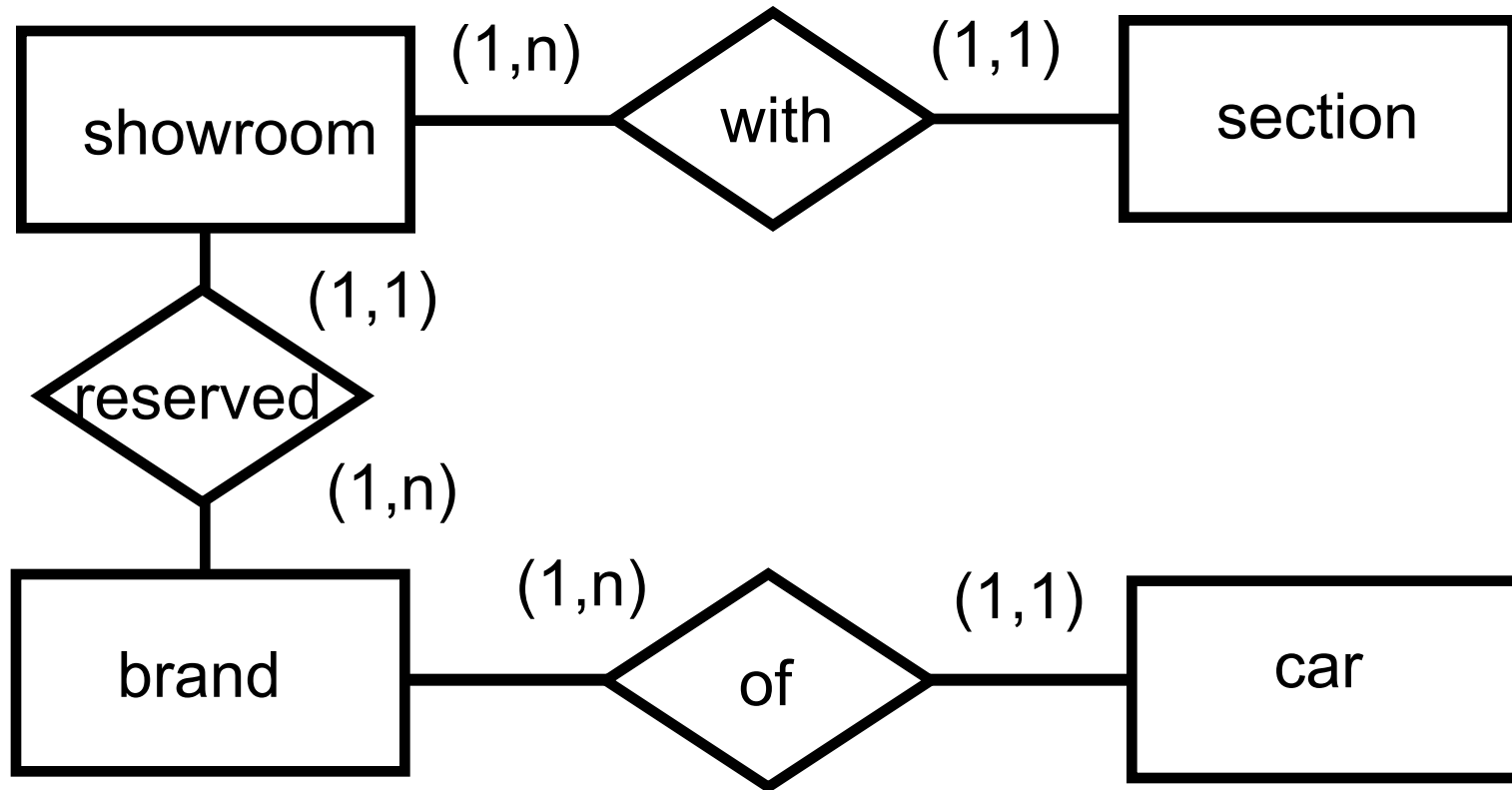
Minimality vs redundancy



- Showrooms are reserved for certain brands of car
- Showrooms consist of sections, which contain cars
- Cars are of specific brands

Not ok: given a section, can't find its showroom

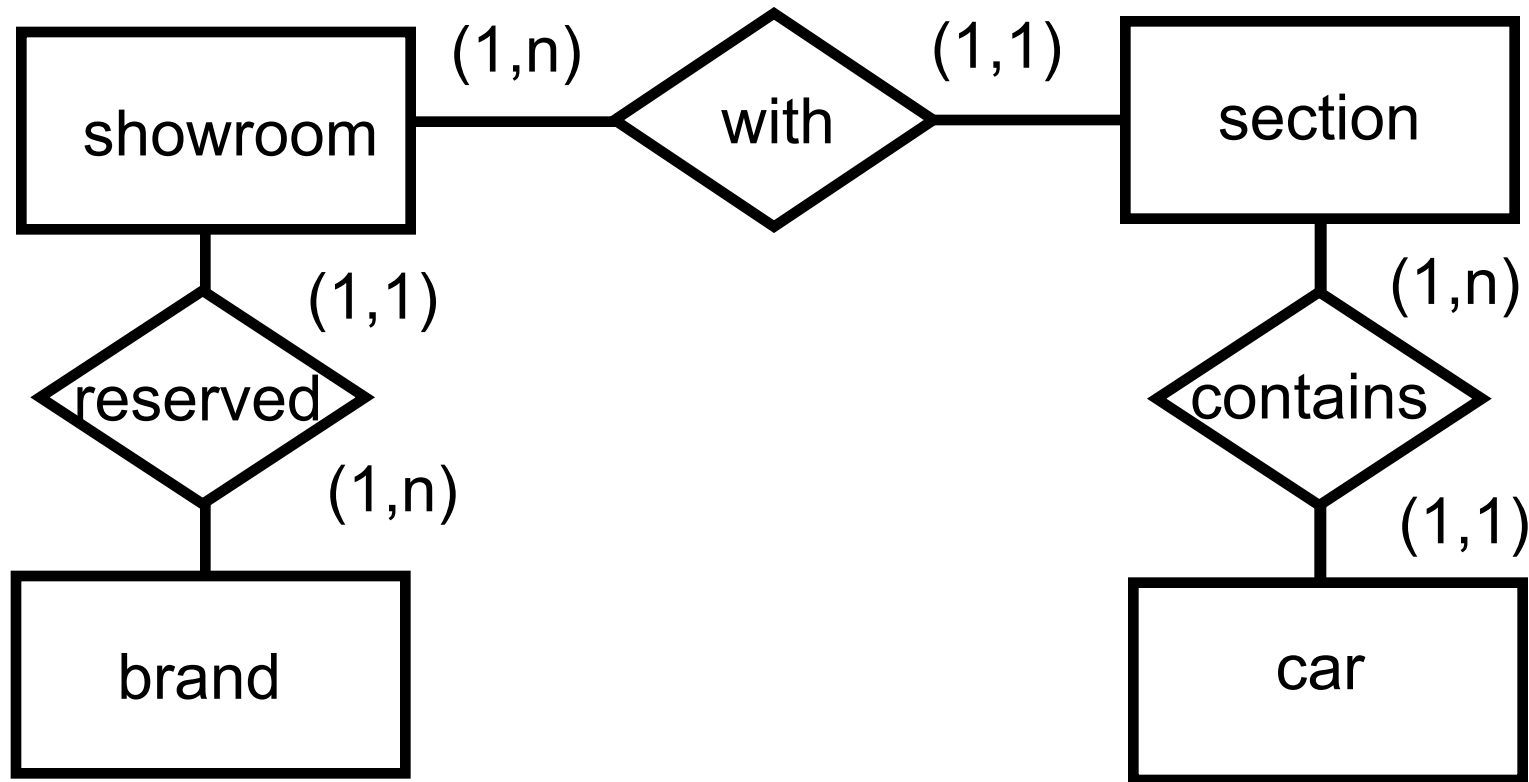
Minimality vs redundancy



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Not ok: given a car, can't find its section

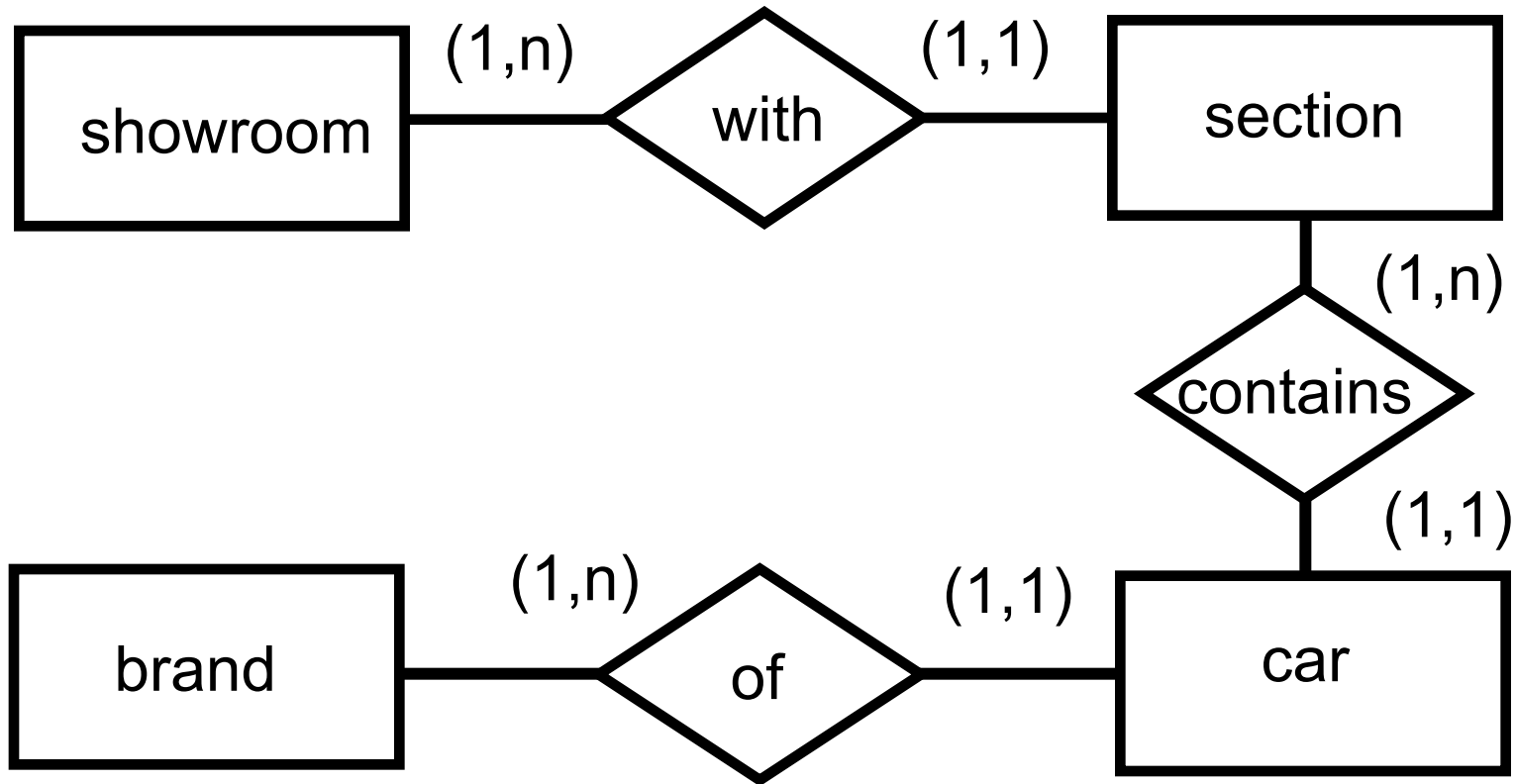
Minimality vs redundancy



- Showrooms are reserved for certain brands of car
- Showrooms consist of sections, which contain cars
- Cars are of specific brands

Ok: no loss of information

Minimality vs redundancy



- Showrooms are reserved for certain brands of car
- Showrooms consist of sections, which contain cars
- Cars are of specific brands

Ok: no loss of information (less obvious)

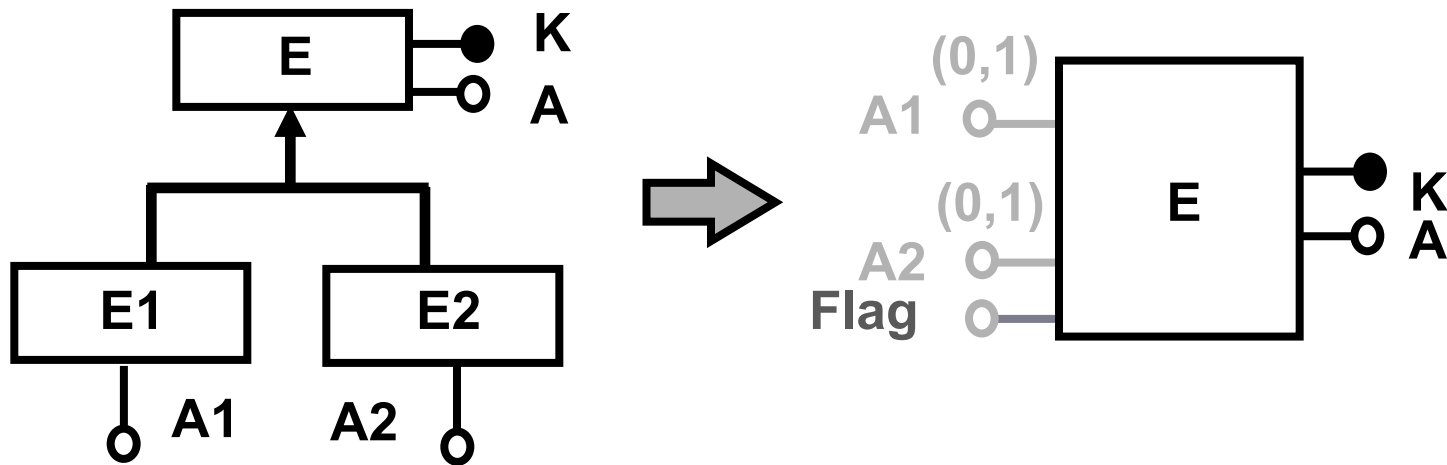
FROM ER TO RELATIONAL SCHEMA

Phases of logical design

- Elimination of hierarchies
- Selection of keys
- Normalization of multiple attributes
- Elimination of relationships
- The result is a set of tables with Primary Key and Foreign Key constraints

Elimination of hierarchies: option 1

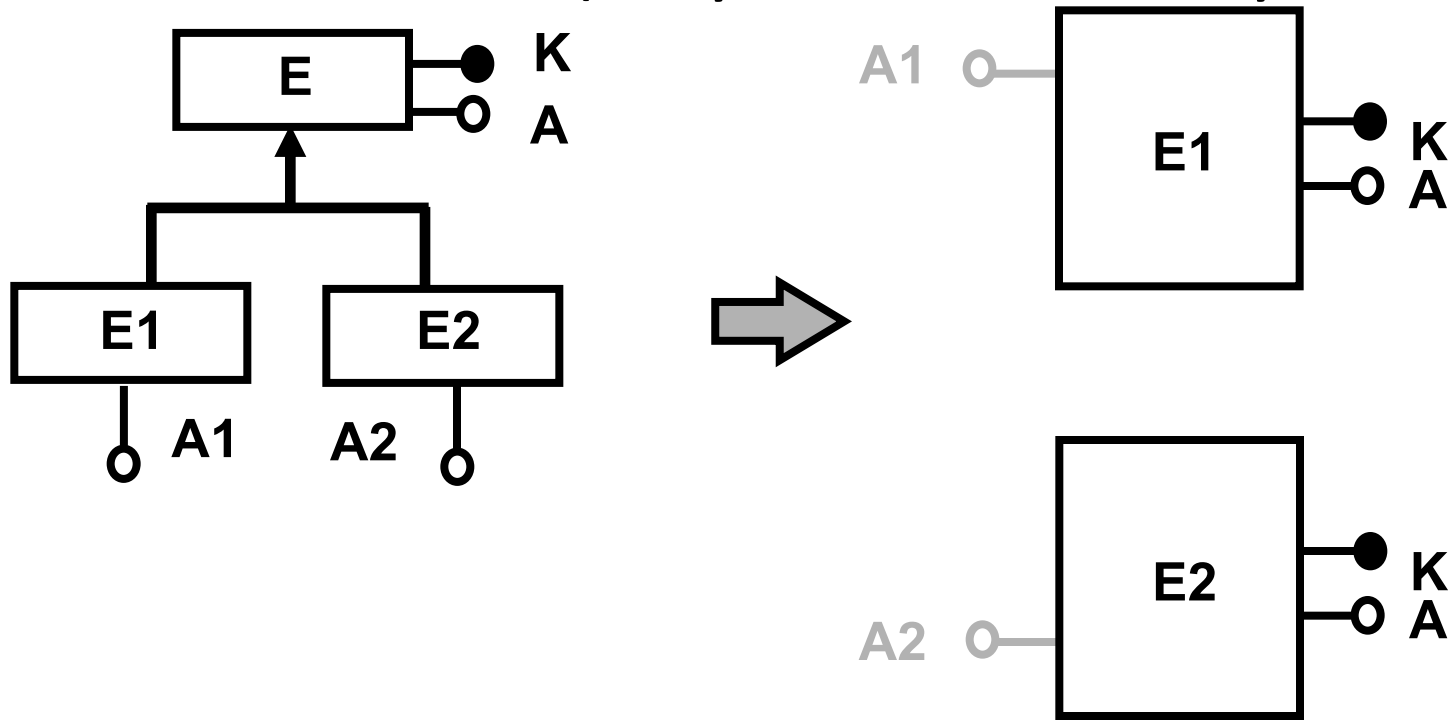
- Horizontal solution: one single entity at the parent level



- Flag: indicates whether an instance is E1 or E2
- Example: male/female

Elimination of hierarchies: option 2

- Vertical solution: two entities corresponding to the children (only if the hierarchy is total)

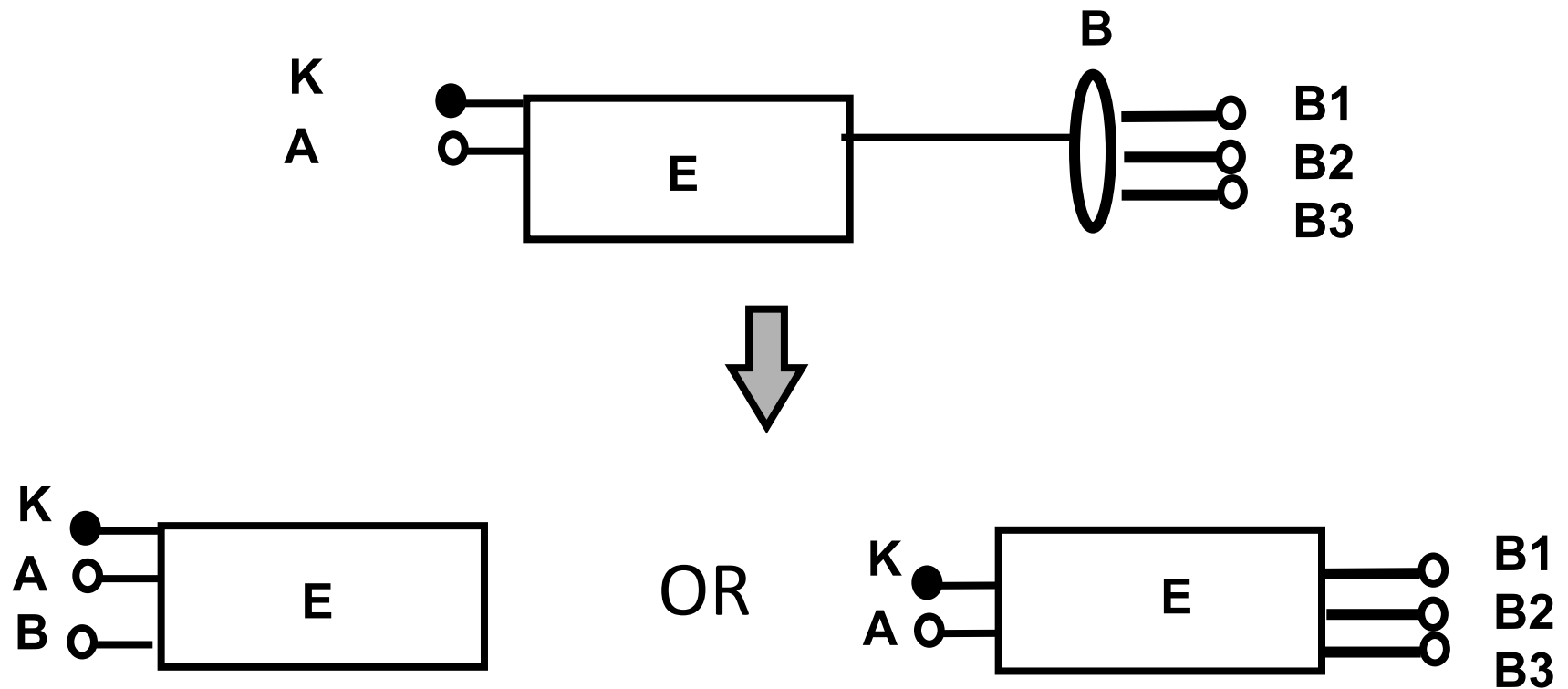


Selection of primary key

- Choosing the most used identifier, as long as it remains simple
- If it's too complex, one can always introduce a code

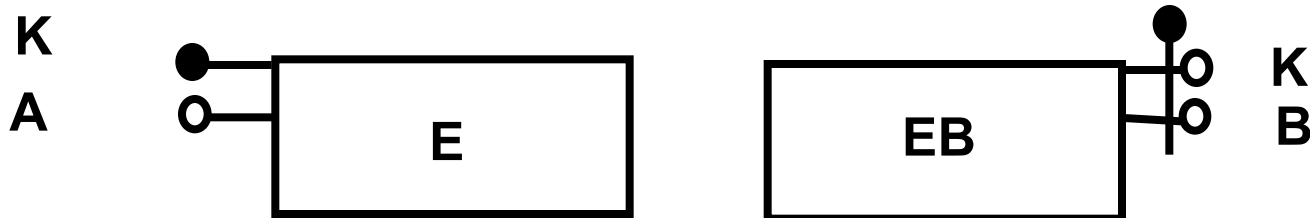
Compound attributes

- Making them simple: one attribute vs several attributes

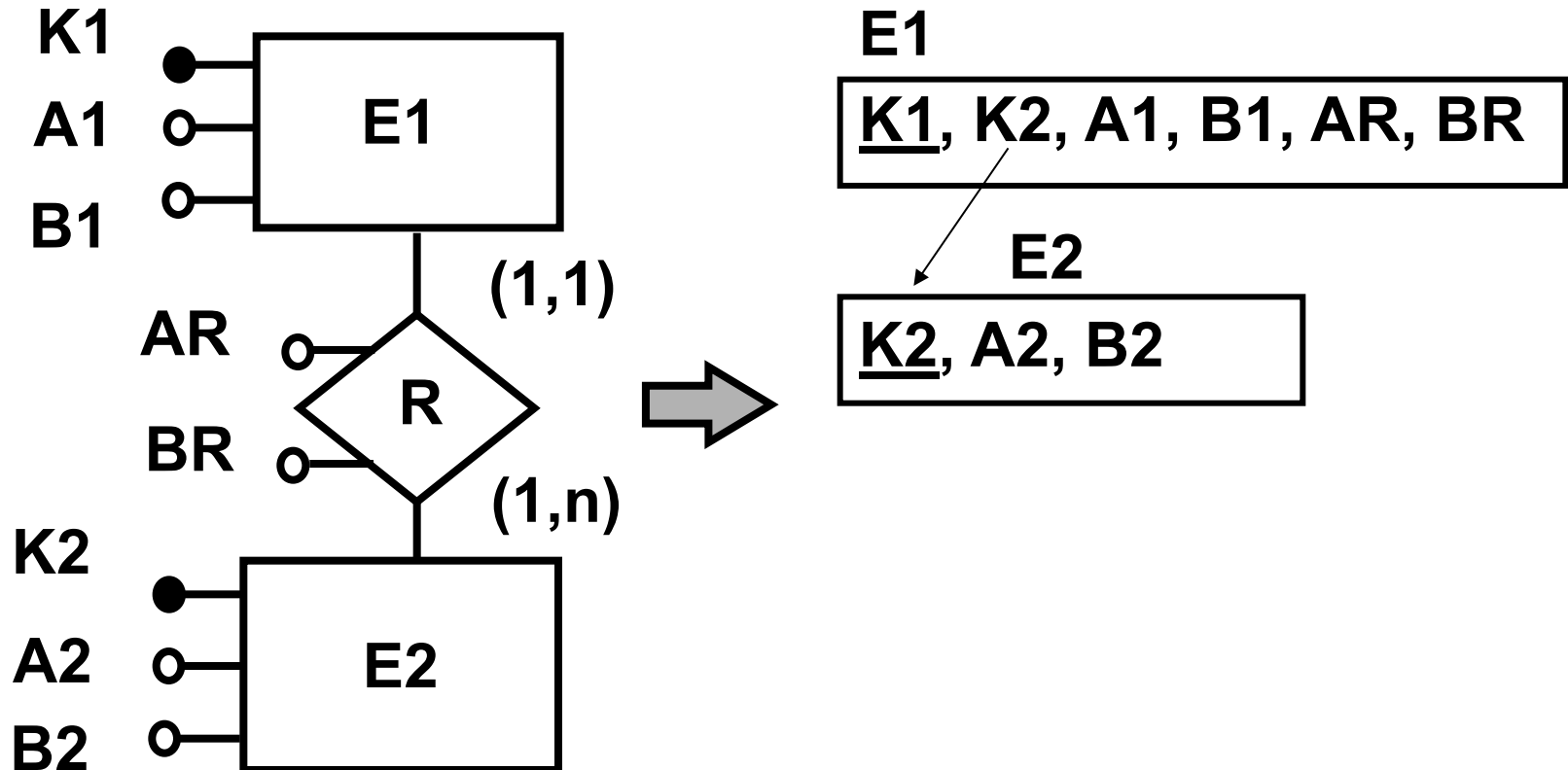


Multiple attributes

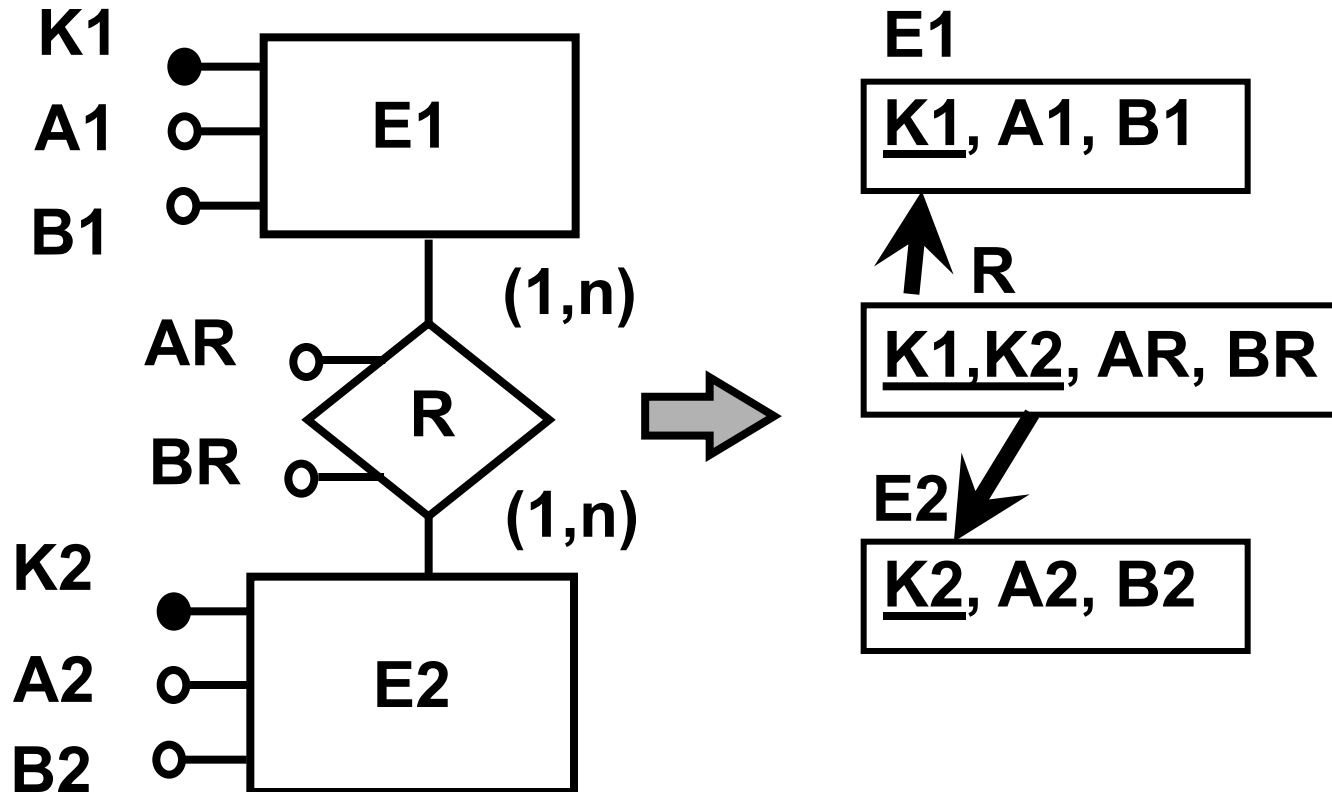
- We need a separate entity



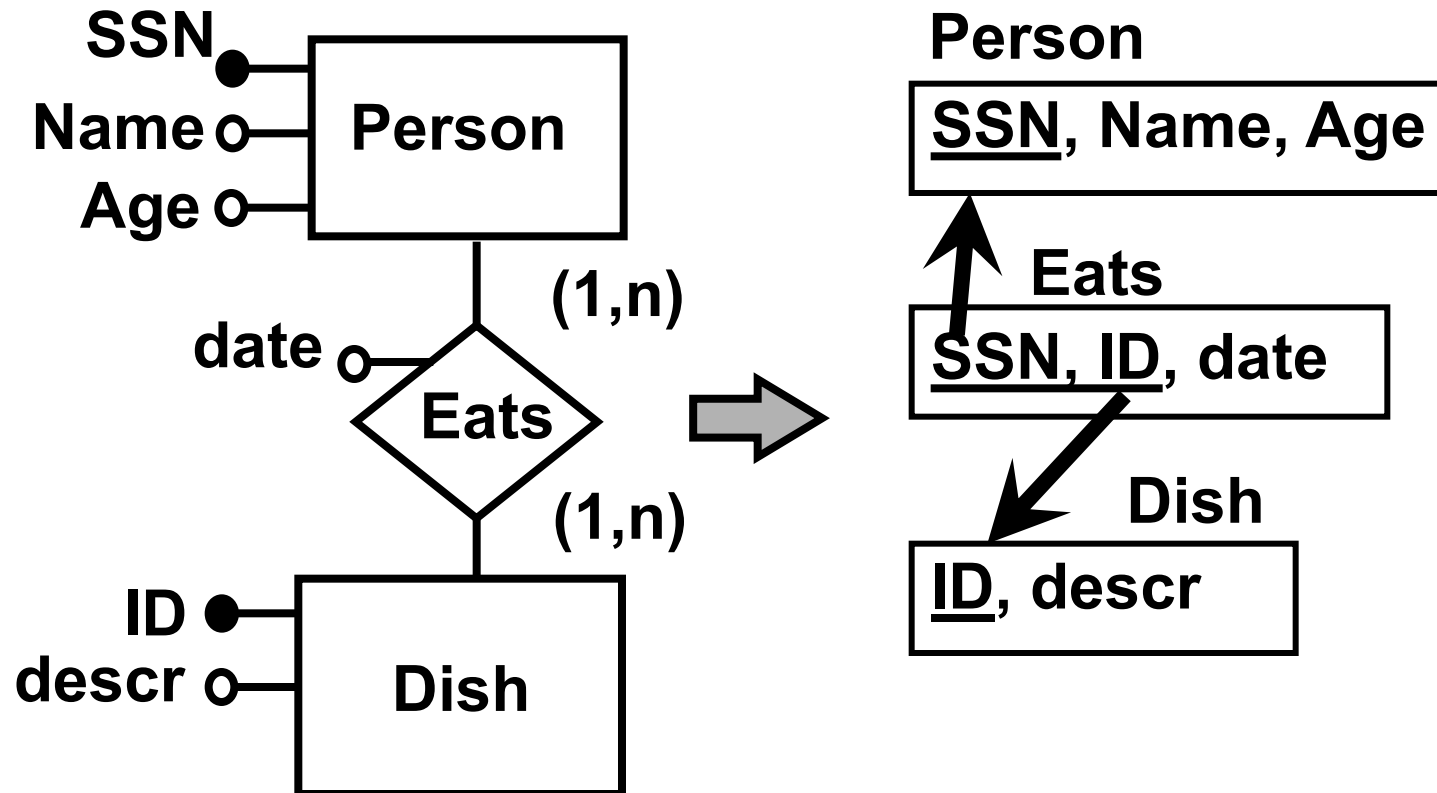
Translating one-to-many relationships



Translating many-to-many relationships



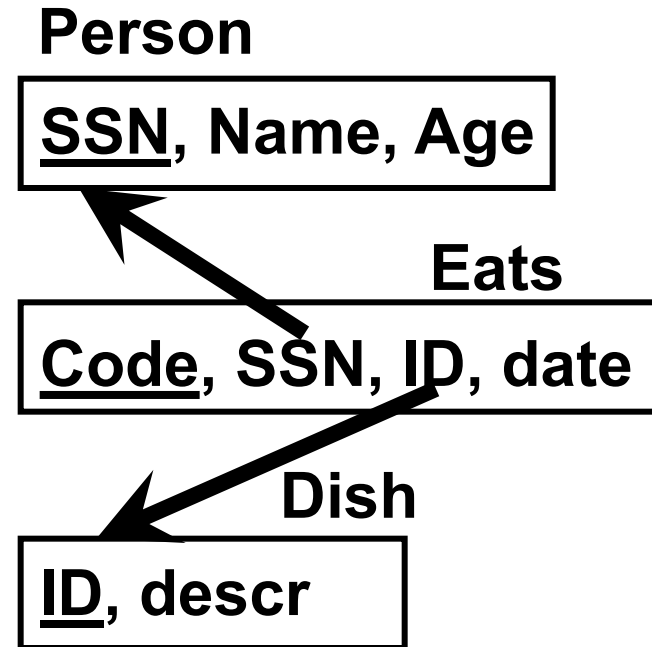
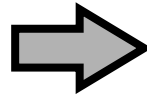
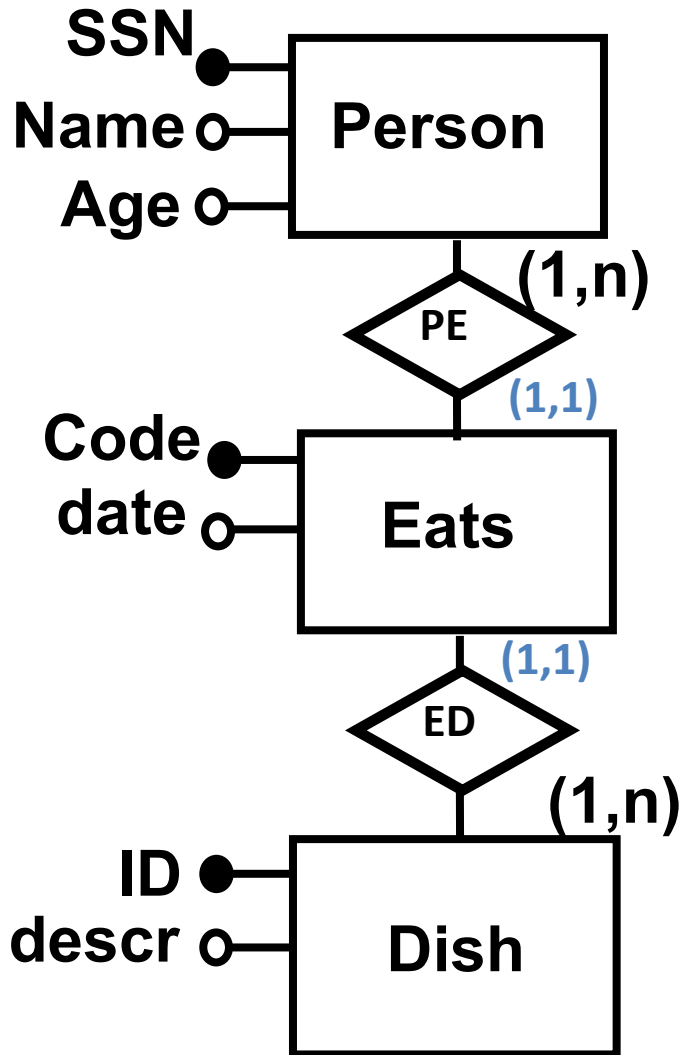
Warning: attributes in many-to-many relationships



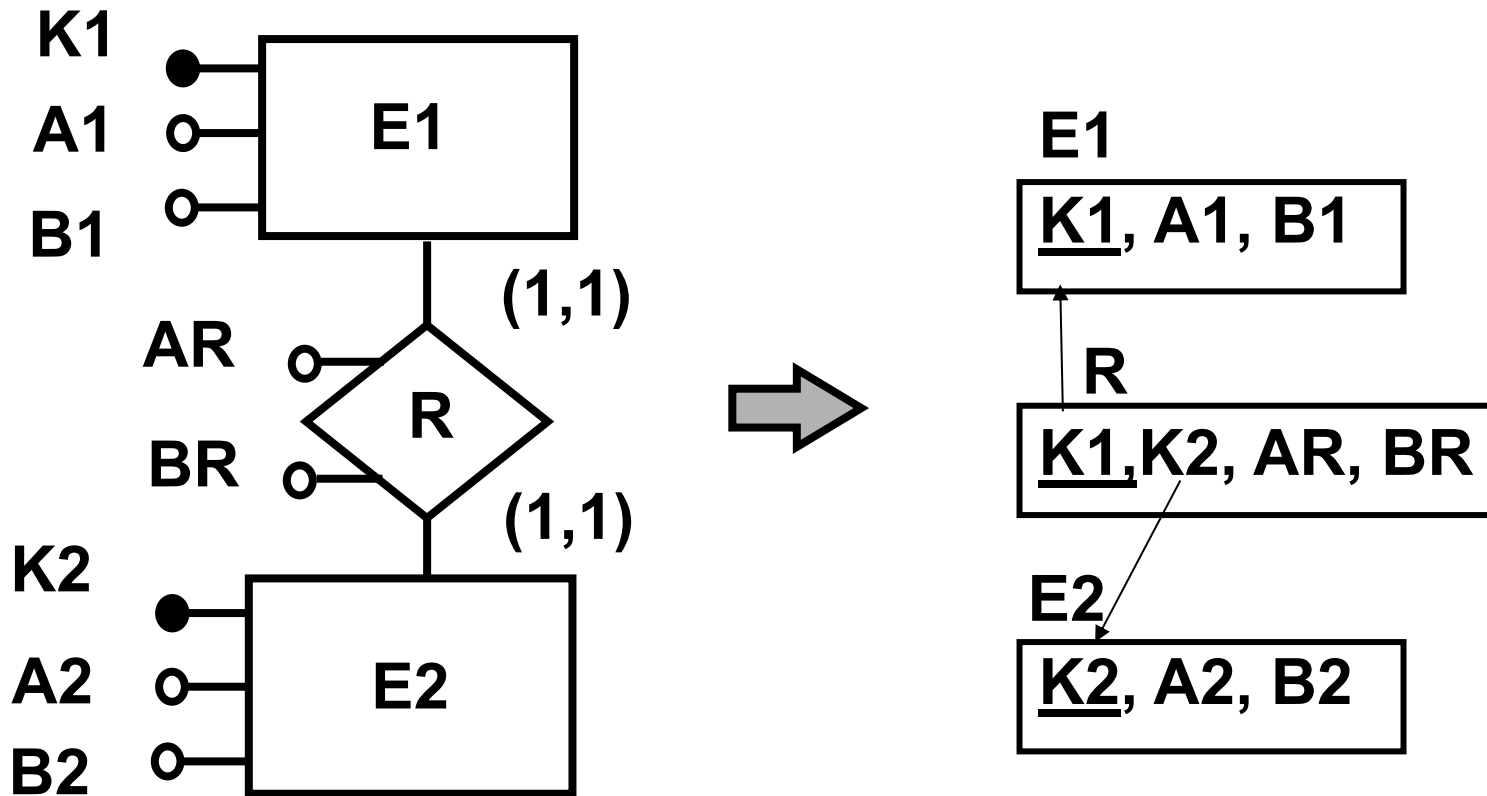
Correct?

Eats is translated to a relation, and a relation is a set!

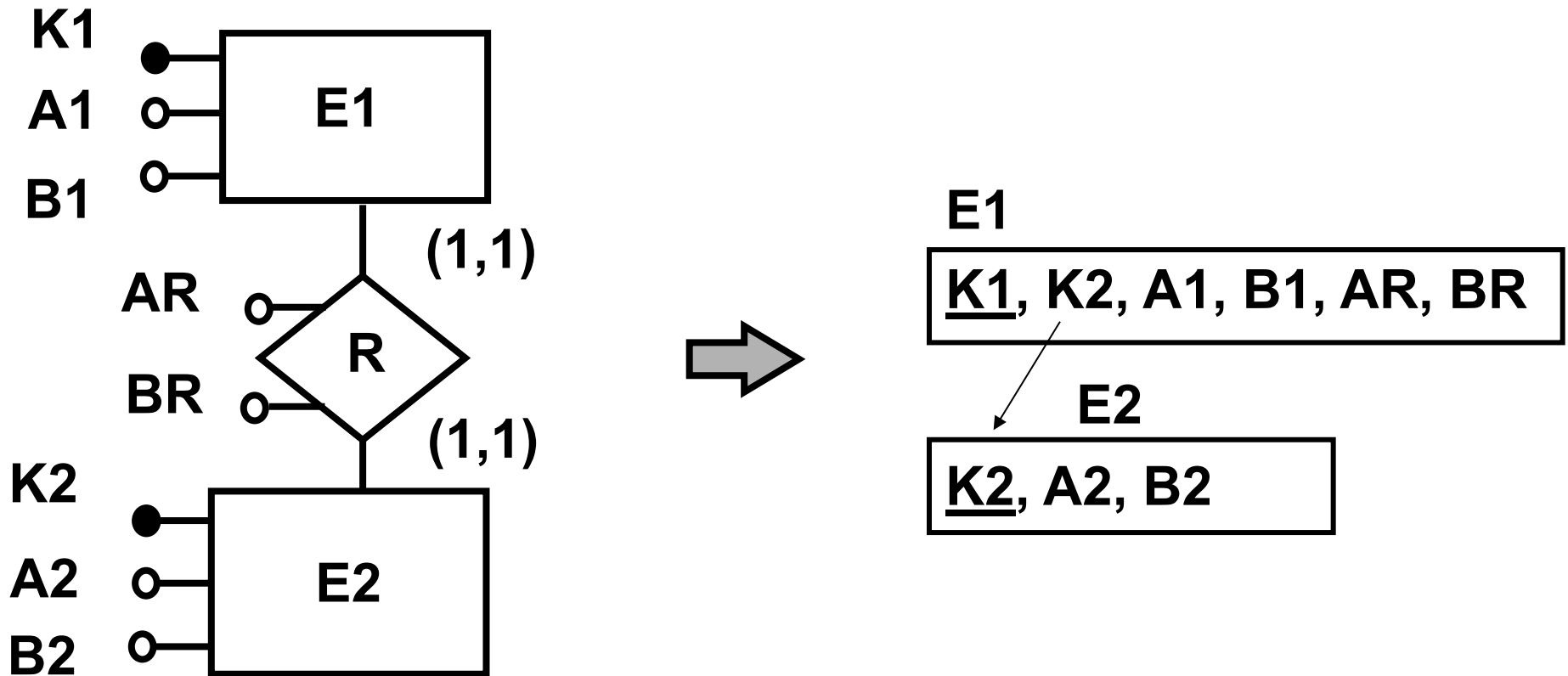
Allowing repetitions of the same relationship through reification



Translating one-to-one relationships: option 1



Translating one-to-one relationships: option 2



Translating one-to-one relationships: option 3

