

INF115 Lecture 1:

Introduction to Databases



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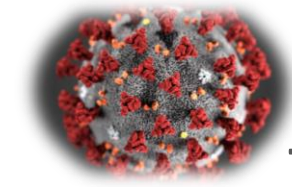
Chapter 1: Learning goals



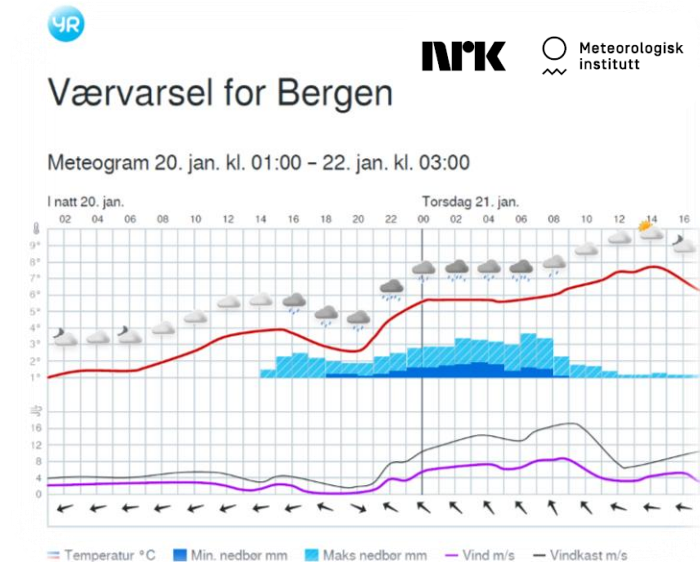
- **Important uses** of database systems
- **Tasks** of a database system
- How to **develop** a database system
- **Important concepts** of database systems
- Understand the principles of **digital representation of data**

Databases are behind many software applications

- **Account management**
- **Cloud computing**, Email, Github ...
- **Health**: Statistics, *Coronavirus test results*, Hospitals, *Genetics* ...
- Banks, **Payment systems**
- **Universities**, Research, Weather forecast, **Machine learning** ...
- Media, **Wikipedia**
- Online services: **government** (tax), banks, stock market, shopping, travel, videos, games ...



fhi.no



DIKW Pyramid (or hierarchy)

DIKW: Data, Information, Knowledge, Wisdom

“scientia potestas est” (= knowledge is power)

- Francis Bacon, philosopher (1561–1626)

Reference:

Henry, Nicholas L. (May–June 1974).

"Knowledge Management:

A New Concern for Public Administration".

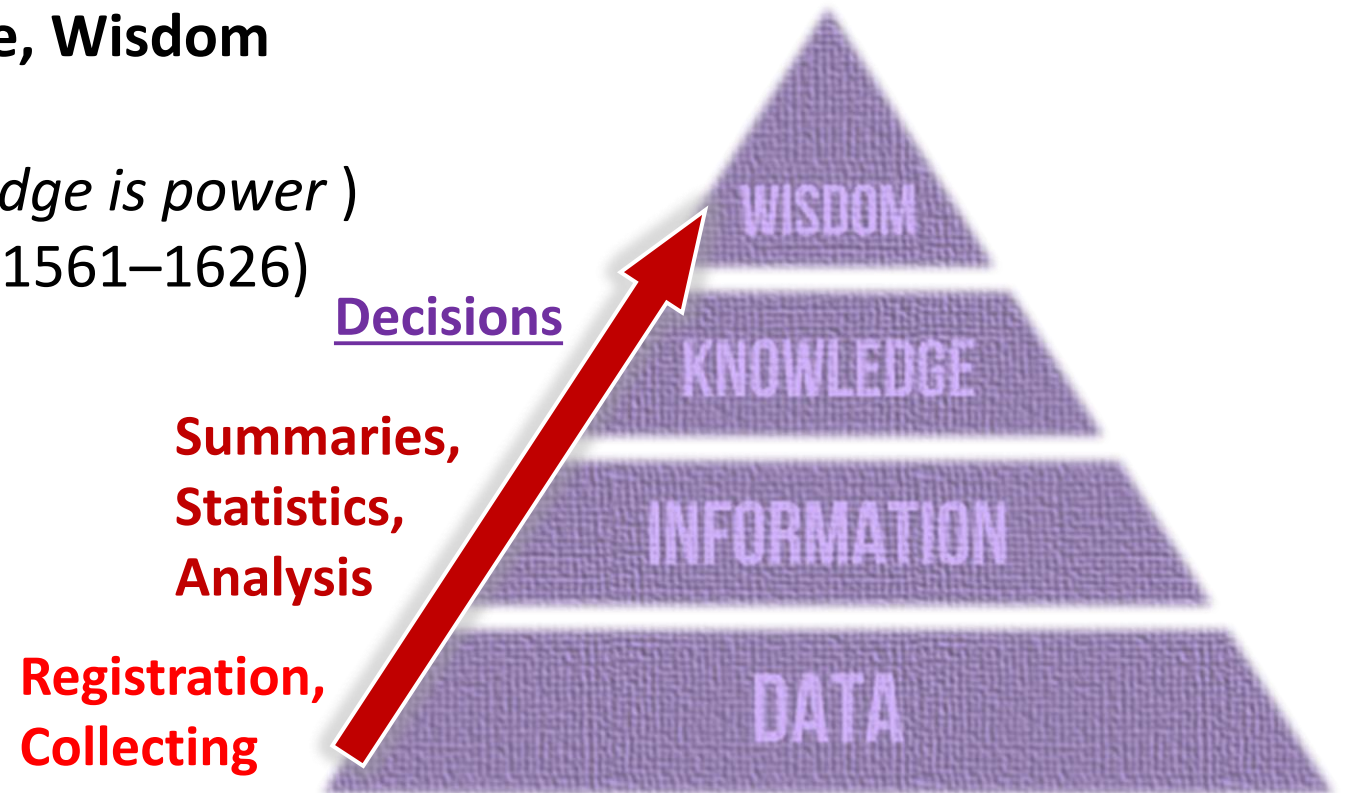
Public Administration Review. **34** (3): 189–196.

[doi:10.2307/974902](https://doi.org/10.2307/974902). [JSTOR 974902](https://www.jstor.org/stable/974902).

Rowley, Jennifer (2007). "The wisdom hierarchy: representations of the DIKW hierarchy".

Journal of Information and Communication Science. **33** (2): 163–180.

[doi:10.1177/0165551506070706](https://doi.org/10.1177/0165551506070706)



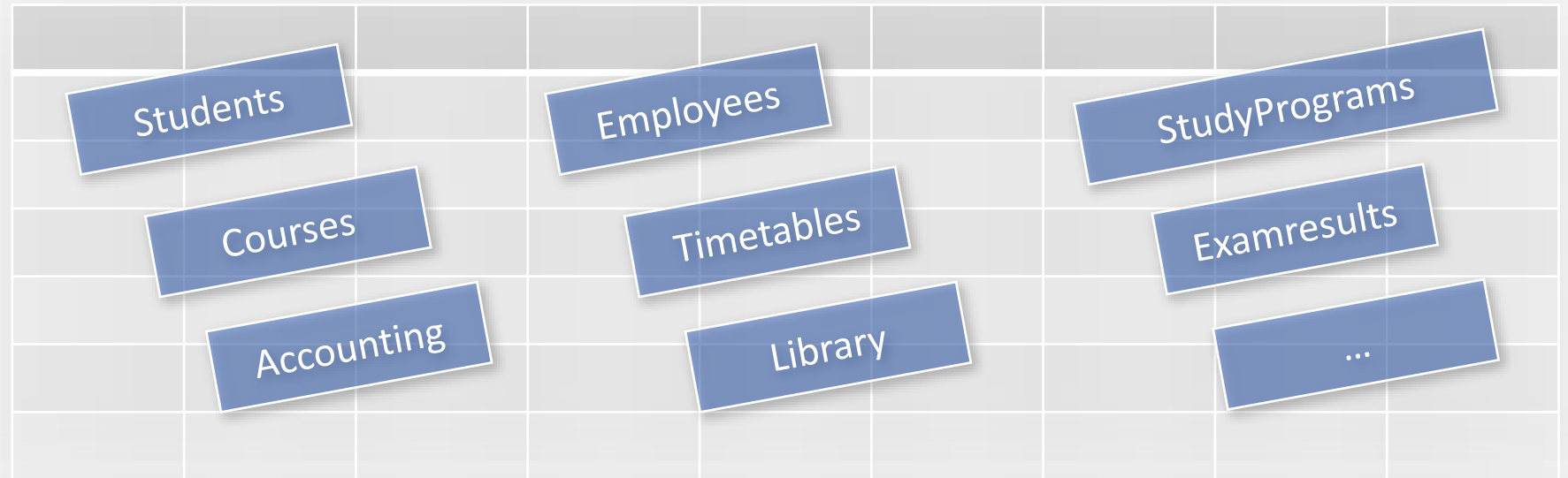
https://en.wikipedia.org/wiki/DIKW_pyramid

What is a database ?

Database (DB) = a logically organized collection of data (*information*)

Examples: A university keeps many databases

➤ **every** database can contain **many tables**:

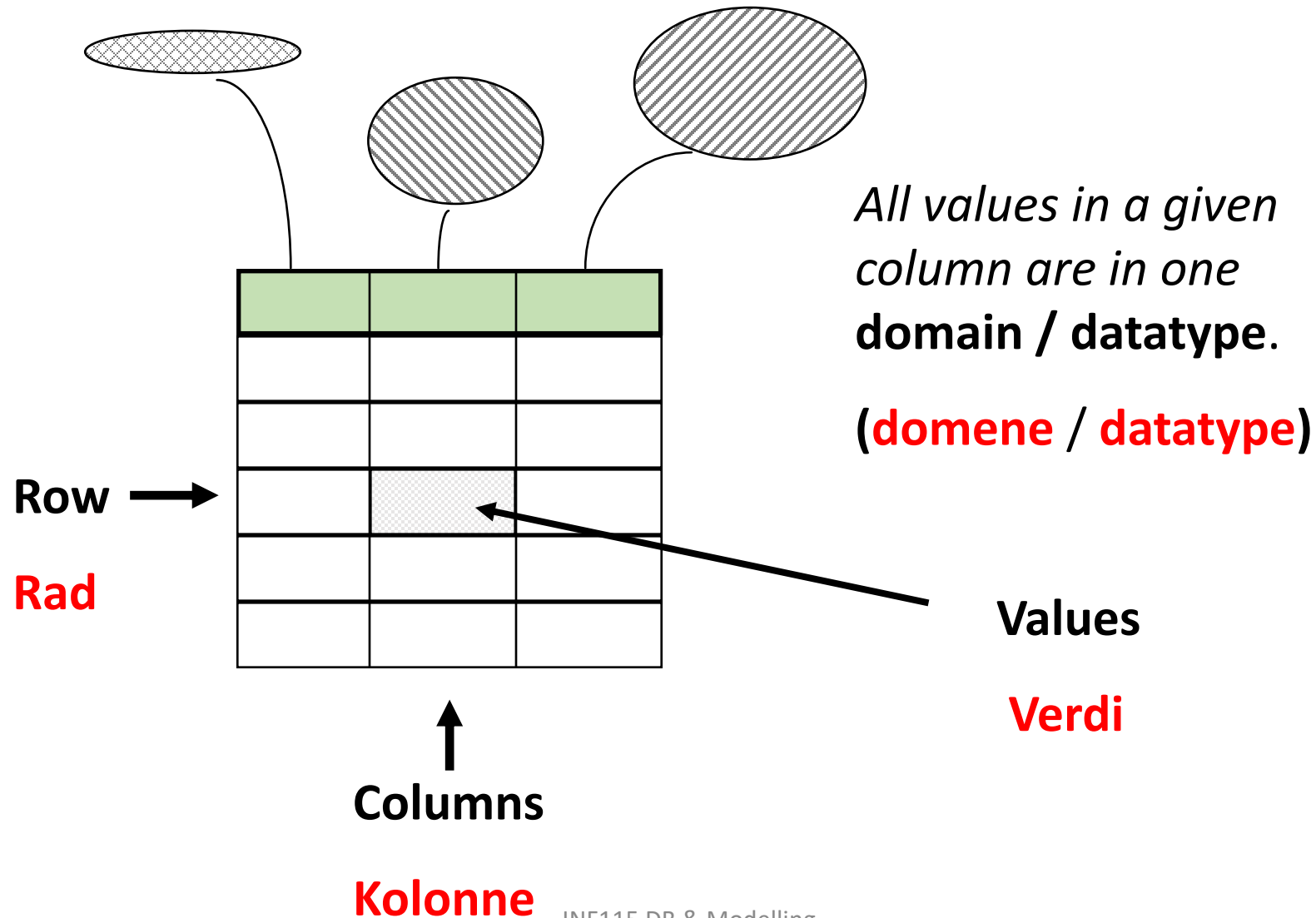


A **database table** is like a spreadsheet, but:

- All **columns** have a (logical) **name**
- All ***values in a given column*** are of the **same type**
- *And a few more restrictions* that we will describe later ...

ElevNr	Fornavn	Etternavn	Fødselsdato	Kjønn
1	Ailin	Liane	09.10.2010	J
2	Gorm	Syrstad	13.05.2010	G
3	Ulf	Borgen	29.08.2010	G
4	Karina	Habbestad	02.12.2010	J
5	Anneli	Karlsen	19.06.2010	J

Database tables



Structured Query Language: SQL queries

```
SELECT Fornavn, Etternavn  
FROM Elev  
WHERE Kjønn = 'J'  
ORDER BY Etternavn
```



Metadata

- **Metadata** are «*data about data*».
- **Metadata** are also **stored in tables**.
- They can be obtained using SQL.

In MySQL metadata is in the *INFORMATION_SCHEMA*.
In other DB systems this is often called *System Catalog*.

Tabell	AntallRader
Kunde	507
Vare	1305
Ordre	5729
...	...

Metadata
=
data om data

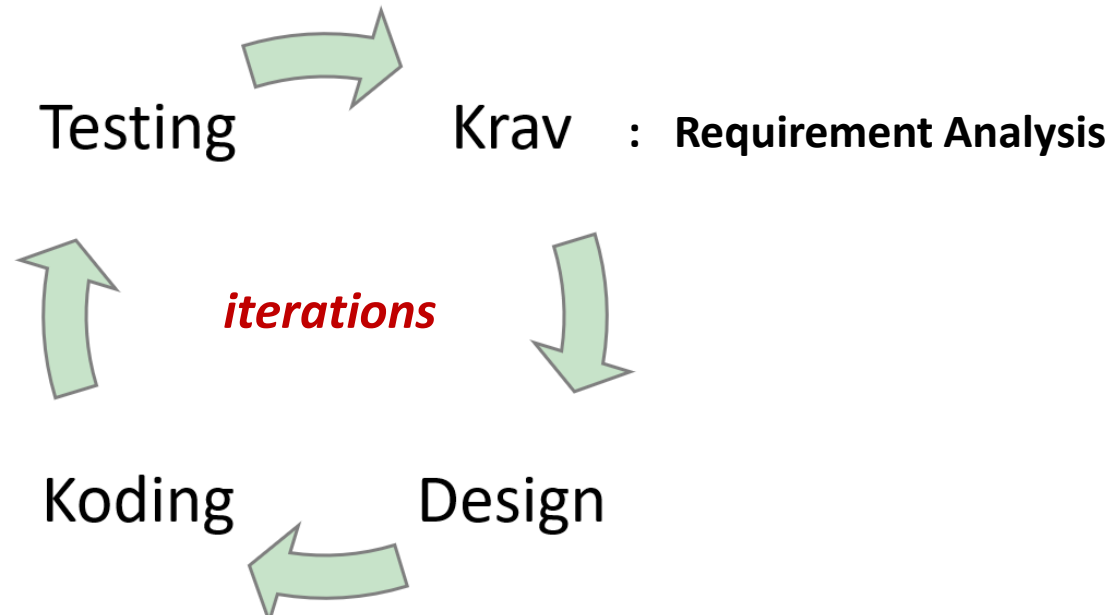
Life cycle of a database system

1. **Preliminary study (Forstudie):** Which **need** for the new system?
2. **Analysis:** **What** shall the system do?
3. **Design:** **How** should the system be **built**?
4. **Implementation:** Make (**programming**) the system!
5. **Testing:** Does it **work** as **expected**?
6. **Production:** **Use** the system!
7. **Maintenance:** Keep it running *for years*!



Agile (**smidig**) method

- **Not strict** on planning and documentation **at the beginning**
- **Iterative** process with many small deliverables
- **Testing & feedback** from users while developing
- Example: **Scrum framework**

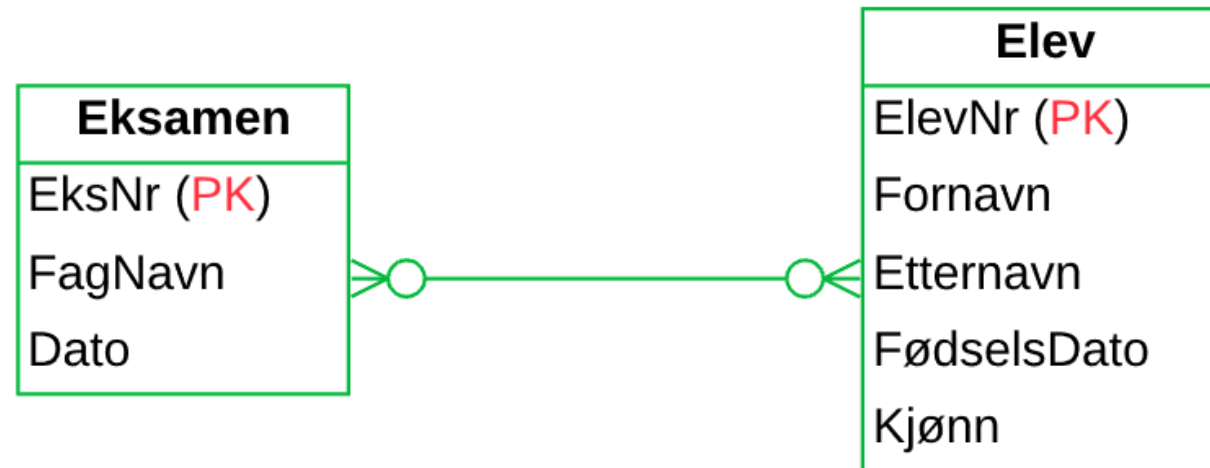


5 minutes breakout rooms:

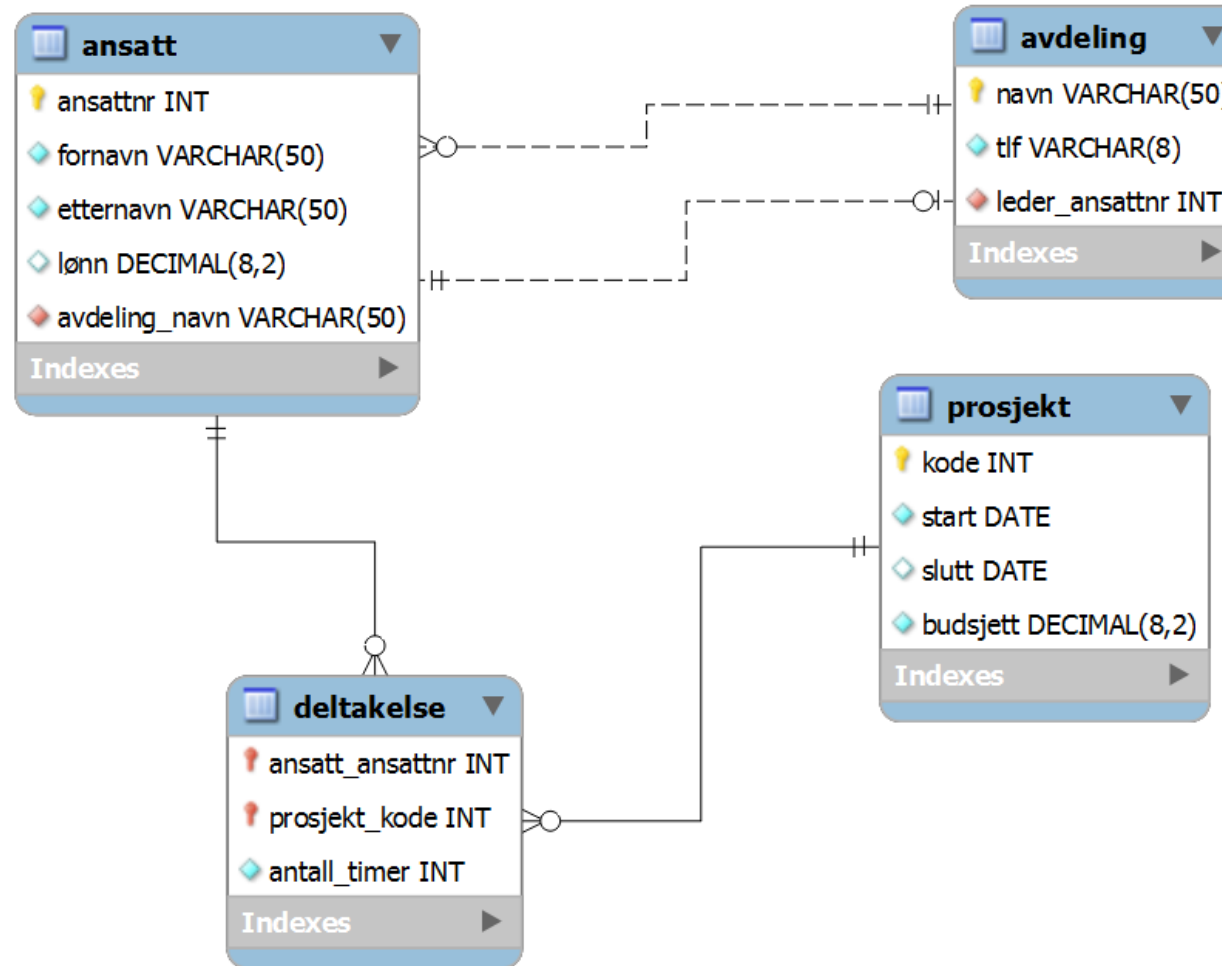
Discuss advantages of the different development strategies.

Data models

- **(DB) System development** needs **good planning**.
- Making **models** helps to **understand the system**.
- A **data model** represents the **structure of the database**.



Example from MySQL Workbench



A printout (papirskjema)

Etternavn: Hansen

Fornavn: Hans

Ansatt dato: 23.08.2010

Stilling: Programmerer

Lønn: 525.000

Prosjektdeltakelse siste år:

Prosjektkode	Timer
1002	44
1007	25
1012	10

Quizz on Database Design

Please answer the practice quizz on mitt.uib now 😊
(you can take it again later if you want)

Link:

➤ <https://mitt.uib.no/courses/27455/quizzes>

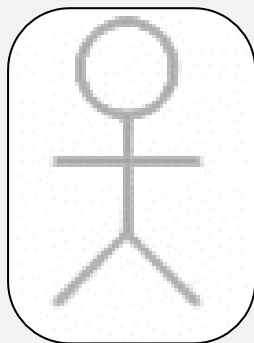
A Few Examples of Database Use Cases

- **Print out** of a table (on paper or on a screen),
- Calculate the **invoice** for an order (e.g. online shopping),
- **Search for results** of hockey matches (in a local league, or for the last week),
- **Find a list** of *Wikipedia* articles containing search terms,
- **Management of access rights** to the database,
- And many more ...

Employees Table (Ansatt)



AnsattNr	Etternavn	Fornavn	AnsattDato	Stilling	Lønn
1	Veum	Varg	01.01.1996	Løpegutt	383 000.00
2	Stein	Trude	10.10.2004	DBA	470 700.00
3	Dudal	Inger-Lise	24.12.2012	Sekretær	499 000.00
4	Hansen	Hans	23.08.2010	Programmerer	525 000.00
5	Bjørnsen	Henrik	01.01.2014	Tekstforfatter	575 000.00
6	Gredelin	Sofie	18.05.2012	Underdirektør	825 850.00
7	Zimmermann	Robert	17.05.1999	Regnskapsfører	575 000.00
8	Nilsen				
11	Fosheim				
13	Lovløs				
16	Ibsen				
17	Fleksnes				
20	Felgen				
23	Karius				
29	Wirkola				



1 rad = 1 ansatt

AnsattNr = 4

Etternavn = Hansen

Fornavn = Hans

AnsattDato = 23.08.2010

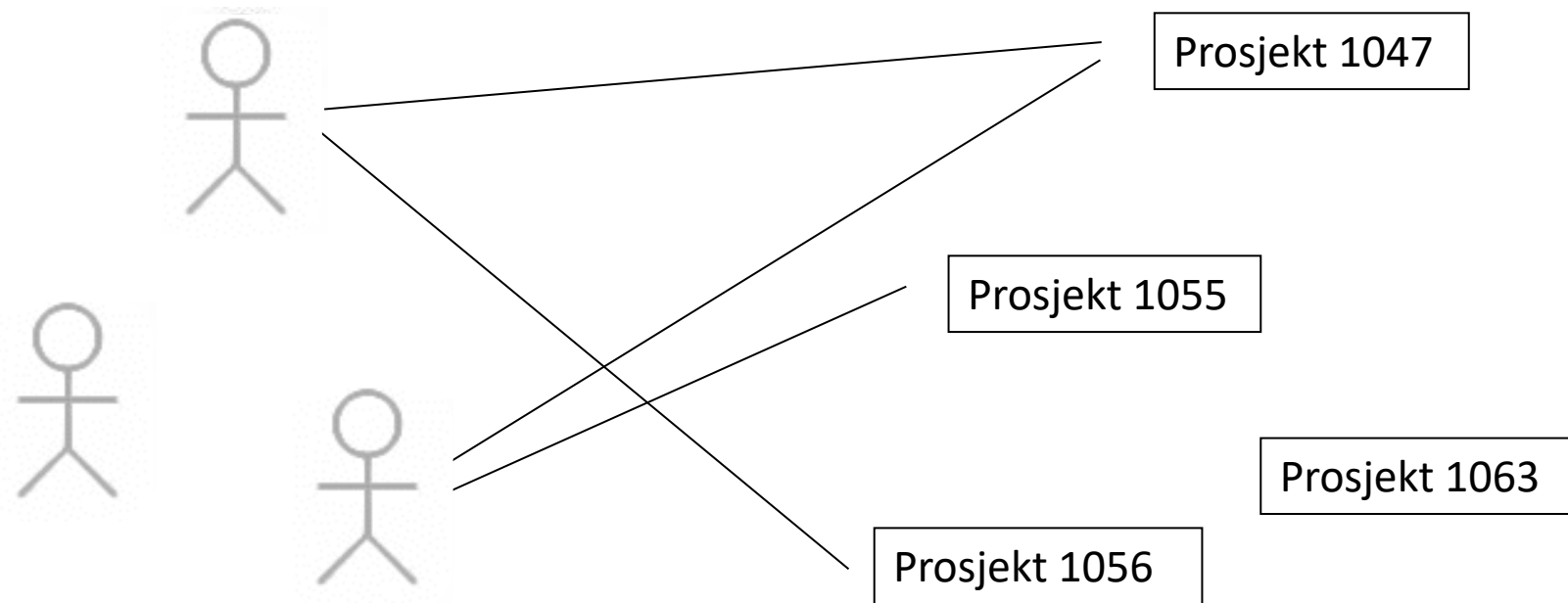
Stilling = Programmerer

Lønn = 525 000

Project Table

ProsjektNr	Budsjett	Leder	Start	Slutt
1001	kr 15 000.00	20	12.01.2019	12.03.2019
1002	kr 750 000.00	8	23.06.2019	23.07.2019
1007	kr 125 000.00	2	12.06.2020	
1009	kr 500 000.00	20	01.01.2020	
1012	kr 10 000.00	4	10.07.2020	
1020	kr 900 000.00	8	23.07.2019	01.09.2019

Employee and Projects

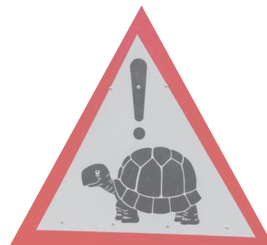


- One employee can participate in **0**, **1** or **many** projects.
- A project can have **0**, **1** or **many** participants.
- Need another table to describe *who* works *where* !

ProjectParticipation Table

*Which employees have worked on which project
– and how many hours ?*

➤ The table represents a **relationship**.



(norsk: **forhold**)

➤ *ProjectParticipation* is a **coupling table**.

(*ProsjektDeltakelse* er en **koblingstabell**.)

ProsjektNr	AnsattNr	AntTimer
1001	1	12
1002	4	44
1002	8	20
1002	13	125
1002	20	2
1007	4	25
1007	11	20
1009	2	5
1009	17	10
1009	20	23
1012	4	10
1020	1	20
1020	8	35
1020	17	125

Missing values

- **NULL** can be used to indicate that some values are **missing** in a table (e.g. the *Project* table).
- They occur **because**:
 - We forgot to register data.
 - We do not know the correct value.
 - It is not meaningful to register a value in this field
- **NULL** is **not** a value.
- *NULL can cause problems ! So be careful !*



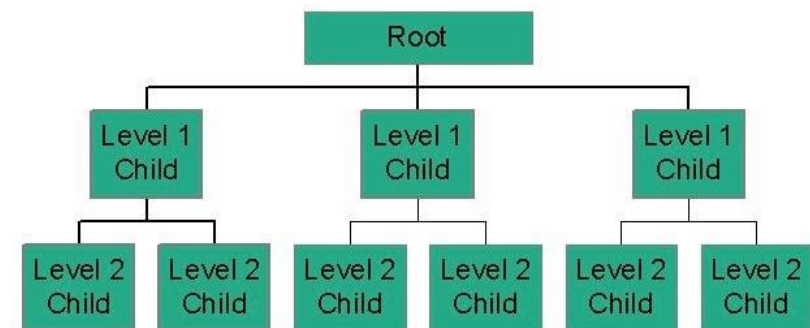
Now: 15 minute break
Lecture resumes at 11:15

Relational database = « Table database »

- A **table** can be seen as a mathematical **relation** (**relasjon**).
- A **relational database** (**relasjonsdatabase**)
is a collection of tables (relations).

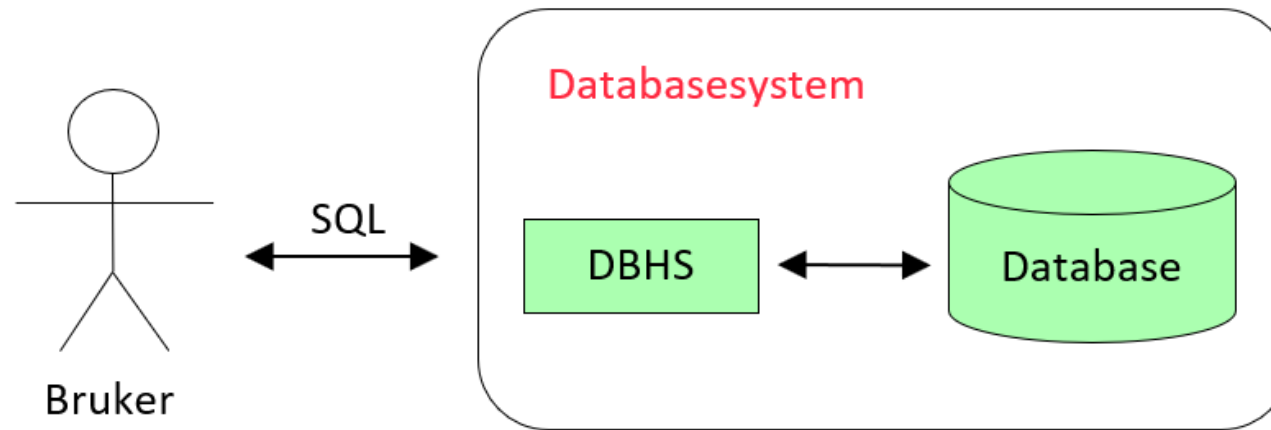
- Other types of databases:
 - Hierarchical databases
 - Network databases
 - Object oriented databases
 - **Object-relational databases**
 - Logical databases
 - **NoSQL databases**

Hierarchical database model



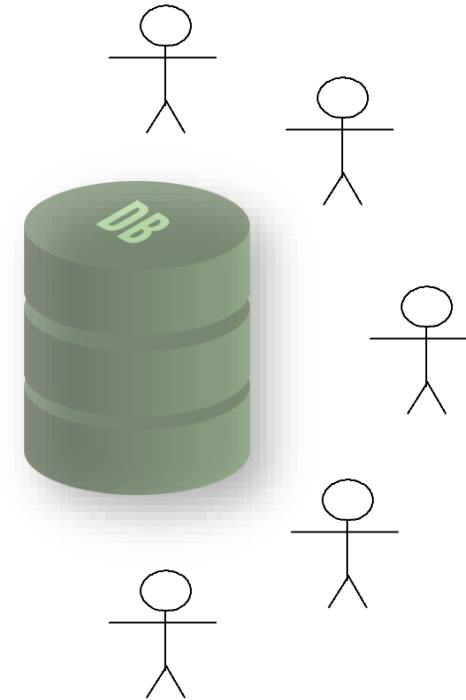
Database system = *DBMS* + database

- DBMS = **D**ata **B**ase **M**anagement **S**ystem
- DBHS = **D**ata**B**ase**H**åndterings**S**ystem
- Examples: **MySQL**, **MariaDB**, Access, Oracle, PostgreSQL, SQL Server, ...
- **SQL** = language to interact with a database via a DBMS



Tasks for a database system

- **Store large** amounts of **structured data** over **long time** in a **secure** manner.
- **Find** data **quickly** and **accurately**.
- Serve **many** users **simultaneously**:
 - Define user access rights (read or write).
 - Allow access over a network.
- **Robustly** manage **failures** such as crashed disks and electricity cuts.
- **Communicate** with other programs.



Database clients in a network

- A database is a **shared** resource.
- Client/server architecture: **many clients** are connected to **one server** via the network.



Database Applications

- Many interact with databases via an application.

The screenshot shows a web application window titled 'Ordre'. It contains a form for order details and a table of products.

Ordreskjema

Order details form:

OrdreNr	20505	SendtDato	25.08.2019
OrdreDato	20.08.2019	BetaltDato	14.09.2019
Kunde	5022	Torgrim	Østbø

Produkter på ordre

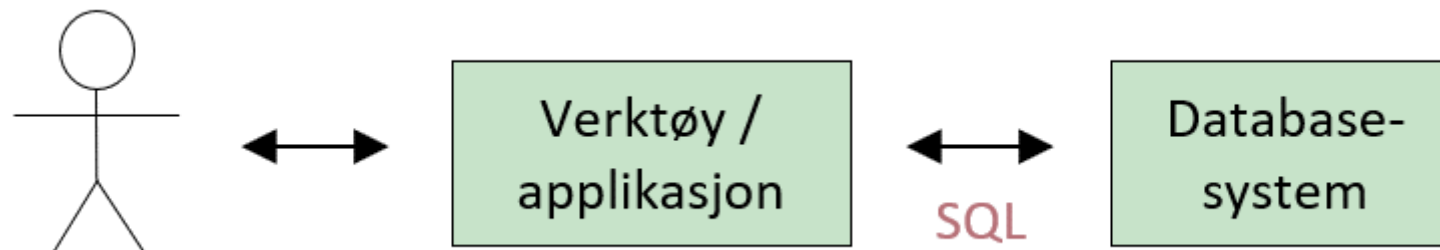
VNr	Betegnelse	PrisPrEnhet	Antall	Beløp
10830	Nisseskjegg, 30 cm	kr 33,90	1	kr 33,90
22055	Bensinkanne 5 ltr., grønn	kr 246,50	1	kr 246,50
41020	Hobbyleire terrakotta, 1 kg	kr 108,50	5	kr 542,50
65060	Strandtennis	kr 53,50	1	kr 53,50
77033	Japanbarlind	kr 125,50	5	kr 627,50
*				
Sum				kr 1 503,90

Page navigation: Post: 1 av 5, Ingen filtre, Søk

Page navigation: Post: 1 av 2192, Ingen filtre, Søk

Database Users and Tools / Applications

- **Applications & tools** form an additional **layer** **between** the **user** and the **database**.
- Applications & tools ***communicate*** with the DB **using SQL**.
 - The **enduser** does not need to know SQL.
 - DBA: database **administrator** can be different from the **developer**.



5 minutes breakout rooms:

How would you design an application to manage read and write access rights of the users of a database?

5 minutes breakout rooms:

How would you design an application to manage read and write access rights of the users of a database?

- A table **Users** with columns:
UserNumber, UserName, TableName, ReadAccess, WriteAccess.
- A GUI where one can add users and set values.

User Number	User Name	Table Name	Read Access	Write Access

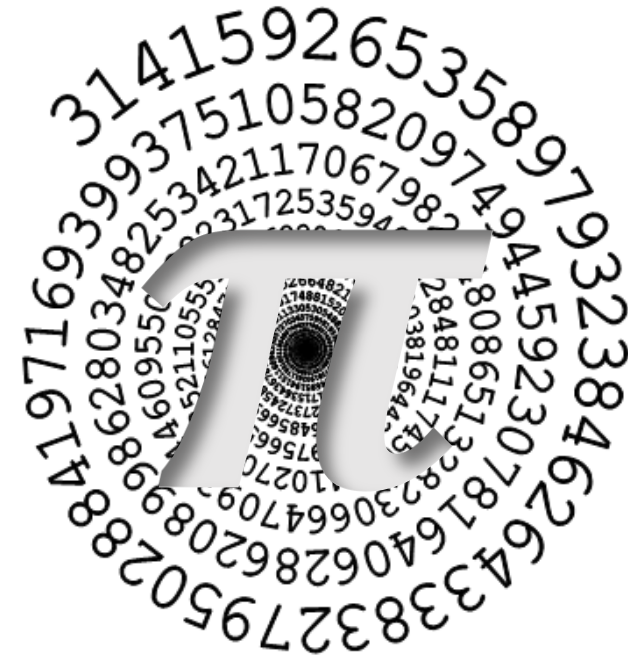


DBAccessRights

User	Table	Read	Write
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="button" value="CANCEL"/>		<input type="button" value="SAVE"/>	

Representation of Data in Computers

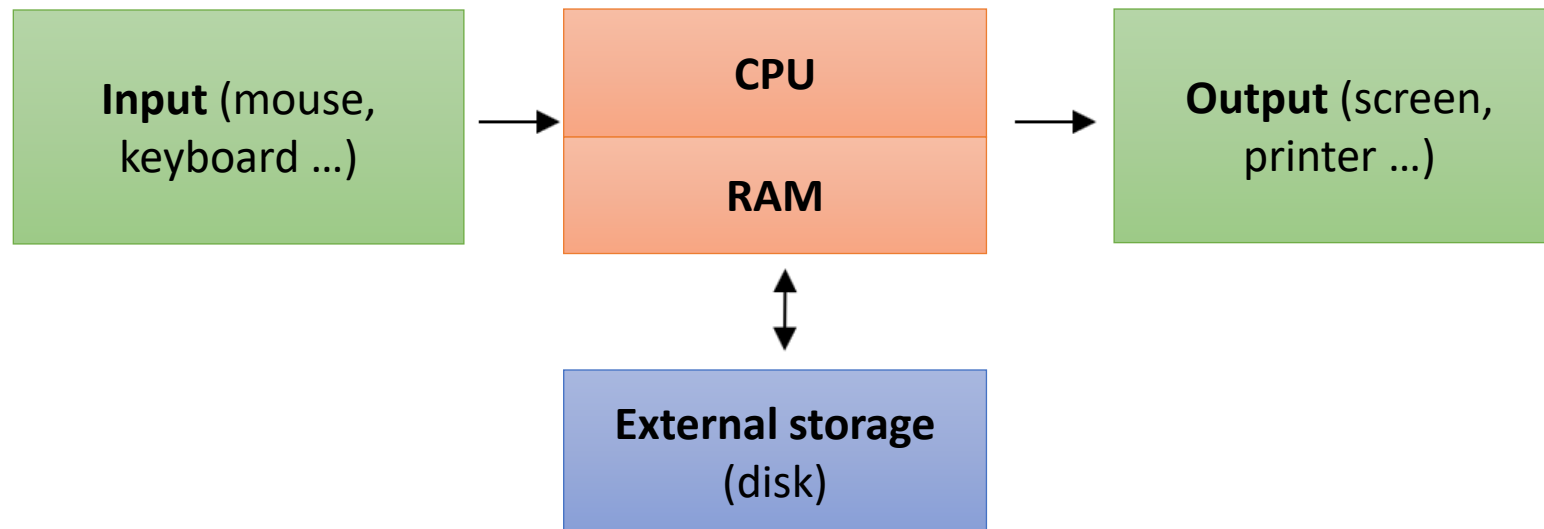
1. How do **computers** work ?
2. **Representation of numbers**
3. **Representation of text**
4. **Representation of tables**



How do computers work ?

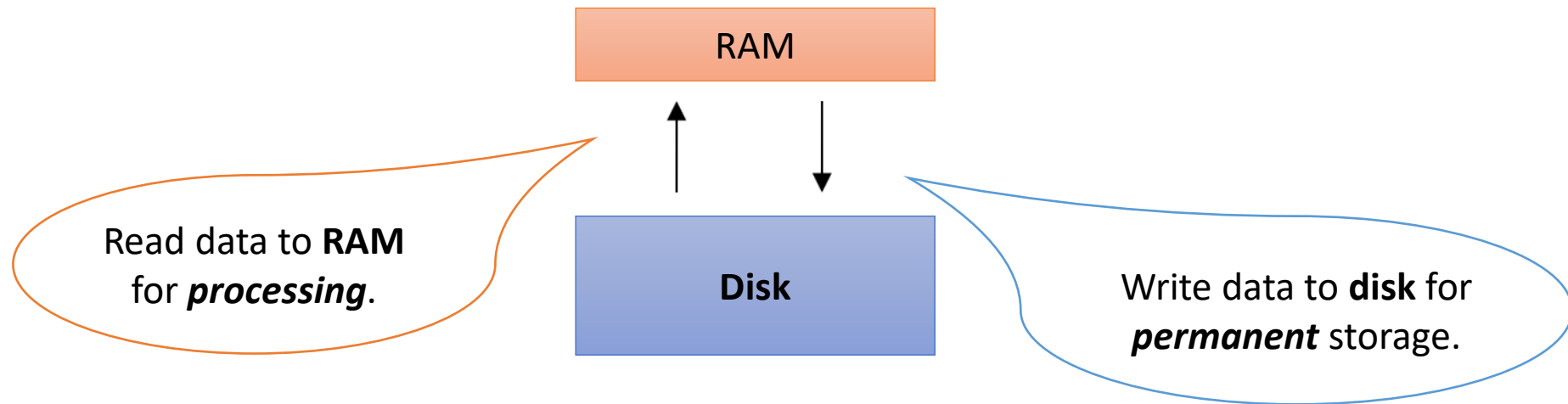
The physical **details** of a **computer** are **complex** (gates, transistors...). Let's consider **a simplified but useful model**.

➤ A computer can **store data** and **execute programs**.



Disk and RAM

- Random access memory (**RAM**, hurtigminnet)
is **much faster** than the disk.
- The data in the RAM is **lost when** the machine is ***turned off*** !



Bits and Bytes



A simplified model of *storage media*:

Both **disk** and **RAM** contain **numbered sequences of bytes**.

- 1 **byte** = 8 **bits** in either 0 or 1 state.
- *Every bit can store 2 different values.*
- 2 bits can store $2^2 = 4$ values.
- ...
- **8 bits** can store $2^8 = 256$ values.

1	1	0	0	1	1	0	1	0
2	0	0	1	1	1	0	1	1
3	1	1	1	0	1	1	1	0
4	0	0	0	0	0	1	1	0
5	1	0	0	0	0	0	1	1
...

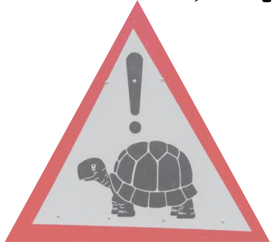
Units to measure data size

SI Unit:	Value:		Binary Unit:	Value:
Måleenhet	Verdi	IT-bruk	Binær måleenhet	Verdi
kilobyte (kB)	10 ³	2 ¹⁰	kibibyte (KiB)	2 ¹⁰
megabyte (MB)	10 ⁶	2 ²⁰	mebibyte (MiB)	2 ²⁰
gigabyte (GB)	10 ⁹	2 ³⁰	gibibyte (GiB)	2 ³⁰
terabyte (TB)	10 ¹²	2 ⁴⁰	tebibyte (TiB)	2 ⁴⁰
petabyte (PB)	10 ¹⁵	2 ⁵⁰	pebibyte (PiB)	2 ⁵⁰
exabyte (EB)	10 ¹⁸	2 ⁶⁰	exbibyte (EiB)	2 ⁶⁰
zettabyte (ZB)	10 ²¹	2 ⁷⁰	zebibyte (ZiB)	2 ⁷⁰
yottabyte (YB)	10 ²⁴	2 ⁸⁰	yobibyte (YiB)	2 ⁸⁰

Representing Numbers

Integer numbers (or integers):

- 1 byte = **256 different patterns of bits**
- 1 byte can be interpreted as an **integer** in [0..255]
- 2 bytes can be interpreted as a **integer** in [0.. 65 535]
- When using the first bit as the **sign bit we can represent:**
integer numbers in [-32 768..+32 767]

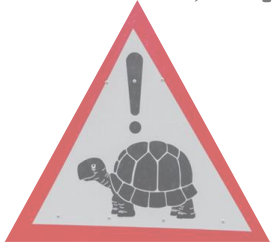


1	1	0	0	1	1	0	1	0
2	0	0	1	1	1	0	1	1
3	1	1	1	0	1	1	1	0
4	0	0	0	0	0	1	1	0
5	1	0	0	0	0	0	1	1
...

Representing Numbers

Integer numbers (or integers):

- 1 byte = **256 different patterns of bits**
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Every **decimal number** (or float) can be **represented as two integers**:

- **For example:** the number 486.229 can be written as 0.486229×10^3 .
- Which can be represented as the integers 486229 and 3.
- The **same method** can be used **for all decimal numbers**.

1	1	0	0	1	1	0	1	0
2	0	0	1	1	1	0	1	1
3	1	1	1	0	1	1	1	0
4	0	0	0	0	0	1	1	0
5	1	0	0	0	0	0	1	1
...

Representing Text

A **character encoding** assigns one number to every symbol.

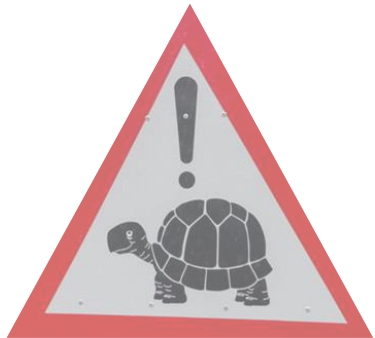
➤ *Letters, digits, special symbols* can thus be **represented as numbers** !

With 2 bytes we can represent 65 536 symbols.

➤ A **string of characters** is a **sequence of symbols**.

ASCII and **Unicode** are two examples of **character encodings**.

Tegn	Kode	Tegn	Kode
A	65	æ	145
Z	90	Æ	146
a	97	!	33
z	122	=	61
0	60	?	63
9	71	@	64
...



From 0 and 1 to database tables

Every cell in a database table contains a **value**:

- **Integer** numbers: 1, 2, 3 ...
- **Decimal** numbers (floats): such as 0.0, 0.101 ...
- **Text** (string of characters): «Gjelder hele Svalbard» ...
- **Boolean** truth values: **True** or **False**
- **Date / Time** (as numbers): 26.01.2021, 10:15:00.000



From 0 and 1 to database tables

Every cell in a database table contains a **value**:

- **Integer** numbers: 1, 2, 3 ...
- **Decimal** numbers (floats): such as 0.0, 0.101 ...
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- **Boolean** truth values: **True** or **False**
- **Date / Time** (as numbers): 26.01.2021, 10:15:00.000



- **All values are represented as numbers** which can be represented using **0s and 1s** (as we just saw).
- A **row** of a database table can be stored as a ***sequence of values***.
- A **database table** can be stored as a ***sequence of rows*** ...

A database table:

AnsNr	Fornavn	Etternavn
11	Varg	Veum
12	Ada	Lovløs
13	Jon	Nymann

A possible physical organization in memory:

Memory address **value**

1024	11
1025	V
1026	A
1027	r
1028	g
...	...
1045	V
1046	e
1047	u
1048	m
...	...
1085	12
...	...

Rad 1 starter på
adresse 1024.

AnsNr	Fornavn	Etternavn
11	Varg	Veum
12	Ada	Lovløs
13	Jon	Nymann

Rad 2 starter på
adresse 1085.

Quizz on Data Representation

Please answer the practice quizz on mitt.uib now 😊
(you can take it again later if you want)

Link:

➤ <https://mitt.uib.no/courses/27455/quizzes>

Summary: Chapter 1 – Introduction to Databases

- Databases are **behind many software applications and tools**.
- DBMS = **Data Base Management System**
- **SQL** = language to interact with a database via a DBMS
- A **data model** represents the **structure of the database**.
- A DB may contain **incomplete data**, because some values may be missing.
- **Data representation:**
 - **Memory** (RAM and disk) store **sequences of numbers**.
 - A **computer stores values as numbers** encoded as 0s and 1s.
 - A **table** is stored as a **sequence of values**.

