

# High Level Database Models

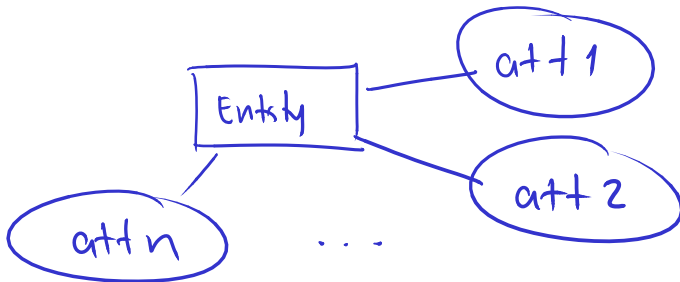
## Chapter 4

### Entity / Relationship Model (E/R)

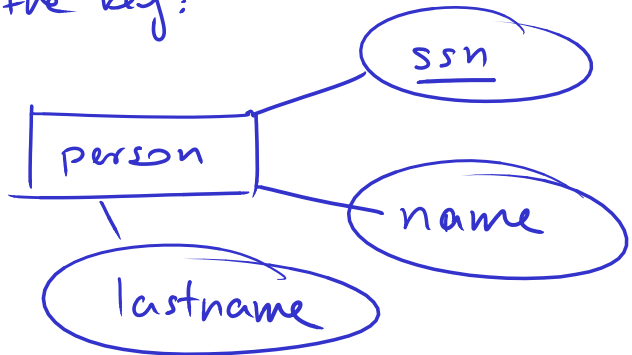
2 parts

1) Entity.

An entity has at least one attribute

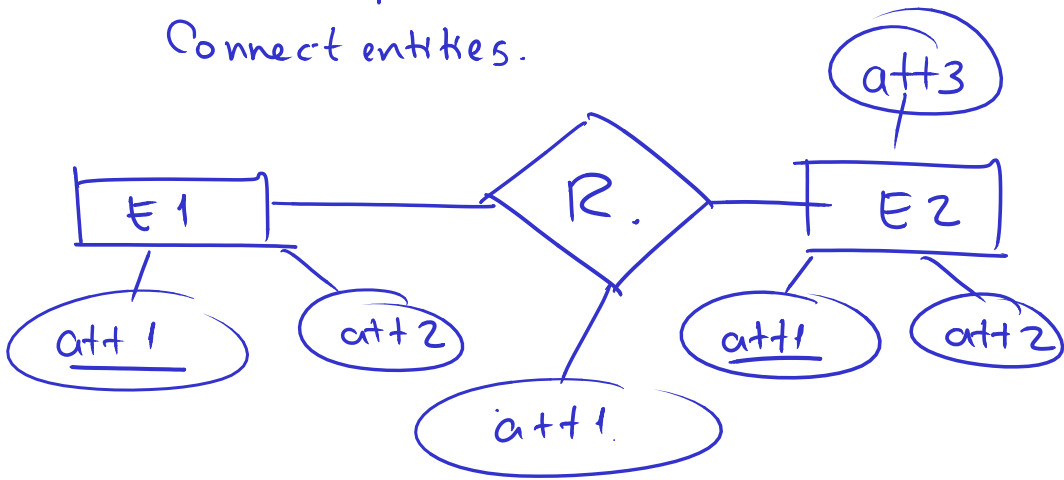


Underscore attributes that are part of the key:



## 2) Relationships

Connect entities.

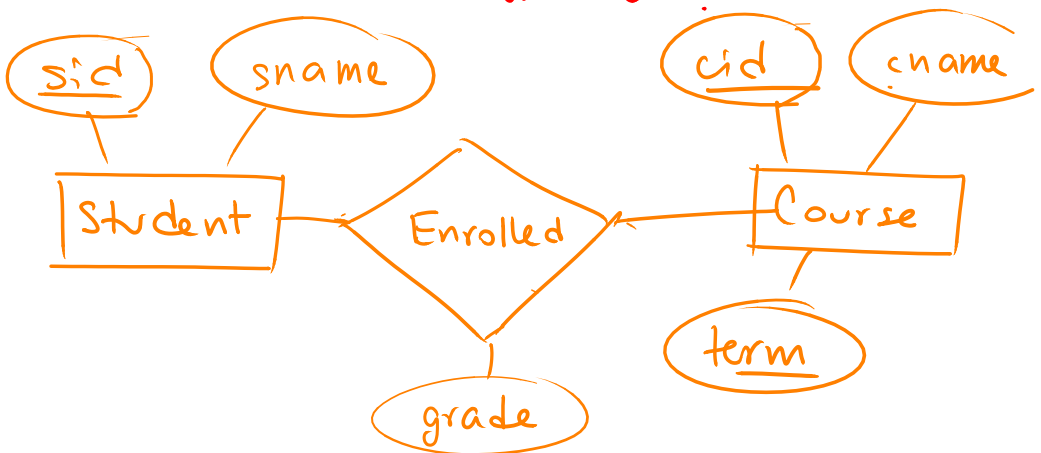


Relationships can have attributes.

Ex:

Students enrolled in courses

Relationship  
entity



One entity relates to any number of entities via a relationship.

Both entities and relations become each a SQL relation.

- Entities are simply SQL relations

Ex:

```
CREATE TABLE Student (  
    sid CHAR(10),  
    sname VARCHAR  
    PRIMARY KEY (sid)  
);
```

```
CREATE TABLE Course (  
    cid CHAR(10),  
    cname VARCHAR,  
    term CHAR(3)  
    PRIMARY KEY (cid, term)  
);
```

### Relationships

Their attributes are

- the Primary keys of its participating entities
- their own attributes

Their primary key is the attributes in the PKs of the participating relations.

```

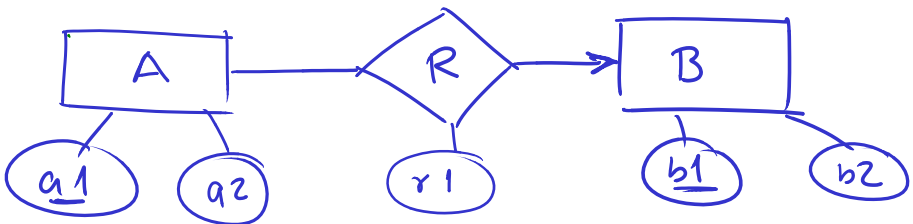
CREATE TABLE Enrolled (
    sid CHAR(10),
    cid CHAR(10),
    term CHAR(3),
    grade INTEGER,
    PRIMARY KEY (sid, cid, term),
    FOREIGN KEY (sid) REFERENCES
        Students,
    FOREIGN KEY (cid, term) REFERENCES
        Courses
);

```

FOREIGN KEY constraint guarantees that we only keep in Enrolled students and courses that exist (More on that later)

## Participation Constraints (4.1.6)

An entity relates to 0 or 1 entity.



In this example  $R(a1, b1, r1)$

Arrow in diagram implies  $a1 \rightarrow b1, r1$

In SQL Assume attr are integer.

```
CREATE TABLE R (
```

```
  a1 integer,
```

```
  b1 integer NOT NULL,
```

```
  r1 integer,
```

```
  PRIMARY KEY (a1)
```

```
  FOREIGN KEY (a1) REFERENCES A,
```

```
  FOREIGN KEY (b1) REFERENCES B
```

```
);
```

← must not be empty.

$A(a1, a2) \quad a1 \rightarrow a2$

$R(a1, b1, r1) \quad a1 \rightarrow b1, r1$

Hence we can combine A and R

$AR(a1, a2, b1, r1) \quad a1 \rightarrow a2, b1, r1$

Instead of 2 relations we create one

```
CREATE TABLE AR (
```

```
  a1 integer,
```

```
  a2 integer,
```

```
  b1 integer,
```

```
  r1 integer,
```

```
  PRIMARY KEY (a1),
```

```
  FOREIGN KEY (b1) REFERENCES B
```

```
);
```

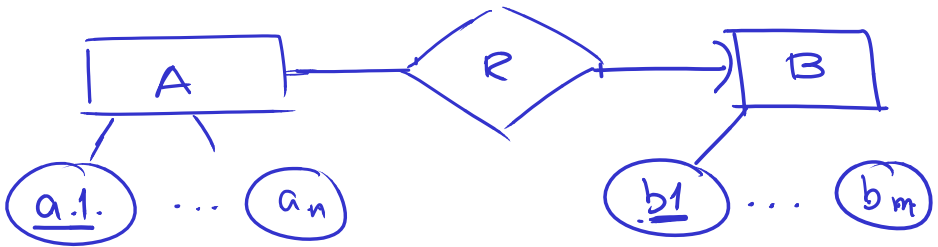
← can be NULL (empty).

Primary keys can never be NULL.



$b_1$  integers UNIQUE

An entity relates to exactly one entity only



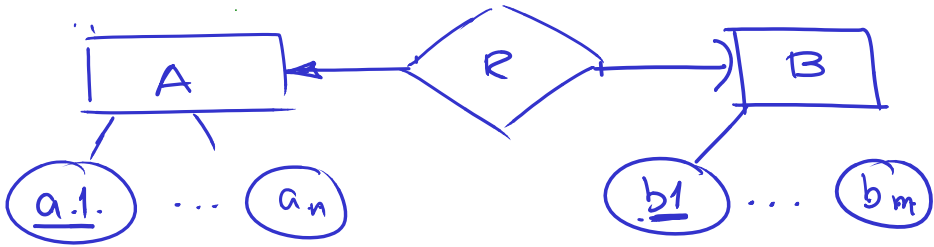
$R(a_1, b_1)$  still  $a_1 \rightarrow b_1$

and  $\forall$  value  $a_1$  in  $A$  ] at most one  
corresponding value  $b_1$  in  $B$ .  
(Zero or one)

SQL: same schema as AR above,  
but  $b_1$  cannot be NULL:

$b_1$  integer NOT NULL

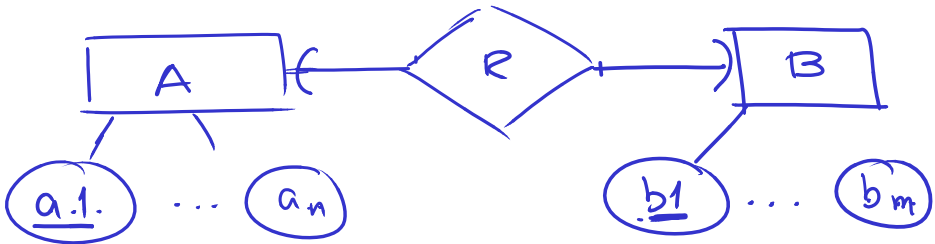
## Some Combinations



$$a1 \rightarrow b1 \quad b1 \rightarrow a1$$

$\forall$  values of  $a1 \Rightarrow \exists$  a value of  $b1$ .

Create AR, make key of B in AR unique and not NULL.



$$a1 \rightarrow b1, \quad b1 \rightarrow a1$$

$\forall$  value of  $a1 \Rightarrow \exists$  value of  $b1$

$\forall$  value of  $b1 \Rightarrow \exists$  value of  $a1$

$$\Rightarrow |A| = |B|$$

$\uparrow$  # tuples in A       $\uparrow$  # tuples in B

Make A, B and R one relation

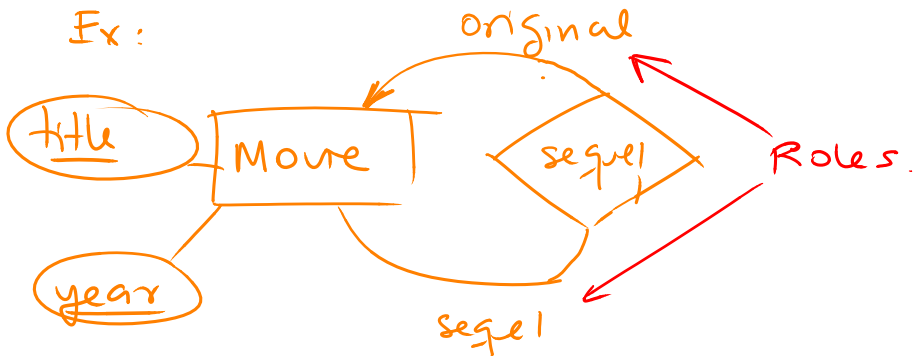
Key?  $a1$  or  $b1$ , make the other unique, not null.



## Roles

Sometimes an entity participates in more than once in a relationship:

Ex:



sequel title, sequel year →

original Title, original Year

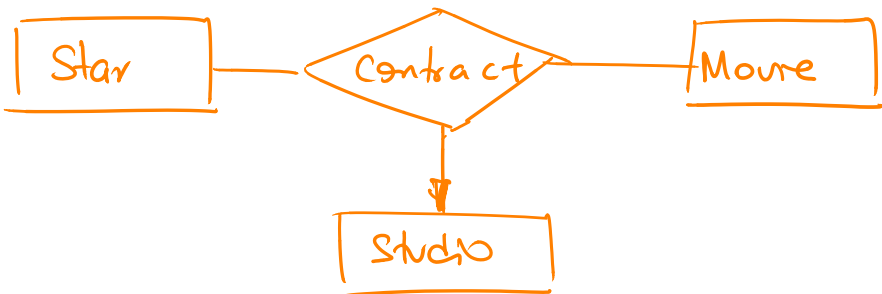
The name of the role allows to identify each of the two entities involved in the relationship. Useful to name attributes of relationship.

## Multi way relationships.

- Relationships can have 2 or more participating entities.
- Same type of participating constraints as with binary relationships.
- PK of relationship is the union of PKs of participating entities.

Ex: Ternary

A star has a contract with a studio to work on a movie.

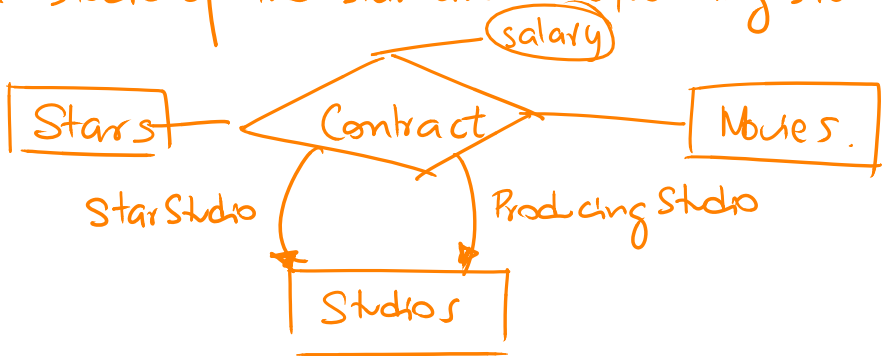


Star, Movie  $\rightarrow$  Studio

(Not showing attributes of entities for simplicity).

Ex. 2 :

Stars work on a movie, but now there is a studio of the star and the producing studio.



This implies:

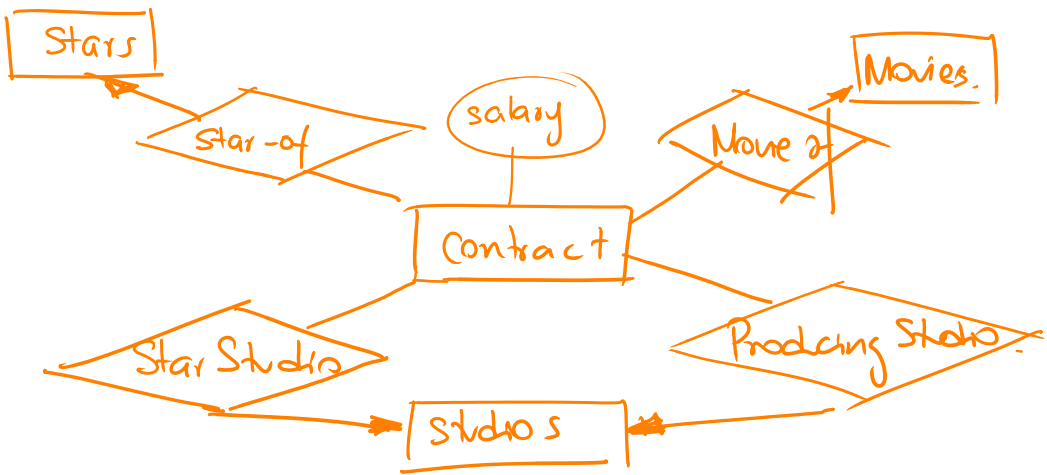
Star, Movie  $\rightarrow$  StarStudio

Star, Movie  $\rightarrow$  Producing Studio

Often binary relationships are preferred:

To convert a n-way relationship to binary

- convert relationship to entity.
  - give it an primary key (perhaps artificial)
  - Create a relationship between new entity and old entity.
    - many-to-one
- new Entity  $\rightarrow$  entity1, entity2 . . . .



The arrows imply that for every contract there is 0 or 1 participating entity

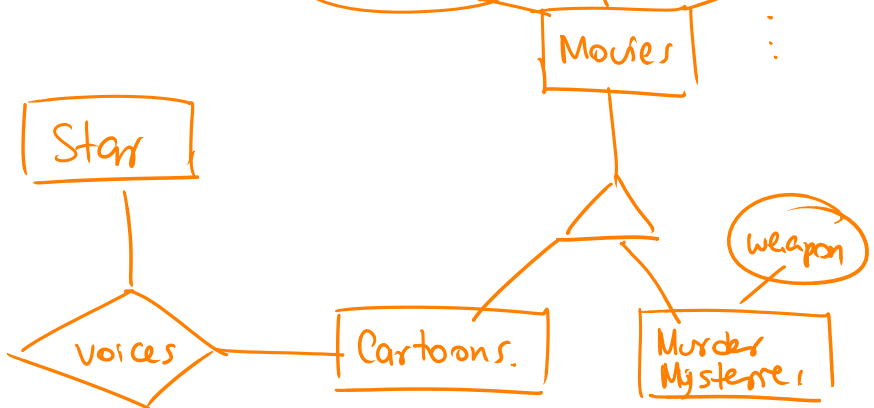
They could be further constraint to be exactly 1.

## Inheritance (4.1.11)

- Some type some entities in an entity set have special properties (extra attributes) or
- Only a subset of entities is involved in a relationship

Ex:

Some movies are cartoons that are voiced by stars



To convert to relations

- create relation of main entity
- each sub-entity has the same PK that main entity, plus any extra attributes.

Ex:

```
CREATE TABLE Movies (...  
    ... as usual ...  
);
```

Ignore 4.6.1  
in textbook.  
Use only 4.6.2

```
CREATE TABLE MurderMysteries(  
    title CHAR(30),  
    year INTEGER,  
    weapon VARCHAR,  
    PRIMARY KEY (title, year),  
    FOREIGN KEY (title, year) REFERENCES  
        Movies  
);
```

```
CREATE TABLE Cartoons (
    title CHAR(30),
    year INTEGER,
    PRIMARY KEY (title, year),
    FOREIGN KEY (title, year) REFERENCES
    MOVIES
);
```

```
CREATE TABLE Voices (
    ... as usual but reference Cartoons ...
```

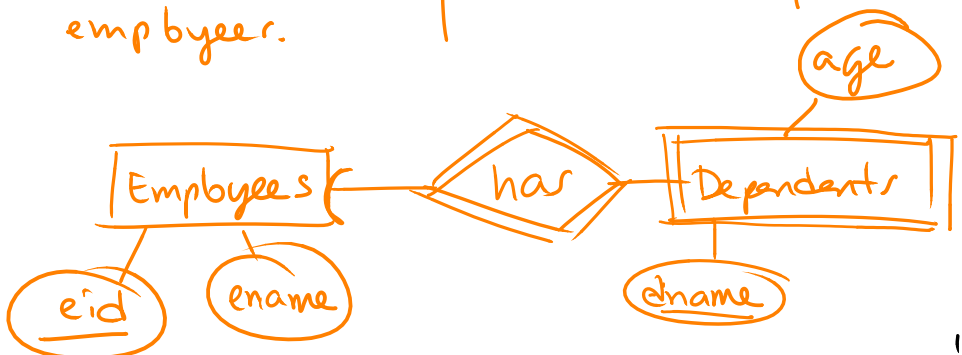
## Weak Entities (4.4)

Some times an entity that do not have an identifying attribute of their own.

- We need another entity to properly identify them

Ex: Employees and their dependent.

We do not care for dependents of non-employee.



dname does not need to be unique in Dep.

- Each Dependent has exactly one employee associated with it.
- If employee does not exist we don't care for her/his dependents.

```
CREATE TABLE Dependents (
    eid CHAR(10),
    dname CHAR(30),
    age INTEGER,
    PRIMARY KEY (eid, dname),
    FOREIGN KEY (eid) REFERENCES
        Employees ON DELETE CASCADE
);
```

↑

if referenced employee is deleted, then Dependents are deleted too !!

• More on this later.

Ex 2:

See Figure 4.2.2 for a Contracts entity as a weak entity