# Lesson 2: Database System Concepts & Architecture

CSC430/530 - DATABASE MANAGEMENT SYSTEMS

#### OUTLINE

- Data model.
- Database schema and state.
- Data independence.
- •DBMS languages, interfaces & system utilities.
- Centralized DBMS architecture.
- •Two-tier & three-tier client/server DBMS architecture.
- DBMS classification.

### DATA MODEL: DEFINITIONS

- Data model is a set of concepts to describe:
  - structure of a database,
  - operations for manipulating these structures, and
  - certain constraints that the database should obey.
- Data model structure & constraints:
  - Database structure is defined by constructs.
  - Constraints specify restrictions on valid data that must be enforced at all times.
- •Data model includes set of operations that govern database retrievals and updates.
  - Basic operations: Insert, Delete, Update.
  - **User-defined operations**: *compute\_student\_gpa*, *update\_inventory*.

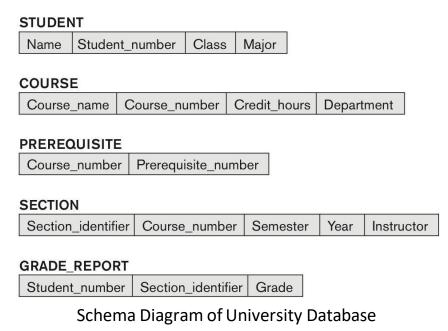
### DATA MODELS: CATEGORIES

#### •Categories of data models:

- Conceptual data models.
  - High-level or semantic.
  - Provide concepts that are close to the way users perceive data.
  - Entities, attributes, relationships.
- Implementation data models.
  - Hide many details of data storage, but can be implemented on system directly.
  - User views and computer storage details.
- Physical data models:
  - Low-level or internal.
  - Describe how data is stored as files on the computer.
  - Record formats, record orderings, and access paths.

## DATABASE SCHEMA & STATE (1)

- Data model consists of two parts:
  - Database schema description of the database.
    - Describes database structure and constraints that should hold on the database.
    - Specified during database design and rarely changed.
  - Database state snapshot of the database.
    - Data in the database at a particular moment in time.
    - Database **state** changes every time a **value** of **data item** in a record is **changed** or a **record** is **inserted** or **deleted**.

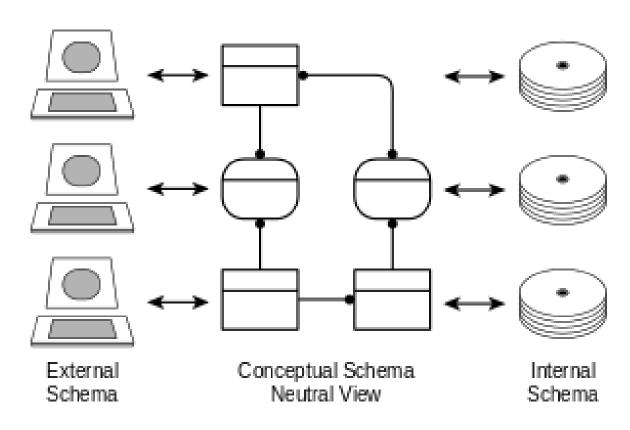


### DATABASE SCHEMA & STATE (2)

- Distinction between database schema & state:
  - The database schema changes very infrequently (schema evolution).
  - The database state changes **every time** the database is updated.
  - Schema = *intension*, state = *extension*.
- DBMS ensures valid state of database, based on the database schema (structure & constraints).

### THREE-SCHEMA ARCHITECTURE (1)

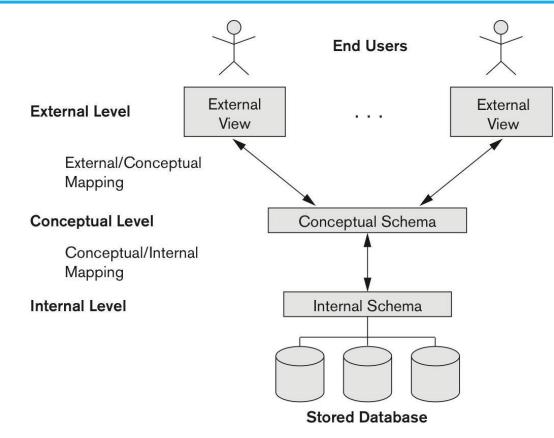
- •Three-schema architecture supports database approach characteristics:
  - Self-describing nature (DBMS catalog).
  - Program-data independence.
  - Support of data multiple views.



Three-Schema Architecture Simplified View

## THREE-SCHEMA ARCHITECTURE (2)

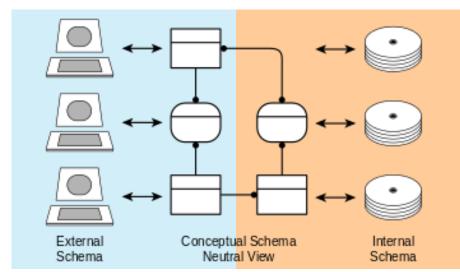
- •Schemas are defined in three levels:
  - Internal schema.
    - Describes details of physical data storage & accessing paths.
    - Uses physical data model.
  - Conceptual schema.
    - Describes structure of the whole database to the user.
    - Uses conceptual or implementation data models.
  - External schema.
    - Describes the specific part of the database to a user.
    - Uses same data models as conceptual schema.
- Mappings among schema levels are needed to transform requests and data.



Three-Schema Architecture Detailed View

#### DATA INDEPENDENCE

- •Data independence capacity to change the schema at one level of the database system without having to change the schema at the next higher level.
- •Two types of data independence:
  - Logical data independence:
    - Change of conceptual schema ≠ change of external schemas.
  - Physical data independence:
    - Change of internal schema ≠ change of conceptual schema.
- •Change of schema at a lower-level will only causes change of mapping to higher-level schemas.
  - Main benefit: no need to change application programs since they refer to the external schemas.



Three-Schema Architecture

### DBMS LANGUAGES: DDL

- •Next step after DBMS design is the implementation of the **conceptual** and **internal** schemas and **mappings** between two.
  - Done by data definition language (DDL).
- Data definition language (DDL):
  - Used by the DBA and database designers to specify the conceptual schema of a database.
  - In addition, DDL is used to define internal and external schemas.

### DBMS LANGUAGES: DML

- •Once the database schemas are compiled and database is populated with data, user must have means to **manipulate** the data.
  - Done by data manipulation language (DML).
- Data manipulation language (DML):
  - Used to specify database retrievals and updates.
  - High-level (non-procedural).
    - Specifies which data to retrieve, rather than how to retrieve it.
    - Operates on a set of data.
  - Low-level (procedural).
    - Specifies how to retrieve the data.
    - Operates on a single record.

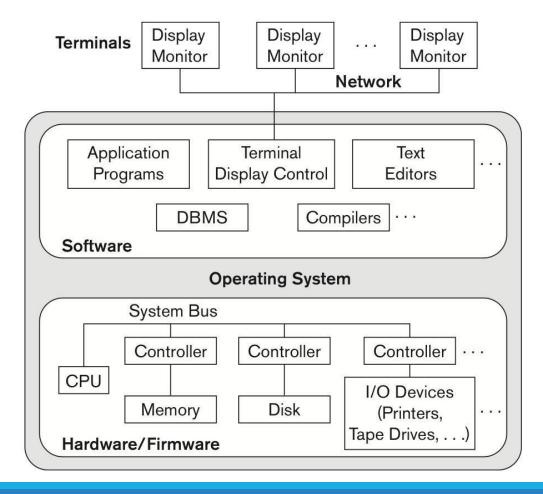
### DBMS SYSTEM UTILITIES

#### • **DBMS utilities** offer following functionality:

- Loading.
  - Loading existing data files into DB or transferring data form one DB to another.
- Backup.
  - Create a backup of database current state.
- Storage reorganization.
  - Reorganize database files to improve performance
- Performance monitoring.
  - Monitors database usage to check if reorganization is needed.
- Data dictionary system.
  - Data dictionary stores meta-date, design decisions, usage standards, application program description and user information.
- Application development environments.
  - Aid in database application development.

### CENTRALIZED DBMS ARCHITECTURE

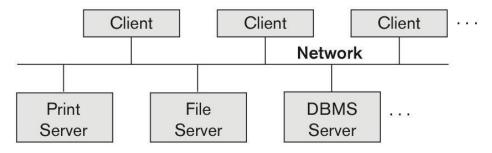
- Centralized DBMS architecture combines all elements into a single system.
  - DBMS software, hardware, application programs, and user interface processing software.



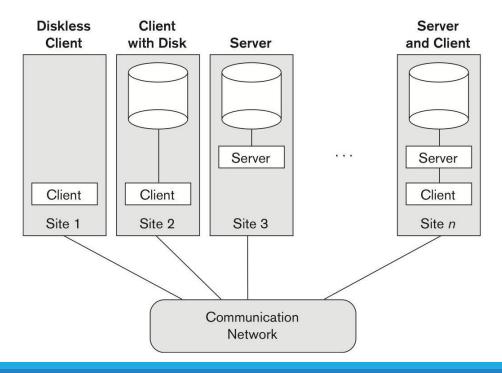
## TWO-TIER CLIENT/SERVER ARCHITECTURE (1)

#### •Basic two-tier client/server architecture:

- Specialized servers with specialized functions.
  - Print server.
  - File server.
  - DBMS server.
  - Web server.
  - Email server.
- Clients can access the specialized servers as needed.
  - When client requires access to additional functionality (database access) it connects to the server.



Logical Two-Tier Client/Server Architecture

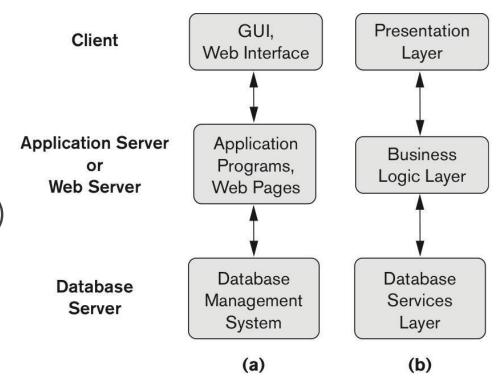


## TWO-TIER CLIENT/SERVER ARCHITECTURE (2)

- •Two-tier client/server DBMS architecture:
  - User interface and application programs are stored on the client side.
  - Query & transaction functionality related to SQL processing is performed by the server (SQL server).
- •When **DBMS** access required, program (client) establishes a connection to the **DBMS** (server).
  - Once connection is established the client can communicate with the DBMS.
  - Query results are sent back to client program which processes and displays the results.

## THREE-TIER CLIENT/SERVER ARCHITECTURE

- •Three-tier is a common architecture for web applications.
  - Intermediate layer between client and database server.
- Clients → user interface & web browsers.
- •Middle tier  $\rightarrow$  application server or web server.
  - Runs apps or stores business rules (*procedures, constrains*) that are used to access the data form server.
  - In addition, used for security by checking client credentials.



Three-Tier Client/Server Architecture

#### DBMS CLASSIFICATION

- •DBMS are **classified** by following **characteristic**:
  - Data model.
    - Hierarchical.
    - Network.
    - Relational.
    - Object.
    - Document.
    - Graph.
    - Key-value.

- Number of users.
  - Single-user.
  - Multi-user.
- Number of sites.
  - Centralized (single site).
  - Distributed (multiple sites).
    - Homogeneous (same DBMS on all sites).
    - Heterogeneous (different DBMS on sites).

- Cost.
  - Open source (free).
    - MySQL, PostgreSQL.
  - Commercial (\$\$\$).

### **SUMMARY**

- Data model definition and categories.
- Database schema and state.
- Three-schema architecture and mappings.
- Logical and physical data independence.
- DBMS languages.
- •Two-tier and three-tier DBMS architecture.
- DBMS classification.