

**Frontend**

**Backend**

**Website**

**Mobile Apps**

**Game/Simulation/Tools**

**Analysis**

**Data Modelling**

**Database Design**

**Normalization**

**Optimization**

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CSCI 5408

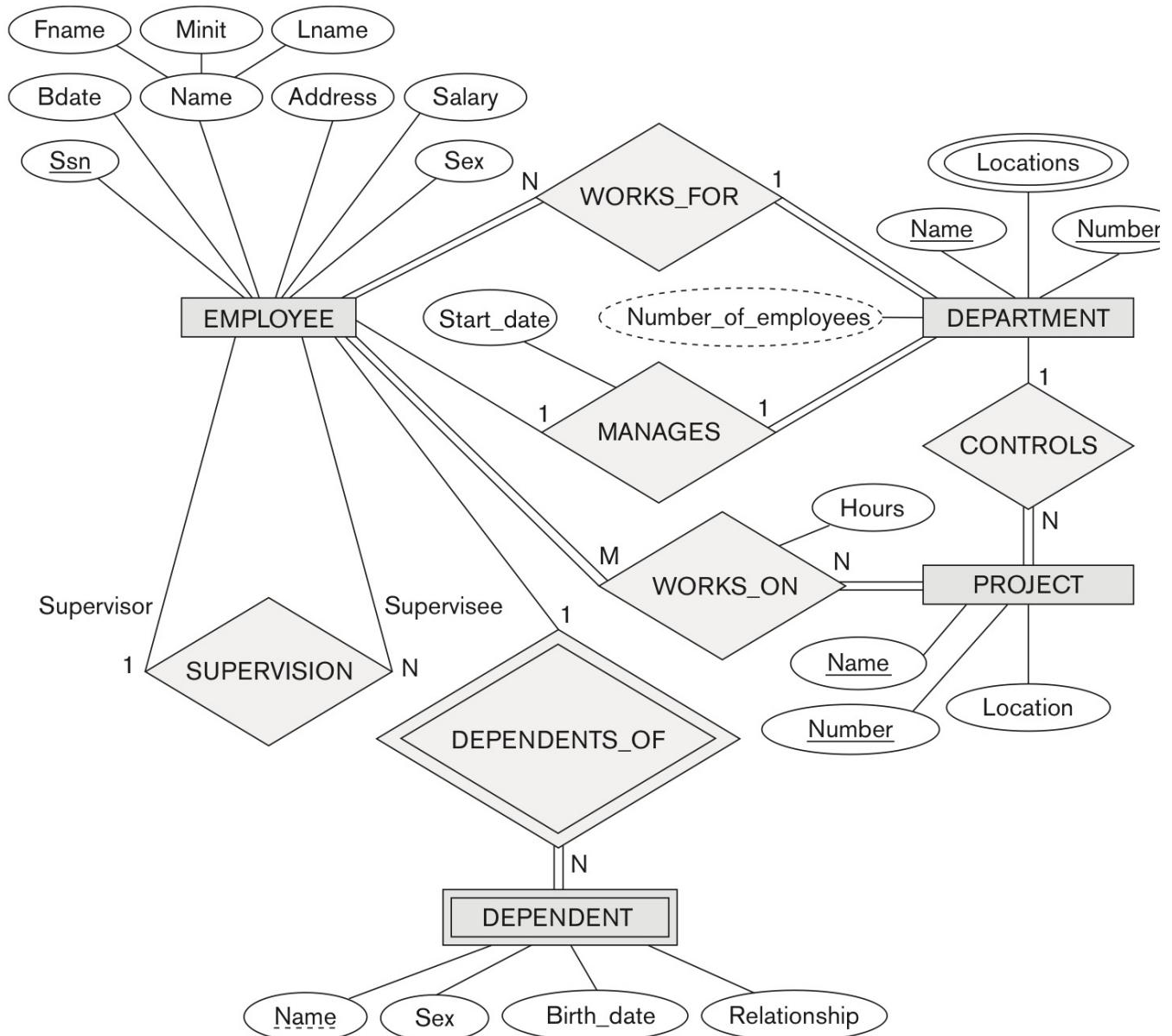
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**saurabh.dey@dal.ca**

# Content

1. Recap of Lecture #2
2. Data Modelling – Steps
3. Data Modelling Design & Issues
4. EERD

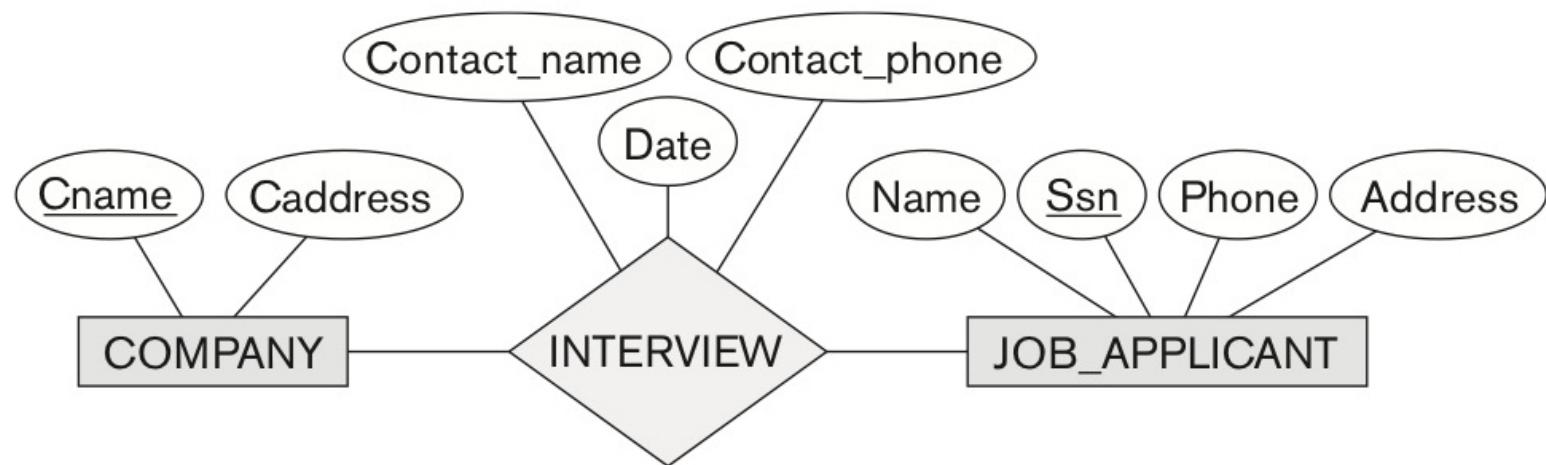
# ER Schema Diagram

- Identify:
- Primary Key
- Weak Entity
- Total Participation
- Existence Dependency
- Partial Key
- Multivalued Attribute
- Composite Attribute
- Derived Attribute
- Partial Dependency
- Transitive Dependency



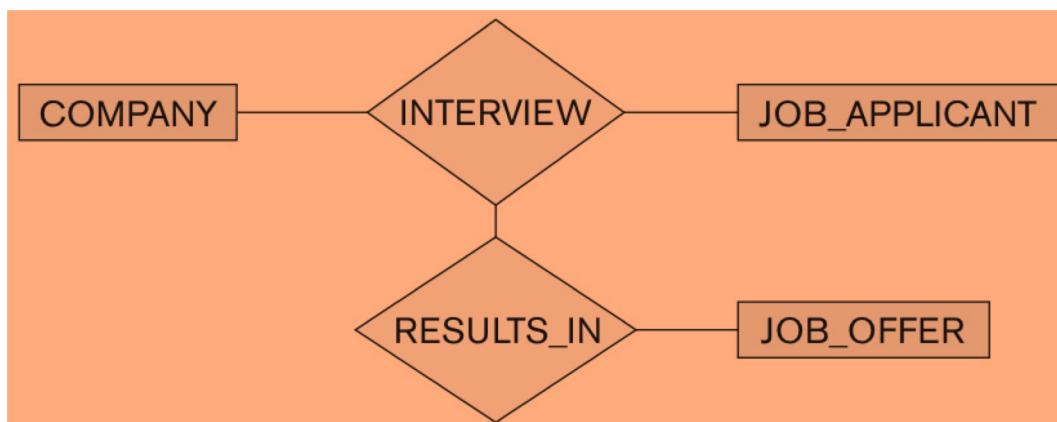
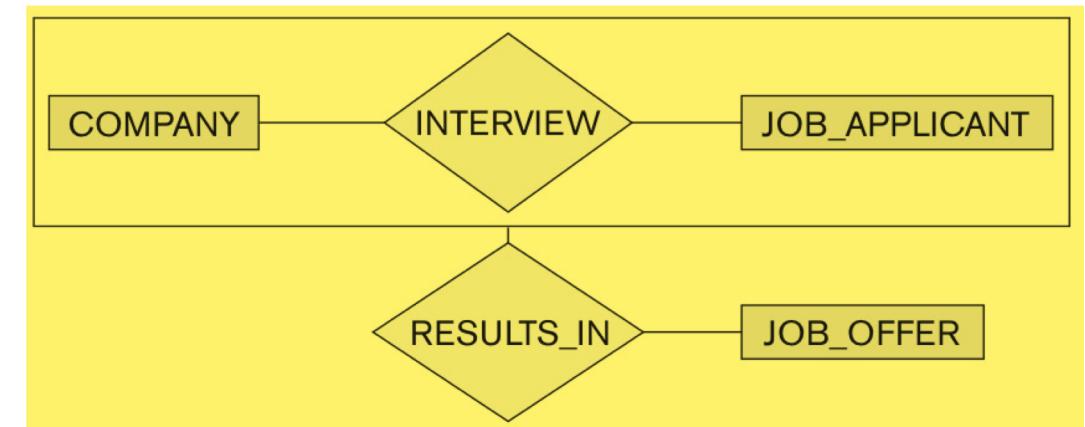
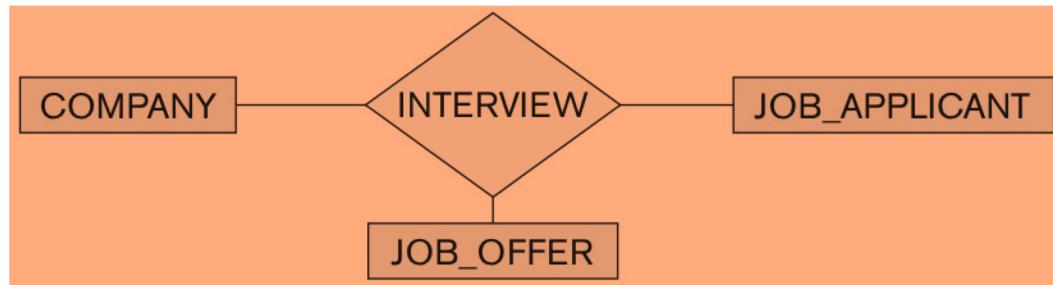
# Simple Data Modelling

Scenario: A company interviews job applicants and provide jobs to successful candidates



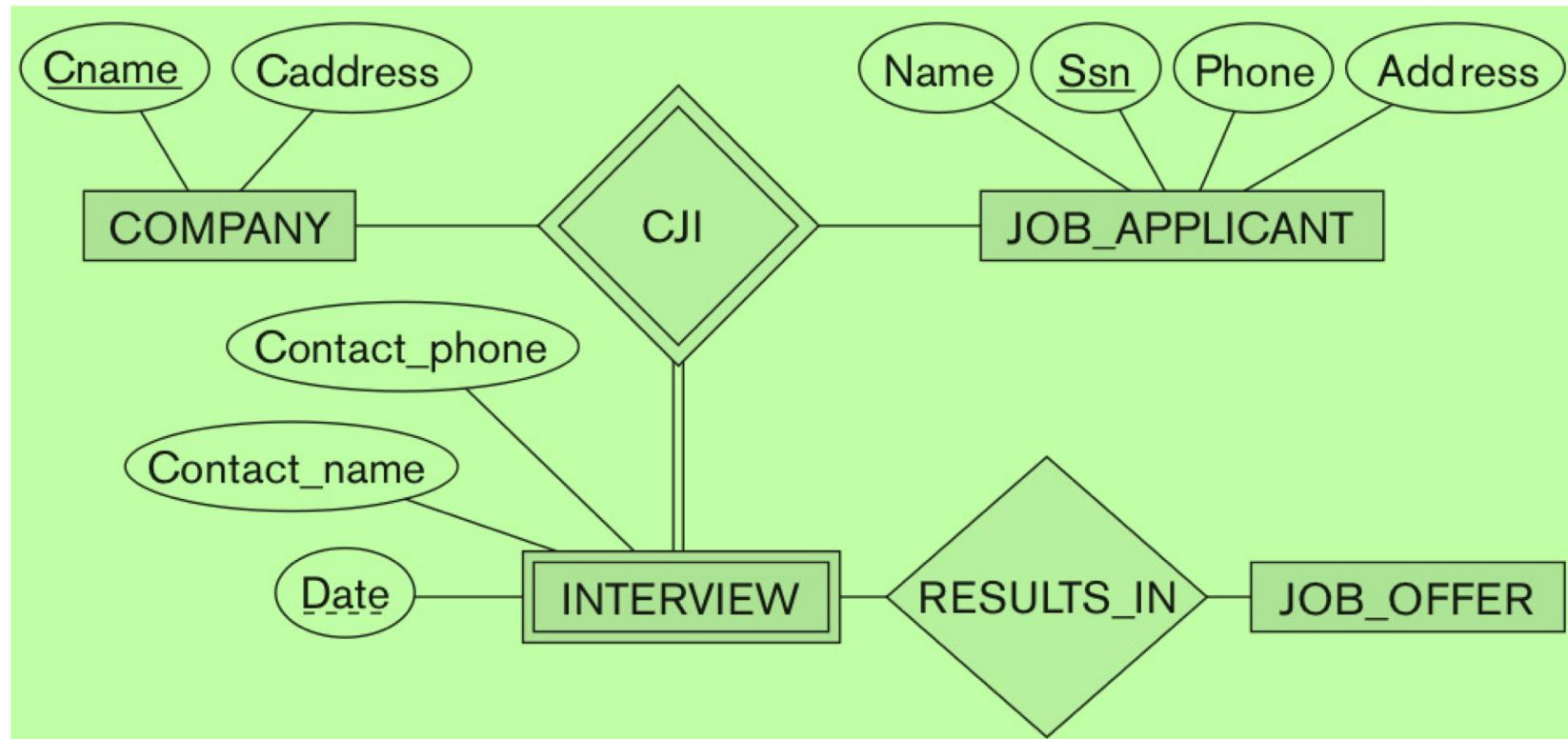
# Simple Data Modelling – contd.

Scenario: A company interviews job applicants and provide jobs to successful candidates



# Simple Data Modelling - contd.

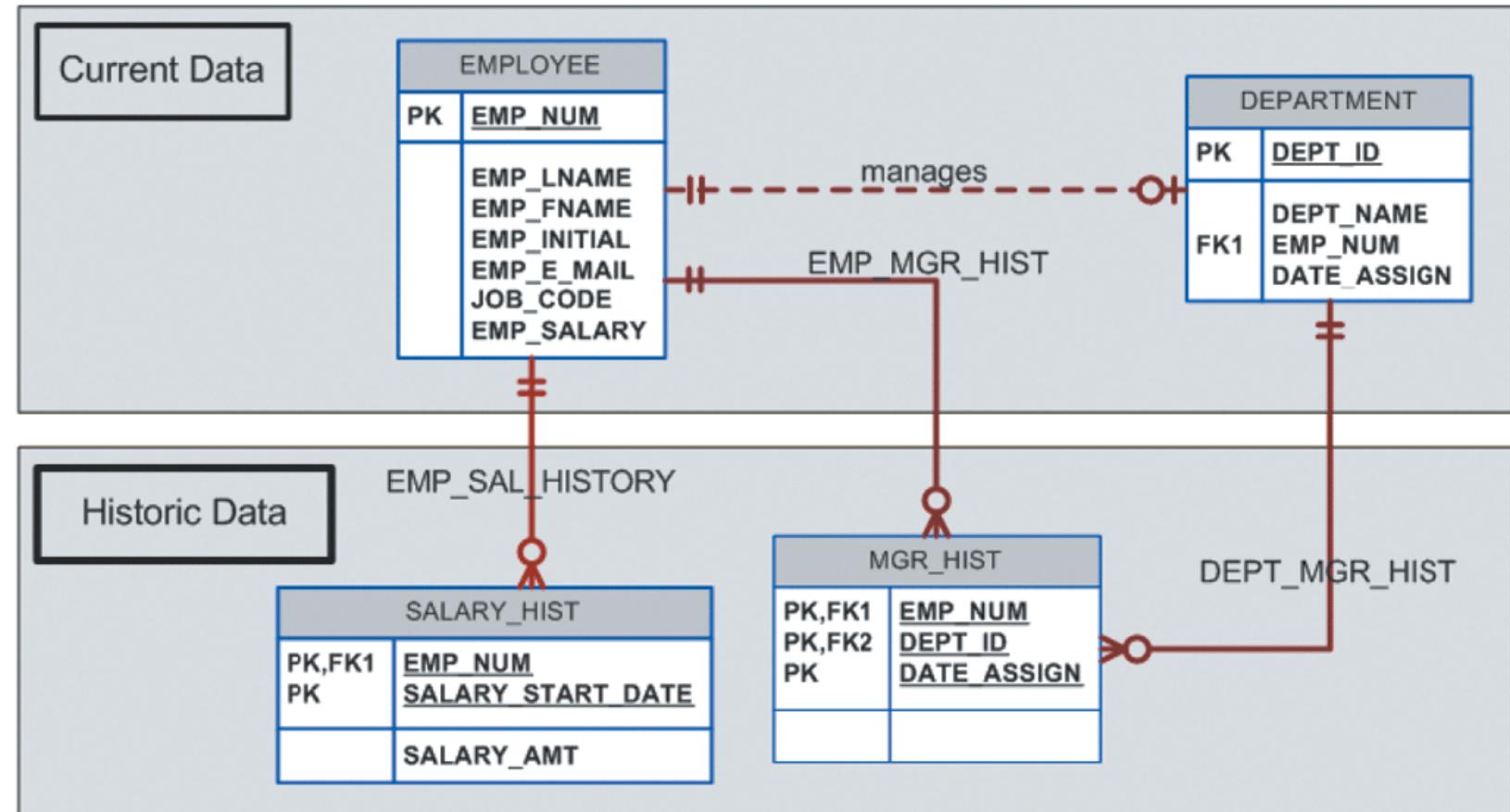
Scenario: A company interviews job applicants and provide jobs to successful candidates



# Design Issues

**Time-variant data:** data whose values change over time and for which a history of the data changes must be retained

- Requires creating a new entity in a 1:M relationship with the original entity
- New entity contains the new value, date of the change, and any other pertinent attribute



## Fan Traps

Design trap: occurs when a relationship is improperly or incompletely identified

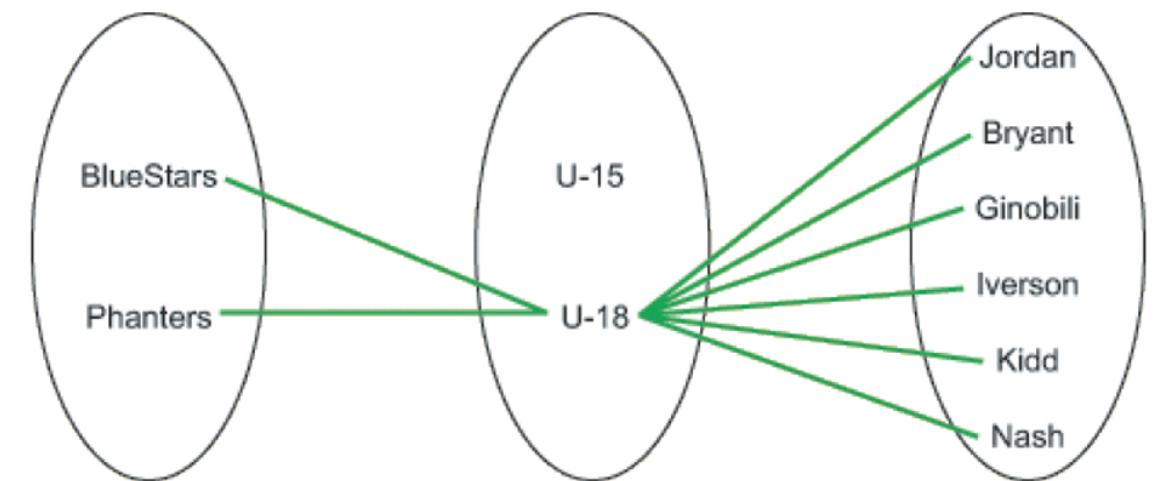
- Represented in a way not consistent with the real world

Fan trap: occurs when **one entity is in two 1:M relationships to other entities**

- Produces an association among other entities not expressed in the model

Fan Trap Due to Misidentification of Relationships

TEAM		DIVISION		PLAYER	
PK	TEAM_ID	PK	DIV_ID	PK	PLAYER_ID
FK1	TEAM_NAME DIV_ID		DIV_NAME	FK1	PLAYER_NAME DIV_ID



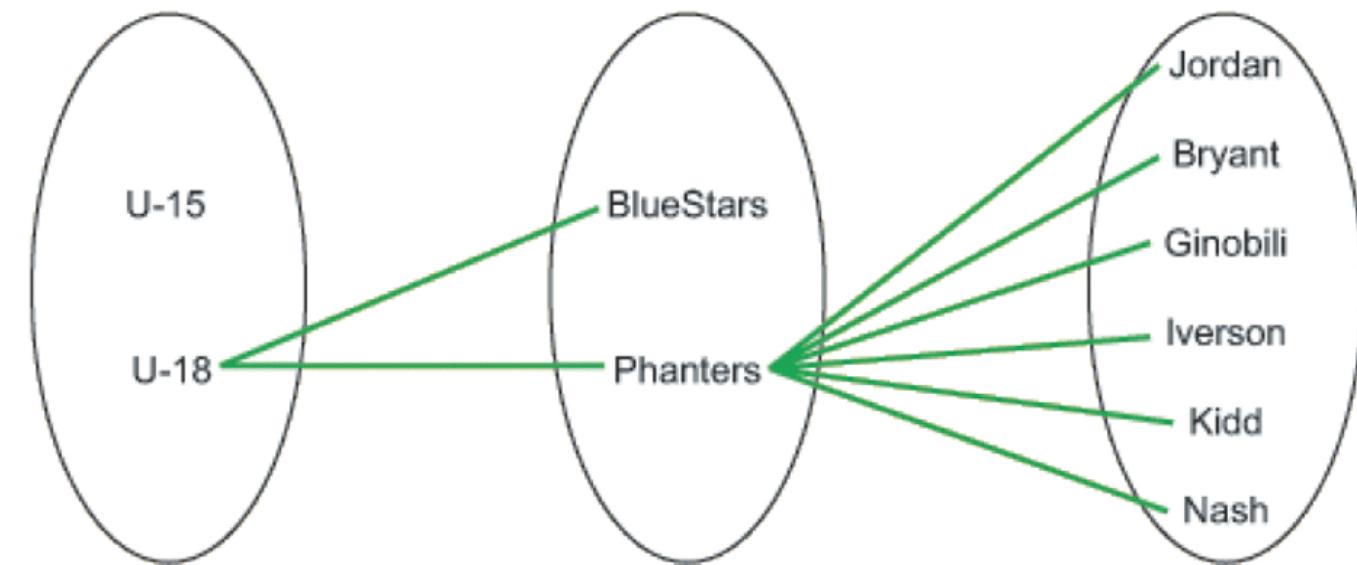
For example, assume that the JCB basketball league has many divisions. Each division has many players, and each division has many teams. G

## Fan Trap Eliminated by Proper Identification of Relationships

1:M relationship between Division and Team

1:N relationship between Team and Player

DIVISION		TEAM		PLAYER	
PK	DIV_ID	PK	TEAM_ID	PK	PLAYER_ID
	DIV_NAME	FK1	TEAM_NAME DIV_ID	FK1	PLAYER_NAME TEAM_CODE

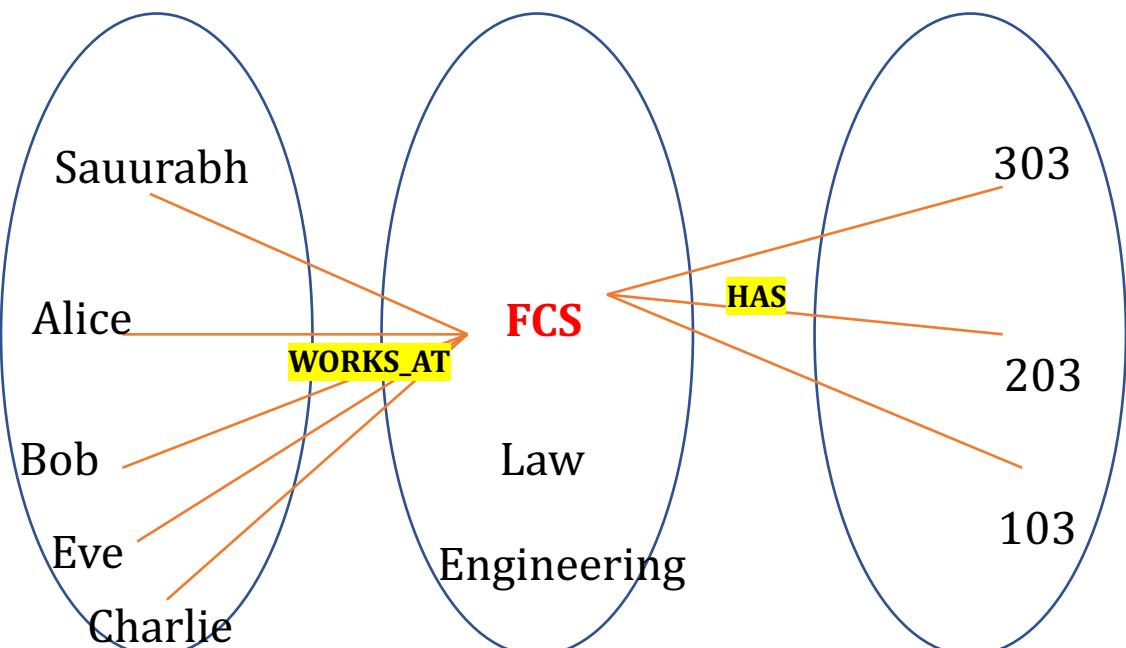


# Another Example of Fan Trap

Instructors

Department

Offices

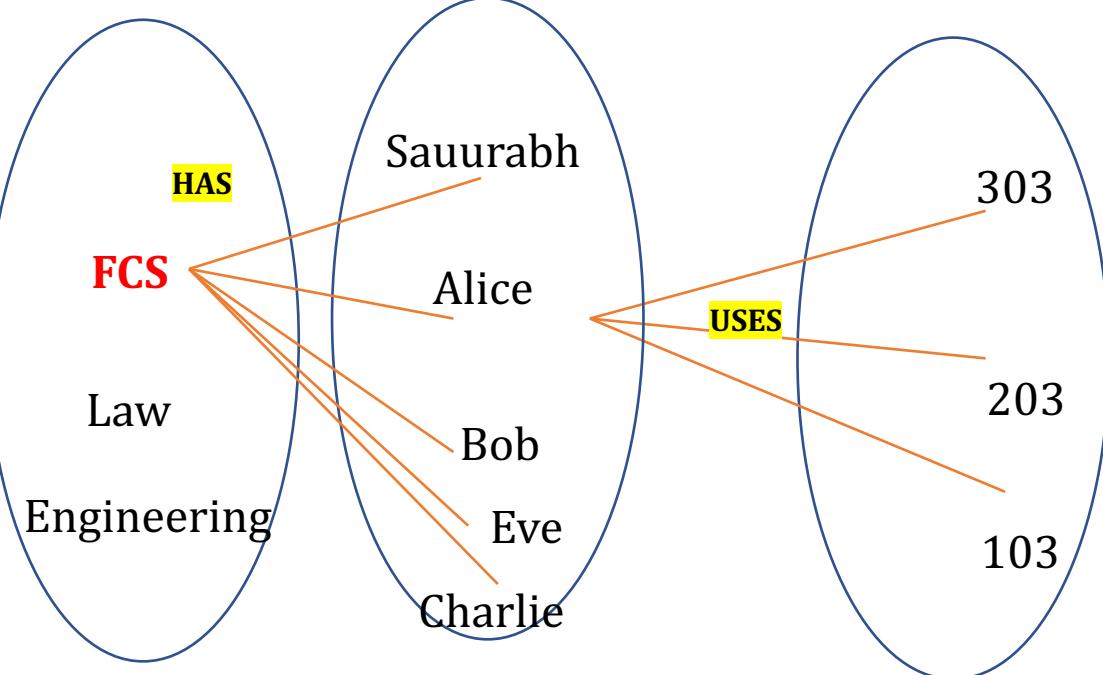


Problem

Department

Instructors

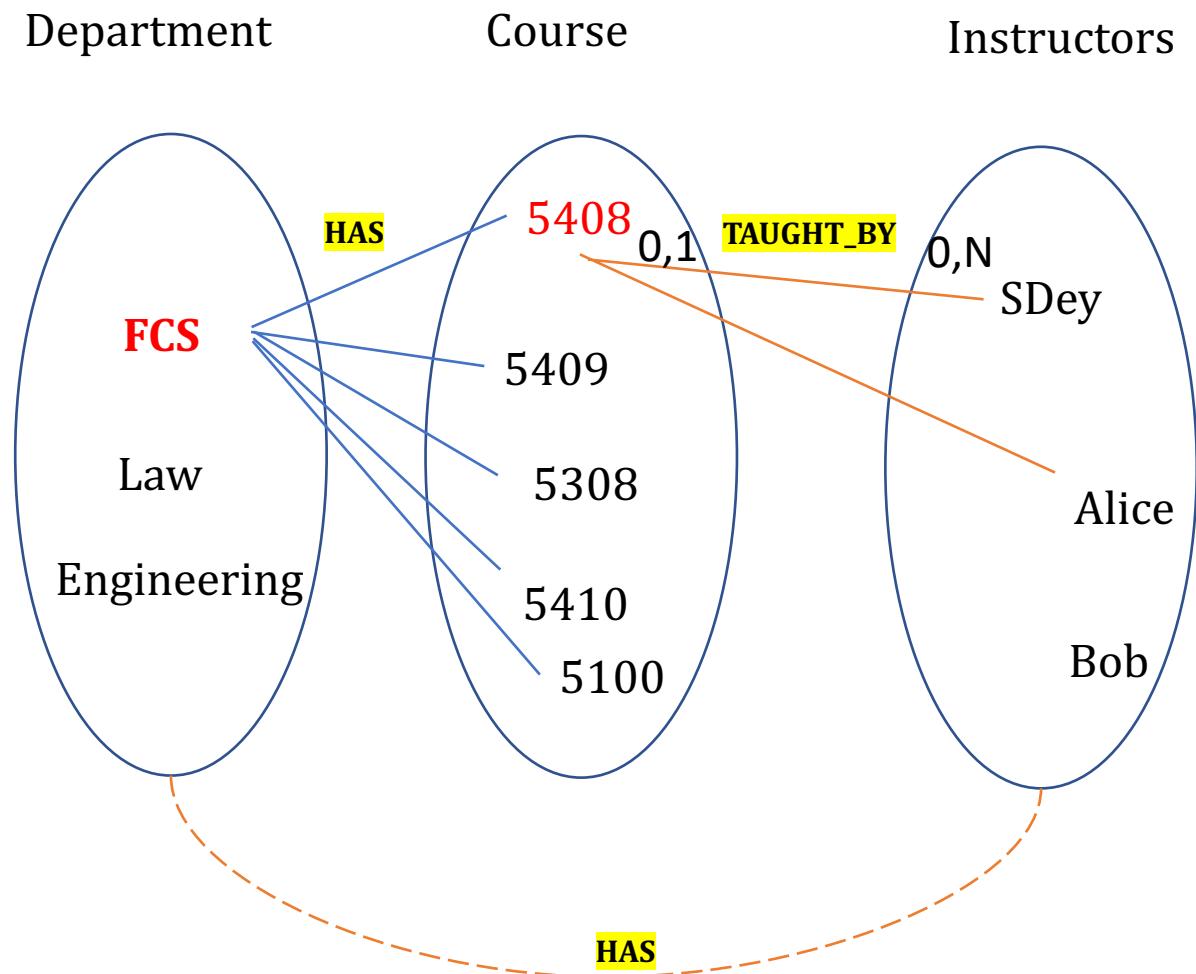
Offices



Solution

## Chasm Traps

Model suggests a relationship,  
however, the suggested path  
may not exist



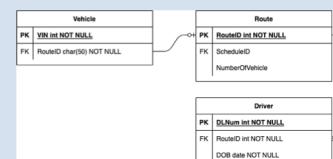
## How to design entity-relationship diagram (ERD) from a given problem?

e.g. A new tourism company “HalifaxBus” wants to open office at Halifax, and asked to design their database system. They have limited budget and computational capacity. However, they want to maintain dynamic reservation system and also interested in reviewing their yearly sales record.



- What is the requirement?
- What are the entity types or sets?
- How many attributes?
- Find the unique attribute
- Is there any weak entity?
- What are possible relationships?
- Design an ERD
- Is there any Fan Trap?
- Is there any redundancy issue?
- Choose a database system (MSSQL/MySQL etc.)
- Create database and tables

# Step by Step finding Solution – *HalifaxBus*

Entities	Attributes	Relationships	Build Model	Fix Design Issues
Employee Vehicle RepairShop Schedule Route Passenger Policy ServiceHistory	<ul style="list-style-type: none"><li>E.g. <b>Vehicle</b> {VIN, MfgDate, Model, Registration, Insurance, RouteID}</li><li>:</li><li>:</li></ul>	<p><b>1 Driver drives 1 Vehicle</b></p> <p><b>1 Route has N Vehicle</b></p> <p>:</p> <p>:</p>		<ul style="list-style-type: none"><li>• Did you capture history?</li><li>• Are there traps?<ul style="list-style-type: none"><li>• Fan Trap</li><li>• Chasm Trap</li></ul></li><li>• Is it flexible and extendable</li></ul>

1

2

3

4

5

Conceptual Phase to create Conceptual Model

# Entity Supertypes and Subtypes

- **Entity supertype**
  - Generic entity type related to one or more entity subtypes
  - Contains common characteristics
- **Entity subtype**
  - Contains unique characteristics of each entity subtype
- **Criteria to determine usage**
  - There must be different, identifiable kinds of the entity in the user's environment
  - The different kinds of instances should each have one or more attributes that are unique to that kind of instance

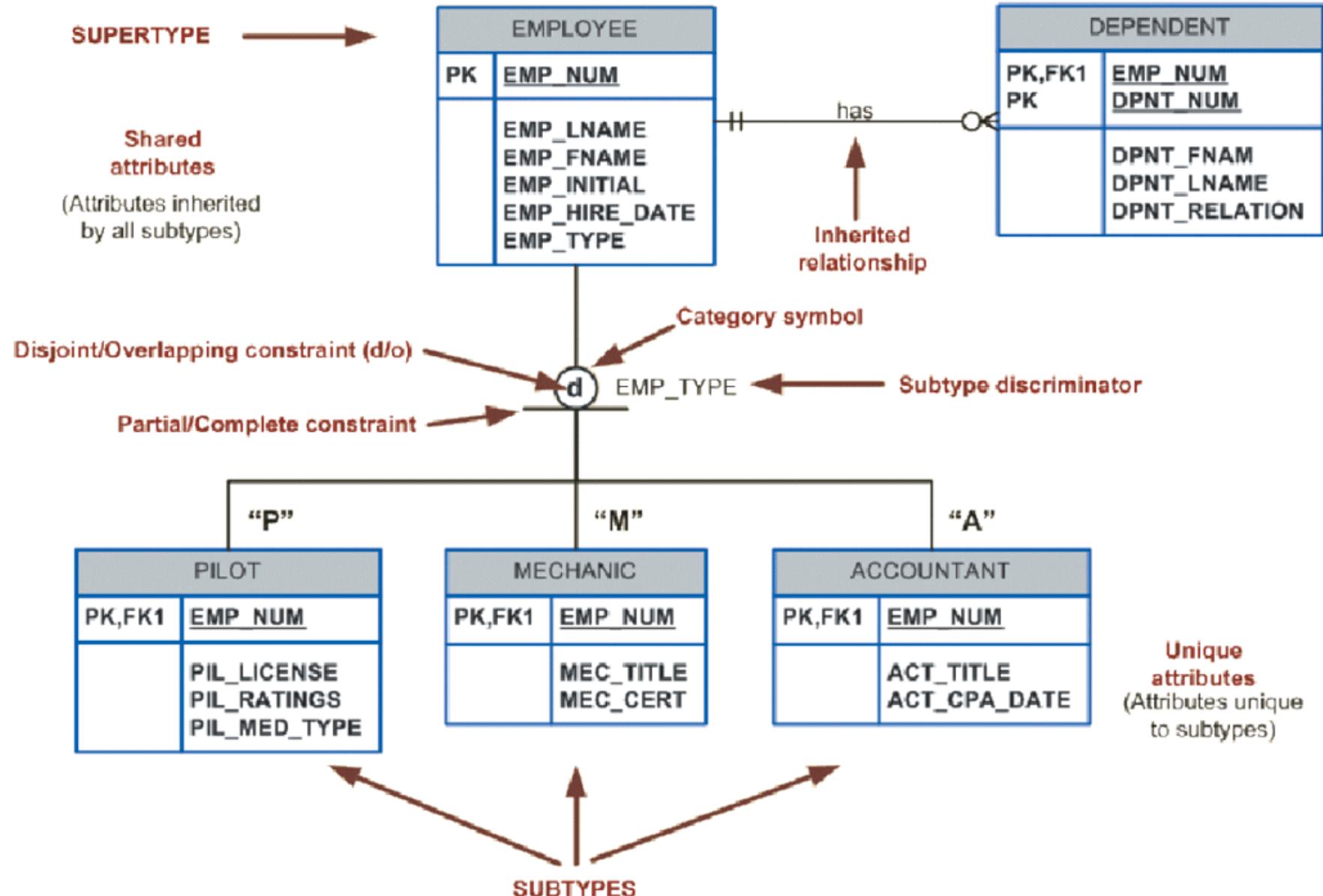
# Specialization hierarchy

- Entity supertypes and subtypes are organized in a specialization hierarchy
  - Depicts arrangement of higher-level entity supertypes and lower-level entity subtypes
  - Relationships are described in terms of “is-a” relationships
  - Subtype exists within the context of a supertype
  - Every subtype has one supertype to which it is directly related
  - Supertype can have many subtypes

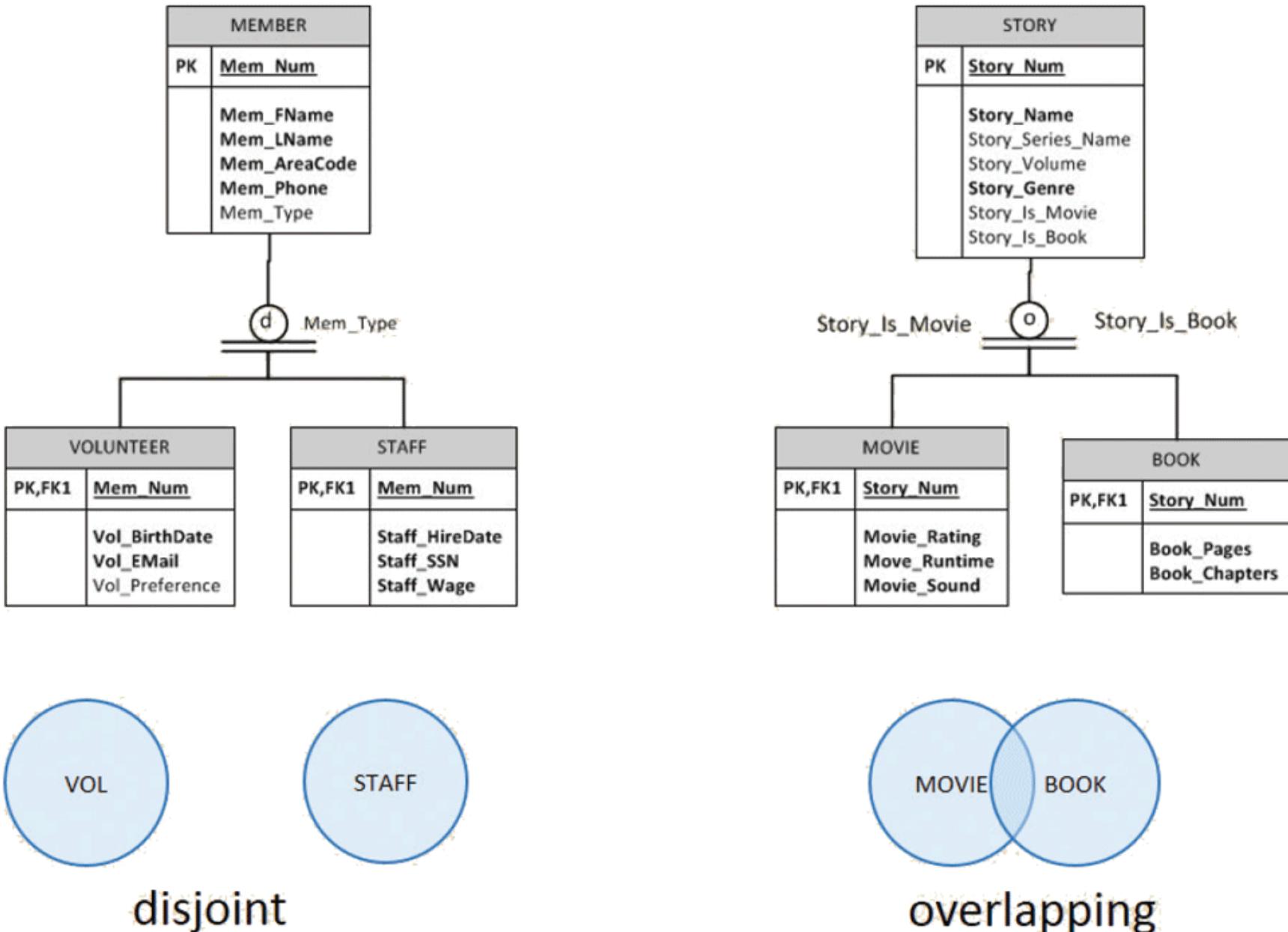
# Specialization hierarchy

- A specialization hierarchy provides the means to:
  - Support attribute inheritance
  - Define a special supertype attribute known as the subtype discriminator
  - Define disjoint or overlapping constraints and complete or partial constraints

# Specialization hierarchy



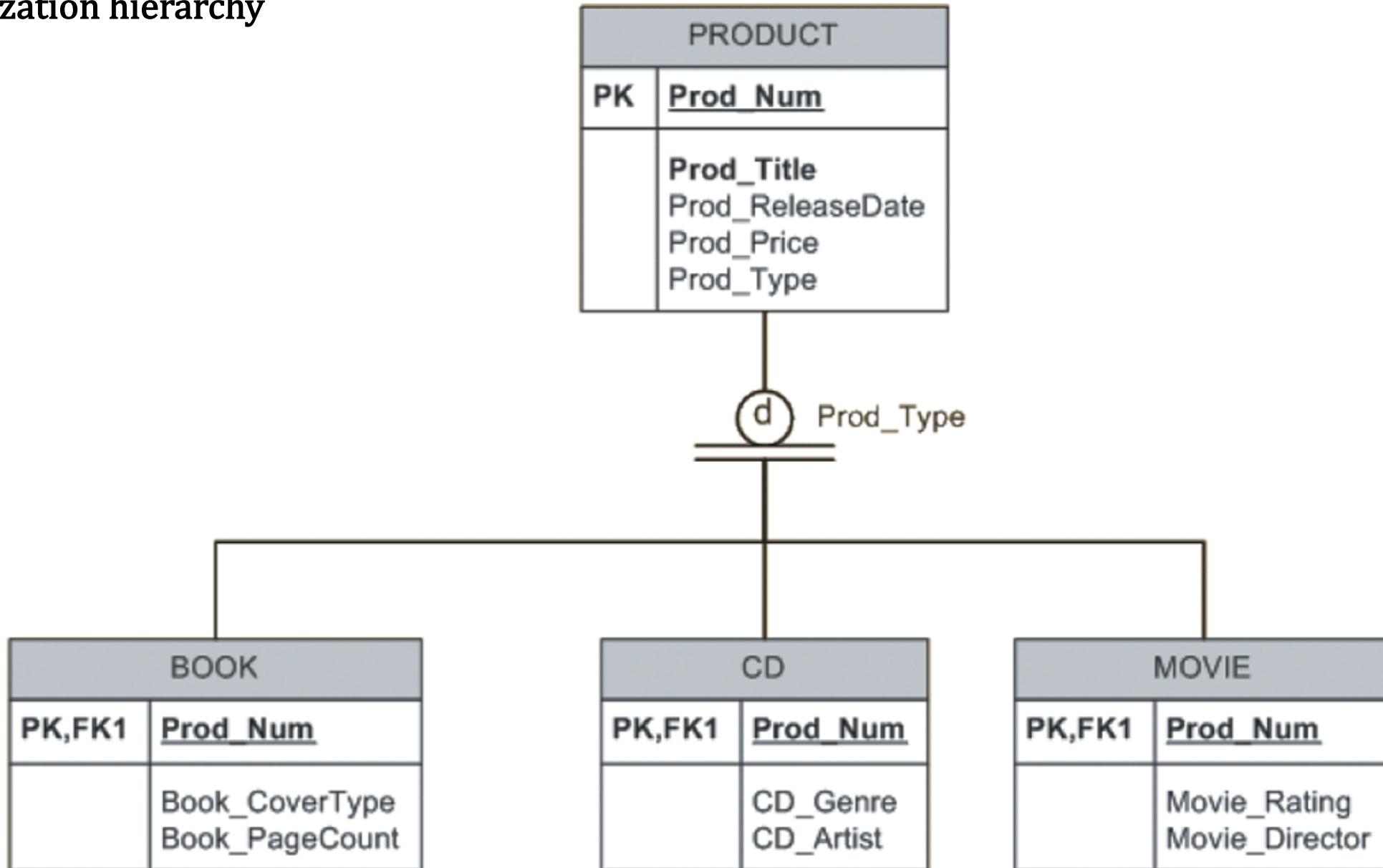
# Example – overlapping/ disjoint



A MEMBER can be in VOLUNTEER or STAFF, but not both

A STORY can be in MOVIE, BOOK, or both

## Specialization hierarchy



# End of Lecture Questions

1. Can a bad data model design cause major issues in application development?
2. Can left out entities cause data analytics problem? If Yes, is there a way to correct this?
3. Is it mandatory to consider historical data for every data modelling problem?

