# Intro to Databases

SQL

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# What is a database?

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A database **persists** information and is **accessible** via code organized queryable manageable

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## Table / Relation

Column / Attribute / Field

	ID	Name	Туре
Row / Tuple / Instance	·	Pikachu	lightning
Row / Tuple / Instance	2	Squirtle	water
Row / Tuple / Instance	3	Charmander	fire
Row / Tuple / Instance	4	Bulbasaur	grass

Column / Attribute / Field

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Column / Attribute / Field

## SQL

```
-- Pikachu, I choose you!

SELECT id, name

FROM pokemon

WHERE type = 'lightning'

LIMIT 1
```

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Atomicity - A set of database operations that must occur together. All or nothing. A transaction cannot partially finish, it must either fail or complete.

Consistency - If a process has a writer, no other process can read from it, and no other process can write to it, which gives us consistent information at all times. Isolation - Multiple clients can make queries to read and update without the risk of deadlock or starvation.

Durability - Store information without power (flash drive / hard drive, for example doesn't need power and still stores data)

## **Atomic Transactions**

- atomic transaction: A set of database operations that must occur together
  - i.e. A debit to one bank account, and a credit to another
- A transaction must either succeed or fail; it cannot partially complete.
- Every database query is represented by a transaction

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We might also say that a database is atomic or a database has the property of atomicity.

We can define where transactions start and end. You may need to as a programmer

## Consistency

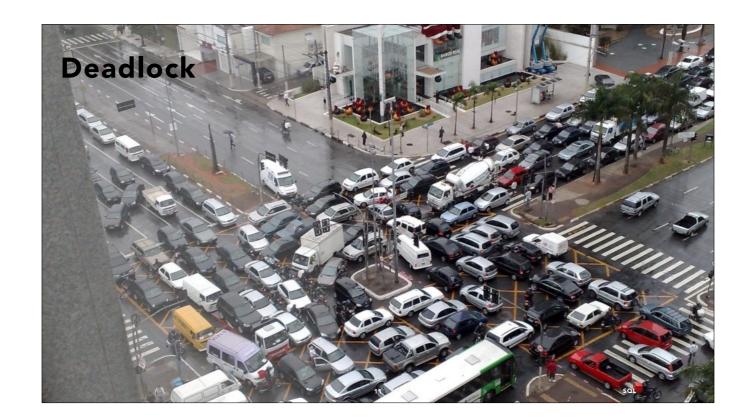
- Specify rules that columns need to follow
  - Gender column can only contain M, F, or U.
  - $\, \bullet \,$  Savings account must start with S or checking with C
  - Column cannot be null
- Protect the database from inconsistencies and simplify software logic
  - Allows software to make assumptions about underlying data

## **Resource Management**

- Processes can be readers and writers
- Files can have many readers
- If a process has a writer, no other process can read from it, and no other process can write to it

## **Proposed File Scheme**

- Suppose that we have decided not to use a database and instead store our data in a series of files.
- How might our setup fail to serve queries from multiple users?



- Three files: A, B, and C
- Process 1 needs files A then B for writing
- Process 2 needs files B then C for writing
- Process 3 needs files C then A for writing
- What happens if all three processes start a database request at once?

## Databases give us concurrency (Isolation)

 Multiple clients can make queries to read and update without the risk of deadlock or starvation.

# Persistence/Durability Files are also persistence (store information without power) FULLSTACK 10 FULLSTACK 12 So 50

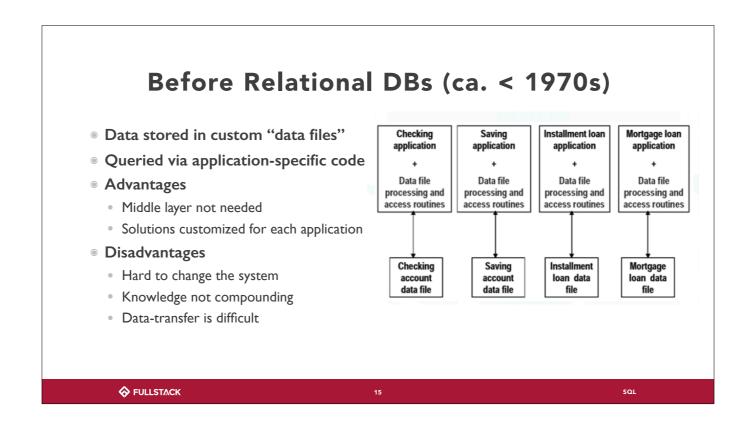
- What happens when two people try to access the same file at the same time?
- the second process waits and retries until the first process finishes?

# How Did We End Up Here?

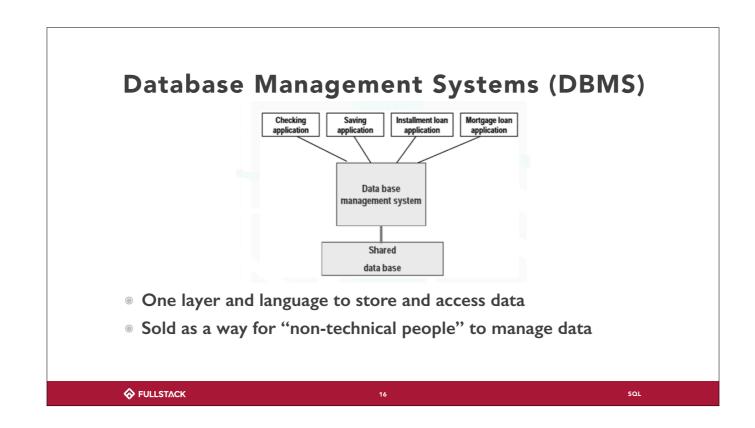
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- Separate file for every topic. Routines and functions for dealing with each particular file.
- But every company formatted their files differently based on developer whims and needed their own accessor functions.
- Making changes was really hard seeing as formats were inflexible and etched in stone.



Ubiquitous
Standardized
Don't need to be a programmer
common way of thinking about data. And a common language for querying it.

"Future users of large data banks must be protected from having to know how the data is organized in the machine (the internal representation)."

> E. F. CODD,
>  A RELATIONAL MODEL OF DATA FOR LARGE SHARED DATA BANKS

## Relational Databases & Logic



- 1969: Edgar Frank "Ted" Codd outlines relational model of data
- Wrote Alpha (never implemented) as a query language
- IBM slow to adopt his ideas
- Competitors started to do so
- IBM team formed without Codd, created Structured English Query Lang
- SEQUEL way better than what came before
- 1979: copied by Larry Ellison (from pre-launch papers / talks!) as "SQL"
- SQL became the standard (ANSI 1986, ISO 1987)
- Codd continued to fault SQL compared to his theoretical model
- The Third Manifesto: solve the object-relational impedance mismatch

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## **Appreciating Databases**

- Ubiquitous
- Standardized
- © Complex / deep
- Powerful: database admins are
  - Feared by developers
  - ...but also taken for granted until things break
  - Befriended by business people
- Contacted by the government for secret data (e.g. NSA)

## **Progression of Databases**

- Navigational (< 1970s)</p>
  - More common during tape era; entries had references to next entries.
- Relational (> 1970s)
  - Based on relational (table-based) logic, see E.F. Codd.
- NoSQL (> 2000s)
  - "Not only SQL" document storage, for example.

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Navigational: common during tape era, entries had references to the next entries.

Relational: based on relational (table-based) logic, EF Codd.

NoSQL ("not only SQL"): document storage.

## **RDBMS vs NoSQL**

- A DBMS doesn't have to be relational
  - Remember, DBMS is just an application that intelligently stores data and can answer requests to manage that data
- Lately, many "NoSQL" or non-relational DBMSs have been gaining popularity
  - Graph databases (e.g. Neo4J)
  - Document databases (e.g. MongoDB)
  - Hybrids (e.g. PostgreSQL)
- RDBMSs still remain the #I DB option for now

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## Some well-known rDBMSs



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## Why PostgreSQL?

- Advanced, powerful, and popular
- Rapid open source development
- Highly extensible (stored procedures)
- Deep SQL standards compliance
- NoSQL ("Not Only SQL"), objective support
- Excellent transactions / ACID reliability; focus on integrity
- Multi-user management / administration

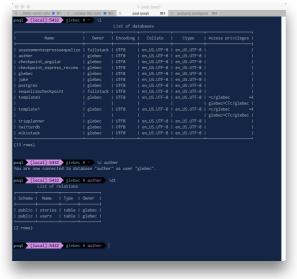
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## **History of PostgreSQL**

- 1970s at UC Berkeley:
   INteractive Graphics REtrieval System (INGRES)
- 1980s: POSTGRES ("Post-Ingres")
- 1995: POSTQUEL and Postgres95.
  - monitor -> psql
- 1996: Adopted by the open source community
  - Ongoing: stability, testing, documentation, new features
  - PostgreSQL

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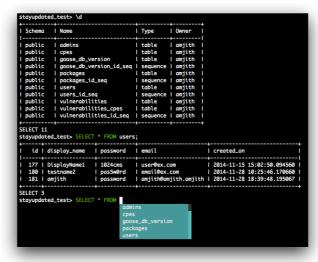


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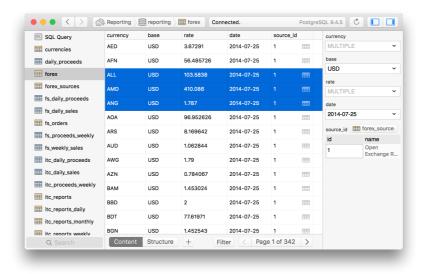
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