CS354: Database

Extended Data Modeling

- Traditional ER modeling proved to be very successful in classic "DB" domains:
 - Accounting
 - Banking
 - Airlines
 - Business and industry applications in general

- ...





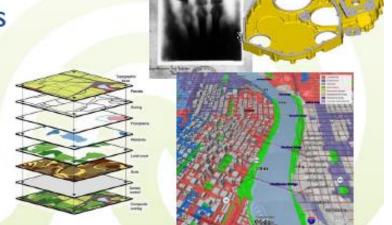


Extended Data Modeling

 However, in the late 70s, popularity of DBs extended into fields with more complicated data formats

 Computer-aided design and manufacturing (CAD/CAM)

- Geographic information systems (GIS)
- Medical information systems
- ...
- Expressiveness of ERD is not sufficient here



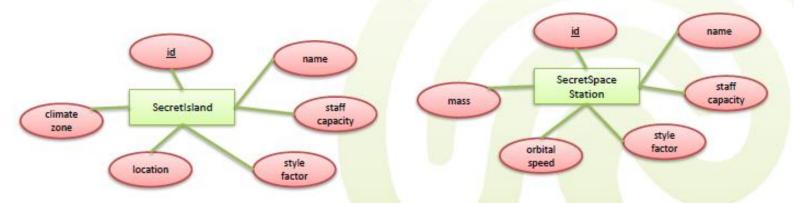
Extended Data Modeling

- Extended entity relationship (EER) models provide many additional features for more accurate conceptual modeling
 - Refinement of relationship types
 - Specialization and generalization
 - Class, subclass, and inheritance
 - Entity sets with existence dependencies
 - Extended modeling of domains and constraints
- Extended ER contains all features of "classic" ER

- Problem:
 - Model secret lairs to base highly secret research activities



 Secret island and secret space station are special kinds of secret lairs, share many attributes, but still need some unique attributes



- Solution: Subclasses and superclasses
- A subclass entity type inherits all attributes and constraints from its superclass entity type

name

staff

capacity

Secret Space

Secret Island Lair

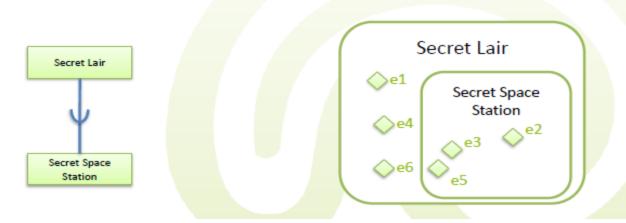
Climate

 Subclasses may add additional attributes, constraints or relationship types

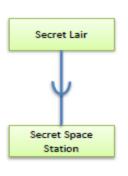
In EER, subclass relationship types are annotated with an open arc, which is opened to the super class (think of set inclusion)

Describes an "is-a" relationship

- Subclass entity types represent subsets of the entity set of the superclass' entity type
 - That is, an entity which is contained in the subclass is also contained in the superclass
 - In particular, no entity can only exist in a subclass set



- Possible implementation: Two distinct database entries that represent the same instance
 - The same instance appears as a database entry in the superclass and subclass sets, and they are related to each other
 - I:I relationship on entity level
 - Linking two database entries of the same entity in a specialized role
 - Often, this solution is easier and more flexible to implement





Specialization / Generalization

 The process of defining a set of subclasses for a superclass is called specialization

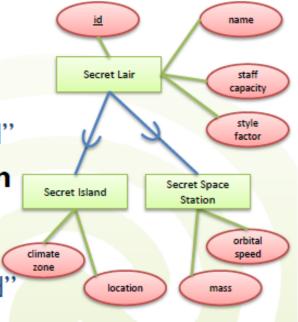
 Specialized entity types supplement additional attributes and relationships

"Secret lair" can be specialized into
 "secret space station" and "secret island"

The inverse process is generalization

 Generalization suppresses differences among specialized subclasses

 "Secret space station" and "secret island are generalized to "secret lair"



Specialization / Generalization

- Specialization and generalization usually result in the same model
 - However, the process of how to reach the model is different
 - Specialization: top-down conceptual refinement
 - Start with super classes, find suitable subclasses
 - Generalization: bottom-up conceptual synthesis
 - Model sub classes, find proper generalized super class

- Specializations can be constrained and modeled in further detail regarding two properties
 - **Exclusiveness** (indicated by a labeled circle)
 - Disjoint: Subclasses are mutually exclusive (default, label d)
 - Overlapping: Each entity may be contained in more than one subclass (label o)

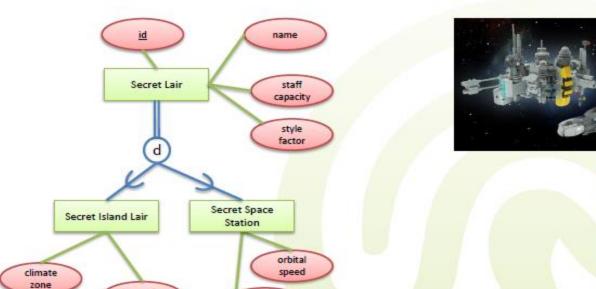
Completeness

- Total: No entity is member of the superclass without being member of a subclass (denoted by double line)
- Partial: There are entities that are not contained in any subclass (default)

- Examples
 - Disjoint and total:

location

"A secret lair may either be a secret island or a secret space station (but nothing else)."



mass





Examples

– Overlapping and partial:

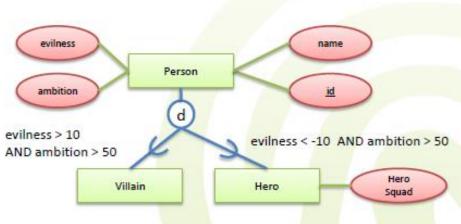
"A villain is a mad scientist, or a super villain, any combination of both, or something else

(just a villain)."



- Specializations may be predicate-defined
 - A subclass is predicate-defined if there is a predicate (condition) that implies an entity's membership
 - Condition is added to the specialization line
 - Predicate-defined specialization are not necessarily total



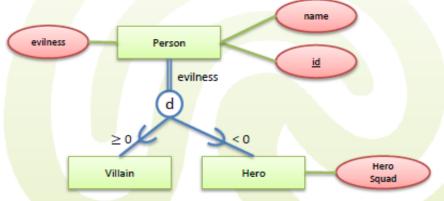




- Specializations may be attribute-defined
 - Attribute-defined is a special case of predicate-defined, where the membership in subclasses depends on a single attribute value

 Attribute is added to line connecting circle and superclass, condition added to lines connecting circle

and subclasses



- Consequences of specialization
 - Deleting an entity from the superclass also deletes it from all subclasses
 - Inserting an entity in a superclass automatically inserts it into all matching predicate-defined subclasses
 - In a total specialization, inserting one entity into a superclass implies that it has to be inserted into at least one subclass, too

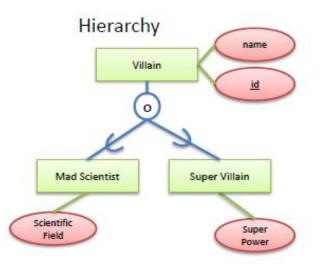
Hierarchies and Lattices

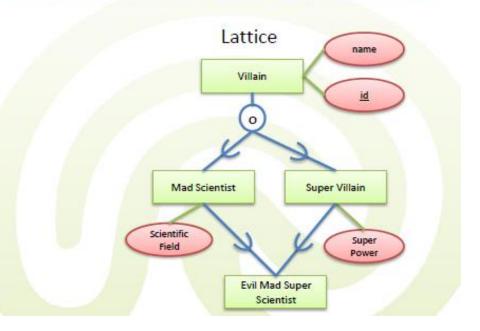
- A subclass may be further specialized
- If every subclass has just one superclass, the inheritance structure is a specialization hierarchy
- If there are subclasses having more than one superclass at the same time, the structure is a specialization lattice
 - Shared subclasses possible with multiple inheritance
- Subclasses recursively inherit all attributes and relationships of their superclasses up to the root

Hierarchies and Lattices



- An Evil Mad Super Scientist is a Mad Scientist as well as a Super Villain
 - Inherits attributes and relationships of both superclasses





Union Types

- In a superclass—subclass relationship, the subclass inherits all attributes and relationships of the superclass(es)
- However, sometimes it is beneficial that a subclass inherits from only one superclass (chosen from a set of potential distinct superclasses)
 - Every space station has an owner
 - A space station owner is either a space agency or a super villain

Union Types

- Solution: Union types
 - Denoted by a "u" in a circle
 - Space agency and Super villain are neither related, nor of the same type
 - An owner is either a space agency
 or a super villain





