CSE 4020/5260Database Systems

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Week 1

Introduction:

Intro to Database Systems





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Introduction to Database Systems

- Databases
- Database Management Systems (DBMS)
- Levels of Abstraction
- Data Models
- Database Languages
- Types of Users
- DBMS Function and Structure

In other words, a somewhat random list of words and concepts that are necessary to move on...

Read Chapter 1, including the historical notes on pages 25 - 28.



Concept #1: Databases & Database Management Systems



What is a Database?

According to the book:

- Database is a collection of data
- > DBMS is a collection of interrelated data and a set of programs to access the data
- > A DBMS contains information about a particular enterprise
- > DBMS provides an environment that is both *convenient* and *efficient* to use.

Another definition (know these):

- A <u>database</u> is a collection of organized, interrelated data, typically relating to a particular enterprise
- A <u>Database Management System</u> (DBMS) is a set of programs for managing and accessing databases



Some Popular Database Management Systems

■ Commercial "off-the-shelf" (COTS):

- Oracle
- ➤ IBM DB2 (IBM)
- SQL Server (Microsoft)
- Sybase (now SAP)
- ➤ Informix (IBM)
- Access (Microsoft)
- Caché (by Intersystems object and relational)

Open Source:

- MySQL or MariaDB
- PostgreSQL

Note: The theory in this course is <u>not</u> on any particular DBMS!



Some Database Applications

Anywhere there is data, there could be a database:

- Banking accounts, loans, customers
- Airlines reservations, schedules
- Universities registration, grades
- Sales customers, products, purchases
- Manufacturing production, inventory, orders, supply chain
- > Human resources employee records, salaries, tax deductions

Course context is an "enterprise" that has requirements for:

- Storage and management of 100s of gigabytes or terabytes of data
- Support for 100s or more concurrent users and transactions
- ➤ Traditional supporting platform, e.g., Dell PowerEdge R720xd, 68 processors, 16GB RAM each, 50TB of disk space



Purpose of Database System

■ Prior to the availability of COTS DBMSs, database applications were built on top of file systems – coded from the ground up.

Drawbacks of this approach:

- Difficult to reprogram sophisticated processing, i.e., concurrency control, backup and recovery, security
- > Re-inventing the wheel can be expensive and error-prone.
- "We need a truck, lets design and build our own truck."***

According to the book, this leads to:

- Data redundancy and inconsistency
- Multiple files and formats
- > A new program to carry out each new task
- ➤ Integrity constraints (e.g., account balance > 0) become embedded throughout program code, etc.
- Database systems offer proven solutions for the above problems.



Purpose of Database Systems (Cont.)

- Even to this day, engineers will occasionally propose custom-developed file systems.
- So, when should we code from scratch, and when do we buy a DBMS??
 - How much data?
 - > How sophisticated is the processing of that data?
 - How many concurrent users?
 - What level of security?
 - > Is data integrity an issue?
 - Does the data change at all?



Concept #2: Levels of Abstraction



Levels of Abstraction

Physical level

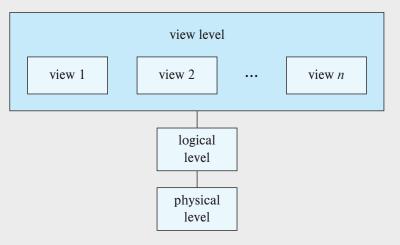
- defines low-level details about how data item is stored on disk.

Logical level

- describes data stored in a database, and the relationships among the data (usually conveyed as a data model, e.g., an ER diagram).

View level

- defines how information is presented to users. Views can also hide details of data types, and information (e.g., salary) for security purposes.





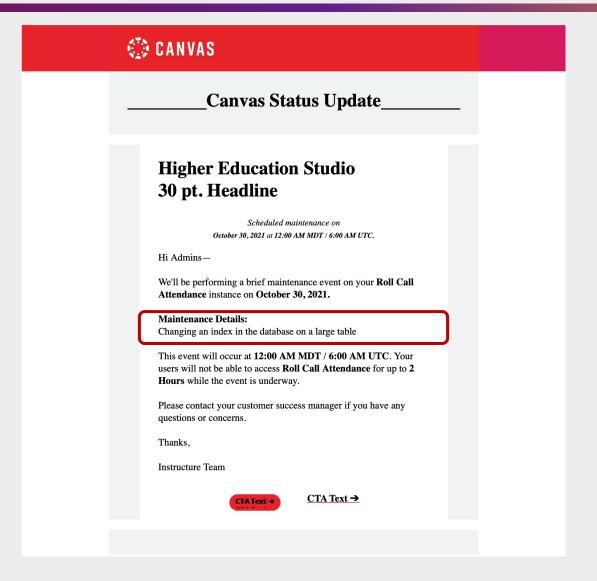
Levels of Abstraction

■ *Physical data independence* is the ability to modify the physical schema without having an impact on the logical or view levels.

Physical data independence is important in any database or DBMS.



Example of Physical Data Independence





Concept #3: Instances vs. Schemas



Instances vs. Schemas

- The difference between a database schema and a database instance is similar to the difference between a data type and a variable in a program.
- A database <u>schema</u> defines the structure or design of a database.
- More precisely:
 - A <u>logical</u> schema defines a database design at the logical level; typically, an entity-relationship (ER) or UML diagram.
 - A physical schema defines a database design at the physical level; typically, a DDL file.
- An <u>instance</u> of a database is the combination of the database and its contents at one point in time.



Concept #4: Data Models



What is a Data Model?

According to the book:

- A <u>data model</u> is a collection of conceptual tools for describing data, data relationships, data semantics, and consistency constraints
- The phrase "data model" is used in a couple of different ways.
- Frequently used (use #1) to refer to an overall approach or philosophy for database design and development.
- For those individuals, groups and corporations that subscribe to a specific data model, that model permeates all aspects of database design, development, implementation, etc.



What is a Data Model?

Common data models:

- Relational model
- Object-oriented model
- Object-relational model
- Semi, and non-structured data models (XML)
- Various other NoSQL models (graph, document, key/value)

Legacy data models:

- Network
- Hierarchical



What is a Data Model, Cont?

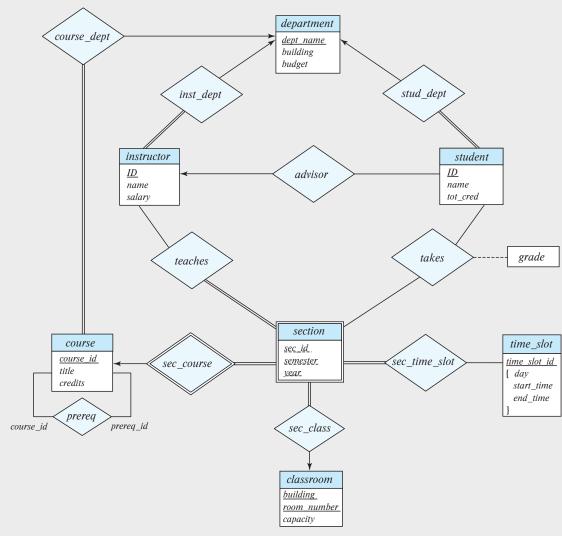
- During the early phases of database design and development, a "data model" is frequently developed (use #2).
- The purpose of developing the data model is to define:
 - Data
 - > Relationships between data items
 - Semantics of data items
 - Constraints on data items

In other words, a data model defines the logical schema, i.e., the logical level of design of a database.

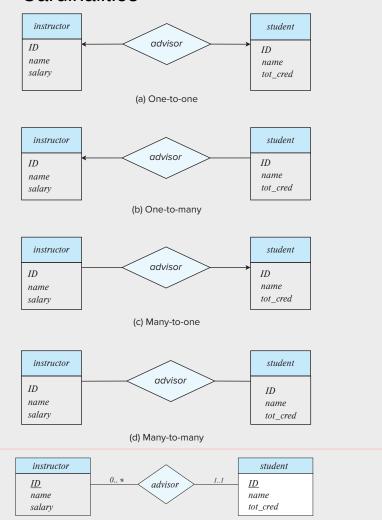
- A data model is typically conveyed as one or more diagrams (e.g., ER or UML diagrams).
- This early phase in database development is referred to as data modeling.



Entity-Relationship Diagrams



Cardinalities



A Sample Relational Database

university schema

classroom(building, room_number, capacity)
department(dept_name, building, budget)
course(course_id, title, dept_name, credits)
instructor(ID, name, dept_name, salary)
section(course_id, sec_id, semester, year, building, room_number, time_slot_id)
teaches(ID, course_id, sec_id, semester, year)
student(ID, name, dept_name, tot_cred)
takes(ID, course_id, sec_id, semester, year, grade)
advisor(s_ID, i_ID)
time_slot(time_slot_id, day, start_time, end_time)
prereq(course_id, prereq_id)

section

| course_id | sec_id | semester | year | building | room_number | time_slot_id |
|-----------|--------|----------|------|----------|-------------|--------------|
| BIO-101 | 1 | Summer | 2017 | Painter | 514 | В |
| BIO-301 | 1 | Summer | 2018 | Painter | 514 | A |
| CS-101 | 1 | Fall | 2017 | Packard | 101 | Н |
| CS-101 | 1 | Spring | 2018 | Packard | 101 | F |
| CS-190 | 1 | Spring | 2017 | Taylor | 3128 | E |
| CS-190 | 2 | Spring | 2017 | Taylor | 3128 | A |
| CS-315 | 1 | Spring | 2018 | Watson | 120 | D |
| CS-319 | 1 | Spring | 2018 | Watson | 100 | В |
| CS-319 | 2 | Spring | 2018 | Taylor | 3128 | C |
| CS-347 | 1 | Fall | 2017 | Taylor | 3128 | A |
| EE-181 | 1 | Spring | 2017 | Taylor | 3128 | C |
| FIN-201 | 1 | Spring | 2018 | Packard | 101 | В |
| HIS-351 | 1 | Spring | 2018 | Painter | 514 | C |
| MU-199 | 1 | Spring | 2018 | Packard | 101 | D |
| PHY-101 | 1 | Fall | 2017 | Watson | 100 | A |

prereq

| course_id | prereq_id |
|-----------|-----------|
| BIO-301 | BIO-101 |
| BIO-399 | BIO-101 |
| CS-190 | CS-101 |
| CS-315 | CS-101 |
| CS-319 | CS-101 |
| CS-347 | CS-101 |
| EE-181 | PHY-101 |

course

| title | dept_name | credits |
|----------------------------|--|--|
| Intro. to Biology | Biology | 4 |
| Genetics | Biology | 4 |
| Computational Biology | Biology | 3 |
| Intro. to Computer Science | Comp. Sci. | 4 |
| Game Design | Comp. Sci. | 4 |
| Robotics | Comp. Sci. | 3 |
| Image Processing | Comp. Sci. | 3 |
| Database System Concepts | Comp. Sci. | 3 |
| Intro. to Digital Systems | Elec. Eng. | 3 |
| Investment Banking | Finance | 3 |
| World History | History | 3 |
| Music Video Production | Music | 3 |
| Physical Principles | Physics | 4 |
| | Intro. to Biology Genetics Computational Biology Intro. to Computer Science Game Design Robotics Image Processing Database System Concepts Intro. to Digital Systems Investment Banking World History Music Video Production | Intro. to Biology Genetics Computational Biology Intro. to Computer Science Game Design Robotics Comp. Sci. Comp. Sci. Image Processing Database System Concepts Intro. to Digital Systems Investment Banking World History Music Video Production Biology Comp. Sci. Comp. Sci. Comp. Sci. Elec. Eng. Finance History Music |

instructor

| ID | name | dept_name | salary |
|-------|------------|------------|--------|
| 10101 | Srinivasan | Comp. Sci. | 65000 |
| 12121 | Wu | Finance | 90000 |
| 15151 | Mozart | Music | 40000 |
| 22222 | Einstein | Physics | 95000 |
| 32343 | El Said | History | 60000 |
| 33456 | Gold | Physics | 87000 |
| 45565 | Katz | Comp. Sci. | 75000 |
| 58583 | Califieri | History | 62000 |
| 76543 | Singh | Finance | 80000 |
| 76766 | Crick | Biology | 72000 |
| 83821 | Brandt | Comp. Sci. | 92000 |
| 98345 | Kim | Elec. Eng. | 80000 |

department

| dept_name | building | budget |
|------------|----------|--------|
| Biology | Watson | 90000 |
| Comp. Sci. | Taylor | 100000 |
| Elec. Eng. | Taylor | 85000 |
| Finance | Painter | 120000 |
| History | Painter | 50000 |
| Music | Packard | 80000 |
| Physics | Watson | 70000 |

teaches

| ID | course_id | sec_id | semester | year |
|-------|-----------|--------|----------|------|
| 10101 | CS-101 | 1 | Fall | 2017 |
| 10101 | CS-315 | 1 | Spring | 2018 |
| 10101 | CS-347 | 1 | Fall | 2017 |
| 12121 | FIN-201 | 1 | Spring | 2018 |
| 15151 | MU-199 | 1 | Spring | 2018 |
| 22222 | PHY-101 | 1 | Fall | 2017 |
| 32343 | HIS-351 | 1 | Spring | 2018 |
| 45565 | CS-101 | 1 | Spring | 2018 |
| 45565 | CS-319 | 1 | Spring | 2018 |
| 76766 | BIO-101 | 1 | Summer | 2017 |
| 76766 | BIO-301 | 1 | Summer | 2018 |
| 83821 | CS-190 | 1 | Spring | 2017 |
| 83821 | CS-190 | 2 | Spring | 2017 |
| 83821 | CS-319 | 2 | Spring | 2018 |
| 98345 | EE-181 | 1 | Spring | 2017 |



Concept #5: Query Languages



Query Languages

- A <u>query language</u> is used to create, manage, access, and modify data in a database.
- The list of query languages is quite long:
 - http://en.wikipedia.org/wiki/Query_languages
- The most widely used query language is <u>Structure Query Language</u> (SQL).
- At a high-level, SQL consists of two parts:
 - Data Definition Language (DDL)
 - Data Manipulation Language (DML)



Data Definition Language (DDL)

■ DDL is used for defining a (physical) database schema (see the book for a more complete example):

```
create table account (
   account-number char(10),
   branch-name varchar(16),
   balance integer,
   primary key (account-number))
```

- Given a DDL file, the DDL compiler generates a set of tables.
- The authors also define a subset of DDL called Data storage and definition language for specifying things such as:
 - Location on disk
 - Physical-level formatting
 - Access privileges



Data Manipulation Language (DML)

- DML is used for accessing and manipulating a database.
- Two classes of DMLs:
 - > Procedural user specifies how to get the required data.
 - Non-procedural user specifies what data is required, but not how to get that data.
- SQL is usually referred to as a non-procedural query language.



Non-Procedural SQL Examples

■ Find the name of the customer with customer-id 192-83-7465:

select *customer.customer-name* **from** *customer* **where** *customer.customer-id* = '192-83-7465'

Find the balances of all accounts held by the customer with customer-id 192-83-7465:

select account.balance **from** depositor, account **where** depositor.customer-id = '192-83-7465' **and** depositor.account-number = account.account-number

Nonprocedural also called declarative programming



Procedural SQL Example

Find the name of the customer with customer_id 192-83-7465:

- Resultset declares what data is needed, which are included in the line of the SQL query:
 select customer.customer-name from customer where customer.customer-id = '192-83-7465'
- The while loop states the way to retrieve the data.



SQL Examples

- Databases are typically accessed by:
 - Users through a command line interface
 - Users through a query or software editing tool, e.g., MySQL Workbench
 - Application programs that (generally) access them through embedded SQL or an application program interface (e.g., ODBC/JDBC)



Concept #6: Database Users



Database Users

Users are differentiated by the way they interact with the system:

- Naïve users
- Application programmers
- Specialized users
- Sophisticated users



Database Administrator (DBA)

The DBA coordinates all the activities of the database system; has a good understanding of the enterprise's information resources and needs.

DBA duties:

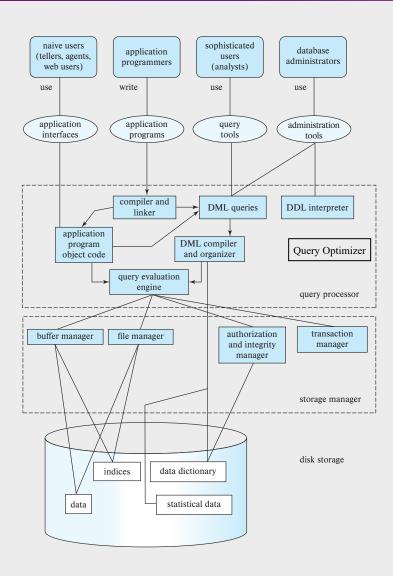
- Granting user authority to access the database
- Acting as liaison with users
- Installing and maintaining DBMS software
- Monitoring performance and performance tuning
- Backup and recovery
- According to the book, the DBA is also responsible for:
 - Logical and Physical schema definition and modification
 - Access method definition
 - Specifying integrity constraints
 - Responding to changes in requirements



Concept #7: DBMS Structure



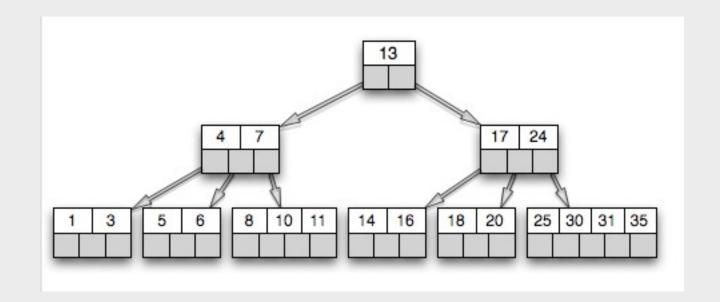
Overall DBMS Structure





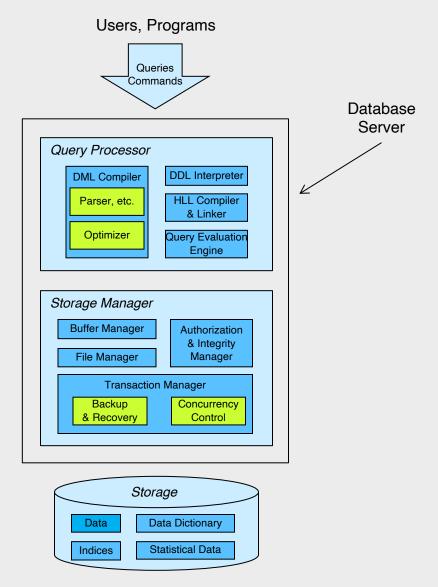
Why is data retrieval usually very fast in a database?

■ The index is usually stored as B-trees or hash indexes. MySQL uses R-tree





Overall DBMS Structure





Overall DBMS Structure

The following components of a DBMS are of interest to us:

- transaction manager
- buffer manager
- file manager
- authorization and integrity manager
- query optimizer



Transaction Management

- A <u>transaction</u> is a collection of operations that performs a single logical function in a database application
- The <u>transaction manager</u> performs two primary functions:
 - backup and recovery
 - concurrency control
- Backup and recovery ensures that the database remains in a consistent (correct) state despite failures:
 - > system, power, network failures
 - operating system crashes
 - transaction failures.
- Concurrency-control involves managing the interactions among concurrent transactions.



Storage Management

- The <u>buffer manager</u> loads data into main memory from disk as it is needed by the DBMS and writes it back out when necessary.
- The buffer manager is responsible for:
 - loading pages of data from disk into a segment of main memory called "the buffer"; a.k.a. "the cache"
 - determining which pages in the buffer get replaced
 - writing pages back out to disk
 - > managing overall configuration of the buffer, decomposition into memory pools, page timestamps, etc.



Storage Management

- The *file manager* is responsible for managing the files that store data.
 - formatting the data files
 - managing free and used space in the data files
 - defragmenting the data files
 - inserting and deleting specific data from the files



Authorization & Integrity Management

- The <u>authorization & integrity manager</u> performs two primary functions:
 - data security
 - data integrity
- Data security:
 - > ensure that unauthorized users can't access the database
 - > ensure that authorized users can only access appropriate data
- Data integrity:
 - in general, maintains & enforces integrity constraints
 - maintains data relationships in the presence of data modifications
 - > prevents modifications that would corrupt established data relationships



Query Optimization

- A given query can be implemented by a DBMS in many different ways.
- The *query optimizer* attempts to determine the most efficient strategy for executing a given query.
- The strategy for implementing a given query is referred to as a *query plan*.



End of Chapter 1