# OkCupid Database Design & Application

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### 1.Introduction

This project aims to construct an efficient SQL database application to support in-depth analysis based on the data from the popular online dating app OkCupid. In our report, we have downloaded a comprehensive dataset from Kaggle, featuring detailed user profiles and preferences, and we also generated some synthetic data as a complement to our real datasets, to better demonstrate the completeness of this database function. This dataset will serve as the core of our database, enabling us to construct a multi-faceted picture of the user base.

# 2. Database Modeling

## 2.1 Mini-world description

The most important concept in a dating app is the user who has his or her own profile and personal preference.

The users can swipe other users and decide if they like them by swiping left(dislike) and right(like). If two users have both swiped each other right (like), they become a match. The matched two can send messages to each other. After messaging, one user of the matched two can find the other user annoying and sending unpleasant photos, thus he/she can block him/her. By blocking the other person of the match, the blocked user cannot send the message to him/her.

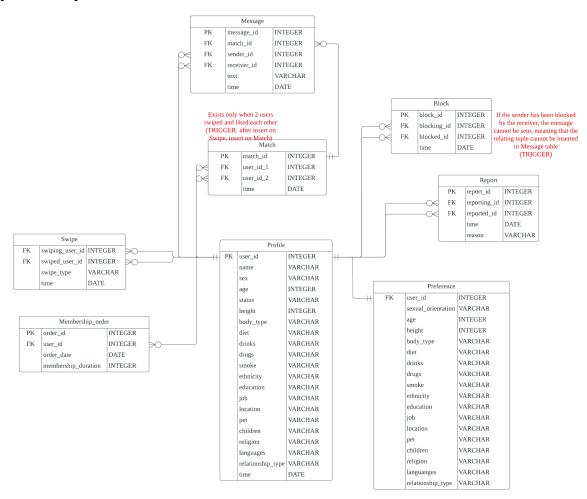
Report is another function that users can use. This report function is not limited to the matched two. For example, if one user finds another user is using fake information on the profile or there are pornographic content in the profile, the user can report that other user.

The users can purchase premium memberships for different durations. The premium memberships allow them to get access to more information, for instance, they can see who swiped them right (liked them).

#### 2.2 ER diagram

This project developed a database program tailored for a dating app based on a real-world application, OKCupid. Because of the special characteristics of dating apps that most of the application actions are based on user profiles, our team decided to use a relational database which allows us to accurately map all the relationships between different entities and the essential profile entity. The entity relation diagram below indicates the structures and the tables in our relational model. The more detailed table creation commands and codes can be found in the interactive python notebook file uploaded.

#### [LucidChart]



## 2.3 Database description

Our team created a total of 8 tables in the database model to mimic the fundamental functions and situations of the dating apps: Profile, Preference, Report, Block, Swipe, Match, Message, Membership order.

#### 1) Profile, 2) Preference

The Profile and Preference tables are the most essential ones in the database model as most of the dating app operations are based on profiles and preferences. Profile table uses user\_id as the Primary Key and has a series of attributes of the user. The Preference table shows the preferred partner features of the users; it has user\_id as the Foreign Key that links the Preference table back to the Profile table. As the cardinality in the ER diagram shows, the Profile and Preference table are

one-to-one, which could be integrated into one table. However, for the simplicity and clarity of the database model, we distinguished two tables and created them separately.

#### 3) Report

Users can report other users if they feel offended; it has Primary Key report\_id and has reporting\_id and reported\_id as foreign keys which are linked back to the Profile table. The Foreign Key Constraint ensures that the reporting\_id and reported\_id must come from the existing user\_id in the Profile Table.

#### 4) Block

The Block table indicates the user can block other users if he/she no longer wants to receive messages from the other user; it has a similar structure as the Report table, with block\_id as Primary Key and Foreign Key Constraint.

#### 5) Swipe

The Swipe table shows the swiping situations between users, with two Foreign Keys swiping\_user\_id and swiped\_user\_id linking back to the Profile table, and attributes of swiping\_type (left or right indicating dislike or like) as well as swiping time.

#### 6) Match

The Match table describes the matching situation between users. The Match table has the Primary Key match\_id and two Foreign Key user IDs linking back to the Profile table. The match between two users exists only when the two users have swiped each other and liked each other. The Match table is highly dependent on the Swipe table Therefore the Match table is not a direct table that we can populate data into. For the Match table, our team designed a TRIGGER after insert on swipe, which populates the corresponding IDs and time into the Match table when the two users have swiped and liked each other. The details and SQL code of the trigger will be addressed in the next section 2.4 Business Rules.

#### 7) Message

The Message table shows the messages sent among users. The user can only send messages to the other user if they become a match. The table has a Primary Key message\_id, a Foreign Key match\_id linking back to the Match table, and two Foreign Key user IDs linking back to the Profile table.

#### 8) Membership\_order

The Membership\_order table indicates the orders the users have made to upgrade to premium members. The premium members can unlock more functions, for instance, the members can see who swiped and liked her. In section 4 Database Usage, we will discuss in detail what functions the premium members have. This table has the Primary Key order\_id and Foreign Key user\_id linking back to the fundamental Profile table.

## 2.4 Business rules, constraints, triggers

In reality, there can be multiple constraints on the database based on business rules and the design of the application. For instance, as mentioned in the previous 2.3 Database description section, the match only exists when two users have swiped and liked each other. In order to mimic real-world scenarios, this project creates different constraints and triggers for the database for consistency and integrity purposes.

#### 1) Match Trigger

This trigger says that if the two users have swiped and liked each other, then they will become a match and the corresponding data will be populated into the Match table.

```
WHERE swiping_user_id=NEW.swiped_user_id AND swiped_user_id=NEW.swiping_user_id AND swipe_type= 'right' AND NEW.swipe_type= 'right'
)IS NOT NULL)
```

**BEGIN** 

INSERT INTO Match(user\_id\_1,user\_id\_2,time) VALUES(NEW.swiped\_user\_id, NEW.swiping\_user\_id,
NEW.time);
END;

[Trigger Logic]: According to this trigger, after inserting a new tuple with user1 swiping user2 into Swipe, if the swipe type is like and there is an existing tuple that has the user2 liked user1, the data tuple will be inserted into the Match table with user1 and user2 IDs as well as the latest swipe time as the match time.

#### 2) Block Trigger

This trigger says that when sending messages or inserting the tuples into the Message table the sender cannot send the message if the receiver has blocked the sender.

```
CREATE TRIGGER blocks BEFORE INSERT ON Message
BEGIN

SELECT CASE

WHEN ((SELECT block_id FROM Block

WHERE blocking_id=NEW.receiver_id AND blocked_id=NEW.sender_id

) IS NOT NULL)

THEN RAISE(FAIL, 'ERROR: Message cannot be sent. The sender has been blocked by the receiver.')

END;

END;
```

[Trigger Logic]: Before inserting on the Message table if there exists a block tuple in the Block table that the NEW.receiver\_id=blocking\_id and NEW.sender\_id=blocked\_id, the message cannot be sent because the sender has been blocked by the receiver. The error message will say: Message cannot be sent. The sender has been blocked by the receiver.

## 3. Database Insertion

## 3.1 Data Description

The data of this project is a combination of real-world data and synthetic data. The real-world data part comes from the csv file we downloaded from Kaggle about OkCupid profiles. https://www.kaggle.com/datasets/andrewmvd/okcupid-profiles

As we can only acquire data of user profiles from Kaggles, more data such as user preferences and swipes need to be generated to complete the dating app database.

## 3.2 Synthetic Data Creation

The detailed synthetic data creation can be found in the uploaded interactive python notebook file. Via writing Python codes, we are able to generate random data in bulk. For each entity, a Python class is created not only to store the required attributes but also to randomly generate the desired data. In particular, numerical values are obtained using numpy.random.randint(), whereas random strings are chosen with numpy.random.choice(predefined\_choices). Choices mainly come from the profile attributes data but with some change or reduction for convenience in later queries.

In addition to the simple random functions, we managed to assign probabilities to random.choice() based on the real-world scenarios and internet research. The detailed information can be found on the utils.py file, here is a picture of the distributions assigned.

Also, in the synthetic data generation process, because of the nature and the design of the database, there are a lot of consistency constraints that we have to consider. For instance, considered that only the matched users can message each other, we have to use the random function of messaging users within the match table set (which is made possible by the combination of sql select and python for loop as the first pic below shows). The other detailed constraints can be found in the ipynb file.

# 4. Database Usage

## 4.1 (Query1) Match compatibility

We figured out how well the preference of each user matches the others' profiles and then sort them to find the top users that best matches the user.

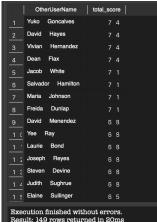
In order to find the most compatible other users for an individual user, we have to write a sql code to pre-computer the compatibility scores between each pair of users by comparing the profile tables of other users and the preference table of the individual user. Regarding the code for pre-computer compatibility scoring, the logic behind compatibility score calculation code is that: if the data is numerical, a range is set, and points are added if the profile data falls within this range; for data of character type, the SQL 'LIKE' statement is used to identify matching characters in the data, and points are added if there is a match. We turned the scores of every pair of users into a temporary table. The individual user 1, for example, can then query her compatibility scores with other users based on this temporary table. Therefore this Match compatibility is a two-step query.

We have considered the dynamic changes and new users registration in designing this query. When there are new profiles data adding or updating to the database, we can simply rerun the compatibility calculation sql code to obtain an updated version of the temporary table. And then the individual user can obtain the updated compatibility information based on that updated temporary table.

[This is a part of the compatibility score calculation code, and part of the temporary table results, the complete code can be found in the Q1 sqlpro file uploaded]

```
SELECT
(SELECT name FROM Profile WHERE user_id = tcs.user_id_2) AS OtherUserName, tcs.total_score
FROM
TempCompatibilityScores tcs
WHERE
tcs.user_id_1 = 1
ORDER BY 2 DESC;
```

[Query Logic]: This code allows the individual user to view the compatibility scores of him/her with other users. We used the case of user1, to see the compatibility between other users and user1.



(compatibility of other users and user 1)

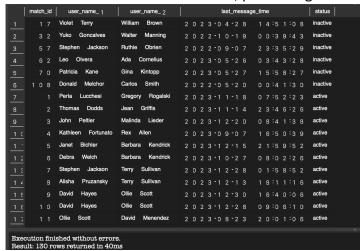
## 4.2 (Query2) Inactive match

For each match, we find the date of its latest message, check whether it's over 6 months ago and thus indicate the status(active/inactive).

```
SELECT m.match id,
   pl.name AS user name 1,
   p2.name AS user_name_2,
   MAX(me.time) AS last_message_time,
      WHEN julianday('2024-01-03') - julianday(MAX(me.time)) > 182 THEN 'inactive'
      ELSE 'active'
   END AS status
FROM message me
JOIN match m ON me.match id = m.match id
JOIN profile p1 ON m.user id 1 = p1.user id
JOIN profile p2 ON m.user id 2 = p2.user id
GROUP BY me.match id
ORDER BY CASE
       WHEN julianday('2024-01-03') - julianday(MAX(me.time)) > 182 THEN 1
       ELSE 2
     END,
     me.match id;
```

[Query Logic]: First, we use the SELECT function to retrieve conversation IDs, user names, and timestamps of the last message. The MAX function identifies the most recent message in each

conversation. 'julianday' converts dates into numeric values to calculate the time elapsed since the last message, determining if a conversation is active or inactive. The 'CASE' statement categorizes conversations based on this activity. Then,the Join function is used to link messages with user profiles and conversation data. Finally,use 'GROUP BY' to organize the data by conversation, and the ORDER BY function sorts the results, prioritizing inactive conversations.



[Screenshot of parts of the 130 results]

#### 4.3 (Query3) Most active match

For every user who has at least one match with others, we find the person that the user has the maximum number of messages with.

```
SELECT user id, user name, most messaged user id, most messaged user name, MAX(message count) AS
max messages
FROM (
  SELECT pl.user id AS user id,
      pl.name AS user name,
      p2.user id AS most messaged user id,
     p2.name AS most_messaged_user_name,
      COUNT(me.message_id) AS message_count
  FROM match m
  JOIN message me ON m.match id = me.match id
  JOIN profile p1 ON m.user id 1 = p1.user id
  JOIN profile p2 ON m.user id 2 = p2.user id
  GROUP BY m.user id 1, m.user id 2
  UNION ALL
  SELECT pl.user id AS user id,
      pl.name AS user name,
      p2.user_id AS most_messaged_user_id,
      p2.name AS most_messaged_user_name,
      COUNT(me.message id) AS message count
  FROM match m
  JOIN message me ON m.match id = me.match id
  JOIN profile p1 ON m.user id 2 = p1.user id
  JOIN profile p2 ON m.user id 1 = p2.user id
  GROUP BY m.user id 2, m.user id 1
) AS combined
GROUP BY user id
ORDER BY user_id;
```

[Query Logic]: This code involves two subqueries that count messages exchanged between user pairs, considering each user both as a sender and receiver. These subqueries JOIN user profiles with messages and are combined using the UNION ALL function to include all possible interactions. The outer query then selects their own userid and name, the userid and name of their most messaged contact, and the maximum number of messages exchanged with that contact. We GROUP BY the results by userid and order them accordingly (in order to show the inactive messages more clearly).

	user_id	user_name	most_messaged_user_id	most_messaged_user_name	max_messages
1		Perla Lucchesi		Laurie Bond	1 4
2		Gregory Rogalski	1 2 3	Evelyn Goodman	
3		Thomas Dodds		Jean Griffis	1 3
4		Carlos Hamby	1 0 8	Jeffrey Degen	
5	4	Susan Tshudy	1 0 8	Jeffrey Degen	
6		Rhonda Carter	1 0 9	Bobbie Mccowan	
7		John Peltier	7 5	Justin Rosado	9
8		Leo Olvera	1 2 6	Paul Quintero	
9	8	Alisha Pruzansky	3 7	Terry Sullivan	1 2
1 (	9	Ernest Clark	7 4	Patricia Kane	1 4
1 '		Jean Griffis		Thomas Dodds	1 3
		Travis Stamp		William Kocieda	9
	1 2	Yuko Goncalves		Walter Manning	
	1 3	Jacob Harrington	5 3	Robert Sousa	6
1 8	1 4	Cathy Burns	6 0	Lee Owens	9
1 €	1 6	Toby Luna	4 5	David Menendez	1 2
1 7		Candice Phillips	1 2 1	Mary Wiedmann	1 4
1 8	1.8	Katrina Albanese	1 0 5	Carla Maltas	8

[Screenshot of parts of the results]

### 4.4 (Query4) Membership function: who liked him/her

For all the membership users, they are able to see who liked/ swiped him or her right.

```
SELECT

(SELECT p.name FROM Profile p WHERE p.user_id = mo.user_id) AS VIP,

GROUP_CONCAT((SELECT p.name FROM Profile p WHERE p.user_id = s.swiping_user_id)) AS Likes_you
FROM

Membership_order mo

JOIN

Swipe s ON mo.user_id = s.swiped_user_id

WHERE

date(mo.order_date, '+' || mo.membership_duration || ' days') > '2024-01-01'

AND s.swipe_type = 'right'

GROUP BY

mo.user_id

ORDER BY

VIP ASC;
```

[Query Logic]: I use this SQL query to extract the names of VIP members from a dating app, along with a concatenated list of users who have liked each VIP. I combine membership and swipe data, filtering out inactive memberships before a specific date, and consider only right swipes. The results are grouped by each VIP's user ID and sorted by their names.



## 4.5 (Query5) Trend analysis for dynamic preference for all users

For profiles registered in each year, we find the percentage of every choice of attributes and find whether there is a trend. This is a series of queries with similar basic logics.

```
SELECT
strftime('%Y', time) AS registration_year,
COUNT(user_id) AS user_count
FROM
Profile
GROUP BY
registration_year
ORDER BY
registration_year;
```

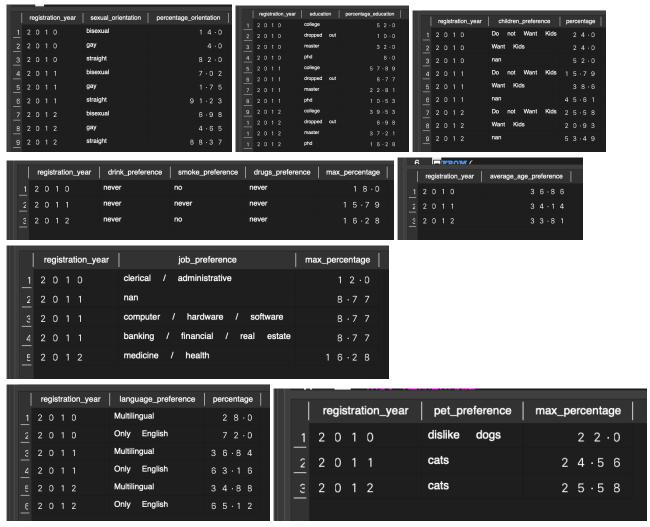
[Query Logic]: This SQL query extracts and counts the number of users who registered each year from Profile. I use the strftime('%Y', time) function to format the date data, specifically extracting the year from the 'time' column and labeling this as 'registration\_year'. The query then groups the data by these extracted years and counts the number of user registrations in each year using COUNT(user\_id). Finally, we order the results by the registration year in ascending order, providing a clear, year-wise distribution of user registrations.



In order to implement this function, we need to analyze the changes in preferences of users with different registration years from multiple angles, so we selected eight different attributes: sexual orientation, education preference, age preference, child preference, pet preference, and career preference., lifestyle preferences, language preferences. Therefore, next I will choose the SQL code of how to get the "child preference" data as an example to explain my code logic. I will directly show the results for other attributes, and the complete code will be presented in the appendix sqlpro file.

```
SELECT
  strftime('%Y', Profile.time) AS registration year,
    WHEN Preference.children ='want kids' THEN 'Want Kids'
    WHEN Preference.children = 'do not want kids' THEN 'Do not Want Kids'
    WHEN Preference.children = 'nan' THEN 'nan'
    ELSE 'Other Preferences'
  END AS children preference,
  ROUND(COUNT(*) * 100.0 / SUM(COUNT(*)) OVER (PARTITION BY strftime('%Y', Profile.time)), 2) AS
percentage
FROM
  Profile
JOIN
  Preference ON Profile.user_id = Preference.user_id
GROUP BY
  registration year, children preference
ORDER BY
  registration_year, children_preference;
```

[Query Logic]: This SQL query joins two tables, 'Profile' and 'Preference', to analyze users' preferences about having children, categorized by the year they registered. It first extracts the registration year from the 'Profile' table using strftime('%Y', Profile.time). Then, a CASE statement categorizes the 'children' column from the 'Preference' table into 'Want Kids', 'Do Not Want Kids', 'nan', or 'Other Preferences'. The query calculates the percentage of each preference category per year using ROUND(COUNT(\*) \* 100.0 / SUM(COUNT(\*)) OVER (PARTITION BY strftime('%Y', Profile.time)), 2). This gives the proportion of each preference in a given year. The results are grouped by registration year and children preference, and then ordered by the registration year and the children preference category.



(above are the results for the 8 preferences analysis; because of the page limit, not all the sql codes are shown; but we uploaded the detailed sqlpro files containing all the codes)

## 6. Database Application Technology

For our dating app database application, we used several technologies throughout the project. We decided to use sqlite library in Python because we believe the relational database can best represent the relationships of all the entities of the dating app and we choose sqlite out of all dbms specifically because it is a very light and flexible solution that caters our needs. Besides, we also used pandas and numpy libraries when inserting both real data and synthetic data. Pandas is for reading the Kaggle downloaded csv file, and Numpy is for multiple random functions that we used for producing synthetic data. In the Section5 Queries part, we used DB Browser for SQLite as a complement, directly running the sql queries in it, as DB Browser has a great representation of the database with structured tables and organized data presentation.

## 7. Conclusion

Our team designed a practical dating app database application in this project. We started by database modeling and considered different business constraints etc. After that, our team tried to insert all the data including real data downloaded as well as synthetic data that we generated mimicking the real world. Apart from building the database application itself, the project also focuses on the database usage and provides a series of queries related to the dating app database program. These interesting queries allow users to gain a deep and profound insight into the database as well as the data. In conclusion, this project provided us with a great opportunity to integratedly apply all the knowledge of this course, from the data modeling to the final queries, and we really enjoyed the process of turning the theoretical design and concepts into a real database program.