

CSC 365

Introduction to Database Systems

- When there is a need to store one hundred pieces of data, allocate an array of size **101**
 - null-terminators are sneaky; off-by-one errors are a pain
- A good systems program executes without fault **357** days in any given year
- An algorithm is acceptable if it stays within its complexity bounds **349** days out of the year

A Database System must run flawlessly,
365 days a year, 24 hours per day,
no exceptions

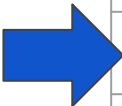
Please note: the first three statements are entirely false.

What's the first thing that comes to mind
when you hear the word "database"?

- A **database** is a collection of interrelated information.
- In common usage, *database* refers to a collection of data managed by a **Database Management System DBMS**.

What core functionality should be provided by
a database management system?

High Performance	Thousands of tasks per second
Available	No downtime / outages
Easy to Use	Powerful operations on large amounts of data
Safe & Reliable	Maintains consistency of data, no data loss
Multi-User	Many users operating simultaneously on the same data
Persistent	Data is long-lived, retained between program executions
Large Amounts of Data	Much larger than main memory
General Purpose	Common tools and techniques for many problem domains, ability to handle wide variety of end-user queries

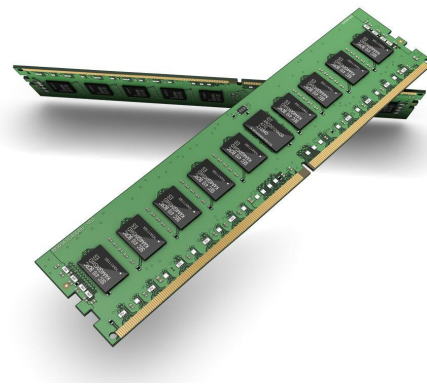
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Goal: Efficiently take roll, based on a roster that is sorted alphabetically by first name (last name used to break ties)

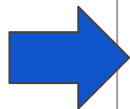
Artificial Constraint: A maximum of 7 names can be accessed (ie. stored in main memory) at any given point in time.

Formulate an algorithm that can be used to complete this task.

[External Sorting \(Wikipedia\)](#)

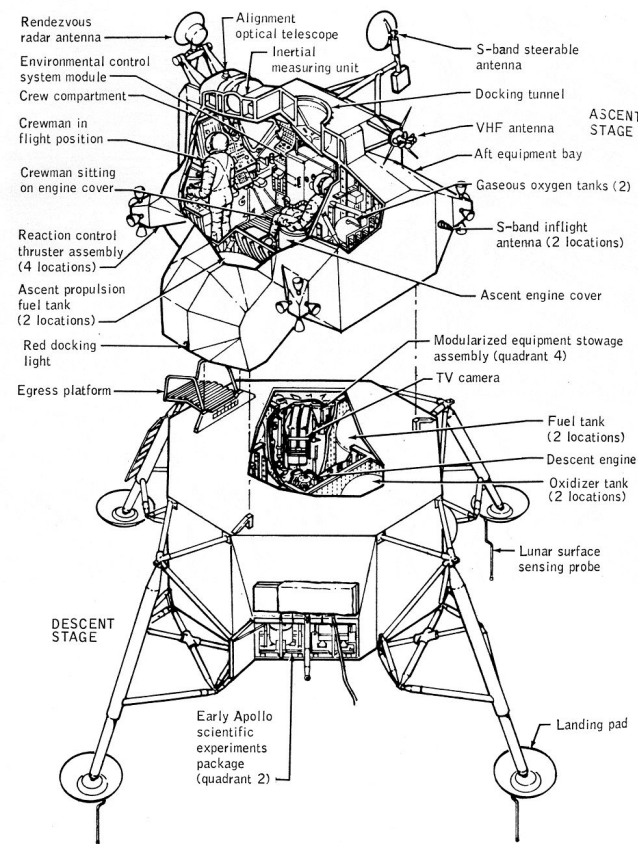


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Suppose we'd like to store information about parts and projects, including which parts are used for certain projects.

- For each **part**, we need to track:
 - PartNo
 - Name
 - Quantity on Hand
- For each **project**, we track:
 - ProjId
 - Name
 - Part(s) committed (and quantity of each)



LUNAR MODULE CONFIGURATION FOR INITIAL LUNAR LANDING

- Part 1 / Bolt (threaded) / 1000 on hand
 - Project A / Apollo 8 / Qty committed: 100
- Part 2 / Electrical Wiring / 500 ft on hand
 - Project B / Apollo 10 / Qty committed: 100
 - Project C / Apollo 11 / Qty committed: 50
- Part 3 / Insulation / 100 sq ft on hand
 - Project A / Apollo 8 / Qty committed: 10
 - Project B / Apollo 10 / Qty committed: 15
 - Project C / Apollo 11 / Qty committed: 20

□ List all projects to which Part #2 is committed

□ List all parts needed for Project C

- Project A / Apollo 8
 - Part 1 / Bolt (threaded) / 1000 on hand / Qty committed: 100
 - Part 3 / Insulation / 100 sq ft on hand / Qty committed: 10 sq ft
 - Project B / Apollo 10
 - Part 2 / Electrical Wiring / 500 ft on hand / Qty committed: 100
 - Part 3 / Insulation / 100 sq ft on hand / Qty committed: 15
 - Project C / Apollo 11
 - Part 2 / Electrical Wiring / 500 ft on hand / Qty committed: 50
 - Part 3 / Insulation / 100 sq ft on hand / Qty committed: 20
- ❑ List all projects to which Part #2 is committed
- ❑ List all parts needed for Project C

Option 3: Parts and Projects as Peers, Commitment under Projects

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- Part 1 / Bolt (threaded) / 1000 on hand
- Part 2 / Electrical Wiring / 500 ft on hand
- Part 3 / Insulation / 100 sq ft on hand
- Project A / Apollo 8
 - Part 1 / Qty committed: 100
 - Part 3 / Qty committed: 10 sq ft
- Project B / Apollo 10
 - Part 2 / Qty committed: 100
 - Part 3 / Qty committed: 15
- Project C / Apollo 11
 - Part 2 / Qty committed: 50
 - Part 3 / Qty committed: 20

Option 4: Parts and Projects as Peers, Commitment under Parts

- Part 1 / Bolt (threaded) / 1000 on hand
 - Project A / Qty committed: 100
- Part 2 / Electrical Wiring / 500 ft on hand
 - Project B / Qty committed: 100
 - Project C / Qty committed: 50
- Part 3 / Insulation / 100 sq ft on hand
 - Project A / Qty committed: 10
 - Project B / Qty committed: 15
 - Project C / Qty committed: 20
- Project A / Apollo 8
- Project B / Apollo 10
- Project C / Apollo 11

Parts

- Part 1 / Bolt (threaded) / 1000 on hand
- Part 2 / Electrical Wiring / 500 ft on hand
- Part 3 / Insulation / 100 sq ft on hand

Projects

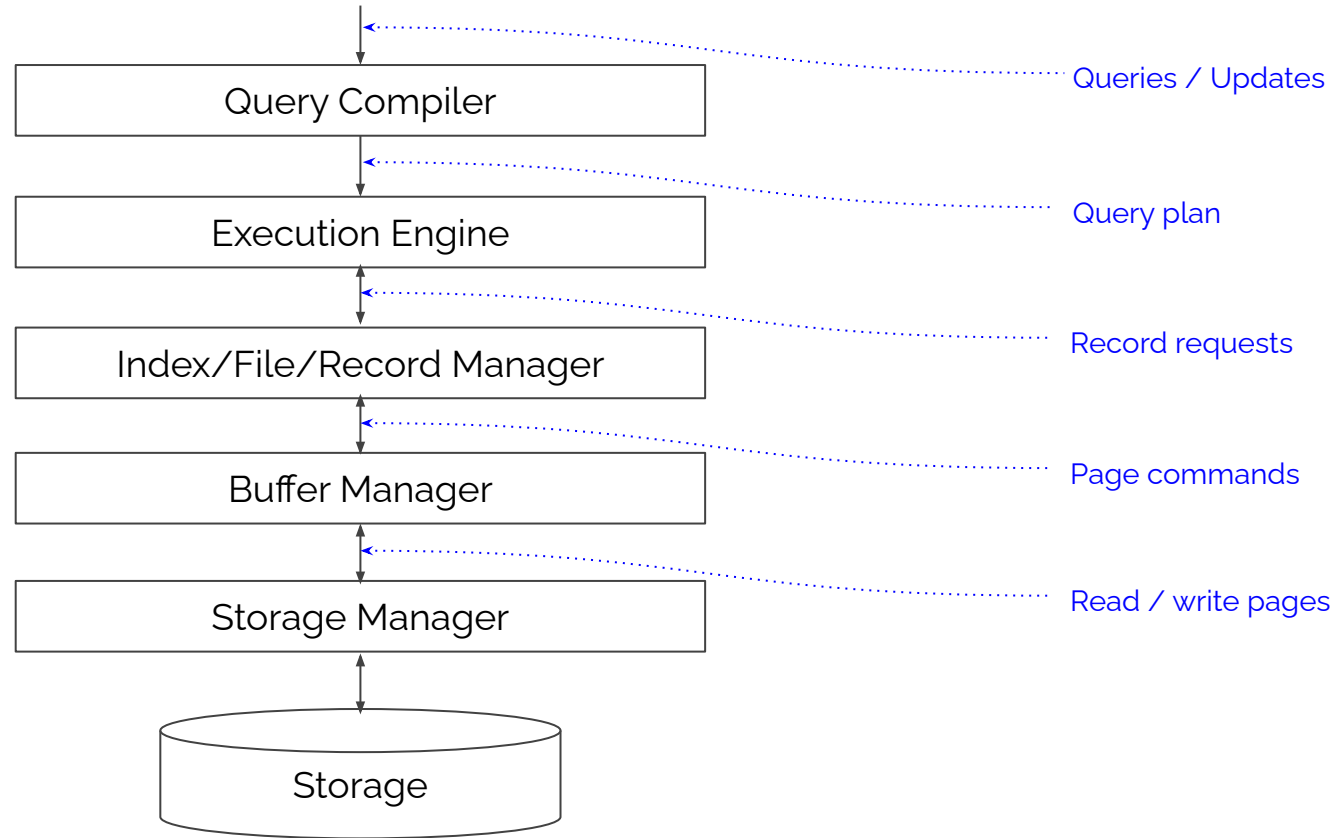
- Project A / Apollo 8
- Project B / Apollo 10
- Project C / Apollo 11

Commitment

- Part 1 / Project A / 100
- Part 2 / Project B / 100
- Part 2 / Project C / 50
- Part 3 / Project A / 10
- Part 3 / Project B / 15
- Part 3 / Project C / 20

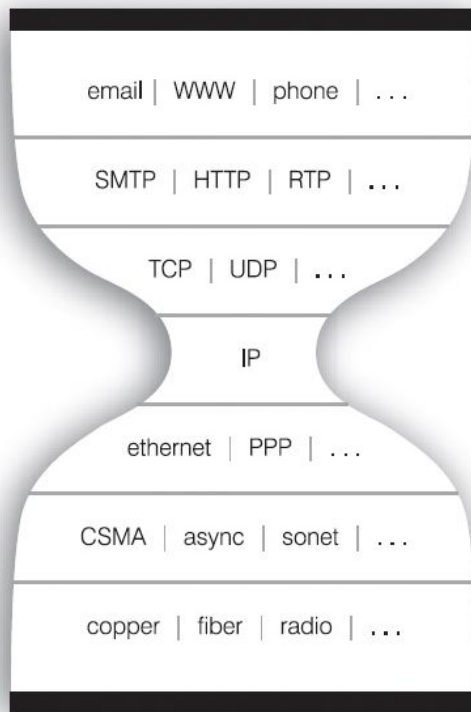
- Flat file (1960s - 80s)
- Hierarchical (1970s - 80s)
- Network/Graph (1970s -)
- **Relational (1970s -)**
- Object-oriented (1990s -)
- Semi-structured / XML (1990s-)
- Key-value / non-relational / NoSQL / NewSQL (2000s -)

- Allows users to describe data format (database **schema**)
- Capable of storing *very large* amounts of data
- Provides answers to user information needs (**queries**)
- Offers control over data access by **multiple users**

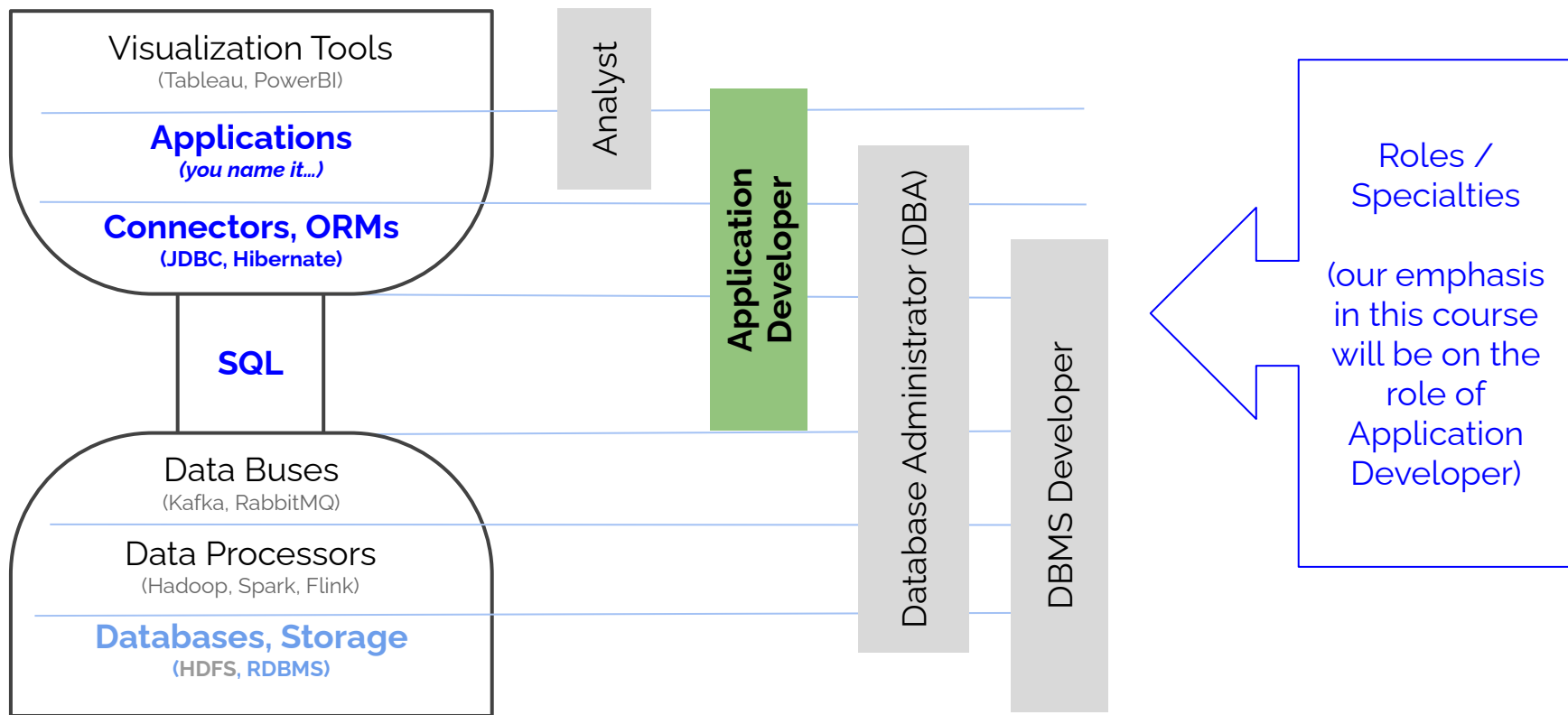


- Many implementations:
 - Oracle
 - Microsoft SQL Server
 - Microsoft Access
 - IBM DB2
 - MySQL
 - PostgreSQL
 - SQLite
- All based on the same fundamental concepts (relational model, SQL)
- Vendor-specific extensions

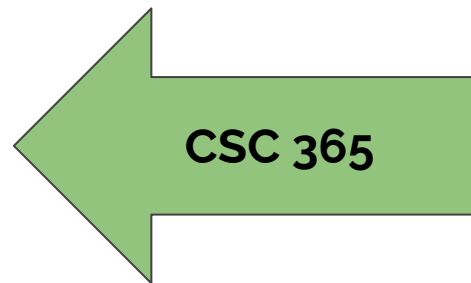
1. Data and Data Management, Relational Data Model
2. Relational Algebra
3. Structured Query Language (SQL)
4. Database Connectivity: Java (JDBC), Python (DB-API)
5. DBMS Implementation Topics:
 - a. Transaction Control
 - b. Query processing
 - c. RDBMS architecture



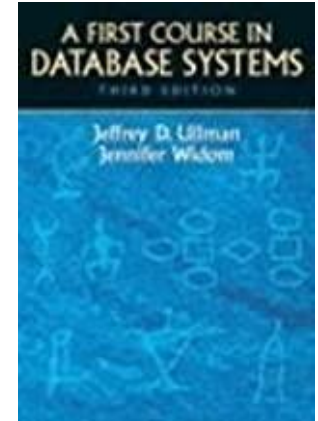
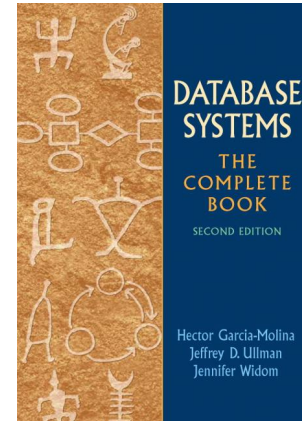
Source: <https://www.w3.org/DesignIssues/diagrams/layers/IP-hourglass-zittrain.png>



- **Conceptual:** captures relationships in data (CSC 366)
- **Logical:** captures the format of the data as understood by the Database Management System (DBMS)
- **Physical:** represents the exact way in which data is stored and accessed by the DBMS (CSC 468)



- Communication
 - I encourage you to use the Canvas forums for general-interest questions
- Textbook (optional)
- Homework & Labs
- Quizzes & Exams
 - Quizzes every other week
 - Comprehensive Final Exam
 - Lecture (theory)
 - Lab (practical exercises)



- Data structures, algorithms, discrete math
 - Algebraic expressions and laws (associative, commutative, distributive)
 - Logic, sets
 - Data structures
- Java / Python