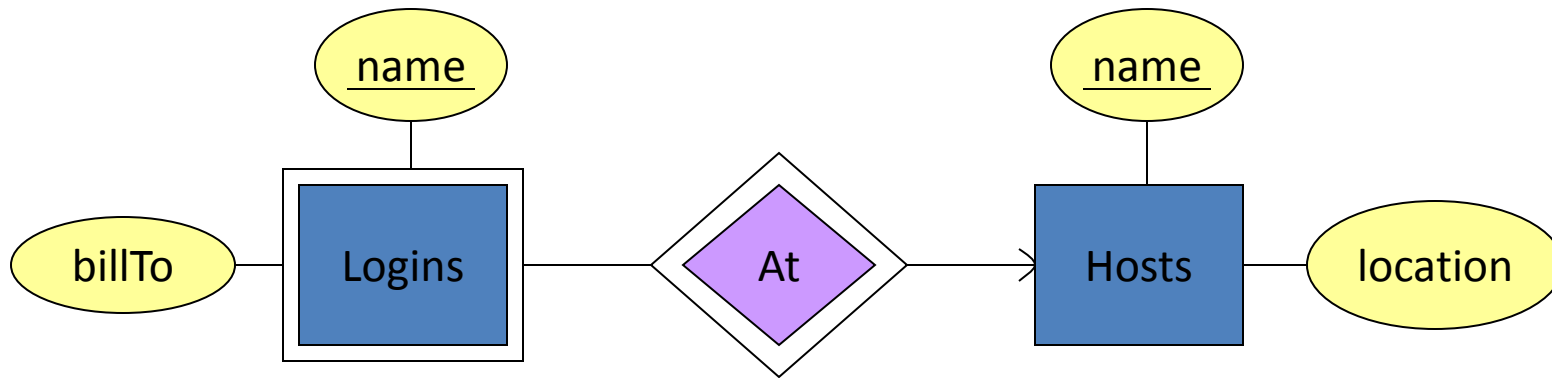


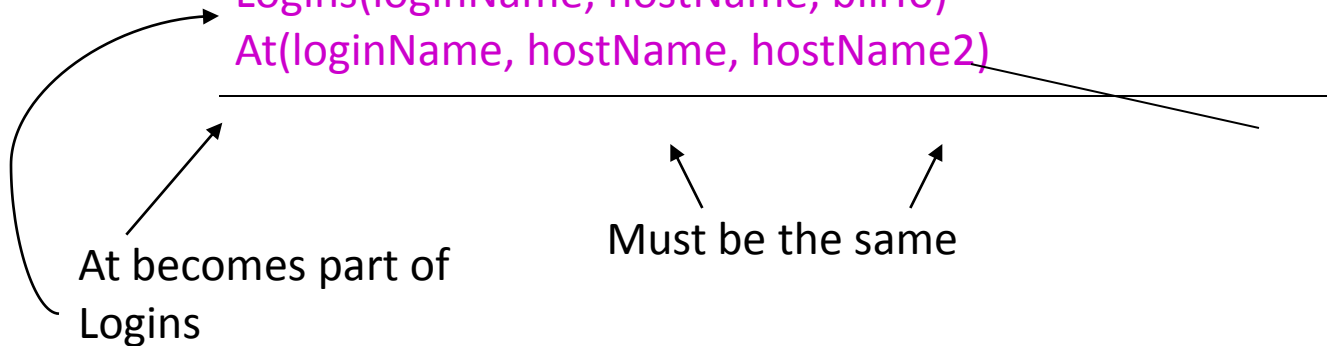
# Entity-Relationship Model

1. Entity
2. Attributes
3. Entity Sets
4. Relationship Sets
5. Design Issues
6. Mapping Constraints
7. Weak Entity
8. Keys
9. E-R Diagram
10. Extended E-R Features
11. Design of an E-R Database Schema
12. Reduction of an E-R Schema to Tables

# Example: Weak Entity Set -> Relation



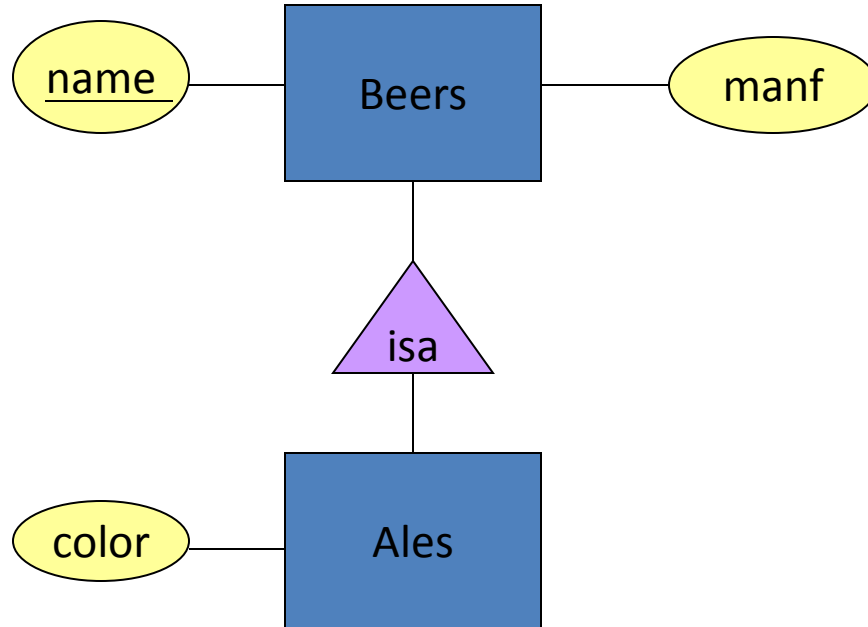
Hosts(hostName, location)  
Logins(loginName, hostName, billTo)  
At(loginName, hostName, hostName2)



# Subclasses: Three Approaches

1. *Object-oriented* : One relation per subset of subclasses, with all relevant attributes.
2. *Use nulls* : One relation; entities have NULL in attributes that don't belong to them.
3. *E/R style* : One relation for each subclass:
  - Key attribute(s).
  - Attributes of that subclass.

# Example: Subclass -> Relations



# Object-Oriented

name	manf
Bud	Anheuser-Busch Beers

name	manf	color
Summerbrew	Pete's	dark
	Ales	

Good for queries like “find the color of ales made by Pete’s.”

# E/R Style

name	manf
Bud Summerbrew	Anheuser-Busch Pete's Beers

name	color
Summerbrew	dark Ales

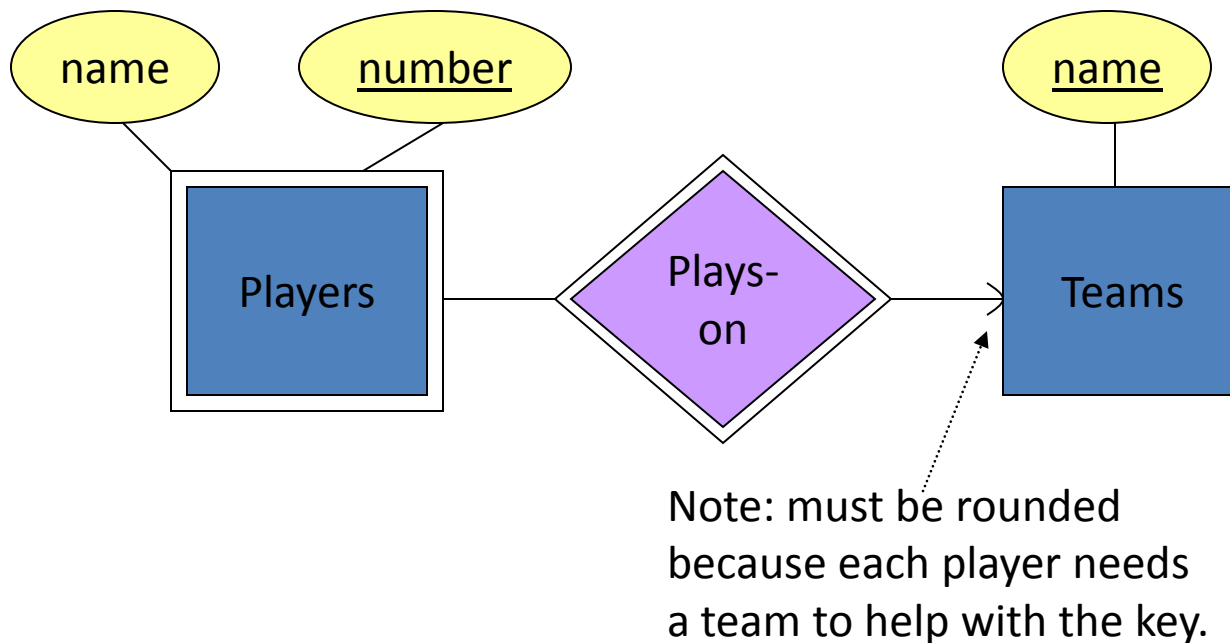
Good for queries like  
“find all beers (including  
ales) made by Pete’s.”

# Using Nulls

name	manf	color
Bud Summerbrew	Anheuser-Busch Pete's Beers	NULL dark

Saves space unless there are *lots*  
of attributes that are usually NULL.

# In E/R Diagrams



- Double diamond for *supporting* many-one relationship.
- Double rectangle for the weak entity set.



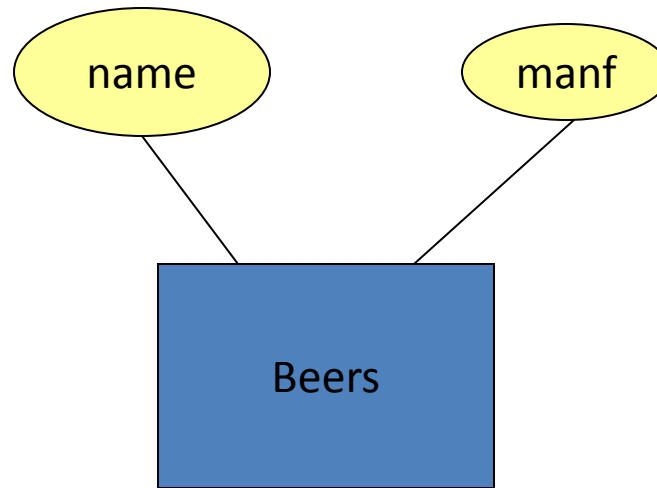
# E/R Diagrams in a General

- In an entity-relationship diagram:
  - Entity set = rectangle.
  - Attribute = oval, with a line to the rectangle representing its entity set.

# E-R Design Decisions

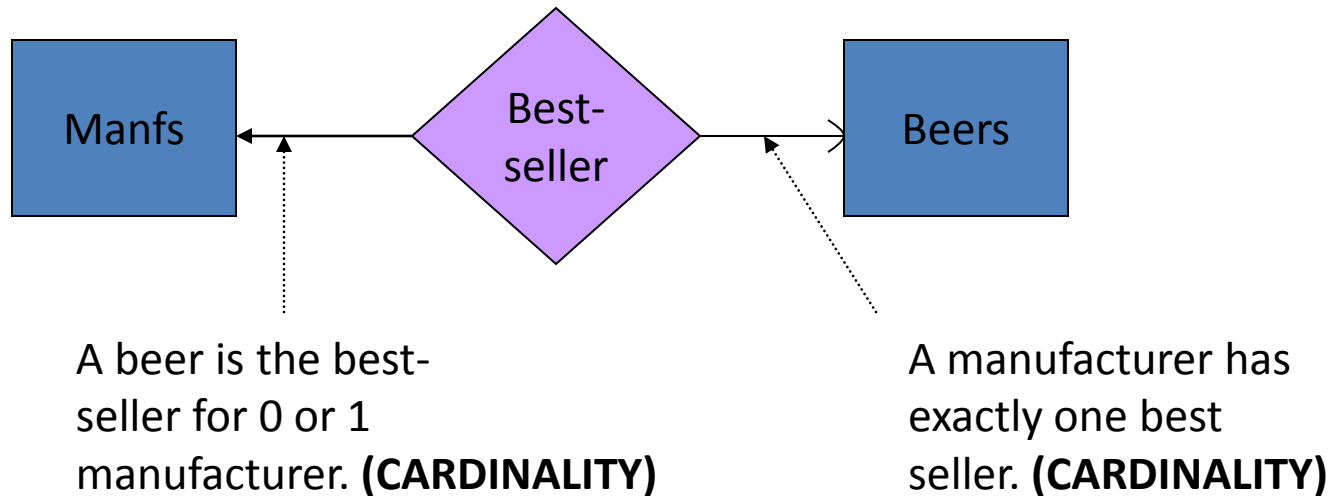
- The use of an attribute or entity set to represent an object.
- Whether a real-world concept is best expressed by an entity set or a relationship set.
- The use of a ternary relationship versus a pair of binary relationships.
- The use of a strong or weak entity set.
- The use of specialization/generalization – contributes to modularity in the design.
- The use of aggregation – can treat the aggregate entity set as a single unit without concern for the details of its internal structure.

# Example:



- Entity set **Beers** has two attributes, **name** and **manf** (manufacturer).
- Each **Beers** entity has values for these two attributes, e.g. (Bud, Anheuser-Busch)

# First Look E/R Diagram

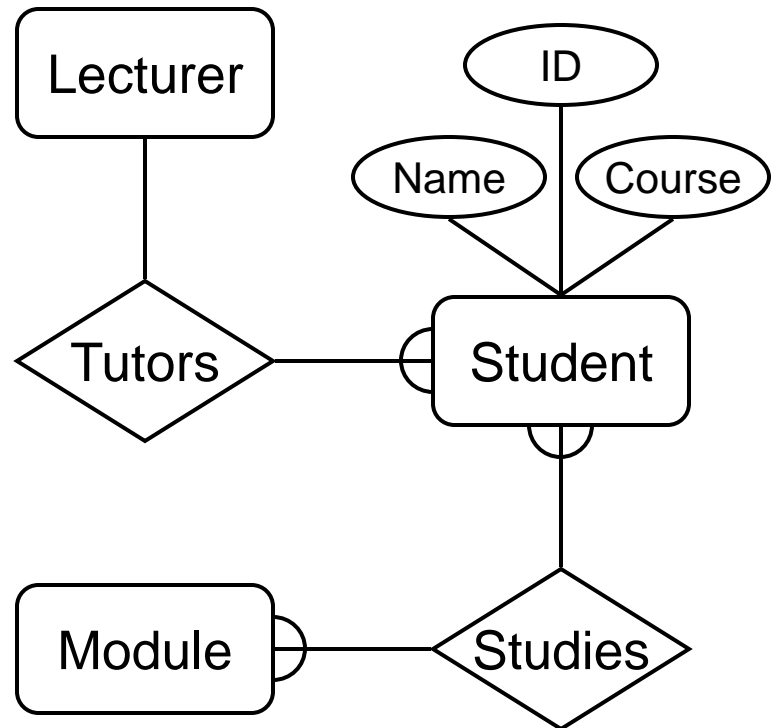


# Caution: Reduction of an E-R Schema to Tables

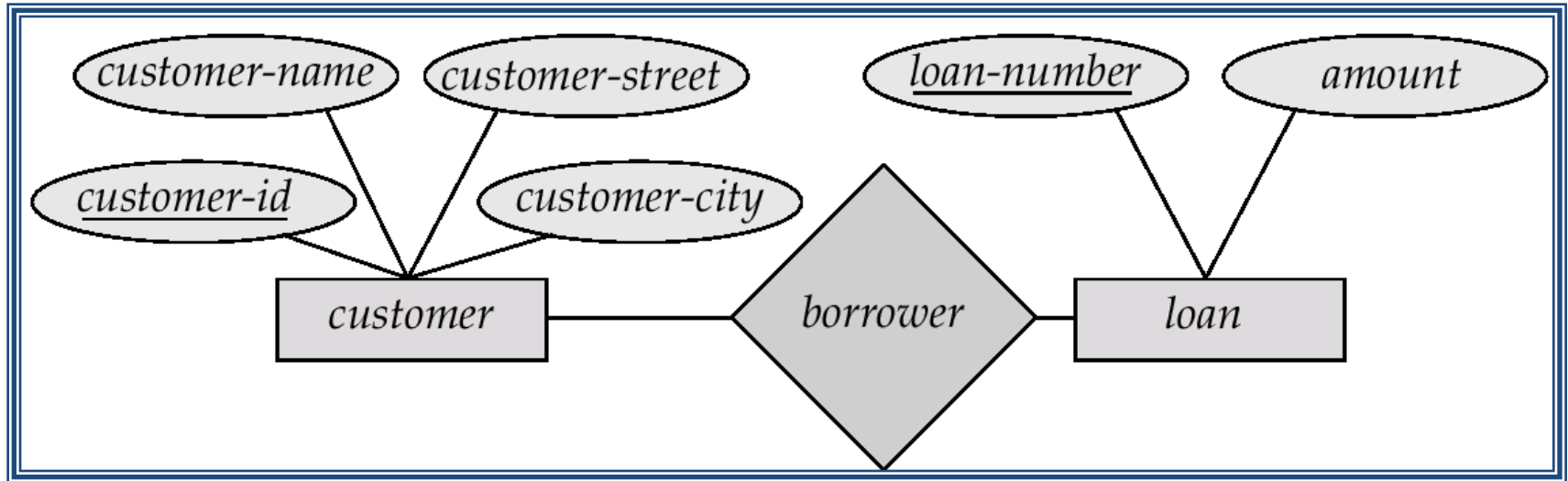
- Primary keys allow entity sets and relationship sets to be expressed uniformly as *tables* which represent the contents of the database.
- A database which conforms to an E-R diagram can be represented by a collection of tables.
- For each entity set and relationship set there is a unique table which is assigned the name of the corresponding entity set or relationship set.
- Each table has a number of columns (generally corresponding to attributes), which have unique names.
- Converting an E-R diagram to a table format is the basis for deriving a relational database design from an E-R diagram.

# Entity/Relationship Diagrams

- E/R Models are often represented as E/R diagrams that
  - Give a conceptual view of the database
  - Are independent of the choice of DBMS
  - Can identify some problems in a design

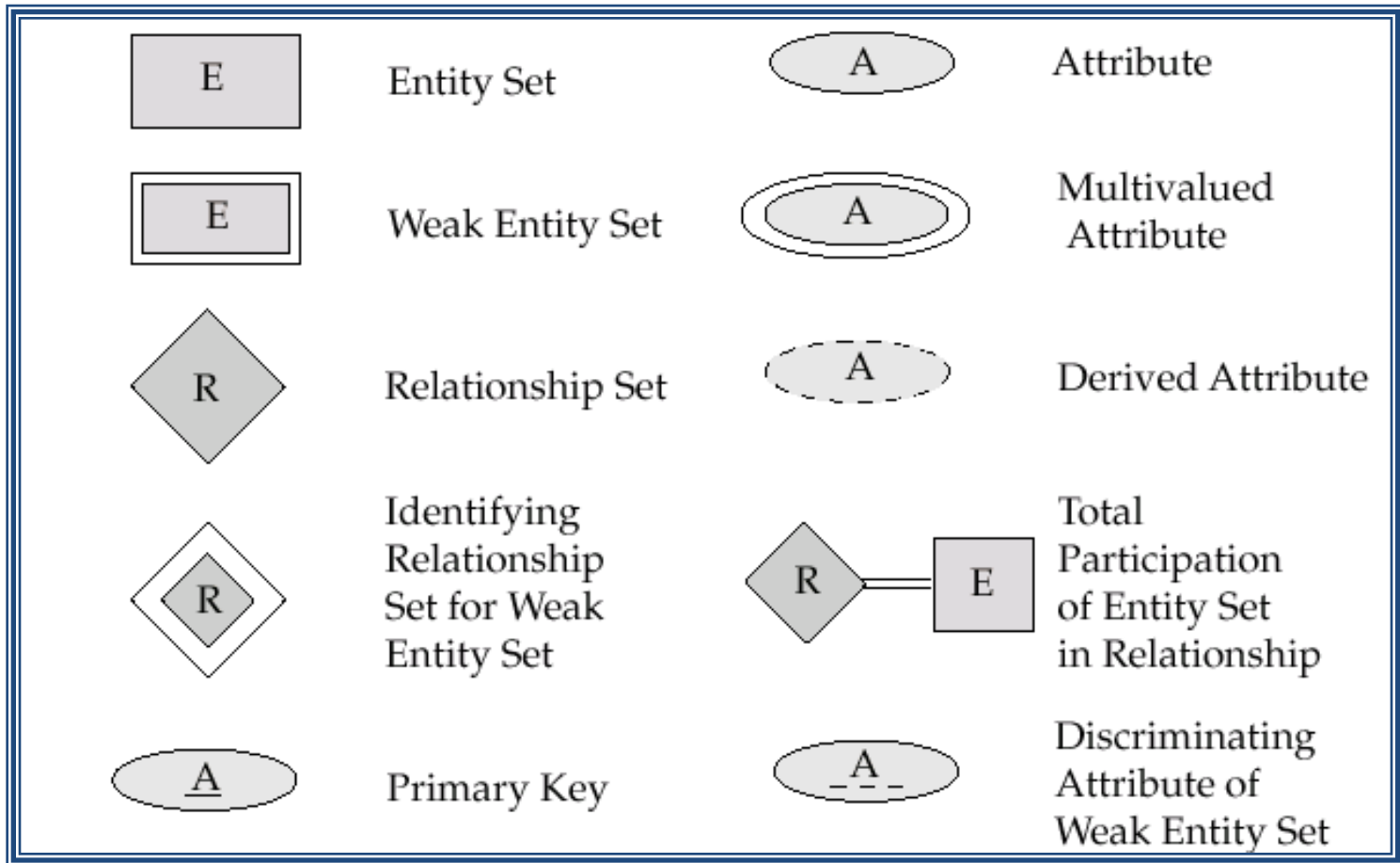


# E-R Diagrams Contd..



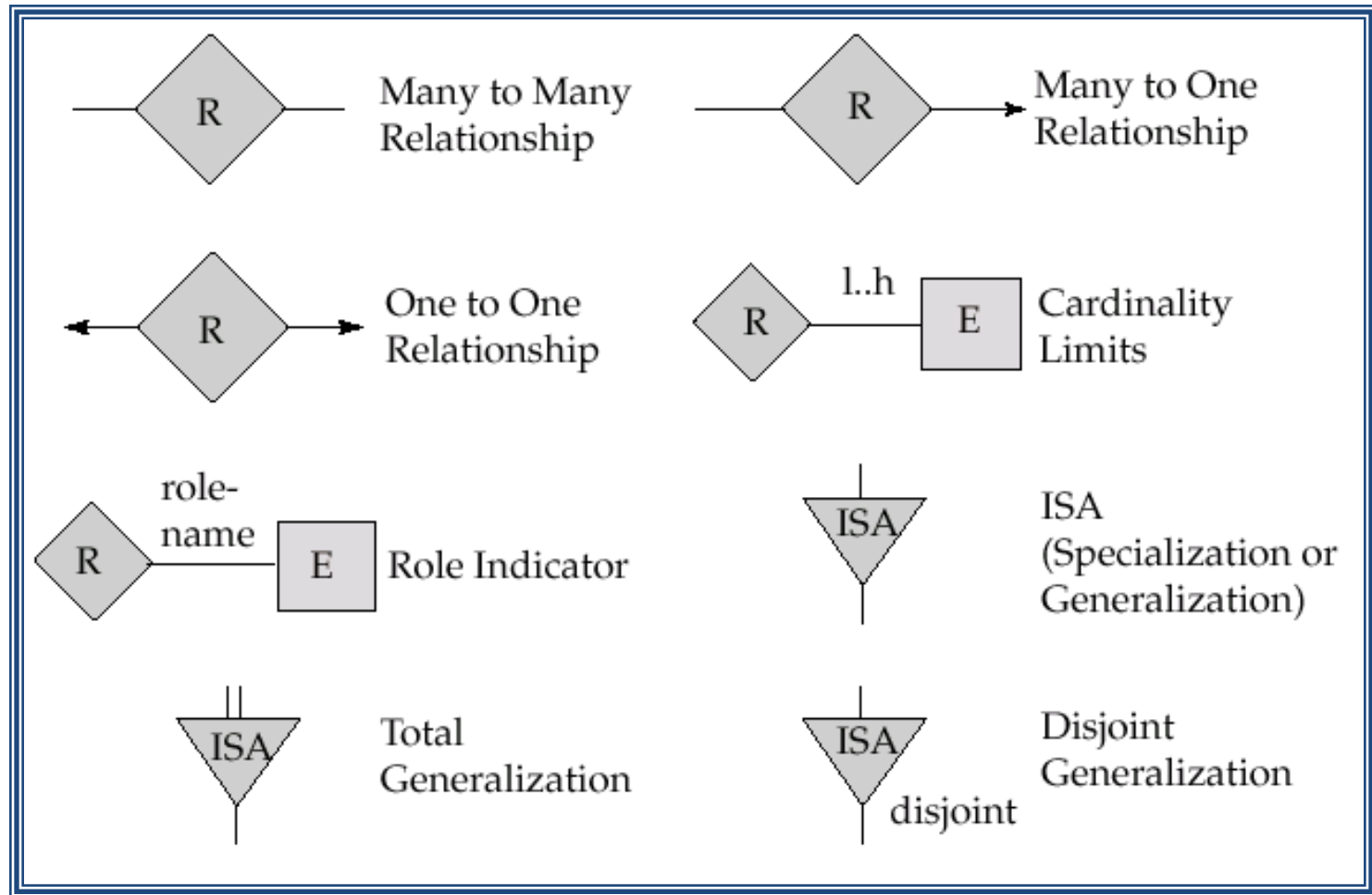
- **Rectangles** represent entity sets.
- **Diamonds** represent relationship sets.
- **Lines** link attributes to entity sets and entity sets to relationship sets.
- **Ellipses** represent attributes
  - **Double ellipses** represent multivalued attributes.
  - **Dashed ellipses** denote derived attributes.
- **Underline** indicates primary key attributes (will study later)

# Summary of Symbols Used in E-R Notation





# Summary of Symbols (Cont.)

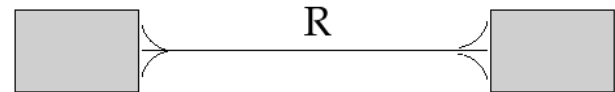
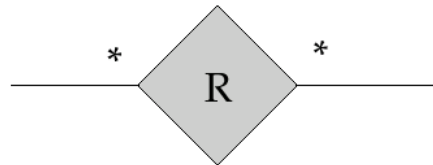


# Alternative E-R Notations

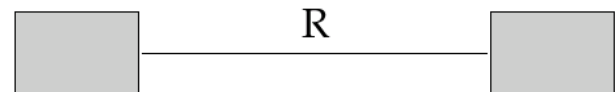
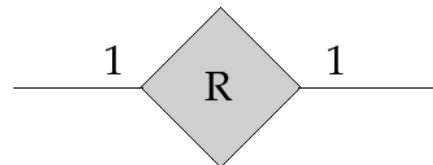
Entity set E with  
attributes A1, A2, A3  
and primary key A1

E	
A1	
A2	
A3	

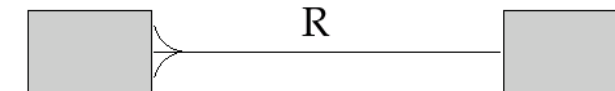
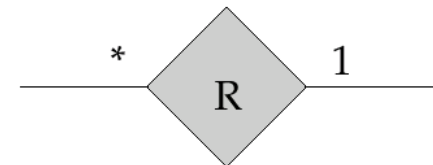
Many to Many  
Relationship



One to One  
Relationship



Many to One  
Relationship

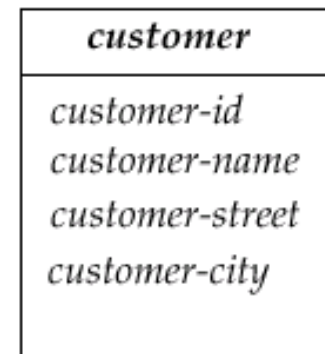
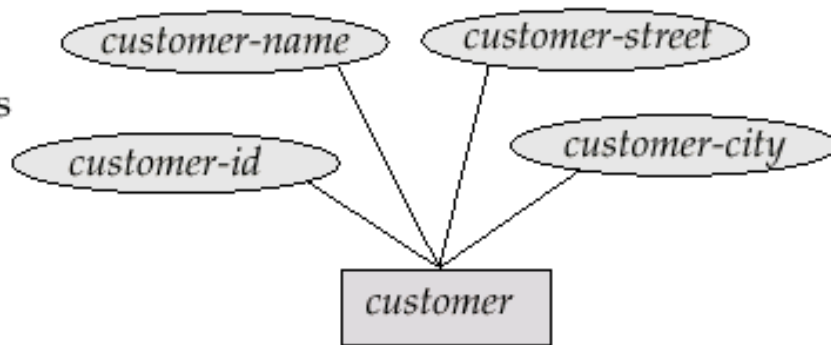


# UML

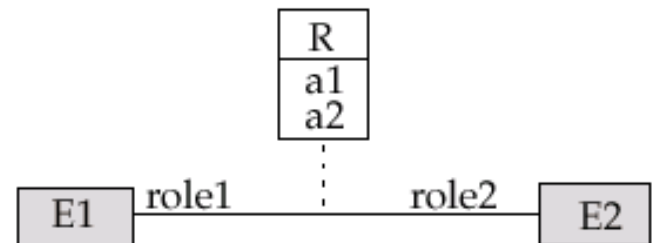
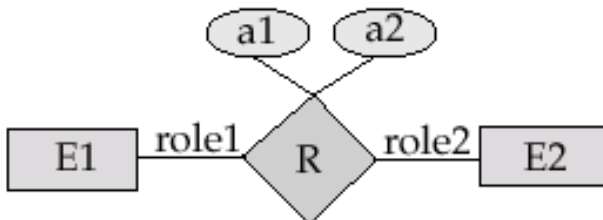
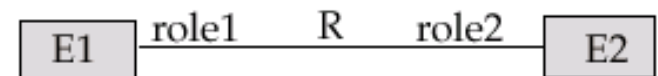
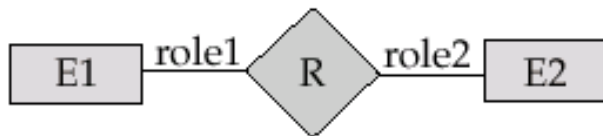
- UML: Unified Modeling Language
- UML has many components to graphically model different aspects of an entire software system
- UML Class Diagrams correspond to E-R Diagram, but several differences.

# Summary of UML Class Diagram Notation

## 1. Entity sets and attributes



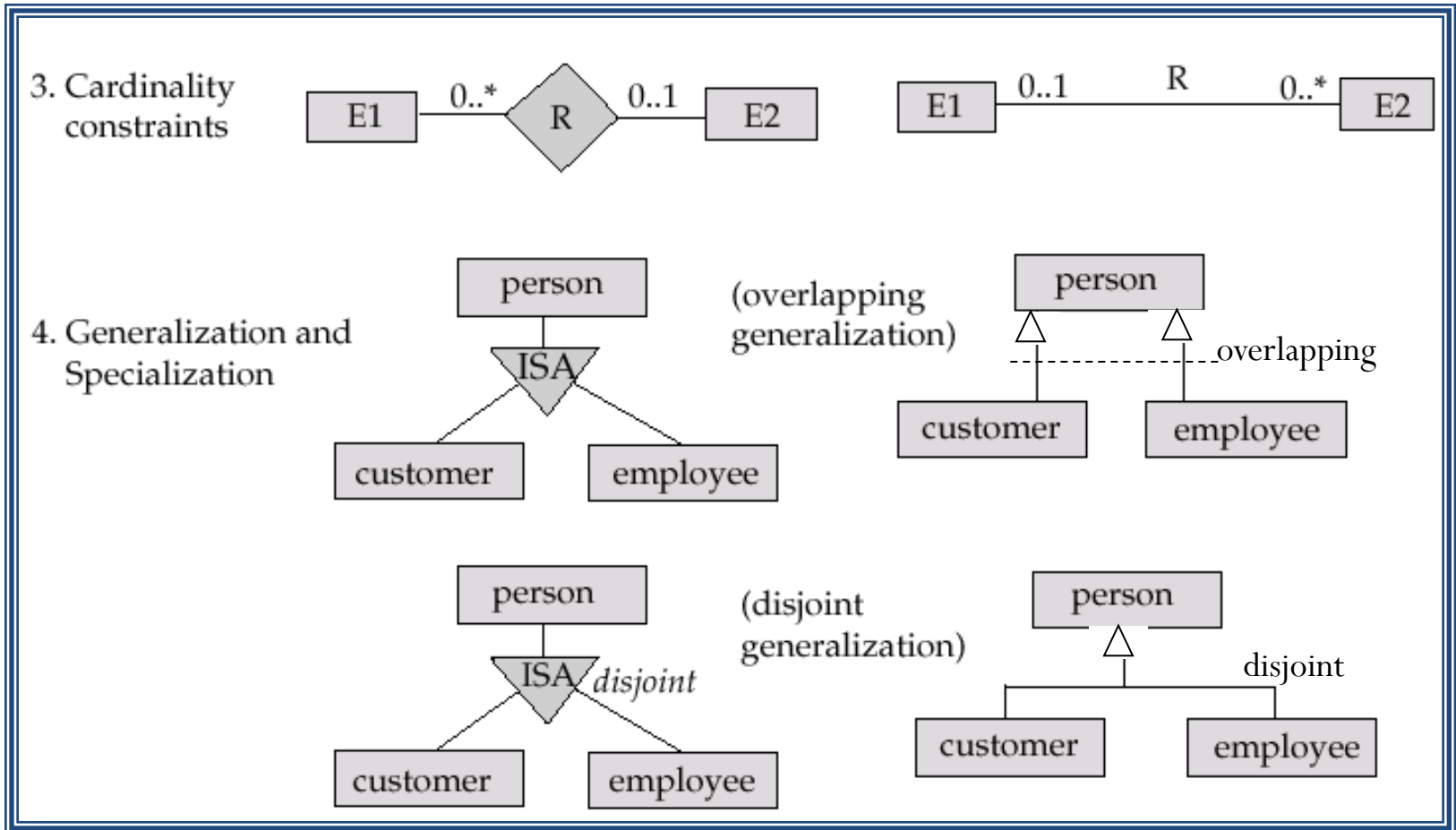
## 2. Relationships



# UML Class Diagrams (Contd.)

- Entity sets are shown as boxes, and attributes are shown within the box, rather than as separate ellipses in E-R diagrams.
- Binary relationship sets are represented in UML by just drawing a line connecting the entity sets. The relationship set name is written adjacent to the line.
- The role played by an entity set in a relationship set may also be specified by writing the role name on the line, adjacent to the entity set.
- The relationship set name may alternatively be written in a box, along with attributes of the relationship set, and the box is connected, using a dotted line, to the line depicting the relationship set.
- Non-binary relationships drawn using diamonds, just as in ER diagrams

# UML Class Diagram Notation (Cont.)



\*Note reversal of position in cardinality constraint depiction

\*Generalization can use merged or separate arrows independent of disjoint/overlapping

# UML Class Diagrams (Contd.)

- Cardinality constraints are specified in the form  $l..h$ , where  $l$  denotes the minimum and  $h$  the maximum number of relationships an entity can participate in.
- Beware: the positioning of the constraints is exactly the reverse of the positioning of constraints in E-R diagrams.
- The constraint  $0..*$  on the  $E2$  side and  $0..1$  on the  $E1$  side means that each  $E2$  entity can participate in at most one relationship, whereas each  $E1$  entity can participate in many relationships; in other words, the relationship is many to one from  $E2$  to  $E1$ .
- Single values, such as 1 or  $*$  may be written on edges; The single value 1 on an edge is treated as equivalent to  $1..1$ , while  $*$  is equivalent to  $0..*$ .