Database Systems The Relational Model Enhanced Entity-Relationship Model (EER)

Enhanced Entity-Relationship Model (EER)

- EER is also know as database model
- EER is different from ERD because EER defines in detail the physical architecture of the database. ERD, however, is a conceptual design. ERD are never completed.
- EERs are totally based on ERDs.
- EERs define in detail: Primary keys (PK), Foreign Keys (FK), Unique Keys (UN), and all the domain (data type and range) from all the attributes in tables.

- EERs also define the DELETE and UPDATE relationship that two or more entities have in the table.
- EERs drive the SQL code needed to create our physical tables in the system

Enhanced Entity-Relationship Model (EER)

- Keys (strong and weak)
- Strong:
- Primary Key (PK): when an attribute in a table is set to PK it cannot be duplicated and <u>must be</u> not NULL by definition. Its main purpose is to identify a record in the table. An entity can have more than one attribute set to PK. Primary keys can be referenced by Foreign Keys
- Unique Key (UN): also know as candidate key. When an attribute in a table is set to PK, it cannot be duplicated. However, it can be NULL by definition. Unique keys can be referenced by Foreign keys. Note that UN key is also a weak key when it is set to NULL.

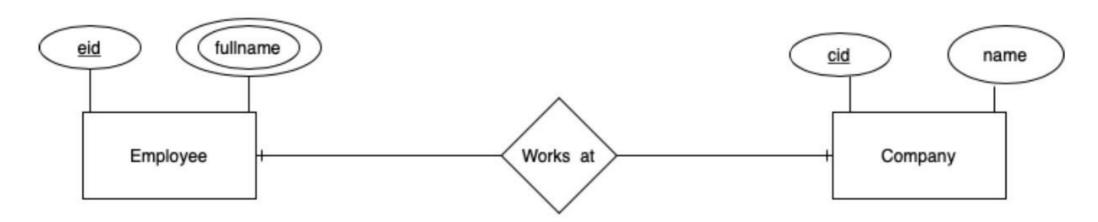
- Check Key (CK): also know as check constraint, it limits the range of values for a specific attribute. For example, CHECK (salary > 0). CK is defined at the time the attribute holding the key is created, and is triggered before inserting in the defined attribute.
- Weak:
- Foreign key (FK): references a PK or UN key from other table (parent table). FK keys <u>can be</u>

 NULL or can be used together with PK or UN this action is also know as compound key. FK are
 normally subjected to DELETE AND UPDATE constraints that define the weakness of the key.

FROM ERD TO EER

One to One

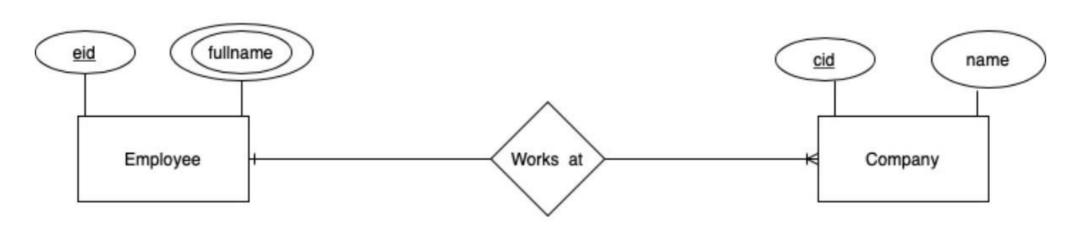
ERD





FROM ERD TO EER One to Many

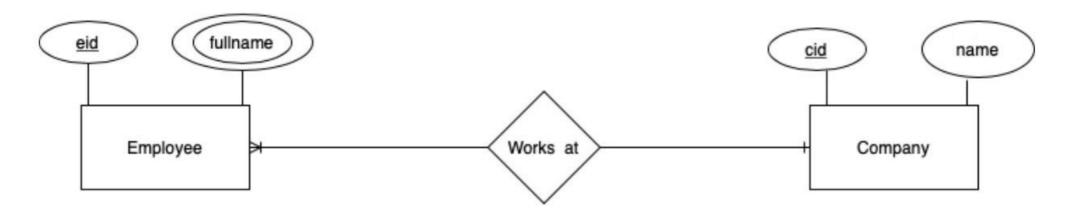
ERD





FROM ERD TO EER Many to One

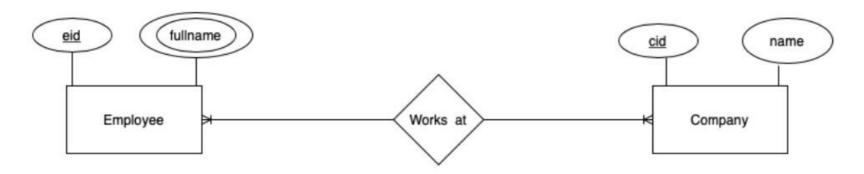
ERD



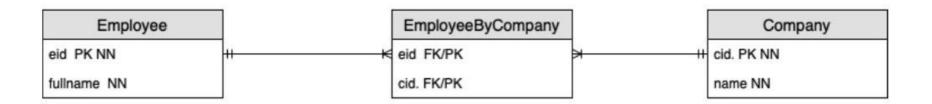


FROM ERD TO EER Many to Many

ERD



Database Model

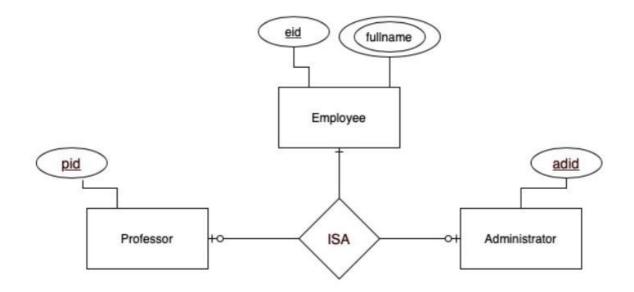


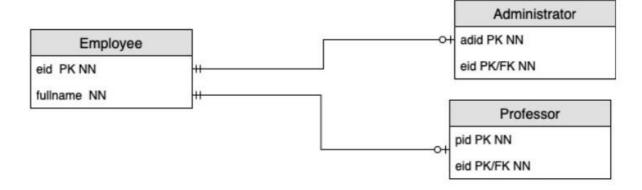
eid and cid are PK in EmployeeByCompany table because we do not want the same employee working for the same company twice when data is inserted in this table. If you wish to have duplicates then remove the PK from eid and cid in table EmployeeByCompany. However, you'll need to query like this when want to retrieve all the employees from a specific company

SELECT DISTINCT Employee.fullname FROM Employee
JOIN EmployeeByCompany ON Employee.eid = EmployeeByCompany.eid
JOIN Company ON Company.cid = EmployeeByCompany.cid
WHERE Company.name = "SFSU"

FROM ERD TO EER ISA

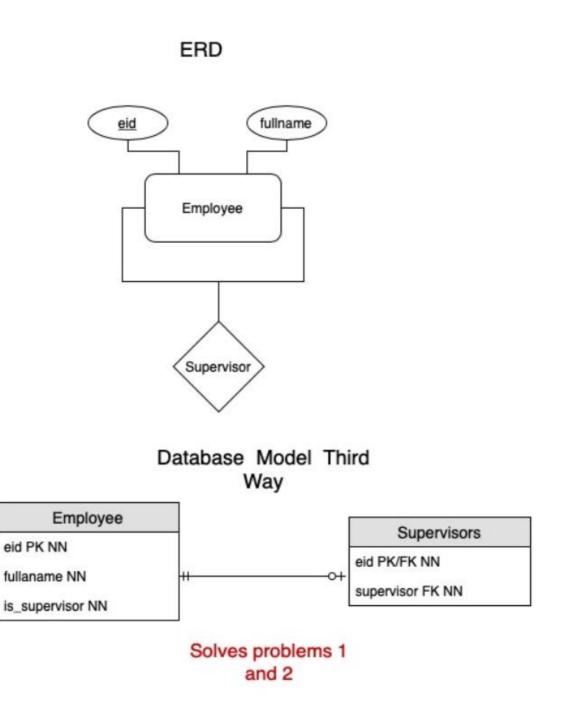
ERD



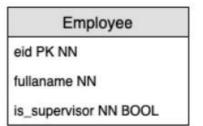


FROM ERD TO EER

Recursion when the recursive entity belongs to the same entity set (table)



Database Model First Way



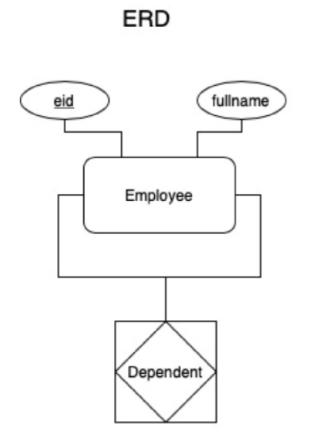
Problem 1: does not define who is the Employee that is being supervised

Database Model Second Way

Employee	
eid PK NN	
fullaname NN	
supervisor FK	

Problem 2: supervisor can be NULL because not all the employees must be supervised

Recursion when the recursive entity belongs to <u>a</u> <u>different</u> entity set (table)



Database Model First Way

Employee
eid PK NN
fullaname NN
dependent FK

Problem 1: What about if we want to add more dependents? Not possible with this configuration

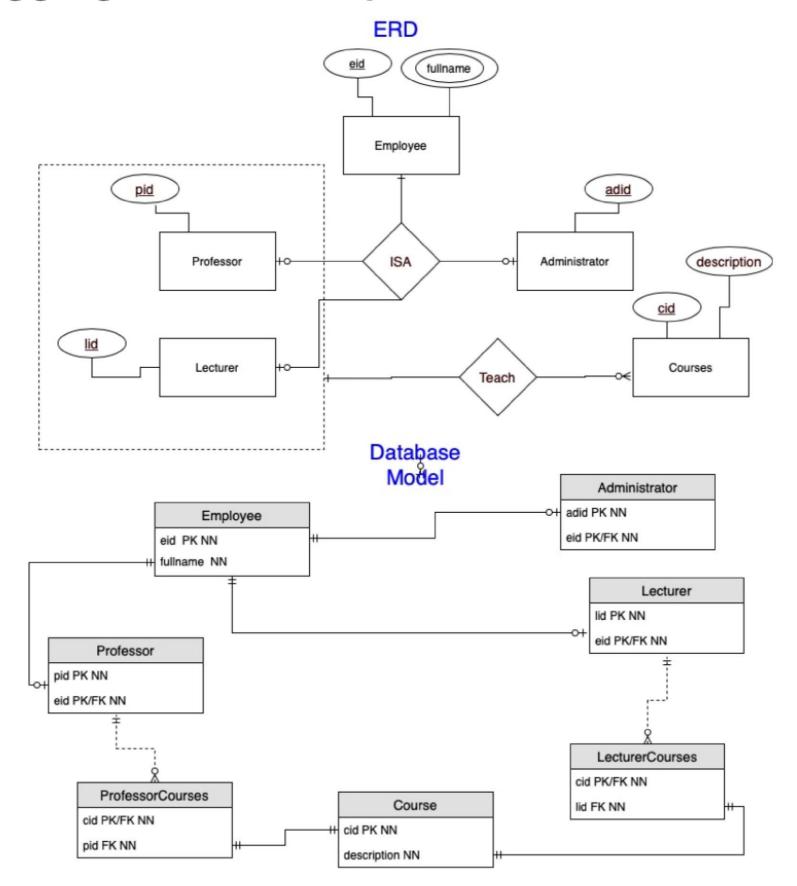
Problem 2: We are enforced to have NULL when the employee has no dependents

Database Model Second Way

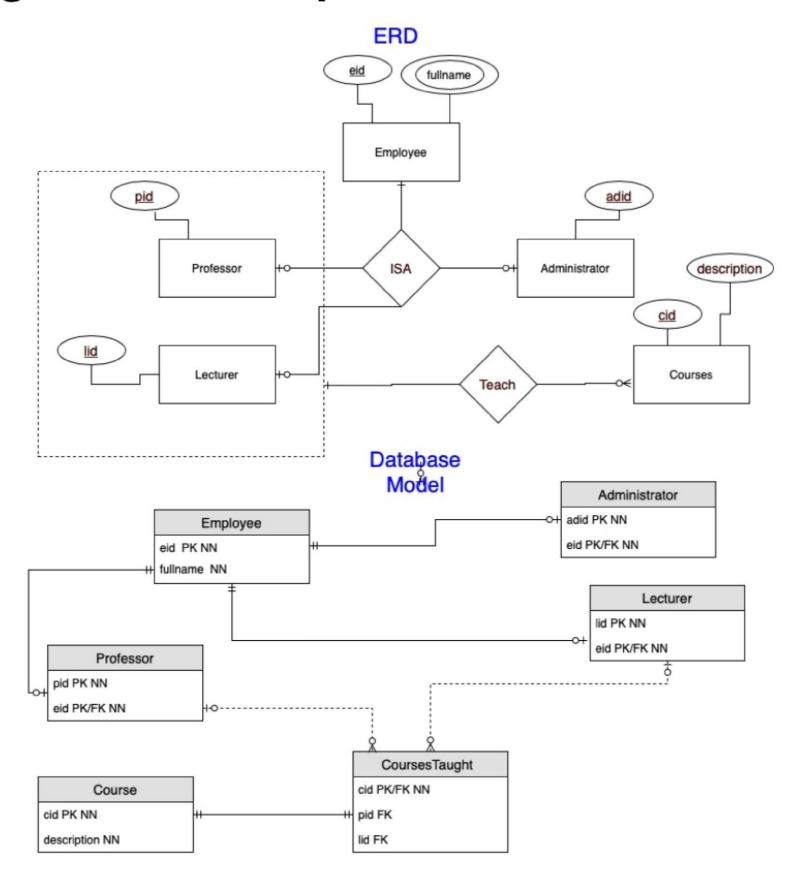


Solves the problem 1 and 2

Aggregation Two Implementations: First one.



Aggregation Two Implementations: Second one.

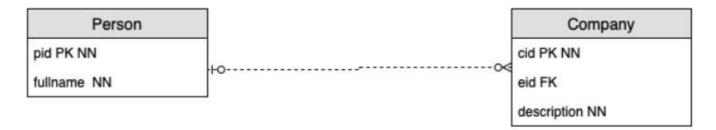


EER: Handling Zeros and Ones

A person entity does not need to be in the company table once it is inserted in the Person table. However once a company entity is inserted in the company table it must have a employee that already exist in the Person table



A person entity does not need to be in the company table once it is inserted in the Person table. Also it is not required/not mandatory for a Company entity, once is inserted in the company table, to have a employee



Once a Person entity is inserted in the Person table it also must exist in the Company table, and once a Company entity is inserted in the Company table, it also must have an employee from the Person table



The following configuration is not possible: A Person entity once is inserted in the Person table must be also in the Company table. However, a Company entity once is inserted in a Company table does not need to have an employee from the Person table.



Enhanced Entity-Relationship Model (EER)

- Assigning type of relationship
- Identifying relationship (defined as a solid line)
- The foreign key in a child table can only exist <u>only and</u> only if it is totally dependent on the parent table primary key.

Non identifying relationship (defined as a dashed line)
 The foreign key of a table referencing its parent table, is not primary key in the child table.

Most Important Domains (data types)

- Strings:
- CHAR(range): A FIXED length string (can contain letters, numbers, and special characters). 0 to 255
- VARCHAR(range): A VARIABLE length string (can contain letters, numbers, and special characters). 0 to 65535
- TEXT(size): Holds a string with a maximum length of 65,535 bytes

 BLOB(size): For BLOBs (Binary Large OBjects). Holds up to 65,535 bytes of data

(data types)

- Numeric:
- BIT(range): A bit-value type. The number of bits per value is specified in size.
 0 to 64
- TINYINT(range): A very small integer. Signed range is from -128 to 127.
 Unsigned range?

- BOOL(size): Zero is considered as false, nonzero values are considered as true.
- INT(size): A medium integer. Signed range is from -2147483648 to 2147483647. Unsigned range is from 0 to 4294967295.
- DECIMAL(x,y): for numbers with fractions requiring exact precision. Can be signed (allow positive and negative values) or unsigned (only allow positive numbers). Commonly used for monetary fields.

(data types)

Date and Times:

- DATE: A date. Format: YYYY-MM-DD. The supported range is from '1000-01-01' to '9999-12-31'
- DATETIME(fsp): A date and time combination. Format: YYYY-MM-DD hh:mm:ss.
- TIMESTAMP(fsp): A timestamp. TIMESTAMP values are stored as the number of seconds since the Unix epoch ('1970-01-01 00:00:00' UTC). Format: YYYYMM-DD hh:mm:ss.
- TIME: A time. Format: hh:mm:ss. The supported range is from '-838:59:59' to '838:59:59'

YEAR: A year in four-digit format. Values allowed in four-digit format: 1901 to 2155, and 0000. MySQL 8.0 does not support year in two-digit format.

- Is choosing 'smaller' datatypes usually better for memory performance and disk storage?
- Choosing between CHAR or VARCHAR?
- Choosing between TYNINT or any other INT type for keys?
- Choosing between numeric or alphanumeric types for keys?
- Is there any memory performance improvement when choosing between unsigned and signed types?

- What's the real meaning of NULL in databases. Should we avoid NULL when possible?
- Be careful when choosing random strings for your primary keys

Here is one example of two similar strings "aaa" and "aab" and their SHA1 values

"7e240de74fb1ed08fa08d38063f6a6a91462a815",

"40b904fd8852297daeaeb426b1bca46fd2454aa3"

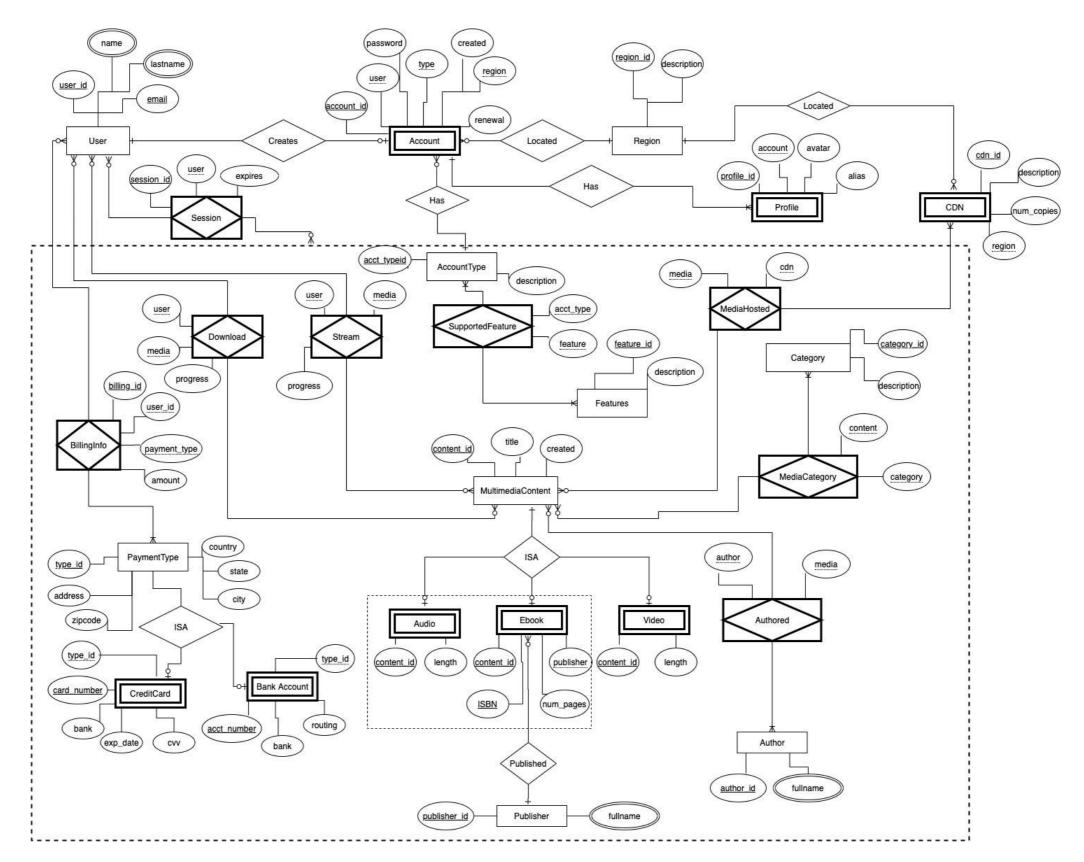
respectively. Although strings "aaa" and "aab" are very similar, their SHA1 results are not and this can have a big impact on INSERT statements, because new row has to go into random location in index. This can cause page splits and random disk access which can slow overall performance.

- The issues we encounter with the data types MySQL automatically selected are:
 - 1. Wrong data type:
- String in time operations

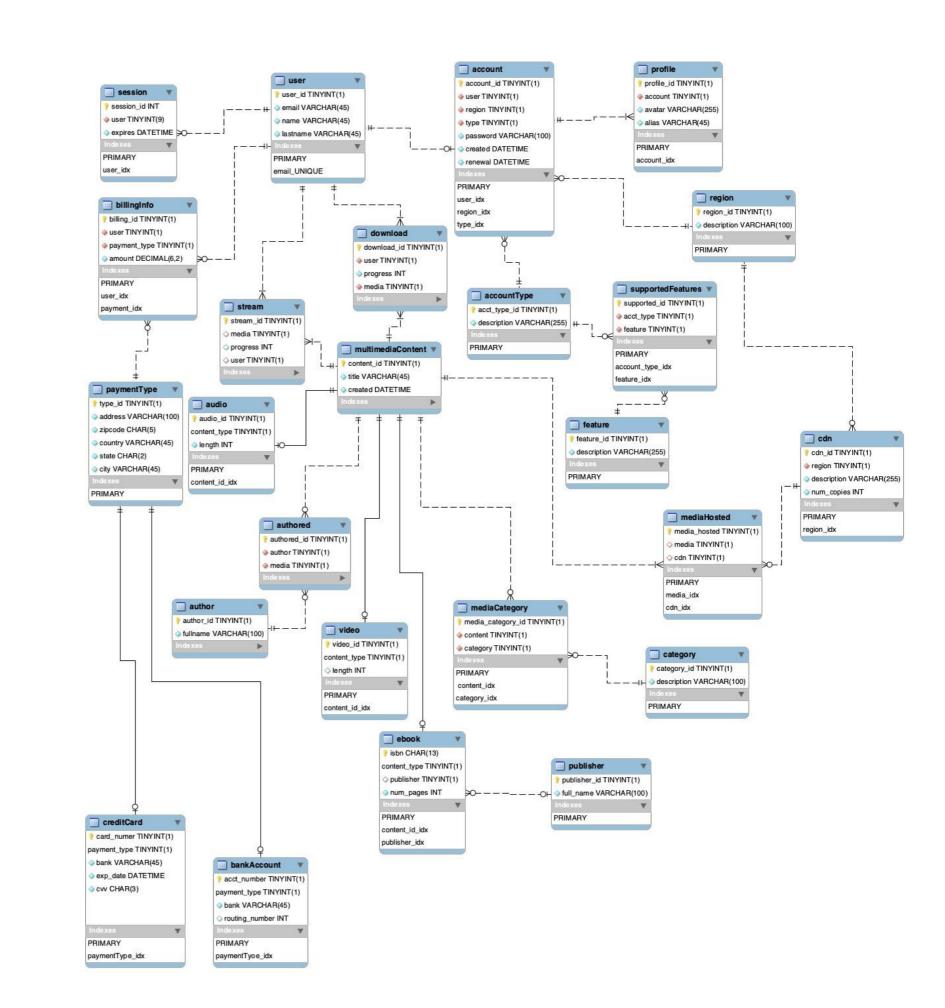
- 2. Too constrained
- Larger values than the data type supports
- 3. Too conservative:
- Wasting storage space

Building an EER Multimedia Streaming Service Database System

Multimedia Streaming Service Database System ERD (This is an optimized version)

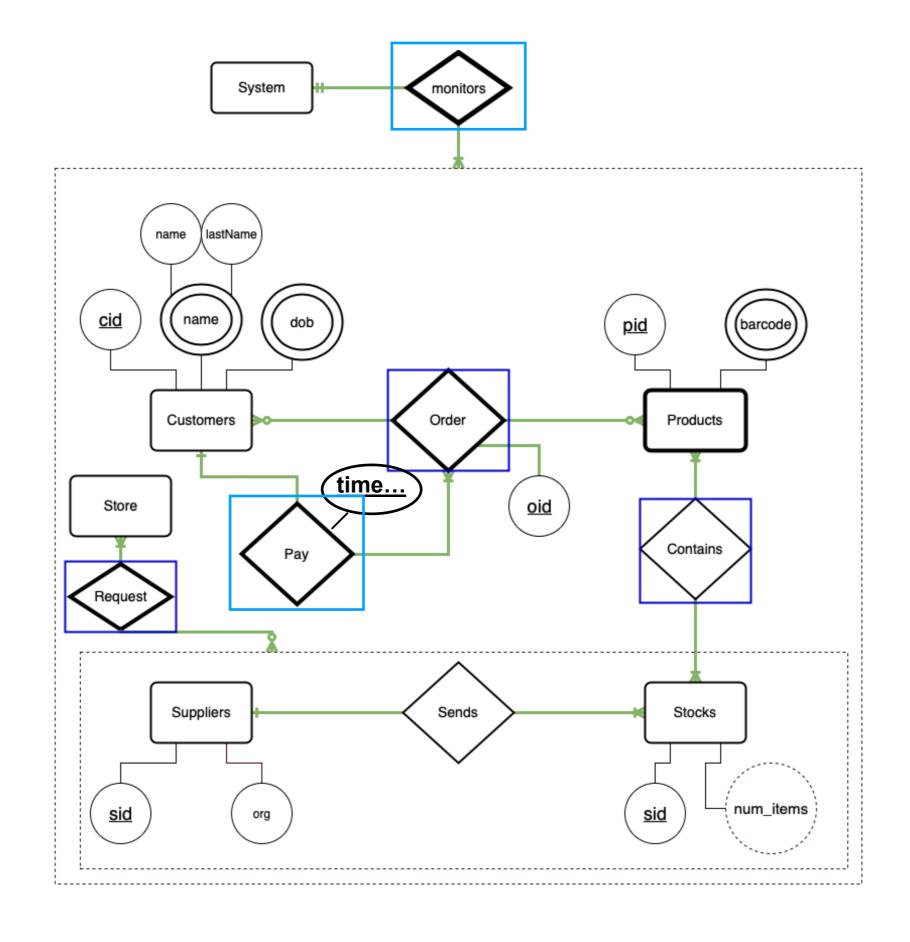


Multimedia Streaming Service Database Model (EER)



Let's Build another EER For Ordering System

Final ERD



Database Model (EER)

