# FIFA World Cup (1930-2014)

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# 4 FUNCTIONAL DEPENDENCIES AND MULTI-VALUE DEPENDENCIES

This section lists functional dependencies and multi-valued dependencies for each relation in the database schema. Furthermore we have checked if there are any BCNF and 4NF violations and in case of violations, decomposed the relation so that the end relations confirm to all normal forms

The following schemas have been derived based on the proposed ER diagram.

- 1. TEAM(Country Code, Country Name, Association, Points, Ranking)
- 2. WORLD\_CUP (Year, Host\_Country, Winner, Runner\_Up)
- 3. PLAYER(Country Code, Player Name, Player\_Role, DOB, Jersey\_Number, Club)
- 4. MATCH(Stadium, Stadium\_Address, <u>Match Number</u>, Winner, Decision, Team\_1, Team\_2, Team\_1\_Score, Team\_2\_Score, Date.Day, Date.Month, <u>Date.Year</u>)
- 5. GOAL(Match Number, Date. Year, Time)
- 6. TEAM\_PARTICIPATES\_IN\_WORLD\_CUP(Group, Country Code, Year)
- 7. WORLD CUP PLAYED BY PLAYER(Year, Player Name, Country Code)
- 8. MATCH\_PLAYED\_BY(Match\_Number, Date.Year, Player\_Name, Country\_Code)
- 9. PLAYER\_SCORES\_GOALS(Player\_Name, Country\_Code, Match\_Number, Date.Year, Time)

## **FUNCTIONAL DEPENDENCIES**

1. WORLD CUP (Year, Host Country, Winner, Runner Up)

#### **Initial FDs**

Year → Winner

Year → Runner\_Up

Year → Host\_Country

#### **Closures**

{Year}<sup>+</sup> = {Year, Winner, Runner\_Up, Host\_Country}

Closures for supersets of years is same as that of 'Year'. Rest of the closures contain same elements as the original set on which closure is being calculated.

#### **New FDs**

The FDs listed above are minimal FDs. Rest of the non-trivial FDs will have 'Year' as one of the attribute on the left hand side of dependency

Keys: Year

## **BCNF** violations

Since the left hand side of all FDs is superset of 'Year'. There are no violations.

2. TEAM(Country\_Code, Country\_Name, Association, Points, Ranking)

#### **Initial FDs**

Country\_Code → Ranking
Country\_Code → Points
Country\_Code → Association
Country\_Code → Country\_Name

#### **Closures**

{Country\_Code}<sup>+</sup> = {Country\_Code, Ranking, Points, Association, Country\_Name} Closures for supersets of 'Country\_Code' is same as that of 'Country\_Code'. Rest of the closures contain same elements as the original set on which closure is being calculated.

#### **New FDs**

The FDs listed above are minimal FDs. Rest of the non-trivial FDs will have 'Country\_Code' as one of the attribute on the left hand side of dependency.

Keys: Country\_Code

#### **BCNF** violations

Since the left hand side of all FDs is superset of 'Country Code'. There are no violations.

3. PLAYER(Country Code, Player Name, Player\_Role, DOB, Jersey\_Number, Club)

## **Initial FDs**

Country\_Code, Player\_Name → Player\_Role Country\_Code, Player\_Name → DOB Country\_Code, Player\_Name → Jersey\_Number Country\_Code, Player\_Name → Club

### **Closures**

{Country\_Code, Player\_Name}<sup>+</sup> = {Player\_Role, DOB, Jersey\_Number, Club, Country\_Code, Player\_Name} Closures for supersets of {Country\_Code, Player\_Name} is same as that of {Country\_Code, Player\_Name}. Rest of the closures contain same elements as the original set on which closure is being calculated.

#### **New FDs**

The FDs listed above are minimal FDs. Rest of the non-trivial FDs will have {Country\_Code, Player\_Name} as one of the attribute on the left hand side of dependency

**Keys**: {Country\_Code, Player\_Name}

#### **BCNF** violations

Since the left hand side of all FDs is superset of {Country\_Code, Player\_Name}. There are no violations.

4. MATCH(Stadium, Stadium\_Address, <u>Match\_Number</u>, Winner, Decision, Team\_1, Team\_2, Team\_1 Score, Team\_2 Score, Date.Day, Date.Month, Date.Year)

#### **Initial FDs**

Match\_Number, Date.Year → Stadium

Match\_Number, Date.Year → Stadium\_Address

Match\_Number, Date.Year → Winner

Match Number, Date.Year → Decision

Match Number, Date.Year → Team 1

Match \_Number, Date.Year → Team\_2

Match Number, Date. Year → Team 1 Score

Match Number, Date. Year → Team 2 Score

Match\_Number, Date.Year → Date.Day

Match\_Number, Date.Year → Date.Month

Stadium → Stadium\_Address

#### **Closures**

{Match\_Number, Date.Year}<sup>+</sup> = {Stadium, Stadium\_Address, Winner, Decision, Team\_1, Team\_2, Team\_1\_Score, Team\_2\_Score, Date.Day, Date.Month, Match\_Number, Date.Year}

{Stadium}<sup>+</sup> = {Stadium, Stadium Address}

Closures for supersets of Stadium contain those of stadium and the set itself. Closures for supersets of {Match\_Number, Date.Year} is same as that of {Match\_Number, Date.Year}. Rest of the closures contain same elements as the original set on which closure is being calculated.

#### **New FDs**

The FDs listed above are minimal FDs. Rest of the non-trivial FDs will have {Match\_Number, Date.Year} or Stadium as one of the attribute on the left hand side of dependency

Keys: Match\_Number, Date.Year

#### **BCNF Violations**

Stadium → Stadium Address

This FD violates BCNF. Thus After decomposing we have two relations

STADIUM (Stadium, Stadium Address)

**Keys: Stadium** 

FD: Stadium → Stadium\_Address

MATCH (Match\_Number, Date.Year, Stadium, Winner, Decision, Team\_1, Team\_2, Team\_1\_Score, Team\_2 Score, Date.Day, Date.Month)

Keys: Match\_Number, Date.Year

#### FDs:

Match\_Number, Year → Stadium
Match\_Number, Year → Winner
Match\_Number, Year → Decision
Match\_Number, Year → Team\_1
Match\_Number, Year → Team\_2
Match\_Number, Year → Team\_1\_Score
Match\_Number, Year → Team\_2\_Score
Match\_Number, Year → Date.Day
Match\_Number, Year → Date.Month

5. GOAL\_AND\_PLAYER\_SCORES\_GOALS(<u>Match\_Number</u>, <u>Date.Year</u>, <u>Time</u>, <u>Player\_Name</u>, <u>Country\_Code</u>)

GOAL AND PLAYER have a many-one relationship as PLAYER\_SCORES\_GOALS. The relations GOAL and PLAYER\_SCORES\_GOALS can be effectively combined as Time in GOAL is associated with exactly one player, hence no redundancy is introduced. We thus eliminate the relation PLAYER\_SCORES\_GOALS by combining it with relation GOAL to form GOAL\_AND\_PLAYER\_SCORES\_GOALS

No functional dependencies.

Keys: {Match Number, Year, Time, Player Name, Country Code}

6. TEAM\_PARTICIPATES\_IN\_WORLD\_CUP(Group, Country\_Code, Year)

## **Initial FDs:**

Country\_Code, Year → Group

## **Closures**

{Country\_Code, Year} = {Country\_Code, Year, Group}

Closures for supersets of {Country\_Code, Year} is same as that of {Country\_Code, Year}. Rest of the closures contain same elements as the original set on which closure is being calculated.

## **New FDs**

The FDs listed above are minimal FDs. Rest of the non-trivial FDs will have {Country\_Code, Year} as one of the attribute on the left hand side of dependency

Keys: {Country\_Code, Year}

## **BCNF** violations

Since the left hand side of all FDs is superset of {Country\_Code, Year}. There are no violations.

7. WORLD\_CUP\_PLAYED\_BY\_PLAYER(Year, Player\_Name, Country\_Code)

No functional dependencies.

Keys: {Country\_Code, Year, Player\_Name}

8. MATCH PLAYED BY(Match Number, Date. Year, Player Name, Country Code)

No functional dependencies.

**Keys**: {Country\_Code, Player\_Name, Match\_Number, Date.Year}

## **MULTI VALUED DEPENDENCIES**

We did not find any MVDs in our database application since there is no redundant data in each of the relations after considering BCNF violations. If we consider any relation the probability of finding A1...An, B1...Bn, t, u as defined in slide 6 of Lecture 6 is very low. When we consider each relation it is difficult find two mutually exclusive subsets of attributes of the relation which hold same set of values for many tuples. For example if we consider two mutually exclusive attribute sets of PLAYER {Player\_Role, DOB} and {Jersey\_Number, Club}. Finding tuples which have same Player\_Role and DOB or Jersey\_Number and Club is difficult. Thus the MVD: Player\_Name, Country\_Code →→ Player\_Role, DOB is not a valid MVD.

## **EXTRA NOTES:**

- We have combined the relations GOAL and PLAYER\_SCORES\_GOALS into GOAL\_AND\_PLAYER\_SCORES\_GOALS relation since it is a many to one relation and every goal can be scored by exactly one player.
- 2. We would not prefer to combine any other relations as that would lead BCNF and 4NF violations.
- 3. As all the normal form violations have been resolved, we have decided not to change any aspects of database schema.

## The final relations are

- 1. TEAM(Country\_Code, Country\_Name, Association, Points, Ranking)
- 2. WORLD CUP (Year, Host Country, Winner, Runner Up)
- 3. PLAYER(Country Code, Player Name, Player Role, DOB, Jersey Number, Club)
- 4. MATCH(Stadium, <u>Match\_Number</u>, Winner, Decision, Team\_1, Team\_2, Team\_1\_Score, Team\_2\_Score, Date.Day, Date.Month, <u>Date.Year</u>)
- 5. STADIUM(<u>Stadium</u>, Stadium\_Address)
- 6. GOAL\_AND\_PLAYER\_SCORES\_GOALS(<u>Match\_Number</u>, <u>Date.Year</u>, <u>Time</u>, <u>Player\_Name</u>, <u>Country\_Code</u>)
- 7. TEAM PARTICIPATES IN WORLD CUP(Group, Country Code, Year)
- 8. WORLD CUP PLAYED BY PLAYER(Year, Player Name, Country Code)
- 9. MATCH\_PLAYED\_BY(Match Number, Date.Year, Player Name, Country Code)