

1 Relational algebra

Relational data model

- Relation
 - Header
- Schema
- Set of tuples
- Attribute
 - Domain
 - Null
- Keys
 - Super
 - Candidate
 - Foreign

Operators

- Select (restrict)
- Project PI *(dømi)*
- Cartesian product X
- Rename p
- Union u

Joins

- Join is a cartesian product + a selection + a projection
- Theta join
- Equi join (special form of theta join)
- Natural join (relations have common attributes)
- Semijoin (left/right)
 - Natural join with only left/right header

2 SQL

SQL's data model

- Tables
- Rows
- Columns
- Types

DDL

- Create table *(dømi Person)*
 - Name
 - Columns
 - Name
 - Type
 - constraints
 - Table constraints
 - PK
 - FK
- Create View
- Create index
- Drop table
- Alter table
 - add column
 - remove column

DML

- Select
- Update
- Delete
- Insert

Subquery

- Result of a query is a table -> relate to relational algebra
- Queries can be used in queries instead of table names
- Subquery in WHERE part ... operators

Operators

- any $x < \text{any} [\text{resulting table}]$
- all $x < \text{all} [\text{resulting table}]$
- in $x \text{ in } [\text{resulting table}]$
- exists $[\text{resulting table}].\text{rows} = 0 ? \text{true} : \text{false}$

NULL

Views

3 ER modelling

What is ER model? W respect to databases?

Database = Collection of entities and relationships between them

ER model components

- Entity
 - Thing/object
 - Can be distinguished from other entities
 - Nouns
 - Have attributes
 - Weak entities (no key)
- Relationship
 - Can have attributes
 - Cardinality
 - 1:1
 - 1:m
 - m:n
 - Binary
 - Ternary
 - Participation
- Attribute
 - Stored vs. derived

Keys

- identifies an entity in the set

ER diagrams to tables *dømi úr uppg.*

- 1 table pr. regular entity
- Weak entities merged to tables or get same key as strong entity

- 1:1 relations, extend one table with pk of the other
- 1:N
 - Extend one table
 - Create a new table for the relationship
- m:n
- Multi valued attributes

4 Integrity Constraints

Constraints

- Table/Column (Henvisning: mini projekt)
 - Unique
 - Primary key
 - Foreign key
 - Check
 - Address IN (Select address from...)
- Referential
 - Foreign key (*vís dømi*) (*Suppliers and parts*)
 - On delete (cascade)
 - On update (Set null)
- Domain
- Assertion

Consistency not always best solution: tagging, very large databases (ebay)

Suppliers

SNO	Name	City
S1	Smith	Paris
S2	Blake	London
S3	Adams	London

Parts

PNO	Name	SNO
P1	Screw	S1
P2	Bolt	S2

Update S1 -> S8

Delete S1

Topic 5 Normalization

Redundant information

Suppliers and parts

SNO	SName	SCity	PNO	PName	PCity
S1	Blake	London	P2	Screw	Oslo
S2	Clark	Paris	P2	Screw	Paris
S2	Clark	Paris	P4	Bolt	Paris

- Waste of space
- Update anomalies *(dømi)*
 - Inconsistency
- Insert anomalies
- Delete anomalies

Functional dependency

$\{a\} \rightarrow \{b\}$

All tuples with the same a, also have the same b

Trivial if b is a subset of a

a is a candidate key if $a \rightarrow R$

1NF

Atomic values (non 1NF : Price table with part and price in same column)

BCNF $X \rightarrow A$

If A is part of X (trivial dependency)

If all attributes are functionally dependent on X

Example: $R=(A, B, C)$

$F=(A \rightarrow B, B \rightarrow C)$

R is not in BCNF, can be decomposed

$R_1 = (A, B) \quad F=(A \rightarrow B)$

$R_2 = (B, C) \quad F=(B \rightarrow C)$

3NF Like BCNF

But allows A to be part of a candidate key

(Closure: F^+ = all dependencies implied by F)

$F = \{a \rightarrow b, a \rightarrow c, cd \rightarrow a\}$

$a \rightarrow bc$

$cd \rightarrow b$ $cd \rightarrow a \rightarrow b$ (Transitive)

6 Physical database design

Database = set of data files

File = set of records

Types of storage

- Disk (Slow)
- Main memory
- Cache (Fast)

I/O in blocks

Data file organization **(dømi)**

- heap (unordered),
- sequential, (Ordered)
- hashing, (Record hashed to a block)
- clustering (Compute a key, similar keys stored close to each other)

Indexes

- Single level:
 - primary,
 - clustering,
 - secondary
- B-Plus tree index
- hash index

7 Query processing and optimization

Evaluation strategies for

- selections
 - Linear search
 - Binary search
 - Requires ordered file
 - Clustering index search
 - Block of records
 - Secondary index search, dense pointers to a single record
- joins
 - Nested loop join
 - Nested foreach loop
 - Index based join
 - At least one index on a join attribute
 - Sort merge join
 - Used for equi- and natural joins
 - 1. sort relations on join attributes
 - Has a pointer in each table
 - (Hash join)
 - Hash on the join attributes
 - Join the hashed values (buckets)

External sorting

- For relations too large for memory
- Sort in pieces
 - The relation gets split into multiple sorted pieces
- Merge the pieces to larger sorted pieces

Query optimization

- Heuristic
 - Decompose selects
 - Select (restrict) as soon as possible
 - Most restrictive selects first
 - Most restrictive joins first
 - Project early
- cost based
 - Statistics to estimate cost
 - Multiple query trees evaluated based on the statistics

Measures of cost

8 Transaction concept

Transaction: Unit of execution, group of commands

- Commit
- Rollback

Transfer 10 kr. from account A to B

Read a

$a = a - 10$

write a

read b

$b = b - 10$

write b

ACID

- Atomicity (log)
 - All or none operations reflected in the database
- Isolation (locks)
 - A transaction does not see the effects of another transaction until it has committed
 - Necessary temporary inconsistencies are localized to each transaction
- Consistency
 - Consistency is preserved by isolation
- Durability (log)
 - Committed transactions persist

Transactions run concurrently -> schedules

Serializability

Schedules as if transactions ran in series

Results and

- conflicts
 - T1 write A, T2 read A
 - T1 read A, T2 write A

- T1 write A, T2 read A
- Ti and Tj conflict only if there exists some item X accessed by both, and at least one wrote X
- Conflict graph

Conflict equivalent schedules, contain no cycles in conflict graph

Equivalent to some serial schedule

Recoverability

Ti Tj

read a

write a

read a

read b

Tj has to roll back if Ti fails, Tj has read a non consistent value

- Cascading rollback

Ti should commit before Tj reads

9 Concurrency control

Isolation

Protocols

Deadlocks

10 Recovery

When something goes wrong (*dømi*)

- Logical error
 - Bad input
 - Overflow
- System error
 - Deadlock
- System crash
 - Power outage
 - Volatile data lost
- Disk failure
 - Non volatile data lost

```
----- |  
  
    |----- |  
  
|----- <crash>
```

Atomicity

- Operations/transactions complete fully or not at all

Durability of transactions

Logging

- Write every operation to a log
 - <T starts>
 - <T, X, 100, 90> <Transactionname, Data item name, old value, new value>
 - Then actually change the value
 - <T commits>

Recovery algorithms

- Undo/Redo
 - Undo

- <start> no <commit>
 - not finished
- Redo
 - <start> and <commit>
- No-undo/redo
 - Values written to disk after the transaction commits
 - nothing to undo
- Undo/no redo
 - Output all data before commit
- No-undo/no-redo
 - No-undo
 - Dont change the database during transaction
 - No-redo
 - On commit write all changes to database in a single action

Checkpoints

- Output log buffers
- Force database buffers to disk
- Output <checkpoint> to log
- Redo finished transactions after the checkpoint
- Undo not finished transactions after the checkpoint