

#### BITS, PILANI – K. K. BIRLA GOA CAMPUS

### Database Systems and **Applications** (CS F212)

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### Chapter 3: Enhanced Entity-Relationship Model

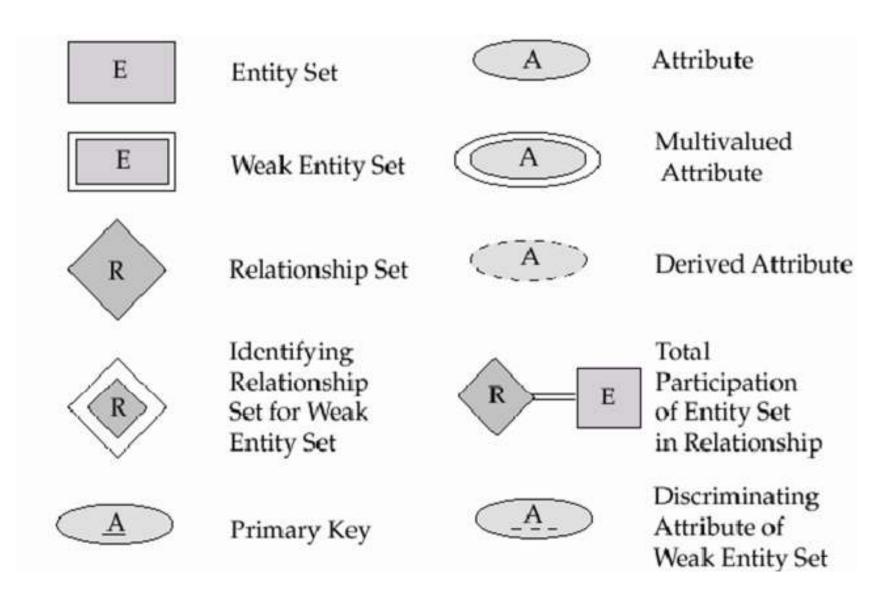
#### PROBLEM with ER notation

THE ENTITY RELATIONSHIP MODEL IN ITS ORIGINAL FORM DID NOT SUPPORT THE SPECIALIZATION/ GENERALIZATION.

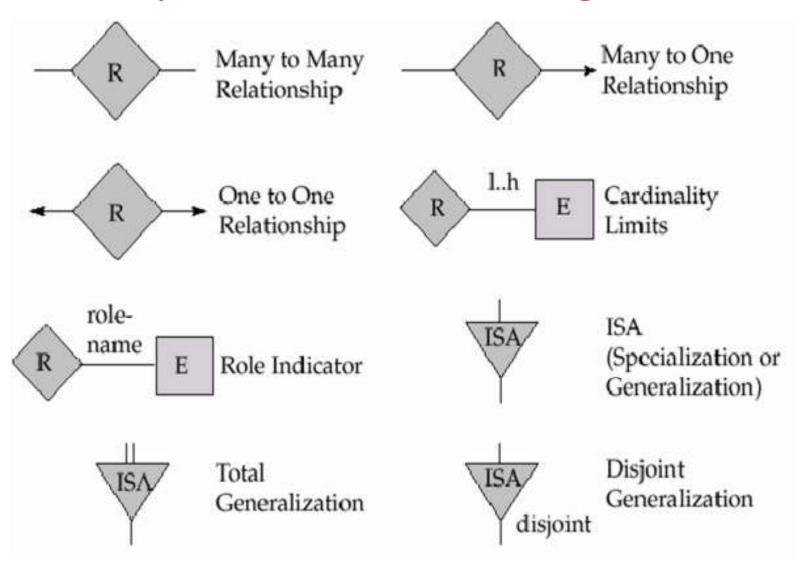
# Extended Entity-Relationship (EER) Model

- Incorporates Set-subset relationships
- Incorporates Specialization/Generalization Hierarchies

#### Symbols used in ER diagram



#### Symbols used in ER diagram



# **Enhanced Entity-Relationship Model**

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#### Enhanced-ER (EER) Model Concepts

- Includes all modeling concepts of basic ER
- Additional concepts: subclasses/superclasses, specialization/generalization, categories, attribute inheritance
- The resulting model is called the enhanced-ER or Extended ER (E2R or EER) model
- It is used to model applications more completely and accurately if needed
- It includes some object-oriented concepts, such as inheritance

### Subclasses and Superclasses (1)

- An entity type may have additional meaningful sub groupings of its entities
- Example: EMPLOYEE may be further grouped into SECRETARY, ENGINEER, MANAGER, TECHNICIAN, SALARIED\_EMPLOYEE, HOURLY\_EMPLOYEE,...
  - Each of these groupings is a subset of EMPLOYEE entities
  - Each is called a subclass of EMPLOYEE
  - EMPLOYEE is the superclass for each of these subclasses
- These are called superclass/subclass relationships.
- Example: EMPLOYEE/SECRETARY, EMPLOYEE/TECHNICIAN

### Subclasses and Superclasses (2)

- These are also called IS-A relationships (SECRETARY IS-A EMPLOYEE, TECHNICIAN IS-A EMPLOYEE, ...).
- Note: An entity that is member of a subclass represents the same real-world entity as some member of the superclass
  - The Subclass member is the same entity in a distinct specific role
  - An entity cannot exist in the database merely by being a member of a subclass; it must also be a member of the superclass
  - A member of the superclass can be optionally included as a member of any number of its subclasses
- Example: A salaried employee who is also an engineer belongs to the two subclasses ENGINEER and SALARIED\_EMPLOYEE
  - It is not necessary that every entity in a superclass be a member of some subclass

### Attribute Inheritance in Superclass / Subclass Relationships

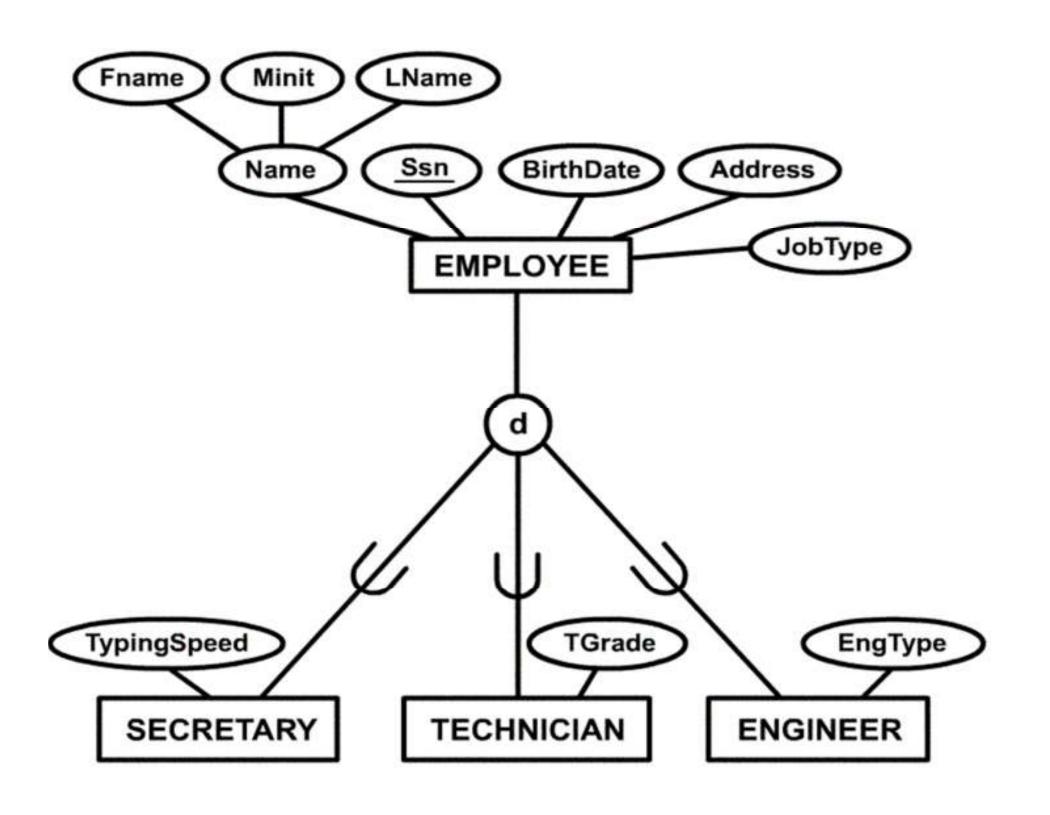
- An entity that is member of a subclass inherits all attributes of the entity as a member of the superclass
- It also inherits all relationships

### Specialization

- Is the process of defining a set of subclasses of a superclass
- The set of subclasses is based upon some distinguishing characteristics of the entities in the superclass
- Example: {SECRETARY, ENGINEER, TECHNICIAN} is a specialization of EMPLOYEE based upon job type.
  - May have several specializations of the same superclass

### Specialization

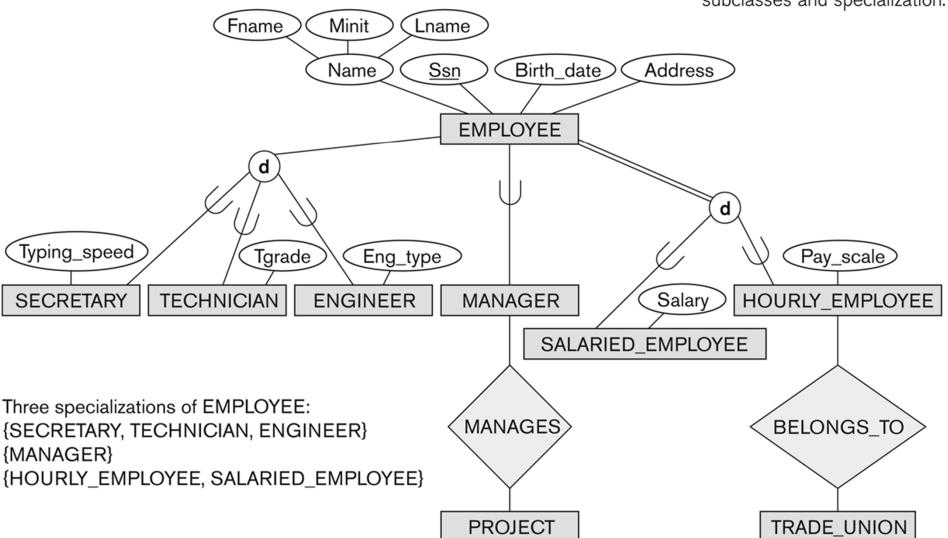
- Example: Another specialization of EMPLOYEE based in method of pay is {SALARIED\_EMPLOYEE, HOURLY\_EMPLOYEE}.
  - Superclass/subclass relationships and specialization can be diagrammatically represented in EER diagrams as inverted triangle.
  - Attributes of a subclass are called specific attributes.
     For example, TypingSpeed of SECRETARY
  - The subclass can participate in specific relationship types. For example, BELONGS\_TO of HOURLY\_EMPLOYEE



#### **SPECIALIZATION**

#### Figure 4.1

EER diagram notation to represent subclasses and specialization.



#### Generalization

- The reverse of the specialization process
- Several classes with common features are generalized into a superclass; original classes become its subclasses
- Example: CAR, TRUCK generalized into VEHICLE; both CAR, TRUCK become subclasses of the superclass VEHICLE.
  - We can view {CAR, TRUCK} as a specialization of VEHICLE
  - Alternatively, we can view VEHICLE as a generalization of CAR and TRUCK

#### **GENERALIZATION**

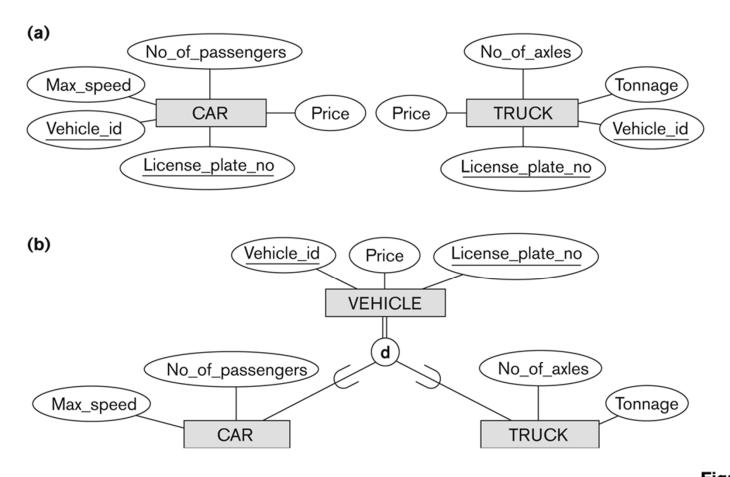


Figure 4.3

Generalization. (a) Two entity types, CAR and TRUCK.

(b) Generalizing CAR and TRUCK into the superclass VEHICLE.

- Generalization and Specialization
   Diagrammatic notation sometimes used to distinguish between generalization and specialization
  - Arrow pointing to the generalized superclass represents a generalization
  - Arrows pointing to the specialized subclasses represent a specialization
  - We do not use this notation because it is often subjective as to which process is more appropriate for a particular situation
  - We advocate not drawing any arrows in these situations

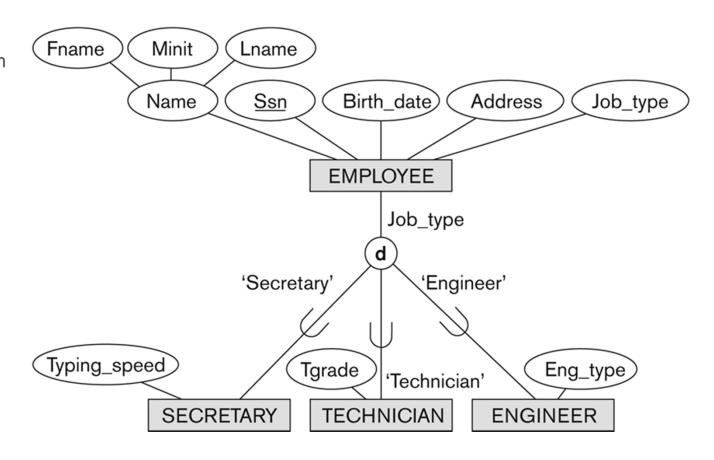
#### Generalization and Specialization

- Data Modeling with Specialization and Generalization
  - A superclass or subclass represents a set of entities shown in rectangles in EER diagrams (as are entity types)
  - Sometimes, all entity sets are simply called classes, whether they are entity types, superclasses, or subclasses

- If we can determine exactly those entities that will become members of each subclass by a condition, the subclasses are called *predicate-defined* (or condition-defined) subclasses
  - Condition is a constraint that determines subclass members
  - Display a predicate-defined subclass by writing the predicate condition next to the line attaching the subclass to its superclass

Figure 4.4

EER diagram notation for an attribute-defined specialization on Job\_type.



- If all subclasses in a specialization have membership condition on same attribute of the superclass, specialization is called an attribute defined-specialization
  - Attribute is called the defining attribute of the specialization
  - Example: JobType is the defining attribute of the specialization {SECRETARY, TECHNICIAN, ENGINEER} of EMPLOYEE

- If no condition determines membership, the subclass is called *user-defined*
  - Membership in a subclass is determined by the database users by applying an operation to add an entity to the subclass
  - Membership in the subclass is specified individually for each entity in the superclass by the user

- Two other conditions apply to a specialization/generalization:
- Disjointness Constraint:
  - Specifies that the subclasses of the specialization must be disjointed (an entity can be a member of at most one of the subclasses of the specialization)
  - Specified by d in EER diagram
  - If not disjointed, overlap; that is the same entity may be a member of more than one subclass of the specialization
  - Specified by o in EER diagram

#### Completeness Constraint:

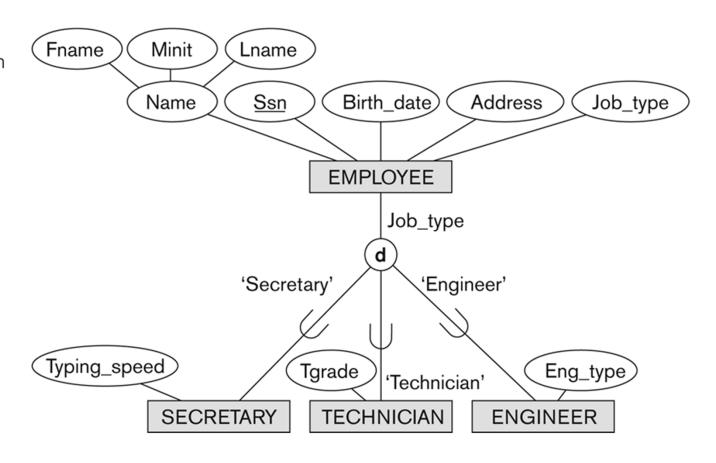
- Total specifies that every entity in the superclass must be a member of some subclass in the specialization/ generalization
- Shown in EER diagrams by a double line
- Partial allows an entity not to belong to any of the subclasses
- Shown in EER diagrams by a single line

- Hence, we have four types of specialization/generalization:
  - Disjoint, total
  - Disjoint, partial
  - Overlapping, total
  - Overlapping, partial
- Note: Generalization usually is total because the superclass is derived from the subclasses.

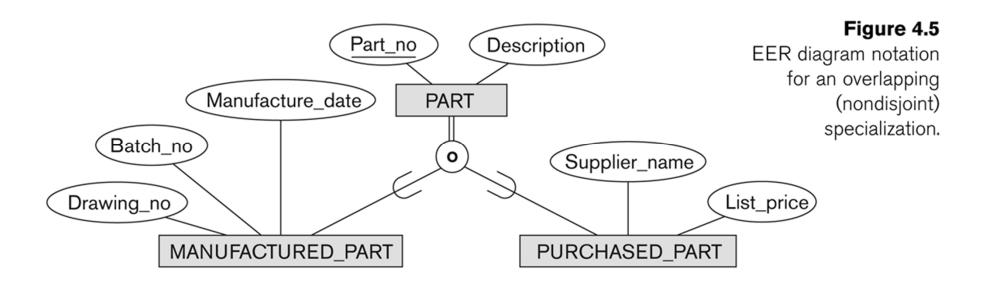
#### Example of disjoint partial Specialization

Figure 4.4

EER diagram notation for an attributedefined specialization on Job\_type.



#### Example of overlapping total Specialization



#### Specialization / Generalization Hierarchies, Lattices and Shared Subclasses

- A subclass may itself have further subclasses specified on it
- Forms a hierarchy or a lattice
- Hierarchy has a constraint that every subclass has only one superclass (called single inheritance)
- In a lattice, a subclass can be subclass of more than one superclass (called multiple inheritance)
- In a lattice or hierarchy, a subclass inherits attributes not only of its direct superclass, but also of all its predecessor superclasses

#### Specialization / Generalization Hierarchies, Lattices and Shared Subclasses

- A subclass with more than one superclass is called a shared subclass
- Can have specialization hierarchies or lattices, or generalization hierarchies or lattices
- In specialization, start with an entity type and then define subclasses of the entity type by successive specialization (top down conceptual refinement process)
- In generalization, start with many entity types and generalize those that have common properties (bottom up conceptual synthesis process)
- In practice, the combination of two processes is employed

### Shared Subclass "Engineering\_Manager"

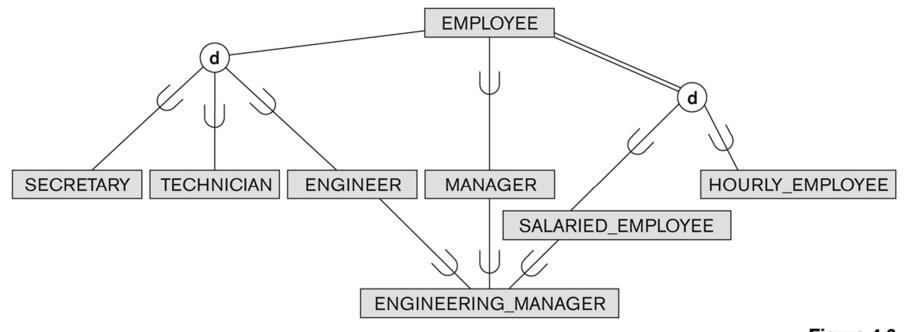
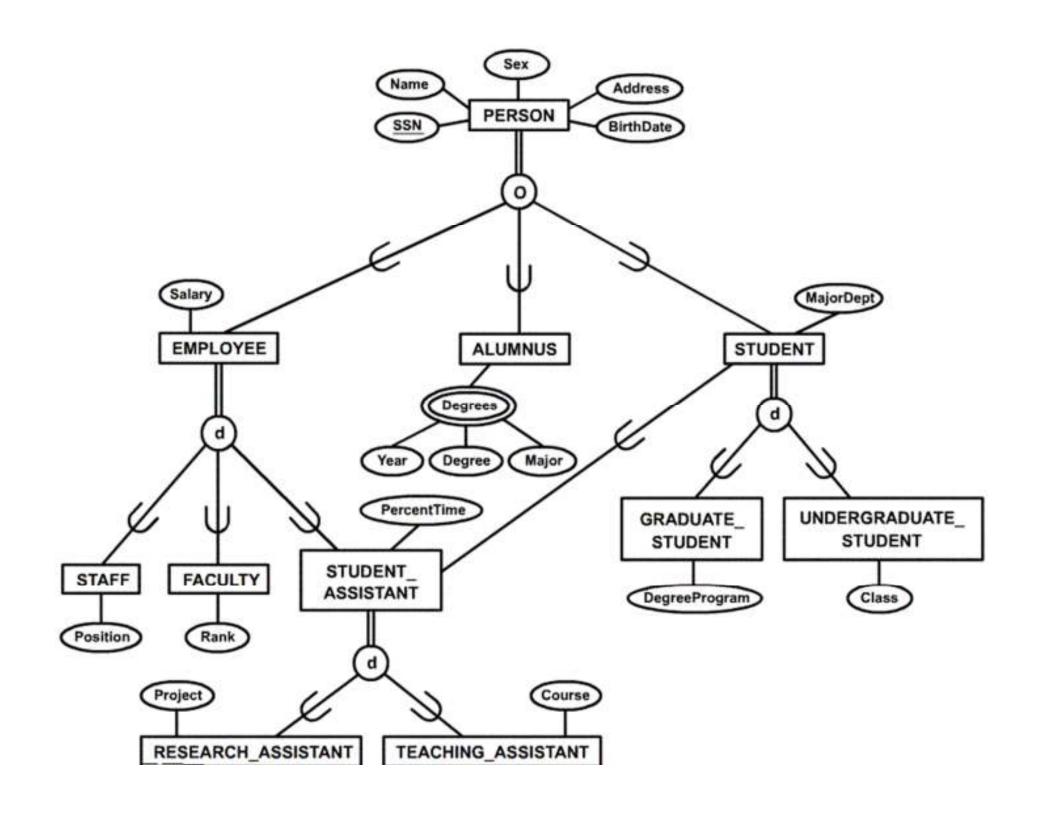


Figure 4.6 A specialization lattice with shared subclass ENGINEERING\_MANAGER.

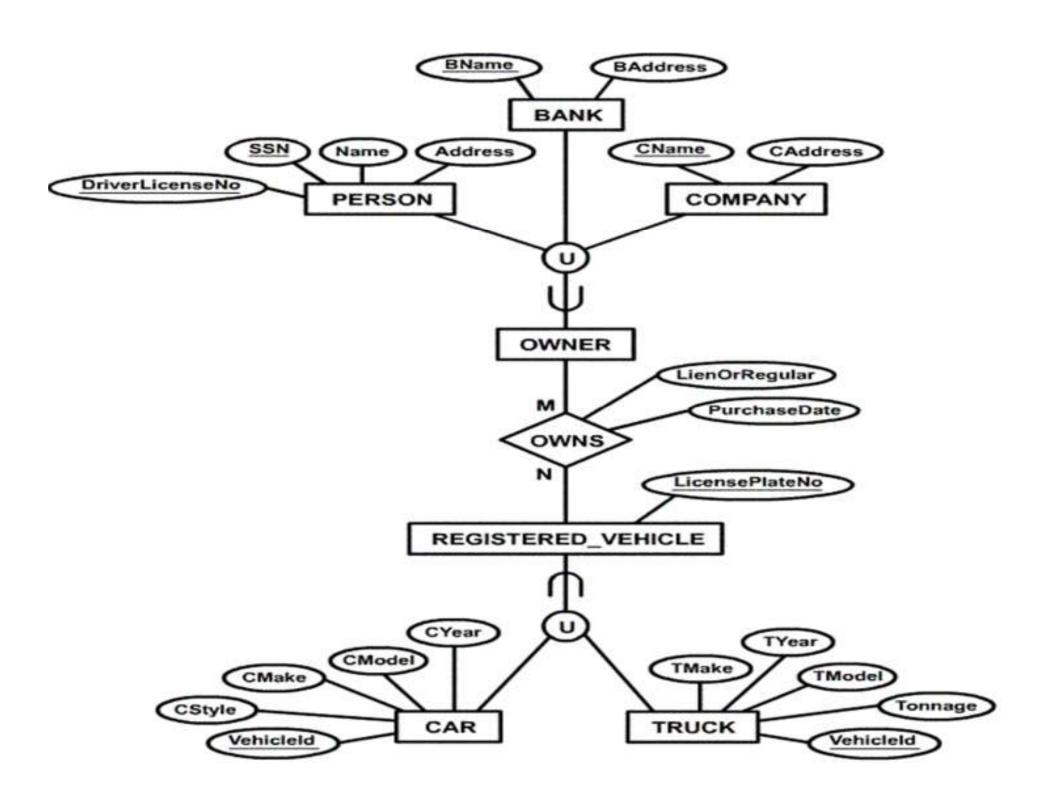


### Categories (UNION TYPES)

- All of the superclass/subclass relationships we have seen thus far have a single superclass
- A shared subclass is subclass in more than one distinct superclass/subclass relationships, where each relationships has a single superclass (multiple inheritance)
- In some cases, need to model a single superclass/subclass relationship with more than one superclass
- Superclasses represent different entity types

### Categories (UNION TYPES)

- Such a subclass is called a category or UNION TYPE
- Example: Database for vehicle registration, vehicle owner can be a person, a bank (holding a lien on a vehicle) or a company.
  - Category (subclass) OWNER is a subset of the union of the three superclasses COMPANY, BANK, and PERSON
  - A category member must exist in at least one of its superclasses
- Note: The difference from shared subclass, which is subset of the intersection of its superclasses (shared subclass member must exist in all of its superclasses).



#### **ER AND EER MODELLING**

- Design an Enhanced entity relationship diagram that models the following objects and relationships in the world of football (NFL): teams, players, games, managers and contracts.
- Each NFL team has a unique team name and a city it plays in.
- Each person being part of NFL world has a unique id and name.
- Additionally, for players their weight, height, position and birth dates are of importance.
- Players have a contract with at most one team and receive a salary for their services, and teams have at least 24 and at most 99 players under contract.
- Each team has one to three managers; manager can work for at most 4 teams and receive a salary for each of their employments.
- Players cannot be managers.
- A game involves a home-team and a visiting team; additionally, the day of the game, and the score of the game are of importance; teams play with each other several times in a season(not on same day).
- Moreover, for each game played we like to know which players participated in the game and how many minutes they played.

- A General Hospital consists of a number of specialized departments (such as Maternity, Paediatric, Oncology, etc).
- Each department hosts a number of patients, who are admitted on the recommendation of doctors employed by hospital.
- There are 10 doctors, 3 nurses and 5 ward boys. Each staff has unique staff id.
- Doctors are specialists in some branch of medicine. Permanent doctors get fixed salary. Personal information like name, address, date of birth, etc. required.
- Consulting doctors visits at fixed time every day. Information like name, contact number, specialization, charges etc are required.
- On admission, the personal details of every patient like name, address, relative's name and address, patient's blood group, reason of admission, etc are recorded.
- Patients are admitted to rooms of different types, per day charges depend on room type.
- Various labs in hospital, where several tests are conducted on patient. Each test has fixed charges.
- A separate register is to be held to store the information of the tests undertaken and the results of a prescribed treatment. A number of tests may be conducted for each patient.
- Draw an extended E-R diagram for the system.