

Database Review Design and Implementation Process

Lecture 1



Outline

- What is a Database?
- Database Management Systems
- DBMS in Context: People, Architecture
- Database Design and Implementation Process



What is a Database?

A collection of related data, most often...

- reflects some aspect of the real world
- logically coherent with inherent meaning
- designed, built, and populated with data for a specific purpose
 - intended group of users
 - some preconceived applications with which these users are interested
 - application requirements in terms of performance, security, redundancy, concurrency, etc.



Database Management System

DBMS

A collection of programs that enables users to create and maintain a database

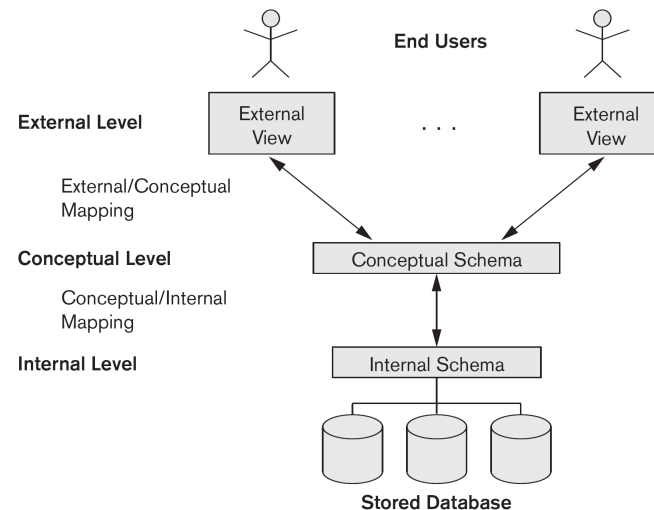
- Supports specifying the data types, structures, and constraints of the data
- Stores the data on some medium under control of the DBMS
- Supports querying and updating the database
- Protects data against malfunction and unauthorized access



Typical DBMS Features (1)

- Data abstraction via **data models**
 - Conceptual representation independent of how underlying storage or operation implementation

Figure 2.2
The three-schema architecture.



Our Focus

- Conceptual Modeling: [E]ER
- Data Modeling: Relational



Typical DBMS Features (2)

- Operation abstraction via languages
 - Data... definition, manipulation, query
 - We will focus on SQL
 - Programmatic APIs
 - We will focus on function libraries
 - vs. embedded, stored procedures, etc.



Typical DBMS Features (3)

- Reliable transaction processing (not a focus)
 - (A)tomicity: “all or nothing”
 - (C)onsistency: valid -> valid’
 - (I)solation: parallel execution, serial result
 - (D)urability: once it is written, it is so
- High performance
 - Buffering, caching (not a focus)
 - Query optimization, redundant data structures (e.g. indexes, materialized views)



Typical DBMS Features (4)

- Authentication and authorization subsystems
 - Discussed lightly, in context of other security concerns/techniques
- Backup and recovery
 - Not discussed



DBMS in Context: People

1. Database designers
2. System analysts & application programmers
3. Database administrators
4. End users
5. Back-end
 - a. DBMS designer/implementer
 - b. Tool developers
 - c. SysAdmins



DBMS in Context: Architecture

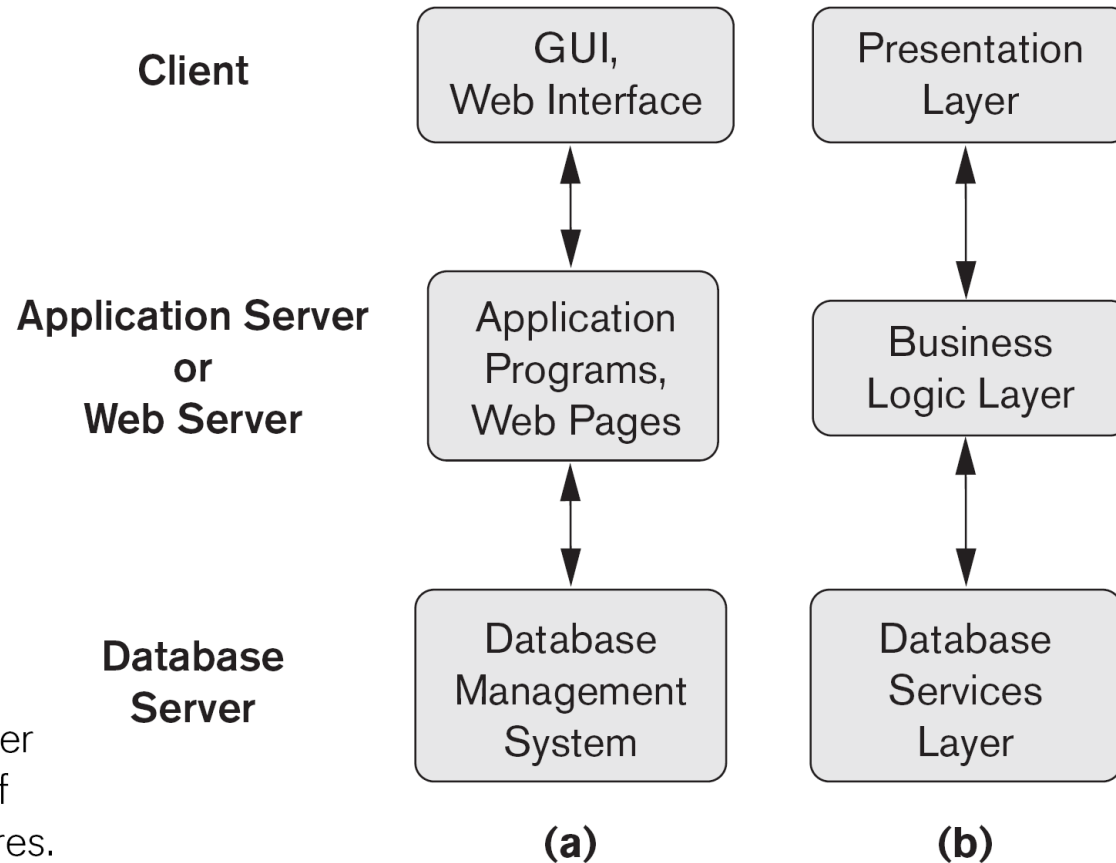


Figure 2.7

Logical three-tier client/server architecture, with a couple of commonly used nomenclatures.



When NOT to use a DBMS

- Single-user data access
- Embedded/real-time systems
- Simple/well-defined (i.e. general DBMS may be overkill)

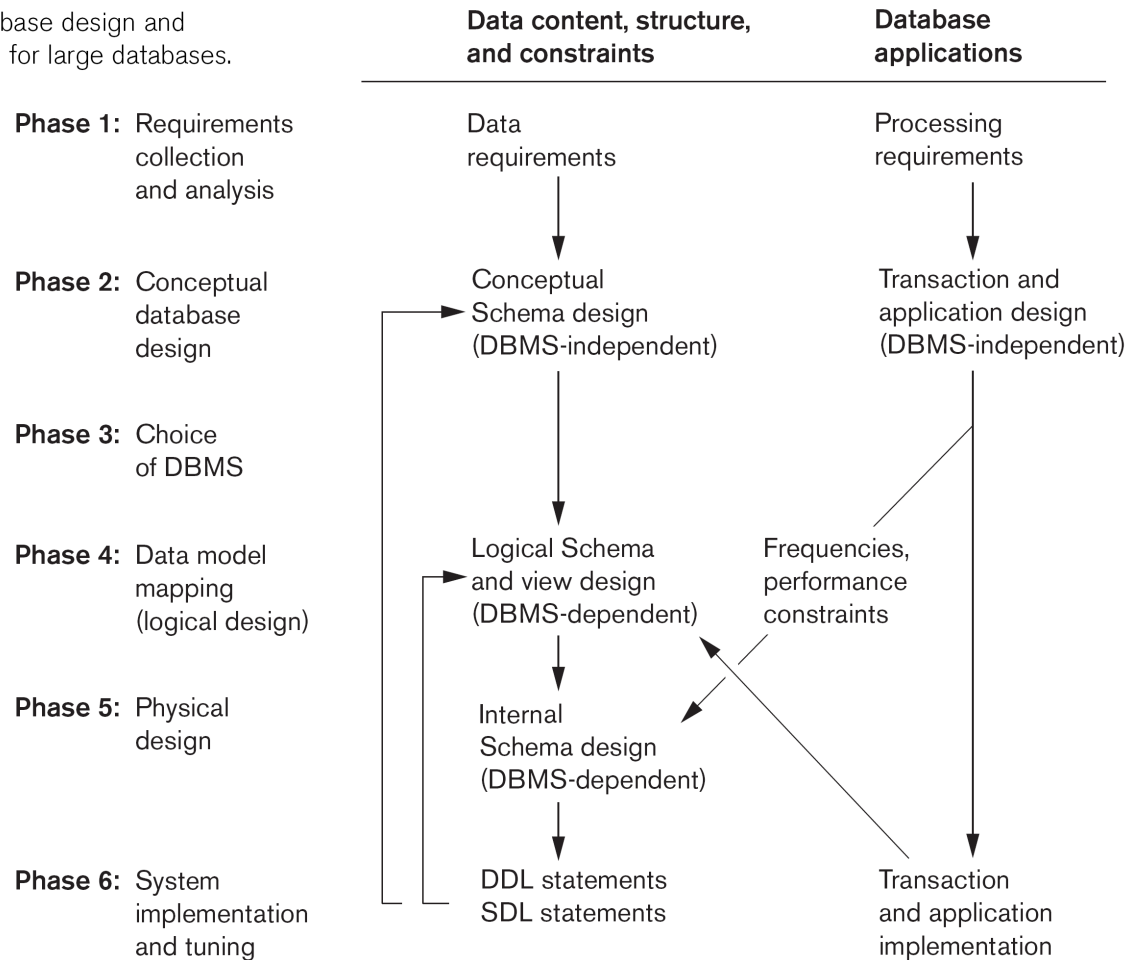
However, DBMS techniques may be useful

- We will discuss useful and scalable indexing structures and processes



Database Design and Implementation Process

Figure 10.1
Phases of database design and implementation for large databases.



Requirements Collection & Analysis

- Data/Constraints

“The company is organized into departments. Each department has a unique name, number, and a particular employee who manages the department. We keep track...”

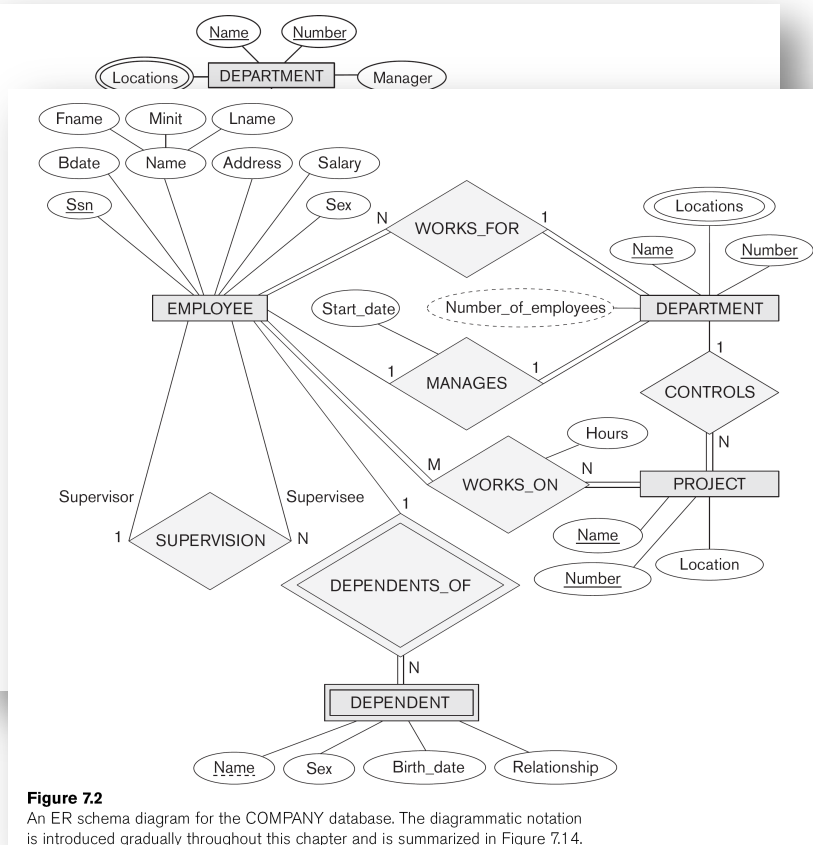
- Functional Needs

- Operations/queries/reports
 - Frequency
- Performance, security, etc.



Conceptual Design

Data



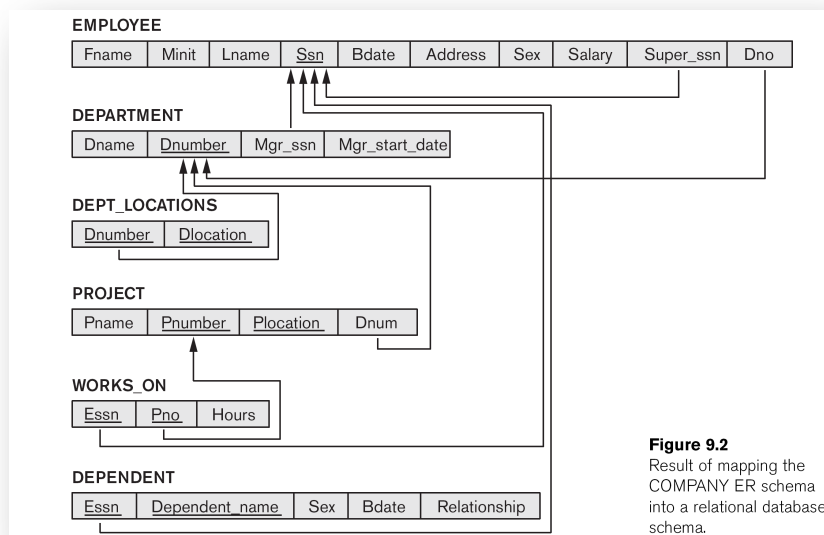
Application

- Software
 - UML
 - Form design
- Database
 - Transaction design
 - Report design



Logical Design

Data



- Normalization

Application

- Supporting code (that does not depend upon database)
 - Possibly using techniques from databases (e.g. indexing)



Physical Design

Data

- Index, materialized view selection and analysis

Application

- Implementing operations as queries
- Implementing constraints as keys, triggers, views
- Implementing multi-user security as grants



Implementation and Tuning

Data

- DDL statements
- De-normalization, updating indexes/ materialized views

Application

- Query integration
- Profiling queries/ operations
- Security, concurrency, performance, etc. analysis

