

Conceptual Design, ER Diagrams

Lecture 2



Outline

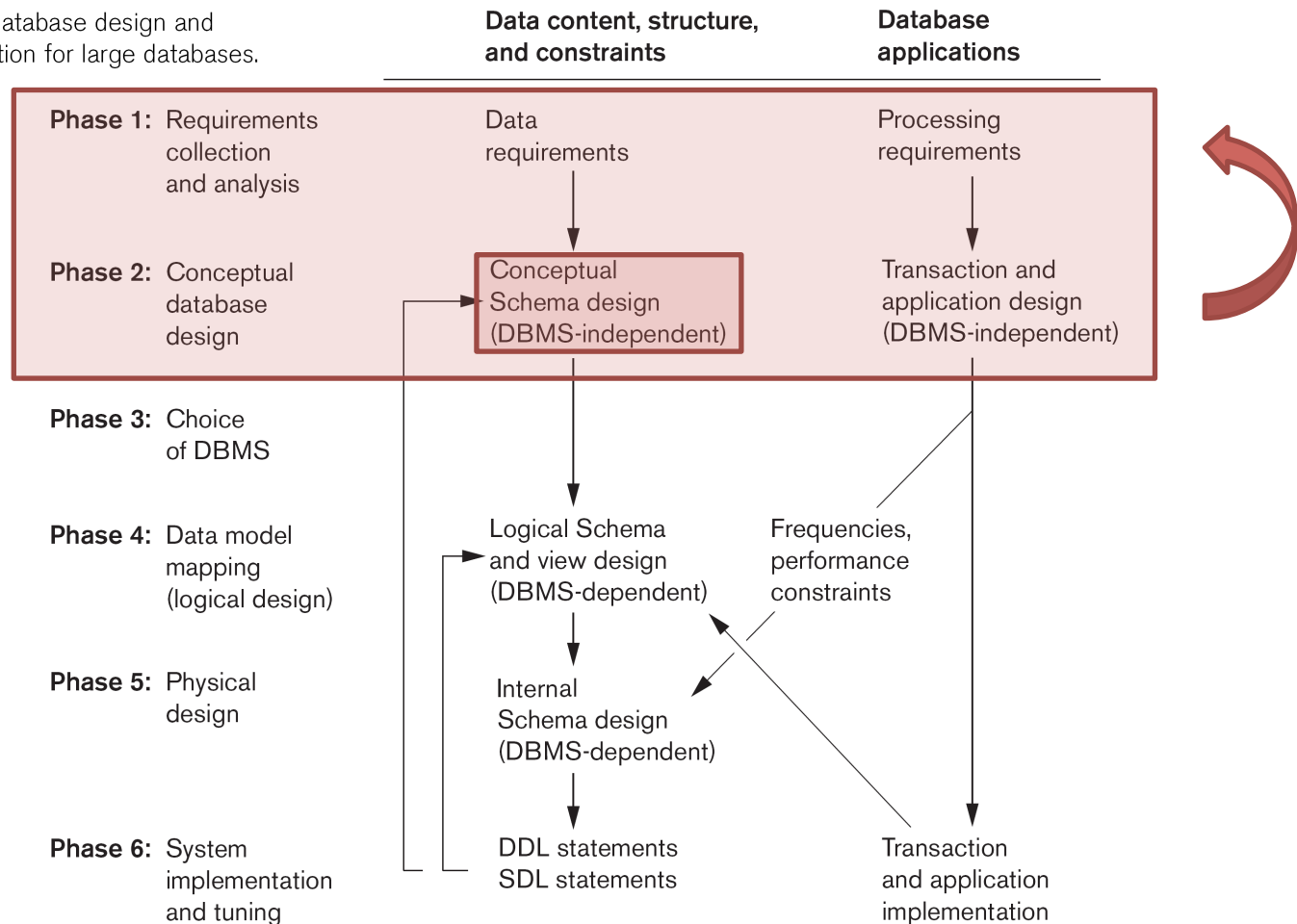
1. Context: Design & Implementation Process
2. Goals of Conceptual Design
3. The Entity-Relationship (ER) Model
4. One ER Diagrammatic Notation
5. Requirements Elicitation
6. Approaches to Conceptual Design



Database Design and Implementation Process

Figure 10.1

Phases of database design and implementation for large databases.



Goal of Conceptual Design

Description of data requirements that is...

- Comprehensive
 - Entity types, relationships, and constraints
 - Sanity check of data & functional requirements
 - Reference for [unit/integration] testing/analysis
- Concise/High-level
 - Easy to understand technically
 - Easy to communicate with non-technical users
 - Facilitates focus on data (vs. storage/implementation details)
- Algorithmically transformable into implementation data model
 - Improves application development efficiency, reduces errors



Entity-Relationship (ER) Model

Entity

- Thing in the real world

Attribute

- Property of an entity
- Most of what we store in the database

Relationship

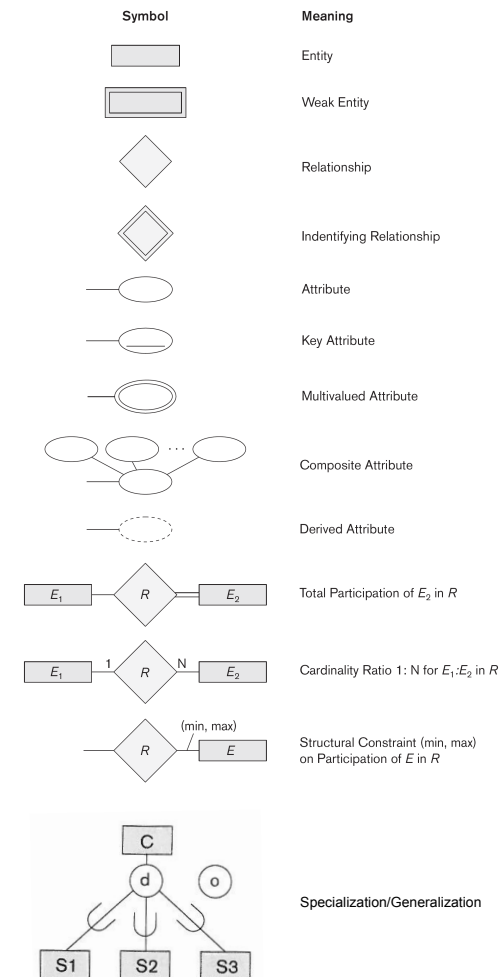
- Association between sets of entities
- Possibly with attribute(s)



ER Diagrams

- Graphical depiction of an ER model
- Many notations, this class...

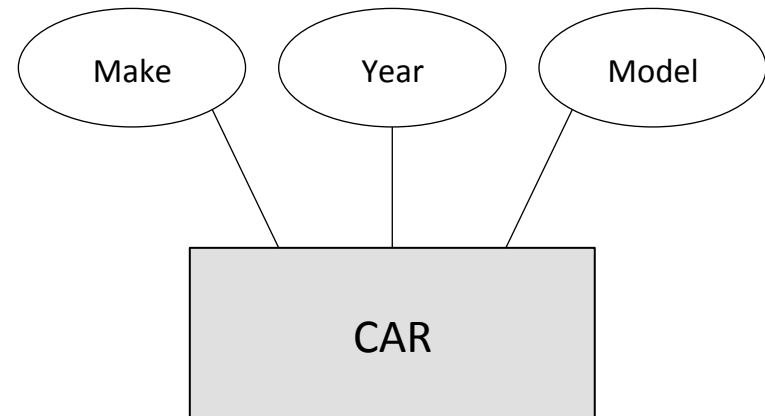
All cars have a year, age, make, model, registration (unique), vehicle number (vin; unique), some number of colors.



Entity Sets

Set of entities that have the same attributes

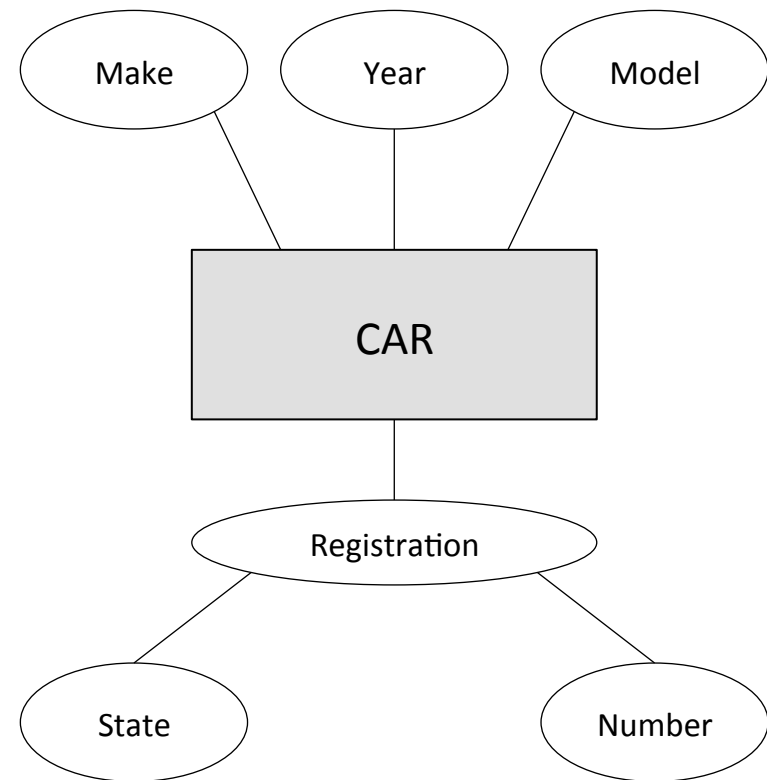
All cars have a year, make, and model.



Composite Attributes

Can be subdivided into smaller subparts

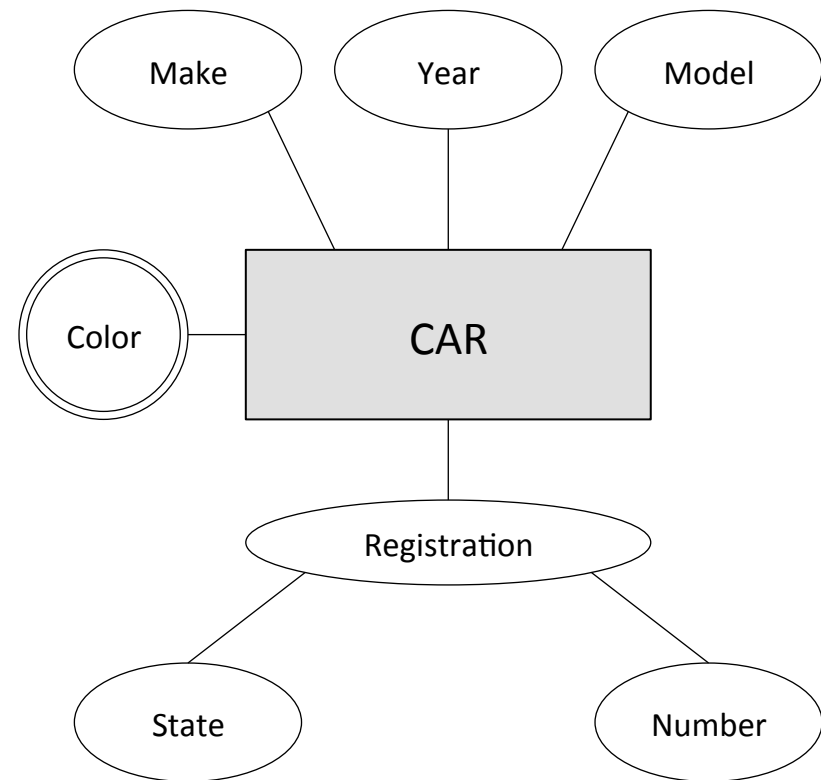
*All cars have a year, make, model, **and** registration.*



Multivalued Attributes

Can take a [possibly specified] number of values.

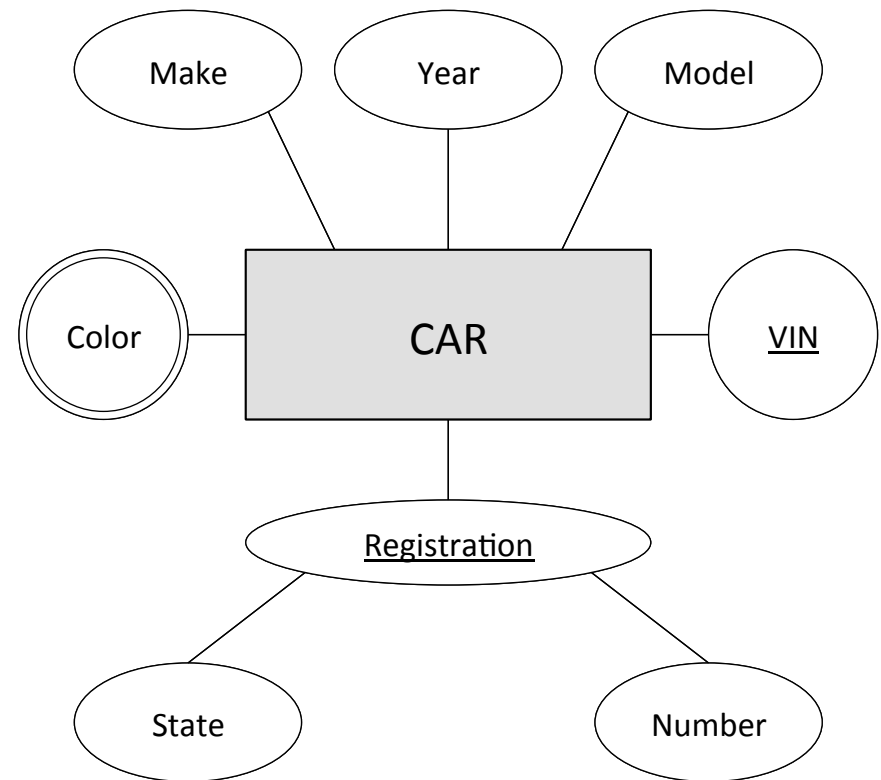
*All cars have a year, make, model, registration, and **some number of colors**.*



Key Attributes

The value uniquely identifies each entity

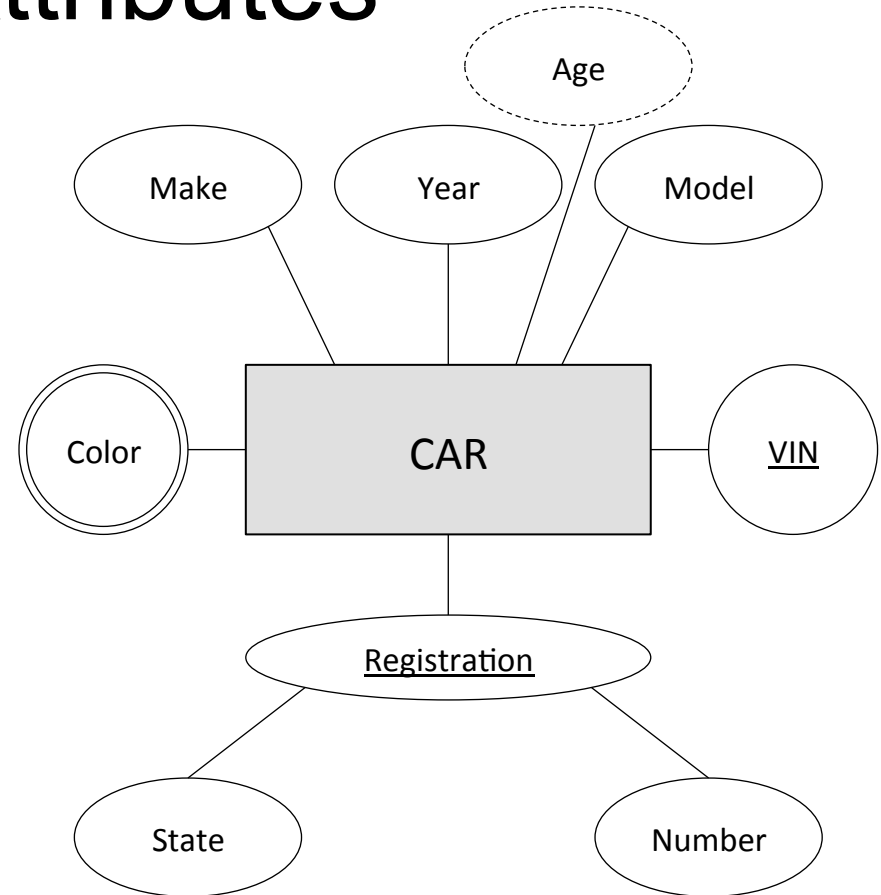
*All cars have a year, make, model, **registration (unique)**, vehicle number (vin; **unique**), some number of colors.*



Derived Attributes

The value can be computed

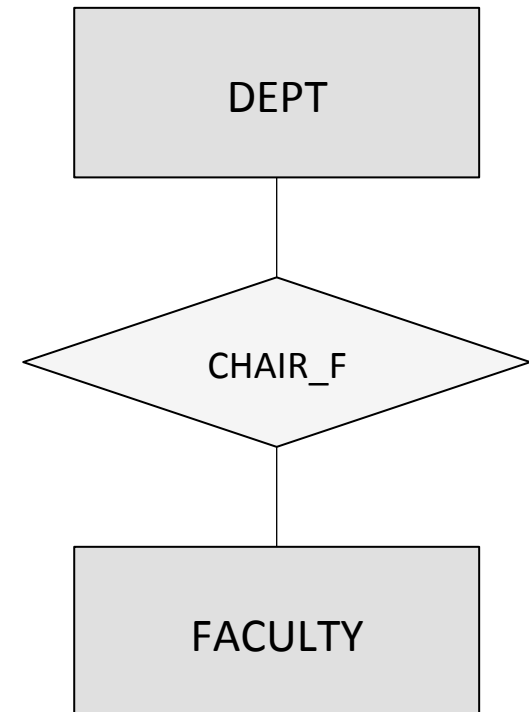
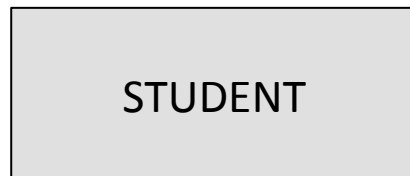
*All cars have a year, **age**, make, model, registration (unique), vehicle number (vin; unique), some number of colors.*



Relationships

Associates one or more sets of entities

– One = recursive (**role** is important)



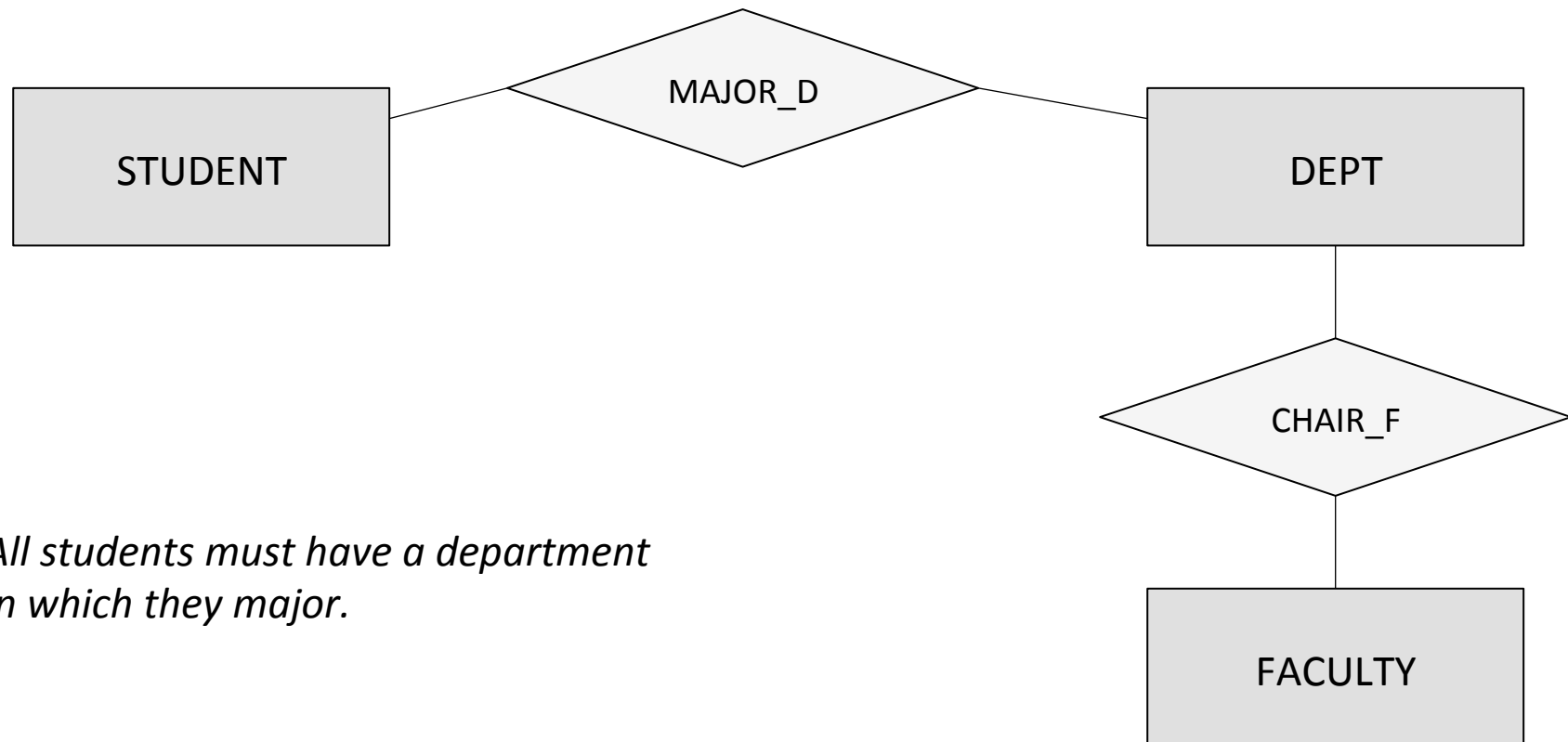
All departments have a faculty member who serves as the chair. A faculty member can only chair one department.



Relationships

Associates one or more sets of entities

– One = recursive (**role** is important)



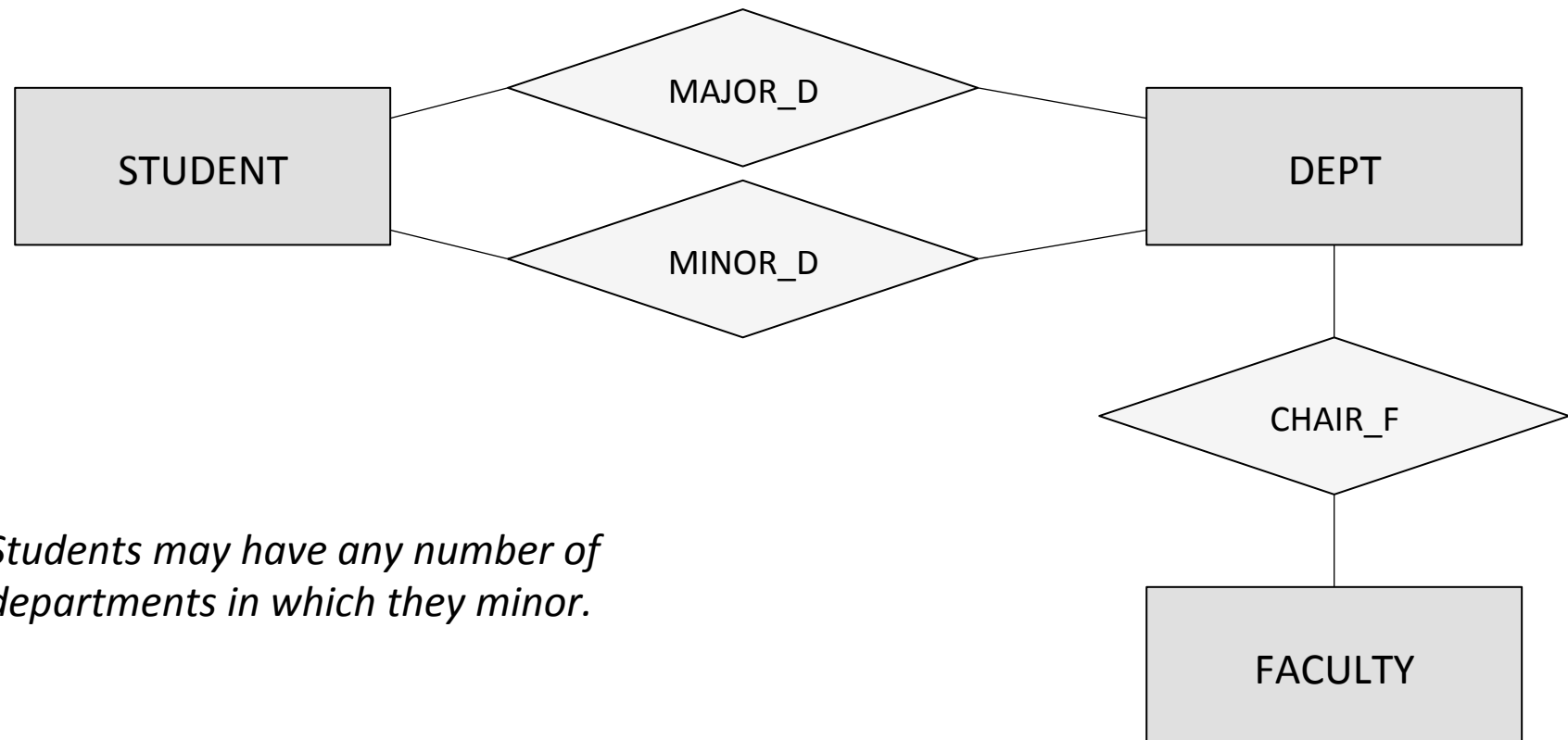
All students must have a department in which they major.



Relationships

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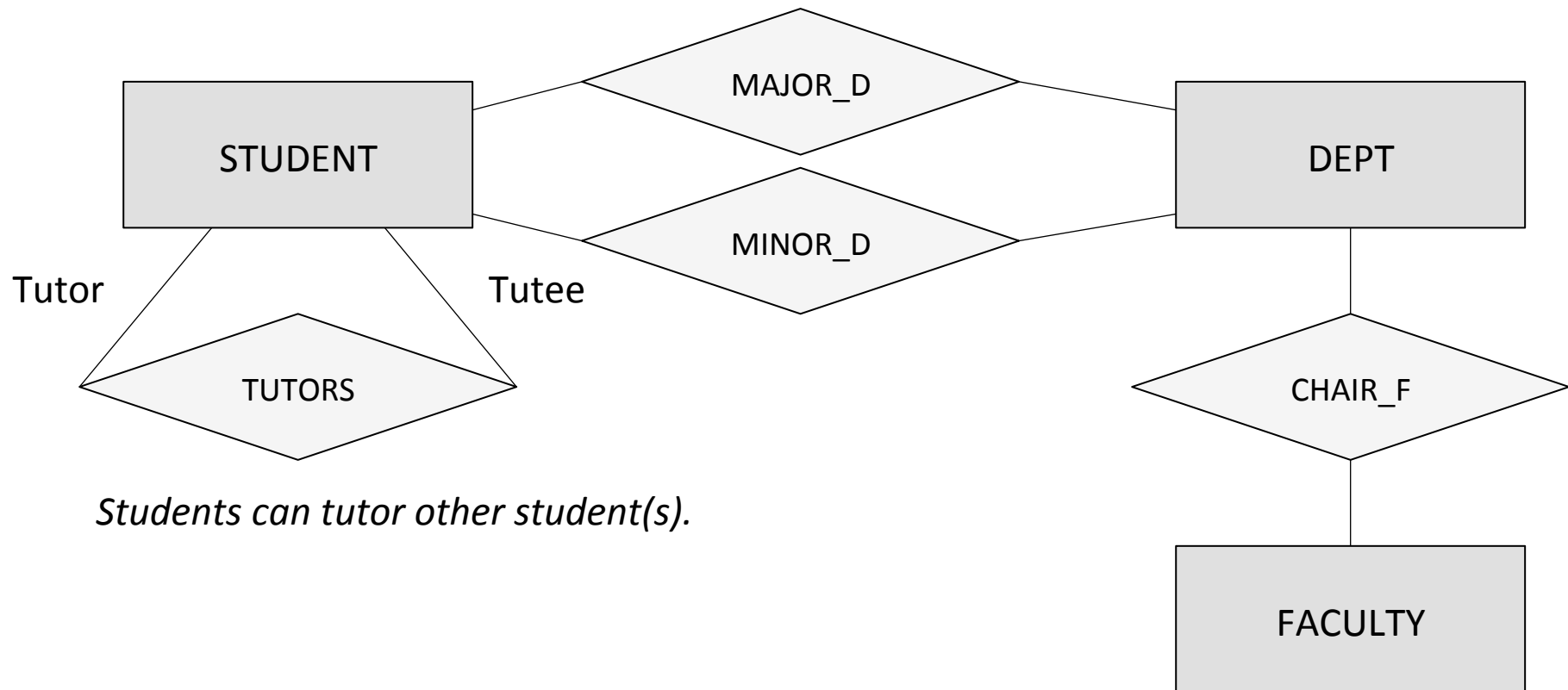
Students may have any number of departments in which they minor.



Relationships

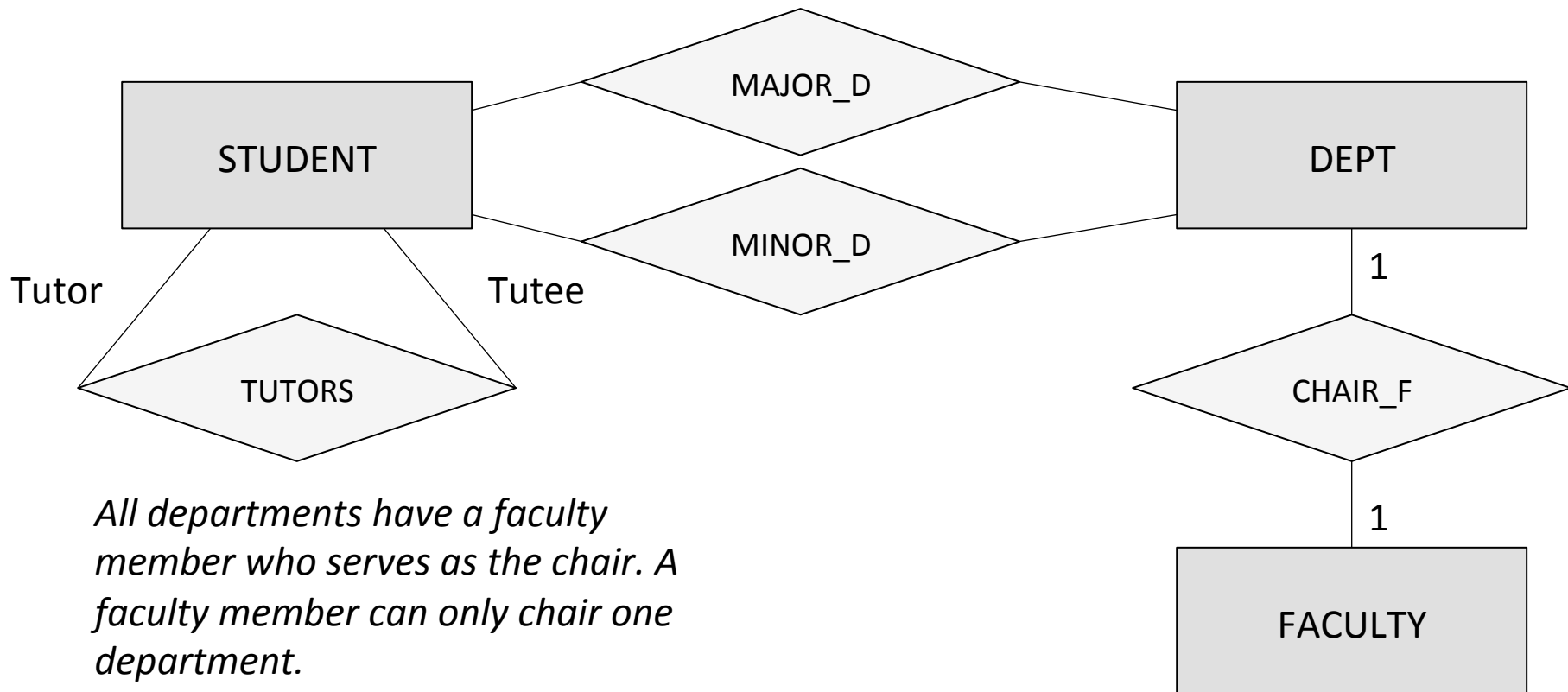
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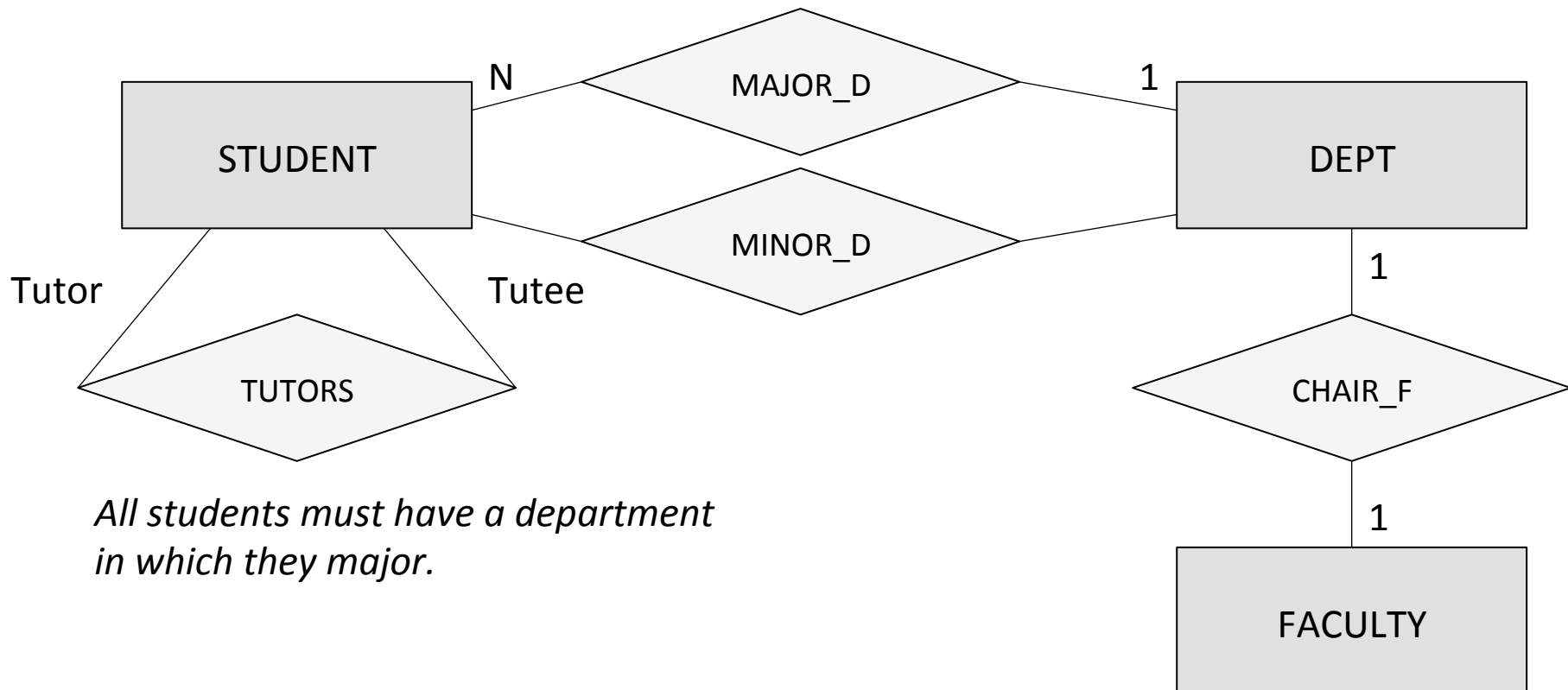
Cardinality Ratios

Constrains the number of entities that can participate in each role of the relationship



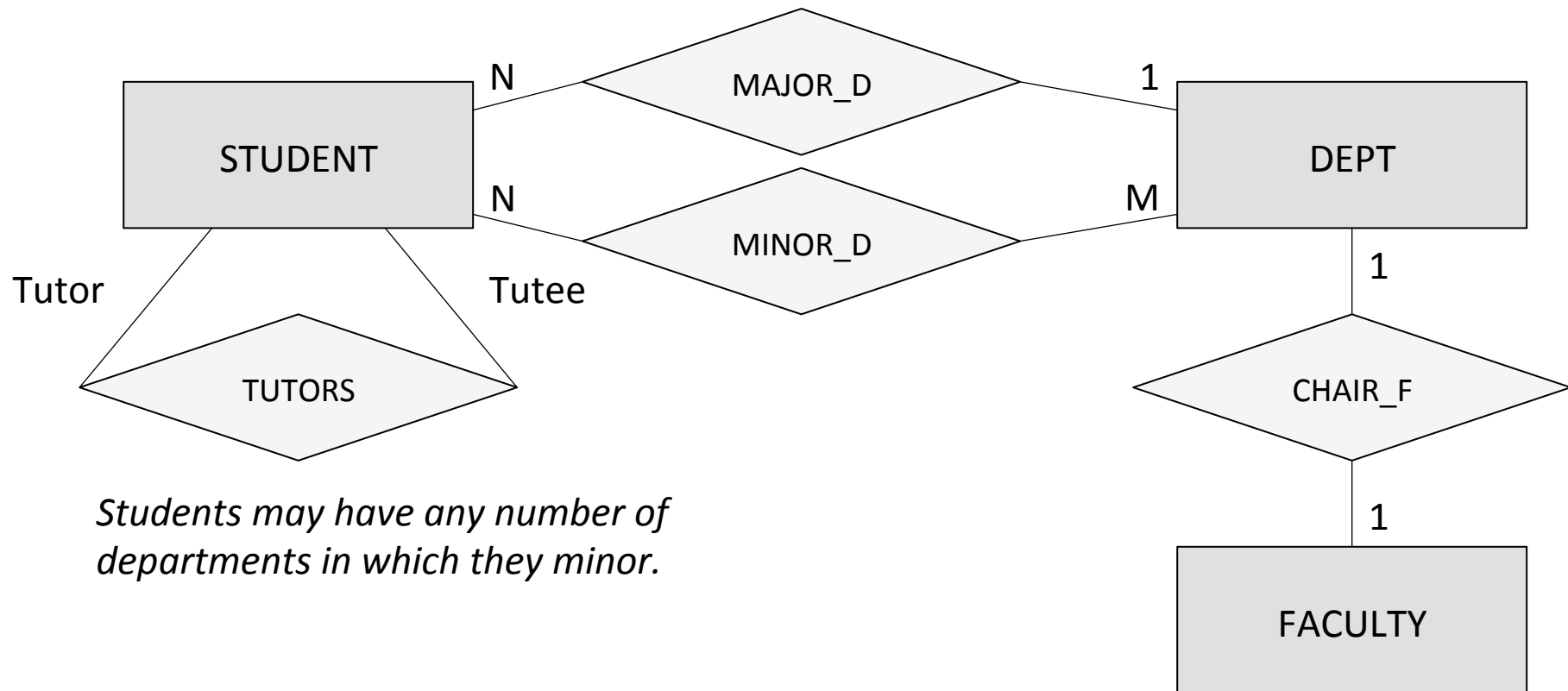
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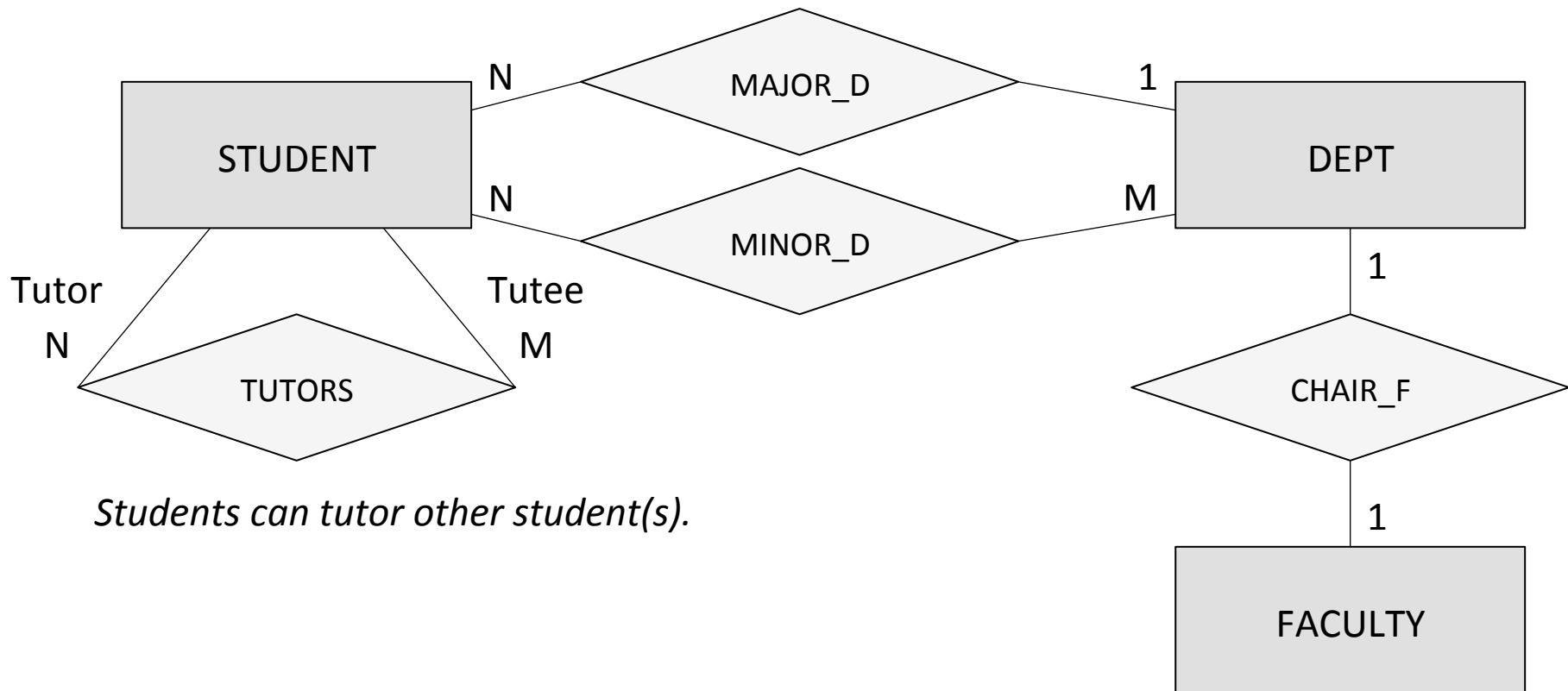
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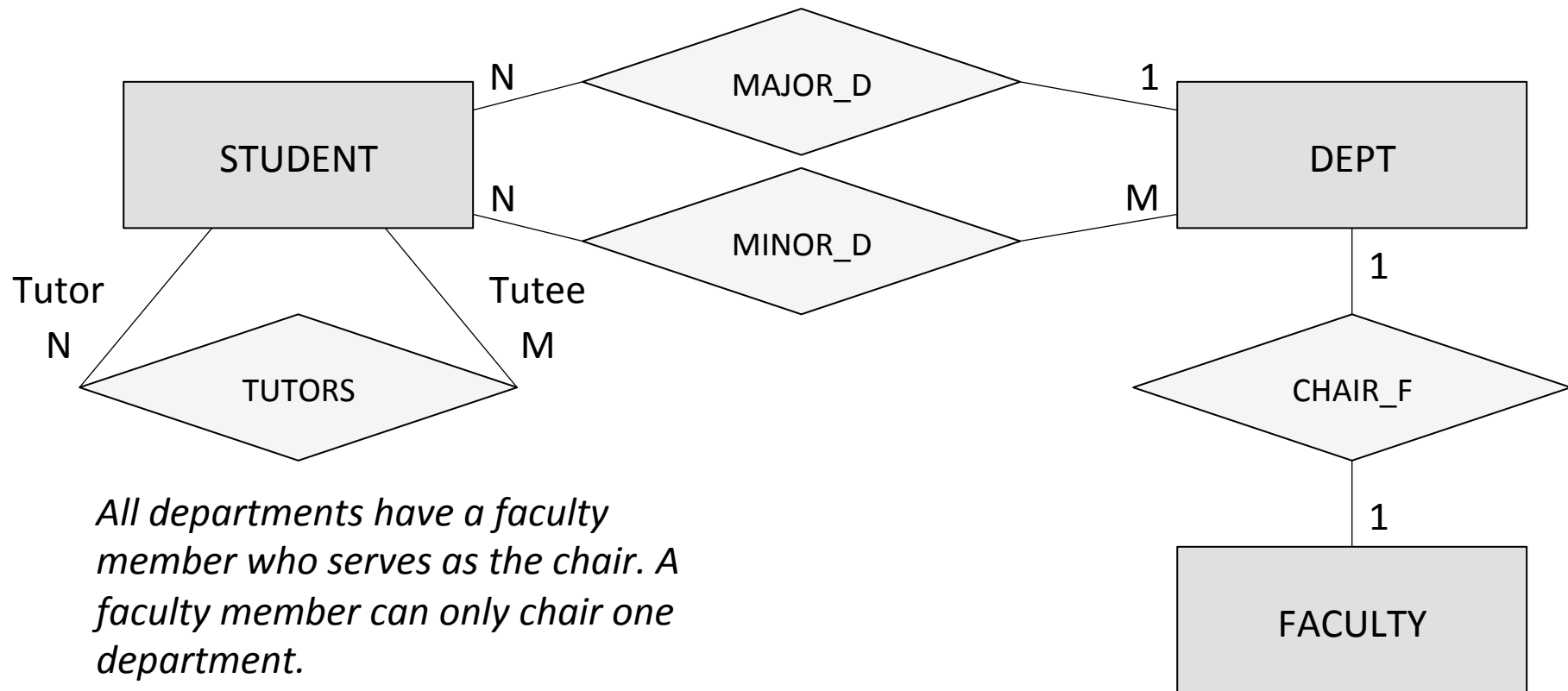
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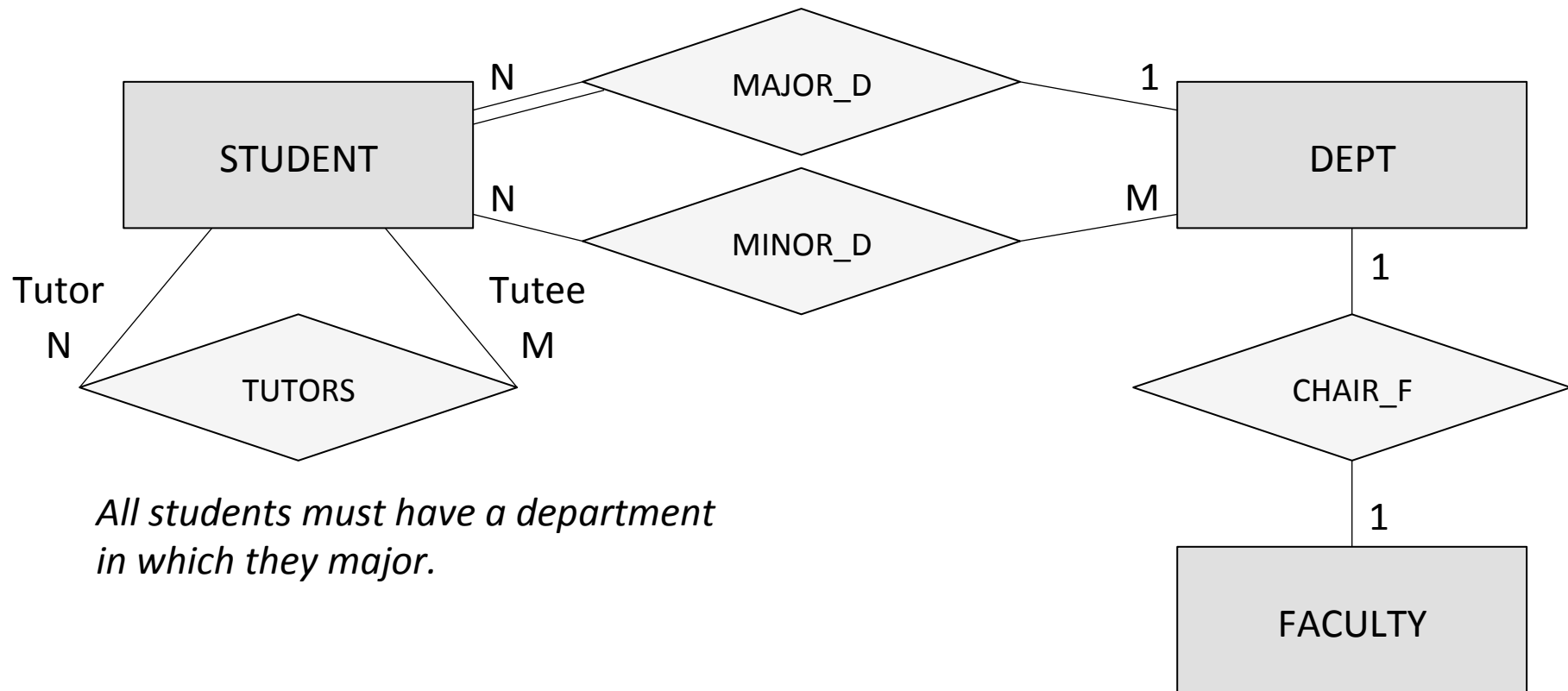
Structural Constraints

If an entity does not exist unless it appears with an entity in a relationship, the participation is **total** (existence dependency). Else, **partial**.



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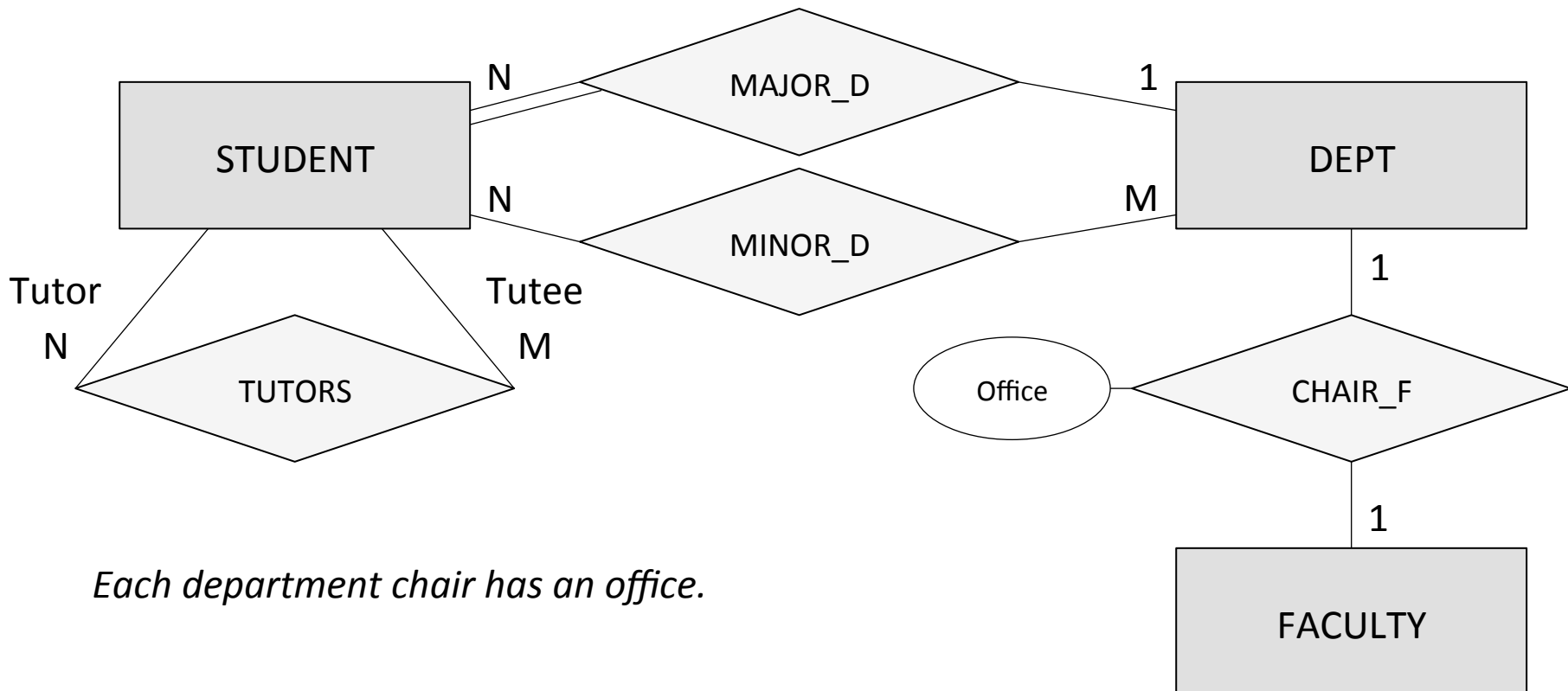
All students must have a department in which they major.



Attributes of Relationships

1->1, can go to either entity

1->N, can go to (1) entity



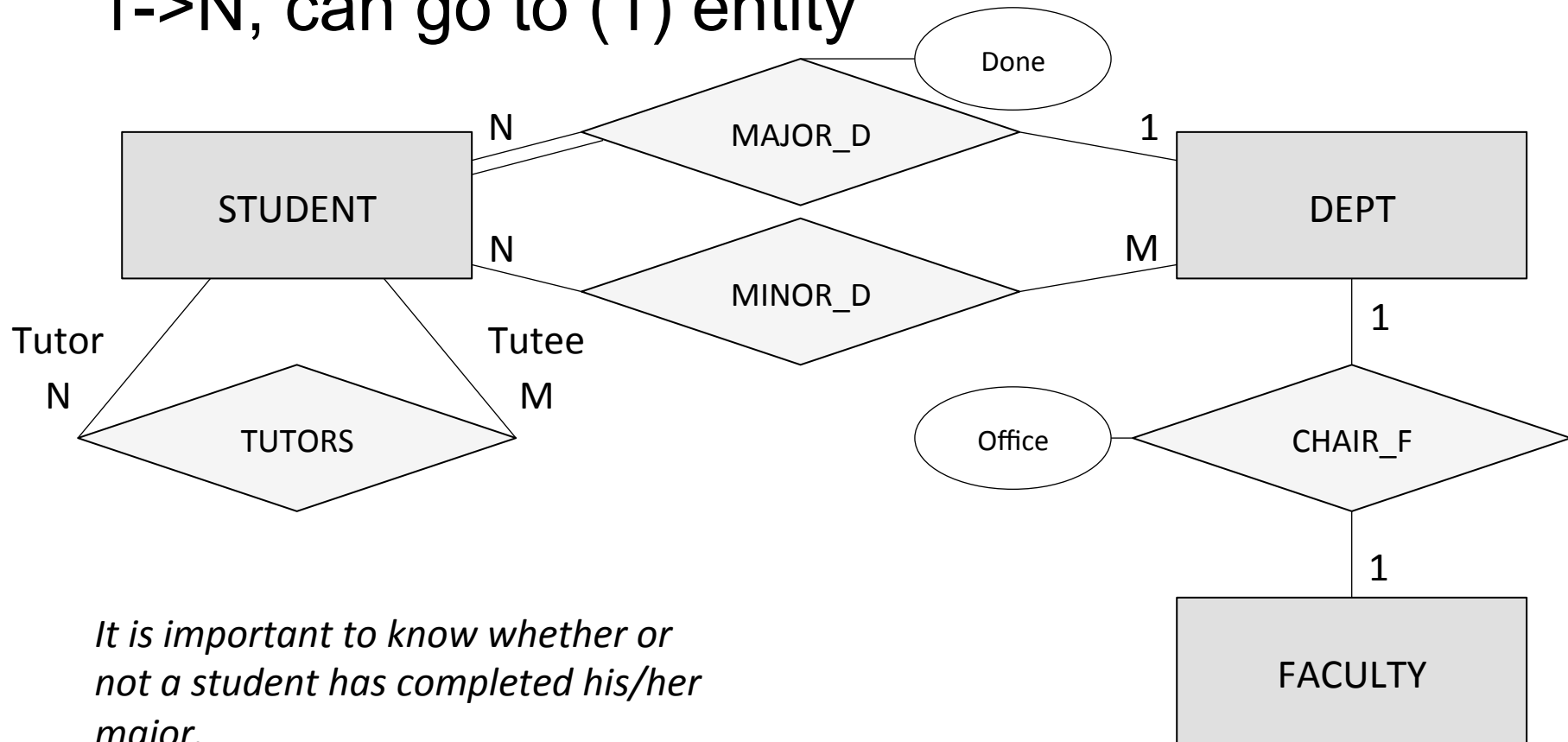
Each department chair has an office.



Attributes of Relationships

1->1, can go to either entity

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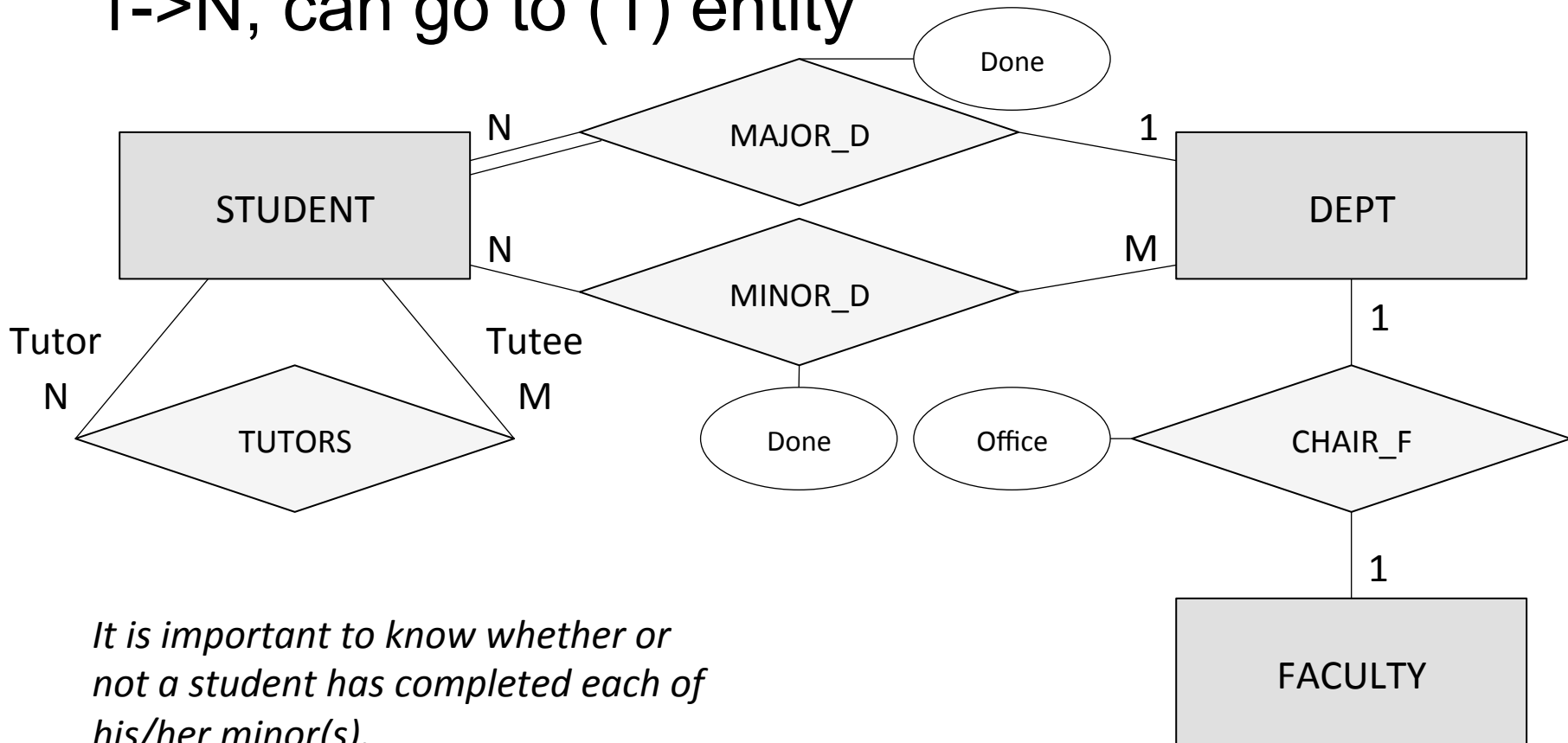
It is important to know whether or not a student has completed his/her major.



Attributes of Relationships

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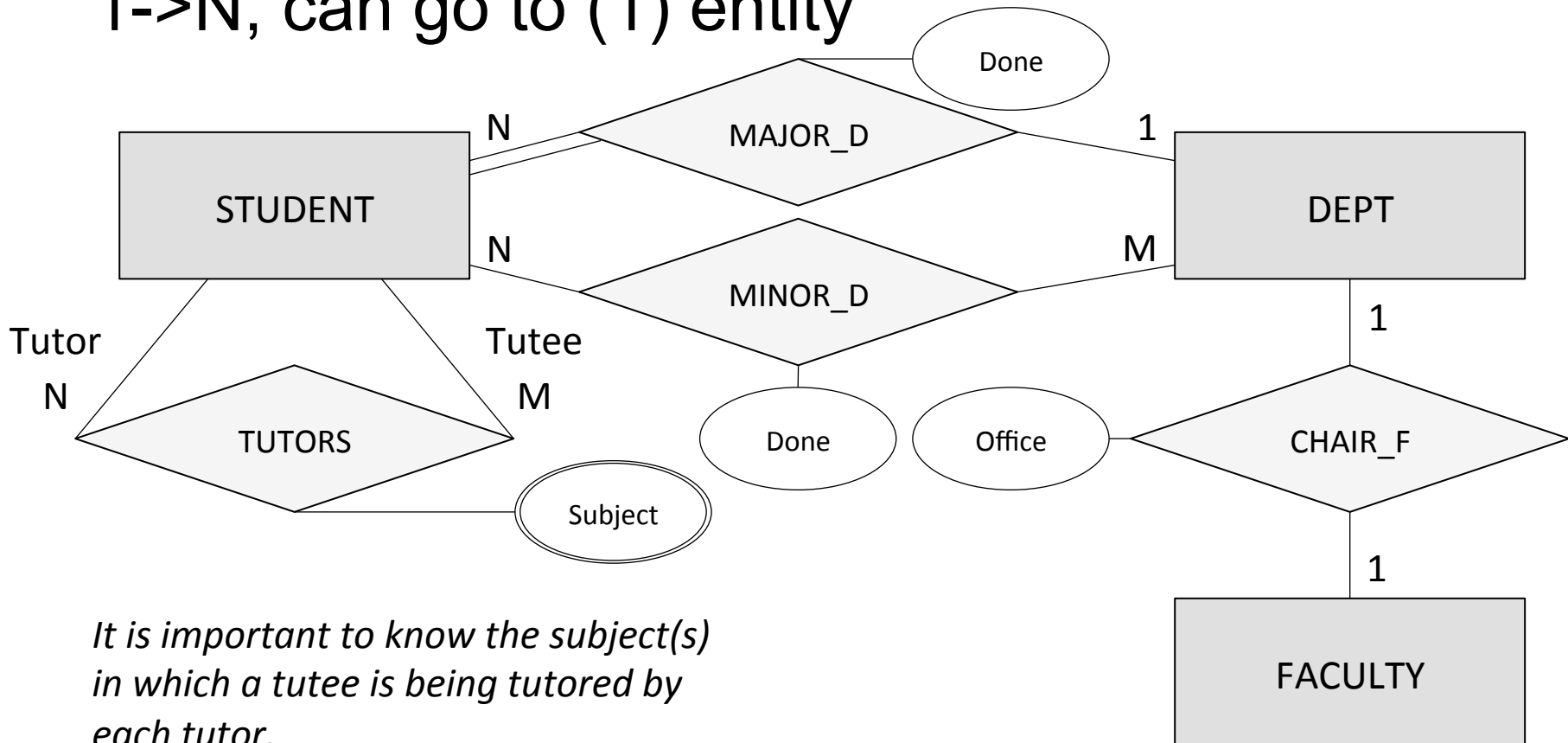
It is important to know whether or not a student has completed each of his/her minor(s).



Attributes of Relationships

1->1, can go to either entity

1->N, can go to (1) entity

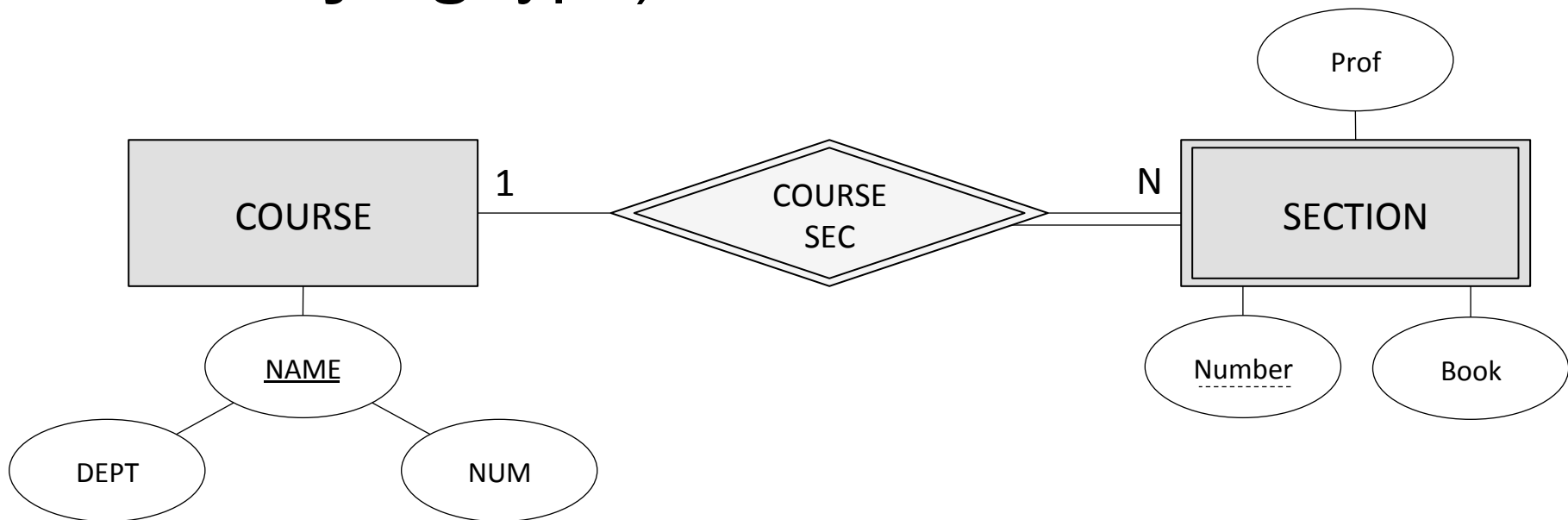


It is important to know the subject(s) in which a tutee is being tutored by each tutor.



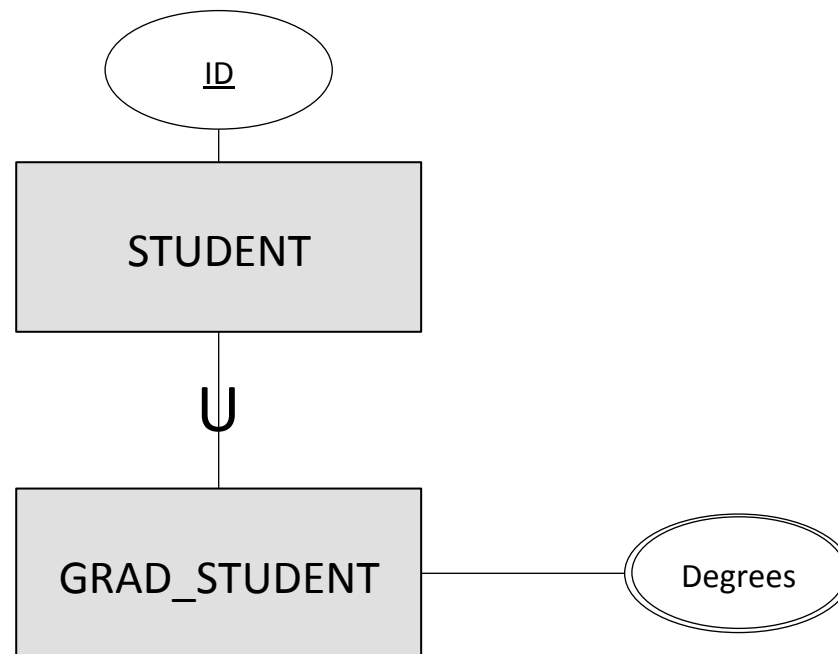
Weak Entities

Entity types that do not have key attributes of their own are **weak**; instead identified by relation to specific entity of another type (the **identifying** type)



Specialization/Generalization

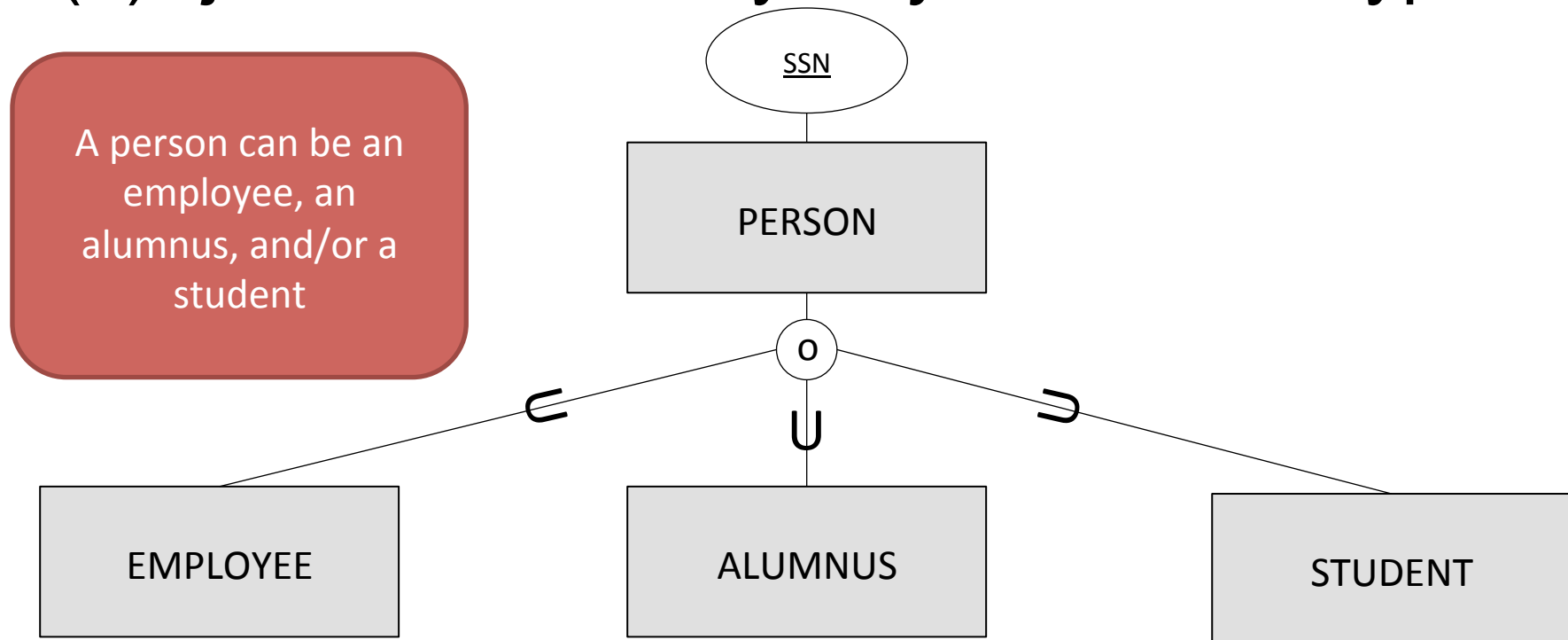
Only a subset of entities within a type have certain attributes or participate in certain relationships



Multiple Subtypes: Disjointedness

(o)verlap: may be more than one

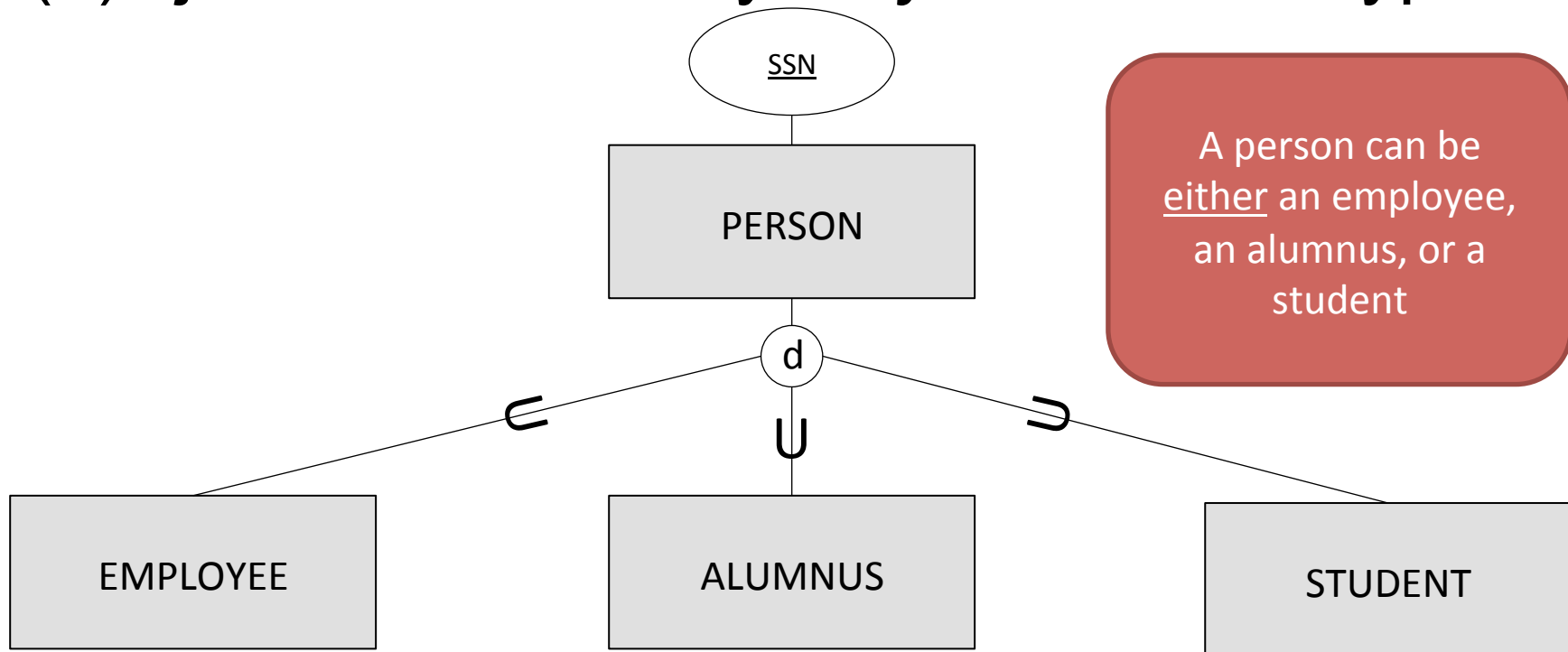
(d)isjoint: entities may *only be one* subtype



Multiple Subtypes: Disjointedness

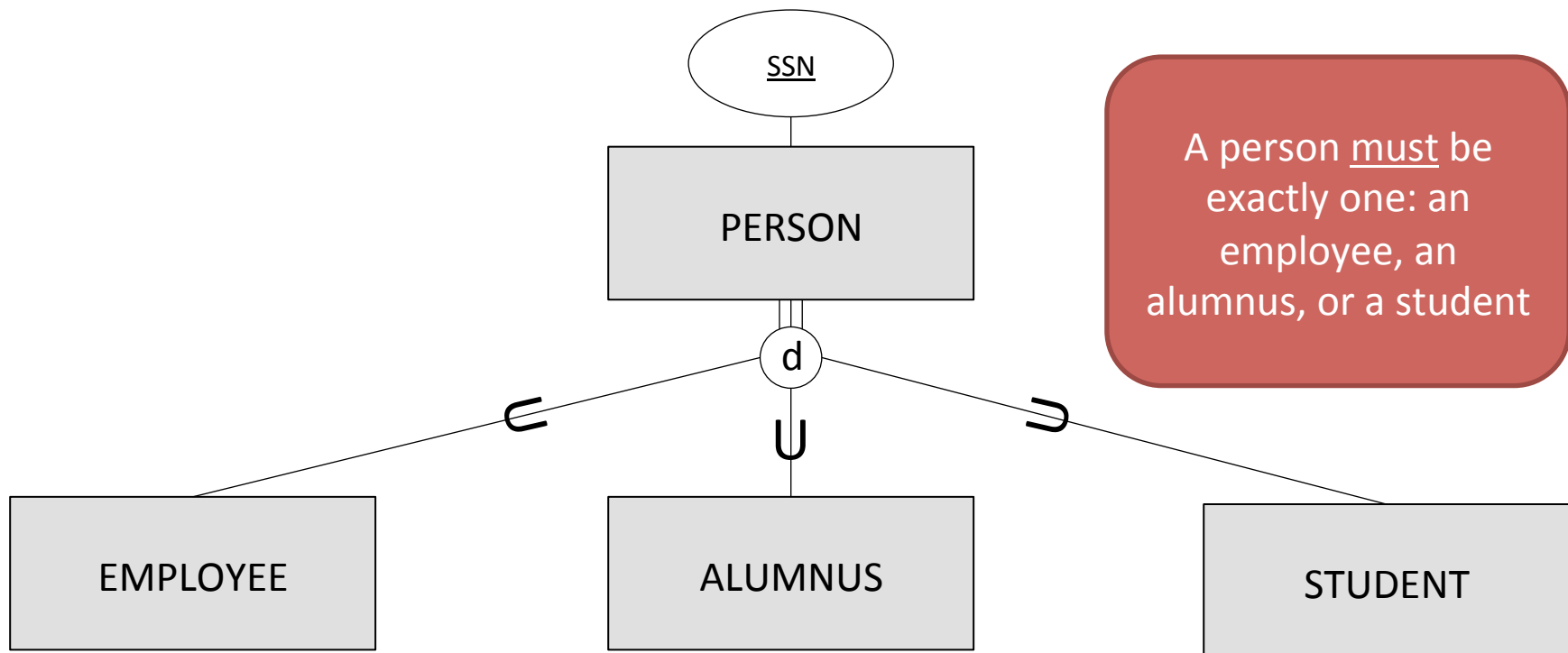
(o)verlap: may be more than one

(d)isjoint: entities may *only be one* subtype



Multiple Subtypes: Completeness

Similar to relationships; can be total (must belong to subtypes) or partial (can belong)



Requirements Elicitation

The conceptual model should *inform* requirements elicitation questions:

- What are the main kinds of objects to be stored in the database (entity types)?
- For each object, what information should be stored (attributes, relationships)? What information distinguishes one object of a type from another (keys, weak entities)? Are there different kinds/categories of objects (specialization/generalization)?
- For each piece of information, what characterizes a valid value (composite/multi-valued, structural, etc.)?
- For related objects x and y , can x exist without y (participation)? How many x 's can a y have, and vice-versa (cardinality)?



Approaches to Conceptual Design

Centralized

- Single authority responsible for merging requirements into schema
- Reasonable for smaller applications

View Integration

- Each stakeholder implements local view
- Individual views integrated into global schema
- Individual views can be reconstructed as external schemas after integration



View Integration (1)

1. Identify correspondences and conflicts
 - Conflicts: names, types, domain, constraints
2. Modify views to conform
3. Merge
4. Restructure



View Integration (2)

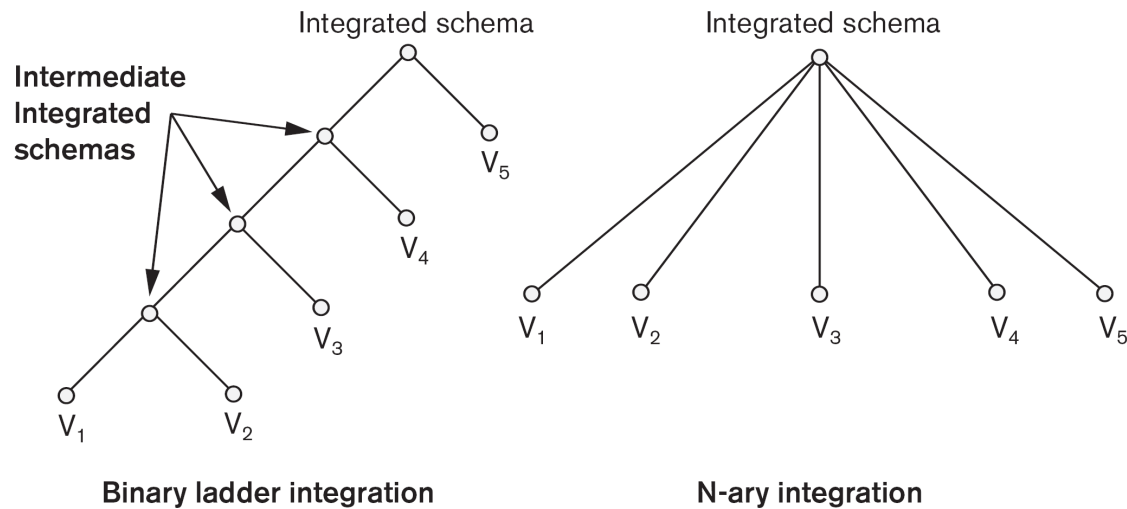


Figure 10.6
Different strategies for
the view integration
process.

