

By Marina Barsky

Entity-Relationship Model

Lecture 1

- A *data model* is a collection of concepts for describing data.
- A *schema* is a description of a particular collection of data, using a given data model.
- A *database instance* is a collection of data compliant with the schema

Databases model the real world

- “Data Model” allows us to translate real world things into structures computers can store
- Many models exist:
 - Network
 - Hierarchical
 - Relational
 - Object-Oriented
 - XML
 - etc.

In relational model

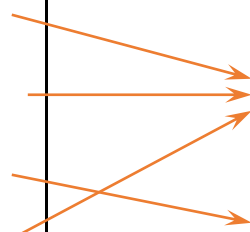
- Database = set of named **relations** (or **tables**)
- Each relation has a set of named **attributes** (or **columns**)
- Each **tuple** (or **row**) has a value for each attribute
- Each attribute has a **type** (or **domain**)
- Relations are connected using **keys**

Enrolled

| sid | cid | grade |
|-------|-------------|-------|
| 53666 | Carnatic101 | C |
| 53666 | Reggae203 | B |
| 53650 | Topology112 | A |
| 53666 | History105 | B |

Students

| sid | name | login | age | gpa |
|-------|-------|------------|-----|-----|
| 53666 | Jones | jones@cs | 18 | 3.4 |
| 53688 | Smith | smith@eecs | 18 | 3.2 |
| 53650 | Smith | smith@math | 19 | 3.8 |



Example: relation *Movies*

This *relation* describes *movies*:

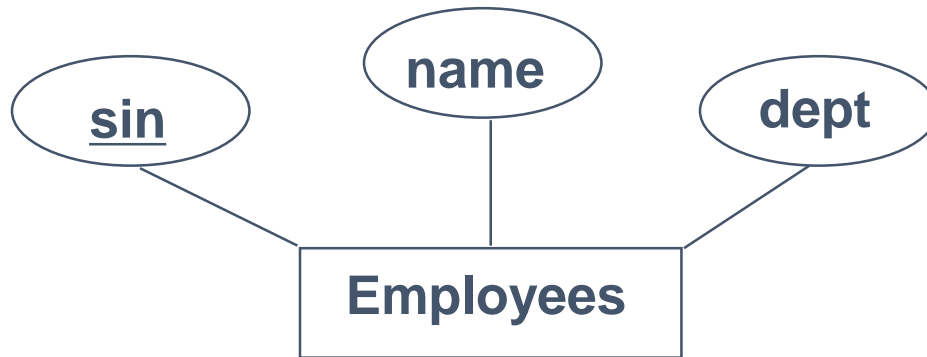
- Title
- Year when the movie was made
- Movie's length
- Whether the movie was in color

| Title | Year | Length | FilmType |
|---------------|------|--------|----------|
| Star Wars | 1997 | 124 | color |
| Mighty Ducks | 1991 | 104 | color |
| Wayne's World | 1992 | 95 | color |
| ... | ... | ... | ... |

Steps in Database Design

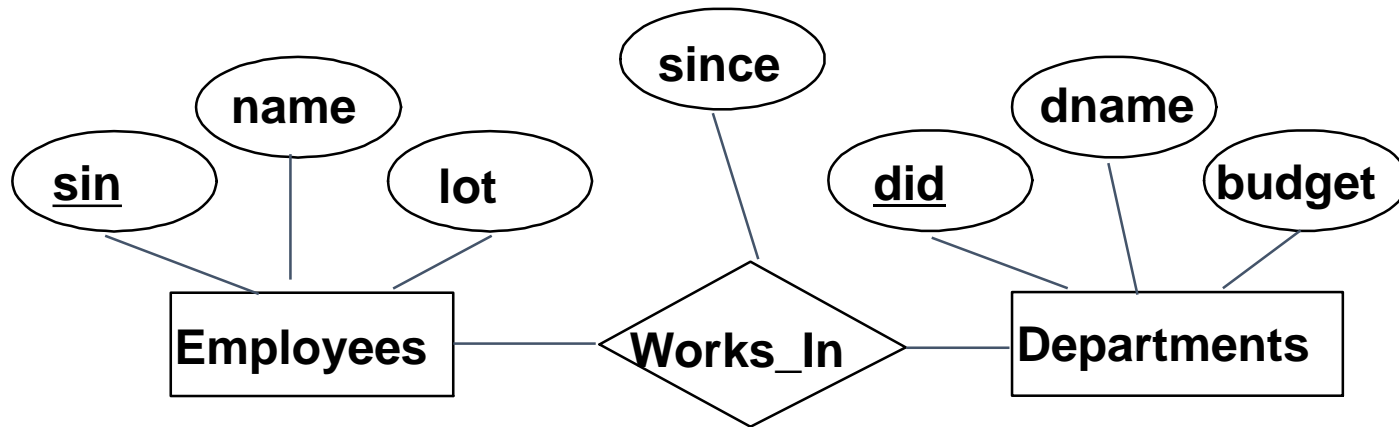
- Requirements Analysis
 - user needs; what must database do?
- ▶ • Conceptual Design
 - high level modeling (often done w/ER diagrams)
- Logical Design
 - translate ER into DBMS data model
- Schema Refinement
 - consistency, normalization
- Physical refinement
 - indexes, disk layout
- Security Design
 - who accesses what, and how

ER Model: **entity**



- **Entity:** Real-world object, distinguishable from other objects. An entity is described using a set of **attributes**.
- **Entity Set:** A collection of similar entities. E.g., all employees.
 - All entities in an entity set have the same set of attributes
 - Each entity set has a **key** (*underlined*).
 - Each attribute has a **domain**.

ER Model: relationship

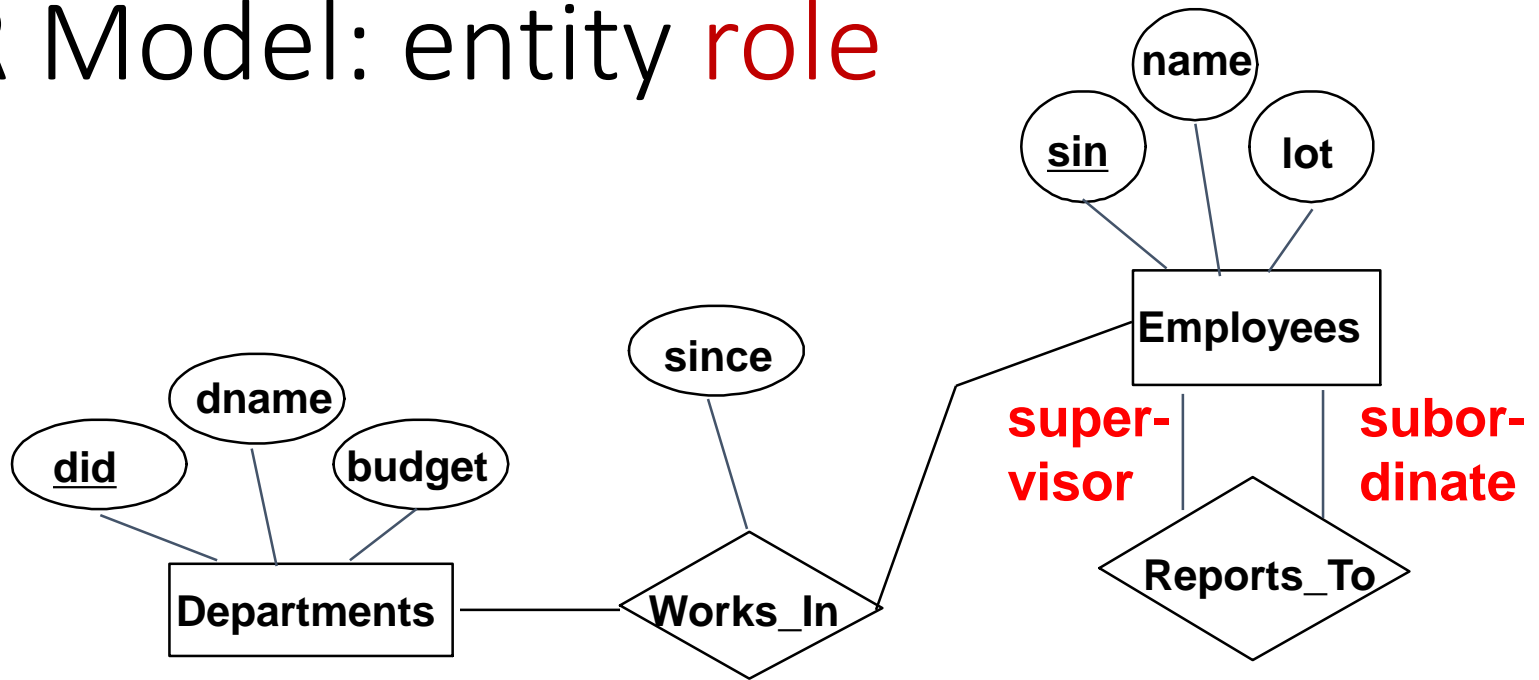


- **Relationship**: Association among two or more entities. E.g., John works in Pharmacy department.
 - relationships can have their own attributes.
- **Relationship Set**: Collection of similar relationships.

Conceptual design with entities and relationships

- What are the *entities* and *relationships* in the enterprise?
- What information about these entities and relationships should we store in the database?
- What *integrity constraints* or *business rules* hold?
- A database 'schema' in the ER Model can be represented pictorially (*ER diagrams*).
- Can easily map an ER diagram into a relational schema.

ER Model: entity **role**



- Same entity set can participate in different relationship sets, or in different “**roles**” in the same set.

E/R for movies: elements

Entity – certain movie



The set of all movies constitutes an **Entity set**

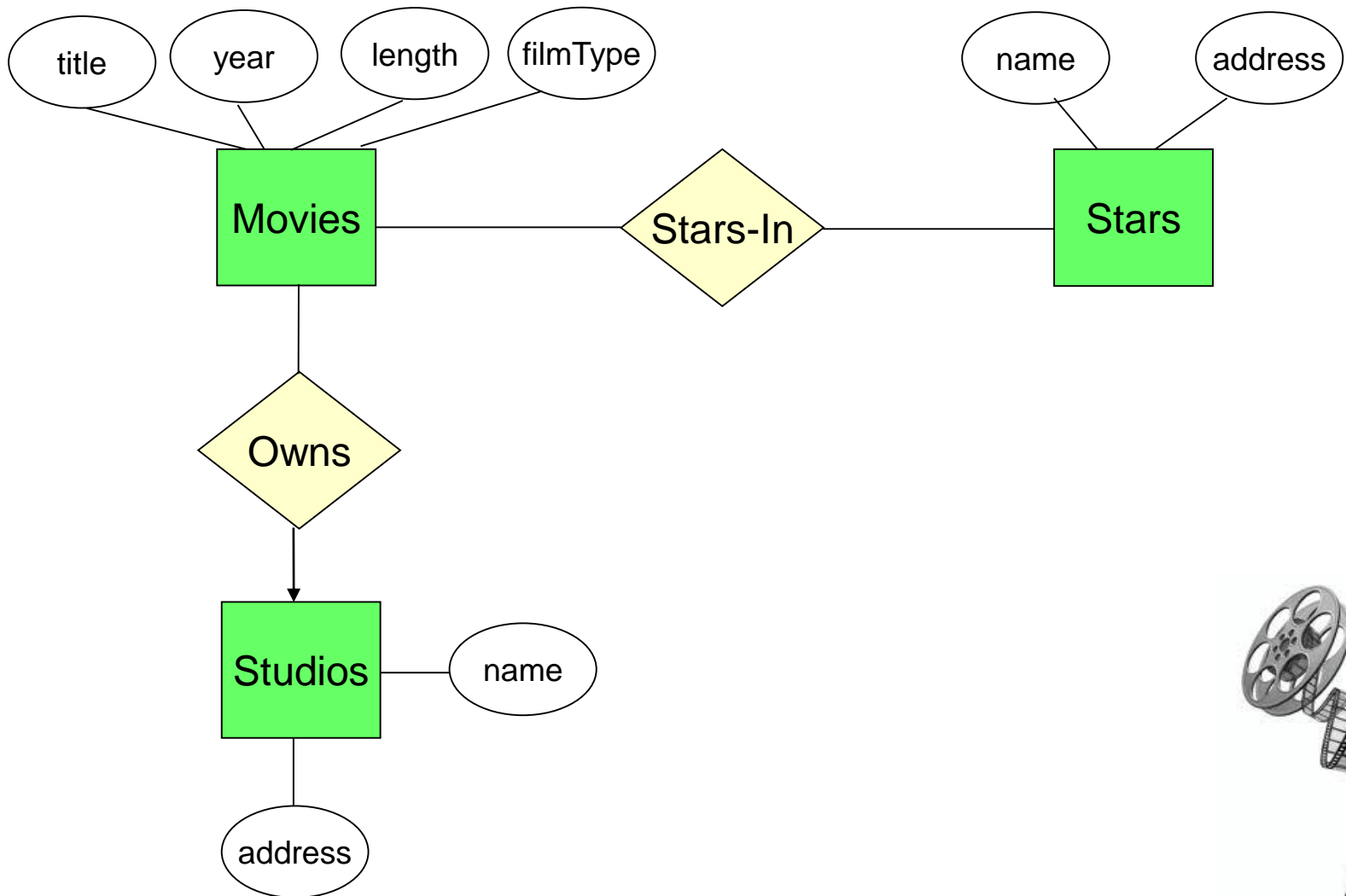
Attributes



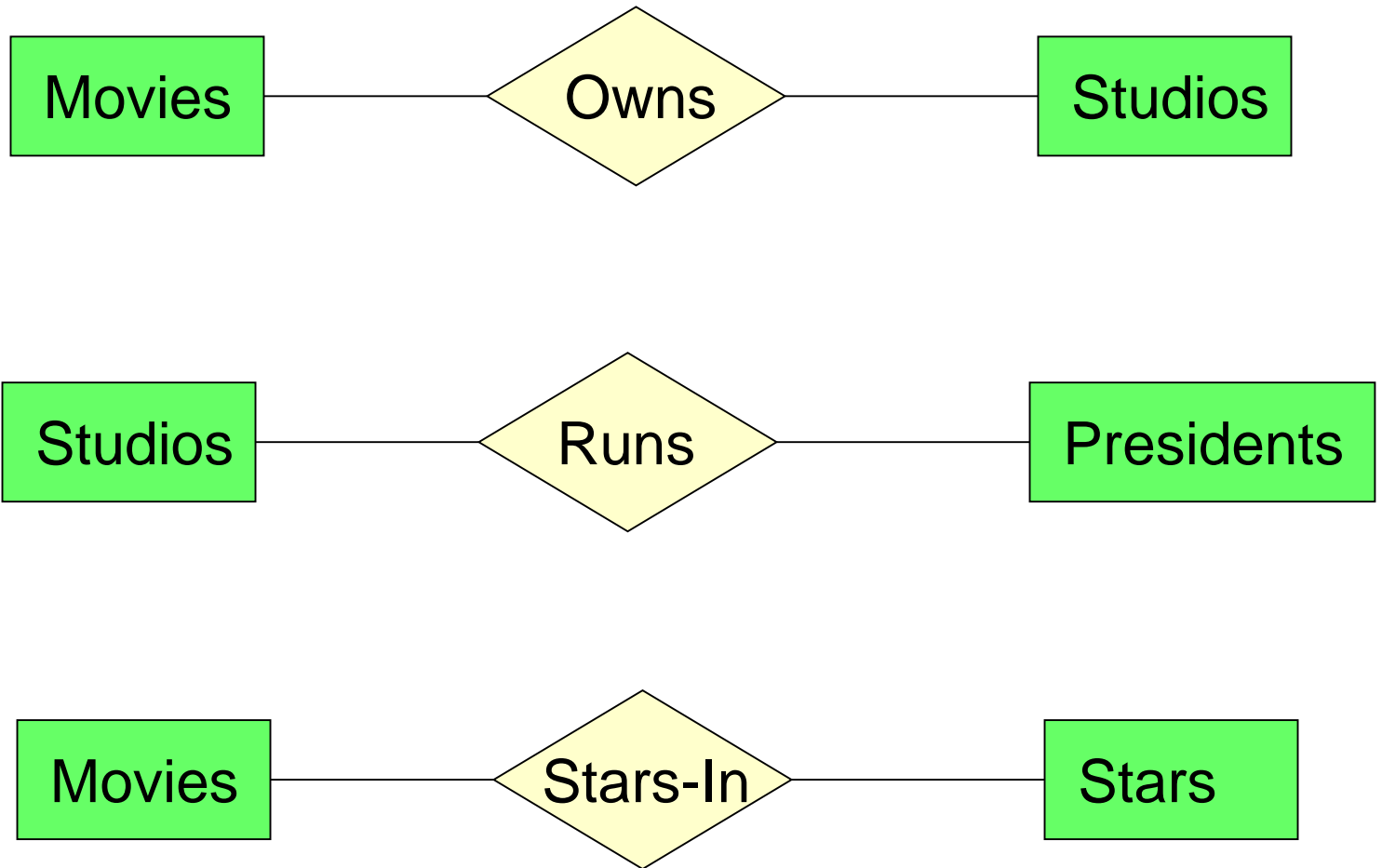
Relationships



Movies: Entity-Relationship diagram

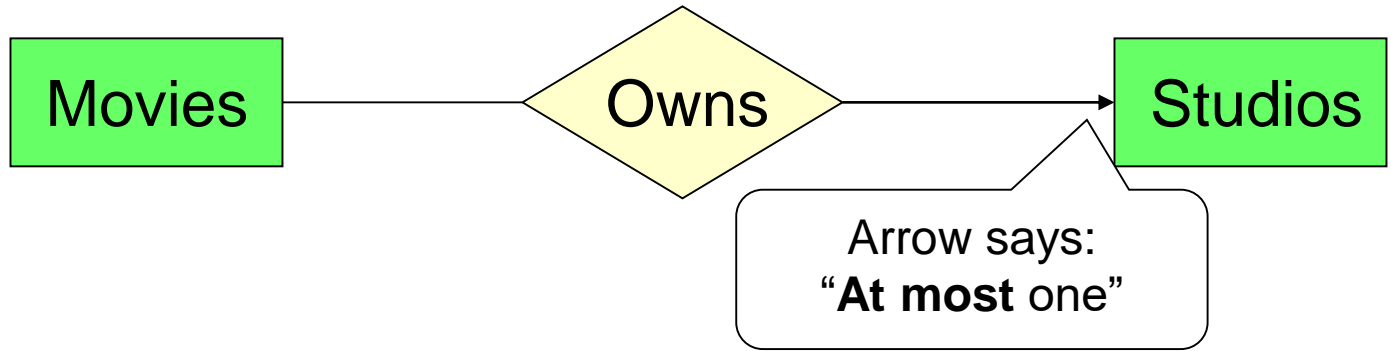


Relationships

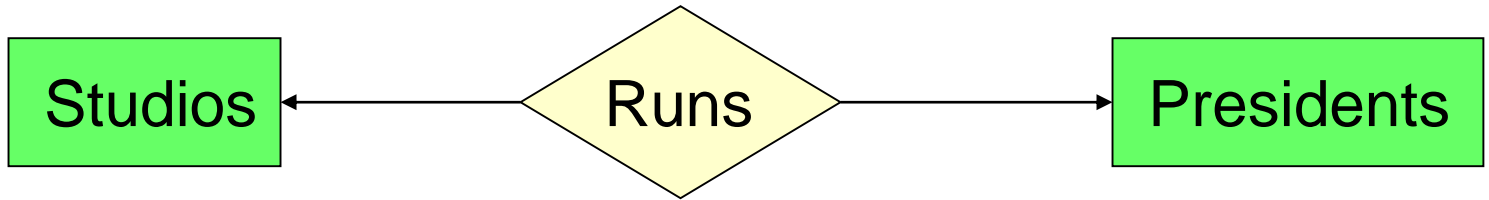


Multiplicity of Relationships

many-one



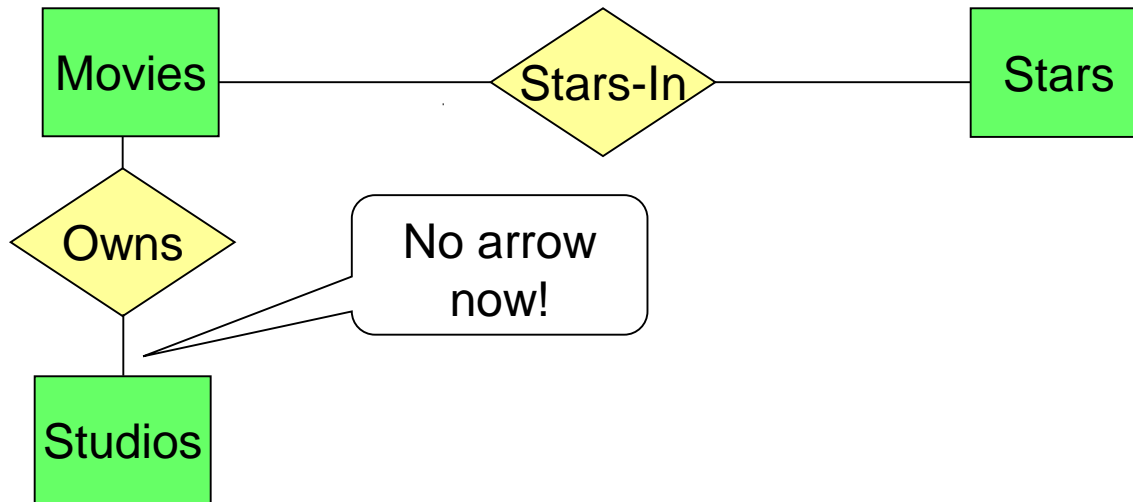
one-one



many-many



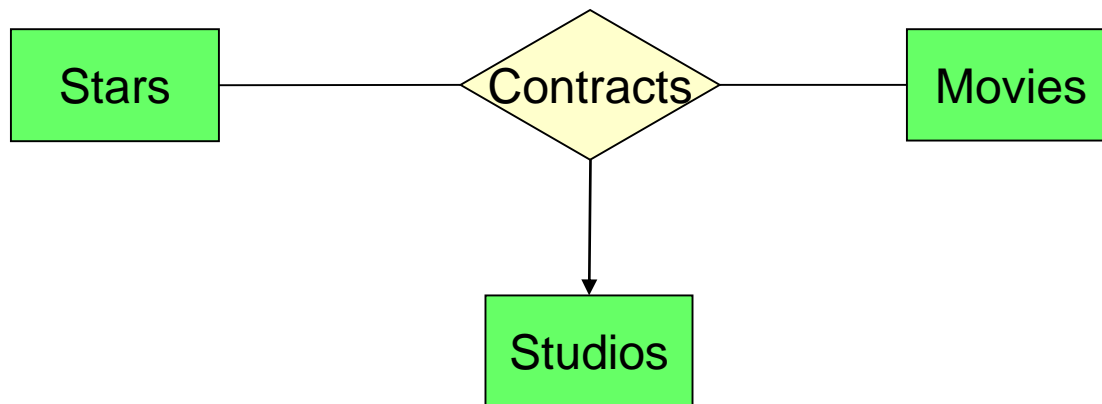
Sometimes binary relationships aren't enough!



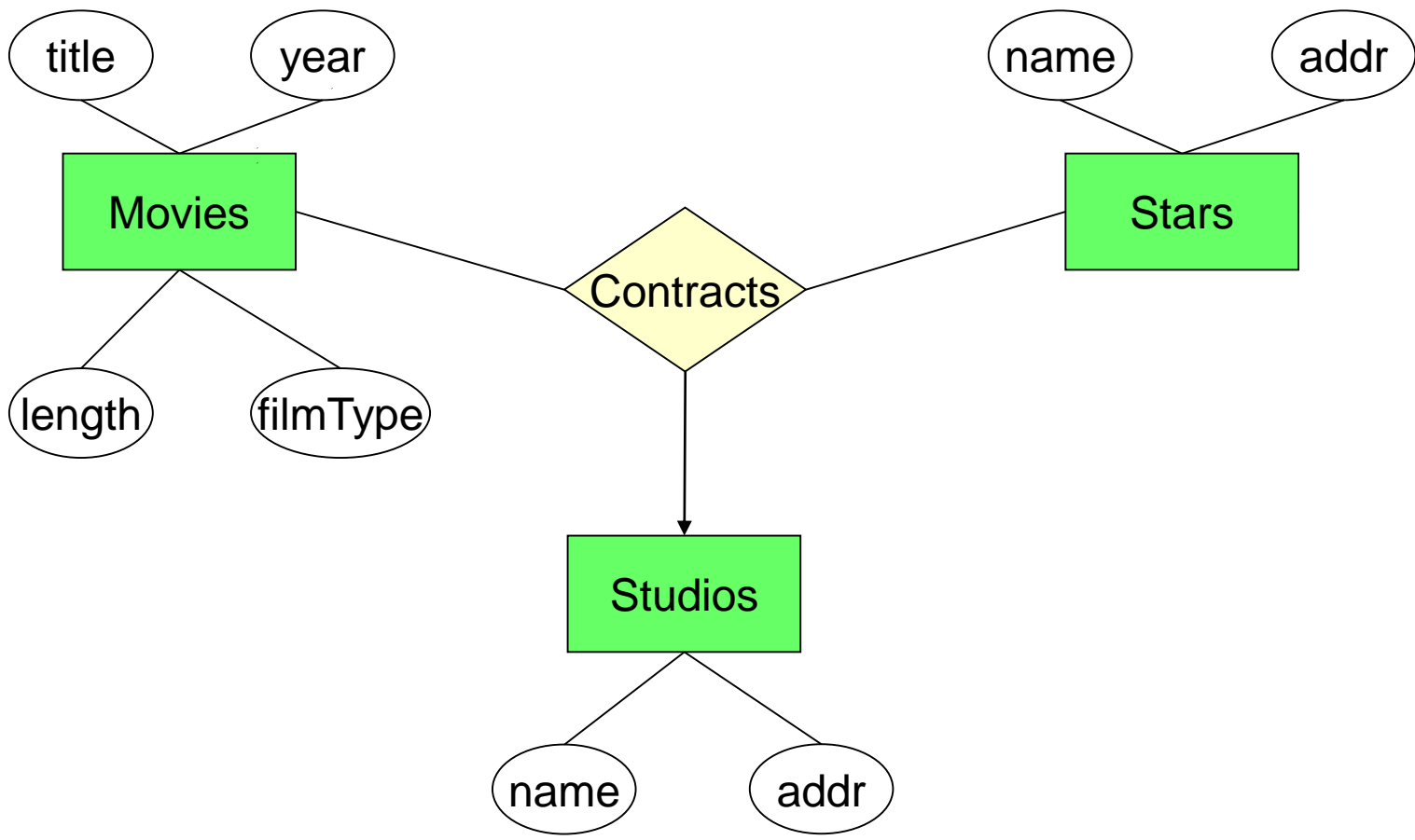
What could go wrong with this design?

Which stars a studio is paying for a given movie?

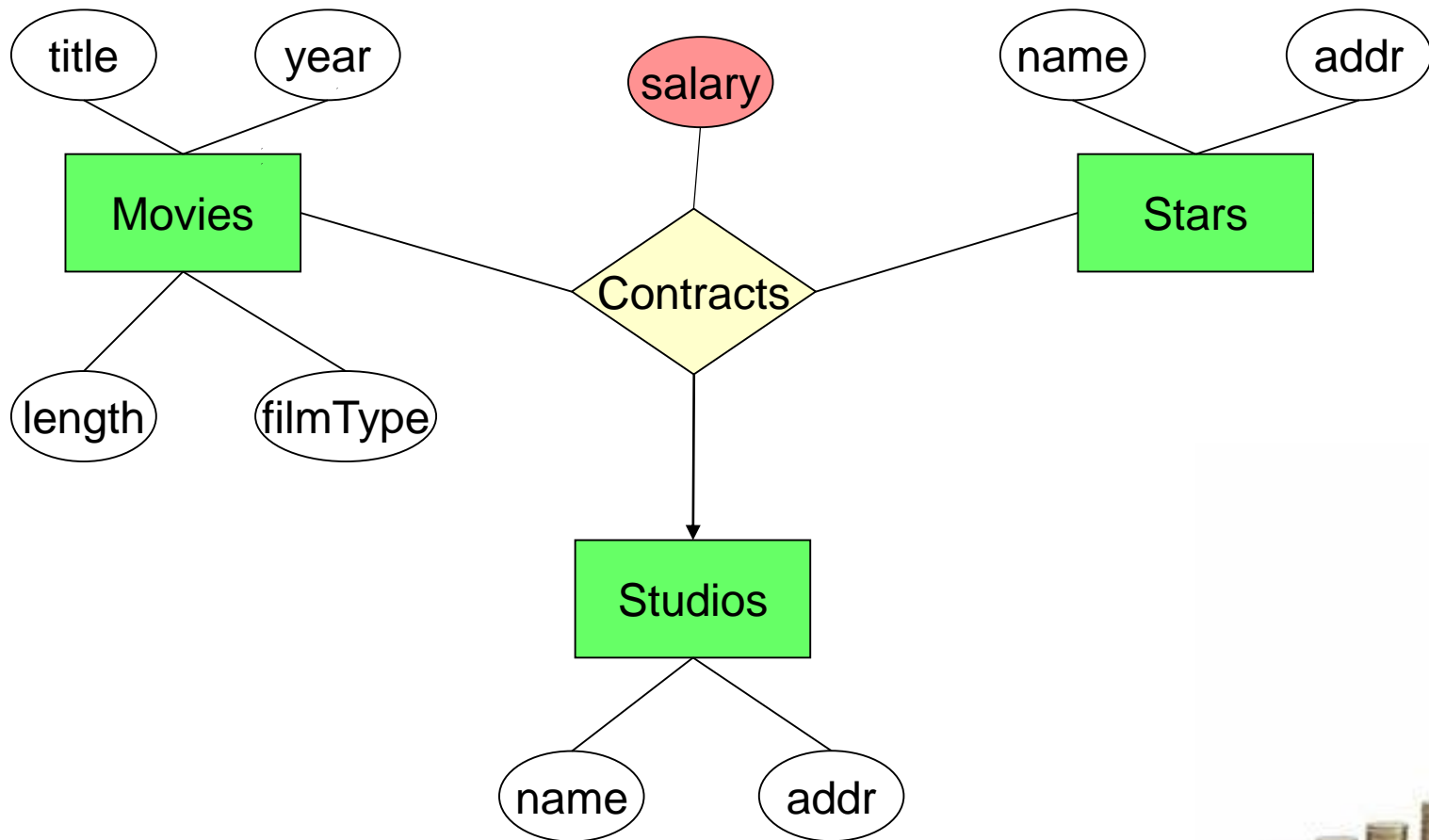
Solution: Three-way relationship



Example: Attributes on Relationships

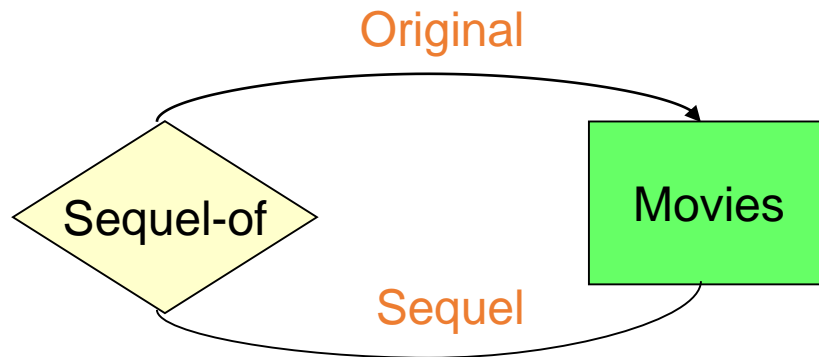


Example: Attributes on Relationships



Example: Roles in a relationship

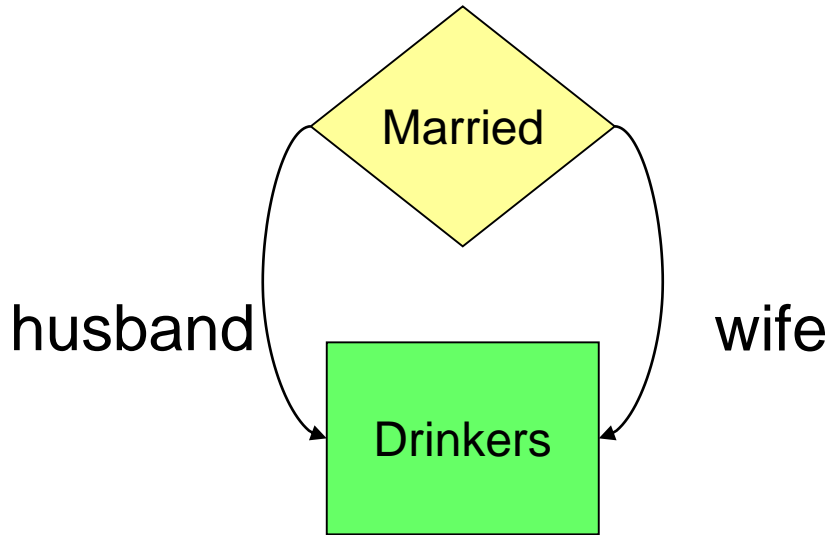
- An entity set can appear two or more times in a relationship.
- Each line to the entity set represents a different role.



- A movie may have **many sequels**, but for each sequel there is **at most one original movie**.

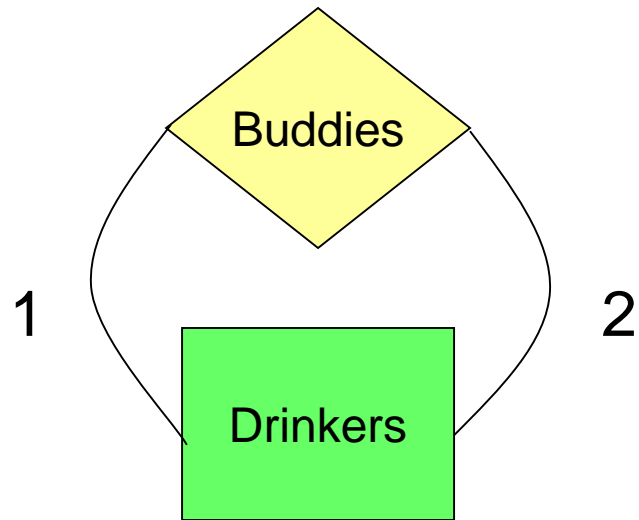


Another Example



| Husband | Wife |
|---------|------|
| Bob | Ann |
| Joe | Sue |
| ... | ... |

Another role



| Buddy1 | Buddy2 |
|--------|--------|
| Bob | Ann |
| Joe | Sue |
| Ann | Bob |
| Joe | Moe |
| ... | ... |

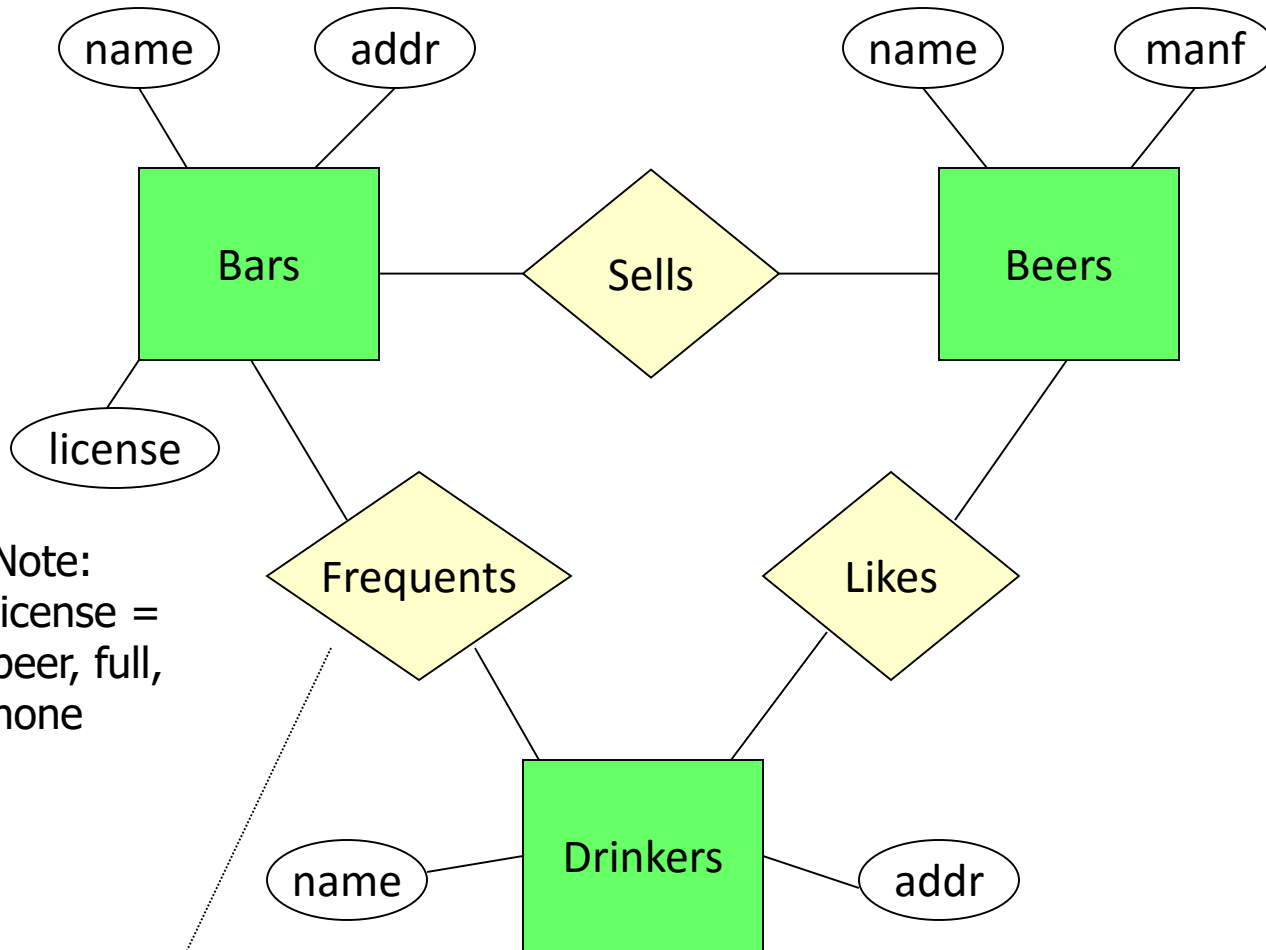
Design example 1.

“Bars-Beer-Drinkers” (BBD)

- Bars sell some beers.
- Drinkers like some beers.
- Drinkers frequent some bars.

What would be the E/R diagram?

BBD ER diagram



Bars sell some beers.

Drinkers like some beers.

Drinkers frequent some bars.

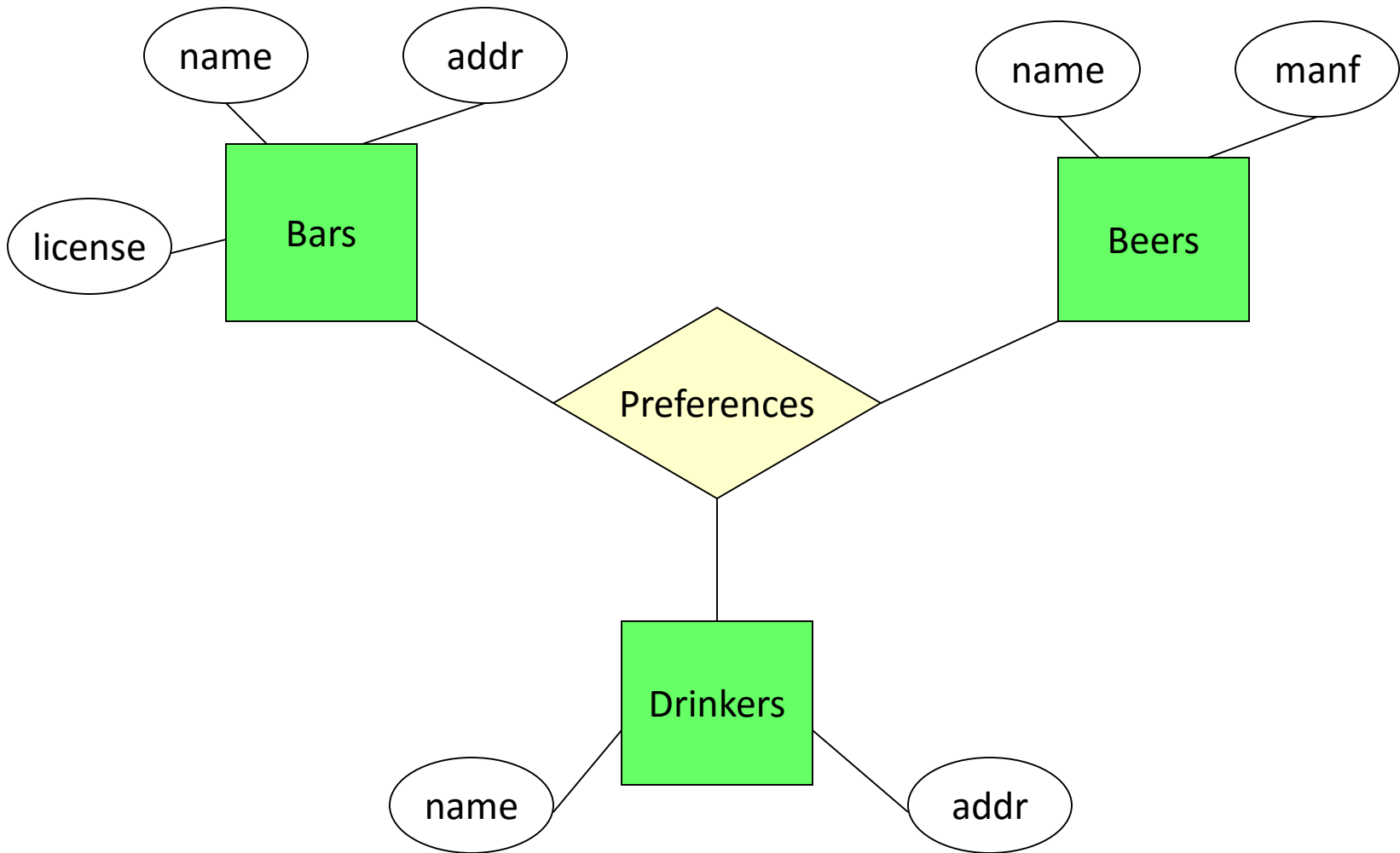
Note:
license =
beer, full,
none

Why we need it?

BBD Multiway Relationship

- Suppose that drinkers prefer drink certain beers at certain bars (many bear types at multiple bars).
- How do we reflect their preferences in ER diagram?

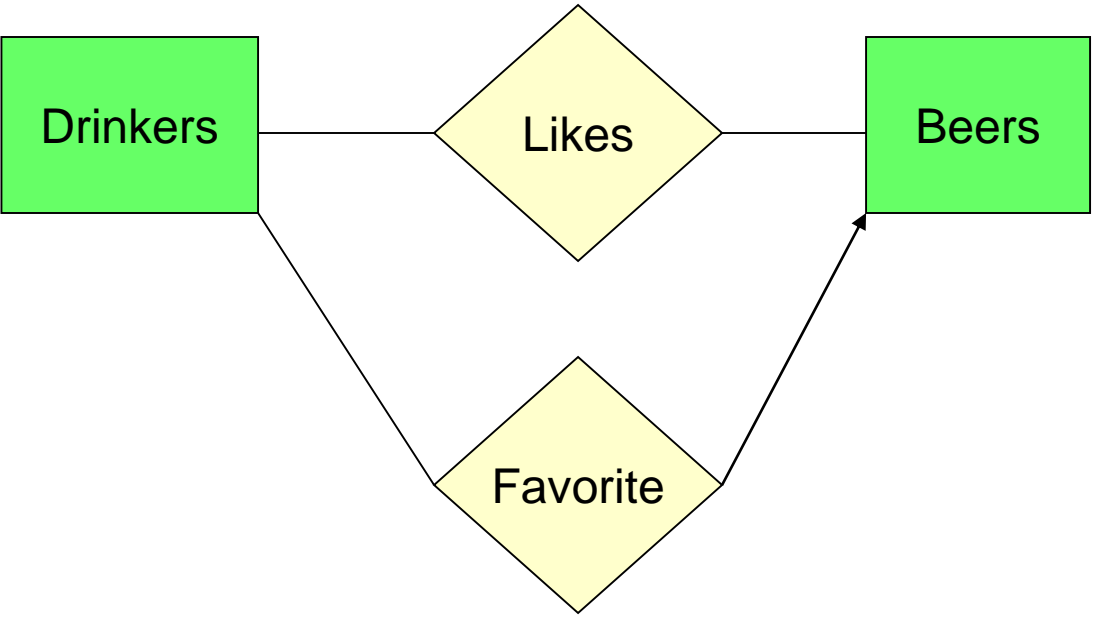
BBD Multi-way Relationship



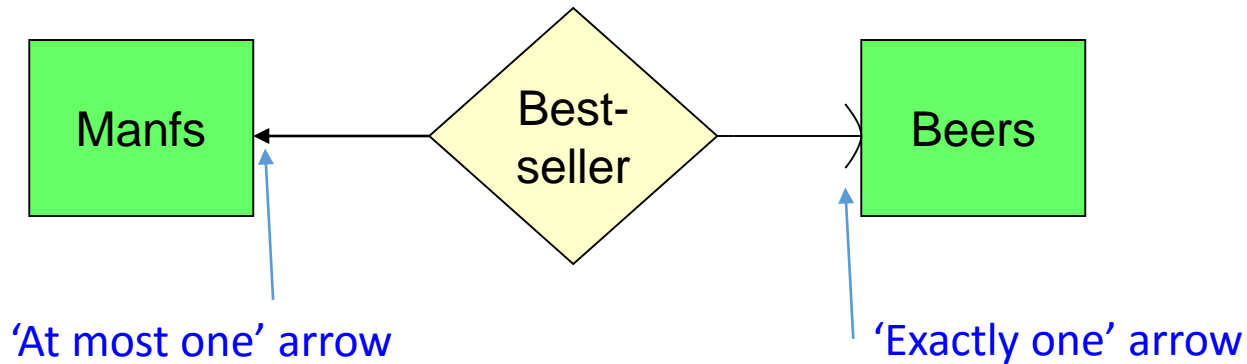
A typical relationship table for ternary (three-way) relationships

| Bar | Drinker | Beer |
|-----------|---------|------------|
| Joe's Bar | Ann | Miller |
| Sue's Bar | Ann | Bud |
| Sue's Bar | Ann | Pete's Ale |
| Joe's Bar | Bob | Bud |
| Joe's Bar | Bob | Miller |
| Joe's Bar | Cal | Miller |
| Sue's Bar | Cal | Bud Lite |

Multiple relationships between two entity sets



“Exactly one” Multiplicity



- Some beers are not the best-seller of any manufacturer, so a **rounded arrow** to *Manfs* would be inappropriate.
- But a manufacturer has to have a best-seller (in our model)

Design choices

- Should a concept be modeled as an **entity or an attribute**?
- Should a concept be modeled as an **entity or a relationship**?
- Identifying relationships: **binary or ternary**?

Entity vs. Attribute

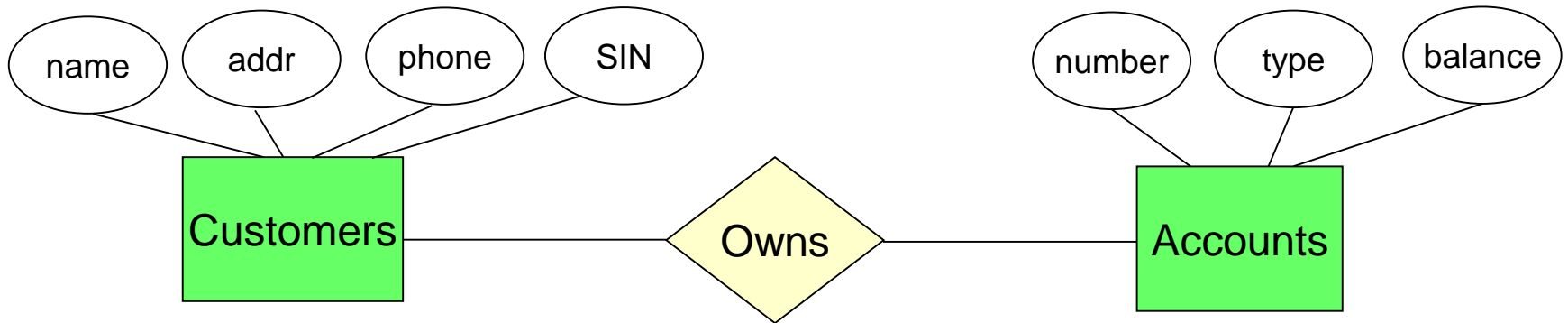
- Should *address* be an attribute of Employees or an entity (related to Employees)?
- **Depends** upon how we want to use address information, and the semantics of the data:
 - If we have **several addresses per employee**, *address* must be an entity (since attributes cannot be set-valued).
 - If the **structure** (city, street, etc.) **is important**, *address* must be modeled as an entity (since attribute values are atomic).
 - If the **lifetime** of the address differs from the entity, *address* must be modeled as an entity (since attributes are deleted with their entity).

Exercise 1. Bank database

- Let us design a database for a bank, including information about customers and their accounts.

Information about a customer includes their **name**, **address**, **phone**, and **SIN** number. Accounts have **numbers**, **types** (e.g., savings, checking) and **balances**. We also need to record the customer(s) who own an account. Draw the E/R diagram for this database.

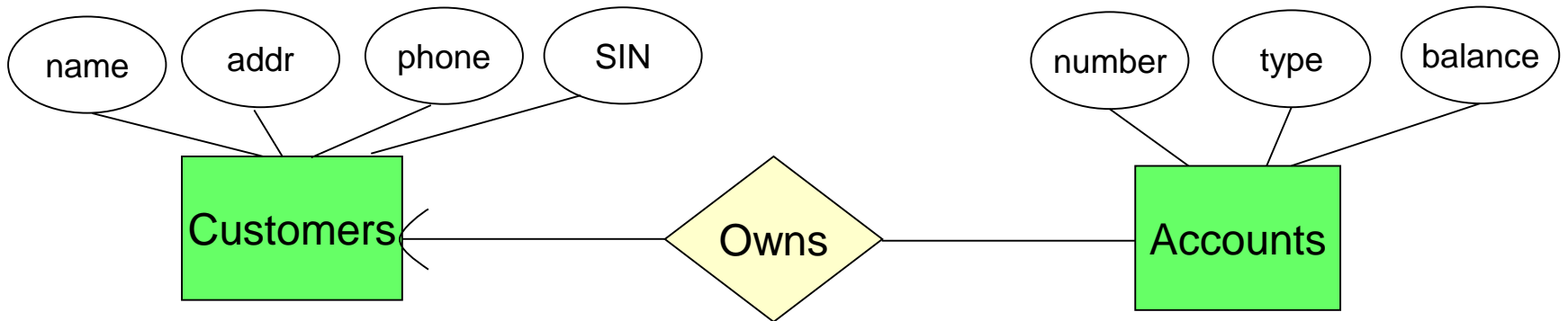
Exercise 1 solution



Exercise 1A. Bank database

- Modify your solution as follows:
 - a) **Change your diagram so an account can belong to only one customer.**

Exercise 1A solution

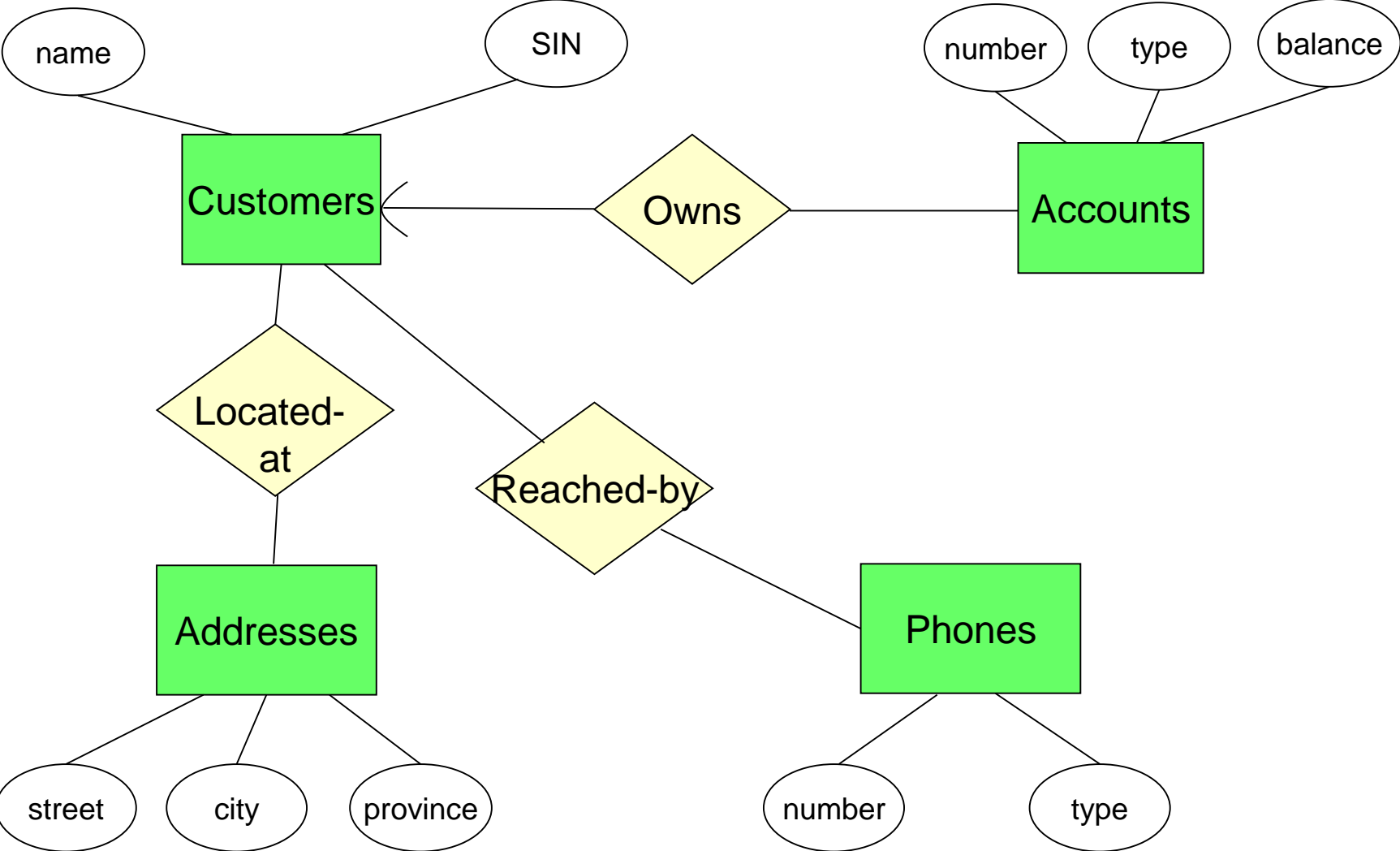


Exercise 1B. Bank database

- Modify your solution as follows:
 - a) Change your diagram so an account can have only one customer.
 - b) Change your diagram so that a customer can have a **set** of addresses (which are street-city-province triples) and a **set** of phones.

Remember that we do not allow attributes to have non-atomic types, such as sets, in the E/R model.

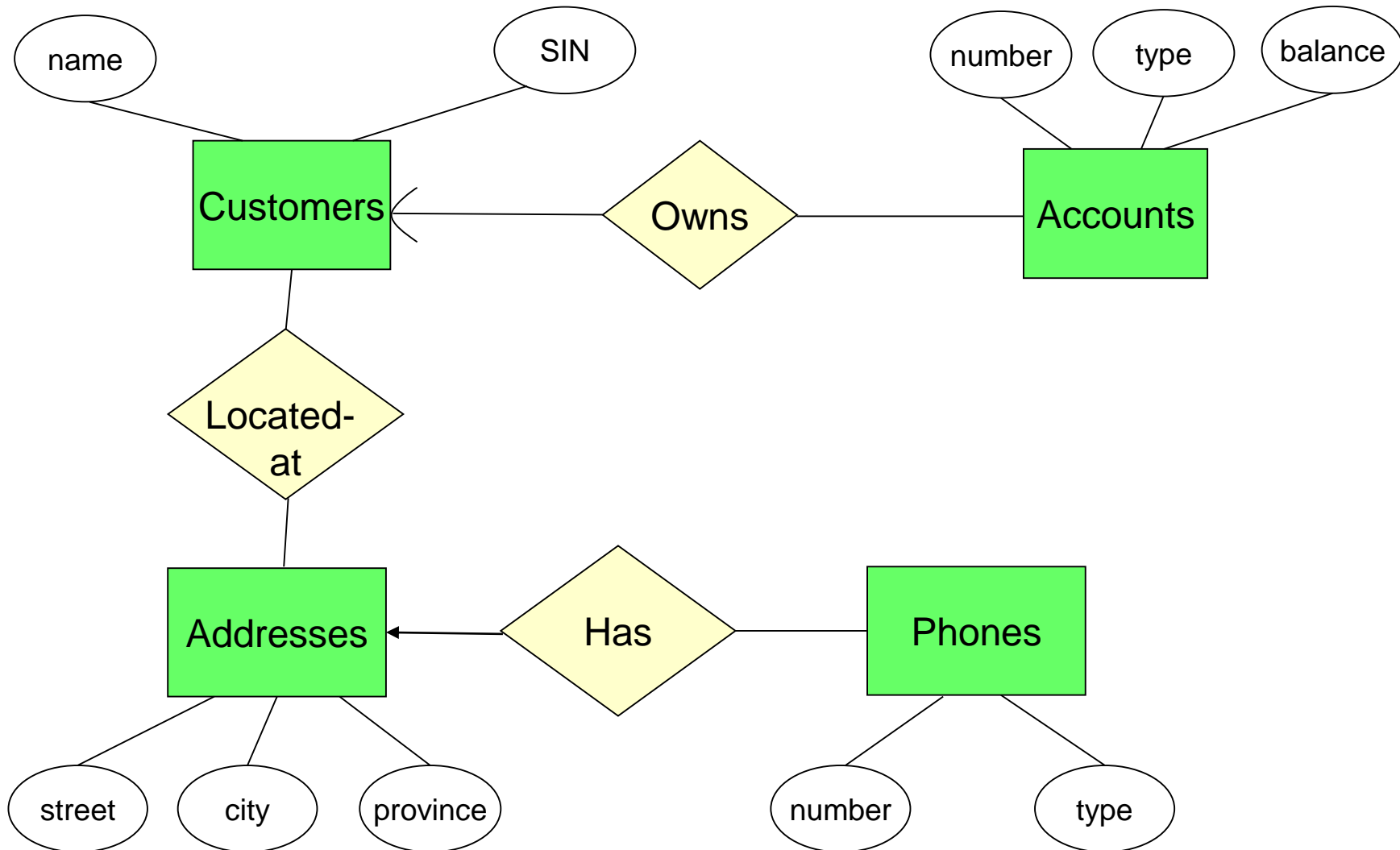
Exercise 1B solution



Exercise 1C. Bank database

- Modify your solution as follows:
 - a) Change your diagram so an account can have only one customer.
 - b) Change your diagram so that a customer can have a set of addresses (which are street-city-province triples) and a set of phones.
 - c) Further modify your diagram so that customers can have a set of addresses, and **at each address there is a set of phones.****

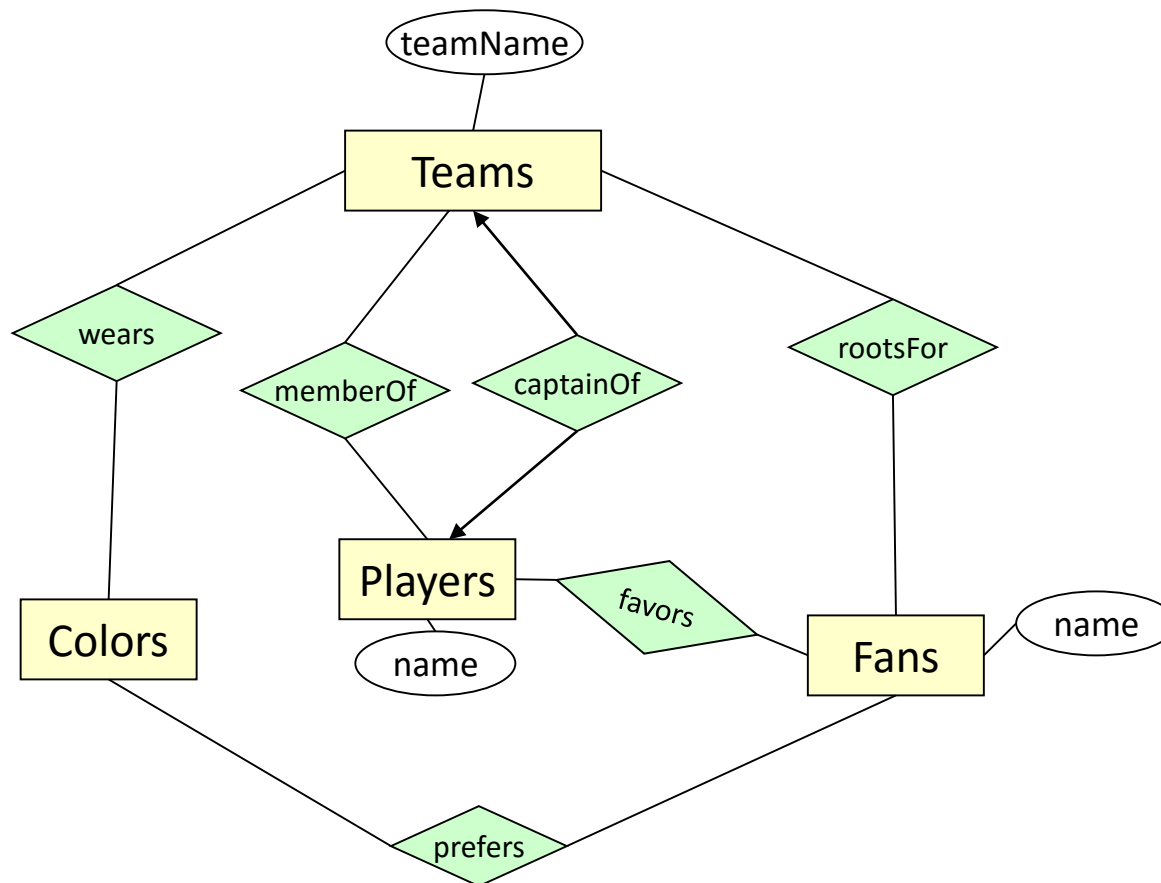
Exercise 1C solution



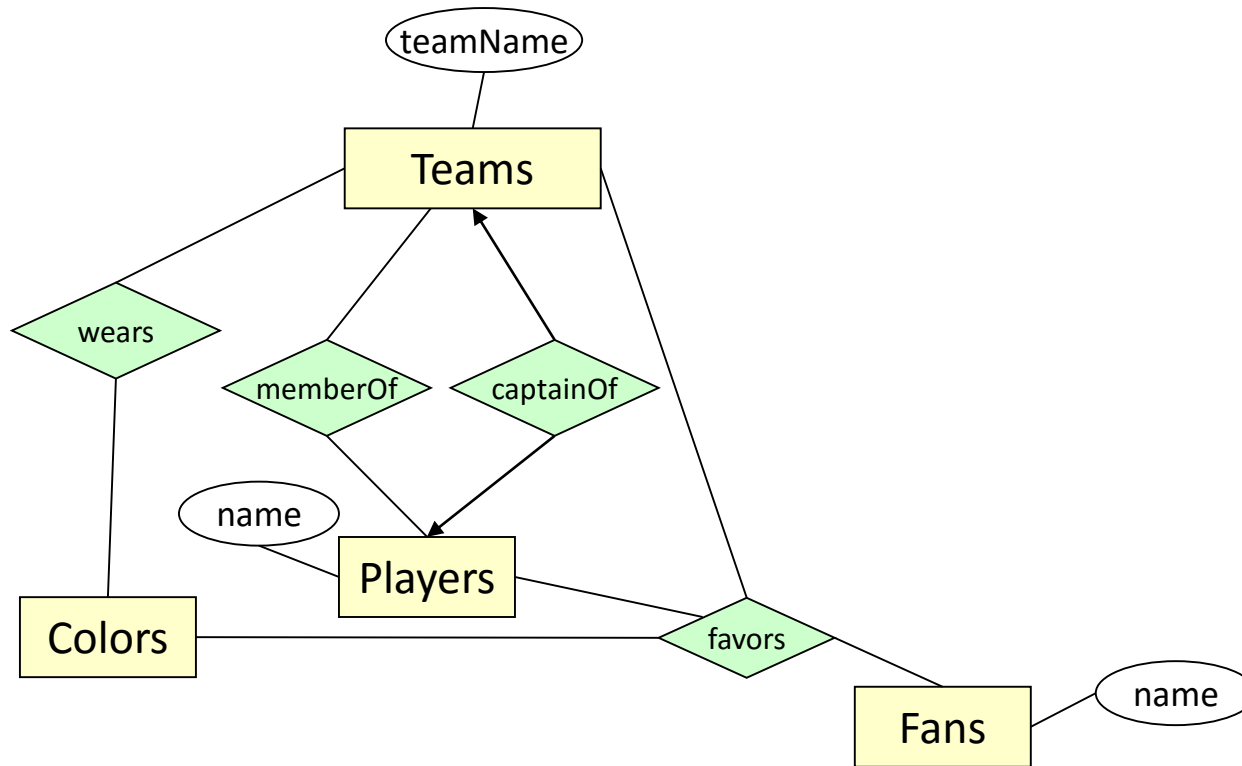
Exercise 2. Teams and fans database

- Give an E/R diagram for a database recording information about **teams**, **players**, and their **fans**, including:
 - For each team, its **name**, its **players**, its team **captain** (one of its players), and the **colors of its uniform**.
 - For each player, his/her **name**.
 - For each fan, his/her **name**, **favorite teams**, **favorite players**, and **favorite color**.

Exercise 2 solution (Variant I)



Exercise 2 solution (Variant II)



Exercise 2A. Teams and fans database

- Modification A:
 - Suppose we wish to add to the schema a relationship “Led-by” among two players and a team. The intention is that this relationship set consists of triples

(player1, player2, team)

such that player 1 played on the team at a time when some

other player 2 was the team captain.

Draw the modification to the E/R diagram.

Exercise 2A solution

