



Data Independence

- DBMS approach

- real solution: data abstraction
- it is the name of the game in database systems
- one copy at one location of all data
- access to the data only through DBMS:
no application programs directly touch the data
user --- application program --
DBMS -- files
user --- application program --
- DBMS offers a stable view of the data, which is not
affected by reformatting or reorganization of data
- many different views of the same data are supported



Logical and Physical Data Organization

- Logical organization

- conceptual or logical format of the data

- (e.g., employee record has E#, Name, Address)

- Physical organization

- actual structure of the data and all supporting access structures (e.g., index)

- (e.g., employee: E# 32 bits
 Name 30 bytes
 Address 50 bytes)

- Benefit

- application programs must know the logical organization but the physical organization is an implementation detail they need not know



DBMS Architecture

- Different abstract levels
 - a widely accepted general architecture for a database
 - database described by three abstract levels
 - internal schema (physical database)
 - conceptual schema (conceptual database)
 - external schema (view)
- Objectives
 - insulation of application programs and data
 - support of multiple user views
 - use of schema to store the DB description (mete-data)



The Three Schema Architecture

- External schema

- describes a subset of the database that a particular user group is interested in, according to the format the format user wants, and hides the rest
- may contain virtual data that is derived from the files, but is not explicitly stored

- Conceptual schema

- hides the details of physical storage structures and concentrates on describing entities, data types, relationships, operations, and constraints.

- Internal schema

- describes the physical storage structure of the DB
- uses a low-level (physical) data model to describe the complete details of data storage and access paths



Three Schema Architecture

- Data and meta-data
 - three schemas are only meta-data (descriptions of data)
 - data actually exists only at the physical level
- Mapping
 - DBMS must transform a request specified on an external schema into a request against the conceptual schema, and then into the internal schema
 - requires information in meta-data on how to accomplish the mapping among various levels
 - overhead (time-consuming) leading to inefficiencies
 - few DBMSs have implemented the full three-schema architecture



Benefits of Three Schema Architecture

- Logical data independence

- the capacity to change the conceptual schema without having to change external schema or application prgms

ex: Employee (E#, Name, Address, Salary)

A view including only E# and Name is not affected by changes in any other attributes.

- Physical data independence

- the capacity to change the internal schema without having to change the conceptual (or external) schema
- internal schema may change to improve the performance (e.g., creating additional access structure)
- easier to achieve logical data independence, because application programs are dependent on logical structures



Data Models

- Data abstraction
 - one fundamental characteristic of the database approach
 - hides details of data storage that are not needed by most database users and applications
- Data model
 - a set of data structures and conceptual tools used to describe the structure of a database (data types, relationships, and constraints)
 - used in the definition of the conceptual, external, and internal schema
 - must provide means for DB designers to represent the real-world information completely and naturally



Data Models

- High-level (conceptual) data models
 - use concepts such as entities, attributes, relationships
 - object-based models: ER model, OO model
- Representational (implementation) data models
 - most frequently used in commercial DBMSs
 - record-based models: relational, hierarchical, network
- Low-level (physical) data models
 - to describe the details of how data is stored
 - captures aspects of database system implementation: record structures (fixed/variable length) and ordering, access paths (key indexing), etc.



Schemas and Instances

In any data model, it is important to distinguish between the description of the database and the database itself.

- Database schema (meta-data)
 - overall description of a database, specified by a set of definitions
 - specified during database design (not change frequently)
 - similar to the notion of *type definition* in programs
- Database instance
 - current contents of the database (actual data): DB state
 - may change frequently
- Distinction between database schema and database state
 - a database just specified (or defined) is in empty state
 - initial state would be achieved when the data is loaded
 - DBMS is responsible to ensure every database state is valid



Data Definition and Manipulation Languages

- Data definition language (DDL)

- not a procedural language
- notations for describing the types of entities and relationships among entities

DDL statements \longrightarrow data dictionary

- Data manipulation language (DML)

- for accessing and modifying data
- non-procedural: specifying "what" to access
- procedural: specifying "what" and "how" to get
- non-procedural languages could be easy to use but may not be efficient



DBMS Classification

- Criteria

- data model on which DBMS is based
- number of users supported by DBMS: single/multi user
- number of sites: centralized vs distributed
- homogeneity: homogeneous vs heterogeneous (federated)
- general-purpose vs special-purpose
 - <ex> airline reservation and telephone directory systems
- on-line transaction processing (OLTP) systems need to support large # of concurrent transactions w/o delays

- Data model

- the main criterion for classification
- entity-relationship (ER) model
- object-oriented (OO) model
- relational, network, hierarchical model



Data Models

- ER model
 - popular high-level conceptual model used in DB design
 - proposed by P. Chen in 1976 (ACM TODS)
 - perception of real-world consisting of a collection of entities and relationships among them
- OO model
 - DB is defined in terms of objects, their properties, and their operations (methods)
- Relational model
 - represents a DB as a collection of tables
- Network model
 - represents DB as record types and 1:N relationships
- Hierarchical model
 - represents data as hierarchical tree structures