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## CSCI 305 – F13, Lecture 2

[Slides originally assembled by Prof. King]

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# The DBMS

# DBMS

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- **Database Management System**
  - DBMS
  - Specialized software design for the sole purpose of providing services to store, manage, and query data in an efficient manner

# Task #1 – Create new DB

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- A DBMS allows a DB administrator to specify the DB **schema**
  - Schema is a DB blueprint
  - Uses some type of **data definition language (DDL)**
  - Is usually a part of the **query language** (e.g., SQL)
  - Example:

```
CREATE TABLE employees (  
    id            INTEGER    PRIMARY KEY,  
    first_name    CHAR(50)   NULL,  
    last_name     CHAR(75)   NOT NULL,  
    dateofbirth   DATE       NULL  
);
```

# Task #2 – Allow querying data

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- **Query languages** are used to request specific data from databases
  - Sometimes called a Data-Manipulation Language (DML)
- **Examples:**
  - **SQL** – very common; especially for relational databases
  - **XQuery** – used for XML repositories

```
SELECT college, region, seed FROM tournament  
ORDER BY region, seed;
```

# Task #3 – Large amounts of data

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- A modern DBMS must handle an enormous amount of data efficiently
- It must be **scalable**
- It must be reliable and offer **persistence**
  - (i.e. keep the data around for a LONG time)

# Task #4 - Durability

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- A DBMS must be resilient in the face of:
  - Hardware failure
  - Periods of heavy use
    - Must still be responsive
    - Think – Amazon in December!
  - Attempts to breach security

# Task #5 - concurrency

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- Provide **concurrent** access with **isolation** and **atomicity**:
  - Ensure isolation among concurrent users
  - Ensure individual DB actions to be atomic



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# Evolution of the database

# The data model

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- Every database system has an underlying **model** that determines
  - **Structure** placed on the data
  - **Operations** on the data
  - **Constraints** on the data
- Let's explore the history of these models, specifically focusing on the structure for now...

# Flat File

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- aka - **table** model
- Entire database consists of a single table
  - spreadsheet
- Often stored in a standard text file, CSV or tab-delimited
- Example...

- 
- Simple user database for a system admin

<u>UserName</u>	<u>Password</u>	<u>LastName</u>	<u>FirstName</u>
Mingda	*****	Pan	Mingda
Kim	*****	Abercrombie	Kim
Junmin	*****	Hao	Junmin
David	*****	Pelton	David
Greg	*****	Winston	Greg
Frank	*****	Lee	Frank
Steve	*****	Wilson	Steve

# Flat file

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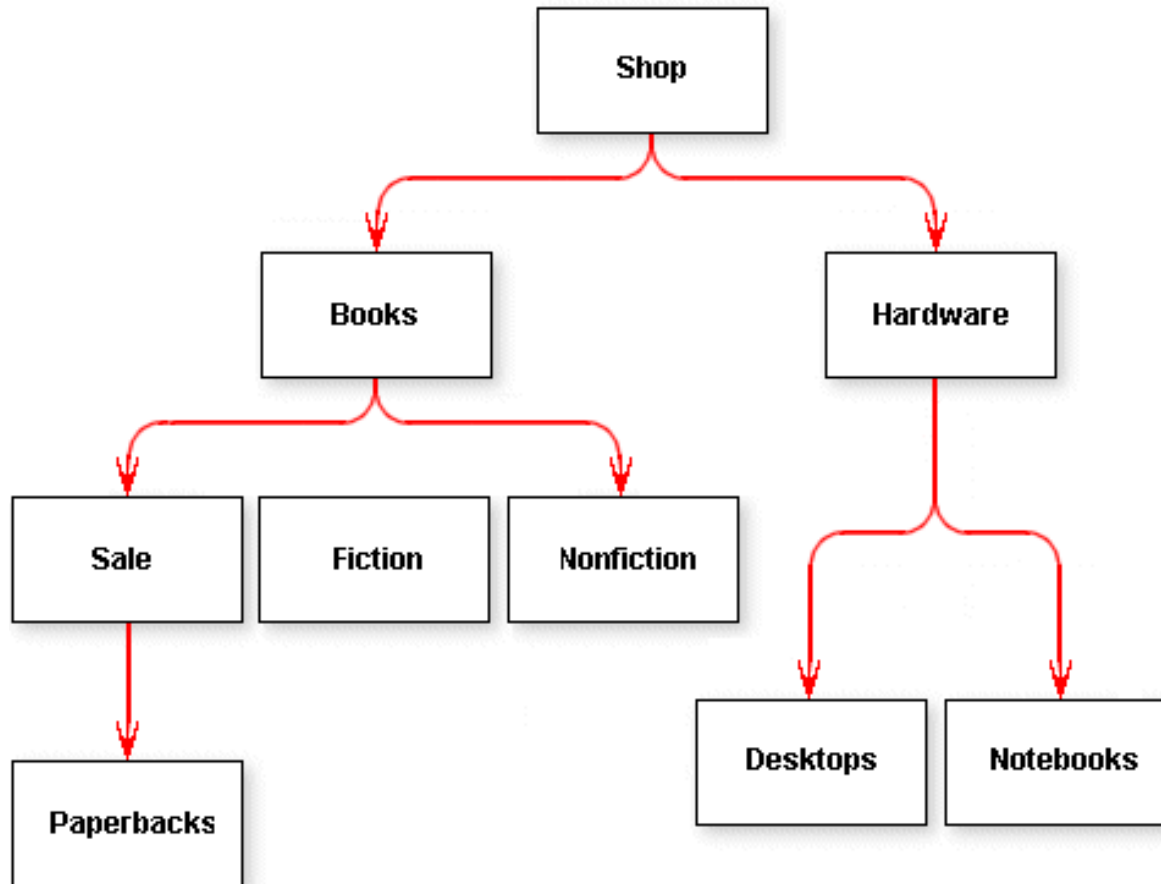
- Discuss advantages / disadvantages
  - HINT – consider an order management system. How would you have a single table containing everything you need with orders?
- Still occasionally used for *simple* designs
  - Even here it is usually discouraged. Why?
  - Always need to consider scalability!

# Hierarchical Database Model

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- 1960s – 1970s
- Data is organized into a tree-like structure
- Restriction – **must** maintain tree structure
  - Parents have many children
  - Children have only one parent
- Introduced by IBM with IMS – Information Management System
  - Also used by the Windows Registry!

- Image from oracle.com

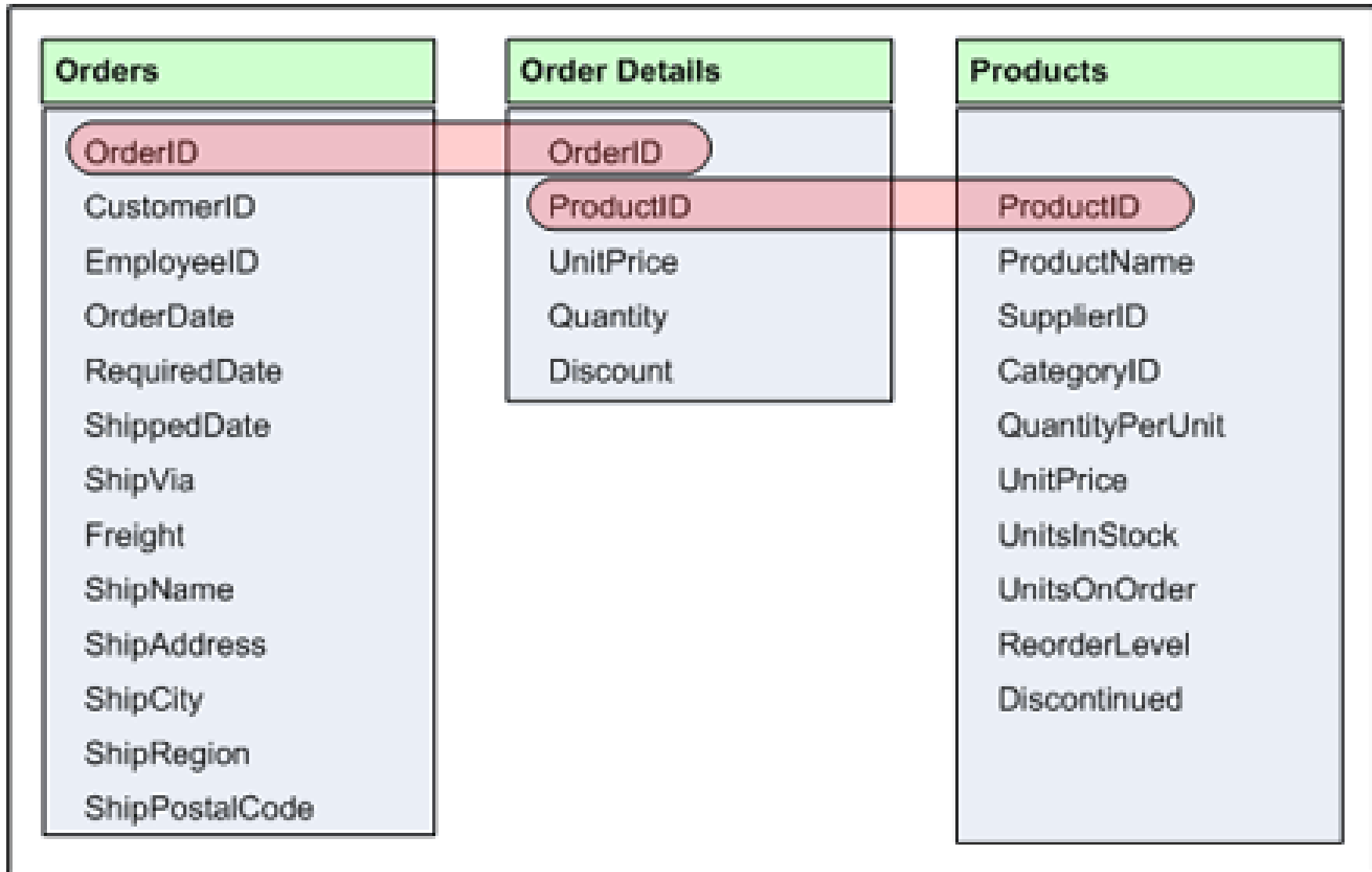


# Relational Model

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- Used by the majority of modern database management systems (DBMS)
- Database = set of **relations** (or tables)
  - Each relation in the database has a distinct name
  - Example: Student, Campus
- Each relation has a set of **attributes**
  - Each attribute has a distinct name, used to describe the **entities** in the relation
  - Example: Students have FirstName, LastName, ID, SS#, etc.
- **Tuple** has a value for each attribute, representing a single **entity**
  - Example: Each student in the class is a tuple
  - An specific entity, Brian
- Each attribute has a **type** (or **domain**)
  - ID:char(9), name:char(25), GPA:float
- One attribute is used to represent something unique about the record
  - Called a **key**
  - Other tables reference this key instead of containing duplication information
    - This is what makes it relational





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- Widespread use today!
  - Yet, it has its challenges
    - Type system
    - Implementation of a table
      - Are you going to keep the entire facebook database of users in memory at all times? (Probably not!)
      - Rarely implemented as a 2D table...

# Object-oriented model

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- You'll also see object-relational model
- A relational model with the restriction that the underlying database system has the same type system as the application program
  - What benefits does this offer the application developer?
  - JDBC

# Example

## Object-Oriented Model

**Object 1: Maintenance Report**

Date	
Activity Code	
Route No.	
Daily Production	
Equipment Hours	
Labor Hours	

**Object 1 Instance**

01-12-01
24
I-95
2.5
6.0
6.0

**Object 2: Maintenance Activity**

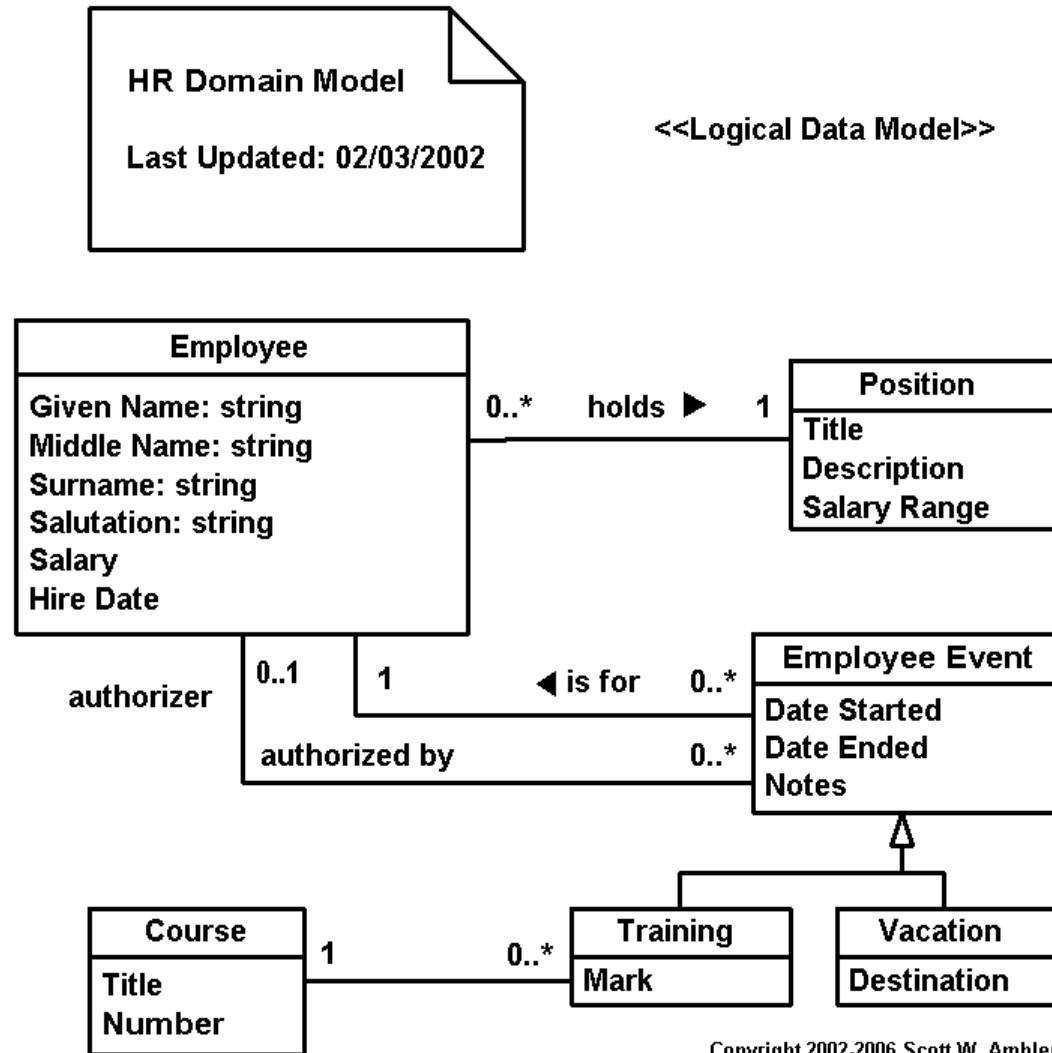
Activity Code	
Activity Name	
Production Unit	
Average Daily Production Rate	



# Better example

Look familiar?

UML Class diagram!



# Semi-structured model

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- Data is stored in tree or graph form, rather than tables or arrays
- XML – predominant manifestation of this model
  - Organized as hierarchical nested tags
  - Similar in appearance to HTML

```
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# Evolution of the DBMS

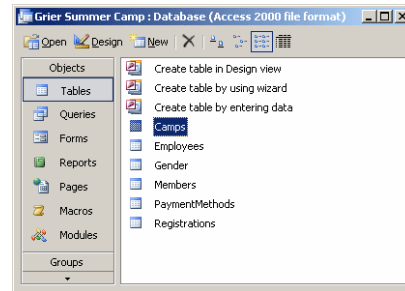
## ... another perspective



- Consider any standard database *transaction*. Who/what is involved?



Users that need access to data



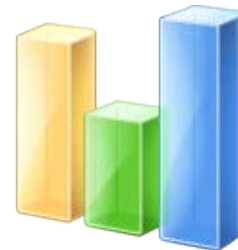
The UI



DBMS



Database



Application needing data – contains business logic

# The early days

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Users that need  
access to data



ONE computer that  
supplied ALL  
functionality.

Data AND Software that  
managed data AND  
interface to data on a  
local system!

## Problems?

# Networked systems - I

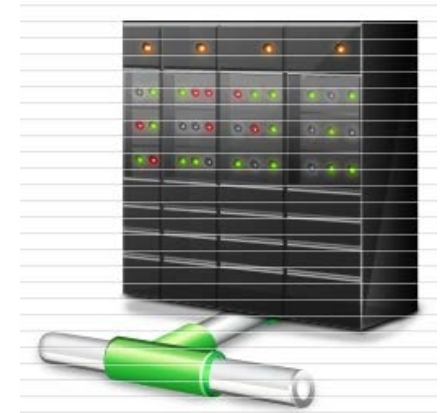


Users that need access to data



Data-centric app on computer

DBMS  
Early days, lived on the user computer, sometimes integrated into the app



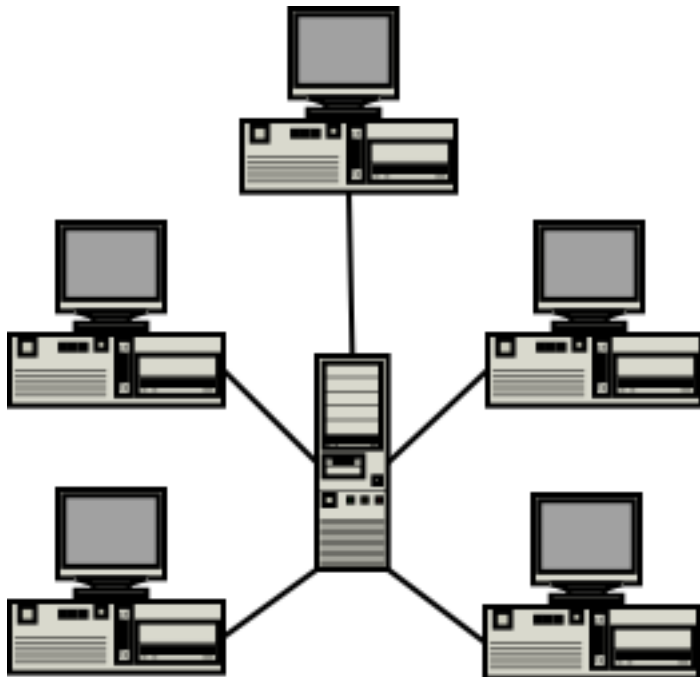
Database

## Problems?

# Client-Server

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- Sometimes referred to as the two-tier model



Server holds  
database, often  
applications as well

Clients all run  
identical  
applications locally,  
make requests to  
DB

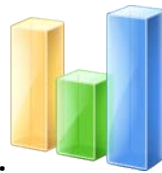
# Networked systems - II



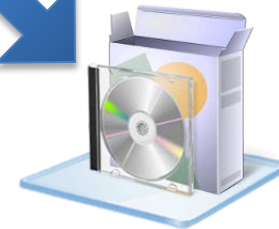
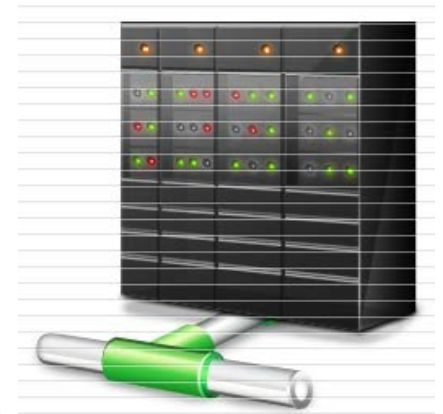
Users that need access to data



Application on computer, generates commands to remote DBMS

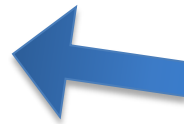


SQL



DBMS - Modern designs lives on server

Database

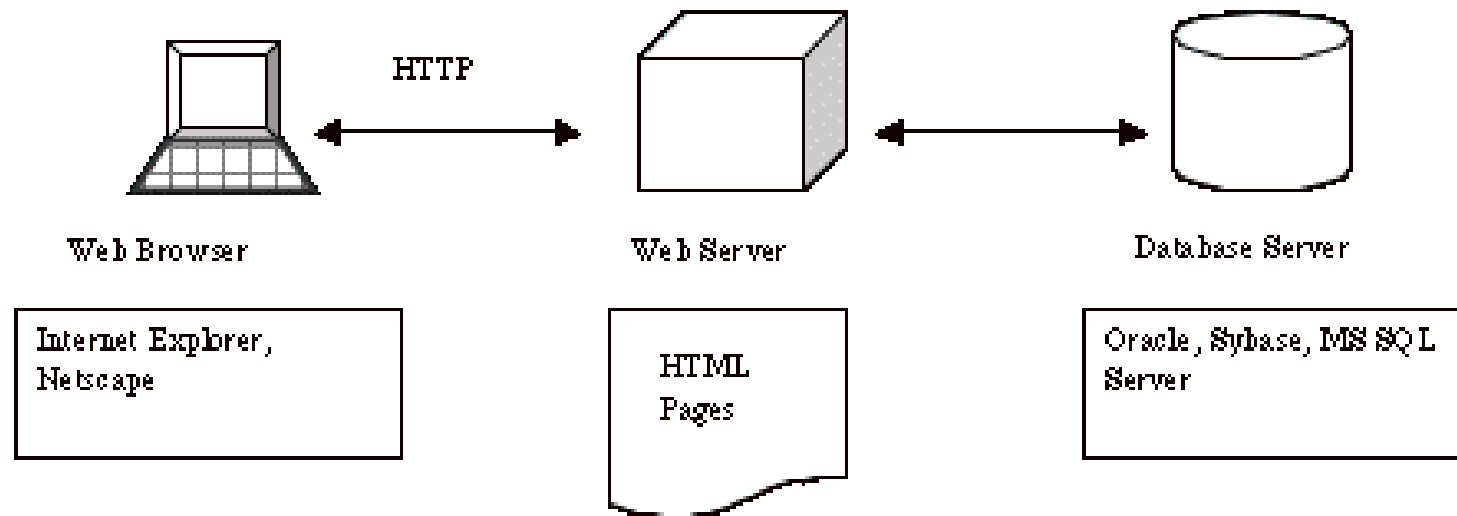


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# Three-tier System

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- Large movement to replace client-server



# Networked systems - III



Users that need access to data



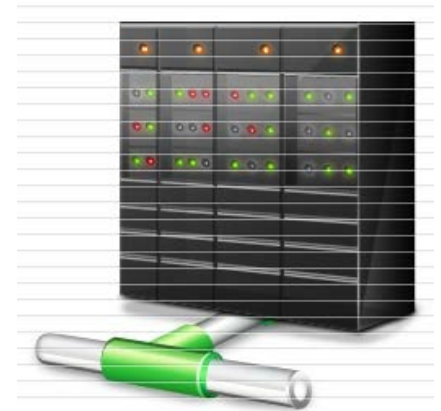
Browser –  
The UI



Web server  
(e.g. Apache)  
XHTML, CSS,  
PHP

Contains  
business logic

SQL



DBMS -  
Modern  
designs lives  
on server



Database

# Cloud Computing

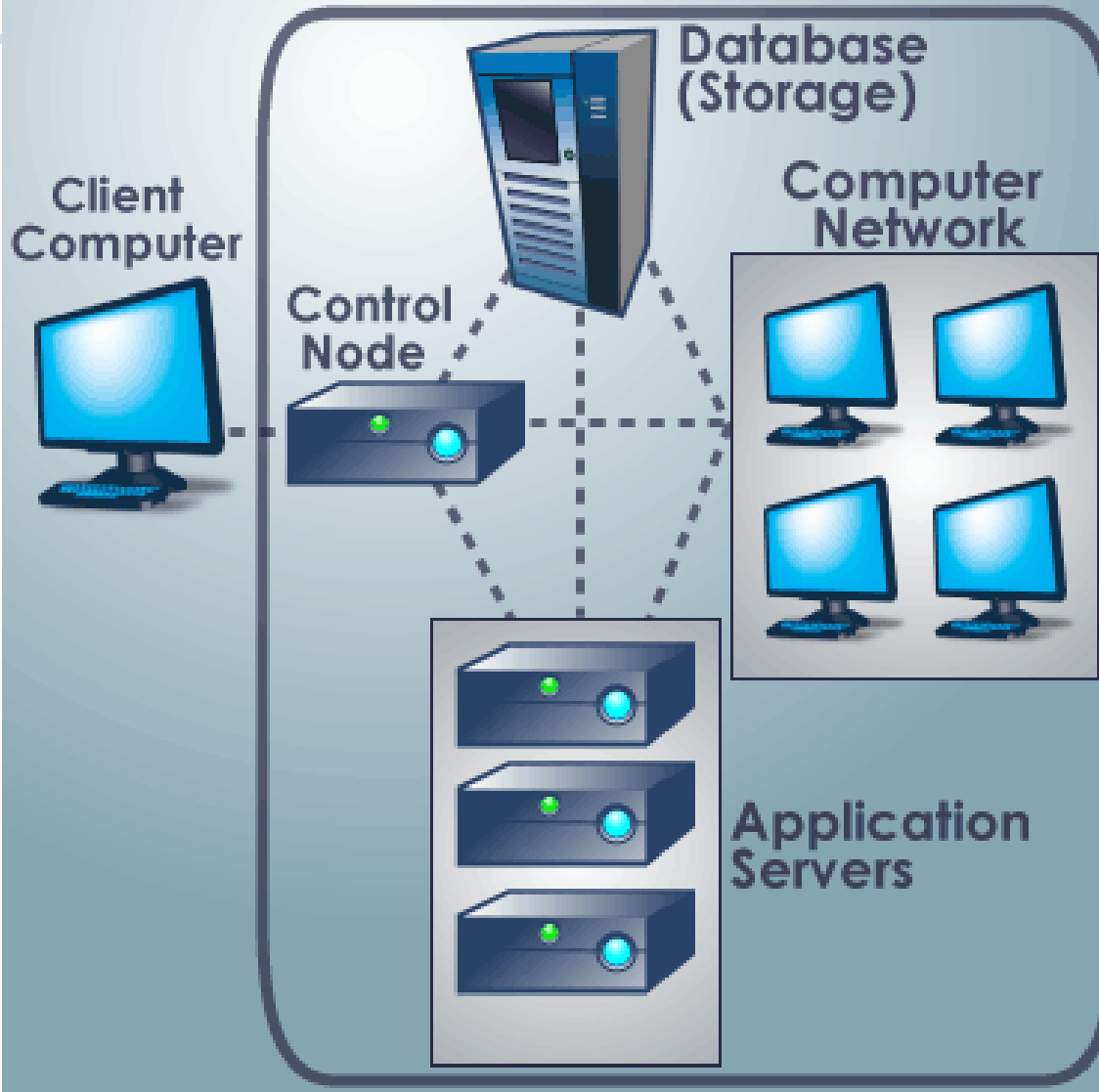
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- Cloud computing
  - Internet-based computing
  - Computational resources are provided over the Internet, on-demand
    - Applications
    - Data
    - Essentially, the network becomes the classic notion of a computational resource – TIME and SPACE! Both are provided via the Internet
  - Knowledge of physical location of resources is irrelevant
- Benefits?
- Problems?
- Examples:
  - Google Apps
  - Amazon Web Services
  - Microsoft Azure



# How Cloud Computing Works

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# References

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- <http://databases.about.com/od/specificproducts/a/architectures.htm>
- [http://en.wikipedia.org/wiki/Multitier\\_architecture](http://en.wikipedia.org/wiki/Multitier_architecture)
- [http://en.wikipedia.org/wiki/Cloud\\_computing](http://en.wikipedia.org/wiki/Cloud_computing)