ICS 321 Fall 2009

Introduction to Database Systems

Asst. Prof. Lipyeow Lim
Information & Computer Science Department
University of Hawaii at Manoa

Data, Database & DBMS

- A **database** : a collection of related data.
  - Represents some aspect of the real world (aka universe of discourse).
  - Logically coherent collection of data
  - Designed and built for specific purpose
- **Data** are known facts that can be recorded and that have implicit meaning.
- A **database management system (DBMS)** is a collection of programs that enables users to create and maintain a database

Source: Fundamentals of Database Systems (5th ed.), Elmasri/Navathe

Types of Databases & DBMSs

- On-line Transaction Processing (OLTP)
- On-line Analytical Processing (OLAP)
  - Data warehouses, data marts
  - Business intelligence (BI)
- Specialized databases
  - Multimedia
  - XML
  - Geographical Information Systems (GIS)
  - Real-time databases (telecom industry)
- Special Applications
  - Customer Relationship Management (CRM)
  - Enterprise Resource Planning (ERP)
- Hosted DB Services
  - Amazon, Salesforce

Files vs DBMS

- Swapping data between memory and files
- Difficult to add records to files
- Security & access control
- Do optimization manually
- Good for small data/files
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- Run out of pointers (32bit)
- Code your own search algorithm
  - Search on different fields is difficult
- Must protect data from inconsistency due to concurrency
- Fault tolerance – crash recovery

Why use a DBMS ?

- Large datasets
- Concurrency/ multi-user
- Crash recovery
- Declarative query language
- No need to figure out what low level data structure
- Data independence and efficient access.
- Reduced application development time.
- Data integrity and security.
- Uniform data administration.

Design & Deployment Process

- Requirements
- Conceptual database design
- Logical database design
- Data definition language (DDL), data manipulation lanugage (DML)
- Testing environment
- Production environment

Data Models

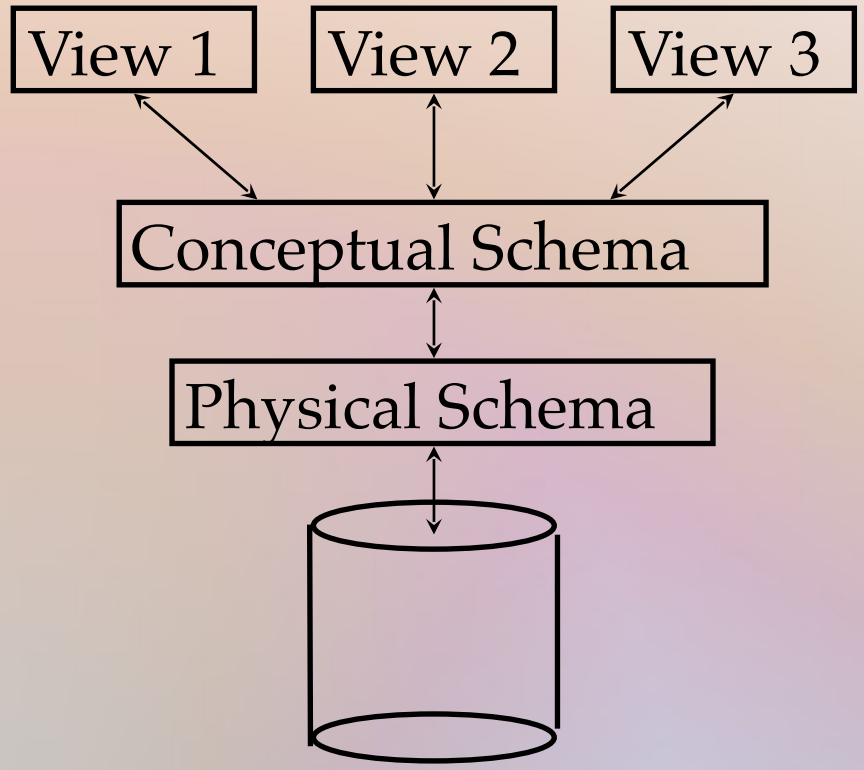
- A *data model* is a collection of concepts for describing data.
- A *schema* is a description of a particular collection of data, using the a given data model.
- The *relational model of data* is the most widely used model today.
  - Main concept: *relation*, basically a table with rows and columns.
  - Every relation has a *schema*, which describes the columns, or fields.

A bit of history

- 1970 Edgar F Codd (aka "Ted") invented the relational model in the seminal paper "A Relational Model of Data for Large Shared Data Banks"
- Prior 1970, no standard data model. Network model used by Codasyl, hierarchical model used by IMS
- After 1970, IBM built System R as proof-of-concept for relational model and used SQL as the query language. SQL eventually became a standard.

Levels of Abstraction

- Many *views*, single *conceptual (logical) schema* and *physical schema*.
  - Views describe how users see the data.
  - Conceptual schema defines logical structure
  - Physical schema describes the files and indexes used.



Schemas are defined using DDL; data is modified/queried using DML.

Example: University Database

- Conceptual schema:
  - *Students(sid: string, name: string, login: string, age: integer, gpa:real)*
  - *Courses(cid: string, cname:string, credits:integer)*
  - *Enrolled(sid:string, cid:string, grade:string)*
- Physical schema:
  - Relations stored as unordered files.
  - Index on first column of Students.
- External Schema (View):
  - *Course_info(cid:string,enrollment:integer)*

Data Independence *

- Applications insulated from how data is structured and stored.
- *Logical data independence*: Protection from changes in *logical* structure of data.
- *Physical data independence*: Protection from changes in *physical* structure of data.

✹ *One of the most important benefits of using a DBMS!*

Concurrency Control

- Concurrent execution of user programs is essential for good DBMS performance.
  - Because disk accesses are frequent, and relatively slow, it is important to keep the cpu humming by working on several user programs concurrently.
- Interleaving actions of different user programs can lead to inconsistency: e.g., check is cleared while account balance is being computed.
- DBMS ensures such problems don't arise: users can pretend they are using a single-user system.

Transaction: An Execution of a DB Program

- Key concept is *transaction*, which is an *atomic* sequence of database actions (reads/writes).
- Each transaction, executed completely, must leave the DB in a *consistent state* if DB is consistent when the transaction begins.
  - Users can specify some simple *integrity constraints* on the data, and the DBMS will enforce these constraints.
  - Beyond this, the DBMS does not really understand the semantics of the data. (e.g., it does not understand how the interest on a bank account is computed).
  - Thus, ensuring that a transaction (run alone) preserves consistency is ultimately the user's responsibility!

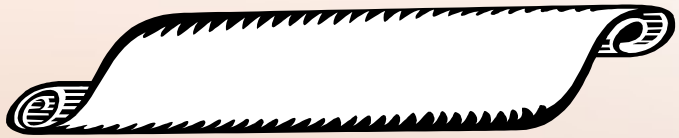
Scheduling Concurrent Transactions

- DBMS ensures that execution of {T1, ... , Tn} is equivalent to some *serial* execution T1' ... Tn'.
  - Before reading/writing an object, a transaction requests a lock on the object, and waits till the DBMS gives it the lock. All locks are released at the end of the transaction. (Strict 2PL locking protocol.)
  - Idea: If an action of Ti (say, writing X) affects Tj (which perhaps reads X), one of them, say Ti, will obtain the lock on X first and Tj is forced to wait until Ti completes; this effectively orders the transactions.
  - What if Tj already has a lock on Y and Ti later requests a lock on Y? (Deadlock!) Ti or Tj is aborted and restarted!

Ensuring Atomicity

- DBMS ensures *atomicity* (all-or-nothing property) even if system crashes in the middle of a Xact.
- Idea: Keep a *log* (history) of all actions carried out by the DBMS while executing a set of Xacts:
  - Before a change is made to the database, the corresponding log entry is forced to a safe location. (*WAL protocol*; OS support for this is often inadequate.)
  - After a crash, the effects of partially executed transactions are *undone* using the log. (Thanks to WAL, if log entry wasn't saved before the crash, corresponding change was not applied to database!)

The Log



- The following actions are recorded in the log:
  - *Ti writes an object*: The old value and the new value.
    - Log record must go to disk *before* the changed page!
  - *Ti commits/aborts*: A log record indicating this action.
- Log records chained together by Xact id → easy to undo a specific Xact (e.g., to resolve a deadlock).
- Log is often *duplexed* and *archived* on "stable" storage.
- All log related activities (in fact, all CC related activities such as lock/unlock, dealing with deadlocks etc.) are handled transparently by DBMS.

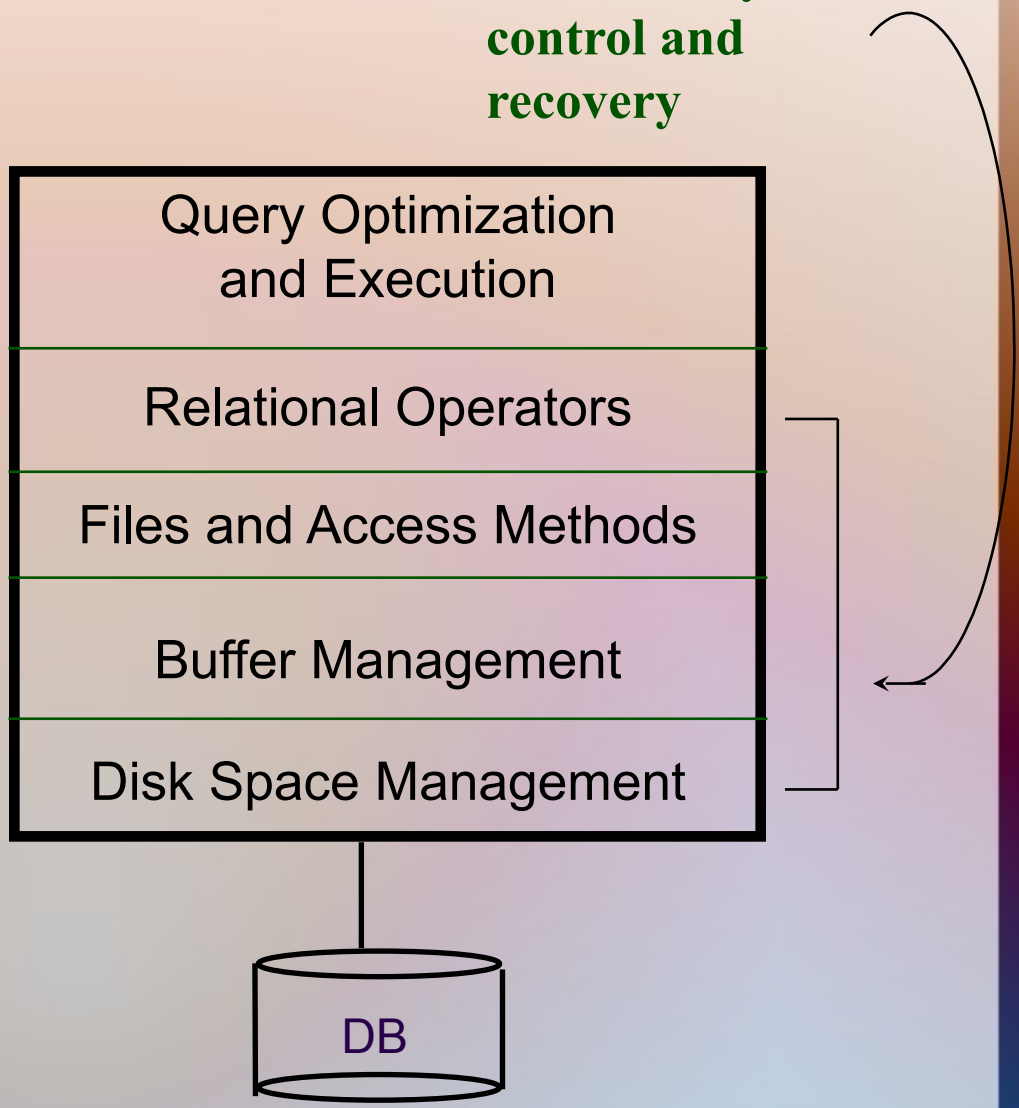
Databases make these folks happy ...

- End users and DBMS vendors
- DB application programmers
  - E.g., smart webmasters
- *Database administrator (DBA)*
  - Designs logical /physical schemas
  - Handles security and authorization
  - Data availability, crash recovery
  - Database tuning as needs evolve

Must understand how a DBMS works!

Structure of a DBMS

- A typical DBMS has a layered architecture.
- The figure does not show the concurrency control and recovery components.
- This is one of several possible architectures; each system has its own variations.



Summary

- DBMS used to maintain, query large datasets.
- Benefits include recovery from system crashes, concurrent access, quick application development, data integrity and security.
- Levels of abstraction give data independence.
- A DBMS typically has a layered architecture.
- DBAs hold responsible jobs and are well-paid! ☺
- DBMS R&D is one of the broadest, most exciting areas in CS.

Practicalities

- OS user ids
- Database Instance
- Database
- Schema
- Table
- Columns