LEcTURE OUTLINE

• Data Models
• Three-Schema Architecture and Data Independence
• Database Languages and Interfaces
• The Database System Environment
• DBMS Architectures
• Classification of Database Management Systems
DATA MODEL

- Collection of concepts that describe the structure of a database
- Provides means to achieve data abstraction
  - Suppression of details of data organization and storage
  - Highlighting of the essential features for an improved understanding of data
- Includes basic operations
  - Retrievals and updates on the database
- Dynamic aspect or behavior of a database application
  - Allows the database designer to specify a set of valid operations allowed on database objects
CATEGORIES OF DATA MODELS

- **High-level** or **conceptual** data models
  - Close to the way many users perceive data
  - For example, object-oriented models

- **Low-level** or **physical** data models
  - Describe the details of how data is stored on computer storage media
  - Include explicit access paths
    - Structure that makes locating particular database records efficient
    - Example: Index
      - Allows direct access to record by looking up a value

- **Compromise:** **Representational** data models
  - Abstract model of data
  - Emphasize aspects that should be understood by end users
  - Close enough to how data organized in computer storage that they can be implemented efficiently

*Where does the relational data model fit?*
THREE-SCHEMA ARCHITECTURE

- **Internal** level
  - Describes physical storage structure of the database

- **Conceptual** level
  - Describes structure of the whole database for the complete community of users

- **External** or **view** level
  - Describes part of the database of interest to a particular user group
DATA INDEPENDENCE

- Capacity to change the schema at one level of a database system without having to change the schema at the next higher level
  - Change the mappings between schemas

- Conceptual schema reflects the enterprise
  - Relatively stable
  - Serves as Universe of Discourse
  - **Physical** data independence achieved through conceptual/internal mapping
  - **Logical** data independence achieved through external/conceptual mappings
Data definition language (DDL)
- Defines conceptual schema

Storage definition language (SDL)
- Specifies the internal schema

View definition language (VDL)
- Specifies user views/mappings to conceptual schema

Data manipulation language (DML)
- Allows retrieval, insertion, deletion, modification
  - Low-level or procedural DML
    - Must be embedded in a general-purpose programming language
    - Record-at-a-time
  - High-level or non-procedural DML
    - Can be used on its own to specify complex database operations concisely
    - Set-at-a-time or set-oriented
DBMS INTERFACES

- Menu-based interfaces for Web clients or browsing
- Forms-based interfaces
- Graphical user interfaces
- Natural language interfaces
- Speech input and output
- Interfaces for parametric users
- Interfaces for the DBA
DBMS COMPONENT MODULES

- Stored data manager
- DDL compiler
- Interactive query interface
  - Query compiler
  - Query optimizer
- Precompiler
- Runtime database processor
- System catalog
- Concurrency control system
- Backup and recovery system
Figure 2.3
Component modules of a DBMS and their interactions.
DBMS UTILITIES

- **Loading**
  - Load existing data files

- **Backup**
  - Creates a backup copy of the database

- **Database storage reorganization**
  - Reorganize a set of database files into different file organizations

- **Performance monitoring**
  - Monitors database usage and provides statistics to the DBA
DBMS-RELATED FACILITIES

- CASE Tools
- Data dictionary (data repository) system
  - Stores design decisions, usage standards, application program descriptions, and user information
- Application development environments
- Communications software
CENTRALIZED DBMS ARCHITECTURE

- All DBMS functionality, application program execution, and user interface processing carried out on one machine.
BASIC CLIENT/SERVER ARCHITECTURES

- **Servers** with specific functionalities
  - **File server**
    - Maintains the files of the client machines.
  - **Printer server**
    - Connected to various printers; all print requests by the clients are forwarded to this machine
  - **Web servers** or **e-mail servers**

- **Client machines**
  - Provide user with:
    - Appropriate interfaces to use these services
    - Local processing power to run local applications

- **DBMS example**
  - Server handles query, update, and transaction functionality
  - Client handles user interface programs and application programs
Open Database Connectivity (ODBC)

- Provides application programming interface (API) for C and C++
  - Call Level Interface (CLI)
- Allows client-side programs to call the DBMS
  - Both client and server machines must have the necessary software installed

JDBC

- Allows Java client programs to access one or more DBMSs through a standard interface

Alternative: Microsoft’s ADO.NET
3-TIER CLIENT-SERVER DBMS ARCHITECTURE

- Code partitioned between clients (user interfaces), application server, and DBMS modules
Figure 2.7
Logical three-tier client/server architecture, with a couple of commonly used nomenclatures.
CLASSIFICATION OF DBMSS

- General or special-purpose
- Data model
  - Relational
  - Object
  - Object-relational
  - Hierarchical and network (legacy)
  - Native XML
- Number of users
  - Single-user
  - Multiuser
- Number of sites
  - Centralized
  - Distributed
    - Homogeneous
    - Heterogeneous (Federated)
- Licensing
  - Open source
  - Proprietary
LECTURE SUMMARY

- Main categories of data models
- Three-schema architecture
- Types of languages and interfaces supported by DMBSs
- Components and services provided by the DBMS
- DBMS computing architectures
- DBMS classification criteria