DATABASE SYSTEM CONCEPTS AND ARCHITECTURE

CHAPTER 2

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

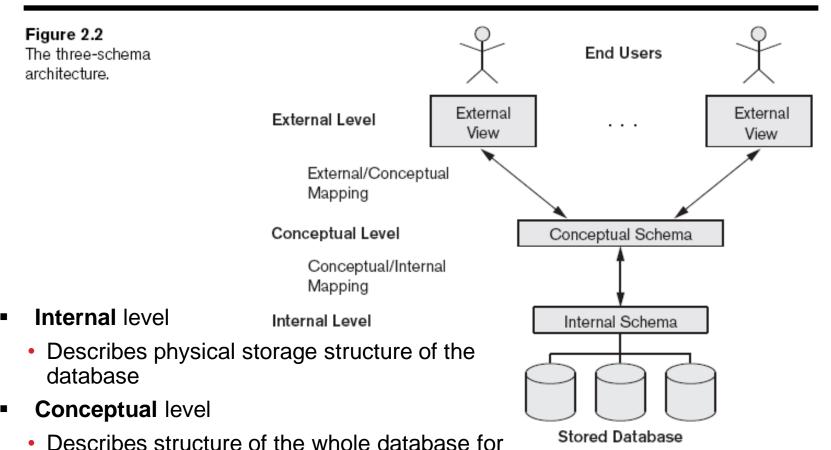
- Collection of concepts that describe the structure of a database
- Provides means to achieve data abstraction
 - Suppression of details of data organization and storage
 - Highlighting of the essential features for an improved understanding of data
- Includes basic operations
 - Retrievals and updates 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



- 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

DBMS LANGUAGES

- 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

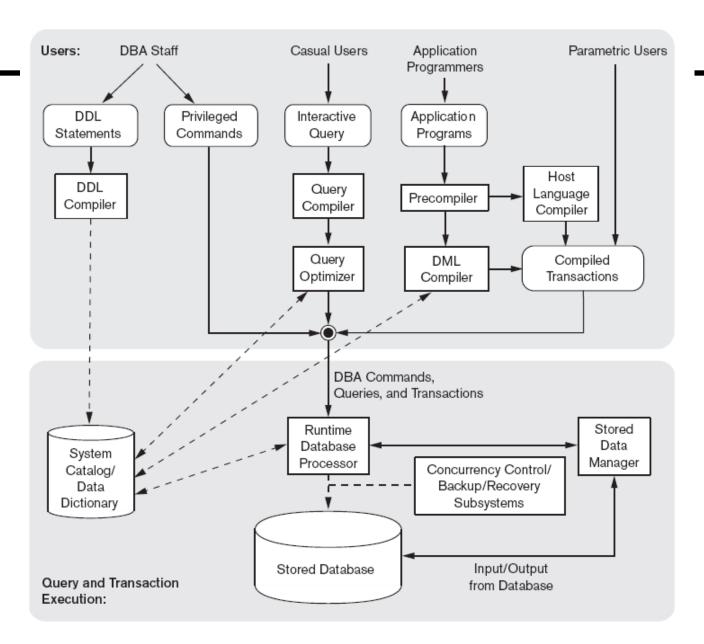


Figure 2.3
Component modules of a DBMS and their interactions.

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

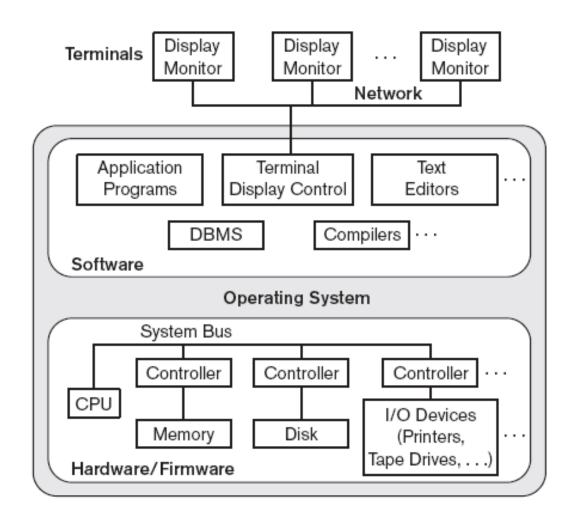


Figure 2.4
A physical centralized architecture.

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

CLIENT/SERVER DBMS SOFTWARE

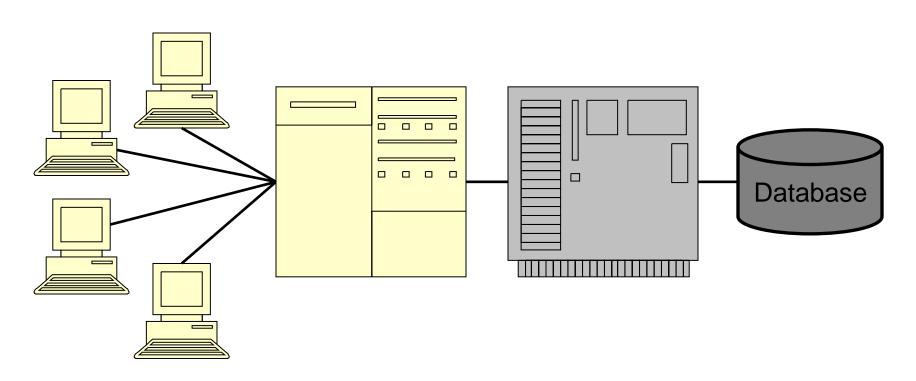
- Open Database Connectivity (ODBC)
 - Provides application programming interface (API) for C and C++
 - Call Level Interface (CLI)
 - Allows client-side programs to call the DBMS
 - Both client and server machines must have the necessary software installed

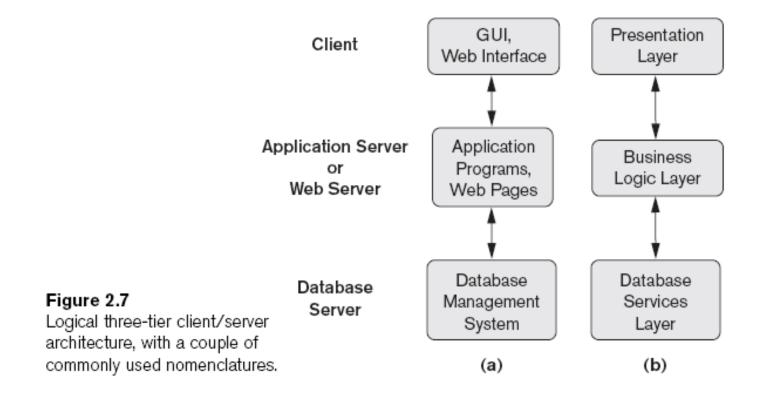
JDBC

- 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





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