

# Introduction to Database Systems

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# Database

## What is a database?

- Physical storage: A collection of files storing related data.
- Logical: A collection of tables (or objects).

## Examples of databases

- Accounts database; payroll database; SMU's students database; Amazon's products database; airline reservation database.



# Database Management System

## What is a DBMS?

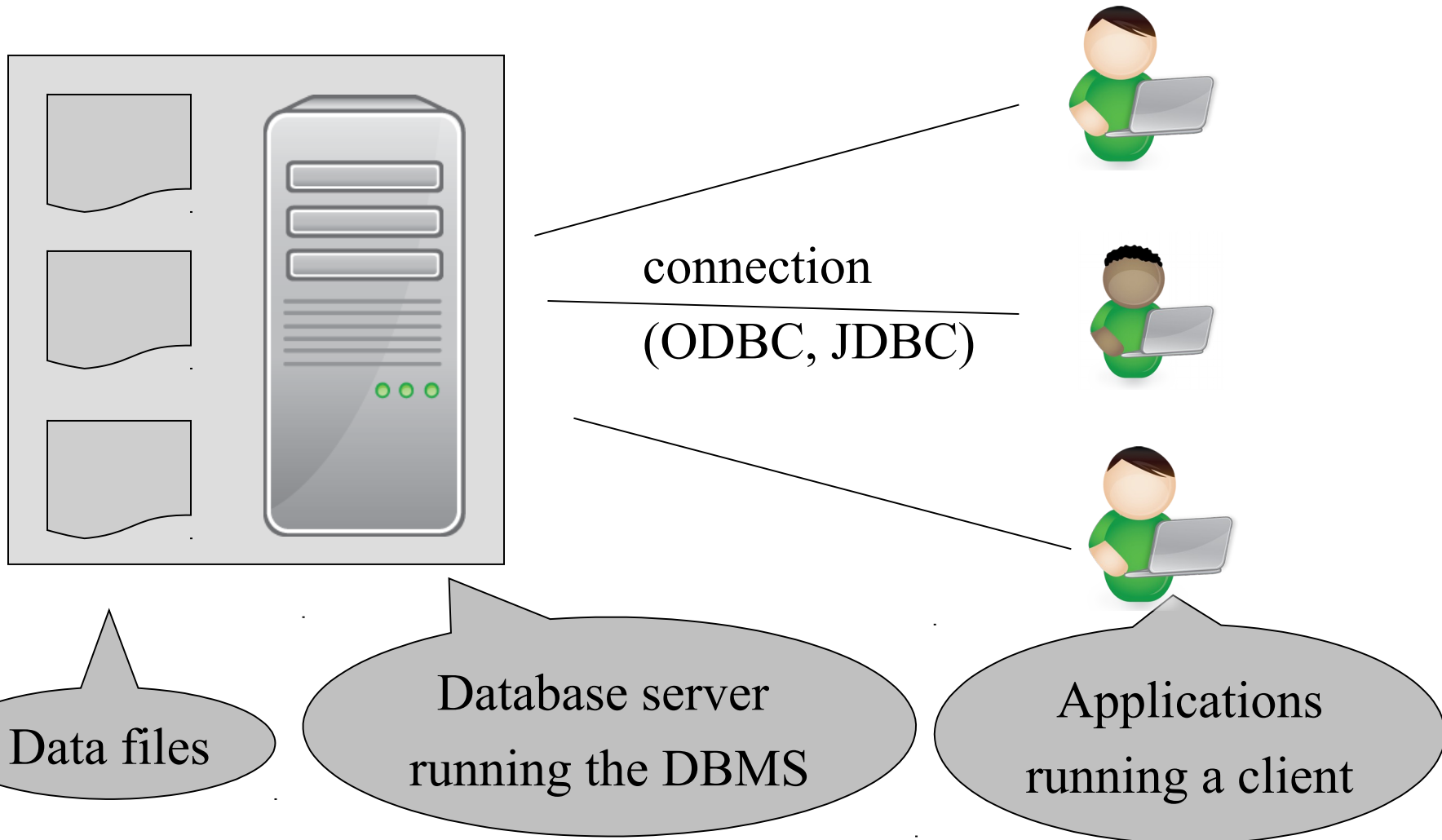
- *A complicated (and often expensive) piece of software typically running on a large (remote) server written by someone else that allows us to manage efficiently a large database and allows it to persist over long periods of time.*

## Examples of DBMS

- Commercial: DB2 (IBM), SQL Server (MS), Oracle, Sybase
- Open Source: MySQL, Postgres, SQLite, ...
- Big Data: often NoSQL like MongoDB, Apache Cassandra, etc.

# Architecture: Using a DMBS

“Client-server Architecture”



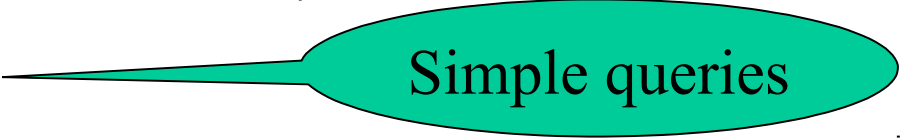
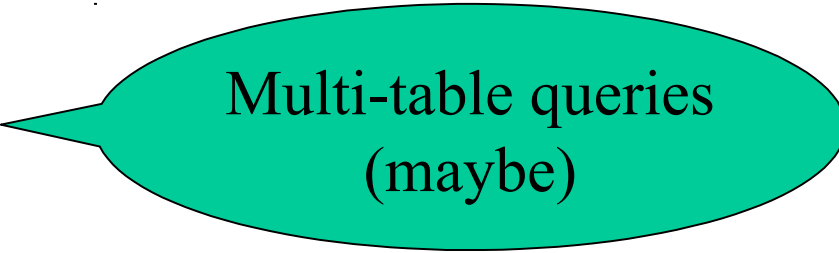
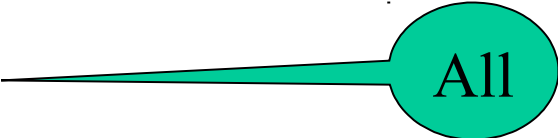


# Operations: Query/Update

*Assume we have a database for movies and actors.*

- Simple query:  
In what year was *'Star Wars'* produced?
- Multi-table query:  
Find all movies with *'Harrison Ford'*  
(combine actor and movie tables)
- Complex query:  
For each actor, count her/his movies
- Updating  
Insert a new movie;  
add an actor to a movie; etc

# Operations: Query/Update

- Files (e.g., CSV)  Simple queries
- Spreadsheets  Multi-table queries  
(maybe)
- DBMS  All

Updates: generally OK

# Change the Structure of a DB

Add Address to each Actor

- Files (e.g., CSV)

Very hard

- Spreadsheets

Yes

- DBMS

Yes



# Issue: Concurrent Access

Multiple users access/update the data concurrently

- What can go wrong?
  - Lost update; resulting in inconsistent data
- How do we protect against that in OS?
  - Locks
- Databases need a similar concept to deal with concurrent updates.



# Issue: Recover from crashes

- Transfer \$100 from account #4662 to #7199:

```
X = Read(Accounts, 4662);  
X.amount = X.amount - 100;  
Write(Accounts, 4662, X);
```

```
Y = Read(Accounts, 7199);  
Y.amount = Y.amount + 100;  
Write(Accounts, 7199, Y);
```

CRASH !

What is the problem ?

# Concurrency & Recovery: Transactions

- A *transaction* = sequence of statements that either all succeed, or all fail together.
- E.g., Transfer \$100

## **BEGIN TRANSACTION;**

```
UPDATE Accounts  
SET amount = amount - 100  
WHERE number = 4662
```

```
UPDATE Accounts  
SET amount = amount + 100  
WHERE number = 7199
```

## **COMMIT**

# Transactions

Transactions have the **ACID** properties:

A = atomicity

All or nothing

C = consistency

Valid state to valid state

I = isolation

Transactions are independent

D = durability

No data loss after commit

Transactions also allow rollbacks (undo).

# Relational Data Base = Collection of Tables

**Actors:**

id	fName	lName
15901	Harrison	Ford
...		

**Movie\_Actors:**

id	mid
15901	130128
...	

**Movies:**

mid	Title	Year
130128	Star Wars	1977
...		

Still implemented as files, but behind the scenes can be quite complex.

# Create/Store Large Datasets

Use SQL to create and populate tables:

```
CREATE TABLE Actors (  
  fName CHAR(30),  
  lName CHAR(30),  
  . . . )
```

```
INSERT INTO Actors  
VALUES('Harrison', 'Ford', . . .)
```

Physical organization of the data is handled by DBMS

We focus on modeling the database!

# Querying

- Find all movies with 'Harrison Ford'

```
SELECT title
FROM    Movies, Actors, Movie_Actors
WHERE   Actors.lname = 'Ford' and
        Actors.fname = 'Harrison' and
        Movies.mid = Movie_Actors.mid and
        Movie_Actors.id = Actors.id
```

- What happens behind the scene ?  
The DBMS uses indices and optimizes automatically the query...

# Change the Structure of a Table

Add Address to each Actor

```
ALTER TABLE Actor  
  ADD address CHAR(50)  
  DEFAULT 'unknown'
```



# What comes next?

- 1) Using a DBMS
- 2) Using SQL Query Databases
- 3) Designing a Database