

Unit 3

Entity-Relationship Model



Outline

- ❖ The Entity-Relationship Model
 - Basic Elements of the ER Model
 - Entities, Relationships, Rings ,Attributes
 - Other Elements of the ER Model
 - Generalization hierarchies
 - Subsets
 - Composite attributes
 - Identifiers
 - Weak entity
- ❖ Reading the ER Diagrams

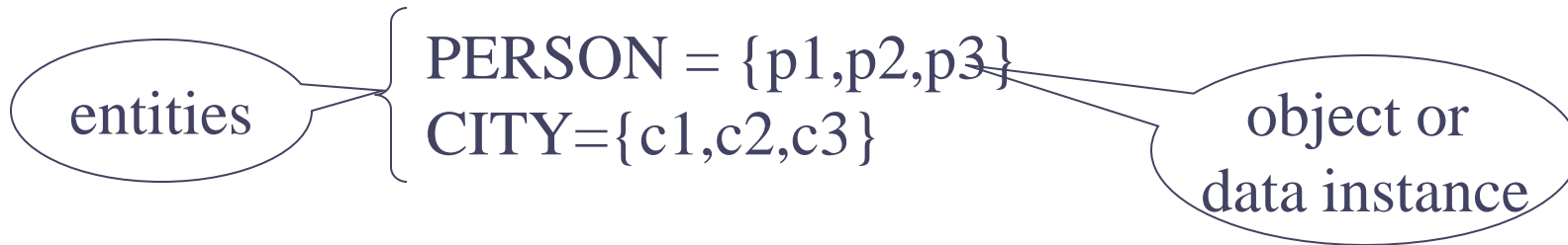


The Entity-Relationship Model

- ❖ *A database* can be modeled as:
 - a collection of entities,
 - relationships among entities.
- ❖ Basic elements of ER model
 - Entities
 - Relationships
 - Rings
 - Attributes

Entity

👉 Entity is a class of real-world objects.



PERSON

CITY

⇒ 用矩形表示 entity

Relationship

✎ Relationship is the aggregation of two or more entities.

LIVES_IN = { <p1,c1>, <p2,c3>, <p3,c3> }

表達某人住在某城市的關係

aggregation
object

IS_BORN_IN = { <p1,c1>, <p2,c2>, <p3,c1> }

表達某人在某城市出生的關係



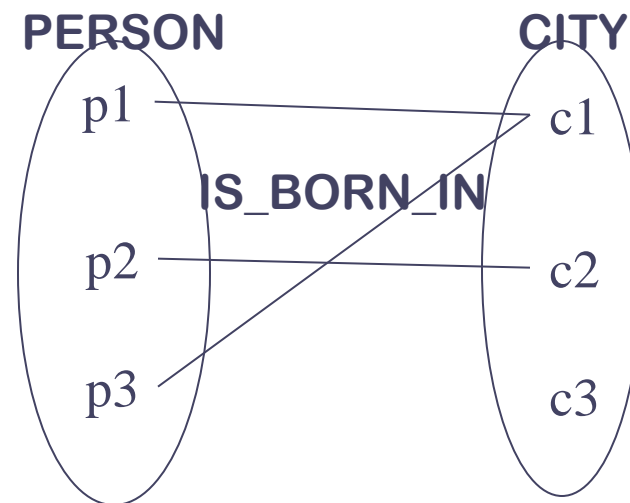
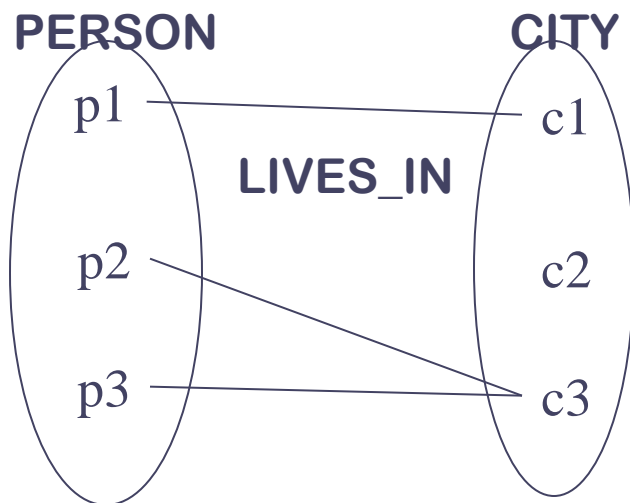
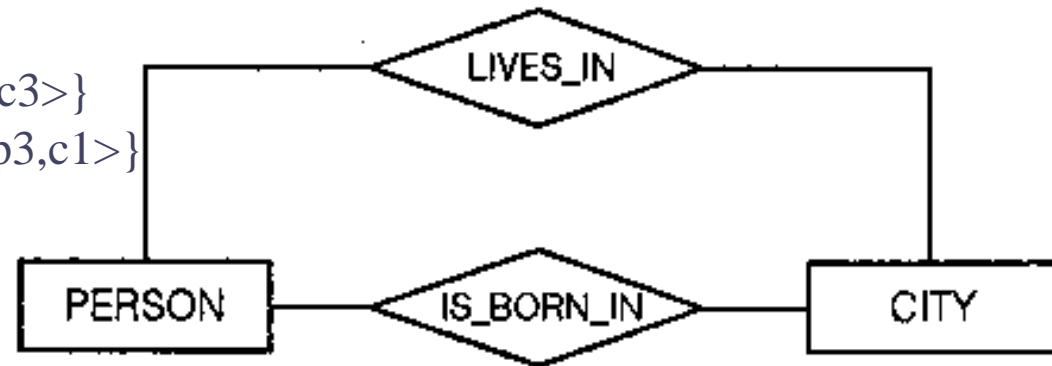
用菱形表示 relationship

PERSON = {p1,p2,p3}

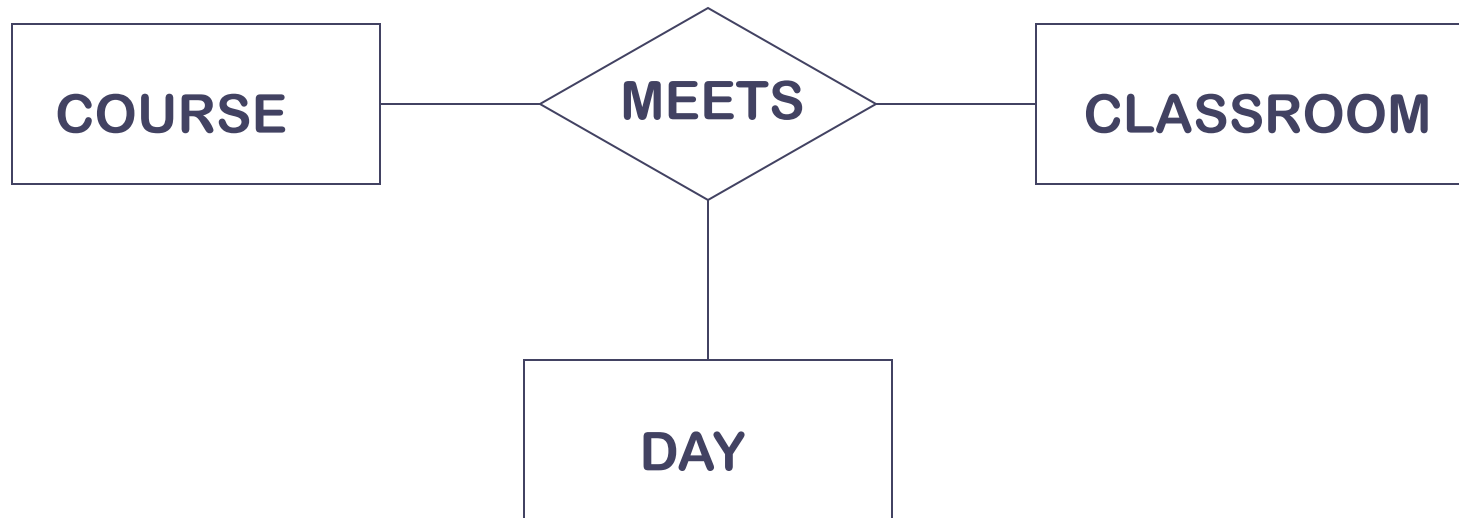
CITY={c1,c2,c3}

LIVES_IN={<p1,c1>, <p2,c3>,<p3,c3>}

IS_BORN_IN={<p1,c1>,<p2,c2>,<p3,c1>}

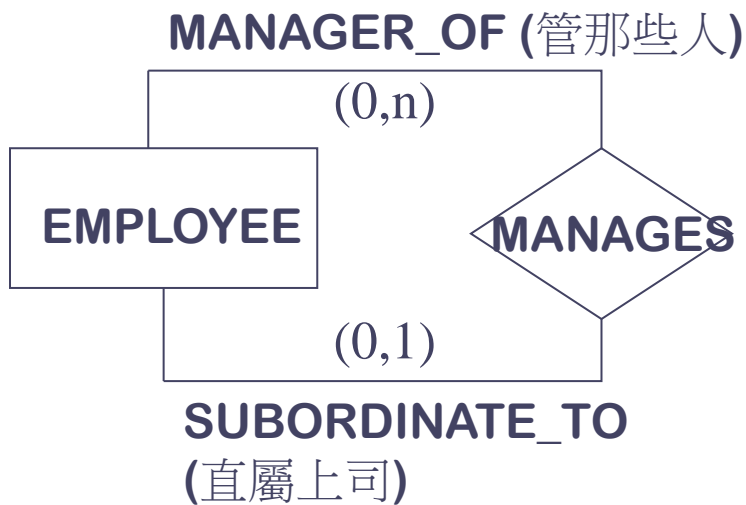


MEETS 為 relationship 表達出某課程星期幾在哪个教室上課

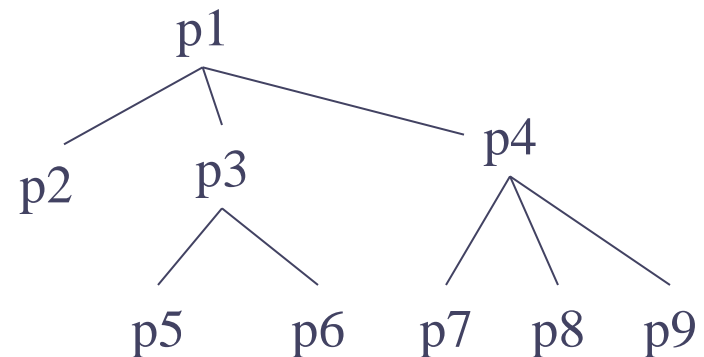


Ring

- Binary relationship connecting an entity to itself. (recursive relationship)

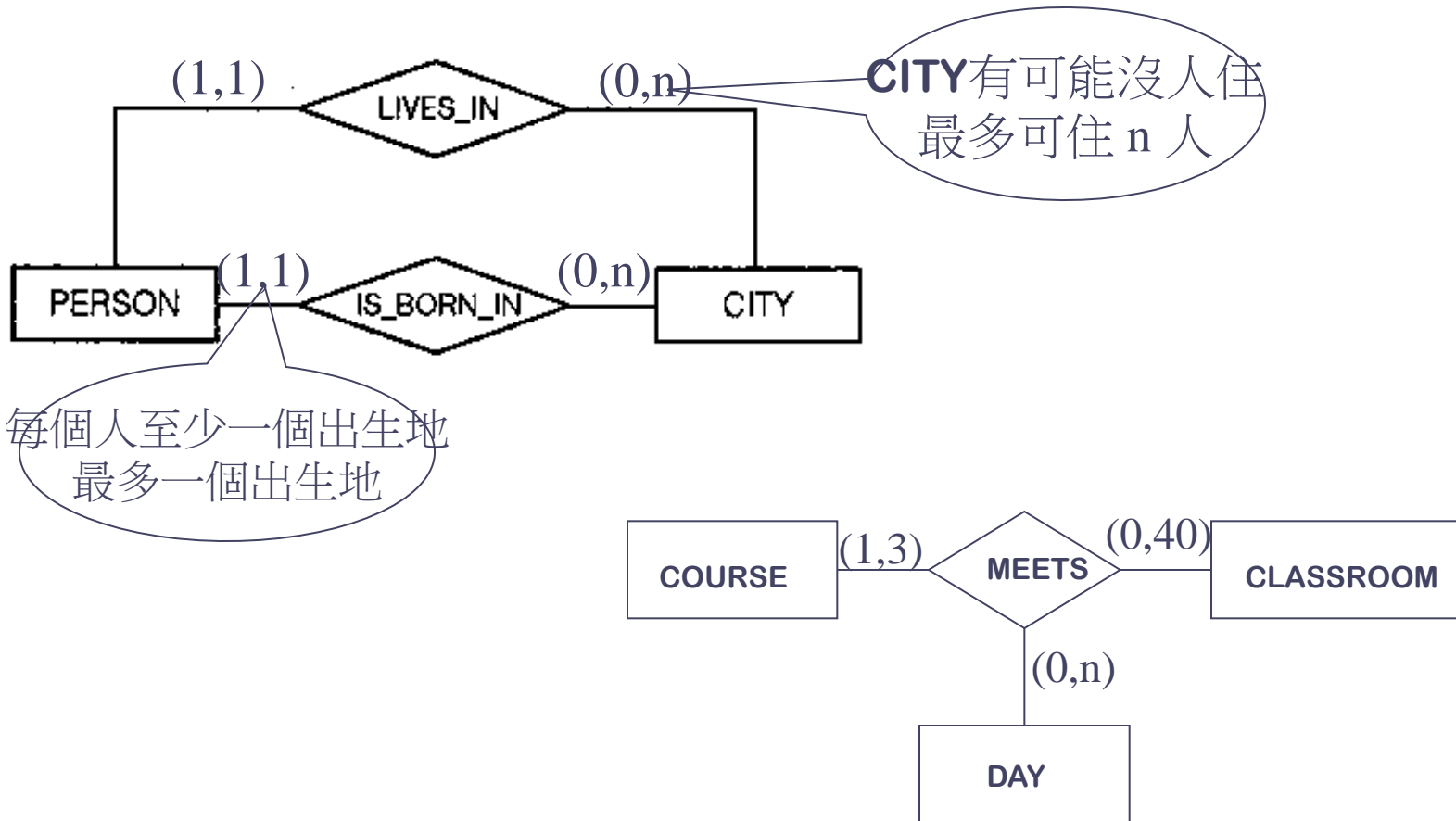


✓ 若 **EMPLOYEE** 包含有九個 objects 如下：
EMPLOYEE={p1,p2,p3,p4,p5,p6,p7,p8,p9}



MANAGES={(p1,p2),(p1,p3),(p1,p4),(p3,p5),(p3,p6),(p4,p7),(p4,p8),(p4,p9)}

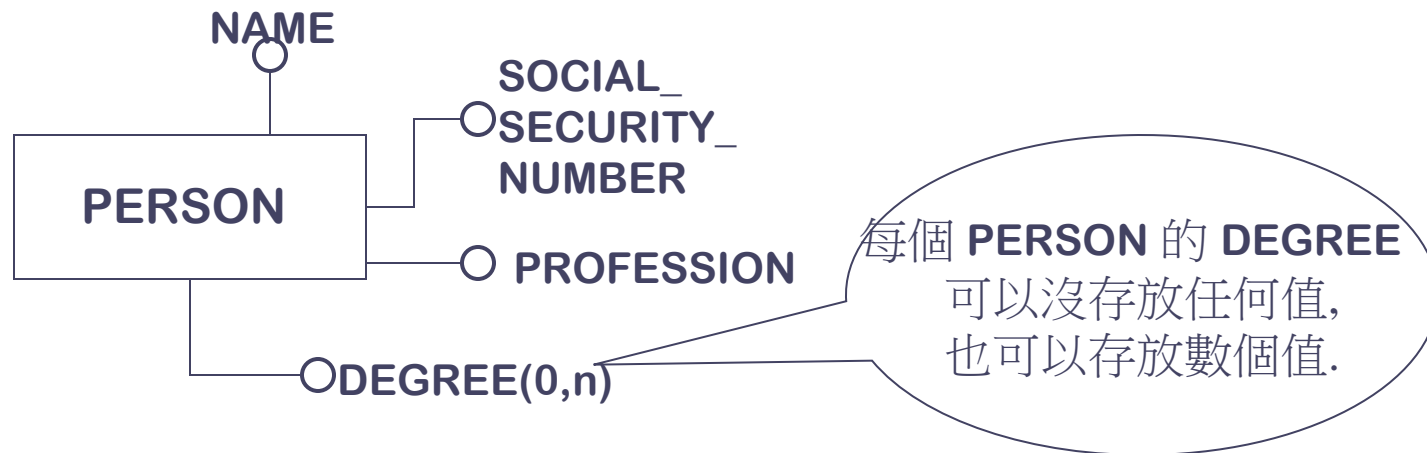
Cardinality on relationship



Attributes

👉 Attributes represent elementary properties of entities or relationships.

- Attributes 也有 min-max card
 - $\min(A,E)$ 代表 attribute A 的值對應於 entity E 中的 object 出現的最少次數.
 - $\max(A,E)$ 代表 attribute A 的值對應於 entity E 中的 object 出現的最多次數.



Cardinality on Attributes

- ❖ 若 $\min(A,E)=0$ 則該 attribute 為 optional,
 - 即該 attribute 可以是 NULL value.
- ❖ 若 $\min(A,E)=1$ 則該 attribute 為 mandatory,
 - 即該 attribute 的值一定要存在.
 - Primary key 即為一例.
- ❖ 若 $\max(A,E)=1$ 則該 attribute 為 single value.
若 $\max(A,E)>1$ 則該 attribute 為 multi-value.
- ❖ Attributes cardinality 通常不標出,預設值為 $\text{card}(1,1)$.

An ER schema example

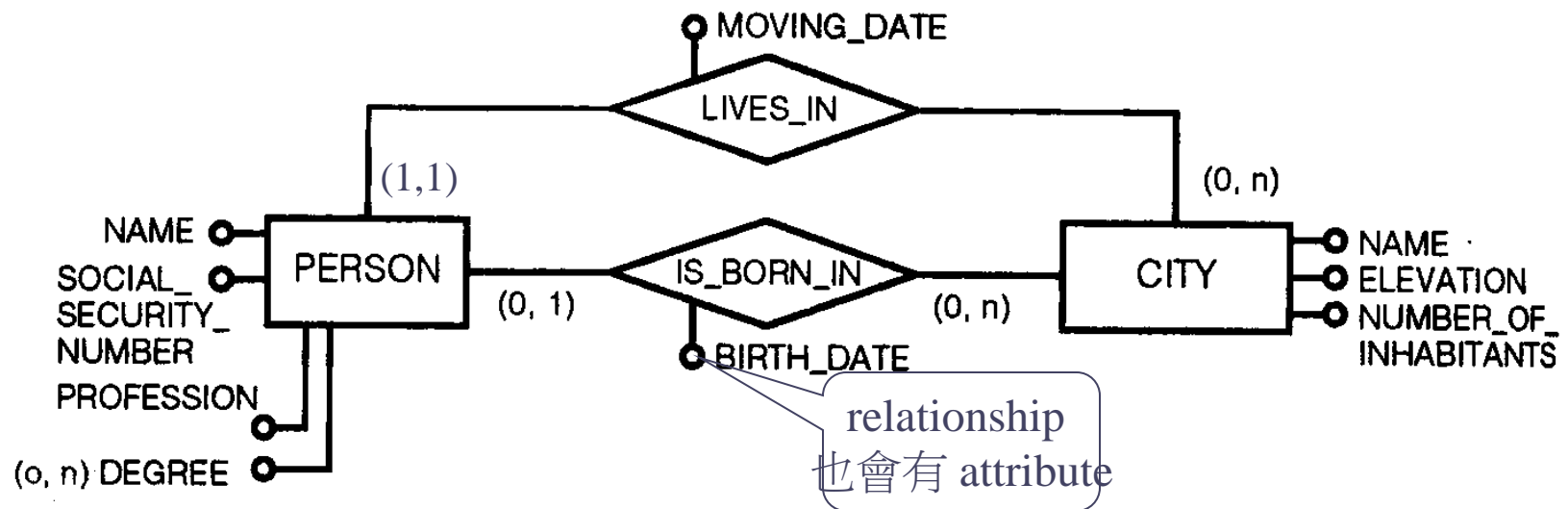


Figure 2.20 An ER schema with entities, relationships, and attributes

- Attribute 一定要從某定義域(domain)裏抽出其值。
例：年齡 $domain = \{x \mid 0 \leq x \leq 125, x \in I\}$

An ER diagram example

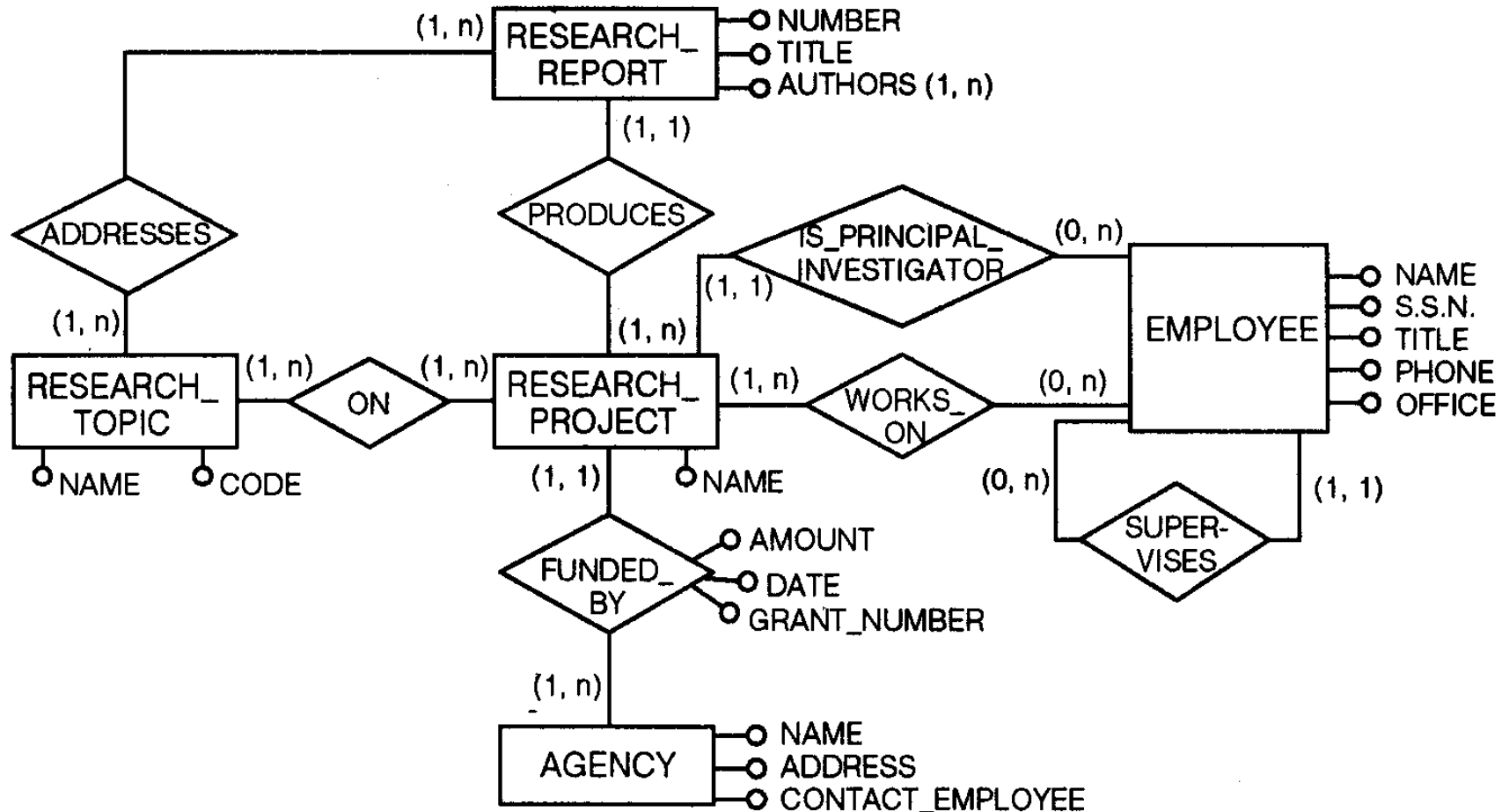
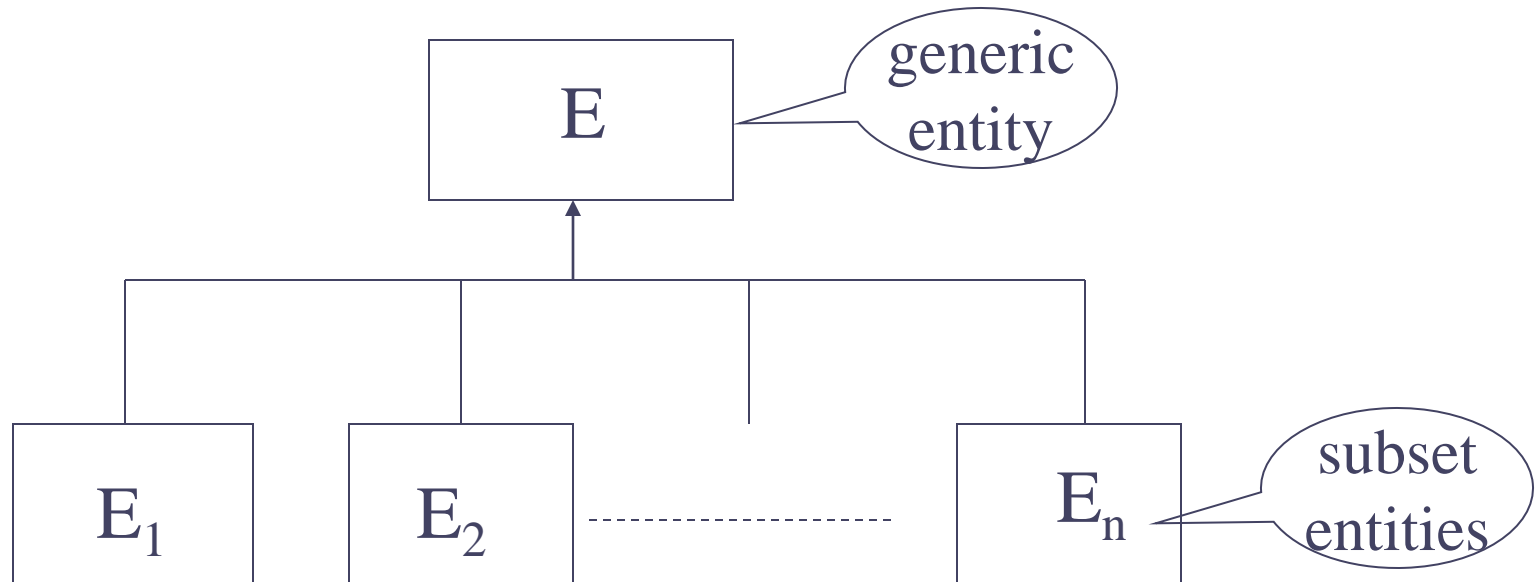


Figure 2.35 Research projects database

Generalization Hierarchies

- An Entity E is a generalization of a group of entities E_1, E_2, \dots, E_n , if each object of class E_1, E_2, \dots, E_n is also an object of class E .



Generalization Hierarchies

An Example

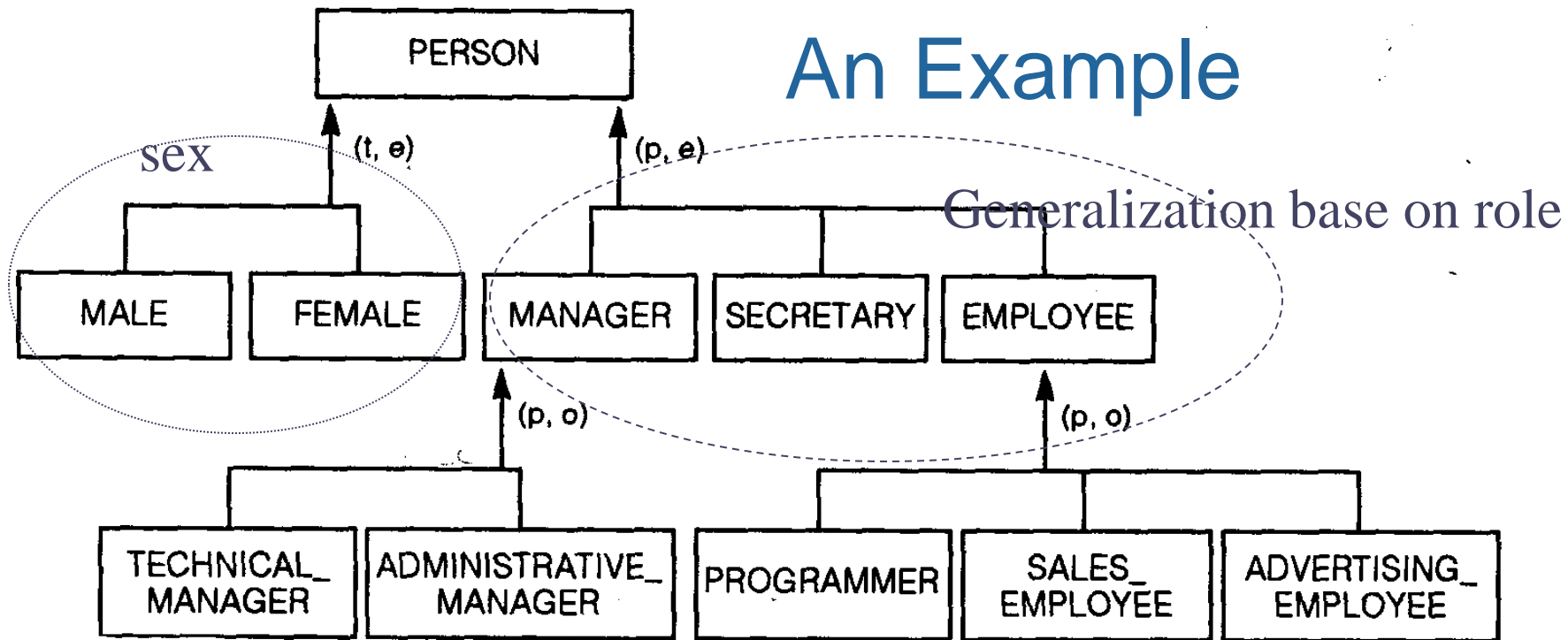
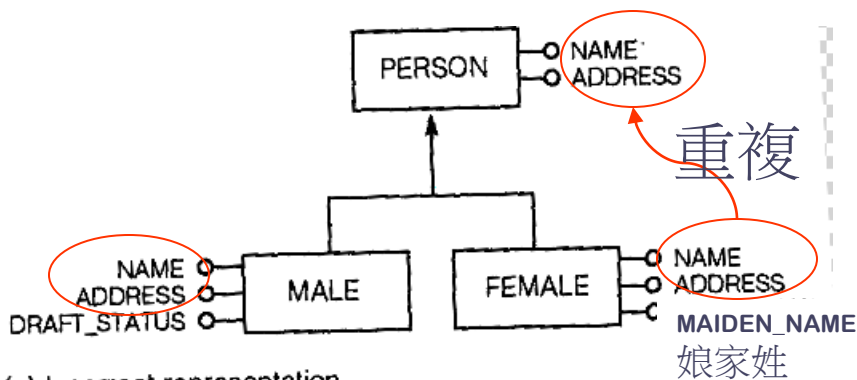


Figure 2.23 Generalization hierarchy for the entity PERSON

- 考慮 coverage → t/p 代表 total/partial
e/o 代表 exclusive/overlap

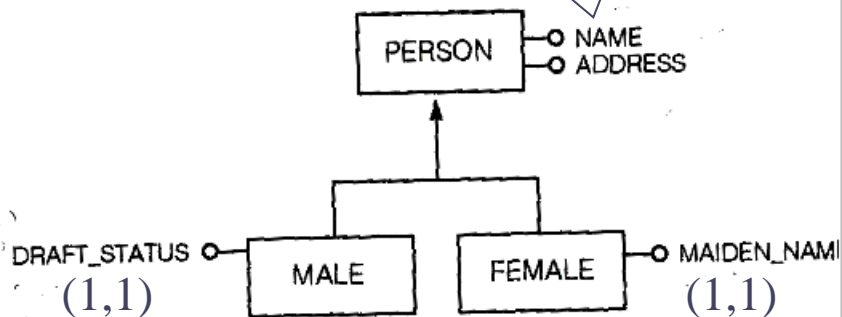
Generalization Hierarchies

Generic entity 中定義的 attribute, relationship & generalization 都會自動繼承給它的 subset entities.



(a) Incorrect representation

把共同的特性往 generic entity 放

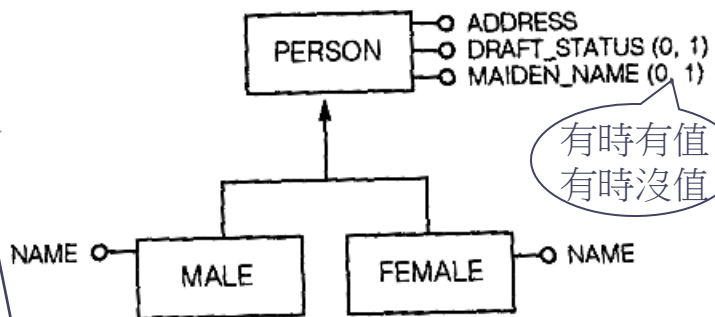


(c) Correct representation

正確的表達方式

有時有值
有時沒值

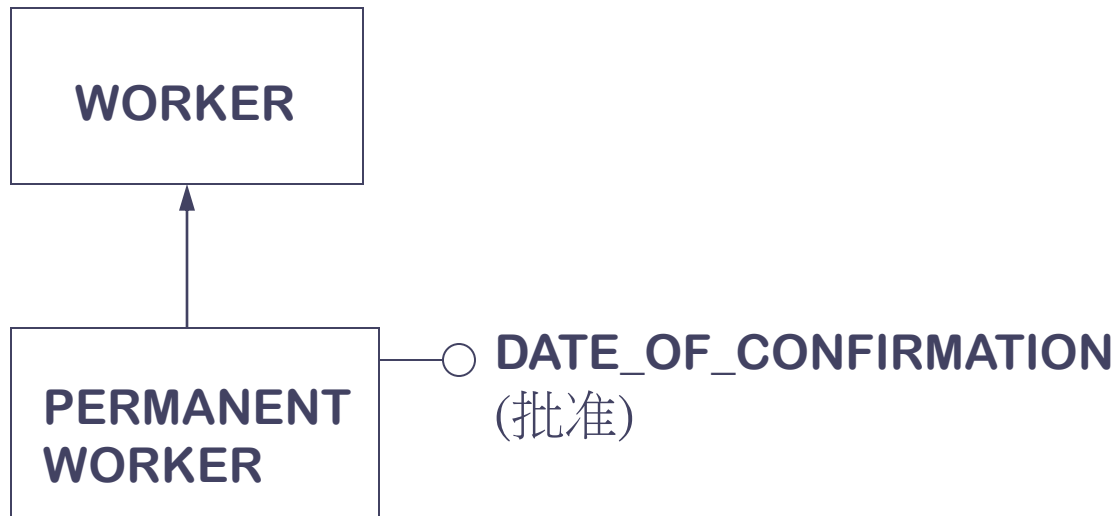
不理



(b) Incorrect representation

Subsets

👉 只有一個 subset entity, 為 generalization 的特例, coverage 一定是 (p,e).



Composite Attributes

✎ 具有密切關係且常一起使用的一群 attributes.
用  表示



An ER diagram example

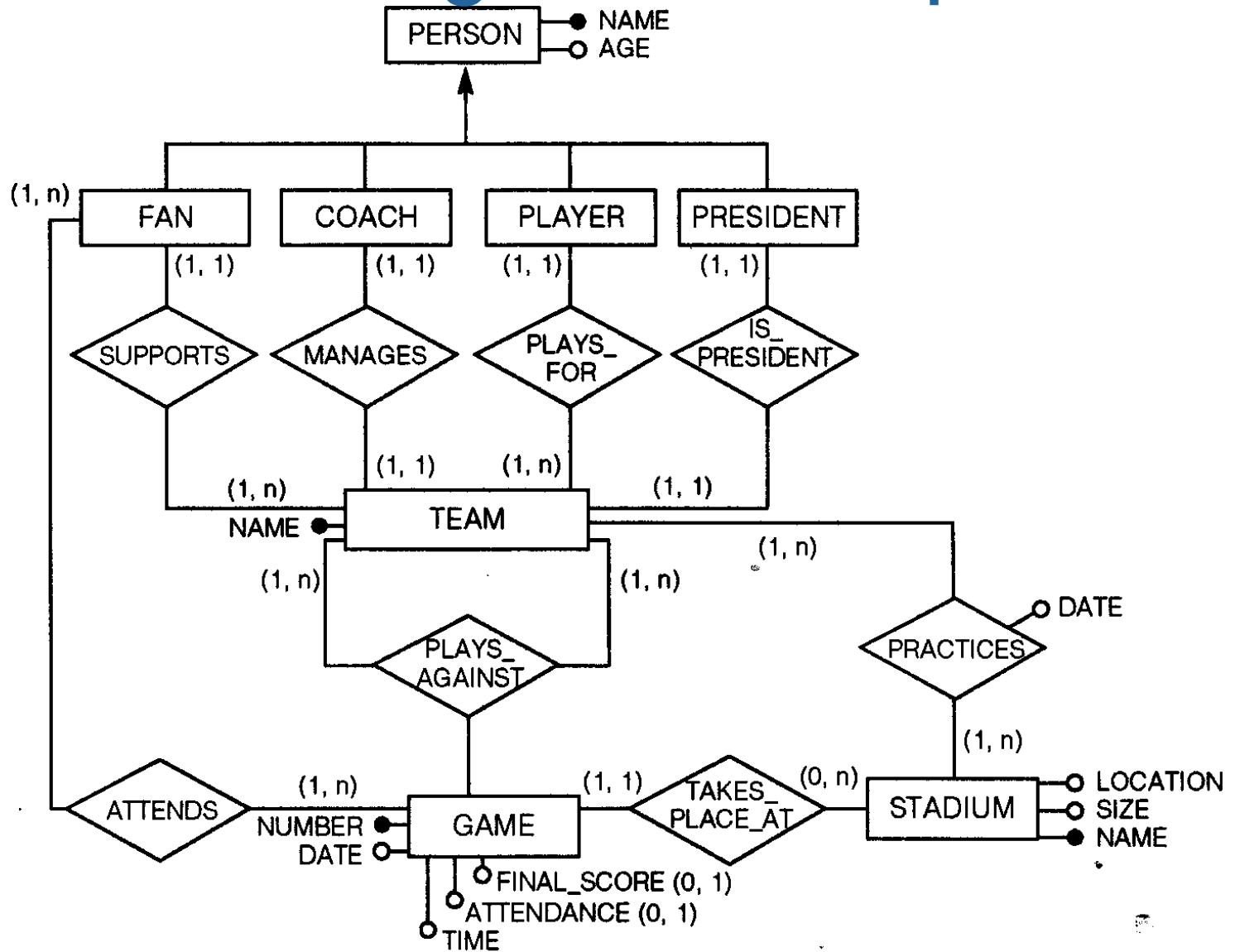
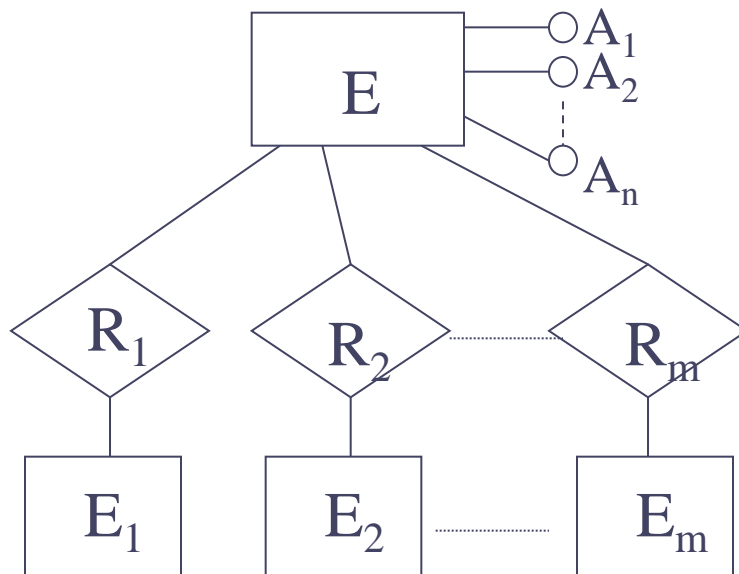


Figure 2.34 Football database

Identifiers

🖋️ A collection of attributes or a collection of entities related to E having the property of uniquely determining all the instance of E .



$$I = \{A_1, \dots, A_n, E_1, \dots, E_m\}, n \geq 0, m \geq 0, n + m \geq 1$$

I is an identifier of E if the following properties hold:

- 1. There can not be two instances of E having the same identifier value.*
- 2. If we drop any attribute A_i or entity E_i from the identifier I, property 1 no longer holds.*

Identifiers

$$I = \{A_1, \dots, A_n, E_1, \dots, E_m\}$$

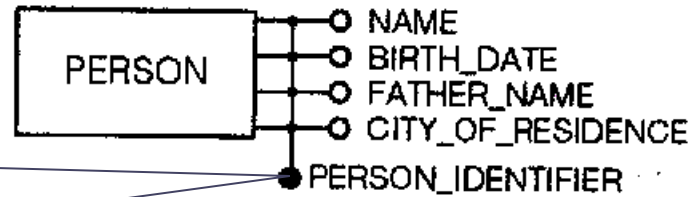
- ❖ Identifier 中的每個 attribute 不可以有 null value, 即 $\text{card}(E, A_i) = (1, 1)$.
- ❖ An identifier is simple if $n+m=1$;
it is composite if $n+m>1$.
- ❖ An identifier is internal if $m=0$;
it is external if $n=0$.
- ❖ An identifier is mixed if $n>0$ and $m>0$.

Identifiers

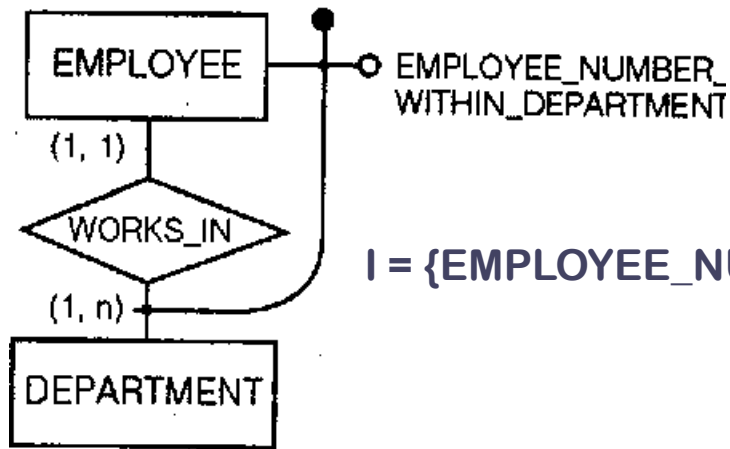


(a) Simple, internal identifier

給 composite identifier
一個名字



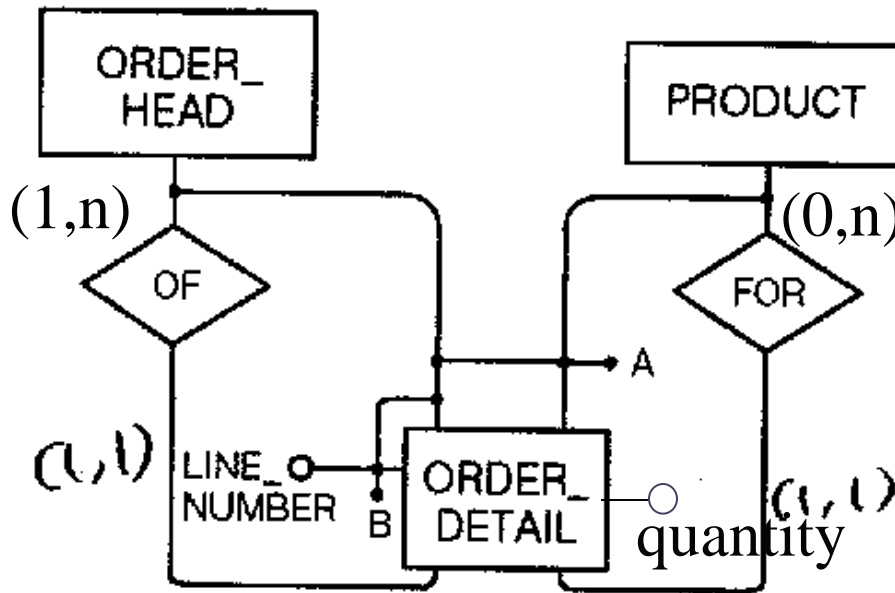
(b) Composite, internal identifier



$I = \{\text{EMPLOYEE_NUMBER_WITHIN_DEPARTMENT, DEPARTMENT}\}$

(c) Composite, external, mixed identifier

Identifiers



(d) Identifiers for the ORDER_DETAIL entity

假設

ORDER_HEAD+PRODUCT 決定唯一的 ORDER_DETAIL

$A = \{\text{ORDER_HEAD, PRODUCT}\}$

A is external, composite.

$B = \{\text{LINE_NUMBER, ORDER_HEAD}\}$

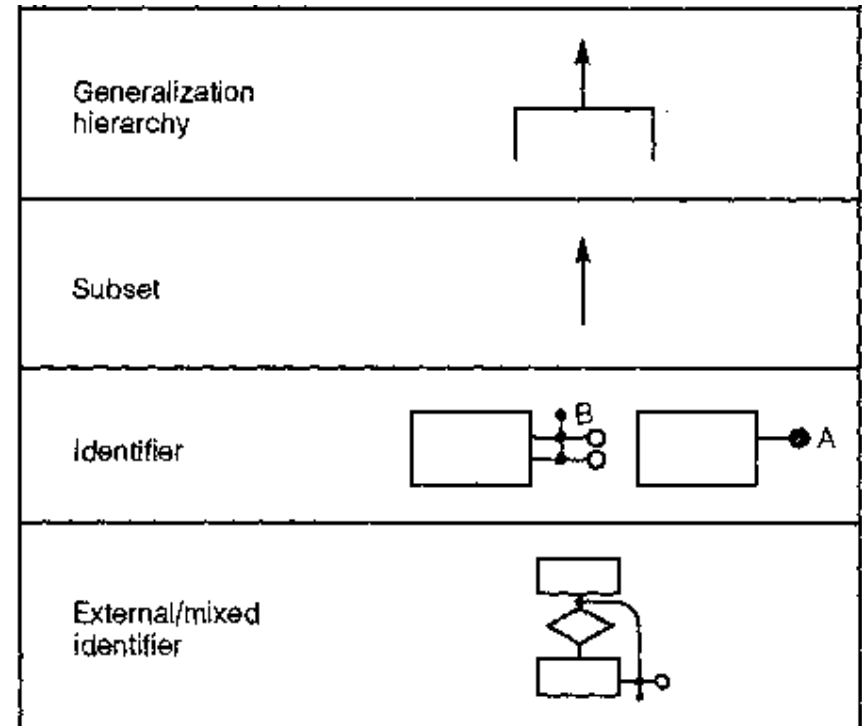
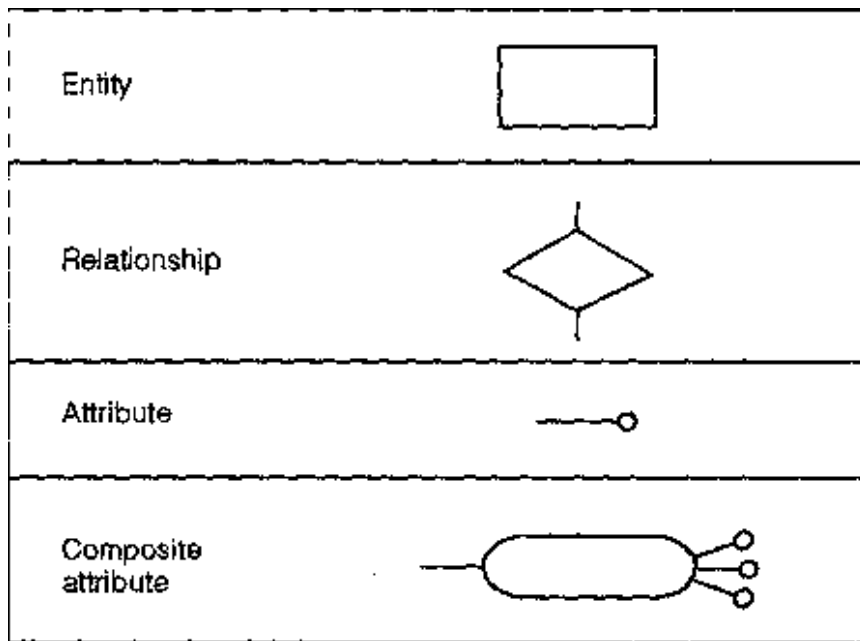
B is mixed, composite.



Weak Entity

- ❖ An entity that does not have an internal identifier is referred to as a *weak entity*.
- ❖ The existence of a weak entity depends on the existence of a strong entity; it must relate to the strong entity via a one-to-many
- ❖ The identifier of a weak entity is formed by the attributes of the strong entity on which the weak entity is existence dependent, plus the weak entity's attributes.

Symbols used in the ER model



Reading the ER diagrams

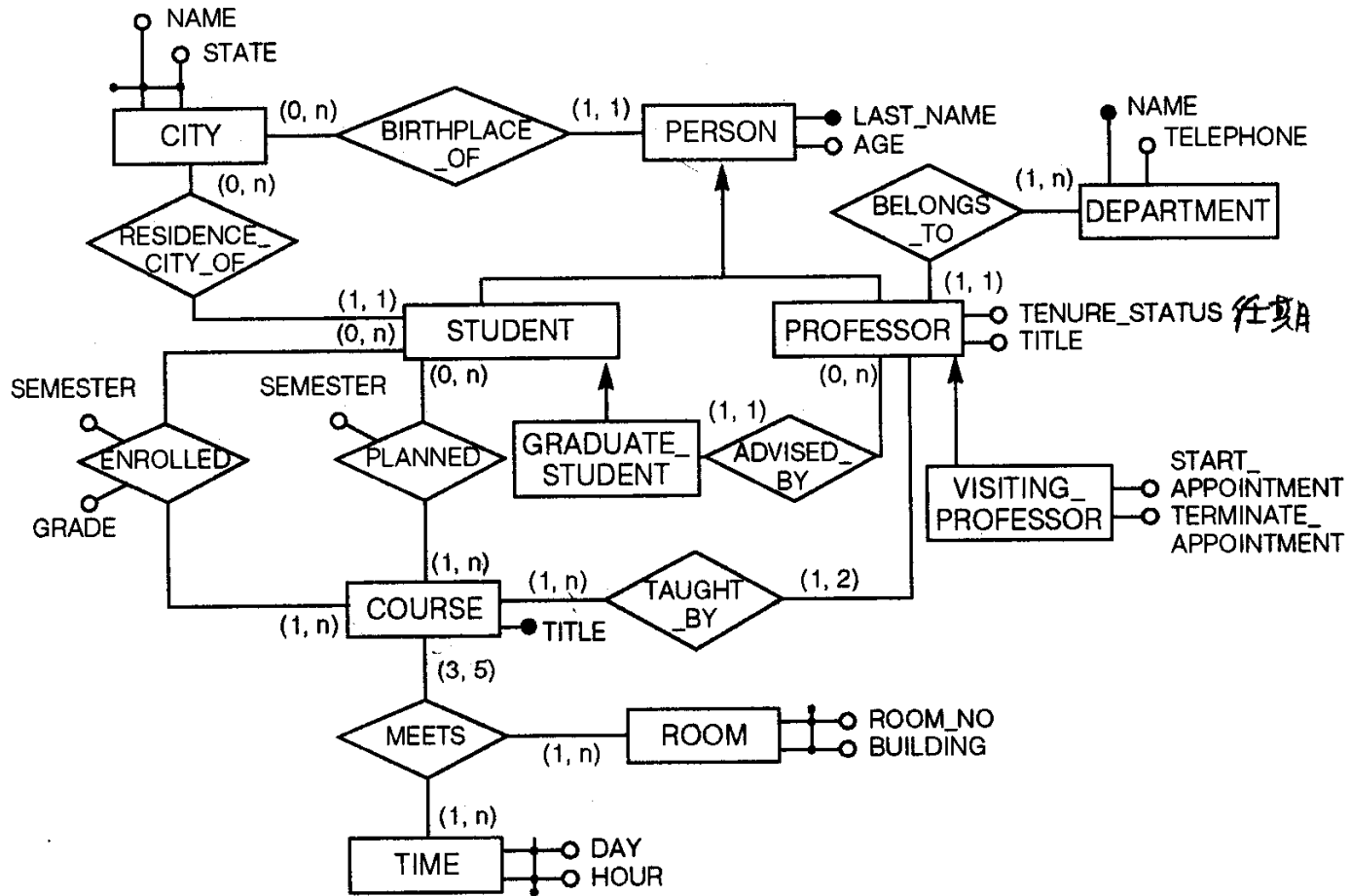


Figure 2.33 University database



Exercise

1. Read the ER schema of Figure 2.35, and give a narrative description of its content. Describe all features that you can observe.
2. Propose identifiers for the entities of the schema in Figure 2.35.
3. Change the schema of Figure 2.35 in order to include several properties of employees, like sex, nationality, and date of birth.
4. Change the schema of Figure 2.35 in order to include, for specific employees doing research, their current and past research fields. Would this require any additional identifiers in Figure 2.35?

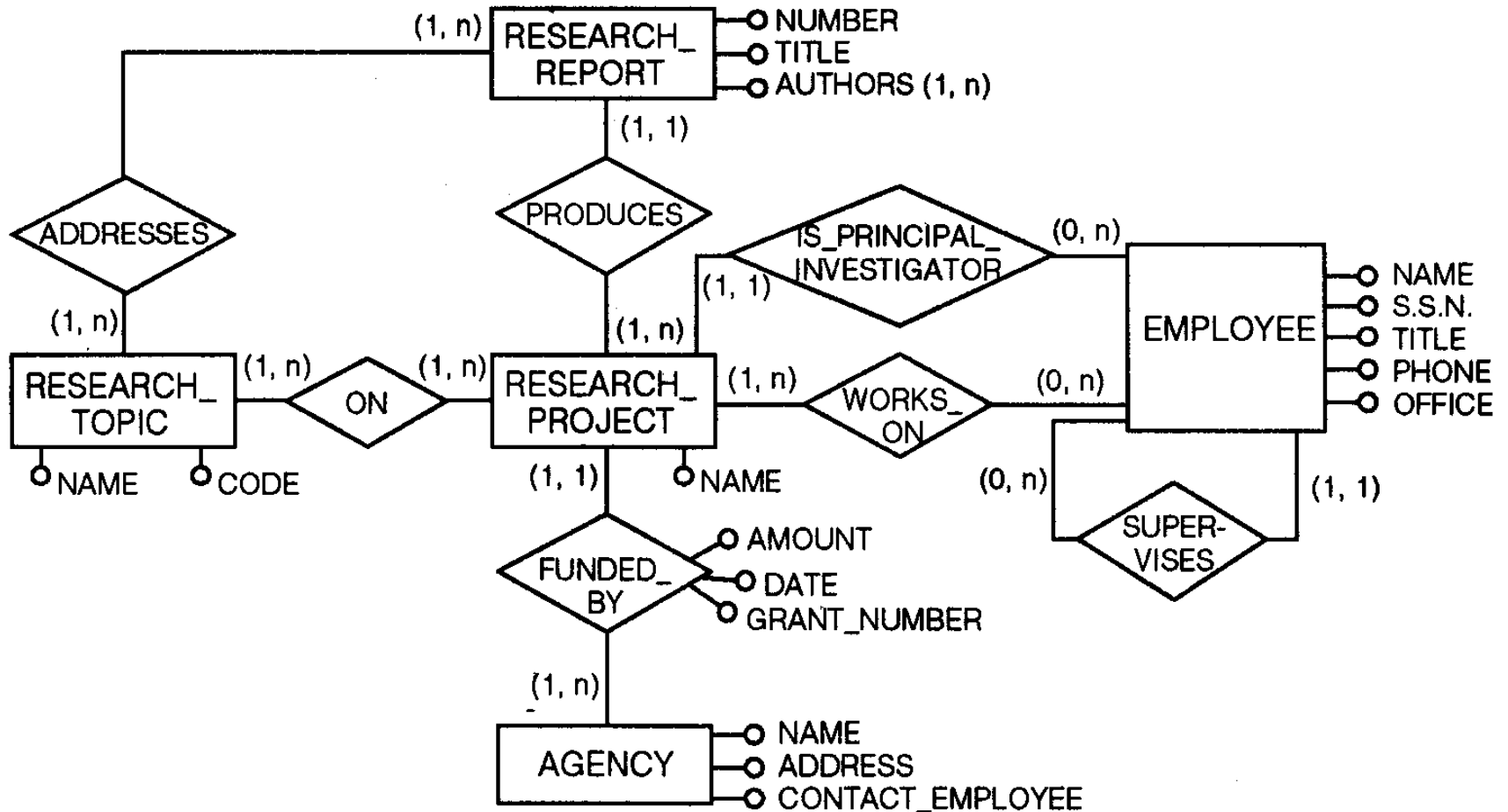



Figure 2.35 Research projects database



5. A database is being constructed to keep track of the teams and games of a sports league. A team has a number of players, not all of whom participate in each game. It is desired to keep track of the players participating in each game for each team, the positions they played in the that game, and the result of the game. Try to design an ER schema diagram for this application, stating any assumptions you make. Choose your favorite sport (soccer, football, baseball, ...).