

1222 • 2022  
**8000**  
ANNI



UNIVERSITÀ  
DEGLI STUDI  
DI PADOVA

# Introduction to Database Design

## Basi di Dati

Bachelor's Degree in Computer Engineering  
Academic Year 2024/2025

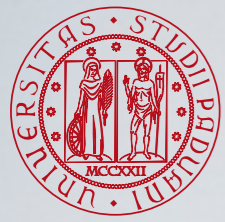


DIPARTIMENTO  
DI INGEGNERIA  
DELL'INFORMAZIONE

**Stefano Marchesin**

Intelligent Interactive Information Access (IIIA) Hub  
Department of Information Engineering  
University of Padua



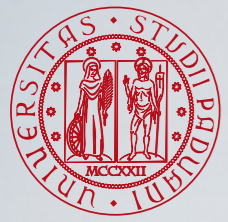


# Outline



- Life cycle of an information system
- Requirement analysis
- Database design
- Conceptual, logical, and physical design

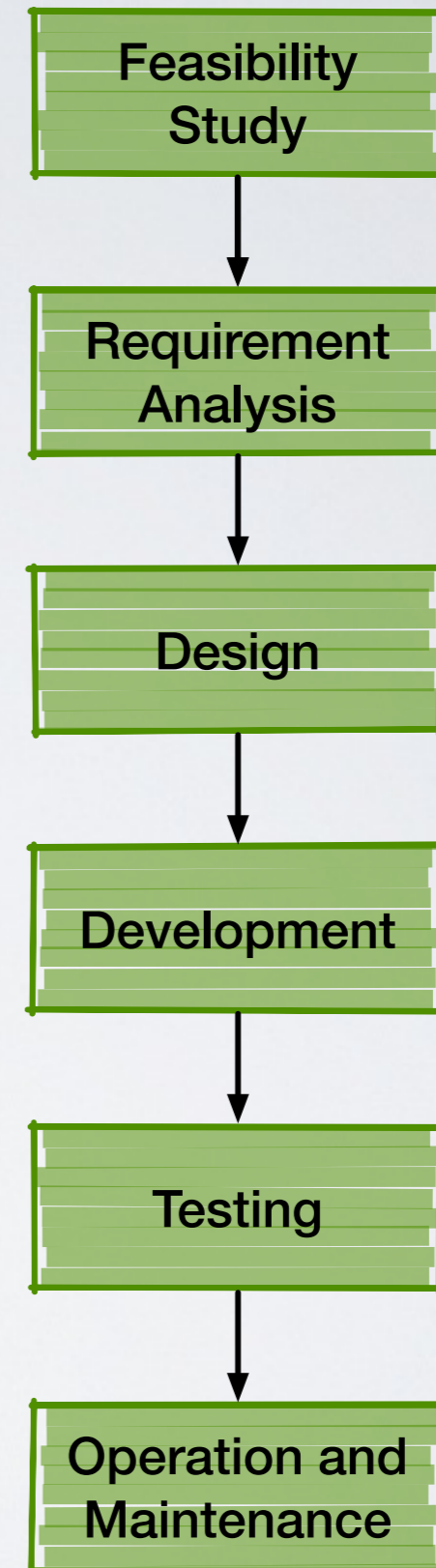
# Software Lifecycle

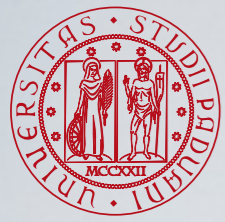


# Information System Life Cycle



- Feasibility Study
- Requirement Analysis
- Design
  - data design
  - application design
- Development
- Testing
- Operation and Maintenance

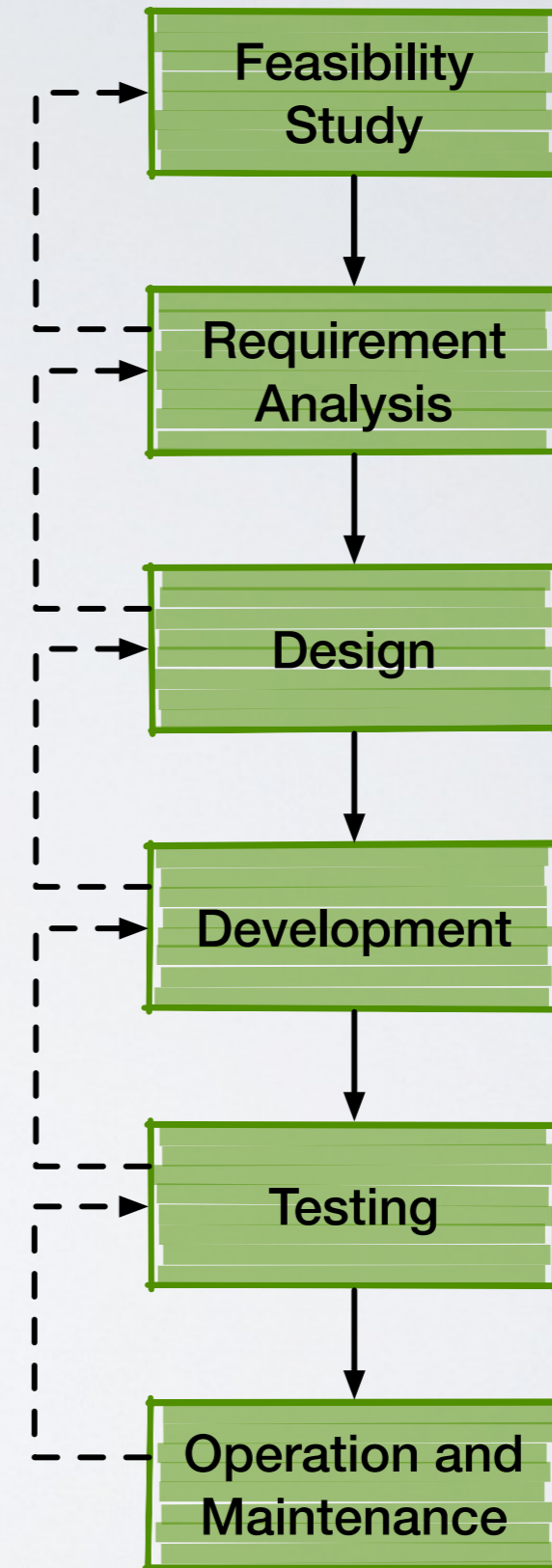


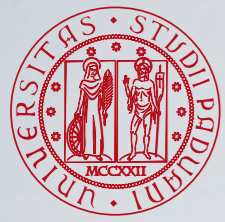


# Information System Life Cycle



- Feasibility Study
- Requirement Analysis
- Design
  - data design
  - application design
- Development
- Testing
- Operation and Maintenance

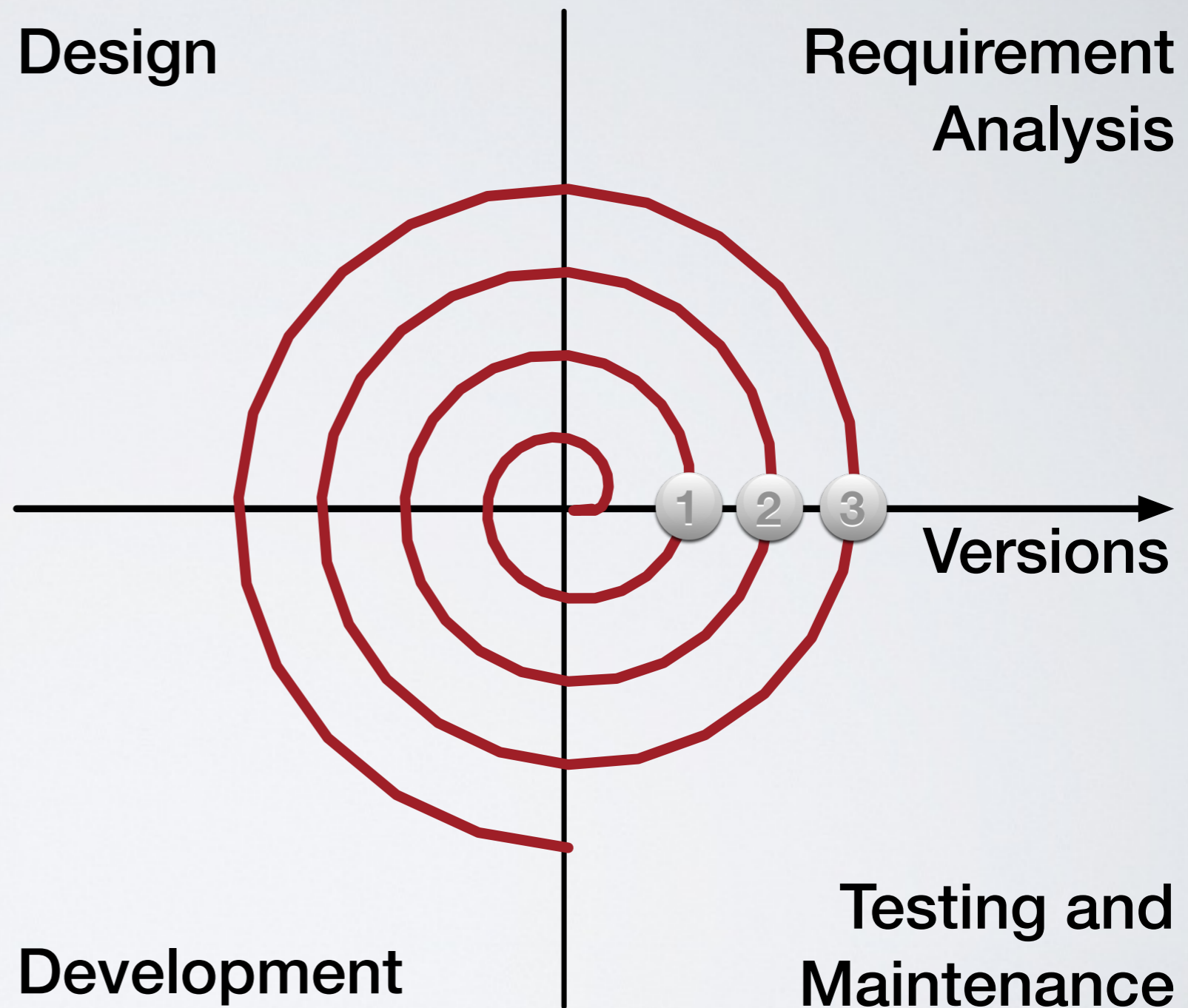




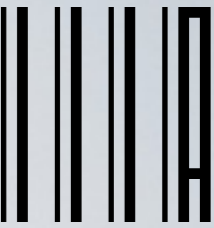
# Information System Life Cycle



- Feasibility Study
- Requirement Analysis
- Design
  - data design
  - application design
- Development
- Testing
- Operation and Maintenance



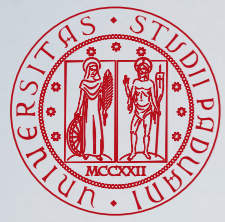
# Requirement Analysis



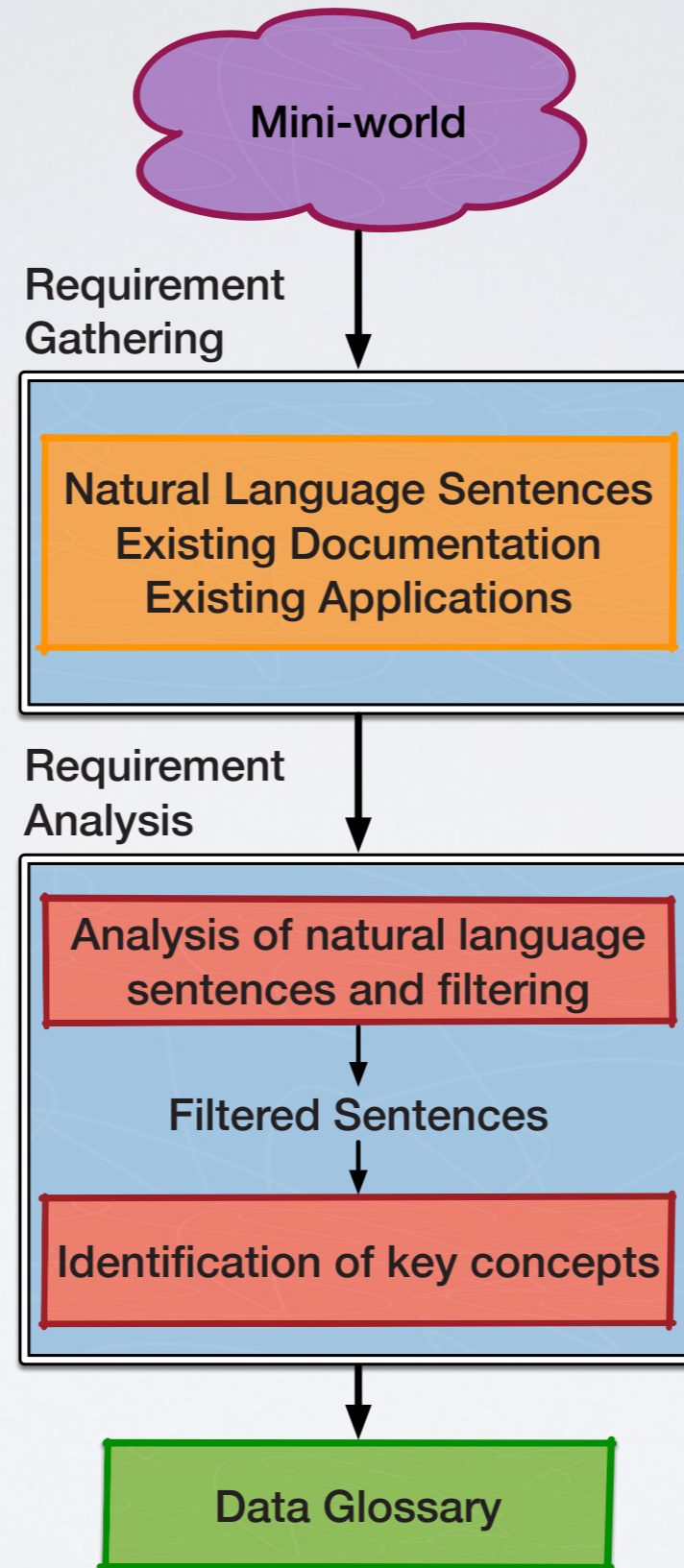
**Requirements** are the set of **features** that a **system must have to comply with its purpose**

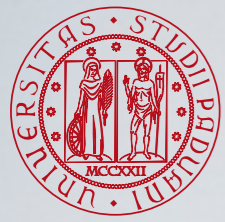
- Functional requirements
  - what the system must do, e.g. printing the invoice
- Non-functional requirements
  - the way in which a system must do something, e.g. printing in less than a minute
- Other constraints
  - general requirements set by stakeholder, often defined ahead, like using Linux





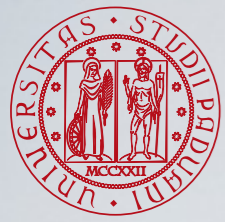
# Requirements Gathering and Analysis



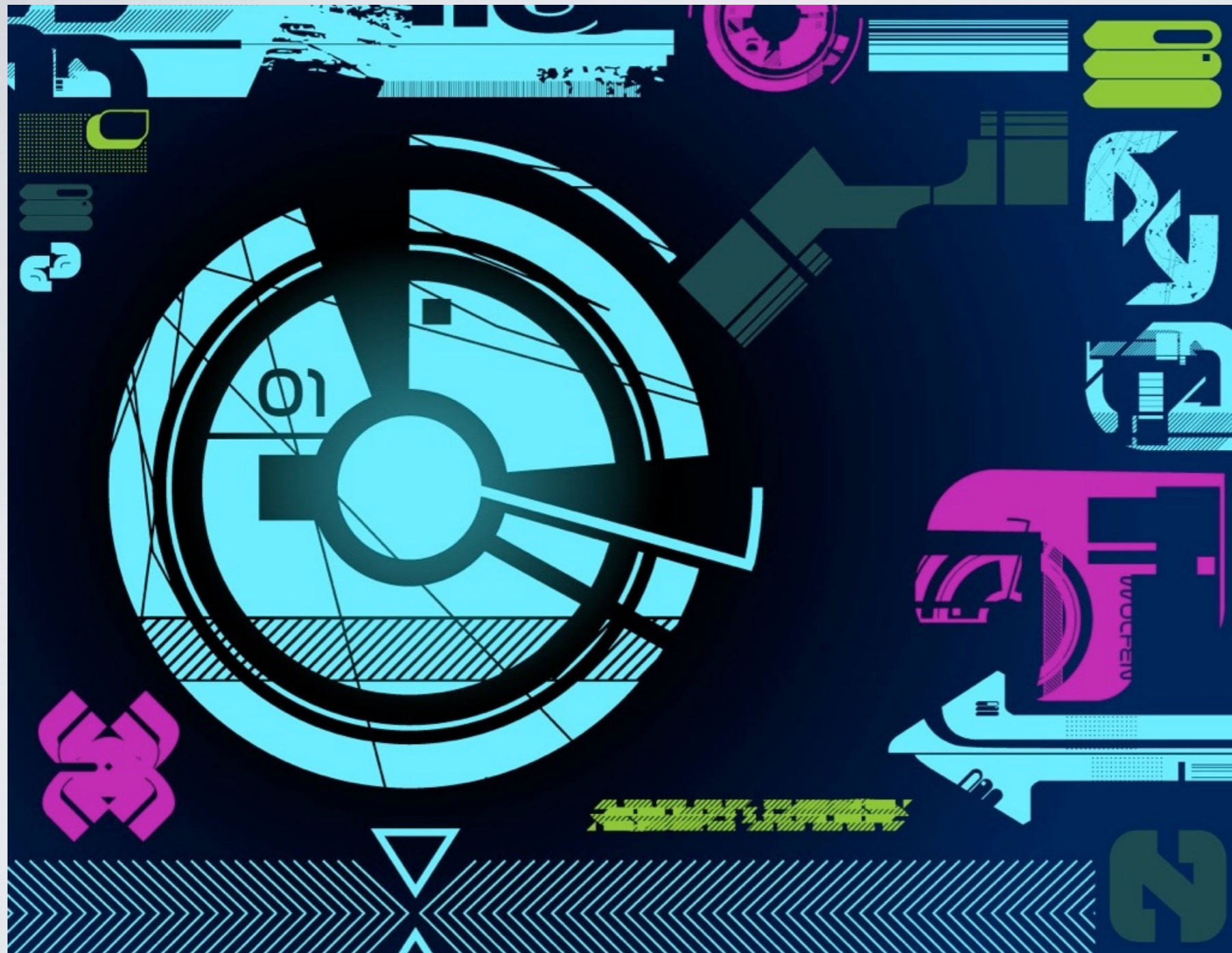


# Users

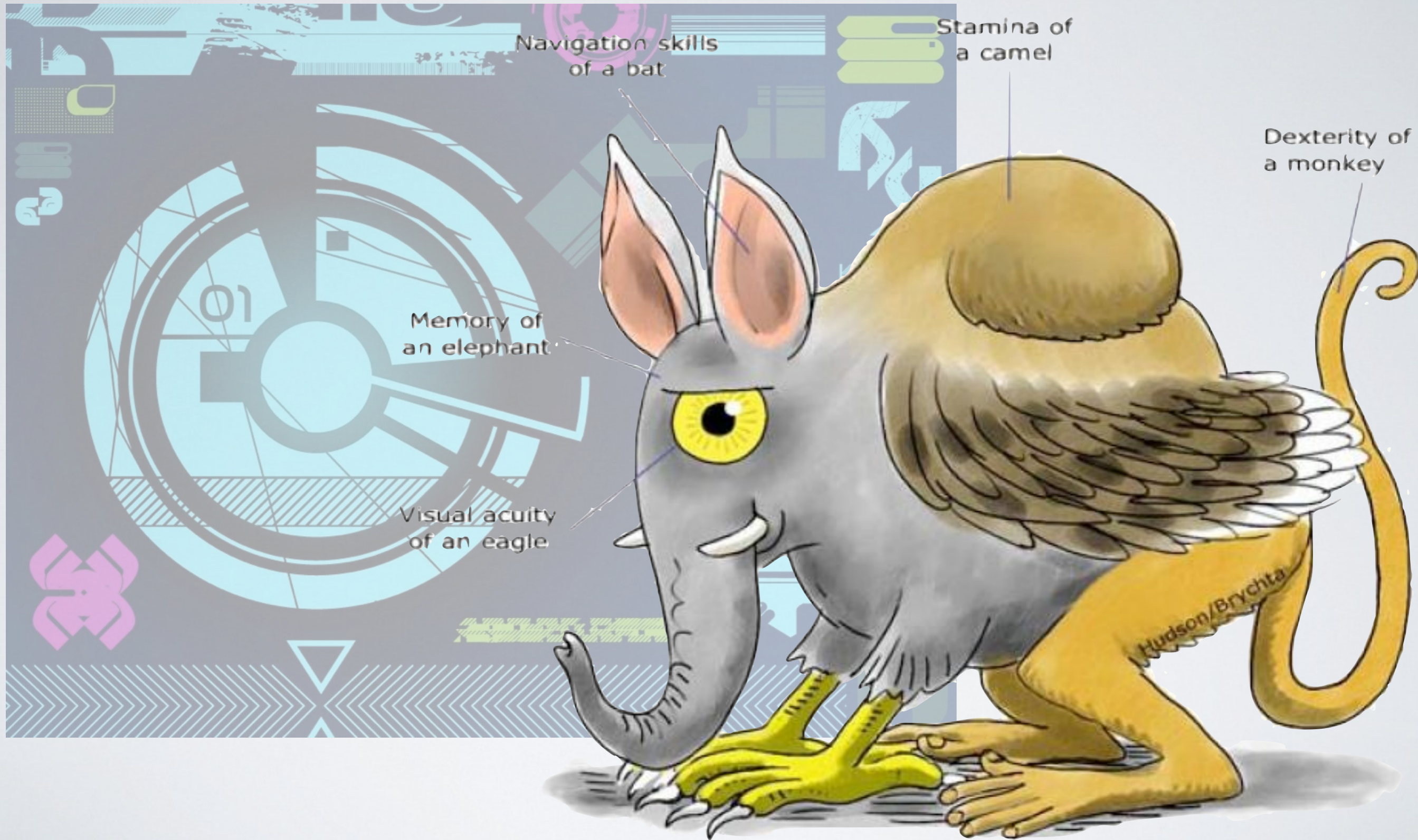




# Users



# Users

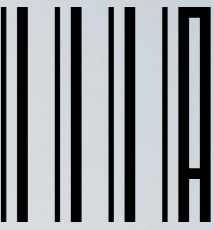




# Users



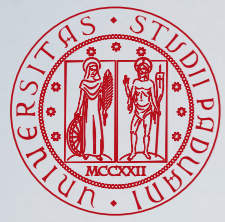
# Users



# Users

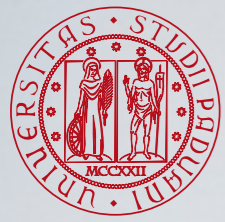






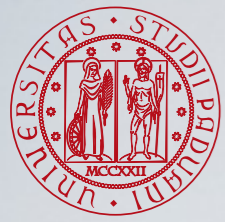
# Errors, Errors, Errors





# Errors, Errors, Errors



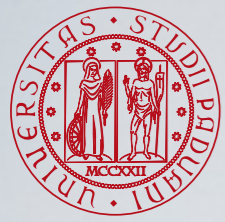


# Errors, Errors, Errors

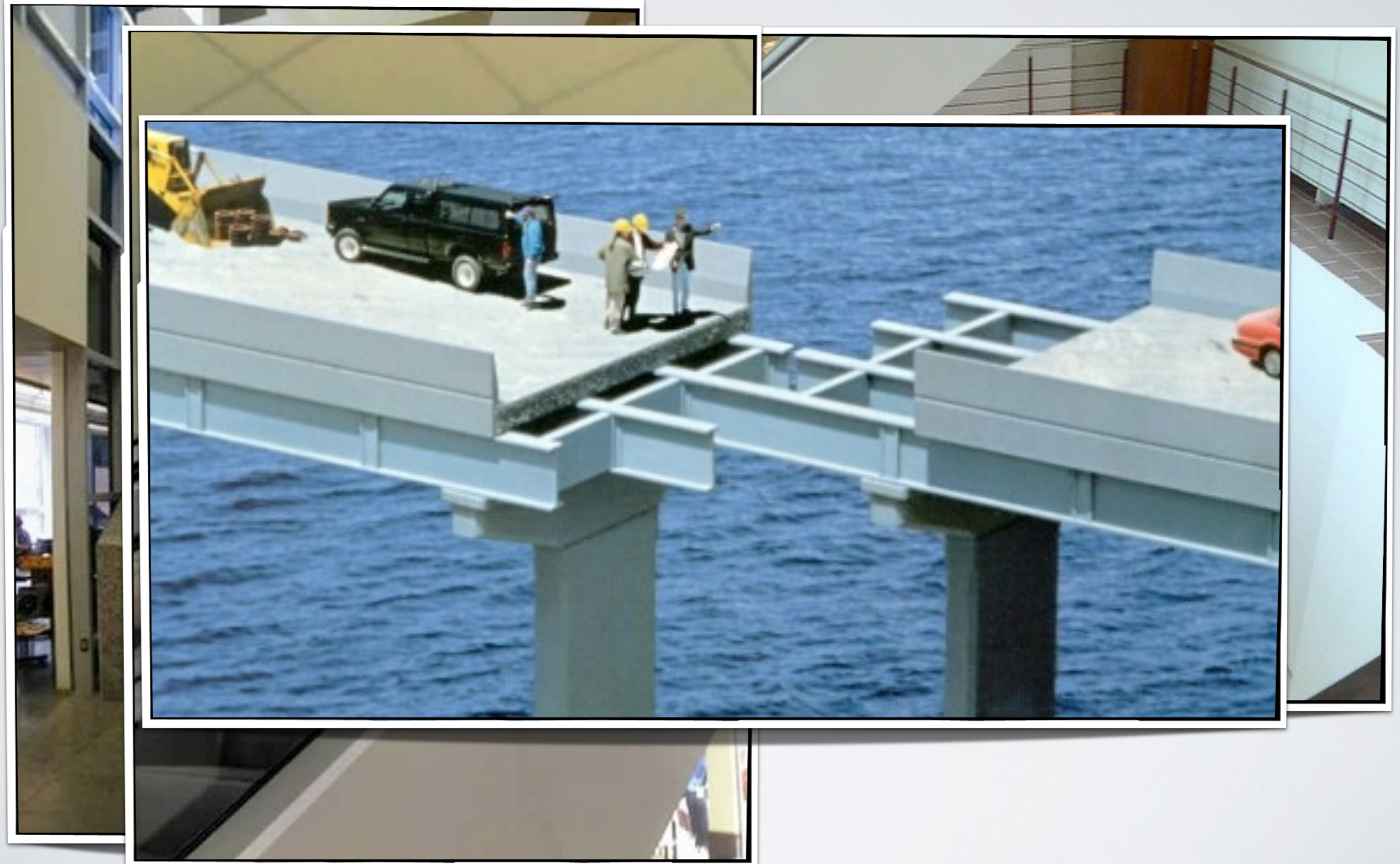


# Errors, Errors, Errors





# Errors, Errors, Errors



# Bad Practices



Come è stato spiegato il sistema agli Stakeholders



Come il Project Leader l'ha capito



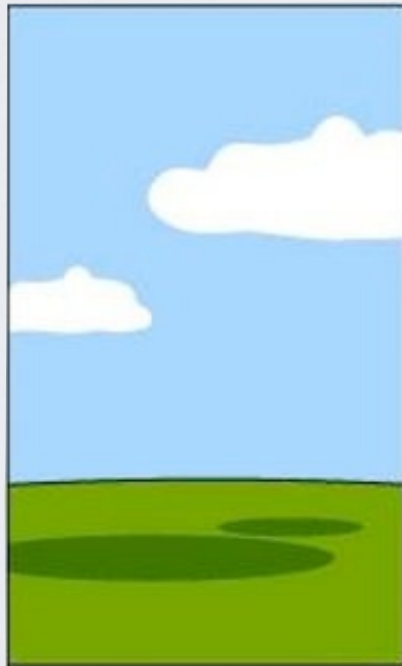
Come l'Analista l'ha progettato



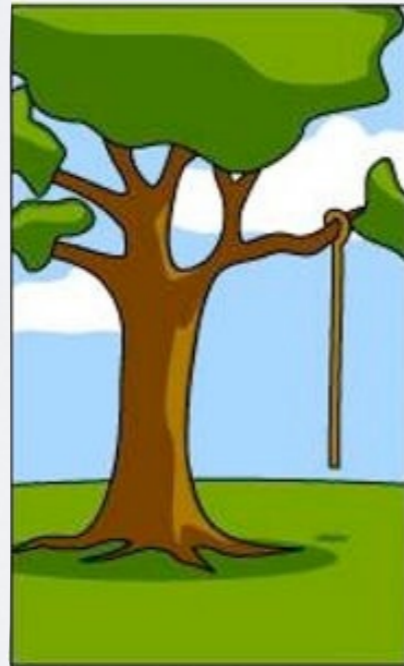
Come l'hanno implementato i programmatori



Come è stato descritto dal Commerciale



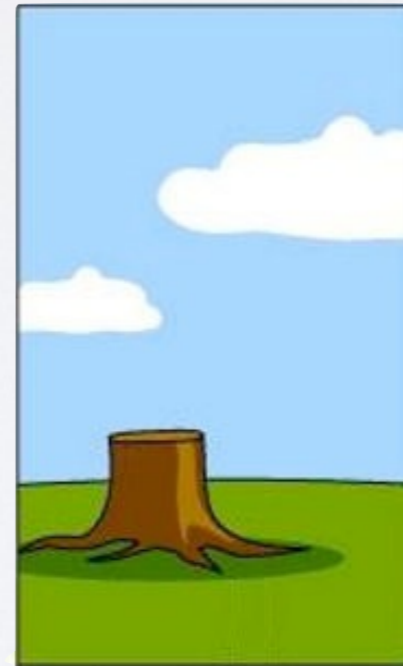
Come il progetto è stato documentato



Come è stato installato



Cosa è stato fatturato al cliente








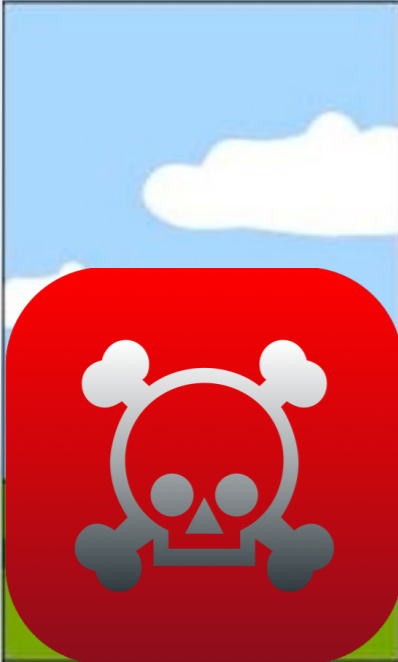
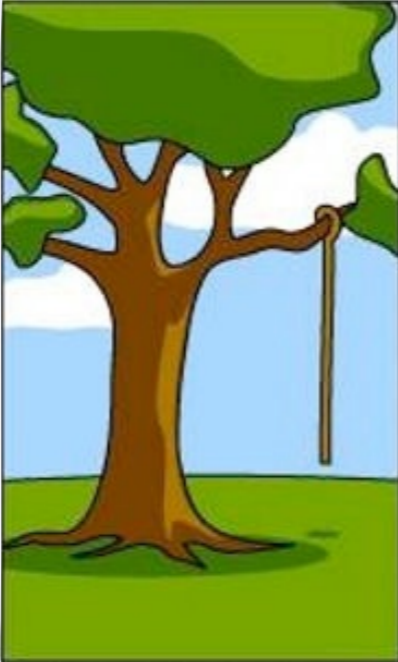

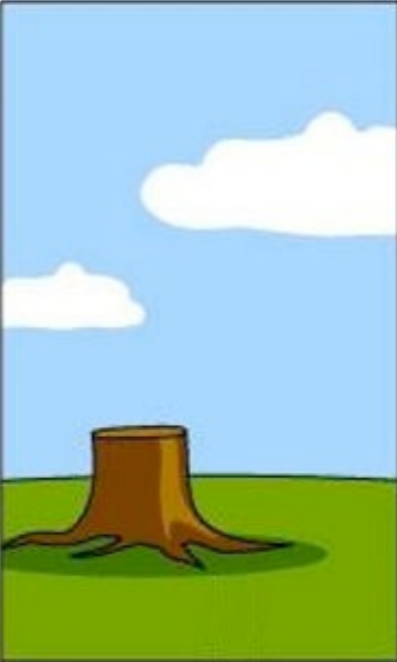

Come viene supportato



Quello che il cliente veramente voleva...

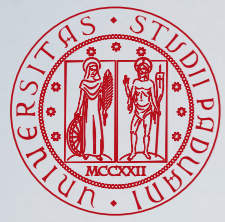
# Bad Practices



				
<p>Come è stato spiegato il sistema agli Stakeholders</p>	<p>Come il Project Leader l'ha capito</p>	<p>Come l'Analista l'ha progettato</p>	<p>Come l'hanno implementato i programmatori</p>	<p>Come è stato descritto dal Commerciale</p>
				
<p>Come il progetto è stato documentato</p>	<p>Come è stato installato</p>	<p>Cosa è stato fatturato al cliente</p>	<p>Come viene supportato</p>	<p>Quello che il cliente veramente voleva...</p>

# Database Design





# Goals of the Database Design

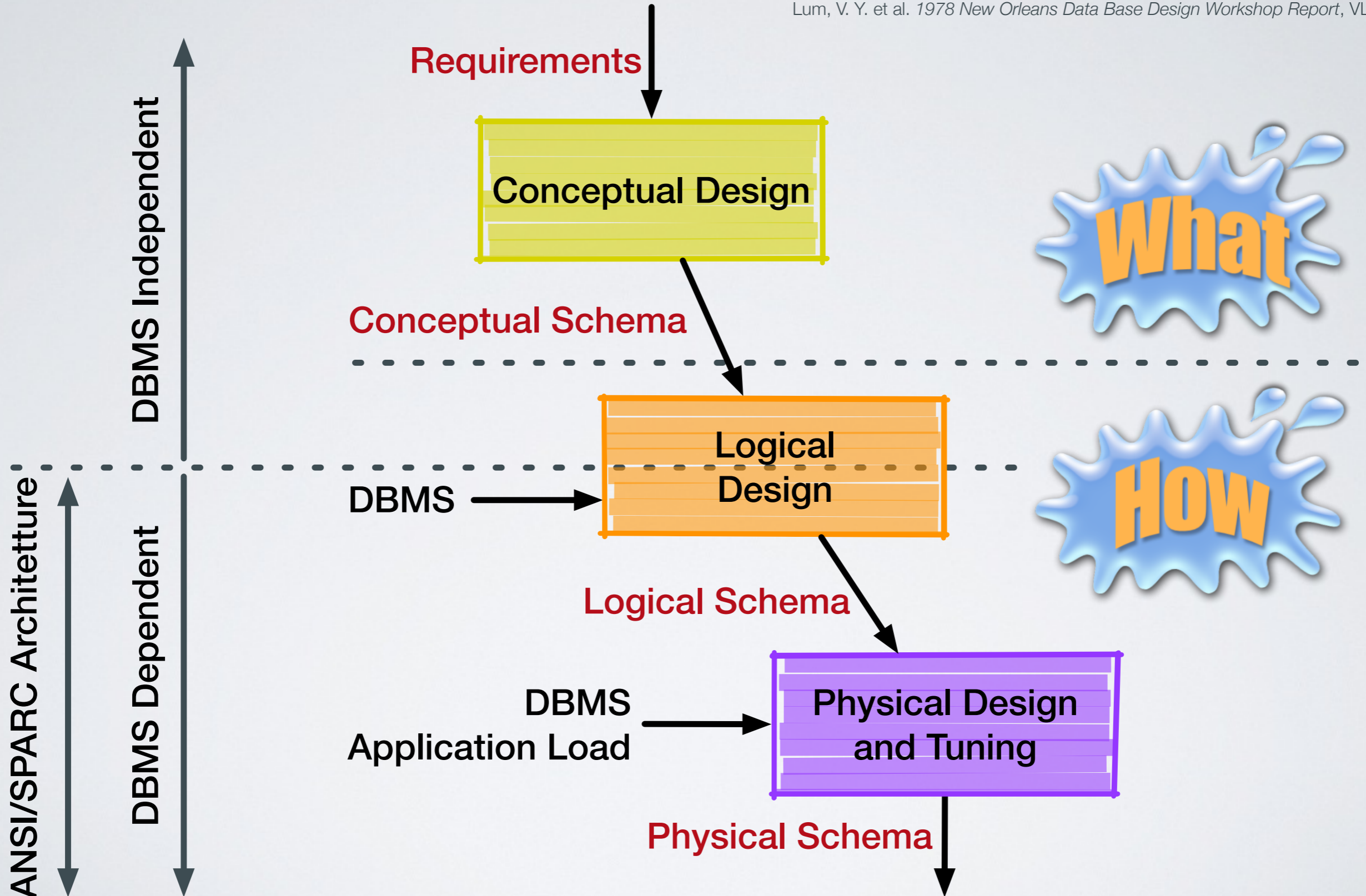


The **database design** aims at defining the **logical schema** and the **physical schema** (see the ANSI/SPARC architecture) of a database, according to the outcomes of the **requirement analysis**

- **Scenario I:** database design is part of a broader process, i.e. the design of the whole information system
- **Scenario II:** database design is a stand-alone process

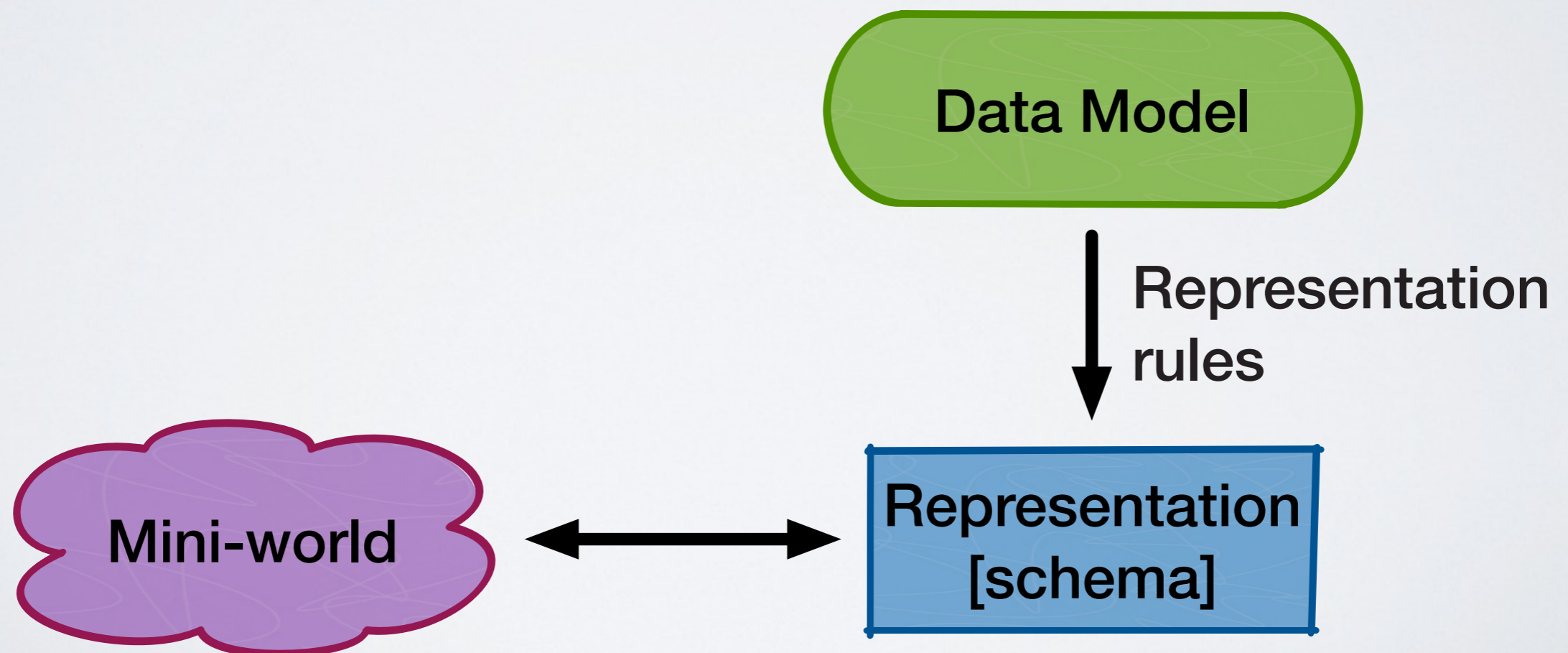


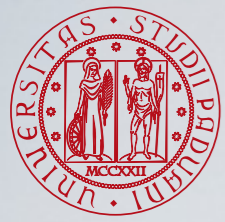
Lum, V. Y. et al. 1978 New Orleans Data Base Design Workshop Report, VLDB 1979





A (data) model is a set of **symbolic structures** used to describe the **representation of a mini-world** of interest. This representation is called **schema**

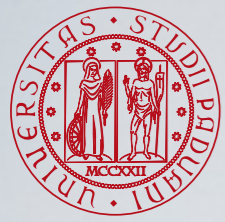




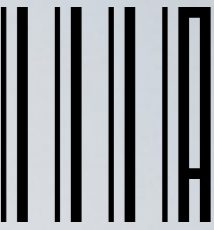
# Schema and Instance



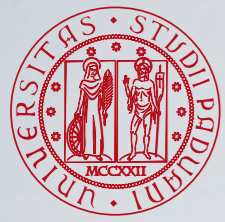
- A **schema** describes the structure of a database and represents the **intensional** level of a database
- An **instance** consists of the actual data and represents the **extensional** level of a database



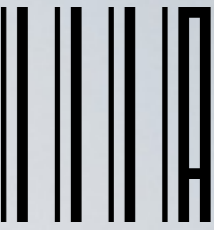
# Quality of a Schema



- **Completeness:** the schema must represent all the concepts (and their properties) relevant to the mini-world and identified in the requirements
- **Correctness:** the representation structures must be used properly and according to the prescribed semantics
- **Minimality:** each concept must be represented only once
  - you may still have duplications of concepts but they must be carefully motivated and documented
- **Readability:** the schema should be easy to read and self-explaining

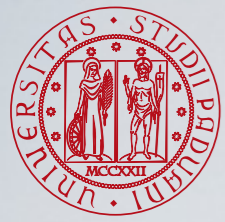


# Conceptual Design

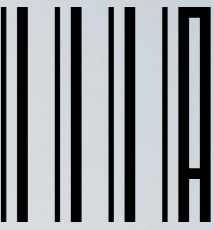


**Representation** of the mini-world by means of a **high-level formal model**, integrating all the relevant concepts and **independent from the DBMS**

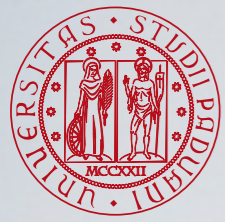
- **Input:** description of the mini-world resulting from the requirement analysis
- **Output:** conceptual schema plus additional constraints
- **Quality:** completeness; correctness; minimality; readability



# Why the Conceptual Design?



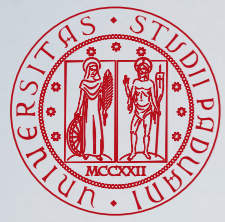
- The designer reason to the right level of abstraction, independently from any DBMS and specific applications but focussing just on the mini-world to be represented
- The conceptual schema is understandable also by the stakeholders of the application which are actively involved in its design, reducing the risk of misunderstandings
- The conceptual schema is the most important source of documentation for the application and its subsequent modifications and extensions



**Representation of the mini-world by means of logical structures, independent from physical structures and characteristic of a class of DBMS**

- **Input:** conceptual schema; class of DBMS; estimated application load
- **Output:** logical schema plus additional constraints
- **Quality:** completeness; correctness; efficiency



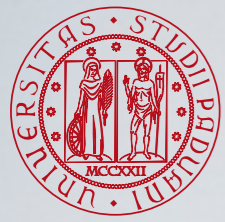


# Physical Design

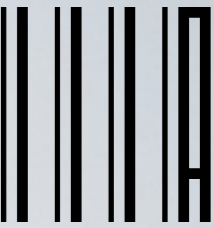


**Representation** of the mini-world by means of **physical data structures** specific to a **given DBMS**

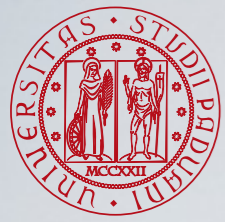
- **Input:** logical schema; a specific DBMS; estimated application load
- **Output:** physical schema plus tuning on the specific DBMS;
- **Quality:** correctness; efficiency



# Wrap-up on Design



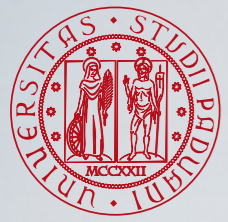
- Conceptual model → conceptual schema
  - Entity-Relationship (ER) model
- Logical model → logical schema
  - Relational model
- Logical model + physical parameters → physical schema
  - Structured Query Language (SQL) and its database-dependent extensions



# Further Readings (1/2)



- Batini, C., De Petra, G., Lenzerini, M., and Santucci, G. (2002). *La progettazione concettuale dei dati*. Franco Angeli, Milano.
- Chen, P. P. (1976). The Entity–Relationship Model – Towards a Unified View of Data. *ACM Transactions on Database Systems (TODS)*, 1(1):9– 36.
- Codd, E. F. (1970). A Relational Model of Data for Large Shared Data Banks. *Communications of the ACM*, 12(6):377–387.
- Lum, V. Y., Ghosh, S. P., Schkolnick, M., Taylor, R. W., Jefferson, D., Su, S. Y. W., Fry, J. P., Teorey, T. J., Yao, B., Rund, D. S., Kahn, B., Navathe, S. B., Smith, D., Aguilar, L., Barr, W. J., and Jones, P. E. (1979). 1978 New Orleans Data Base Design Workshop Report. In Furtado, A. L. and Morgan, H. L., editors, *Proc. 5th International Conference on Very Large Data Bases (VLDB 1979)*, pages 328–339. IEEE Computer Society, Los Alamitos, CA, USA.



# Further Readings (2/2, software engineering)



- Gezzi, C., Jazayeri, M., and Mandrioli, D. (2004). *Ingegneria del software. Fondamenti e principi*. Pearson Italia, Milano, 2nd edition.
- Pressman, R. S. (2010). *Software Engineering: A Practitioner's Approach*. McGraw-Hill, New York, USA, 7th edition.
- Sommerville, I. (2010). *Software Engineering*. Addison-Wesley, USA, 9th edition.

# Questions?

WE INTERVIEWED HUNDREDS OF USERS AND TURNED ALL OF THEIR SUGGESTIONS INTO FEATURES.



Dilbert.com DilbertCartoonist@gmail.com

AS IT TURNS OUT, EVERY USER WE TALKED TO WAS AN IDIOT, AND THEIR DUMB SUGGESTIONS RUINED OUR PRODUCT.



5-7-12 © 2012 Scott Adams, Inc. Dist. by Universal Uclick

IN HINDSIGHT, WE PROBABLY SHOULD HAVE TALKED TO PEOPLE WHO WORK OUTSIDE THIS BUILDING.

