

Database

- DataBase Management System (DBMS): a collection of programs that allows a user to create and maintain a databank
- database system = physical database + DBMS

Some Issues

- What information is stored?
- How is the information stored? (high level)
- How is the information accessed? (user level)

Some Issues

• How can different types of users be authorized to access different pieces of information?

Homo sapiens adrenergic, beta-1-, receptor
NM 000684
human
1
Frielle, Collins, Daniel, Caron, Lefkowitz,
Kobilka
Cloning of the cDNA for the human
beta 1-adrenergic receptor
2
Frielle, Kobilka, Lefkowitz, Caron
Human beta 1- and beta 2-adrenergic
receptors: structurally and functionally
related receptors derived from distinct
genes
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What information is stored?

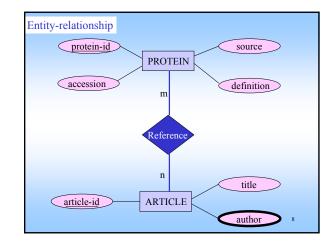
• Model of reality

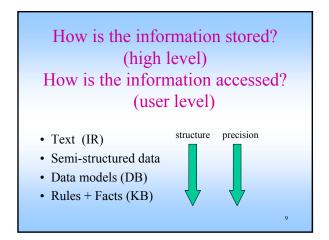
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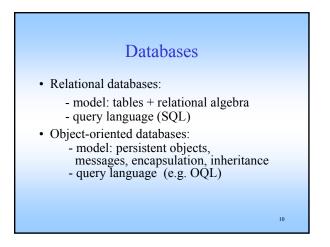
- Extended Entity-Relationship diagrams (EER)

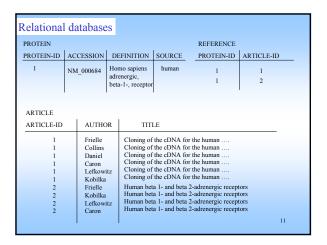
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- Unified Modeling Language (UML)

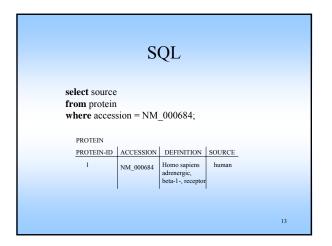


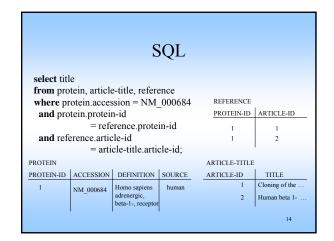






PROTEIN				REFERENCE	
ROTEIN-ID	ACCESSION	DEFINITION	SOURCE	PROTEIN-ID	ARTICLE-ID
1	NM_000684	Homo sapiens adrenergic, beta-1-, receptor	human	1	1 2
AKTICLE-ID		ART	CLE-ID	IIILE	
ARTICLE-AUTHOR			CLE-TITLE	TITLE	
1	Frielle		1	Cloning of the cDNA for the human beta 1-adrenergic receptor Human beta 1- and beta 2- adrenergic receptors: structurally and functionally related receptors derived from distinct genes	
1	Daniel				
1	Caron		2		
1	Kobilka				
2	Frielle				
2	Kobilka				
2	Lefkow	itz			





From relational to object model

- CASE
- CAD
- office automation
- multimedia applications

Object-Oriented Databases (OODB)

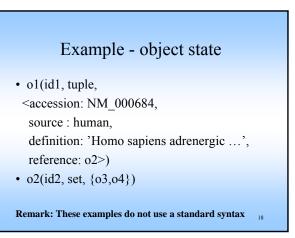
- World is modeled using objects.
- An object has a state (value) and a behavior (operations).
- Persistent objects permanent storage (sometimes transient objects are allowed)

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Object

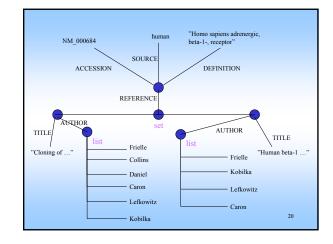
- An object has an object identifier (OID) that is not visible to the user.
- OID cannot be changed.
- object versus value (a value has no OID)
- object structure can be arbitrarily complex (atom, tuple, set, bag, list, array)

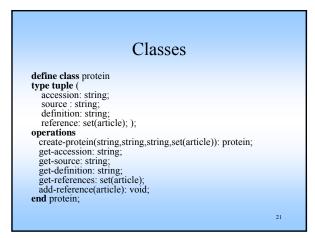
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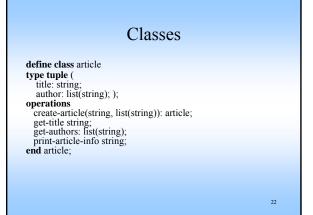


Example - object state

- o3(id3, tuple,
 <title: `Cloning of ...', author: o5 >)
- o4(id4, tuple,
 <title: `Human beta-1 ...', author: o6 >)
- o5(id5, list, [Frielle, Collins, Daniel, Caron, Lefkowitz, Kobilka])
- o6(id6, list, [Frielle, Kobilka , Lefkowitz, Caron])





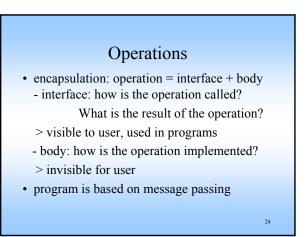


Example program

program

variables: article1, article2, protein1;
begin
article1 := create-article('Cloning', list(Frielle, Collins,
Daniel, Caron, Lefkowitz, Kobilka));
protein1 := create-protein(NM_000684, human,'Homo
sapiens adrenergic', set(article1));
article2 := create-article(' Human beta-1', list(Frielle,
Kobilka, Lefkowitz, Caron]);
protein1.add-reference(article2);
end;

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Inheritance

 journal-article subtype-of article: journal-name journal-volume page-numbers

journal-article inherits all attributes and operations from article and has in addition also journal-name, journalvolume and page-numbers as attributes

• human-protein **subtype-of** protein (source = 'human')

Composite objects

- Composite objects are complex objects that are conceptualized as a hierarchy of objects such that the hierarchical links represent the part-of relation.
- Dependent parts: existence of part depends on existence of the whole
- →special semantics for delete operation
 Exclusive and shared parts: exclusive part can
- belong to only one whole at the time; a shared part can belong to different wholes at the same time.

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Operator overloading

- The same operator name can be used for different implementations
- example:

print-article-info for article prints information on title and author.

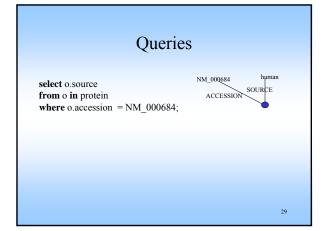
print-article-info for journal-article prints information on title, author and also on the journal's name, volume and page number..

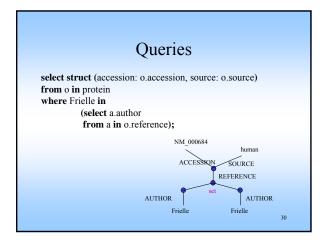
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Query language OQL

- select ... from ... where select distinct ... from ... where
- · iterator variables
- path expressions
- struct





Query language OQL

OQL also allows:

- views
- aggregation
- special operations for list and array (first, last, nth)
- order-by
- group-by

Third-Generation DB Manifesto

- · Objects and Rules
- rich type system
- inheritance
- methods and encapsulation
- unique identifiers
- rules (triggers, constraints)

Third-Generation DB Manifesto

- DBMS functionality
- access through non-procedural high-level language
- specify collections intensionally and extensionally
- updatable views
- no performance indicators in the model

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Third-Generation DB Manifesto

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- Open systems
- accessible via several high-level languages
- persistency
- SQL-like language
- queries and answers are the lowest level of communication between client and server

OODBS Manifesto

Thou shalt ...

- complex objects
- object identity
- encapsulation
- types and classes
- inheritance
- overriding, overloading, late binding

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OODBS Manifesto

- computational completeness
- extensibility
- persistence
- · secondary storage management
- concurrency
- recovery
- query facility

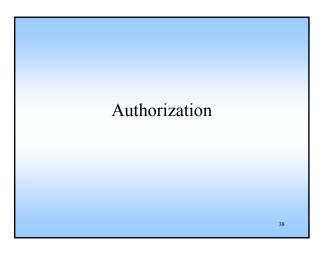
OODBS Manifesto

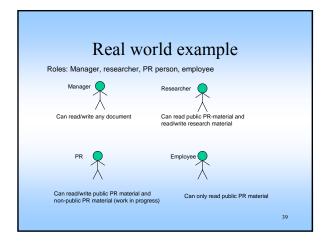
Optional

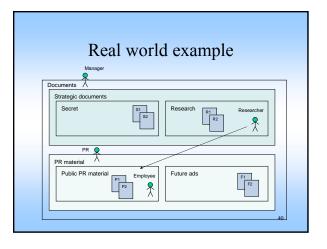
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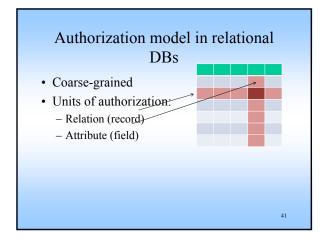
- multiple inheritance
- distribution
- long and nested transactions
- versions

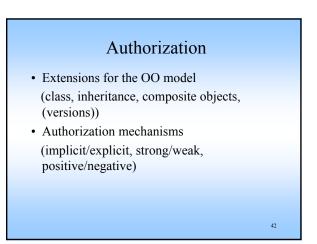
Thou shalt question the golden rules.

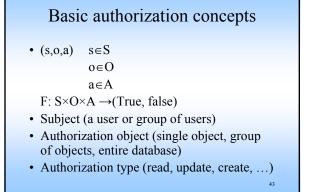


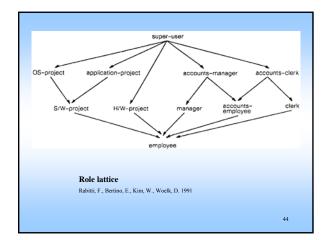


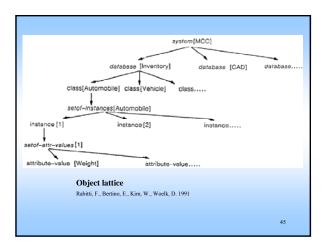


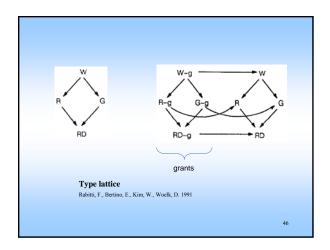


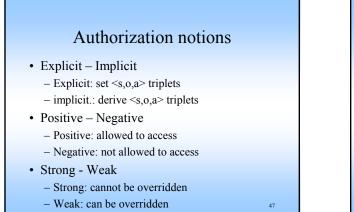


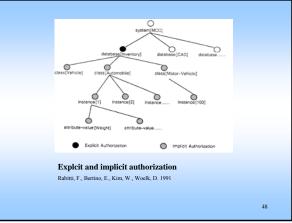


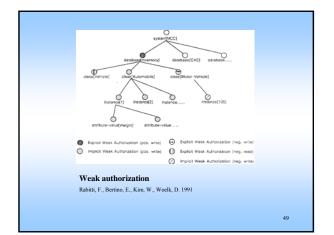


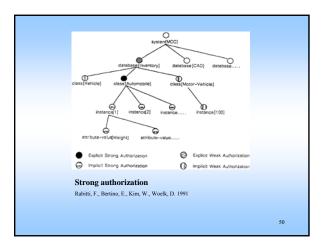


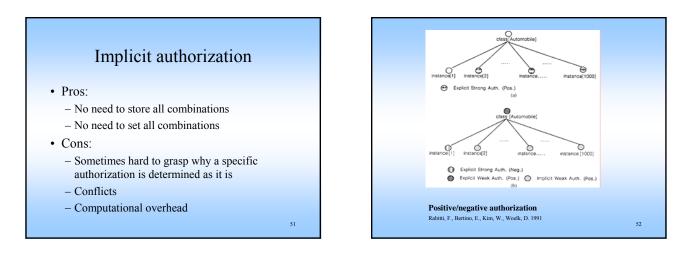


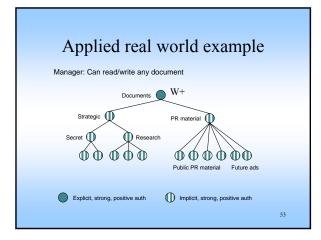


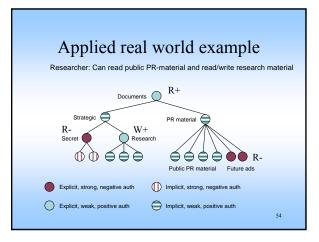


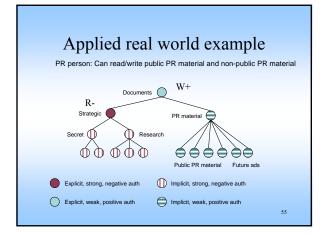


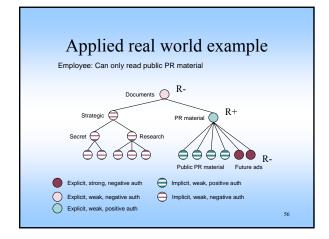


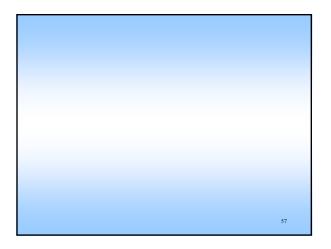












Possible topics for 'plus'-grade

- Read articles about a specific OO database and summarize.
- Test run a specific OO database and write report.
- Read articles or experiment with OO system regarding a particular issue. Examples for issues are: authorization, versioning, schema evolution, query optimization, duplicate detection in OODBs, storage management and indexing in OODBs.