

# Relational Database Design

CPS 216  
Advanced Database Systems

## Relational design: a review

- Identifying tuples: keys
- Generalizing the key concept: FDs
- Non-key FDs: redundancy
- Avoiding redundancy: BCNF decomposition
- Preserving FDs: 3NF

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## BCNF = no redundancy?

- *Student (SID, CID, club)*
  - Suppose your classes have nothing to do with the clubs you join
  - FDs?
    - None
  - BCNF?
    - Yes
  - Redundancies?
    - Tons!

SID	CID	club
142	CPS 216	ballet
142	CPS 216	sumo
142	CPS 214	ballet
142	CPS 214	sumo
123	CPS 216	chess
123	CPS 216	golf
...	...	...

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## Multi-valued dependencies

- A multi-valued dependency (MVD) has the form  $X \twoheadrightarrow Y$ , where  $X$  and  $Y$  are sets of attributes in a relation  $R$
- $X \twoheadrightarrow Y$  means that whenever two tuples in  $R$  agree on all the attributes of  $X$ , then we can swap their  $Y$  components and get two new tuples that are also in  $R$

X	Y	Z
a	b1	c1
a	b2	c2
a	b1	c2
a	b2	c1
...	...	...

← Must be in  $R$  as well

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## MVD examples

- Student (SID, CID, club)*
- $SID \twoheadrightarrow CID$
  - $SID \twoheadrightarrow club$ 
    - Intuition: given SID, CID and club are “independent”
  - $SID, CID \twoheadrightarrow club$ 
    - Trivial:  $LHS \cup RHS = \text{all attributes of } R$
  - $SID, CID \twoheadrightarrow SID$ 
    - Trivial:  $LHS \supseteq RHS$

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## Complete MVD + FD rules

- FD reflexivity, augmentation, and transitivity
- MVD complementation:  
If  $X \twoheadrightarrow Y$ , then  $X \twoheadrightarrow \text{attrs}(R) - X - Y$  Try proving dependencies
- MVD augmentation:  
If  $X \twoheadrightarrow Y$  and  $V \subseteq W$ , then  $XW \twoheadrightarrow YV$  with these!?
- MVD transitivity:  
If  $X \twoheadrightarrow Y$  and  $Y \twoheadrightarrow Z$ , then  $X \twoheadrightarrow Z - Y$
- Replication (FD is MVD):  
If  $X \rightarrow Y$ , then  $X \twoheadrightarrow Y$
- Coalescence:  
If  $X \twoheadrightarrow Y$  and  $Z \subseteq Y$  and there is some  $W$  disjoint from  $Y$  such that  $W \rightarrow Z$ , then  $X \rightarrow Z$

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## An elegant solution: chase

- Given a set of FDs and MVDs  $D$ , does another dependency  $d$  (FD or MVD) follow from  $D$ ?
- Procedure
  - Start with the hypotheses of  $d$ , and treat them as “seed” tuples in a relation
  - Apply the given dependencies in  $D$  repeatedly
    - If we apply an FD, we infer equality of two symbols
    - If we apply an MVD, we infer more tuples
  - If we infer the conclusion of  $d$ , we have a proof
  - Otherwise, if nothing more can be inferred, we have a counterexample

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## Proof by chase

- In  $R(A, B, C, D)$ , does  $A \twoheadrightarrow B$  and  $B \twoheadrightarrow C$  imply  $A \twoheadrightarrow C$ ?

	Have	Need																								
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## Another proof by chase

- In  $R(A, B, C, D)$ , does  $A \rightarrow B$  and  $B \rightarrow C$  imply  $A \rightarrow C$ ?

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a	b1	c1	d1											
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$A \rightarrow B$	$b1 = b2$													
$B \rightarrow C$	$c1 = c2$													
	In general, both new tuples and new equalities may be generated													

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## Counterexample by chase

- In  $R(A, B, C, D)$ , does  $A \twoheadrightarrow BC$  and  $CD \rightarrow B$  imply  $A \rightarrow B$ ?

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## 4NF

- A relation  $R$  is in Fourth Normal Form (4NF) if
  - For every non-trivial MVD  $X \twoheadrightarrow Y$  in  $R$ ,  $X$  is a super key
  - That is, all FDs and MVDs follow from “key  $\rightarrow$  other attributes”
- 4NF is stronger than BCNF
  - Because every FD is also an MVD

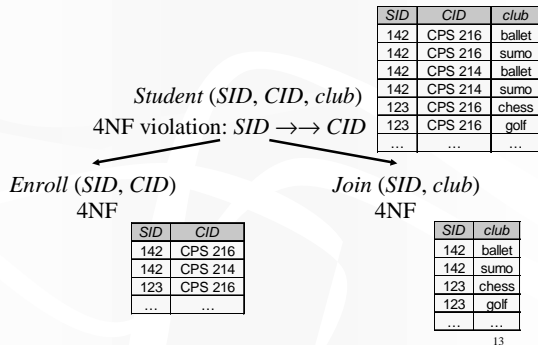
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## 4NF decomposition algorithm

- Find a 4NF violation
  - A non-trivial MVD  $X \twoheadrightarrow Y$  in  $R$  where  $X$  is not a super key
- Decompose  $R$  into  $R_1$  and  $R_2$ , where
  - $R_1$  has attributes  $X \cup Y$
  - $R_2$  has attributes  $X \cup Z$  ( $Z$  contains attributes not in  $X$  or  $Y$ )
- Repeat until all relations are in 4NF
- Almost identical to BCNF decomposition algorithm
- Any decomposition on a 4NF violation is lossless

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## 4NF decomposition example



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## 3NF, BCNF, and 4NF

	3NF	BCNF	4NF
Preserves FDs?	Yes	No	No
Redundancy due to FDs?	Possible	No	No
Redundancy due to MVDs?	Possible	Possible	No

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## Recap

- Another source of redundancy: MVDs
- Reasoning about FDs and MVDs: chase
- Avoiding redundancy due to MVDs: 4NF

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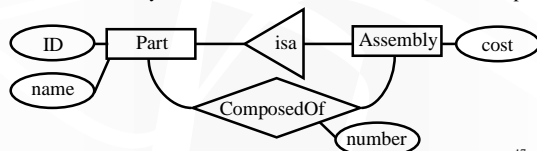
## A complete design example

- Information about parts and assemblies for a manufacturing company; e.g.:
  - A bicycle consists of one frame and two wheels; the cost of assembly is \$30
  - A frame is just a basic part
  - A wheel consists of one tire, one rim, and 48 spokes; the cost of assembly is \$40
  - Everything has a part ID and a name

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## Entities and relationships

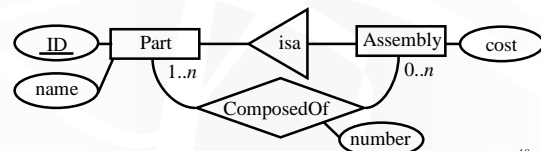
- Entities
  - Parts (with ID and name)
  - Assemblies (with ID, name, and cost)
- Relationships
  - An assembly as a whole is a part (with an assembly cost)
  - An assembly consists of some number of one or more subparts



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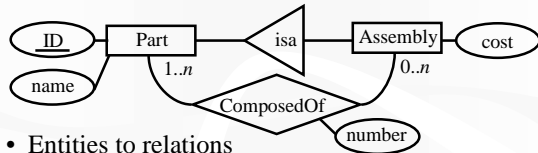
## Identify constraints

- ID is a key for parts and assemblies
- An assembly has one or more subparts
- A part can serve as a subpart for zero or more assemblies



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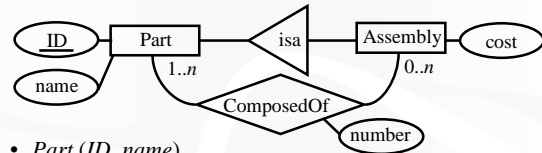
## Design relational schema



- Entities to relations
  - *Part* (*ID*, *name*)
  - *Assembly* (*ID*, *cost*)
    - *ID* is inherited from *Part*; *name* is not repeated
- Relationships to relations
  - *ComposedOf* (*assemblyID*, *partID*, *number*)
    - Use keys as “links”

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## Encode constraints



- *Part* (*ID*, *name*)
  - *ID* is a key
- *Assembly* (*ID*, *cost*)
  - *ID* is a key
- *ComposedOf* (*assemblyID*, *partID*, *number*)
  - {*assemblyID*, *partID*} is a key
- Any missing constraints?

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## Apply relational design theory

- *Part* (*ID*, *name*)
  - *ID* is a key
- *Assembly* (*ID*, *cost*)
  - *ID* is a key
- *ComposedOf* (*assemblyID*, *partID*, *number*)
  - {*assemblyID*, *partID*} is a key
- 3NF? BCNF? 4NF?
  - Yes, yes, yes

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## Populate schema with data

*Part*

<i>ID</i>	<i>name</i>
1	bicycle
2	frame
3	wheel
4	tire
5	rim
6	spoke
...	...

*Assembly*

<i>ID</i>	<i>cost</i>
1	30
3	40
...	...

*ComposedOf*

<i>assemblyID</i>	<i>partID</i>	<i>number</i>
1	2	1
1	3	2
3	4	1
3	5	1
3	6	48
...	...	...

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## Good design principles

- Avoid redundancy
- Avoid decomposing too much
- KISS
  - Focus on the task and avoid over-design

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