Relational Modeling

Big Data Systems

Motivation (for this course)

 Data modeling is an important process when creating a relational database

 Data modeling is the most important process when creating a big data database

 Modeling for NoSQL is "different" than relational understanding relational modeling in crucial for wide column modeling

Relational vs NoSQL - design

Relational focus on entities



 NoSQL focus on queries



Relational data modeling

Modeling is an Art

- Multiple ways to solve design problems
- Uncommon use case —> think out of the box

Relational Modeling - general steps

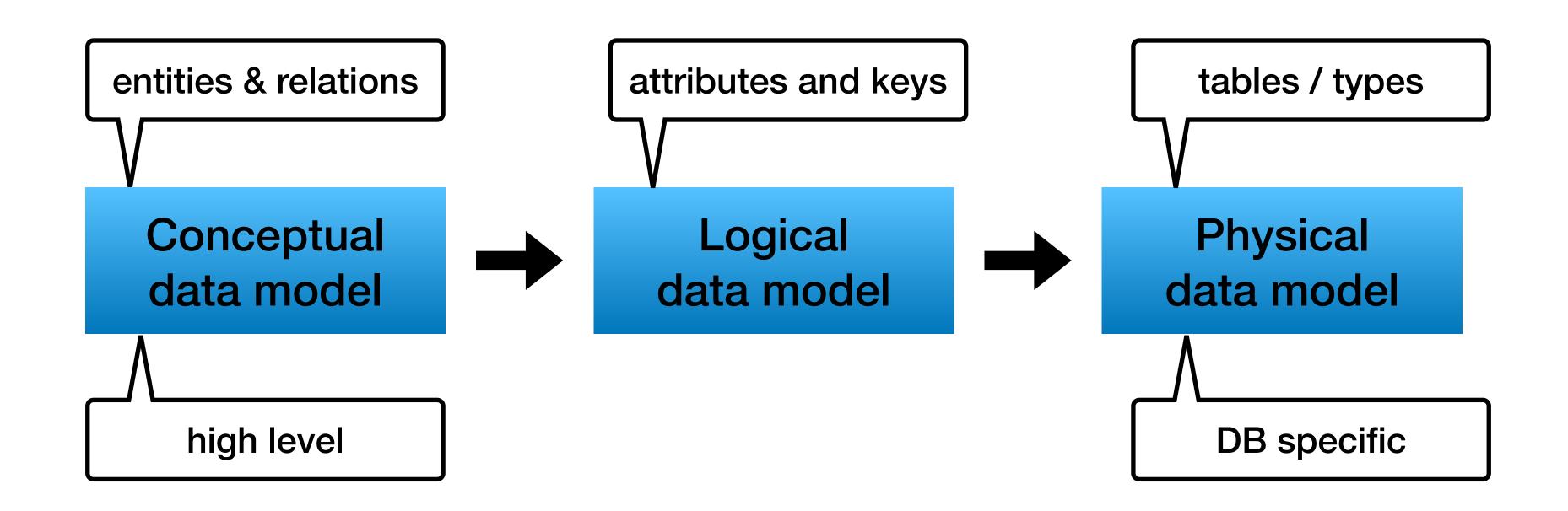
• Map conceptual entities, attributes and their relations

Map primary and foreign keys

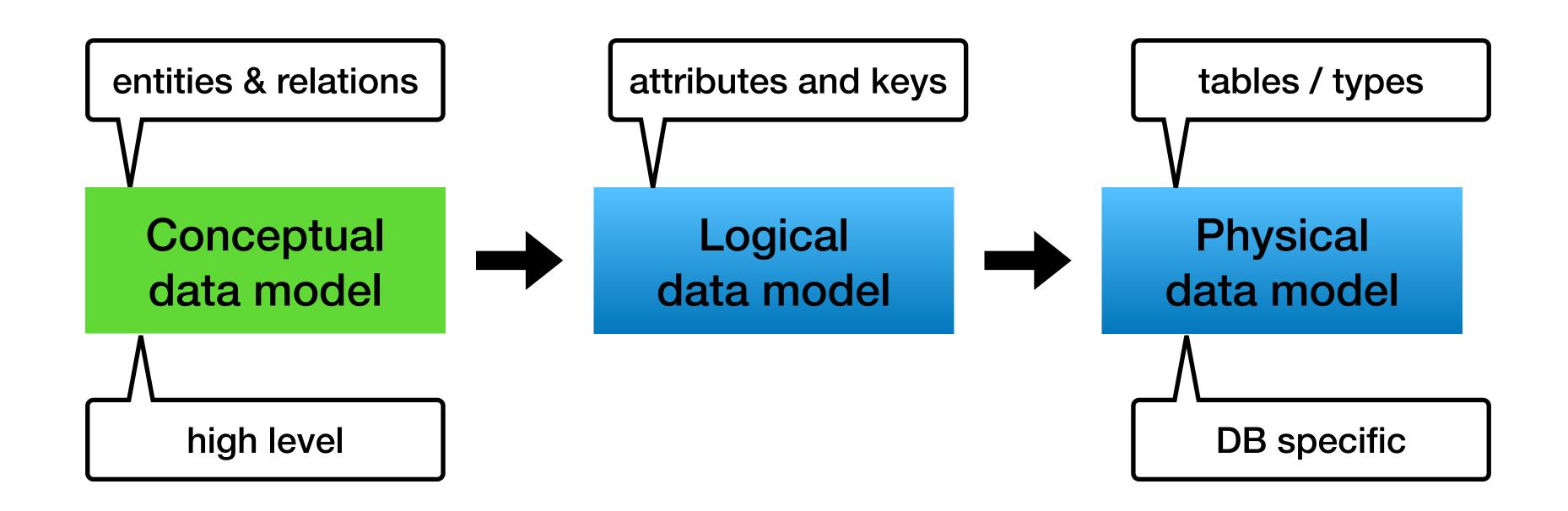
Define data types

Create tables

Relational Modeling - 10,000 foot view



Relational Modeling - 10,000 foot view



Conceptual data model

- Abstract view of the world server and database types are irrelevant
- Can be defined by non technical teams not really in reality...
- Entity / Relationship model (ER)

ER Model

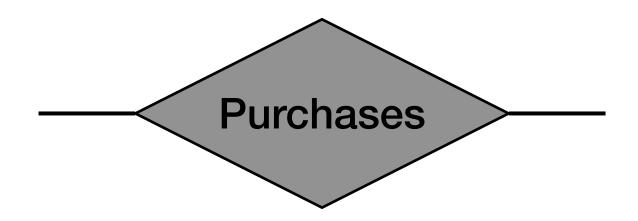
Entities

actor

Attributes



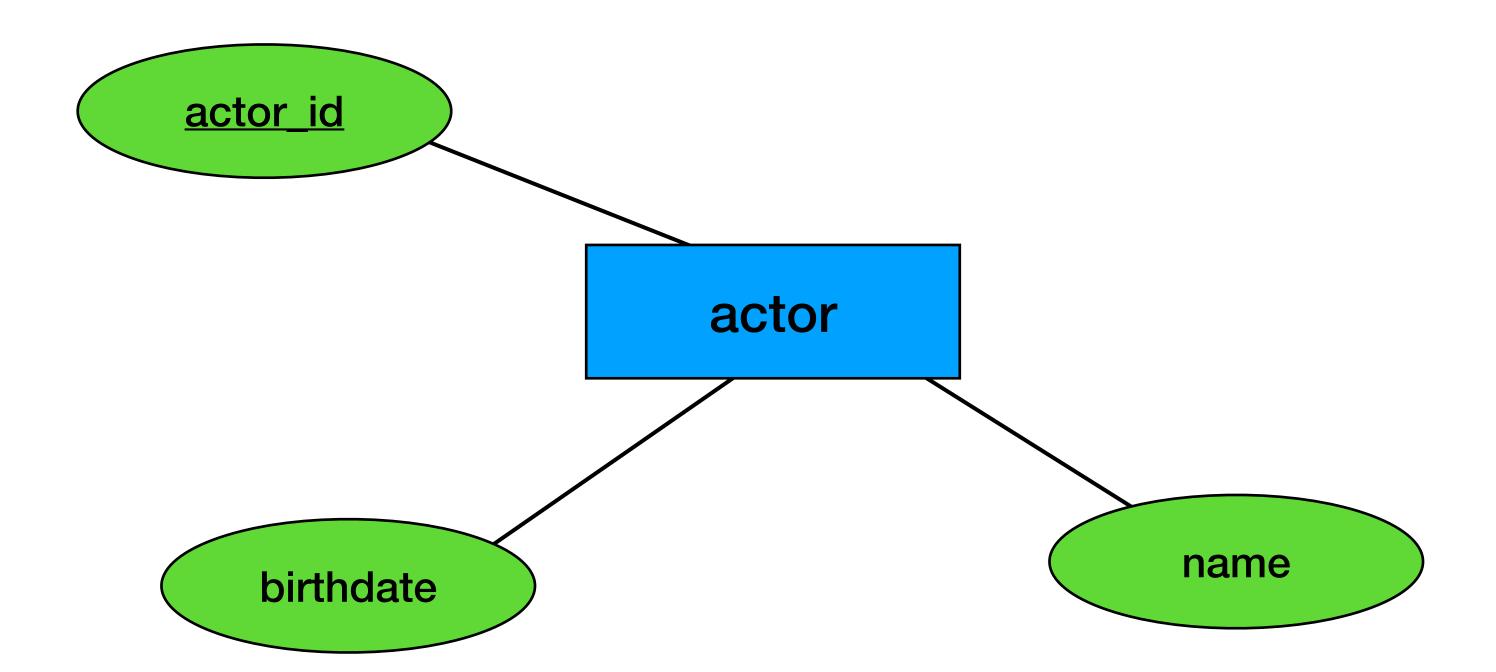
Relations
 between entities



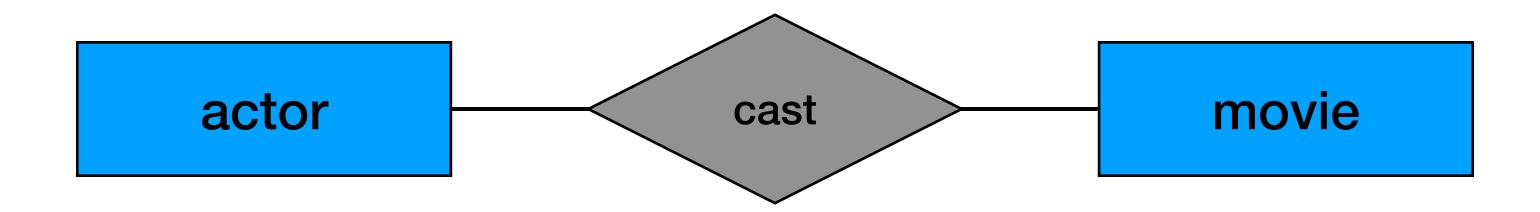
^{*} There are more types like ISA (is a)

Entity

Each entity must have a key

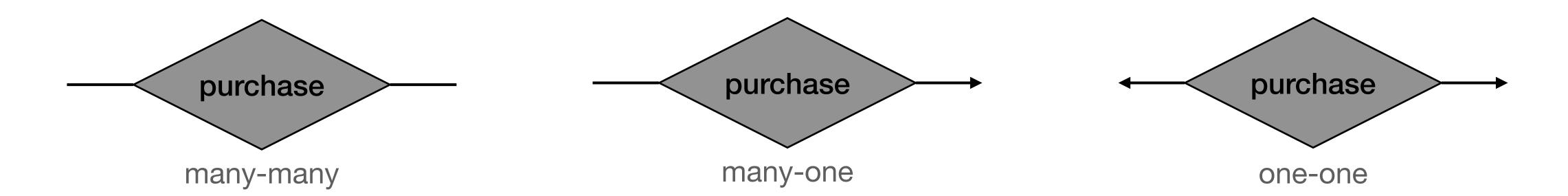


Relation (between entities)

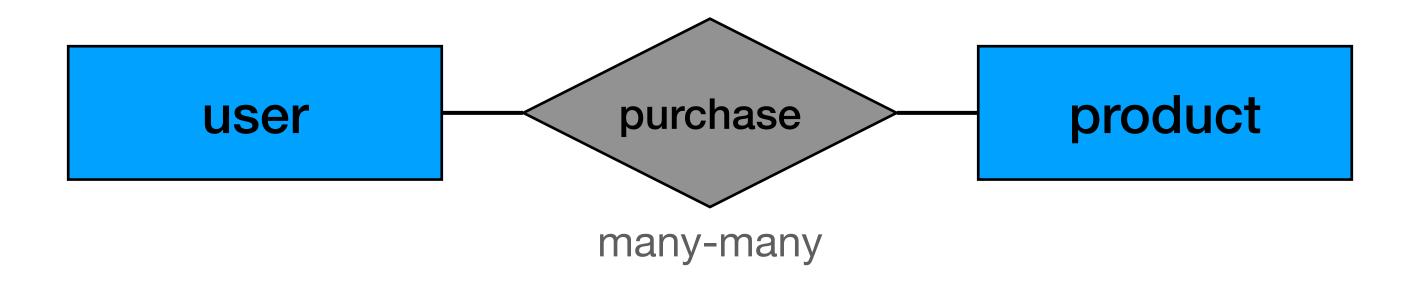


Cardinality (of relation)

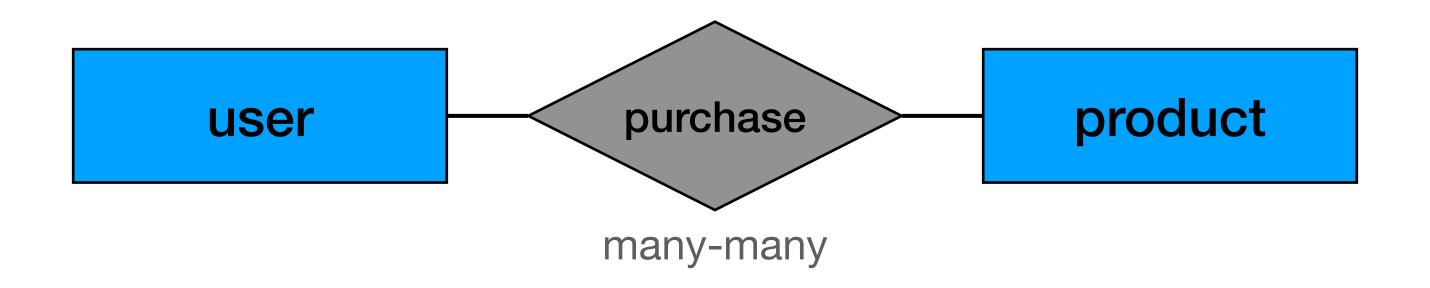
 cardinality is the number of occurrences in one entity which are associated to the number of occurrences in another



Many to Many

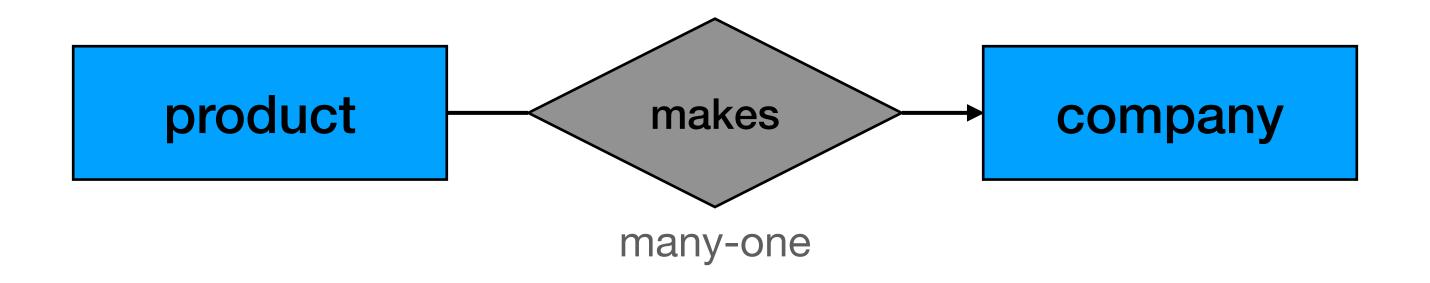


Many to Many

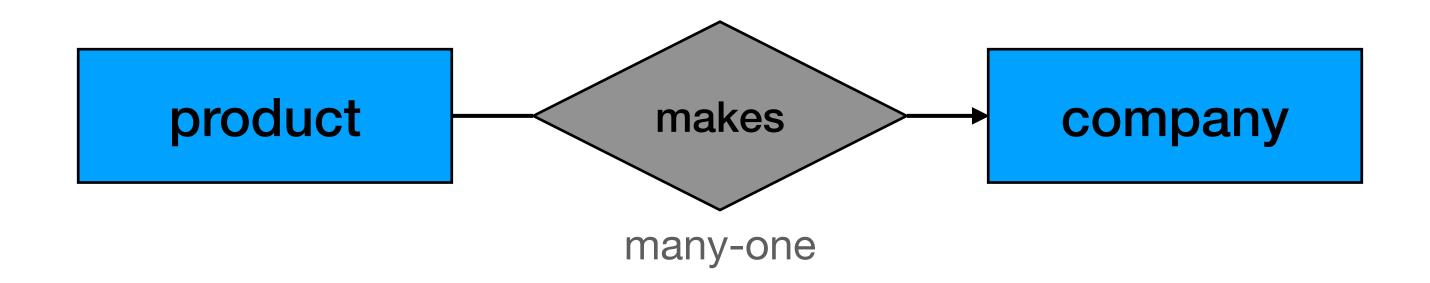


Each user can buy many products (but each product only once)

Many to One

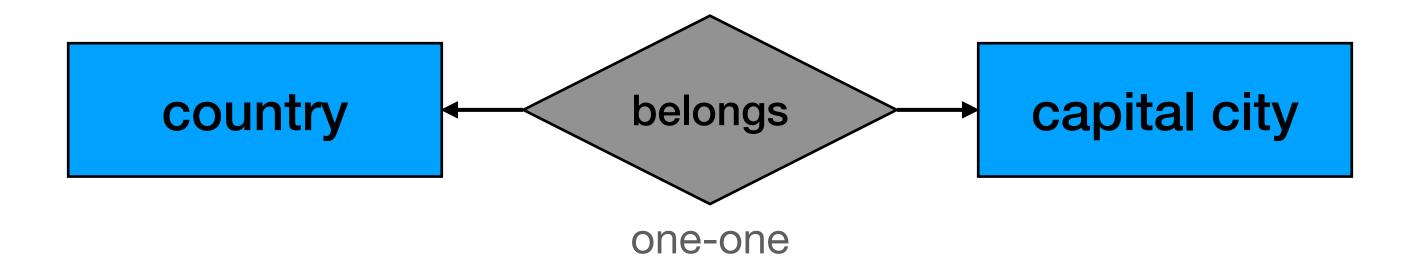


Many to One

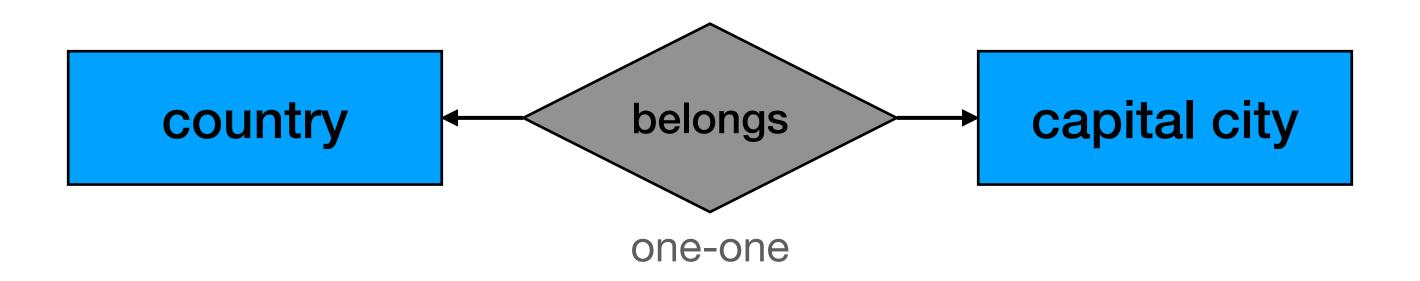


Each product is made by one company

One to One

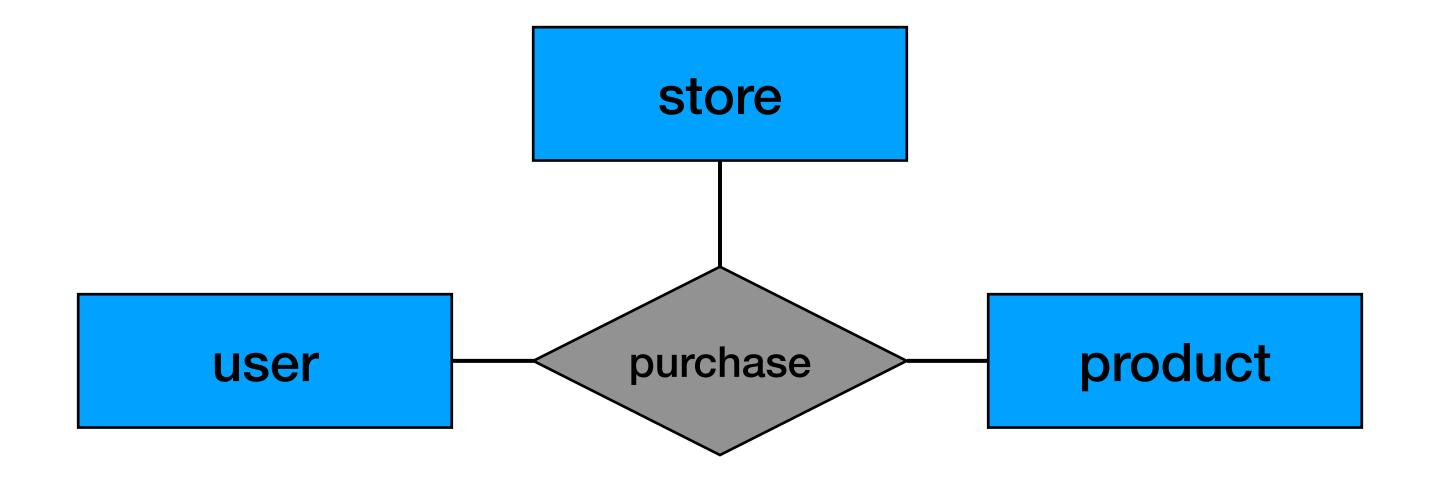


One to One

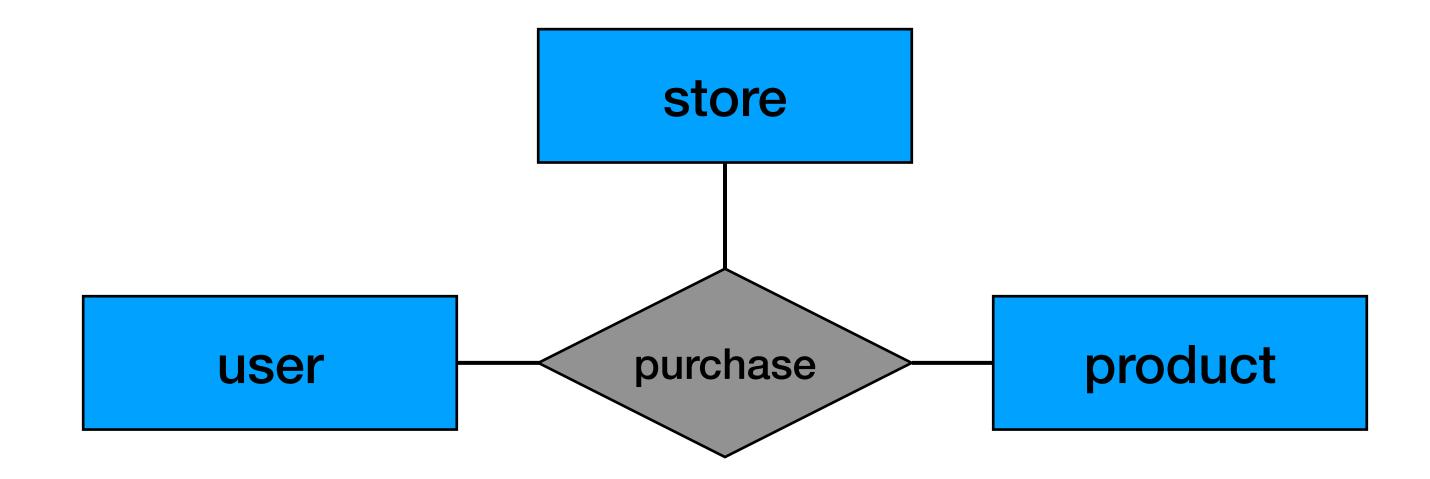


Each country has one capital city, and each capital city belongs to one country

Multi way relations

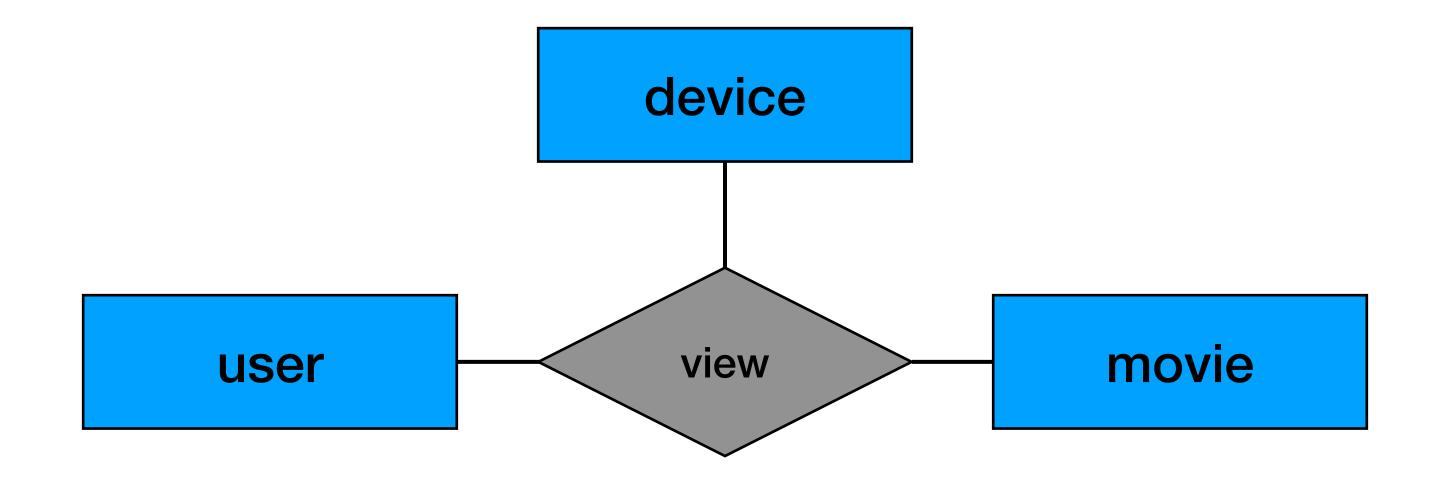


Multi way relations

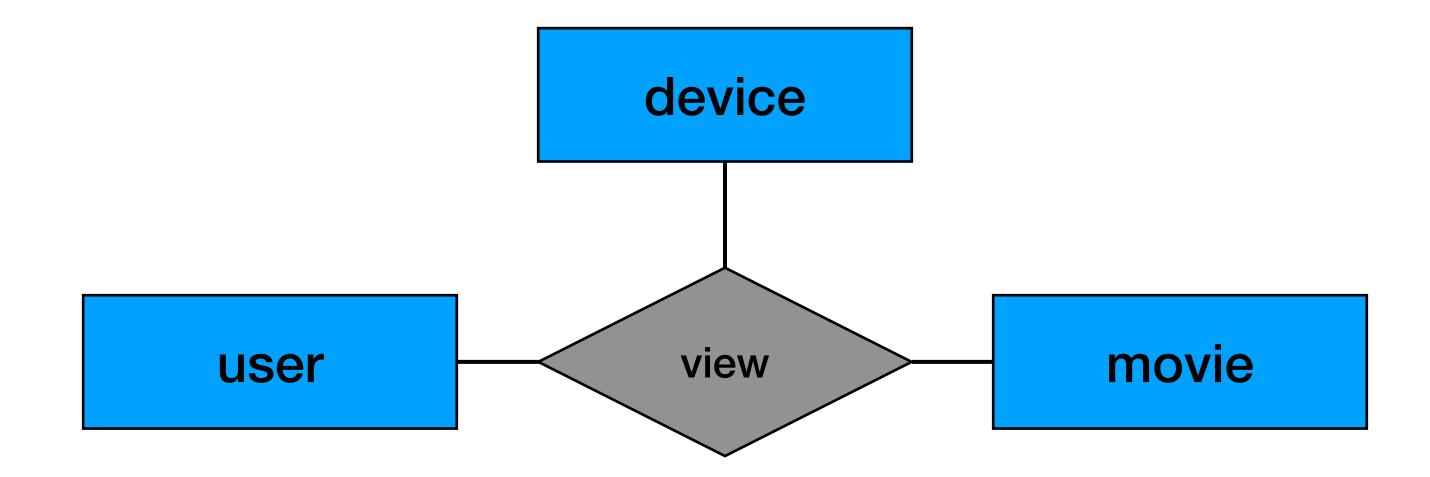


Each user can buy many products in different stores (but user-store-product combination only once)

Multi way relations (another example)

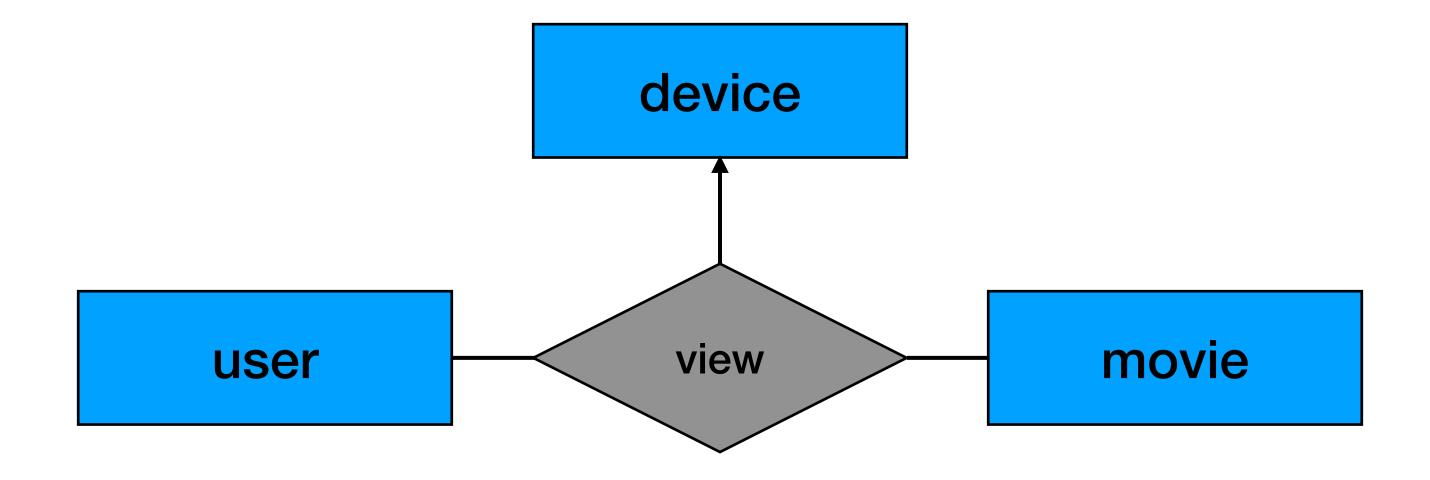


Multi way relations (another example)

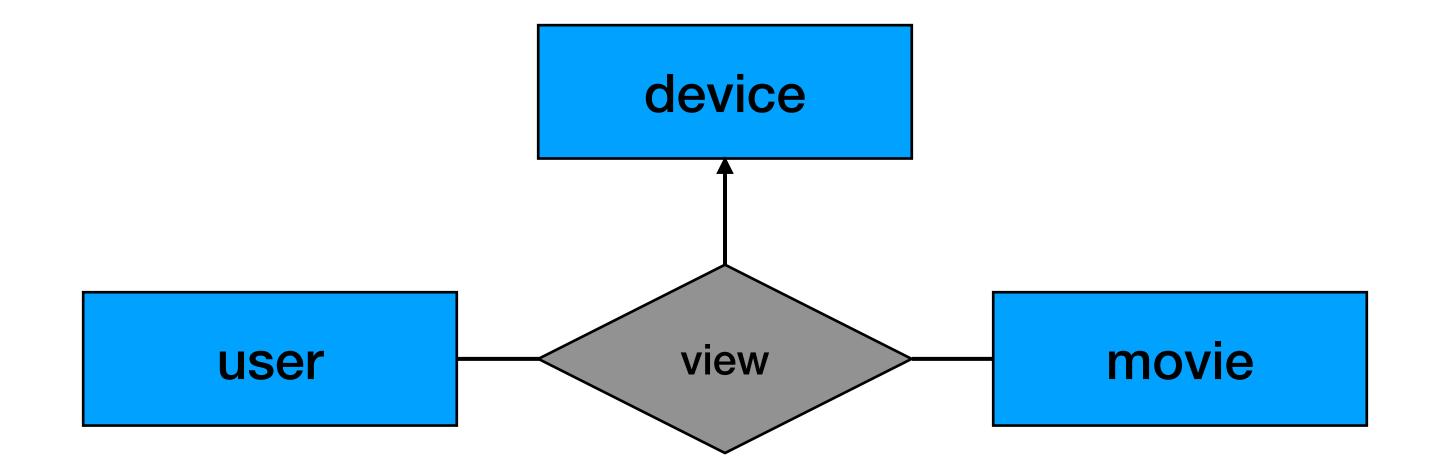


Each user can view many movies on different devices (but user-movie-decive combination only once)

Multi way relations + cardinality



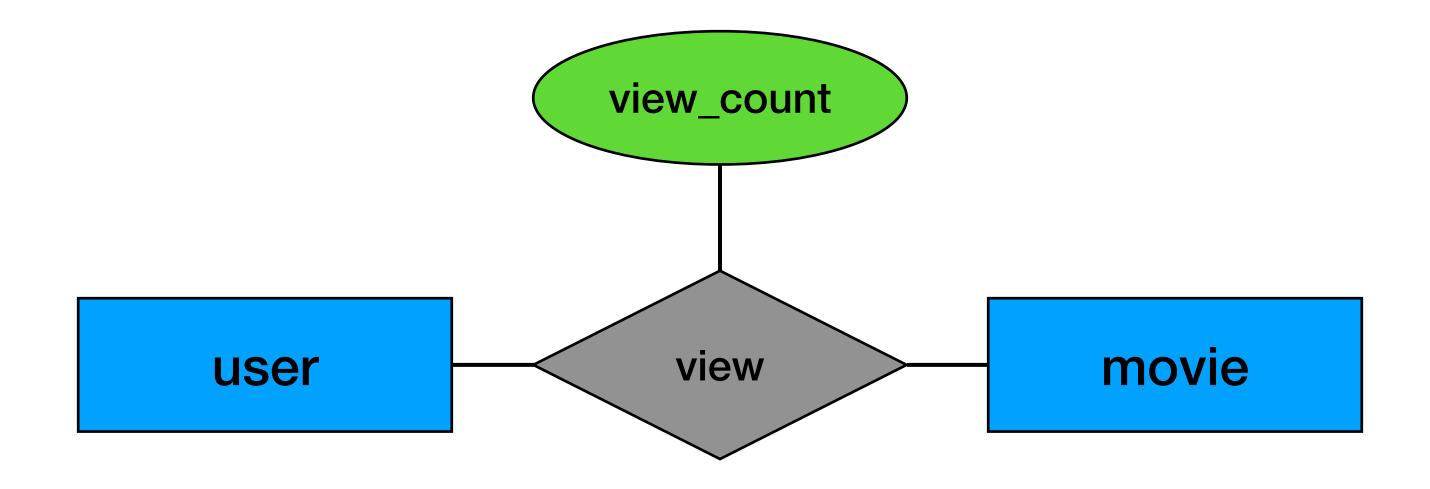
Multi way relations + cardinality



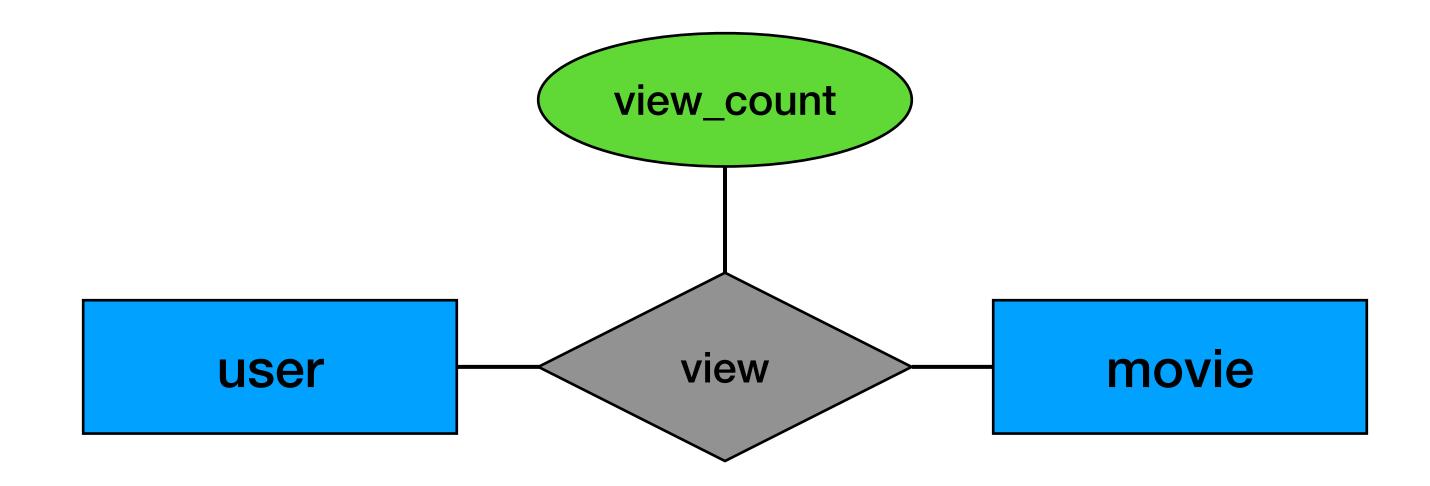
Each user can view many movies.

If we know the user and the movie, we know the device

Attributes for relations

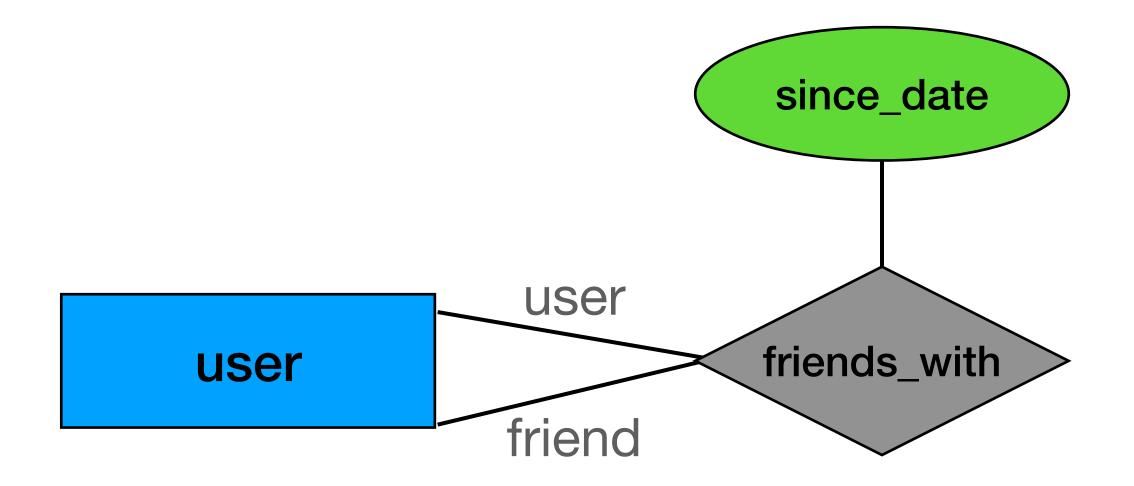


Attributes for relations

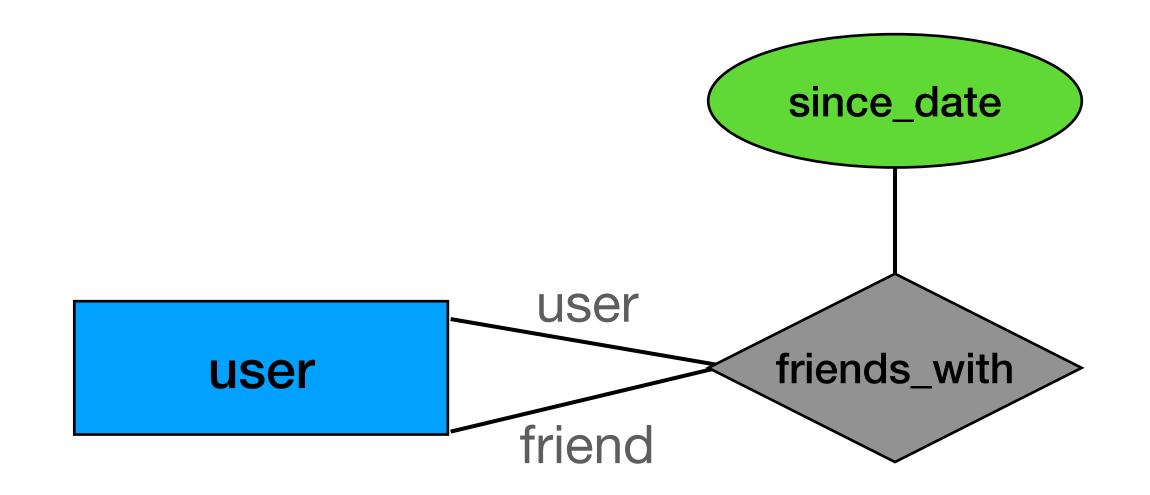


Each user can view many movies. For each "view" we also save the view_count

Roles in relations



Roles in relations



A user can be friends a different user

From previous class:

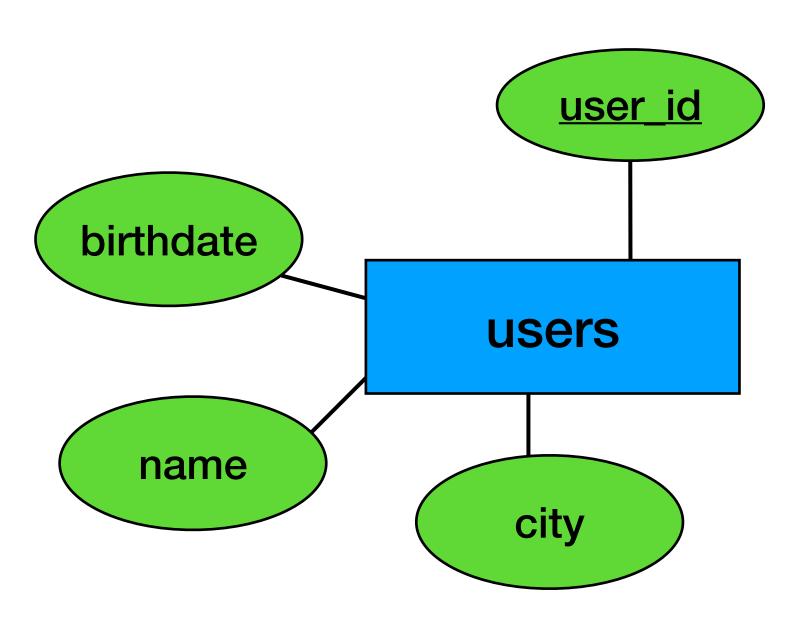
friends (user id, friend user id, since_date)

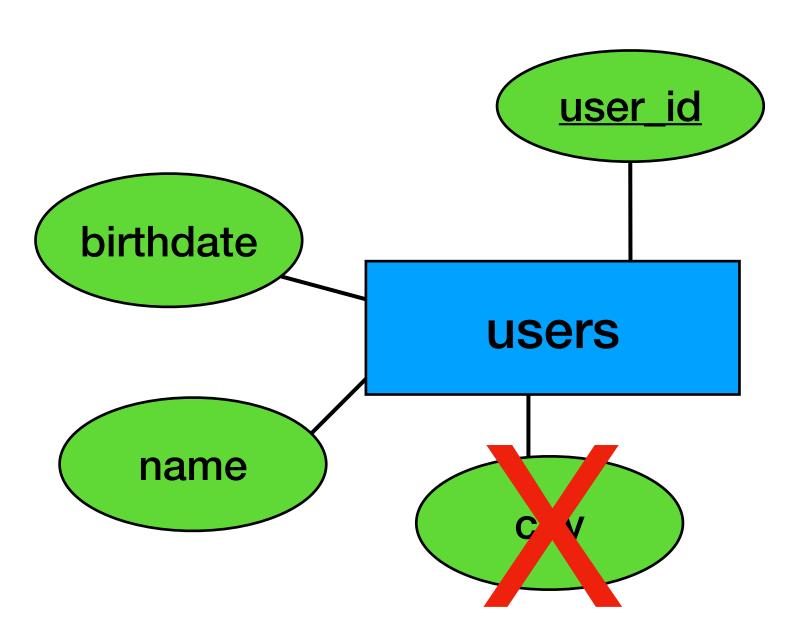
Example

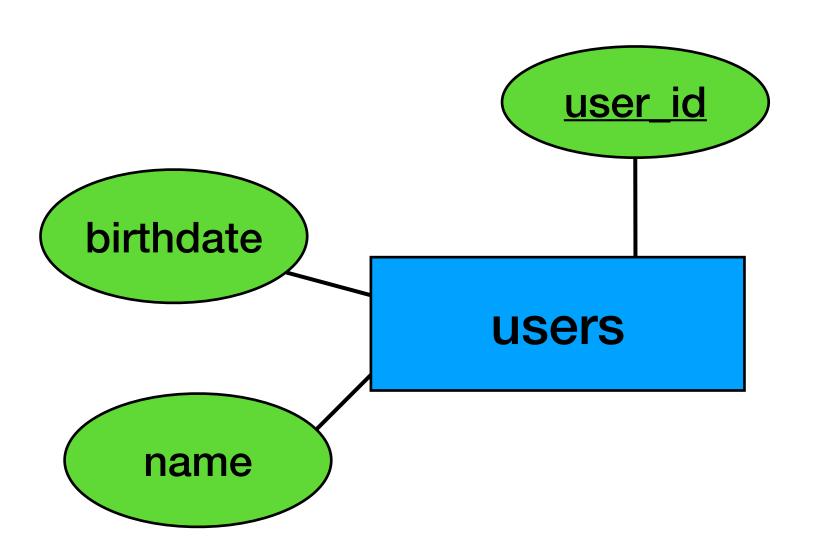
Story time

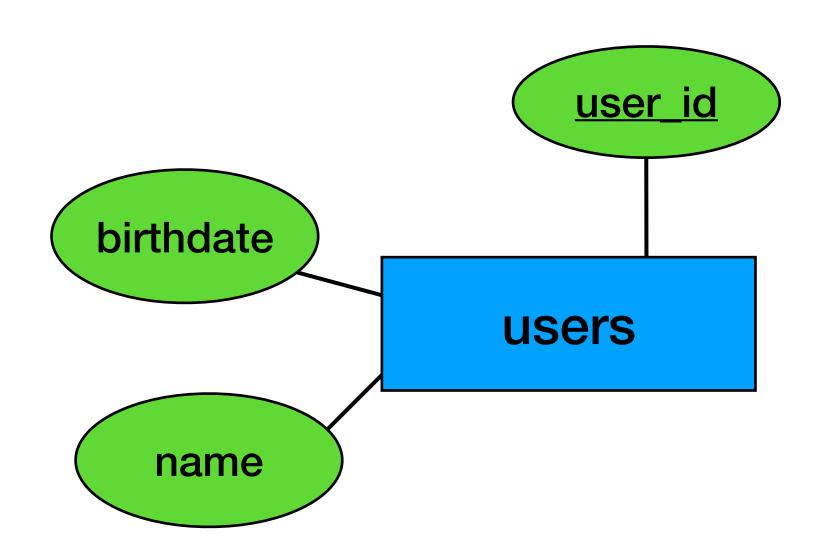
Design an ER diagram for a video platform:

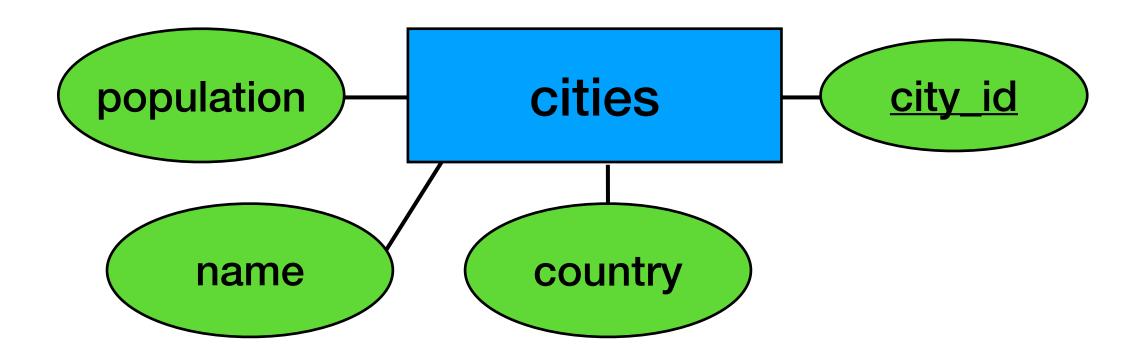
- A user is defined by user_id. We also save her name, birthdate and city. For each city we save the city_id, name, population and country
- A video is defined by a video_id and we store its genre, release date and title
- For each video we keep the actors that appears in it along with their character name.
- The actors are defined by an actor_id along with their name
- For analytics, if a user views a video we save the most recent viewing timestamp

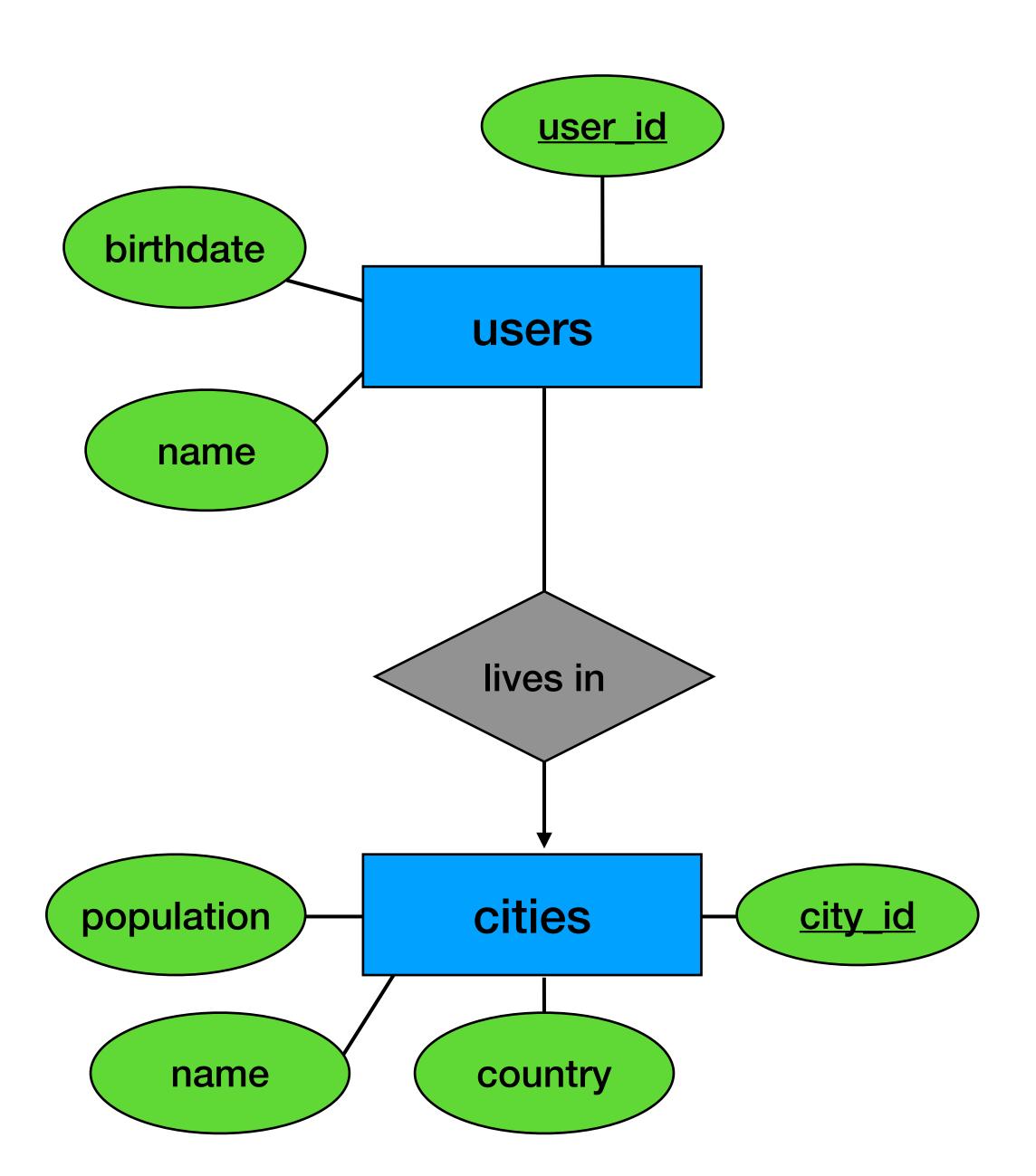


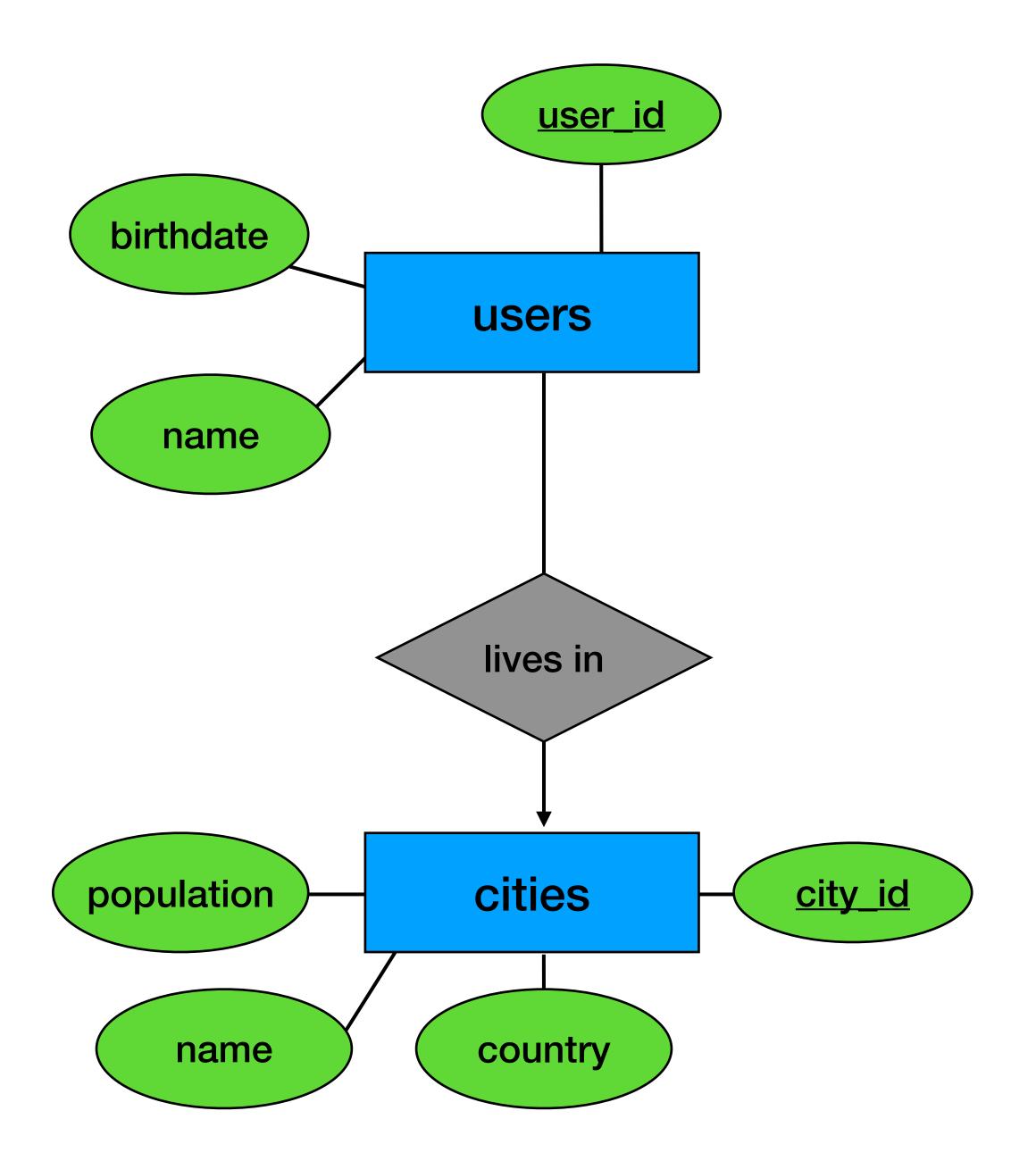


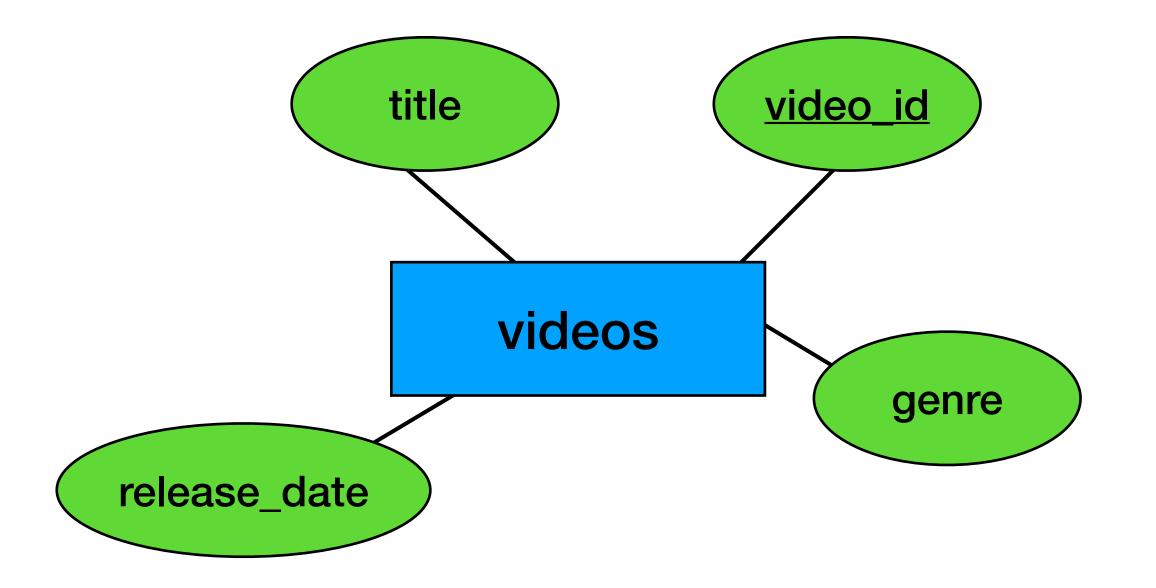


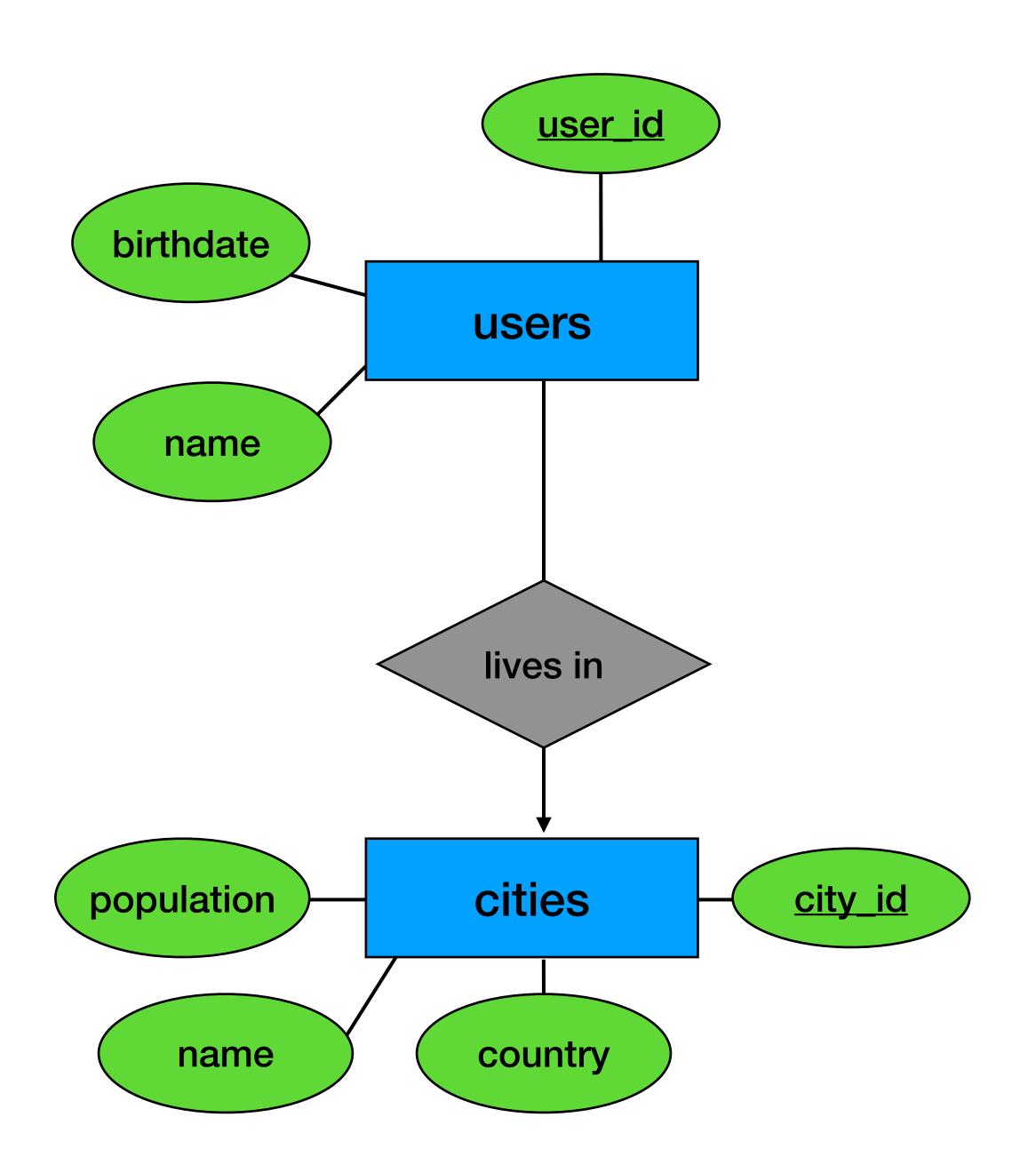


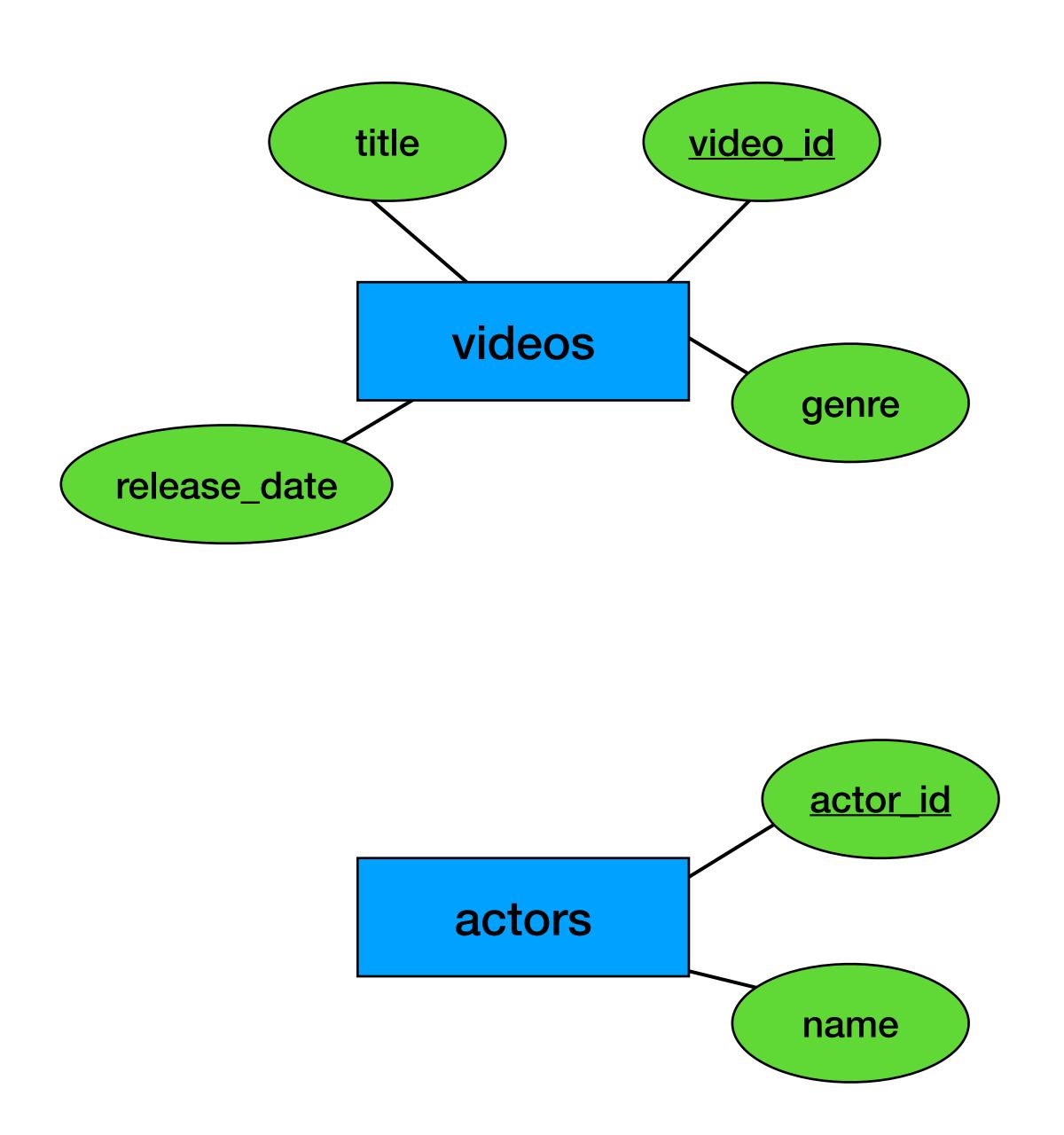


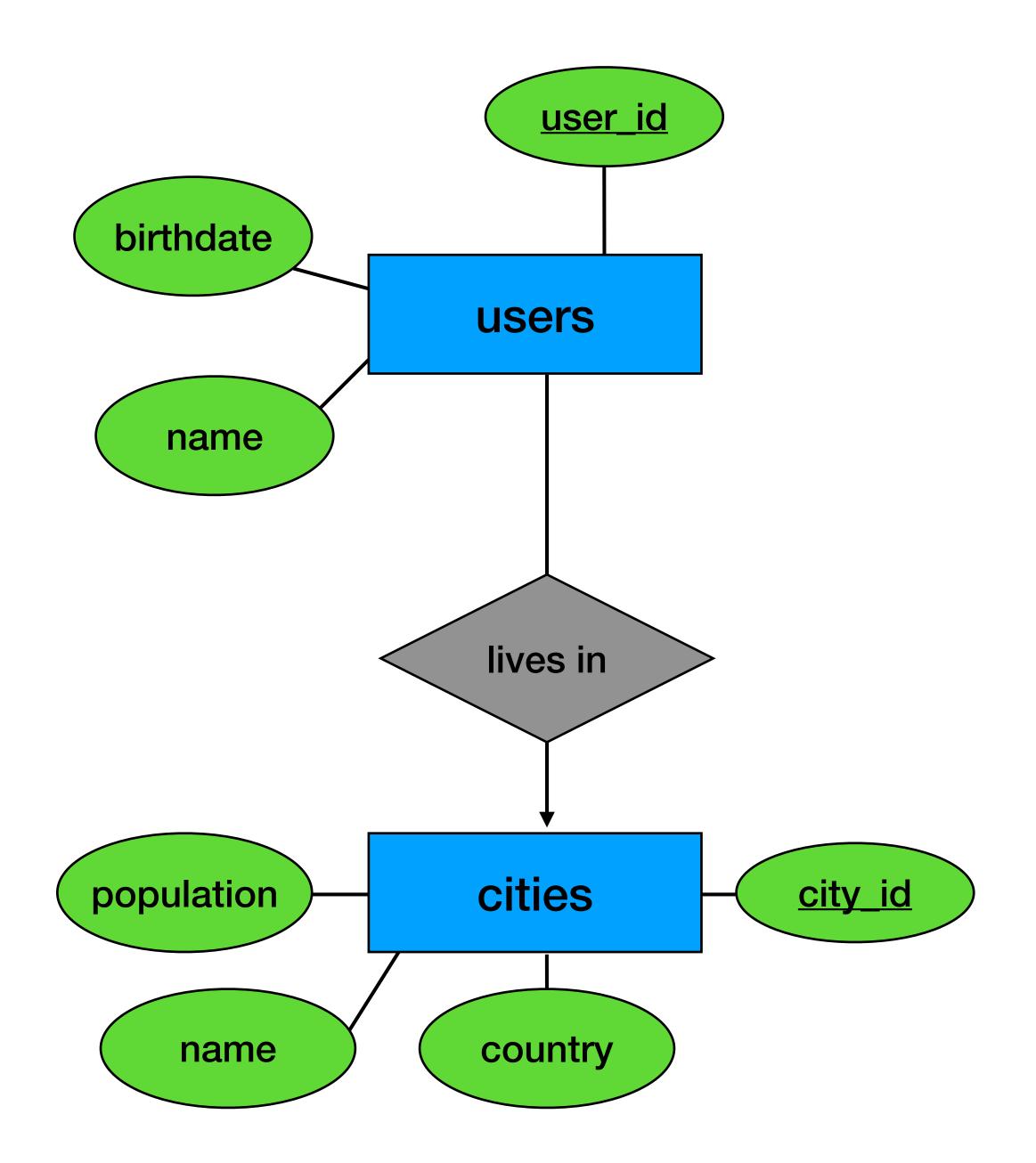


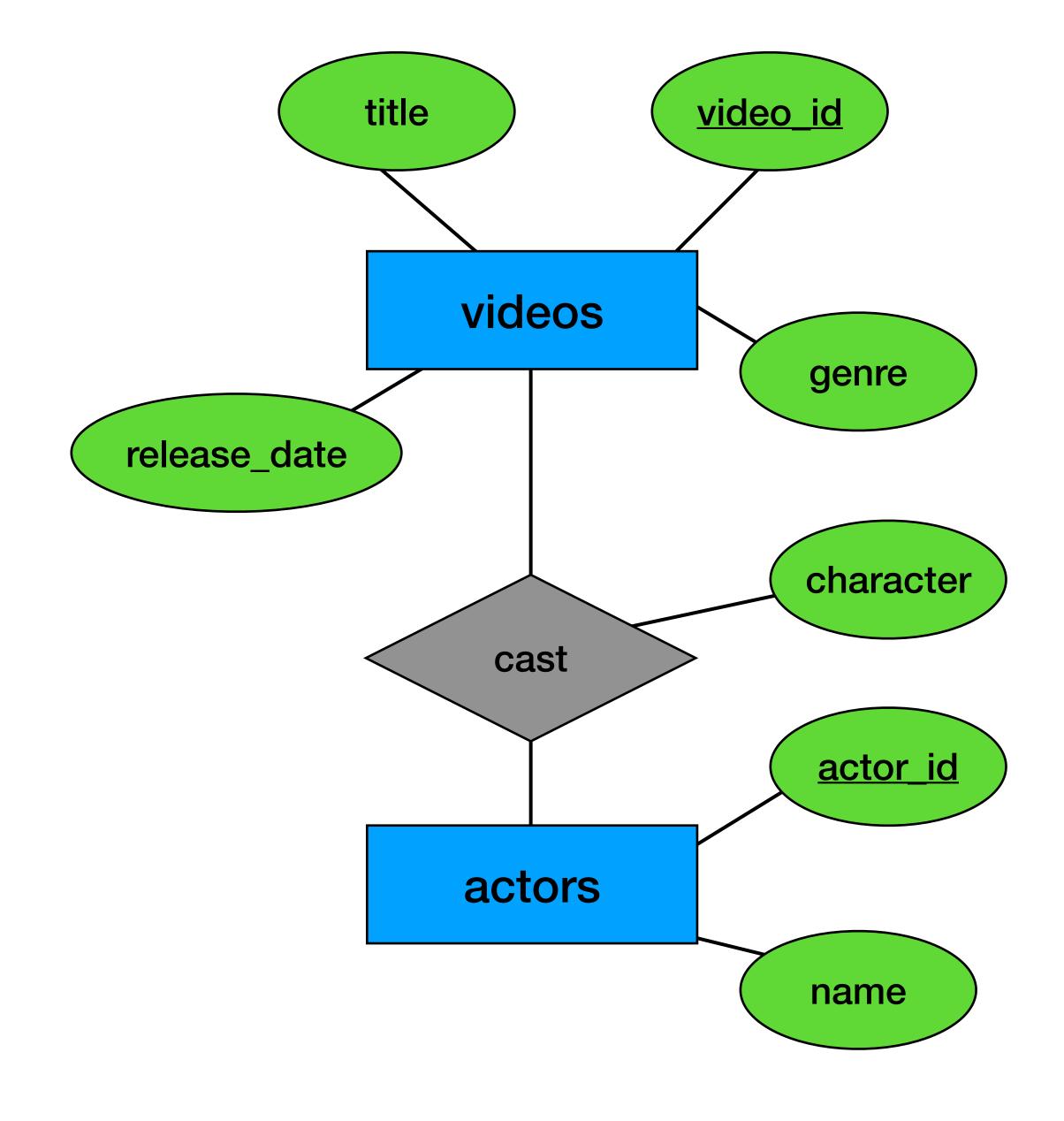


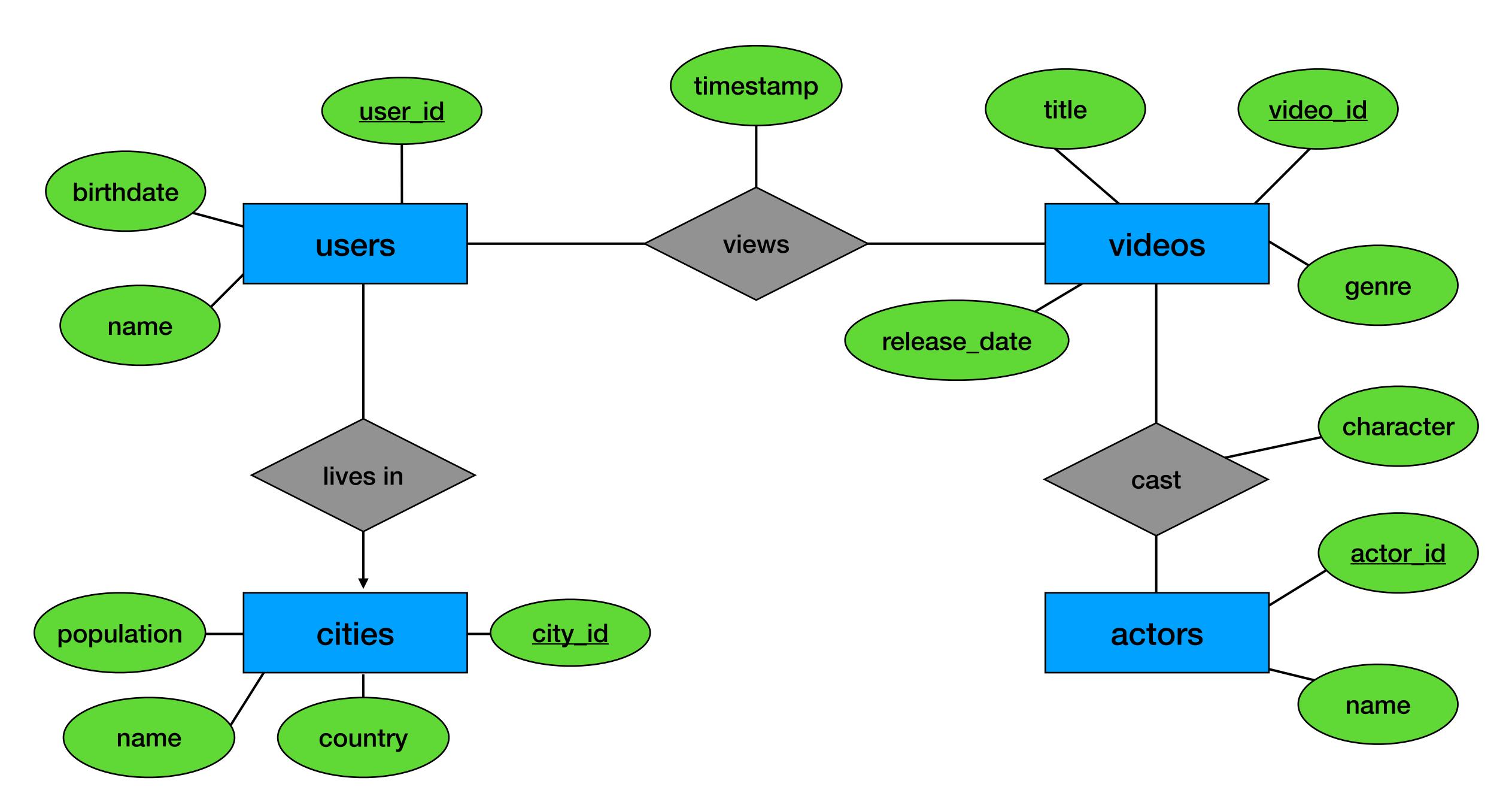




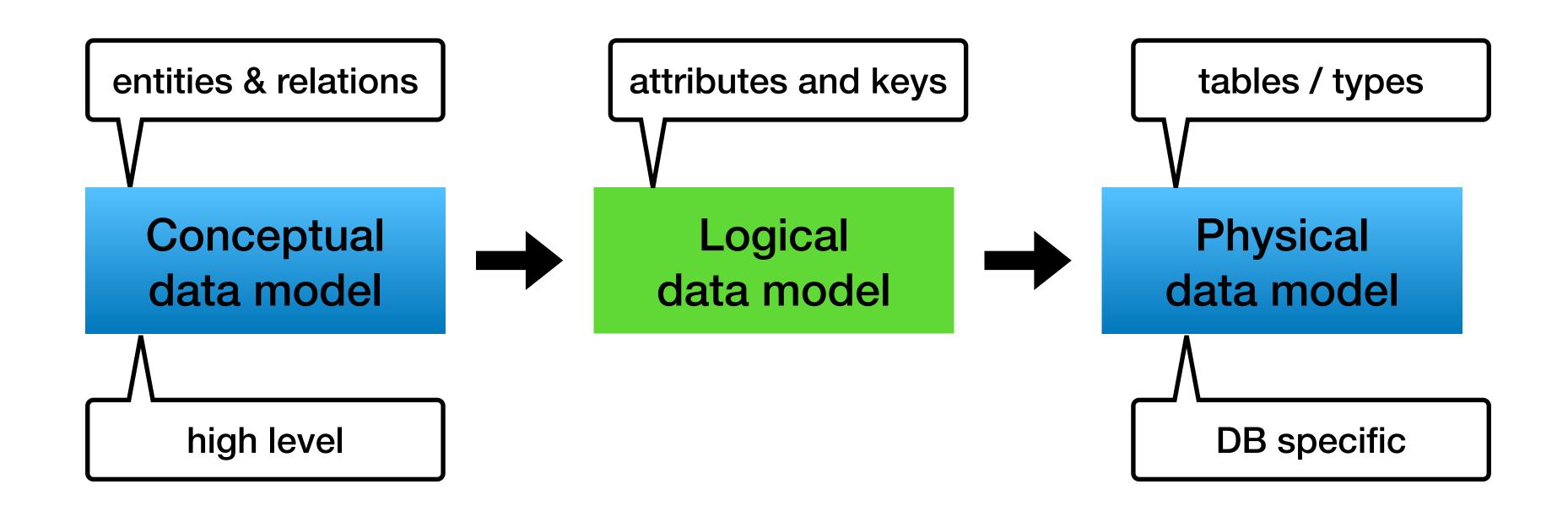








Relational Modeling - 10,000 foot view

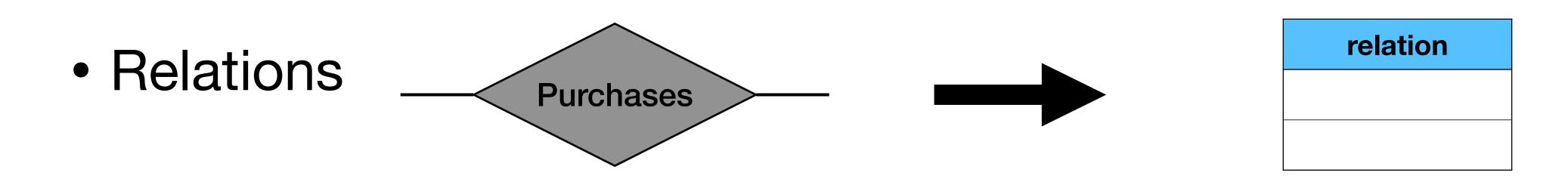


Logical data model

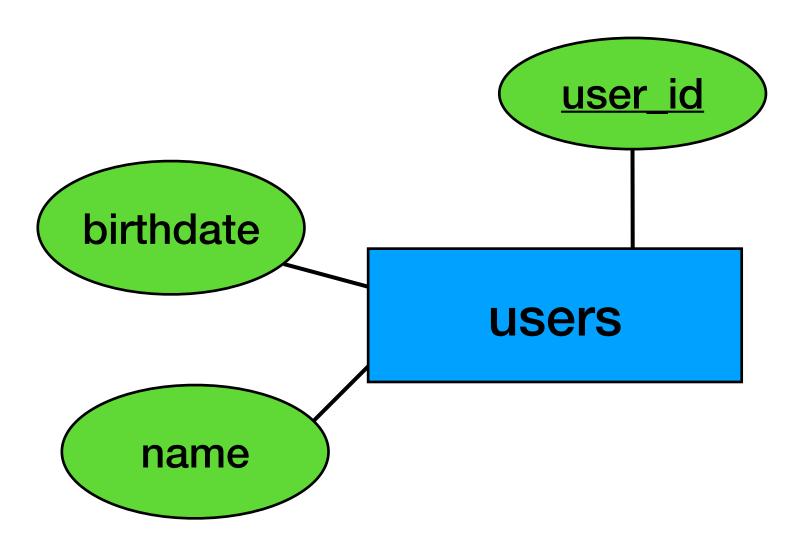
- From concept the "schema"
- Keys, foreign keys
- Data types are not yet defined

ER to Relational schema

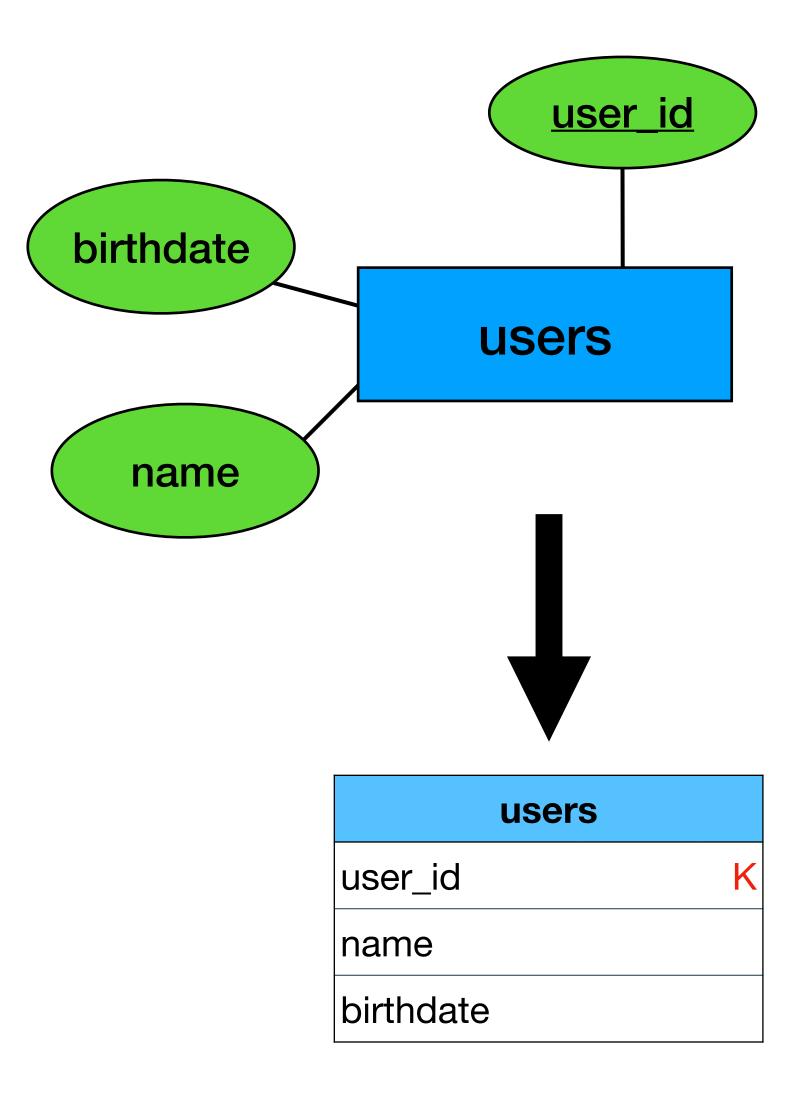
• Entities actor



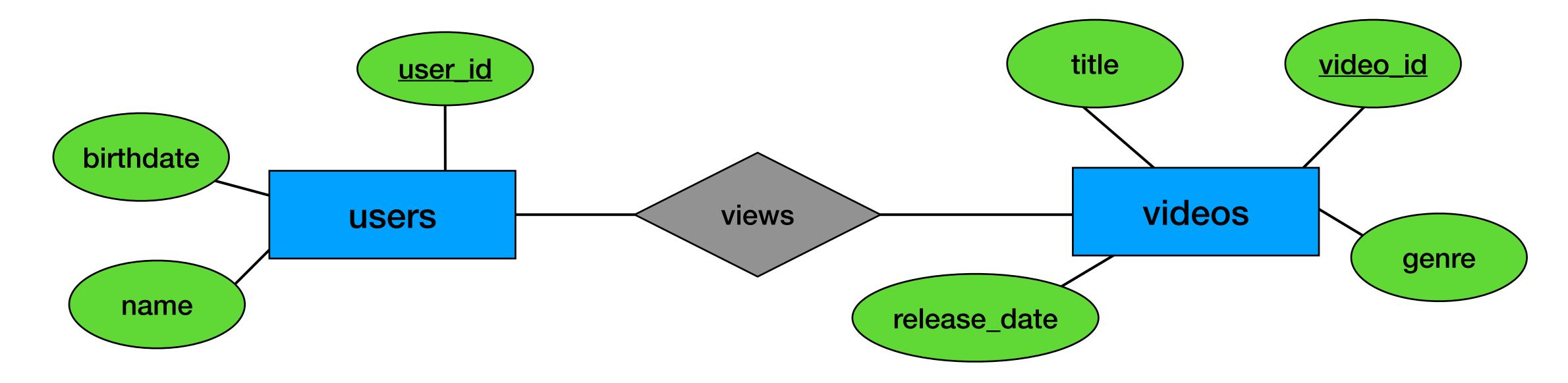
Entity to Relation



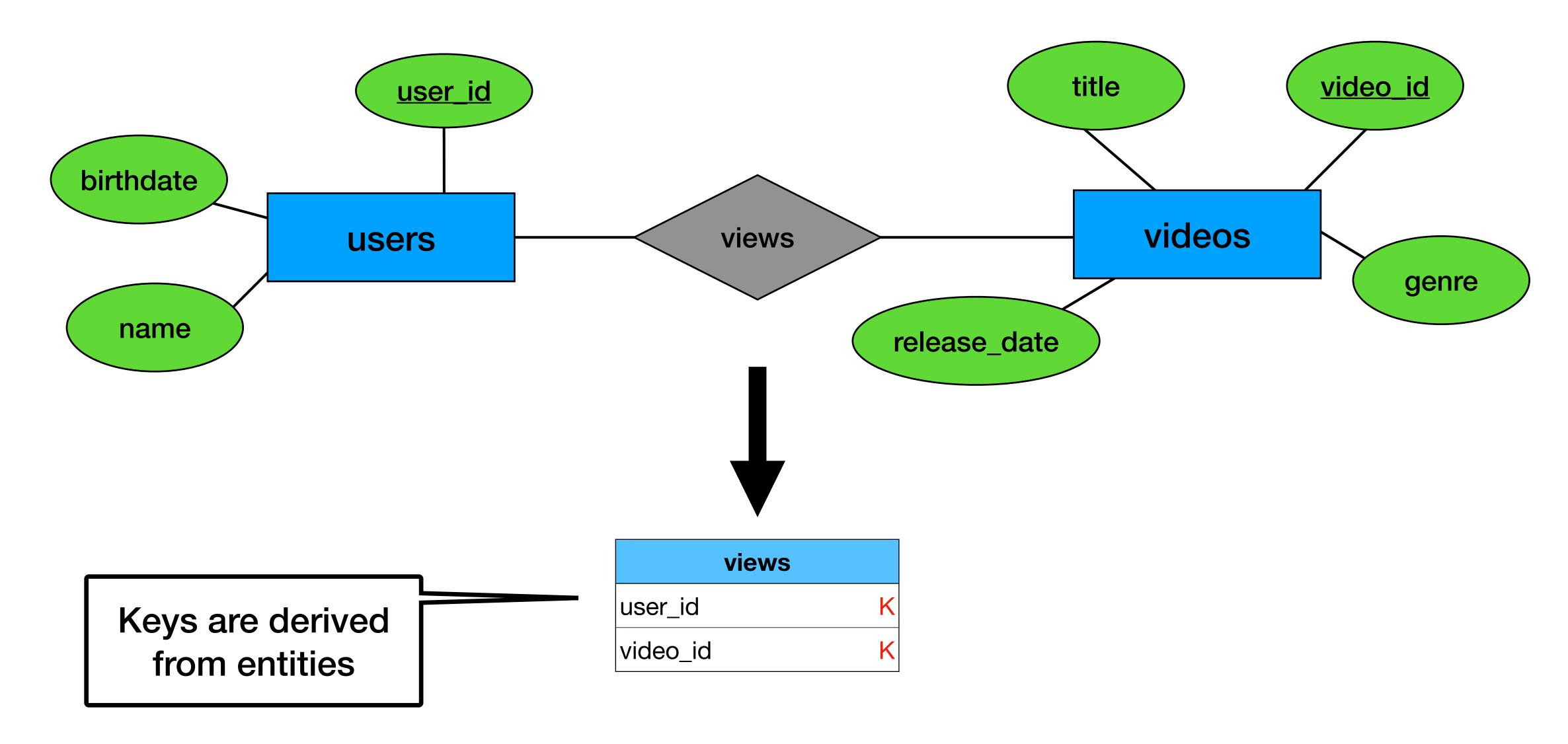
Entity to Relation



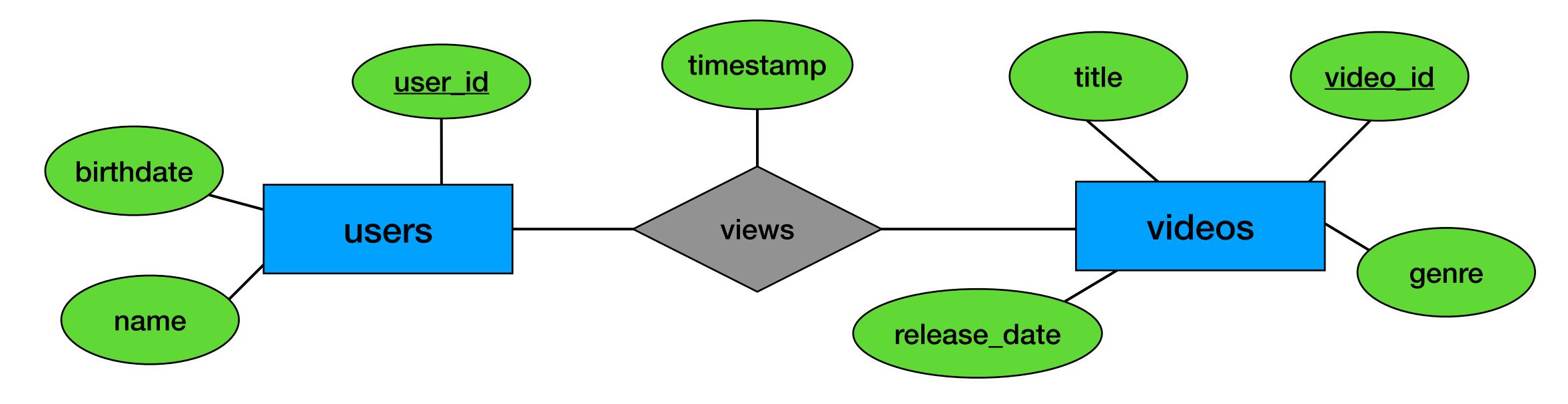
Relation to Relation (many-to-many)



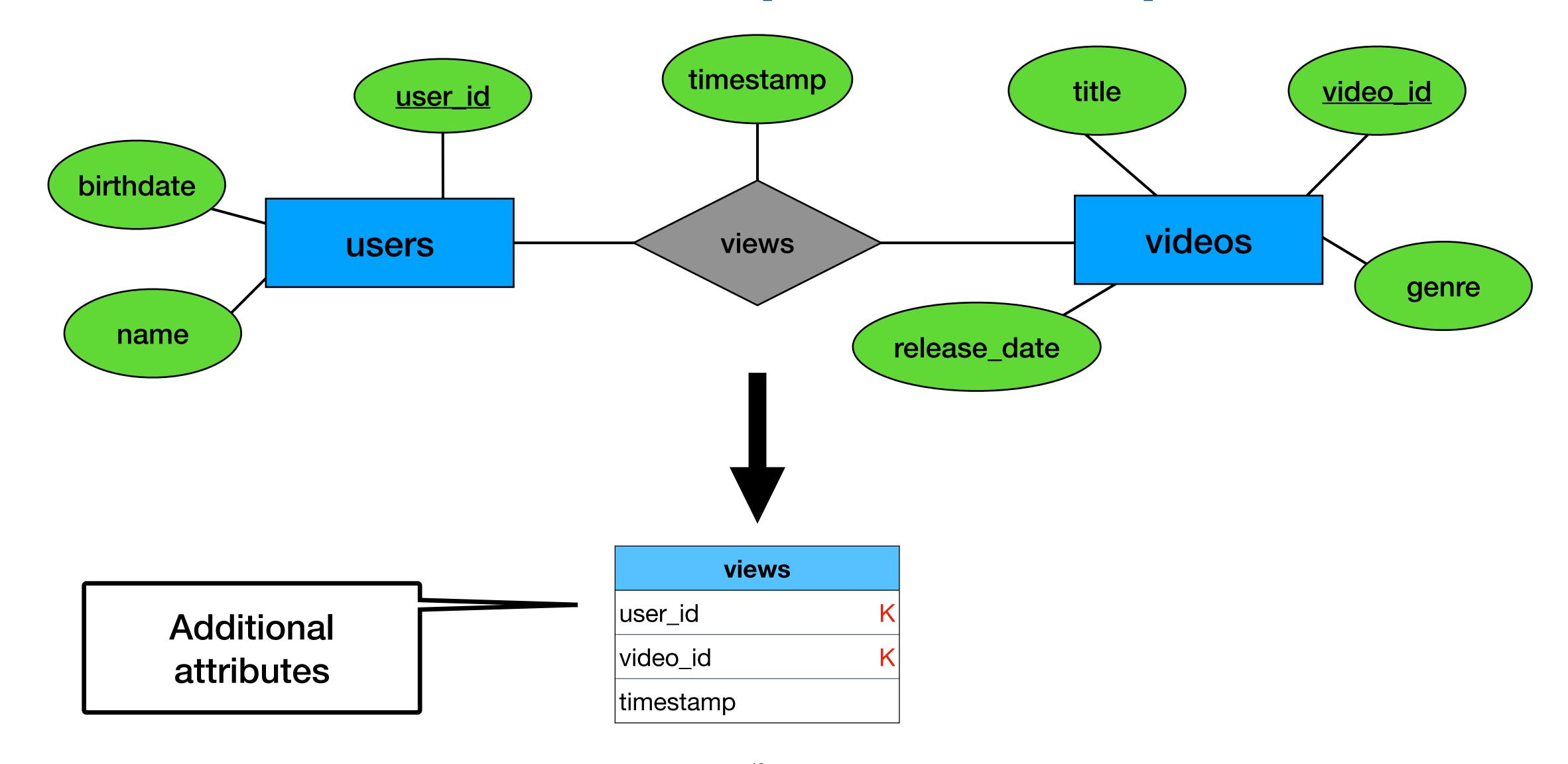
Relation to Relation (many-to-many)



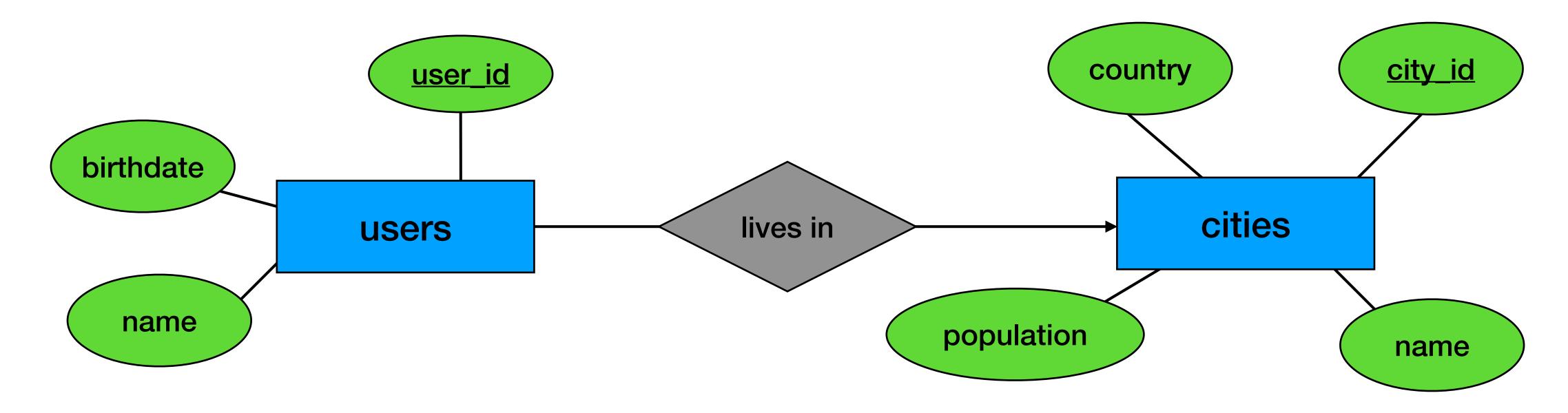
Relation to Relation (+attributes)



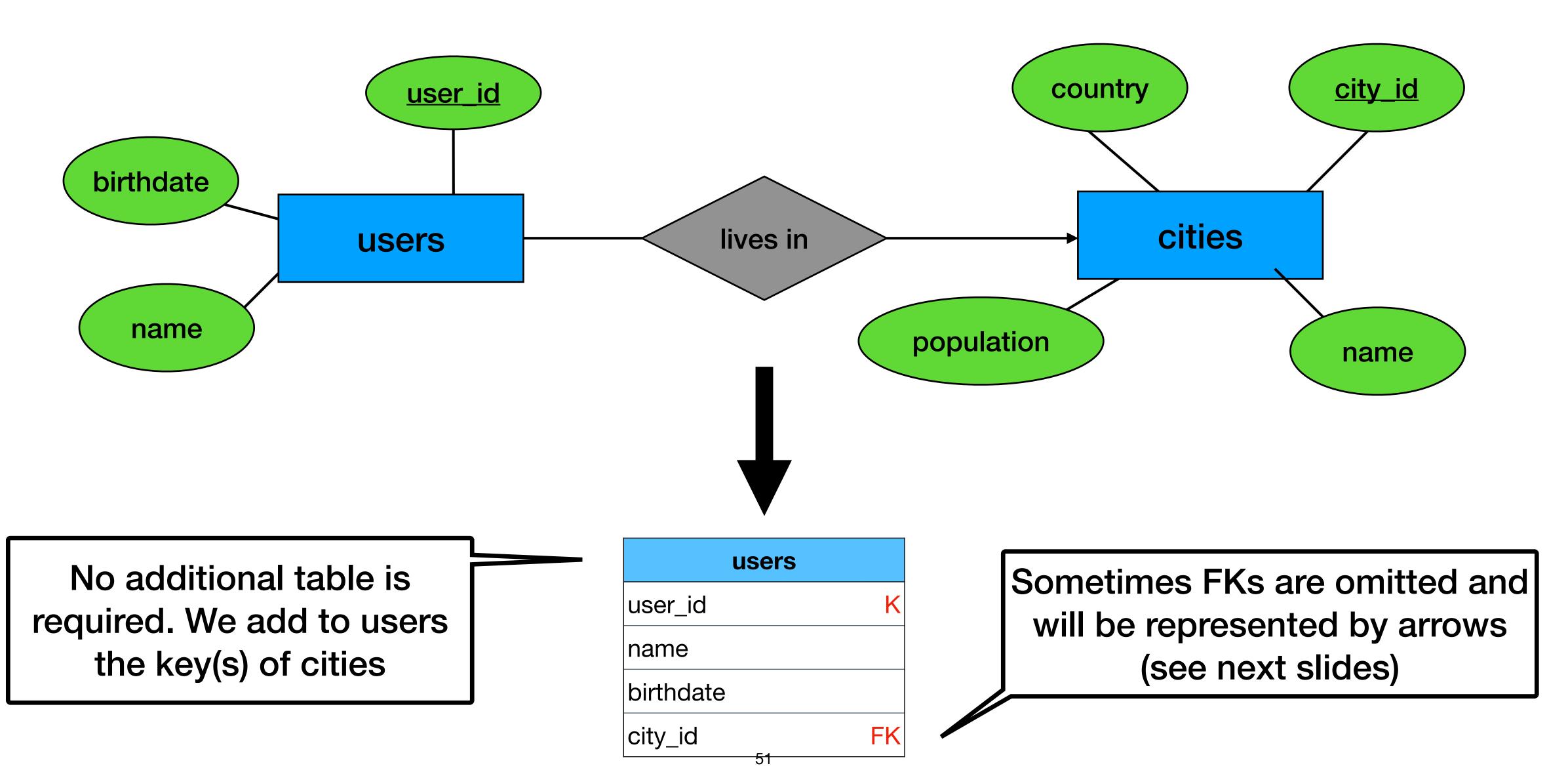
Relation to Relation (+attributes)



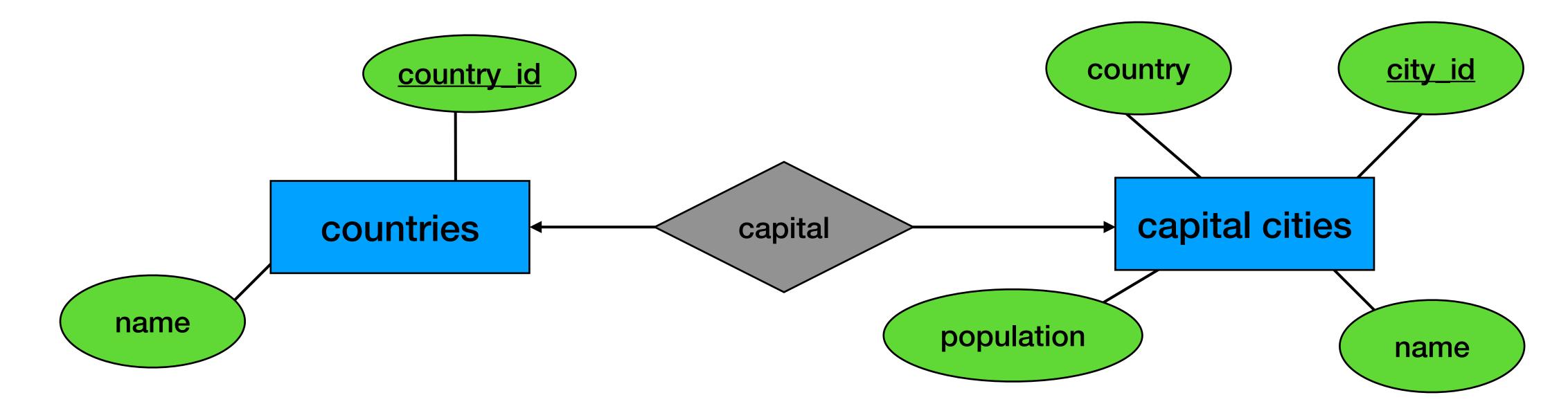
Relation to Relation (many-to-one)



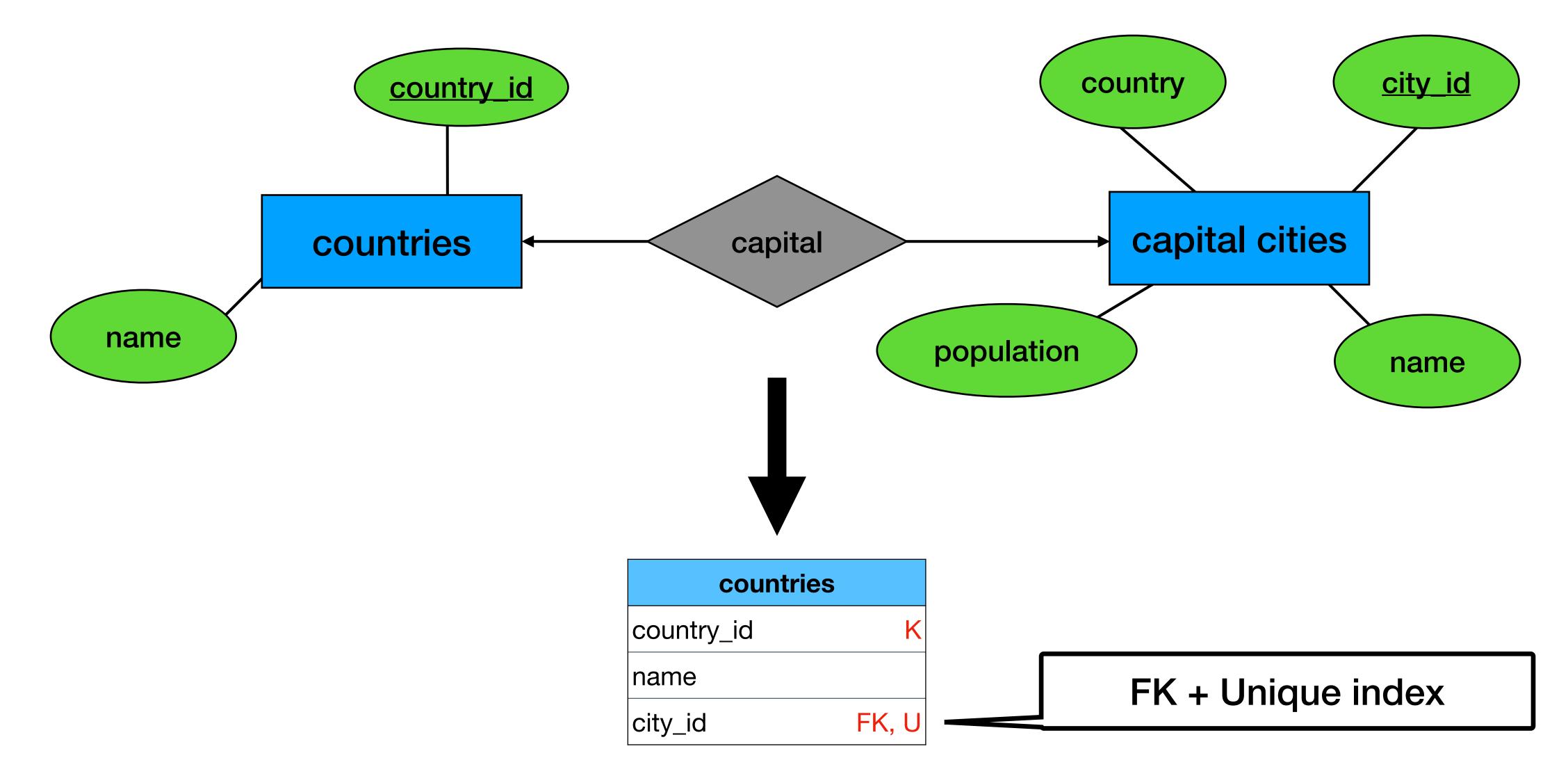
Relation to Relation (many-to-one)



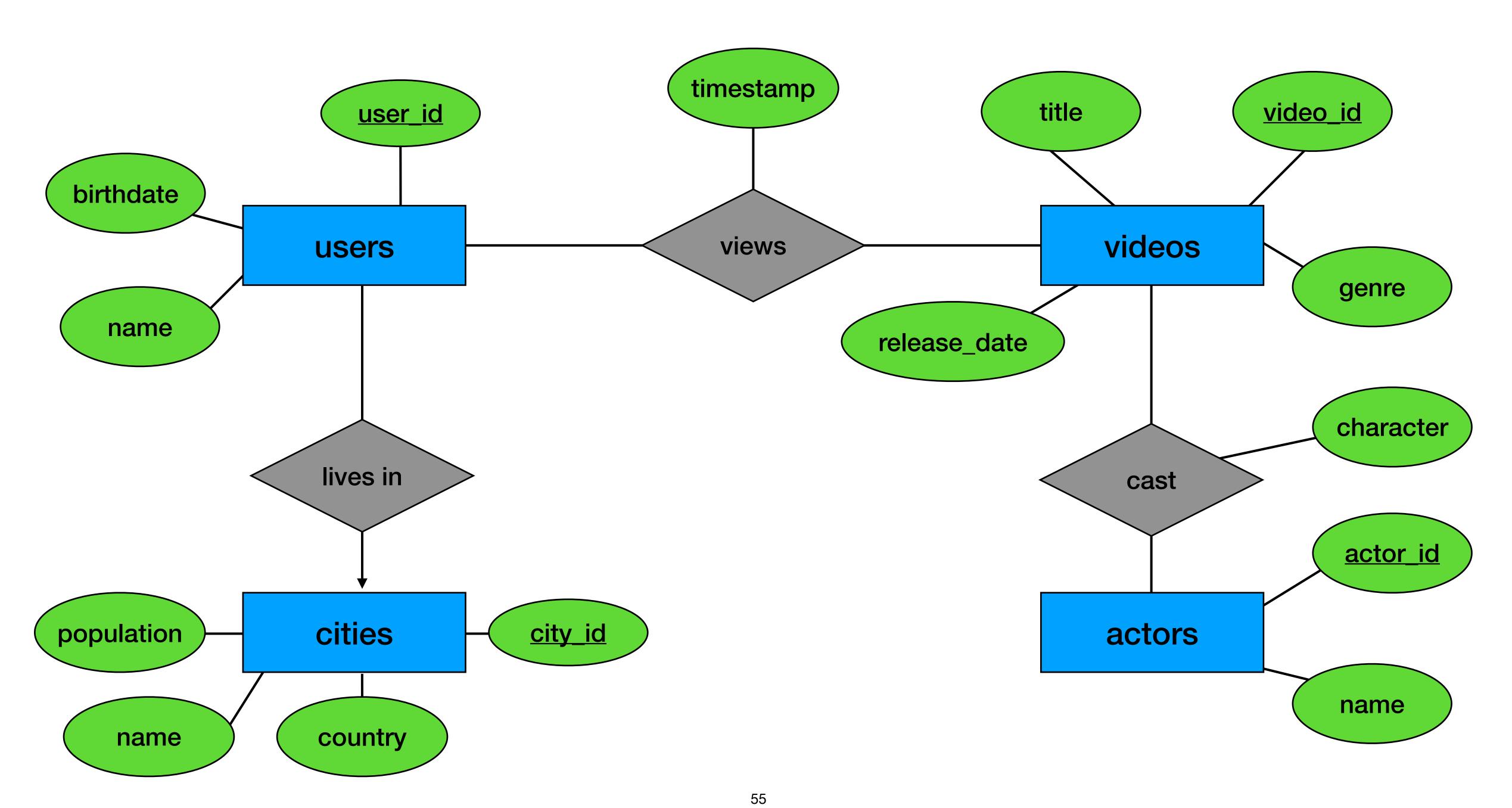
Relation to Relation (one-to-one)

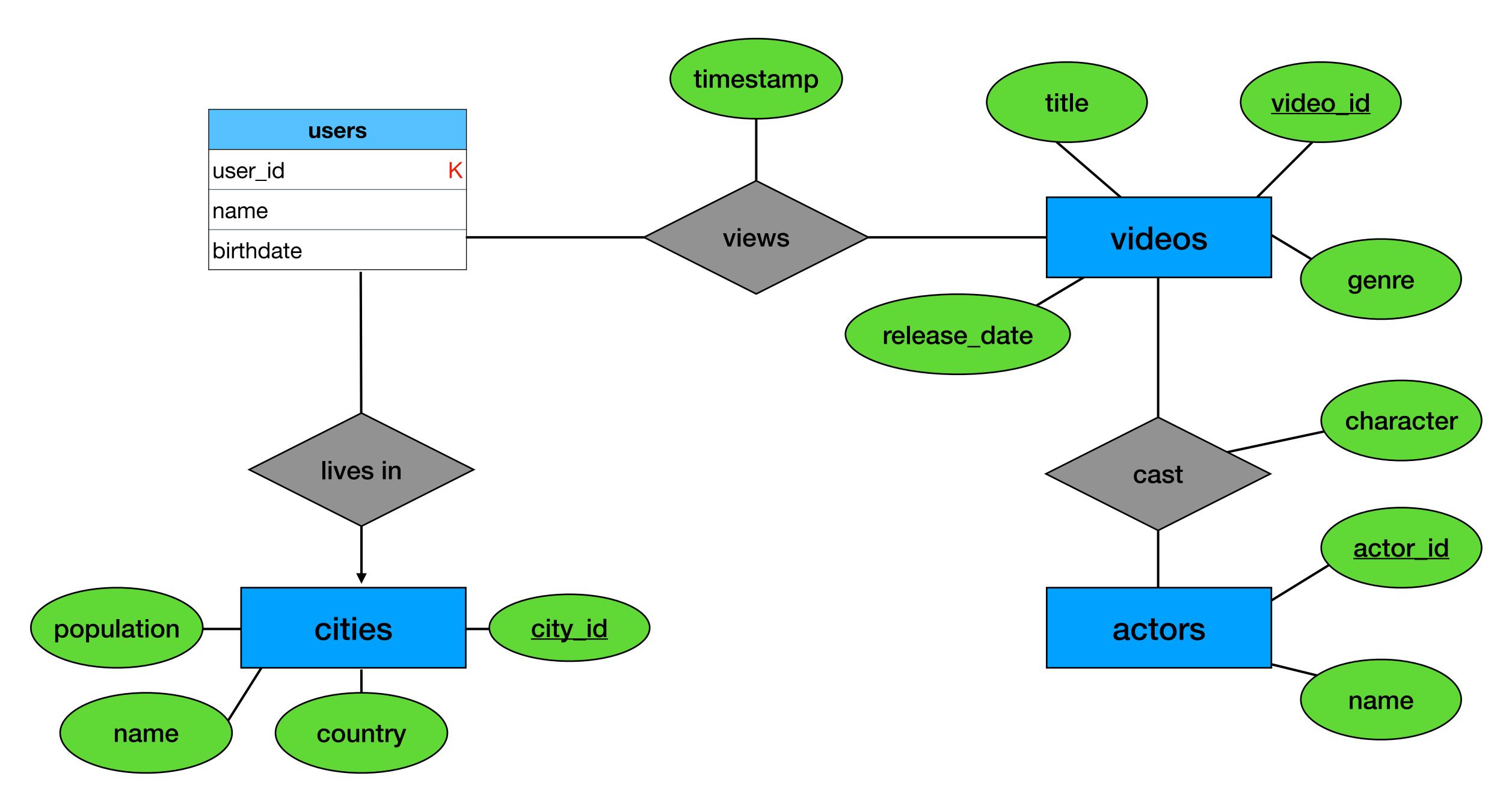


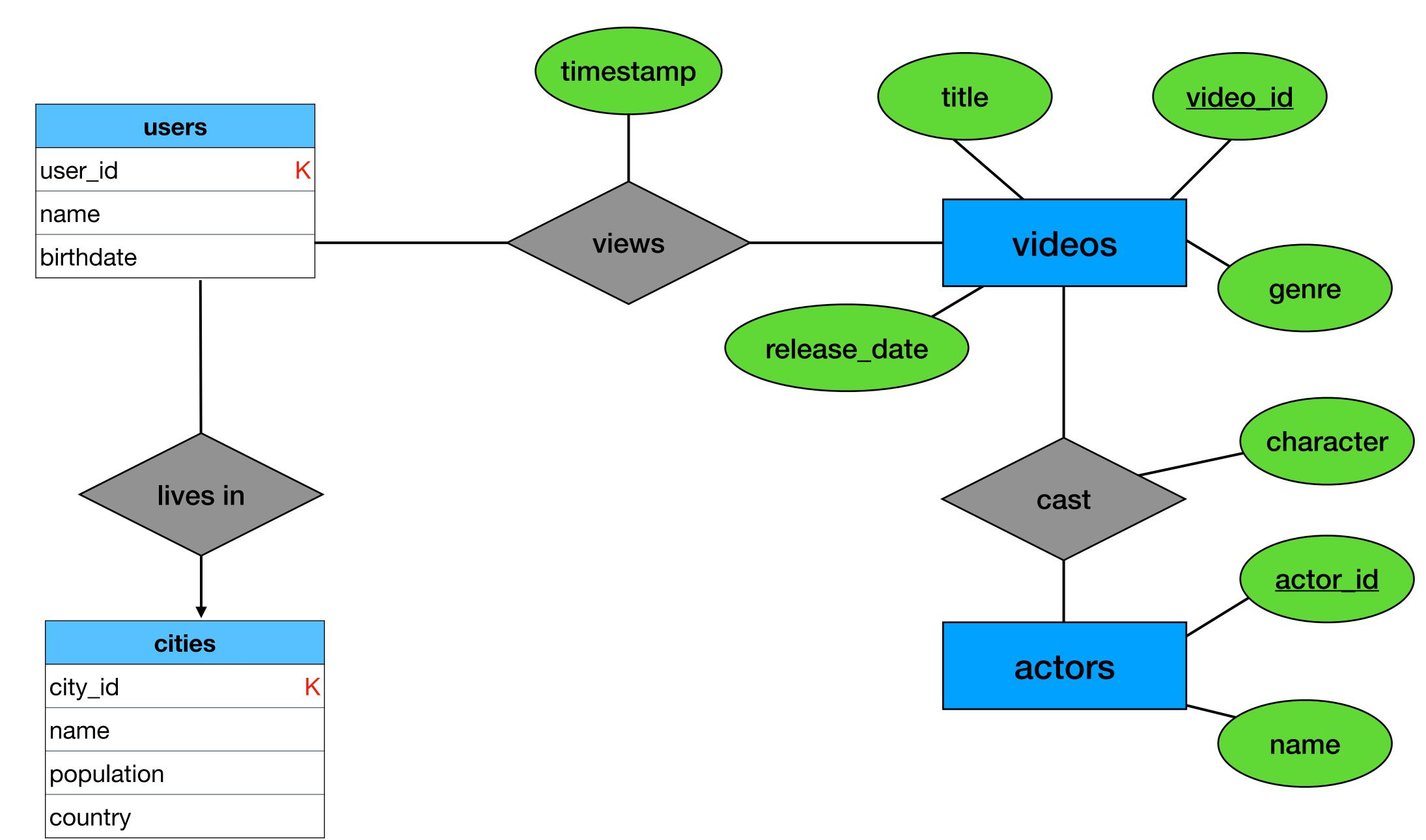
Relation to Relation (one-to-one)

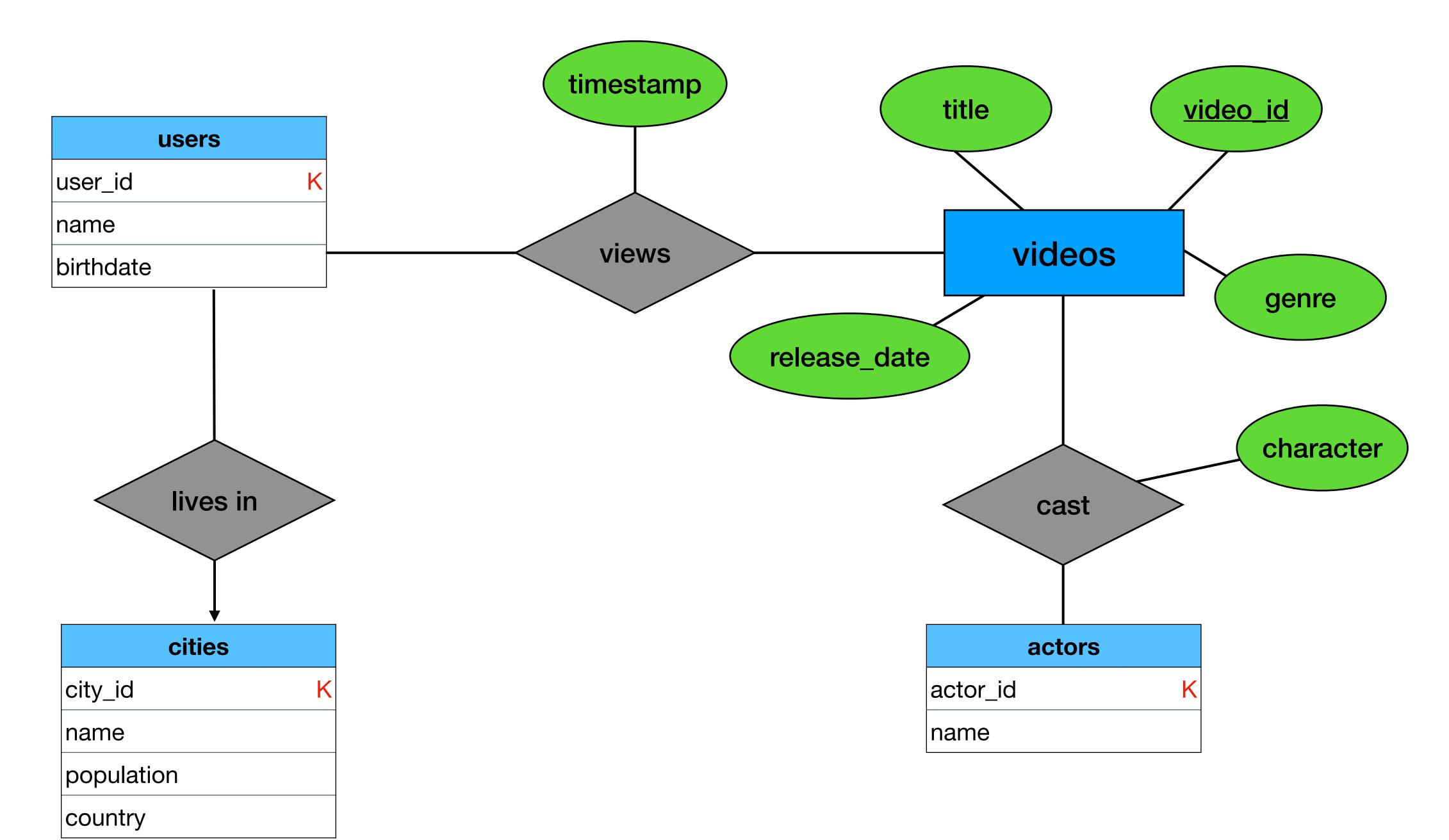


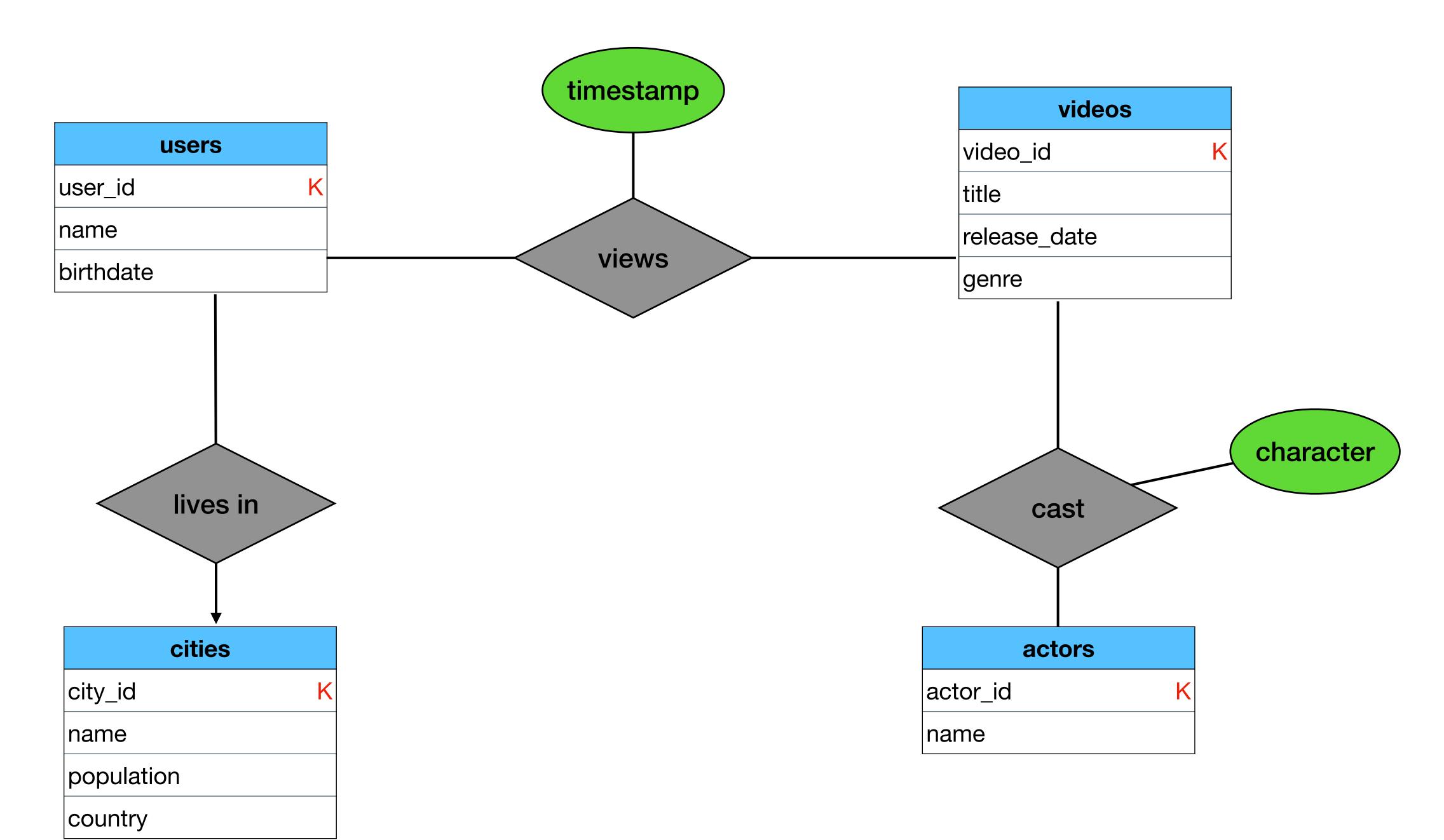
Example

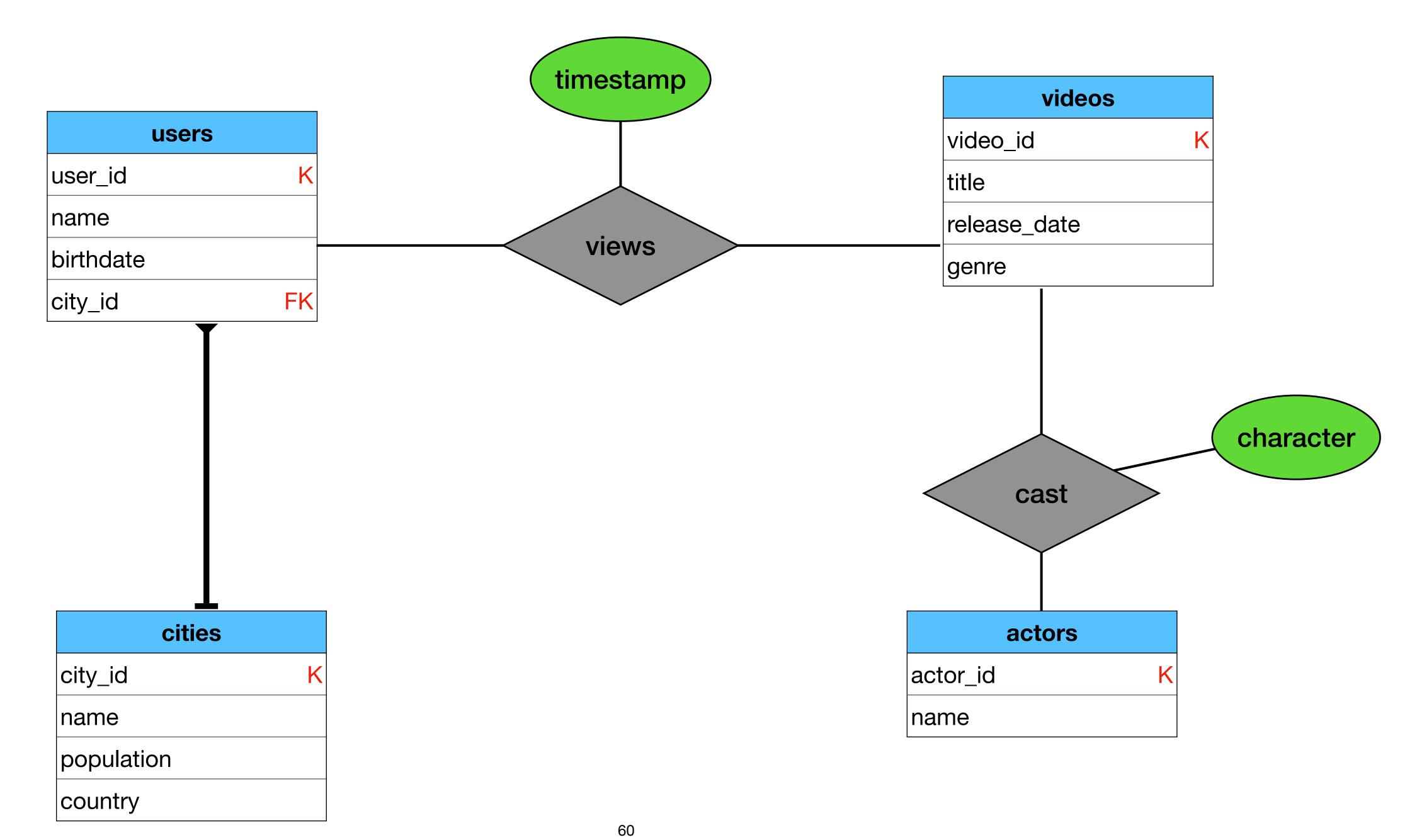


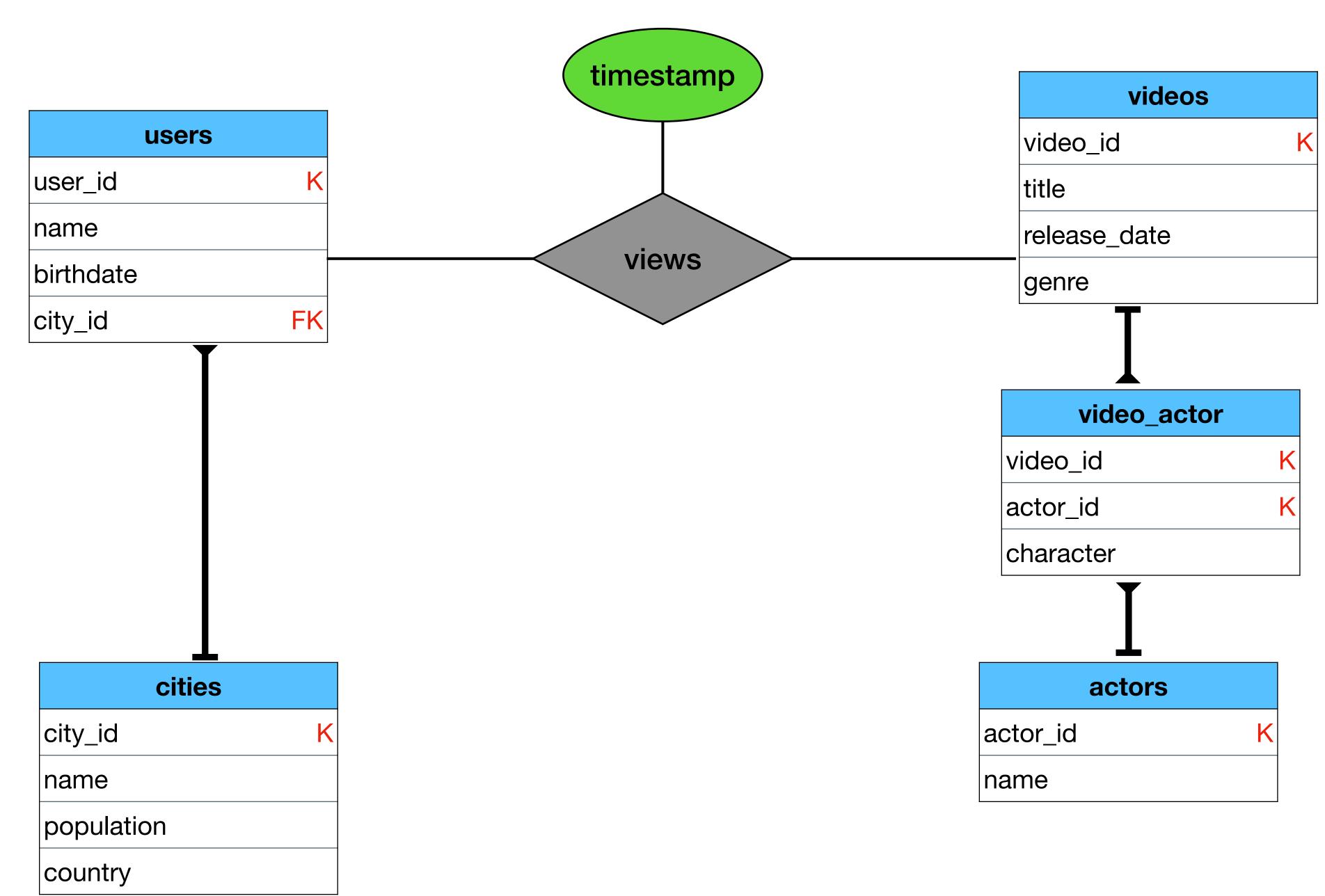


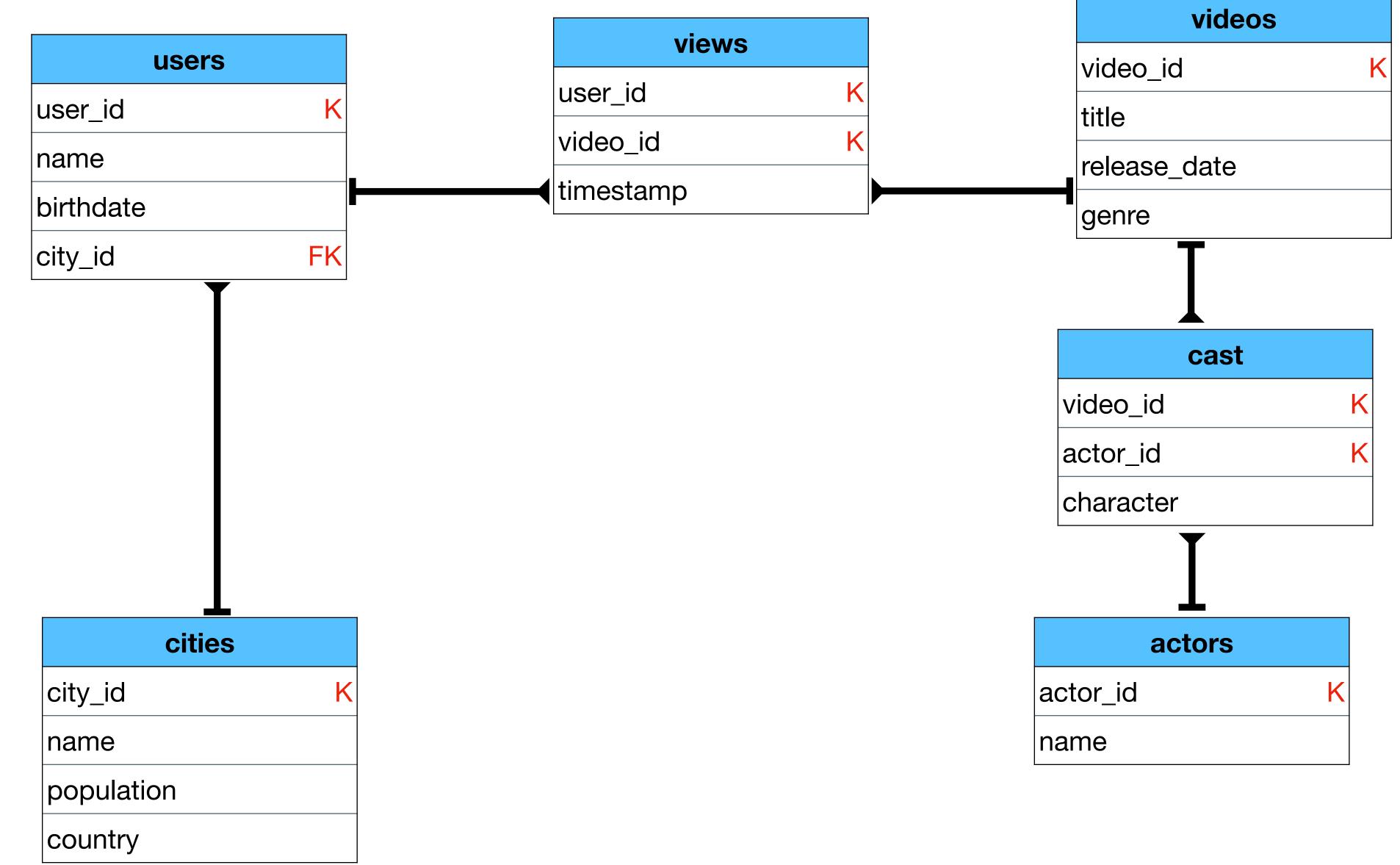


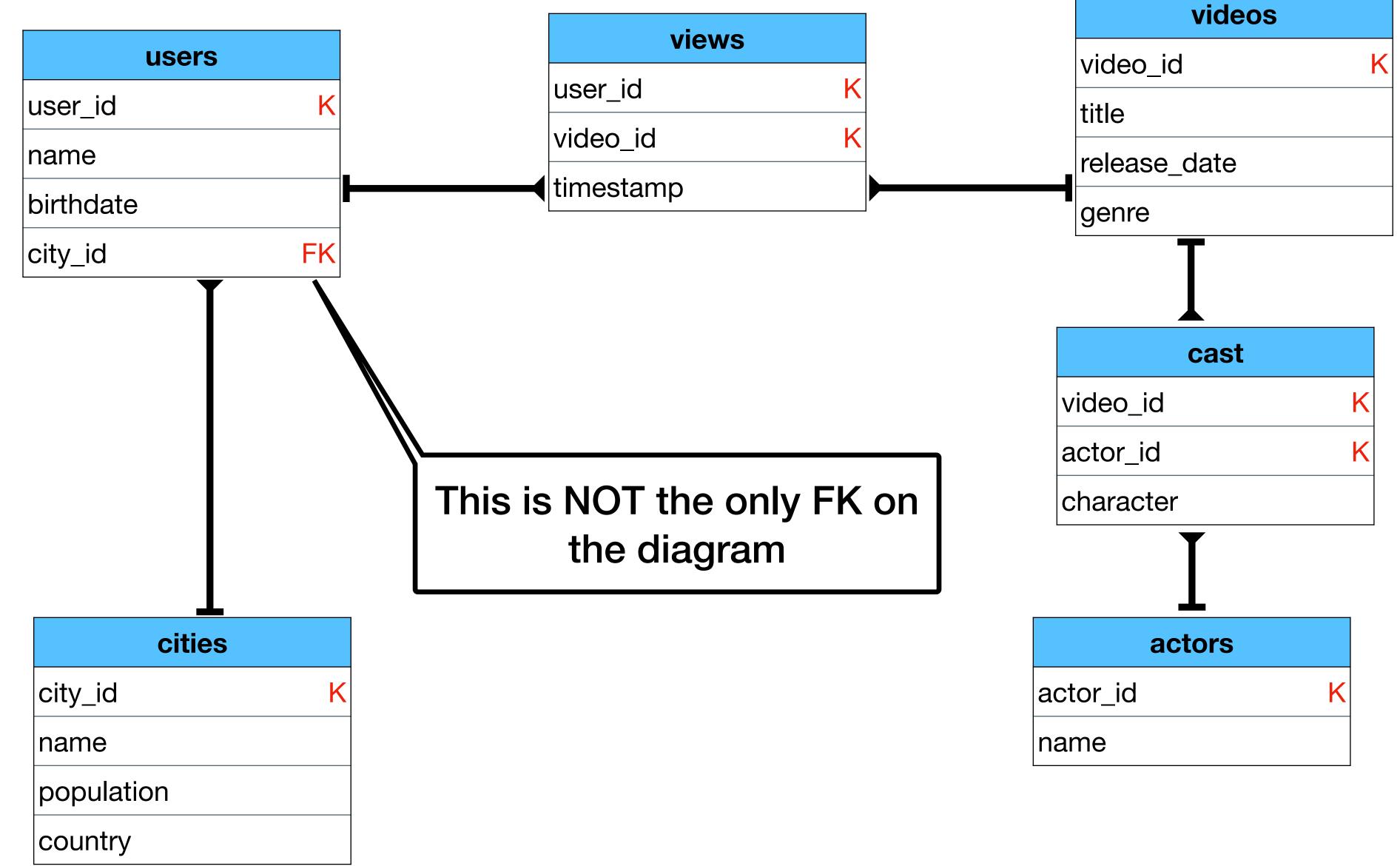




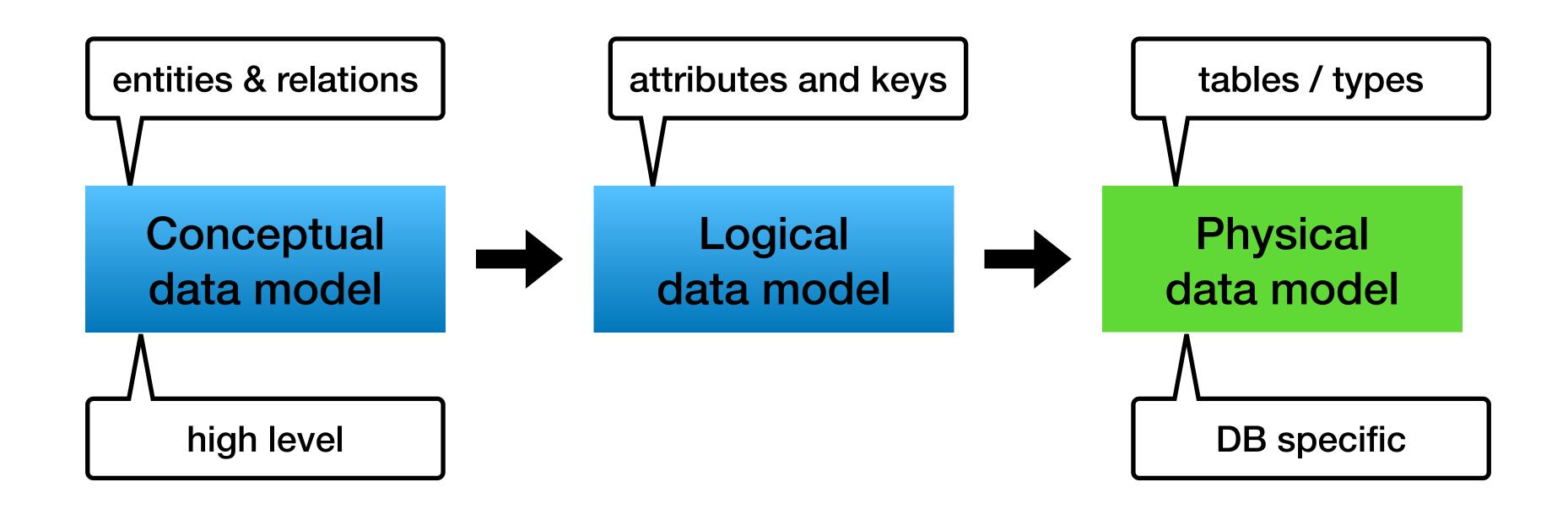








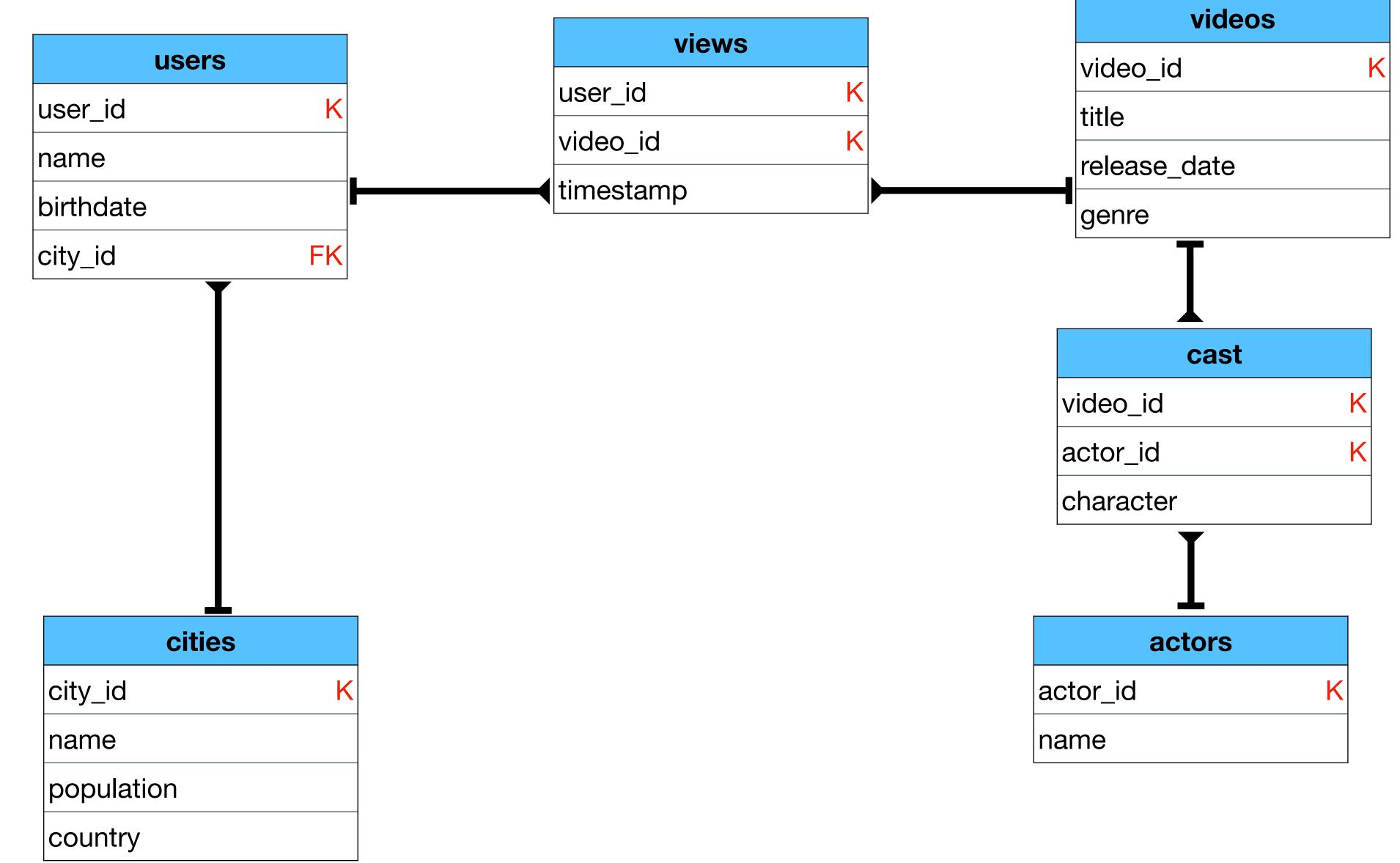
Relational Modeling - 10,000 foot view

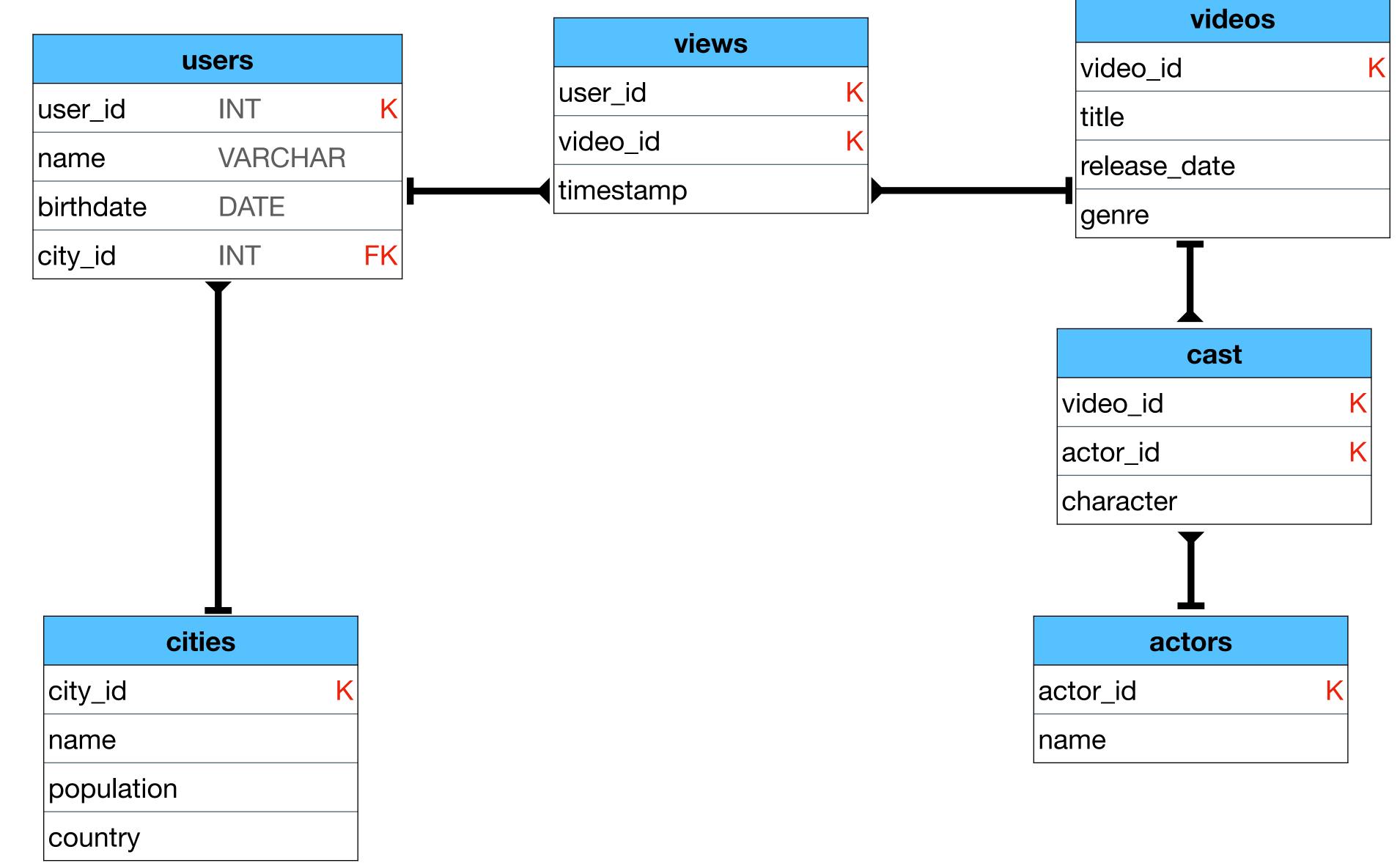


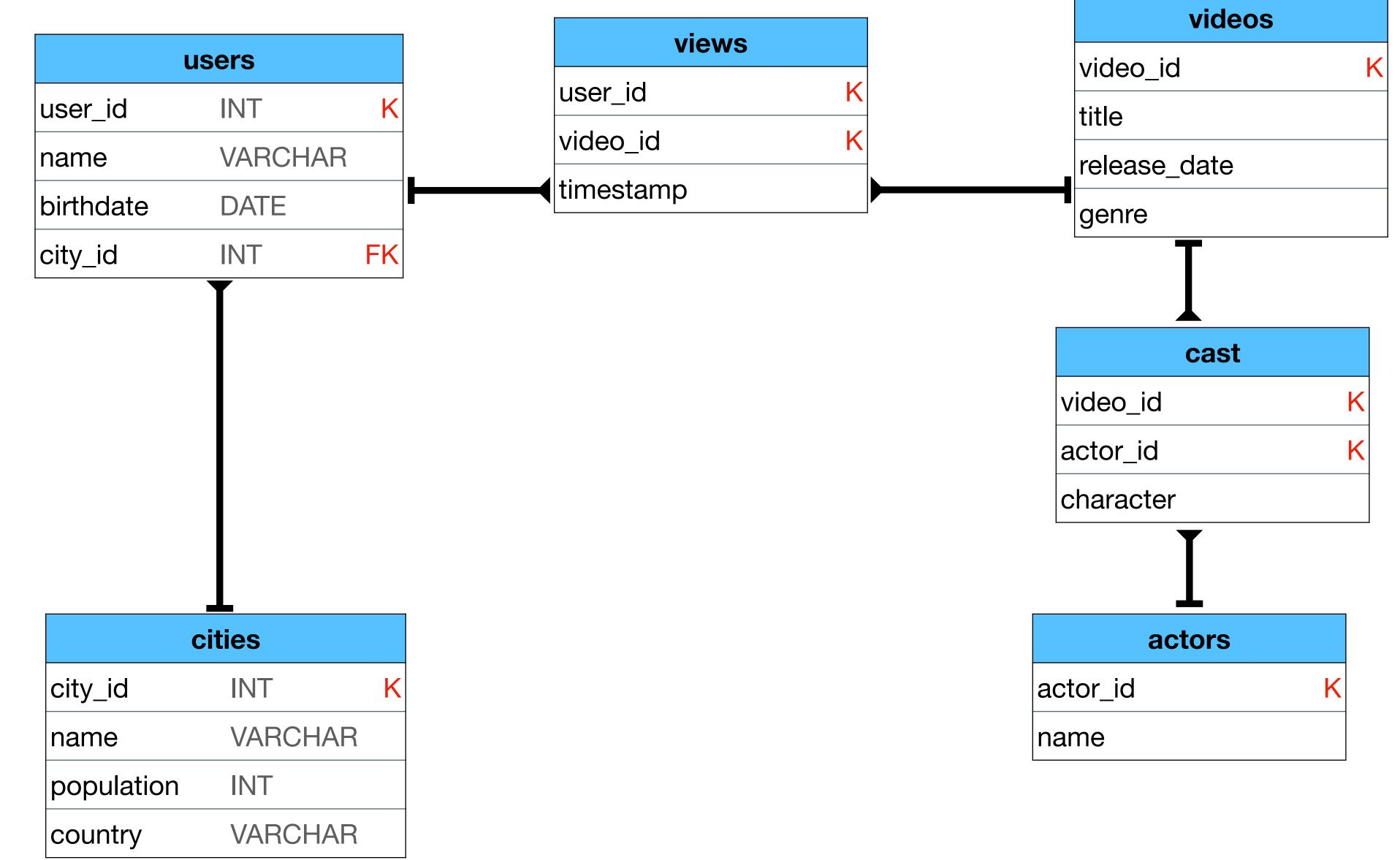
Physical data model

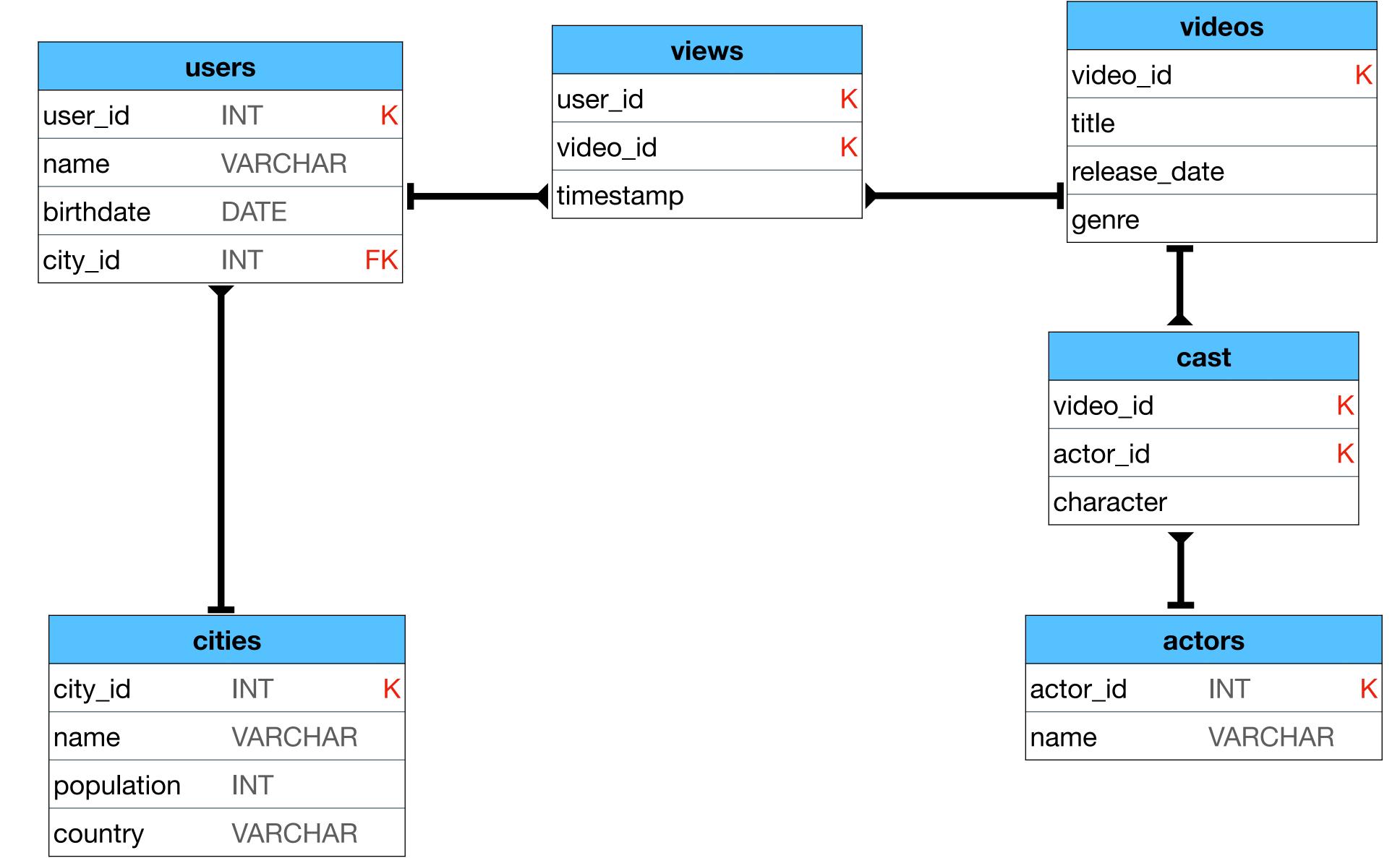
- Finalize the schema
- Add types
- Generate create table statements

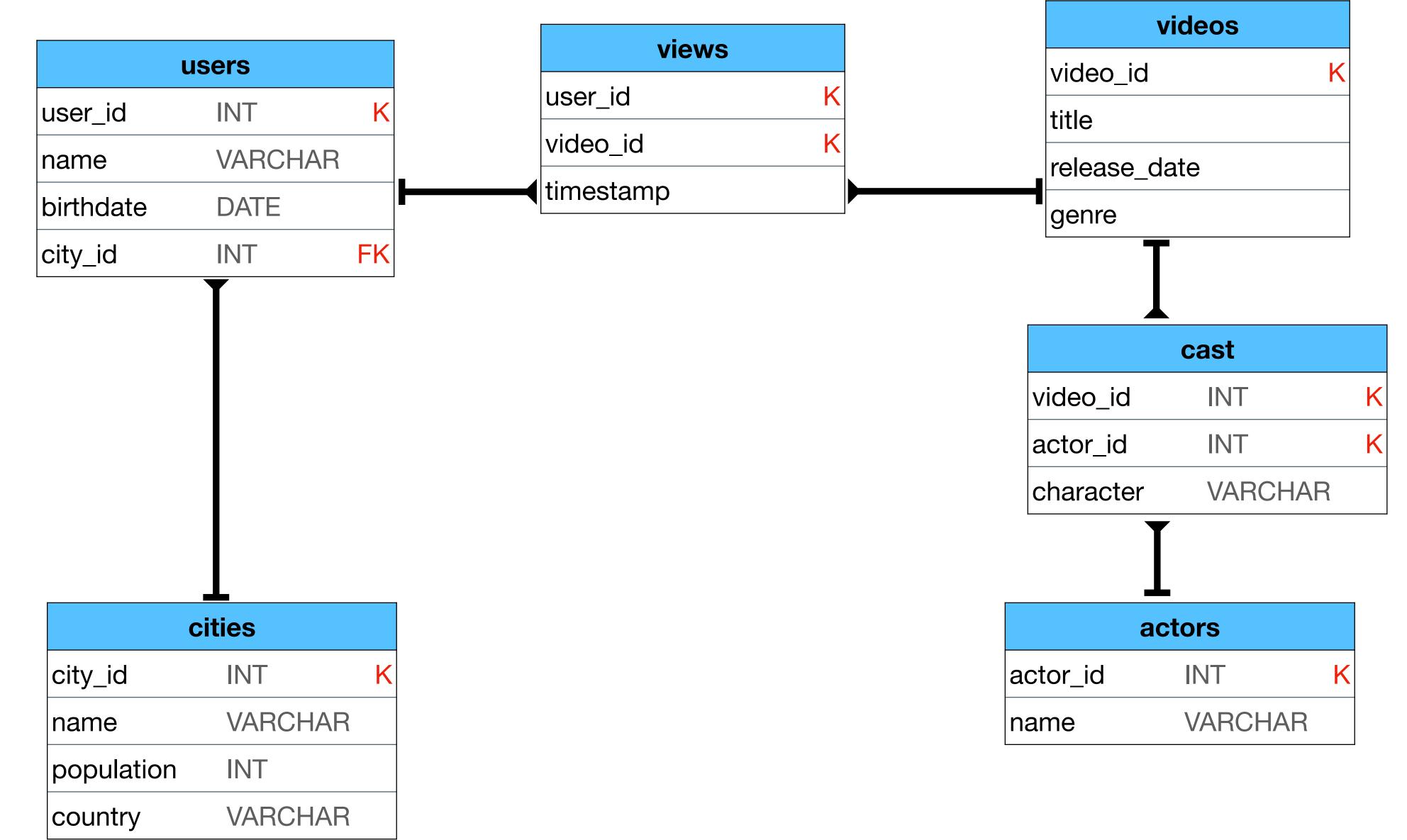
Example

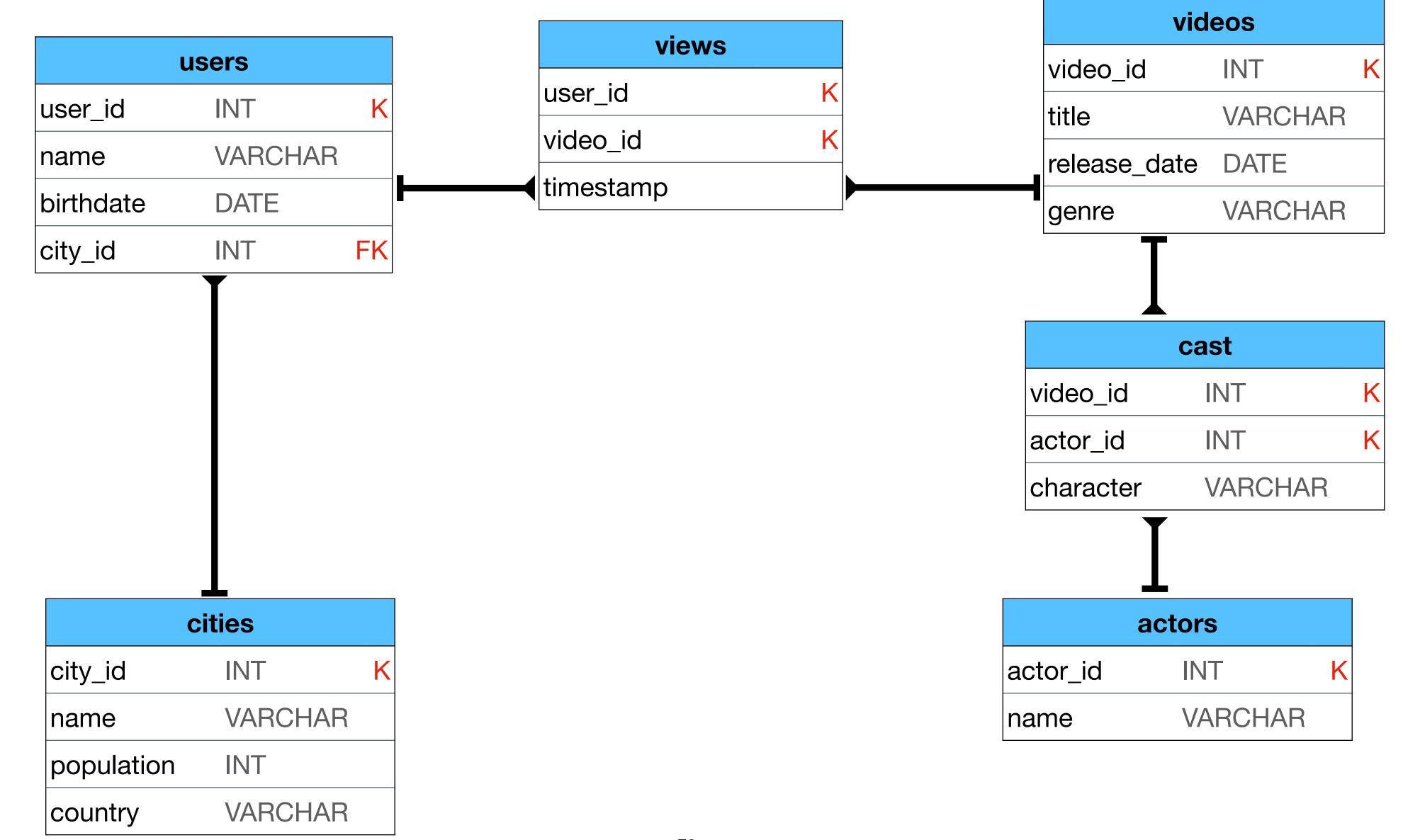


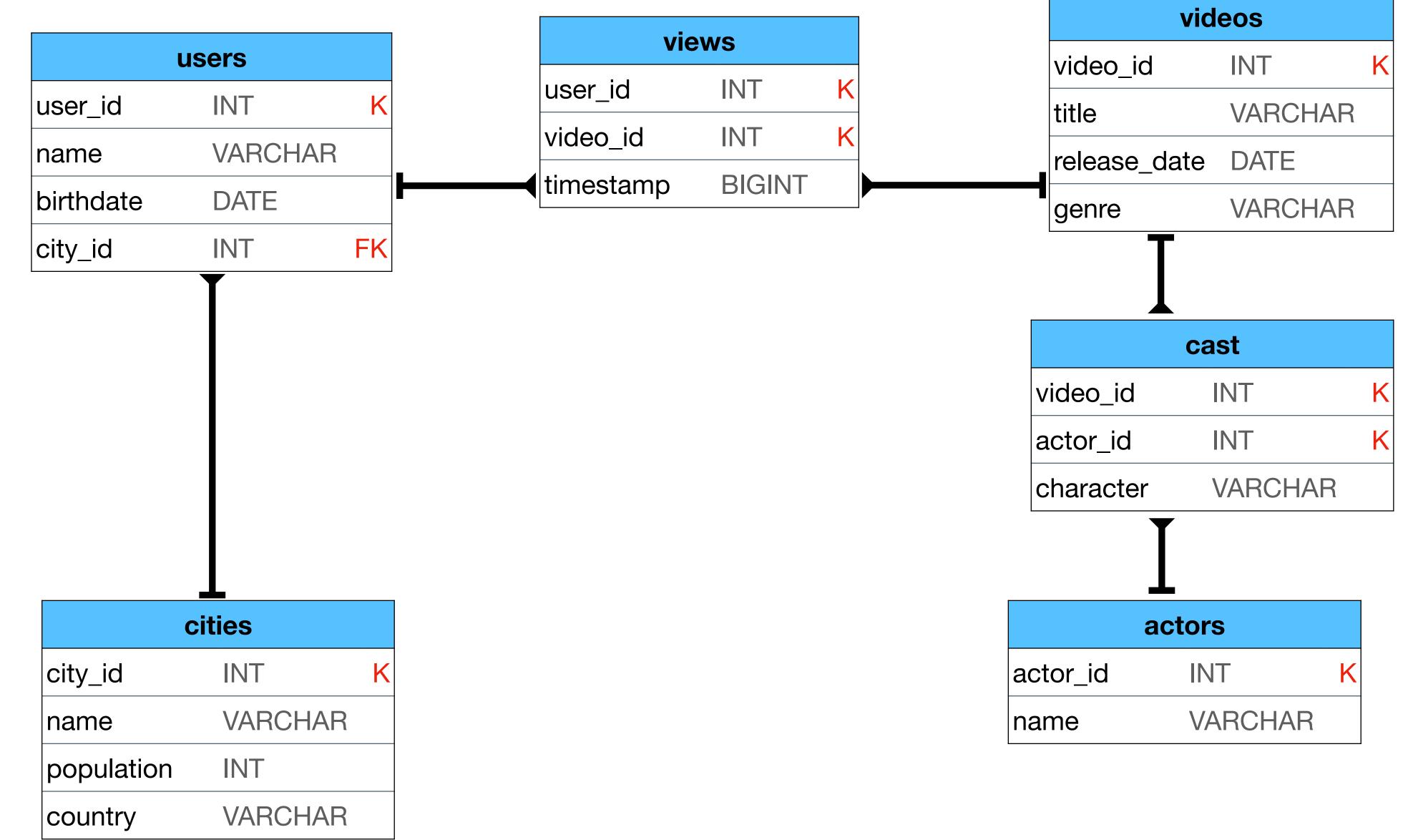


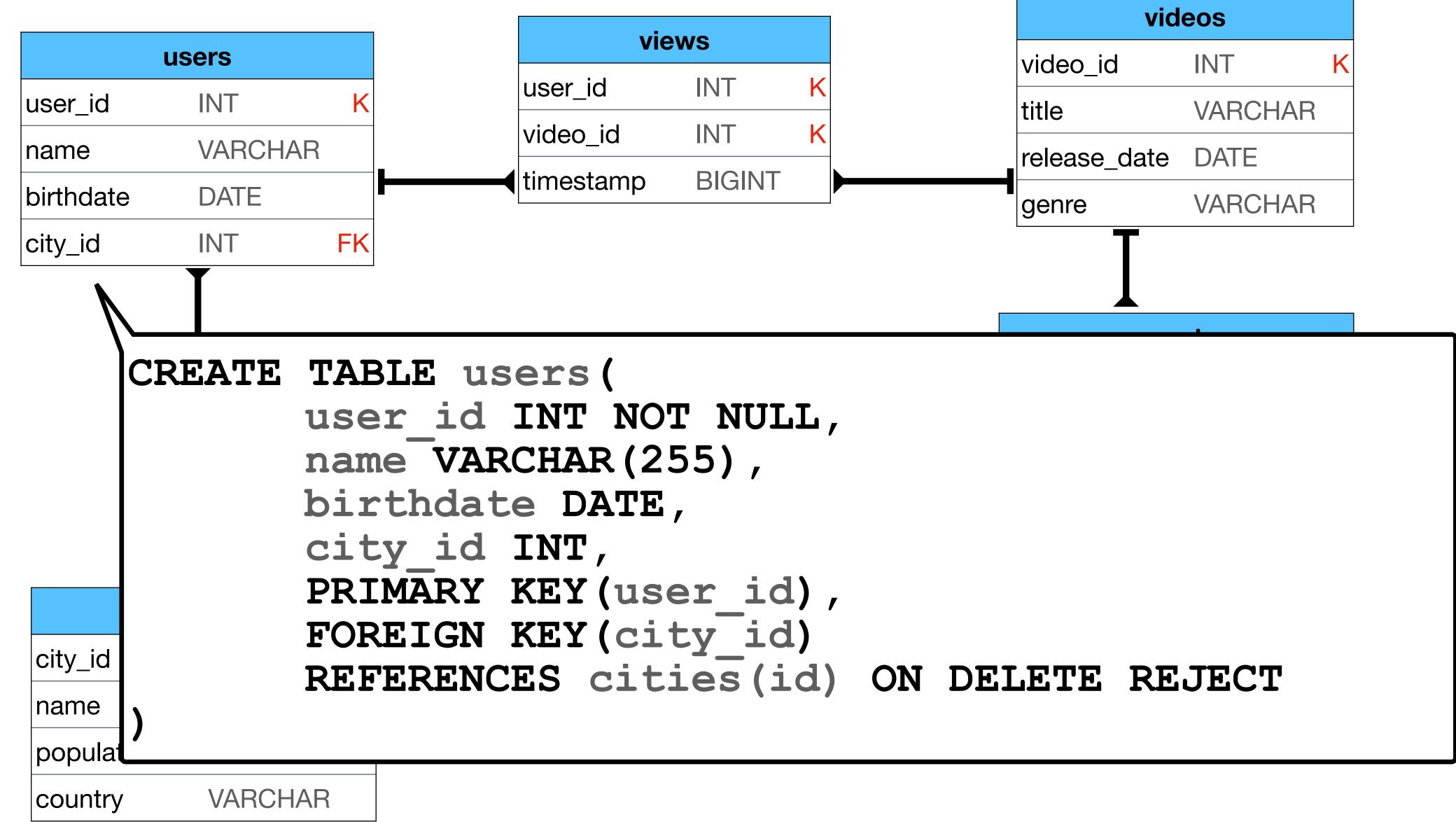


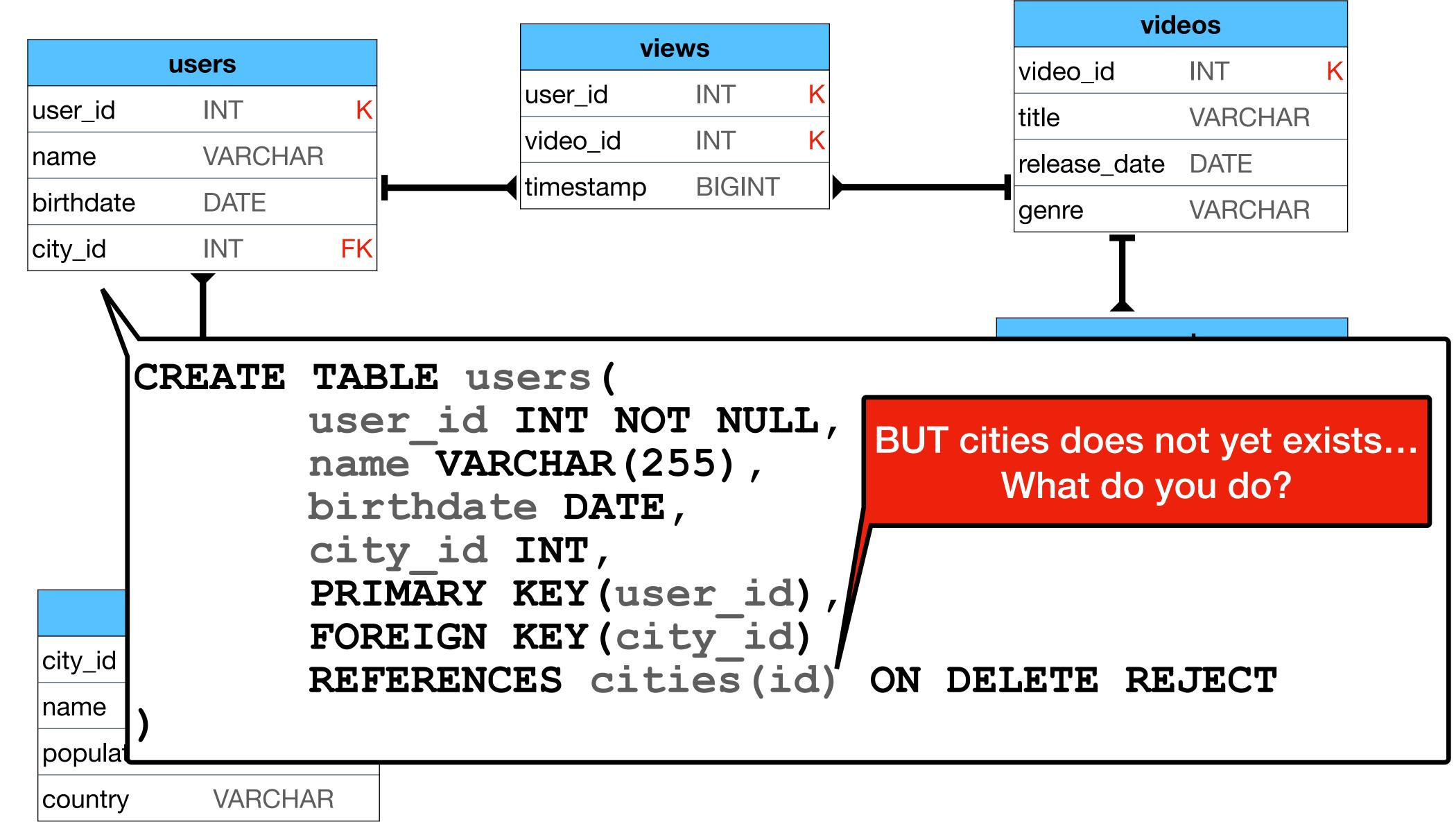


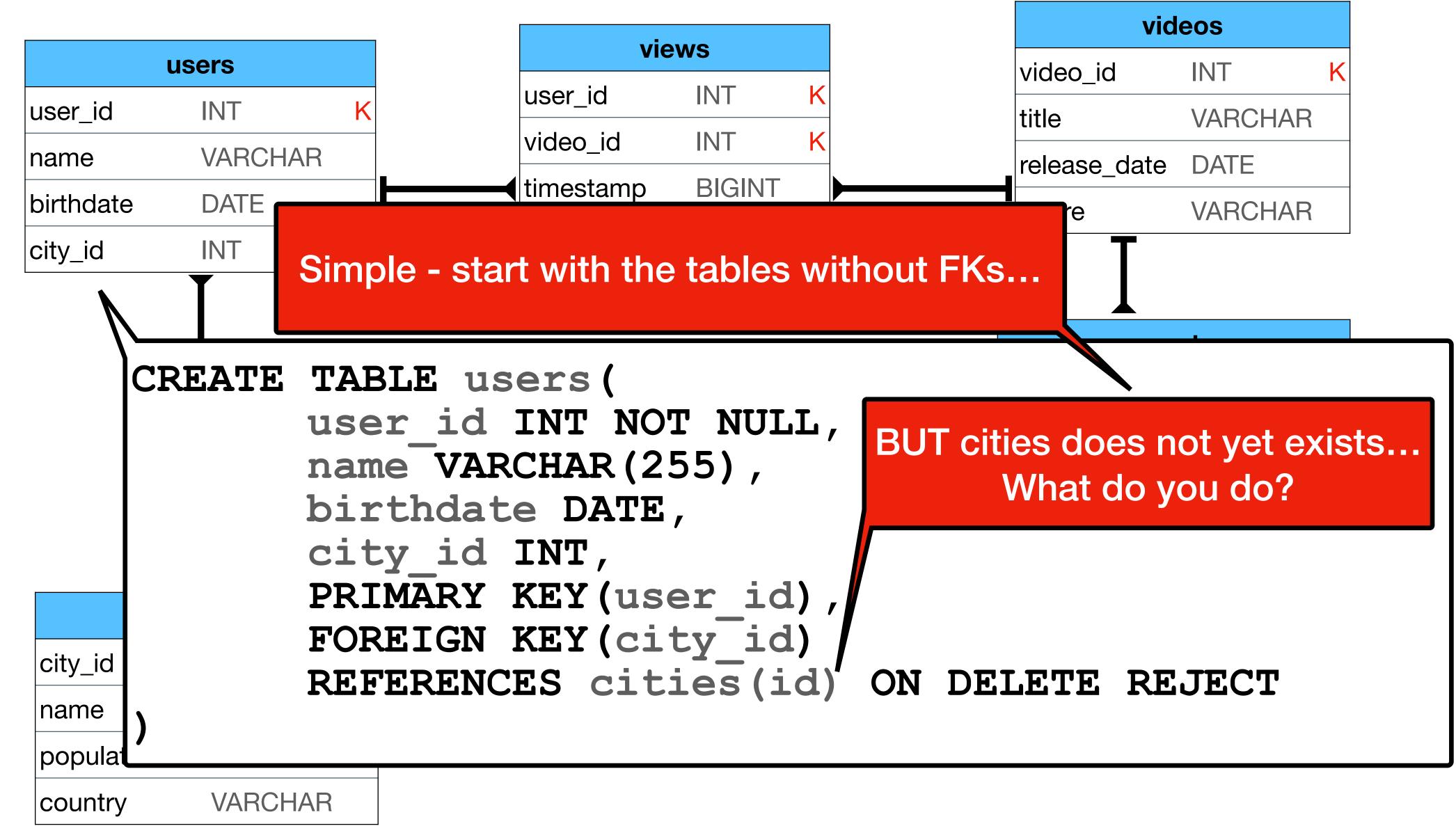








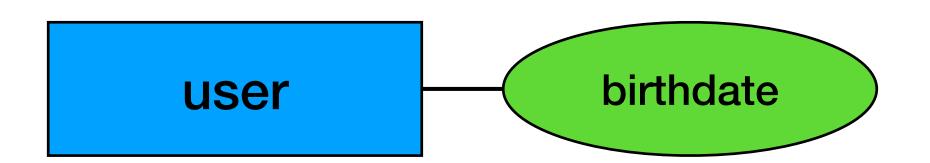




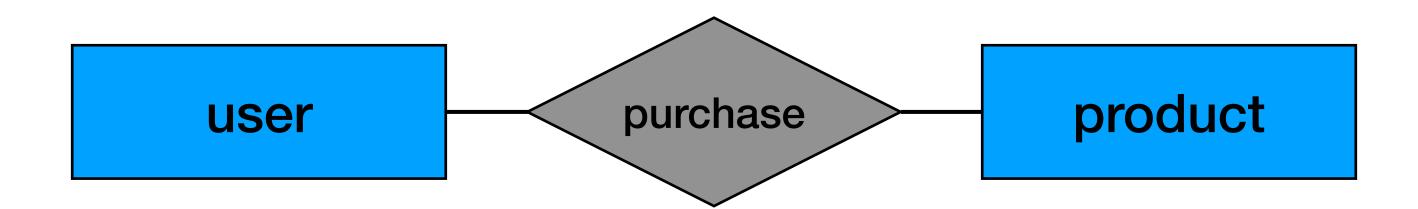
Design examples

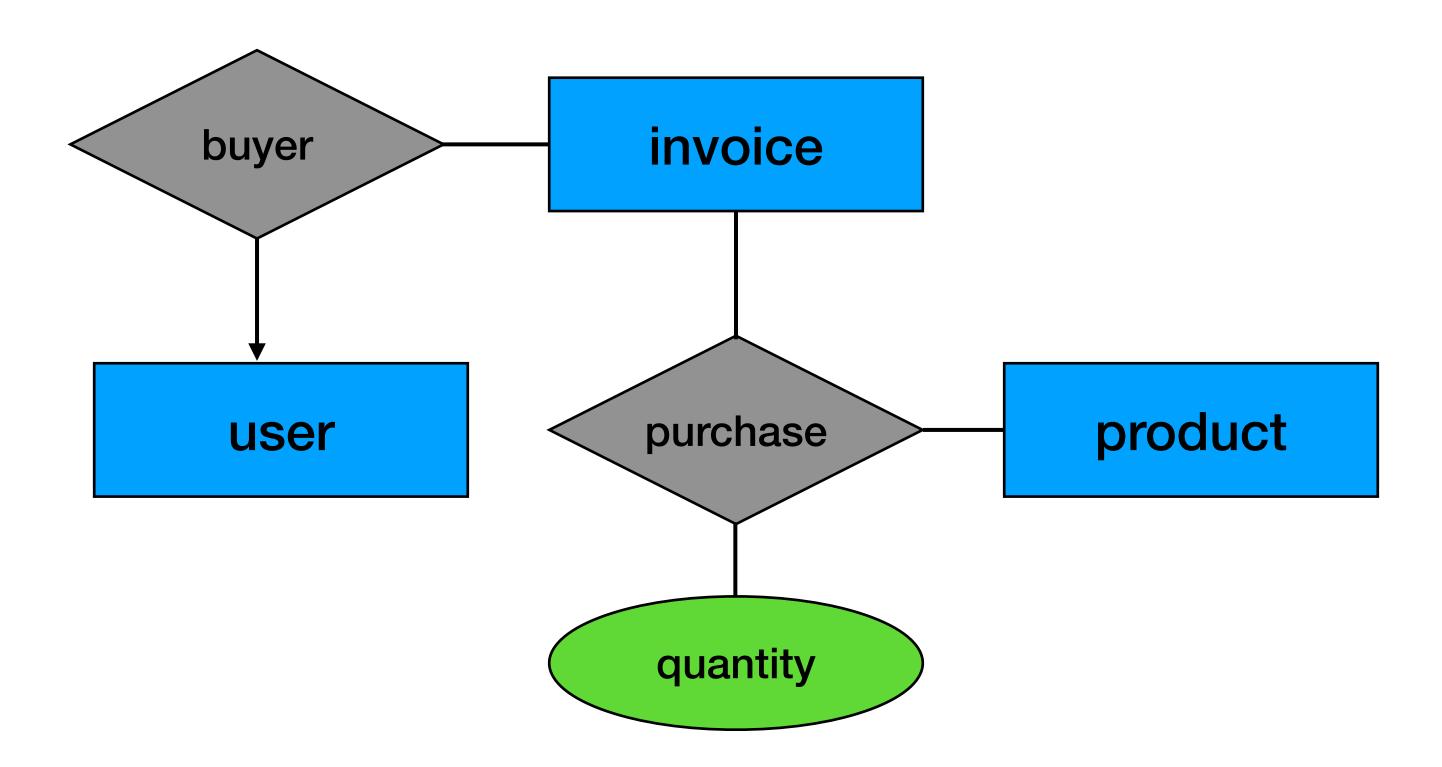
• What is the problem here? Solution?



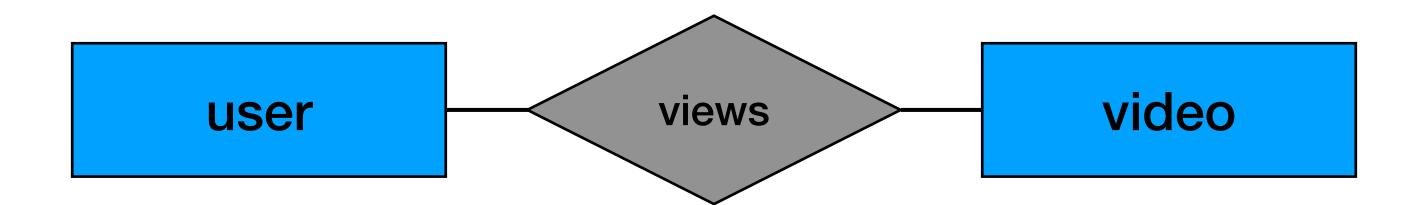


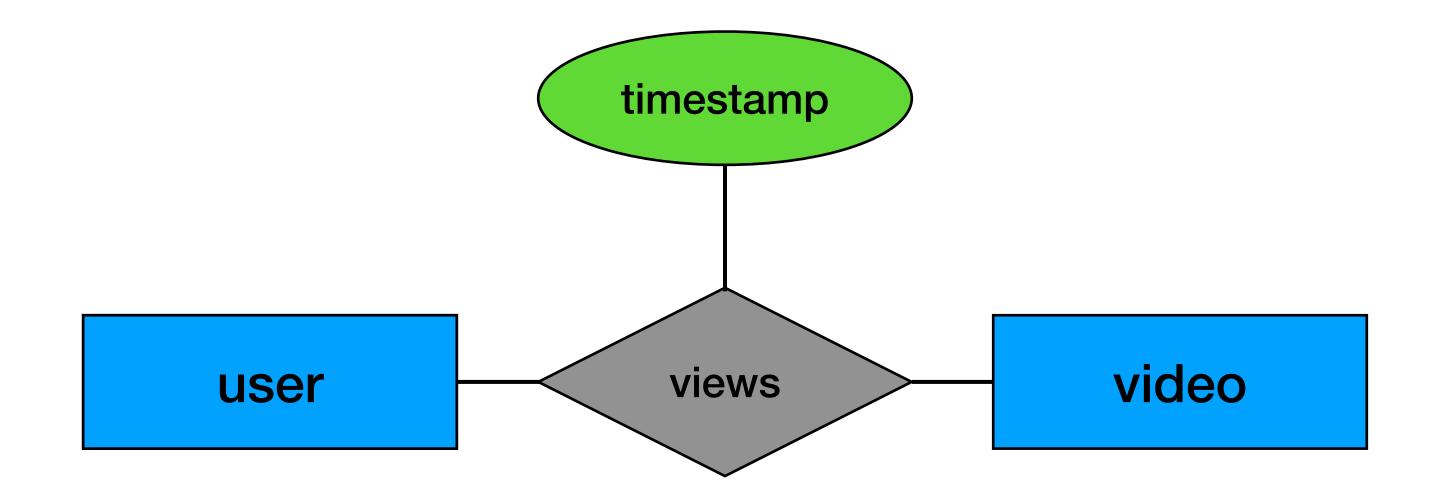
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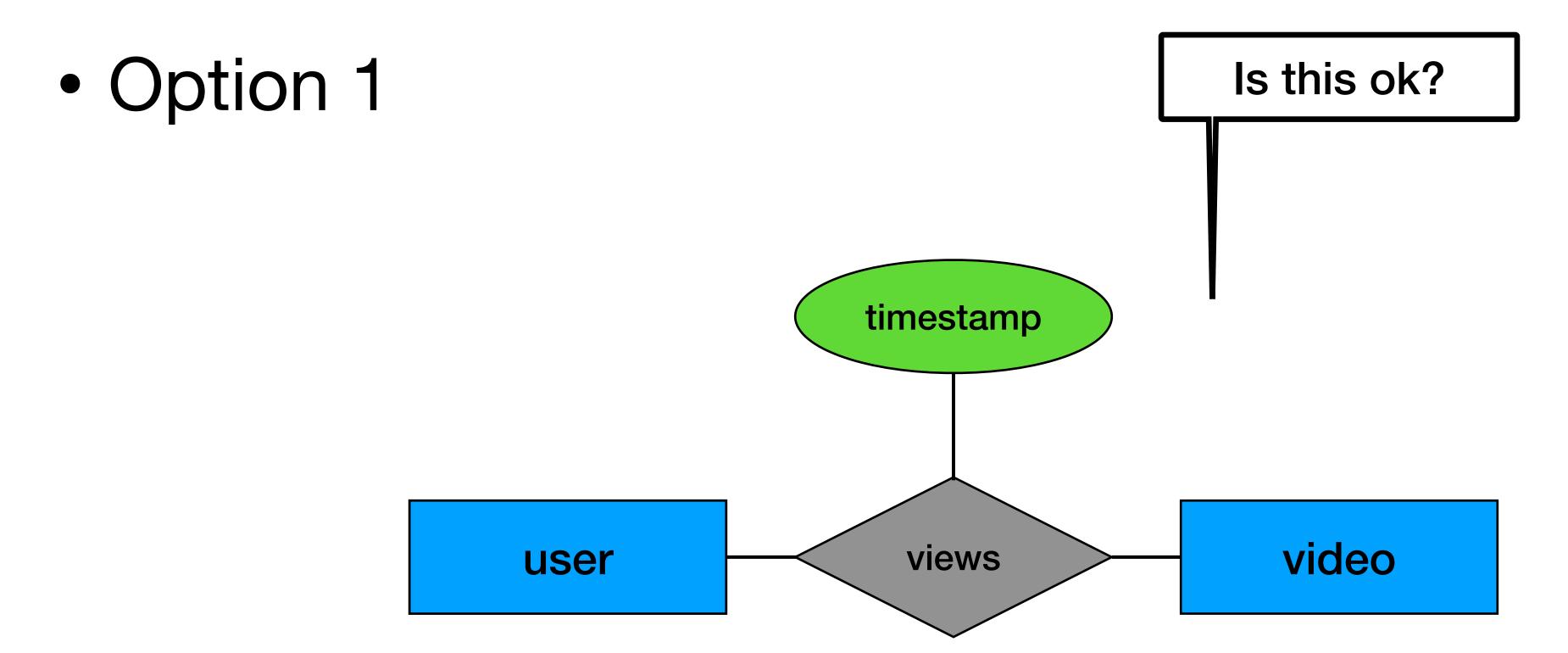


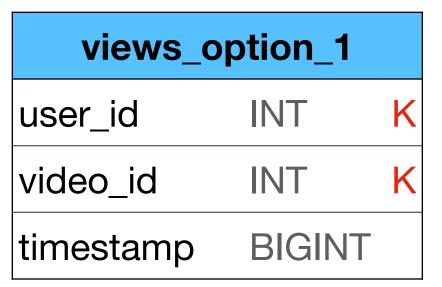


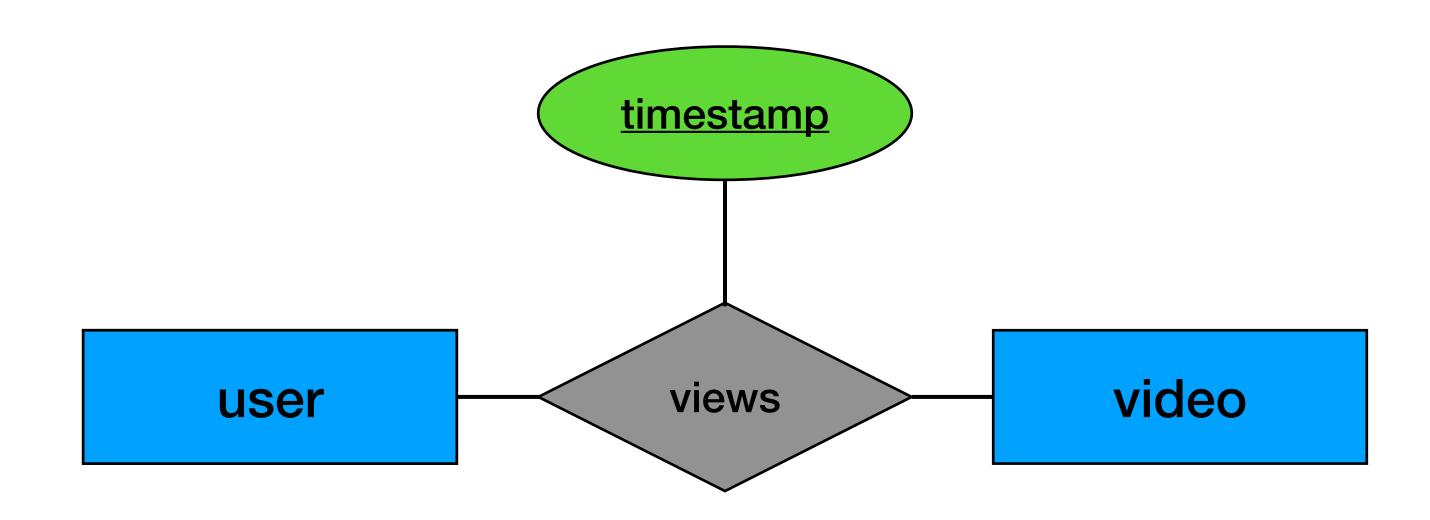
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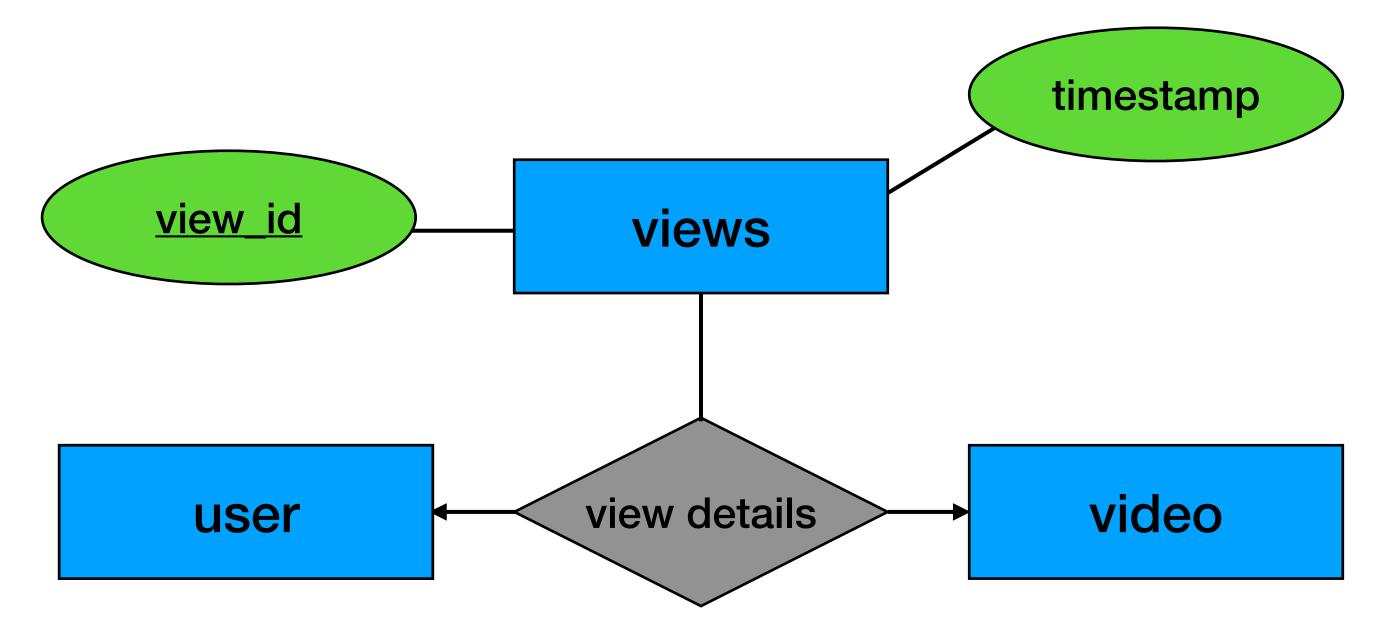


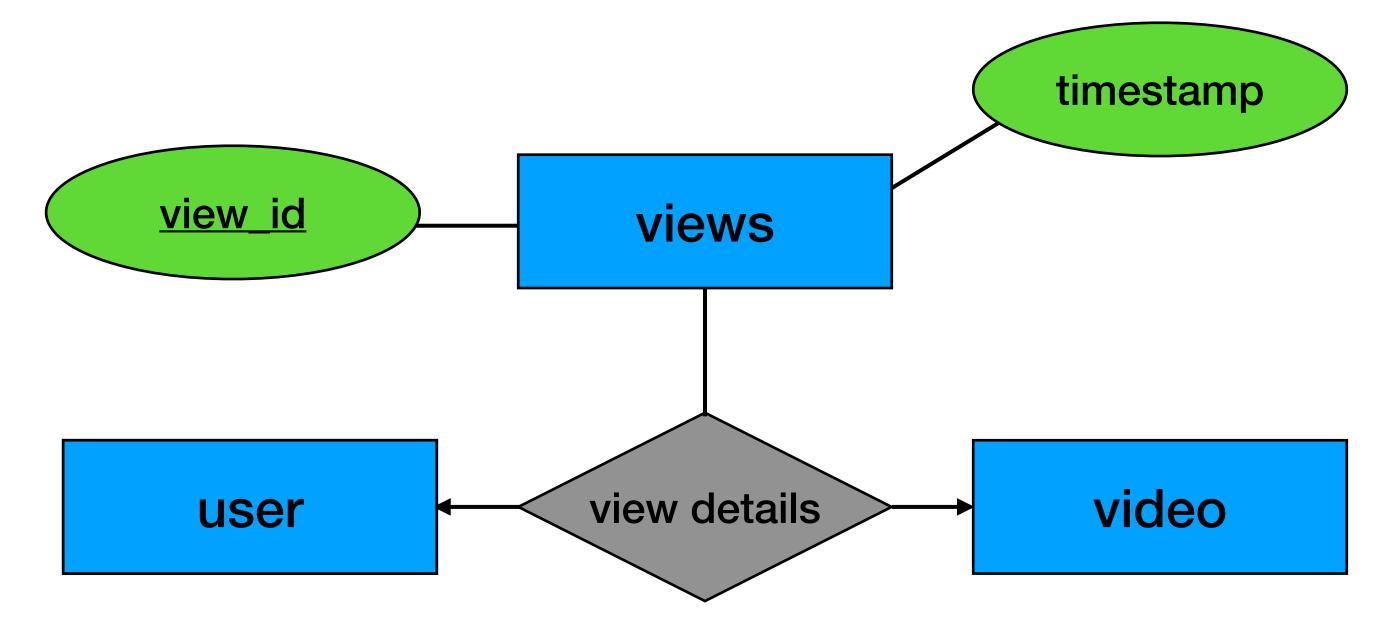






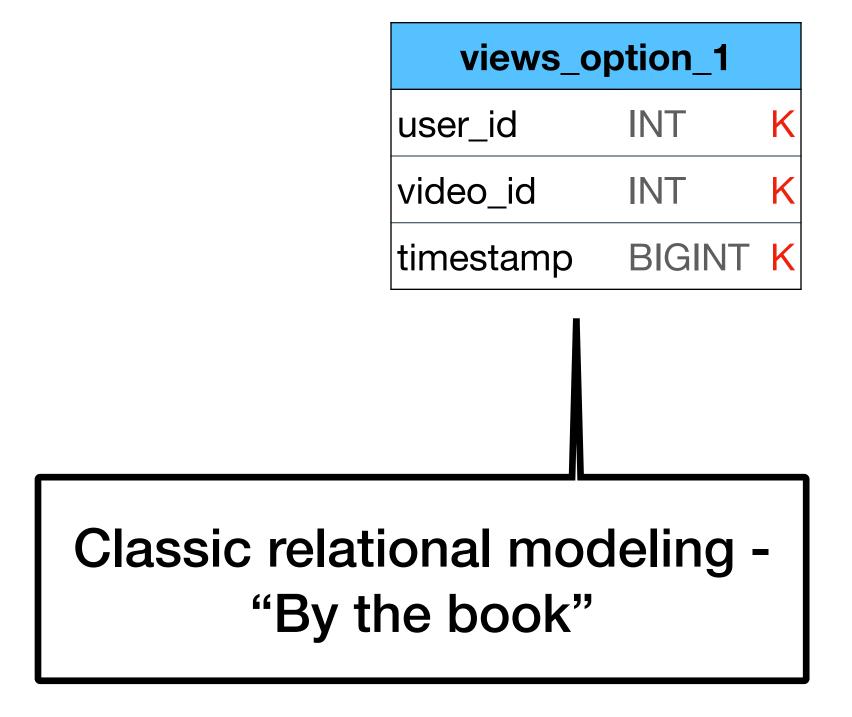
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user_id	INT	K	
video_id	INT	K	
timestamp	BIGINT	K	

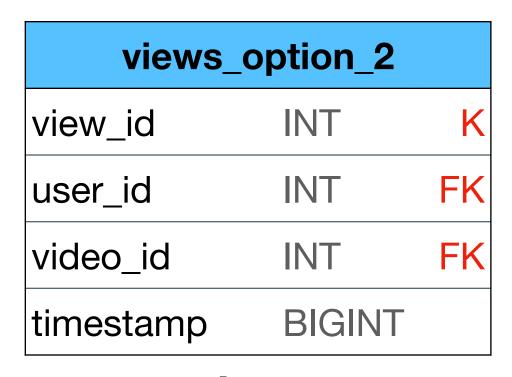




views_option_2		
view_id	INT	K
user_id	INT	FK
video_id	INT	FK
timestamp	BIGINT	

Option 1 vs Option 2





"NoSQL style" -Can improve performance on large scale

Option 1 vs Option 2

