

Introduction to Databases

A database is . . .

- ▶ a logically coherent collection of data,
- ▶ representing some aspect of the world known as a **miniworld** or **universe of discourse**, which is
- ▶ created for a specific purpose and group of users.

A database management system (DBMS) allows us to create and maintain databases on a computer.

Data and Metadata

- ▶ Data
 - ▶ Records
 - ▶ Data elements
- ▶ Metadata – "data about data"
 - ▶ Types of data elements
 - ▶ Structure of records
 - ▶ Constraints

Database Development

1. Requirements analysis
2. Conceptual design
3. Logical design
4. Physical design

The Database Approach

- ▶ Self-describing data - metadata stored with data
- ▶ Insulation between data and programs, and data abstraction
- ▶ Multiple views of the data
- ▶ Shared data and multiuser transaction processing

Database Users

- ▶ Database administrators
- ▶ Database designers
- ▶ End users
- ▶ System analysts and programmers

Capabilities of a DBMS

- ▶ Controlling Redundancy
- ▶ Restricting unauthorized access
- ▶ Providing persistent storage for data objects
- ▶ Providing efficient query processing
- ▶ Providing backup and recovery
- ▶ Providing multiple user interfaces
- ▶ Representing relationships among data
- ▶ Enforcing integrity constraints
- ▶ Permitting inference and action through rules and triggers

History of Database Technology

- ▶ Hierarchical and network systems
- ▶ Relational databases (focus of this course)
- ▶ Object-oriented databases
- ▶ XML
- ▶ New applications: media storage (e.g., video, images), data mining, spatial/GIS, time series
- ▶ Big data and NOSQL