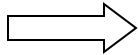


Object-Oriented Database Systems

- Motivation (OODBS)

- Relational Models not adequate for the need of
 - CAD (Computer-Aided Design)
 - CASE (Computer-Aided Software Engineering)
 - Geographic Databases
 - Multimedia Databases



- **Richer data types needed** (images, audio, video, geographical data, text)
- Need to model complex objects (design for engineering of car in CAD, newtial documents)
- Need for better generalizational inheritance
- Long-duration transactions (problem of waits/locks)
- Temporal evolution of data (version control)

Object-Oriented DBS Concepts

Objects – Real World Entities

← Like entities in an ER diagram

Encapsulate state and behavior

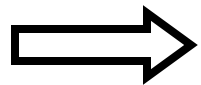
State: set of attribute values

Behavior: Set of

Methods

← Operations that action objects may be uniquely specialized

↑ Includes methods for creation and destruction of objects



Objects offer **encapsulation** of both attributes and specialized operations/methods

OODBS Concepts (Continued)

CLASS — group of objects sharing the same attributes and methods

e.g. employee ...

department ...

INSTANCE — Individual, uniquely identified objects with attribute values

e.g. employee25 ('John Smith', M, 39, ...)

(analogous to entity-scheme == class

entity tuple values == instance

Class : Object(instance) (OO model)

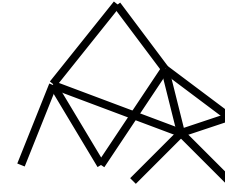
Table : Tuple (Rational model)

Entity Set : Entity (ER model)

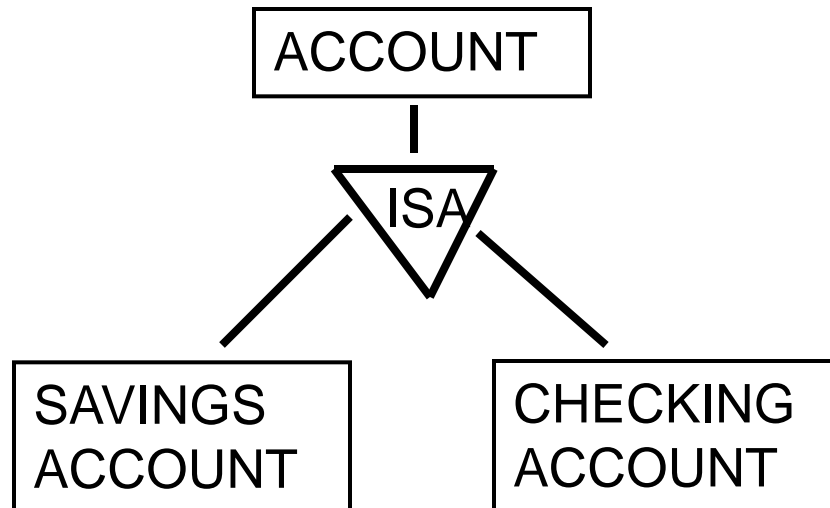
CLASS INHERITANCE

Classes organized in a

TYPE HIERARCITY (Tree or Directed Acyclic Graph)

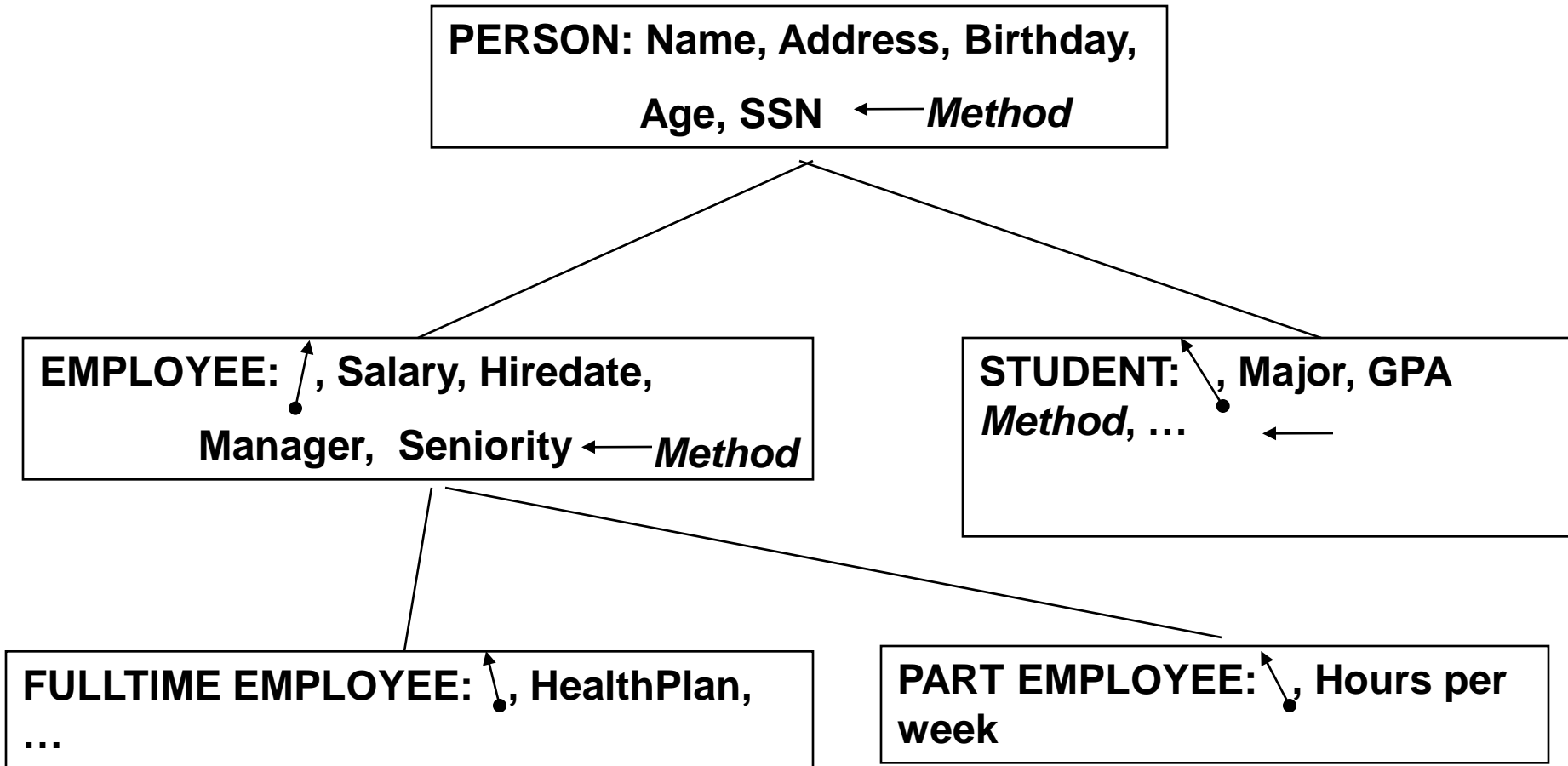


Like ER Diagram



Subclass
inherits
attributes and
methods from
Superclass

CLASS INHERITANCE



CLASS INHERITANCE

PERSON: Name, Address, Birthday,
Age, SSN ← *Method*

EMPLOYEE: ↑, Salary, Hiredate,
Manager, Seniority ← *Method*

STUDENT: ↑, Major, GPA
method, ...

FULLTIME
: , Hours per week, ...
EMPLOYEE

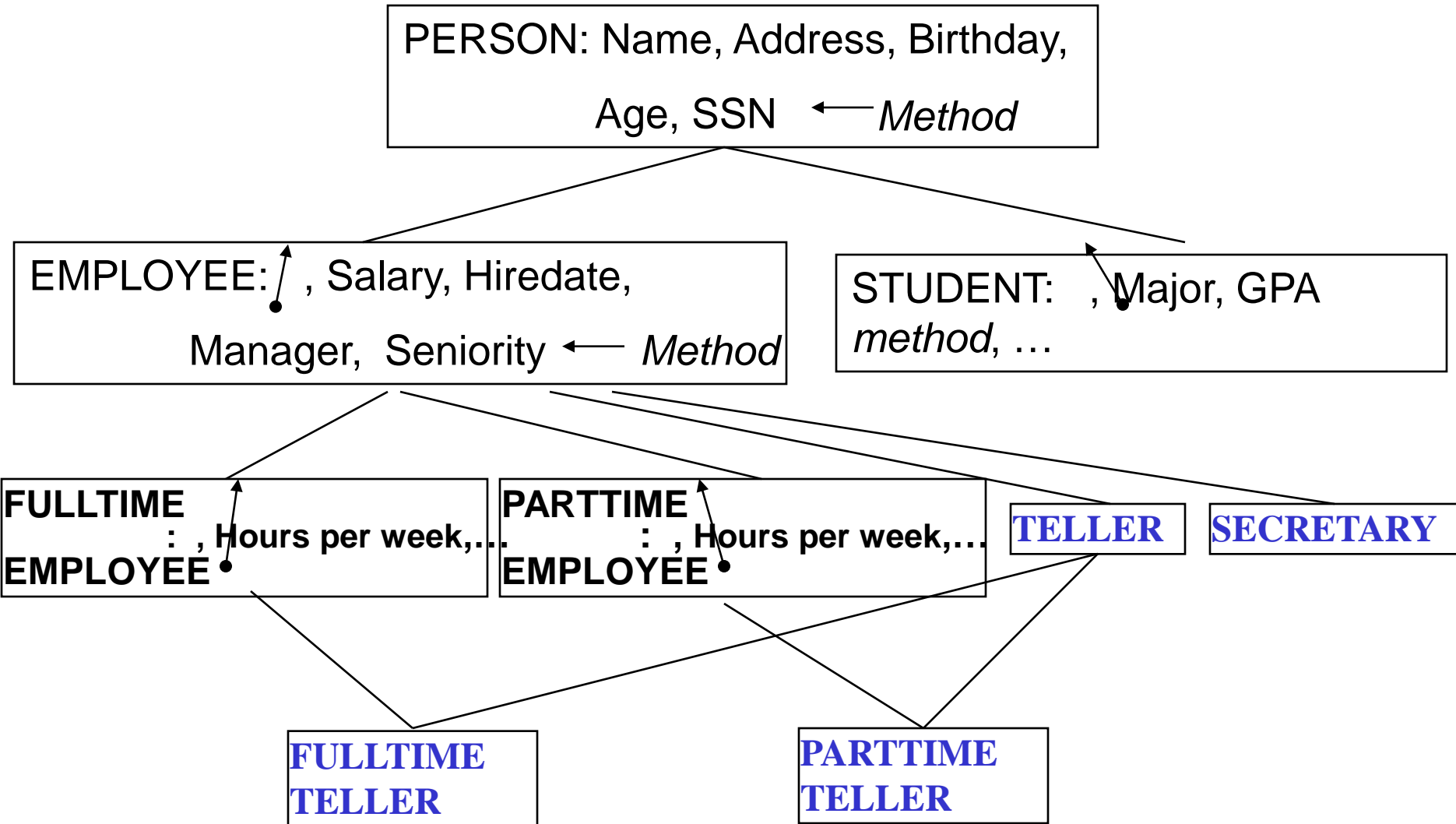
PARTTIME
: , Hours per week, ...
EMPLOYEE

TELLER

SECRETARY

FULLTIME
TELLER

PARTTIME
TELLER



Problem of Multiple Inheritance

- **Inherit Attributes, methods from:**

- Both/ALL superclasses
- Only dominant superclass (all cases or only where conflict)
- Ad hoc



Which is most appropriate for the employee case?

- **SELECTIVE INHERITANCE**

EXCEPT (attribute/method)



Listed in subclass to indicate attributes not to be inherited

OBJECT INDENTITY

Remains invariant once object is created

→ Unique permanent object ID number

⇒ Unlike Relational Model where
Object ID is derived exclusively from data values
(Tuples with the same values \equiv same)

Advanced Concepts

- **Polymorphism (Operator overloading)**

Geometric database with multiple methods for computing
'area' dependent on implementation

(late binding of method code)

- **VERSION CONTROL**

(e.g. Attribute values change over time,

Maintain version graph to capture multiple states)

(like software version control)

SAMPLE OODBS

- O2 (O2 Technology) -- 1991
 - ObjectStore (Object Design Inc.) -- 1991
-

Data Definition in O2

- **Atomic data types** (char, int, ...)
- **type constructors** (tuple, list, set, unique set)
- **Class definitions**
 - attributes (have type)
 - methods (have defining case)
 - inherit <supertype> ← multiple inheritance of all superclass attributes
- **Objects (member of a class)**
 - Persistent or transient ← temporary
 - ↑ remain after database shutdown

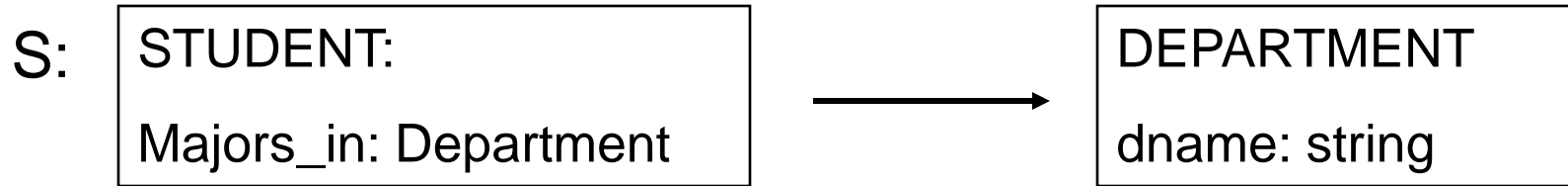
OODBS QUERY LANGUAGES

- **Convert/Export O2 DBs into persistent object store for use with C++**
- **O2SQL Language**

```
Select tuple (fname: s.name.firstname,  
              lname: s.name.lastname)  
from S in Student  
where S.majors_in.dname = "Computer Science"
```

```
Select firstname, lastname
from Student, majors_in
where majors_in.dname = "Computer Science"
        And majors_in.student_id = student.student_id  -- Join Condition
```

DOT NOTATION \approx Join



S.majors_in.dname = "Computer Science"

}}

Nested dot resolution → pointer following
(like network DBS)

Takes place of Join.

Representing Relations in OODBS

Relations are poorly captured in OODBS.

 *One of their greatest weaknesses*

BINARY RELATIONSHIPS

```
{ Class student inherit person
  .....
  majors in: department,
  .....
end
```

```
{ Class department
  .....
  majors: set(student),
  .....
end
```

Major_in relation captured by “pointers” from one object to another.

Problems with Relation Representation

- **Information duplicated:** *Majors: set(student)*
(space issue) Duplicates info contained in each
Majors_in: department listing.

- **Consistency not enforced by DBS**

- Programmer writing change-major method responsible for ensuring that changes to *student: major_in* also reflected/updated in *department: majors: set(student)*
- This consistency **NOT guaranteed** so different methods of extracting a list of majors may yield different results.

Jones: *majors_in* = 'Compute science' but
Jones not in 'ComputerScience.majors' set

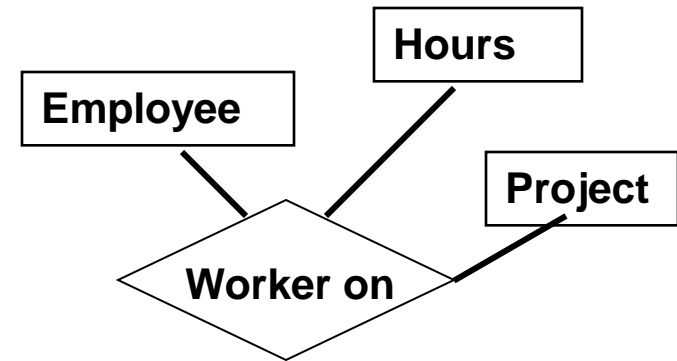
Problems with Relational Representation

(cont)

- Relationships can't have attributes in pointer representation

```
{ Class employee  
  .....  
    works_on: set(project)  
  .....  
end
```

```
{ Class project  
  .....  
    members: set(employee),  
  .....  
end
```



How to represent hours worked by each employee on each project is problematic.

Problems with representing relations

```
{ Class project_work
  .....
  participant: employee,
  project_on: project,
  hours_worked: integer,
  .....
end
```

← Can simulate a relation on DB relation turned objects, but not in spirit of OODBs.

```
{ Class employee
  .....
  works_on: set(project)
  .....
end
```

← Each employee/project pairing is its own object.

```
{ Class project
  .....
  members: set(employee),
  .....
end
```

Probably also set lists in employee and project.

↗ No explicit database support or consistency enforcement -left to programmer.

Advantages / Disadvantages of OODB

Advantages	Disadvantages
<ul style="list-style-type: none">•Class <u>inheritance</u>•<u>Encapsulation</u> of attributes/methods•Extensible/flexible definition of complex data types and methods(support for complex objects)•Much greater power given to the programmer to add or change databases semantics.	<ul style="list-style-type: none">•Handling of relationships<ul style="list-style-type: none">➤Cumbersome➤Data duplicated➤Consistency not enforced▪Table based representation is often more<ul style="list-style-type: none">➤Natural➤Intuitive➤Efficient▪May give too much power to programmer▪Integrity/consistency poorly enforced<ul style="list-style-type: none">➤More restrictive relational mode semantics makes integrity correctness enforcement easier.