

*CSIT115 Data Management and Security*

*CSIT882 Data Management Systems*

# **Introduction**

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# Introduction

## Outline

Data ? What is it ?

Electronic Storage Devices

Persistent Storage Devices

File Systems

Database Systems

Database Management Systems

# Data ? What is it ?

**Data** is a set of values of qualitative or quantitative variables;  
The pieces of **data** are the individual elements of **information**

**Data** can be measured, collected and reported, and analyzed,  
whereupon it can be visualized using graphs or images

**Data** as a general concept refers to the fact that some existing  
information or knowledge is represented or coded in some form  
suitable for better usage or processing

A **bit** is the smallest unit of **Data**

A **bit** is the basic unit of information in computing and digital  
communications

A **bit** can have only one of two values, and may therefore be physically  
implemented with a two-state device

These values are most commonly represented as either a **0** or **1**

A **byte** is a sequence of **8 bits**

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# Electronic Storage Devices

**Electronic storage devices** provide read/write access to the sequences of bytes

**Transient (volatile) storage device** is computer memory that requires power to maintain the stored information; it retains its contents while powered on but when the power is interrupted the stored data is lost very rapidly or immediately

**Random-access memory** (RAM) device allows data items to be accessed (read or written) in almost the same amount of time irrespective of the physical location of data inside the memory



# Electronic Storage Devices

**Persistent storage (nonvolatile) device** is any method or apparatus for efficiently storing data structures such that they can continue to be accessed using memory instructions or memory APIs even after the end of the process that created or last modified them

**Persistent storage (nonvolatile) devices** include:

- Hard Disk Drives (HDD)
- Solid State Drives (SSD)
- Non-Volatile Memory (NVM)
- Optical Disk Drives (ODD)

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# Persistent Storage Devices

**Hard Disk Drive (HDD)** is a data storage device used for storing and retrieving digital information

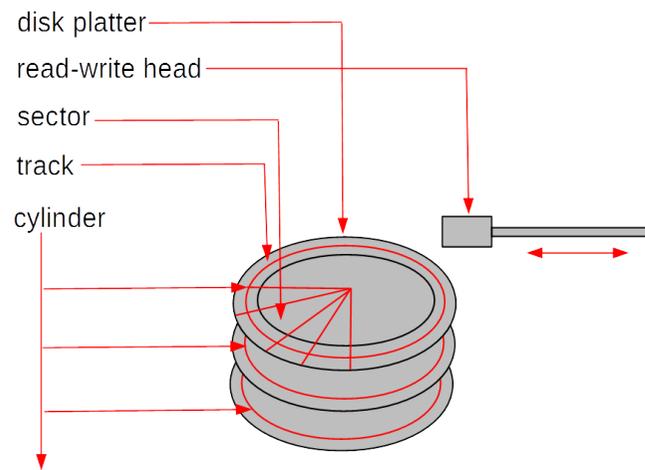
Hard disk drive consist of one or more rapidly rotating disks covered with magnetic material and one or more disk heads located on the movable arms

A moveable arm with the disk heads is visible below just above disk platters



# Persistent Storage Devices

A simple model of HDD consists of a number of **disk platters** and **read/write disk heads** that can change positions over the platters



A disk platter consists of a number of **tracks** and each track consists of a sequence of **sectors**

All tracks located on different platters and equally distant from a center of platters is called as a **cylinder**

# Persistent Storage Devices

## Physical parameters of HDD:

- **Seek time**: time needed to move disk arm to a given cylinder position (from ~15 to ~2 msec)
- **Rotational latency**: time needed to rotate a platter to a given position (~ 4 msec)
- **Transfer time**: time needed to read/write data from/to a platter (~13 Mbytes per sec)
- **Average disk access time**: an average time needed to transfer a block of data (~10msec = 0.001 sec)
- For a comparison **main memory access time**, time needed to read 1 byte from RAM (~10nanosec = 0.000000001 sec)
- Operations: **read sector, write sector, move disk head**

# Persistent Storage Devices

**Solid State Drive (SSD)** uses nonvolatile memory as its storage media



**SSD** has no moving parts and it only uses silicon as its media

**SSDs** are common today in mobile devices such as smartphones and digital cameras; SD (Secure Digital) and CF (CompactFlash) memory cards are smaller and less complex versions of an SSD

Both **HDD** and **SSD** are part of a class of storage called **block devices**

**Block devices** use logical addressing to access data and abstract the physical media, using small, fixed, contiguous segments of bytes as the addressable unit

# Persistent Storage Devices

## Physical parameters of SSD:

- **Random access time**: time needed to retrieve data from various locations in memory (under 0.1 msec)
- **Transfer time**: reading up to 400 Mb/sec, writing at only 10-20 Mb/sec, transfer is slower when a lot of individual blocks are accessed
- **Capacity**: 16Gb per chip, SSD consists of from 8 to 226 chips
- For a comparison **main memory access time**, time needed to read 1 byte from RAM (~10nanosec = 0.000000001 sec)
- Operations: **read a sequence of bytes, write a sequence of bytes**

# Persistent Storage Devices

**Optical Disk Drives** (ODD) is a disk drive that use laser light or electromagnetic waves within or near the visible light spectrum as part of the process of reading or writing data to or from optical discs.



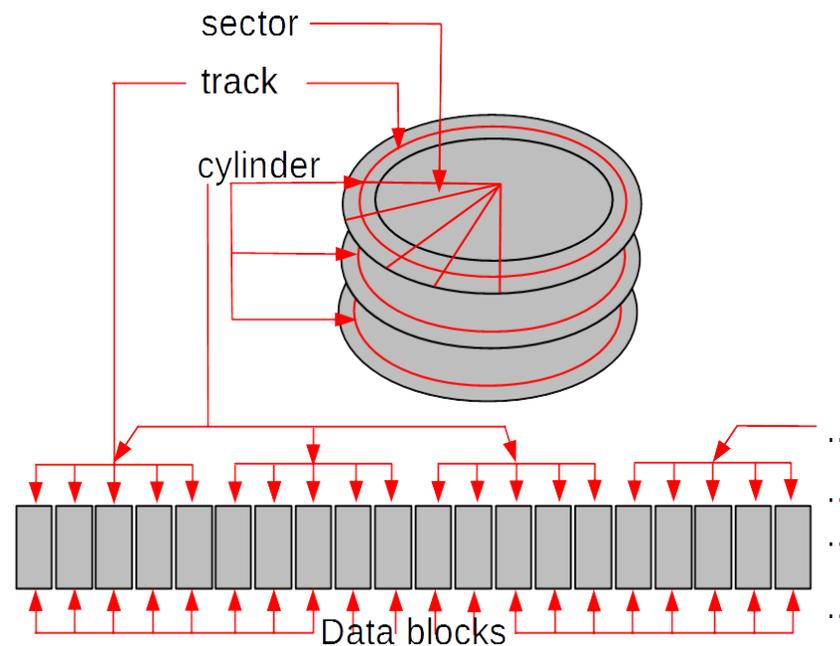
Compact discs, DVDs, and Blu-ray discs are common types of optical media which can be read and recorded by such drives

DVD writer drive is the most common for desktop PCs and laptops

# Persistent Storage Devices

## Logical model of persistent storage:

- Persistent storage is a sequence of fixed size **data blocks**



A **data block** is a contiguous sequence of 2 Kbytes, or 4 Kbytes, or 8 Kbytes, or 16 Kbytes, or 32 Kbytes

A data block is identified by a **block address**

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# File systems

A **data block-based** logical model of persistent storage is too simplistic for advanced data processing applications

A sequence of data blocks is partitioned into variable subsequence of data blocks called as **files** and the **names** associated with the **files** uniquely identify each **file**

A **file** is a collection of **records**

A **record** can be stored in one or more data blocks and data block can contain a number of **records**

A **record** is a sequence of **fields**

A **field** is a pair **[address, value]** where **value** is implemented as sequences of bytes located in a data block and **address** consists of **file name, block number, offset within a block**

A **file definition** determines the **names of fields** and the **length of each field**

# File systems

Operations on files:

- open file
- close file
- read/write a record at a given address
- read/write the next record

An example of a simple file system:

- **STUDENT** file

A file with information about students

STUDENT(number, firstname, lastname, date-of-birth, degree)

- **SUBJECT** file

A file with information about subjects

SUBJECT(code, title, credits)

- **ENROLMENT** file

A file with information about enrolments

ENROLMENT(student-number, subject-code, enrolment-date, status)

# File systems

## Limitations of file systems

- Separation and isolation of data
- Data dependence
- Incompatible formats of files
- No provision for security or integrity
- No recovery from hardware or software failures
- No provision for shared access

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# Database systems

**Database systems** eliminate the following important limitations of **file systems**:

- **Database systems** store the definitions of data stored together with data
- **Database systems** provide a universal query language that can be used for quick implementation of ad-hoc access to data
- **Database systems** implement a standard and unified collection of different types of data, like for example, integer, float, string, date, and the others
- **Database systems** provide the mechanism to enforce security and integrity of data
- **Database systems** implement the mechanism to automatically restore data after hardware or software failures
- **Database systems** implement the mechanism for shared and concurrent access to data by many different users

# Database systems

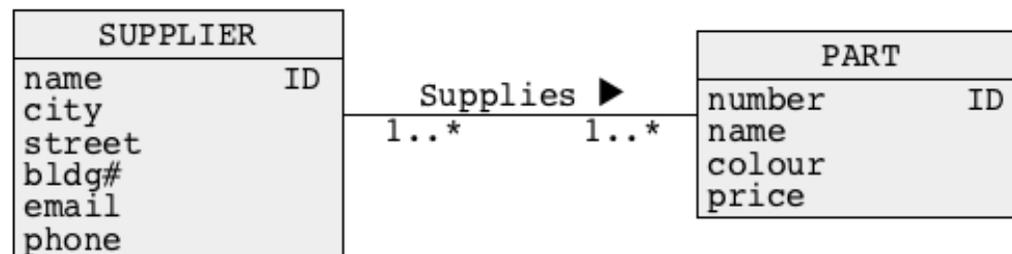
A **database** is a shared collection of logically related data designed to meet the information needs of an organization

We can also say that at a higher level of abstraction a **database** is a description of selected fragment of the reality

A **database** may have different views at a conceptual (abstract) level and at a logical level

Usually, at a **conceptual level** (abstract level) a **database** is a collection of objects (entities) described by the values of properties (attributes) and related to each other through associations (relationships)

A diagram below represents “suppliers” and “parts” (objects) and an association “supplies” that links “suppliers” and “parts”



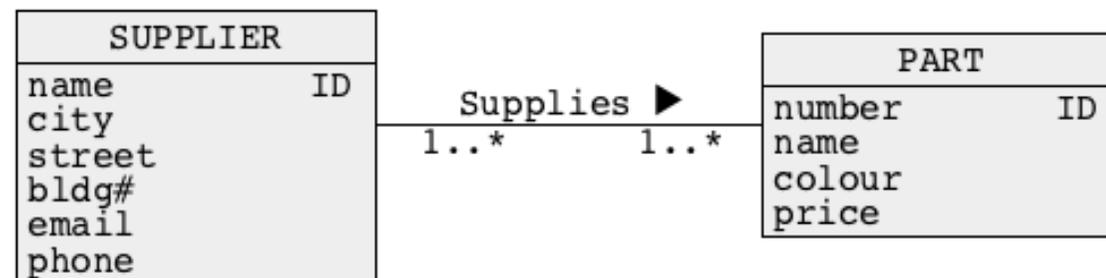
# Database systems

Usually, at a **logical level** a database is a collection of **tables** that consist of **headers**, **rows**, and **columns**

It is also possible that at a **logical level** a database is a collection of **records** linked with pointers or it is a collection of **hierarchical structures**

Example of a **conceptual view** of a database:

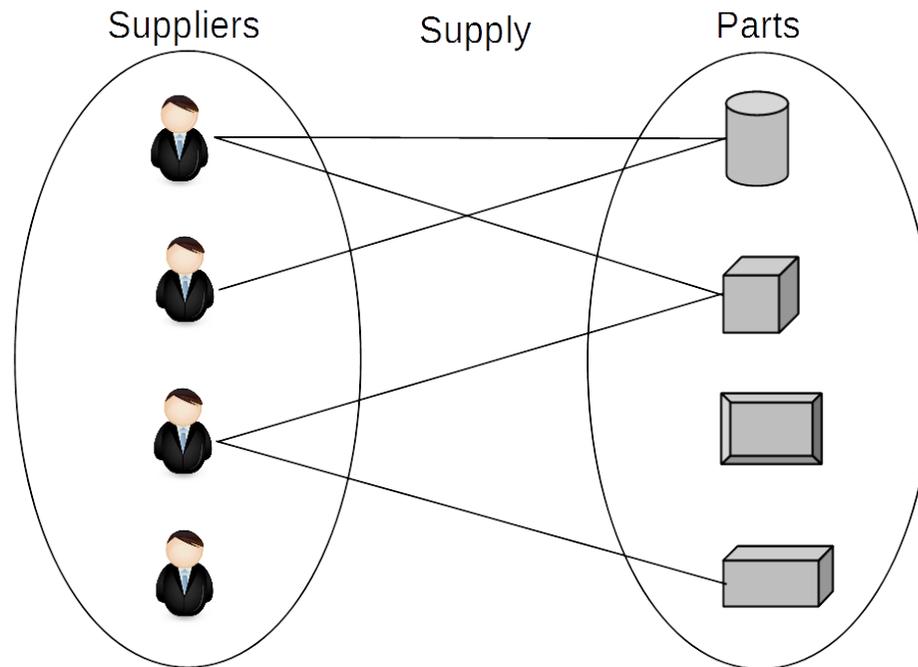
- A database contains information about **suppliers**, **parts**, and **shipments** of parts done by suppliers
- A **conceptual schema**:



# Database systems

Example of a **conceptual view** of a database:

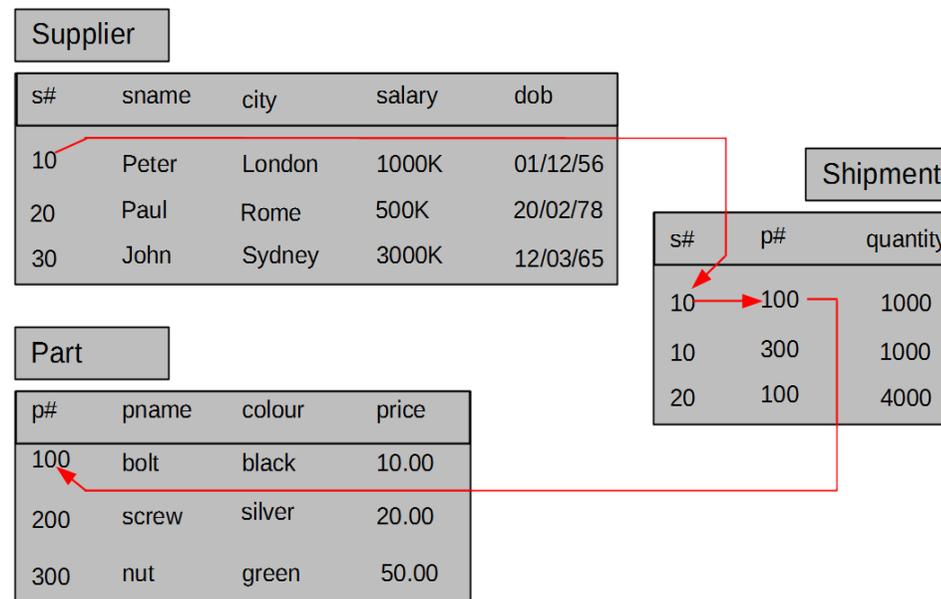
- A database contains information about **suppliers**, **parts**, and **shipments** of parts done by suppliers
- An **instance diagram**:



# Database systems

Example of a **logical view** of a database:

- A database contains information about **suppliers**, **parts**, and **shipments** of parts done by suppliers

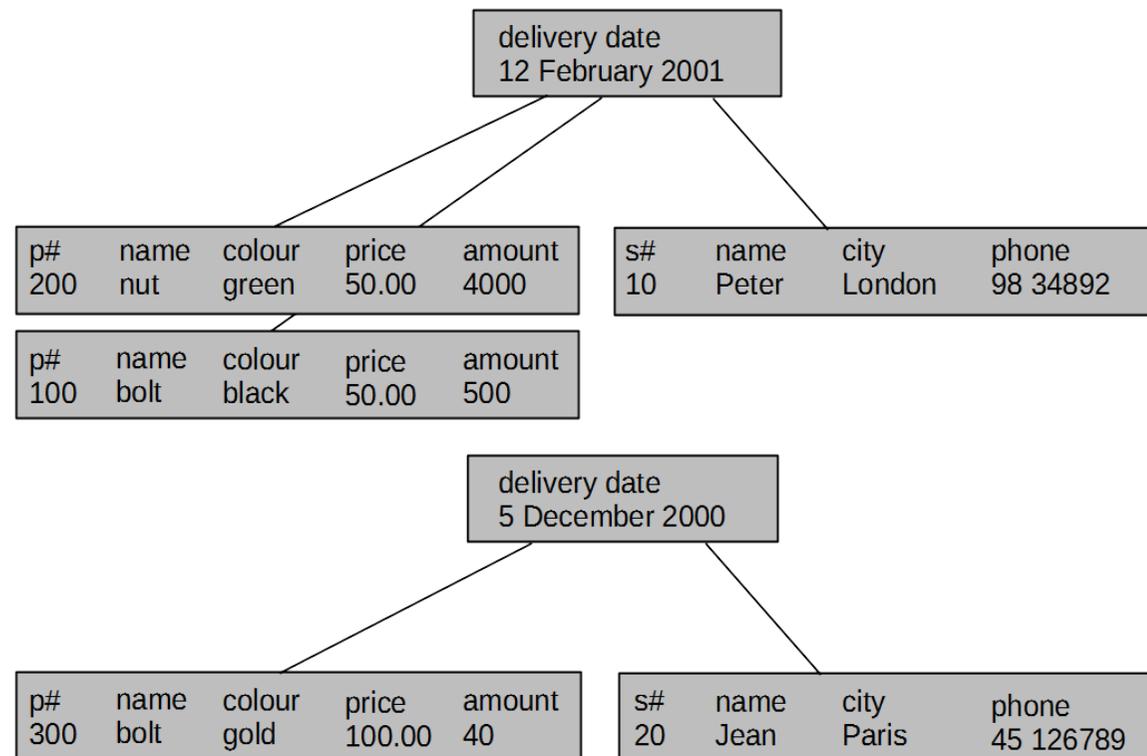


- A logical view above is also called as a **tabular view of data**

# Database systems

Another example of a **logical view** of a database:

- A database contains information about **suppliers**, **parts**, and **shipments** of parts done by suppliers

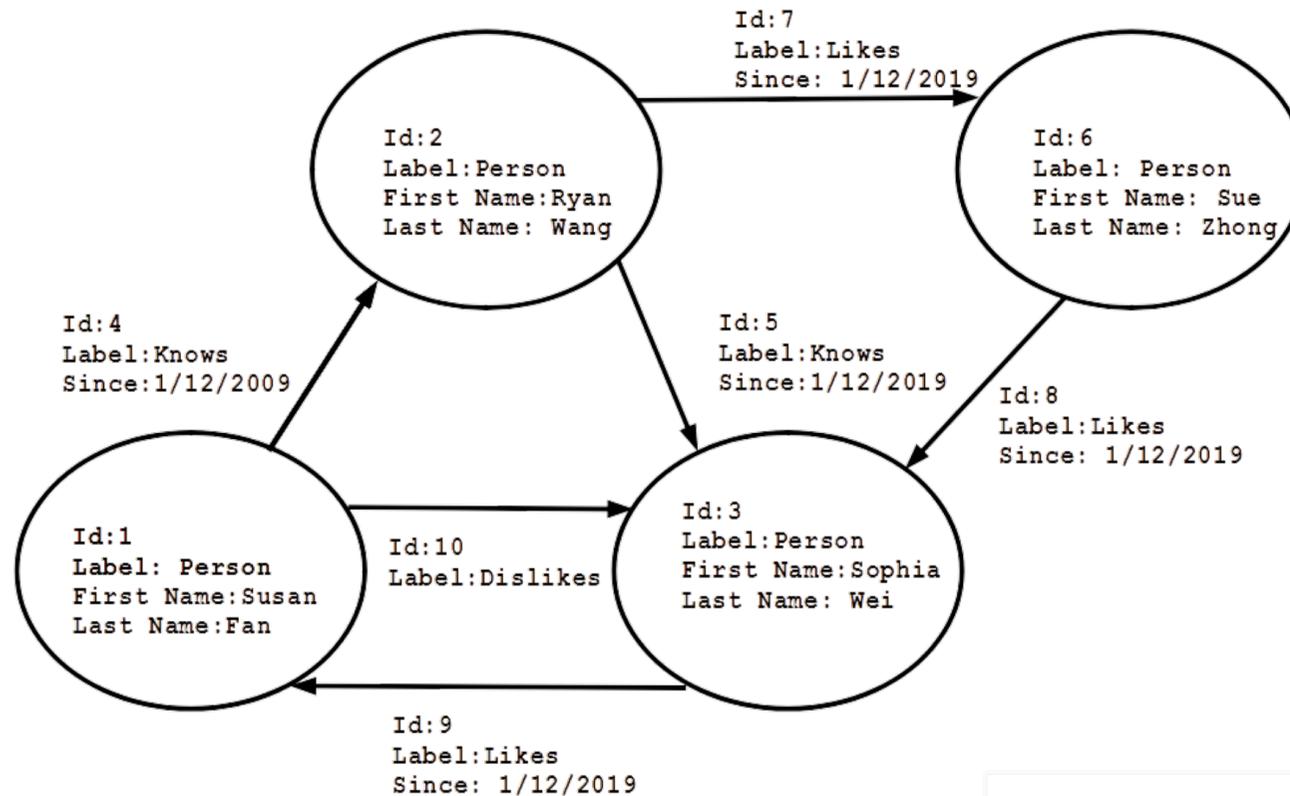


- A logical view above is also called as a **hierarchical view of data**

# Database systems

Yet another example of a **logical view** of a database:

- A database contains information about persons and their relationships



- A logical view above is also called as a **network view of data**

# Database systems

## Abstraction levels:

- **Hardware level:** bit, byte, sector, track, cylinder



- **Physical level:** byte, data block, sequence of data blocks



- **File level:** field, address of field, record, file



- **Logical level:** attribute, value, row, column, link, table, hierarchy, network



- **Conceptual level:** object, property, value, link, class of objects, association

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# Database Management Systems

**Database Management System (DBMS)** is a software system that allows its users to define, create, maintain, and control access to a database

**DBMS** implements the following languages:

- **Data Definition Language (DDL)** allows the users to specify database structures at either conceptual or logical levels
- **Data Manipulation Language (DML)** allows the users to insert, modify, delete the contents of a database at either conceptual or logical levels
- **Query Language (QL)** allows the users to retrieve the contents of a database at either conceptual or logical levels
- **Access Control Language (ACL)** allows the users to determine many different levels of access to data at either conceptual or logical levels
- **Database Administration Language (DAL)** allows the users to administer database at either logical or physical levels

# Database Management Systems

All **people** of Database Management Systems

- System analyst
- Database designer
- Application developer
- Database administrator
- Security administrator
- End-user

# Database Management Systems

## Advantages of Database Management Systems

- Control of data redundancy
- Control of data consistency
- Sharing of data
- Improved security
- Improved performance (not always)
- Increased productivity

# Database Management Systems

## Disadvantages of Database Management Systems

- Complexity
- Size
- Running and maintenance costs
- Performance
- Incompatibilities between different systems
- High cost of failure

# References

C. Coronel, S. Morris, A. Basta, M. Zgola, Data Management and Security, Chapter 1, Cengage Compose eBook, 2018, eBook: Data Management and Security, 1st Edition

T. Connolly, C. Begg, Database Systems, A Practical Approach to Design, Implementation, and Management, Chapter 1 Introduction to Databases, Pearson Education Ltd, 2015