CSC 742
Database Management Systems

Topic #12: Transaction Concepts

What is a transaction?

- Informally, a transaction is an execution of a program that satisfies certain properties.
  - Atomicity
  - Consistency
  - Isolation
  - Durability

Database Model for Transaction Processing

- A database is modeled as a collection of named items.
- Operations to database items are simplified to:
  - Read(x)
  - Write(x)
- The read-set (write-set) of a transaction is the set of items that the transaction reads (writes).

An Example Transaction

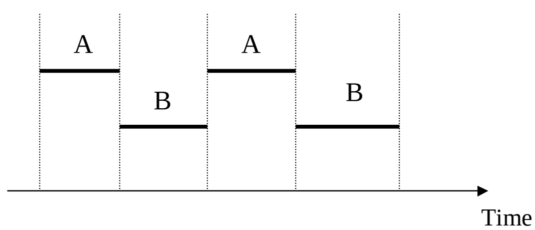
```
T1:
-----------------
Read(X)
X:= X – 10
Write (X)
Read(Y)
Y := Y + 10
Write (Y)
```

Read-set (T1) = ?
Write-set (T1) = ?

What are transactions for?

- Concurrency control
- Recovery

Currency Control



- Currently running processes are actually interleaved.
- They may access same database items in these interleaved operations.
- The purpose of transactions (in the context of concurrency control) is to avoid the problems that may arise from interleaving

Problem 1: Lost Update

- The effect of a transaction on the DB is accidentally overwritten by another transaction
- T1 = r1(a); → a++; w1(a)
- T2 = r2(a); → a++; w2(a)

Problem 2: Dirty Read

- A transaction prematurely reads a value from the DB that is later invalidated by another transaction

Time ↓

T1	T2
Read(X) X:= X – 10 Write (X)	
	Read(X) X:= X + 100 Write (X)
Read(Y)	

T1 fails and has to change X back to its old value

Problem 3: Incorrect Summary

Also termed *inconsistent analysis*

- A transaction observes an incorrect state of the DB
  - typically with some sort of aggregation

Time ↓

T1	T2
	Sum := 0 **Read (A)** **Sum := Sum + A**
Read(X) **X:= X – 10** **Write (X)**	
	Read(X) **Sum := Sum + X** **Read(Y)** **Sum := Sum + Y**
Read (Y) **Y := Y + 100** **Write (Y)**	

Recovery

- The DBMS needs to make sure that
  - Either all the operations of a transaction are completed and the effect is recorded *permanently* in the database,
  - Or the transaction has no effect at all.
- Recovery is necessary to make sure this is true *in case of failures*.

Desirable Transaction Properties

- These define traditional transactions
  - Atomicity or Failure Atomicity
    - All-or-nothing
    - If failed then no changes or messages
  - Consistency
    - Don't violate DB integrity constraints
  - Isolation or Isolation Atomicity
    - As if the transaction is being executed alone.
  - Durability
    - Effects (of transactions that "happened" or committed) are forever.

Atomicity or Failure Atomicity

- All or nothing
- If failed then
  - no changes
  - no messages

Consistency

- Don't violate DB integrity constraints
  - These constraints include
    - both the integrity constraints defined on database schemas and
    - other constraints that should hold on the database.
      - Rarely evaluated formally
      - Mostly just enforced by the programmer

Isolation or Isolation Atomicity

- Concurrent transactions are executed as if they are all executed alone.
- Partial results are hidden from users and other transactions

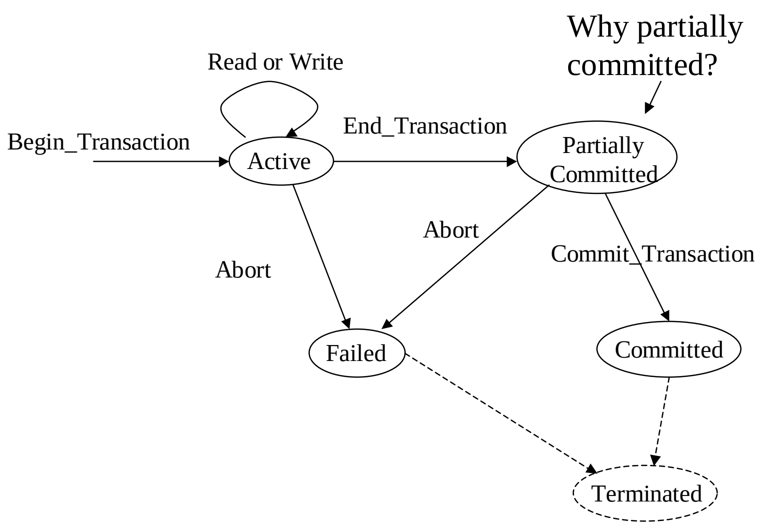
Durability

- Effects (of transactions that "happened" or committed) are forever.
- Should not affected by failures.

Programming with Transactions

- Transactions simplify programming
  - the programmer guarantees correctness of individual transactions
  - the system eventually recovers
  - then the system guarantees the ACID properties for the entire set of transactions that execute concurrently

Transaction States and Operations



System Log

- System log:
  - To keep track of all transaction operations.
  - Kept on disk.
  - Necessary for recovery from failures.
- Log records: Entries in the system log
  - [Start_Transaction, T]
  - [Write, T, old_value, new_value]
  - [Read, T, X] (May not be required, depending on the protocol.)
  - [Commit, T]
  - [Abort, T]
  - [checkpoint]

Commit Point of a Transaction

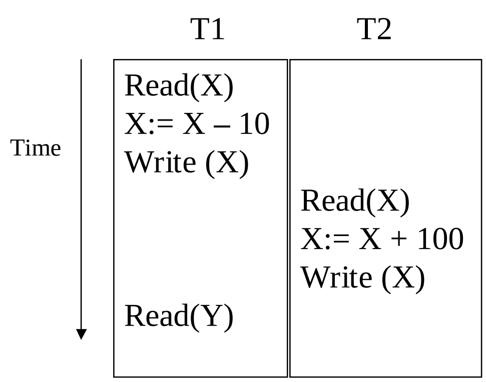
- A transaction T reaches its *commit point* when
  - All its operations that access the database have been executed, and
  - The effect of all transaction operations have been recorded in the log.
- A transaction is *committed* beyond its commit point.
  - [Commit, T] in the log.
- *Force write* the log:
  - Before T's commit point, all of the log must be written to the disk.
  - Why?

Checkpoint

- [Checkpoint] is appended to the log when writes of all previously committed transactions are effected on the database.
- Purpose:
  - Reduce the work required for recovery.

Schedules

- Schedules are histories of computations showing all the events of interest
  - Schedule or history of T1...Tn has operations of T1...Tn
  - Operations may be interleaved, but must be in the same order as within each Ti
  - Events of interest:
    - Read, Write, Commit, Abort in Ti
    - Abbreviations: r_i, w_i, c_i, a_i.



Schedule:

Time ↓	T1	T2
		Sum := 0 **Read (A)** **Sum := Sum + A**
	Read(X) **X:= X – 10** **Write (X)**	
		Read(X) **Sum := Sum + X** **Read(Y)** **Sum := Sum + Y**
	Read (Y) **Y := Y + 100** **Write (Y)**	

Schedule:

Conflict

- Two operations in a schedule *conflict* if
  - They are in different transactions
  - They involve the same data item
  - At least one of them is write.

Time ↓	**T1**	**T2**
	Read(X) **X:= X – 10** **Write (X)**	
		Read(X) **X:= X + 100** **Write (X)**
	Read(Y)	

What are the conflict operations?

Complete Schedule

- A schedule S of n transactions T1, …, Tn is a *complete schedule* if
  - The operations in S are exactly those in T1, …, Tn, including a commit or abort as the last operation for each Ti;
  - For any pair of operations from the same Ti, their order is the same as in Ti;
  - For any two conflicting operations, one must occur before the other.
- A *partial order* in which
  - a commit or abort event for each Ti is included
  - conflicting ops are ordered

Examples

Transactions:

T1: r1(X); w1(X); r1(Y); w1(Y); c1;
T2: r2(Y); w2(Y); a2;
T3: r3(X); w3(X);

S1: r1(X); r2(Y); w1(X); w2(Y); r1(Y); a2; w1(Y); c1; r3(X); w3(X);

S2: r1(X); r2(Y); w1(X); w2(Y); r1(Y); a2; w1(Y); c1;

S3: r1(X); w2(Y); w1(X); r2(Y); r1(Y); a2; w1(Y); c1;

Is Si a complete schedule? For what?

Committed Projection

- A *committed projection*: C(S) of a schedule S include the operations in S only from the committed transactions.

Transactions:

T1: r1(X); w1(X); r1(Y); w1(Y); c1;
T2: r2(Y); w2(Y); a2;
T3: r3(X); w3(X);

S1: r1(X); r2(Y); w1(X); w2(Y); r1(Y); a2; w1(Y); c1; r3(X); w3(X);

C(S1) = ?

Recoverable Schedules

- Goal:
  - Once a transaction T is committed, it should never be necessary to roll back T.
  - Recoverable schedules: schedules that meet this criterion.

S1: r1(X); w1(X); r2(X); w2(X); c2; a1;

Is this recoverable?

In terms of the ACID properties, what is the risk in allowing a non-recoverable schedule?

Recoverable Schedules (Cont'd)

- A schedule S is *recoverable* if each transaction commits after all transactions it *read from* have committed
  - T reads from T2 if the schedule contains a subsequence w2(x)...r(x), where w2 is the first write on x going backwards from r(x).

S1: r1(X); w1(X); r2(X); w2(X); c1; c2;

Avoid Cascading Aborts

- A schedule S can *avoid cascading aborts* if no transaction in S read from uncommitted transactions.
- What is the risk in doing so?

S1: r1(X); w1(X); r2(X); w2(X); a1; a2;

S2: r1(X); w1(X); r2(X); w2(X); r3(X); w3(X); a1; a2; a3;

S3: r1(X); w1(X); a1; r2(X); w2(X); c2; r3(X); w3(X); c3;

Strict Schedules

- A schedule S is *strict* if no transaction can read or write an item X until the previous transaction to write that item has committed or aborted.

S1: r1(X); w1(X); w2(X); c1; c2;

S2: r1(X); w1(X); c1; w2(X); c2;

Avoid Cascading Abort?
Strict?

Strict Schedules (Cont'd)

- Benefit:
  - Allows us to UNDO by restoring the before image

X=9

S1: w1(X, 5); w2(X, 8); a1;

X=?

Log:

…
[write, T1, X, 9, 5]
[write, T2, X, 5, 8]
[abort, T1]
…

X=9

S1: w1(X, 5); a1; w2(X, 8);

X=?

Log:

…
[write, T1, X, 9, 5]
[abort, T1]
[write, T2, X, 9, 8]
…

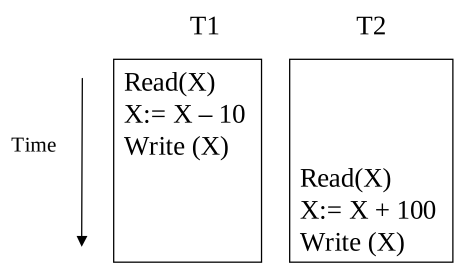
Note

- Strict → Avoid Cascading Abort → Recoverable.
- All of them are about recovery.

Serial Schedules

Transactions are wholly before or after others.

- Serial schedules are correct (assuming each transaction is correct)
- Clearly, we must allow for service requests to come in slowly, one-by-one.



Non-serial Schedules

X = 10, Y = 20

Time ↓

T1	T2
Read(X)	
X:= X – 10	
	Read(X)
	X:= X + 100
Write (X)	
Read (Y)	
	Write (X)
Y := Y + 20	
Write (Y)	

T1	T2
Read(X)	
X:= X – 10	
Write (X)	
	Read(X)
	X:= X + 100
	Write (X)
Read (Y)	
Y := Y + 20	
Write (Y)	

Are they correct?

Serializable Schedules: 1

- *Serializable schedules* are those *equivalent* to some serial schedule.
- Here equivalent can mean
  - *conflict* equivalent
    - The order of any two conflicting operations is the same in both schedules.
    - Alternatively, to be equivalent to a serial schedule, a non-serial schedule must have all pairs of conflicting operations ordered the same way.
  - *view* equivalent—each read of a transaction gets the same view in both schedules.

X = 10, Y = 20

Time →

T1	T2
Read(X)	
X:= X – 10	
	Read(X)
	X:= X + 100
Write (X)	
Read (Y)	
	Write (X)
Y := Y + 20	
Write (Y)	

T1	T2
Read(X)	
X:= X – 10	
Write (X)	
	Read(X)
	X:= X + 100
	Write (X)
Read (Y)	
Y := Y + 20	
Write (Y)	

Order of conflicting operations?
Are they conflict equivalent to any serial schedule?
Are they serializable w.r.t. conflict?

Serializable Schedules: 2

- Most approaches use conflict equivalence, because conflict equivalence
  - entails view equivalence
  - is relatively easy to ensure

Checking Serializability

- Build a *serialization graph* for the given concurrent mix of transactions:
  - a node for each transaction
  - a directed edge for each conflict
  - serializability ←→the graph is acyclic

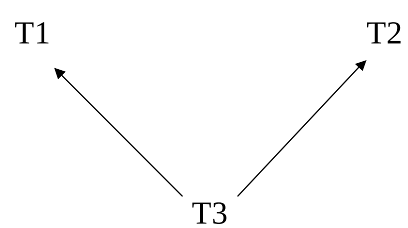
S1: r2(Z); r2(Y); w2(Y); r3(Y); r3(Z); r1(X); w1(X); w3(Y); w3(Z); r2(X); r1(Y); w1(Y); w2(X);

S2: r3(Y); r3(Z); r1(X); w1(X); w3(Y); w3(Z); r2(Z); r1(Y); w1(Y); r2(Y); w2(Y); r2(X); w2(X);

Serializable Schedules: 3

Can we find an equivalent serial schedule for a serializable schedule?

- Such a serial schedule exists by definition
- Can easily derive from serialization graph.



Equivalent serial schedules: ?

Achieving Serializability

- Optimistically: Let each transaction run, but check for serializability before committing.
- Pessimistically: Use a protocol, e.g., locking, to ensure that only serializable schedules are realized

Generally, the pessimistic approach is more common