

# CSC742 Homework 7 Solution

**Ex. 1**

- 21.28 b
- 21.29 b
- 21.30 b
- 21.31 a
- 21.32 c
- 21.33 b
- 21.34 c
- 21.35 c
- 21.36 b
- 21.37 b

**Ex. 2**

- **S1: T1:R(X), T2:W(X), T2:W(Y), T3:W(Y), T1:W(Y), T1:Commit, T2:Commit, T3:Commit**

**1). Strict 2PL with timestamps used for deadlock prevention.**

*Wait-die:*

T1	T2	T3
Read_lock (X)		
Read_item (X)		
	TS (T2) > TS (T1): die	
	Abort (T2)	
		Write_lock (Y)
		Write_item (Y)
TS (T1) < TS (T3): wait		
		Commit
		Unlock (Y)
Write_lock (Y)		
Write_item (Y)		
Commit		
Unlock (X)		
Unlock (Y)		
	Restart	
	Write_lock (X)	
	Write_item (X)	
	Write_lock (Y)	
	Write_item (Y)	
	Commit	
	Unlock (X)	
	Unlock (Y)	

*Wound-wait:*

<b>T1</b>	<b>T2</b>	<b>T3</b>
Read_lock (X) Read_item (X)		
	TS (T2) > TS (T1): wait	
		Write_lock (Y) Write_item (Y)
TS (T1) < TS (T3): wound T3		
		Abort Unlock (Y)
Write_lock (Y) Write_item (Y) Commit Unlock (X) Unlock (Y)		
	Write_lock (X) Write_item (X) Write_lock (Y) Write_item (Y) Commit Unlock (X) Unlock (Y)	
		Restart Write_lock (Y) Write_item (Y) Commit Unlock (Y)

**2). Strict 2PL with deadlock detection. (Show the waits-for graph if a deadlock cycle develops).**

<b>T1</b>	<b>T2</b>	<b>T3</b>
Read_lock (X) Read_item (X)		
	wait	
		Write_lock (Y) Write_item (Y)
wait		
		Commit Unlock (Y)
Write_lock (Y) Write_item (Y) Commit Unlock (X) Unlock (Y)		
	Write_lock (X) Write_item (X) Write_lock (Y) Write_item (Y) Commit Unlock (X)	

Unlock (Y)

**3). Conservative (and strict, i.e., with locks held until end-of-transaction) 2PL.**

<b>T1</b>	<b>T2</b>	<b>T3</b>
Read_lock (X)		
Write_lock (Y)		
Read_item (X)		
Write_item (Y)		
Commit		
Unlock (X)		
Unlock (Y)		
	Write_lock (X)	
	Write_lock (Y)	
	Write_item (X)	
	Write_item (Y)	
	Commit	
	Unlock (X)	
	Unlock (Y)	
		Write_lock (Y)
		Write_item (Y)
		Commit
		Unlock (Y)

**4). Optimistic concurrency control.**

<b>T1</b>	<b>T2</b>	<b>T3</b>
<i>Read Phase</i>		
Read_item (X)		
	<i>Read Phase</i>	
	Write_item (X) (Local Copy)	
	Write_item (Y) (Local Copy)	
		<i>Read Phase</i>
		Write_item (Y) (Local Copy)
Write_item (Y) (Local Copy)		
<i>Validation (Success)</i>		
<i>Write Phase</i>		
Commit		
	<i>Validation (success)</i>	
	<i>Write Phase</i>	
	Commit	
		<i>Validation (Success)</i>
		<i>Write Phase</i>
		Commit

**5). Timestamp concurrency control with buffering of reads and writes (to ensure recoverability) and the Thomas Write Rule.**

<b>T1</b>	<b>T2</b>	<b>T3</b>
Read_item (X) (Read_TS (X)=1)		

Write\_item (X) (Write\_TS (X)=2)  
 Write\_item (Y) (Write\_TS (Y)=2)

Write\_item(Y) (Write\_TS(Y)=3)

(Ignore Write (Y))  
 Commit

Commit

Commit

**6). Multiversion concurrency control.**

**T1**  
 Read\_item (X)  
 (Read\_TS (X1)=1)

**T2**  
 Write\_item (X)  
 (Read\_TS (X2)=Write\_TS (X2)=2)  
 Write\_item (Y)  
 (Read\_TS (Y1)=Write\_TS (Y1)=2)

**T3**  
 Write\_item (Y)  
 (Read\_TS (Y2)=Write\_TS (Y2)=3)

Write\_item (Y)  
 (Read\_TS (Y3)=Write\_TS (Y3)=1)  
 Commit

Commit

Commit

- **S2: T1:R(X), T2:W(Y), T2:W(X), T3:W(Y), T1:W(Y), T1:Commit, T2:Commit, T3:Commit**

**1. Strict 2PL with timestamps used for deadlock prevention.**

**Wait-die**

**T1**  
 Read\_lock (X)  
 Read\_item (X)

**T2**  
 Write\_lock (Y)  
 Write\_item (Y)  
 TS (T2) > TS (T1): die  
 Abort (T2)  
 Unlock (Y)

**T3**  
 Write\_lock (Y)  
 Write\_item (Y)

TS (T1) < TS (T2): wait

Commit  
 Unlock (Y)

Write\_lock (Y)



wait  
(Deadlock detected)

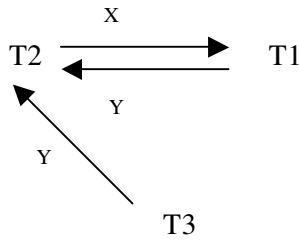
Abort (T2)  
Unlock (Y)

wait

Write\_lock (Y)  
Write\_item (Y)  
Commit  
Unlock (Y)

Write\_lock (Y)  
Write\_item (Y)  
Commit (T1)  
Unlock (X)  
Unlock (Y)

Restart  
Write\_lock (Y)  
Write\_item (Y)  
Write\_lock (X)  
Write\_item (X)  
Commit  
Unlock (Y)  
Unlock (X)



(Deadlock occurred.)

### 3. Conservative (and strict, i.e., with locks held until end-of-transaction) 2PL.

**T1**  
Read\_lock (X)  
Write\_lock (Y)  
Read\_item (X)  
Write\_item (Y)  
Commit  
Unlock (X)  
Unlock (Y)

**T2**  
  
  
  
  
  
  
  
  
  
Write\_lock (Y)  
Write\_lock (X)  
Write\_item (Y)  
Write\_item (X)  
Commit  
Unlock (Y)

**T3**

Unlock (X)

Write\_lock (Y)  
Write\_item (Y)  
Commit  
Unlock (Y)

#### 4. Optimistic concurrency control.

T1	T2	T3
<i>Read Phase</i> Read_item(X)		
	<i>Read Phase</i> Write_item (Y) (Local Copy) Write_item (X) (Local Copy)	
		<i>Read Phase</i> Write_item (Y) (Local Copy)
Write_item (Y) (Local Copy) <i>Validation (Success)</i> <i>Write Phase</i> Commit	<i>Validation (success)</i> <i>Write Phase</i> Commit	<i>Validation (Success)</i> <i>Write Phase</i> Commit

#### 5. Timestamp concurrency control with buffering of reads and writes( to ensure recoverability) and the Thomas Write Rule.

T1	T2	T3
Read_item (X) (Read_TS (X)=1)		
	Write_item (Y) (Write_TS (Y)=2) Write_item (X) (Write_TS (X)=2)	
(Ignore Write (Y)) Commit		Write_item (Y) (Write_TS(Y)=3)
	Commit	
		Commit

#### 6. Multiversion concurrency control.

T1	T2	T3
Read_item (X)		

(Read\_TS (X1)=1)

Write\_item (Y)  
(Read\_TS (Y1)=Write\_TS (Y1)=2)  
Write\_item (X)  
(Read\_TS (X2)=Write\_TS (X2)=2)

Write\_item(Y)  
(Read\_TS (Y2)=Write\_TS (Y2)=3)

Write\_item (Y)  
(Read\_TS (Y3)=Write\_TS (Y3)=1)  
Commit

Commit

Commit

### Ex. 3

1. Read record P1200: 5.  
D: IS  
F2: IS  
P1200: IS  
P1200: 5: S.
2. Read records P1200: 98 through P1250: 2.  
D: IS  
F2: IS  
P1200: IS  
P1250: IS  
P1201 through P1249: S  
P1200: 98: S; P1200:99 : S; P1200:100: S; P1250:1: S; P1250:2: S.
3. Read all (records on all) pages in file F1.  
D: IS  
F1: S.
4. Read pages P500 through P520  
D: IS  
F1: IS  
P500 through P520: S.
5. Read pages P10 through P980  
D: IS  
F1: S.
6. Read all pages in F1 and modify about 10 pages, which can be identified only after reading F1.  
D: IS and IX  
F1: SIX.
7. Delete record P1200: 98. (This is a blind write.)  
D: IX  
F2: IX



P1200: IX  
P1200: 98: X.

8. Delete the first record from each page. (Again, these are blind writes)  
D: IX  
F1: X  
F2: X.
9. Delete all records.  
D: IX  
F1: X  
F2: X

**Ex. 4 (20.23)**

In wait-die, transactions only wait on younger transactions. So no cycle is created in the wait-for graph. Thus, there is no deadlock. Since a younger transaction requesting an item held by an older transaction is aborted and restart with the same timestamp, starvation is avoided.

In wound-wait, transactions only wait on older transactions so no cycle is created. Thus, there is no deadlock. An older transaction requesting an item held by a younger transaction preempts the younger transaction by aborting it. The younger transaction restart with the same timestamp, and starvation is avoided.

**Ex. 5 (20.25)**

**For 19.8 (b)**

Initial: Read_TS (X) =0	Read_TS (Y) =0	Read_TS (Z) =0
Write_TS (X) =0	Write_TS (Y) =0	Write_TS (Z) =0
TS (T1) = 6	TS (T2) = 1	TS (T3) = 4

1. Read\_TS (Z) = 1
2. Read\_TS (Y) = 1
3. Write\_TS (Y) = 1
4. Read\_TS (Y) = 4
5. Read\_TS (Z) = 4
6. Read\_TS (X) = 6
7. Write\_TS (X) = 6
8. Write\_TS (Y) = 4
9. Write\_TS (Z) = 4
10. Abort T2

The schedule is NOT allowed.

**For 19.8 (c)**

Initial: Read_TS (X) =0	Read_TS (Y) =0	Read_TS (Z) =0
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Write\_TS (X) =0

Write\_TS (Y) =0

Write\_TS (Z) =0

TS (T1) = 3

TS (T2) = 7

TS (T3) = 1

1. Read\_TS (Y) = 1
2. Read\_TS (Z) = 1
3. Read\_TS (X) = 3
4. Write\_TS (X) = 3
5. Write\_TS (Y) = 1
6. Write\_TS (Z) = 1
7. Read\_TS (Z) = 7
8. Read\_TS (Y) = 3
9. Write\_TS (Y) = 3
10. Read\_TS (Y) = 7
11. Write\_TS (Y) = 7
12. Read\_TS (X) = 7
13. Write\_TS (X) = 7

The schedule is allowed.

### Ex. 6 (20.26)

#### For 19.8 (b)

1. Read\_TS (Z1) = 1
2. Read\_TS (Y1) = 1
3. Write\_TS (Y2) = 1  
Read\_TS (Y2) = 1
4. Read\_TS (Y2) = 4
5. Read\_TS (Z1) = 4
6. Read\_TS (X1) = 6
7. Write\_TS (X2) = 6  
Read\_TS (X2) = 6
8. Read\_TS (Y3) = 4  
Write\_TS (Y3) = 4
9. Read\_TS (Z2) = 4  
Write\_TS (Z2) = 4
10. Read\_TS (X1) = 6
11. Read\_TS (Y3) = 6
12. Write\_TS (Y4) = 6  
Read\_TS (Y4) = 6
13. Abort (T2)

The schedule is NOT allowed.

#### For 19.8 (c)

1. Read\_TS (Y1) = 1
2. Read\_TS (Z1) = 1
3. Read\_TS (X1) = 3

4. Write\_TS (X2) = 3  
Read\_TS (X2) = 3
5. Write\_TS (Y2) = 1  
Read\_TS (Y2) = 1
6. Write\_TS (Z2) = 1  
Read\_TS (Z2) = 1
7. Read\_TS (Z2) = 7
8. Read\_TS (Y2) = 3
9. Write\_TS (Y3) = 3  
Read\_TS (Y3) = 3
10. Read\_TS (Y3) = 7
11. Write\_TS (Y4) = 7  
Read\_TS (Y4) = 7
12. Read\_TS (X2) = 7
13. Write\_TS (X3) = 7  
Read\_TS (X3) = 7

The schedule is allowed.