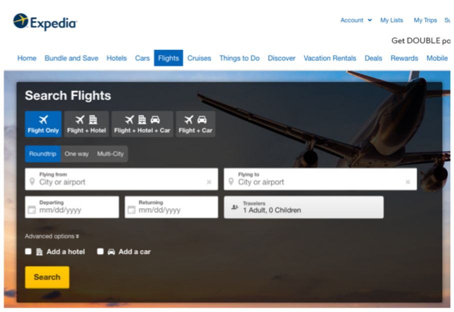
Introduction to Database Systems
CSE 414

Lecture 26: More Transactions

Announcements

- Web quiz due tonight
- HW7 due tonight
- HW8 out, make sure to do setup early

HW8



What can go wrong?

- Manager: balance budgets among projects
  - Remove $10k from project A
  - Add $7k to project B
  - Add $3k to project C
- CEO: check company's total balance
  - `SELECT SUM(money) FROM budget;`
- This is called a dirty / inconsistent read aka a WRITE-READ conflict

What can go wrong?

- App 1:
  `SELECT inventory FROM products WHERE pid = 1`
- App 2:
  `UPDATE products SET inventory = 0 WHERE pid = 1`
- App 1:
  `SELECT inventory * price FROM products WHERE pid = 1`
- This is known as an unrepeatable read aka READ-WRITE conflict

What can go wrong?

Account 1 = $100
Account 2 = $100
Total = $200

- App 1:
  - Set Account 1 = $200
  - Set Account 2 = $0
- App 2:
  - Set Account 2 = $200
  - Set Account 1 = $0
- At the end:
  - Total = $200

- App 1: Set Account 1 = $200
- App 2: Set Account 2 = $200
- App 1: Set Account 2 = $0
- App 2: Set Account 1 = $0
- At the end:
  - Total = $0

This is called the lost update aka WRITE-WRITE conflict

What can go wrong?

- Buying tickets to the next Bieber concert:
  - Fill up form with your mailing address
  - Put in debit card number
  - Click submit
  - Screen shows money deducted from your account
  - [Your browser crashes]

Lesson:
Changes to the database should be ALL or NOTHING

Transactions

- Collection of statements that are executed atomically (logically speaking)

```
BEGIN TRANSACTION
  [SQL statements]
COMMIT    or
ROLLBACK (=ABORT)
```

```
[single SQL statement]
```

If BEGIN… missing, then TXN consists of a single instruction

Know your ~~chemistry~~ transactions: ACID

- Atomic
  - State shows either all the effects of txn, or none of them
- Consistent
  - Txn moves from a DBMS state where integrity holds, to another where integrity holds
    - remember integrity constraints?
- Isolated
  - Effect of txns is the same as txns running one after another (i.e., looks like batch mode)
- Durable
  - Once a txn has committed, its effects remain in the database

Transaction Schedules

Schedules

A schedule is a sequence of interleaved actions from all transactions

Serial Schedule

- A ***serial schedule*** is one in which transactions are executed one after the other, in some sequential order
- **Fact:** nothing can go wrong if the system executes transactions serially
  - (up to what we have learned so far)
  - But DBMS don't do that because we want better overall system performance

Example

A and B are elements in the database
t and s are variables in txn source code

T1	T2
READ(A, t)	READ(A, s)
t := t+100	s := s*2
WRITE(A, t)	WRITE(A,s)
READ(B, t)	READ(B,s)
t := t+100	s := s*2
WRITE(B,t)	WRITE(B,s)

Example of a (Serial) Schedule

Time ↓

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
READ(B, t)	
t := t+100	
WRITE(B,t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
	READ(B,s)
	s := s*2
	WRITE(B,s)

Another Serial Schedule

Time ↓

T1	T2
	READ(A,s)
	s := s*2
	WRITE(A,s)
	READ(B,s)
	s := s*2
	WRITE(B,s)
READ(A, t)	
t := t+100	
WRITE(A, t)	
READ(B, t)	
t := t+100	
WRITE(B,t)	

Review: Serializable Schedule

A schedule is serializable if it is equivalent to a serial schedule

A Serializable Schedule

Time ↓

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
READ(B, t)	
t := t+100	
WRITE(B,t)	
	READ(B,s)
	s := s*2
	WRITE(B,s)

A Serializable Schedule

Time ↓

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
READ(B, t)	
t := t+100	
WRITE(B,t)	
	READ(B,s)
	s := s*2
	WRITE(B,s)

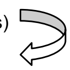
A Serializable Schedule

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
READ(B, t)	
t := t+100	
WRITE(B,t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
	READ(B,s)
	s := s*2
	WRITE(B,s)

Time

A Serializable Schedule

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
READ(B, t)	
t := t+100	
WRITE(B,t)	
	READ(B,s)
	s := s*2
	WRITE(B,s)



Time

This is a serializable schedule.
This is NOT a serial schedule

A Non-Serializable Schedule

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
	READ(B,s)
	s := s*2
	WRITE(B,s)
READ(B, t)	
t := t+100	
WRITE(B,t)	

A Non-Serializable Schedule

T1	T2
READ(A, t)	
t := t+100	
WRITE(A, t)	
	READ(A,s)
	s := s*2
	WRITE(A,s)
	READ(B,s)
	s := s*2
	WRITE(B,s)
READ(B, t)	
t := t+100	
WRITE(B,t)	

How do We Know if a Schedule is Serializable?

Notation:

T_1: $r_1(A)$; $w_1(A)$; $r_1(B)$; $w_1(B)$
T_2: $r_2(A)$; $w_2(A)$; $r_2(B)$; $w_2(B)$

Key Idea: Focus on *conflicting* operations

Conflicts

- Write-Read – WR
- Read-Write – RW
- Write-Write – WW
- Read-Read?

Conflict Serializability

Conflicts: (i.e., swapping will change program behavior)

Two actions by same transaction T_i: $r_i(X); w_i(Y)$

Two writes by T_i, T_j to same element: $w_i(X); w_j(X)$

Read/write by T_i, T_j to same element: $w_i(X); r_j(X)$ and $r_i(X); w_j(X)$

Conflict Serializability

- A schedule is *conflict serializable* if it can be transformed into a serial schedule by a series of swappings of adjacent non-conflicting actions
- Every conflict-serializable schedule is serializable
- The converse is not true (why?)
  - Conflict serializable only looks at conflicts, not values
  - Schedules might have conflicts but would have the same output no matter the order depending on the values

Conflict Serializability

Example:

$r_1(A); w_1(A); r_2(A); w_2(A); r_1(B); w_1(B); r_2(B); w_2(B)$

Conflict Serializability

Example:

$r_1(A); w_1(A); r_2(A); w_2(A); r_1(B); w_1(B); r_2(B); w_2(B)$

⇩

$r_1(A); w_1(A); r_1(B); w_1(B); r_2(A); w_2(A); r_2(B); w_2(B)$

Conflict Serializability

Example:

$r_1(A); w_1(A); r_2(A); \boxed{w_2(A); r_1(B);} w_1(B); r_2(B); w_2(B)$

⇩

$r_1(A); w_1(A); r_1(B); w_1(B); r_2(A); w_2(A); r_2(B); w_2(B)$

Conflict Serializability

Example:

$r_1(A); w_1(A); r_2(A); \boxed{w_2(A); r_1(B);} w_1(B); r_2(B); w_2(B)$

⇩

$r_1(A); w_1(A); \boxed{r_2(A); r_1(B);} w_2(A); w_1(B); r_2(B); w_2(B)$

⇩

$r_1(A); w_1(A); r_1(B); w_1(B); r_2(A); w_2(A); r_2(B); w_2(B)$

Conflict Serializability

Example:

$r_1(A); w_1(A); r_2(A); w_2(A); r_1(B); w_1(B); r_2(B); w_2(B)$

$r_1(A); w_1(A); r_2(A); r_1(B); w_2(A); w_1(B); r_2(B); w_2(B)$

$r_1(A); w_1(A); r_1(B); r_2(A); w_2(A); w_1(B); r_2(B); w_2(B)$

....

$r_1(A); w_1(A); r_1(B); w_1(B); r_2(A); w_2(A); r_2(B); w_2(B)$

Testing for Conflict-Serializability

Precedence graph:

- A node for each transaction T_i,
- An edge from T_i to T_j whenever an action in T_i conflicts with, and comes before an action in T_j

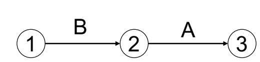
- The schedule is conflict-serializable iff the precedence graph is acyclic

Example 1

$r_2(A); r_1(B); w_2(A); r_3(A); w_1(B); w_3(A); r_2(B); w_2(B)$

Example 1

$r_2(A); r_1(B); w_2(A); r_3(A); w_1(B); w_3(A); r_2(B); w_2(B)$



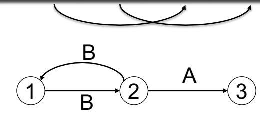
This schedule is conflict-serializable

Example 2

$r_2(A); r_1(B); w_2(A); r_2(B); r_3(A); w_1(B); w_3(A); w_2(B)$

Example 2

$r_2(A); r_1(B); w_2(A); r_2(B); r_3(A); w_1(B); w_3(A); w_2(B)$



This schedule is NOT conflict-serializable

Implementing Transactions

Scheduler

- Scheduler = the module that schedules the transaction's actions, ensuring serializability
- Also called Concurrency Control Manager
- We discuss next how a scheduler may be implemented

Implementing a Scheduler

Major differences between database vendors

- Locking Scheduler
  - Aka "pessimistic concurrency control"
  - SQLite, SQL Server, DB2
- Multiversion Concurrency Control (MVCC)
  - Aka "optimistic concurrency control"
  - Postgres, Oracle: Snapshot Isolation (SI)

We discuss only locking schedulers in this class

Locking Scheduler

Simple idea:

- Each element has a unique lock
- Each transaction must first acquire the lock before reading/writing that element
- If the lock is taken by another transaction, then wait
- The transaction must release the lock(s)

By using locks scheduler ensures conflict-serializability

What Data Elements are Locked?

Major differences between vendors:

- Lock on the entire database
  - SQLite
- Lock on individual records
  - SQL Server, DB2, etc

More Notations

$L_i(A)$ = transaction T_i acquires lock for element A

$U_i(A)$ = transaction T_i releases lock for element A

A Non-Serializable Schedule

T1	T2
READ(A)	
A := A+100	
WRITE(A)	
	READ(A)
	A := A*2
	WRITE(A)
	READ(B)
	B := B*2
	WRITE(B)
READ(B)	
B := B+100	
WRITE(B)	

Example

T1	T2
L_1(A); READ(A)	
A := A+100	
WRITE(A); U_1(A); L_1(B)	
	L_2(A); READ(A)
	A := A*2
	WRITE(A); U_2(A);
	L_2(B); BLOCKED…
READ(B)	
B := B+100	
WRITE(B); U_1(B);	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); U_2(B);

Scheduler has ensured a conflict-serializable schedule

But what if…

T1	T2
L_1(A); READ(A)	
A := A+100	
WRITE(A); U_1(A);	
	L_2(A); READ(A)
	A := A*2
	WRITE(A); U_2(A);
	L_2(B); READ(B)
	B := B*2
	WRITE(B); U_2(B);
L_1(B); READ(B)	
B := B+100	
WRITE(B); U_1(B);	

Locks did not enforce conflict-serializability !!! What's wrong ?

Two Phase Locking (2PL)

The 2PL rule:

In every transaction, all lock requests must precede all unlock requests

Example: 2PL transactions

T1	T2
L_1(A); L_1(B); READ(A)	
A := A+100	
WRITE(A); U_1(A)	
	L_2(A); READ(A)
	A := A*2
	WRITE(A);
	L_2(B); BLOCKED…
READ(B)	
B := B+100	
WRITE(B); U_1(B);	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); U_2(A); U_2(B);

Now it is conflict-serializable

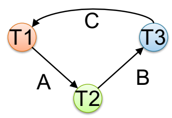
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

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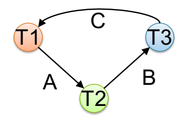

Then there is the following **temporal** cycle in the schedule:

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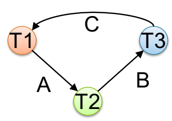
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Then there is the following **temporal** cycle in the schedule:

$U_1(A) \rightarrow L_2(A)$ why?

$U_1(A)$ happened strictly *before* $L_2(A)$

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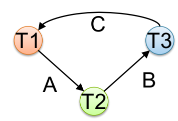
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Then there is the following **temporal** cycle in the schedule:

$U_1(A) \rightarrow L_2(A)$

$L_2(A) \rightarrow U_2(B)$ why?

$L_2(A)$ happened strictly *before* $U_1(A)$

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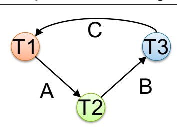
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Then there is the following **temporal** cycle in the schedule:

$U_1(A) \rightarrow L_2(A)$

$L_2(A) \rightarrow U_2(B)$ why?

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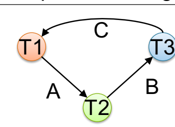
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Then there is the following **temporal** cycle in the schedule:

$U_1(A) \rightarrow L_2(A)$

$L_2(A) \rightarrow U_2(B)$

$U_2(B) \rightarrow L_3(B)$ why?

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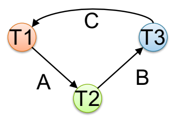
Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



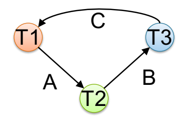
Then there is the following **temporal** cycle in the schedule:
$U_1(A) \rightarrow L_2(A)$
$L_2(A) \rightarrow U_2(B)$
$U_2(B) \rightarrow L_3(B)$

......etc.....

Two Phase Locking (2PL)

Theorem: 2PL ensures conflict serializability

Proof. Suppose not: then there exists a cycle in the precedence graph.



Then there is the following **temporal** cycle in the schedule:
$U_1(A) \rightarrow L_2(A)$
$L_2(A) \rightarrow U_2(B)$
$U_2(B) \rightarrow L_3(B)$
$L_3(B) \rightarrow U_3(C)$
$U_3(C) \rightarrow L_1(C)$
$L_1(C) \rightarrow U_1(A)$

Cycle in time: Contradiction

A New Problem: Non-recoverable Schedule

T1	T2
$L_1(A)$; $L_1(B)$; READ(A)	
A :=A+100	
WRITE(A); $U_1(A)$	
	$L_2(A)$; READ(A)
	A := A*2
	WRITE(A);
	$L_2(B)$; BLOCKED…
READ(B)	
B :=B+100	
WRITE(B); $U_1(B)$;	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); $U_2(A)$; $U_2(B)$;
	Commit
Rollback	

A New Problem: Non-recoverable Schedule

T1	T2
$L_1(A)$; $L_1(B)$; READ(A)	
A :=A+100	
WRITE(A); $U_1(A)$	
	$L_2(A)$; READ(A)
	A := A*2
	WRITE(A);
	$L_2(B)$; BLOCKED…
READ(B)	
B :=B+100	
WRITE(B); $U_1(B)$;	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); $U_2(A)$; $U_2(B)$;
	Commit
Rollback	

Elements A, B written by T1 are restored to their original value.

A New Problem: Non-recoverable Schedule

T1	T2
$L_1(A)$; $L_1(B)$; READ(A)	
A :=A+100	
WRITE(A); $U_1(A)$	
	$L_2(A)$; READ(A)
	A := A*2
	WRITE(A);
	$L_2(B)$; BLOCKED…
READ(B)	
B :=B+100	
WRITE(B); $U_1(B)$;	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); $U_2(A)$; $U_2(B)$;
	Commit
Rollback	

Dirty reads of A, B lead to incorrect writes.

Elements A, B written by T1 are restored to their original value.

A New Problem: Non-recoverable Schedule

T1	T2
$L_1(A)$; $L_1(B)$; READ(A)	
A :=A+100	
WRITE(A); $U_1(A)$	
	$L_2(A)$; READ(A)
	A := A*2
	WRITE(A);
	$L_2(B)$; BLOCKED…
READ(B)	
B :=B+100	
WRITE(B); $U_1(B)$;	
	…GRANTED; READ(B)
	B := B*2
	WRITE(B); $U_2(A)$; $U_2(B)$;
	Commit
Rollback	

Dirty reads of A, B lead to incorrect writes.

Elements A, B written by T1 are restored to their original value.

Can no longer undo!

Strict 2PL

The Strict 2PL rule:

All locks are held until commit/abort:
All unlocks are done together with commit/abort.

With strict 2PL, we will get schedules that are both conflict-serializable and recoverable

Strict 2PL

T1	T2
$L_1(A)$; READ(A)	
A :=A+100	
WRITE(A);	
	$L_2(A)$; BLOCKED…
$L_1(B)$; READ(B)	
B :=B+100	
WRITE(B);	
Rollback & $U_1(A)$;$U_1(B)$;	
	…GRANTED; READ(A)
	A := A*2
	WRITE(A);
	$L_2(B)$; READ(B)
	B := B*2
	WRITE(B);
	Commit & $U_2(A)$; $U_2(B)$;

Strict 2PL

- Lock-based systems always use strict 2PL
- Easy to implement:
  - Before a transaction reads or writes an element A, insert an L(A)
  - When the transaction commits/aborts, then release all locks
- Ensures both conflict serializability and recoverability