

Transactions and Concurrency Control

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Transactions

- Unit of update/change
 - Viewed as indivisible
 - Database can be inconsistent during transaction
 - Add to relations with mutual foreign keys
 - Constraints on values
 - Debit of bank savings + credit of bank checking
 - Commit transaction/ Abort transaction
 - Aborts by User
 - Aborts by Error

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Consistency

- Satisfies declared integrity constraints
- Satisfies semantics of correct execution of actions
 - Example: tuple not specified for deletion is still there after DELETE is executed

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Concurrency

- Must be able to execute multiple transactions on DB together
 - Multiple users
 - Reservations, billing, banking, ...
 - Long transactions
 - Reports, analysis, ...
- **Interleave** transactions
- Each **committed** transaction must leave DB in consistent state
- Each **aborted** transaction must leave DB in state as if it never happened

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ACID

Properties of transactions:

- **Atomicity**: all operations of a transaction are complete at commitment or none are
- **Consistency**: each transaction in isolation leaves database in consistent state
- **Isolation**: each transaction “unaware” of other transactions executing concurrently
- **Durability**: changes to database made by committed transactions persist even if system fails.

Database Management System must insure these

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Modeling transactions

- Only **reads** and **writes** to DB tables relevant
- Consider actions READ, WRITE, COMMIT, ABORT
- How **interleave** these actions **correctly**?
 - Actions of different transactions can interact
- Around these actions a transaction does local computation: not affect DB
 - Example: comparison for query evaluation

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Transaction T1: debit savings; credit checking
Transaction T2: get checking balance; get savings balance

T1: debit savings credit cking **BAD**
T2: bal. chking? bal. savings?
_____→ time _____→

Transaction T1: debit savings; credit checking
Transaction T3: get savings balance; get checking balance

T1: debit savings credit cking

T3: bal. saving? bal. chking?

—————→ time —————→

Read/Write diagrams



R(object): read the DB object
W(object): write the DB object
C: transaction commits
V represents savings account
K represents checking account

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Equivalence of schedules

Two schedule are equivalent if:

For any starting state of the DB for both schedules

The effect of executing the 1st schedule is identical to the effect of executing the 2nd schedule

Effect refers to the state of the DB as well as other results (e.g. a nasty letter that you are overdrawn)

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Serializability

- **Serial schedule:** schedule for a set of transactions that does **not interleave** actions of different transactions
- A schedule is **serializable** if it is **equivalent to** some **serial** schedule for the same set of transactions

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Conflict Serializable

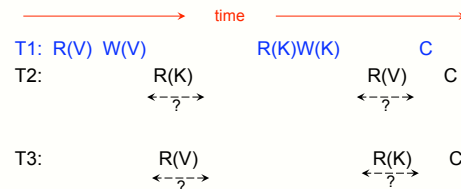
- **Conflicting actions by different transactions**
 - **Read and write** to same DB object
 - **Two writes** to the same DB object
- **Only non-conflicting actions to the same DB object**
 - **Two reads**

A schedule is **conflict serializable** if the **non-conflicting** actions of the schedule can be **reordered** to get a **serial** schedule

- Strong condition!

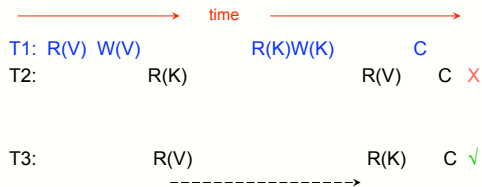
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Our Examples



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Our Examples

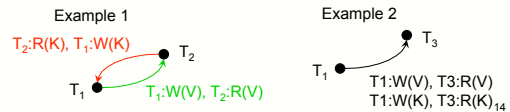


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Precedence Graph

- Each **node** represents a **transaction** T_i
- Edge from T_i to T_k if some **action** of T_i **precedes** and **conflicts with** an action of T_k

THEOREM: A schedule is **conflict serializable** if and only if the **precedence graph** for the schedule is **acyclic**



Locking

- Locks maintained by **transaction manager**
- Transaction **requests lock**
- Manager **grants/denies lock**
- Lock types:
 - **Shared**: need to have before **read** object
 - **Exclusive**: need to have before **write** object
- Object locked?
 - Different **levels granularity**
 - Tables and indexes
 - expense

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Locking protocols

- Strict 2-phase locking**:
 - Transaction requests lock at any time before action
 - Transaction **releases locks when commits**
- 2-phase locking** (not strict)
 - Transaction requests lock at any time before action
 - Transaction **releases locks at any time, BUT cannot request additional locks** once released **any** lock
 - Can release before commit but must have all locks ever need when release 1st
- Strict 2-phase locking satisfies 2-phase locking constraints

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Theorem

- 2 phase locking (2PL) allows only schedule with acyclic precedents graph
- =>
- 2 phase locking allows only conflict serializable schedules**
- Corollary: Strict 2-phase locking allows only conflict serializable schedules

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Locking for our examples

T1: S(V) R(V) X(V) W(V) S(K) R(K) ? W(K) C

T2: S(K) R(K) ? R(V) C X

T2 can't get S(V) until T1 releases X(V)
 BUT T1 can't release X(V) until gets X(K)
 and T1 can't get X(K) until T2 releases S(K)
 and T2 can't release S(K) until gets S(V)

T1: S(V) R(V) X(V) W(V) X(K) ↑L(V) R(K) W(K) ↑L(K) C

T3: S(V) R(V) S(K) R(K) C ✓

T1 can get X(K) in anticipation of writing K, then can release V

S(A): acquire shared lock on A X(A): acquire exclusive lock on A
 ↑L(A) release all locks on A assume ↑L(any held lock) on commit

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Serializable versus conflict serializable

- Are serializable schedules that are not conflict serializable

T1: W(A) W(A)
T2: W(A)

Same result as

T1: W(A) W(A)
T2: W(A)

W(A) not depend on R(A) - called **blind write**

- conflict serializable stricter but easy to achieve 19

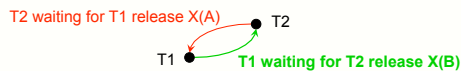
View serializable

- two schedules are **view equivalent**
 - Informally, can't distinguish results of schedules:
 - transactions read same values of each object
 - last transaction to write each object same
 - Formally, each of the following must occur in sched_1 iff it occurs in sched_2
 - the initial value of an object A is read by T_i
 - T_i reads value that T_k writes
 - T_i executes the final write of an object A
- A schedule is **view serializable** if it is view equivalent to a serial schedule

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Deadlock

- Transaction doesn't get lock $\Rightarrow$ **waits**
 - transaction schedule: **sequence** of lock requests, lock releases, reads & writes
- deadlock**: **cycles** of waiting
 - T1 gets exclusive lock for object A
 - T2 gets exclusive lock for object B
 - T1 requests exclusive lock for object B
 - T2 requests exclusive lock for object A



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Deadlock prevention I

By way handle **not getting requested lock**

- One way: give priorities to transactions
 - based on **time stamp**
- Protocol to decide what happens when T_w wants lock & T_h holds lock:
 - Wait-die**: if $\text{priority}(T_w) > \text{priority}(T_h)$, T_w waits otherwise T_w aborts
 - Wound-wait**: if $\text{priority}(T_w) > \text{priority}(T_h)$, T_h aborts otherwise T_w waits
- For either, argue no cycle in "waiting for" graph
- Starvation?

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Deadlock prevention II

- Change locking protocol
- Conservative two-phase locking:
 - transaction acquires **all locks** ever needs **at beginning** of execution
 - or waits with no locks
 - no transaction waiting on blocked transaction

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Deadlock detection

- construct "waiting for" graph periodically & check for cycle
- must abort transaction to break cycle
 - how choose which?
 - last edge added? know?
 - heuristics

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Aborting

- Why transactions abort?
 - Deadlock avoidance
 - System error
 - user command
- Dependent transactions could be forced to abort too:
 1. T_i aborts
 2. T_k read what T_i wrote
 - =>
 3. T_k must abort (re-execute) EVEN IF T_k has committed!
 - What does "COMMIT" mean?

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Cascaded aborts

2PH:



Strict 2PH:

- T_i releases locks and commits as atomic action
- Eliminates above problem

Choice of restrictions for conflicts :

- **Strict:** T_k does **not read or write** until T_i commits
- **Avoid cascaded abort:** T_k does **not read** until T_i commits
- **Recoverable:** T_k only commits after T_i **commits**
 - CANNOT ABORT after COMMIT

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Summary: 2-phase locking variations

- 2PH: guarantees **conflict serializable**
- **Strict 2PH:** guarantees **no cascaded aborts**
- **Conservative 2PH:** guarantees **no deadlock**
- **Strict + conservative 2PH:** **only allows reads** of shared objects by uncommitted transactions.

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Other consistency issues

Dynamics of DB can cause consistency problems even with Strict 2PL

Example: T_1 T_2

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. lock all pages containing records with property P 2. Take an aggregate of those records 3. Lock all pages containing records with property Q 4. Take an aggregate of those records | <ol style="list-style-type: none"> 1. Lock new page 2. Insert new record with property P on new page 3. Lock new page 4. Insert new record with property Q on new page |
|--|--|

Schedule: $T_1:1$ $T_1:2$ $T_2:1,2,3,4$ $T_1:3$ $T_1:4$

Aggregate for P before T_2 inserts; aggregate for Q after T_2 inserts => **not serializable** and **not consistent**

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Solutions?

- Need to lock all now and future records
- How?
 - Lock whole file : pages and access - **COSTLY**
 - Predicate locking: lock all records satisfying predicate (e.g. salary > 100K)
 - How?
 - Special case: if only using index to reach records satisfying predicate
 - Lock pages in index which contain or **would contain** data entries to records satisfying predicate

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