Transaction Management Overview

Chapter 16
Transactions

- Concurrent execution of user programs is essential for good DBMS performance.
  - Because disk accesses are frequent, and relatively slow, it is important to keep the cpu humming by working on several user programs concurrently.

- A user’s program may carry out many operations on the data retrieved from the database, but the DBMS is only concerned about what data is read/written from/to the database.

- A transaction is the DBMS’s abstract view of a user program: a sequence of reads and writes.
Concurrency in a DBMS

- Users submit transactions, and can think of each transaction as executing by itself.
  - Concurrency is achieved by the DBMS, which interleaves actions (reads/writes of DB objects) of various transactions.
  - Each transaction must leave the database in a consistent state if the DB is consistent when the transaction begins.
    - DBMS will enforce some ICs, depending on the ICs declared in CREATE TABLE statements.
    - Beyond this, the DBMS does not really understand the semantics of the data. (e.g., it does not understand how the interest on a bank account is computed).

- Issues: Effect of interleaving transactions, and crashes.
Atomicity of Transactions

A transaction might commit after completing all its actions, or it could abort (or be aborted by the DBMS) after executing some actions.

A very important property guaranteed by the DBMS for all transactions is that they are atomic. That is, a user can think of a Xact as always executing all its actions in one step, or not executing any actions at all.

- DBMS logs all actions so that it can undo the actions of aborted transactions.
Example

- Consider two transactions (Xacts):
  
  T1: BEGIN A=A+100, B=B-100 END
  T2: BEGIN A=1.06*A, B=1.06*B END

- Intuitively, the first transaction is transferring $100 from B’s account to A’s account. The second is crediting both accounts with a 6% interest payment.

- There is no guarantee that T1 will execute before T2 or vice-versa, if both are submitted together. However, the net effect must be equivalent to these two transactions running serially in some order.
Example (Contd.)

- Consider a possible interleaving (schedule):

<table>
<thead>
<tr>
<th>T1:</th>
<th>A=A+100,</th>
<th>B=B-100</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2:</td>
<td>A=1.06*A,</td>
<td>B=1.06*B</td>
</tr>
</tbody>
</table>

- This is OK. But what about:

<table>
<thead>
<tr>
<th>T1:</th>
<th>A=A+100,</th>
<th>B=B-100</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2:</td>
<td>A=1.06*A,</td>
<td>B=1.06*B</td>
</tr>
</tbody>
</table>

- The DBMS’s view of the second schedule:

<table>
<thead>
<tr>
<th>T1:</th>
<th>R(A), W(A),</th>
<th>R(B), W(B)</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2:</td>
<td>R(A), W(A), R(B), W(B)</td>
<td></td>
</tr>
</tbody>
</table>
Scheduling Transactions

- **Serial schedule**: Schedule that does not interleave the actions of different transactions.

- **Equivalent schedules**: For any database state, the effect (on the set of objects in the database) of executing the first schedule is identical to the effect of executing the second schedule.

- **Serializable schedule**: A schedule that is equivalent to some serial execution of the transactions.

(Note: If each transaction preserves consistency, every serializable schedule preserves consistency.)
Anomalies with Interleaved Execution

- Reading Uncommitted Data (WR Conflicts, “dirty reads”):

  T1: R(A), W(A), R(B), W(B), Abort
  T2: R(A), W(A), C

- Unrepeatable Reads (RW Conflicts):

  T1: R(A), R(A), W(A), C
  T2: R(A), W(A), C
Anomalies (Continued)

- Overwriting Uncommitted Data (WW Conflicts):

<table>
<thead>
<tr>
<th>T1:</th>
<th>W(A), W(B), C</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2:</td>
<td>W(A), W(B), C</td>
</tr>
</tbody>
</table>
Lock-Based Concurrency Control

- **Strict Two-phase Locking (Strict 2PL) Protocol:**
  - Each Xact must obtain a \( S \) (shared) lock on object before reading, and an \( X \) (exclusive) lock on object before writing.
  - All locks held by a transaction are released when the transaction completes.
  - If an Xact holds an \( X \) lock on an object, no other Xact can get a lock (\( S \) or \( X \)) on that object.

- Strict 2PL allows only serializable schedules.
Aborting a Transaction

- If a transaction $T_i$ is aborted, all its actions have to be undone. Not only that, if $T_j$ reads an object last written by $T_i$, $T_j$ must be aborted as well!
- Most systems avoid such *cascading aborts* by releasing a transaction’s locks only at commit time.
  - If $T_i$ writes an object, $T_j$ can read this only after $T_i$ commits.
- In order to *undo* the actions of an aborted transaction, the DBMS maintains a *log* in which every write is recorded. This mechanism is also used to recover from system crashes: all active Xacts at the time of the crash are aborted when the system comes back up.
The Log

- The following actions are recorded in the log:
  - **Ti writes an object**: the old value and the new value.
    - Log record must go to disk **before** the changed page!
  - **Ti commits/aborts**: a log record indicating this action.

- Log records are chained together by Xact id, so it’s easy to undo a specific Xact.

- Log is often *duplexed* and *archived* on stable storage.

- All log related activities (and in fact, all CC related activities such as lock/unlock, dealing with deadlocks etc.) are handled transparently by the DBMS.
Recovering From a Crash

- There are 3 phases in the *Aries* recovery algorithm:
  - **Analysis**: Scan the log forward (from the most recent checkpoint) to identify all Xacts that were active, and all dirty pages in the buffer pool at the time of the crash.
  - **Redo**: Redoes all updates to dirty pages in the buffer pool, as needed, to ensure that all logged updates are in fact carried out and written to disk.
  - **Undo**: The writes of all Xacts that were active at the crash are undone (by restoring the *before value* of the update, which is in the log record for the update), working backwards in the log. (Some care must be taken to handle the case of a crash occurring during the recovery process!)
Summary

- Concurrency control and recovery are among the most important functions provided by a DBMS.
- Users need not worry about concurrency.
  - System automatically inserts lock/unlock requests and schedules actions of different Xacts in such a way as to ensure that the resulting execution is equivalent to executing the Xacts one after the other in some order.
- Write-ahead logging (WAL) is used to undo the actions of aborted transactions and to restore the system to a consistent state after a crash.
  - Consistent state: Only the effects of committed Xacts seen.