

Isolation: naively: a tx may not see uncommitted state. (STRICT)

in practice: a tx may not commit until all the object values it has used are committed by prior transactions.

(2)

2PL - no difference on invocation - objects are locked by tx's
- to enforce isolation, must keep objects locked until commit (STRICT)

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(6) - if isolation is not enforced, cascading aborts may occur.

Tradeoff - delayed unlocking - vs - delay on commit & complexity of casc. abort.

TSO - non-strict - tx may be rejected as too late if timestamp (ts) less than latest conflicting invocation ts - otherwise proceeds immediately

The tx system must then manage cascading aborts and undo affected operation invocations. Objects need to have a commit operation

strict TSO: will still reject if "too late". If timestamp is OK - will delay until previous conflicting operation is committed. - so object, as before, needs a commit operation.

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(5) Tradeoff is whether to delay tx on invocation or on commit

OCC - tx's work on "shadow copies" i.e. different object versions

If the system used atomic commitment such shadows would be of committed state - so isolation enforced in implementation.

But Atomic commitment is not "optimistic" - we may need fast access to objects + conflict may be v. rare.

OCC - validation of a tx when commit is requested:

(i) are its set of object versions consistent?

- look at timestamps and time shadows were taken.

(ii) have conflicting updates been made ^(by other tx's) to the objects since the shadows were taken?

Tradeoff - if (i) is false (isolation not enforced) about tx - ^{work/waste} time wasted vs. immediate access

OCC - commitment

Committed tx's values/version of objects applied with timestamp at commit.

state (object versions after commit)

$T_1(A, B, C, D, E) \rightarrow (A_1, B_1, C_1, D_1, E_1)$ (the discussion may use such an example).

$T_2(B, C, D) \rightarrow (A_1, B_2, C_2, D_2, E_1)$

$T_3(A, C, E) \rightarrow (A_3, B_2, C_3, D_2, E_3)$

$T_4(C, D) \rightarrow (A_3, B_2, C_4, D_4, E_3)$