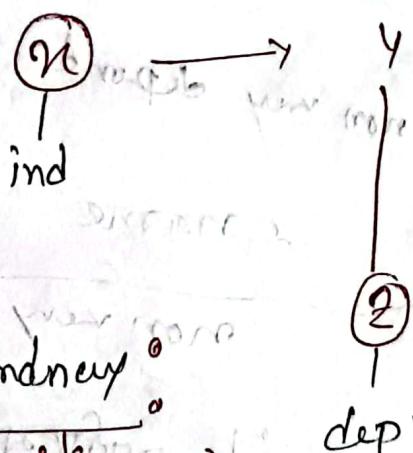


~~2nd ch~~  
Dependency: 2 columns depend on 1 column exist

} Column 2 and 3 depends on 1 column  
2 and 3 are independent of each other  
so 1 is functional dependency

functional dependency is a method to describe the relation between attributes.



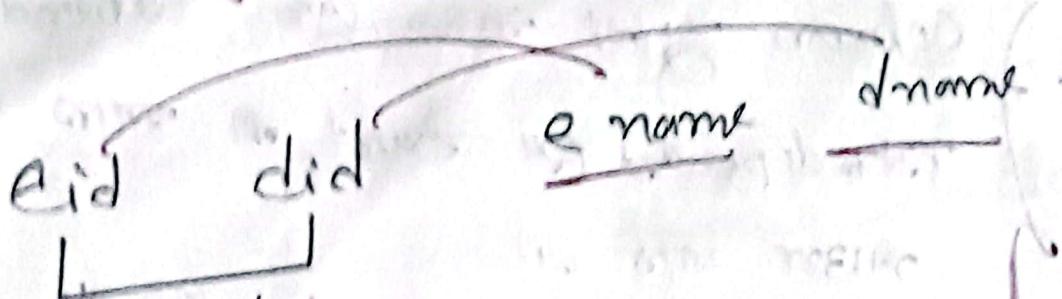
y is functionally depended on x  
so x must be independent

### Functional dependency

- Trivial dependency
  - non-trivial
  - Partial
  - Transitive
  - multi-valued
- ~~composite~~ ~~and~~ ~~primary~~ ~~key~~ ~~dependency~~ ~~non-trivial~~ ~~partial~~ ~~transitive~~ ~~multi-valued~~
- ~~functional dependency~~ ~~independent~~ ~~primary keys are dependent~~

partial

partial dependency  $\Rightarrow$  part.  
partial.



completeness / redundant info.

partial dependency  $\Rightarrow$   $eid, did \rightarrow dname, e_name$

$eid \rightarrow e_name$   
 $did \rightarrow d_name$

transitive  
dependency  $\Rightarrow$   $e_name \rightarrow d_name$

non key dependency  $\Rightarrow$   $non\_key \rightarrow d_name$

transitive: non key  $\Rightarrow$  key

$eid \rightarrow key$

$e_name$

non key

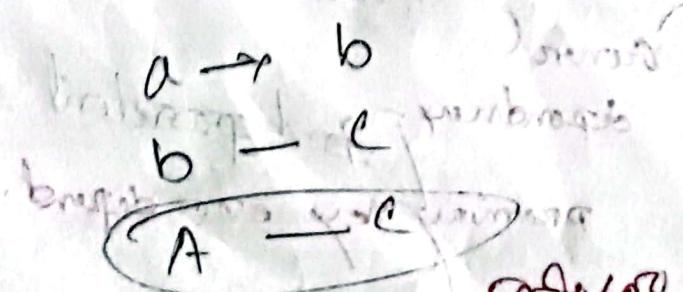
$d_name$

$(key)$   $key \rightarrow d_name$

$Q_{AC}$

$eid \rightarrow d_name$

$d_name$



transitive  
 $\Rightarrow$   $a \rightarrow c$

reflexive

## multivalued dependency

⑤ fid [mail/mail]

one column multivalued attribute is primary  
very often occurs by one multivalued depen-  
dency only

to make clear Normalization

# Trivial f.i.D.  $\Rightarrow X = \emptyset$  is subset of n

~~# reflexivity~~  $\Rightarrow$  fid  $\rightarrow$  Sid always valid.  $A \rightarrow B$

# Augmentation  $\Rightarrow$  if  $A \rightarrow B$  then  $AC \rightarrow BC$

# Transitivity  $\Rightarrow$  if  $A \rightarrow B$  and  $B \rightarrow C$  then  $AC \rightarrow BC$

# Projectivity  $\Rightarrow A \rightarrow BC$ , then  $A \rightarrow B$ ,  $A \rightarrow C$

+ union  $\Rightarrow$  if  $A \rightarrow B$  and  $A \rightarrow C$  then  $A \rightarrow BC$

+ pseudo transitive  $\Rightarrow$  if  $A \rightarrow B$ ,  $DB \rightarrow C$   
then  $DA \rightarrow C$

Explaining the test

Integrity

# To preserve referential integrity during an insert operation.

① Check for foreign key constants.

② Check for unique constants.

③ Check for cascading updates and deletes.

④ Post the insert operation.



# Delete

- ① Check for existing foreign key relationships.
- ② Check for cascading deletes.
- ③ Check for constraints.
- ④ Check for triggers.
- ⑤ Post the delete operation.

$B \leftarrow E$ ,  $B \in A$   $C.E \leftarrow$  arithmetic

## update

⑥ Check for existing foreign key relationships

- Check for unique constraints.

- " " cascading updates.

- " " " deletes.

- Test on the update operation.

# ensure database integrity.

• Entity integrity: It is concerned with the concept of primary key, has to be unique and not null.

• Referential integrity: this is concerned with the concept of foreign keys. The first state that the foreign keys value would be refer to a primary of another table.

Domain Integrity: The concept ensure that all data in a defined database can be stored and connected to other data. This ensure everything serializable.

# Inconsistency -> no save guard may go to constant in integrity rule

With other trait ultraviolet represent to type of address before or after : Stringer's function

at first set block value own report what return be given

Organizing data in standard sets  
data called Normal

## Normalization

Decomposed - ଭ୍ରମ୍ଭିତ ପରିଲା

inconsistency, anomaly

insert update delete  
insert update delete

ନୂଳ ପାଇଁ କିମ୍ବା  
କିମ୍ବା ନୂଳ ପାଇଁ

update  
2017 3/10 01/13/2017  
2018 2/10  
2019 anomalous  
update 04

value debt cannot 203

~~Eraser~~ ~~pen~~ ~~marker~~ ~~eraser~~ ~~pen~~ ~~marker~~

PDP suggests 4

- জ্যোতি এবং সামুদ্রিক জ্যোতি।

6 types Normalization  
1. Min-Max normalization  
2. Z-score normalization  
3. Decimal scaling  
4. Range scaling  
5. Power scaling  
6. Logarithmic scaling

• can't hold multiple values for  
the 1NF.

1NF

not

used to remove grouping



id phone quantity

014	pen	5
014	pencil	10

# decompose into (1NF)

⑤ 1NF even 2NF

01	pen	5
01	pencil	10

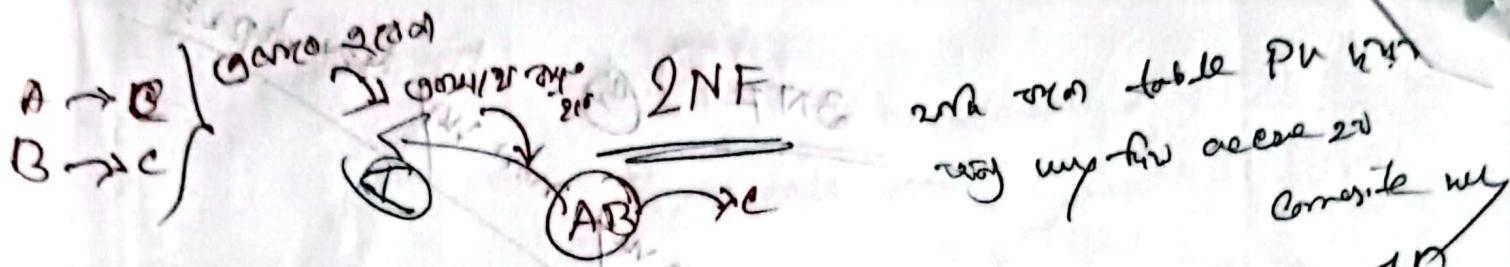
group has no repeating group

1NF

2NF

ID	course
101	ict,DBMS

ID	course
101	DBCT
101	DBMS



A relation seems to be 2NF if  
it is in 1NF and have no partial dependency.

# 1NF  $\rightarrow$  2NF  $\rightarrow$  2NF  $\rightarrow$  2NF

eid	did	ename	dname	zip	city
Jedi					

Jodi  
 eid → ename  
 eid → dname  
 did → dname  
 did → zip

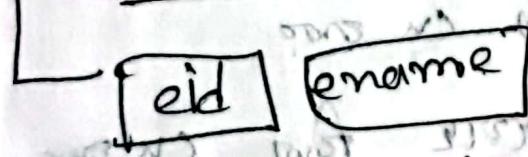
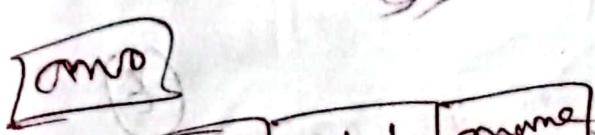
$\Leftrightarrow$ 

dm	dm
----	----

 partial dependency

req eid → ename

fact G20. Ename not for



composite key  
 partial dependency

partial dependency  
 contains table

3NF

(3)

transitive dependency

qd → ZIP

ZIP → city

qd	ZIP	city

multivalued  
functional

id	ZIP

ZIP	city

~~4NF~~  
~~5NF~~

(5)

ID	mbl	mbl

factors

ID	mbl

ID	mbl

10. 5th normal form  
11. 6th normal form

20'

still loss less for decomposition to ensure

decomposability of 5NF

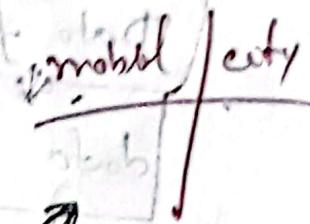
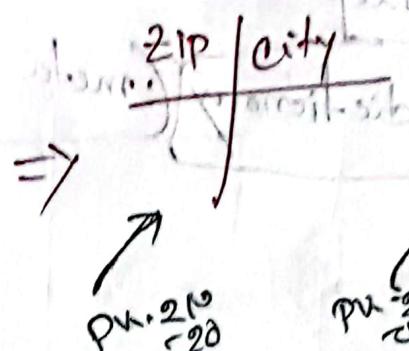
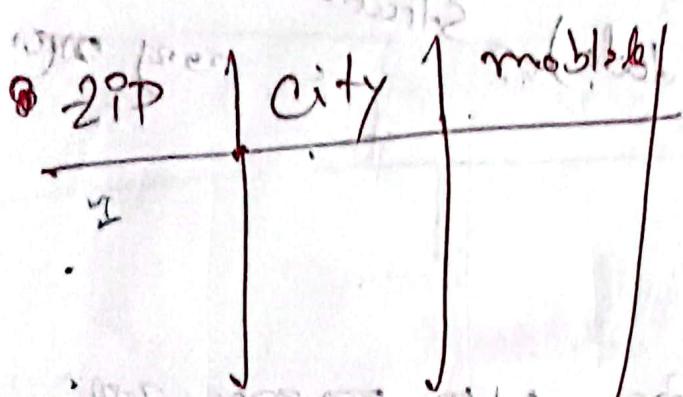
21. - Normalization etc thru which Am in step

formulation value of Am 2014 for current

(v) ~~BCNF~~ is irreducible 3.SNF  
Boyce code normal form.

2 hr candidate very soon Primary very no talk

28. मानवी BNF वर्णन का दर्शाएँ।



- Primary key anno. edit column can't depend.  
insert, update, delle anomaly di inserimento.

- Wörter → wahr und Wahrnehmung

$$x \rightarrow y : \text{prior} - R(6) = 20$$

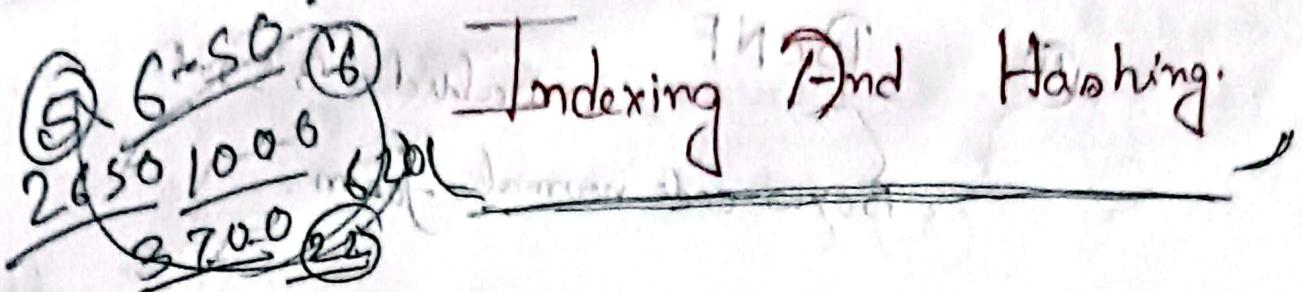
$X \rightarrow Y$ :  $\text{prior} = 2(0) = 20$  (no prior)

super very  
slightly

~~Conradtomy~~ 13m 265 VED

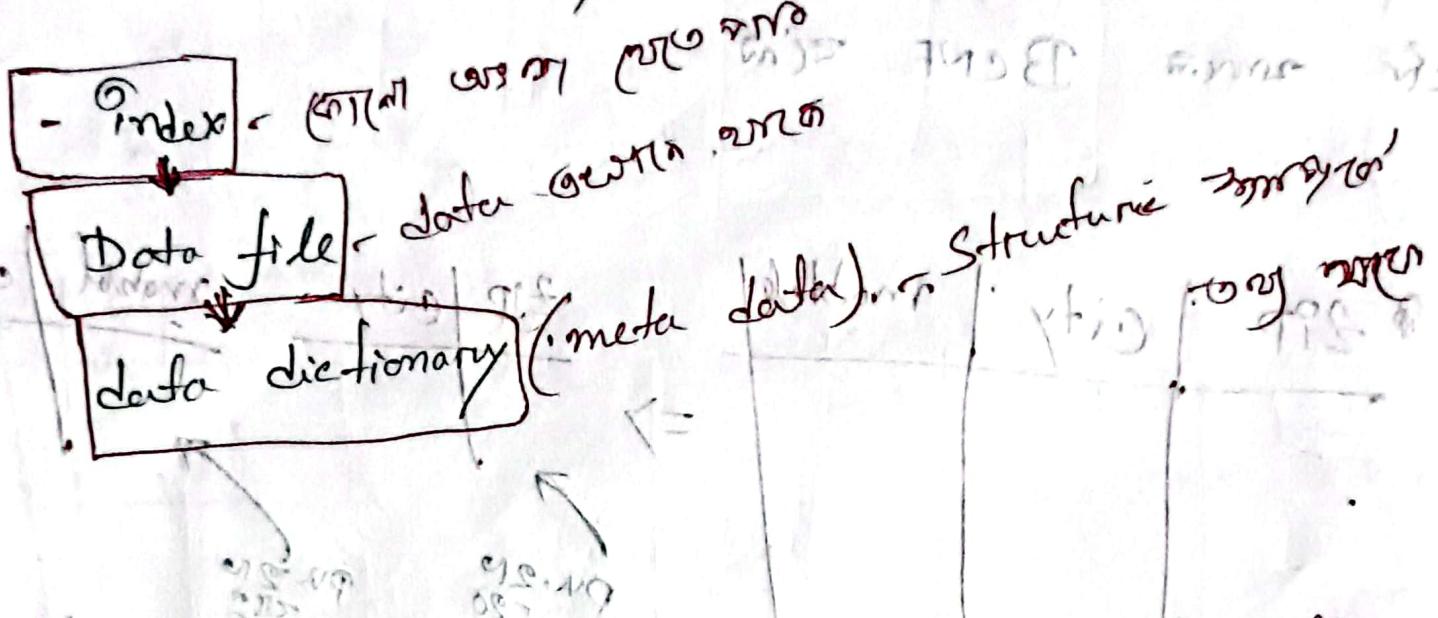
Period 1830s-1850s. New presbyterian

8) What problems does the following text pose?



## Indexing And Hashing

\* Data Search ~~and way~~ → faster than others etc.



• Indexing → ~~more~~ faster. ~~less~~ time ~~more~~ memory  
Index and hashing same.

• How to define index or hashing

- Access type → sequential  $\leftarrow$  sequentially random  $\rightarrow$  hashing
- access time → location time → ~~more~~ time for many keys
- insertion time → data insert  $\rightarrow$  access and insertion ~~more~~ time for many ~~keys~~ entries
- deletion time → deletion  $\rightarrow$  time cost for ~~more~~ time
- Space overhead;

indexing value ~~more~~ memory, hashing

value ~~less~~ memory, ~~more~~ faster don't need time ~~more~~ time

→ Company hashing, ~~not~~ company need indexing

## Index Order Index

Hashing 3 type.

Sorted way to get data  
primary very sorted (1, 2, 3, 4, 5)  
non very (10, 20, 30)

- Primary Index (Order).

candidate key. (7, 6, 12, 5)

- Secondary Index (unordered)

mixed (1, 2, 3, 4, 5)

- clustered index (ordered)

cluster matrix non index

cluster index.

(1, 1, 1, 2, 2, 3, 3)

for ordered insertion principle

frreibri building multilevel  
space

Dense

key range and instance (1, 2, 3) index file.

create node

index file

Key	Pointed
1	001
2	005
3	008
4	101
5	105
6	108

data file.

id	name	age	dept
1	John	20	CS
2	Mike	25	EE
3	Tom	30	CE
4	Matt	22	ME
5	Raj	28	CE
6	Jill	24	EE

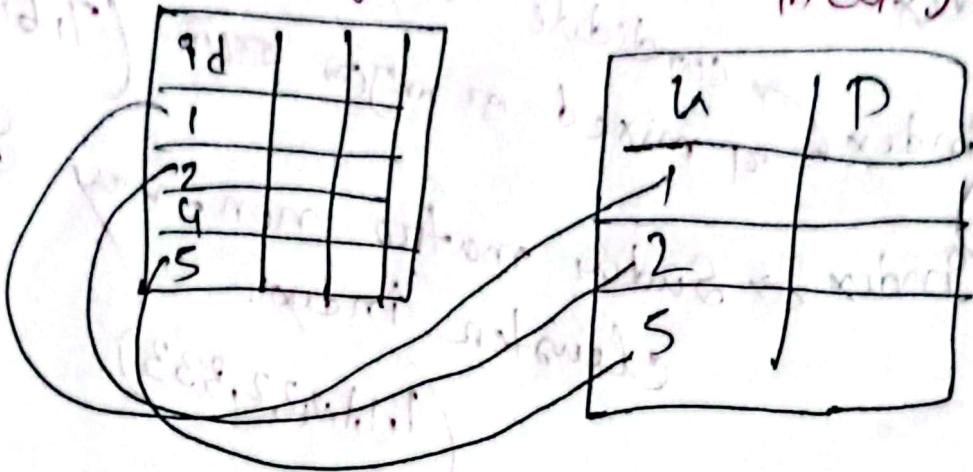
An index entry is created in every search value

Spanning: ~~future~~ current 2D array Line 1, 810  
 - all factors in randomly file into

data file

in index file

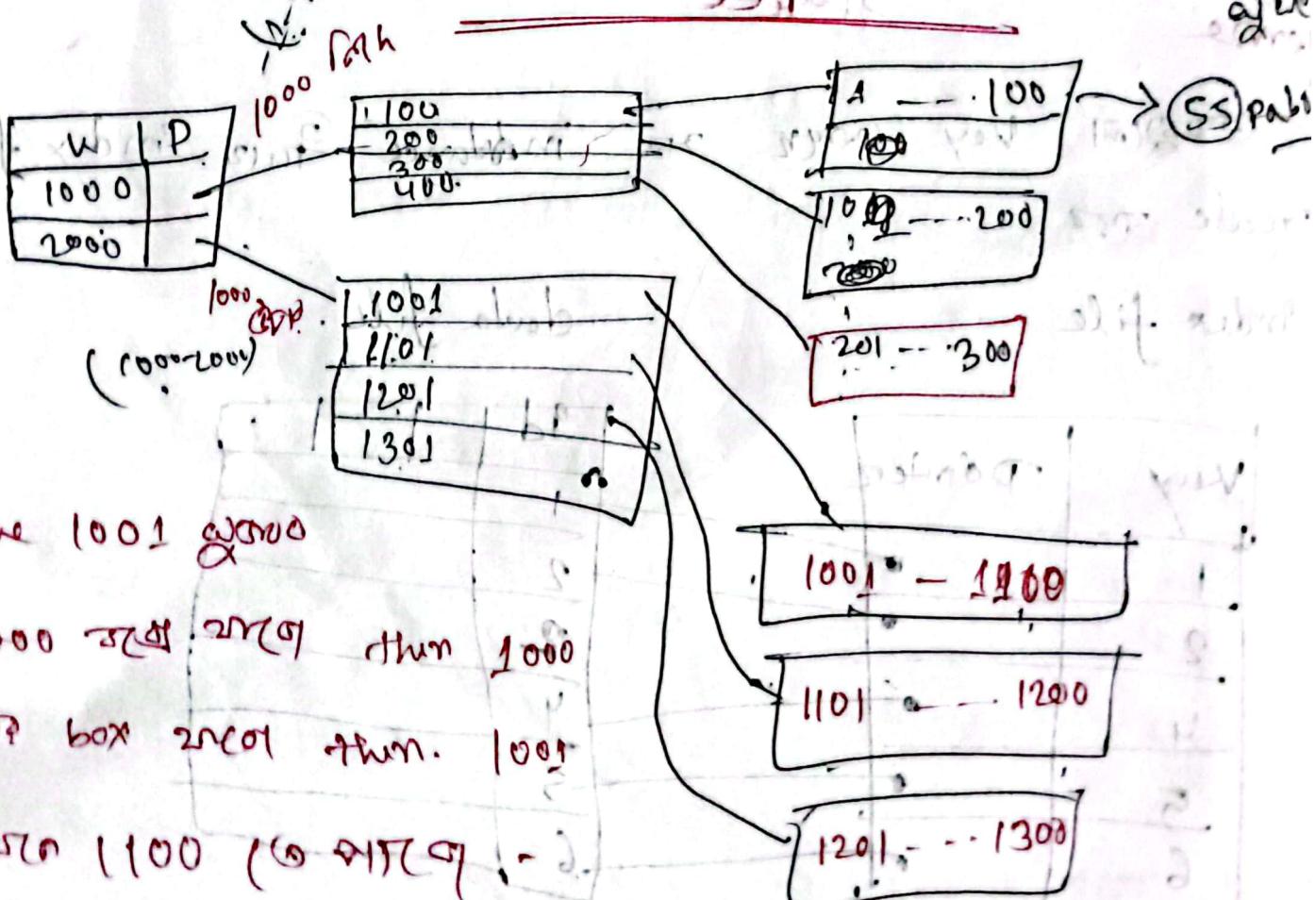
An index entry in  
 created only on some  
 second not all.



# Ordering maintain 7010 210

Multilevel indexing

Level 5  
Index  
Page



Line 1001 address

2000 address 2100 thru 1000

top box 2100 thru 1001

(2100 1100 (0-1100 - 1)

base vars in b1000 at address offset on

Hash file organization :: Bucket a data structure. Hash  
target data search in location (hash value)

Index Serially Search is. Hash randomly search to  
So. data easily search ) cf advantage why hash used.

Disadvantage of hash function:

poor hash function. Our result will always have some error

bucket overflow হলে কোথা Sababin তের দাতা generate করা হবে।  
করা হবে। Does not

• why bucket overflow occur? If the bucket has enough space, a  
narrow enough space, a  
bucket overflow occur.

① insufficient bucket size

② mapping problem ③ skew

• if bucket ক্ষেত্রের সাথে জোড়া আসে ক্ষেত্রের size ক্ষেত্রের size

• bucket overflow হলে our worst hash function

• what will do when bucket overflow occur?

• overflow chaining: different enter bucket

• hash table এর মধ্যে ক্ষেত্রের size

open hashing, Linear probing : Slightly less collisions

with margin being bursty linear probing with

Ideal hash function: same numbers & distribution

Distribution 2 type:

uniform: Same area inserted after

random = " "

Multilevel indexing: It used in databases

to improve the efficiency of accessing and retrieving data from large databases.

Multilevel indexing helps in breaking down the index into several smaller indices in order to make the outermost level so small that it can be saved in a single disk block which can easily access anywhere in the main memory.

## Drawback

- A bucket may overflow when other buckets still have space thus causing overflow.

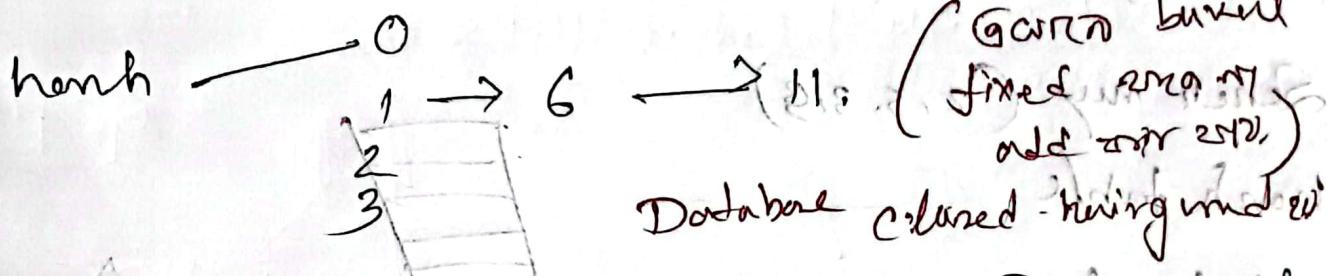
① multiple records may have the same search key.

② the chosen hash function may result in non uniform distribution of searching to resolve skew problem.

- ① Implement data partitioning to distribute data across partitions.
- ② used proper ordering techniques to optimize query performance and balanced workload.
- ③ Implement dynamic load balancing algorithm to distribute workload across nodes/partitions.

Overflow Chaining: when buckets are full, a new

buckets are allocated for the same hash result  
and so linked after the previous one this  
method is called (Colased hashing)

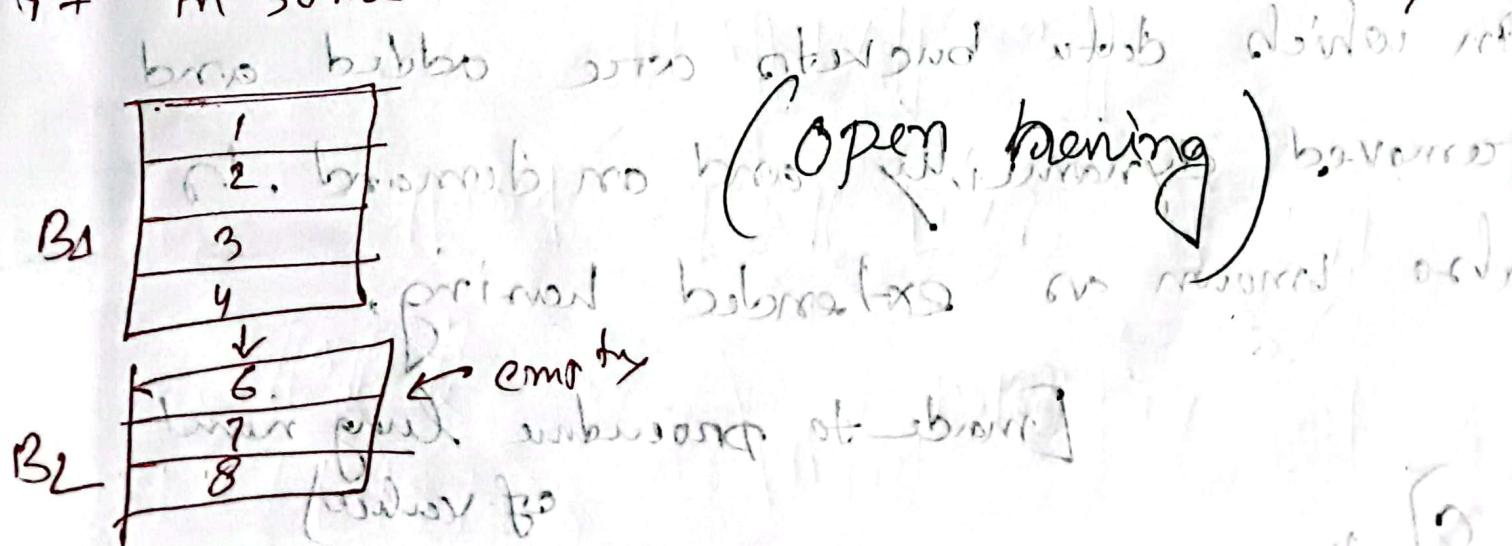


Linear Probing: Size (fixed 212), 2 in bucket

full 22 (over 212) or empty 19 then potential

odd 23. If the buckets are full the system insert

9 + in some other bucket if 212 is empty.



## Hash Index

a hash index organizes the search with their associated pointers into a hash file structure.

Search my (2, 5, 3, 9)

hash table

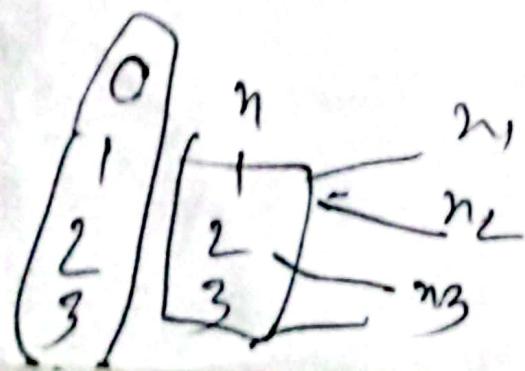
Hash functions ( $n \text{ mod } 10, n \text{ mod } 10^2$ )



## Dynamic hashing

Dynamic hashing provides a mechanism in which data buckets are added and removed dynamically and on demand. It is also known as extended hashing.

[made to procedure long number of records]



B+ News

- a symbolic language to represent the working procedure of database.

ISAM (indexed seq access method)

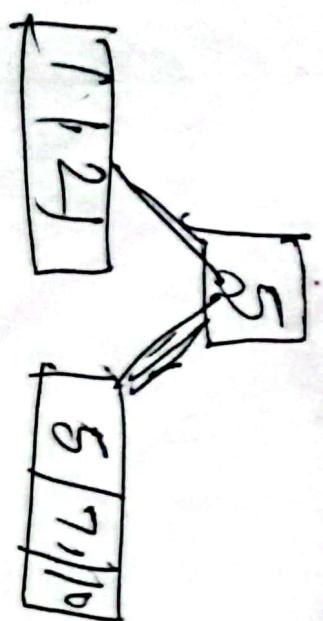
join factors >> extra mode gives good data agreement

Ex

rule: searchily  $\frac{n}{2}$   $n=3$   $\frac{3}{2}=1.5$   $\approx 2$  for QM middle  
 then Partition tree  $\frac{n}{2}$   $n=4$   $\frac{4}{2}=2$  middle for PMS  
 when node full  $\rightarrow$   $\boxed{1 \ 2 \ \textcircled{3} \ 4 \ 1 \ 3} \leftarrow$  1 internal node  
 or partition and search

for 200 period over some 80 intervals  
and mode zero

spanning internal forces depend on same or different  
side and sign, one side to go, another



Ex ordenadas menor, mayor, primaria, secundaria, terciaria.

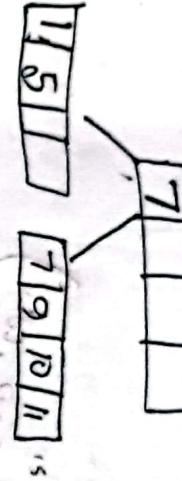
$$m = 14$$

• 15, 7, 9, 10, 11, 15, 17, 23, 25, 35, 39, 40.

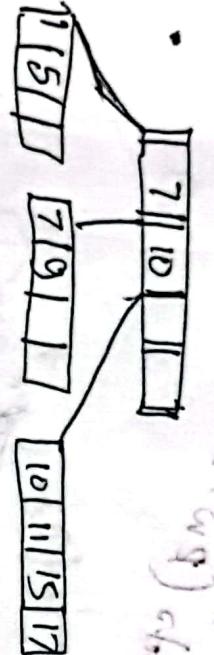
• 11 15 17 19

• 11 15 17 19 23 25 35 39 40

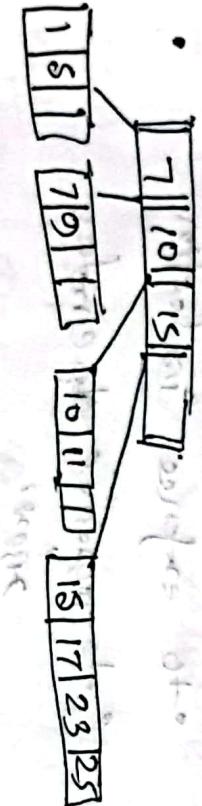
• 11 15 17 19 23 25 35 39 40



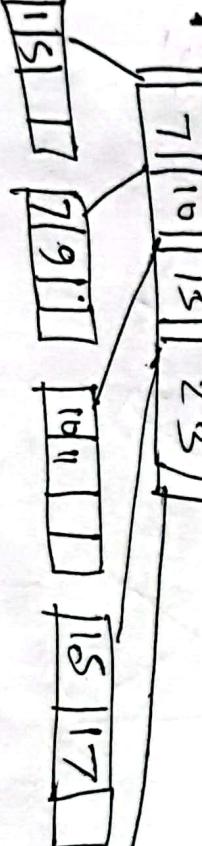
• 11 15 17 19 23 25 35 39 40



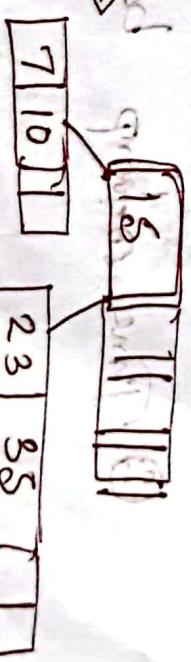
• 11 15 17 19 23 25 35 39 40



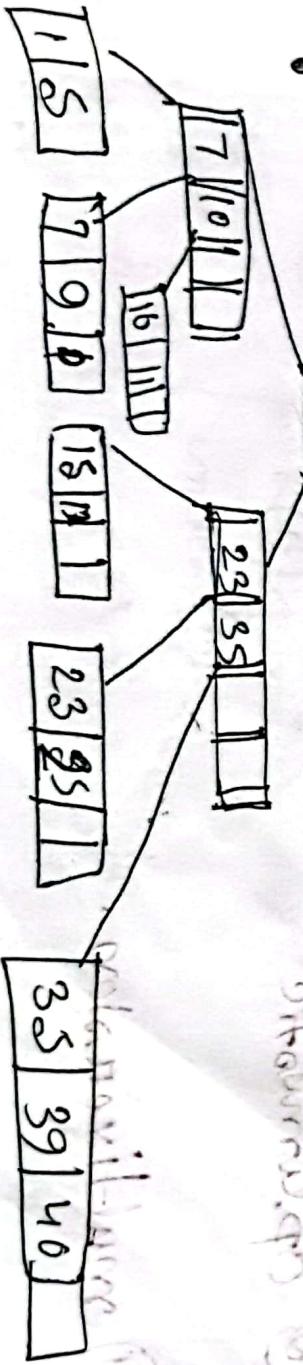
• 11 15 17 19 23 25 35 39 40



• 11 15 17 19 23 25 35 39 40



• 11 15 17 19 23 25 35 39 40



• 11 15 17 19 23 25 35 39 40

Properties. → It is a set of operations used to perform a logical unit of work.

Acid properties:

a. Atomicity

b. Consistency

c. Isolation

d. Durability

Atomicity: either all or none • until commit.

Consistency: rollback → 1st case → 2nd

transaction field →

Consistency: balanced

amount

balance

Consistency: Line

500 funds transferred 1000

500 funds

1000 cash

→ 1000 cash

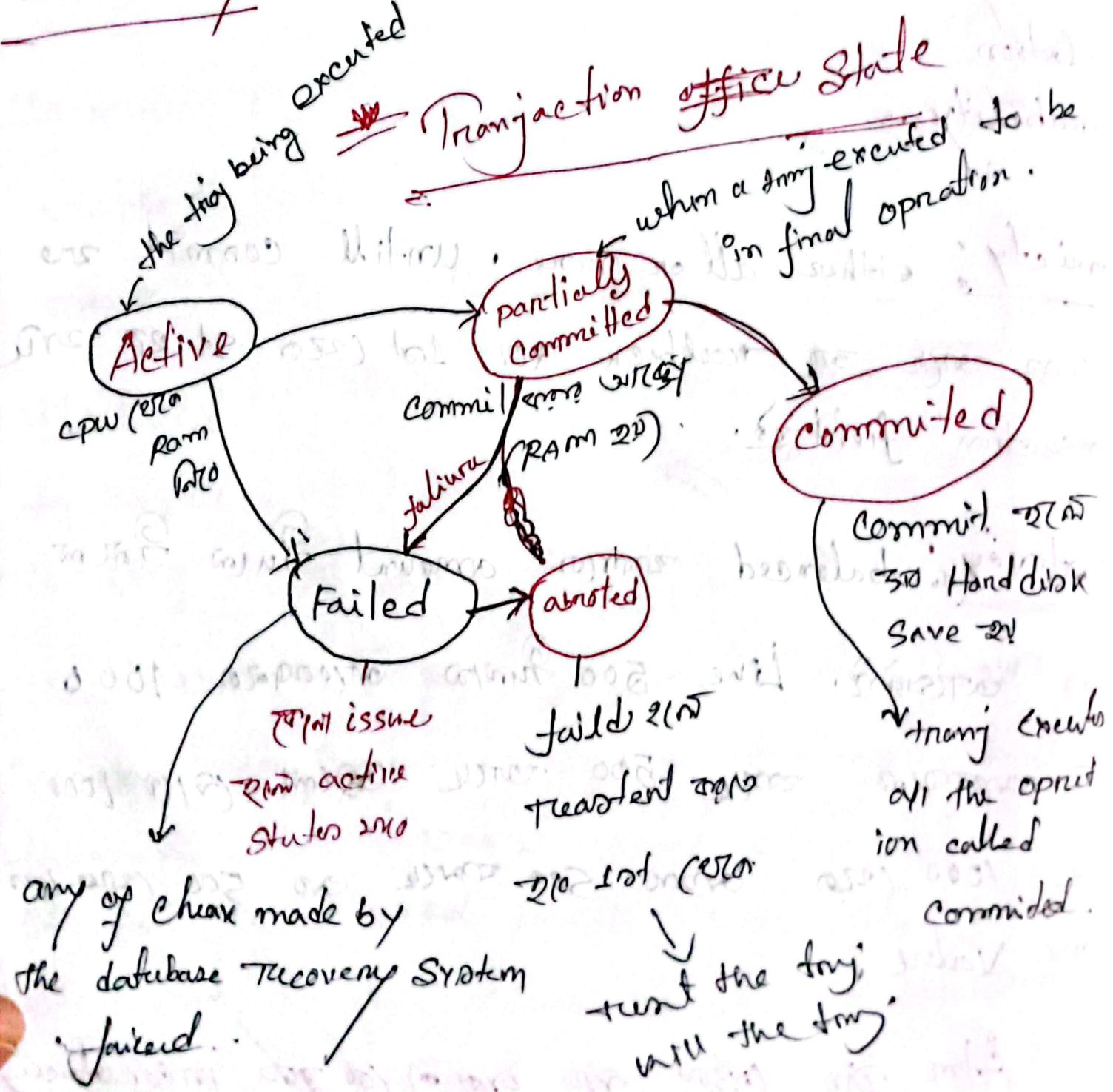
amount 1500 cash

Same value is not true

Atom. Prop (invariant) of 1000 in consistency

Isolation: parallel schedule ( $A \rightarrow B$ )  $\oplus$  serial  
 convert into 2nd part to complete (can't be used)  
 until 2nd part.

Durability: w/ change w/o permanently saved  
 w/o



## Shadow copy technique

It is a technique which is based on making copies in database.

→ A pointer called db pointer stores database to current constant copy at given point of time.

→ db pointer update at shadow to point to

→ Let us assume that only transaction is active at a time.

① Let us assume that only transaction is active at a time.

② A pointer called dbpointer always points to the current constant copy of the database.

③ If updates are made on a shadow copy of the database.

and the dbpointer is made to point to the updated shadow copy only after the transaction finishes partial commit and all updated pages have been flushed to disk.

④ In case transaction failed old constant copy pointed by dbpointer can be used and the shadow copy can be deleted.

This procedure ensure Atomicity, consistency, Durability but not Isolation Property.

## Concurrent Execution

helps in reducing waiting times, improved throughput, and resource utilization.

### Problem:

(i) Lost update problem (W-W conflict)

(ii) Temporary update on dirty read. (W-R)

→ Occurs when one transaction updates a database item and the transaction failed but its update is read by some other transaction.

T <sub>1</sub>	T <sub>2</sub>
R(A)	
A = A + 2	
↓ W(A)	R(A)
R(B)	R(B)
	W(A)
	Commit

Implementation of user system:  
multiple users can access and multiple users can access the same database at one time which is known as concurrent execution.

# Serializability

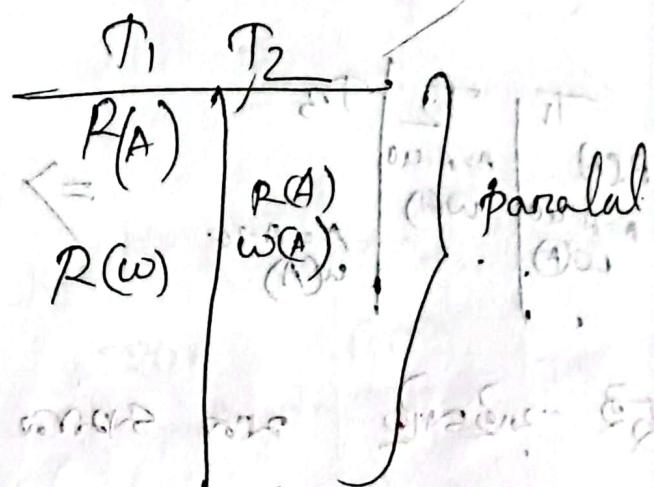
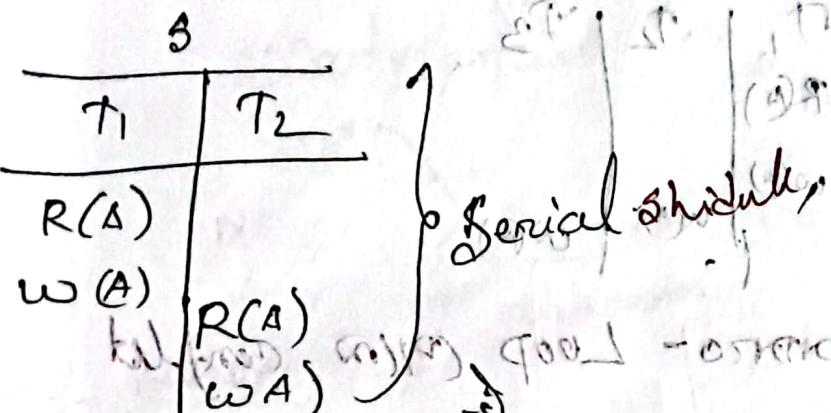
schedule तरीके की

Serializable होने की कठी

two types :

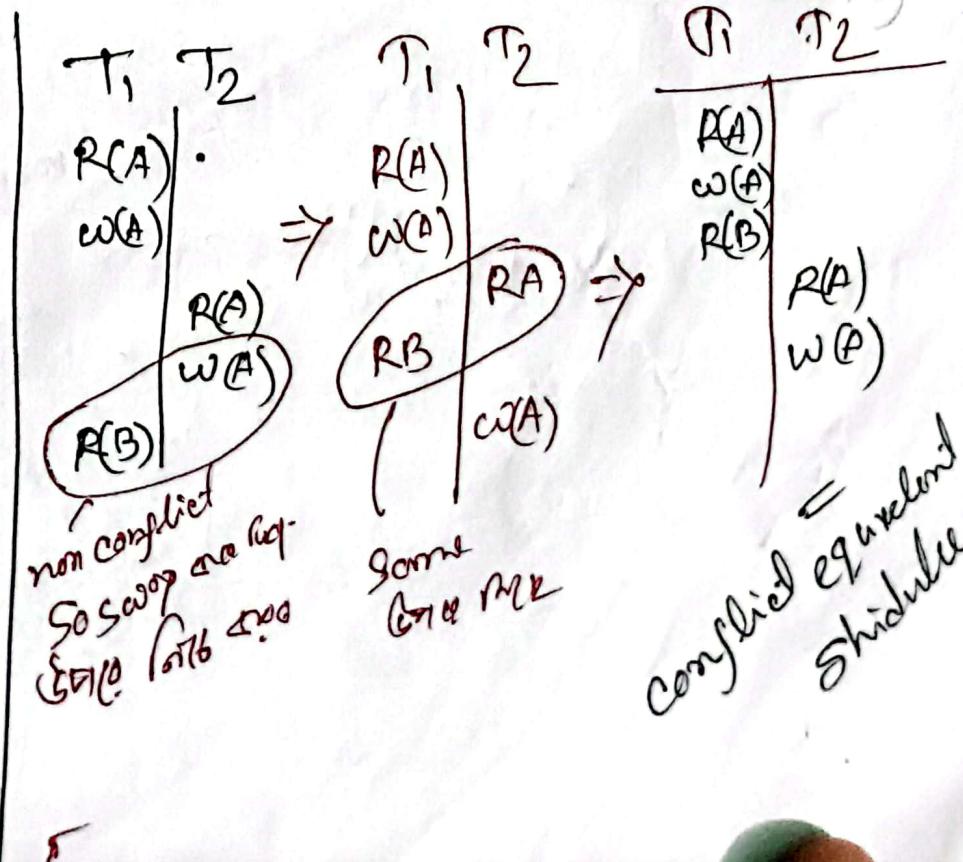
~~view~~

conflict



conflict equivalent

$R(A)$	$R(A)$	non conflict
$R(A)$	$w(A)$	conflict
$w(A)$	$R(A)$	conflict
$w(A)$	$w(A)$	non conflict
$R(B)$	$R(A)$	conflict
$R(B)$	$w(A)$	non conflict
$w(A)$	$w(B)$	non conflict
<del><math>w(B)</math></del>	$R(A)$	

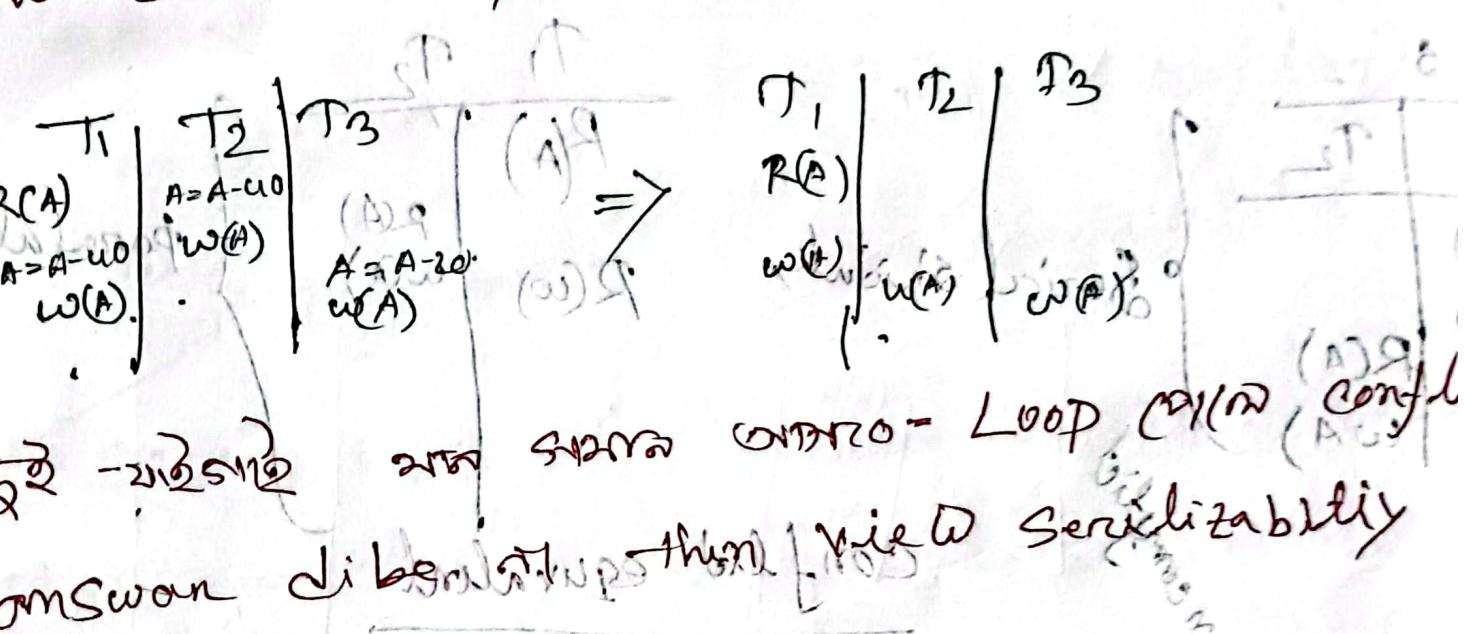


conflict equivalent  
schedule

## View serializability

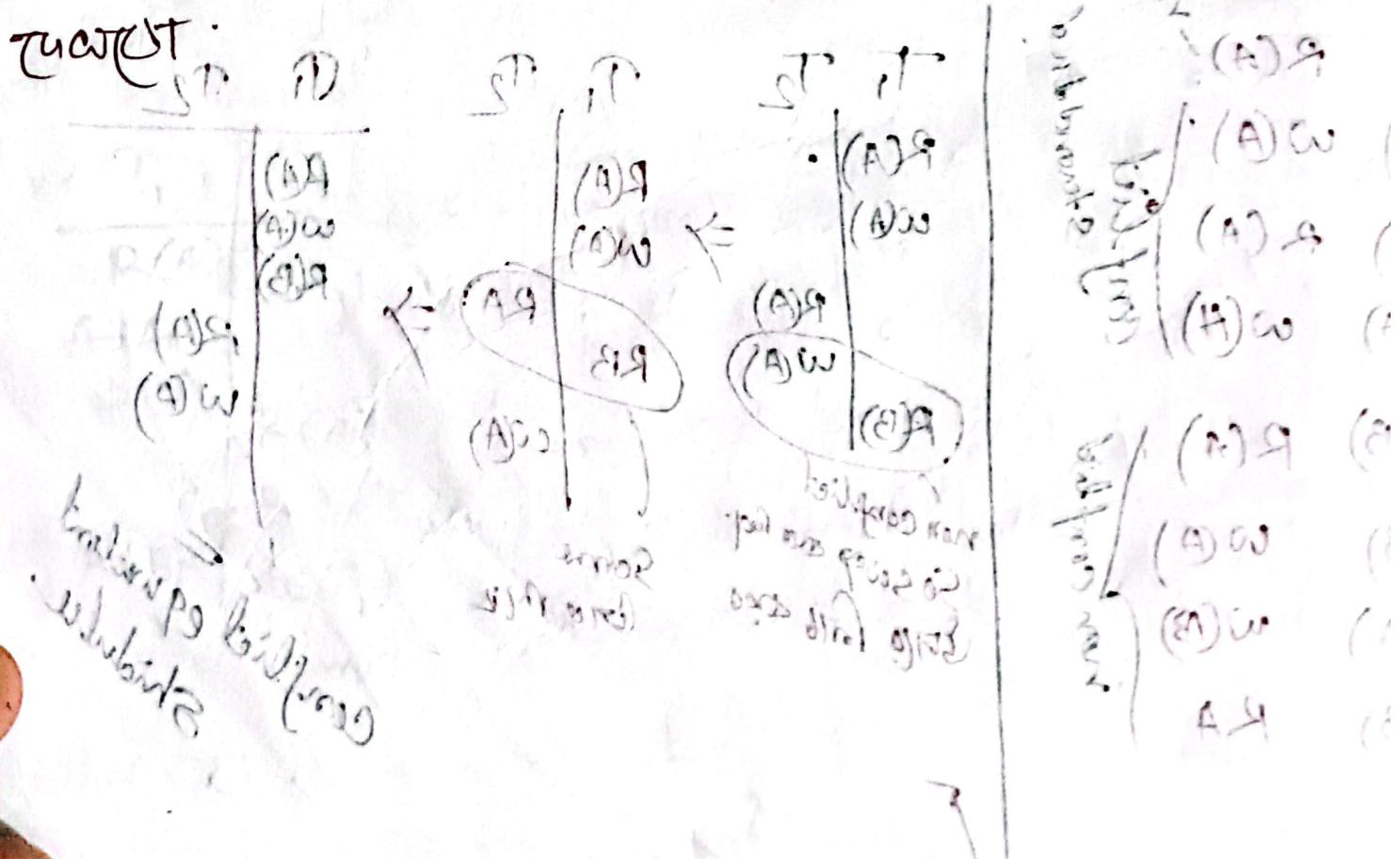
loop  $\xrightarrow{\text{loop}} \text{loop}$   $\xrightarrow{\text{loop}}$  Non conflict

Serializable. loop  $\xrightarrow{\text{loop}}$  the Conflict and serial  
-  $\xrightarrow{\text{loop}}$  loop  $\xrightarrow{\text{loop}}$  Change  $\xrightarrow{\text{loop}}$  serial



Two-phase loop conflict (conflict)  
 answer depends on view of serializability

Conflict:

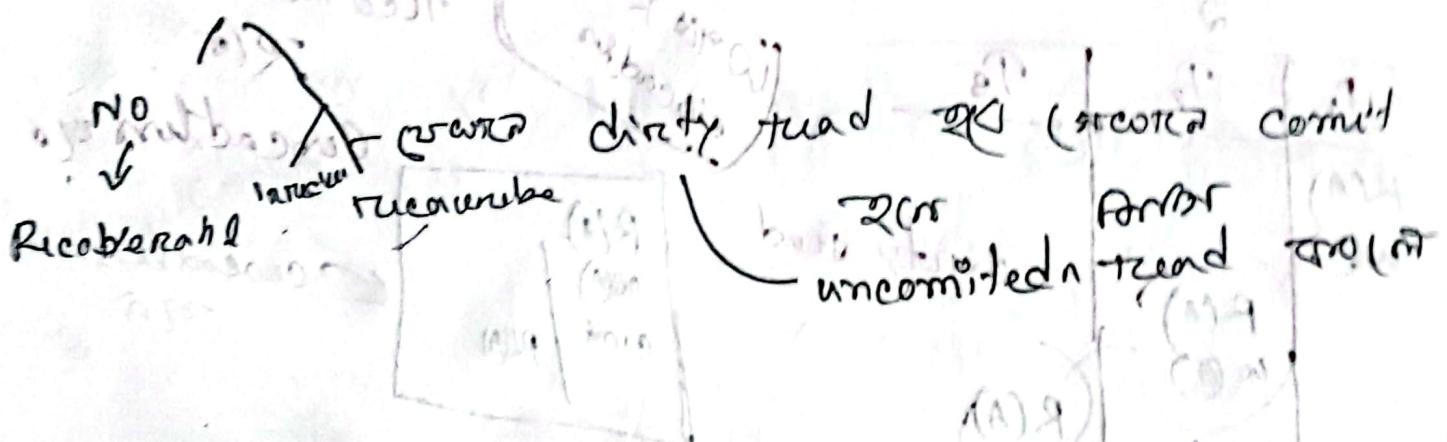


## Recoverable Schedule

Serializable  $\Rightarrow$  no failure (own or other's)

Recoverable schedule: (roll back to full 2PC  
Atomicity 2/2)

Dirty read



$T_1$

$R(A)$

$$A = A + 10$$

$W(A)$

$R(A)$

$$A = A - S$$

$W(A)$

c.

$T_2$

$A^{(0)}$

$R(A)$

dirty read

row 1

row 2

row 3

row 4

row 5

row 6

row 7

row 8

row 9

row 10

also recoverable

## Cascades & hide

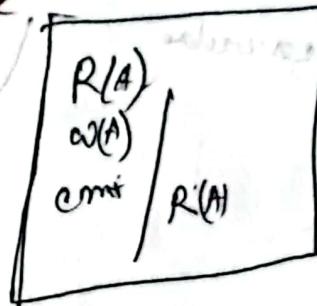
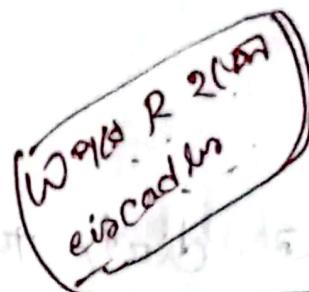
enter transaction

- hidden transaction table  $\rightarrow$  local back  $300\text{m}$

$T_1$  local back  $300\text{m}$   $\rightarrow$  cascades Shiddle

- cascading local back at  $30\text{cm}$

$T_1$	$T_2$	$T_3$
$R(A)$		
$w(A)$		
$c$	$c$	$c$



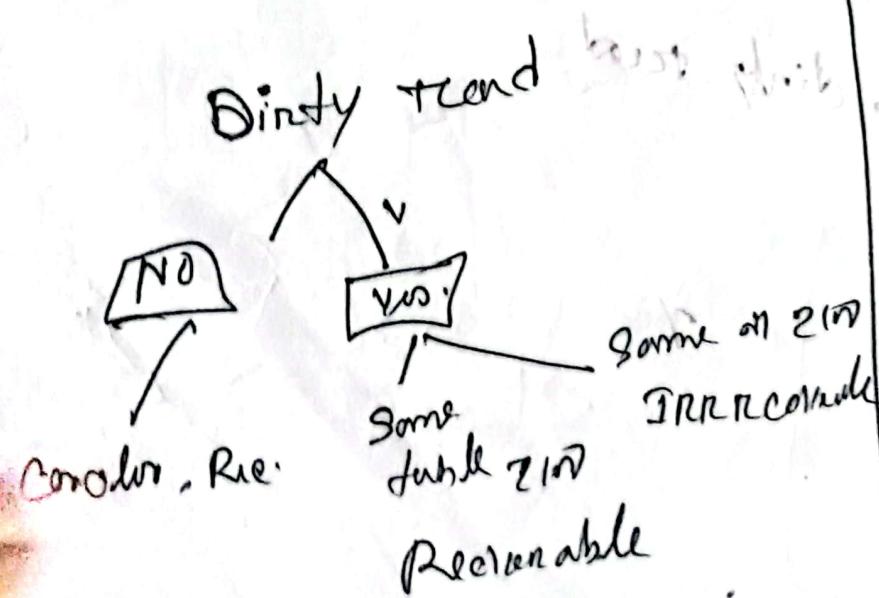
cascades  
shiddle  
↓  
recoverable

recoverable  
 $R(30)$

Cascades  $30\text{cm}$

cascades  
 $2(30)$

$T_1 \rightarrow T_2 \rightarrow T_3$  sequentially  
commit  $\rightarrow$  !



Dindy tried on write-read conflict

	$T_1$	$T_2$
$A = 70$	$R(A)$	
$A = 50$		
$= 20$		
$w(A)$	$R(A)$ lock	
$= 10$		
	$A = A * 2$	
	$= 40$	
	commit	

fail {  $R(B)$   
   $w(B)$

$T_1$  commit

$T_2$

2nd

(a) rollback

and last but one

$R(A)$

$R(A)$

$w(A)$   $A = A - 2$

$w(A)$

commit

1st

so that order 2nd  
and then 3rd  
dindy read

$R \rightarrow P$   $T_1$   $T_2$  prbl 2<sup>v</sup>

Read - write conflict (NB beginning)

$R(A)$

$R(A)$

$w(A)$   $A = A - 2$

$w(A)$

commit

1st

$T_1$   $R$   $T_2$  other

$w$  off, no parallel

good for  $w$

parallel  $T_2$   $w$

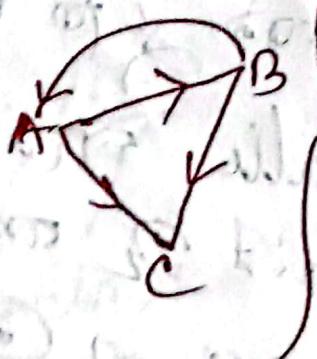
$T_1$   $w$  2nd or 3rd

aborted by read from  $2nd$

- # The recovery manager is responsible for ensuring ~~Atomicity~~ and Durability.
- ⇒ atomicity is guaranteed by undoing the actions of the transactions that did not commit. (aborted)
- ⇒ Durability is signified by making sure that all actions of committed transaction survive crashes and failures.  
 (Committed guilty feature)

### Protocol of serializability.

• Precedence graph



cycle in  
not serial

cycle in 2<sup>nd</sup>  
serial.

test 2<sup>nd</sup>

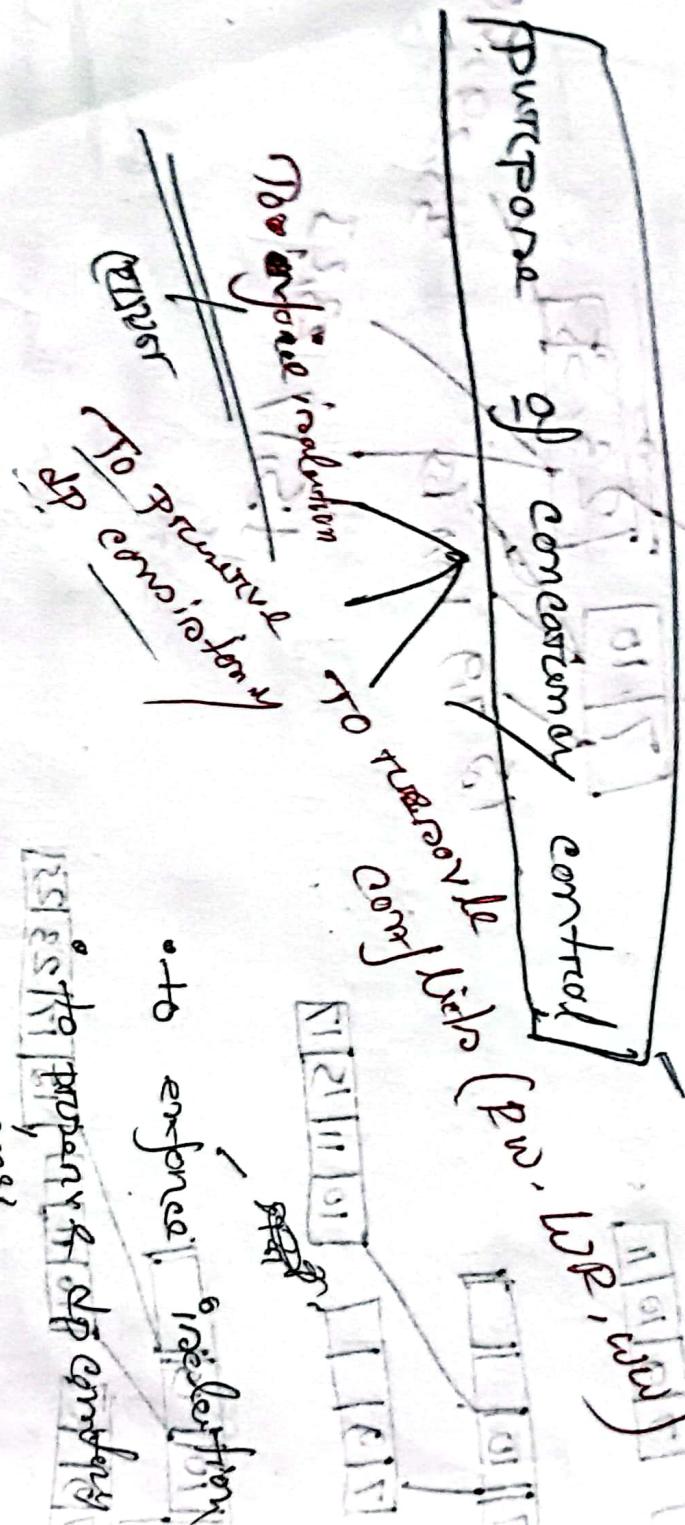
concurrency control phase, techniques.

## Chapter 8

### Concurrent access to shared db.

controlling concurrent execution.

i.e. in a process of managing simultaneous execution from transaction of shared db.



### Techniques:

① Locking

② Timed stamp based

③ Optimistic

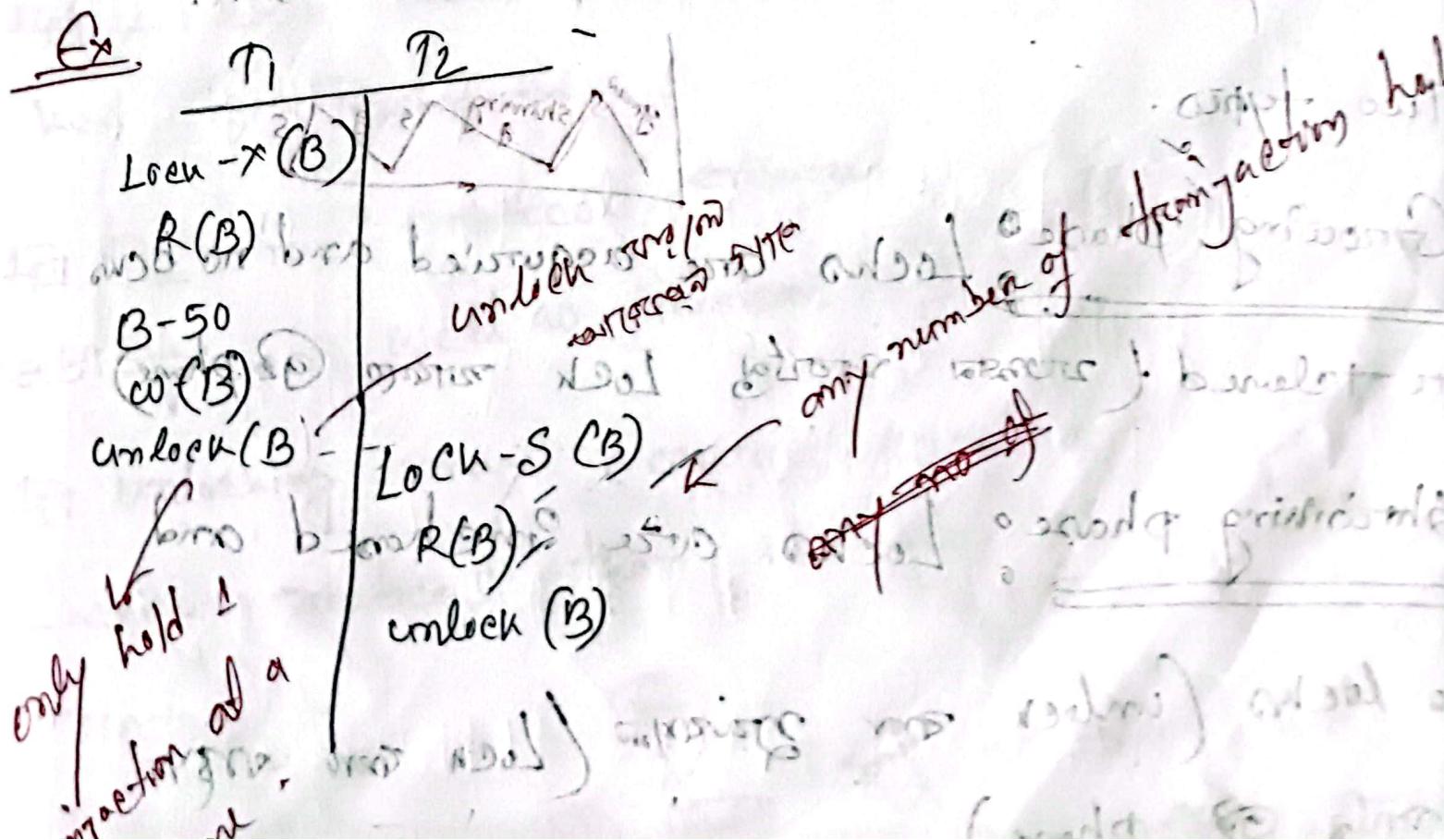
## Lock-Based protocol

Lock guarantees exclusive use of data item to a current transaction.

who does it work →   
 1. Access data items (lock acquire)   
 before completion of transaction   
 2. After completion of transaction   
 releases lock (release lock)

Lock Types

- ↳ Shared = (lock-S) → read only data items values.
- ↳ Exclusive = (lock-X) → used for both read and write data items.



## Granting of Locks

data synchronization

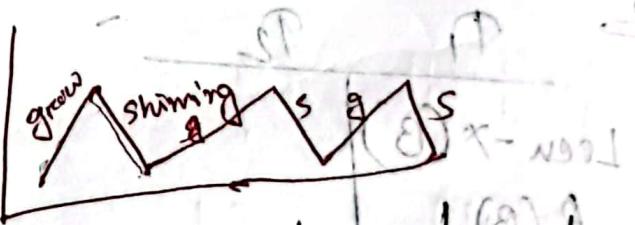
when a transaction request a lock on a data item in a particular mode no other transaction has a lock on the same data item in a conflicting mode, the lock can be granted

conflicting mode, the lock can be granted only once the lock required is granted

Two phase locking problem.

protocols

Shared/exclusive locked update version.



Granting Phase: Locks are acquired and no lock released.

Shrinking Phase: Locks are released and no locks acquired.

no locks (unlock and grant) (Lock were empty)

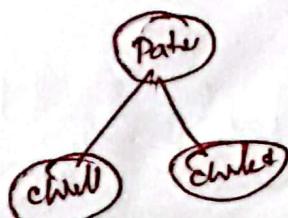
Advantage: serializability achieved (ensured by 2PL)

disadvantage: • May not free from unrecoverability.

- Not free from deadlock.
- Not free from starvation.

graph based prefer tree protocol in DBMS

- only exclusive locks are allowed.
- A data item can be locked by a transaction only if the parent of it is currently locked by transaction (item lock) or parent lock will be released at any time.
- Data item can be unlocked at any time.
- A data item can subsequently be locked by a transaction.
- The tree protocol ensures conflict serializability as well as freedom from deadlock.
- unlocking may occur earlier in tree locking protocol than in two phase locking protocol.



SQL at 2nd child  
access denied

## Timestamp ordering protocol

- unique value assigned to every transaction
- Tells the order (when they enter into system)
- Read-TS (Last (latest) transaction no which (RTS) performed read successfully)  
last write transaction no
- writer-TS (last (latest) trans. no which (WTS) performed write successfully)

10 20 30

$T_1 \quad T_2 \quad T_3$

WA

w(A)

W(A)

WTS(20)

RTS

Timestamp

time 6

Younger

• Je transaction

• asbe priority

$T_1$	$T_2$
$R(A)$	
$w(A)$	

$T_1$	$T_2$
$R(W)$	
$R(A)$	

$T_1$	$T_2$
$w(A)$	
$w(A)$	

$T_1$	$T_2$
$w(R)(A)$	
root back	

$T_1$	$T_2$
$w(A)$	
root back	$R(A)$

$T_1$	$T_2$
<del>w(A)</del>	$w(A)$
<del>w(A)</del>	<del>w(A)</del>

-  $\mathcal{Q}(m)$  allow at Great than trans.  
backwards. first more younger tree

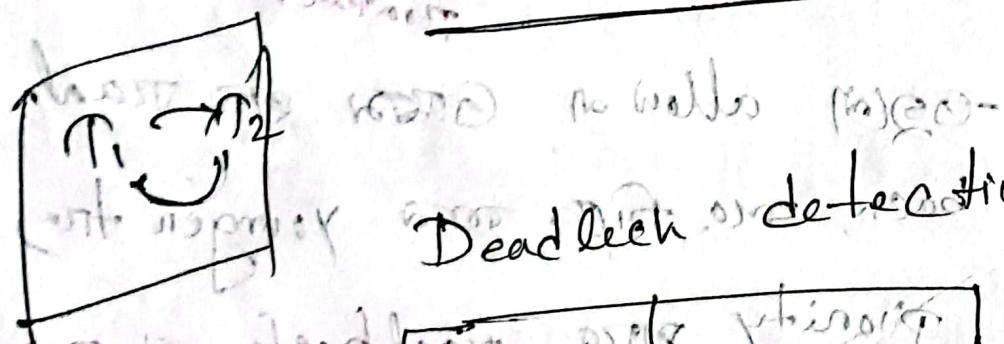
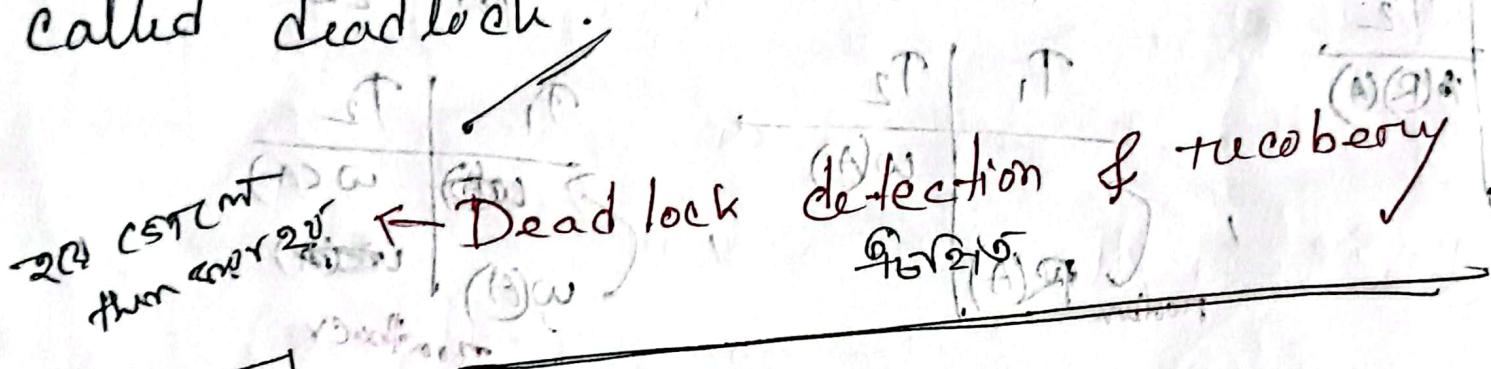
↓ priority also, root back or right

conflict generalizability  
follows also.  
examples contrast  $T_2 \mathcal{Q}(m)$  failure  $\mathcal{Q}$   
(contrari digit. tree)

(two digits)

# Dead lock

• If two or more processes are waiting one happening of some event, which is called deadlock.



Deadlock detection.

Method for Deadlock detection

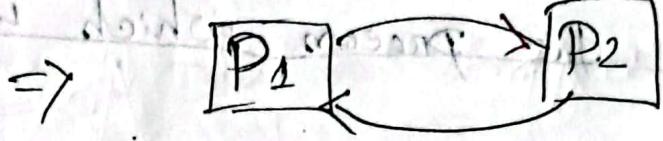
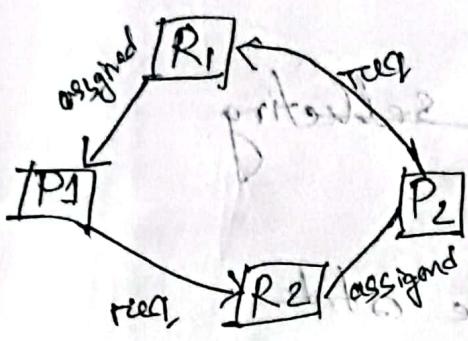
Wait for graph  
Single instance  
(cycle or not)

Banerjee algorithm  
(multiple instance)

Prevention: at 23rd Oct 2022 21 Nov

WPSI WPSI (25)

Ex for wait for graph.  $\Rightarrow$  cycle wait deadlock  $\Rightarrow$   $A \rightarrow B \rightarrow C \rightarrow A$



$\Rightarrow$  cycle wait deadlock

Deadlock recovery



process termination

Resource preemption:

Selecting a victim: which resources and processes are to be preempted (we should rollback those transactions that will incur the minimum cost), which was selected as a

victim which will incur the minimum cost.

[2<sup>nd</sup> transaction, try problem 202 on surv (other victim tr), best time logle

Roll back:  
→ Partial  
→ complete  
Roll back the process which was selecting as a victim

- Rollback the process which was selecting as victim. stops
  - Rollback the process to some safe state.
  - Abort the process and restart it.

Starvation: It may happen that the same process is always picked as a victim. As a result the process never completes its task. To ensure that a process can be terminated by a small number of signals, only a small number of processes can be present at a time.

~~recoverable situation~~

## Types Failure

• 3 types

- ① Transaction Failure: Due to some reasons like (a) operator errors for failures, (b) logical errors; BAD Inputs, Data not found, overflow, resource limit exceeded.
- System errors: DEADLOCK.

- ② System Crash: There was hardware malfunction or a bug in the database or software error when operating a system.
- ③ Disk Failure: A disk block loss from content during data transfer operations. So copies of data are ~~not~~ Backup or sorted. [motion, kharap zni, in hard disk there about 100 to 150 GB]

## # Classification of Storage

- Volatile Storage
- nonvolatile storage
- stable storage (plays vital roles in recovery algorithm)

### Cheat points

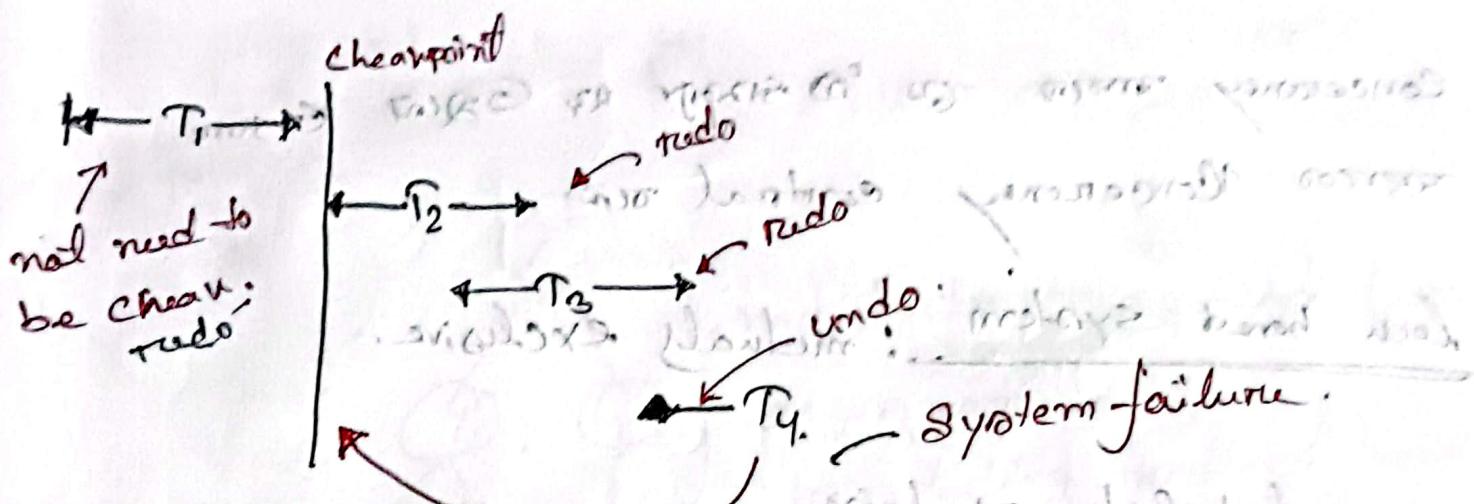
- It is a mechanism where all the previous logs are removed from the system and stored permanently in storage disks.

• there are two major difficulties with this approach

- Extra time in processing entire log file
- redoing of unnecessary transaction

redo means completed transaction  
undo = uncompleted transaction

## To solve problem by Checkpoint



- Given  $T_1$  has checkpoints so far check inner transaction rollback to  $T_2$  checkpoint completed
- Given  $T_2$   $T_3$  redo log,  $C_2$  completed time
- Given  $T_4$  uncompleted  $G_2$  undo,  $G_3$  time
- Given  $T_4$  has checkpoints so far check points  $G_1$   $G_2$   $G_3$

Check int in transaction!

with variable R.

memory state complete after

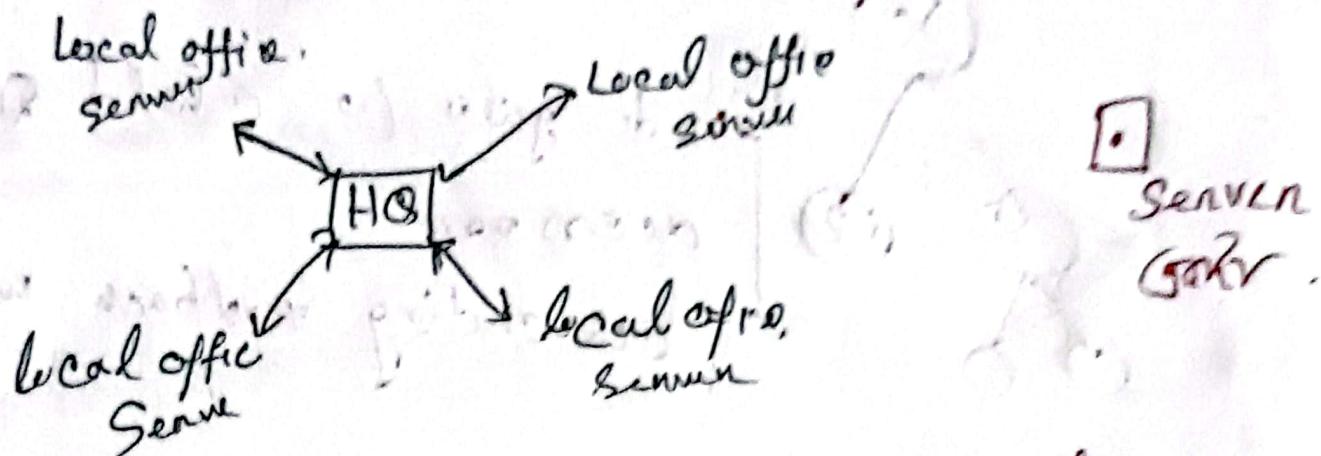
time

# Distributed database

Distributed.

Centralized database.

centralized



Fragmentation: zu server gibt local server

Data transfer zwischen (fragment and merge)

Replication: zu einer copy tree man

replicate zw., (zu) Replicativ

copying and

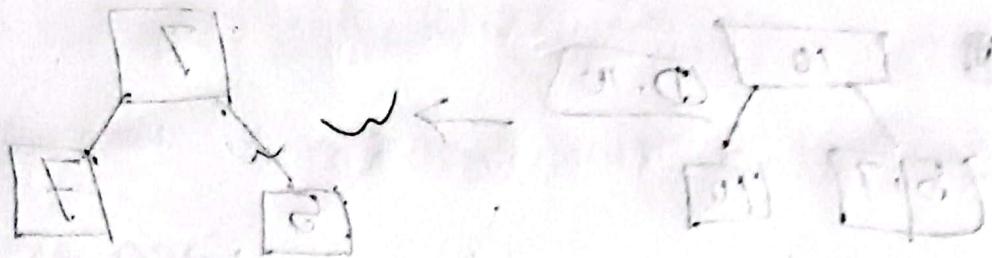
heterogeneous

homogenization

• frag frag der emerson  
multi datum, architecture

• generic Some structure

- ~~Centralized~~ and distributed database. advantage
- local server wise, local autonomy
- Reliability
- Scalability
- heterogeneity.
- time save



### Disadvantage, distributed

- Data redundancy
- Synchronization.

### features:

- (i) used to create, delete, retrieve.
- (ii) universally updated
- (iii) large volume data processed.
- (iv) heterogeneous data base platform.

## Lock compatibility matrix

	S	X
S	T	F
X	F	F

\* 2PL ensured serializability by applying to the transaction which blocks other transaction to access the same data at the same time.

[From ~~one~~ ~~two~~ GR2 data access into GR1] ~~one transaction has two (T1)~~

It helps eliminate concurrency problem in DBMS but it doesn't stop deadlocks.

Strict 2PL: All exclusive locks held by the transaction be released until the transaction commits.

rigorous 2PL: All Shared and exclusive held by the transaction be released until the transaction ends