# Advanced Relational Databases:

Transactions, Indexes, Stored Procedures, and Triggers.



#### **Status**







**Create Relationships** 



**SQL Queries** 



Design databases



**Advanced Concepts** 

#### **Todays Topics**



**TRANSACTIONS** 



**INDEXES** 



STORED PROCEDURES



**TRIGGERS** 

# Transactions

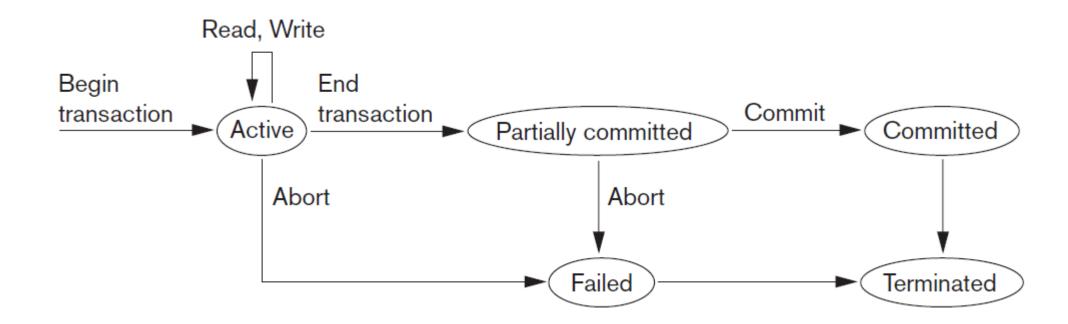


```
BEGIN;
UPDATE accounts SET balance = balance - 100.00
    WHERE name = 'Alice';
SAVEPOINT my_savepoint;
UPDATE accounts SET balance = balance + 100.00
    WHERE name = 'Bob';
-- oops ... forget that and use Wally's account
ROLLBACK TO my_savepoint;
UPDATE accounts SET balance = balance + 100.00
    WHERE name = 'Wally';
COMMIT;
```

#### **Transactions**

- → What are transactions?
  - → An all or nothing operation
  - → A way to ensure consistency when multiple users are using a database system
  - → Entire transaction is executed, and not committed to the database before a COMMIT command is executed.

#### **Commit Process**



#### The Lost Update Problem

read\_item(X); X := X - N; read\_item(X); X := X + M; write\_item(Y); Y := Y + N; write\_item(Y);

Item X has an incorrect value because its update by  $T_1$  is *lost* (overwritten).

#### The Temporary Update (or Dirty Read) Problem

Transaction  $T_1$  fails and must change the value of X back to its old value; meanwhile  $T_2$  has read the *temporary* incorrect value of X.

#### The Incorrect Summary Problem

<i>T</i> <sub>1</sub>	$T_3$	
read_item( $X$ ); X := X - N; write_item( $X$ );	<pre>sum := 0; read_item(A); sum := sum + A;</pre>	
,	read_item( $X$ ); sum := sum + $X$ ; read_item( $Y$ ); sum := sum + $Y$ ;	•
read_item( $Y$ ); Y := Y + N; write_item( $Y$ );		

T<sub>3</sub> reads X after N is subtracted and reads
 Y before N is added; a wrong summary is the result (off by N).

Schedule B

#### **Serial transaction**

- → Typically the default.
- → Blocks other queries/transactions until one is finished.

Schedule A

(a)	<i>T</i> <sub>1</sub>	<b>T</b> <sub>2</sub>	(b)	<i>T</i> <sub>1</sub>	<b>T</b> <sub>2</sub>
Time	read_item( $X$ ); X := X - N; write_item( $X$ ); read_item( $Y$ ); Y := Y + N; write_item( $Y$ );	read_item( $X$ ); X := X + M; write_item( $X$ );	Time	read_item( $X$ ); X := X - N; write_item( $X$ ); read_item( $Y$ ); Y := Y + N; write_item( $Y$ );	read_item( $X$ ); X := X + M; write_item( $X$ );

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#### Nonserial, and Conflict-Serializable Schedules

Time

→ Combines transactions

	<i>T</i> <sub>1</sub>	$T_2$
Time	read_item( $X$ ); X := X - N;	read_item(X);
	write_item(X); read_item(Y);	X := X + M;
	Y := Y + N; write_item( $Y$ );	write_item(X);

read\_item(X); X := X - N; write\_item(X); read\_item(X); X := X + M; write\_item(X); read\_item(X); X := X + M; write\_item(X);

Schedule C

Schedule D



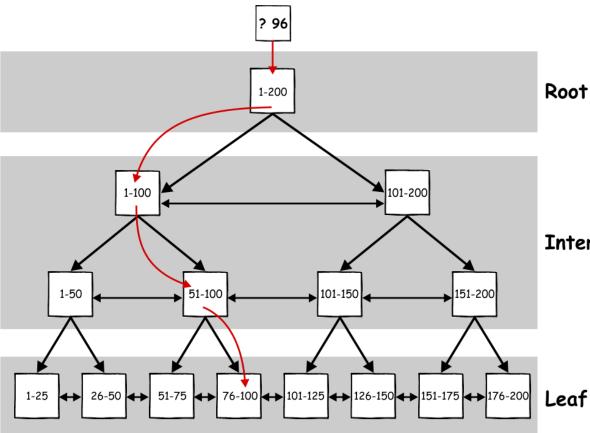
# BEGIN; UPDATE accounts SET balance = balance - 100.00 WHERE name = 'Alice'; SAVEPOINT my\_savepoint; UPDATE accounts SET balance = balance + 100.00 WHERE name = 'Bob'; -- oops ... forget that and use Wally's account ROLLBACK TO my\_savepoint; UPDATE accounts SET balance = balance + 100.00 WHERE name = 'Wally'; COMMIT;

#### **Transaction Commands**

- → Commands:
  - → BEGIN
  - → SAVEPOINT
  - → ROLLBACK
  - → COMMIT
- → Watch out for not stalling the server with multiple BEGIN's that are never rolled back or committed.

# Indexes





#### **Indexes**

- **Intermediate** → What is an index?
  - → You already use it in programing
    - → Arrays, Maps, hash tables.
  - → Used for performance optimization
  - → Great when often finding records by something else than your primary key
  - → Takes up more space on the disk

#### **Creating Indexes**

```
CREATE TABLE books(
   id serial PRIMARY KEY,
   title VARCHAR (250) NOT NULL,
   isbn VARCHAR (20) UNIQUE,
   price float
1);
-- insert 2 million books
-- searching for book using ISBN instead of id - return time 2 min
SELECT * FROM books WHERE isbn = '978-12-92097-61-9';
-- slow result with that many entries
-- Creating
CREATE INDEX ON books(isbn);
-- now searching again - return time 5 seconds
SELECT * FROM books WHERE isbn = '978-12-92097-61-9';
```

## Stored Procedures



```
//Function PSM1:
  CREATE FUNCTION Dept size(IN deptno INTEGER)
  RETURNS VARCHAR [7]
  DECLARE No of emps INTEGER;
  SELECT COUNT(*) INTO No of emps
  FROM EMPLOYEE WHERE Dno = deptno ;
  IF No of emps > 100 THEN RETURN "HUGE"
  ELSEIF No of emps > 25 THEN RETURN "LARGE"
  ELSEIF No of emps > 10 THEN RETURN "MEDIUM"
  ELSE RETURN "SMALL"
9) END IF;
```

#### **Stored Procedures** (and Functions)

- → Several Languages can be used, depending on what database is used.
  - → Examples include: Java, Python, C# etc.
- → Most support SQL/PSM

**Data Management** 

- → Completely portable, high-performance transactionprocessing language.
- → Generally supported directly inside SQL
- → The main functional difference between a function and a stored procedure is that a function returns a result, whereas a stored procedure does not.
- → All examples used after this slide are in PL/pgSQL, as we are using PostgreSQL

#### **IF Structure**

#### **WHILE Structure**

WHILE <condition> DO <br/> <statement list> <br/> END WHILE ;

REPEAT <statement list>
UNTIL <condition>
END REPEAT;

#### **FOR Structure**

```
FOR <loop name> AS <cursor name> CURSOR FOR <query> DO <statement list> END FOR;
```

#### **Stored Procedure Example 1/2**

```
CREATE OR REPLACE PROCEDURE update_department_size(department_number INTEGER)
AS $$
DECLARE
    number_of_department_members integer := 0;
BEGIN
    SELECT COUNT(*) INTO number of department members
    FROM department_members WHERE department_id = department_number;
    UPDATE departments SET number_of_members = number of department members
    WHERE id = department number;
END; $$
LANGUAGE plpgsql;
```

#### **Stored Procedure Example 2/2**

# Functions & Triggers



#### **Function Example**

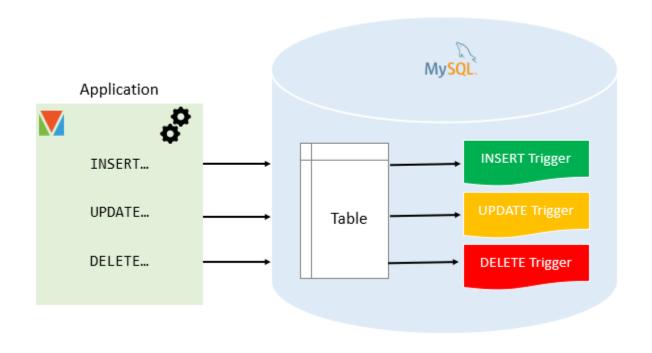
```
CREATE OR REPLACE FUNCTION update_all_department_sizes_trigger()
    RETURNS TRIGGER

AS $$
BEGIN
    CALL update_all_department_sizes();
    RETURN NEW;

LANGUAGE plpgsql;
```

#### **Data Management**

#### **Triggers**



→ A way to execute functions or stored procedures if a change is happening in the database

#### **Trigger Example 1**

```
CREATE OR REPLACE FUNCTION update all department sizes trigger()
    RETURNS TRIGGER
AS $$
BEGIN
    CALL update all department sizes();
    RETURN NEW;
END; $$
LANGUAGE plpgsql;
CREATE TRIGGER update_number_of_members_trigger
    AFTER INSERT OR DELETE ON department_members
    EXECUTE PROCEDURE update all department sizes trigger();
```

#### **Trigger Examples 2**

```
CREATE OR REPLACE FUNCTION log_last_name_changes()
  RETURNS trigger AS
$BODY$
BEGIN
  IF NEW.last_name <> OLD.last_name THEN
        INSERT INTO employee_audits(employee_id,last_name,changed_on)
        VALUES(OLD.id,OLD.last_name,now());
  END IF;

RETURN NEW;
END;
$BODY$
```

```
CREATE TRIGGER last_name_changes

BEFORE UPDATE

ON employees

FOR EACH ROW

EXECUTE PROCEDURE log_last_name_changes();
```

#### Triggered by:

```
INSERT INTO employees (first_name, last_name)
VALUES ('John', 'Doe');
INSERT INTO employees (first_name, last_name)
VALUES ('Lily', 'Bush');
```

#### **Types of triggers**

When	Event	Row-level	Statement-level
BEFORE	INSERT/UPDATE/DELETE	Tables	Tables and views
	TRUNCATE	_	Tables
AFTER	INSERT/UPDATE/DELETE	Tables	Tables and views
	TRUNCATE	_	Tables
INSTEAD OF	INSERT/UPDATE/DELETE	Views	
	TRUNCATE	_	

```
CREATE TRIGGER check_update

BEFORE UPDATE ON accounts

FOR EACH ROW

EXECUTE PROCEDURE check_account_update();
```

CREATE TRIGGER check\_update

BEFORE UPDATE OF balance ON accounts

FOR EACH ROW

EXECUTE PROCEDURE check\_account\_update();

CREATE TRIGGER check\_update

BEFORE UPDATE ON accounts

FOR EACH ROW

WHEN (OLD.balance IS DISTINCT FROM NEW.balance)

EXECUTE PROCEDURE check\_account\_update();

#### Data Management

# Trigger types example 1/2

- → A: Execute the function check\_account\_update whenever a row of the table accounts is about to be updated
- → B: The same, but only execute the function if column balance is specified as a target in the UPDATE command
- → C: This form only executes the function if column balance has in fact changed value

```
CREATE TRIGGER log_update

AFTER UPDATE ON accounts

FOR EACH ROW

WHEN (OLD.* IS DISTINCT FROM NEW.*)

EXECUTE PROCEDURE log_account_update();
```

CREATE TRIGGER view\_insert
 INSTEAD OF INSERT ON my\_view
 FOR EACH ROW
 EXECUTE PROCEDURE view\_insert\_row();

# Trigger types example 2/2

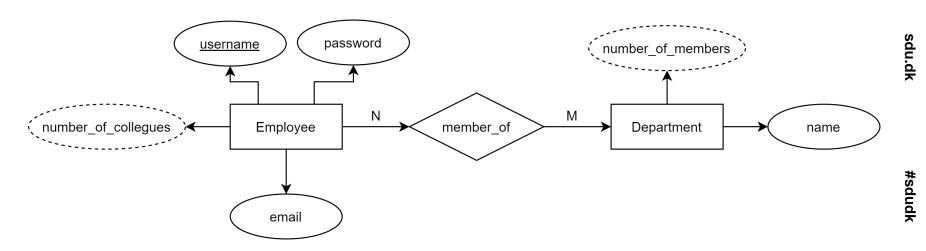
- → A: Call a function to log updates of accounts, but only if something changed.
- → B: Execute the function view\_insert\_row for each row to insert rows into the tables underlying a view

## Live Demo

Pay attention, and don't try to replicate what I do right now!

You will have time to do that afterwards.





- → Create the SQL implementation of the above ER diagram
  - → All creation of tables and inserts must be inside of a transaction, to ensure that it will only be created if everything works.
    - → Remember to ROLLBACK or COMMIT to ensure you are not caught in a nested BEGIN.
    - → If caught, restart the Postgres server.
- → As several queries are going to be of the form "select \* from employee where email = 'some@email.com'", create the appropriate Index for the table.
- → Create a stored procedure or function that can update the number of members of a department (the derived attribute see the slides for help)
- → Create a trigger that updates the number of members when a new membership is inserted or deleted.
- → Stretch Goal (Optional): Also create a stored procedure, and triggers, that calculate the number of colleagues an employee has based on the number of colleagues in the departments they are a member of.
  - → Hint, if number\_of\_members is updated, run, then take all the departments an employee is member of and subtract one from the number, and add them together
  - → Woops, What happens if I am a member of multiple departments and I subtract 1?

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