

Transaction

processing.

Transaction is a sequence / series of read and writes.

Properties of transaction

- ① Atomicity
 - ② Consistency
 - ③ Isolation
 - ④ Durability.
- } ACID short term.

Atomicity - While transaction happening successfully it will update db. if transaction fail not going to update db.

Consistency - After transaction total values should be updated without any loss. (data integrity) Start with correct data end with correct data.

Isolation - Executing several transactions at a same time without errors by Scheduler. Concurrency Control Sub system.

one after other Parallel - Serial Scheduler.

Parallel - Parallel Scheduler

• executed parallelly by independent.

Durability - Db should be survive after the crash. log & maintain recovery manager responsible for ensuring durability of a db.

Db architecture.

Transaction manager - Coordinate transaction,
 Scheduler - Schedule transaction,
 lock manager - works with Scheduler,
 recovery manager - take help of in failures
 Buffer manager - to transfer data from disk storage
 and to main memory.

Transactions & Schedules.

read $\rightarrow R_T(C_i)$ - modification to acc

write $\rightarrow W_T(C_i)$ - read the data

Commit $\rightarrow \text{Commit}_T$ or C_T

Abort $\rightarrow \text{Abort}_T$

Interleave - do little of t_1 , and do t_2 , and go to t_1 , complete and t_2 .

Scheduling transaction.

- give priority to shorter transaction

3 main types of Schedules.

① Serial schedule.

② Equivalent schedule

③ Serializable schedule.

Serial - transaction happen one after others, t_1 to t_n , after completion of t_1 , not parallel.

Equivalent - if the net effect Scheduler 1 and Scheduler 2 are same then are equivalent.

②
Serializable - different transaction Concurrently at a same time. pick one schedule and compare with other schedules, if it matches to either one or more it is serializability.

Anomalies with Interleaved Execution

- ① Reading uncommitted data
- ② Unrepeatable reads
- ③ Overwriting uncommitted data

① reading uncommitted data.
(RW conflicts - dirty reads)

- T_1 reads the data that uncommitted by T_2 before committing. Value going to read by the another transaction.

② Unrepeatable reads.
(RW conflicts)

- 2 reads of a same value gives you different values.

③ Overwriting uncommitted data
(WW conflicts)

- overwriting uncommitted data.

Lock based Concurrency Control,

(i) Strict Two-phase locking (strict 2PL)

— gradually have the lock and gradually release lock.

2 type of lock.

(a) S Lock - Shared lock.

(b) X Lock - Exclusive lock.

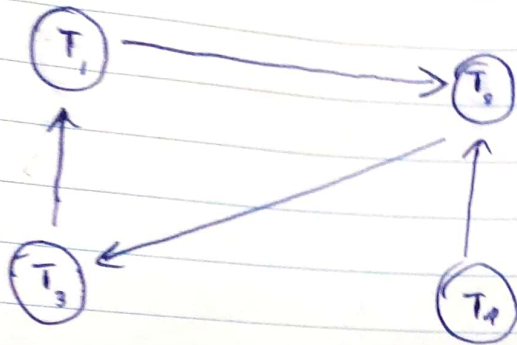
• Shared lock - it prevent transaction editing details only available to read, only by commit.

• exclusive lock - if t_1 has x lock it will not accessible by other transactions. t_2 has to wait untill t_1 finish after the commit only.

Read locks

T_1	T_2	T_3	T_4
G(A)			
R(A)			
	X(B)		
	W(B)		
G(C)			
R(C)		G(C)	
		R(C)	
	X(C)		
	R(C)		
			X(B)
		X(A)	

Wait - for graph cycle



→ it's a deadlock situation

Aborting transaction

- all the details should be removed

2 types

① Cascading Aborts

② Unrecoverable Aborts

① Cascading abort.

- aborting of t_1 will effect t_2 process
need to abort t_2 too.

② Unrecoverable schedule.

- before t_1 abort t_2 has done and
Committed the transaction.