# Lab 4

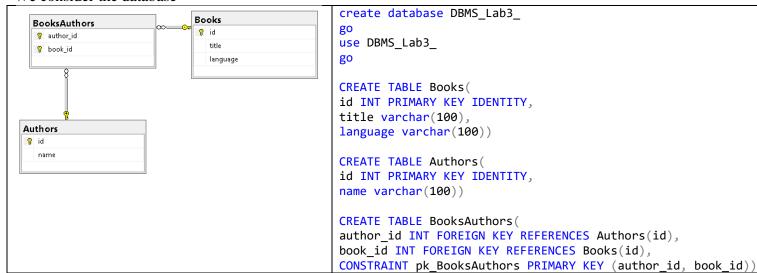
The first problem has to be solved in SQL SERVER. The last problem has to be solved in C#.

- Creați 4 scenarii ce reproduc următoarele situații generate de execuția concurentă: *dirty reads*, *non-repeatable reads*, *phantom reads* și un *deadlock*. Puteți implementa aceste scenarii atât ca proceduri stocate cât și ca interogări de sine stătătoare. De asemenea, pentru fiecare dintre scenariile create, găsiți soluții de rezolvare/evitare a acestor situații. (nota: 7)

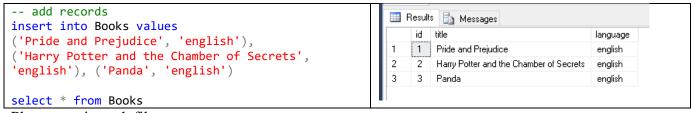
You need to consider a table in which you will analyze the concurrency execution. Here I choose Books. You must prepare scenarios for each case: (Transaction 1 with Transaction 2) and (Transaction 1 with Transaction 2) 'solved'. You have to create and save each of the transactions used. You can use one file for Transaction 1 and one file for Transaction 2, with both of the cases (unsolved and solved- also commented), or 2 files, saved suggestive. Or, you can organize the structure as you prefer, but to be clear. Also, prepare examples for each of the cases.

Try to run the transactions in the same time (or close). Start Transaction 1 first, introduce a delay there, so that Transaction 2 can be executed in that time. Immediately that Transaction 1 was started, start also Transaction 2. (If you run the transactions converse, the result will also be converse).

We consider the database



# In table Books we have



Please, put in each file use DBMS Lab3

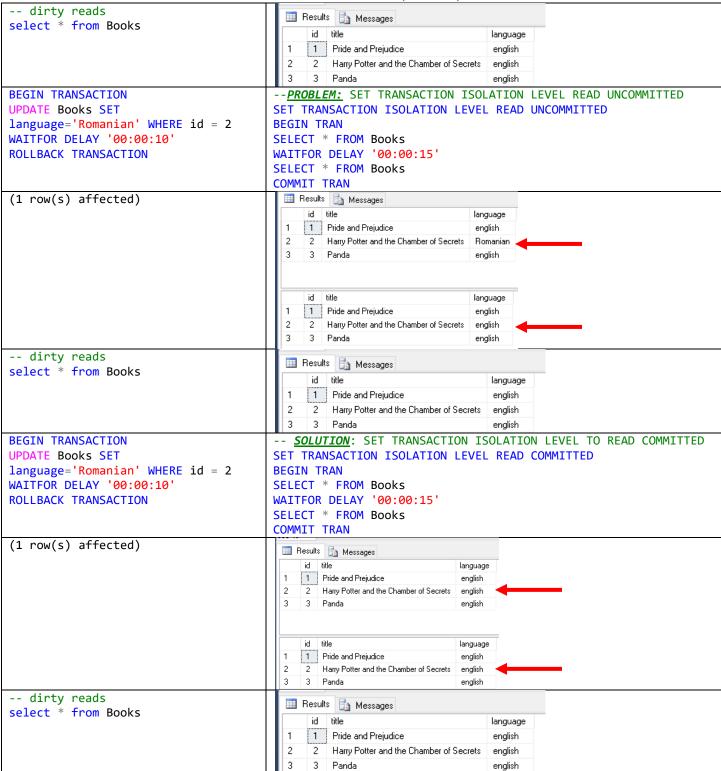
In what follows, we will work with the table **Books** and

T1=Transaction 1 starts first and finish first

T2=Transaction start immediately after T1 and finish after T1

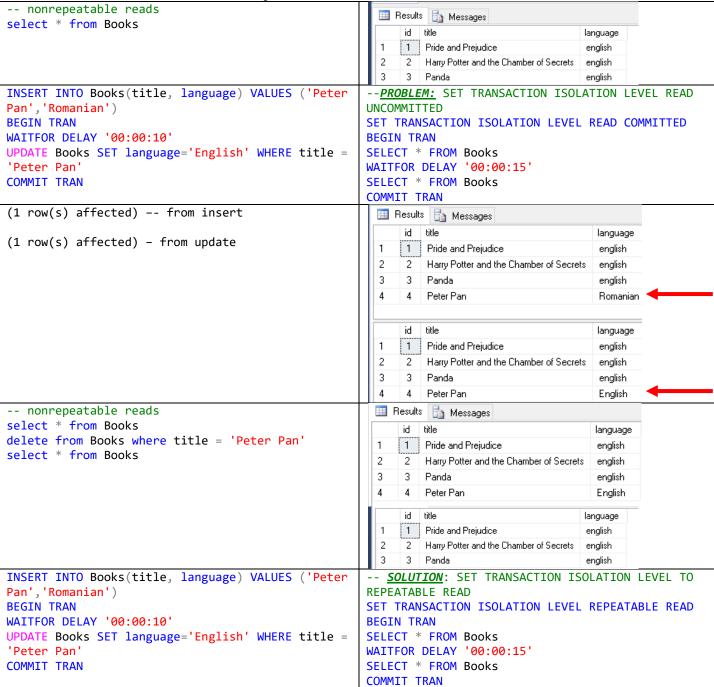
DIRTY READS – T1: update + delay + rollback, T2: select + delay + select -> see the update in the first select, even if it is rollback then (the order in the execution of the operations is: update – select – rollback – select)

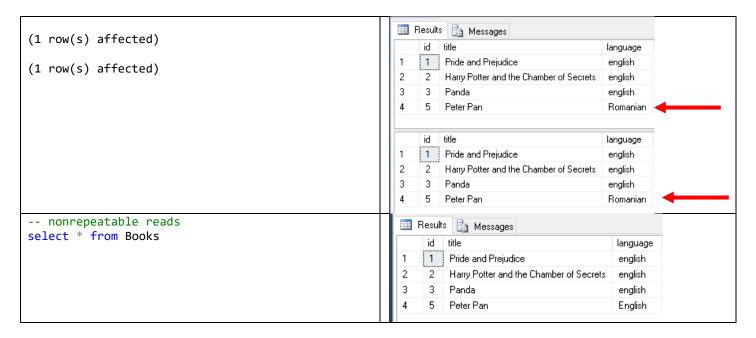
Isolation level: Read Uncommitted / Read Committed (solution)



1. NON-REPEATABLE READS – T1: delay + update + commit, T2: select + delay + select -> see the value inserted before the transaction from the first select of T2 + see the update of the value inserted before the transaction, from the second select of T2 (the order in the execution of the operations is: select – update – select)

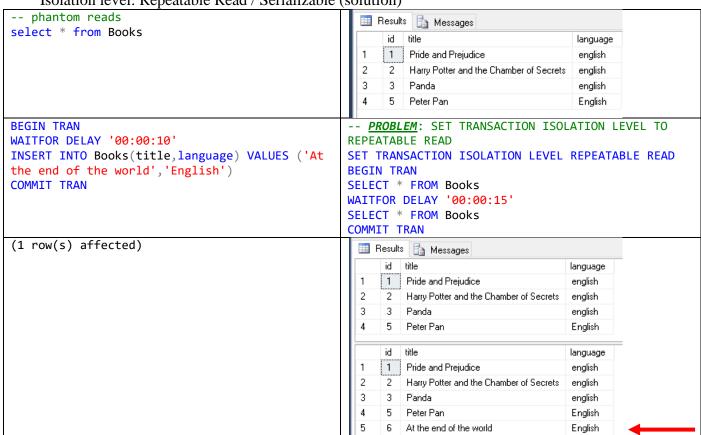
Isolation level: Read Committed / Repeatable Read (solution)

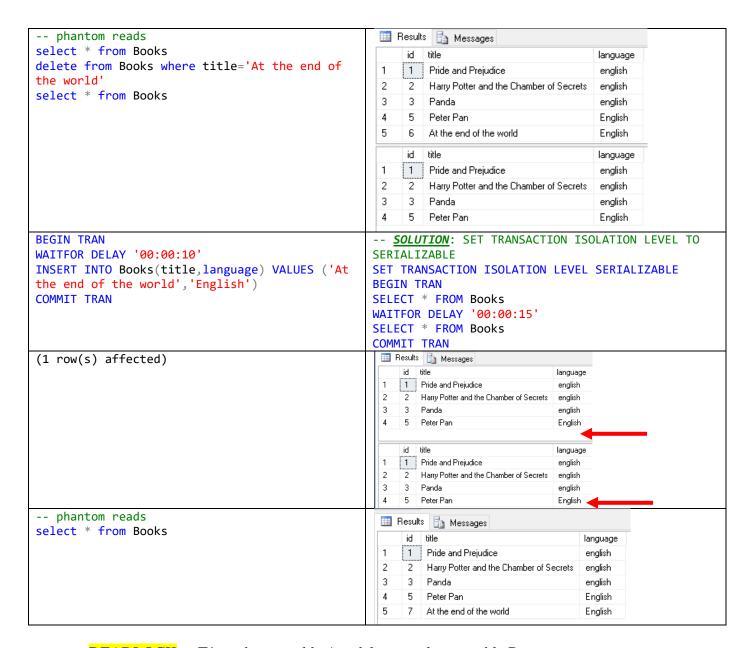




2. PHANTOM READS – T1: delay + insert + commit, T2: select + delay + select -> see the inserted value only at the second select from T2 (the order in the execution of the operations is: select – insert – select)

Isolation level: Repeatable Read / Serializable (solution)





DEADLOCK - T1: update on table A + delay + update on table B
 T2: update on table B + delay + update on table A

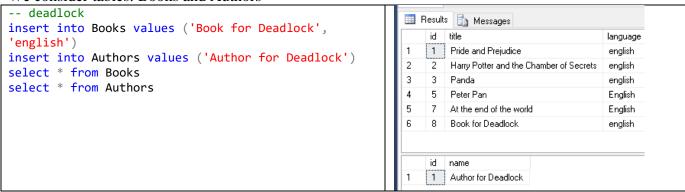
T1- update on table A ->	delay	Try to update	Table B is blocked	One of the blocked
exclusive lock on table A		table B	in T2	transactions, T1 or
				T2, will be chosen
T2 - update on table B ->	delay			as a deadlock
exclusive lock on table B		Try to update	Table A is blocked	victim and
		table A	in T1	terminates with an
				error. The other
				transaction wins
				and update both
				table A and table B

The only solution is to decide which of the 2 transactions to win, by using the DEADLOCK\_PRIORITY, that can be set (LOW, NORMAL, HIGH, or from -10 (-5) to 10 (5)). Implicit is NORMAL (0).

The victim transaction is chosen like this:

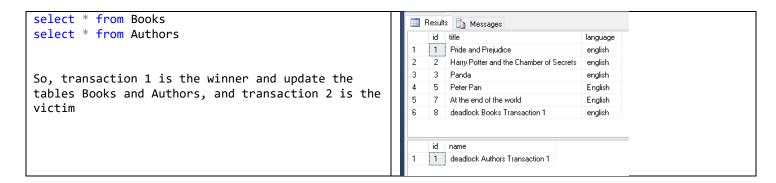
- 1. The transaction with the lowest DEADLOCK\_PRIORITY
- 2. If both of the transactions have the same DEADLOCK\_PRIORITY, the victim is the one, less expensive at ROLLBACK
- 3. If both of the transactions have the same DEADLOCK\_PRIORITY and the same cost, the victim is chosen randomly

### We consider tables: Books and Authors

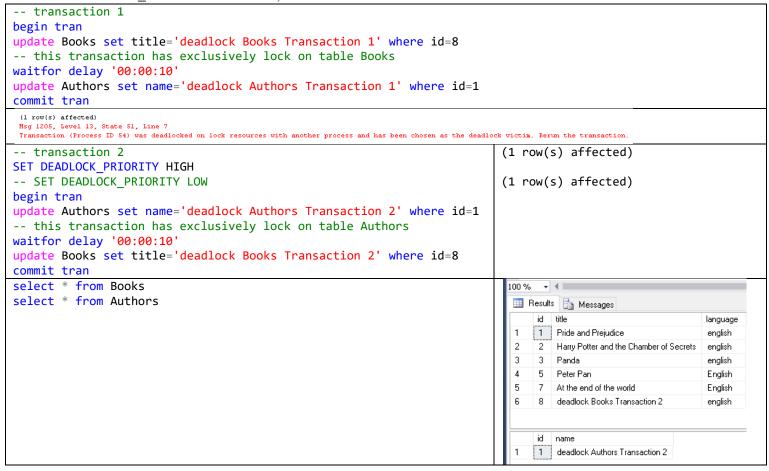


# Deadlock example:

```
-- transaction 1
begin tran
                                                                                             (1 row(s) affected)
update Books set title='deadlock Books Transaction 1' where id=8
-- this transaction has exclusively lock on table Books
                                                                                             (1 row(s) affected)
waitfor delay '00:00:10'
update Authors set name='deadlock Authors Transaction 1' where id=1
commit tran
-- transaction 2
begin tran
update Authors set name='deadlock Authors Transaction 2' where id=1
-- this transaction has exclusively lock on table Authors
waitfor delay '00:00:10'
update Books set title='deadlock Books Transaction 2' where id=8
commit tran
 Messages
   (1 row(s) affected)
  Msg 1205, Level 13, State 51, Line 7
  Transaction (Process ID 56) was deadlocked on lock resources with another process and has been chosen as the deadlock victim. Rerum the transaction
```



If in transaction 2, we set DEADLOCK\_PRIORITY to HIGH, or, if in transaction 1 we set DEADLOCK\_PRIORITY to LOW, the winner will be transaction 2 and the victim transaction 1.



- Creați un scenariu de *deadlock* prin intermediul unei aplicații .NET, folosind *multithreading*. Va trebui ca două proceduri stocate/interogări să fie executate în 2 fire de execuție diferite. Firul de execuție ce eșuează din cauza *deadlock*-ului va trebui să fie reluat (stabiliți un număr maxim de reluări până când procedura stocată/interogarea este considerată terminată fără succes - *aborted*). (nota: 10)

#### There are 2 possibilities:

- create the stored procedures in SQL Server and only use them in C# for 2 threads with locks

- create everything in C#.

**Observație**: Pentru toate scenariile trebuie să stabiliți un sistem de logare ce vă va permite să memorați istoricul acțiunilor executate. Pentru detectarea erorilor se recomandă folosirea clauzei try-catch, atât în aplicația .NET cât și în codul SQL.

It is up to you, how you decide to have the log system, but please explain.

Good luck ©