

# DATA BASE SYSTEMS ARCHITECTURE

## Databases III

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Universidad Distrital Francisco José de Caldas

2025-I



# Outline

1 Database System Administration



2 Record Storage



3 DBMS Architecture



4 Transactional System



5 Query Execution



6 Concurrency Control



7 Failure Recovery



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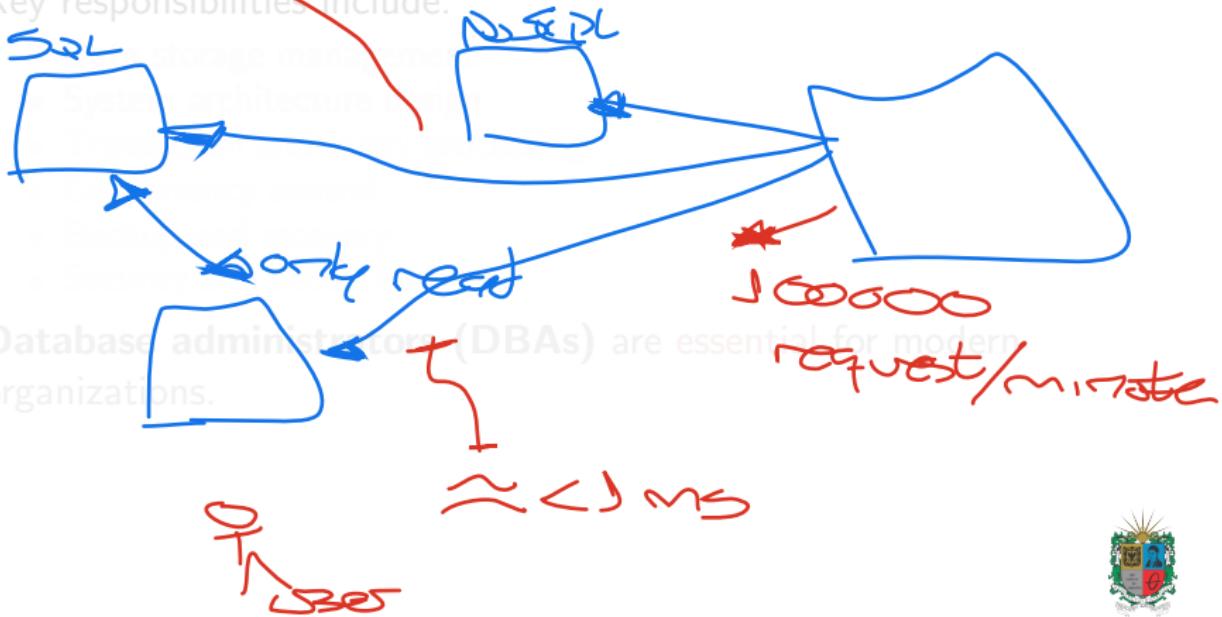
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# Database System Administration

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- System architecture design

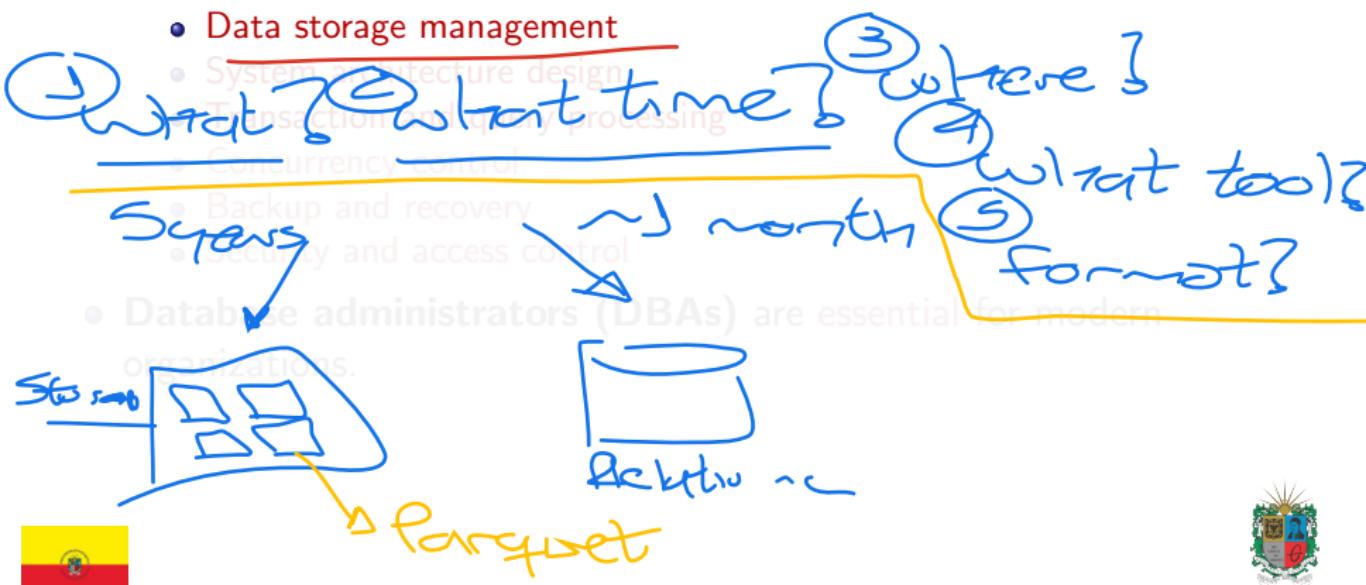
- Transaction processing

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physical  
infrastructure

on-premises? cloud? hybrid?

logical architecture → SQL? NoSQL?  
mirrors? sync? scaling?  
ETL-ELT? data lakes?  
data warehouses? data mart?



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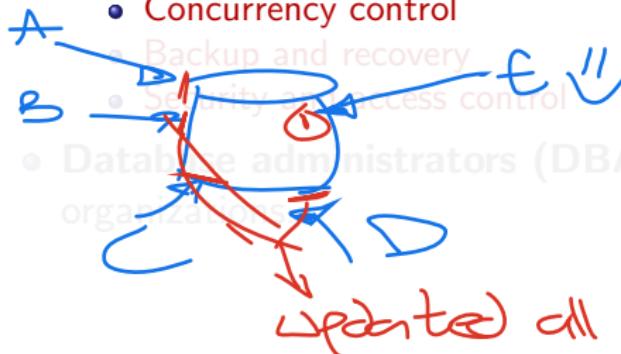
Key responsibilities include:

- Data storage management
  - System architecture design
  - Transaction and **query processing**
  - Concurrency control
  - Backup and recovery
  - Security and access control
- response time? Concurrency?
- Order in queries? optimization?
- organizations.



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incremental



exit tolerant?  
copy -> availability  
self-recovery?



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SSH

Grants?

ZFA → authZ

authenticator

protocols



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# Record Storage Concepts

- A **record** (or row/tuple) is the basic unit of data storage in a database table.
- Efficient record storage is useful for fast data retrieval and update.
- Storage techniques
  - Plain text file
  - Metadata
  - Sparse matrix



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SELECT  
FROM

1. Operation with most executions
2. Cost ↗
  - ↳ money
  - ↳ resources

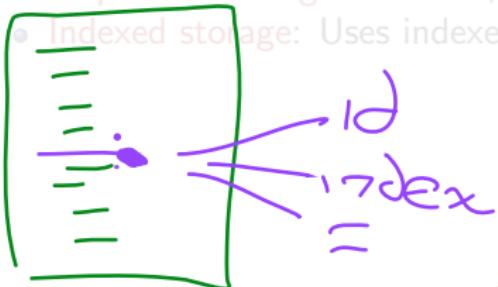
Create  
Update  
Delete  
Save (row)



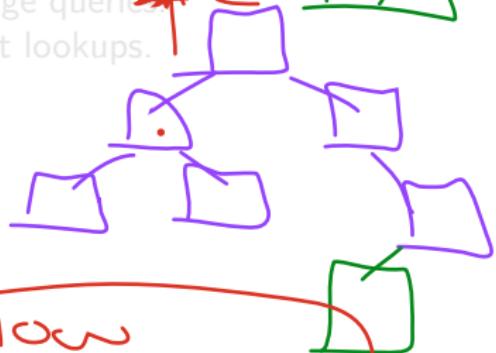
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- Sequential storage: Ordered, fast range queries.
- Indexed storage: Uses indexes for fast lookups.



Grant &  
Freeze



Slow  
Search

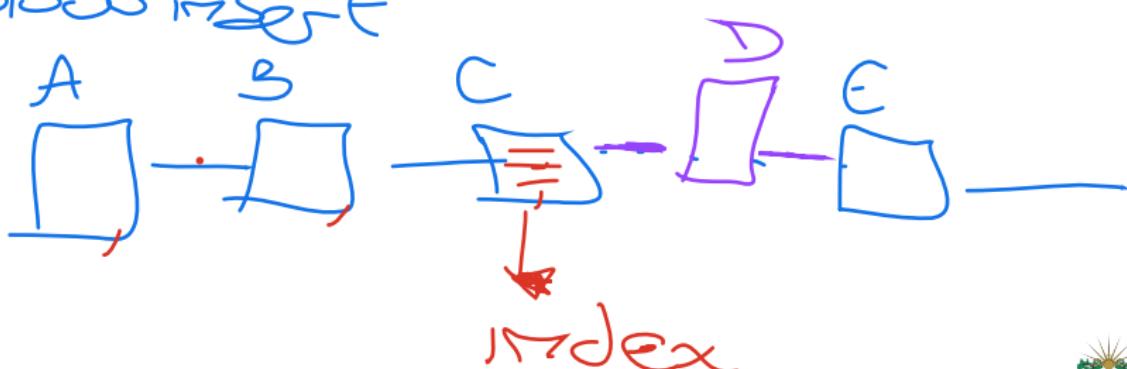


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Slow insert



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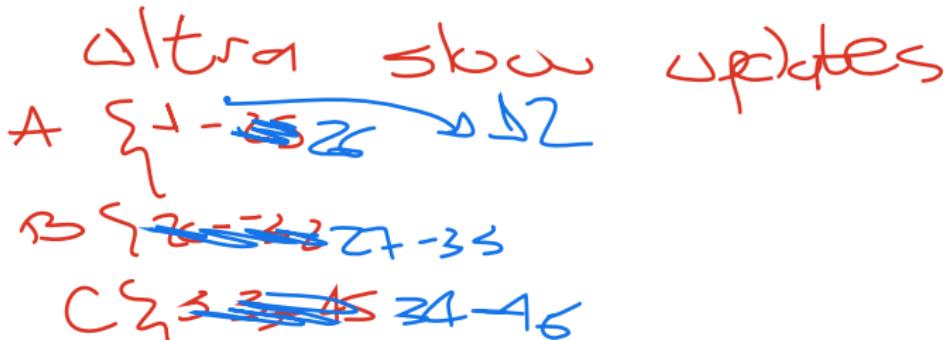
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ultra slow updates

A { 1 - 25 2 → 12

B { 2 - 23 27 - 35

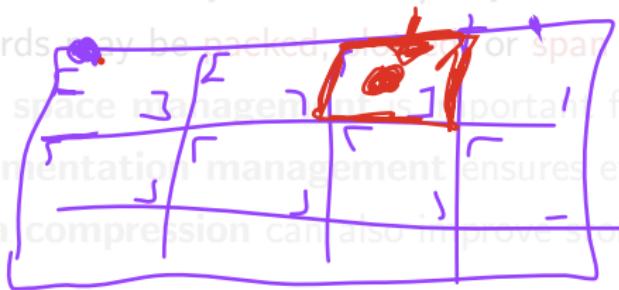
C { 3 - 25 24 - 46



# Block and Page Organization

- Data is stored in **blocks** (pages) on disk.
- Block size and layout affect I/O performance.
- Records may be packed, or span multiple blocks.
- Free space management is important for updates and inserts.
- Fragmentation management ensures efficient use of space.
- Data compression can also improve storage efficiency.

video



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+ storage

+ hard to migrate



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2 G → J. S G  
Free



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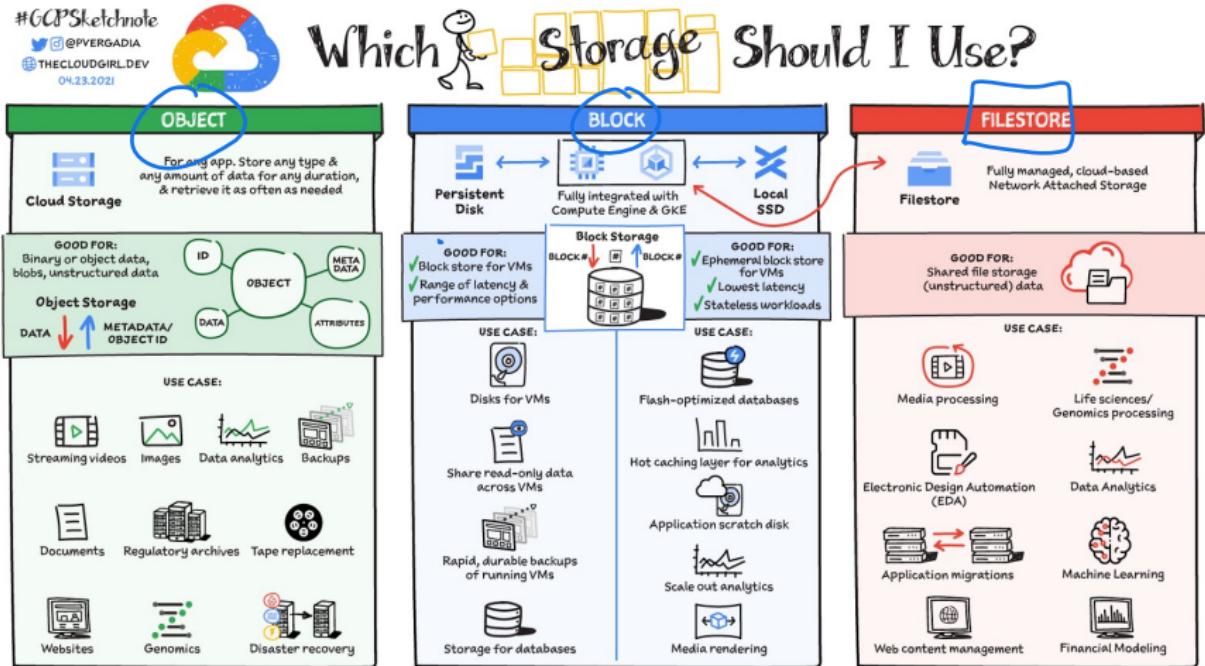
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|  
- ~~redundant~~  
+ Fast load



# Record Storage: Image

#GAPSketchnote  
 @PVERGADIA  
[THECLOUDGIRL.DEV](http://THECLOUDGIRL.DEV)  
 04.23.2021



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# DBMS Architecture Overview

- A Database Management System (**DBMS**) is organized in layers:
  - **Storage Manager**: Handles data storage, file organization, and access methods.
  - **File Manager**: Manages files and provides interfaces for data retrieval.
  - **Query Processor**: Parses, optimizes, and executes *SQL queries*.
  - **Transaction Manager**: Ensures *ACID properties* for transactions.
  - **Concurrency Control Manager**: Manages simultaneous operations and prevents conflicts.
  - **Recovery Manager**: Handles failures and restores data consistency.
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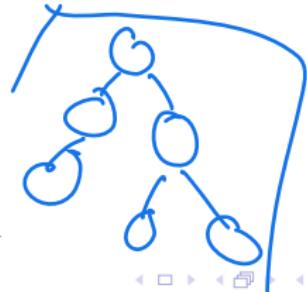
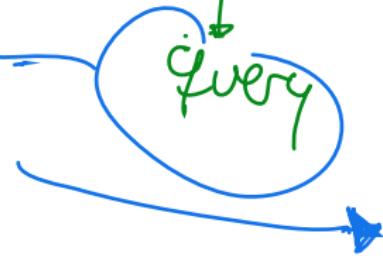
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Declarative → what

for raw in tableA:  
data.append(row)

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Functional  
Programming



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*Atomicity → Durability, Consistency.*

*Isolated*

*Durability*

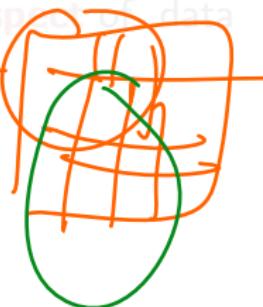
*request*

*Queue*

*execute*

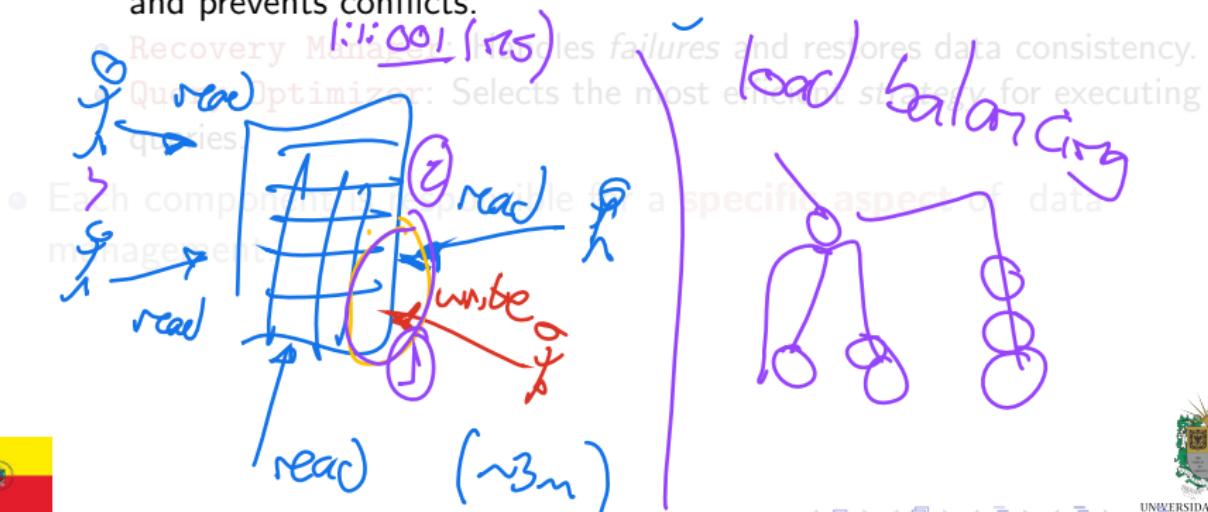


*Threads*



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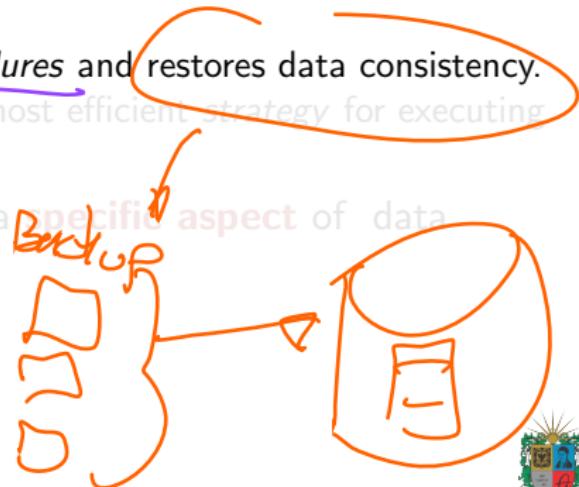
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If I need money  
 for restart  
 copy A → B  
 en Crypt



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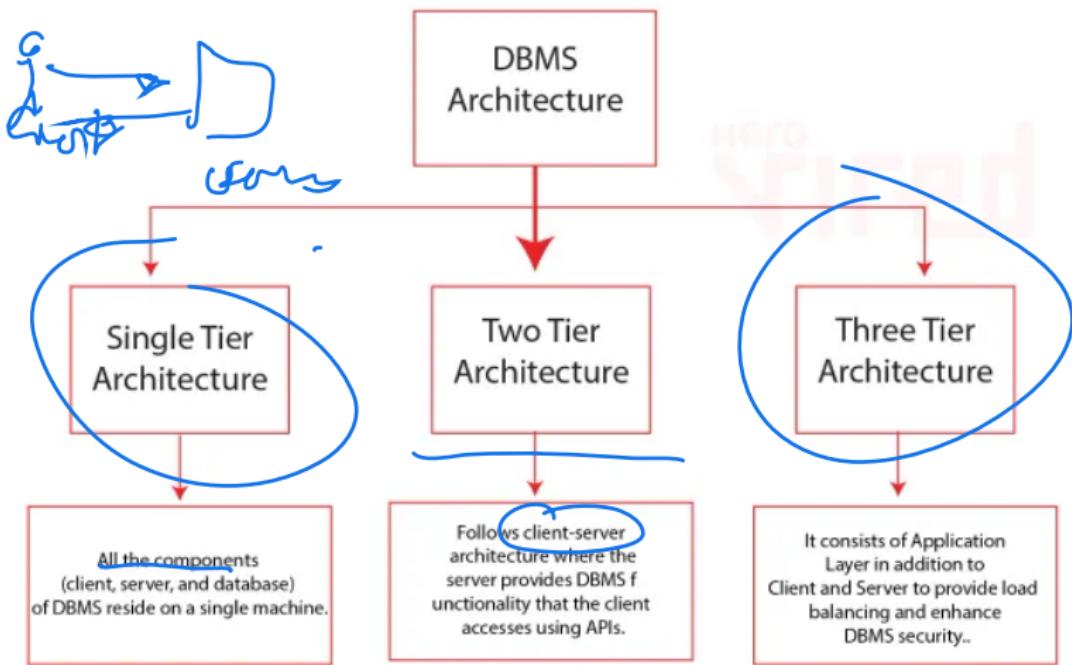


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# DBMS Architecture Tiers



# DBMS Architecture N-Tier

## DBMS Architecture



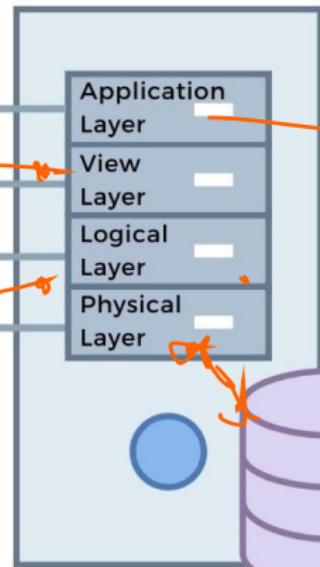
DatabaseTown.com

It is responsible for providing an interface for users.

It is responsible for managing the different views of the data in the database.

It is responsible for managing the logical organization of data in the database.

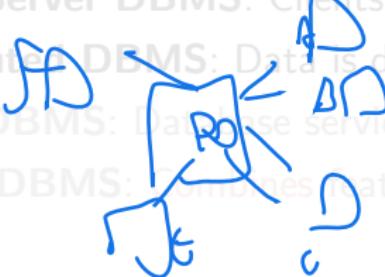
It is responsible for managing the physical storage of data on disk.



# Types of DBMS Architecture

There are several types of DBMS architectures:

- **Centralized DBMS:** All components are on a single server.
- Client-Server DBMS: Clients access the database through a server.
- Distributed DBMS: Data is distributed across multiple servers.
- Cloud DBMS: Database services are provided over the cloud.
- Hybrid DBMS: Combines natures of centralized and distributed systems.
- Peer-to-Peer DBMS: Each node can act as a client and server.
- In memory DBMS: Data is stored in RAM for faster access.



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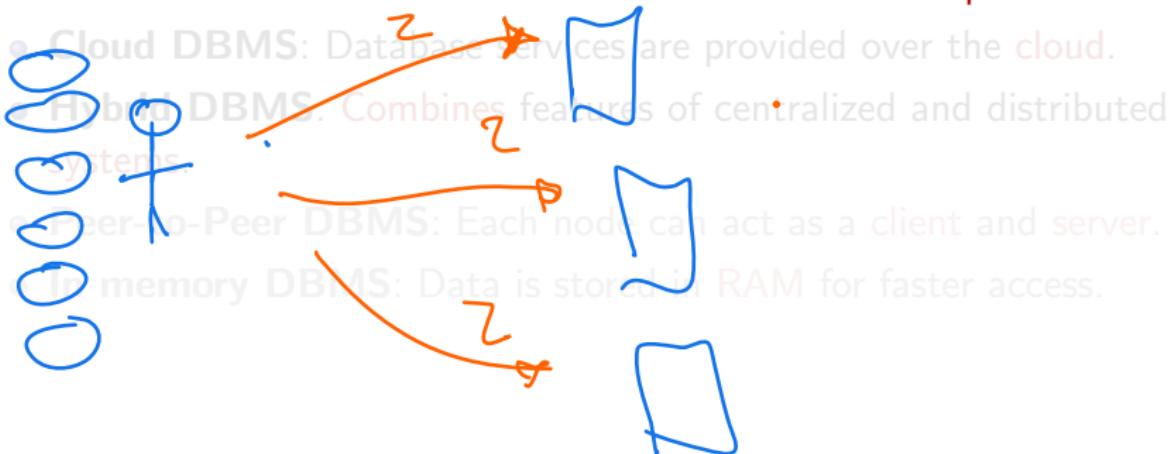
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*\$ downside*



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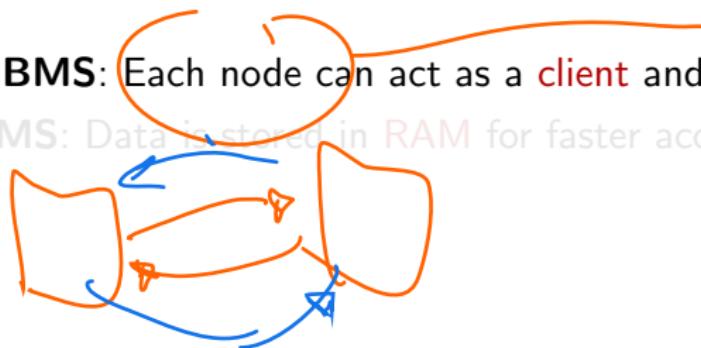
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*Logroño*
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*PostgreSQL*



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Cabé  
↳ Redis



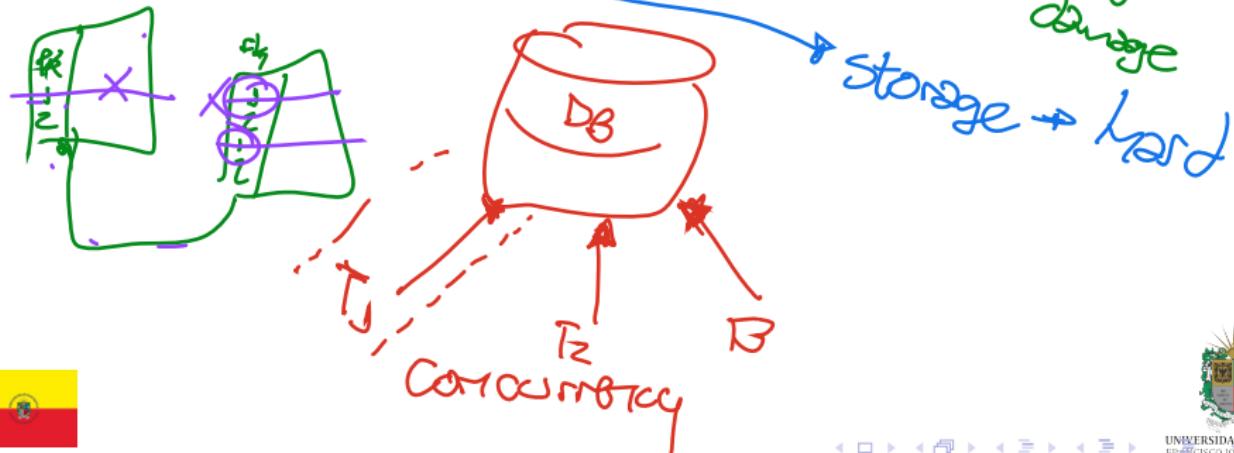
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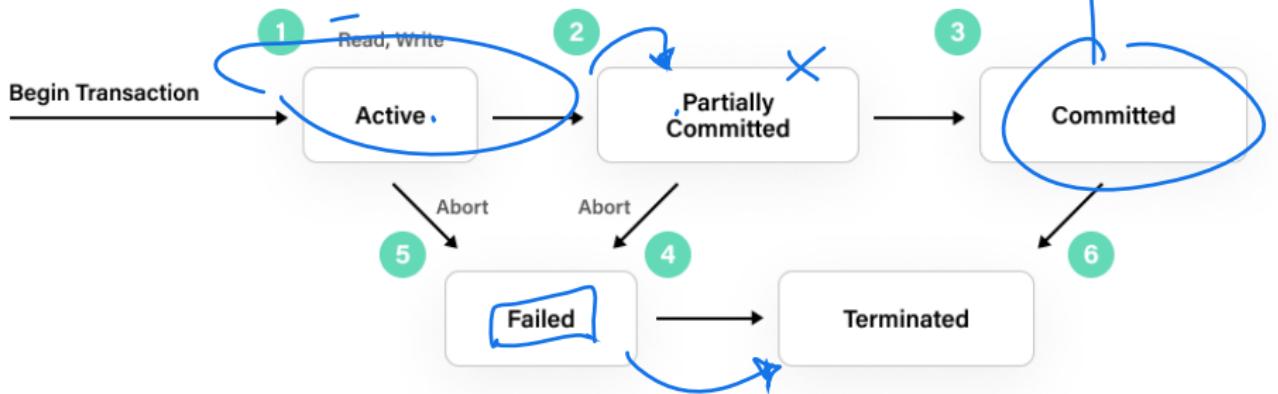
# Transactional System Concepts

- A **transaction** is a sequence of operations performed as a **single logical unit of work**. **CLUD**
  - Transactions must satisfy the **ACID** properties:
    - **Atomicity**: All or nothing. **execution**
    - **Consistency**: Preserves database integrity.
    - **Isolation**: Transactions **do not interfere**.
    - **Durability**: Results persist after completion. **DB**



# Transaction Lifecycle

- **Begin**: Transaction starts.
- **Read/Write**: Operations are performed.
- **Commit**: Changes are made permanent.
- **Rollback**: Changes are undone if an error occurs.
- **Savepoints** can be used for partial rollbacks.



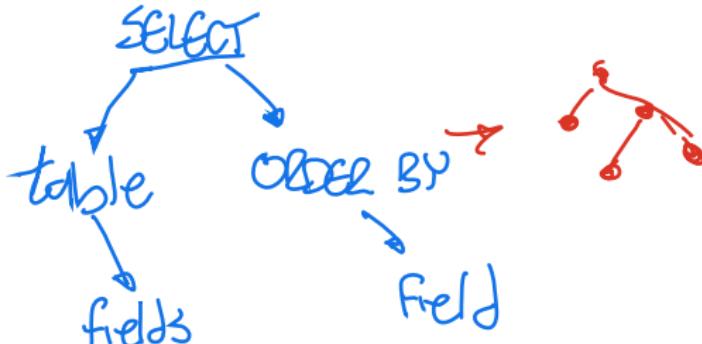
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# Query Execution Process

- **Query execution** is the process of interpreting and running database queries.
- Steps:
  - Parsing: Analyzing query syntax.
  - Optimization: Choosing the best execution plan.
  - Execution: Retrieving and processing data.
- Efficient execution is critical for performance.

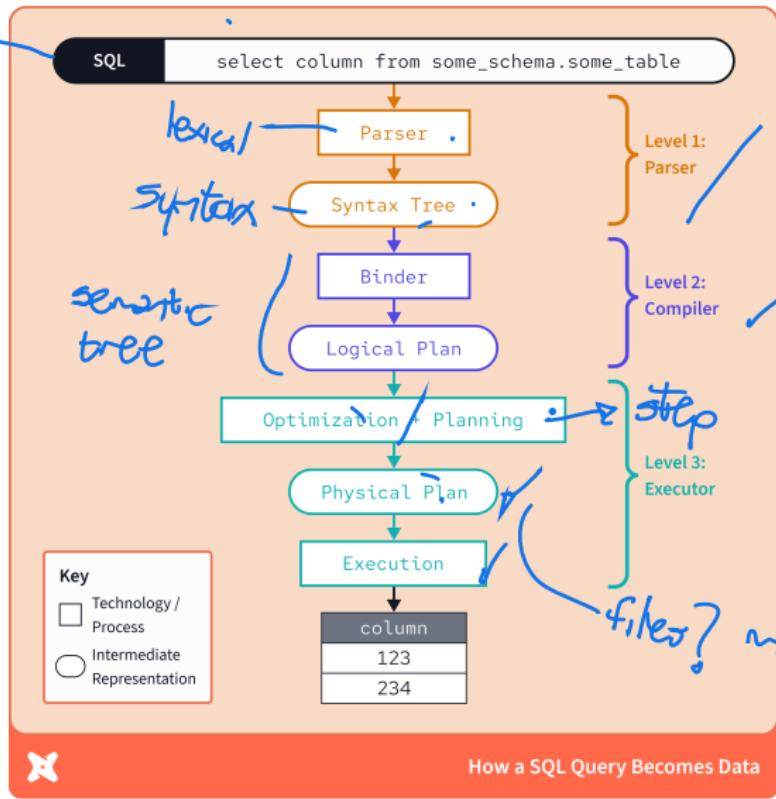


how? → orgine  
 for (...)  
 if (...)  
 words  
 lexical  
 ↓  
 syntax → order

~~INTO~~ ~~INSERT~~  
 INSERT INTO



# Query Execution Flow: Full Transaction



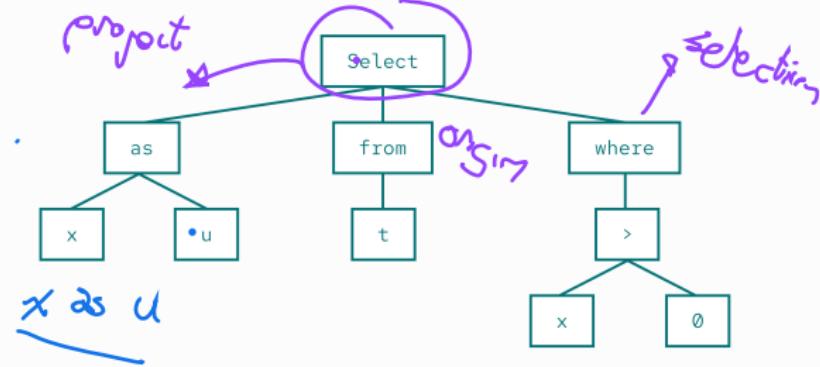
# Query Execution Flow: Syntax Tree

SQL

select x as u from t where x &gt; 0

Parser

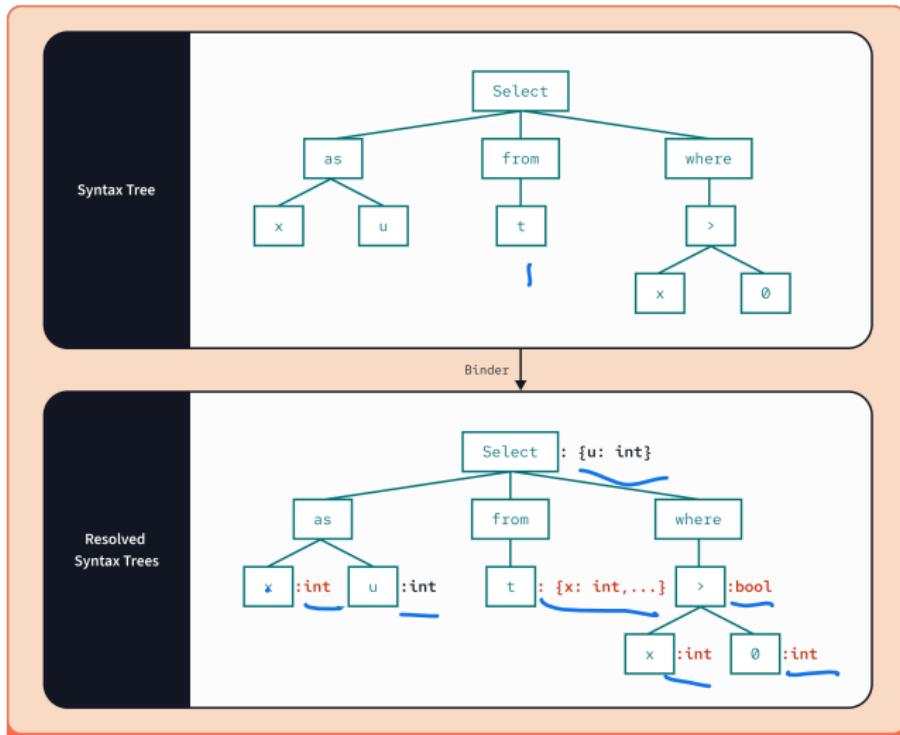
Syntax Tree



Parsers Recognize the Structure of the Query

UNIVERSIDAD DISTRITAL  
FRANCISCO JOSÉ DE CALDAS

# Query Execution Flow: Compilation

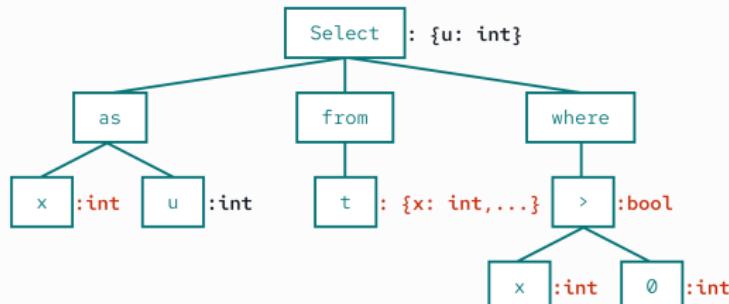


Binders Resolve Names and Check Types



# Query Execution Flow: Logical Plan

Resolved  
Syntax Trees



Generating Logical Plan

Logical Plan

1. TableScan:  $t \rightarrow$  for
2. Filter:  $t.x > 0 \rightarrow$  condition for filter
3. Projection:  $t.x \text{ as } u \downarrow \rightarrow$  for  $gt$  and



Compilation Produces an Executable Plan from a Resolved Syntax Tree



# Query Optimization

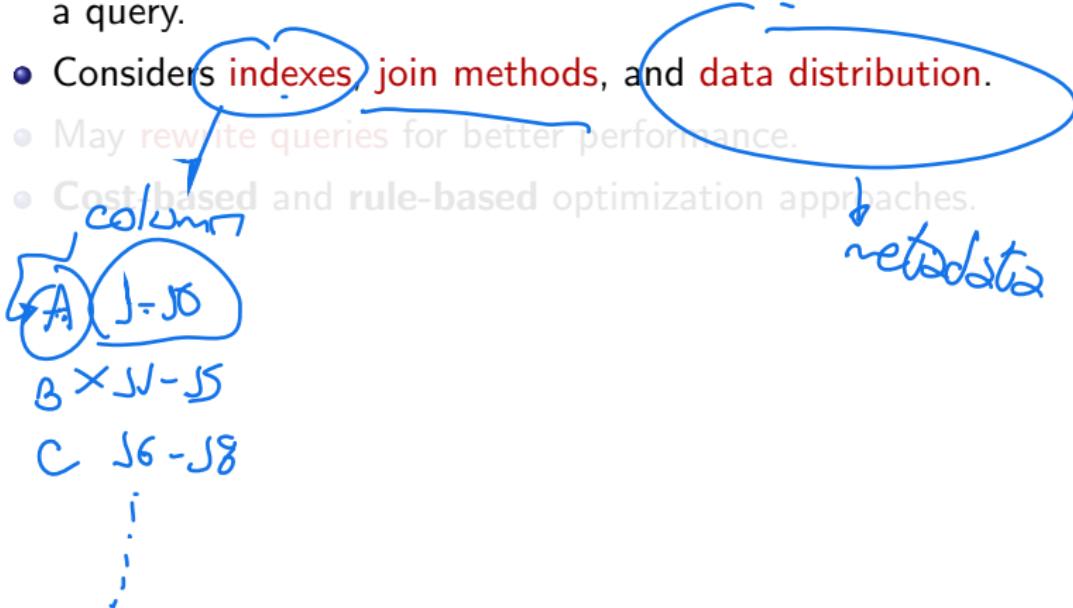
- The query optimizer selects the most efficient strategy for executing a query.
- Considers indexes, join methods, and data distribution.
- May rewrite queries for better performance.
  - ~~re-write~~ *processor*
  - *amount & order*

*plan*



# Query Optimization

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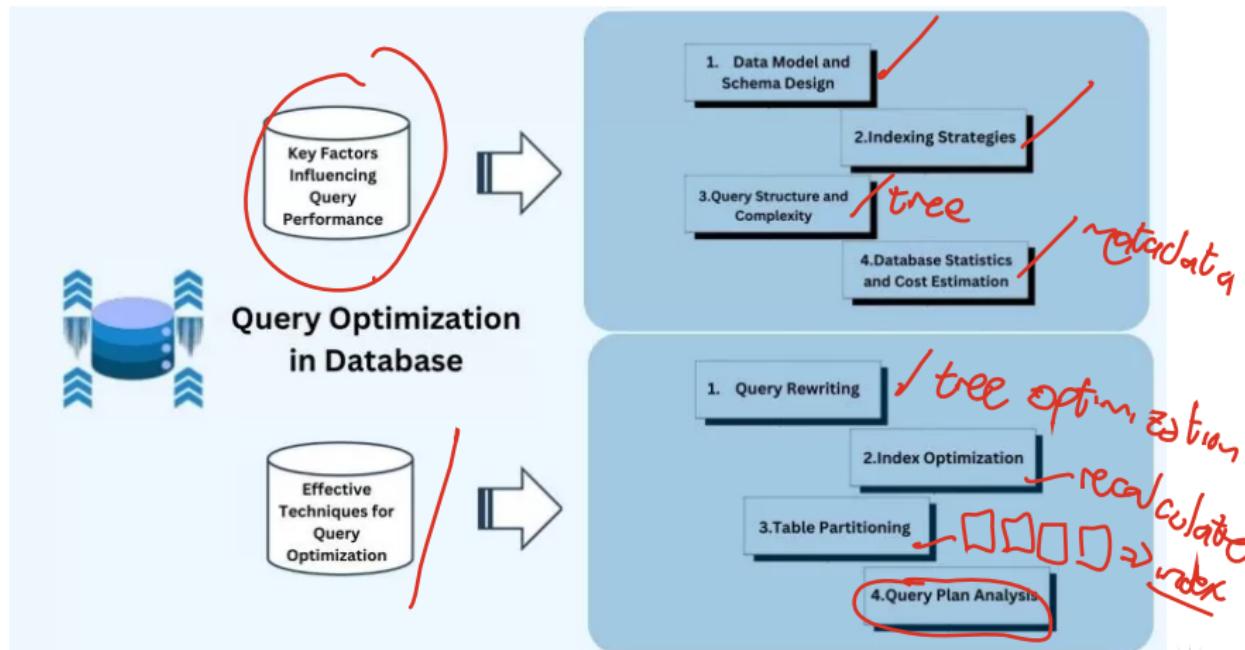


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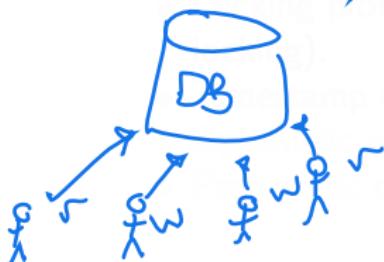
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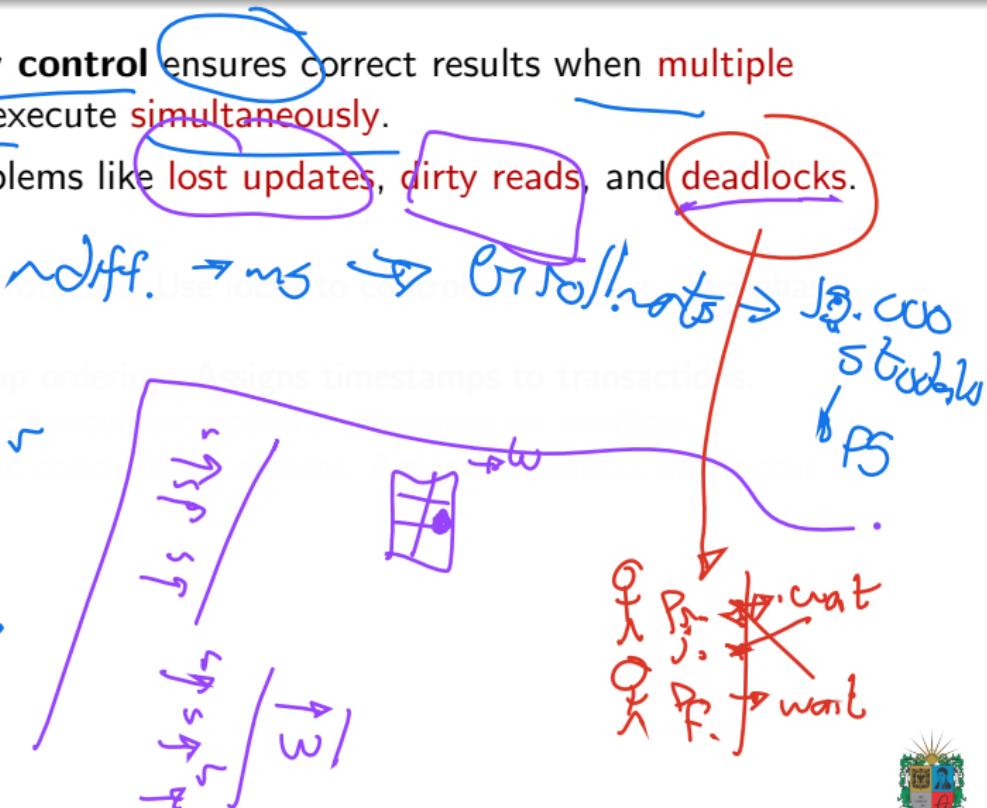


# Concurrency Control Concepts

- **Concurrency control** ensures correct results when multiple transactions execute simultaneously.
- Prevents problems like lost updates, dirty reads, and deadlocks.
- Techniques:



Decisions?



# Concurrency Control Concepts

- **Concurrency control** ensures correct results when **multiple transactions** execute **simultaneously**.
- Prevents problems like **lost updates**, **dirty reads**, and **deadlocks**.
- Techniques:
  - **Locking protocols**: Use locks to control access (e.g., two-phase locking).
  - **Timestamp ordering**: Assigns timestamps to transactions.
  - **Optimistic concurrency control**: Assumes no conflicts.
  - **Pessimistic concurrency control**: Assumes conflicts may occur.

*Consistency + Integrity*

*Write → lock read*

*read → lock write*

*- waiting time*

*- update*

*- memory check*

*- queues*



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$T_1: J: 1.00$   $T_2: J: 1.00$   $\rightarrow$  *Fast*

*Dirty Reads*



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→ Parallel without locks

- ↳ reduce queues
- ↳ memory

High response time



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→ locking + timestamp



# Locking and Deadlocks

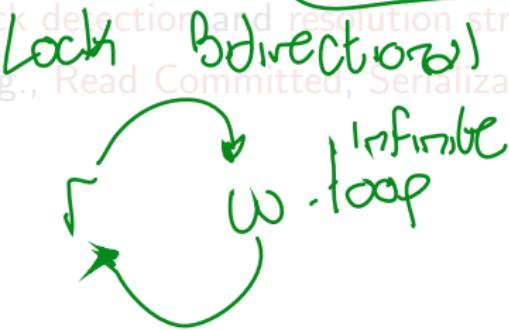


- **Locks** prevent conflicting operations on the same data.
- Deadlocks occur when transactions wait indefinitely for each other.
- DBMS uses deadlock detection and resolution strategies.
- Isolation levels (e.g., Read Committed, Serializable) control visibility of changes.



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Loops?



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ACID



# Outline

- 1 Database System Administration
- 2 Record Storage
- 3 DBMS Architecture
- 4 Transactional System
- 5 Query Execution
- 6 Concurrency Control
- 7 Failure Recovery



# Failure Recovery Concepts

- **Failure recovery** restores the database to a **consistent state** after a failure.

- Types of failures:



**consistent state**

*fast → good  
healthy*

- Recovery techniques:

→ **last stable version** } **methodology**



# Failure Recovery Concepts

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- Types of failures:

- **Transaction failure**: Only one transaction fails.
- **System crash**: All active transactions are lost.
- **Media failure**: Disk or storage device fails.

- Recovery techniques:

• Checkpointing  
• Log-based recovery (REDO/UNDO)

domino effect

process close

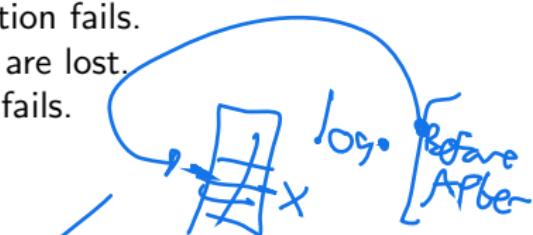
ACID

• Checkpointing



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# Thanks!

# Questions?



Repo: <https://github.com/EngAndres/ud-public/tree/main/courses/databases-ii>

