Undo Logging Rules

Undo 1:

If transaction T modifies the database element X that held value OLD

- Write $\langle T, X, \text{OLD} \rangle$ to the log
- ullet Only when the log record appears on disk can we write the new value for X to disk.

Undo 2:

If transaction T commits, then

- Write all pages with modified database elements to disk
- Then, write $\langle \mathsf{COMMIT} \, T \rangle$ to the log and disk, as soon as possible.

Redo Logging Rules

Redo 1:

If transaction T modifies the database element X setting its value to NEW

• Write $\langle T, X, \text{NEW} \rangle$ to the log

Redo 2:

If transaction T commits, then

- Write $\langle \mathsf{COMMIT} \, T \rangle$ to the log, and flush the log to the disk.
- Only then, write the new value for X to disk.

Hence, all log entries must be written to disk, before modifying any database element on disk.

Undo/Redo Logging Rules

Undo/Redo 1:

If transaction T modifies database element X that held the value OLD to the value NEW

- Write $\langle T, X, \text{OLD}, \text{NEW} \rangle$ to the log
- Log records must be flushed to disk before corresponding modified pages are written to disk.
- \bullet When the transaction commits, write $\langle \mathsf{COMMIT}\, T \rangle$ to the log and flush the log.
- Modified database pages can be flushed before or after commit.

Task:

Consider the following log:

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle T, B, 20, 21 \rangle \langle \mathsf{COMMIT} \, T \rangle$$

Tell all sequences of events that are legal for an Undo-, Redo-, and Undo/Redo-based recovery system, where the events are:

$$\mathsf{Output}(A), \mathsf{Output}(B), \mathsf{Flush-Log}(A), \mathsf{Flush-Log}(B), \mathsf{Commit}$$

Note that for convenience of presentation, we only use Undo/Redo log events in these slides!

Solution (Undo)

The constraints are:

- ullet Flush-Log $(A) < \mathsf{Output}(A)$
- Flush-Log(B) < Output(B)
- $\bullet \; \mathsf{Flush\text{-}Log}(A) < \mathsf{Flush\text{-}Log}(B) < \mathsf{Commit}$
- $\mathsf{Output}(A) < \mathsf{Commit}$
- $\mathsf{Output}(B) < \mathsf{Commit}$

Hence, the valid sequences are:

- Flush-Log(A), Output(A), Flush-Log(B), Output(B), Commit
- ullet Flush-Log(A), Flush-Log(B), Output(A), Output(B), Commit
- Flush-Log(A), Flush-Log(B), Output(B), Output(A), Commit

Solution (Redo)

The constraints are:

- Flush-Log(A) < Output(A)
- Flush-Log(B) < Output(B)
- $\bullet \; \mathsf{Flush\text{-}Log}(A) < \mathsf{Flush\text{-}Log}(B) < \mathsf{Commit}$
- Commit < Output(A)
- Commit < Output(B)

Hence, the valid sequences are:

- Flush-Log(A), Flush-Log(B), Commit, Output(A), Output(B)
- Flush-Log(A), Flush-Log(B), Commit, Output(B), Output(A)

Solution (Undo/Redo)

The constraints are:

- Flush-Log(A) < Output(A)
- Flush-Log(B) < Output(B)
- $\bullet \; \mathsf{Flush\text{-}Log}(A) < \mathsf{Flush\text{-}Log}(B) < \mathsf{Commit}$

Hence, the valid sequences are:

- $\bullet \ \mathsf{Flush-Log}(A), \mathsf{Output}(A), \mathsf{Flush-Log}(B), \mathsf{Output}(B), \mathsf{Commit}$
- $\bullet \ \mathsf{Flush-Log}(A), \mathsf{Flush-Log}(B), \mathsf{Output}(A), \mathsf{Output}(B), \mathsf{Commit}$
- Flush-Log(A), Flush-Log(B), Output(B), Output(A), Commit
- Flush-Log(A), Flush-Log(B), Commit, Output(A), Output(B)
- Flush-Log(A), Flush-Log(B), Commit, Output(B), Output(A)
- Flush-Log(A), Output(A), Flush-Log(B), Commit, Output(B)
- Flush-Log(A), Flush-Log(B), Output(A), Commit, Output(B)
- Flush-Log(A), Flush-Log(B), Output(B), Commit, Output(A)

7

Task:

Consider the following log, after a crash:

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle$$

- What values might/must have been changed?
- How does the recovery manager get the database back to a consistent state?

Discuss for Undo-, Redo-, and Undo/Redo-logging.

Solution (Undo)

$$\langle \mathsf{START} T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} U \rangle$$

We first identify the transactions that we need to undo. They are T, and U.

By reading the log we can conclude that:

• A might have had its value changed on disk.

Solution (Undo)

$$\langle \mathsf{START} T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} U \rangle$$

Starting from the *end* of the log, we undo as follows:

- Append $\langle \mathsf{ABRT}\,U \rangle$ to the log.
- Write value 10 for A.
- Append $\langle \mathsf{ABRT}\,T \rangle$ to the log.

Solution (Redo)

$$\langle \mathsf{START} T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} U \rangle$$

We first identify the transactions that we need to redo. No transaction has committed, so we do not need to redo any transaction.

By reading the log we can conclude that:

A cannot have had its value changed on disk.

Solution (Redo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle$$

We do not need to redo any transaction.

- Append $\langle \mathsf{ABRT} \, T \rangle$ to the log.
- Append $\langle \mathsf{ABRT}\,U \rangle$ to the log.

Solution (Undo/Redo)

$$\langle \mathsf{START} T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} U \rangle$$

We first identify the transactions that we need to undo or redo. No transaction has committed, so we do not need to redo any transaction. We need to undo transactions T and U.

By reading the log we can conclude that:

A might have had its value changed on disk.

We recover from the crash as with Undo.

Solution (Undo/Redo)

$$\langle \mathsf{START} T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} U \rangle$$

We do not need to redo any transaction.

Starting from the *end* of the log, we undo as follows:

- Append $\langle \mathsf{ABRT}\,U \rangle$ to the log.
- Write value 10 for A.
- Append $\langle \mathsf{ABRT}\,T \rangle$ to the log.

Task:

Consider the following log, after a crash:

```
\langle \mathsf{START}\, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START}\, U \rangle \langle U, B, 20, 21 \rangle \\ \langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT}\, U \rangle
```

- What values might/must have been changed?
- How does the recovery manager get the database back to a consistent state?

Discuss for Undo-, Redo-, and Undo/Redo-logging.

Solution (Undo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle$$
 $\langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$

We first identify the transactions that we need to undo. Only transaction ${\cal T}$ must be undone.

By reading the log we can conclude that:

- A might have had its value changed on disk.
- B must have had its value changed on disk.
- C might have had its value changed on disk.
- D must have had its value changed on disk.

Solution (Undo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle$$

$$\langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$$

Starting from the *end* of the log:

- ullet Ignore changes of transaction U altogether.
- Write value 30 for C.
- Write value 10 for A.
- Append $\langle \mathsf{ABRT}\,T \rangle$ to the log.

Solution (Redo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle$$
 $\langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$

We first identify the transactions that we need to redo. Only transaction ${\cal U}$ must be redone.

By reading the log we can conclude that:

- A cannot have had its value changed on disk.
- B might have had its value changed on disk.
- C cannot have had its value changed on disk.
- D might have had its value changed on disk.

Solution (Redo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle \\ \langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$$

Starting from the beginning of the log:

- ullet Ignore changes of transaction T altogether.
- Write value 21 for B.
- Write value 41 for D.
- Append $\langle \mathsf{ABRT}\,T \rangle$ to the log.

Solution (Undo/Redo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle$$

$$\langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$$

We first identify the transactions that we need to redo and those that we need to undo. U must be redone, while T must be undone.

By reading the log we can conclude that:

- A might have had its value changed on disk.
- B might have had its value changed on disk.
- C might have had its value changed on disk.
- D might have had its value changed on disk.

Solution (Undo/Redo)

$$\langle \mathsf{START} \, T \rangle \langle T, A, 10, 11 \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20, 21 \rangle$$

$$\langle T, C, 30, 31 \rangle \langle U, D, 40, 41 \rangle \langle \mathsf{COMMIT} \, U \rangle$$

Starting from the *end* of the log (undo):

- ullet Ignore changes of transaction U altogether.
- Write value 30 for C.
- Write value 10 for A.
- Append $\langle \mathsf{ABRT} \, T \rangle$ to the log.

Then, starting from the *beginning* of the log (redo):

- ullet Ignore changes of transaction T altogether.
- Write value 21 for B.
- Write value 41 for D.

Task:

Consider the following log, where a checkpoint start has been added:

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

- When is (CKPT END) written?
- What happens if a crash occurs? (for each possible point at which a crash can occur)

Discuss for Undo-, Redo-, and Undo/Redo-logging.

Solution (Undo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

- The checkpoint entry identifies the transactions that are currently *active*. Hence, the checkpoint entry is $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$.
- Every one of these active transactions must commit before writing $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$. We can write $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ right after $\langle \mathsf{COMMIT} \; T \rangle$.

Solution (Undo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

The recovery depends on whether we first meet $\langle CKPT \; END \rangle$ or $\langle CKPT \; START \rangle$:

- if $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ was written last, we only need to consider the log up to $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$.
- if $\langle \mathsf{CKPT} \ \mathsf{START} \ (T) \rangle$ was written last, we need to consider the log up to $\langle \mathsf{START} \ T \rangle$, as it was the only *active* transaction.

Solution (Redo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

- The checkpoint entry identifies the transactions that are currently *active*. Hence, the checkpoint entry is $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$.
- We first write blocks from transaction that were committed at (CKPT START) to the disk.
- We only write (CKPT END) after these blocks.
- We cannot predict when the dirty blocks will be written on disk: (CKPT END) can occur anywhere after (CKPT START).

Solution (Redo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

The recovery depends on whether we the last checkpoint entry was $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ or $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$:

- if $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ was written last, we know that transaction S was fully written. The transactions that were active at $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$ or started later and that have committed must be redone (that is, T, U, and V, depending on the place of the crash).
- if $\langle \mathsf{CKPT} \ \mathsf{START} \ (T) \rangle$ was written last, the checkpoint does not help. We need to go back to the previous completed checkpoint, or to the beginning of the log.

Solution (Undo/Redo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

- The checkpoint entry identifies the transactions that are currently *active*. Hence, the checkpoint entry is $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$.
- All dirty blocks are written to disk first.
- We only write (CKPT END) after these blocks.
- We cannot predict when the dirty blocks will be written on disk: (CKPT END) can occur anywhere after (CKPT START).

Solution (Undo/Redo)

```
\langle \mathsf{START} \, S \rangle \langle S, A, 60 \rangle \langle \mathsf{COMMIT} \, S \rangle \langle \mathsf{START} \, T \rangle \langle T, A, 10 \rangle \langle \mathsf{CKPT} \, \mathsf{START} \rangle \langle \mathsf{START} \, U \rangle \langle U, B, 20 \rangle \langle T, C, 30 \rangle \langle \mathsf{START} \, V \rangle \langle U, D, 40 \rangle \langle V, F, 70 \rangle \langle \mathsf{COMMIT} \, U \rangle \langle T, E, 50 \rangle \langle \mathsf{COMMIT} \, T \rangle \langle V, B, 80 \rangle \langle \mathsf{COMMIT} \, V \rangle
```

The recovery depends on whether we the last checkpoint entry was $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ or $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$:

- if $\langle \mathsf{CKPT} \; \mathsf{END} \rangle$ was written last, we know that all the dirty buffers were written to disk. We only need to redo transactions from $\langle \mathsf{CKPT} \; \mathsf{START} \; (T) \rangle$, but we also need to undo transactions that were active at $\langle \mathsf{CKPT} \; \mathsf{START} \; (T) \rangle$. Hence, we may need to go back to $\langle \mathsf{START} \; T \rangle$ when undoing.
- if $\langle \mathsf{CKPT} \; \mathsf{START} \, (T) \rangle$ was written last, the checkpoint does not help. We need to go back to the previously completed checkpoint, or to the beginning

of the log.