Schedules, a low-level view and notation

Overview of this video

The video will introduce a simplified and lower level view of transactions as well as schedules and notations for all of these

Translating SQL into Low-Level Operations

Employees(<u>e_id</u>, first_name, last_name, birth_day, salary)

Two SQL Statements

```
SELECT salary
FROM Employees
WHERE e id = 1234;
```

```
UPDATE Employees
SET salary = salary*1.1
WHERE e id = 1234;
```

produces

THREE TRANSACTION OPERATIONS

- 1. read(e_id=1234, salary);
- 2. salary=salary*1.1;
- 3. write(e_id=1234, salary);

Notes:

Abstraction (at a low level)

Read data item 'salary' from tuple with primary key 1234

Two database operations: op1 (read) and op3 (write)

One non-database operation: op2 (the calculation)

Simplifying Low-level Operations

THREE TRANSACTION OPERATIONS

- read(e_id=1234, salary);
- 2. salary=salary*1.1;
- 3. write(e_id=1234, salary);

produces

THREE SIMPLIFIED TRANSACTION OPERATIONS

- 1. read(X);
- 2. X=X*1.1;
- 3. write(X);

X is in this case e_id 1234's salary, but it does not really matter and we omit it

Basic Operations of Transactions

read(X): Reads a database item X into a program variable (also named X, for simplicity)

- Find the address of the disk block (page) that contains item X
- Copy that disk block into a buffer in main memory
 - if that disk block is not already in some main memory buffer
- Copy item X from the buffer to the program variable X

write(X): Writes the value of program variable X into the database item named X

- Find the address of the disk block (page) that contains item X.
- Copy that disk block into a buffer in main memory
 - if that disk block is not already in some main memory buffer.
 - Copy item X from the program variable X into its correct location in the buffer
 - Store the updated block from the buffer back to disk either immediately or at some later point in time.

Transactions (in general)

A logical unit of processing using access operations

- Begin
- End
- read(retrieval SELECT etc.)
- write(insert, update, or delete)
- + other non-database operations

Begin/end are are omitted when the beginning/end of a transaction are understood

Schedules

Schedules hold many transactions for execution

The operations making up the transactions are then executed by the schedule in some order

• It must preserve that the operations in each transaction happens in the right order!

Two types:

- Serial Schedules
 - Executes the transactions one after another (i.e. first each operation of the first schedule, then each operation of the second and so on)
- Concurrent Schedules
 - Can interleave operations from the transactions (while still preserving that the operations in each transaction happens in the right order) - formally speaking, a serial schedule is therefore also concurrent...

A Serial Schedule

Executes all operations in transaction T1, then all operations in transaction T2.

For simplicity we will typically ignore the non-database operations...

```
Begin (T1)
read(X);
X := X + 100;
write(X);
read(Y);
Y := Y + 50;
write(Y);
commit;
End (T1)
Begin (T2)
read(X);
read(Y);
X := X + Y;
write(X);
commit;
End (T2)
```

Shorthand Notation for Schedules

Shorthand notation for this schedule:

```
S_a: r_1(X); w_1(X); r_1(Y); w_1(y); c_1; r_2(X); r_2(Y); w_2(X); c_2
```

Symbols:

- S_{id} = schedule (id is the schedule ID)
- r_i(X) = read(X) in transaction i
- w_i(X) = write(X) in transaction i
- $\mathbf{c}_i = \text{commit in transaction } i$
- $\frac{a_i}{a_i} = \frac{abort}{abort} ("rollback") in transaction i$

```
Begin (T1)
   read(X);
   X := X + 100;
   write(X);
   read(Y);
   Y := Y + 50;
   write(Y);
   commit;
End (T1)
Begin (T2)
   read(X);
   read(Y);
   X := X + Y;
   write(X);
   commit;
End (T2)
```

Another Example

Time	S _b	X
t0		100
t1	read(X)	100
t2	X = X - 10	90
t3	write(X)	90
t4	Commit	90
t5	read(X)	90
t6	X = X * 10	900
t7	write(X)	900
t8	commit	900

What is the shorthand notation for this schedule?

Another Example

Time	S _b	X
t0		100
t1	read(X)	100
t2	X = X - 10	90
t3	write(X)	90
t4	Commit	90
t5	read(X)	90
t6	X = X * 10	900
t7	write(X)	900
t8	commit	900

What is the shorthand notation for this schedule?

$$S_b: r_1(x); w_1(x); c_1; r_2(x); w_2(x); c_2$$

Order matters:

Time	S _b	X
t0		100
t1	read(X)	100
t2	X = X - 10	90
t3	write(X)	90
t4	Commit	90
t5	read(X)	90
t6	X = X * 10	900
t7	write(X)	900
t8	commit	900

Time	S _c	X
t0		100
t1	read(X)	100
t2	X = X * 10	1000
t3	write(X)	1000
t4	Commit	1000
t5	read(X)	1000
t6	X = X - 10	990
t7	write(X)	990
t8	commit	990

VS.

Concurrent Schedule

Shorthand notation for schedule:

```
S_a: r_1(X); w_1(X); r_1(Y); w_1(y); c_1; r_2(X); r_2(Y); w_2(X); c_2
```

 $S_d: r_2(X); r_2(Y); w_2(X); c_2; r_1(X); w_1(X); r_1(Y); w_1(y); c_1$

Note that these are serial schedules as well as a concurrent schedules (in that all serial schedules are concurrent schedules

Examples of other concurrent schedules (that are not serial):

```
S_e: r_1(X); w_1(X); r_2(X); r_1(Y); w_1(y); c_1; r_2(Y); w_2(X); c_2
```

 S_f : $r_1(X)$; $r_2(X)$; $w_1(X)$; $r_2(Y)$; $r_1(Y)$; $w_2(X)$; $w_1(y)$; c_2 ; c_1

Examples of something that is **not** a schedule:

```
S_g: r_1(X); r_2(Y); w_1(X); r_2(X); r_1(Y); w_2(X); w_1(y); c_2; c_1
```

```
Begin (T1)
                     Begin (T2)
   read(X);
                        read(X);
   X := X + 100;
                        read(Y);
   write(X);
                        X := X + Y;
   read(Y);
                        write(X);
   Y := Y + 50;
                        commit:
   write(Y);
                    End (T2)
   commit;
End (T1)
```

Summary

We want to focus on low-level details (i.e. reads and writes) and their interaction over high-level (i.e. queries) when we talk about transactions (which is a sequence of queries) and schedules (which is a set of transactions that should be executed, so that each operation in each transaction comes in order)

We have a notations for such, using symbols:

- S_{id} = schedule (*id* is the schedule ID)
- r_i(X) = read(X) in transaction i
- w_i(X) = write(X) in transaction i
- \mathbf{c}_i = commit in transaction i
- a_i = abort ("rollback") in transaction i