Lecture 8--Continued: Concurrency & Locking

Announcements

- Scores were quite good overall for homework! We're excited!
  - Destroy the midterm!

- Midterm is with CAs.
  - We will post on the page how to divide into overflow rooms
  - Please start posting questions (some very good ones already!)
  - I promise to be there for final CA

- Trolling: no SQL and bitcoin (OPTIONAL!) bitcoin exchange brought down by lack of consistency?

- Today, we end early for small group feedback… we read every element, and we take it seriously!

Concurrency: Isolation & Consistency

- The DBMS must handle concurrency such that…

1. **Isolation** is maintained: Users must be able to execute each TXN **as if they were the only user**
   - DBMS handles the details of *interleaving* various TXNs

ACID

2. **Consistency** is maintained: TXNs must leave the DB in a **consistent state**
   - DBMS handles the details of enforcing integrity constraints

ACID

Example- consider two TXNs:

```
T1: START TRANSACTION
     UPDATE Accounts
     SET Amt = Amt + 100
     WHERE Name = 'A'

     UPDATE Accounts
     SET Amt = Amt - 100
     WHERE Name = 'B'
COMMIT
```

```
T2: START TRANSACTION
     UPDATE Accounts
     SET Amt = Amt * 1.06
COMMIT
```

T1 transfers $100 from B's account to A's account

T2 credits both accounts with a 6% interest payment

Recall: Three Types of Regions of Memory

	Local	Global
Main Memory (RAM)	1	2 *4*
Disk		3

1. **Local:** In our model each process in a DBMS has its own local memory, where it stores values that only it “sees”

2. **Global:** Each process can read from / write to shared data in main memory

3. **Disk:** Global memory can read from / flush to disk

*4. **Log:** Assume on stable disk storage- spans both main memory and disk…*

Log is a *sequence* from main memory -> disk

“<u>Flushing</u> to disk” = writing to disk.

Scheduling examples

Starting Balance

A	B
$50	$200

Serial schedule T_1,T_2:

T_1 A += 100 B -= 100

T_2 A *= 1.06 B *= 1.06

A	B
$159	$106

Interleaved schedule A:

T_1 A += 100 B -= 100

T_2 A *= 1.06 B *= 1.06

A	B
$159	$106

Same result!

Scheduling examples

Starting Balance

A	B
\$50	\$200

<u>Serial schedule T_1,T_2:</u>

T_1 A += 100 B -= 100

T_2 A *= 1.06 B *= 1.06

A	B
\$159	\$106

<u>*Interleaved* schedule B:</u>

T_1 A += 100 B -= 100

T_2 A *= 1.06 B *= 1.06

A	B
\$159	**\$112**

Different result than serial T_1,T_2!

Scheduling examples

Starting Balance

A	B
\$50	\$200

Serial schedule T_2, T_1:

T_1: A += 100, B -= 100

T_2: A *= 1.06, B *= 1.06

A	B
\$153	\$112

Interleaved schedule B:

T_1: A += 100, B -= 100

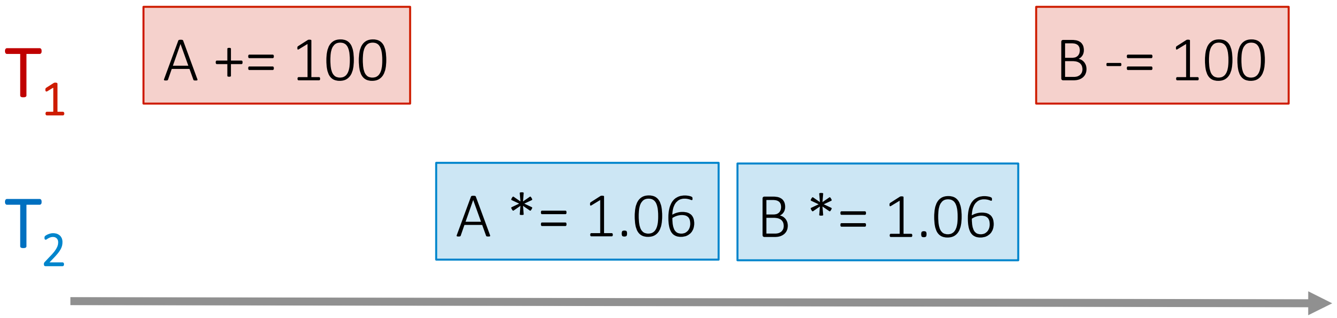
T_2: A *= 1.06, B *= 1.06

A	B
\$159	\$112

Different result than serial T_2, T_1 ALSO!

Scheduling examples

Interleaved **schedule B:**



This schedule is different than *any serial order!* We say that it is <u>not serializable</u>

Scheduling Definitions

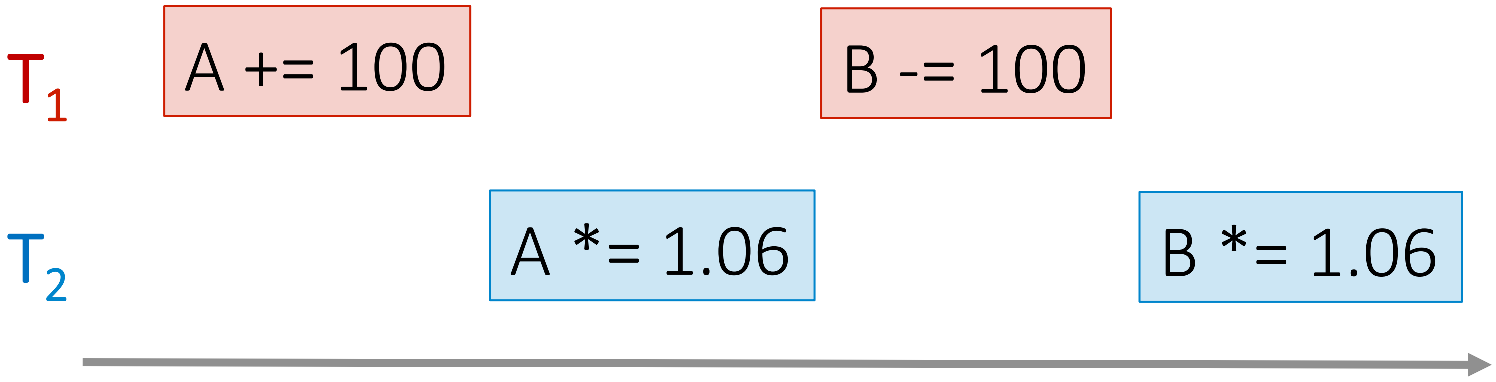
- A **serial schedule** is one that does not interleave the actions of different transactions

- A and B are **equivalent schedules** if, ***for any database state***, the effect on DB of executing A **is identical to** the effect of executing B

- *A* **serializable schedule** is a schedule that is equivalent to ***some*** serial execution of the transactions.

The word "**some**" makes this definition powerful & tricky!

Serializable?



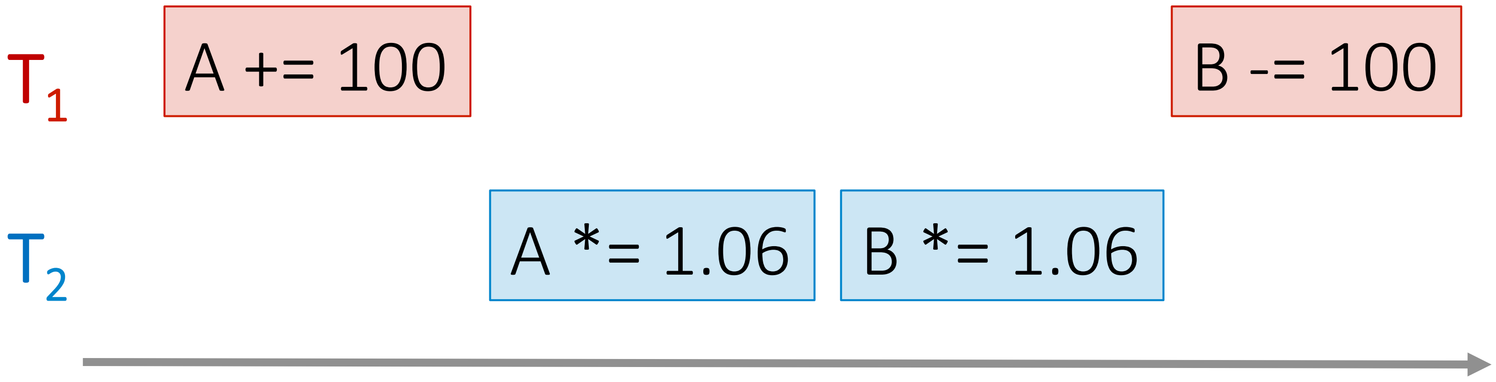
Serial schedules:

	A	B
T_1,T_2	1.06*(A+100)	1.06*(B-100)
T_2,T_1	1.06*A + 100	1.06*B - 100

A	B
1.06*(A+100)	1.06*(B-100)

Same as a serial schedule *for all possible values of A, B* = <u>serializable</u>

Serializable?



Serial schedules:

	A	B
T_1,T_2	1.06*(A+100)	1.06*(B-100)
T_2,T_1	1.06*A + 100	1.06*B - 100

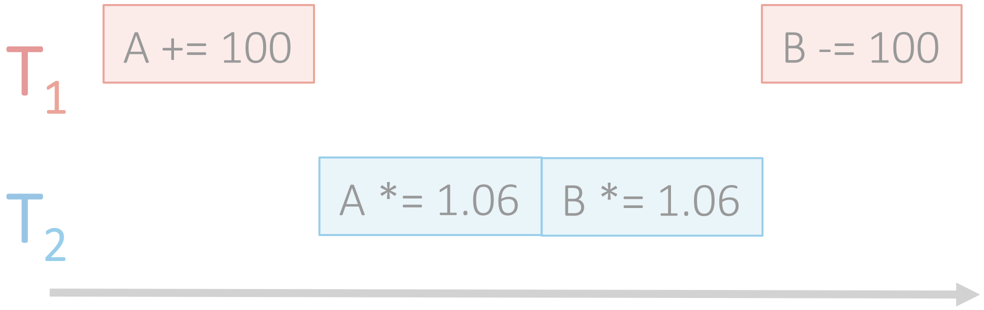
A	B
1.06*(A+100)	1.06*B - 100

Not *equivalent* to any serializable schedule = *not* serializable

What else can go wrong with interleaving?

- Various anomalies which break isolation / serializability
    - Often referred to by name…
- Occur because **conflicts** between interleaved TXNs

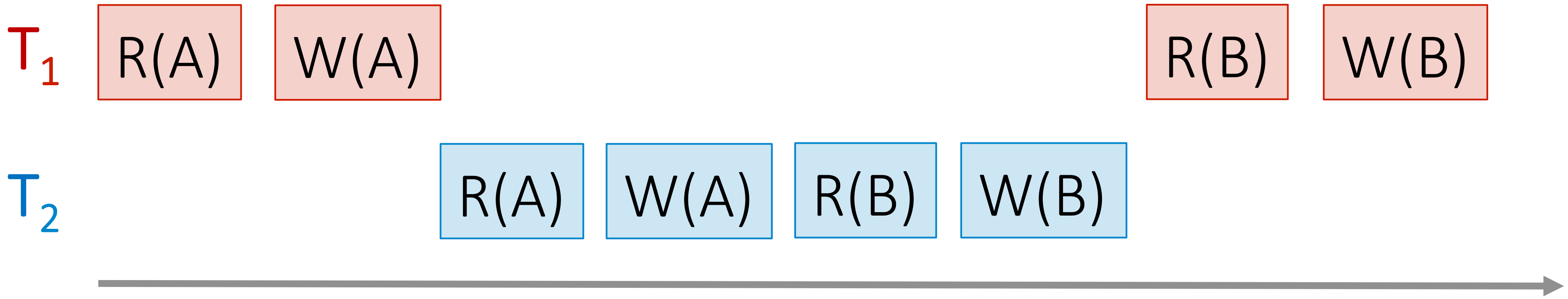
The DBMS's view of the schedule



An action in the TXNs may

- Reads a value from **global memory** to **local memory**
- Write a value from **local memory** to **global memory**
- Arbitrary computation on local memory…

Scheduling order matters!



Conflict Types

Two actions **conflict** if they are part of *different* TXNs, involve the same object, and at least one of them is a write

- Thus, there are three types of conflicts:
  - Read-Write conflicts (RW)
  - Write-Read conflicts (WR)
  - Write-Write conflicts (WW)

Why no "RR Conflict"?

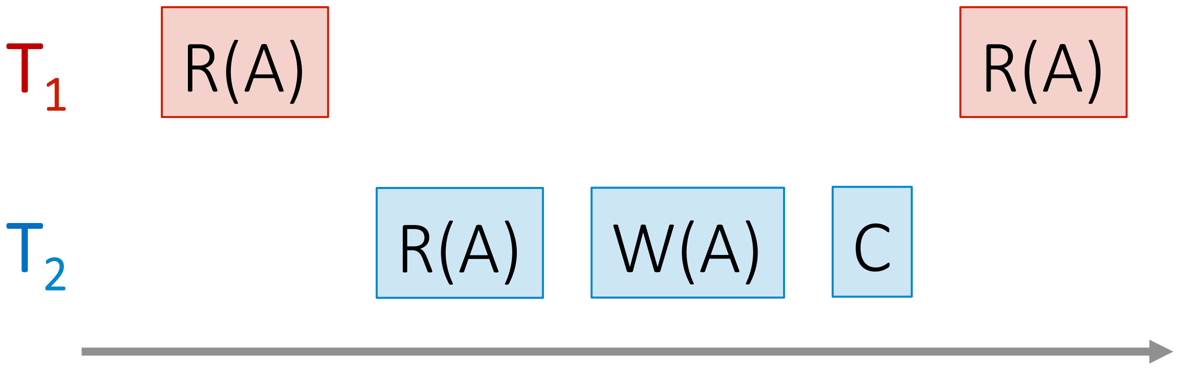
Interleaving anomalies occur with / because of these conflicts between TXNs *(but these conflicts can occur without causing anomalies!)*

See next section for more!

Classic Anomalies with Interleaved Execution

"Unrepeatable read":

Example:



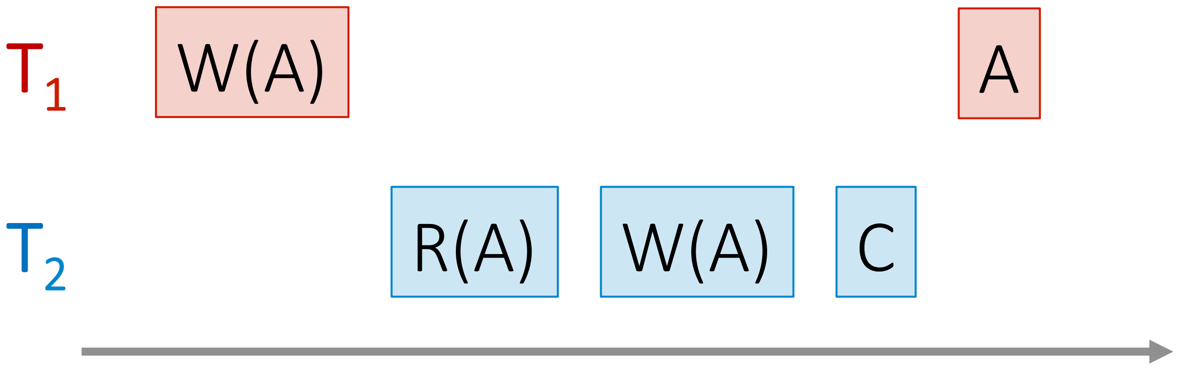
1. T_1 reads some data from A
2. T_2 writes to A
3. Then, T_1 reads from A again *and now gets a different / inconsistent value from its own local memory!*

*Occurring because of a **RW conflict. Which pairs?***

Classic Anomalies with Interleaved Execution

"Dirty read" / Reading uncommitted data:

Example:



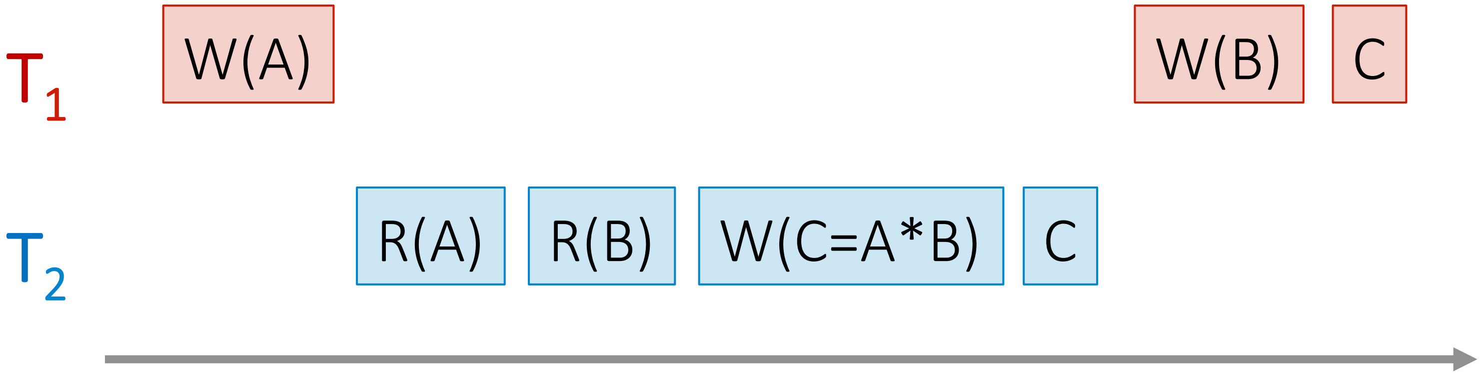
1. T_1 writes some data to A
2. T_2 reads from A, then writes back to A & commits
3. T_1 then aborts- *now T_2's result is based on an obsolete / inconsistent value*

*Occurring because of a **WR conflict. Which pairs?***

Classic Anomalies with Interleaved Execution

"Inconsistent read" / Reading partial commits:

Example:



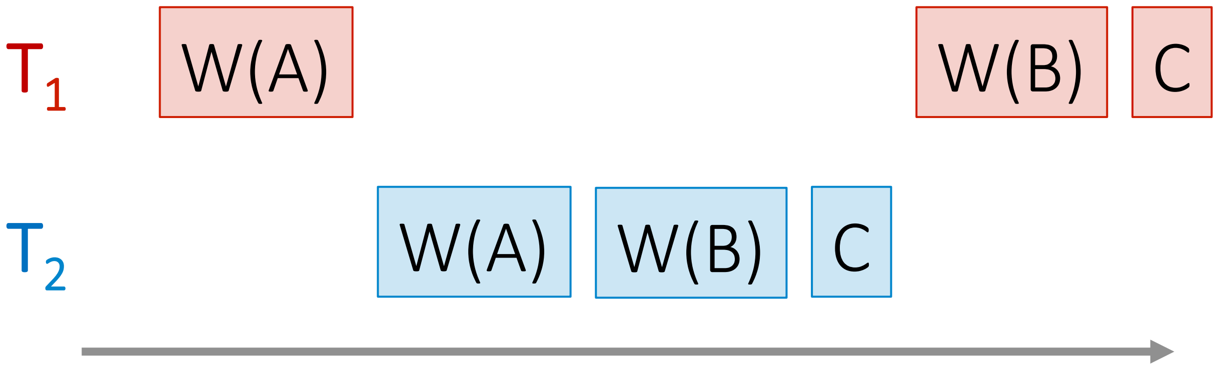
1. T_1 writes some data to A
2. T_2 reads from A *and B*, and then writes some value which depends on A & B
3. T_1 then writes to B- *now T_2's result is based on an incomplete commit*

Again, occurring because of a ***WR conflict. Which pairs?***

Classic Anomalies with Interleaved Execution

Partially-lost update:

Example:



1. T_1 *blind* writes some data to A
2. T_2 *blind* writes to A *and B*
3. T_1 then *blind* writes to B; now we have T_1's value for B and T_2's value for A- ***not equivalent to any serial schedule!***

Occurring because of a ***WW conflict. Which pairs?***

Activity-8-1.ipynb

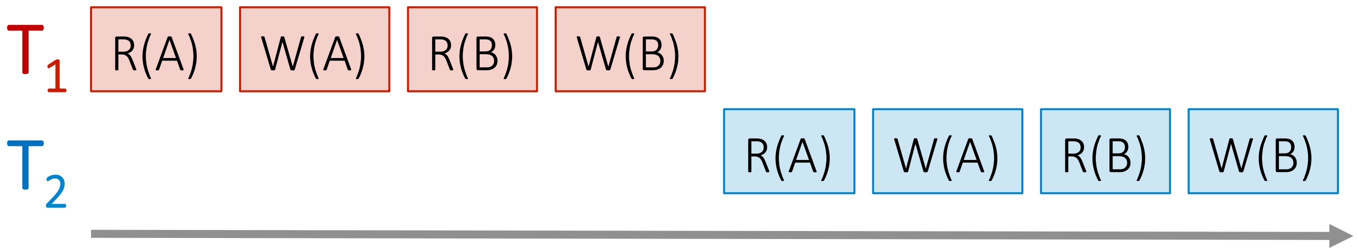
2. Conflict Serializability, Locking & Deadlock

What you will learn about in this section

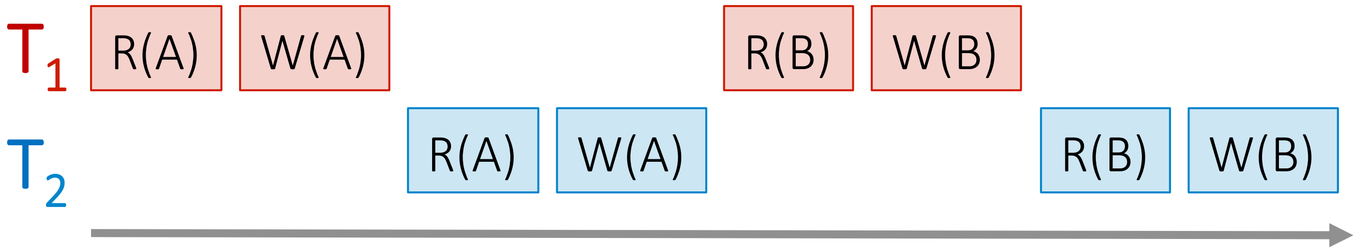
1. RECAP: Concurrency
2. Conflict Serializability
3. DAGs & Topological Orderings
4. Strict 2PL
5. Deadlocks

Recall: Concurrency as Interleaving TXNs

Serial Schedule:



Interleaved Schedule:

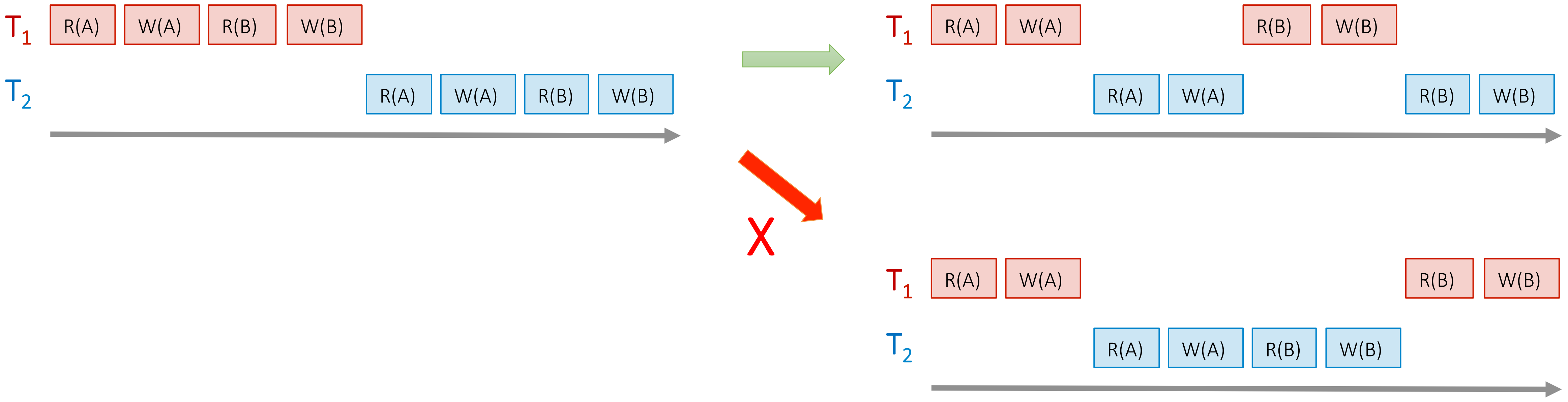


- For our purposes, having TXNs occur concurrently means **interleaving their component actions (R/W)**

We call the particular order of interleaving a <u>schedule</u>

Recall: “Good” vs. “bad” schedules

***Serial Schedule*:** ***Interleaved Schedules*:**



We want to develop ways of discerning “good” vs. “bad” schedules

Ways of Defining "Good" vs. "Bad" Schedules

- Recall from last time: we call a schedule ***serializable*** if it is equivalent to *some* serial schedule

  - We used this as a notion of a "good" interleaved schedule, since **a serializable schedule will maintain isolation & consistency**

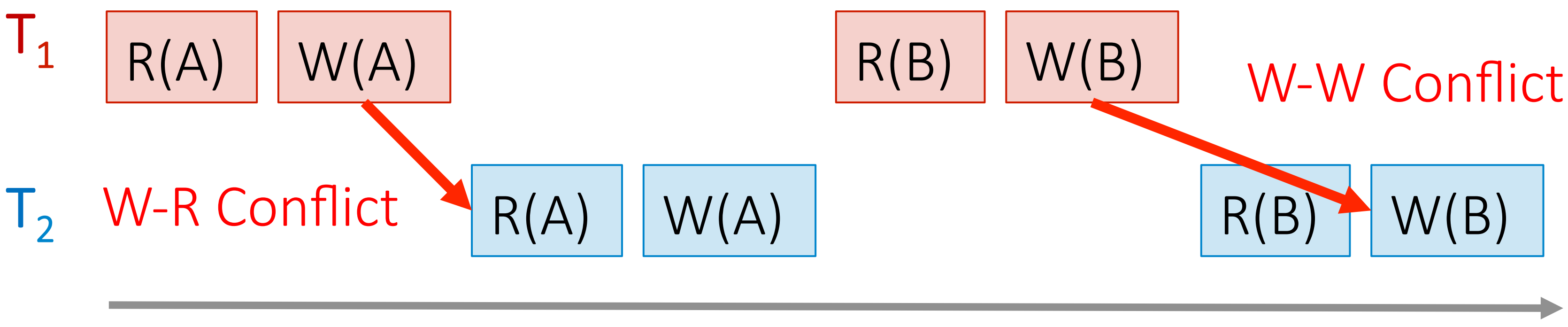
- Now, we'll define a stricter, but very useful variant:

  - ***Conflict serializability***

We'll need to define *conflicts* first..

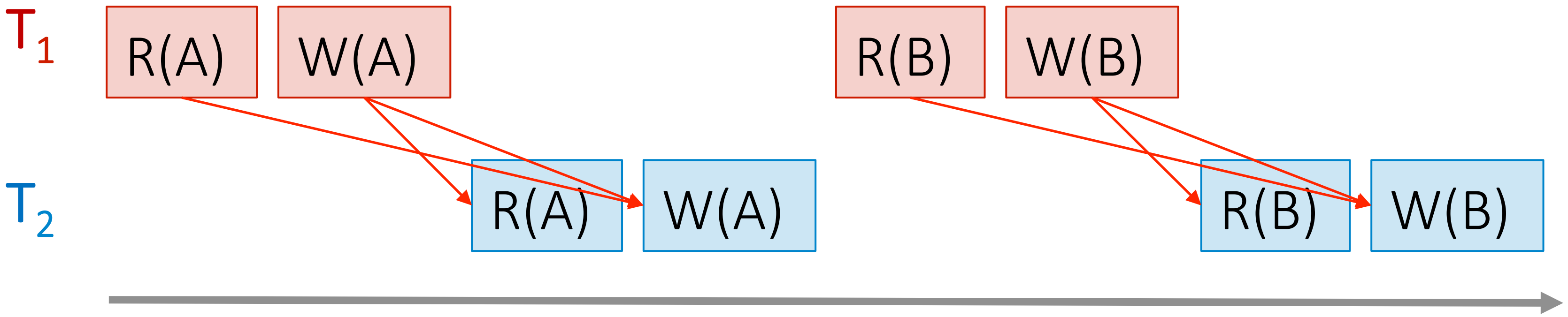
Conflicts

Two actions **conflict** if they are part of different TXNs, involve the same variable, and at least one of them is a write



Conflicts

Two actions **conflict** if they are part of different TXNs, involve the same variable, and at least one of them is a write



All "conflicts"!

Conflict Serializability

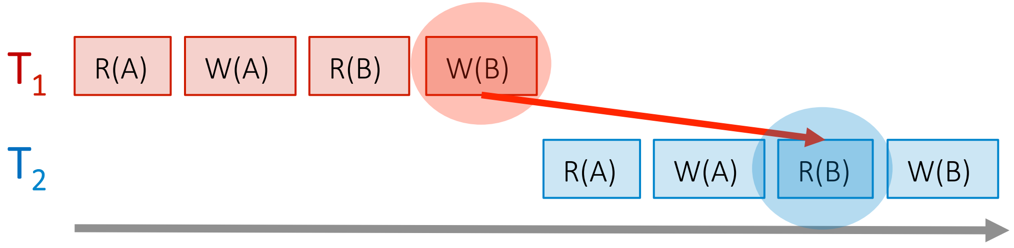
- Two schedules are **conflict equivalent** if:
  - They involve *the same actions of the same TXNs*
  - Every *pair of conflicting actions* of two TXNs are *ordered in the same way*
- Schedule S is **conflict serializable** if S is *conflict equivalent* to some serial schedule

Conflict serializable $\Rightarrow$ serializable

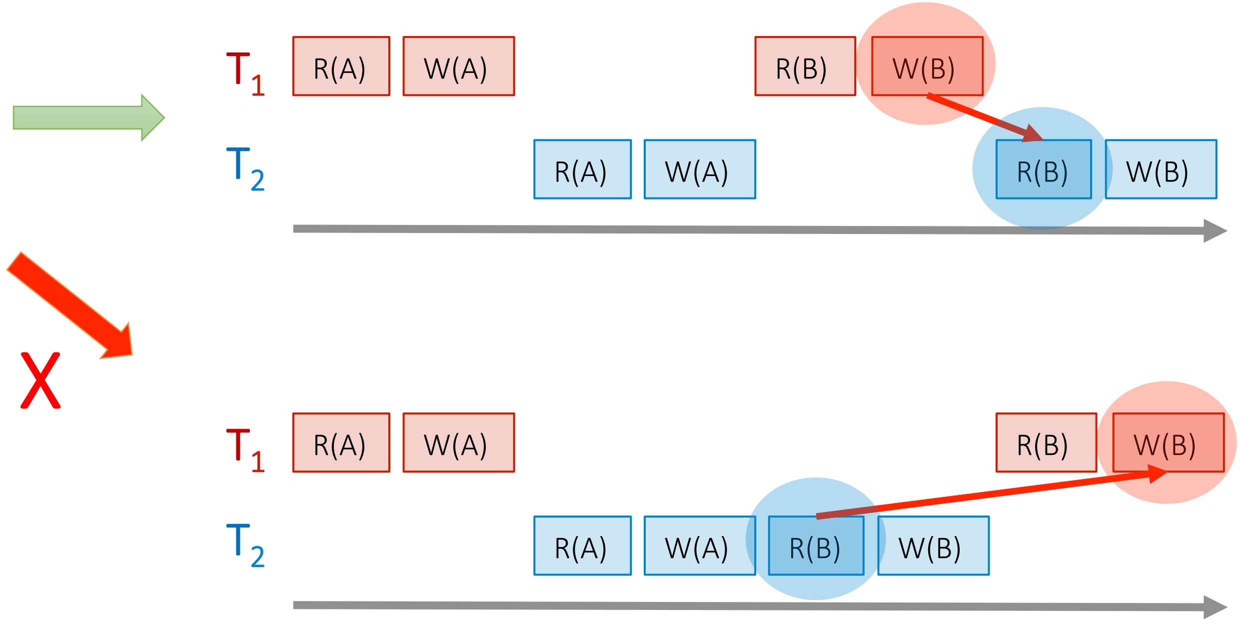
So if we have conflict serializable, we have consistency & isolation!

Recall: “Good” vs. “bad” schedules

Serial Schedule:



Interleaved Schedules:



Note that in the “bad” schedule, the *order of conflicting actions is different than the above (or any) serial schedule!*

Conflict serializability also provides us with an operative notion of “good” vs. “bad” schedules!

Note: Conflicts vs. Anomalies

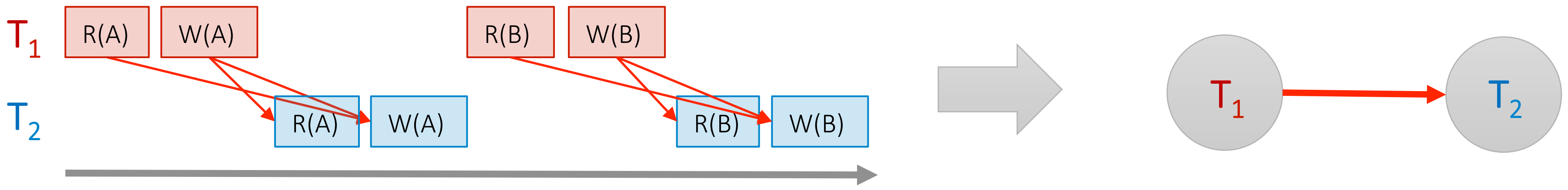
- **<u>Conflicts</u>** are things we talk about to help us characterize different schedules
    - Present in both “good” and “bad” schedules

- **Anomalies** are instances where isolation and/or consistency is broken because of a “bad” schedule
    - We often characterize different anomaly types by what types of conflicts predicated them

The Conflict Graph

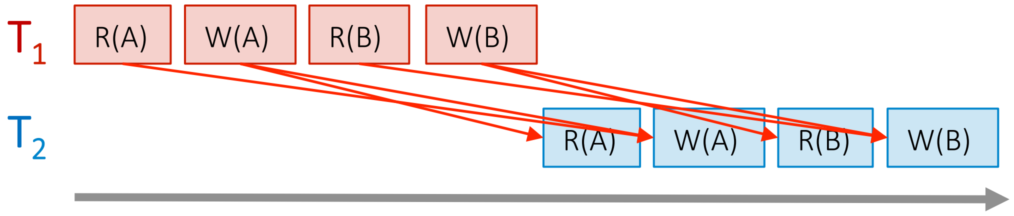
- Let's now consider looking at conflicts **at the TXN level**

- Consider a graph where the **nodes are TXNs**, and there is an edge from $T_i \rightarrow T_j$ **if any actions in T_i <u>precede and conflict with</u> any actions in T_j**

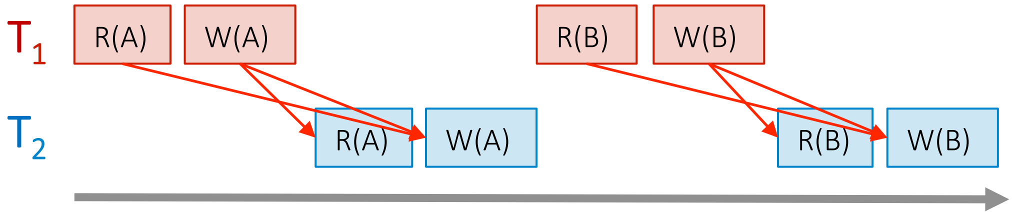


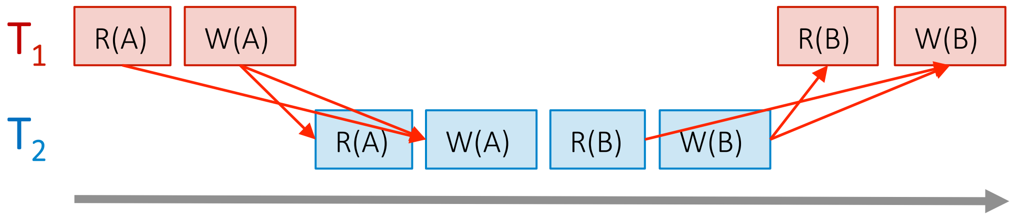
What can we say about "good" vs. "bad" conflict graphs?

Serial Schedule:



Interleaved Schedules:



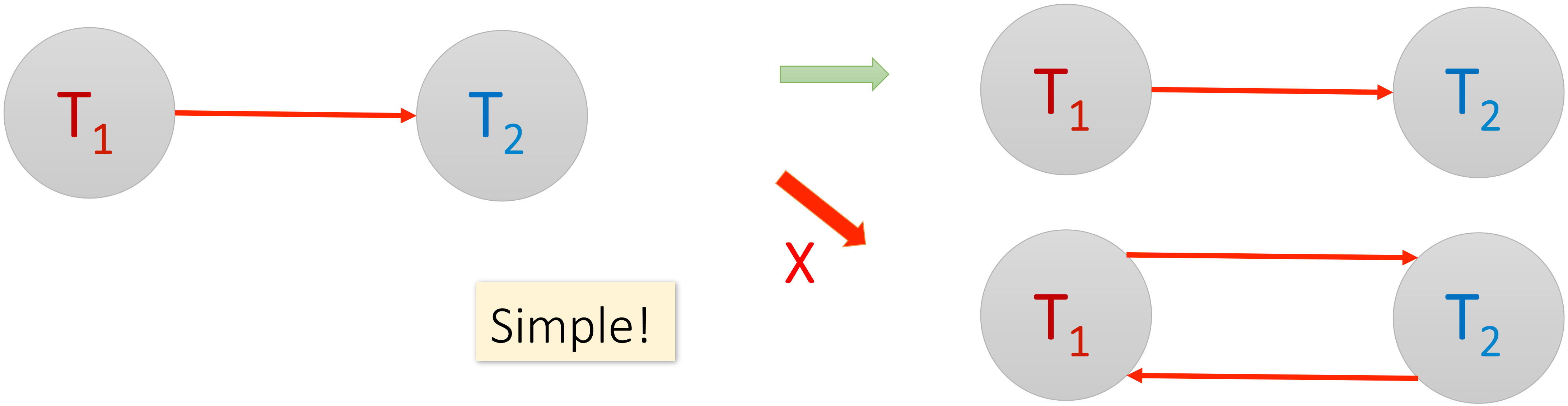


A bit complicated…

What can we say about "good" vs. "bad" conflict graphs?

***Serial Schedule*:**

***Interleaved Schedules*:**



Theorem: Schedule is **conflict serializable** if and only if its conflict graph is acyclic

Let’s unpack this notion of acyclic conflict graphs…

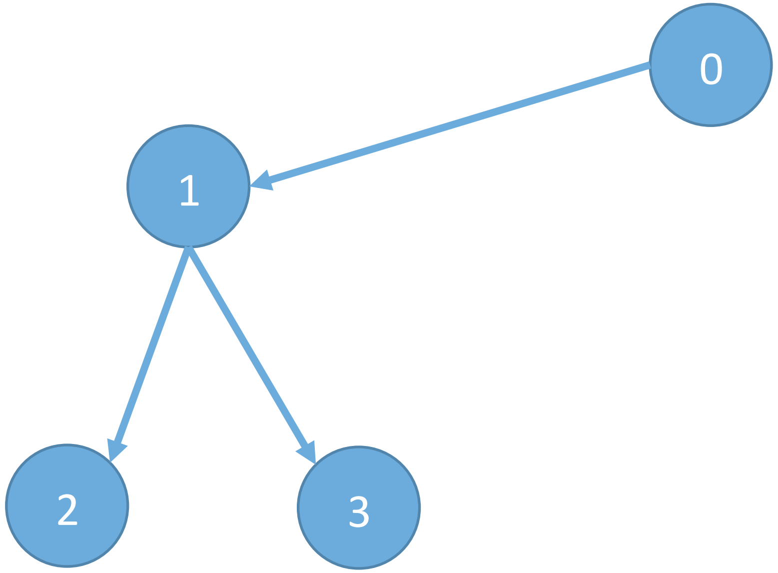
DAGs & Topological Orderings

- A **topological ordering** of a directed graph is a linear ordering of its vertices that respects all the directed edges

- A directed **acyclic** graph (DAG) always has one or more **topological orderings**
  - (And there exists a topological ordering *if and only if* there are no directed cycles)

DAGs & Topological Orderings

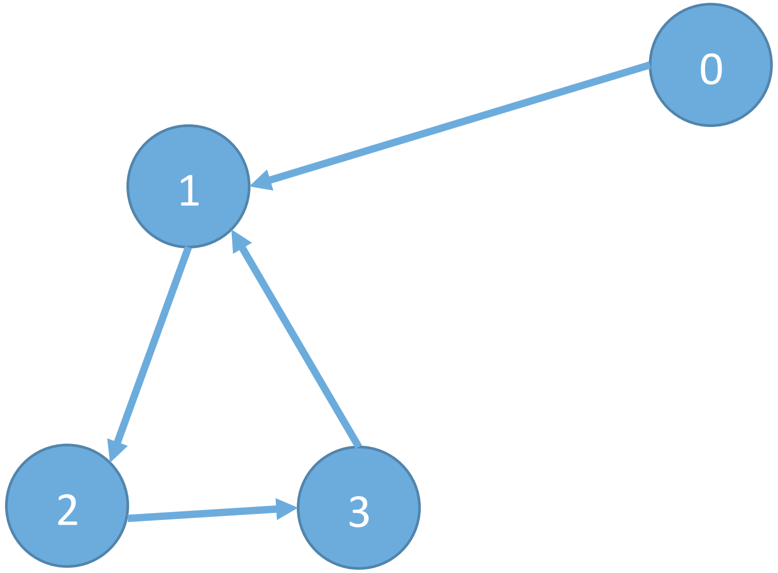
- Ex: What is one possible topological ordering here?



Ex: 0, 1, 2, 3 (or: 0, 1, 3, 2)

DAGs & Topological Orderings

- Ex: What is one possible topological ordering here?



There is none!

Connection to conflict serializability

- In the conflict graph, a topological ordering of nodes corresponds to **a serial ordering of TXNs**

- Thus an **acyclic** conflict graph → conflict serializable!

Theorem: Schedule is **conflict serializable** if and only if its conflict graph is acyclic

Strict Two-Phase Locking

- We consider **locking**- specifically, *strict two-phase locking*- as a way to deal with concurrency, because is **guarantees conflict serializability (if it completes- see upcoming…)**

- Also (*conceptually*) straightforward to implement, and transparent to the user!

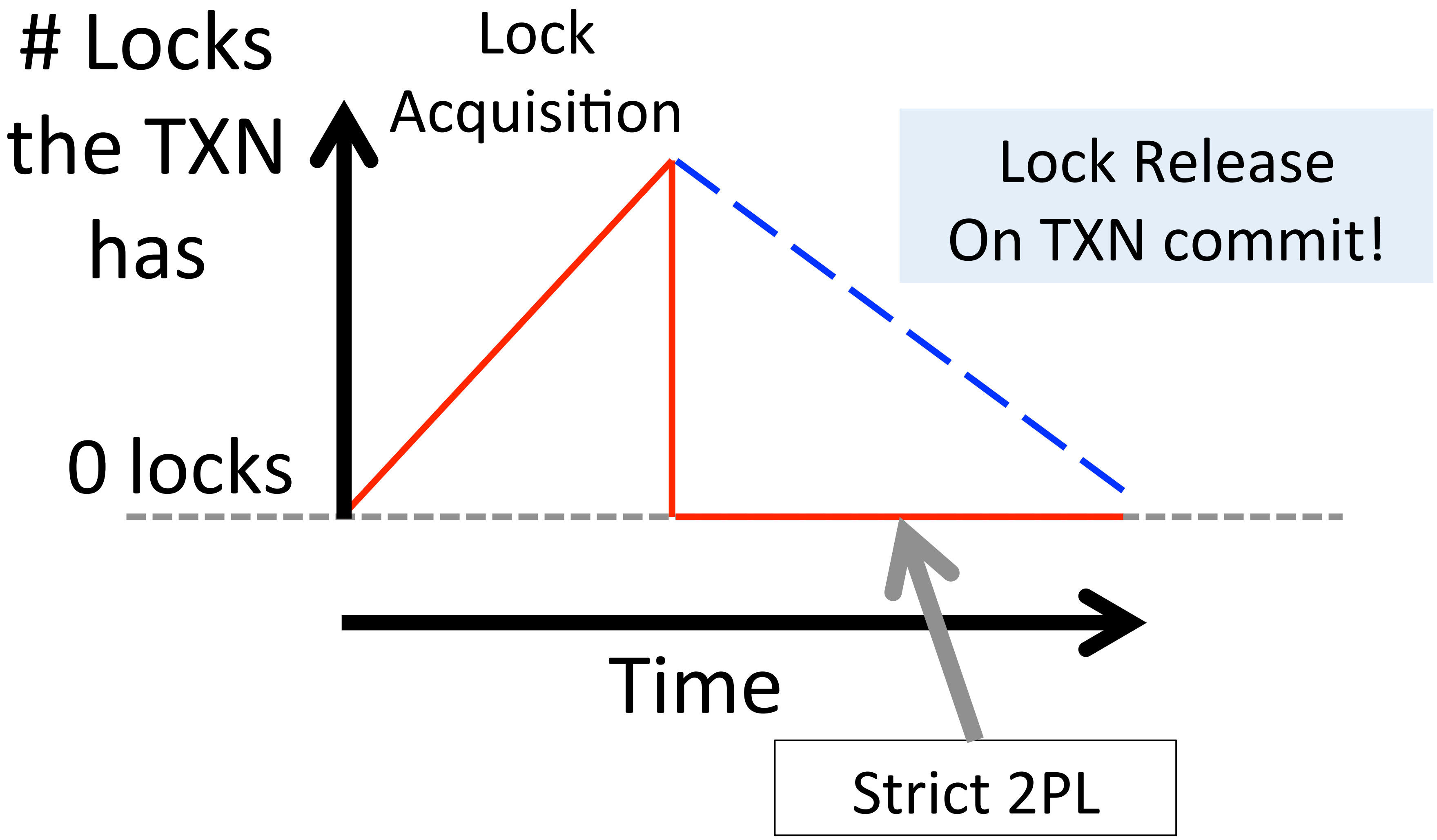
Strict Two-phase Locking (Strict 2PL) Protocol:

TXNs obtain:

- An **X (*exclusive*) lock** on object before **writing**.
  - If a TXN holds, no other TXN can get a lock (S or X) on that object.
- An **S (*shared*) lock** on object before **reading**
  - If a TXN holds, no other TXN can get *an X lock* on that object
- All locks held by a TXN are released when TXN completes.

Note: Terminology here- "exclusive", "shared"- meant to be intuitive- no tricks!

Picture of 2-Phase Locking (2PL)



Strict 2PL

Theorem: Strict 2PL allows only schedules whose dependency graph is acyclic

Proof Intuition: In strict 2PL, if there is an edge $T_i \rightarrow T_j$ (i.e. T_i and T_j conflict) then T_j needs to wait until T_i is finished – so *cannot* have an edge $T_j \rightarrow T_i$

Therefore, Strict 2PL only allows conflict serializable ⇒ serializable schedules

Strict 2PL

- If a schedule follows strict 2PL and locking, it is conflict serializable…
  - …and thus serializable
  - …and thus maintains isolation & consistency!
- Not all serializable schedules are allowed by strict 2PL.
- So let's use strict 2PL, what could go wrong?

Deadlock Detection: Example

Waits-for graph:

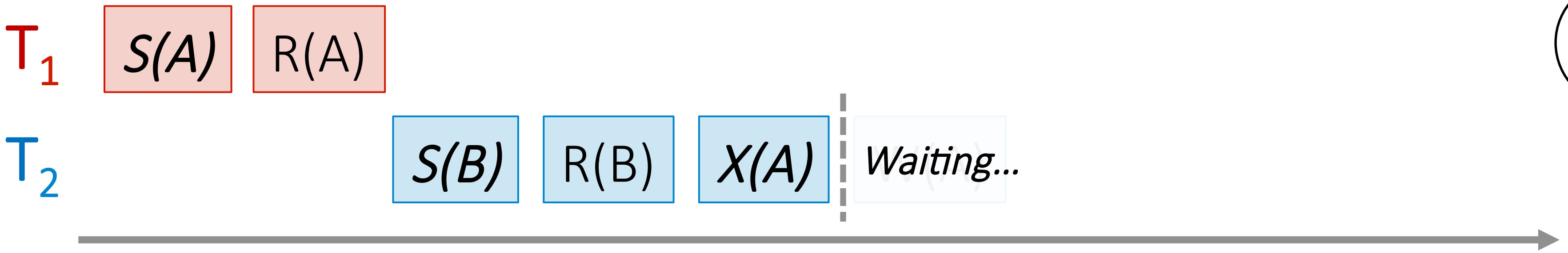
First, T_1 requests a shared lock on A to read from it

Deadlock Detection: Example

Waits-for graph:

Next, T_2 requests a shared lock on B to read from it

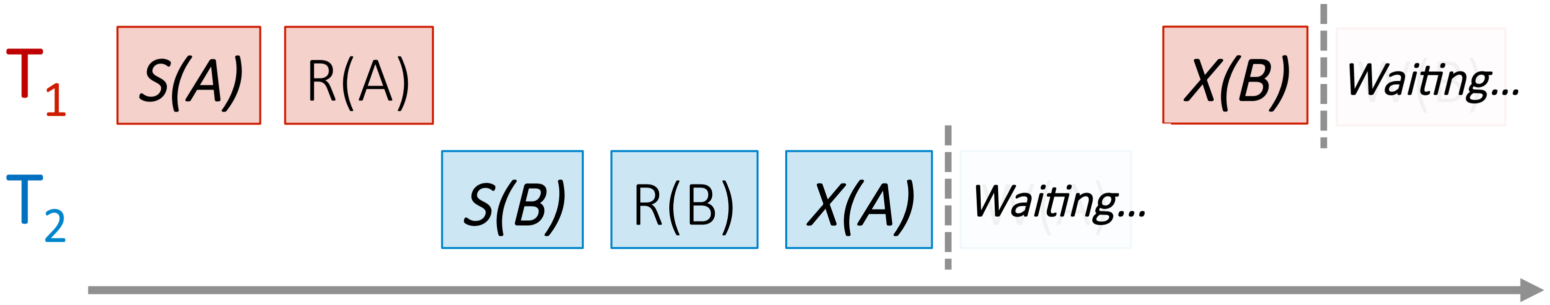
Deadlock Detection: Example



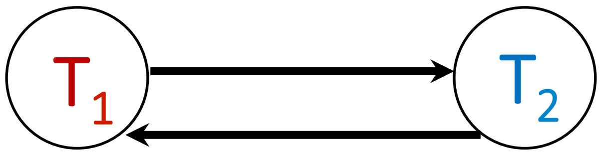
Waits-for graph:

T_2 then requests an exclusive lock on A to write to it- **now T_2 is waiting on T_1…**

Deadlock Detection: Example



Waits-for graph:

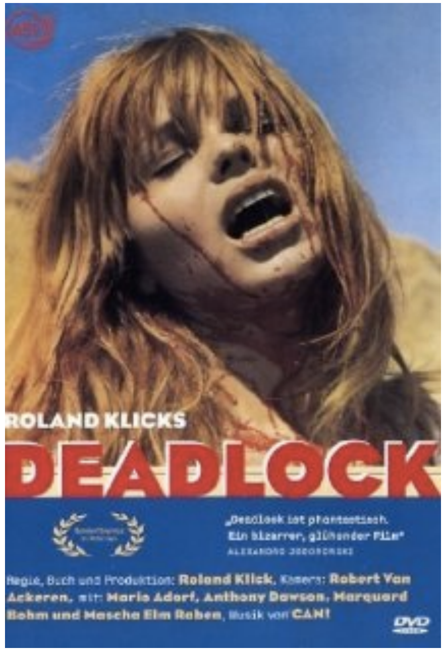


Cycle = DEADLOCK

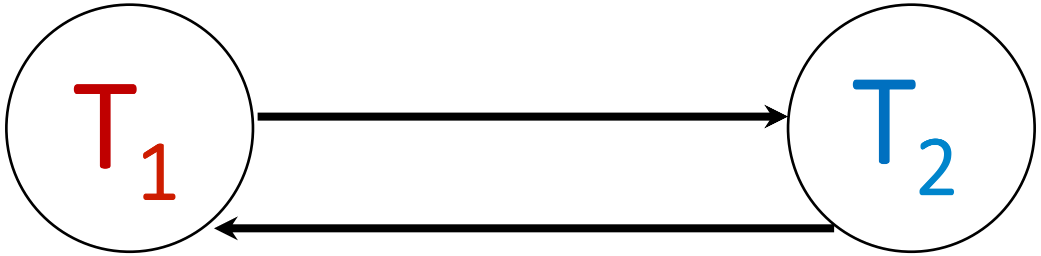
Finally, T_1 requests an exclusive lock on B to write to it- **now T_1 is waiting on T_2… DEADLOCK!**

```
sqlite3.OperationalError: database is locked
```

```
ERROR:  deadlock detected
DETAIL:  Process 321 waits for ExclusiveLock on tuple of
relation 20 of database 12002; blocked by process 4924.
Process 404 waits for ShareLock on transaction 689; blocked
by process 552.
HINT:  See server log for query details.
```



The problem?
Deadlock!??!



NB: Also movie called wedlock (deadlock) set in a futuristic prison…
I haven’t seen either of them…

Deadlocks

- **Deadlock**: Cycle of transactions waiting for locks to be released by each other.

- Two ways of dealing with deadlocks:

    1. Deadlock prevention

    2. Deadlock detection

Deadlock Detection

- Create the **waits-for graph**:
  - Nodes are transactions
  - There is an edge from $T_i \rightarrow T_j$ if T_i is *waiting for T_j to release a lock*
- Periodically check for (***and break***) cycles in the waits-for graph

Summary

- Concurrency achieved by **interleaving TXNs** such that **isolation** & **consistency** are maintained
  - We formalized a notion of **serializability** that captured such a "good" interleaving schedule

- We defined **conflict serializability**, which implies serializability

- **Locking** allows only conflict serializable schedules
  - If the schedule completes… (it may deadlock!)