



Database Concepts (VI)

# Selected Database Issues

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# Outline

- ✈ • Transaction Management\*
- Database Security
- Database Administration



# Motivation

- $\text{read}(\text{bal}_x)$
- $\text{read}(\text{item}_z)$
- $\text{bal}_x = \text{bal}_x - 10$
- $\text{item}_z = \text{item}_z + 1$
- $\text{write}(\text{bal}_x)$
- $\text{write}(\text{item}_z)$

# Motivation

- $\text{read}(\text{bal}_x)$  // Mom
- $\text{bal}_x = \text{bal}_x + 100$  // Mom
- $\text{read}(\text{bal}_x)$  // Tom
- $\text{write}(\text{bal}_x)$  // Mom
- $\text{bal}_x = \text{bal}_x - 10$  // Tom
- $\text{write}(\text{bal}_x)$  // Tom

这个safe吗？

· 如果用transaction就可以了

· transaction1可以完成

transaction2会显示“由于同步更新而无法完成”

# What is a Transaction?

可以保证数据库系统可以正常的运行-并发控制

工作的基本单元，可以由下面的这些东西组成

- A logical unit of work that must be entirely completed or aborted
  - SELECT statement
  - Series of related UPDATE statements
  - Series of INSERT statements
  - Combination of SELECT, UPDATE, and INSERT statements

e.g.

核心就是，要么这些都干了，要么都没干

# A Transaction

- Consistent database state
  - All data integrity constraints are satisfied
  - Must begin with the database in a known consistent state to ensure consistency
  - Most are formed by two or more database requests
    - Database requests: equivalent of a single SQL statement in an application program or transaction

# Transaction Properties “酸性”

- Atomicity
  - All operations (SQL requests) of a transaction be completed; if not, the transaction is aborted.
- Consistency
  - A transaction takes a database from one consistent state to another consistent state.
  - If any of the transaction parts violates an integrity constraint, the entire transaction is aborted.
- Isolation
  - The data used during the execution of a transaction cannot be used by a second transaction until the first one is completed.
- Durability
  - Once transaction changes are done (committed), they cannot be undone or lost, even in the event of a system failure.

# Transaction Management with SQL

- SQL statements that provide transaction support:
  - COMMIT 提交
  - ROLLBACK 后退
- Transaction sequence must continue until one of four events occur:
  - COMMIT statement is reached
  - ROLLBACK statement is reached
  - End of program is reached
  - Program is abnormally terminated

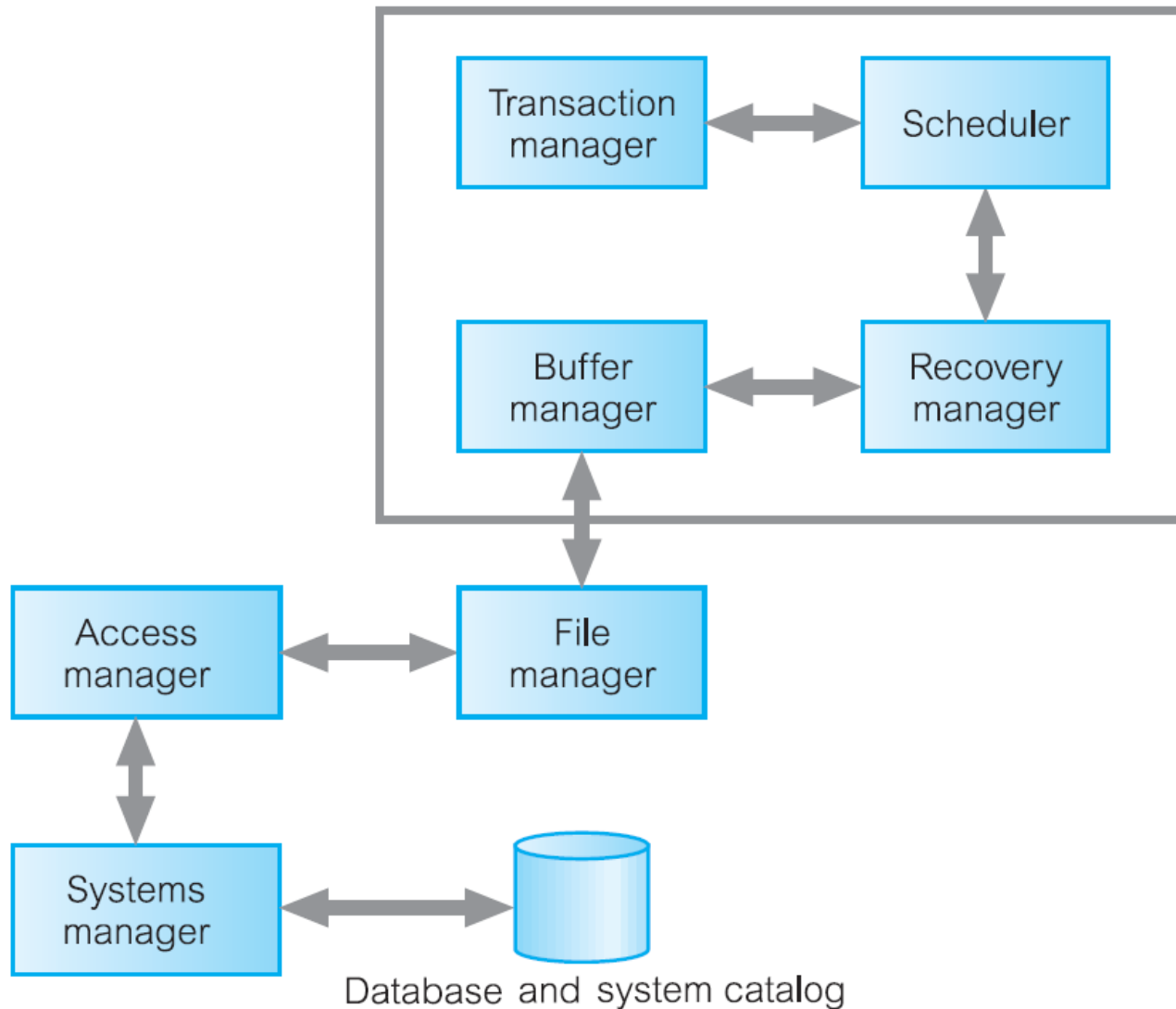
TM in PG:

- BEGIN

- SAVEPOINT 当事务非常非常大的时候



# DBMS Architecture (Part)



# Concurrency Control

- The process of managing simultaneous operations on the database without having them interfere with one another.

Time	T <sub>1</sub>	T <sub>2</sub>	bal <sub>x</sub>
t <sub>1</sub>		begin_transaction	100
t <sub>2</sub>	begin_transaction	read(bal <sub>x</sub> )	100
t <sub>3</sub>	read(bal <sub>x</sub> )	bal <sub>x</sub> = bal <sub>x</sub> + 100	100
t <sub>4</sub>	bal <sub>x</sub> = bal <sub>x</sub> - 10	write(bal <sub>x</sub> )	200
t <sub>5</sub>	write(bal <sub>x</sub> )	commit	90
t <sub>6</sub>	commit		90

- Serial schedule
  - A schedule where the operations of each transaction are executed consecutively without any interleaved operations from other transactions.
- Nonserial schedule
  - A schedule where the operations from a set of concurrent transactions are interleaved.
- Serializability
  - The schedule for the concurrent execution of the transactions yields consistent results.

# Serializable Schedule

Time	T <sub>7</sub>	T <sub>8</sub>	T <sub>7</sub>	T <sub>8</sub>	T <sub>7</sub>	T <sub>8</sub>
t <sub>1</sub>	begin_transaction		begin_transaction		begin_transaction	
t <sub>2</sub>	read( <b>bal<sub>x</sub></b> )		read( <b>bal<sub>x</sub></b> )		read( <b>bal<sub>x</sub></b> )	
t <sub>3</sub>	write( <b>bal<sub>x</sub></b> )		write( <b>bal<sub>x</sub></b> )		write( <b>bal<sub>x</sub></b> )	
t <sub>4</sub>	read( <b>bal<sub>y</sub></b> )			begin_transaction		begin_transaction
t <sub>5</sub>	write( <b>bal<sub>y</sub></b> )			read( <b>bal<sub>x</sub></b> )		read( <b>bal<sub>x</sub></b> )
t <sub>6</sub>	commit			write( <b>bal<sub>x</sub></b> )	read( <b>bal<sub>y</sub></b> )	
t <sub>7</sub>		begin_transaction	read( <b>bal<sub>y</sub></b> )			write( <b>bal<sub>x</sub></b> )
t <sub>8</sub>		read( <b>bal<sub>x</sub></b> )	write( <b>bal<sub>y</sub></b> )		write( <b>bal<sub>y</sub></b> )	
t <sub>9</sub>		write( <b>bal<sub>x</sub></b> )	commit		commit	
t <sub>10</sub>		read( <b>bal<sub>y</sub></b> )		read( <b>bal<sub>y</sub></b> )		read( <b>bal<sub>y</sub></b> )
t <sub>11</sub>		write( <b>bal<sub>y</sub></b> )		write( <b>bal<sub>y</sub></b> )		write( <b>bal<sub>y</sub></b> )
t <sub>12</sub>		commit		commit		commit

# Problems in Concurrency Control

- **Lost update**
  - Occurs in two concurrent transactions when:
    - Same data element is updated
    - One of the updates is lost
- **Uncommitted data**
  - Occurs when:
    - Two transactions are executed concurrently
    - First transaction is rolled back after the second transaction has already accessed uncommitted data
- **Inconsistent retrievals**
  - Occurs when:
    - A transaction accesses data before and after one or more other transactions finish working with such data

# The Scheduler

- Establishes the order in which the operations are executed within concurrent transactions
  - Interleaves the execution of database operations to ensure serializability and isolation of transactions
- Bases actions on concurrent control algorithms
  - Determines appropriate order
- Creates serialization schedule
  - Serializable schedule: interleaved execution of transactions yields the same results as the serial execution of the transactions

# Locking Methods

- Locking methods facilitate isolation of data items used in concurrently executing transactions
  - Lock: guarantees exclusive use of a data item to a current transaction
  - Pessimistic locking: use of locks based on the assumption that conflict between transactions is likely
  - Lock manager: responsible for assigning and policing the locks used by the transactions

# Locking Method

Time	T <sub>1</sub>	T <sub>2</sub>	bal <sub>x</sub>
t <sub>1</sub>		begin_transaction	100
t <sub>2</sub>	begin_transaction	write_lock( <b>bal<sub>x</sub></b> )	100
t <sub>3</sub>	write_lock( <b>bal<sub>x</sub></b> )	read( <b>bal<sub>x</sub></b> )	100
t <sub>4</sub>	WAIT	<b>bal<sub>x</sub></b> = <b>bal<sub>x</sub></b> + 100	100
t <sub>5</sub>	WAIT	write( <b>bal<sub>x</sub></b> )	200
t <sub>6</sub>	WAIT	commit/unlock( <b>bal<sub>x</sub></b> )	200
t <sub>7</sub>	read( <b>bal<sub>x</sub></b> )		200
t <sub>8</sub>	<b>bal<sub>x</sub></b> = <b>bal<sub>x</sub></b> - 10		200
t <sub>9</sub>	write( <b>bal<sub>x</sub></b> )		190
t <sub>10</sub>	commit/unlock( <b>bal<sub>x</sub></b> )		190



# Deadlock

Time	T <sub>17</sub>	T <sub>18</sub>
t <sub>1</sub>	begin_transaction	
t <sub>2</sub>	write_lock( <b>bal<sub>x</sub></b> )	begin_transaction
t <sub>3</sub>	read( <b>bal<sub>x</sub></b> )	write_lock( <b>bal<sub>y</sub></b> )
t <sub>4</sub>	<b>bal<sub>x</sub></b> = <b>bal<sub>x</sub></b> - 10	read( <b>bal<sub>y</sub></b> )
t <sub>5</sub>	write( <b>bal<sub>x</sub></b> )	<b>bal<sub>y</sub></b> = <b>bal<sub>y</sub></b> + 100
t <sub>6</sub>	write_lock( <b>bal<sub>y</sub></b> )	write( <b>bal<sub>y</sub></b> )
t <sub>7</sub>	WAIT	write_lock( <b>bal<sub>x</sub></b> )
t <sub>8</sub>	WAIT	WAIT
t <sub>9</sub>	WAIT	WAIT
t <sub>10</sub>	⋮	WAIT
t <sub>11</sub>	⋮	⋮

# Lock Granularity

- Database level
- Table level
- Page level
- Row level
- Field level

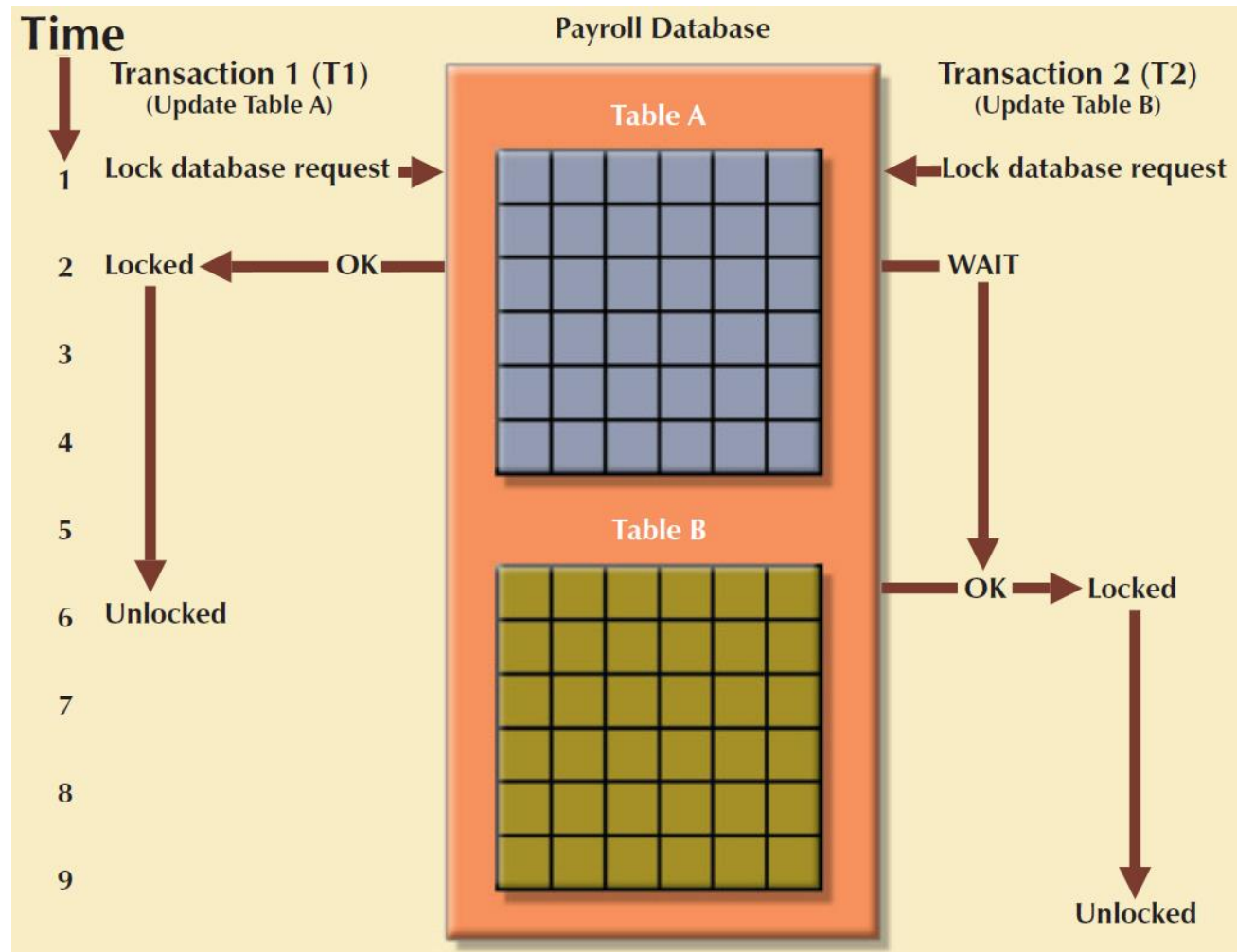


FIGURE 10.4 AN EXAMPLE OF A TABLE-LEVEL LOCK

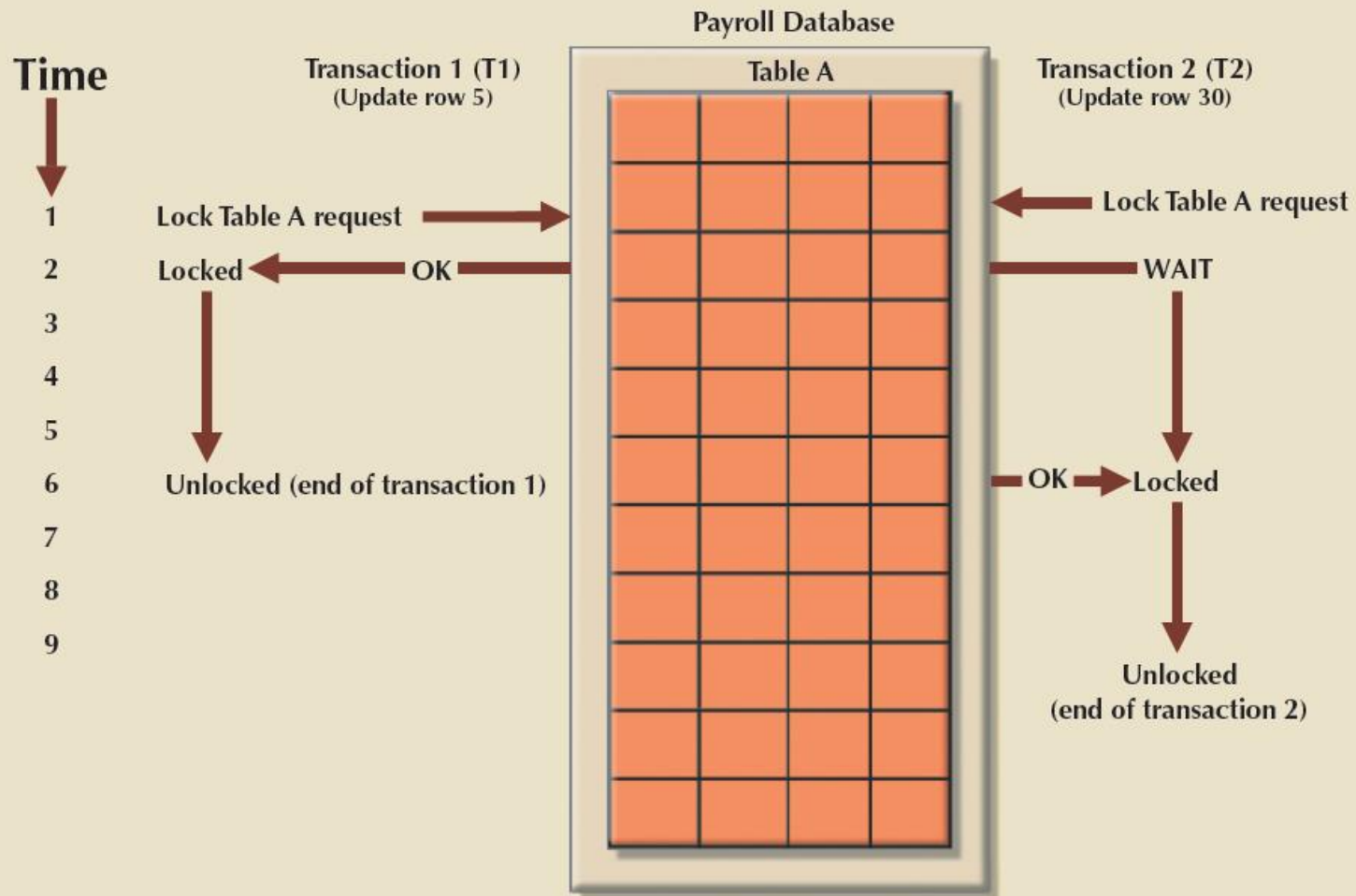


FIGURE 10.5 AN EXAMPLE OF A PAGE-LEVEL LOCK

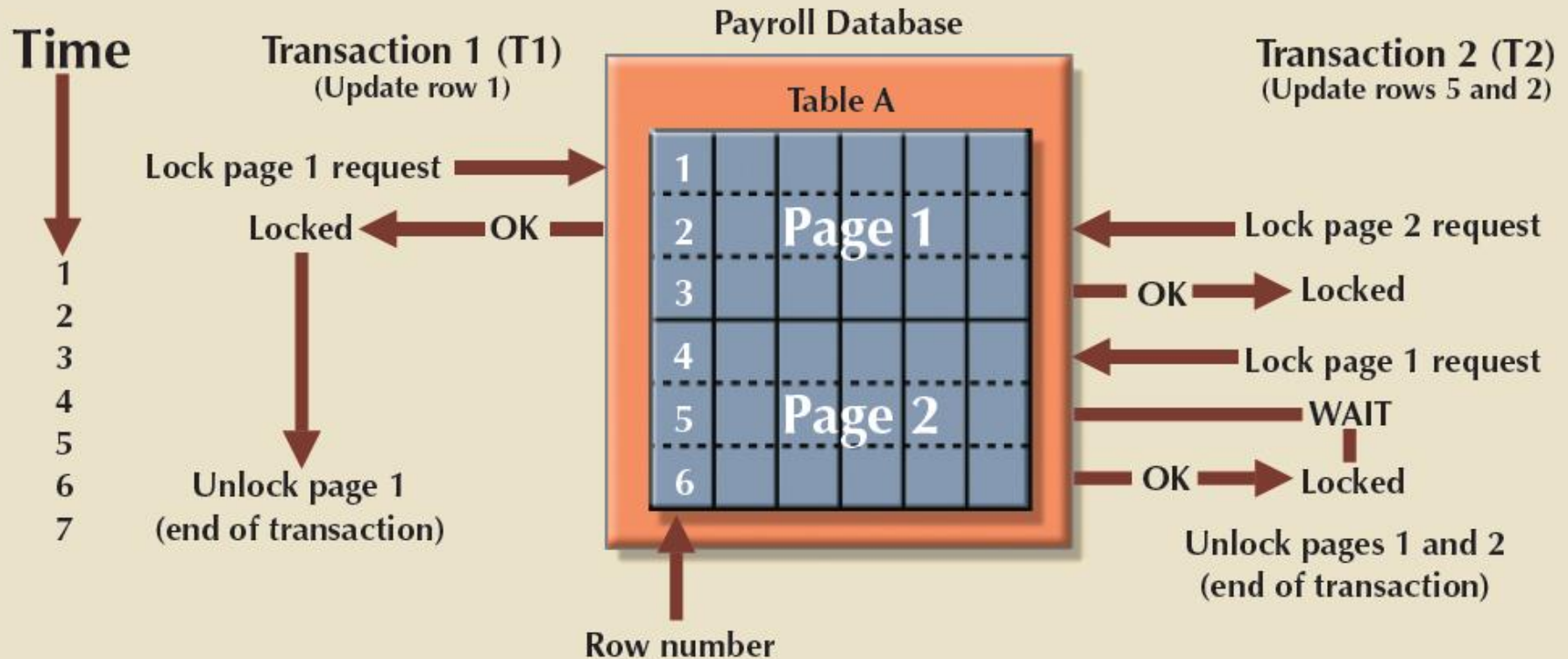
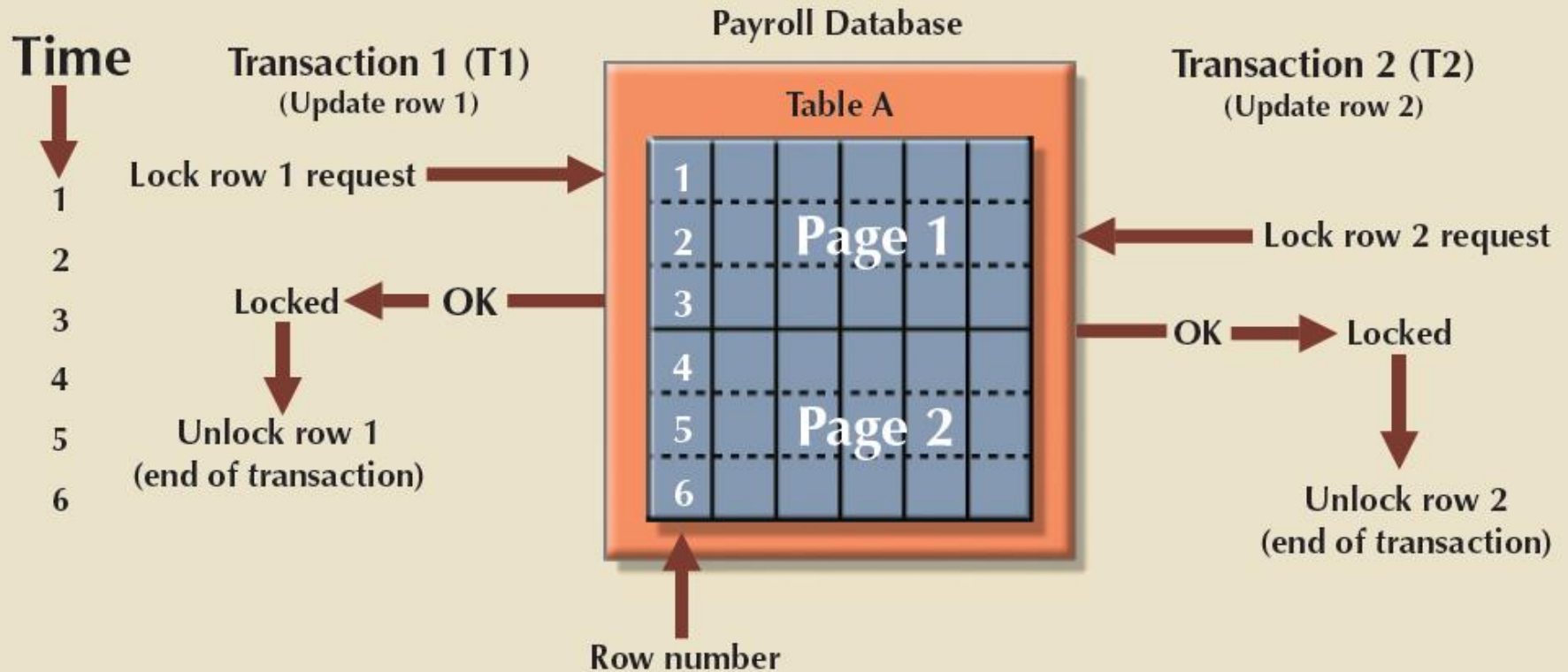


FIGURE 10.6 AN EXAMPLE OF A ROW-LEVEL LOCK

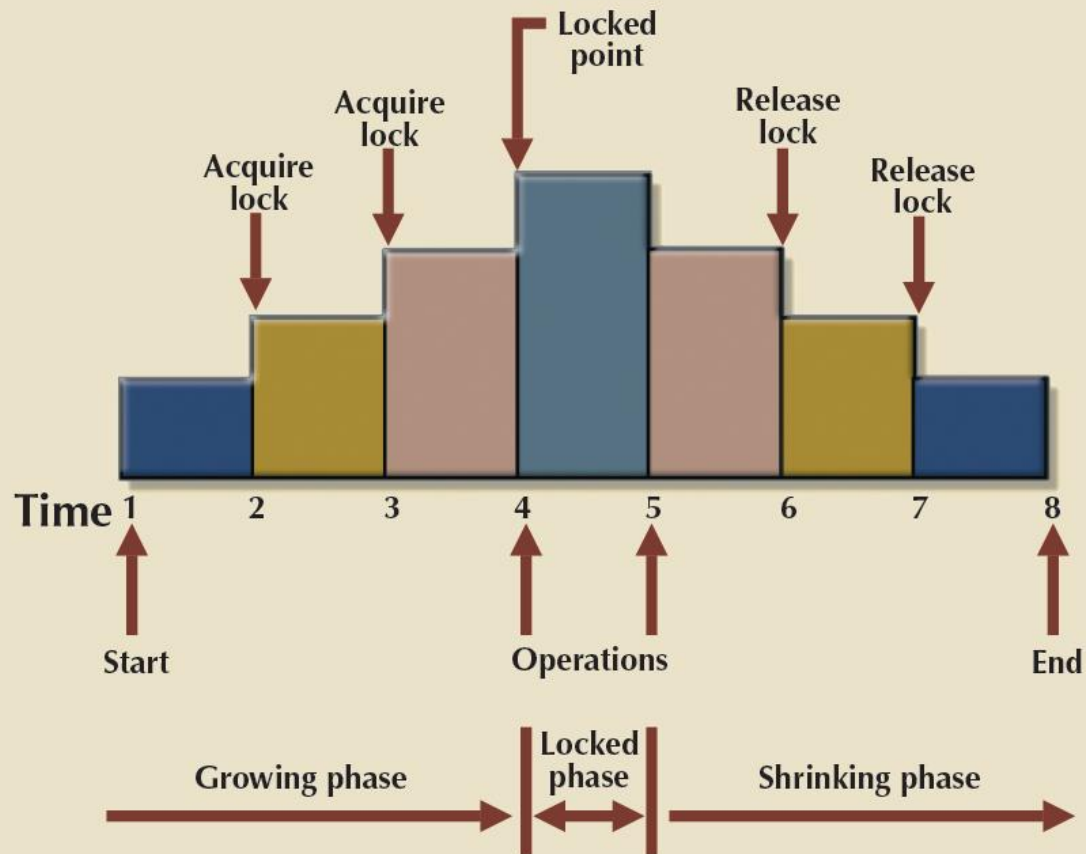


- Binary lock
  - Two states: locked (1) and unlocked (0)
    - If an object is locked by a transaction, no other transaction can use that object
    - If an object is unlocked, any transaction can lock the object for its use
- Exclusive lock
  - Access is reserved for the transaction that locked the object
- Shared lock
  - Concurrent transactions are granted read access on the basis of a common lock
- Problems using locks
  - Resulting transaction schedule might not be serializable
  - Schedule might create deadlocks

# Two-Phase Locking to Ensure Serializability

- Defines how transactions acquire and relinquish locks
  - Guarantees serializability but does not prevent deadlocks
- Phases
  - Growing phase: transaction acquires all required locks without unlocking any data
  - Shrinking phase: transaction releases all locks and cannot obtain any new lock
- Governing rules 两个事务不能有冲突的锁
  - Two transactions cannot have conflicting locks
  - No unlock operation can precede a lock operation in the same transaction
  - No data are affected until all locks are obtained

FIGURE 10.7 TWO-PHASE LOCKING PROTOCOL





- Occur when two transactions wait indefinitely for each other to unlock data
  - Also known as deadly embrace
- Control techniques
  - Deadlock prevention 预防
  - Deadlock detection 检测
  - Deadlock avoidance 避免
- Choice of deadlock control method depends on database environment

# Concurrency Control with Time Stamping Methods

时间戳方法

全局统一，唯一的

- Time stamping assigns global, unique time stamp to each transaction
  - Produces explicit order in which transactions are submitted to DBMS
- Properties
  - Uniqueness: ensures no equal time stamp values exist 唯一性
  - Monotonicity: ensures time stamp values always increases 一定是单调增的

- Disadvantages
  - Each value stored in the database requires two additional stamp fields
  - Increases memory needs
  - Increases the database's processing overhead
  - Demands a lot of system resources

# Wait/Die and Wound/Wait Schemes

- Wait/die

时间戳 数字小的老，数字大的年轻

- A concurrency control scheme in which an older transaction must wait for the younger transaction to complete and release the locks before requesting the locks itself
  - Otherwise, the newer transaction dies and is rescheduled

- Wound/wait

- A concurrency control scheme in which an older transaction can request the lock, preempt the younger transaction, and reschedule it
  - Otherwise, the newer transaction waits until the older transaction finishes

相当于资源冲突时，新事务会roll back

# Wait/Die and Wound/Wait Schemes

## WAIT/DIE AND WOUND/WAIT CONCURRENCY CONTROL SCHEMES

TRANSACTION REQUESTING LOCK	TRANSACTION OWNING LOCK	WAIT/DIE SCHEME	WOUND/WAIT SCHEME
T1 (11548789)	T2 (19562545)	<ul style="list-style-type: none"><li>T1 waits until T2 is completed and T2 releases its locks.</li></ul>	<ul style="list-style-type: none"><li>T1 preempts (rolls back) T2.</li><li>T2 is rescheduled using the same time stamp.</li></ul>
T2 (19562545)	T1 (11548789)	<ul style="list-style-type: none"><li>T2 dies (rolls back).</li><li>T2 is rescheduled using the same time stamp.</li></ul>	<ul style="list-style-type: none"><li>T2 waits until T1 is completed and T1 releases its locks.</li></ul>

# Concurrency Control with Optimistic Methods

- Optimistic approach: Based on the assumption that the majority of database operations do not conflict
  - Does not require locking or time stamping techniques
  - Transaction is executed without restrictions until it is committed
- Phases of optimistic approach
  - Read
  - Validation
  - Write

# Concurrency Control with Optimistic Methods

- Read phase
  - Transaction:
    - Reads the database
    - Executes the needed computations
    - Makes the updates to a private copy of the database values
- Validation phase
  - Transaction is validated to ensure that the changes made will not affect the integrity and consistency of the database
- Write phase
  - Changes are permanently applied to the database

# ANSI Levels of Transaction Isolation

- The ANSI SQL standard (1992) defines transaction management based on transaction isolation levels
  - Transaction isolation levels refer to the degree to which transaction data is “protected or isolated” from other concurrent transactions
- Transaction isolation levels are described by the type of “reads” that a transaction allows or not
  - Dirty read: transaction can read data that is not yet committed
  - Nonrepeatable read: transaction reads a given row at time  $t_1$ , and then it reads the same row at time  $t_2$ , yielding different results
    - The original row may have been updated or deleted



# ANSI Levels of Transaction Isolation

- Phantom read: transaction executes a query at time  $t_1$ , and then it runs the same query at time  $t_2$ , yielding additional rows that satisfy the query

Transaction Isolation Levels					
	Isolation Level	Allowed			Comment
		Dirty Read	Nonrepeatable Read	Phantom Read	
<div> <div>Less restrictive</div> <div> <div></div> <div></div> </div> <div>More restrictive</div> </div>	Read Uncommitted	Y	Y	Y	The transaction reads uncommitted data, allows nonrepeatable reads, and phantom reads.
	Read Committed	N	Y	Y	Does not allow uncommitted data reads but allows nonrepeatable reads and phantom reads.
	Repeatable Read	N	N	Y	Only allows phantom reads.
	Serializable	N	N	N	Does not allow dirty reads, nonrepeatable reads, or phantom reads.

# ANSI Levels of Transaction Isolation

- Read Uncommitted will read uncommitted data from other transactions
  - Increases transaction performance but at the cost of data consistency
- Read Committed forces transactions to read only committed data
  - Default mode of operation for most databases
- Repeatable Read isolation level ensures that queries return consistent results
  - Uses shared locks to ensure other transactions do not update a row after the original query reads it
- Serializable isolation level is the most restrictive level defined by the ANSI SQL standard
  - Deadlocks are still always possible

# Database Recovery Management

- Database recovery: restores database from a given state to a previously consistent state
- Recovery transactions are based on the atomic transaction property
  - All portions of a transaction must be treated as a single logical unit of work
    - If transaction operation cannot be completed:
      - Transaction must be aborted
      - Changes to database must be rolled back

# Database Recovery Management

- Concepts that affect the recovery process
  - Write-ahead log protocol
    - Ensures that transaction logs are always written before the data are updated
  - Redundant transaction logs
    - Ensure that a physical disk failure will not impair the DBMS's ability to recover data
  - Buffers
    - Temporary storage areas in a primary memory used to speed up disk operations
  - Checkpoints 相当于加入一些checkpoint去检查，可以看到【之前】【之后】的操作
    - Allows DBMS to write all its updated buffers in memory to disk

# Database Recovery Management

- Techniques used in transaction recovery procedures
  - Deferred-write technique or deferred update
    - Transaction operations do not immediately update the physical database
    - Only transaction log is updated
  - Write-through technique or immediate update
    - Database is immediately updated by transaction operations during transaction's execution

- Recovery process steps
  - Identify the last check point in the transaction log
    - If transaction was committed before the last check point nothing needs to be done
    - If transaction was committed after the last check point the transaction log is used to redo the transaction
    - If transaction had a ROLLBACK operation after the last check point the DBMS uses the transaction log records to ROLLBACK or undo the operations, using the “before” values in the transaction log

# Database Recovery Management

更新前的数字

更新后的数字

A TRANSACTION LOG FOR TRANSACTION RECOVERY EXAMPLES									
TRL ID	TRX NUM	PREV PTR	NEXT PTR	OPERATION	TABLE	ROW ID	ATTRIBUTE	BEFORE VALUE	AFTER VALUE
341	101	Null	352	START	****Start Transaction				
352	101	341	363	UPDATE	PRODUCT	54778-2T	PROD_QOH	45	43
363	101	352	365	UPDATE	CUSTOMER	10011	CUST_BALANCE	615.73	675.62
365	101	363	Null	COMMIT	**** End of Transaction				
397	106	Null	405	START	****Start Transaction				
405	106	397	415	INSERT	INVOICE	1009			1009,10016, ...
415	106	405	419	INSERT	LINE	1009,1			1009,1, 89-WRE-Q,1, ...
419	106	415	427	UPDATE	PRODUCT	89-WRE-Q	PROD_QOH	12	11
423				CHECKPOINT					
427	106	419	431	UPDATE	CUSTOMER	10016	CUST_BALANCE	0.00	277.55
431	106	427	457	INSERT	ACCT_TRANSACTION	10007			1007, 18-JAN-2018, ...
457	106	431	Null	COMMIT	**** End of Transaction				
521	155	Null	525	START	****Start Transaction				
525	155	521	528	UPDATE	PRODUCT	2232/QWE	PROD_QOH	6	26
528	155	525	Null	COMMIT	**** End of Transaction				
***** C *R*A*S*H ***** 在这一点系统崩溃了，可以找crash之前最后的check point									

相当于说问题是出在最后一个checkpoi nt和crash之间



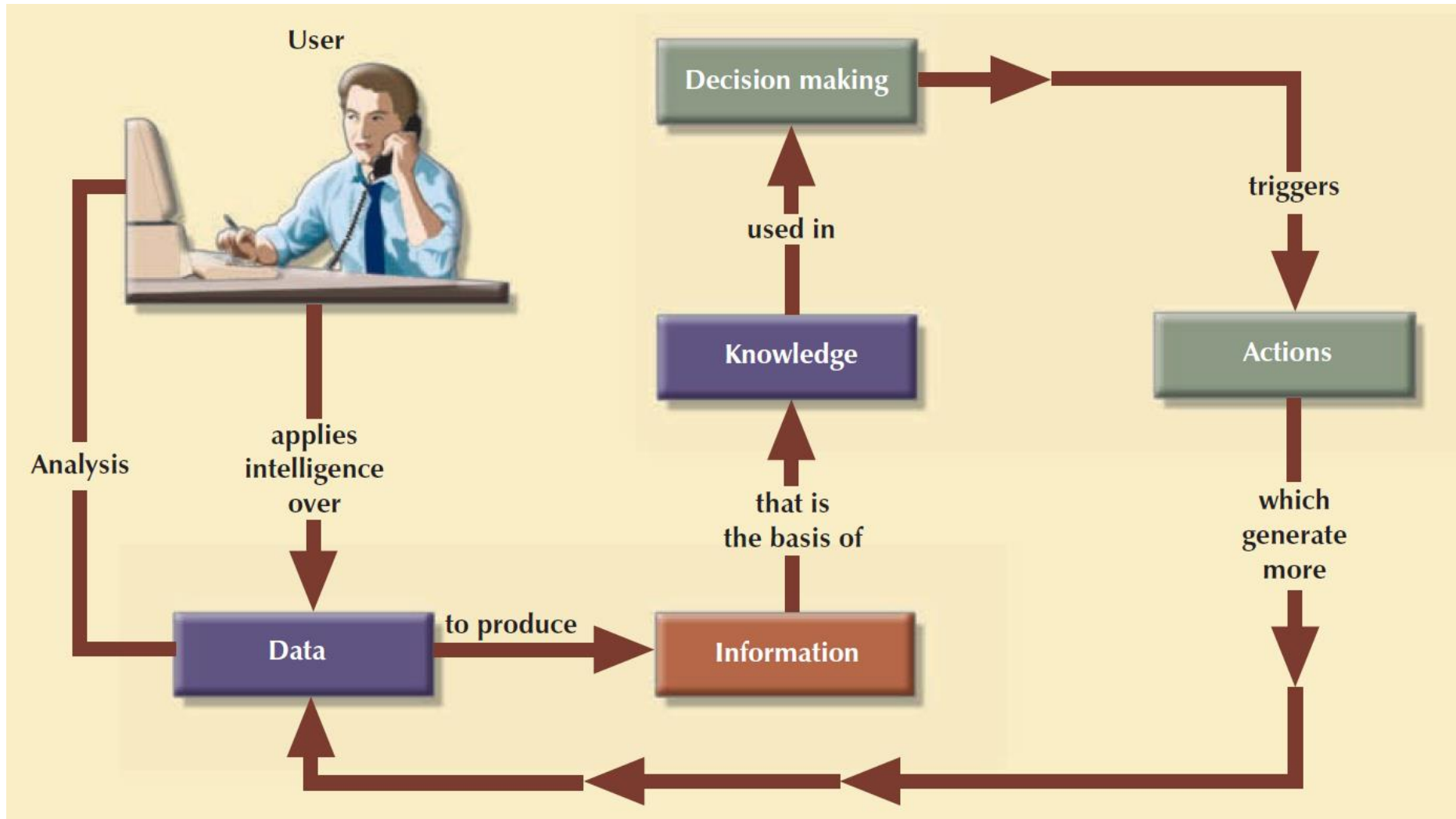
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# Data as a Corporate Asset

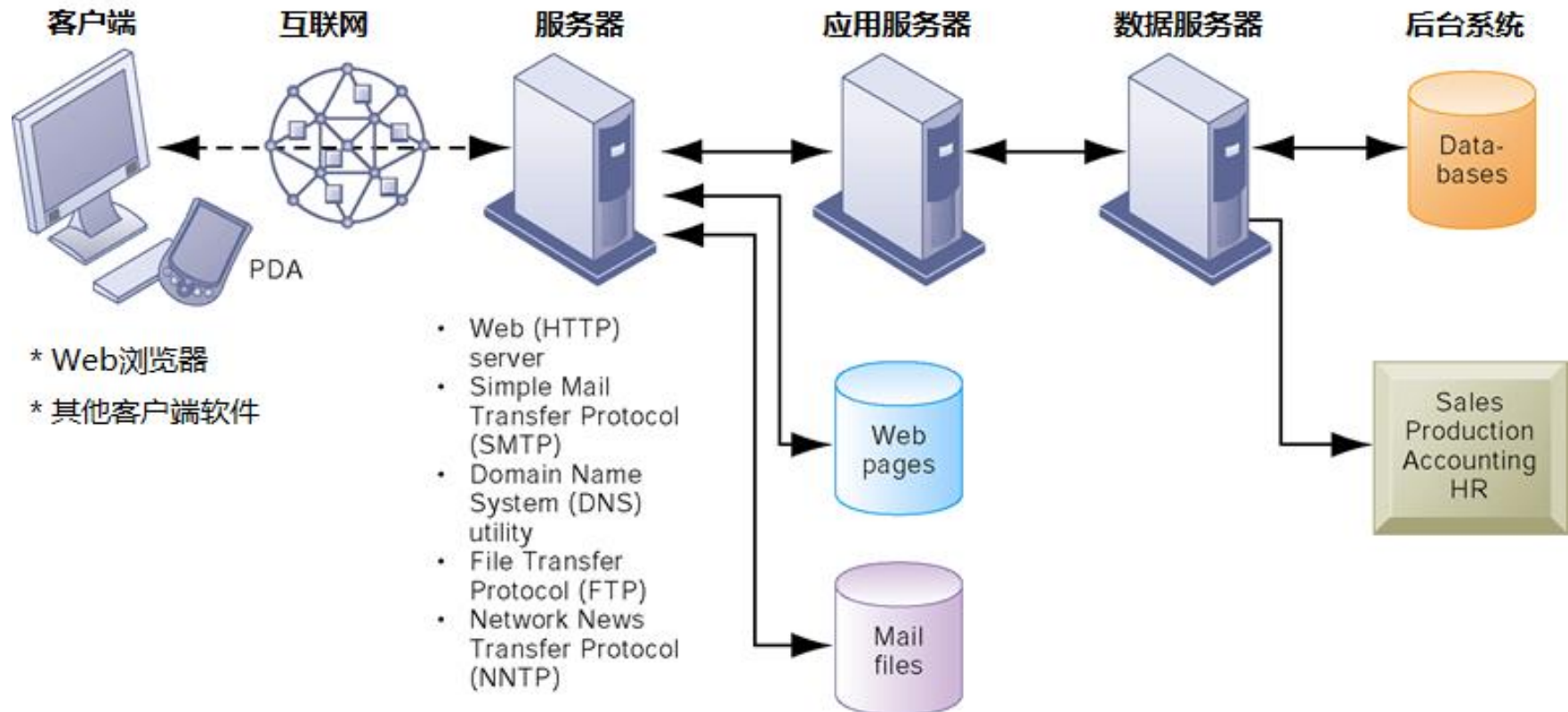


# Database Security

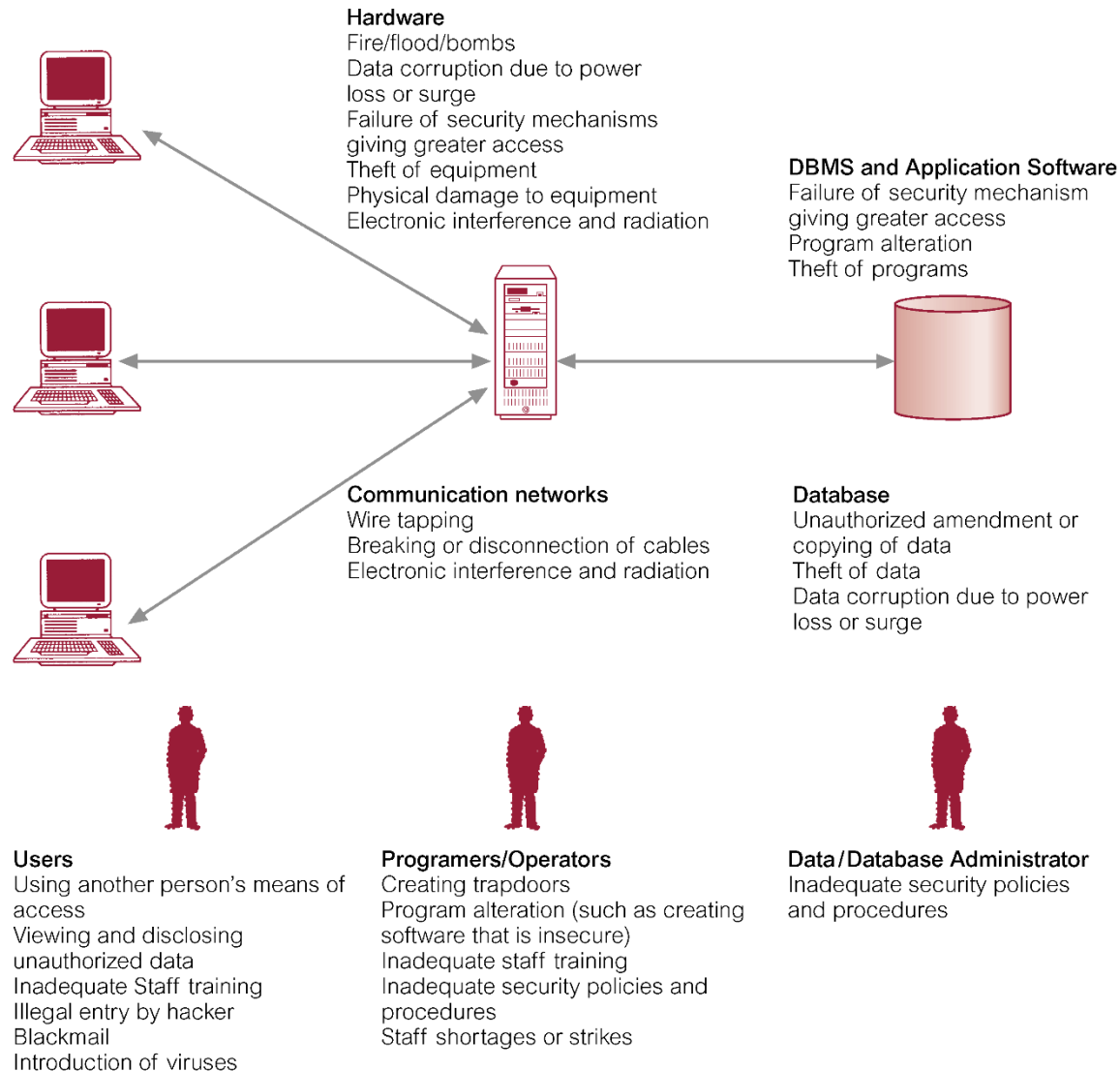
- Mechanisms that protect the database against **intentional** or **accidental** threats.
  - Data is a valuable resource that must be strictly controlled and managed.
  - Data may have strategic importance.
- Security considerations
  - **Data** held in a database
  - Other **parts** of the system
    - which may in turn affect the database

- Involves measures to avoid:
  - Theft and fraud
  - Loss of confidentiality (secrecy)
  - Loss of privacy
  - Loss of integrity
  - Loss of availability

# Typical Multi-user Computer Environment



# Summary of Threats to Computer Systems



- Concerned with physical controls to administrative procedures
  - Authorization
  - Access controls
  - Views
  - Backup and recovery
  - Integrity
  - Encryption
  - RAID technology

- Access control
  - Based on the **granting** and **revoking** of privileges.
  - A privilege allows a user to **create or access** (that is read, write, or modify) some **database object** (such as a relation, view, and index) or to run certain DBMS utilities.
  - Privileges are granted to users to accomplish the tasks required for their jobs.

```
CREATE USER alice PASSWORD 'a123';
```

因为这个表格是postgre创建的，所以alice一开始是没有权限的  
GRANT SELECT ON table\_name TO alice  
还可以GRANT(id) ON table\_name就是给某个字段的权限

如果你在GRANT TO后面加一个WITH GRANT OPTION;  
相当于允许alice把select权限赋予他人

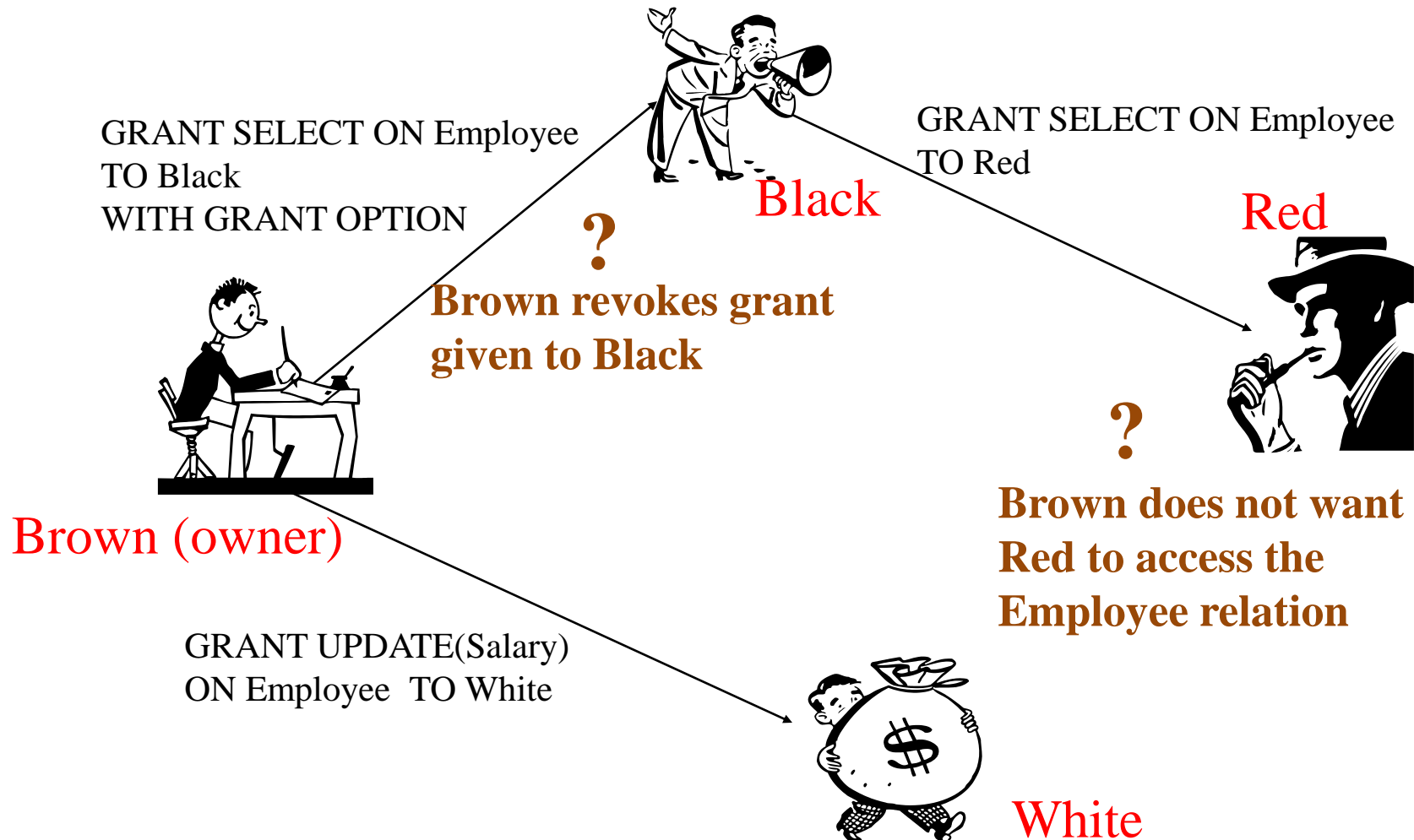
```
REVOKE SELECT ON table_name FROM alice CASCADE;
```

收回赋予给alice的权限，CASCADE是限制，相当于把“alice授予其他人的权限”也收回了（不然会被报错）

- Most DBMS provide an approach called Discretionary (自主) Access Control (DAC).
- SQL standard supports DAC through the GRANT and REVOKE commands.
- The GRANT command gives privileges to users, and the REVOKE command takes away privileges.



# Countermeasures – Computer-Based Controls



- DAC while effective has certain weaknesses.
  - An unauthorized user can trick an authorized user into disclosing sensitive data.
- Mandatory (强制) Access Control (MAC)
  - Based on system-wide policies that cannot be changed by individual users

- View
  - Is the dynamic result of one or more relational operations operating on the base relations to produce another relation.
  - A view is a **virtual relation** that does not actually exist in the database, but is produced upon request by a particular user, at the time of request.

- Backup
  - Process of periodically taking a **copy** of the database and **log** file (and possibly programs) to offline storage media.
- Journaling
  - Process of keeping and maintaining **a log file** (or journal) of all changes made to database to enable effective recovery in event of failure.

- Integrity
  - Prevents data from becoming invalid, and hence giving misleading or incorrect results.
- Encryption
  - The encoding of the data by a special algorithm that renders the data unreadable by any program without the decryption key.

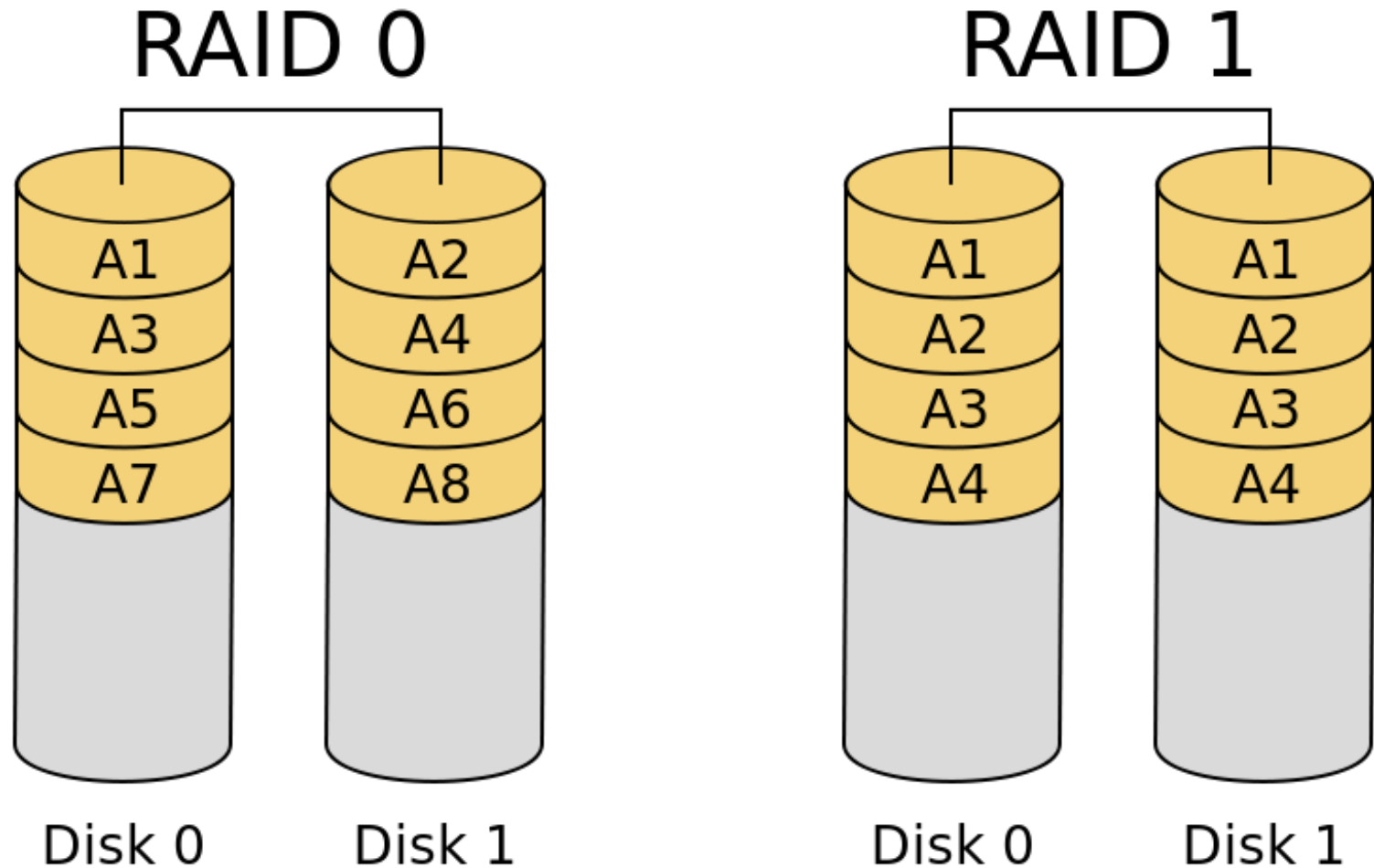
# Countermeasures – RAID Technology

- Hardware that the DBMS is running on must be fault-tolerant, meaning that the DBMS should continue to operate even if one of the hardware components fails.
- Disk drives are the most **vulnerable** components with the shortest times between failure of any of the hardware components.

# Countermeasures – RAID Technology

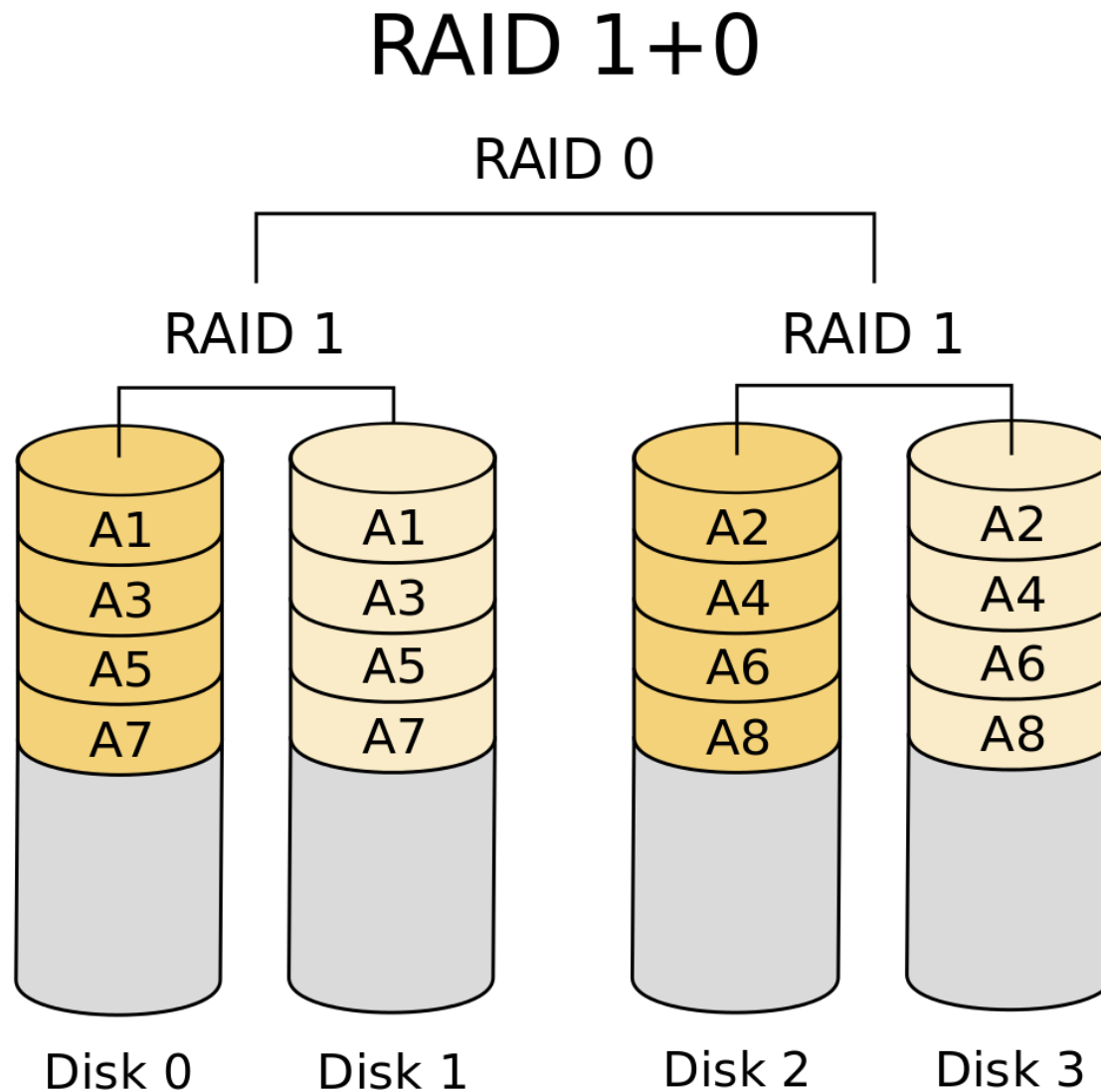
- RAID (独立磁盘冗余阵列, Redundant Array of Independent Disks)
- Provide a large disk array comprising an arrangement of several independent disks
  - Increase **performance**
    - data striping: the data is segmented into equal-size partitions (the striping unit), which are transparently distributed across multiple disks.
  - Improve **reliability**
    - Storing redundant information across the disks using a parity scheme or an error-correcting scheme.

# Countermeasures – RAID Technology



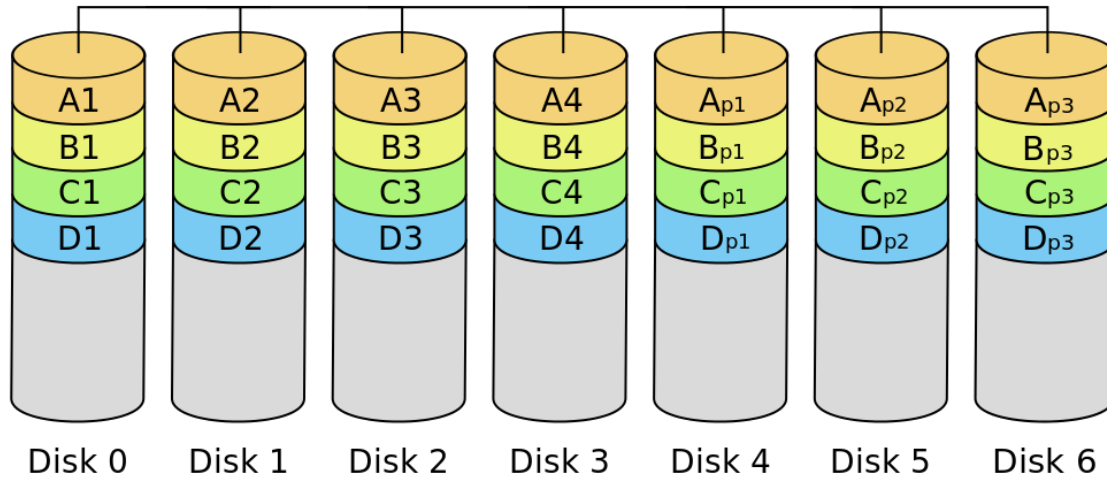


# Countermeasures – RAID Technology

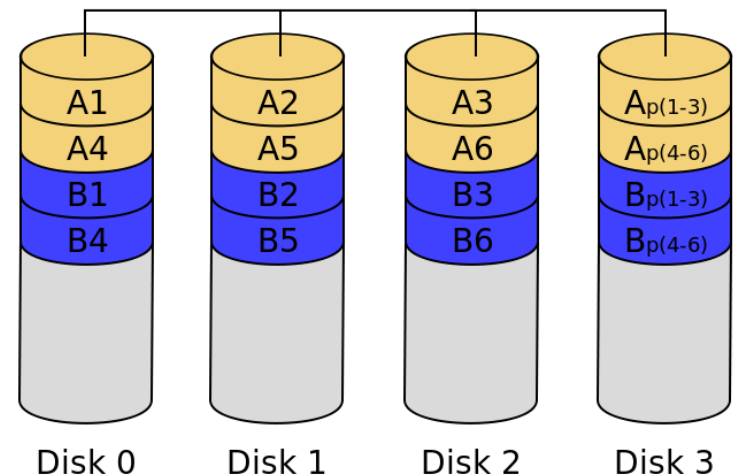


# Countermeasures – RAID Technology

RAID 2

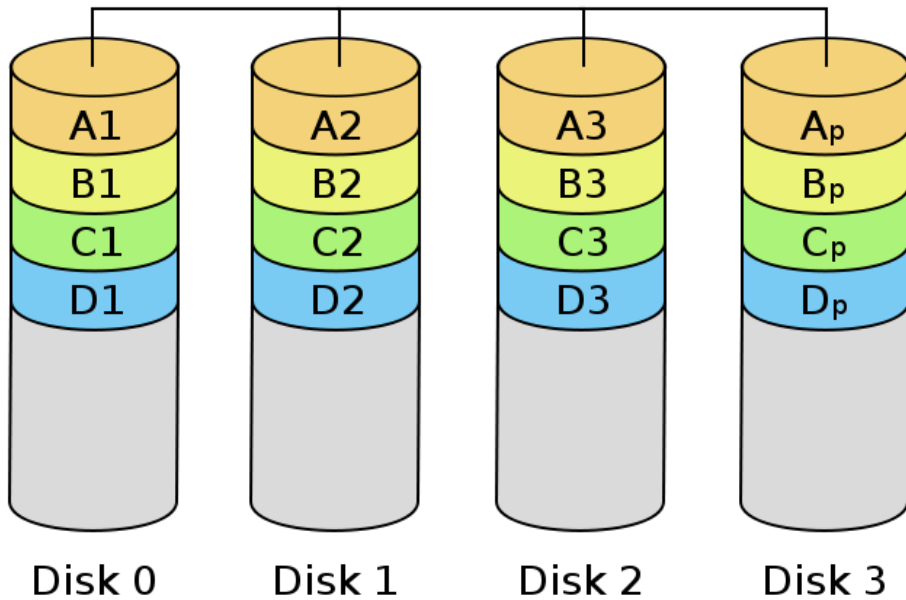


RAID 3

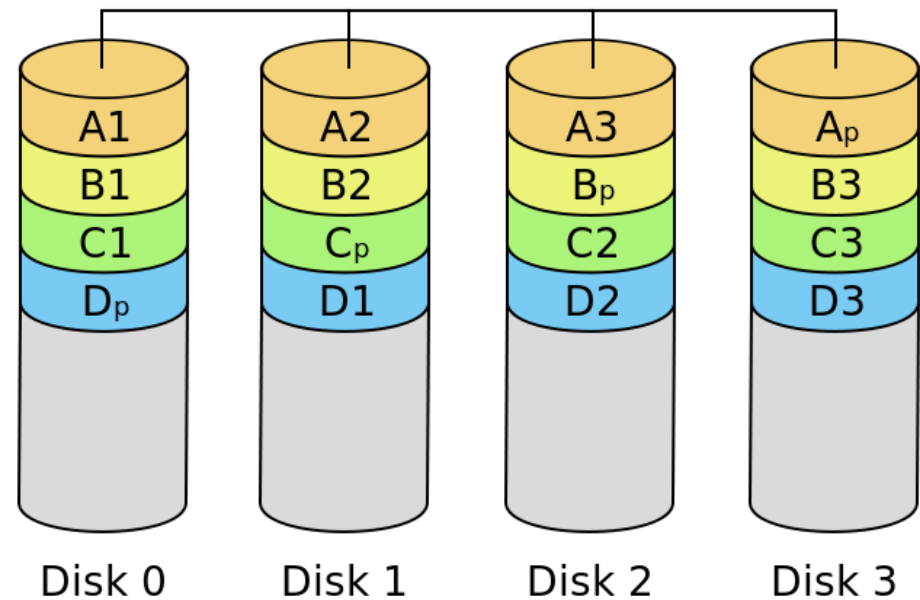


# Countermeasures – RAID Technology

RAID 4



RAID 5



- Internet communication relies on TCP/IP as the underlying protocol.
- However, TCP/IP and HTTP were not designed with security in mind.
- Without special software, all Internet traffic travels 'in the clear' and anyone who monitors traffic can read it.

- Must ensure while transmitting information over the Internet that:
  - Inaccessible to anyone but sender and receiver (privacy);
  - Not changed during transmission (integrity);
  - Receiver can be sure it came from sender (authenticity);
  - Sender can be sure receiver is genuine (non-fabrication);
  - Sender cannot deny he or she sent it (non-repudiation).

- Measures include:
  - Proxy servers
  - Firewalls
  - Message digest algorithms and digital signatures
  - Digital certificates
  - Secure sockets layer (SSL) and Secure HTTP (S-HTTP)
  - Secure Electronic Transactions (SET) and Secure Transaction Technology (SST)
  - Java security
  - ActiveX security

# Outline

- Transaction Management\*
- Database Security
- ✈ • Database Administration



# Typical Activities for Database

- Top management level
  - Provide the information necessary for strategic decision making, strategic planning, policy formulation, and goals definition.
  - Provide access to external and internal data to identify growth opportunities and to chart the direction of such growth.
  - Improve the likelihood of a positive return on investment for the company by searching for new ways to reduce costs and/or by boosting productivity.
  - Provide feedback to monitor whether the company is achieving its goals.



# Typical Activities for Database

- Middle management level
  - Deliver the data necessary for tactical decisions and planning.
  - Monitor and control the allocation and use of company resources and evaluate the performance of the various departments.
  - Provide a framework for enforcing and ensuring the security and privacy of the data in the database.

# Typical Activities for Database

- Operational management level
  - Represent and support the company operations as closely as possible.
    - The data model must be flexible enough to incorporate all required present and expected data.
  - Produce query results within specified performance levels.
    - Must support fast responses to a greater number of transactions at the operational management level.
  - Enhance the company's short-term operational ability by providing timely information for customer support and for application development and computer operations.