
Midterm 1

Section: _____ Name: _____

Roll No: _____

Question 1 (10 points)

a) What are transaction commit points, and why are they important?

b) What is conflict equivalence and view equivalence?

c) Define the violations caused by each of the following: dirty read, non-repeatable read, and phantoms.

d) What do the terms steal/no-steal and force/no-force mean with regard to buffer management for transactions processing?

e) Describe the wait-die and wound-wait protocols for deadlock prevention.

Question 2 (6 points)

Consider the following sequence of actions, listed in the order it is submitted to the DBMS (S is a shared lock, X is an exclusive lock):

S1: X₁(A), S₂(C), S₁(B), S₂(B), X₃(B), X₂(A)

S2: S₁(A), X₂(A), X₃(B), X₁(B), S₃(A)

For both the sequences S1 and S2 given above: Show the waits-for graph and indicate whether there will be a deadlock or not at the end of each sequence.

Question 3 (5 points)

Consider the following classes of schedules: non-recoverable, *recoverable*, *cascadeless* and *strict*. For each of the following schedules, state which of the preceding classes it belongs to. Justify your answer. The actions are listed in the order they are scheduled.

a) S2: r₁(X), w₃(X), c₃, w₁(Y), c₁, r₂(Y), w₂(Z), c₂

c) S5: r₁(X), w₂(X), w₁(X), c₂, c₁

e) S1: w₁(X), r₂(X), w₁(X), c₂, c₁

b) S4: r₁(X), w₂(X), w₁(X), a₂, c₁

d) S3: r₁(X), w₂(X), w₁(X), r₃(X), c₁, c₂, c₃

Question 4 (10 points)

Assume that the initial values of items are A=10, B=20, C=30. Given the following log of a recovery manager performing **deferred update (no undo/redo)**,

- a) Identify which (if any) transactions need undo/ redo operation(s)?
- b) Specify which operations in the log are redone (in correct order) and which (if any) are undone.
- c) Write down the values of items A, B, and C after system recovery.

```
[start_transaction, T1]
[read_item, T1, B, 20]
[write_item, T1, B, 20, 15]
[start_transaction, T2]
[read_item, T2, A, 10]
[write_item, T2, A, 10, 5]
[read_item, T2, B, 20]
[write_item, T2, B, 20, 12]
[commit, T2]
[start_transaction, T3]
[read_item, T1, A, 5]
[write_item, T1, A, 5, 2]
[read_item, T3, C, 30]
[write_item, T3, C, 30, 25]
[checkpoint]
[commit, T3]
[start_transaction, T4]
[read_item, T4, C, 25]
[write_item, T4, C, 25, 22]
[start_transaction, T5]
[read_item, T5, C, 25]
[write_item, T5, C, 25, 21]
[commit, T5]
System failure
```

Question 5 (4 points)

Consider the following schedule:

S: $R_1(X), R_2(Y), W_1(Z), C_1, R_3(Y), R_3(Z), W_2(Y), W_3(X), C_2, C_3$

State which of the following concurrency control protocols allows it, that is, allows the actions to occur in exactly the order shown: Basic 2PL, Strict 2PL, Rigorous 2PL. Please provide a brief explanation for your answer...If YES, show where the lock requests could have happened; If NO, explain briefly

Question 6 (15 points)

Consider the following schedule of actions, listed in the order they are submitted to the DBMS:

S: $R_1(X), R_2(Y), W_1(Z), C_1, R_3(Y), R_3(Z), W_2(Y), W_3(X), C_2, C_3$

For each of the following concurrency control mechanisms, describe how the concurrency control mechanism handles the schedule.

Assume that the timestamp of transaction T_i is i . For lock-based concurrency control mechanisms, add lock and unlock requests to the above schedule of actions as per the locking protocol. The DBMS processes actions in the order shown. If a transaction is blocked, assume that all its actions are queued until it is resumed; the DBMS continues with the next action (according to the listed schedule) of an unblocked transaction.

- a) Strict 2PL with timestamps used for deadlock avoidance (use wait-die policy)
- b) Strict Timestamp Ordering
- c) Optimistic Concurrency Control Technique (use Defer the validation option when required)

