

# Databases

## Lecture 9 - Trigger, Integrity and Security

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# 1. Introduction

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## 1.1 Where are we right now?

- Last time, we looked at the basics of subqueries and views
- Today, we'll be discussing
  - how we can use transactions to increase the safety of our data manipulation statements,
  - how transactions are executed and
  - what triggers are and how we can use them.

# 1.1 Where are we right now?

1. Introduction
2. Basics
3. SQL
4. Entity-Relationship-Model
5. Relationships
6. Constraints
8. Subqueries & Views
9. Transactions
10. Database Applications
11. Integrity, Trigger & Security

## 1.2 What is the goal of this chapter?

- At the end of this lesson, you should be able to
  - create and define functions being run certain events using triggers
  - use transactions to make safe changes, that can be undone if necessary.

## 2. Repetition

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### Updating Views

- Views are Relations, just like tables!
- Should make no difference to users

#### ? Question

Can we modify the view's data?

- Depends on type of view!



# 2.1 Views

## Basics

- Classify views based on the select:
  - Projection View
    - `SELECT a, b, c ...`
  - Selection View
    - `... WHERE <condition> ...`
  - Join View
    - `FROM tab_a JOIN tab_b ...`
    - Aggregation View
      - `SELECT MAX(x) ...`
- Other types and combinations exist

## 2.1 Views

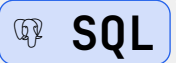
### Basics

- A view with a single defining table is updatable if
  - the view attributes contain the primary key of the base relation,
  - as well as all attributes with the NOT NULL constraint that have a default value specified
- Views defined on multiple tables using joins are only updatable in special cases
  - E.g., INSERT and UPDATE for Join Views, if join condition is based on PK-FK
- Views defined using grouping and aggregate functions are not updatable

## 2.1 Views

### Generated Tables

```
1 CREATE TABLE <name> AS SELECT
```



- Can create new table based on query
- New table is independent from old table
- Use cases:
  - Copy table
  - Copy parts of table

**!** Memorize

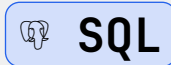
New table does not have all constraints of the parent table!

## Generated Tables



### Example

```
1 INSERT INTO Underpaid ( lname , fname )
2 SELECT lname , fname **FROM** Employee WHERE salary < 1000 ;
```



- WHERE clause belongs to SELECT

## 2.2 Transactions

### Operations

- A transaction bundles several operations into one logical unit
  - Unit of Work
- Includes one or more database access operations E.g., INSERT, DELETE, UPDATE, SELECT
- Operations must be executed all or none
- Example: Order a hotel room over the internet
  - Choose and reserve room
  - Payment
  - Final booking of the hotel room

## 2.2 Transactions

### ACID

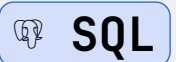
- Key features of transactions
  - **Atomicity**: Transaction is executed in whole or not at all
  - **Consistency**: State of the DB is consistent before and after a transaction
  - **Isolation**: Transactions do not interfere with other concurrent transactions
  - **Durability**: Changes are stored permanently in the database and will not get lost

## 2.2 Transactions

### ACID - Atomicity

- Begin of Transaction (BoT)
  - SQL99: START TRANSACTION
  - PostgresQL:

```
1 BEGIN;
```



- Commit a transaction: COMMIT;
  - All operations are made persistent
  - All changes are visible to other users
- Rollback transaction: ROLLBACK;
  - DB is in state at BoT again

## 2.2 Transactions

### ACID - Consistency

- DB: in consistent state before transaction Also, in consistent state after transaction
- Integrity constraints assure that
- Constraints can be defined as
  - IMMEDIATE (default in MySQL)
    - are checked immediately after operation
  - DEFERRED
    - Check at time of commit



### ACID - Isolation

- Transactions are isolated from other concurrent transactions
- Concurrent transactions shall behave well

## 2.2 Transactions

### ACID - Isolation: Concurrency Control

- Concurrent operations can lead to problems
  - Lost Update
  - Dirty Read
    - Unrepeatable read
    - Phantom tuples

## 2.2 Transactions

### ACID - Isolation: Concurrency Control


- Lost Update is prevented by SQL
- Transactions: may choose **Isolation Level**
  - **SERIALIZABLE**
    - no problems
    - **REPEATABLE READ** (default in MySQL)
      - Open for phantom tuples
    - **READ COMMITTED** (default in Oracle, SQL Server)
      - Open for phantom tuples and unrepeatable read
    - **READ UNCOMMITTED**
      - Open for all problems

# 2.2 Transactions

## ACID - Isolation: Concurrency Control

**TRANSACTION ISOLATION LEVELS**  
explained as if you were building a snowman

if you have more than one process trying to read and/or modify resource - you have concurrency. Isolation Levels dictate what happens in such scenarios.



**READ UNCOMMITTED** (Isolation Level: 1 icon)

Let's build a snowman together! Woohoo!

**READ COMMITTED** (Isolation Level: 2 icons)

I'll build a snowman in my backyard but you can come and see it occasionally m'kay

**REPEATABLE READ** (Isolation Level: 3 icons)

I'll just show you a picture of my snowman but you won't see it until I'm done that's fair

**SERIALIZABLE** (Isolation Level: 4 icons)

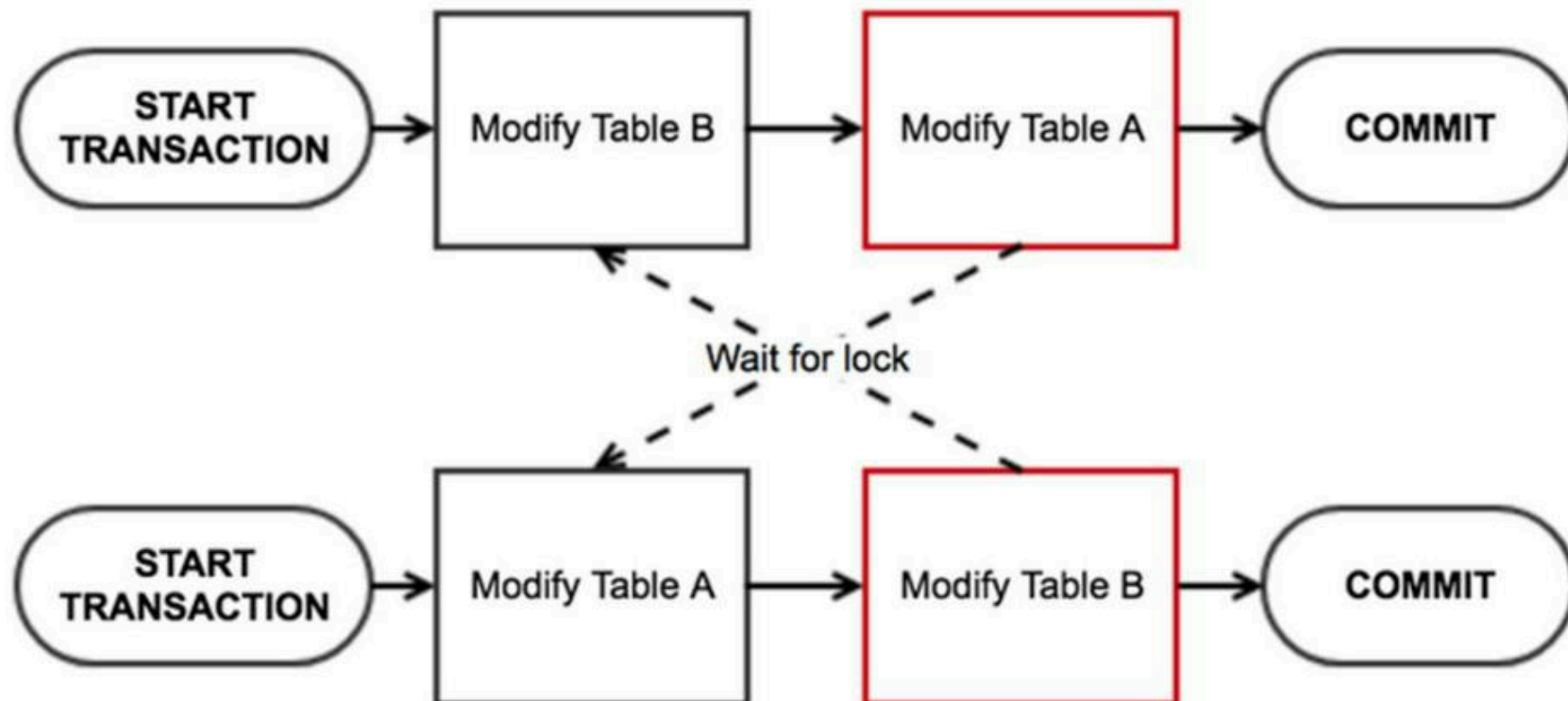
You won't even know what I'm building until I'm done! that sucks!

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## 2.2 Transactions

### ACID - Isolation: Concurrency Control

- Deadlocks may occur!
  - Usually are resolved automatically by aborting one transaction



## 2.2 Transactions

### ACID - Durability

- Once committed, changed data is safe
- Error types
  1. Computer failure
  2. Transaction or system error (constraint violation,  $\frac{x}{0}$ , blackout, system crash)
  3. Local Errors
  4. Concurrency control enforcement
  5. Disk error (harddisk broken)
  6. Physical problems and catastrophes (fire, earthquake, robbery, ...)

## 2.2 Transactions

### ACID - Durability: Error Handling

- Recovery from transaction failures usually means that the database is **restored** to the most recent consistent state just before the time of failure
- Minor damages due to error types 1-4 from slide “ACID – Durability”
  - DBMS provides handling
    - Recovery strategy is to identify any changes that may cause an inconsistency in the database
      - Changes are first written to redo logs (files on disk)
      - Written to database files after commit

## 2.2 Transactions

### ACID - Durability: Error Handling

- Extensive damage due to error types 5-6 from slide “ACID – Durability”
  - Recovery handling restores a past copy of the database from archival storage
  - Reconstructs a more current state by redoing the operations
  - Last transactions are lost!
- Solution: Redundancy
  - RAID (**r** edundant **a** rray of **i** ndependent **d** isks)
    - Data Replication by DBMS



## 2.2 Transactions

### ACID - Durability: Error Handling

- Changes are performed on (replicated to) several database instances
- Master/Slave
  - Updates only on one instance (master)
  - Slave: Read only vs. Standby
- Multi-Master
  - Updates on different instances
  - Needs conflict resolution strategy

## 2.2 Transactions

### ACID - Durability: Error Handling

- Synchronous
  - Transaction valid only when committed on all DBs
  - Safest, but performance impact
  - May reduce availability of the system
- Asynchronous
  - Transaction valid when committed locally

## 2.2 Transactions

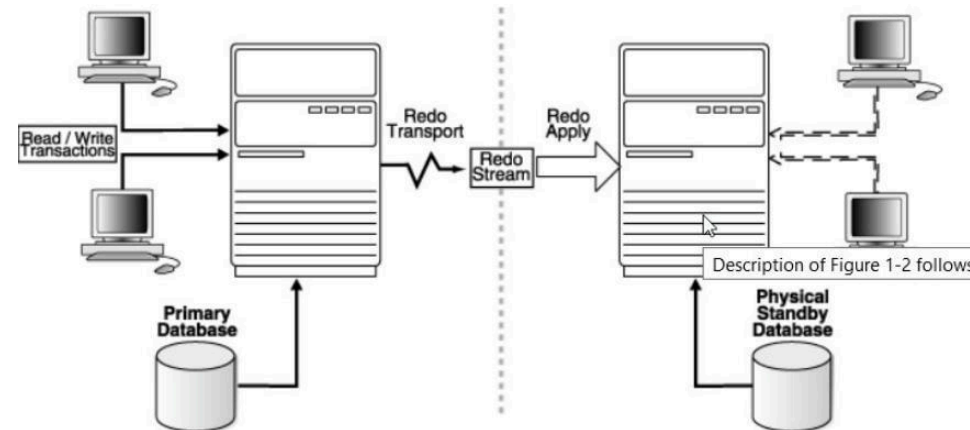
### ACID - Durability: Error Handling

- Low level (disk device)
- Trigger based
  - Update triggers the replication (SQL level)
- Logfile shipping
  - Changes are stored in redo logs (as usual)
  - redo logs are copied to standby DB

## 2.2 Transactions

### ACID - Durability: Error Handling

- Oracle
  - Data Guard
    - Replication on second server, can be used to answer Read-Only queries

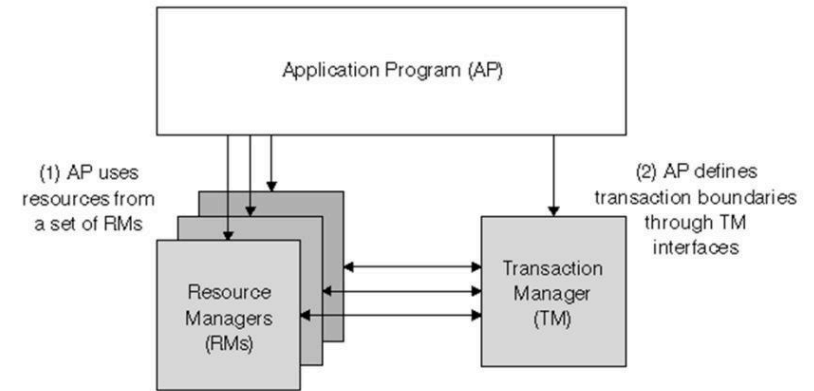


- Real Application Cluster (RAC)
  - Several servers share the same DB

## 2.2 Transactions

### Distributed Transactions

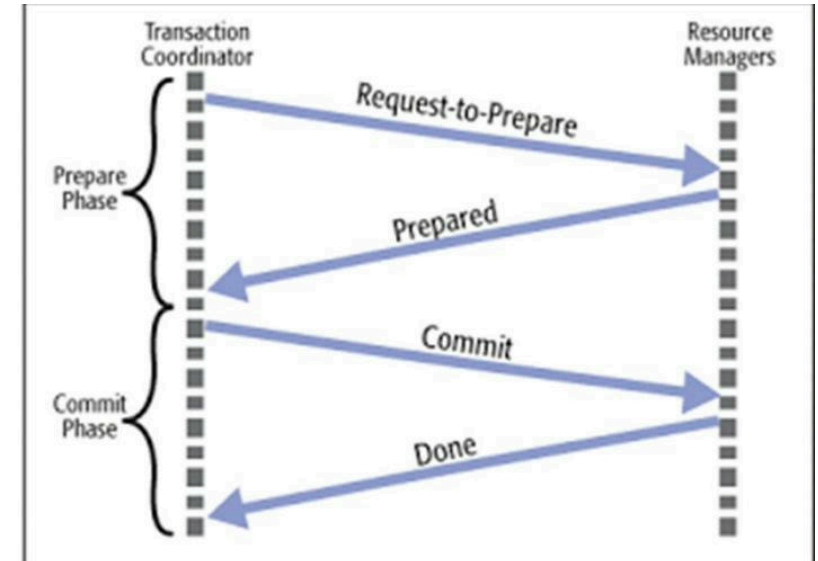
- Transactions not only in a single DBS
- Standardized by X/Open
  - Transaction Manager: A software component that guarantees transaction properties
  - Resource Manager: Every resource (e.g., DBS, GUI) that is able to work in a transactional mode without providing a transaction control structure itself
- The Transaction manager coordinates the Resource Manager that take part in the transaction. E.g., different DBS (distributed transactions) that appear as one DBS from outside (transparency!)



## 2.2 Transactions

### Distributed Transactions

- To ensure interoperability between the participating resource managers the **2-phase commit protocol** is realized
- It defines the final synchronization of different parts of a transaction of a global transaction
- In the first phase the transaction manager asks participating resource managers to announce the results of their local transaction part
- This leads to a global result (commit or rollback) that is then in the second phase announced to the participants



## 2.2 Transactions

### Savepoints

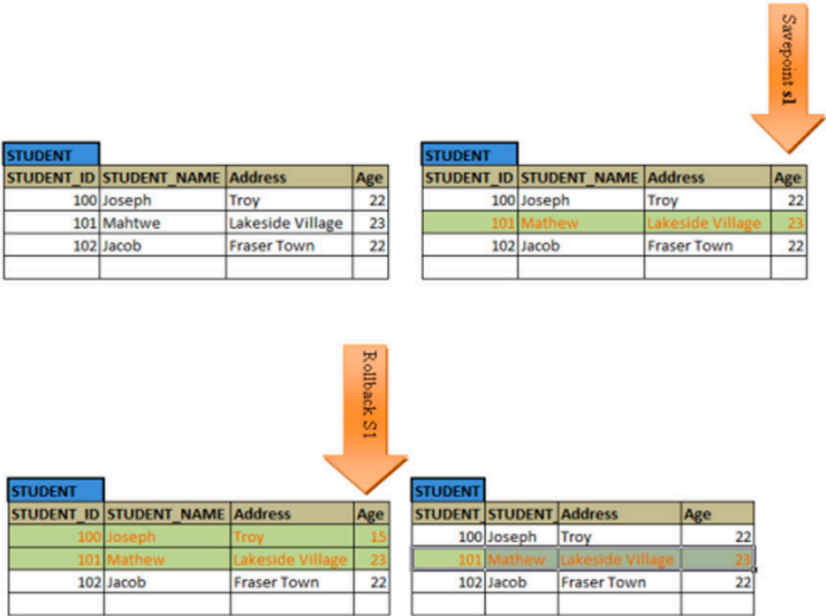
- There are operations that may be expensive to execute time consuming
- If certain constraints fail within transaction execution, then maybe these constraints may not fail in a second attempt (e.g., time dependent)
- So “fall back” points can be defined, which are called **savepoints**
- It is possible to rollback up to a savepoint and restart transaction execution from this point on

# 2.2 Transactions

## Savepoints

Code

```
UPDATE STUDENT SET STUDENT_NAME = 'Mathew' WHERE STUDENT_NAME = 'Mahtwe';
SAVEPOINT S1;
UPDATE STUDENT SET AGE = 15 WHERE STUDENT_ID = 100;
ROLLBACK to S1;
```





### 3. Integrity, Trigger and Security

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## 3.1 Basics

### Integrity Constraints

- Static Constraints
  - Conditions on states
  - Conditions must be fulfilled before and after operations
  - Used until now
    - Primary Key
    - Foreign Key
    - UNIQUE, NOT NULL, CHECK
- Dynamic Constraints (**Assertions**)
  - Integrity conditions that affect multiple tables
  - Conditions on state transitions



#### Example

status of order → new →  
payed → processing →  
shipped

## 3.1 Basics

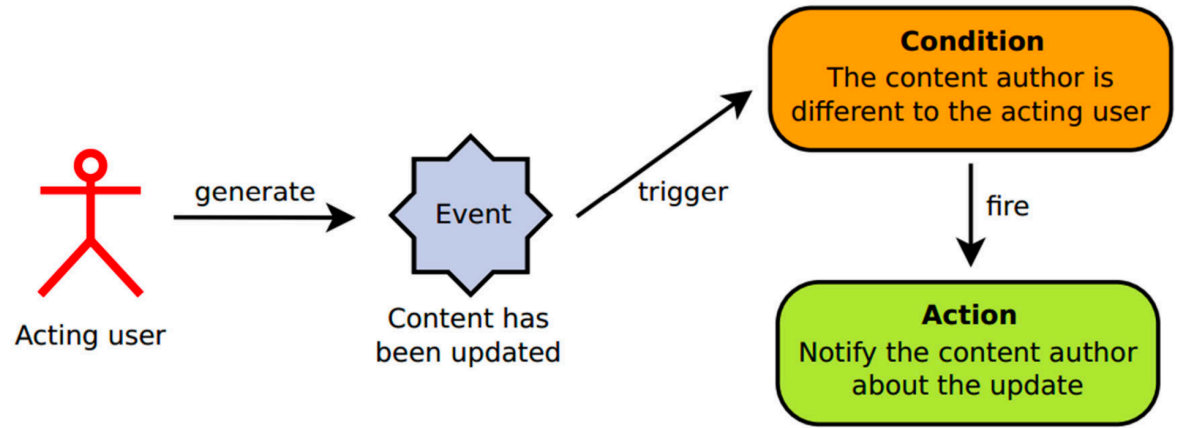
### Integrity Constraints

- Assertions have been part of the SQL since SQL-92 (DDL)
- Not supported by most DBMS (e.g., MySQL, Postgres and Oracle)
- If the concept of assertions is to be simulated TRIGGER
- Concept:
  - Whenever anything is modified in the database, the assertion checks its condition
  - If the SELECT-statement gives a non-empty result, the operation that has triggered the assertion is denied

## 3.1 Basics

### Integrity Constraints - ECA


- ECA rules
  - on event (E)
  - under certain conditions (C)
  - perform actions (A)



## 3.1 Basics

### Trigger Syntax

```
1  CREATE
2      [DEFINER = user]
3      TRIGGER trigger_name
4      trigger_time trigger_event
5      ON tbl_name FOR EACH ROW
6      [trigger_order]
7      trigger_body
8  trigger_time: { BEFORE | AFTER }
9  trigger_event: { INSERT | UPDATE | DELETE }
10 trigger_order: { FOLLOWS | PRECEDES } other_trigger_name
```



### Excursion Delimiter

- A PostgreSQL client program such as pgadmin or psql program uses the delimiter (“;”) to separate statements and executes each statement separately
- However, a stored procedure consists of multiple statements separated by a semicolon (“;”)
- If you use a PostgreSQL client program to define a stored procedure that contains semicolon characters, the PostgreSQL client program will not treat the whole stored procedure as a single statement, but many statements.
- Therefore, you must redefine the delimiter temporarily so that you can pass the whole stored procedure to the server as a single statement.
- To redefine the default delimiter, you use the delimiter command

## 3.1 Basics

### Excursion Delimiter

- In short: A delimiter is a separator between commands



#### Example

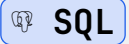
```
1 delimiter |  
2 ...  
3 |  
4 delimiter ;
```

 SQL

In the code block between “delimiter” and “delimiter;” the delimiter is changed to “|” (instead of “;”)

### Excursion Delimiter: Example

```
1 delimiter |
2 CREATE TRIGGER SALARY_VIOLATION
3 BEFORE INSERT ON EMPLOYEE
4 FOR EACH ROW
5 BEGIN
6     IF NEW.SALARY > (SELECT SALARY
7                     FROM EMPLOYEE
8                     WHERE SSN = NEW.SUPER_SSN )
9     THEN SET NEW.Salary = (SELECT SALARY
10                           FROM EMPLOYEE
11                           WHERE SSN = NEW.SUPER_SSN ) - 1;
12     END IF;
13 END;
14 |
15 delimiter;
```





## 3.1 Basics

### Events

- Triggers can react on events
  - DML: INSERT, UPDATE, DELETE
    - Most common trigger types
  - DDL: CREATE, ALTER, DROP
  - DB: startup, shutdown, logon of a user
- No COMMIT triggers

## 3.1 Basics

### Types

- Time of execution, relative to event
  - BEFORE
  - AFTER
- INSTEAD OF
- Statement trigger
  - Once per statement
  - Even if no row is affected!
  - Default trigger type
- Row trigger
- For every affected row

- Syntax: FOR EACH ROW

## 3.1 Basics

### Order of Trigger

- Before Statement Trigger (once!)
- For every row affected:
  - Before row trigger
  - DML operation
  - Immediate integrity checks
  - After row trigger
- After Statement Trigger (once!)

## 3.1 Basics

### Transition Variables

- Row triggers can access old and new tuples
  - PostgreSQL
    - `old` → NULL for INSERT
    - `new` → NULL for DELETE
  - Oracle
    - `:new` and `:old`
    - Before row triggers:
      - Can even modify new!

## 3.1 Basics

### Use Cases

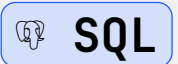
- Constraints on state transitions
- Audit
  - When was a record last modified?
- Integrity checks with error correction
  - Change `new`
- Maintain redundant data
- Updateable views
  - `INSTEAD OF`

## 3.1 Basics

### Trigger: Example

- Audit insertion of new persons

```
1 CREATE OR REPLACE FUNCTION f_trg_emp_log() RETURNS TRIGGER
  $$
2 BEGIN
3   -- Statement here
4 END;
5 $$ LANGUAGE plpgsql;
6
7 DROP TRIGGER IF EXISTS emp_insert;
8 CREATE TRIGGER emp_insert AFTER INSERT ON employee
9 FOR EACH ROW EXECUTE FUNCTION f_trg_emp_log();
```




## 3.1 Basics

### Trigger: Example

- Salary of new persons

```
1 delimiter |
2 CREATE PROCEDURE output
3     (in ssn char(9), in old_sal DECIMAL(10,2),
4      in new_sal DECIMAL(10,2), in diff_sal DECIMAL(10,2))
5 BEGIN
6     INSERT INTO EMPLOYEE_SALDIFF VALUES ( ssn , old_sal , new_sal,
7     diff_sal);
8 |
9 delimiter;
```





## 3.1 Basics

### Problems

- Cascading triggers
  - Trigger actions cause other triggers to fire
- Execution order
  - Result of high-level operation must be independent hereof!
- “Mutating Tables”

## 3.1 Basics

### Problems

- Hard to implement
  - Transaction save!
  - Multi-session save
- Hard to debug
  - Update may lead to insert in another table
  - ... can cause for example constraint violation
  - Which statement failed?

## 3.1 Basics

### Assignment: Webshop

- Suppose the following relations in your database
- In the table `Price_History` we want to track on how the prices of the products of table `Product` develop over time. Table `Price_History` has four attributes:
  - The record ID `PHID`
  - The reference to table `Product` with the foreign key `PID`
  - The current price `Price`
  - The date `Change_Date`, where we store the date of the change

Table `Product`

<u>PID</u>	Price	Description
1	0.50	red apple
2	0.60	green apple
3	1.20	red pepper
4	1.10	green pepper
...	...	...

Table `Product_History`

<u>PHID</u>	PID (FK)	Price	Change_Date
1	1	0.50	02.06.2021
2	3	1.20	02.06.2021
3	2	0.60	03.06.2021
4	4	1.10	04.06.2021
...	...	...	...

## 3.1 Basics

### Assignment: Webshop

1. INSERT trigger: We want to get an INSERT with the current (start) price in table Price\_History when we do an INSERT in the table Product. This is triggered when an INSERT on our table product is done (AFTER).
2. DELETE trigger: Furthermore, in case of a DELETE, all records of the deleted product in the table Price\_History should be deleted as well.
3. UPDATE trigger: If a price of a product is changed, this change should also result in an entry in the table Price\_History.

Table Product

<u>PID</u>	Price	Description
1	0.50	red apple
2	0.60	green apple
3	1.20	red pepper
4	1.10	green pepper
...	...	...

Table Product\_History

<u>PHID</u>	PID (FK)	Price	Change_Date
1	1	0.50	02.06.2021
2	3	1.20	02.06.2021
3	2	0.60	03.06.2021
4	4	1.10	04.06.2021
...	...	...	...

## 3.1 Basics

### Permissions


- DBMS are multi-user systems
- You need permissions to do anything with the DB:
  - login
  - CREATE table, DROP table, etc.
  - SELECT
  - INSERT, UPDATE, DELETE
- Permissions can be GRANTED and REVOKED

## 3.1 Basics

### GRANT and REVOKE


- Permissions can be GRANTED and REVOKED

```
1 GRANT <privilege_name> ON <object_name>
2 TO { <user_name> | PUBLIC | <role_name> } [ WITH GRANT OPTION ] ;
```

 SQL


- GRANT

```
1 GRANT SELECT ON tab_a TO user_a;
2 GRANT UPDATE ON tab_b TO user_a;
```

 SQL

- REVOKE

```
1 REVOKE SELECT ON tab_a FROM user_a;
```

 SQL

## 3.1 Basics

### Least Privilege Principle

- A user should have exactly the permissions necessary to do the work
  - ... and not more!
- Important for web applications
  - anonymous end users
  - not trustworthy
- Limit the possible damage of attacks

## 3.1 Basics

### Assignment: Webshop

1. Create a user student which is allowed to query and insert the table Product.
2. Revoke the insert privilege from a user student.



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