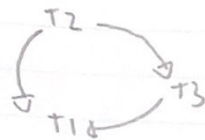


Hemin Patel - HW 7: Transactions

- ① State if conflict-serializable: yes, serial schedules. NO, why not

a) $r_1(x), r_3(y), r_2(y), w_3(y), r_3(x), r_2(z), w_1(x), w_2(z), r_1(z), w_1(z)$



yes, it is conflict-serializable.

$T_2 \rightarrow T_1$
 $T_2 \rightarrow T_3$
 $T_3 \rightarrow T_1$

b) $r_1(x), r_2(y), r_3(y), w_3(y), r_2(z), w_1(x), r_3(x), r_1(z), w_2(z), w_1(z)$



NO, not conflict-serializable. because conflict graph is cyclic.

$T_1 \rightarrow T_2 \rightarrow T_1$
 $T_2 \rightarrow T_1 \rightarrow T_2$

c) $r_1(x), w_1(x), r_3(y), r_1(z), w_3(y), r_2(y), r_2(z), r_3(x), w_1(z), w_2(z)$



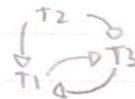
NO, not conflict-serializable because conflict graph is cyclic.

$T_1 \rightarrow T_3 \rightarrow T_2 \rightarrow T_1$
 $T_1 \rightarrow T_2 \rightarrow T_1$
 $T_2 \rightarrow T_1 \rightarrow T_2$
 $T_3 \rightarrow T_2 \rightarrow T_1 \rightarrow T_3$

- ② Let T_1, T_2, T_3 be $T_1: r_1(D), w_1(B), w_1(D)$ $T_2: r_2(C), w_2(B)$ $T_3: r_3(D), w_3(D), w_3(B)$

a) $r_1(D), r_2(C), w_2(B), w_1(B), r_3(D), w_3(D), w_1(D), w_3(B)$

NO, not under 2PL protocol. Not serializable, $w_1(D)$ writes after $r_3(D)$ ($T_3 \rightarrow T_1$)

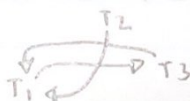


b) $r_2(C), r_1(D), w_2(B), r_3(D), w_3(D), w_3(B), w_1(B), w_1(D)$

NO, not under 2PL protocol. Not serializable, $w_1(D)$ writes after $r_3(D)$ ($T_3 \rightarrow T_1$)



c) Example: $r_1(D), r_2(C), w_2(B), w_1(B), r_3(D), w_3(D), w_1(D)$



Not serializable, $w_1(D)$ writes after $r_3(D)$

HW 7: Transactions Cont.

③ What patrons will each bar have after execution?

- New Tavern - C & D
- Old Tavern - B
- Cabana - Empty
- Not serializable because old Tavern has remote patrons left