

Transaction Management - Concurrency Control

Vũ Tuyết Trinh



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

1

1

Learning objectives

• ***Upon completion of this lesson, students will be able to:***

1. Understand main **concepts of transaction**
2. Be able to **select a suitable** transaction management strategy



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

2

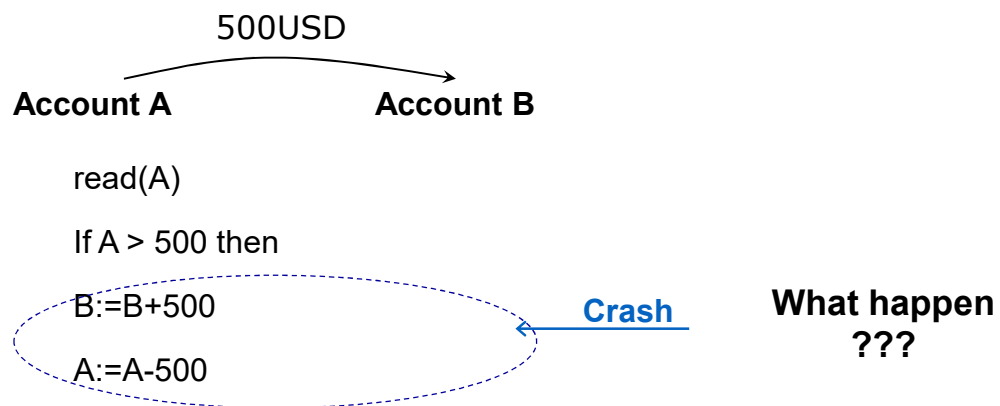
2

Outline

1. Transaction
2. ACID properties
3. Transaction Management Interface
4. Concurrency control
5. Isolation levels

3

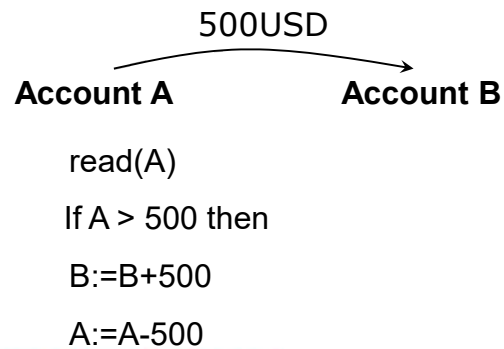
Example



4

1. Transaction

- A sequence of read and write operations on data items that logically functions as one unit of work
 - Ensuring data integrity and correctness



5

2. ACID Properties

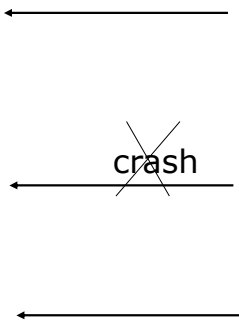
- 2.1. Atomicity
- 2.2. Consistency
- 2.3. Isolation
- 2.4. Durability

6

2.1. Atomicity

- Guarantee that either all of the tasks of a transaction are performed or none of them are.


```
T: Read(A,t1);  
   If t1 > 500 {  
     Read(B,t2);  
     t2:=t2+500;  
     Write(B,t2);  
     t1:=t1-500;  
     Write(A,t1);  
   }
```



2.2. Consistency

- Ensures that the DB remains in a consistent state before the start of the transaction and after the transaction is over.

```
T: Read(A,t1);  
   If t1 > 500 {  
     Read(B,t2);  
     t2:=t2+500;  
     Write(B,t2);  
     t1:=t1-500;  
     Write(A,t1);  
   }
```



2.3. Isolation

- Ability of the application to make operations in a transaction appear isolated from all other operations.

A = 5000, B = 3000

```
T: Read(A,t1);  
  If t1 > 500 {  
    Read(B,t2);  
    t2:=t2+500;  
    Write(B,t2);  
    t1:=t1-500;  
    Write(A,t1);  
  }
```

← T': A+B

(= 5000+3500)

← (A+B = 4500+3500)



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

9

9

2.4. Durability

- Guarantee that once the user has been notified of success, the transaction will persist, and not be undone.

A = 5000, B = 3000

```
T: Read(A,t1);  
  If t1 > 500 {  
    Read(B,t2);  
    t2:=t2+500;  
    Write(B,t2);  
    t1:=t1-500;  
    Write(A,t1);  
  }
```

crash

A = 4500, B = 3500



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

10

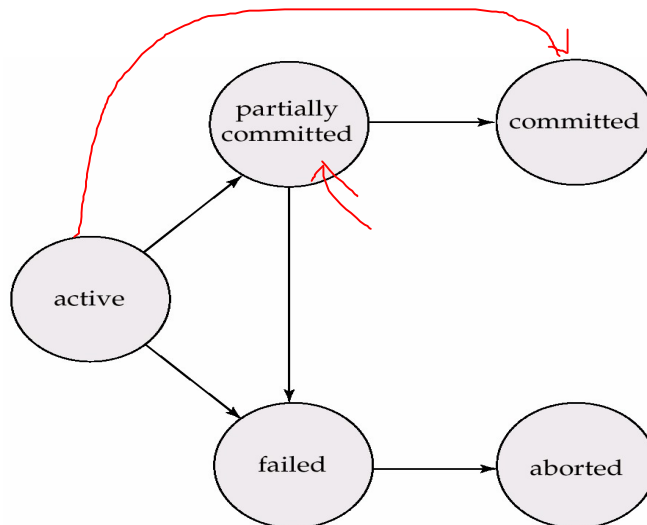
10

3. Transaction Management Interface

11

3.1. Transaction States

- Active
- Failed
- Aborted
- Committed
- Partially committed



12

3.1. Transaction States

- Active
- Begin Trans
- Commit ()
- Abort()
- Savepoint Save()
- Rollback (savepoint)
(savepoint = 0 ==> Abort)



13

4. Concurrent control

- 4.1. Objective
- 4.2. Scheduling
- 4.3. Lock



14

4.1. Objective

- Ensures that database transactions are performed concurrently without the concurrency violating the data integrity.
- Guarantees that no effect of committed transactions is lost, and no effect of aborted (rolled back) transactions remains in the related database.
- Example

<p>T0: read(A); A := A - 50; write(A); read(B); B := B + 50; write(B);</p>	<p>T1: read(A); temp := A * 0.1; A := A - temp; write(A); read(B); B := B + temp; write(B);</p>
---	---

4.2. Scheduling

T ₀	T ₁	T ₀	T ₁	T ₀	T ₁
read(A) A := A - 50 write(A) read(B) B := B + 50 write(B)	read(A) temp := A * 0.1 A := A - temp write(A) read(B) B := B + temp write(B)	read(A) A := A - 50 write(A) read(B) B := B + 50 write(B)	read(A) temp := A * 0.1 A := A - temp write(A) read(B) B := B + temp write(B)	read(A) A := A - 50 write(A) read(B) B := B + 50 write(B)	read(A) temp := A * 0.1 A := A - temp write(A) read(B) B := B + temp write(B)
(1)		(2)		(3)	

4.2. Scheduling

- A **schedule** of a set of transactions is a linear ordering of their actions
 - e.g. for the simultaneous deposits example:
R1(X) R2(X) W1(X) W2(X)
- A **serial schedule** is one in which all the steps of each transaction occur consecutively
- A **serializable schedule** is one which is equivalent to some serial schedule



4.3. Lock

- Lock: a synchronization mechanism for enforcing limits on access to DB in concurrent way.
 - one way of enforcing concurrency control policies
- Lock types
 - **Shared lock** (LS) readable but can not write
 - **Exclusive lock** (LX): read and write
 - UN(D): unlock
- Compatibility

	LS	LX
LS	true	false
LX	false	false



4.3. Lock

- Example

<pre>T0: LX(A); read(A); A := A - 50; write(A); LX(B); read(B); B := B + 50; write(B); UN(A); UN(B);</pre>	<pre>T1: LX(A); read(A); temp := A * 0.1; A := A - temp; write(A); LX(B); read(B); B := B + temp; write(B); UN(A); UN(B);</pre>
--	--



4.3. Lock

- Example

<pre>T0: LX(B); read(B); B := B + 50; write(B); LX(A); read(A); A := A - 50; write(A); UN(A); UN(B);</pre>	<pre>T1: LX(A); read(A); temp := A * 0.1; A := A - temp; write(A); LX(B); read(B); B := B + temp; write(B); UN(A); UN(B);</pre>
--	---



5. Isolation levels

`set isolation level <level>`

- Read Uncommitted (No lost update)
 - Exclusive locks for write operations are held for the duration of the transactions
 - No locks for read
- Read Committed (No inconsistent retrieval)
 - Shared locks are released as soon as the read operation terminates.
- Repeatable Read (no unrepeatable reads)
 - Strict two phase locking
- Serializable (no phantoms)
 - Table locking or index locking to avoid phantoms



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

21

21

Summary

- Transaction
 - Sequence of actions
- ACID
 - Properties of a transaction
- Concurrency control
 - Mechanism allows multiple transactions accessing the same resource in the same time
- Isolation level
 - Defining the level DBMS must ensure data integrity and correctness in processing concurrent accesses



SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY

22

22