# Distributed Systems Transactions - II

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November 14, 2023















#### Overview

- Part 1: Transactions recap
- Part 2: *Distributed* transactions
  - Flat and nested distributed transactions
  - Atomic commit protocols
  - Concurrency in distributed transactions
  - Distributed deadlocks
  - Transaction recovery
- Part 3: Replication

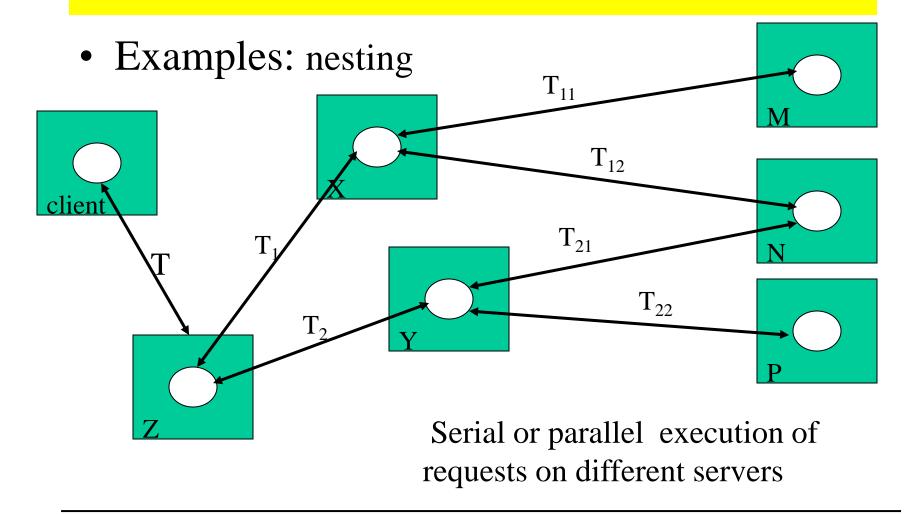
#### Definition

Any transaction whose activities involve multiple servers

#### Examples

- simple: client accesses several servers
- nested: server accesses several other servers

• Examples: simple Serial execution of requests on different server

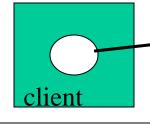


• Examples: Μ Client Client

- Commit: agreement between all servers involved
  - to commit
  - to abort
- take one server as coordinator
  - → simple (?) protocol
  - single point of failure?
- tasks of the coordinator
  - keep track of other servers, called workers
  - responsible for final decision

- New service operations:
  - AddServer( TransID, CoordinatorID)
    - called by clients
    - first operation on server that has not joined the transaction yet
  - NewServer( TransID, WorkerID)
    - called by new server on the coordinator
    - coordinator records ServerID of the worker in its workers list

• Examples: simple



- 1. T := X\$OpenTransaction();
- 2. X\$Withdraw(A,4);

T := OpenTransaction();

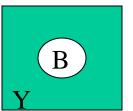
X\$Withdraw(A,4);

Z\$Deposit(C,4);

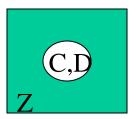
Y\$Withdraw(B,3);

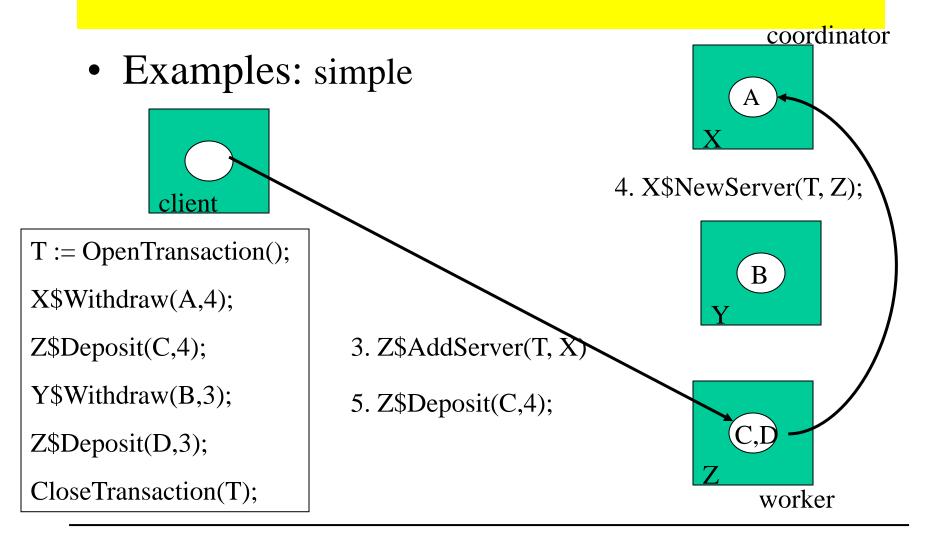
Z\$Deposit(D,3);

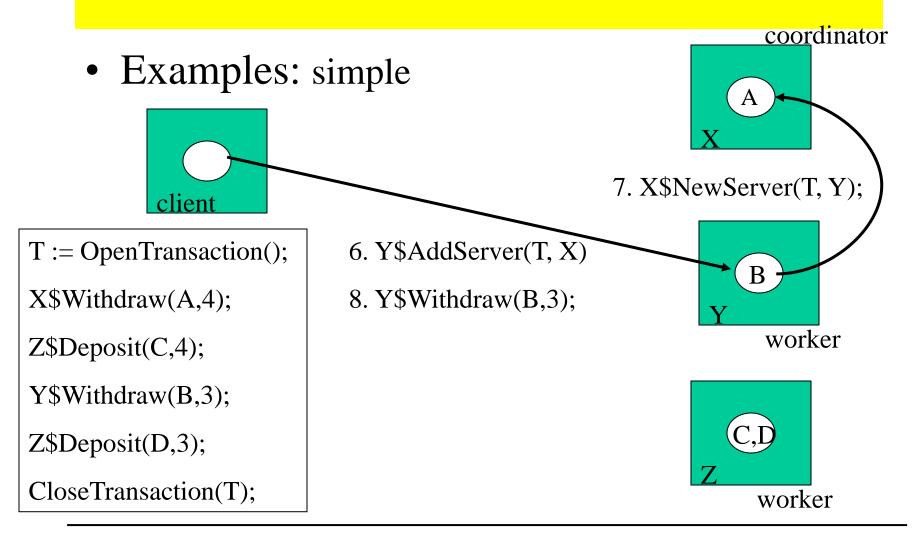
CloseTransaction(T);

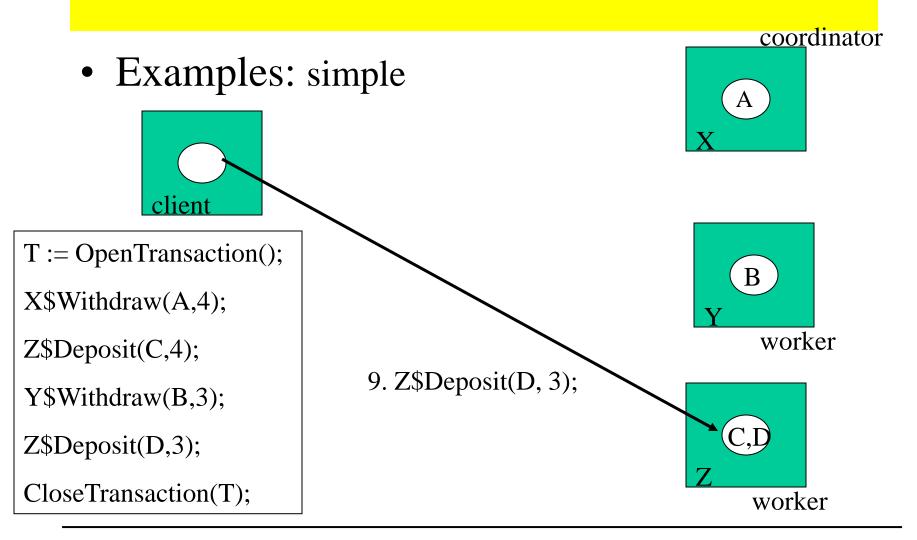


<u>coor</u>dinator

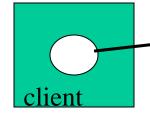








• Examples: simple



10. X\$CloseTransaction(T);



T := OpenTransaction();

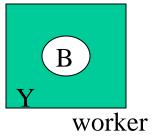
X\$Withdraw(A,4);

Z\$Deposit(C,4);

Y\$Withdraw(B,3);

Z\$Deposit(D,3);

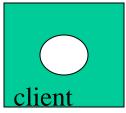
CloseTransaction(T);

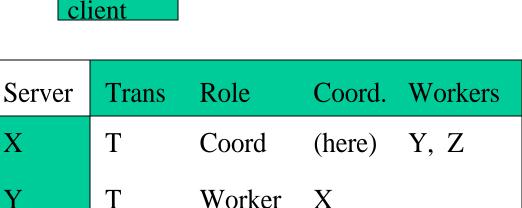


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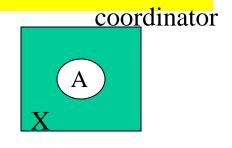


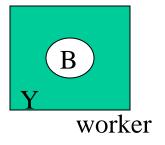
• Examples: data at servers

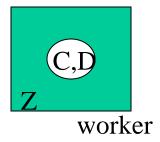




Worker







#### Overview

Transactions

- Distributed transactions
  - Flat and nested distributed transactions
  - Atomic commit protocols
  - Concurrency in distributed transactions
  - Distributed deadlocks
  - Transaction recovery
- Replication

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#### • Elements of the protocol

- each server is allowed to abort its part of a transaction
- if a server votes to commit it must ensure that it will eventually be able to carry out this commitment
  - the transaction must be in the prepared state
  - all altered data items must be on permanent storage
- if any server votes to abort, then the decision must be to abort the transaction

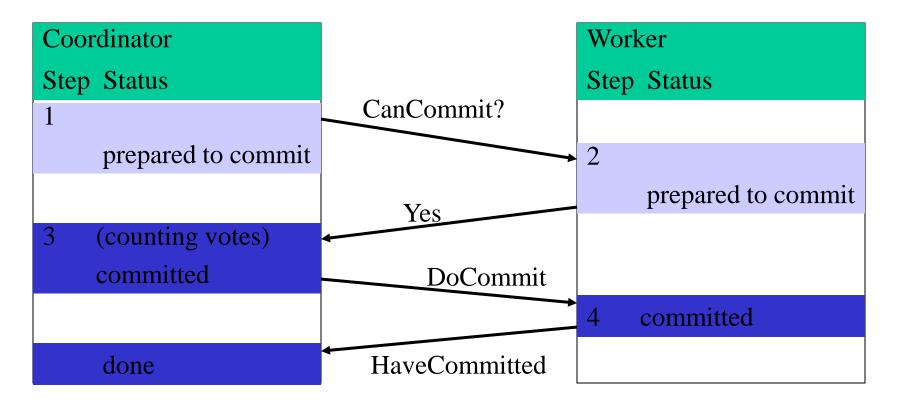
- Elements of the protocol (cont.)
  - the protocol must work correctly, even when
    - some servers fail
    - messages are lost
    - servers are temporarily unable to communicate

• Protocol:

Phase 1: voting phase

- Phase 2: completion according to outcome of vote

#### Protocol



- Protocol: Phase 1 voting phase
  - Coordinator: for operation CloseTransaction
    - sends CanCommit to each worker
    - behaves as worker in phase 1
    - waits for replies from workers
  - Worker: when receiving CanCommit
    - if for worker transaction can commit
      - saves data items
      - sends Yes to coordinator
    - if for worker transaction cannot commit
      - sends No to coordinator
      - clears data structures, removes locks

- Protocol: Phase 2
  - Coordinator: collecting votes

Point of decision!!

- all votes Yes:
  - → commit transaction; send DoCommit to workers
- one vote No:
  - → abort transaction
- Worker: voted yes, waits for decision of coordinator
  - receives DoCommit
    - makes committed data available; removes locks
  - receives AbortTransaction
    - clears data structures; removes locks

#### • Timeouts:

- worker did all/some operations and waits for CanCommit
  - unilateral abort possible
- coordinator waits for votes of workers
  - unilateral abort possible
- worker voted Yes and waits for final decision of coordinator
  - wait unavoidable
  - extensive delay possible
  - additional operation *GetDecision* can be used to get decision from coordinator or other workers

• Performance:

 $-C \rightarrow W$ : CanCommit N-1 messages

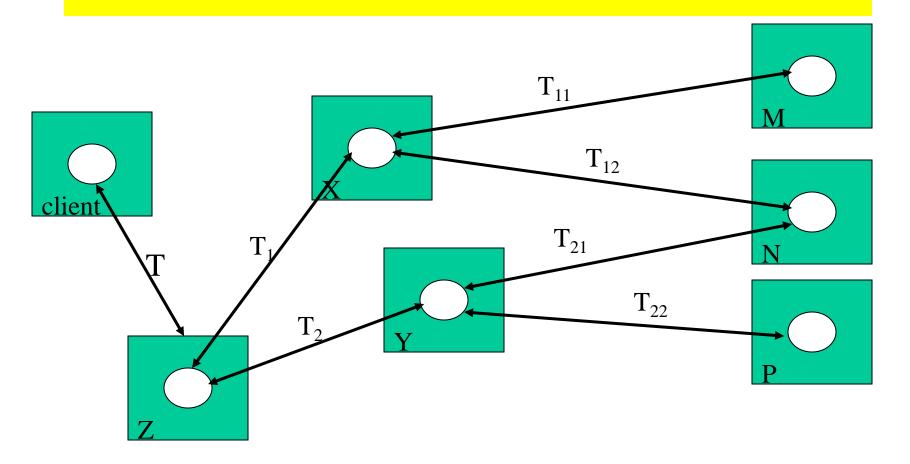
 $-W \rightarrow C: Yes/No$  N-1 messages

– C → W: DoCommitN-1 messages

− W → C: HaveCommittedN-1 messages

+ (unavoidable) delays possible

- Nested Transactions
  - top level transaction & subtransactions
  - → transaction tree



- Nested Transactions
  - top level transaction & subtransactions
  - → transaction tree
  - coordinator = top level transaction
  - subtransaction identifiers
    - globally unique
    - allow derivation of ancestor transactions (why necessary?)

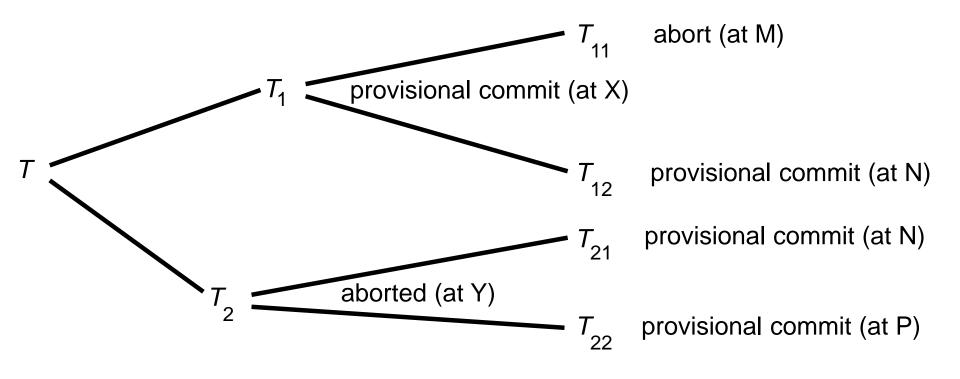
Nested Transactions: Transaction IDs

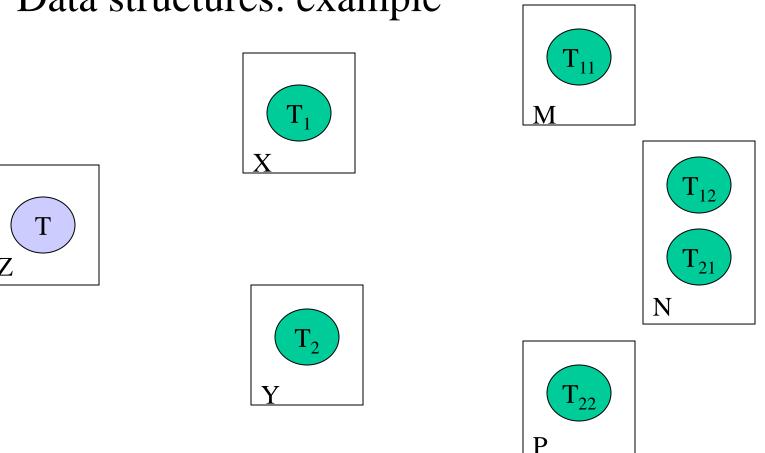
TID in example	actual TID
Т	$Z$ , $n_z$
$T_1$	$Z, n_z$ $Z, n_z ; X, n_x$
$T_{11}$	$Z, n_z; X, n_x; M, n_m$
$T_2$	$Z, n_z; Y, n_y$

- Upon completion of a subtransaction
  - independent decision to commit or abort
  - commit of subtransaction
    - only provisionally
    - status (including status of descendants) reported to parent
    - final outcome dependant on its ancestors
  - abort of subtransaction
    - implies abort of all its descendants
    - abort reported to its parent (always possible?)

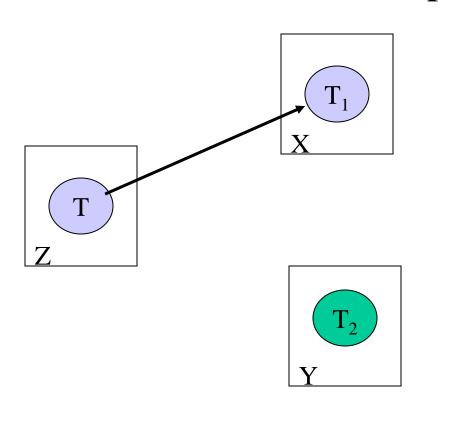
- Data structures
  - commit list: list of all committed (sub)transactions
  - aborts list: list of all aborted (sub)transactions

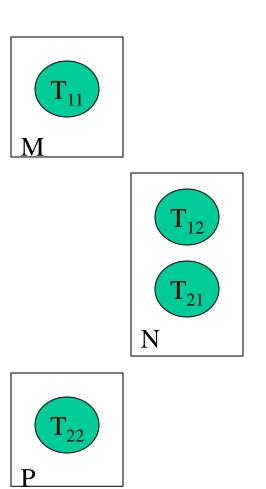
example





Server	Trans	Child Trans	Commit List	Abort List
Z	Т			
X				
Y				
M				
N				
P				





Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$			
Y				
M				
N				
P				

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$	$T_{11}$		
Y				
M	$T_{11}$			
N				
P				

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$	$T_{11}$		T <sub>11</sub>
Y				
M	$T_{11}$			T <sub>11</sub>
N				
P				

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$	$T_{11}, T_{12}$		T <sub>11</sub>
Y				
M	$T_{11}$			$T_{11}$
N	$T_{12}$			
P				

• Data structures: example abort commit

 Data structures: example abort commit commit

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$	T <sub>11</sub>
Y				
M	$T_{11}$			$T_{11}$
N	$T_{12}$		$T_{12}$	
P				

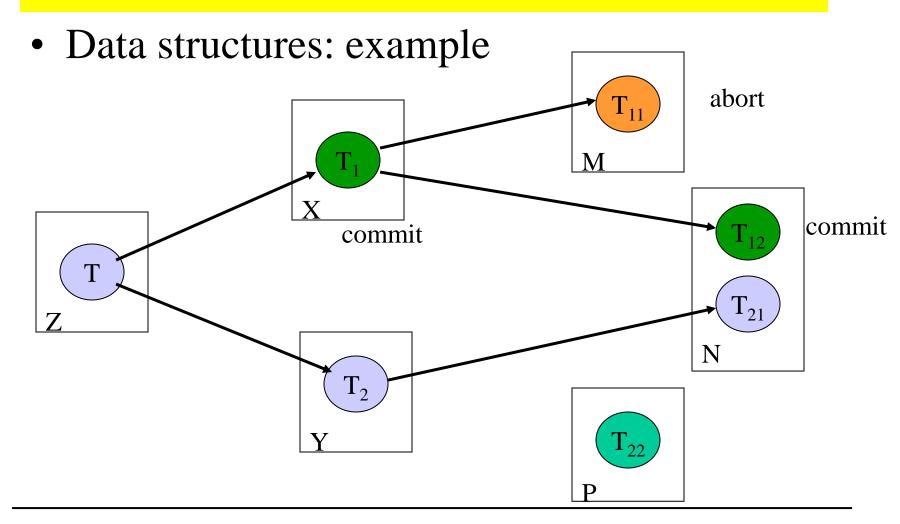
 Data structures: example abort commit commit

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$		
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y				
M	$T_{11}$			T <sub>11</sub>
N	$T_{12}$		$T_{12}$	
P				

Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$	$T_{12}$ , $T_1$	$T_{11}$
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y				
M	$T_{11}$			T <sub>11</sub>
N	$T_{12}$		$T_{12}$	
P				

• Data structures: example abort commit commit

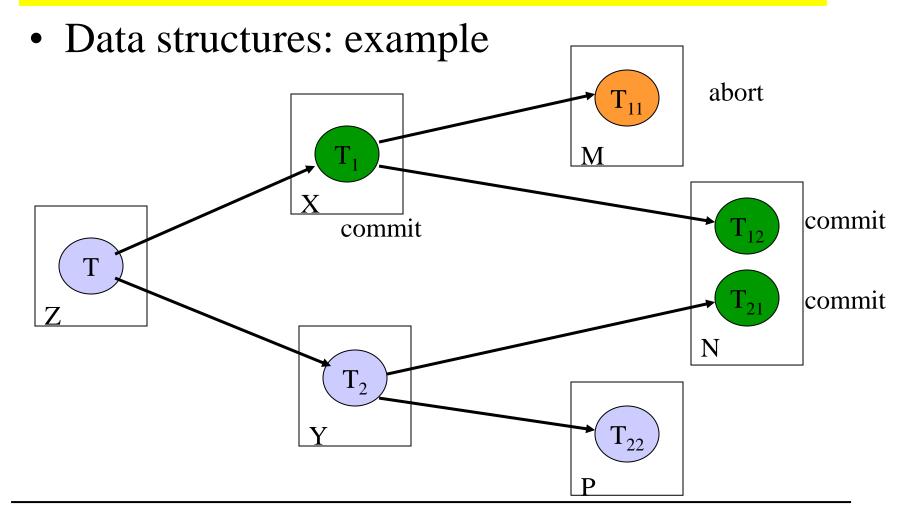
Server	Trans	Child Trans	Commit List	Abort List
Z	Т	$T_1$ , $T_2$	$T_{12}$ , $T_1$	$T_{11}$
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$			
M	$T_{11}$			$T_{11}$
N	$T_{12}$		$T_{12}$	
P				



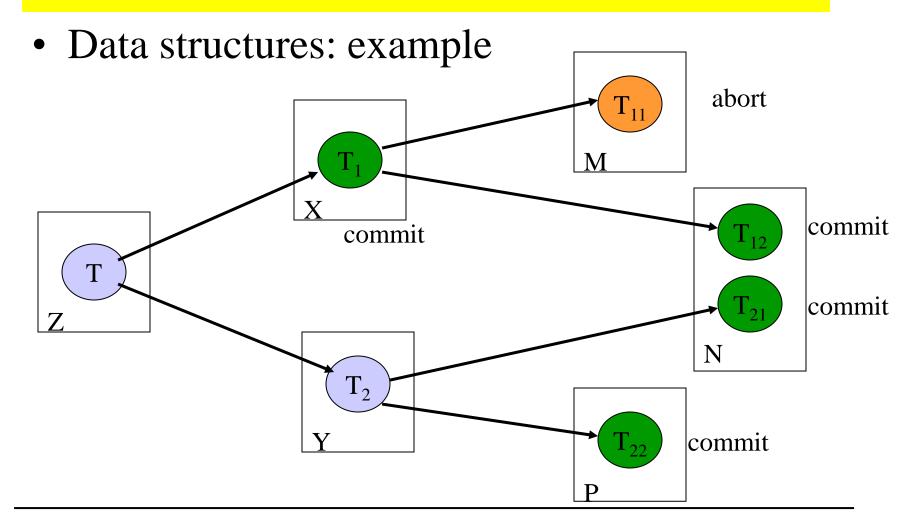
Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	T <sub>11</sub>
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$		
M	$T_{11}$			$T_{11}$
N	$T_{12}, T_{21}$		$T_{12}$	
P				

• Data structures: example abort commit commit commit

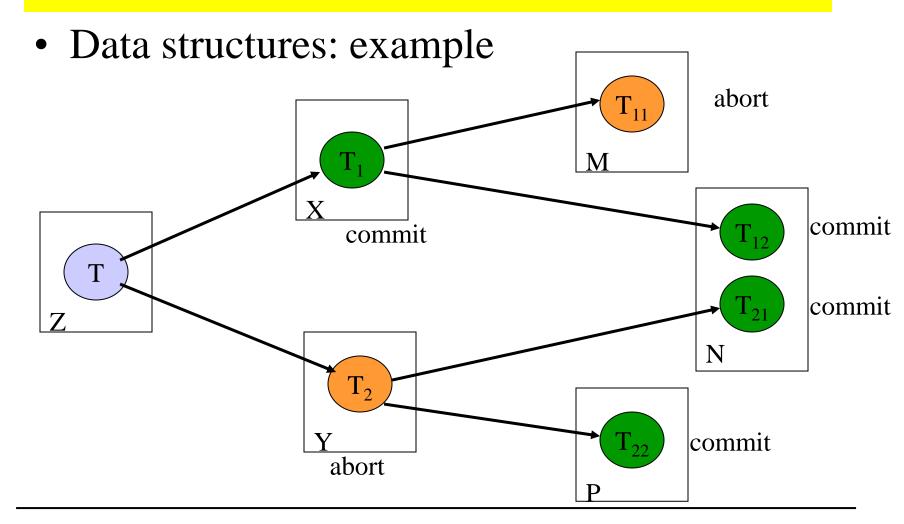
Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	T <sub>11</sub>
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$	$T_{21}$	
M	$T_{11}$			$T_{11}$
N	$T_{12}, T_{21}$		$T_{12}, T_{21}$	
P				



Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	$T_{11}$
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$ , $T_{22}$	$T_{21}$	
M	$T_{11}$			T <sub>11</sub>
N	$T_{12}, T_{21}$		$T_{12}$ , $T_{21}$	
P	$T_{22}$			



Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	$T_{11}$
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$ , $T_{22}$	$T_{21}$ , $T_{22}$	
M	$T_{11}$			$T_{11}$
N	$T_{12}, T_{21}$		$T_{12}$ , $T_{21}$	
P	$T_{22}$		$T_{22}$	



Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	T <sub>11</sub>
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$ , $T_{22}$	$T_{21}$ , $T_{22}$	$T_2$
M	$T_{11}$			$T_{11}$
N	$T_{12}, T_{21}$		$T_{12}$ , $T_{21}$	
P	$T_{22}$		$T_{22}$	

Server	Trans	Child Trans	Commit List	Abort List
Z	T	$T_1$ , $T_2$	$T_{12}$ , $T_1$	$T_{11}, T_2$
X	$T_1$	$T_{11}, T_{12}$	$T_{12}$ , $T_1$	$T_{11}$
Y	$T_2$	$T_{21}$ , $T_{22}$	$T_{21}$ , $T_{22}$	$T_2$
M	$T_{11}$			$T_{11}$
N	$T_{12}, T_{21}$		$T_{12}, T_{21}$	
P	$T_{22}$		$T_{22}$	

• Data structures: final data

Server	Trans	Child Trans	Commit List	Abort List
Z	Т		$T_{12}$ , $T_{1}$ N, X	$T_{11}$ , $T_{2}$
X	$T_1$		$T_{12}$ , $T_1$	$T_{11}$
Y				
M				
N	$T_{12}, T_{21}$		$T_{12}, T_{21}$	
P	$T_{22}$		$T_{22}$	

- Algorithm of coordinator (flat protocol)
  - Phase 1
    - send CanCommit to each worker in commit list
      - TransactionId: T
      - abort list
    - coordinator behaves as worker
  - Phase 2 (as for non-nested transactions)
    - all votes Yes:
      - → commit transaction; send DoCommit to workers
    - one vote No:
      - **→**abort transaction

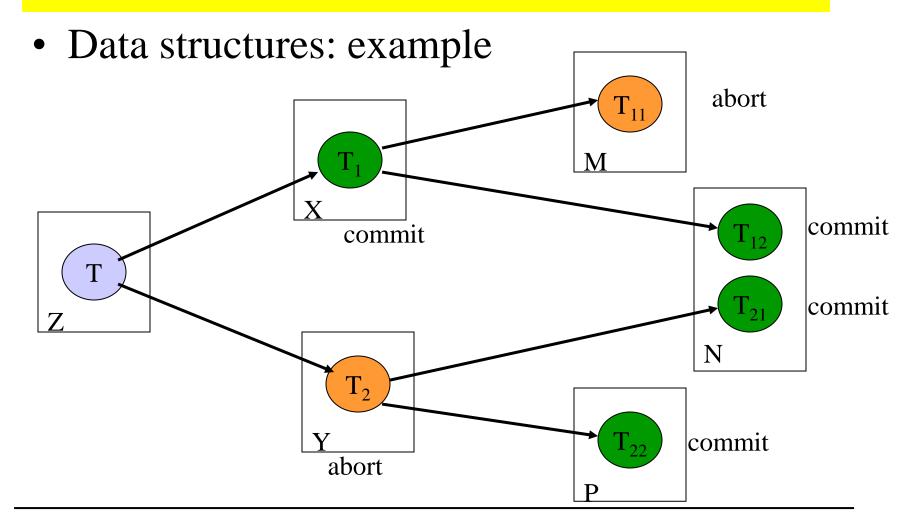
- Algorithm of worker (flat protocol)
  - Phase 1 (after receipt of CanCommit)
    - at least one (provisionally) committed descendant of top level transaction:
      - transactions with ancestors in abort list are aborted
      - prepare for commit of other transactions
      - send Yes to coordinator
    - no (provisionally) committed descendant
      - send No to coordinator
  - Phase 2 (as for non-nested transactions)

- Algorithm of worker (flat protocol)
  - Phase 1 (after receipt of CanCommit)

- Phase 2 voted yes, waits for decision of coordinator
  - receives DoCommit
    - makes committed data available; removes locks
  - receives AbortTransaction
    - clears data structures; removes locks

#### • Timeouts:

- same 3 as above:
  - worker did all/some operations and waits for CanCommit
  - coordinator waits for votes of workers
  - worker voted Yes and waits for final decision of coordinator
- provisionally committed child with an aborted ancestor:
  - does not participate in algorithm
  - has to make an enquiry itself
  - when?



#### Overview

Transactions

- Distributed transactions
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  - Atomic commit protocols
  - Concurrency in distributed transactions ... (Part 3)
  - recoveryDistributed deadlocks
  - Transaction



# Distributed Systems: Transactions Part 2 – Questions?

14 November 2023

