

## DB TRANSACTIONS (Deadline 6)

### Conflict Serializable

T<sub>1</sub>: Increase the fare by 1.5 times (A)  
Update Driver Contact (B)

T<sub>2</sub>: Increase the fare by 200 (A)  
update the driver's ~~contact~~<sup>rating</sup> (B)

#### Schedule 1:

T <sub>1</sub>	T <sub>2</sub>		T <sub>1</sub>	T <sub>2</sub>
R(A)			R(A)	
W(A)			W(A)	
	R(A)	⇒	R(B)	
	W(A)		W(B)	
R(B)				R(A)
W(B)				W(A)
	R(B)			R(B)
	W(B)			W(B)

Here we have finally got a <sup>serial</sup> schedule after swapping non-conflicting ~~transactions~~ operations. So, we can say that this is Conflict Serializable Schedule.



## Non-Conflict Serializable

T1 :- Increase fare by 1.5x (A)  
 ' Update driver's contact (B)

T2 :- Increase Fare by 200 (A)  
 ' Update driver's rating (B)

### Schedule:

T1	T2
R(A)	
W(A)	
	R(A)
	W(A)
	R(B)
	W(B)
R(B)	
W(B)	

To <sup>convert</sup> ~~make~~ this schedule ~~is~~ into a serial schedule, we have to swap {R(B), W(B)} operation of T1 with {R(A), W(A), R(B), W(B)} operation of T2.

However we cannot swap these two operations as the {R(B), W(B)} of T1 and {R(B), W(B)} of T2 are conflicting operations.

Thus, the schedule is non-conflict serializable.



## Transactions

### Transaction 1:

BEGIN TRANSACTION;

-- Increasing fare by 1.5x.

Update trip

Set fare = fare  $\times$  1.5

where trip-id = 10;

-- Update driver's contact

Update driver

Set contact = 9876543210

where driver-id = 1;

COMMIT;

### Transaction 2:

BEGIN TRANSACTION;

-- Increase fare by 200.

Update trip

Set fare = fare + 200

where trip-id = 10.

-- Update driver's rating

Update driver

Set rating = 9

where driver-id = 1;

COMMIT;