## Chapter 6.2 Undo Logging

*Definition:*

Logging is the file that consists of Logging Records, each logging records the situation that records about some things that Transaction has done.

*If logging records has appeared in the Non-Volatile storage, then after crash happens, we can use them to recover Database System into Consistent Status. Our first Logging type is Undo Logging, it can be used to Undo Transaction that happens before crash to repair database status.*

*Other Contents:*

* Introduce the basic thinking of Logging Records, including Commit and its influence on Database Status and Logging.
* Create Logging into the main memory and flush logging to copy the logging to Disk.
* Check undo Logging, learn to use it to recover from the crash.
* In order to avoid checking all logging, so introduce ‘Checkpoint’ and it can be used to throw the old logging part.

### Chapter 6.2.1 Logging Record

Here, logging file is only seen as file which only can be opened by using additional method. However when transaction executes, the Logging Management is responsible for the each event in the Logging.

* *Each time when the logging block is filled with logging records, and each logging record is corresponding to one of these event.*
* *Initially, the logging block is created in Main Memory, and just like other blocks that assigned by Buffer Management, when there is any chance, the logging block would be written back to Non - Volatile Memory.*

There have several types of Logging Records, including:

1. *<START T>*: This recording is used to record the *start of Transaction T*.
2. *<COMMIT T>*: *Transaction T has been executed successfully*, and *there would have no more changes on Database Element*. Any updates that T to the Database would reflect to Disk. However, since we can not control when Buffer Management would write back the block to Main Memory. However we see record <COMMIT T> logging record, we still can not make sure whether all updates have been reflected on the Disk. If we insist to make all update on Disk, then this requirement can be finished by Logging Management, this should be the *task of Buffer Management*.
3. *<ABORT T>*: *Transaction T has not been finished successfully.* Since if Transaction T has been aborted, then any updates from the transaction can not be copied to the Disk. The Transaction Management has the responsibility to ensure that such update can not appear on the Disk, or any updates should be eliminated from Disk.

*For Undo Logging, the only Logging type of record is update Record, the format of Logging Record is just as <T, X, v>.*

* *Meaning: Transaction T change the database element X, and the original value of X is v.*
* *The place where this change happens is normally on the Main Memory but not on the Disk.*
* *This Transaction is only used to record OLD Value but not NEW Value.*

Just as we see before, If we want to use Undo Logging records to recover the Database System, then we just need to reuse OLD Value on the disk to eliminate the influence of this Transaction.

### Chapter 6.2.2 Rule of Logging Record

As long as *Two Rules* in the Transaction and Buffer Management have been satisfied, then Undo Logging can be used to recover the Database System:

1. *U1: If Transaction T has changed the Database Element X, then logging record <T, X, v> should be written back to Disk before the new assigned value has been written to Disk.*
2. *U2: If the Transaction has been committed, after all data changes should be written to the Disk, then COMMIT record can be written to the Disk.*

*Conclusion:*

*The Written back to Disk Sequence of Transaction should be:*

1. *Points all Logging Records that change the Database Element.*

*-> Logging Records. ( <T, X, v> Records. )*

1. *Changes the Database Element itself. -> Updates Values.*
2. *COMMIT Logging Records. -> Logging Records.( COMMIT )*
3. and b) are usable for each Database Element, but not all the whole Collection.

To force updating all Logging Records into the Disk, we need to use FLUSH Operation to tell the Buffer Management that copy the Logging Records form Main Memory to the Disk or if there have any updates all Modifications in the Logging Records, then these updates need to be written back to Disk.

In the Logging Records Sequence, we need to give *FLUSH LOG*. Transaction Management also tells Buffer Management to execute OUTPUT Operation on Database Elements. OUTPUT Operation also needs to be included in the Transaction Sequence.

*Example:*

Consider Undo Logging Records again.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| *Step* | *Moves* | *t* | *M - A* | *M - B* | *D - A* | *D - B* | *Logging Records* |
| *1* |  |  |  |  |  |  | *<START T>* |
| *2* | *READ(A, t)* | *8* | *8* | *8* | *8* | *8* |  |
| *3* | *t := t \* 2* | *16* | *8* | *8* | *8* | *8* |  |
| *4* | *WRITE(A,t)* | *16* | *16* | *8* | *8* | *8* | *<T, A, 8>* |
| *5* | *READ(B, t)* | *8* | *16* | *8* | *8* | *8* |  |
| *6* | *t := t \* 2* | *16* | *16* | *8* | *8* | *8* |  |
| *7* | *WRITE(B, t)* | *16* | *16* | *16* | *8* | *8* | *<T, B, 8>* |
| *8* | *FLUSH LOG* |  |  |  |  |  |  |
| *9* | *OUTPUT(A)* | *16* | *16* | *16* | *16* | *8* |  |
| *10* | *OUTPUT(B)* | *16* | *16* | *16* | *16* | *16* |  |
| *11* |  |  |  |  |  |  | *<COMMIT T>* |
| *12* | *FLUSH LOG* |  |  |  |  |  |  |

1. *First Line* - Transaction starts and Logging Record <START T> is written into Main Memory.
2. *Second Line* - READ(A, t) read t into A.
3. *Third Line* - Doing Updates on Temporary Variable, this takes happens on the inner of Transaction, therefore this step would not influence any parts in the Main Memory and Disk.
4. *Forth Line* - Write new value back to Buffer Area. According to the Rule U1, here needs to add new Logging Record Line which needs to represent OLD Value of variable A. The Logging Record <T, A, 8> and value 8 stands for the OLD Value.
5. *Fifth Line to Seventh Line* - Repetition Steps for variable B.
6. *Eighth Line* - FLUSH OUT Logging Record to ensure that the Logging Record appears on the Disk. *(Since Logging Records about A and B need to be updated on the Disk, after that copy data Records on Disk - Rule U1.)*
7. *Ninth Line to Tenth Line* - Copy A and B to Disk. *(In order that Transaction Management can submitted Transaction T, it needs to ask Buffer Management to execute these Steps.)*
8. Eleventh Line - Commit Transaction T, and write the logging record <COMMIT T> back to the Logging File.
9. Twelveth Line - FLUSH OUT Logging Record to ensure that the Logging record <COMMIT T> appears in the Disk. *(If this record has not been updated on the Disk, then we may meet such situation, which is that although Transaction has been submitted, but it still be seen as the Abortion or Suspend Transaction.)*

*(For Undo Logging, the key point is that we must wait for the end of OUTPUT Action and after that we can update <COMMIT T> Logging Records.)*

*Supplement:*

If Variable A and B share the same Block, then situation would be much more worse.

Since there may has the situation that one of them has been updated to the Disk and the other one also updated to the Disk which should not be updated at this time, therefore this definitely against the Rule U1.

In order to take Undo Logging into effect, then we need to add some extra constraints into Transaction.

*Solution:*

*Take the Disk Block as Database Element, using Blocking Mechanism to prevent two Transactions from using the same Block.*

*( So in order to prevent the situation from happening above, we recommend to use the Block as Database Element. )*

### Chapter 6.2.3 Using Undo Logging to Recover

### Chapter 6.2.4 Checkpoint

### Chapter 6.2.5 Non - Static Checkpoint