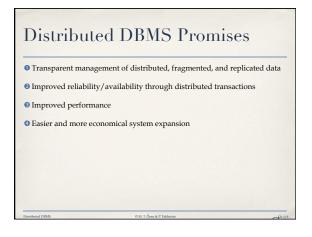
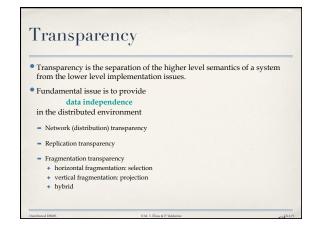
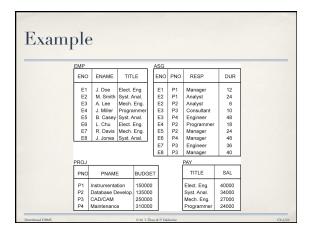
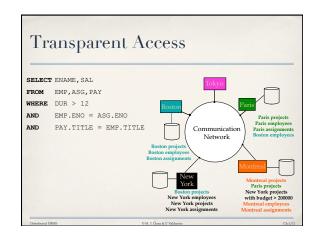


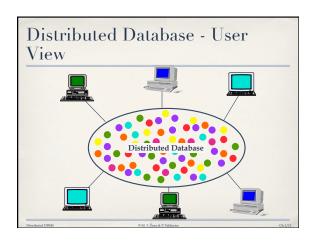
Data Delivery Alternatives Delivery modes Pull-only Push-only Hybrid Frequency Periodic Conditional Ad-hoc or irregular Communication Methods Unicast One-to-many Note: not all combinations make sense

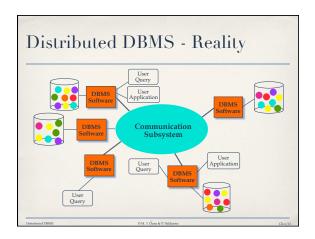


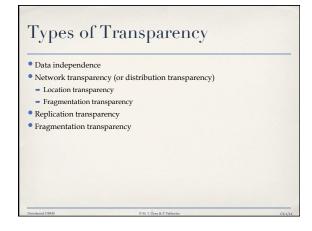












Reliability Through Transactions Replicated components and data should make distributed DBMS more reliable. Distributed transactions provide Concurrency transparency Failure atomicity Distributed transaction support requires implementation of Distributed concurrency control protocols Commit protocols Data replication Great for read-intensive workloads, problematic for updates Replication protocols

Potentially Improved Performance Proximity of data to its points of use Requires some support for fragmentation and replication Parallelism in execution Inter-query parallelism Intra-query parallelism

Parallelism Requirements • Have as much of the data required by each application at the site where the application executes • Full replication • How about updates? • Mutual consistency • Freshness of copies

Distributed DBMS Issues Distributed Database Design How to distribute the database Replicated & non-replicated database distribution A related problem in directory management Query Processing Convert user transactions to data manipulation instructions Optimization problem min{cost = data transmission + local processing} General formulation is NP-hard



