

# ICS 321 Data Storage & Retrieval Transactions Processing (i)

Prof. Lipyeow Lim  
Information & Computer Science Department  
University of Hawaii at Manoa

# Airline Reservation Example

Flights ( fltNo , fltDate , seatNo , seatStatus )

To view available seats:

```
SELECT seatNo  
FROM Flights  
WHERE fltNo = 123 AND fltDate = DATE '2008-12-25'  
      AND seatStatus = ' available ' ;
```

To reserve a particular seat:

```
UPDATE Flights  
SET seatStatus = 'occupied'  
WHERE fltNo = 123 AND fltDate = DATE '2008-12-25 '  
      AND seatNo = '22A';
```

# Transactions

- A transaction is the DBMS's abstract view of a user program: a sequence of reads and writes.
  - Eg. User 1 views available seats and reserves seat 22A.
- A DBMS supports **multiple users**, ie, multiple transactions may be running **concurrently**.
  - Eg. User 2 views available seats and reserves seat 22A.
  - Eg. User 3 views available seats and reserves seat 23D.

# Concurrent Execution

- DBMS tries to execute transactions concurrently – why ?

| Schedule 1      |                 | Schedule 2      |                      | Schedule 3           |                 |
|-----------------|-----------------|-----------------|----------------------|----------------------|-----------------|
| U1              | U2              | U1              | U2                   | U1                   | U2              |
| Finds 22A empty |                 | Finds 22A empty |                      |                      | Finds 22A empty |
|                 | Finds 22A empty | Reserves 22A    |                      |                      | Reserves 22A    |
| Reserves 22A    |                 |                 | Finds 22A taken      | Finds 22A taken      |                 |
|                 | Reserves 22A    |                 | Does not reserve 22A | Does not reserve 22A |                 |

# ACID Properties

4 important properties of transactions

- **Atomicity:** all or nothing
  - Users regard execution of a transaction as atomic
  - No worries about incomplete transactions
- **Consistency:** a transaction must leave the database in a good state
  - Semantics of consistency is application dependent
  - The user assumes responsibility
- **Isolation:** a transaction is isolated from the effects of other concurrent transaction
- **Durability:** Effects of completed transactions persists even if system crashes before all changes are written out to disk

# Atomicity

- A transaction might
  - *commit* after completing all its actions, or it could
  - *abort* (or be aborted by the DBMS) after executing some actions.
- A very important property guaranteed by the DBMS for all transactions is that they are *atomic*.
  - A user can think of a Xact as always executing all its actions in one step, or not executing any actions at all.
- DBMS *logs* all actions so that it can *undo* the actions of aborted transactions.

# Example (Atomicity)

|     |         |
|-----|---------|
| T1: | BEGIN   |
|     | A=A+100 |
|     | B=B-100 |
|     | END     |

|     |          |
|-----|----------|
| T2: | BEGIN    |
|     | A=1.06*A |
|     | B=1.06*B |
|     | END      |

- The first transaction is transferring \$100 from B's account to A's account.
- The second is crediting both accounts with a 6% interest payment
- There is no guarantee that T1 will execute before T2 or vice-versa, if both are submitted together. However, the net effect must be equivalent to these two transactions running serially in some order.

# Database View of Transactions

```
T1:  BEGIN
      A=A+100
      B=B-100
      END
```

```
T1:  BEGIN

      Read A from disk
      A=A+100
      Write A to disk

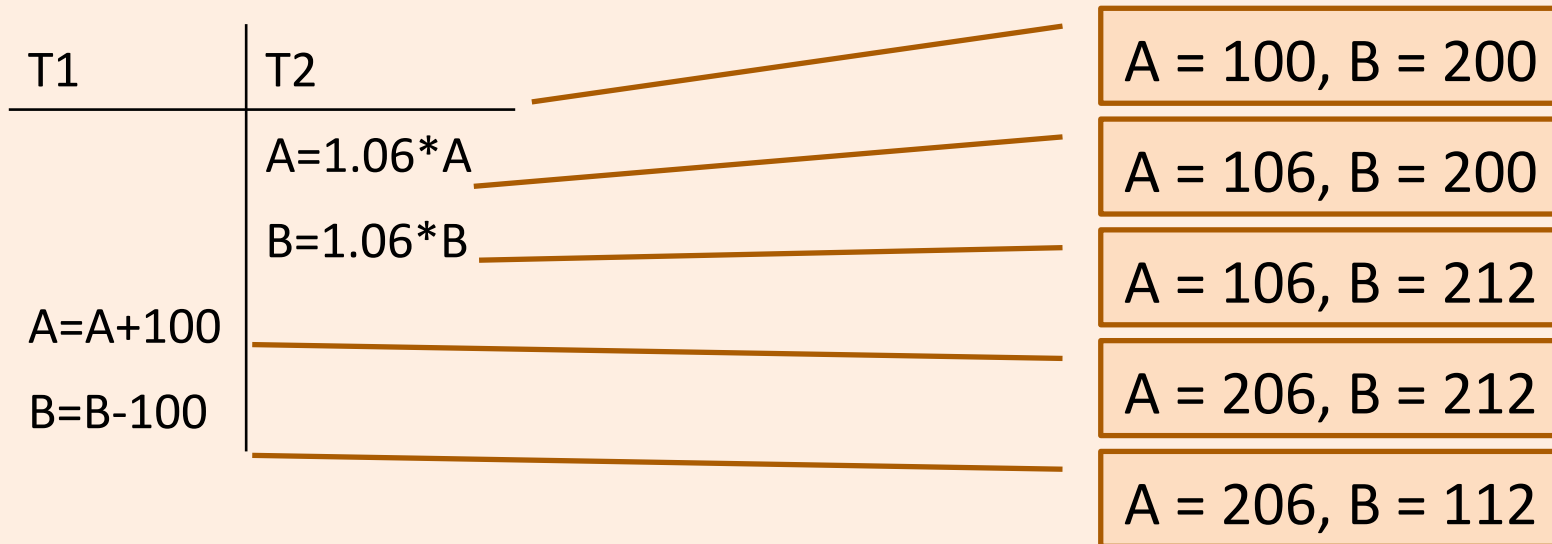
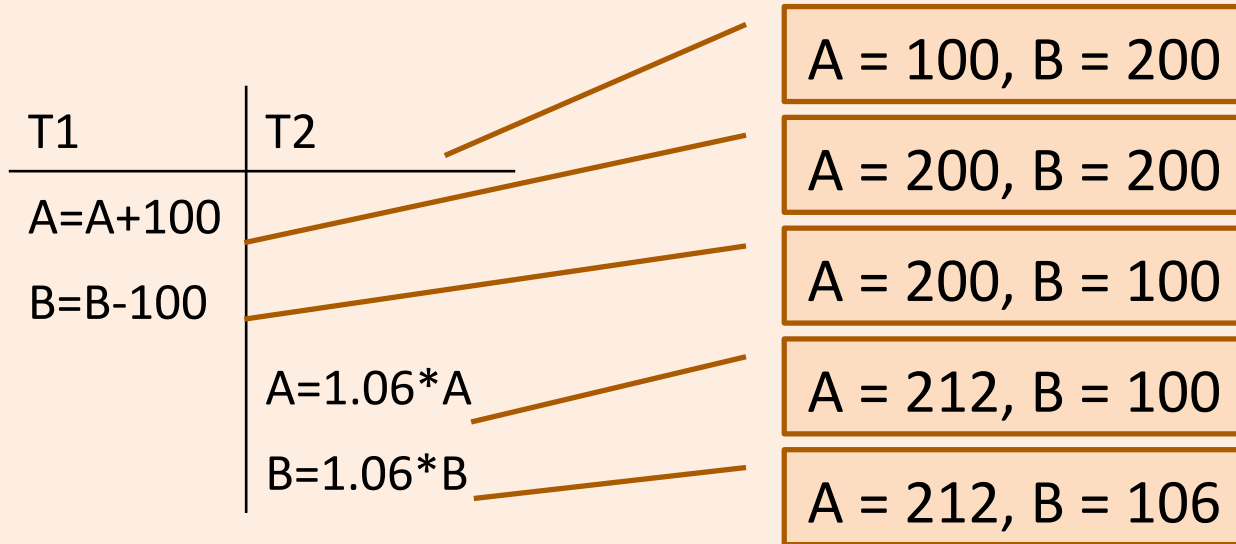
      Read B from disk
      B=B-100
      Write B to disk

      END
```

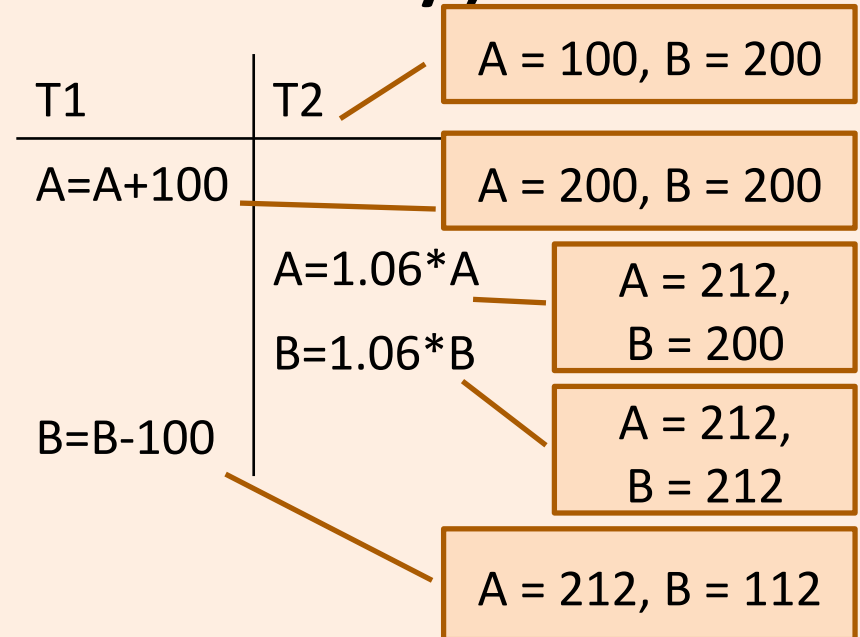
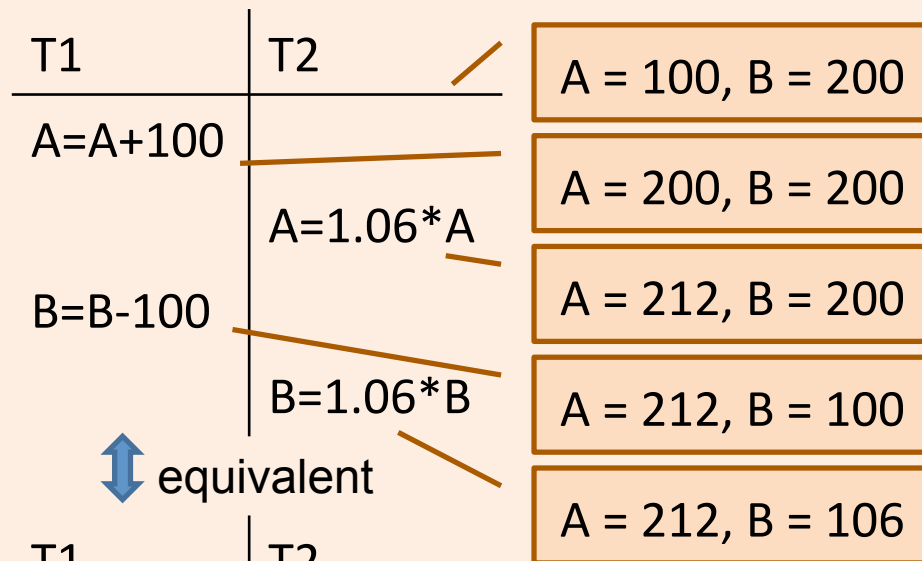
```
T1:  BEGIN
      R(A)
      W(A)
      R(B)
      W(B)
      END
```



# Serial Executions



# Example (Serializability)



# Scheduling Transactions

- *Serial schedule*: Schedule that does not interleave the actions of different transactions.
- *Equivalent schedules*: For any database state, the effect (on the set of objects in the database) of executing the first schedule is identical to the effect of executing the second schedule.
- *Serializable schedule*: A schedule that is equivalent to some serial execution of the transactions.

(Note: If each transaction preserves consistency, every serializable schedule preserves consistency.)

# Transactions in SQL

- After connection to a database, a transaction is automatically started
  - Different connections -> different transactions
- Within a connection, a transaction is ended by
  - **COMMIT** or **COMMIT WORK**
  - **ROLLBACK** (= “abort”)
- DBMS can also initiate rollback and return an error.
- **SAVEPOINT** <savepoint name>
- **ROLLBACK TO SAVEPOINT** <savepoint name>
  - Locks obtained after savepoint can be released after rollback to that savepoint
- Using savepoints vs sequence of transactions
  - Transaction rollback is to last transaction only

# Isolation levels in SQL

- SQL supports 4 isolation levels

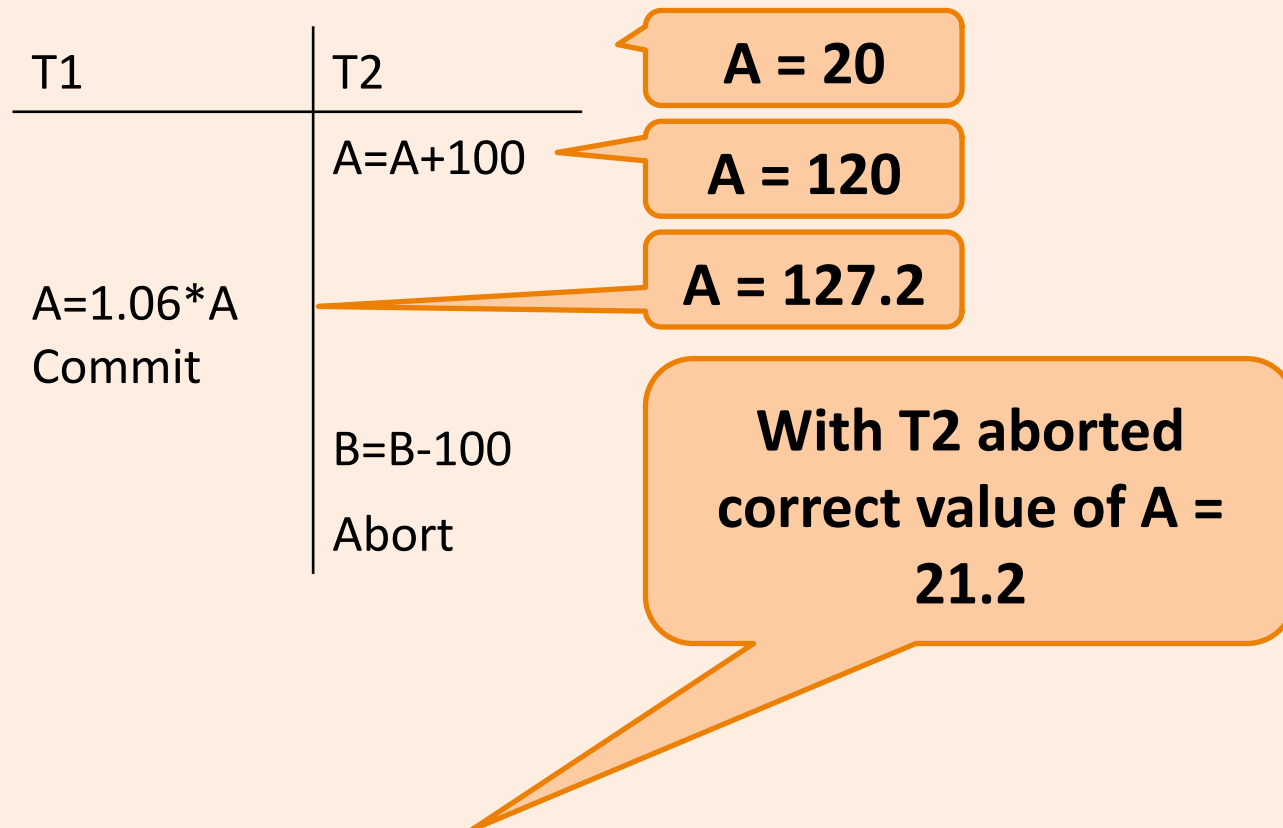
| SQL Isolation Levels | DB2 Isolation Levels    | Dirty read | Unrepeatable Read | Phantom |
|----------------------|-------------------------|------------|-------------------|---------|
| READ UNCOMMITTED     | UNCOMMITTED READ (UR)   | Maybe      | Maybe             | Maybe   |
| READ COMMITTED       | CURSOR STABILITY * (CS) | No         | Maybe             | Maybe   |
| REPEATABLE READ      | READ STABILITY (RS)     | No         | No                | Maybe   |
| SERIALIZABLE         | REPEATABLE READ (RR)    | No         | No                | No      |

**SET TRANSACTION ISOLATION LEVEL SERIALIZABLE**

**SELECT \***  
**FROM Reserves**  
**WHERE SID=100**  
**WITH UR**

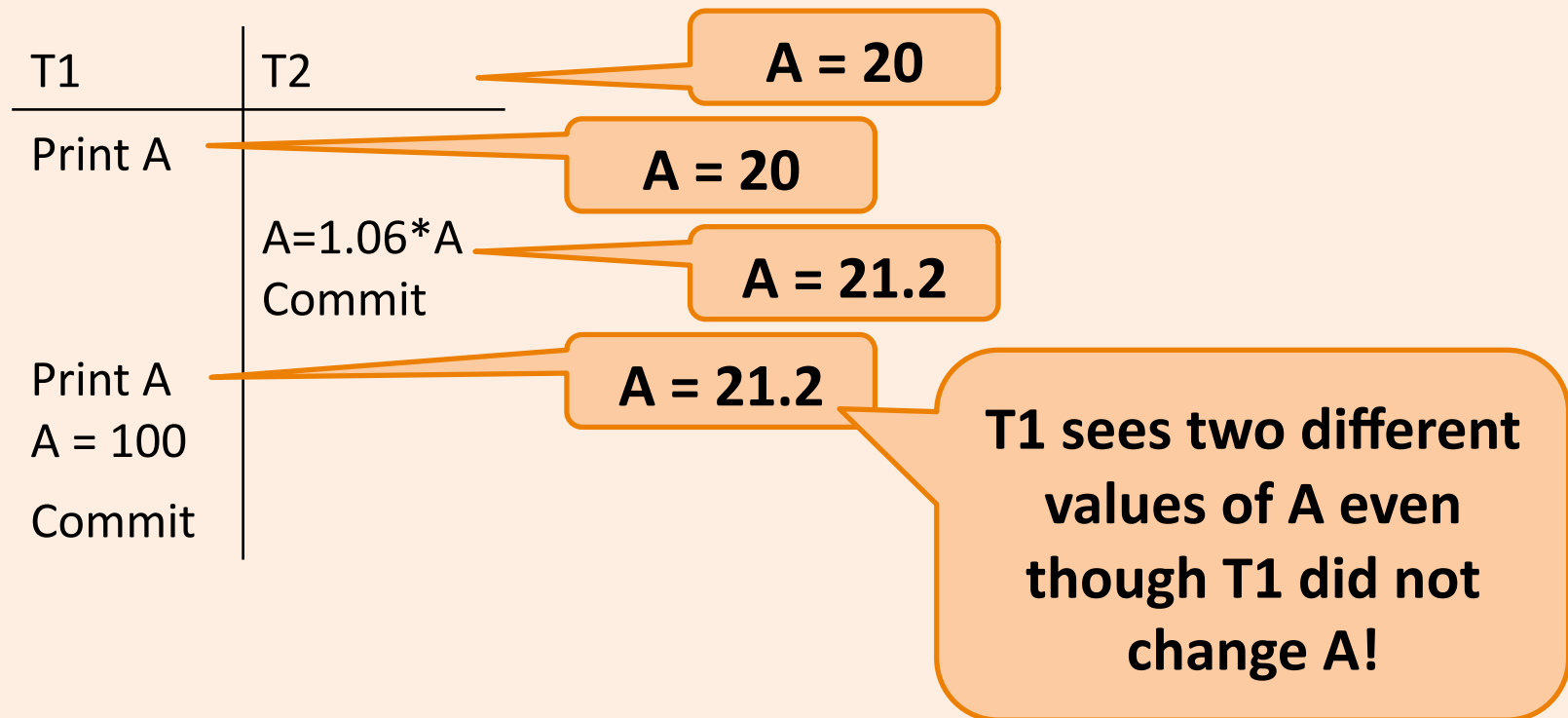
# Anomaly: Dirty Reads

- T1 reads uncommitted data from T2 which may abort



# Anomaly: Unrepeatable Reads

- T1 sees two different values of A, because updates are committed from another transaction (T2)



# Anomaly: Phantom Reads

- Multiple reads from the same transaction sees different set of tuples

