

CS 564: Database Management Systems

Lecture 31: Concurrency control

Xiangyao Yu 4/10/2024

Module B4 Transactions

Concurrency control

Optimistic concurrency control

Logging

ARIES recovery

Outline

Transaction basics

ACID properties

Two-phase locking (2PL)

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ACID properties
Two-phase locking (2PL)

Basic Concept: Transaction

Transaction: A sequence of many actions considered to be one atomic unit of work

- Action: read, scan, update, insert, delete, etc.
- Special action: begin, commit, abort
- Central building block of a database

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Use cases

- Transfer money between accounts
- Purchase a group of products online
- Book flight tickets

```
BEGIN TRANSACTION;
UPDATE account
SET balance = balance - 1000
WHERE account_no = 1;
UPDATE account
SET balance = balance + 1000
WHERE account_no = 2;
COMMIT;
```

Outline

Transaction basics

ACID properties

- Atomicity
- Consistency
- Isolation (serializability)
- Durability

Two-phase locking (2PL)

ACID properties

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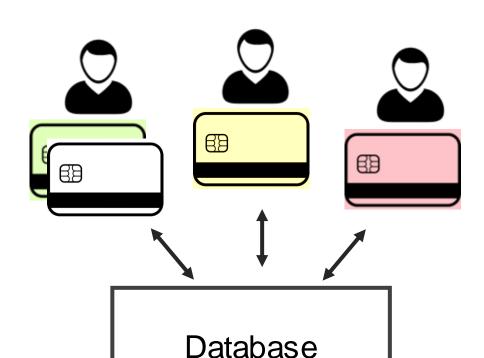
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- <u>Isolation</u>: the execution of one transaction is isolated from other (possibly interleaved) transactions

ACID properties

- Atomicity: all actions in the transaction happen, or none happen
- Consistency: a database in a consistent state will remain in a consistent state after the transaction
- Isolation: the execution of one transaction is isolated from other (possibly interleaved) transactions
- **Durability**: once a transaction commits, its effects must persist

A Naïve Implementation of Transactions



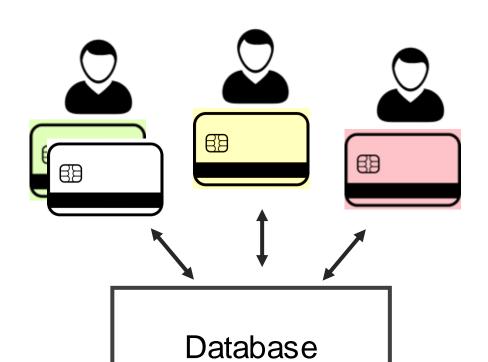
Management

System (DBMS)

NaïveDB

- Admit one transaction T
- Execute T to completion
- Flush T's writes to disk
- Commit T

A Naïve Implementation of Transactions



Management

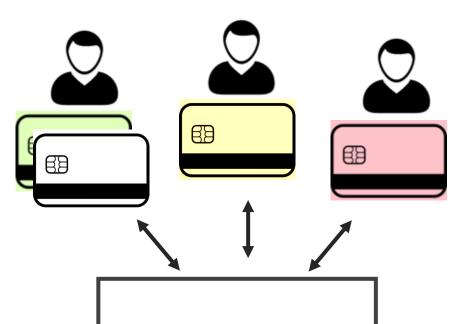
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Naïve DB satisfies **Atomicity**, **Serializable Isolation**, and **Durability**

A Naïve Implementation of Transactions



Database
Management
System (DBMS)

NaïveDB

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- Execute T to completion
- Flush T's writes to disk
- Commit T

Naïve DB satisfies **Atomicity**, **Serializable Isolation**, and **Durability**

Disadvantage of NaiveDB?

Performance!

Online Transaction Processing (OLTP)

NaïveDB

- Admit one transaction T
- Execute T to completion
- Flush T's writes to disk
- Commit T

Performance goal of OLTP DBMS: Logically equivalent to NaïveDB and yet achieve better performance

Isolation Level

We focus on strong isolation level (i.e., serializability)

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Serializability: Execution of transactions produces the same results as some serial execution

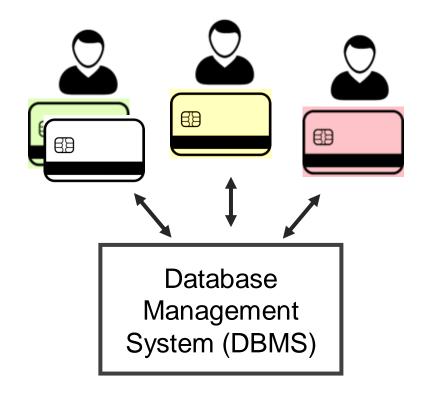
Equivalent to NaiveDB

Isolation Level

We focus on strong isolation level (i.e., serializability)

Serializability: Execution of transactions produces the same results as some serial execution

Equivalent to NaiveDB



Serializable execution





Initailly checking.balance = 1000



If checking.balance > 100

If checking.balance > 100

bal = checking.balance

bal = checking.balance

bal = bal - 100

bal = bal - 100

checking.balance = bal



Initailly checking.balance = 1000



If checking.balance > 100

If checking.balance > 100

bal = checking.balance (1)



bal = checking.balance

bal = 1000

bal = bal - 100

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$$bal = 1000$$

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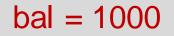
bal = 1000

bal = bal - 100

bal = 900

checking.balance = bal

bal = checking.balance



bal = bal - 100

bal = 900



Initailly checking.balance = 1000



checking.balance > 100

If checking.balance > 100

bal = checking.balance (1)



bal = 1000

bal = bal - 100

bal = 900

checking.balance = bal (3)

bal = 1000

bal = bal - 100

bal = 900

checking.balance = bal

bal = checking.balance

checking = 900



Initailly checking.balance = 1000



checking.balance > 100

If checking.balance > 100

bal = checking.balance (1



bal = 1000

bal = bal - 100

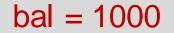
bal = 900

checking.balance = bal (3)



checking = 900

bal = checking.balance



bal = bal - 100

bal = 900





Not Serializable!



Initailly checking.balance = 1000



If checking.balance > 100

If checking.balance > 100

bal = checking.balance (1)

bal = 1000

bal = bal - 100

bal = 900

checking.balance = bal (3)

checking = 900

bal = checking.balance

bal = 1000

bal = bal - 100

bal = 900

checking.balance = bal

checking = 900

Is the following execution serializable?

T1.read(X) T2.write(X) T2.read(Y) T1.read(Y) C1 C2

```
T1.read(X) T2.write(X) T2.read(Y) T1.read(Y) C1 C2 T1.write(X) T2.read(X) C1 C2
```

```
T1.read(X) T2.write(X) T2.read(Y) T1.read(Y) C1 C2 T1.write(X) T2.read(X) C1 C2 T1.read(X) T2.read(Y) T1.write(Y) T2.write(X) C1 C2
```

```
T1.read(X) T2.write(X) T2.read(Y) T1.read(Y) C1 C2 T1.write(X) T2.read(X) C1 C2 T1.read(X) T2.read(Y) T1.write(Y) T2.write(X) C1 C2 T1.write(X) T2.read(X) A1 C2
```

```
T1.read(X) T2.write(X) T2.read(Y) T1.read(Y) C1 C2
T1.write(X) T2.read(X) C1 C2
T1.read(X) T2.read(Y) T1.write(Y) T2.write(X) C1 C2
T1.write(X) T2.read(X) A1 C2
T1.read(X) T2.read(X) T2.write(X) T1.write(X) C1 C2
```

T1.read(X) T2.write(X) T2	.read(Y) T1.read(Y) C1 C2	
T1.write(X) T2.read(X) C1	C2	
T1.read(X) T2.read(Y) T1.	.write(Y) T2.write(X) C1 C2	8
T1.write(X) T2.read(X) A1	C2	×
T1.read(X) T2.read(X) T2.	.write(X) T1.write(X) C1 C2	*

Outline

Transaction basics

ACID properties

Two-phase locking (2PL)

- Shared and exclusive lock
- Strict 2PL
- Deadlock

NaiveDB is equivalent to exclusively locking the entire database for each transaction

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Use fine-grained locks (e.g., page granularity) to improve concurrency

- A lock is in either **Shared** (for read) or **Exclusive** (for write) mode

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Transaction T1 Transaction T2

SH-lock(A)
Unlock(A)

EX-lock(A)
Unlock(A)

SH-lock(A)
Unlock(A)

Locking by itself does not guarantee serializability

NaiveDB is equivalent to exclusively locking the entire database for each transaction

Use fine-grained locks (e.g., page granularity) to improve concurrency

Two-phase locking (2PL) ensures serializability

- Growing phase: acquire but do not release locks
- Shrinking phases: release but do not acquire locks

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Use fine-grained locks (e.g., page granularity) to improve concurrency

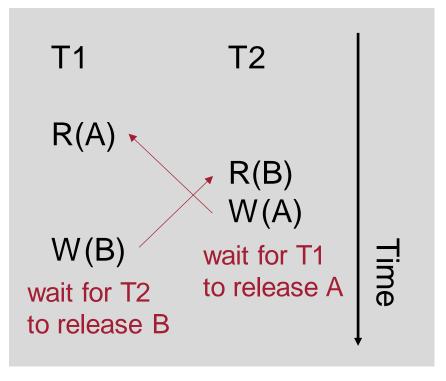
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- Growing phase: acquire but do not release locks
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Strict 2PL (S2PL): release locks only after a transaction commits or aborts

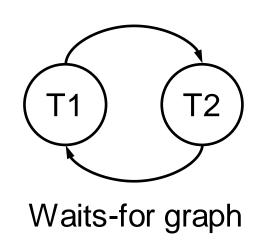
Deadlock in 2PL

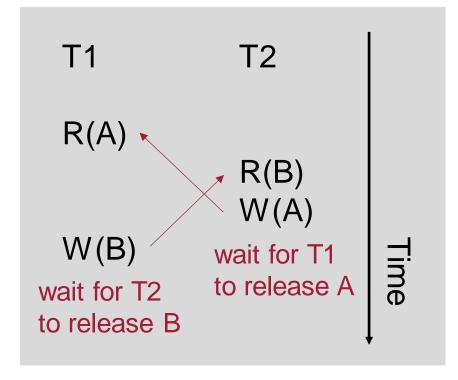
Deadlock is a significant challenge in 2PL



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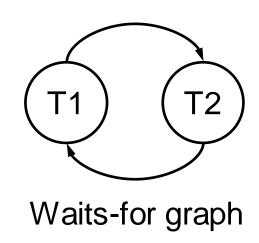


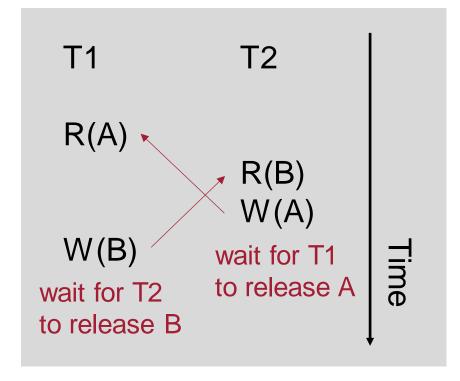


Deadlock in 2PL

Deadlock is a significant challenge in 2PL

A cycle in the waits-for graph -> **Deadlock**!





Deadlock Detection and Prevention

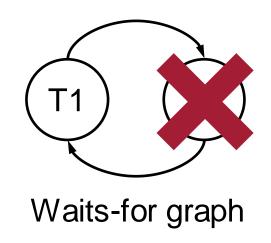
Deadlock detection: Once a cycle is detected, abort one transaction to break the cycle

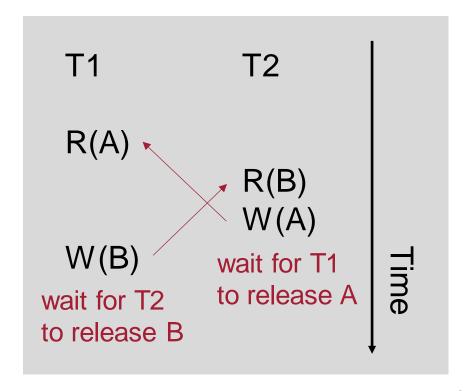
DBMS maintains the waits-for graph

Deadlock Detection

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- DBMS maintains the waits-for graph

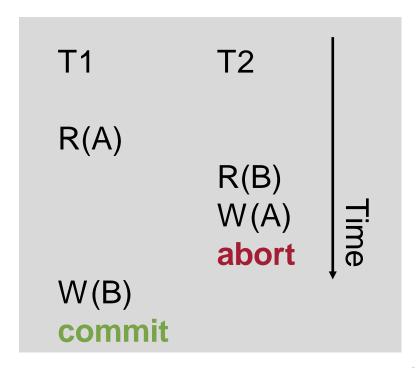




Deadlock Prevention

No-Wait: A transaction self-aborts when encountering a conflict

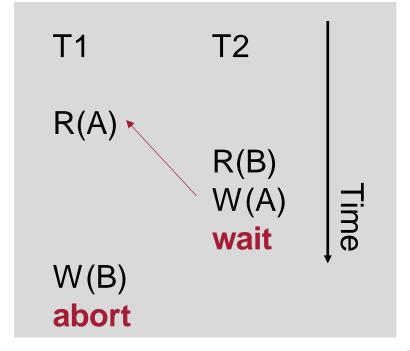
– No wait -> no deadline



Deadlock Prevention

Wait-Die: On a conflict, the requesting transaction waits if it has higher priority than the transaction that owns the lock; otherwise the requesting transaction self-aborts

- No deadlock: wait only from high-priority to low-priority txn
- No starvation: highest priority txn will not abort



^{*} Assuming T2 has higher priority 44

Summary

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- Atomicity
- Consistency
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- Durability

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