

## EXTENDED TRANSACTION MODELS

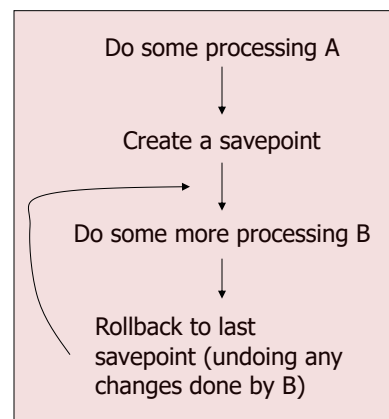
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### Savepoints

#### Transaction Execution

- Idea: allow the state of a transaction to be rolled back to a certain point in execution
- Not necessary to roll back the entire transaction

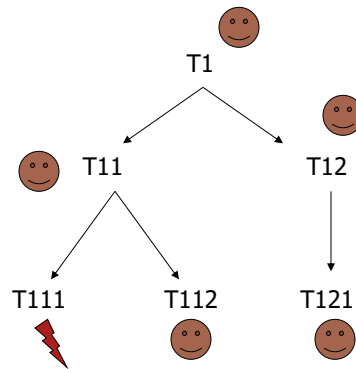


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## Nested Transactions (1)

- Idea: Allow transactions to be nested inside other transactions
- Child transaction's changes not visible to parent, siblings until commit
- Failure of a child transaction does not imply failure of the parent

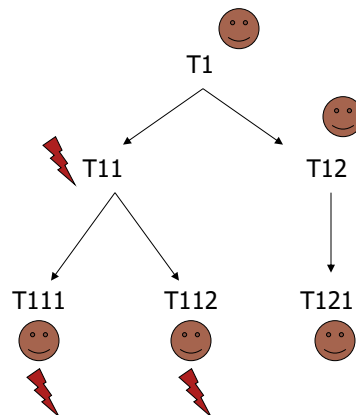


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## Nested Transactions (2)

- Abort of a transaction forces all of its descendants to abort
- Commit is *tentative*
- *Lock inheritance*
- *Lock anti-inheritance*

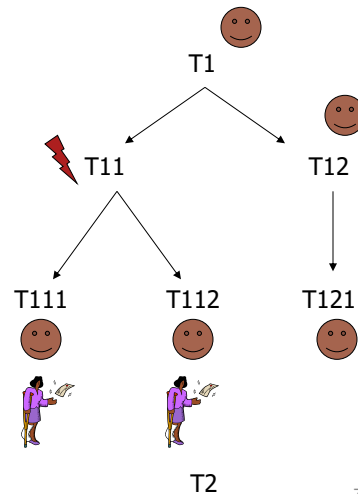


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## Multi-Level Transactions (1)

- Allows a transaction's changes to be made visible to everyone when it commits
  - Nested: visible to parent
- Compensating transaction
  - Each transaction has its own specific compensating transaction

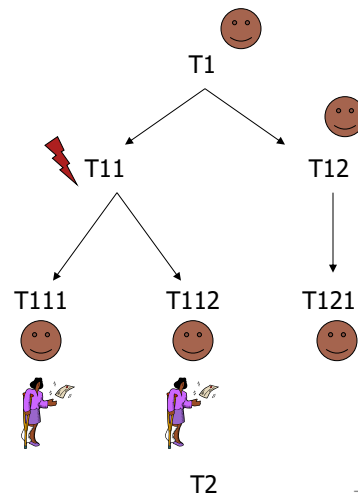


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## Multi-Level Transactions (2)

- Motivation: sharing of low-level resources in layered software systems
- Ex: insert records into database:
  - Find page on disk with free space
  - Insert records
  - Update indexes
  - Commit
- Nested would require page to be locked to further allocation until commit

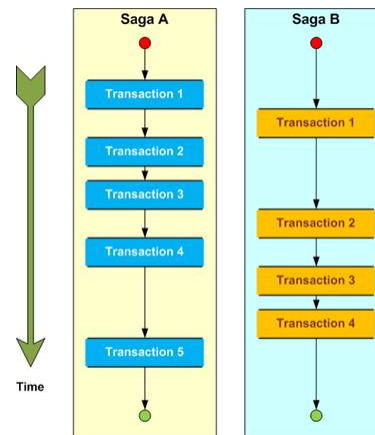


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## Sagas (1)

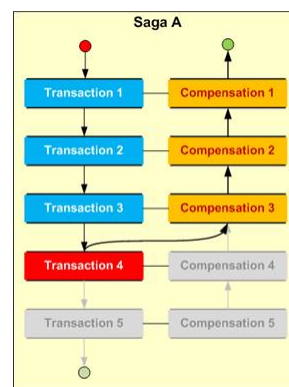
- Transactions are incompatible with long-lived applications
  - Locks must be held to ensure ACID properties
- Sagas relax ACID properties
- A saga is a sequence of transactions
  - “long-lived transaction”



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## Sagas (2)

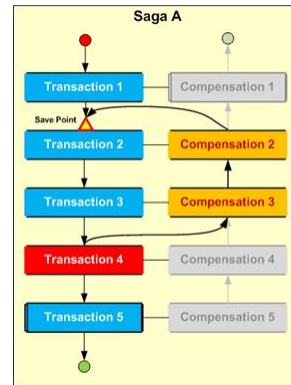
- Each transaction  $T_i$  has a corresponding compensating transaction  $CT_i$
- If  $T_k$  aborts in a transaction, then the compensations  $CT_{k-1}, \dots, CT_2, CT_1$  are executed, in that order
  - Explicit rollback



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## Sagas (3)

- Sagas also support forward recovery using savepoints
- If state is persisted between transactions, then compensating transactions roll back to that savepoint
- Saga continues from that point forward



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