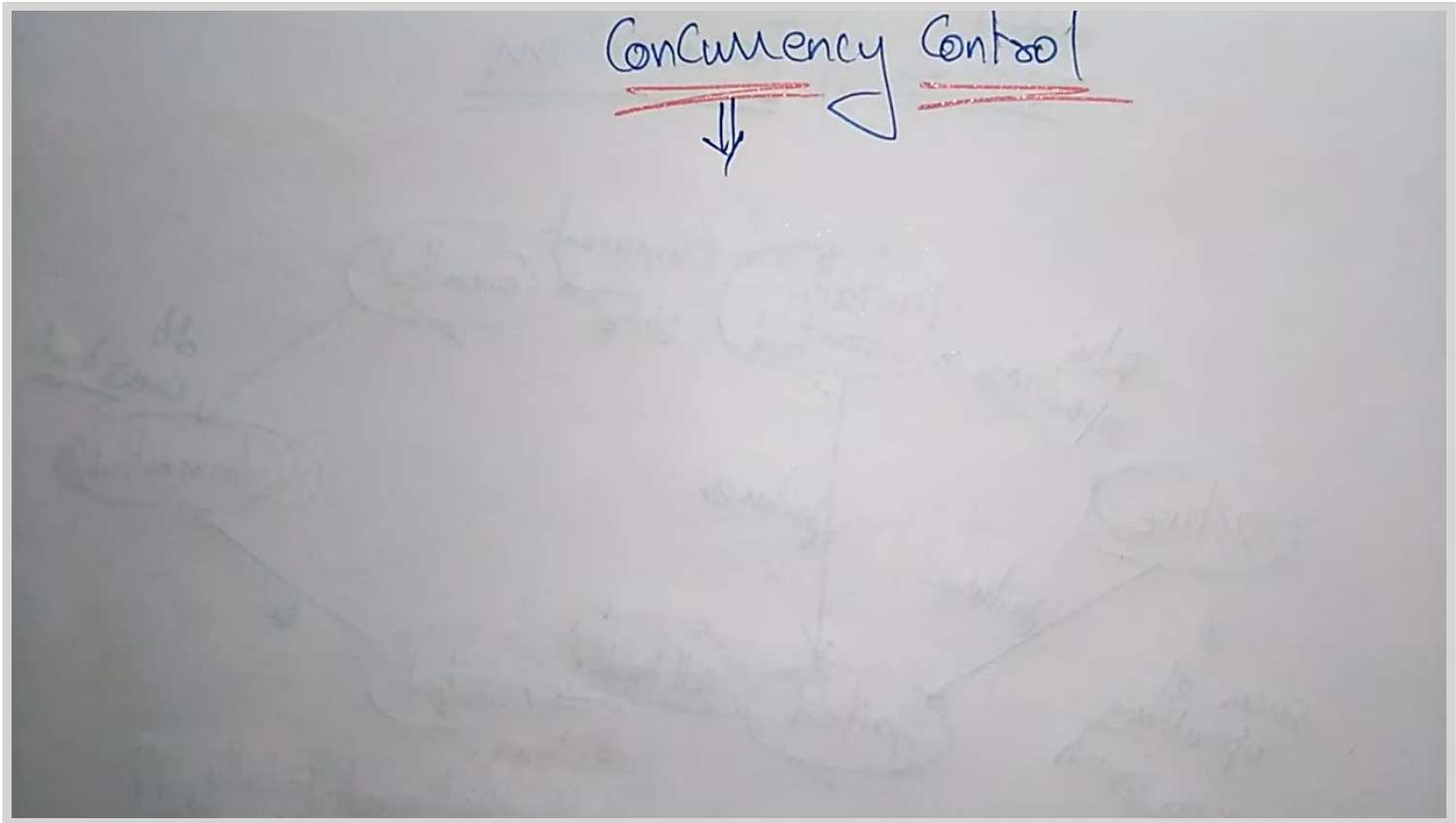
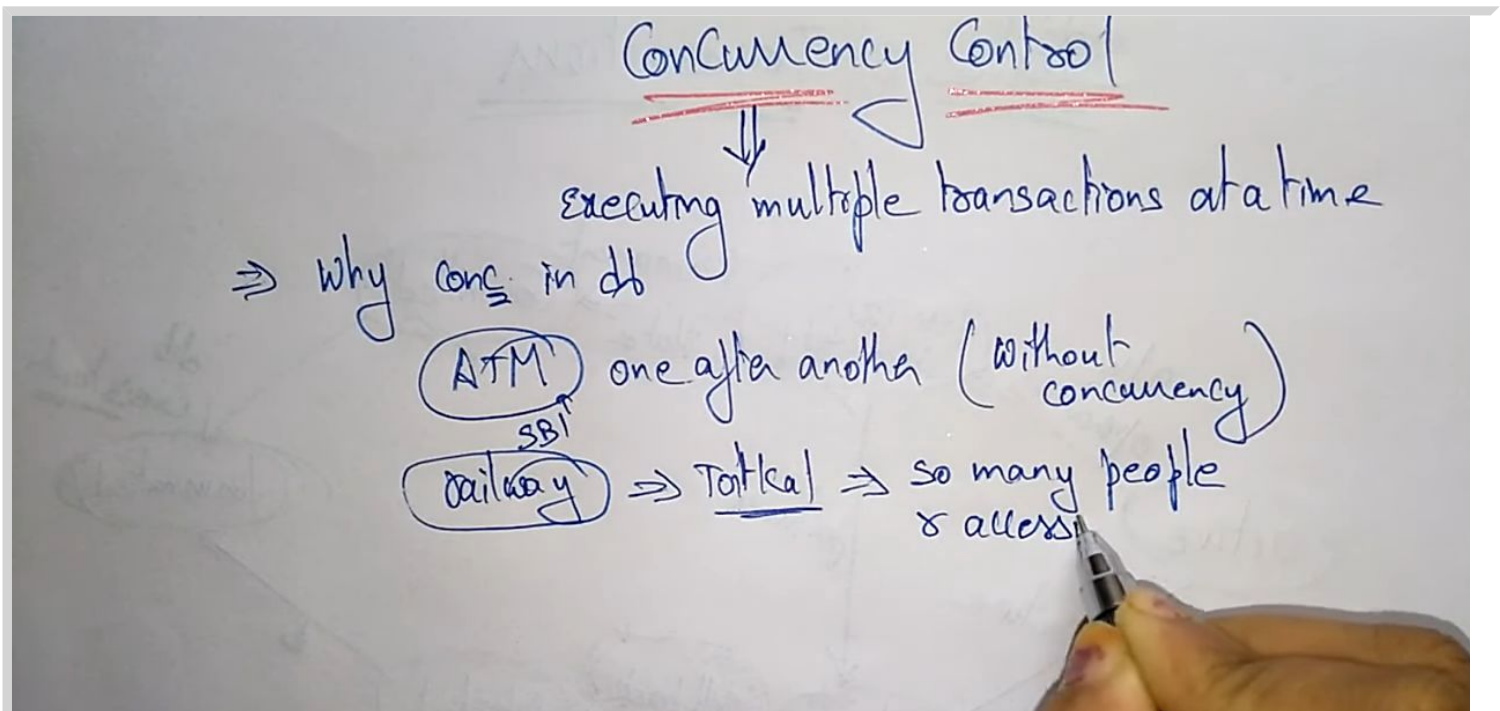


00:16



02:41



04:02

Concurrency Control

↓

executing multiple transactions at a time

⇒ why conc. in db

(ATM) one after another (without concurrency)

<sup>SBI</sup> (railway) ⇒ Tokai ⇒ so many people & accessing the ticket at same time

advantage:

- (a) waiting time ↓
- (b) Response time ↓
- (c) resource utilization

03:55

Concurrency Control

↓

executing multiple transactions at a time

⇒ why conc. in db

(ATM) one after another (without concurrency)

<sup>SBI</sup> (railway) ⇒ Tokai ⇒ so many people & accessing the ticket at same time

advantage:

- (a) waiting time ↓

(b) Responsetime ↓

04:25

Executing multiple transactions at a time  
⇒ why conc in db

(ATM) one after another (without concurrency)  
SBI

(railway) ⇒ Tatkal ⇒ so many people & accessing the tatkal at same time

advantage:

- (a) waiting time ↓
- (b) Responsetime ↓
- (c) resource utilization ↑
- (d) efficiency ↑

04:26

⇒ why conc in db

(ATM) one after another (without concurrency)  
SBI

(railway) ⇒ Tatkal ⇒ so many people & accessing the tatkal at same time

advantage:

- (a) waiting time ↓
- (b) Responsetime ↓



(c) resource utilization  $\uparrow$   
(d) efficiency  $\uparrow$

05:12

$\Rightarrow$  why conc in db

(ATM) one after another (without concurrency)  
SBI

(railway)  $\Rightarrow$  Tokai  $\Rightarrow$  so many people  
& accessing the ticket at same time

advantage:

- (a) waiting time  $\downarrow$
- (b) Response time  $\downarrow$
- (c) resource utilization  $\uparrow$
- (d) efficiency  $\uparrow$

$\Rightarrow$  Simultaneous execution of transaction over a shared db can create several data integrity & consistency problem

05:14

(ATM) one after another (without concurrency)  
SBI

(railway)  $\Rightarrow$  Tokai  $\Rightarrow$  so many people  
& accessing the ticket at same time

advantage:

- (a) waiting time  $\downarrow$
- (b) Response time  $\downarrow$

- (b) response time ↓
- (c) resource utilization ↑
- (d) efficiency ↑

⇒ Simultaneous execution of transaction over a shared db can create several data integrity & consistency problems

06:19

⇒ The 3 main problems are

- last update

06:37

⇒ The 3 main problems are

- last updates
- uncommitted data
- inconsistent retrievals

inconsistent

07:11

⇒ The 3 main problems are

- last updates
- uncommitted data
- inconsistent retrievals

⇒ Conflicts (WR, RW, WW) serializability of trans

07:41

⇒ The 3 main problems are

- last updates



- uncommitted data ✓
- inconsistent retrievals ✓

⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

08:20

09:01

- lost updates ✓
- uncommitted data ✓
- inconsistent retrievals ✓

⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

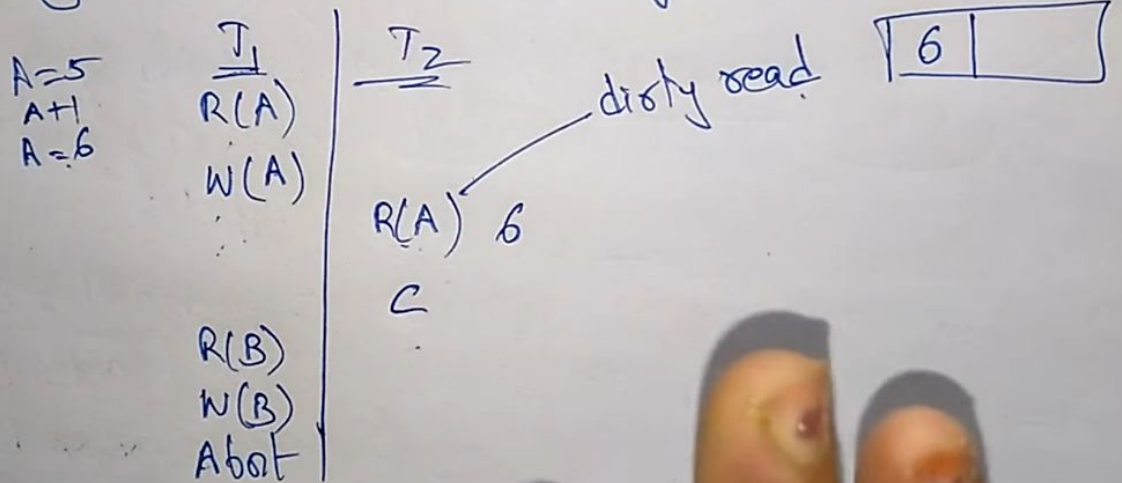
① Reading uncommitted data (WR conflict, "dirty read") :-

	$T_1$	$T_2$
$A=5$	$R(A)$	
$A+1$		
$A=6$	$W(A)$	

10:00

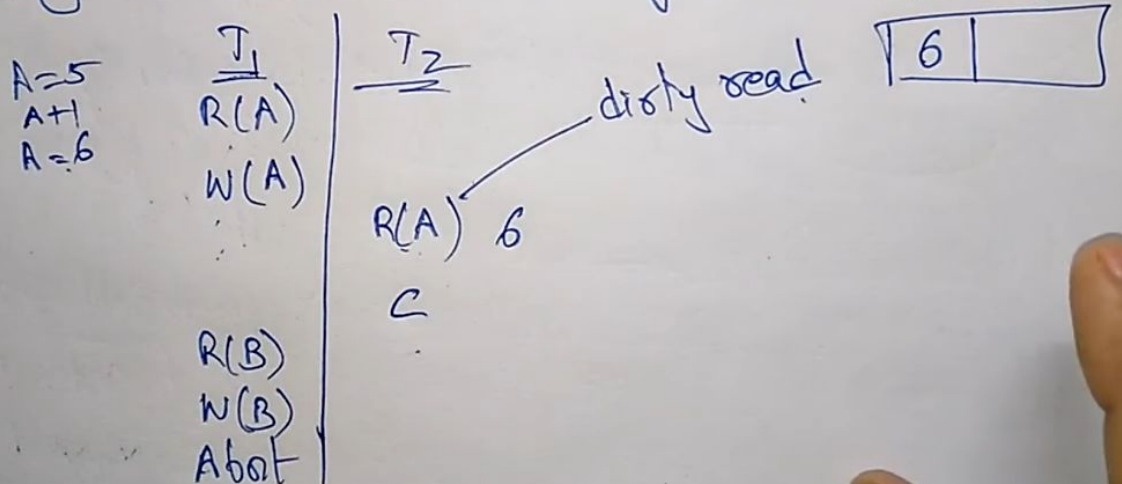
⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

① Reading uncommitted data (WR conflict, "dirty read"):



⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

① Reading uncommitted data (WR conflict, "dirty read"):

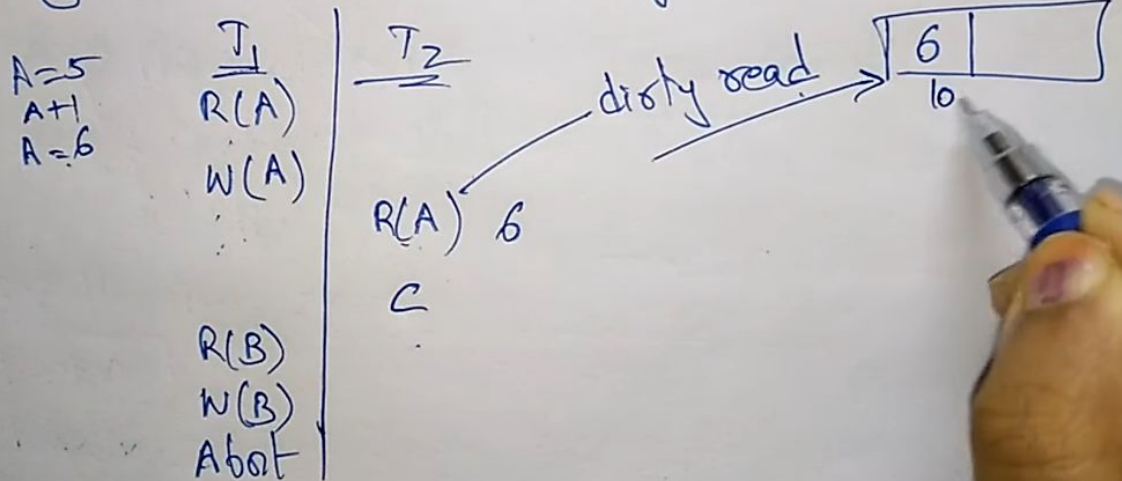




10:38

⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

① Reading uncommitted data (WR conflict, "dirty read"):



10:42

⇒ Conflicts (WR, RW, WW) serializability of transactions  
 ↓  
 serial execution

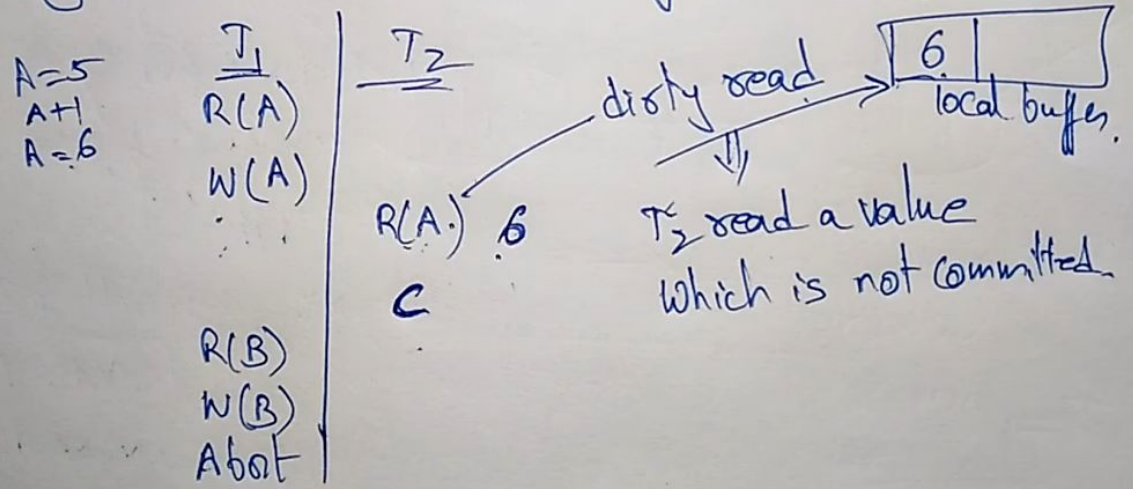
① Reading uncommitted data (WR conflict, "dirty read"):



11:24

⇒ Conflicts (WR, RW, WW) Serializability of transactions  
 ↓  
 serial execution

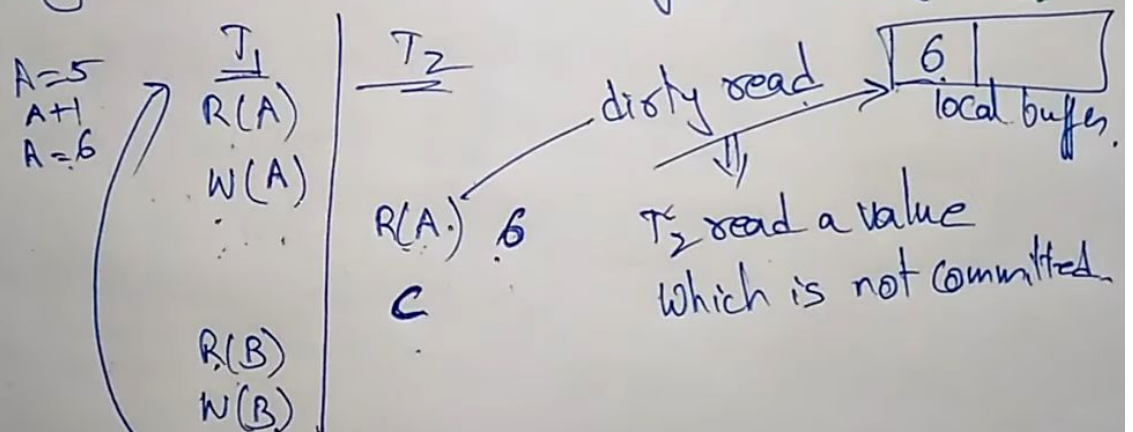
① Reading uncommitted data (WR conflict, "dirty read"):



11:41

⇒ Conflicts (WR, RW, WW) Serializability of transactions  
 ↓  
 serial execution

① Reading uncommitted data (WR conflict, "dirty read"):





12:36

$\Rightarrow$  Conflicts (WR, RW, WW) Serializability of transactions  
 $\Downarrow$   
 serial execution

① Reading uncommitted data (WR conflict, "dirty read") :-

$A=5$   
 $A+1$   
 $A=6$

$\swarrow$   
 failed  
 unchanged  
 rollback

$T_1$   
 $R(A)$   
 $W(A)$   
  
 $R(B)$   
 $W(B)$   
 Abort

$T_2$   
 $R(A)$

$\swarrow$   
 dirty read

$\Downarrow$   
 $T_2$  read a value which is not committed

6 | local buffer

12:39

$\Rightarrow$  Conflicts (WR, RW, WW) Serializability of transactions  
 $\Downarrow$   
 serial execution

① Reading uncommitted data (WR conflict, "dirty read") :-

$A=5$   
 $A+1$   
 $A=6$

$\swarrow$   
 failed  
 unchanged  
 rollback

$T_1$   
 $R(A)$   
 $W(A)$   
  
 $R(B)$   
 $W(B)$   
 Abort

$T_2$   
 $R(A)$

$\swarrow$   
 dirty read

$\Downarrow$   
 $T_2$  read a value which is not committed

6 | local buffer



unchanged  
rollback

13:32

② unrepeatable

13:58

② unrepeatable Read (RW conflict) ✓

A=10	T <sub>1</sub>	T <sub>2</sub>
	R(A)	

14:45

② unrepeatable Read (RW Conflict) ✓

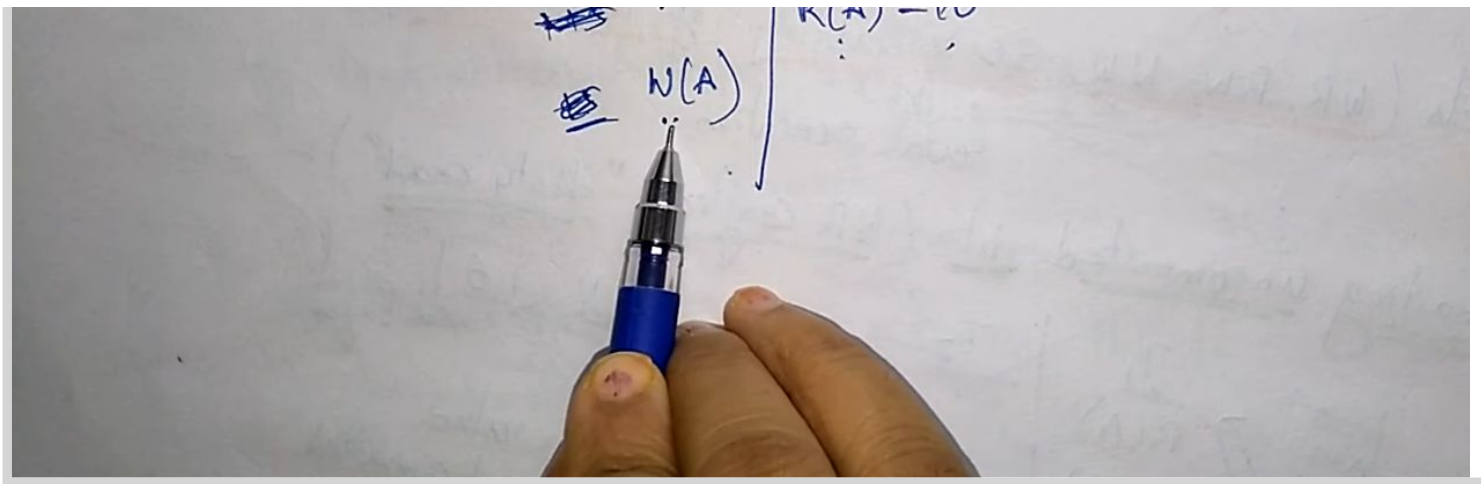
	$T_1$	$T_2$
$A=10$	$R(A)$	
<del><math>A=5</math></del>	$\dots$	$R(A) = 10$
<del><math>A=5</math></del>	$W(A)$	

A hand holding a blue pen is pointing at the table.

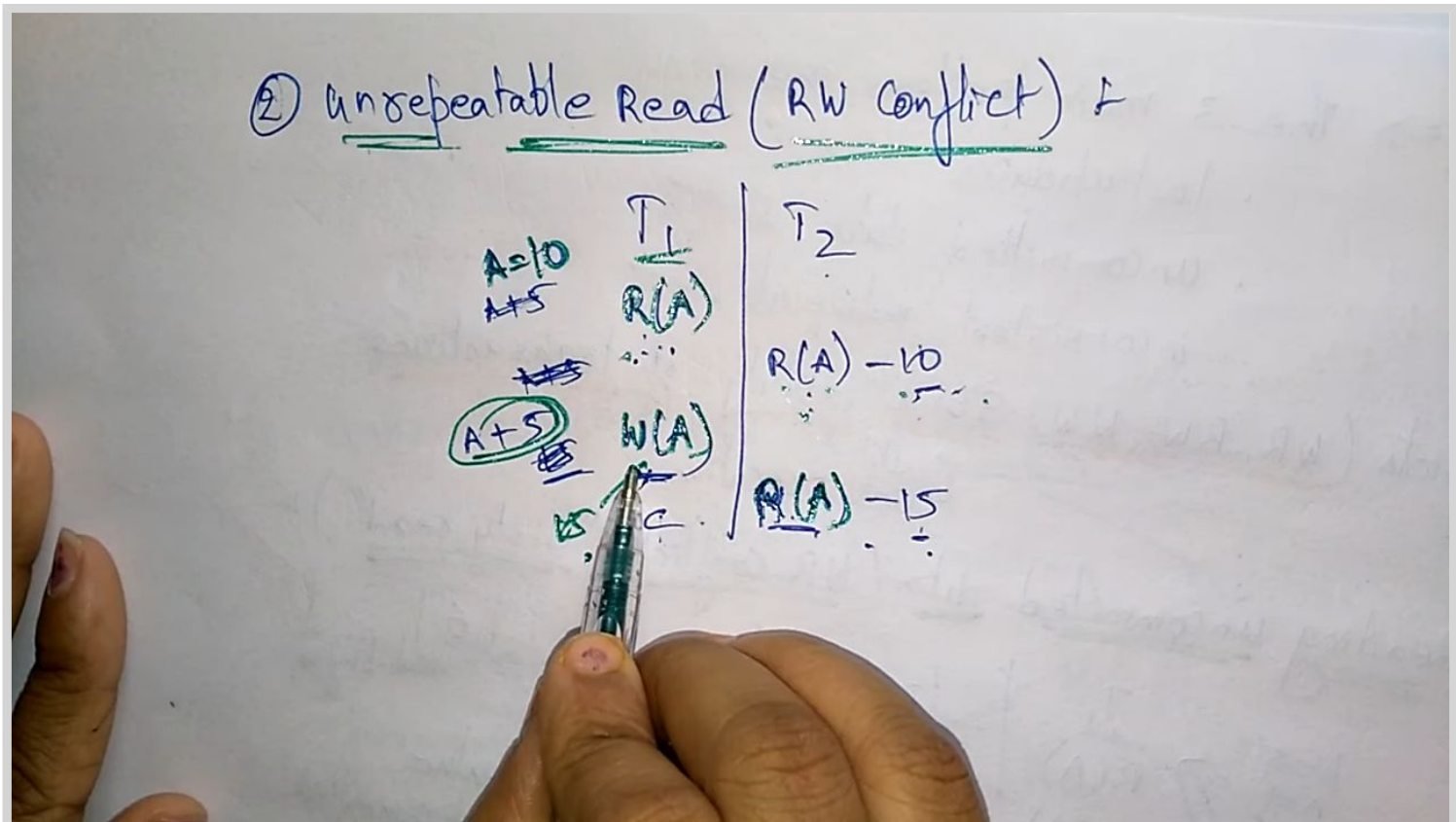
14:54

② unrepeatable Read (RW Conflict) ✓

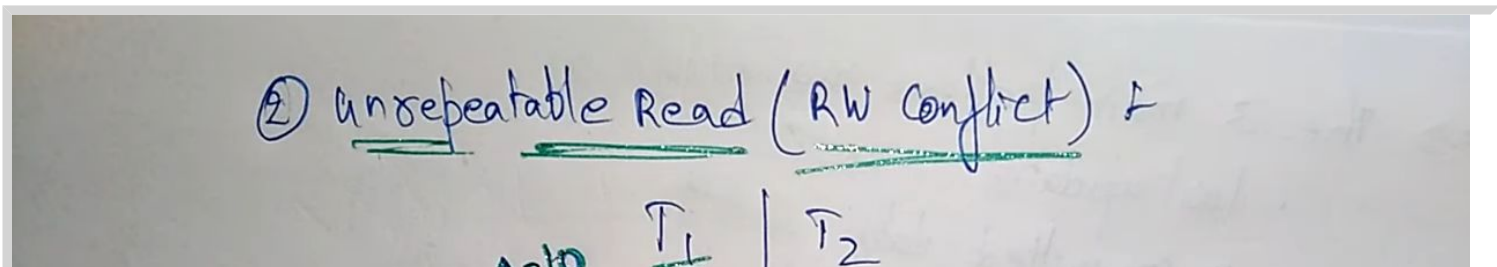
	$T_1$	$T_2$
$A=10$	$R(A)$	
<del><math>A=5</math></del>	$\dots$	$R(A) = 10$



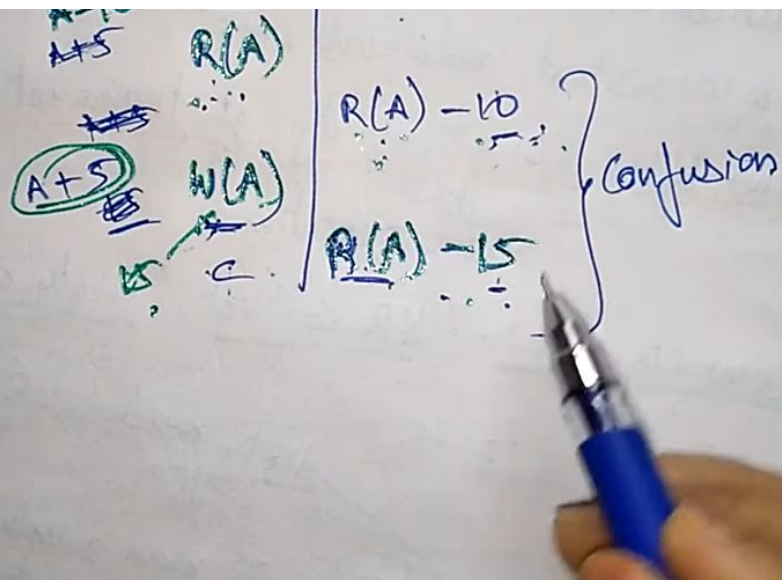
16:11



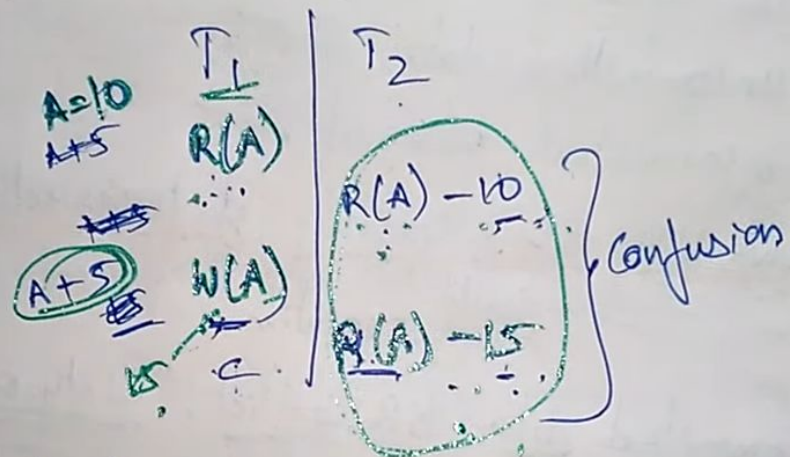
16:32





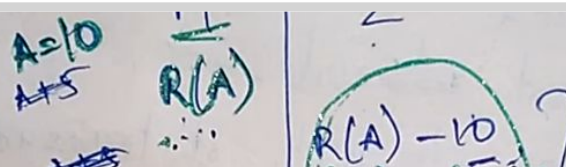


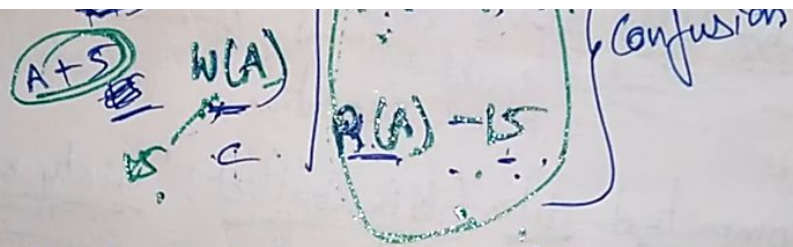
17:28



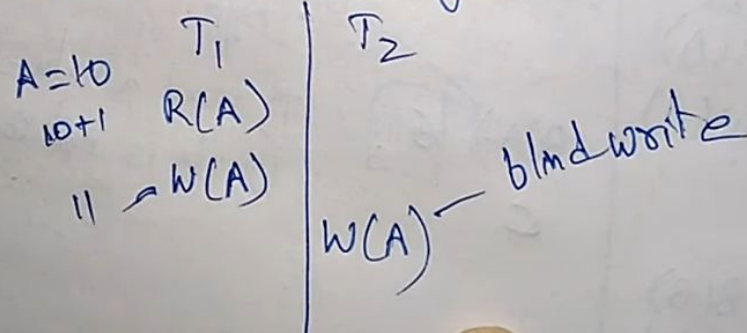
③ lost updated (ww conflict):-

18:06





③ lost updated (ww conflict):-



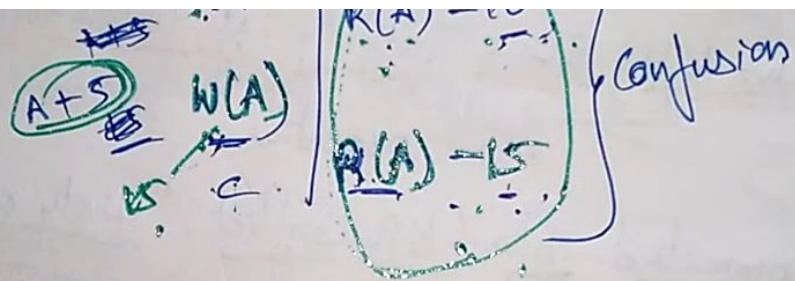
executing multiple transactions at a time  
 $\Rightarrow$  why conc in db

(ATM) one after another (without concurrency)

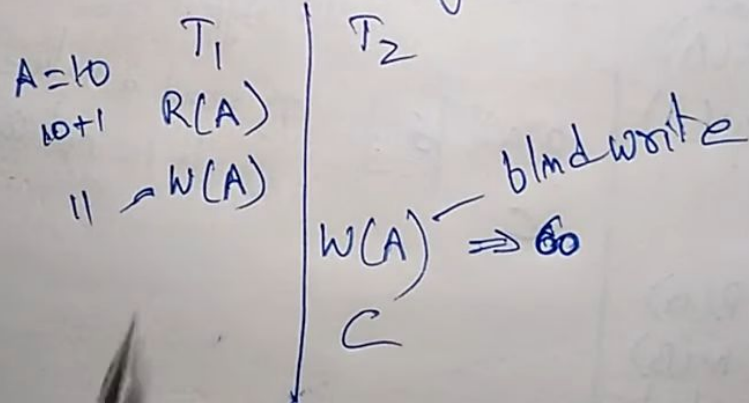
(railway)  $\Rightarrow$  Totical  $\Rightarrow$  so many people  
 $\times$  accessing the total at same time

advantage:

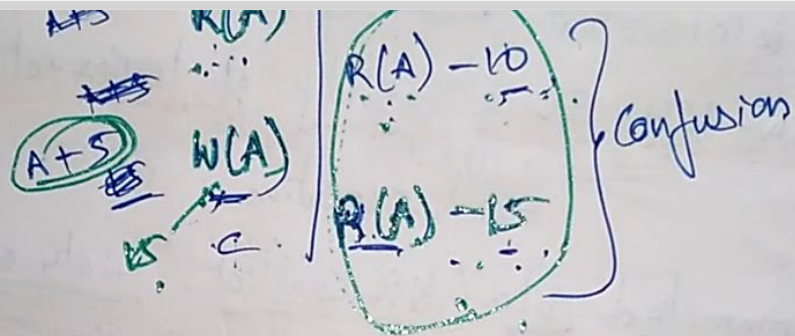
- (a) waiting time  $\downarrow$
- (b) Response time  $\downarrow$
- (c) resource utilization  $\uparrow$
- (d) efficiency  $\uparrow$



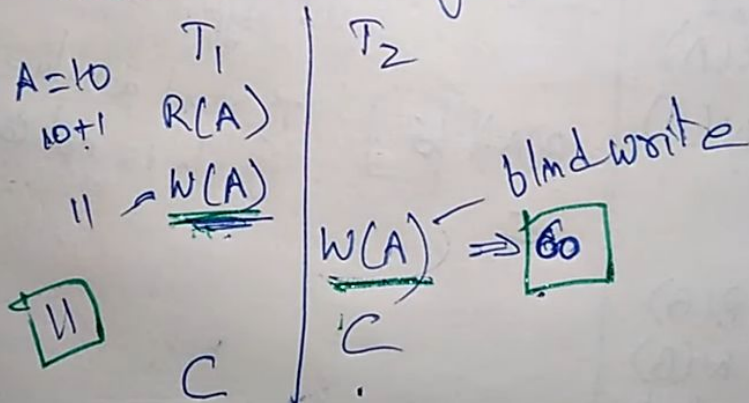
③ last updated (ww conflict):-



19:05

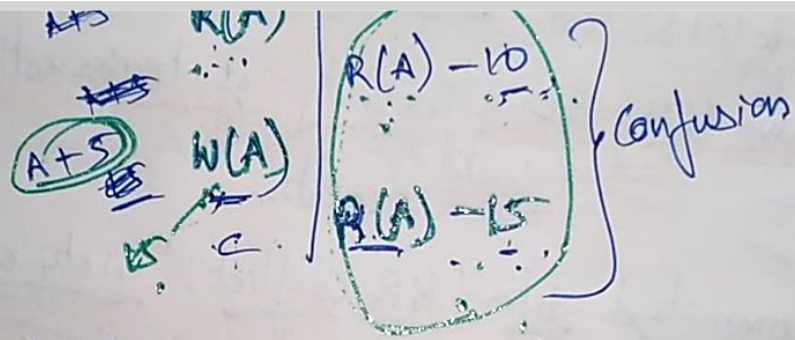


③ last updated (ww conflict):-



18:53





③ lost updated (ww conflict):-

