## Lock-Based Protocols

- A lock is a mechanism to control concurrent access to a data item
- Data items can be locked in two modes:
  - a) exclusive (X) mode:
    - o Data item can be both read as well as written
    - X-lock is requested using lock-X instruction
  - b) shared (S) mode:
    - o Data item can only be read
    - S-lock is requested using lock-S instruction
- A transaction can unlock a data item Q by the unlock(Q) Instruction
- Lock requests are made to the concurrency-control manager by the programmer
- Transaction can proceed only after request is granted

## Lock request type

State of the lock	Shared	Exclusive	
Shared	Yes	No	
Exclusive	No	No	

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Schale protocol 10C King conflict Secializiba 10CK - (A) UNTOUK (A) 104 - ~ (A) .w (A) unlock (A) 10 9<-5 (A) UNIOU<(A)

## Two-Phase Locking Protocol

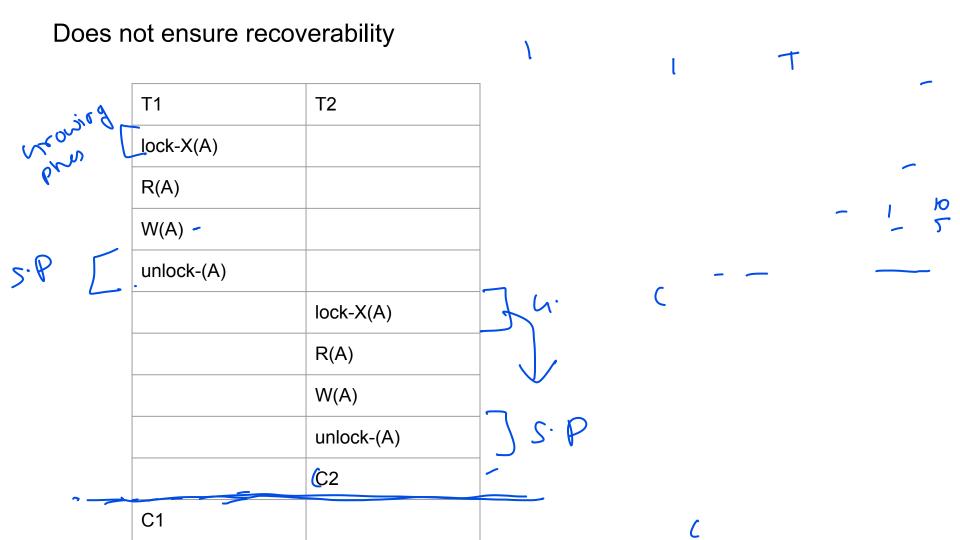
- Two-phase locking with lock conversions:
  - First Phase: ( Woowing phase
    - □ can acquire a lock-S on item
    - □ can acquire a lock-X on item
    - $\triangleright$  can convert a lock-S to a lock-X (upgrade)
  - Second Phase: (Shrinking Phone
    - can release à lock-S
      - > can release a lock-X
      - currerease a rock X

▷ can convert a lock-X to a lock-S (downgrade)  $\bigvee_{N(A)}$  S-  $\bigvee_{N(A)}$ 

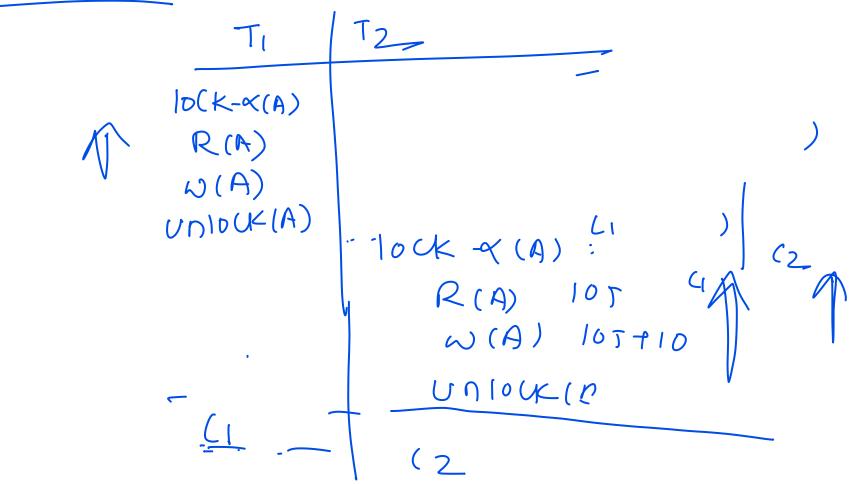
10 (K-KKA)

Two phase locking protocol: · After shrinking phane goowing phane is not possible · hoowing phase is compulsory shrinking phase is aptional . Two phase locking protocol are alway conflict serializable but vice-versa
is not to ve

- Does not ensure recoverability
- Cascading rollback
- Deadlock

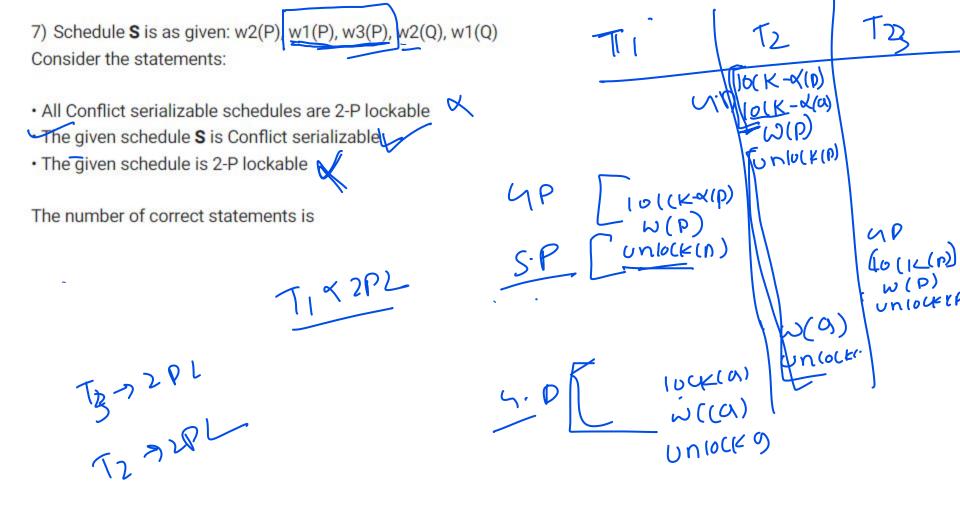


## Cascading rollback



Deadlock

S	
(TI)	T2
IND TIGGER -X(A)	16CK - (B) ) 9.P
M. P TOCK -X (A)	R(B)
-R(A)	WB
ward. W(A)	
TI, Updates	(A) to want to
the value of B	Up date
	the value of A



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Timestemp