CS 186 Discussion 7

Transactions, Concurrency Control Locking Granularity

Logistics

- Nothing new...
 - Have you checked Homework 3 pushes?
 - Homework 4 due this Friday
 - Midterm 1 regrade requests due this Friday
 - Midterm 2 Thursday after break
 - Review session (probably?) Tu/Wed week of
 - Fill out Mid-Semester Feedback

Transactions

- Atomicity: All actions in the xact happen, or none
 - Logging
- Consistency: xact will not break DB consistency
 - Integrity constraints
- Isolation: Execution of the xact is isolated from other xacts
 - Serial ordering
- Durability: Committed xacts have persistent effects
 - Logging

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- What is a conflict?
 - Different xacts on one object that is written to

T1: R(A) R(B) W(A)

T2: R(B) W(B)

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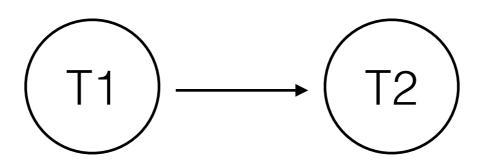
T2: R(B) W(B)

T1: R(A) R(B) W(A)
T2: R(B) W(B)

- Dependency Graph (aka Precedence Graph):
 - One node per xact
 - Edge from Ti to Tj if some operation O_i is earlier than and conflicts with O_j

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- Conflict Serializable: conflict equivalent to some serial schedule
 - Conflict Equivalent: same xacts/actions and every conflict pair is ordered the same way
 - Serializable vs. Conflict Serializable?

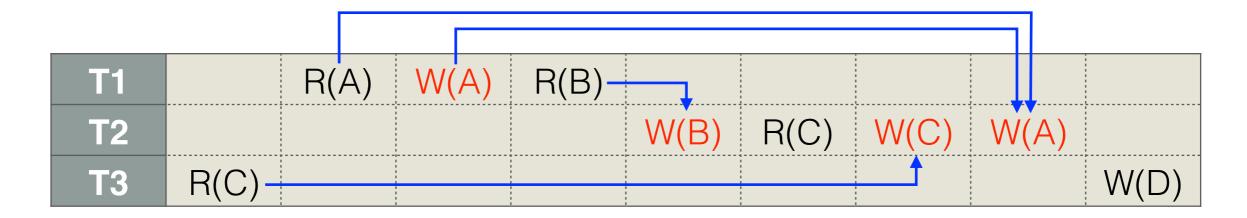
- Conflict Serializable: conflict equivalent to some serial schedule
 - Conflict Equivalent: same xacts/actions and every conflict pair is ordered the same way
 - Serializable vs. Conflict Serializable?
 - What about view serializable?
- Theorem: Schedule is conflict serializable if and only if dependency graph is acyclic

T1		R(A)	W(A)	R(B)					
T2					W(B)	R(C)	W(C)	W(A)	
Т3	R(C)				1				W(D)

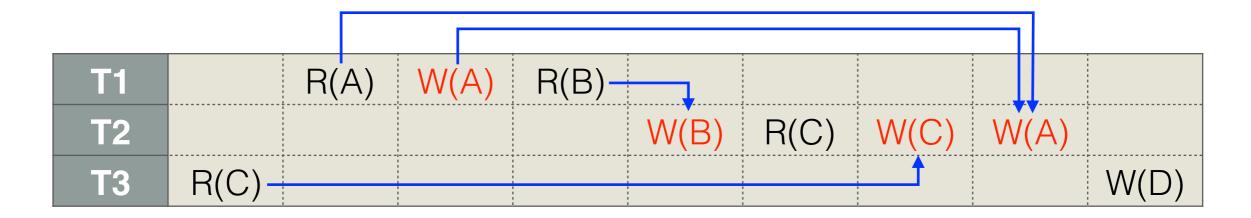
- Dependency Graph
 - Conflicting writes? Edges?

T1		R(A)	W(A)	R(B)				
T2					W(B)	. ,	W(C)	
Т3	R(C)							W(D)

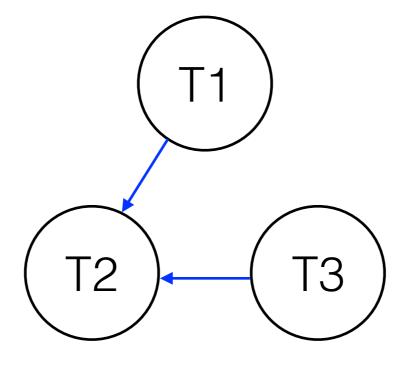
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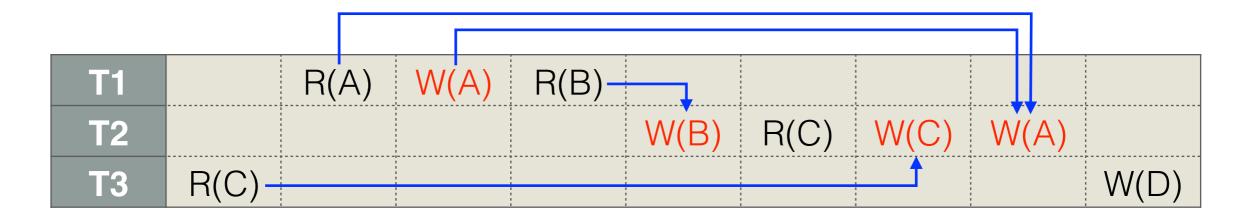


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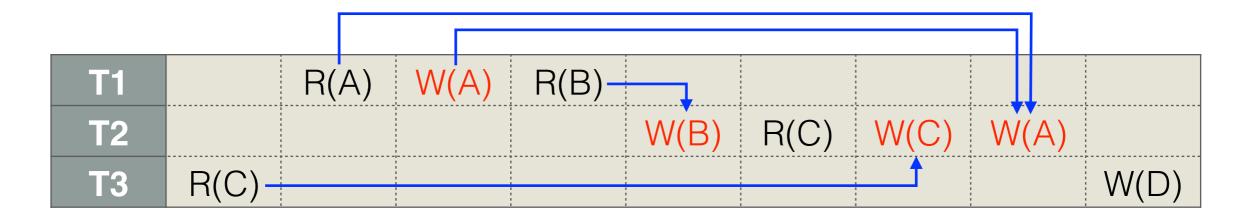


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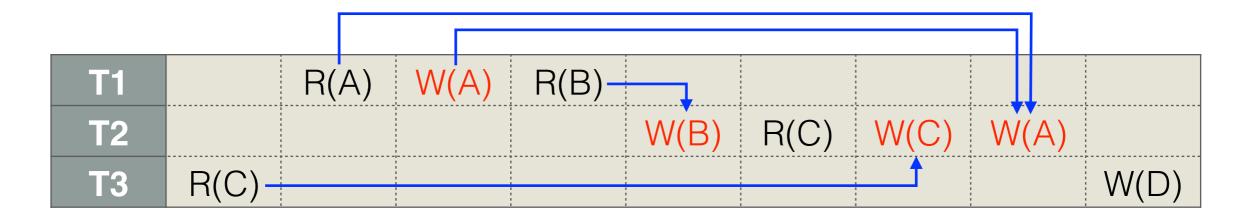




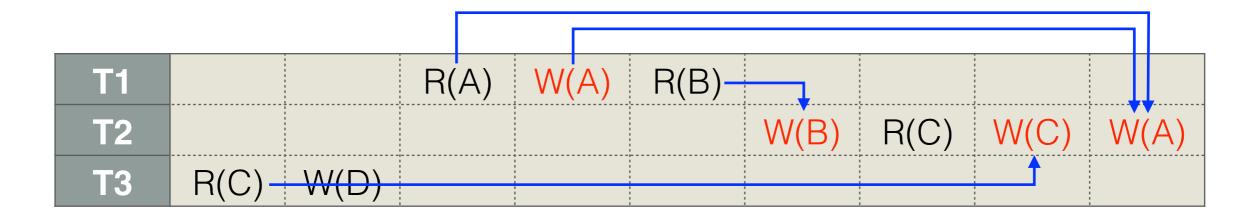
- Conflict Serializability
 - Dependency Graph?
 - What actions would we move?



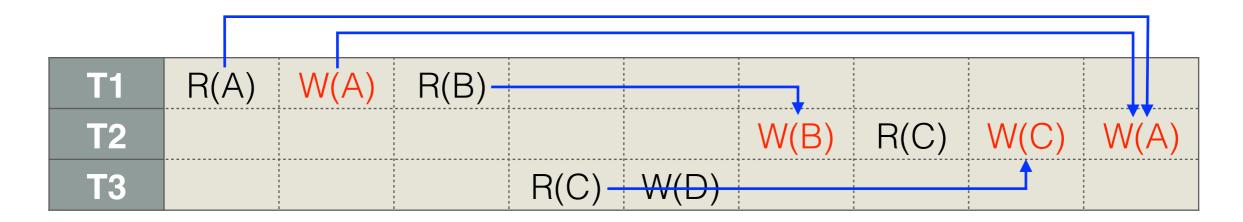
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- Conflict Serializability
 - Dependency Graph? Acyclic!
 - What actions would we move? T3



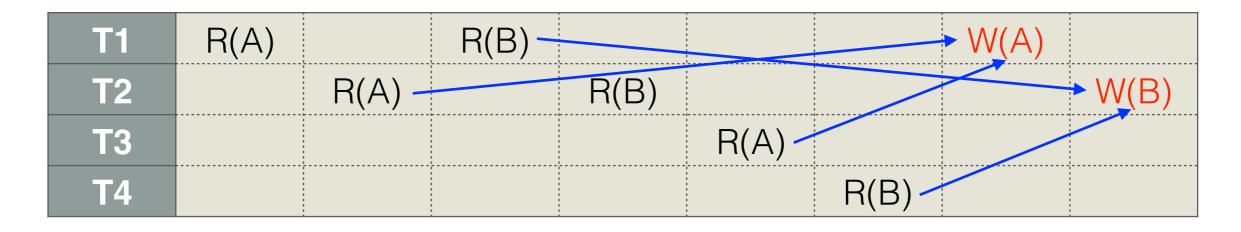
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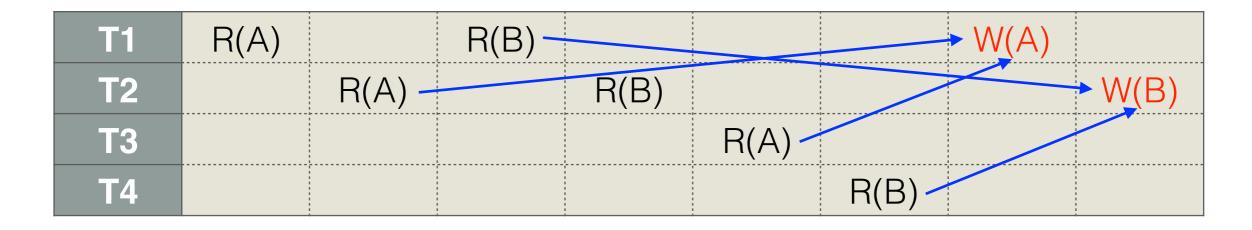
- Conflict Serializability
 - Dependency Graph? Acyclic!
 - What actions would we move? T3

T1	R(A)		R(B)				W(A)	
T2		R(A)		R(B)				W(B)
T3					R(A)			
T4						R(B)		

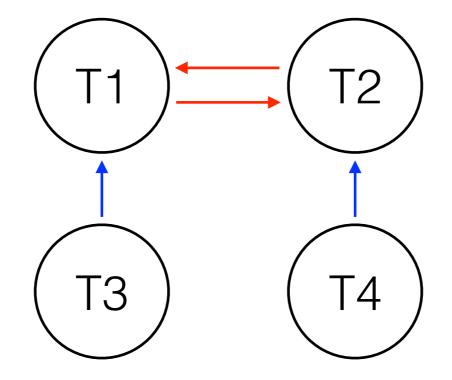
T1	R(A)		R(B)				W(A)	
T2		R(A)		R(B)				W(B)
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T4						R(B)		



Is this conflict serializable?

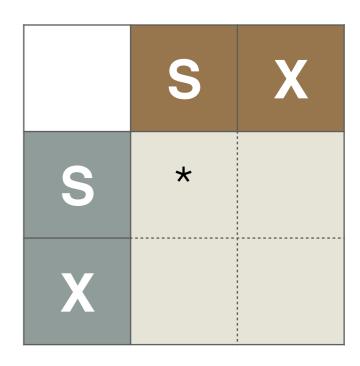


Is this conflict serializable?



2PL

- S = shared lock
 - reads
- X = exclusive lock
 - writes (and reads)



 For each xact: Once a lock has been released, cannot acquire any more

What does 2PL guarantee?

Conflict Serializability?

Cascading aborts?

What does 2PL guarantee?

Conflict Serializability?



Cascading aborts?

What does 2PL guarantee?

Conflict Serializability?



Cascading aborts?



Strict 2PL

- Like 2PL, but addresses cascading aborts
 - Release locks <u>only when a xact completes</u>
 - Completion = commit, or abort + rollback

T1	T2
Lock_X(B)	
Read(B)	
B = B*10	
Write(B)	
Lock_X(F)	
Unlock(B)	
	Lock_S(F)
F = B*100	
Write(F)	
Unlock(F)	
	Read(F)
	Unlock(F)
	Lock_S(B)
	Read(B)
	Print(F+B)
	Unlock(B)

• 2PL?

• Strict 2PL?

No deadlock?

T1	T2
Lock_X(B)	
Read(B)	
B = B*10	
Write(B)	
Lock_X(F)	
Unlock(B)	
	Lock_S(F)
F = B*100	
Write(F)	
Unlock(F)	
	Read(F)
	Unlock(F)
	Lock_S(B)
	Read(B)
	Print(F+B)
	Unlock(B)

• 2PL? X

• Strict 2PL? X

No deadlock?

T1	T2
Lock_X(B)	
Read(B)	
B = B*10	
Write(B)	
Lock_X(F)	
Unlock(B)	
	Lock_S(F)
F = B*100	
Write(F)	
Unlock(F)	
	Read(F)
	Unlock(F)
	Lock_S(B)
	Read(B)
	Print(F+B)
	Unlock(B)

Conflict serializable?

View Serializable?

• Serializable?

T1	T2
Lock_X(B)	
Read(B)	
B = B*10	
Write(B)	
Lock_X(F)	
Unlock(B)	
	Lock_S(F)
F = B*100	
Write(F)	
Unlock(F)	
	Read(F)
	Unlock(F)
	Lock_S(B)
	Read(B)
	Print(F+B)
	Unlock(B)

Conflict serializable?

View Serializable?

• Serializable?

Deadlock Detection

- "Waits-for" Graph:
 - edge from Ti to Tj if i is waiting for j

Deadlock if cycle in graph

Deadlock Detection

	S(A)	S(D)		S(B)					
T2			X(B)				X(C)		
T3					S(D)	S(C)			X(A)
T4								X(B)	

What needs to wait?

T1 T2

T3 T4

Deadlock Detection

	S(A)	, ,		S(B)					
T2			X(B)				X(C)		
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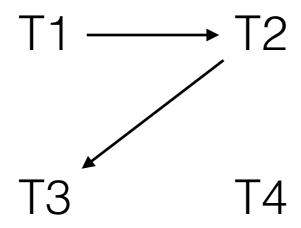
What needs to wait?

$$T1 \longrightarrow T2$$

Deadlock Detection

T1	S(A)	S(D)		S(B)					
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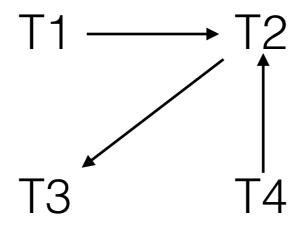
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Deadlock Detection

	S(A)	, ,		S(B)					
T2			X(B)				X(C)		
Т3					S(D)	S(C)			X(A)
T4								X(B)	

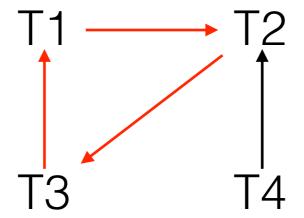
What needs to wait?



Deadlock Detection

	S(A)	, ,		S(B)					
T2			X(B)				X(C)		
Т3					S(D)	S(C)			X(A)
T4								X(B)	

What needs to wait?



Deadlock Avoidance

- Priorities based on timestamp
- Wait-Die: if Ti higher, wait for Tj, else abort Ti
- Wound-Wait: if Ti higher, Tj aborts, else wait for Tj

Locking Granularity

- Databases have <u>hierarchies</u>
 - (Top) Databases > tables > pages > tuples
 - Assign locks top down, release bottom up
- Use intent locks!
 - IS intent to get S
 - IX intent to get X
 - SIX S and IX

Locking Granularity

	IS	IX	SIX	S	X
IS	V	V	V	V	1
IX	V	V	1	1	1
SIX	V	1	1	1	_
S	V		1	V	-
X	_	_	_	_	_

From Wikipedia:

To Get	Must Have on all Ancestors
IS or S	IS or IX
IX, SIX or X	IX or SIX

