#### Failure Classification:

- 1. Transaction failure
  - a. Logical error: Transaction incomplete due to internal error condition
  - System error : DBMS must terminate active transaction due to errors like deadlock
- System crash : Power failure and hw/sw failure causing system crash
   Fail-stop assumption : Non volatile contents assumed to be not corrupted by system crash
- 3. Disk failure: Head crash/disk crash causing data storage loss. This failure can be detected using checksums

## Storage classification

- 1. Non-volatile storage : Survive system crash (most of the times) Disk, tape, flash memory
- Volatile storage : doesn't survive system crash Main and cache memory
- 3. Stable storage: Mythical storage that always survives: replication sets at local and remote sites

#### Data Access:

- 1. Physical blocks
- Buffer blocks

Logs are kept in stable storage

Immediate database modification:

Write == commit directly to buffer and database

Immediate DB modification failure recovery system :

#### Logs:

<T1 start>

<T1, var, old val, new val>

<T1 commit>

- 1. Failure after T started and committed? → Redo
- 2. Failure after T started and not committed? → Undo + log record <T, var, old val> written + <T abort>

Deterred DB modification failure recovery :

<T1 start>

<T1, var, new val>

Write only in local buffer

Commit will lead to DB modification

- 3. Failure after T started and committed? → Redo
- 4. Failure after T started and not committed? → Nothing

### Check points:

Unnecessary redoing of transactions which have been committed and started. Rather, only redo those operations after a checkpoint.

A log record of <checkpoint L> was added where L is the active transaction list at that time

## Redo phase:

- 1. Find last <checkpoint L> record, and set undo-list to L.
- 2. Scan forward from above <checkpoint L> record
- 1. Whenever a record <T i , X j , V 1 , V 2 > is found, redo it by writing V 2 to X j
- 2. Whenever a log record <T i start> is found, add T i to undo-list
- 3. Whenever a log record <T i commit> or <T i abort> is found, remove T i from undo-list

# Undo phase:

Scan log backwards from end

- 1. Whenever a log record <T i , X j , V 1 , V 2 > is found where T i is in undo-list perform same actions as for transaction rollback:
- 1. perform undo by writing V 1 to X j.
- 2. write a log record <Ti, Xj, V1>
- 2. Whenever a log record <T i start> is found where T i is in undo-list,
- 1. Write a log record <T i abort>
- 2. Remove T i from undo-list
- 3. Stop when undo-list is empty
- i.e. <T i start> has been found for every transaction in undo-list
- After undo phase completes, normal transaction processing can commence

Shadow paging: Alternative to log based recovery

- -Useful if transactions execute serially
- 2 page tables during lifetime of the transaction: current page table and shadow page table
   Current Page table points to a page in the disk and is in the main memory.
   Shadow page table is in the non volatile memory(disk).

#### Working:

1. Consider updation of a page:

- a. CPT helps in accessing that particular page.
- b. Shadow page is already pointing at this particular page since earlier write.
- c. The states of all data items are copied into an unused page and updations are carried out on this unused page.
- d. The CPT now points to this particular previously unused page.
- e. Now suppose a failure occurs at this point. Now, CPT can just point to the page where SPT is pointing.

#### 2. Commit

- a. Modify pages in disk.
- b. Copy CPT in disk and make it a SPT. Update pointer to SPT
- c. Free memory not needed

| Properties         | Shadow Paging   | Log based recovery               |  |
|--------------------|---|----------------------------------|--|
| Maintain           | CPT and SPT   | Log record                       |  |
| Recovery           | Trivial, only memory references changes                         | Complex Undo and redo operations |  |
| Overhead           | No overhead of maintaining a log record Overhead of copying CPT |                                  |  |
| Garbage collection | Necessary   | Not needed                       |  |
|                    |   |                                  |  |
|                    |   |                                  |  |
|                    |   |                                  |  |

