

Course code : **CSE2007**  
Course title : **Database Management System**  
Module : **5**  
Topic : **4**

# Characterizing Schedules based on Serializability

# Objectives

This session will give the knowledge about

- Characterizing Schedules based on Serializability
- Result equivalent schedules
- Conflict serializability
- View serializability

# Serializability

Serial schedule:

- A schedule S is serial if, for every transaction T participating in the schedule, **all the operations of T are executed consecutively** in the schedule.
- **Otherwise, the schedule is called non-serial** schedule.

Serializable schedule:

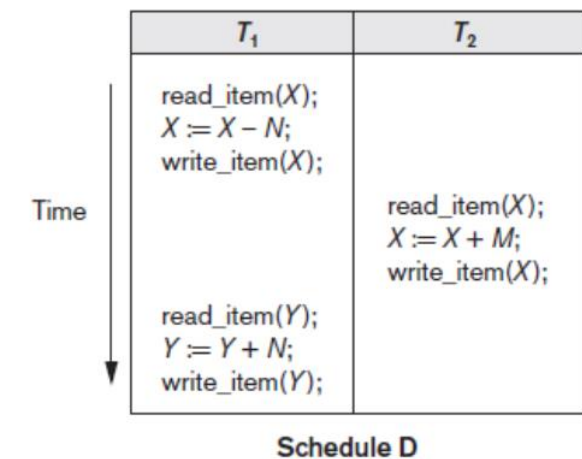
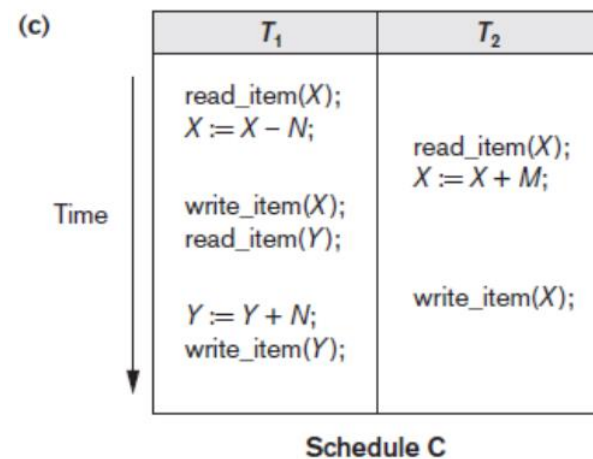
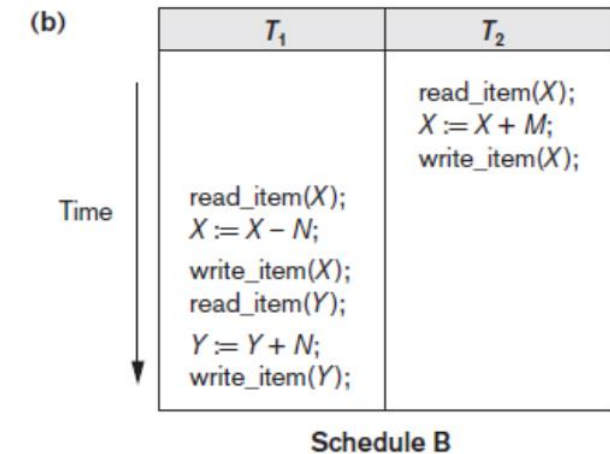
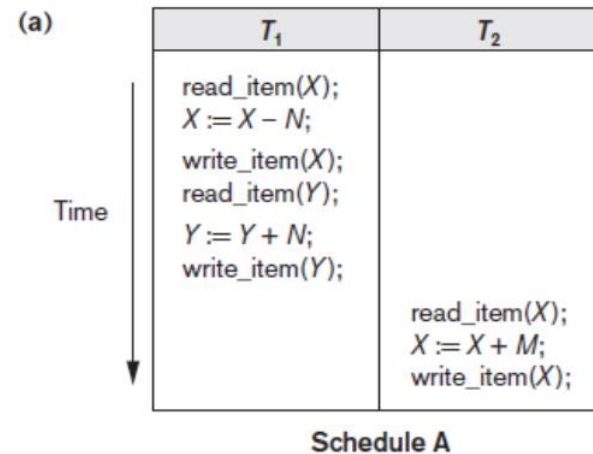
- A schedule S is serializable **if it is equivalent to some serial schedule** of the same n transactions.

# Serializability

(a) Serial schedule A: T1 followed by T2

(b) Serial schedule B: T2 followed by T1

(c) Two nonserial schedules C and D with interleaving of operations



# Problem with serial schedules

- Limit concurrency by prohibiting interleaving of operations
- Unacceptable in practice
- Solution: determine which schedules are equivalent to a serial schedule and allow those to occur

Serializable schedule of  $n$  transactions:

- Equivalent to some serial schedule of same  $n$  transactions
  - Result Equivalent Schedules
  - View Serializability
  - Conflict Serializability

# Serializable schedules

A non-serial schedule of  $n$  number of transactions is said to be serializable schedule, if it is equivalent to the serial schedule of those  $n$  transactions.

t1	t2	t1	t2	
----	----	----	----	$a = 10$
r1(a)		r1(a)		$b = 20$
	r2(b)	w1(a+5)		
w1(a+5)		c1		
	w2(b+5)		r2(b)	
c1			w2(b+5)	
	r2(a)		r2(a)	
	c2		c2	

# Result equivalent schedules

Produce the same final state of the database

May be accidental

Cannot be used alone to define equivalence of schedules

$S_1$	$S_2$
<pre>read_item(X); <math>X := X + 10</math>; write_item(X);</pre>	<pre>read_item(X); <math>X := X * 1.1</math>; write_item (X);</pre>

Two schedules that are result equivalent for the initial value of  $X = 100$  but are not result equivalent in general

# Conflict Serializability

A schedule is called conflict serializable **if it is conflict equivalent to serial schedule.**

## Conflicting operations:

Two operations are said to be conflicting if all conditions satisfy:

- They belong to different transactions
- They operate on the same data item
- At Least one of them is a write operation



## Examples for Conflict Operations

- Conflicting operations pair  $(R1(A), W2(A))$  because they belong to two different transactions on same data item A and one of them is write operation.
- Similarly,  $(W1(A), W2(A))$  and  $(W1(A), R2(A))$  pairs are also conflicting.
- On the other hand,  $(R1(A), W2(B))$  pair is non-conflicting because they operate on different data item.
- Similarly,  $((W1(A), W2(B)))$  pair is non-conflicting.

# Examples for Conflict Serialization

S1		S2	
t1	t2	t1	t2
----	----	----	----
r1(a)		r1(a)	
w1(a)		w1(a)	
	r2(a)	r1(b)	
	w2(a)	w1(b)	
r1(b)			r2(a)
w1(b)			w2(a)
	r2(b)		r2(b)
	w2(b)		w2(b)

# Procedure to check Conflict Serialization

**Precedence graph** is a simple algorithm for determining whether a particular schedule is conflict serializable or not.

The algorithm looks at only the read\_item and write\_item operations in a schedule to construct a precedence graph.

Precedence graph is a directed graph  $G = (N, E)$  that consists of a set of nodes  $N = \{T_1, T_2, \dots, T_n\}$  and a set of directed edges  $E = \{e_1, e_2, \dots, e_m\}$ .

The schedule  $S$  is serializable if and only if the precedence graph has no cycles.

# Procedure to check Conflict Serialization

Rules to construct precedence graph:

- For each transaction  $T_i$  participating in schedule  $S$ , create a node labeled  $T_i$  in the precedence graph.
- For each case in  $S$  where  $T_j$  executes a **read\_item(X)** after  $T_i$  executes a **write\_item(X)**, create an edge  $(T_i \rightarrow T_j)$  in the precedence graph.
- For each case in  $S$  where  $T_j$  executes a **write\_item(X)** after  $T_i$  executes a **read\_item(X)**, create an edge  $(T_i \rightarrow T_j)$  in the precedence graph.
- For each case in  $S$  where  $T_j$  executes a **write\_item(X)** after  $T_i$  executes a **write\_item(X)**, create an edge  $(T_i \rightarrow T_j)$  in the precedence graph.

# Procedure Graph construction - Example

S1

t1

t2

----

----

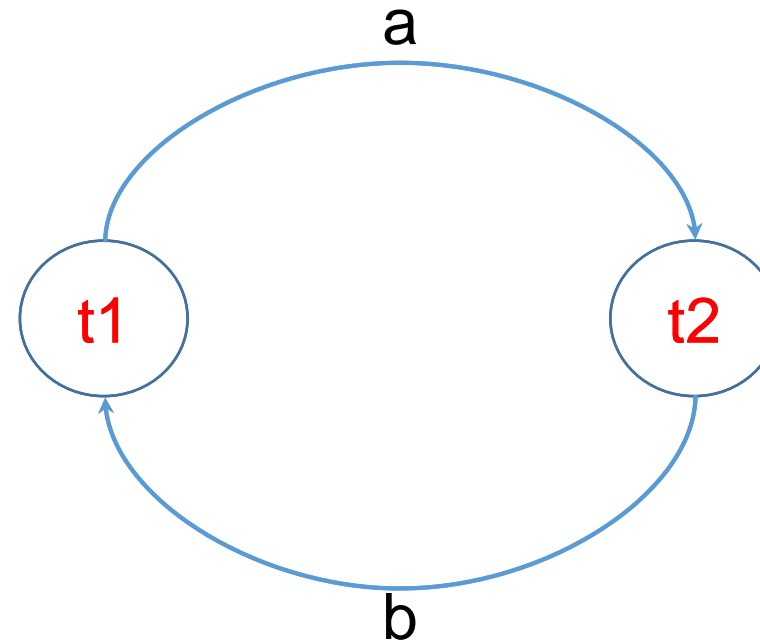
r1(a)

w1(a)

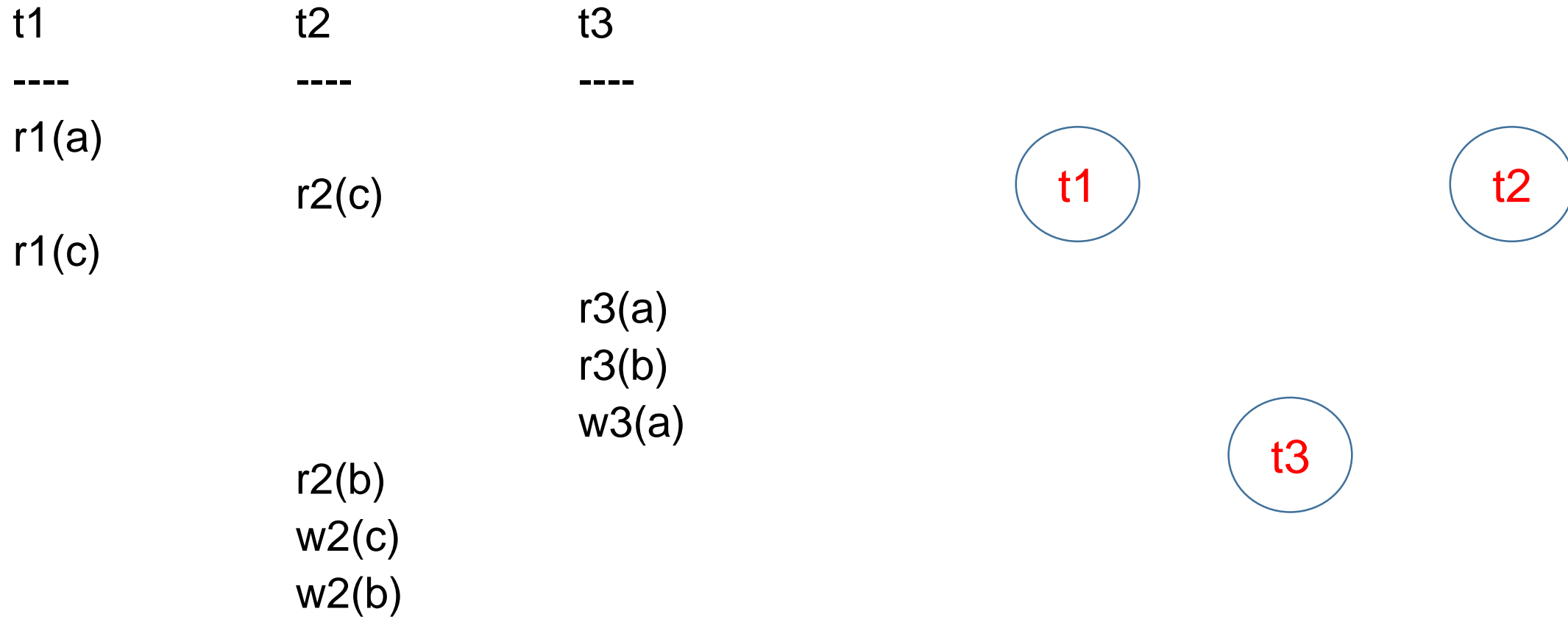
r2(b)

w2(a)

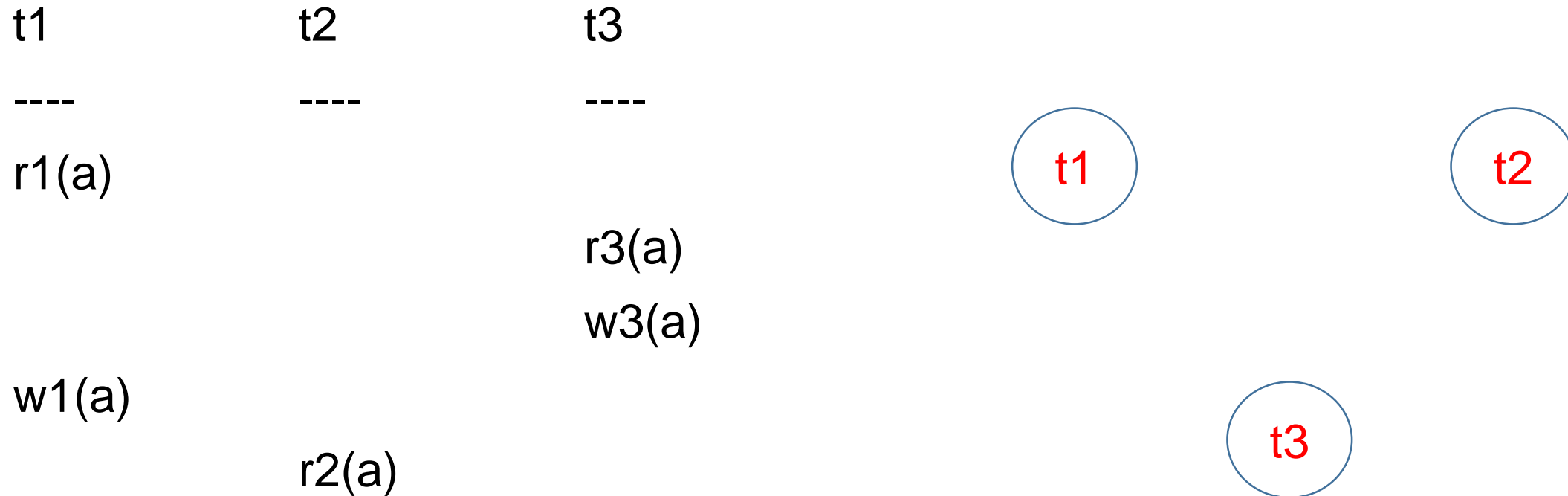
w1(b)



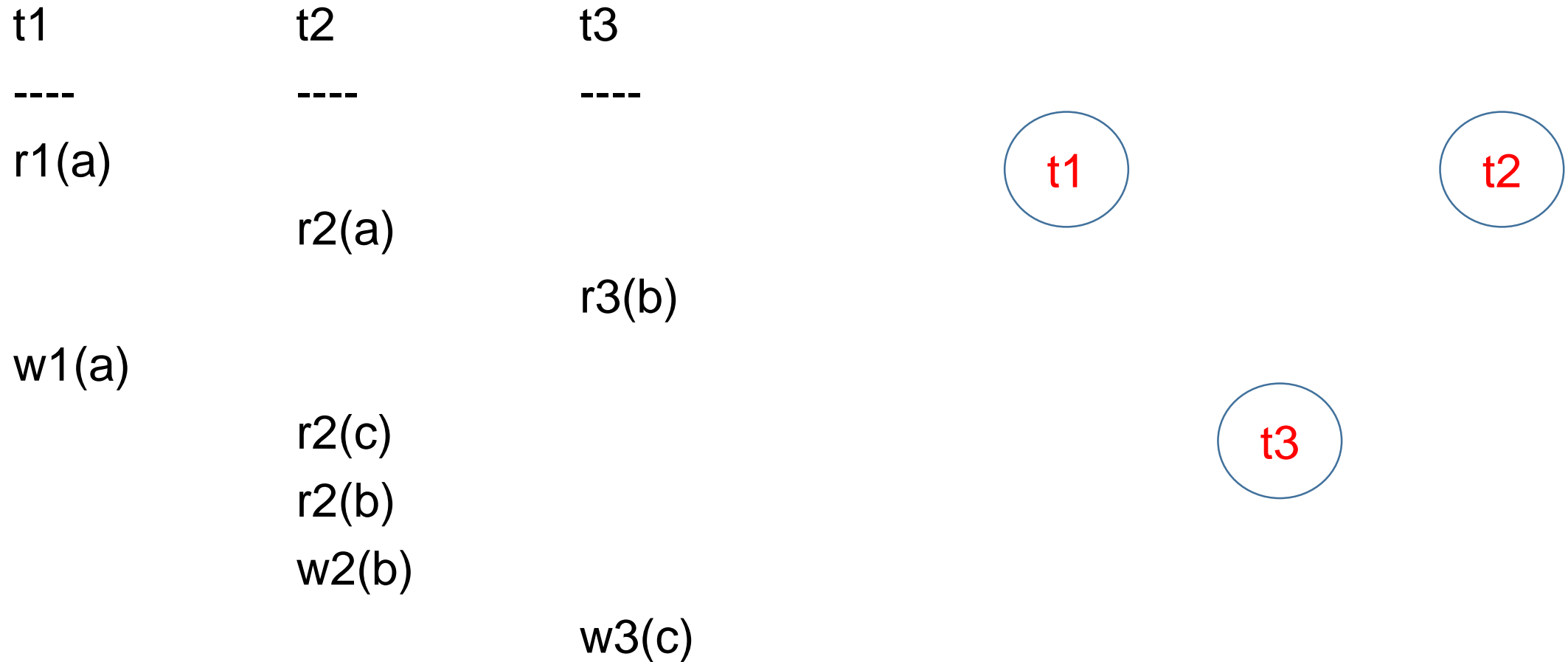
# Procedure Graph construction - Example



# Procedure Graph construction - Example



# Procedure Graph construction - Example





# View Serializability

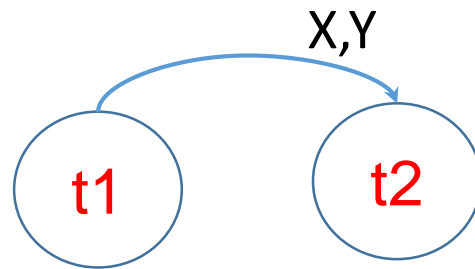
Two schedules are said to be view equivalent if the following three conditions hold:

- The same set of transactions participates in  $S$  and  $S'$ , and  $S$  and  $S'$  include the same operations of those transactions. (Initial Read)
- For any operation  $R_i(X)$  of  $T_i$  in  $S$ , if the value of  $X$  read by the operation has been written by an operation  $W_j(X)$  of  $T_j$  (or if it is the original value of  $X$  before the schedule started), the same condition must hold for the value of  $X$  read by operation  $R_i(X)$  of  $T_i$  in  $S'$ . (Read and Write sequence)
- If the operation  $W_k(Y)$  of  $T_k$  is the last operation to write item  $Y$  in  $S$ , then  $W_k(Y)$  of  $T_k$  must also be the last operation to write item  $Y$  in  $S'$ . (Last write)

# Example to check View Serializability

Non-Serial

-----  
 S1  
 -----  
 T1      T2  
 -----  
 R(X)  
 W(X)  
  
 R(Y)  
 W(Y)  
  
 R(X)  
 W(X)  
  
 R(Y)  
 W(Y)



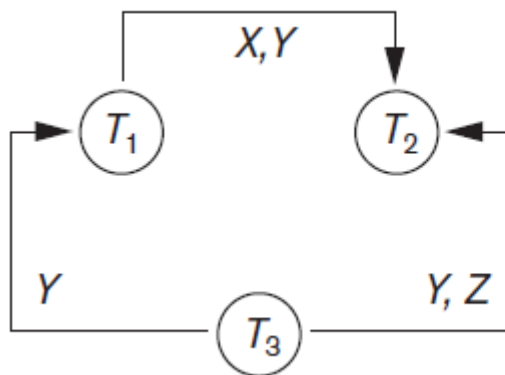
Serial 1

-----  
 S2  
 -----  
 T1      T2  
 -----  
 R(X)  
 W(X)  
 R(Y)  
 W(Y)  
  
 R(X)  
 W(X)  
 R(Y)  
 W(Y)

	X		Y	
Initial Read	T1	T1	T1	T1
Last Write	T2	T2	T2	T2
Read /Write order	T1 -> T2		T1 -> T2	

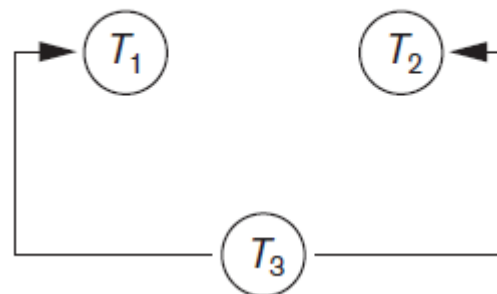
# Finding equivalent serial schedules

To find an equivalent serial schedule, start with a node that does not have any incoming edges, and then make sure that the node order for every edge is not violated.



Equivalent serial schedules

$T_3 \rightarrow T_1 \rightarrow T_2$

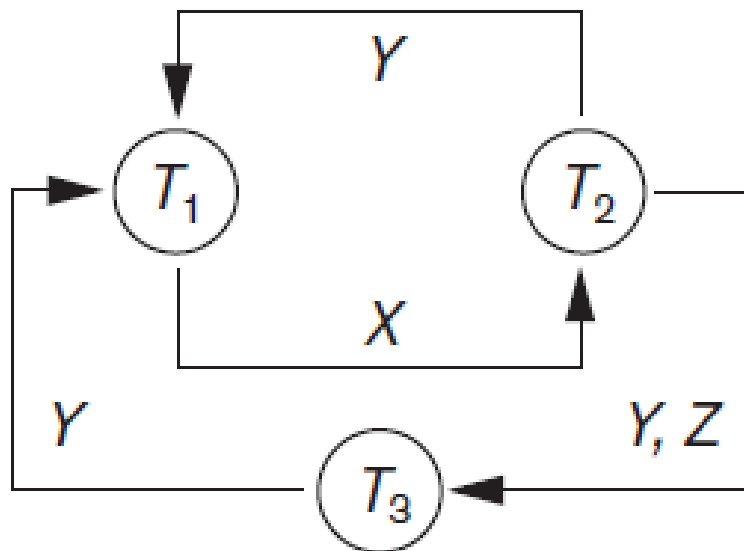


Equivalent serial schedules

$T_3 \rightarrow T_1 \rightarrow T_2$

$T_3 \rightarrow T_2 \rightarrow T_1$

# Finding equivalent serial schedules



**Equivalent serial schedules**

None

**Reason**

*Cycle  $X(T_1 \rightarrow T_2), Y(T_2 \rightarrow T_1)$*

*Cycle  $X(T_1 \rightarrow T_2), YZ(T_2 \rightarrow T_3), Y(T_3 \rightarrow T_1)$*

## Key Note:

Being serializable is not the same as being serial.

Being serializable implies that the schedule is a correct schedule.

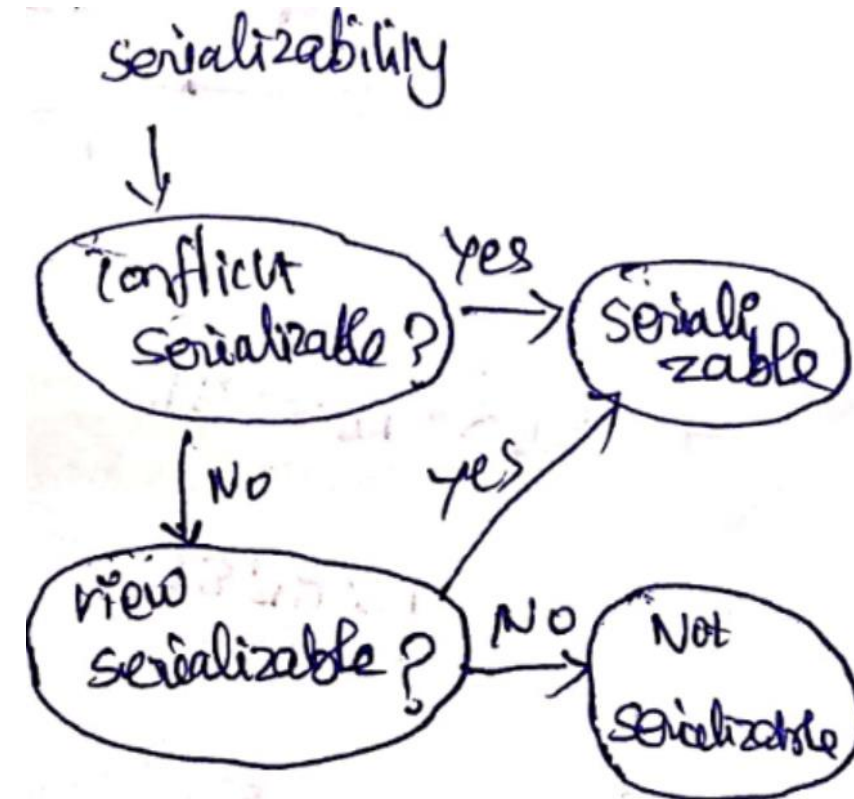
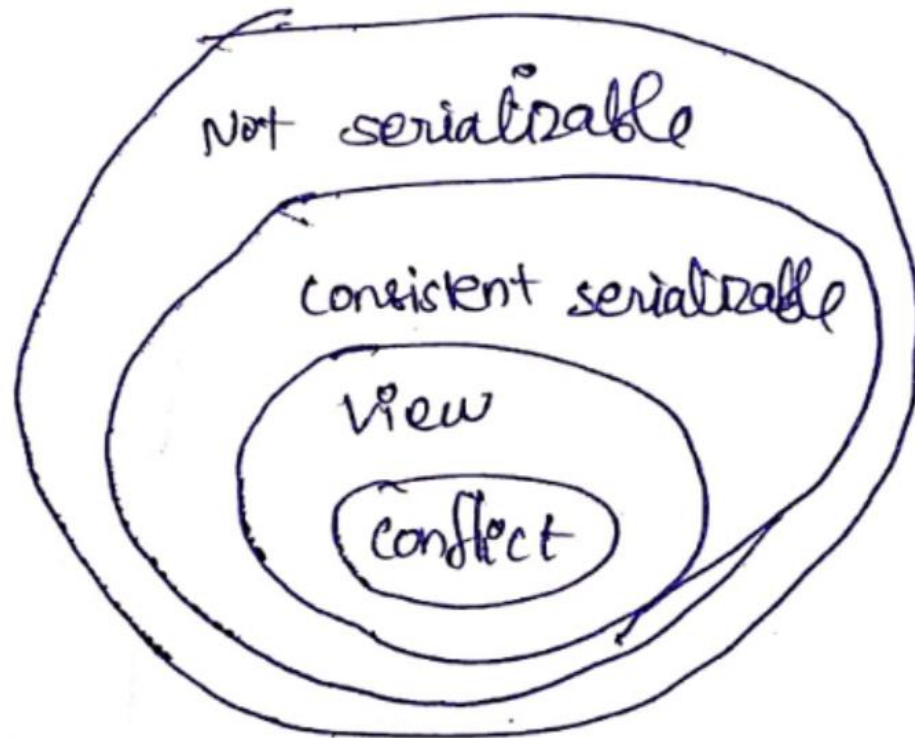
It will leave the database in a consistent state.

The interleaving is appropriate and will result in a state as if the transactions were serially executed, yet will achieve efficiency due to concurrent execution.

Serializability is hard to check.

- Interleaving of operations occurs in an operating system through some scheduler
- Difficult to determine beforehand how the operations in a schedule will be interleaved.

## Short note:



## Problems

Find the serializable category of the given schedule

s1 : r3(y); r3(z); r1(x); w1(x); w3(y); w3(z); r2(z); r1(y); w1(y);  
r2(y); w2(y); r2(x); w2(x);

s2: r1(x); r1(y); r2(x); r2(y); w2(y); w1(x);

s3: r1(x); r2(x); r2(y); w2(y); r1(y); w1(x);

## Problems

Which of the following schedules is (conflict) serializable? For each serializable schedule, determine the equivalent serial schedules.

- a.  $r_1(X); r_3(X); w_1(X); r_2(X); w_3(X);$
- b.  $r_1(X); r_3(X); w_3(X); w_1(X); r_2(X);$
- c.  $r_3(X); r_2(X); w_3(X); r_1(X); w_1(X);$
- d.  $r_3(X); r_2(X); r_1(X); w_3(X); w_1(X);$



## Problems

Consider the three transactions  $T_1$ ,  $T_2$ , and  $T_3$ , and the schedules  $S_1$  and  $S_2$  given below. Draw the serializability (precedence) graphs for  $S_1$  and  $S_2$ , and state whether each schedule is serializable or not. If a schedule is serializable, write down the equivalent serial schedule(s).

$T_1: r_1(X); r_1(Z); w_1(X);$

$T_2: r_2(Z); r_2(Y); w_2(Z); w_2(Y);$

$T_3: r_3(X); r_3(Y); w_3(Y);$

$S_1: r_1(X); r_2(Z); r_1(Z); r_3(X); r_3(Y); w_1(X); w_3(Y); r_2(Y); w_2(Z);$   
 $w_2(Y);$

$S_2: r_1(X); r_2(Z); r_3(X); r_1(Z); r_2(Y); r_3(Y); w_1(X); w_2(Z); w_3(Y);$   
 $w_2(Y);$

# Summary

This session will give the knowledge about

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