

Fundamentals of Database Systems

[Transaction Processing]

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Basics

What is a transaction?

A unit of program execution that accesses and possibly updates various data items.

The properties (briefed as **ACID**) of a transaction maintained by the database system to ensure integrity of the data:

- Atomicity: None or all operations of the transaction are reflected properly in the database.
- Consistency: The database consistency is preserved by the execution of a transaction with no other transaction executing concurrently.
- Isolation: If multiple transactions execute concurrently, the system guarantees that for every transaction pair it appears one of them starts execution after the other finishes.
- Durability: Changes in database after the successful completion of a transaction are retained, even if there are system failures.

An example

Suppose, 10 PCs are transferred from the PC attribute of the relation ISI to relation $IISc$.

The transaction (consisting of six instructions) required for the above operation is as follows:

- I $\text{read}(ISI_{PC})$
- II $ISI_{PC} \leftarrow ISI_{PC} - 10$
- III $\text{write}(ISI_{PC})$
- IV $\text{read}(IISc_{PC})$
- V $IISc_{PC} \leftarrow IISc_{PC} + 10$
- VI $\text{write}(IISc_{PC})$

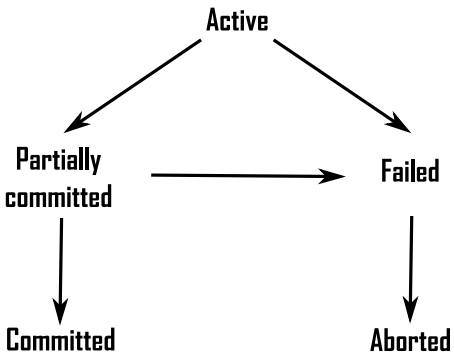
Note: We have to deal with system failures and manage concurrent execution of multiple instructions.

An example

Let us see how the ACID properties are managed:

- Atomicity: If the system fails at the steps 4-5 then this partial execution will not be incorporated.
- Consistency: If at any step the system fails then also the sum of ISI_{PC} and $IISc_{PC}$ should be same.
- Isolation: If any other transaction working on ISI and $IISc$ appears, while executing the steps 3-6, it will wait until the current transaction completes.
- Durability: Once the steps 1-6 are executed the database changes will persist.

Transaction life cycle



State transition diagram

Why concurrent execution of transactions?

- Increased processor and disk utilization
- Better transaction throughput
- Reduced waiting time
- Reduced average response time for transactions – short transactions will not wait behind longer ones

Scheduling of transactions

A schedule is a sequence of instructions that specify the chronological order in which instructions of concurrent transactions are executed

Some properties of scheduling:

- A schedule for a set of transactions should comprise all instructions of those transactions
- A schedule should retain the order in which the instructions appear in each individual transaction
- A transaction completing successful execution should have a commit instruction as the last statement
- A transaction that fails to successfully complete its execution should have an abort instruction as the last statement

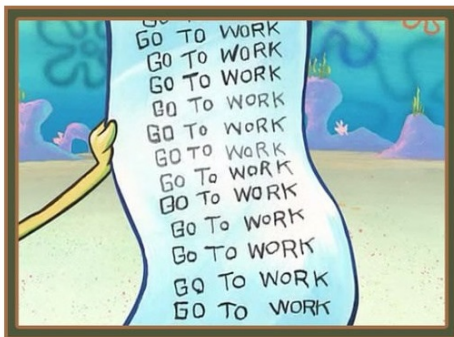
Note: The number of possible schedules for a set of n transactions is much larger than $n!$.

Importance of a schedule

MY TIME SCHEDULE



~~YOUR~~ MY TIME SCHEDULE



Scheduling of transactions – Example 1

Serial schedule T_1 is followed by T_2 :

Transaction T_1	Transaction T_2
read(ISI_{PC}) $T \leftarrow ISI_{PC} * 0.05$ $ISI_{PC} \leftarrow ISI_{PC} - T$ write(ISI_{PC}) read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + T$ write($IISc_{PC}$) commit	read(ISI_{PC}) $ISI_{PC} \leftarrow ISI_{PC} - 10$ write(ISI_{PC}) read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + 10$ write($IISc_{PC}$) commit

Scheduling of transactions – Example 2

Serial schedule T_2 is followed by T_1 :

Transaction T_1	Transaction T_2
read(ISI_{PC}) $T \leftarrow ISI_{PC} * 0.05$ $ISI_{PC} \leftarrow ISI_{PC} - T$ write(ISI_{PC}) read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + T$ write($IISc_{PC}$) commit	read(ISI_{PC}) $ISI_{PC} \leftarrow ISI_{PC} - 10$ write(ISI_{PC}) read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + 10$ write($IISc_{PC}$) commit

Scheduling of transactions – Example 3

Not a serial schedule but equivalent to T_2 is followed by T_1 :

Transaction T_1	Transaction T_2
read(ISI_{PC}) $T \leftarrow ISI_{PC} * 0.05$ $ISI_{PC} \leftarrow ISI_{PC} - T$ write(ISI_{PC})	read(ISI_{PC}) $ISI_{PC} \leftarrow ISI_{PC} - 10$ write(ISI_{PC})
read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + T$ write($IISc_{PC}$) commit	read($IISc_{PC}$) $IISc_{PC} \leftarrow IISc_{PC} + 10$ write($IISc_{PC}$) commit

Scheduling of transactions – Example 4

Not a serial schedule and also inconsistent:

Transaction T_1	Transaction T_2
$read(ISI_{PC})$ $T \leftarrow ISI_{PC} * 0.05$ $ISI_{PC} \leftarrow ISI_{PC} - T$ $write(ISI_{PC})$ $read(IISc_{PC})$	$read(ISI_{PC})$ $ISI_{PC} \leftarrow ISI_{PC} - 10$
$IISc_{PC} \leftarrow IISc_{PC} + T$ $write(IISc_{PC})$ $commit$	$write(ISI_{PC})$ $read(IISc_{PC})$ $IISc_{PC} \leftarrow IISc_{PC} + 10$ $write(IISc_{PC})$ $commit$

Serializability

Assumption: Each transaction preserves database consistency.

So, the serial execution of a set of transactions should preserve the database consistency.

A schedule is serializable if it is equivalent to a serial schedule

Different forms of schedule equivalence give rise to the notions of – conflict serializability and view serializability. For both the cases our main concern is the read/write operation.

Note: We consider only read() and write() instructions to verify serializability.

Conflict serializability

Definition (Conflict)

Instructions I_i and I_j of transactions T_i and T_j respectively, conflict if and only if there exists some item Q accessed by both I_i and I_j and at least one of them is a write instruction.

Definition (Conflict equivalent)

If a schedule S can be transformed into a schedule S' by a series of swaps of non-conflicting instructions, we say that S and S' are conflict equivalent.

Definition (Conflict serializable)

A schedule S is conflict serializable if it is conflict equivalent to a serial schedule.

Conflict serializability – Example 1

Transaction T_1	Transaction T_2
read(ISI_{PC}) write(ISI_{PC})	read(ISI_{PC}) write(ISI_{PC})
read($IISc_{PC}$) write($IISc_{PC}$)	read($IISc_{PC}$) write($IISc_{PC}$)

The above schedule is conflict serializable because it is equivalent to the following serial schedule

Transaction T_1	Transaction T_2
read(ISI_{PC}) write(ISI_{PC}) read($IISc_{PC}$) write($IISc_{PC}$)	read(ISI_{PC}) write(ISI_{PC}) read($IISc_{PC}$) write($IISc_{PC}$)

Conflict serializability – Example 2

The following schedule is not conflict serializable because it is not equivalent to any serial schedule. Note that, the conflicting instructions $\text{write}(ISI_{PC})$ in both the transactions can not be swapped.

Transaction T_1	Transaction T_2
$\text{write}(ISI_{PC})$	$\text{read}(ISI_{PC})$
	$\text{write}(ISI_{PC})$

View serializability

Definition (View equivalent)

Let S and S' be two schedules with the same set of transactions. S and S' are view equivalent if the following three conditions are met, for each data item Q :

- If in schedule S , transaction T_i reads the initial value of Q , then in schedule S' also transaction T_i must read the initial value of Q .
- If in schedule S transaction T_i executes $\text{read}(Q)$, and that value was produced by transaction T_j , then in schedule S' also transaction T_i must read the value of Q that was produced by the same $\text{write}(Q)$ operation of transaction T_j .
- The transaction (if any) that performs the final $\text{write}(Q)$ operation in schedule S must also perform the final $\text{write}(Q)$ operation in schedule S' .

View serializability

Definition (View serializable)

A schedule S is view serializable if it is view equivalent to a serial schedule.

Note: A conflict serializable schedule is always view serializable but not the vice versa.

View serializability – An example

The following schedule is view serializable but not conflict serializable.

Transaction T_1	Transaction T_2	Transaction T_3
write(ISI_{PC})	read(ISI_{PC}) write(ISI_{PC})	write(ISI_{PC})

Note that, the conflicting instructions write(ISI_{PC}) in T_1 and T_2 can not be swapped to obtain a serial schedule.

Testing for conflict serializability

We can test conflict serializability through constructing precedence graphs.

Definition (Precedence graph)

Given a schedule S , a precedence graph is defined as a directed graph $G = (V, E)$, where the set of vertices V consists of all the transactions participating in S and E consists of all the edges $T_i \rightarrow T_j$ for which one of three conditions holds in S :

- 1 T_i executes $\text{write}(Q)$ before T_j executes $\text{read}(Q)$.
- 2 T_i executes $\text{read}(Q)$ before T_j executes $\text{write}(Q)$.
- 3 T_i executes $\text{write}(Q)$ before T_j executes $\text{write}(Q)$.

Testing for conflict serializability

The precedence graph for a conflict serializable schedule is always acyclic.

