Concurrency Control

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Transactions: ACID properties

ACID properties

database management systems (DBMS) implements indivisible tasks called transactions

Atomicity	all or nothing
Consistency	consistent before \rightarrow consistent after
Isolation	independent of any other transaction
Durability	completed transaction are durable

```
BEGIN TRANSACTION
UPDATE branch
SET cash=cash-10000.00
WHERE sortcode=56
```

```
UPDATE branch
SET cash=cash+10000.00
WHERE sortcode=34
COMMIT TRANSACTION
```

Note that if total cash is $\pounds 137,246.12$ before the transaction, then it will be the same after the transaction.

Example Data

		branch	l
sortco	bde b	oname	cash
	56 '	Wimbled	on' 94340.45
	34 '	Goodge S	St' 8900.67
	67 '	Strand'	34005.00
		movemer	
mid	no	amount	tdate
1000	100	2300.00	5/1/1999
1001	101	4000.00	5/1/1999
1002	100	-223.45	8/1/1999
1004	107	-100.00	11/1/1999
1005	103	145.50	12/1/1999
1006	100	10.23	15/1/1999
1007	107	345.56	15/1/1999
1008	101	1230.00	15/1/1999
1009	119	5600.00	18/1/1999

		account		
<u>no</u>	type	cname	rate?	sortcode
100	'current'	'McBrien, P.'	NULL	67
101	'deposit'	'McBrien, P.'	5.25	67
103	'current'	'Boyd, M.'	NULL	34
107	'current'	'Poulovassilis, A.'	NULL	56
119	'deposit'	'Poulovassilis, A.'	5.50	56
125	'current'	'Bailey, J.'	NULL	56

key branch(sortcode) key branch(bname) key movement(mid) key account(no) movement(no) $\stackrel{f_k}{\Rightarrow}$ account(no) account(sortcode) $\stackrel{f_k}{\Rightarrow}$ branch(sortcode)

```
BEGIN TRANSACTION
UPDATE branch
SET cash=cash - 10000.00
WHERE sortcode=56
```

CRASH

Suppose that the system crashes half way through processing a cash transfer, and the first part of the transfer has been written to disc

- The database on disc is left in an inconsistent state, with £10,000 'missing'
- A DBMS implementing **Atomicity** of transactions would on restart UNDO the change to branch 56

```
BEGIN TRANSACTION
DELETE FROM branch
WHERE sortcode=56
```

```
INSERT INTO account
VALUES (100,'Smith, J','deposit',5.00,34)
END TRANSACTION
```

Suppose that a user deletes branch with sortcode 56, and inserts a deposit account number 100 for John Smith at branch sortcode 34

- The database is left in an inconsistent state for two reasons
 - it has three accounts recorded for a branch that appears not to exist, and
 - it has two records for account number 100, with different details for the account
- A DBMS implementing **Consistency** of transactions would forbid both of these changes to the database

Transaction Properties: Isolation

```
BEGIN TRANSACTION BEGIN TRANSACTION
UPDATE branch
SET cash=cash - 10000.00
WHERE sortcode=56
```

SELECT SUM(cash) AS net_cash FROM branch

```
UPDATE branch
SET cash=cash+10000.00
WHERE sortcode=34
END TRANSACTION END
```

END TRANSACTION

Suppose that the system sums the cash in the bank in one transaction, half way through processing a cash transfer in another transaction

- The result of the summation of cash in the bank erroneously reports that $\pounds 10,000$ is missing
- A DBMS implementing **Isolation** of transactions ensures that transactions always report results based on the values of committed transactions

Transaction Properties: Durability

```
BEGIN TRANSACTION
UPDATE branch
SET cash=cash - 10000.00
WHERE sortcode=56
UPDATE branch
```

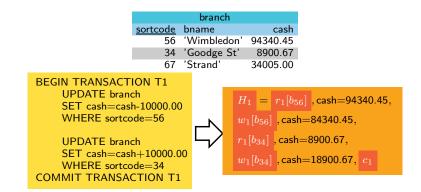
```
SET cash=cash+10000.00
WHERE sortcode=34
END TRANSACTION
```

CRASH

Suppose that the system crashes after informing the user that it has committed the transfer of cash, but has not yet written to disc the update to branch 34

- \blacksquare The database on disc is left in an inconsistent state, with £10,000 'missing'
- A DBMS implementing **Durability** of transactions would on restart complete the change to branch 34 (or alternatively never inform a user of commitment with writing the results to disc).

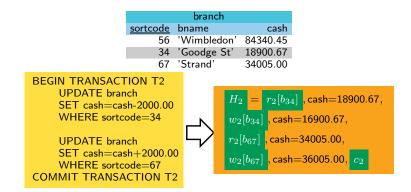
SQL Conversion to Histories



history of transaction T_n

- **1** Begin transaction b_n (only given if necessary for discussion)
- **2** Various read operations on objects $r_n[o_j]$ and write operations $w_n[o_j]$
- **3** Either c_n for the commitment of the transaction, or a_n for the abort of the transaction

SQL Conversion to Histories

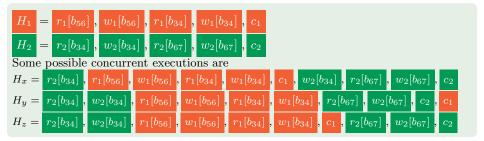


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- **1** Begin transaction b_n (only given if necessary for discussion)
- **2** Various read operations on objects $r_n[o_j]$ and write operations $w_n[o_j]$
- **3** Either c_n for the commitment of the transaction, or a_n for the abort of the transaction

Concurrent Execution of Transactions

- Interleaving of several transaction histories
- Order of operations within each history preserved



Which concurrent executions should be allowed?

Concurrency control \rightarrow controlling interaction

serialisability

A concurrent execution of transactions should always has the same end result as some serial execution of those same transactions

recoverability

No transaction commits depending on data that has been produced by another transaction that has yet to commit

Concurrency Definition

Quiz 1: Serialisability and Recoverability (1)



Α

Not Serialisable, Not Recoverable

В

Not Serialisable, Recoverable

\mathbf{C}

Serialisable, Not Recoverable

D

Serialisable, Recoverable

Concurrency Definition

Quiz 2: Serialisability and Recoverability (2)



Not Serialisable, Not Recoverable

В

Not Serialisable, Recoverable

C

Serialisable, Not Recoverable

D

Serialisable, Recoverable

Concurrency Definition

Quiz 3: Serialisability and Recoverability (3)



Α

Not Serialisable, Not Recoverable

В

Not Serialisable, Recoverable

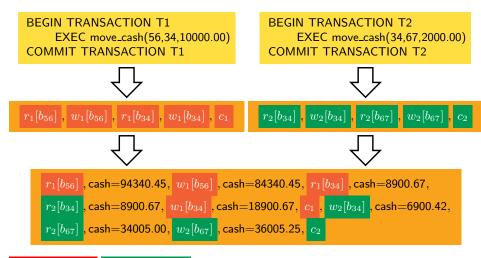
\mathbf{C}

Serialisable, Not Recoverable

D

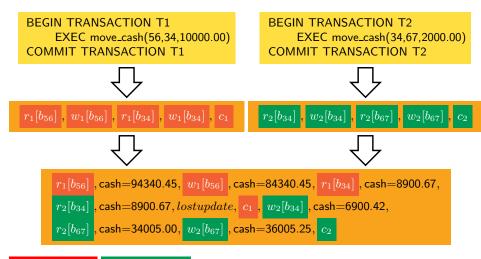
Serialisable, Recoverable

Anomaly 1: Lost Update



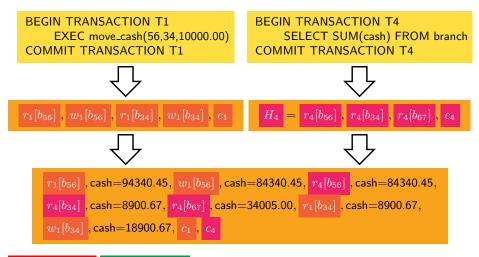


Anomaly 1: Lost Update



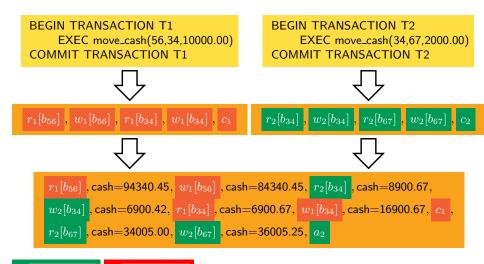


Anomaly 2: Inconsistent analysis





Anomaly 3: Dirty Reads



recoverable

Quiz 4: Anomalies (1)



Which anomaly does H_x suffer?

Α	В
None	Lost Update
С	D
Inconsistent Analysis	Dirty Read

Quiz 5: Anomalies (2)



Which anomaly does H_y suffer?

A	В
None	Lost Update
C	D
Inconsistent Analysis	Dirty Read

Quiz 6: Anomalies (3)



Which anomaly does H_z suffer?

A	В
None	Lost Update
С	D
Inconsistent Analysis	Dirty Read

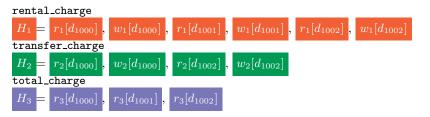
Patterns of operations associated with Anomalies

Anomaly	Pattern
Dirty Write	$w_1[o] \prec w_2[o] \prec e_1$
Dirty Read	$w_1[o] \prec r_2[o] \prec e_1$
Inconsistent Analysis	$r_1[o_a] \prec w_2[o_a], w_2[o_b] \prec r_1[o_b]$
Lost Update	$r_1[o] \prec w_2[o] \prec w_1[o]$

Notation

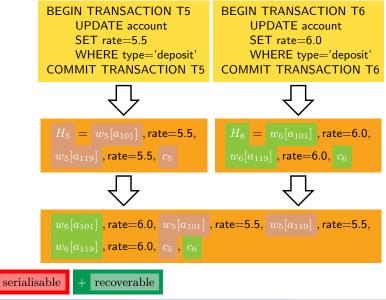
- e_i means either c_i or a_i occurring
- $op_a \prec op_b$ mean op_a occurs before op_b in a history

Worksheet: Anomalies



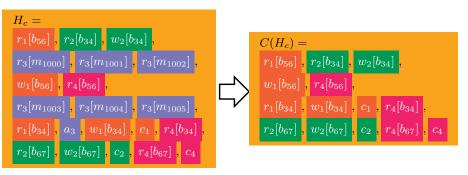
		account		
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Anomaly 4: Dirty Writes

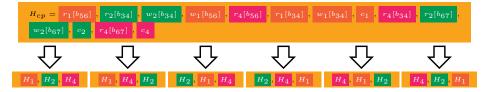


Serialisable Transaction Execution

- \blacksquare Solve anomalies \rightarrow H \equiv serial execution
- Only interested in the **committed projection**



Possible Serial Equivalents



- how to determine that histories are equivalent?
- how to check this during execution?

Conflicts: Potential For Problems

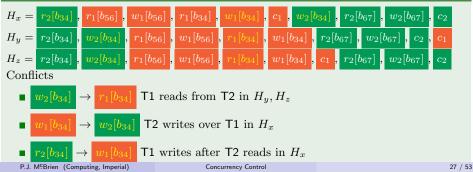
$\operatorname{conflict}$

A conflict occurs when there is an interaction between two transactions

- $r_x[o]$ and $w_y[o]$ are in H where $x \neq y$ or
- $w_x[o]$ and $w_y[o]$ are in H where $x \neq y$

Only consider pairs where there is no third operation $rw_z[o]$ between the pair of operations that conflicts with both

conflicts

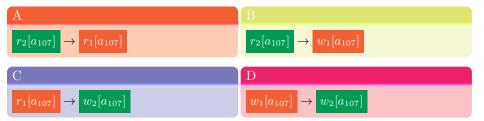


Serialisability

Quiz 7: Conflicts

$\begin{array}{l} H_w = \\ r_2[a_{100}] \ , \ w_2[a_{100}] \ , \ r_2[a_{107}] \ , \ r_1[a_{119}] \ , \ w_1[a_{119}] \ , \ r_1[a_{107}] \ , \ w_1[a_{107}] \ , \ c_1 \ , \ w_2[a_{107}] \ , \ c_2 \end{array}$

Which of the following is not a conflict in H_w ?



Conflict Equivalence and Conflict Serialisable

Conflict Equivalence

Two histories H_i and H_j are **conflict equivalent** if:

- **1** Contain the same set of operations
- **2** Order conflicts (of non-aborted transactions) in the same way.

Conflict Serialisable

a history H is conflict serialisable (CSR) if $C(H) \equiv_{CE}$ a serial history

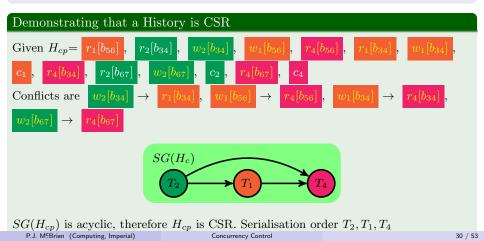
Failure to be conflict serialisable

 $\begin{aligned} H_x &= r_2[b_{34}] \ , \ r_1[b_{56}] \ , \ w_1[b_{56}] \ , \ r_1[b_{34}] \ , \ w_1[b_{34}] \ , \ c_1 \ , \ w_2[b_{34}] \ , \ r_2[b_{67}] \ , \ w_2[b_{67}] \ , \ c_2 \end{aligned} \\ \text{Contains conflicts} \ r_2[b_{34}] \ \to \ w_1[b_{34}] \ \text{and} \ w_1[b_{34}] \ \to \ w_2[b_{34}] \ \text{and so is not conflict equivalence to} \\ H_1, H_2 \ \text{nor} \ H_2, H_1, \ \text{and hence is not conflict serialisable.} \end{aligned}$

Serialisation Graph

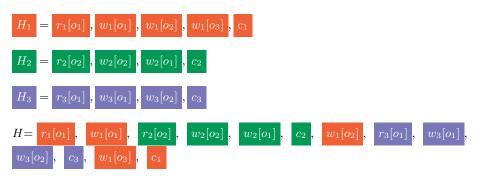
Serialisation Graph

A serialisation graph SG(H) contains a node for each transaction in H, and an edge $T_i \to T_j$ if there is some object o for which a conflict $rw_i[o] \to rw_j[o]$ exists in H. If SG(H) is acyclic, then H is conflict serialisable.



Serialisability

Worksheet: Serialisability



Recoverability

- Serialisability necessary for isolation and consistency of committed transactions
- Recoverability necessary for isolation and consistency when there are also aborted transactions

Recoverable execution

A **recoverable** (**RC**) history H has no transaction committing before another transaction from which it read

Execution avoiding cascading aborts

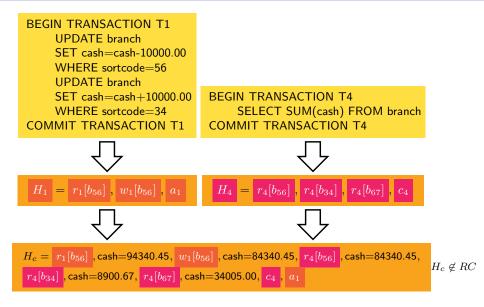
A history which avoids cascading aborts (ACA) does not read from a non-committed transaction

Strict execution

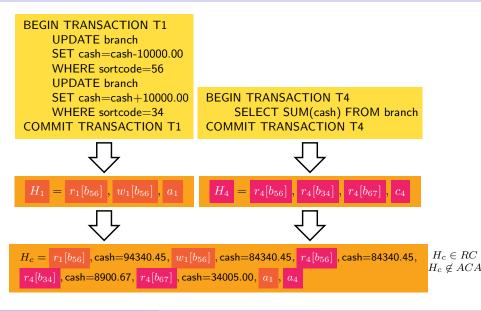
A strict (ST) history does not read from a non-committed transaction nor write over a non-committed transaction

 $ST \subset ACA \subset RC$

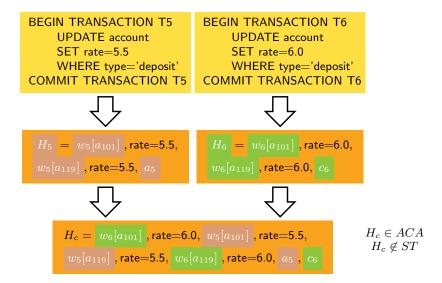
Non-recoverable executions



Cascading Aborts



Strict Execution

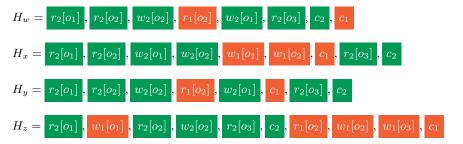




Which describes the recoverability of H_z ?

A	В
Non-recoverable	Recoverable
С	D
Avoids Cascading Aborts	Strict

Worksheet: Recoverability



Maintaining Serialisability and Recoverability

■ two-phase locking (2PL)

- conflict based
- uses locks to prevent problems
- common technique

time-stamping

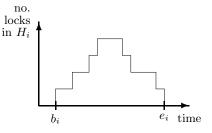
- add a timestamp to each object
- write sets timestamp to that of transaction
- may only read or write objects with earlier timestamp
- abort when object has new timestamp
- common technique

optimistic concurrency control

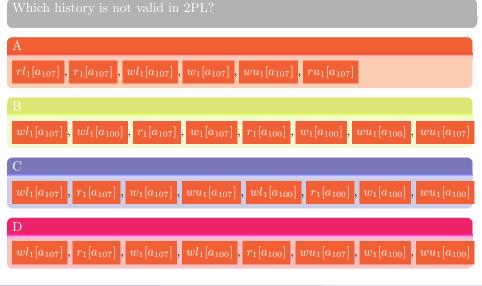
- do nothing until commit
- at commit, inspect history for problems
- good if few conflicts

The 2PL Protocol

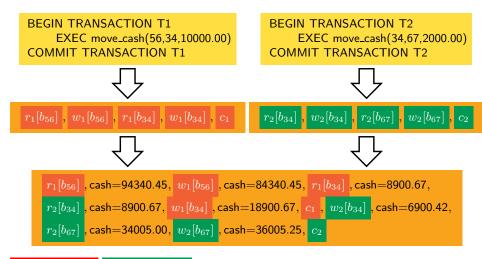
- **1** read locks $rl[o], \ldots, r[o], \ldots, ru[o]$
- 2 write locks $wl[o], \ldots, w[o], \ldots, wu[o]$
- 3 Two phases
 - i growing phase ii shrinking phase
- I refuse rl_i[o] if wl_j[o] already held refuse wl_i[o] if rl_j[o] or wl_j[o] already held
 I rl_i[o] or wl_i[o] refused → delay T_i



Quiz 9: Two Phase Locking (2PL)

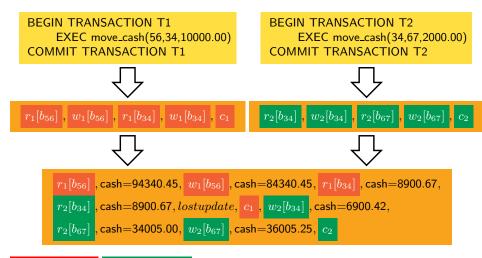


Anomaly 1: Lost Update



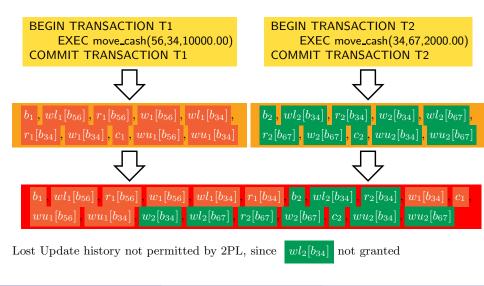


Anomaly 1: Lost Update

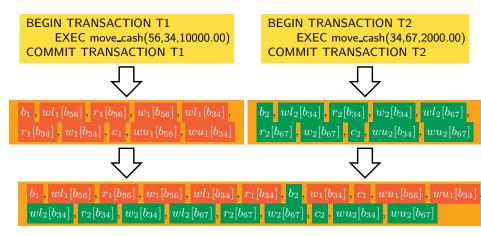




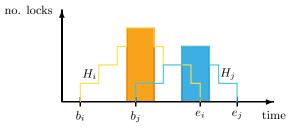
Lost Update Anomaly with 2PL



Lost Update Anomaly with 2PL



2PL causes $\mathsf{T2}$ to be delayed



 \blacksquare two-phase rule \rightarrow maximum lock period

- can re-time history so all operations take place during maximum lock period
- CSR since *all* conflicts prevented during maximum lock period

When to lock: Aggressive Scheduler

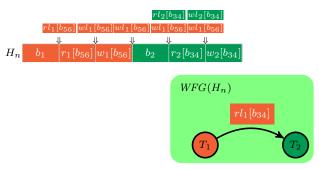


- delay taking locks as long as possible
- maximises concurrency
- might suffer delays later on

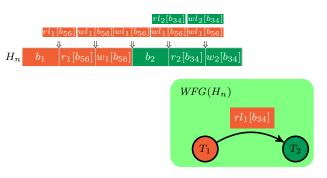
When to lock: Conservative Scheduler



- take locks as soon as possible
- removes risks of delays later on
- might refuse to start

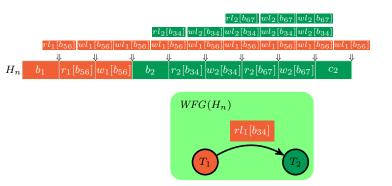


■ waits-for graph (WFG)



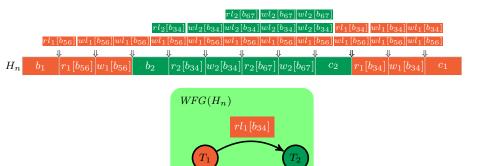
 H_1 attempts $r_1[b_{34}]$, but is refused since H_2 has a write-lock, and so is put on WFG

■ waits-for graph (WFG)



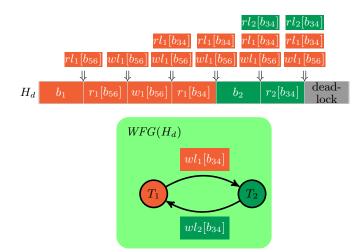
 H_2 can proceed to complete its execution, after which it will have released all its locks

■ waits-for graph (WFG)



 H_1 may now proceed to completion

■ waits-for graph (WFG)



Cycle in WFG means DB in a deadlock state, must abort either H_1 or H_2

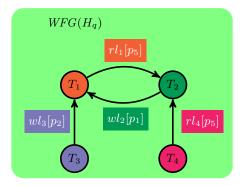
2PL Deadlock Detection

Quiz 10: Resolving Deadlocks in 2PL

Which transaction should be aborted?

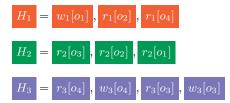
A	В	С	D
H_1	H_2	H_3	H_4

Example WFG

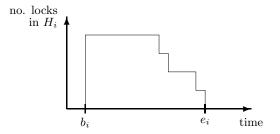


$$H_q = egin{array}{c} r_1[p_1] \ , \ r_1[p_2] \ , \ r_1[p_3] \ , \ r_1[p_4] \ , \ r_2[p_5] \ , \ w_2[p_5] \ , \ r_2[p_1] \ , \ r_3[p_6] \ , \ w_3[p_6] \ , \ r_3[p_2] \ , \ r_4[p_4] \end{array}$$

Worksheet: Deadlocks



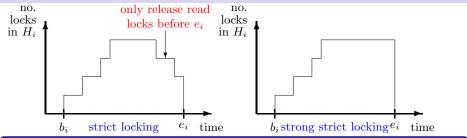
Conservative Locking



Conservative Locking

- prevents deadlock
- when to release locks problem
- \blacksquare not recoverable

Strict Locking



Strict Locking

- prevents write locks being released before transaction end
- allows deadlocks
- \blacksquare no dirty reads/writes \rightarrow recoverable

Strong Strict Locking

In addition to strict locking properties

- prevents read locks being released before transaction end
- simple to implement
- suitable for distributed transactions (using atomic commit)

P.J. MCBrien (Computing, Imperial)

Transaction Isolation Levels

Do we always need ACID properties?

BEGIN TRANSACTION T3 SELECT DISTINCT no FROM movement WHERE amount>=1000.00 COMMIT TRANSACTION T3

 Some transactions only need 'approximate' results e.g. Management overview e.g. Estimates

• May execute these transactions at a 'lower' level of concurrency control SQL allows you to vary the level of concurrency control