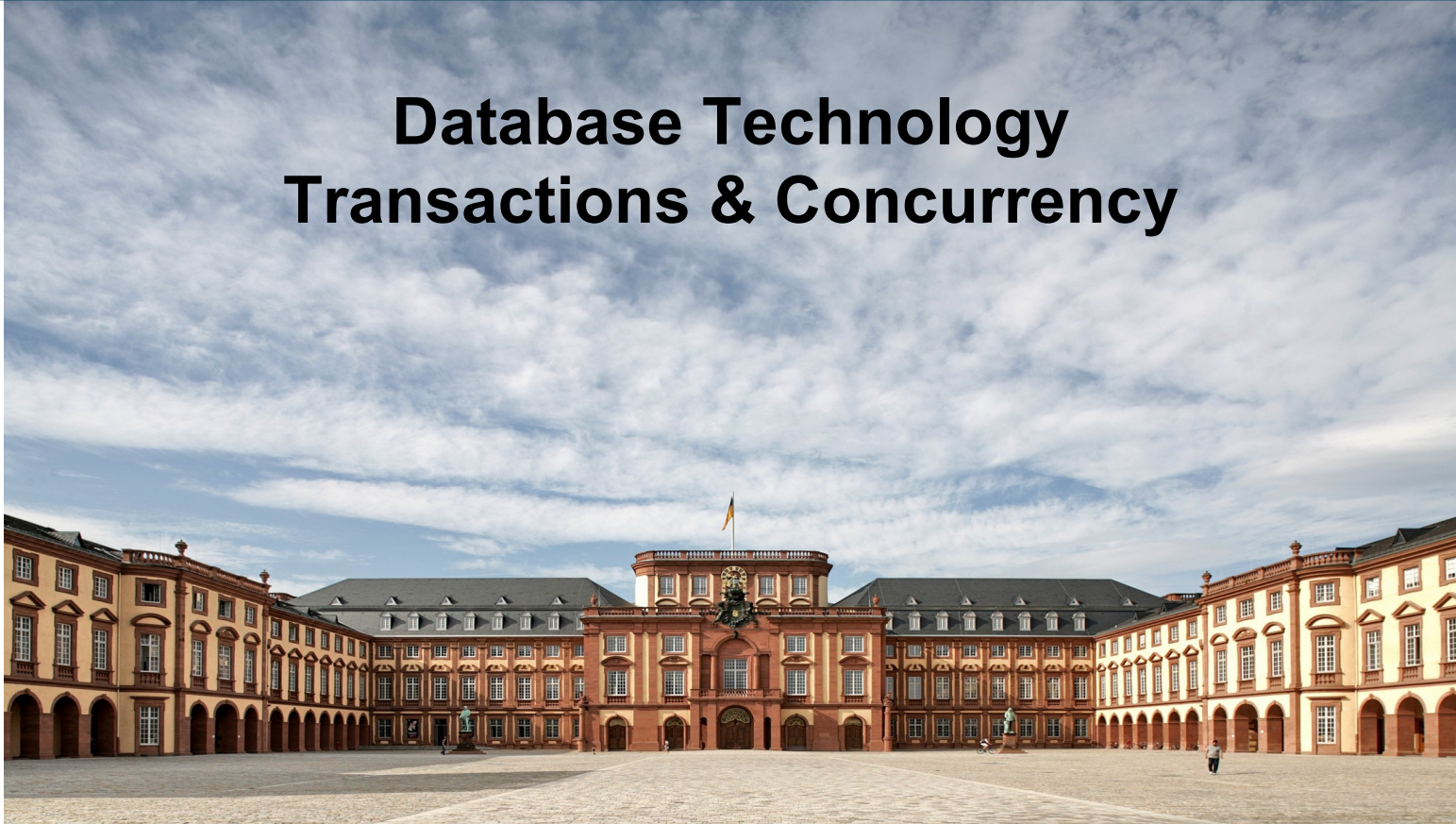


Database Technology Transactions & Concurrency



Flashback to First Lecture

- We already stumbled upon transactions

```
Delete from file: active lecturers
Add to file: retired lecturers
```

Computer crashes here



File: active lecturers

Prof. Smith
Dr. Stevens
Prof. Miller

File: retired lecturers

Dr. Hawkins
Prof. Brown
Prof. Wilson

Flashback to First Lecture

- ...and we already stumbled upon concurrency

```
Read num_current_participants  
    from file
```

```
If num_current_participants  
    < limit
```

```
Then
```

```
    add participant to file
```

User 1

```
Read num_current_participants  
    from file
```

```
If num_current_participants  
    < limit
```

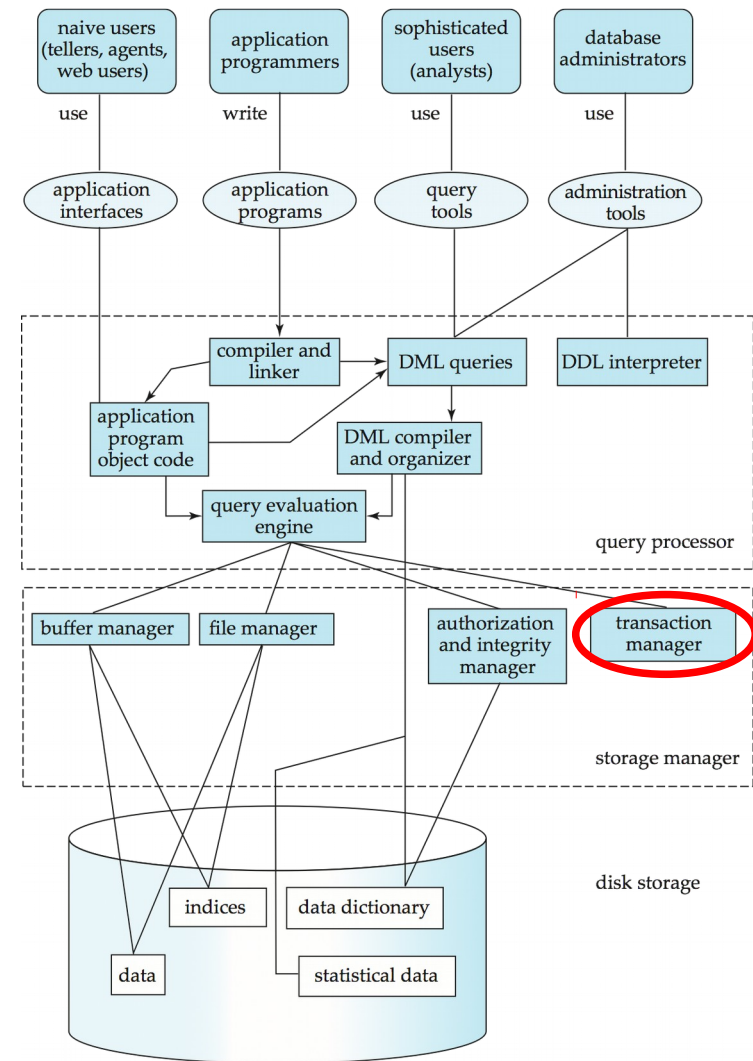
```
Then
```

```
    add participant to file
```

User 2

Flashback to First Lecture

- One of the tasks of a DBMS:
 - handle transactions
 - take care of concurrency



Today's Lecture

- Transactions
 - Concurrent Executions
 - Serializability
 - Recoverability
 - Testing for Serializability
 - Transaction Definition in SQL
- Protocols for Concurrent Execution
 - Lock-Based Protocols
 - Timestamp-Based Protocols
 - Validation-Based Protocols
 - Handling Insert and Delete Operations
 - Concurrency in Index Structures

Concept of a Transaction

- A **transaction** is a *unit* of program execution that accesses and possibly updates various data items
- E.g., transaction to transfer \$50 from account A to account B:
 1. **read**(A)
 2. $A := A - 50$
 3. **write**(A)
 4. **read**(B)
 5. $B := B + 50$
 6. **write**(B)
- Two main issues to deal with:
 - Failures of various kinds, such as hardware failures and system crashes
 - Concurrent execution of multiple transactions

Requirements for Transactions

- **Atomicity requirement**
 - If the transaction fails after writing to account A and before writing to account B, money will be “lost” leading to an inconsistent database state
 - Failure could be due to software or hardware
 - DBMS should ensure that updates of a partially executed transaction are *not* reflected in the database
- **Durability requirement**
 - once the user has been notified that the transaction has completed,
 - i.e., the transfer of the \$50 has taken place,
 - the updates to the database by the transaction must persist
 - even if there are software or hardware failures

Requirements for Transactions

- **Consistency requirement**
 - The sum of A and B is unchanged by the execution of the transaction
 - In general, consistency requirements include
 - Explicitly specified integrity constraints, e.g., primary keys and foreign keys
 - Implicit integrity constraints
 - e.g., sum of balances of all accounts, minus sum of loan amounts must equal value of cash-in-hand
- A transaction, when starting to execute, must see a consistent database
- During transaction execution the database may be temporarily inconsistent
- When the transaction completes successfully the database must be consistent
 - Erroneous transaction logic can lead to inconsistency

Requirements for Transactions

- **Isolation requirement**

- if between steps 3 and 6, another transaction **T2** is allowed to access the partially updated database, it will see an inconsistent database

T1

1. **read**(A)
2. $A := A - 50$
3. **write**(A)
4. **read**(B)
5. $B := B + 50$
6. **write**(B)

T2

read(A), read(B), print(A+B)

- Isolation can be ensured trivially by running transactions **serially**
 - i.e., one after the other
 - however, parallel execution is often desired due to performance benefits

ACID Properties

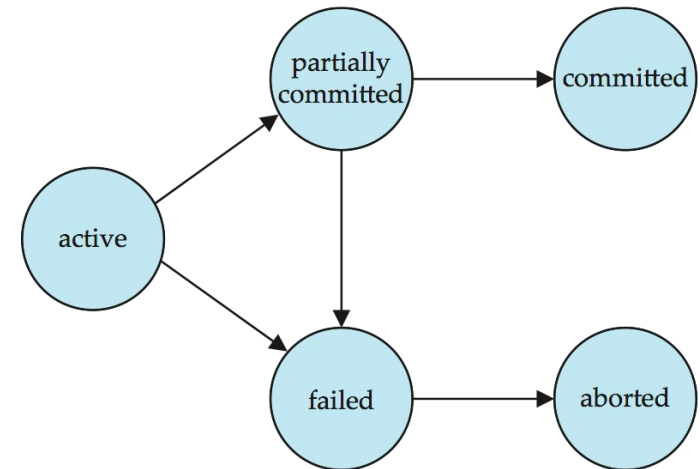
- **Atomicity:** Either all operations of the transaction are properly reflected in the database, or none
- **Consistency:** Execution of a full transaction preserves the consistency of the database
- **Isolation:** Although multiple transactions may execute concurrently, each transaction must be unaware of other concurrently executing transactions
 - Intermediate transaction results must be hidden from other concurrently executed transactions
 - i.e., for every pair of transactions T_i and T_j , it appears to T_i that either T_j finished execution before T_i started, or T_j started execution after T_i finished
- **Durability:** After a transaction completes successfully, the changes it has made to the database persist, even if there are system failures

Transaction States

- **Active:** the initial state; transaction stays active while it is executing
- **Partially committed:** after the final statement has been executed
- **Failed:** after discovery that normal execution can no longer proceed
- **Aborted:** after the transaction has been rolled back and the database restored to its state prior to the start of the transaction.

Actions to be taken:

- Restart the transaction (can be done only if no internal logical error)
- Kill the transaction
- **Committed:** after successful completion



Concurrent Execution of Transactions

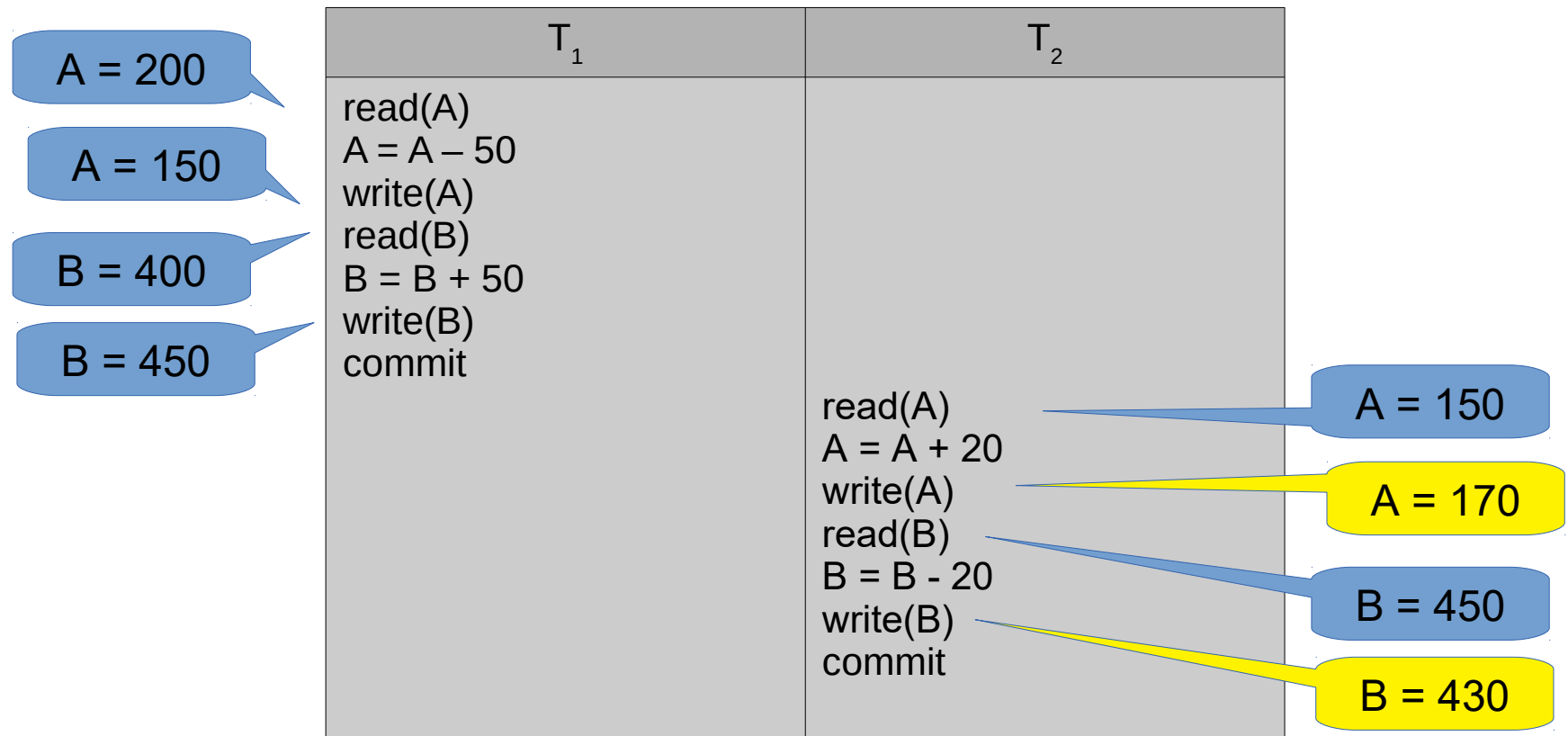
- Multiple transactions are allowed to run concurrently in the system
 - **Increased processor and disk utilization**, leading to better transaction *throughput*
 - e.g., one transaction can be using the CPU while another is reading from or writing to the disk
 - **Reduced average response time** for transactions
 - e.g., short transactions need not wait behind long ones
- **Concurrency control schemes**
 - mechanisms to achieve isolation
 - control the interaction among the concurrent transactions
 - prevent them from destroying the consistency of the database

Schedules

- **Schedule**
 - a sequence of instructions that specifies the chronological order in which instructions of concurrent transactions are executed
 - A schedule for a set of transactions must consist of all instructions of those transactions
 - Must preserve the order in which the instructions appear in each individual transaction
- A transaction that successfully completes its execution will have a **commit** instructions as the last statement
 - By default, a transaction is assumed to execute commit instruction as its last step
- A transaction that fails to successfully complete its execution will have an **abort** instruction as the last statement

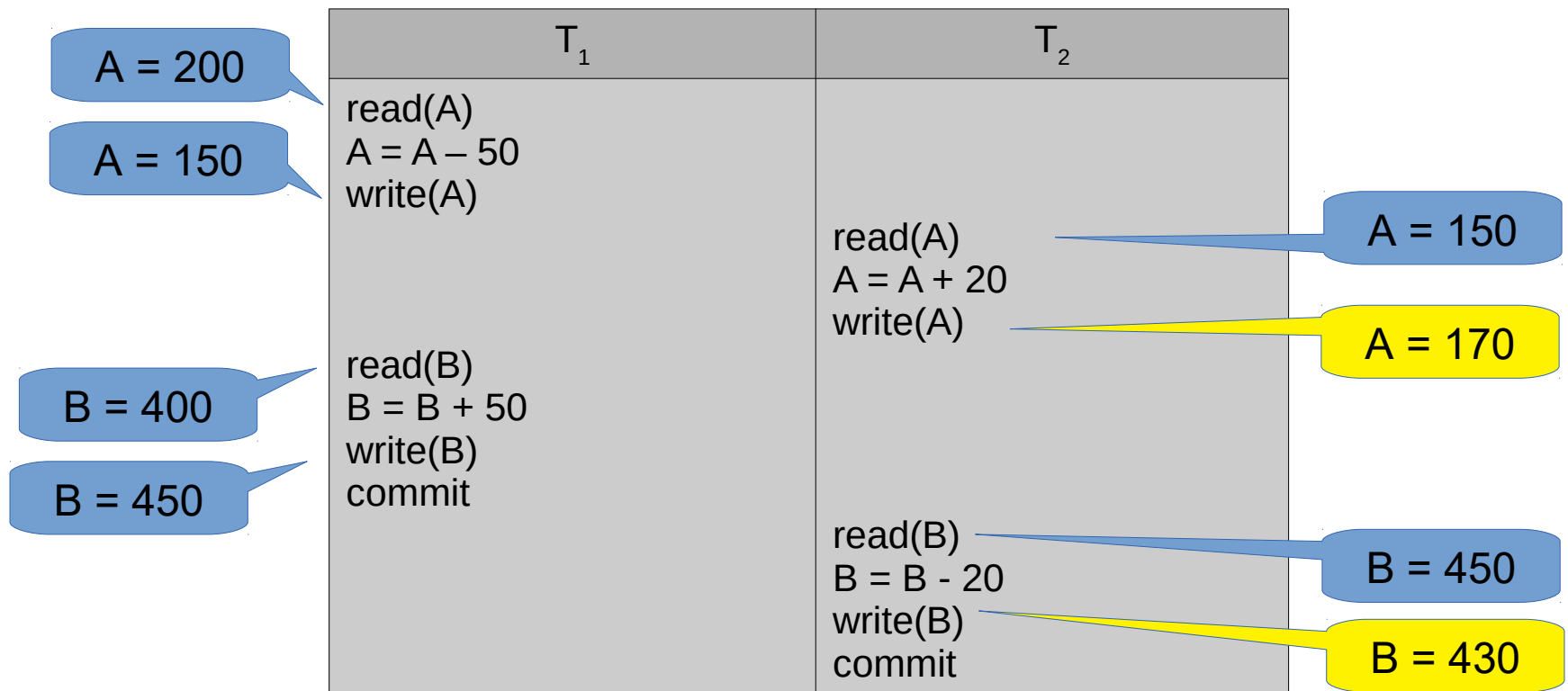
Schedule Example: Serial Schedule

- Let T_1 transfer \$50 from A to B , and T_2 transfer \$20 of the balance from A to B
- Serial schedule: T_1 is executed as a whole, followed by T_2 :



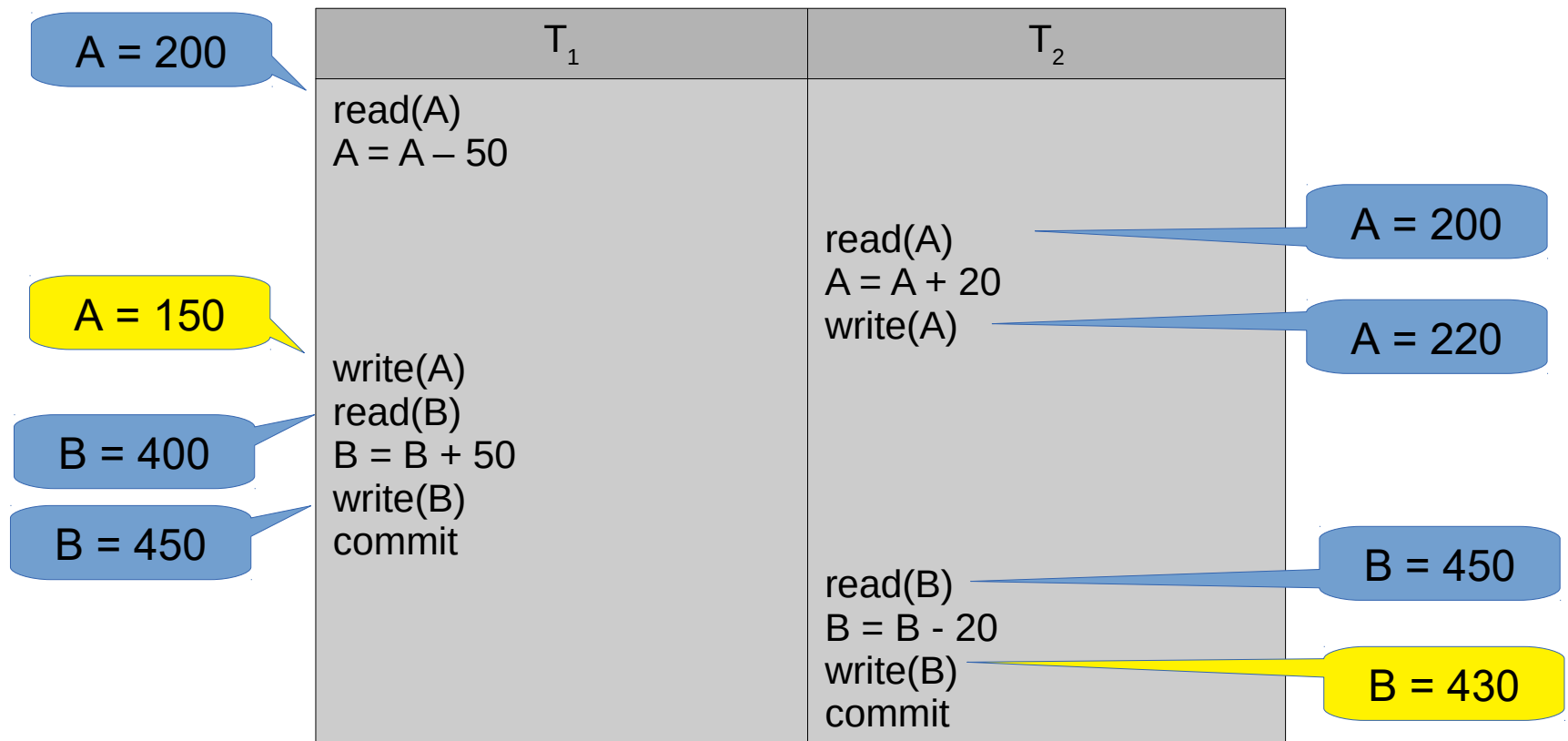
Schedule Example: Intertwined Schedule

- Let T_1 transfer \$50 from A to B , and T_2 transfer 10% of the balance from A to B
- Intertwined schedule: parts of T_1 are executed, interrupted by parts of T_2
 - the sum $A+B$ is maintained



Schedule Examples: **Wrong** Schedule

- Let T_1 transfer \$50 from A to B , and T_2 transfer 10% of the balance from A to B
- The sum of A and B is not maintained!



Serializability

- Basic assumption: transactions preserve database consistency
 - i.e., serial execution of a set of transactions also preserves database consistency
- A (possibly concurrent) schedule is serializable if it is equivalent to a serial schedule
 - We ignore operations other than read and write instructions
 - Transactions may perform arbitrary computations on data inbetween
 - Our simplified schedules consist of only read and write instructions

Conflicting Transactions

- Let I_i and I_j be two Instructions of transactions T_i and T_j respectively
- Instructions I_i and I_j **conflict**
 - if and only if there exists some data item Q accessed by both I_i and I_j , and at least one of these instructions wrote Q
 1. $I_i = \text{read}(Q)$, $I_j = \text{read}(Q)$. \rightarrow No conflict
 2. $I_i = \text{read}(Q)$, $I_j = \text{write}(Q)$. \rightarrow Conflict
 3. $I_i = \text{write}(Q)$, $I_j = \text{read}(Q)$. \rightarrow Conflict
 4. $I_i = \text{write}(Q)$, $I_j = \text{write}(Q)$. \rightarrow Conflict
- Implications on serializability:
 - Non-conflicting instructions can be executed in *any* order
 - A conflict between I_i and I_j forces a temporal order between them

Conflict Equivalence and Serializability

- 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**.
- We say that a schedule S is **conflict serializable** if it is conflict equivalent to a serial schedule

T_1	T_2
read (A) write (A)	
	read (A) write (A)
read (B) write (B)	
	read (B) write (B)

S

T_1	T_2
read (A) write (A) read (B) write (B)	
	read (A) write (A) read (B) write (B)

S'

Conflict Equivalence and Serializability

- Example of a schedule that is not conflict serializable:

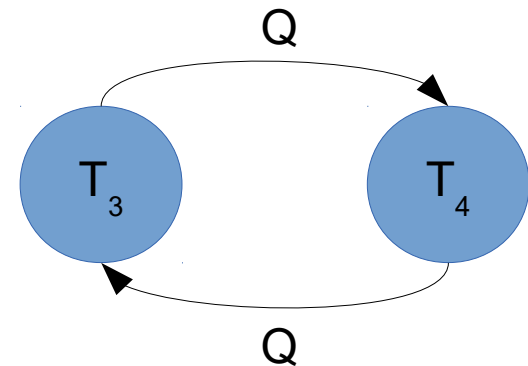
T_3	T_4
read (Q)	
write (Q)	write (Q)

- write(Q) in T_4 conflicts both with read(Q) and with write(Q) in T_3
 - i.e., we are unable to swap instructions in the above schedule to obtain either the serial schedule $\langle T_3, T_4 \rangle$, or the serial schedule $\langle T_4, T_3 \rangle$

Precedence Graph

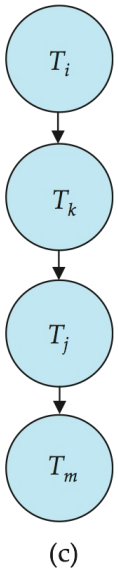
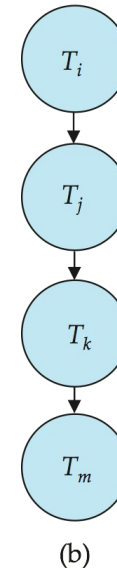
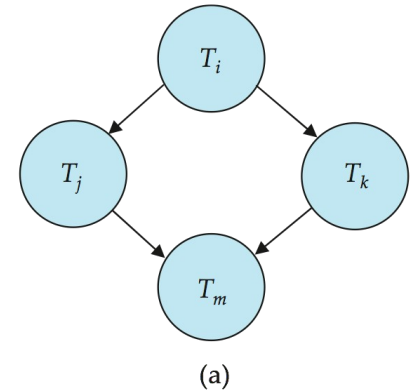
- Consider some schedule of a set of transactions T_1, T_2, \dots, T_n
- Precedence graph:** a directed graph where the vertices are the transactions (names)
 - We draw an arc from T_i to T_j if the two transaction conflict, and T_i accessed the data item on which the conflict arose earlier
 - We may label the arc by the item that was accessed
- Example:

T_3	T_4
read (Q)	
write (Q)	write (Q)



Testing for Conflict Serializability

- A schedule is conflict serializable
 - if and only if its precedence graph is acyclic
 - serializability order can be obtained by a topological sorting of the graph
 - i.e., a linear order consistent with the partial order of the graph
 - Example: both (b) and (c) are possible partial orders of (a)
- Cycle-detection algorithms exist which take order n^2 time
 - where n is the number of vertices in the graph.
 - better algorithms take order $n + e$ where e is the number of edges



Recoverable Schedules

- Consider the following schedule:

T_8	T_9
read (A) write (A)	
	read (A) commit
read (B)	

- What happens if T_8 should abort after T_9 commits?
 - T_9 would have read (and possibly shown to the user) an inconsistent database state
 - The DBMS should avoid those cases
- A schedule is *recoverable* if the following holds:
 - if a transaction T_j reads a data item previously written by a transaction T_i , then the commit operation of T_i **must** appear before the *commit* operation of T_j

Cascading Rollbacks

- Consider the following schedule:

T_{10}	T_{11}	T_{12}
read (A) read (B) write (A)	read (A) write (A)	
abort		read (A)

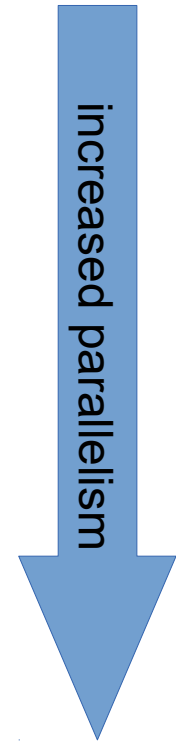
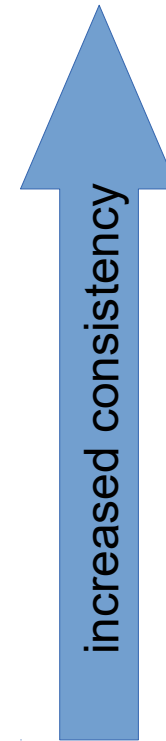
- On the abort of T_{10}
 - all three transactions need to be rolled back
 - can mean undoing a significant amount of work

Cascadeless Schedules

- A schedule is cascadeless if and only if
 - for each pair of transactions T_i and T_j such that T_j reads a data item previously written by T_i ,
 - the commit operation of T_i appears before the *read* operation of T_j
- Every cascadeless schedule is also recoverable
 - the reverse need not hold
- It is desirable to restrict the schedules to those that are cascadeless

Levels of Consistency

- **Serializable:** default
- **Repeatable read:**
 - only committed records to be read
 - successive reads of same record must return the same value
 - transactions may not be serializable
- **Read committed:**
 - only committed records can be read,
 - successive reads of record may return different (but committed) values
- **Read uncommitted:**
 - even uncommitted records may be read



Transaction Definition in SQL

- Data manipulation language must include a construct for specifying the set of actions that comprise a transaction
- In SQL
 - a transaction begins implicitly
 - A transaction ends by:
 - **Commit work** commits current transaction and begins a new one
 - **Rollback work** causes current transaction to abort
- In almost all database systems, by default, every SQL statement also commits implicitly if it executes successfully
 - implicit commit can be turned off by a database directive
 - e.g., in JDBC, `connection.setAutoCommit(false)` ;

Concurrency Control in DBMS

- A database must provide a mechanism that will ensure that all possible schedules are both:
 - Conflict serializable
 - Recoverable and preferably cascadeless
- A policy in which only one transaction can execute at a time generates serial schedules
 - but provides a poor degree of parallelism
- Concurrency control protocols have to trade off
 - degree of parallelism they achieve
 - amount of overhead they incur

Locks

- A lock is a mechanism to control concurrent access to a data item
- Data items can be locked in two modes :
 1. *exclusive (X) mode*. Data item can be both read as well as written. X-lock is requested using **lock-X** instruction
 2. *shared (S) mode*. Data item can only be read. S-lock is requested using **lock-S** instruction
- Lock requests are made to the concurrency-control manager
 - by the application accessing the database
 - transaction can proceed only after request is granted

Requesting and Granting Locks

- Transactions request locks
 - can be granted if the requested lock is compatible
- Compatibility:
 - Any number of transactions can hold shared locks on an item
 - If any transaction holds an exclusive on the item, no other transaction may hold any lock on the item
- If a lock cannot be granted
 - the requesting transaction has to wait until all incompatible locks are released

requested	already granted	
	S	X
	S	X
S	true	false
X	false	false

Lock-based Protocols

- Example of two transactions performing locking:

T_1 :

lock-S(A);
read(A);
unlock(A);
lock-S(B);
read(B);
unlock(B);
display(A+B);

T_2 :

lock-S(A);
lock-S(B);
read(A);
read(B);
display(A+B);
unlock(A);
unlock(B);

- Only T_2 is serializable
 - in T_1 , if A and B get updated in-between the read of A and B , the displayed sum would be inconsistent
- A **locking protocol** is a set of rules followed by all transactions
 - Locking protocols restrict the set of possible schedules

The Two-Phase Locking Protocol

- Protocol that ensures conflict serializable schedules
- Runs in two phases
- Phase 1: Growing Phase
 - Transaction may obtain and “upgrade” shared to exclusive locks
 - Transaction may not release locks
- Phase 2: Shrinking Phase
 - Transaction may release and “downgrade” exclusive to shared locks
 - Transaction may not obtain locks
- The protocol assures serializability
 - It can be proved that the transactions can be serialized in the order of their **lock points**,
 - i.e., the point where a transaction acquired its final lock

Automatic Acquisition of Locks

- A transaction T_i issues the standard read/write instruction, without explicit locking calls
- The operation **read**(D) is processed by the DBMS as:
 - if** T_i has a lock on D
 - read(D)
 - else**
 - if necessary wait until no other transaction has a **lock-X** on D
 - grant T_i a **lock-S** on D ;
 - read(D)

Automatic Acquisition of Locks

- A transaction T_i issues the standard read/write instruction, without explicit locking calls
- The operation **write(D)** is processed by the DBMS as:
 - if** T_i has a **lock-X** on D
 - write(D)**
 - else**
 - if necessary wait until no other transaction has any lock on D ,
 - if T_i has a **lock-S** on D
 - upgrade** lock on D to **lock-X**
 - else**
 - grant T_i a **lock-X** on D
 - write(D)**
- All locks are released after commit or abort

Deadlocks

- Consider the partial schedule

T_3	T_4
lock-x (B)	
read (B)	
$B := B - 50$	
write (B)	
	lock-s (A)
	read (A)
	lock-s (B)
lock-x (A)	

- Neither T_3 nor T_4 can make progress
 - executing **lock-S**(B) causes T_4 to wait for T_3 to release its lock on ,
 - executing **lock-X**(A) causes T_3 to wait for T_4 to release its lock on A
- Such a situation is called a **deadlock**
 - to handle the problem, one of T_3 or T_4 must be rolled back and its locks released

Deadlocks & Starvation

- Two-phase locking protocol
 - guarantees *serializability*
 - does *not* ensure freedom from deadlocks
- In addition to deadlocks, there is a possibility of **starvation**:
 - A transaction may be waiting for an X-lock on an item
 - while a sequence of other transactions request and are granted an S-lock on the same item
- **Starvation** occurs if the concurrency control manager is badly designed
 - The same transaction is repeatedly rolled back due to deadlocks
 - Concurrency control manager can be designed to prevent starvation

Deadlocks

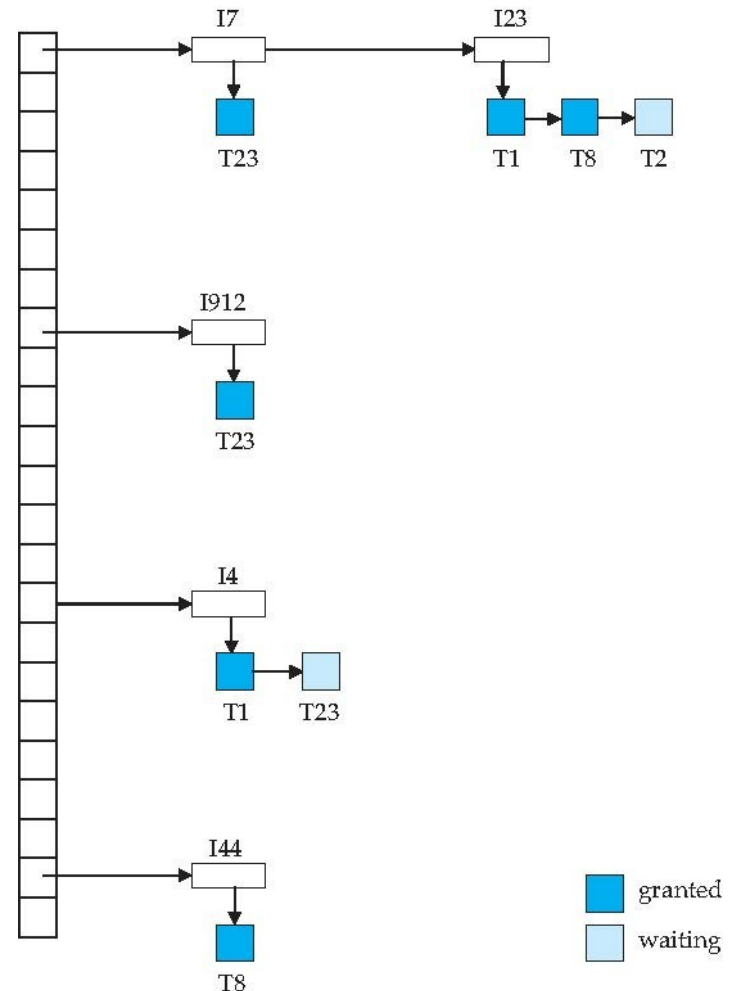
- The potential for deadlock exists in most locking protocols
 - but there are prevention mechanisms (see later)
- When a deadlock occurs
 - rollbacks are necessary
 - there is a possibility of cascading roll-backs
 - but cascading rollbacks can be expensive
- Cascading roll-back is possible under two-phase locking
- Modified protocol called **strict two-phase locking**
 - a transaction must hold all its exclusive locks until it commits/aborts
 - avoids cascading rollbacks

Implementation of Locking

- A **lock manager** can be implemented as a separate process
 - transactions send lock and unlock requests to the lock manager
 - lock manager replies to a lock request by sending a lock grant messages
 - or a message asking the transaction to roll back, in case of a deadlock
 - The requesting transaction waits until its request is answered
- The lock manager maintains a data-structure called a **lock table** to record granted locks and pending requests
 - The lock table is usually implemented as an in-memory hash table indexed on the name of the data item being locked

Lock Table

- Dark blue rectangles indicate granted locks; light blue indicate waiting requests
 - Lock table also records the type of lock granted or requested
- New request is added to the end of the queue of requests for the data item
 - granted if it is compatible with all earlier locks
- Unlock requests result in the request being deleted
 - later requests are checked to see if they can now be granted
- If transaction aborts, all waiting or granted requests of the transaction are deleted
 - lock manager may keep an index of locks held by each transaction, to implement this efficiently



Deadlock Prevention

- System is deadlocked:
 - there is a set of transactions such that every transaction in the set is waiting for another transaction in the set
- **Deadlock prevention** protocols
 - ensure that the system will *never* enter into a deadlock state
- Some prevention strategies :
 - Require that each transaction locks all its data items before it begins execution (predeclaration)
 - Impose partial ordering of all data items and require that a transaction can lock data items only in the order specified by the partial order

Deadlock Prevention

- **timeout-based schemes**

- transactions wait for a lock only for a specified amount of time
 - if the lock has not been granted within that time → roll back
- simple to implement; but starvation is possible
- also difficult to determine good value of the timeout interval

- **wait-die** scheme

- older transaction may wait for younger one to release data item
- younger transactions never wait for older ones
 - they are rolled back instead
- a transaction may die several times before acquiring needed data item

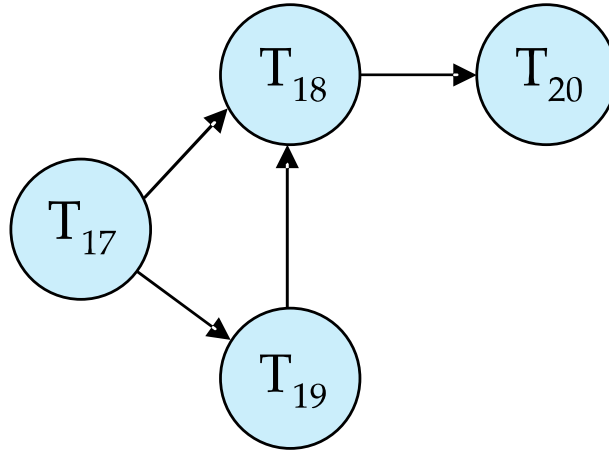
- **wound-wait** scheme

- older transaction *wounds* (forces rollback) of younger transaction
 - instead of waiting for it
- younger transactions may wait for older ones
- may cause fewer rollbacks than *wait-die* scheme

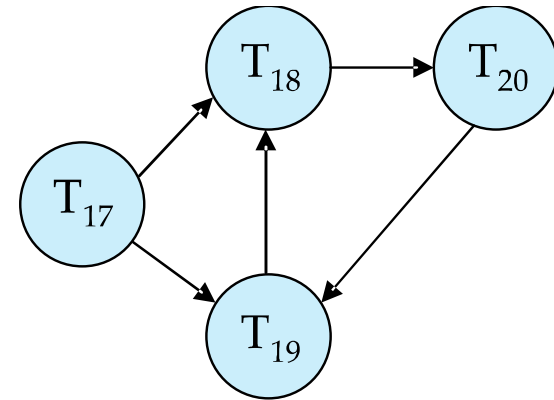
Deadlock Detection

- Deadlocks can be detected using a *wait-for graph*, which consists of a pair $G = (V, E)$
 - V is a set of vertices (all the transactions in the system)
 - E is a set of edges; each element is an ordered pair $T_i \rightarrow T_j$.
 - Edge from T_i to T_j implies that T_i is waiting for T_j to release a data item
- T_i requests a lock on a data item currently being locked by T_j ,
 - the edge $T_i \rightarrow T_j$ is inserted in the wait-for graph
- T_j releases lock on a data item needed by T_i , or T_i is rolled back
 - the edge $T_i \rightarrow T_j$ is removed from the wait-for graph
- System is in a deadlock state \leftrightarrow the wait-for graph has a cycle
 - invoke a deadlock-detection algorithm periodically to look for cycles

Deadlock Detection



Wait-for graph without a cycle



Wait-for graph with a cycle

Deadlock Recovery

- When deadlock is detected :
 - some transaction will have to rolled back (made a victim)
 - select that transaction as victim that will incur minimum cost
- Rollback – determine how far to roll back transaction
 - **Total rollback**: Abort the transaction and then restart it
 - More effective: roll back transaction only as far as necessary to break deadlock
- Starvation happens if same transaction is always chosen as victim
 - Solution: include the number of rollbacks in the cost factor to avoid starvation

Timestamp-based Scheduling

- Each transaction is issued a timestamp when it enters the system
 - timestamps must be free of duplicates
- The protocol manages concurrent execution such that the timestamps determine the serializability order
- In order to assure such behavior, the protocol maintains two timestamp values for each data Q :
 - **W-timestamp**(Q) is the largest time-stamp of any transaction that executed **write**(Q) successfully
 - **R-timestamp**(Q) is the largest time-stamp of any transaction that executed **read**(Q) successfully

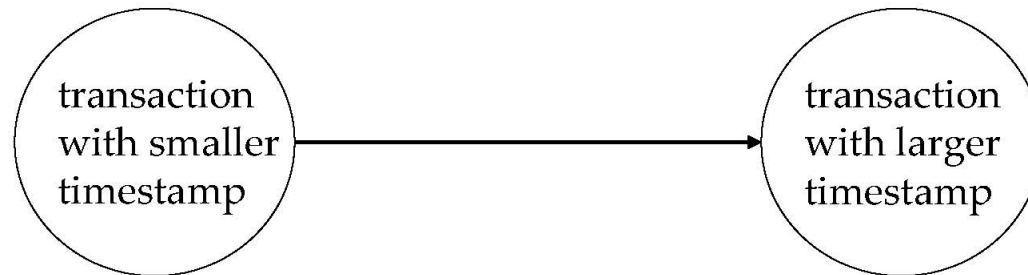
Timestamp-based Scheduling

- Transaction T_i issues a **read**(Q)
 - if $TS(T_i) > \mathbf{W}$ -timestamp(Q)
 - execute **read** operation, set R-timestamp(Q) to $\max(\text{R-timestamp}(Q), TS(T_i))$
 - if $TS(T_i) \leq \mathbf{W}$ -timestamp(Q),
then T_i needs to read a value of Q that was already overwritten
→ reject **read**, rollback T_i
- Transaction T_i issues **write**(Q)
 - if $TS(T_i) < \text{R-timestamp}(Q)$,
then the value of Q that T_i is producing was needed previously
→ reject **write**, rollback T_i
 - if $TS(T_i) < \mathbf{W}$ -timestamp(Q), then T_i is attempting to write an obsolete value of Q
→ reject **write**, rollback T_i
 - Otherwise, execute **write** set and \mathbf{W} -timestamp(Q) to $TS(T_i)$

Thomas Write Rule:
we can also simply
ignore this **write**

Timestamp-based Scheduling

- The timestamp-ordering protocol guarantees serializability since all the arcs in the precedence graph are of the form



Thus, there will be no cycles in the precedence graph

- Timestamp protocol ensures freedom from deadlock
 - no transaction ever waits, there are only rollbacks
- But the schedule may not be cascade-free
 - and may not even be recoverable

Validation Based Protocol

- Execution of transaction T_i is done in three phases
 1. **Read and execution phase:** Transaction T_i writes only to temporary local variables
 2. **Validation phase:** Transaction T_i performs a "validation test" to determine if local variables can be written without violating serializability
 3. **Write phase:** If T_i is validated, the updates are applied to the database; otherwise, T_i is rolled back
- The three phases of concurrently executing transactions can be interleaved
 - but each transaction must go through the three phases in that order
- Assume for simplicity that the validation and write phase occur together, atomically and serially
 - i.e., only one transaction executes validation/write at a time.
- Also called as **optimistic concurrency control** since transaction executes fully in the hope that all will go well during validation

Validation Based Protocol

- Each transaction T_i has 3 timestamps
 - $\text{Start}(T_i)$: the time when T_i started its execution
 - $\text{Validation}(T_i)$: the time when T_i entered its validation phase
 - $\text{Finish}(T_i)$: the time when T_i finished its write phase
- Serializability order is determined by timestamp given at validation time; this is done to increase concurrency.
 - Thus, $\text{TS}(T_i)$ is given the value of $\text{Validation}(T_i)$
- This protocol is useful and gives greater degree of concurrency
 - if probability of conflicts is low
 - serializability order is not pre-decided
 - relatively few transactions will have to be rolled back

Validation Test for Transaction T_j

- If for all T_i with $TS(T_i) < TS(T_j)$ either one of the following condition holds:
 - **finish**(T_i) < **start**(T_j)
 - **start**(T_j) < **finish**(T_i) < **validation**(T_j) **and** the set of data items written by T_i does not intersect with the set of data items read by T_jthen validation succeeds and T_j can be committed
 - otherwise, validation fails and T_j is aborted
- *Explanation:* Either the first condition is satisfied, i.e., there is no overlapped execution, or the second condition is satisfied, i.e.,
 - the writes of T_j do not affect reads of T_i since they occur after T_i has finished its reads
 - the writes of T_i do not affect reads of T_j since T_j does not read any item written by T_i

Validation Test for Transaction T_j

- Example schedule using validation:

T_{25}	T_{26}
read (B)	read (B) $B := B - 50$ read (A) $A := A + 50$
read (A) $\langle \text{validate} \rangle$ display (A + B)	$\langle \text{validate} \rangle$ write (B) write (A)

T_{25} has not written anything read by T_{26}

Insert and Delete Operations

- If two-phase locking is used :
 - A **delete** operation may be performed only if the transaction deleting the tuple has an exclusive lock on the tuple to be deleted
 - A transaction that **inserts** a new tuple into the database is given an exclusive lock on the tuple
- Insertions and deletions can lead to the **phantom phenomenon**
- A transaction that scans a relation
(e.g., read number of all accounts in Perryridge)
and a transaction that inserts a tuple in the relation
(e.g., insert a new account at Perryridge)
(conceptually) conflict in spite of not accessing any tuple in common

Insert and Delete Operations

- The transaction scanning the relation is reading information that indicates what tuples the relation contains
 - while a transaction inserting a tuple updates the same information
- The conflict should be detected, e.g., by locking the information
- One solution:
 - Associate a data item with the relation, to represent the information about what tuples the relation contains
 - Transactions scanning the relation acquire a shared lock in the data item
 - Transactions inserting or deleting a tuple acquire an exclusive lock on the data item.
(Note: locks on the data item do not conflict with locks on individual tuples.)
- Above protocol provides very low concurrency for insertions/deletions
 - Index locking protocols provide higher concurrency while preventing the phantom phenomenon
 - requiring locks on certain index buckets

Index Locking Protocol

- Index locking protocol
 - Every relation must have at least one index
 - A transaction can access tuples only after finding them through one or more indices on the relation
- A transaction T_i that performs a lookup must lock all the index leaf nodes that it accesses, in S-mode
 - Even if the leaf node does not contain any tuple satisfying the index lookup (e.g. for a range query, no tuple in a leaf is in the range)
- A transaction T_i that inserts, updates or deletes a tuple t_i in a relation r
 - must update all indices to r
 - must obtain exclusive locks on all index leaf nodes affected by the insert/update/delete
- The rules of the two-phase locking protocol must be observed
 - Guarantees that phantom phenomenon does not occur

Concurrency in Index Structures

- Indices are unlike other database items
 - their only job is to help in accessing the actual data
- Index structures are typically accessed very often
 - much more than other database items
 - Treating index-structures like other database items, e.g. by 2-phase locking of index nodes can lead to low concurrency
- Special protocols for index structures
 - e.g., locks on internal nodes are released early, instead of two-phase fashion
 - it is acceptable to have nonserializable concurrent access to an index as long as the accuracy of the index is maintained
 - in particular, the exact values read in an internal node of a B⁺-tree are irrelevant so long as we end up in the correct leaf node

Concurrency in Index Structures

- Example of index concurrency protocol: Use **crabbing** instead of two-phase locking on the nodes of the B+-tree, as follows
- During search/insertion/deletion:
 - First lock the root node in shared mode
 - After locking all required children of a node in shared mode, release the lock on the parent node
- During insertion/deletion
 - upgrade leaf node locks to exclusive mode
- When splitting or coalescing requires changes to a parent
 - lock the parent in exclusive mode
- Above protocol can cause excessive deadlocks
 - Searches coming down the tree deadlock with updates going up the tree
 - Can abort and restart search, without affecting transaction
 - Better protocols are available; e.g., the B-link tree protocol
 - Intuition: release lock on parent before acquiring lock on child

Summary

- Parallel access to databases brings challenges
 - easy solution: process one transaction after the other
 - higher performance solution: support parallelism
- Transactions & Serializability
 - Methods for generating serializations
- Locks & Deadlocks
- Protocols
 - for “normal” data
 - for indices

Questions?

