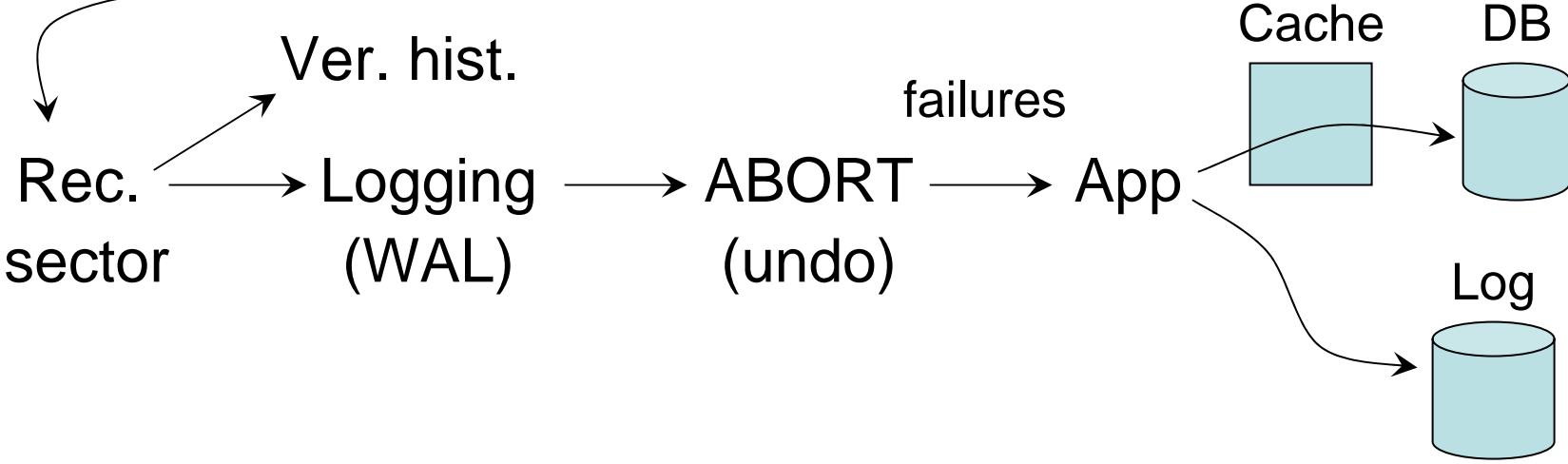


# Atomicity

Isolation

Recoverability



## Recovery

- 1) Undo
- 2) Redo

- 1) Scan log backwards
- 2) Winners = C + A
- 3) Losers:
- 4) Redo C winners + undo losers.

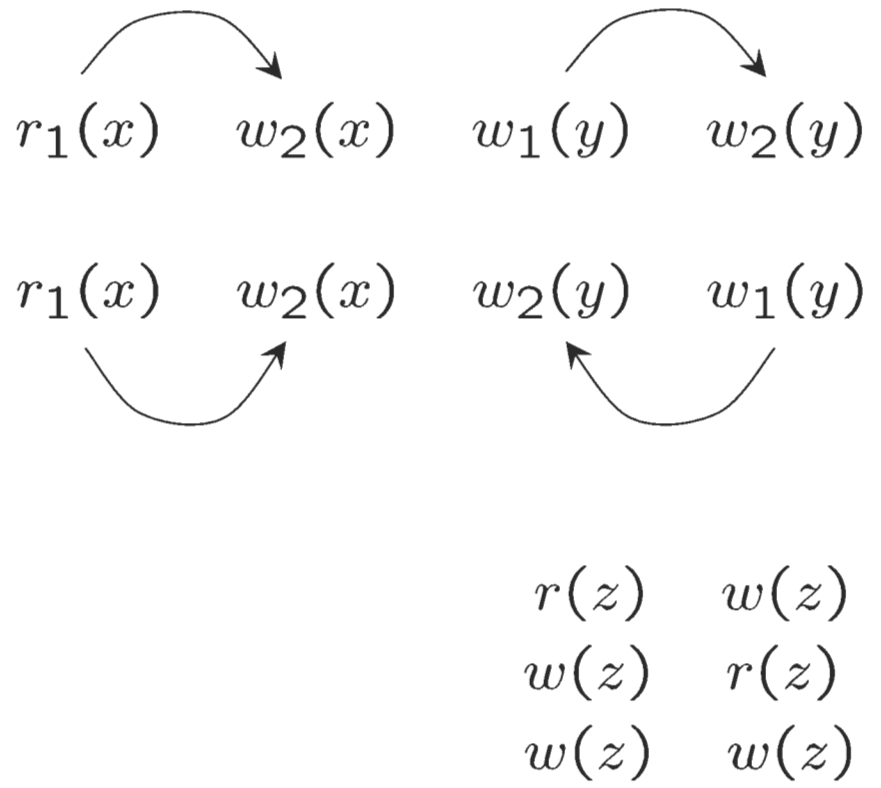
# Isolation

T<sub>1</sub>

- 1) read x
- 3) write y

T<sub>2</sub>

- 2) write x
- 4) write y



## Serializability:

Trace's conflict arrow in same order as some serial order of actions

## Action Graph

T<sub>1</sub>

T<sub>2</sub>

T<sub>3</sub>

T<sub>4</sub>

1)  $r_1 x$

2)  $w_2 x$

3)  $r_3 y$

4)  $r_4 x$

5)  $w_1 y$

6)  $w_2 y$

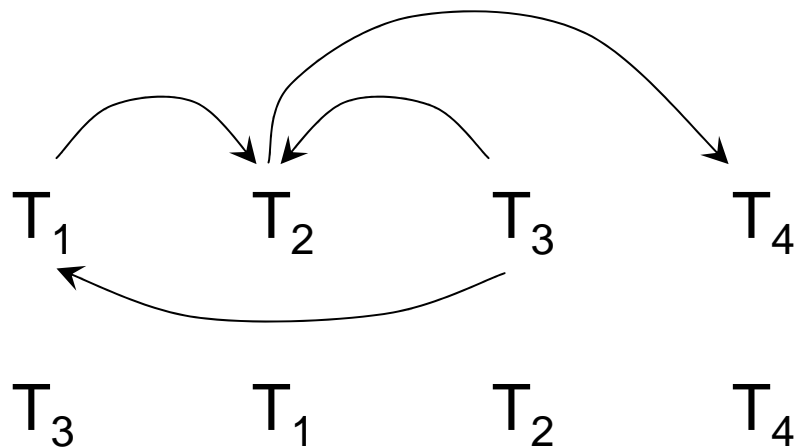
7)  $w_3 z$

$T_1$     $T_2$

$T_1$     $T_3$

$T_2$     $T_3$

$T_2$     $T_4$



If Action Graph is acyclic  
 $\Leftrightarrow$  trace is serializable

$\Rightarrow$ : Topo. sort

## Locks:

acq (lock of x)  
rel ( " )

1 {  
acq l<sub>x</sub>  
r<sub>1</sub>(x)  
rel l<sub>x</sub>  
3 {  
acq l<sub>y</sub>  
w<sub>1</sub>(y)  
rel l<sub>y</sub>

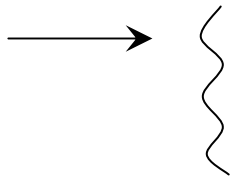
2 {  
acq l<sub>x</sub>  
w<sub>2</sub>(x)  
acq l<sub>y</sub>  
w<sub>2</sub>(y)  
4 {  
rel l<sub>x</sub>  
rel l<sub>y</sub>



## Isolation:

acq  $l_x$   
acq  $l_y$

Simple  
locking



acq l<sub>x</sub>

r x

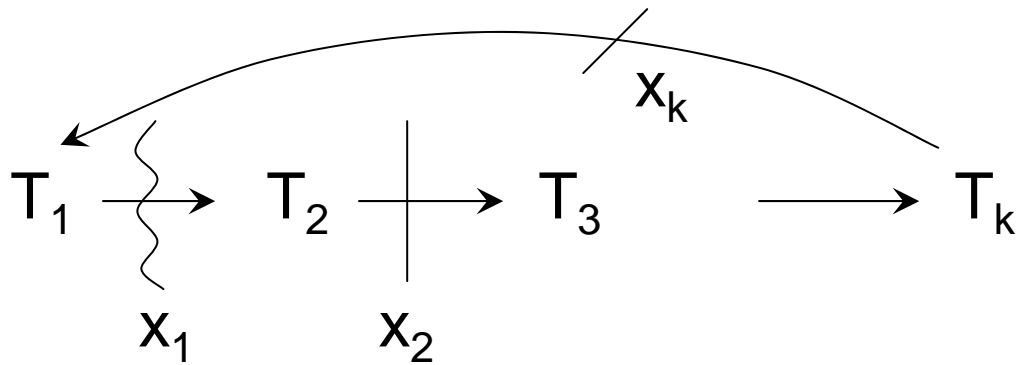
acq l<sub>y</sub>

r y

Two-phase locking (2 PL)

No release before ALL acquires

Correct



rel  $l_1$

acq  $l_1$

rel  $l_2$

acq  $l_2$

acq  $l_{k-1}$

rel  $l_k$

acq  $l_k$