

CSE 486/586 Distributed Systems Concurrency Control --- 1

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Recap: Concurrent Transactions

• Process 1

```
lock(mutex);
savings.deduct(100);
checking.add(100);
mnymkt.deduct(200);
checking.add(200);
checking.deduct(400);
dispense(400);
unlock(mutex);
```

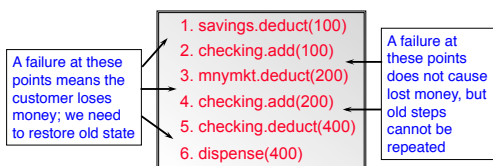
• Process 2

```
lock(mutex);
savings.deduct(100);
checking.add(100);
mnymkt.deduct(200);
checking.add(200);
checking.deduct(400);
dispense(400);
unlock(mutex);
```

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Why Not Satisfied?



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Recap: Locks & Transactions

- What we discussed in mutual exclusion is one big lock.
 - Everyone else has to wait.
 - It does not necessarily deal with failures.
- Performance
 - Observation: we can interleave some operations from different processes.
- Failure
 - If a process crashes while holding a lock
- Let's go beyond simple locking!

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Transaction

- Abstraction for **grouping multiple operations into one**
- A transaction is **indivisible (atomic)** from the point of view of other transactions
 - No access to intermediate results/states
 - Free from interference by other operations
- Primitives
 - begin(): begins a transaction
 - commit(): tries completing the transaction
 - abort(): aborts the transaction
- Implementing transactions
 - **Performance**: finding out what operations we can interleave
 - **Failure**: dealing with failures, rolling back changes if necessary

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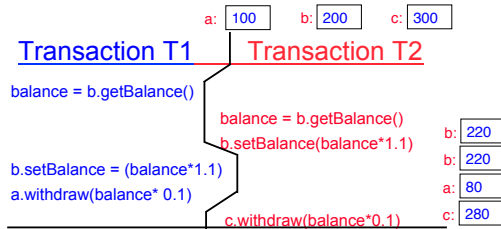
Properties of Transactions: ACID

- **A**tomicity: All or nothing
- **C**onsistency: if the server starts in a consistent state, the transaction ends with the server in a consistent state.
- **I**solation: Each transaction must be performed without interference from other transactions, i.e., the non-final effects of a transaction must not be visible to other transactions.
- **D**urability: After a transaction has completed successfully, all its effects are saved in permanent storage.

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What Can Go Wrong?



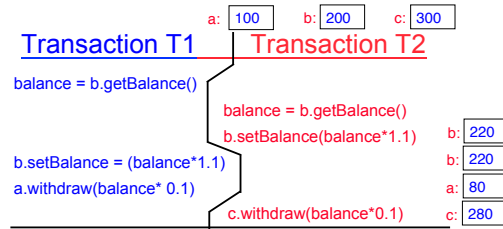
- T1/T2's update on the shared object, "b", is lost

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Lost Update Problem

- One transaction causes loss of info. for another: consider three account objects

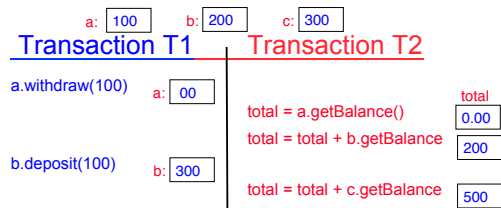


- T1/T2's update on the shared object, "b", is lost

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What Can Go Wrong?



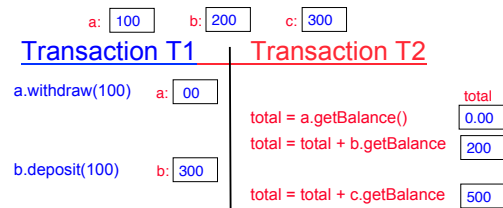
- T1's partial result is used by T2, giving the wrong result

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Inconsistent Retrieval Problem

- Partial, incomplete results of one transaction are retrieved by another transaction.



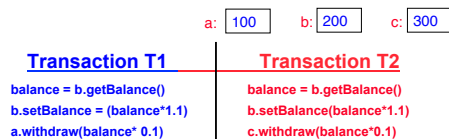
- T1's partial result is used by T2, giving the wrong result

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What is "Correct"?

- How would you define correctness?

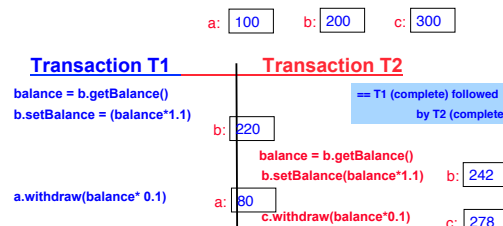


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Concurrency Control: Providing "Correct" Interleaving

- An interleaving of the operations of 2 or more transactions is said to be *serially equivalent* if the combined effect is the same as if these transactions had been performed sequentially (in some order).



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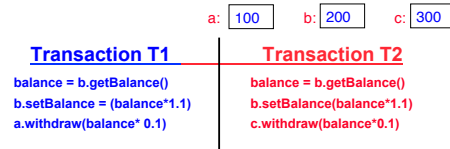
- Midterm: 3/6 (Wednesday) in class
 - 45 minutes
 - Everything up to leader election
 - 1-page cheat sheet is allowed.
- Tech Talk: Dave Parfitt (Basho) Tonight March 4 at 6PM in Davis 338A
- PA3 is out.
- No recitations this week
- Anonymous feedback form still available.
- Please come to me!

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Providing Serial Equivalence

- What operations are we considering?
 - Read/write
- What operations matter for correctness?
 - When write is involved



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Conflicting Operations

- Two operations are said to be in conflict, if their combined effect depends on the order they are executed, e.g., read-write, write-read, write-write (all on same variables). NOT read-read, not on different variables.

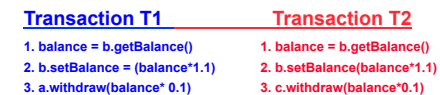
Operations of different transactions	Conflict	Reason
read read	No	Because the effect of a pair of read operations does not depend on the order in which they are executed
read write	Yes	Because the effect of a read and a write operation depends on the order of their execution
write write	Yes	Because the effect of a pair of write operations depends on the order of their execution

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Conditions for Correct Interleaving

- What should we need to do to guarantee serial equivalence with conflicting operations?
- Case 1
 - T1.1 -> T1.2 -> T2.1 -> T2.2 -> T1.3 -> T2.3
- Case 2
 - T1.1 -> T2.1 -> T2.2 -> T1.2 -> T1.3 -> T2.3
- Which one's correct and why?



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Conflicting Operations

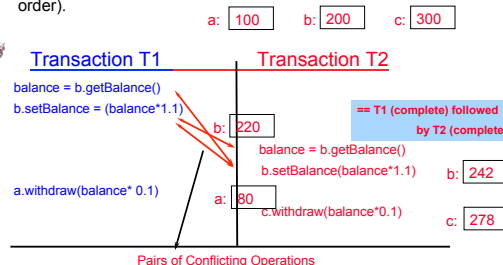
- **Insight for serial equivalence**
 - Outcomes of write operations in one transaction to all shared objects should be *either consistently visible to the other transaction or the other way round*.
- The effect of an operation refers to
 - The value of an object set by a write operation
 - The result returned by a read operation.
- Two transactions are **serially equivalent** if and only if **all pairs of conflicting operations** (pair containing one operation from each transaction) **are executed in the same order** (transaction order) **for all objects (data) they both access**.

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Example of Conflicting Operations

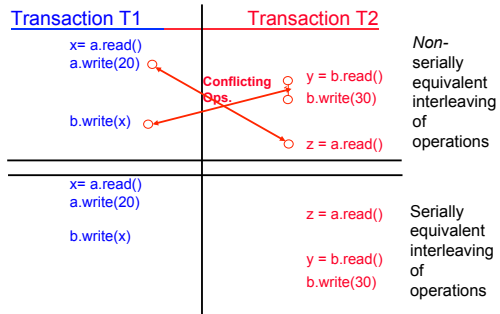
- An interleaving of the operations of 2 or more transactions is said to be **serially equivalent** if the combined effect is the same as if these transactions had been performed sequentially (in some order).



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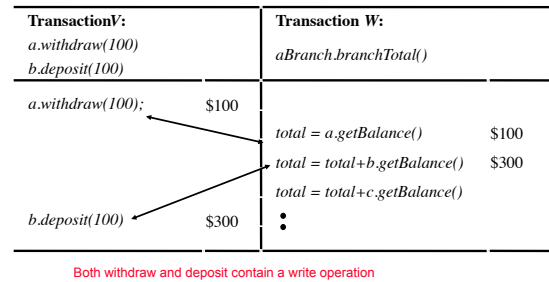
Another Example



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Inconsistent Retrievals Problem



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Serially-Equivalent Ordering

Transaction V:		Transaction W:	
a.withdraw(100); b.deposit(100)		aBranch.branchTotal()	
a.withdraw(100);	\$100	total = a.getBalance()	\$100
b.deposit(100)	\$300	total = total + b.getBalance()	\$400
		total = total + c.getBalance()	...

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Summary

- Transactions need to provide ACID
- Serial equivalence defines correctness of executing concurrent transactions
- It is handled by ordering conflicting operations

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Acknowledgements

- These slides contain material developed and copyrighted by Indranil Gupta (UIUC).

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