

Professional Development Program
Database Concepts

DATABASE ADMINISTRATION

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DATABASE ADMINISTRATION

Outline

- Transaction Processing
- Concurrency Problems
- Resource Locking
- Backup and Recovery

DATABASE ADMINISTRATION

Why?

- Programming with other applications
- Enforcement of referential integrity
- Many people using a system 24/7/365
- Information is important!
- CIA (Confidentiality Integrity Availability)

YOU HAVEN'T HEARD WHAT THE PROBLEM IS YET; HOW CAN YOU RECOMMEND BUILDING A DATABASE TO SOLVE IT??



WE ALWAYS BUILD A DATABASE.

AND WE'LL NEED COFFEE MUGS FOR THE PROJECT TEAM.



S. Adams

THE PROBLEM IS THAT WE HAVE POOR PROCESSES.

THAT COULD BE THE SLOGAN ON OUR MUGS!



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Transaction Processing - Intro

- What is a *transaction*?
 - Unit of interaction with a database system
 - Single logical operation on data (SQL)
 - Logical unit of work (LUW)
- Transaction Steps
 - Begin the transaction
 - Associated SQL queries execute
 - Commit the transaction

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Transaction Processing - ACID

- **Atomicity**
 - guarantees all parts of a transaction are complete
- **Consistency**
 - ensures that integrity constraints (rules) are maintained
- **Isolation**
 - transactions may not be seen in an intermediate state (by other operations)
- **Durability**
 - Once transaction has been verified by user (cannot be undone)

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Concurrency Problem 1

- **Lost (Concurrent) Update**
 - Row updates based on original value read

Checking (C)
Balance Before
\$100

Checking (C)
Balance After
\$200

| | <u>ATM \$100 Deposit</u> <u>Transaction</u> | <u>ATM \$20 Withdrawal</u> <u>Transaction</u> |
|----|--|--|
| T1 | Read C = 100 | Read C = 100 |
| T2 | | Write C $100 - 20 = 80$ |
| T3 | | Commit |
| T4 | Write C $100 + 100 = 200$ | |
| T5 | Commit | |

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Concurrency Problem 2

- **Uncommitted Dependency (Dirty Read)**
 - Transaction uses value based on another non-committed transaction

Checking (C)
Balance Before
\$200

Checking (C)
Balance After
\$280

| | <u>ATM \$100 Deposit Transaction</u> | <u>ATM \$20 Withdrawal Transaction</u> |
|----|--------------------------------------|--|
| T1 | | Read = 200 |
| T2 | | Write 200 - 20 = 180 |
| T3 | Read C = 180 | Commit |
| T4 | Write 180 + 100 = 280 | |
| T5 | Commit | |

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Concurrency Problem 3

- **Inconsistent Analysis (Non-Repeatable Read)**
 - Data read by a transaction is different during multiple times based on another transaction

| |
|---------------------|
| BEFORE |
| <u>Checking (C)</u> |
| \$10 |
| <u>Savings (S)</u> |
| \$500 |

| |
|---------------------|
| AFTER |
| <u>Checking (C)</u> |
| \$110 |
| <u>Savings (S)</u> |
| \$400 |

| | <u>View S/C Account Balance Transaction</u> | <u>Transfer \$100 from S to C Transaction</u> |
|----|---|---|
| T1 | Read C = 10 | Read S = 500 |
| T2 | | Write 500-100 = 400 |
| T3 | | Read C = 10 |
| T4 | | Write 10+100 = 110 |
| T5 | | Commit |
| T6 | Read S = 400 | |
| T7 | Commit | |

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Concurrency Problem 4

- Phantom Read (Row)

- Transaction rereads data and finds rows deleted/inserted by different transaction from a previous read

| <u>Deposit History</u> | |
|------------------------|-------|
| <u>(H) Before</u> | |
| 01/02/07 | \$100 |
| 02/05/07 | \$20 |

| <u>Deposit History</u> | |
|------------------------|--------|
| <u>(H) After</u> | |
| 01/02/07 | \$100 |
| 02/05/07 | \$20 |
| 02/31/07 | \$1000 |

| | <u>ATM \$1000 Deposit Transaction</u> | <u>Fraud Detection \geq\$1000 Transaction</u> |
|----|---------------------------------------|--|
| T1 | Read C = 200 | |
| T2 | Write C 200+100 = 300 | Read H(amt) \geq \$1000 |
| T3 | Write H 02/31/07 \$1000 | Write acct# |
| T4 | Commit | Commit |
| T5 | | |

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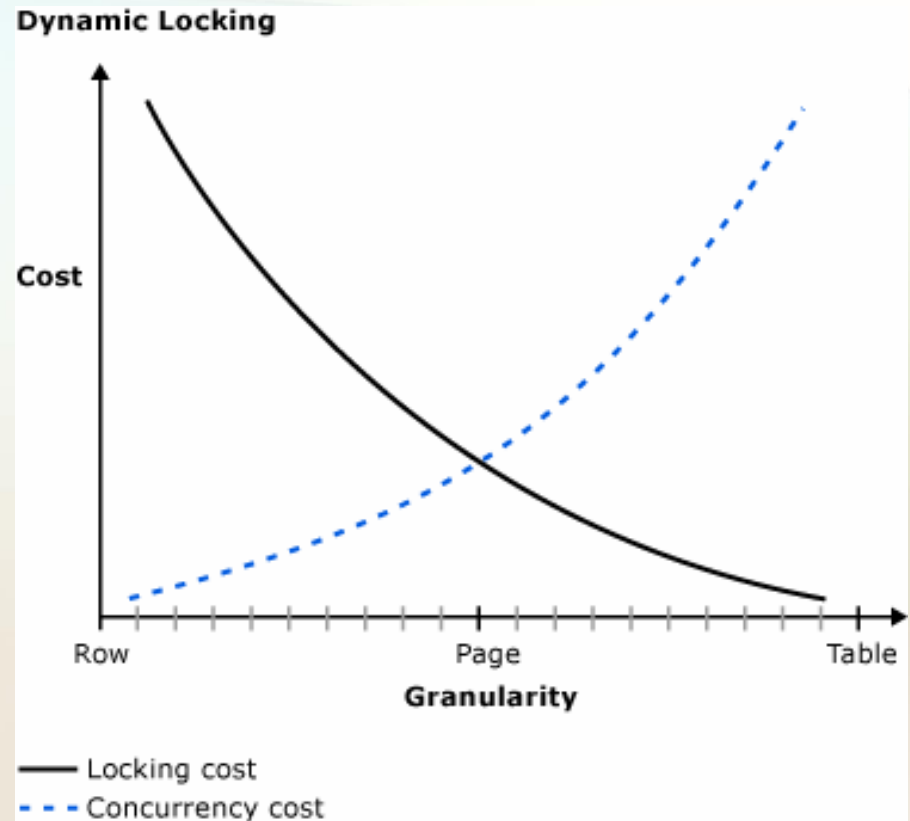
Resource Locking - Intro

- What is *resource locking*?
 - Prevents different transactions from obtaining copies of the same rows/table when being modified.
- Locks can be implemented by:
 - DBMS (Implicit Lock)
 - Program/Application (Explicit Lock)

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Resource Locking - Lock Granularity

- **Larger**
 - administration easy
 - more conflicts
- **Smaller**
 - administration hard
 - less conflicts



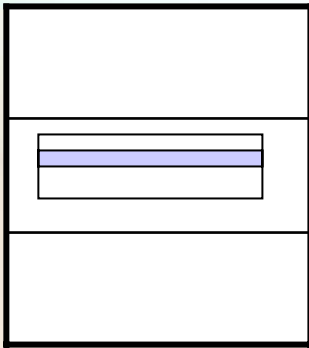
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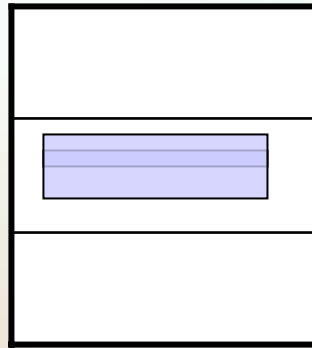
Resource Locking - Lock Granularity

- Granularity Options (most common)

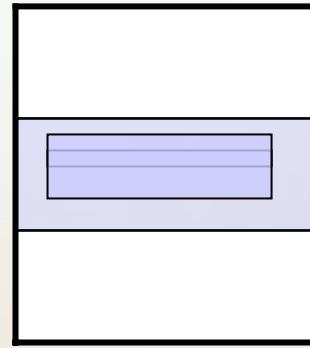
Row/Key



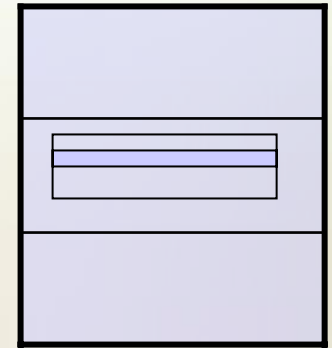
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Database



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Resource Locking - Lock Types

- Exclusive
 - No other transactions can read/change data
- Shared
 - Data cannot be changed, but can be read
- And others depending on specific DBMS

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Transaction Processing - Isolation Levels

1. Read Uncommitted (Least Restrictive)
 - Shared locks are not issued when reading data
 - Physically corrupt data is not read
2. Read Committed
 - Use shared locks when reading data
 - Will not allow reading of uncommitted data
3. Repeatable Read
 - Locks placed on all data used in query (other transactions cannot update data)
4. Serializable (Most Restrictive)
 - Prevents updates or appending of new rows until transaction is complete.

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Transaction Processing - Isolation Levels

| | | Isolation Level | | | |
|---------|--------------------|------------------|----------------|-----------------|--------------|
| | | Read Uncommitted | Read Committed | Repeatable Read | Serializable |
| Problem | Dirty Read | ✓ | ✗ | ✗ | ✗ |
| | Nonrepeatable Read | ✓ | ✓ | ✗ | ✗ |
| | Phantom Read | ✓ | ✓ | ✓ | ✗ |

Source: Kroenke, D.M., & Auer, D.J. (2008). *Database Concepts*. 3rd ed. Upper Saddle River, NJ: Pearson Education Inc.

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Resource Locking - Locking Strategies

- “Overly Optimistic”
 - Assumes conflicts WILL NEVER occur
 - For single-user systems, read-only tables, or where records are guaranteed to only be accessed by one person at a time.
- Optimistic
 - Assumes conflict WILL GENERALLY NOT occur
 - Lock obtained after transaction processed
 - Better when lock granularity is large
- Pessimistic
 - Assumes conflict WILL GENERALLY occur
 - Lock obtained before transaction processing and released afterward
 - Better when lock granularity is small

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Resource Locking - Locking Strategies

| Type of Data | Examples | Suggested Strategy |
|---------------------------------|---|---|
| Live High-Volume | <ul style="list-style-type: none"> • Financial Accounts | <ol style="list-style-type: none"> 1. Optimistic 2. Pessimistic |
| Live Low-Volume | <ul style="list-style-type: none"> • Personal Information • Insurance Policies | <ol style="list-style-type: none"> 1. Pessimistic 2. Optimistic |
| Log (Append only) | <ul style="list-style-type: none"> • Access Logs • Account Histories • Transaction Records | Overly Optimistic |
| Lookup/Reference (Read Only) | <ul style="list-style-type: none"> • State • Payment Type | Overly Optimistic |

Source: Ambler, S. (2003). Agile Database Techniques: Effective Strategies for the Agile Software Developer. Indianapolis, IN: Wiley Publishing, Inc.

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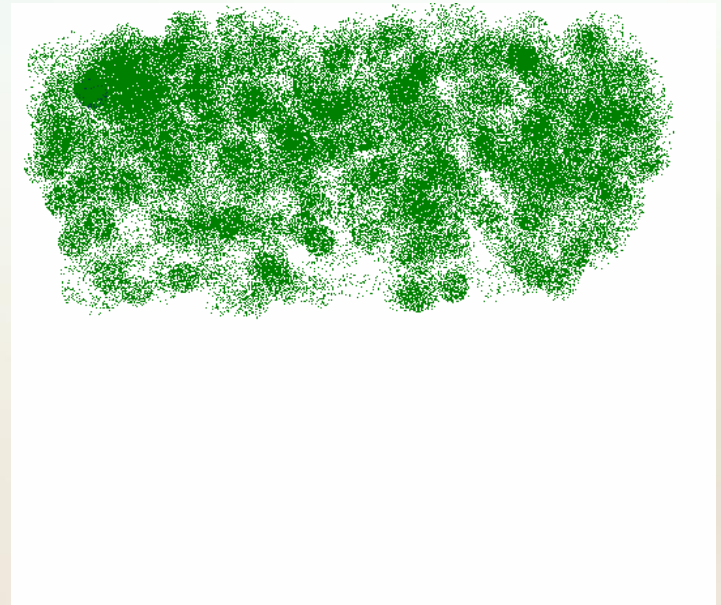
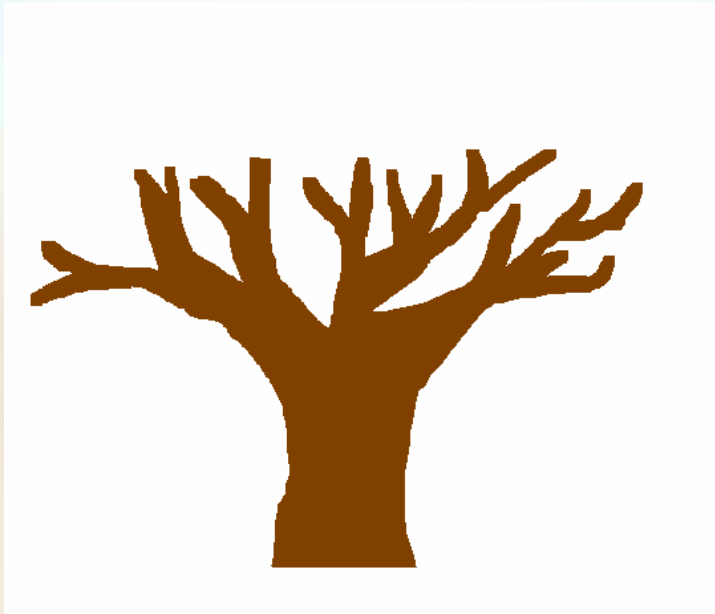
Concurrency Problem 5

- Deadlock “Deadly Embrace” Problem
- Four “Coffman” Conditions
 1. Mutual Exclusion
 - Resource assigned to one process or available
 2. Hold-and-Wait
 - Processes already holding resources may request new resources
 3. No Preemption
 - Only process holding resource can release it
 4. Circular Wait
 - Two or more processes in a chain wait for resources that next process in chain has a lock

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Concurrency Problem 5 - Deadlock

- Crayon Example



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Concurrency Problem 5 - Deadlock

- **Prevention**
 - Only issue one lock request at a time (all resources needed should be locked prior)
 - Issue locks in same order
 - Avoid user interaction in transactions
 - User lower isolation levels
- **Detection**
 - DBMS Monitoring Tools

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Concurrency Problem 5 - Deadlock

- To deal with deadlock situation, need to stop at least one transaction.
- “Victim Selection”
 - Priority
 - Amount of locks held
 - Run time length
 - Time of transaction start

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Concurrency Problem 5 - Deadlock

- In instances of a distributed database, need *two-phase locking*.
- Phase 1
 - Each database will vote to commit or abort the transaction.
- Phase 2
 - Unanimous commit vote → Commit Transaction
 - Else → Rollback Transaction

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Backup and Recovery - Types of Failures

- System crashes
- Application errors
- Corruption of database
- Database (full/part) deletion
- Hardware failure
- Natural disasters, etc.

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Backup and Recovery - Transactions

- **Reprocessing**
 - Goes back to a known point and reprocesses workload after that point
 - Cons: Takes time and infeasible for high-volume systems & asynchronous
- **Rollforward**
 - Database restored using saved data
 - Valid transactions since save reapplied
- **Rollback**
 - Partially processed or bad transactions are undone

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Backup and Recovery - Log File

- Log File
 - Rollforward/Rollback use this function
- Contains:
 - Before-images
 - After-images
 - Time of actions
 - Operation types: begin, abort, commit, queries, database shutdown
 - Objected being acted upon (record type / identifier)
- When full should be saved on eternal storage media

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Backup and Recovery - Backups

- Backups
 - Should be on-site and on-site backups of important information
 - Should be routinely tested
 - May also be needed for audits/forensic investigations
- Generally, databases should be repaired **ONLY** when infeasible to restore it from a previous backup

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Backup and Recovery - Hybrid Strategy

- Restore, Repair and Merge
 - Used when have good backup but not all transaction logs created after backup
- Steps
 - Restore backup
 - Repair damaged copy of database (separately)
 - Merge data from repaired to restored database

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Summary

- Transaction Processing
- Concurrency Problems
- Resource Locking
- Backup and Recovery

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