

## CS422 Principles of Database Systems

### Introduction to Transactions

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*Adapted from Jeffrey Ullman's lecture notes at  
<http://www-db.stanford.edu/~ullman/dscb.html>*

## SQL Statements

```
create table products (  
  id          integer primary key,  
  category    char(3),  
  description varchar2(2048),  
  price       number(10,2)  
);  
  
insert into products values (1,'CPU','Intel P4',199.99);  
insert into products values (2,'MB','ASUS Motherboard', 128.99);  
  
select * from product;
```

## Transaction

### ◆ A group of statements

Transaction  
starts

→  
select id, price from products;  
update products set price = 99.99 where id = 1;

→ **commit;**  
Transaction  
ends

## Start and End of A Transaction in Oracle

### ◆ Start

- First DML statement after connection or the end of last transaction

### ◆ End

- First DDL or DCL statement (except `SAVEPOINT`) after a transaction starts
- Failed DML statements are automatically rolled back
- Disconnect

## ACID

### ◆ Database transactions are expected to have *ACID* properties

- Atomic
- Consistent
- Isolated
- Durable

## Atomicity

### ◆ A transaction completes or fails as a whole, e.g. either all operations in the transaction are performed or none of them are.

### ◆ Example: transfer \$100 from account A to account B

```
Read A (SELECT)  
If A > 100  
  A -= 100 (UPDATE) ← system crash  
  B += 100 (UPDATE)  
COMMIT
```

## Consistency

- ◆ Transaction should preserve database constraints.

## Durability

- ◆ The changes made by committed transactions are guaranteed to be permanent, despite possible system failures.
- ◆ Example: deposit \$100 to an account A

```
UPDATE Accounts SET balance = balance+100 WHERE account = 'A';  
COMMIT;  
← system crash
```

## Isolation

- ◆ Databases are often accessed by many user at the same time.
- ◆ Generally speaking, multiple transactions running concurrently should not interfere with each other.
- ◆ More specifically, it should *appear* to the user that the database system execute *one transaction at a time*.

## Isolation Example ...

Sells

	bar	beer	price
Joe's		Bud	2.50
Joe's		Miller	2.75
Sue's		Bud	2.50
Sue's		Miller	3.00

- ◆ Sue is querying `Sells` for the highest and lowest price Joe charges.
- ◆ Joe decides to stop selling Bud and Miller, but to sell only Heineken at \$3.50

## ... Isolation Example

Sue's transaction:

```
-- MAX  
SELECT MAX(price) FROM Sells WHERE bar='Joe's';  
-- MIN  
SELECT MIN(price) FROM Sells WHERE bar='Joe's';  
COMMIT;
```

Joe's transaction:

```
-- DEL  
DELETE FROM Sells WHERE bar='Joe's';  
-- INS  
INSERT INTO Sells VALUES( 'Joe's', 'Heineken', 3.50 );  
COMMIT;
```

## Potential Problems of Concurrent Transactions

- ◆ Caused by *interleaving operations*
- ◆ Caused by *aborted operations*

## SQL Isolation Levels

- ◆ Serializable
- ◆ Repeatable read
- ◆ Read committed
- ◆ Read uncommitted

## Read Uncommitted

- ◆ May read data written by a transaction that has not committed (and may never)
- ◆ For example, Sue may see the price 3.50 even if Joe's transaction later aborts

## Read Committed

- ◆ Read only committed data, but not necessarily the same data every time.
- ◆ For example, the interleaving of (MAX)(DEL)(INS)(MIN) is possible
  - n MAX 2.75
  - n MIN 3.50

## Read Repeatable

- ◆ Read only committed data, and, everything seen the first time will be seen the second time.
- ◆ For example, the interleaving of (MAX)(DEL)(INS)(MIN) is still possible, however:
  - n MAX 2.75
  - n MIN 2.50

## Serializable

- ◆ It appears to the user that the transactions are executed one at a time.
- ◆ For example, Sue will see either
  - n MAX 2.75 and MIN 2.50, or
  - n MAX 3.50 and MIN 3.50

## Isolation Levels in Oracle

- ◆ Only `READ COMMITTED` and `SERIALIZABLE` are supported
- ◆ `READ COMMITTED` is default
- ◆ Change to serializable:  
set transaction isolation level serializable;

## Beyond Introduction

- ◆ Implementation of concurrency control and failure recovery is quite complex
- ◆ Read Chapter 17, 18, 19 or take CS522 if you are interested.