

# TRANSACTIONS

CS-A1153 - Databases (Summer 2020)

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# TRANSACTIONS

- The problem transactions are addressing
- Atomicity, Consistency, Isolation, Durability : **ACID**
- Transactions in SQL
- Isolation levels in SQL

*A transaction is a collection of one or more operations on the database that must be executed atomically; that is, either all operations are performed or none are.*

U&W 1:24, 6:6

# SOME ISSUES

## Service loss

What happens if the system goes down in the middle of a bank transfer?

## Multiple users

What if user A has selected the same seat as user B at the same time?

# SOME SOLUTIONS

Transactional properties, usually enforced by

## **Logging**

There should be an unambiguous record of what has happened

## **Concurrency control**

What can happen 'at the same time', and what can not

## **Deadlock resolution**

Stop circular dependencies where no task goes first

Can lead to complex problems

# ACID

## **Atomicity**

If there is a failure halfway through a transaction, the DB should not be able to end up in an unacceptable state

## **Consistency**

A transaction can not violate constraints set on the database

## **Isolation**

(Serializability) Two transactions should have the same effect as if they happened in isolation, one before the other

## **Durability**

The effect of a translation can never be lost once it is complete

# TRANSACTIONS IN SQL

- In SQL each statement is a transaction by itself
- A set of statements can be grouped to a transaction by using **START TRANSACTION** and ended by either **ROLLBACK** or **COMMIT**

## **START TRANSACTION**

<statements>

**COMMIT;**

## **START TRANSACTION**

<statements>

**ROLLBACK;**

# READ ONLY TRANSACTIONS

By default a transaction is read/write, meaning that it offers consistency for both reading and writing.

If it is known that the transaction will not make changes to the data, it can be declared read only:

```
SET TRANSACTION READ ONLY;  
START TRANSACTION  
...  
;
```

This allows the DB system more concurrency and potentially better efficacy, but at the cost of retrieving potentially out-of-date information. (Crucially, however, not corrupted.)

# ISOLATION LEVELS

The *isolation level* of a transaction specifies **what that particular transaction may see.**

## SERIALIZABLE

No other transaction may write to the data fields this transaction is working with until it finishes

## REPEATABLE READ

This transaction *can read committed data* by other transactions which may execute simultaneously and *repeated reads* within this transaction must be consistent

## READ COMMITTED

This transaction *can read committed data* by other transactions which may execute simultaneously, but repeated reads not necessarily consistent

## READ UNCOMMITTED

This transaction can read 'dirty' data, *not yet committed* by other transactions



## REPEATED READS AND PHANTOM TUPLES

For repeatable reads, other transactions may make changes to tables read by the transaction. However, only in such a way that repeated reads within the transaction result in the same or a super set of the same tuples. Any extra tuples gotten by subsequent reads are called **phantom tuples**.

```
SET TRANSACTION
ISOLATION LEVEL REPEATABLE READ;
```

## READ COMMITTED

The transaction may read different data depending on when it is executed.

```
SET TRANSACTION READ WRITE  
ISOLATION LEVEL READ COMMITTED;
```

## UNCOMMITTED (A.K.A DIRTY) READING

This is sometimes called *dirty* reading, and result in **dirty data**. Data which is first written by transaction A, and read dirty by transaction B and used in some way, then rolled back by transaction A.

Might be OK depending on application. Movie-ticket reservation - possibly;  
Banking - nope.

```
SET TRANSACTION READ WRITE  
ISOLATION LEVEL READ UNCOMMITTED;
```

# ISOLATION LEVELS

Isolation Level	Dirty Reads	Non-repeatable Reads	Phantoms
Read Uncommitted	Allowed	Allowed	Allowed
Read Committed	Not Allowed	Allowed	Allowed
Repeatable Read	Not Allowed	Not Allowed	Allowed
Serializable	Not Allowed	Not Allowed	Not Allowed

- Default: Serializable
- Why change?
  - Speedup. Transaction spend less time waiting
- **At the price of potential data inconsistencies for the transaction**
  - A transaction level only has effect on one transaction, not other ones
  - For some applications this is acceptable