CS 245: Database System Principles

Notes 08: Failure Recovery

Hector Garcia-Molina

PART II

- Crash recovery (2 lectures) Ch.17[17]
- Concurrency control (3 lectures) Ch.18[18]
- Transaction processing (2 lects) Ch.19[19]
- Information integration (1 lect) Ch.20[21,22]

Integrity or correctness of data

- Would like data to be “accurate” or “correct” at all times

<table>
<thead>
<tr>
<th>EMP</th>
<th>Name</th>
<th>Age</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>White</td>
<td>52</td>
</tr>
<tr>
<td></td>
<td>Green</td>
<td>3421</td>
</tr>
<tr>
<td></td>
<td>Gray</td>
<td>1</td>
</tr>
</tbody>
</table>

Integrity or consistency constraints

- Predicates data must satisfy
- Examples:
  - $x$ is key of relation $R$
  - $x ightarrow y$ holds in $R$
  - $\text{Domain}(x) = \{\text{Red, Blue, Green}\}$
  - $x$ is valid index for attribute $x$ of $R$
  - no employee should make more than twice the average salary

Definition:

- **Consistent state**: satisfies all constraints
- **Consistent DB**: DB in consistent state

Constraints (as we use here) may not capture “full correctness”

**Example 1**  Transaction constraints

- When salary is updated, new salary > old salary
- When account record is deleted, balance = 0
Note: could be "emulated" by simple constraints, e.g.,

account | Acct # | ... | balance | deleted?

Constraints (as we use here) may not capture "full correctness"

Example 2: Database should reflect real world

Example: \(a_1 + a_2 + \ldots + a_n = \text{TOT}\) (constraint)
Deposit $100 in \(a_2\):
\[
\begin{align*}
a_2 & \leftarrow a_2 + 100 \\
\text{TOT} & \leftarrow \text{TOT} + 100
\end{align*}
\]

Observation: DB cannot be consistent always!

Example: \(a_1 + a_2 + \ldots + a_n = \text{TOT}\) (constraint)
Deposit $100 in \(a_2\):
\[
\begin{align*}
a_2 & \leftarrow a_2 + 100 \\
\text{TOT} & \leftarrow \text{TOT} + 100
\end{align*}
\]

Transaction: collection of actions that preserve consistency

Consistent DB \(\xrightarrow{T}\) Consistent DB

Big assumption:
If \(T\) starts with consistent state + \(T\) executes in isolation
\(\Rightarrow\) \(T\) leaves consistent state
Correctness (informally)

- If we stop running transactions, DB left consistent
- Each transaction sees a consistent DB

How can constraints be violated?

- Transaction bug
- DBMS bug
- Hardware failure
  - e.g., disk crash alters balance of account
- Data sharing
  - e.g.: T1: give 10% raise to programmers
  - T2: change programmers ⇒ systems analysts

How can we prevent/fix violations?

- Chapter 8[17]: due to failures only
- Chapter 9[18]: due to data sharing only
- Chapter 10[19]: due to failures and sharing

Will not consider:

- How to write correct transactions
- How to write correct DBMS
- Constraint checking & repair
  That is, solutions studied here do not need to know constraints

Chapter 8[17]: Recovery

- First order of business: Failure Model

Events — Desired — Undesired — Expected — Unexpected
Our failure model

Desired events: see product manuals....

Undesired expected events:
System crash
- memory lost
- cpu halts, resets

Undesired Unexpected: Everything else!

Desired Unexpected: Everything else!

Undesired Unexpected: Everything else!

Examples:
- Disk data is lost
- Memory lost without CPU halt
- CPU implodes wiping out universe....

Is this model reasonable?

Approach: Add low level checks + redundancy to increase probability model holds

E.g., Replicate disk storage (stable store)
Memory parity
CPU checks

Second order of business:

Storage hierarchy
Operations:
• Input (x): block containing x → memory
• Output (x): block containing x → disk

Operations:
• Input (x): block containing x → memory
• Output (x): block containing x → disk
• Read (x,t): do input(x) if necessary
  \( t \leftarrow \) value of x in block
• Write (x,t): do input(x) if necessary
  value of x in block \( \leftarrow t \)

Key problem  Unfinished transaction
Example
Constraint: A=B
T1: \( A \leftarrow A \times 2 \)
    \( B \leftarrow B \times 2 \)

T1: Read (A,t); \( t \leftarrow t \times 2 \)
    Write (A,t);
    Read (B,t); \( t \leftarrow t \times 2 \)
    Write (B,t);
    Output (A);
    Output (B);

T1: Read (A,t); \( t \leftarrow t \times 2 \)
    Write (A,t);
    Read (B,t); \( t \leftarrow t \times 2 \)
    Write (B,t);
    Output (A);
    Output (B);

\[ A: 8 \]
\[ B: 8 \]

memory

\[ A: 8 \]
\[ B: 8 \]
disk

\[ A: 16 \]
\[ B: 16 \]

memory

\[ A: 16 \]
\[ B: 16 \]
disk

\[ A: 16 \]
\[ B: 16 \]

memory

\[ A: 16 \]
\[ B: 16 \]
disk

failure!
• Need atomicity: execute all actions of a transaction or none at all

One solution: undo logging (immediate modification)
due to: Hansel and Gretel, 1812 AD

• Improved in 1813 AD to durable undo logging

Undo logging (Immediate modification)
T1: Read (A,t); t ← t×2 A=B
    Write (A,t);
    Read (B,t); t ← t×2
    Write (B,t);
    Output (A);
    Output (B);

Undo logging (Immediate modification)
T1: Read (A,t); t ← t×2 A=B
    Write (A,t);
    Read (B,t); t ← t×2
    Write (B,t);
    Output (A);
    Output (B);
Undo logging (Immediate modification)

T1: Read \((A, t)\); \(t \leftarrow t \times 2\)
Write \((A, t)\);
Read \((B, t)\); \(t \leftarrow t \times 2\)
Write \((B, t)\);
Output \((A)\);
Output \((B)\);

One “complication”

- Log is first written in memory
- Not written to disk on every action

One “complication”

- Log is first written in memory
- Not written to disk on every action

One “complication”

- Log is first written in memory
- Not written to disk on every action

Undo logging rules

1. For every action generate undo log record (containing old value)
2. Before \(x\) is modified on disk, log records pertaining to \(x\) must be on disk (write ahead logging: WAL)
3. Before commit is flushed to log, all writes of transaction must be reflected on disk
Recovery rules: Undo logging

• For every Ti with <Ti, start> in log:
  - If <Ti, commit> or <Ti, abort> in log, do nothing
  - Else For all <Ti, X, v> in log:
    - write (X, v)
    - output (X)
  Write <Ti, abort> to log

Question

• Can writes of <Ti, abort> records be done in any order (in Step 3)?
  - Example: T1 and T2 both write A
  - T1 executed before T2
  - T1 and T2 both rolled-back
  - <T1, abort> written but NOT <T2, abort>?
  - <T2, abort> written but NOT <T1, abort>?

To discuss:

• Redo logging
• Undo/redologging, why both?
• Real world actions
• Checkpoints
• Media failures

What if failure during recovery?

No problem! ⇒ Undo idempotent
Redo Logging

Redo logging (deferred modification)

T1: Read(A,t); t\rightarrow t\times2; write (A,t);
Read(B,t); t\rightarrow t\times2; write (B,t);
Output(A); Output(B)

A: 8
B: 8

memory
DB
LOG

Redo logging (deferred modification)

T1: Read(A,t); t\rightarrow t\times2; write (A,t);
Read(B,t); t\rightarrow t\times2; write (B,t);
Output(A); Output(B)

A: 8
B: 8

memory
DB
LOG

Redo logging (deferred modification)

T1: Read(A,t); t\rightarrow t\times2; write (A,t);
Read(B,t); t\rightarrow t\times2; write (B,t);
Output(A); Output(B)

A: 8
B: 8

memory
DB
LOG

Redo logging (deferred modification)

T1: Read(A,t); t\rightarrow t\times2; write (A,t);
Read(B,t); t\rightarrow t\times2; write (B,t);
Output(A); Output(B)

A: 8
B: 8

memory
DB
LOG

Redo logging rules

(1) For every action, generate redo log record (containing new value)
(2) Before X is modified on disk (DB), all log records for transaction that modified X (including commit) must be on disk
(3) Flush log at commit
(4) Write END record after DB updates flushed to disk
Recovery rules: Redo logging

- For every Ti with <Ti, commit> in log:
  - For all <Ti, X, v> in log:
    - Write(X, v)
    - Output(X)

Recovery rules: Redo logging

- For every Ti with <Ti, commit> in log:
  - For all <Ti, X, v> in log:
    - Write(X, v)
    - Output(X)

\[ IS THIS CORRECT?? \]

Combining <Ti, end> Records

- Want to delay DB flushes for hot objects

<table>
<thead>
<tr>
<th>Say X is branch balance:</th>
<th>Actions:</th>
</tr>
</thead>
<tbody>
<tr>
<td>T1: update X...</td>
<td>write X</td>
</tr>
<tr>
<td>T2: update X...</td>
<td>write X</td>
</tr>
<tr>
<td>T3: update X...</td>
<td>output X</td>
</tr>
<tr>
<td>T4: update X...</td>
<td>write X</td>
</tr>
</tbody>
</table>

Combined <end> (checkpoint)

Solution: Checkpoint

- no <ti, end> actions
- simple checkpoint

Periodically:

1. Do not accept new transactions
2. Wait until all transactions finish
3. Flush all log records to disk (log)
4. Flush all buffers to disk (DB) (do not discard buffers)
5. Write “checkpoint” record on disk (log)
6. Resume transaction processing
Example: what to do at recovery?

Redo log (disk):

\[ \begin{array}{c}
\ldots \langle T1.A, 15 \rangle \ldots \langle T1.commit \rangle \ldots \\
\langle T2.B, 23 \rangle \ldots \langle T2.commit \rangle \ldots \\
\langle T3.C, 38 \rangle \ldots \langle T3.D, 41 \rangle \ldots \\
\end{array} \]

Crash

Key drawbacks:

- **Undo logging**: cannot bring backup DB copies up to date
- **Redo logging**: need to keep all modified blocks in memory until commit

Solution: undo/redo logging!

Update ⇒ \( <T_i, Xid, New X \text{ val}, Old X \text{ val}> \) page X

Rules

- Page X can be flushed before or after Ti commit
- Log record flushed before corresponding updated page (WAL)
- Flush at commit (log only)

Example: Undo/Redo logging what to do at recovery?

log (disk):

\[ \begin{array}{c}
\ldots \langle \text{checkpoint} \rangle \ldots \langle T1.A, 15 \rangle \ldots \\
\langle T1.B, 23 \rangle \ldots \langle T1.commit \rangle \ldots \\
\langle T2.C, 38 \rangle \ldots \langle T2.D, 41 \rangle \ldots \\
\end{array} \]

Crash

Non-quiesce checkpoint

\[ \begin{array}{c}
\text{LOG} \quad \text{Start-ckpt} \quad \text{active TR: T1,T2,…} \\
\quad \quad \quad \text{end ckpt} \\
\end{array} \]

Crash for undo

Dirty buffer pool pages flushed
Non-quiesce checkpoint

checkpoint process:
for i := 1 to M do
output(buffer i)

[transactions run concurrently]

Examples
what to do at recovery time?

no T1 commit

Examples
what to do at recovery time?

Undo T1 (undo a,b)

Example

Redo T1: (redo b,c)

Examples
what to do at recovery time?

no T1 commit

Example

Recover From Valid Checkpoint:

start of latest valid checkpoint
Recovery process:

- **Backwards pass** (end of log \(\rightarrow\) latest valid checkpoint start)
  - construct set \(S\) of committed transactions
  - undo actions of transactions not in \(S\)
- **Undo pending transactions**
  - follow undo chains for transactions in (checkpoint active list) - \(S\)
- **Forward pass** (latest checkpoint start \(\rightarrow\) end of log)
  - redo actions of \(S\) transactions

Real world actions

E.g., dispense cash at ATM

\[ T_i = a_1; a_2; \ldots; a_j; \ldots; a_n \]

Solution

1. execute real-world actions after commit
2. try to make idempotent

ATM

\[ \text{Give}\$ (\text{amt, Tid, time}) \]

Media failure (loss of non-volatile storage)

Solution: Make copies of data!
**Example 1** Triple modular redundancy

- Keep 3 copies on separate disks
- Output(X) --> three outputs
- Input(X) --> three inputs + vote

![Diagram of triple modular redundancy](image)

**Example 2** Redundant writes, Single reads

- Keep N copies on separate disks
- Output(X) --> N outputs
- Input(X) --> Input one copy
  - if ok, done
  - else try another one

→ Assumes bad data can be detected

**Example 3:** DB Dump + Log

- If active database is lost,
  - restore active database from backup
  - bring up-to-date using redo entries in log

**Backup Database**

- Just like checkpoint, except that we write full database

create backup database:

for \( i := 1 \) to DB_Size do
  [read DB block \( i \); write to backup]
  [transactions run concurrently]

- Restore from backup DB and log:
  Similar to recovery from checkpoint and log

**When can log be discarded?**

- Undo entries are not needed for media recovery
- Redo entries are not needed for undo after system failure
- Checkpoint time is the last time the log was needed

Summary

- Consistency of data
- One source of problems: failures
  - Logging
  - Redundancy
- Another source of problems:
  Data Sharing..... next