# Transactions, Views, Indexes

Controlling Concurrent Behavior

Virtual and Materialized Views

Speeding Accesses to Data

# Why Transactions?

- Database systems are normally being accessed by many users or processes at the same time.
  - Both queries and modifications.
- Unlike operating systems, which *support* interaction of processes, a DMBS needs to keep processes from troublesome interactions.

# Example: Bad Interaction

- You and your domestic partner each take $100 from different ATM's at about the same time.
  - The DBMS better make sure one account deduction doesn't get lost.
- Compare: An OS allows two people to edit a document at the same time. If both write, one's changes get lost.

# Transactions

- *Transaction* = process involving database queries and/or modification.
- Normally with some strong properties regarding concurrency.
- Formed in SQL from single statements or explicit programmer control.

# ACID Transactions

- *ACID transactions* are:
  - *Atomic* : Whole transaction or none is done.
  - *Consistent* : Database constraints preserved.
  - *Isolated* : It appears to the user as if only one process executes at a time.
  - *Durable* : Effects of a process survive a crash.
- Optional: weaker forms of transactions are often supported as well.

# COMMIT

- The SQL statement COMMIT causes a transaction to complete.
  - It's database modifications are now permanent in the database.

# ROLLBACK

- The SQL statement ROLLBACK also causes the transaction to end, but by *aborting*.
  - No effects on the database.
- Failures like division by 0 or a constraint violation can also cause rollback, even if the programmer does not request it.

# Example: Interacting Processes

- Assume the usual Sells(bar,beer,price) relation, and suppose that Joe's Bar sells only Bud for \$2.50 and Miller for \$3.00.
- Sally 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.

# Sally’s Program

- Sally executes the following two SQL statements called (min) and (max) to help us remember what they do.

(max) SELECT MAX(price) FROM Sells
WHERE bar = ’Joe’’s Bar’;

(min) SELECT MIN(price) FROM Sells
WHERE bar = ’Joe’’s Bar’;

# Joe’s Program

- At about the same time, Joe executes the following steps: (del) and (ins).

(del) DELETE FROM Sells
WHERE bar = ’Joe’’s Bar’;

(ins) INSERT INTO Sells
VALUES(’Joe’’s Bar’, ’Heineken’, 3.50);

# Interleaving of Statements

- Although (max) must come before (min), and (del) must come before (ins), there are no other constraints on the order of these statements, unless we group Sally’s and/or Joe’s statements into transactions.

# Example: Strange Interleaving

- Suppose the steps execute in the order (max)(del)(ins)(min).

| | | | | |
|---|---|---|---|---|
| Joe's Prices: | {2.50,3.00} | {2.50,3.00} | | {3.50} |
| Statement: | (max) | (del) | (ins) | (min) |
| Result: | 3.00 | | | 3.50 |

- Sally sees MAX < MIN!

# Fixing the Problem by Using Transactions

- If we group Sally's statements (max)(min) into one transaction, then she cannot see this inconsistency.
- She sees Joe's prices at some fixed time.
  - Either before or after he changes prices, or in the middle, but the MAX and MIN are computed from the same prices.

# Another Problem: Rollback

- Suppose Joe executes (del)(ins), not as a transaction, but after executing these statements, thinks better of it and issues a ROLLBACK statement.
- If Sally executes her statements after (ins) but before the rollback, she sees a value, 3.50, that never existed in the database.

# Solution

- If Joe executes (del)(ins) as a transaction, its effect cannot be seen by others until the transaction executes COMMIT.
  - If the transaction executes ROLLBACK instead, then its effects can *never* be seen.

# Isolation Levels

- SQL defines four *isolation levels* = choices about what interactions are allowed by transactions that execute at about the same time.
- Only one level ("serializable") = ACID transactions.
- Each DBMS implements transactions in its own way.

# Choosing the Isolation Level

- Within a transaction, we can say:

SET TRANSACTION ISOLATION LEVEL *X*

where *X* =

1. SERIALIZABLE
2. REPEATABLE READ
3. READ COMMITTED
4. READ UNCOMMITTED

# Serializable Transactions

- If Sally = (max)(min) and Joe = (del)(ins) are each transactions, and Sally runs with isolation level SERIALIZABLE, then she will see the database either before or after Joe runs, but not in the middle.

# Isolation Level Is Personal Choice

- Your choice, e.g., run serializable, affects only how *you* see the database, not how others see it.
- Example: If Joe Runs serializable, but Sally doesn't, then Sally might see no prices for Joe's Bar.
  - i.e., it looks to Sally as if she ran in the middle of Joe's transaction.

# Read-Commited Transactions

- If Sally runs with isolation level READ COMMITTED, then she can see only committed data, but not necessarily the same data each time.
- Example: Under READ COMMITTED, the interleaving (max)(del)(ins)(min) is allowed, as long as Joe commits.
  - Sally sees MAX < MIN.

# Repeatable-Read Transactions

- Requirement is like read-committed, plus: if data is read again, then everything seen the first time will be seen the second time.
  - But the second and subsequent reads may see *more* tuples as well.

# Example: Repeatable Read

- Suppose Sally runs under REPEATABLE READ, and the order of execution is (max)(del)(ins)(min).
  - (max) sees prices 2.50 and 3.00.
  - (min) can see 3.50, but must also see 2.50 and 3.00, because they were seen on the earlier read by (max).

# Read Uncommitted

- A transaction running under READ UNCOMMITTED can see data in the database, even if it was written by a transaction that has not committed (and may never).
- Example: If Sally runs under READ UNCOMMITTED, she could see a price 3.50 even if Joe later aborts.

# Views

- A *view* is a relation defined in terms of stored tables (called *base tables* ) and other views.
- Two kinds:
  1. *Virtual* = not stored in the database; just a query for constructing the relation.
  2. *Materialized* = actually constructed and stored.

# Declaring Views

- Declare by:

CREATE [MATERIALIZED] VIEW
<name> AS <query>;

- Default is virtual.

# Example: View Definition

- CanDrink(drinker, beer) is a view "containing" the drinker-beer pairs such that the drinker frequents at least one bar that serves the beer:

```
CREATE VIEW CanDrink AS
   SELECT drinker, beer
   FROM Frequents, Sells
   WHERE Frequents.bar = Sells.bar;
```

# Example: Accessing a View

- Query a view as if it were a base table.
  - Also: a limited ability to modify views if it makes sense as a modification of one underlying base table.
- Example query:

```
SELECT beer FROM CanDrink
WHERE drinker = 'Sally';
```

# Triggers on Views

- Generally, it is impossible to modify a virtual view, because it doesn't exist.
- But an INSTEAD OF trigger lets us interpret view modifications in a way that makes sense.
- Example: View Synergy has (drinker, beer, bar) triples such that the bar serves the beer, the drinker frequents the bar and likes the beer.

# Example: The View

```
CREATE VIEW Synergy AS
  SELECT Likes.drinker, Likes.beer, Sells.bar
  FROM Likes, Sells, Frequents
  WHERE Likes.drinker = Frequents.drinker
      AND Likes.beer = Sells.beer
      AND Sells.bar = Frequents.bar;
```

Pick one copy of each attribute

Natural join of Likes, Sells, and Frequents

# Interpreting a View Insertion

- We cannot insert into Synergy --- it is a virtual view.
- But we can use an INSTEAD OF trigger to turn a (drinker, beer, bar) triple into three insertions of projected pairs, one for each of Likes, Sells, and Frequents.
  - Sells.price will have to be NULL.

# The Trigger

```
CREATE TRIGGER ViewTrig
  INSTEAD OF INSERT ON Synergy
  REFERENCING NEW ROW AS n
  FOR EACH ROW
  BEGIN
      INSERT INTO LIKES VALUES(n.drinker, n.beer);
      INSERT INTO SELLS(bar, beer) VALUES(n.bar, n.beer);
      INSERT INTO FREQUENTS VALUES(n.drinker, n.bar);
  END;
```

# Materialized Views

- Problem: each time a base table changes, the materialized view may change.
  - Cannot afford to recompute the view with each change.
- Solution: Periodic reconstruction of the materialized view, which is otherwise "out of date."

# Example: Axess/Class Mailing List

- The class mailing list cs145-aut0708-students is in effect a materialized view of the class enrollment in Axess.
- Actually updated four times/day.
  - You can enroll and miss an email sent out after you enroll.

# Example: A Data Warehouse

- Wal-Mart stores every sale at every store in a database.
- Overnight, the sales for the day are used to update a *data warehouse* = materialized views of the sales.
- The warehouse is used by analysts to predict trends and move goods to where they are selling best.

# Indexes

- *Index* = data structure used to speed access to tuples of a relation, given values of one or more attributes.
- Could be a hash table, but in a DBMS it is always a balanced search tree with giant nodes (a full disk page) called a *B-tree*.

# Declaring Indexes

- No standard!
- Typical syntax:

```
CREATE INDEX BeerInd ON
  Beers(manf);
CREATE INDEX SellInd ON
  Sells(bar, beer);
```

# Using Indexes

- Given a value *v*, the index takes us to only those tuples that have *v* in the attribute(s) of the index.
- Example: use BeerInd and SellInd to find the prices of beers manufactured by Pete's and sold by Joe. (next slide)

# Using Indexes --- (2)

```
SELECT price FROM Beers, Sells
WHERE manf = 'Pete''s' AND
    Beers.name = Sells.beer AND
    bar = 'Joe''s Bar';
```

1. Use BeerInd to get all the beers made by Pete's.
2. Then use SellInd to get prices of those beers, with bar = 'Joe''s Bar'

# Database Tuning

- A major problem in making a database run fast is deciding which indexes to create.
- Pro: An index speeds up queries that can use it.
- Con: An index slows down all modifications on its relation because the index must be modified too.

# Example: Tuning

- Suppose the only things we did with our beers database was:
  1. Insert new facts into a relation (10%).
  2. Find the price of a given beer at a given bar (90%).
- Then SellInd on Sells(bar, beer) would be wonderful, but BeerInd on Beers(manf) would be harmful.

# Tuning Advisors

- A major research thrust.
  - Because hand tuning is so hard.
- An advisor gets a *query load*, e.g.:
  1. Choose random queries from the history of queries run on the database, or
  2. Designer provides a sample workload.

# Tuning Advisors --- (2)

- The advisor generates candidate indexes and evaluates each on the workload.
  - Feed each sample query to the query optimizer, which assumes only this one index is available.
  - Measure the improvement/degradation in the average running time of the queries.