# CSE 444: Database Internals

Lecture 24
Two-Phase Commit (2PC)



## References

- Ullman book: Section 20.5
- Ramakrishnan book: Chapter 22

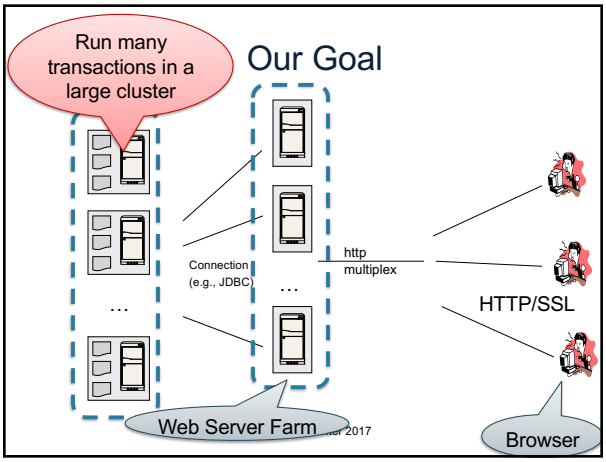


## We are Learning about **Scaling DBMSs**

- Scaling the execution of a query
  - Parallel DBMS
  - MapReduce
  - Spark
- Scaling transactions
  - Distributed transactions
  - Replication
  - Scaling with NoSQL and NewSQL



## Our Goal






## Transaction Scaling Challenges

- Distribution
  - There is a limit on transactions/sec on one server
  - Need to partition the database across multiple servers
  - If a transaction touches one machine, life is good!
  - If a transaction touches multiple machines, ACID becomes extremely expensive! Need two-phase commit
- Replication
  - Replication can help to increase throughput and lower latency
  - Create multiple copies of each database partition
  - Spread queries across these replicas
  - Easy for reads but writes, once again, become expensive!



## Distributed Transactions

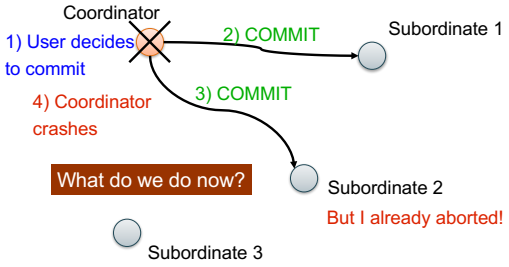
- Concurrency control
- Failure recovery
  - Transaction must be committed at all sites or at none of the sites!
    - No matter what failures occur and when they occur
  - Two-phase commit protocol (2PC)

## Distributed Concurrency Control

- In theory, different techniques are possible
  - Pessimistic, optimistic, locking, timestamps
- In practice, distributed two-phase locking
  - Simultaneously hold locks at all sites involved
- Deadlock detection techniques
  - Global wait-for graph (not very practical)
  - Timeouts
- If deadlock: abort least costly local transaction



## Two-Phase Commit: Motivation



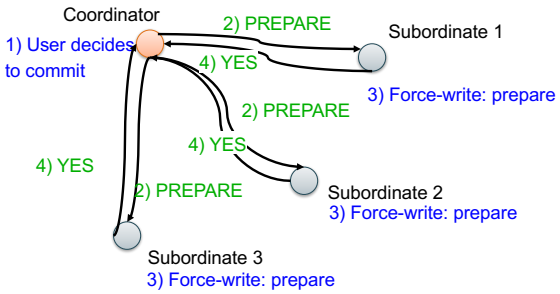



## Two-Phase Commit Protocol

- One coordinator and many subordinates
  - Phase 1: prepare
    - All subordinates must flush tail of write-ahead log to disk before ack
    - Must ensure that if coordinator decides to commit, they can commit!
  - Phase 2: commit or abort
  - Log records for 2PC include transaction and coordinator ids
  - Coordinator also logs ids of all subordinates
- Principle
  - Whenever a process makes a decision: vote yes/no or commit/abort
  - Or whenever a subordinate wants to respond to a message: ack
  - First force-write a log record (to make sure it survives a failure)
  - Only then send message about decision

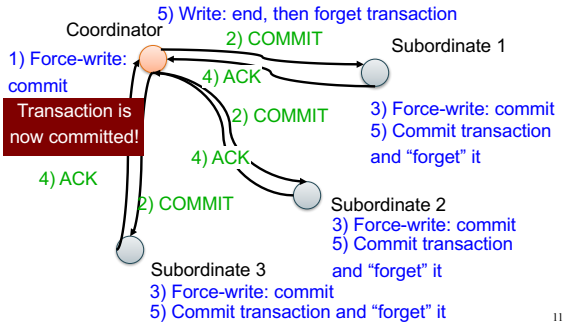


## 2PC: Phase 1, Prepare



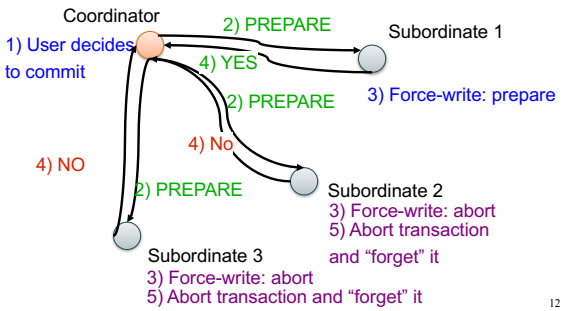



## 2PC: Phase 2, Commit

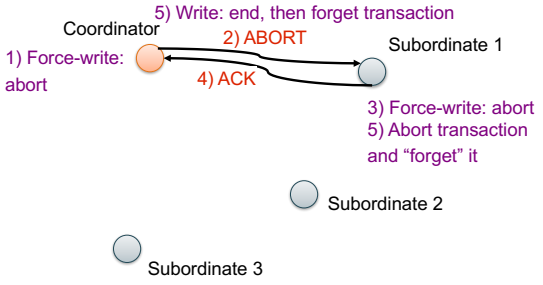





## 2PC with Abort



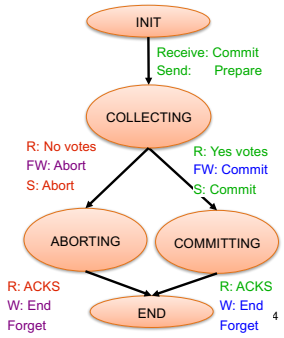
## 2PC with Abort






## Coordinator State Machine

- All states involve waiting for messages






## Subordinate State Machine

- INIT and PREPARED involve waiting




## Handling Site Failures

- Approach 1: no site failure detection
  - Can only do retrying & blocking
- Approach 2: timeouts
  - Since unilateral abort is ok,
  - Subordinate can timeout in init state
  - Coordinator can timeout in collecting state
  - Prepared state is still blocking
- 2PC is a blocking protocol



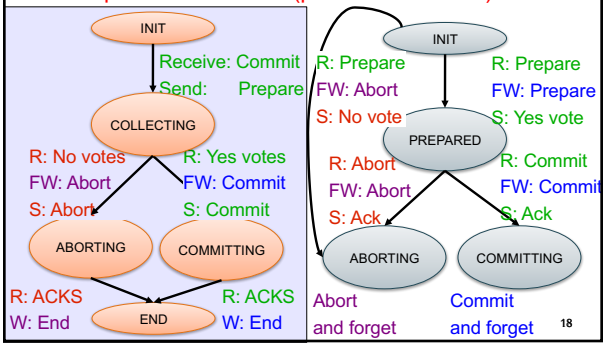
## Site Failure Handling Principles

- Retry mechanism
  - In prepared state, periodically query coordinator
  - In committing/aborting state, periodically resend messages to subordinates
- If doesn't know anything about transaction respond "abort" to inquiry messages about fate of transaction
- If there are no log records for a transaction after a crash then abort transaction and "forget" it



## Site Failure Scenarios

Examples on the board (please take notes)



## Observations

- Coordinator keeps transaction in transactions table until it receives all acks
  - To ensure subordinates know to commit or abort
  - So acks enable coordinator to "forget" about transaction
- After crash, if recovery process finds no log records for a transaction, the transaction is presumed to have aborted
- Read-only subtransactions: no changes ever need to be undone nor redone

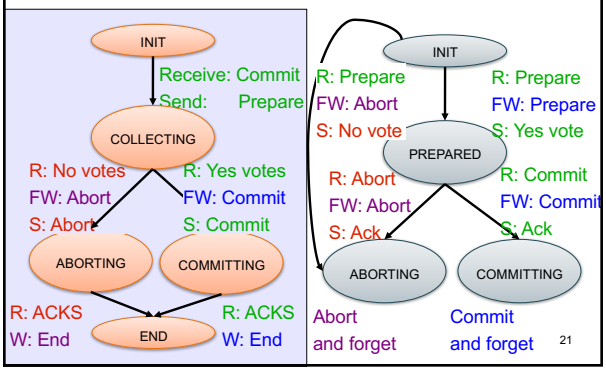


## Presumed Abort Protocol

- Optimization goals
  - Fewer messages and fewer force-writes
- Principle
  - If nothing known about a transaction, assume ABORT
- Aborting transactions need no force-writing
- Avoid log records for read-only transactions
  - Reply with a READ vote instead of YES vote
- Optimizes read-only transactions



## 2PC State Machines (repeat)






## Presumed Abort State Machines