Carnegie Mellon University

Database Systems

15-445/645 FALL 2026

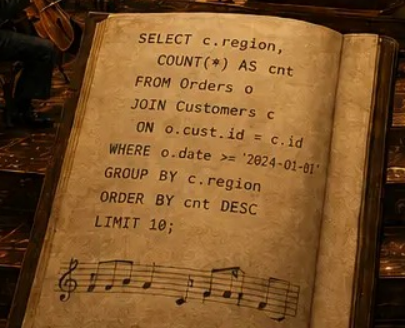
JIGNESH PATEL



Lecture #21

Database Logging











ADMINISTRIVIA

Project #4 is due Sunday Dec 06th @ 11:59pm

Homework #5 is due Sunday Nov 22nd @ 11:59pm

Final Exam is on Thursday, Dec 10th 1:00-4:00pm
→ Do not make travel plans before this date!

LAST CLASS

We discussed multi-version concurrency control (MVCC) and how it effects the design of the entire DBMS architecture.

A DBMS's concurrency control protocol gives it **Atomicity + Consistency + Isolation.**

We now need ensure **Atomicity** + **Durability**…

MOTIVATION

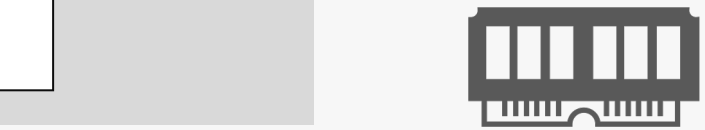
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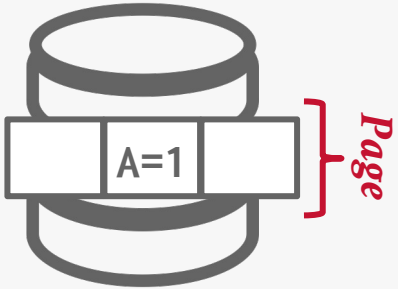
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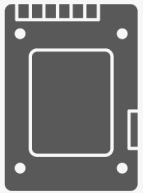
T_1

```
BEGIN
R(A)
W(A)
 ⋮
COMMIT
```

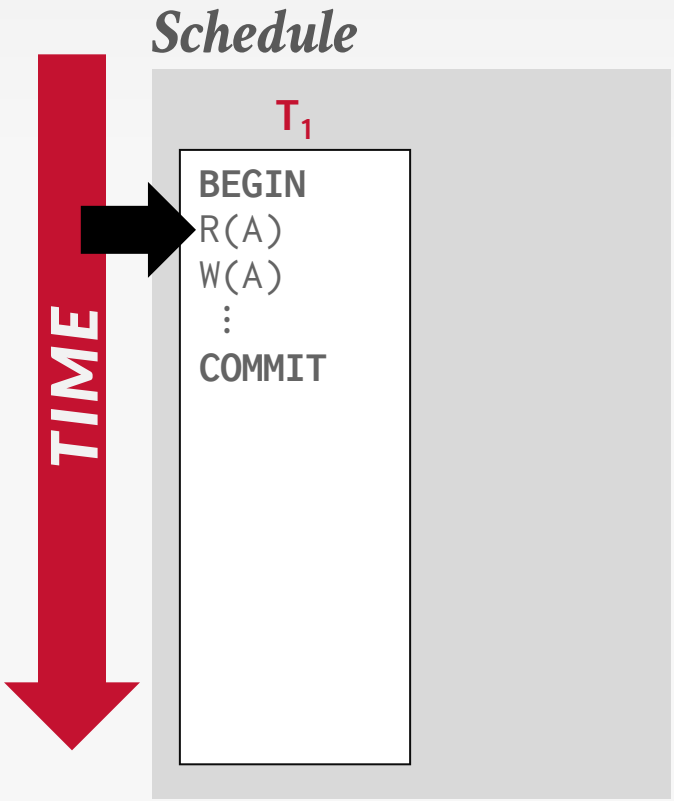
Buffer Pool



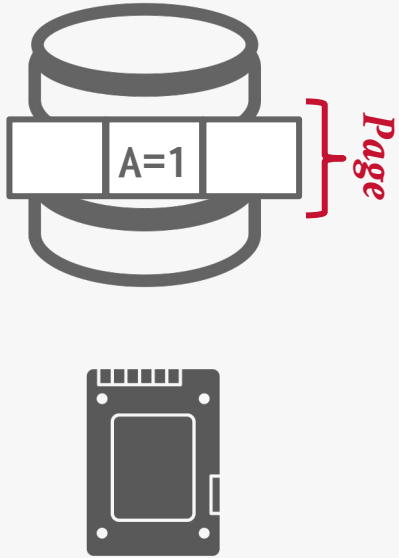




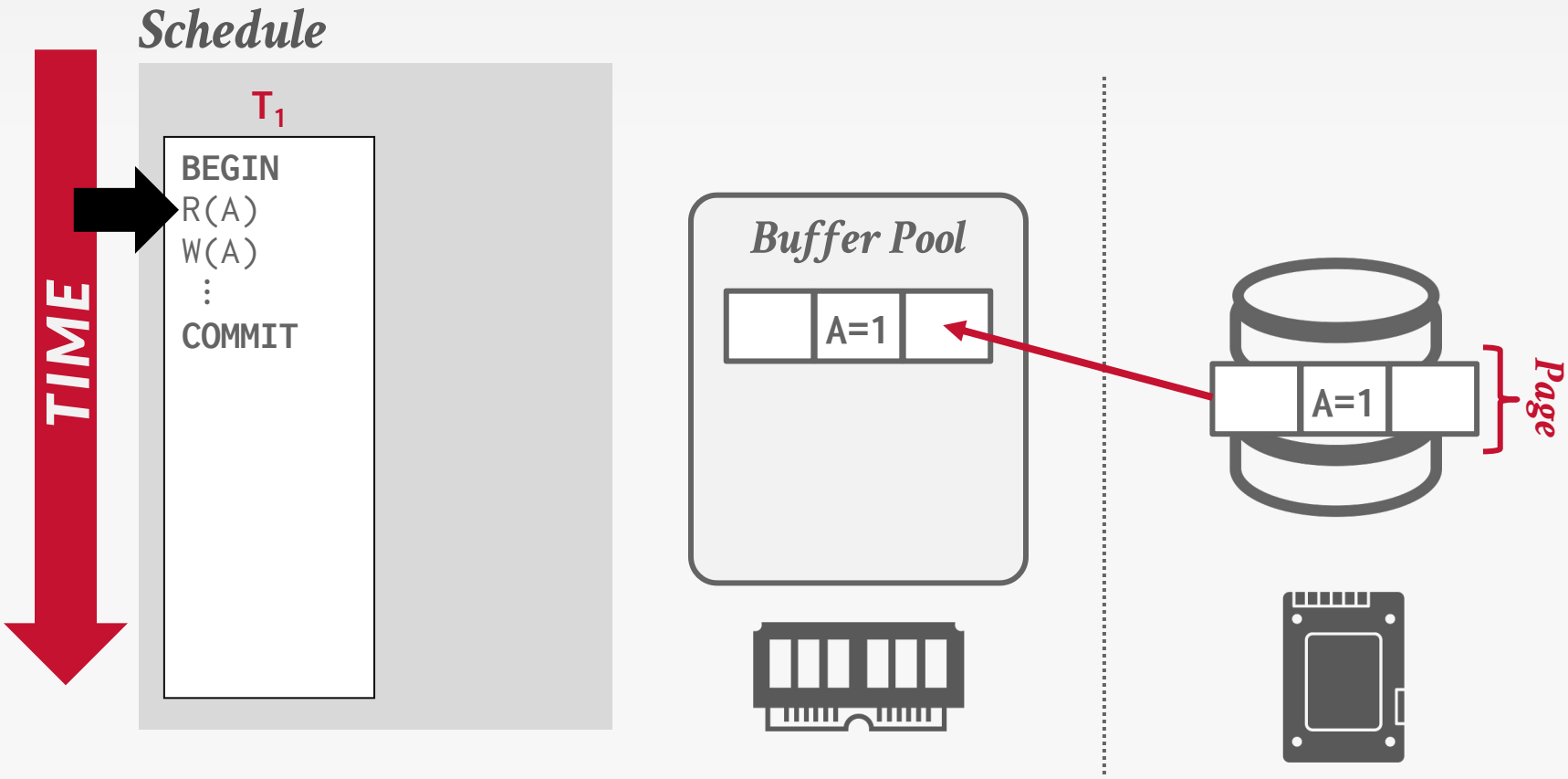
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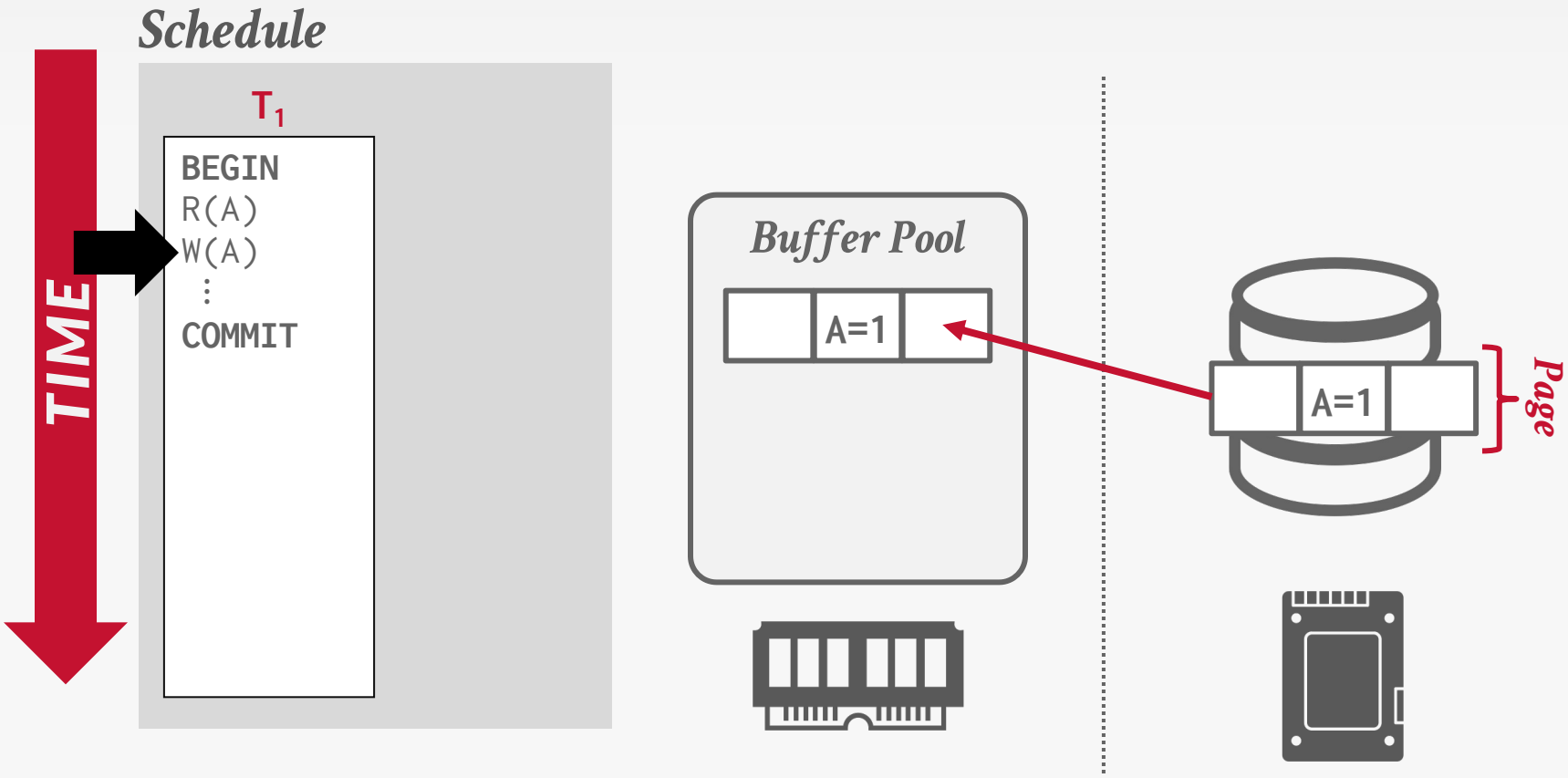




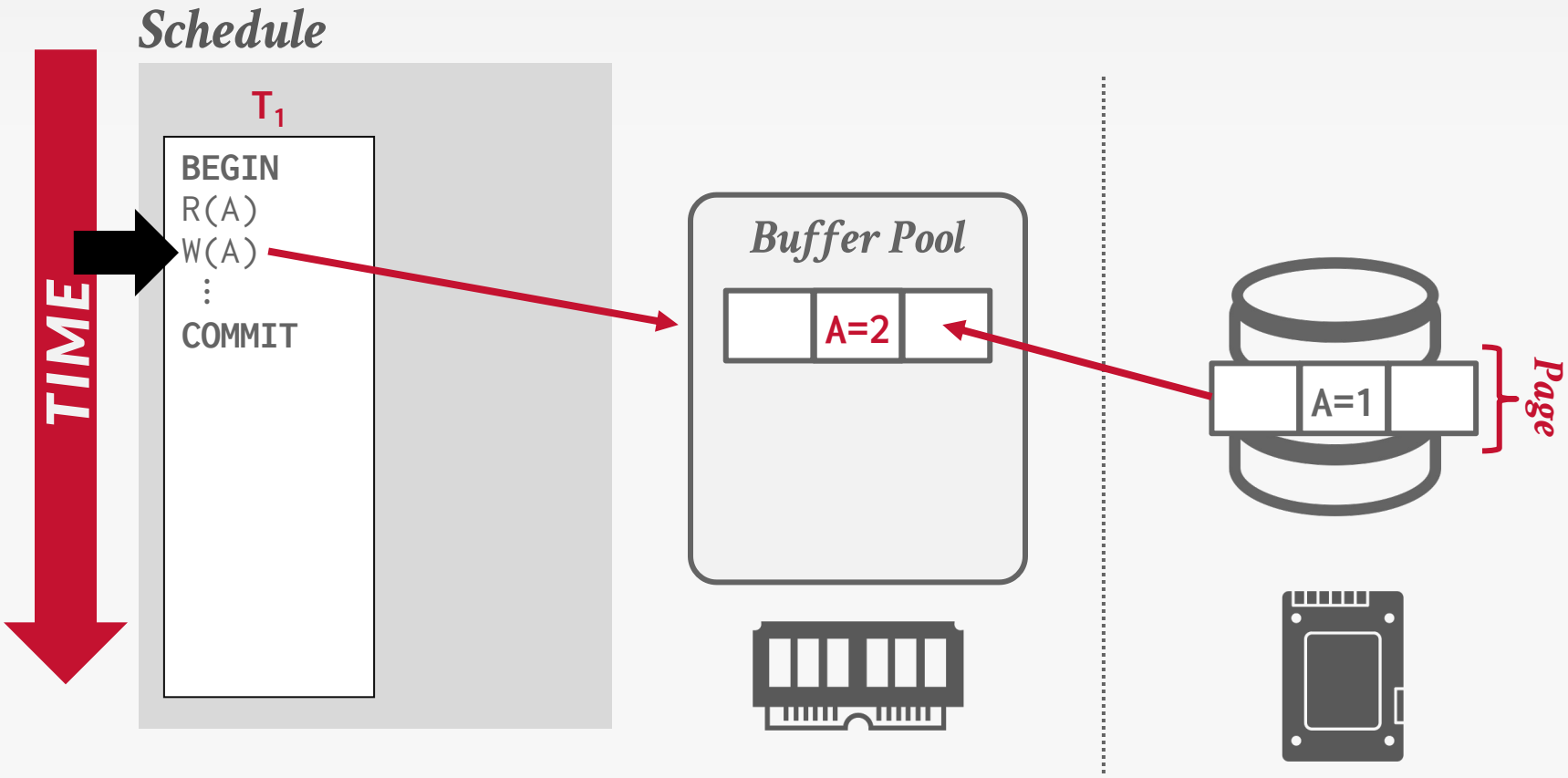
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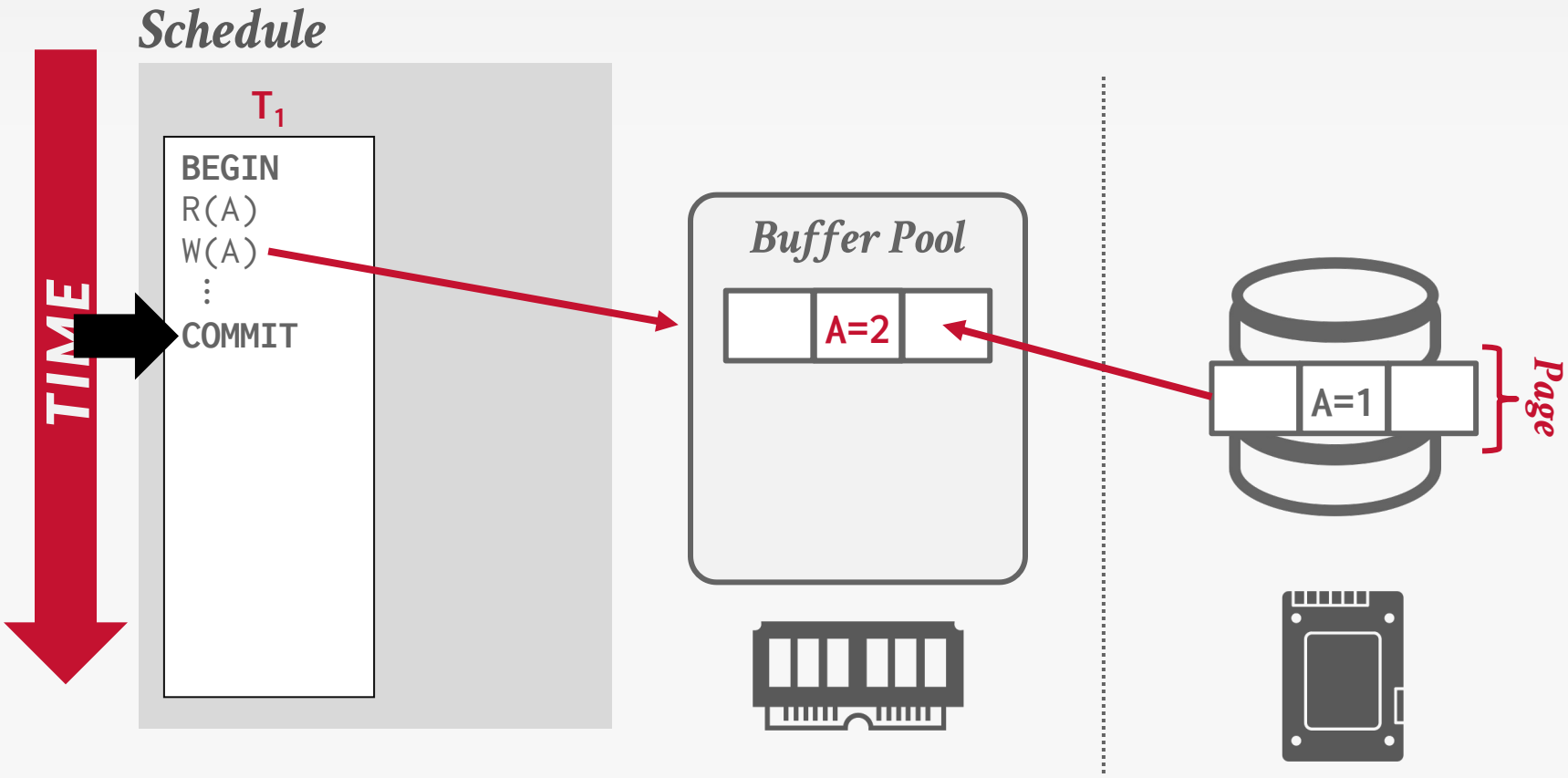
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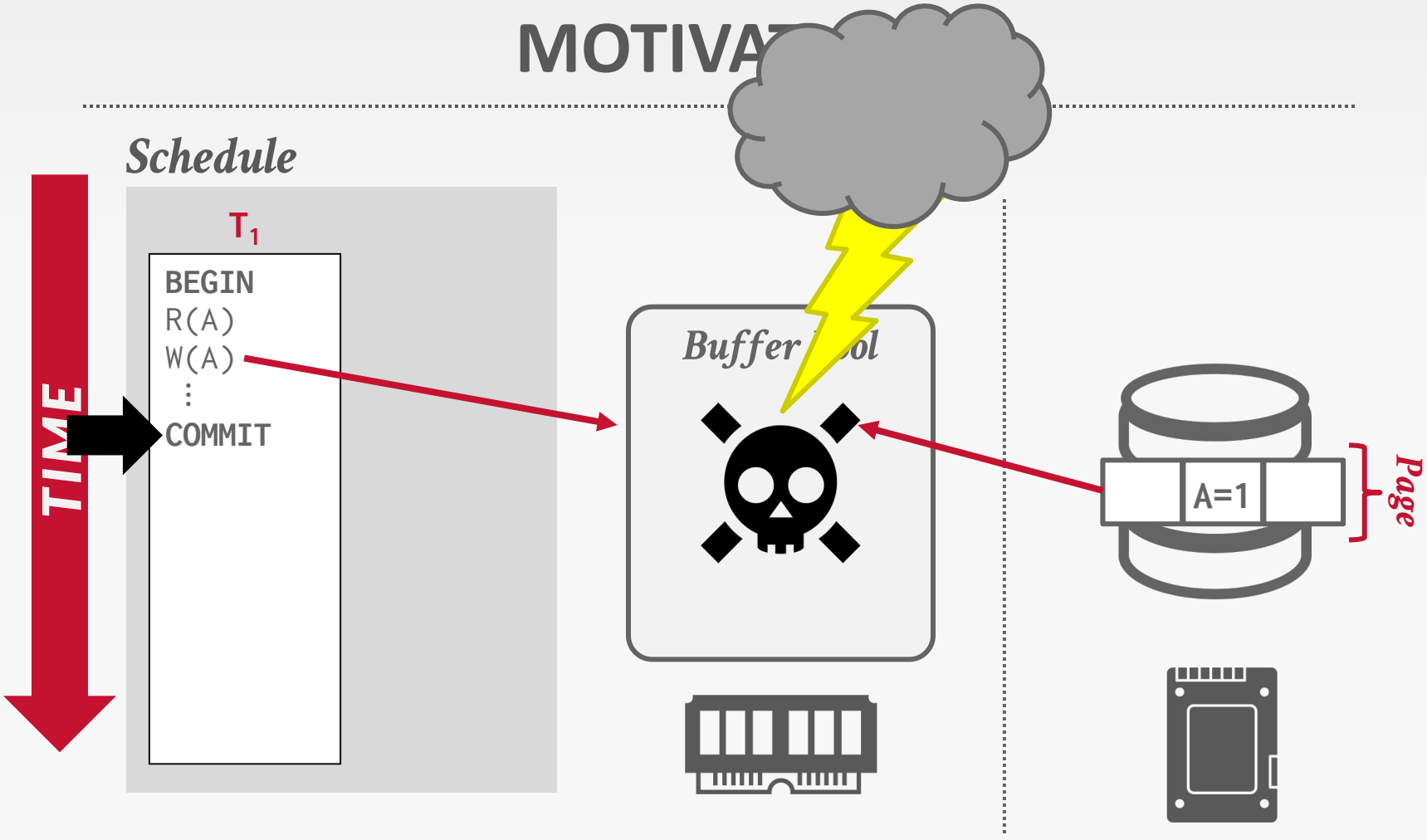
MOTIVATION



MOTIVATION



MOTIVA



CRASH RECOVERY

Recovery algorithms are techniques to ensure database consistency, transaction atomicity, and durability despite failures.

Recovery algorithms have two parts:

→ Actions during normal txn processing to ensure that the DBMS can recover from a failure.

→ Actions after a failure to recover the database to a state that ensures atomicity, consistency, and durability.

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Today

TODAY'S AGENDA

Buffer Pool Policies

Shadow Paging

Write-Ahead Log

Logging Schemes

Checkpoints

⚡ **DB Flash Talk: Yugabyte**

OBSERVATION

The database's primary storage location is on non-volatile storage, but this is slower than volatile storage.
Use volatile memory for faster access:

→ First copy target record into memory.
→ Perform the writes in memory.
→ Write dirty records back to disk.

The DBMS needs to ensure the following:

→ The changes for any txn are durable once the DBMS has told somebody that it committed.
→ No partial changes are durable if the txn aborted.

UNDO VS. REDO

Undo: The process of removing the effects of an incomplete or aborted txn.

Redo: The process of re-applying the effects of a committed txn for durability.

How the DBMS supports this functionality depends on how it manages the buffer pool …

BUFFER POOL

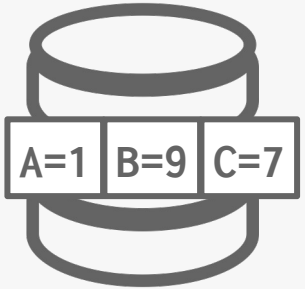
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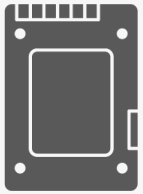
TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(B)
	W(B)
	COMMIT
⋮	
ROLLBACK	

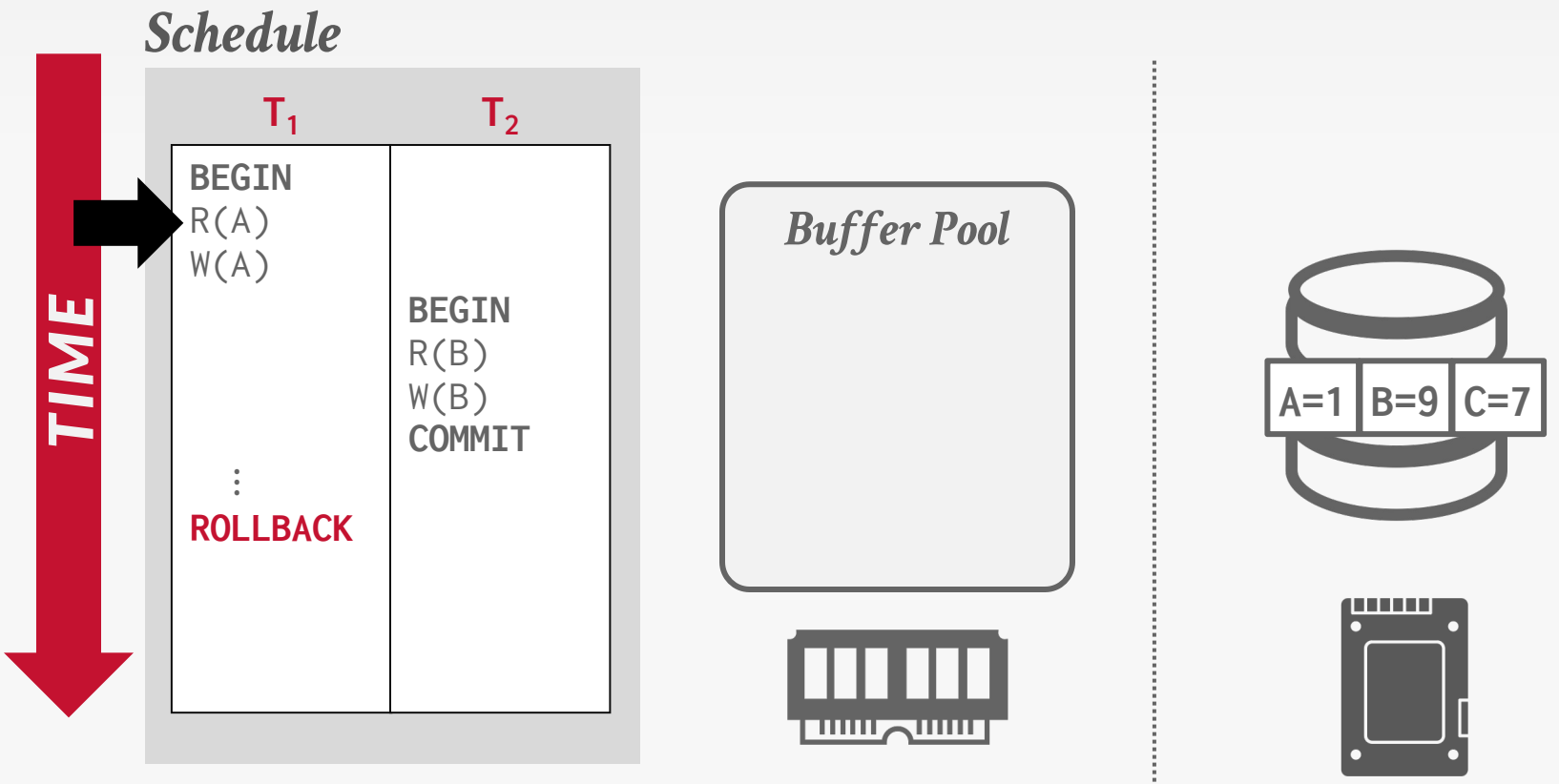
Buffer Pool



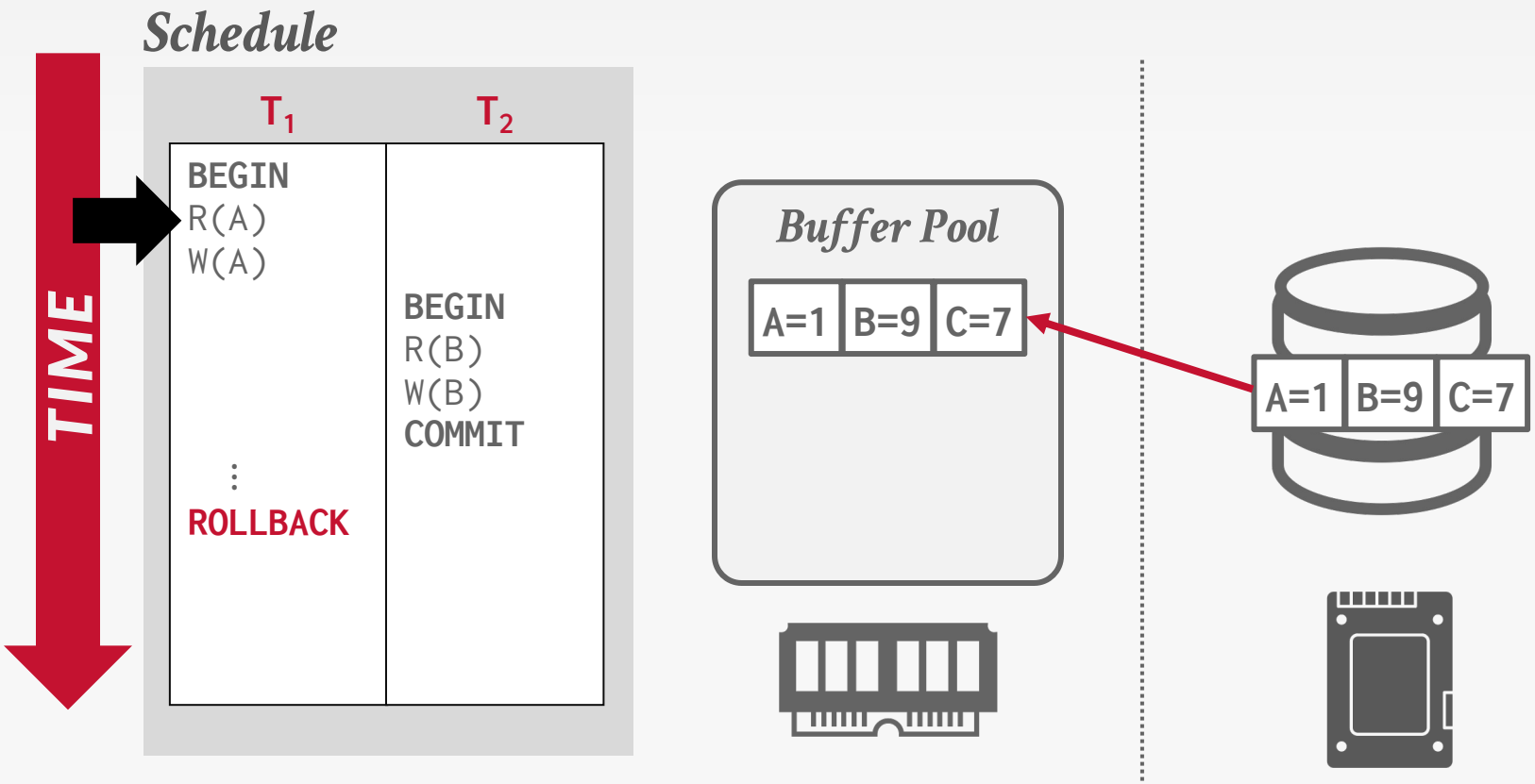




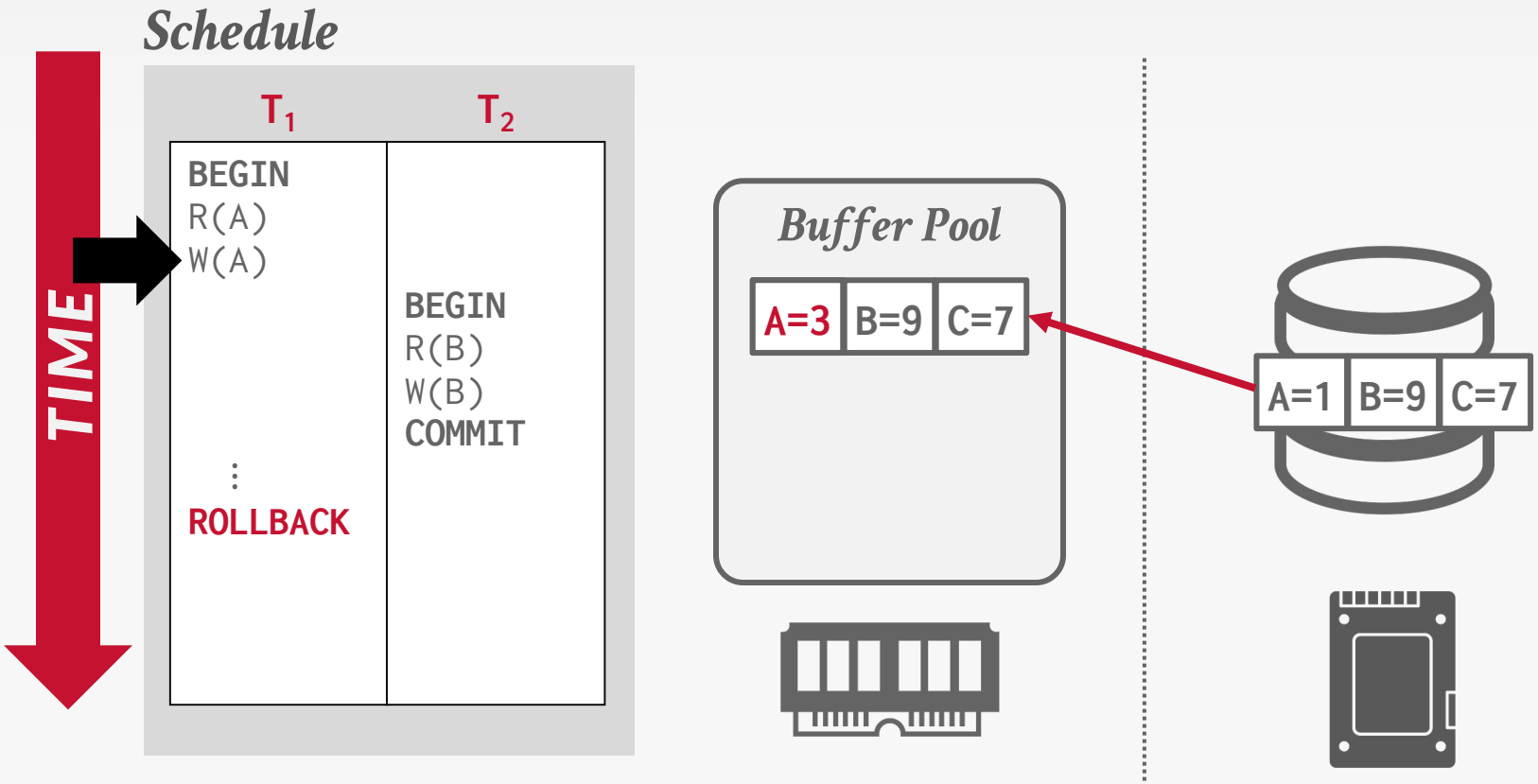
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=1
B=9
C=7

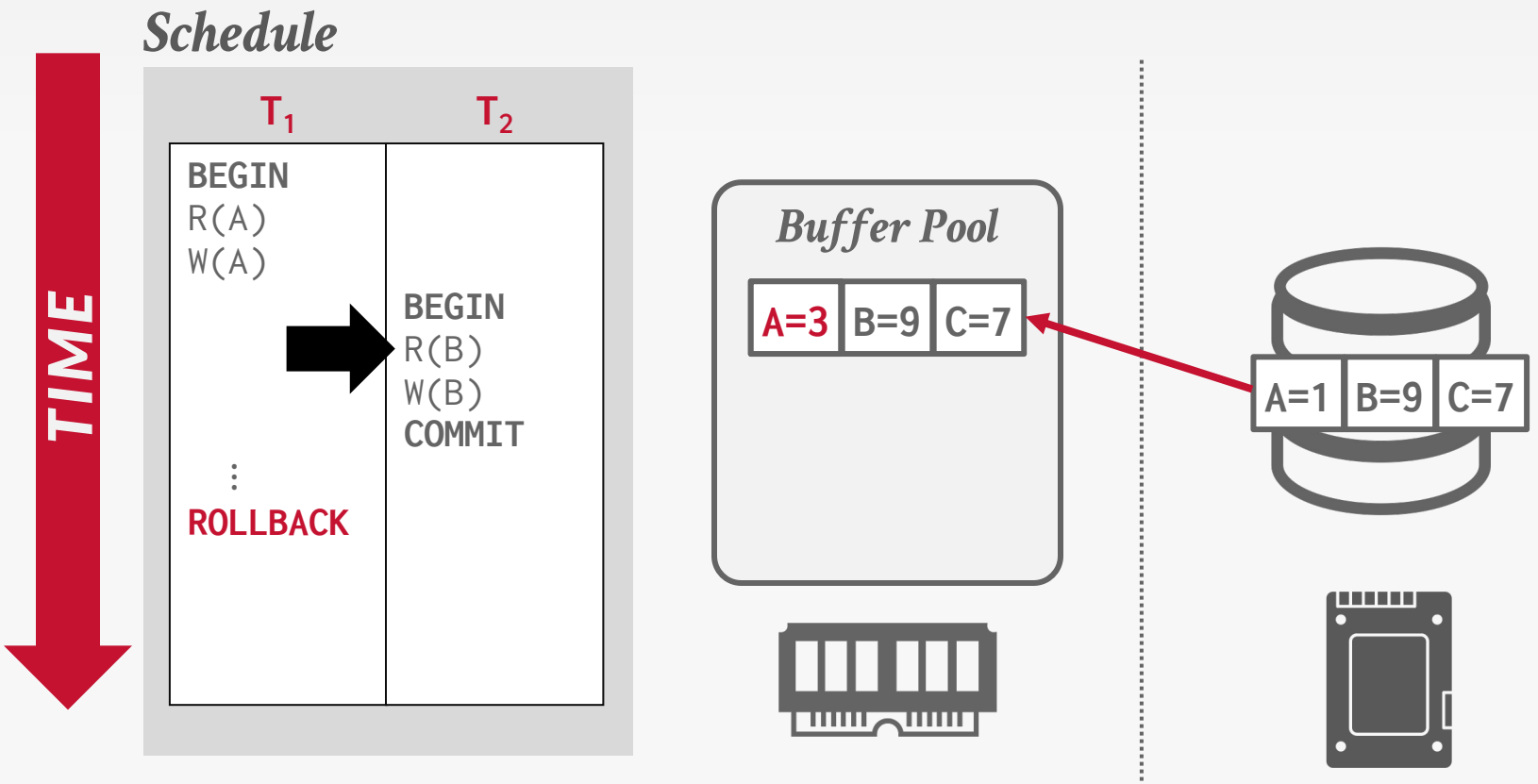
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=1
B=9
C=7
A=1
B=9
C=7

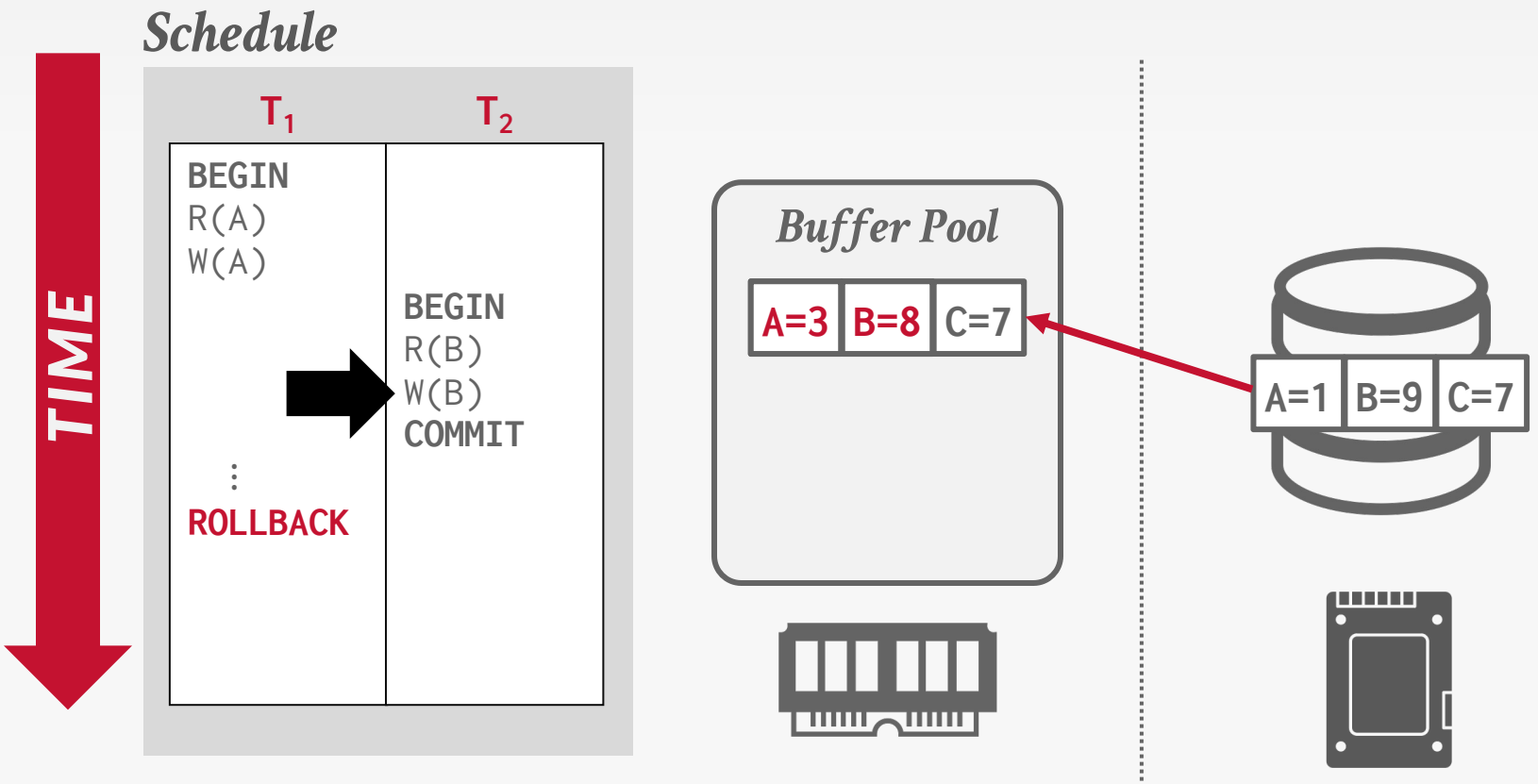
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=3
B=9
C=7
A=1
B=9
C=7

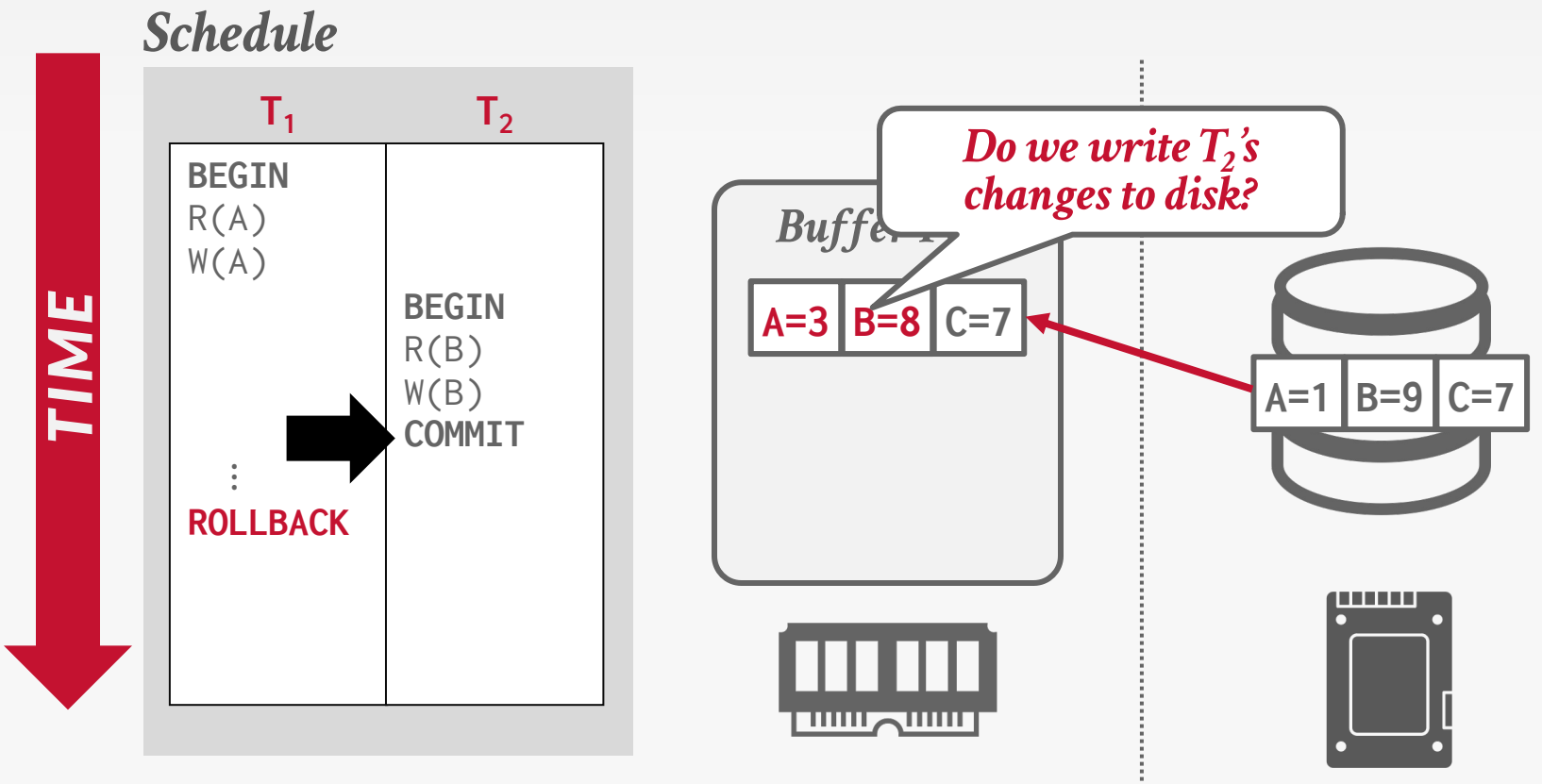
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=3
B=9
C=7
A=1
B=9
C=7

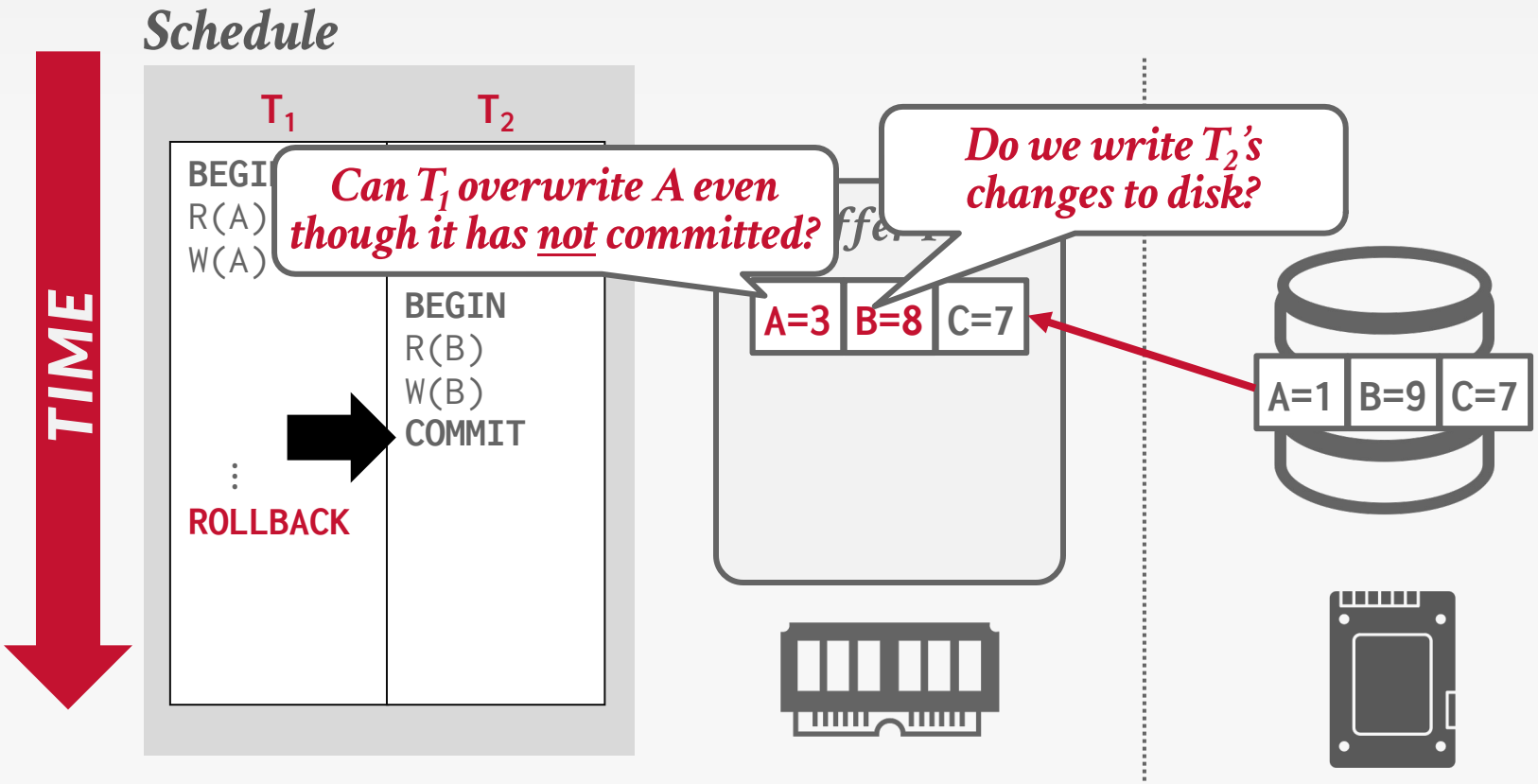
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=3
B=8
C=7
A=1
B=9
C=7

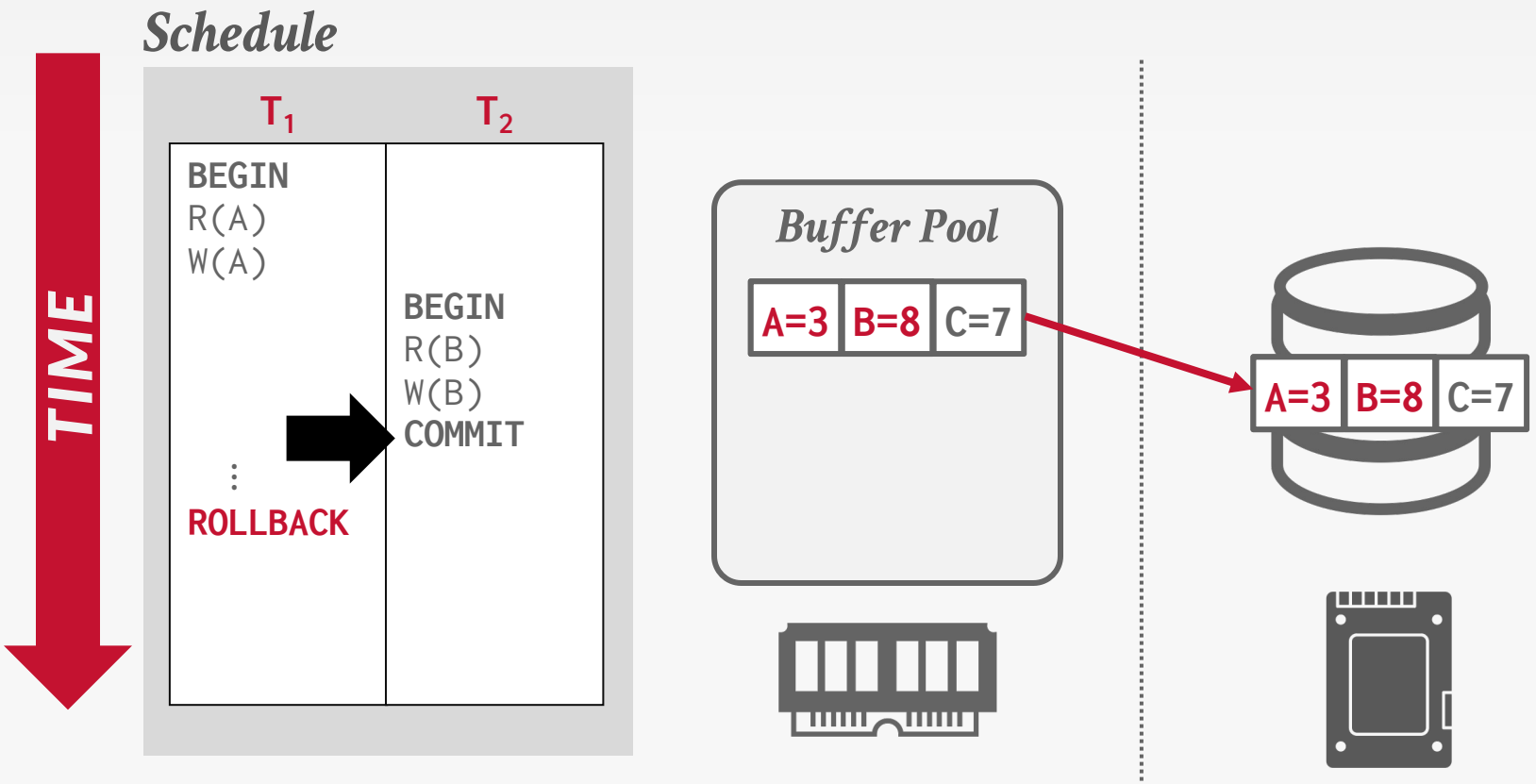
BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Do we write T2's changes to disk?
A=3
B=8
C=7
A=1
B=9
C=7

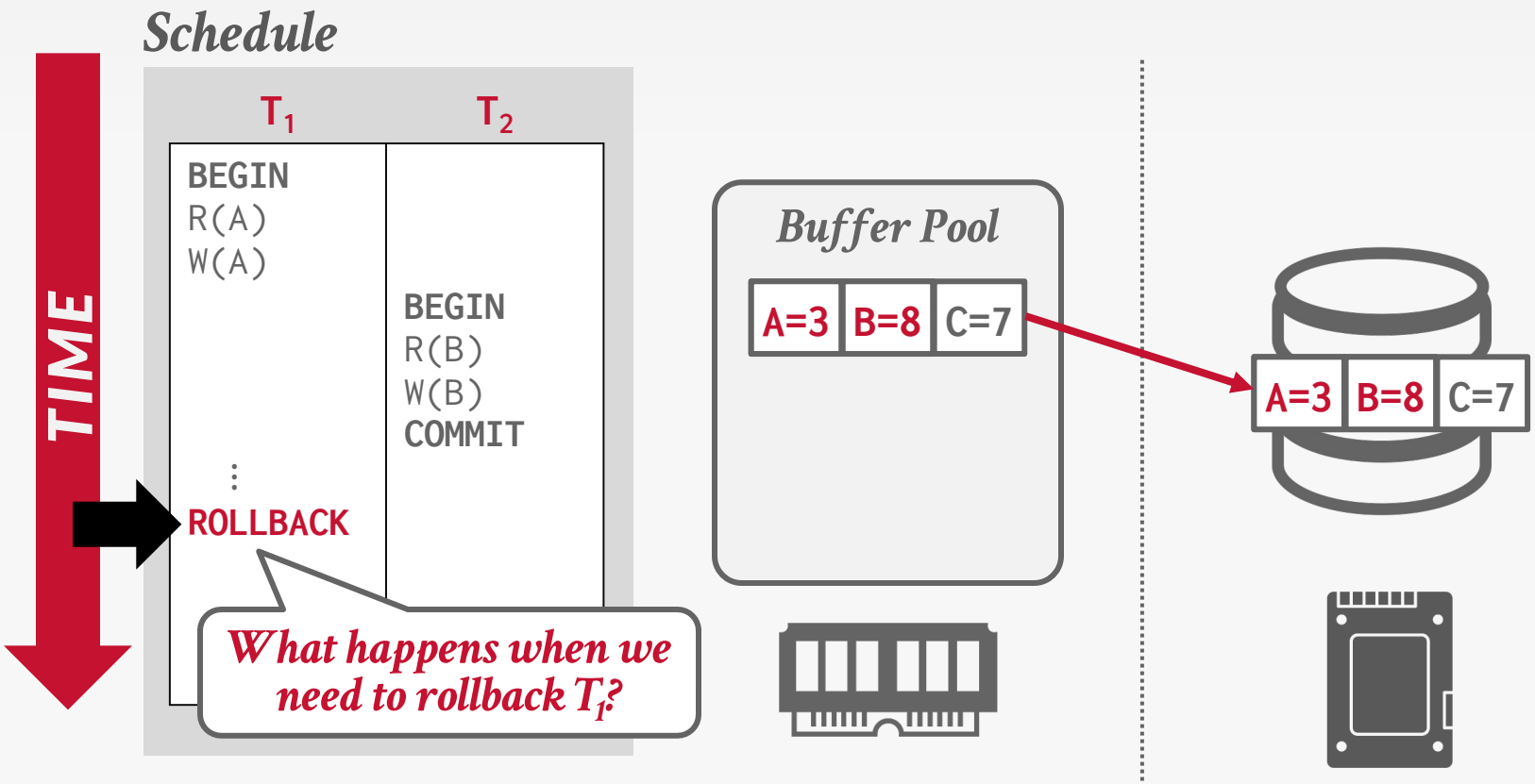
BUFFER POOL


Schedule
TIME
T1
T2
BEGI
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Can T1 overwrite A even though it has not committed?
Do we write T2's changes to disk?
A=3
B=8
C=7
A=1
B=9
C=7

BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
Buffer Pool
A=3
B=8
C=7
A=3
B=8
C=7

BUFFER POOL


Schedule
TIME
T1
T2
BEGIN
R(A)
W(A)
BEGIN
R(B)
W(B)
COMMIT
ROLLBACK
What happens when we need to rollback T1?
Buffer Pool
A=3
B=8
C=7
A=3
B=8
C=7

STEAL POLICY

Whether the DBMS can evict a dirty object in the buffer pool modified by an uncommitted txn and overwrite the most recent committed version of that object in non-volatile storage.

STEAL: Eviction + overwriting is allowed.

NO-STEAL: Eviction + overwriting is not allowed.

FORCE POLICY

Whether the DBMS requires that all updates made by a txn are written back to non-volatile storage before the txn can commit.

FORCE: Write-back is required.

NO-FORCE: Write-back is not required.

NO-STEAL + FORCE

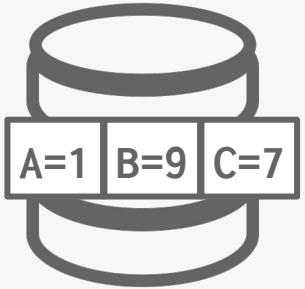
Schedule

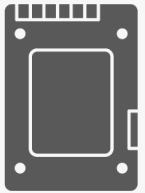
TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(B)
	W(B)
	COMMIT
⋮	
ROLLBACK	

Buffer Pool







NO-STEAL + FORCE

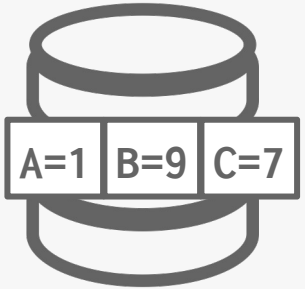
Schedule

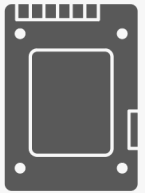
TIME

T_1	T_2
BEGIN	
R(A)	
W(A)	
	BEGIN
	R(B)
	W(B)
	COMMIT
⋮	
ROLLBACK	

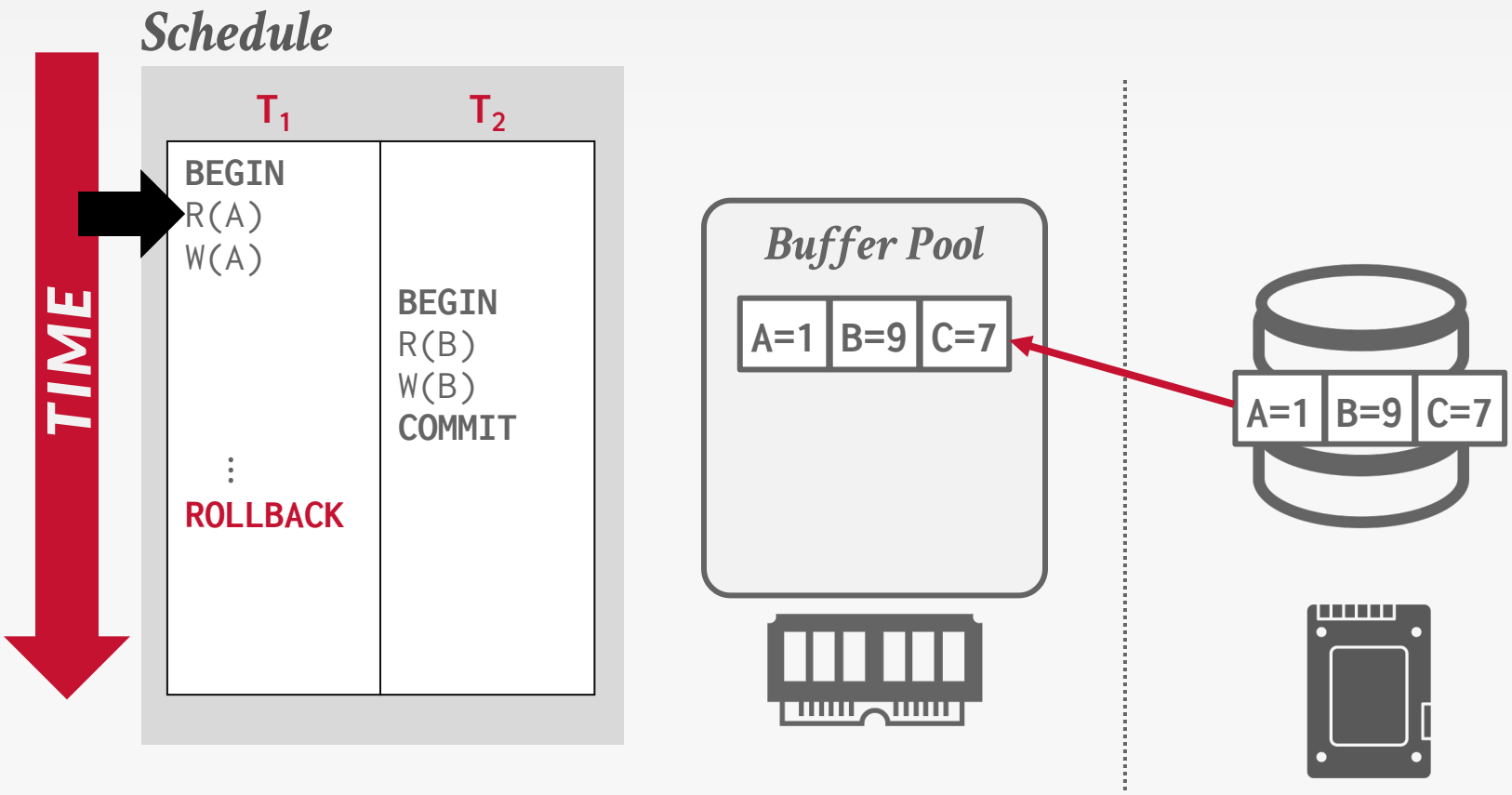
Buffer Pool



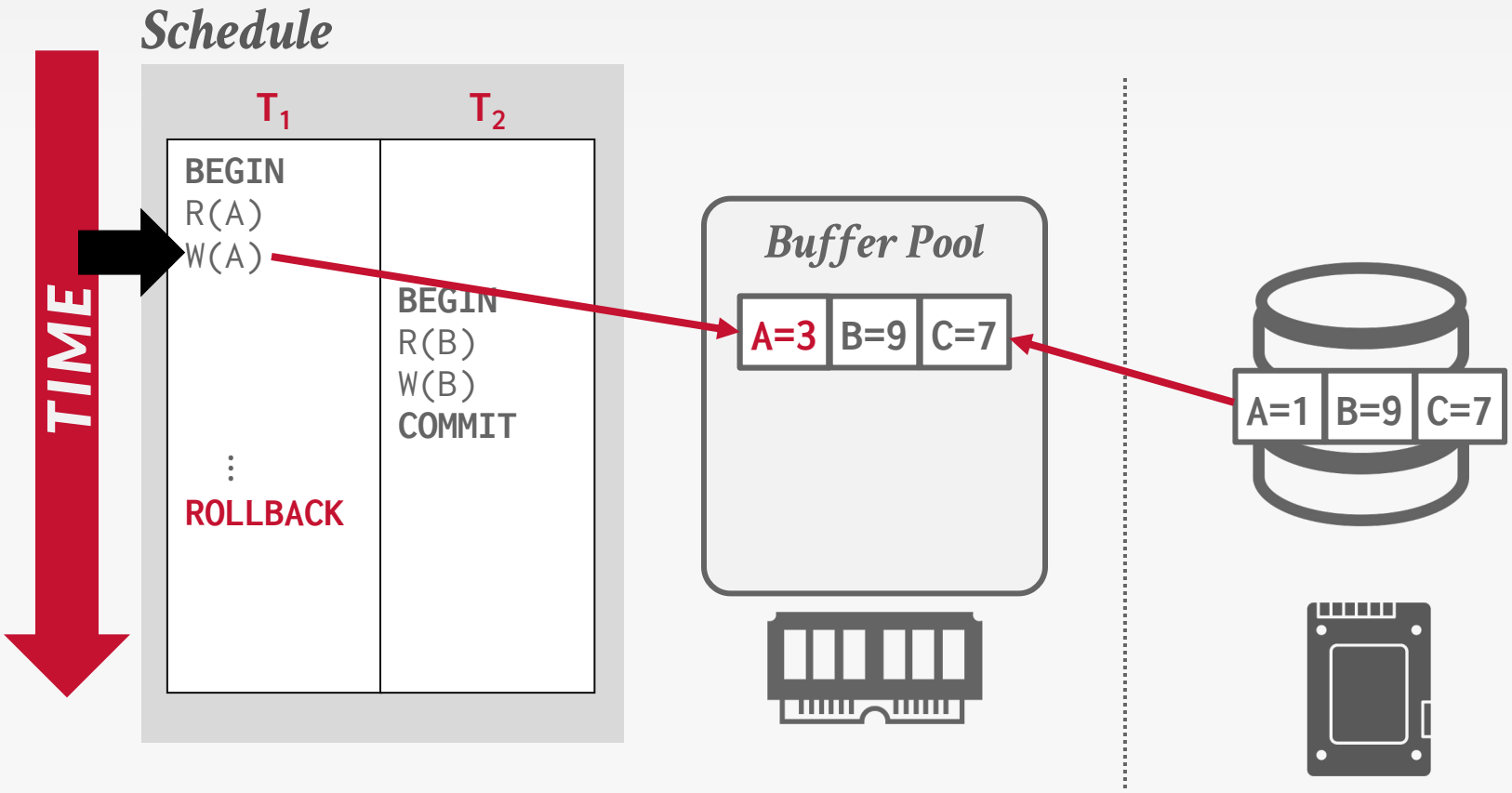




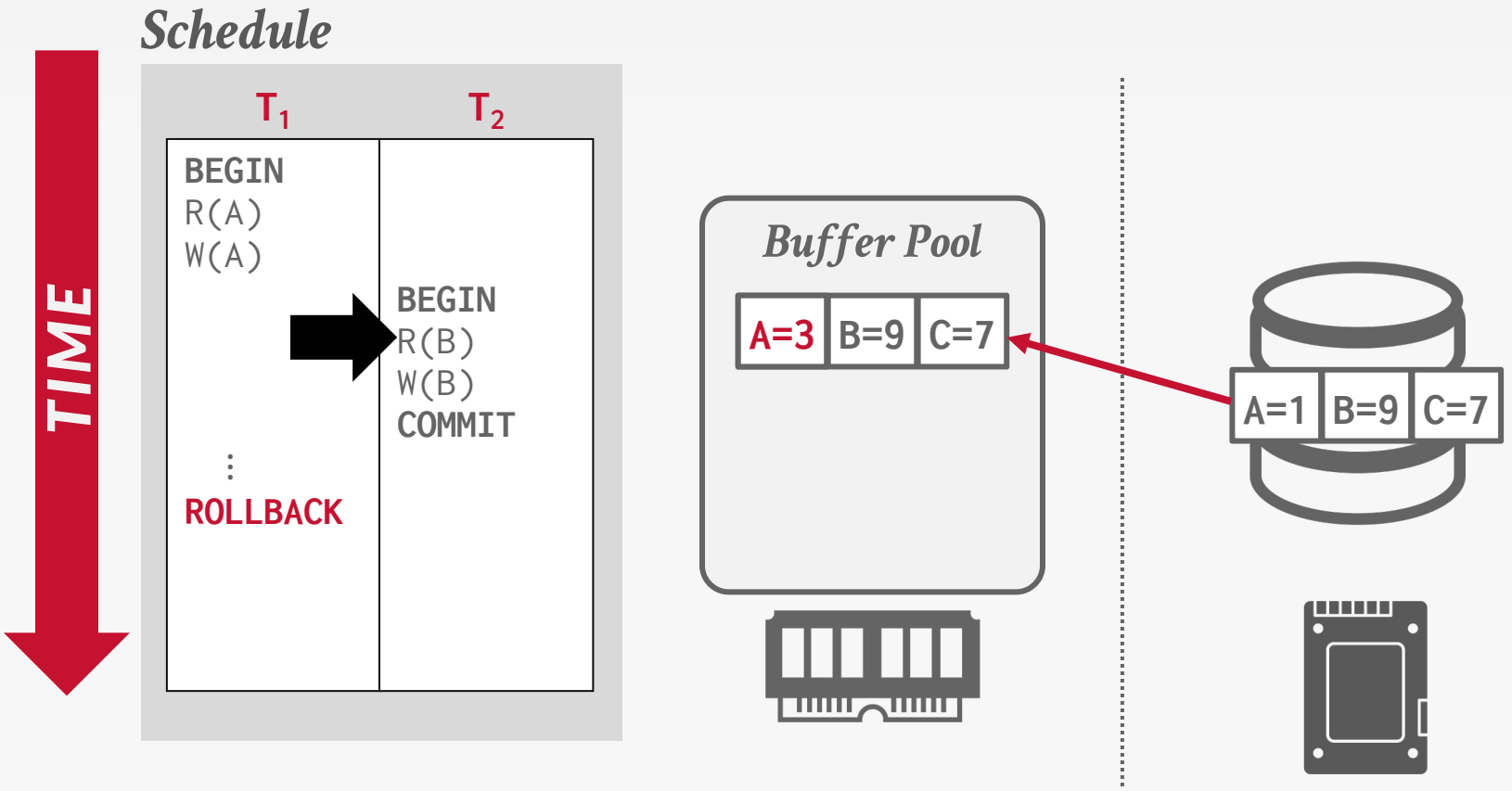
NO-STEAL + FORCE



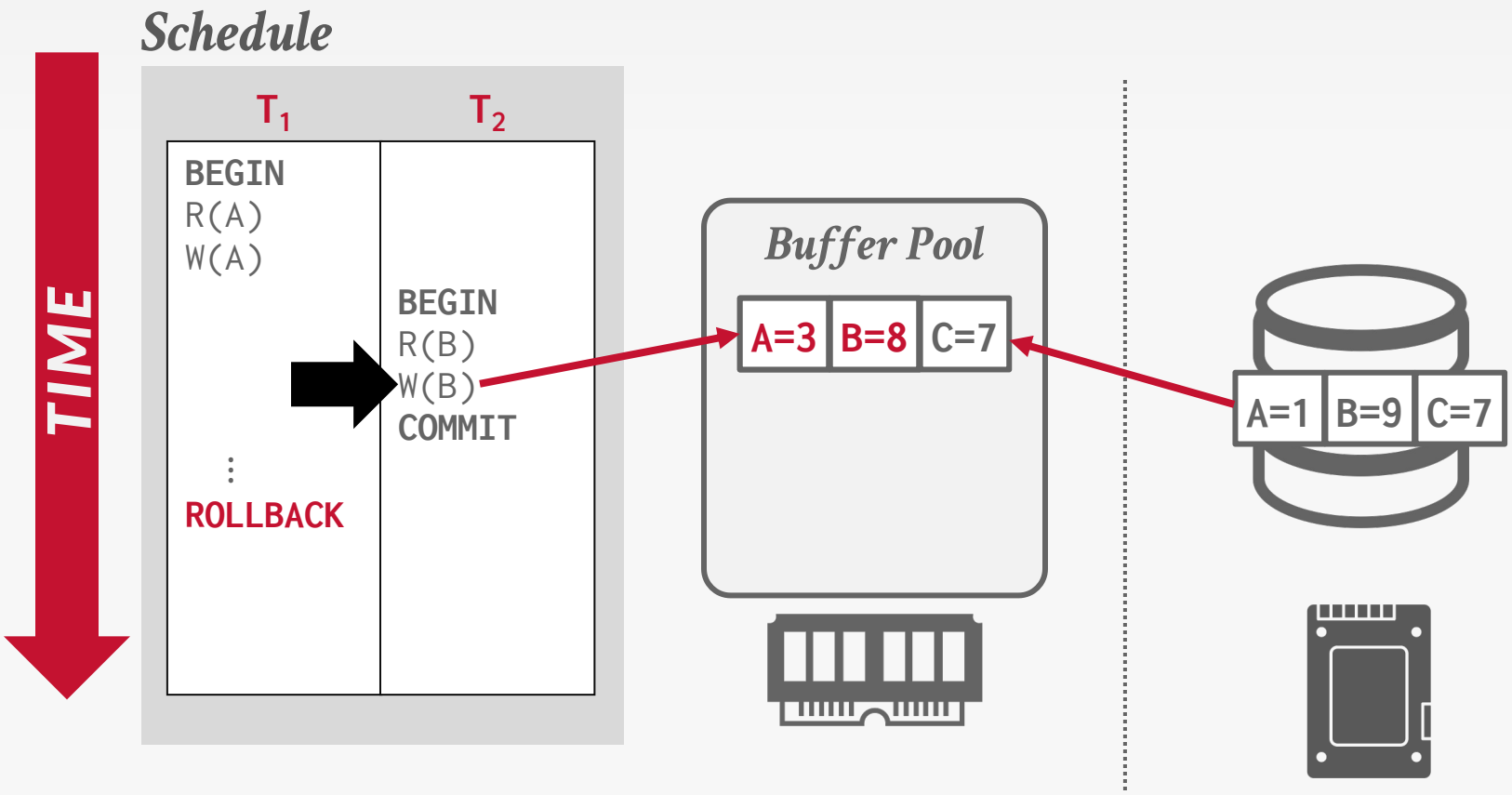
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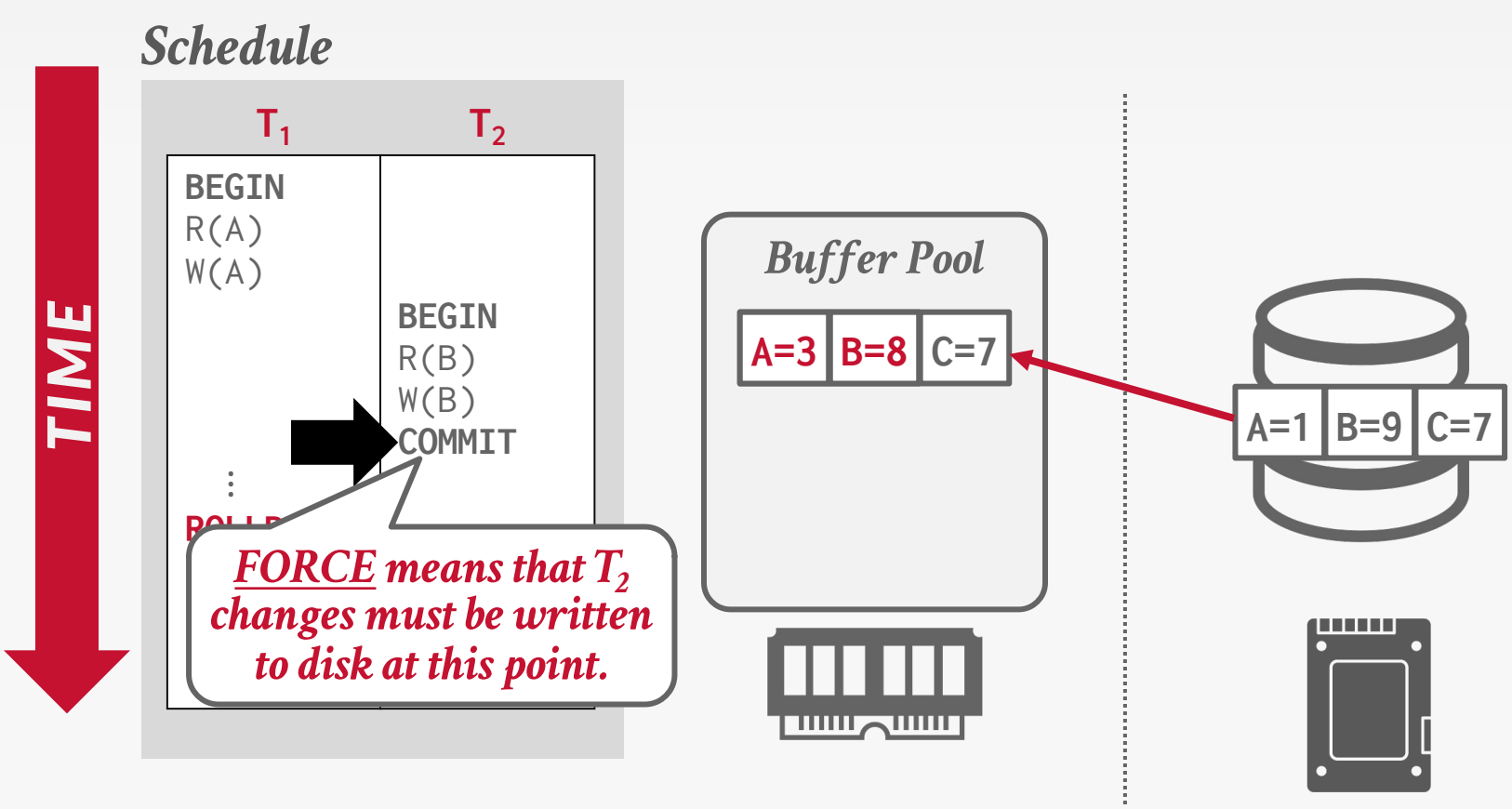
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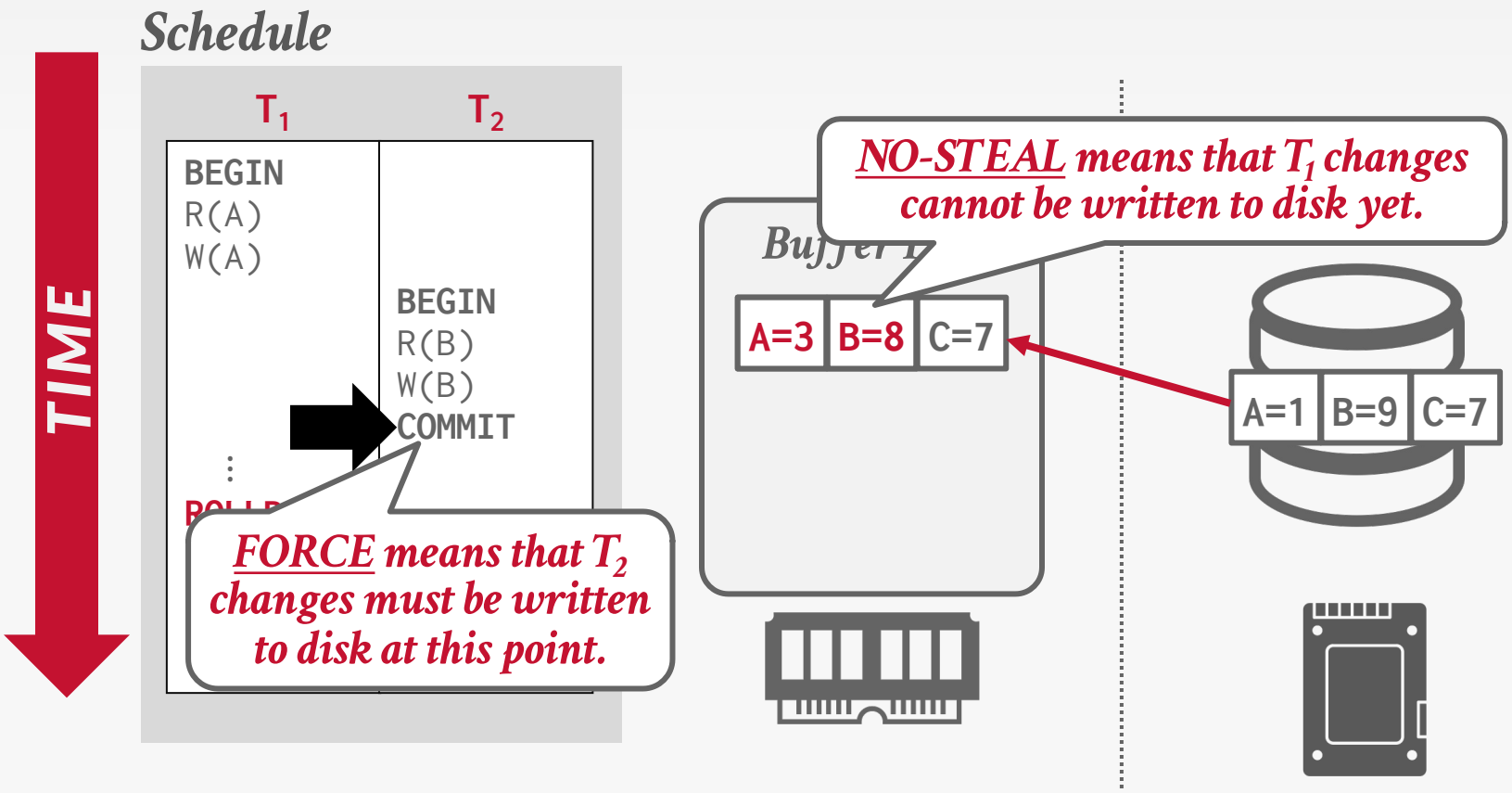
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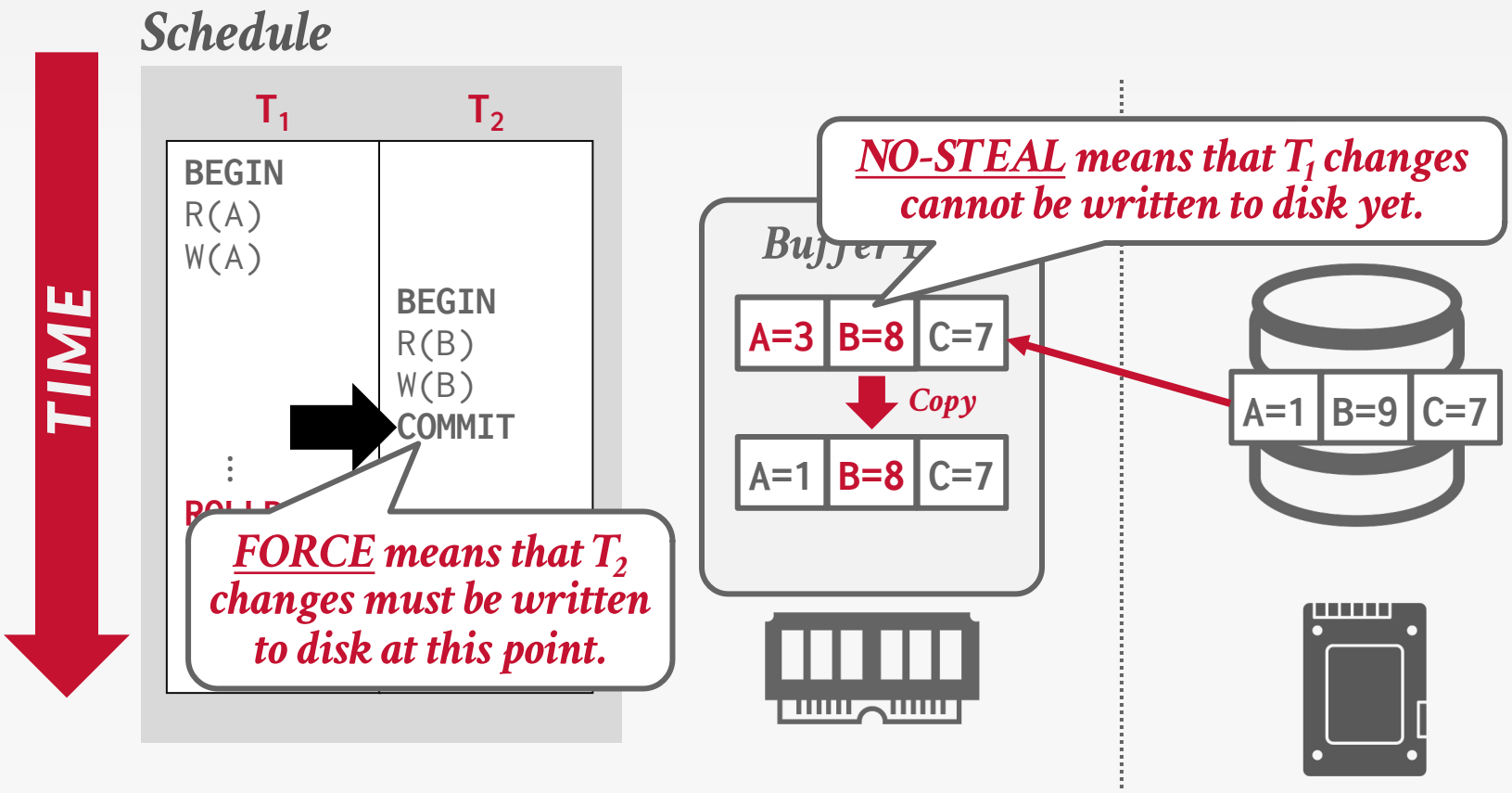
NO-STEAL + FORCE



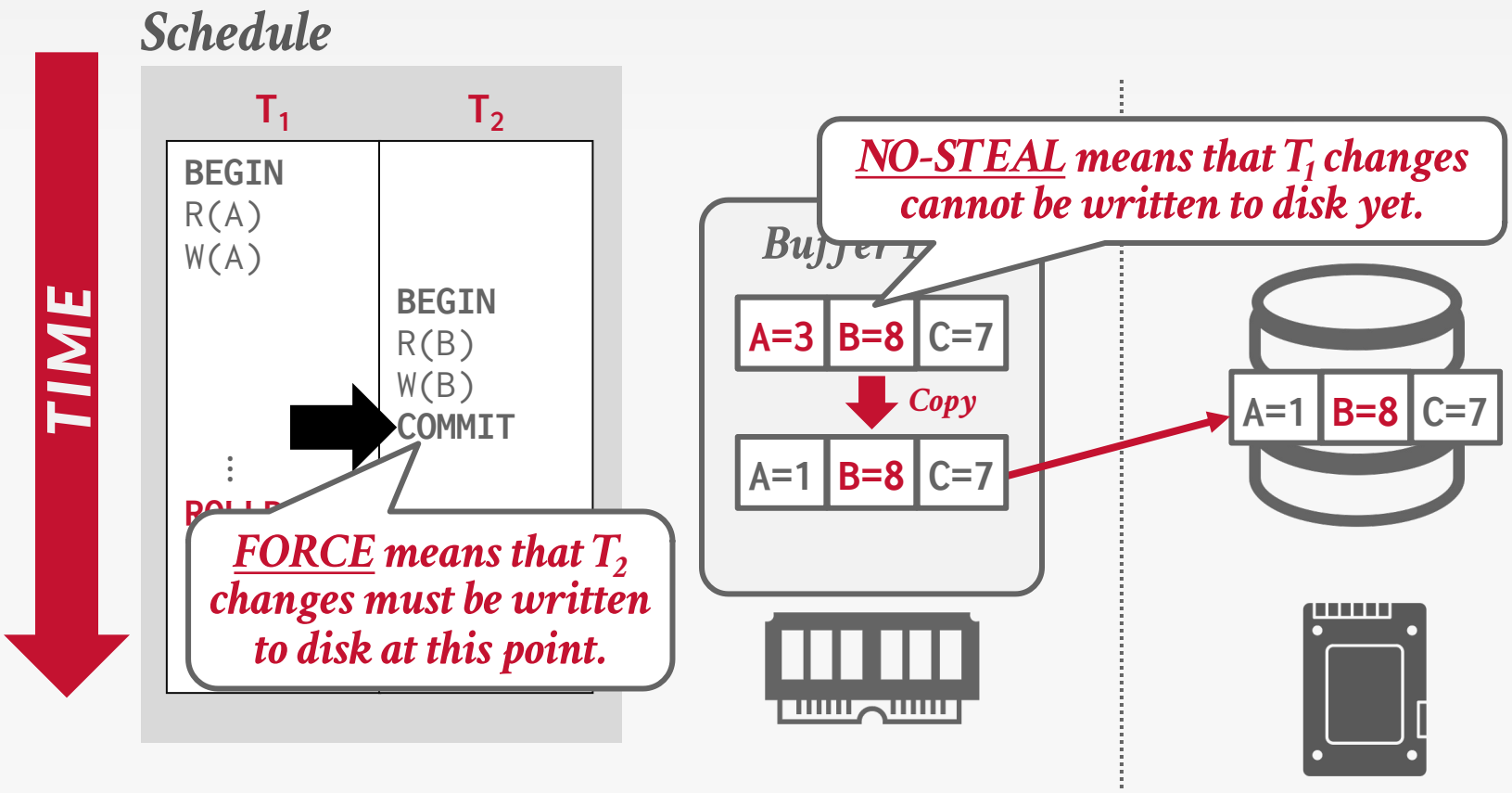
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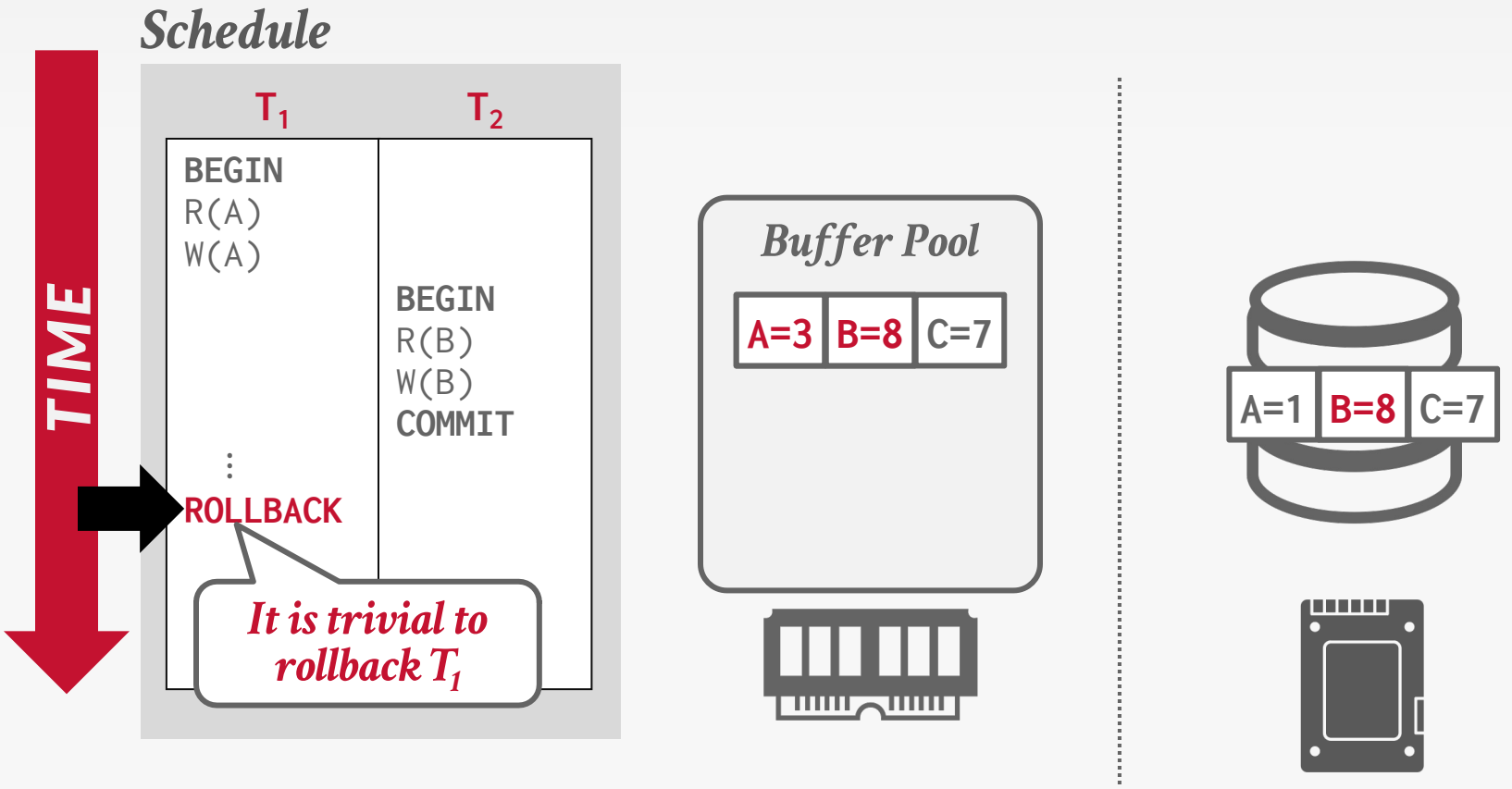
NO-STEAL + FORCE



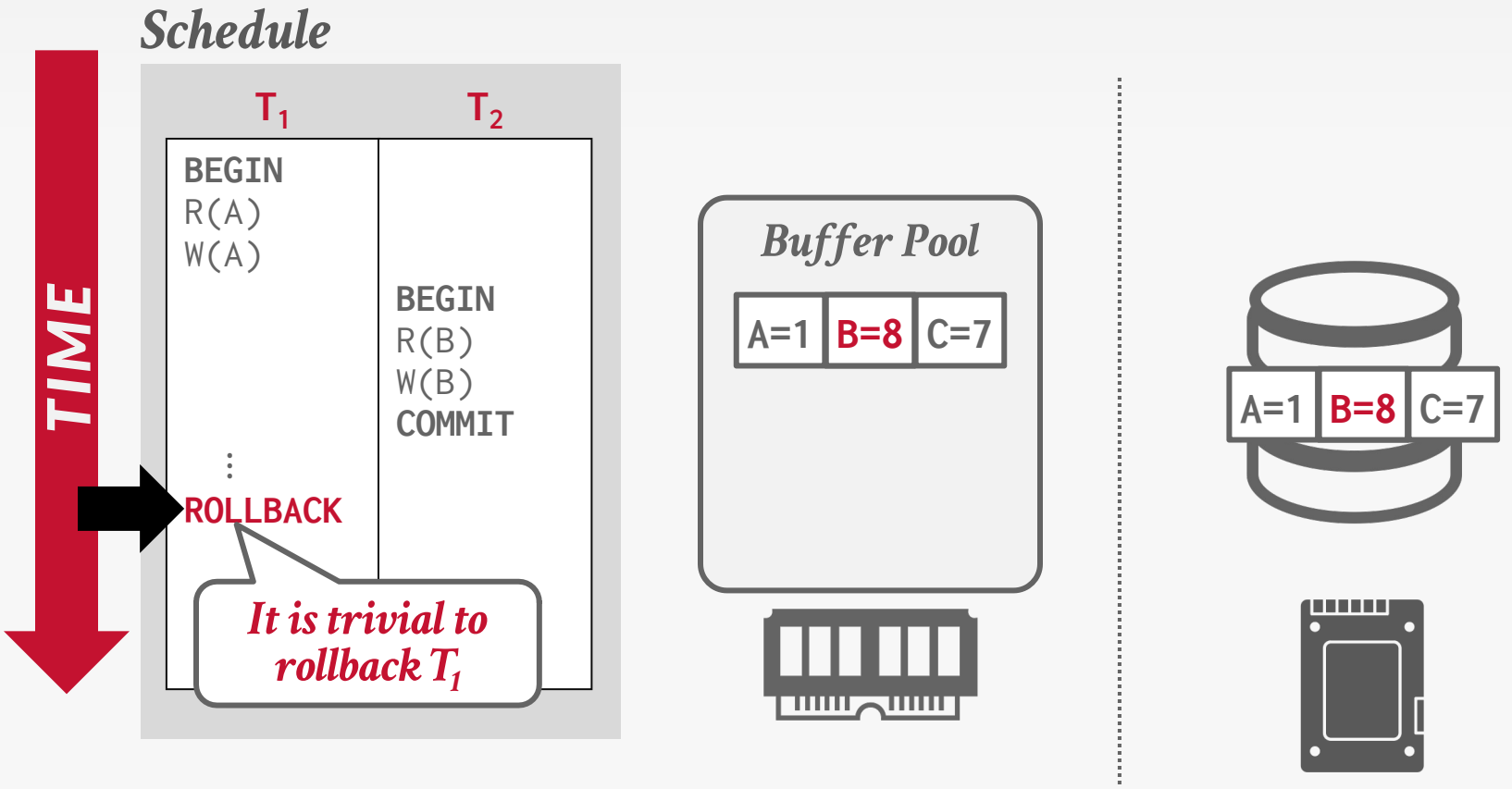
NO-STEAL + FORCE



NO-STEAL + FORCE



NO-STEAL + FORCE



NO-STEAL + FORCE

This approach is the easiest to implement:

→ Never have to undo changes of an aborted txn because the changes were not written to disk.

→ Never have to redo changes of a committed txn because all the changes are guaranteed to be written to disk at commit time (assuming atomic hardware writes).

Previous example cannot support **write sets** that exceed the amount of physical memory available.

SHADOW PAGING

The system maintains two versions of the database:

→ **Master**: Contains only changes from committed txns.

→ **Shadow**: Temporary database with changes made from uncommitted txns.

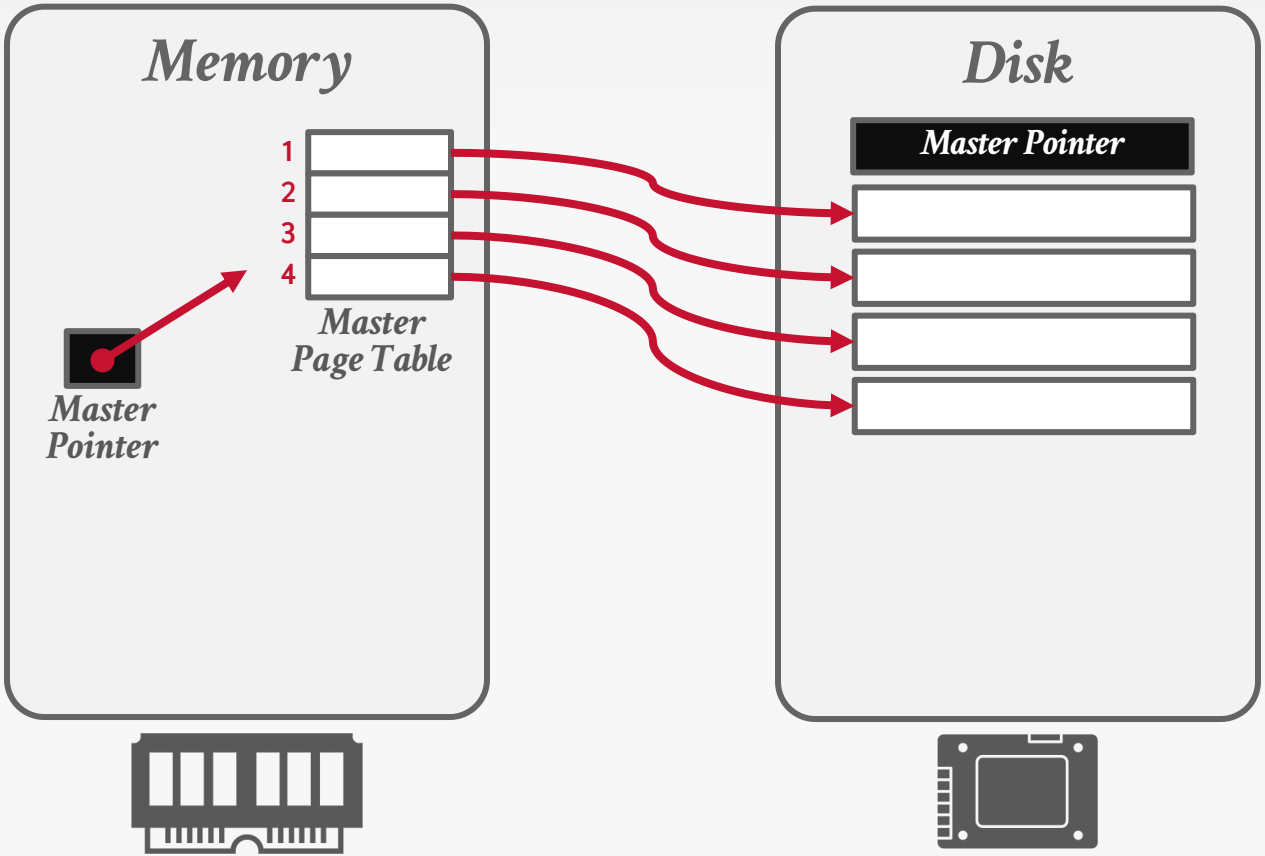
DBMS makes a copy of page before a txn modifies it.

To install updates when a txn commits, overwrite the root so it points to the shadow, thereby swapping the master and shadow.

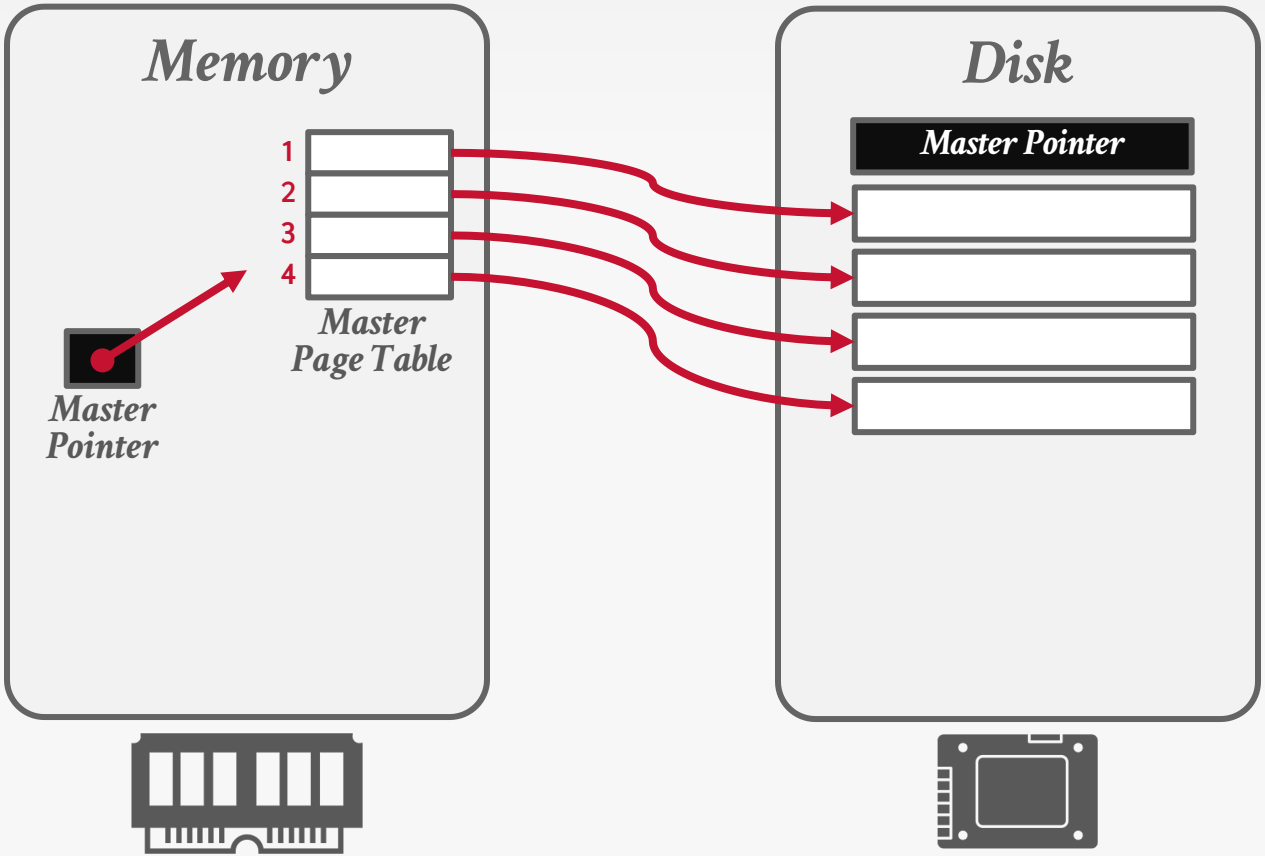
Buffer Pool Policy: **NO-STEAL + FORCE**

IMDB CouchDB relax FastDB GemStone SQLite

SHADOW PAGING: EXAMPLE

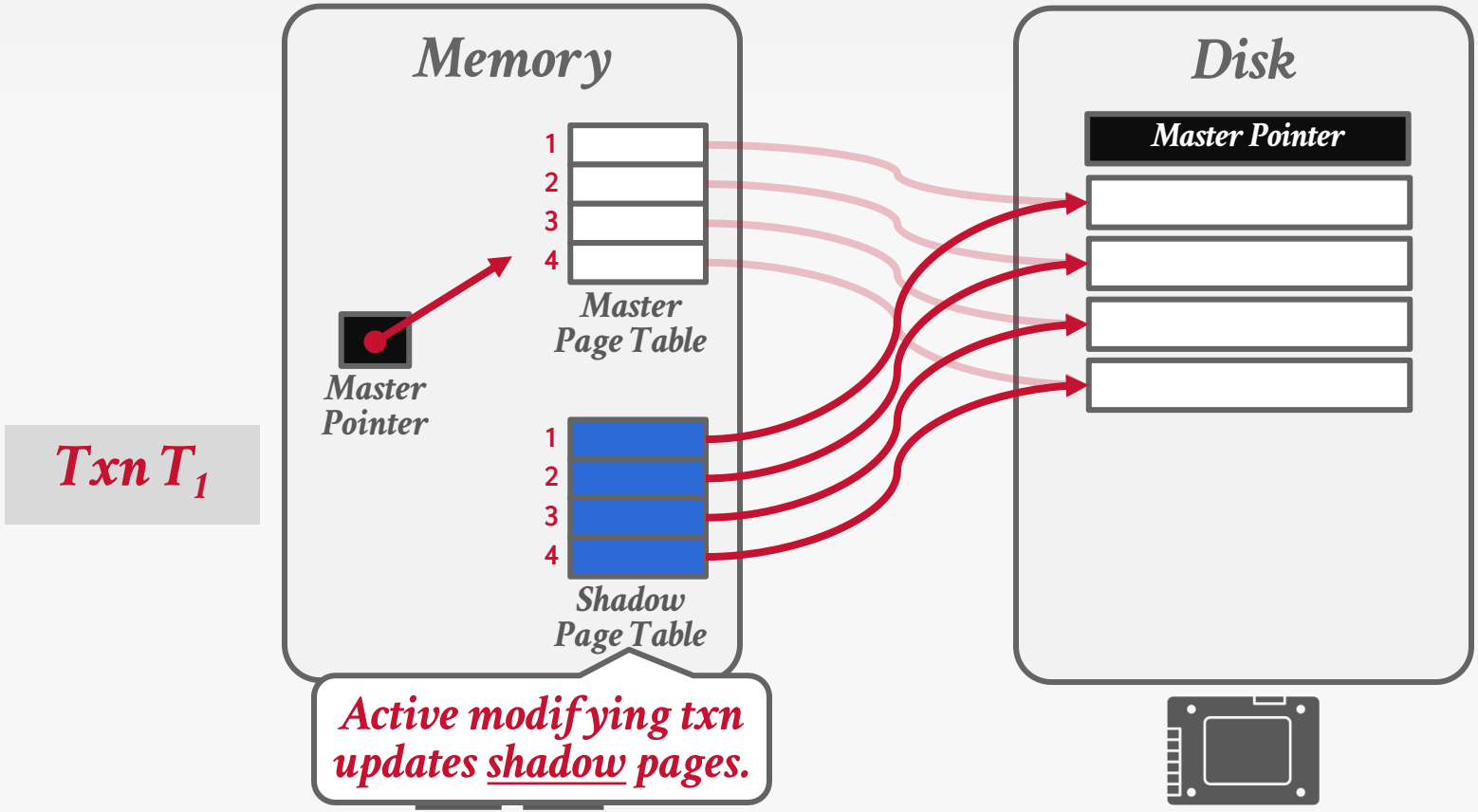


SHADOW PAGING: EXAMPLE

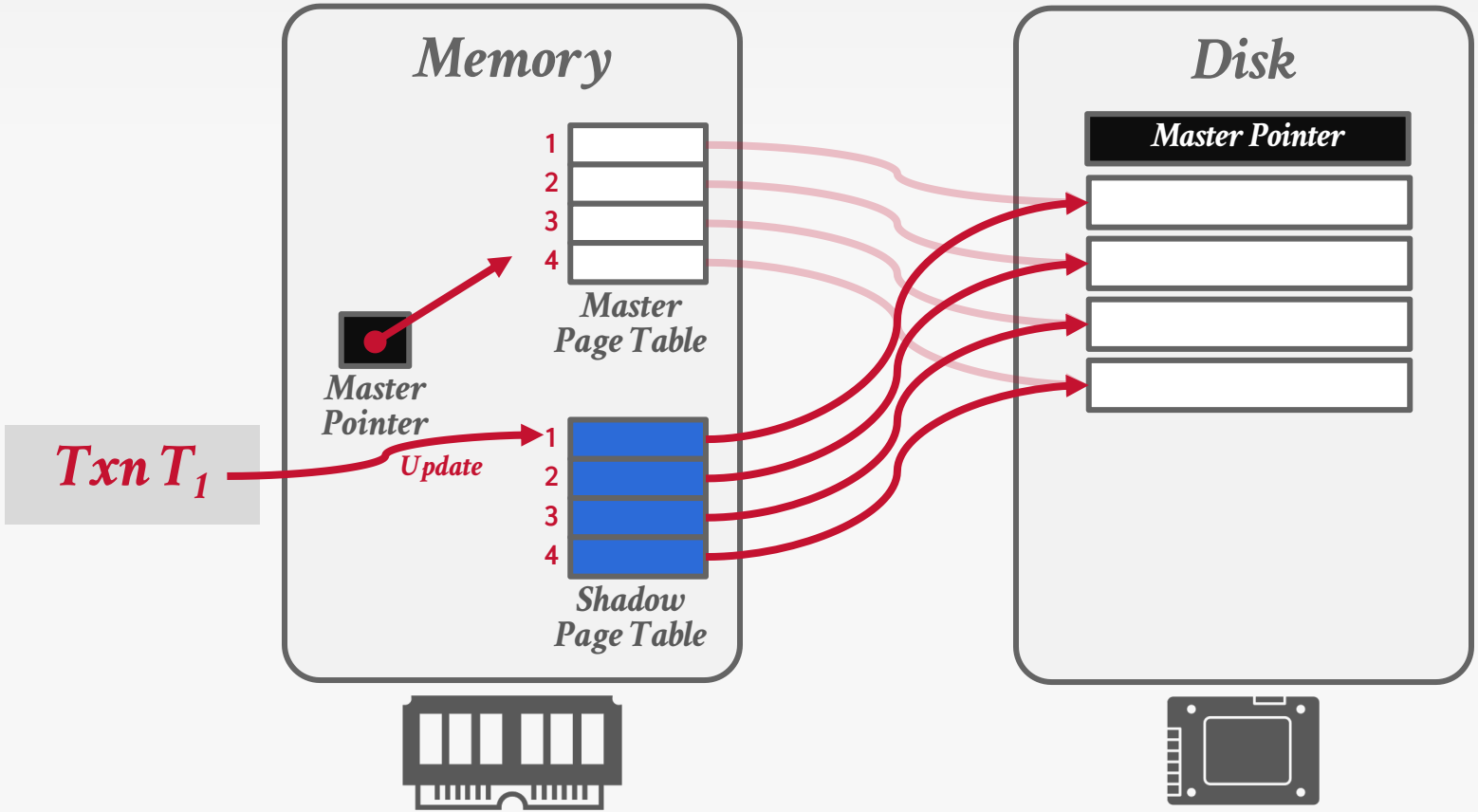


$Txn\ T_1$

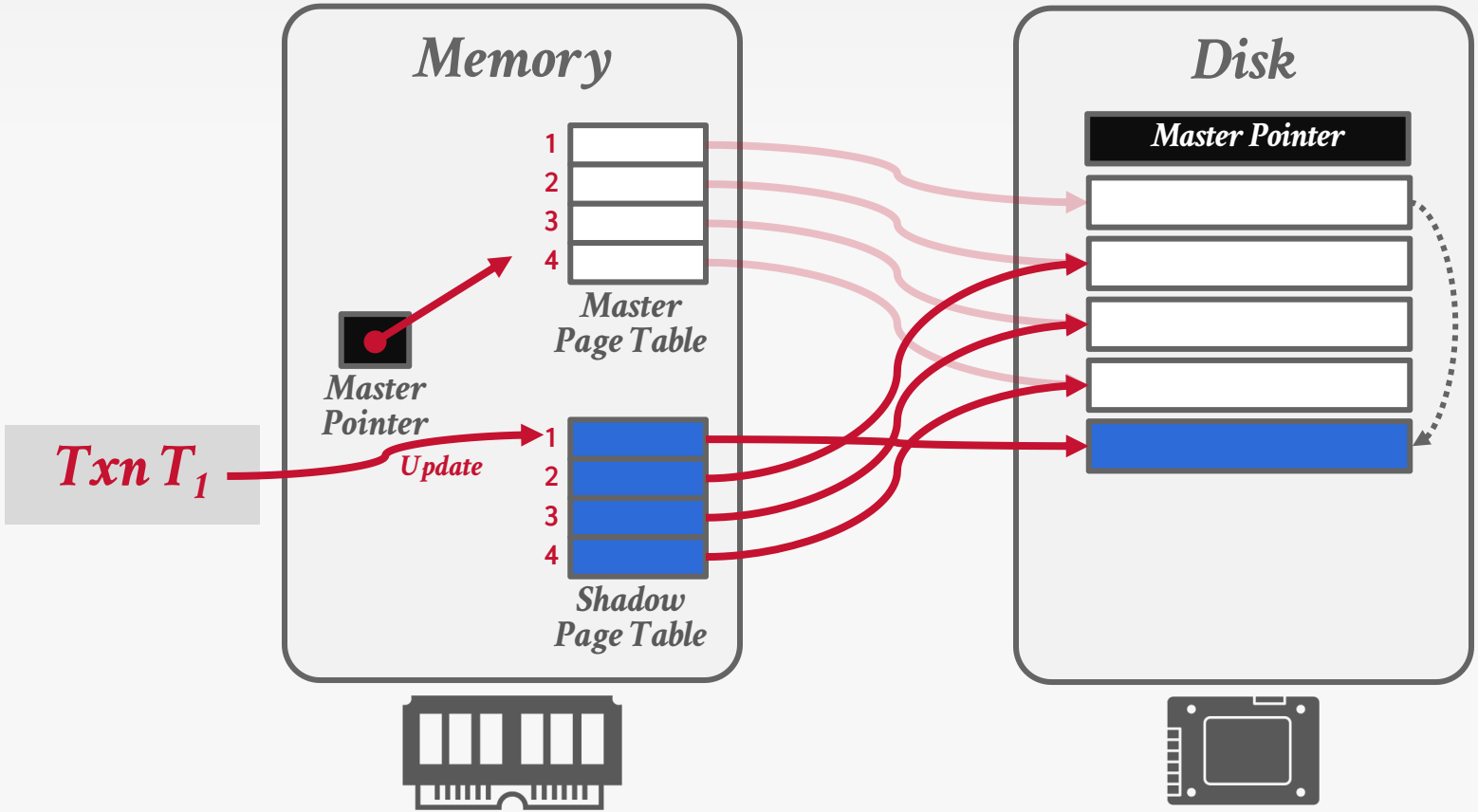
SHADOW PAGING: EXAMPLE



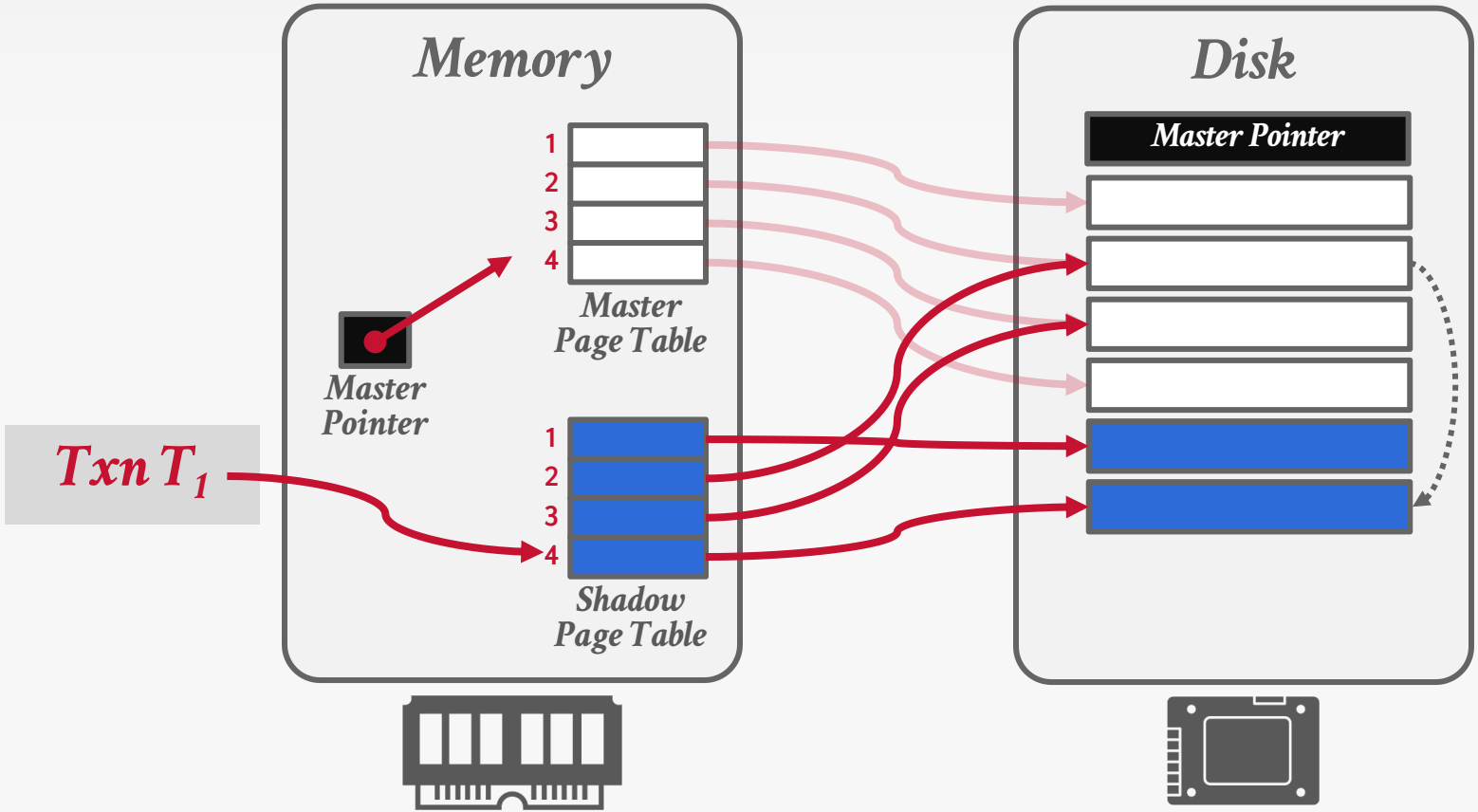
SHADOW PAGING: EXAMPLE



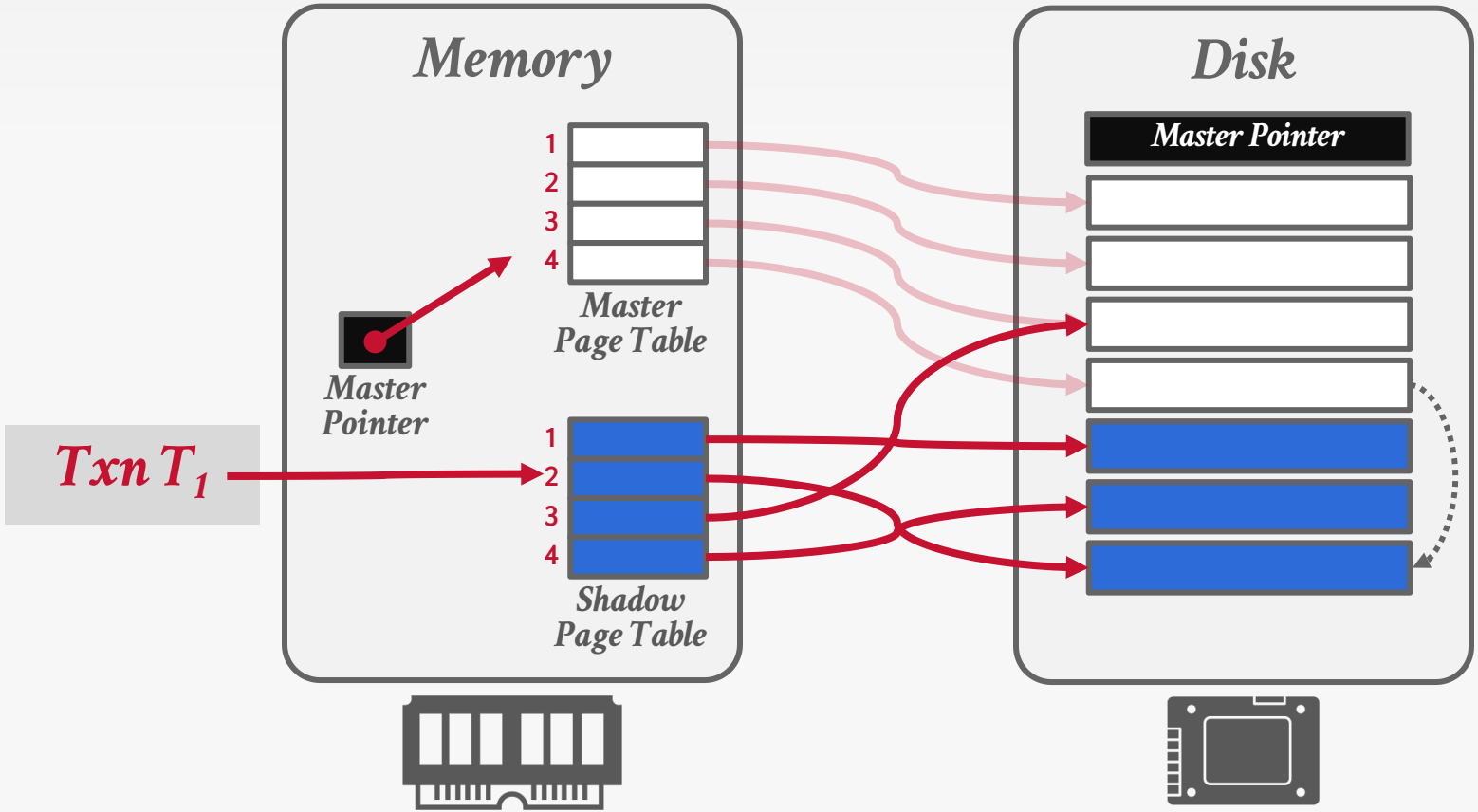
SHADOW PAGING: EXAMPLE



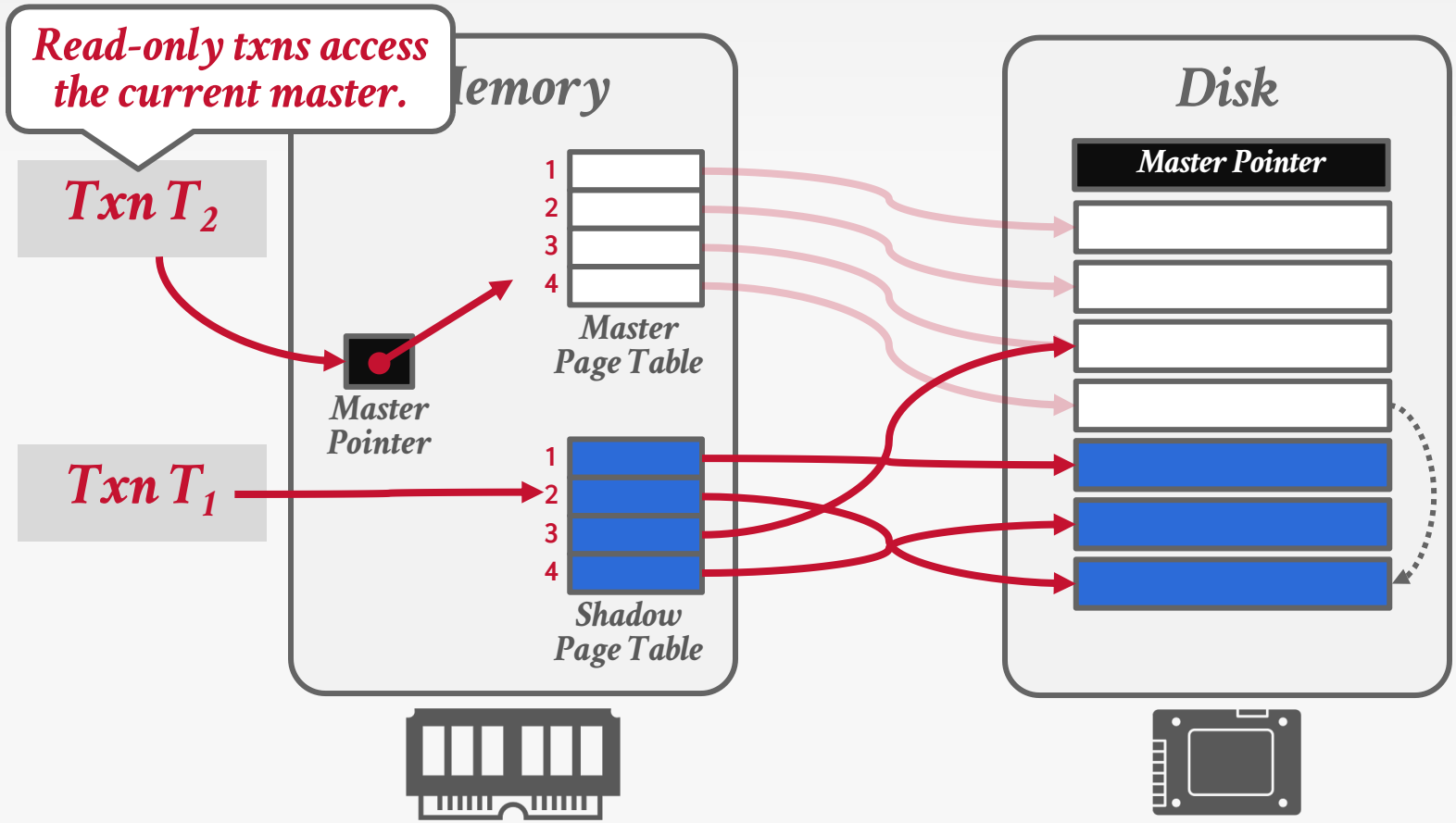
SHADOW PAGING: EXAMPLE



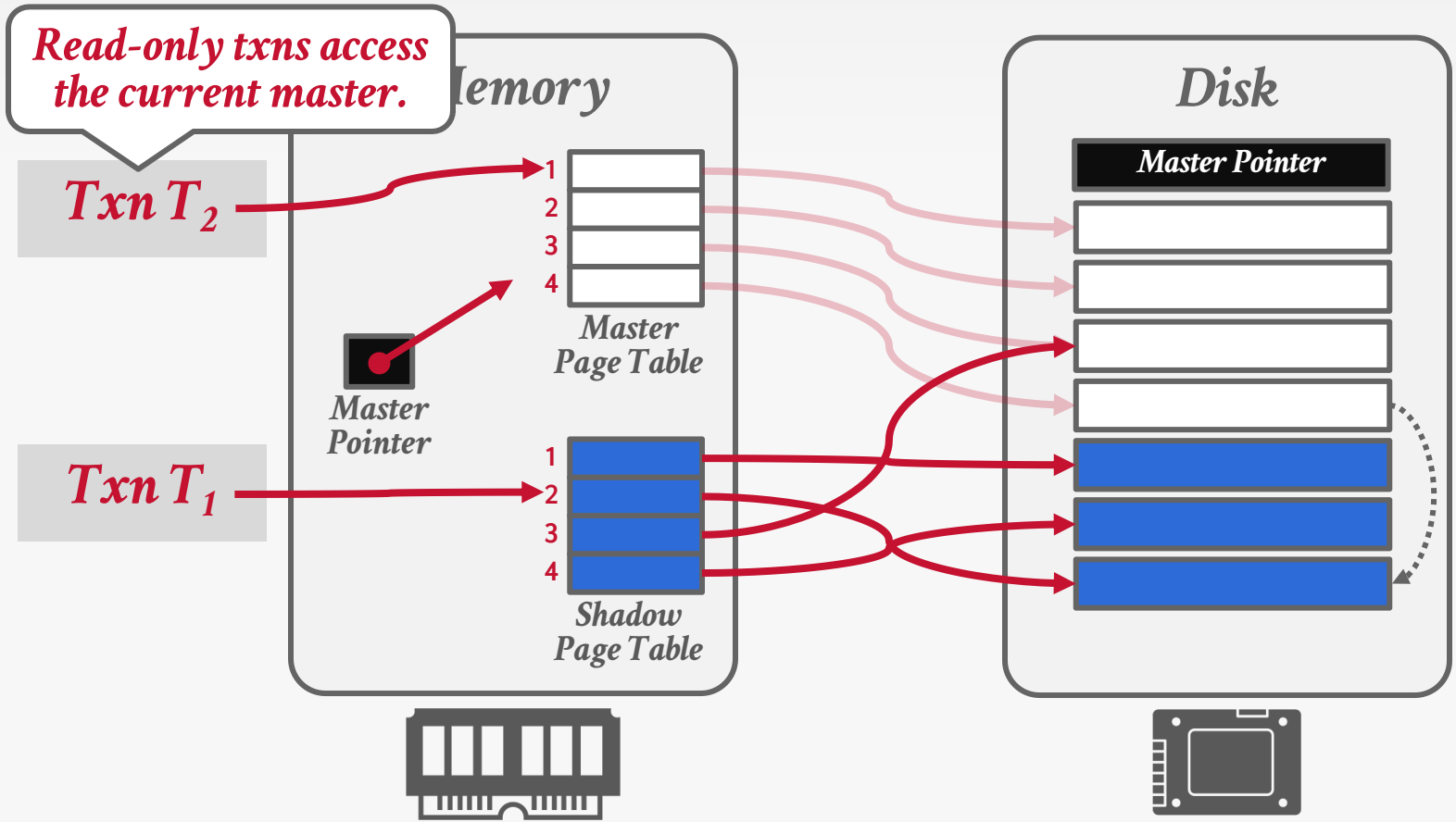
SHADOW PAGING: EXAMPLE



SHADOW PAGING: EXAMPLE



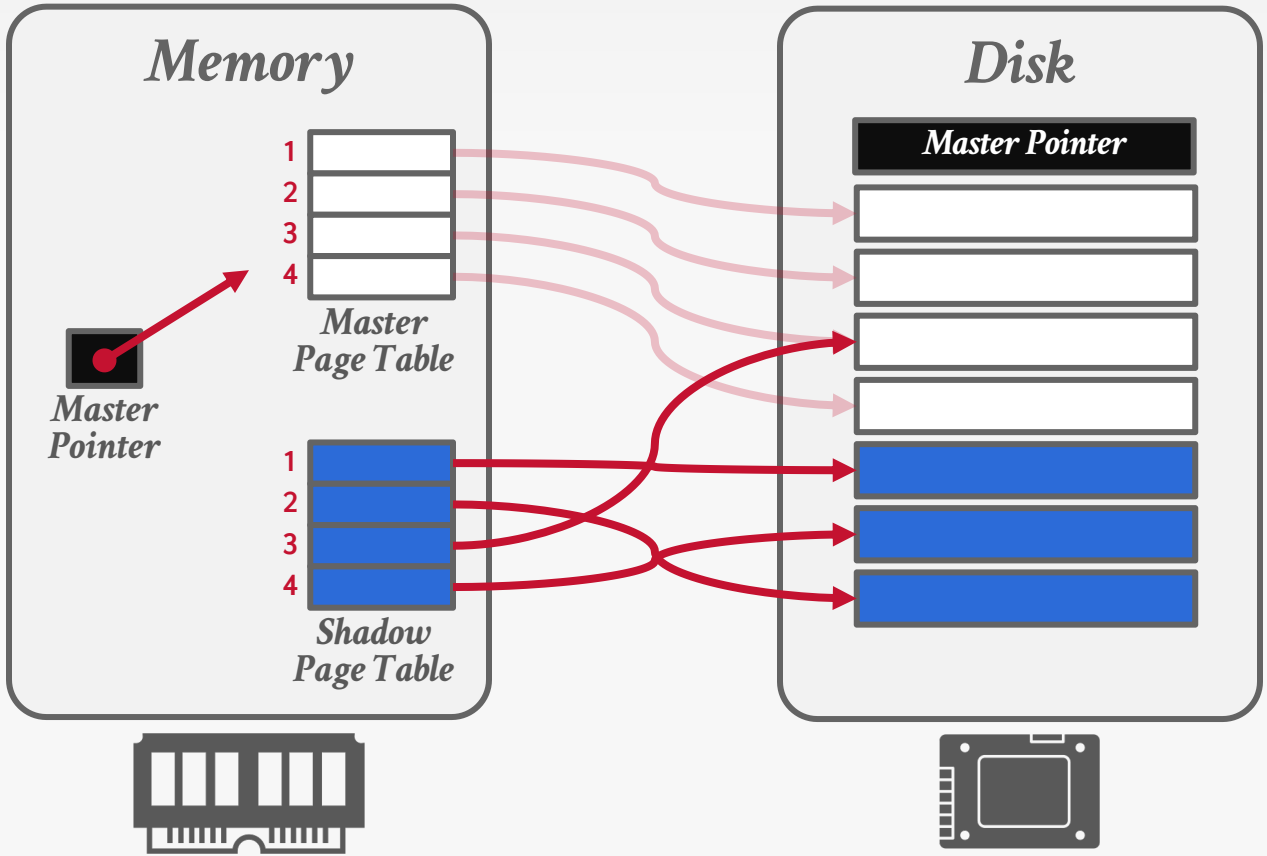
SHADOW PAGING: EXAMPLE



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$Txn\ T_1$

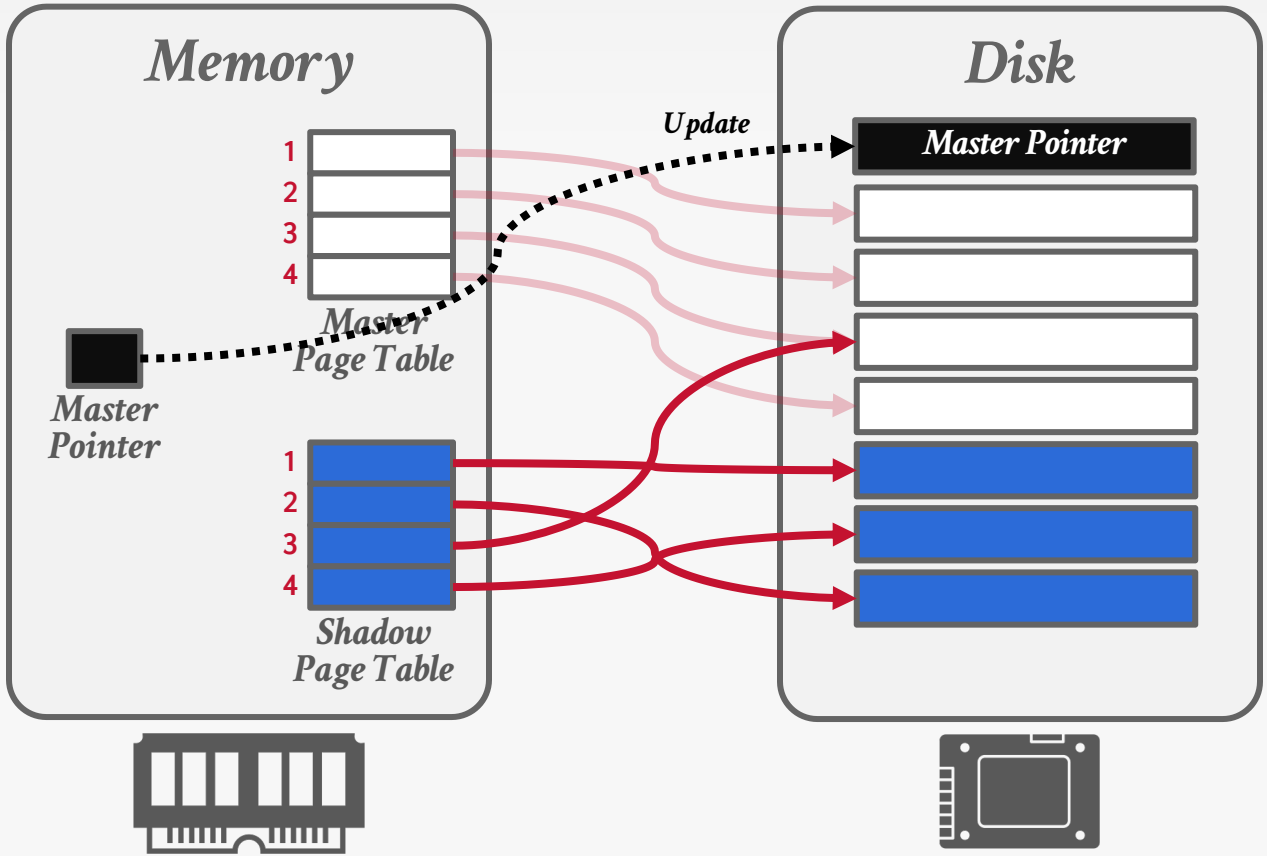
COMMIT



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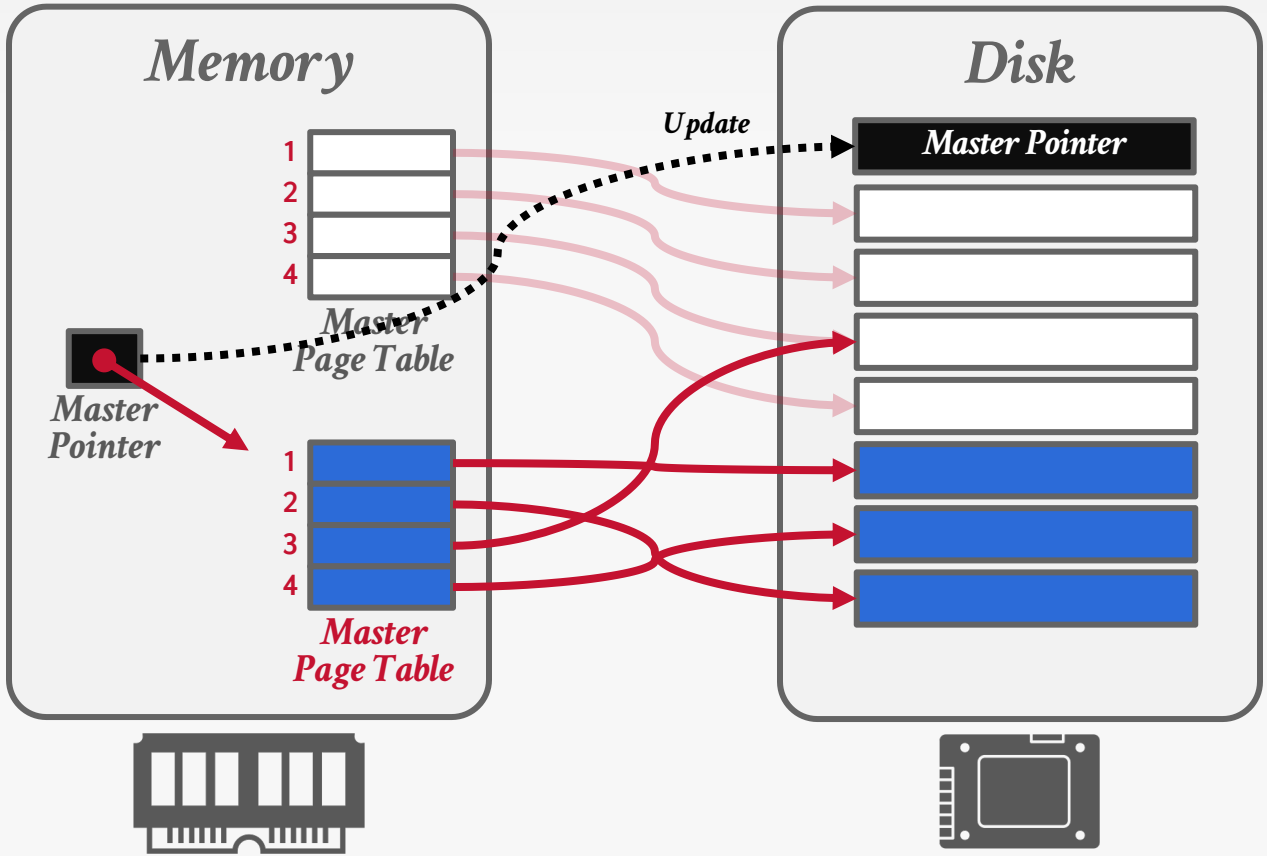
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SHADOW PAGING: EXAMPLE

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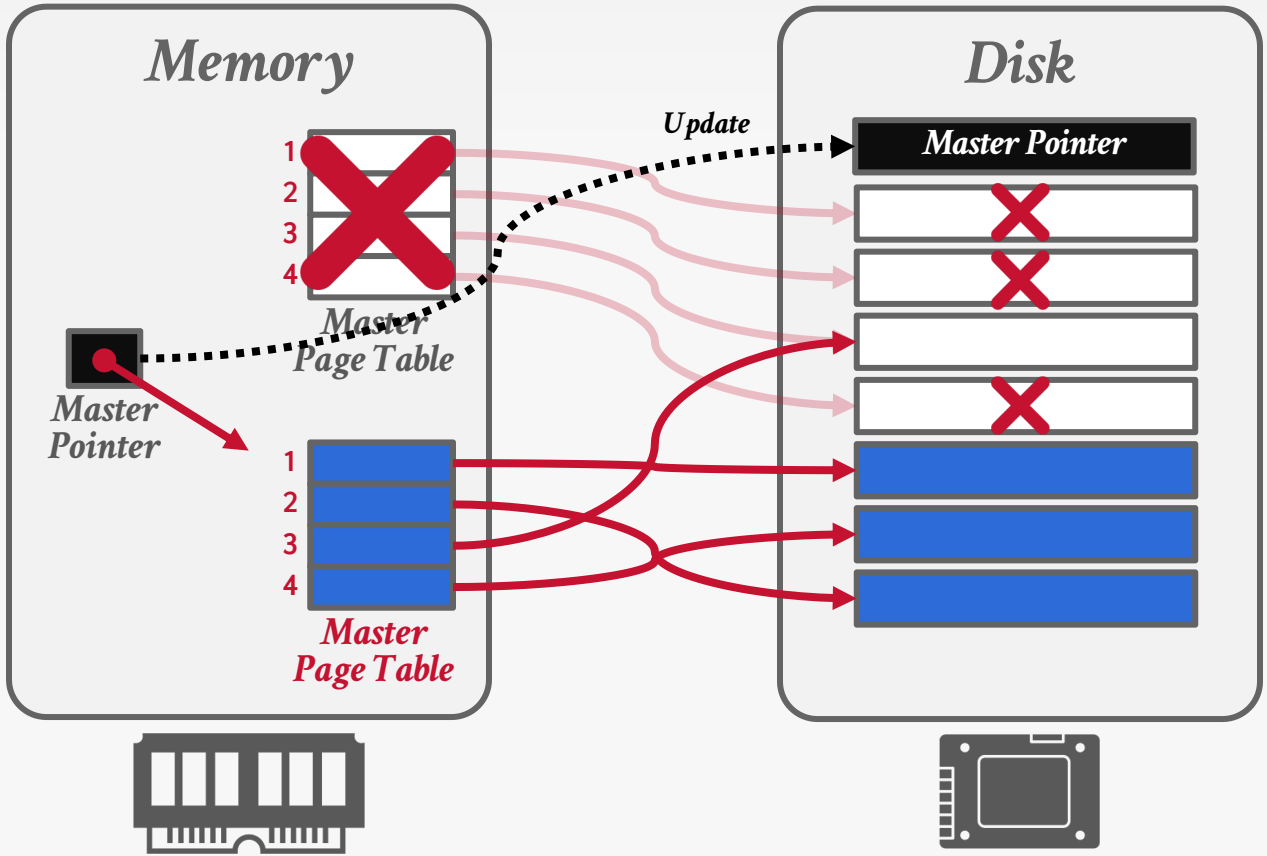
COMMIT



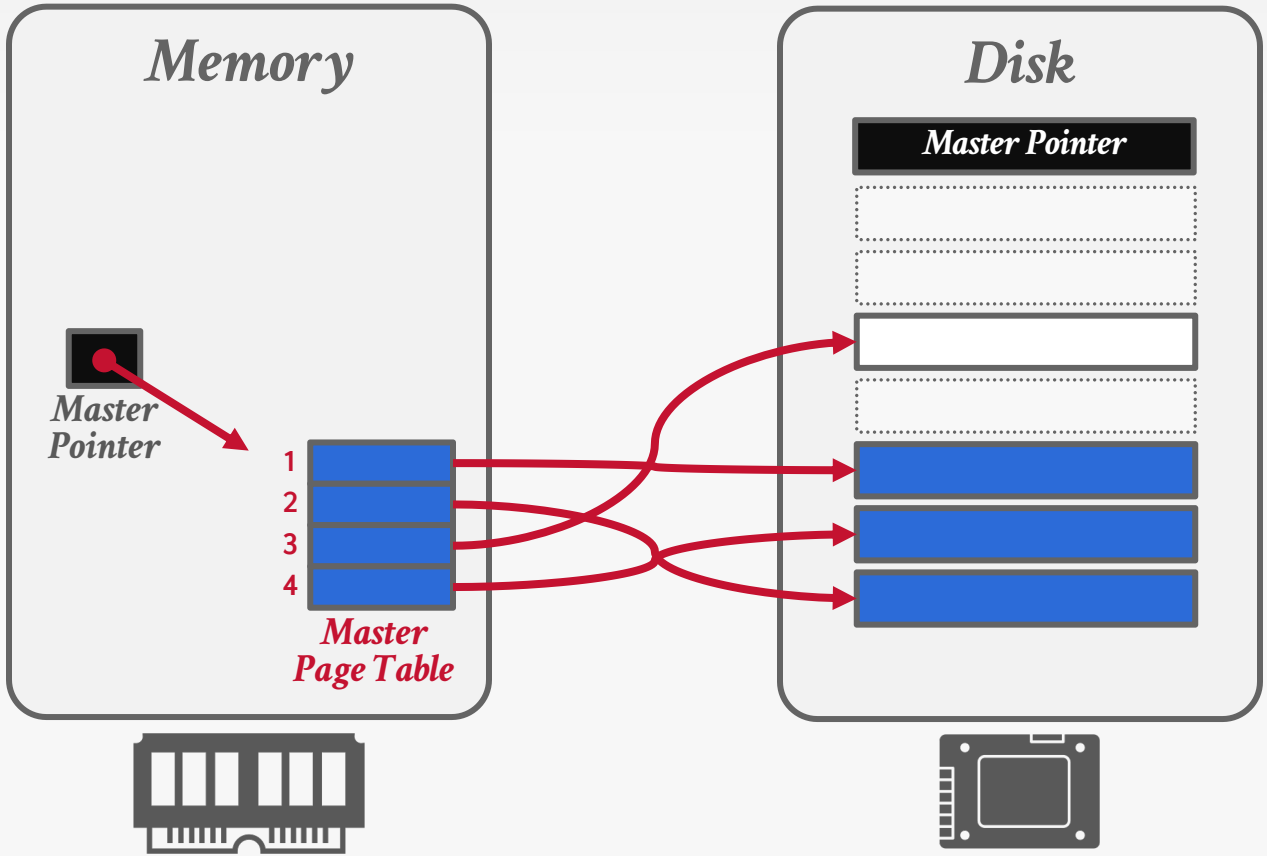
SHADOW PAGING: EXAMPLE

$Txn\ T_1$

COMMIT



SHADOW PAGING: EXAMPLE



$Txn\ T_1$

COMMIT

SHADOW PAGING: UNDO/REDO

Supporting rollbacks and recovery is easy with shadow paging.

Undo: Remove the shadow pages. Leave the master and the DB root pointer alone.

Redo: Not needed at all.

SHADOW PAGING: DISADVANTAGES

Copying the entire page table is expensive:

→ Use a page table structured like a B+tree (LMDB).

→ No need to copy entire tree, only need to copy paths in the tree that lead to updated leaf nodes.

Commit overhead is high:

→ Flush every updated page, page table, and root.

→ Data gets fragmented (bad for sequential scans).

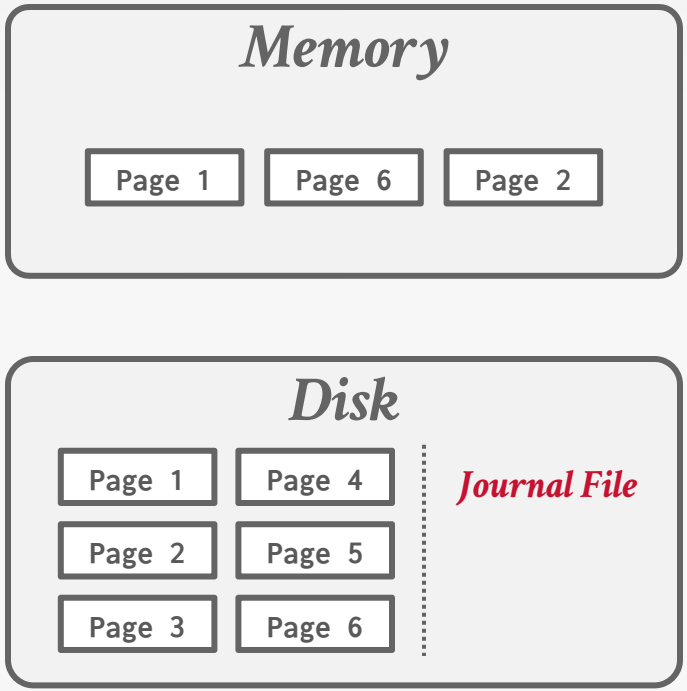
→ Need garbage collection.

→ Only supports one writer txn at a time or txns in a batch.

SQLITE (PRE-2010)

When a txn modifies a page, the DBMS copies the original page to a separate journal file before overwriting master version.
→ Called rollback mode.

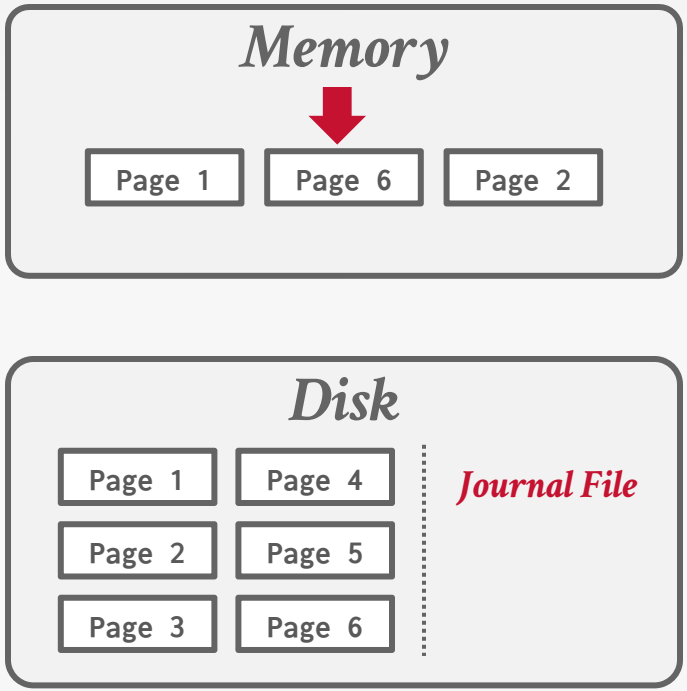
After restarting, if a journal file exists, then the DBMS restores it to undo changes from uncommitted txns.



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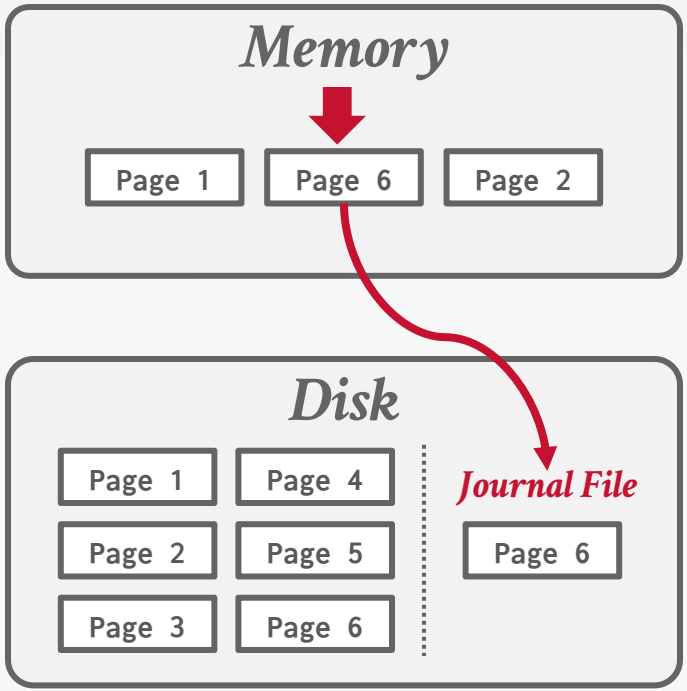
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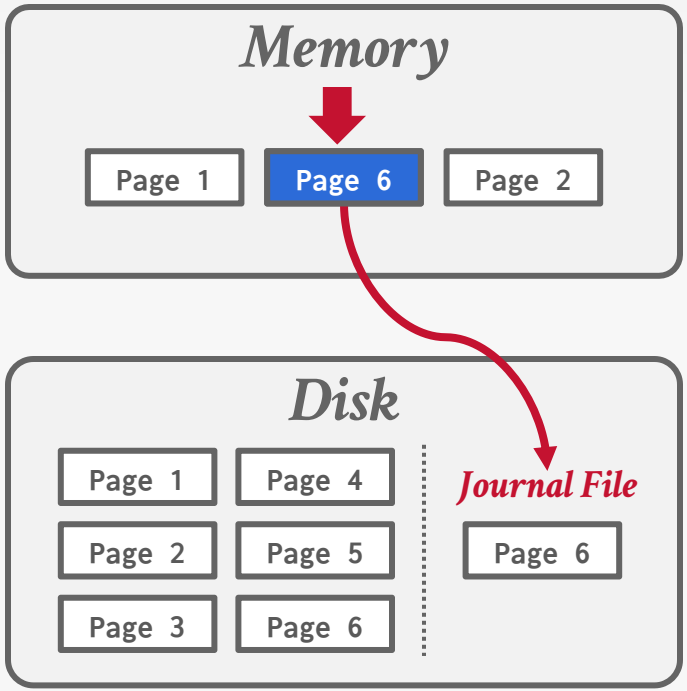
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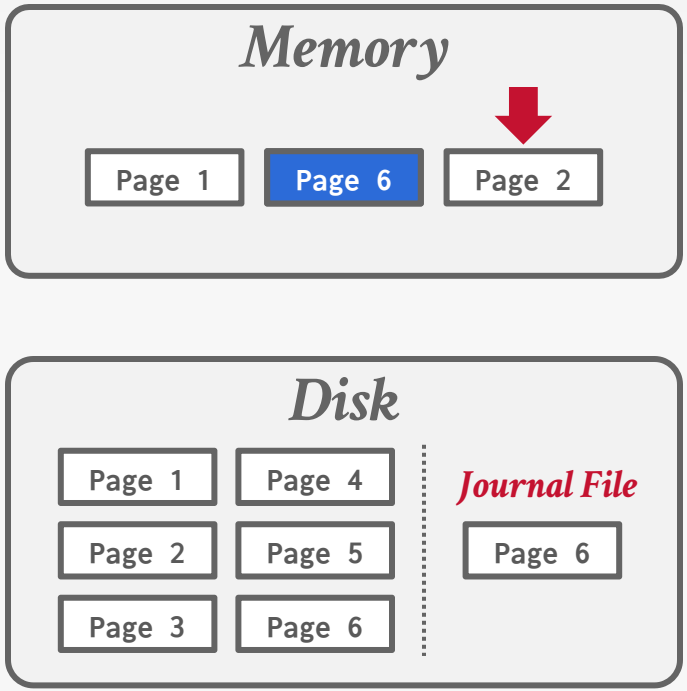
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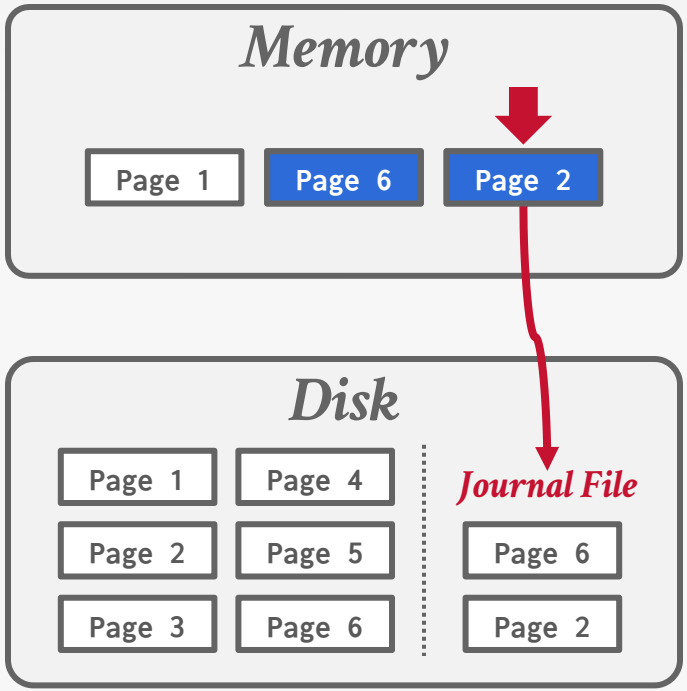
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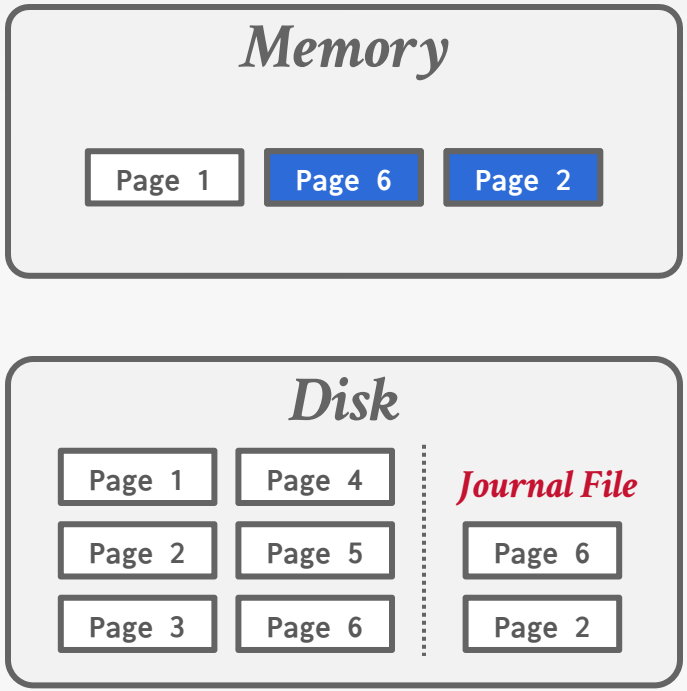
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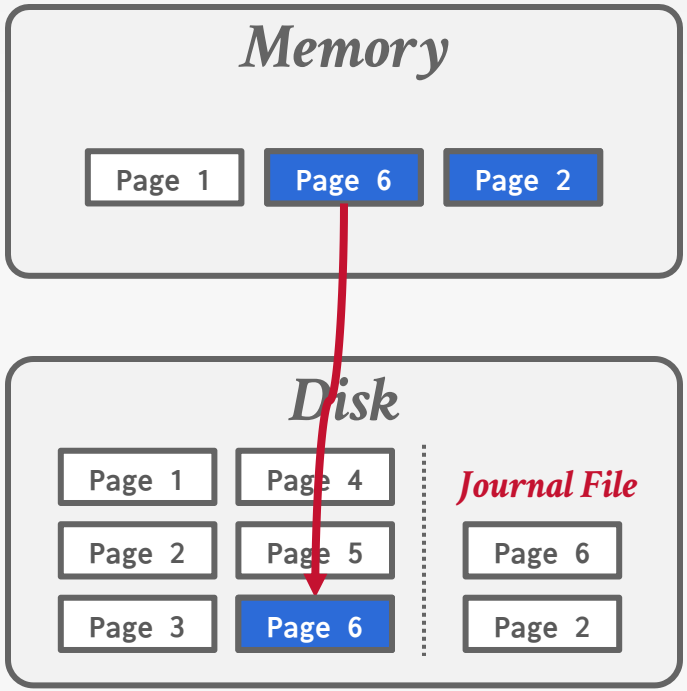
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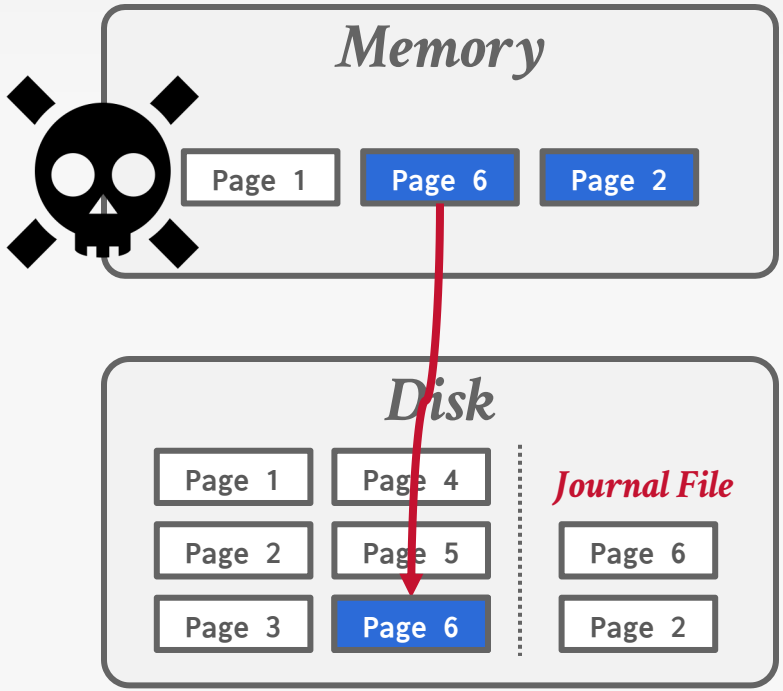
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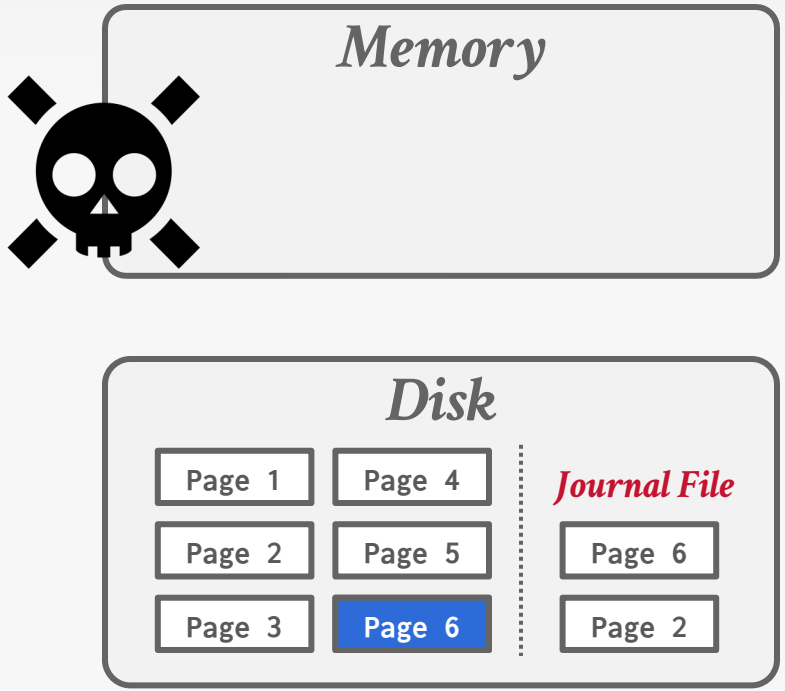
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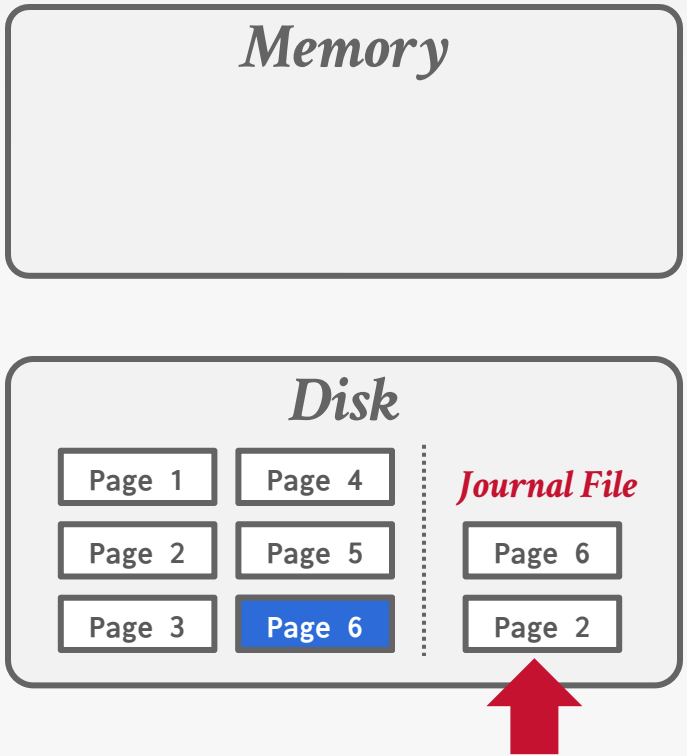
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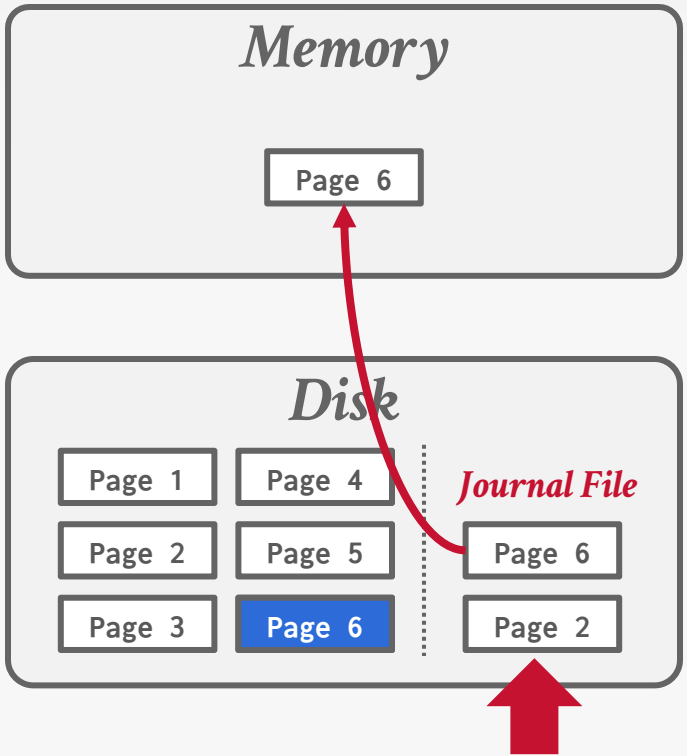
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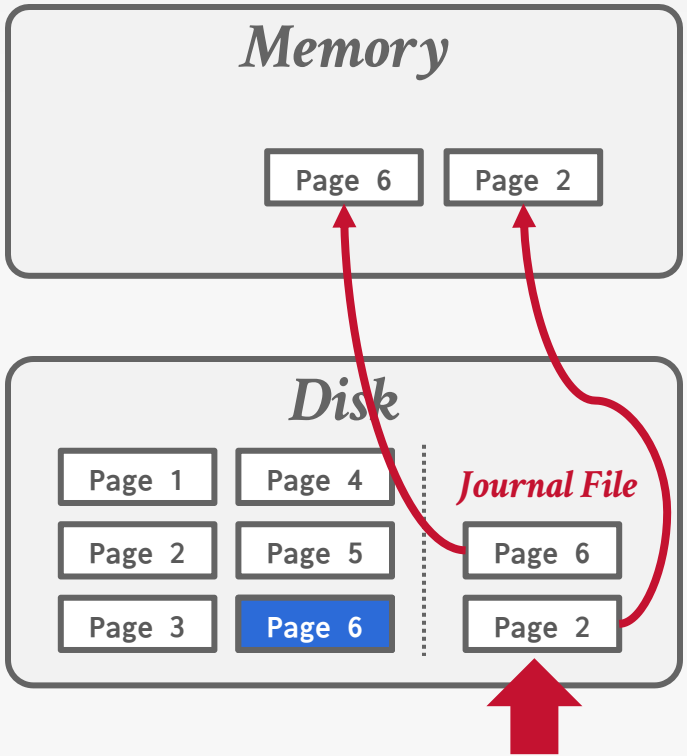
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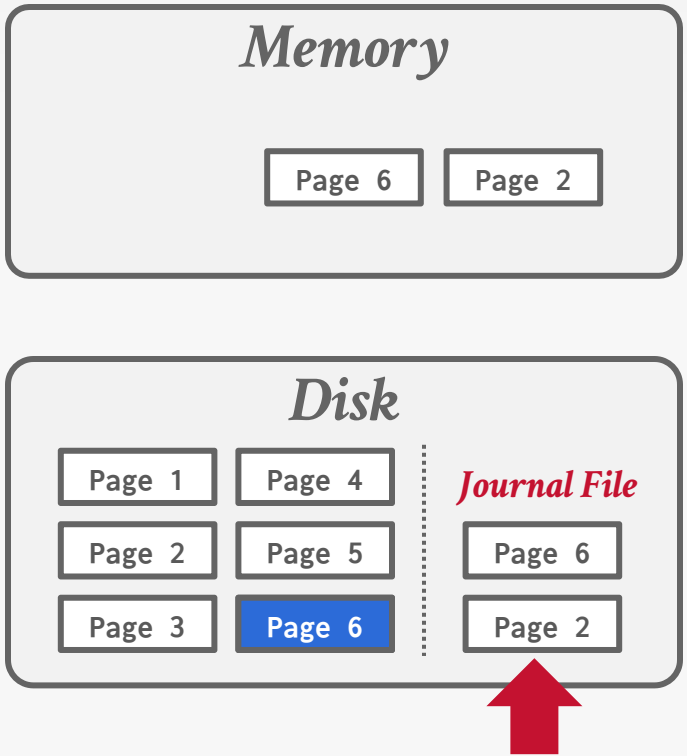
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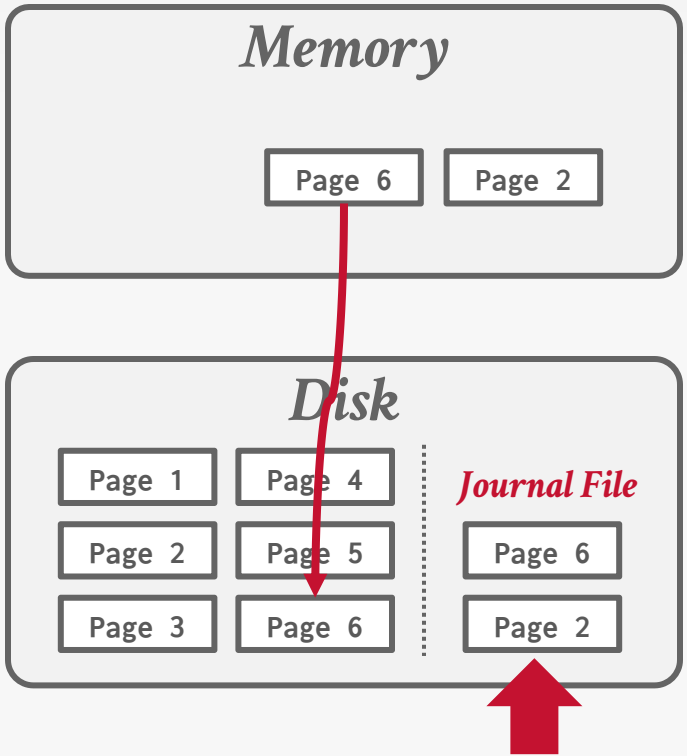
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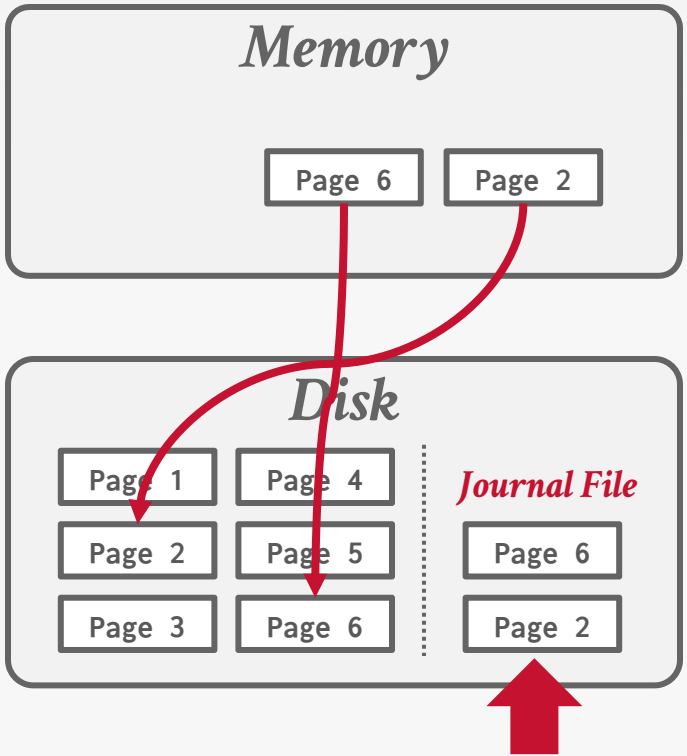
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OBSERVATION

Shadowing page requires the DBMS to perform writes to random non-contiguous pages on disk.

We need a way for the DBMS convert random writes into sequential writes. It would also be nice to not have to write entire pages each time they are modified.

→ CouchDB appends shadow pages to end of the database file, but it writes out the entire page.

WRITE-AHEAD LOG (WAL)

Maintain a log file separate from data files that contains the changes that txns make to database.

→ Assume that the log is on stable storage.

→ Log contains enough information to perform the necessary undo and redo actions to restore the database.

DBMS must write to disk the log file records that correspond to changes made to a database object before it can flush that object to disk.

Buffer Pool Policy: **STEAL** + **NO-FORCE**

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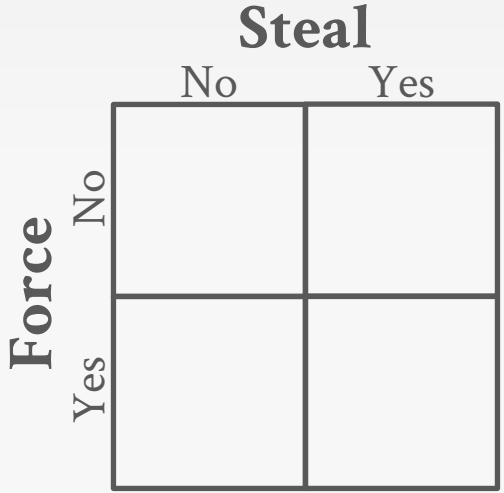
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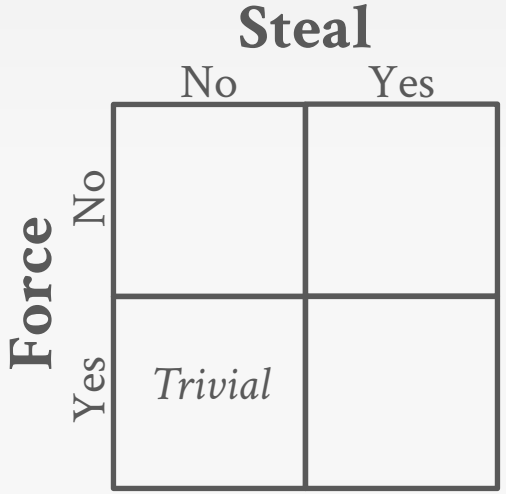
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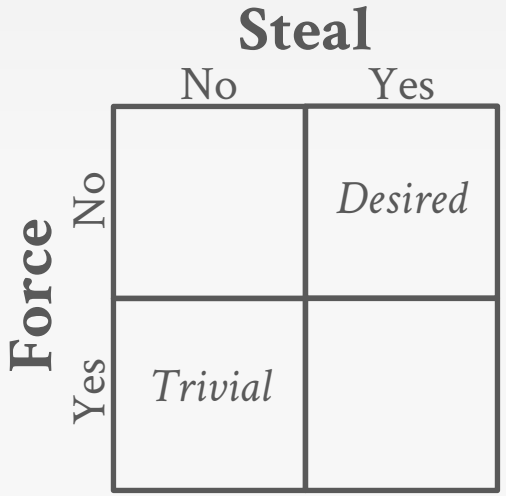
BUFFER POOL + WAL



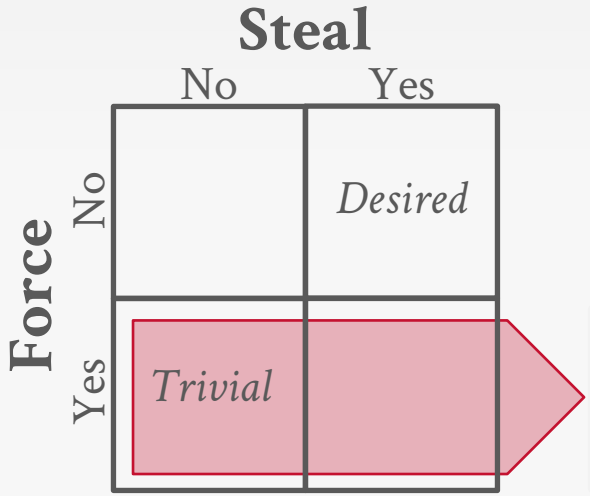
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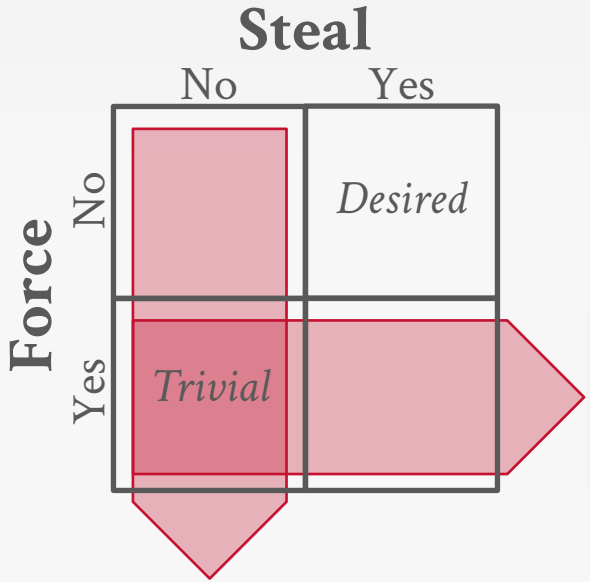


BUFFER POOL + WAL



Force:
On every update, flush the updated page to disk.
Poor response time but enforces durability of committed txns.

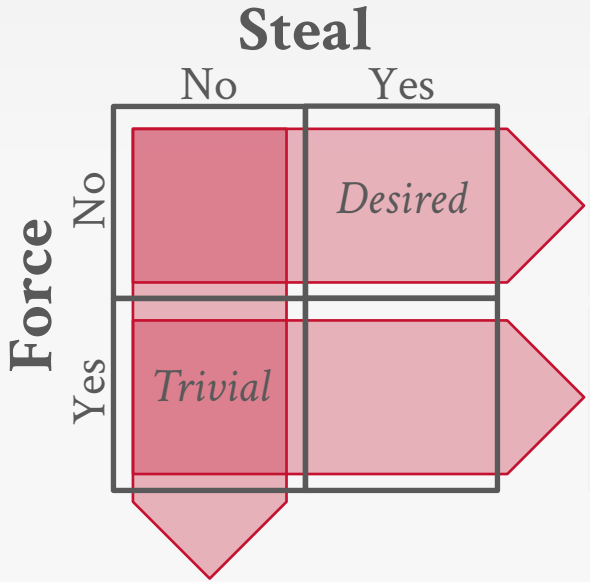
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No-Steal:
Low throughput but works for aborted txns.

BUFFER POOL + WAL

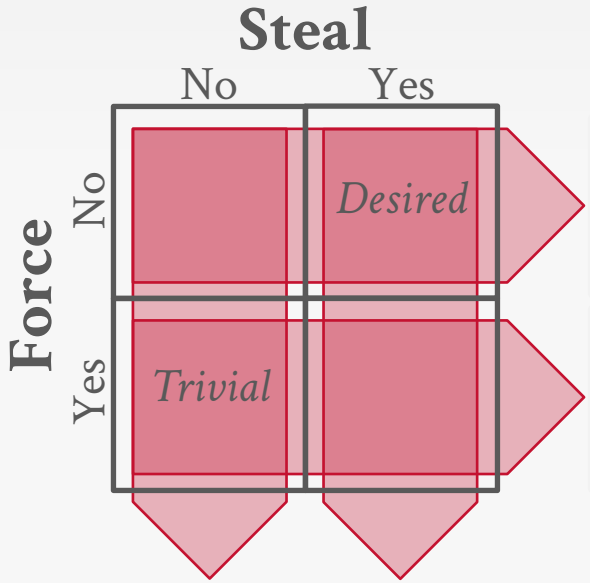


No-Force:
To recover after a crash before a page is flushed to disk, flush summary/log @ commit for **REDO**.

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On every update, flush the updated page to disk.
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BUFFER POOL + WAL



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To recover after a crash before a page is flushed to disk, flush summary/log @ commit for **REDO**.

Force:
On every update, flush the updated page to disk.
Poor response time but enforces durability of committed txns.

No-Steal:
Low throughput but works for aborted txns.

Steal:
Flush unpinned dirty page even if updating txn is active.
To ensure atomicity if a flushed page is modified by an uncommitted txn, record old value in log for **UNDO**.

WAL PROTOCOL

The DBMS stages all a txn's log records in volatile storage.

All log records pertaining to an updated page are written to non-volatile storage before the page itself is over-written in non-volatile storage.

A txn is not considered committed until all its log records have been written to non-volatile storage.

WAL PROTOCOL

Write a **<BEGIN>** record to the log for each txn to mark its starting point.

Append a record every time a txn changes an object:
→ Transaction Id
→ Object Id
→ Before Value (**UNDO**)
→ After Value (**REDO**)

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Not necessary if using append-only MVCC

When a txn finishes, the DBMS appends a **<COMMIT>** record to the log.
→ Make sure that all log records are flushed before it returns an acknowledgement to application.

WAL EXAMPLE

Schedule

TIME

T_1

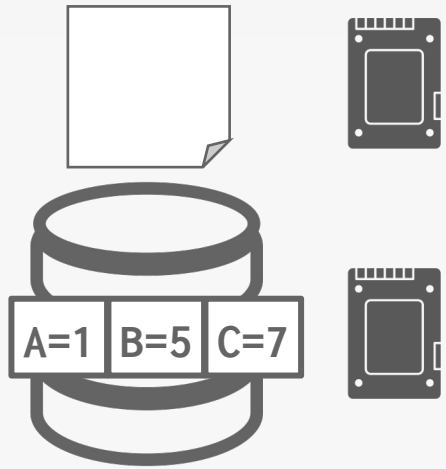
```
BEGIN
W(A)
W(B)
 ⋮

COMMIT
```

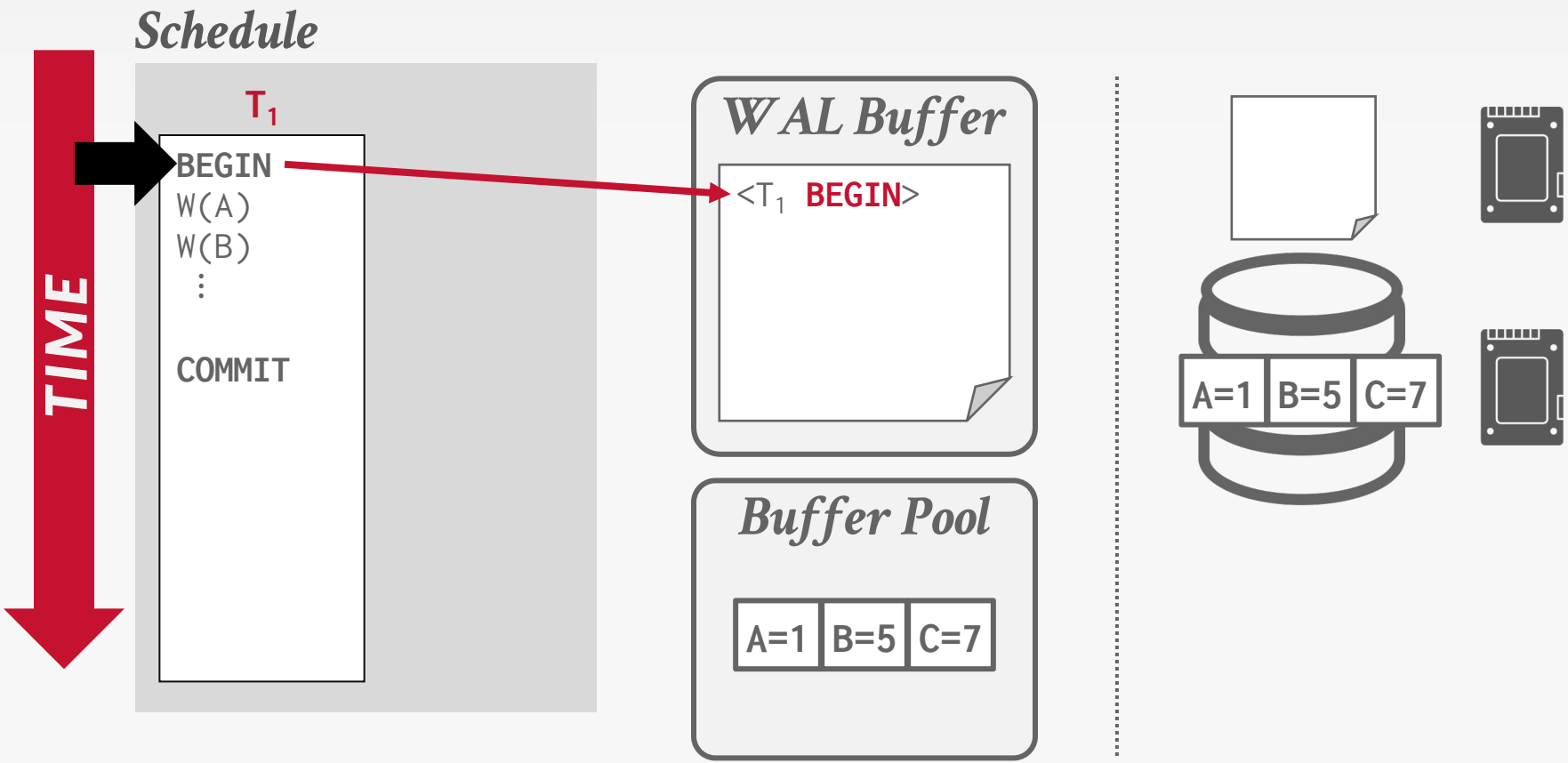
WAL Buffer

Buffer Pool

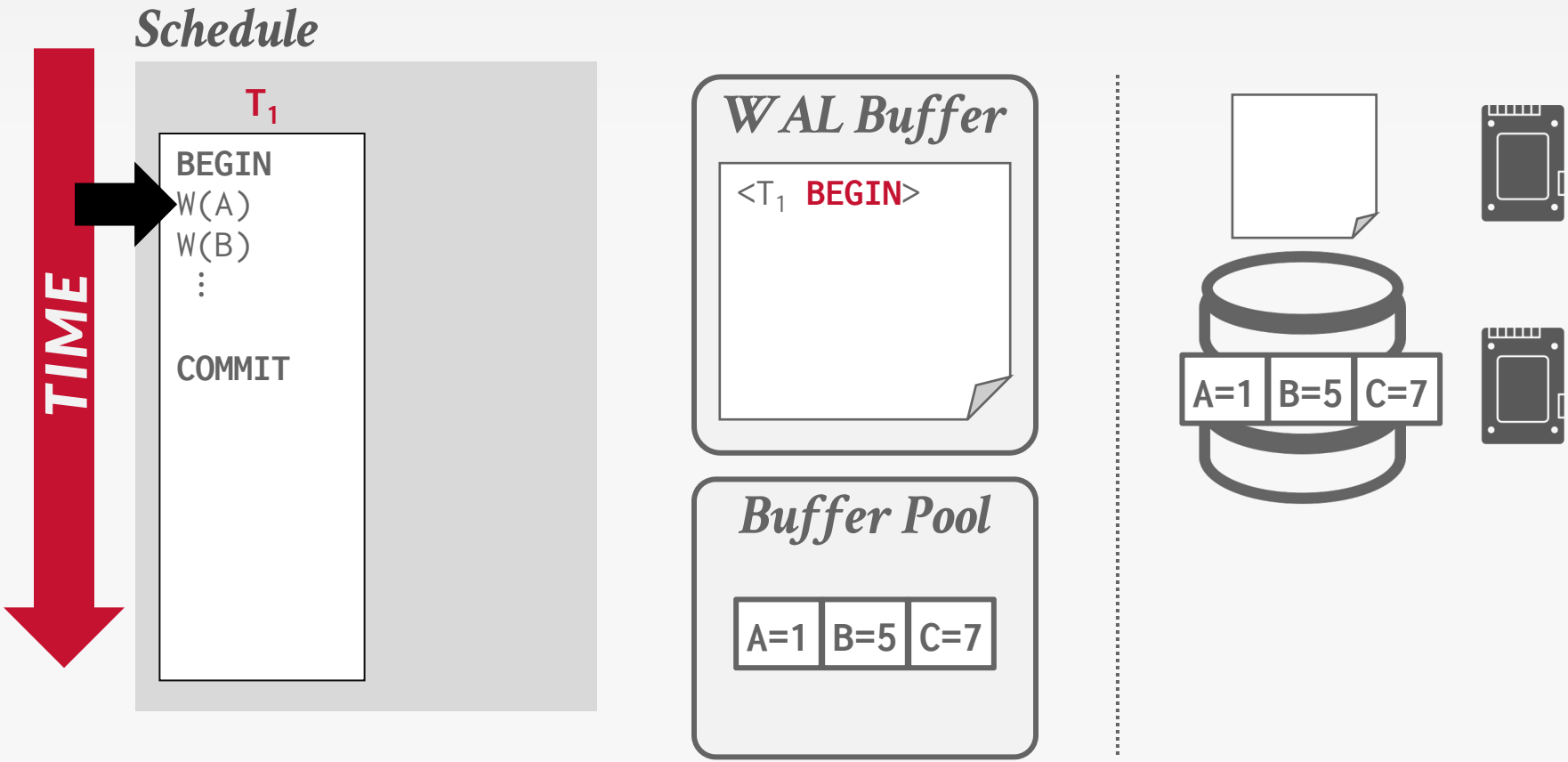
A=1	B=5	C=7



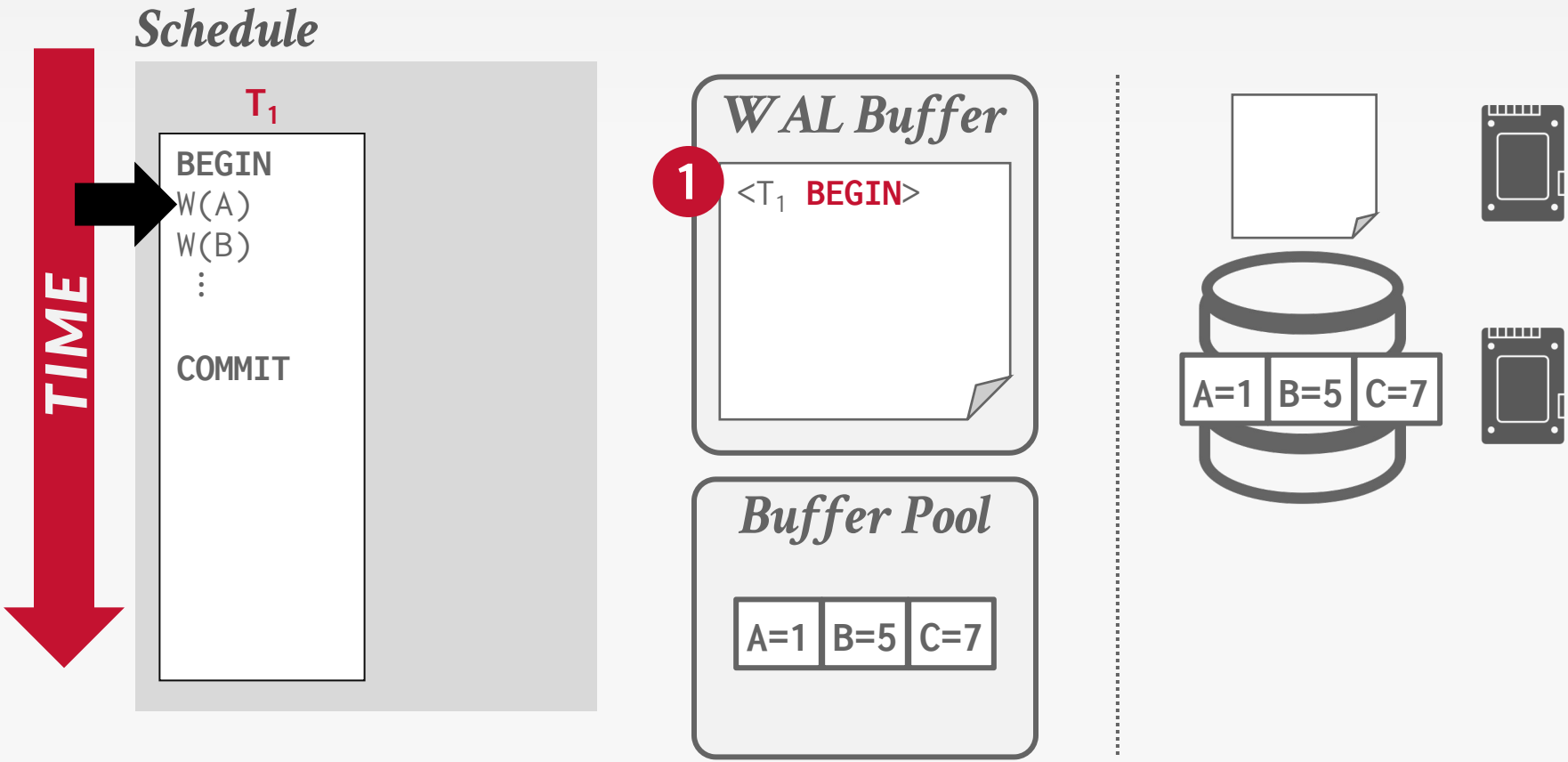
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
Buffer Pool
A=1
B=5
C=7
A=1
B=5
C=7

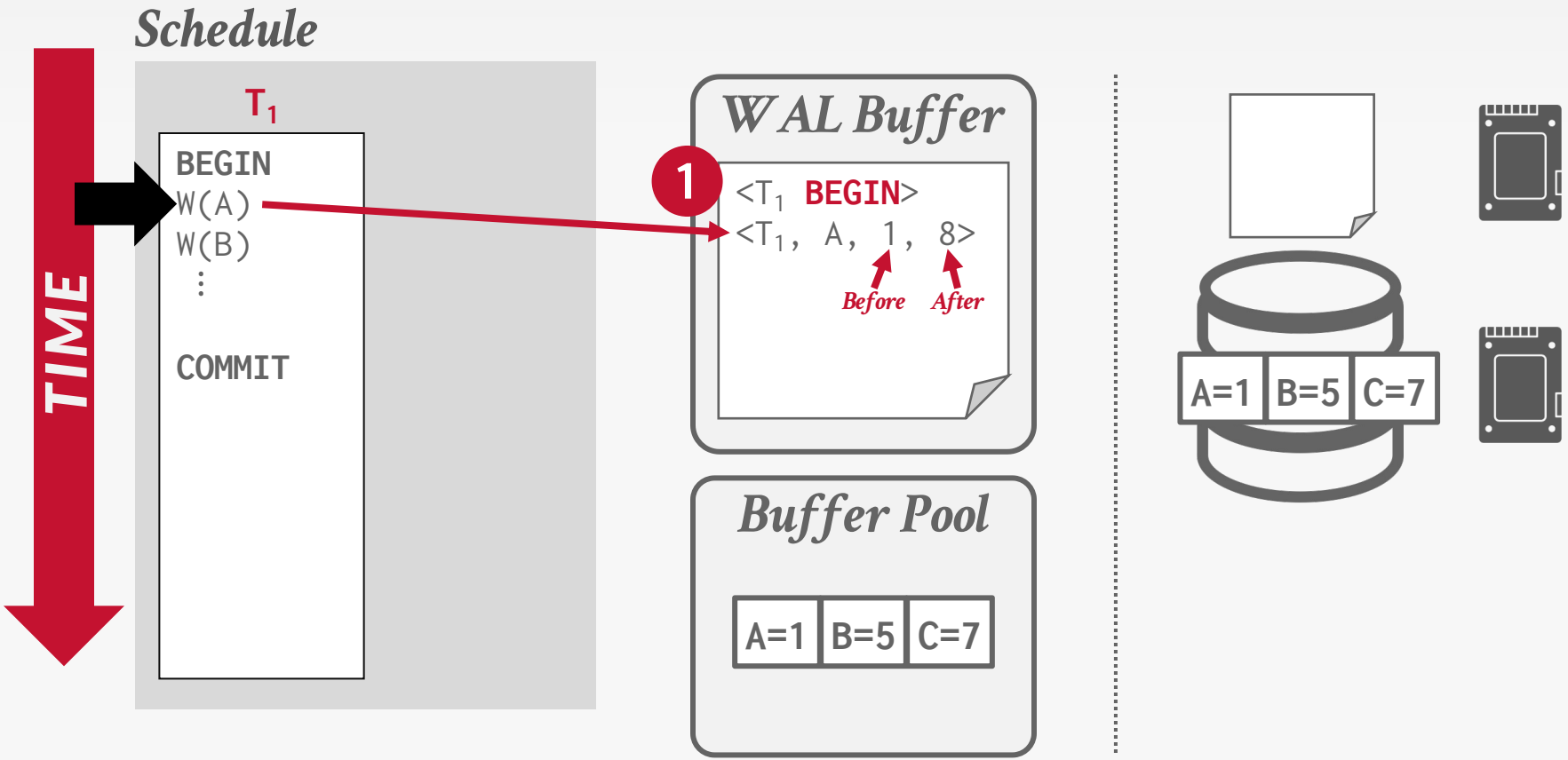
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
Buffer Pool
A=1
B=5
C=7
A=1
B=5
C=7

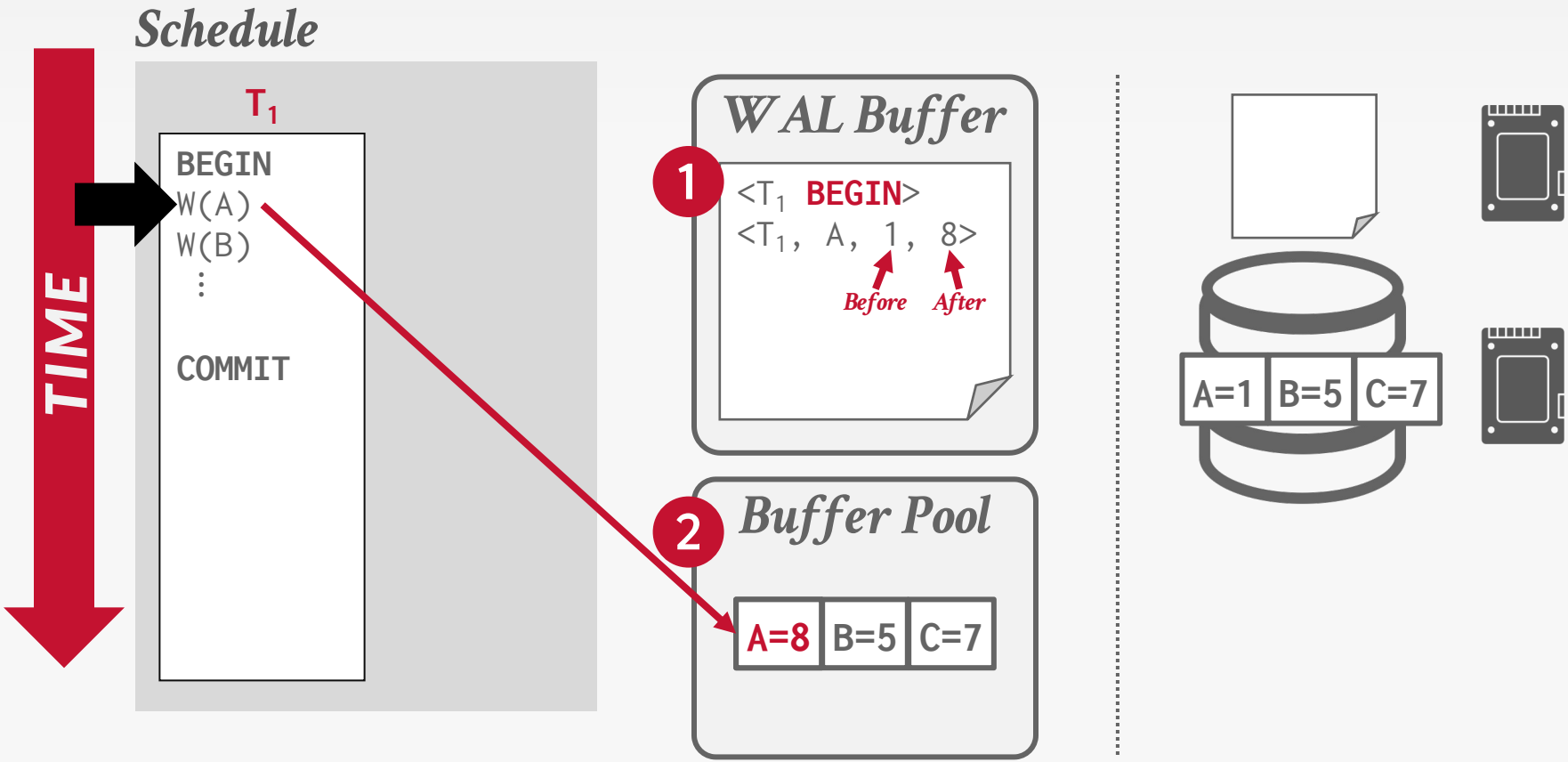
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
1
<T1 BEGIN>
Buffer Pool
A=1
B=5
C=7
A=1
B=5
C=7

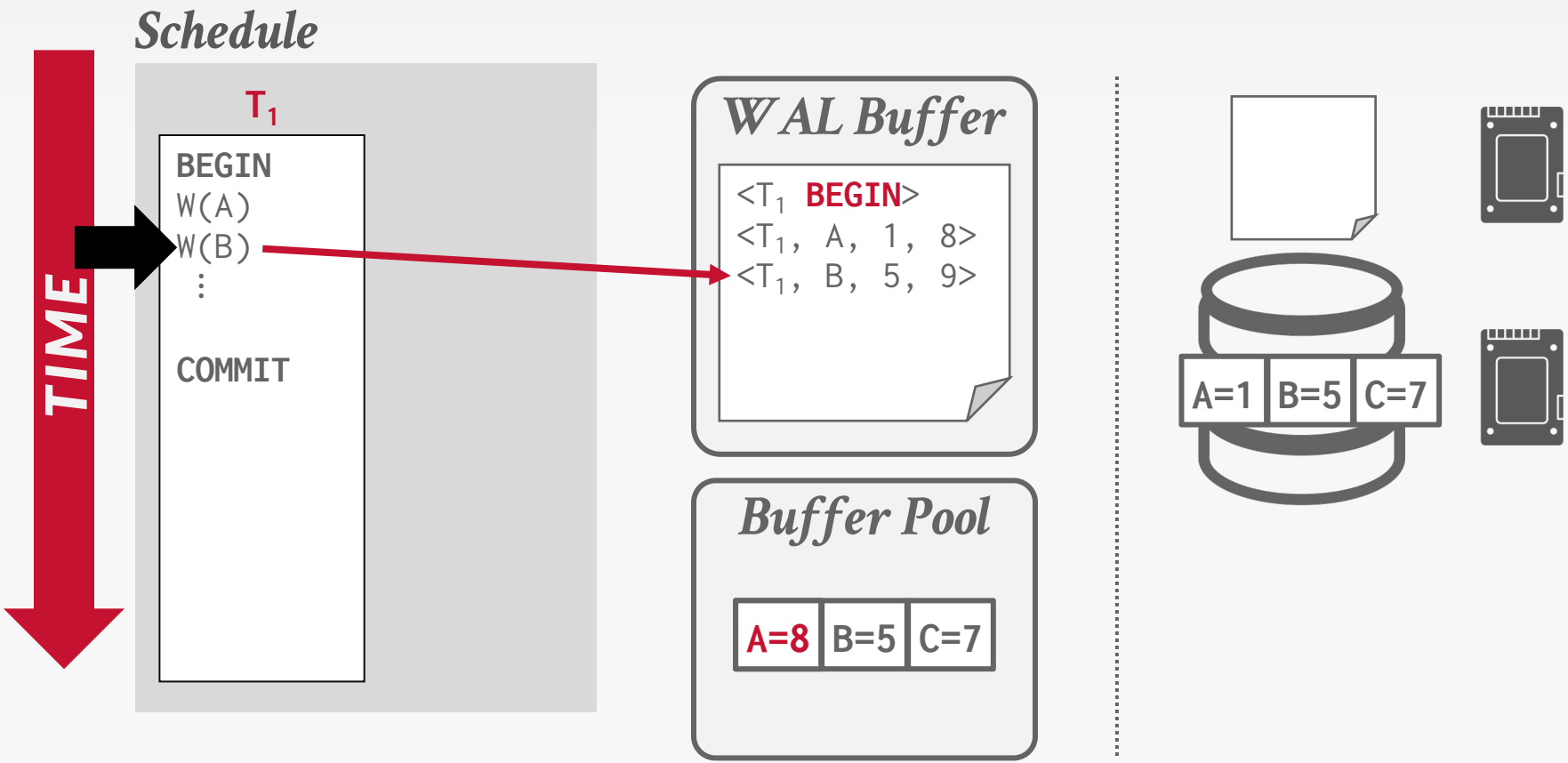
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
1
<T1 BEGIN>
<T1, A, 1, 8>
Before
After
Buffer Pool
A=1
B=5
C=7
A=1
B=5
C=7

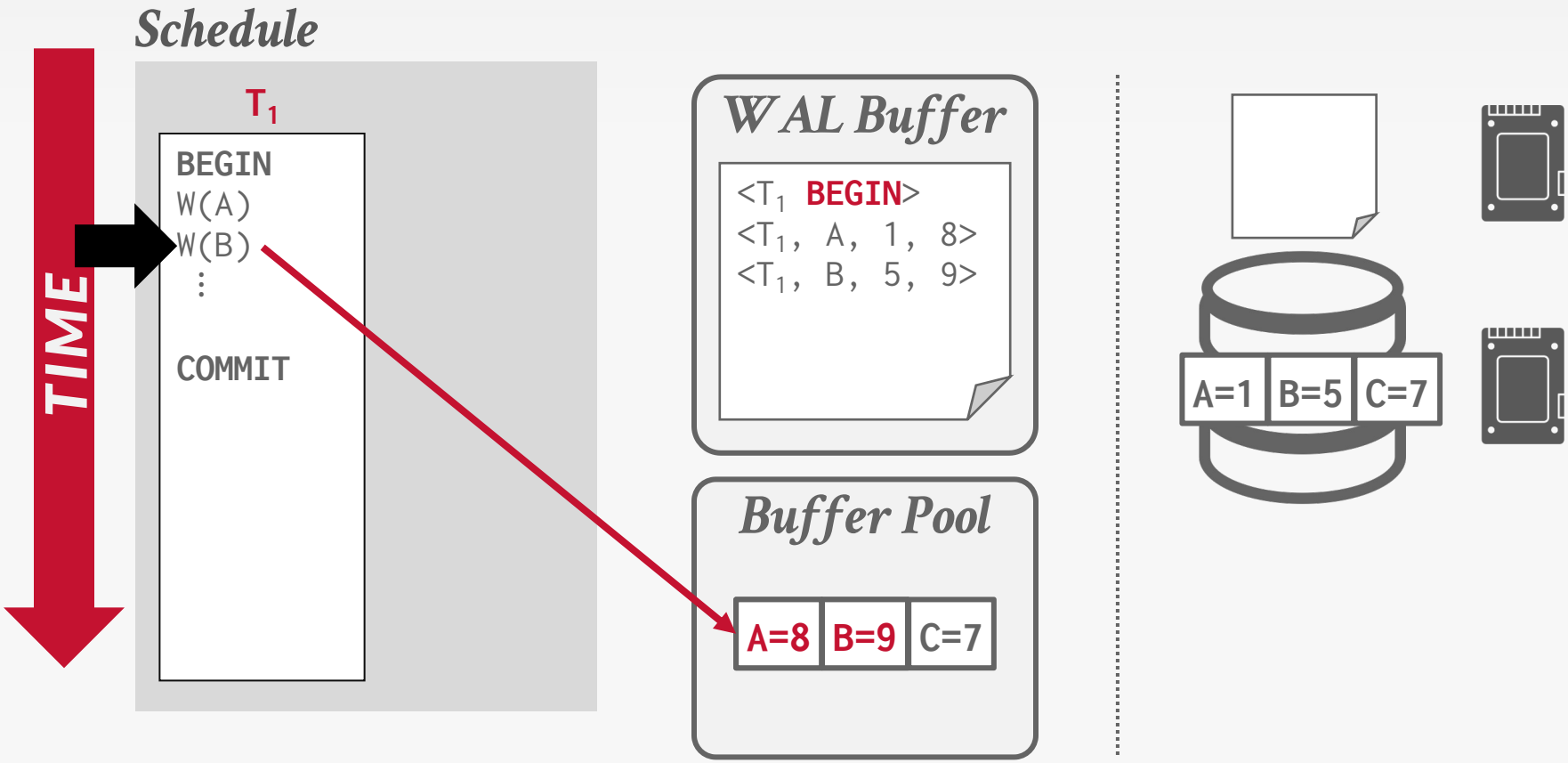
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
1
<T1 BEGIN>
<T1, A, 1, 8>
Before
After
2
Buffer Pool
A=8
B=5
C=7
A=1
B=5
C=7

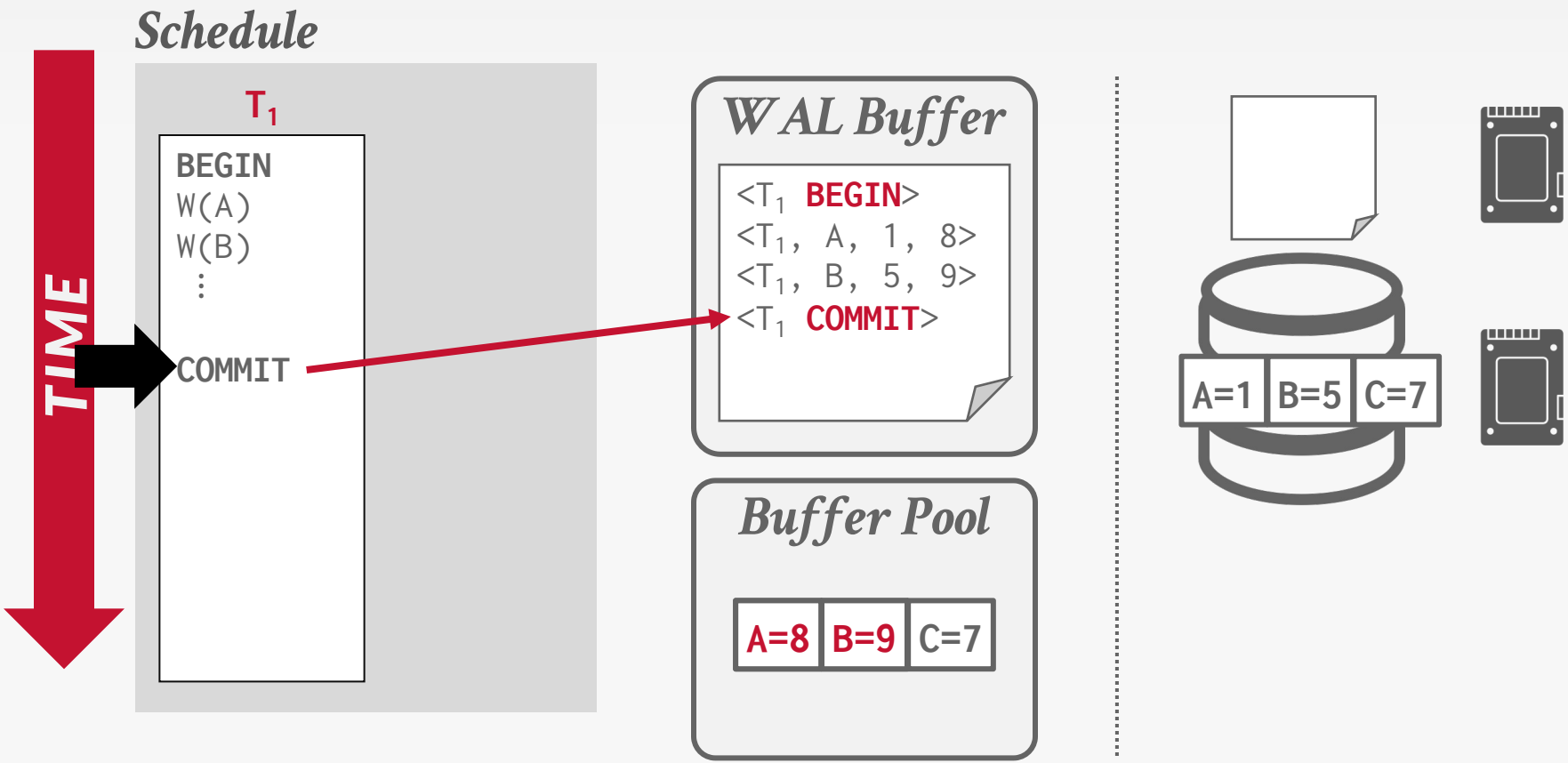
WAL EXAMPLE


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T1
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W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
Buffer Pool
A=8
B=5
C=7
A=1
B=5
C=7

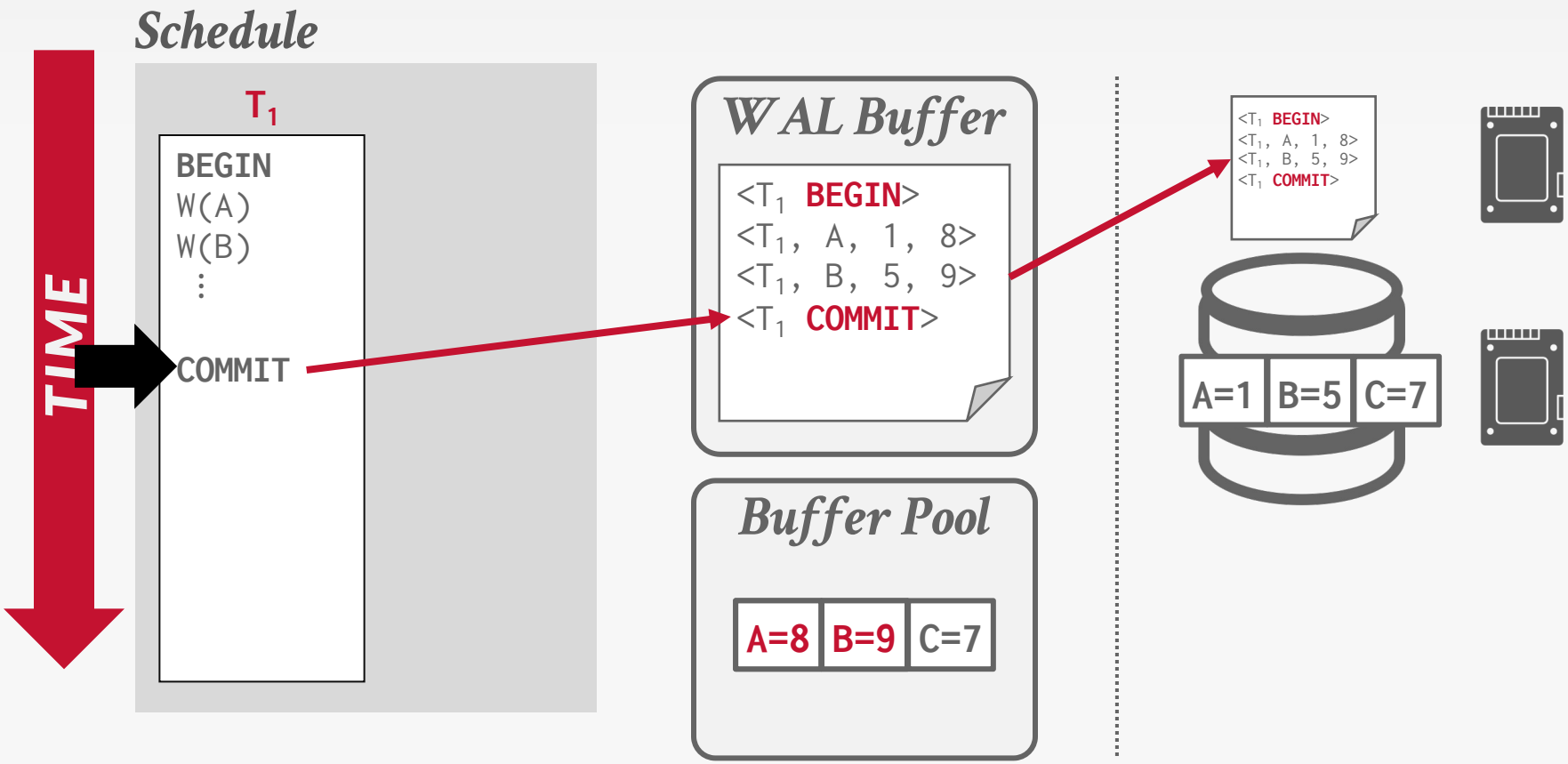
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BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
Buffer Pool
A=8
B=9
C=7
A=1
B=5
C=7

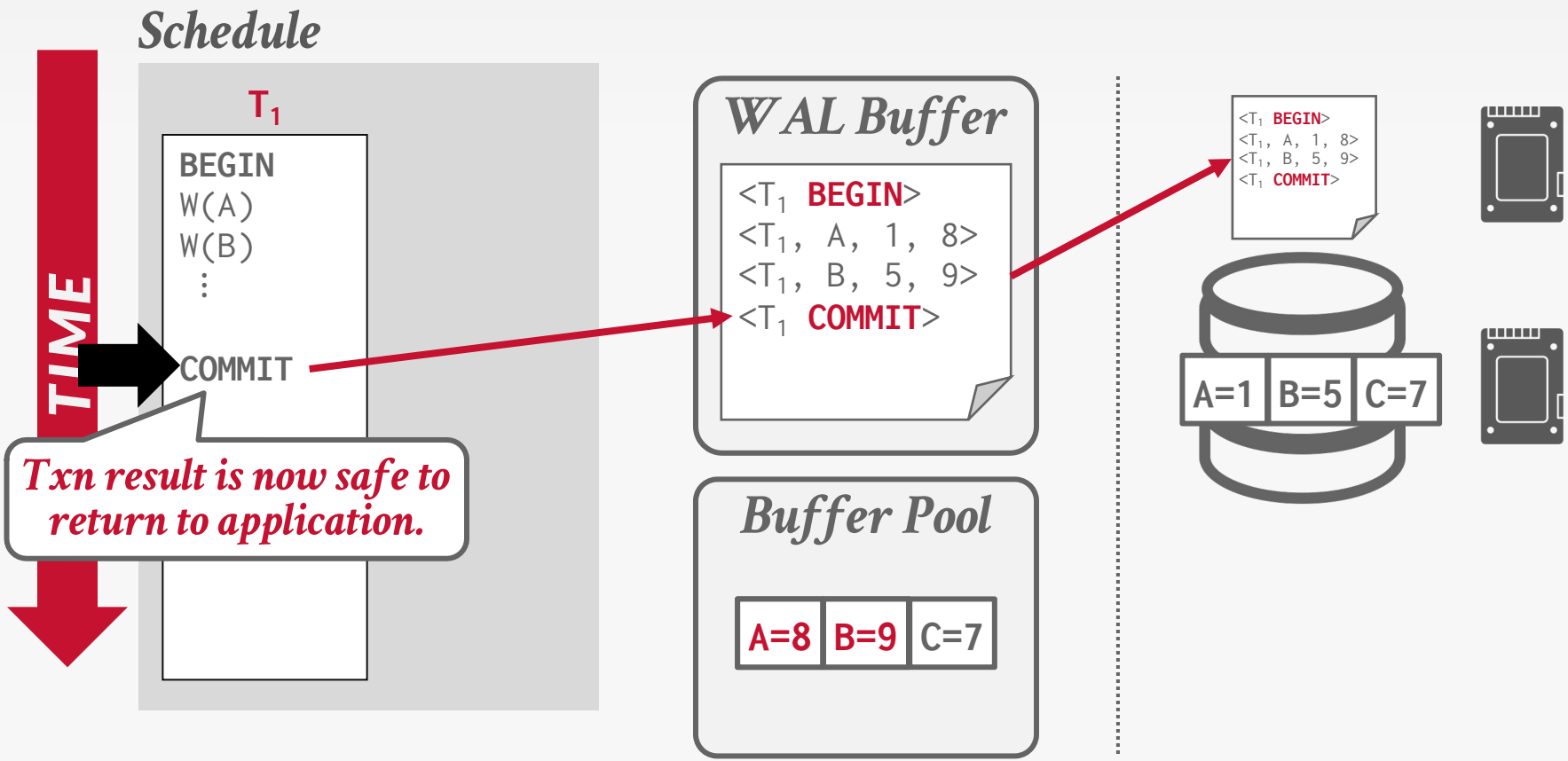
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
Buffer Pool
A=8
B=9
C=7
A=1
B=5
C=7

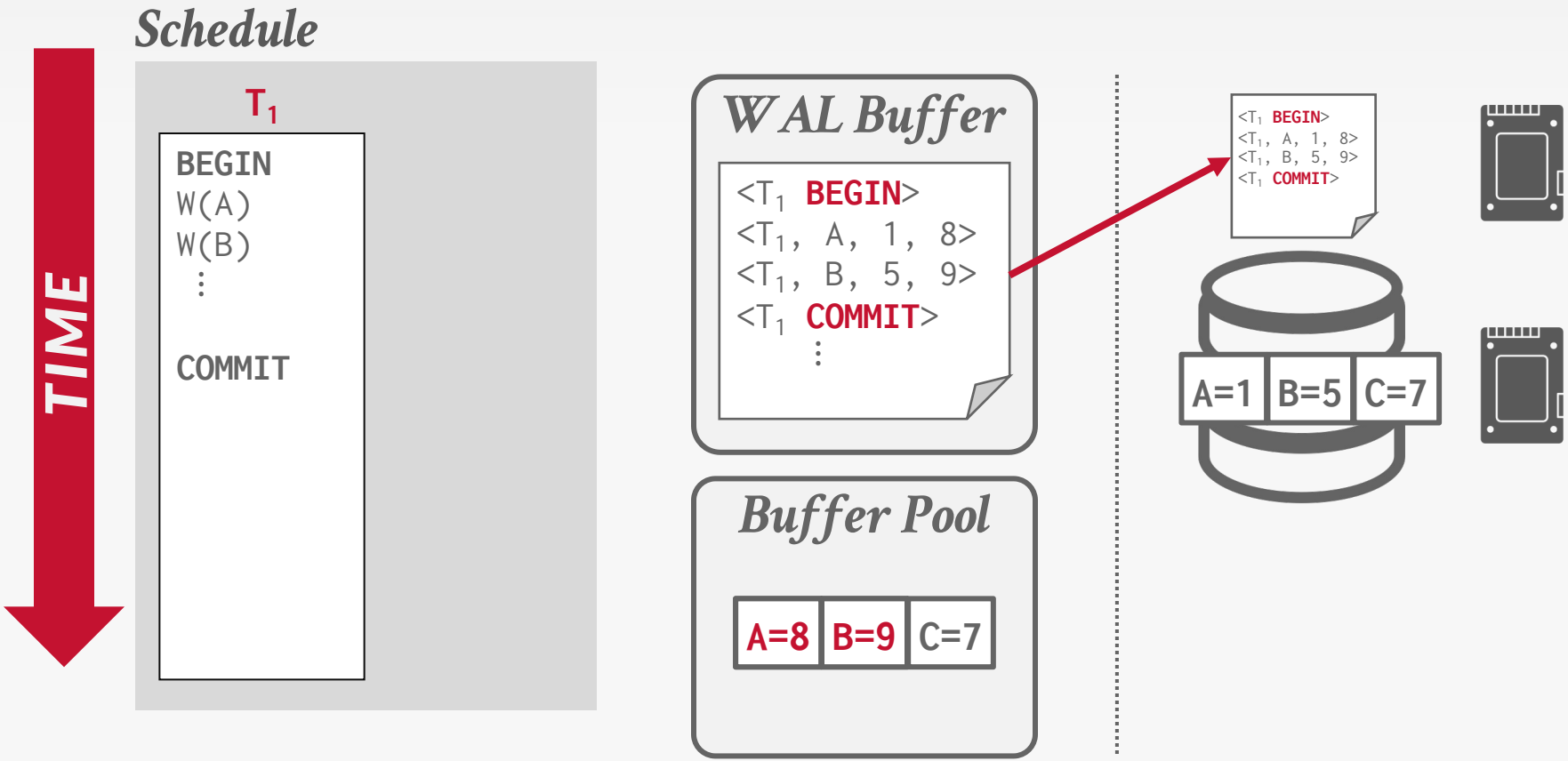
WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
Buffer Pool
A=8
B=9
C=7
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
A=1
B=5
C=7

WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
Txn result is now safe to return to application.
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
Buffer Pool
A=8
B=9
C=7
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
A=1
B=5
C=7

WAL EXAMPLE


Schedule
TIME
T1
BEGIN
W(A)
W(B)
COMMIT
WAL Buffer
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
Buffer Pool
A=8
B=9
C=7
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
A=1
B=5
C=7

WAL EXAMPLE

Schedule

TIME

T_1

```
BEGIN
W(A)
W(B)
 ⋮

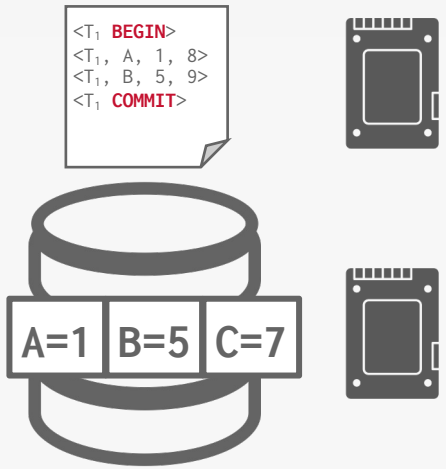
COMMIT
```

WAL Buffer



Buffer Pool





WAL EXAMPLE

Everything we need to restore T_1 is in the log!

TIME

Schedule

T_1

```
BEGIN
W(A)
W(B)
 ⋮

COMMIT
```

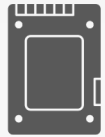
WAL Buffer

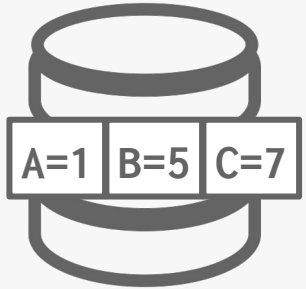


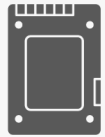
Buffer Pool



```
<T1 BEGIN>
<T1, A, 1, 8>
<T1, B, 5, 9>
<T1 COMMIT>
```







WAL IMPLEMENTATION

Flushing the log buffer to disk every time a txn commits will become a bottleneck.

The DBMS can use the **group commit** optimization to batch multiple log flushes together to amortize overhead.

→ When the buffer is full, flush it to disk.
→ Or if there is a timeout (e.g., 5 ms).

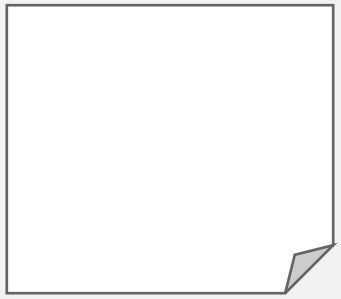
WAL GROUP COMMIT

Schedule

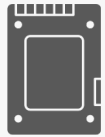
TIME

T_1	T_2
BEGIN	
W(A)	
W(B)	
	BEGIN
	W(C)
	W(D)
⋮	⋮
COMMIT	
	COMMIT

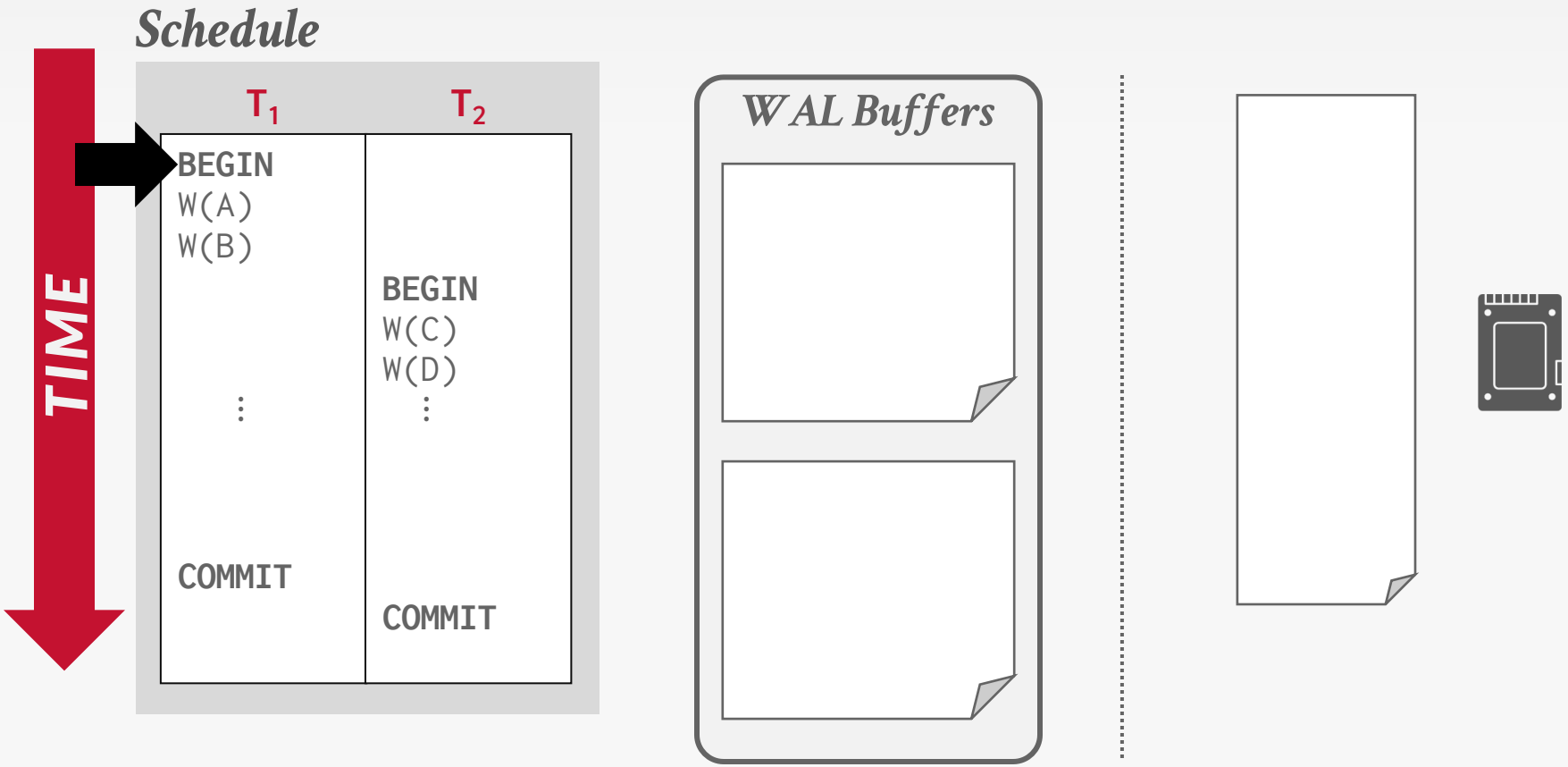
WAL Buffers



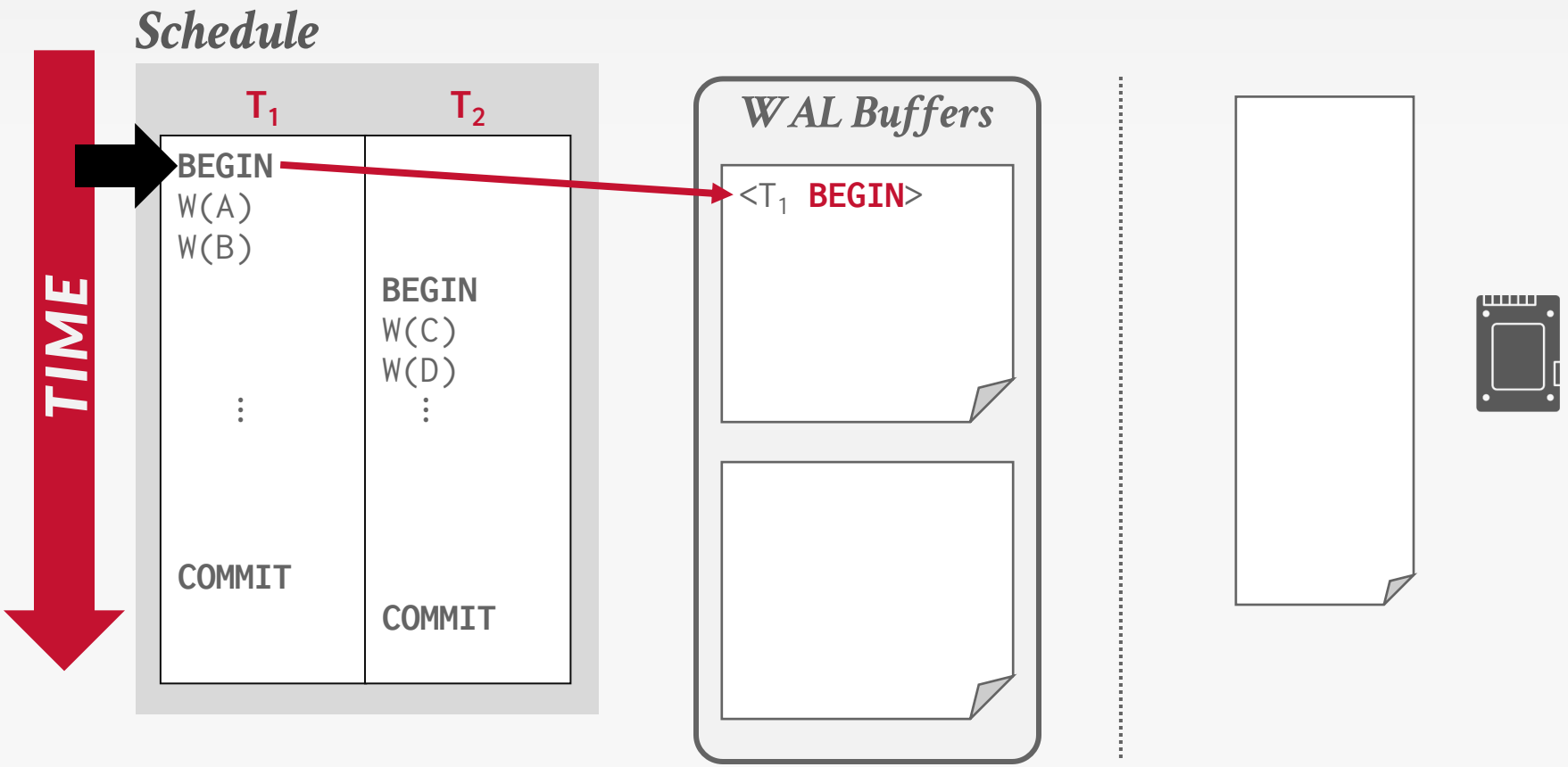




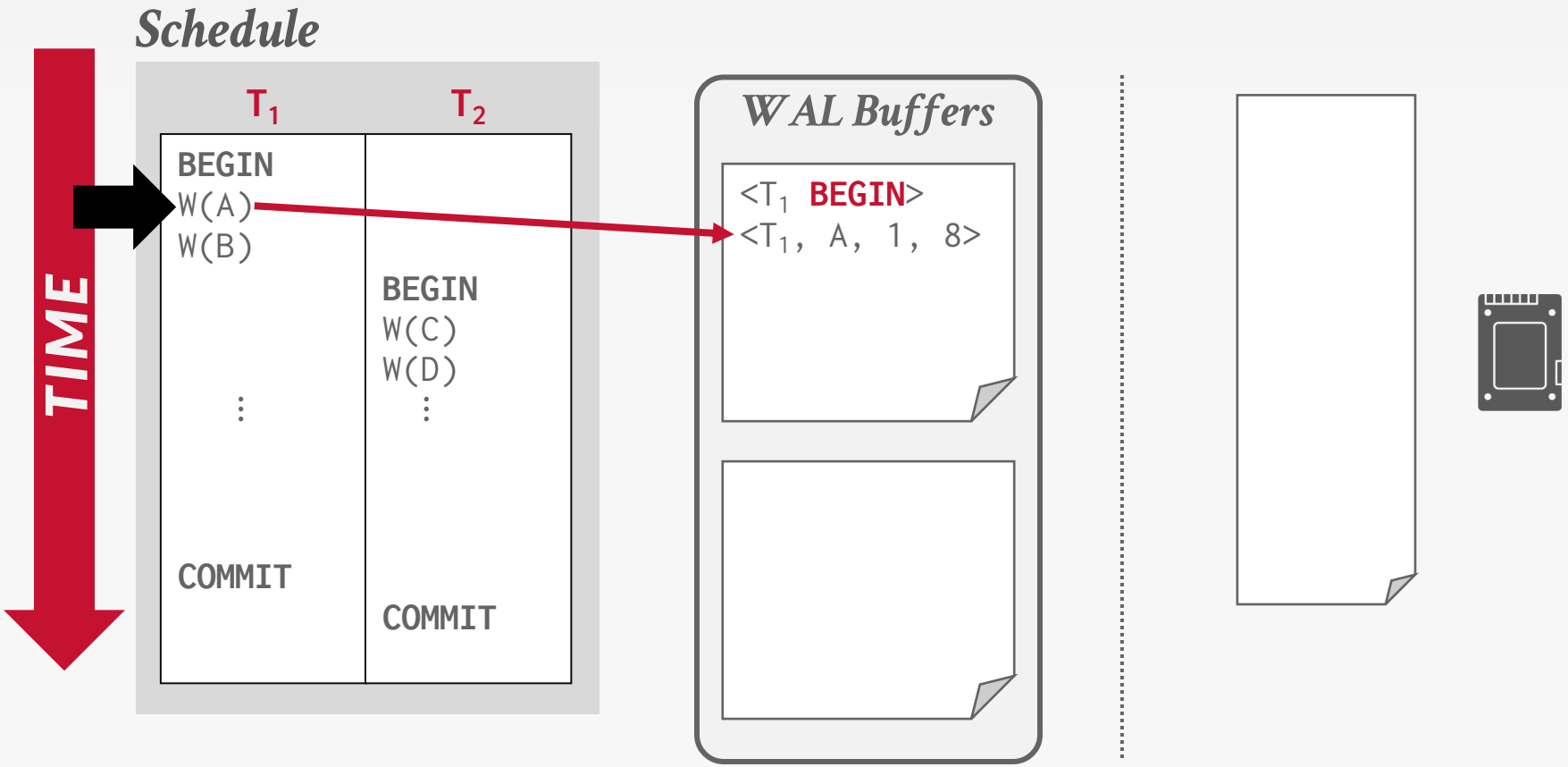
WAL GROUP COMMIT



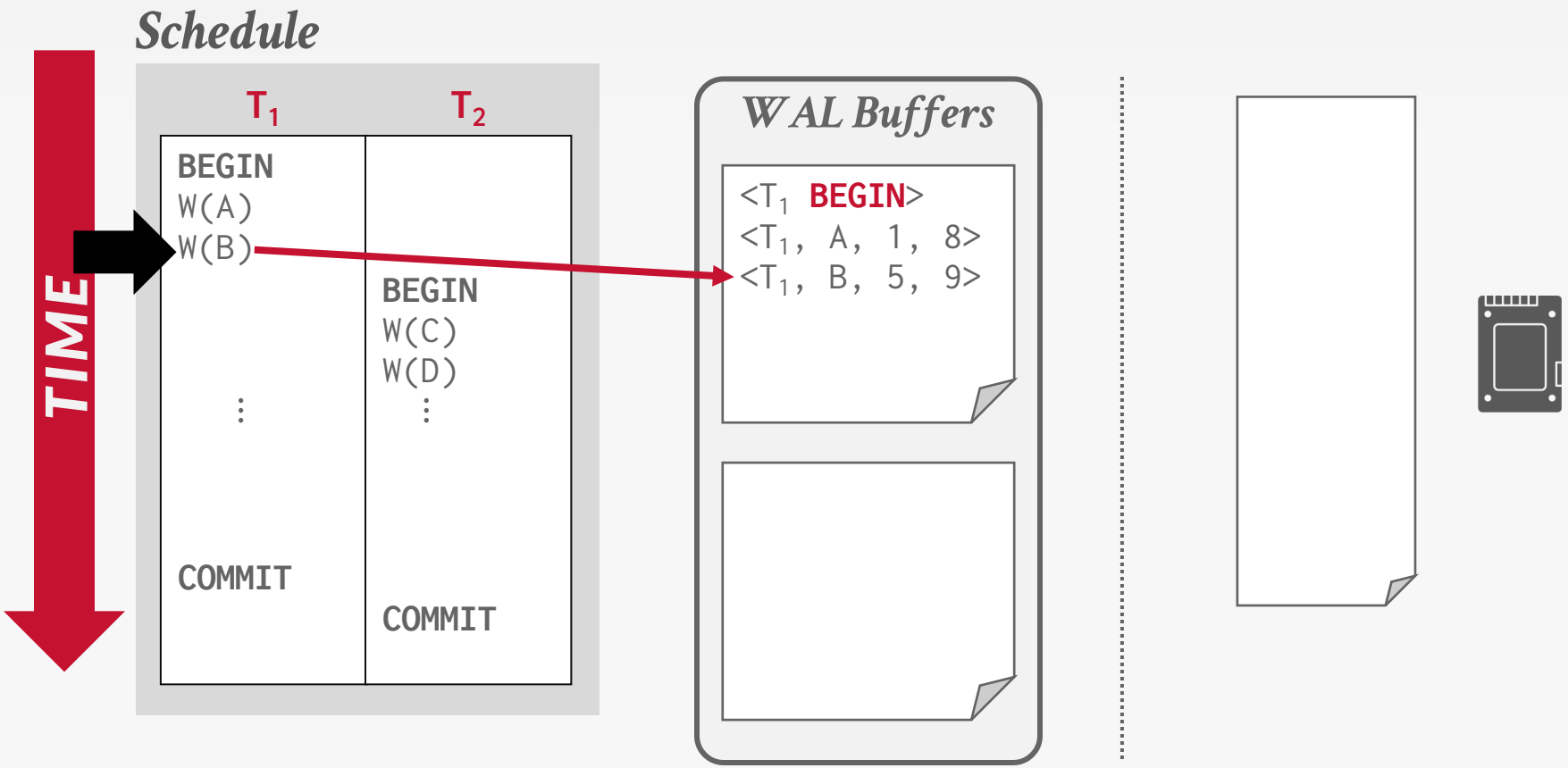
WAL GROUP COMMIT



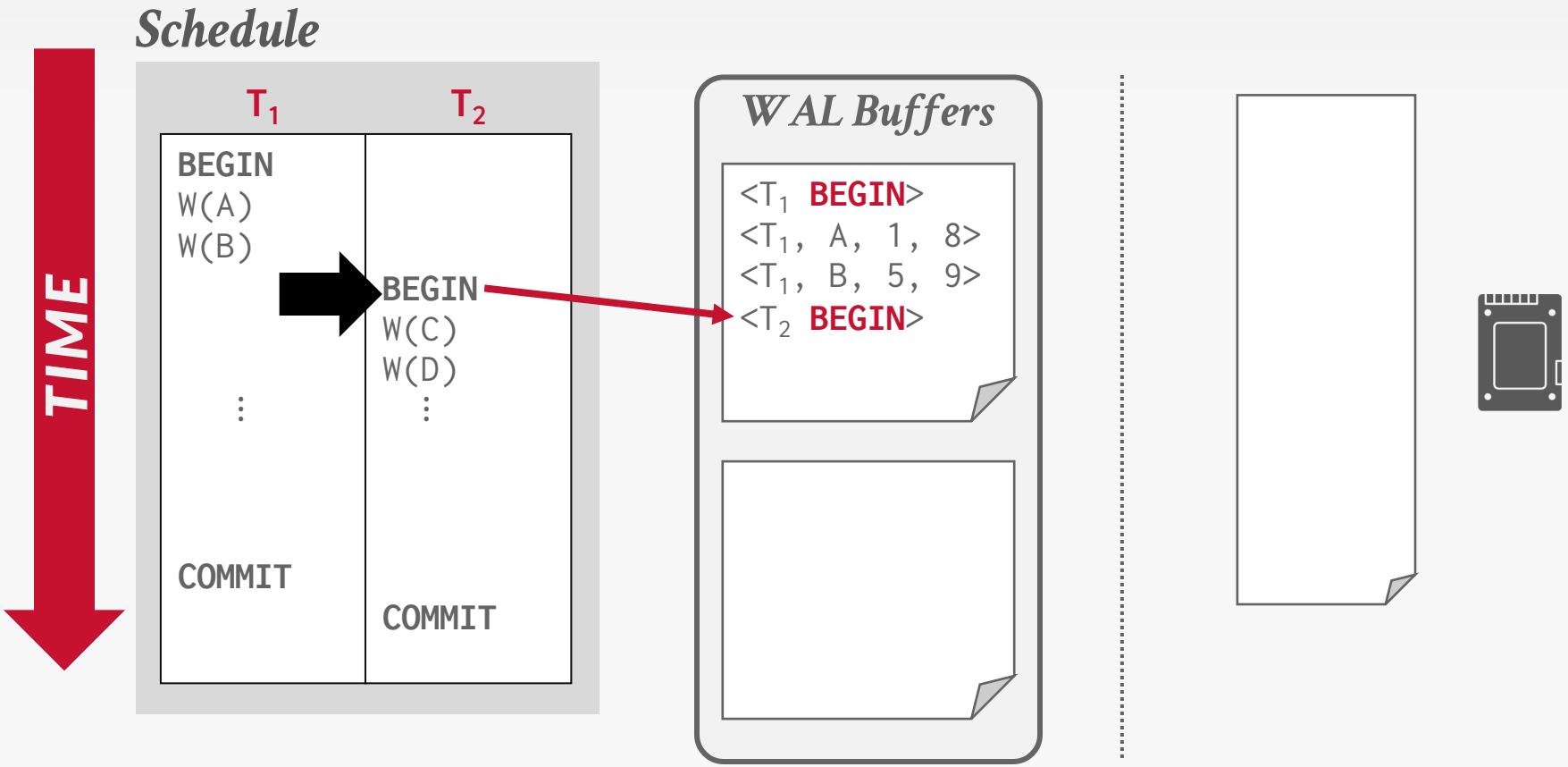
WAL GROUP COMMIT



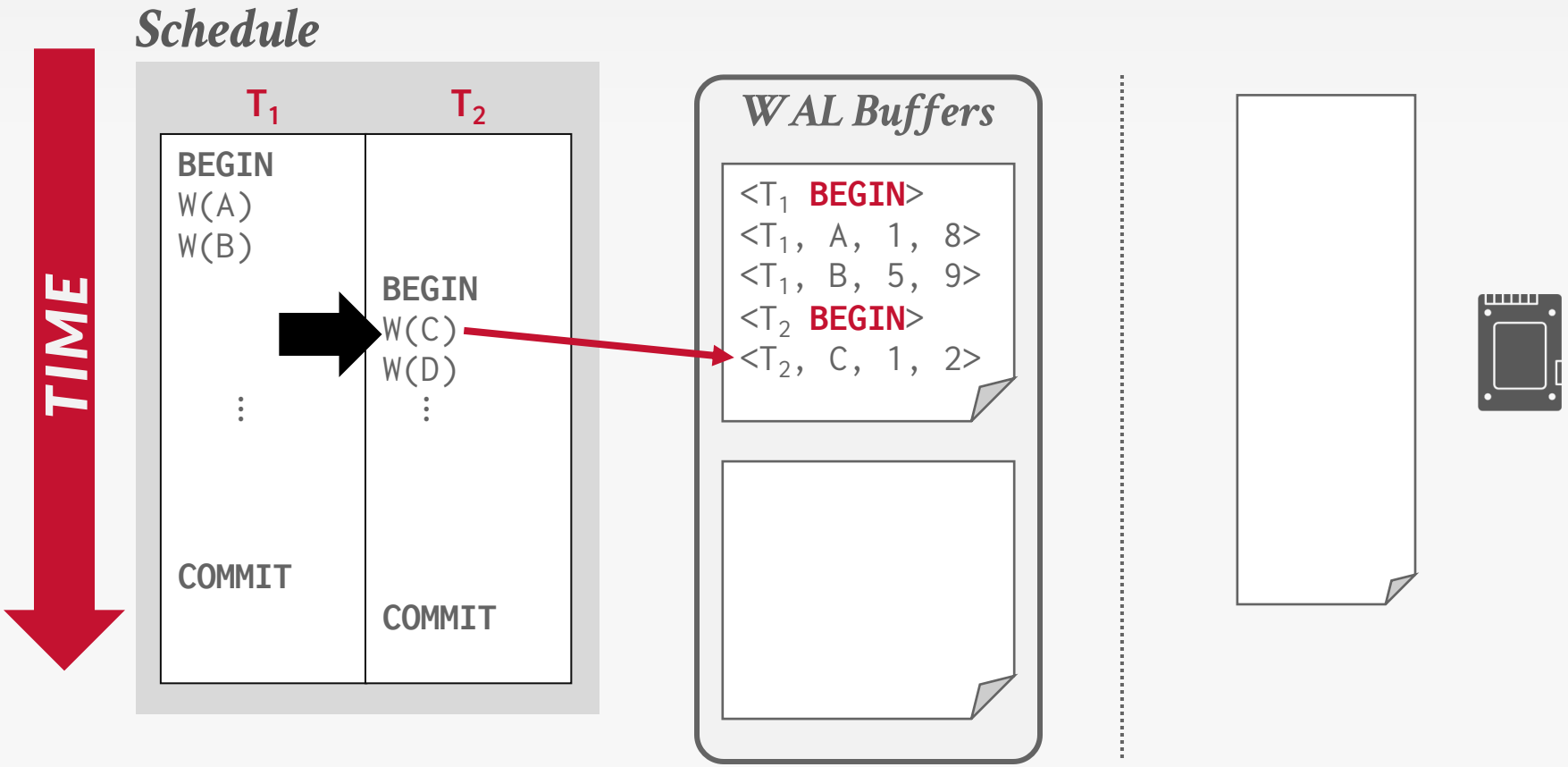
WAL GROUP COMMIT



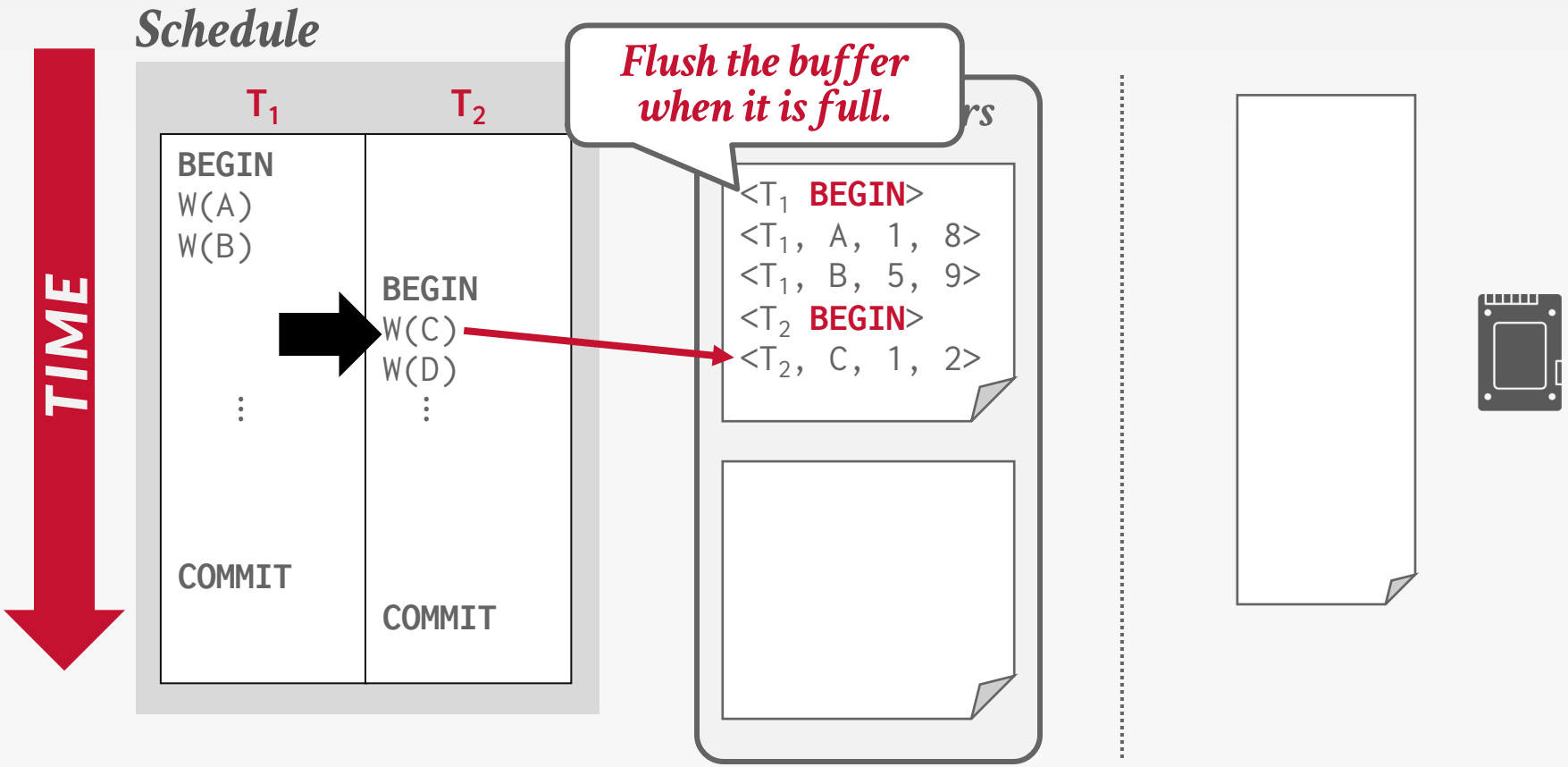
WAL GROUP COMMIT



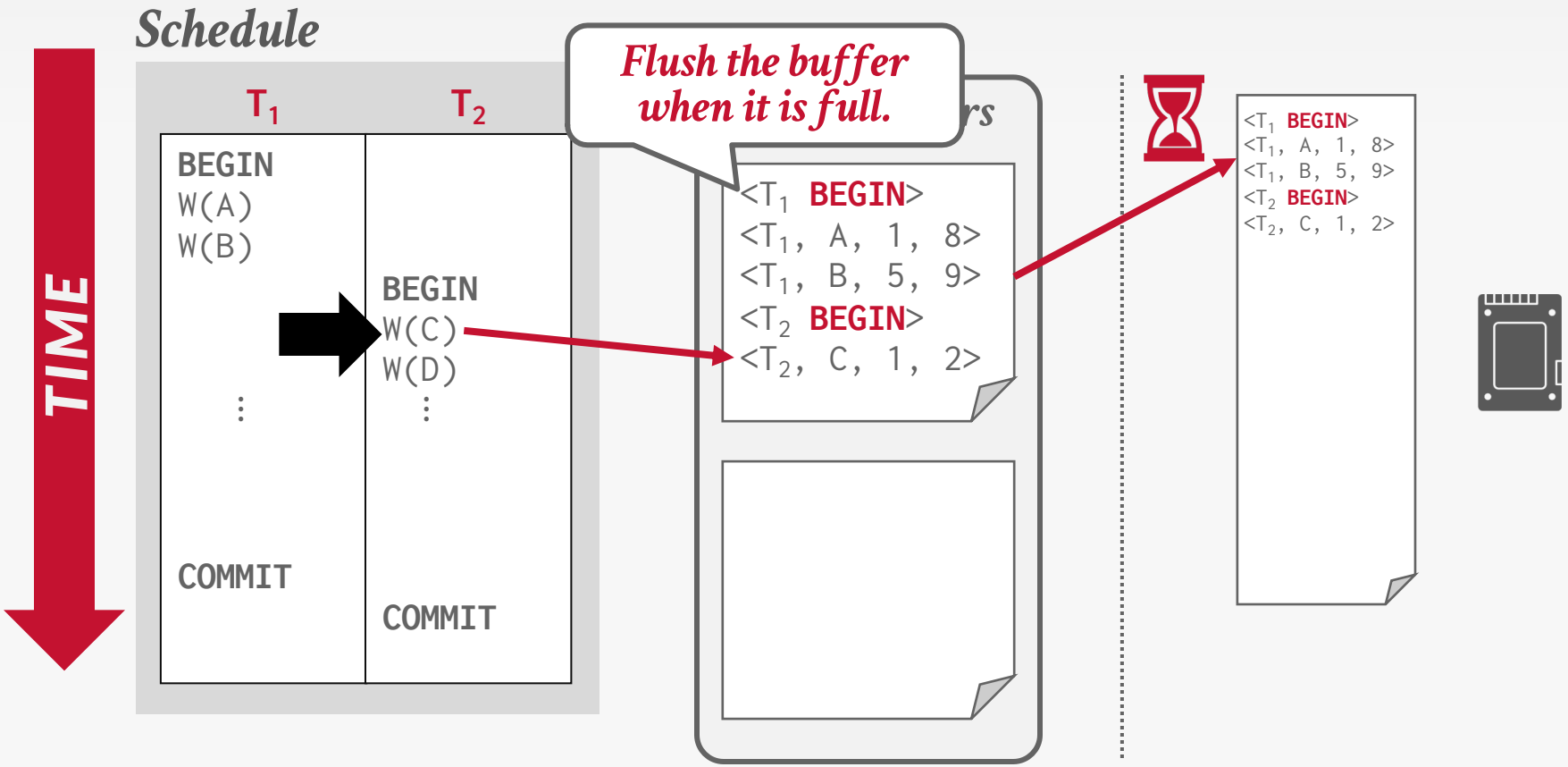
WAL GROUP COMMIT



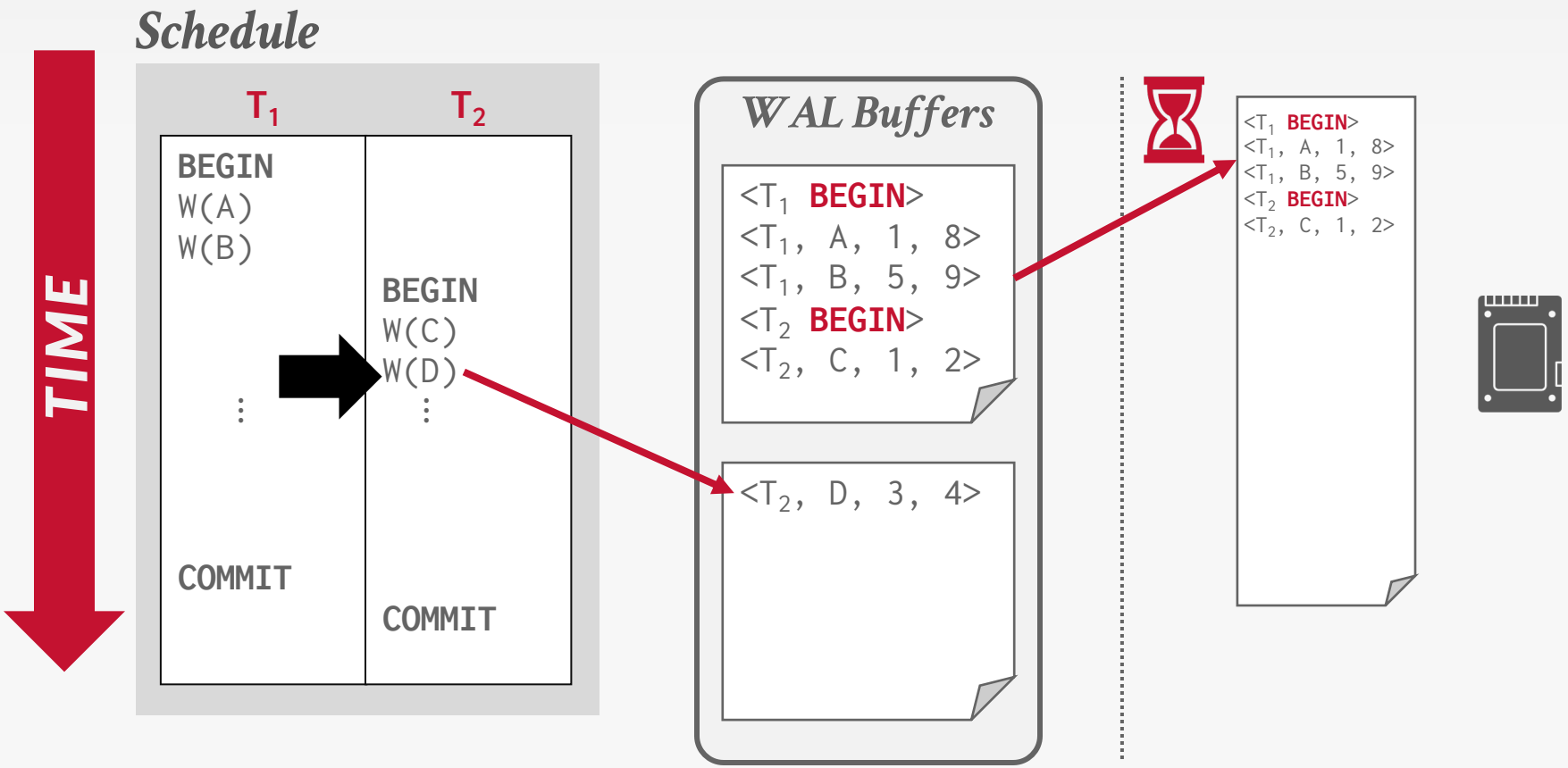
WAL GROUP COMMIT



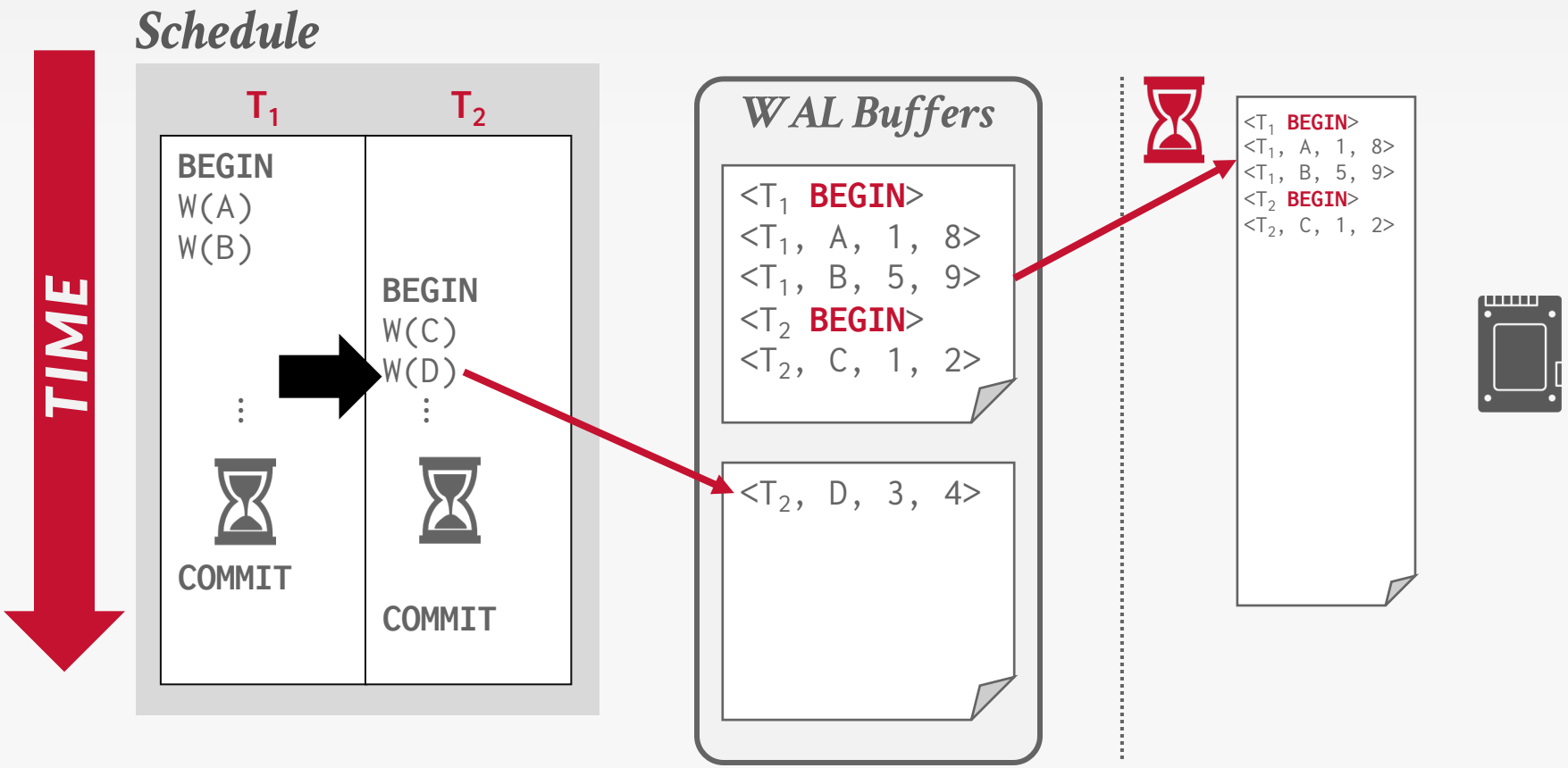
WAL GROUP COMMIT



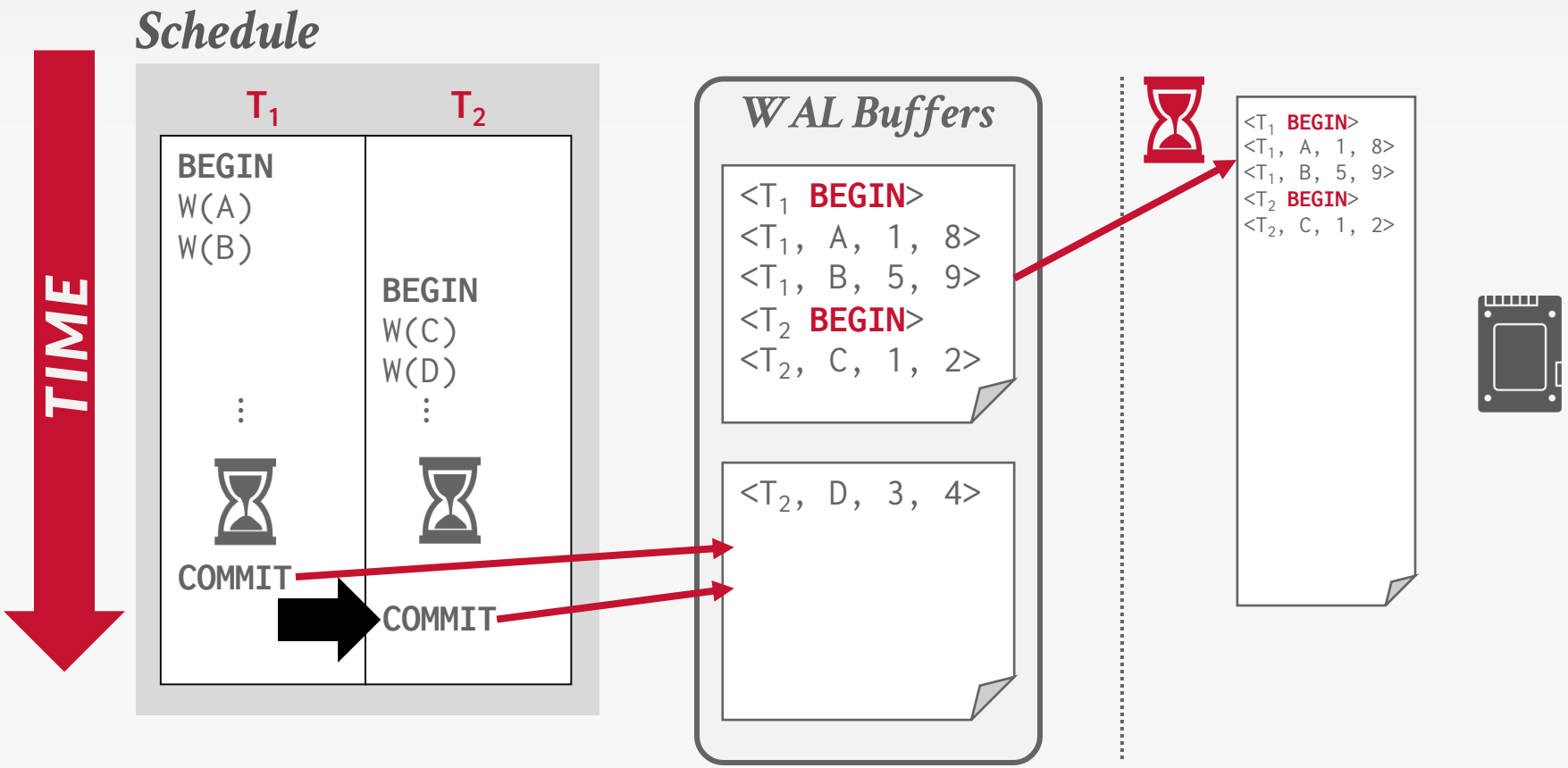
WAL GROUP COMMIT



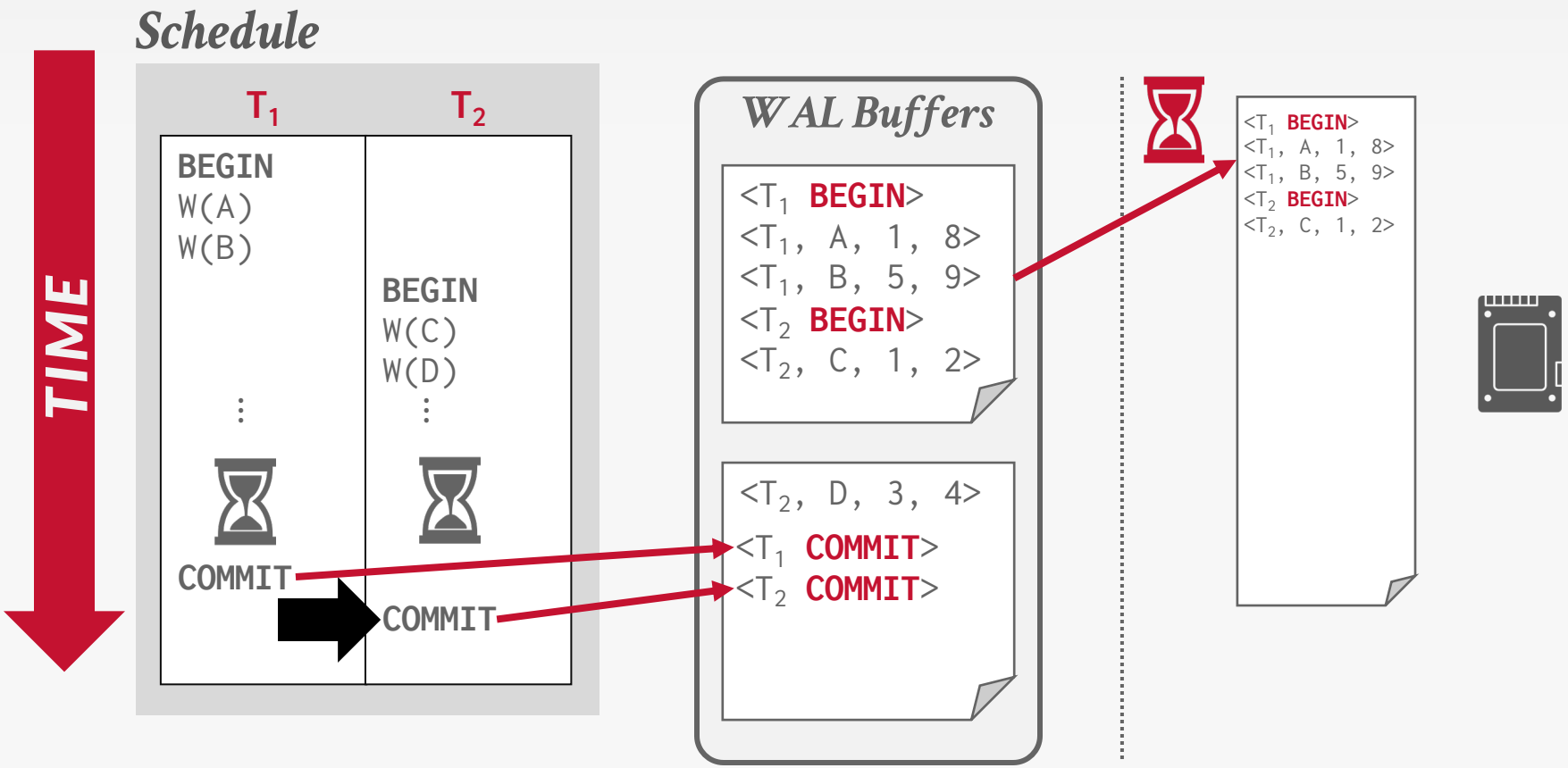
WAL GROUP COMMIT



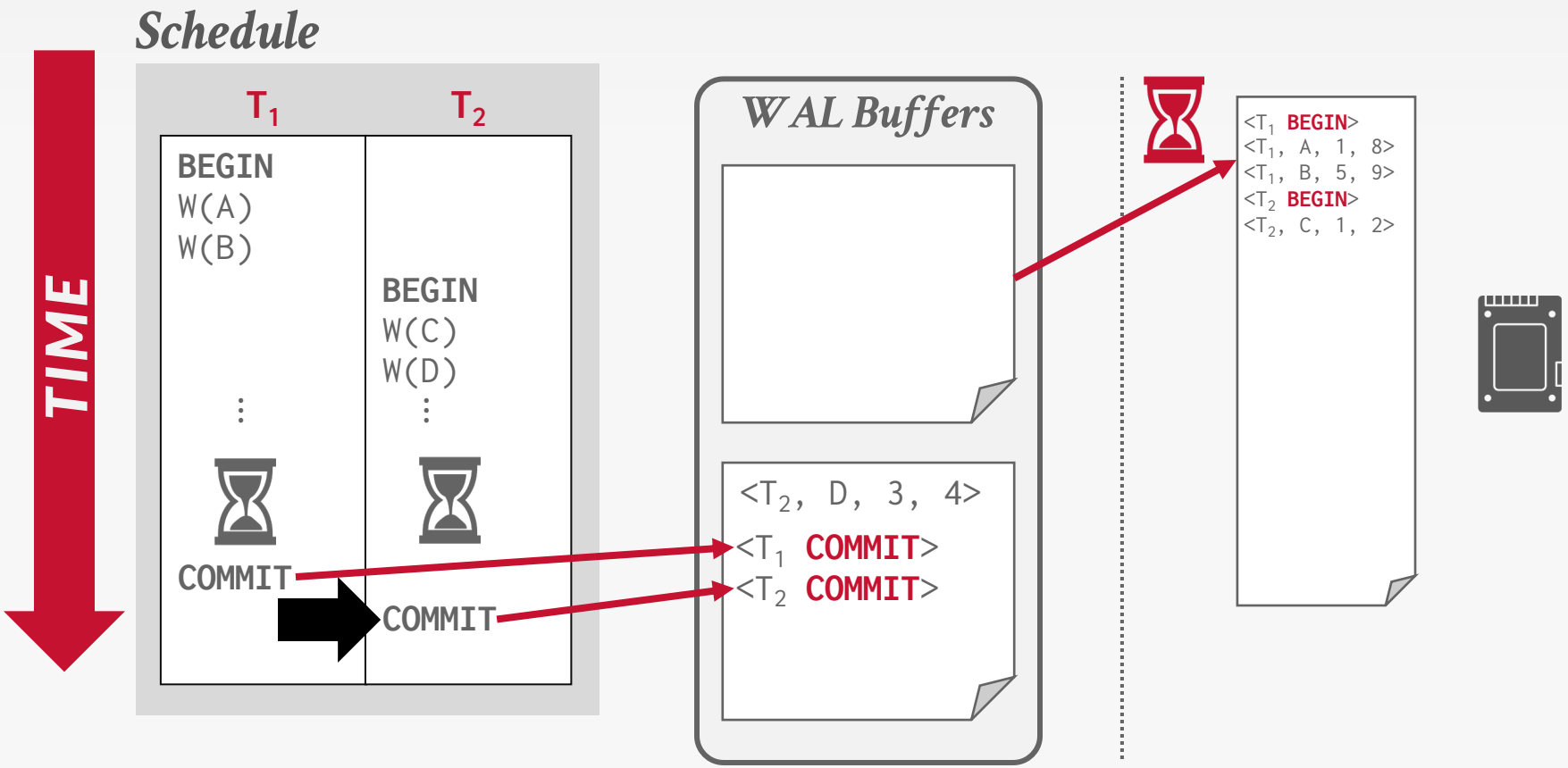
WAL GROUP COMMIT



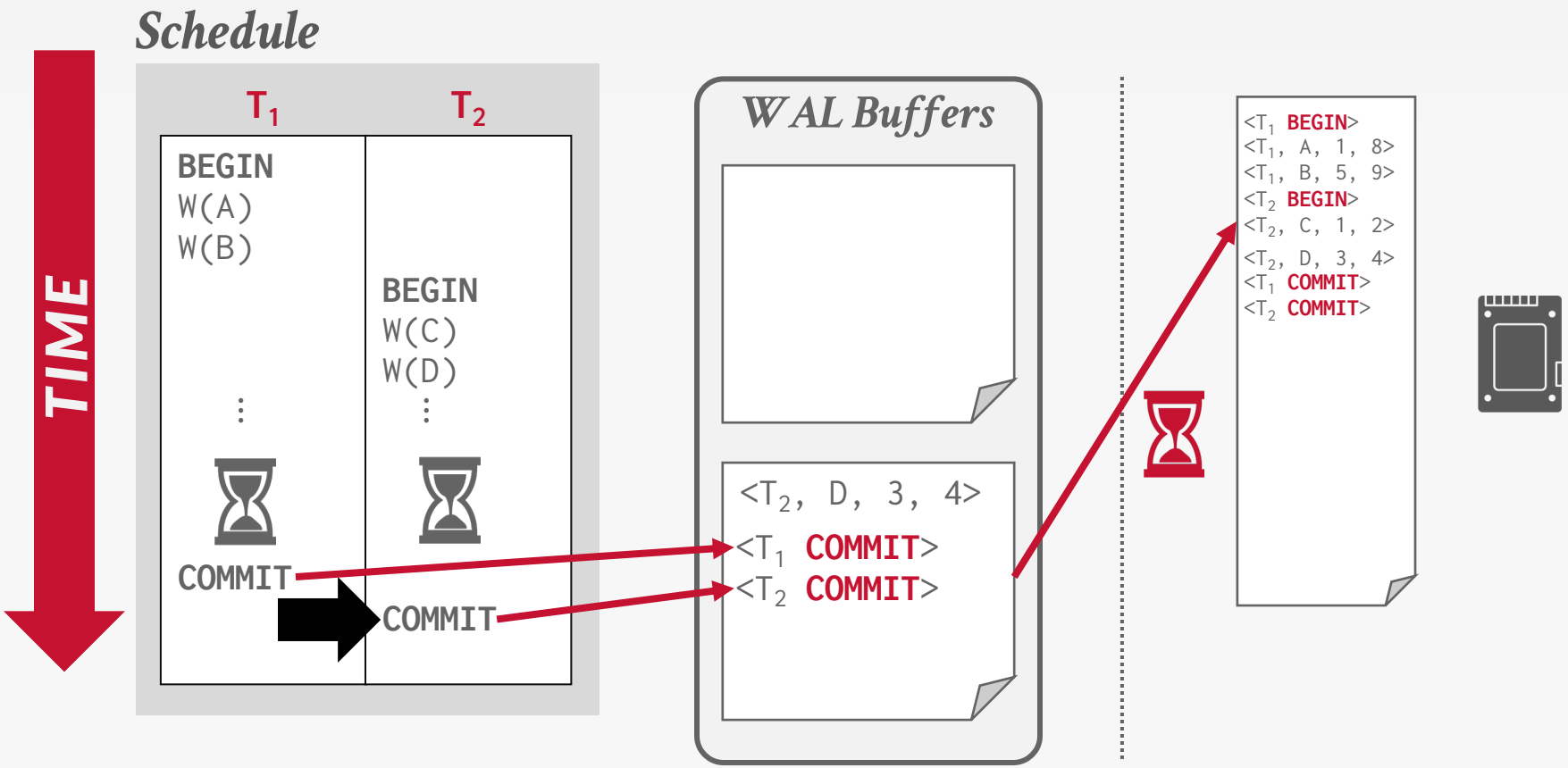
WAL GROUP COMMIT



WAL GROUP COMMIT



WAL GROUP COMMIT



LOG-STRUCTURED SYSTEMS

Log-structured DBMSs do not have dirty pages.
→ Any page retrieved from disk is immutable.

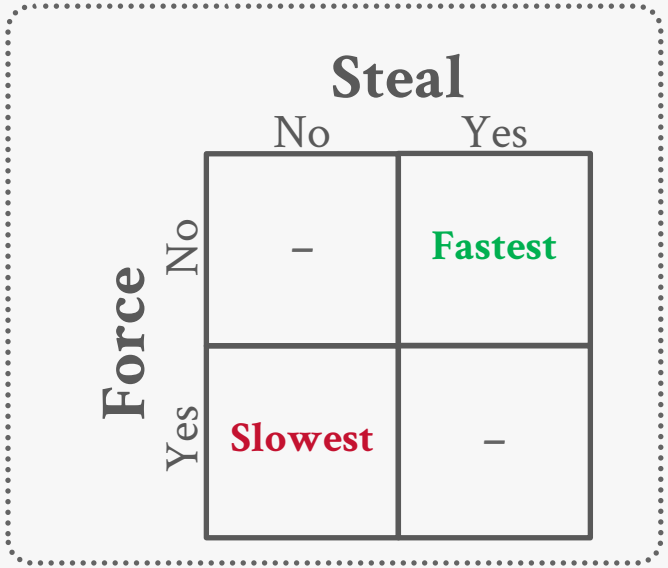
The DBMS buffers log records in in-memory pages (MemTable). If this buffer is full, it must be flushed to disk. But it may contain changes uncommitted txns.

These DBMSs still maintain a separate WAL to recreate the MemTable on crash.

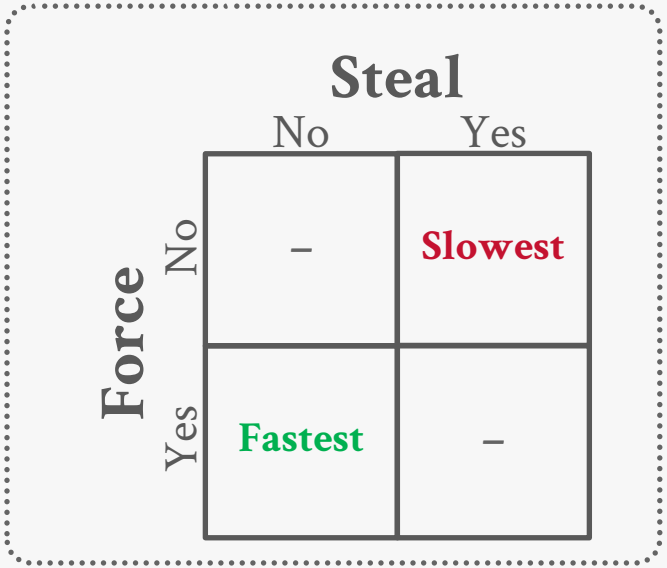
BUFFER POOL POLICIES

Almost every DBMS uses **NO-FORCE** + **STEAL**

Runtime Performance

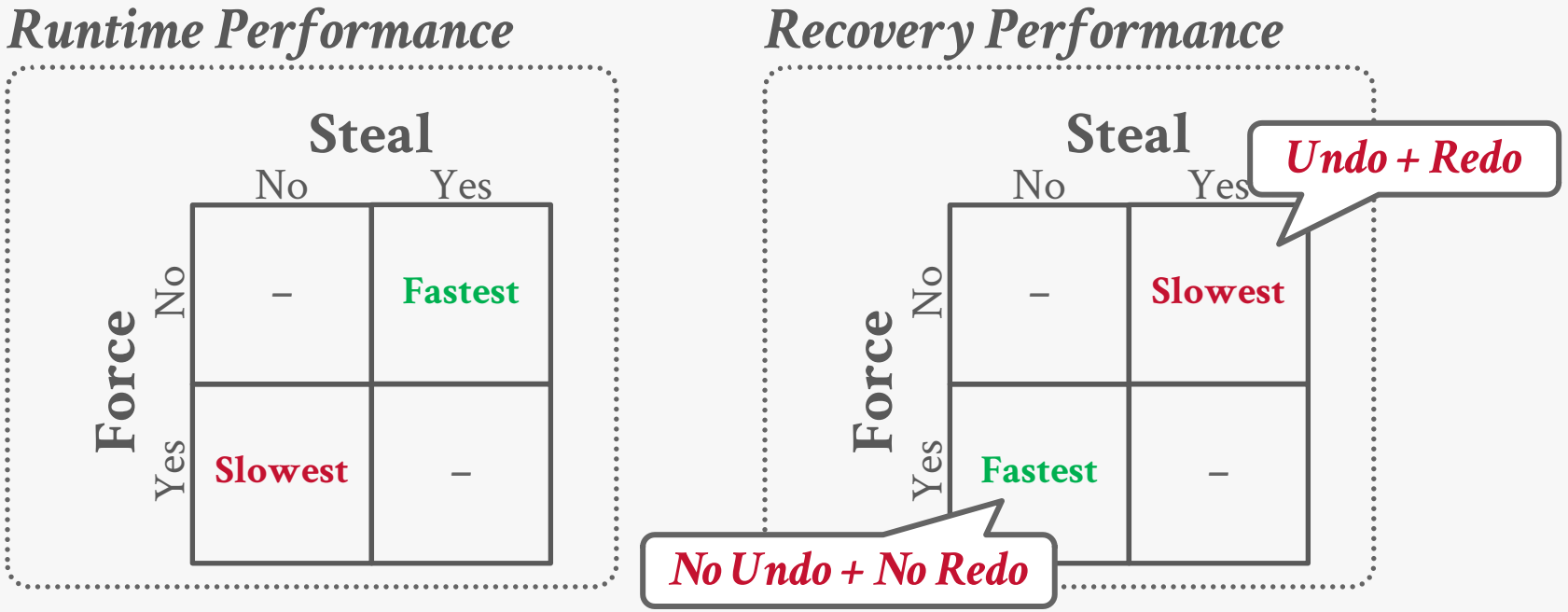


Recovery Performance



BUFFER POOL POLICIES

Almost every DBMS uses **NO-FORCE** + **STEAL**



LOGGING SCHEMES

Physical Logging

→ Record the byte-level changes made to a specific page.
→ Example: `git diff`

Logical Logging

→ Record the high-level operations executed by txns.
→ Example: `UPDATE`, `DELETE`, and `INSERT` queries.

Physiological Logging

→ Physical-to-a-page, logical-within-a-page.
→ Hybrid approach with byte-level changes for a single tuple identified by page id + slot number.
→ Does not specify organization of the page.

LOGGING SCHEMES

```
UPDATE foo SET val = XYZ WHERE id = 1;
```

LOGGING SCHEMES

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```

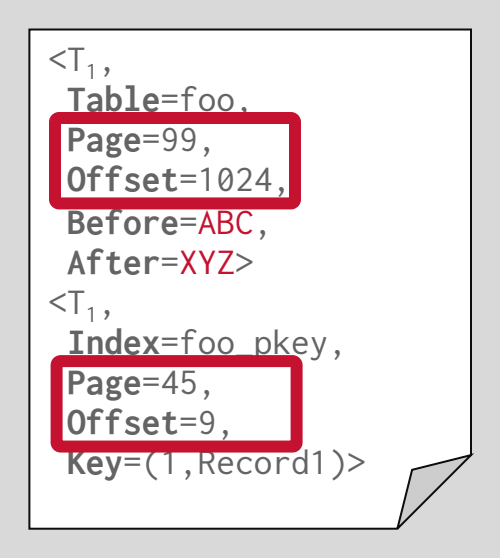
Physical

```
<T1,
 Table=foo,
 Page=99,
 Offset=1024,
 Before=ABC,
 After=XYZ>
<T1,
 Index=foo_pkey,
 Page=45,
 Offset=9,
 Key=(1,Record1)>
```

LOGGING SCHEMES

```
UPDATE foo SET val = XYZ WHERE id = 1;
```

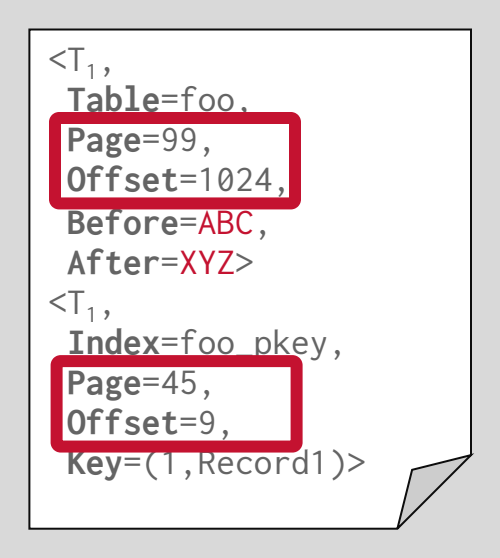
Physical



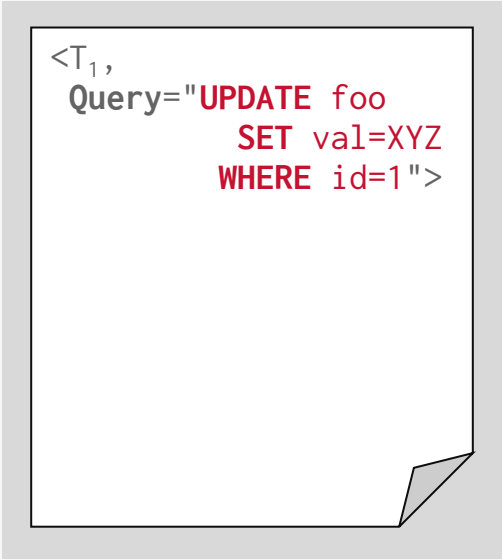
LOGGING SCHEMES

```
UPDATE foo SET val = XYZ WHERE id = 1;
```

Physical



Logical



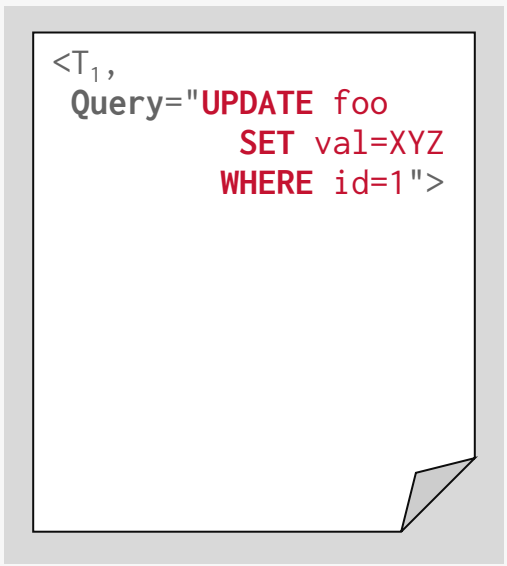
LOGGING SCHEMES

```
UPDATE foo SET val = XYZ WHERE id = 1;
```

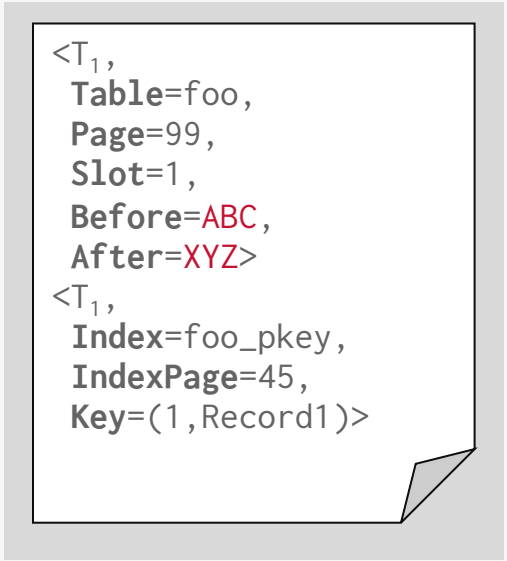
Physical



Logical



Physiological



LOGGING SCHEMES

```
UPDATE foo SET val = XYZ WHERE id = 1;
```

Physical

```
<T1,
 Table=foo,
 Page=99,
 Offset=1024,
 Before=ABC,
 After=XYZ>
<T1,
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 Page=45,
 Offset=9,
 Key=(1,Record1)>
```

Logical

```
<T1,
 Query="UPDATE foo
        SET val=XYZ
        WHERE id=1">
```

Physiological

```
<T1,
 Table=foo,
 Page=99,
 Slot=1,
 Before=ABC,
 After=XYZ>
<T1,
 Index=foo_pkey,
 IndexPage=45
 Key=(1,Record1)>
```

LOGGING SCHEMES

```
UPDATE foo SET val = NOW() WHERE id = 1;
```

Physical

```
<T1,
 Table=foo,
 Page=99,
 Offset=1024,
 Before=ABC,
 After=XYZ>
<T1,
 Index=foo_pkey,
 Page=45,
 Offset=9,
 Key=(1,Record1)>
```

Logical

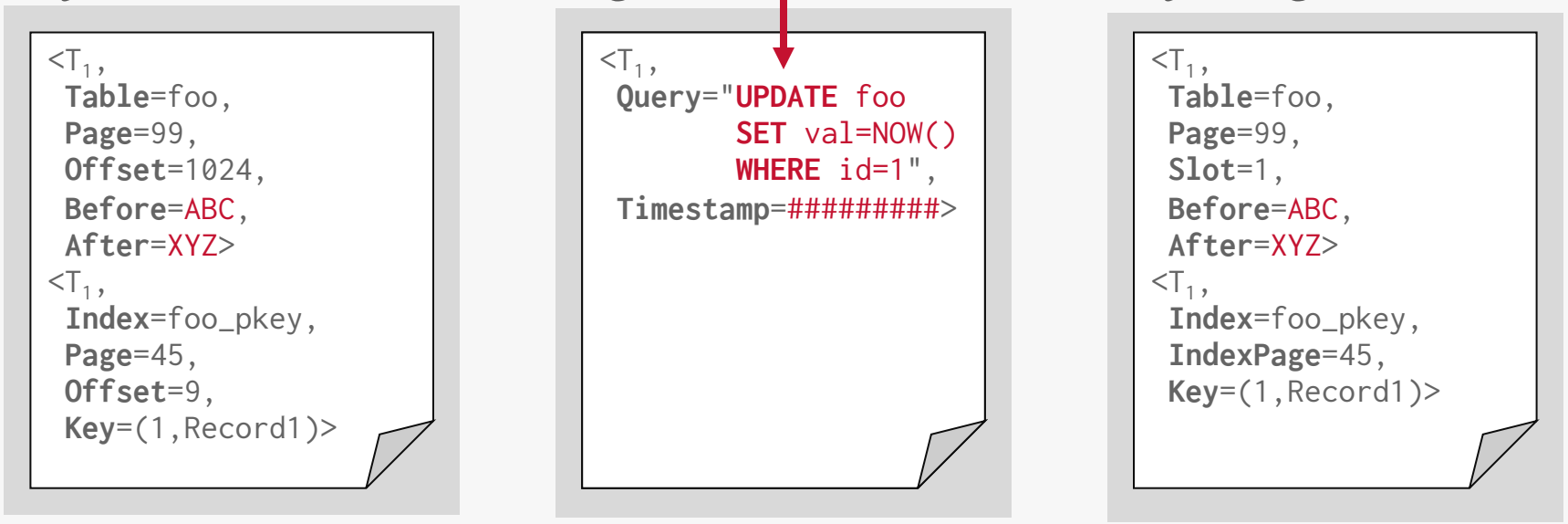
```
<T1,
 Query="UPDATE foo
        SET val=XYZ
        WHERE id=1">
```

Physiological

```
<T1,
 Table=foo,
 Page=99,
 Slot=1,
 Before=ABC,
 After=XYZ>
<T1,
 Index=foo_pkey,
 IndexPage=45,
 Key=(1,Record1)>
```

LOGGING SCHEMES

```
UPDATE foo SET val = NOW() WHERE id = 1;
```



PHYSICAL VS. LOGICAL LOGGING

Logical logging requires less data written in each log record than physical logging.

Difficult to implement recovery with logical logging if the DBMS executes concurrent txns running at lower isolation levels.

→ Hard to determine which parts of the database may have been modified by a query before crash.

→ Recovery takes longer because DBMS re-executes every query in the log again.

CHANGE DATA CAPTURE (CDC)

Automatically propagate changes to external sources to replicate and synchronize database contents.

→ **Extract Transform Load** (ETL)

→ Some systems can do this automatically. Others require third-party tools.

Approach #1: WAL

Approach #2: Triggers

Approach #3: Timestamps

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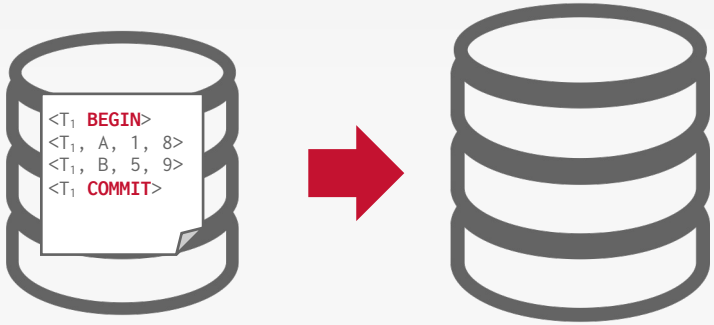
Approach #3: Timestamps

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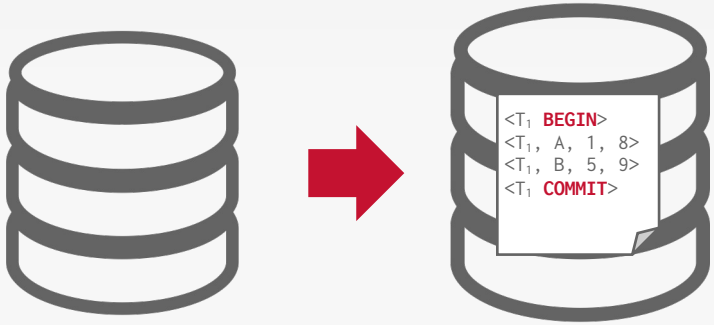
Approach #3: Timestamps

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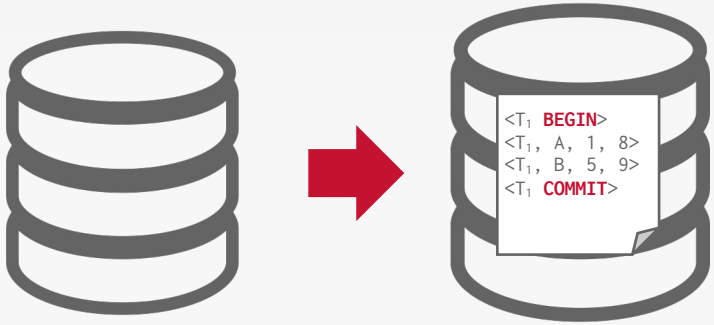
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Approach #1: WAL

Approach #2: Triggers

Approach #3: Timestamps

debezium

ORACLE | GoldenGate

striim

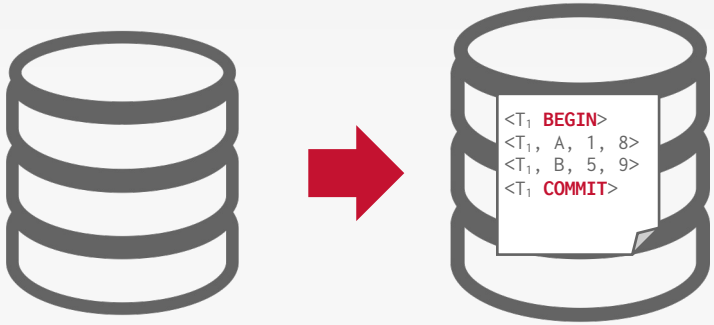
Qlik

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Approach #1: WAL

Approach #2: Triggers

Approach #3: Timestamps

debezium

ORACLE | GoldenGate

striim

kafka

Qlik

OBSERVATION

The DBMS's WAL will grow forever.

After a crash, the DBMS must replay the entire log, which will take a long time.

OBSERVATION

The DBMS's WAL will grow forever.

After a crash, the DBMS must replay the entire log, which will take a long time.

The DBMS periodically takes a **checkpoint** where it flushes all buffers out to disk.

→ This provides a hint on how far back it needs to replay the WAL after a crash.

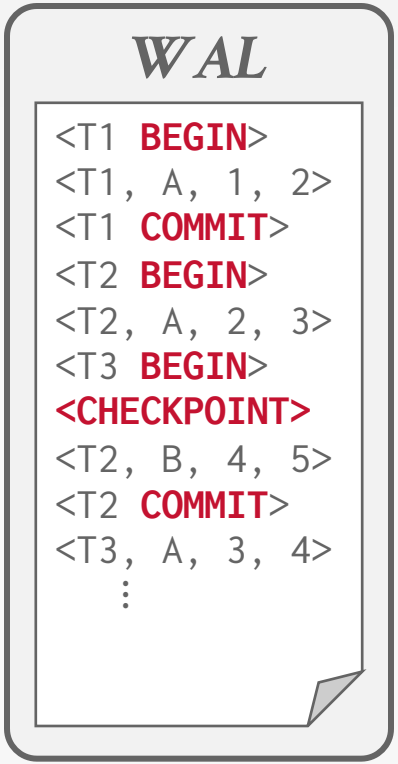
→ Truncate the WAL up to a certain safe point in time.

CHECKPOINTS

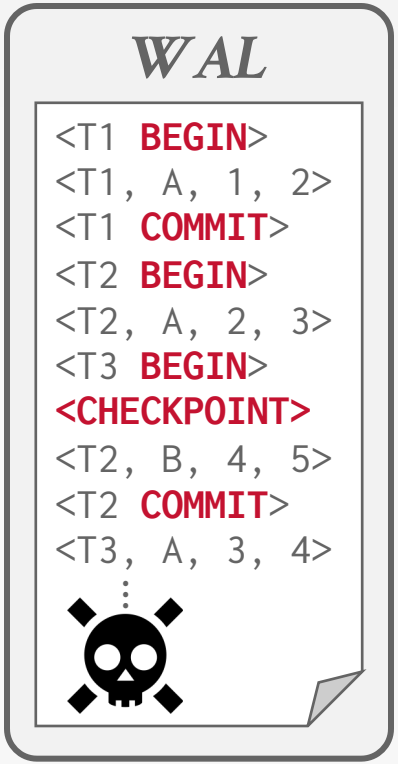
Blocking / Consistent Checkpoint Protocol:

→ Pause all queries.
→ Flush all WAL records in memory to disk.
→ Flush all modified pages in the buffer pool to disk.
→ Write a `<CHECKPOINT>` entry to WAL and flush to disk.
→ Resume queries.

CHECKPOINTS

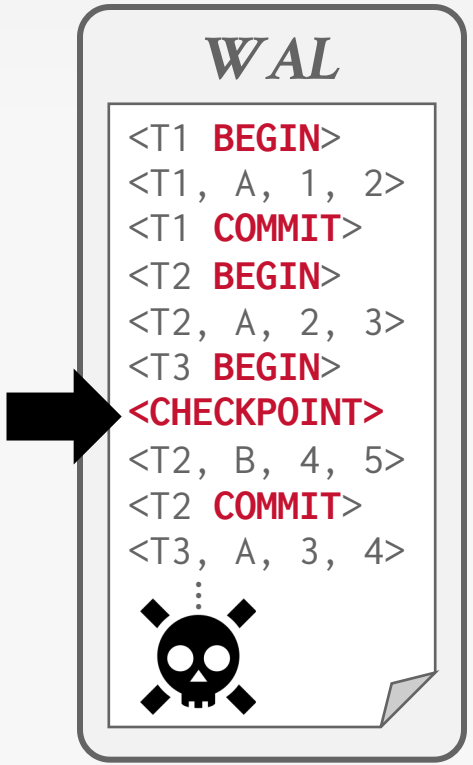


CHECKPOINTS



CHECKPOINTS

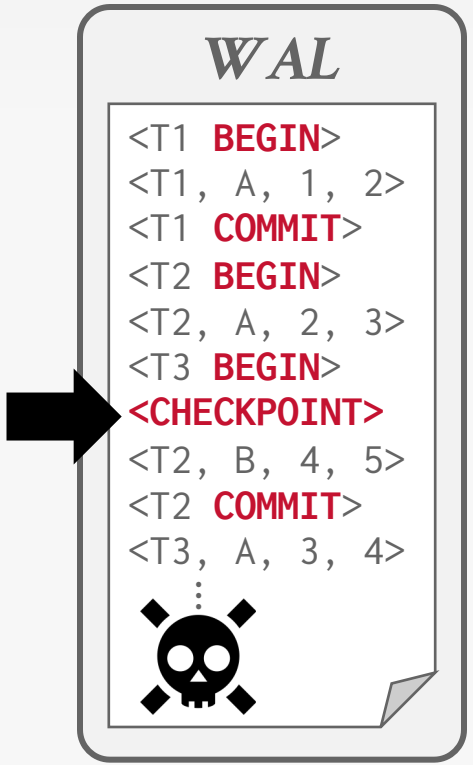
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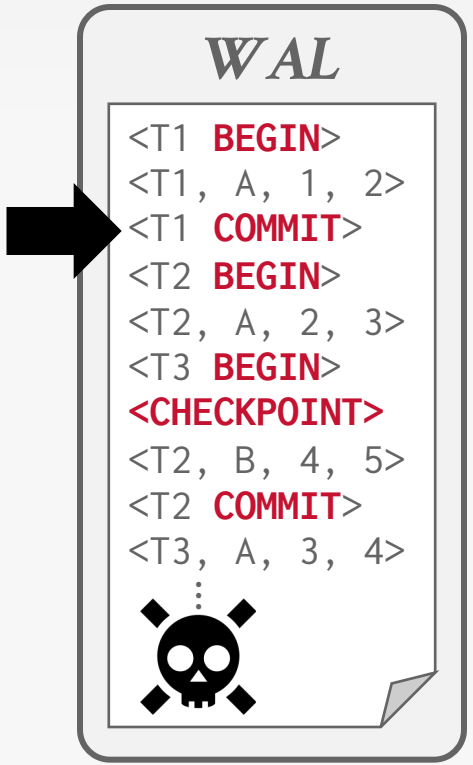
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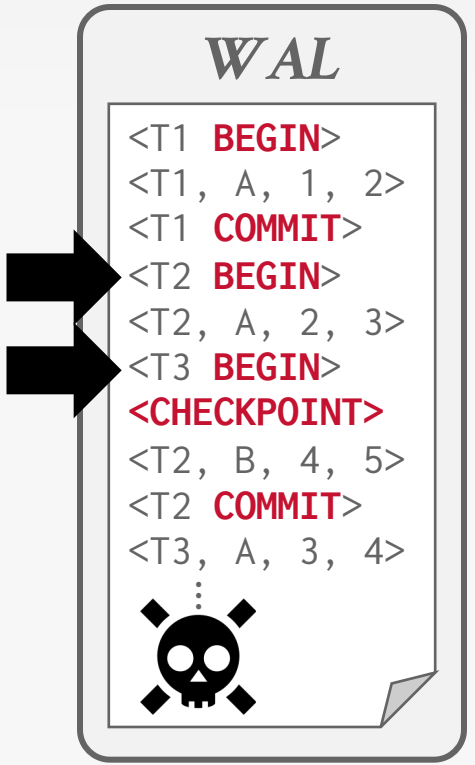


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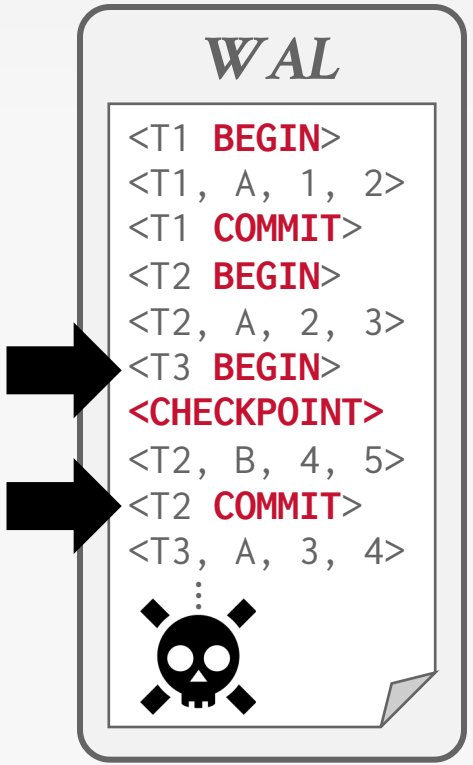
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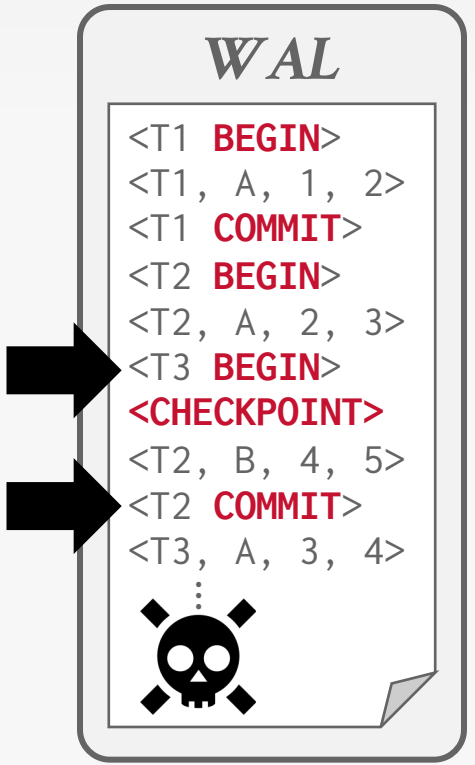
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T_2 + T_3 did not commit before the last checkpoint.

→ Need to redo T_2 because it committed after checkpoint.

→ Need to undo T_3 because it did not commit before the crash.



CHECKPOINTS: CHALLENGES

In this example, the DBMS must stall txns when it takes a checkpoint to ensure a consistent snapshot.

→ We will see how to get around this problem next class.

Scanning the log to find uncommitted txns can take a long time.

→ Unavoidable but we will add hints to the **<CHECKPOINT>** record to speed things up next class.

How often the DBMS should take checkpoints depends on many different factors…

CHECKPOINTS: FREQUENCY

Checkpointing too often causes the runtime performance to degrade.
→ System spends too much time flushing buffers.

But waiting a long time is just as bad:
→ The checkpoint will be large and slow.
→ Makes recovery time much longer.

Tunable option that depends on application recovery time requirements.

CONCLUSION

Write-Ahead Logging is (almost) always the best approach to handle loss of volatile storage.

Use incremental updates (**STEAL** + **NO-FORCE**) with checkpoints.

On Recovery: undo uncommitted txns + redo committed txns.

NEXT CLASS

Better Checkpoint Protocols.

Recovery with ARIES.