

Logging and Recovery

Module 6, Lectures 3 and 4

If you are going to be in the logging business, one of the things that you have to do is to learn about heavy equipment.

Robert VanNatta,
Logging History of Columbia County



Review: The ACID properties

- ❖ **A**tomicity: All actions in the Xact happen, or none happen.
- ❖ **C**onsistency: If each Xact is consistent, and the DB starts consistent, it ends up consistent.
- ❖ **I**solation: Execution of one Xact is isolated from that of other Xacts.
- ❖ **D**urability: If a Xact commits, its effects persist.
- ❖ The **Recovery Manager** guarantees Atomicity & Durability.

Motivation

❖ Atomicity:

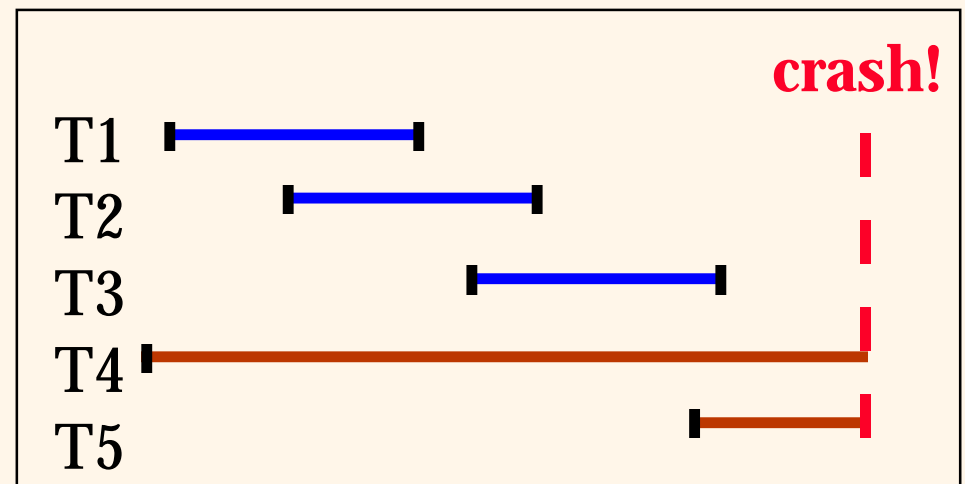
- Transactions may abort (“Rollback”).

❖ Durability:

- What if DBMS stops running? (Causes?)

❖ Desired Behavior after system restarts:

- T1, T2 & T3 should be durable.
- T4 & T5 should be aborted (effects not seen).





Assumptions

- ❖ Concurrency control is in effect.
 - **Strict 2PL**, in particular.
- ❖ Updates are happening “in place”.
 - i.e. data is overwritten on (deleted from) the disk.
- ❖ A simple scheme to guarantee Atomicity & Durability?

Handling the Buffer Pool

❖ Force every write to disk?

- Poor response time.
- But provides durability.

❖ Steal buffer-pool frames from uncommitted Xacts?

- If not, poor throughput.
- If so, how can we ensure atomicity?

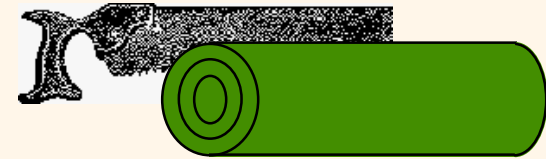
	No Steal	Steal
Force	Trivial	
No Force		Desired



More on Steal and Force

- ❖ **STEAL** (why enforcing Atomicity is hard)
 - *To steal frame F*: Current page in F (say P) is written to disk; some Xact holds lock on P.
 - ◆ What if the Xact with the lock on P aborts?
 - ◆ Must remember the old value of P at steal time (to support **UNDO**ing the write to page P).
- ❖ **NO FORCE** (why enforcing Durability is hard)
 - What if system crashes before a modified page is written to disk?
 - Write as little as possible, in a convenient place, at commit time, to support **REDO**ing modifications.

Basic Idea: Logging



- ❖ Record REDO and UNDO information, for every update, in a *log*.
 - Sequential writes to log (put it on a separate disk).
 - Minimal info (diff) written to log, so multiple updates fit in a single log page.
- ❖ Log: An ordered list of REDO/UNDO actions
 - Log record contains:
 - <XID, pageID, offset, length, old data, new data>
 - and additional control info (which we'll see soon).

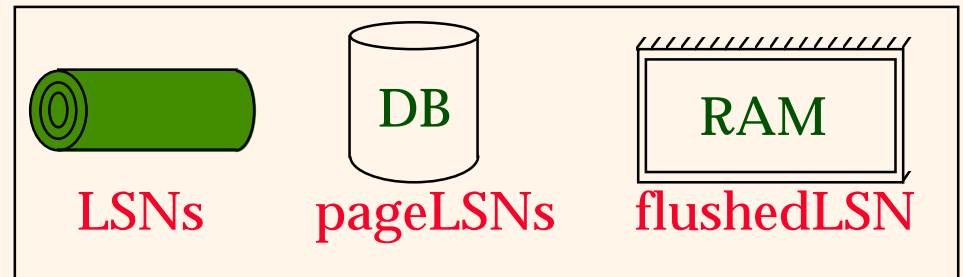


Write-Ahead Logging (WAL)

- ❖ The Write-Ahead Logging Protocol:
 - ① Must **force** the **log record** for an update *before* the corresponding **data page** gets to disk.
 - ② Must **write all log records** for a Xact *before commit*.
- ❖ #1 guarantees Atomicity.
- ❖ #2 guarantees Durability.

- ❖ Exactly how is logging (and recovery!) done?
 - We'll study the ARIES algorithms.

WAL & the Log



- ❖ Each log record has a unique **Log Sequence Number (LSN)**.

- LSNs always increasing.

- ❖ Each data page contains a **pageLSN**.

- The LSN of the most recent *log record* for an update to that page.

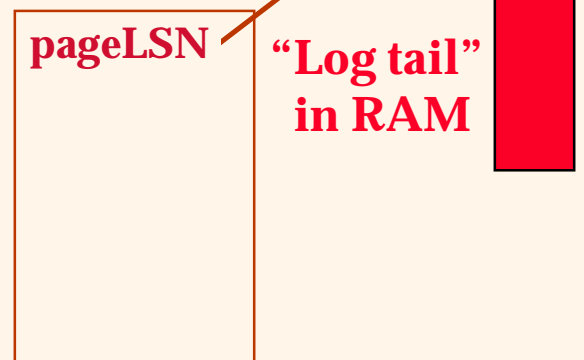
- ❖ System keeps track of **flushedLSN**.

- The max LSN flushed so far.

- ❖ WAL: *Before* a page is written,

- $\text{pageLSN} \leq \text{flushedLSN}$

Log records
flushed to disk



Log Records

LogRecord fields:

prevLSN
XID
type
**update
records
only** { pageID
length
offset
before-image
after-image

Possible log record types:

- ❖ **Update**
- ❖ **Commit**
- ❖ **Abort**
- ❖ **End** (signifies end of commit or abort)
- ❖ **Compensation Log Records (CLRs)**
 - for UNDO actions



Other Log-Related State

❖ Transaction Table:

- One entry per active Xact.
- Contains **XID**, **status** (running/committed/aborted), and **lastLSN**.

❖ Dirty Page Table:

- One entry per dirty page in buffer pool.
- Contains **recLSN** -- the LSN of the log record which ***first*** caused the page to be dirty.



Normal Execution of an Xact

- ❖ Series of **reads & writes**, followed by **commit** or **abort**.
 - We will assume that write is atomic on disk.
 - ◆ In practice, additional details to deal with non-atomic writes.
- ❖ **Strict 2PL.**
- ❖ **STEAL, NO-FORCE buffer management, with Write-Ahead Logging.**



Checkpointing

- ❖ Periodically, the DBMS creates a checkpoint, in order to minimize the time taken to recover in the event of a system crash. Write to log:
 - **begin_checkpoint** record: Indicates when chkpt began.
 - **end_checkpoint** record: Contains current *Xact table* and *dirty page table*. This is a **`fuzzy checkpoint`**:
 - ◆ Other Xacts continue to run; so these tables accurate only as of the time of the **begin_checkpoint** record.
 - ◆ No attempt to force dirty pages to disk; effectiveness of checkpoint limited by oldest unwritten change to a dirty page. (So it's a good idea to periodically flush dirty pages to disk!)
 - Store LSN of chkpt record in a safe place (**master** record).

The Big Picture: What's Stored Where



LogRecords

prevLSN
XID
type
pageID
length
offset
before-image
after-image



Data pages
each
with a
pageLSN

master record



Xact Table

lastLSN
status

Dirty Page Table

recLSN

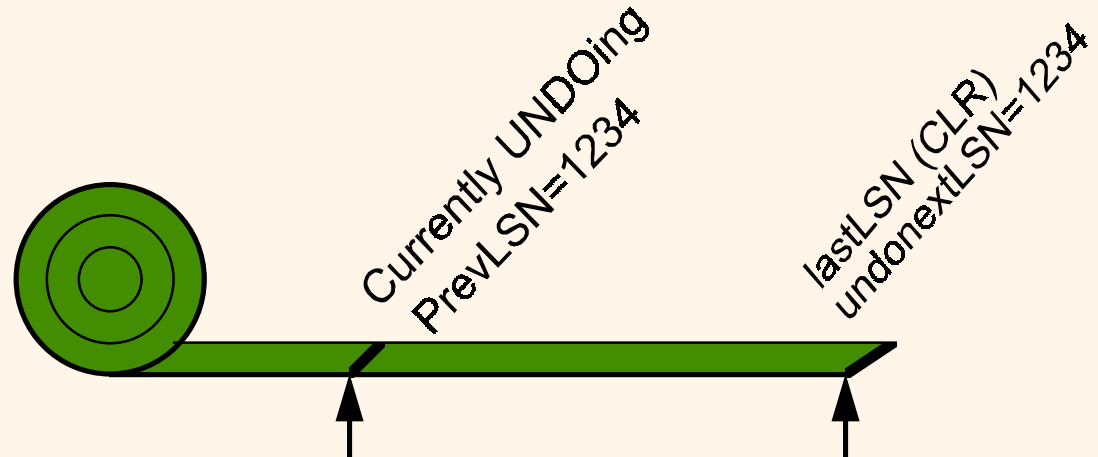
flushedLSN



Simple Transaction Abort

- ❖ For now, consider an explicit abort of a Xact.
 - No crash involved.
- ❖ We want to “play back” the log in reverse order, UNDOing updates.
 - Get **lastLSN** of Xact from Xact table.
 - Can follow chain of log records backward via the **prevLSN** field.
 - Before starting UNDO, write an **Abort log record**.
 - ◆ For recovering from crash during UNDO!

Abort, cont.



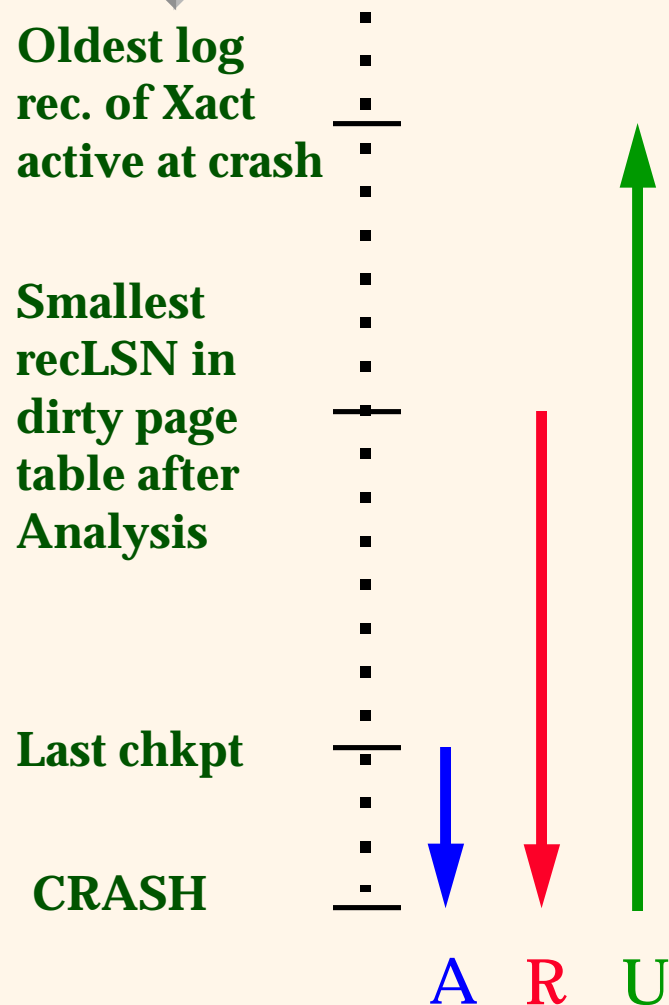
- ❖ To perform UNDO, must have a lock on data!
 - No problem!
- ❖ Before restoring old value of a page, write a CLR:
 - You continue logging while you UNDO!!
 - CLR has one extra field: **undonextLSN**
 - ◆ Points to the next LSN to undo (i.e. the prevLSN of the record we're currently undoing).
 - CLR's **never** Undone (but they might be Redone when repeating history: guarantees Atomicity!)
- ❖ At end of UNDO, write an “end” log record.



Transaction Commit

- ❖ Write **commit** record to log.
- ❖ All log records up to Xact's **lastLSN** are flushed.
 - Guarantees that **flushedLSN** \geq **lastLSN**.
 - Note that log flushes are sequential, synchronous writes to disk.
 - Many log records per log page.
- ❖ Commit() returns.
- ❖ Write **end** record to log.

Crash Recovery: Big Picture



- ❖ Start from a **checkpoint** (found via **master** record).
- ❖ Three phases. Need to:
 - Figure out which Xacts committed since checkpoint, which failed (**Analysis**).
 - **REDO** *all* actions.
 - ◆ (repeat history)
 - **UNDO** effects of failed Xacts.



Recovery: The Analysis Phase

- ❖ Reconstruct state at checkpoint.
 - via **end_checkpoint** record.
- ❖ Scan log forward from checkpoint.
 - **End** record: Remove Xact from Xact table.
 - **Other records**: Add Xact to Xact table, set **lastLSN=LSN**, change Xact status on **commit**.
 - **Update** record: If P not in Dirty Page Table,
 - ◆ Add P to D.P.T., set its **recLSN=LSN**.



Recovery: The REDO Phase

- ❖ We *repeat History* to reconstruct state at crash:
 - Reapply *all* updates (even of aborted Xacts!), redo CLR's.
- ❖ Scan forward from log rec containing smallest *recLSN* in D.P.T. For each CLR or update log rec *LSN*, REDO the action unless:
 - Affected page is not in the Dirty Page Table, or
 - Affected page is in D.P.T., but has *recLSN* > *LSN*, or
 - *pageLSN* (in DB) ≥ *LSN*.
- ❖ To *REDO* an action:
 - Reapply logged action.
 - Set *pageLSN* to *LSN*. No additional logging!



Recovery: The UNDO Phase

ToUndo = { *l* | *l* a lastLSN of a “loser” Xact }

Repeat:

- Choose largest LSN among ToUndo.
- If this LSN is a **CLR** and **undonextLSN** == **NULL**
 - ◆ Write an **End** record for this Xact.
- If this LSN is a **CLR**, and **undonextLSN** != **NULL**
 - ◆ Add **undonextLSN** to **ToUndo**
- Else this LSN is an **update**. Undo the update, write a CLR, add **prevLSN** to **ToUndo**.

Until **ToUndo** is empty.

Example of Recovery



Xact Table

lastLSN
status

Dirty Page Table

recLSN

flushedLSN

ToUndo

LSN LOG

00 — begin_checkpoint

05 — end_checkpoint

10 — update: T1 writes P5

20 — update T2 writes P3

30 — T1 abort

40 — CLR: Undo T1 LSN 10

45 — T1 End

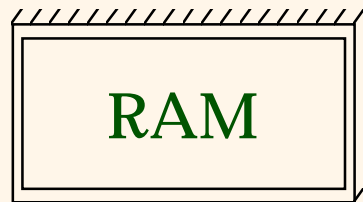
50 — update: T3 writes P1

60 — update: T2 writes P5

✗ CRASH, RESTART

prevLSNs

Example: Crash During Restart!



Xact Table

lastLSN
status

Dirty Page Table

recLSN

flushedLSN

ToUndo

LSN	LOG
00,05	begin_checkpoint, end_checkpoint
10	update: T1 writes P5
20	update T2 writes P3
30	T1 abort
40,45	CLR: Undo T1 LSN 10, T1 End
50	update: T3 writes P1
60	update: T2 writes P5
×	CRASH, RESTART
70	CLR: Undo T2 LSN 60
80,85	CLR: Undo T3 LSN 50, T3 end
×	CRASH, RESTART
90	CLR: Undo T2 LSN 20, T2 end

undonextLSN



Additional Crash Issues

- ❖ What happens if system crashes during Analysis? During REDO?
- ❖ How do you limit the amount of work in REDO?
 - Flush asynchronously in the background.
 - Watch “hot spots”!
- ❖ How do you limit the amount of work in UNDO?
 - Avoid long-running Xacts.



Summary of Logging/Recovery

- ❖ **Recovery Manager** guarantees Atomicity & Durability.
- ❖ Use WAL to allow STEAL/NO-FORCE w/o sacrificing correctness.
- ❖ LSNs identify log records; linked into backwards chains per transaction (via prevLSN).
- ❖ pageLSN allows comparison of data page and log records.



Summary, Cont.

- ❖ **Checkpointing:** A quick way to limit the amount of log to scan on recovery.
- ❖ Recovery works in 3 phases:
 - **Analysis:** Forward from checkpoint.
 - **Redo:** Forward from oldest recLSN.
 - **Undo:** Backward from end to first LSN of oldest Xact alive at crash.
- ❖ Upon Undo, write CLR's.
- ❖ Redo “repeats history”: Simplifies the logic!