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Dimitrios Georgakopoulos

Marek Rusinkiewicz

Amit P. Sheth

Wright State University - Main Campus, amit.sheth@wright.edu

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Using Tickets to Enforce the Serializability of Multidatabase Transactions

Dimitrios Georgakopoulos, Marek Rusinkiewicz, and Amit Sheth

Abstract—To enforce global serializability in a multidatabase environment the multidatabase transaction manager must take into account the indirect (transitive) conflicts between multidatabase transactions caused by local transactions. Such conflicts are difficult to resolve because the behavior or even the existence of local transactions is not known to the multidatabase system. To overcome these difficulties, we propose to incorporate additional data manipulation operations in the subtransactions of each multidatabase transaction. We show that if these operations create direct conflicts between subtransactions at each participating local database system, indirect conflicts can be resolved even if the multidatabase system is not aware of their existence. Based on this approach, we introduce optimistic and conservative multidatabase transaction management methods that require the local database systems to assure only local serializability. The proposed methods do not violate the autonomy of the local database systems and guarantee global serializability by preventing multidatabase transactions from being serialized in different ways at the participating database systems. Refinements of these methods are also proposed for multidatabase environments where the participating database systems allow schedules that are cascadeless or transactions have analogous execution and serialization orders. In particular, we show that forced local conflicts can be eliminated in rigorous local systems, local cascadelessness simplifies the design of a global scheduler and that local strictness offers no significant advantages over cascadelessness.

Keywords—multidatabase transactions, serializability, indirect conflicts, tickets, analogous execution and serialization orders, rigorous scheduling

I. Introduction

MULTIDATABASE SYSTEM (MDBS) [1], [2] is a facility that supports global applications accessing data stored in multiple databases. It is assumed that the access to these databases is controlled by autonomous and possibly heterogeneous Local Database Systems (LDBSs). The MDBS architecture (Figure 1) allows local transactions and global transactions to coexist. Local transactions are submitted directly to a single LDBS, while the multidatabase (global) transactions are channeled through the MDBS interface. The objectives of a multidatabase transaction management system are to avoid inconsistent retrievals and to preserve the global consistency in the presence of multidatabase updates. These objectives are more difficult to achieve in MDBS than in homogeneous distributed database systems because, in addition to the problems caused by data distribution that all distributed database systems have to solve, transaction management mechanisms in MDBSs must also cope with heterogeneity and autonomy of the participating LDBSs.

The most important heterogeneities from the perspective of transaction management are dissimilarities in (i) the transaction management primitives and related error detection facilities available through the LDBS interfaces, and (ii) the concurrency control, commitment, and recovery schemes used by the LDBSs.

Local autonomy is the most fundamental assumption of the MDBS concept. Autonomy specifies the degree of independence and control the LDBSs have over their data. Since total autonomy means lack of cooperation and communication, and hence total isolation, some less extreme notions of LDBS autonomy have been proposed in the literature [3], [4], [2], [5]. Garcia-Molina and Kogan [4] explored the concept of node (site) autonomy in the context of a distributed system. Veijalainen [3] classifies the LDBS autonomy requirement into design autonomy, execution autonomy, and communication autonomy. In addition to these notions of autonomy, Sheth and Larson [2] identify additional LDBS properties that preserve association autonomy. In this paper, we consider that LDBS autonomy is not violated if the following two conditions are satisfied:
1. The LDBS is not modified in any way.
2. The local transactions submitted to the LDBS need not to be modified in any way (e.g., to take into account that the LDBS participates in a MDBS).

In a multidatabase environment the serializability of local schedules is, by itself, not sufficient to maintain multidatabase consistency. To ensure that global serializability
is not violated, local schedules must be validated by the MDBS. However, the local serialization orders are neither reported by the local database systems, nor can they be determined by controlling the submission of global subtransactions or observing their execution order. To determine the serialization order of the global transactions at each LDBS, the MDBS must deal not only with direct conflicts that may exist between the subtransactions of multidatabase transactions, but also with the indirect conflicts that may be caused by local transactions. Since the MDBS has no information about the existence and behavior of local transactions, determining if an execution of global and local transactions is globally serializable is difficult. An example illustrating this problem is presented in the next section.

Several solutions have been proposed in the literature to deal with this problem, however, most of them are not satisfactory. The main problem with the majority of the proposed solutions is that they do not provide a way of assuring that the operation execution order of global transactions, which can be controlled by the MDBS, is reflected in the local serialization order of the global transactions produced by the LDBSs. For example, it is possible that a global transaction $G_i$ is executed and committed at some LDBS before another global transaction $G_j$, but their local serialization order is reversed. In this paper, we address this problem by introducing a technique that disallows such local schedules, and enables the MDBS to determine the serialization order of global transactions in each participating LDBS. Our method does not violate the local autonomy and is applicable to all LDBSs that ensure local serializability. Unlike other solutions that have been proposed in the literature, our technique can be applied to LDBSs that provide interfaces at the level of set-oriented queries and updates (e.g., SQL or QUEL).

Having established a method to determine the local serialization order of global transactions in LDBSs, we introduce optimistic and conservative methods that enforce global serializability. In addition, we propose efficient refinements of these methods for multidatabase environments where the participating database systems use cascadeless or rigorous schedulers [6], [7]. We show that multidatabase scheduling is simplified in multidatabase environments where all local systems are cascadeless. Further simplifications are possible if LDBSs use one of the many common schedulers that assure that transaction serialization orders are analogous to their commitment order. We show that in such multidatabase environments the local serialization order of global transactions can be determined by controlling their commitment order at the participating LDBSs. Although we address the problem of enforcing global serializability in the context of a multidatabase system, the solutions described in this paper can be applied to a Distributed Object Management System [8].

This paper is organized as follows. In Section II, we identify the difficulties in maintaining global serializability in MDBSs and review related work. The multidatabase model and our assumptions and requirements towards local database management systems are discussed in Section III. In Section IV, we introduce the concept of a ticket and propose the Optimistic Ticket Method (OTM) for multidatabase transaction management. To guarantee global serializability, OTM requires that the LDBSs ensure local serializability. In Section V, we introduce the Conservative Ticket Method (CTM) that also requires global transactions to take tickets but is free from global restarts. Variations of OTM and CTM that use simpler global schedulers but work only in multidatabase systems in which all local systems are cascadeless are presented in Section VI. In Section VII we introduce the concept of implicit tickets and propose the Implicit Ticket Method (ITM) which does not require subtransaction tickets but works only in multidatabase environments where the participating LDBSs are rigorous. Integrating the methods above in mixed multidatabase schedulers is discussed in Section VIII. Finally, in Section IX, we summarize our results.

II. Problems in maintaining global serializability and related work

Many algorithms that have been proposed for transaction management in distributed systems are not directly applicable in MDBSs because of the possibility of indirect conflicts caused by the local transactions. To illustrate this point consider Figure 2 which depicts the execution of two multidatabase transactions $G_1$ and $G_2$, and a local transaction $T_1$. If a transaction $G_i$ reads a data item $a$, we draw an arc from $a$ to $G_i$. An arc from $G_i$ to $a$ denotes that $G_i$ writes $a$. In our example, the global transactions have subtransactions in both LDBSs. In LDBS1, $G_1$ reads $a$ and $G_2$ later writes $a$. Therefore, $G_1$ and $G_2$ indirectly conflict in LDBS1 and the serialization order of the transactions is $G_1 \rightarrow G_2$. In LDBS2, $G_1$ and $G_2$ access different data items: $G_1$ writes $c$ and later $G_2$ reads $b$. Hence, there is no direct conflict between $G_1$ and $G_2$ in LDBS2. However, since the local transaction $T_1$ writes $b$ and reads $c$, $G_1$ and $G_2$ conflict indirectly in LDBS2. This indirect conflict is caused by the presence of the local transaction $T_1$. In this case, the serialization order of the transactions in LDBS2 becomes $G_2 \rightarrow T_1 \rightarrow G_1$.

In a multidatabase environment, the MDBS has control over the execution of global transactions and the operations they issue. Therefore, the MDBS can detect direct conflicts involving global transactions, such as the conflict between $G_1$ and $G_2$ at LDBS1 in Figure 2. However, the MDBS has no information about local transactions and the indirect conflicts they may cause. For example, since the MDBS has no information about the local transaction $T_1$, it cannot detect the indirect conflict between $G_1$ and $G_2$ at LDBS2. Although both local schedules are serializable, the global schedule is non-serializable, i.e., there is no global order involving $G_1$, $G_2$ and $T_1$ that is compatible with both local schedules.

In the early work in this area, the problems caused by indirect conflicts were not fully recognized. In [9], Gilgior and Popescu-Zeletin stated that a schedule of multidatabase transactions is correct if multidatabase transactions have
Given a pair of multidatabase transactions undesirable conflicts between multidatabase transactions may not always be possible without violating the autonomy of the LDBS. The simplest altruistic locking protocol allows the concurrent execution of $G_1$ and $G_2$ if they access different LDBSs. If there is a LDBS that both $G_1$ and $G_2$ need to access, $G_2$ cannot access it before $G_1$ has finished its execution there.

**Limiting multidatabase membership to the LDBSs that use strict schedulers.** By disallowing local executions that are serializable but not strict, this approach places additional restrictions on the execution of both global and local transactions at each participating LDBS. A solution in this category, called the 2PC Agent Method, was proposed in [15]. The 2PC Agent Method assumes that the participating LDBSs use two-phase locking (2PL) [16] schedulers and produce only strict [17] schedules. The basic idea in this method is that strict LDBSs will not permit local executions that violate global serializability. However, even local strictness is not sufficient. To illustrate this problem, consider the LDBSs in Figure 2 and the following local schedules:

- $LDBS_1$: $r_{G_1}(a)w_{G_2}(a)$, i.e., $G_1 \rightarrow G_2$
- $LDBS_2$: $r_1(c)w_{G_1}(c)r_{G_2}(b)w_1(b)$, i.e., $G_2 \rightarrow T_1 \rightarrow G_1$

**Controlling the submission and execution order of global transactions.** Alonso et al. proposed to use site locking in the altruistic locking protocol [13] to prevent undesirable conflicts between multidatabase transactions. Given a pair of multidatabase transactions $G_1$ and $G_2$, the simplest altruistic locking protocol allows the concurrent execution of $G_1$ and $G_2$ if they access different LDBSs. If there is a LDBS that both $G_1$ and $G_2$ need to access, $G_2$ cannot access it before $G_1$ has finished its execution there.

**Assume conflicts among global transactions whenever they execute at the same site.** This idea has been used by Logar and Sheth [12] in the context of distributed deadlocks in MDBSs and by Breitbart et al. [18] for concurrency control in the Amoco Distributed Database System (ADDS). Both approaches are based on the notion of the site graph. In the ADDS method, when a global transaction issues a subtransaction to a LDBS, undirected edges are added to connect the nodes of the LDBSs that participate in the execution of the global transaction. If the addition of the edges for a global transaction does not create a cycle in the graph, multidatabase consistency is preserved and the global transaction is allowed to proceed. Otherwise, inconsistencies are possible and the global transaction is aborted.

The site graph method does not violate the local autonomy and correctly detects possible conflicts between multidatabase transactions. However, when used for concurrency control, it has significant drawbacks. First, the degree of concurrency allowed is rather low because multidatabase transactions cannot be executed at the same LDBS concurrently. Second, since site locking uses an undirected graph to represent conflicts, not all cycles in the graph correspond to globally non-serializable schedules. Third, and more importantly, the MDBS using site graphs has no way to determine when it is safe to remove the edges of a committed global transaction. The edge removal policy used in the Serialization Graph Testing algorithm [17] is not applicable in this case, since the site graph is undirected.

To illustrate this problem consider the LDBSs in Figure 2 and the following local schedules:

- $LDBS_1$: $r_{G_1}(a)commit_{G_1}w_{G_2}(a)$
- $LDBS_2$: $r_1(c)w_{G_1}(c)commit_{G_2}r_{G_2}(b)$

**Variables:**
- $G_1$, $G_2$: Global transactions
- $LDBS_1$, $LDBS_2$: LDBSs
- $T_1$: Site transaction
- $r_{G_i}(a)$: Read lock on $a$ by $G_i$
- $w_{G_i}(a)$: Write lock on $a$ by $G_i$
- $commit_{G_i}$: Commit transaction $G_i$
- $a$, $b$, $c$: Resources

**Figure 2:** Serial execution of multidatabase transactions may violate serializability.
Since \( G_1 \) and \( G_2 \) perform operations in both LDBSs the site graph that corresponds to the schedules above contains a cycle between \( G_1 \) and \( G_2 \). To resolve the cycle, the site graph method aborts \( G_2 \). Suppose that the edges corresponding to \( G_1 \) are removed from the site graph immediately following the commitment of \( G_1 \). If \( G_2 \) is restarted after the commitment of \( G_1 \), it will be allowed to commit, since there is no cycle in the site graph. Now suppose that after \( G_2 \) commits, a local transaction \( T_i \) issues \( w \), and commits. The execution of these operations results in the schedules shown in Figure 2 that locally serializable, but globally non-serializable. Therefore, if the edges corresponding to a global transaction are removed from the site graph immediately following its commitment, global serializability may be violated.

The site graph method may work correctly if the removal of the edges corresponding to a committing transaction is delayed. However, concurrency will be sacrificed. In the scenario represented by Figure 2, the edge corresponding to \( G_1 \) can be removed after the commitment of the local transaction \( T_i \). However, the MDBS has no way of determining the time of commitment or even the existence of the local transaction \( T_i \). This problem has been recognized in [6, 7].

Modifying the local database systems and/or applications. Pu [19] has shown that global serializability can be ensured if LDBSs present their local serialization orders to the MDBS. Since traditional DBMSs usually do not provide their serialization order, Pu suggests modifying the LDBSs to provide it. Pons and Vilarem [20] proposed modifying existing applications so that all transactions (including local ones) are channeled through multidatabase interfaces. Both methods mentioned here preserve multidatabase consistency, but at the expense of partially violating the local autonomy.

Rejecting serializability as the correctness criterion. The concept of sagas [21, 22] has been proposed to deal with long-lived transactions by relaxing transaction atomicity and isolation. Quasi-serializability [23] assumes that no value dependencies exist among databases so indirect conflicts can be ignored. S-transactions [24] and flexible transactions [25] use transaction semantics to allow non-serializable executions of global transactions. These solutions do not violate the LDBS autonomy and can be used whenever the correctness guarantees they offer are applicable. In this paper, we assume that the global schedules must be serializable.

The MDBS processes each global transaction \( G \) as follows. First, the MDBS decomposes \( G \) to subtransactions \( g_1, g_2, \ldots, g_n \). The decomposition of \( G \) is based on the location of the data objects \( G \) accesses. For example, if \( G \) accesses data objects on LDBS, the MDBS issues a subtransaction \( g_1 \) to carry out the operations of \( G \) at LDBS. We assume that subtransactions generated by the MDBS satisfy the following requirements:

1. There is at most one subtransaction per LDBS for each global transaction.
2. Like global transactions, subtransactions consists of database operations and transaction management operations. All subtransaction operations can be executed locally by the LDBS. A subtransaction can perform a prepare-to-commit operation before issuing Commit, if the LDBS provides this operation in its interface.
3. Subtransactions have a visible prepared-to-commit state.

We say that a transaction enters its prepared-to-commit state [26] when it completes the execution of its database operations and leaves this state when it is committed or aborted. During this time, all updates reside in its private workspace and become permanent in the database when the transaction is committed. The prepared-to-commit state is visible if the application program (in this case the MDBS) can decide whether the transaction should commit or abort. To process \( G \), the MDBS submits the subtransactions of \( G \) to their corresponding LDBSs. To ensure that the logically indivisible action to commit or abort \( G \) is consistently carried out in the participating sites, the MDBS uses the two-phase commit (2PC) [26] protocol. Since LDBSs may reside at remote sites, an MDBS agent process is associated with each LDBS to submit \( G \)'s operations to the LDBS and handle the exchange and synchronization of all messages to and from the MDBS.

A. Local database management systems assumptions

We assume that a LDBS provides the following features without requiring any modification:

1. Permits only serializable and recoverable [17] schedules.
2. Ensures failure atomicity and durability of transactions. If a subtransaction fails or is aborted, the DBMS automatically restores the database to the state produced by the last (locally) committed transaction.
3. Supports the \texttt{begin}, \texttt{commit} and \texttt{abort (rollback)} transaction management operations. Each subtransaction can either issue a \texttt{commit} and install its updates in the database or issue an \texttt{abort} to roll back its effects.
4. Notifies the transaction programs of any action it takes unilaterally. In particular, it is assumed that a DBMS interface is provided to inform subtransaction programs when they are unilaterally aborted by the LDBS. For example, to resolve a deadlock, a DBMS may roll back one (e.g., the youngest) of the transactions involved and notify the killed transaction about the rollback (e.g., by setting a flag in the program.

III. The multidatabase system model

Global transactions consist of a transaction \texttt{begin} operation, a partially ordered collection of read and write operations, and a \texttt{commit} or \texttt{abort (rollback)} operation. In the following discussion, we refer to the collection of the read and write operations performed by a transaction \( T \) as the \textit{database operations} of \( T \). We use the term \textit{transaction management operations} to refer to the non-database operation performed by \( T \).
commercial DBMSs, including SYBASE. Furthermore, all the features described above comply with the SQL [27] and RDA [28] standards.

Most DBMSs use high level languages (e.g. SQL) to support set-oriented queries and updates. In our discussion we model global transactions, their subtransactions and local transactions as collections of read and write operations. We have chosen the read/write transaction model to simplify the discussion of problems in enforcing global serializability in a multidatabase environment, and we use this model to describe corresponding solutions. However, the use of the read/write model neither limits the generality of the solution proposed in this paper, nor makes it more difficult to apply them in a LDBS that supports interfaces at the level of set-oriented queries and updates. To illustrate this, we have included an Appendix that discusses implementation-related issues for LDBS using SQL interfaces.

B. The prepared-to-commit state in a multidatabase environment

Earlier in Section III, we listed the assumption that subtransactions have a visible prepared-to-commit state. Many database management systems, designed using the client-server architecture (e.g., SYBASE) provide a visible prepared-to-commit state and can directly participate in a multidatabase system. On the other hand, if the LDBS does not explicitly provide such a state, the MDBS can simulate it [29], [30].

To simulate the prepared-to-commit state of a subtransaction, the MDBS must determine whether all database operations issued by the subtransaction have been successfully completed. One way to accomplish this is to force a handshake after each operation, i.e., the MDBS must submit the operations of each subtransaction one at a time and wait for the completion of the previous database operation before submitting the next one. Alternatively, the RDA standard [28] allows asynchronous submission of several database operations and provides a mechanism to inquire about the status of each of them.

Consider the state of a subtransaction that has successfully finished all its operations but is neither committed nor aborted. To distinguish such a state from a prepared-to-commit state, we refer to it as the simulated prepared-to-commit state. The basic difference between the prepared-to-commit state and the simulated prepared-to-commit state is that a transaction in the simulated state has no firm assurance from the DBMS that it will not be unilaterally aborted. However, database management systems do not unilaterally abort any transaction after it has entered its simulated prepared-to-commit state. Transactions in this state cannot be involved in deadlocks because they have successfully performed all their operations and have acquired all their locks. The same is true for LDBS that use aborts and restarts to resolve conflicts. For example, timestamp ordering [17] aborts a transaction when it issues an operation that conflicts with some operation performed earlier by a younger transaction. Therefore, timestamp ordering schedulers never abort transactions after they have successfully issued all their operations and entered their simulated prepared-to-commit state. The behavior of optimistic concurrency control protocols [32] is similar. No transaction is ever aborted after it passes validation.

While DBMS do not abort transactions in this state for concurrency control and recovery reasons, it is possible to argue that DBMS must set timeouts to avoid having “idle” transactions holding resources forever. However, due to the difficulties in determining whether a subtransaction is “idle” and for how long, the only timeouts set by most DBMSs are on outstanding operations (e.g., in SYBASE and ORACLE). Therefore, when the last read or write operation of a subtransaction is completed, the MDBS can be certain that the subtransaction has entered a state which in practice is no different from the prepared-to-commit state required by 2PC. In the rest of this paper, we do not distinguish whether a visible prepared-to-commit state is simulated or is provided by local systems. Additional issues related to the problem of effectively providing a prepared-to-commit state are discussed in [33].

IV. The Optimistic Ticket Method (OTM)

In this section, we describe a method for multidatabase transaction management, called OTM, that does not violate LDBS autonomy and guarantees global serializability if the participating LDBSs ensure local serializability. The proposed method addresses two complementary issues:

1. How MDBS can obtain information about the relative serialization order of subtransactions of global transactions at each LDBS?

2. How MDBS can guarantee that the subtransactions of each multidatabase transaction have the same relative serialization order in all participating LDBSs?

In the following discussion, we do not consider site failures (commitment and recovery of multidatabase transactions are discussed, among others, in [34], [35], [36], [33]).

A. Determining the local serialization order

OTM uses tickets to determine the relative serialization order of the subtransactions of global transactions at each LDBS. A ticket is a (logical) timestamp whose value is

1 Any mention of product or vendors in this paper is done for background information, or to provide an example of a technology for illustrative purposes and should not be construed as either a positive or negative commentary on that product or vendor. Neither inclusion of a product or a vendor in this paper nor omission of a product or a vendor should be interpreted as indicating a position or opinion of that product or vendor on the part of the authors or of Bellcore. Each reader is encouraged to make an independent determination of what products are in the marketplace and whether particular features meet their individual needs.

2 Wound-Wait deadlock avoidance technique [31] may abort a transaction holding a lock because some other transaction requests the same lock. This is the only policy we are aware of that may abort a transaction in its simulated prepared-to-commit state. Since its use is limited in commercial DBMSs, we do not consider it in this paper and assume that a transaction in the simulated prepared-to-commit state is not aborted by its LDBS.
stored as a regular data item in each LDBS. Each sub-
transaction of a global transaction is required to issue the
Take-A-Ticket operation which consist of reading the
value of the ticket (i.e., r(ticket)) and incrementing it (i.e.,
w(ticket + 1)) through regular data manipulation opera-
tions. The value of a ticket and all operations on tickets
issued at each LDBS are subject to local concurrency con-
trol and other database constraints. Only a single ticket
value per LDBS is needed. The Take-A-Ticket operation
does not violate local autonomy because no modification of
the local systems is required. Only the subtransactions of
global transactions have to take tickets; local transactions
are not affected.

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{figure3.png}
\caption{The effects of the Take-A-Ticket approach.}
\end{figure}

Figure 3 illustrates the effects of the Take-A-Ticket pro-
cess on the example in Figure 2. The ticket data items at
LDBS1 and LDBS2 are denoted by t1 and t2, respectively.
In LDBS1, the t1 values obtained by the subtransactions
of G1 and G2 reflect their relative serialization order. This
schedule will be permitted by the local concurrency con-
troller at LDBS1. In LDBS2 the local transaction T1 causes
an indirect conflict such that G2 → T1 → G1. However,
by requiring the subtransactions to take tickets we force
an additional conflict G1 → G2. This additional ticket
conflict causes the execution at LDBS2 to become locally
non-serializable. Therefore, the local schedule:
\[
\begin{align*}
  &r_{G1}(t1)w_{G1}(t1 + 1)r_{G1}(a)r_{G2}(t1)w_{G2}(t1 + 1) \\
  &w_{G2}(a), \text{i.e., } G1 \rightarrow G2 \\
  &r_{T1}(c)r_{G2}(t2)w_{G2}(t2 + 1)r_{G2}(c)r_{G2}(t2)w_{G2}(t2 + 1) \\
  &w_{G2}(b)w_{T1}(b)
\end{align*}
\]
will not be allowed by the local concurrency control (i.e.,
the subtransaction of G1 or the subtransaction of G2 or T1
will be blocked or aborted).

On the other hand, if the local schedule in LDBS2 were
for example:

\[
\begin{align*}
  &r_{G2}(t2)w_{G2}(t2 + 1)r_{G2}(c)r_{G2}(t2)w_{G2}(t2 + 1) \\
  &r_{T1}(c)w_{T1}(b)
\end{align*}
\]
the tickets obtained by G1 and G2 would reflect their rela-
tive serialization order there and the local schedule would
be permitted by the local concurrency control at LDBS2.
Although the transactions in our example take their tick-
ets at the beginning of their execution, transactions may
take their tickets at any time during their lifetime without
affecting the correctness of the Take-A-Ticket approach.
Theorem 1 formally proves that the tickets obtained by
the subtransactions at each LDBS are guaranteed to re-
fect their relative serialization order.

**Theorem 1:** The tickets obtained by the subtransactions
of multidatabase transactions determine their relative ser-
ialization order.

Proof: Let g1 and g2 be the subtransactions of global trans-
actions G1 and G2, respectively, at some LDBS. Without
loss of generality we can assume that g1 takes its ticket
before g2, i.e., r_{g1}(ticket) precedes r_{g2}(ticket) in the
local execution order. Since a subtransaction takes its ticket
first and then increments the ticket value, only the fol-
lowing execution orders are possible:
\[
\begin{align*}
  &E1: r_{g1}(ticket)w_{g1}(ticket + 1)w_{g2}(ticket + 1) \\
  &E2: r_{g2}(ticket)w_{g1}(ticket + 1)w_{g2}(ticket + 1) \\
  &E3: r_{g1}(ticket)w_{g2}(ticket + 1)r_{g2}(ticket)
\end{align*}
\]
However, among these executions only E2 is serializable
and can be allowed by the LDBS concurrency control.
Therefore, g1 increments the ticket value before g2 reads
it and g2 obtains a larger ticket than g1.

To show now that g1 can only be serialized before g2, it
is sufficient to point out that the operations to take and
increment the ticket issued first by g1 and then by g2 create
a direct conflict g1 → g2. This direct conflict forces g1
and g2 to be serialized according to the order in which they
take their tickets. More specifically, if there is another direct
conflict between g1 and g2, such that g1 → g3 (Figure 4
d)) or indirect conflict caused by local transactions, such
that g3 → T1 → T2 → ... → Tn → g1 (n ≥ 1) (Figure 4
e)), the resulting schedule is serializable and both g1 and g2
are allowed to commit. In this case, g1 is serialized before g2
and this is reflected by the order of their tickets. However,
if there is a direct conflict g2 → g3 (Figure 4 (h)), or
an indirect conflict g2 → T1 → T2 → ... → Tn → g2 (n ≥ 1) (Fig-
ure 4 (d)), the ticket conflict g2 → g3 creates a cycle in the
local serialization graph. Hence, this execution becomes
non-serializable and is not allowed by the LDBS concur-
rency control. Therefore, indirect conflicts can be resolved
through the use of tickets by the local concurrency control
even if the MDBS cannot detect their existence.

An implementation of tickets and the Take-A-Ticket op-
eration in LDBSs using SQL is described in Appendix I.

B. Enforcing global serializability

To maintain global consistency, OTM must ensure that
the subtransactions of each global transaction have the
same relative serialization order in their corresponding
LDBSs [10]. Since, the relative serialization order of the
subtransactions at each LDBS is reflected in the values of
their tickets, the basic idea in OTM is to allow the subtransactions of each global transaction to proceed but commit them only if their ticket values have the same relative order in all participating LDBSs. This requires that all subtransactions of global transactions have a visible prepared-to-commit state.

OTM processes a multidatabase transaction \( G \) as follows. Initially, it sets a timeout for \( G \) and submits its subtransactions to their corresponding LDBSs. All subtransactions are allowed to interleave under the control of the LDBSs until they enter their prepared-to-commit state. If they all enter their prepared-to-commit states, they wait for the OTM to validate \( G \). The validation can be performed using a Global Serialization Graph (GSG) test.\(^4\) The nodes in GSG correspond to "recently" committed global transactions. For any pair of recently committed global transactions \( G_i \) and \( G_j \), GSG contains a directed edge \( G_i \rightarrow G_j \) if at least one subtransaction of \( G_i \) was serialized before (obtained a smaller ticket than) the subtransaction of \( G_j \) in the same LDBS. A strategy for node removal from the GSG is presented in Lemma 1 below.

Initially, GSG contains no cycles. During the validation of a global transaction \( G \), OTM first creates a node for \( G \) in GSG. Then, it attempts to insert edges between \( G \)'s node and nodes corresponding to every recently committed multidatabase transaction \( G' \). If the ticket obtained by a subtransaction of \( G \) at some LDBS is smaller (larger) than the ticket of the subtransaction of \( G' \) there, an edge \( G \rightarrow G' \) (\( G 
arrow G' \)) is added to GSG. If all such edges can be added without creating a cycle in GSG, \( G \) is validated. Otherwise, \( G \) does not pass validation, its node together with all incident edges is removed from the graph, and \( G \) is restarted. This validation test is enclosed in a single critical section.\(^5\)

\( G \) is also restarted, if at least one LDBS forces a subtransaction of \( G \) to abort for local concurrency control reasons (e.g., local deadlock), or its timeout expires (e.g., global deadlock). If more than one of the participating LDBSs uses a blocking mechanism for concurrency control, the timeouts mentioned above are necessary to resolve global deadlocks.

The timeout assigned to a global transaction \( G \) is based on a conservative estimate of the expected execution time of \( G \). If it is difficult to estimate the expected duration of a global transaction \( G \), an alternative solution is to set a different timeout for each subtransaction of \( G \). The latter timeout strategy can be combined with a wait-for graph (WFG). The WFG is maintained by the MDBS and has LDBSs as nodes. If a cycle is found in the WFG, and the cycle involves LDBSs that use a blocking scheme to synchronize conflicting transactions, a deadlock is possible. MDBSs that maintain a WFG can resolve global deadlocks by setting timeouts only for operations issued at LDBSs that are involved in a WFG cycle and, in addition, use blocking to enforce local serializability and recoverability.

In this paper, we do not discuss timeout strategies further, because the choice of the timeout strategy does not affect the correctness of OTM. A decentralized deadlock-free refinement of the Optimistic Ticket Method is described in [38].

As we mentioned, the serialization graph must contain only the nodes corresponding to recently committed global transactions. Below we provide a condition for safe removal of transaction nodes from the serialization graph.

**Lemma 1:** A node corresponding to a committed transaction \( G' \) can be safely removed from the serialization graph if it has no incoming edges and all transactions that were active at the time \( G' \) was committed are either committed or aborted. When a node is removed from the graph, all edges incident to the node can be also removed.

**Proof:** For a transaction node to participate in a serialization cycle it must have at least one incoming edge. No transaction started after the commitment of \( G' \) can take its tickets before \( G' \), so it cannot add incoming edges to the node of \( G' \). Since we assume that \( G' \) has no incoming

\(^4\) Other validation tests such as the certification scheme proposed in [19] can be also used to validate global transactions.

\(^5\) Including the validation test in a critical section has been originally proposed by Kung and Robinson in [32]. Several schemes have been proposed in the literature (e.g., the parallel validation schemes in [32], [36]) to deal with the possibility of bottlenecks caused by such critical sections. Although we could have adopted any of these schemes, there is no evidence that they allow more throughput than performing transaction validation serially, i.e., within a critical section as in OTM. Most commercial implementations of optimistic concurrency control protocols have chosen serial validation over parallel validation for similar reasons (e.g., Datasync [37]).
edges and all transactions that were active at the time $G'$
was committed are finished, the node corresponding to $G'$
will be never involved in a serialization cycle. Therefore, is
can be safely removed from the serialization graph. □

The following theorem proves the correctness of OTM.

**Theorem 2:** OTM guarantees global serializability if the
following conditions hold:
1. the concurrency control mechanisms of the LDBSs ensure
local serializability;
2. each multidatabase transaction has at most one sub-
transaction at each LDBS; and
3. each subtransaction has a visible prepared-to-commit state.

**Proof:** We have already shown that the order in which sub-
transactions take their tickets reflects their relative serial-
ization order (Theorem 1). After the tickets are obtained by a global transaction at all sites it executes, OTM per-
forms the global serialization test described earlier in this
section. Global transactions pass validation and are allowed commit only if their relative serialization order is the
same at all participating LDBSs. Lemma 1 shows that the
serialization test involving only the recently committed transactions is sufficient to guarantee global serializability.

□

**C. Effect of the ticketing time on the performance of OTM**

OTM can process any number of multidatabase transac-
tions concurrently, even if they conflict at multiple LDBSs.
However, since OTM forces the subtransactions of multi-
database transactions to directly conflict on the ticket, it
may cause some subtransactions to get aborted or blocked
because of ticket conflicts (Figure 4 (b)). Since subtrans-
actions may take their tickets at any time during their lifetime without affecting the correctness of OTM, opti-
mization based on the characteristics of each subtrans-
anction (e.g., number, time and type of the data manipulation operations issued or their semantics) is possible. For example, if all global transactions conflict directly at some
LDBS, there is no need for them to take tickets. To deter-
de the relative serialization order there, it is sufficient
to observe the order in which they issue their conflicting
operations.

Choosing the right time to take a ticket during the lifetime of a subtransaction can minimize the synchroniza-
tion conflicts among subtransactions. For example, if a
LDBS uses 2PL it is more appropriate to take the ticket immediately before a subtransaction enters its prepared-
to-commit state. To show the effect of this convention con-
sider a LDBS that uses 2PL for local concurrency control
(Figure 5 (a)). 2PL requires that each subtransaction sets a write lock on the ticket before it increments its value.
Given four concurrent subtransactions $g_1$, $g_2$, $g_3$ and $g_4$, $g_1$ does not interfere with $g_2$ which can take its ticket and commit before $g_1$ takes its ticket. Similarly, $g_1$ does not in-
terfere with $g_3$, so $g_1$ can take its ticket and commit before $g_3$ takes its ticket. However, when $g_4$ attempts to take its

ticket after $g_1$ has taken its ticket but before $g_1$ commits
and releases its ticket lock, it gets blocked until $g_1$ is com-
mitted. The ticket values always reflect the serialization
order of the subtransactions of multidatabase transactions
but ticket conflicts are minimized if $g_1$ takes its ticket as
d close as possible to its commit time.

If a LDBS uses timestamp ordering (TO) [17] (Figure 5
(b)), it is better to obtain the ticket when the subtrans-
action begins its execution. TO assigns a timestamp $t\text{st}(g_1)$
to a subtransaction $g_1$ when it begins its execution. Let $g_2$
be another subtransaction such that $t\text{st}(g_1) < t\text{st}(g_2)$. If the
ticket obtained by $g_1$ has a larger value than the ticket of
$g_2$ then $g_1$ is aborted. Clearly, if $g_2$ increments the ticket value before $g_1$ then, since $g_2$ is younger than $g_1$, either
$g_2\text{st}(\text{ticket})$ or $w_2\text{st}(\text{ticket})$ conflicts with the $w_1\text{st}(\text{ticket})$ and
$g_1$ is aborted. Hence, only $g_1$ is allowed to increment the

Fig. 5. Preferred ticketing in LDBSs.
ticket value before $g_2$. Similarly, if $g_2$ reads the ticket before $g_1$ increments it, then when $g_1$ issues $t_{s_1}(ticket)$ it conflicts with the $t_{s_2}(ticket)$ operation issued before and $g_1$ is aborted. Therefore, given that $ts(g_1) < ts(g_2)$, either $g_1$ takes its ticket before $g_2$ or $g_1$ is aborted. Hence, it is better for subtransactions to take their tickets as close as possible to the point they are assigned their timestamps under TO, i.e., at the beginning of their execution.

Another significant optimization can be used to completely eliminate tickets in LDBSs that use TO schedulers. Let $g_1$ and $g_2$ be a pair of subtransactions that do not take tickets. Since transactions under the control of a TO scheduler are assigned their timestamp some time between their submission and the time they complete their first database operation, the global scheduler can ensure that $g_1$ obtains a local timestamp smaller than the timestamp of $g_2$ by delaying the submission of $g_2$ until $g_1$ completes its first database operation. By using this technique, the global scheduler can ensure that the submission order of the subtransactions determines their local serialization order and that $g_1$ is serialized before $g_2$ in the local system.

Finally, if a LDBS uses an optimistic concurrency control (OCC) protocol there is no best time for the subtransactions to take their tickets (Figure 5 (c)). Transactions under the control of OCC have a read phase that is followed by a validation phase. OCC uses transaction readsets and writesets to validate transactions. Only transactions that pass validation enter a write phase. Thus, each subtransaction $g_1$ reads the ticket value before it starts its (serial or parallel) validation but increments it at the end of its write phase. If another transaction $g_2$ is able to increment the ticket in the meantime, $g_1$ does not pass validation and is restarted.

The basic advantages of OTM are that it requires the local systems to ensure only local serializability and that the optimistic global scheduler imposes no restrictions on the local execution of global transactions. Its main disadvantages are the following:

- under optimistic scheduling global restarts are possible,
- the global scheduler must maintain a GSG, and
- tickets introduce additional conflicts between global transactions which may not conflict otherwise.

In the following three sections we describe solutions that address these issues, respectively.

V. The Conservative Ticket Method (CTM)

OTM does not affect the way in which the LDBSs handle the execution of global transactions up to the point in which their subtransactions enter their prepared-to-commit state. Optimistic global schedulers based on uncontrolled local execution of the global subtransactions, such as OTM, are easier to implement and in some cases allow more concurrency than conservative schedulers. However, since optimistic global schedulers allow global transactions to take their tickets in any order, they suffer from global restarts caused by out-of-order ticket operations. To explain the problem of global restarts consider a situation in which a global transaction $G_i$ obtains its ticket before another global transaction $G_j$ at some LDBS. If in another LDBS $G_j$ is able to obtain its ticket before $G_i$, the MDBS scheduler aborts and restarts either $G_i$ or $G_j$ to disallow the globally non-serializable execution of their ticket operations. In multibase systems in which the participating LDBSs use blocking for local concurrency control, the incompatible orders in which $G_i$ and $G_j$ take their tickets in different LDBS causes a global deadlock. To resolve such a global deadlock the OTM scheduler aborts and restarts the global transaction whose timeout expires first. If the LDBSs do not use blocking for local concurrency control, then incompatible execution orders of ticket operations cause a cycle in the GSG. In this case, the global transaction that enters global validation last is rejected, and the OTM scheduler aborts it.

In this section we describe CTM, a method for multibase transaction management that eliminates global restarts. Like OTM, CTM requires subtransactions of global transactions to take tickets at their corresponding LDBSs. However, unlike OTM, CTM controls the order in which the subtransactions take their tickets. To avoid global restarts, CTM ensures that the relative order in which global transaction take their tickets is the same in all participating LDBS.

CTM requires that all subtransactions of global transactions have a visible prepared-to-Take-A-Ticket state in addition to a visible prepared-to-commit state. A subtransaction enters its prepared-to-Take-A-Ticket state when it successfully completes the execution of all its database operations that precede the Take-A-Ticket operations and leaves this state when it reads the ticket value. The visible prepared-to-Take-A-Ticket state can be provided by the multibase system by employing the same techniques that simulate the prepared-to-commit state. For example, one way to make the prepared-to-Take-A-Ticket state of a subtransaction visible, is to force a handshake after each database operation that precedes the Take-A-Ticket operations. That is, if all operations that precede the Take-A-Ticket operations are completed successfully, the MDBS can be certain that the subtransaction has entered its prepared-to-Take-A-Ticket state. We say that a global transaction becomes prepared to take its tickets when all its subtransactions enter their prepared-to-Take-A-Ticket state.

CTM processes a set $G$ of global transactions as follows. Initially, the CTM sets a timeout for each global transaction in $G$, and then submits its subtransactions to the corresponding LDBSs. The subtransactions of all global transactions are allowed to interleave under the control of the LDBSs until they enter their prepared-to-Take-A-Ticket state. Without loss of generality, suppose that the subtransactions of global transactions $G_1, G_2, \ldots, G_k$ in $G$ become prepared to take their tickets before their timeout expires. Furthermore, suppose that a subtransaction of $G_i$ enters its prepared-to-Take-A-Ticket state after all subtransactions of $G_1$ become prepared to take their tickets (i.e., $G_1$ becomes prepared to take its tickets before
A subtransaction of $G_3$ becomes prepared to take its ticket after all subtransactions of $G_3$ enter their prepared-to-Take-A-Ticket state (i.e., $G_3$ becomes prepared to take its tickets before $G_3$); and a subtransaction of $G_4$ enters its prepared-to-Take-A-Ticket state after all subtransactions of $G_{k-1}$ become prepared to take tickets (i.e., $G_{k-1}$ becomes prepared to take its tickets before $G_k$). The CTM allows the subtransactions of such global transactions $G_1$, $G_2$, ..., $G_k$ to take their tickets in the following order: the subtransactions of $G_1$ take their tickets before the subtransactions of $G_2$, the subtransactions of $G_2$ take tickets before the subtransactions of $G_3$, ..., the subtransactions of $G_{k-1}$ take their tickets before the subtransactions of $G_k$.

Global transactions are allowed to commit only if all their subtransactions successfully take their tickets and report their prepared-to-commit state. On the other hand, the MDBSs abort and restart any multidatabase transaction that has a subtransaction that did not report its prepared-to-commit state before the subtransactions of $G_{k-1}$ take their tickets and before the subtransactions of $G_k$.

Global transactions are allowed to commit only if all their subtransactions successfully take their tickets and report their prepared-to-commit state. On the other hand, the MDBSs abort and restart any multidatabase transaction that has a subtransaction that did not report its prepared-to-commit state before the subtransactions of $G_{k-1}$ take their tickets and before the subtransactions of $G_k$.

Theorem 3: CTM guarantees global serializability and it is free of global restarts if the following conditions are satisfied:
1. the concurrency control mechanisms of the LDBSs ensure local serializability;
2. each multidatabase transaction has at most one subtransaction at each LDBS; and
3. each subtransaction has a visible prepared-to-Take-A-Ticket and a visible prepared-to-commit state.

Proof: Without loss of generality, suppose that global transactions in a set $G$ become prepared to take their tickets in the following order: $G_1$, $G_2$, ..., $G_k$. Under the control of CTM, $G_1$ takes all its tickets before $G_2$ takes its tickets, $G_3$ takes tickets before $G_2$, ..., $G_{k-1}$ takes its tickets before $G_k$. Since CTM ensures that the relative order in which the subtransactions of each global transaction take their tickets is the same in all participating LDBS and we have proven that the order in which the subtransactions take their tickets reflects their relative serialization order (Theorem 1), CTM guarantees global serializability and avoids global restarts due to ticket conflicts.

Another important property of CTM is that it does not require a GSG. Hence, the global CTM scheduler is simpler than the global OTM scheduler. An optimistic scheduler that does not require a GSG is described next.

VI. CASCADELESS TICKETS METHODS

To ensure correctness in the presence of failures and to simplify recovery and concurrency control, transaction management mechanisms used in database management systems often ensure not only serializability and recoverability [17] but also one of the properties defined below:
1. A transaction management mechanism is cascadeless [17] if each transaction may read only data objects written by committed transactions.
2. A transaction management mechanism is strict [17] if no data object may be read or written until the transaction of that previously wrote it commits or aborts.

Many commercial DBMSs allow only strict schedules to eliminate cascading aborts and also to be able to ensure database consistency when before images are used for database recovery.

From the perspective of the multidatabase scheduler, the cascadelessness of the LDBSs is important because it can be used to eliminate the GSG (Global Serialization Graph) test required by OTM. To take advantage of cascadeless LDBSs, we introduce a refinement of OTM, called the Cascadeless OTM. Like OTM, the Cascadeless OTM ensures global serializability by preventing the subtransactions of each multidatabase transaction from being serialized in different ways at their corresponding LDBSs. Unlike OTM, Cascadeless OTM takes advantage of the fact that if all LDBSs produce cascadeless schedules then global transactions cannot take tickets and commit, unless their tickets have the same relative order at all LDBSs.

Cascadeless OTM processes each global transaction $G$ as follows. Initially, the MDBS sets a timeout for $G$ and submits its subtransactions to the appropriate LDBSs. All subtransactions are allowed to interleave under the control of the LDBSs until they enter their prepared-to-commit state. If all subtransactions of $G$ take their tickets and report their prepared-to-commit state, the Cascadeless OTM allows $G$ to commit. Otherwise, the MDBSs abort and restart any global transaction that has a subtransaction that did not report its prepared-to-commit state before the timeout of $G$ expired. Local optimizations mentioned in Section IV-C can also be applied on Cascadeless OTM.

Theorem 4: Cascadeless OTM guarantees global serializability if the following conditions are satisfied:
1. the concurrency control mechanisms of the LDBSs ensure local serializability and cascadelessness;
2. each multidatabase transaction has at most one subtransaction at each LDBS; and
3. each subtransaction has a visible prepared-to-commit state.

Proof: We have already shown that the order in which the subtransactions take their tickets reflects their relative serialization order (Theorem 1). To prove that global serializability is enforced without a GSG test, consider any pair of global transactions $G_i$ and $G_j$ in a set $G$ having subtransactions in multiple LDBSs, including LDBS$G_k$ and LDBS$G_l$. Without loss of generality assume that at LDBS$G_k$ the subtransaction of $G_i$ takes its ticket before the subtransaction of $G_j$, but at LDBS$G_l$ the subtransaction of $G_j$ takes its ticket before the subtransaction of $G_i$. Since the LDBSs are cascadeless, $G_j$ cannot write its ticket value at LDBS$G_k$ before $G_i$ commits, and $G_i$ cannot write its ticket at LDBS$G_l$ before $G_j$ commits. Therefore, there are two possible outcomes for the execution of a global transaction under Cascadeless OTM. Either the tickets of its subtransactions have the same relative order at all LDBSs and global serializability is ensured, or it has at least one subtransaction that cannot commit.

Like the OTM, the Cascadeless OTM is not free of global restarts. A Cascadeless CTM which is similar to CTM can
be used to deal with global restarts.

While local cascadelessness can be used to simplify the global optimistic scheduler (i.e., there is no need to maintain a GSG), strictness offers no additional advantages over cascadelessness. In the following section we show that if the schedulers of local systems meet additional conditions, ticket conflicts can be eliminated.

VII. Implicit Tickets and the Implicit Ticket Method (ITM)

We have argued that the basic problem in multidatabase concurrency control is that the local serialization orders do not necessarily reflect the order in which global transactions are submitted, perform their operations or commit in the LDBSs. To deal with this problem we have introduced the concept of the ticket and proposed several methods that must take tickets to ensure global serializability. However, tickets introduce additional conflicts between global transactions that may not conflict otherwise. Thus, it is desirable to eliminate tickets whenever possible. In the following sections we identify classes of schedules that include events that can be used to determine the local serialization order of transactions without forcing conflicts between global transactions. We refer to such events as implicit tickets.

A. Determining the local serialization order

In Section IV-C, we have discussed how to eliminate tickets in LDBSs that use TO for local concurrency control. This approach can be applied to all LDBSs that allow transactions to commit only if their respective local serialization order reflects their local submission order. That is, in the subclass of LDBSs that allow schemes in which the transaction submission order determines their serialization order, the order transactions issue their begin operations constitutes their implicit tickets.

Another important class of local systems in which global transactions do not have to take tickets includes LDBSs that allow only schedules in which the local commitment order of transactions determines their local serialization order, i.e., the order transactions perform their commit operations constitutes their implicit tickets. In [6], [7], we have defined the class of schedules that transactions have analogous execution (commitment) and serialization order as follows:

**Definition 1:** Let \( S \) be a serializable schedule. We say that the transactions in \( S \) have analogous execution and serialization order if for any pair of transactions \( T_i \) and \( T_j \) such that \( T_i \) is committed before \( T_j \) in \( S \), \( T_i \) is also serialized before \( T_j \) in \( S \).

The property of analogous execution and serialization orders applies to both view serializable and conflict serializable schedules and is difficult to enforce directly. The subclass of schedules that are conflict serializable and have analogous executions and serialization order is characterized in terms of strong recoverability [7] defined below.

**Definition 2:** Let \( S \) be a schedule. We say that \( S \) is strongly recoverable if for any pair of committed transactions \( T_i \) and \( T_j \), whenever an operation \( o_{pr}(x) \) of \( T_i \) precedes an operation \( o_{pr}(x) \) of \( T_j \) in \( S \) and these operations conflict (at least one of these operations is a write), then \( commit_{T_i} \) precedes \( commit_{T_j} \) in \( S \).

A transaction management mechanism is strongly recoverable if it produces only strongly recoverable schedules. In [7], we have shown that if a transaction management mechanism is strongly recoverable, it produces conflict serializable schedules in which transaction execution and serialization orders are analogous. The significance of strong recoverability in simplifying the enforcement of global serializability in multidatabase systems has been recognized in the literature. For example, the notion of commitment ordering proposed in [39], [40] as a solution to enforce global serializability without taking tickets is identical to strong recoverability.

Although strongly recoverable schedulers can be realized in real DBMSs, most real transaction management mechanisms produce schedules that satisfy stronger properties that are easier to enforce.

The notion of rigorous schedules [6], [7] defined next effectively eliminates conflicts between uncommitted transactions. Thus, it provides an even simpler way to ensure that transaction execution and serialization orders are analogous.

**Definition 3:** A schedule is rigorous if the following two conditions hold: (i) it is strict, and (ii) no data item is written until the transactions that previously read it commit or abort.

We say that a transaction management mechanism is rigorous if it produces rigorous schedules, and we use the term rigorous LDBS to refer to a LDBS that uses a rigorous scheduler. In [6] we have shown that if a transaction management mechanism ensures rigorousness, it produces (conflict) serializable schedules in which transaction execution and serialization orders are analogous. In [7] we proved that the class of rigorous schedules is a subclass of strongly recoverable schedules.

The class of rigorous transaction management mechanisms includes several common conservative schedulers [6], [7], such as conservative TO [17] and rigorous two-phase locking (2PL) (i.e., the variant of strict 2PL under which a transaction must hold its read and write locks until it terminates). Rigorous variations of TO and optimistic concurrency control [32] protocols have been introduced in [6], [7]. However, while many conservative schedulers are rigorous, enforcing rigorousness is too restrictive for optimistic schedulers, i.e., rigorous optimistic schedulers behave like conservative schedulers.

The following class of schedules permits optimistic synchronization of operations.

**Definition 4:** A schedule is semi-rigorous if its committed projection is rigorous.

Semi-rigorousness permits validation of transactions after they have finished all their operations. Therefore, it simplifies the design of optimistic schedulers. Most real optimistic schedulers, including the schedulers described in [32], allow only semi-rigorous schedules. While semi-rigorousness simplifies optimistic concurrency control, it
does not ensure recoverability as it is defined in [17]. Therefore, most optimistic schedulers ensure cascadelessness or strictness in addition to semi-rigorousness. For example, schedulers that use the optimistic protocol with serial validation [32] permit schedules that in addition to being semi-rigorous that are also strict.

The class of semi-rigorous schedules includes the subclass of rigorous schedules and is a subclass of strongly recoverable schedules. The relationship among analogous execution and serialization orders, strong recoverability, semi-rigorousness, and rigourousness is depicted in Figure 6.

Finally, note that strictness is not sufficient to ensure that the transaction execution order is analogous to the transaction serialization order. For example, if we assume that transactions commit immediately after they complete their last operation, the schedule at \textit{LDBS}\textsubscript{3} in Figure 2 is strict, but the execution order of the transactions is not analogous to their serialization order.

**B. Enforcing global serializability**

To take advantage of LDBSs that allow only analogous execution and serialization orders, we introduce the \textit{Implicit Ticket Method (ITM)}. Like OTM, ITM ensures global serializability by preventing the subtransactions of each multidatabase transaction from being serialized in different ways at their corresponding LDBSs. Unlike OTM, ITM does not need to maintain tickets and the subtransactions of global transactions do not need to take and increment tickets explicitly. In LDBSs that allow only analogous execution and serialization orders, the implicit ticket of each subtransaction executed is determined by its commitment order. That is, the order in which we commit subtransactions at each LDBS determines the relative values of their implicit tickets. To achieve global serializability, ITM controls the commitment order and thus the serialization order of multidatabase subtransactions as follows.

Assuming rigorous LDBSs, ITM guarantees that for any pair of multidatabase transactions \( G_i \) and \( G_j \), the subtransactions of \( G_i \) are committed before the subtransactions of \( G_j \), or the subtransactions of \( G_j \) are committed prior to the subtransactions of \( G_i \). This can be easily enforced by a distributed agreement protocol such as the 2PC protocol.

ITM processes a set \( G \) of global transactions as follows. Initially, the ITM sets a timeout for each global transaction in \( G \), and then submits its subtransactions to the corresponding LDBSs. The subtransactions of all global transactions are allowed to interleave under the control of the LDBSs until they enter their prepared-to-commit state. Without loss of generality, suppose that the subtransactions of global transactions \( G_1, G_2, \ldots, G_k \) in \( G \) become prepared to commit before their timeout expires. Furthermore, suppose that a subtransaction of \( G_2 \) enters its prepared-to-commit state after all subtransactions of \( G_1 \) become prepared to commit, a subtransaction of \( G_3 \) becomes prepared to commit after all subtransactions of \( G_2 \) enter their prepared-to-commit state, \ldots, and a subtransaction of \( G_k \) enters its prepared-to-commit state after all subtransactions of \( G_{k-1} \) become prepared to commit. The ITM allows the subtransactions of such global transactions to commit in the following order: the subtransactions of \( G_1 \) before the subtransactions of \( G_2 \), the subtransactions of \( G_2 \) before the subtransactions of \( G_3 \), \ldots, the subtransactions of \( G_{k-1} \) before the subtransactions of \( G_k \). Global transactions that have one or more subtransactions that do not report their prepared-to-commit state before their timeout expires are aborted and restarted by the MDBS.

**Theorem 5:** ITM ensures global serializability if the following conditions hold:

1. the concurrency control mechanisms of the LDBSs ensure analogous executions and serialization orders;
2. each multidatabase transaction has at most one subtransaction at each LDBS; and
3. each subtransaction has a visible prepared-to-commit state.

Proof: Without loss of generality, suppose that global transactions in a set \( G \) enter their prepared to commit state in the following order: \( G_1, G_2, \ldots, G_k \). Under the control of ITM, the subtransaction of \( G_1 \) commit before the subtransactions of \( G_2 \), the subtransaction \( G_2 \) commit before the subtransaction of \( G_3 \), \ldots, and the subtransactions of \( G_{k-1} \) commit before the subtransactions of \( G_k \). Since ITM ensures that the relative order in which the subtransactions of each global transaction commit is the same in all participating LDBSs and the LDBSs ensure that the subtransaction commitment order reflects their relative serialization order, ITM guarantees global serializability. \( \square \)

**VIII. Mixed Methods**

In a multidatabase environment where rigorous, cascadeless, and non-cascadeless LDBSs participate, mixed ticket methods that combine two or more of the methods de-
scribed in the previous sections of this paper can be used to ensure global serializability. In this section we describe a mixed ticket method that combines OTM, CTM, and their cascadeless variations with ITM.

A mixed method processes a multidatabase transaction $G$ as follows:

1. Sets a timeout for $G$ and submits its subtransactions to the corresponding LDBSs.
2. Subtransactions that are controlled by ITM, OTM, and the cascadeless variation of OTM are allowed to interleave until they enter their prepared-to-commit state. Subtransactions that are controlled by CTM and the cascadeless CTM are allowed to proceed until they enter their prepared-to-Take-A-Ticket state.
3. If all subtransactions under the control of OTM, and the cascadeless OTM take tickets and report their prepared-to-commit state, global validation is applied to make sure that these subtransactions are serialized the same way. If $G$ does not pass global validation, it is aborted.
4. Subtransactions under the control of CTM and the cascadeless CTM are allowed to take their tickets according to the serialization order of $G$ determined earlier by the validation process. To ensure this, the mixed method delays the Take-A-Ticket operations of the subtransactions of $G$ that execute under the control of CTM and the cascadeless CTM until there is no uncommitted global transaction $G'$ such that:
   - $G'$ has subtransactions that have not taken their tickets, and
   - there is at least one LDBS in which the subtransaction of $G'$ has taken its ticket before the subtransaction of $G$.
   If there is no global transaction that satisfies these conditions, the mixed method allows the the subtransactions of $G$ to take their tickets under the control of CTM.
5. If all subtransactions of $G$ enter their prepared-to-commit states, the mixed method commits $G$. Other global transactions are allowed to commit either before the first subtransaction of $G$ commits, or after the commitment of all subtransactions of $G$.
6. If the timeout expires in any of these steps, the MDBSs aborts and restarts $G$.

Simpler mixed methods, e.g., combining only optimistic or only conservative ticket methods, can be developed similarly.

IX. SUMMARY AND CONCLUSION

Enforcing the serializability of global transactions in a MDBS environment is much harder than in distributed databases systems. The additional difficulties in this environment are caused by the autonomy and the heterogeneity of the participating LDBSs.

To enforce global serializability we introduced OTM, an optimistic multidatabase transaction management mechanism that permits the commitment of multidatabase transactions only if their relative serialization order is the same in all participating LDBSs. OTM requires LDBSs to guarantee only local serializability. The basic idea in OTM is to create direct conflicts between multidatabase transactions at each LDBS that allow us to determine the relative serialization order of their subtransactions.

We have also introduced a Conservative Ticket Method, CTM. Under CTM, global transactions must take tickets, but CTM does not require global serialization testing and eliminates global restarts due to failed validation. Refinements of OTM and CTM for multidatabase environments where all participating LDBSs are cascadeless, may use simpler global schedulers. Unless the subtransactions of multidatabase transactions take their tickets at approximately the same time (e.g., the subtransactions of each global transaction take their tickets at the end of their execution and their duration is approximately the same), conservative ticket methods may allow a higher throughput than the corresponding optimistic ticket methods.

To take advantage of additional properties of LDBSs we proposed the Implicit Ticket Method. ITM eliminates ticket conflicts, but works only if the participating LDBSs disallow schedules in which transaction execution and serialization orders are not analogous. OTM uses the local commitment order of each subtransaction to determine its implicit ticket value. It achieves global serializability by controlling the commitment (execution) order and thus the serialization order of multidatabase transactions. Compared to the the ADDS approach and Altruistic Locking, ITM can process any number of multidatabase transactions concurrently, even if they have concurrent and conflicting subtransactions at multiple sites. Both OTM and ITM do not violate the autonomy of the LDBSs and can be combined in a single comprehensive mechanism.

Analogous transaction execution and serialization orders is a very useful property in a MDBS. For example, it can be shown that the ADDS scheme [10], [18], Altruistic Locking [13], and 2PC Agent Method [15] produce globally serializable schedules if the participating LDBSs disallow schedules in which transaction execution and serialization orders are not analogous. Similarly, quasi-serializable schedules [23] become serializable if all LDBSs permit only analogous transaction execution and serialization orders. On the other hand, if the local systems allow schedules in which transaction execution and serialization orders are not analogous, these methods may lead to schedules that are not globally serializable.

Another important finding is that local strictness in a multidatabase environment offers no advantage over cascadelessness in simplifying the enforcement of global serializability.

Further research and prototyping are currently performed at GTE Laboratories, Belcore, and the University of Houston. These activities include performance evaluation of the proposed ticket methods, and benchmarking of a prototype implementation. Current research conducted at GTE Laboratories, includes adaptation of ticket methods to provide consistency in a Distributed Object Management System (DOMS) [8] in which global transactions
access homogeneous objects that encapsulate autonomous concurrency control mechanisms, and/or attached objects that represent data and functionality of autonomous and heterogeneous LDBSs.

The Take-A-Ticket operation can be viewed as a function that returns the serialization order of a transaction in a LDBS. If such a function is provided by the interfaces of future DBMSs, multidatabase transaction management methods that use tickets to enforce global serializability can substitute the ticket operations by calls to DBMS-provided serialization order functions and continue to enforce global serializability without any modification.

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References


System interfaces of many real DBMSs are at the level of set-oriented queries and updates (e.g., SQL, QUEL). Transactions are implemented in a high-level programming language that includes DBMS calls embedded in the transaction program. Such calls are supported by an embedded language interface provided by the DBMS. In this paper, we have modeled global transactions, their subtransactions, and the local transactions as collections of read and write operations. We have chosen the read/write transaction model to simplify the discussion of problems and corresponding solutions in enforcing global serializability in a multidatabase environment. The use of the read/write model to describe transaction management issues neither limits the generality of the proposed solutions, nor makes it more difficult to apply them in a LDBS that supports interfaces at the level of set-oriented queries and updates. To support this claim, we illustrate the implementation of the ticket data object in a relational DBMS that supports only an SQL interface.

To a DBMS the MDBS appears as a regular user. To create the ticket data object, the MDBS creates a relation that has only one row and a single integer column. We refer to this relation as the ticket relation, and we refer to the integer value stored in this relation as the ticket value. To create the ticket data object the MDBS performs the following commands:

```
CREATE TABLE OWNER=mdbs
   TABLE_NAME=ticket_table
   (COLUMN_NAME=ticket_value DATATYPE=integer);
```

```
REVOKE INSERT, DELETE, UPDATE, SELECT
ON (TABLE_NAME=ticket_table)
FROM ALL USERS;
```

The last statement is required to prevent local transactions from accessing the ticket.

To take tickets, the MDBS augments each subtransaction of a global transaction with the following statements that read and increment the ticket value:

```
UPDATE ticket_table
SET ticket_value = ticket_value + 1;
```