

Distributed Software Development Transactions

Chris Brooks

Department of Computer Science
University of San Francisco

19-2: Transactions

- Features of transactions
- Serial equivalence
- Locking and deadlock
- Distributed transactions
- Two-phase commit
- Distributed deadlock

19-3: Transactions

- A transaction is a sequence of operations between a client and a server.
- Goal: make sure that:
 - Objects remain in a consistent state
 - System is tolerant to crash failures
 - Transaction effects are independent of other transactions
 - Transactions are either completed or not started.