



LAND OF THE CURIOUS





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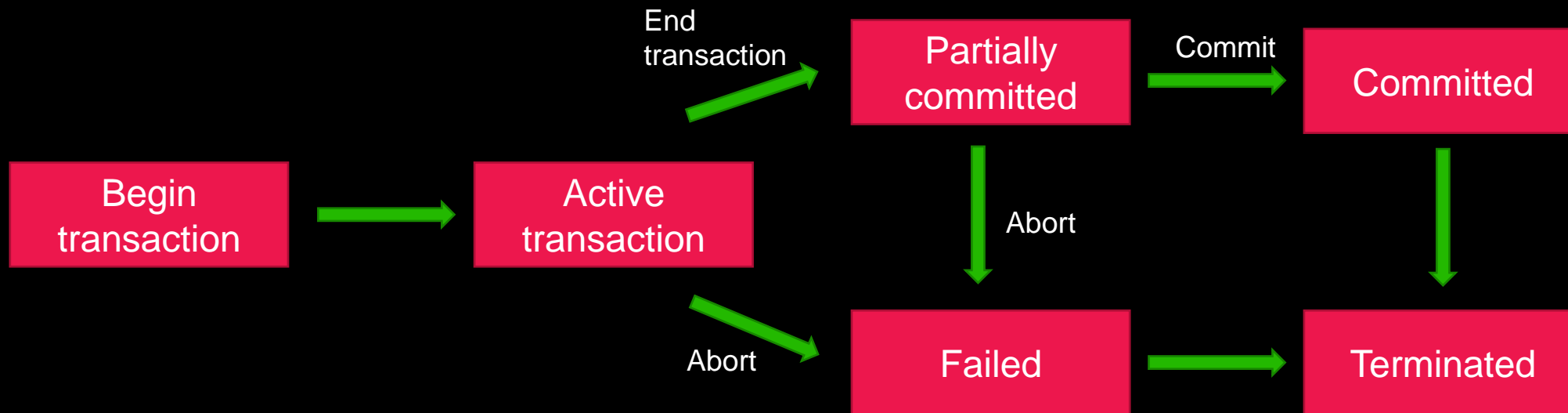
 CT60A4304 - BASICS OF DATABASE SYSTEMS

TRANSACTIONS

Lecture

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TRANSACTION PROCESS



ACID PROPERTIES

- » ACID properties contains the integrity requirements for (relational) databases
- » **Atomicity**: The transaction is atomic, either everything is executed correctly or everything fails (roll back to before the transaction was started)
- » **Consistency**: The transaction changes the database from one consistent state to another consistent state. Database is consistent when it follows the internal rules and logic of the database
- » **Isolation**: Transactions are done in isolation and the intermediate events will not be visible to other transactions, regardless if the transactions are concurrent or serialized.
- » **Durability**: The transaction is durable. If the transaction is committed successfully, the results will not disappear.



TRANSACTIONS

- » There are some commands for transaction control
 - » Databases can be operated without transactions
 - » Basic commands are BEGIN, END, COMMIT and ROLLBACK
- » Database is used in parallel by multiple users
 - » The real need for transactions is visible during actual usage
- » With transactions, closely related queries are made into one package
 - » Either all succeeds or fails
 - » Database stays consistent



CONCURRENCY CONTROL

- » Databases operate simultaneously
 - » Multiple users, databases, tables, rows
- » Parallel transactions are serialized into a timeline
 - » Timestamps, locking tables
 - » Transactions operated independently from each other but one may prevent another from working
- » Transactions indicate that the queries depends on each other and need to be separated
- » Example: Bank

LOCKING MECHANISMS

» Binary lock

- » Used record (database, table, row) is either locked or unlocked.
- » Has some benefits to it compared to read/write locking
- » SQLite uses binary locking on database (only one write allowed at a time) but transactions have their own mechanism

» Shared / exclusive lock

- » Read (shared lock): Reading is allowed by multiple people at the same time
- » Write (exclusive lock): Writing blocks everyone else from using the record
- » Used extensively in distributed databases

» There are different protocols for locking

- » Intent locking, simplistic lock, pre-claiming locking
- » Two-phase locking
- » Etc.



ISOLATION LEVELS

- » Serializable: Transactions results are fully isolated from each other. The record-in-use and all other rows used are locked until transaction is completed.
- » Repeatable read: Record-in-use is exclusively locked until transaction is over. Referenced rows have shared locks and modified rows are exclusively locked.
- » Read committed: Transaction locks the current row in use. Uncommitted changes made by other transactions are not visible.
- » Read uncommitted: Transactions are not isolated. Transactions may read uncommitted changes made by other transactions.



SQL AND TRANSACTION CONTROL LANGUAGE (TCL)

- | | |
|---------------------|-------------------------------------------|
| » BEGIN TRANSACTION | Start the transaction |
| » ROLLBACK | Revert the transaction |
| » COMMIT | Save (commit) the results of transaction. |
| » END TRANSACTION | End transaction |
| » SAVEPOINT | Create a save point to rollback to |
-
- » SQLite offers different behaviours for transactions
 - » DEFERRED: Default behaviour, transaction starts after database is accessed.
 - » IMMEDIATE: Transaction starts immediately after connection is established.
 - » EXCLUSIVE: Similar to immediate but prevents others from reading the database

SQLITE TRANSACTIONS

```
1 BEGIN
2 INSERT INTO Player
3 VALUES (31, 'Veli', 'Paloheimo', 'FIN', '13/12/1967')
4 INSERT INTO Ranking
5 VALUES (31, 100, 1, 'W: 10 - L: 0', 31)
6 COMMIT
7
```



ROLLING BACK A TRANSACTION

- » Failed transaction are (generally) automatically rolled back (implicit rollback)
 - » Especially if there is only one action in the transaction
 - » No need to explicitly state rollback-command
 - » Can surround transaction to try-catch clauses
- » Reasons to rollback manually:
 - » Roll back successful queries
 - » Sometimes partially successful transactions are not rolled back
 - » Manual rollback should rollback related triggers that have been executed
 - » Can specify separate clauses for rolling back (such as if value exists)
 - » Rollback to a save point

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SQL AND PYTHON

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WHY DATABASES AND SOFTWARE

- » As a reminder, databases are more efficient for storing and viewing data than hardcoding everything into a software
 - » Also no reason to reinvent the wheel by redoing the data storage for every single software
- » But databases require a software to view, analyse and modify data
 - » DBMS if nothing else
- » Software does not need to be complex
 - » A basic to-do list application can be extremely simple but effective with a proper database



API AND ORM

- » Application programming interface (API) offers a standardized way to communicate between two components
- » Python has a database API that can connect to PostgreSQL, MySQL and SQLite databases
- » Some object-oriented programming language support object relation mapping (ORM)
 - » Python, Java, C#, C++
 - » Enables direct transformation from objects to entities, classes to relations

PYTHON DB API

» <https://www.python.org/dev/peps/pep-0249/>

» Python DB API is a library that offers a simple interface for SQL databases

- » SQLite (by default)
- » MySQL (requires another library)
- » PostgreSQL (requires another library)

» Basic commands are:

- » Connect() Connect to the desired database, used to initialize the cursor
- » Cursor() The object that points to the database, used for all database commands
- » Execute() Execute the given SQL query
- » Rollback Rollback the query (transaction)
- » Commit Commit the query (transaction)

CONNECTION OBJECTS

- » Creates the connection to a database
- » Used to open and close the database as well as initialize the `cursor()` object
- » Used to setting environmental settings
- » Used to commit transactions

```
1  #Connect to RAM to create a database
2  db = sqlite3.connect(':memory:')
3
4  #Open or create an existing database (.db or .sqlite)
5  db = sqlite3.connect('hw2tennis.db')
```



PYTHON TRANSACTIONS

- » Python DB API handles SQL queries as transactions
- » All modifications need to be committed to be made permanent to the database
 - » If the modifications are not committed, the database will revert to before changes
- » Transaction automatically starts with the connection object and ends with `commit()`
- » Database can be reverted manually using `rollback()` command

PYTHON TRANSACTION EXAMPLE

» Connection.commit() and connection.rollback() commands can be used instead of SQL commands

```
26 import sqlite3
27 sql = sqlite3.connect('example.db')
28 try:
29     cursor=sql.cursor()
30     cursor.execute("BEGIN TRANSACTION")
31     cursor.execute("SELECT COUNT(*) FROM course WHERE courseCode=?", userInput,)
32     count = cursor.fetchone()
33     cursor.execute("COMMIT")
34 except sql.Error:
35     print("Error!")
36     cursor.execute("ROLLBACK")
```

```
39 import sqlite3
40 sql = sqlite3.connect('example.db')
41 try:
42     cursor=sql.cursor()
43     cursor.execute("SELECT COUNT(*) FROM course WHERE courseCode=?", userInput,)
44     count = cursor.fetchone()
45     sql.commit()
46 except sql.Error:
47     print("Error!")
48     sql.rollback()
```

CURSOR OBJECTS

- » Cursor objects are used to manipulate data in the database
 - » SELECT, INSERT, CREATE, UPDATE, etc.
- » Created based on the connection object
- » Has a basic execution command, as well as multiple specific commands

```
10  #Create cursor object
11  cursor = db.cursor()
12
13  #Execute an SQL query
14  cursor.execute('SELECT * FROM Ranking;')
```

EXECUTING SQL QUERIES

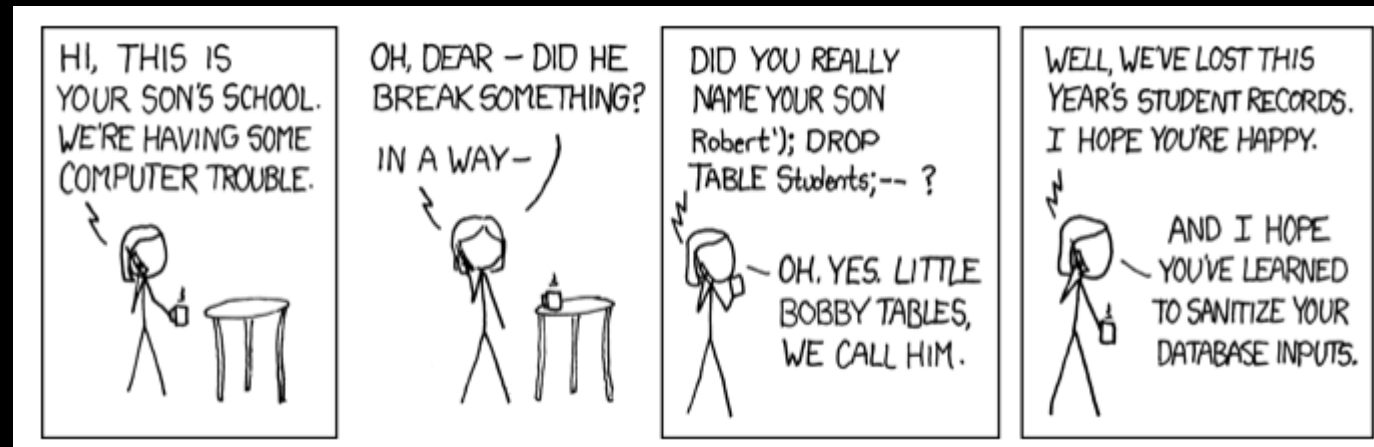
» Execute SQL query

- » Execute() - Execute the SQL query
- » Executemany() - Execute multiple similar SQL queries
- » Executescript() – Executes the given sql_script, for example a text string and creates a new cursor object

```
13 #Execute an SQL query
14 cursor.execute("INSERT INTO Player VALUES ('Emil', 'Ruusuvuori', 'FIN', '01/01/2000');")
15
16 #Execute multiple SQL queries
17 data = [
18     (31, 'Emil', 'Ruusuvuori', 'FIN', '01/01/2000'),
19     (32, 'Jarkko', 'Nieminen', 'FIN', '23/07/1981'),
20     (33, 'Veli', 'Paloheimo', 'FIN', '13/12/1967')
21 ]
22 cur.executemany("INSERT INTO Player VALUES (?, ?, ?, ?, ?)", data)
23 db.commit()
```

SQL-INJECTIONS

- » SQL queries are strings that end with ;
- » Never use user input directly in a query



INSERT DATA TO DATABASE

» "Unsafe"

- » Put variables directly inside the SQL query
- » Treats everything as a string
- » Can be used when SQL queries are made by developer, should NOT be used with user input

» Safe

- » Recommended to be used everytime, SHOULD be used with user input
- » Use ? –marks in place of variables, have them as query parameters
- » The parameters are validated before inserting into the query and executed

```

33 #Unsafe insert
34 cursor.execute("INSERT INTO Player VALUES (31, 'Emil', 'Ruusuvuori', 'FIN', '01/01/2000');")
35 pid = 31
36 first_name = "Emil"
37 last_name = "Ruusuvuori"
38 nationality = "FIN"
39 birthdate = "01/01/2000"
40 cursor.execute("INSERT INTO Player VALUES ('"+pid+"', '"+first_name + "', '"+last_name + "', '"+nationality + "', '"+birthdate + "');")
41
42 #Safe insert
43 cursor.execute("INSERT INTO Player VALUES (?, ?, ?, ?, ?);", (pid, first_name, last_name, nationality, birthdate))

```

```

46 userInput = ''; update users set admin = 'true' where username = 'hacker'; select true; --"
47 cursor.execute("INSERT INTO Player VALUES ('"+userInput+"')")
48 #vs
49 cursor.execute("INSERT INTO Player VALUES (?)", (userInput,))

```


EXAMPLE OF USING PYTHON AND SQL

```
58  #Basic template
59
60  #Open or create an existing database (.db or .sqlite)
61  db = sqlite3.connect('hw2tennis.db')
62
63  #Create cursor object
64  cursor = db.cursor()
65
66  #Execute an SQL query
67  cursor.execute("SELECT * FROM Player;")
68
69  #Retrieve all results and store them in a variable
70  results = cursor.fetchall()
71
72  #Print results
73  print(results)
```

RETRIEVING DATA FROM DB

- » Fetch commands are used after executing the SQL query
 - » Used after executing a SELECT query
 - » Fetchone() - Retrieve the next result of the SQL query
 - » Fetchmany() - Retrieve the next X amount of results of the SQL query
 - » Fetchall() - Retrieve all (remaining) results of the SQL query

```
#Retrieve next result  
cursor.fetchone()  
  
#Retrieve 10 next results  
cursor.fetchmany(10)  
  
#Retrieve all remaining results  
cursor.fetchall()
```

ITERATING

- » It is possible to go through each result row by row using iterating
 - » When executing a SELECT query
 - » After fetching multiple results

```
77 #Iterate after execute
78 for row in cursor.execute('SELECT * FROM Player'):
79     print(row)
80
81 #Iterate after fetching all
82 cursor.execute('SELECT * FROM Player')
83 results = cur.fetchall()
84 for row in results:
85     print(row)
```

PROGRAMMING IS NOT THE MAIN SUBJECT OF THIS COURSE

- » The purpose of this course is to learn to use databases
 - » Connecting a database into a simple software is part of the process
- » No need to create a beautifully working graphical user interface
 - » Basic console structure is enough

```
Menu options:
1: Print Players
2: Print Ranking
3: Print Matches
4: Search for one player
0: Quit
What do you want to do? █
```

```
58 def main():
59     userInput = -1
60     while(userInput != "0"):
61         print("Menu options:")
62         print("1: Print Players")
63         print("2: Print Ranking")
64         print("3: Print Matches")
65         print("4: Search for one player")
66         print("0: Quit")
67         userInput = input("What do you want to do? ")
68         print(userInput)
69         if userInput == "1":
70             printPlayers()
71         if userInput == "2":
72             printRanking()
73         if userInput == "3":
74             printMatches()
75         if userInput == "4":
76             searchPlayer()
77         if userInput == "5":
78             insertPlayers()
79         if userInput == "0":
80             print("Ending software...")
81     db.close()
82
83 main()
```

EXAMPLE: CREATE DATABASE

» You can create the whole database in multiple ways

1. Create all necessary commands inside the software (bad choice, not reusable)
2. Create all necessary commands in a separate file (good choice, reusable)

SQL commands in a file

```
1 CREATE TABLE Player (  
2     playerid INTEGER PRIMARY KEY AUTOINCREMENT,  
3     first_name varchar(50) NOT NULL,  
4     last_name varchar(50) NOT NULL,  
5     nationality varchar(50) NOT NULL,  
6     birthdate varchar(50) NOT NULL  
7 );  
8  
9  
10 CREATE TABLE Matches (  
11     matchid INTEGER PRIMARY KEY AUTOINCREMENT,  
12     FK_playerOne int NOT NULL,  
13     FK_playerTwo int NOT NULL,  
14     resultSets varchar(50),  
15     matchdate varchar(50),  
16     winnerID int,  
17     ... )
```

Initialize DB using the separate file

```
14 def initializeDB():  
15     f = open("sqlcommands.sql", "r")  
16     commandstring = ""  
17     for line in f.readlines():  
18         commandstring+=line  
19     cur.executescript(commandstring)  
20
```


EXAMPLE: USING RETRIEVED ROWS

» If you want to access specific attributes, there are two possible ways

» Using array notation

- » row[n], n=the attribute position you want to access starting from 0
- » Need to know the order of the attributes
- » Works without a changes to anything else

» Using key-value pair

- » row['key'], key=attribute name
- » Intuitive and easy to use
- » Requires some changes to the Python code
- » Use something called “row factory”

```

90 db = sqlite3.connect('newDB.sqlite')
91 db.row_factory = sqlite3.Row #This is needed if using key-value pair
92 cur = db.cursor()
93 cur.execute("SELECT * FROM Player WHERE last_name ='Nadal'")
94 oneRow = cur.fetchone()
--
96 #Array form
97 print("ID: " + str(oneRow[0]))
98 print("First name: " + oneRow[1])
99 print("Last name: " + oneRow[2])
100 print("Birthdate: " + oneRow[4])
101 print("Nationality: " + oneRow[3])
102
103 #Key-value form
104 print("ID: " + str(oneRow['playerid']))
105 print("First name: " + oneRow['first_name'])
106 print("Last name: " + oneRow['last_name'])
107 print("Birthdate: " + oneRow['birthdate'])
108 print("Nationality: " + oneRow['nationality'])
109
110 #Changes needed if using the key-value
111 #Each fetched result will now be an object and handled as such
112 for row in cur.fetchall():
113     print(row) #Normal, when row_factory is disabled
114     print(tuple(row)) #If using key-value, row_factory is enabled

```

