

# Module Glossary

This module covers the following topics.

# Module Glossary

- What is a transaction?
  - States of a transaction
  - Formal definition
  - Classification
- ACID property
  - Atomicity
  - Consistency
  - Isolation
  - Durability
- Schedule (execution sequence)
  - Recoverable schedule
  - Cascadeless schedule
  - Strict schedule
  - Serializable schedule

# Module Glossary

- Serial schedule/concurrent schedule
- Serializability/conflict serializability
- Anomalies
  - Unrepeated reads
  - Lost update
  - Blind write
- Precedence graph (testing for serializability)
- Concurrency control
  - Definition
  - Taxonomy
- Lock-based protocol
  - Definition
  - implementation
  - Variations
- Timestamp-based protocol
  - Definition
  - Implementation