

Quantitatively Relaxed Data Structures

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The goal

- Trading correctness for performance
- In a controlled way with quantitative bounds

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measure the error from
correct behavior

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Stack – incorrect behavior

`push(a)push(b)push(c)pop(a)pop(b)`

- Trading correctness for performance
- In a controlled way with quantitative bounds

correct in a relaxed stack
... 2-relaxed? 3-relaxed?

measure the error from
correct behavior

Stack example

```
push(a)push(b)push(c)pop(a)pop(b)
```

state evolution

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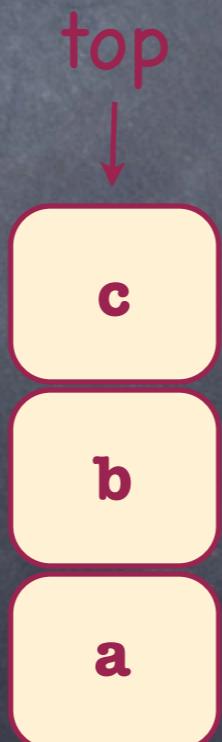
state evolution



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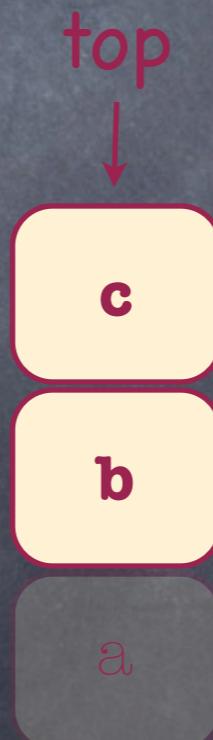


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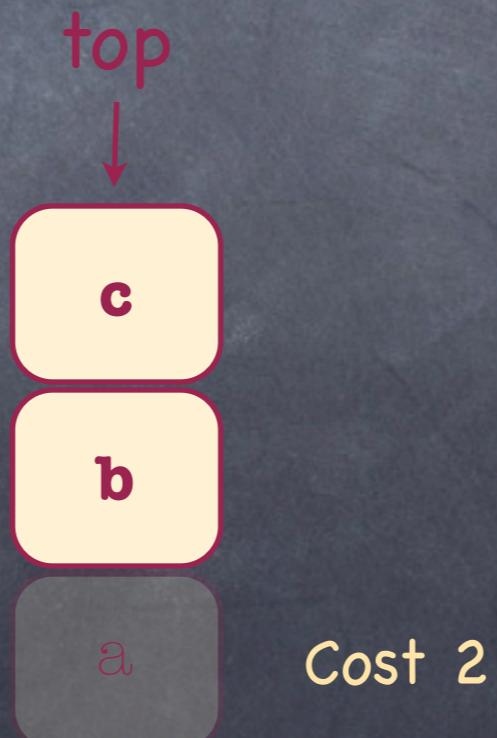


How much does this error cost?

Stack example

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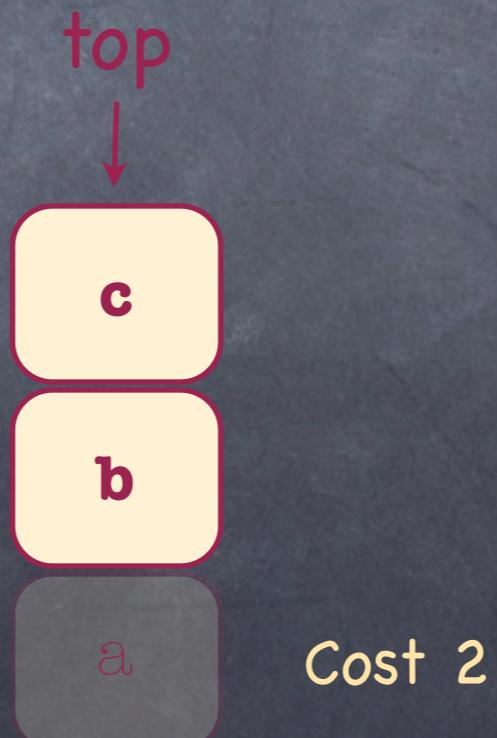


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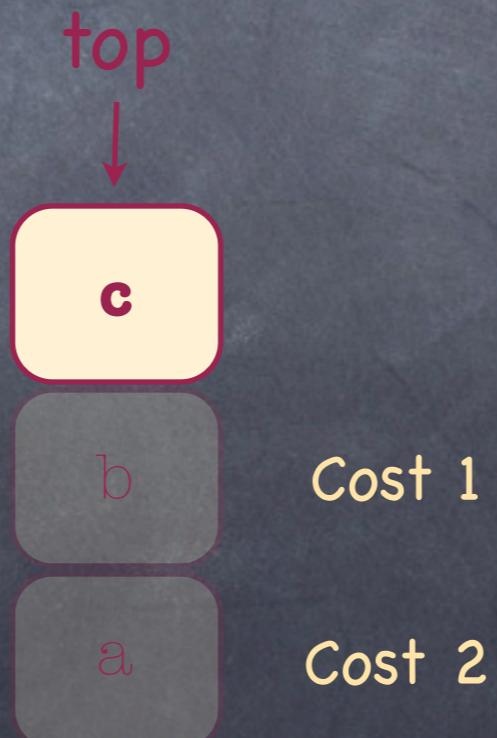
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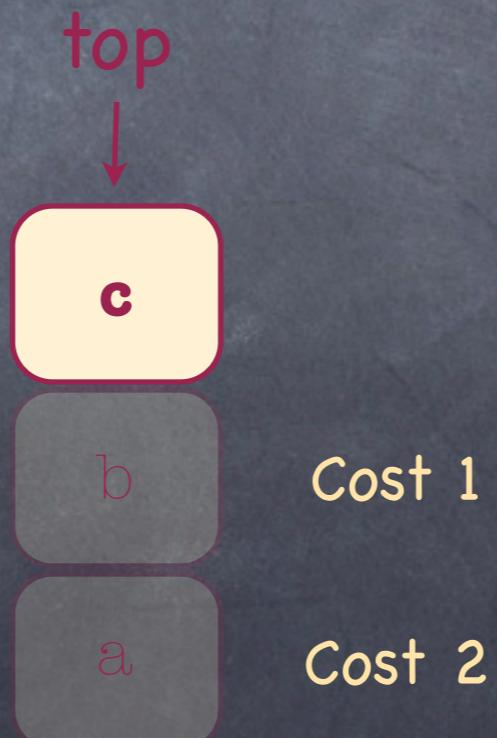


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Total
cost?

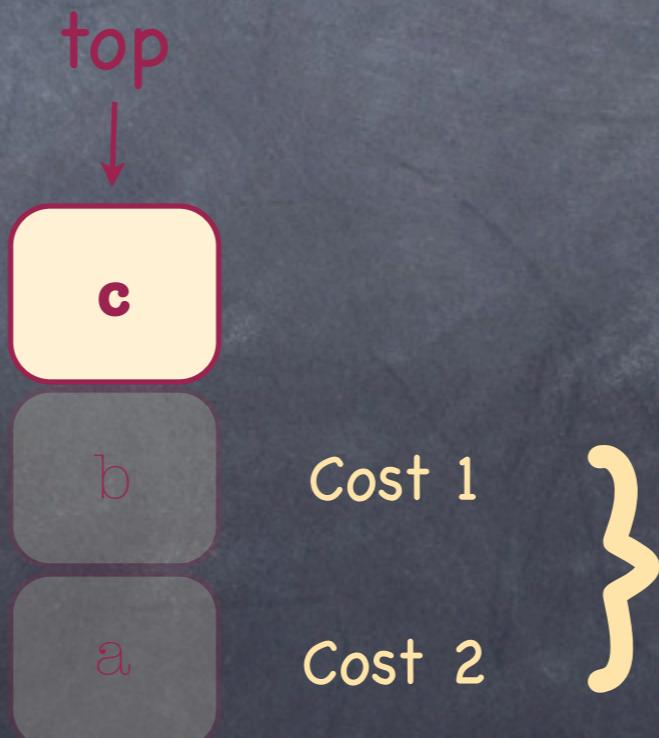


Stack example

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state evolution

Total
cost?



max = 2
sum = 3

Why relax?

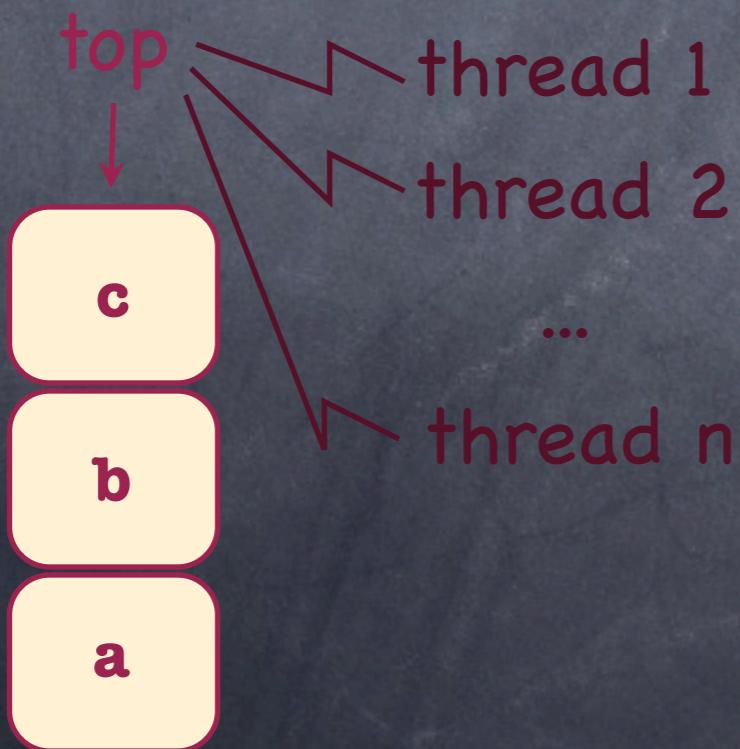
- ⦿ It is theoretically interesting
- ⦿ Provides potential for better performing concurrent implementations

...

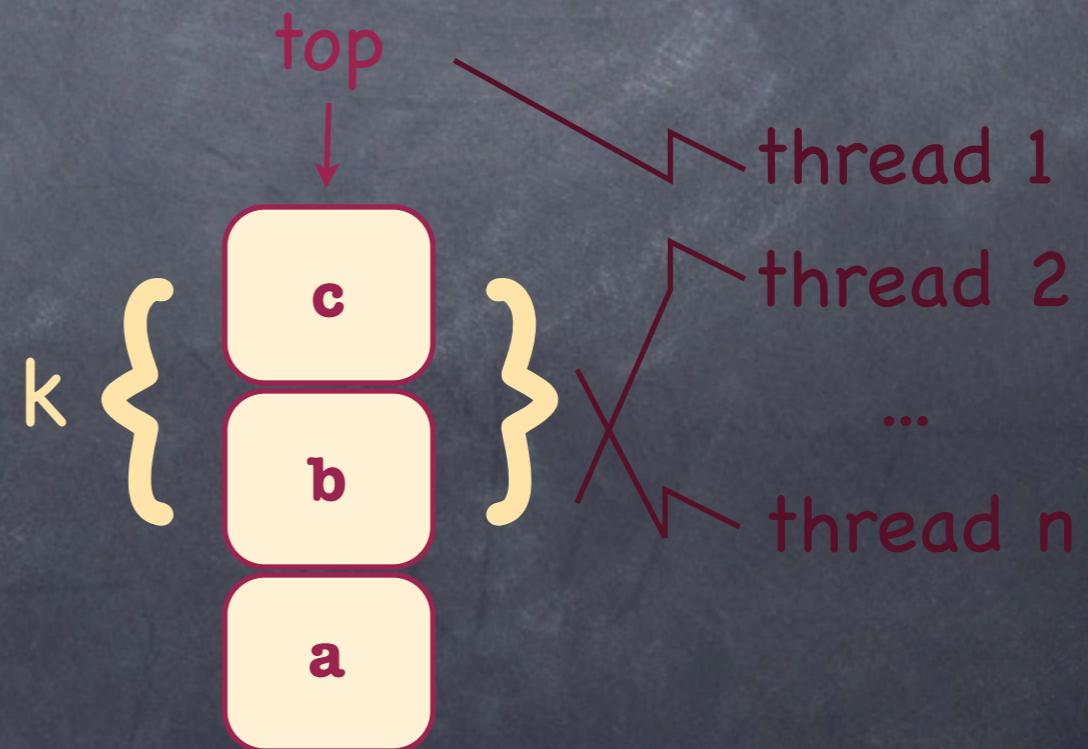
Why relax?

- ⦿ It is theoretically interesting
- ⦿ Provides potential for better performing concurrent implementations

Stack



k-Relaxed stack



What we have

- ⌚ Framework

for semantic relaxations

- ⌚ Generic example

for ordered data structures

- ⌚ Concrete relaxation examples

stacks, queues, priority queues,...

- ⌚ Efficient concurrent implementations

of relaxation instances

Enough introduction



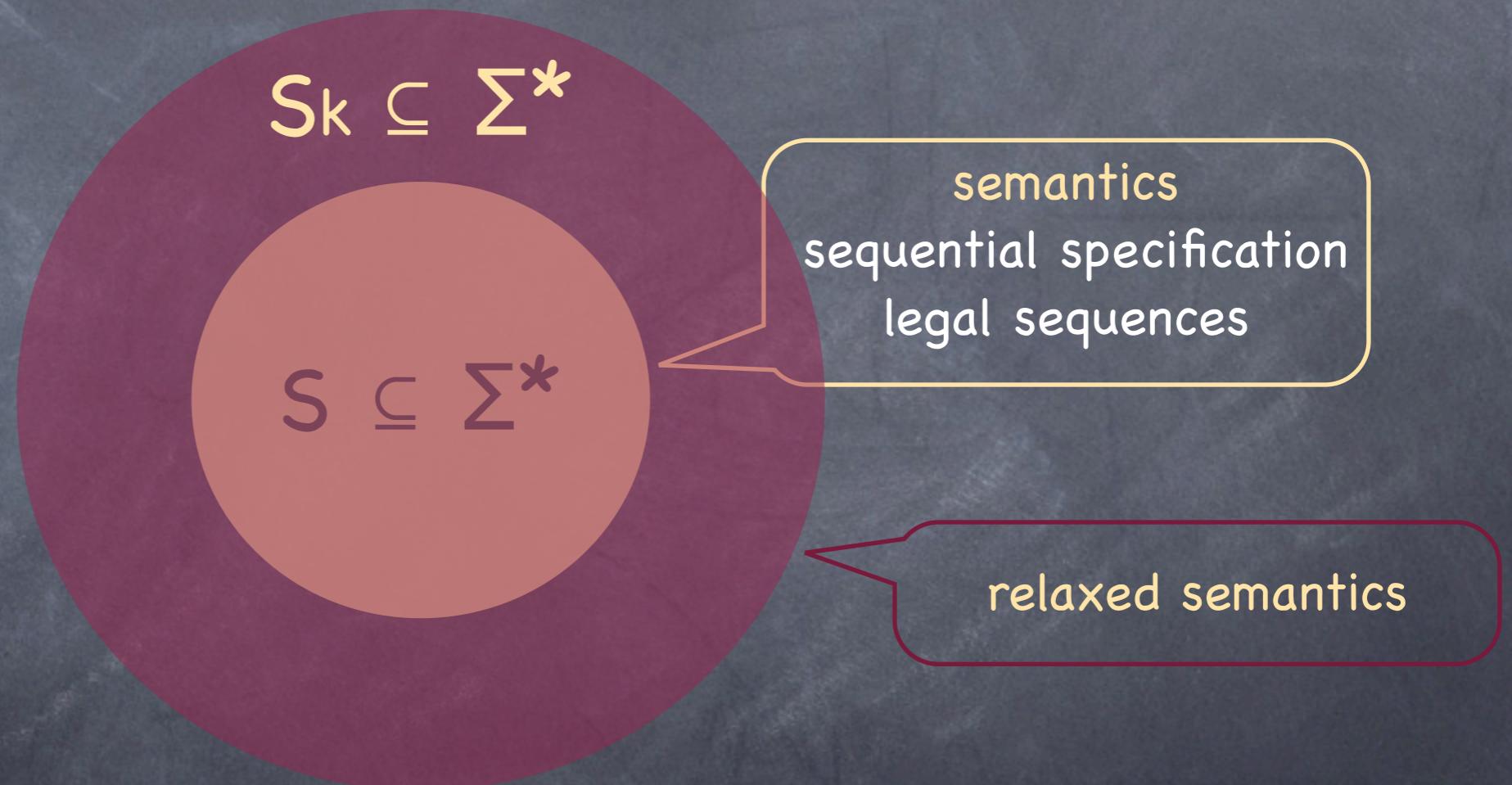
The big picture

$$S \subseteq \Sigma^*$$

semantics
sequential specification
legal sequences

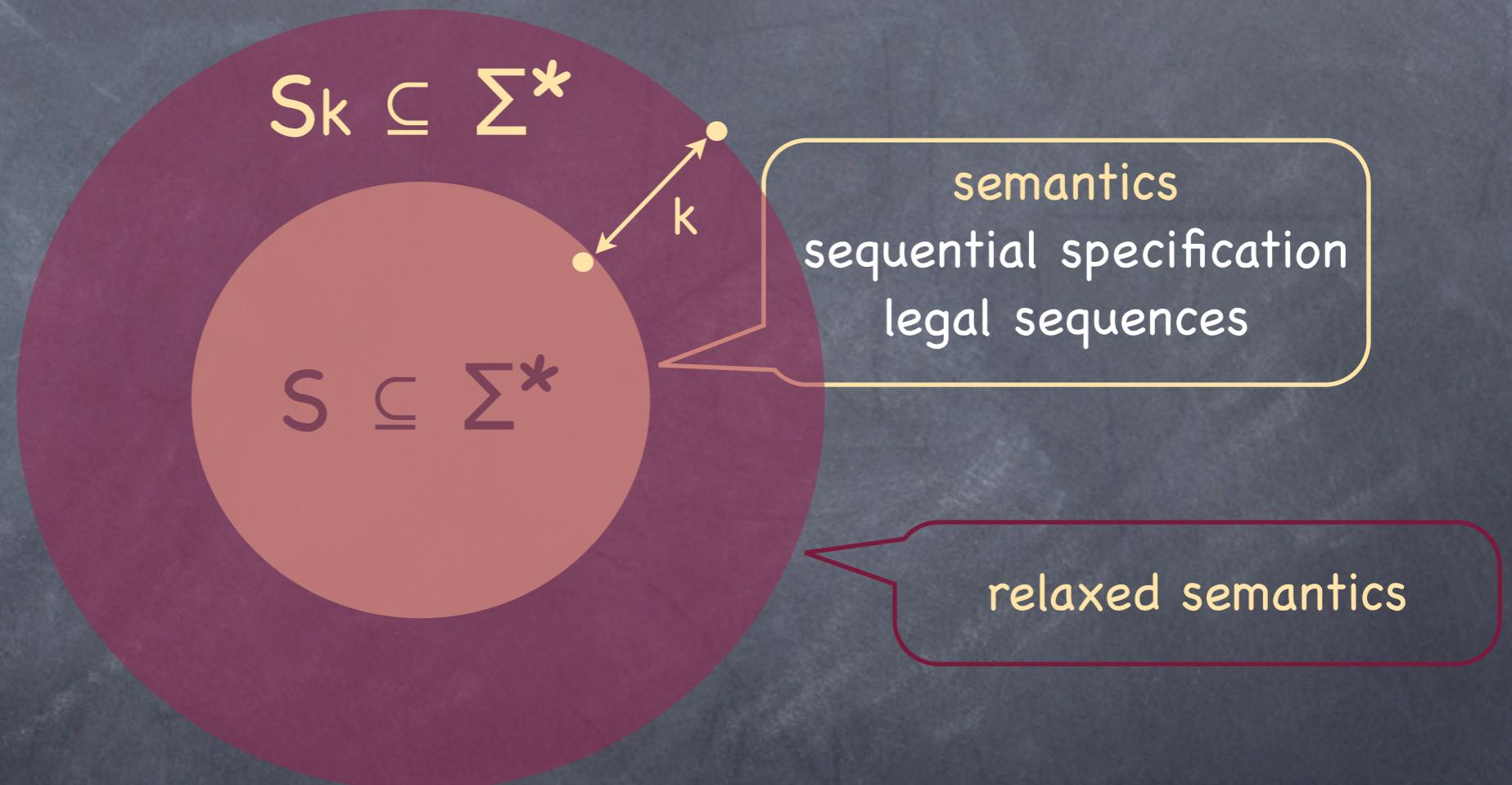
Σ - methods with arguments

The big picture

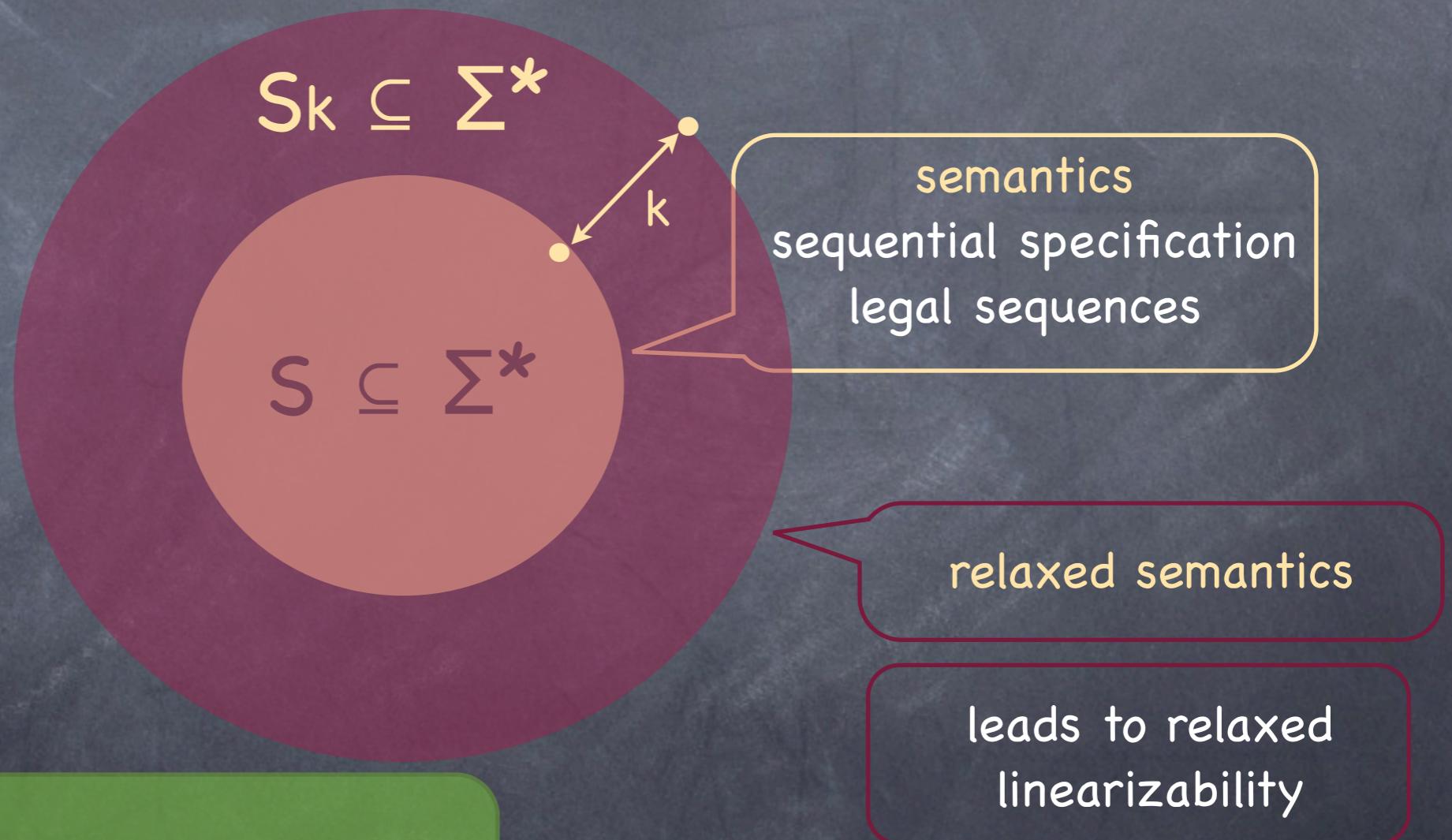


Σ - methods with arguments

The big picture



The big picture



Σ - methods with arguments

Theoretical challenge

There are natural concrete relaxations...

Stack

Each **pop** pops one of the k-youngest elements
Each **push** pushes

Theoretical challenge

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k -out-of-order
relaxation

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makes sense also for queues,
priority queues,

Theoretical challenge

There are natural concrete relaxations...

Stack

Each **pop** pops one of the k -youngest elements

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k-out-of-order
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makes sense also for queues,
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How is it reflected by a distance between sequences?

one distance for all?

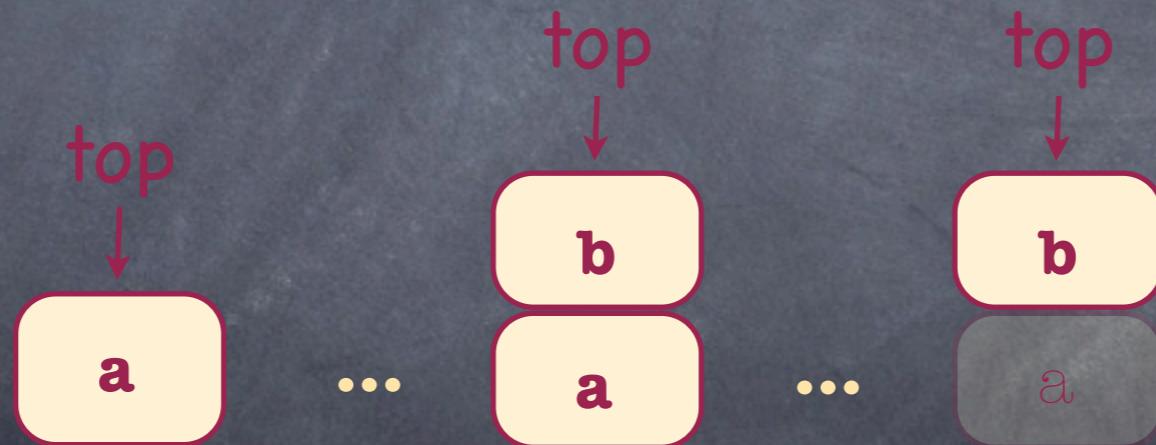
Syntactic distances do not help

`push(a) [push(i)pop(i)]npush(b) [push(j)pop(j)]mpop(a)`

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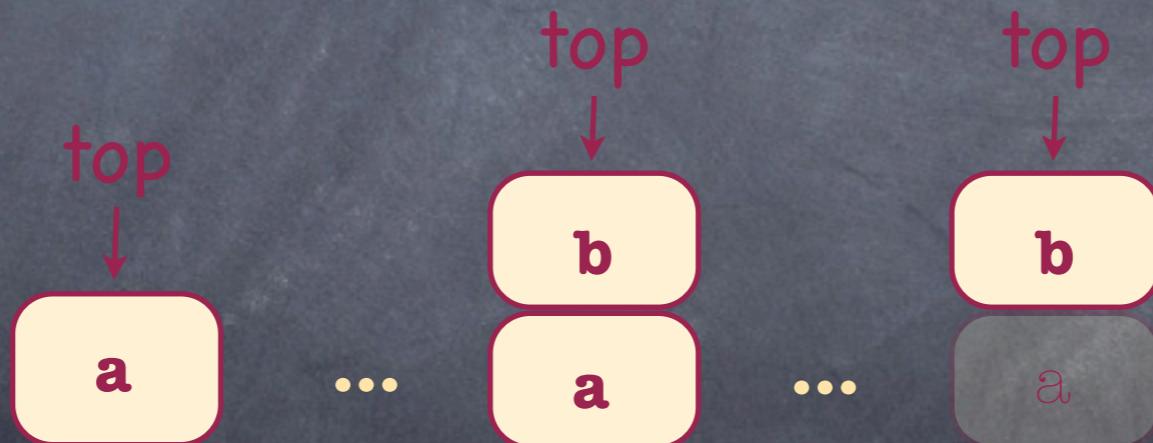
is a 1-out-of-order stack sequence



Syntactic distances do not help

$\text{push}(a) [\text{push}(i)\text{pop}(i)]^n \text{push}(b) [\text{push}(j)\text{pop}(j)]^m \text{pop}(a)$

is a 1-out-of-order stack sequence



its permutation distance is unbounded

Semantic distances need a notion of state

- States are equivalence classes of sequences in S
- Two sequences in S are equivalent if they have an indistinguishable future

Semantic distances need a notion of state

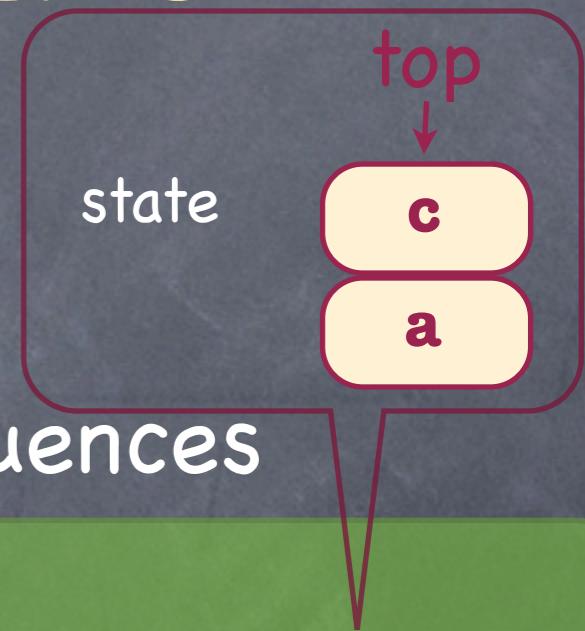
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example: for stack

$\text{push}(a)\text{push}(b)\text{pop}(b)\text{push}(c) \equiv \text{push}(a)\text{push}(c)$

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Semantic distances need a notion of state



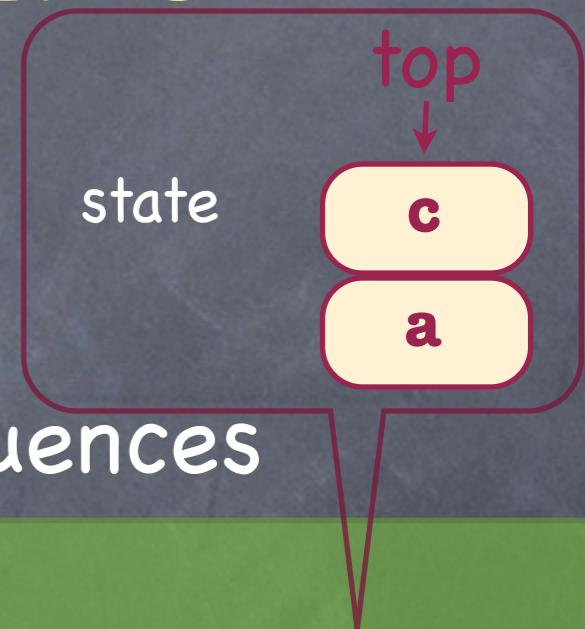
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example: for stack

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- Two sequences in S are equivalent if they have an indistinguishable future

$$\mathbf{x} = \mathbf{y} \Leftrightarrow \forall \mathbf{u} \in \Sigma^*. (\mathbf{xu} \in S \Leftrightarrow \mathbf{yu} \in S)$$

Semantics goes operational

- $S \subseteq \Sigma^*$ is the sequential specification

states

labels

initial state

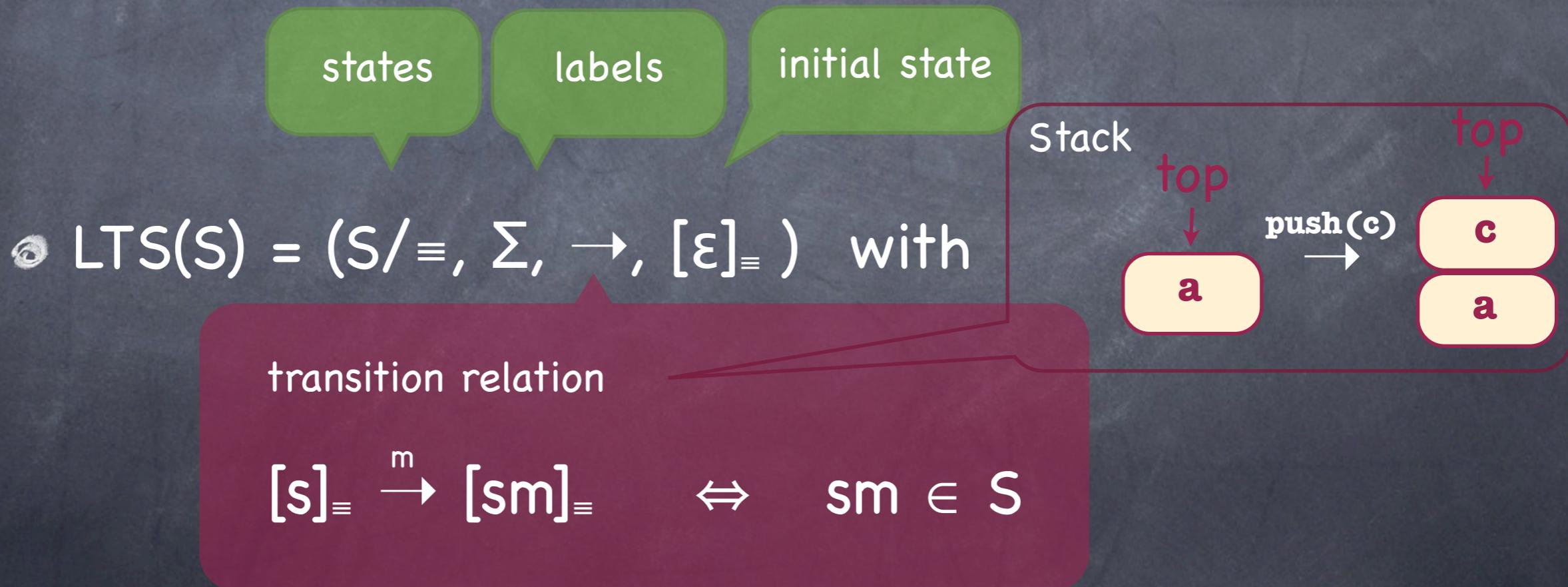
- $\text{LTS}(S) = (S / \equiv, \Sigma, \rightarrow, [\epsilon]_\equiv)$ with

transition relation

$$[s]_\equiv \xrightarrow{m} [sm]_\equiv \iff sm \in S$$

Semantics goes operational

- $S \subseteq \Sigma^*$ is the sequential specification



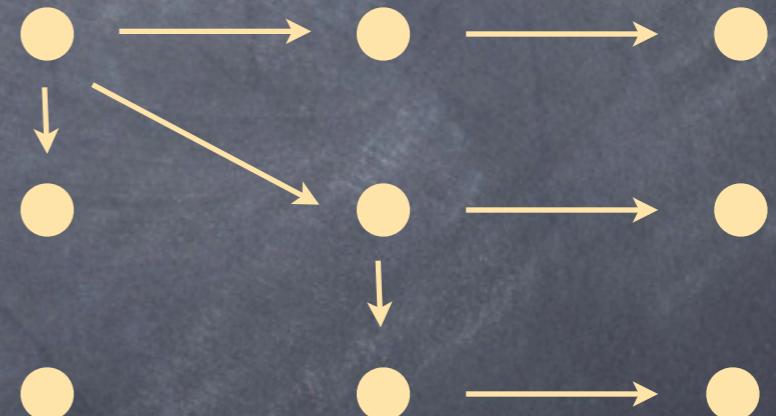
The framework

- Completion of LTS(S)
- Transition costs
- Path cost function

The framework

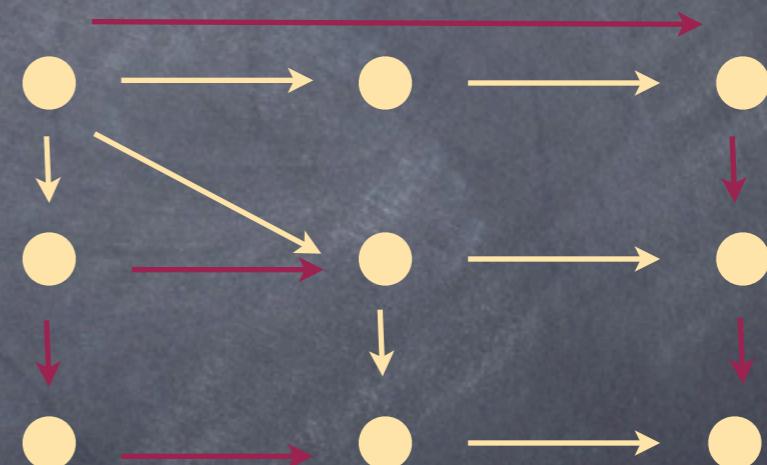
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Σ - singleton



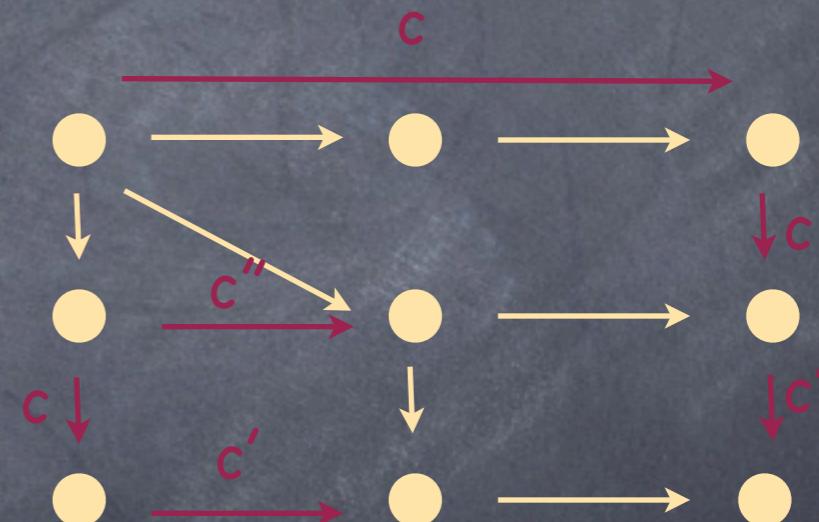
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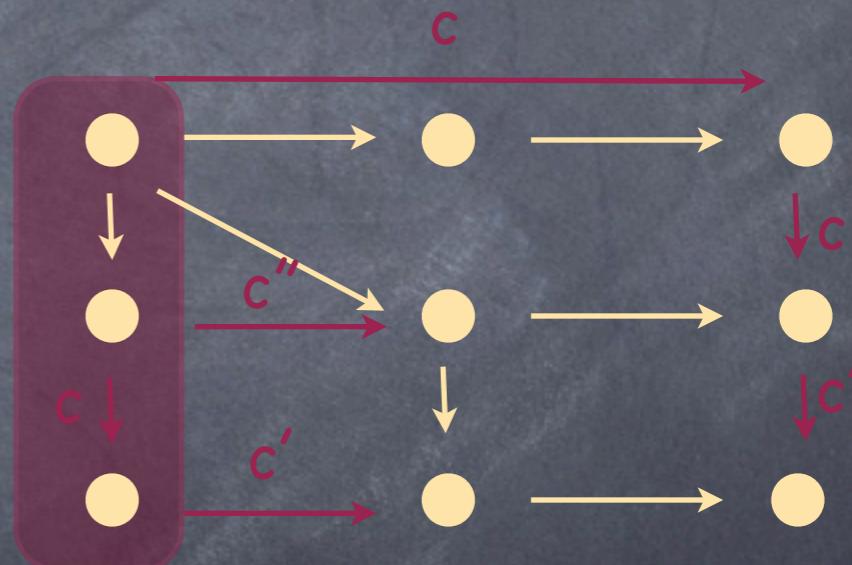
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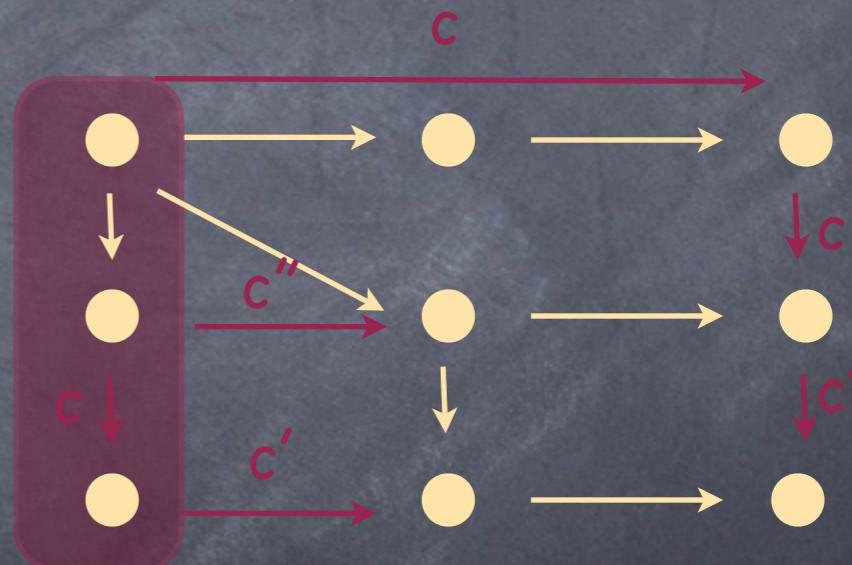
The framework

- Completion of LTS(S)

- Transition costs

- Path cost function

distance - minimal cost on all paths
labelled by the sequence



For the user

- ➊ Pick your favorite data structure S
- ➋ Add desired incorrect transitions and assign them transition costs
- ➌ Choose a path cost function

distance and relaxation follow

For the user

The framework clears the head,
direct concrete relaxations are also possible

- ⦿ Pick your favorite data structure S
- ⦿ Add desired incorrect transitions and assign them transition costs
- ⦿ Choose a path cost function

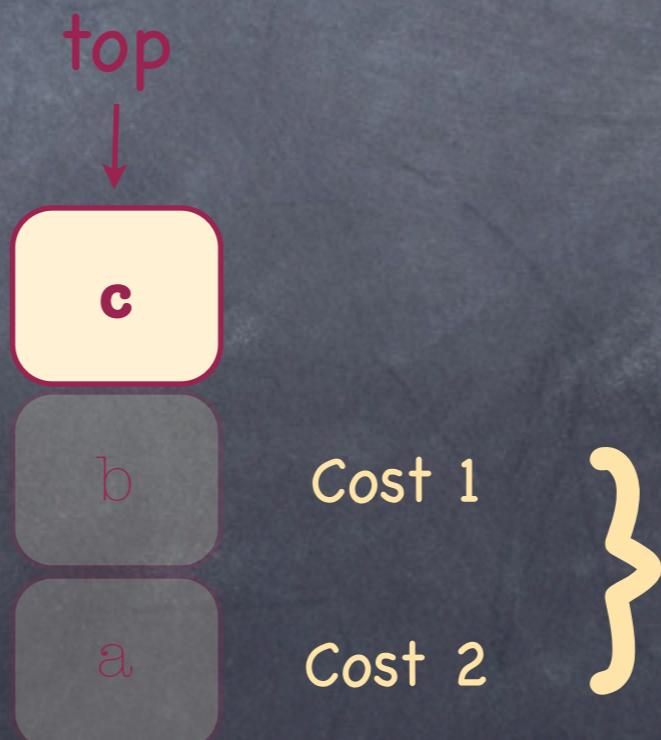
distance and relaxation follow

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push(a)push(b)push(c)pop(a)pop(b)
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state evolution

Total
cost



max = 2
sum = 3

Stack example

- Canonical representative of a state
- Add incorrect transitions with costs
- Possible path cost functions max, sum, ...

Stack example

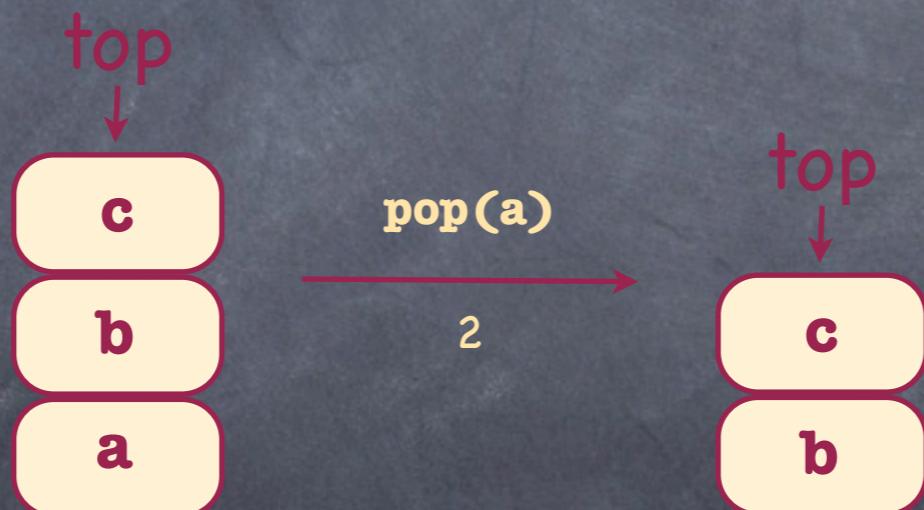
Sequence of **push**'s with no matching **pop**

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Stack example

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Let's generalize

Generic out-of-order

$\text{segment_cost}(q \xrightarrow{m} q') = |\mathbf{v}|$ transition cost

where \mathbf{v} is a sequence of minimal length s.t.

(1) $[\mathbf{uvw}]_m = q$, \mathbf{uvw} is minimal, \mathbf{uw} is minimal

(1.1) removing \mathbf{v} enables a transition q'

(1.2) $[\mathbf{uw}]_m \xrightarrow{m} [\mathbf{uw'}]_m$, $[\mathbf{uvw'}]_m = q'$

(2) $[\mathbf{uw}]_m = q$, \mathbf{uw} is minimal, \mathbf{uvw} is minimal

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goes with different path costs

Generic out-of-order

segment_cost($q \xrightarrow{m} q'$) = $|v|$ transition cost

where v is a sequence of minimal length s.t.

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 - (1.1) $[uw]_e \xrightarrow{m} [u'w]_e$, $[u'vw]_e = q'$
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Out-of-order stack

- Canonical representative of a state
- Add incorrect transitions with segment-costs
- Possible path cost functions max, sum, ...

Out-of-order stack

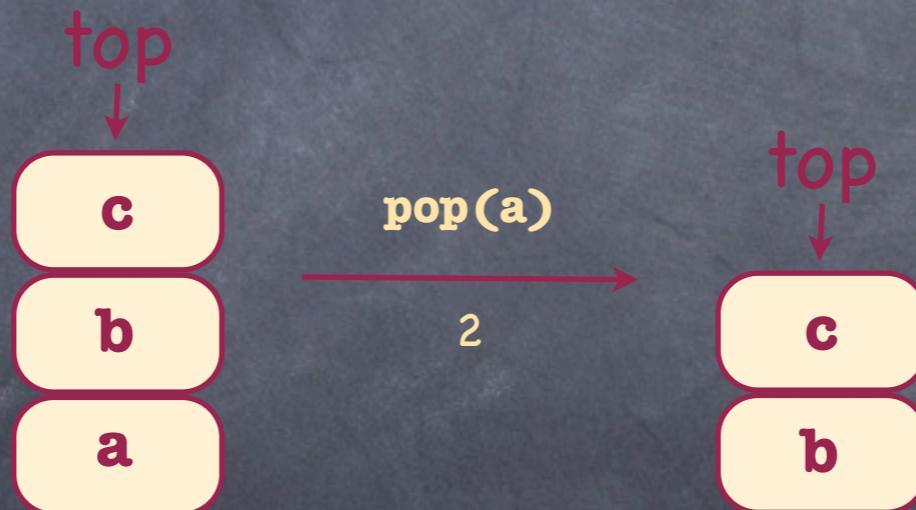
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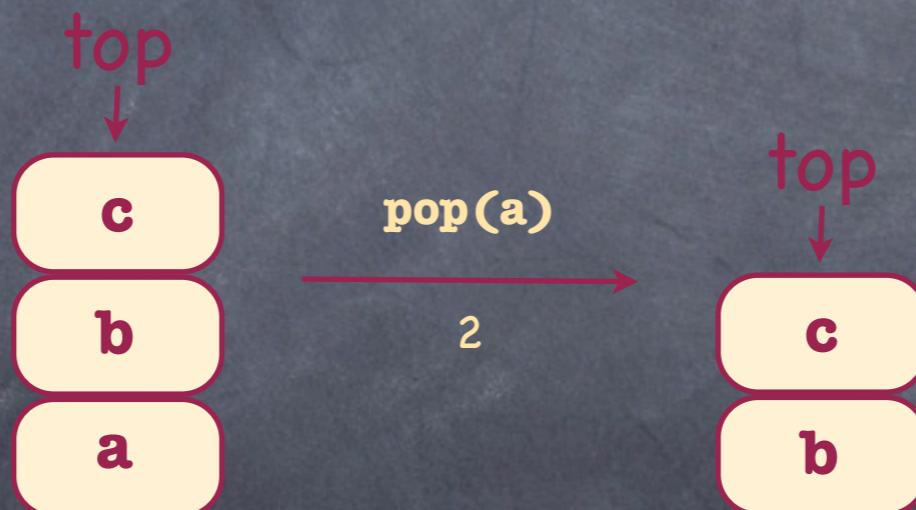


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also "shrinking window"
restricted out-of-order

Out-of-order queue

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Out-of-order queue

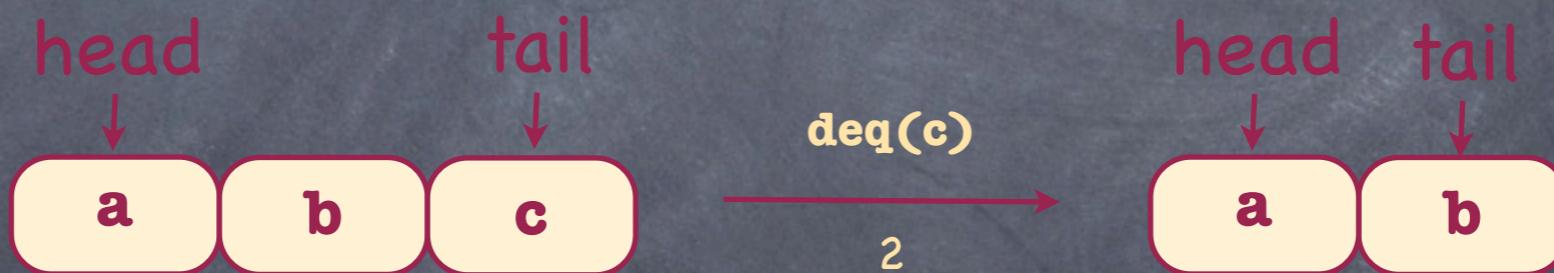
Sequence of `enq`'s with no matching `deq`

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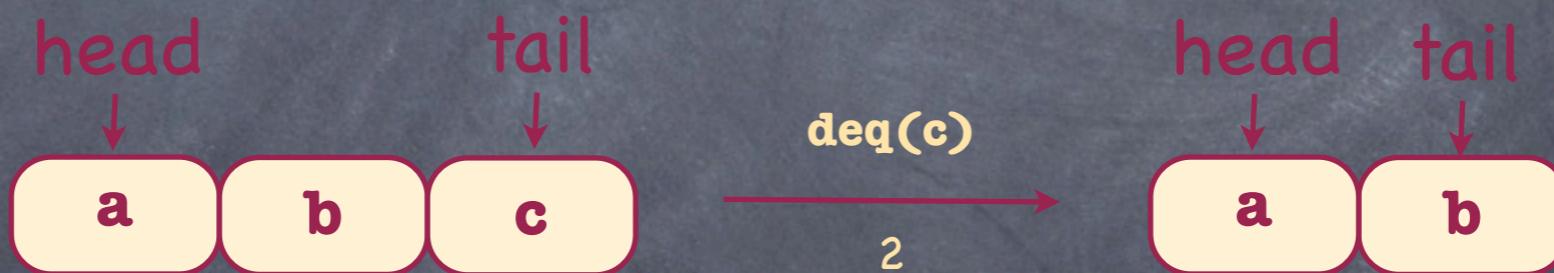


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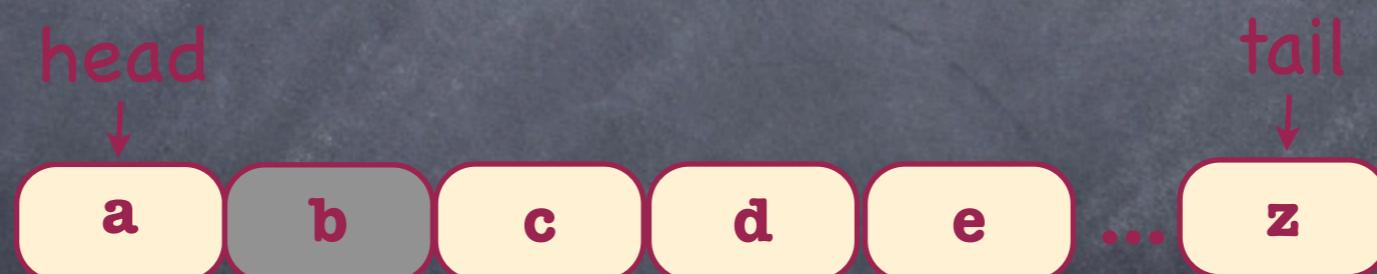


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Out-of-order variants

Queue



Out-of-order variants

Queue

lateness $k=3$

out-of-order $k=3$

restricted
out-of-order $k=3$

head



How about
implementations?
Performance?

Short-term history

- ⦿ SCAL queues [KPRS'11]
- ⦿ Quasi linearizability theory and implementations [AKY'10]
- ⦿ Some straightforward implementations [HKPSS'12]
- ⦿ Efficient lock-free segment queue [KLP'12]

(almost) all implement
restricted out-of-order

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distributed, one
k-queue

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Lessons learned

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Well-performing implementations of
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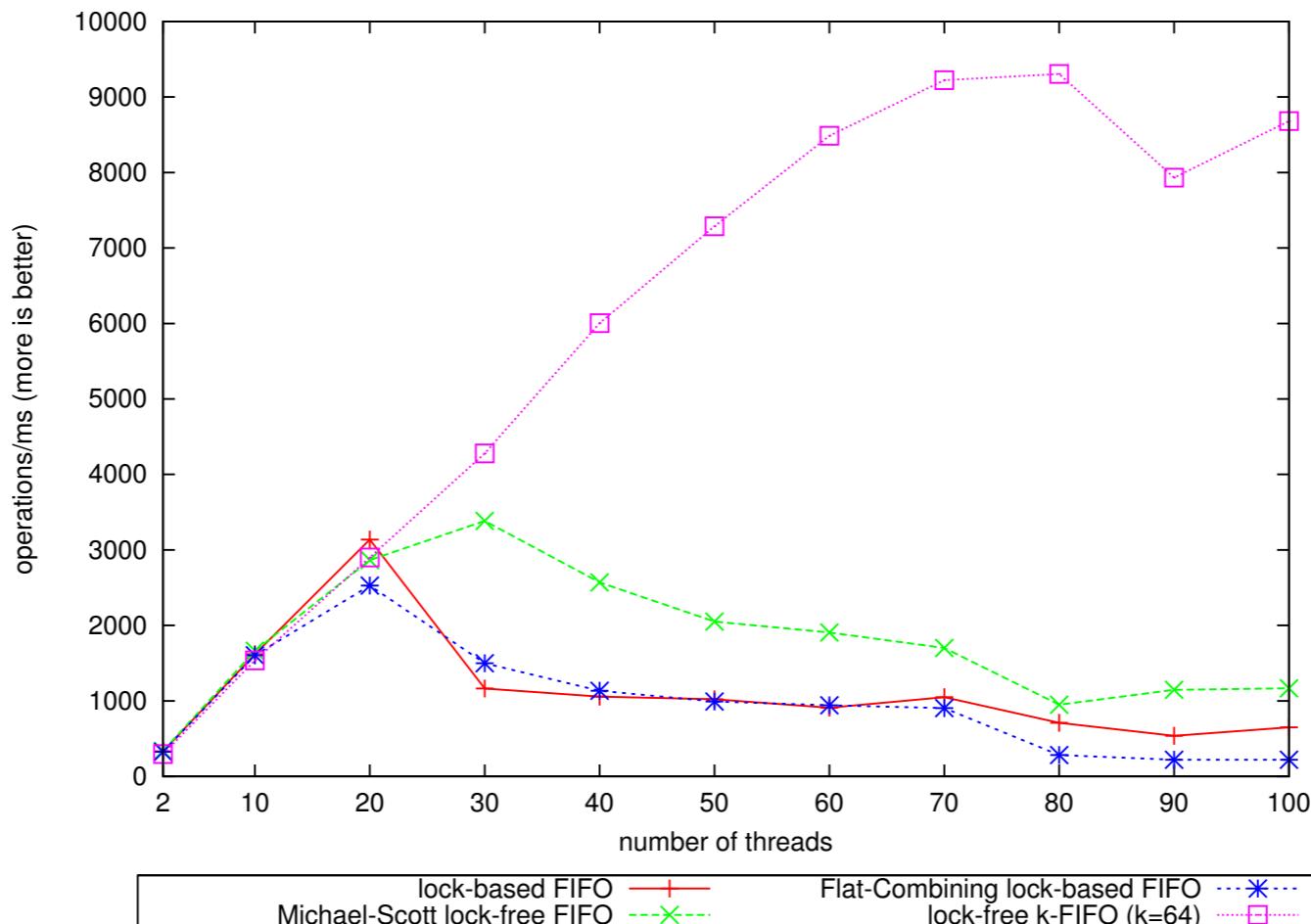
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Let's see them!

Queue

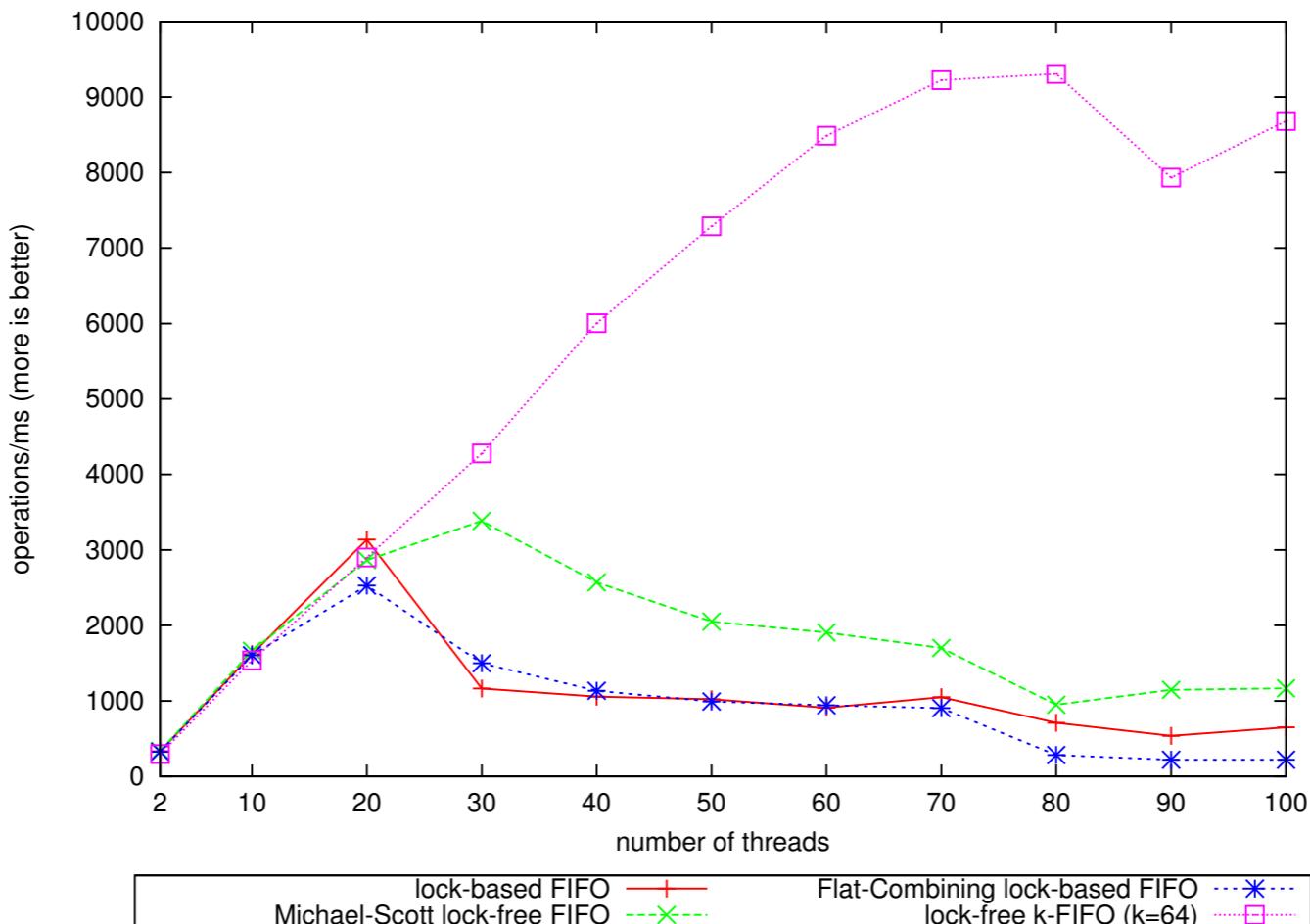
Scalability comparison



Queue

Scalability comparison

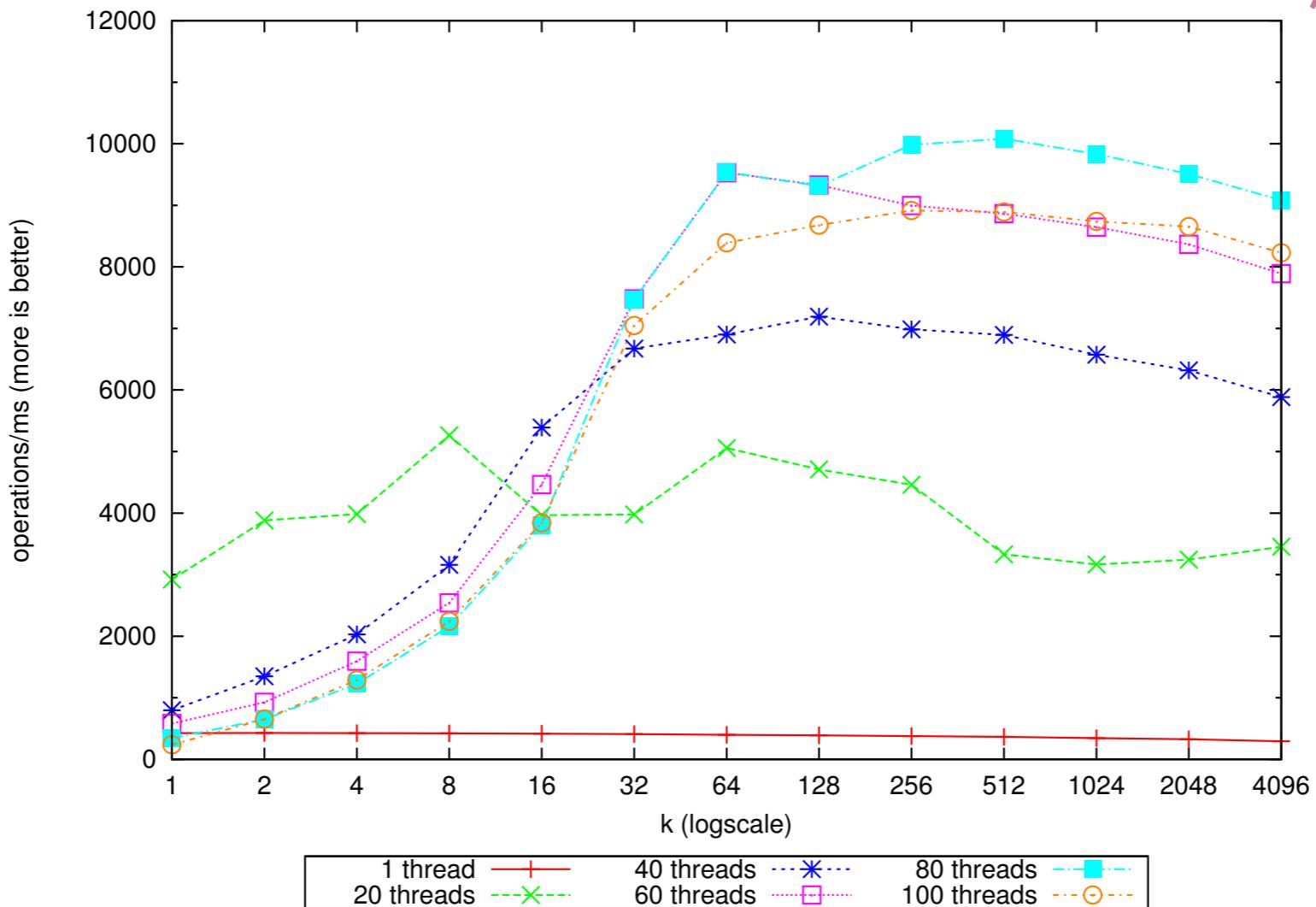
80-core
machine



Queue

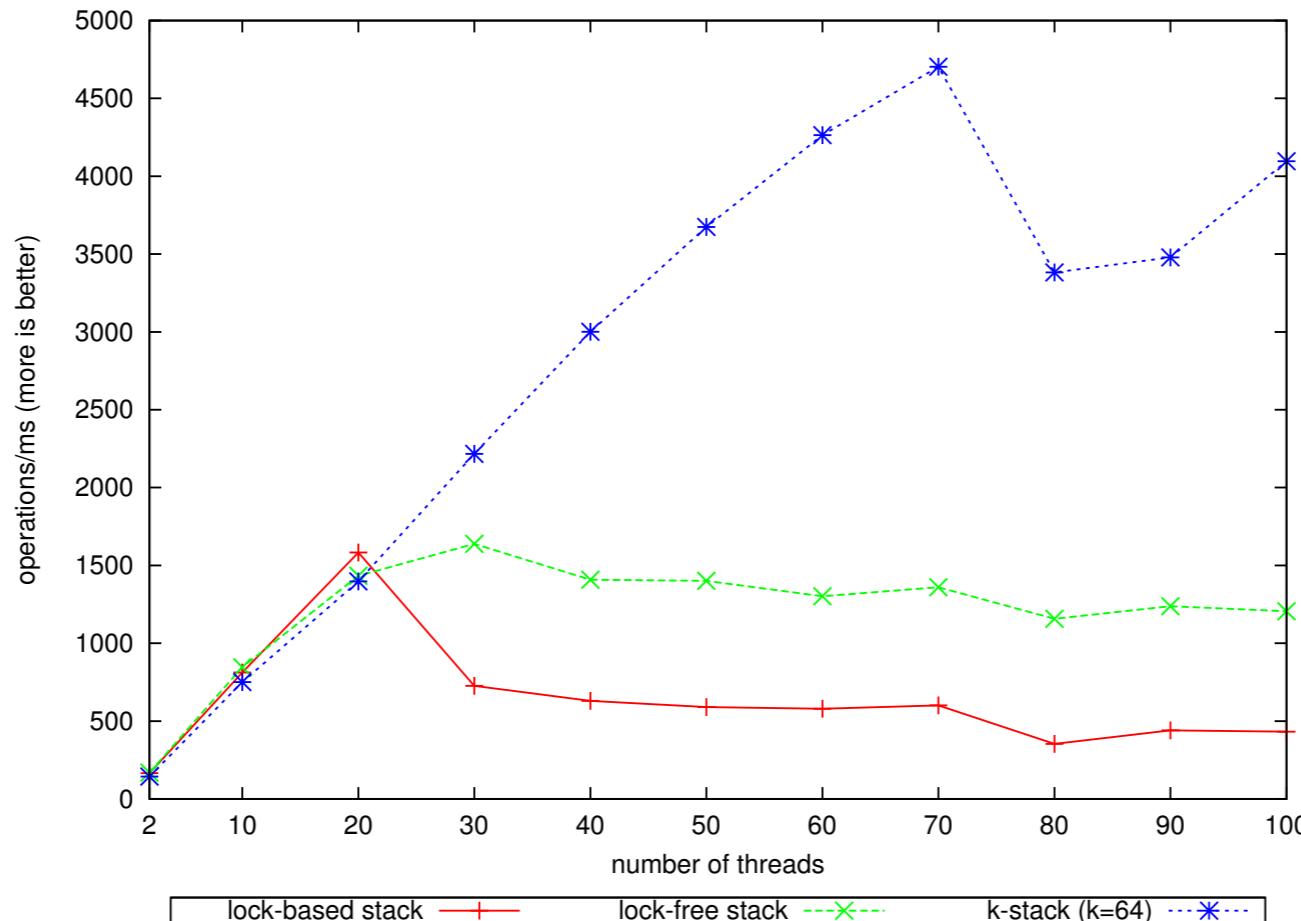
The more relaxed, the better

lock-free
segment queue



Stack

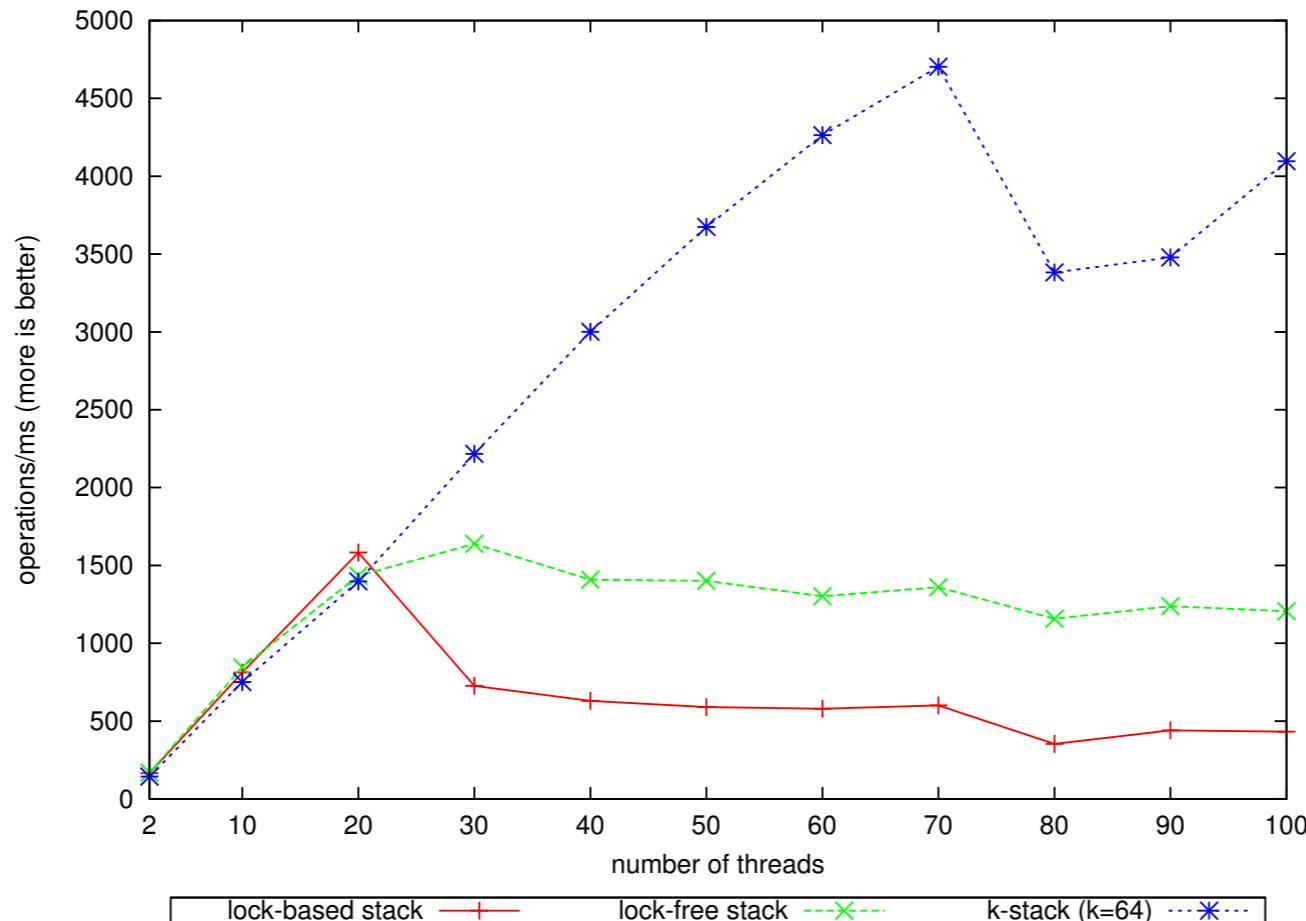
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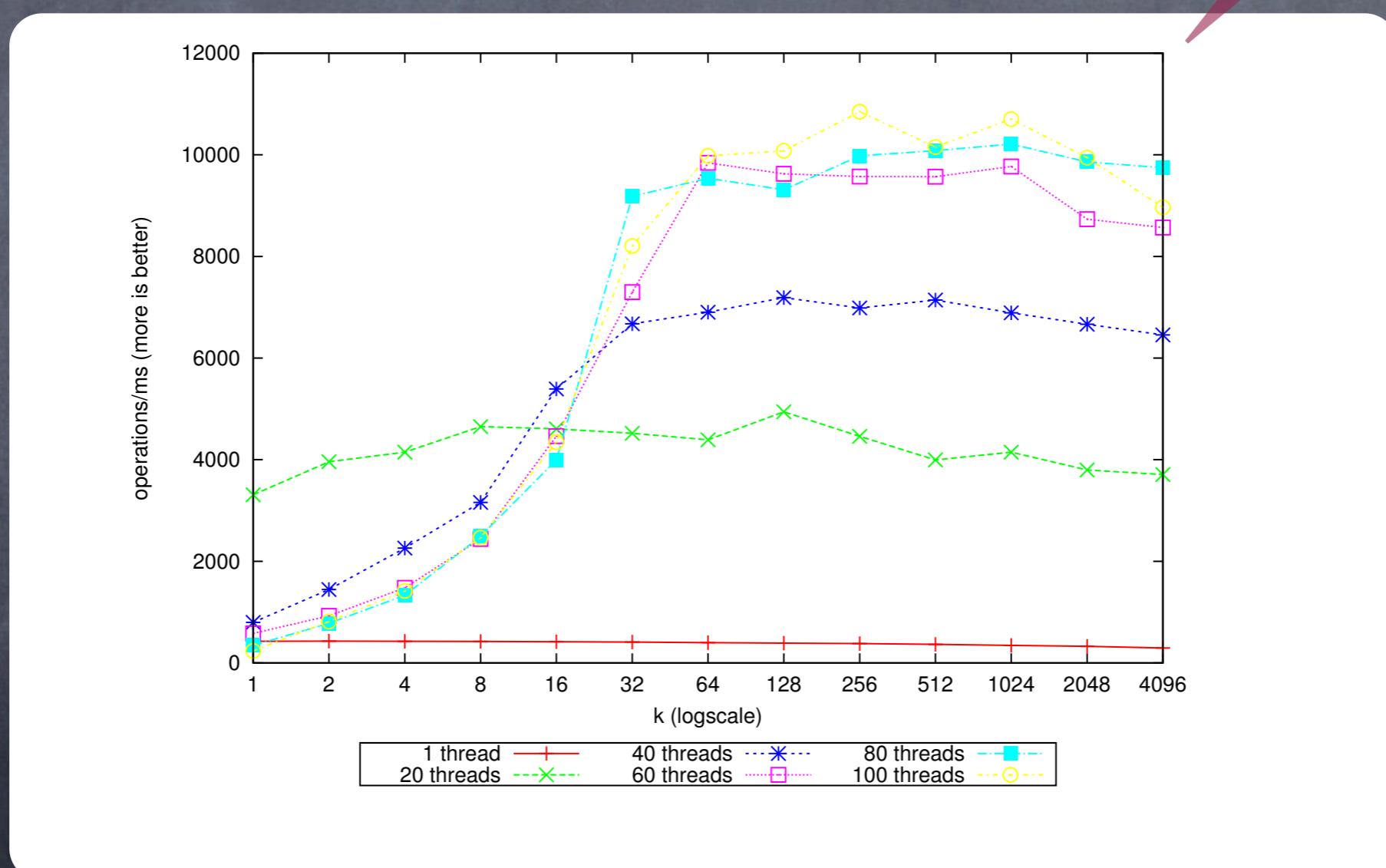
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Stack

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Final remarks

Contributions

Framework for quantitative relaxations
generic relaxation, concrete examples,
efficient implementations exist

Final remarks

Contributions

all kinds of

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Difficult open problem

From practice to theory it works...
How to get from theory to practice?

Final remarks

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Difficult open problem

THANK YOU

From practice to theory it works...
How to get from theory to practice?