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Master's Thesis

Wait-free synchronisation for inter-process communication in real-time systems

submitted by

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Declaration of Originality

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Kurzfassung

Vorhersehbare und korrekte Interprozesskommunikation (IPC) ist für Echtzeitsysteme von entscheidender Bedeutung, da Verzögerungen, Unvorhersehbarkeit oder inkonsistente Datenstände zu Instabilität und Ausfällen führen können. Traditionelle Synchronisationsmechanismen verursachen Blockierungen, die zu Prioritätsinversionen und erhöhten Antwortzeiten führen. Um diese Herausforderungen zu bewältigen, bietet die wartefreie Synchronisation eine Alternative, die den Abschluss von, wie der Austausch von Daten zwischen mehreren Prozessen, in einer begrenzten Anzahl von Schritten garantiert und so die Systemreaktionsfähigkeit und -zuverlässigkeit sicherstellt.

Diese Arbeit untersucht die Nutzung von wait-free Datenstrukturen für IPC in Echtzeitsystemen mit Fokus auf deren Implementierung in Rust. Das Eigentumsmodell und die strengen Nebenläufigkeitsgarantien von Rust machen es besonders geeignet für die Entwicklung latenzarmer und hochzuverlässiger Synchronisationsmechanismen. Diese Arbeit analysiert bestehende wait-free Methoden für IPC in Echtzeitsystemen und bewertet ihre Leistung im Vergleich zu herkömmlichen Synchronisationsmethoden.

Stichwörter: Echtzeitsysteme, wait-free Sysnchronisation, lock-free Synchronisation, Interprozesskommunikation, rust

Abstract

Predictable and correct Inter-Process Communication (IPC) is essential for Real-Time System (RTS), where delays, unpredictability or inconsistent data can lead to instability and failures. Traditional synchronization mechanisms introduce blocking, leading to priority inversion and increased response times. To overcome these challenges, wait-free synchronization provides an alternative that guarantees operation completion, such as the completion of data exchange between multiple processes, within a bounded number of steps, ensuring system responsiveness and reliability.

This thesis explores the use of wait-free data structures for IPC in RTS, focusing on their implementation in Rust. Rust's ownership model and strict concurrency guarantees make it well-suited for developing low-latency and high-reliability synchronization mechanisms. This work examines existing wait-free techniques for real-time IPC, and evaluates their performance against conventional synchronization methods.

Keywords: real-time systems, wait-free synchronization, lock-free synchronization, inter-process communication, rust

Contents

1. Introduction

1.1. Motivation

In modern manufacturing and automation, control systems must operate under strict timing constraints to function reliably. If a system fails to meet these constraints, unexpected delays can disrupt processes, leading to instability or even hazardous failures in safety-critical environments. For this reason, RTS and low-level programming languages like C or Rust are widely used to ensure predictable execution times.

To achieve these strict timing requirements, many real-time applications involve multiple tasks that must run concurrently and share resources efficiently. Without proper synchronization, problems such as data corruption or race conditions can occur leading to unpredictable behavior. Traditional synchronization methods with locks are commonly used to manage access to shared resources by blocking processes so that only one process at time accesses the shared resource to exchange data in a proper way. However, these blocking mechanisms introduce significant challenges in real-time settings. Since Traditional synchronization methods require processes to wait for resource availability, they can lead to increased response times, potential deadlocks, potential process starvations, and potential priority inversions. These delays are unacceptable in systems that require strict timing guarantees. [1]–[3]

To overcome these limitations, there is an increasing interest in synchronization techniques without any blocking mechanisms. A lock-free algorithm for instance functions withouth any locking mechanism thus no blocking. This guarantees that at least one process completes in a finite number of steps, regardless of contention (multiple processes try to access the same shared resource). This property ensures that at least the system will still work eventhough one process might be lagging. The only problem is that this will not handele starvation since there is no guarantee that every process will finish its task. [4]

While lock-free algorithms represent a significant improvement, wait-free algorithm guarantees that every operation completes in a finite number of steps, regardless of contention. This property ensures system responsiveness and predictability, which are essential for real-time applications. By eliminating blocking and contention-based delays, wait-free synchronization prevents priority inversion and ensures that high-priority tasks execute without interference. [1], [2], [4]

These synchronization mechanisms are particularly important in the context of IPC, which plays a crucial role in RTS. IPC allows processes to exchange data efficiently, but its performance is heavily influenced by the synchronization techniques used. Traditional IPC mechanisms, which often rely on blocking some processes, can introduce significant latency and reduce throughput. Wait-free data structures offer a promising alternative by ensuring that communi-

cation operations complete within predictable time bounds. However, selecting appropriate wait-free data structures and evaluating their performance in real-time environments remains a challenge. [5]–[8]

To implement these advanced synchronization techniques safely, the choice of programming language is crucial. The Rust programming language provides useful features for implementing real-time synchronization mechanisms. Its ownership model and strict type system prevents data races and enforce safe concurrency. Additionally, Rust offers fine-grained control over system resources, making it a strong candidate for real-time applications that demand both low latency and high reliability. [9], [10]

The concepts and methods introduced here, including RTS, IPC, synchronization techniques and problems, wait-free synchronization, and the rust programming language are explored in greater depth in chapter 2.

1.2. Objective

The primary goal of this research is to find the best wait-free data structures that can be used to implement a wait-free synchronization for IPC though shared memory in RTS using Rust. To do so, this study aims to:

- Identify and analyze existing wait-free synchronization techniques for IPC through shared memory for RTS.

- Implement, validate and compare the performance of existing wait-free synchronization mechanisms for IPC through a shared memory for real-time scenarios with each other.

- Choose and analyze which wait-free data structure for IPC through shared memory in a real-time setting using Rust that is best suited.

By addressing these objectives, this work contributes to the field of wait-free synchronization for IPC in RTS by providing a practical solution with rust. The insights gained from this research can help improve the reliability and performance of real-time applications across various domains.

1.3. Structure of the Thesis

2. Background

To establish a clear foundation for the concepts and definitions introduced throughout this thesis, a fundamental overview of the key topics relevant to this research will be provided. This includes an introduction to RTS, Inter-Process Communication (IPC), and synchronization techniques, with a particular focus on wait-free synchronization. Additionally, the Rust programming language will be examined, as it serves as the primary development environment for this study. Furthermore, existing synchronization methods in RTS will be explored to contextualize the motivation and contributions of this work.

2.1. Real-Time Systems

In RTS the correctness of the system does not only depend on the logical results of computations, but also on timing constraints. These systems can be classified into Hard Real-Time System (HRTS) or Soft Real-Time System (SRTS). HRTS have strict timing constraints, and missing a constraint is considered a system failure and may lead to a catastrophic desaster. The sysetem must guarantee that every timing constraint has to be met. An use case would be industrial automation where all the machines and robotic modules have to communicate with each other as quick as possible to ensure no blockage of the manufacturing line. [11]

On the other hand, SRTS try to stick to the timing constraints as much as possible, but missing some timing constraints is not considered a system failure. Infrastructure wise SRTS are similar to HRTS, since it is still considered important to meet these timing constraints. An example would be a multimedia system where it would be considered fine if sometimes frames are dropped to guarantee the video stream. [11]

Sometimes these two systems appear in combination, where some functions have hard real-time constraints and some have soft real-time constraints. Krishna K. gives a good example in his paper where he describes that for the apollo 11 mission some components for the landing processes had soft real-time behavior and the rest still functioned with hard real-time constraints. [11]

Since the workfield of this thesis is within HRTS, the term RTS will be used synonymously with the terminology HRTS.

2.2. Inter-Process Communication

Processes used in a RTS also have to share information with each other so the system can function. So some kind of IPC is needed. IPC allows processes to share information with each

other using different kind of methods like a shared memory region, which will be the method used and explained later in this thesis. In general, IPC is needed in all computing systems, because processes often need to work together (e.g. a producer process passes data to a consumer process). Lets take the brake-by-wire technology as example. Brake-by-wire is a technology for driverless cars where some mechanical and hydraulic components from the braking systems are replaced by wires to transmit braking signals, since there is no driver anymore to press on the braking pedal [12]. This of course requires different processes to share information together. In the context of this thesis this kind of communication requires strict timing constraints as stated as before, since any kind of delay or blockage would lead to fatal consequences. [13], [14]

2.2.1. Shared Memory

To achieve any kind of information sharing between processes, these processes will need to have access to the same data regularly. With a shared memory segment, multiple processes can have access to the same memory location. So all processes which are part of the IPC can read and write to this common memory space avoiding unnecessary data copys. With that, processes exchange information by directly manipulating memory. This kind of IPC is particular useful for real-time applications, which handle large volumes of data or are required to quickly transfer data between sensors and control tasks. What is also important to know is that the section of the code, that programs these data accesses by different processes is called critical section. The problem with this is that the system somehow has to manage how the processes access the shared memory segment. This is mostly done by using different kind of synchronization techniques. Without any synchronization mechanism race conditions or inconsistent data can occur. [15]

2.3. Synchronization

As observed, synchronization is a crucial part of IPC in RTS, especially when processes communicate via shared memory. Communication through shared memory always has a risk of race conditions and data inconsistency if the processes are not properly synchronized. Tratitional synchronization techniques ensure mutual exclusion (only one process at a time uses shared resource) thus avoiding race conditions and ensuring data consistency. Race conditions happen when for example two processes write to the same resource. Lets take a single counter instance with value 17 as a shared resource in a shared memory region. If one has process p1 and one process p2 increments that number, the end result should be 19. But what could happen is that p1 could read the value 17 before p2 increments it and then before p1 increments that value p2 could also read the value 17. Now internally both processes increment that number to 18 and both processes would write 18 to that shared resource. To understand this example more in detail fig. 2.1 visualizes a race condition with threads.

The difference between processes and threads is just, that threads are part of a process which can perform multiple tasks via threads simultaneously within that process. Another

difference that will later be important in this thesis is that processes have their own private memory space, while threads share the memory space of the process they are part of. So naturally a process can not access the memory of another process. Regardless the following concept in fig. 2.1 can be used for processes too. [16]
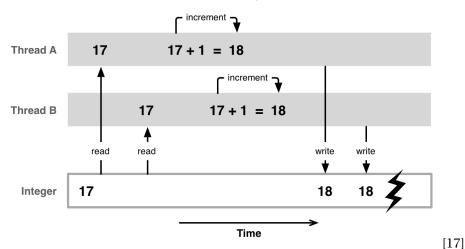
Figure 2.1.: Race condition between two threads, which write to the same shared variable.

[17]

2.3.1. Mutual Exclusion

As discussed mutual exclusion does only allow one process or thread to access the shared resource at a time. This includes that if a process p1 already accessed the shared resource x and is still working on it, a second process p2, which trys to access that shared resource x has to wait untill the process p1 finishes its task, where it needs that shared resource x. To achieve this mostly synchronisation techniques based on locks or semaphores are used to block the entry of an process to an already accessed and in use shared resource of an other process. See fig. 2.2 to gain an deeper understanding on how this works. This paper will not go into detail how traditional synchronisation techniques like locks or semaphores work, since for this work it is only important that these kind of methods manage the access of processes to shared resources in shared memorys via some kind of locks. A process will aquire a lock to access a shared resource and will release it when its task is done. Another process trying to access the same resource while its in use has to wait untill the lock is released for that resource.

It is clear that this approach inherently relys on blocking a set of processes. This may lead to several issues, including deadlocks, process starvation, priority inversion, and increased response times. The sequence which process might aquire the lock first to enter the critical section, when multiple processes wait for the access is mostly set by a scheduler. Since wait-free methods explained later in section 2.5 are lock-free, a scheduler is not needed and as a result of that scheduling will not be explained more in detail in this work. [2], [19]

Figure 2.2.: Mutual exclusion between three tasks(processes), which access the same critical section. Multiple processes need to stop working and just wait for other processes to finish their work. See the waiting phase of the processes.
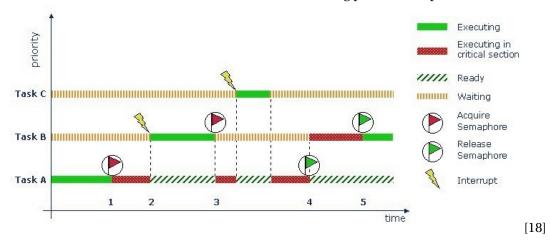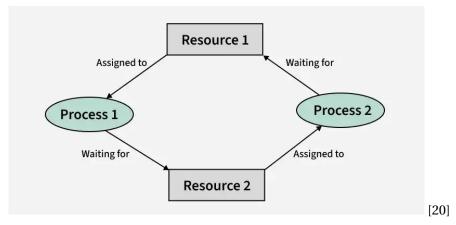

[18]

Figure 2.3.: Deadlock between two processes, which wait for each other to release the needed resources.

[20]

Process Starvation

Another problem would be, what if when multiple processes try to enter the shared resource one after the other and one process keeps getting outperformed in aquiring a lock to enter the critical section. This process would wait for a indefinite time and will never enter the shared resource. A process that will never access a shared resource that it tries to enter starves out. This usually happens when a synchronization method allows one or more processes to make progress while ignoring a particular process or processes. This mostly happens in environments where some sort of process prioritization exists and processes are classified into low and high priority processes. When there are always high priority processes available and

some low priority processes, it might happen that these low priority processes will never be able to enter the critical section. This is a problem, since these low priority processes might be important for the system too. [21]

Deadlock

Even worse, what if two or more processes already accessed a resource and now each of them wait that the other process releases the lock for the resource each of them aquired? This results in a situation seen in fig. 2.3 where these processes now indefinetlywait for each other and never terminate. So the resources that these waiting processes hold are also never released and are also never available to other processes maybe needed by other systems. As one can see, this a system into a state which would make no progress any further and would also not respond to any command anymore. [20], [22]

For instance a driverless car with a brake-by-wire system, where processes responsible for braking are in a deadlock, could eventually not brake if needed and a fatal car crash would happen.

Priority Inversion

Now lets say no process starvations or deadlocks happen. What could happen too is that a lower priority process already accessed a shared resource and after that a higher prioritiy process needs to access that specific resource too. If the lower priority process now gets delayed, the higher priority process gets delayed too. This would be called priority inversion now; a low priority process delaying an high prioritiy process. [23]

Increased Response Times

As demonstrated traditional synchronization is based on mutual exclusion via blocking processes. The result is processes that are waiting, which leads to increased response times of a system. This results in not meeting the timing constraints of a HRTS environment.

2.4. Lock-Free Synchronization

Therefore synchronization techniques are required that do not block processes with any kind of locking mechanism. One way could be the implementation of lock-free syschronization techniques. This would allow multiple processes to access the shared resource concurrently. Lock-free synchronization ensures that at least one process will make progress in a finite number of steps. However some processes may be unable to proceed, because lock-free synchronization does not guarantee that all processes will complete their operations in a finite number of steps. This means that starvation or even prioritiy inversion is still possible, as some processes, even high priority processes may be indefinitely delayed by others. There are different kind of mechanisms to achieve this. One way to accomplish lock-freedom for

example is the lock-free technique introduced by Michael and Scott, which is also the basis for some other wait-free algorithms.

2.4.1. Michael and Scott's Lock-Free Queue

Michael and Scott developed an algorithm seen in algorithm 1 using a linked-list as a shared data structure with a enqueue and a dequeue function to introduce lock-freedom. A linked-list is a list containing nodes containing data and a pointer called next which references the next node in the list, which can only be traversed in a single direction. There is also a pointer called head, which references the beginning node of the list and a pointer calles tail, which references the end node of the list. The core concept of the algorithm is the enqueue and dequeue functions beginning at line 7 and 26 in algorithm 1, which are used to add and remove nodes to the shared data structure. When a process trys to add a node to the list, it first creates a new node and sets its next pointer to NULL, see line 8 to 10 of the enque function. Beginning from line 11 to line 23 following happens: The process first checks if the pointer referencing to the next node after the tail node is NULL, see line 15. If it is null it tries to link the new node to the end of the list by using a CAS seen in line 16. This operation atomically compares the current value of the tail pointer with the expected value and, if they match, updates the tail pointer to point to the new node. The tail itself would be updated in line 24. [24]

So lets say 2 processes p1 and p2 untill line 16 executes one after the other. What could happen now is that if p1 executes line 16 before p2, p2 will fail the CAS from line 16. Now if p1 would not execute further thus not finalizing the enqueue with line 24 and p2 retrys the loop until line 15, the condition in line 15 would not be TRUE anymore for p1 and p1 would execute line 19 and 20 to help p2 to finalize its enqueue so other processes can work further with this algorithm. [24]

The dequeue function works analogously, but instead of adding a node to the end of the list it removes a node from the front of the list. And since another process which could not finish its enqueue would cause confusion for other processes in the dequeue function, the process which could not finish its enqueue will also be helped in the dequeue function. [24]

Initialization starts at line 1 in algorithm 1, which is just used to to create dummy nodes when there's no node in the list. This just simplifies the algorithm so that the head and tail pointers are not null. It can be observed that this approach does not need any locks explained in section 2.3. Still this approach has one major problem. If for instance process p1 is trying to enqueue, it can happen that the CAS loop might fail indefinetly if for an indefinite time other processes are always executing line 16 immediately befor p1 could execute line 16. This means that in very high contention scenarios, a process may be delayed indefinetly and starve out. In a HRTS this could lead to violating timing constraints, since the process would not finish his task in the defined timing window, which is unacceptable. This is why a slightly different approach which guerantees that every process will complete its operation in a finite number of steps is in need. [24]

Algorithm 1 Michael and Scott's Lock-Free Queue

1: **function** INITIALIZE(Q : pointer to queue_t)
2:     node = **new** node()   ▷ Allocate a dummy node
3:     node.next.ptr = NULL   ▷ Make it the only node in the list
4:     Q.Head = node   ▷ Both Head and Tail point
5:     Q.Tail = node   ▷ to this dummy node
6: **end function**
7: **function** ENQUEUE(Q : pointer to queue_t, value : data_type)
8:     node = **new** node()   ▷ Allocate a new node from the free list
9:     node.value = value   ▷ Copy enqueue value into node
10:     node.next.ptr = NULL   ▷ Set next pointer of node to NULL
11:     **loop**   ▷ Keep trying until Enqueue is done
12:         tail = Q.Tail   ▷ Read Tail (pointer + count) together
13:         next = tail.ptr.next   ▷ Read next ptr + count together
14:         **if** tail == Q.Tail **then**   ▷ Are tail & next consistent?
15:             **if** next.ptr == NULL **then**   ▷ Tail is the last node?
16:                 **if** $CAS(\&tail.ptr.next, next, \langle node, next.count+1 \rangle)$ **then**
17:                     **break**   ▷ Link the new node; Enqueue is done
18:                 **end if**
19:             **else**   ▷ Tail not pointing to the last node
20:                 CAS(& Q.Tail, tail, ⟨ next.ptr, tail.count+1⟩)   ▷ Move Tail forward (helping another enqueuer)
21:             **end if**
22:         **end if**
23:     **end loop**
24:     $CAS(\&Q.Tail, tail, \langle node, tail.count+1 \rangle)$ ▷ Final attempt to swing Tail to the inserted node
25: **end function**
26: **function** DEQUEUE(Q : pointer to queue_t, pvalue : pointer to data_type)
27:     **loop**   ▷ Keep trying until Dequeue is done
28:         head = Q.Head
29:         tail = Q.Tail
30:         next = head.ptr.next   ▷ Read head->next
31:         **if** head == Q.Head **then**   ▷ Still consistent?
32:             **if** head.ptr == tail.ptr **then**   ▷ Empty or Tail behind?
33:                 **if** next.ptr == NULL **then**   ▷ Queue is empty
34:                     **return** FALSE
35:                 **else**   ▷ Tail is behind, help move it
36:                     $CAS(\&Q.Tail, tail, \langle next.ptr, tail.count+1 \rangle)$
37:                 **end if**
38:             **else**   ▷ No need to adjust Tail
39:                 *pvalue = next.ptr.value   ▷ Read value before CAS
40:                 **if** $CAS(\&Q.Head, head, \langle next.ptr, head.count+1 \rangle)$ **then**
41:                     **break**   ▷ Dequeue is done
42:                 **end if**
43:             **end if**
44:         **end if**
45:     **end loop**
46:     **free**(head.ptr)   ▷ Safe to free old dummy node
47:     **return** TRUE
48: **end function**

[24]

While Michael and Scott's algorithm relies on the CAS primitive, other atomic primitives provide alternative approaches that other algorithms shown later in this thesis use. A overview on the atomic primitives that are used in this thesis context is given in the following section.

2.4.2. Atomic Primitives

Atomic primitives are hardware instructions that conduct a set of steps atomically, meaning with no interruption from other processes [25]. This will be important in the algorithms analyzed later in this thesis, since these primitives are used to implement wait-free synchronization. There are different kind of atomic primitives:

LL/SC

Abbreviation of the instructions Load-Linked (LL) and Store-Conditional (SC), which is an operation available on ARM, MIPS and Alpha architecutures usually implied with a Validate-Link (VL) instruction.

- LL(R) returns value of register r

- "SC(R, v) changes the value in register R to v and returns true, if and only if no other process performed a successful SC since the most recent call of LL of the current process. So SC fails if the value of the register has changed since it has been read" [26]

- "VL(R) returns true if no other process performed a successful SC on register R, which allows to test a register value without changing it" [26]

[26]

Compare and Swap (CAS)

It is already explained how CAS works in section 2.4.1. Furthermore to the explanation in section 2.4.1 CAS is an atomic primitive that is supported on "intel x386, x64 and most general purpose architectures with operands that are restricted to pointer size" [26].

- "CAS(R,e,n) returns true and sets the value of R to n if the value in R is e. Otherwise, it returns false." [26]

The problem with CAS furthermore than the issue explained earlier in section 2.4.1 is that it can lead to the ABA problem, which can also occur in wait-free algorithms:

- Process 1 reads value A from a shared variable.

- Process 2 changes the value to B and then back to A.

- Process 1's CAS operation succeeds, because it compares the value A it read earlier with the current value A, even though the value was changed in between.

This is a fundemental limitation of CAS. One solution would be to replace CAS with LL/SC, but that is not possible on x86 processors. So other solutions are needed that are discussed in chapter 6. [26]

Double-With Compare and Swap (DWCAS)

This is a CAS on two neighboring memory locations. [26]

Double Compare and Swap (DCAS)

Sometimes also called CAS2, is a CAS on two independent memory locations. [26]

Swap

Swap is an atomic read-modify-write operation that unconditionally exchanges a value in memory with a new value and returns the old value. Swap(R, v) atomically stores value v into location R and returns the previous value that was in R. This operation always succeeds. [27].

FAA

This primitive is used to increment "the value of a variable by a given offset and [return] the result. This instruction always succeeds." [26]

Fetch and Store (FAS)

This atomically stores a value into a variable and returns the previous value. This is similar to CAS, but it does not require a comparison and a retry loop. This is faster then CAS, if conditions before updating do not need to be checked. [28]

2.5. Wait-Free Synchronization

Lock-freedom solves the problem off a system getting into a deadlock. But this is not enough, in a fully automated car for example it is undesirable that any process does not complete its task, since that could mean that some processes that are responsible for braking would not finish their work in a worst case scenario. And such an occasion where the car would need to brake a fatal car crash would be the outcome. Consequently a solution is necessary where every process finishes their task in a finite number of steps instead of just one process. So something is needed which builds upon such mechanisms and expand them. This is exactly what wait-free synchronization is. It guarantees that every process will complete its operation in a finite number of steps, regardless of contention. This means that even process starvation is by definition not possible anymore. So by definition starvation cannot happen anymore. Also priority inversion is eliminated too, because processes do not have to wait for other processes anymore. This ensures system responsiveness and predictability thus the ability to define strict timing constraints to meet these vital timing constraints, which are essential for HRTS applications. But even wait-free algorithms introduce one problem. Wait-free algorithms are in most cases slower than their lock-free counterpart in execution. A solution to this problem was the fast-path / slow path method by Kogan and Petrank, where operations on a data

structure is first done with a bounded lock-free operation, and when failed a slower wait-free operation will substitute the failed lock-free operation [4]. This will be analysed more in detail in chapter 5.

2.6. Rust Programming Language

The question now is which programming language suits best for this kind of research. Since a fast communication between the processes is compulsory to meet all HRTS timing constraints, the C programming language would be a good choice. C provides low-hardware control and therefore also allows the implementation of fast low-latency communication. What is also important and necessary for a RTS is, that C does not have an automatic garbage collecter, which gets active and stops all processes from working to clean up allocated but no longer used memory space. Because of that all Real-Time Operating System (RTOS) are written in C. The main problem with C is that it does not provide any kind of memory safety, since C implements memory operations that are prone to buffer overflows or control-flow attacks. In the industry around 70% of vulnarabilities happen because of memory safety issues. If the real-time application would run on an isolated system with no internet connection, this would not be a problem. But in modern automation, where systems need to be connected to the internet for data exchange, such systems would be prone to security attacks. RTS nowadays is an integral part in various connected devices, including critical fields such as health or transportation. Conclusively it is extremely important that the security of such devices is guaranteed. With the rust programming language the problems of memory safety features are gone. The difference to C is that it can be as fast as C with the possibility to support low-level control and high-level programming features, while providing memory safety features in a real-time setting. The memory safety aspect is achieved by an ownership concept that controls how memory is handled in programs. This is strictly checked and therefore the executable program has guaranteed memory safety. In the model every value has a single owner represented by a variable. The owner is in charge of the lifetime and deallocation of that value. Rust will automatically free the memory associated with that value, when the owner goes out of scope. This behaviour is automatically done by using the memory reference feature provided by rust. Creating such references is also called borrowing. This allows the usage of these values without transferring the ownership. These references have its own lifetime, which can be explicitly defined by the programmer or implicitly inferred by rusts compiler. This ensures that the references are valid and do not exist longer as needed. Hence this also can play a role in lock-freedom, which is needed for wait-free synchronization, since shared resources can be shared with this ownership concept. Additionally rust is a type-safe language, which can be helpfull during implementation to avoid bugs and errors, since this also needs to be avoided in a RTS. As seen rust is a good choice for implementing wait-free synchronization mechanisms for IPC in RTS. [9], [29].

Further mechanisms on how with rust different kind of common memory safety issues are solved will not be discussed in detail, as that would go beyond the scope of this thesis. It is

only important to know the basics on how rust is a type-safe and memory-safe programming language, to understand why rust is used for this work.

3. Related Work

The early foundations regarding wait-freedom was done indirectly by Leslie Lamport in 1977 and 1983 [30], [31]. While these works did not directly address or formally define wait-freedom, they laid the groundwork for lock-freedom, which Maurice Herlihy later extended to wait-freedom [1].

In 1977, Lamport he showed how one writer and multiple readers can share data without the need of locks, eliminating writer delays due to reader interference. It works by using atomic byte-wise read and write operations. The writer will atomically write a value to a memory location from right to left, while the reader uses the same memory location to read the value from left to right. So even if the writer is still in the process of writing, the reader will not block the writer while reading (and vice versa) and still see a correct snapshot of the data. To prevent a reader process from saving inconsistent data (for example while the writer process writes), the writer process will tag each update by incrementing a start counter before an end counter after writing. Readers take the start counter, read the data, and compare if the start counter matches the end counter. If they do not match it means the data is inconsistent and the reader will retry reading the data until it gets a consistent value. To understand this better imagine a date with the format DD/MM/YYYY, where every digit is written as one byte from right to left and read from left to write. This solves the problem of contention between readers and a single writer. If multiple writers are involved, the writers still have to be mutually exclusive, which means that they have to use locks to block each other to prevent inconsistency (So with multiple writers this algorithm cannot be lock-free anymore). [30]

In 1983 Leslie Lamport then gave a formal method to write and prove the correctness of any concurrent module in a simple and modular way independent of the used data structure, which he refers to as modules. These modules consist of three components:

- state functions, which are abstract variables describing the module's state.

- initial conditions, which are predicates on the state functions.

- properties, which are a mix of safety and liveness requirements.

Safety requirements define what must never happen (e.g., a queue must never drop an element), while liveness requirements define what must eventually happen (e.g., a non-empty queue must eventually allow dequeueing). He also defines the usage of action sets and environment constraints, which seperate the module action from the environments (e.g., the program where the data structure runs in). For example, a First In First Out (FIFO) queue specification would include:

- State Functions: queue contents, operation parameters, return values.

- Initial Conditions: queue starts empty.

- Safety Condition: queue maintains FIFO ordering.

- Liveness Condition: dequeue operation will eventually return a value.

This systematic methodology to prove the correctness of concurrent data structures laid the necessary groundwork for later developments too. [31]

Building on methodologys to prove concurrent data structure correctness Herlihy and Wing provided linearizability as a correctness condition for concurrent objects, which is a guarantee that every operation performed appears to take effect instantaneously at some point between the call and return of the operation [32]. This correctness condition was then used to formalize wait-freedom in 1991 [1]. In the latter work Herlihy proved that any sequential data structure can be transformed into a wait-free concurrent data structure [1]. A wait-free data structure must satisfy following three constraints:

- Linearizability: operations take effect instantaneously at some point between the call and return of the operation.

- Bounded steps: operations end in a finite number of steps.

- Independence: operations finish regardless of other processes' exection (for later understrandin: a process waiting for another process for a maximum number of time and then returning an error if that time is exceeded would still be considered wait-free, since it will finish regardless of the other process).

From this perspective the algorithm provided by Lamport in 1977 is already wait-free, even though the term was not yet defined at that time. [1], [32]

Herlihys universal construction and principles (or work that builds upon his work) appear conceptually throughout all of these wait-free algorithms [4], [27], [28], [33]–[49]. [1]

Kogan and Petrank later invented a method called fast-path slow-path, were first usually a lock-free method (the fast-path) is used to try to complete an operation, since lock-free algorithms are usually faster than wait-free algorithms. These lock-free paths are bounded by a maximum number of steps and if the operation does not complete within that bound the algorithm tries to complete the operation using a wait-free method (the slow-path). So in cases where the fast-path succeeds often without switching to the slow path, the algorithm in general completes in a shorter time then a pure wait-free algorithm. This method is used by two algorithms with one of them having a great performance advantage, which will be demonstrated later in this thesis [38], [40]. [4]

4. Methodology

To achieve the goal that is defined in section 1.2, first all wait-free data structures that could be used for IPC through shared memory in HRTS need to be identified. To find all existing wait-free datastructure a method was used that is more known from mapping studys or literature reviews. Multiple python scripts were implemented to do this [50]. A web scraper script was written to scrape over google scholar with the following querys:

- "wait-free queue"

- "wait-free" ("mpmc" OR "multi-producer multi-consumer" OR "multi-writer multi-reader" OR "many-to-many") "queue"

- "wait-free" ("mpsc" OR "multi-producer single-consumer" OR "single-writer multi-reader" OR "many-to-one") "queue"

- "wait-free" ("spsc" OR "single-producer single-consumer" OR "single-writer single-reader" OR "one-to-one") "queue"

- "wait-free" ("spmc" OR "single-producer multi-consumer" OR "multi-writer single-reader" OR "one-to-many") "queue"

In google scholar a whitespace is considered as an AND. The rest is interpreted as read. With this approach i got a list of 1324 papers. The papers were then written into a csv file split into query, rank (number of paper), title, year, authors, venue, citations, abstract snippet, full_abstract and url with ";" as an delimiter. To extract all of this the information in google scholar was extracted and then for the full abstract the scraper went onto the source url and extracted the abstract there. If the url was a direct pdf link, a pdf reader was used to find the abstract. If an abstract was not extractable (some source site which was not considered or other problems), "ABSTRACT_NOT_FOUND" was written instead or if the paper was accessible the full paper was written instead into that cell. Because a lot of scientific web pages will put ceptchas if continuously requests are made undetected_chromedriver was importet and used as the web driver. It is an enhanced version of chromedriver which bypasses anti bot detections. After that I also implemented a regex analyzer to analyze the abstracts of the found papers on the words "lockfree", "waitfree", and "obstructionfree" and also again without a hyphon inbetween these words. If these keywords were not found in the abstract or the abstract contained the flag "ABSTRACT_NOT_FOUND" the paper was removed from the csv. This left 475 papers that contained at least one of these words in their abstract. After that the duplicates were removed by the algorithm, which left 325 papers. The duplicates were

removed by checking the url of the paper. Now what was left had to be manually analyzed to see if the paper was relevant for the topic. Since libre office and microsoft excel has a limit of 32.767 charachters per cell a abstract splitter had to be build to split the abstract into multiple cells. Analyzing was done by reading the paper and checking if the paper was developing an wait-free fifo queue. While dooing that also backward and forward search was done to even find more papers. Papers where only included, if and only if:

- All three of Herlihys contraints were met, that we listed in chapter 3.

- The algorithms could be implemented on x86 architecture using rust, since this is the architecture and programming langue that is used and available for this work.

- The algorithm runs in an acceptable time to even benchmark it for an IPC via a shared memory use-case.

In the end 17 papers were included from the 325 papers and 3 more paper were included by backward and forward search of the papers that were included. The papers were then split into 4 contention categories:

- MPMC queues [33], [35], [37]–[40]

- MPSC queues [28], [41], [43], [44]

- SPMC queues [27]

- SPSC queues [31], [45], [47]–[49]

Now the wait-free fifo queues had to be compared performance wise. Some papers were just improvements of other papers so only the improved version was used for the comparison. Some other papers showed multiple ways of implementing a wait-free fifo datastructure. In the end 6 MPMC queues, 4 MPSC queues, 1 SPMC queue and 11 SPSC queues were included into this work.

5. Analyzing existing Wait-Free Data Structures and Algorithms

After finding and identifying existing wait-free data structures and algorithms, they need to be analyzed like said in section 1.2 to meet the primary objective of this work. That is exactly what this chapter will be about.

5.1. Optimal Wait-Free Data Structure

Before analyzing the algorithms, first it needs to be set what data strucuture to use for the implementation of wait-free synchronization for IPC. M. Herlihy showed that every sequential data structure can be made wait-free [1]. So it is important to choose the optimal data structure for our use. Considering that the reason of this work is to optimize modern manufacturing and automation, some form of correct data flow order is as well necessary for correct work flow for instance in an modern manufacturing line or more critical in a driverless car. Hence an already natural fit like FIFO queues. Natural because in such queues a producer process can enqueue messages and the consumer process can dequeue messages sequentially. This models real-world data flows (sensor readings, commands, network packets), which are inherently sequential. Consequently with such queues the order of the data flow is preversed without the need of implementing additional functionalities. In contrast, data structures like stacks, sets, or maps do not maintain this kind of arrival order and moreover add semantics like Last In First Out (LIFO) order or key-value pairs, which are in most cases not desired or even unnecessary. This would bring in the need of additional functions to just get rid of undesired side effects. Furthermore in a queue only two operations exist, an enqueue and an dequeue operation. All the other data structures introduce more operations and therefore more complexity and therefore more performance overhead. The less operations exist, the less complex the implementation will be. Because of these advantages and also because of the fact that in most publications in the wait-free domain queues are beeing used, limiting this thesis to queues only is reasonable. [43]

5.2. Wait-Free Algorithms

With the appropriate data structure established, an important consideration is the selection of suitable algorithms. In chapter 4 4 different contention categories are defined. Which kind of algorithm going to be used will be decided contention based. Since all of them have different

complexity in runtime, it is important to choose the right contention category for the right use case to save resources and have faster execution times to meet the timing constraints of HRTS. In modern manufacturing and automation devices are used which can run multiple applications on a single device. This could mean that every application running on one device could be a producer and a consumer to each other (MPMC) and also maybe some single application of all applications running on one device produces data for just a single other consuming application (SPSC). And maybe some single application is a producer for multiple consuming applications (SPMC) and multiple applications are producers of a single consuming application (MPSC). So it can be that all cases can occur in just one device. This means that all the different cases of contention have to be considered. In the following the different cases and their algorithms will be discussed. Moreover they will be implemented and their performance tested via a benchmarked (how fast an algorithm can produce and consume items concurrently). Subsequently from each category the best algorithm will be chosen and their performance will be compared with each other to Identify, if 4 different categories are necessary. The reason for that is, that for instance the best performed MPMC algorithm could outperform all other algorithms even for their contention category, since a MPMC approach can cover all contention cases. The goal with this approach is to have as little overhead as possible, since an algorithm explicitly implemented for a MPMC use case could have extreme overhead for a SPSC case. The implementation will be discussed in chapter 6 and the results of the performance readings will be discussed in chapter 7. The following subsections will give an overview of the different contention categories and their algorithms found. The subsections will also shortly describe how the enqueue and dequeue in these algorithms work. Given that all algorithms found are about inter-thread communication and not IPC, the following explanation of the specific algorithms will include the terminology of threads to be precise about the papers. In chapter 6 it will be elaborated how these thread based algorithms are adapted to IPC in Rust. Other minor Rust-specific deviations from the following algorithms (different types required by Rust's safety model, additional memory fences, etc.) can be seen in the GitHub repository accompanying this thesis [50]. These are not detailed here as such explanations would provide limited value to the topic of this work, and while a comprehensive analysis would be relevant, it would require more extensive exploration than is feasible within the scope of this work.

5.2.1. Single Producer Single Consumer (SPSC)

This is the most simple form of IPC. In SPSC there is nearly no contention from other processes, because only one producer and one consumer is working. The only contention is between the consumer and producer. This leads to the producer and consumer finish in a bounded number of steps withoput special synchronisation techniques like helping or atomic primitives. The only concern is that the data the consumer reads is consistent. Different approaches were testet in different paper, that will be seen here. Since Batched Lamport Queue (BLQ), Lazy Lamport Queue (LLQ), Batched Improved FastForward Queue (BIFFQ) and Improved

FastForward Queue (IFFQ) are from the same paper, explanations and variables are shared between these algorithms to avoid redundancy:

Lamport's Circular Buffer Queue

Uses a circular array with two shared indices for synchronization, based on the algorithm originally proposed by Leslie Lamport in 1983 [31] and shown here in algorithm 2 following Maffione et al.'s version [48]. The producer first checks if the queue is full (reached capacity N) in line 2, which requires reading the consumer's `read` index. If the queue is not full, it writes the input data to the slot at position `write & mask` in line 5, where the bitwise AND operation wraps the index around when it reaches the array end. The producer then increments `write` to signal that the written data is available in line 7. The consumer mirrors this behavior by checking if the queue is empty in line 12, which requires reading the producer's `write` index. If the queue is not empty, the consumer reads data from the slot at position `read & mask` in line 16, using the same modulo arithmetic through bitwise AND, and incrementing its `read` index to signal that the slot is available in line 17. This wraparound behavior creates the circular buffer structure, allowing the fixed-size array to be reused continuously. Unfortunately each operation requires accessing both shared indices plus the data slot, causing up to three cache misses per item when the queue moves between nearly empty and nearly full states. According to U. Drepper [51], cache misses occur when different processes access variables that reside on the same cache line. A cache miss is when the requested data is not in the local CPU core's cache and must be fetched from another core's cache or the main memory, with the cache coherence protocol ensuring memory consistency across all cores. Drepper showed that performance can degrade by 390%, 734%, and 1,147% for 2, 3, and 4 threads respectively. This happens because cache lines, the 64-byte blocks (on x86 architectures) that move between CPU caches, ping-pong between the producer's and consumer's cores as they take turns accessing the same memory locations.

Lazy Lamport Queue (LLQ)

Reduces the described cache misses by postponing index reads until necessary, as shown in algorithm 3. Additionally to Lamports original enqueue function the producer maintains a local `read_shadow` copy and only updates it when running out of known free slots in lines 2 to 6. Similarly, the consumer uses `write_shadow` to avoid repeatedly checking for new items. Additionally, LLQ keeps *K* slots (where *K* is slots per cache line) permanently empty, preventing producer and consumer from touching the same cache line when the queue is full. This works well when one thread is faster than the other, reducing worst-case misses from 3 to about 2 per item. [48]

Batched Lamport Queue (BLQ)

Extends LLQ with explicit batching to further reduce synchronization costs, as detailed in algorithm 4. The producer accumulates items using private `write_priv` in line 11, filling

---

Algorithm 2 Lamports Queue [48]

1: **function** LQ_ENQUEUE(q, e)
2:    **if** $q.write - q.read = N$ **then**   ▷ Check if full
3:       **return** -1 ▷ No space
4:    **end if**
5:    $q.slots[q.write \land q.mask] \leftarrow e$
6:    store_release_barrier()
7:    $q.write \leftarrow q.write + 1$
8:    **return** 0
9: **end function**
10:
11: **function** LQ_DEQUEUE(q)
12:    **if** $q.read = q.write$ **then**   ▷ Check if empty
13:       **return** NULL_ELEM   ▷ Queue empty
14:    **end if**
15:    load_acquire_barrier()
16:    $e \leftarrow q.slots[q.read \land q.mask]$
17:    $q.read \leftarrow q.read + 1$
18:    **return** e
19: **end function**

[48]

Algorithm 3 LLQ Operations [48]

1: **function** LLQ_ENQUEUE(q, e)
2:    **if** $q.write - q.read\_shadow = N - K$ **then**   ▷ Lazy load check
3:       $q.read\_shadow \leftarrow q.read$ ▷ Update shadow
4:       **if** $q.write - q.read\_shadow = N - K$ **then**
5:          **return** -1 ▷ No space
6:       **end if**
7:    **end if**
8:    $q.slots[q.write \land q.mask] \leftarrow e$
9:    store_release_barrier()
10:    $q.write \leftarrow q.write + 1$
11:    **return** 0
12: **end function**
13:
14: **function** LLQ_DEQUEUE(q)
15:    **if** $q.read = q.write\_shadow$ **then**   ▷ Lazy load check
16:       $q.write\_shadow \leftarrow q.write$ ▷ Update shadow
17:       **if** $q.read = q.write\_shadow$ **then**
18:          **return** NULL_ELEM
19:       **end if**
20:    **end if**
21:    load_acquire_barrier()
22:    $e \leftarrow q.slots[q.read \land q.mask]$
23:    $q.read \leftarrow q.read + 1$
24:    **return** e
25: **end function**

---

slots without updating the shared `write` index. Only the function `blq_enqueue_publish` in lines 15 to 18 makes the batch visible by advancing `write` in line 17. The consumer works symmetrically, using `read_priv` in line 32 for local progress before updating `read` in line 40. With typical batch sizes like $B = 32$, synchronization overhead is amortized across operations, reducing cache misses. However, the application using this queue design must explicitly

call the publish functions even with partial batches to avoid unbounded latency, because items remain invisible to the consumer until published. This design particularly benefits applications that naturally process data in batches, such as network packet processing, where batch boundaries are well-defined. [48]

Algorithm 4 BLQ Operations [48]

1: **function** BLQ_ENQUEUE_SPACE(*q, needed*)
2:   $space \leftarrow N - K - (q.write\_priv - q.read\_shadow)$
3:   **if** $space < needed$ **then**
4:     $q.read\_shadow \leftarrow q.read$ ▷ Update shadow
5:     $space \leftarrow N - K - (q.write\_priv - q.read\_shadow)$
6:   **end if**
7:   **return** $space$
8: **end function**
9:
10: **function** BLQ_ENQUEUE_LOCAL(*q, e*)
11:   $q.slots[q.write\_priv \wedge q.mask] \leftarrow e$
12:   $q.write\_priv \leftarrow q.write\_priv + 1$
13: **end function**
14:
15: **function** BLQ_ENQUEUE_PUBLISH(*q*)
16:   store_release_barrier()
17:   $q.write \leftarrow q.write\_priv$
18: **end function**
19:
20: **function** BLQ_DEQUEUE_SPACE(*q*)
21:   $available \leftarrow q.write\_shadow - q.read\_priv$
22:   **if** $available = 0$ **then**
23:     $q.write\_shadow \leftarrow q.write$ ▷ Update shadow
24:     $available \leftarrow q.write\_shadow - q.read\_priv$
25:   **end if**
26:   **return** $available$
27: **end function**
28:
29: **function** BLQ_DEQUEUE_LOCAL(*q*)
30:   load_acquire_barrier()
31:   $e \leftarrow q.slots[q.read\_priv \wedge q.mask]$
32:   $q.read\_priv \leftarrow q.read\_priv + 1$
33:   **return** e
34: **end function**
35:
36: **function** BLQ_DEQUEUE_PUBLISH(*q*)
37:   $q.read \leftarrow q.read\_priv$
38: **end function**

FastForward Queue (FFQ)

Synchronization by embedding control information directly within the data slots, eliminating separate shared indices shown in algorithm 5. Unlike Lamport's queue which requires checking both `head` and `tail` indices, FFQs producer simply examines if the next slot contains `NULL` in line 2 before writing. When the slot is empty (`NULL`), the producer writes the data directly and advances its private `head` index in lines 5 and 6. The consumer follows a similar pattern by reading from the current slot position in line 11 and then checks in line 12 data is present

(non-NULL). If not NULL it retrieves the value and writes NULL to mark the slot empty in line 15. Then it advances its private `tail` index in the line after that. This couples synchronization control and the actual data, reducing shared memory accesses from three (`head`, `tail`, `buffer`) to just one (`buffer` slot). Each thread maintains its own private index that never needs synchronization. The producer tracks where to write next through `head`, while the consumer tracks where to read next through `tail`. The NULL value serves dual purpose as both an empty indicator and the synchronization mechanism. While this approach reduces memory barriers and cache misses significantly, it still has the ping-pong effect when the queue has few elements, causing the producer and consumer to operate on the same cache line. [49]

Algorithm 5 FFQ Operations [49]

1: **function** FFQ_ENQUEUE($q, data$)
2:　**if** $q.buffer[q.head] \neq$ NULL **then**
3:　　**return** EWOULDBLOCK
4:　**end if**
5:　$q.buffer[q.head] \leftarrow data$
6:　$q.head \leftarrow$ NEXT($q.head$)
7:　**return** 0
8: **end function**
9:
10: **function** FFQ_DEQUEUE(q)
11:　$data \leftarrow q.buffer[q.tail]$
12:　**if** $data =$ NULL **then**
13:　　**return** EWOULDBLOCK
14:　**end if**
15:　$q.buffer[q.tail] \leftarrow$ NULL
16:　$q.tail \leftarrow$ NEXT($q.tail$)
17:　**return** $data$
18: **end function**

Improved FastForward Queue (**IFFQ**)

Prevents cache conflicts through spatial separation using a look-ahead mechanism shown in algorithm 6. The producer checks if a slot H positions ahead (4 cache lines ahead) is empty before proceeding in line 4, ensuring it works far ahead of the consumer. This check happens only once every H items when `write` reaches `limit` in line 2. The consumer delays clearing slots through the function `iffq_dequeue_publish` seen in lines 23 to 28, maintaining separation between producer and consumer regions. With $2H$ permanently unused slots as a buffer zone, producer and consumer operate on different cache lines, reducing cache misses even more. [48]

Batched Improved FastForward Queue (**BIFFQ**)

Addresses IFFQs weakness when the queue is nearly empty by adding producer-side buffering, as shown in algorithm 7. Items first accumulate in a thread-local buffer seen in line 10, then the function `biffq_enqueue_publish` beginning at line 15 writes them to the queue in

---

Algorithm 6 IFFQ Operations [48]

1: **function** IFFQ_ENQUEUE(q, e)
2:   **if** $q.write = q.limit$ **then**   ▷ Check limit
3:     $next\_limit \leftarrow q.limit + H$
4:     **if** $q.slots[next\_limit \wedge q.mask] \neq$ NULL_ELEM **then**
5:       **return** -1 ▷ No space
6:     **end if**
7:     $q.limit \leftarrow next\_limit$ ▷ Free partition
8:   **end if**
9:   $q.slots[q.write \wedge q.mask] \leftarrow e$
10:   $q.write \leftarrow q.write + 1$
11:   **return** 0
12: **end function**
13:
14: **function** IFFQ_DEQUEUE_LOCAL(q)
15:   $e \leftarrow q.slots[q.read \wedge q.mask]$
16:   **if** $e =$ NULL_ELEM **then**
17:     **return** NULL_ELEM
18:   **end if**
19:   $q.read \leftarrow q.read + 1$
20:   **return** e
21: **end function**
22:
23: **function** IFFQ_DEQUEUE_PUBLISH(q)
24:   **while** $q.clear \neq$ next_clear($q.read$) **do**
25:     $q.slots[q.clear \wedge q.mask] \leftarrow$ NULL_ELEM
26:     $q.clear \leftarrow q.clear + 1$
27:   **end while**
28: **end function**

---

a rapid burst in lines 15 to 18. Also like in BLQ the application using this queue must call this function explicitly to avoid deadlocks. This behavior creates an intended race condition, which is beneficial if all writes complete before the consumer notices. The cache line stays with the producer to avoid ping-pong effects. The consumer side remains unchanged from IFFQ. While theoretical worst-case behavior is similar to IFFQ, practical measurements show significant improvement when the queue operates near empty, making BIFFQ effective across all operating conditions. [48]

B-Queue

Addresses the deadlock issues inherent in batching approaches through a self-adaptive backtracking mechanism that dynamically adjusts to production rates shown in algorithm 8. The producer maintains local `head` and `batch_head` pointers, probing `BATCH_SIZE` positions ahead when needed in line 3. The consumer's adaptive backtracking algorithm from lines 27 to 41 maintains a `batch_history` variable that records successful batch sizes from previous operations. When searching for data, it starts from this historical value rather than always beginning at `BATCH_SIZE`, significantly reducing latency when the producer operates slowly. If in line 29 to 31 the recorded size is below `BATCH_MAX`, the algorithm optimistically increments `batch_size` by `INCREMENT` (typically one cache line) to probe for higher throughput when the producer accelerates. The binary search then proceeds from this adaptive starting

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Algorithm 7 BIFFQ Operations [48]

1: **function** BIFFQ_WSPACE(*q*, *needed*)
2:      *space* ← *q.limit* − *q.write*
3:      **if** *space* < *needed* **then**
4:          **return** *space*   ▷ Force limit update
5:      **end if**
6:      **return** *space*
7: **end function**
8:
9: **function** BIFFQ_ENQUEUE_LOCAL(*q*, *e*)
10:        *q.buf*[*q.buffered*] ← *e*   ▷ Store in buffer
11:        *q.buffered* ← *q.buffered* + 1
12: **end function**
13:
14: **function** BIFFQ_ENQUEUE_PUBLISH(*q*)
15:        **for** *i* ← 0 **to** *q.buffered* − 1 **do**
16:            *q.slots*[*q.write* ∧ *q.mask*] ← *q.buf*[*i*]   ▷ Fast burst
17:            *q.write* ← *q.write* + 1
18:        **end for**
19:        *q.buffered* ← 0
20:        *q.limit* ← *q.write* + *H*   ▷ Update limit
21: **end function**

---

point, halving the batch size until finding available data or reaching zero. In the dequeue function, the consumer uses this computed value to update `batch_tail` in line 15. This eliminates the need for manual parameter adjustment or manual calling of a publish function while maintaining cache line separation and preventing deadlocks. [47]

Dyncamic Single Producer Single Consumer (ᴅSPSC)

A dynamically space allocating queue using a linked list with node caching to reduce memory allocation overhead, as shown in algorithm 9. Unlike bounded circular buffers like the Lamport Queue, dSPSC dynamically allocates nodes as needed, making it suitable for scenarios where queue size cannot be predetermined. The implementation maintains a dummy head node `head` to ensure producer and consumer always operate on different nodes to prevent cache line conflicts. The `SPSC_Buffer` (line 4, which is just a Lamport Queue) serves as a node cache to recycle deallocated nodes to minimize malloc or free calls. When pushing, the producer first checks the cache for a recycled node in line 8, falling back to malloc only when the cache is empty in line 11. After setting the data and next pointer, a memory barrier ensures correct ordering before linking the new node into the list in lines 20 to 22. The consumer checks for available data by testing if the dummy head points to a data node in line 28. Upon a successful pop, the consumer advances the head pointer so the data node becomes the new dummy and then attempts to cache the old dummy for reuse in lines 30 to 33. While node caching improves performance, reading and referencing the pointer so often causes memory accesses spread over multiple cache lines. As shown earlier this leads to cache misses. [45]

Algorithm 8 B-Queue with Self-Adaptive Backtracking [47]

1: **function** BQUEUE_ENQUEUE(q, e)
2:     **if** $q.head = q.batch\_head$ **then**   ▷ No empty slots
3:         **if** $q.buffer[(q.head + \text{BATCH\_SIZE}) \bmod q.size] \neq \text{NULL}$ **then**
4:             **return** -1 ▷ Queue full
5:         **end if**
6:         $q.batch\_head \leftarrow q.head + \text{BATCH\_SIZE}$
7:     **end if**
8:     $q.buffer[q.head \bmod q.size] \leftarrow e$
9:     $q.head \leftarrow q.head + 1$
10:     **return** 0
11: **end function**
12:
13: **function** BQUEUE_DEQUEUE(q)
14:     **if** $q.tail = q.batch\_tail$ **then**   ▷ No filled slots
15:         $batch\_tail \leftarrow \text{ADAPTIVE\_BACKTRACK}(q)$
16:         **if** $batch\_tail = -1$ **then**
17:             **return** NULL
18:         **end if**
19:         $q.batch\_tail \leftarrow batch\_tail$
20:     **end if**
21:     $e \leftarrow q.buffer[q.tail \bmod q.size]$
22:     $q.buffer[q.tail \bmod q.size] \leftarrow \text{NULL}$
23:     $q.tail \leftarrow q.tail + 1$
24:     **return** e
25: **end function**
26:
27: **function** ADAPTIVE_BACKTRACK(q)
28:     $batch\_size \leftarrow q.batch\_history$ ▷ Start from historical value
29:     **if** $batch\_size < \text{BATCH\_MAX}$ **then**
30:         $batch\_size \leftarrow batch\_size + \text{INCREMENT}$ ▷ Try larger batch
31:     **end if**
32:     **while** $batch\_size > 0$ **do**
33:         $batch\_tail \leftarrow q.tail + batch\_size$
34:         **if** $q.buffer[(batch\_tail - 1) \bmod q.size] \neq \text{NULL}$ **then**
35:             $q.batch\_history \leftarrow batch\_size$ ▷ Remember successful size
36:             **return** $batch\_tail$
37:         **end if**
38:         $batch\_size \leftarrow batch\_size/2$ ▷ Binary search
39:     **end while**
40:     **return** -1
41: **end function**

Unbounded Single Producer Single Consumer (uSPSC)

An unbounded queue that links multiple Lamport Queues to combine the cache efficiency of Lamports circular buffer queues with unlimited capacity, as shown in algorithm 10. Unlike dSPSC which uses scattered linked list nodes, uSPSC maintains spatial locality by keeping data in contiguous circular buffers while only linking the buffers themselves. The implementation uses two pointers `buf_w` pointing to the producer's current write buffer and `buf_r` pointing to the consumer's current read buffer. When pushing, the producer checks if the current buffer is full in line 2, and if so, requests a new buffer from the pool via `next_w()` in line 3 before writing the data to `buf_w`. The consumer first checks if its current buffer is empty in line 10. If empty, it determines whether the queue is truly empty by comparing read and write

---

Algorithm 9 dSPSC Operations [45]

1: **struct** Node { void* data; Node* next; }
2: Node* head;   ▷ Points to dummy node
3: Node* tail;   ▷ Points to last data node
4: SPSC_Buffer cache;   ▷ Bounded cache for node recycling
5:
6: **function** ALLOCNODE
7:     Node* n ← NULL
8:     **if** cache.pop(&n) **then**   ▷ Try cache first
9:         **return** n
10:    **end if**
11:    n ← (Node*)malloc(sizeof(Node))
12:    **return** n
13: **end function**
14:
15: **function** PUSH(void* data)
16:    Node* n ← allocnode()   ▷ Get node from cache or malloc
17:    n->data ← data
18:    n->next ← NULL
19:    WMB()   ▷ Write Memory Barrier
20:    tail->next ← n ▷ Link new node
21:    tail ← n ▷ Update tail pointer
22:    **return** true
23: **end function**
24:
25: **function** POP(void** data)
26:    **if** head->next ≠ NULL **then**   ▷ Check if data available
27:        Node* n ← head   ▷ Save current dummy
28:        *data ← (head->next)->data   ▷ Extract data
29:        head ← head->next   ▷ Advance to next node
30:        **if** !cache.push(n) **then**   ▷ Try to recycle old dummy
31:            free(n)   ▷ Free if cache full
32:        **end if**
33:        **return** true
34:    **end if**
35:    **return** false   ▷ Queue empty
36: **end function**

---

buffer pointers in line 11. If they point to the same buffer, no more data exists. Otherwise, after rechecking emptiness to prevent race conditions in line 14, the consumer obtains the next buffer via `next_r()` and releases the empty buffer back to the pool for recycling in lines 15 to 17. This double-check prevents data loss when the producer writes to the current buffer between the initial emptiness check and the buffer comparison. By reusing entire buffers rather than individual nodes, uSPSC matches bounded SPSC queues cache behavior while providing unbounded capacity. [45]

MultiPush Single Producer Single Consumer (mSPSC)

Reduces the ping-pong effect in Lamport's circular buffer by batching multiple elements before insertion, as shown in algorithm 11. Instead of writing elements one by one directly to the shared buffer, mSPSC accumulates items in a thread-local array `batch`. The producer stores incoming data in the batch array in lines 2 and 3, and when the batch reaches BATCH_SIZE in

---

Algorithm 10 uSPSC Operations[45]

1: **function** USPSC_PUSH(*q*, *data*)
2: **if** *q.buf_w.full*() **then**   ▷ Current buffer full
3:    *q.buf_w ← q.pool.next_w*()   ▷ Get new buffer
4: **end if**
5: *q.buf_w.push*(*data*)
6: **return** true
7: **end function**
8:
9: **function** USPSC_POP(*q*, *data*)
10: **if** *q.buf_r.empty*() **then**
11:    **if** *q.buf_r = q.buf_w* **then**   ▷ Same buffer?
12:      **return** false   ▷ Queue truly empty
13:    **end if**
14:    **if** *q.buf_r.empty*() **then**   ▷ Recheck after comparison
15:      *tmp ← q.pool.next_r*()
16:      *q.pool.release*(*q.buf_r*)   ▷ Recycle buffer
17:      *q.buf_r ← tmp*
18:    **end if**
19: **end if**
20: **return** *q.buf_r.pop*(*data*)
21: **end function**

---

line 4, the producer calls `multipush` to insert all elements at once in line 5. The `multipush` function first calculates the final write position in line 11 and checks if sufficient space exists in line 12. As seen in lines 15 to 17 elements are written in reverse order, starting from the furthest position and working backwards. This backward insertion creates distance between the write pointer and where the consumer is reading, ensuring they operate on different cache lines. A write memory barrier in line 18 ensures all batch writes are visible before updating the write pointer in line 19. The batch counter resets in line 20, preparing for the next batch. The `flush` function in lines 24 to 29 allows forcing partial batch writes when needed. While adding an extra copy per element from batch to buffer, the improved cache behavior from reduced traffic from the coherence protocol compensates for this overhead. [45]

Jayanti SPSC Queue

A queue specifically for composability in larger MPSC structures, as shown in algorithm 12. Unlike traditional SPSC queues, this implementation includes `readFront` operations that enables observation of the queue's head element, crucial for the MPSC construction. The queue maintains a linked list where the tail always points to a dummy node. When enqueueing, the producer converts the current dummy node into a data node by writing the value in line 4. Then the producer links a new dummy node in line 5 and updates the tail pointer in line 6. This ensures the consumer never sees a partially constructed node. The `Help` variable in line 15 stores the dequeued value, allowing concurrent `readFront_e` operations to obtain valid data even after the original node is removed. The announcement mechanism prevents use-after-free errors. When the producer calls `readFront_e`, it writes the front node pointer to `Announce` in line 32, signaling the consumer not to immediately free that node. If the consumer encounters an announced node in line 17, it defers the node's deallocation to

---

Algorithm 11 mSPSC Operations[45]

1: **function** MSPSC_PUSH(*q*, *data*)
2:     *q.batch*[*q.count*] ← *data*
3:     *q.count* ← *q.count* + 1
4:     **if** *q.count* = BATCH_SIZE **then**
5:         **return** MULTIPUSH(*q*, *q.batch*, *q.count*)
6:     **end if**
7:     **return** true
8: **end function**
9:
10: **function** MULTIPUSH(*q*, *batch*, *len*)
11:     *last* ← *q.write* + *len* − 1   ▷ Calculate end position
12:     **if** *q.slots*[*last* mod *q.size*] ≠ NULL **then**
13:         **return** false   ▷ Not enough space
14:     **end if**
15:     **for** *i* ← *len* − 1 **downto** 0 **do**   ▷ Reverse order
16:         *q.slots*[(*q.write* + *i*) mod *q.size*] ← *batch*[*i*]
17:     **end for**
18:     **WMB**()   ▷ Ensure all writes visible
19:     *q.write* ← (*last* + 1) mod *q.size*
20:     *q.count* ← 0   ▷ Reset batch counter
21:     **return** true
22: **end function**
23:
24: **function** FLUSH(*q*)
25:     **if** *q.count* > 0 **then**
26:         **return** MULTIPUSH(*q*, *q.batch*, *q.count*)
27:     **end if**
28:     **return** true
29: **end function**

FreeLater in lines 18 to 20, ensuring the producer can safely read the node's value. The separate readFront_d operation in lines 41 to 47 is simpler since the consumer knows no concurrent dequeue can occur. This coordination enables wait-free progress while supporting the propagation mechanism, the process of pushing each local queue's minimum timestamp up through a binary tree to maintain a global minimum, needed for the logarithmic-time MPSC operations as seen in section 5.2.2. [44]

5.2.2. Multi Producer Single Consumer (MPSC)

This is a bit more complex to implement than the SPSC case. Multiple producers can enqueue items at the same time while a single consumer dequeues items. This includes implementing other strategies then just adding some memory barriers, such as helping and atomic primitives to maintain wait-freedom and consistency between the producers. There are multiple approaches that are available from different papers to achieve this:

Jayanti MPSC Queue

Achieves logarithmic time complexity by distributing the global queue across *n* local SPSC queues implemented like in section 5.2.1 and organized under a binary tree, as shown in

---

Algorithm 12 Jayanti's SPSC Queue Operations [44]

```
 1: function ENQUEUE(q, v)
 2:     newNode ← new Node()                              ▷ Create new dummy node
 3:     tmp ← q.Last                                       ▷ Get current dummy tail
 4:     tmp.val ← v                                    ▷ Convert dummy to data node
 5:     tmp.next ← newNode                                     ▷ Link new dummy
 6:     q.Last ← newNode                                     ▷ Update tail pointer
 7: end function
 8:
 9: function DEQUEUE(q)
10:     tmp ← q.First                                          ▷ Get head node
11:     if tmp = q.Last then                              ▷ Only dummy remains?
12:         return ⊥                                             ▷ Queue empty
13:     end if
14:     retval ← tmp.val                                          ▷ Read value
15:     q.Help ← retval                              ▷ Help concurrent readFront
16:     q.First ← tmp.next                                  ▷ Remove from queue
17:     if tmp = q.Announce then                    ▷ Was announced by readFront?
18:         tmp' ← q.FreeLater                          ▷ Get old deferred node
19:         q.FreeLater ← tmp                              ▷ Defer current node
20:         free(tmp')                                  ▷ Free old deferred node
21:     else
22:         free(tmp)                                          ▷ Free immediately
23:     end if
24:     return retval
25: end function
26:
27: function READFRONT_E(q)                                   ▷ Called by enqueuer
28:     tmp ← q.First                                       ▷ Read head pointer
29:     if tmp = q.Last then                                      ▷ Queue empty?
30:         return ⊥
31:     end if
32:     q.Announce ← tmp                                ▷ Announce to prevent free
33:     if tmp ≠ q.First then                     ▷ Head changed (was dequeued)?
34:         retval ← q.Help                                 ▷ Use helped value
35:     else
36:         retval ← tmp.val                                   ▷ Read directly
37:     end if
38:     return retval
39: end function
40:
41: function READFRONT_D(q)                                   ▷ Called by dequeuer
42:     tmp ← q.First
43:     if tmp = q.Last then
44:         return ⊥
45:     end if
46:     return tmp.val                            ▷ Safe - no concurrent dequeue
47: end function
```

---

algorithm 13. Each producer owns a dedicated local queue, eliminating producer-producer contention. When enqueueing, a producer obtains a global timestamp via LL/SC on a shared counter in lines 2 and 3, creating a unique ordering even if the SC fails, since some other producer must have incremented it. If LL/SC is not supported on system architecture it can be replaced with versioned CAS. The producer then inserts a timestamped pair into its local queue in line 4 and propagates this timestamp up the tree in line 5. The tree maintains the invariant

that each internal node holds the minimum timestamp of its subtree. The `propagate` function in lines 18 to 26 walks from leaf to root, calling `refresh` at each node. The double `refresh` pattern in lines 22 to 24 ensures correctness. if the first refresh fails, another process updated the node. if the second refresh also fails, that process must have read the updated children values and installed the correct minimum. The `refresh` function uses LL/SC in lines 28 to 33 to atomically update a node with the minimum of its children's timestamps. The consumer reads the root to find the producer with the earliest element in line 9 and then dequeues from that local queue in line 13 and propagates any changes in line 14. This design transforms the $O(n)$ scan of all queues into $O(\log n)$ tree traversals, while the space complexity remains $O(n + m)$ where m is the number of queued items. [44]

Algorithm 13 Jayanti's MPSC Queue Operations [44]

1: **function** ENQUEUE(q, p, v)
2:     $tok \leftarrow$ LL($q.counter$)   ▷ Read timestamp
3:     SC($q.counter$, $tok + 1$)   ▷ Try increment
4:     enqueue2($q.Q[p]$, (v, (tok, p)))   ▷ Add timestamp to local queue
5:     PROPAGATE(q, $q.Q[p]$)
6: **end function**
7:
8: **function** DEQUEUE(q, p)
9:     $[t, id] \leftarrow$ read($q.T.root$)   ▷ Get min producer
10:     **if** $id = \perp$ **then**
11:         **return** $\perp$
12:     **end if**
13:     $ret \leftarrow$ dequeue2($q.Q[id]$)
14:     PROPAGATE(q, $q.Q[id]$)
15:     **return** $ret.val$
16: **end function**
17:
18: **function** PROPAGATE(q, $localQueue$)
19:     $currentNode \leftarrow localQueue$
20:     **repeat**
21:         $currentNode \leftarrow$ parent($currentNode$)
22:         **if** ¬REFRESH(q, $currentNode$) **then**   ▷ First try
23:             REFRESH(q, $currentNode$)   ▷ Second ensures correctness
24:         **end if**
25:     **until** $currentNode = q.T.root$
26: **end function**
27:
28: **function** REFRESH(q, $node$)
29:     LL($node$)   ▷ Load-link node
30:     $stamps \leftarrow$ read timestamps from $node$'s children
31:     $minT \leftarrow$ minimum timestamp from $stamps$
32:     **return** SC($node$, $minT$)   ▷ Store-conditional
33: **end function**

Drescher Queue

Uses a linked list with a dummy head node to eliminate producer contention, as shown in algorithm 14. Unlike traditional MPSC queues that require retry loops, producers complete enqueue in exactly three steps. First the producers clear the item's `next` pointer in line 6, then

it atomically swaps the tail pointer via FAS in line 7 and further links the previous tail to the new item in line 8. The FAS operation ensures multiple producers can enqueue concurrently without interference. The consumer reads the head and its `next` pointer in lines 12 and 13 and afterwards advances the head in line 17 if the queue is non-empty. Subsequently the consumer handles the special case of the dummy node in lines 18 to 24. When the dummy is dequeued, it's immediately re-enqueued in line 19 to maintain the invariant that the queue always contains at least one element to prevent complex empty queue conditions. The guard integration through VOUCH and CLEAR ensures all orders are enqueued before guard acquisition in line 2 of VOUCH. The guard is released before checking for pending orders in line 11 of CLEAR, preventing lost updates. This ordering guarantees that either the current sequencer or a new thread will process all pending orders, achieves the wait-free progress guarantees with constant time enqueue operations. [28]

Algorithm 14 Drescher's Wait-Free MPSC Queue Operations

1: $dummy.next \leftarrow 0$
2: $head \leftarrow \&dummy$
3: $tail \leftarrow \&dummy$
4:
5: **procedure** ENQUEUE($guard, item$)
6:     $item.next \leftarrow 0$ ▷ Clear next pointer
7:     $prev \leftarrow$ FAS($guard.tail, item$)   ▷ Atomic swap tail
8:     $prev.next \leftarrow item$ ▷ Link to new item
9: **end procedure**
10:
11: **function** DEQUEUE($guard$)
12:     $item \leftarrow guard.head$
13:     $next \leftarrow guard.head.next$
14:     **if** $next = 0$ **then**   ▷ Empty queue?
15:         **return** $\perp$
16:     **end if**
17:     $guard.head \leftarrow next$
18:     **if** $item = \&dummy$ **then**   ▷ Dequeued dummy?
19:         ENQUEUE($guard, item$)   ▷ Re-enqueue dummy
20:         **if** $guard.head.next = 0$ **then**   ▷ Still empty?
21:             **return** $\perp$
22:         **end if**
23:         $guard.head \leftarrow guard.head.next$
24:         **return** $next$
25:     **end if**
26:     **return** $item$
27: **end function**

Jiffy Queue

A queue that uses a linked list of fixed-size arrays (buffers), as shown in function ENQUEUE (data) in algorithm 15 and in DEQUEUE function in algorithm 16. Unlike other linked-list queues that allocate nodes per element, Jiffy amortizes allocation overhead by storing multiple elements in each buffer. Producers use FAA on a global tail counter to reserve slots in line 2 of enqueue, eliminating producer-producer synchronization except during

buffer allocation. Each buffer contains an array of nodes with data and a 2-bit `isSet` flag indicating the node's state: `empty` (uninitialized), `set` (data written), or `handled` (already dequeued). When the current buffer fills, producers allocate new buffers and link them via CAS in lines 7 and 8. To reduce allocation contention, the producer obtaining the second slot in each buffer proactively allocates the next buffer in lines 21 to 26, ensuring smooth transitions between buffers. The consumer maintains a local head pointer and scans for the first non-handled element in lines 3 to 9 of `dequeue`. To ensure linearizability when producers stall: if the head element is still `empty`, the consumer scans forward to find a `set` element in line 20, then rescans backward in line 24 to ensure no earlier element became `set` during the scan. This prevents violating FIFO ordering when a slow producer completes after a faster one. The consumer can "fold" the queue by deleting fully-handled buffers in the middle of the list during scans, to not use to much memory even with stalled producers. This achieves wait-free progress guarantees with minimal synchronization. Producers only need one FAA per enqueue, while the consumer performs no atomic operations at all. [43]

Algorithm 15 Jiffy MPSC Queue Enqueue Operation [43]

1: **function** ENQUEUE($data$)
2:     $location \leftarrow$ FAA($tail$, 1)   ▷ Reserve global index
3:     $tempTail \leftarrow tailOfQueue$
4:     **while** $location$ is in unallocated buffer **do**   ▷ Beyond last buffer?
5:         **if** $tempTail.next$ = NULL **then**
6:             $newArr \leftarrow$ new BufferList()
7:             **if** CAS($tempTail.next$, NULL, $newArr$) **then**
8:                 CAS($tailOfQueue$, $tempTail$, $newArr$)
9:             **else**
10:                 delete $newArr$ ▷ Another thread succeeded
11:             **end if**
12:         **end if**
13:         $tempTail \leftarrow tailOfQueue$ ▷ Move to new buffer
14:     **end while**
15:     **while** $location$ not in $tempTail$'s buffer **do**   ▷ Location in earlier buffer?
16:         $tempTail \leftarrow tempTail.prev$ ▷ Walk backward
17:     **end while**
18:     $index \leftarrow location - tempTail.startIndex$ ▷ Buffer-local index
19:     $tempTail.buffer[index].data \leftarrow data$
20:     $tempTail.buffer[index].isSet \leftarrow$ SET   ▷ Mark as ready
21:     **if** $index$ = 1 AND $tempTail$ is last buffer **then**   ▷ Second slot?
22:         $newArr \leftarrow$ new BufferList()   ▷ Proactive allocation
23:         **if** NOT CAS($tempTail.next$, NULL, $newArr$) **then**
24:             delete $newArr$
25:         **end if**
26:     **end if**
27: **end function**

DQueue

Combines local buffering with a segmented shared queue to minimize synchronization overhead, as shown in function ENQUEUE (data) in algorithm 17 and in DEQUEUE function in algorithm 18. DQueue reduces contention by having producers accumulate enqueue requests

---

Algorithm 16 Jiffy MPSC Queue Dequeue Operation [43]

```
1: function DEQUEUE
2:     n ← headOfQueue.buffer[head]
3:     while n.isSet = HANDLED do                                    ▷ Skip dequeued items
4:         head ← head + 1
5:         if end of buffer then
6:             move to next buffer and delete current
7:         end if
8:         n ← headOfQueue.buffer[head]
9:     end while
10:    if queue is empty then
11:        return ⊥
12:    end if
13:    if n.isSet = SET then                                         ▷ Ready to dequeue?
14:        data ← n.data
15:        n.isSet ← HANDLED
16:        head ← head + 1
17:        return data
18:    end if
19:    if n.isSet = EMPTY then                                       ▷ Incomplete enqueue?
20:        tempN ← Scan(find first SET element)
21:        if no SET element found then
22:            return ⊥
23:        end if
24:        Rescan(n, tempN)                                          ▷ Check for newly set elements
25:        data ← tempN.data
26:        tempN.isSet ← HANDLED
27:        return data
28:    end if
29: end function
30:
31: function SCAN                                                    ▷ Find first SET element
32:    for each element from current position do
33:        if element.isSet = SET then
34:            return element
35:        end if
36:        if entire buffer is HANDLED then
37:            fold queue (delete buffer)
38:        end if
39:    end for
40:    return NULL
41: end function
42:
43: function RESCAN(start, end)                                      ▷ Check for ordering violations
44:    for each element from start to end do
45:        if element.isSet = SET then
46:            end ← element                                         ▷ Found earlier SET element
47:            restart scan from start
48:        end if
49:    end for
50: end function
```

---

in thread-local ring buffers before writing them to the shared queue in batches. Producers reserve slots using FAA on a global tail counter in line 7 of `enqueue`, storing both the data and the reserved cell index (`cid`) in their local buffer. Each producer maintains a buffer of `Request` structures with capacity *L*, using `local_head` and `local_tail` pointers to track buffer

state. When the buffer fills, detected in line 2, the producer calls `dump_local_buffer` to flush all buffered requests. During flushing, producers write values directly to their reserved cells in line 15 without synchronization, as each cell is exclusively owned by the reserving producer. Producers cache their current segment pointer (`pseg`) and update it when moving to newer segments in line 18. The `find_segment` function traverses the segment list and allocates new segments on-demand using CAS in line 29. To maintain wait-freedom when producers stall, the consumer encountering an empty cell that should contain data, checked in line 7 of `dequeue`, distinguishes between an empty queue in line 8 and a pending enqueue by checking if head equals tail. For pending enqueues, `help_enqueue` in line 11 iterates through all producers' local buffers from lines 19 to 31, writing any buffered values to their reserved cells in line 28. The helper skips producers that have already moved past the target segment in line 24, avoiding unnecessary work. This ensures minimal synchronization with only one FAA per enqueue and no atomics for dequeue and improves cache locality via batched writes that reduce false sharing and writes that directly write to known cell locations without searching. The consumer's dequeue operation has its linearization point at line 14 where it increments the head pointer. [41]

5.2.3. Single Producer Multi Consumer (SPMC)

This case is trickier to implement, since now multiple reading workers have to be synchronized to read consistently without any unwanted behavior. Multiple producers was simpler, since making producers write specific data each is not so hard. In this case every consumer has to be synchronized so that when one item is consumed by a consumer, it cannot be consumed again from another and also the ordering has to be kept. That is most probably also the reason only one algorithm for this contention category was found. The approach to achieve this in a wait-free manner is the following:

David Queue

Uses a two-dimensional array of Swap objects to handle the race condition where consumers overtake the producer, as shown in algorithm 19. David's queue allows the producer to detect when it has been overtaken and adapt by jumping to a fresh row. The prodcer maintains two persistent local variables, a `enq_row` (current row) and `tail` (next column to write) variable. During enqueue, the producer swaps the value into `ITEMS[enq_row, tail]` in line 10 and checks if the retrieved value is $\top$, indicating a consumer already accessed this cell. If so, the producer jumps to the next row in lines 12 to 15, writing the value to the new row and updating the shared `ROW` register. This jump mechanism ensures that enqueued values are never lost. Consumers read the active row from `ROW` in line 22 of `dequeue`, then increment using Fetch and Increment (Like FAA, but incrementing) on `HEAD[deq_row]` in line 23 to reserve a unique column index. They swap $\top$ into the reserved cell in line 24, retrieving either the enqueued value or $\bot$ (empty). The use of swap instead of plain registers is important, because it allows the producer to detect consumer interference (by finding $\top$) and consumers

---

Algorithm 17 DQueue MPSC Queue Enqueue Operation [41]

1: **function** ENQUEUE(*Producer p, data*)
2: **if** next(*p.local_tail*) = *p.local_head* **then**
3:      dump_local_buffer(*p*)   ▷ Flush when full
4: **end if**
5: *tail* ← *p.local_tail*
6: *p.local_buffer*[*tail*].*val* ← *data*
7: *p.local_buffer*[*tail*].*cid* ← FAA(*q.tail*, 1)   ▷ Reserve slot
8: *p.local_tail* ← next(*p.local_tail*)
9: **end function**
10:
11: **function** DUMP_LOCAL_BUFFER(*Producer p*)
12: **while** *p.local_head* ≠ *p.local_tail* **do**
13:      *r* ← *p.local_buffer*[*p.local_head*]
14:      *seg* ← find_segment(*p.pseg, r.cid*)
15:      *seg.cell*[*r.cid* mod *N*] ← *r.val*   ▷ Write in batch
16:      *p.local_head* ← next(*p.local_head*)
17:      **if** *p.pseg* ≠ *seg* **then**
18:          *p.pseg* ← *seg*   ▷ Update segment cache
19:      **end if**
20: **end while**
21: **end function**
22:
23: **function** FIND_SEGMENT(*Segment ∗sp, int cid*)
24: *curr* ← *sp*
25: **for** *i* ← *curr* → *id*; *i* < *cid*/*N*; *i*++ **do**
26:      *next* ← *curr* → *next*
27:      **if** *next* = NULL **then**
28:          *new* ← new_segment(*i* + 1)
29:          **if** CAS(*curr* → *next*, NULL, *new*) **then**
30:              *next* ← *new*
31:          **else**
32:              delete *new*   ▷ Another thread succeeded
33:          **end if**
34:      **end if**
35:      *curr* ← *next*
36: **end for**
37: **return** *curr*
38: **end function**

---

to mark cells as processed. Each cell in ITEMS is accessed at most once by an enqueue and once by a dequeue operation. The algorithm achieves 3-bounded wait-freedom with constant time operations. The producer completes in at most 3 steps (regular enqueue: 1 step, jump enqueue: 3 steps), while consumers always complete in exactly 3 steps. [27]

5.2.4. Multi Producer Multi Consumer (MPMC)

Finally a look into the MPMC case can be made. Here we need to think about synchronize producer-producer contention, consumer-consumer contention and producer consumer contention. This includes helping methods for the producer and consumer and different atomic primitives. Multiple approaches are available to achieve this:

Algorithm 18 DQueue MPSC Queue Dequeue Operation [41]

1: **function** DEQUEUE(*Consumer c*)
2:    *seg* ← find_segment(*c.cseg*, *q.head*)
3:    **if** *c.cseg* ≠ *seg* **then**
4:      *c.cseg* ← *seg*   ▷ Update segment cache
5:    **end if**
6:    *cell* ← *seg.cell*[*q.head* mod *N*]
7:    **if** *cell* = ⊥ **then**   ▷ Empty cell?
8:      **if** *q.head* = *q.tail* **then**
9:        **return** EMPTY
10:     **else**
11:       help_enqueue()   ▷ Help stalled producers
12:     **end if**
13:    **end if**
14:    *q.head* ← *q.head* + 1   ▷ Linearization point
15:    **return** *cell*
16: **end function**
17:
18: **function** HELP_ENQUEUE
19:    **for** each *Producer p* in system **do**
20:      **for** each *Request r* in *p.local_buffer* **do**
21:        *pos* ← *r.cid*
22:        *val* ← *r.val*
23:        *seg* ← find_segment(*p.pseg*, *pos*)
24:        **if** *seg.id* > *pos*/*N* **then**
25:          **break**   ▷ Producer moved past
26:        **end if**
27:        **if** *seg.cell*[*pos* mod *N*] = ⊥ **then**
28:          *seg.cell*[*pos* mod *N*] ← *val*   ▷ Help write
29:        **end if**
30:      **end for**
31:    **end for**
32: **end function**

Kogan and Petranks queue

Uses a priority-based helping scheme with Michael and Scott's lock-free queue from algorithm 1 as the foundation to achieve wait-freedom, as shown in algorithms 20 to 22. Threads complete operations in bounded steps by helping slower peers. Each thread chooses a monotonically increasing phase number in line 2 of ENQUEUE in algorithm 20 and line 2 of DE-QUEUE of algorithm 21, then records operation details in a shared state array in line 3. The helping mechanism in HELP from lines 15 to 26 in algorithm 22 ensures all operations with phases ≤ the current phase complete. Threads traverse the state array and invoke HELP_ENQ or HELP_DEQ based on pending operations in lines 19 to 23 of algorithm 22. For enqueue, threads utilize the tail update like in Michael and Scott by first appending the node via CAS in line 15 of HELP_ENQ in algorithm 20, then finally helping by updating the tail in line 36 of HELP_FINISH_ENQ. The three-step scheme ensures exactly-once execution by first appending a node to list in line 15 then clear the pending flag in line 35 of HELP_FINISH_ENQ, and finally update the tail pointer in line 36. For dequeue, threads write their ID to the deqTid field of the head node in line 41 of HELP_DEQ in algorithm 21 to "lock" it logically. The consumer then updates the pending flag in line 9 of HELP_FINISH_DEQ in algorithm 22

Algorithm 19 David's Queue Operations [27]

 1: **Shared variables:**
 2: *HEAD*: array of Fetch&Increment objects, initially 0
 3: *ITEMS*: 2D array of Swap objects, initially ⊥
 4: *ROW*: Register, initially 0
 5:
 6: **Enqueuer's persistent local variables:**
 7: $enq\_row \leftarrow 0$, $tail \leftarrow 0$
 8:
 9: **procedure** ENQUEUE(x)   ▷ For enqueuer E only
10:      $val \leftarrow$ Swap($ITEMS[enq\_row, tail], x$)   ▷ Try to enqueue
11:      **if** $val = \top$ **then**   ▷ Dequeuer overtook us?
12:          $enq\_row \leftarrow enq\_row + 1$ ▷ Jump to next row
13:          $tail \leftarrow 0$
14:          Swap($ITEMS[enq\_row, tail], x$)   ▷ Write to new row
15:          Write(ROW, enq_row)   ▷ Publish new row
16:      **end if**
17:      $tail \leftarrow tail + 1$
18:      **return** OK
19: **end procedure**
20:
21: **function** DEQUEUE   ▷ For dequeuers $D_1, \ldots, D_n$
22:      $deq\_row \leftarrow$ Read(ROW)   ▷ Get active row
23:      $head \leftarrow$ Fetch&Increment($HEAD[deq\_row]$)   ▷ Reserve column
24:      $val \leftarrow$ Swap($ITEMS[deq\_row, head], \top$)   ▷ Get value
25:      **if** $val = \bot$ **then**   ▷ Empty cell?
26:          **return** ε ▷ Queue was empty
27:      **else**
28:          **return** val ▷ Return dequeued value
29:      **end if**
30: **end function**

---

and advances head in line 10. Special handling for empty queues occurs in lines 20 to 25 of HELP_DEQ of algorithm 21, where threads update state with null to indicate emptiness. The phase selection using MAXPHASE in lines 41 to 50 in algorithm 20 ensures threads help all concurrent operations before returning, preventing starvation. This achieves wait-free progress with $O(n)$ steps per operation where n is the number of threads. [33]

Turn Queue

Uses a novel turn-based consensus mechanism to achieve wait-freedom without requiring FAA instructions. As shown in algorithms 23 to 25, the queue maintains two arrays: `enqueuers` for enqueue requests and `deqself/deqhelp` for dequeue operations. Each thread has a unique index used as its thread ID (`enqTid` or `deqTid`). For the producers in algorithm 23, threads publish their intent by storing a node pointer in `enqueuers[myIdx]` in line 6 of the function ENQUEUE. The consensus mechanism uses the `enqTid` of the tail node to determine whose turn is next. Threads scan the `enqueuers` array starting from position `(tail->enqTid + 1) % maxThreads` in line 20, helping the first non-null request they find. This creates a circular turn order ensuring fairness. The algorithm guarantees that after publishing a request, at most `maxThreads-1` other nodes will be enqueued first, achieving

---

Algorithm 20 Kogan and Petrank's Queue Enqueue Operation [33]

```
 1: function ENQUEUE(value)
 2:     phase ← MAXPHASE +1                                                  ▷ Choose phase
 3:     state[tid] ← OpDesc(phase, true, true, Node(value, tid))
 4:     HELP(phase)                                                     ▷ Help all ops ≤ phase
 5:     HELP_FINISH_ENQ                                              ▷ Ensure tail updated
 6: end function
 7:
 8: procedure HELP_ENQ(tid, phase)
 9:     while ISSTILLPENDING(tid, phase) do
10:         last ← tail
11:         next ← last.next
12:         if last = tail then                                        ▷ Validate read
13:             if next = null then                                    ▷ Can append?
14:                 if ISSTILLPENDING(tid, phase) then
15:                     if CAS(last.next, null, state[tid].node) then
16:                         HELP_FINISH_ENQ
17:                         return
18:                     end if
19:                 end if
20:             else                                              ▷ Help pending enqueue
21:                 HELP_FINISH_ENQ
22:             end if
23:         end if
24:     end while
25: end procedure
26:
27: procedure HELP_FINISH_ENQ
28:     last ← tail
29:     next ← last.next
30:     if next ≠ null then
31:         tid ← next.enqTid                                        ▷ Thread that owns node
32:         desc ← state[tid]
33:         if last = tail and state[tid].node = next then
34:             newDesc ← OpDesc(state[tid].phase, false, true, next)
35:             CAS(state[tid], desc, newDesc)                           ▷ Clear pending
36:             CAS(tail, last, next)                                    ▷ Update tail
37:         end if
38:     end if
39: end procedure
40:
41: function MAXPHASE
42:     max ← −1
43:     for i ← 0 to NUM_THREADS − 1 do
44:         phase ← state[i].phase
45:         if phase > max then
46:             max ← phase
47:         end if
48:     end for
49:     return max
50: end function
```

---

wait-free bounded progress. The enqueue operation protects the tail pointer using hazard pointers in line 12 of the ENQUEUE function, then clears any completed request from the tail's position in lines 15 to 18. It searches for the next request to help in lines 19 to 26, attempting to append the found node via CAS in line 23. Finally, it advances the tail pointer if a

---

Algorithm 21 Kogan and Petrank's Queue Dequeue Operation [33]

1: **function** DEQUEUE
2:     $phase \leftarrow$ MAXPHASE $+1$
3:     $state[tid] \leftarrow$ OpDesc($phase$, true, false, null)
4:     HELP($phase$)
5:     HELP_FINISH_DEQ
6:     $node \leftarrow state[tid].node$
7:     **if** $node =$ null **then**
8:         **throw** EmptyException
9:     **end if**
10:     **return** $node.next.value$
11: **end function**
12:
13: **procedure** HELP_DEQ($tid, phase$)
14:     **while** ISSTILLPENDING($tid, phase$) **do**
15:         $first \leftarrow head$
16:         $last \leftarrow tail$
17:         $next \leftarrow first.next$
18:         **if** $first = head$ **then**   ▷ Validate read
19:             **if** $first = last$ **then**   ▷ Queue might be empty
20:                 **if** $next =$ null **then**   ▷ Confirmed empty
21:                     $desc \leftarrow state[tid]$
22:                     **if** $last = tail$ **and** ISSTILLPENDING($tid, phase$) **then**
23:                         $newDesc \leftarrow$ OpDesc($state[tid].phase$, false, false, null)
24:                         CAS($state[tid], desc, newDesc$)
25:                     **end if**
26:                 **else**
27:                   HELP_FINISH_ENQ   ▷ Help enqueue
28:                 **end if**
29:             **else**   ▷ Queue not empty
30:                 $desc \leftarrow state[tid]$
31:                 $node \leftarrow desc.node$
32:                 **if not** ISSTILLPENDING($tid, phase$) **then**
33:                     **break**
34:                 **end if**
35:                 **if** $first = head$ **and** $node \neq first$ **then**
36:                     $newDesc \leftarrow$ OpDesc($state[tid].phase$, true, false, $first$)
37:                     **if not** CAS($state[tid], desc, newDesc$) **then**
38:                       **continue**
39:                   **end if**
40:                 **end if**
41:                 CAS($first.deqTid, -1, tid$)   ▷ Lock node
42:                 HELP_FINISH_DEQ
43:             **end if**
44:         **end if**
45:     **end while**
46: **end procedure**

---

node was successfully appended in line 29. The operation completes when the thread's own request has been processed (detected by checking if `enqueuers[myIdx]` is null in line 8). For conmsumers in algorithm 24, the algorithm uses a dual-array approach with `deqself` and `deqhelp` to avoid excessive hazard pointer usage. Threads open a request by making `deqself[myIdx]` equal to `deqhelp[myIdx]` in lines 4 and 5 of the DEQUEUE function. The turn order follows the `deqTid` of the head node. When assigning nodes, threads use CAS to set the next node's `deqTid` field in line 8 of SEARCHNEXT in algorithm 25. This assignment

---

Algorithm 22 Kogan and Petrank's Queue Dequeue Helping Operations [33]

1: **procedure** HELP_FINISH_DEQ
2: $first \leftarrow head$
3: $next \leftarrow first.next$
4: $tid \leftarrow first.deqTid$ ▷ Thread that locked node
5: **if** $tid \neq -1$ **then**
6:     $desc \leftarrow state[tid]$
7:     **if** $first = head$ **and** $next \neq$ null **then**
8:       $newDesc \leftarrow$ OpDesc($state[tid].phase$, false, false, $state[tid].node$)
9:       CAS($state[tid], desc, newDesc$)   ▷ Clear pending
10:       CAS($head, first, next$)   ▷ Advance head
11:     **end if**
12:    **end if**
13: **end procedure**
14:
15: **procedure** HELP($phase$)
16: **for** $i \leftarrow 0$ **to** $NUM\_THREADS - 1$ **do**
17:     $desc \leftarrow state[i]$
18:     **if** $desc.pending$ **and** $desc.phase \leq phase$ **then**
19:       **if** $desc.enqueue$ **then**
20:         HELP_ENQ($i, phase$)
21:       **else**
22:         HELP_DEQ($i, phase$)
23:       **end if**
24:     **end if**
25: **end for**
26: **end procedure**

---

is permanent and indicates ownership. The dequeue handles empty queues through a "give-up" mechanism implemented in GIVEUP (lines 28 to 44 of algorithm 25). When detecting an empty queue (head equals tail) in line 12 of DEQUEUE in algorithm 24, threads rollback their request in line 13 but must ensure no concurrent thread assigned them a node. This involves re-checking the queue state and potentially self-assigning the first node if no other requests exist (line 41 of GIVEUP). The algorithm closes requests by updating deqhelp[i] in line 18 of CASDEQANDHEAD in algorithm 25, making it differ from deqself[i]. Memory reclamation uses wait-free bounded hazard pointers integrated into the algorithm. Nodes are retired in line 35 of DEQUEUE in algorithm 24 only after ensuring they're no longer accessible through shared variables. The algorithm requires only one allocation per enqueued item (the node itself), achieving minimal memory overhead of $O(N_{threads})$ compared to the $O(N_{threads}^2)$ of other wait-free queues. [37]

Yang Mellor-Crummey (YMC) queue

Uses FAA and CAS combined with Kogan's and Petrank's fast-path slow-path methodology mentioned in chapter 3 to use the advantage of lock-free algorithms if possible while still maintaining wait-freedom. As shown in algorithms 26 to 29, the queue represents cells as an infinite array emulated through linked segments. Each segment contains N cells and a pointer to the next segment. The queue maintains global indices H (head) and T (tail) that are accessed using FAA, ensuring atomic increments without retry loops. For producers in

---

Algorithm 23 Turn Queue Enqueue Operation [37]

```
 1: function ENQUEUE(item)
 2:     if item = null then throw InvalidArgument
 3:     end if
 4:     myIdx ← GETINDEX
 5:     myNode ← new Node(item, myIdx)
 6:     enqueuers[myIdx] ← myNode
 7:     for i ← 0 to maxThreads − 1 do
 8:         if enqueuers[myIdx] = null then                                       ▷ Request completed
 9:             hp.CLEAR
10:             return
11:         end if
12:         ltail ← hp.PROTECTPTR(kHpTail, tail)
13:         if ltail ≠ tail then continue
14:         end if
15:         if enqueuers[ltail.enqTid] = ltail then                              ▷ Clear old request
16:             tmp ← ltail
17:             CAS(enqueuers[ltail.enqTid], tmp, null)
18:         end if
19:         for j ← 1 to maxThreads do                                           ▷ Find next request
20:             nodeHelp ← enqueuers[(j + ltail.enqTid) mod maxThreads]
21:             if nodeHelp ≠ null then
22:                 nullnode ← null
23:                 CAS(ltail.next, nullnode, nodeHelp)                          ▷ Try append
24:                 break
25:             end if
26:         end for
27:         lnext ← ltail.next
28:         if lnext ≠ null then                                                 ▷ Advance tail if needed
29:             CAS(tail, ltail, lnext)
30:         end if
31:     end for
32:     enqueuers[myIdx] ← null                                                  ▷ Cleanup if not helped
33:     hp.CLEAR
34: end function
```

---

algorithm 26, threads obtain a unique cell index via FAA on T in line 11. They then locate the corresponding cell using `find_cell` which traverses segments and allocates new ones if needed. The fast-path attempts a simple CAS to deposit the value in line 13. If this fails, due to concurrent dequeue marking the cell unusable, the thread switches to the slow-path starting at line 20. The slow-path employs a helping mechanism where threads publish enqueue requests in their handle structure in line 23. In algorithm 29 consumers help pending enqueues through `help_enq` in line 13 when they mark cells unusable. This creates a symbiotic relationship: producers get help depositing values, while consumers ensure values are available to dequeue. For consumers in algorithm 28, threads obtain cell indices via FAA on H in line 18. The algorithm uses `help_enq` to secure values, which may involve helping slow-path enqueues. If a value is found, the consumer claims it using CAS on the cell's `deq` field in line 23. The slow-path beginning at line 30 publishes dequeue requests that helpers can satisfy by finding unclaimed values or determining the queue is empty. The algorithm maintains linearizability through careful ordering. Enqueues linearize when T moves past their cell index, while dequeues linearize when H moves past theirs. The helping mechanism ensures that after at most $O(n^2)$

Algorithm 24 Turn Queue Dequeue Operation [37]

```
 1: function DEQUEUE
 2:     myIdx ← GETINDEX
 3:     prReq ← deqself[myIdx]                              ▷ Save previous request
 4:     myReq ← deqhelp[myIdx]
 5:     deqself[myIdx] ← myReq                              ▷ Open request
 6:     for i ← 0 to maxThreads − 1 do
 7:         if deqhelp[myIdx] ≠ myReq then break            ▷ Request satisfied
 8:         end if
 9:         lhead ← hp.PROTECTPTR(kHpHead, head)
10:         if lhead ≠ head then continue
11:         end if
12:         if lhead = tail then                            ▷ Queue empty
13:             deqself[myIdx] ← prReq                       ▷ Rollback
14:             GIVEUP(myReq, myIdx)
15:             if deqhelp[myIdx] ≠ myReq then               ▷ Check if helped
16:                 deqself[myIdx] ← myReq
17:                 break
18:             end if
19:             hp.CLEAR
20:             return null
21:         end if
22:         lnext ← hp.PROTECTPTR(kHpNext, lhead.next)
23:         if lhead ≠ head then continue
24:         end if
25:         if SEARCHNEXT(lhead, lnext) ≠ NOIDX then
26:             CASDEQANDHEAD(lhead, lnext, myIdx)
27:         end if
28:     end for
29:     myNode ← deqhelp[myIdx]
30:     lhead ← hp.PROTECTPTR(kHpHead, head)
31:     if lhead = head and myNode = lhead.next then
32:         CAS(head, lhead, myNode)                         ▷ Help advance head
33:     end if
34:     hp.CLEAR
35:     hp.RETIRE(prReq)                                    ▷ Retire previous node
36:     return myNode.item
37: end function
```

---

failed attempts, all threads become helpers for a pending operation, guaranteeing completion. [40]

Feldman-Dechev Queue

Uses a sequence number-based mechanism with bitmarking to achieve bounded completion. As shown in algorithms 30 to 32, the ring buffer maintains two atomic counters accessed via `NextTailSeq` in line 7 of algorithm 30 and `NextHeadSeq` in line 7 of algorithm 31. Each position in the buffer array stores either an `ElemNode` containing an element and sequence ID, or an `EmptyNode` containing only a sequence ID. For producers in algorithm 30, threads acquire a sequence ID via FAA on the tail counter in line 7. The position is determined as `seqid mod capacity` in line 8. In the common case, threads replace an `EmptyNode` with matching or lower sequence ID with their prepared `ElemNode` via CAS in line 32. The

---

Algorithm 25 Turn Queue Dequeue Helper Functions [37]

1: **function** SEARCHNEXT($lhead, lnext$)
2:    $turn \leftarrow lhead.deqTid$
3:    **for** $idx \leftarrow turn + 1$ **to** $turn + maxThreads$ **do**
4:        $idDeq \leftarrow idx$ mod $maxThreads$
5:        **if** $deqself[idDeq] \neq deqhelp[idDeq]$ **then continue**
6:        **end if**
7:        **if** $lnext.deqTid = NOIDX$ **then**
8:            CAS($lnext.deqTid, NOIDX, idDeq$)   ▷ Assign node
9:        **end if**
10:         **break**
11:    **end for**
12:    **return** $lnext.deqTid$
13: **end function**
14:
15: **procedure** CASDEQANDHEAD($lhead, lnext, myIdx$)
16:    $ldeqTid \leftarrow lnext.deqTid$
17:    **if** $ldeqTid = myIdx$ **then**   ▷ My node
18:        $deqhelp[ldeqTid] \leftarrow lnext$ ▷ Close request
19:    **else**
20:        $ldeqhelp \leftarrow hp.\text{PROTECTPTR}(kHpDeq, deqhelp[ldeqTid])$
21:        **if** $ldeqhelp \neq lnext$ **and** $lhead = head$ **then**
22:            CAS($deqhelp[ldeqTid], ldeqhelp, lnext$)   ▷ Help close
23:        **end if**
24:    **end if**
25:    CAS($head, lhead, lnext$)   ▷ Advance head
26: **end procedure**
27:
28: **procedure** GIVEUP($myReq, myIdx$)
29:    $lhead \leftarrow head$
30:    **if** $deqhelp[myIdx] \neq myReq$ **then return**   ▷ Already helped
31:    **end if**
32:    **if** $lhead = tail$ **then return**   ▷ Still empty
33:    **end if**
34:    $hp.\text{PROTECTPTR}(kHpHead, lhead)$
35:    **if** $lhead \neq head$ **then return**
36:    **end if**
37:    $lnext \leftarrow hp.\text{PROTECTPTR}(kHpNext, lhead.next)$
38:    **if** $lhead \neq head$ **then return**
39:    **end if**
40:    **if** SEARCHNEXT($lhead, lnext$) $= NOIDX$ **then**
41:        CAS($lnext.deqTid, NOIDX, myIdx$)   ▷ Self-assign
42:    **end if**
43:    CASDEQANDHEAD($lhead, lnext, myIdx$)
44: **end procedure**

---

algorithm handles thread delays through backoff and retry mechanisms. If a position contains an `ElemNode` or has a higher sequence ID than assigned, the thread breaks from the inner loop in line 36 to acquire a new sequence ID in the outer loop and attempt insertion at a new position. Bitmarking, setting a flag on a node, is used to indicate positions needing correction by delayed threads in line 20. For consumers in algorithm 31, threads similarly acquire a sequence ID via FAA on the head counter in line 7. They prepare an `EmptyNode` with sequence ID incremented by the buffer capacity in line 9. The dequeue succeeds when replacing an `ElemNode` with matching sequence ID in line 42 via CAS. If encountering an

---

Algorithm 26 YMC Queue Enqueue Operation [40]

1: **function** ENQUEUE(q, h, v)
2:     **for** $p \leftarrow$ PATIENCE **downto** 0 **do**   ▷ Try fast-path first
3:         **if** ENQ_FAST($q, h, v, \&cell\_id$) **then**
4:             **return**
5:         **end if**
6:     **end for**
7:     ENQ_SLOW($q, h, v, cell\_id$)   ▷ Fall back to slow-path
8: **end function**
9:
10: **function** ENQ_FAST(q, h, v, cid)
11:     $i \leftarrow$ FAA($\&q \rightarrow T, 1$)   ▷ Get unique cell index
12:     $c \leftarrow$ FIND_CELL($\&h \rightarrow tail, i$)   ▷ Locate cell, allocate segment if needed
13:     **if** CAS($c.val, \perp, v$) **then**   ▷ Try to deposit value
14:         **return true**
15:     **end if**
16:     $*cid \leftarrow i$ ▷ Return cell index for slow-path
17:     **return false**
18: **end function**
19:
20: **function** ENQ_SLOW($q, h, v, cell\_id$)
21:     $r \leftarrow \&h \rightarrow enq.req$
22:     $r \rightarrow val \leftarrow v$ ▷ Publish value
23:     $r \rightarrow state \leftarrow (1, cell\_id)$ ▷ Set pending=1, id=cell_id
24:     $tmp\_tail \leftarrow h \rightarrow tail$
25:     **repeat**
26:         $i \leftarrow$ FAA($\&q \rightarrow T, 1$)
27:         $c \leftarrow$ FIND_CELL($\&tmp\_tail, i$)
28:         **if** CAS($c \rightarrow enq, \perp_e, r$) **and** $c.val = \perp$ **then**   ▷ Reserve cell
29:             TRY_TO_CLAIM_REQ($\&r \rightarrow state, id, i$)   ▷ Claim request for this cell
30:             **break**
31:         **end if**
32:     **until** $\neg r \rightarrow state.pending$ ▷ Until helped by dequeuer
33:     $id \leftarrow r \rightarrow state.id$ ▷ Get claimed cell index
34:     $c \leftarrow$ FIND_CELL($\&h \rightarrow tail, id$)
35:     ENQ_COMMIT(q, c, v, id)   ▷ Write value to claimed cell
36: **end function**

`EmptyNode` or lower sequence ID, threads use backoff and may bitmark `ElemNodes` to maintain FIFO ordering in line 32. The algorithm achieves bounded completion through a progress assurance scheme. After `MAX_FAILS` attempts in line 11, threads post their operation to an announcement table and execute a wait-free slow path in lines 12 to 14. The helping mechanism works as follows: `TryHelpAnother` in lines 33 to 45 of algorithm 32 checks one entry in the announcement table per call, cycling through all threads. When an announced operation is found, helpers attempt to complete it using the Associate functions. These functions either claim and complete the operation via CAS or clean up failed attempts by replacing nodes. This ensures every operation completes within $O(N_{threads}^2)$ steps, as all threads will eventually help any announced operation. [35]

Algorithm 27 YMC Queue Enqueue Help Operation [40]

1: **function** HELP_ENQ(q, h, c, i)
2:     **if** $\neg$CAS($c \rightarrow val, \bot, \top$) **and** $c \rightarrow val \neq \top$ **then**   ▷ Value already present
3:          **return** $c \rightarrow val$
4:     **end if**
5:     **if** $c \rightarrow enq = \bot_e$ **then**   ▷ No request yet, find one to help
6:          **repeat**
7:              $p \leftarrow h \rightarrow enq.peer$
8:              $r \leftarrow \&p \rightarrow enq.req$
9:              $s \leftarrow r \rightarrow state$
10:              **if** $h \rightarrow enq.id = 0$ **or** $h \rightarrow enq.id = s.id$ **then**   ▷ Haven't helped this request
11:                  **break**
12:              **end if**
13:              $h \rightarrow enq.id \leftarrow 0$
14:              $h \rightarrow enq.peer \leftarrow p \rightarrow next$ ▷ Move to next peer
15:          **until true**
16:          **if** $s.pending$ **and** $s.id \leq i$ **and** $\neg$CAS($c \rightarrow enq, \bot_e, r$) **then**   ▷ Try to reserve cell for peer
17:              $h \rightarrow enq.id \leftarrow s.id$ ▷ Remember we tried to help
18:          **else**
19:              $h \rightarrow enq.peer \leftarrow p \rightarrow next$ ▷ Peer doesn't need help
20:          **end if**
21:          **if** $c \rightarrow enq = \bot_e$ **then**
22:              CAS($c \rightarrow enq, \bot_e, \top_e$)   ▷ Mark no enqueue will use this cell
23:          **end if**
24:     **end if**
25:     **if** $c \rightarrow enq = \top_e$ **then**   ▷ No enqueue will fill this cell
26:          **return** ($q \rightarrow T \leq i$? EMPTY : $\top$)   ▷ Check if queue was empty
27:     **end if**
28:     $r \leftarrow c \rightarrow enq$ ▷ Cell has enqueue request
29:     $s \leftarrow r \rightarrow state$
30:     $v \leftarrow r \rightarrow val$
31:     **if** $s.id > i$ **then**   ▷ Request unsuitable for this cell
32:          **if** $c \rightarrow val = \top$ **and** $q \rightarrow T \leq i$ **then**
33:              **return** EMPTY
34:          **end if**
35:     **else if** TRY_TO_CLAIM_REQ($\&r \rightarrow state, s.id, i$) **or** ($s = (0, i)$ **and** $c \rightarrow val = \top$) **then**
36:          ENQ_COMMIT(q, c, v, i)   ▷ Help commit the value
37:     **end if**
38:     **return** $c \rightarrow val$
39: **end function**

Verma's Queue

Uses an external helper thread that works on a dedicated core to help other processes to finish their work in a finite number of steps. As shown in algorithm 33, the queue maintains a state array where each worker has a dedicated slot for operation requests. The queue uses a linked list with head and tail pointers managed exclusively by the helper thread. For producers in algorithm 33, threads create a request object containing the operation type and element in line 14, then place it in their designated position in the state array via direct assignment in line 15. They wait until the helper marks the operation as completed in line 16. The algorithm achieves simplicity by delegating all queue modifications to a single helper thread, eliminating the need for complex synchronization. For consumers in algorithm 33, threads similarly create a dequeue request in line 3 and place it in their state array slot in line 4. They wait for completion

---

Algorithm 28 YMC Queue Dequeue Operation [40]

1: **function** DEQUEUE(q, h)
2:     **for** $p \leftarrow$ PATIENCE **downto** 0 **do**   ▷ Try fast-path first
3:         $v \leftarrow$ DEQ_FAST($q, h, \&cell\_id$)
4:         **if** $v \neq \top$ **then break**
5:         **end if**
6:     **end for**
7:     **if** $v = \top$ **then**   ▷ Fast-path failed
8:         $v \leftarrow$ DEQ_SLOW($q, h, cell\_id$)   ▷ Use slow-path
9:     **end if**
10:     **if** $v \neq$ EMPTY **then**   ▷ Got value, help peer dequeue
11:         HELP_DEQ($q, h, h \rightarrow deq.peer$)
12:         $h \rightarrow deq.peer \leftarrow h \rightarrow deq.peer \rightarrow next$
13:     **end if**
14:     **return** v
15: **end function**
16:
17: **function** DEQ_FAST(q, h, id)
18:     $i \leftarrow$ FAA($\&q \rightarrow H, 1$)   ▷ Get unique cell index
19:     $c \leftarrow$ FIND_CELL($\&h \rightarrow head, i$)
20:     $v \leftarrow$ HELP_ENQ(q, h, c, i)   ▷ Try to get/help produce value
21:     **if** $v =$ EMPTY **then return** EMPTY
22:     **end if**
23:     **if** $v \neq \top$ **and** CAS($c \rightarrow deq, \bot_d, \top_d$) **then**   ▷ Claim the value
24:         **return** v
25:     **end if**
26:     $*id \leftarrow i$ ▷ Return cell index for slow-path
27:     **return** $\top$
28: **end function**
29:
30: **function** DEQ_SLOW(q, h, cid)
31:     $r \leftarrow \&h \rightarrow deq.req$
32:     $r \rightarrow id \leftarrow cid$ ▷ Set request ID
33:     $r \rightarrow state \leftarrow (1, cid)$ ▷ Publish pending request
34:     HELP_DEQ(q, h, h)   ▷ Help complete own request
35:     $i \leftarrow r \rightarrow state.idx$ ▷ Get index where value found
36:     $c \leftarrow$ FIND_CELL($\&h \rightarrow head, i$)
37:     $v \leftarrow c \rightarrow val$
38:     ADVANCE_END_FOR_LINEARIZABILITY($\&q \rightarrow H, i + 1$)   ▷ Ensure linearizability
39:     **return** ($v = \top$? EMPTY : v)
40: **end function**

---

in line 5, after which the dequeued element is available in the request object in line 9. The helper thread in algorithm 33 continuously traverses the state array in round-robin fashion in lines 24 to 52. When encountering an enqueue request, it creates a new node in line 29, appends it to the tail in line 30, and updates the tail reference in line 31. For dequeue requests, the helper checks if the queue is empty in line 35 and removes the head element in lines 39 and 40. The helper then updates the request with the dequeued value in line 44. This achieves bounded completion of every process as each operation completes within $O(N)$ steps, where N is the number of workers, since the helper visits each state array position in fixed order. [39]

Algorithm 29 YMC Queue Dequeue Help Operation [40]

1: **function** HELP_DEQ($q, h, helpee$)
2:     $r \leftarrow helpee \rightarrow deq.req$
3:     $s \leftarrow r \rightarrow state$
4:     $id \leftarrow r \rightarrow id$
5:     **if** $\neg s.pending$ **or** $s.idx < id$ **then return**   ▷ Request complete or invalid
6:     **end if**
7:     $ha \leftarrow helpee \rightarrow head$ ▷ Segment pointer for announced cells
8:     $s \leftarrow r \rightarrow state$ ▷ Re-read after getting head
9:     $prior \leftarrow id; i \leftarrow id; cand \leftarrow 0$
10:     **while true do**
11:         **for** $hc \leftarrow ha$; $\neg cand$ **and** $s.idx = prior$; **do**   ▷ Find candidate
12:             $c \leftarrow$ FIND_CELL($\&hc, ++i$)
13:             $v \leftarrow$ HELP_ENQ(q, hc, c, i)
14:             **if** $v =$ EMPTY **or** ($v \neq \top$ **and** $c \rightarrow deq = \perp_d$) **then**   ▷ Found candidate
15:                 $cand \leftarrow i$
16:             **else**
17:                 $s \leftarrow r \rightarrow state$ ▷ Check if announced
18:             **end if**
19:         **end for**
20:         **if** $cand$ **then**
21:             CAS($\&r \rightarrow state, (1, prior), (1, cand)$)   ▷ Try announce candidate
22:             $s \leftarrow r \rightarrow state$
23:         **end if**
24:         **if** $\neg s.pending$ **or** $r \rightarrow id \neq id$ **then return**   ▷ Request completed
25:         **end if**
26:         $c \leftarrow$ FIND_CELL($\&ha, s.idx$)   ▷ Get announced cell
27:         **if** $c \rightarrow val = \top$ **or** CAS($c \rightarrow deq, \perp_d, r$) **or** $c \rightarrow deq = r$ **then**
28:             CAS($\&r \rightarrow state, s, (0, s.idx)$)   ▷ Complete request
29:             **return**
30:         **end if**
31:         $prior \leftarrow s.idx$
32:         **if** $s.idx \geq i$ **then**   ▷ Announced cell is ahead
33:             $cand \leftarrow 0; i \leftarrow s.idx$ ▷ Jump forward
34:         **end if**
35:     **end while**
36: **end function**

Wait-Free Circular Queue (wCQ)

The wCQ also uses the fast-path-slow-path by Kogan and Petrank methodology where threads first attempt lock-free operations and fall back to a slow path with helping mechanisms to achieve bounded completion of threads. As shown in algorithms 34 to 36, wCQ extends the lock-free Scalable Circular Queue (sCQ) shown in algorithms 37 and 38 with a variation of Kogan and Petrank's fast-path-slow-path methodology to guarantee wait-freedom. Like sCQ, wCQ uses a ring buffer of size $2n$ while only using n entries at any time, with Head and Tail counters initialized to $2n$ (as in line 32 of algorithm 36). For producers in algorithm 34, threads first help others via HELP_THREADS in line 37. The fast path from lines 38 to 44 attempts sCQs TRY_ENQ function of algorithm 37 up to MAX_PATIENCE times. If unsuccessful, the slow path begins in line 45. The thread records its request in a per-thread descriptor containing the tail value, index, and sequence numbers for integrity checks in lines 46 to 53. It then calls ENQUEUE_SLOW in line 54, which repeatedly attempts to insert the element using collabora-

---

Algorithm 30 Feldman-Dechev Queue's Enqueue Operation [35]

```
 1: function ENQUEUE(val)
 2:     TRYHELPANOTHER
 3:     fails ← 0
 4:     while true do
 5:         if ISFULL then return false
 6:         end if
 7:         seqid ← NEXTTAILSEQ                                      ▷ FAA on tail
 8:         pos ← seqid mod capacity
 9:         n_node ← new ElemNode(seqid, val)
10:         while true do
11:             if fails++ = MAX_FAILS then
12:                 op ← new EnqueueOp(val)
13:                 MAKEANNOUNCEMENT(op)
14:                 return op.RESULT
15:             end if
16:             node ← buffer[pos].LOAD
17:             if node.op ≠ null then                              ▷ Operation record
18:                 node.op.ASSOCIATE(node, &buffer[pos])
19:                 continue
20:             else if ISSKIPPED(node) then                        ▷ Bitmarked
21:                 break                                           ▷ Get new seqid
22:             else if node.seqid < seqid then
23:                 BACKOFF
24:                 if node = buffer[pos].LOAD then
25:                     if ISEMPTYNODE(node) then
26:                         if buffer[pos].CAS(node, n_node) then
27:                             return true
28:                         end if
29:                     end if
30:                 end if
31:             else if node.seqid ≤ seqid and ISEMPTYNODE(node) then
32:                 if buffer[pos].CAS(node, n_node) then
33:                     return true
34:                 end if
35:             else                                    ▷ node.seqid > seqid or ElemNode
36:                 break                                           ▷ Get new seqid
37:             end if
38:         end while
39:     end while
40: end function
```

---

tive synchronization until successful. For consumers in algorithm 34, after checking for empty queue at lines 2 to 4 and helping others at line 5, threads attempt the fast path using `TRY_DEQ` defined in lines 6 to 13 in algorithm 38. On failure, they record their dequeue request in lines 14 to 21 and call `DEQUEUE_SLOW` in line 22, which similarly uses collaborative synchronization to ensure the dequeue completes. Results are gathered from the slow path in lines 25 in 33. The difference to the other queues is the `SLOW_F&A` operation in algorithm 35 at lines 17 to 39, which ensures all cooperative threads (helpee and helpers) increment global counters only once per iteration. The operation works in two phases as seen in line 32 where it atomically updates the global counter with a phase2 pointer using DWCAS (the paper mistakenly calls this DCAS (CAS2)), and line 35 where it clears the `INC` flag. If the system does not support DWCAS, algorithm 39 shows how to substitute it with LL/SC, which can than again be substi-

tuted with versioned CAS shown in section 5.2.2. This mechanism allows ENQUEUE_SLOW and DEQUEUE_SLOW to coordinate multiple threads working on the same operation, ensuring exactly one succeeds while others detect the completion and terminate. Progress is guaranteed through the helping mechanism. HELP_THREADS in lines 1 to 15 of algorithm 35 checks one thread per call, cycling through all threads. When finding a pending request, it calls HELP_ENQUEUE or HELP_DEQUEUE in lines 8 and 10. After MAX_PATIENCE failed attempts, all threads eventually converge to help stuck threads, ensuring wait-freedom with $O(N_{threads}^2)$ complexity. [38]

Excluded but valuable queues

The following two queues were not included because they rely on theoretical hardware primitives that are not available in current hardware. However, they are valuable to know about, since they show how the performance of wait-free queues could be improved with special hardware.

- The queue Khanchandani and Wattenhofer [52] created uses theoretical atomic primitives called half-increment and half-max. Half-increment would be an operation on a theoretical register with two values, first half and second half, that increments the first half if <= second half. Half-max(x) updates the second half to the maximum of its current value and x. The reason this was even introduced was to show that, when combined with CAS, the time complexity of CAS with $O(n)$ would be reduced to $O(\sqrt{n})$, if such hardware would exist.

- Bédin et al. [53] who created a queue using a theoretical atomic primitive called memory-to-memory swap, which changes to memory locations atomically with each other (so a DCAS without the compare part), to show that it would be possible to create wait-free queues as fast as lock-free queues, if the hardware would exist. While thiss is valubale to know how special hardware could improve the performance of wait-free queues, it is not relevant for this thesis, since it is not possible to implement these algorithms on current hardware.

This algorithm was not included in the thesis, because it was running too slow to create valuable benchmark resutls, but still is important to mention, since they show an interesting improvement for time complexity of wait-free queues:

- Naderibeni and Ruppert [54] showed that it is possible to create a wait-free queue using CAS and still achieve a polylogarithmic time complexity by integrating a binary tree structure like Jayanti and Petrovic.

Algorithm 31 Feldman-Dechev Queue's Dequeue Operation [35]

```
 1: function DEQUEUE(&result)
 2:     TRYHELPANOTHER
 3:     fails ← 0
 4:     while true do
 5:         if ISEMPTY then return false
 6:         end if
 7:         seqid ← NEXTHEADSEQ                                          ▷ FAA on head
 8:         pos ← seqid mod capacity
 9:         n_node ← new EmptyNode(seqid + capacity)
10:         while true do
11:             if fails++ = MAX_FAILS then
12:                 op ← new DequeueOp
13:                 MAKEANNOUNCEMENT(op)
14:                 return op.RESULT(result)
15:             end if
16:             node ← buffer[pos].LOAD
17:             if node.op ≠ null then
18:                 node.op.ASSOCIATE(node, &buffer[pos])
19:                 continue
20:             else if ISSKIPPED(node) and ISEMPTYNODE(node) then
21:                 if buffer[pos].CAS(node, n_node) then
22:                     break
23:                 end if
24:             else if seqid > node.seqid then                         ▷ Delayed element
25:                 BACKOFF
26:                 if node = buffer[pos].LOAD then
27:                     if ISEMPTYNODE(node) then
28:                         if buffer[pos].CAS(node, n_node) then
29:                             break
30:                         end if
31:                     else
32:                         SETSKIPPED(&buffer[pos])                     ▷ Bitmark
33:                     end if
34:                 end if
35:             else if seqid < node.seqid then
36:                 break                                               ▷ Get new seqid
37:             else                                                    ▷ seqid = node.seqid
38:                 if ISELEMNODE(node) then
39:                     if ISSKIPPED(node) then
40:                         n_node ← SETSKIPPED(n_node)
41:                     end if
42:                     if buffer[pos].CAS(node, n_node) then
43:                         result ← node.value
44:                         return true
45:                     end if
46:                 else                                        ▷ EmptyNode with matching seqid
47:                     BACKOFF
48:                     if node = buffer[pos].LOAD then
49:                         if buffer[pos].CAS(node, n_node) then
50:                             break
51:                         end if
52:                     end if
53:                 end if
54:             end if
55:         end while
56:     end while
57: end function
```

Algorithm 32 Feldman-Dechev Queue's Helper Functions [35]

1: **function** ENQUEUEOP::ASSOCIATE(*node*, *address*)
2:     *success* ← *helper*.CAS(null, *node*)
3:     **if** *success* **or** *helper*.LOAD = *node* **then**
4:         *node.op*.STORE(null)   ▷ Remove op reference
5:     **else**
6:         *n_node* ← **new** EmptyNode(*node.seqid*)
7:         **if not** *address*.CAS(*node*, *n_node*) **then**
8:             *node* ← SETSKIPPED(*node*)
9:             **if** *address*.LOAD = *node* **then**
10:                *n_node* ← SETSKIPPED(*n_node*)
11:                *address*.CAS(*node*, *n_node*)
12:            **end if**
13:        **end if**
14:    **end if**
15: **end function**
16:
17: **function** DEQUEUEOP::ASSOCIATE(*node*, *address*)
18:     *success* ← *helper*.CAS(null, *node*)
19:     **if** *success* **or** *helper*.LOAD = *node* **then**
20:         *n_node* ← **new** EmptyNode(*node.seqid* + *capacity*)
21:         **if not** *address*.CAS(*node*, *n_node*) **then**
22:             *node* ← SETSKIPPED(*node*)
23:             **if** *address*.LOAD = *node* **then**
24:                 *n_node* ← SETSKIPPED(*n_node*)
25:                 *address*.CAS(*node*, *n_node*)
26:             **end if**
27:         **end if**
28:     **else**
29:         *node.op*.STORE(null)
30:     **end if**
31: **end function**
32:
33: **function** TRYHELPANOTHER
34:   ▷ Check announcement table and help one operation
35:     *helpIdx* ← thread-local helping index
36:     *op* ← *announcementTable*[*helpIdx*]
37:     **if** *op* ≠ null **and** *op*.INPROGRESS **then**
38:         **if** *op* is EnqueueOp **then**
39:             WAITFREEENQUEUE(*op*)
40:         **else**
41:             WAITFREEDEQUEUE(*op*)
42:         **end if**
43:     **end if**
44:     *helpIdx* ← (*helpIdx* + 1) mod *MAX_THREADS*
45: **end function**

Algorithm 33 Verma's Queue Operations [39]

1: **function** DEQUEUE
2:     $id \leftarrow$ GETTHREADID   ▷ Get worker's unique ID
3:     $req \leftarrow$ CREATEREQUEST(null, DEQUEUE)   ▷ Create dequeue request
4:     $stateArr[id] \leftarrow req$ ▷ Place request in dedicated slot
5:     **while** $\neg req.isCompleted$ **do**   ▷ Wait for helper to process
6:         **wait**
7:     **end while**
8:     $stateArr[id] \leftarrow$ null   ▷ Clear request from state array
9:     **return** $req.e$ ▷ Return dequeued element
10: **end function**
11:
12: **function** ENQUEUE(e)
13:     $id \leftarrow$ GETTHREADID   ▷ Get worker's unique ID
14:     $req \leftarrow$ CREATEREQUEST(e, ENQUEUE)   ▷ Create enqueue request with element
15:     $stateArr[id] \leftarrow req$ ▷ Place request in dedicated slot
16:     **while** $\neg req.isCompleted$ **do**   ▷ Wait for helper to process
17:         **wait**
18:     **end while**
19:     $stateArr[id] \leftarrow$ null   ▷ Clear request from state array
20:     **return** true
21: **end function**
22:
23: **function** HELPER
24:     $id \leftarrow 0$ ▷ Start at first worker slot
25:     **while** true **do**   ▷ Continuous helper loop
26:         $req \leftarrow stateArr[id]$ ▷ Check current slot for request
27:         **if** $req \neq$ null $\wedge \neg req.isCompleted$ **then**   ▷ Found pending request
28:             **if** $req.operation =$ ENQUEUE **then**
29:                 $n \leftarrow$ **new** Node($req.e$)   ▷ Create new node
30:                 $tail.next \leftarrow n$ ▷ Append to tail
31:                 $tail \leftarrow n$ ▷ Update tail reference
32:                 $size \leftarrow size + 1$
33:                 $req.isCompleted \leftarrow$ true   ▷ Mark request complete
34:             **else if** $req.operation =$ DEQUEUE **then**
35:                 **if** $head.next =$ null **then**   ▷ Queue is empty
36:                     $req.e \leftarrow$ null
37:                     $req.isCompleted \leftarrow$ true
38:                 **else**
39:                     $n \leftarrow head.next$ ▷ Get first element
40:                     $head.next \leftarrow n.next$ ▷ Remove from queue
41:                     **if** $n.next =$ null **then**   ▷ Queue now empty
42:                         $tail \leftarrow head$ ▷ Reset tail
43:                     **end if**
44:                     $req.e \leftarrow n.e$ ▷ Store dequeued value
45:                     $size \leftarrow size - 1$
46:                     $req.isCompleted \leftarrow$ true
47:                 **end if**
48:             **end if**
49:         **end if**
50:         $id \leftarrow (id + 1)$ mod $workers$ ▷ Round-robin to next slot
51:     **end while**
52: **end function**

Algorithm 34 wCQ's Operations [38]

1: **function** DEQUEUE_wCQ
2:    **if** LOAD($\&Threshold$) < 0 **then**
3:       **return** $\emptyset$ $\triangleright$ Empty
4:    **end if**
5:    HELP_THREADS
6: $\triangleright$ Fast path (SCQ)
7:    $count \leftarrow MAX\_PATIENCE$
8:    **while** $--count \neq 0$ **do**
9:       idx
10:       $head \leftarrow$ TRY_DEQ($\&idx$)
11:       **if** $head = OK$ **then return** idx
12:       **end if**
13:    **end while**
14: $\triangleright$ Slow path (wCQ)
15:    $r \leftarrow \&Record[TID]$
16:    $seq \leftarrow r.seq1$
17:    $r.localHead \leftarrow head$
18:    $r.initHead \leftarrow head$
19:    $r.enqueue \leftarrow$ **false**
20:    $r.seq2 \leftarrow seq$
21:    $r.pending \leftarrow$ **true**
22:    DEQUEUE_SLOW($head, r$)
23:    $r.pending \leftarrow$ **false**
24:    $r.seq1 \leftarrow seq + 1$
25: $\triangleright$ Get slow-path results
26:    $h \leftarrow$ COUNTER($r.localHead$)
27:    $j \leftarrow$ CACHE_REMAP(h mod $2n$)
28:    $Ent \leftarrow$ LOAD($\&Entry[j].Value$)
29:    **if** $Ent.Cycle =$ CYCLE(h) **and** $Ent.Index \neq \bot$ **then**
30:       CONSUME(h, j, Ent)
31:       **return** $Ent.Index$
32:    **end if**
33:    **return** $\emptyset$
34: **end function**
35:
36: **function** ENQUEUE_wCQ($index$)
37:    HELP_THREADS
38: $\triangleright$ Fast path (SCQ)
39:    $count \leftarrow MAX\_PATIENCE$
40:    **while** $--count \neq 0$ **do**
41:       $tail \leftarrow$ TRY_ENQ($index$)
42:       **if** $tail = OK$ **then return true**
43:       **end if**
44:    **end while**
45: $\triangleright$ Slow path (wCQ)
46:    $r \leftarrow \&Record[TID]$
47:    $seq \leftarrow r.seq1$
48:    $r.localTail \leftarrow tail$
49:    $r.initTail \leftarrow tail$
50:    $r.index \leftarrow index$
51:    $r.enqueue \leftarrow$ **true**
52:    $r.seq2 \leftarrow seq$
53:    $r.pending \leftarrow$ **true**
54:    ENQUEUE_SLOW($tail, index, r$)
55:    $r.pending \leftarrow$ **false**
56:    $r.seq1 \leftarrow seq + 1$
57: **end function**

Algorithm 35 wCQ's Helper Functions [38]

1: **function** HELP_THREADS
2:     $r \leftarrow \&Record[TID]$
3:     **if** $--r.nextCheck \neq 0$ **then return**
4:     **end if**
5:     $thr \leftarrow \&Record[r.nextTid]$
6:     **if** $thr.pending$ **then**
7:         **if** $thr.enqueue$ **then**
8:             HELP_ENQUEUE(thr)
9:         **else**
10:             HELP_DEQUEUE(thr)
11:         **end if**
12:     **end if**
13:     $r.nextCheck \leftarrow HELP\_DELAY$
14:     $r.nextTid \leftarrow (r.nextTid + 1) \bmod NUM\_THRDS$
15: **end function**
16:
17: **function** SLOW_F&A($globalp, local, v, thld$)
18:     $phase2 \leftarrow \&Record[TID].phase2$
19:     **repeat**
20:         $cnt \leftarrow$ LOAD_GLOBAL_HELP_PHASE2($globalp, local$)
21:         **if** $cnt = \emptyset$ **or** !CAS($local, *v, cnt|INC$) **then**
22:             $*v \leftarrow *local$
23:             **if** $*v\&FIN$ **then return false**
24:             **end if**
25:             **if** !($*v\&INC$) **then return true**
26:             **end if**
27:             $cnt \leftarrow$ COUNTER($*v$)
28:         **else**
29:             $*v \leftarrow cnt|INC$
30:         **end if**
31:         PREPARE_PHASE2($phase2, local, cnt$)
32:     **until** CAS2($globalp, \{cnt, \textbf{null}\}, \{cnt + 1, phase2\}$)
33:     **if** $thld$ **then** F&A($thld, -1$)
34:     **end if**
35:     CAS($local, cnt|INC, cnt$)
36:     CAS2($globalp, \{cnt + 1, phase2\}, \{cnt + 1, \textbf{null}\}$)
37:     $*v \leftarrow cnt$
38:     **return true**
39: **end function**

Algorithm 36 wCQ's Data Structures [38]

1: **struct** *phase2rec_t* {
2:    *seq*1 : int = 1
3:    ∗*local* : int
4:    *cnt* : int
5:    *seq*2 : int = 0
6: }
7:
8: **struct** *entpair_t* {
9:    *Note* : int = -1
10:    *Value* : *entry_t* = { .Cycle=0, .IsSafe=1, .Enq=1, .Index=⊥ }
11: }
12:
13: *Entry*[2*n*] : *entpair_t*
14:
15: **struct** *thrdrec_t* {
16:   ▷ === Private Fields ===
17:    *nextCheck* : int = *HELP_DELAY*
18:    *nextTid* : int   ▷ Thread ID
19:   ▷ === Shared Fields ===
20:    *phase*2 : *phase2rec_t*   ▷ Phase 2
21:    *seq*1 : int = 1
22:    *enqueue* : bool
23:    *pending* : bool = false
24:    *localTail, initTail* : int
25:    *localHead, initHead* : int
26:    *index* : int
27:    *seq*2 : int = 0
28: }
29:
30: *Record*[*NUM_THRDS*] : *thrdrec_t*
31: *Threshold* : int = -1   ▷ Empty wCQ
32: *Tail* : int = 2*n*, *Head* : int = 2*n*

Algorithm 37 Lock-free Circular Queue (SCQ): Enqueue Operations [38]

1: *Threshold* : int = -1   ▷ Empty SCQ
2: *Tail* : int = 2*n*, *Head* : int = 2*n*
3:   ▷ Init entries: {.Cycle=0, .IsSafe=1, .Index=⊥}
4: *Entry*[2*n*] : *entry_t*
5:
6: **function** ENQUEUE_SCQ(*index*)
7:     **while** TRY_ENQ(*index*) ≠ OK **do**
8:   ▷ Try again
9:     **end while**
10: **end function**
11:
12: **function** TRY_ENQ(*index*)
13:     *T* ← F&A(&*Tail*, 1)
14:     *j* ← CACHE_REMAP(*T* mod 2*n*)
15:     *E* ← LOAD(&*Entry*[*j*])
16:     **if** *E.Cycle* < CYCLE(*T*) **and** (*E.IsSafe* **or** LOAD(&*Head*) ≤ *T*) **and** (*E.Index* = ⊥ **or** ⊥$_c$) **then**
17:         *New* ← {CYCLE(*T*), 1, *index*}
18:         **if** !CAS(&*Entry*[*j*], *E*, *New*) **then**
19:             **goto** 22
20:         **end if**
21:         **if** LOAD(&*Threshold*) ≠ 3*n* − 1 **then**
22:             STORE(&*Threshold*, 3*n* − 1)
23:         **end if**
24:         **return** OK   ▷ Success
25:     **end if**
26:     **return** *T*   ▷ Try again
27: **end function**

Algorithm 38 Lock-free Circular Queue (SCQ): Dequeue Operations [38]

1: **function** TRY_DEQ($*index$)
2:    $H \leftarrow$ F&A($\&Head, 1$)
3:    $j \leftarrow$ CACHE_REMAP($H \bmod 2n$)
4:    $E \leftarrow$ LOAD($\&Entry[j]$)
5:    **if** $E.Cycle =$ CYCLE(H) **then**
6:       CONSUME(H, j, E)
7:       $*index \leftarrow E.Index$
8:       **return** OK   ▷ Success
9:    **end if**
10:    $New \leftarrow \{E.Cycle, 0, E.Index\}$
11:    **if** $E.Index = \bot$ **or** $\bot_c$ **then**
12:       $New \leftarrow \{$CYCLE(H)$, E.IsSafe, \bot\}$
13:    **end if**
14:    **if** $E.Cycle <$ CYCLE(H) **then**
15:       **if** !CAS($\&Entry[j], E, New$) **then**
16:          **goto** 33
17:       **end if**
18:       $T \leftarrow$ LOAD($\&Tail$)   ▷ Exit if
19:       **if** $T \leq H + 1$ **then**   ▷ empty
20:          CATCHUP($T, H + 1$)
21:       **end if**
22:       F&A($\&Threshold, -1$)
23:       $*index \leftarrow \emptyset$ ▷ Empty
24:       **return** OK   ▷ Success
25:    **end if**
26:    **if** F&A($\&Threshold, -1$) ≤ 0 **then**
27:       $*index \leftarrow \emptyset$ ▷ Empty
28:       **return** OK   ▷ Success
29:    **end if**
30:    **return** H ▷ Try again
31: **end function**
32:
33: **function** DEQUEUE_SCQ
34:    **if** LOAD($\&Threshold$) < 0 **then**
35:       **return** $\emptyset$ ▷ Empty
36:    **end if**
37:    **while** TRY_DEQ($\&idx$) $\neq$ OK **do**
38:   ▷ Try again
39:    **end while**
40:    **return** idx
41: **end function**
42:
43: **function** CONSUME(h, j, e)
44:    OR($\&Entry[j], \{0, 0, \bot_c\}$)
45: **end function**

Algorithm 39 CAS2 implementation for wCQ using LL/SC [38]

1: **function** CAS2_VALUE(*Var*: *entpair_t**, *Expect*: *entpair_t*, *New*: *entpair_t*)
2:     $Prev.Value \leftarrow$ LL(&$Var \rightarrow Value$)
3:     $Prev.Note \leftarrow$ LOAD(&$Var \rightarrow Note$)
4:     **if** $Prev \neq Expect$ **then**
5:         **return false**
6:     **end if**
7:     **return** SC(&$Var \rightarrow Value, New.Value$)
8: **end function**
9:
10: **function** CAS2_NOTE(*Var*: *entpair_t**, *Expect*: *entpair_t*, *New*: *entpair_t*)
11:     $Prev.Note \leftarrow$ LL(&$Var \rightarrow Note$)
12:     $Prev.Value \leftarrow$ LOAD(&$Var \rightarrow Value$)
13:     **if** $Prev \neq Expect$ **then**
14:         **return false**
15:     **end if**
16:     **return** SC(&$Var \rightarrow Note, New.Note$)
17: **end function**

---

6. Implementation

After the wait-free algorithms got identified and analyzed the next sub-goal to find the best wait-free algorithms is to implement them like already said in section 1.2. The algorithms got implemented and published in the accompanying GitHub repository in [50], where complete implementation of the algorithms can be found. This chapter will present the implementation details of the concurrent queue algorithms seen in chapter 5 in Rust, focusing on the adaptations necessary for IPC over shared memory. While the algorithmic logic of each queue has been discussed already in chapter 5, the implementation required slight deviations to support IPC over shared memory. This includes ensuring correct cache allignment, correctly implementing various atomic primitives, and correctly implementing the logic for shared memory support based on short example snippets of the actual rust implementation from the GitHub repository or some general examples. This does not include showing again the same algorithmic logic just in a actual programming language instead of pseudocode, since that would be redundant. This chapter will give the necessary details to understand how to implement the algorithms in Rust and how to adapt them for IPC over shared memory.

6.1. Shared Memory Management for Inter-Process Communication

IPC through shared memory requires slightly different approaches compared to multi-threaded heap-based communication. The primary constraint is that shared memory regions may be mapped at different virtual addresses in different processes, requiring all data structures to be completely position-independent. Additionally, dynamic memory allocation is not possible within shared memory regions, necessitating buffer allocation from a pre-allocated memory pool for all dynamic data structures. Threads on the other hand can use the process-private heap for dynamic memory allocation, which' memory layout is shared between threads on the same process, but not processes.

6.1.1. Shared Memory Size Calculation

Each queue provides a method to calculate the exact shared memory size required. This calculation determines how much memory to allocate from the operating system. The following examples from BQueue and wCQ demonstrate both simple and complex size calculations as needed:

Listing 6.1: Shared memory size calculation methods

```
1  // From BQueue - simple calculation
2  pub const fn shared_size(capacity: usize) -> usize {
3      mem::size_of::<Self>()                              // Queue structure
4          + capacity * mem::size_of::<MaybeUninit<T>>()   // Data storage
5          + capacity * mem::size_of::<AtomicBool>()       // Validity flags
6  }
7
8  // From WCQueue - complex layout calculation
9  fn layout(num_threads: usize, num_indices: usize) -> (Layout, [usize; 4])
   ↪ {
10     let ring_size = num_indices.next_power_of_two();
11     let capacity = ring_size * 2;
12
13     let root = Layout::new::<Self>();
14     let (l_aq_entries, o_aq_entries) = root
15         .extend(Layout::array::<EntryPair>(capacity).unwrap())
16         .unwrap();
17     let (l_fq_entries, o_fq_entries) = l_aq_entries
18         .extend(Layout::array::<EntryPair>(capacity).unwrap())
19         .unwrap();
20     let (l_records, o_records) = l_fq_entries
21         .extend(Layout::array::<ThreadRecord>(num_threads).unwrap())
22         .unwrap();
23     let (l_final, o_data) = l_records
24         .extend(Layout::array::<DataEntry<T>>(num_indices).unwrap())
25         .unwrap();
26
27     (l_final.pad_to_align(), [o_aq_entries, o_fq_entries, o_records,
   ↪ o_data])
28 }
29
30 pub fn shared_size(num_threads: usize) -> usize {
31     let (_layout, _offsets) = Self::layout(num_threads, num_indices);
32     _layout.size()  // Total bytes needed for mmap
33 }
```

The size calculation accounts for all components including alignment padding. Some queues like WCQ use Rust's Layout API shown in lines 9 to 26 to ensure proper alignment and correctly calculated offsets. For simple queues like BQueue, manual calculation like in lines 2 to 6 suffices.

6.1.2. Shared Memory Allocation

Once the required size is calculated, the following functions in listing 6.2 used in all benchmarks demonstrates how to allocate and deallocate the needed shared memory regions using mmap:

Listing 6.2: Shared memory allocation using mmap

```
1  unsafe fn map_shared(bytes: usize) -> *mut u8 {
2      let ptr = libc::mmap(
```

```
3          ptr::null_mut(),
4          bytes,                                    // Size from
    ↪ shared_size()
5          libc::PROT_READ | libc::PROT_WRITE,
6          libc::MAP_SHARED | libc::MAP_ANONYMOUS,   // Shared between
    ↪ processes
7          -1,
8          0,
9      );
10     if ptr == libc::MAP_FAILED {
11         panic!("mmap␣failed:␣{}", std::io::Error::last_os_error());
12     }
13     ptr.cast()
14 }
15
16 // Cleanup function
17 unsafe fn unmap_shared(ptr: *mut u8, len: usize) {
18     if libc::munmap(ptr.cast(), len) == -1 {
19         panic!("munmap␣failed:␣{}", std::io::Error::last_os_error());
20     }
21 }
```

The `MAP_SHARED` flag ensures that modifications to the memory region are visible to all processes that map it. The `MAP_ANONYMOUS` flag creates memory not backed by a file. The `bytes` parameter on line 4 comes directly from the `shared_size()` calculation earlier.

6.1.3. Memory Layout and Initialization

After allocating the shared memory region the components needed by the queue's implementations need to be initialized. All queue implementations follow a consistent pattern for shared memory initialization. The initialization function receives the pre-allocated memory pointer and organizes components within that memory region. The most complex example, the WCQueue from section 5.2.4, demonstrates how multiple components are laid out in shared memory with proper alignment:

Listing 6.3: Memory layout initialization in WCQueue

```
1 pub unsafe fn init_in_shared(mem: *mut u8, num_threads: usize) ->
    ↪ &'static mut Self {
2     let mut current_offset = 0usize;
3
4     // Align and place queue structure
5     current_offset = (current_offset + self_align - 1) & !(self_align -
    ↪ 1);
6     let q_ptr = mem.add(current_offset) as *mut Self;
7     current_offset += mem::size_of::<Self>();
8
9     // Align and place entry arrays
10    current_offset = (current_offset + entry_align - 1) & !(entry_align -
    ↪ 1);
```

```
11      let aq_entries = mem.add(current_offset) as *mut EntryPair;
12      current_offset += capacity * mem::size_of::<EntryPair>();
13
14      // Initialize structures in-place
15      ptr::write(q_ptr, Self {
16          aq_entries_offset: current_offset,
17          base_ptr: mem,  // Store base pointer for offset calculations
18          // Store offsets instead of pointers
19      });
20
21      &mut *q_ptr
22  }
```

The alignment calculation in line 5 ensures that each component starts at a properly aligned address. This is crucial for atomic operations, which often require natural alignment. The queue structure stores offsets relative to the base pointer rather than absolute pointers in line 16, ensuring position independence. When accessing these components later, the offset is added to the base pointer, as demonstrated in listing 6.4.

Listing 6.4: Position-independent component access

```
1  unsafe fn get_entry(&self, entries_offset: usize, idx: usize) ->
   ↪ &EntryPair {
2      let entries = self.base_ptr.add(entries_offset) as *const EntryPair;
3      &*entries.add(idx)
4  }
```

6.1.4. Node Allocation from Pre-allocated Memory Pools

Some queues as seen in chapter 5 use dynamic memory allocation within the process-private heap. For the IPC over shared memory use-case of this thesis that is not possible, because in shared memory dynamic memory allocations or deallocations with `malloc` or `free` are not possible, since that allocates from process-private heaps that are not available for other processes. Therefore, all queues that would normally allocate memory dynamically have been adapted to allocate from the initialized pre-allocated memory pool. As an example the Jiffy Queue algorithm from section 5.2.2 shows a dynamic heap allocation method to allocate new buffers to insert them into the linked-list. This was adapted to IPC over shared memory in rust by a pool allocation system with free lists that is similarly impülemented for all other queues needing dynamic memory allocation, as shown in listing 6.5.

Listing 6.5: Lock-free memory pool allocation

```
1  unsafe fn alloc_node_array_slice(&self) -> *mut Node<T> {
2      // Try reuse from free list first
3      loop {
4          let free_head =
   ↪ self.node_array_slice_free_list_head.load(Ordering::Acquire);
5          if free_head.is_null() {
6              break;
```

```
7            }
8
9          let next_free = (*(free_head as *mut AtomicPtr<Node<T>>))
10               .load(Ordering::Acquire);
11
12         if self.node_array_slice_free_list_head.compare_exchange(
13             free_head,
14             next_free,
15             Ordering::AcqRel,
16             Ordering::Acquire
17         ).is_ok() {
18               return free_head;
19         }
20     }
21
22     // Allocate from pre-allocated pool
23     let nodes_needed = self.buffer_capacity_per_array;
24     let start_idx = self.node_arrays_next_free_node_idx
25         .fetch_add(nodes_needed, Ordering::AcqRel);
26
27     if start_idx + nodes_needed > self.node_arrays_pool_total_nodes {
28         self.node_arrays_next_free_node_idx
29             .fetch_sub(nodes_needed, Ordering::Relaxed);
30         return ptr::null_mut(); // Pool exhausted
31     }
32
33     self.node_arrays_pool_start.add(start_idx)
34 }
```

This implementation maintains a free list using CAS operations in lines 12 to 16. When the free list is empty, it falls back to allocate from the pre-allocated pool seen in lines 23 and 24. The `fetch_add` operation atomically increments the allocation index, ensuring process-safe allocation. If the pool is exhausted, the operation fails by returning a null pointer in line 30.

6.2. Cache Line Optimization

Processors transfer data between cores in cache line units explained in section 5.2.1. When multiple processes access data on the same cache line, even if different variables, the cache coherence protocol causes the cache line to bounce between cores, degrading execution times.

6.2.1. Explicit Cache Line Padding

In chapter 5 multiple queues were shown that describe seperating the cache line. To show how this is done in rust the BLQ explained in section 5.2.1 will be taken to show how to explicitly seperate the cache lines, as shown in listing 6.6.

Listing 6.6: Cache line separation in BlqQueue

```
1 const CACHE_LINE_SIZE: usize = 64;
```

```
2
3   #[repr(C)]
4   #[cfg_attr(any(target_arch = "x86_64", target_arch = "aarch64"),
        ↪ repr(align(64)))]
5   pub struct SharedIndices {
6       pub write: AtomicUsize,   // Producer's cache line
7       pub read: AtomicUsize,    // Consumer's cache line
8   }
9
10  #[repr(C, align(64))]
11  struct ProducerPrivate {
12      read_shadow: usize,       // Local copy to avoid false sharing
13      write_priv: usize,        // Producer-only write position
14  }
15
16  #[repr(C, align(64))]
17  struct ConsumerPrivate {
18      write_shadow: usize,      // Local copy to avoid false sharing
19      read_priv: usize,         // Consumer-only read position
20  }
```

The `#[repr(C)]` attribute ensures C-compatible memory layout, while
`#[repr(align(64))]` forces the structure to start at a cache line boundary shown in lines
4 and 10. Although `SharedIndices` contains only two `usize` values with 16 bytes total,
the alignment ensures they reside in separate cache lines. The producer updates `write` while
the consumer updates `read`, preventing false sharing. The shadow copies `read_shadow` in
line 12 and `write_shadow` in line 18 ensures that producer and consumer work on different
cache lines, preventing the cache lines to bounce between the producer process and consumer
process.

Similarly all queues that need this kind of cache line separation use this pattern to ensure
that the producer and consumer do not share cache lines, preventing false sharing leading to
cache lines bouncing between cores.

6.2.2. Manual Padding Arrays

For structures where alignment alone is insufficient, manual padding arrays provide a solution,
as demonstrated in listing 6.7. This is used in all queues needing manual padding. As an
example the implementation of the David queue explained in section 5.2.3 uses manual
padding.

Listing 6.7: Manual padding for exact cache line control

```
1   #[repr(C, align(64))]
2   struct FetchIncrement {
3       value: AtomicUsize,
4       _padding: [u8; CACHE_LINE_SIZE - std::mem::size_of::<AtomicUsize>()],
5   }
6
7   #[repr(C, align(64))]
```

```
8   struct Node<T> {
9       val: Option<T>,
10      next: AtomicPtr<Node<T>>,
11      _padding: [u8; CACHE_LINE_SIZE - 24], // Fill remaining cache line
12  }
```

The padding array size is calculated to fill the remainder of the cache line seen in lines 4 and 11. For `FetchIncrement`, the `AtomicUsize` occupies 8 bytes, so 56 bytes of padding complete the 64-byte cache line. This ensures each `FetchIncrement` instance occupies exactly one cache line, preventing false sharing in arrays of such structures, as required by the DavidQueue implementation from section 5.2.3.

6.3. Atomic Primitives Implementation

The algorithms in chapter 5 all use different kind of atomic primitives. To implement them rust provides a set of atomic operations with explicit memory ordering semantics, allowing control over synchronization order. This section shows how in general the atomic operations from chapter 5 are implemented in Rust across all queues, explained with specific examples. In rust atomic primitives can only be called on atomic types. Hence variables that are used in atomic operations must be defined as atomic types.

6.3.1. Fetch and Add (FAA)

The rust implementations of DQueue, BQueue and wCQ explained in chapter 5 are a good example, to understand how to implement FAA called `fetch_add(v, ordering)` in rust.

Listing 6.8: Fetch-and-add with different memory orderings

```
1   // From Jiffy - Allocate multiple nodes at once
2   let start_node_idx = self
3       .node_arrays_next_free_node_idx
4       .fetch_add(nodes_needed, Ordering::AcqRel);
5
6   // From BQueue - private counter with relaxed ordering
7   let idx = self.next_item.fetch_add(1, Ordering::Relaxed);
8
9   // From WCQueue - with sequential consistency for wait-free algorithm
10  let seqid = self.tail.fetch_add(1, Ordering::SeqCst);
```

In rust FAA is a method call on atomic types as seen in line 4. In listing 6.8 the memory ordering parameter added as the second argument after the value to add determines the synchronization order of FAA. `Ordering::Relaxed` in line 6 provides no synchronization, suitable for private counters. `Ordering::AcqRel` in line 3 ensures acquire semantics for the read and release semantics for the write, establishing happens-before relationships as required by the DQueue algorithm. `Ordering::SeqCst` in line 9 provides the strongest guarantees, ensuring a total order across all sequentially consistent operations, necessary for the complex wCQ. One simple solution would be to always use `Ordering::SeqCst` for all

operations, but that would reduce the execution times of the algorithms in a significant way. Consequently it is important to analyze the algorithms from chapter 5 to understand which memory ordering is needed for which operation.

6.3.2. Compare and Swap (CAS)

The implementation of wCQ shows how to implement CAS, called `compare_exchange(old_value, new_value, ordering_on_success, ordering_on_failure)` in rust, as shown in listing 6.9.

Listing 6.9: Compare-and-swap variants and usage patterns

```
1  // Strong CAS with sequential consistency (from wcqueue)
2  match entry.value.compare_exchange(
3      packed,
4      new_packed,
5      Ordering::SeqCst,    // Success ordering
6      Ordering::SeqCst,    // Failure ordering
7  ) {
8      Ok(_) => {
9          fence(Ordering::SeqCst);  // Additional synchronization
10         Ok(())
11     }
12     Err(current) => {
13         // Retry with current value
14     }
15 }
16
17 // Weak CAS for performance (general example)
18 match entry.value.compare_exchange_weak(
19     old_value,
20     new_value,
21     Ordering::AcqRel,
22     Ordering::Acquire,
23 ) {
24     Ok(_) => {
25         // do something on success
26     }
27     Err(current) => {
28         // do something on failure
29     }
30 }
```

The weak variant `compare_exchange_weak` in beginning at 17 may fail spuriously even when the values match, but can be more efficient on some architectures. The strong variant guarantees success when values match. The two ordering parameters in line 5 and 6 and 21 and 22 specify synchronization order for success and failure cases respectively at lines 8 and 12. This directly implements the CAS operations described in multiple algorithms.

6.3.3. Swap Operations

Swap unconditionally replaces a value and returns the previous value, implemented as `swap(new_value, ordering)`, as shown in listing 6.10. As an example the David Queue and Drescher Queue is used.

Listing 6.10: Unconditional atomic swap operations

```
1  // From David Queue - unconditional slot update
2  unsafe fn swap(&self, new_val: usize) -> usize {
3      self.value.swap(new_val, Ordering::AcqRel)
4  }
5
6  // From Drescher Queue - atomic pointer swap
7  let prev_tail = self.tail.swap(new_node_ptr, Ordering::AcqRel);
8
9  // From DrescherQueue - simpler FAS primitive
10 let prev_tail_ptr = self.tail.swap(new_node_ptr, Ordering::AcqRel);
11 (*prev_tail_ptr).next.store(new_node_ptr, Ordering::Release);
```

Swap operations are useful when the previous value is needed but the update is unconditional. The DrescherQueue uses swap to implement its simple enqueue operation (line 10), atomically updating the tail pointer and then linking the previous tail to the new node, exactly as specified in the Drescher algorithm in section 5.2.2.

6.3.4. Load and Store with Memory Ordering

Simple loads and stores also require consideration of memory ordering to ensure correct synchronization according to the algorithms in chapter 5, as demonstrated in the general example of listing 6.11.

Listing 6.11: Memory ordering for loads and stores

```
1  // Acquire ordering for reading shared state
2  let tail = self.tail.load(Ordering::Acquire);
3  if tail > head {
4      // Safe to proceed - acquire ensures we see all writes before tail
       ↪ update
5  }
6
7  // Release ordering for publishing updates
8  unsafe { (*slot.data.get()).write(item); }  // Write data first
9  self.head.store(new_head, Ordering::Release);  // Then publish
10
11 // Sequential consistency for strong synchronization
12 let val = entry.value.load(Ordering::SeqCst);
13 entry.value.store(new_val, Ordering::SeqCst);
```

The acquire-release pattern is particularly important. A release store in line 9 synchronizes with an acquire load in line 2 of the same location, ensuring that all writes before the release store are visible to any thread that sees the acquire load. This pattern is used in all queues to

ensure correct ordering to the producer-consumer relationship, implementing the memory barriers described in algorithms like Lamport Queue (section 5.2.1) and others.

6.3.5. Memory Fences

To still ensure correct data ordering without any memory operation rust provide memeory fencec seen in the wCQ rust implementation, as shown in listing 6.12.

Listing 6.12: Explicit memory fence usage

```
1  // From WCQueue - ensuring visibility across operations
2  fence(Ordering::SeqCst);
3  let packed = entry.value.load(Ordering::SeqCst);
4  let e = EntryPair::unpack_entry(packed);
5
6  if condition {
7      fence(Ordering::SeqCst);  // Ensure all prior operations complete
8
9      match entry.value.compare_exchange_weak(
10         packed,
11         new_packed,
12         Ordering::SeqCst,
13         Ordering::SeqCst,
14     ) {
15         Ok(_) => {
16             fence(Ordering::SeqCst);  // Ensure visibility before
    ↪ proceeding
17         }
18     }
19 }
```

Fences ensure ordering between operations that might not otherwise synchronize. The wCQ implementation uses sequential consistency fences (lines 2, 7, 16) to ensure correctness in its complex algorithm. These kind of fences are used in all queue implementations since for IPC this was necessary for correrctness.

6.3.6. Versioned Compare and Swap (CAS) (Simulating Load-Linked and Store-Conditional (LL/SC))

Some algorithms assume LL/SC primitives, which x86-64 does not provide. The Jayanti-Petrovic queue from section 5.2.2 simulates LL/SC using versioned CAS, as shown in listing 6.13.

Listing 6.13: Versioned CAS for LL/SC simulation

```
1  #[repr(C)]
2  struct CompactMinInfo {
3      version: u32,    // Version counter for ABA prevention
4      ts_val: u16,     // Timestamp value (compressed)
5      ts_pid: u8,      // Process ID (compressed)
6      leaf_idx: u8,    // Leaf index (compressed)
```

```
7  }
8
9  impl CompactMinInfo {
10     fn to_u64(self) -> u64 {
11         ((self.version as u64) << 32)
12             | ((self.ts_val as u64) << 16)
13             | ((self.ts_pid as u64) << 8)
14             | (self.leaf_idx as u64)
15     }
16 }
17
18 unsafe fn cas_min_info(&self, old_compact: CompactMinInfo,
19                        new_min_info: MinInfo) -> bool {
20     // Increment version on every update
21     let new_compact = CompactMinInfo::from_min_info(
22         new_min_info,
23         old_compact.version + 1
24     );
25
26     self.compact_min_info.compare_exchange(
27         old_compact.to_u64(),
28         new_compact.to_u64(),
29         Ordering::AcqRel,
30         Ordering::Acquire
31     ).is_ok()
32 }
```

The version counter in line 3 prevents the ABA problem where a value changes from A to B and back to A between observations. By incrementing the version on every update seen in line 23, even if the logical value returns to a previous state, the version ensures the CAS will fail, simulating LL/SC semantics as required by the Jayanti-Petrovic algorithm. This is done in every queue rust implementation that requires LL/SC semantics.

6.3.7. Unsafe Blocks

Rust's memory safety guarantees to prevent data races by ensuring that either multiple readers or a single writer can access data at any time. However, the wait-free algorithms in chapter 5 require to bypass these restrictions. With the use of `unsafe` blocks the the Rust compiler gets indicated that the blocks memory safety is handled by the implementation itself. The `try_enq_inner` function of wCQs Rust implementation in listing 6.14 demonstrates why `unsafe` blocks are necessary.

Listing 6.14: Wait-free synchronization requiring unsafe

```
1      // Multiple threads may execute this concurrently
2      unsafe fn try_enq_inner(&self, wq: &InnerWCQ, entries_offset: usize,
3                              index: usize) -> Result<(), u64> {
4          let tail = wq.tail.cnt.fetch_add(1, Ordering::AcqRel);
5          let j = Self::cache_remap(tail as usize, wq.capacity);
6
```

```
7          let entry = self.get_entry(wq, entries_offset, j);
8          loop {
9              let packed = entry.value.load(Ordering::Acquire);
10             let e = EntryPair::unpack_entry(packed);
11
12             // Check if slot is available
13             if e.cycle < Self::cycle(tail, wq.ring_size) &&
14                 (e.is_safe || wq.head.cnt.load(Ordering::Acquire) <= tail)
    ↪ &&
15                 (e.index == IDX_EMPTY || e.index == IDX_BOTTOM) {
16
17                 // Attempt to claim slot with CAS
18                 match entry.value.compare_exchange_weak(
19                     packed,
20                     new_packed,
21                     Ordering::SeqCst,
22                     Ordering::SeqCst,
23                 ) {
24                     Ok(_) => return Ok(()),
25                     Err(_) => continue,  // Retry
26                 }
27             }
28         }
29     }
30
31     // get_entry uses raw pointer arithmetic
32     unsafe fn get_entry(&self, _wq: &InnerWCQ, entries_offset: usize,
33                         idx: usize) -> &EntryPair {
34         let entries = self.base_ptr.add(entries_offset) as *const
    ↪ EntryPair;
35         &*entries.add(idx)  // Dereference raw pointer
36     }
```

One reason for an `unsafe` block is raw pointer dereferencing seen in lines 32 to 34. The `get_entry` function performs pointer arithmetic on `base_ptr` and dereferences the result which is needed for shared memory. The compiler cannot verify that the calculated address is valid or that no data races occur. The Rust compiler also does not allow concurrent access of multiple writer threads or processes. `try_enq_inner` beginning at line 2 is implementated so that multiple processes can simultaneously call it. Each process, atomically increments the tail to get a unique position in line 4, then accesses potentially the same entry due to cache remapping in lines 5 and 7, and finally attempts to modify the entry in line 18. The Rust compiler cannot verify too that this access is safe, so the developer of this implementation has to indicate to the compiler that this is safe by using an `unsafe` block.

6.4. Validation

Part of the objective is also to ensure the correctness of the implemented algorithms, unit and miri tests were performed. The unit tests validate the basic functionality of each queue,

ensuring that operations like enqueue and dequeue work as expected. Miri tests were used to check for undefined behavior in concurrent scenarios, ensuring that the algorithms behave correctly under extreme contention. This section will generally describe how the tests were implemented and what they validate, without going into the details of each test case.

6.4.1. Basic Operations

Every queue implementation was validated for fundamental operations including initialization, push, pop, and state queries (`is_empty`, `is_full`). For example, the basic operation test pattern was implemented as shown in listing 6.15:

Listing 6.15: Basic operation test pattern

```
1  // Test empty queue state
2  assert!(queue.is_empty());
3  assert!(queue.pop().is_err());
4
5  // Test single element operations
6  queue.push(42).unwrap();
7  assert!(!queue.is_empty());
8  assert_eq!(queue.pop().unwrap(), 42);
9  assert!(queue.is_empty());
10
11 // Test multiple elements
12 for i in 0..10 {
13     queue.push(i).unwrap();
14 }
15 for i in 0..10 {
16     assert_eq!(queue.pop().unwrap(), i);
17 }
```

6.4.2. Capacity and Boundary Tests

All queues were tested to ensure they correctly handle capacity limits. Tests verified that queues reject push operations when full and properly handle edge cases near capacity boundaries. Special attention was given to queues with buffering mechanisms like BIFFQ and MultiPush like queues, which required explicit flushing operations.

Listing 6.16: Capacity limit test pattern

```
1  // Test pushing up to capacity
2  let mut pushed = 0;
3  for i in 0..capacity {
4      match queue.push(i) {
5          Ok(_) => pushed += 1,
6          Err(_) => break,
7      }
8  }
9  assert!(pushed > 0, "Should push at least one item");
```

```
10
11  // Verify queue rejects items when full
12  assert!(!queue.available() || queue.push(999).is_err());
13
14  // Test space recovery after pop
15  if pushed > 0 {
16      assert!(queue.pop().is_ok());
17      assert!(queue.available());
18      assert!(queue.push(888).is_ok());
19  }
```

For queues with buffering mechanisms, additional flush operations were required:

Listing 6.17: Buffered queue capacity test

```
1   // BiffQ requires explicit flushing
2   for i in 0..BIFFQ_CAPACITY + 100 {
3       match queue.push(i) {
4           Ok(_) => pushed_total += 1,
5           Err(_) => {
6               // Attempt to flush buffer and retry
7               let _ = queue.flush_producer_buffer();
8               if queue.push(i).is_err() {
9                   break;  // Queue truly full
10              } else {
11                  pushed_total += 1;
12              }
13          }
14      }
15
16      // Periodic flushing every 32 items
17      if i % 32 == 31 {
18          let _ = queue.flush_producer_buffer();
19      }
20  }
21
22  // Final flush to ensure all buffered items are visible
23  let _ = queue.flush_producer_buffer();
```

6.4.3. Memory Alignment Verification

Since the implementations target shared memory with specific alignment requirements, tests verified proper memory alignment for all queue structures:

Listing 6.18: Memory alignment verification test

```
1   // Allocate memory with specific alignment
2   let layout = Layout::from_size_align(size, alignment)
3       .expect("Invalid layout");
4   let ptr = unsafe { alloc_zeroed(layout) };
5
6   // Verify pointer alignment
```

```
 7  assert_eq!(
 8      ptr as usize % alignment, 0,
 9      "Memory not aligned to {} bytes", alignment
10  );
11
12  // Initialize queue with aligned memory
13  let queue = unsafe {
14      <$queue_type>::init_in_shared(ptr, capacity)
15  };
16
17  // For YangCrummeyQueue requiring 128-byte alignment
18  let queue_offset = sync_size;
19  let queue_offset_aligned = (queue_offset + 127) & !127;
20  let queue_ptr = unsafe { shm_ptr.add(queue_offset_aligned) };
21  assert_eq!(
22      queue_ptr as usize % 128, 0,
23      "Queue not properly aligned to 128 bytes"
24  );
```

Position-independent addressing was verified through shared memory tests:

Listing 6.19: Position-independent addressing test

```
 1  // Map shared memory at arbitrary address
 2  let shm_ptr = unsafe {
 3      libc::mmap(
 4          std::ptr::null_mut(),   // Let OS choose address
 5          size,
 6          libc::PROT_READ | libc::PROT_WRITE,
 7          libc::MAP_SHARED | libc::MAP_ANONYMOUS,
 8          -1,
 9          0,
10      ) as *mut u8
11  };
12
13  // Initialize queue - must work at any address
14  let queue = unsafe {
15      Queue::init_in_shared(shm_ptr, capacity)
16  };
17
18  // Verify queue operates correctly regardless of base address
19  queue.push(42).unwrap();
20  assert_eq!(queue.pop().unwrap(), 42);
```

Memory Pool Management

The pre-allocated memory pools of the queues were testet too for correct allocation, correct recycling and correct pool exhaustion handling, as seen in the following:

Listing 6.20: Memory pool management test

```
 1  // Test pool allocation and recycling
```

```
2  unsafe {
3      // Allocate from pool
4      let seg1: *mut Segment<i32> = queue.new_segment(1);
5      assert!(!seg1.is_null());
6      assert_eq!((*seg1).id, 1);
7
8      // Return to pool
9      queue.release_segment_to_pool(seg1);
10
11     // Test pool exhaustion
12     let mut segments = vec![];
13     for i in 2..segment_pool_capacity as u64 {
14         let seg = queue.new_segment(i);
15         if !seg.is_null() {
16             segments.push(seg);
17         } else {
18             break;  // Pool exhausted
19         }
20     }
21
22     // Return all to pool
23     for seg in segments {
24         queue.release_segment_to_pool(seg);
25     }
26 }
27
28 // Test free list reuse in Jiffy Queue
29 let free_head = self.node_array_slice_free_list_head
30     .load(Ordering::Acquire);
31 if !free_head.is_null() {
32     // Reuse from free list
33     let next_free = (*(free_head as *mut AtomicPtr<Node<T>>))
34         .load(Ordering::Acquire);
35
36     if self.node_array_slice_free_list_head.compare_exchange(
37         free_head,
38         next_free,
39         Ordering::AcqRel,
40         Ordering::Acquire
41     ).is_ok() {
42         return free_head;  // Successfully reused
43     }
44 }
```

6.4.4. Concurrent Operation Tests

Concurrent tests validated the correctness of queue operations under contention. These tests employed multiple patterns:

Producer-Consumer Patterns

Tests spawned separate threads for producers and consumers, using barriers for synchronization to ensure correct concurrency:

Listing 6.21: Concurrent test pattern

```
1  let barrier = Arc::new(Barrier::new(num_threads));
2  let mut handles = vec![];
3
4  // Spawn producer threads
5  for tid in 0..num_producers {
6      let barrier_clone = barrier.clone();
7      let handle = thread::spawn(move || {
8          barrier_clone.wait(); // Synchronize start
9          for i in 0..items_per_thread {
10             queue.push(tid * items_per_thread + i, tid).unwrap();
11         }
12     });
13     handles.push(handle);
14 }
15
16 // Wait for all threads and verify results
17 for handle in handles {
18     handle.join().unwrap();
19 }
```

Stress Tests

High-contention scenarios were tested with multiple producers and consumers operating simultaneously to test that even under high contention the queues maintain correctness. These stress tests look for if queues lose items, cannot remain FIFO order and that the queue state remains sonsistent. The following example show how it is done:

Listing 6.22: High-contention stress test

```
1  // Stress test with multiple concurrent producers and consumers
2  let num_threads = 4;
3  let items_per_thread = 1000;
4  let produced = Arc::new(AtomicUsize::new(0));
5  let consumed = Arc::new(AtomicUsize::new(0));
6  let done = Arc::new(AtomicBool::new(false));
7
8  // Spawn producer threads
9  for tid in 0..num_threads / 2 {
10     let p = Arc::clone(&produced);
11     let handle = thread::spawn(move || {
12         for i in 0..items_per_thread {
13             let value = tid * items_per_thread + i;
14             let mut retries = 0;
15             while queue.push(value, tid).is_err() && retries < 1000 {
```

```
16                  retries += 1;
17                  thread::yield_now();
18              }
19              if retries < 1000 {
20                  p.fetch_add(1, Ordering::Relaxed);
21              }
22          }
23      });
24      handles.push(handle);
25 }
26
27 // Spawn consumer threads
28 for tid in num_threads / 2..num_threads {
29      let c = Arc::clone(&consumed);
30      let d = Arc::clone(&done);
31      let handle = thread::spawn(move || {
32          let mut consecutive_failures = 0;
33          loop {
34              if queue.pop(tid).is_ok() {
35                  c.fetch_add(1, Ordering::Relaxed);
36                  consecutive_failures = 0;
37              } else {
38                  consecutive_failures += 1;
39                  if d.load(Ordering::Relaxed) &&
40                      consecutive_failures > 100 {
41                      break;
42                  }
43                  thread::yield_now();
44              }
45          }
46      });
47      handles.push(handle);
48 }
49
50 // Let threads run under contention
51 thread::sleep(Duration::from_millis(100));
52 done.store(true, Ordering::Relaxed);
53
54 // Verify no items lost
55 let produced_count = produced.load(Ordering::Relaxed);
56 let consumed_count = consumed.load(Ordering::Relaxed);
57 assert!(
58      consumed_count >= produced_count * 9 / 10,
59      "Should consume at least 90% of produced items"
60 );
```

For queues with FIFO guarantees, ordering verification was performed:

Listing 6.23: FIFO ordering verification under stress

```
1 // Collect all dequeued items
2 let mut items = Vec::new();
```

```
3  while let Some(item) = queue.pop() {
4      items.push(item);
5  }
6
7  // Verify correct count
8  assert_eq!(items.len(), NUM_PRODUCERS * ITEMS_PER_PRODUCER);
9
10 // Sort and verify no duplicates or missing items
11 items.sort();
12 for (i, &item) in items.iter().enumerate() {
13     assert_eq!(item, i, "Missing or duplicate items detected");
14 }
15
16 // For strict FIFO queues, verify ordering per producer
17 for producer_id in 0..num_producers {
18     let producer_items: Vec<_> = items.iter()
19         .filter(|&&x| x / 1000 == producer_id)
20         .collect();
21
22     // Items from same producer must maintain order
23     for window in producer_items.windows(2) {
24         assert!(window[0] < window[1],
25                 "FIFO order violated for producer {}", producer_id);
26     }
27 }
```

6.4.5. Inter-Process Communication Tests

One important test is also if the queues' behavior in true IPC scenarios stays correct using process forking. These tests show that under process contention the queues still operate correct, properly handles shared memory regions, that atomic operations are visible between processes. The IPC tests followed a consistent pattern using `fork()` to create separate processes:

Listing 6.24: IPC test structure

```
1  match unsafe { fork() } {
2      Ok(ForkResult::Child) => {
3          // Producer process
4          for i in 0..NUM_ITEMS {
5              loop {
6                  match queue.push(i) {
7                      Ok(_) => break,
8                      Err(_) => thread::yield_now(),
9                  }
10             }
11         }
12         unsafe { libc::_exit(0) };
13     }
14     Ok(ForkResult::Parent { child }) => {
```

```
15          // Consumer process
16          let mut received = Vec::new();
17          while received.len() < NUM_ITEMS {
18              match queue.pop() {
19                  Ok(item) => received.push(item),
20                  Err(_) => thread::yield_now(),
21              }
22          }
23          // Verify all items received in order
24          waitpid(child, None).expect("waitpid failed");
25      }
26  }
```

6.4.6. Special Feature Validation

Algorithm-specific features required specific validation:

Buffering Mechanisms

Queues with local buffering like BIFFQ and MultiPush were tested for correct flush operations and visibility of buffered items as seen in the following example:

Listing 6.25: Buffer mechanism test

```
1  // Test BiffQ flush operations
2  for i in 0..10 {
3      queue.push(i).unwrap();
4  }
5
6  // Verify items not visible before flush
7  assert_eq!(queue.cons.shared_count.load(Ordering::Acquire), 0);
8
9  // Flush and verify visibility
10 let flushed = queue.flush_producer_buffer().unwrap();
11 assert!(flushed > 0);
12
13 // Now items should be visible to consumer
14 for i in 0..10 {
15     assert_eq!(queue.pop().unwrap(), i);
16 }
17
18 // Test automatic flush on buffer overflow
19 for i in 0..32 {  // Local buffer size
20     queue.push(i).unwrap();
21 }
22 // Should auto-flush when buffer full
23 assert_eq!(queue.local_count.load(Ordering::Relaxed), 0);
```

Helper Thread Coordination

The Verma queue with its helper thread required special tests to verify, that the helper thread correctly functions as expected:

Listing 6.26: Helper thread coordination test

```
1  match unsafe { fork() } {
2      Ok(ForkResult::Child) => {
3          // Child runs helper thread
4          queue.run_helper();
5          std::process::exit(0);
6      }
7      Ok(ForkResult::Parent { child }) => {
8          thread::sleep(Duration::from_millis(20));
9
10         // Test operations with helper
11         assert!(queue.push(42, 0).is_ok());
12         thread::sleep(Duration::from_millis(10));
13
14         match queue.pop(0) {
15             Ok(val) => assert_eq!(val, 42),
16             Err(_) => panic!("Pop should succeed with helper"),
17         }
18
19         // Stop helper and verify cleanup
20         queue.stop_helper();
21         waitpid(child, None).unwrap();
22     }
23 }
24
25 // Test without helper – queue should still be functional
26 assert!(queue.is_empty(), "Queue operational without helper");
```

6.4.7. Miri Validation

Miri tests provided validation of memory safety in concurrent scenarios. In the test folder of the repository there are miri test files additionally to the unit test files. While structurally similar to the regular unit tests, Miri tests had to use significantly reduced parameters and simplified concurrency patterns to accommodate Miri's execution overhead. The advantage of Miri tests are, that Miri simulates extreme contention leading to detect undefined behavior easier. Miri tests will fail if undefined behavior like data races happens.

6.4.8. Test Results and Coverage

7. Benchmarking and Results

To finish the objective of this thesis at last a setting needs to be build were these algorithms are used for IPC over shared memory. This setting was also used to benchmark the performance of these algorithms. In the [50] a folder benches can be found which All these algorithms that were implemented also need to be benchmarked in a setting simulating IPC over shared memory. To do that (criterion) was used

8. Conclusion and Future Work

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List of Acronyms

IPC Inter-Process Communication

HRTS Hard Real-Time System

SRTS Soft Real-Time System

RTOS Real-Time Operating System

RTS Real-Time System

CAS Compare and Swap

DWCAS Double-With Compare and Swap

DCAS Double Compare and Swap

FIFO First In First Out

LIFO Last In First Out

MPMC Multi Producer Multi Consumer

MPSC Multi Producer Single Consumer

SPMC Single Producer Multi Consumer

SPSC Single Producer Single Consumer

FAA Fetch and Add

FAS Fetch and Store

LL/SC Load-Linked and Store-Conditional

LL Load-Linked

SC Store-Conditional

VL Validate-Link

FFQ FastForward Queue

IFFQ Improved FastForward Queue

BIFFQ Batched Improved FastForward Queue

uSPSC Unbounded Single Producer Single Consumer

dSPSC Dyncamic Single Producer Single Consumer

mSPSC MultiPush Single Producer Single Consumer

BLQ Batched Lamport Queue

List of Acronyms

LLQ Lazy Lamport Queue

BLQ Batched Lamport Queue

wCQ Wait-Free Circular Queue

YMC Yang Mellor-Crummey

sCQ Scalable Circular Queue

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A. Appendix