

# Atomic compare-and-Swap (CAS) instructions (Zacas)

Version 0.1, 4/2023: This document is in development state. See http://riscv.org/spec-state for details.

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#### **Preamble**



This document is in the Development state

Assume everything can change. This draft specification will change before being accepted as standard, so implementations made to this draft specification will likely not conform to the future standard.

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### **Contributors**

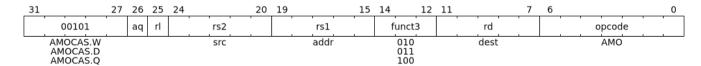
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#### Chapter 1. Introduction

Compare-and-swap (CAS) provides an easy and typically faster way to perform thread synchronization operations when supported as a hardware instruction. CAS is typically used by lock-free and wait-free algorithms. This extension proposes CAS instructions to operate on 32-bit, 64-bit, and 128-bit (RV64 only) data values. The CAS instruction supports the C++11 atomic compare and exchange operation.

While compare-and-swap for XLEN wide data may be accomplished using LR/SC, the CAS atomic instructions scale better to highly parallel systems than LR/SC. Many lock-free algorithms, such as a lock-free queue, require manipulation of pointer variables. A simple CAS operation may not be sufficient to guard against what is commonly referred to as the ABA problem in such algorithms that manipulate pointer variables. To avoid the ABA problem, the algorithms associate a reference counter with the pointer variable and perform updates using a quadword compare and swap (of both the pointer and the counter). The double and quadword CAS instructions support implementation of algorithms for ABA problem avoidance.

# Chapter 2. Word/Doubleword/Quadword CAS (AMOCAS.W/D/Q)



AMOCAS.W atomically loads 32-bits of a data value from address in rs1, compares the loaded value to a 32-bit value held in rd and if the comparison is bitwise equal, then stores the 32-bit value held in rs2 to the original address in rs1. The value loaded from memory is placed into register rd. For RV64, AMOCAS.W always sign-extends the value placed in rd, and ignores the upper 32 bits of the original value in rd and rs2. The operation performed by AMOCAS.W is as follows:

```
temp = *[rs1]
if temp == [rd]
    *[rs1] = [rs2]
endif
[rd] = temp
```

AMOCAS.D is similar to AMOCAS.W but operates on 64-bit data values.

For RV32, AMOCAS.D atomically loads 64-bits of a data value from address in rs1, compares the loaded value to a 64-bits value held in a register pair consisting of rd and rd+1 and if the comparison is bitwise equal, then stores the 64-bit value held in the register pair rs2 and rs2+1 to the original address in rs1. The value loaded from memory is placed into the register pair rd and rd+1. The instruction requires the first register in the pair to be even numbered; encodings with odd numbered registers specified in rs2 and rd are reserved. When the first register of a source register pair is x0, then both halves of the pair read as zero. When the first register of a destination register pair is x0, then the entire register result is discarded and neither destination register is written. The operation performed by AMOCAS.D for RV32 is as follows:

```
temp0 = *([rs1]+0)
temp1 = *([rs1]+4)
comp0 = (rd == x0)
                    ? 0 : [rd];
comp1 = (rd == x0) ? 0 : [rd+1];
swap0 = (rs2 == x0) ? 0 : [rs2];
swap1 = (rs2 == x0) ? 0 : [rs2+1];
If (temp0 == comp0) && (temp1 == comp1)
    *([rs1]+0) = swap0
    *([rs1]+4) = swap1
endif
if ( rd != x0 )
    [rd]
          = temp0
    [rd+1] = temp1
endif
```

For RV64, AMOCAS.D atomically loads 64-bits of a data value from address in rs1, compares the loaded value to a 64-bit value held in rd and if the comparison is bitwise equal, then stores the 64-bit value held in rs2 to the original address in rs1. The value loaded from memory is placed into register rd. The operation performed by AMOCAS.D for RV64 is as follows:

```
temp = *[rs1]
if temp == [rd]
    *[rs1] = [rs2]
endif
[rd] = temp
```

AMOCAS.Q (RV64 only) atomically loads 128-bits of a data value from address in rs1, compares the loaded value to a 128-bits value held in a register pair consisting of rd and rd+1 and if the comparison is bitwise equal, then stores the 128-bit value held in the register pair rs2 and rs2+1 to the original address in rs1. The value loaded from memory is placed into the register pair rd and rd+1. The instruction requires the first register in the pair to be even numbered; encodings with odd numbered registers specified in rs2 and rd are reserved. When the first register of a source register pair is x0, then both halves of the pair read as zero. When the first register of a destination register pair is x0, then the entire register result is discarded and neither destination register is written. The operation performed by AMOCAS.Q is as follows:



For a future RV128 extension, AMOCAS.Q would encode a single XLEN=128 register in rs2 and rd.

Just as for AMOs in the A extension, AMOCAS.W/D/Q requires that the address held in rs1 be naturally aligned to the size of the operand (i.e., 16-byte aligned for 128-bit words, eight-byte aligned for 64-bit words, and four-byte aligned for 32-bit words).

Just as for AMOs in the A extension, the AMOCAS.W/D/Q optionally provides release consistency semantics, using the aq and rl bits, to help implement multiprocessor synchronization.

#### Chapter 3. AMO PMA

There are four levels of support defined within AMOs in the A extension. Zacas defines three additional levels of support: AMOCasW, AMOCasD, and AMOCasQ.

AMOCasW indicates that in addition to instructions indicated by AMOArithmetic level support, the AMOCAS.W instruction is supported. AMOCasD indicates that in addition to instructions indicated by AMOCasW level support, the AMOCAS.D instruction is supported. AMOCasQ indicates that all RISC-V AMOs are supported.



AMOCasW/D/Q requires AMOArithmetic level support as the AMOCAS.W/D/Q instructions require ability to perform an arithmetic comparison and a swap operation.