

**BCS2213 FORMAL METHODS**

**SEMESTER 1 SESSION 2015/2016**

**GROUP PROJECT**

**TITLE: MODELLING HAZARD POINTERS**

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**INTRODUCTION**

Hazard pointers are one approach to solving the problems posed by [dynamic memory management](https://en.wikipedia.org/wiki/Dynamic_memory_management) of the nodes in a [lock-free](https://en.wikipedia.org/wiki/Non-blocking_algorithm) [data structure](https://en.wikipedia.org/wiki/Data_structure). Arise only in environments that don't have [automatic garbage collection](https://en.wikipedia.org/wiki/Automatic_garbage_collection) any lock-free data structure that uses the [compare-and-swap](https://en.wikipedia.org/wiki/Compare-and-swap) primitive must deal with the [ABA problem](https://en.wikipedia.org/wiki/ABA_problem). For example, in a lock-free stack represented as an intrusively linked list, one thread may be attempting to pop an item from the front of the stack. In a hazard-pointer system, each [thread](https://en.wikipedia.org/wiki/Thread_(computer_science)) keeps a [list](https://en.wikipedia.org/wiki/List_(computing)) of hazard pointers indicating which nodes the thread is currently accessing. Nodes on the hazard pointer list must not be modified or deal located by any other thread. Each reader thread owns a single-writer/multi-reader shared pointer called "hazard pointer." When a reader thread assigns the address of a map to its hazard pointer, it is basically announcing to other threads (writers), "I am reading this map. You can replace it if you want, but don't change its contents and certainly keep your deleting hands off it."

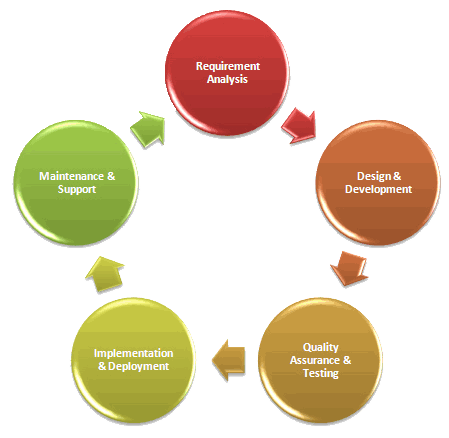
**Problem Statement**

1. The condition of at least one node of the hazard pointer has be continuously holding that reference from the period where the node was definitely safe for the thread.
2. Complier sometimes not clear to determine whether the node is no longer reachable.
3. How to allow the removed nodes to be free up based on the memory reclamation access.

**Benefit of Hazard Pointer**

Lock-free hazard pointer objects offer significant performance and reliability advantages over conventional lock-based objects. However, the lack of an efficient portable lock-free method for the reclamation of the memory occupied by dynamic nodes removed from such objects is a major obstacle to their wide use in practice. Hazard pointers, a memory management methodology that allows memory reclamation for arbitrary reuse.. It is suitable for user-level applications—as well as system programs—without dependence on special kernel or scheduler support. It is wait-free. It requires only single-word reads and writes for memory access in its core operations. It allows reclaimed memory to be returned to the operating system. In addition, it offers a lock-free solution for the ABA problem using only practical single-word instructions. Our experimental results on a multiprocessor system show that the new methodology offers equal and, more often, significantly better performance than other memory management methods, in addition to its qualitative advantages regarding memory reclamation and independence of special hardware support. We also show that lock-free implementations of important object types, using hazard pointers, offer comparable performance to that of efficient lock-based implementations under no contention and no multiprogramming, and outperform them by significant margins under moderate multiprogramming and/or contention, in addition to guaranteeing continuous progress and availability, even in the presence of thread failures and arbitrary delays.

**Methodology**

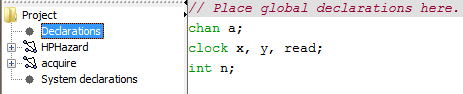
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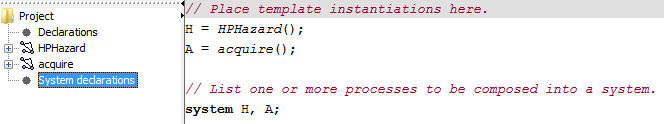
The methodology that we had implement in this project is system development life cycle (SDLC).The methodology is primarily based on the observation that, in the vast majority of algorithms for lock-free dynamic objects, a thread holds only a small number of references that may later be used without further validation for accessing the contents of dynamic nodes, or as targets or expected values of ABA-prone atomic comparison operations. The core idea of the new methodology is associating a number of single-writer multireader shared pointers, called hazard pointers, with each thread that may operate on the associated objects. The number of hazard pointers per thread depends on the algorithms for associated objects and may vary among threads depending on the types of objects they intend to access. Typically, this number is one or two. For simplicity of presentation, we assume that each thread has the same number K of hazard pointers. The methodology communicates with the associated algorithms only through hazard pointers and a procedure Retire Node that is called by threads to pass the addresses of retired nodes. The methodology consists of two main parts: the algorithm for processing retired nodes, and the condition that lock-free algorithms must satisfy in order to guarantee the safety of memory reclamation and ABA prevention.

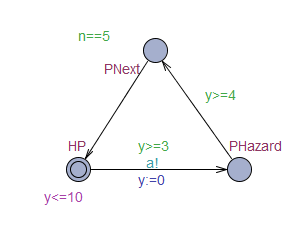
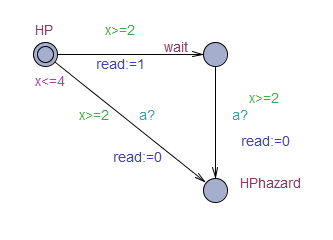
**TLA MODEL**

**UPPAL MODEL**

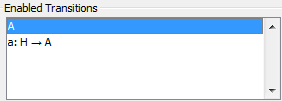
**Hazard Pointer Declaration**





**Hazard Pointer Diagram**

HPHazard acquire

Figure above shows Hazard Pointer which is involve two templates. First one called HPHazard used to run the basic flow and for the second one called acquire used to check and process if there is reader or not at that time.

There is two enable transitions that can be apply while running this tools.

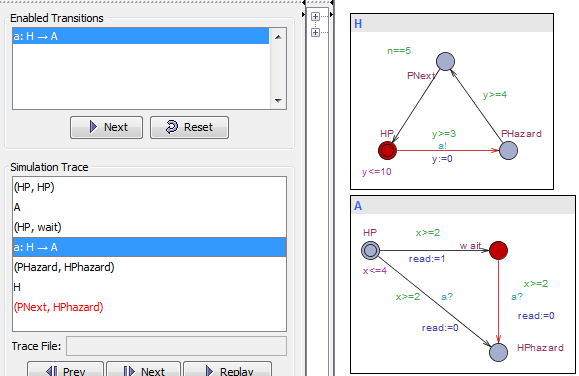
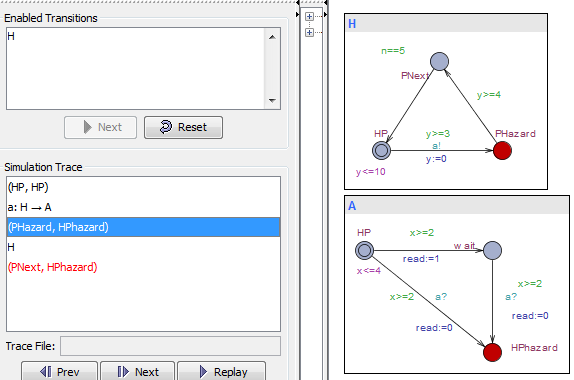
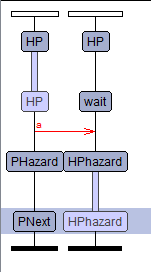
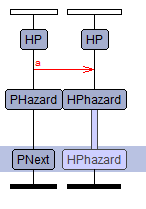


Figure above shows the transaction between HP ->wait->HPhazard and PHazard->PNext. These flows occur if there is at least one reader still reading and have to wait before delete it.



In other transaction, these flows occur when there is no reader still reading and the flow is HP->HPhazard->PNext. It just skips the node waiting and the book can be release without affect anything.



Read>=1

Read=0

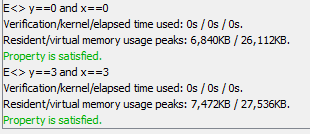
Figure above show the flowchart between one nodes to another nodes.

Figure above shows the verifier that had been test. It was satisfied when x and y are equal to 3 or equal to 0. This is follow the rule in HPHazard allowing x<=4 and y<=10.

**CONCLUSION**

As a conclusion, after a lot of struggling and effort finally we had done our Hazard Pointer project successfully. Along our journey of this project we had gained more experiences, important of TLA and Uppal languages and moral values too. At the same time we also had a great chance to know well about the important of the subject Formal Methods (BCS2213) for computer students. This subject allows us to improve our knowledge in computer programmed development. We also learned some vital value of system such as the accuracy, correctness, robustness of the problem using a specific specification. We also had experiences on the memory which allows to use by consumed nodes to be reclaimed by the OS. It performs at least as efficiently as memory management methods that lack this feature. Hazard pointers only require basic a basic CAS or LL/SC instruction. Hazard pointers can be a bit tricky to use correctly. The correctness “proofs” are far from formal, but still useful. At last not least we also thank our lecturer Prof. Dr. Vitaliy Mezhuyev who shared his ideas regarding our task Producer- Consumer Problem. He also gave motivations to us and helps in complete our task successfully.

**REFERENCES**

* <https://www.research.ibm.com/people/m/michael/ieeetpds-2004.pdf>
* <http://webcourse.cs.technion.ac.il/236755/Spring2011/hw/WCFiles/KoyfmanShubin.pdf>
* <http://web.cecs.pdx.edu/~walpole/class/cs510/fall2011/slides/07.pdf>
* <https://en.wikipedia.org/wiki/Hazard_pointer>
* <https://www.informatik.uniaugsburg.de/de/lehrstuehle/swt/se/staff/formerStaff/tofan/Downloads/ictac11-hazard.pdf>