

Concurrent Internal Binary Search Trees



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Overview

Introduction

Design Approaches

Binary Search Tree

Related Works

Lock Based Binary Search Tree

Lock Free Binary Search Tree

Experimental Evaluation

Future Work

Introduction

- ▶ CPUs aren't getting faster (memory wall, ILP wall and power wall)
- ▶ Shift towards multicore and manycore

Problem

How to keep all the cores **busy**?

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Solutions

Parallel computing (obvious choice)

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Parallel computing (obvious choice)

Concurrent computing (a better choice)

Concurrency vs Parallelism

Concurrency is not parallelism (it's better!!)

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Parallel Computing

- ▶ decades of research done
- ▶ Example - Matrix-Matrix Multiplication
- ▶ **do** lot of things simultaneously
- ▶ cannot be done on a single CPU
- ▶ **deterministic** control flow
- ▶ is about **speedup**
- ▶ **hard** to debug

Concurrent Computing

- ▶ Relatively new
- ▶ Example - A web crawler, mouse/keyboard
- ▶ **deal** lot of things simultaneously
- ▶ can be done on a single CPU
- ▶ **non-deterministic** control flow
- ▶ is about **hiding latency**
- ▶ **very hard** to debug

Designing Concurrent Data Structures

- ▶ Shared-memory multiprocessors concurrently execute multiple threads
- ▶ Threads communicate and synchronize through data structures in shared memory
- ▶ Threads can interleave in exponential number of ways
- ▶ Concurrent data structure must preserve its properties for all possible interleavings

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fetchAndIncrement: Using locks

```
repeat  
|   rOld = x;  
|   rNew = rOld+1;  
until (x.compareAndSwap(rOld,rNew));
```

fetchAndIncrement: using atomic instructions

`compareAndSwap` updates(atomically) the value of x to $rNew$ only if the read value of x is equal to $rOld$. Returns *true* if it succeeds in updating the value of x

Design Approaches

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- ▶ use locks to resolve contention
- ▶ coarse grained or fine grained locking
- ▶ easier to design
- ▶ weaker progress guarantees (thread owns a lock)
- ▶ are prone to deadlock, priority inversion

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▶ Blocking Algorithms

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▶ Non-Blocking Algorithms

- ▶ use atomic (Read-Modify-Write) instructions to resolve contention. E.g. Compare-And-Swap(CAS) instruction
- ▶ lock-free or wait-free
- ▶ stronger progress guarantees (operation owns a lock - helping)
- ▶ deadlock or priority inversion not possible
- ▶ harder to design

Binary Search Tree - Definition

A *binary search tree* (BST) is a data structure which meets the following requirements:

- ▶ it is a binary tree (a node can contain at most two children)
- ▶ each node contains a key k
- ▶ left subtree of a node contains keys lesser than k
- ▶ right subtree of a node contains keys greater than k

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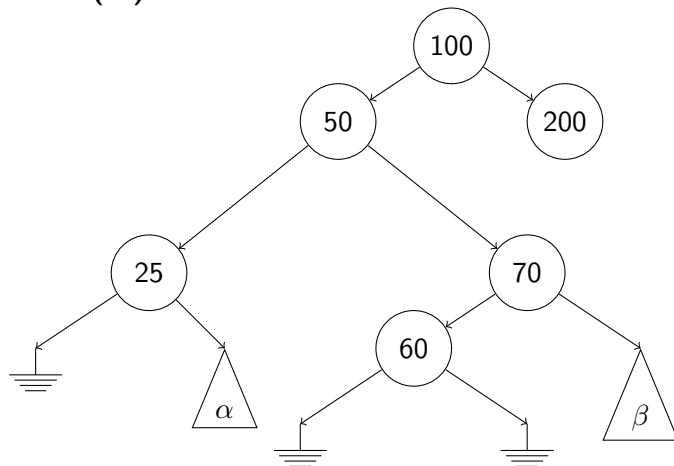
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Operations on a BST

- ▶ **search(k)** - returns *true* only if key k is present in the tree
- ▶ **insert(k)** - inserts k into the tree if it does not already exist
- ▶ **delete(k)** - deletes k from the tree if it already exist

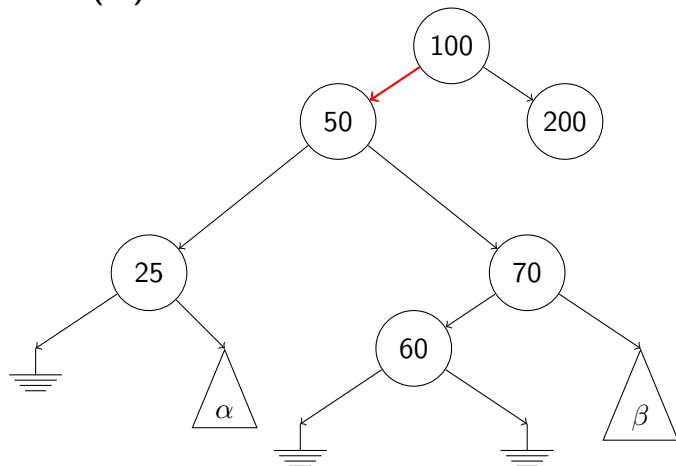
BST - Search

search(70)



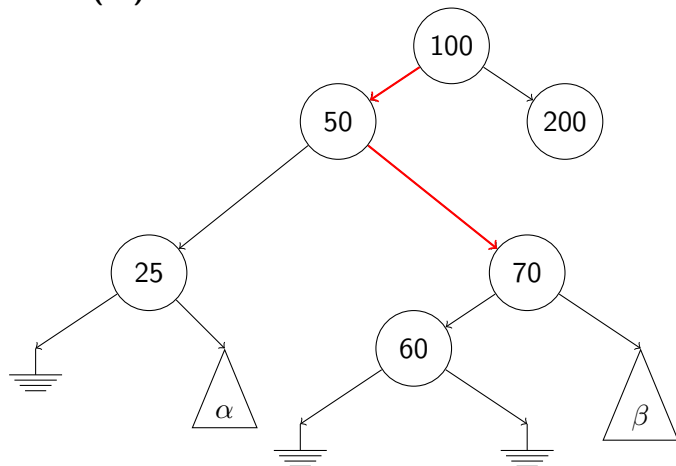
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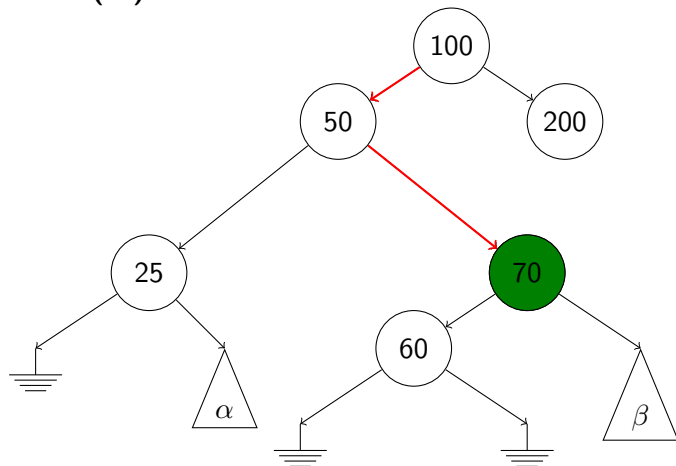
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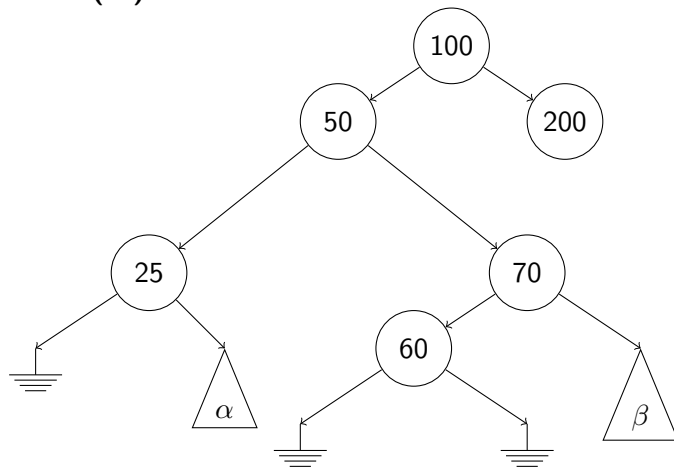
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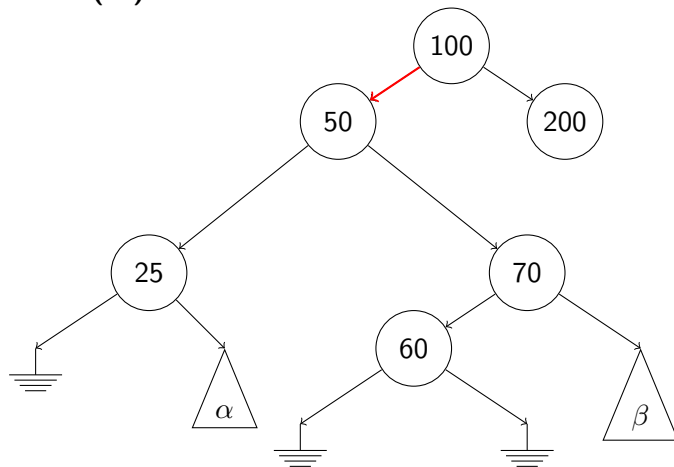
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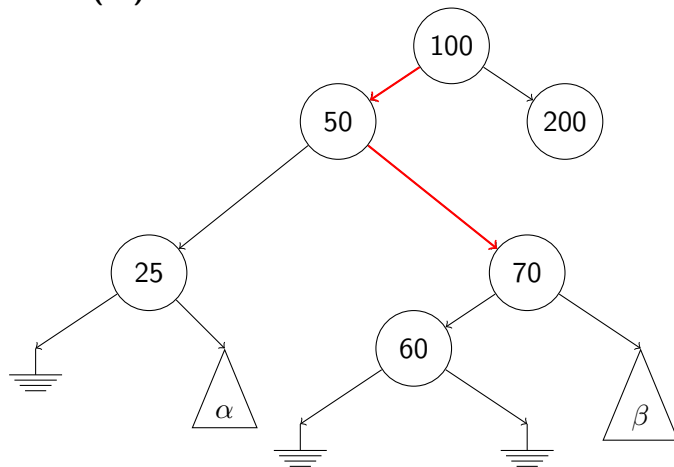
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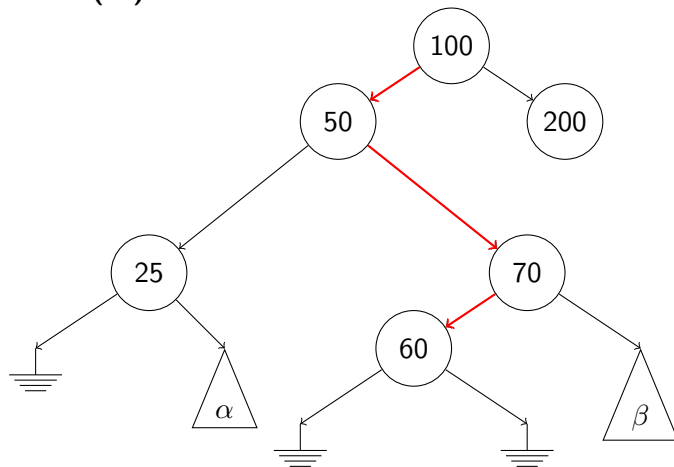
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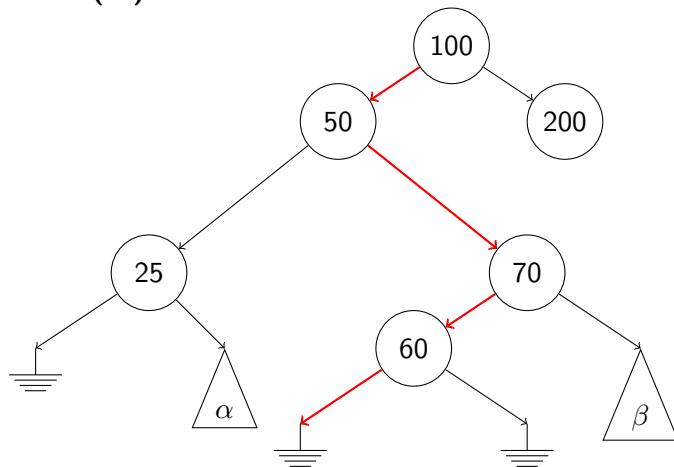
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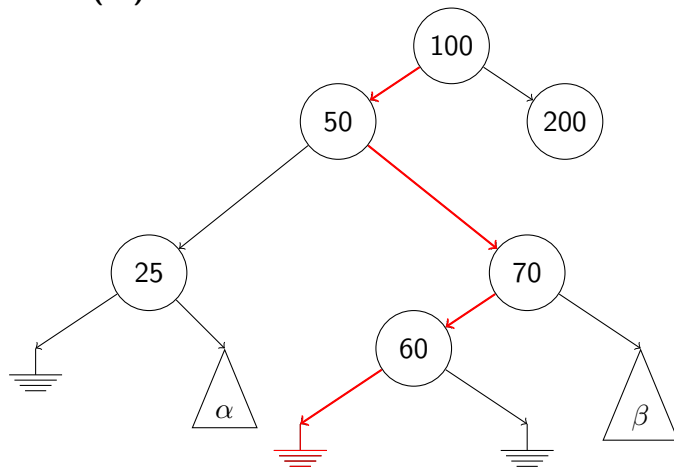
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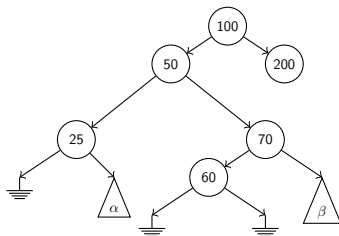
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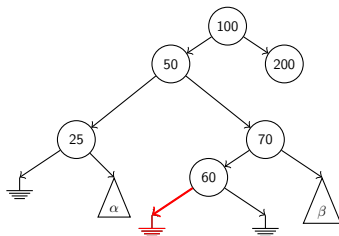
BST - Insert

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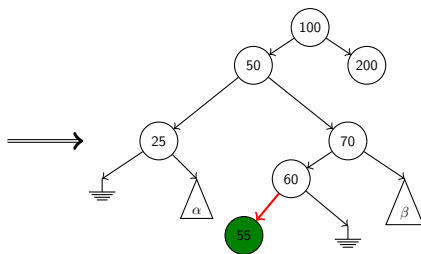
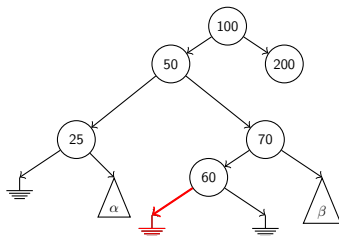
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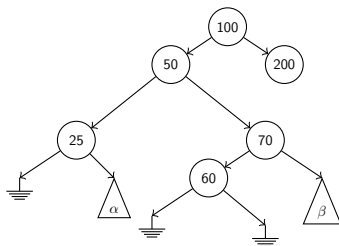


Types of delete

- ▶ simple - removing a node which has atmost one child
- ▶ complex - removing a node which has exactly two children

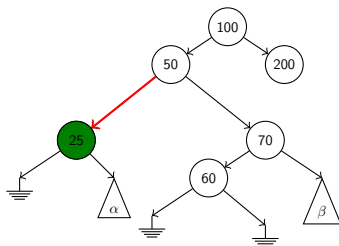
BST - Simple Delete

delete(25)



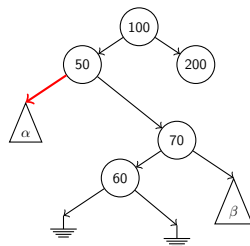
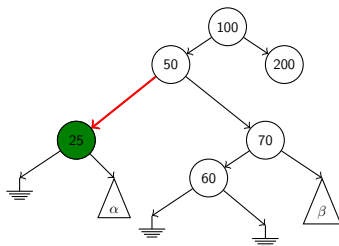
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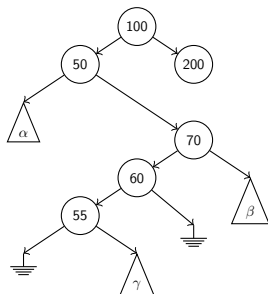
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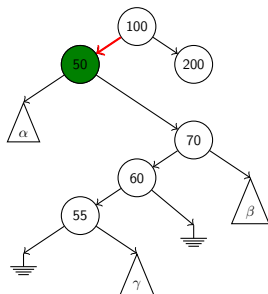
BST - Complex Delete

delete(50)



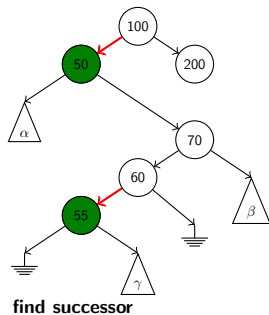
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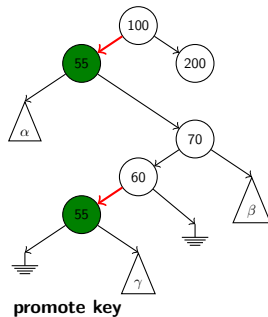
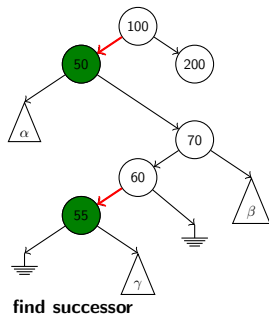
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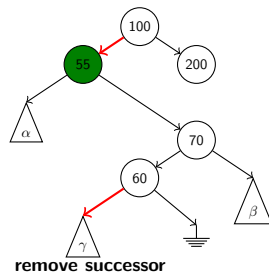
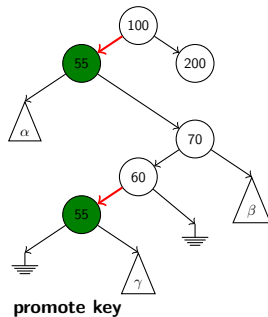
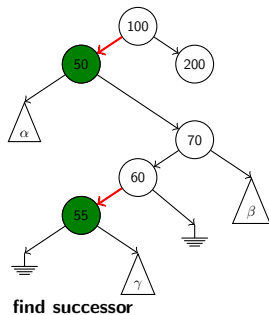
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Related Works

#	Algorithm Type	Works At	BST Type	Authors
1	lock free	node level	external	Ellen et.al[PODC'10]
2	lock free	node level	internal	Howley & Jones[SPAA'12]
3	lock free	edge level	external	Natarajan & Mittal[PPoPP'14]
4	lock based	node level	internal	Arbel & Attiya[PODC'14]
5	lock based	node level	internal	Drachsler et.al[PPoPP'14]

Lock Based BST[PPoPP'15 Poster]

Contributions

- ▶ combine edge-based locking with internal representation of BST
- ▶ optimistic tree traversal

Lock Based BST[PPoPP'15 Poster]

- ▶ common workloads have more searches than updates
 - ▶ design is optimized for searches
 - ▶ search operations are oblivious to locks

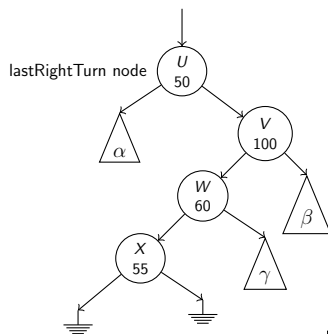
Lock Based BST[PPoPP'15 Poster]

- ▶ common workloads have more searches than updates
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- ▶ Any real life workload will have more inserts than deletes
 - ▶ insert operations do not obtain any locks
 - ▶ performs only one atomic operation

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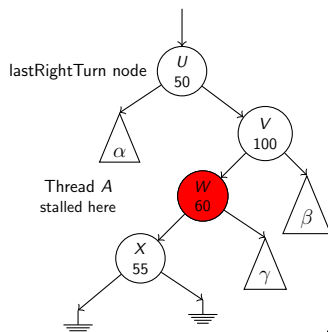
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 - ▶ design is optimized for searches
 - ▶ search operations are oblivious to locks
- ▶ Any real life workload will have more inserts than deletes
 - ▶ insert operations do not obtain any locks
 - ▶ performs only one atomic operation
- ▶ removal of a node in a concurrent BST is challenging
 - ▶ delete operations uses locks
 - ▶ locks can be obtained on nodes or edges
 - ▶ locking edges instead of nodes increases concurrency

Lock Based BST - Challenges in search



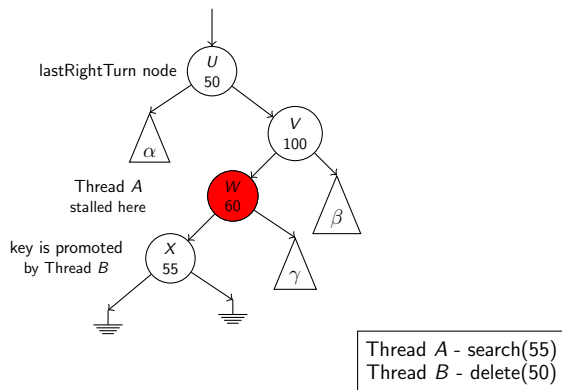
Thread A - search(55)
Thread B - delete(50)

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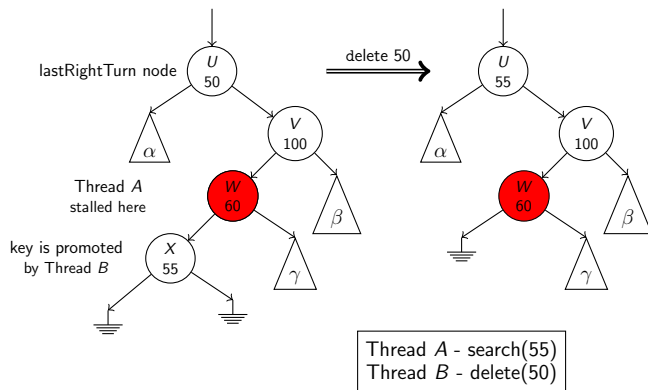


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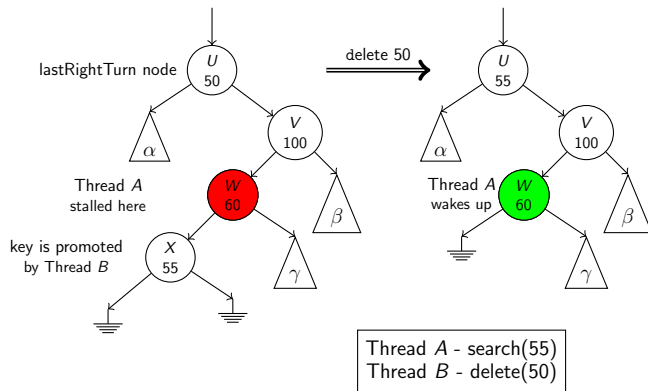
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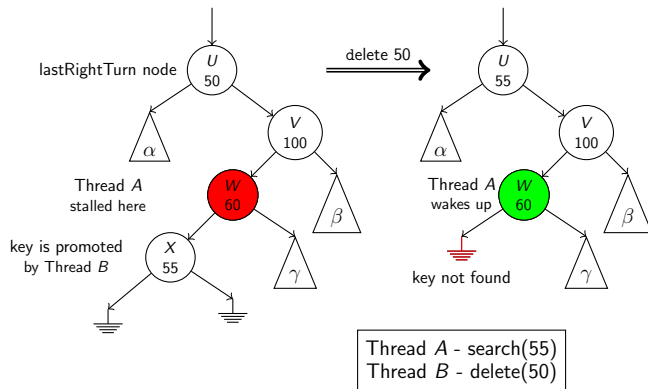
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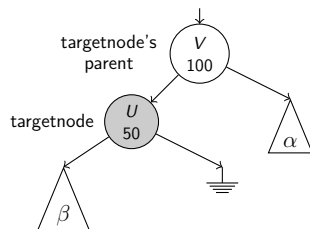
Keep track of last right turn node and its key. If search terminates at a NULL node, check if the current key in the last right turn node has changed. If yes restart the operation from root.

Lock Based BST - Delete

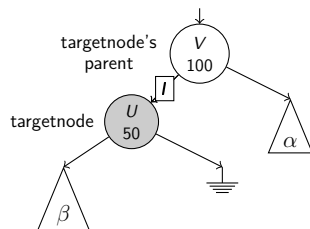
pseudocode for delete

```
locate the node to delete;
if simple delete then
    lock the edge ⟨parent,node⟩;
    lock the children edges;
    make the parent point to the non-null child using a simple write
    instruction;
    release all locks;
else // complex delete
    lock the edge ⟨node,rightChild⟩;
    find the successor;
    lock the edge ⟨successorParent,successor⟩;
    lock the children edges of successor;
    promote key;
    remove successor by a making successorParent point to non-null child of
    successor;
    release all locks;
end
```

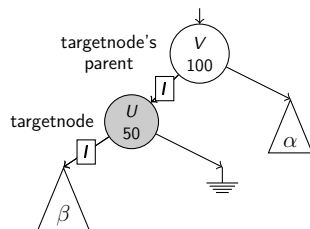
Lock Based BST - Simple Delete



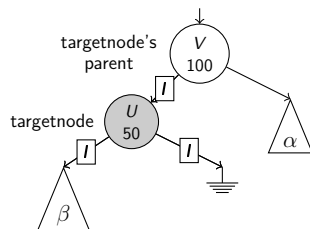
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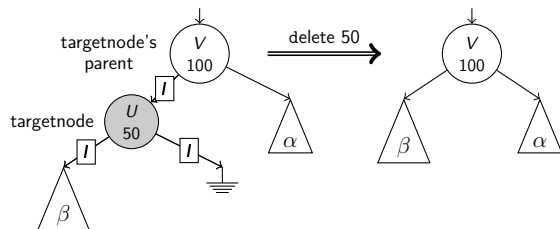
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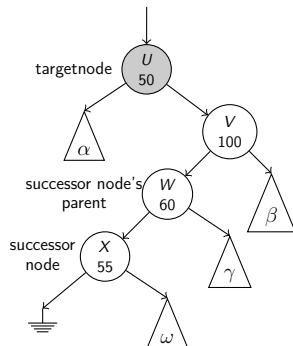
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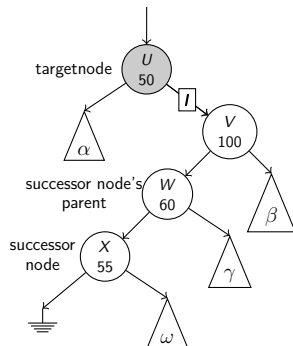
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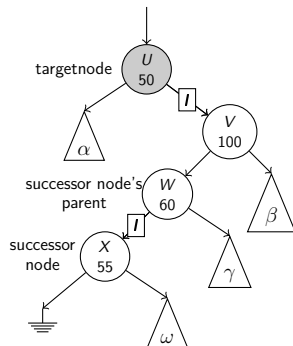
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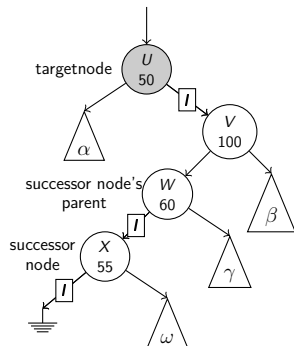
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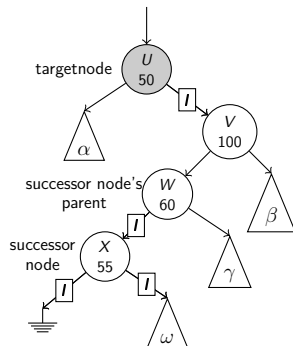
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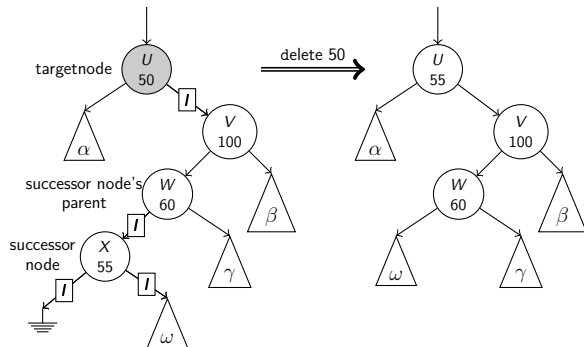
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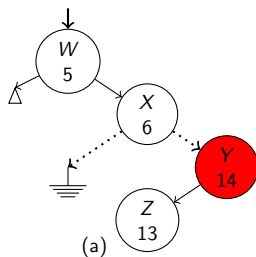


Lock Based BST - Complex Delete



Lock Based BST - More challenges in search

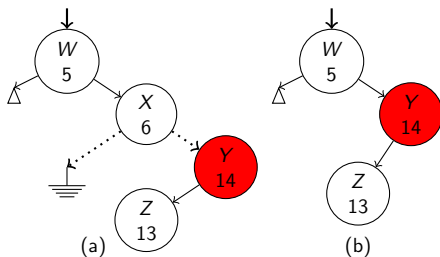
A scenario in which the last right turn node is removed



- Search(13) gets stalled at Y in (a). Its last right turn node is X

Lock Based BST - More challenges in search

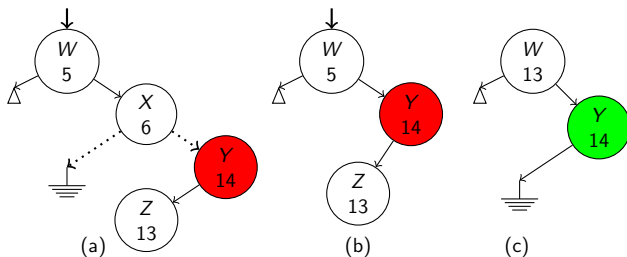
A scenario in which the last right turn node is removed



- Delete(6) removes X from the tree in (b). The key stored in X is still 6

Lock Based BST - More challenges in search

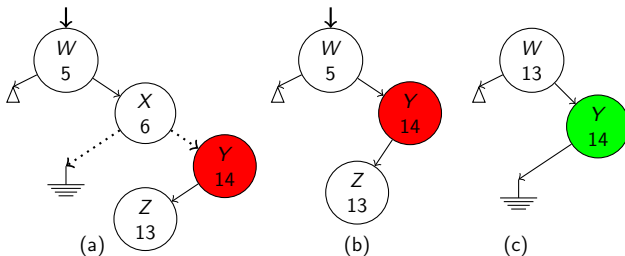
A scenario in which the last right turn node is removed



- Delete(5) results in 13 moving up the tree from Z to W in (c). When search(13) wakes up, it will miss 13 as the key in the last right turn node has not changed

Lock Based BST - More challenges in search

A scenario in which the last right turn node is removed



- ▶ In the first traversal search(13) saw the node X
- ▶ In the second traversal there are two cases
 - ▶ case1, search(13) did not find X - save the traversal and restart
 - ▶ case2, search(13) did find X - use the results of previous traversal

Lock Free BST[ICDCN'15]

Contributions

- ▶ combine edge-based locking with internal representation of BST
- ▶ optimistic tree traversal

Lock Free BST[ICDCN'15]

Contributions

- ▶ combine edge-based locking with internal representation of BST
- ▶ optimistic tree traversal
- ▶ lock-free algorithm

Lock Free BST[ICDCN'15]

- ▶ search and inserts are same as in lock Based BST
- ▶ to maintain lock-free property, if an insert or delete operation fails, it helps a pending delete operation(if needed)

pseudocode for delete

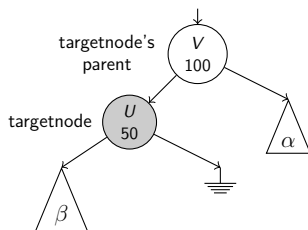
```
locate the node to delete;  
flag the children edges for deletion;  
if simple delete then  
| make the parent point to the non-null child atomically;  
else // complex delete  
| find the successor;  
| flag the children edges of successor for promotion;  
| promote key;  
| remove successor by a simple delete;  
| replace node with a fresh copy;  
end
```

Lock Free BST - Simple Delete

- ▶ flag is owned by an operation
- ▶ if a thread which installed the flag is stalled, other threads can help complete the operation

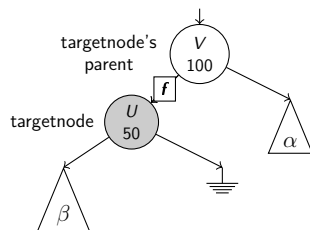
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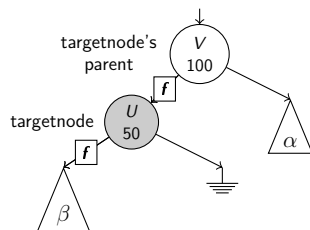
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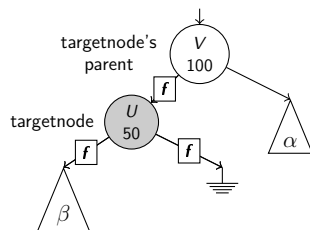
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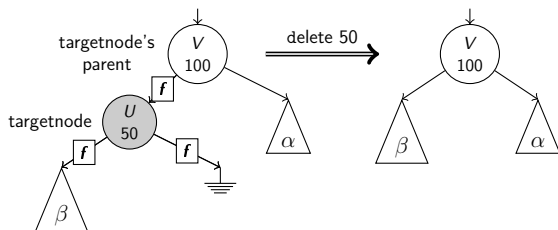
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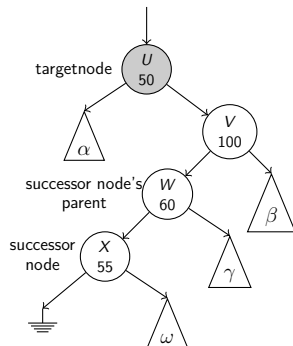


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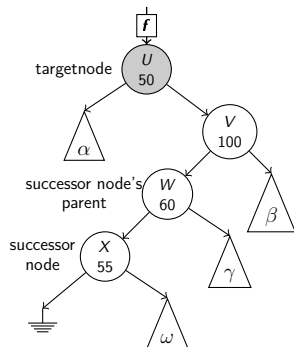
- ▶ flag is owned by an operation
- ▶ if a thread which installed the flag is stalled, other threads can help complete the operation



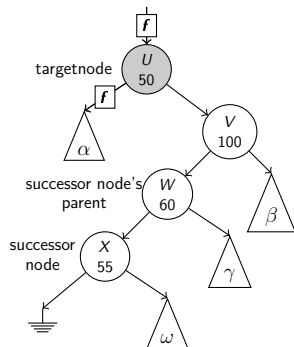
Lock Free BST - Complex Delete



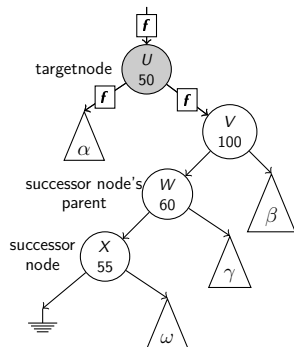
Lock Free BST - Complex Delete



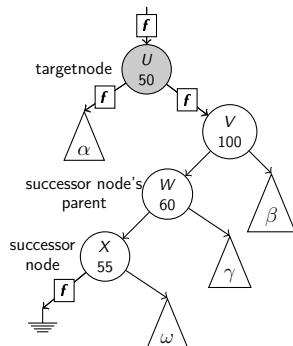
Lock Free BST - Complex Delete



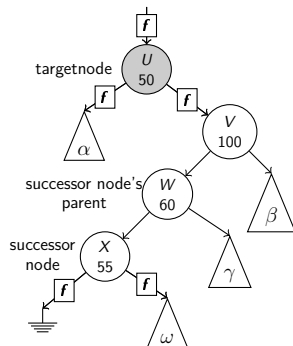
Lock Free BST - Complex Delete



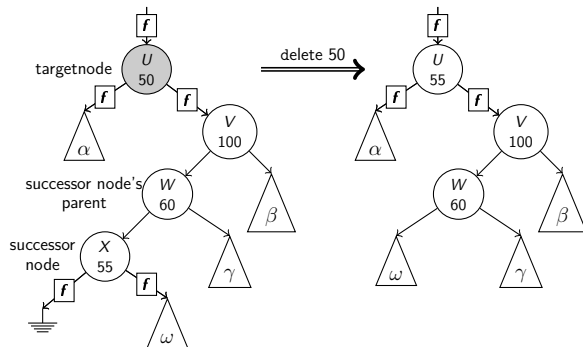
Lock Free BST - Complex Delete



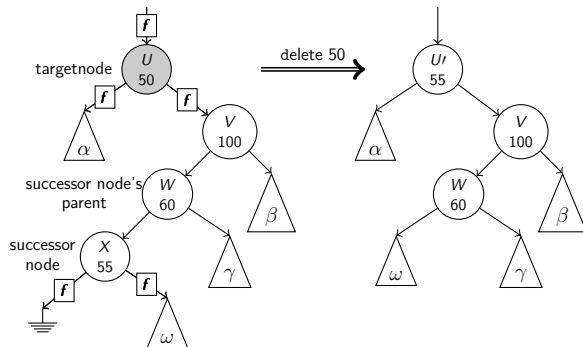
Lock Free BST - Complex Delete



Lock Free BST - Complex Delete



Lock Free BST - Complex Delete



Experimental Setup

To compare the performance of various concurrent BSTs we considered the following parameters:

- ▶ Maximum Tree Size
 - ▶ key space size varied from 2^{13} (8Ki) to 2^{24} (16Mi).
- ▶ Relative Distribution of Operations
 - ▶ Read-Dominated (90% search, 9% insert and 1% delete)
 - ▶ Mixed (70% search, 20% insert and 10% delete)
 - ▶ Write-Dominated (0% search, 50% insert and 50% delete)
- ▶ Maximum degree of Contention
 - ▶ number of threads that can concurrently operate on the tree
 - ▶ we collected data for 32 threads

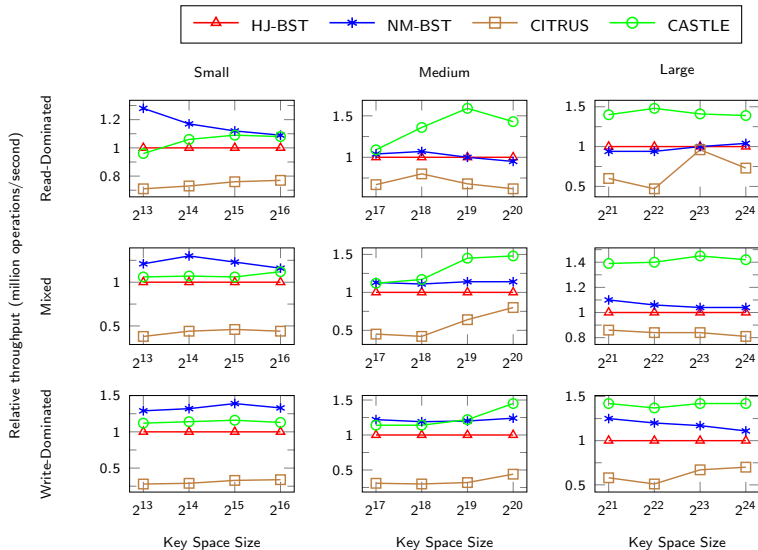
Experimental Setup

- ▶ Throughput computed as millions of operations per second (MOPS)
- ▶ each trial was run for 10 seconds
- ▶ Average over 3 trials
- ▶ *pre-populated* the tree to 50% of its maximum size to capture steady state behaviour
- ▶ beginning of each run consisted of a “warm-up” phase whose numbers were excluded in the computed statistics to avoid initial caching effects
- ▶ The machine we used is a Dell PowerEdge R820 server with 4 Intel E5-4650 @ 2.70GHz 8-core processors (32 cores in total) and 1TB of DDR3 memory with HT disabled. 256KB L2 and 20MB shared L3

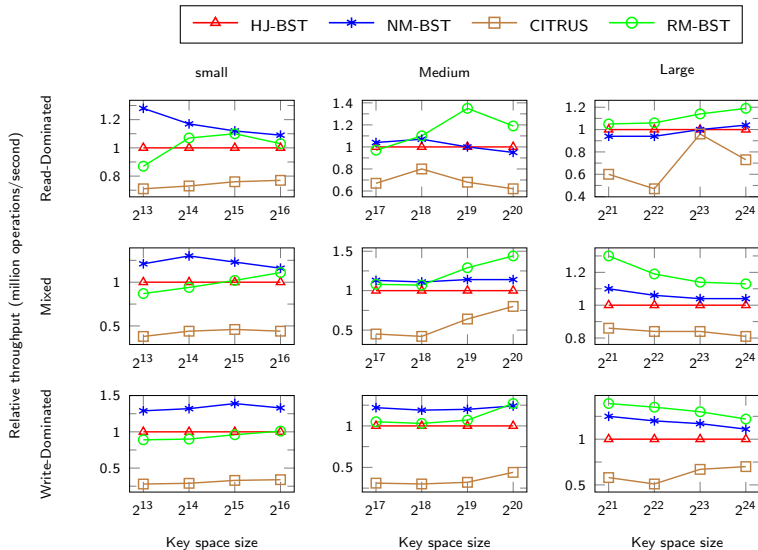
Other Concurrent BSTs

- ▶ a lock-free internal BST by Howley and Jones[SPAA'12], denoted by HJ-BST
- ▶ a lock-free external BST by Natarajan and Mittal[PPoPP'14], denoted by NM-BST
- ▶ RCU-based internal BST by Arbel and Attiya[PODC'14], denoted by CITRUS

Lock Based BST



Lock Free BST



Results Summary

Comparison of different lock-free algorithms in the absence of contention

Algorithm	Number of Objects Allocated		Number of Atomic Instructions Executed	
	Insert	Delete	Insert	Delete
HJ-BST	2	simple : 1 complex: 1	3	simple : 4 complex: 9
NM-BST	2	0	1	3
CASTLE (Lock Based BST)	1	simple : 0 complex: 0	1	simple : 3 complex: 4
RM-BST (Lock Free BST)	1	simple : 0 complex: 1	1	simple : 4 complex: 7

Results Summary

Comparison of different lock-free algorithms in the absence of contention

Algorithm	Number of Objects Allocated		Number of Atomic Instructions Executed	
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RM-BST (Lock Free BST)	1	simple : 0 complex: 1	1	simple : 4 complex: 7

- speedup is calculated over the second best algorithm

	Speedup	
Workload	Lock Based BST	Lock Free BST
Read-Dominated	59%	35%
Mixed	39%	26%
Write-Dominated	28%	13%

Future Work

- ▶ do local recovery upon failures
- ▶ develop concurrent K-ary BST which can improve spatial locality
- ▶ work on other data structures like tries

Future Work - Local Recovery

- ▶ currently upon failure, an operation restarts from the root
- ▶ Ellen et.al[PODC'14] have shown that local recovery can be done for external BST
- ▶ Local recovery on an internal BST is hard due to key movements
- ▶ We are currently working on extending our algorithms to enable local recovery

Future Work - K-ary BST

- ▶ ideas from Lock Based BST can be extended to external K-ary BST
- ▶ updates are relatively easier to handle as they obtain locks
- ▶ inserts might result in node splits
- ▶ searches are hard if we need to maintain their lock-free property

Future Work - Tries

- ▶ Tries are extensively used in text processing
- ▶ Tree like structure. So our ideas *can possibly* be applied