

CS4231
Parallel and Distributed Algorithms

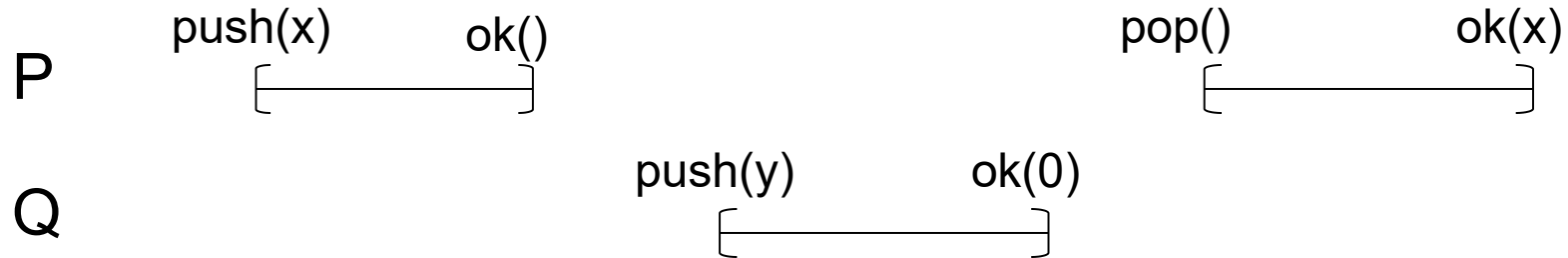
Solution for Homework 3

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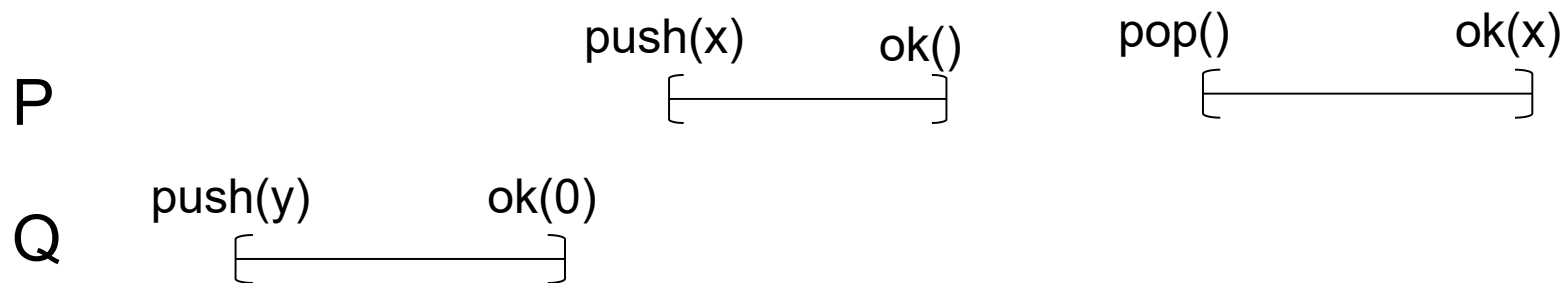
Homework Assignment

- Page 62:
 - Problem 4.1
 - If you believe a history is linearizable/serializable, give the equivalent sequential history
 - If you believe a history is not linearizable/serializable, **prove** that no equivalent sequential history exists
- Slide 26: Prove that linearizability is a local property using the definition on slide 26 (formalize the definition first)
- Think about Slide 21: Prove that the two definitions of linearizability are equivalent

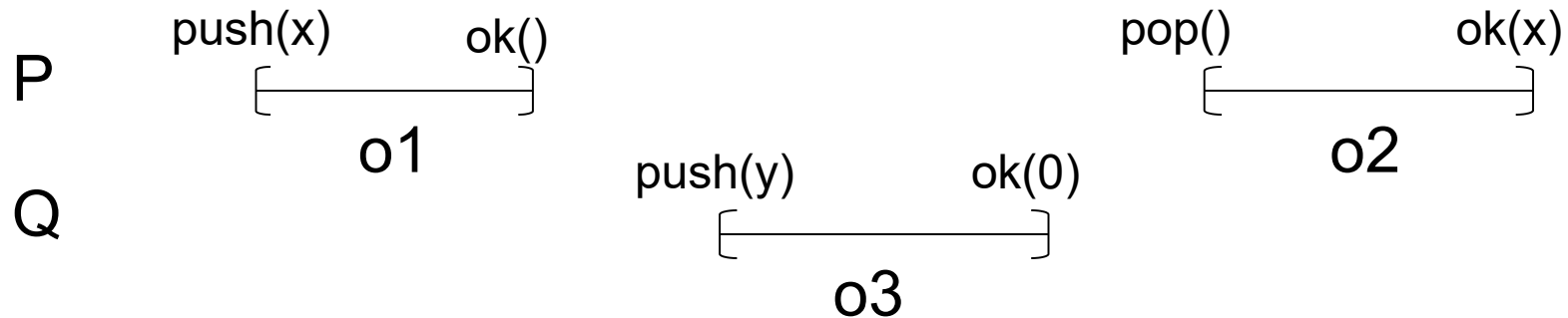
Problem 4.1 (a)



sequentially consistent because equivalent to:



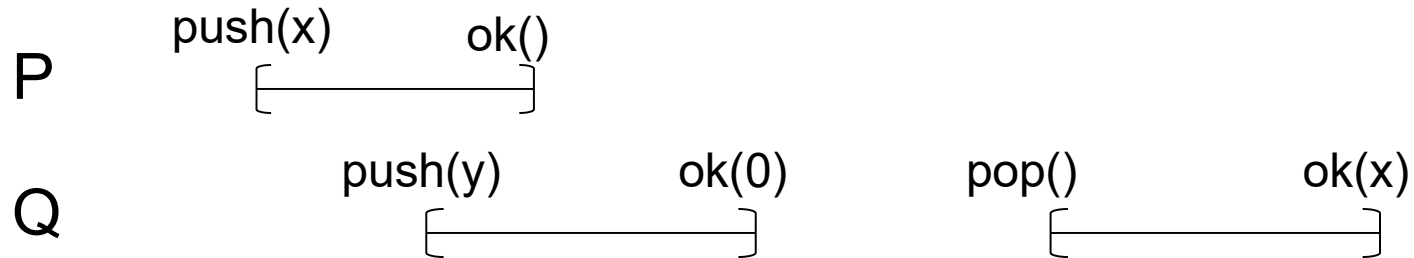
Problem 4.1 (a)



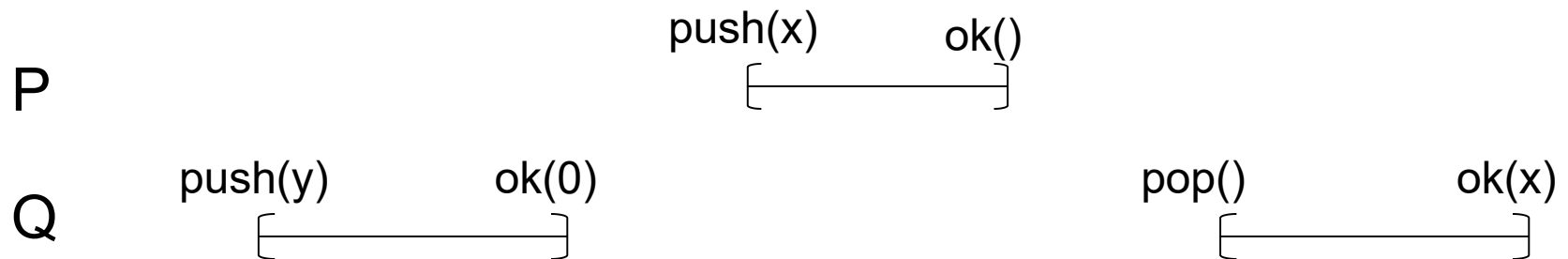
Not linearizable

- Method 1: Enumerate all 3! possible sequential histories
- Method 2: $o1 < o2$, $o1 < o3$, $o3 < o2$, so the only sequential history that preserves the partial order induced by H is $o1\ o3\ o2$ – But $o1\ o3\ o2$ not equivalent to H

Problem 4.1 (b)



sequentially consistent and linearizable because equivalent to:



Proving Linearizability is a Local Property

- Definition #1: The execution is equivalent to some execution such that each operation happens instantaneously at some point of time (called **linearization point**) between the invocation and response
- Prove that H is linearizable if and only if $H \mid x$ is linearizable for all object x
 - “only if” part is trivial
 - “if” part: Since $H \mid x$ is linearizable, we will be able to assign linearization points to the operations in $H \mid x$ and obtain an equivalent execution. Now we want to show that H is linearizable, by assigning linearization point to each operation in H . For each operation, if the operation is on object x , we simply use the linearization point for that operation when we linearize $H \mid x$.
 - One can easily show that the assigned linearization points satisfy the properties needed by the definition...

Prove two definitions for linearizability are the same

- Definition #1: The execution is equivalent to some execution such that each operation happens instantaneously at some point between the invocation and response
- Definition #2: History H is linearizable if
 - H is equivalent to some legal sequential history S, and
 - S preserves the external order in H
- If H is linearizable by Definition #1, then H is linearizable by Definition #2.

Proof:

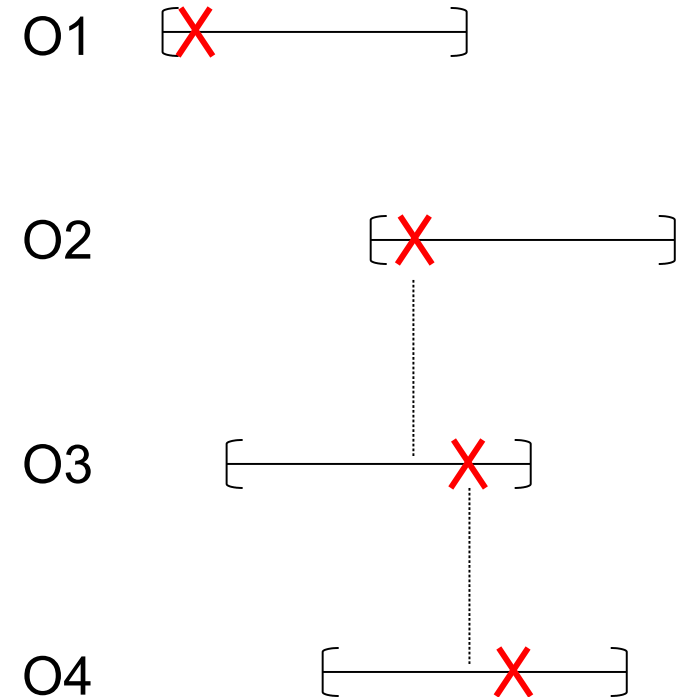
- By ordering all operations by their linearization points, we have a sequential history S. Furthermore, S is legal.
- Need to show the external order induced by H is preserved in S. If O1 is before O2 in external order, then O1's response is before O2's invocation. Since a linearization point is always between invocation and response, O1's linearization point must be before O2's. Hence O1 is before O2 in S.

Prove two definitions for linearizability are the same

- Definition #1: The execution is equivalent to some execution such that each operation happens instantaneously at some point between the invocation and response
- Definition #2: History H is linearizable if
 - H is equivalent to some legal sequential history S, and
 - S preserves the external order in H
- If H is linearizable by Definition #2, then H is linearizable by Definition #1.
Proof:
 - We already have an equivalent legal sequential history S
 - We need to assign linearization points to operations

Prove two definitions for linearizability are same

- Let the legal sequential history S be $O1\ O2\ O3\ \dots$, with n operations total
- Order all invocation and response by their time, and let $T > 0$ be the smallest gap between any two consecutive events
- We assign the linearization point of the operations one by one:
 - $O1$'s linearization point $lp(O1)$ is $inv(O1) + T/n$
 - $lp(O2)$ is $\max\{ inv(O2), lp(O1) \} + T/n$
 - $lp(O3)$ is $\max\{ inv(O3), lp(O2) \} + T/n$
 - $lp(O4)$ is $\max\{ inv(O4), lp(O3) \} + T/n$
 -
- Blue parts only serve to ensure that $lp(O1) \neq lp(O2) \neq lp(O3) \dots$



Prove two definitions for linearizability are same

- We have $lp(O1) < lp(O2) < lp(O3) < lp(O4) \dots$
- We must have
 - $Inv(O1) < lp(O1)$
 - $Inv(O2) < lp(O2)$
 - $Inv(O3) < lp(O3)$
 - ...
- We must have $lp(O1) < resp(O1)$, by the definition of T.
- Next, need to show
 - $lp(O2) < resp(O2)$
 - $lp(O3) < resp(O3)$
 - ...

Prove two definitions for linearizability are same

- Prove by contradiction, suppose the above does not hold.
- Let $i \geq 2$ be such that $lp(O_i) > resp(O_i)$
- Let $j < i$ be the largest j such that $lp(O_j) = inv(O_j) + T/n$. Such j must exist (it is important to prove this).
- $lp(O_i) = lp(O_j) + (i - j)T/n \leq lp(O_j) + (n-1)T/n$
- Hence $lp(O_i) > inv(O_j) = lp(O_j) - T/n \geq lp(O_i) - T$ (we will use this inequality later)
- $inv(O_j)$ and $resp(O_i)$ are at least T apart:
- If $inv(O_j) \geq resp(O_i) + T$, then O_i is before O_j in external order. But in S , O_j is before O_i . This means that S does not preserve external order. Contradiction.
- If $inv(O_j) \leq resp(O_i) - T$, then we have $resp(O_i) - T \geq inv(O_j) \geq lp(O_i) - T$ and hence $resp(O_i) \geq lp(O_i)$.

Contradiction.

O1 [X—————]

O2 [—————X]

O3 [—————X]

O4 [—————] X

$i = 4$ and $j = 2$
in this example