#### **Concurrent Execution**

- Key idea: Any interleaving of instructions is possible, and some give an unexpected result!
  - I<sub>i</sub> denotes that thread i executes instruction I
  - %rdx<sub>i</sub> is the content of %rdx in thread i's context

i (thread)	instr <sub>i</sub>	$%$ rd $x_1$	$%$ rd $x_2$	cnt		
1	H <sub>1</sub>	-	-	0		Thread 1
1	L <sub>1</sub>	0	-	0		critical section
1	U <sub>1</sub>	1	-	0		critical section
1	$S_1$	1	-	1		Thread 2
2	H <sub>2</sub>	-	-	1		critical section
2	L <sub>2</sub>	-	1	1		
2	$U_2$	-	2	1		
2	S <sub>2</sub>	-	2	2		
2	T <sub>2</sub>	-	2	2		
1	T <sub>1</sub>	1	-	2	OK	

# **Concurrent Execution (cont)**

Incorrect ordering: two threads increment the counter, but the result is 1 instead of 2

i (thread)	instr <sub>i</sub>	$%$ rd $x_1$	%rdx <sub>2</sub>	cnt
1	H <sub>1</sub>	-	-	0
1	L <sub>1</sub>	0	-	0
1	$U_1$	1	-	0
2	H <sub>2</sub>	-	-	0
2	L <sub>2</sub>	-	0	0
1	S <sub>1</sub>	1	-	1
1	T <sub>1</sub>	1	-	1
2	U <sub>2</sub>	-	1	1
2	S <sub>2</sub>	-	1	1
2	T <sub>2</sub>	-	1	1

Oops!

## **Concurrent Execution (cont)**

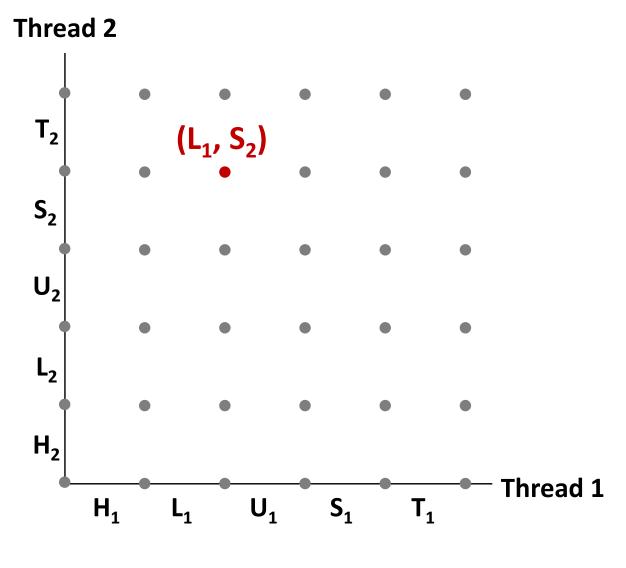
How about this ordering?

i (thread)	instr <sub>i</sub>	$%$ rd $x_1$	$%$ rd $x_2$	cnt
1	H <sub>1</sub>			0
1	L <sub>1</sub>	0		
2	$H_2$			
2	$L_2$		0	
2	U <sub>2</sub>		1	
2	S <sub>2</sub>		1	1
1	U <sub>1</sub>	1		
1	S <sub>1</sub>	1		1
1				1
2	T <sub>2</sub>			1

Oops!

We can analyze the behavior using a progress graph

### **Progress Graphs**



A progress graph depicts the discrete execution state space of concurrent threads.

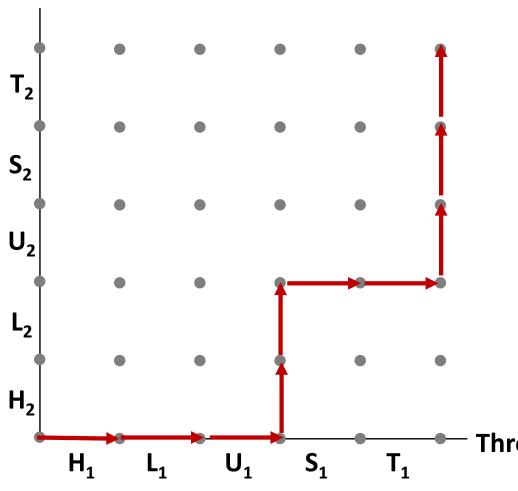
Each axis corresponds to the sequential order of instructions in a thread.

Each point corresponds to a possible execution state (Inst<sub>1</sub>, Inst<sub>2</sub>).

E.g.,  $(L_1, S_2)$  denotes state where thread 1 has completed L<sub>1</sub> and thread 2 has completed  $S_2$ .

## **Trajectories in Progress Graphs**

#### **Thread 2**



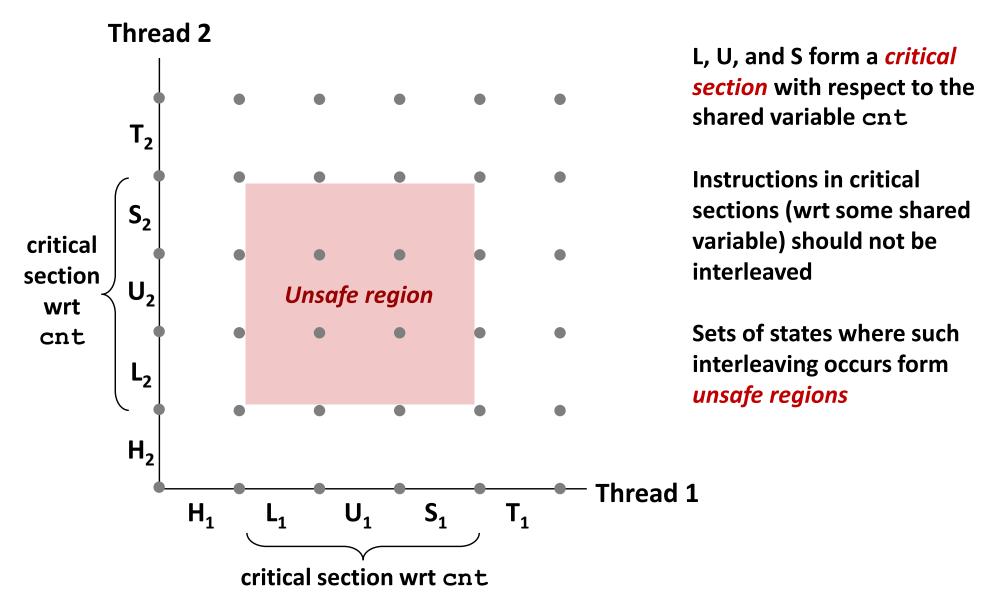
A *trajectory* is a sequence of legal state transitions that describes one possible concurrent execution of the threads.

#### **Example:**

H1, L1, U1, H2, L2, S1, T1, U2, S2, T2

Thread 1

### **Critical Sections and Unsafe Regions**



### **Critical Sections and Unsafe Regions**

