Concurrent programming

Introduction

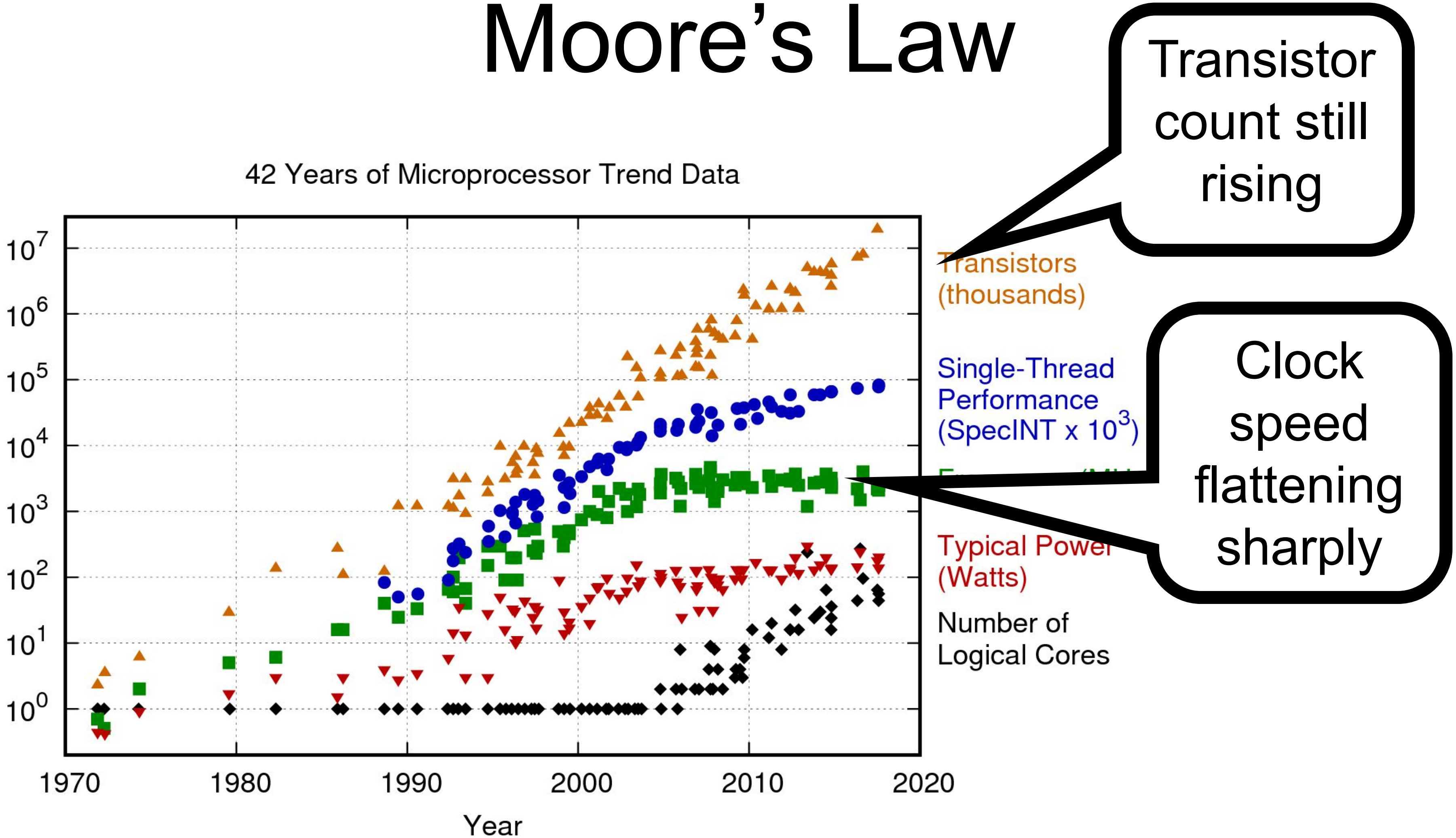
Companion slides for

The Art of Multiprocessor Programming

by Maurice Herlihy, Nir Shavit, Victor Luchangco,
and Michael Spear

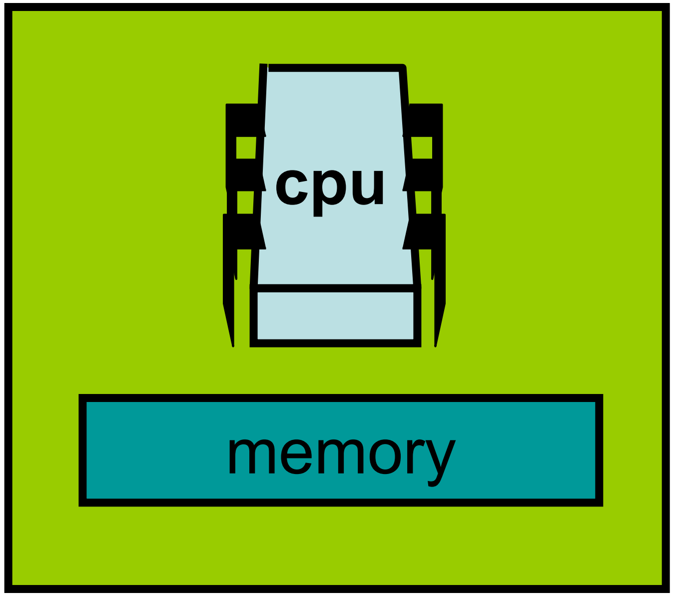
Modified by Piotr Witkowski

Moore's Law

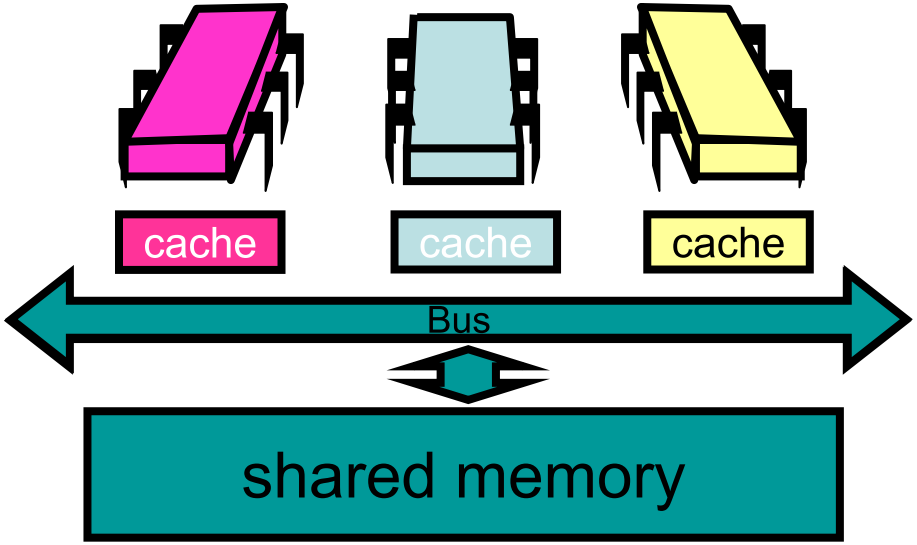


Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
New plot and data collected for 2010-2017 by K. Rupp

Extinct: the Uniprocesor

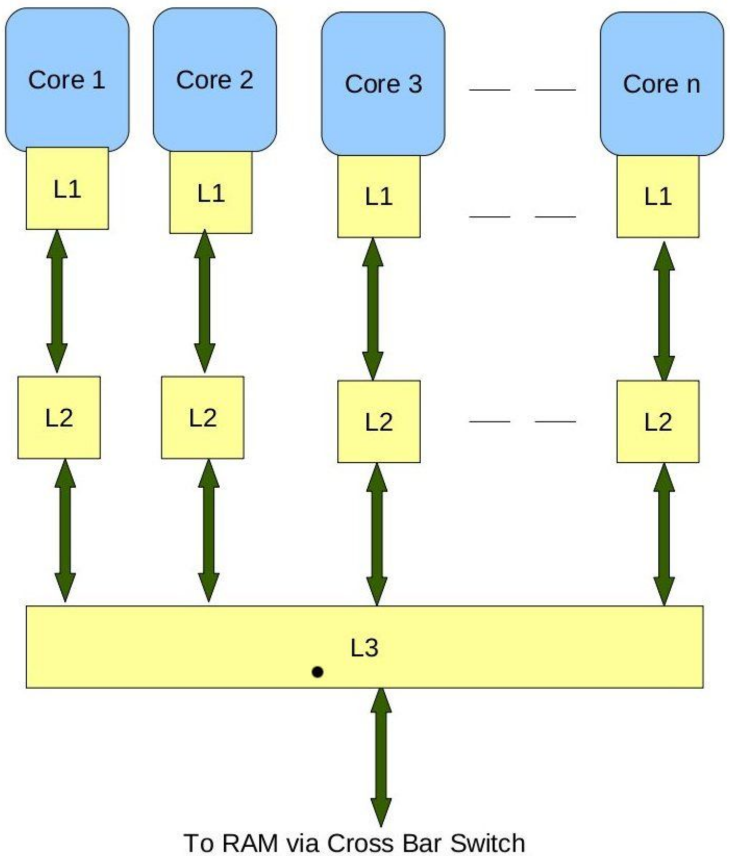


Extinct: The Shared Memory Multiprocessor (SMP)



The New Boss: The Multicore Processor

All on the same chip / chiplet



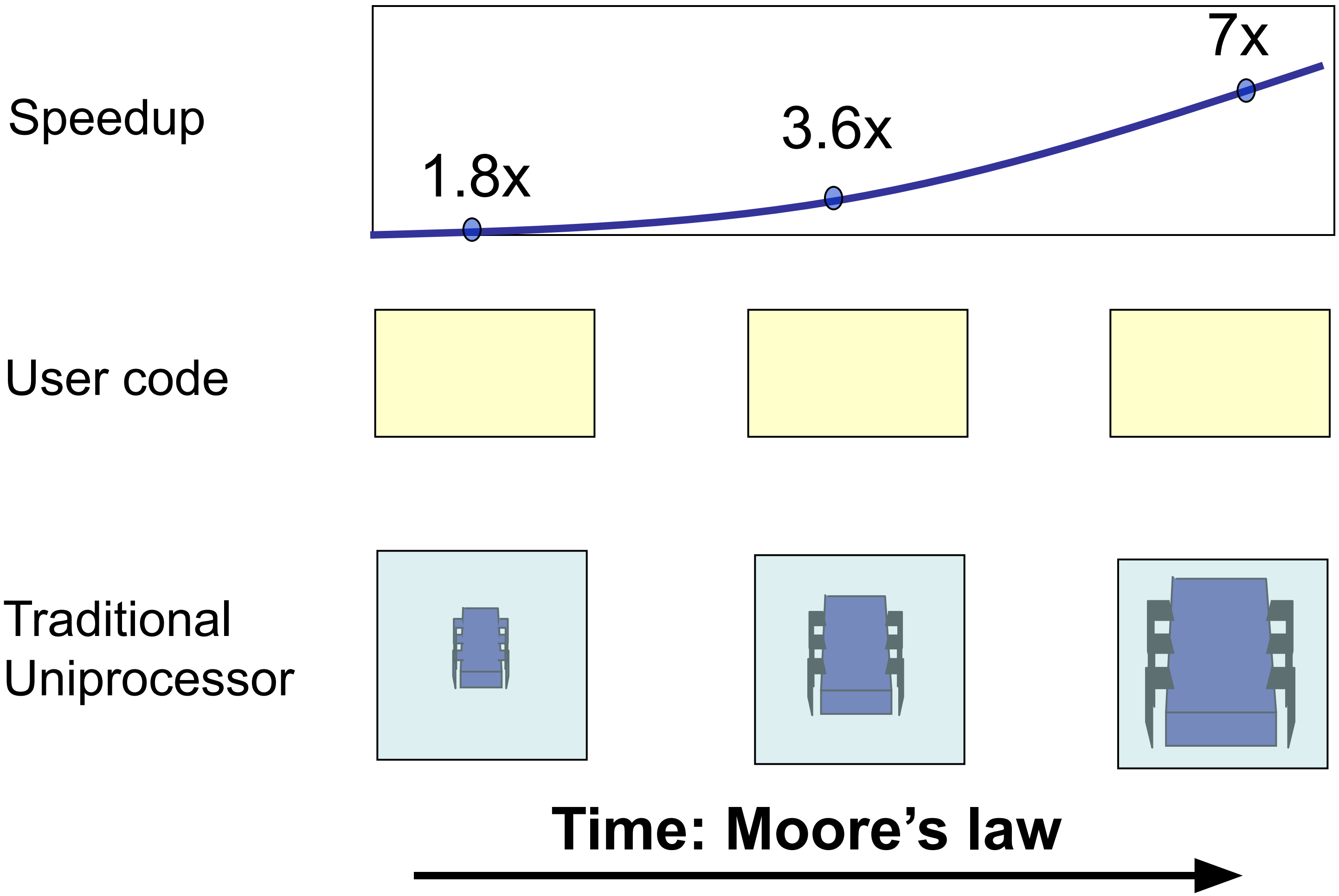
Intel Core i9 upto 18 cores

AMD Ryzen upto 64 cores

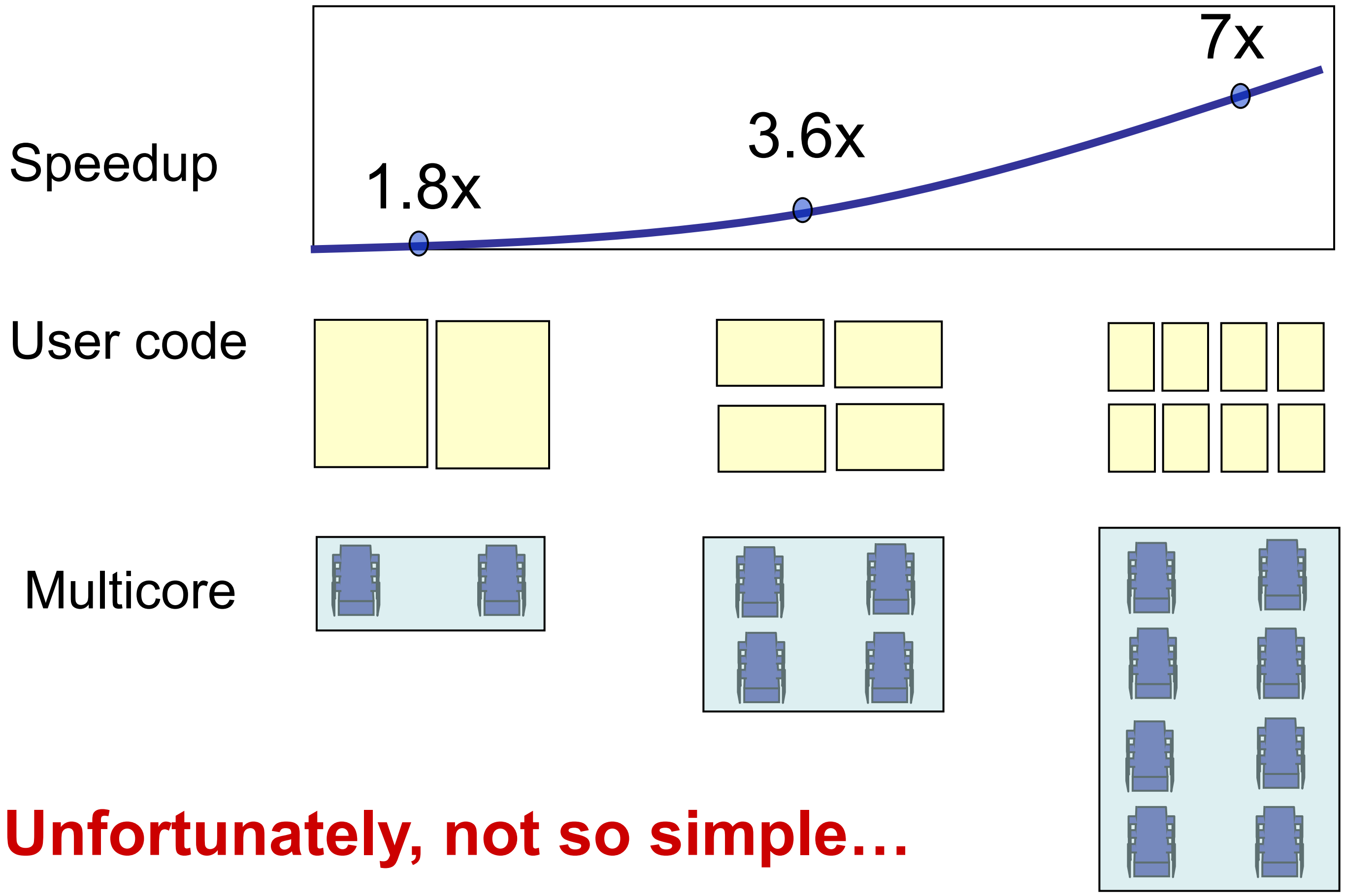
Why do we care?

- Time no longer cures software bloat
  - The “free ride” is over
- When you double your program’s path length
  - You can’t just wait 6 months
  - Your software must somehow exploit twice as much concurrency

Traditional Scaling Process

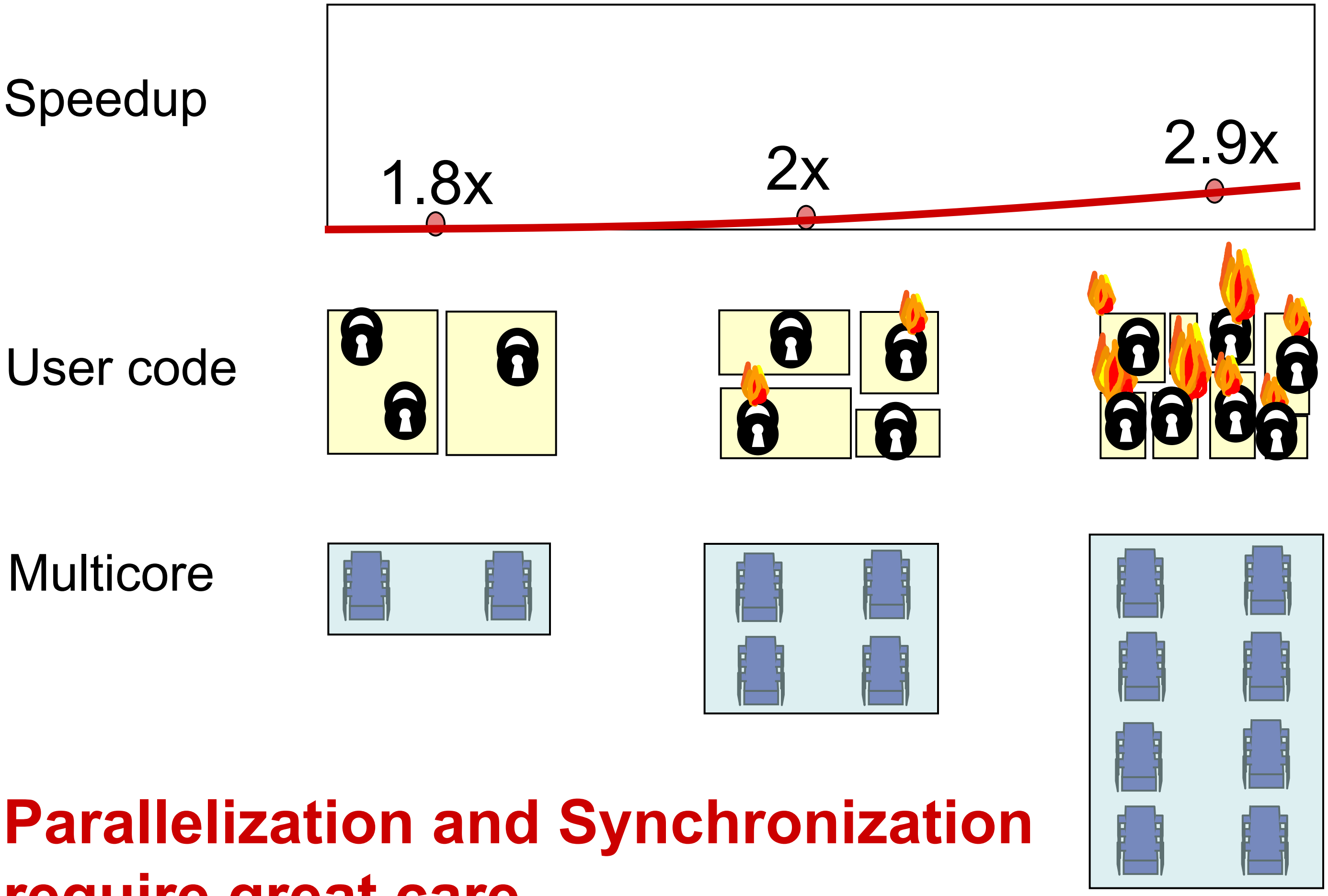


Ideal Scaling Process



Unfortunately, not so simple…

Actual Scaling Process

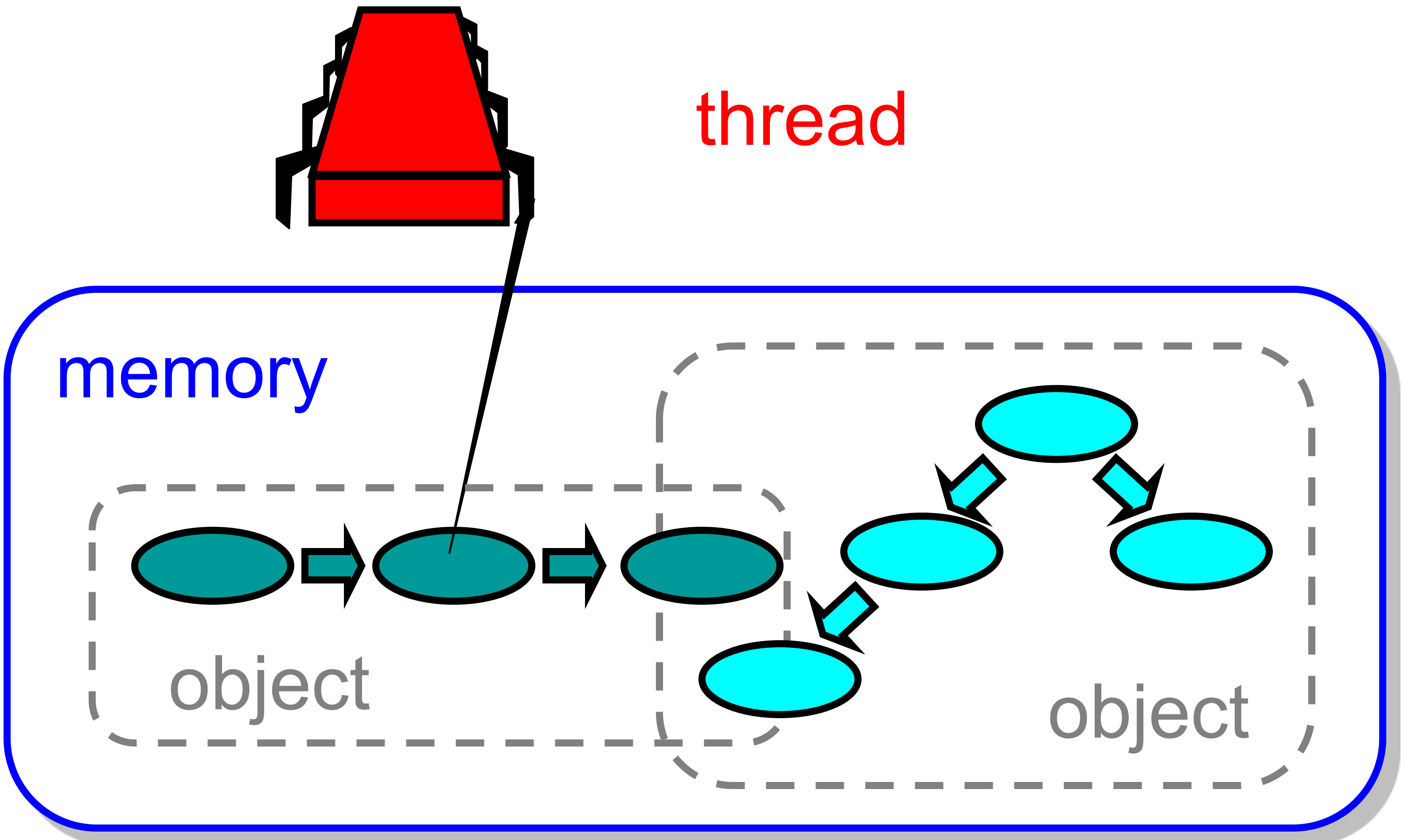


Parallelization and Synchronization require great care…

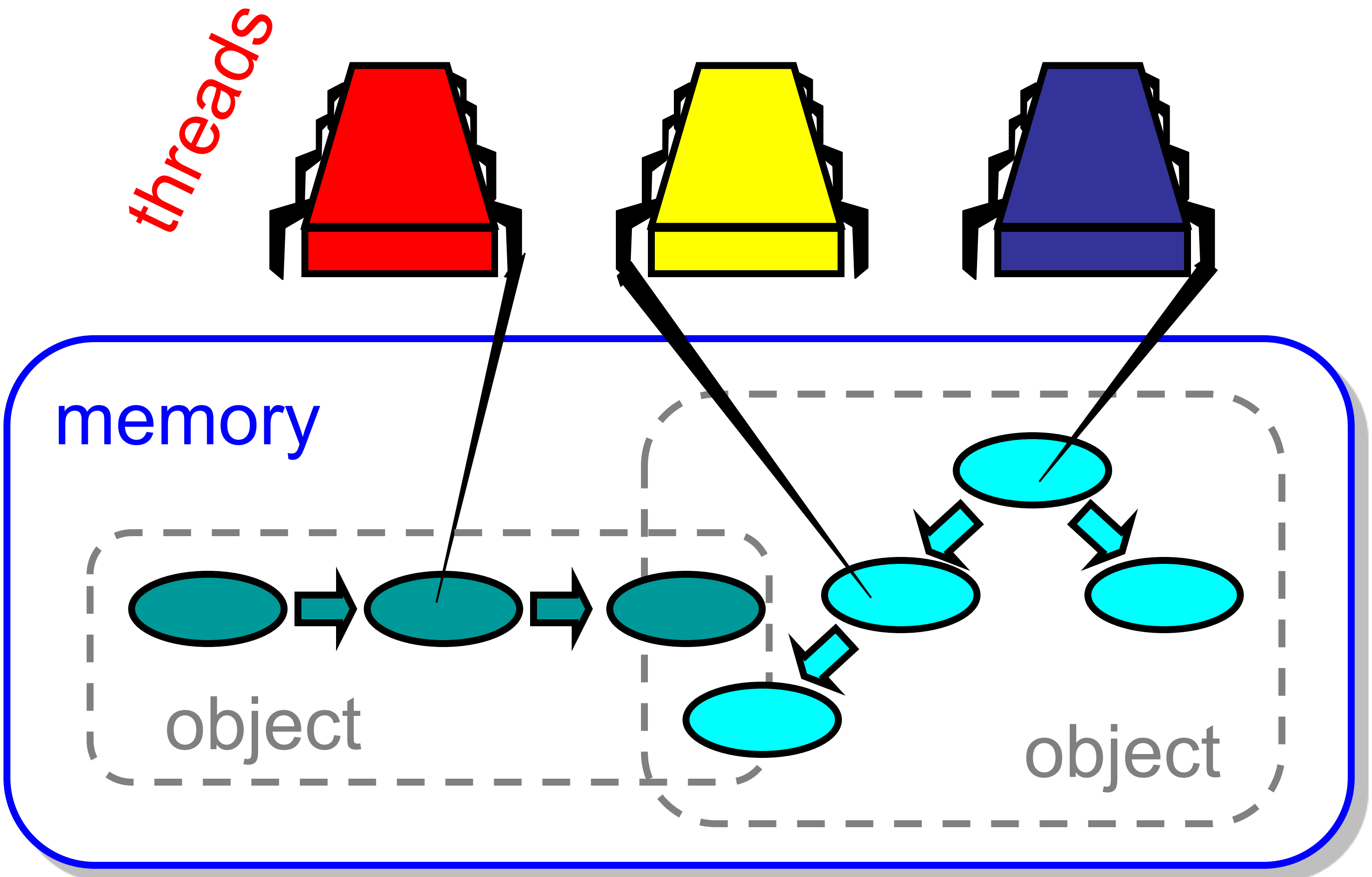
Concurrent Programming: Course Overview

- Fundamentals
  - Models, algorithms, impossibility
- Real-World programming
  - Architectures
  - Techniques

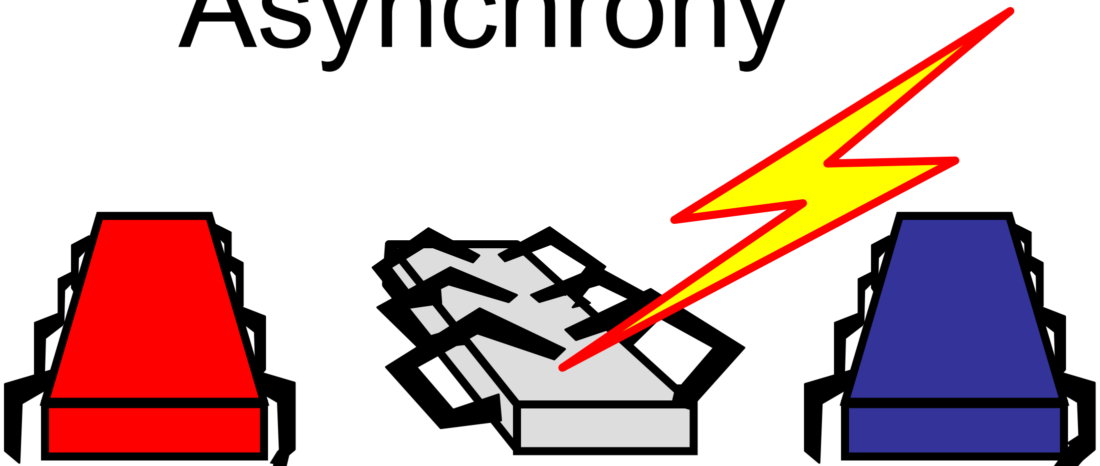
Sequential Computation



Concurrent Computation



Asynchrony



- Sudden unpredictable delays
  - Cache misses (*short*)
  - Page faults (*long*)
  - Scheduling quantum used up (*really long*)

Model Summary

- Multiple *threads*
  - Sometimes called *processes*
- Single shared *memory*
- *Objects* live in memory
- Unpredictable asynchronous delays

Road Map

- We are going to focus on principles first, then practice
  - Start with idealized models
  - Look at simplistic problems
  - Emphasize correctness over pragmatism
  - "Correctness may be theoretical, but incorrectness has practical impact"

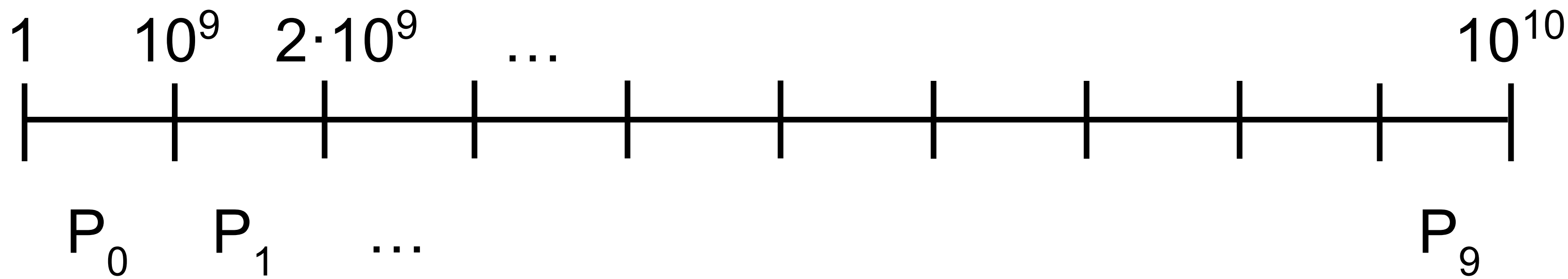
Concurrency Jargon

- Hardware
  - processors ≈ cores
- Software
  - threads ≈ processes
- Programing
  - concurrent ≈ parallel ≈ multiprocessor ≈ multicore
- Sometimes OK to confuse them, sometimes not.

Parallel Primality Testing

- Challenge
  - Print primes from 1 to 10^{10}
- Given
  - Ten-processor multiprocessor
  - One thread per processor
- Goal
  - Get ten-fold speedup (or close)

Load Balancing



- Split the work evenly
- Each thread tests range of 10^9

Procedure for Thread *i*

```
void primePrint {
  int i = ThreadID.get(); // IDs in {0..9}
  for (j = i*10^9+1, j<(i+1)*10^9; j++) {
    if (isPrime(j))
      print(j);
  }
}
```

Issues

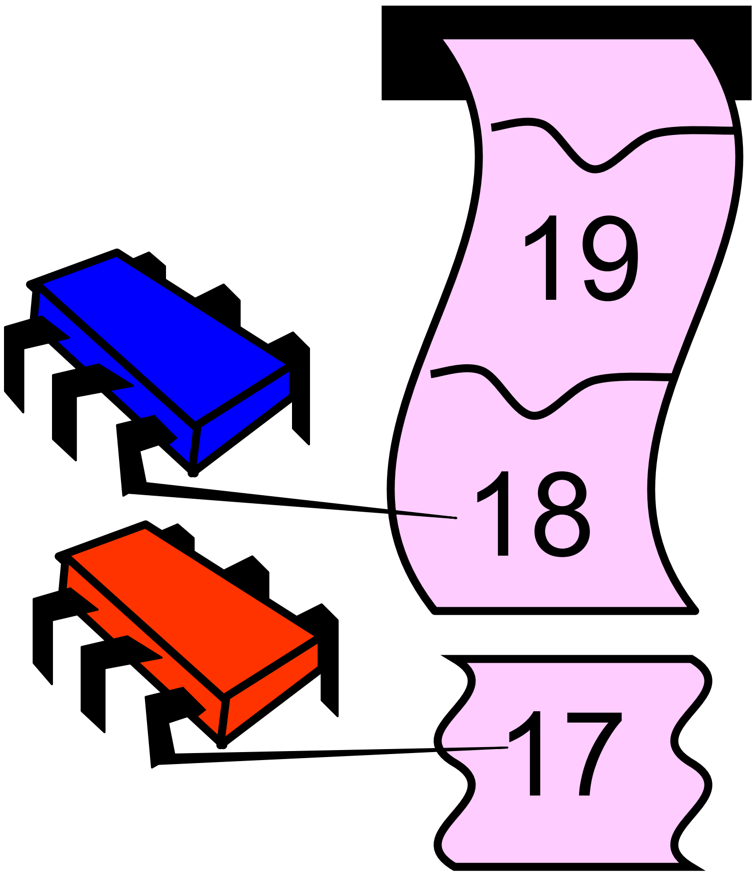
- Higher ranges have fewer primes
- Yet larger numbers harder to test
- Thread workloads
  - Uneven
  - Hard to predict

Issues

- Higher ranges have fewer primes
- Yet larger numbers harder to test
- Thread workloads
  - Uneven
  - Hard to predict
- Need *dynamic* load balancing

rejected

Shared Counter



each thread takes a number

Procedure for Thread *i*

```
int counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Procedure for Thread *i*

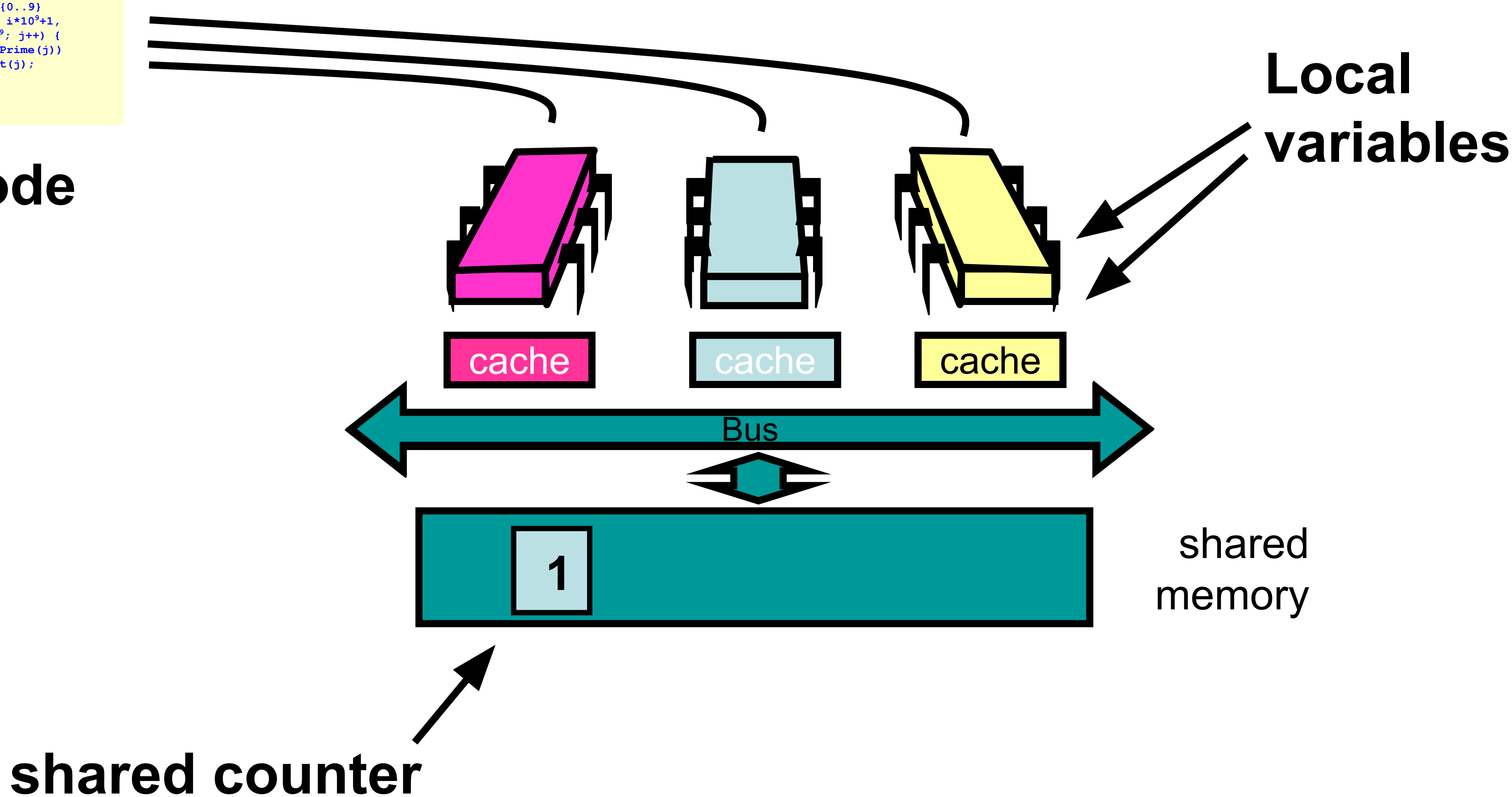
```
Counter counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Shared counter object

Where Things Reside

```
void primePrint {
  int i = ThreadID.get();
// IDs in {0..9}
  for (j = i*10^9+1,
j<(i+1)*10^9; j++) {
    if (isPrime(j))
      print(j);
  }
}
```

code



Procedure for Thread *i*

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  long j = 0;
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      print(j);
  }
}
```

Stop when every value taken

Procedure for Thread *i*

```
Counter counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Increment & return each new value

Counter Implementation

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    return value++;
  }
}
```

Counter Implementation

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    return value++;
  }
}
```

OK for single thread,
not for concurrent threads

What It Means

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    return value++;
  }
}
```

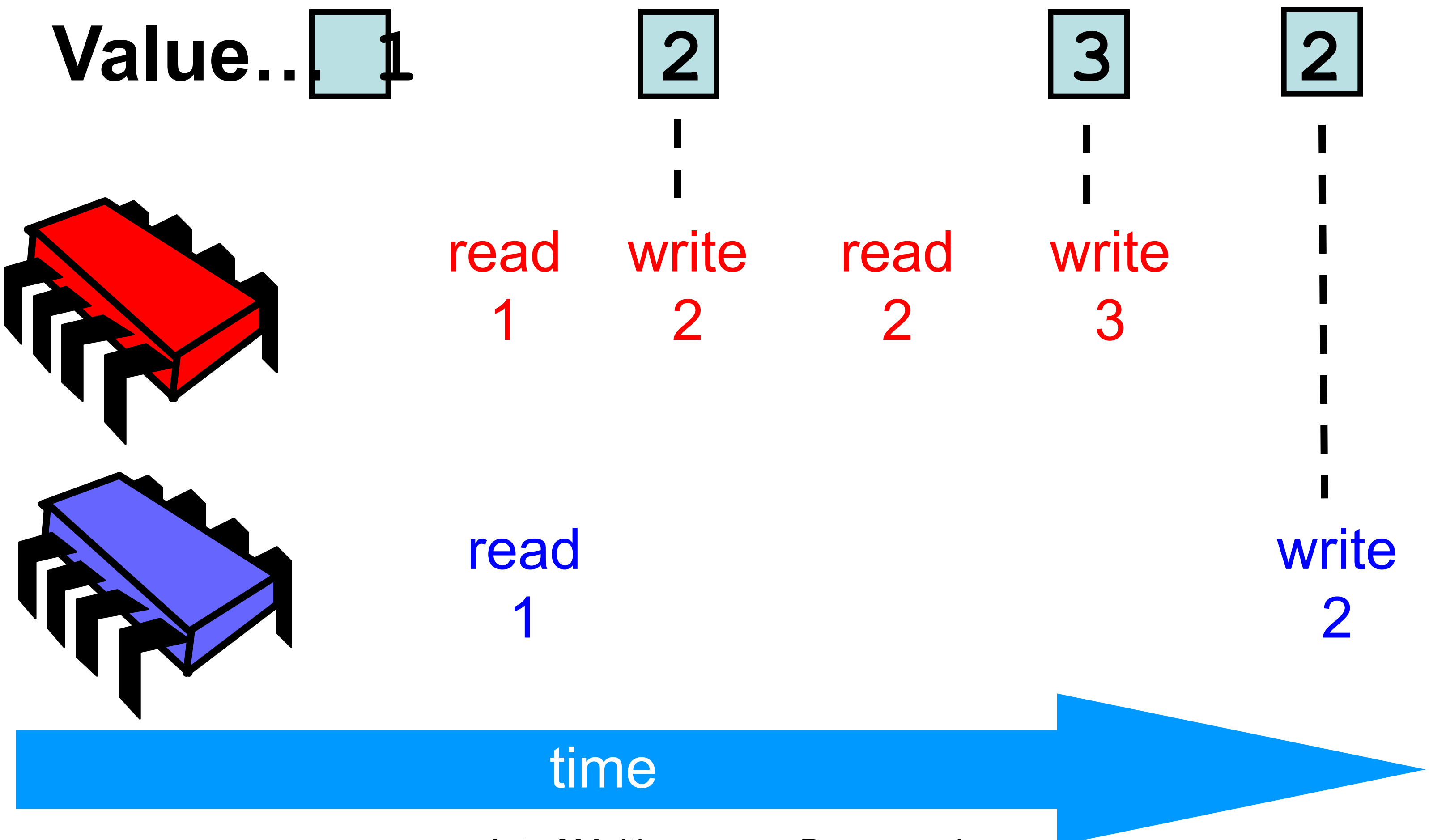
What It Means

```
public class Counter {
  private long value;

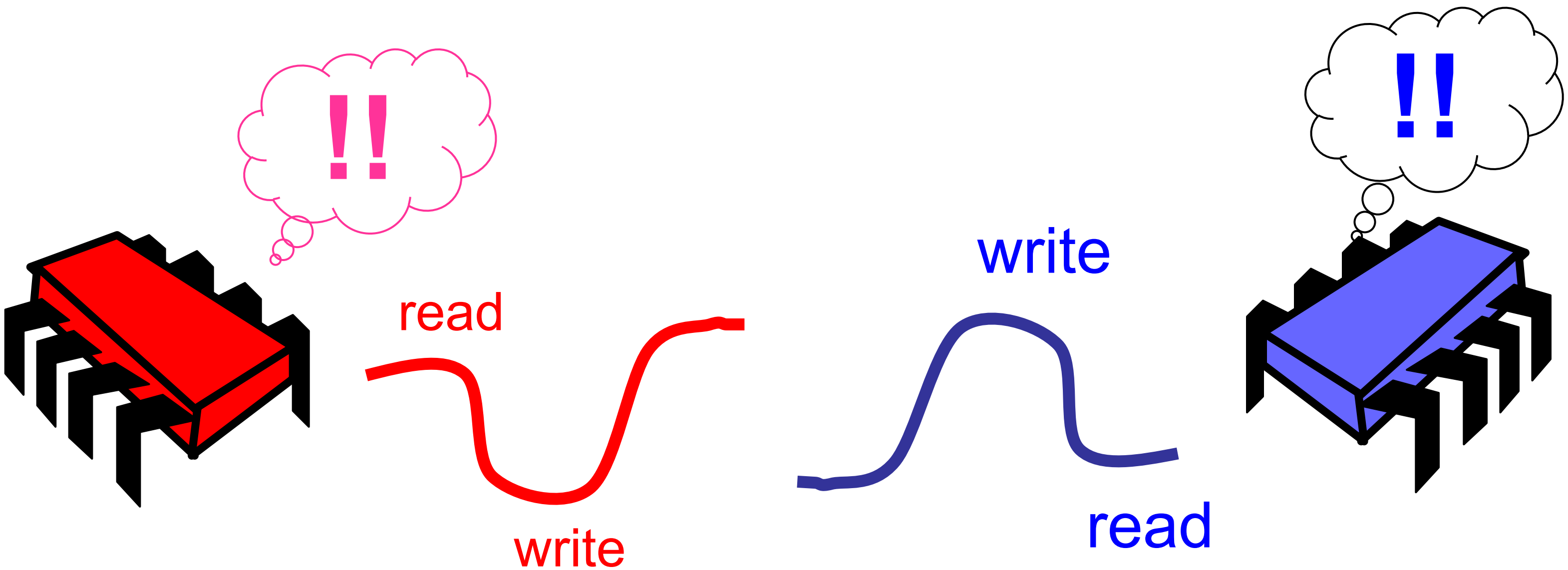
  public long getAndIncrement() {
    return value++;
  }
}
```

```
temp  = value;
value = temp + 1;
return temp;
```

Not so good…



Is this problem inherent?



If we could only glue reads and writes together…

Challenge

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    temp  = value;
    value = temp + 1;
    return temp;
  }
}
```

Challenge

```
public class Counter {
  private long value;

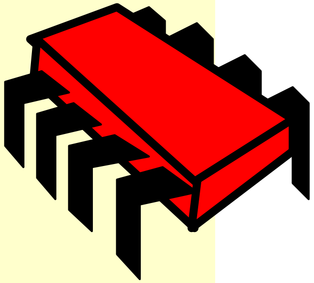
  public long getAndIncrement() {
    temp  = value;
    value = temp + 1;
    return temp;
  }
}
```

Make these steps *atomic* (indivisible)

Hardware Solution

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    temp  = value;
    value = temp + 1;
    return temp;
  }
}
```



ReadModifyWrite() instruction

An Aside: Java™

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    synchronized {
      temp  = value;
      value = temp + 1;
      }
    return temp;
  }
}
```

An Aside: Java™

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}
```

Synchronized block

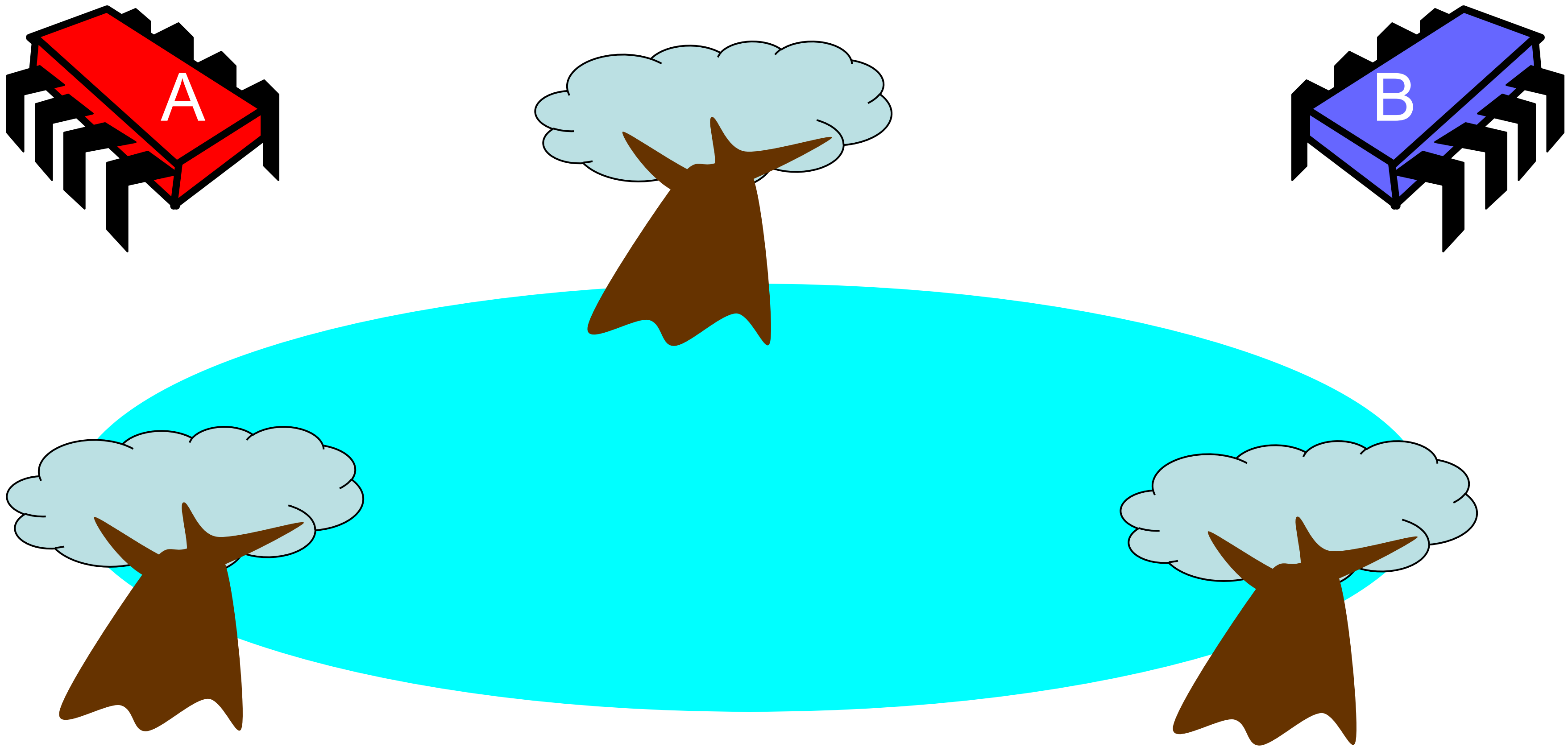
An Aside: Java™

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    synchronized {
      temp  = value;
      value = temp + 1;
    }
    return temp;
  }
}
```

Mutual Exclusion

Mutual Exclusion,
or “Alice & Bob share a pond”



Alice has a pet

Bob has a pet

The Problem

Formalizing the Problem

- Two types of formal properties in asynchronous computation:
- Safety Properties
  - Nothing bad happens ever
- Liveness Properties
  - Something good happens eventually

Formalizing our Problem

- Mutual Exclusion
  - Both pets never in pond simultaneously
  - This is a ***safety*** property
- No Deadlock
  - if only one wants in, it gets in
  - if both want in, one gets in.
  - This is a ***liveness*** property

Simple Protocol

- Idea
  - Just look at the pond
- Gotcha
  - Not atomic
  - Trees obscure the view

Interpretation

- Threads can’t “see” what other threads are doing
- Explicit communication required for coordination

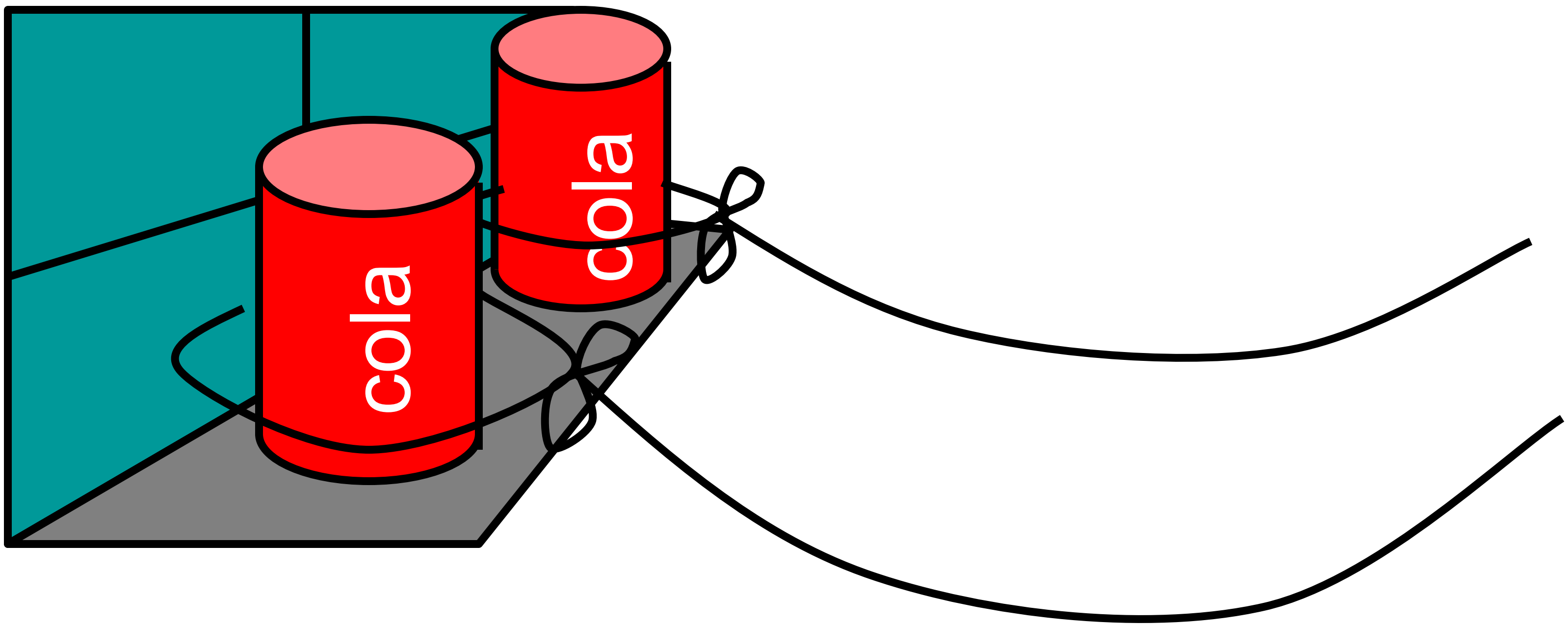
Cell Phone Protocol

- Idea
  - Bob calls Alice (or vice-versa)
- Gotcha
  - Bob takes shower
  - Alice recharges battery
  - Bob out shopping for pet food …

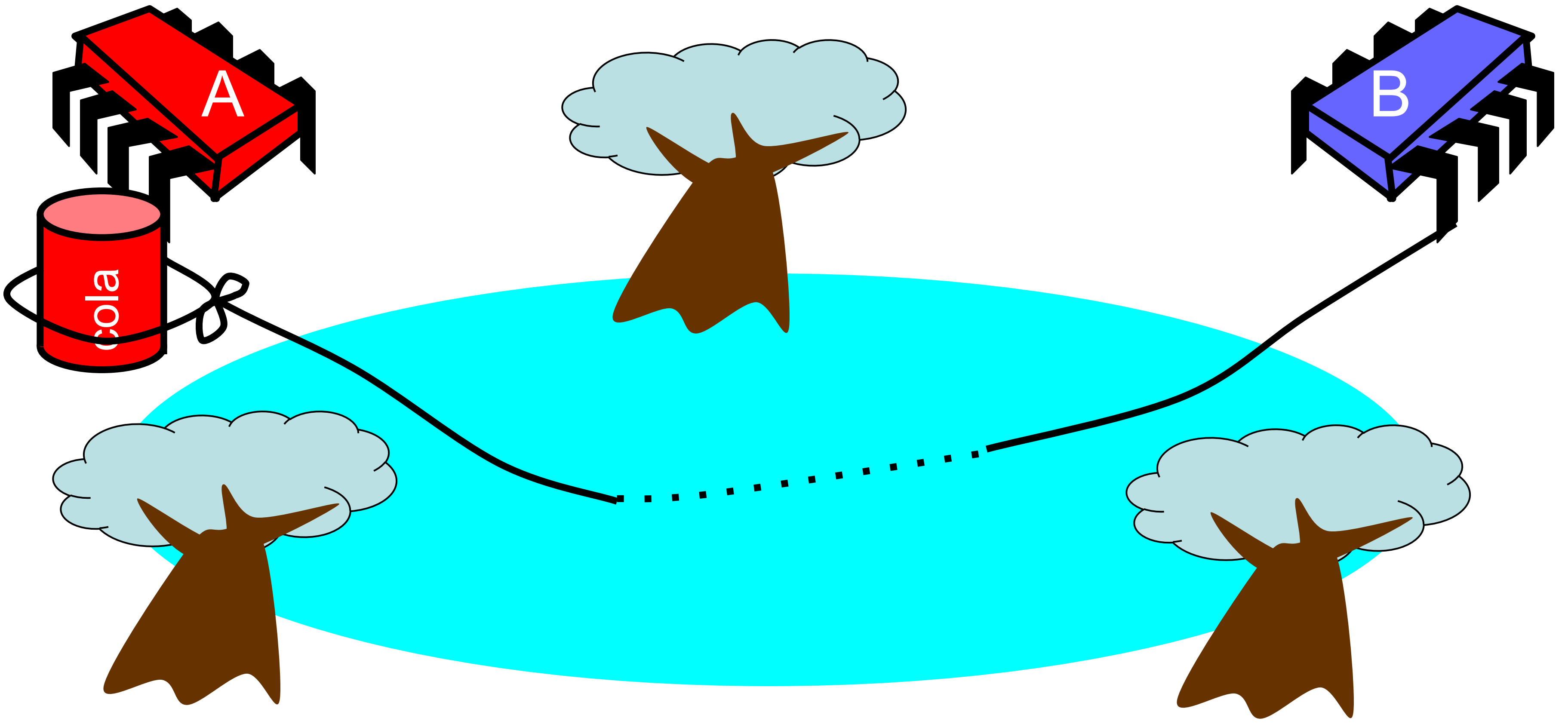
Interpretation

- Message-passing doesn’t work
- Recipient might not be
  - Listening
  - There at all
- Communication must be
  - Persistent (like writing)
  - Not transient (like speaking)

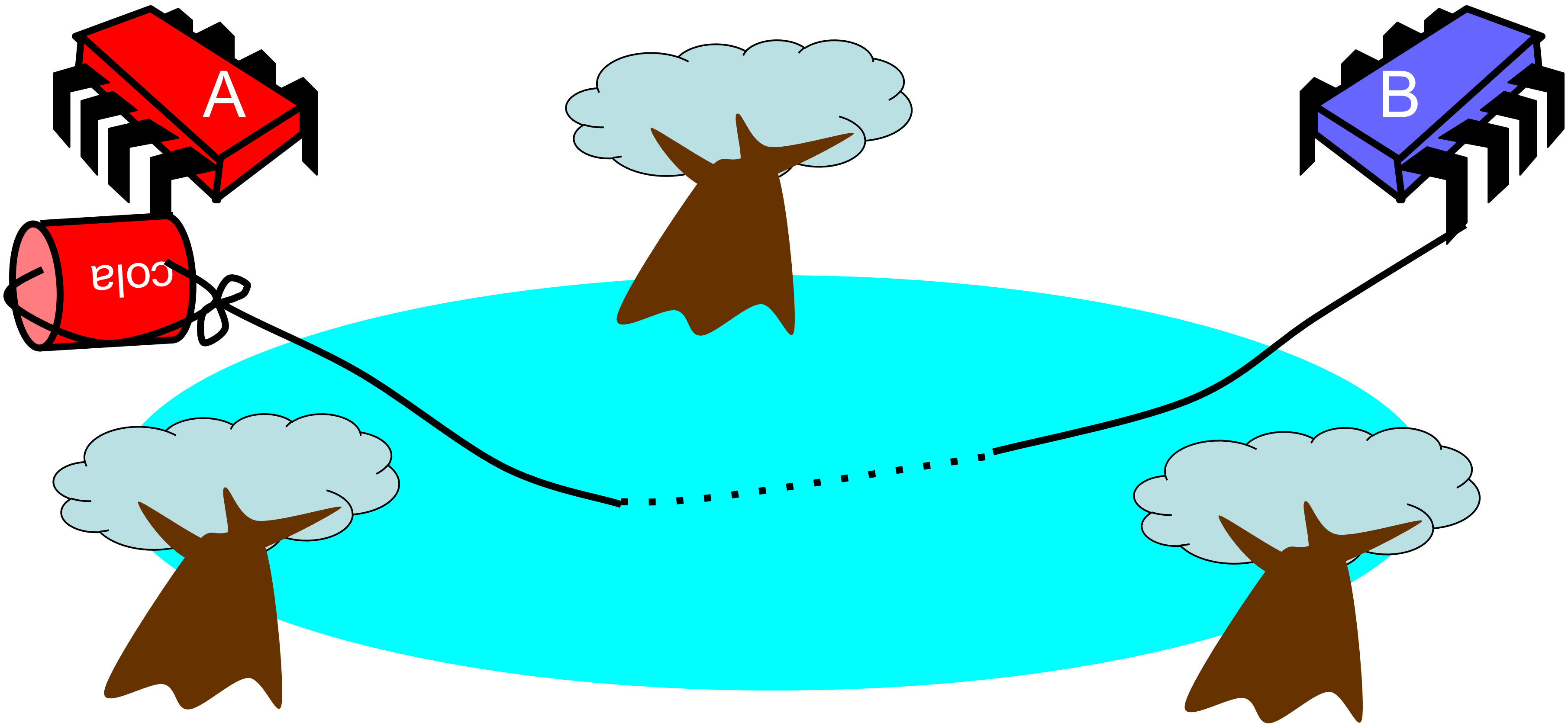
Can Protocol



Bob conveys a bit



Bob conveys a bit



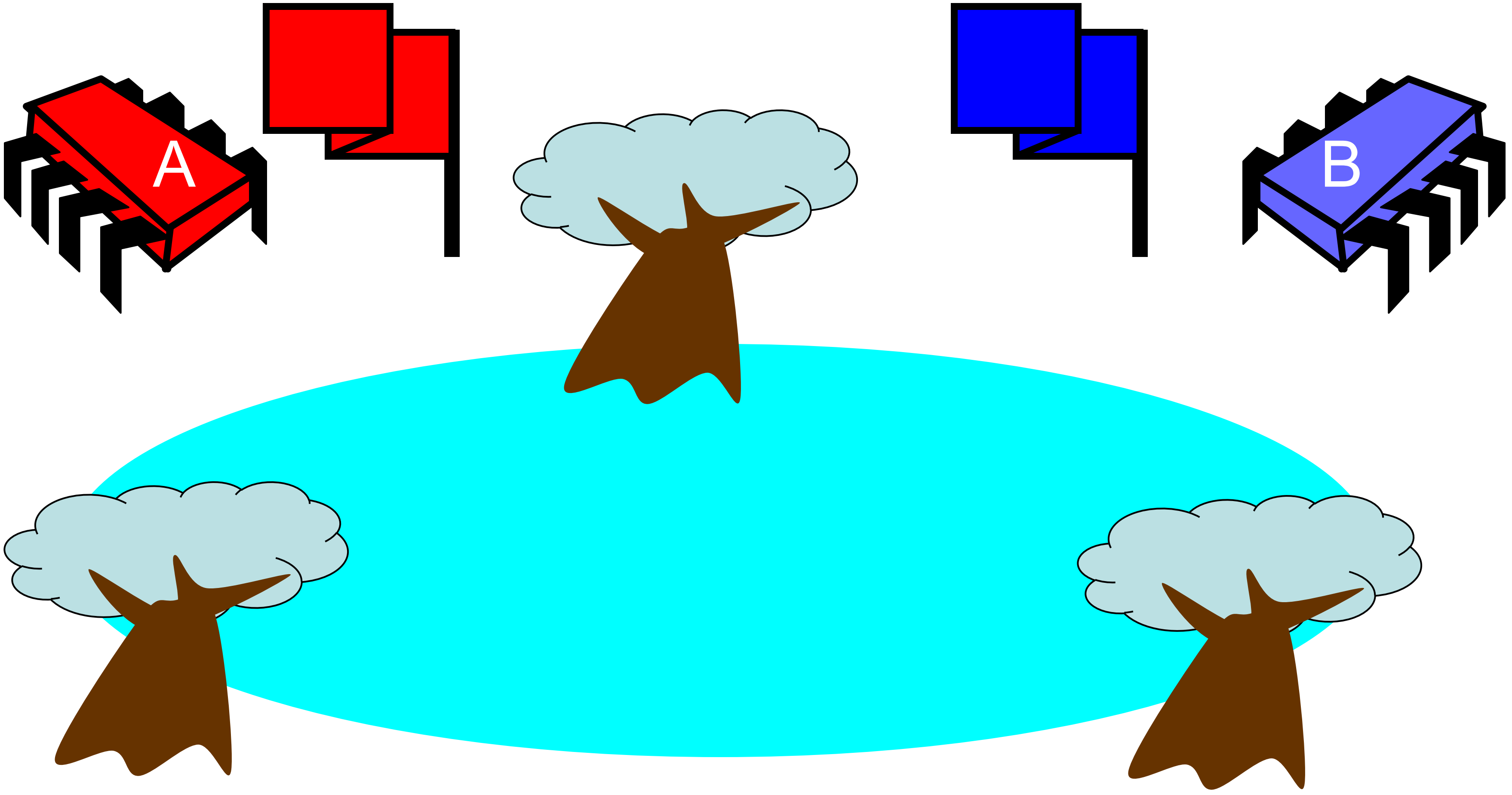
Can Protocol

- Idea
  – Cans on Alice's windowsill
  – Strings lead to Bob's house
  – Bob pulls strings, knocks over cans
- Gotcha
  – Cans cannot be reused
  – Bob runs out of cans

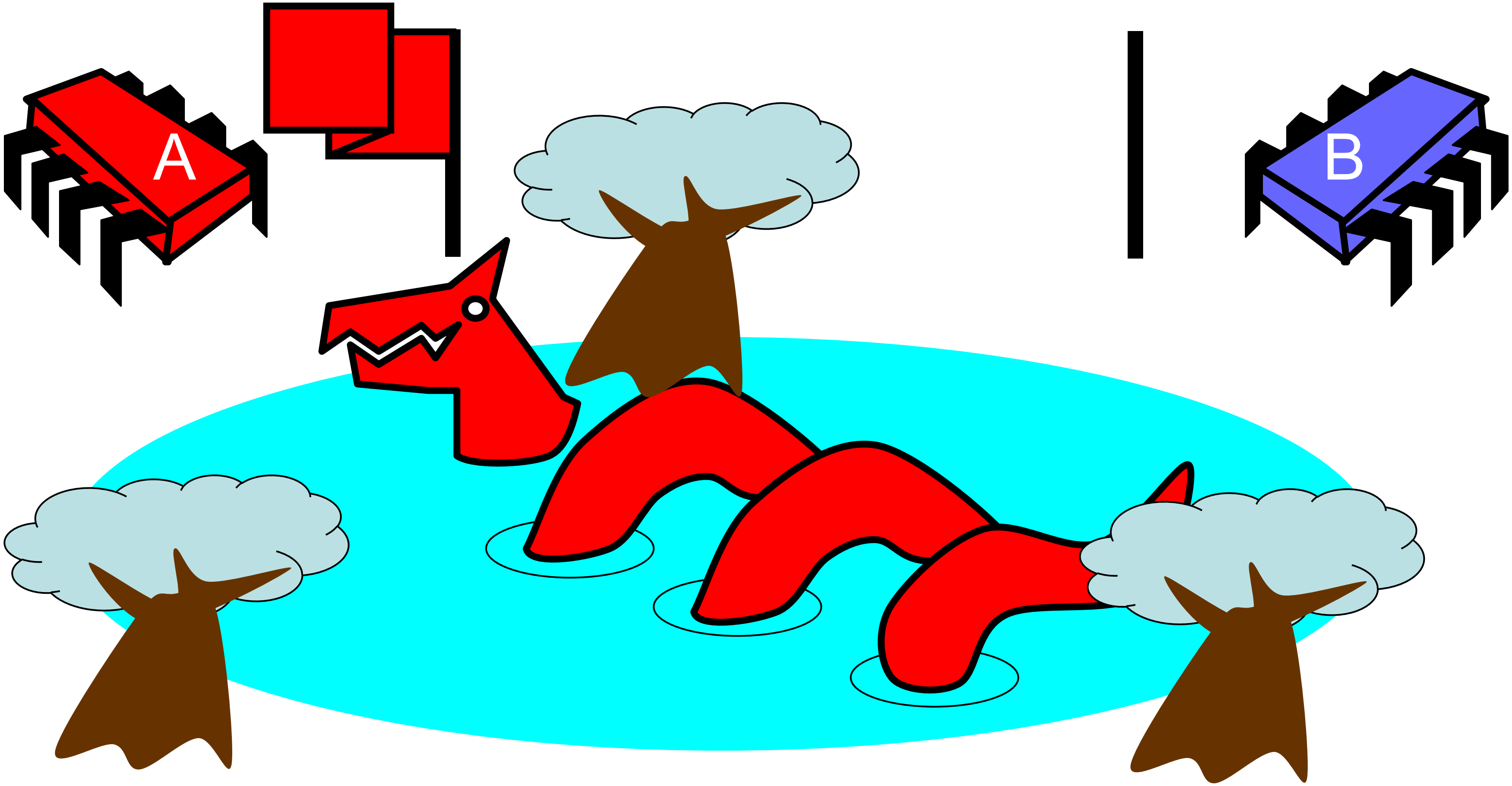
Interpretation

- Cannot solve mutual exclusion with interrupts
  - Sender sets fixed bit in receiver's space
  - Receiver resets bit when ready
  - Requires unbounded number of interrupt bits

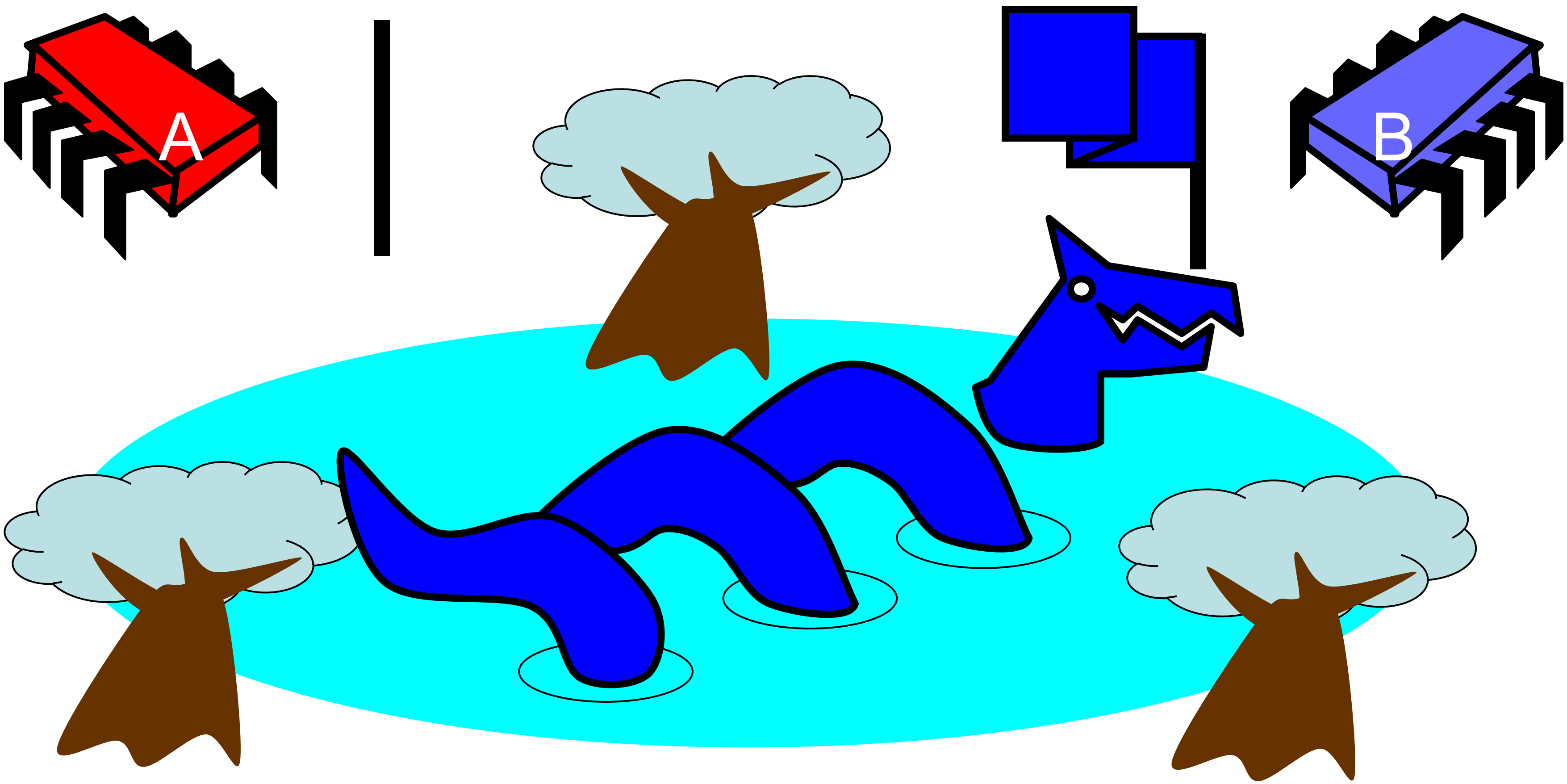
Flag Protocol



Alice's Protocol (sort of)



Bob's Protocol (sort of)



Alice’s Protocol

- Raise flag
- Wait until Bob’s flag is down
- Unleash pet
- Lower flag when pet returns

Bob’s Protocol

- Raise flag
- Wait until Alice’s flag is down
- Unleash pet
- Lower flag when pet returns

danger!

Bob's Protocol (2nd try)

- Raise flag
- While Alice's flag is up
  - Lower flag
  - Wait for Alice's flag to go down
  - Raise flag
- Unleash pet
- Lower flag when pet returns

Bob's Protocol

Bob defers to Alice

- Raise flag
- While Alice's flag is up
  - Lower flag
  - Wait for Alice's flag to go down
  - Raise flag
- Unleash pet
- Lower flag when pet returns

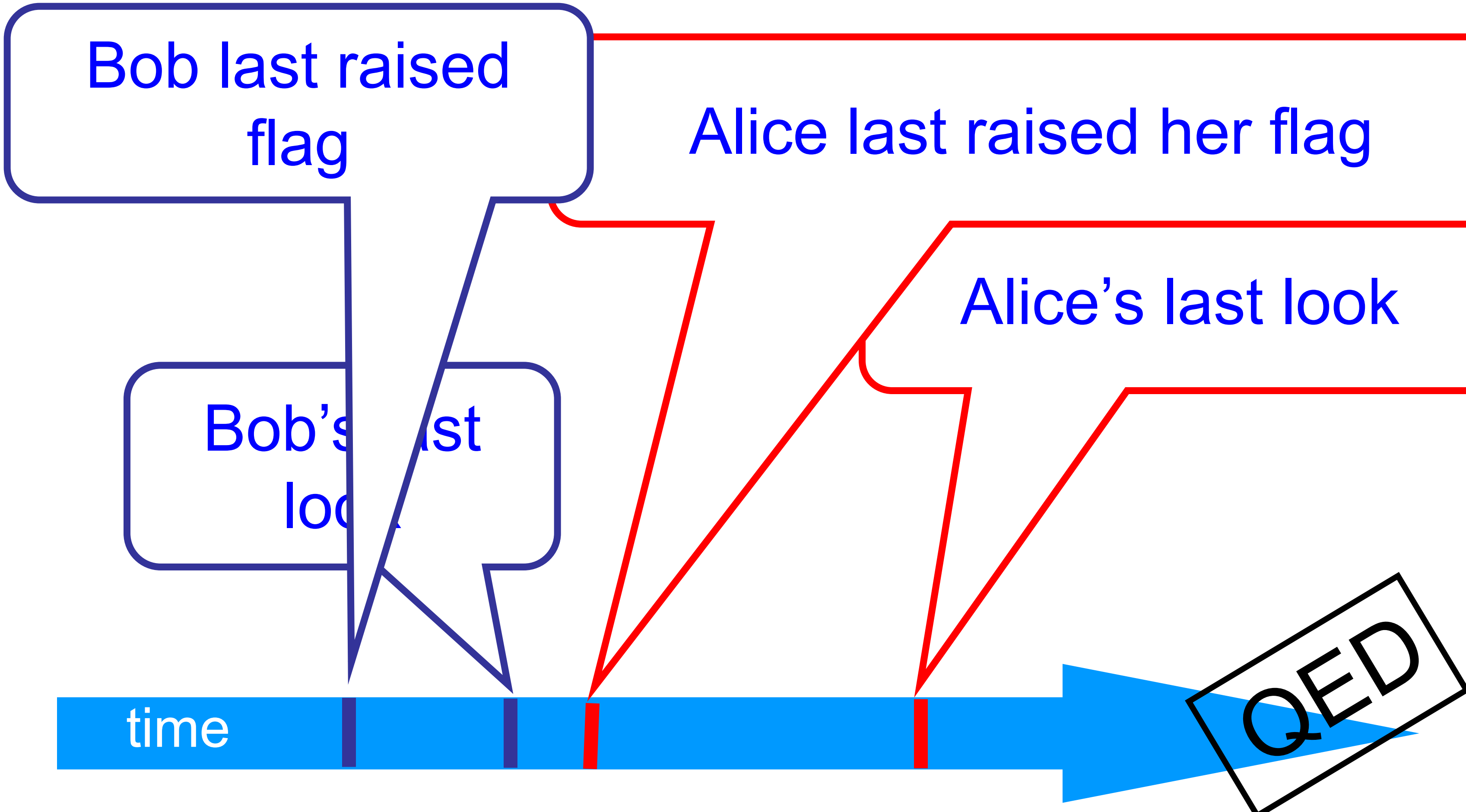
The Flag Principle

- Raise the flag
- Look at other's flag
- Flag Principle:
  - If each raises and looks, then
  - Last to look must see both flags up

Proof of Mutual Exclusion

- Assume both pets in pond
  - Derive a contradiction
  - By reasoning **backwards**
- Consider the last time Alice and Bob each looked before letting the pets in
- Without loss of generality assume Alice was the last to look…

Proof



Alice must have seen Bob’s Flag. A Contradiction

Proof of No Deadlock

- If only one pet wants in, it gets in.

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- Deadlock requires both continually trying to get in.

Proof of No Deadlock

- If only one pet wants in, it gets in.
- Deadlock requires both continually trying to get in.
- If Bob sees Alice's flag, he backs off, gives her priority (Alice's lexicographic privilege)

QED

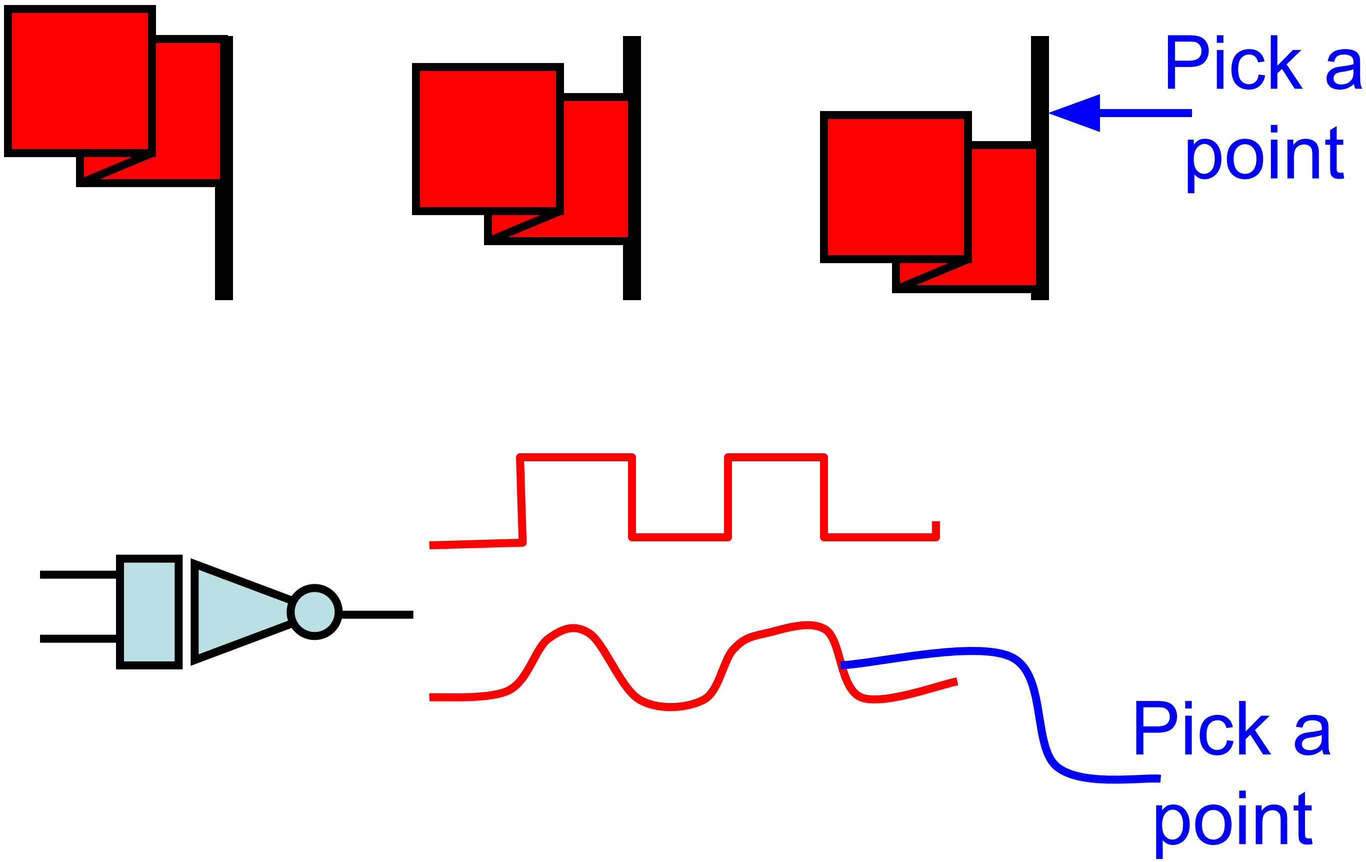
Remarks

- Protocol is *unfair*
  - Bob's pet might never get in
- Protocol uses *waiting*
  - If Bob is eaten by his pet, Alice's pet might never get in

Moral of Story

- Mutual Exclusion cannot be solved by
  - transient communication (cell phones)
  - interrupts (cans)
- It can be solved by
  - one-bit shared variables
  - that can be read or written

The Arbiter Problem (an aside)



The Fable Continues

- Alice and Bob fall in love & marry

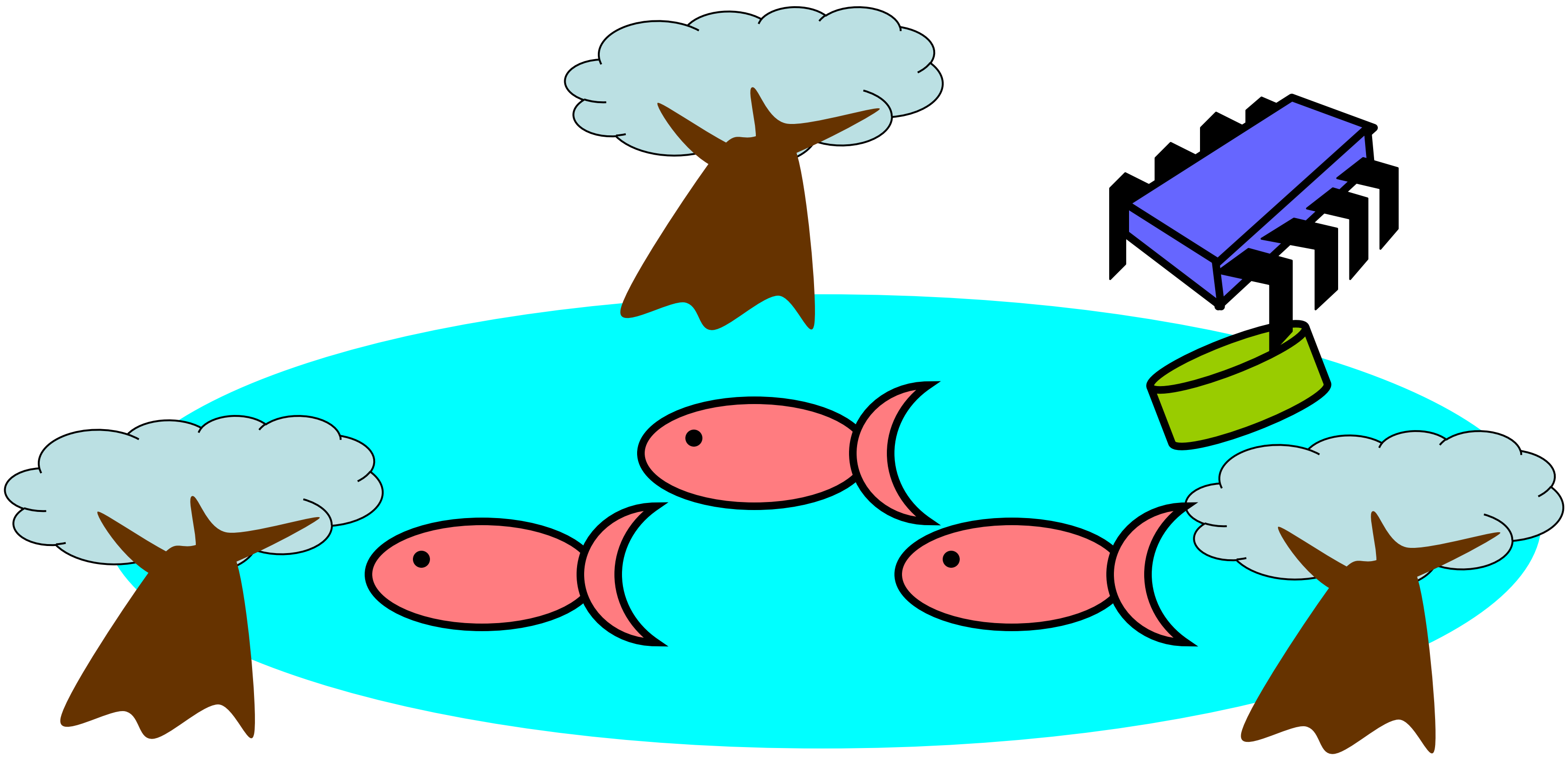
The Fable Continues

- Alice and Bob fall in love & marry
- Then they fall out of love & divorce
  - After a coin flip, she gets the pets
  - He has to feed them

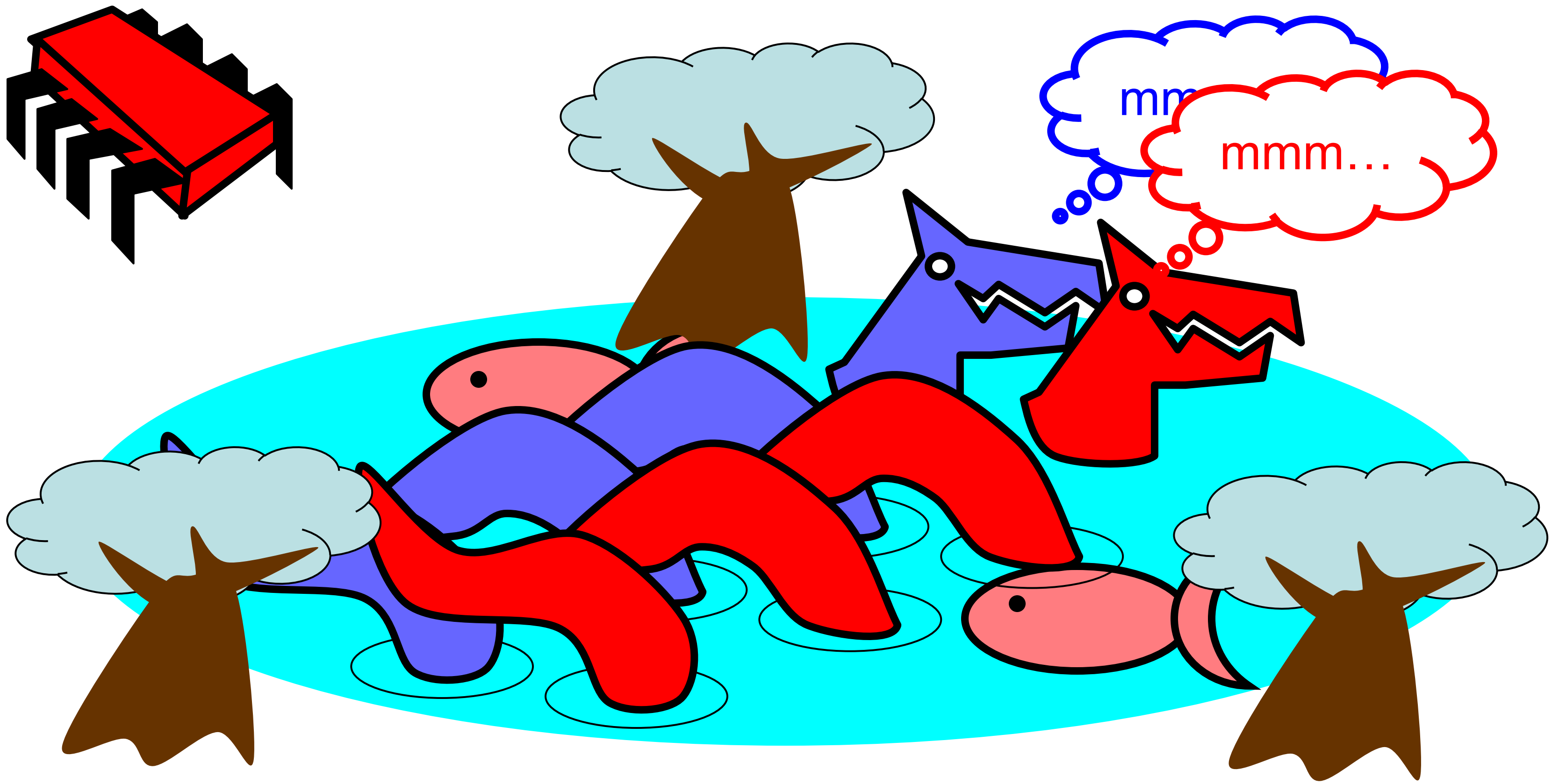
The Fable Continues

- Alice and Bob fall in love & marry
- Then they fall out of love & divorce
  - She gets the pets
  - He has to feed them
- Leading to a new coordination problem: Producer-Consumer

Bob Puts Food in the Pond



Alice releases her pets to Feed



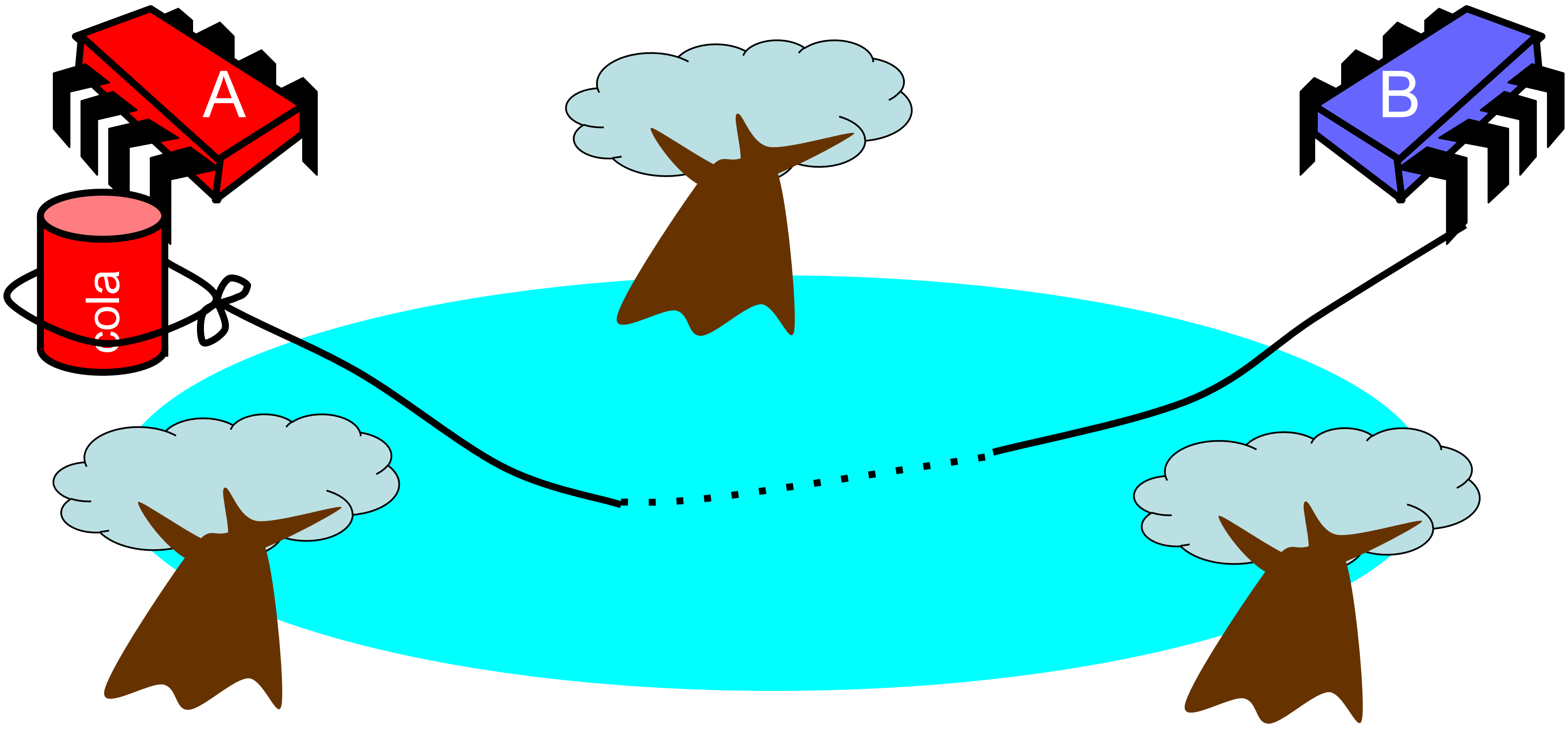
Producer/Consumer

- Alice and Bob can’t meet
  - Each has restraining order on other
  - So he puts food in the pond
  - And later, she releases the pets
- Avoid
  - Releasing pets when there’s no food
  - Putting out food if uneaten food remains

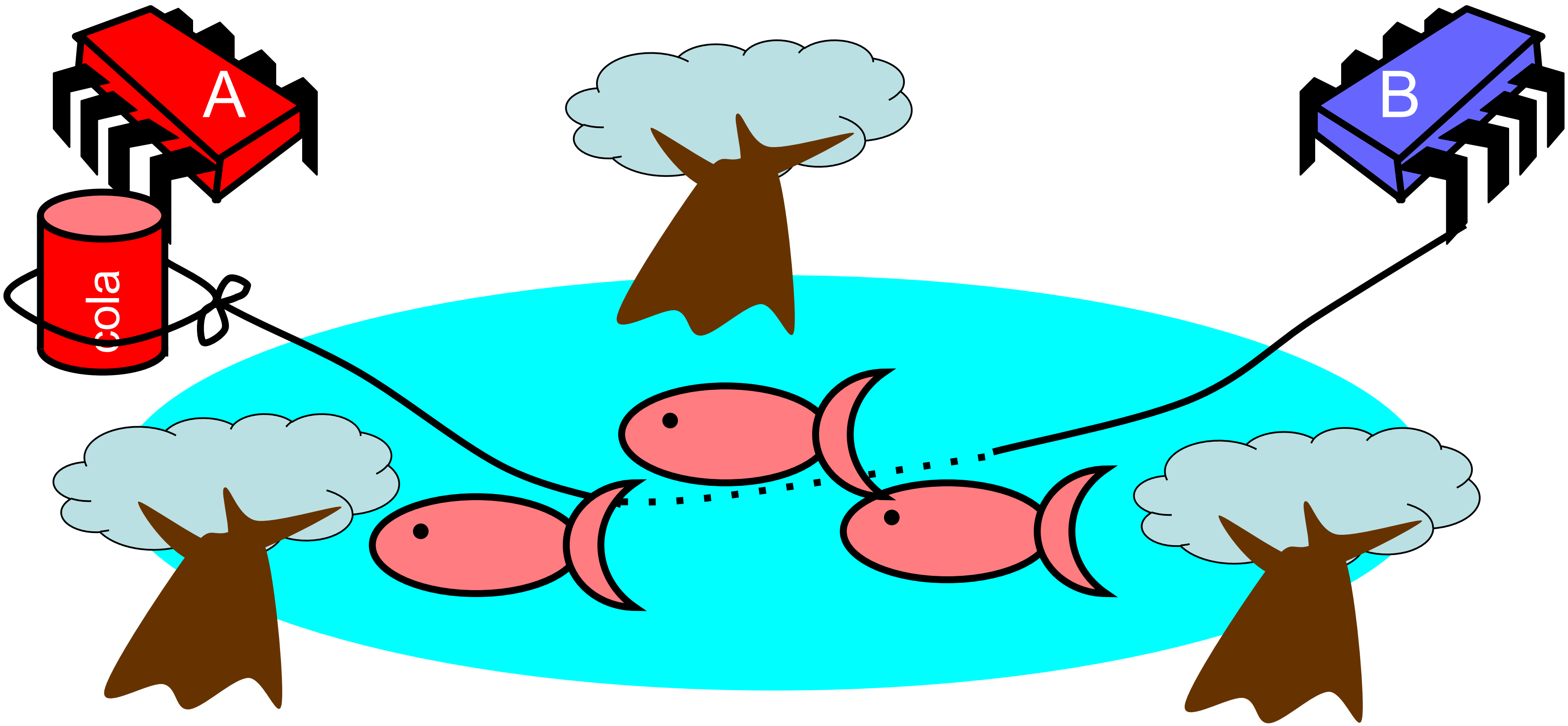
Producer/Consumer

- Need a mechanism so that
  - Bob lets Alice know when food has been put out
  - Alice lets Bob know when to put out more food

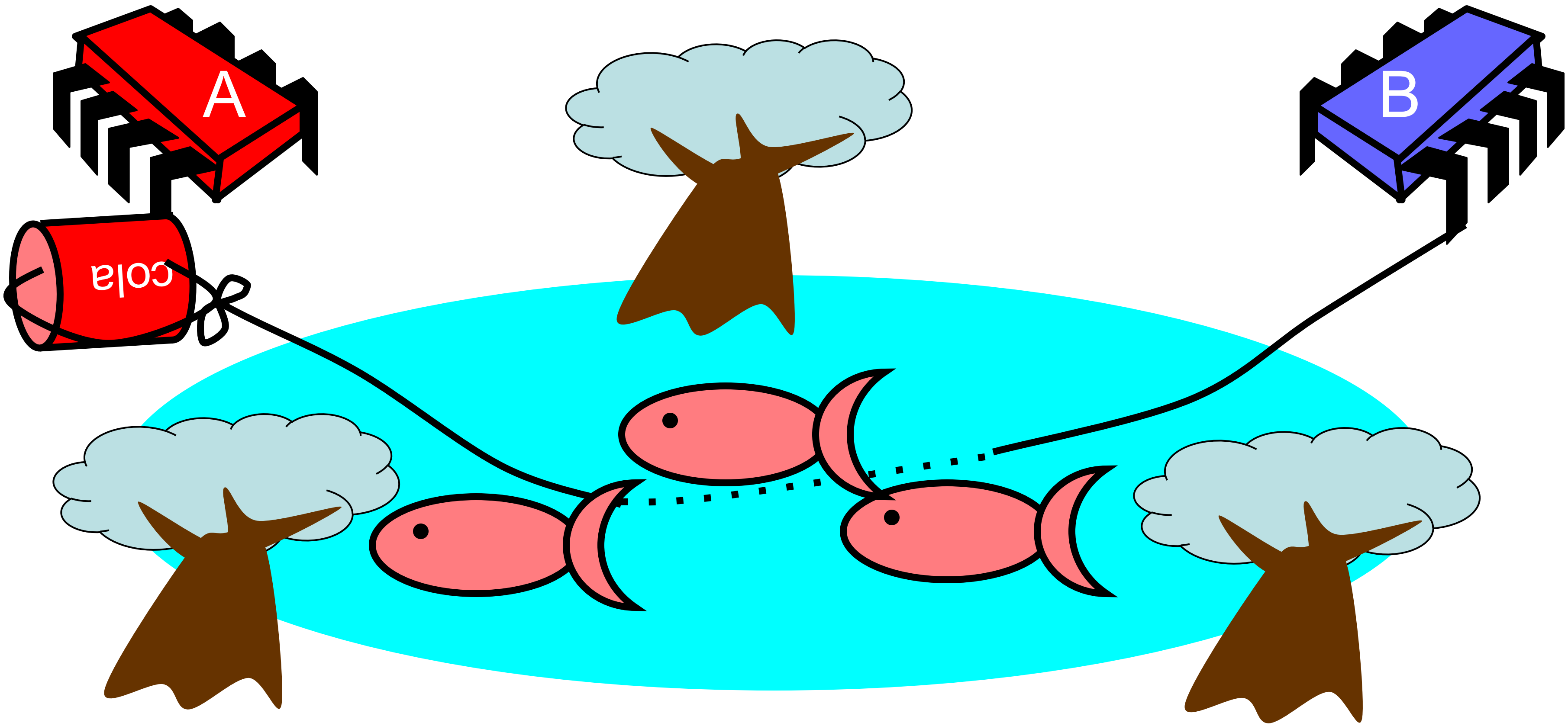
Surprise Solution



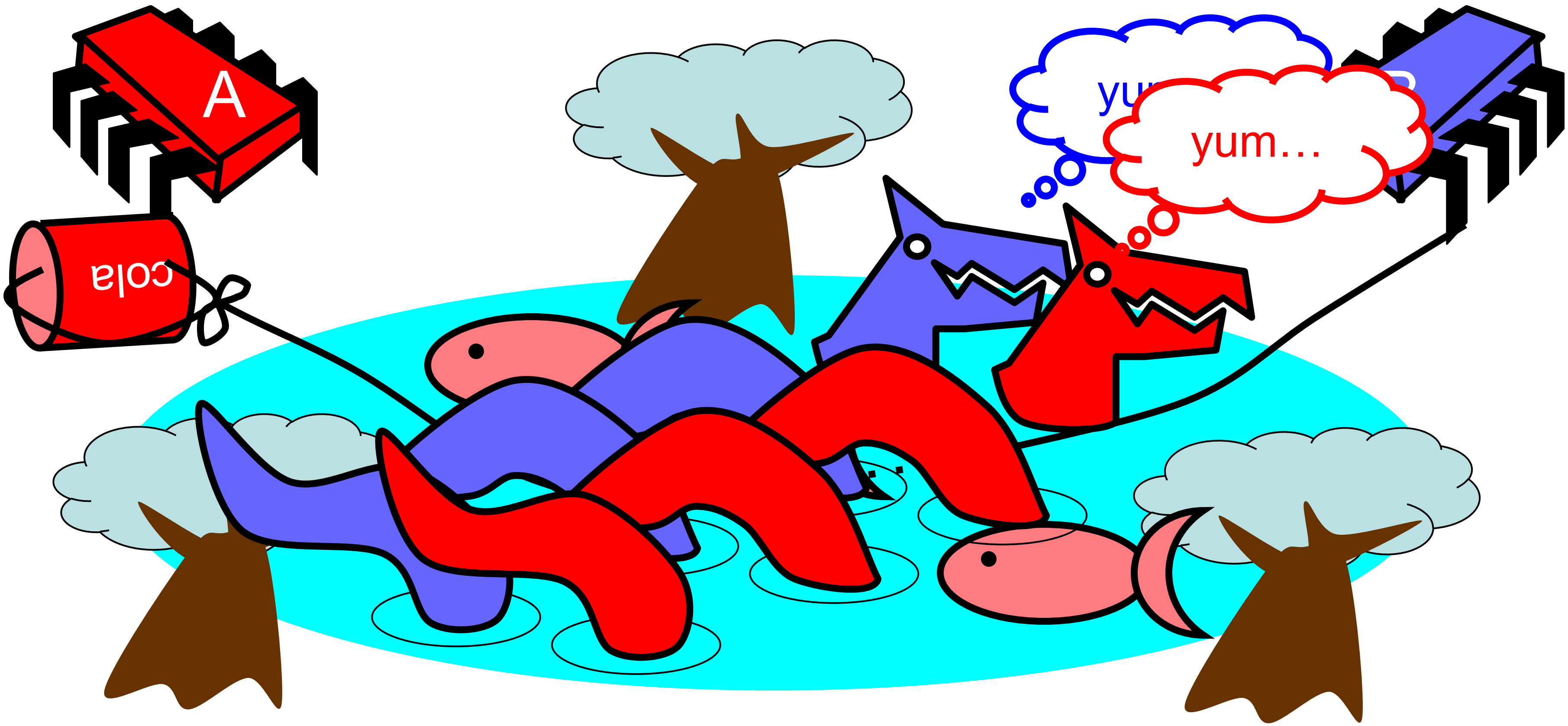
Bob puts food in Pond



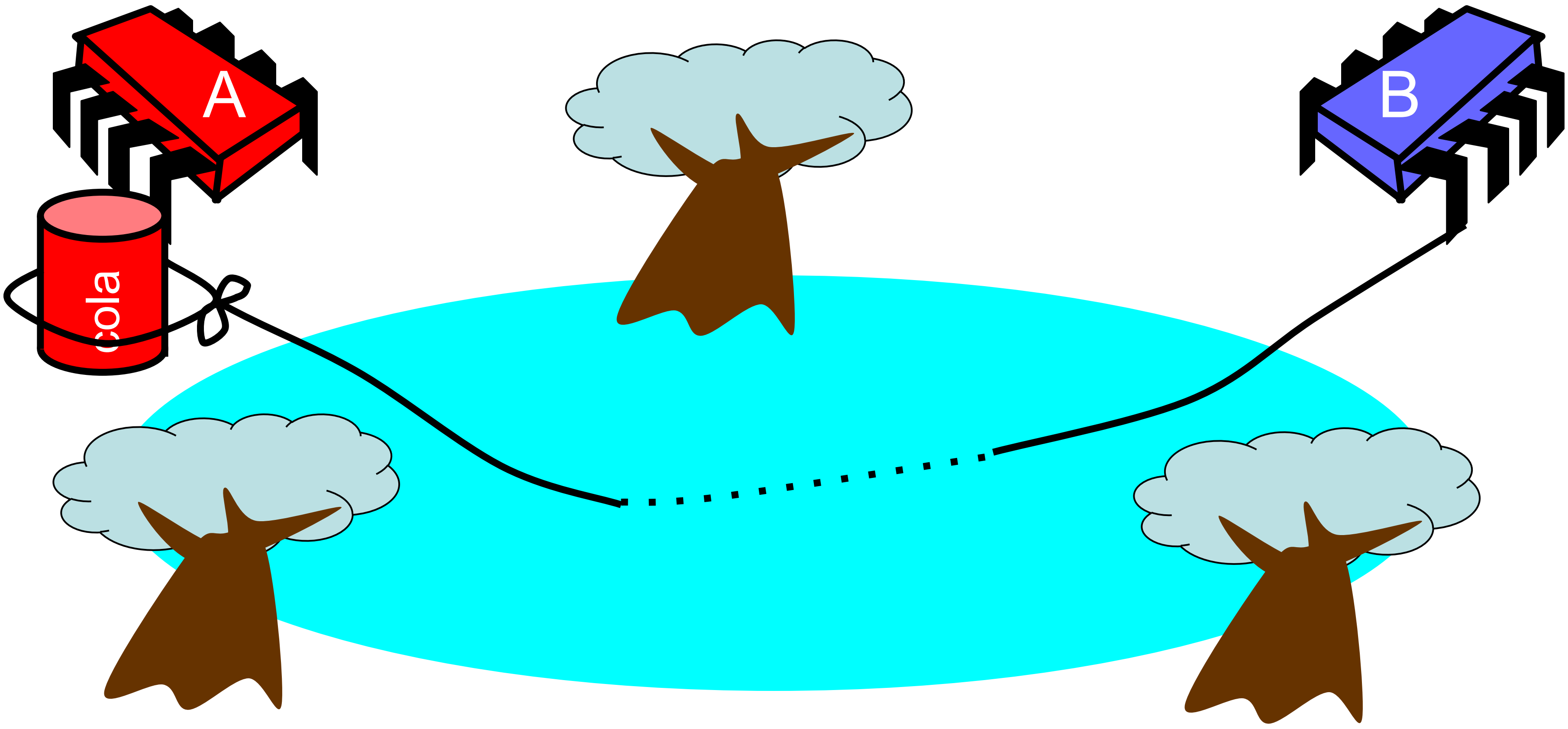
Bob knocks over Can



Alice Releases Pets



Alice Resets Can when Pets are Fed



Pseudocode

```
while (true) {
  while (can.isUp()){};
  pet.release();
  pet.recapture();
  can.reset();
}
```

Alice's code

Pseudocode

```
while (true) {
  while (can.isUp()){};
  pet.release();
  pet.recapture();
  can.reset();
}
```

Alice's code

Bob's code

```
while (true) {
  while (can.isDown()){};
  pond.stockWithFood();
  can.knockOver();
}
```

Correctness

- Mutual Exclusion
  - Pets and Bob never together in pond

Correctness

- Mutual Exclusion
  - Pets and Bob never together in pond
- No Starvation

  if Bob always willing to feed, and pets always famished, then pets eat infinitely often.

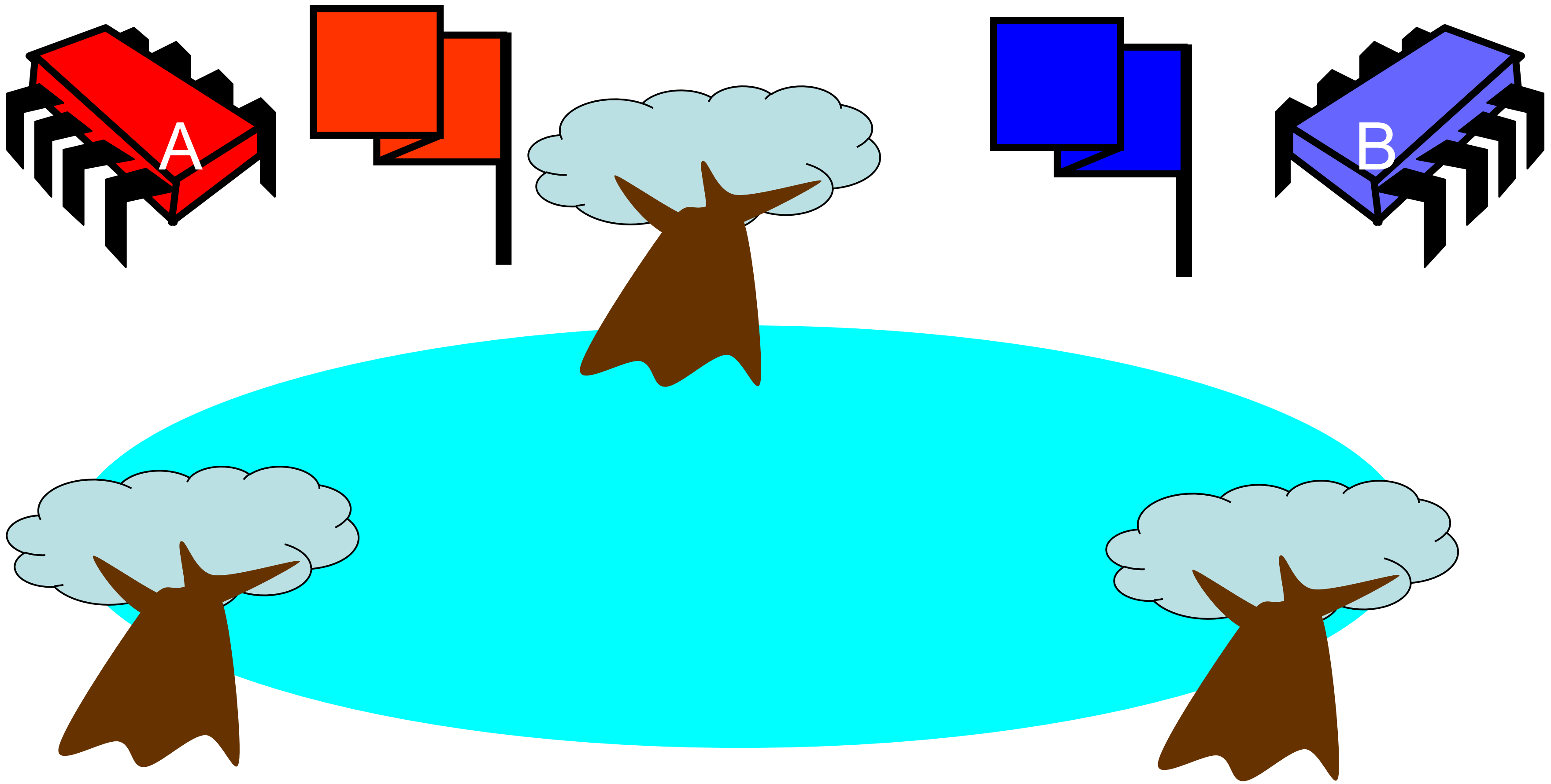
Correctness

- Mutual Exclusion safety
  – Pets and Bob never together in pond
- No Starvation liveness

  if Bob always willing to feed, and pets always famished, then pets eat infinitely often.
- Producer/Consumer safety

  The pets never enter pond unless there is food, and Bob never provides food if there is unconsumed food.

Could Also Solve Using Flags



Waiting

- Both solutions use waiting
  - `while(mumble){}`
- In some cases waiting is ***problematic***
  - If one participant is delayed
  - So is everyone else
  - But delays are common & unpredictable

The Fable drags on …

- Bob and Alice still have issues

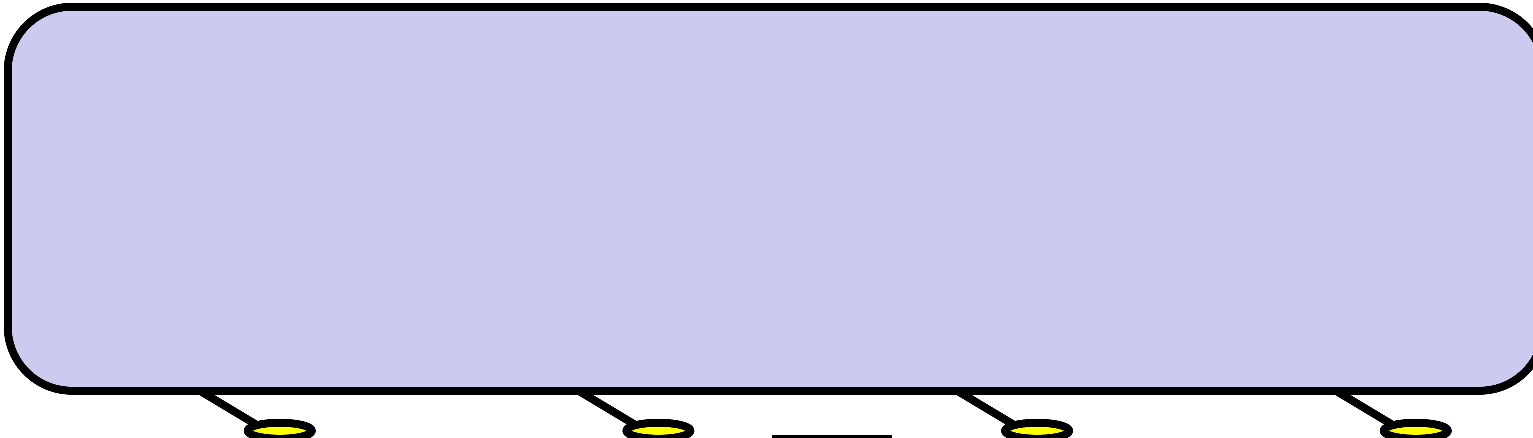
The Fable drags on …

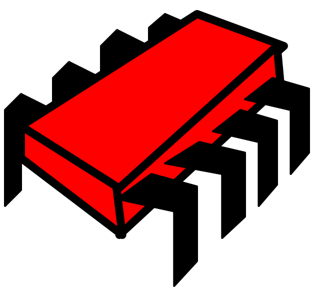
- Bob and Alice still have issues
- So they need to communicate

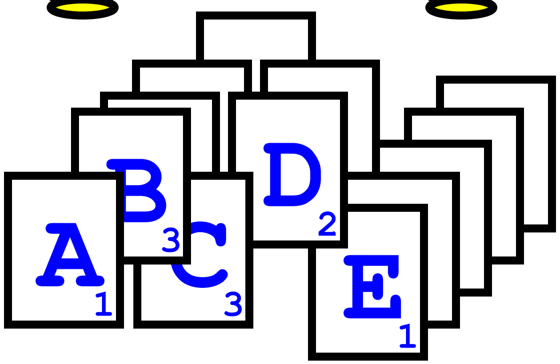
The Fable drags on …

- Bob and Alice still have issues
- So they need to communicate
- They agree to use billboards …

Billboards are Large



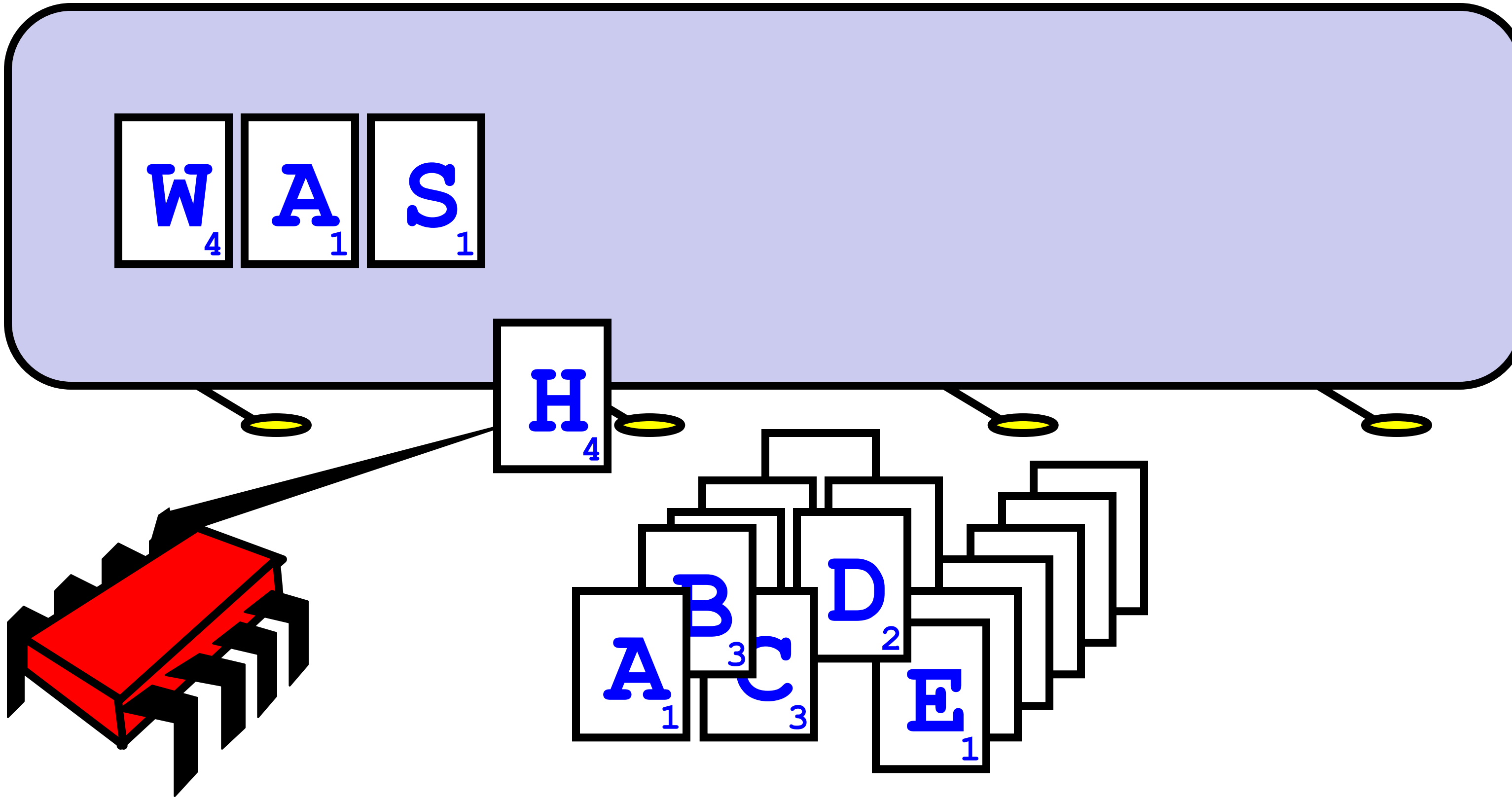




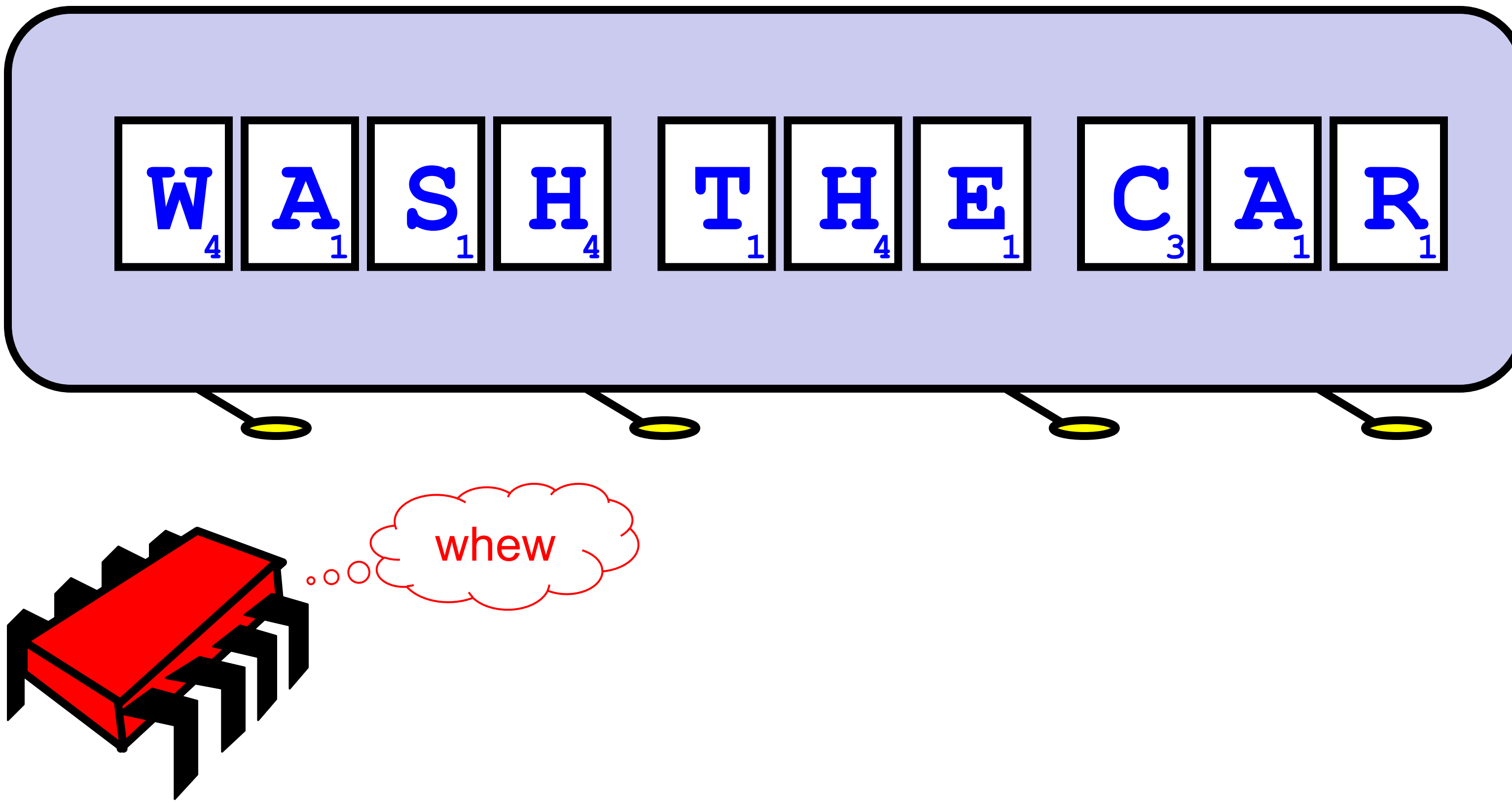
Letter Tiles

From Scrabble™ box

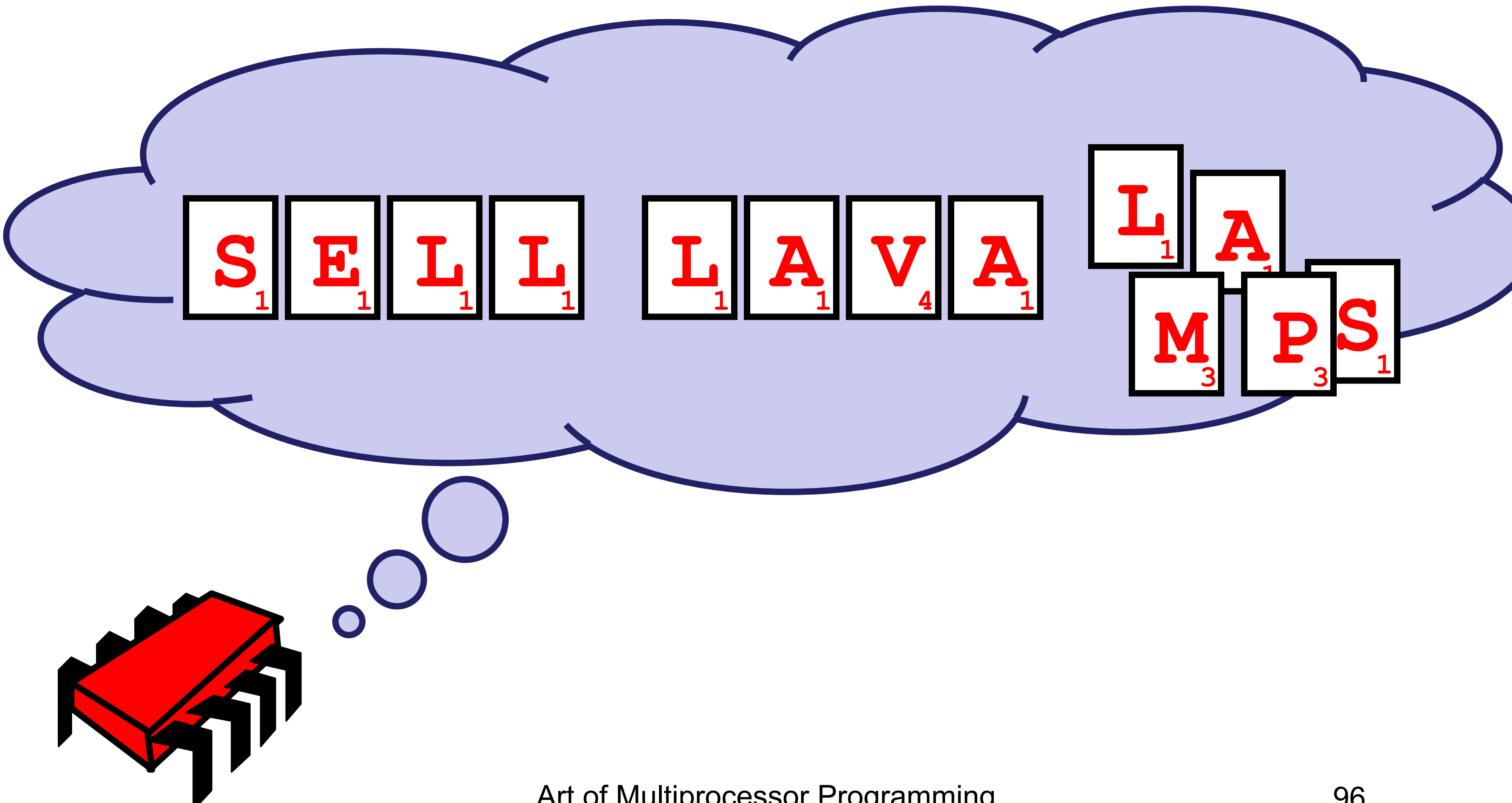
Write One Letter at a Time …



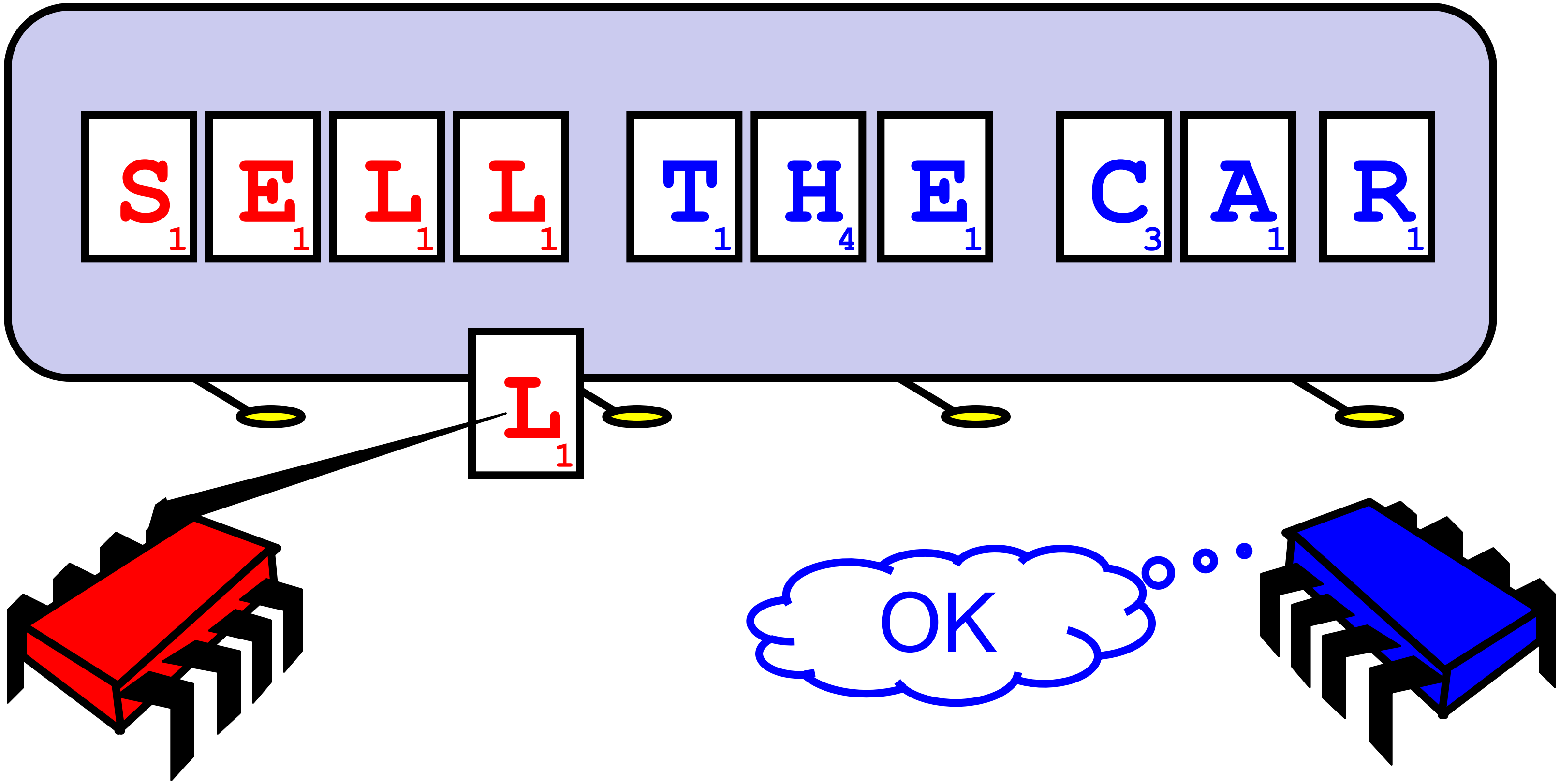
To post a message



Let's send another message



Uh-Oh



Readers/Writers

- Devise a protocol so that
  - Writer writes one letter at a time
  - Reader reads one letter at a time
  - Reader sees “snapshot”
    - Old message or new message
    - No mixed messages

Readers/Writers (continued)

- Easy with mutual exclusion
- But mutual exclusion requires waiting
  - One waits for the other
  - Everyone executes sequentially
- Remarkably
  - We can solve R/W without mutual exclusion

Esoteric?

- Java container **`size()`** method
- Single shared counter?
  - incremented with each **`add()`** and
  - decremented with each **`remove()`**
- Threads wait to exclusively access counter

performance bottleneck

Readers/Writers Solution

- Each thread i has `size[i]` counter
  - only it increments or decrements.
- To get object's size, a thread reads a "snapshot" of all counters
- This eliminates the bottleneck

Why do we care?

- We want as much of the code as possible to execute concurrently (in parallel)
- A larger sequential part implies reduced performance
- Amdahl's law: this relation is not linear…

Amdahl's Law

$$\text{Speedup} = \frac{1\text{-thread execution time}}{n\text{-thread execution time}}$$

Amdahl's Law

Speedup= $$\frac{1}{1-p+\frac{p}{n}}$$

Amdahl's Law

Speedup= $$\frac{1}{1-p+\boxed{\frac{p}{n}}}$$

Parallel fraction

Amdahl's Law

Sequential fraction

Parallel fraction

Speedup= $\dfrac{1}{\boxed{1-p} + \boxed{\dfrac{p}{n}}}$

Amdahl's Law

Sequential fraction

Parallel fraction

$$\textbf{Speedup}=\frac{1}{\boxed{1-p}+\frac{\boxed{p}}{\boxed{n}}}$$

Number of threads

Amdal’s Law

Bad synchronization ruins everything

Example

- Ten processors
- 60% concurrent, 40% sequential
- How close to 10-fold speedup?

Example

- Ten processors
- 60% concurrent, 40% sequential
- How close to 10-fold speedup?

$$\text{Speedup} = 2.17 = \frac{1}{1 - 0.6 + \frac{0.6}{10}}$$

Example

- Ten processors
- 80% concurrent, 20% sequential
- How close to 10-fold speedup?

Example

- Ten processors
- 80% concurrent, 20% sequential
- How close to 10-fold speedup?

$$\text{Speedup} = 3.57 = \frac{1}{1 - 0.8 + \frac{0.8}{10}}$$

Example

- Ten processors
- 90% concurrent, 10% sequential
- How close to 10-fold speedup?

Example

- Ten processors
- 90% concurrent, 10% sequential
- How close to 10-fold speedup?

$$\text{Speedup} = 5.26 = \frac{1}{1 - 0.9 + \frac{0.9}{10}}$$

Example

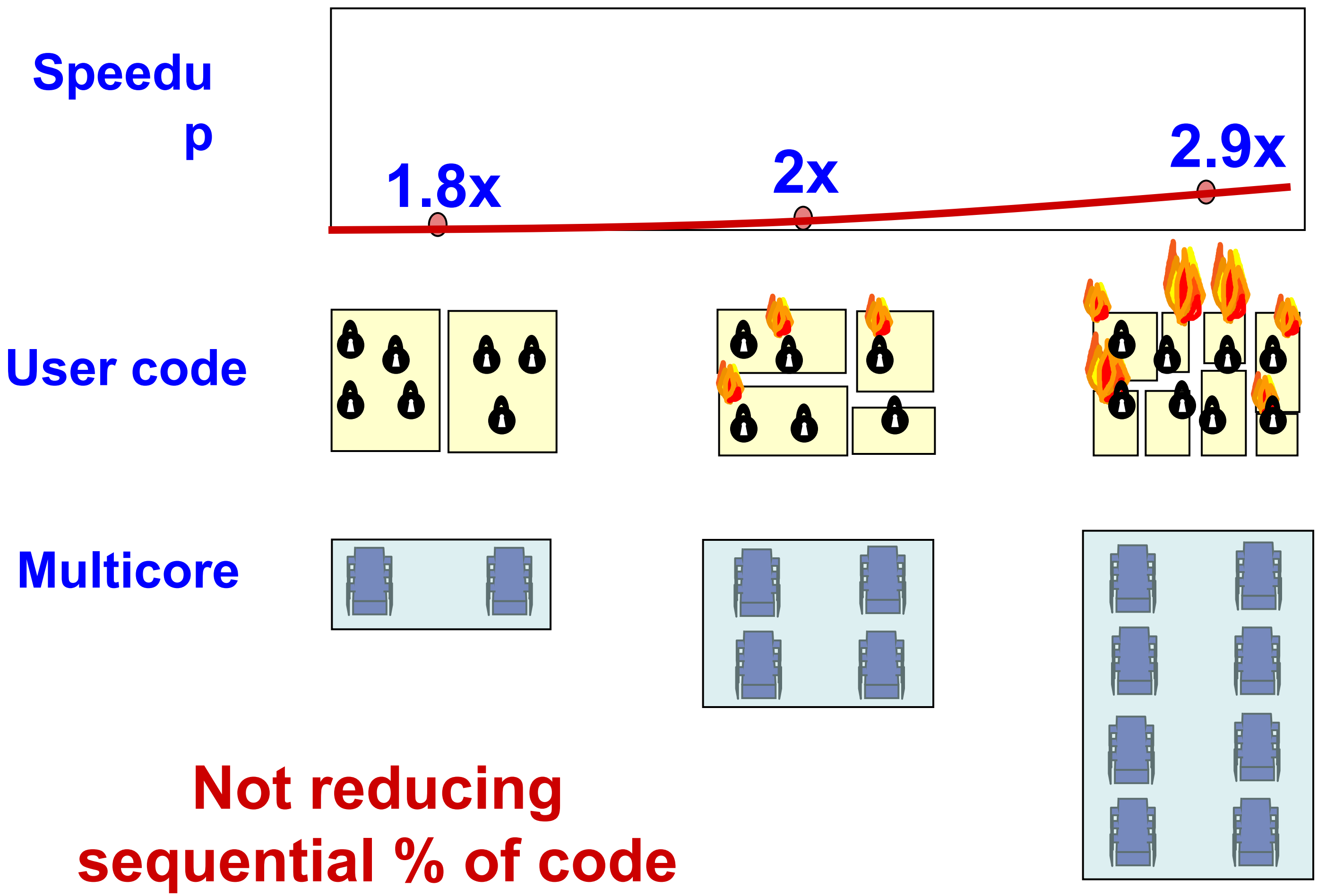
- Ten processors
- 99% concurrent, 01% sequential
- How close to 10-fold speedup?

Example

- Ten processors
- 99% concurrent, 01% sequential
- How close to 10-fold speedup?

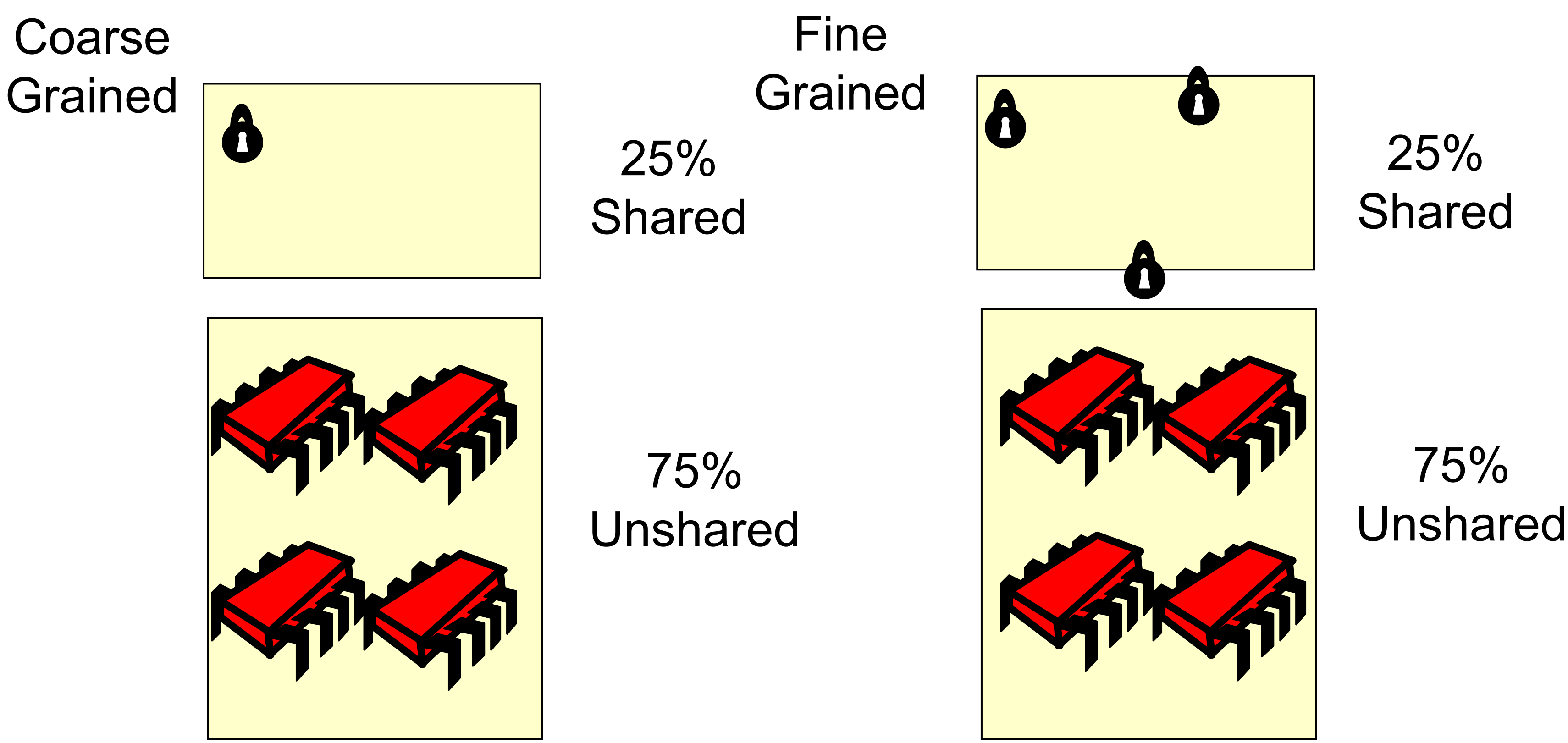
$$\text{Speedup} = 9.17 = \frac{1}{1 - 0.99 + \frac{0.99}{10}}$$

Back to Real-World Multicore Scaling

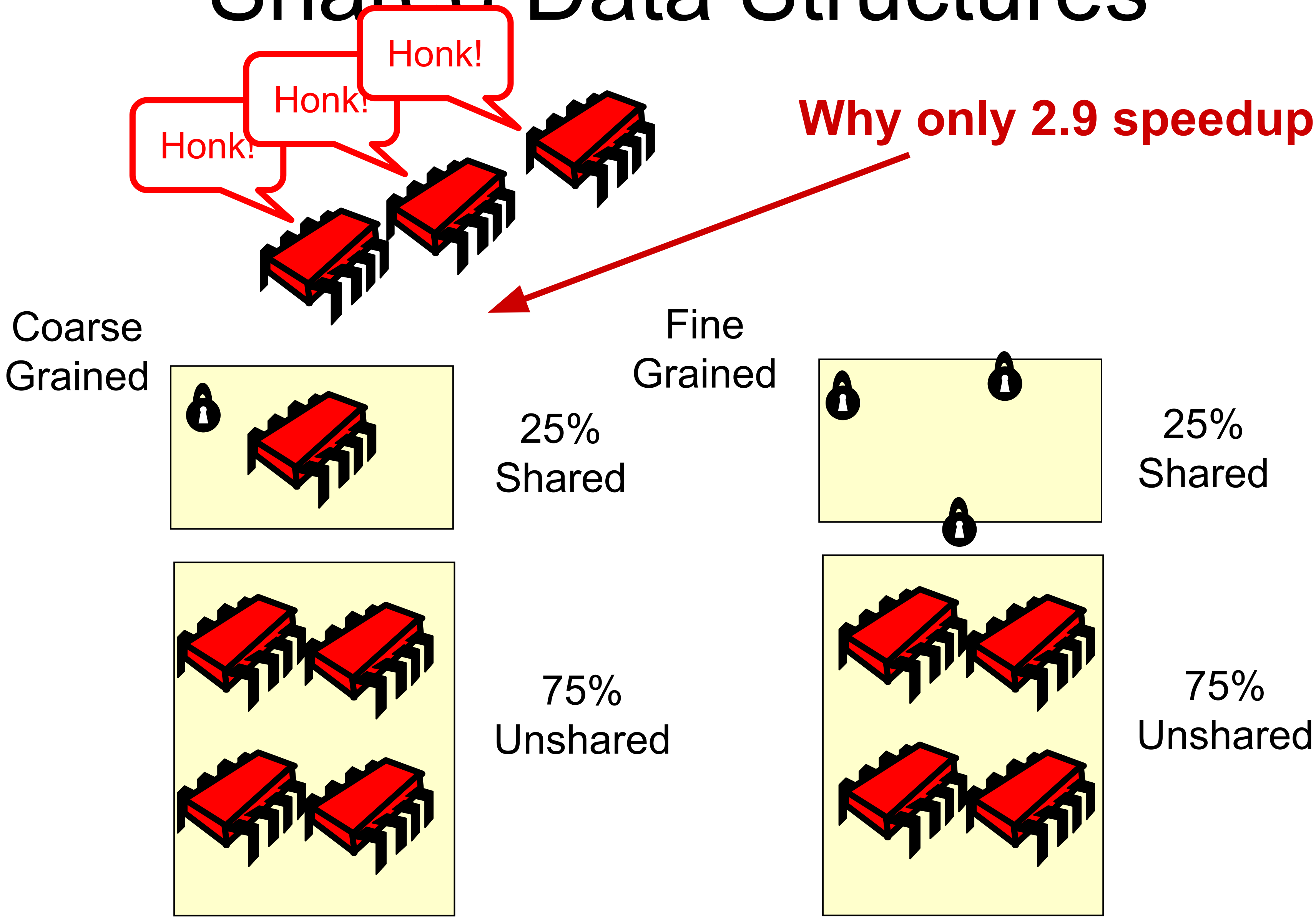


Not reducing sequential % of code

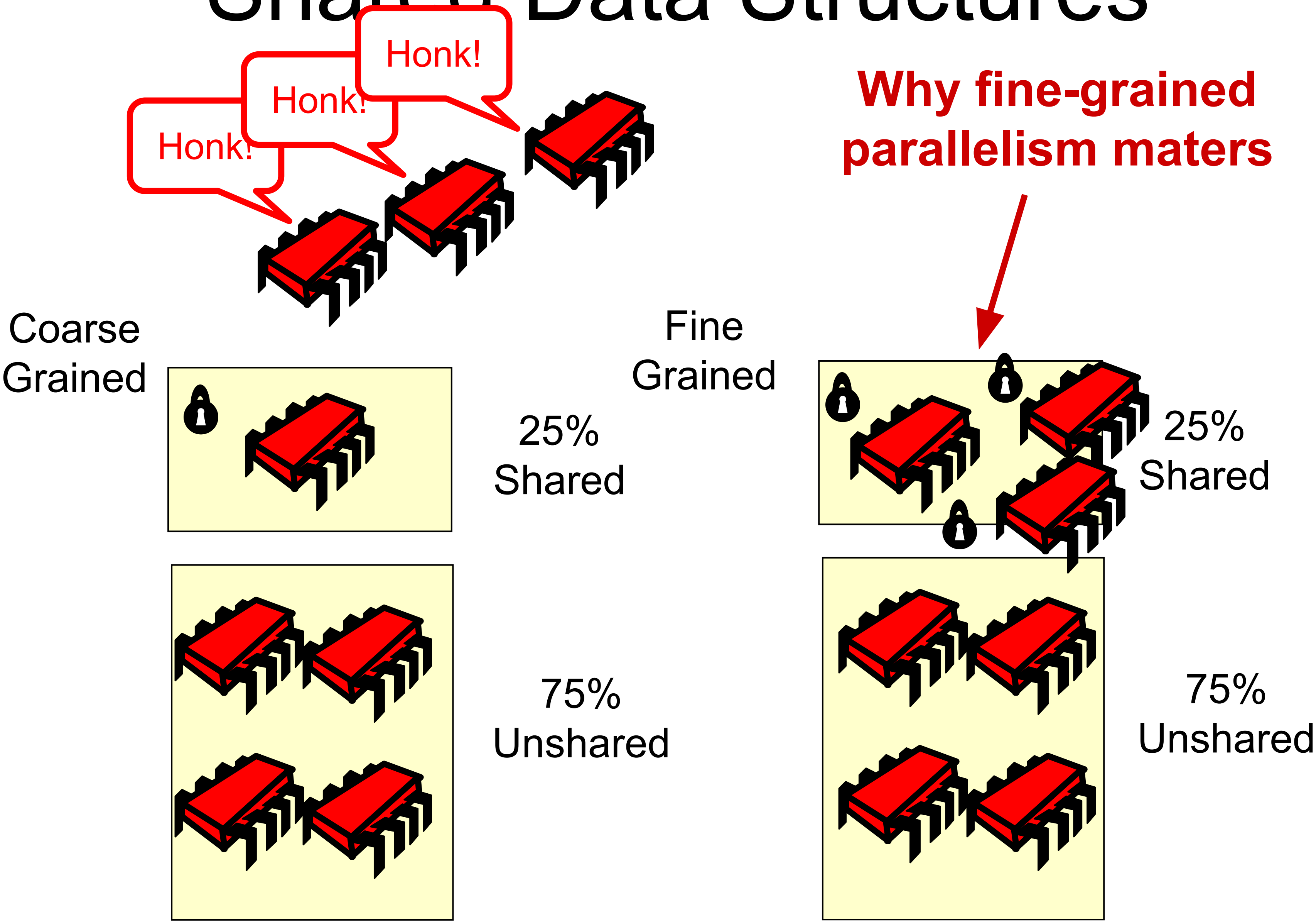
Shared Data Structures



Shared Data Structures



Shared Data Structures



This course is about the parts that
are hard to make concurrent …
but still have a big influence on speedup!