











VSync: Enabling Performance on Modern Hardware with Practical Verification

Diogo Behrens












Some years ago, in this very same conference. . .
finally open sourced with support of OpenHarmony!

> Proceedings > ASPLOS '21 > VSync: push-button verification and optimization for synchronization primitives on weak memory models


RESEARCH-ARTICLE OPEN ACCESS •   


    




VSync: push-button verification and optimization for synchronization primitives on weak memory models

Authors:  Jonas Oberhauser,  Rafael Lourenco de Lima Chehab,  Diogo Behrens,  Ming Fu,  Antonio Paolillo,
 Lilith Oberhauser,  Koustubha Bhat,  Yuzhong Wen,  Haibo Chen,  JaeHo Kim,  Viktor Vafeiadis [Authors Info & Claims](#)

ASPLOS '21: Proceedings of the 26th ACM International Conference on Architectural Support for Programming Languages and Operating Systems • April 2021 • Pages 530–545 • <https://doi.org/10.1145/3445814.3446748>

Published: 17 April 2021 [Publication History](#) 

 20  1,902

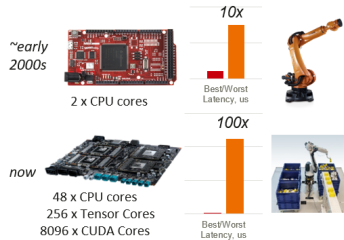
    

As the hardware evolves, so does the concurrency control

Challenges of modern hardware

- Many-cores everywhere

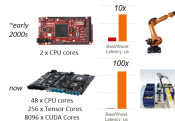
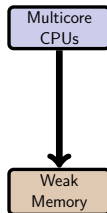
Multicore
CPUs



As the hardware evolves, so does the concurrency control

Challenges of modern hardware

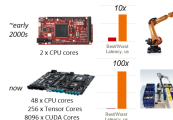
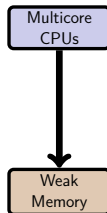
- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8



As the hardware evolves, so does the concurrency control

Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8

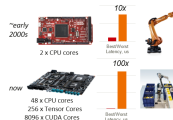
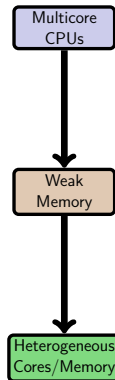


```
Init
msg = 0; ready = false;

Thread 1      Thread 2
WMM reorder → msg = 42;      while(!ready) {}
               ready = true;  assert(msg == 42); x
```

Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8



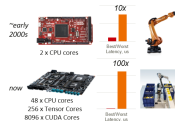
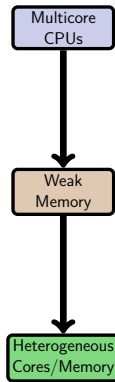
```
Init
msg = 0; ready = false;

Thread 1      Thread 2
WMM reorder → msg = 42;      while(!ready) {}
               ready = true;  assert(msg == 42); x
```

As the hardware evolves, so does the concurrency control

Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8
- ▶ Deep NUMA hierarchies

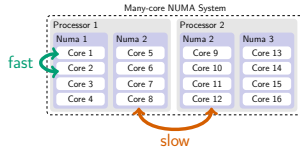


Init
msg = 0; ready = false;

Thread 1
msg = 42;
ready = true;

Thread 2
while(!ready) {}
assert(msg == 42); x

WMM reorder



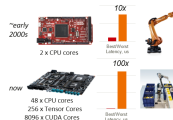
Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8
- ▶ Deep NUMA hierarchies
- ▶ Heterogeneous cores, eg, big.LITTLE

Multicore CPUs

Weak Memory

Heterogeneous Cores/Memory



Init

```
msg = 0; ready = false;
```

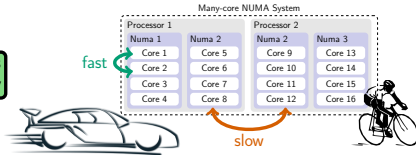
Thread 1

```
msg = 42;  
ready = true;
```

Thread 2

```
while(!ready) {}  
assert(msg == 42); x
```

WMM reorder



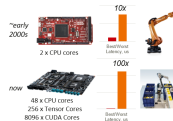
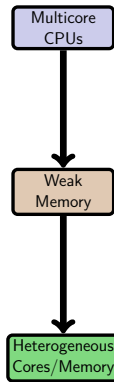
As the hardware evolves, so does the concurrency control

Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8
- ▶ Deep NUMA hierarchies
- ▶ Heterogeneous cores, eg, big.LITTLE

Consequences to concurrent software

- ▶ Smarter concurrency is more complex

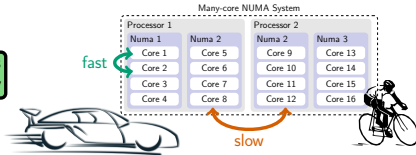


Init
msg = 0; ready = false;

Thread 1
msg = 42;
ready = true;

Thread 2
while(!ready) {}
assert(msg == 42); x

WMM reorder



As the hardware evolves, so does the concurrency control

Challenges of modern hardware

- ▶ Many-cores everywhere
- ▶ Weak Memory Models, eg, RISC-V, ARMv8
- ▶ Deep NUMA hierarchies
- ▶ Heterogeneous cores, eg, big.LITTLE

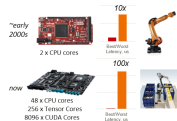
Consequences to concurrent software

- ▶ Smarter concurrency is more complex
- ▶ Complexity gets out of control!
- ▶ Safety compromised: crashes, data corruption, ...

Multicore CPUs

Weak Memory

Heterogeneous Cores/Memory



Init

```
msg = 0; ready = false;
```

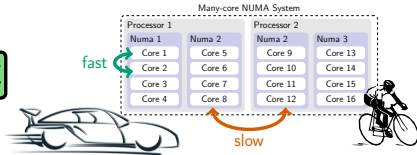
Thread 1

```
msg = 42;  
ready = true;
```

Thread 2

```
while(!ready) {}  
assert(msg == 42); x
```

WMM reorder



What can the industry do?



Keep-it-simple and Overprotect?

- ▶ Simplify design as much as possible
- ▶ Spray code with memory barriers and locks
- ▶ Risk: performance impact



Rely on Expert Optimizations?

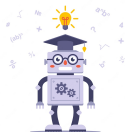
- ▶ Exclusively rely on highly-skilled engineers
- ▶ Carefully design, implement and optimize
- ▶ Risk: error-prone, low maintainability

Our approach!



Batteries Included

github.com/open-s4c/libvsync



Automated Experts

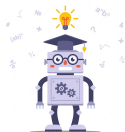
github.com/open-s4c/vsyncer

Our approach!



Batteries Included

github.com/open-s4c/libvsync



Automated Experts

github.com/open-s4c/vsyncer

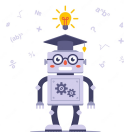
Don't rely on a minimal set of
overprotected and inefficient
concurrent components.

Our approach!



Batteries Included

github.com/open-s4c/libvsync



Automated Experts

github.com/open-s4c/vsyncer

Don't rely on a minimal set of
overprotected and inefficient
concurrent components.

Instead, provide an efficient and
verified library of practical
components.

Our approach!

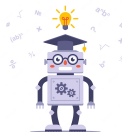


Batteries Included

github.com/open-s4c/libvsync

Don't rely on a minimal set of overprotected and inefficient concurrent components.

Instead, provide an efficient and verified library of practical components.



Automated Experts

github.com/open-s4c/vsyncer

Avoid always relying on concurrency experts!

Our approach!

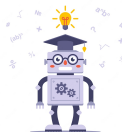


Batteries Included

github.com/open-s4c/libvsync

Don't rely on a minimal set of overprotected and inefficient concurrent components.

Instead, provide an efficient and verified library of practical components.



Automated Experts

github.com/open-s4c/vsyncer

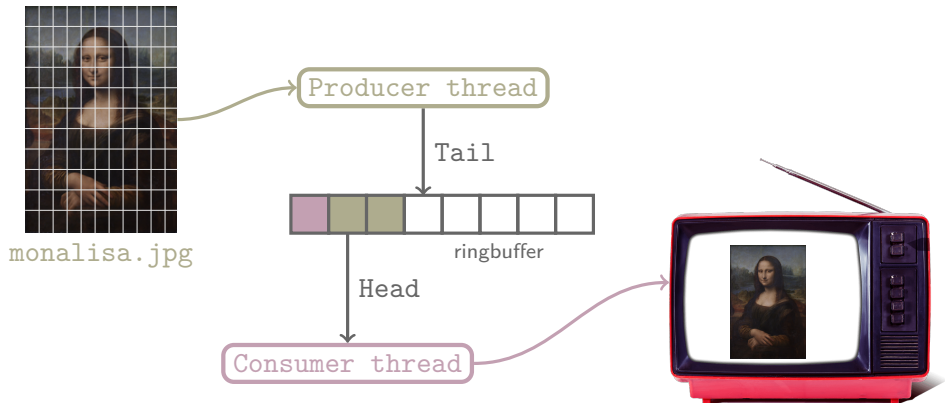
Avoid always relying on concurrency experts!

Instead, enable normal developers to develop concurrent code supporting verification tools.

TODO: Agenda

Let's implement a mycat.c

```
$ mycat monalisa.jpg | viu
```

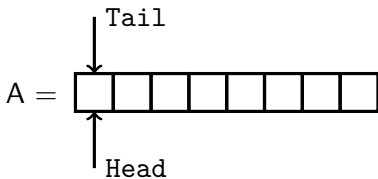


Coding session #1

Implementing an SPSC ringbuffer...

So, what is the problem, again?

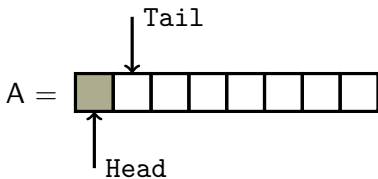
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}
```

So, what is the problem, again?

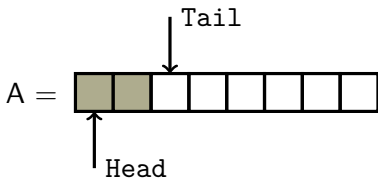
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}
```

So, what is the problem, again?

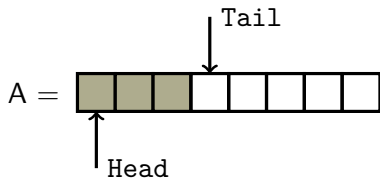
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}
```

So, what is the problem, again?

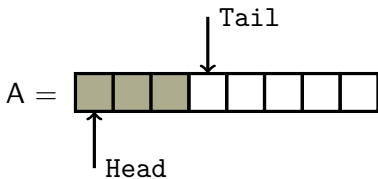
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

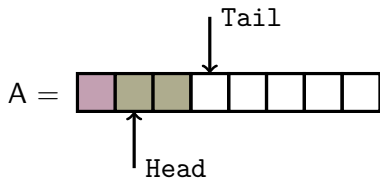


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    A[t % N] = item;
    return true;
}

item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    item_t *i = A[h % N];
    return i;
}
```


So, what is the problem, again?

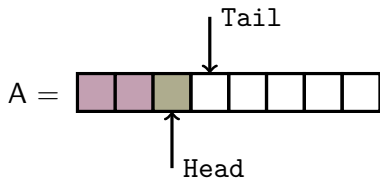
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}  
  
item_t *dequeue() {  
    // item to dequeue?  
    if (Tail - Head == 0)  
        return NULL;  
    uint h = Head++;  
    item_t *i = A[h % N];  
    return i;  
}
```

So, what is the problem, again?

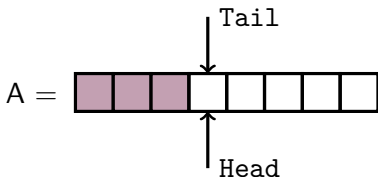
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}  
  
item_t *dequeue() {  
    // item to dequeue?  
    if (Tail - Head == 0)  
        return NULL;  
    uint h = Head++;  
    item_t *i = A[h % N];  
    return i;  
}
```

So, what is the problem, again?

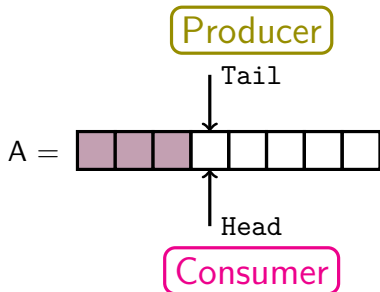
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}  
  
item_t *dequeue() {  
    // item to dequeue?  
    if (Tail - Head == 0)  
        return NULL;  
    uint h = Head++;  
    item_t *i = A[h % N];  
    return i;  
}
```

So, what is the problem, again?

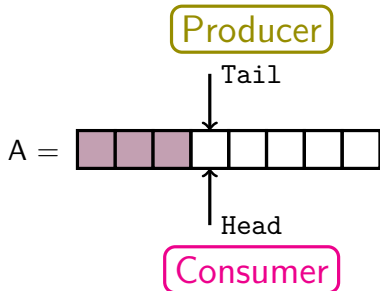
```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    → if (Tail - Head == N)  
        return false;  
    uint t = Tail++;  
    A[t % N] = item;  
    return true;  
}  
  
item_t *dequeue() {  
    // item to dequeue?  
    if (Tail - Head == 0)  
        return NULL;  
    uint h = Head++;  
    item_t *i = A[h % N];  
    return i;  
}
```

So, what is the problem, again?

```
#define N 8  
item_t *A[N];  
uint Tail = 0, Head = 0;
```

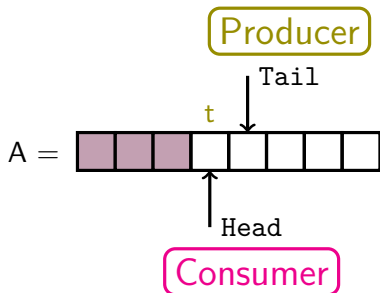


```
bool enqueue(item_t *item) {  
    // space to enqueue?  
    if (Tail - Head == N)  
        return false;  
    → uint t = Tail++;  
      A[t % N] = item;  
    return true;  
}
```

```
item_t *dequeue() {  
    // item to dequeue?  
    if (Tail - Head == 0)  
        return NULL;  
    uint h = Head++;  
    item_t *i = A[h % N];  
    return i;  
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

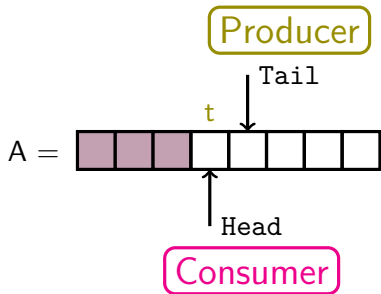


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    → A[t % N] = item;
    return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    item_t *i = A[h % N];
    return i;
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

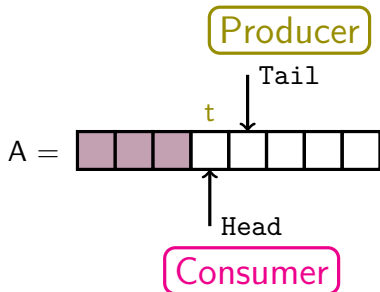


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    --> A[t % N] = item;
    return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    → if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    item_t *i = A[h % N];
    return i;
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

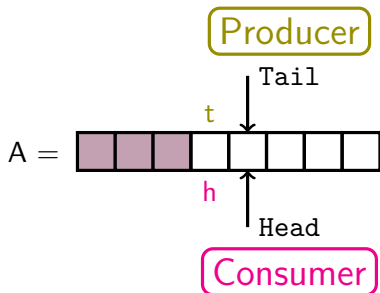


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    --> A[t % N] = item;
    return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    → uint h = Head++;
    item_t *i = A[h % N];
    return i;
}
```


So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

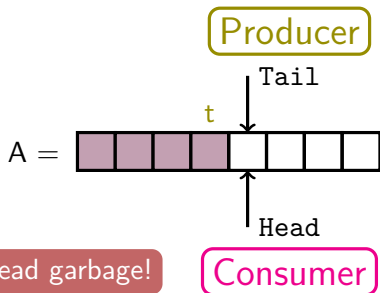


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    --> A[t % N] = item;
    return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    → item_t *i = A[h % N];
    return i;
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

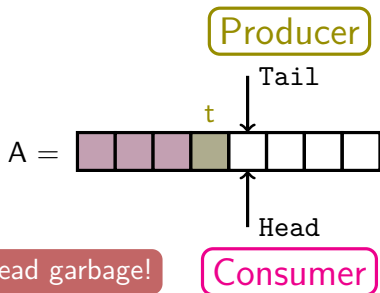


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    --> A[t % N] = item;
    return true;
}

item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    item_t *i = A[h % N];
    -> return i;
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```

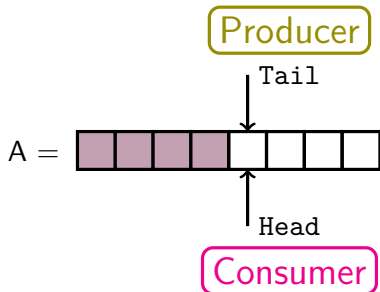


```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail++;
    A[t % N] = item;
    → return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head++;
    item_t *i = A[h % N];
    --→ return i;
}
```

So, what is the problem, again?

```
#define N 8
item_t *A[N];
uint Tail = 0, Head = 0;
```



```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail;
    A[t % N] = item;
    Tail = t + 1;
    return true;
}
```

```
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head;
    item_t *i = A[h % N];
    Head = h + 1;
    return i;
}
```

Coding session #2

Would this work on Raspberry Pi?

TODO: Agenda

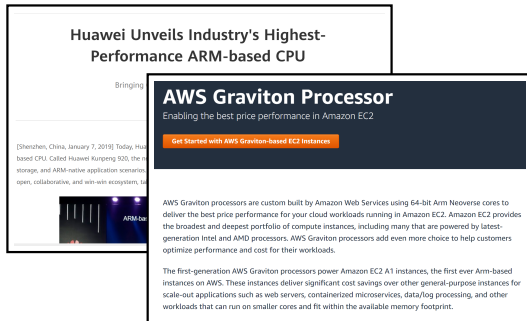
Weak Memory Consistency Models (WMMs)

- ▶ Modern architectures becoming popular
eg, Arm, RISC-V

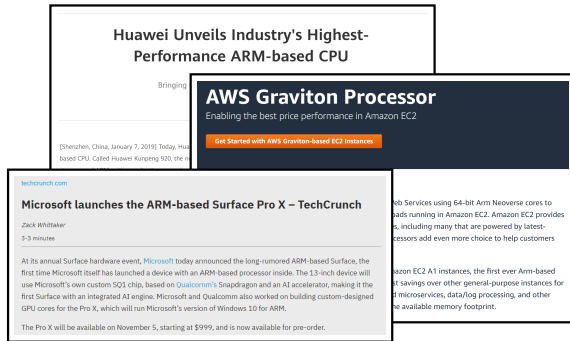
- ▶ Modern architectures becoming popular
eg, Arm, RISC-V



- Modern architectures becoming popular
eg, Arm, RISC-V



- Modern architectures becoming popular
eg, Arm, RISC-V



Weak Memory Consistency Models (WMMs)

- Modern architectures becoming popular
eg, Arm, RISC-V

Huawei Unveils Industry's Highest-Performance ARM-based CPU

Bringing

[Shenzhen, China, January 7, 2019] Today, Huawei unveiled its latest ARM-based CPU. Called Huawei Kunpeng 920, the new

AWS Graviton Processor

Enabling the best price performance in Amazon EC2

Get Started with AWS Graviton-based EC2 Instances

techcrunch.com

Microsoft launches the ARM-based Surface Pro X

Zack Whittaker

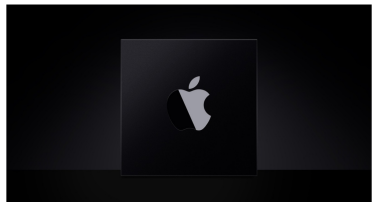
3-3 minutes

At its annual Surface hardware event, Microsoft today announced for the first time Microsoft itself has launched a device with an ARM-based processor. The new Surface Pro X will use Microsoft's own custom SQ1 chip, based on Qualcomm's Snapdragon 8cx. The first Surface with an integrated AI engine. Microsoft and Qualcomm GPU cores for the Pro X, which will run Microsoft's version of Windows. The Pro X will be available on November 5, starting at \$999, and is

Apple Silicon: M1 MacBook Pro, MacBook Air and Mac mini Now Available

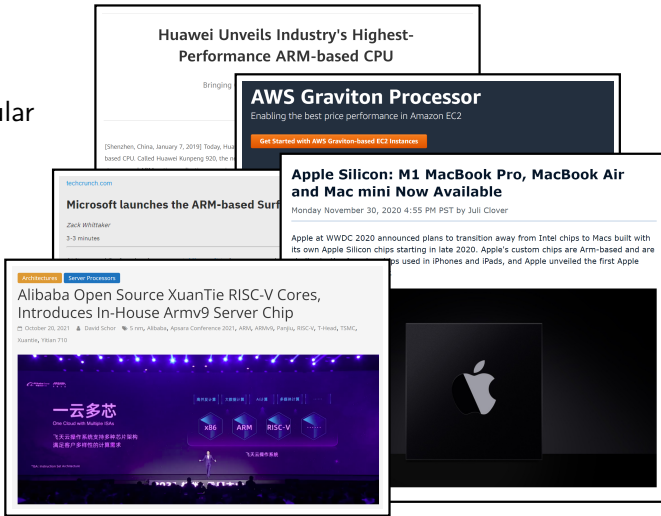
Monday November 30, 2020 4:55 PM PST by Juli Clover

Apple at WWDC 2020 announced plans to transition away from Intel chips to Macs built with its own Apple Silicon chips starting in late 2020. Apple's custom chips are Arm-based and are similar to the A-series chips used in iPhones and iPads, and Apple unveiled the first Apple Silicon Macs in November.



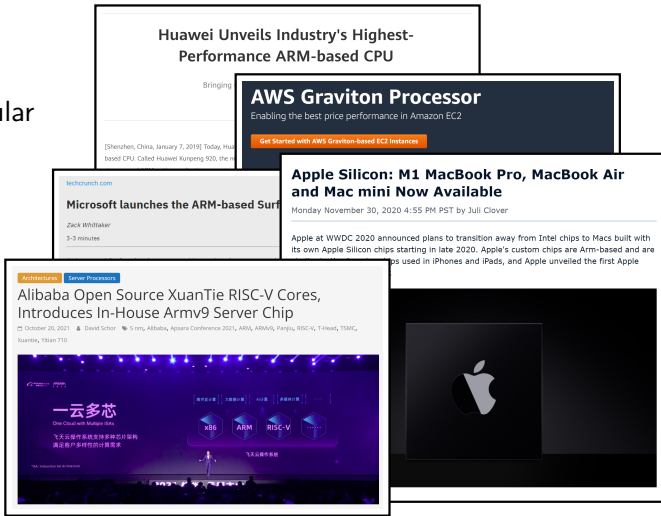
Weak Memory Consistency Models (WMMs)

- Modern architectures becoming popular
eg, Arm, RISC-V



Weak Memory Consistency Models (WMMs)

- ▶ Modern architectures becoming popular
eg, Arm, RISC-V
- ▶ Aggressive reorderings to improve
sequential performance
- ▶ Much higher non-determinism;
even harder to test!
- ▶ Careful use of memory barriers
(neither too many, nor too few)



WMM and mycat

TODO: explain how atomics fix the weak memory issues in mycat

- ▶ Independent memory accesses can be reordered
- ▶ For example, reorders writes to $A[t \% N]$ and Tail
- ▶ Ringbuffer is still broken!
- ▶ We need to add barriers
- ▶ TOO MANY?

```
bool enqueue(item_t *item) {
    // space to enqueue?
    if (Tail - Head == N)
        return false;
    uint t = Tail;
    A[t % N] = item;
    Tail = t + 1;
    return true;
}

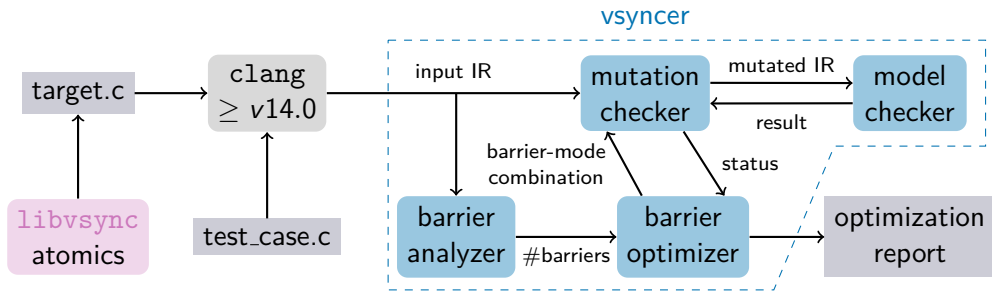
item_t *dequeue() {
    // item to dequeue?
    if (Tail - Head == 0)
        return NULL;
    uint h = Head;
    item_t *i = A[h % N];
    Head = h + 1;
    return i;
}
```

Coding session #3

How to relax barriers without breaking the code?

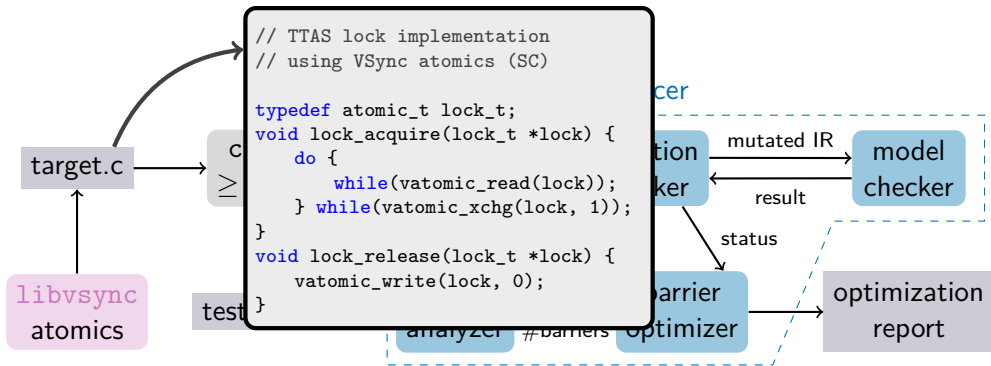
Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



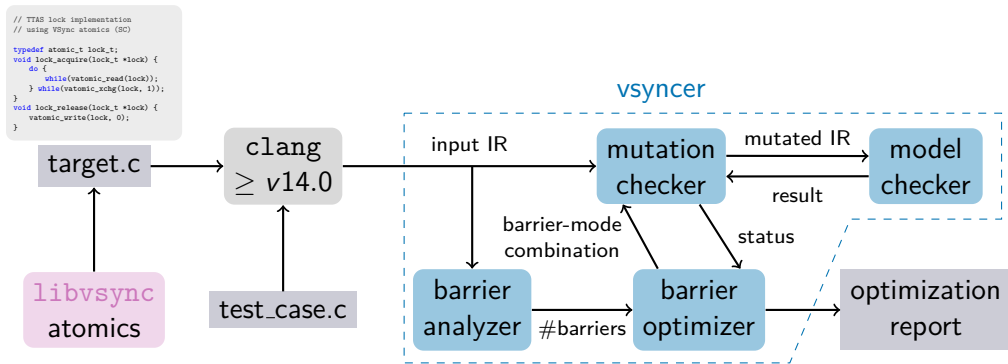
Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



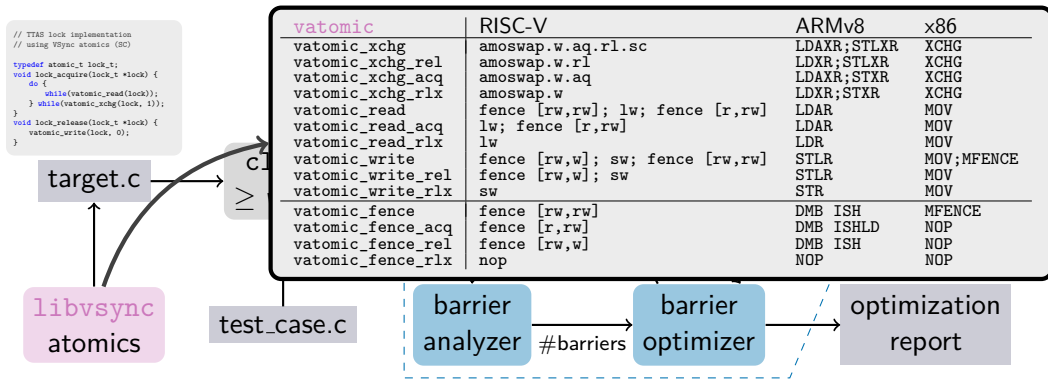
Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



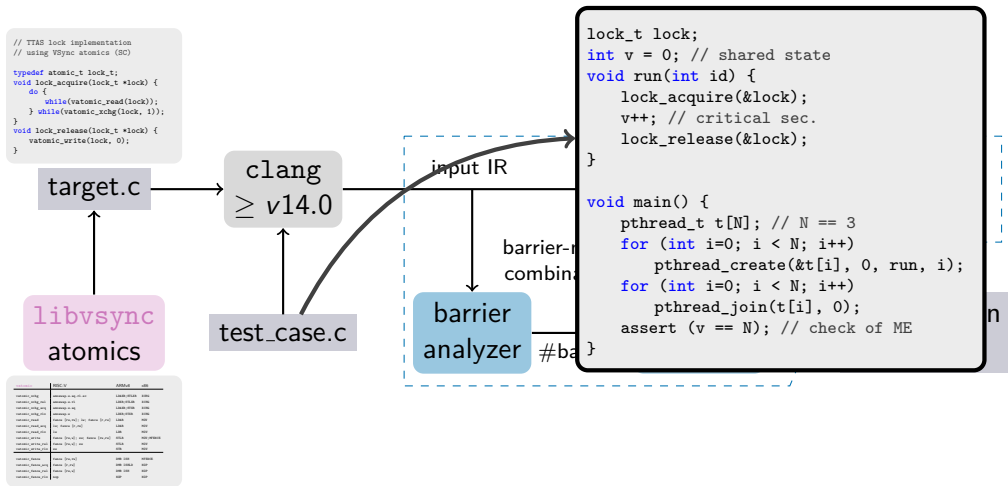
```
// TTAS lock implementation
// using VSync atomics (SC)

typedef atomic_t lock_t;
void lock_acquire(lock_t *lock) {
    do {
        while(vatomic_read(lock));
    } while(vatomic_xchg(lock, 1));
}
void lock_release(lock_t *lock) {
    vatomic_write(lock, 0);
}
```



Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



```
// TTAS lock implementation
// using VSync atomics (SC)

typedef atomic_t lock_t;
void lock_acquire(lock_t *lock) {
    do {
        while(vatomic_read(lock));
    } while(vatomic_xchg(lock, 1));
}
void lock_release(lock_t *lock) {
    vatomic_write(lock, 0);
}
```

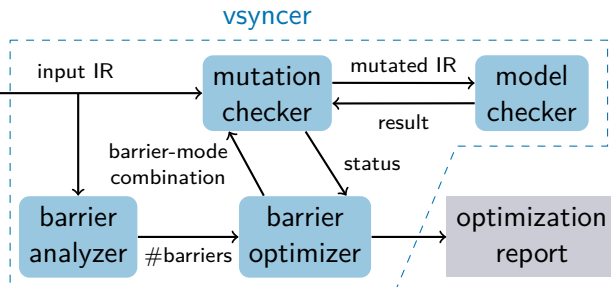
→ clang \geq v14.0

test_case.c

variable	ERIC V	AMM4	all
variable_age	average = 49.41; sd = 10.00	1,000 (97.68)	0.00
variable_age_sq	average = 2,431.56; sd = 199.99	1,000	0.00
variable_age_inv	average = 0.02; sd = 0.00	1,000 (99.98)	0.00
variable_age_rec	average = 0	1,000 (99.98)	0.00
variable_race	factor [3, 4, 5]; key factor [3, 4, 5]	1,000	0.00
variable_race_sq	key factor [3, 4, 5]	1,000	0.00
variable_race_inv	is	1,000	0.00
variable_race_rec	factor [3, 4, 5]; key factor [3, 4, 5]	0.00	0.00 (99.98)
variable_race_sq_inv	factor [3, 4, 5]; is	0.00	0.00
variable_race_rec_inv	is	0.00	0.00
variable_race_rec_sq	factor [3, 4, 5]	0.00 (99.98)	0.00
variable_race_rec_sq_inv	key	0.00	0.00
variable_race_rec_sq_rec	key	0.00	0.00

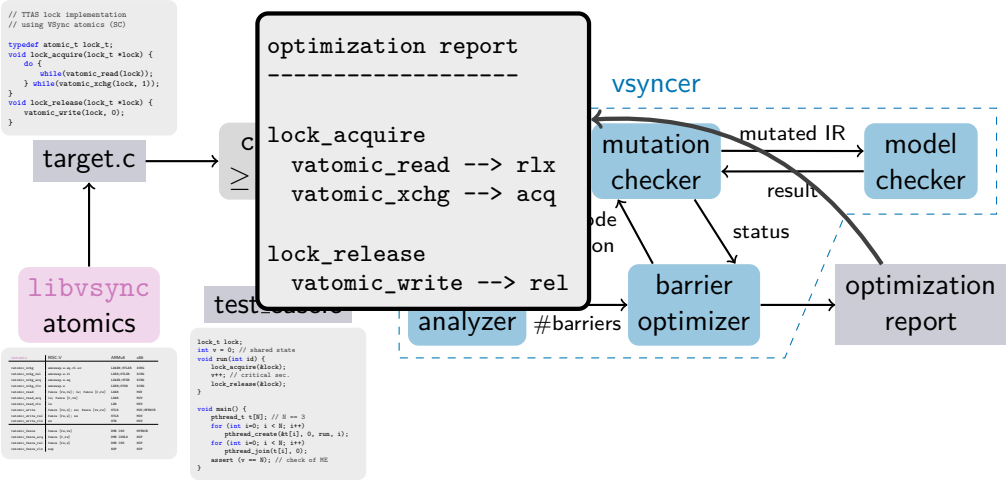
```
lock_t lock;
int v = 0; // shared state
void run(int id) {
    lock_acquire(&lock);
    v++; // critical sec.
    lock_release(&lock);
}

void main() {
    pthread_t t[N]; // N = 3
    for (int i=0; i < N; i++)
        pthread_create(&t[i], 0, run, i);
    for (int i=0; i < N; i++)
        pthread_join(t[i], 0);
    assert (v == N); // check of ME
}
```



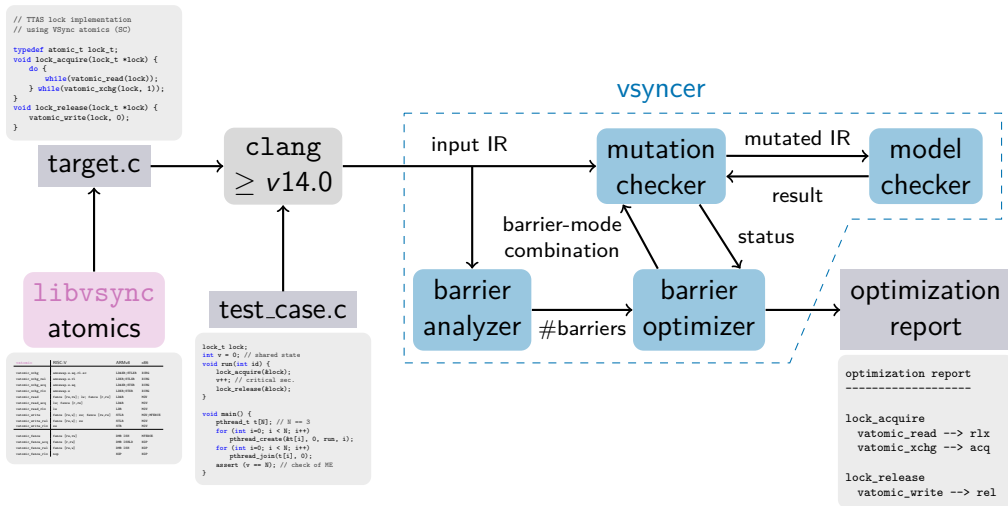
Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs — Distinguished paper at ASPLOS'21



Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs —  Distinguished paper at ASPLOS'21



Safe and Fast Concurrency on Arm processors

VSync: Push-button Verification and Optimization on WMMs — 🏆 Distinguished paper at ASPLOS'21

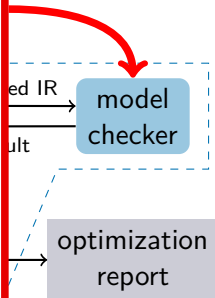
Under the hook the best model checkers for WMMs

GenMC by MPI-SWS

- ▶ <https://github.com/MPI-SWS/genmc>
- ▶ First to verify liveness of spinloops based on our work.

Dartagnan by TU Braunschweig and Huawei DRC

- ▶ <https://github.com/hernanponcedeleon/Dat3M>
- ▶ Hernan Ponce de Leon (maintainer) joined our team in 2022
- ▶ We are transforming it from an academic into a practical tool
- ▶ 🏆 Gold medal at SV-COMP 2023
- ▶ 🏆🏆 Two gold medals at SV-COMP 2024



Coding session #4

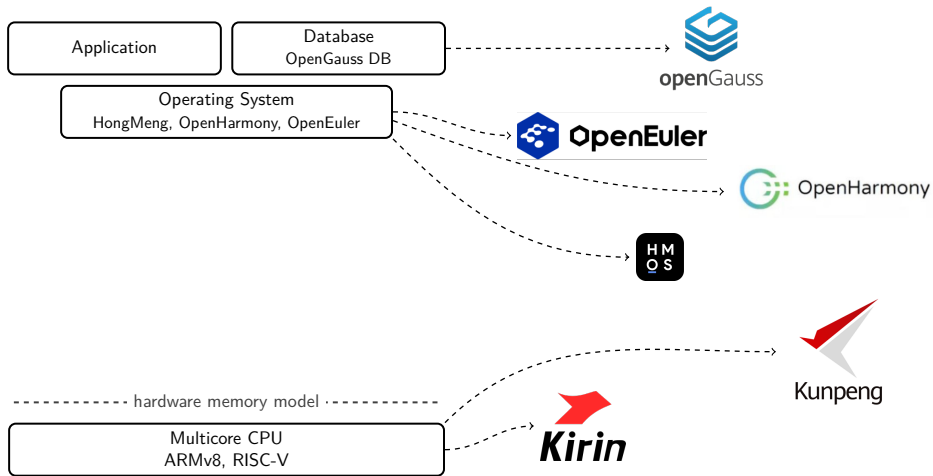
What if MPMC? ARMv8? ...

Expected questions:

Do I always have to do all this work?

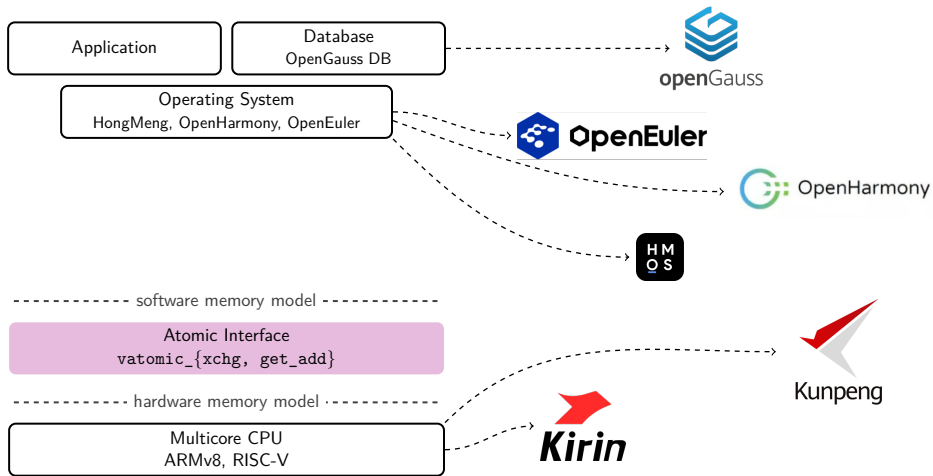
libvsync: Solid concurrency foundations

github.com/open-s4c/libvsync



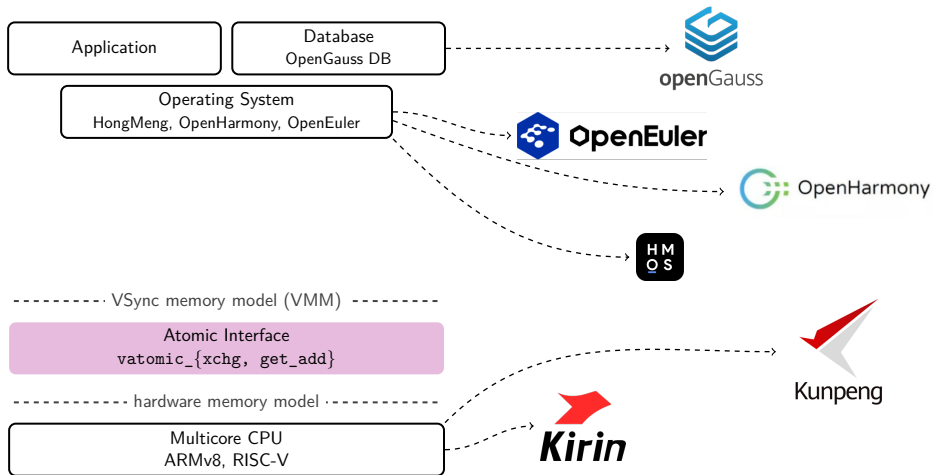
libvsync: Solid concurrency foundations

github.com/open-s4c/libvsync



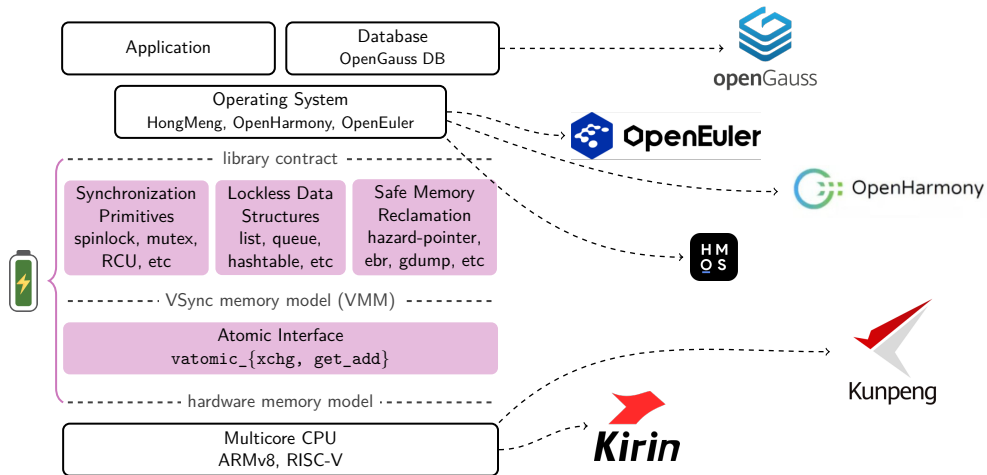
libvsync: Solid concurrency foundations

github.com/open-s4c/libvsync



libvsync: Solid concurrency foundations

github.com/open-s4c/libvsync





THANK YOU

非常感谢你

Copyright © 2024 Huawei Technologies Co., Ltd. All Rights Reserved.

The information in this document may contain predictive statements including, without limitation, statements regarding the future financial and operating results, future product portfolio, new technology, etc. There are a number of factors that could cause actual results and developments to differ materially from those expressed or implied in the predictive statements. Therefore, such information is provided for reference purpose only and constitutes neither an offer nor an acceptance. Huawei may change the information at any time without notice.