

# Unstable-Funcons-beta: Synchronising \*

The P<sub>Plan</sub>CompS Project

Synchronising.cbs | PLAIN | PRETTY

## OUTLINE

Thread synchronisation  
Syncs  
Sync features

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### Thread synchronisation

[ Syncs  
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Sync features  
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Thread synchronisation can be supported in many different ways: semaphores, exclusive and shared locks, conditions, barriers, rendezvous, spin-locks, etc. They generally involve the execution of one or more threads being blocked while they wait for some synchronisation request to be granted by a synchroniser due to a step by some unblocked thread. Blocking may involve thread suspension or repeated requests.

In general, the effect of granting a sync needs to be atomic, to preclude preemption. However, the execution of the thread that caused the request to be granted might continue without yielding, thereby delaying the resumed execution of the requesting thread. Synchronisation ensures that the executions of two or more threads are at particular points at the same time, but it does *not* require their next steps to be simultaneous.

Syncs are mutable structures that map sync features to variables (some fields may be constant values). Inspecting and updating sync features should be atomic, in case threads are preemptible.

**Syncs** A sync is formed from its features:

*Datatype* syncs ::= sync(\_ : sync-feature-maps)

**sync-create**( $M^+$ ) checks that the specified features are distinct. (It could also check required feature constraints.)

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\*Suggestions for improvement: [plancomps@gmail.com](mailto:plancomps@gmail.com).  
Reports of issues: <https://github.com/plancomps/CBS-beta/issues>.

*Funcon* `sync-create( $M^+ : \text{sync-feature-maps}^+$ ) :  $\Rightarrow \text{syncs}$`   
 $\rightsquigarrow \text{sync checked map-unite } M^+$

`sync-feature( $SY, SF$ )` selects the feature  $SF$  from  $SY$ :

*Funcon* `sync-feature( $_ : \text{syncs}, _ : \text{sync-features}$ ) :  $\Rightarrow \text{values}$`   
*Rule* `sync-feature(sync( $SFM : \text{sync-feature-maps}$ ),  $SF : \text{sync-features}$ )  $\rightsquigarrow$`   
`checked map-lookup( $SFM, SF$ )`

`is-sync-feature( $SY, SF$ )` tests whether  $SY$  has the feature  $SF$ :

*Funcon* `is-sync-feature( $_ : \text{syncs}, _ : \text{sync-features}$ ) :  $\Rightarrow \text{values}$`   
*Rule* `is-sync-feature(sync( $SFM : \text{sync-feature-maps}$ ),  $SF : \text{sync-features}$ )  $\rightsquigarrow$`   
`is-in-set( $SF, \text{dom } SFM$ )`

**Sync features** Combinations of the following features support various kinds of locks and notifications.

*Datatype* `sync-features ::= sync-waiting-list`  
`| sync-held`  
`| sync-holder`  
`| sync-count`

*Auxiliary Type* `sync-feature-maps  $\rightsquigarrow$  maps(sync-features, values)`

A field for each feature is created independently:

*Funcon* `sync-feature-create( $_ : \text{sync-features}$ ) :  $\Rightarrow \text{sync-feature-maps}$`

`sync-waiting-list` stores pending requests in the order of receipt, together with the requesting thread-ids:

*Rule* `sync-feature-create sync-waiting-list  $\rightsquigarrow$`   
`{sync-waiting-list  $\mapsto$`   
`allocate-initialised-variable(lists(values), [ ])}`

`sync-held` stores whether a lock is currently held:

*Rule* `sync-feature-create sync-held  $\rightsquigarrow$`   
`{sync-held  $\mapsto$`   
`allocate-initialised-variable(booleans, false)}`

`sync-holder` stores the current holder of a lock, if any:

*Rule* `sync-feature-create sync-holder  $\rightsquigarrow$`   
`{sync-holder  $\mapsto$`   
`allocate-variable(thread-ids)}`

`sync-count` stores a counter. Different kinds of locks and notifications use the counter in different ways, e.g., shared locks use it for the number of threads currently holding the lock:

*Rule* `sync-feature-create sync-count`  $\rightsquigarrow$   
 $\{\text{sync-count} \mapsto$   
 $\quad \text{allocate-initialised-variable}(\text{nats}, 0)\}$

`sync-waiting-list-add(SY, V)` adds  $V$  to the waiting-list of  $SY$ :

*Auxiliary Funcon* `sync-waiting-list-add(SY : syncs, V : values) :  $\Rightarrow$  null-type`  
 $\rightsquigarrow$  `assign(`  
 $\quad \text{sync-feature}(SY, \text{sync-waiting-list}),$   
 $\quad \text{list-append}(\text{assigned sync-feature}(SY, \text{sync-waiting-list}), [V]))$

`sync-waiting-list-head-remove(SY)` removes the first value from the waiting-list of  $SY$ :

*Auxiliary Funcon* `sync-waiting-list-head-remove(SY : syncs) :  $\Rightarrow$  values`  
 $\rightsquigarrow$  `give(`  
 $\quad \text{checked list-head assigned sync-feature}(SY, \text{sync-waiting-list}),$   
 $\quad \text{sequential(}$   
 $\quad \quad \text{assign(}$   
 $\quad \quad \quad \text{sync-feature}(SY, \text{sync-waiting-list}),$   
 $\quad \quad \quad \text{checked list-tail assigned sync-feature}(SY, \text{sync-waiting-list}),$   
 $\quad \quad \text{given}))$

Various kinds of locks and notifications are represented by sync feature maps, together with funcons that (atomically) inspect and update them accordingly.