UMassAmherst

Grace: Safe Multithreaded Programming for C/C++

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Ting Yang, Tongping Liu, Gene Novark

University of Massachusetts, Amherst

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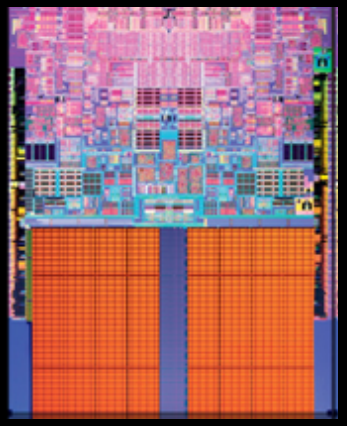
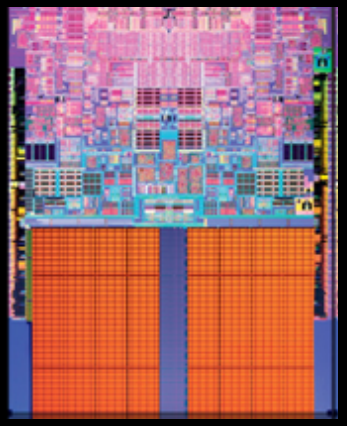
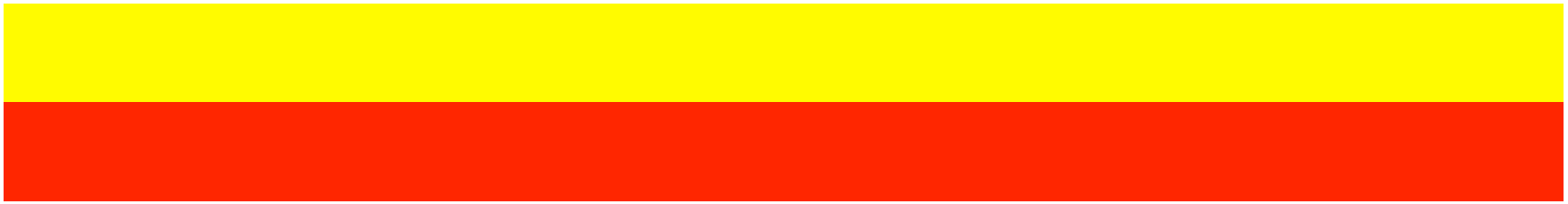
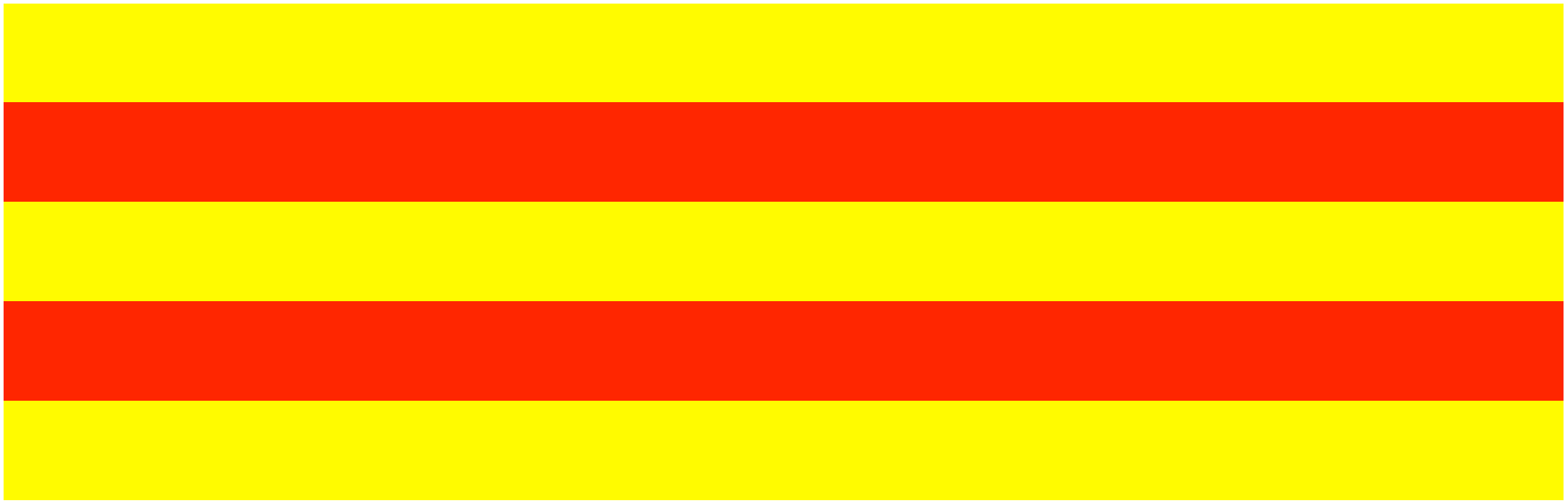
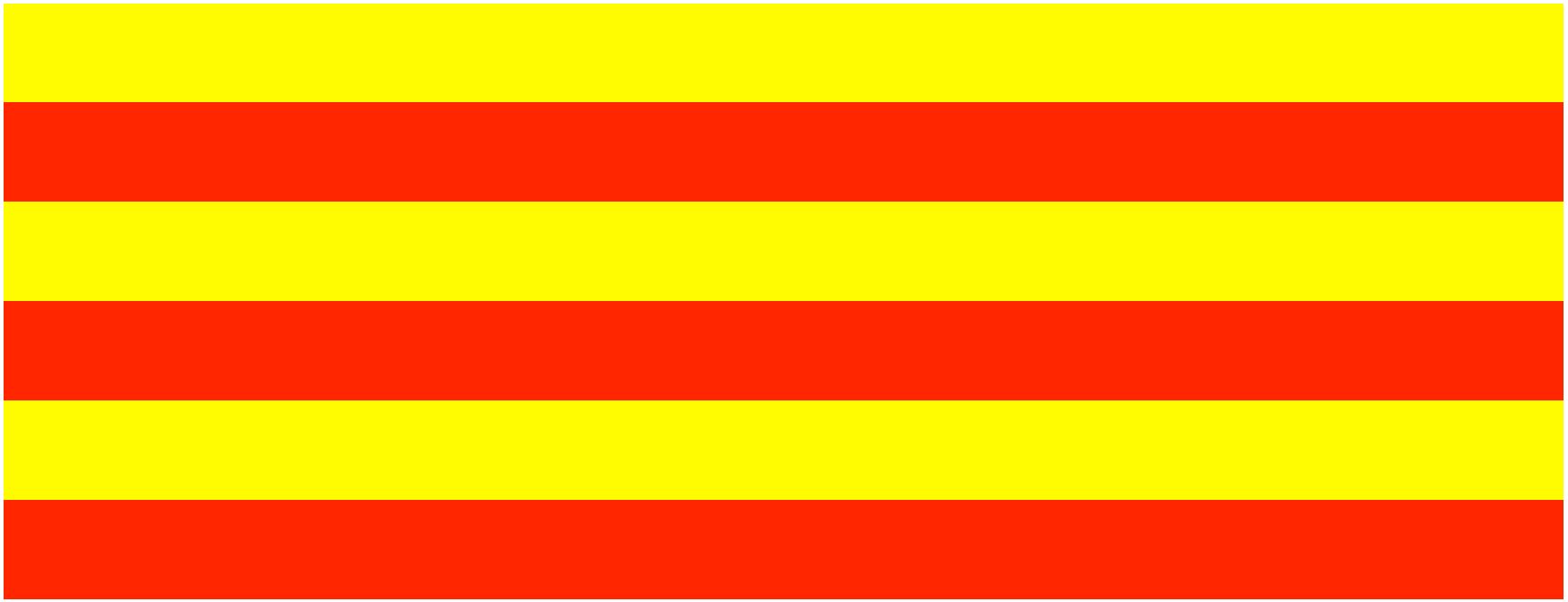
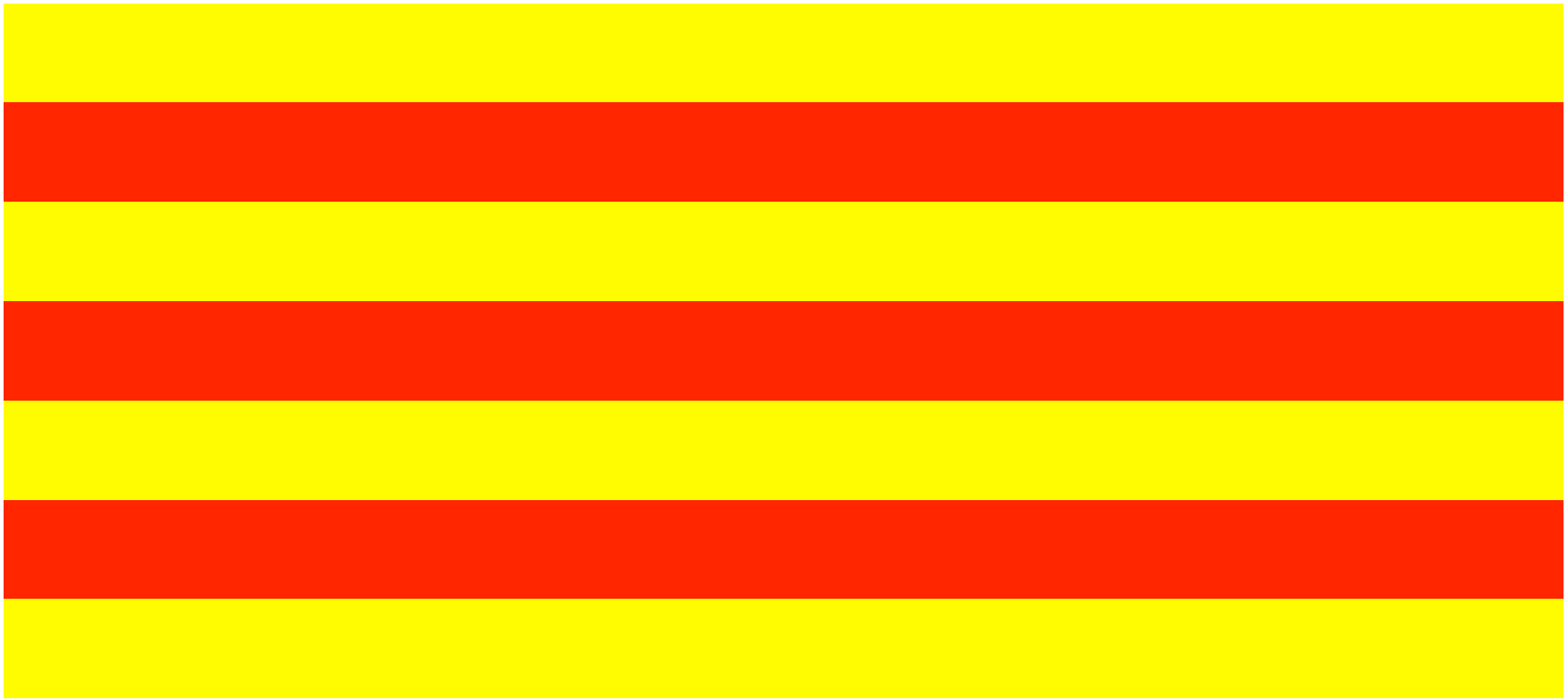


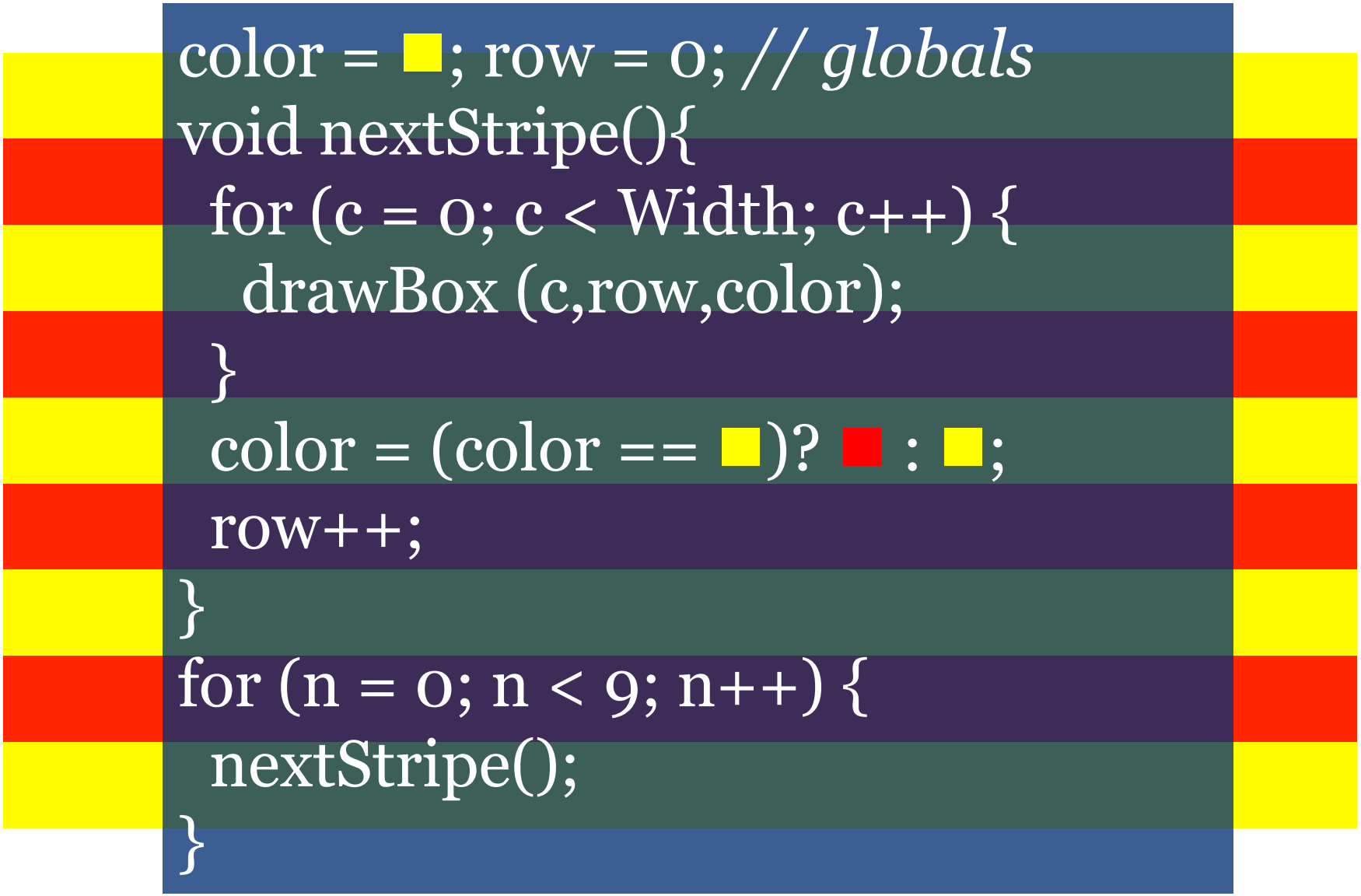


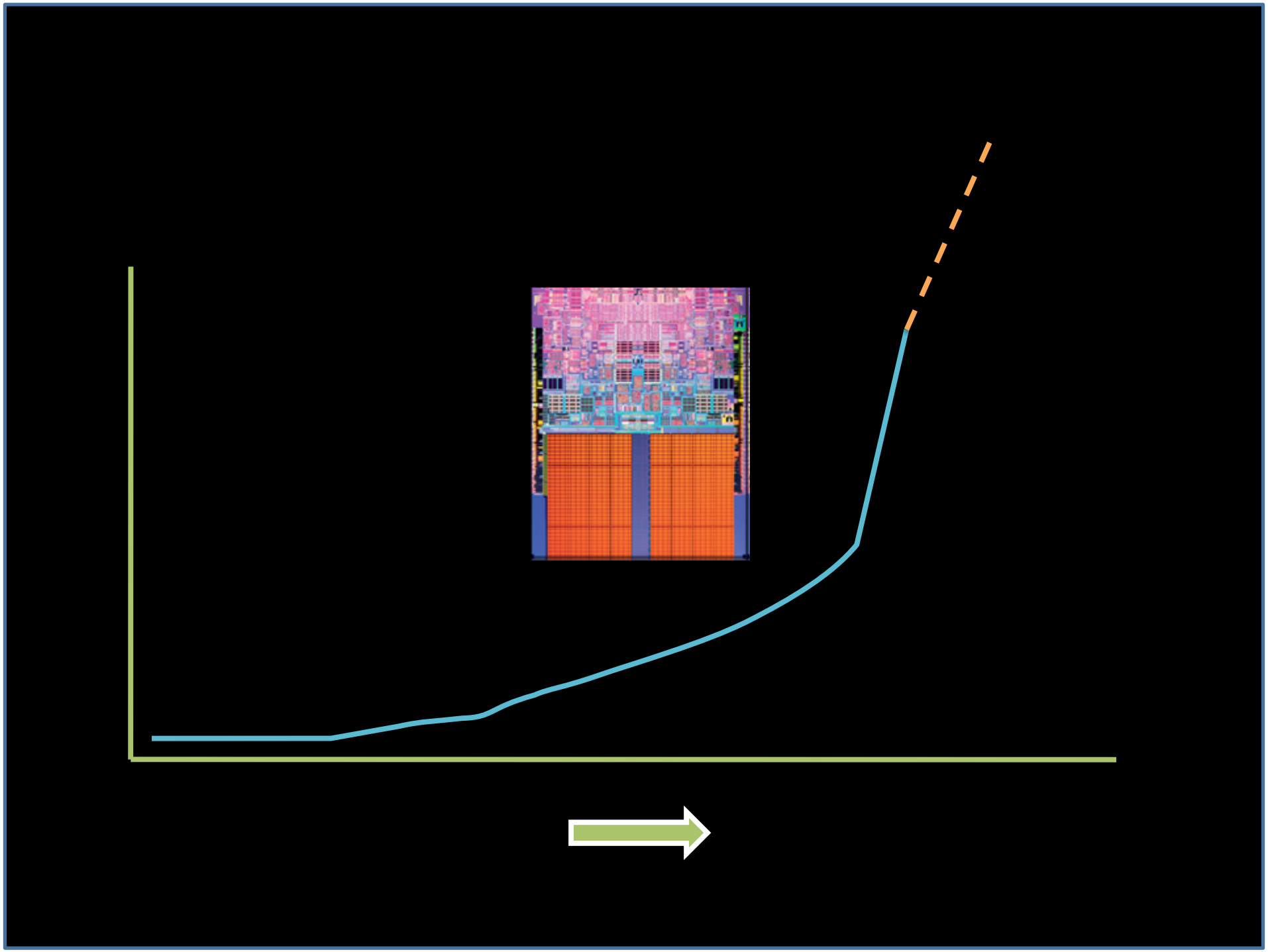


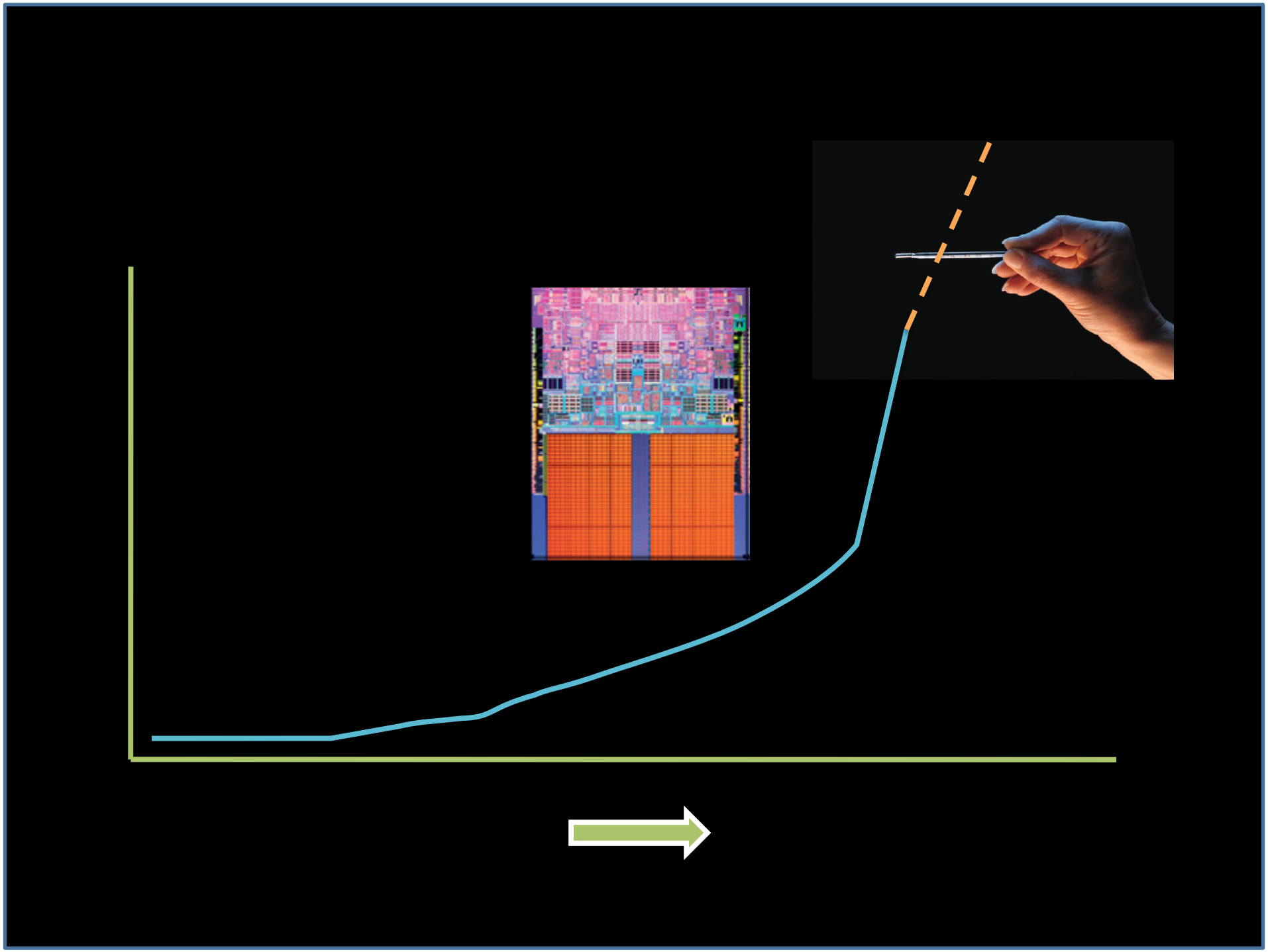


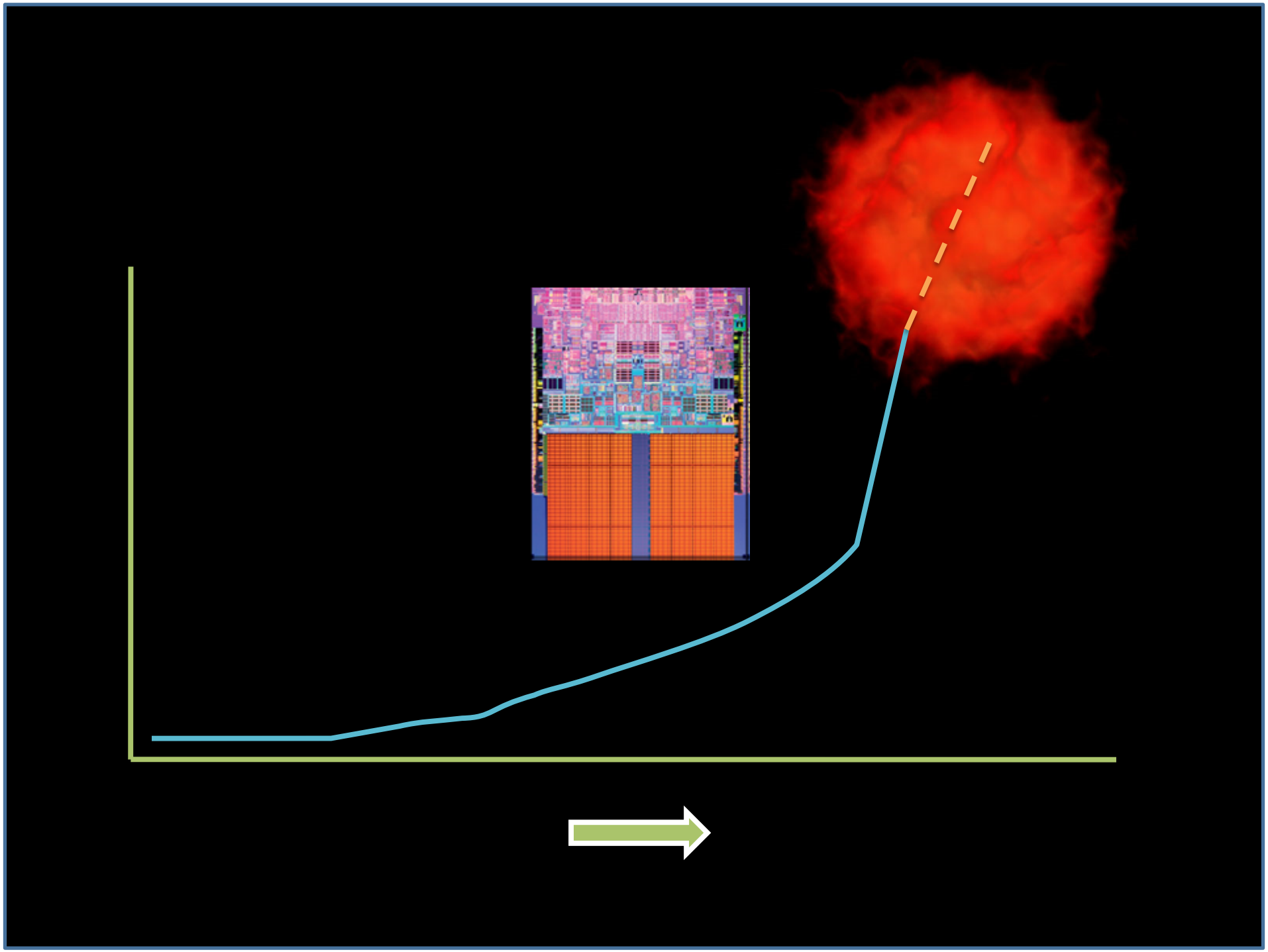


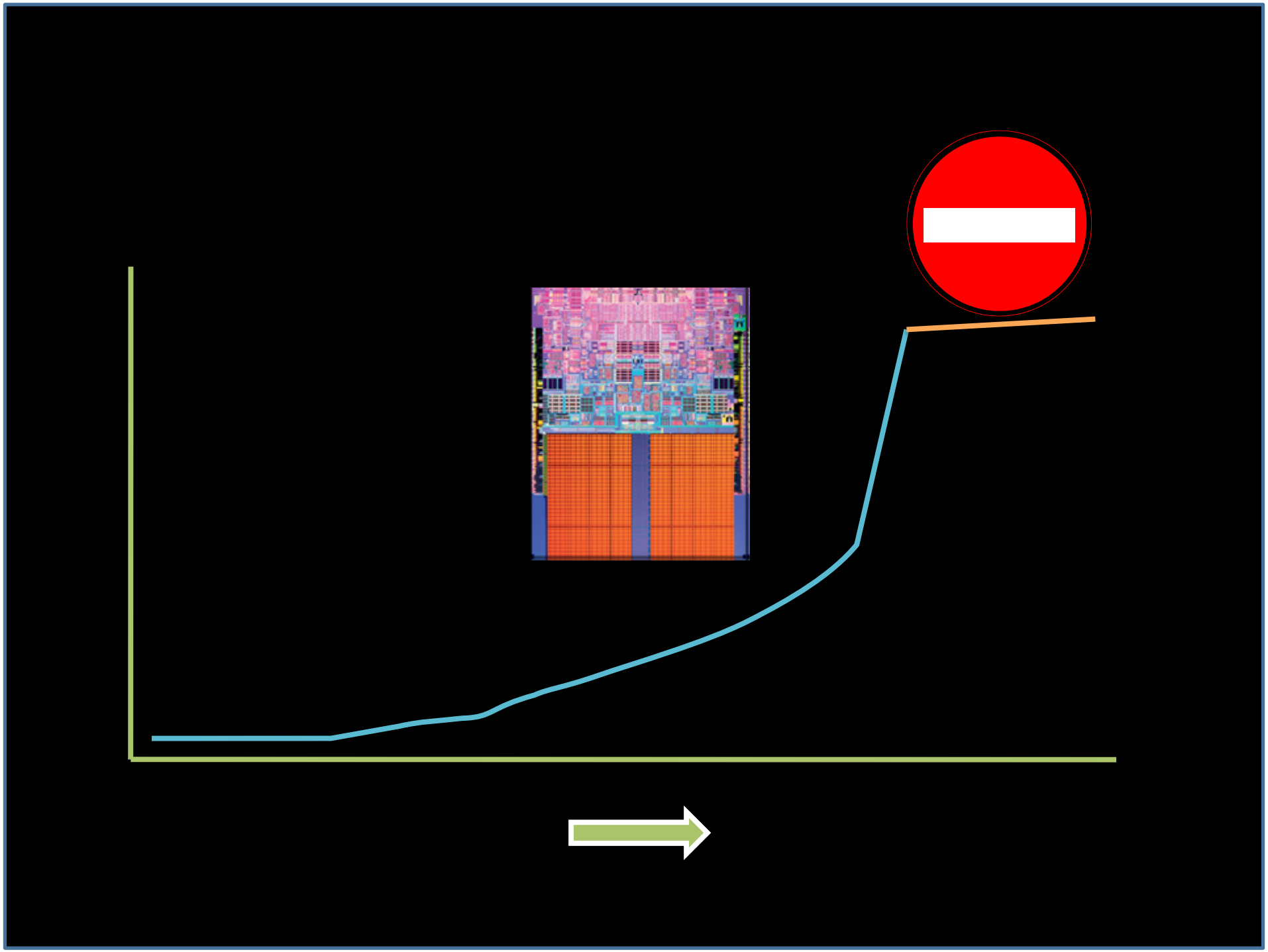


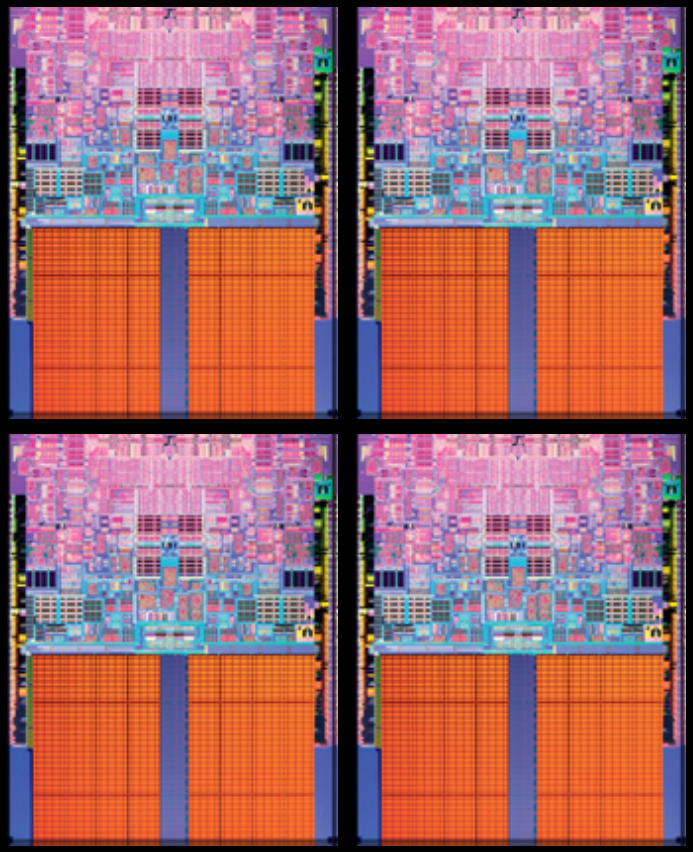

color = ■; row = 0; // globals
void nextStripe(){
for (c = 0; c < Width; c++) {
drawBox (c,row,color);
}
color = (color == ■)? ■ : ■;
row++;
}
for (n = 0; n < 9; n++) {
nextStripe();
}

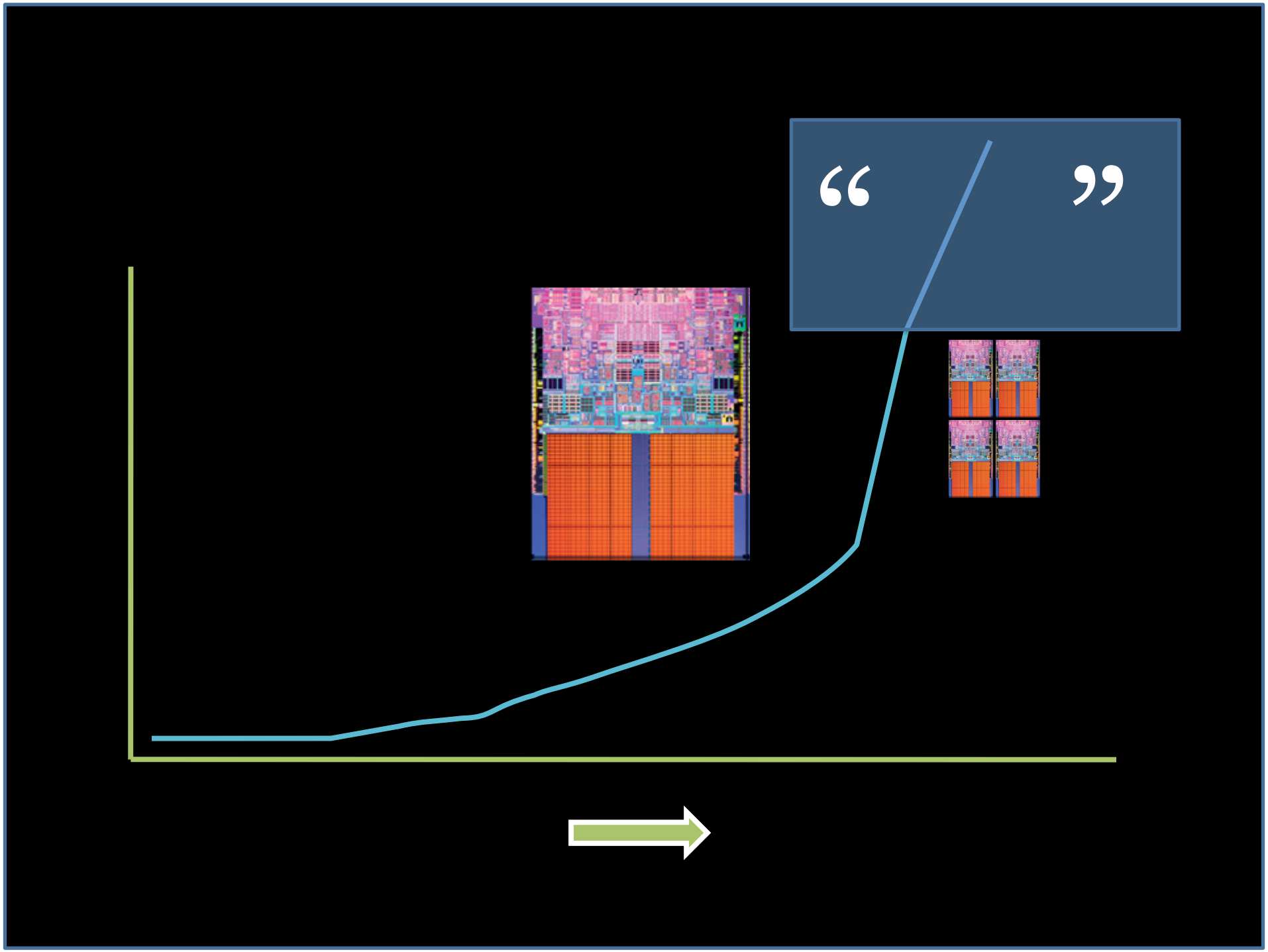


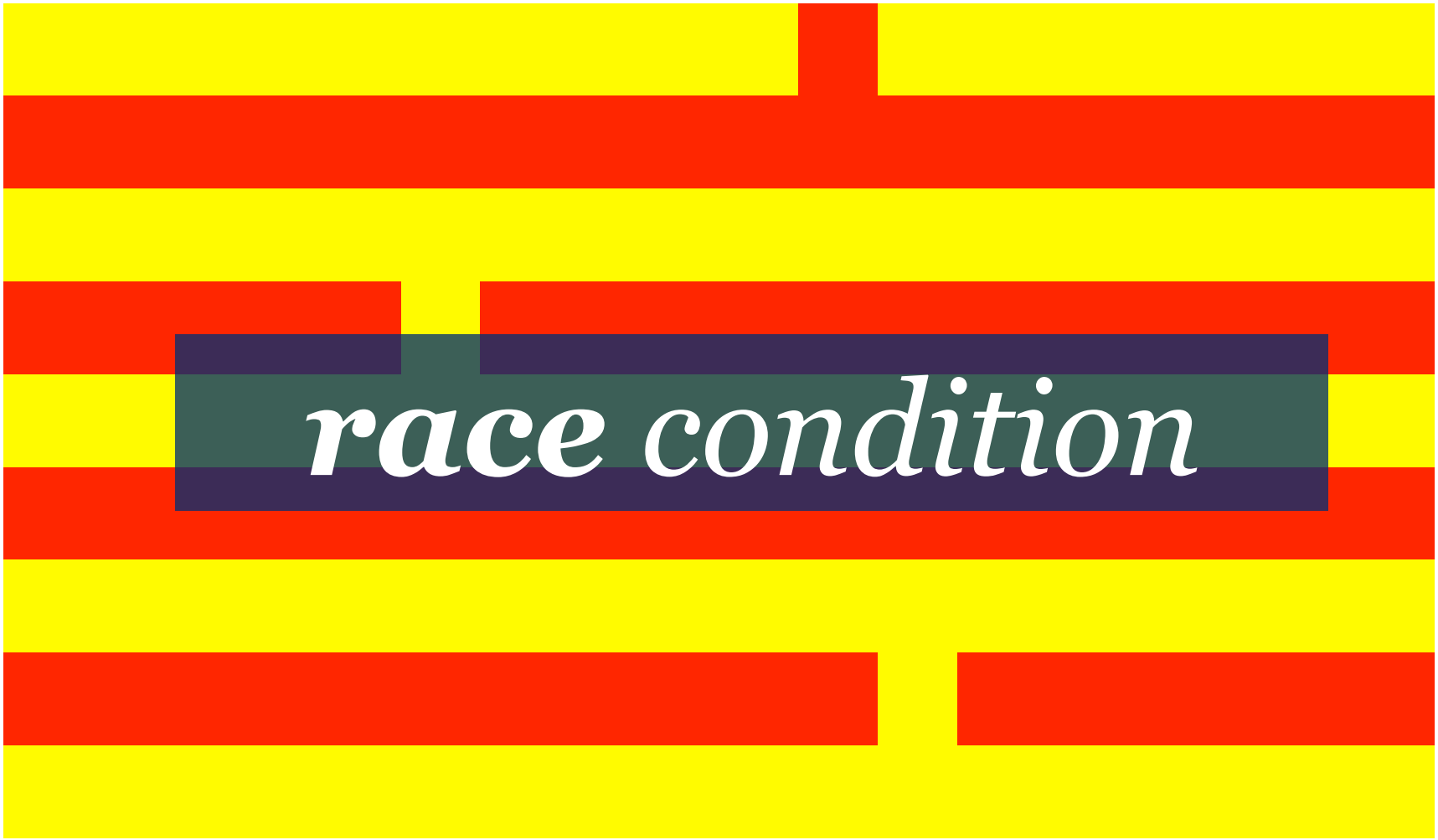


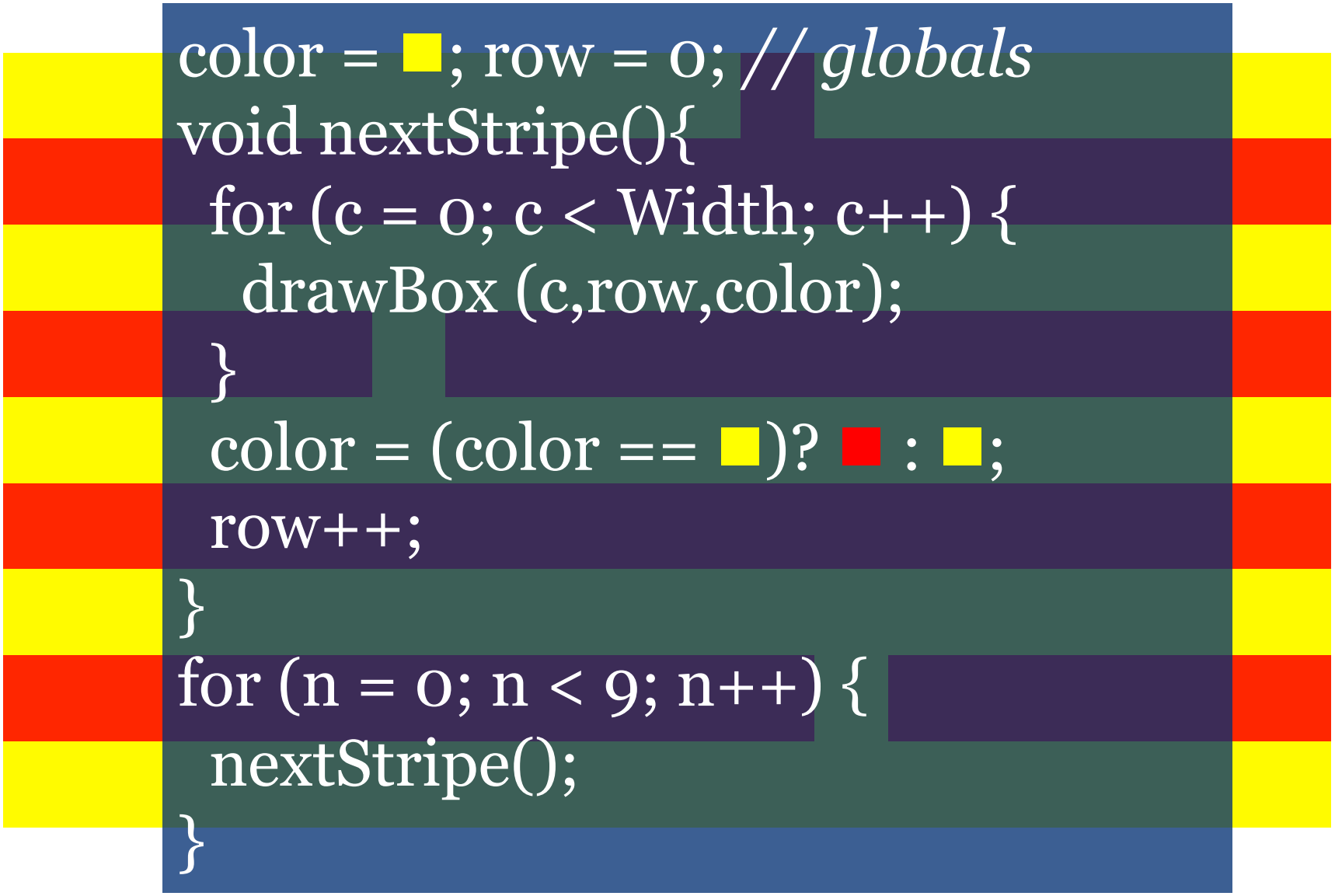









race condition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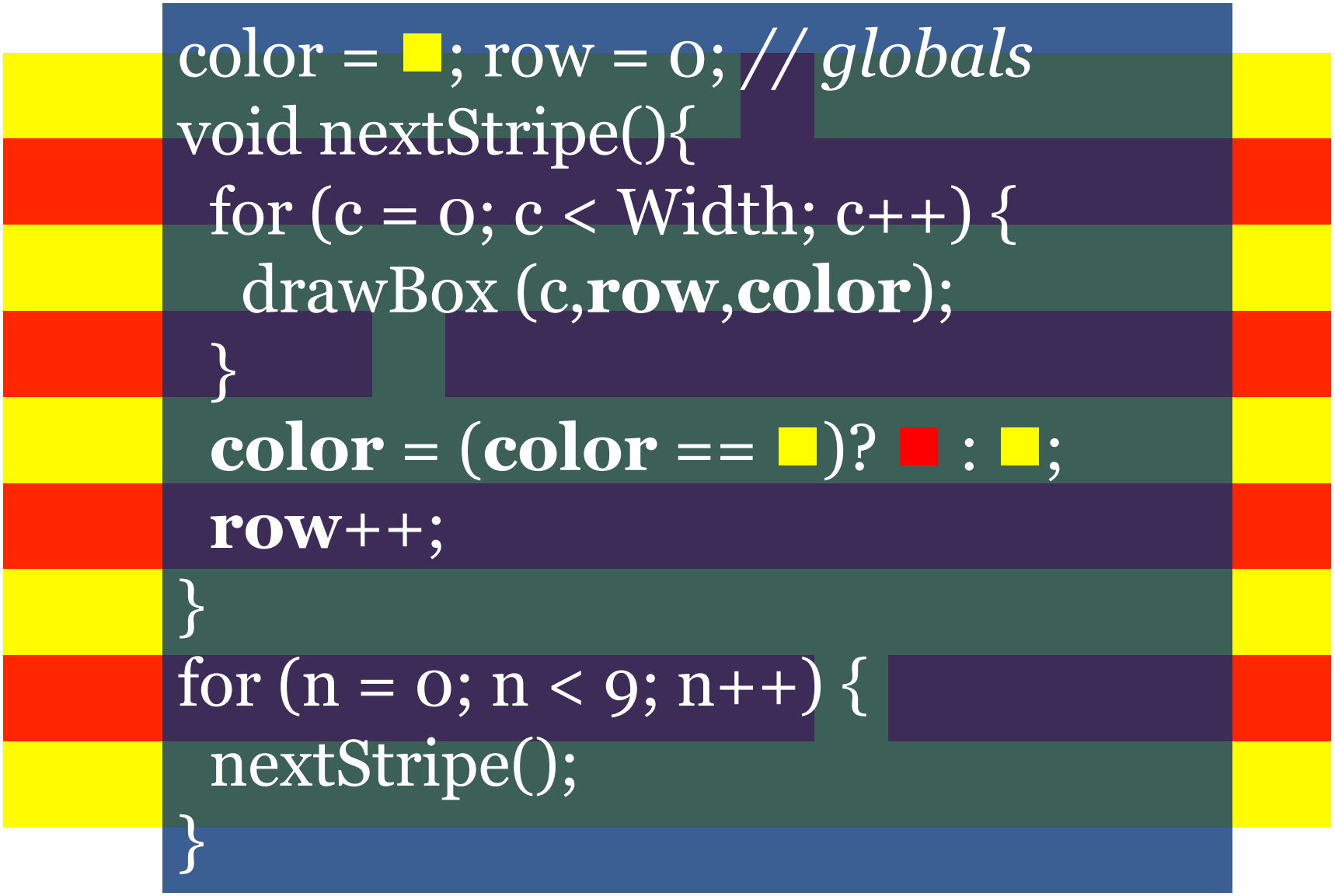
drawBox (c,row,color);
}
color = (color == ■)? ■ : ■;
row++;
}
for (n = 0; n < 9; n++) {
nextStripe();
}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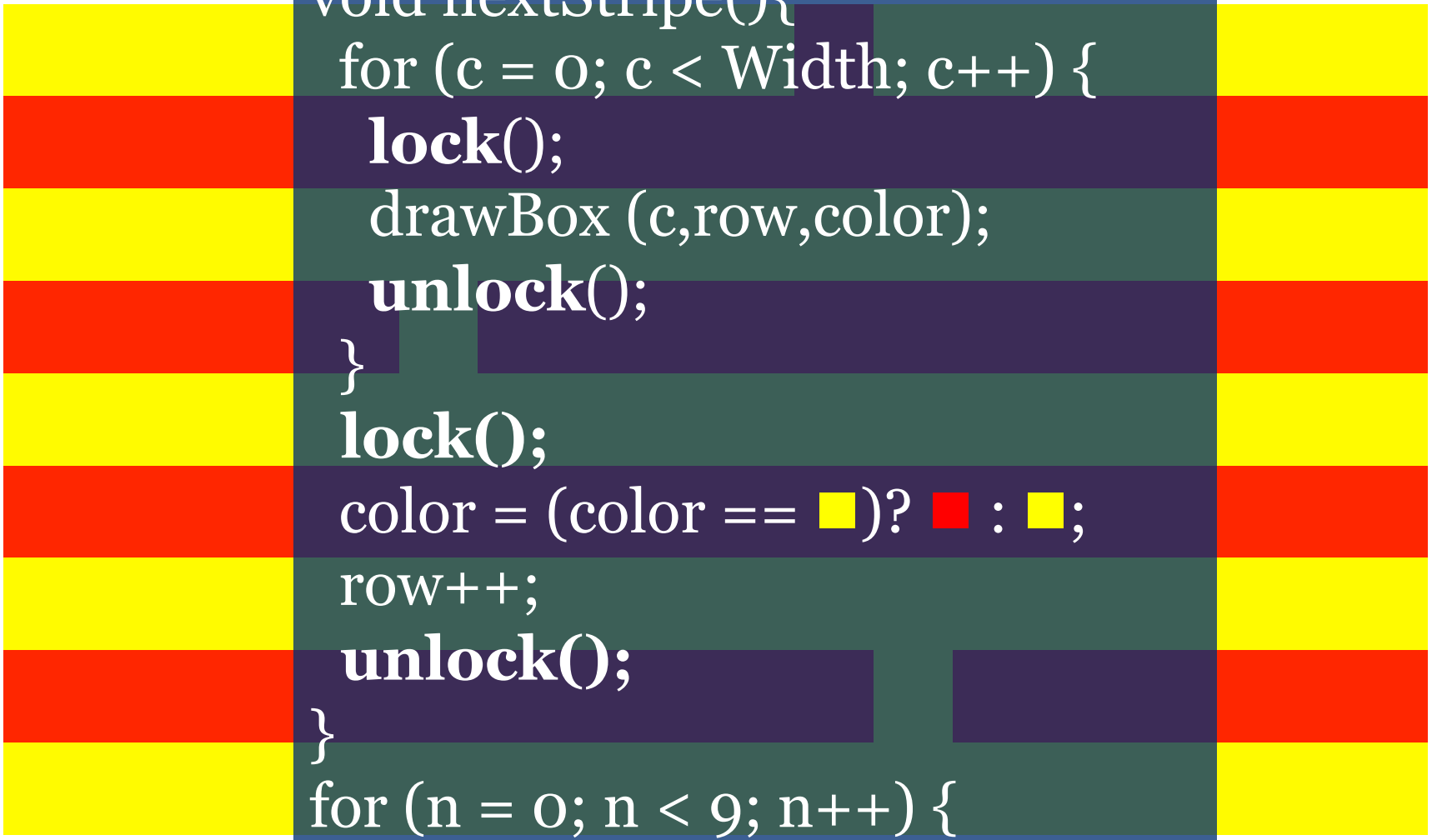
color = ■; row = 0; // globals
void nextStripe(){
for (c = 0; c < Width; c++) {
lock();
drawBox (c,row,color);
unlock();
}
lock();
color = (color == ■)? ■ : ■;
row++;
unlock();
}
for (n = 0; n < 9; n++) {
nextStripe();
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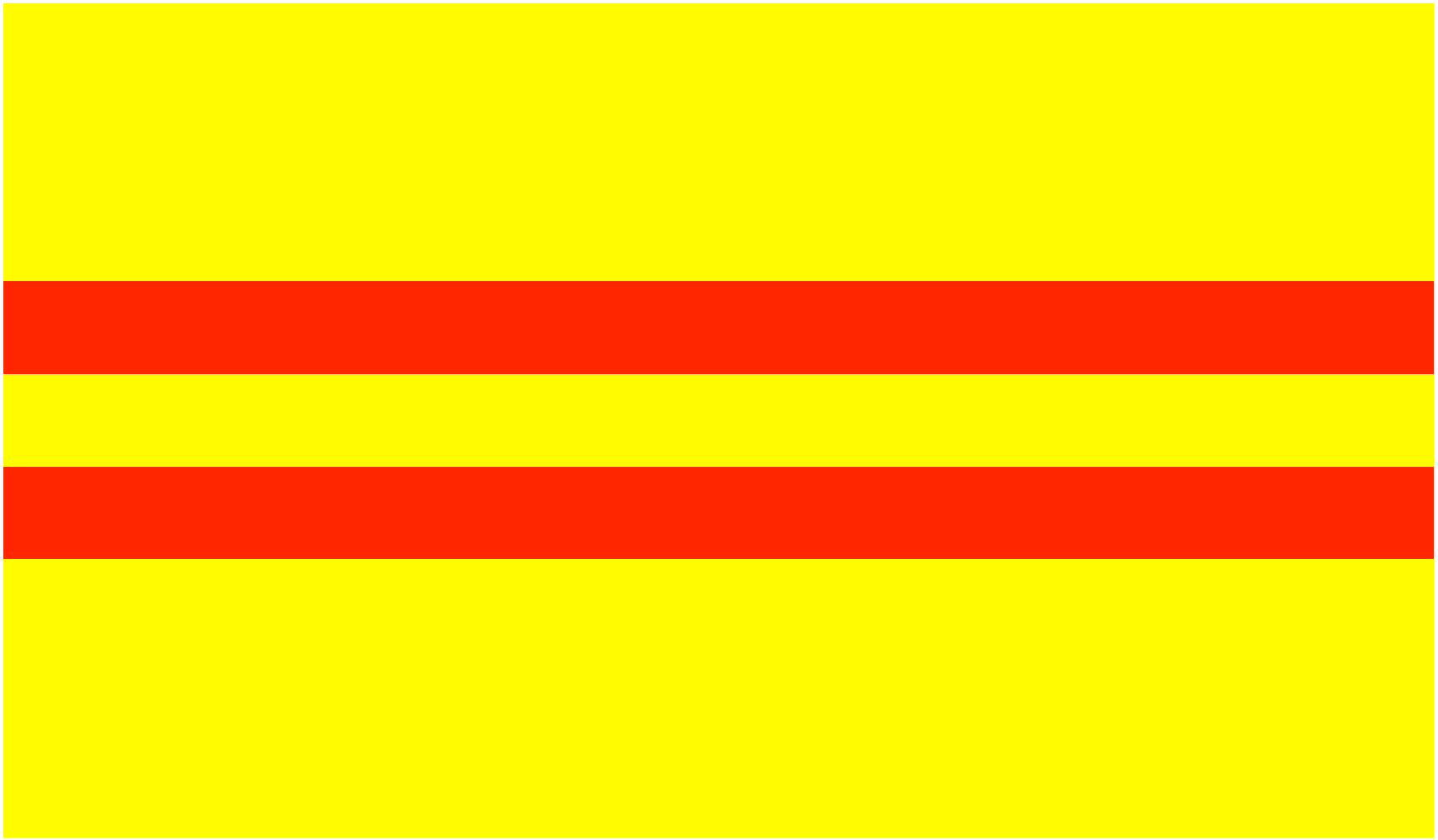
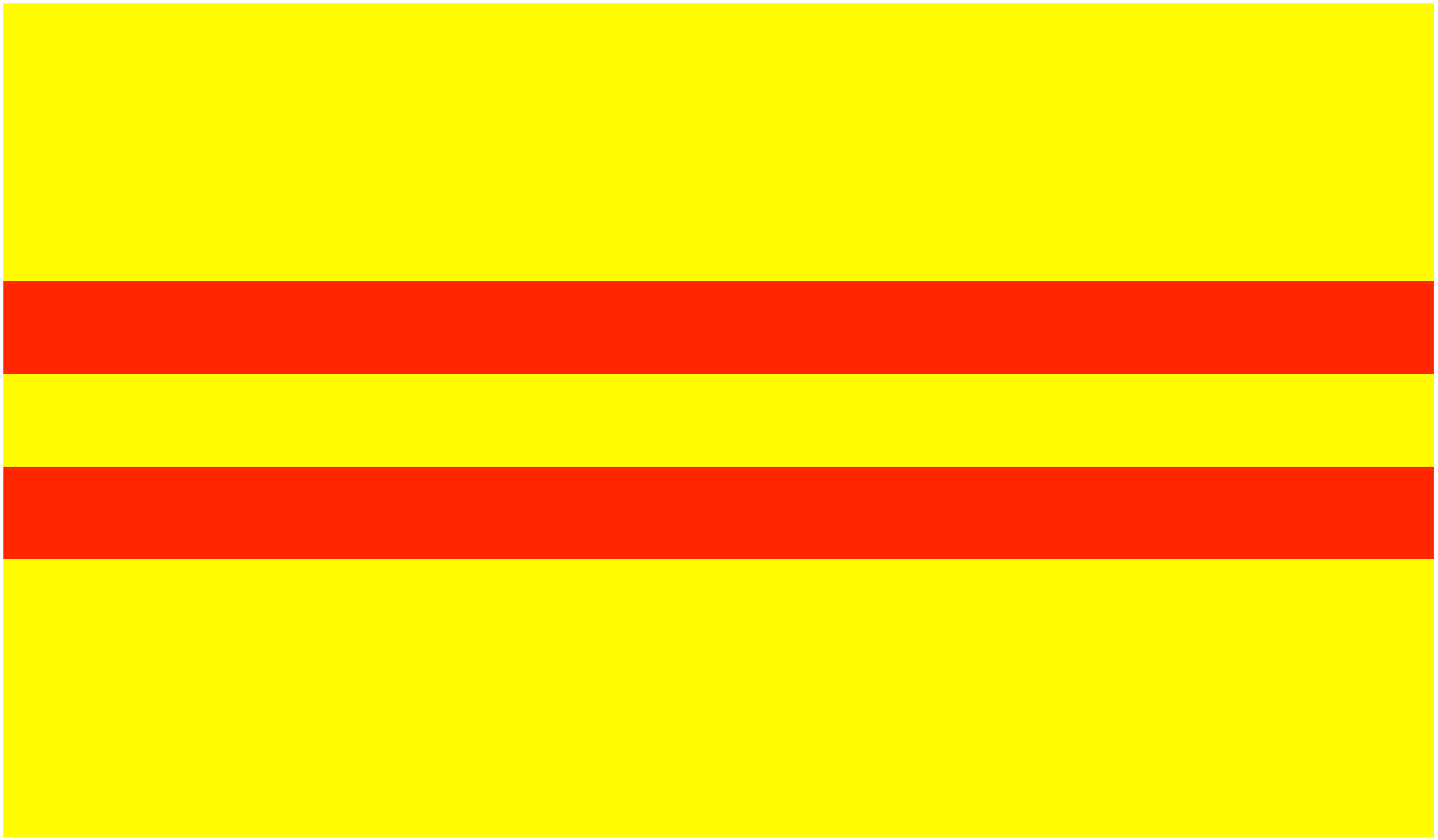
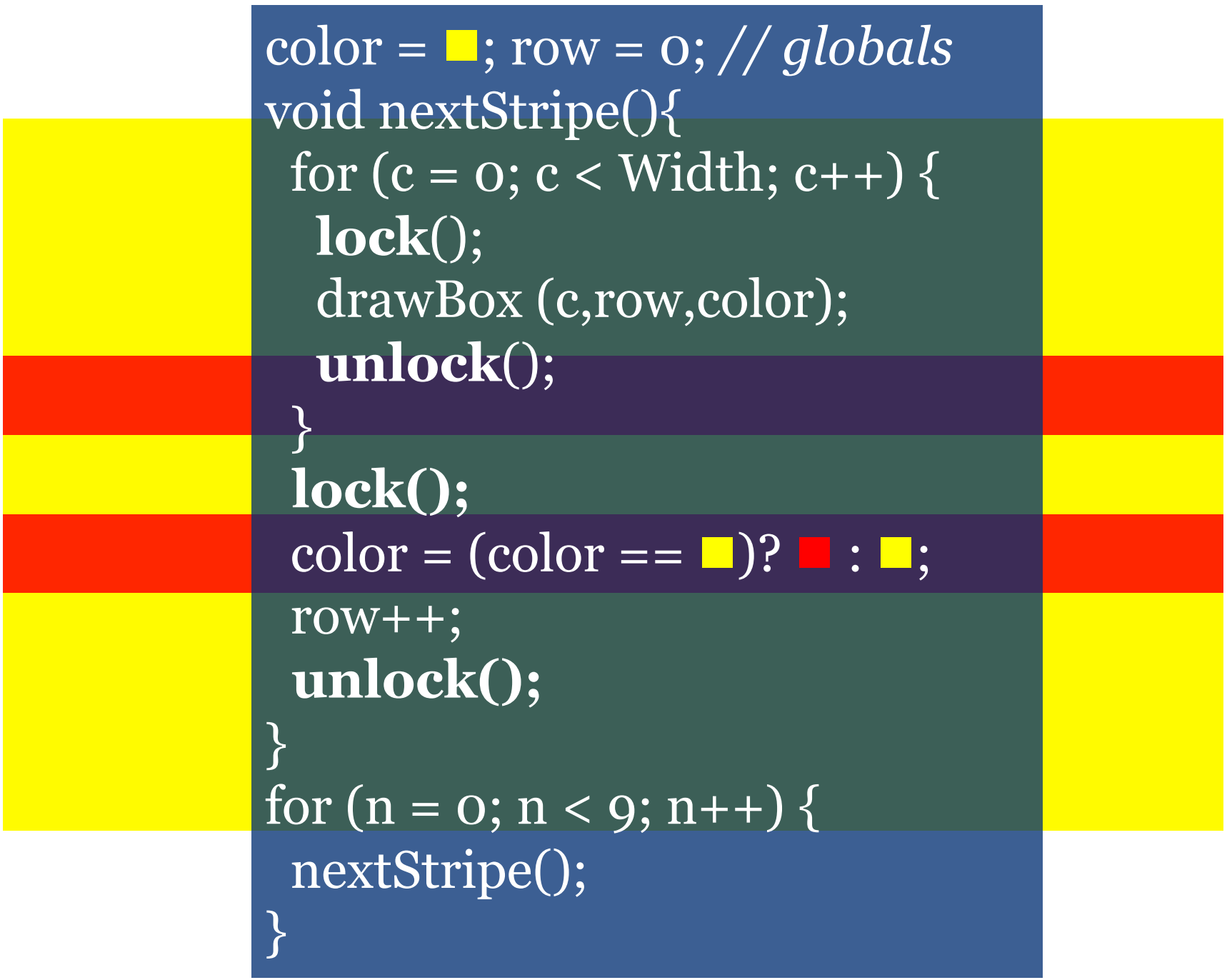





atomicity
violation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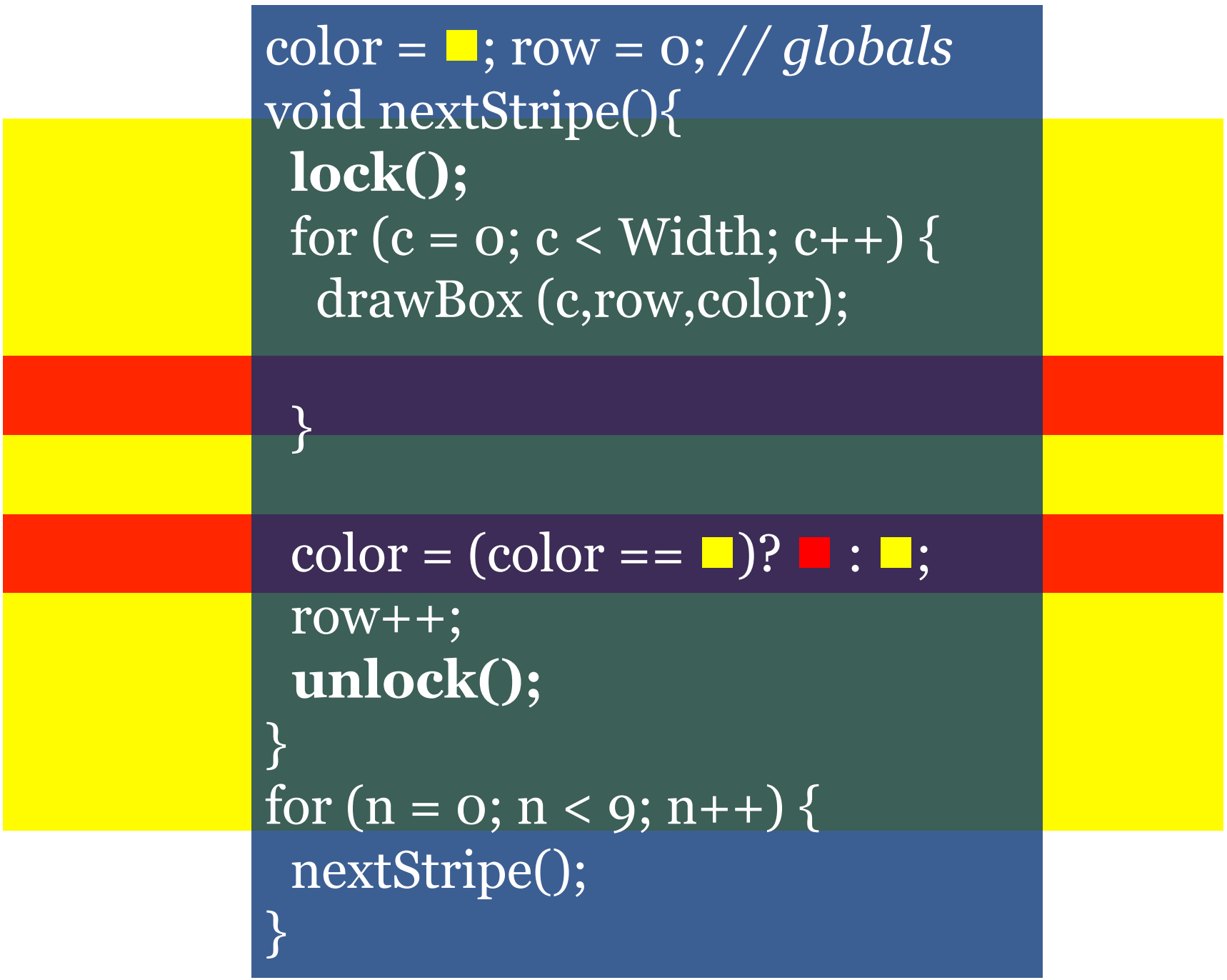
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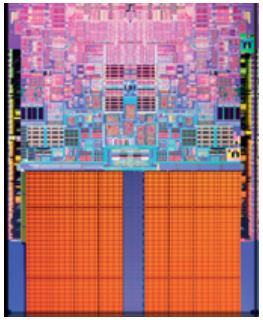
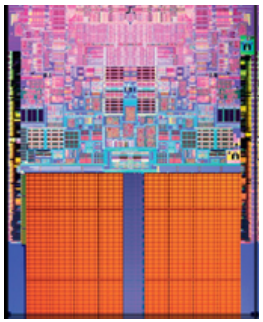
row++;
unlock();
}
for (n = 0; n < 9; n++) {
nextStripe();
}

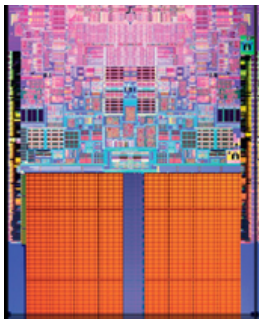

deadlock

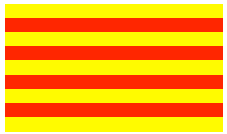

order violation



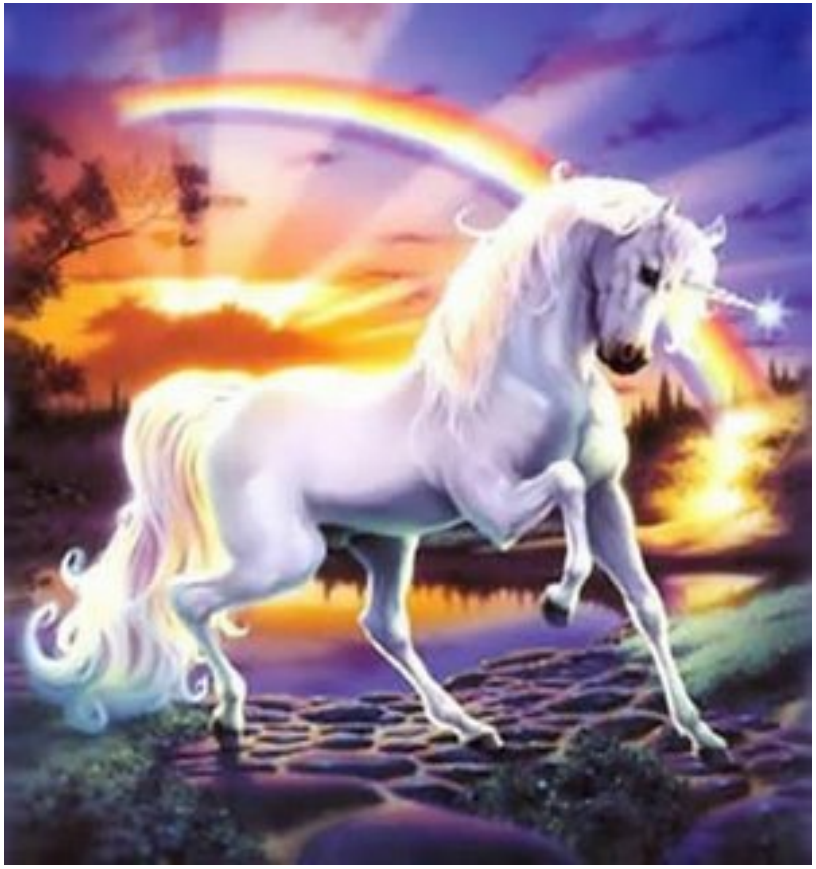


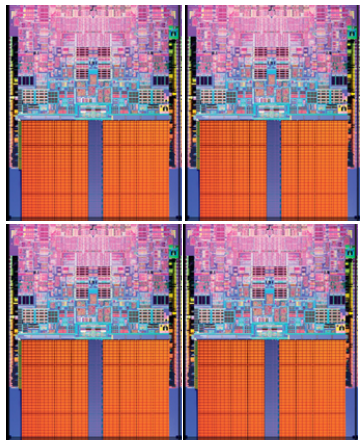
sequential

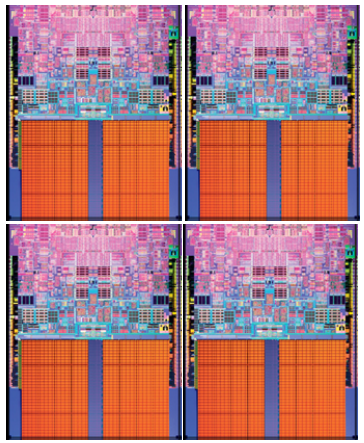




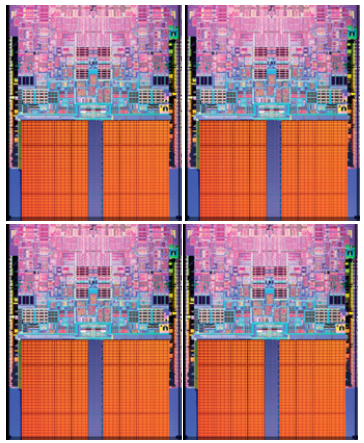
sequential

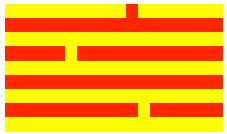






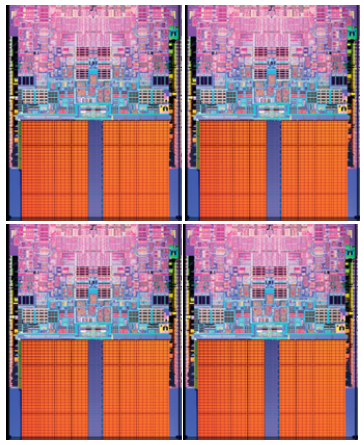
race conditions





race conditions

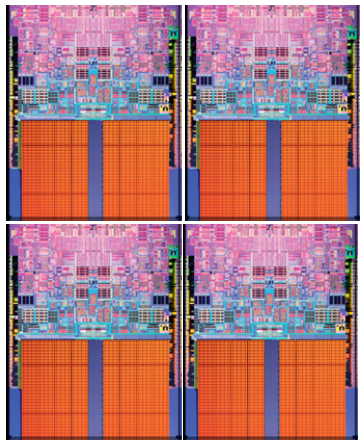
atomicity violations



race conditions

atomicity violations

deadlock



race conditions

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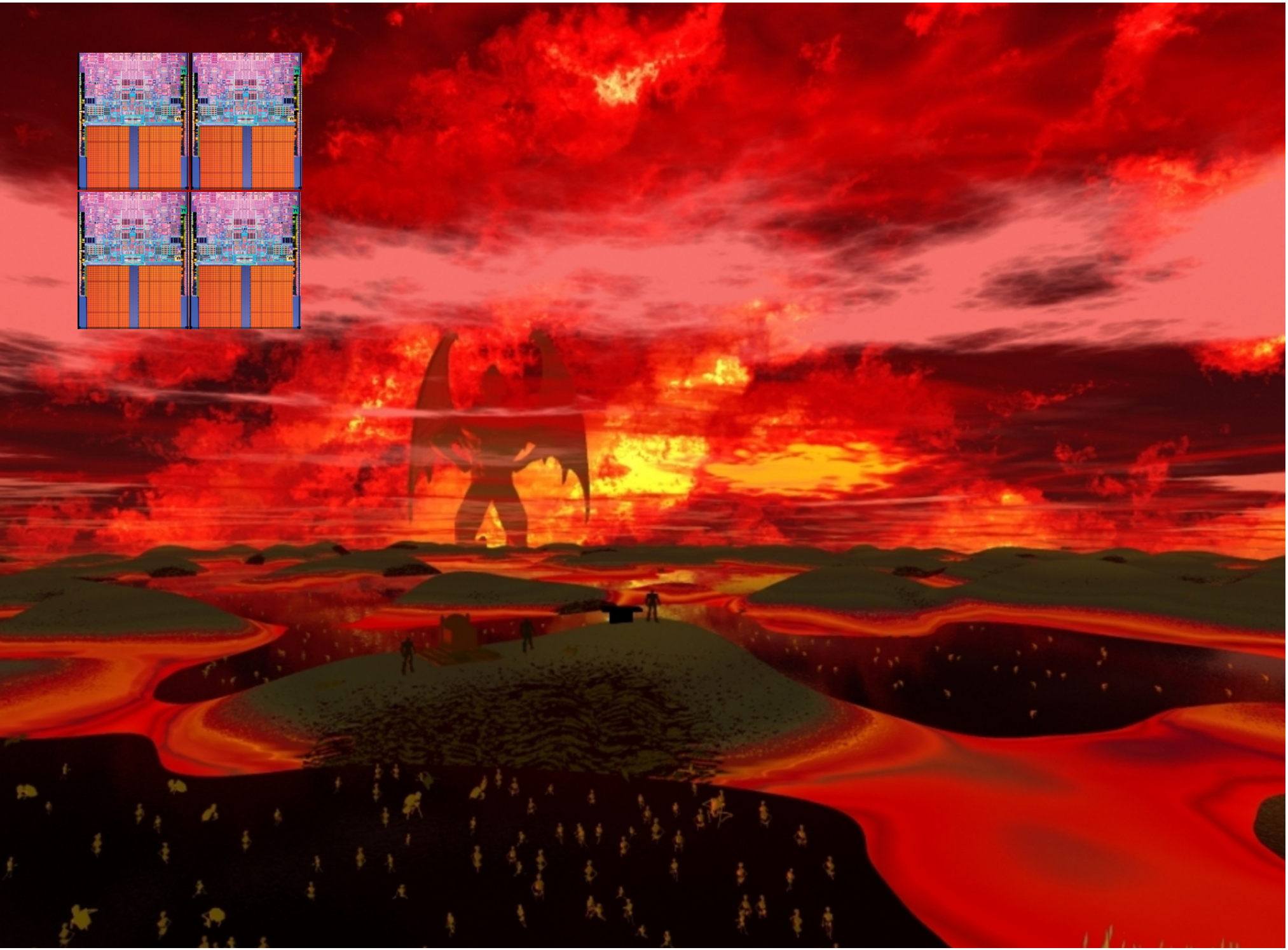
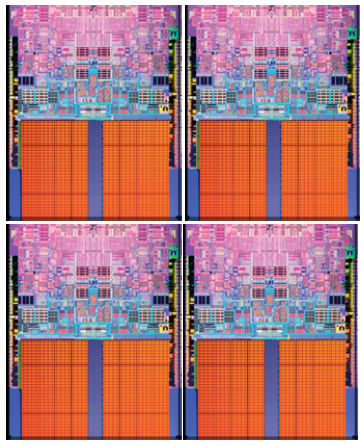
order violations





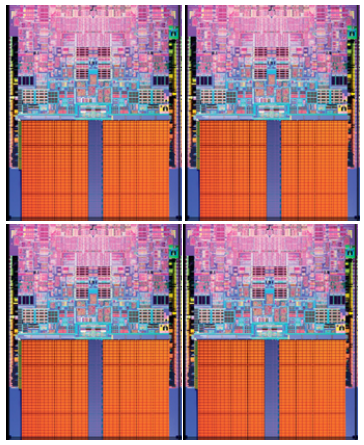
race conditions

atomicity violations

Grace

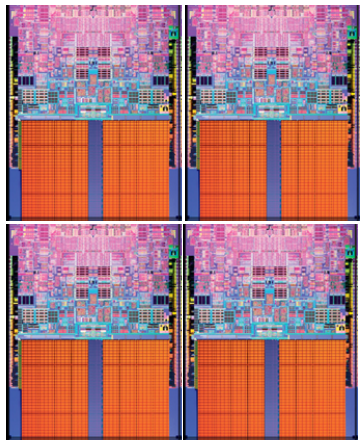
deadlock

order violations



Grace


race conditions
atomicity violations
deadlock
order violations



Grace

sequential

Grace

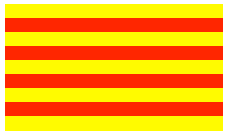
```
% g++ myprog.cpp -lpthread -o myprog
```

Grace

```
% g++ myprog.cpp -lgrace   -o myprog
```

Grace

```
% g++ myprog.cpp -lgrace    -o myprog
```



sequential

Grace

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% g++ myprog.cpp -lgrace    -o myprog
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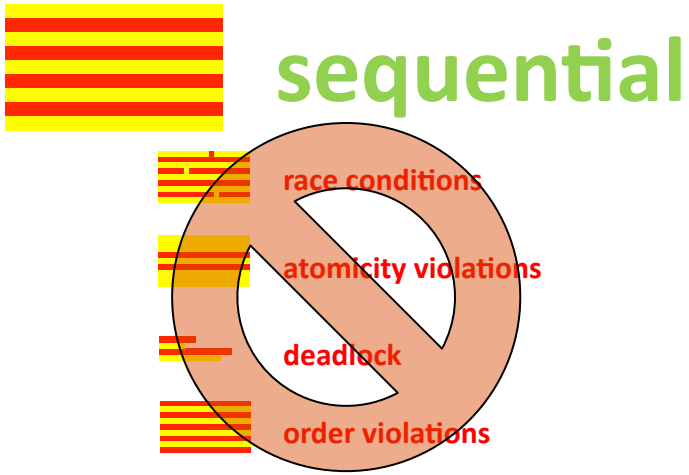

Grace

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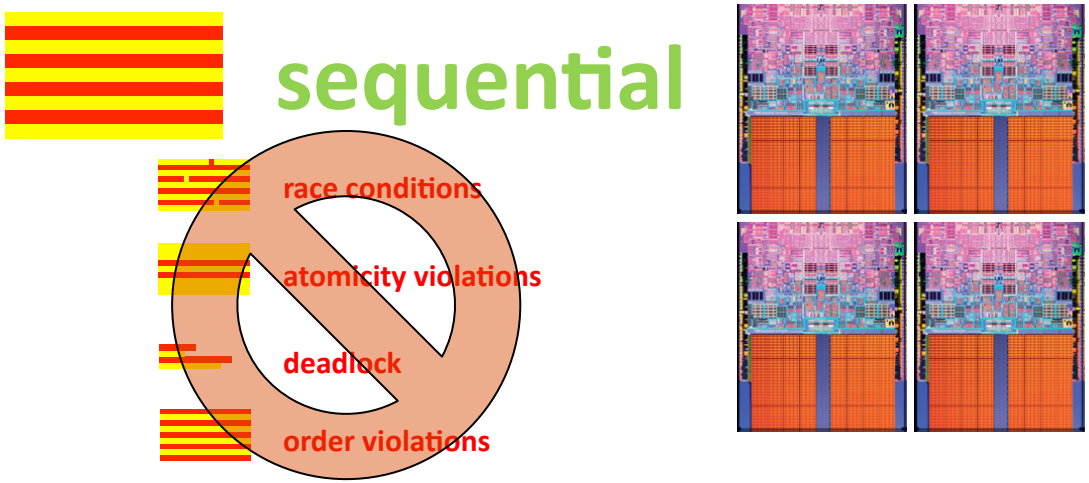
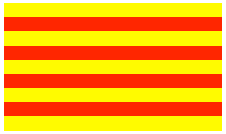
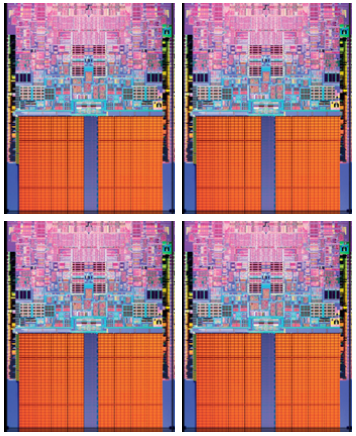
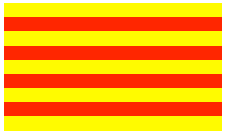
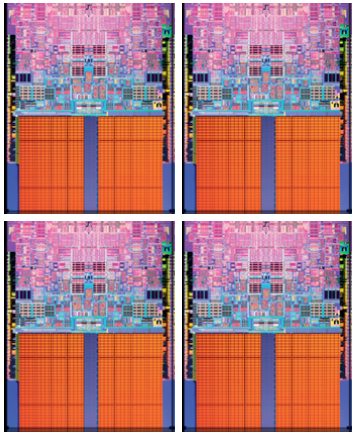
% g++ myprog.cpp -lgrace    -o myprog
```



Grace

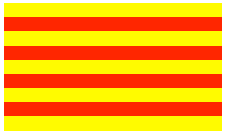
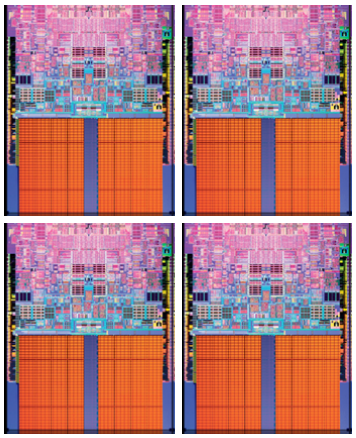
1.  sequential +  ?

Grace

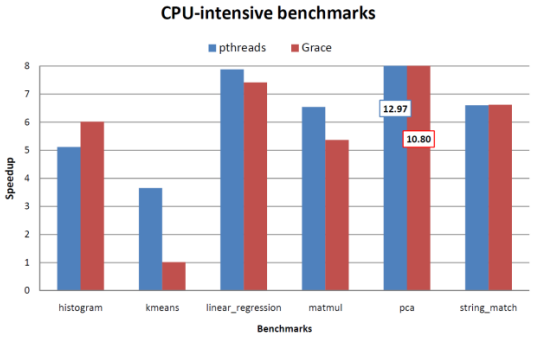
1.  sequential +  ?

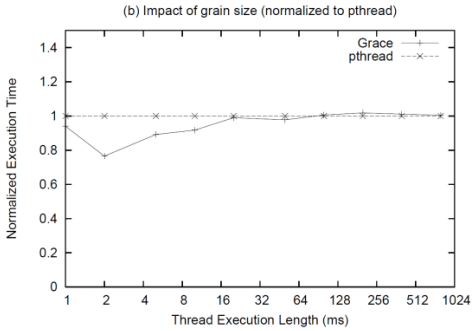
2. 

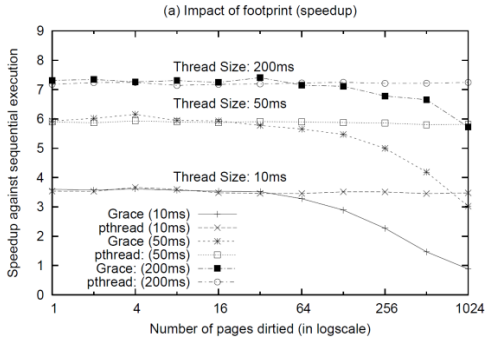
Grace

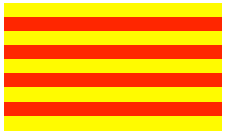
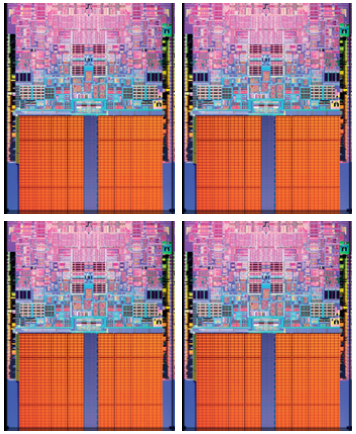
1.  sequential +  ?

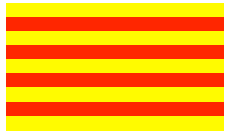
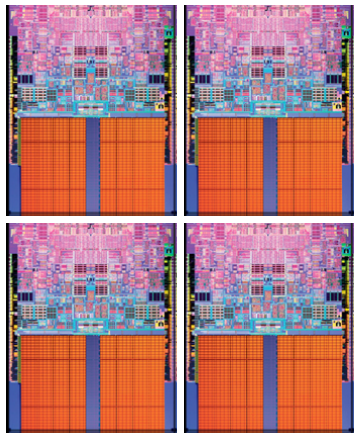
2. 

3. 





1.  sequential +  ?

1.  sequential +  ?

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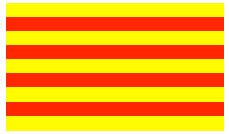
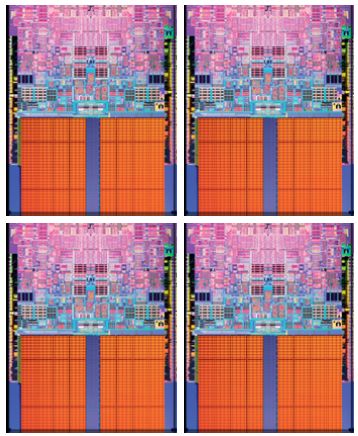
1.  sequential +  ?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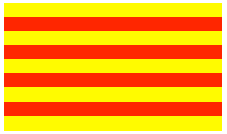
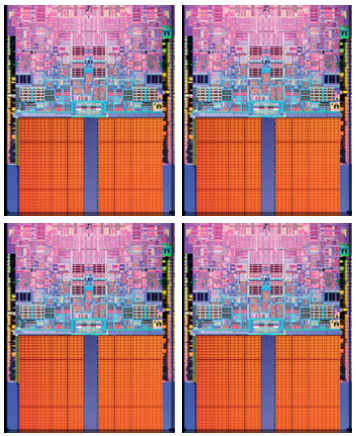
1.  sequential +  ?

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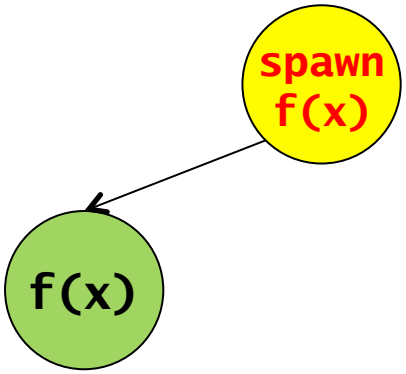
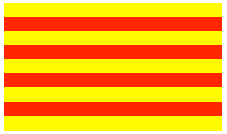
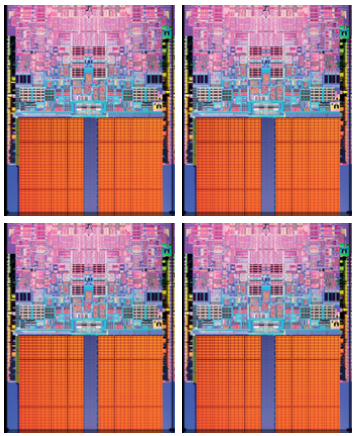


1.  sequential +  ?

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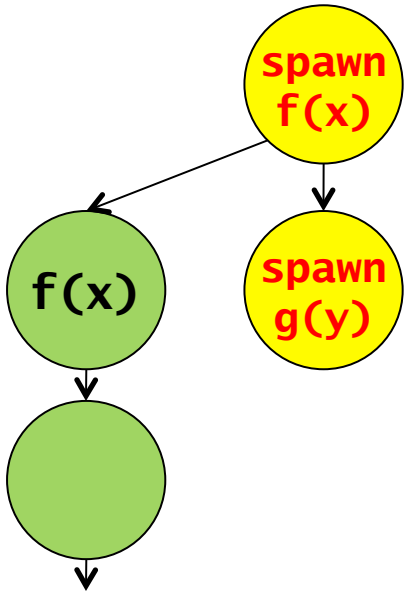
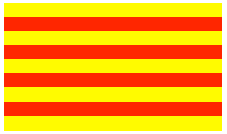
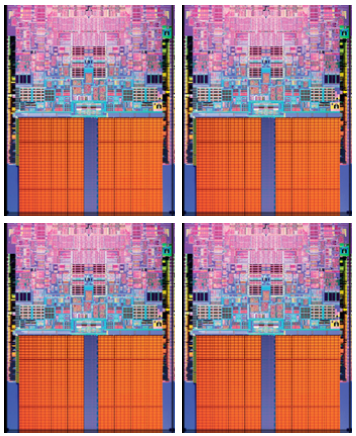


1.  sequential +  ?

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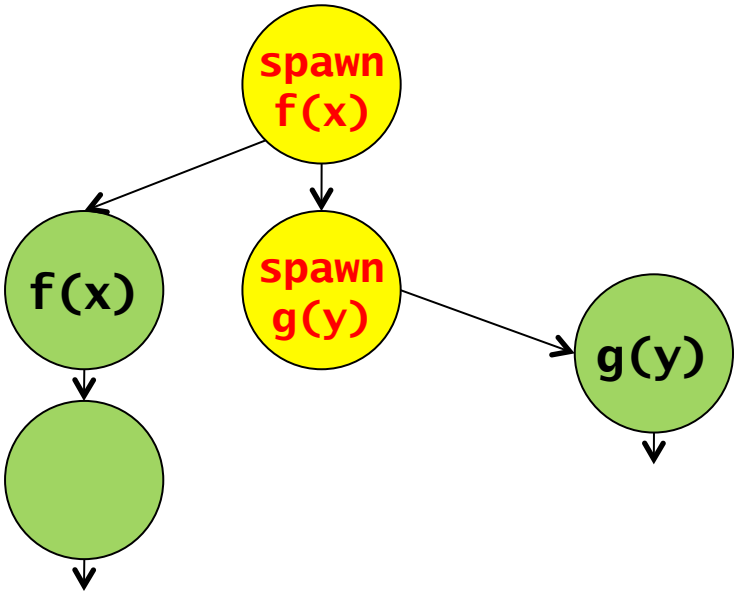
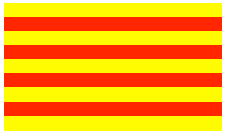
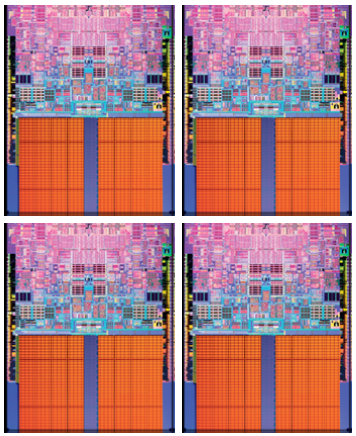


1.  sequential +  ?

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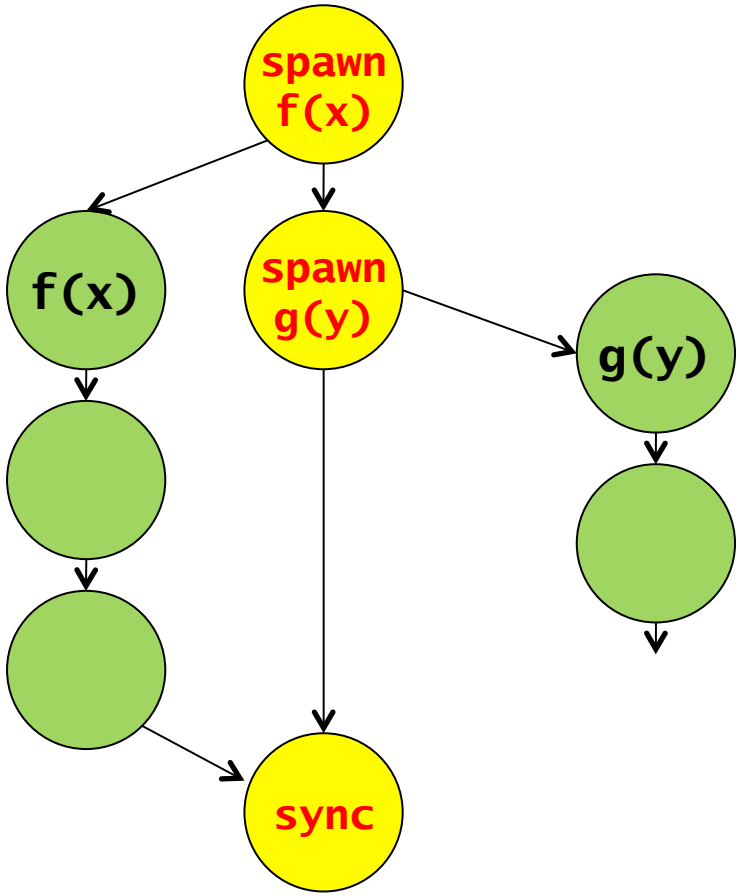
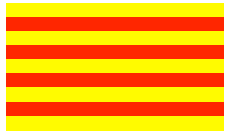
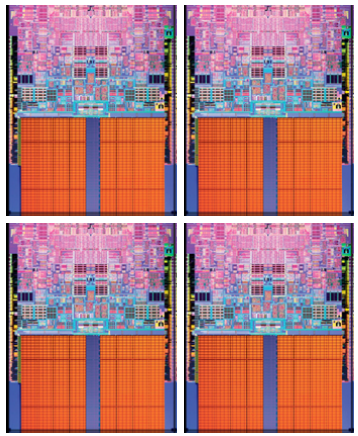


1.  sequential +  ?

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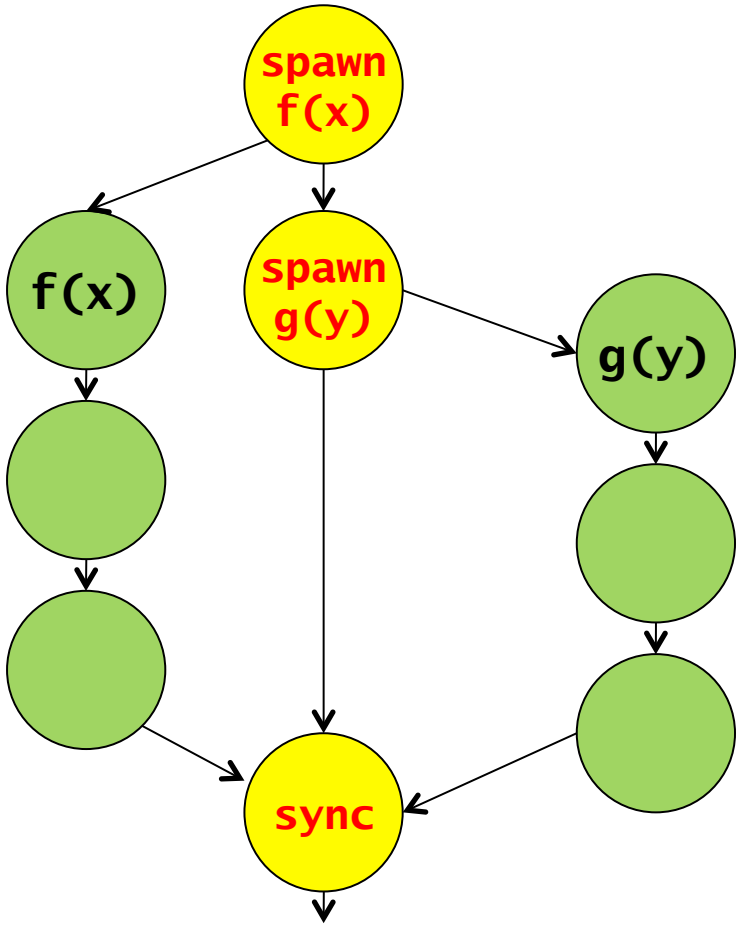
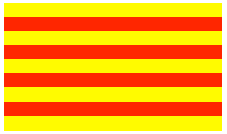
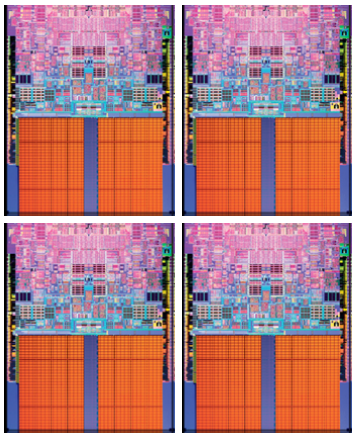


1.  sequential +  ?

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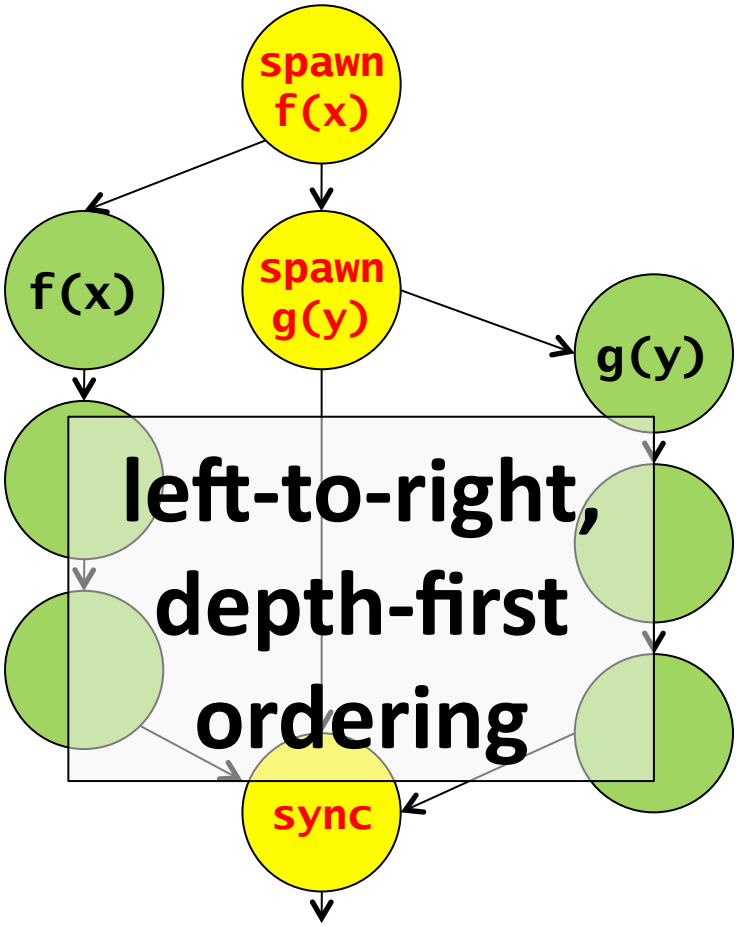
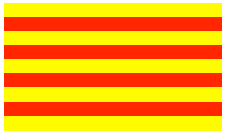
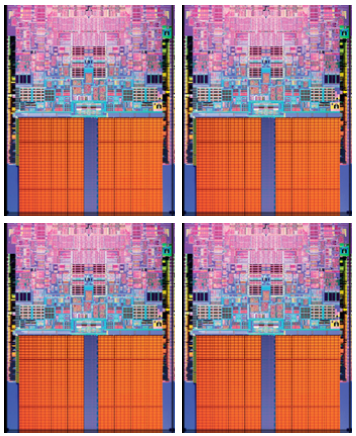


1.  sequential +  ?

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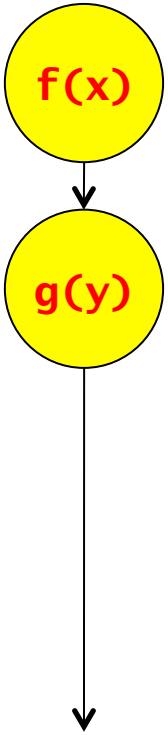
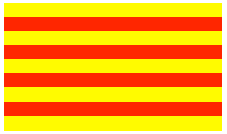
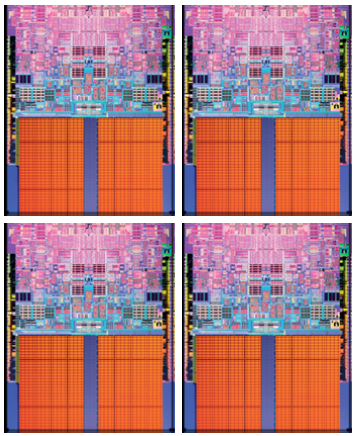


1.  sequential +  ?

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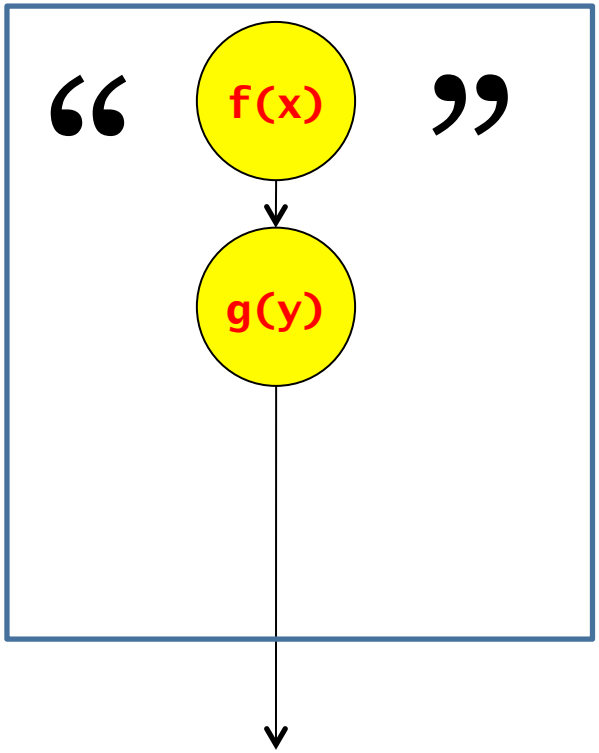
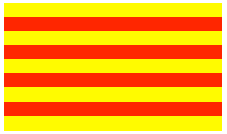
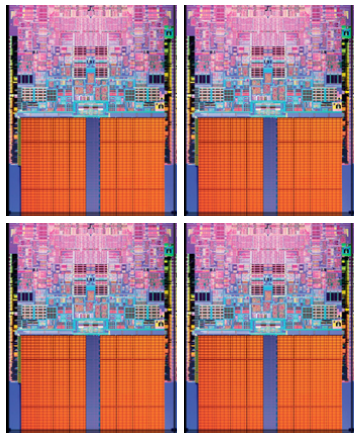
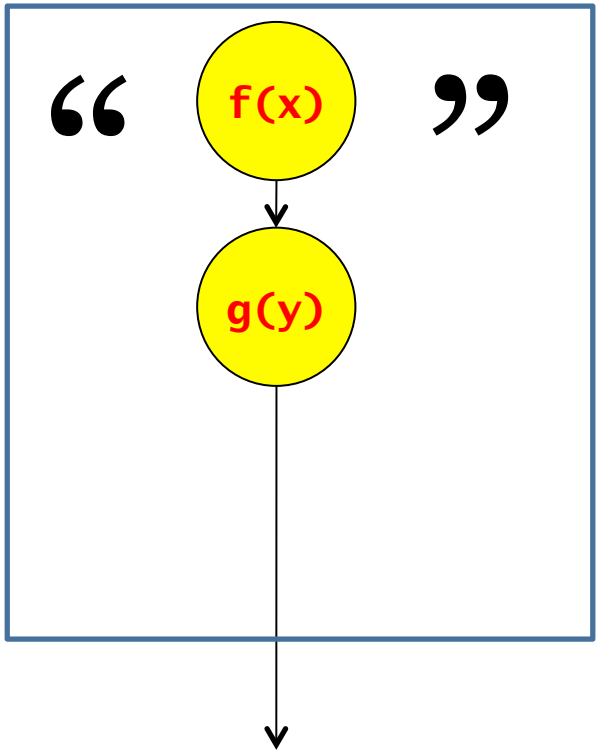
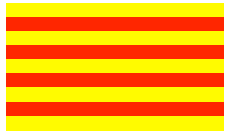
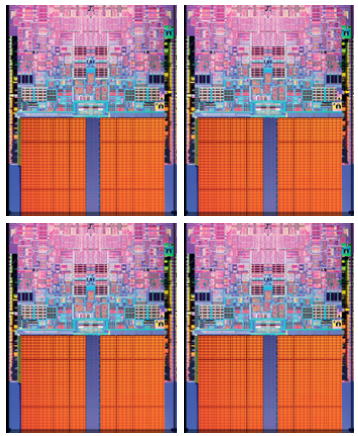
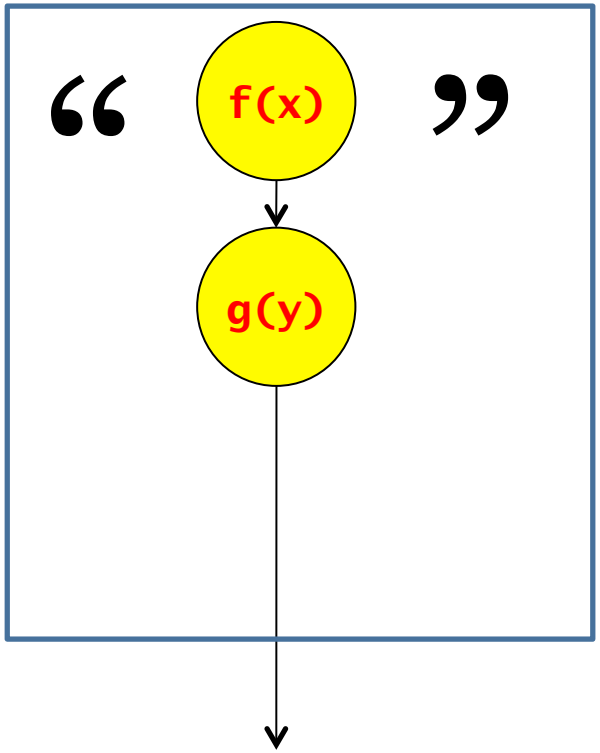


1.  sequential +  ?



1.  sequential +  ?

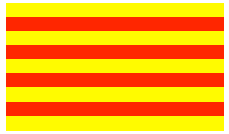
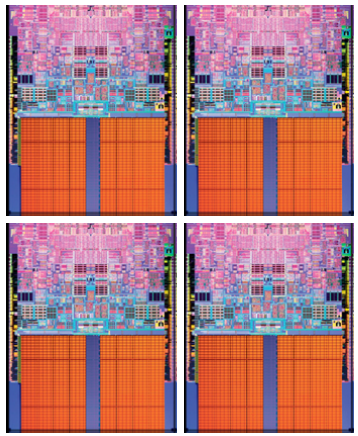


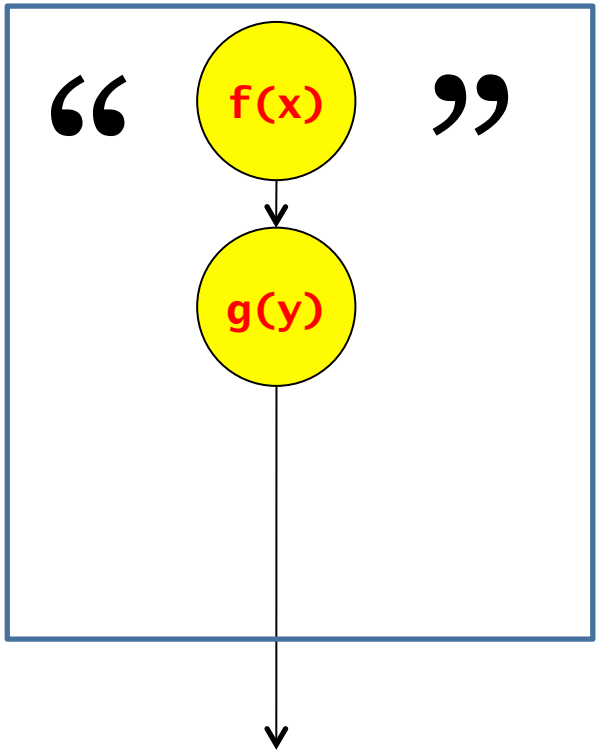
 race conditions

 atomicity violations

 deadlock

 order violations

1.  sequential +  ?



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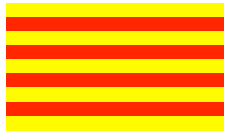
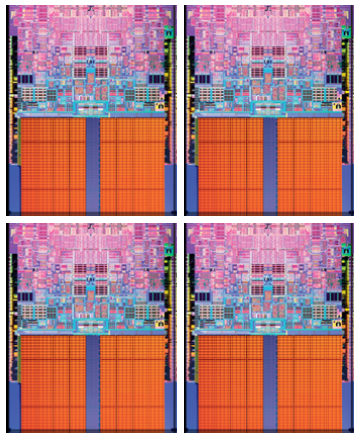
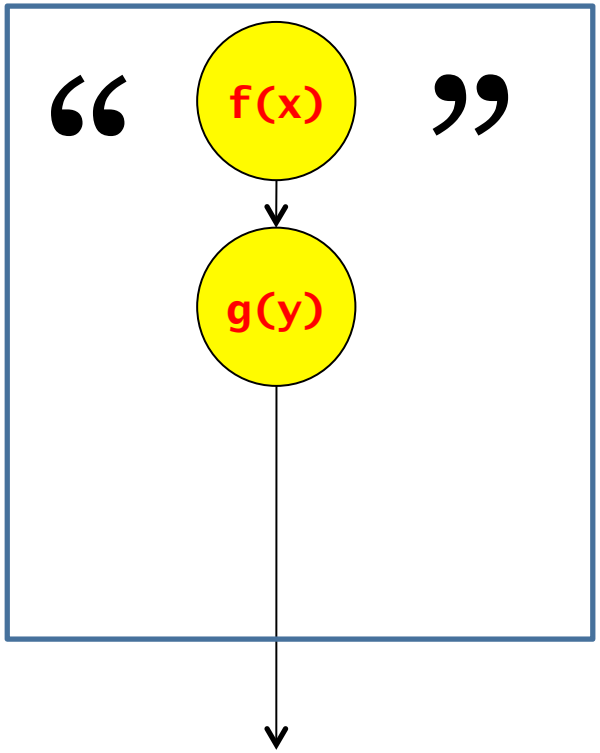
1.  sequential +  ?



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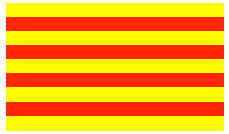
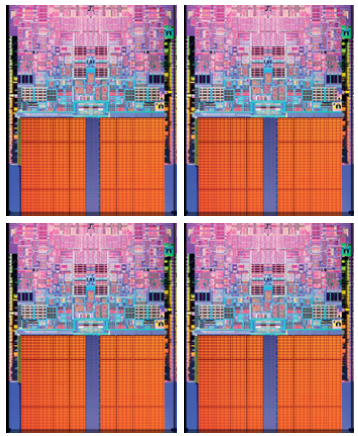
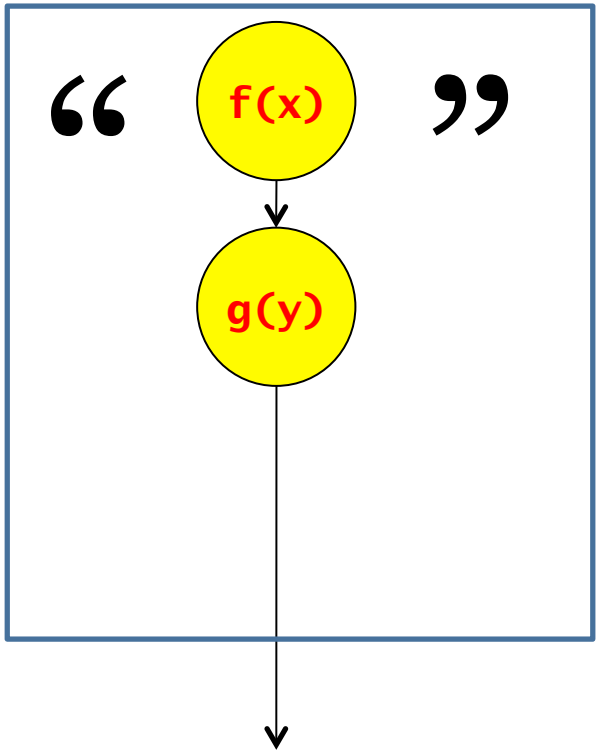
1.  sequential +  ?



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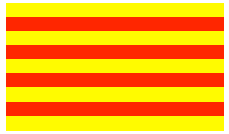
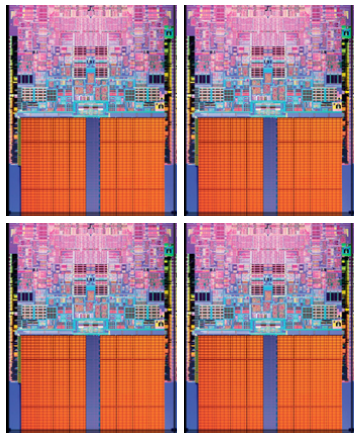
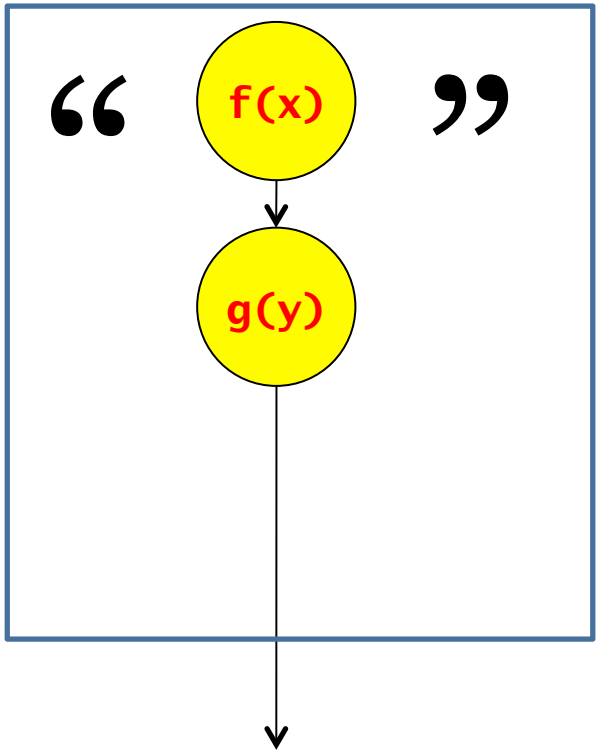
1.  sequential +  ?



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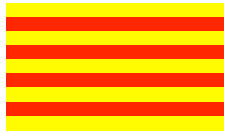
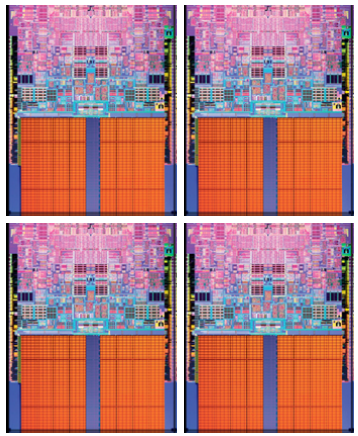
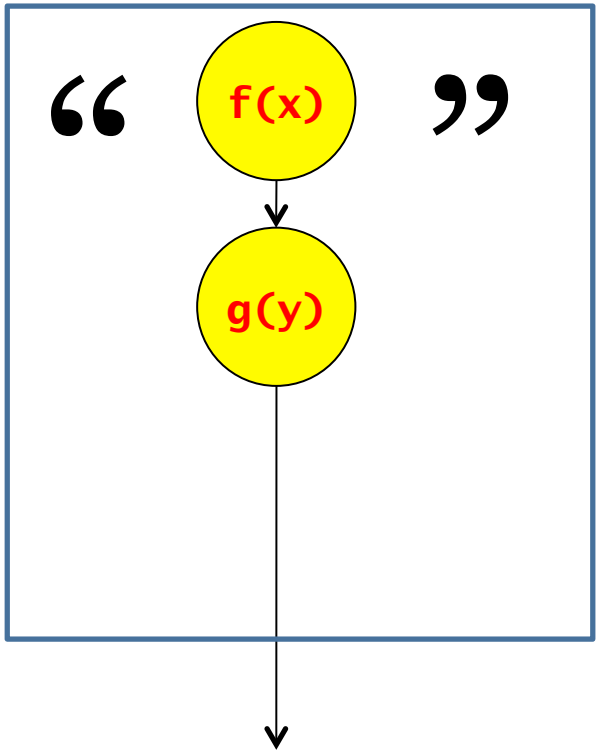
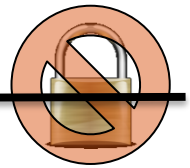
 order violations

1.  sequential +  ?

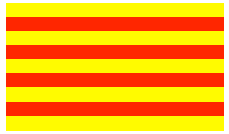
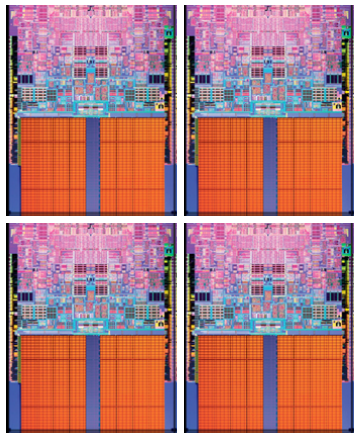


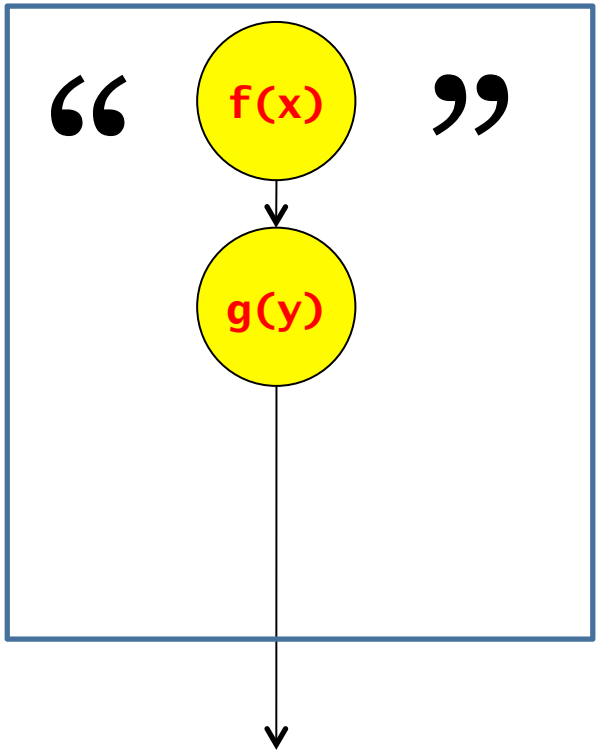
 ~~race conditions~~

 ~~atomicity violations~~

 ~~deadlock~~ 

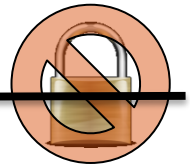
 order violations

1.  sequential +  ?

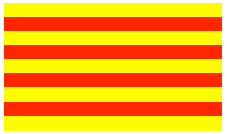
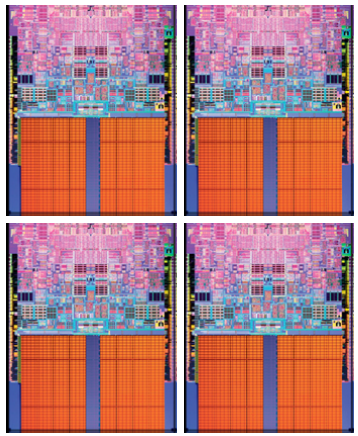


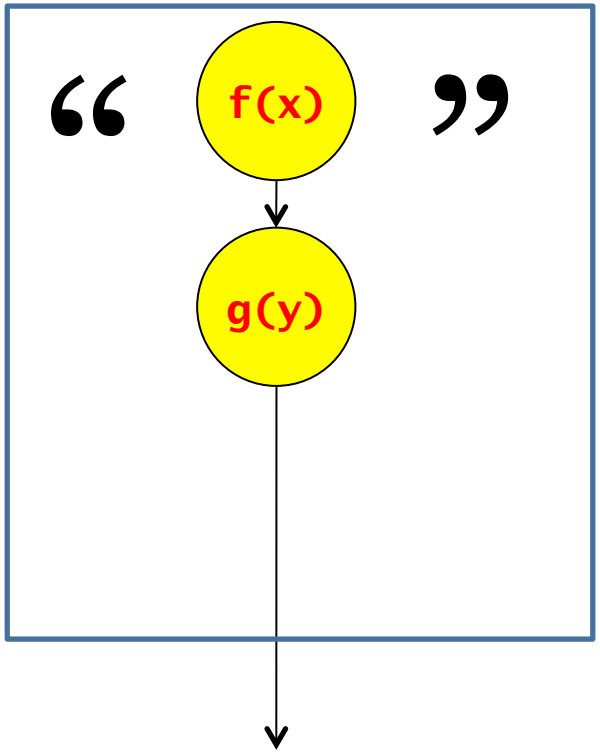
 race conditions

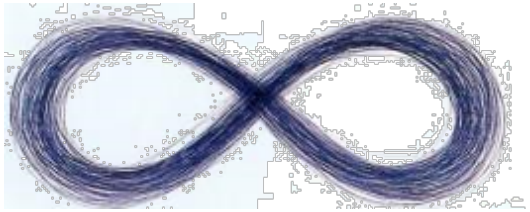
 atomicity violations

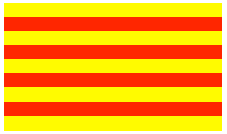
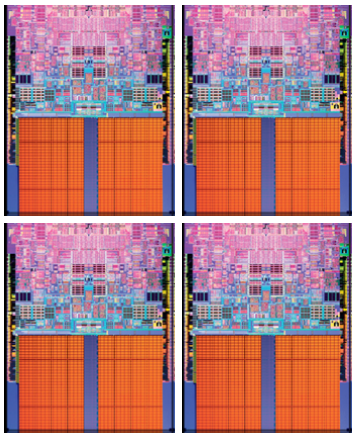
 deadlock 

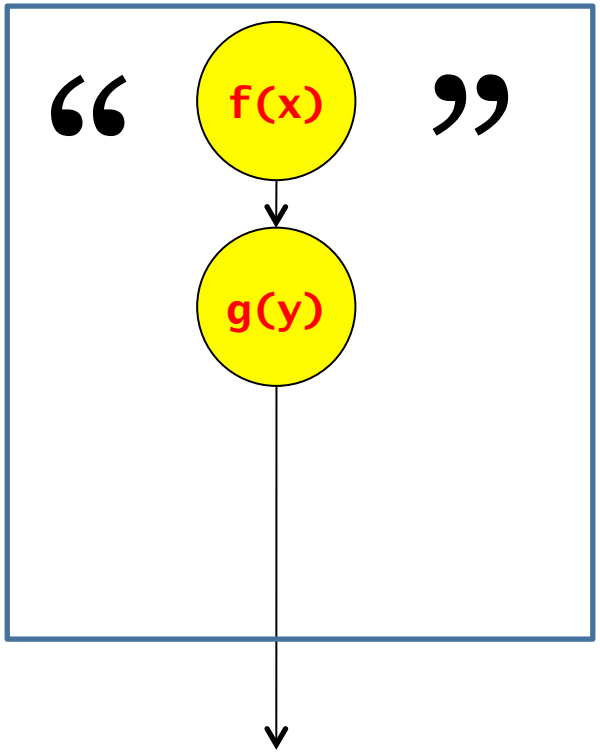
 order violations

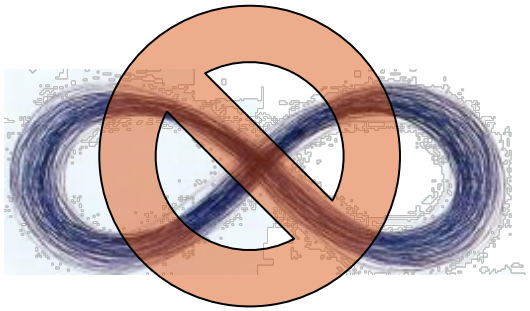
1.  sequential +  ?

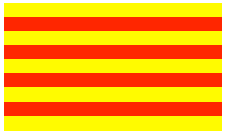
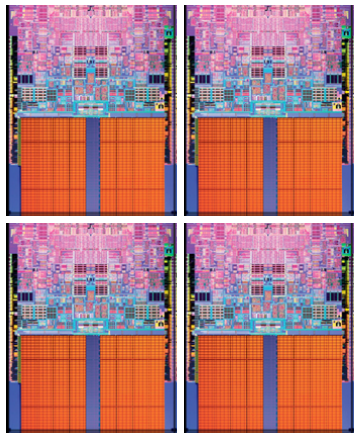


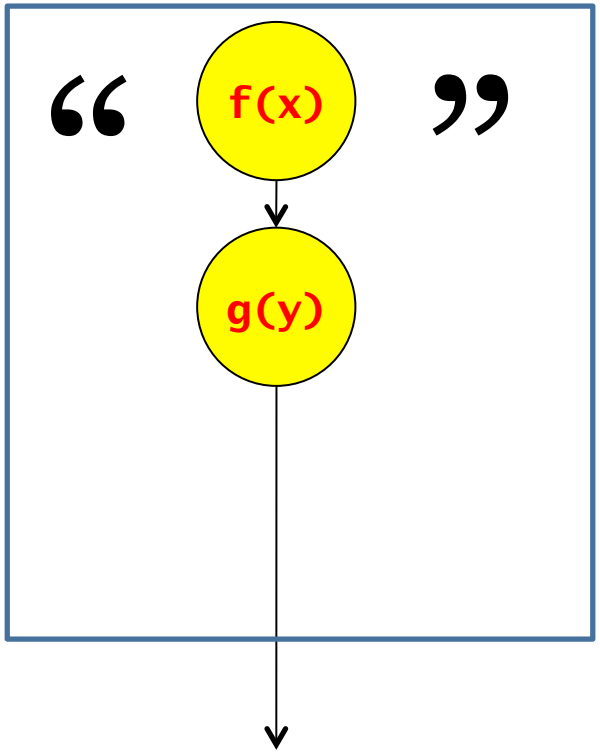


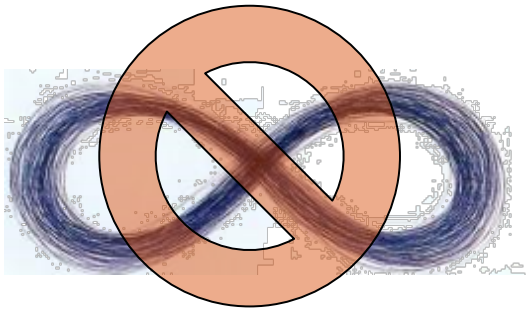
1.  sequential +  ?

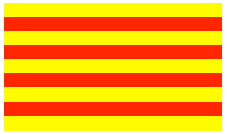
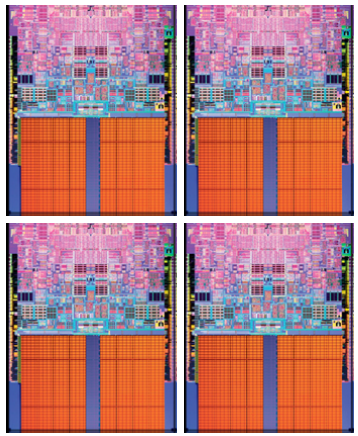


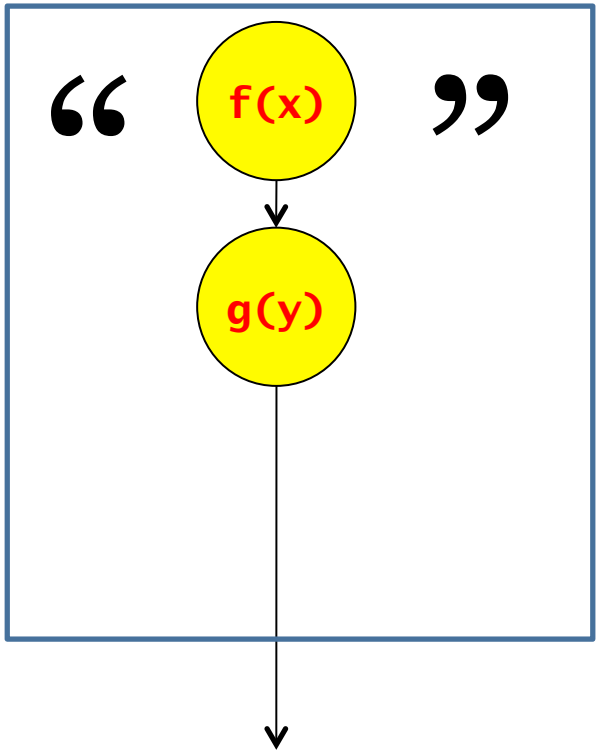


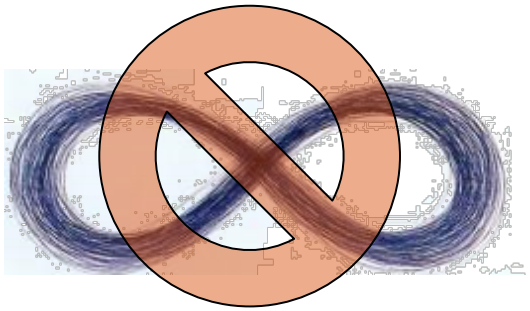
1.  sequential +  ?

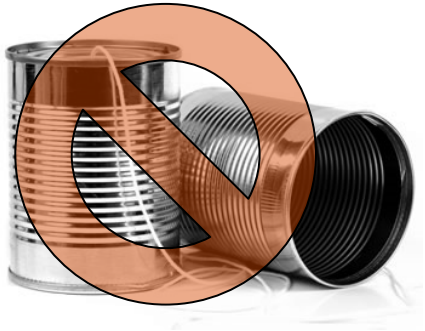


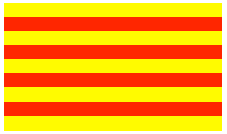
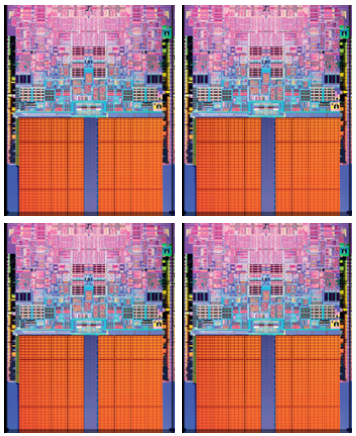


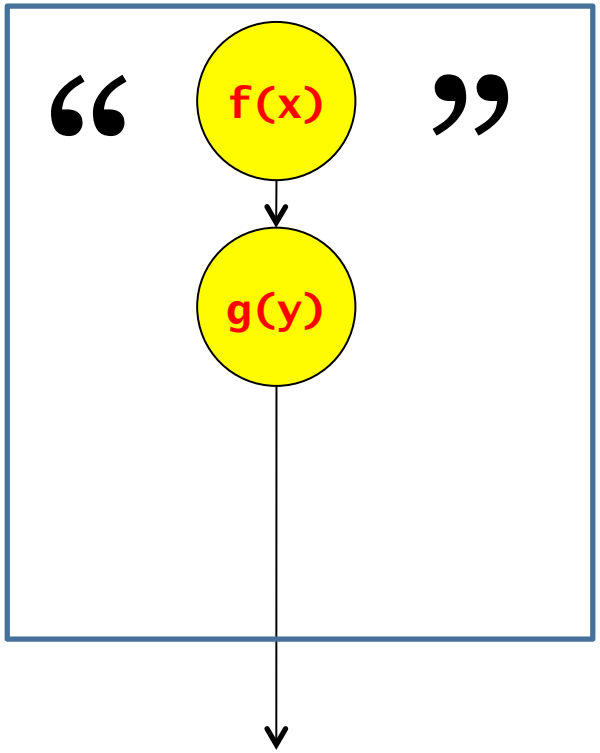
1.  sequential +  ?

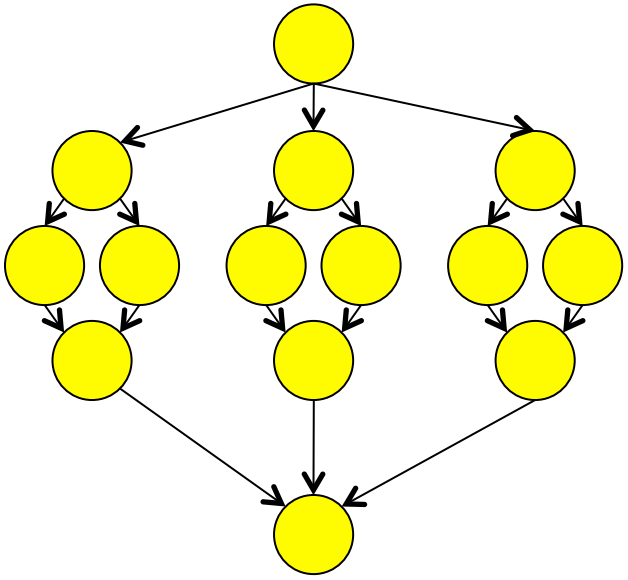


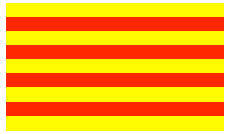
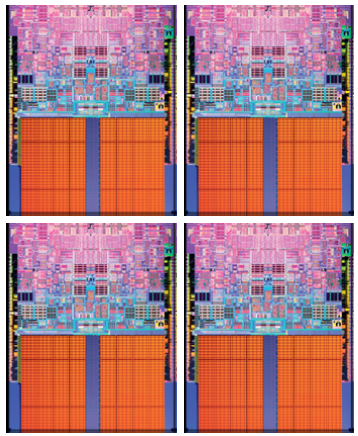


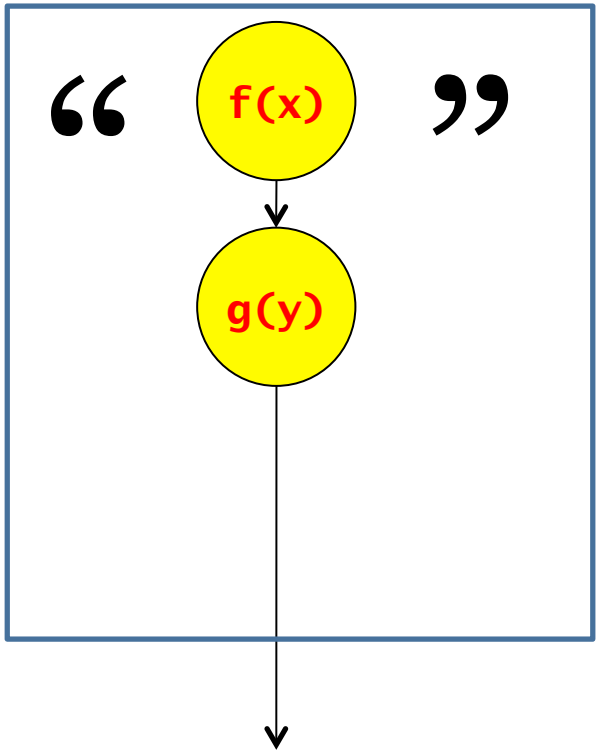


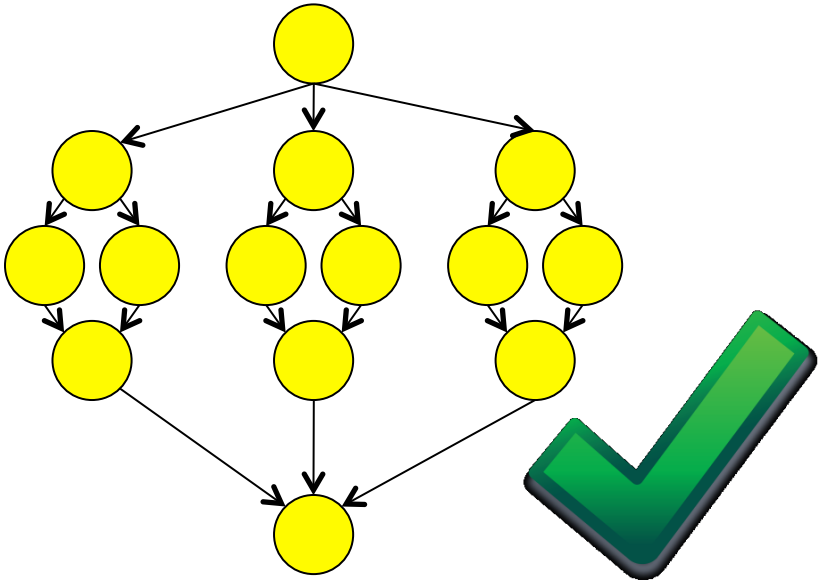
1.  sequential +  ?





1.  sequential +  ?



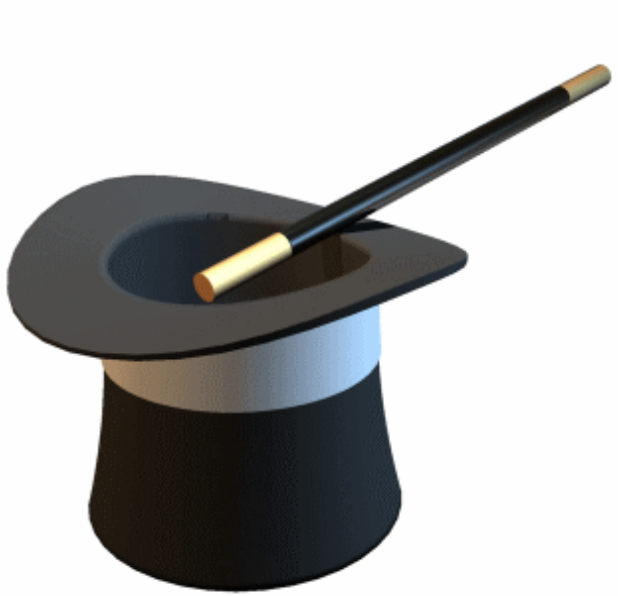


Fork-join
(e.g., map-reduce, Cilk, TBB…)

2.  ?

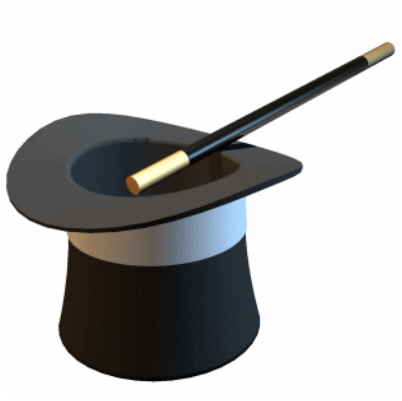
What's under the hood?

2.  **?**

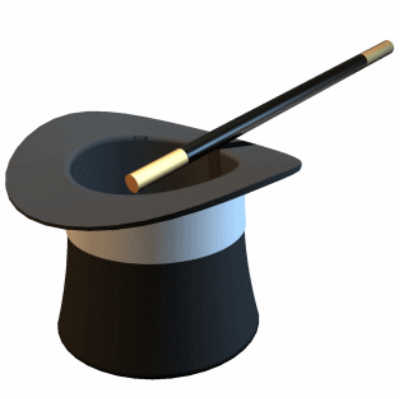


“Magic!”

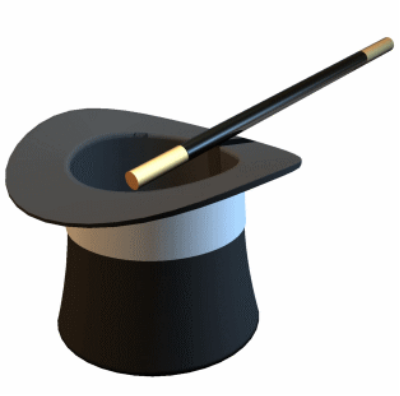
2.  ?

 + 

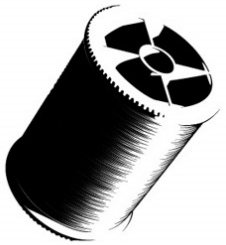
2.  **?**



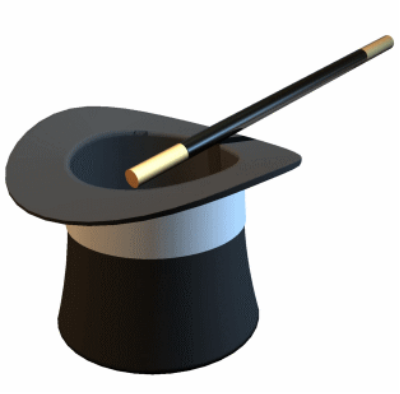
2.  **?**



```
t1 = spawn f(x);
t2 = spawn g(y);
sync;
```



2.  **?**



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t1 = spawn f(x);
t2 = spawn g(y);
sync;
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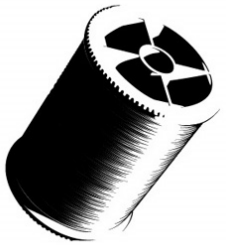
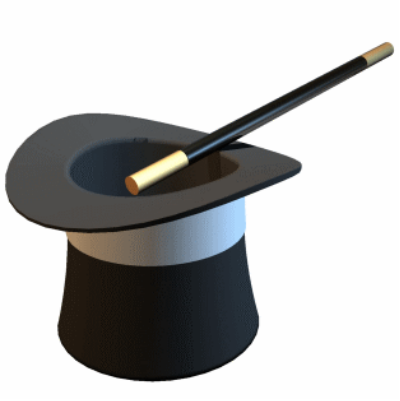
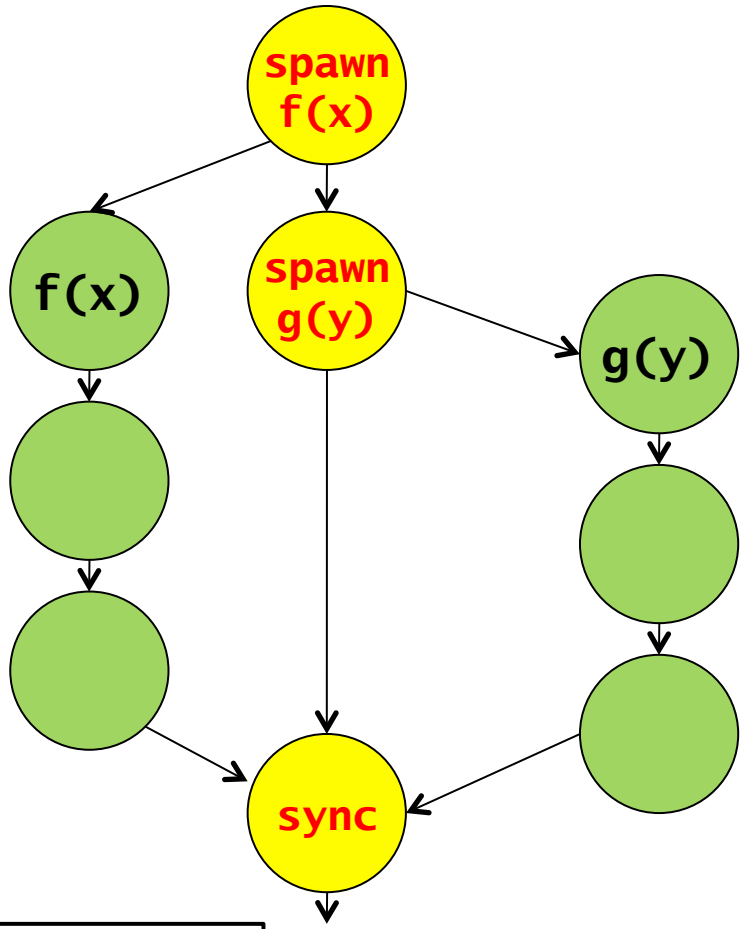


```
if (!fork())
  f(x);
if (!fork())
  g(y);
// check;
```

2.

?

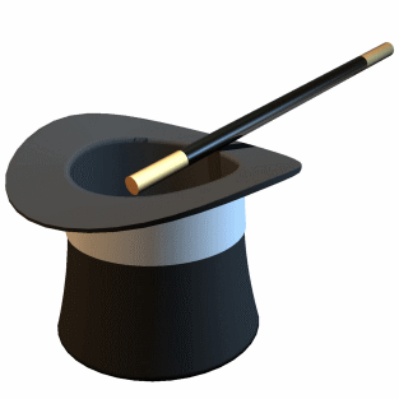


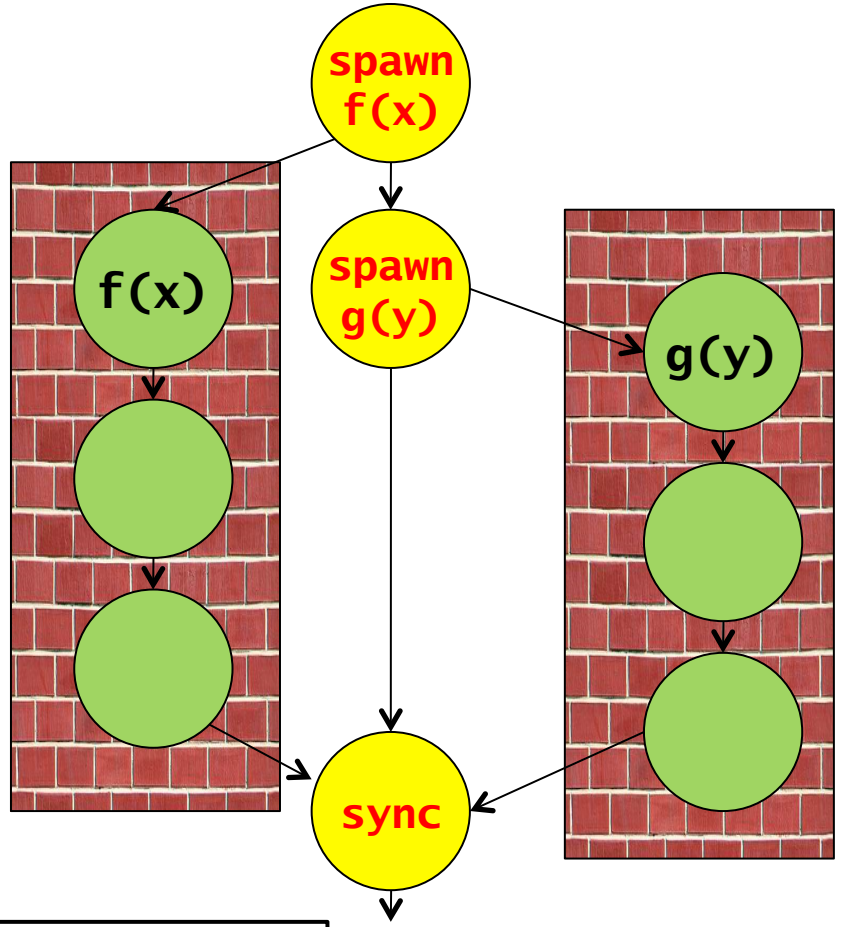



```
if (!fork())
  f(x);
if (!fork())
  g(y);
// check;
```

2.

?






```
if (!fork())
  f(x);
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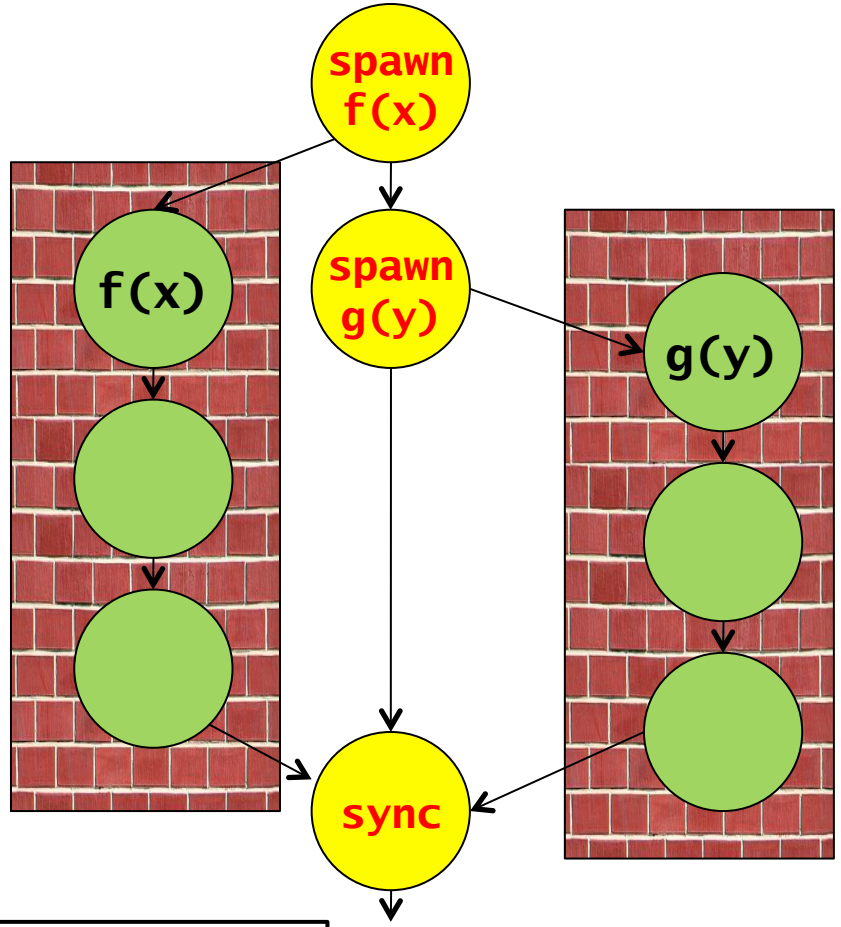
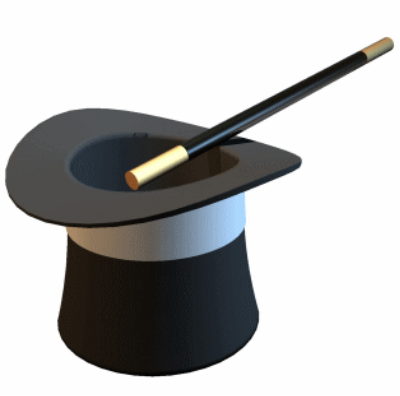
// check;
```

2.

?





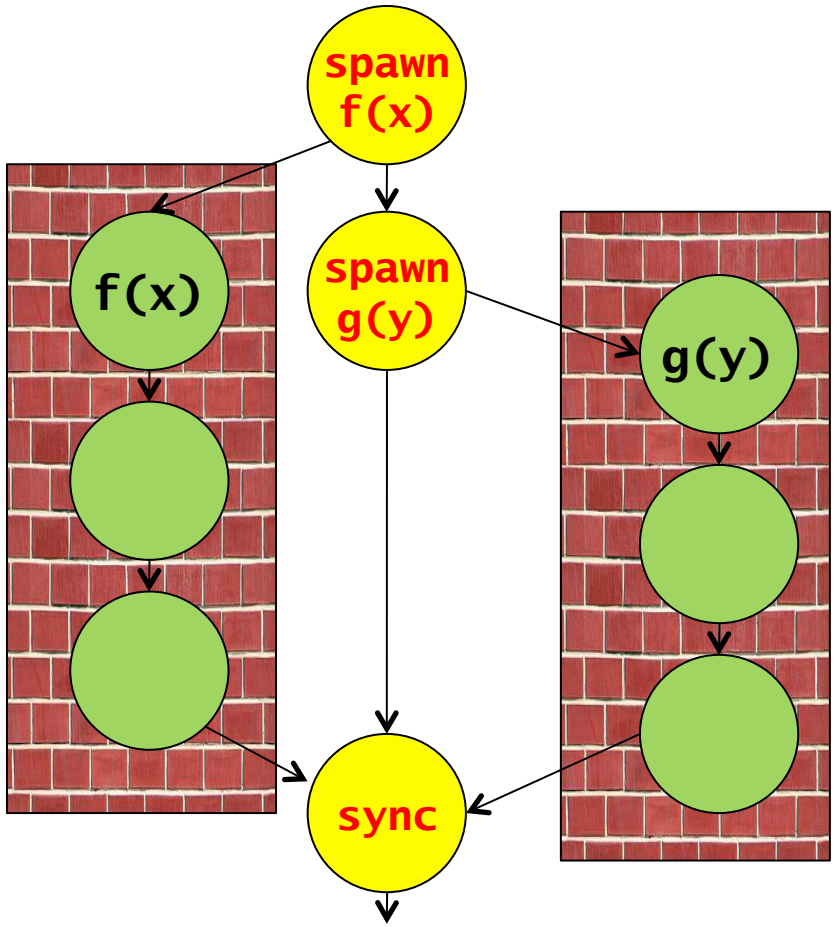
Note:
Nested threads ok

```
if (!fork())
   f(x);
if (!fork())
   g(y);
// check;
```

2.

?

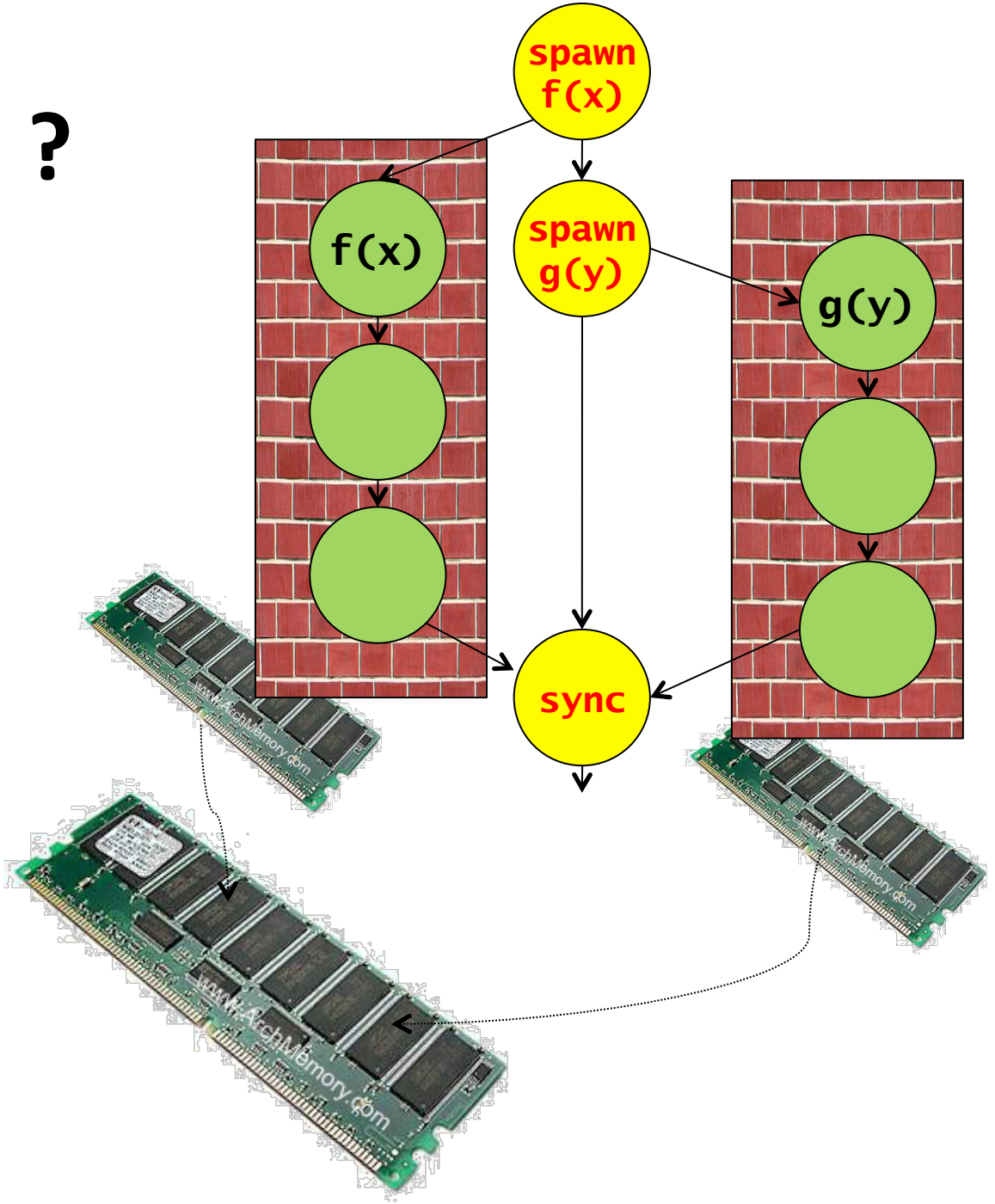
mmap



2.

?

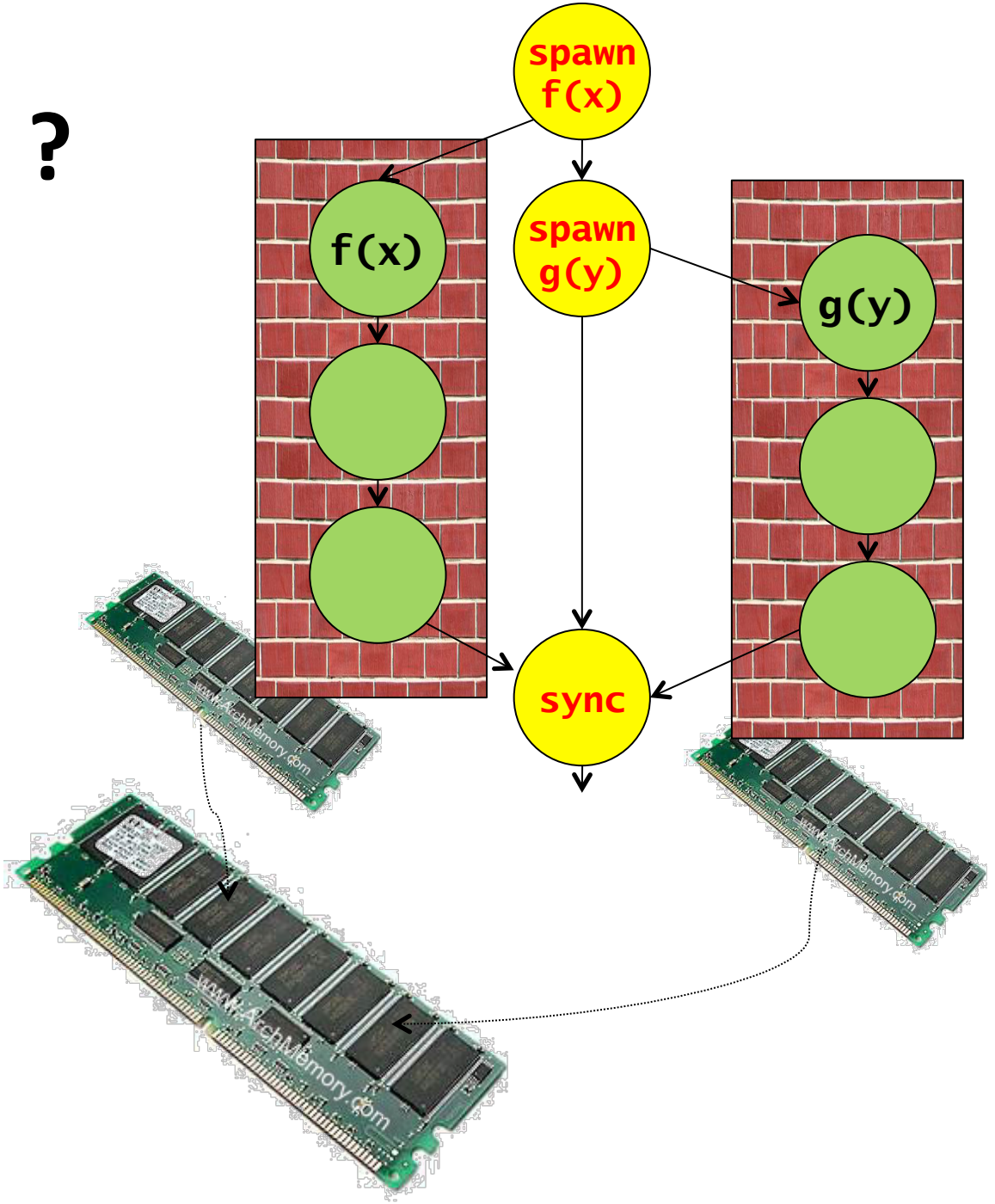
mmap



2.

?

mmap



2.

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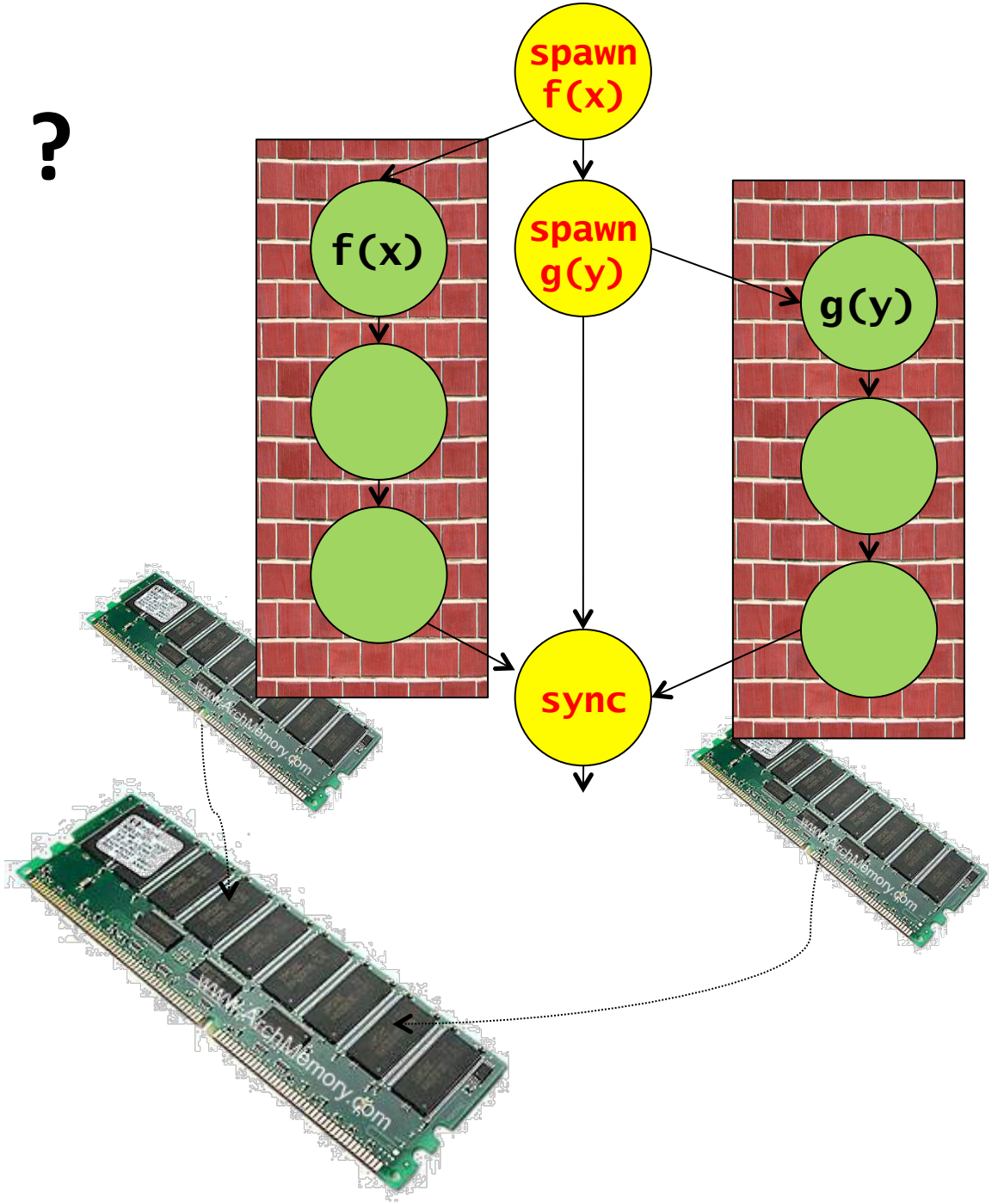

2.

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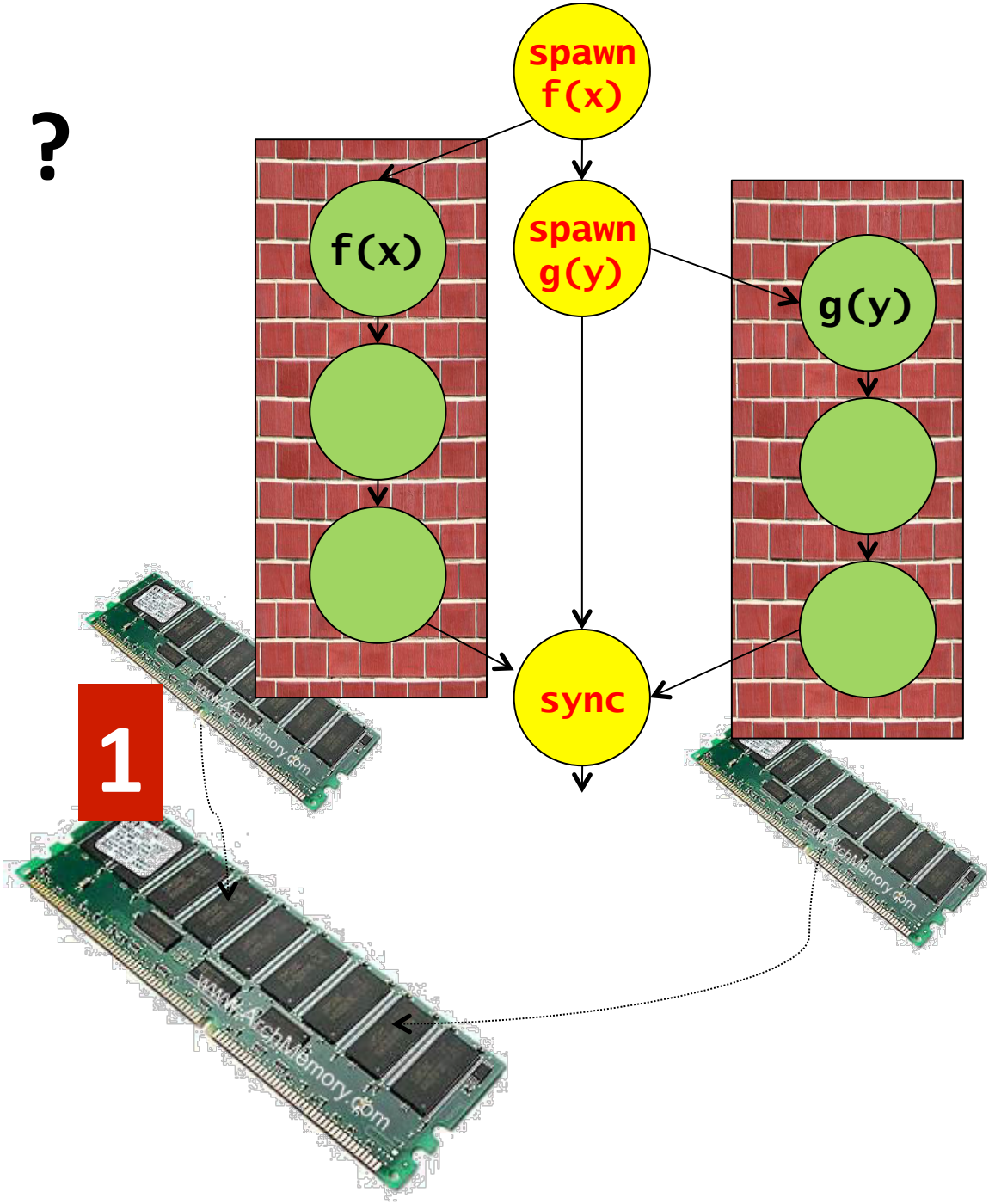
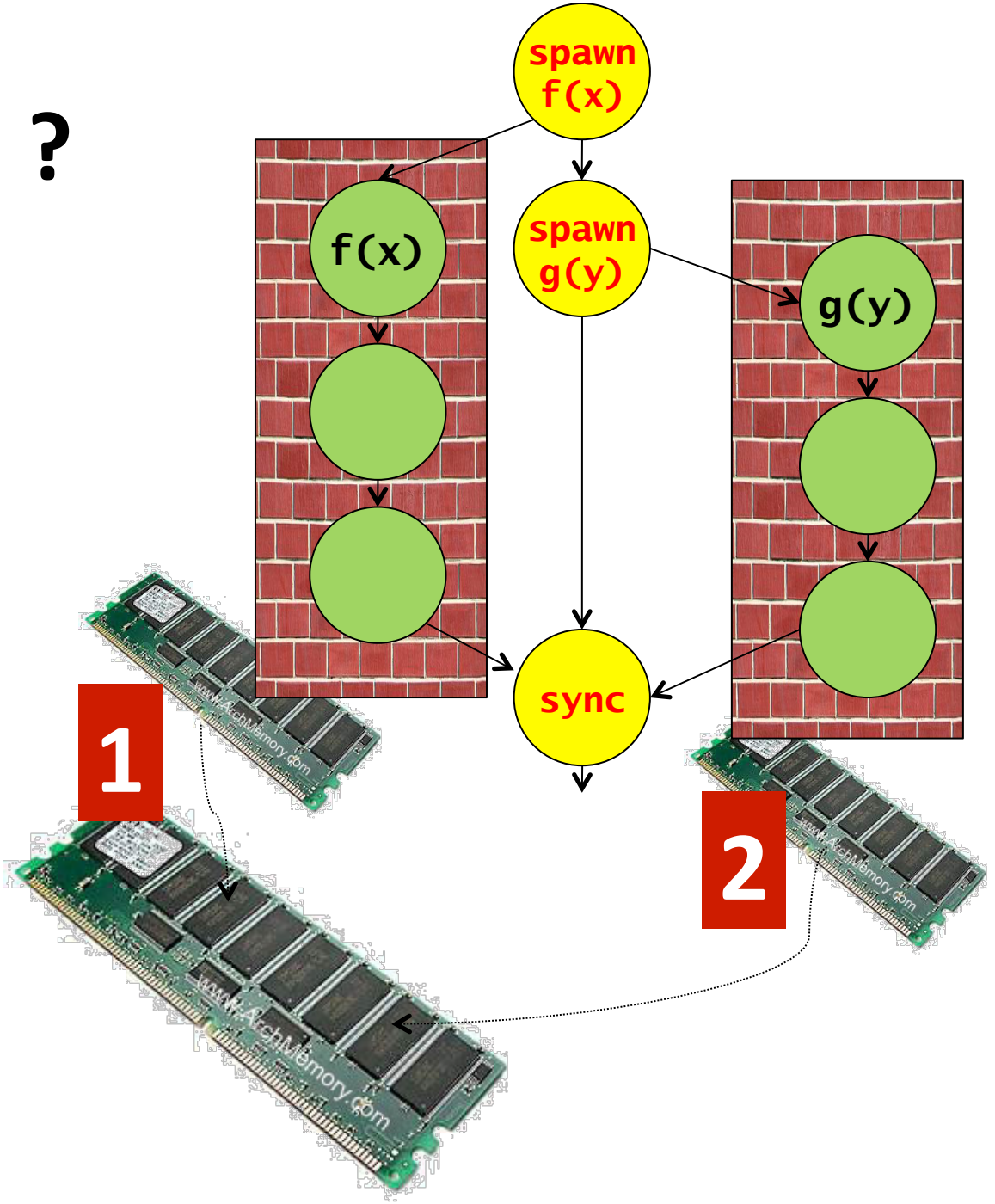
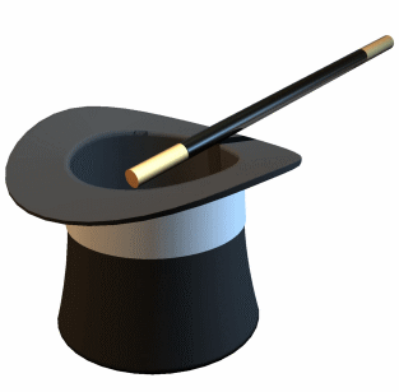


2.

?



2.  ?

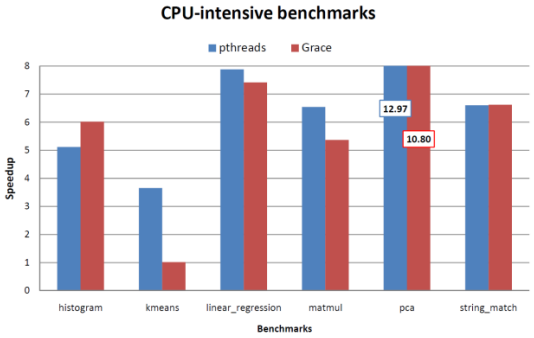


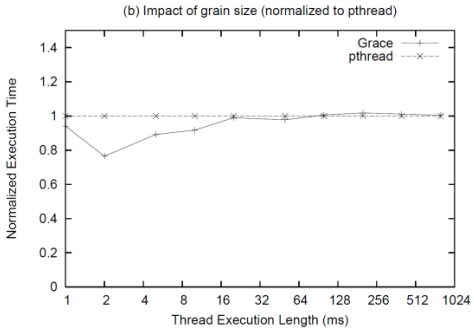
scalable heap

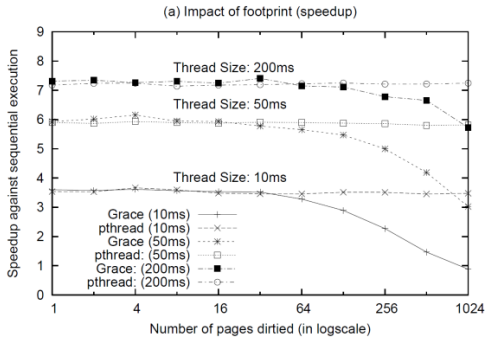
+ aligned globals

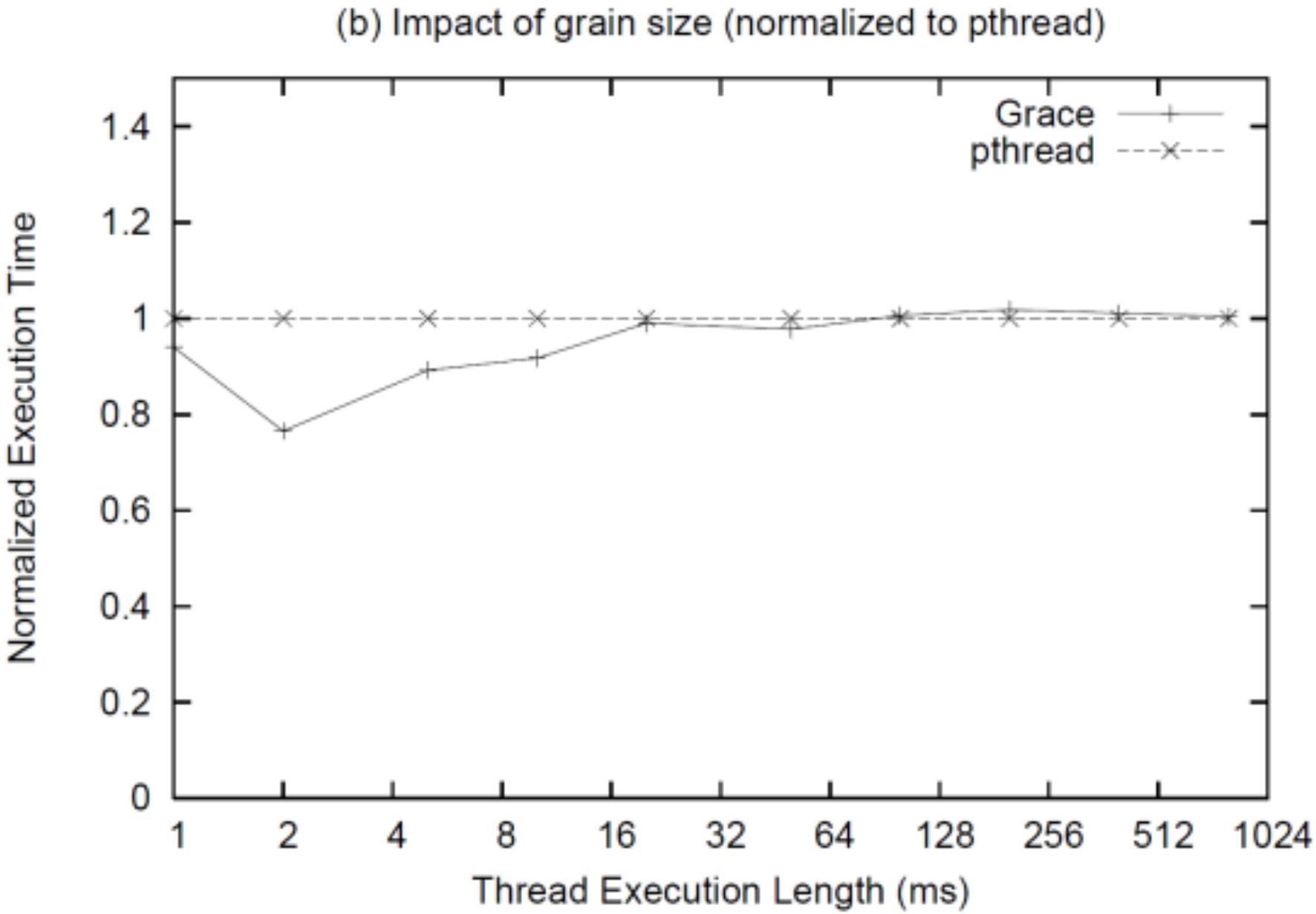
***I/O* (buffering + ordering)**

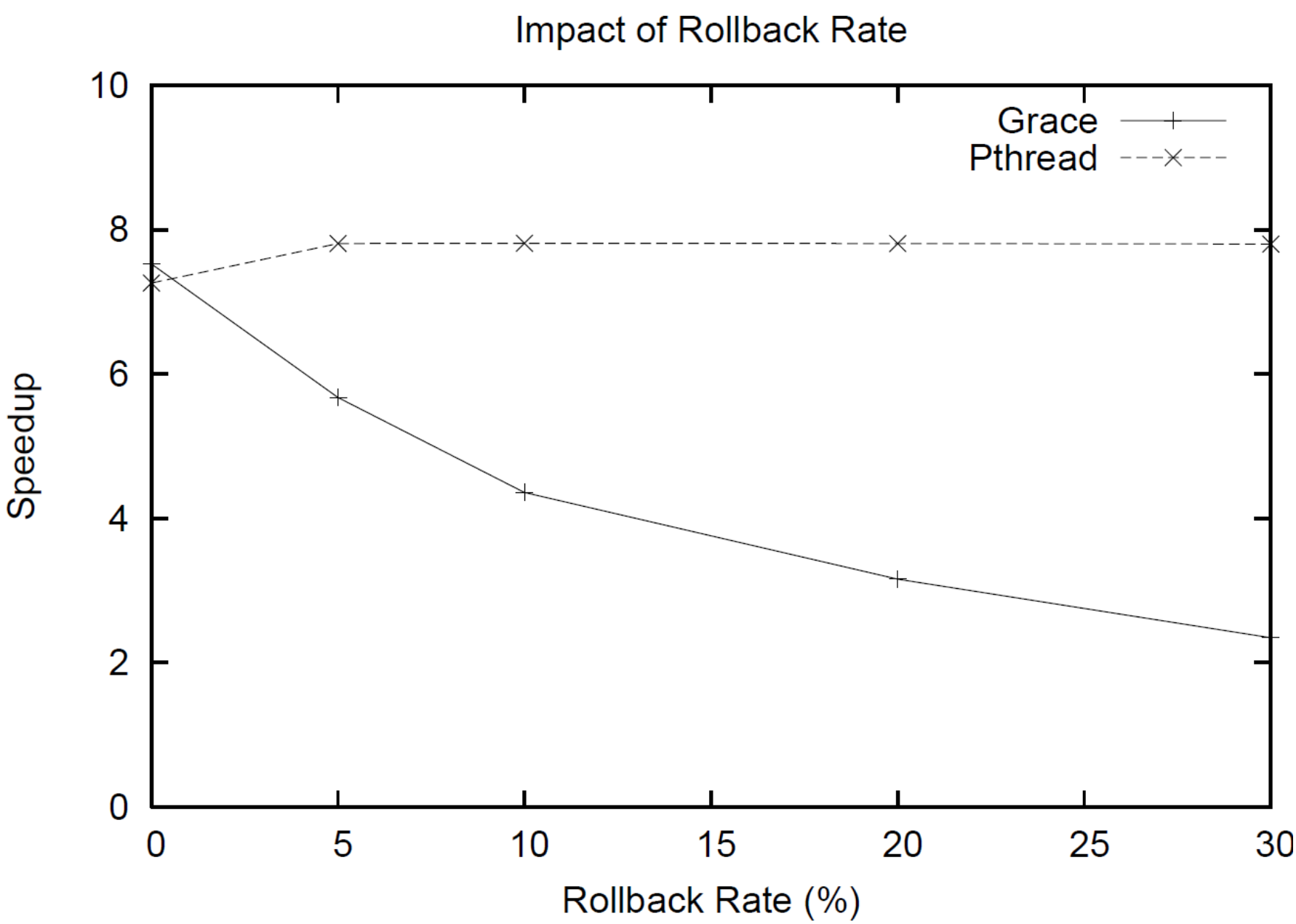
3.

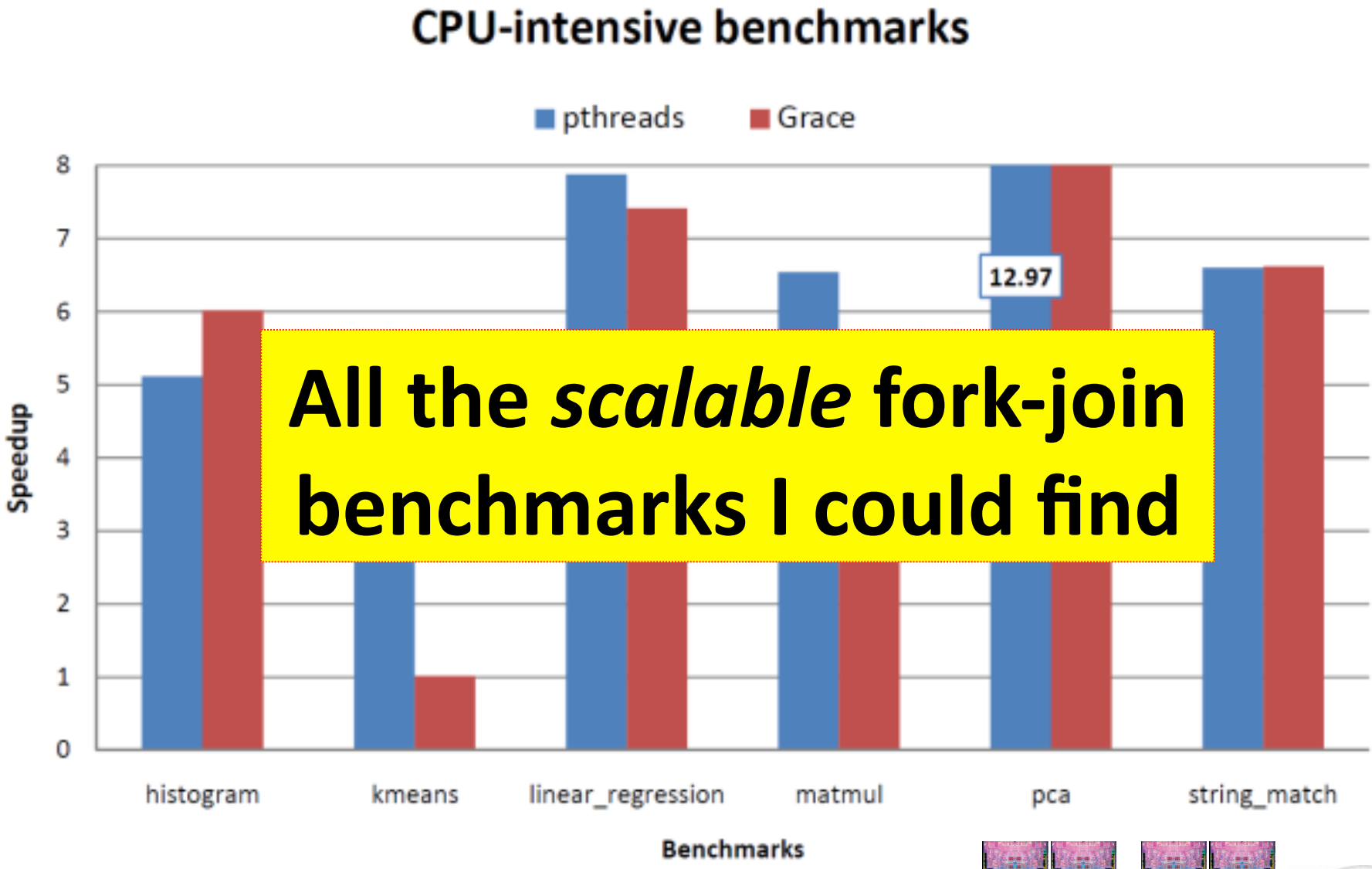

CPU-intensive benchmarks
pthreads
Grace
Speedup
0
1
2
3
4
5
6
7
8
12.97
10.80
histogram
kmeans
linear_regression
matmul
pca
string_match
Benchmarks


(b) Impact of grain size (normalized to pthread)
Normalized Execution Time
0
0.2
0.4
0.6
0.8
1
1.2
1.4
Grace
pthread
1
2
4
8
16
32
64
128
256
512
1024
Thread Execution Length (ms)

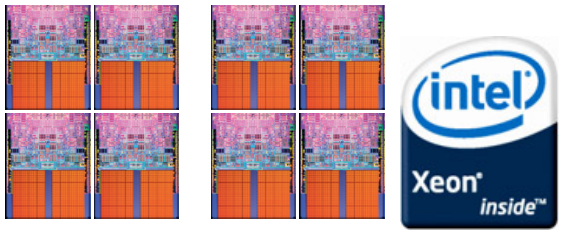

(a) Impact of footprint (speedup)
Speedup against sequential execution
0
1
2
3
4
5
6
7
8
9
Thread Size: 200ms
Thread Size: 50ms
Thread Size: 10ms
Grace (10ms)
pthread (10ms)
Grace (50ms)
pthread: (50ms)
Grace: (200ms)
pthread: (200ms)
1
4
16
64
256
1024
Number of pages dirtied (in logscale)


(b) Impact of grain size (normalized to pthread)
Grace
pthread
Normalized Execution Time
1.4
1.2
1
0.8
0.6
0.4
0.2
0
1
2
4
8
16
32
64
128
256
512
1024
Thread Execution Length (ms)

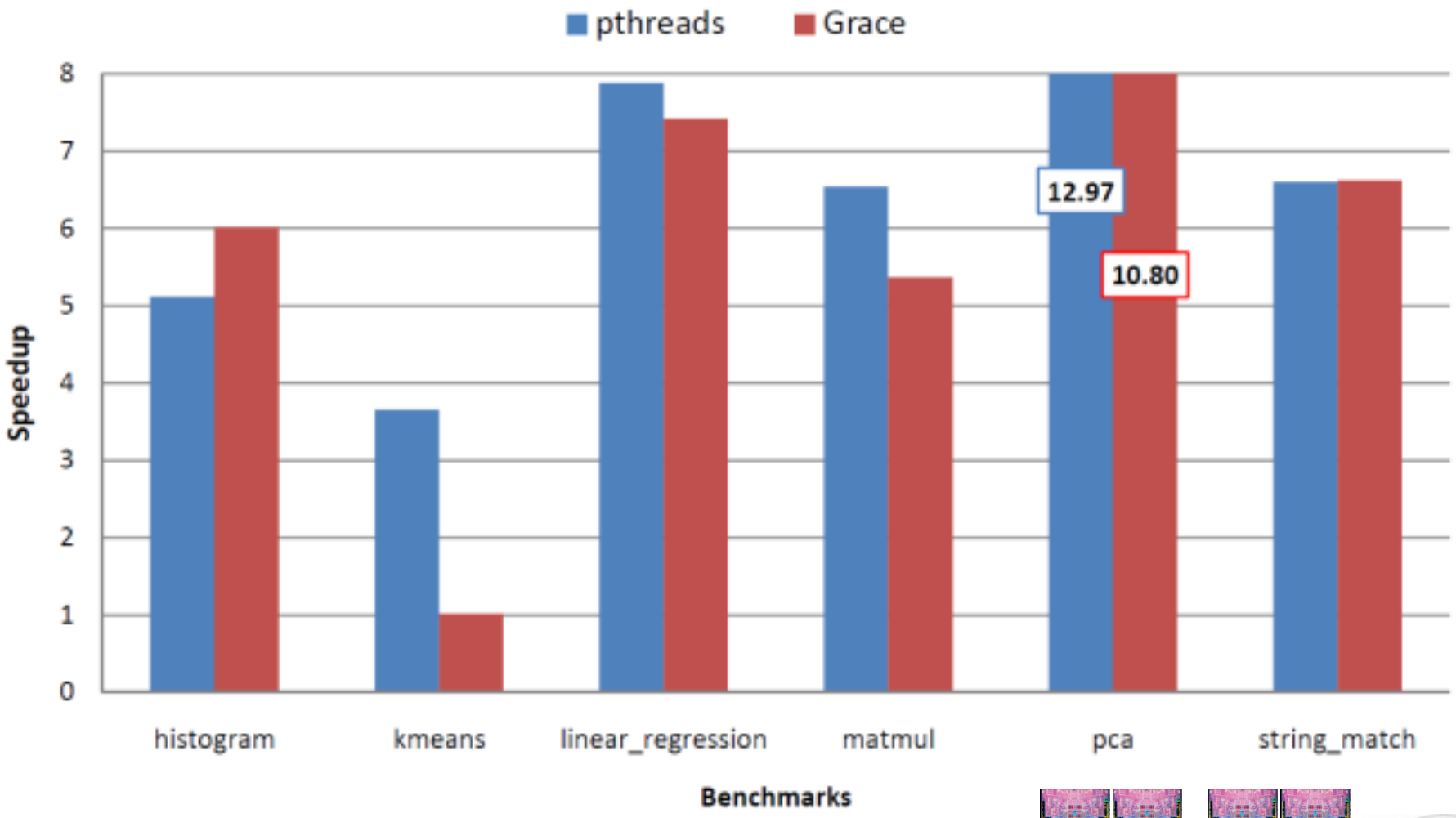

Impact of Rollback Rate
Grace
Pthread
Speedup
Rollback Rate (%)
0
2
4
6
8
10
0
5
10
15
20
25
30

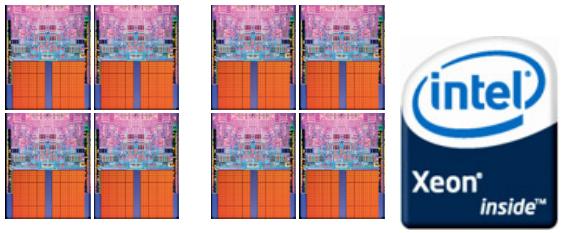


All the *scalable* fork-join benchmarks I could find



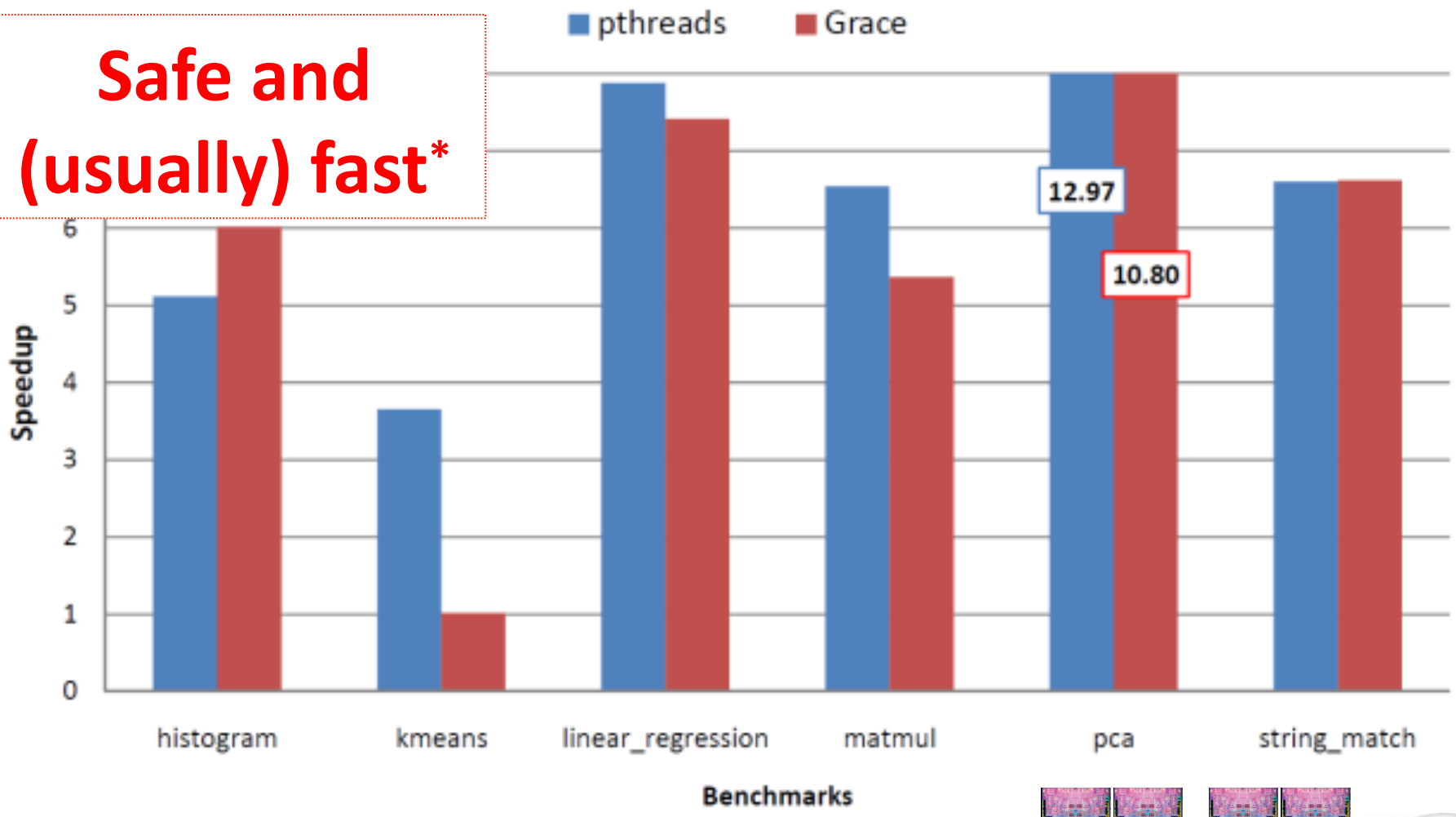
CPU-intensive benchmarks



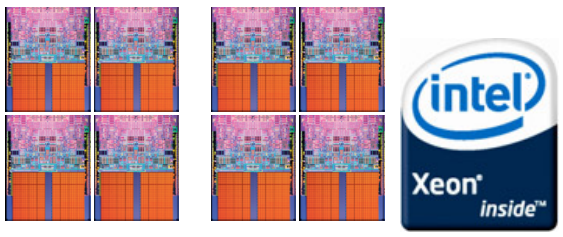


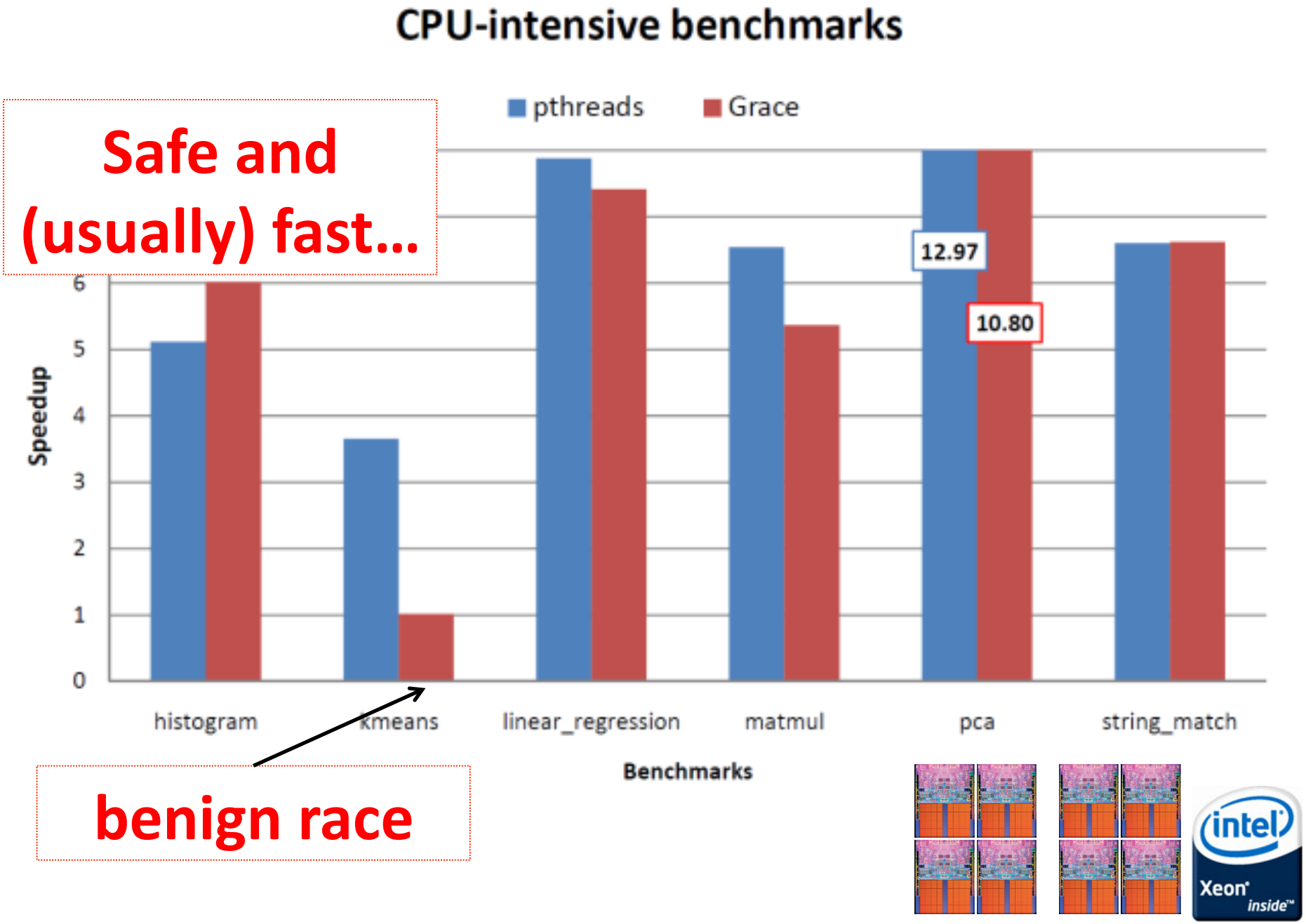
CPU-intensive benchmarks

Safe and (usually) fast*



*1—16 lines changed




CPU-intensive benchmarks
Safe and (usually) fast…
pthreads
Grace
12.97
10.80
Speedup
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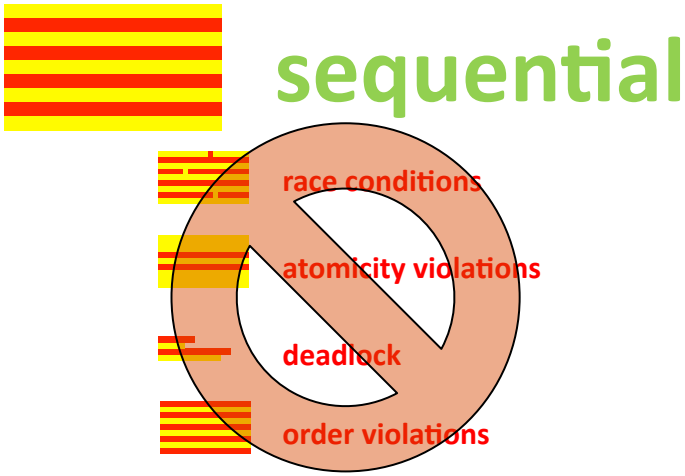
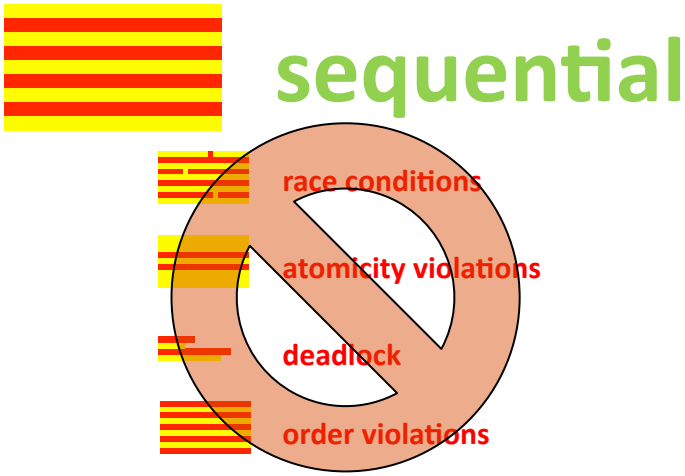
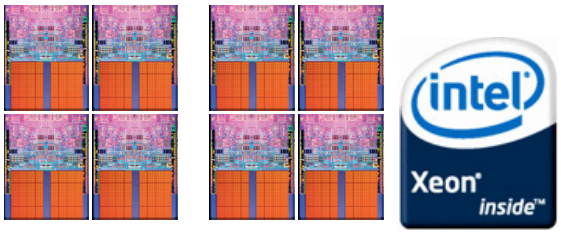
histogram
kmeans
linear_regression
matmul
pca
string_match
Benchmarks
benign race
intel
Xeon
inside

Grace

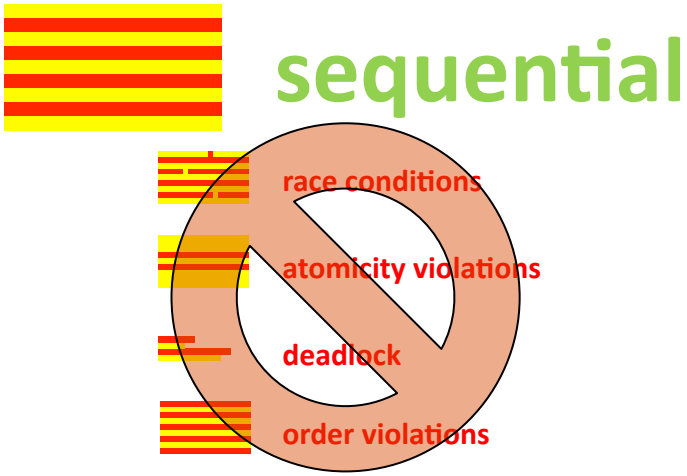

sequential
race conditions
atomicity violations
deadlock
order violations

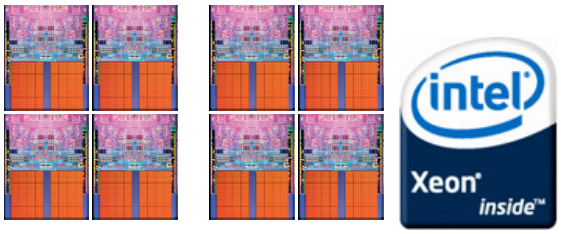
Grace

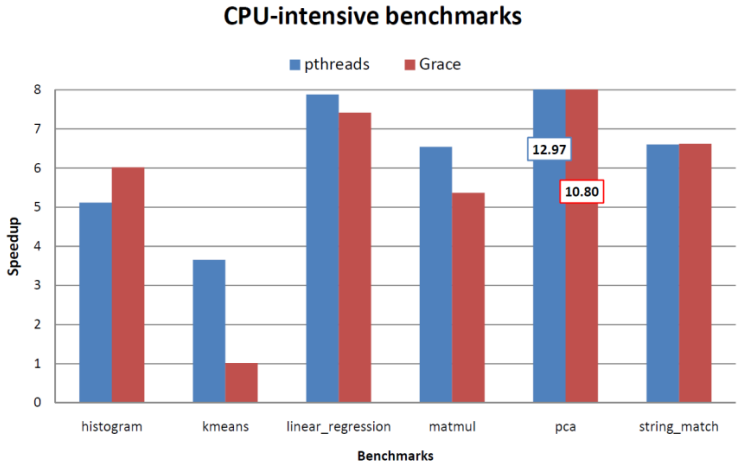

sequential
race conditions
atomicity violations
deadlock
order violations


intel
Xeon
inside™

Grace


sequential
race conditions
atomicity violations
deadlock
order violations


intel
Xeon
inside™


CPU-intensive benchmarks
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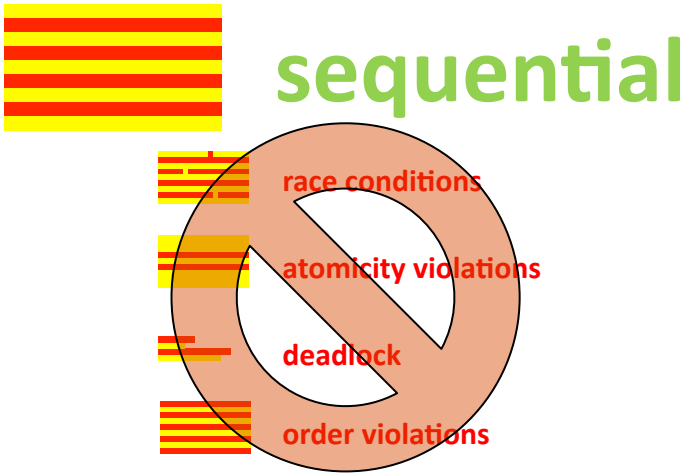

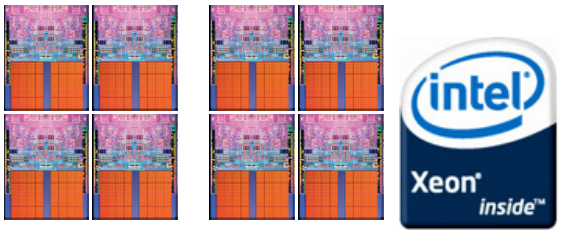

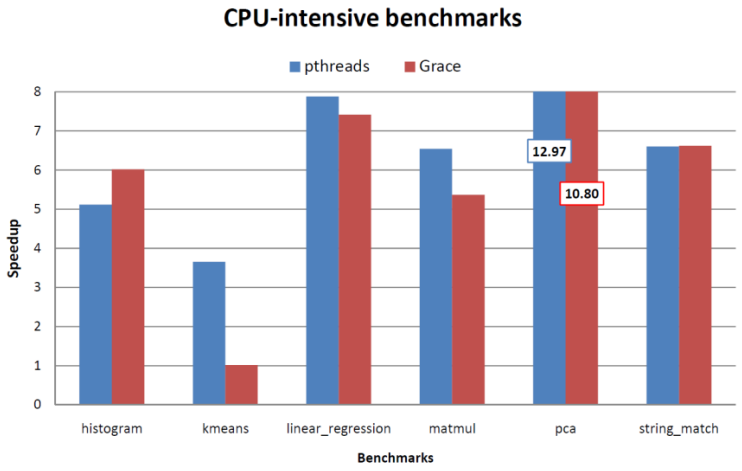


```
% g++ myprog.cpp -lgrace   -o myprog
```

“Moltes gràcies”

UNIVERSITAT POLITÈCNICA DE CATALUNYA

Barcelona Supercomputing Center
Centro Nacional de Supercomputación