



Transactional Memory

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Transactions



- New paradigm to simplify programming
 - instead of lock-unlock, use transaction begin-end
- Can yield better performance; Eliminates deadlocks
- Programmer can freely encapsulate code sections within transactions and not worry about the impact on performance and correctness
- Programmer specifies the code sections they'd like to see execute atomically – the hardware takes care of the rest (provides illusion of atomicity)

Transactional memory



- Transactional memory is an alternative to lock-based synchronization
- Transactional memory is like database transactions where all shared memory accesses and their effects are either committed all together or discarded as a group
- All threads can enter the critical region simultaneously
 - If there are conflicts in accessing the shared memory data, threads try accessing the shared memory data again or are stopped without updating the shared memory data
 - Therefore, transactional memory is also called a lock-free synchronization
- Transactional memory can be a competitive alternative to lock-based synchronization.

Transactional memory



- A transactional memory system must hold the following properties across the entire execution of a concurrent program:
- Atomicity
 - All speculative memory updates of a transaction are either committed or discarded as a unit.
- Consistency
 - The memory operations of a transaction take place in order.
 Transactions are committed one transaction at a time.
- Isolation
 - Memory updates are not visible outside of a transaction until the transaction commits data.

Transactions



- A transaction executes speculatively in the hope that there will be no conflicts
- Can replace a lock-unlock pair with a transaction begin-end the lock is blocking, the transaction is not programmers can conservatively introduce transactions without worsening performance

```
lock (lock1) transaction begin read A read A operations operations write A write A transaction end
```

Hardware vs. software



- Hardware transactional memory (HTM) systems may comprise modifications in processors, cache and bus protocol to support transactions
- Software transactional memory (STM) provides transactional memory semantics in a software runtime library or the programming language and requires minimal hardware support (typically an atomic compare and swap operation, or equivalent)

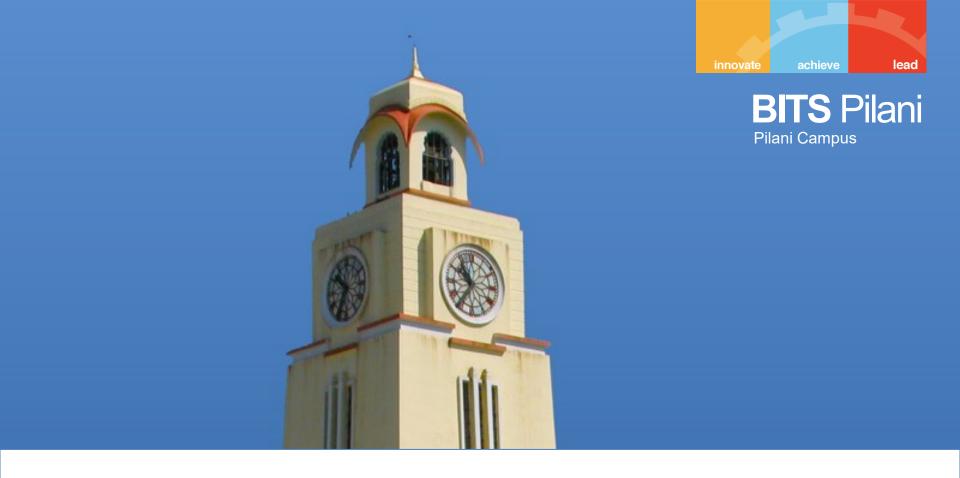
References



- https://www.ibm.com/docs/en/xffbg/121.141?topic=fortrantransactional-memory
- TransactionalMemory GCC Wiki (gnu.org)







Thank You