

Memory Consistency Models

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 - One common approach is to apply synchronization.
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 - Basically synchronization controls the order of read and write to shared memory locations.
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- The objective.
 - Less compromise on performance - With less degree of synchronization shall we get acceptable output ????
 - Arguing about the correctness of the program.

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- Essentially, a **Memory Model** defines the legitimate orderings of read and write to memory locations.
 - A strict memory model - Easy to argue about correctness, but restricts optimizations (both at compiler and hardware level).
 - A relaxed memory model - More opportunities for optimizations, but not easy to argue correctness.

Sequential Consistency (SC)

- Uniprocessor - A "read" returns the last "write" in program order.
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- **Sequential consistency** - An intuitive extension of uniprocessor model.
 - **Program order**: Each core executes statements in program order.
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- An Example [1]

Initially $X = Y = 0$	
Red Thread	Blue Thread
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- Some possible interleavings.

Execution 1	Execution 2	Execution 3
$X = 1;$ $r1 = Y;$ $Y = 1;$ $r2 = X;$ $//r1 == 0;$ $//r2 == 1;$	$Y = 1;$ $r2 = X;$ $X = 1;$ $r1 = Y;$ $//r1 == 1;$ $//r2 == 0;$	$X = 1;$ $Y = 1;$ $r1 = Y;$ $r2 = X;$ $//r1 == 1;$ $//r2 == 1;$

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 - Read others' write early.
 - Write atomicity and program order.
 - Read own write early

Total Store Order (TSO)

Definition [2]:

1. A read can complete before an earlier write to a different address.
2. A read can not return the value of a write by another processor unless all processors have seen the write.
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- Some possible interleavings (in addition to that of SC).

Time	Execution 1
t_1	$r1 = Y;$
$t_2 = t_1 + \delta$	$X = 1;$
$t_2 = t_1 + \delta$	$Y = 1;$
$t_3 = t_2 + \delta$	$r2 = X;$
	// $r1 == 0;$
	// $r2 == 1;$

- Effect of 1: It is possible to reorder read to Y before write to X .
- Effect of 2: It is impossible to get value of $r2$ as 0, by reading 0 from X , because an earlier write to X by Red thread should have been seen by the Blue thread.

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 - Effect of 2: It is impossible to get value of $r2$ as 0, by reading 0 from X , because an earlier write to X by Red thread should have been seen by the Blue thread.
- $r1 = 0$ and $r2 = 0$ is possible in TSO, but not in SC !!!

Correctness of RC [3]

- Same program may exhibit more executions on a relaxed model than SC [3].
- Let T_{Π}^Y be the set of executions of program Π on memory model Y . Then $T_{\Pi}^Y \subset T_{\Pi}^{SC}$ [3].
- To verify relaxed executions T_{Π}^Y , verify following two problems.
 - Use standard verification methodology for concurrent programs to show that the executions in T_{Π}^{SC} are correct.
 - Use specialized methodology for *memory model safety* verification showing that $T_{\Pi}^Y = T_{\Pi}^{SC}$.
 - The program is Y – safe if $T_{\Pi}^Y = T_{\Pi}^{SC}$.

Linearisability



Sarita V. Adve and Hans-J. Boehm.

Memory models: A case for rethinking parallel languages and hardware.

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