### Lock-free Programming

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#### Outline

Introduction

Lock-Free Linked List Insertion

Lock-Free Linked List Deletion

Read-Copy-Update Mutual Exclusion

Lessons

Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
000	0	0	00000	0	
00000	0000000000	00000	00000	0	
	00	0000000000000	000000000000	0	

#### Introduction

- Suppose some madman says "We shouldn't use locks!"
- You know that this results (eventually!) in inconsistent data structures.
  - Loss of invariants within the data structure
  - Live pointers to dead memory
  - Live pointers to undead memory (Hey, my type changed! Stop poking there!)

# Introduction Locks Might Take A While

- Consider XCHG style locks which use while(xchg(&locked, LOCKED) == LOCKED) as their core operation.
- We could spend an unbounded amount of time here waiting. . .
- This implies we'll have very high latency on contention. . .
- Locks by definition reduce parallelism.

### Introduction Locks Might Take A While

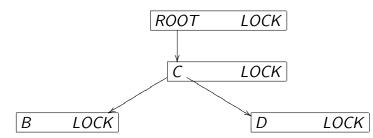
- That is, if N people are contending for a lock, N-1 of them are just wasting time.
- It would be nice if they could all work at once . . .
- ... being careful not to step on each other when there was actually a problem.

## $Introduction \\ Locks \ Might \ Take \ A \ While$

- For a large data structure, we would like multiple local (independent) operations to be allowed concurrently.
  - e.g. "lookup" and "insert" in parallel threads
- Can somewhat get this with a data structure full of locks
- ... but order requirements mean that threads can still pile up while trying to get to their local site.

Introduction	LFL Insert	LFL Delete	RCU	Lessons	Conclusion
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 Instead of a lock around a tree, we could have a tree with locks:



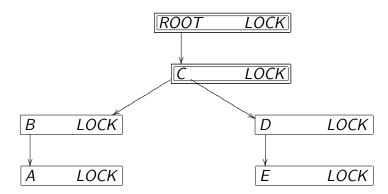
- The protocol is lock the root, then (lock child & unlock parent) as you go down.
  - This kind of lock handoff is a very common design.
- Here every time a thread decides to go down one branch, it gets out of roughly half of the others' ways.

RODUCTION	LFL Insert	LFL DELETE	RCU	LESSONS	Conclusion
0	0	0	00000	0	
000	0000000000	00000	00000	0	

• Trying to find node A.

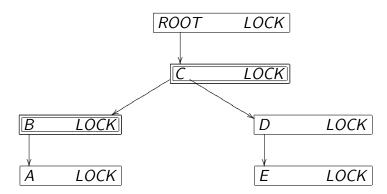
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• Step 1: lock root pointer and top node



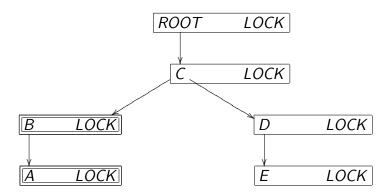
Introduction	LFL INSERT	LFL DELETE	RCU	Lessons	Conclusion
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	00	00000000000000000	00000000	0	

- Trying to find node A.
- Step 2: lock left child and unlock parent.



Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
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00000	0000000000	00000	00000	0	
	00	00000000000000	000000000000	0	

- Trying to find node A.
- Step 3: lock left child and unlock parent



Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
000 0000	0	0 00000	00000	0	
	00	000000000000000000000000000000000000000	00000000000	0	

#### Introduction

• But let's see what we can do without any locks at all.

#### Lock-Free Linked List Insertion

Lock-Free Linked List Node Insertion into a Linked List Without Locks Review of Atomic Primitives Insertion into a Lock-free Linked List

### Lock-Free Linked List Node

&B

Node definition is simple:

• When drawing, we'll use a shorthand:

### Insertion into a Linked List Without Locks Insertion Code

```
insertAfter(after, newlabel) {
   //lockList();
   new = newNode(newlabel);
   prev = findLabel(after);
   new->next = prev->next;
   prev->next = new;
   //unlockList();
}
```

## Insertion into a Linked List Without Locks "Good trace" in 410 notation

<pre>insertAfter(A,B)</pre>	insertAfter(A,C)
prev = &A	
B.next=A.next	
A.next=B	
	prev = &A
	C.next=A.next
	A.next=C

### Insertion into a Linked List Without Locks Race trace in 410 notation

<pre>insertAfter(A,B)</pre>	<pre>insertAfter(A,C)</pre>
prev = &A	
B.next = A.next	
	prev = &A
	C.next = A.next
A.next = B	A.next = C

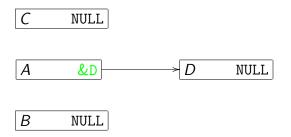
• Either of these assignments makes sense in isolation, but one of them will override the other!

### Insertion into a Linked List Without Locks Precondition



• One list, two items on it: A and D.

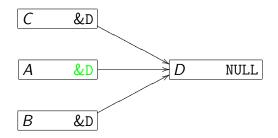
### Insertion into a Linked List Without Locks First step



• Two threads get two nodes, B and C, and want to insert.

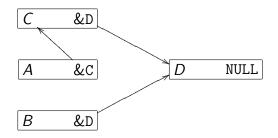
new = newNode(B);	new = newNode(C);
prev = &A	prev = &A

### Insertion into a Linked List Without Locks Second step



 Two threads point their respective nodes C and B into list at D

### Insertion into a Linked List Without Locks One thread goes

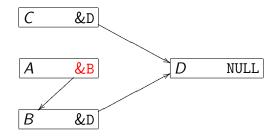


• Suppose the thread owning *C* completes its assignment first.



Introduction	LFL Insert	LFL DELETE	RCU	Lessons	Conclusion
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### Insertion into a Linked List Without Locks And the other...



- And the other (owning B) completes second, overwriting
   A.next=&B ||
- Node *C* is unreachable!

#### Insertion into a Linked List Without Locks

- What went wrong?
  - 1. Thread B observed that &A->next == D
  - 2. Thread C observed that &A->next == D
  - 3. Thread C changed &A->next "from D to C"
  - 4. Thread B changed &A->next "from D to B"
    - But it was C not D!
- How to fix that?
  - Give B and C critical sections and serialize them
    - Then there is no gap between observation and changing
    - But that requries locking, which we are avoiding...
  - Take two: assume mistaken beliefs about memory's contents are rare, clean up afterward!

Insertion into a Linked List Without Locks
The Lock Free Approach

```
while(not done)
    Prepare data structure update (e.g. new node)
    Determine preconditions for the update
    ATOMICALLY {
     if(preconditions hold) {
        make update; done = true
     }
}
```

- Unlike critical sections, this is not (really) bounded
  - Could "encounter trouble" unboundedly.
- But as long as threads "almost always" don't do spatially overlapping updates...
  - Then we gain in parallelism by having not locked.

#### Insertion into a Linked List Without Locks

Our assignments were really supposed to be

<pre>insertAfter(A,B)</pre>	insertAfter(A,C)
while(!done)	while(!done)
setup	setup
ATOMICALLY	ATOMICALLY
if (A->next == D)	if (A->next == D)
A->next = B	A->next = C
done = 1	done = 1

- If we do that, one critical section will *safely* fail out and tell us to try again.
- How do we do this *ATOMICALLY* without locking?

#### Review of Atomic Primitives

Remember our old friend XCHG?

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```
• XCHG (ptr, val)
ATOMICALLY {      // lock bus
      old_val = *ptr;
      *ptr = val;
      // unlock bus
    return old_val;
}
```

• Summary: one fetch and one store under the same lock.

### Review of Atomic Primitives

#### Note that CAS is no harder:

- Still one read, one write under same lock.
- (logic time ≪ memory time)

#### Insertion into a Lock-free Linked List

• Our assignments were really supposed to be

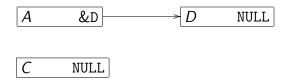
<pre>insertAfter(A,B)</pre>	insertAfter(A,C)
while(!done)	while(!done)
setup	setup
ATOMICALLY	ATOMICALLY
if (A->next == D)	if (A->next == D)
A->next = B	A->next = C
done = 1	done = 1

This translates into

```
while(!done)
prev = B->next = A->next;
done = (CAS(&A->next,prev,B) == prev)
```

CAS will assign if match, or bail otherwise.

### Insertion into a Lock-free Linked List Simple case, setup



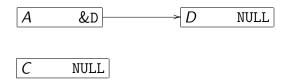
- Some thread constructs the bottom node C; wishes to place it between the two above, A and D.
- new = newNode(C);

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• prev = findLabel(A); /\* == &A \*/

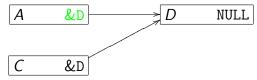
Introduction	LFL Insert	LFL DELETE	RCU	Lessons	Conclusion
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### Insertion into a Lock-free Linked List Simple case, first step

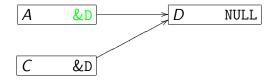


- Thread points *C* node's next into list at *D*.
- C.next = A.next;

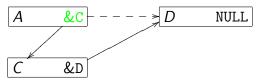
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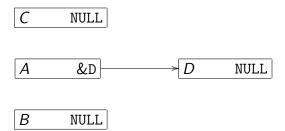
### Insertion into a Lock-free Linked List Simple case, second step



• CAS(&A.next, &D, &C);



### Insertion into a Lock-free Linked List Race case, setup

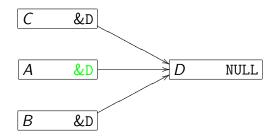


• Two threads get their respective nodes B and C.

new = newNode(B);	new = newNode(C);
prev = &A	prev = &A

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### Insertion into a Lock-free Linked List Race case, first step

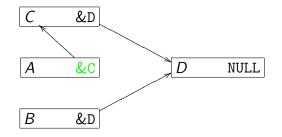


• Both set their new node's next pointer.

LESSONS
O
O

Conclusion

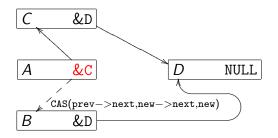
### Insertion into a Lock-free Linked List Race case, first thread



• Thread C goes first . . .

CAS(&A->next, D, C)

### Insertion into a Lock-free Linked List Race case, second thread



• And the other (owning B)...

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- ... fails since A->next == C, not D.
- So this thread tries again.

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### Insertion into a Lock-free Linked List

```
    Rewrite the insertion code to be

 insertAfter(after, newlabel) {
    new = newNode(newlabel);
    do {
      prev = findLabel(after);
      expected = new->next = prev->next;
      while
      ( CAS(&prev->next, expected, new)
                 != expected);
```

Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
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00000	0000000000	00000	00000	0	
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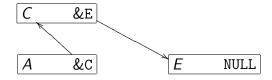
### That's great!

- It works!
  - No locks!
  - Threads can simultaneously scan and scan the list...
  - Threads can simultaneously scan and grow the list!
  - Threads can simultaneously grow and grow the list!
- All those while loops... (retrying over and over?)
  - Remember, mutexes had while loops too...
    - maybe even around CAS()!
  - Here, whenever we retry we know somebody else got work done!
- Are we done?
  - Have we implemented all the standard operations?

Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
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### Deletion is easy?

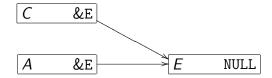
Suppose we have



- And want to get rid of C.
- So CAS(&A.next, &C, &E)

### Deletion is easy?

Now we have

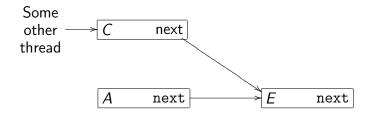


- Great, looks like deletion to me!
  - It's off the data-structure (logically deleted) · · ·
- But not freed ( "actually" deleted / reclaimed).

Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
000	0	0	00000	0	
00000	0000000000	00000	00000	0	
	00	0000000000000	000000000000	0	

### Deletion is easy? Continued

 But imagine there was another thread accessing C (say, scanning the list).



- We don't know when that thread is done with C!
- So we can never free(C);

### Deletion is easy? What's to be done?

- We need *some* way to reclaim that memory for reuse..
- Some implementations cheat and assume a stop-the-world garbage collector.
  - (That's like a giant lock!)
- Doing deletion honestly is remarkably tricky!
  - We're not going to really have time to cover it.

### Deletion is easy? What's to be done?

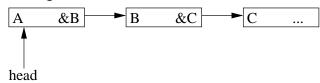
- Assume: once some memory is committed to being a LF list node that it's OK if it's always a LF list node.
- So we can have two lists: the "real" list and a "free" list.
  - This is not real free() but is hard enough.
- In particular, we run into the "ABA problem".

• A problem of confused identity

global = malloc(sizeof(Foo))		//0x1337
$local_1 = global$	$local_2 = global$	
global = NULL		
$free(local_1)$		//0x1337
global = malloc(sizeof(Foo))		//0x1337
	/* Validity check */	
	if ( $global == local_2$ )	
	/* Validity check */ if ( global == local <sub>2</sub> ) global->foo_baz =	

 Even though local<sub>2</sub> and global might point to the same address, they don't really mean the same thing.

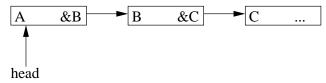
• We begin with an innocent linked list:



- Where head is a a global pointer to the list.
- We're just going to do operations at the head treating the list like a stack.

### ABA Problem Pop

• We begin with a linked list:

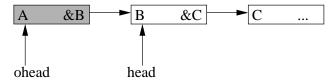


• Removing the head looks like

ohead = head	/* == &A */
onext = ohead->next	/* == &B */
CAS(head, ohead, onext);	

### ABA Problem Pop

• If successful,

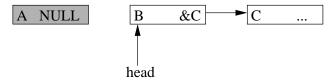


• is the result of

is the result of	
ohead = head	/* == &A */
onext = ohead->next	/* == &B */
CAS(head, ohead, onext);	

### ABA Problem Push

• We begin with a linked list and private item

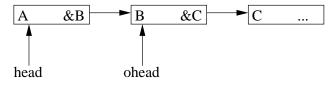


Inserting at the head looks like

ohead = head	/* == &B */
A.next = ohead	<pre>/* A points at B */</pre>
CAS(head, ohead, &A);	

# ABA Problem Push

• If that works, we get



• from

ohead = head	/* == &B */
A.next = ohead	/* A points at B */
CAS(head, ohead, &A);	

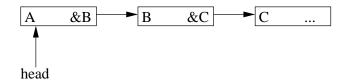
### ABA Problem And now it breaks!

Here's a 30,000-foot look at how this is going to break.

Thread 1	Thread 2	Thread 3	
	Рор		
Pop		Pop	
	Push		
BANG!			

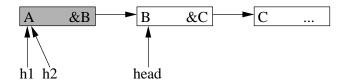
- In words: An extremely slow pop is racing against
  - A thread which pops and then immediately pushes.
  - A third which thread executes a pop.
- The end is catastrophe.

#### ABA Problem



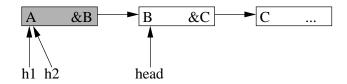
- The first thread gets one instruction into its pop, while
- The second thread completes its pop operation:

h1 = head	h2 = head	== &A
	n2 = h2->next	== &B
	CAS(head, h2, n2)	Success!

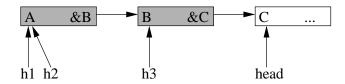


- The first thread got one instruction into its pop, while
- The second thread completed its pop operation.

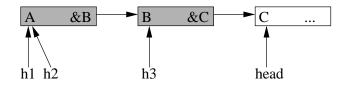
h1 = head   h2 = head		== &A
	n2 = h2->next	== &B
	CAS(head, h2, n2)	Success!



• The third thread executes a pop operation.

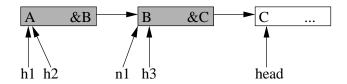


• The third thread executed a pop operation.



And the slower thread gets a few more instructions:

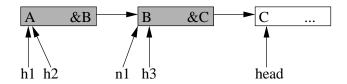




And the slower thread got a few more instructions:



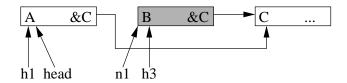
#### ABA Problem



Now the second thread does its push operation...

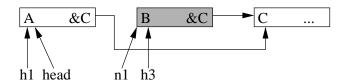
h2 = head;	== &C
$h2 \rightarrow next = h2;$	A.next ← &C
CAS(head, h2, &A)	Success!

#### ABA Problem



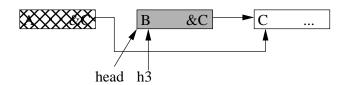
Now the second thread did its push operation...

h2 = head;	== &C
h2->next = h2;	A.next ← &C
CAS(head, h2, &A)	Success!



And the slower thread finally completes its pop operation...

CAS(head, h1, n1)		Suc hm!
-------------------	--	---------



And the slower thread finally completed its pop operation...

CAS(head, h1, n1)	Suc hm!

- *B*, which was well and quite off the list, and not owned by Thread 1, is now at the head!
- Thread 1 missed its chance to be notifed of having stale data.
  - All that matters is that A ended up back on the list head when Thread 1 was CAS-ing.
- There's relatively little that thread 1 can do about this!
- In punishment, the data structure is now broken!
- For fun, try designing a different failure case.
  - Try getting a circular list.

### Fixing ABA

- Generation counters are a simple way to solve ABA
  - Let's replace all pointers with
     struct versioned\_ptr {
     void \* p; /\* Pointer \*/
     unsigned int v; /\* Version \*/
    };
- This will allow a "reasonably large" number of pointer updates before we have to worry.

### Fixing ABA

 Suppose we had a primitive which let us write things like ATOMICALLY

```
if ((head.p == &C) && (head.v == 4))
head.p = &D
head.v = 5
```

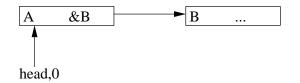
### Fixing ABA

• Like CAS, we want a CAS2, which operates on two (adjacent) words at once:

```
CAS2(*curs, *expects, *news) atomically:
  olds[0] = curs[0]; olds[1] = curs[1];
  if (curs[0]==expects[0] && curs[1]==expects[1])
    curs[0] = news[0]; curs[1]= news[1];
  return { olds[0], olds[1] };
```

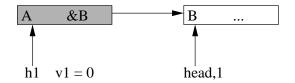
- CAS2 looks more expensive than CAS?
  - Two reads, two writes.
  - With luck, it's one cache line; without, it could be two.
  - May be  $(1 + \epsilon)$  times as hard as CAS...
  - May be  $\infty$  times as hard as CAS...

### Fixing ABA $2^{nd}$ thread pops...

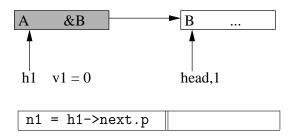


h1 = head.p	h2 = head.p	== &A
v1 = head.v		
	n2 = h2->next.p	== &B
	v2 = head.v	== 0
	CAS2(head, $\{h2, v2\}, \{n2, v2+1\}$ )	Success!

# Fixing ABA $2^{nd}$ thread popped...

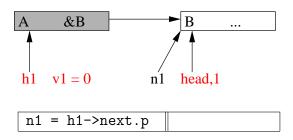


h1 = head.p	h2 = head.p	== &A
	n2 = h2->next.p	== &B
	v2 = head.v	== 0
	$CAS2(head, \{h2, v2\}, \{n2, v2+1\})$	Success!



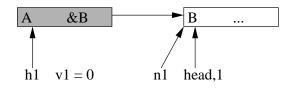
• n1 and v1 are just local variables in preparation for... CAS2(head, {h1, v1}, {n1, v1+1})

### Fixing ABA 1st thread read n1



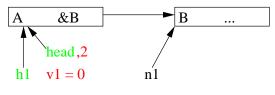
- n1 and v1 are just local variables in preparation for... CAS2(head, {h1, v1}, {n1, v1+1})
- So if that were to happen right now...

# Fixing ABA 2<sup>nd</sup> thread pushes...



```
h2 = head.p;
v2 = head.v;
A.next = h2;
CAS2(head, {h2, v2}, {&A, v2+1})
```

# Fixing ABA $2^{nd}$ thread pushed...



```
h2 = head.p;
v2 = head.v;
A.next.p = h2;
CAS2(head, {h2, v2}, {&A, v2+1})
```

- CAS2(head, {h1,v1}, {n1,v1+1})
- head == h1 but v1 ==  $0 \neq 2$ . Hooray!

### Fixing ABA For Real

- Generation counters kinda stink to actually use.
- It turns out that we need to be slightly more clever.
  - Summary: wait until the coast is clear.
  - Look at [FR04] or [Mic02a] (or others) for more details.
- Or use different hardware ("make the EEs do it"):
  - "Load-Linked/Store-Conditional/Validate" atomic primitives instead.
  - These assure you of no ABA because the A → B
     transition nullifies your ability to successfully store, even
     if B turns back into A.
  - To the EEs in the room: no missed edges!

LESSONS O

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### Some real algorithms?

[Mic02a] specifies a CAS-based lock-free list-based sets and hash tables using a technique called SMR to solve ABA and allow reuse of memory.

- SMR actually solves ABA as a side effect of safely reclaiming memory. Instead of blocking the writer until everybody leaves a critical section, it can efficiently scan to see if threads are interested in a particular chunk of memory.
- Their performance figures are worth looking at.
   Summary: fine-grained locks (lock per node) show linear-time increase with # threads, their algorithm shows essentially constant time.

### Read-Copy-Update Mutual Exclusion Preliminaries

- The ABA problems would all be solved if we could wait for everyone who might have read what is now a stale pointer to complete.
- Phrased slightly differently, we need to separate the memory update (atomic delete) phase from the reclaim (free()) phase.
- And ensure that no readers hold a critical section that might see the update *and* reclaim phases.
  - Seeing one or the other is OK!

### Read-Copy-Update Mutual Exclusion Preliminaries

- Read-Copy-Update (RCU, [Wikc, McK03]; earlier papers) uses techniques from lock-free programming.
- Is used in several OSes, including Linux.
- It's a bit more complicated than the examples given here and not truly lock-free, but certainly interesting.

### Read-Copy-Update Mutual Exclusion Preliminaries

- Looks like a reader-writer lock from 30,000 ft.
- Key assumptions:
  - Many more readers than writers.
  - Reader critical sections are *short*:
    - No yield(), malloc(), page faults, ...
  - Readers want to see a consistent data structure.
  - The ABA problems would all be solved if we could force everybody who might have read what is now a stale pointer to complete.

Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
000	0	0	000•0	0	
00000	0000000000	00000	00000	0	
	00	000000000000000000000000000000000000000		0	

### Read-Copy-Update Mutual Exclusion Preliminaries

- Many more readers than writers.
  - So we should make sure that the readers don't have to do much.
  - Kind of like a rwlock.
- Readers frequently can complete critical sections in bounded time (no yield() etc.).
  - Required property of RCU readers.
  - We'll see why this is important in a bit.
- Readers want to see a consistent data structure.
  - Not all consistency guarantees need to be kept, but, for example, we want to avoid use-after-free and the possibility of faulting.
  - But it might be the case that we let node->next->prev
     != node as readers only use these pointers to traverse.

### Read-Copy-Update Mutual Exclusion Preliminaries

- Disclaimer: function names have been changed from, e.g., the Linux implementation, to make the meanings more clear.
- Disclaimer 2: RCU comes in many flavors the one here is a small toy model but works on real hardware (like Pebbles).

### Read-Copy-Update Mutual Exclusion API

- Reader critical section functions.
  - void rcu\_read\_lock(void);
  - void rcu\_read\_unlock(void);
  - Note the absence of parameters (how odd!).
- Accessor functions:
  - void \* rcu\_fetch(void \*); is used to fetch a pointer from an RCU protected data structure.
  - void \* rcu\_assign(void \*, void \*); is used to assign a new value to an RCU protected pointer.
- Synchronization points:
  - void rcu\_synchronize(void); is used once a writer is finished to signal that updates are complete.
    - Moves from "update" to "reclaim" phase.

### Read-Copy-Update Mutual Exclusion API: Reader's View

- Suppose we have a global list, called list, that we want to read under RCU.
- The code for iteration looks like

```
rcu_read_lock();
list_head_t *llist = rcu_fetch(list);
list_node_t *node = rcu_fetch(llist->head);
while(node != NULL) {
    ... /* Do something reader-like */
    node = rcu_fetch(node->next);
}
rcu_read_unlock();
```

### Read-Copy-Update Mutual Exclusion API: Writer's View

- Suppose we want to delete the head of the same global list, list.
- We need to give it a writer exclusion mutex, list\_wlock. void delete\_head\_of\_list() { list\_node\_t \*head; mutex\_lock(&list\_wlock); // No other writers head = list->head; // No rcu\_fetch() list\_node\_t \*next = head->next; rcu\_assign(list, next); mutex\_unlock(&list\_wlock); rcu\_synchronize(); free(head); /\* Reclaim phase \*/

### Read-Copy-Update Mutual Exclusion API: Summary

- This is kinda like a rwlock:
  - It allows an arbitrary number of readers to run against each other.
  - It prevents multiple writers from writing at once.
- It is absolutely unlike a rwlock because
  - readers and writers do not exclude each other!

### Read-Copy-Update Mutual Exclusion API: Wait, WHAT?

Readers can run alongside writers! There's no mechanism in the reader to serialize against the writer! See:

CPU 1 (reader)	CPU 2 (writer)
rcu_read_lock();	<pre>mutex_lock();</pre>
<pre>llist = rcu_fetch(list);</pre>	
	<pre>rcu_assign(list, new);</pre>
	rcu_synchronize();
<pre>rcu_fetch(llist-&gt;head);</pre>	

Some Restrictions Apply™: Remember, only one writer, so rcu\_assign doesn't use CAS.

### Read-Copy-Update Mutual Exclusion Implementation: Key Ideas

- "All the magic is inside rcu\_synchronize()" ...
- The deletion problem, and ABA, was a problem of not knowing when nobody had a stale reference.
- If
- readers agree to drop all references in bounded time
- AND writers can tell when readers have dropped references
- Then we know when it is safe to reclaim (i.e. free()) memory.
- Being safe for reclaim is exactly the same as being safe for reuse.

### Read-Copy-Update Mutual Exclusion Implementation: Approximation

#### Want:

- readers agree to drop all references in bounded time
- AND writers can tell when readers have dropped references
- You can imagine that there's an array of reading[i] values out there, with each thread having its own index...
- Each reader sets reading [me] = 1, reads, then sets reading [me] = 0.
- The writer then scans the array looking for all flags to be 0.
- When this happens, the writer knows that no readers have stale references, and is now OK to free deleted item(s).

### Read-Copy-Update Mutual Exclusion Implementation

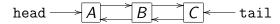
- So how does RCU actually do this?
  - "All the magic is inside rcu\_synchronize()" ...
- rcu\_read\_lock() simply disables the local CPU's preemptive scheduler.
  - So we need readers that won't call yield().
- rcu\_assign() inserts a write memory barrier ("write fence") to force all writes in the out-of-order buffers to be made visible before it does the assignment requested.
- rcu\_fetch(x) is just (x) on most architectures.
  - There are [increasingly rare] exceptions (DEC ALPHA).

### Read-Copy-Update Mutual Exclusion Implementation

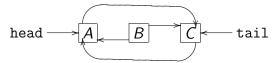
- Given all of this, what does rcu\_synchronize() do?
- It waits until every CPU undergoes a context switch!
  - Could just have a context switch counter per CPU and wait for each to fire, or...
  - Ensure that the thread calling synchronize gets run on every CPU before the synchronize returns (using something like move\_me\_to\_cpu(int cpunum);)
- Because readers are non-preemptible, waiting until all CPUs preempt means that all readers must have dropped their "lock" and so have forgotten any pointers to memory we want to free.

### Read-Copy-Update Mutual Exclusion Pictures: Writer view

 Let's again take a linked list, this time a doubly linked one.



 Now suppose the writer acquires the write lock and updates to delete B:



 Now the writer synchronizes, forcing all readers with references to B out of the list. Only then can B be reclaimed!

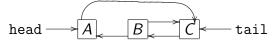


### Read-Copy-Update Mutual Exclusion Pictures: Reader View

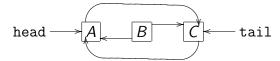
Looking at that again, from the reader's side now.
 Originally

head 
$$\longrightarrow A \longrightarrow B \longrightarrow C \longleftarrow$$
 tail

• The writer first sets it to



And then



## Read-Copy-Update Mutual Exclusion Pictures

- The writer forced memory consistency (fencing) between each update.
- So each reader's dereference occurred entirely before or entirely after each write.
- So the reader's traversal in either direction is entirely consistent!
  - (moving back and forth might expose the writer's action.)
- But it's OK, because we'll just see a disconnected node.
- It's not *gone* yet, just disconnected.
- It won't be reclaimed until we drop our critical section.

### Read-Copy-Update Mutual Exclusion Confessions of an Instructor

Real-world RCU once upon a time worked this way but more recent implementations are much fancier. For the really enthusiastic, see things like Linux's "Sleepable RCU" implementation [McK06].

DDUCTION	LFL INSERT	LFL Delete	RCU	Lessons	
	0	0	00000	•	
00	0000000000	00000	00000	0	
	00	000000000000000000000000000000000000000		0	
	00000000	00000000			

# Lessons What Have We Learned?

- 1. We can replace fixed-time lock-based critical sections with "almost-always-fixed-time" compare-and-swap loops...
  - Note that getting the lock was not fixed-time, just the critical section.
  - CAS is a kind of critical mini-section in hardware.
  - (For the really enthusiastic, there are also "wait-free" algorithms which ensure not only systemic but per-thread progress.)
- 2. Because many threads may have references into a data structure, knowing when something has no references is both very *important* and very *difficult*.
  - But all is not lost!
  - Generation counters, LL/SC, RCU, & others

### Lessons Write Your Own?

- It's extremely hard to roll your own lockfree algorithm.
- But moreover, it's *almost impossible* to debug one.
- Thus all the papers are long not because the algorithms are hard, ...
- ... but because they prove the correctness of the algorithm so they at least don't have to debug that.

# Lessons Lockfree vs. Locking.

- Most lock-free algorithms increase the number of atomic operations, compared to the lockful variants.
- Thus we may starve processors for bus activity on bus-locking systems.
- On systems with cache coherency protocols, we might livelock with no processor able to make progress due to cacheline stealing and high transit times.
  - Nobody can get all the cachelines to execute an instruction before a request comes in and and steals one of the ones they had.

#### Conclusion

- Lock-free data structures are extremely cool.
  - (IMHO, YMMV)
- A different form of concurrency:
  - Was: "grab lock to exclude everybody else"
  - Now: "carefully signal everybody else who's looking"
- Lock-free algorithms proper have their place, but that place may be somewhat small.
  - Generally more complex than standard lockful algorithms.
  - Much harder ("impossible?") to debug.
  - Usually used only when there is no other option.

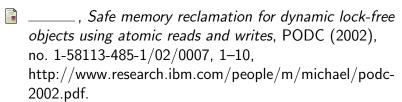
Introduction	LFL INSERT	LFL DELETE	RCU	LESSONS	Conclusion
000	0	0 00000	00000	0	
	00	000000000000000000000000000000000000000		0	

Thanks. Questions?

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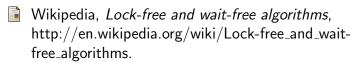


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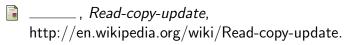


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- [ Nobody on this list deserves any of the blame, but merely credit, for this lecture. ]

### Full fledged deletion & reclaim

- Even though we might be able to solve ABA, it still doesn't solve memory reclaim!
- Imagine that instead of being reclaimed by the list, the deleted node before had been reclaimed by something else...
  - A different list
  - A tree
  - For use as a thread control block

### Full fledged deletion & reclaim

- What if we looked at ABA differently . . .
- It only matters if there is the possibility of confusion.
- In particular, might demonstrate strong interest in things that might confuse me
  - Hazard Pointers ("Safe Memory Reclaimation" or just "SMR") [Mic02b] and [Mic04]
  - Wait-free reference counters [Sun05]
- These are ways of asking "If I, Thread 189236, were to put something here, would anybody be confused?"
- This solves ABA, but really as a side effect: it lets us reclaim address space (and therefore memory) because we know nobody's using it!

### The SMR Algorithm

- Every thread comes pre-equipped with a finite list of "hazards"
- Memory reclaim involves scanning everybody's hazards to see if there's a collision
- Threads doing reclaim yield() (to the objecting thread) until the hazard is clear
- Difficulty
  - Show that hazards can only decrease when deletions are pending
  - Show that deletions eventually succeed (can't deadlock on hazards)
  - Managing the list of threads' hazards is difficult

### Observation On Object Lifetime

### Instance of a general problem [Mem06]:

Things get tricky when the object must go away. [...] Any thread looking up the object – by definition – does not yet have the object and thus cannot hold the object's lock during the lookup operation. [...] Thus, whatever higher-level synchronization is used to coordinate the threads looking up the object must also be used as part of removing the object from visibility.

### Miscellany Locking vs. RCU

- Interestingly, this kind of RCU tends to decrease the number of (bus) atomic operations.
  - Uses scheduler to get per-CPU atomicity.
- RCU requires the ability to force a thread to run on every CPU or at least observe when every CPU has context switched.
  - Difficult to use RCU in userland!
- RCU, like lockfree, suffers a slowdown from cache line shuffling, but will make progress due to having at most one writer.