



Software Transactional Memory "for real"

Introduction

- This talk is about programming multi- or many-core machines

About myself

- Armin Rigo

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- "Language implementation guy"

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- PyPy project
 - Python in Python
 - includes a Just-in-Time Compiler "Generator" for Python and any other dynamic language

Motivation

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 - **this talk!**

Common solution

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- Add synchronization when accessing shared, non-read-only data

Synchronization with locks

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 - **deadlocks**

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Locks

```
mylock.acquire();  
x = list1.pop();  
list2.append(x);  
mylock.release();
```

Transactional Memory

```
atomic {  
    x = list1.pop();  
    list2.append(x);  
}
```

Locks versus TM

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- TM in case of conflict



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 - "composability"

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 - large overhead (2x-10x), but getting faster
 - experimental in PyPy: read/write barriers, as with GC

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- **Threads are Messy**

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Issue with threads

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- How do you know if you missed a place to put `atomic` around?
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- What if we put `atomic` everywhere?

Analogy with Garbage Collection

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 - if they have a GC, it controls almost *all* objects
 - not just a small part of them

Proposed solution

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- in other words, Run Everything with TM

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- With TM you can get this:



In a few words

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- The underlying multi-threaded model becomes implicit

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- In case of conflicts, we don't want random behavior
 - i.e. we don't want thread-like non-determinism and crashes

Pooling and atomic statements

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- Each thread picks a function from the list and runs it with `atomic`

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- The programmer chooses if he wants this fixed order, or if any order is fine
- Threads are hidden from the programmer

More generally

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- **TM gives various new ways to hide threads under a nice interface**

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- "The right side" of the problem
 - start with a working program, and improve performance
 - as opposed to: with locks, start with a fast program, and debug crashes
 - we will need new debugging tools

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- Thank you!