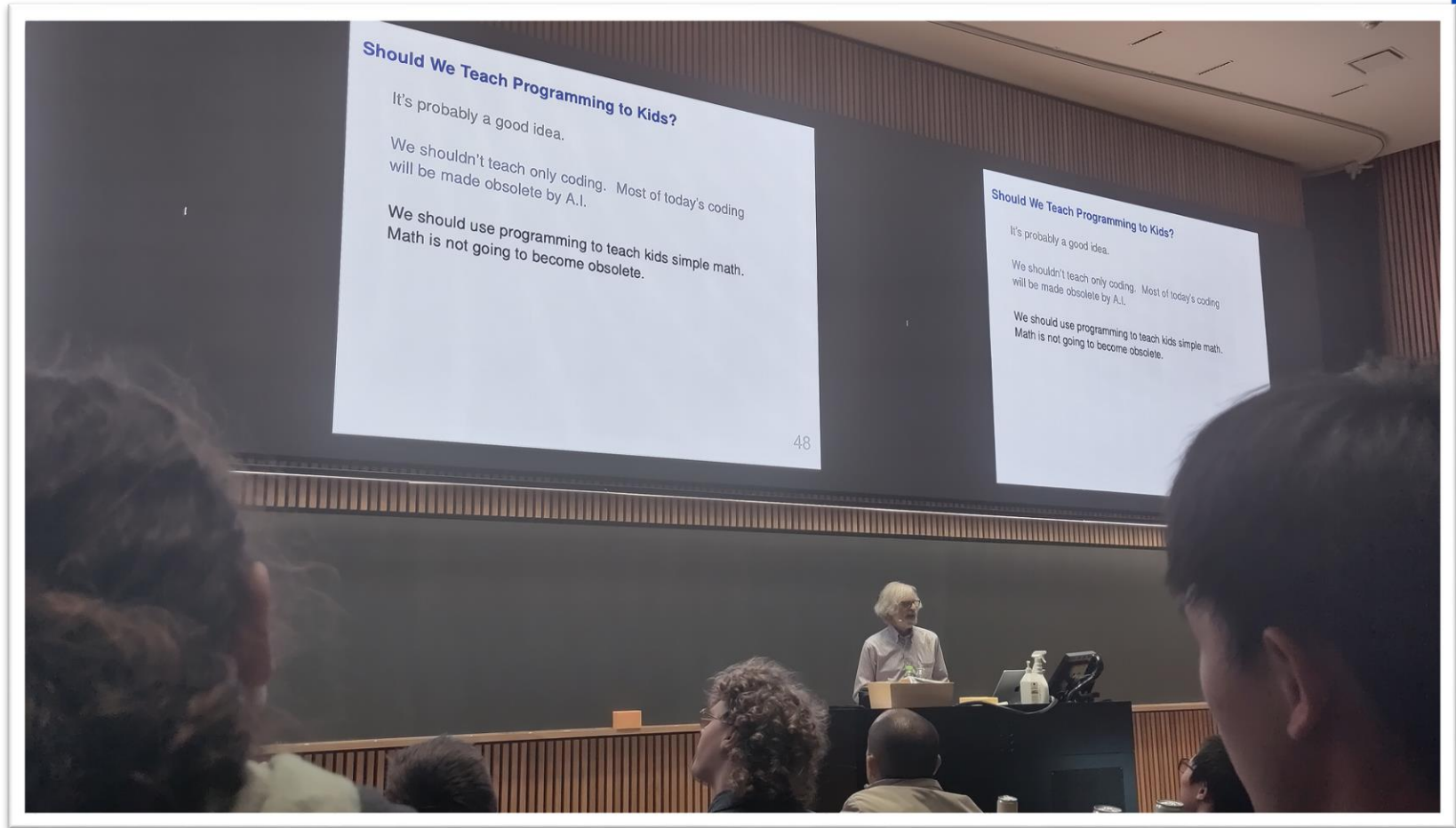




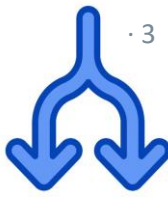
Practical Concurrent and Parallel Programming VIII

Linearizability

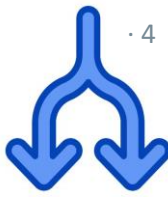
Raúl Pardo



Previously on PCPP...



- Compare-And-Swap (CAS)
 - Lock-free atomic integer
 - Lock-free number range
 - Atomic libraries
 - CAS based lock implementation
 - Scalability of CAS



- Lock-free stack
- ABA problem
- Lock-free queue
- Linearizability
 - Sequential consistency
 - Definition of Linearizability
 - Linearizable concurrent objects
- Work-stealing queues

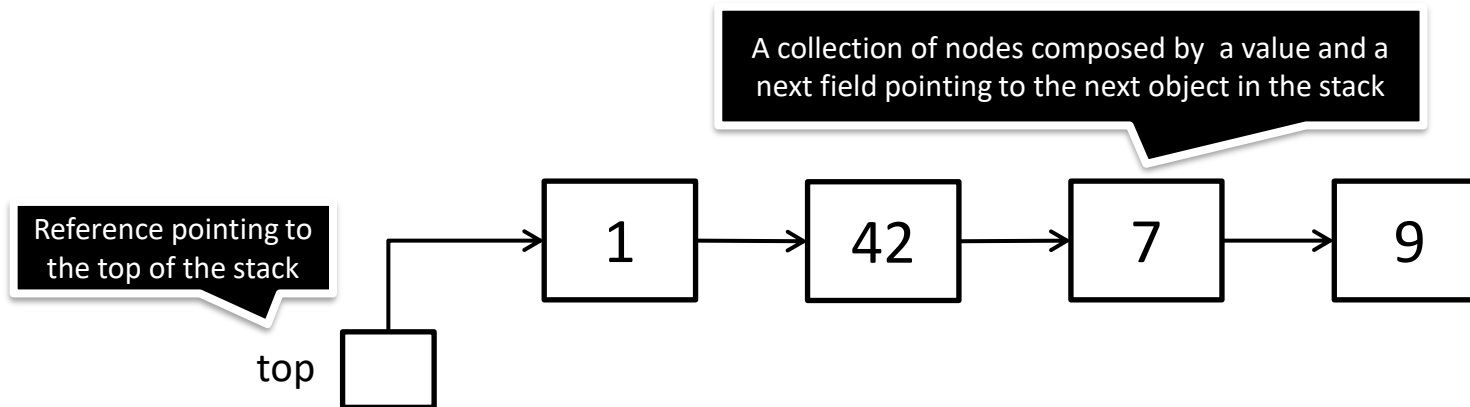


Lock-free data structures: Stack

Sequential Stack Specification

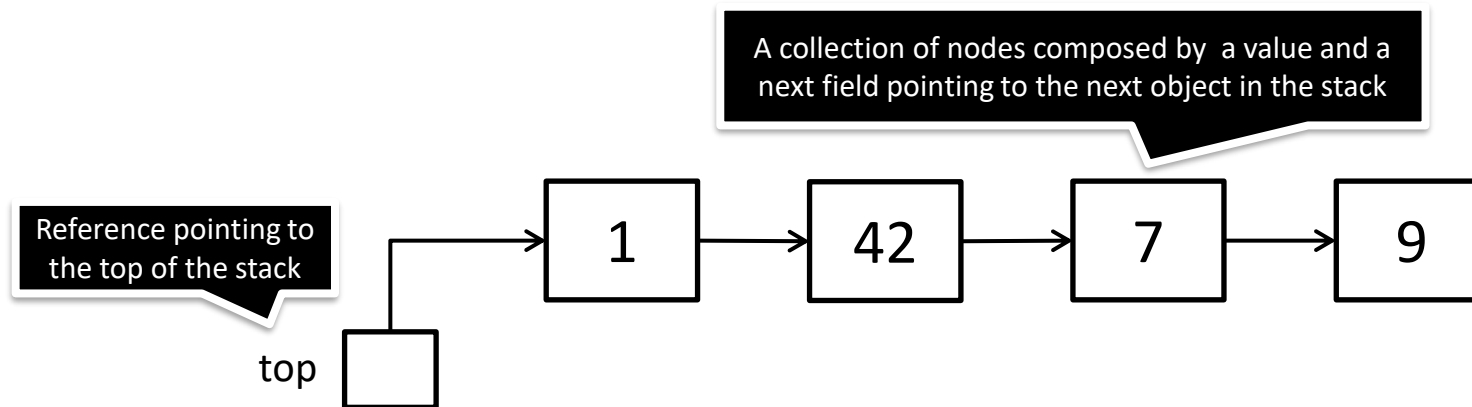


- A stack is a data structure following a LIFO (*last-in-first-out*) policy
 - push() – Adds an element to the top of the stack
 - pop() – Removes the top of the stack if the stack is not empty. Otherwise, it returns null.
- It is typically implemented as a linked list





- A stack is a data structure following a LIFO (*last-in-first-out*) policy
 - push() – Adds an element to the top of the stack
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- It is typically implemented as a linked list



Lock-free Stack

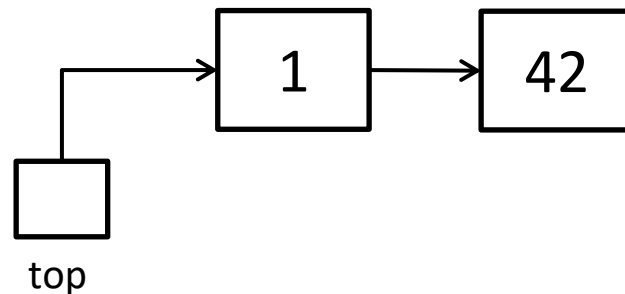
Introduced by
Treiber in 1986



```
class LockFreeStack<T> {  
    AtomicReference<Node<T>> top =  
        new AtomicReference<Node<T>>();  
  
    public void push(T value) {  
        Node<T> newHead = new Node<T>(value);  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            newHead.next = oldHead;  
        } while (!top.compareAndSet(oldHead, newHead));  
    }  
  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```

See `TestLockFreeStack.java`

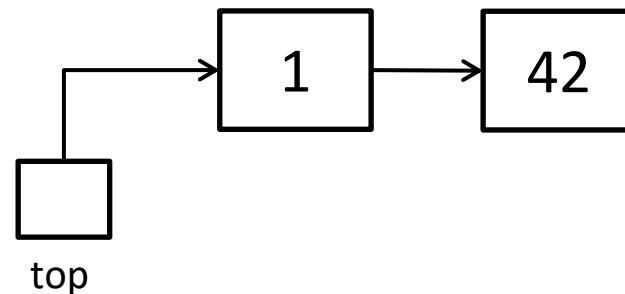
```
private static class Node {  
    private final T item;  
    private Node<T> next;  
  
    public Node(T item) {  
        this.item = item;  
        this.next = null;  
    }  
}
```



Lock-free Stack | push()



```
class LockFreeStack<T> {  
    AtomicReference<Node<T>> top =  
        new AtomicReference<Node<T>>();  
  
    public void push(T value) {  
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        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            newHead.next = oldHead;  
        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```



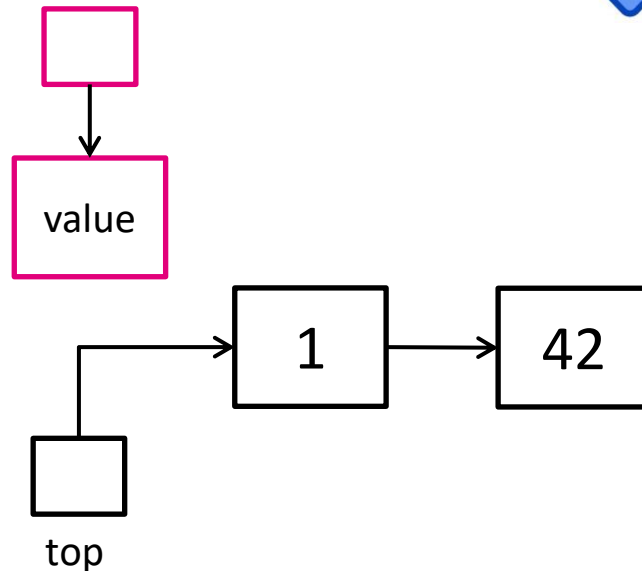
Lock-free Stack | push()

.8



```
class LockFreeStack<T> {  
    AtomicReference<Node<T>> top =  
        new AtomicReference<Node<T>>();  
  
    public void push(T value) {  
        Node<T> newHead = new Node<T>(value);  
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        do {  
            oldHead = top.get();  
            newHead.next = oldHead;  
        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```

newHead

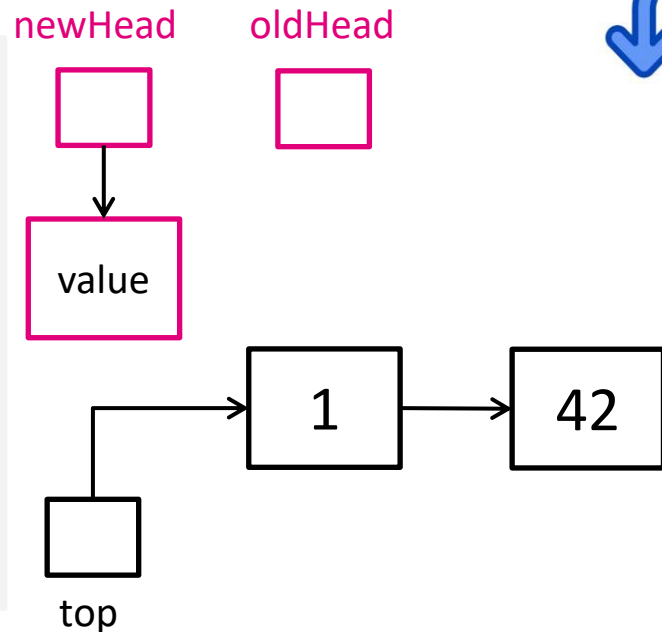


Lock-free Stack | push()

.8

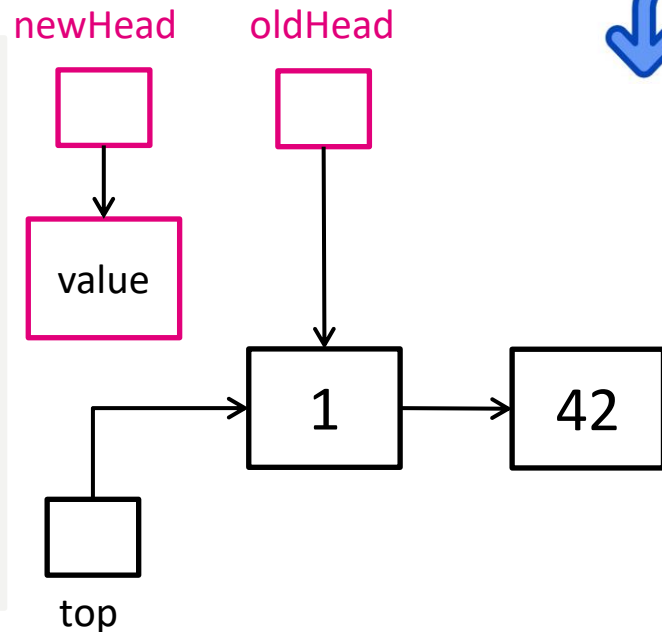


```
class LockFreeStack<T> {  
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    }  
    ...  
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```



Lock-free Stack | push()

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        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```

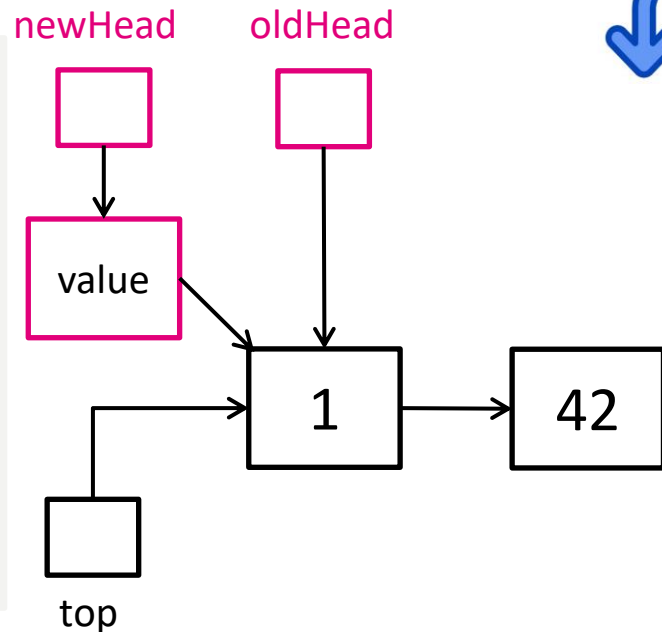


Lock-free Stack | push()

.8



```
class LockFreeStack<T> {  
    AtomicReference<Node<T>> top =  
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        do {  
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            newHead.next = oldHead;  
        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```

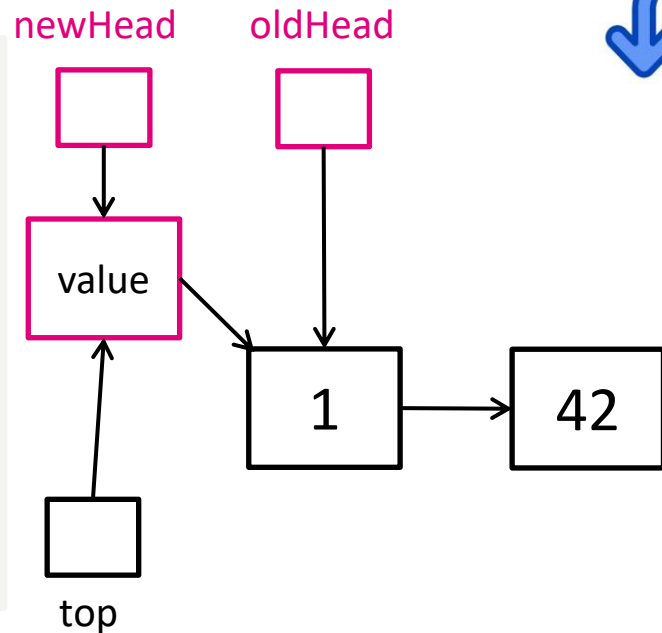


Lock-free Stack | push()

.8



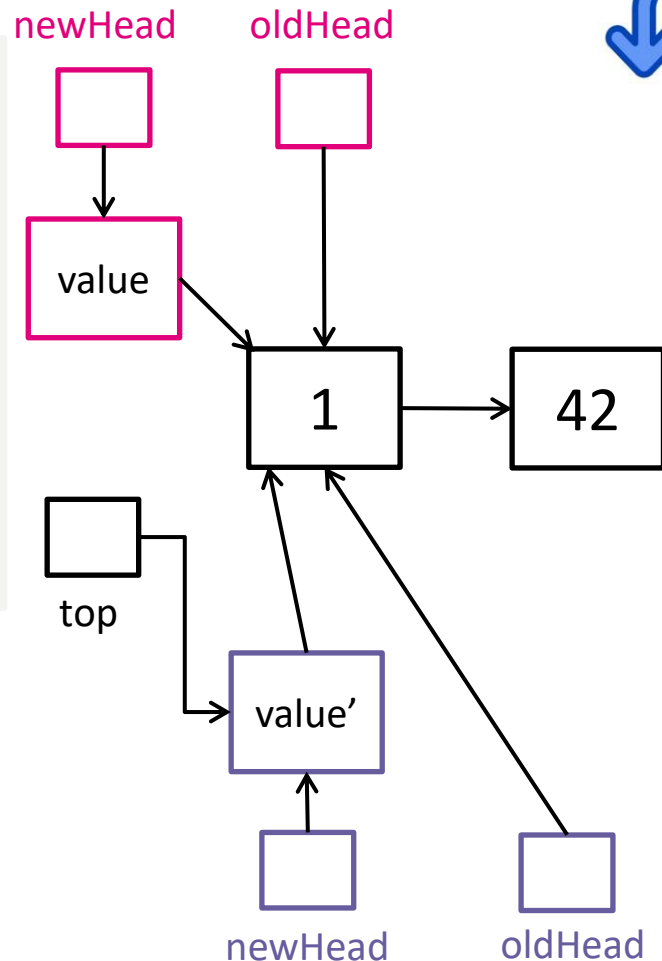
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    ...  
}
```



Lock-free Stack | push()

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        do {  
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    }  
    ...  
}
```

If before the pink thread executes CAS another thread had pushed concurrently, then CAS fails and push restarts



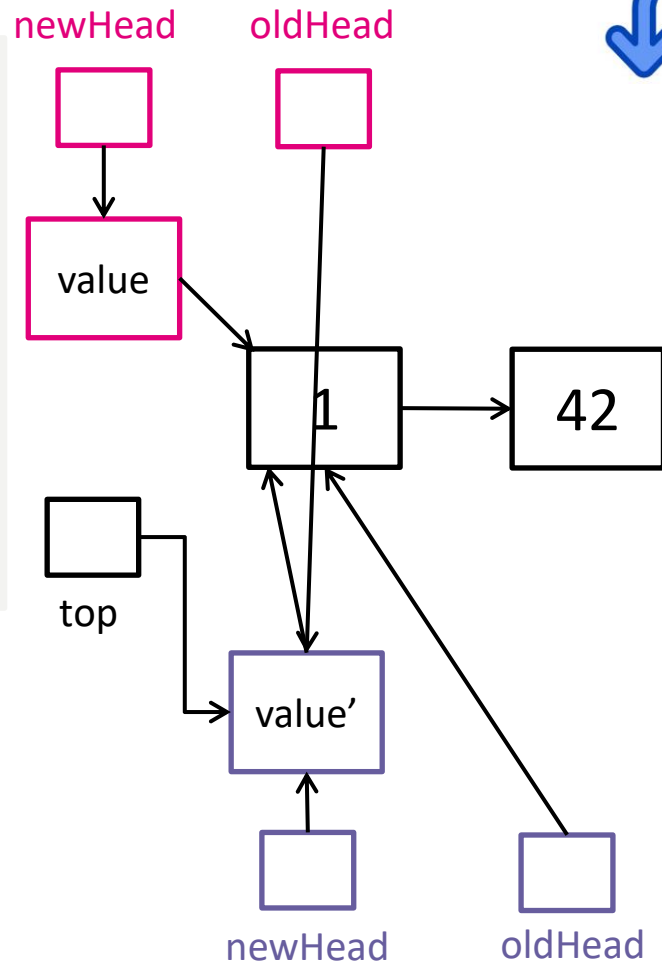
Lock-free Stack | push()

.8



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            oldHead = top.get();  
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}
```

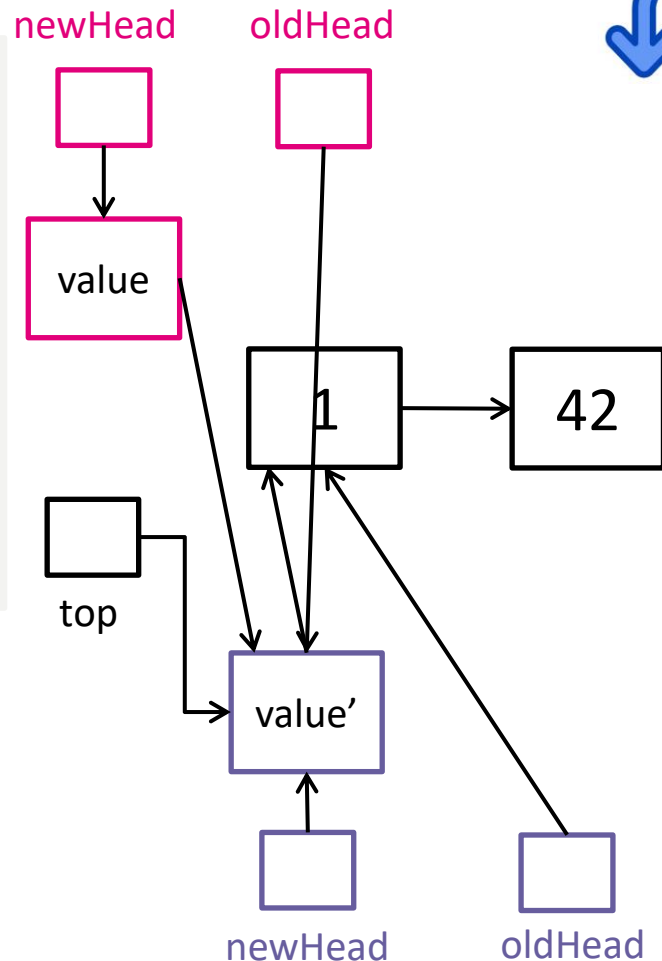
If before the pink thread executes CAS another thread had pushed concurrently, then CAS fails and push restarts



Lock-free Stack | push()

```
class LockFreeStack<T> {  
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        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
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        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```

If before the pink thread executes CAS another thread had pushed concurrently, then CAS fails and push restarts



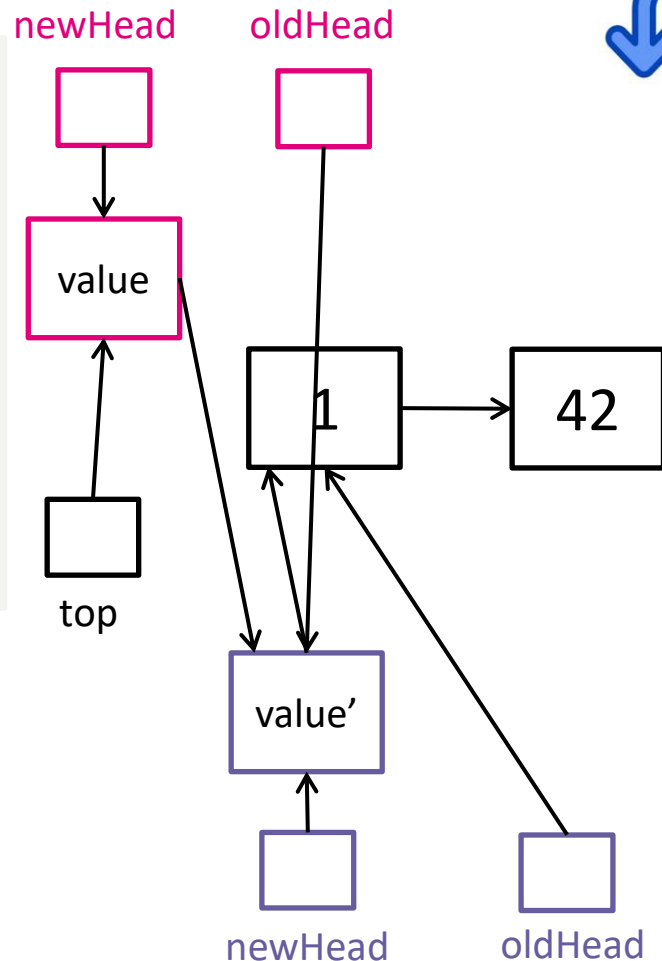
Lock-free Stack | push()

.8



```
class LockFreeStack<T> {  
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        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            newHead.next = oldHead;  
        } while (!top.compareAndSet(oldHead, newHead));  
    }  
    ...  
}
```

If before the pink thread executes CAS another thread had pushed concurrently, then CAS fails and push restarts



Lock-free Stack | pop()

.9

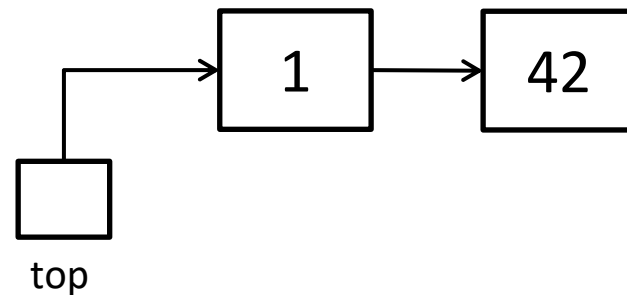


```
class LockFreeStack<T> {  
...  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```

newHead



oldHead

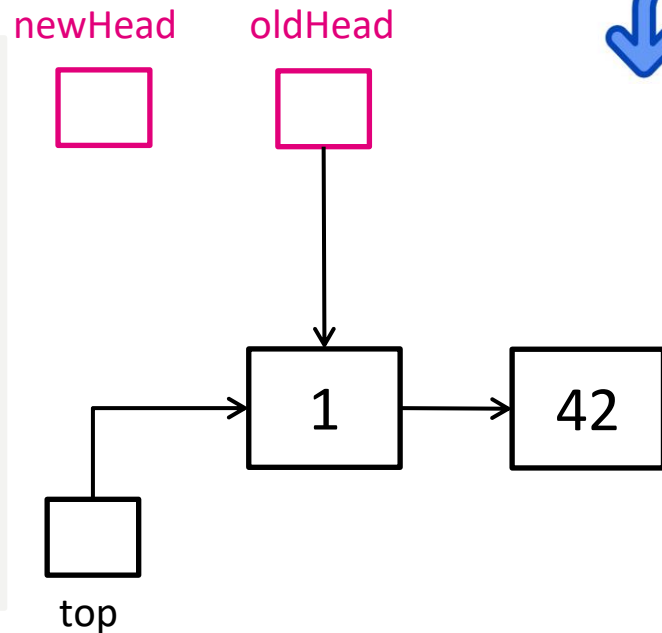


Lock-free Stack | pop()

.9



```
class LockFreeStack<T> {  
...  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
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            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```

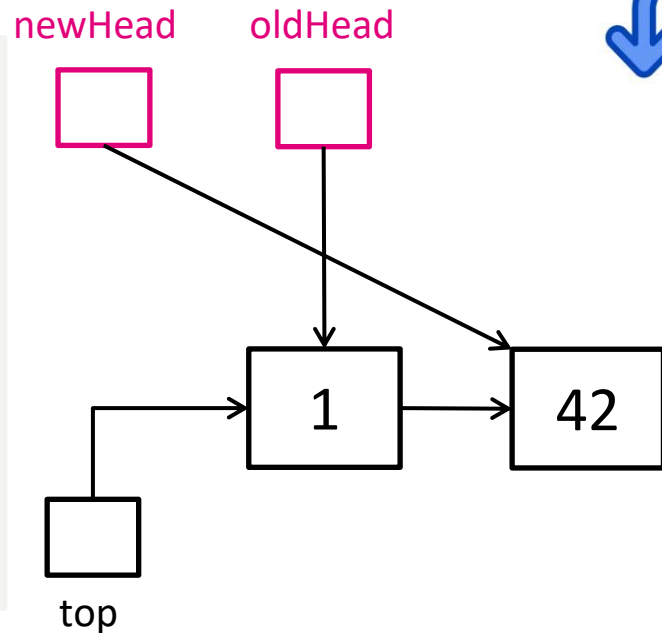


Lock-free Stack | pop()

.9



```
class LockFreeStack<T> {  
...  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```

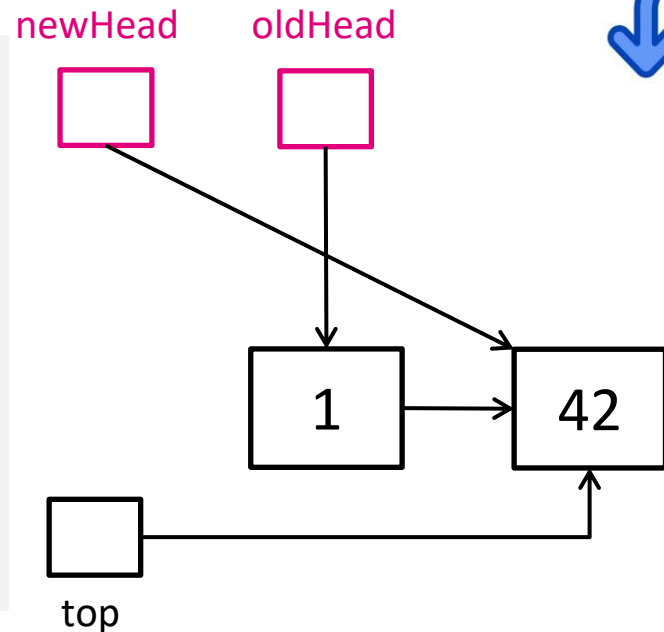


Lock-free Stack | pop()

.9



```
class LockFreeStack<T> {  
...  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```

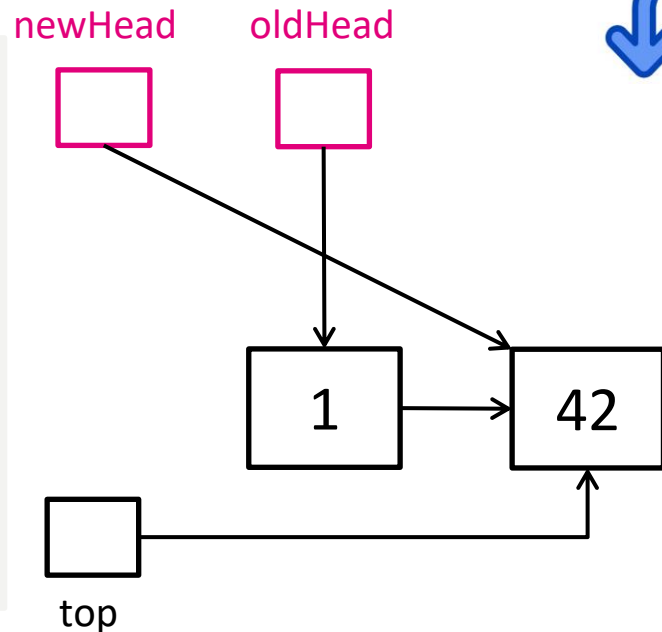


Lock-free Stack | pop()

.9



```
class LockFreeStack<T> {  
...  
    public T pop() {  
        Node<T> newHead;  
        Node<T> oldHead;  
        do {  
            oldHead = top.get();  
            if(oldHead == null) { return null; }  
            newHead = oldHead.next;  
        } while (!top.compareAndSet(oldHead, newHead));  
        return oldHead.value;  
    }  
}
```



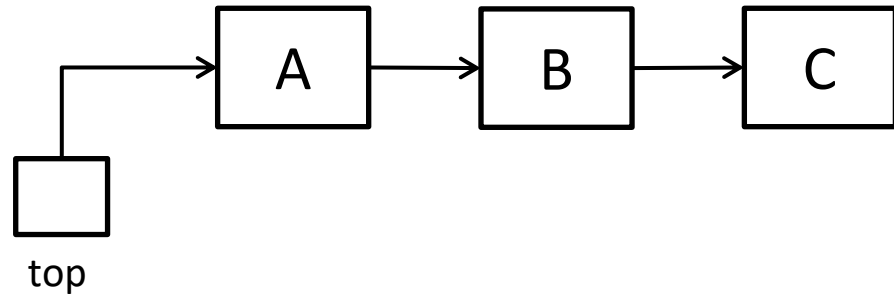
Would there **re be** any problem if another thread is executing pop() concurrently?

The ABA Problem

ABA Problem



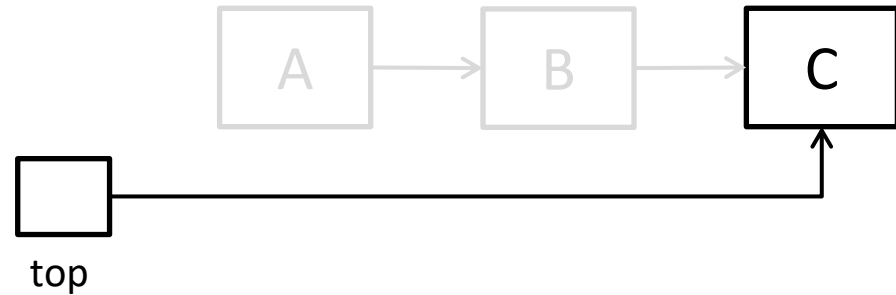
1. Thread 1 starts popping A



ABA Problem



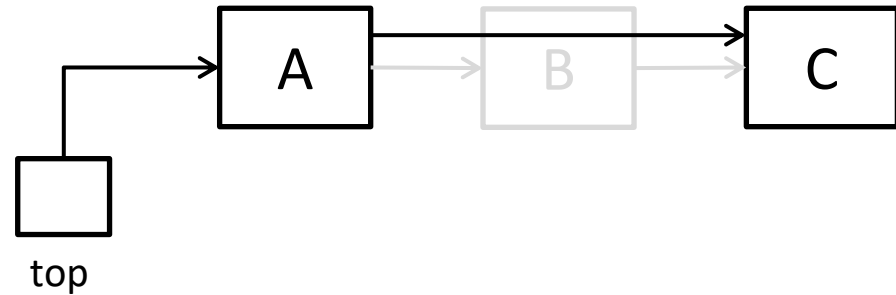
1. Thread 1 starts popping A
2. Before thread 1 finishes, thread 2 pops A and B



ABA Problem



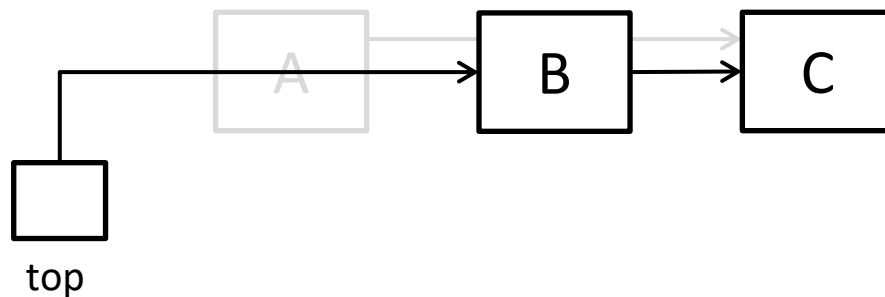
1. Thread 1 starts popping A
2. Before thread 1 finishes, thread 2 pops A and B
3. Thread 2 pushes A back *// recovered from memory (same as thread 1 was popping)*



ABA Problem



1. Thread 1 starts popping A
2. Before thread 1 finishes, thread 2 pops A and B
3. Thread 2 pushes A back *// recovered from memory (same as thread 1 was popping)*
4. Thread 1 finishes popping A
 1. Incorrectly, as it thinks that A is the same as before thread 2 operations



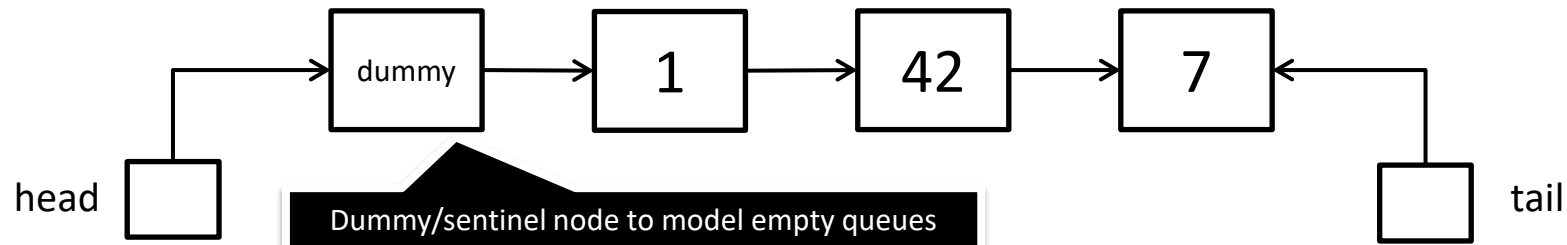
- It is a memory allocation issue which affects mainly languages without garbage collection (e.g., C and C++)
- Languages such as Java do not have this problem because garbage collection ensures that newly created objects are fresh
 - Step 3 in the previous slides would have created a new A object

Lock-free data structures: Queue

Sequential Queue Specification



- A queue is a data structure following a FIFO (*first-in-first-out*) policy
 - enqueue() – Adds an element to the tail of the queue.
 - dequeue() – Removes the element at the head of the queue if the queue is not empty. Otherwise, it returns null.
- It is typically implemented as a linked list



Lock-free queue

- Michael-Scott lock free queue, introduced in 1996 (see optional readings)
- Implemented in ConcurrentLinkedQueue in java.concurrent.* by Doug Lea et. al. (see [here](#))
 - The version on the right is not the JDK implementation

```
private static class Node<T> {  
    final T item;  
    final AtomicReference<Node<T>> next;  
  
    public Node(T item, Node<T> next) {  
        this.item = item;  
        this.next = new AtomicReference<Node<T>>(next);  
    }  
}
```

```
class MSQueue<T> implements UnboundedQueue<T> {  
    private final AtomicReference<Node<T>> head, tail;  
  
    public MSQueue() {  
        Node<T> dummy = new Node<T>(null, null);  
        head = new AtomicReference<Node<T>>(dummy);  
        tail = new AtomicReference<Node<T>>(dummy);  
    }  
  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get(), next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get(), last = tail.get(), next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
}
```

See `TestMSQueue.java`

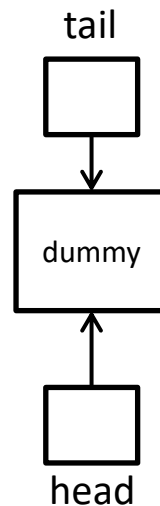


Lock-free queue | initialization

· 19



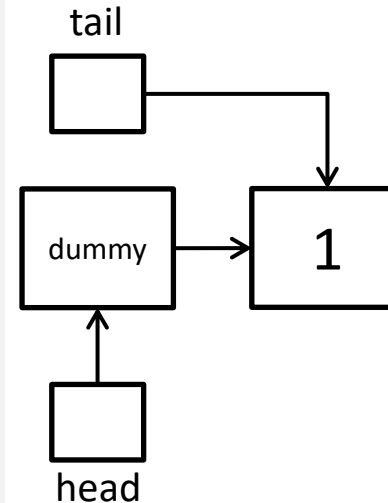
```
class MSQueue<T> implements UnboundedQueue<T> {  
    private final AtomicReference<Node<T>> head, tail;  
  
    public MSQueue() {  
        Node<T> dummy = new Node<T>(null, null);  
        head = new AtomicReference<Node<T>>(dummy);  
        tail = new AtomicReference<Node<T>>(dummy);  
    }  
    ...  
}
```



Lock-free queue | enqueue



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
            Node<T> next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
...  
}
```

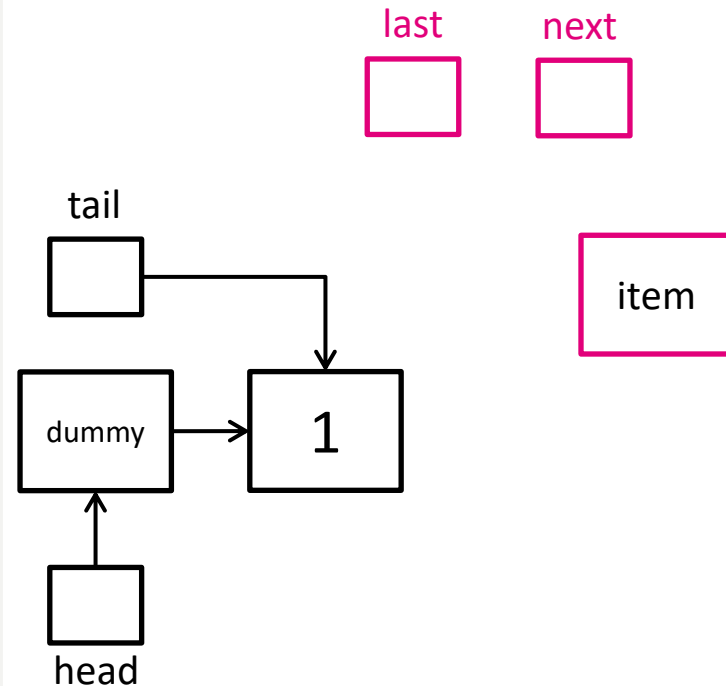


Lock-free queue | enqueue

· 20



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
            Node<T> next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
...  
}
```

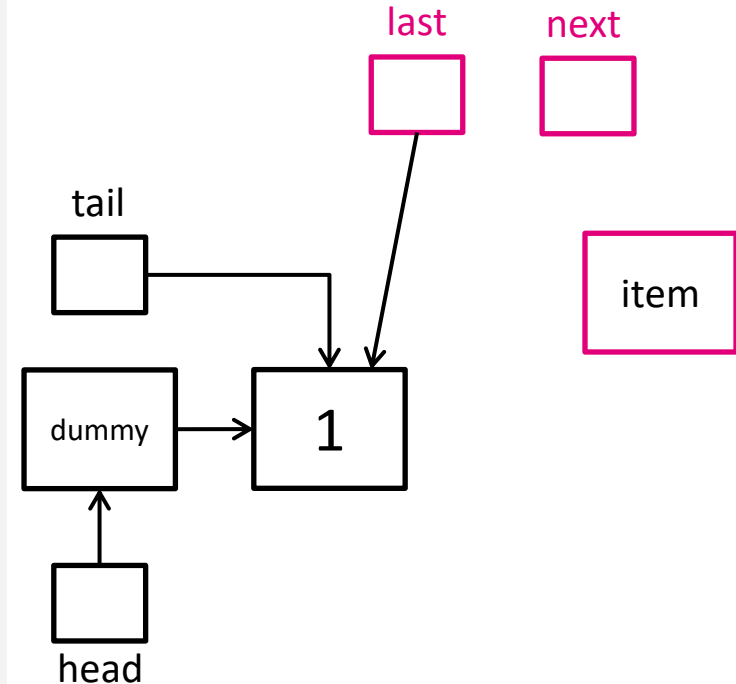


Lock-free queue | enqueue

· 20



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
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            Node<T> next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
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                    }  
                } else  
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            }  
        }  
    }  
...  
}
```

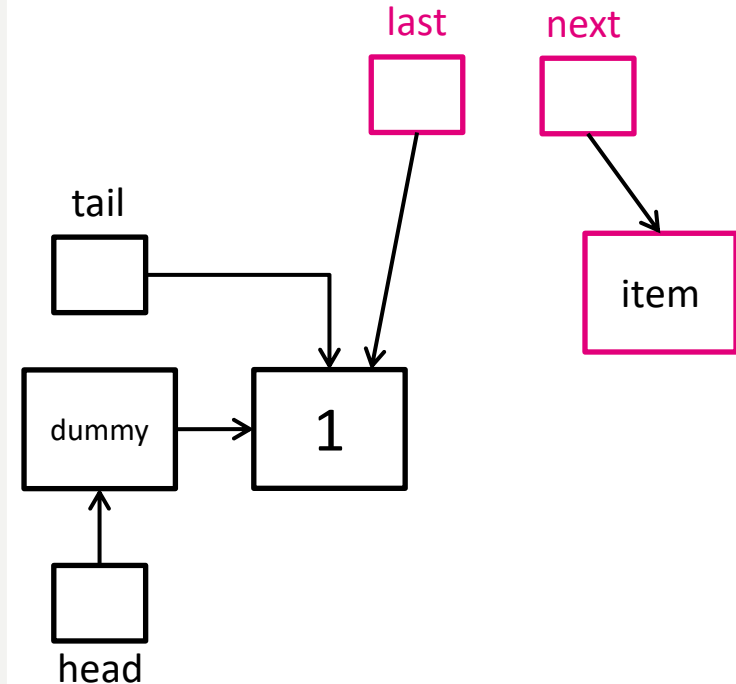


Lock-free queue | enqueue

· 20



```
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            }  
        }  
    }  
...  
}
```

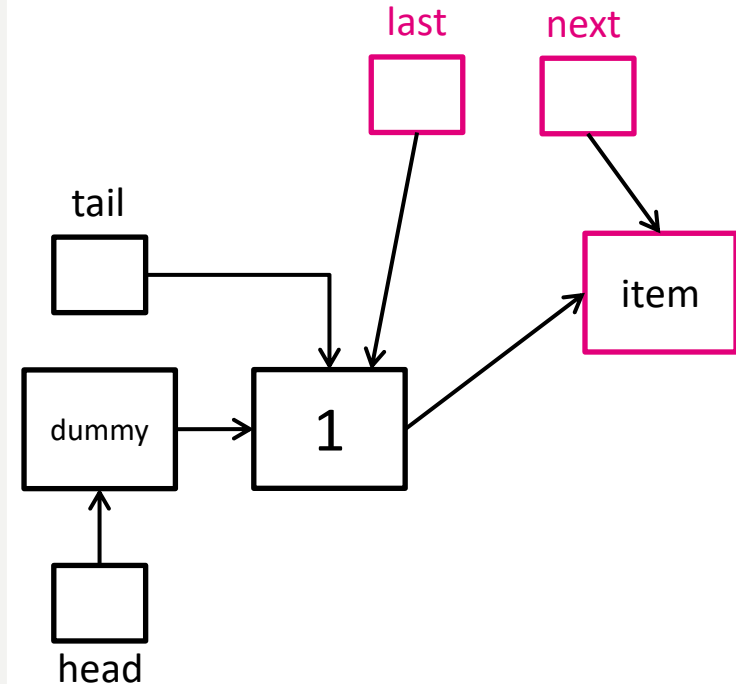


Lock-free queue | enqueue

· 20



```
class MSQueue<T> implements UnboundedQueue<T> {  
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    public void enqueue(T item) {  
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                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
}
```

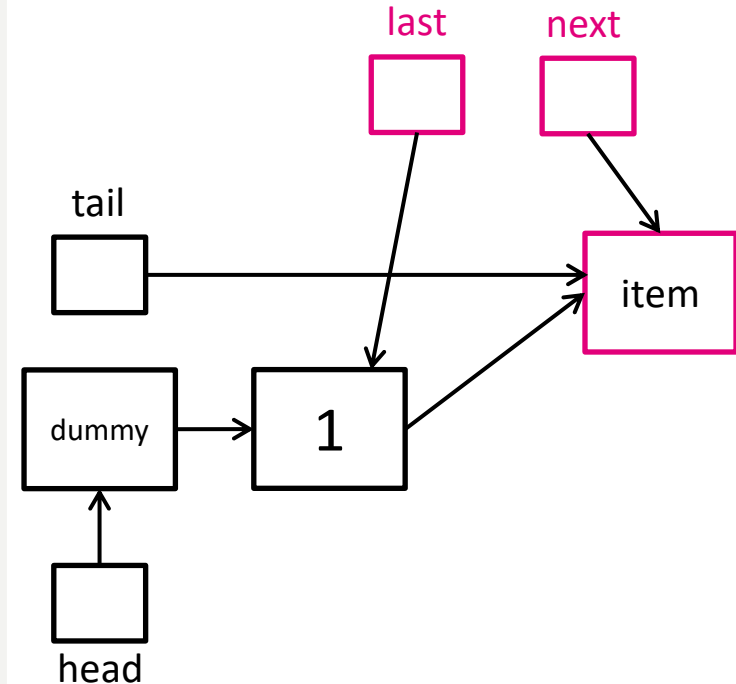


Lock-free queue | enqueue

· 20



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
            Node<T> next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
}
```

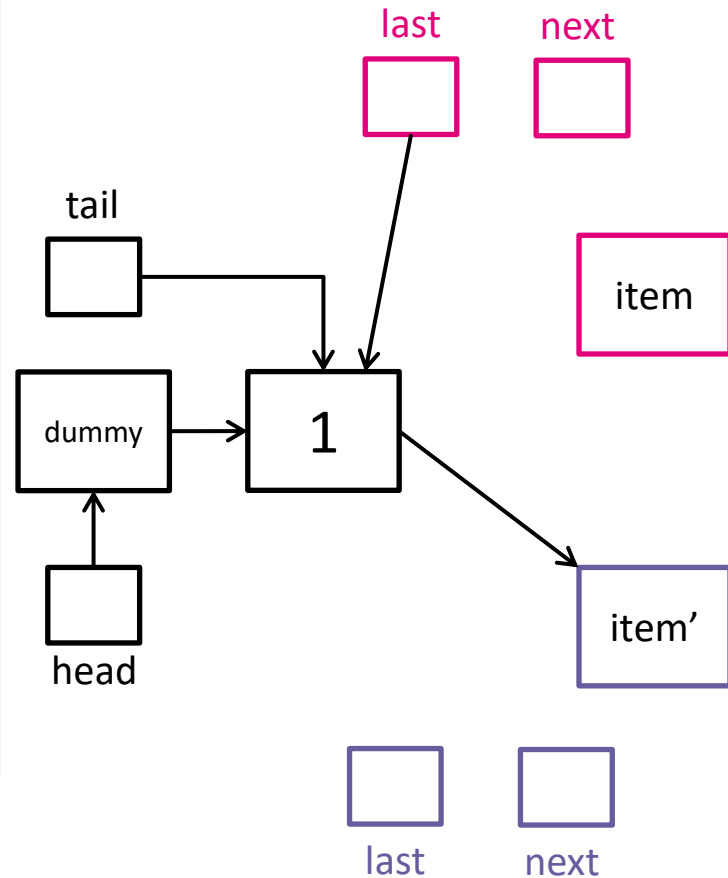


Lock-free queue | enqueue

· 21



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
            Node<T> next = last.next.get();  
            if (last == tail.get()) {  
                if (next == null) {  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else {  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
                }  
            }  
        }  
    }  
...  
}
```



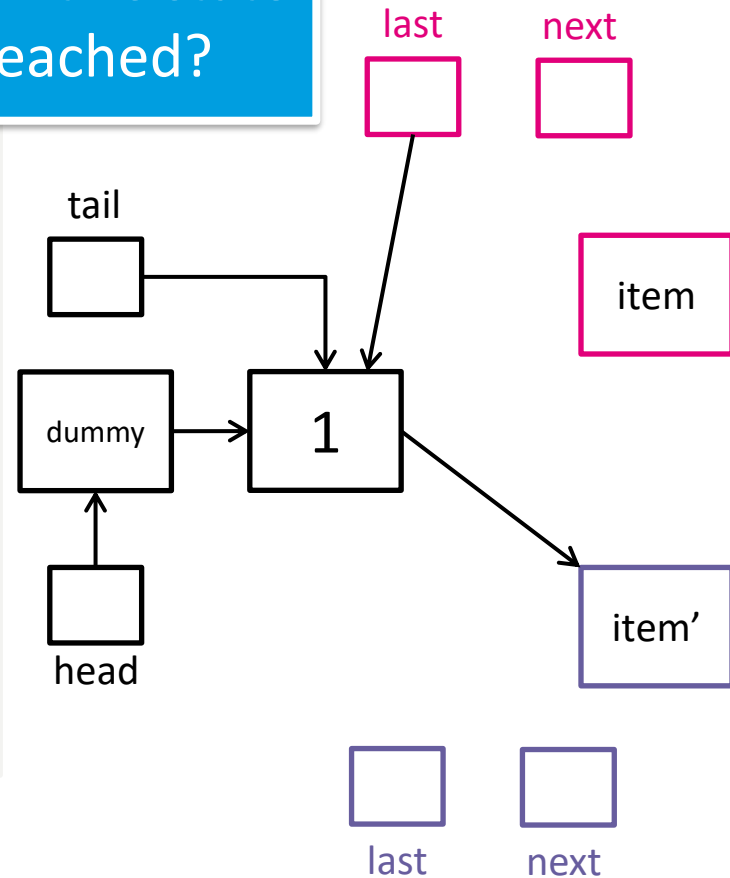
Lock-free queue | enqueue

· 21



How can this state be reached?

```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
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                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else {  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
                }  
            }  
        }  
    }  
    ...  
}
```

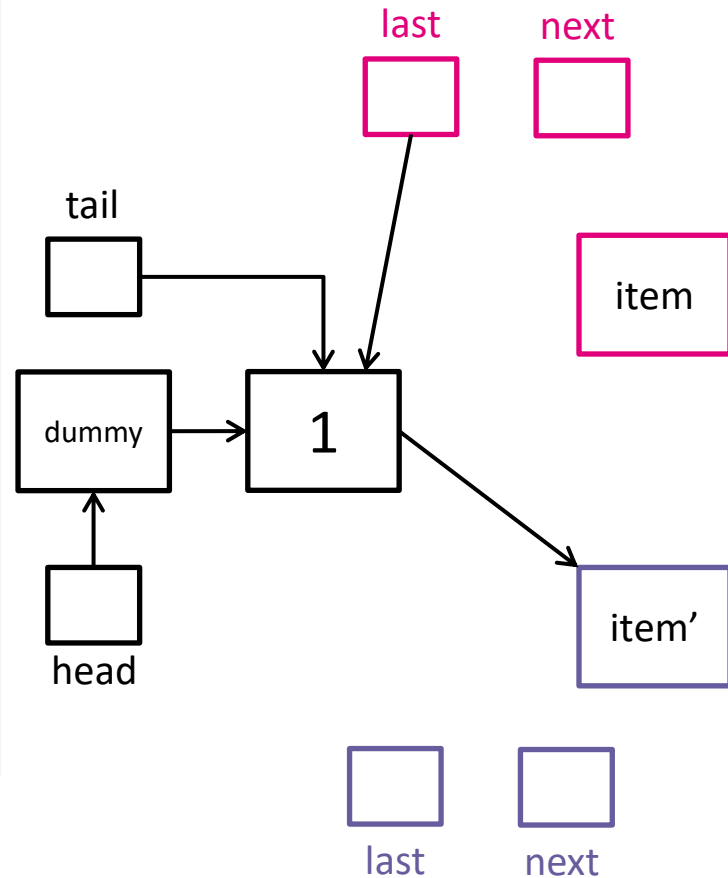


Lock-free queue | enqueue

· 21



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
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            if (last == tail.get()) {  
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                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) {  
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                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else {  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
                }  
            }  
        }  
    }  
...  
}
```

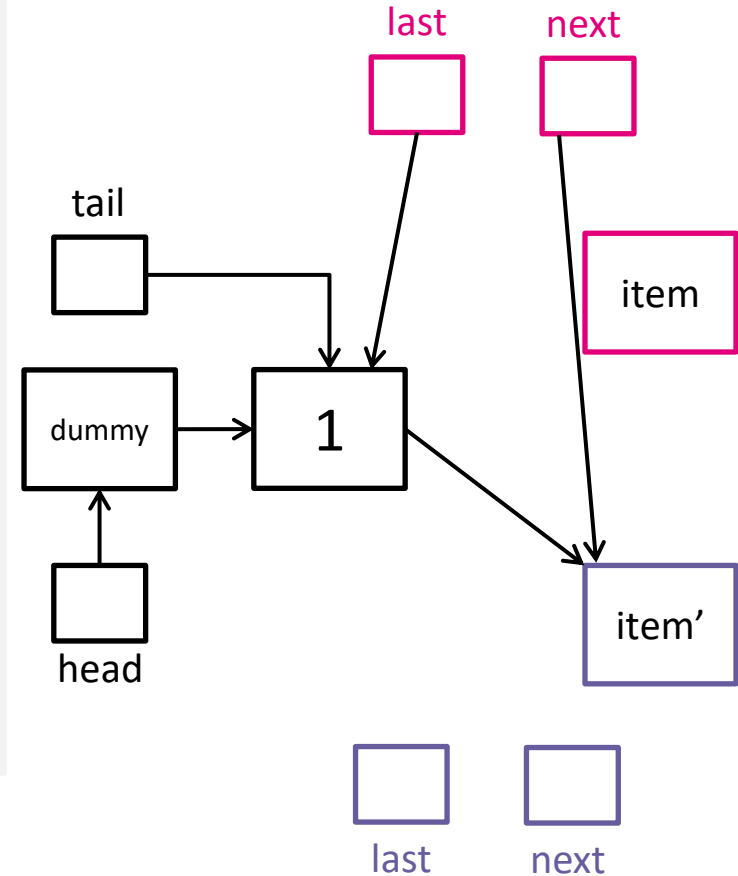


Lock-free queue | enqueue

· 21



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
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                        tail.compareAndSet(last, node);  
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                    }  
                } else {  
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                    tail.compareAndSet(last, next);  
                }  
            }  
        }  
    }  
}
```

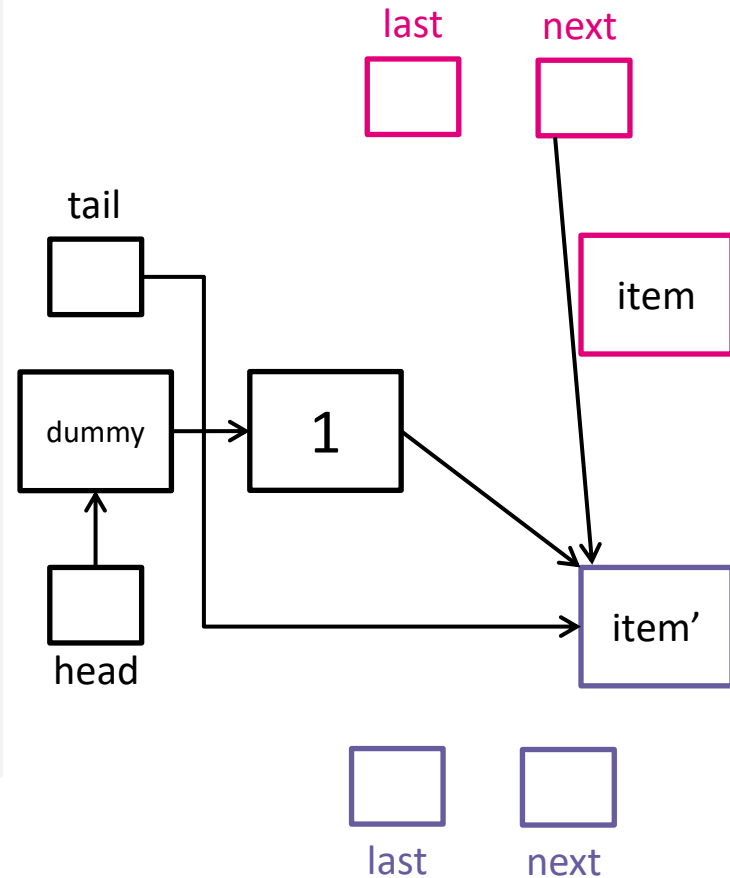


Lock-free queue | enqueue

· 21



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
public void enqueue(T item) {  
    Node<T> node = new Node<T>(item, null);  
    while (true) {  
        Node<T> last = tail.get();  
        Node<T> next = last.next.get();  
        if (last == tail.get()) {  
            if (next == null) {  
                // In quiescent state, try inserting new node  
                if (last.next.compareAndSet(next, node)) {  
                    // Insertion succeeded, try advancing tail  
                    tail.compareAndSet(last, node);  
                    return;  
                }  
            } else  
                // Queue in intermediate state, advance tail  
                tail.compareAndSet(last, next);  
        }  
    }  
}  
...  
}
```



• 21



• 21

• 21



• 22



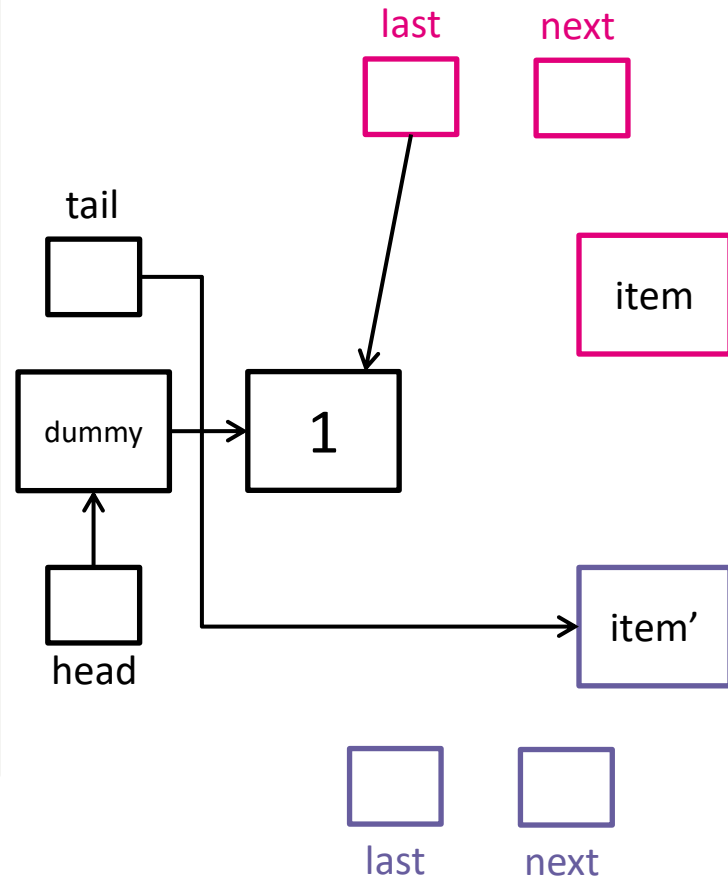
```

class MSQueue<T> implements UnboundedQueue<T> {
...
    public void enqueue(T item) {
        Node<T> node = new Node<T>(item, null);
        while (true) {
            Node<T> last = tail.get();
            Node<T> next = last.next.get();
            if (last == tail.get()) {
                if (next == null) {
                    // In quiescent state, try inserting new node
                    if (last.next.compareAndSet(next, node)) {
                        // Insertion succeeded, try advancing tail
                        tail.compareAndSet(last, node);
                        return;
                    }
                } else
                // Queue in intermediate state, advance tail
                tail.compareAndSet(last, next);
            }
        }
    }
}
...
}

```

If the tail has been changed, then the thread

If the tail has been changed, then the thread restarts right away



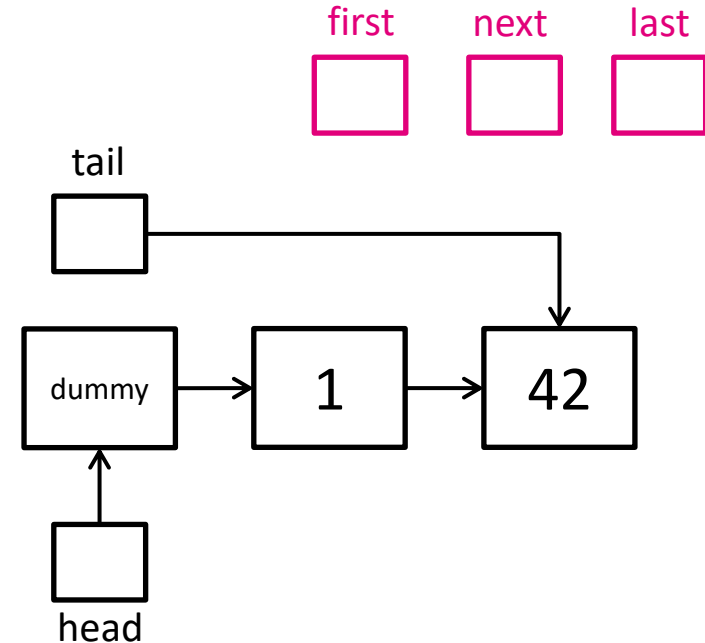
Lock-free queue | dequeue

· 23



```
class MSQueue<T> implements UnboundedQueue<T> {
...

    public T dequeue() {
        while (true) {
            Node<T> first = head.get();
            Node<T> last = tail.get();
            Node<T> next = first.next.get();
            if (first == head.get()) {
                if (first == last) {
                    if (next == null)
                        return null;
                    else
                        tail.compareAndSet(last, next);
                } else {
                    T result = next.item;
                    if (head.compareAndSet(first, next))
                        return result;
                }
            }
        }
    }
...
}
```

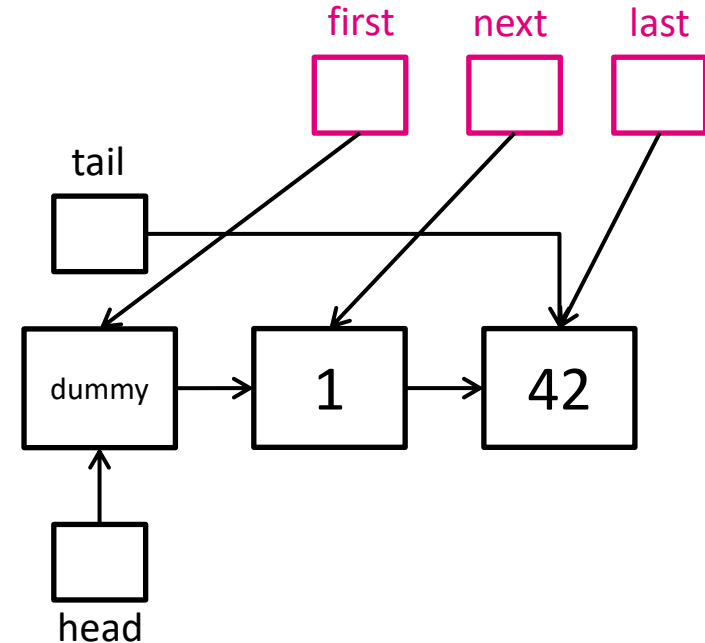


Lock-free queue | dequeue

· 23



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```

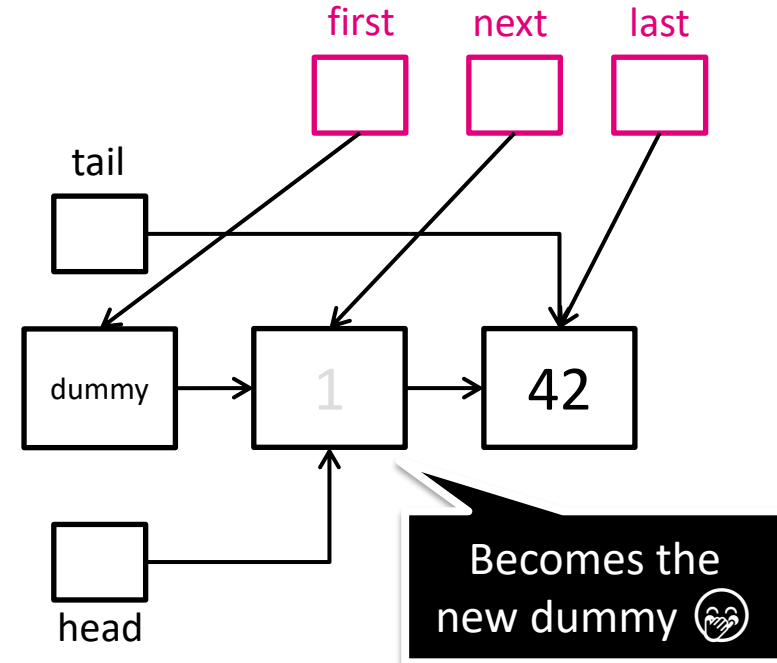


Lock-free queue | dequeue

· 23



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```

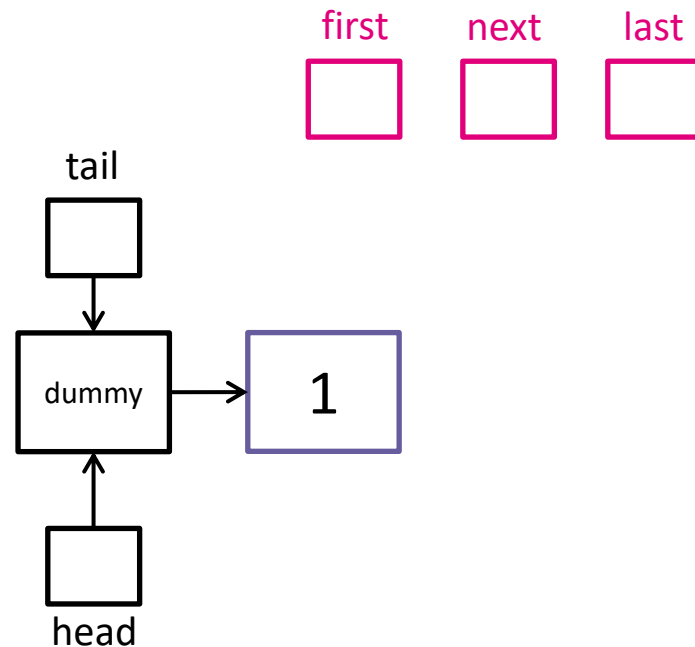


Lock-free queue | dequeue

· 24



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```

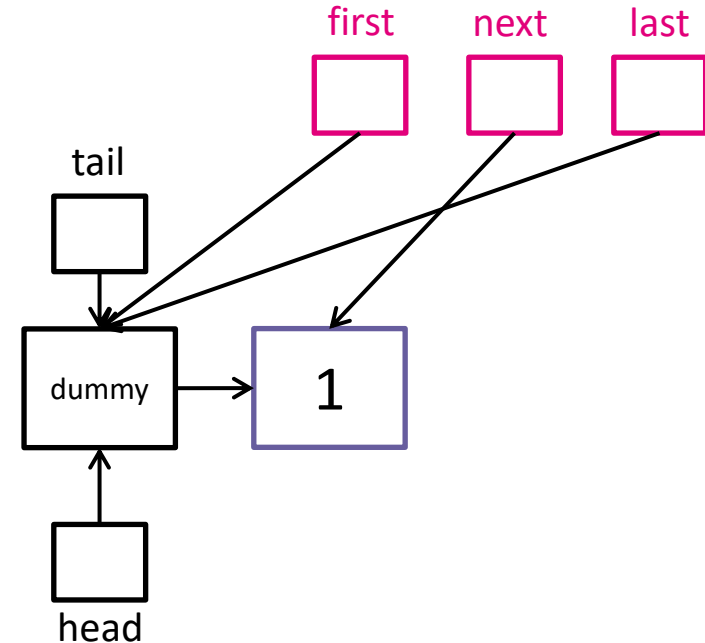


Lock-free queue | dequeue

· 24



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```

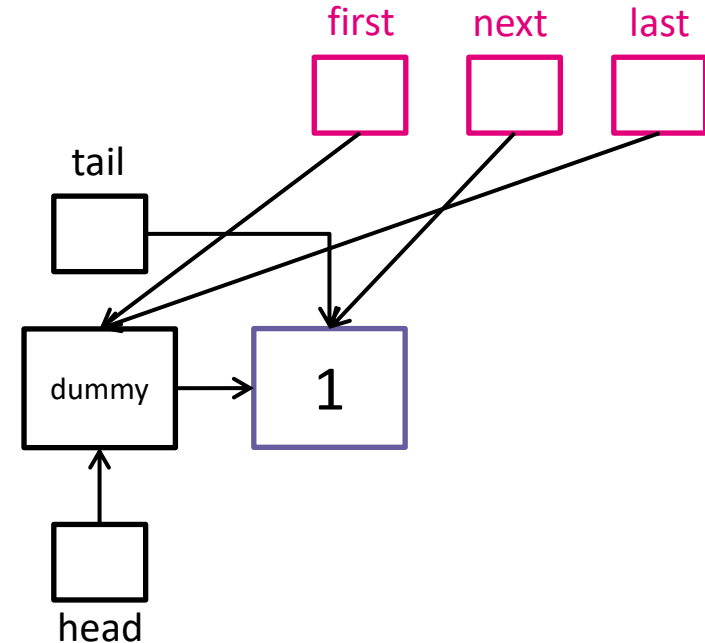


Lock-free queue | dequeue



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```

If the next field of the head is not null (because another thread push in the meantime), then the calling thread helps advancing the tail and tries to dequeue again.

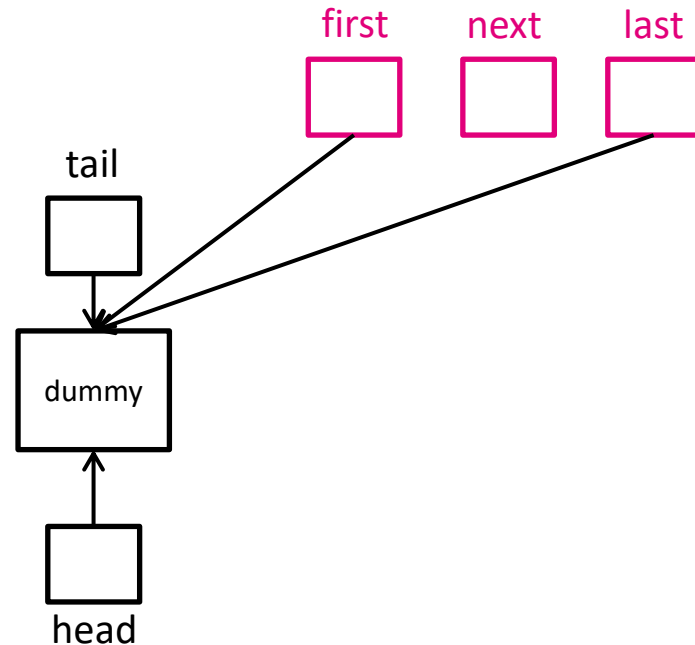


Lock-free queue | dequeue

· 25



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
    ...  
}
```



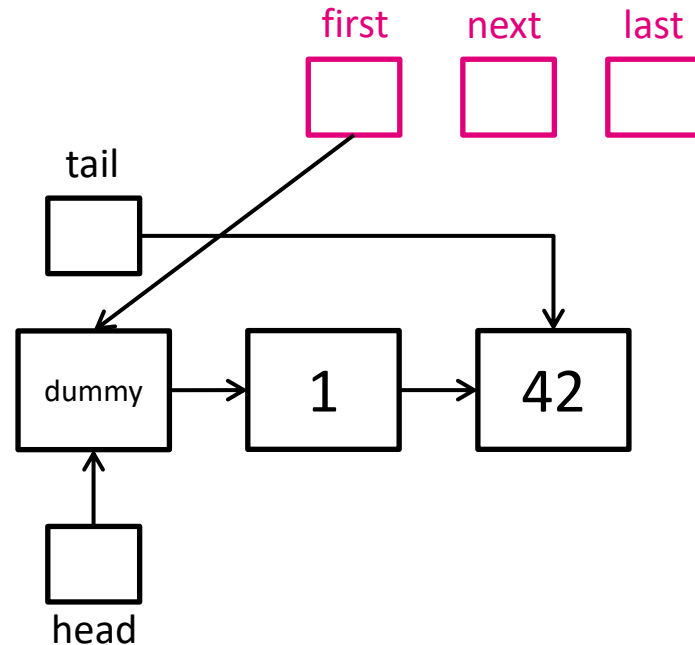
Lock-free queue | dequeue

· 26



```
class MSQueue<T> implements UnboundedQueue<T> {  
    ...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get();  
            if (first == head.get()) {  
                if (first == last) {  
                    if (next == null)  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next))  
                        return result;  
                }  
            }  
        }  
    }  
}
```

How can a state where **first** \neq head.get() be reached?



What about correctness?



- We have seen several implementations of lock-free data structures today and last week
- However, we have not seen any techniques to reason about their correctness...
 - How do we even write the *concurrent* specification of the lock-free queue we have seen?

Linearizability



- Defining correctness of (non-blocking) concurrent **objects** is tricky
 - Recall correctness is defined by a specification
- ***The motivation behind linearizability is to use specifications of sequential objects as a basis for the correctness of concurrent objects***
 - Specifications of sequential objects are typically expressed as pre- and post-conditions for method calls



```
class WaitFreeQueue<T> {
    int head = 0, tail = 0;
    T[] items;

    public WaitFreeQueue(int capacity) {
        items = (T[]) new Object[capacity]
    }

    public void enq(T x) throws Exception {
        if (tail - head == items.length)
            throw new Exception();
        items[tail % items.length] = x;
        tail++;
    }

    public void deq() throws Exception {
        if (tail - head == 0)
            throw new Exception();
        T x = items[head % items.length];
        head++;
        return x;
    }
}
```

Herlihy p. 52

- Informally, we would like concurrent operations to happen as if they were executed sequentially
- The specification of a concurrent queue is the sequential behaviour of queues

Wait Free Queue

· 31



```
class WaitFreeQueue<T> {
    int head = 0, tail = 0;
    T[] items;

    public WaitFreeQueue(int capacity) {
        items = (T[]) new Object[capacity]
    }

    public void enq(T x) throws Exception {
        if (tail - head == items.length)
            thrown new Exception();
        items[tail % items.length] = x;
        tail++;
    }

    public void deq() throws Exception {
        if (tail - head == 0)
            thrown new Exception();
        T x = items[head % items.length];
        head++;
        return x;
    }
}
```

This is pseudo-code for illustration purposes.
Assume all variables have volatile semantics
and each program line is atomic.

Are there any problems with
this implementation?

Herlihy p. 52

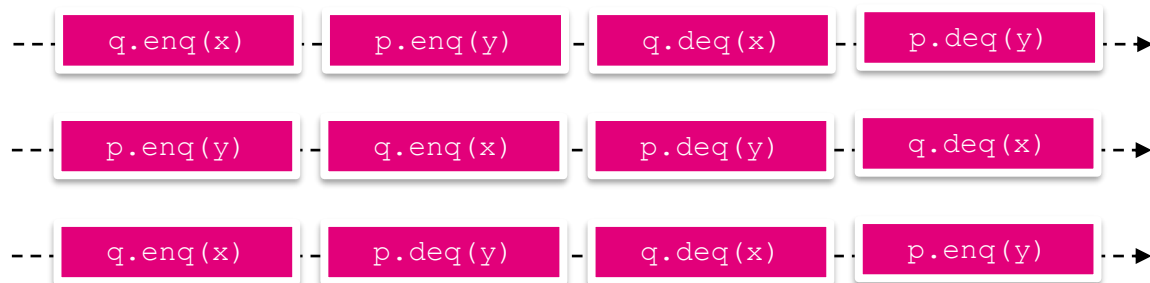
Sequential consistency



· 32

- Recall that, *in sequential programs*, the compiler and CPU are allowed to re-order instructions as long as they produce a valid result (according to the specification of the object)
- When executed sequentially, these are possible orderings for execution:

```
q.enq(x)
q.deq(x)
p.enq(y)
p.deq(y)
```



...

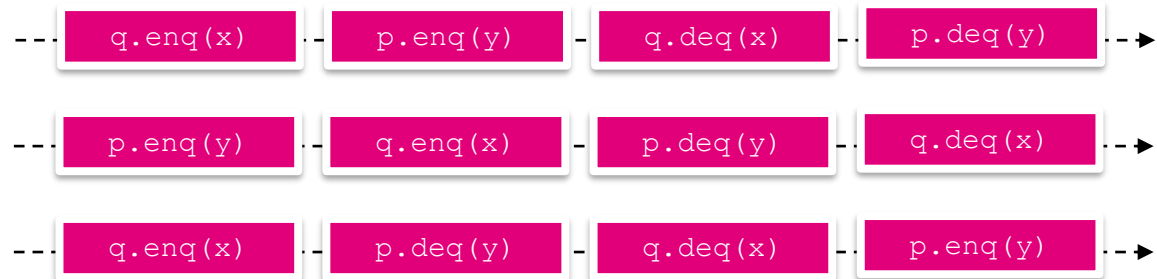
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```



This syntax means: The pink thread enqueues x on queue q successfully

...

This syntax means: The pink thread dequeues x from queue q successfully

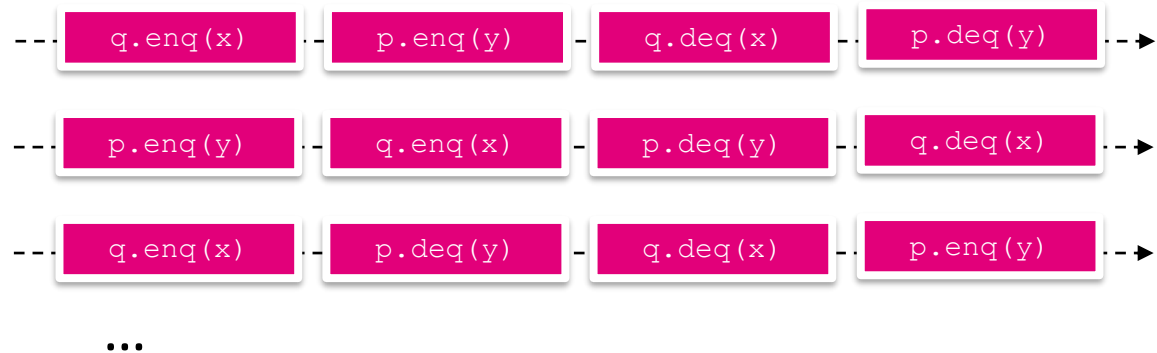
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· 32

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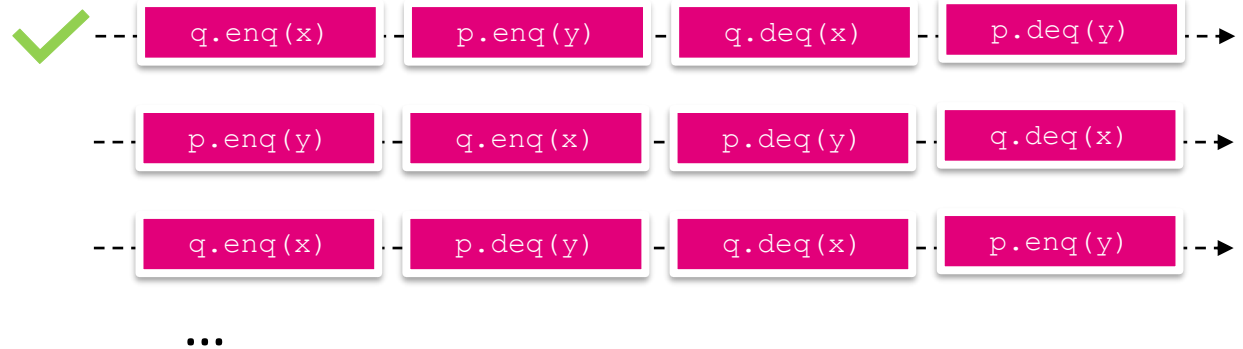
Sequential consistency



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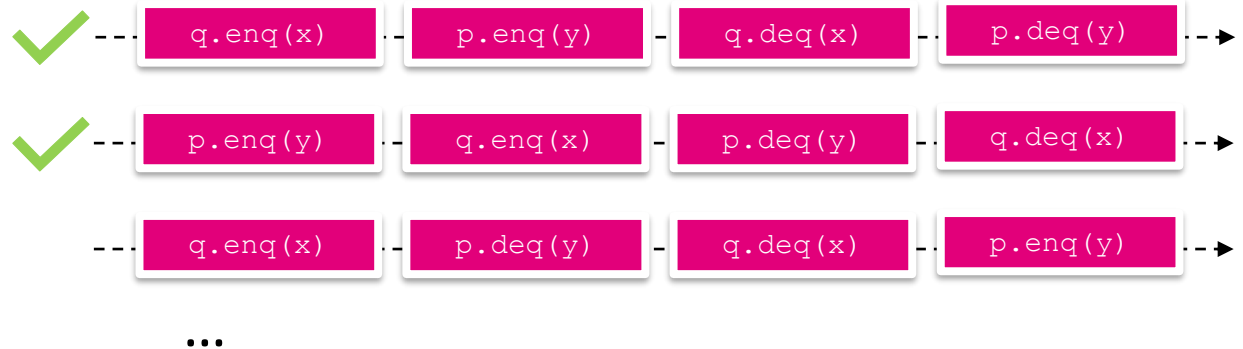
Sequential consistency



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q.deq(x)
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```

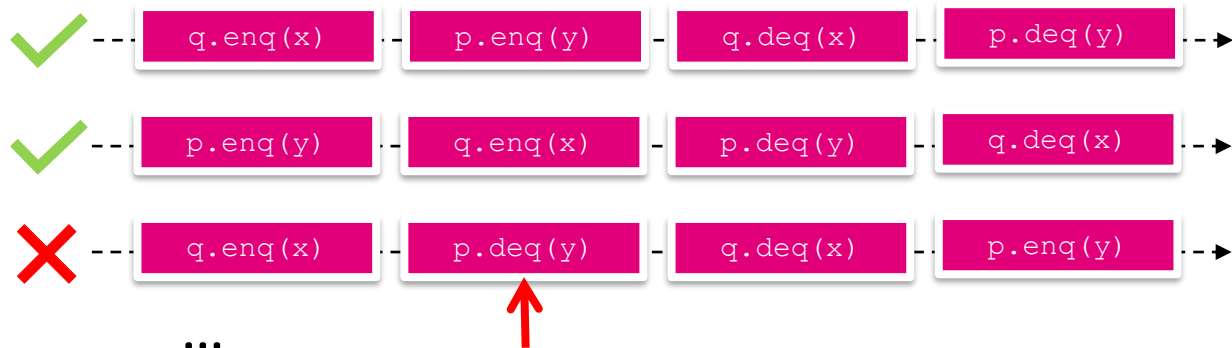


Sequential consistency



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 - When executed sequentially, these are possible orderings for execution:

`q.enq(x)`
`q.deq(x)`
`p.enq(y)`
`p.deq(y)`



- For concurrent executions, we must define the conditions asserting that every thread is behaving consistently w.r.t. a sequential execution
- For executions of concurrent objects, an execution is sequential consistency iff
 1. Method calls appear to happen in a one-at-a-time, sequential order
 2. Method calls should appear to take effect in program order

- For concurrent executions, we must define the conditions asserting that every thread is behaving consistently w.r.t. a sequential execution
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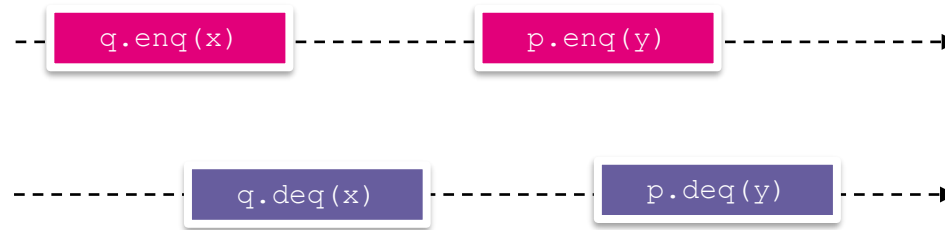
Requires memory commands to be executed in order
 2. Method calls should appear to take effect in program order

- For concurrent executions, we must define the conditions asserting that every thread is behaving consistently w.r.t. a sequential execution
- For executions of concurrent objects, an execution is sequential consistency iff
 1. Method calls appear to happen in a one-at-a-time, sequential order

Requires memory commands to be executed in order
 2. Method calls should appear to take effect in program order

Requires sequential program order for each thread

Sequential consistency



A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

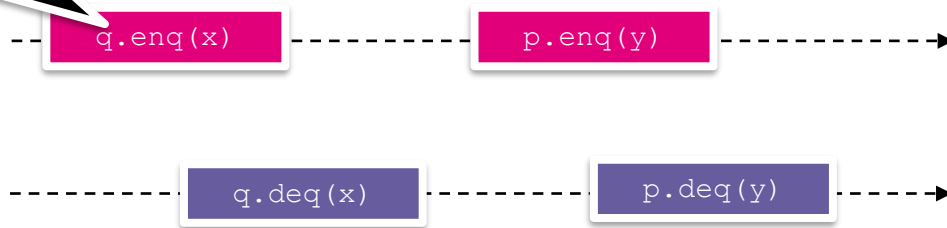
1. Operations happen one-at-a-time
2. Program order is preserved (for each thread)
3. The execution satisfies the specification of the object

Sequential consistency

· 34



This syntax means: The pink thread enqueues x on queue q successfully



A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

1. Operations happen one-at-a-time
2. Program order is preserved (for each thread)
3. The execution satisfies the specification of the object

Sequential consistency

· 34



This syntax means: The pink thread enqueues x on queue q successfully

$q.\text{enq}(x)$

$p.\text{enq}(y)$

This syntax means: The purple thread dequeues y from queue p successfully

$q.\text{deq}(x)$

$p.\text{deq}(y)$

A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

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Sequential consistency

· 34



This syntax means: The pink thread enqueues x on queue q successfully

$q.\text{enq}(x)$

The dashed-line represents time. The size of the box represents the time the method call takes; from invocation to response. The position of the box on the line represents the real time moment when the method call takes place

$p.\text{enq}(y)$

This syntax means: The purple thread dequeues y from queue p successfully

$q.\text{deq}(x)$

$p.\text{deq}(y)$

A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

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Sequential consistency

· 34



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$p.\text{enq}(y)$

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$q.\text{deq}(x)$

$p.\text{deq}(y)$

A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

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2. Program order is preserved (for each thread)
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$p.\text{enq}(y)$

$q.\text{deq}(x)$

$p.\text{deq}(y)$

Sequential consistency

· 34



This syntax means: The pink thread enqueues x on queue q successfully

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A concurrent execution is sequentially consistent iff there exists a re-ordering of operations producing a sequential execution where:

1. Operations happen one-at-a-time
2. Program order is preserved (for each thread)
3. The execution satisfies the specification of the object

$q.\text{enq}(x)$

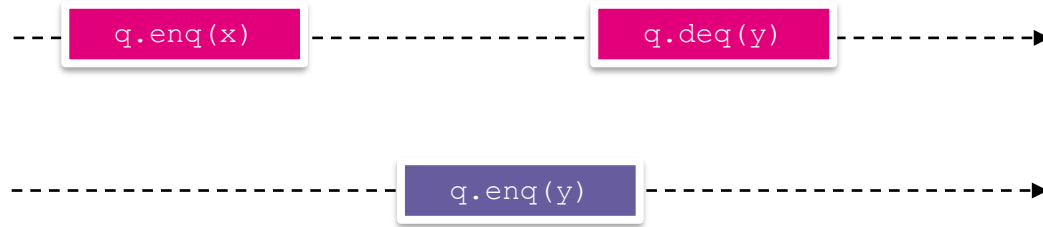
$p.\text{enq}(y)$

$q.\text{deq}(x)$

$p.\text{deq}(y)$

These are instantaneous executions, and the line only represents execution order (not real time)

Sequential consistency

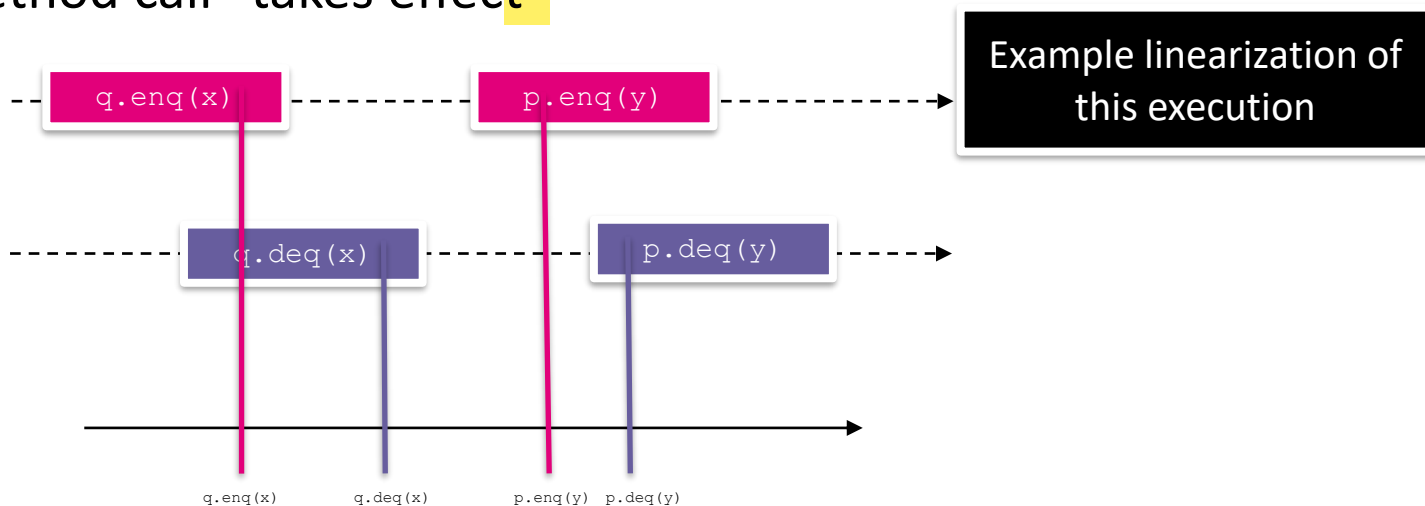


Is this concurrent execution sequentially consistent?
(Recall we are working with a FIFO **queue**)

- Linearizability extends sequential consistency by requiring that the real time order of the execution is preserved
- Linearizability extends sequential consistency with the following condition:
 1. Each method call should appear to take effect instantaneously at some moment between its invocation and response

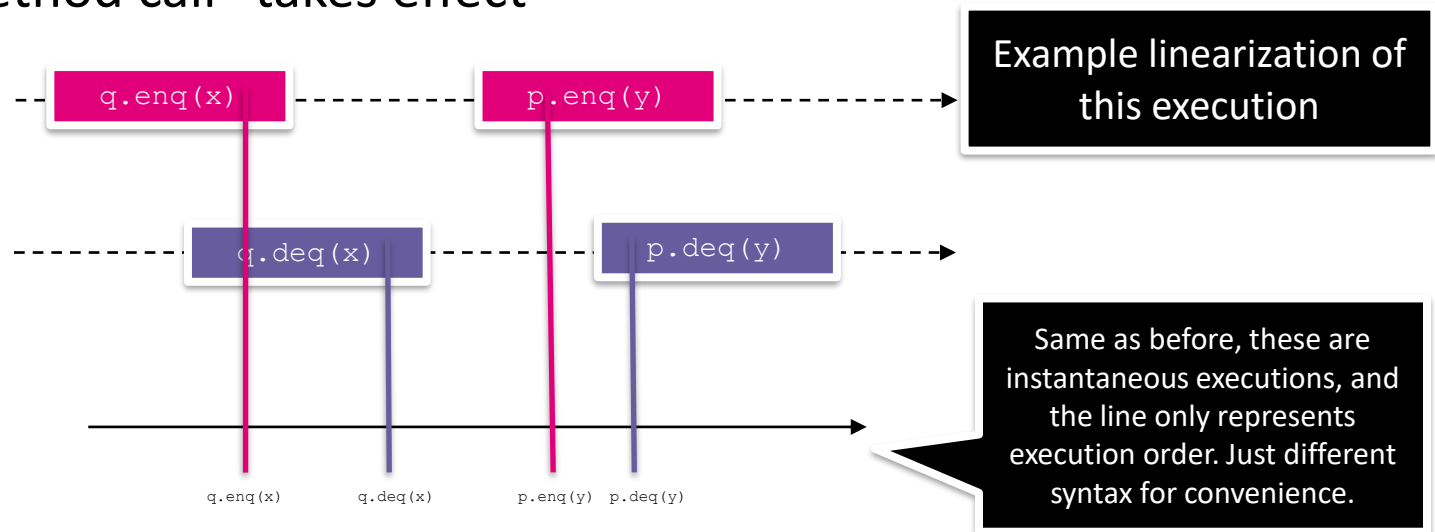


- ***To show that a concurrent execution is linearizable, we must define linearization points within each method call, which map to sequential execution that satisfy the specification of the object***
 - A linearization point defines the instant in the execution when the method call “takes effect”



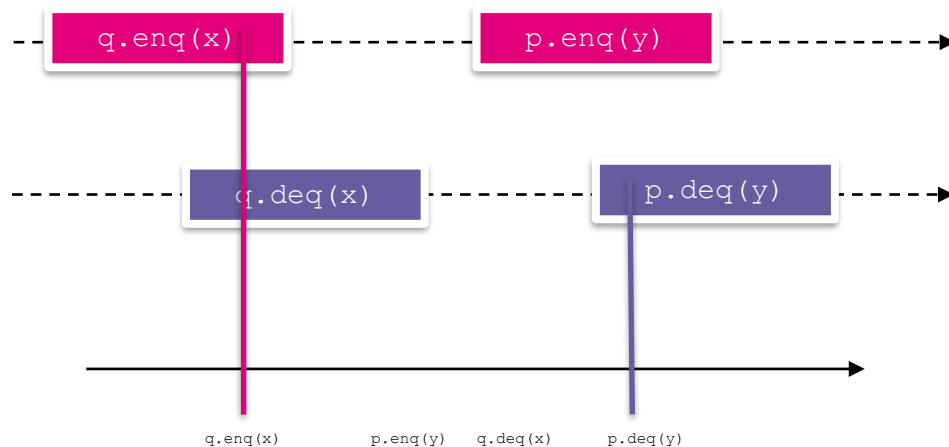


- ***To show that a concurrent execution is linearizable, we must define linearization points within each method call, which map to sequential execution that satisfy the specification of the object***
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 - A *linearization point* defines the instant in the execution when the method call “takes effect”

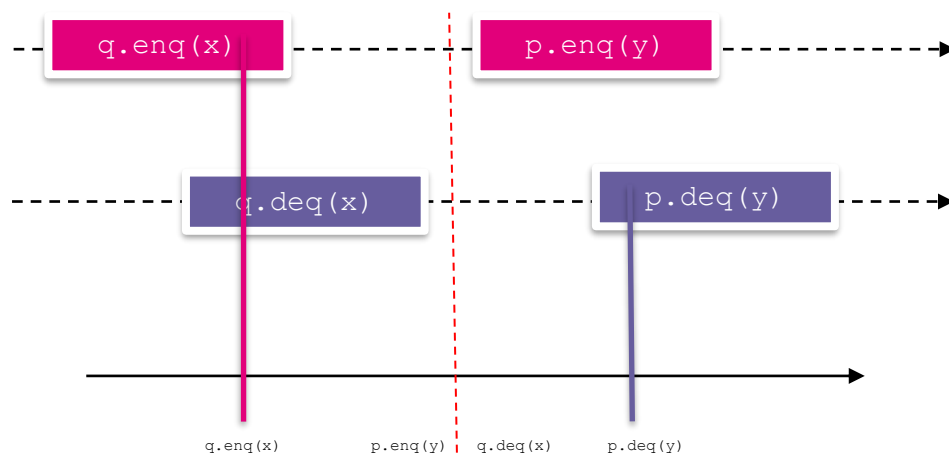


The sequentially consistent order from before now is not a valid linearization!

The reason is that it does not satisfy the real time ordering



- To show that a concurrent execution is linearizable, we must define linearization points within each method call, which map to sequential execution that satisfy the specification of the object
 - A *linearization point* defines the instant in the execution when the method call “takes effect”

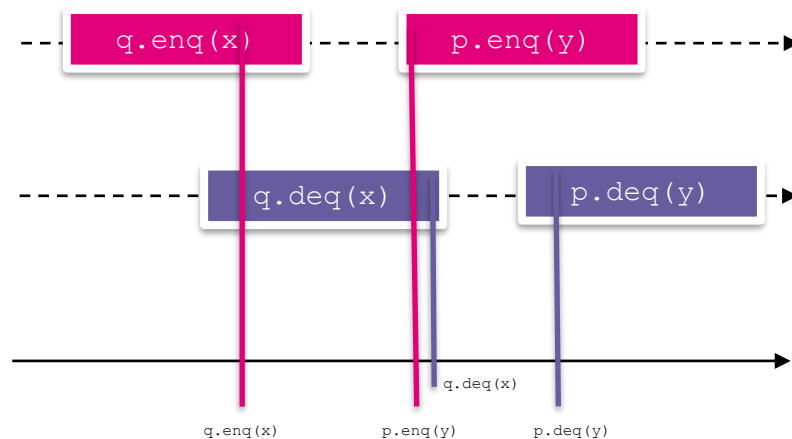


The sequentially consistent order from before now is not a **valid** linearization!

The reason is that it does not satisfy the real time ordering

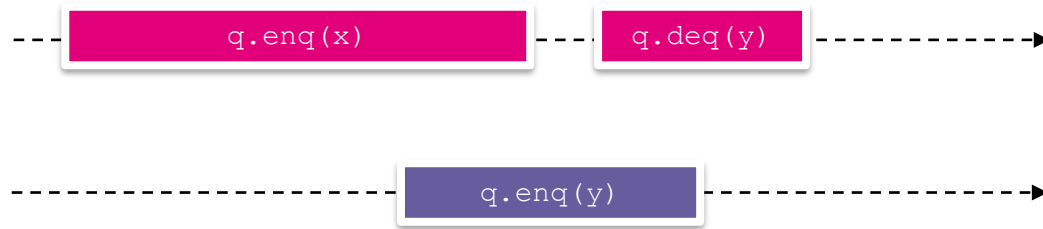


- To show that a concurrent execution is linearizable, we must define linearization points within each method call, which map to sequential execution that satisfy the specification of the object
 - A *linearization point* defines the instant in the execution when the method call “takes effect”



If $q.deq(x)$ and $p.enq(y)$ overlap, then the sequentially consistent order is a valid linearization

Sequential consistency



Is this concurrent execution linearizable?
(Recall we are working with a FIFO queue)



- Until now, linearizability is presented as a property of *executions*, not concurrent objects
- A concurrent object is linearizable iff
 - All executions are linearizable, and
 - All linearizations satisfy the sequential specification of the object
- To show that an object is linearizable first we must select its linearization points in the source code of the object class
 - Very often linearization points correspond to CAS operations

Proving this is hard

Linearizable Concurrent Objects

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```
class WaitFreeQueue<T> {
    int head = 0, tail = 0;
    T[] items;

    public WaitFreeQueue(int capacity) {
        items = (T[]) new Object[capacity]
    }

    public void enq(T x) throws Exception {
        if (tail - head == items.length) // E1
            throw new Exception(); // E2
        items[tail % items.length] = x; // E3
        tail++; // E4
    }

    public void deq() throws Exception {
        if (tail - head == 0) // D1
            throw new Exception(); // D2
        T x = items[head % items.length]; // D3
        head++; // D4
        return x;
    }
}
```

Recall to assume all variables have volatile semantics and each program line is atomic.

Linearization **points** for enqueue

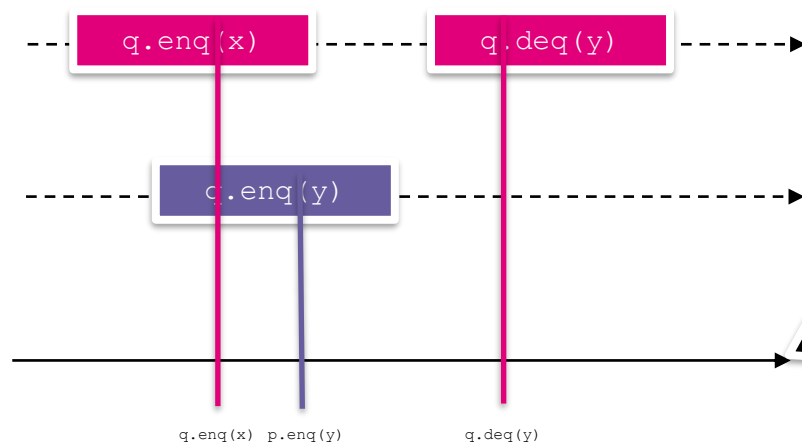
- E4 is the point when an enqueue is completed if the queue is not full
- E1 is the point when an enqueue is completed if the queue is full

Linearization points in dequeue

- D4 is the point when a dequeue is completed if the queue is not empty
- D1 is the point when a dequeue is completed when queue is empty



- Finding linearizable points in the object class is not enough to show correctness
 - Consider this interleaving: **E1, E2, E3, E1, E2, E3, E4, E4**
 - It corresponds to a linearization of this kind:



This does not satisfy the sequential spec of a FIFO queue!

Thus, we can conclude that WaitFreeQueue is not linearizable



```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
    public void enqueue(T item) {  
        Node<T> node = new Node<T>(item, null);  
        while (true) {  
            Node<T> last = tail.get();  
            Node<T> next = last.next.get();  
            if (last == tail.get()) { // E7  
                if (next == null) { // E8  
                    // In quiescent state, try inserting new node  
                    if (last.next.compareAndSet(next, node)) { // E9  
                        // Insertion succeeded, try advancing tail  
                        tail.compareAndSet(last, node);  
                        return;  
                    }  
                } else  
                    // Queue in intermediate state, advance tail  
                    tail.compareAndSet(last, next);  
            }  
        }  
    }  
...  
}
```

- Enqueue has one linearization point:
 - E9 – if successfully executed, the element has been enqueued
- Correctness (informal but systematic, tries to cover all branches):
 - If two threads execute enqueue concurrently before tail and next are updated, then only one of them succeeds in executing E9 (and possibly update the tail). The other fails and repeats the enqueueing
 - If a thread executes enqueue after another thread updated the tail, then E7 fails and it repeats the enqueue
 - If a thread executes enqueue after another thread updated next, then E8 fails, the thread tries to advance the tail, and it restarts the enqueue

Linearizability of MS Queue

Consult this slide for
exercise 8.2.1

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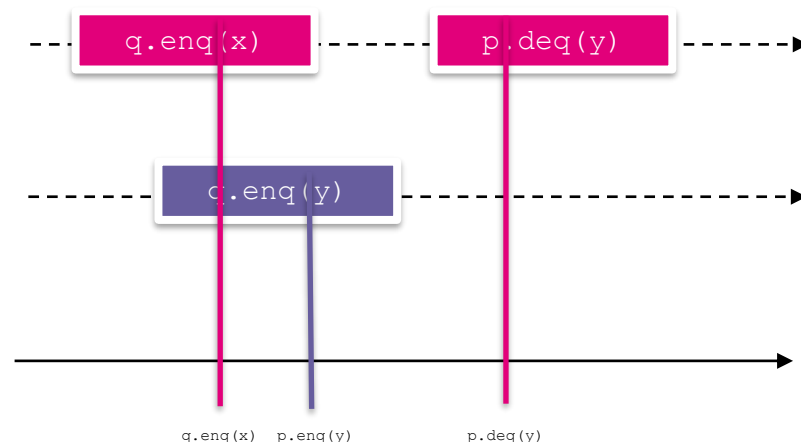


```
class MSQueue<T> implements UnboundedQueue<T> {  
...  
  
    public T dequeue() {  
        while (true) {  
            Node<T> first = head.get();  
            Node<T> last = tail.get();  
            Node<T> next = first.next.get(); // D3  
            if (first == head.get()) { // D5  
                if (first == last) { // D6  
                    if (next == null) // D7  
                        return null;  
                    else  
                        tail.compareAndSet(last, next);  
                } else {  
                    T result = next.item;  
                    if (head.compareAndSet(first, next)) // D13  
                        return result;  
                }  
            }  
        }  
    }  
...  
}
```

- Dequeue has two linearization points
 - D3 - if the queue is empty. After its execution, the evaluation of D7 is determined and whether the method will return null.
 - D13 - if successfully executed, the element has been dequeued
- Correctness (informal but systematic, tries to cover all branches):
 - If two threads execute dequeue concurrently before the head is updated (D5 succeeds for both) and the queue is not empty (D6 fails), then D13 succeeds for only one of them. The other restarts the dequeue
 - If a thread executes dequeue after another thread updated the head, then D5 fails and it restarts the dequeue
 - If a thread execute dequeue while another thread executed enqueue (E9) and before the enqueueing thread updates the tail, then D7 fails, the dequeuing thread tries to update the tail and restarts the dequeue



- The correctness arguments in the previous slides increase our confidence that all linearizations satisfy the FIFO queue spec
- This linearization is impossible in the MS Queue
- If pink executes E9 before purple, then either:
 - Purple restart the enqueue due to CAS failure when updating next
 - Purple restart the enqueue because the tail was updated by pink
 - Updates the tail due to pink not having done so yet
- Note that in no case y is enqueued before x (or replaced)



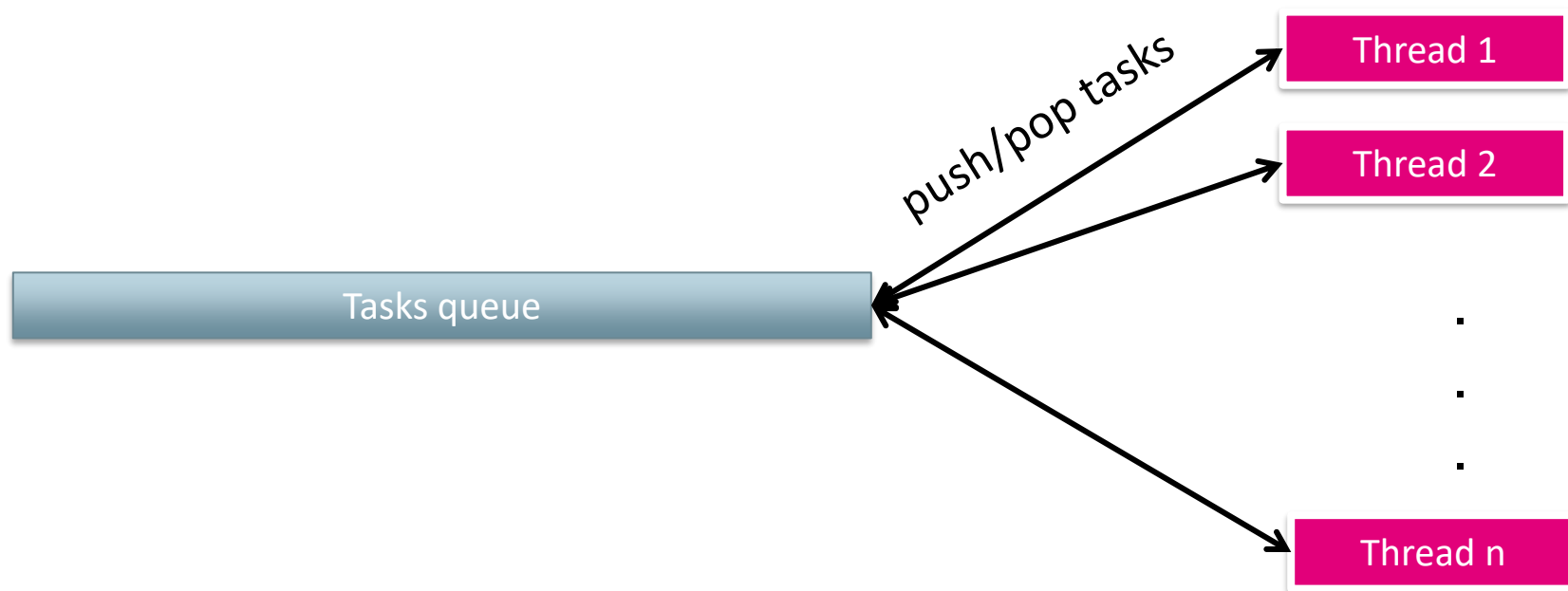
- It re-uses sequential specifications
 - Specifying the sequential behaviour of an object is rather intuitive
- **It is a compositional property**
 - If two objects are linearizable, any concurrent execution involving the two objects remains linearizable
 - Correctness proofs can be split into single objects that later can be safely composed
- It is a non-blocking property
 - It can be used to reason about objects that do not use locks

Work-stealing queues

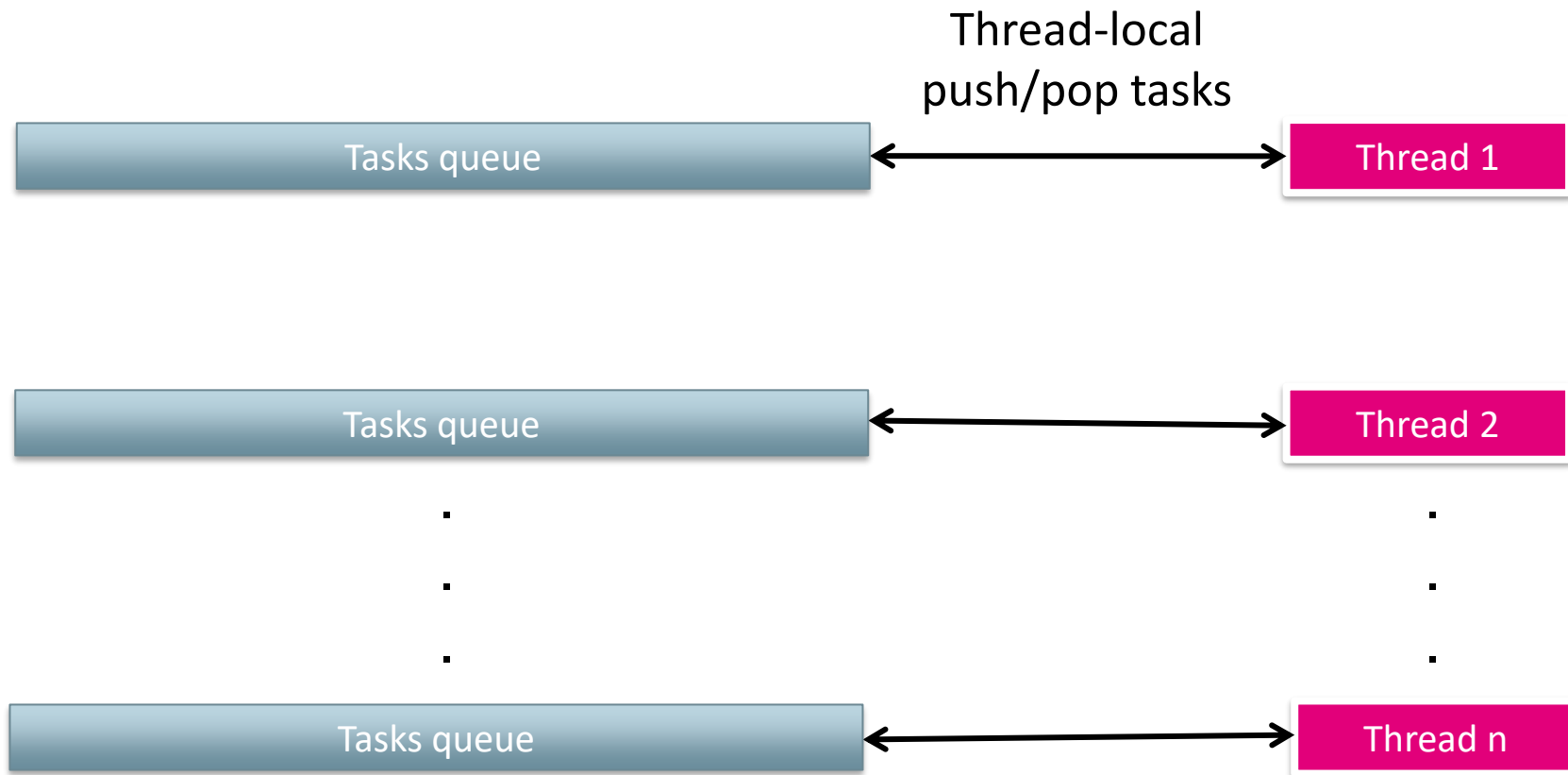
Recall the executor framework



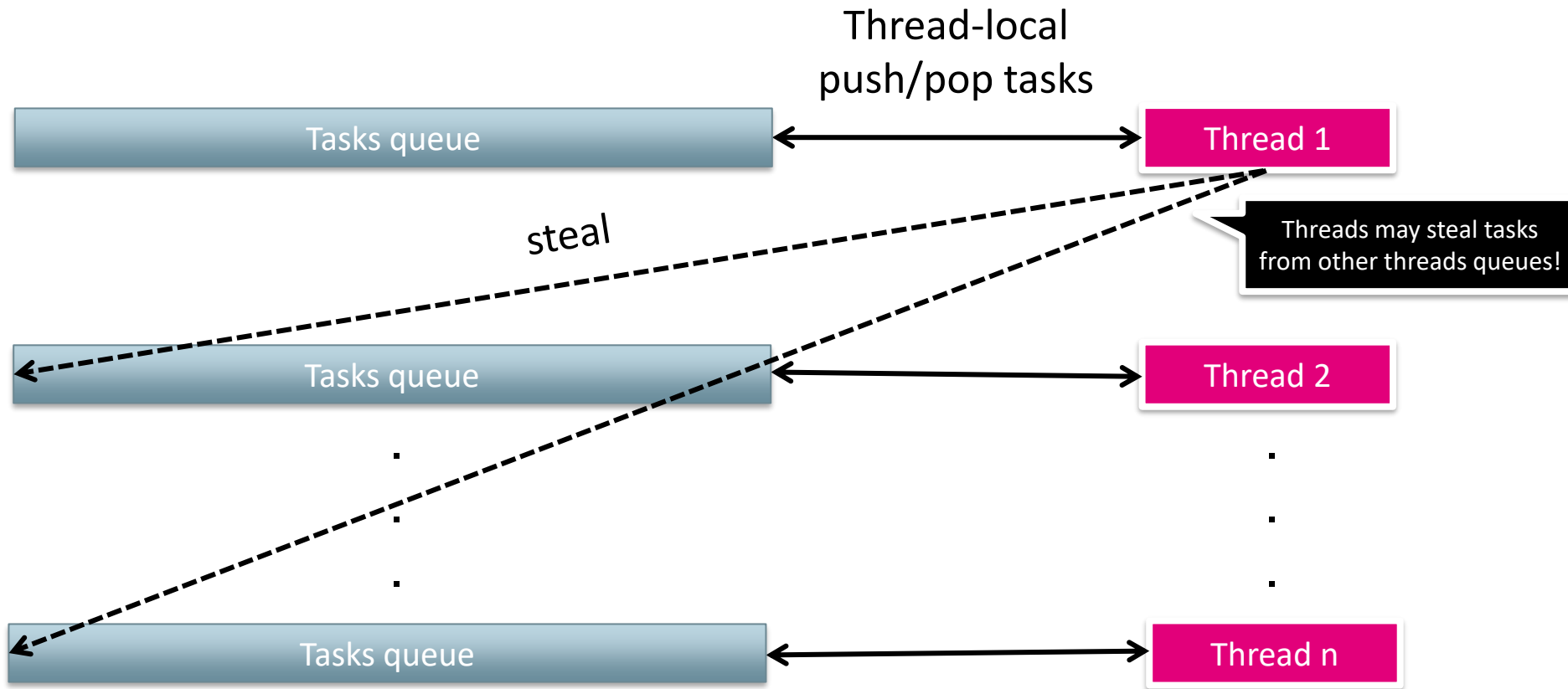
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Executor framework work-stealing task queue



Executor framework work-stealing task queue

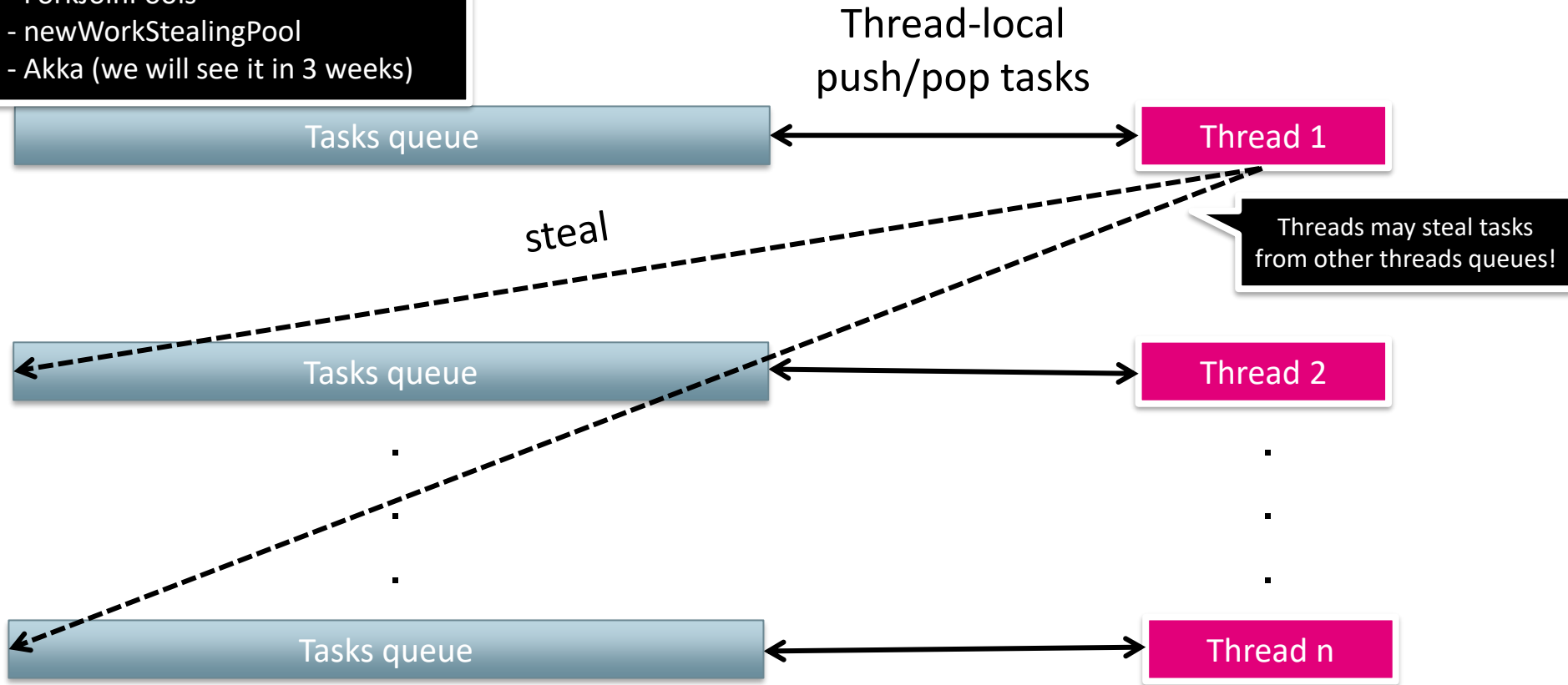


Executor framework work-stealing task queue



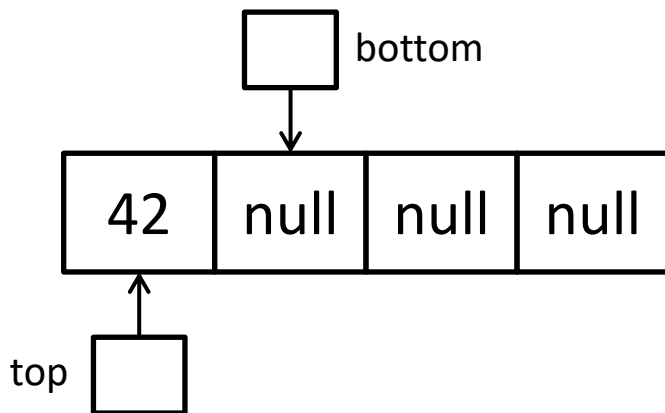
It is used in the implementation of:

- ForkJoinPools
- newWorkStealingPool
- Akka (we will see it in 3 weeks)





- A work-stealing queue has the following methods
 - Push – adds an element at the bottom of the queue (thread-local)
 - Pop – removes an element from the bottom of the queue (thread-local)
 - Steal – removes an element from the top of the queue (concurrent)



```
interface Deque<T> {  
    void push(T item); // at bottom  
    T pop();           // from bottom  
    T steal();          // from top  
}
```

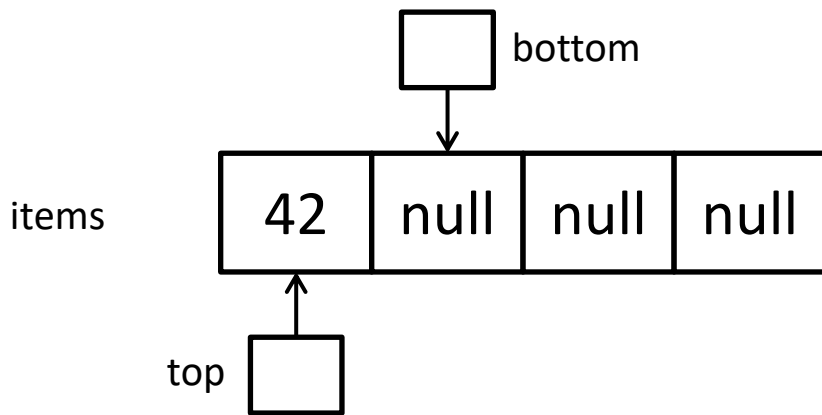
We consider a simplified implementation with a fix size array

Chase-Lev work-stealing queue - state

· 52



```
class ChaseLevDeque<T> implements Deque<T> {  
    private volatile long bottom = 0;  
    private final AtomicLong top = new AtomicLong();  
    private final T[] items;  
    ...  
}
```



- The variable `bottom` is thread-local
 - Only the thread assigned to the queue can write it (other threads may read it)
- Any thread can read/write the variable `top`
 - We need an atomic variable to prevent data races
- For simplicity, we consider a fix-size array to store the elements of the queue
 - The array is used as a circular buffer

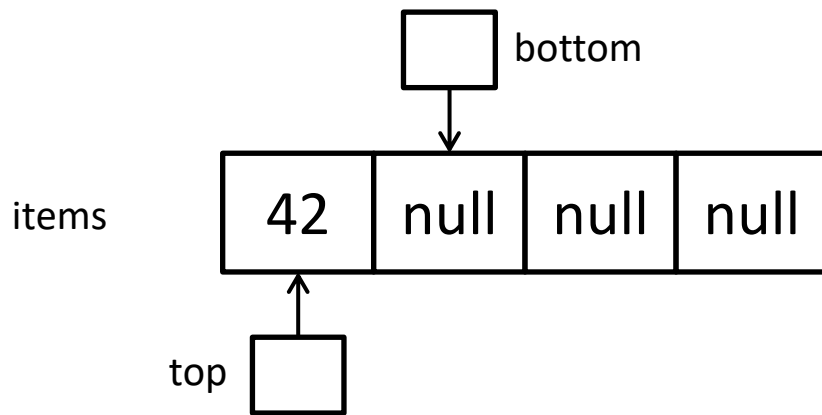
Chase-Lev work-stealing queue - state



· 52

```
class ChaseLevDeque<T> implements Deque<T> {  
    private volatile long bottom = 0;  
    private final AtomicLong top = new AtomicLong();  
    private final T[] items;  
    ...  
}
```

Why is volatile enough
for bottom?



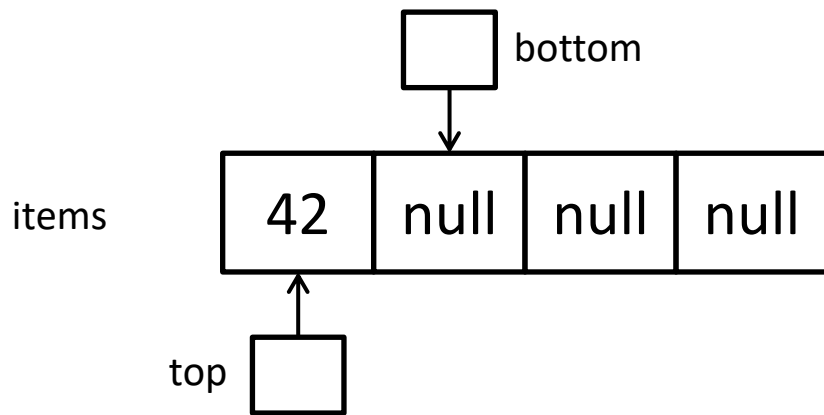
- The variable bottom is thread-local
 - Only the thread assigned to the queue can write it (other threads may read it)
- Any thread can read/write the variable top
 - We need an atomic variable to prevent data races
- For simplicity, we consider a fix-size array to store the elements of the queue
 - The array is used as a circular buffer

Chase-Lev work-stealing queue - push



```
public void push(T item) { // at bottom
    final long b = bottom, t = top.get(), size = b - t;
    if (size == items.length)
        throw new RuntimeException("queue overflow");
    items[index(b, items.length)] = item;
    bottom = b+1;
}
```

- Thread-safe because it is assumed to be thread-local
 - Always the same thread executes this method
 - Only writes bottom



Chase-Lev work-stealing queue - push

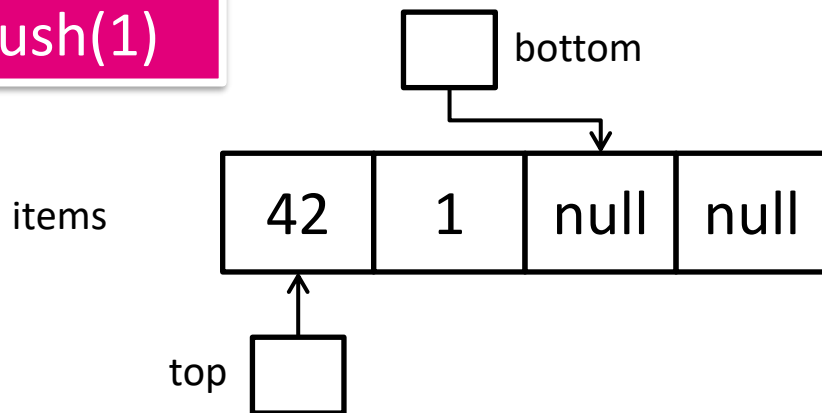


· 54

```
public void push(T item) { // at bottom
    final long b = bottom, t = top.get(), size = b - t;
    if (size == items.length)
        throw new RuntimeException("queue overflow");
    items[index(b, items.length)] = item;
    bottom = b+1;
}
```

- Always the same thread executes this method
- Thread-safe because only writes bottom are thread-local (see other methods)

push(1)



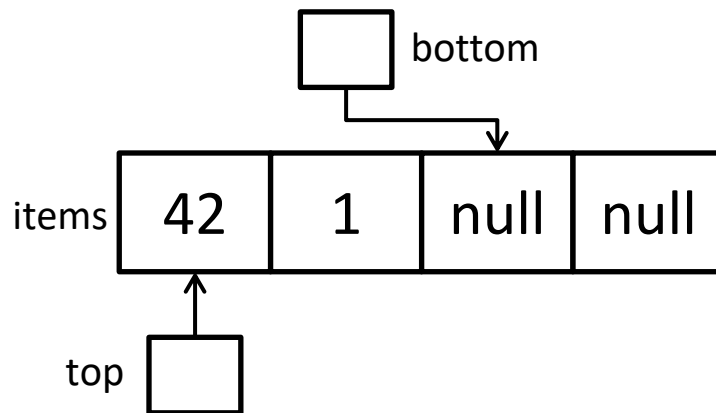
Chase-Lev work-stealing queue - steal

· 55



```
public T steal() { // from top
    final long t = top.get();
    final long b = bottom;
    final long size = b - t;
    if (size <= 0)
        return null;
    else {
        T result = items[index(t, items.length)];
        if (top.compareAndSet(t, t+1))
            return result;
        else
            return null;
    }
}
```

- It is executed by multiple threads
- Only reads bottom
- Performs a CAS on top to steal the top element
 - Only if not empty



Chase-Lev work-stealing queue - steal

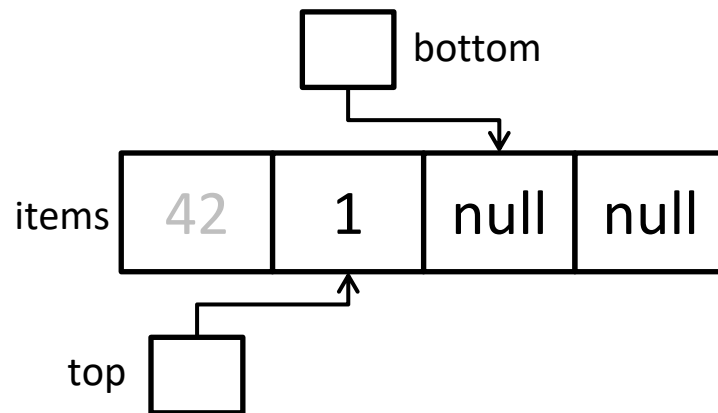


· 56

```
public T steal() { // from top
    final long t = top.get();
    final long b = bottom;
    final long size = b - t;
    if (size <= 0)
        return null;
    else {
        T result = items[index(t, items.length)];
        if (top.compareAndSet(t, t+1))
            return result;
        else
            return null;
    }
}
```

steal() -> 42

- It is executed by multiple threads
- Only reads bottom
- Performs a CAS on top to steal the top element
 - Only if not empty



Chase-Lev work-stealing queue - steal



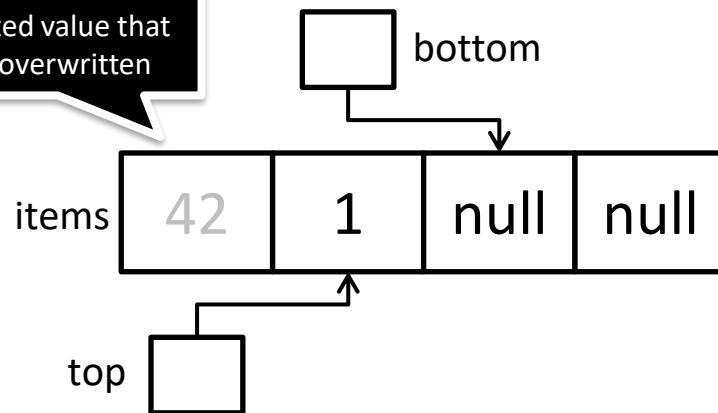
· 56

```
public T steal() { // from top
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    if (size <= 0)
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    else {
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            return result;
        else
            return null;
    }
}
```

steal() -> 42

- It is executed by multiple threads
- Only reads bottom
- Performs a CAS on top to steal the top element
 - Only if not empty

This becomes a deprecated value that will be overwritten



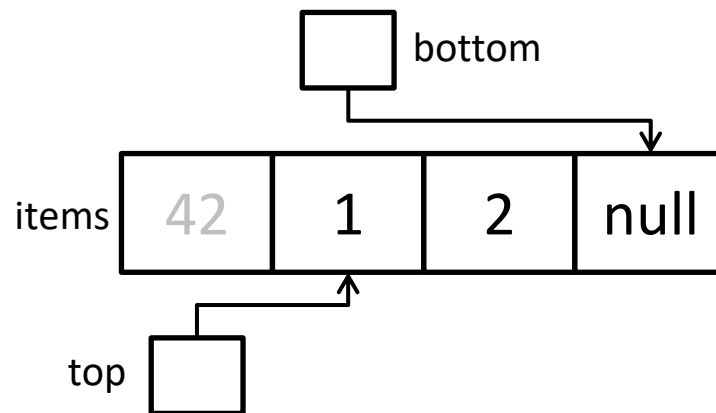
Chase-Lev work-stealing queue - pop



· 57

```
public T pop() { // from bottom
    final long b = bottom - 1;
    bottom = b;
    final long t = top.get(),
    final long afterSize = b - t;
    if (afterSize < 0) {
        bottom = t;
        return null;
    } else {
        T result = items[index(b, items.length)];
        if (afterSize > 0)
            return result;
        else {
            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
        }
    }
}
```

- Thread-local but more subtle than push
- It updates bottom (thread-local) and possibly top (concurrent)



Chase-Lev work-stealing queue - pop

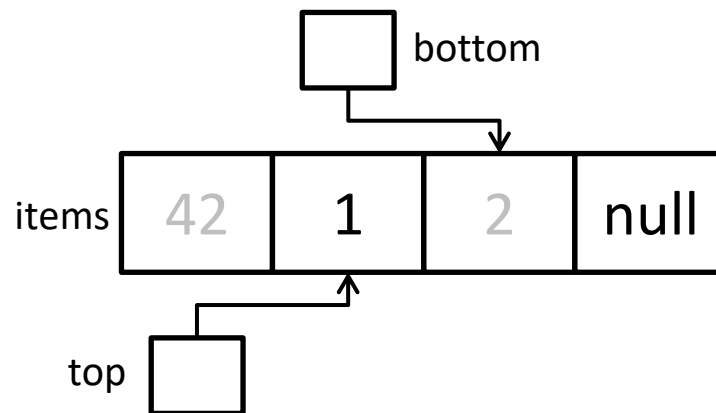
· 58



```
public T pop() { // from bottom
    final long b = bottom - 1;
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    if (afterSize < 0) {
        bottom = t;
        return null;
    } else {
        T result = items[index(b, items.length)];
        if (afterSize > 0)
            return result;
        else {
            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
        }
    }
}
```

pop() -> 2

- When only the assign thread executes, then we simply update bottom and return the element



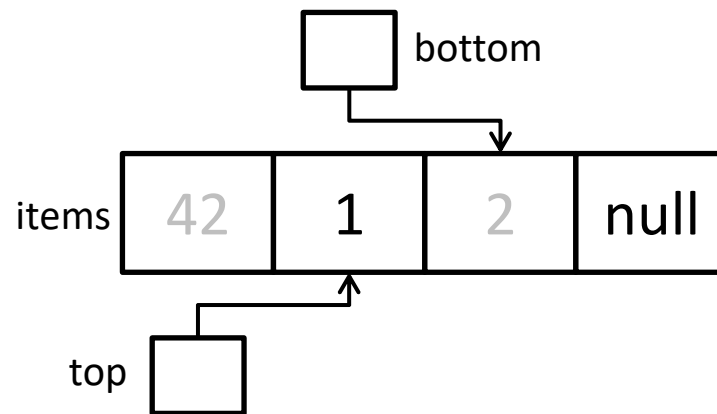
Chase-Lev work-stealing queue - pop

· 59



```
public T pop() { // from bottom
    final long b = bottom - 1;
    bottom = b;
    final long t = top.get(),
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    if (afterSize < 0) {
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        return null;
    } else {
        T result = items[index(b, items.length)];
        if (afterSize > 0)
            return result;
        else {
            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
        }
    }
}
```

- What if we had pop() and steal() concurrently?



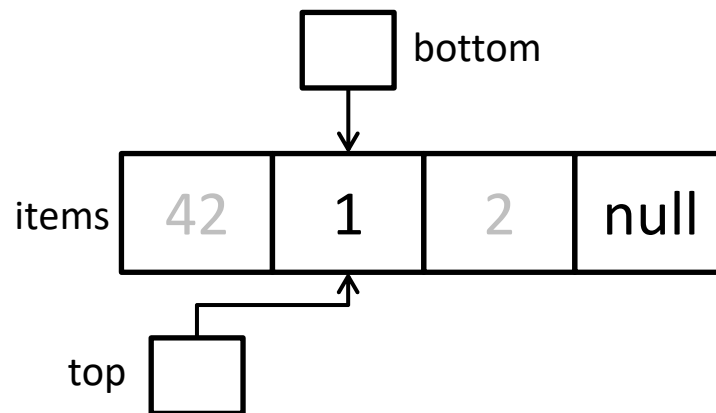
Chase-Lev work-stealing queue - pop



```
public T pop() { // from bottom
    final long b = bottom - 1;
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        if (afterSize > 0)
            return result;
        else {
            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
        }
    }
}
```

pop() -> ?

- What if we had pop() and steal() concurrently?



```

public T steal() { // from top
    final long t = top.get();
    final long b = bottom;
    final long size = b - t;
    if (size <= 0)
        return null;
    else {
        T result = items[index(t, items.length)];
        if (top.compareAndSet(t, t+1))
            return result;
        else
            return null;
    }
}

```

```

public T pop() { /
    final long b = bottom;
    bottom = b;
    final long t = top.get();
    final long afterSize = b - t;
    if (afterSize < 0) {
        bottom = t;
        return null;
    } else {
        T result = items[index(b, items.length)];
        if (afterSize > 0)
            return result;
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            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
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    }
}

```

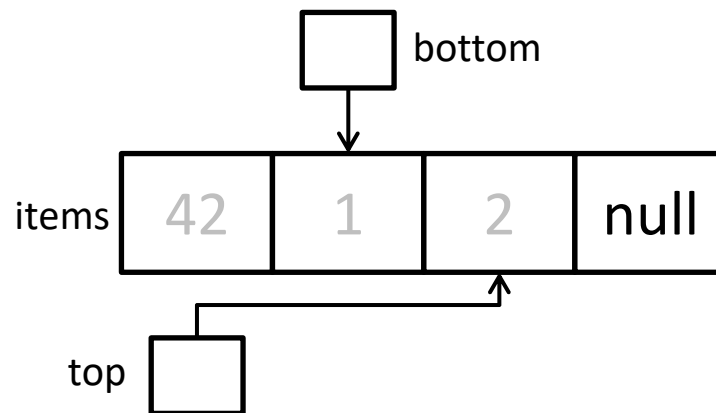
pop() -> ?

steal() -> ?



What if we had pop() and steal() concurrently?

- Whatever thread succeeds in the CAS operation gets the element



```

public T steal() { // from top
    final long t = top.get();
    final long b = bottom;
    final long size = b - t;
    if (size <= 0)
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    else {
        T result = items[index(t, items.length)];
        if (top.compareAndSet(t, t+1))
            return result;
        else
            return null;
    }
}

```

```

public T pop() { /
    final long b = bottom;
    bottom = b;
    final long t = top.get();
    final long afterSize = b - t;
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        bottom = t;
        return null;
    } else {
        T result = items[index(b, items.length)];
        if (afterSize > 0)
            return result;
        else {
            if (!top.compareAndSet(t, t+1))
                result = null;
            bottom = t+1;
            return result;
        }
    }
}

```

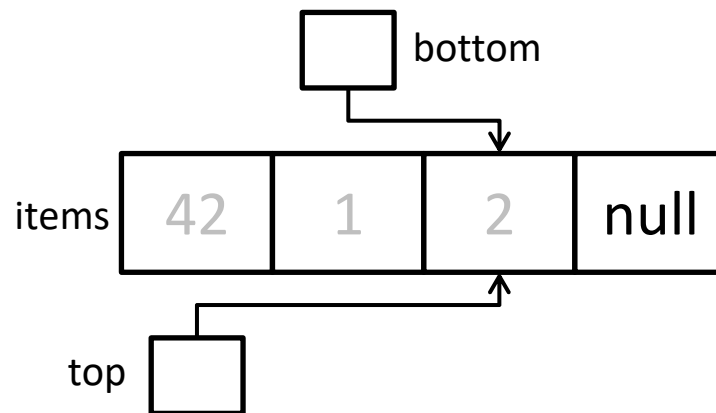
pop() -> ?

steal() -> ?



What if we had pop() and steal() concurrently?

- Whatever thread succeeds in the CAS operation gets the element
- Afterwards, pop always fixes the bottom variable



Guest lecture next week!

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Dr. Viet Yen Nguyen, CTO
Hypefactors



- Lock-free stack
- ABA problem
- Lock-free queue
- Linearizability
 - Sequential consistency
 - Definition of Linearizability
 - Linearizable concurrent objects
- Work-stealing queues