

COMP 322: Fundamentals of Parallel Programming

Lecture 28: Linearizability

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Worksheet #27 Solution: Use of trylock()

Rewrite the transferFunds() method below to use j.u.c. locks with calls to tryLock (see slide 4) instead of synchronized.

Your goal is to write a correct implementation that never deadlocks, unlike the buggy version below (which can deadlock).

Assume that each Account object already contains a reference to a ReentrantLock object dedicated to that object e.g., from.lock() returns the lock for the from object. Sketch your answer using pseudocode.

```
1. public void transferFunds(Account from, Account to, int amount) {
2.     while (true) {
3.         // assume that trylock() does not throw an exception
4.         boolean fromFlag = from.lock.trylock();
5.         if (!fromFlag) continue;
6.         boolean toFlag = to.lock.trylock();
7.         if (!toFlag) { from.lock.unlock(); continue; }
8.         try { from.subtractFromBalance(amount);
9.             to.addToBalance(amount); break; }
10.        finally { from.lock.unlock(); to.lock.unlock(); }
11.    } // while
12. }
```

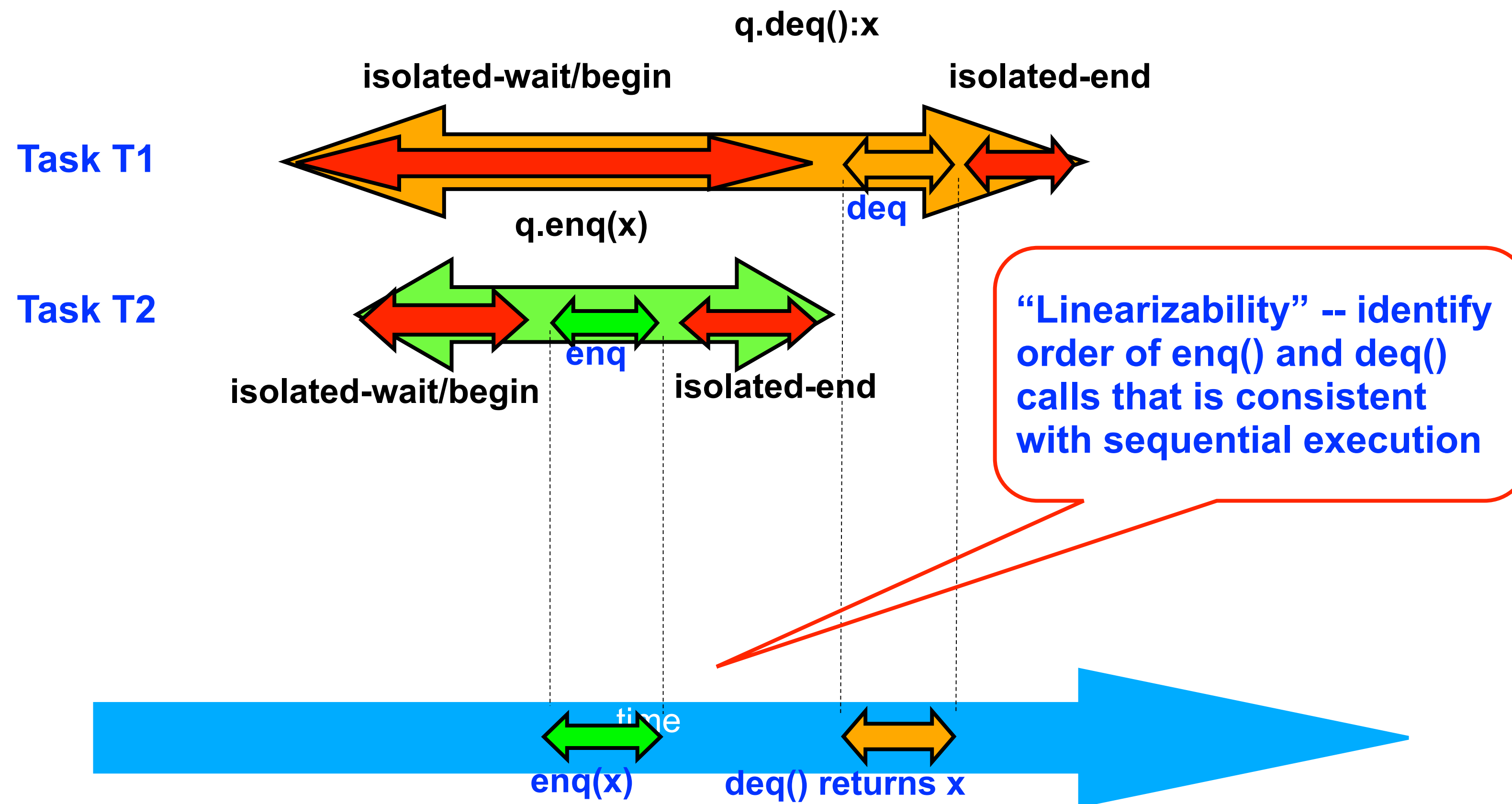


Linearizability: Correctness of Concurrent Objects

- A *concurrent object* is an *object* that can correctly handle *methods* invoked *concurrently* by different tasks or threads
 - e.g., `AtomicInteger`, `ConcurrentHashMap`, `ConcurrentLinkedQueue`, ...
- For the discussion of linearizability, we will assume that the body of each method in a concurrent object is itself sequential
 - Assume that methods do not create threads or async tasks
- Consider a simple FIFO (First In, First Out) queue as a canonical example of a concurrent object
 - Method `q.enq(o)` inserts object `o` at the tail of the queue
 - Assume that there is unbounded space available for all `enq()` operations to succeed
 - Method `q.deq()` removes and returns the item at the head of the queue.
 - Throws `EmptyException` if the queue is empty.
- Without seeing the implementation of the FIFO queue, we can tell if an execution of calls to `enq()` and `deq()` is correct or not, in a sequential program
- *How can we tell if the execution is correct for a parallel program?*



Linearization: Identifying a sequential order of concurrent method calls



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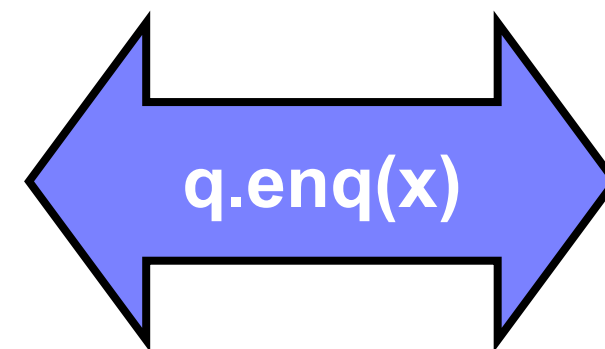
Informal Definition of Linearizability

- Assume that each method call takes effect “instantaneously” at some point in time between its invocation and return.
- An *execution (schedule) is linearizable* if we can choose *one set of* instantaneous points that is consistent with a sequential execution in which methods are executed at those points
 - It’s okay if some other set of instantaneous points is not linearizable
- A *concurrent object is linearizable* if all its executions are linearizable
 - Linearizability is a “black box” test based on the object’s behavior, not its internals



Example 1

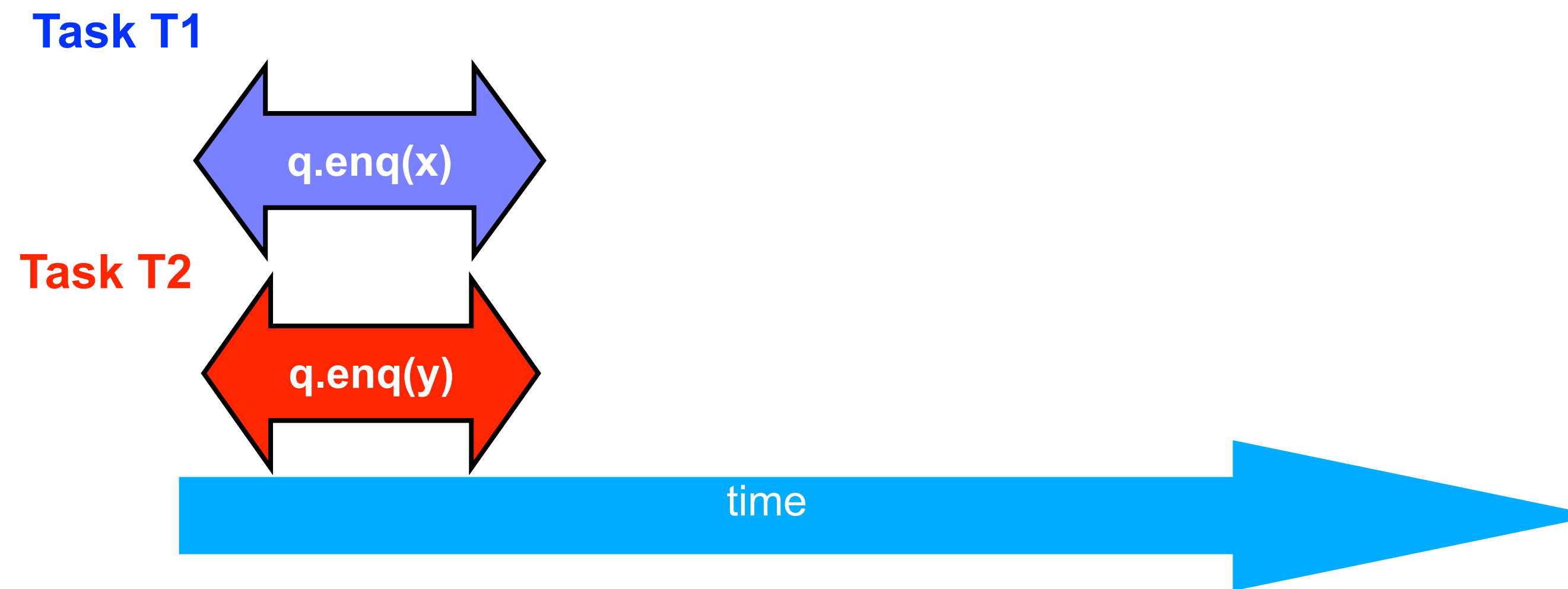
Task T1



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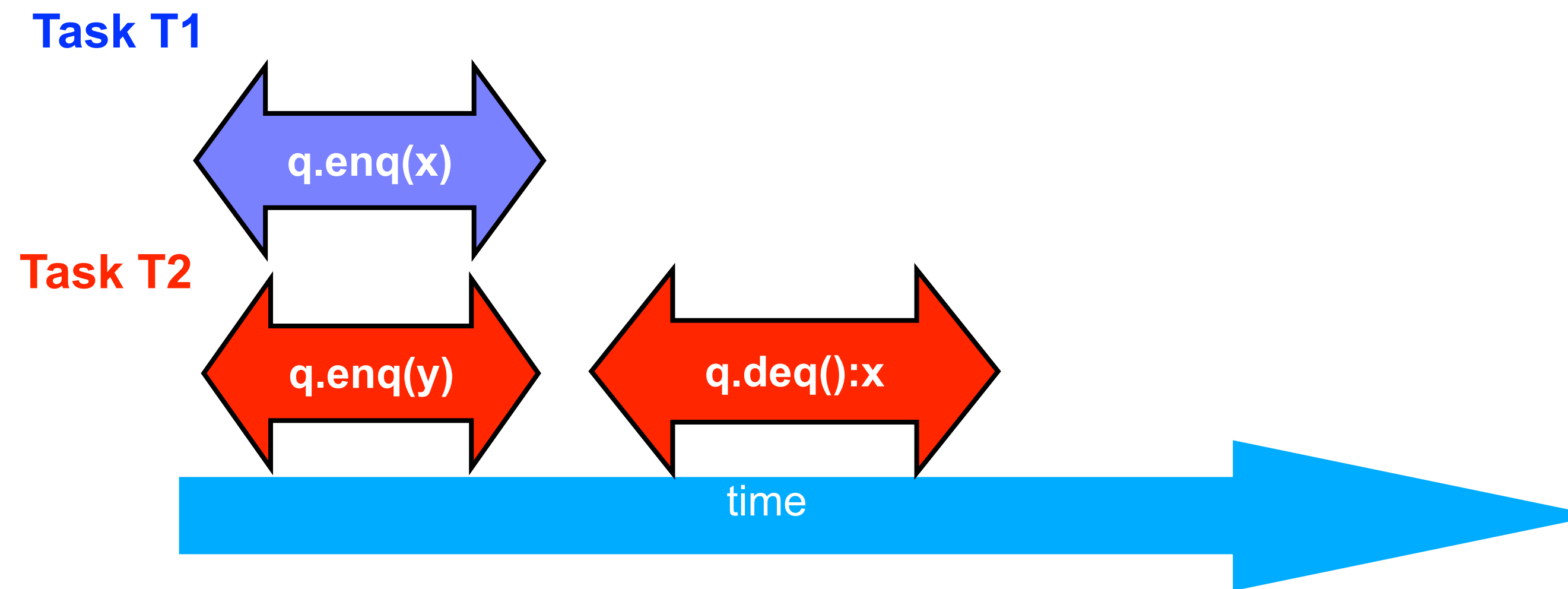
Example 1 cont.



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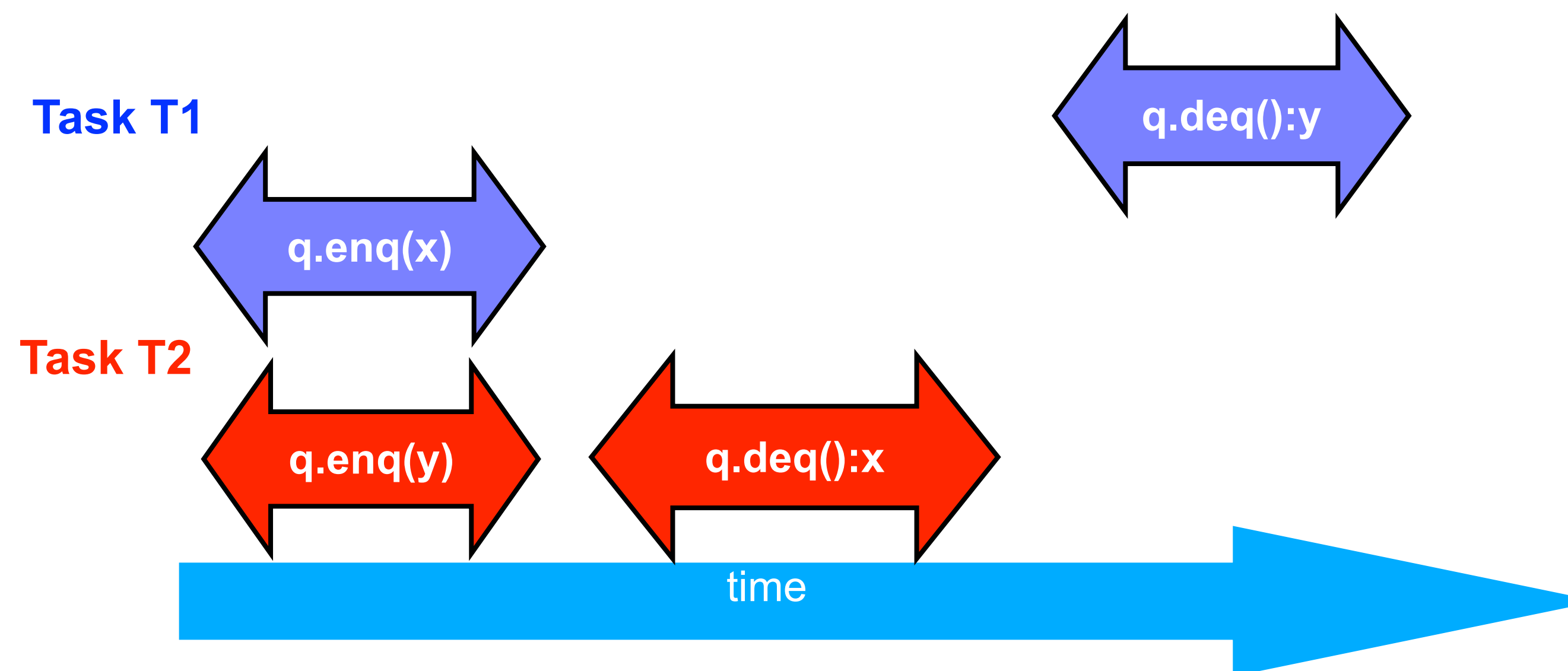
Example 1 cont.



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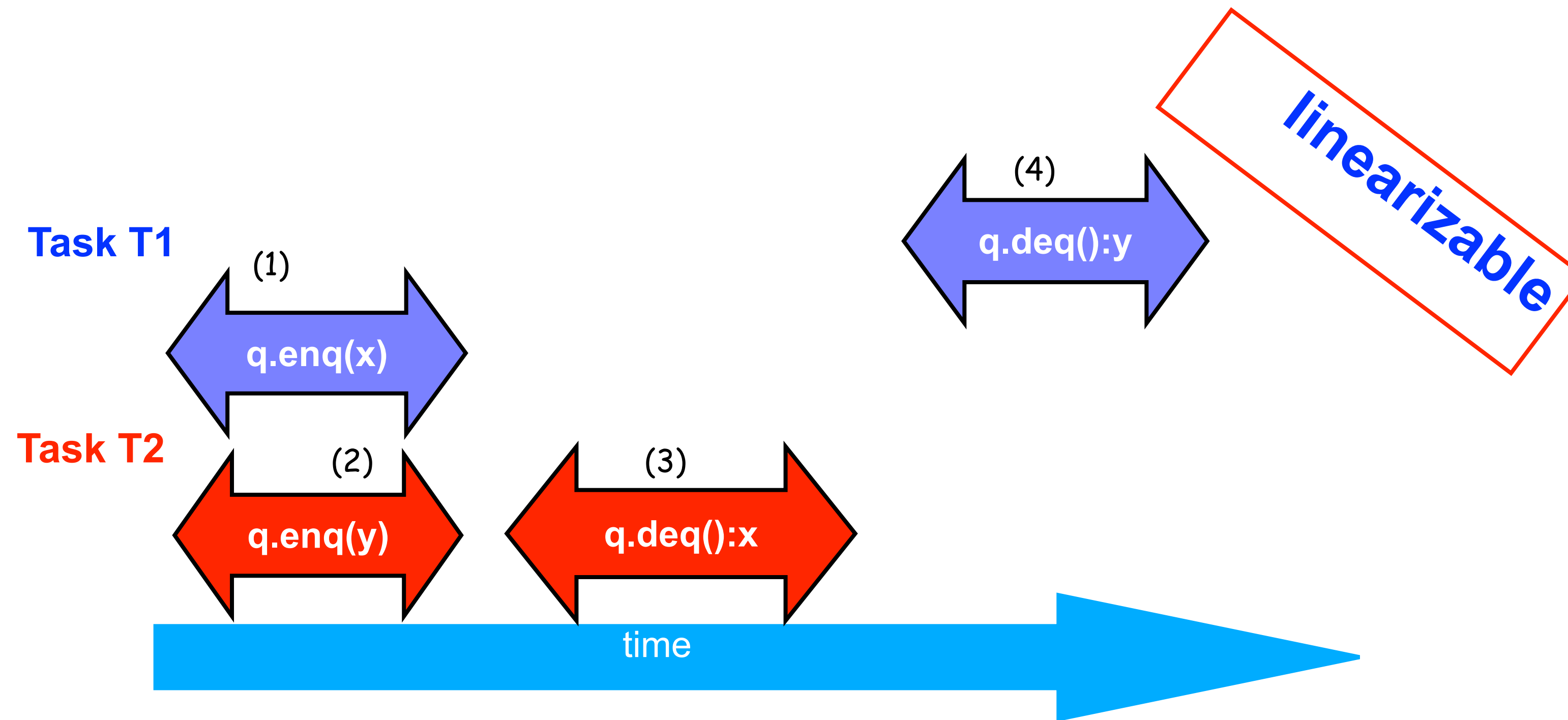
Example 1 cont.



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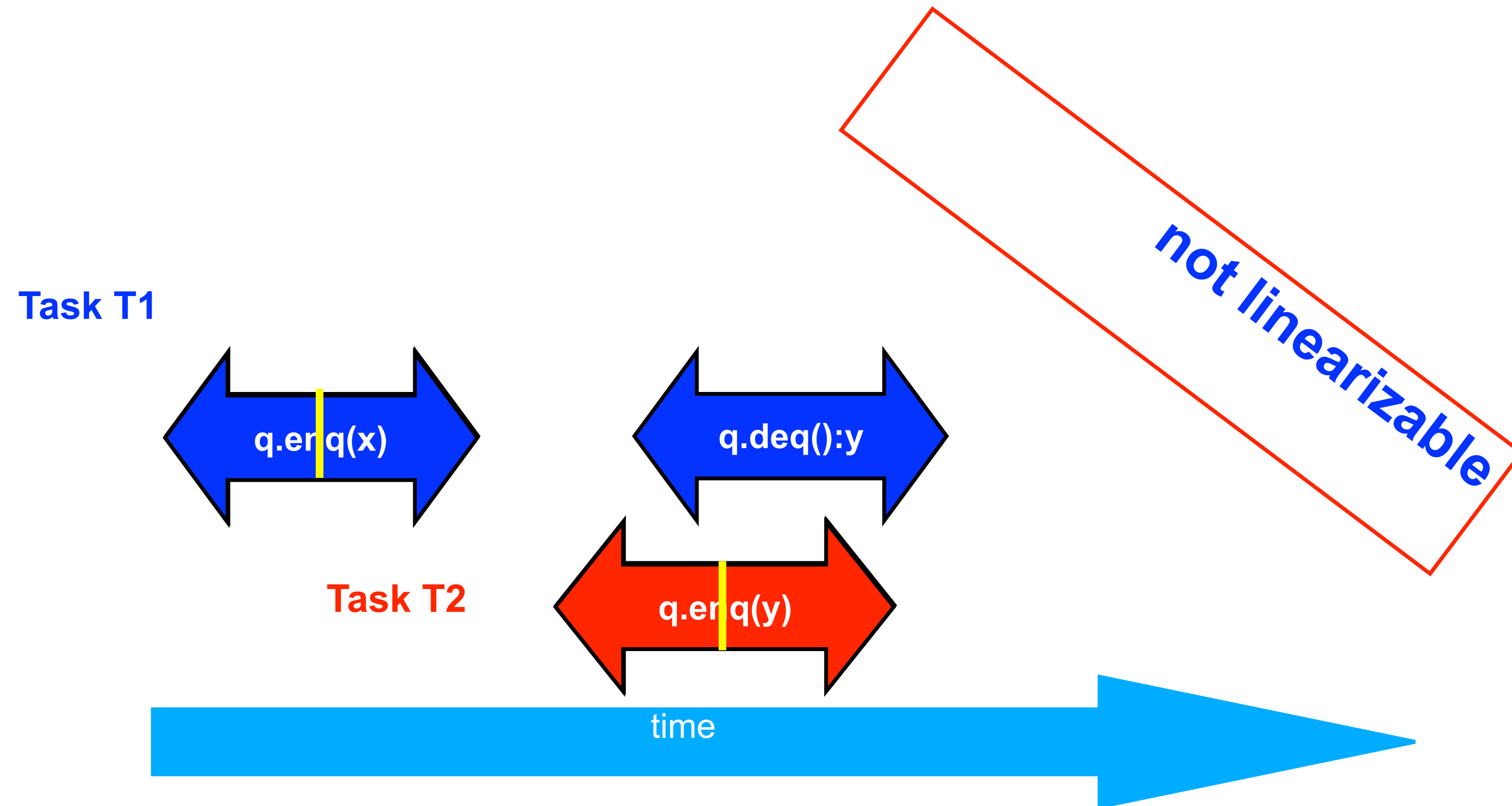
Example 1: is this execution linearizable?



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Example 2: is this execution linearizable?

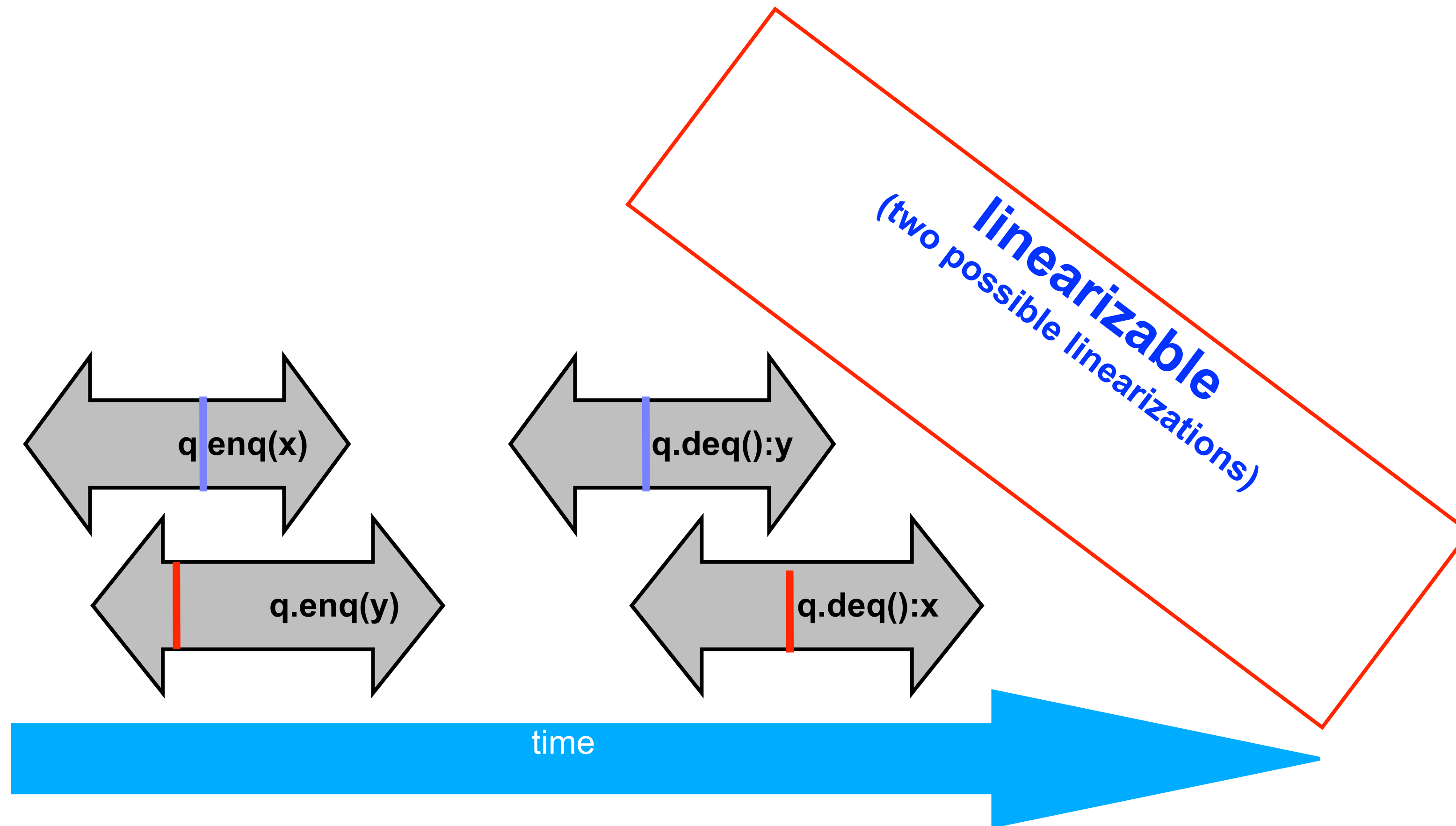


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Example 3

Is this execution linearizable? How many possible linearizations does it have?



Example 4: execution of an isolated implementation of FIFO queue q

Is this a linearizable execution?

Time	Task A	Task B
0	Invoke $q.enq(x)$	
1	Work on $q.enq(x)$	
2	Work on $q.enq(x)$	
3	Return from $q.enq(x)$	
4		Invoke $q.enq(y)$
5		Work on $q.enq(y)$
6		Work on $q.enq(y)$
7		Return from $q.enq(y)$
8		Invoke $q.deq()$
9		Return x from $q.deq()$



Example 5: execution of a concurrent implementation of a FIFO queue q

Is this a linearizable execution?

Time	Task A	Task B
0	Invoke $q.enq(x)$	
1	Work on $q.enq(x)$	Invoke $q.enq(y)$
2	Work on $q.enq(x)$	Return from $q.enq(y)$
3	Return from $q.enq(x)$	
4		Invoke $q.deq()$
5		Return x from $q.deq()$



Linearizability of Concurrent Objects (Summary)

Concurrent object

- A concurrent object is an object that can correctly handle methods invoked in parallel by different tasks or threads
 - Examples: Concurrent Queue, AtomicInteger

Linearizability

- Assume that each method call takes effect “instantaneously” at some distinct point in time between its invocation and return.
- An execution is linearizable if we can choose instantaneous points that are consistent with a sequential execution in which methods are executed at those points
- An object is linearizable if all its possible executions are linearizable



Announcements & Reminders

- The entire written + programming (Checkpoint #3) is due by Friday, April 3rd at 11:59pm
- Quiz for Unit 6 is due Monday, April 6th at 11:59pm
- Hw # 4 will be available today, due Wednesday, April 22nd by 11:59pm
—Checkpoint 1 due Monday, April 13th by 11:59pm

