

Concurrent Systems

Nebenläufige Systeme

IV. Critical Sections

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Agenda

Preface

Fundamentals

- Race Condition

- Sequential Control

- Concurrent Control

Patterns

- Data Race

- Control-Flow Race

Summary



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 - ↪ non-blocking synchronisation, obstruction-free



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 - basic forms of inconsistency due to actions of simultaneous processes



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Synchronisation v. Level of Abstraction of a Critical Section

- providing functionality as integral part of a critical section *or*
- providing the same functionality on the basis of a critical section



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- in software, the program flow discloses a *fault* that possibly results in:
 - critical race** ■ an *error* that, in turn, may cause *failure* of a system
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 - non-critical race** ■ unanticipated behaviour
 - e.g., the hand of the “clock app” overleaps time data
- **prevention** of especially critical races is a must, implicitly or explicitly
 - but before, the race condition behind must be even localised...



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- ↪ the sequence of all actions is defined by a **partial order** (cf. [9, p. 17])



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 - as the case may be, a still present fault no longer manifest into an error
- occasionally, fault diagnostics ends—and one is okay with that defect. . .



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 - a “software ELOP” that is subject to **atomic execution** by its processor



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 - synchronisation as a constraint on the manner in which the sequence of program statements in question implements and delivers functionality
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Provide the wanted **functionality** in a first step and consider different implementation variants of that very functionality in a second step.



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- by way of example, LIFO¹ storing (*push*) with a singly-linked list
 - abstraction used to represent both the list head and a list element:

```
1 typedef struct chain {  
2     struct chain *link; /* next list element */  
3 } chain_t;
```

- prepend specified item to this list (stack policy):

```
4 void push(chain_t *this, chain_t *item) {  
5     item->link = this->link; /* make head follow item */  
6     this->link = item;      /* make item new head */  
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```

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- beware of simultaneous processes: race condition in push (cf. p.30)

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- “take a sledgehammer to crack a nut”²: **blocking synchronisation**
 - extended (new) abstraction used to represent the list head:

```
1  typedef struct mutex_chain {
2      chain_t head;
3      pthread_mutex_t lock;
4  } mutex_chain_t;
```

- extended and adapted (new) *push* resulting in a sequential process:

```
5  void mutex_push(mutex_chain_t *this, chain_t *item) {
6      pthread_mutex_lock(&this->lock);
7      item->link = this->head.link;
8      this->head.link = item;
9      pthread_mutex_unlock(&this->lock);
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- lock blocks simultaneous processes out from push, till after unlock

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- avant-garde: **non-blocking synchronisation** of the *push* function
 - reused abstraction, for both list head and list element:

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1  typedef struct chain {  
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- extended and adapted (new) *push* resulting in a non-sequential process:

```
4  void cas_push(chain_t *this, chain_t *item) {  
5      do item->link = this->link;  
6      while (!CAS(&this->link, item->link, item));  
7  }
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- CAS (*compare and swap*) blocks simultaneous processes out, shortly

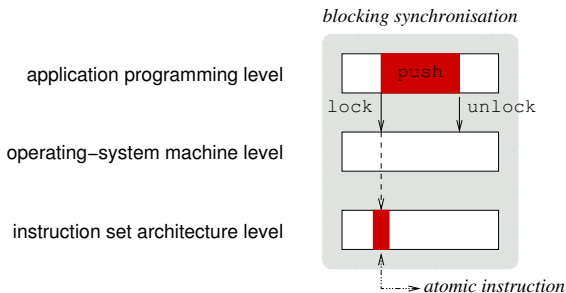
- built-in function: `#define CAS __sync_bool_compare_and_swap`:

```
1 atomic bool cas(type *ref, type old, type new) {  
2     return (*ref == old) ? (*ref = new, true) : false;  
3 }
```

- compiled by GCC into (x86) “lock cmpxchgl” instruction/ELOP



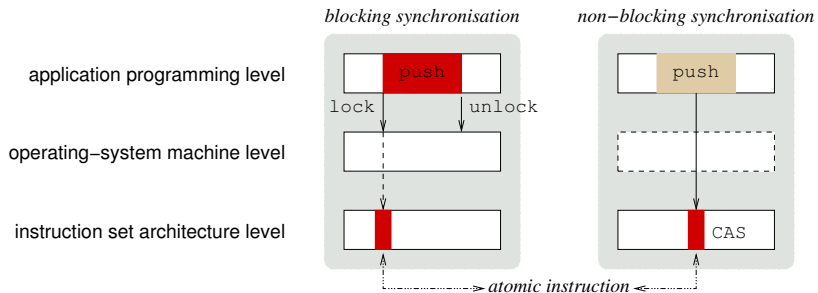
A Matter of Reference: Reconsidered



- `push` (left-hand) employs `lock` to “stonewall” simultaneous processes
 - it also needs to rely on an atomic instruction³ to implement the lock
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³Atomic write or atomic *read-modify-write*, depending on the lock protocol.

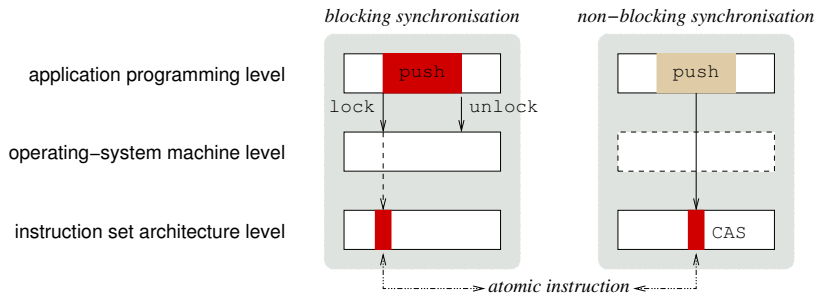
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 - nevertheless, to this end, it needs to rely on an atomic instruction as well
 - but the sequential process lasts only for the duration of that instruction
- `push` is a **physical** (left-hand) or **logical** (right-hand) critical section

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The Problem of Locks⁴

cf. [7, p. 58–59]

- locks are not composable
- locks are prone to livelocks or deadlocks, resp.
- locks rely on programmers to strictly follow conventions
- locks are a synchronisation measure of global program property beyond that:
 - locks increase sequentiality or decrease concurrency, resp.
 - locks are prone to priority violation or inversion, resp.
 - locks rather waste computing time
 - locks are rather coarse-grained
 - locks require alternatives

⁴This includes all variants of locks as well as other concepts of blocking synchronisation, particularly binary semaphore, mutex, or bolt variable resp.



Definition (cf. “logical critical section” on p. 12)

Entity of one or more independent units of work and by means of which data integrity is ensured on the basis of well-defined rules.

- transactional processing of **shared data**



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- transactions may be concurrent, but not necessarily the work units



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- simplified, a transaction is an “all or nothing” approach of computing
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- the method establishes the basis for **non-blocking synchronisation**

do

read phase:

save a private copy of the shared data to be updated;

compute a new private data value based on that copy;

validation and, possibly, write phase:

try to commit the computed value as new shared data;

while commit failed (i.e., transaction has not completed).

- validation and, possibly, write are an “indivisible action” (cf. p. 11)



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- **reliability attributes** according to [4] or [5, p. 289–290], resp.
 - atomicity** ■ a transaction either happens or it does not
 - either all are bound by the contract or none are
 - consistency** ■ each successful transaction commits only legal results
 - a transaction must obey legal protocols
 - isolation** ■ events within a transaction must be hidden from other transactions running concurrently
 - and the key for it is **synchronisation** [2]
 - durability** ■ once a transaction is committed, it cannot be abrogated
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 - durability** ■ once a transaction is committed, it cannot be abrogated
 - even in the event of power loss, crashes, or errors
- the isolation property is particularly important for concurrent systems
 - it has a large impact on the **degree of concurrency** that can be achieved
 - synchronisation paradigms decide upon the loss of concurrency, even too
 - along with the trade-off between synchronisation **granularity** and **frequency**



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 - non-repeatable read ■ repeated read actions deliver different values
 - *read* $\rightarrow$ *write* dependency
 - dirty read ■ not yet committed data is already (early) read
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- ↪ **data race patterns** that remain valid beyond data base systems

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When the same read operation consecutively executed by a process on a shared data set may deliver different results.

- assuming that `i` may be manipulated by a simultaneous process:

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1 int twofold() {  
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4     return i + i;  
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3		8	<code>addl i, %eax</code>
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Solution Statement (rank-order priority, ROP)

1. reduction to hardware ELOP, 2. non-blocking, or 3. blocking synchronisation.



When the value computed on the basis of the results of several read operations consecutively executed by a process would be different at the time the value is actually used by that process.

- assuming that string is reduced/enlarged by a simultaneous process:

```
1 char string[80];  
2  
3 int fill(char c) {  
4     int i;  
5     for (i = 0; i < 80; i++) {  
6         if (!string[i]) {  
7             string[i] = c;  
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- must no longer hold in line 7

↪ risk of error propagation



When the value computed on the basis of the results of several read operations consecutively executed by a process would be different at the time the value is actually used by that process.

- assuming that string is reduced/enlarged by a simultaneous process:

```
1 char string[80];  
2  
3 int fill(char c) {  
4     int i;  
5     for (i = 0; i < 80; i++) {  
6         if (!string[i]) {  
7             string[i] = c;  
8             return i;  
9         }  
10    }  
11    return -1;  
12 }
```

- apparently correct, but...
- that *i* identified the first free entry in line 6
- must no longer hold in line 7
- ↪ risk of error propagation

Solution Statement (ROP)

1. non-blocking or
2. blocking synchronisation.



When the same uncommitted shared variable is read by a process and written by another one, simultaneously.

- assuming that the ASM part is run by two simultaneous processes:
 - reading of uncommitted data: counting revisited [9, p. 14–15]

C/C++

1 i++;

ASM

```
2 movl i, %eax
3 addl $1, %eax
4 movl %eax, i
```

- apparently correct



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 - the old value of *i* can be read by both processes (line 2)
 - before the new value is written to *i* by any of them (line 4)



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Solution Statement (ROP)

1. reduction to hardware ELOP, 2. non-blocking, or 3. blocking synchronisation.



When the same uncommitted shared variable is written by processes simultaneously without having noticed prior writes of each other.

- assuming that *vary* and *init* are run by own simultaneous processes:

```
1  int total = 0;
2
3  int vary(int i) {
4      return total += i;
5  }
6
7  void init(int i) {
8      total = i;
9  }
```

- apparently correct



When the same uncommitted shared variable is written by processes simultaneously without having noticed prior writes of each other.

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```
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2
3  int vary(int i) {
4      return total += i;
5  }
6
7  void init(int i) {
8      total = i;
9  }
10 vary:
11     movl total, %eax
12     addl 4(%esp), %eax
13     movl %eax, total
14     ret
15
16 init:
17     movl 4(%esp), %eax
18     movl %eax, total
19     ret
```

- apparently correct, but...

- the write in line 13 is unaware of the write in line 18



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→ risk of blind writes

Solution Statement: same as “dirty read”, but this problem is not serializable

Non-sequential and sequential execution results in different states (cf. p. 32).



When a process identified a waiting condition and will seek blocking simultaneously to the invalidation of the condition by another process.

- assuming that both sections are run by two interacting processes:

check condition and block

invalidate condition and proceed

```
1 while (this->load == 0)
2     await(this);
```

```
3 if (this->load++ == 0)
4     cause(this);
```

- apparently correct



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Solution Statement (ROP)

1. non-blocking or 2. blocking synchronisation.



When a process checks the state of a resource before using this very resource, but the state is modified interim by another process.

- assuming that file "argv[1]" is modified by a simultaneous process:

```
1  #include <stdio.h>                                ■ apparently correct
2  #include <sys/stat.h>
3
4  int main(int argc, char *argv[]) {
5      struct stat buf;
6      if (lstat(argv[1], &buf))
7          perror("lstat failed");
8      else {
9          printf("%s is ", argv[1]);
10         if (buf.st_size != 0)
11             printf("not ");
12         printf("empty\n");
13     }
14 }
```



When a process checks the state of a resource before using this very resource, but the state is modified interim by another process.

- assuming that file "argv[1]" is modified by a simultaneous process:

```
1  #include <stdio.h>
2  #include <sys/stat.h>
3
4  int main(int argc, char *argv[]) {
5      struct stat buf;
6      if (lstat(argv[1], &buf))      ■ apparently correct, but...
7          perror("lstat failed");    ■ file size may change between
8      else {                          lines 6 and 10
9          printf("%s is ", argv[1]);
10         if (buf.st_size != 0)
11             printf("not ");
12         printf("empty\n");
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- risk of false positive or negative, resp.



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Solution Statement



blocking synchronisation.



Outline

Preface

Fundamentals

Race Condition

Sequential Control

Concurrent Control

Patterns

Data Race

Control-Flow Race

Summary



- a race condition is an adverse behaviour of a computing system
 - caused by a fault (“concurrency bug”) in a non-sequential program
 - possibly effects an error of a non-sequential process
 - as a further consequence, possibly effects failure of the system
- the faulty area in the non-sequential program is a “critical section”
 - it must be protected by making pessimistic or optimistic assumptions
 - computer science folklore goes the pessimistic way: **mutual exclusion**
 - avant-garde takes up a position that favours an optimistic approach

In the strict sense, it is still a matter of the level of abstraction at which the folkloristic critical section appears.

- in practice, one is faced with different patterns of race conditions
 - data races: non-repeatable read, inconsistent read, dirty read, lost update
 - control flow races: lost wakeup, TOCTOU
- problem solving should respect differentiated views and techniques
 - 1. hardware ELOP, 2. non-blocking, and 3. blocking synchronisation



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Simultaneous Push Considered Harmful

<i>push</i>	simultaneous processes			
	<i>A : push(list, X)</i>		<i>B : push(list, Y)</i>	
<i>list</i>	action	<i>item</i>	action	<i>item</i>
<i>Z</i>	item->link = this->link	$X \rightarrow Z$		-
<i>Z</i>		-	item->link = this->link	$Y \rightarrow Z$
$Y \rightarrow Z$	this->link = item	-	this->link = item	$Y \rightarrow Z$
$X \rightarrow Z$		$X \rightarrow Z$		$Y \rightarrow Z$

- assuming that the stack is implemented as singly-linked list (cf. p. 9)
 - initially, *Z* is the only stored entry and placed on the top of stack
- **misadventure**: processes *A* and *B* simultaneously apply the stack



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	$A : push(list, X)$		$B : push(list, Y)$	
list	action	item	action	item
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Z		-	item->link = this->link	$Y \rightarrow Z$
$Y \rightarrow Z$		-	this->link = item	$Y \rightarrow Z$
$X \rightarrow Z$	this->link = item	$X \rightarrow Z$		$Y \rightarrow Z$

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 - process A first attempts to *push* item X but gets overlapped by B
 - X already points to the top of stack, but the latter has not yet been updated



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Z		-	item->link = this->link	$Y \rightarrow Z$
$Y \rightarrow Z$		-	this->link = item	$Y \rightarrow Z$
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 - X already points to the top of stack, but the latter has not yet been updated
 - process B conducts its *push* of item Y uninterrupted, deposits its item
 - the top of stack has been updated, the stack contains two entries: $Y \rightarrow Z$



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	$A : push(list, X)$		$B : push(list, Y)$	
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 - process A resumes and completes its *push* of item X, deposits its item
 - the top of stack has been updated, the stack contains two entries: $X \rightarrow Z$



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 - process A resumes and completes its *push* of item X, deposits its item
 - the top of stack has been updated, the stack contains two entries: $X \rightarrow Z$
- two *push* operations executed, but only one more item was stored...



Reading and Processing Uncommitted Data

i++		simultaneous processes ⁶			
		A		B	
i	step	action	%eax	action	%eax
42					

⁶Each process has a *software prototype* of %eax available.

Reading and Processing Uncommitted Data

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		A		B	
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42	3		—	movl i, %eax	42

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i	step	action	%eax	action	%eax
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42	3		—	movl i, %eax	42
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43	5		—	movl %eax, i	43

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42	3		—	movl i, %eax	42
42	4		—	addl \$1, %eax	43
43	5		—	movl %eax, i	43
43	6	movl %eax, i	43		—

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- dirty read or lost update—that is the legitimate question
- step 3 ■ reads *i* although it was (logically) already dirtied in step 2
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- dirty read or lost update—that is the legitimate question
 - step 3 ■ reads *i* although it was (logically) already dirtied in step 2
 - step 6 ■ writes *i* unaware of the update already committed in step 5
- both is true, each one ends in a reading of one less than expected
 - i++ twice-executed but its value reads as only once-counted

⁶Each process has a *software prototype* of %eax available.

- correct (indivisible) update of the global counter variable *total*:

```
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3 extern int total;
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5 int vary(int i) {
6     return AAF(&total, i);
7 }
```

- procedural abstraction
- reduction to an ELOP: AAF
 - *add and fetch*
 - *atomic read-modify-write*
- with GCC atomic built-in function:
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- but parallel actions *vary||init* are not equivalent to a serial schedule:

```
8 vary:
9     movl    4(%esp), %ecx
10    movl    %ecx, %eax
11    lock
12    xaddl   %eax, total
13    addl    %ecx, %eax
14    ret
```

- *init* (cf. p. 22) may be carried out either before or after lines 11–12
- consequently, the final value of *int total* remains indeterminate
 - it may read *i* or *total + i*, depending on which action came first

