33. Parallel Programming IV

Futures, Read-Modify-Write Instructions, Atomic Variables, Idea of lock-free programming

[C++ Futures: Williams, Kap. 4.2.1-4.2.3] [C++ Atomic: Williams, Kap. 5.2.1-5.2.4, 5.2.7] [C++ Lockfree: Williams, Kap. 7.1.-7.2.1]
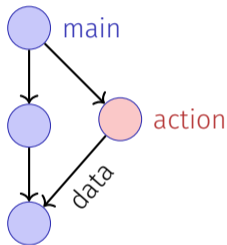
Futures: Motivation

Up to this point, threads have been functions without a result:

```cpp
void action(some parameters){
  ...
}

std::thread t(action, parameters);
...
t.join();
// potentially read result written via ref-parameters
```

Futures: Motivation

Now we would like to have the following

```
T action(some parameters){
  ...
  return value;
}

std::thread t(action, parameters);
...
value = get_value_from_thread();
```

We can do this already!

- We make use of the producer/consumer pattern, implemented with condition variables
- Start the thread with reference to a buffer
- We get the result from the buffer.
- Synchronisation is already implemented

Reminder

```cpp
template <typename T>
class Buffer {
  std::queue<T> buf;
  std::mutex m;
  std::condition_variable cond;
public:
  void put(T x){ std::unique_lock<std::mutex> g(m);
    buf.push(x);
    cond.notify_one();
  }
  T get(){ std::unique_lock<std::mutex> g(m);
    cond.wait(g, [&]{return (!buf.empty());});
    T x = buf.front(); buf.pop(); return x;
  }
};
```

Simpler: only one value

```cpp
template <typename T>
class Buffer {
  T value; bool received = false;
  std::mutex m;
  std::condition_variable cond;
public:
  void put(T x){ std::unique_lock<std::mutex> g(m);
    value = x; received = true;
    cond.notify_one();
  }
  T get(){ std::unique_lock<std::mutex> g(m);
    cond.wait(g, [&]{return received;});
    return value;
  }
};
```

Application

```
void action(Buffer<int>& c){
  // some long lasting operation ...
  c.put(42);
}

int main(){
  Buffer<int> c;
  std::thread t(action, std::ref(c));
  t.detach(); // no join required for free running thread
  // can do some more work here in parallel
  int val = c.get();
  // use result
  return 0;
}
```


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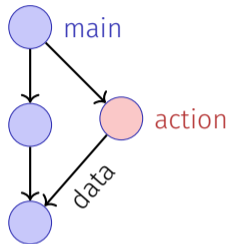
With features of C++11

```cpp
int action(){
  // some long lasting operation
  return 42;
}

int main(){
  std::future<int> f = std::async(action);
  // can do some work here in parallel
  int val = f.get();
  // use result
  return 0;
}
```
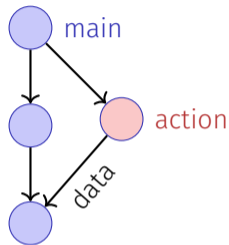
Disclaimer

The explanations above are simplified. The real implementation of a Future can deal with timeouts, exceptions, memory allocators and is generally written more closely to the unerlying operating system.

33.2 Read-Modify-Write

Example: Atomic Operations in Hardware

CMPXCHG **Compare and Exchange**

CMPXCHG mem, reg
«compares the value in Register A with the value in a memory location If the two values are equal, the instruction copies the value in the second operand to the first operand and sets the ZF flag in the flag regsiters to 1. Otherwise it copies the value in the first operand to A register and clears ZF flag to 0»

1.2.5 Lock Prefix

«The lock prefix causes certain kinds of memory read-modify-write instructions to occur atomically»

AMD64 Architecture Programmer's Manual

Read-Modify-Write

Concept of Read-Modify-Write: The effect of reading, modifying and writing back becomes visible at one point in time (happens atomically).

Psudocode for CAS – Compare-And-Swap

```
bool CAS(int& variable, int& expected, int desired){
  if (variable == expected){
    variable = desired;
    return true;
  }
  else{
    expected = variable;
    return false;
  }
}
```

atomic

Application example CAS in C++11

We build our own (spin-)lock:

```cpp
class Spinlock{
  std::atomic<bool> taken {false};
public:
  void lock(){
    bool old = false;
    while (!taken.compare_exchange_strong(old=false, true)){}
  }
  void unlock(){
    bool old = true;
    assert(taken.compare_exchange_strong(old, false));
  }
};
```

33.3 Lock-Free Programming

Ideas

Lock-free programming

Data structure is called

- **lock-free**: at least one thread always makes progress in bounded time even if other algorithms run concurrently. Implies system-wide progress but not freedom from starvation.
- **wait-free**: all threads eventually make progress in bounded time. Implies freedom from starvation.

Progress Conditions

	Non-Blocking	Blocking
Everyone makes progress	Wait-free	Starvation-free
Someone makes progress	Lock-free	Deadlock-free

Implication

- Programming with locks: each thread can block other threads indefinitely.
- Lock-free: failure or suspension of one thread cannot cause failure or suspension of another thread !

Lock-free programming: how?

Beobachtung:

- RMW-operations are implemented *wait-free* by hardware.
- Every thread sees his result of a CAS or TAS in bounded time.

Idea of lock-free programming: read the state of a data sructure and change the data structure *atomically* if and only if the previously read state remained unchanged meanwhile.
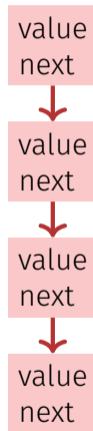
Example: lock-free stack

Simplified variant of a stack in the following

- pop prüft nicht, ob der Stack leer ist
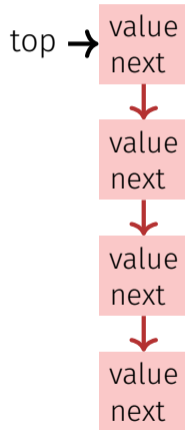- pop gibt nichts zurück

(Node)

Nodes:

```cpp
struct Node {
  T value;

  Node<T>* next;
  Node(T v, Node<T>* nxt): value(v), next(nxt) {}
};
```

(Blocking Version)

```
template <typename T>
class Stack {
    Node<T> *top=nullptr;
    std::mutex m;
public:
    void push(T val){ guard g(m);
        top = new Node<T>(val, top);
    }
    void pop(){ guard g(m);
        Node<T>* old_top = top;
        top = top->next;
        delete old_top;
    }
};
```
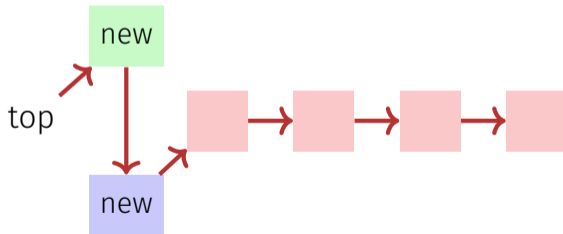
Lock-Free

```cpp
template <typename T>
class Stack {
  std::atomic<Node<T>*> top {nullptr};
public:
  void push(T val){
    Node<T>* new_node = new Node<T> (val, top);
    while (!top.compare_exchange_weak(new_node->next, new_node));
  }
  void pop(){
    Node<T>* old_top = top;
    while (!top.compare_exchange_weak(old_top, old_top->next));
    delete old_top;
  }
};
```

Push

```
void push(T val){
  Node<T>* new_node = new Node<T> (val, top);
  while (!top.compare_exchange_weak(new_node->next, new_node));
}
```
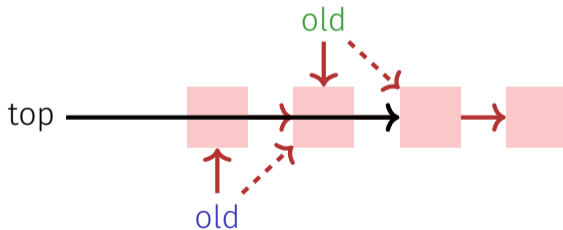
2 Threads:

Pop

```
void pop(){
  Node<T>* old_top = top;
  while (!top.compare_exchange_weak(old_top, old_top->next));
  delete old_top;
}
```

2 Threads:

Lock-Free Programming – Limits

- Lock-Free Programming is complicated.
- If more than one value has to be changed in an algorithm (example: queue), it is becoming even more complicated: threads have to "help each other" in order to make an algorithm lock-free.
- The *ABA problem* can occur if memory is reused in an algorithm. A solution of this problem can be quite expensive.