

33. Parallel Programming IV

Futures, Read-Modify-Write Instruktionen, Atomare Variablen, Idee der lockfreien Programmierung

[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

Threads waren bisher Funktionen ohne Resultat:

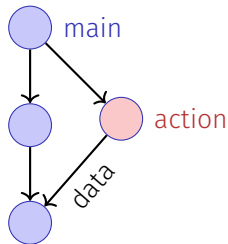
```
void action(some parameters){  
    ...  
}  
  
std::thread t(action, parameters);  
...  
t.join();  
// potentially read result written via ref-parameters
```

Futures: Motivation

Wir wollen nun etwas in dieser Art:

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

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



Wir können das schon!

- Wir verwenden das Producer/Consumer Pattern (implementiert mit Bedingungsvariablen)
- Starten einen Thread mit Referenz auf den Buffer
- Wenn wir das Resultat brauchen, holen wir es vom Buffer
- Synchronisation ist ja bereits implementiert

Zur Erinnerung

```
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;
    }
};
```

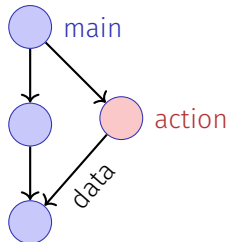
Einfacher: nur ein einziger Wert

```
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;
    }
};
```

Anwendung

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

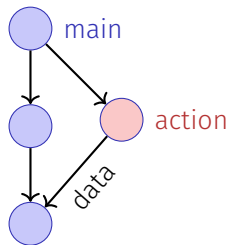
int main(){
    Buffer<int> c;
    std::thread t(action, std::ref(c));
    t.detach(); // no join required for free running thread
    // can do some more work here in parallel
    int val = c.get();
    // use result
    return 0;
}
```



Mit C++11 Bordmitteln

```
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

Die Darstellung oben ist vereinfacht. Die echte Implementation einer Future kennt Timeouts, Speicherallokatoren und kann mit Exceptions umgehen und ist näher am System geschrieben.

33.2 Read-Modify-Write

Beispiel: Atomare Operationen in Hardware

CMPXCHG

Compare and Exchange

Compares the value in the AL, AX, EAX, or RAX register with the value in a register or a memory location (first operand). 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 rFLAGS register to 1. Otherwise, it copies the value in the first operand to the AL, AX, EAX, or RAX register and clears the ZF flag to 0.

The OF, SF, AF, DF, and CF flags are set to reflect the results of the compare.

When the first operand is a register, the instruction performs a read-modify-write on the register. When the first operand is a memory location, the instruction performs a read-modify-write on the memory location. The second operand must be the same value as the first operand.

The forms of the LOCK prefix are described in the LOCK prefix. For details, see the LOCK prefix.

Mnemonic

CMPXCHG reg	register or memory operand to the first operand to AL.
CMPXCHG reg	register or memory operand to the first operand to AX.
CMPXCHG reg	register or memory operand to the first operand to EAX.
CMPXCHG reg/mem64, reg64	OF B1 /r location. If equal, copy the second operand to the first operand. Otherwise, copy the first operand to RAX.

Related Instructions

CMPXCHG8B, CMPXCHG16B

1.2.5 Lock Prefix

The LOCK prefix causes certain kinds of memory read-modify-write instructions to occur atomically. The mechanism for doing so is implementation-dependent (for example, the mechanism may involve bus signaling or packet messaging between the processor and a memory controller).

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

Instruction Formats



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AMD64 Technology

bus signaling or packet messaging between the processor and a memory controller). The prefix is intended to give the processor exclusive use of shared memory in a multiprocessor system.

The LOCK prefix can only be used with forms of the following instructions that write a memory operand: ADC, ADD, AND, BTC, BTR, BTS, CMPXCHG, CMPXCHG8B, CMPXCHG16B, DEC, INC, NEG, NOT, OR, SBB, SUB, XADD, XCHG, and XOR. An invalid-opcode exception occurs if the LOCK prefix is used with any other instruction.

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Read-Modify-Write

Konzept von **Read-Modify-Write**: Der Effekt von Lesen, Verändern und Zurückschreiben, wird zu einem Zeitpunkt sichtbar (geschieht atomar).

Pseudo-Code für 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

Verwendungsbeispiel CAS in C++11

Wir bauen unser eigenes (Spin-)Lock:

```
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-Freie Programmierung

Ideen

Lock-freie Programmierung

Datenstruktur heisst

- **lock-frei:** zu jeder Zeit macht mindestens ein Thread in beschränkter Zeit Fortschritt, selbst dann, wenn viele Algorithmen nebenläufig ausgeführt werden. Impliziert systemweiten Fortschritt aber nicht Starvationfreiheit.
- **wait-free:** jeder Thread macht zu jeder Zeit in beschränkter Zeit Fortschritt, selbst dann wenn andere Algorithmen nebenläufig ausgeführt werden.

Fortschrittsbedingungen

	Lock-frei	Blockierend
Jeder macht Fortschritt	Wait-frei	Starvation-frei
Mindestens einer macht Fortschritt	Lock-frei	Deadlock-frei

Implikation

- Programmieren mit Locks: jeder Thread kann andere Threads beliebig blockieren.
- Lockfreie Programmierung: der Ausfall oder das Aufhängen eines Threads kann nicht bewirken, dass andere Threads blockiert werden

Wie funktioniert lock-freie Programmierung?

Beobachtung:

- RMW-Operationen sind in Hardware *Wait-Free* implementiert.
- Jeder Thread sieht das Resultat eines CAS oder TAS in begrenzter Zeit.

Idee der lock-freien Programmierung: lese Zustand der Datenstruktur und verändere die Datenstruktur *atomic* dann und nur dann, wenn der gelesene Zustand unverändert bleibt.

Beispiel: lock-freier Stack

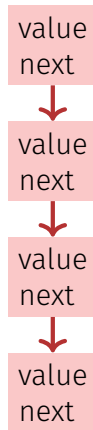
Nachfolgend vereinfachte Variante eines Stacks

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

(Node)

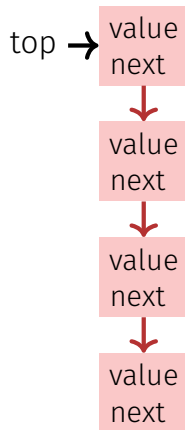
Nodes:

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



(Blockierende 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-Frei

```
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));  
}
```

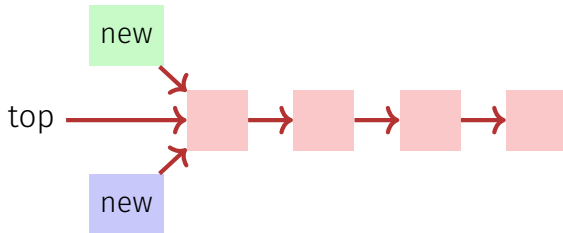
2 Threads:



Push

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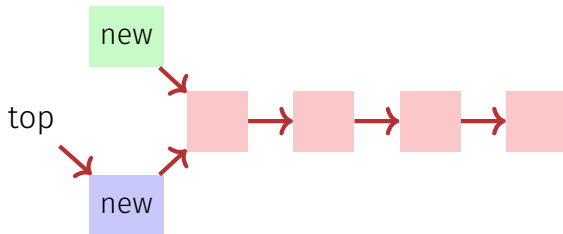
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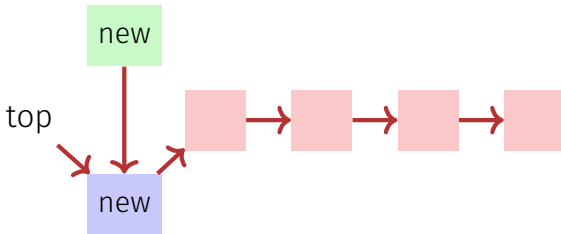
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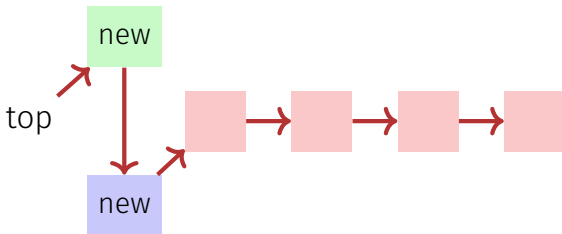
2 Threads:



Push

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

2 Threads:



Pop

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

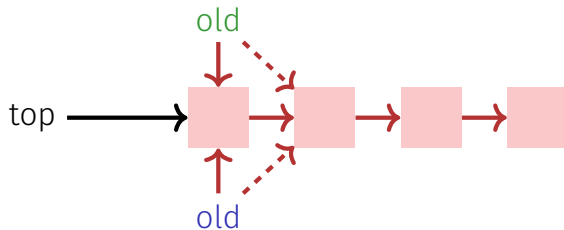
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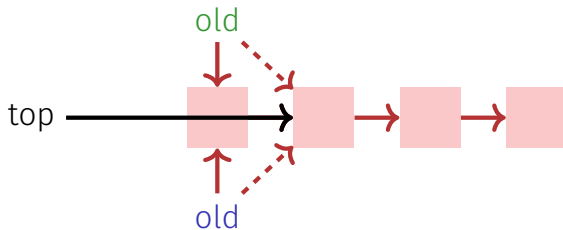
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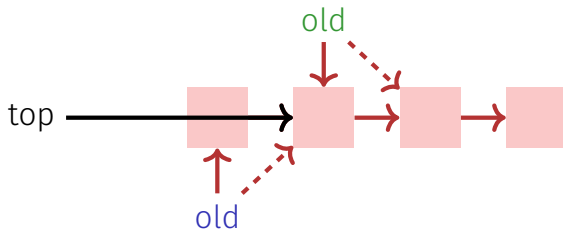
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Pop

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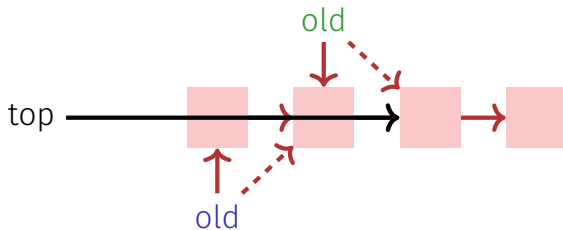
2 Threads:



Pop

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

2 Threads:



Lockfreie Programmierung – Grenzen

- Lockfreie Programmierung ist kompliziert.
- Wenn mehr als ein Wert nebenläufig angepasst werden muss (Beispiel: Queue), wird es schwieriger. Damit Algorithmen lock-frei bleiben, müssen Threads sich „gegenseitig helfen“.
- Bei Speicherwiederverwendung kann das *ABA Problem* auftreten. Die Lösung dieses Problems ist aufwändig.