The Power of Registers

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Registers

Question 1: what objects can we implement with registers?

Question 2: what objects we cannot implement?

Wait-free implementations of atomic objects

- An object is defined by its sequential specification; i.e., by how its operations should be implemented when there is no concurrency: being **atomic** means preserving the sequential semantics
- Implementations should be *wait-free*: every process that invokes an operation eventually gets a reply (unless the process crashes)

Counter (sequential spec)

A counter has two operations inc() and read() and maintains an integer x init to 0

read():

- return(x)
- f inc():
 - r x := x + 1;
 - return(ok)

Naive implementation

- The processes share one register Reg *read():*
 - return(Reg.read())
- inc():
 - read()+1;
 - Reg.write(temp);
 - return(ok)



Atomic implementation

The processes share an array of registers Reg[1,..,n]

f inc():

Reg[i].write(Reg[i].read() +1);
 return(ok)

Atomic implementation

read():

- sum := 0;
- for j = 1 to n do

sum := sum + Reg[j].read();

return(sum)



Snapshot (sequential spec)

A snapshot has operations update() and scan() and maintains an array x of size n

scan():

- return(x)
- update(i,v):
 - x[i] := v;
 - return(ok)

Very naive implementation

Each process maintains an array of integer variables x init to [0,..,0]

 scan(): return(x) update(i,v): return(ok)

Atomic execution?



Less naive implementation

- The processes share one array of N registers Reg[1,..,N]
- scan():
 - for j = 1 to N do
 - r x[j] := Reg[j].read();
 - return(x)
- update(i,v):
 - Reg[i].write(v); return(ok)

Atomic execution?



Atomic execution?





Non-atomic vs atomic snapshot

- What we implement here is some kind of regular snapshot:
 - A scan returns, for every index of the snapshot, the last written value or the value of any concurrent update
 - We call it collect

Key idea for atomicity

- To scan, a process keeps reading the entire snapshot (i.e., it collect), until two results are the same
- This means that the snapshot did not change, and it is safe to return without violating atomicity

Same value vs. Same timestamp



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Enforcing atomicity

- The processes share one array of N registers Reg[1,..,N]; each contains a value and a timestamp
- We use the following operation for modularity

collect():

Enforcing atomicity (cont'd)

scan():

- r temp1 := self.collect();
- while(true) do
 - rtemp2 := self.collect();
 - ✓ if (temp1 = temp2) then
 - return (temp1.val)
 - rtemp1 := temp2;

update(i,v):

- ts := ts + 1;
- Reg[i].write(v,ts);
- return(ok)



Key idea for atomicity & wait-freedom

- The processes share an array of *registers* Reg[1,..,N] that contains each:
 - a value,
 - a timestamp, and
 - a copy of the entire array of values

Key idea for atomicity & wait-freedom (cont'd)

- To scan, a process keeps collecting and returns a collect if it did not change, or some collect returned by a concurrent scan
 - Timestamps are used to check if the collect changes or if a scan has been taken in the meantime
- To *update*, a process *scans* and writes the value, the new timestamp and the result of the scan

Snapshot implementation

Every process keeps a local timestamp ts

vpdate(i,v):

- ts := ts + 1;
- Reg[i].write(v,ts,self.scan());
- return(ok)

Snapshot implementation

scan():

- r t1 := self.collect(); t2:= t1
- while(true) do
 - r t3:= self.collect();
 - \checkmark if (t3 = t2) then return (t3);
 - ✓ for j = 1 to N do
 - - return (t3[j,3])

☞ t2 := t3

Return the first value in each cell in t3

