

Computing with anonymous processes

Prof R. Guerraoui
Distributed Programming Laboratory



© R. Guerraoui

1



Counter (sequential spec)

- A **counter** has two operations ***inc()*** and ***read()*** and maintains an integer *x* *init to 0*
- ***read():***
 - return(x)
- ***inc():***
 - $x := x + 1;$
 - return(ok)

Counter (atomic implementation)

- The processes share an array of SWMR registers $\text{Reg}[1, \dots, n]$; the writer of register $\text{Reg}[i]$ is p_i
- ***inc()***:
 - $\text{temp} := \text{Reg}[i].\text{read}() + 1;$
 - $\text{Reg}[i].\text{write}(\text{temp});$
 - $\text{return}(\text{ok})$

Counter (atomic implementation)

- ***read():***

- sum := 0;

- for j = 1 to n do

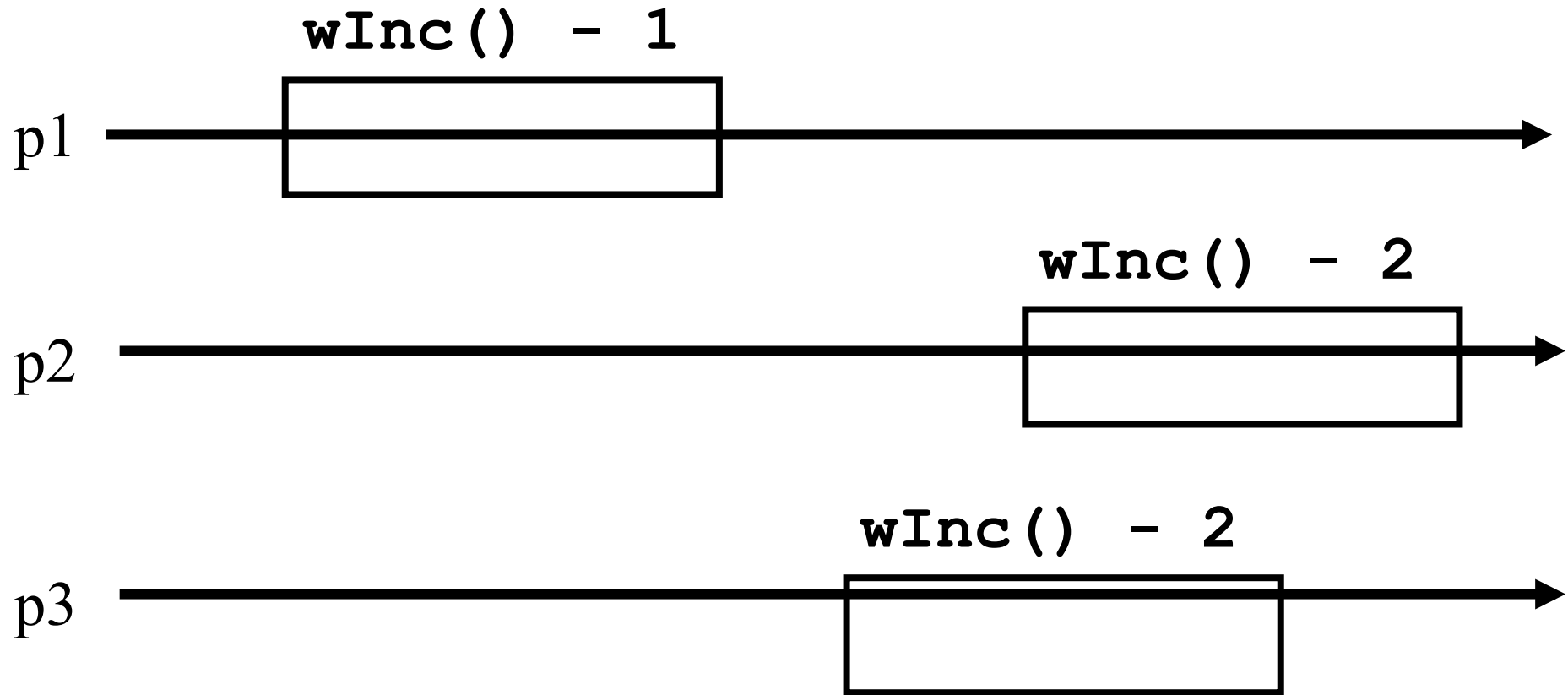
- sum := sum + Reg[j].read();

- return(sum)

Weak Counter

- A **weak counter** has one operation **wInc()**
- **wInc():**
 - $x := x + 1;$
 - return(x)
- Correctness: if an operation precedes another, then the second returns a value that is larger than the first one

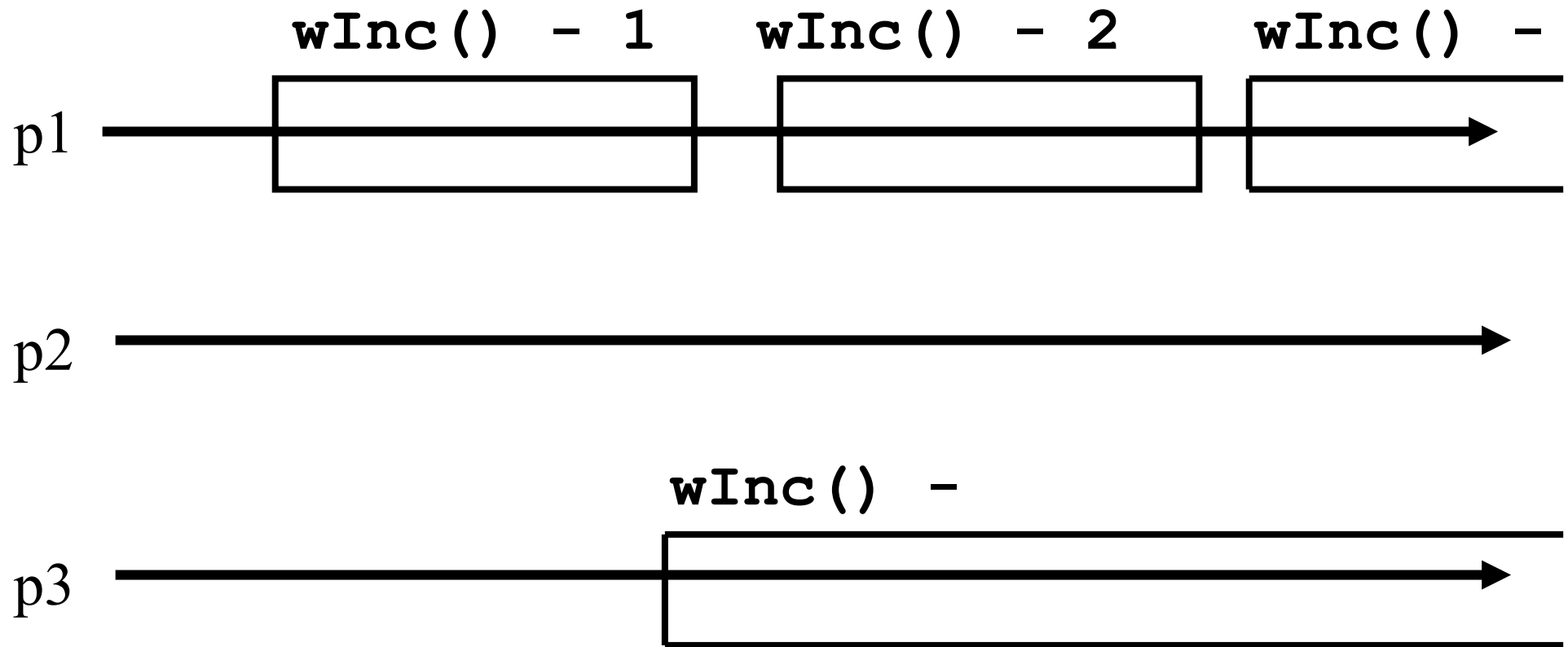
Weak counter execution



Weak Counter (lock-free implementation)

- The processes share an (infinite) array of MWMR registers $\text{Reg}[1, \dots, n, \dots]$, init to 0
- ***wInc()***:
 - $i := 0;$
 - while ($\text{Reg}[i].\text{read}() \neq 0$) do
 - $i := i + 1;$
 - $\text{Reg}[i].\text{write}(1);$
 - return(i);

Weak counter execution



Weak Counter (wait-free implementation)

- The processes also use a MWMR register L
- **wInc():**
 - $i := 0;$
 - while (Reg[i].read() \neq 0) do
 - if L has been updated n times then
 - return the largest value seen in L
 - $i := i + 1;$
 - L.write(i);
 - Reg[i].write(1);
 - return(i);

Weak Counter (wait-free implementation)

• *wInc()*:

- $t := l := L.read(); i := k := 0;$
- while (Reg[i].read() \neq 0) do
- $i := i + 1;$
- if L.read() $\neq l$ then
 - $l := L.read(); t := \max(t, l); k := k + 1;$
 - if $k = n$ then return(t);
- L.write(i);
- Reg[i].write(1);
- return(i);

Snapshot (sequential spec)

- A **snapshot** has operations **update()** and **scan()** and maintains an array x of size n
- **scan():**
 - return(x)
- NB. No component is devoted to a process
- **update(i, v):**
 - $x[i] := v;$
 - return(ok)

Key idea for atomicity & wait-freedom

- The processes share a **Weak Counter**.
Wcounter, init to 0;
- 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 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

• ***update(i,v):***

- $ts := Wcounter.wInc();$
- $Reg[i].write(v,ts,self.scan());$
- $return(ok)$

Snapshot implementation

• *scan()*:

- `ts := Wcounter.wInc();`
- `while(true) do`
 - If some `Reg[j]` contains a collect with a higher timestamp than `ts`, then return that collect
 - If `n+1` sets of reads return identical results then return that one

Consensus (obstruction-free)

- We consider binary consensus
- The processes share two infinite arrays of registers: $\text{Reg}_0[i]$ and $\text{Reg}_1[i]$
- Every process holds an integer i init to 1
- Idea: to impose a value v , a process needs to be fast enough to fill in registers $\text{Reg}_v[i]$

Consensus (obstruction-free)

• ***propose(v):***

• while(true) do

• if $\text{Reg}_{1-v}[i] = 0$ then

• $\text{Reg}_v[i] := 1;$

• if $i > 1$ and $\text{Reg}_{1-v}[i-1] = 0$ then
return(v);

• else $v := 1-v;$

• $i := i+1;$

end

Consensus (solo process)

$q(1)$

Reg0 (1) = 0

Reg1 (1) := 1

Reg0 (2) = 0

Reg1 (2) := 1

Reg0 (1) = 0

Consensus (lock-step)

q (1)

p (0)

Reg0 (1) = 0

Reg1 (1) = 0

Reg1 (1) := 1

Reg0 (1) := 1

Reg0 (2) = 0

Reg1 (2) = 0

Reg1 (2) := 1

Reg0 (2) := 1

Reg0 (1) = 1

Reg0 (1) = 1

Consensus (binary)

- ***propose(v):***
 - while(true) do
 - If $\text{Reg}_{1-v}[i] = 0$ then
 - $\text{Reg}_v[i] := 1;$
 - if $i > 1$ and $\text{Reg}_{1-v}[i-1] = 0$ then
return(v);
 - else if $\text{Reg}_v[i] = 0$ then $v := 1-v;$
 - if $v = 1$ then wait(2i)
 - $i := i+1;$
 - end