Concurrent Algorithms

November 7, 2017

Solutions to Exercise 6

Problem 1. Write an algorithm that implements a *fetch-and-increment* object using atomic registers and compare-and-swap objects.

Reminder: Fetch-and-increment is a shared object that maintains a single variable c, initialized to 0, and provides a single operation fetch Sinc with the following sequential specification:

```
operation fetch&inc()
  c' := c
  c := c + 1
  return c'
end
```

A compare-and-swap object is a shared object that maintains a single variable v, initialized to \bot , and provides a single operation CAS with the following sequential specification:

```
operation CAS(oldVal, newVal)
  v' := v
  if v = oldVal then v := newVal
  return v'
end
```

Solution

Fetch-and-increment has a consensus number of 2, while compare-and-swap (CAS) has an infinite consensus number. Therefore we will use the universal construction to implement a fetch-and-increment object from consensus objects. Then we can replace consensus objects with their implementation from CAS objects. The resulting algorithm is an implementation of fetch-and-increment from CAS.

Universal construction algorithm for fetch-and-increment: Shared objects:

- Array of n atomic registers R[1, ..., n], where n is the number of processes.
- Infinite list *C* of consensus objects.

Local objects:

- register seq the value of which is the number of executed operations by process p[i], initially seq = 0.
- register k the value of which is the number of decided batches of requests, initially k = 0.
- list *Perf* of performed requests.
- list *Inv* of requests which need to be performed.
- local copy *f* of fetch-and-increment.

Pseudocode for process p[i]:

¹For the implementation of consensus from CAS see the lecture on the limitations of registers