Concurrent Algorithms October 27, 2019

Solutions to Exercise 5

Problem 1. 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[1] from CAS objects. The resulting algorithm is a wait-free implementation of fetch-and-increment from CAS.

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

- Array of n atomic registers $R[1, \ldots, n]$, 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 $p[i]$:

```
fetch&inc()
  seq ++
  R[i] := (fetch&inc(), i, seq)  // inform other processes about the request
  repeat
      Inv := Inv + R[1, .. , n].read  // add new requests of other processes to the list
      Inv := Inv - Perf // remove performed requests from the list
      if   Inv ≠ ∅   then   // if there are requests that were not performed
           k++
           Dec := C[k].propose(Inv)  // decide on requests to be performed
           Res := f.Dec  // perform all requests from Dec on local copy f
                         //  and record the responses to list Res
           Perf := Perf + Dec  // add the performed responses to list Perf
           if (fetch&inc(), i, seq) ∈ Dec then // if the request by p[i] is in
                                               // the list of decided responses
               return the result of (fetch&inc(), i, seq) from Res
                // return the corresponding response
```

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