Concurrent Programíng: Why you should care, deeply

Don Porter Portíons courtesy Emmett Wítchel

Uniprocessor Performance Not Scaling



Graph by Dave Patterson

Power and heat lay waste to processor makers

- Intel P4 (2000-2007)
 - > 1.3GHz to 3.8GHz, 31 stage pipeline
 - Prescott" in 02/04 was too hot. Needed 5.2GHz to beat 2.6GHz Athalon
- Intel Pentium Core, (2006-)
 - > 1.06GHz to 3GHz, 14 stage pipeline
 - Based on mobile (Pentium M) micro-architecture

Power efficient

- 2% of electricity in the U.S. feeds computers
 - Doubled in last 5 years

What about Moore's law?



Number of transistors double every 24 months
 Not performance!

Architectural trends that favor multicore

- Power is a first class design constraint
 - Performance per watt the important metric
- Leakage power significant with small transisitors
 - Chip dissipates power even when idle!
- Small transistors fail more frequently
 - Lower yield, or CPUs that fail?
- Wires are slow
 - Light in vacuum can travel ~1m in 1 cycle at 3GHz
 - Motivates multicore designs (simpler, lower-power cores)
- Quantum effects
- Motivates multicore designs (simpler, lower-power cores)

Multicores are here, and coming fast!

4 cores in 2007 16 cores in 2009 80 cores in 20??







AMD Quad Core Sun Rock Intel TeraFLOP

*[AMD] quad-core processors ... are just the beginning...." http://www.amd.com
*Intel has more than 15 multi-core related projects underway" http://www.intel.com

Multicore programming will be in demand

- Hardware manufacturers betting big on multicore
- Software developers are needed
- Writing concurrent programs is not easy
- You will learn how to do it in this class

Concurrency Problem

Order of thread execution is non-deterministic

- Multiprocessing
- Multi-programming
 - Thread/process execution can be interleaved because of timeslicing
- Operations often consist of multiple, visible steps
 - \blacktriangleright Example: x = x + 1 is not a single operation
 - read x from memory into a register
 - ✤ increment register
 - store register back to memory

Goal:

Thread 2 read increment store

Ensure that your concurrent program works under ALL possible interleaving

Questions

- Do the following either completely succeed or completely fail?
- Writing an 8-bit byte to memory
 - ➤ A. Yes B. No
- Creating a file
 - > A. Yes B. No
- Writing a 512-byte disk sector
 - ➤ A. Yes B. No

Sharing among threads increases performance...

```
int a = 1, b = 2;
main() {
   CreateThread(fn1, 4);
   CreateThread(fn2, 5);
fn1(int arg1) {
   if(a) b++;
}
fn2(int arg1) {
   a = arg1;
```

What are the values of a & b at the end of execution?

Sharing among theads increases performance, but can lead to problems!!

```
int a = 1, b = 2;
main() {
   CreateThread(fn1, 4);
   CreateThread(fn2, 5);
fn1(int arg1) {
   if(a) b++;
}
fn2(int arg1) {
   a = 0;
```

What are the values of a & b at the end of execution?

Some More Examples

• What are the possible values of x in these cases?

Thread1: x = 1; Thread2: x = 2; Initially y = 10; Thread1: x = y + 1; Thread2: y = y * 2; Initially x = 0; Thread1: x = x + 1; Thread2: x = x + 2;

Critical Sections

- A critical section is an abstraction
 - Consists of a number of consecutive program instructions
 - Usually, crit sec are mutually exclusive and can wait/signal
 - Later, we will talk about atomicity and isolation
- Critical sections are used frequently in an OS to protect data structures (e.g., queues, shared variables, lists, ...)
- A critical section implementation must be:
 - Correct: the system behaves as if only 1 thread can execute in the critical section at any given time
 - Efficient: getting into and out of critical section must be fast. Critical sections should be as short as possible.
 - Concurrency control: a good implementation allows maximum concurrency while preserving correctness
 - Flexible: a good implementation must have as few restrictions as practically possible

- Running multiple processes/threads in parallel increases performance
- Some computer resources cannot be accessed by multiple threads at the same time
 - > E.g., a printer can't print two documents at once
- Mutual exclusion is the term to indicate that some resource can only be used by one thread at a time
 - Active thread excludes its peers
- For shared memory architectures, data structures are often mutually exclusive
 - Two threads adding to a linked list can corrupt the list

Exclusion Problems, Real Life Example

- Imagine multiple chefs in the same kitchen
 - Each chef follows a different recipe
- Chef 1
 - Grab butter, grab salt, do other stuff
- Chef 2
 - Grab salt, grab butter, do other stuff
- What if Chef 1 grabs the butter and Chef 2 grabs the salt?
 - Yell at each other (not a computer science solution)
 - Chef 1 grabs salt from Chef 2 (preempt resource)
 - Chefs all grab ingredients in the same order
 - Current best solution, but difficult as recipes get complex
 - Ingredient like cheese might be sans refrigeration for a while

The Need To Wait

- Very often, synchronization consists of one thread waiting for another to make a condition true
 - Master tells worker a request has arrived
 - Cleaning thread waits until all lanes are colored
- Until condition is true, thread can sleep
 - Ties synchronization to scheduling
- Mutual exclusion for data structure
 - Code can wait (await)
 - Another thread signals (notify)

Example 2: Traverse a singly-linked list

- Suppose we want to find an element in a singly linked list, and move it to the head
- Visual intuition:



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```
lprev = NULL;
for(lptr = lhead; lptr; lptr = lptr->next) {
   if(lptr->val == target) {
      // Already head?, break
      if (lprev == NULL) break;
      // Move cell to head
      lprev->next = lptr->next;
      lptr->next = lhead;
      lhead = lptr;
      break:
   lprev = lptr;
```

• Where is the critical section?

Even more real life, linked lists



 A critical section often needs to be larger than it first appears

The 3 key lines are not enough of a critical section

```
Thread 1
                                        Thread 2
if (lptr->val == target) {
      elt = lptr;
      // Already head?, break
      if(lprev == NULL) break;
      // Move cell to head
      lprev->next = lptr->next;
      // lptr no longer in list
                                for(lptr = lhead; lptr;
                                   lptr = lptr->next) {
                                   if(lptr->val == target) {
```

 Putting entire search in a critical section reduces concurrency, but it is safe.

Safety and Liveness

Safety property : "nothing bad happens"

- holds in every finite execution prefix
 - Windows™ never crashes
 - * a program never terminates with a wrong answer
- Liveness property: "something good eventually happens"
 - > no partial execution is irremediable
 - Windows™ always reboots
 - a program eventually terminates
- Every property is a combination of a safety property and a liveness property - (Alpern and Schneider)

Safety and liveness for critical sections

- At most k threads are concurrently in the critical section
 - > A. Safety
 - ➤ B. Liveness
 - ➤ C. Both
- A thread that wants to enter the critical section will eventually succeed
 - > A. Safety
 - ➤ B. Liveness
 - ➤ C. Both
- Bounded waiting: If a thread *i* is in entry section, then there is a bound on the number of times that other threads are allowed to enter the critical section (only 1 thread is alowed in at a time) before thread *i*'s request is granted.
 - ➤ A. Safety B. Liveness C. Both