

Modular Transactions: Bounding Mixed Races in Space and Time

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* University of Surrey, [†] DePaul University

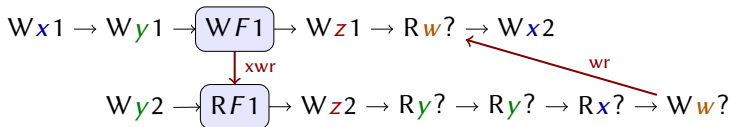
PPoPP 2019

What can a programmer conclude about this code?

$x := 1; y := 1; \text{atomic} \{ F := 1 \}; z := 1; \text{if } w \text{ then } x := 2$
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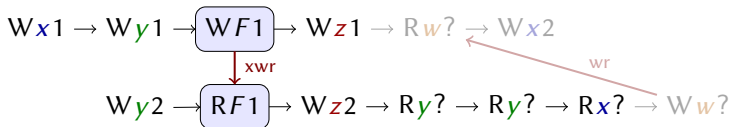
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 - ▶ \longrightarrow Program Order
 - ▶ $\xrightarrow{wr}/\xrightarrow{xwr}$ Write-to-Read Dependency (Plain/Transactional)

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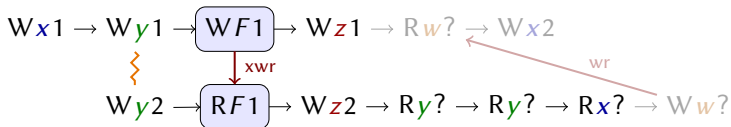
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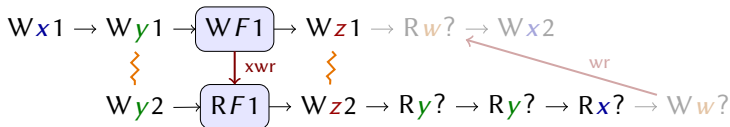
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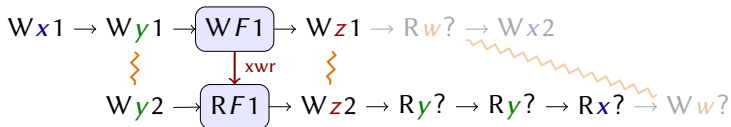
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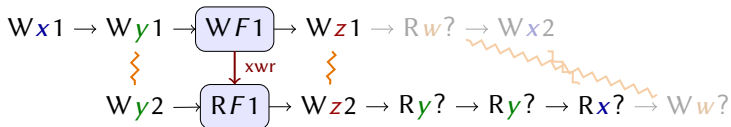
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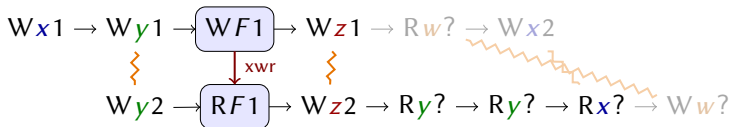
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 - ▶ Past race on y (should see same value on both reads)
 - ▶ Current race on z (should not affect x or y)
 - ▶ Future race on w (should not affect x or y)
 - ▶ Future race on x (read should not see the future)

Sequential Consistency (SC)

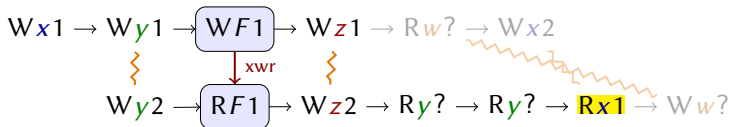
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- ▶ Execution by interleaving, respecting orders

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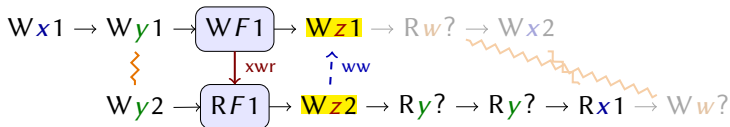
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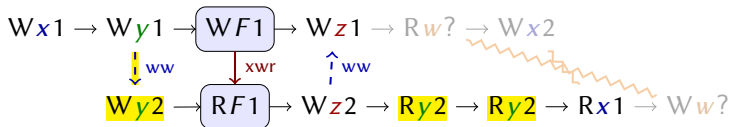


▶ Execution by interleaving, respecting orders

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- ▶ $\xrightarrow{-ww}$ Write-to-Write Order

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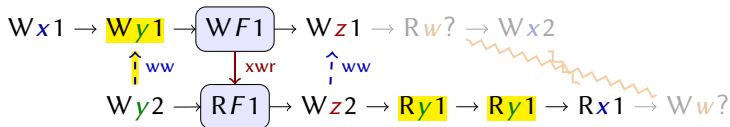
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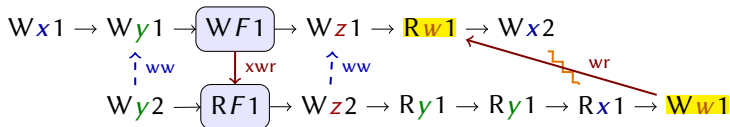
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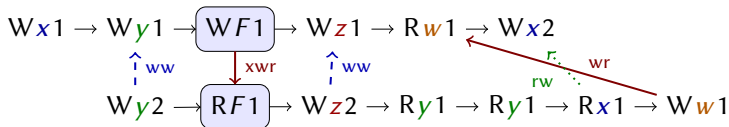


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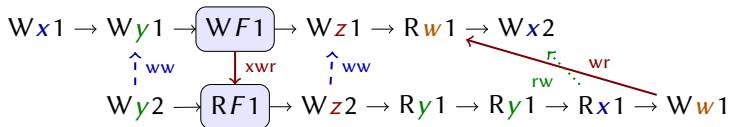


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 - ▶ $\xrightarrow{..rw}$ Read-to-Write Antidependency
- ▶ SC Declaratively:
 - ▶ Require union of orders acyclic (CAUSALITY)

Performance Relies On Reordering & Optimization

- ▶ Reordering performed in hardware

$x := 1; y := 1 \rightarrow y := 1; x := 1$

$r := x; q := y \rightarrow q := y; r := x$

$x := 1; q := y \rightarrow q := y; x := 1$

$r := x; q := y \rightarrow q := y; r := x$

Independent Writes

Independent Reads

Store Buffering

Load Buffering

Performance Relies On Reordering & Optimization

- ▶ Reordering performed in hardware

$x := 1; y := 1 \rightarrow y := 1; x := 1$

Independent Writes

$r := x; q := y \rightarrow q := y; r := x$

Independent Reads

$x := 1; q := y \rightarrow q := y; x := 1$

Store Buffering

$r := x; q := y \rightarrow q := y; r := x$

Load Buffering

- ▶ Peephole optimization + reordering enables common subexpression elimination, loop invariant code motion, etc

$r := x; q := x \rightarrow r := x; q := x$

Redundant Load

$x := 1; q := x \rightarrow x := 1; q := 1$

Store Forwarding

$x := 1; x := 2 \rightarrow x := 2$

Dead Store

Store Buffering under SC

$$\begin{array}{l} x := 1; q := y \\ \parallel y := 1; r := x \end{array} \xrightarrow{\quad ? \quad} \begin{array}{l} q := y; x := 1 \\ \parallel r := x; y := 1 \end{array}$$

- ▶ Delay write past nonconflicting read?
 - ▶ Performed by x86-TSO, ARMv8, etc


Store Buffering under SC

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W_x1 \rightarrow R_y0
 X
W_y1 \rightarrow R_x0

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Store Buffering under SC

$x := 1; q := y$
 $\parallel y := 1; r := x$ $\xrightarrow{?}$ $q := y; x := 1$
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$Wx1 \rightarrow Ry0$



X

$Wy1 \rightarrow Rx0$

$Ry0 \rightarrow Wx1$



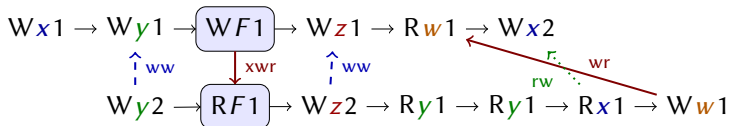
✓

$Rx0 \rightarrow Wy1$

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SC-DRF: A Contract Between Programmer & Implementor

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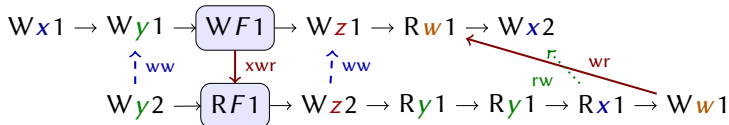


► *Happens-Before*

- \xrightarrow{hb} includes \longrightarrow and \xrightarrow{xwr} but not \xrightarrow{wr} , $\xrightarrow{-ww}$ or $\xrightarrow{...rw}$

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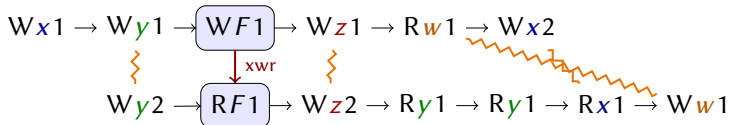
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▶ *Data race*: “Incorrect publication”

▶ $W_x \xrightarrow{\text{hb}} W_x$ $W_x \xrightarrow{\text{hb}} R_x$

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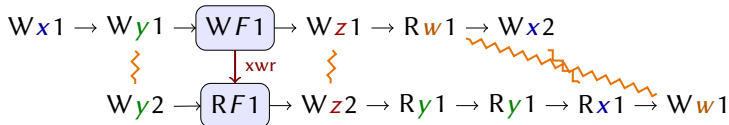
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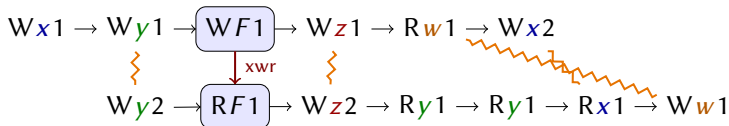
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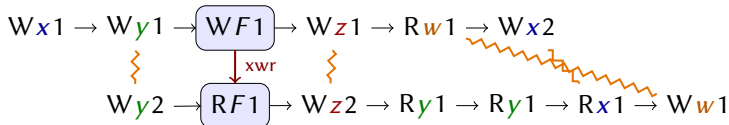
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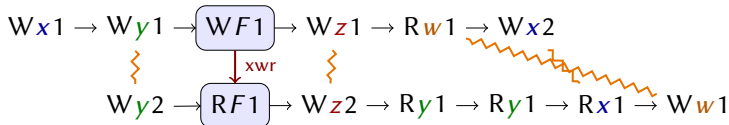
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😊 No SC data race ever \Rightarrow everything correctly published always

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▶ Happens-Before

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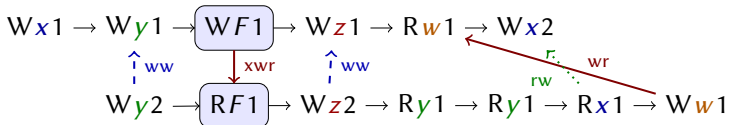
▶ SC-DRF: DRF program \Rightarrow SC behavior

😊 No SC data race ever \Rightarrow everything correctly published always

😞 Any SC data race ever \Rightarrow relaxed values/undefined behavior

Local SC-DRF (Dolan, et al, 2018)

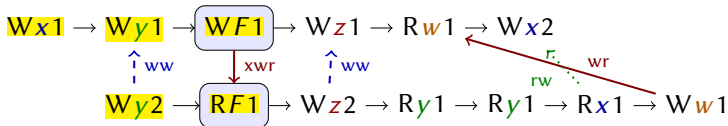
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- ▶ Let $L = \{x, y\}$ be a set of locations

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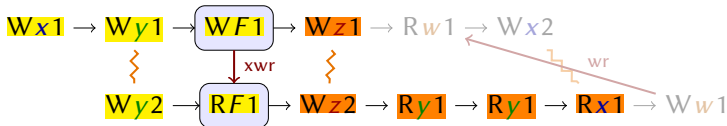
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- ▶ Let $L = \{x, y\}$ be a set of locations
- ▶ Let σ be an **L -stable point** in an execution
 - ▶ No extension, in any execution, has an L -race with σ

Local SC-DRF (Dolan, et al, 2018)

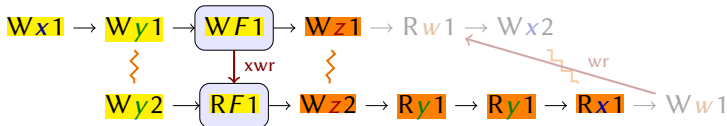
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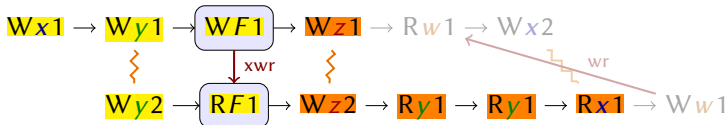
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- ▶ No SC L -race in $\rho \Rightarrow L$ correctly published in ρ

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- ▶ Let ρ be an **extension of σ** in an execution
- ▶ No SC L -race in $\rho \Rightarrow L$ correctly published in ρ
- ▶ Ignore races outside L , in past (σ), in future (after ρ)

SC-LDRF: Reordering & Optimization

- ▶ Reordering performed in hardware

$x := 1; y := 1 \rightarrow y := 1; x := 1$

Independent Writes 😊

$r := x; q := y \rightarrow q := y; r := x$

Independent Reads 😊

$x := 1; q := y \rightarrow q := y; x := 1$

Store Buffering 😊

$r := x; q := y \rightarrow q := y; r := x$

Load Buffering 😞

- ▶ Peephole optimization + reordering enables common subexpression elimination, loop invariant code motion, etc

$r := x; q := x \rightarrow r := x; q := x$

Redundant Load 😊

$x := 1; q := x \rightarrow x := 1; q := 1$

Store Forwarding 😊

$x := 1; x := 2 \rightarrow x := 2$

Dead Store 😊

Load Buffering


$$\begin{array}{l} q:=y; x:=1 \\ \| r:=x; y:=1 \end{array} \xRightarrow{?}$$
$$\begin{array}{l} x:=1; q:=y \\ \| y:=1; r:=x \end{array}$$
$$\begin{array}{l} Ry1 \rightarrow Wx1 \\ \quad \begin{array}{c} \swarrow \text{wr} \\ \nwarrow \text{wr} \end{array} \\ Rx1 \rightarrow Wy1 \end{array} \quad \times$$
$$\begin{array}{l} Wx1 \rightarrow Ry1 \\ \quad \begin{array}{c} \swarrow \text{wr} \\ \nwarrow \text{wr} \end{array} \\ Wy1 \rightarrow Rx1 \end{array} \quad \checkmark$$


- ▶ LDRF disables “reading the future”
 - ▶ Require $(\xrightarrow{\text{hb}} \cup \xrightarrow{\text{wr}})$ acyclic

(CAUSALITY)

Load Buffering

$$\begin{array}{l} q := y; x := 1 \\ \| r := x; y := 1 \end{array} \xRightarrow{?} \begin{array}{l} x := 1; q := y \\ \| y := 1; r := x \end{array}$$

$Ry1 \rightarrow Wx1$

 $Rx1 \rightarrow Wy1$

$Wx1 \rightarrow Ry1$

 $Wy1 \rightarrow Rx1$

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(CAUSALITY)

☹ Requires fences on ARMv8 and PowerPC

Load Buffering

$$\begin{array}{l} q:=y; x:=1 \\ \| r:=x; y:=1 \end{array} \xrightarrow{?} \begin{array}{l} x:=1; q:=y \\ \| y:=1; r:=x \end{array}$$
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😊 < 1% overhead on ARMv8

Load Buffering

$$\begin{array}{l} q := y; x := 1 \\ \| r := x; y := 1 \end{array} \xrightarrow{?} \begin{array}{l} x := 1; q := y \\ \| y := 1; r := x \end{array}$$
$$\begin{array}{l} R y_1 \rightarrow W x_1 \\ \quad \begin{array}{c} \swarrow \text{wr} \\ \text{wr} \\ \searrow \text{wr} \end{array} \\ R x_1 \rightarrow W y_1 \end{array} \quad \times$$
$$\begin{array}{l} W x_1 \rightarrow R y_1 \\ \quad \begin{array}{c} \text{wr} \\ \swarrow \text{wr} \\ \searrow \end{array} \\ W y_1 \rightarrow R x_1 \end{array} \quad \checkmark$$

► LDRF disables “reading the future”

► Require $(\xrightarrow{hb} \cup \xrightarrow{wr})$ acyclic

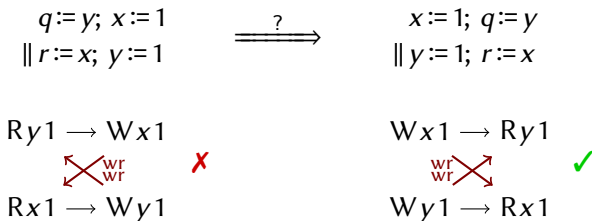
(CAUSALITY)

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Load Buffering



► LDRF disables “reading the future”

- Require ($\xrightarrow{hb} \cup \xrightarrow{wr}$) acyclic (CAUSALITY)
- ☹ Requires fences on ARMv8 and PowerPC
- 😊 < 1% overhead on ARMv8
- 😊 Compiler optimization unaffected
- 😊 Understandable semantics (compare C11, Java)

Our Paper

- ▶ Local *Transactional* Race Freedom (LTRF)
 - ▶ *Extend LDRF* to handle transactions
 - ▶ *Transactional idioms* supported

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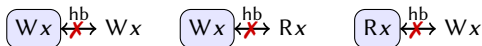
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Our Paper

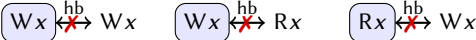
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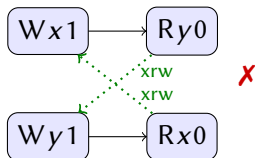


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Synchronization Via Transactions (Store Buffering)

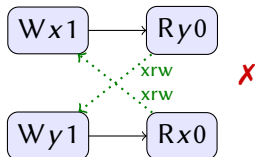
```
atomic { x := 1 }; atomic { q := y }  
|| atomic { y := 1 }; atomic { r := x }
```



- ▶ Strong Serializability
 - ▶ Transactions appear sequential
 - ▶ Respect program order (“real” time)

Synchronization Via Transactions (Store Buffering)

atomic { $x := 1$ }; atomic { $q := y$ }
|| atomic { $y := 1$ }; atomic { $r := x$ }



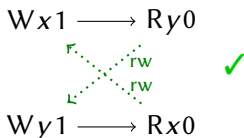
Rules:

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(HB_{BASE})
(CAUSALITY)

Synchronization Via Transactions (Store Buffering)

$x := 1 ;$ $q := y$
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Rules:

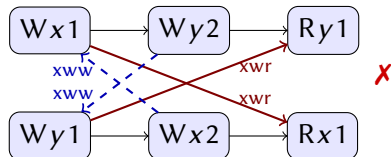
- ▶ \xrightarrow{hb} includes $(\longrightarrow \cup \xrightarrow{xwr})$ (HB_{BASE})
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- ▶ $(\xrightarrow{hb} ; \xrightarrow{rw})$ irreflexive (OBSERVATION)

Prevents $Wx1 \longrightarrow Wx2 \longrightarrow Rx1$ ✗



2+2W Litmus Test

atomic { x:=1 }; atomic { y:=2 }; atomic { q:=y }
 || atomic { y:=1 }; atomic { x:=2 }; atomic { r:=x }



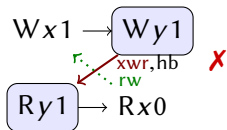
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 - ▶ $(\xrightarrow{hb} ; \xrightarrow{-ww})$ irreflexive (COHERENCE)
- Prevents $Wx1 \xrightarrow{ww} Wx2$ X

Publication

✓ *By Dependency*

$x := 1; \text{atomic} \{ y := 1 \}$
 $\parallel \text{atomic} \{ q := y \}; r := x$



► Rules:

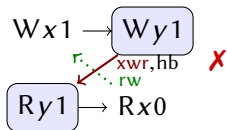
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(HB_{BASE})
(CAUSALITY)
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Publication

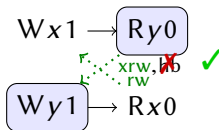
✓ *By Dependency*

$x := 1; \text{atomic} \{ y := 1 \}$
 $\parallel \text{atomic} \{ q := y \}; r := x$



✗ *By Antidependency*

$x := 1; \text{atomic} \{ q := y \}$
 $\parallel \text{atomic} \{ y := 1 \}; r := x$



► Rules:

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- $(\xrightarrow{hb} \cup \xrightarrow{\dots xrw} \cup \xrightarrow{wr})$ acyclic (CAUSALITY)
- $(\xrightarrow{hb} ; \xrightarrow{\dots rw})$ irreflexive (OBSERVATION)
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Implementation Model

▶ Rules:

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(HB_{BASE})

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(HB_{BASE})

(CAUSALITY)

(OBSERVATION)

(COHERENCE)

😊 Satisfies SC-LTRF

😊 Validates many transactional idioms

▶ Eg, Publication

😊 Does not overconstrain implementation

▶ Eg, No publication by antidependency

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- 😊 Does not overconstrain implementation
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- 😊 Validates reorderings & optimizations (except Load Buffering)
- 😊 Efficient compilation to x86-TSO and ARMv8

Implementation Model

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😊 Efficient compilation to x86-TSO and ARMv8

😞 Does not validate *privatization*

Proof Case For SC-LTRF: Switching Reads

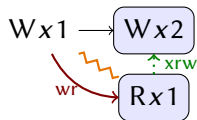
$x := 1; \text{atomic} \{ x := 2 \}$
 $\parallel \text{atomic} \{ r := x \}$

$W_{x1} \longrightarrow W_{x2}$

- ▶ Let ρ be execution of top thread

Proof Case For SC-LTRF: Switching Reads

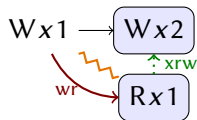
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- ▶ Let ρ be execution of top thread, then add bottom read

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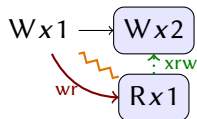
$x := 1; \text{atomic} \{ x := 2 \}$
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- ▶ Let ρ be execution of top thread, then add bottom read
- ▶ SC-LTRF requires that we find a sequential action with race

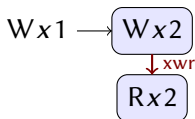
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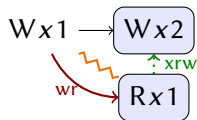
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☹ No Race After ρ



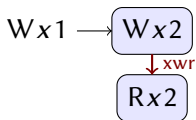
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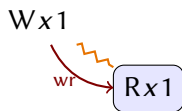


- ▶ Let ρ be execution of top thread, then add bottom read
- ▶ SC-LTRF requires that we find a sequential action with race

☹ No Race After ρ



☺ Race After Prefix



Privatization

```
atomic { if !y then cheap(x) }  
|| atomic { y:=1 }; expensive(x)
```

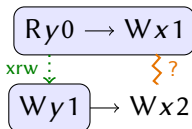
Privatization

```
atomic { if !y then x:=1 }  
|| atomic { y:=1 }; x:=2
```

- ▶ Considered race free

Privatization

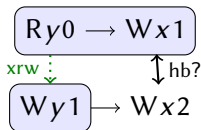
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▶ Considered race free

▶ Rules:

▶ \xrightarrow{hb} includes $(\longrightarrow \cup \xrightarrow{xwr} \cup \xrightarrow{-ww-})$

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▶ $(\xrightarrow{hb} ; \xrightarrow{rw})$ irreflexive

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(HB_{BASE})

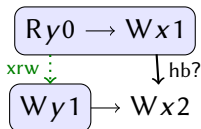
(CAUSALITY)

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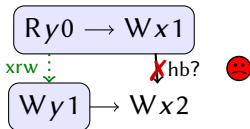
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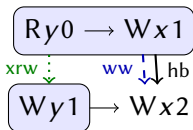
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(HB_{BASE})

(CAUSALITY)

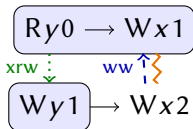
(OBSERVATION)

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Privatization

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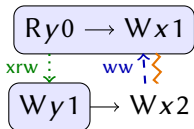
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Privatization

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- ▶ Considered race free

- ▶ Rules:

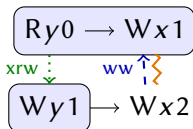
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$Ry_0 \xrightarrow{.xrw} Wy_1 \Rightarrow Wx_1 \xrightarrow{-ww} Wx_2$

Privatization

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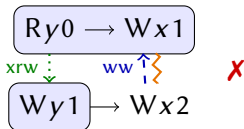
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$Ry0 \xrightarrow{.xrw} Wy1 \Rightarrow Wx1 \xrightarrow{-ww} Wx2 \Rightarrow Wx1 \xrightarrow{hb} Wx2$ ☹️

Privatization

atomic { if !y then x:=1 }
 || atomic { y:=1 }; x:=2



- ▶ Considered race free

- ▶ Rules:

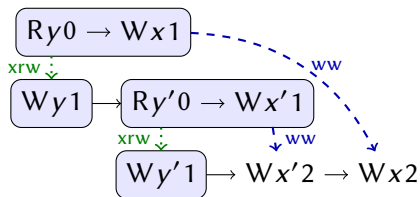
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Privatization: Order Can Cascade

atomic { if !y then x:=1 }
 || atomic { y:=1 }; atomic { if !y' then x':=1 }
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Rules:

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Programmer Model

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- 😊 Satisfies SC-LTRF
- 😊 Validates ~~many~~ *more* transactional idioms
 - ▶ Eg, Publication, *Privatization*
- 😊 Does not overconstrain implementation
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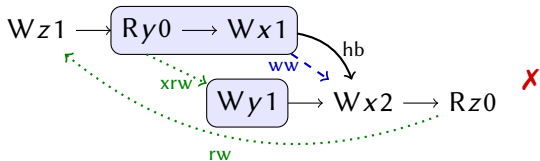
😐 Overtuned to one idiom?

😞 Validates reorderings & optimizations (except Load Buffering)

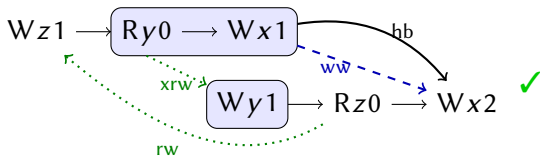
😞 Efficient compilation to x86-TSO and ARMv8

Programmer Model Invalidates Store Buffering

$z := 1; \text{atomic} \{ \text{if } !y \text{ then } x := 1 \}$
 $\parallel \text{atomic} \{ y := 1 \}; x := 2; r := z$

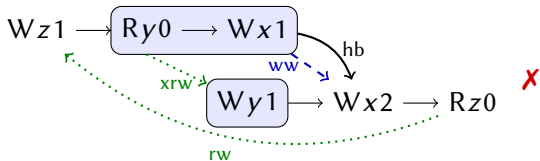


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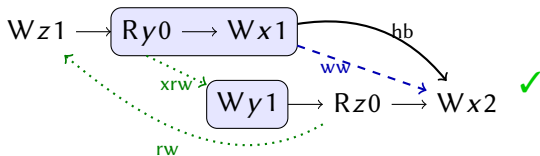


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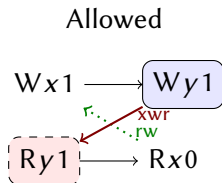
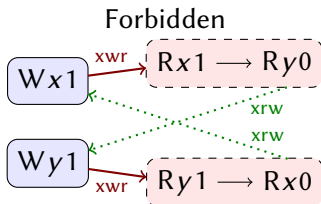
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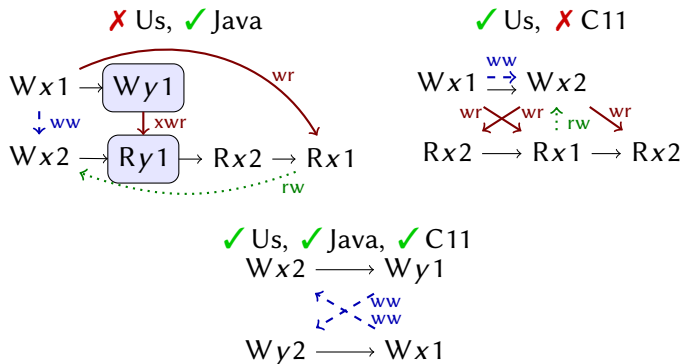
In Paper

- ▶ Details
 - ▶ Lifting
 - ▶ Aborted/Live transactions
- ▶ Programmer Model \Rightarrow Implementation Model
 - ▶ Quiescent Fences
- ▶ Variant Programmer Models

Aborted Transactions



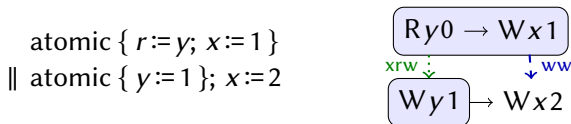
Coherence



WW Variants

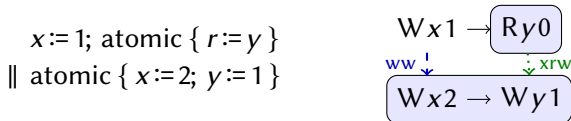
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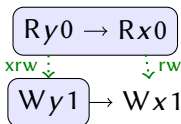


RW Variants

$\xrightarrow{\text{hb}}$ includes $\xrightarrow{\text{rw}}$ \cap $(\xrightarrow{\text{xrw}}; \xrightarrow{\text{hb}})$ (HB_{RW})

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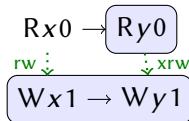
atomic { r := y; q := x }
 || atomic { y := 1; x := 1 }



$\xrightarrow{\text{hb}}$ includes $\xrightarrow{\text{rw}}$ \cap $(\xrightarrow{\text{hb}}; \xrightarrow{\text{xrw}})$ (HB'_{RW})

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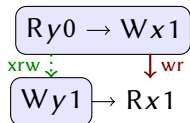
q := x; atomic { r := y }
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WR Variants

$\xrightarrow{\text{hb}}$ includes $\xrightarrow{\text{wr}} \cap (\xrightarrow{\text{.xrw.}}; \xrightarrow{\text{hb}})$ (HB_{WR})

atomic { r:=y; x:=1 }
|| atomic { y:=1 }; q:=x



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x:=1; atomic { r:=y }
|| atomic { q:=x; y:=1 }

