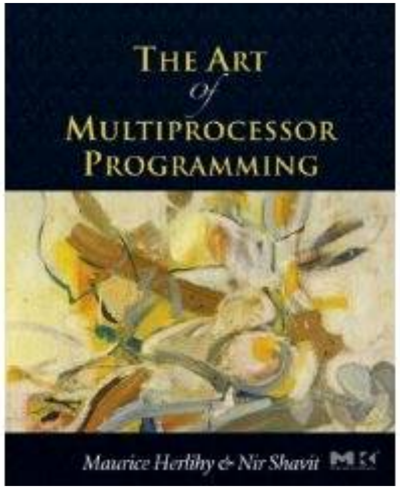
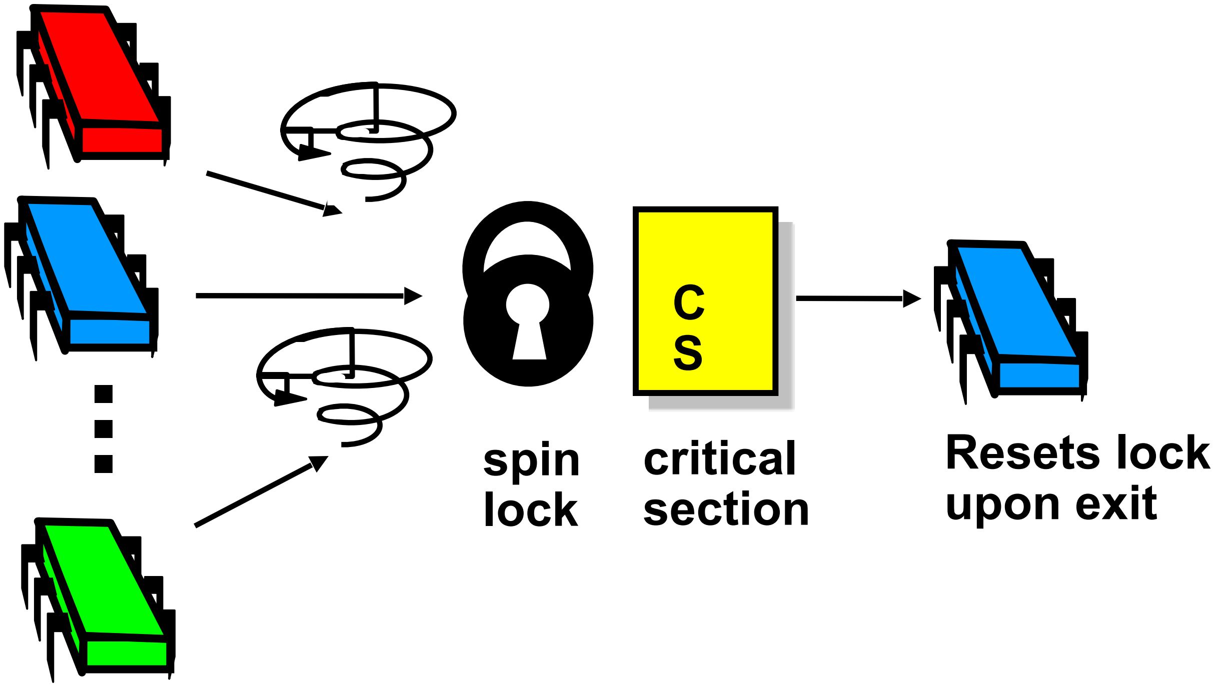
Linked Lists: Locking, Lock-Free, and Beyond …



Companion slides for
The Art of Multiprocessor Programming
by Maurice Herlihy & Nir Shavit

Last Lecture: Spin-Locks



CS

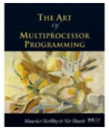
spin lock

critical section

Resets lock upon exit

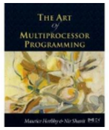
Today: Concurrent Objects

- Adding threads should not lower throughput
  - – Contention effects
  - – Mostly fixed by Queue locks



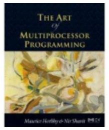
Today: Concurrent Objects

- Adding threads should not lower throughput
  - Contention effects
  - Mostly fixed by Queue locks
- Should increase throughput
  - Not possible if inherently sequential
  - Surprising things are parallelizable



Coarse-Grained Synchronization

- Each method locks the object
  - Avoid contention using queue locks



Coarse-Grained Synchronization

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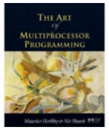
  - Easy to reason about
    - In simple cases



Coarse-Grained Synchronization

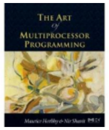
- Each method locks the object
  - Avoid contention using queue locks
  - Easy to reason about
    - In simple cases
- So, are we done?

Coarse-Grained Synchronization

- Sequential bottleneck
  - Threads “stand in line”

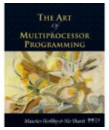
Coarse-Grained Synchronization

- Sequential bottleneck
  - Threads “stand in line”
- Adding more threads
  - Does not improve throughput
  - Struggle to keep it from getting worse



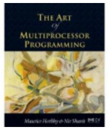
Coarse-Grained Synchronization

- Sequential bottleneck
  - Threads “stand in line”
- Adding more threads
  - Does not improve throughput
  - Struggle to keep it from getting worse
- So why even use a multiprocessor?
  - Well, some apps inherently parallel …



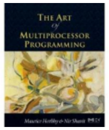
This Lecture

- Introduce four “patterns”
  - – Bag of tricks …
  - – Methods that work more than once …



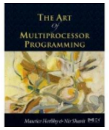
This Lecture

- Introduce four “patterns”
  - – Bag of tricks …
  - – Methods that work more than once …
- For highly-concurrent objects
  - – Concurrent access
  - – More threads, more throughput



First:
Fine-Grained Synchronization

- Instead of using a single lock …



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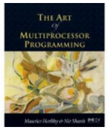
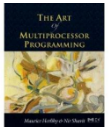
Fine-Grained Synchronization

- Instead of using a single lock …
- Split object into
  - Independently-synchronized components



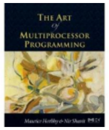
First: Fine-Grained Synchronization

- Instead of using a single lock …
- Split object into
  - Independently-synchronized components
- Methods conflict when they access
  - The same component …
  - At the same time



Second:
Optimistic Synchronization

- Search without locking …



Second:
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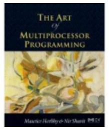
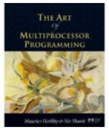
- Search without locking …
- If you find it, lock and check …
  - OK: we are done
  - Oops: start over



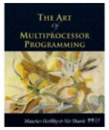
Second: Optimistic Synchronization

- Search without locking …
- If you find it, lock and check …
  - OK: we are done
  - Oops: start over
- Evaluation
  - Usually cheaper than locking, but
  - Mistakes are expensive



Third:
Lazy Synchronization

- Postpone hard work



Third:
Lazy Synchronization

- Postpone hard work
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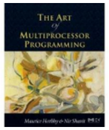

Third:
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- Postpone hard work
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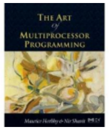
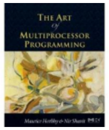
  - Logical removal
    - Mark component to be deleted



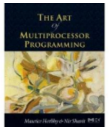
Third:
Lazy Synchronization

- Postpone hard work
- Removing components is tricky
  - Logical removal
    - Mark component to be deleted
  - Physical removal
    - Do what needs to be done



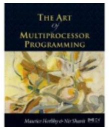
Fourth: Lock-Free Synchronization

- Don’t use locks at all
  - Use compareAndSet() & relatives …



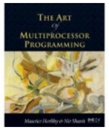
Fourth:
Lock-Free Synchronization

- Don’t use locks at all
  - Use compareAndSet() & relatives …
- Advantages
  - No Scheduler Assumptions/Support



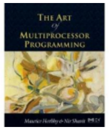
Fourth: Lock-Free Synchronization

- Don’t use locks at all
  - Use compareAndSet() & relatives …
- Advantages
  - No Scheduler Assumptions/Support
- Disadvantages
  - Complex
  - Sometimes high overhead



Linked List

- Illustrate these patterns …
- Using a list-based Set
  - Common application
  - Building block for other apps



Set Interface

- Unordered collection of items

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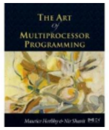
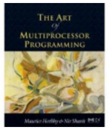


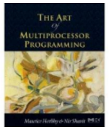
Set Interface

- Unordered collection of items
- No duplicates
- Methods
  - **`add(x)`** put **`x`** in set
  - **`remove(x)`** take **`x`** out of set
  - **`contains(x)`** tests if **`x`** in set



List-Based Sets

```
public interface Set<T> {
 public boolean add(T x);
 public boolean remove(T x);
 public boolean contains(T x);
}
```



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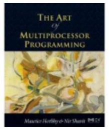
Add item to set



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Remove item from set

List-Based Sets

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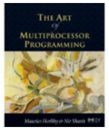
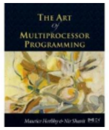
Is item in set?



List Node

```
public class Node {
 public T item;
 public int key;
 public volatile Node next;
 }
```



List Node

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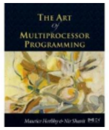
item of interest



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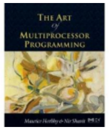
Usually hash code



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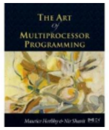
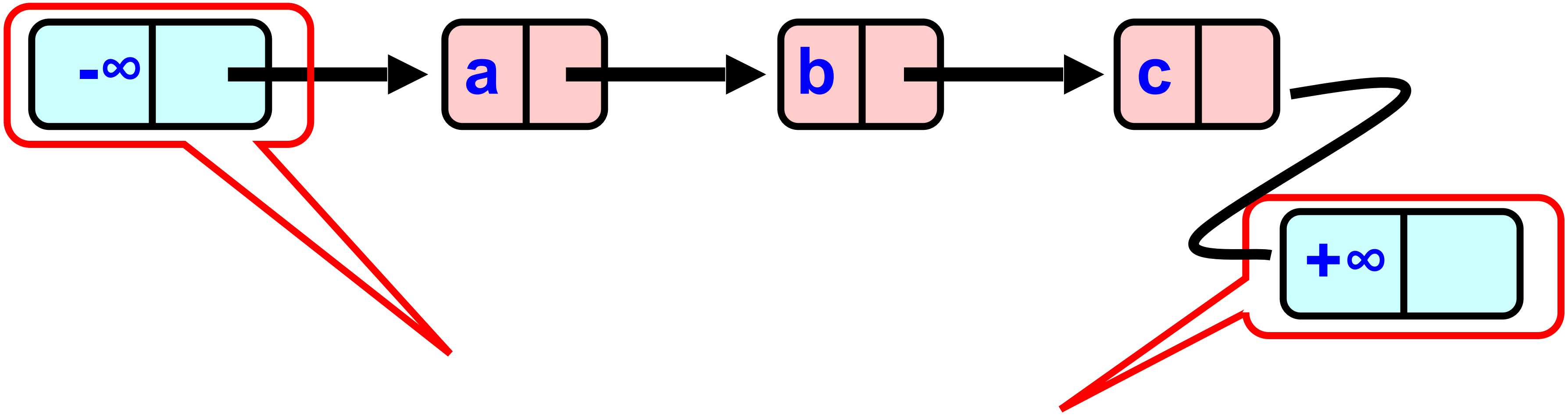
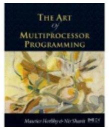
Reference to next node



The List-Based Set

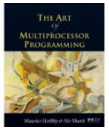


Sorted with Sentinel nodes
(min & max possible keys)



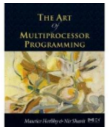
Reasoning about Concurrent Objects

- Invariant
  - Property that always holds



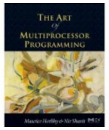
Reasoning about Concurrent Objects

- Invariant
  - Property that always holds
- Established because
  - True when object is **created**
  - Truth **preserved** by each method
    - Each **step** of each method



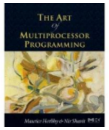
Specifically …

- Invariants preserved by
  - `add()`
  - `remove()`
  - `contains()`



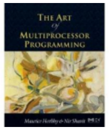
Specifically …

- Invariants preserved by
  - `add()`
  - `remove()`
  - `contains()`
- Most steps are trivial
  - Usually one step tricky
  - Often linearization point



Interference

- Invariants make sense only if
  - methods considered
  - are the only modifiers



Interference

- Invariants make sense only if
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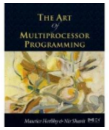
- Language encapsulation helps
  - List nodes not visible outside class



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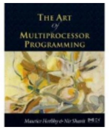
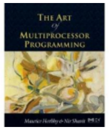


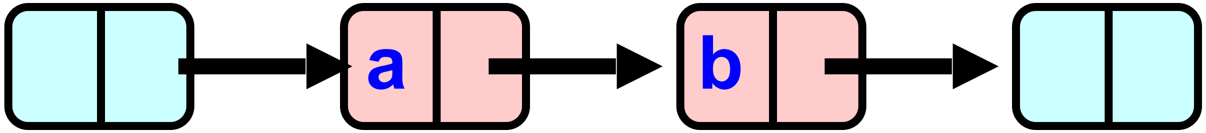
Interference

- Freedom from interference needed even for removed nodes
  - Some algorithms traverse removed nodes
  - Careful with **`malloc()`** & **`free()`**!
- We rely on garbage collection



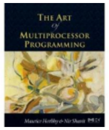
Abstract Data Types

- Concrete representation:



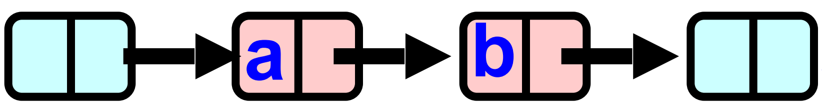
- Abstract Type:

  {a, b}



Abstract Data Types

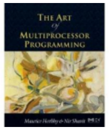
- Meaning of rep given by abstraction map

S(


) = {a,b}

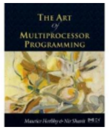
Rep Invariant

- Which concrete values meaningful?
  - Sorted?
  - Duplicates?
- Rep invariant
  - Characterizes legal concrete reps
  - Preserved by methods
  - Relied on by methods



Blame Game

- Rep invariant is a **contract**
- Suppose
  - `add()` leaves behind 2 copies of x
  - `remove()` removes only 1
- Which is incorrect?



Blame Game

- Suppose
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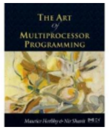
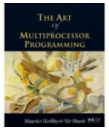
Blame Game

- Suppose
  - `add()` leaves behind 2 copies of x
  - `remove()` removes only 1
- Which is incorrect?
  - If rep invariant says *no duplicates*
    - `add()` is incorrect
  - Otherwise
    - `remove()` is incorrect



Rep Invariant (partly)

- Sentinel nodes
  - tail reachable from head
- Sorted
- No duplicates



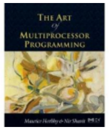
Abstraction Map

- S(head) =

  { x | there exists a such that

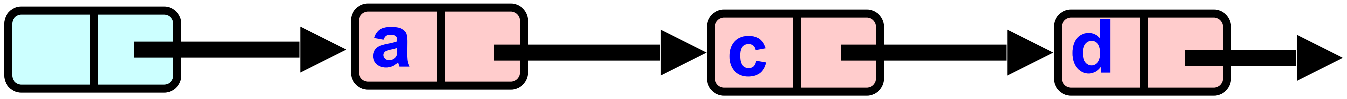
  - a reachable from head and
  - a.item = x

  }

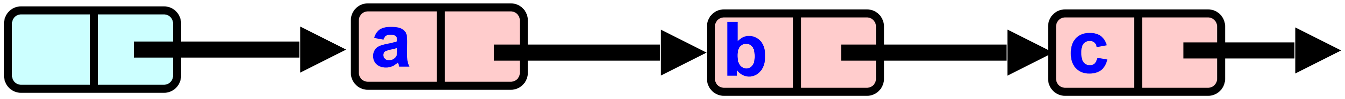


Sequential List Based Set

add()



remove()



Sequential List Based Set

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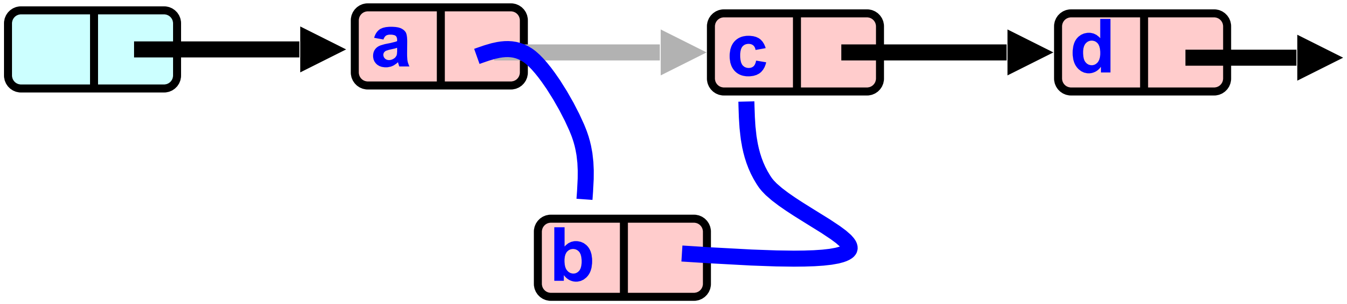
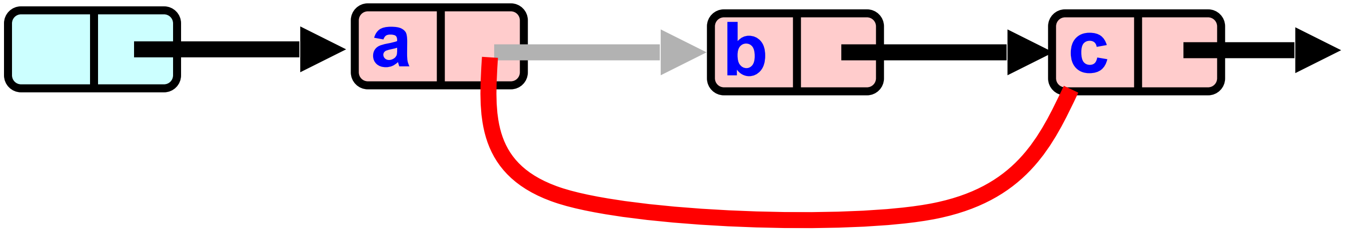
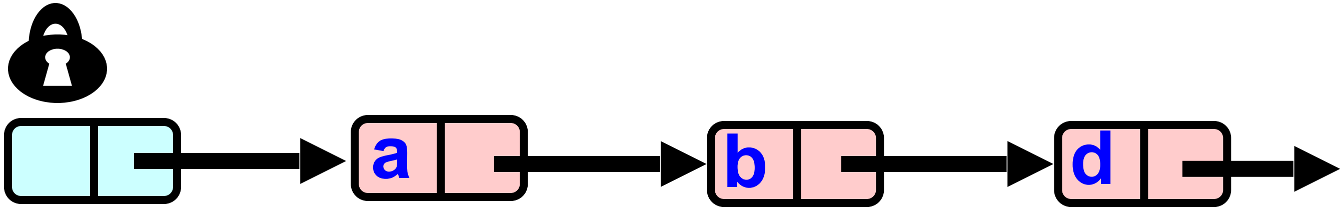


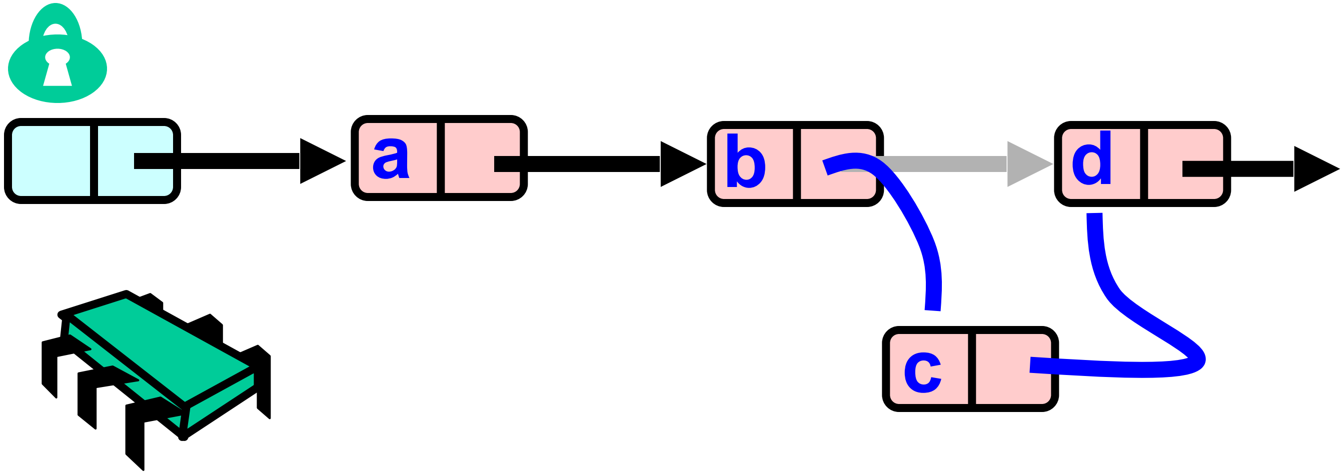
`remove()`

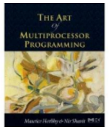


Coarse-Grained Locking

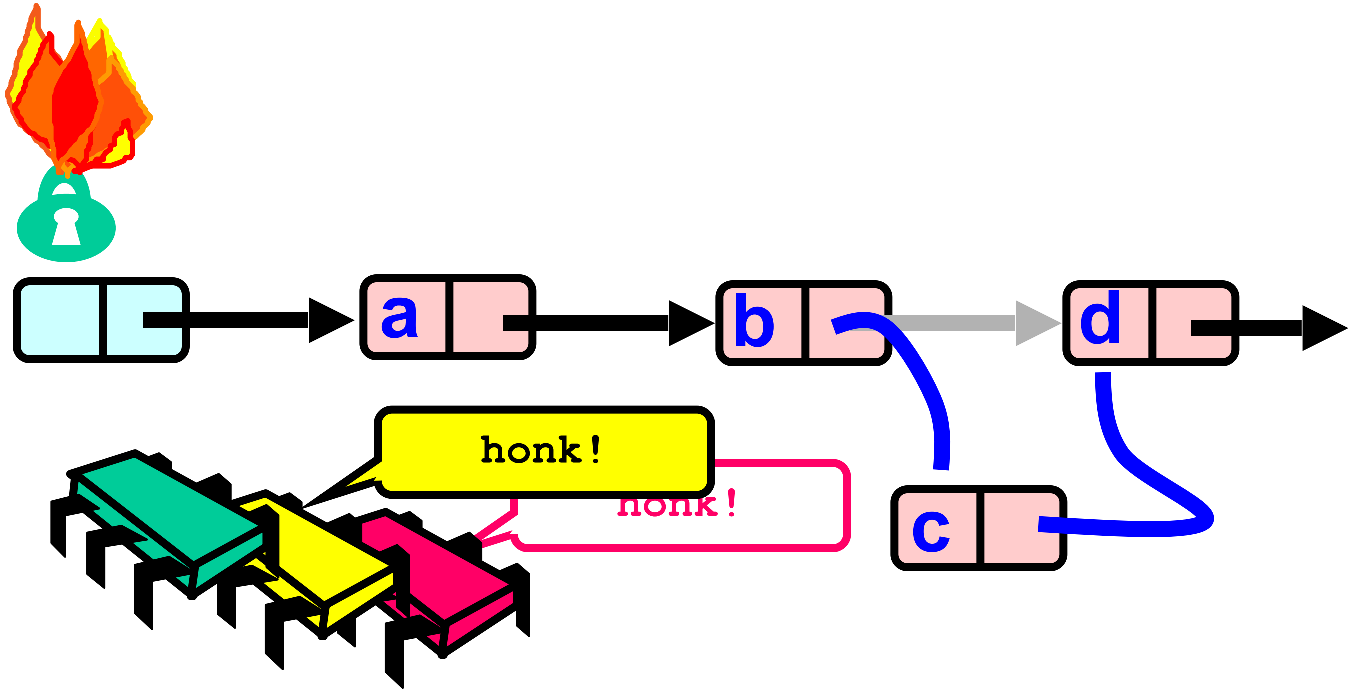


Coarse-Grained Locking

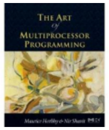




Coarse-Grained Locking



Simple but hotspot + bottleneck

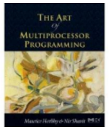


Coarse-Grained Locking

- Easy, same as synchronized methods
  - “One lock to rule them all …”

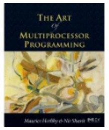
Coarse-Grained Locking

- Easy, same as synchronized methods
  - “One lock to rule them all …”
- Simple, clearly correct
  - Deserves respect!
- Works poorly with contention
  - Queue locks help
  - But bottleneck still an issue



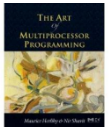
Fine-grained Locking

- Requires **careful** thought
  - “Do not meddle in the affairs of wizards, for they are subtle and quick to anger”

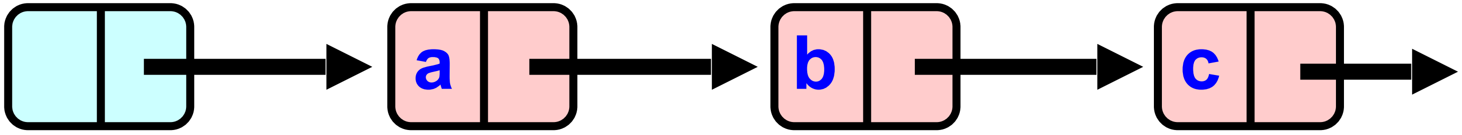


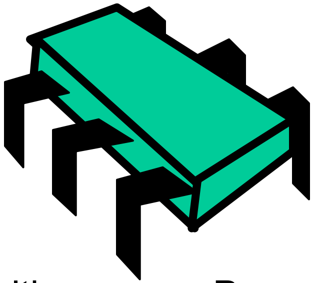
Fine-grained Locking

- Requires **careful** thought
  - "Do not meddle in the affairs of wizards, for they are subtle and quick to anger"
- Split object into pieces
  - Each piece has own lock
  - Methods that work on disjoint pieces need not exclude each other

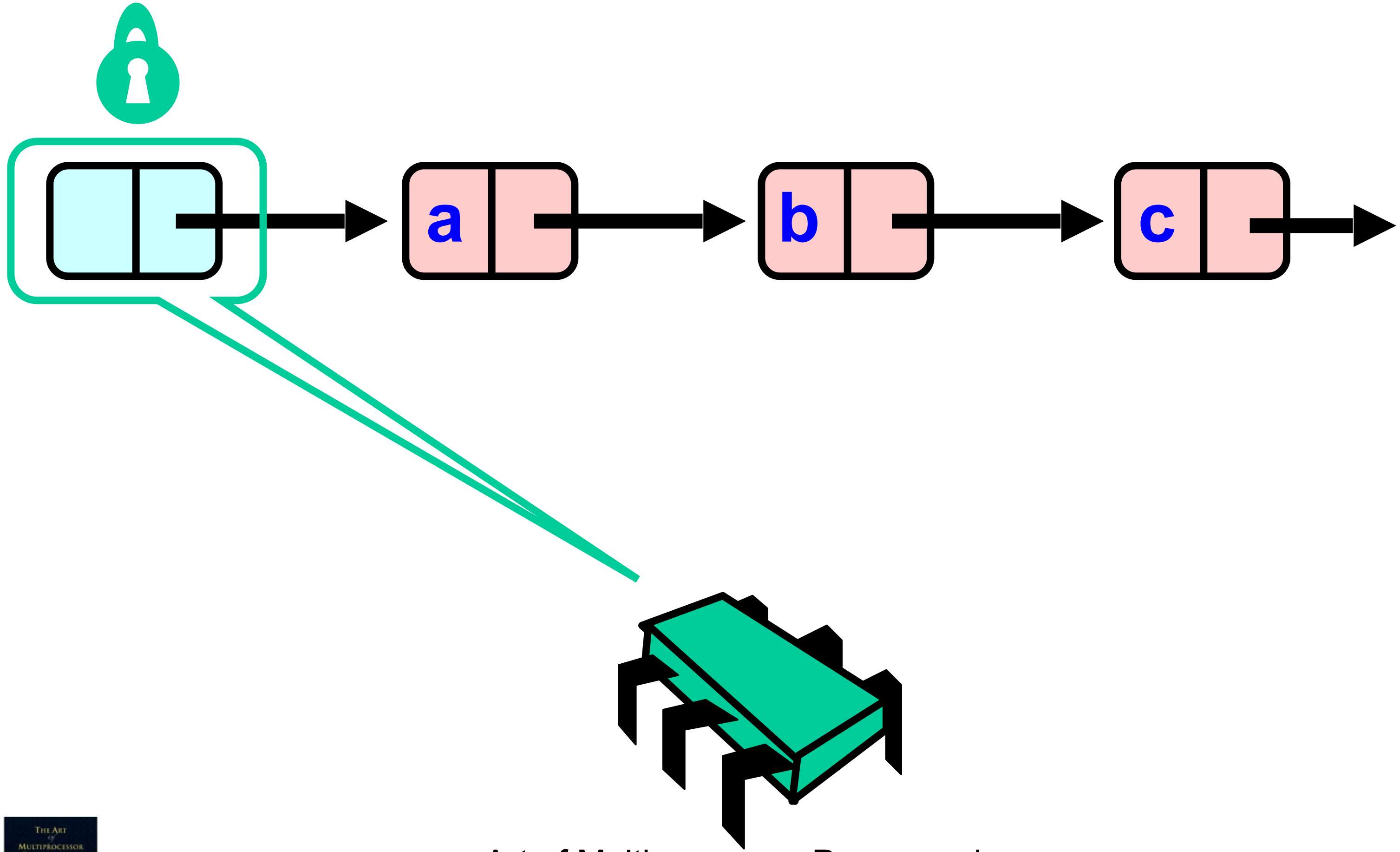


Hand-over-Hand locking





Hand-over-Hand locking



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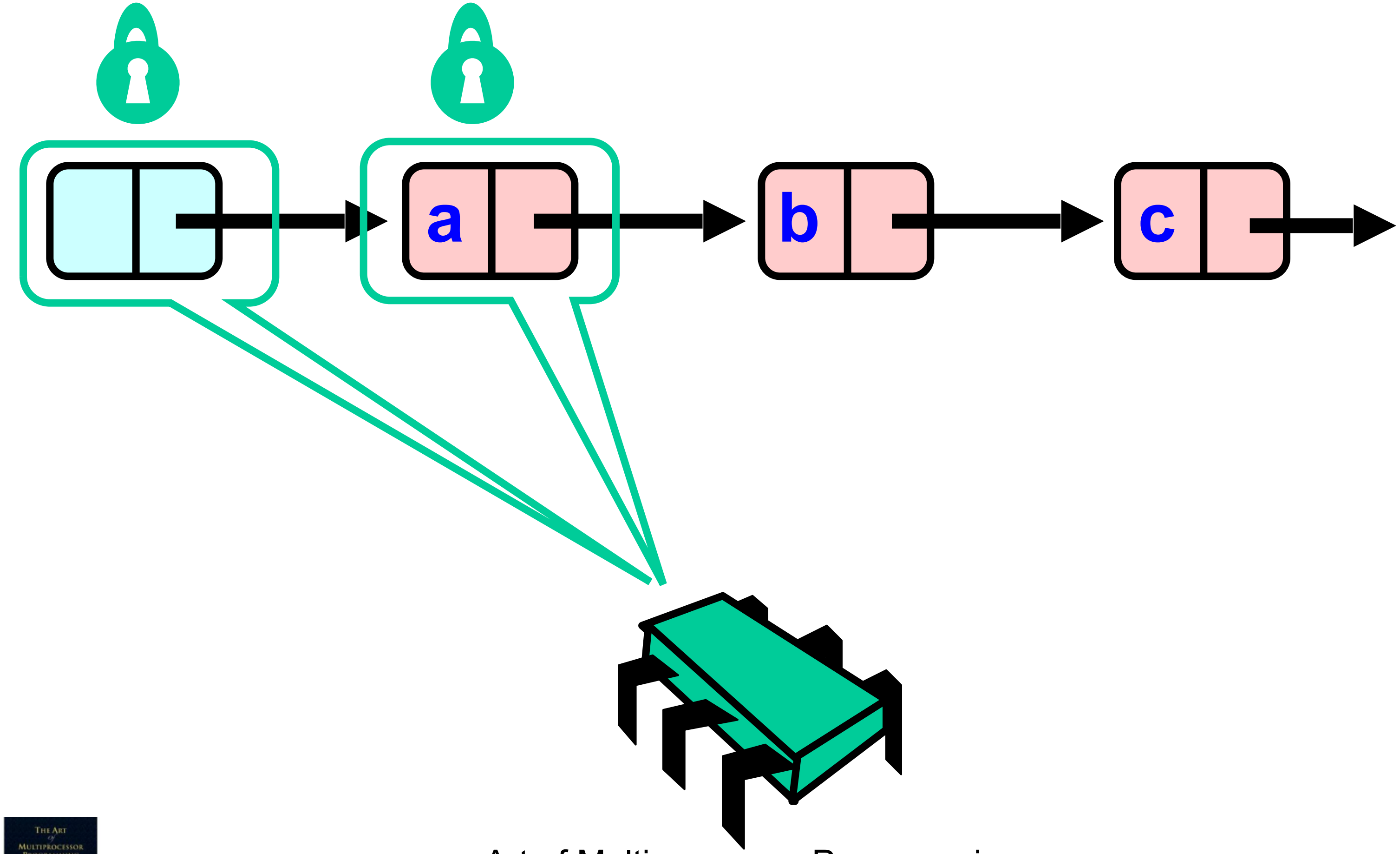
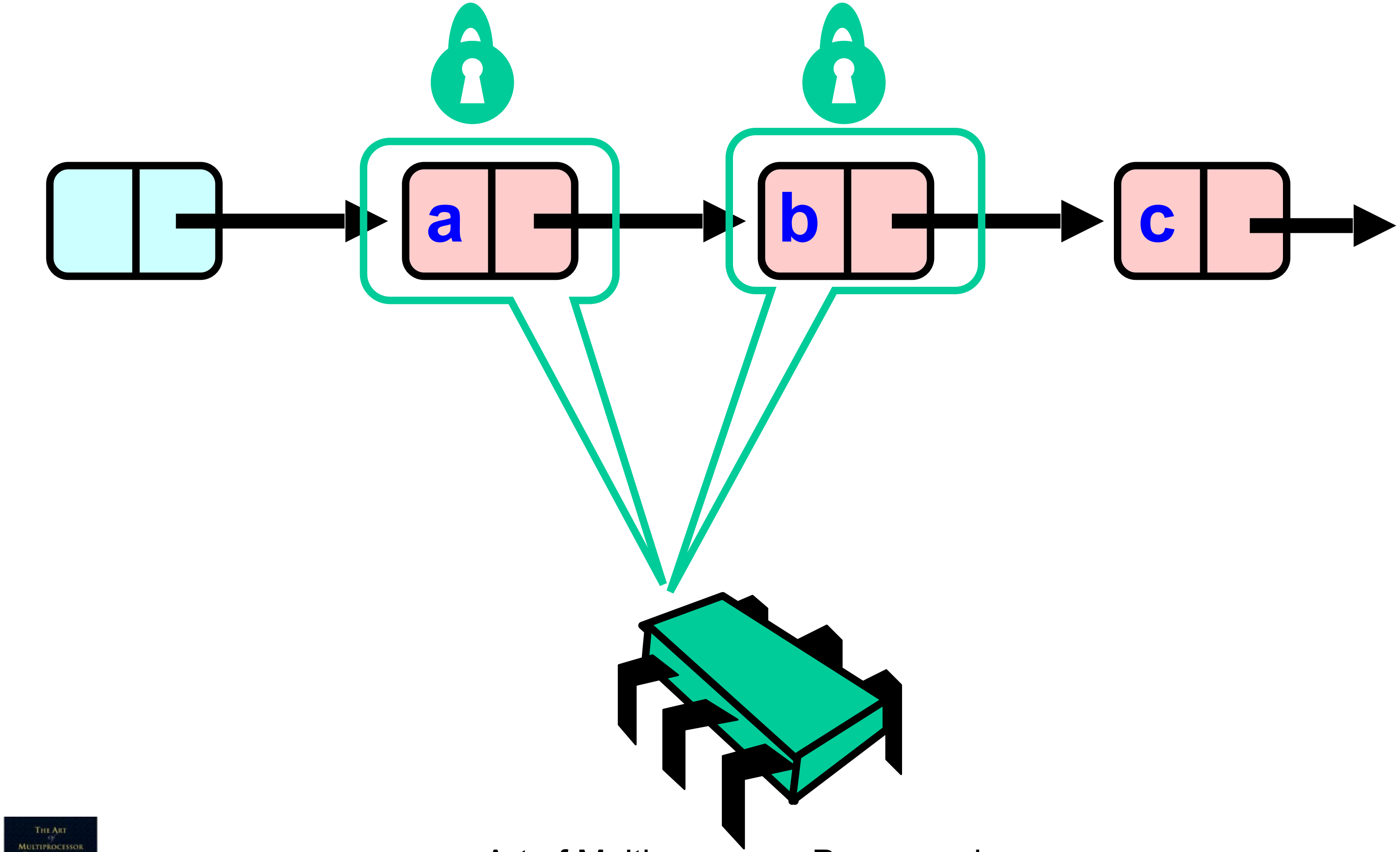
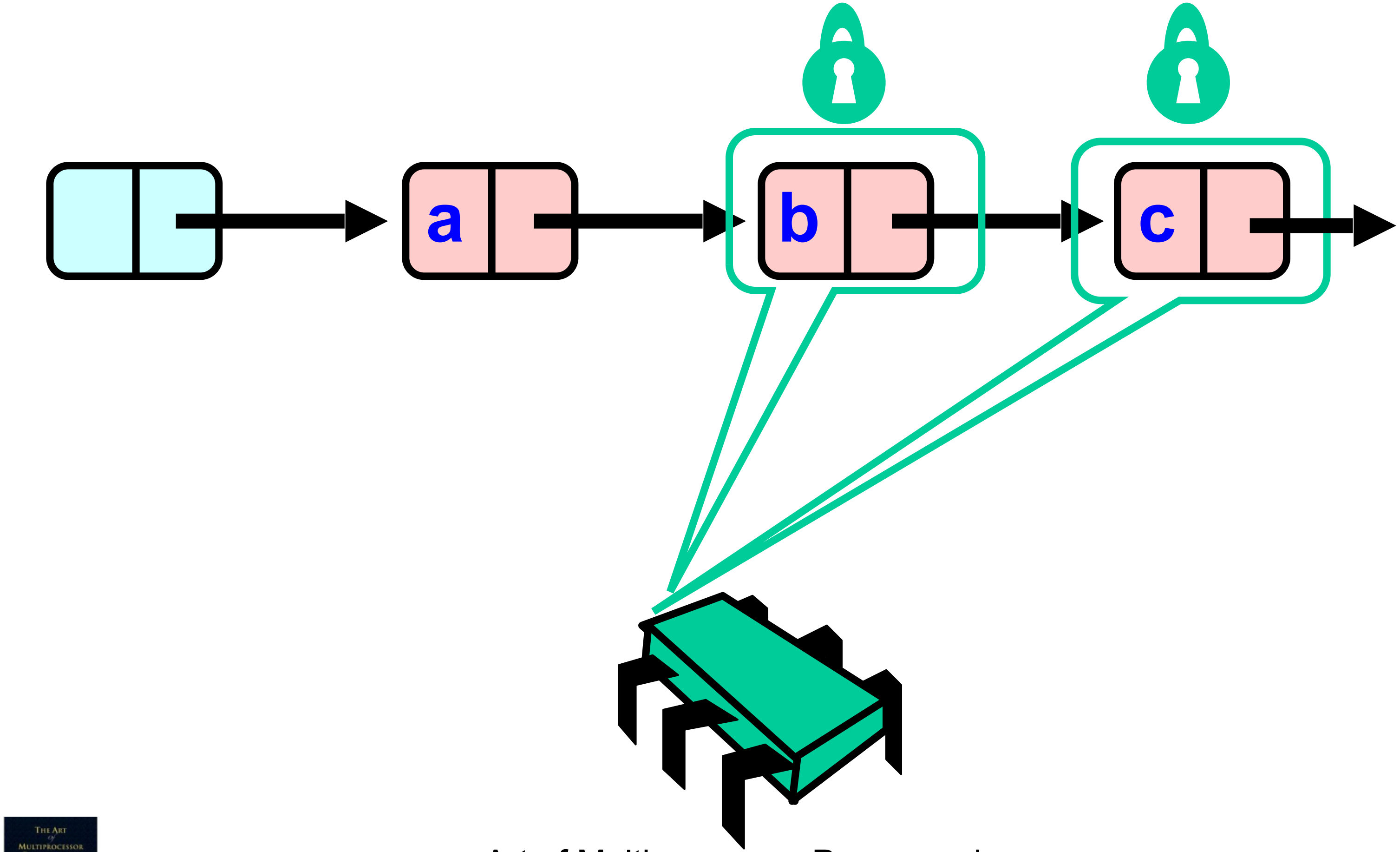


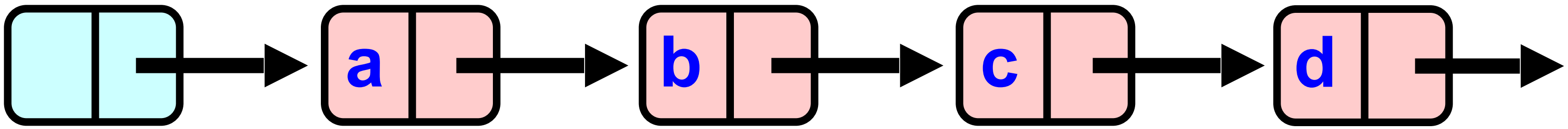
Hand-over-Hand locking

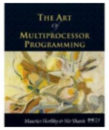


Hand-over-Hand locking



Removing a Node





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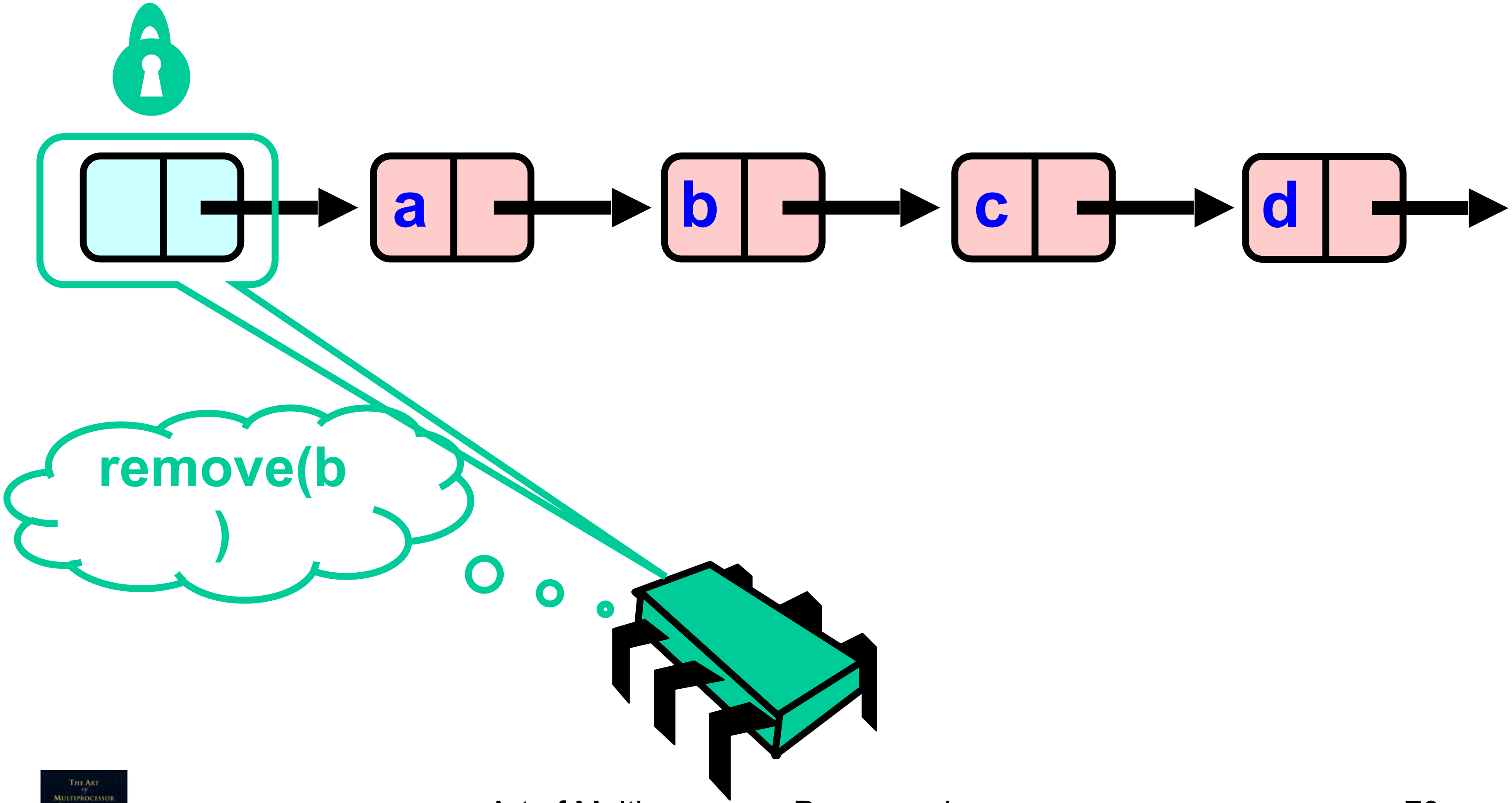

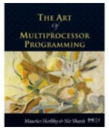

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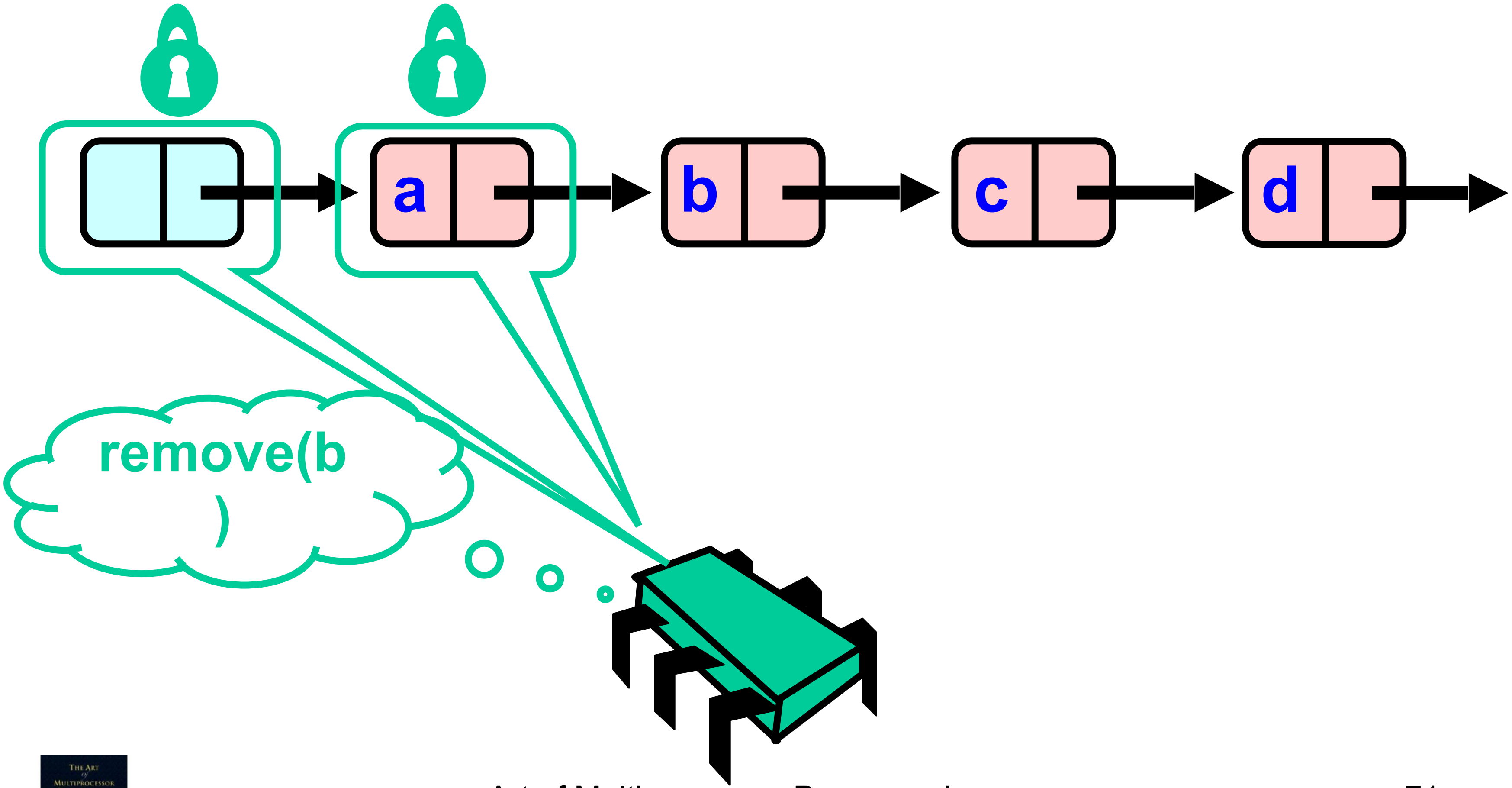

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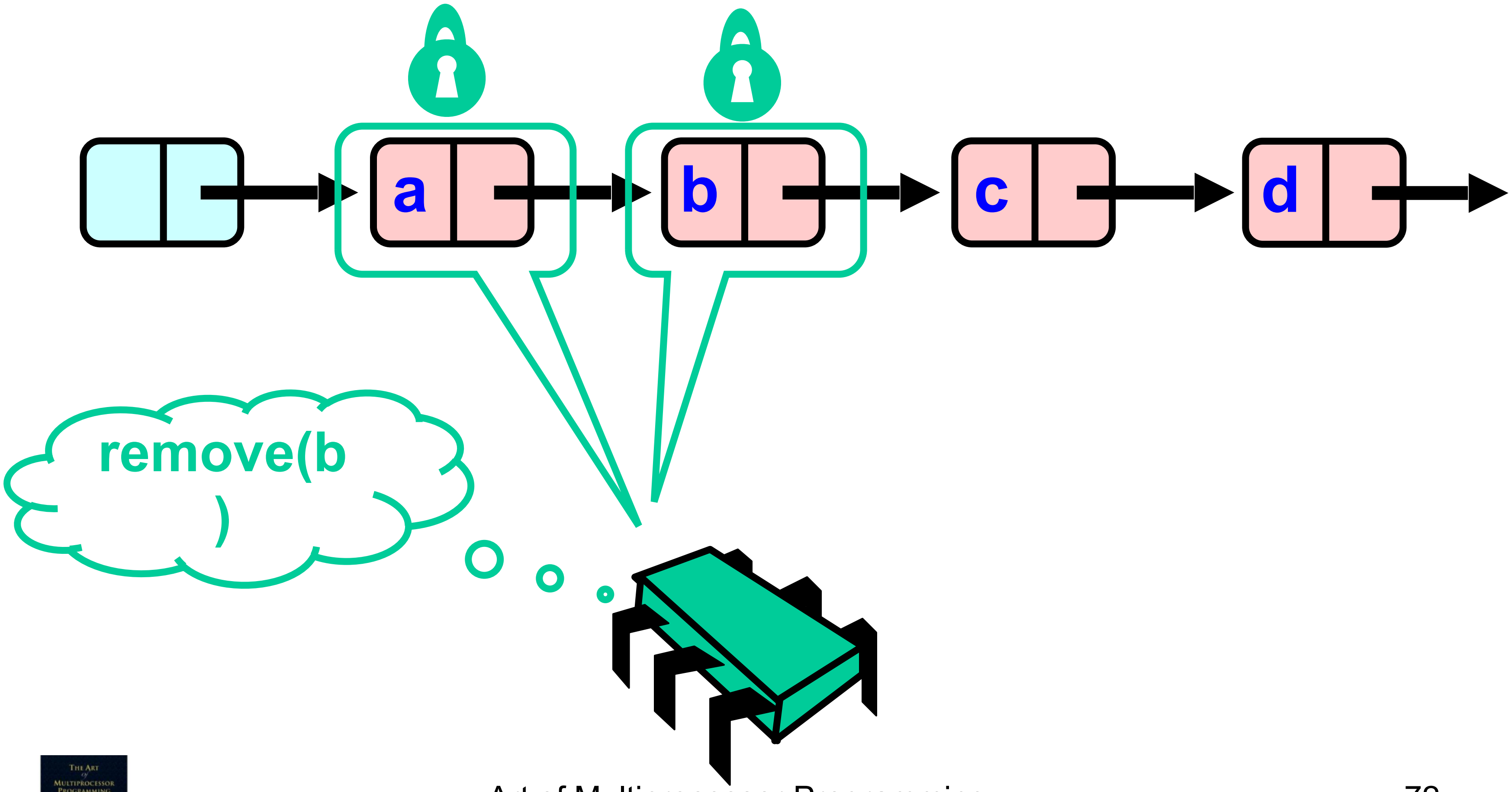

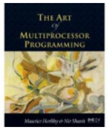

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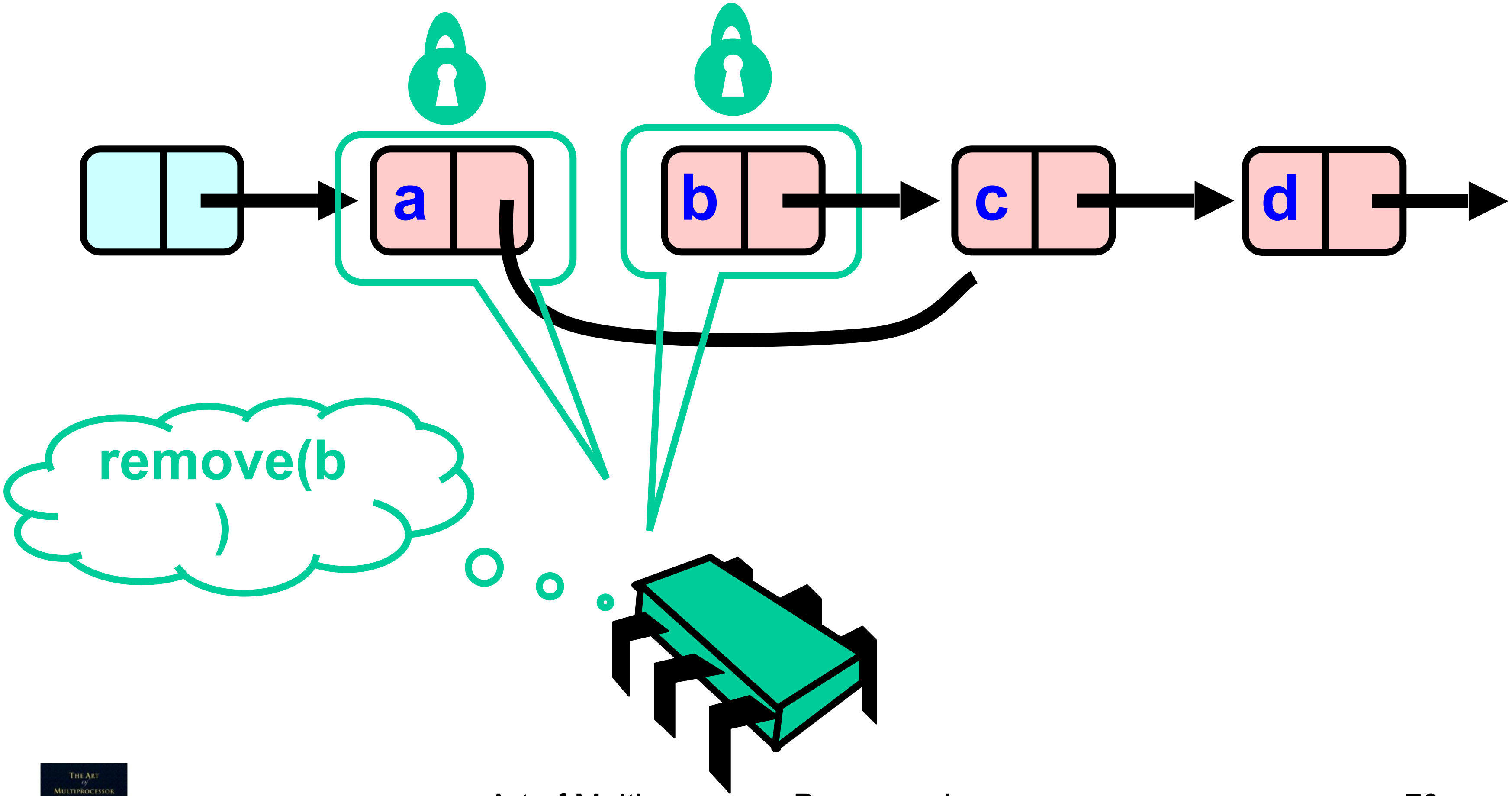

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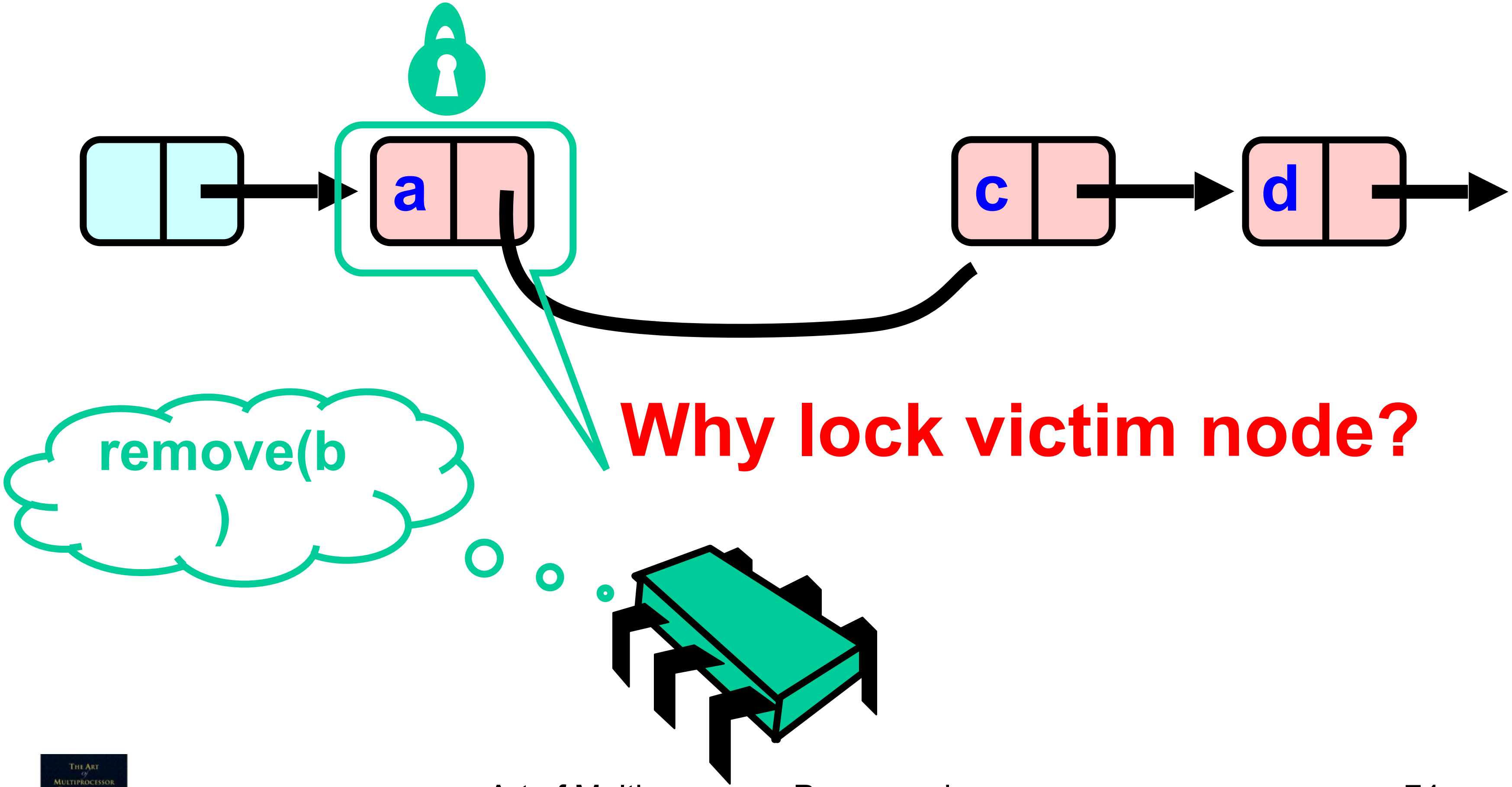
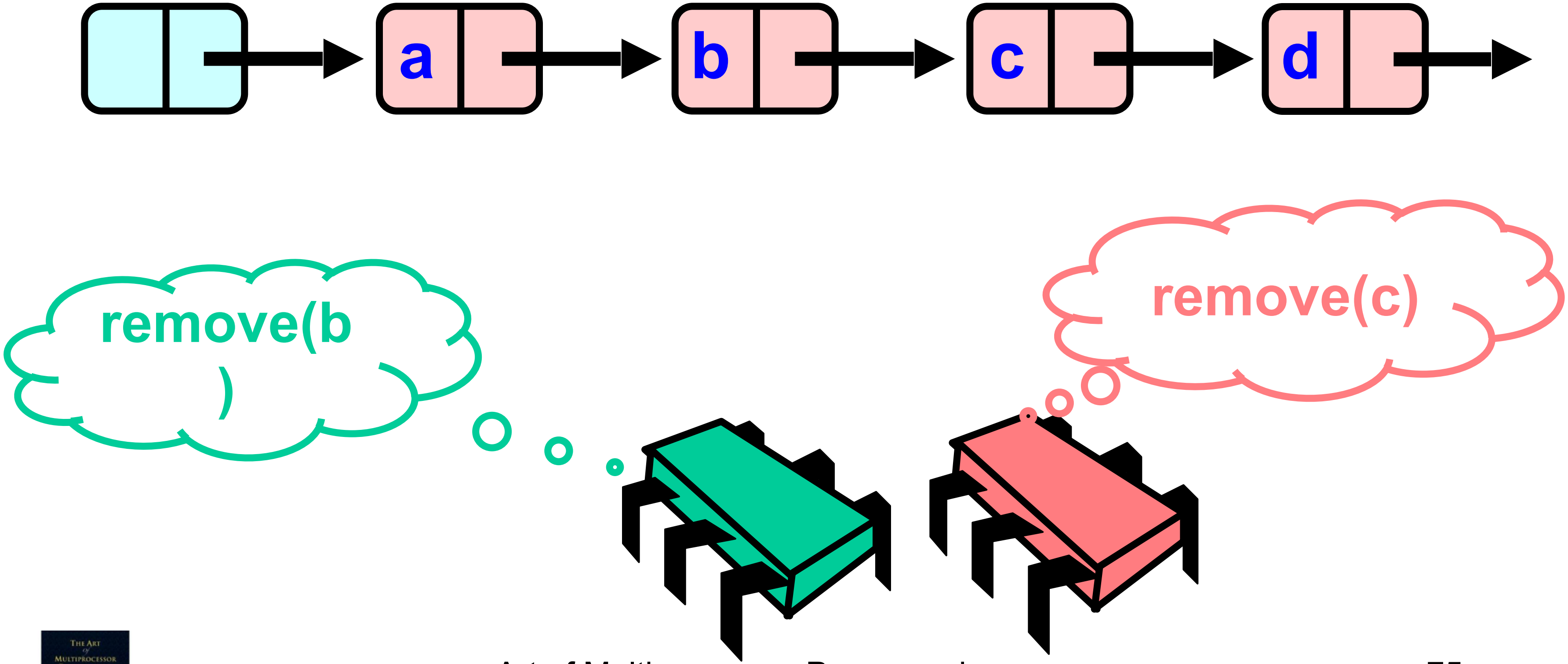
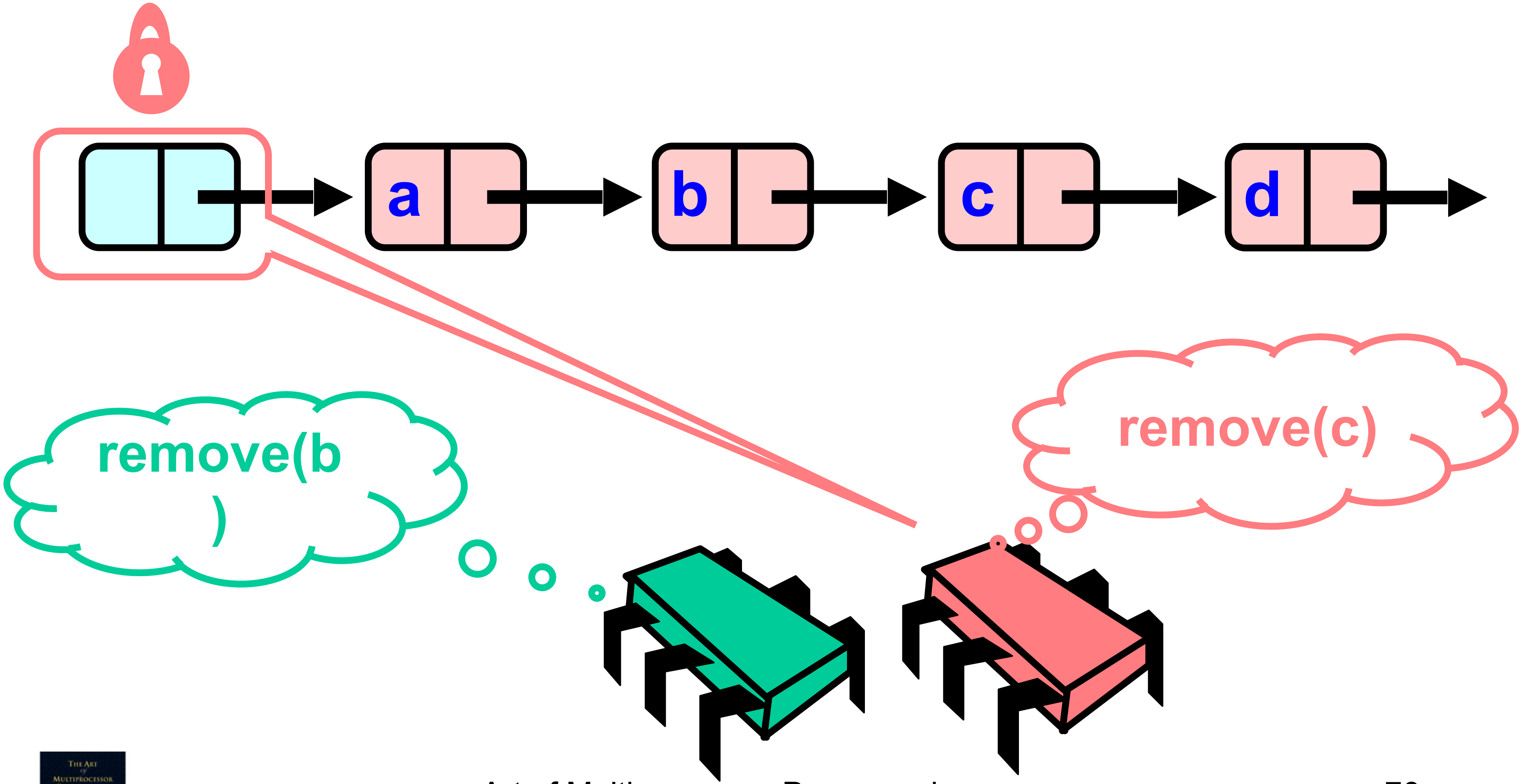


Why lock victim node?

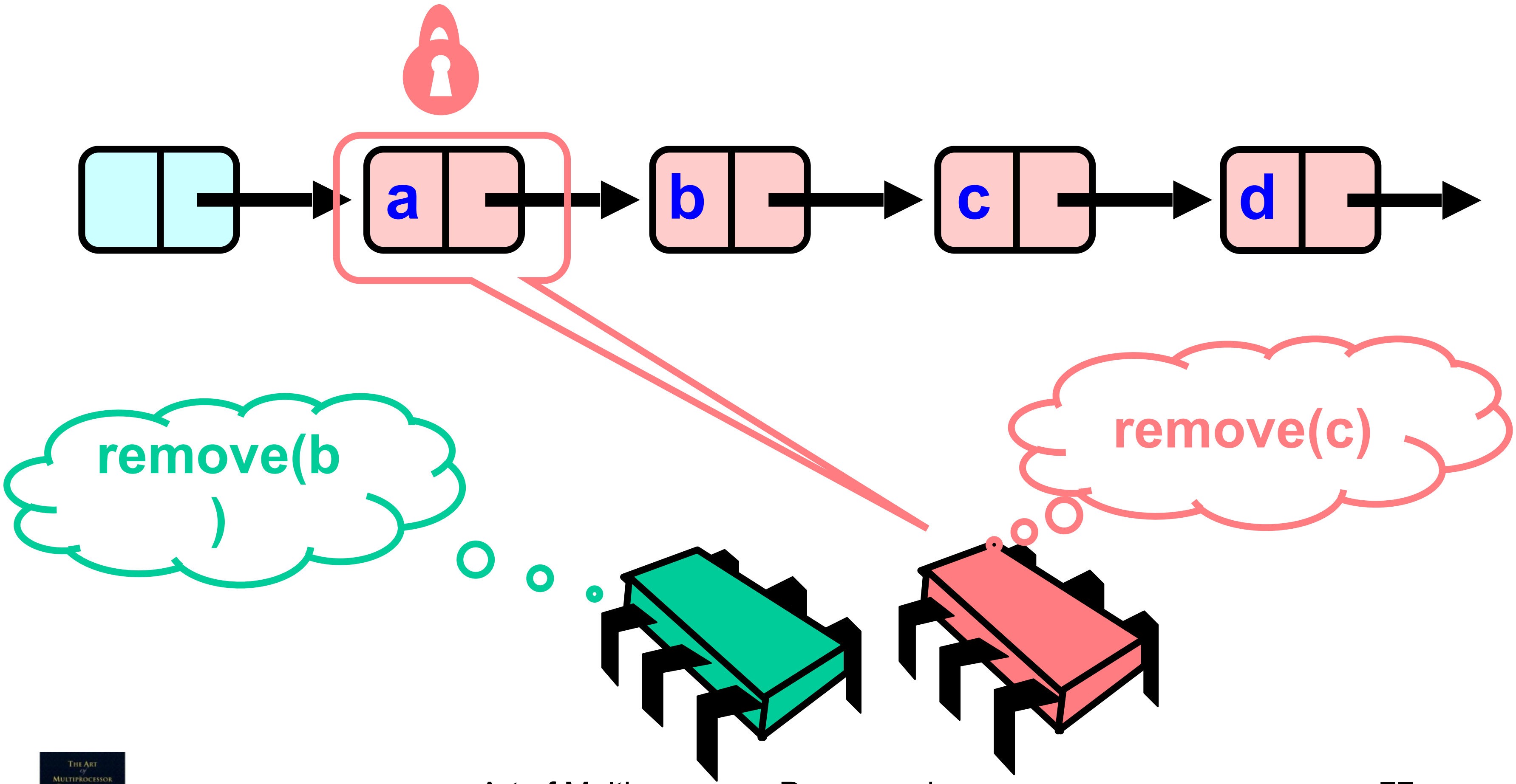
Concurrent Removes

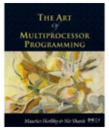


Concurrent Removes



Concurrent Removes





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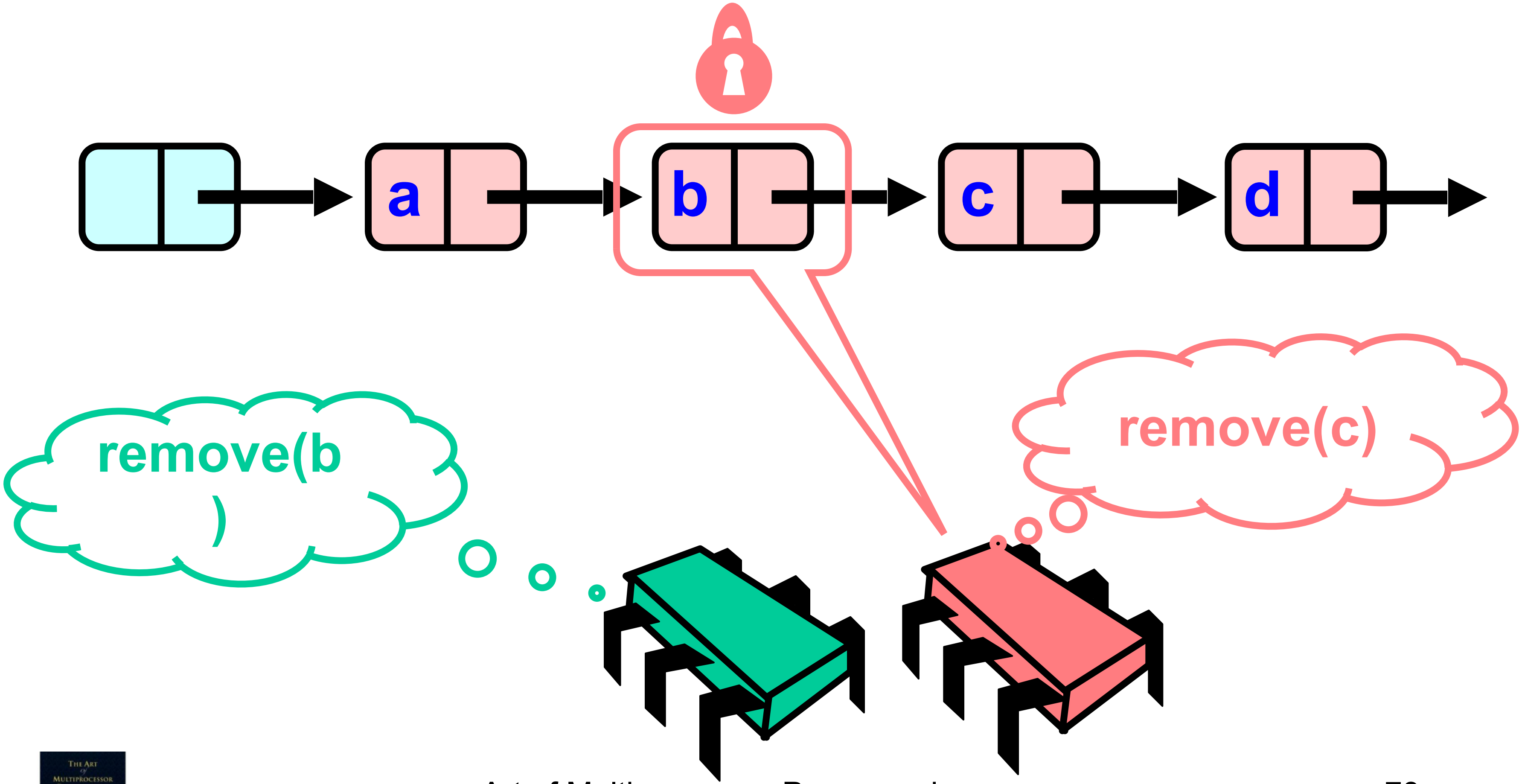

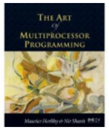

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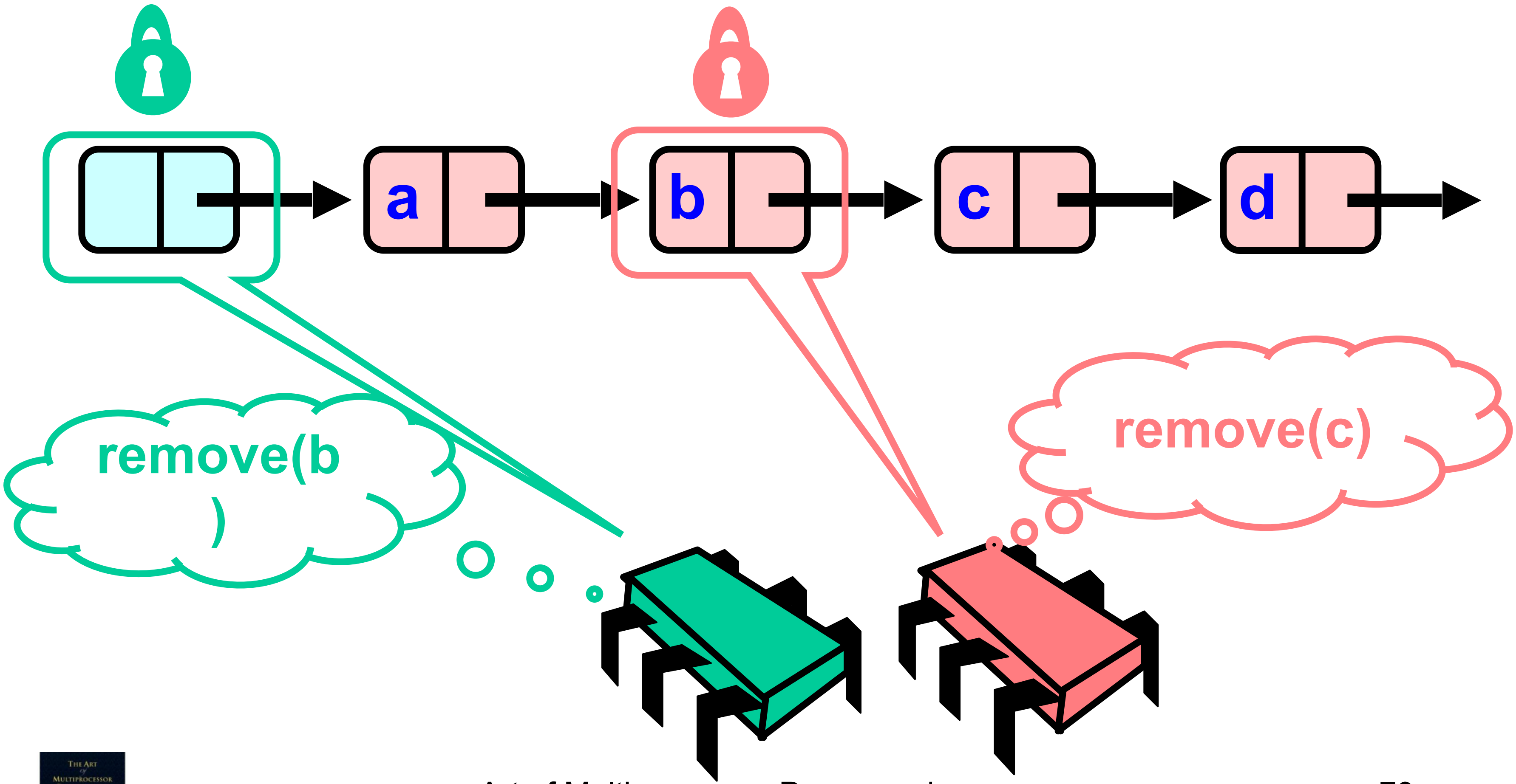

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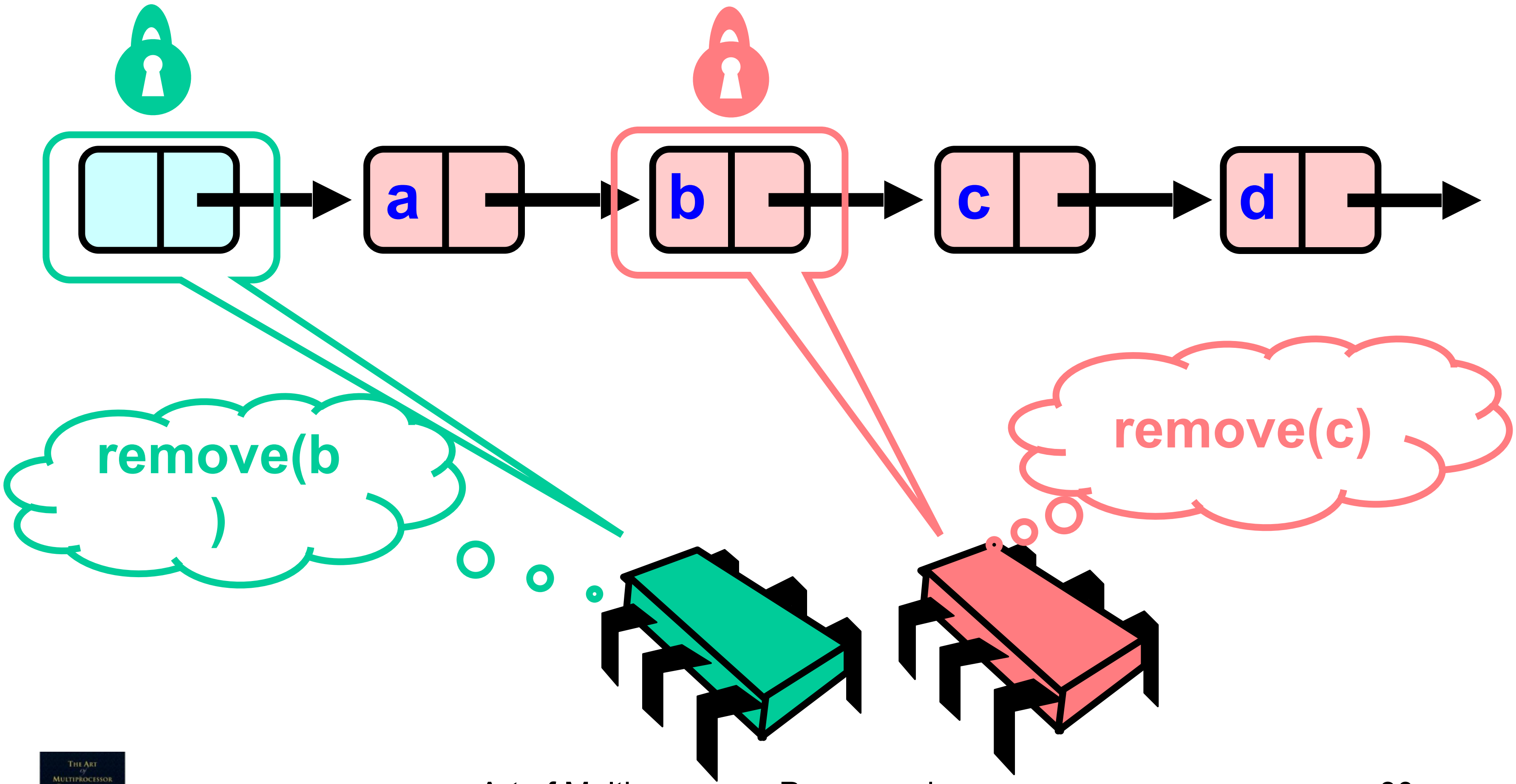

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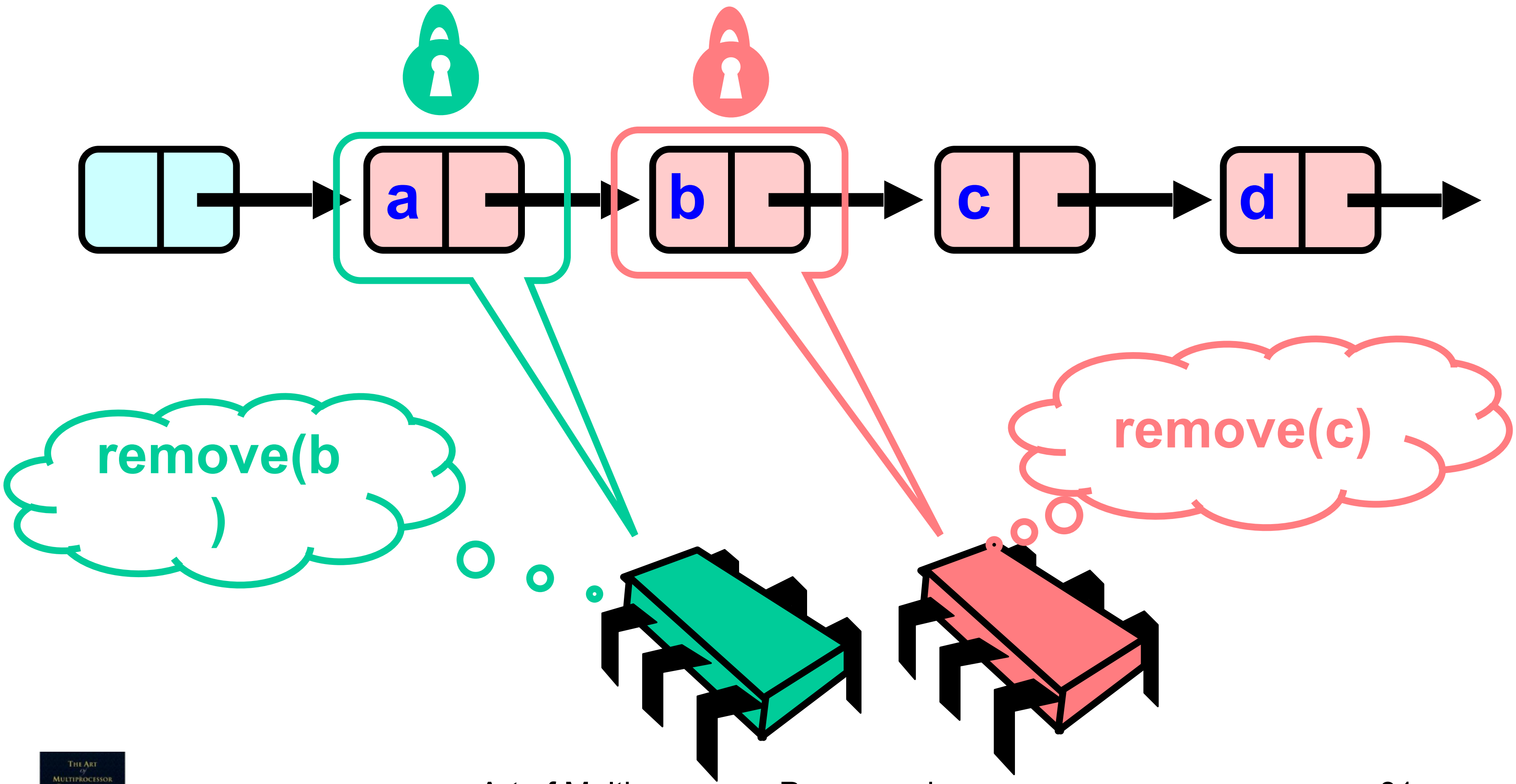
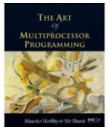
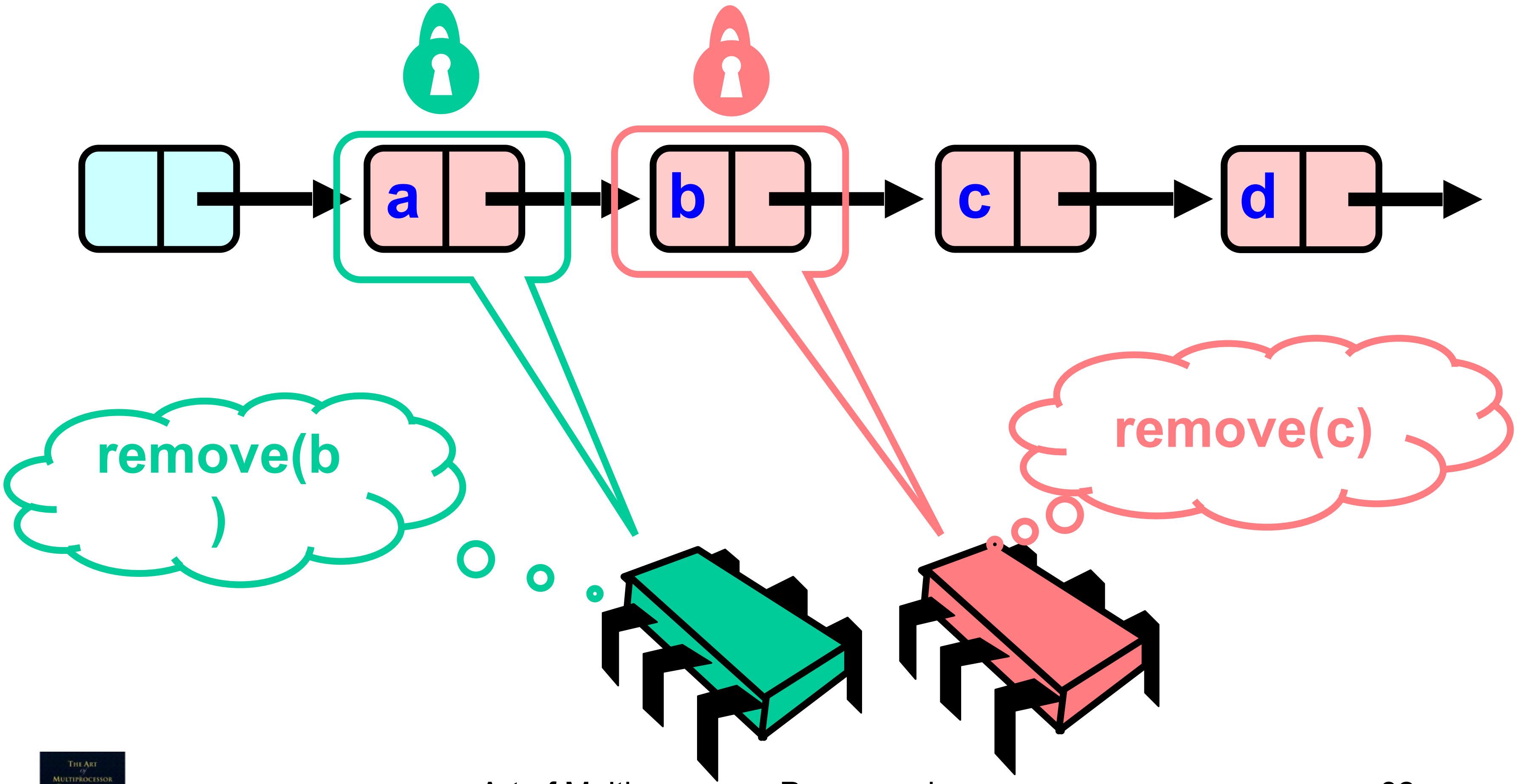
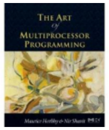




Concurrent Removes





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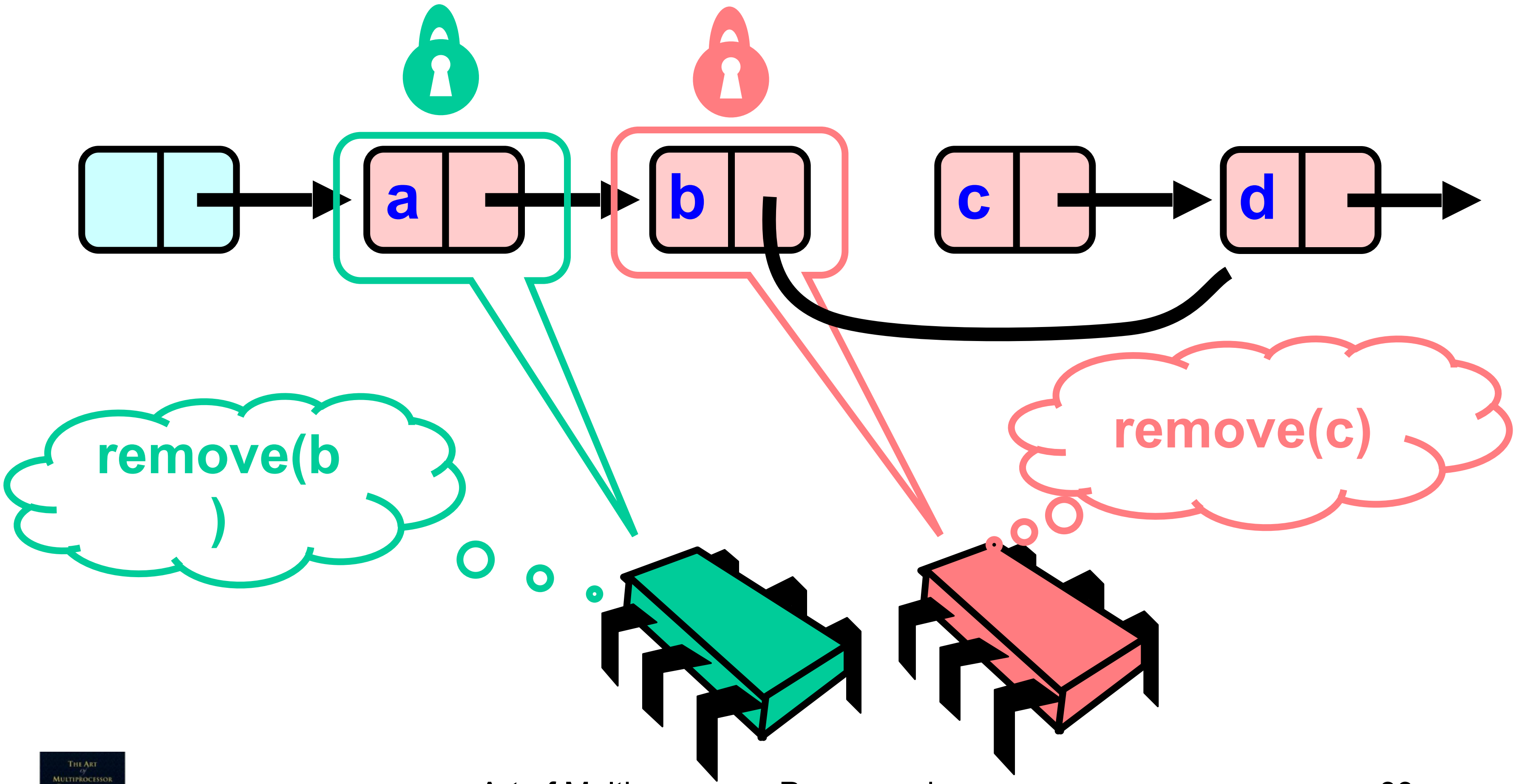

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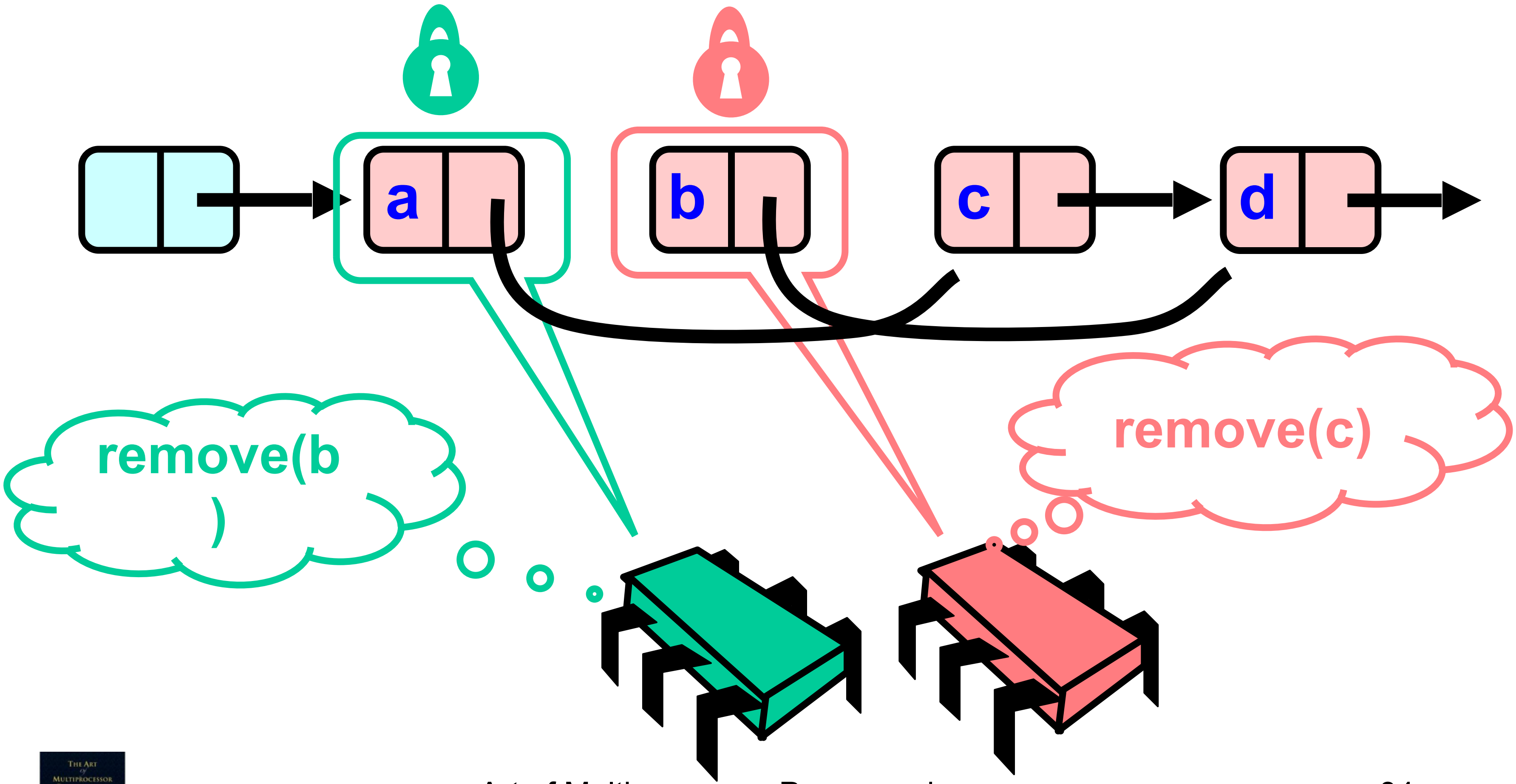
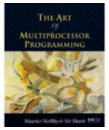
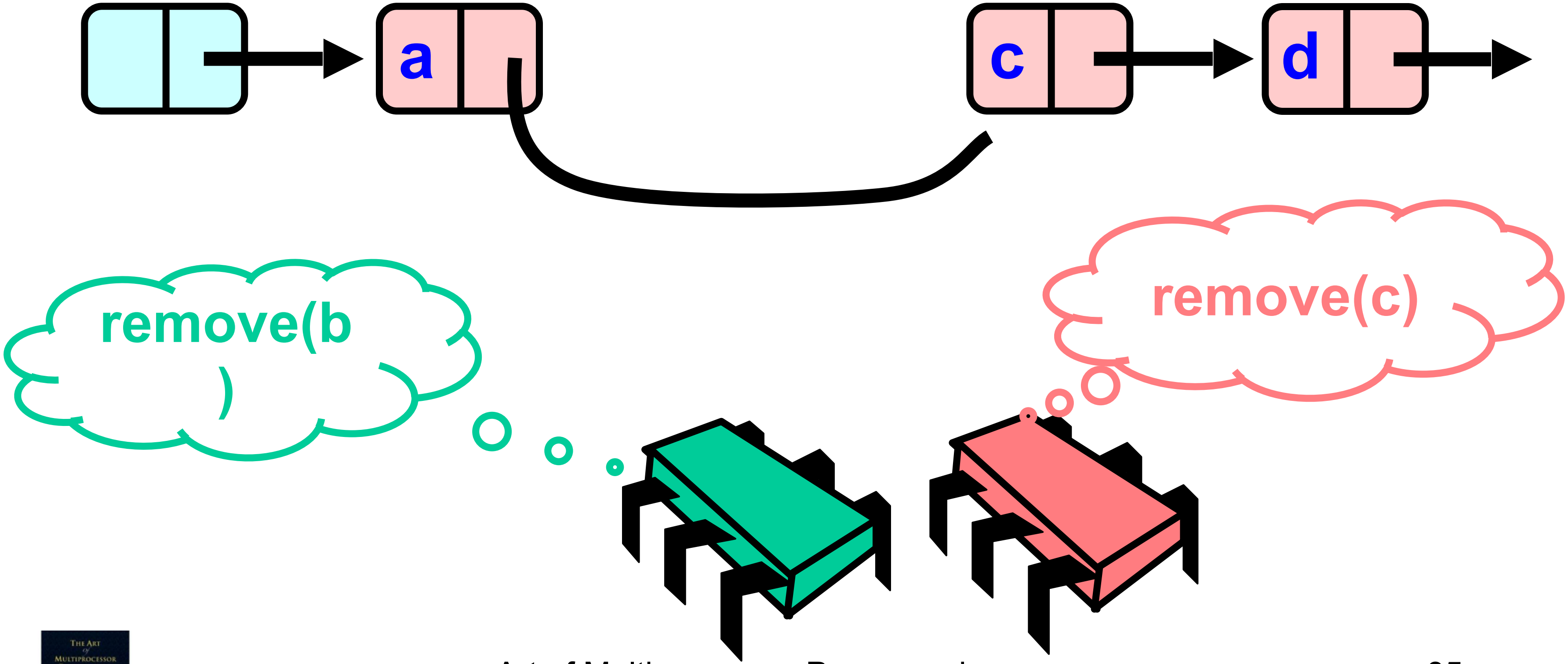
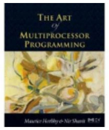




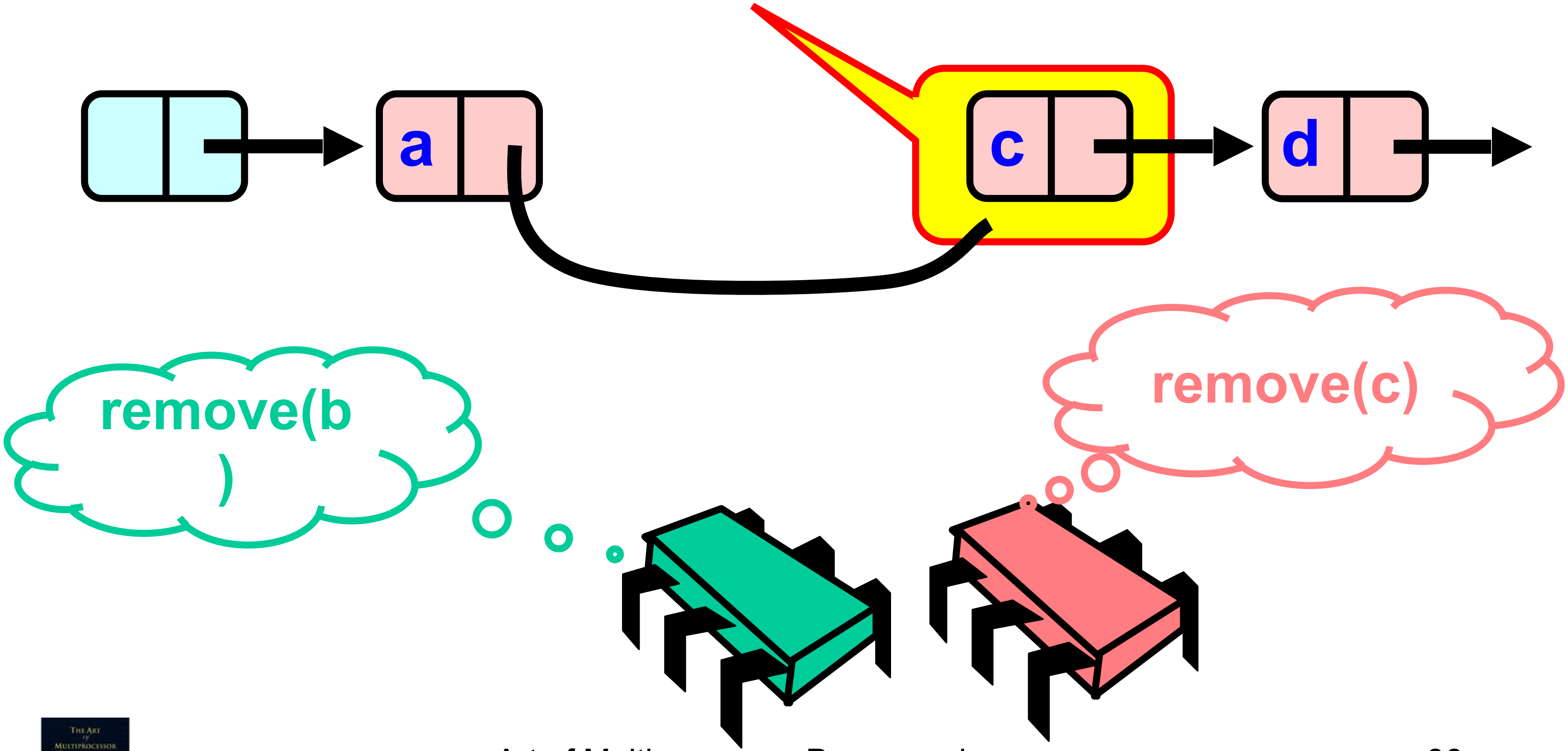
Uh, Oh





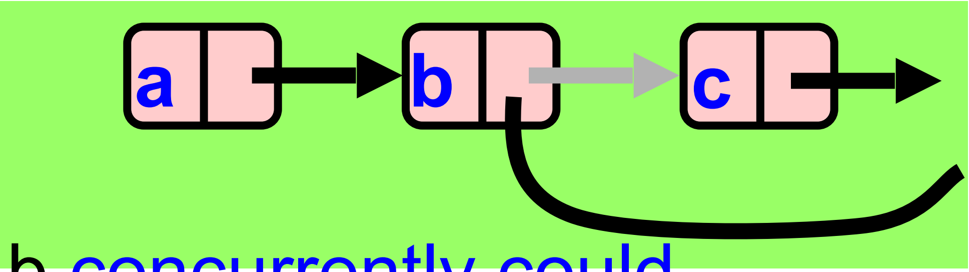
Uh, Oh

Bad news, c not removed

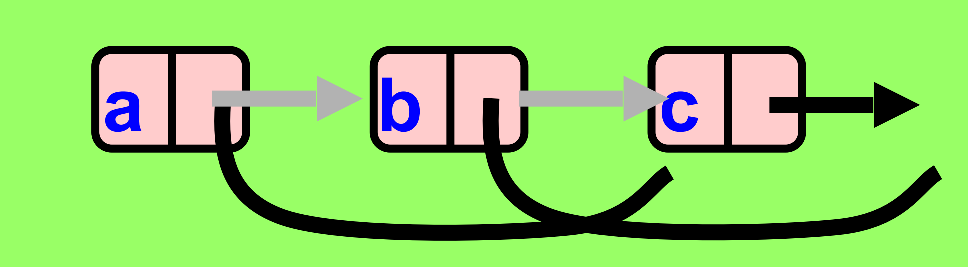


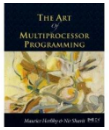
Problem

- To delete node c
  - Swing node b's next field to d



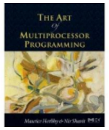
- Problem is,
  - Someone deleting b concurrently could direct a pointer to c



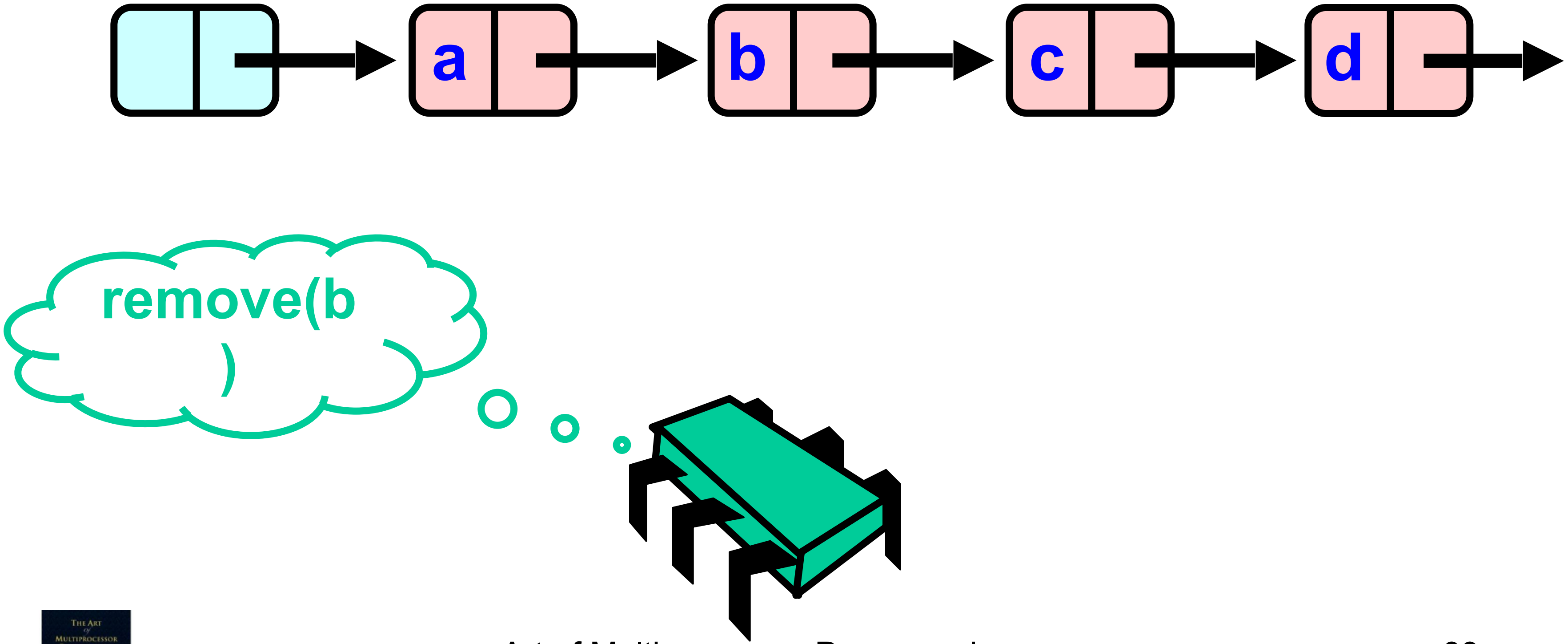


Insight

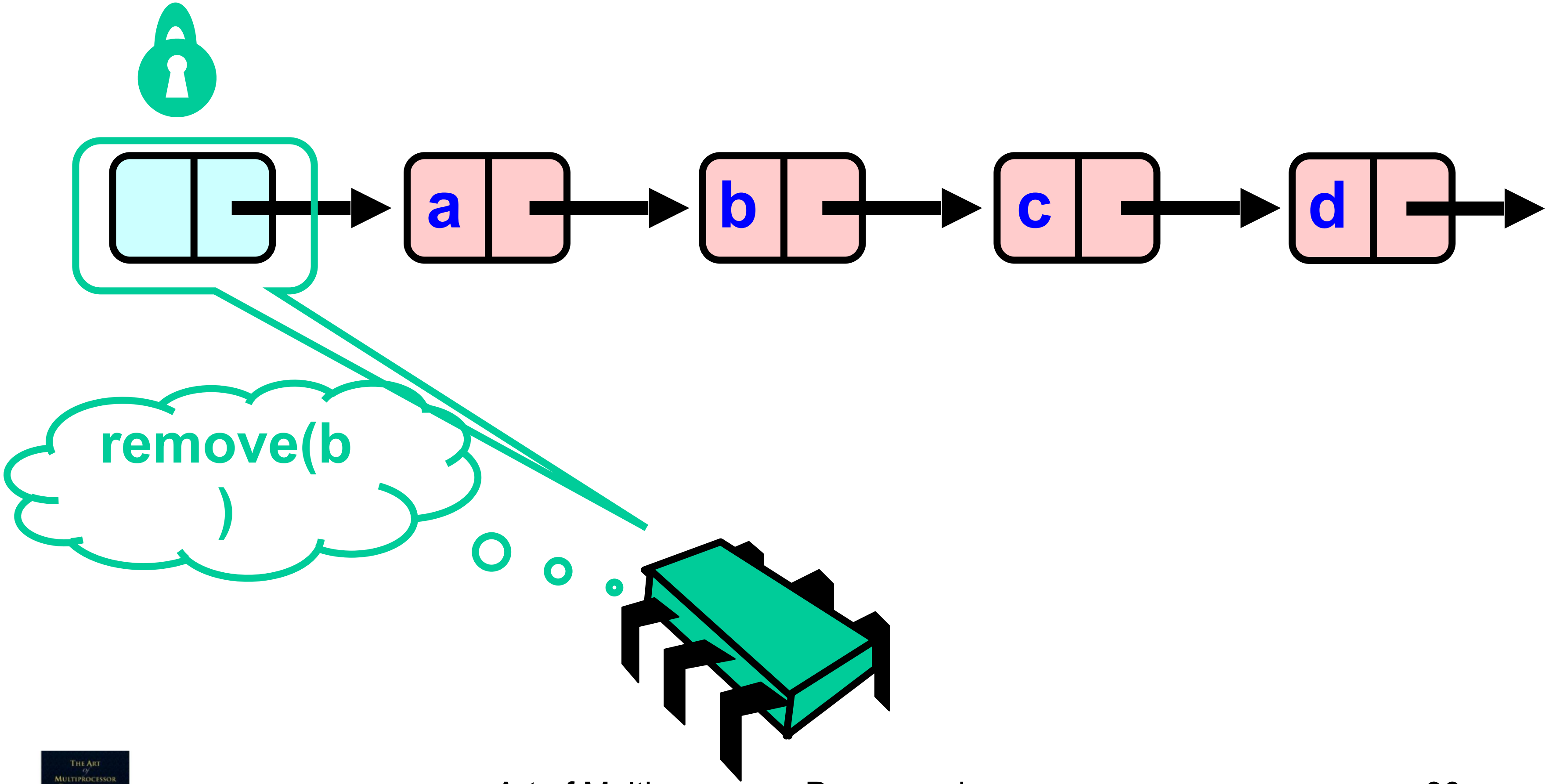
- If a node is locked
  - No one can delete node’s *successor*
- If a thread locks
  - Node to be deleted
  - And its predecessor
  - Then it works

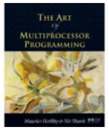


Hand-Over-Hand Again

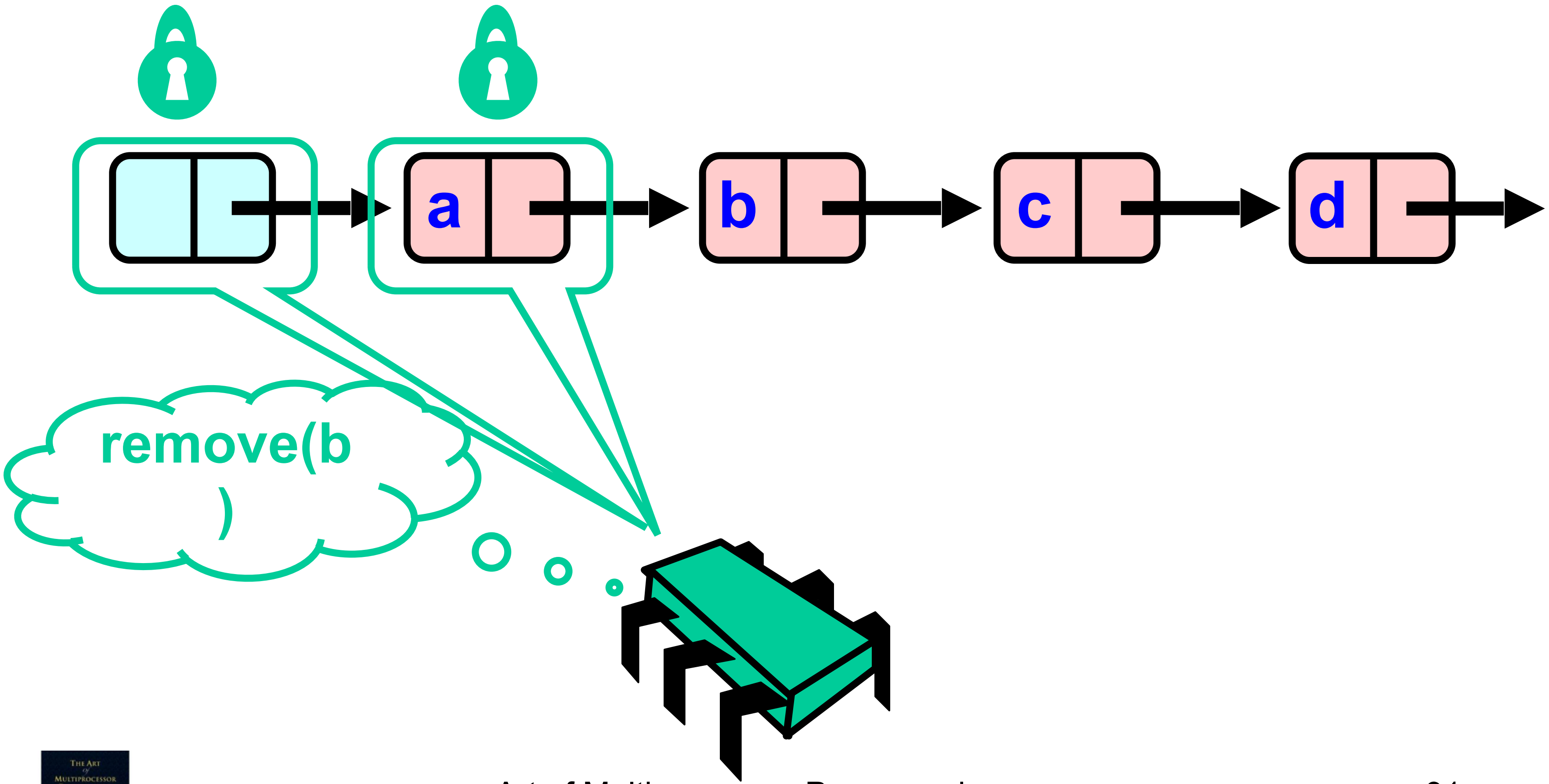


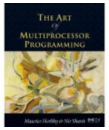
Hand-Over-Hand Again





Hand-Over-Hand Again





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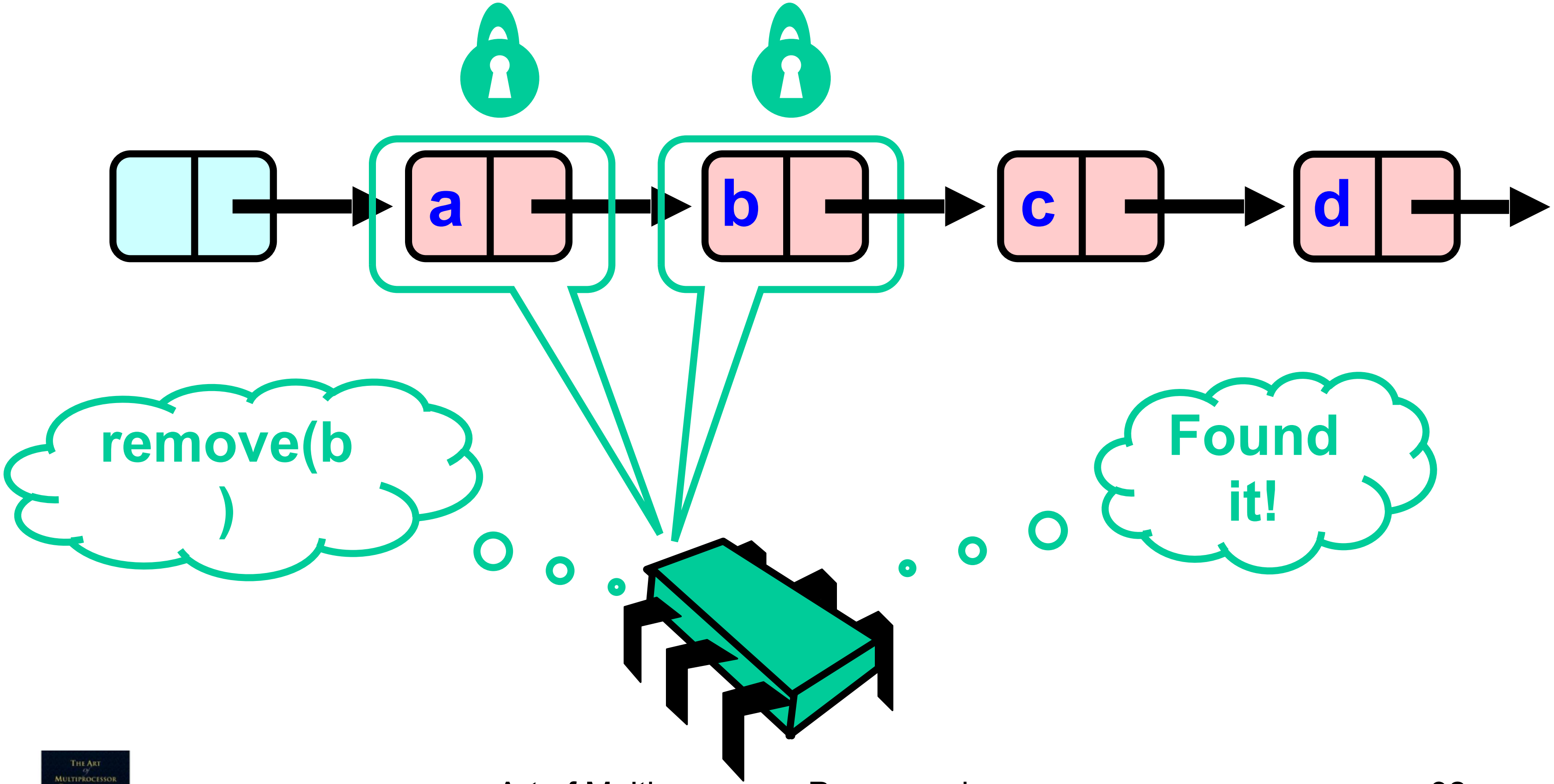

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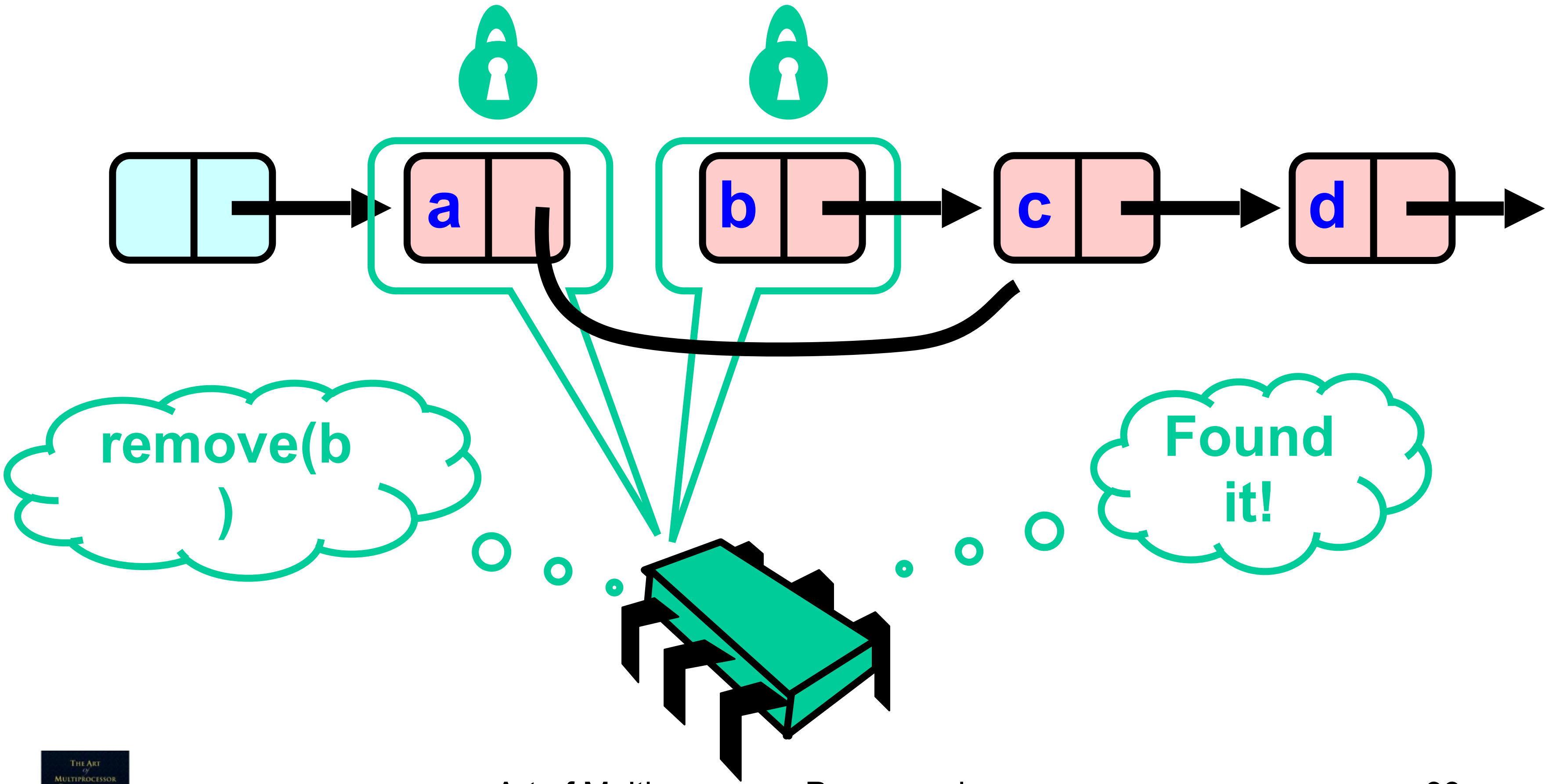

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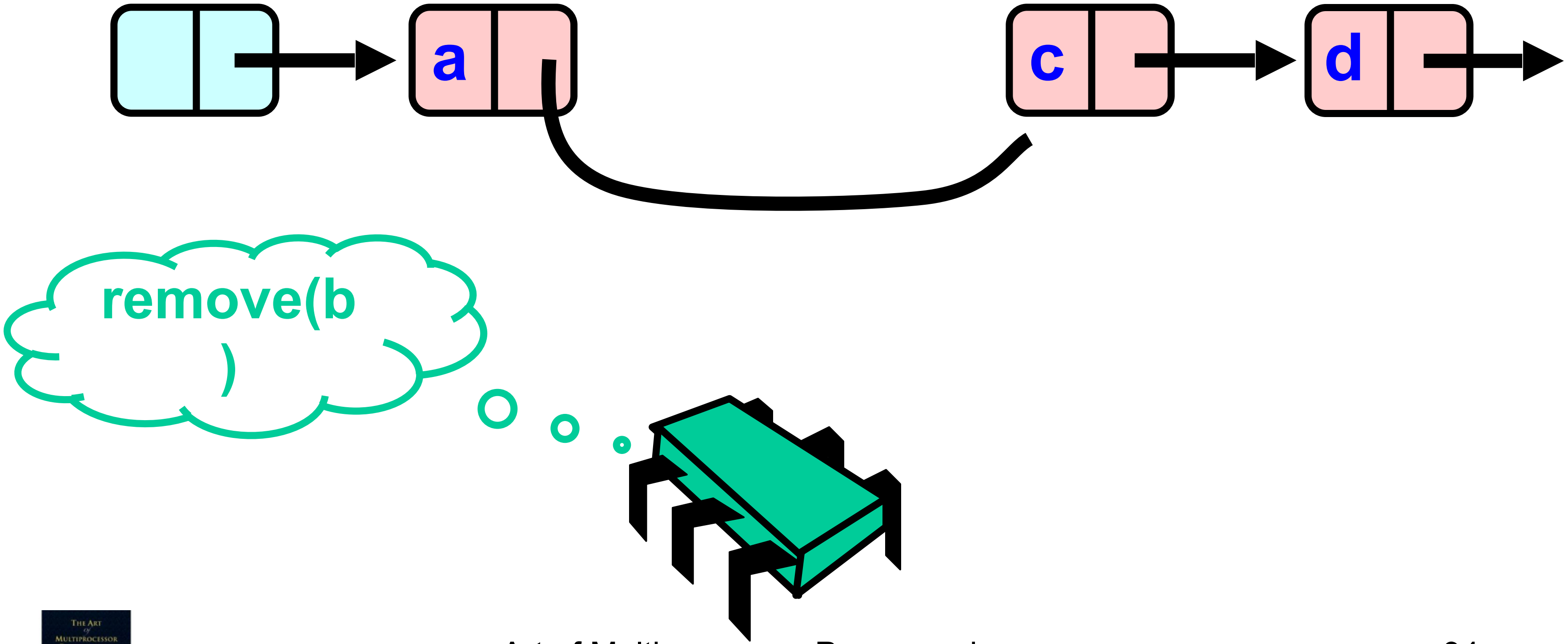
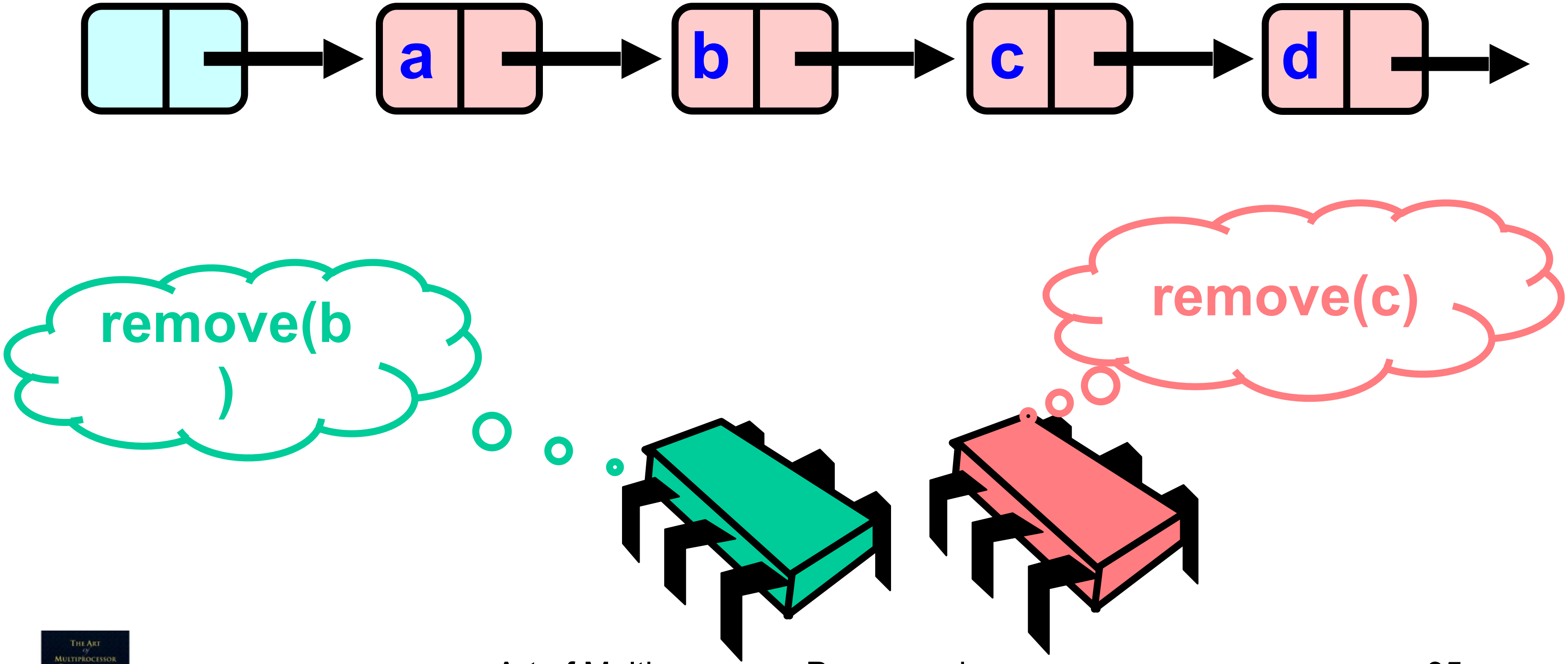
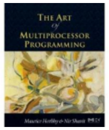


Removing a Node





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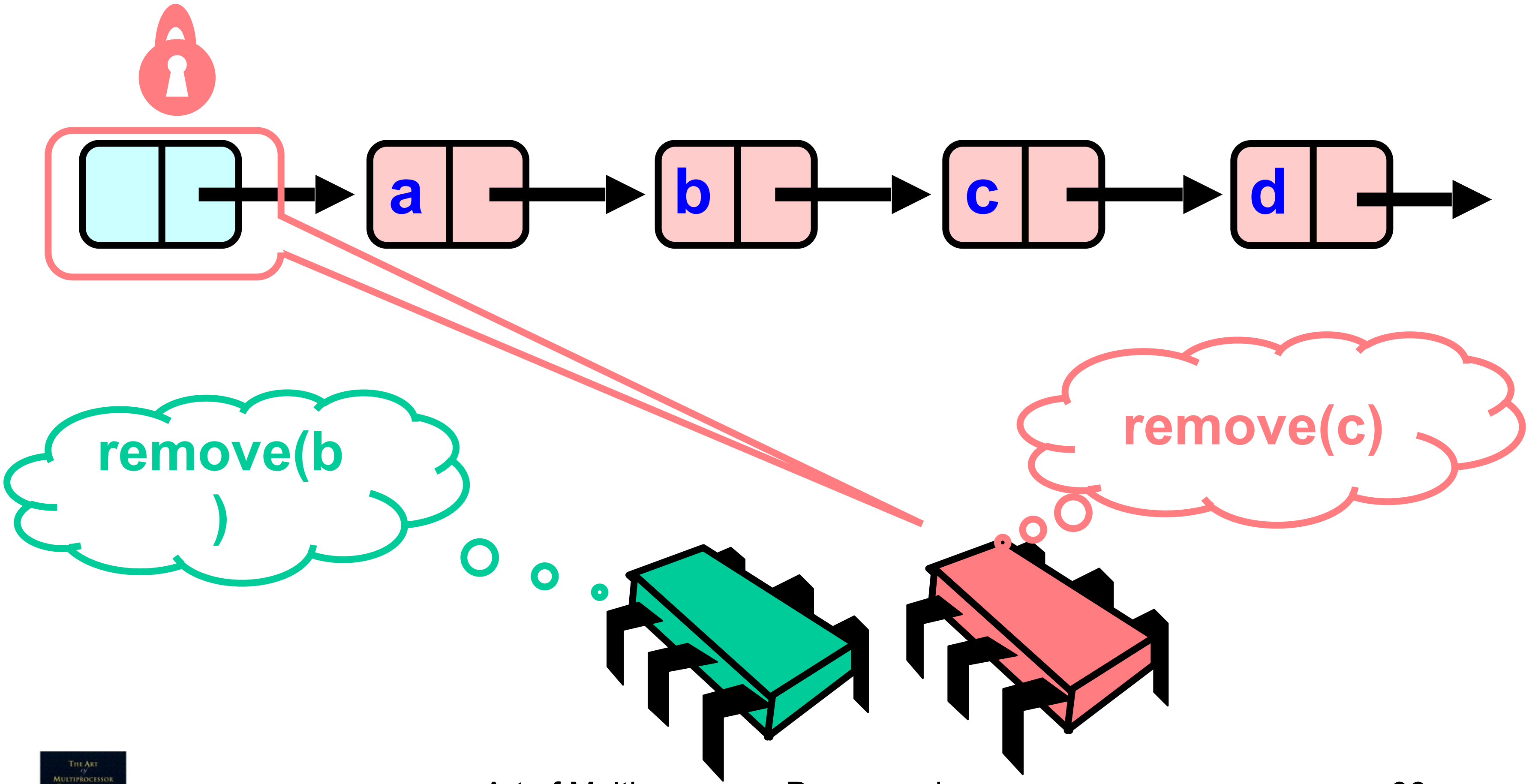

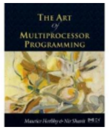

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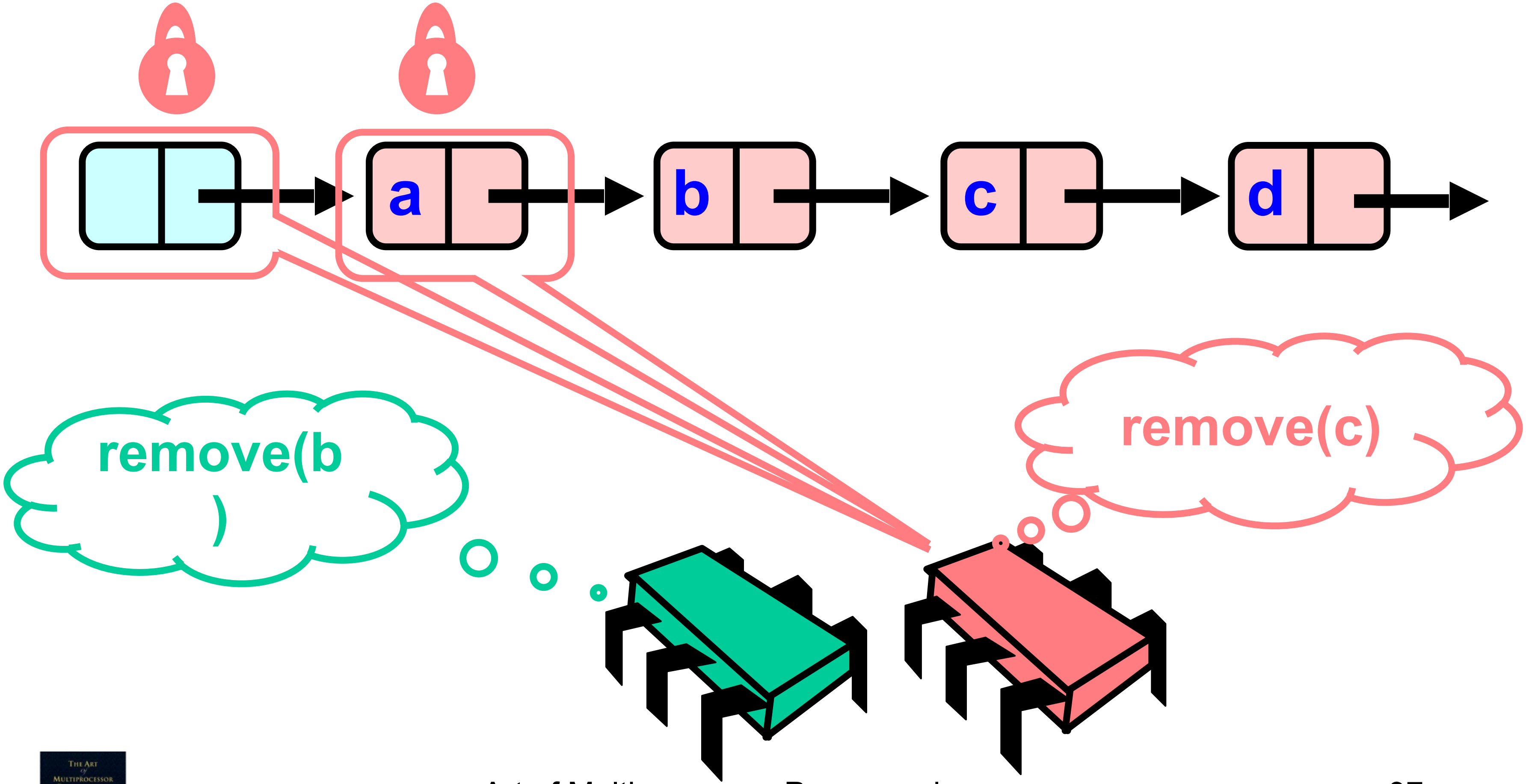

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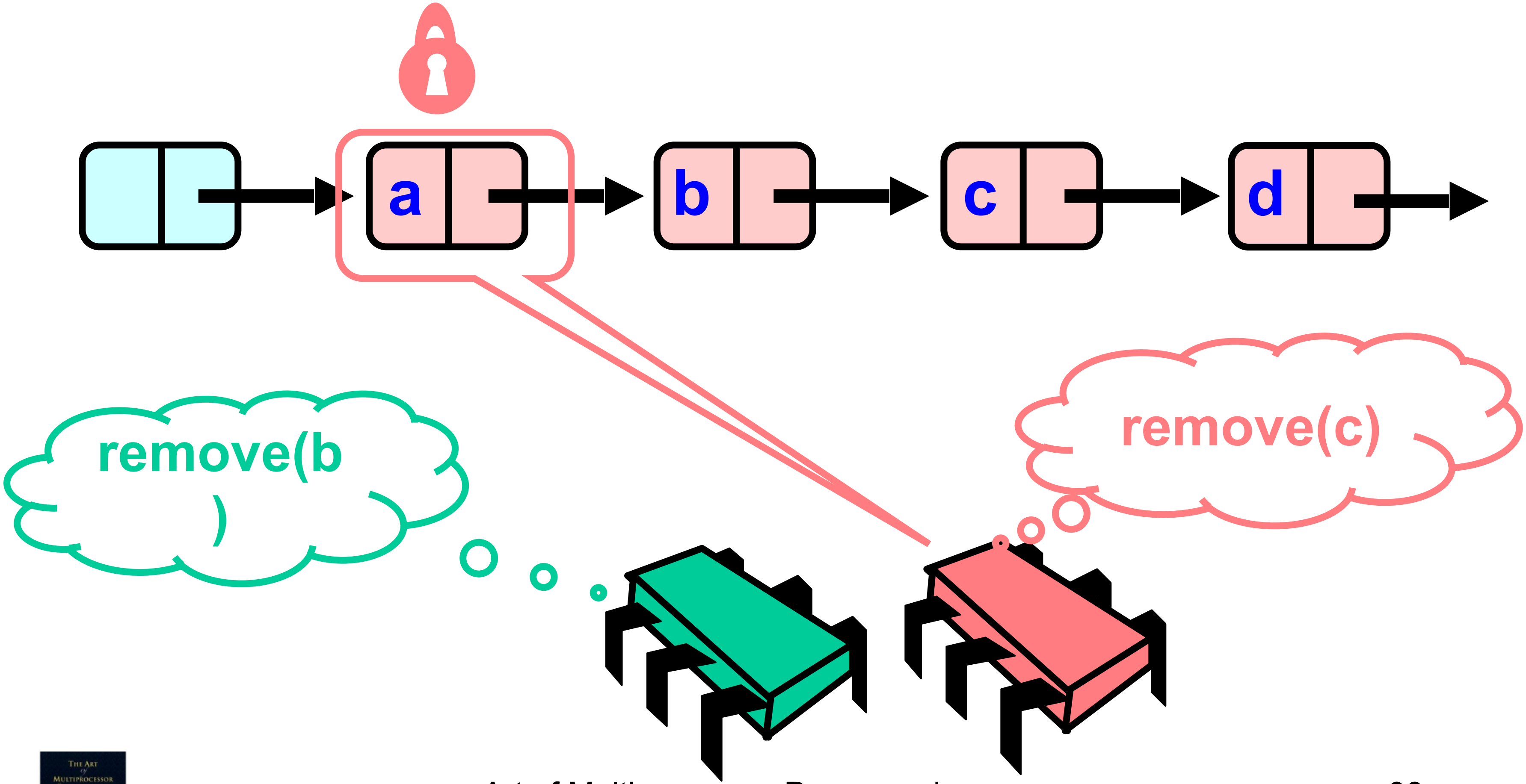

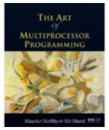

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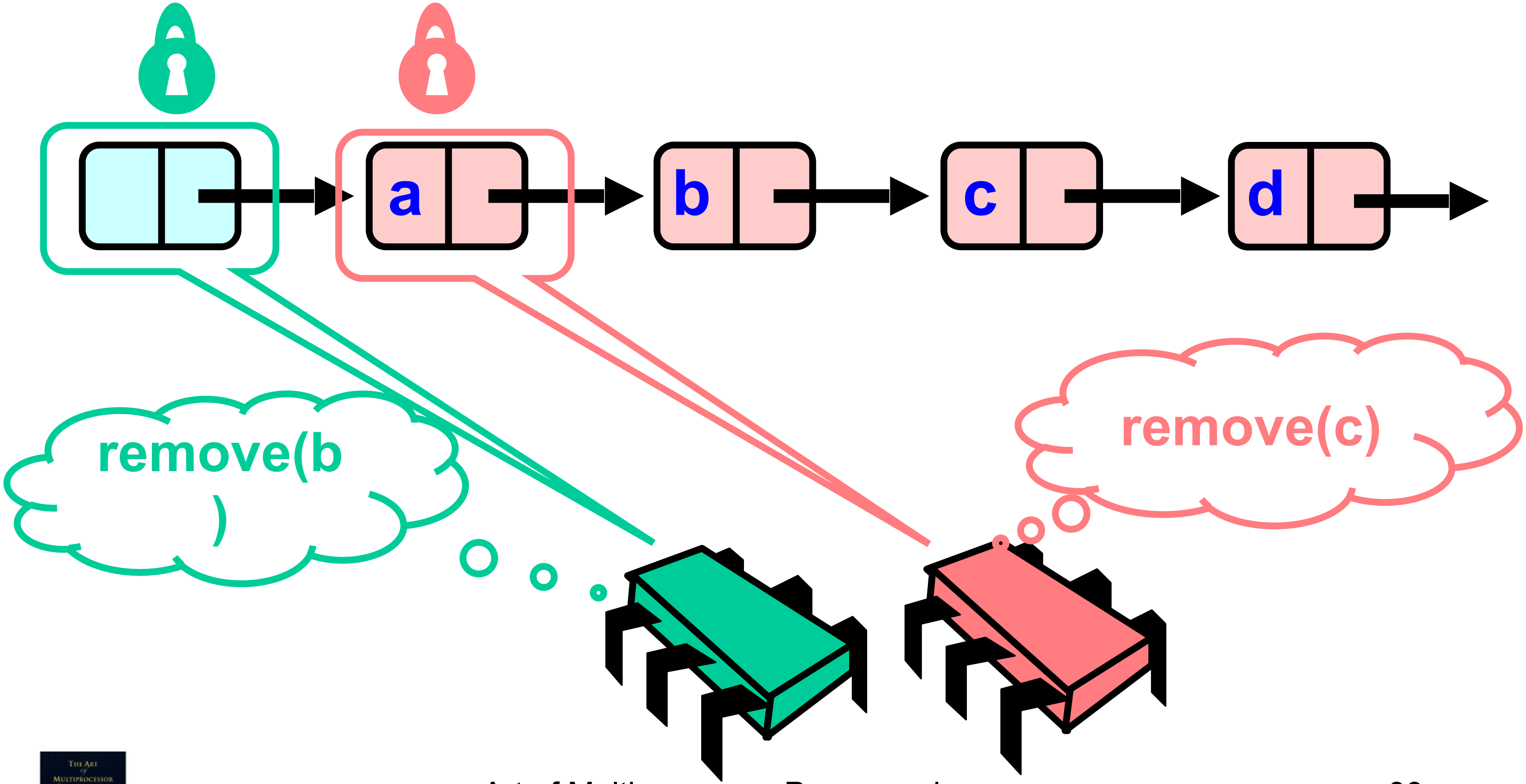

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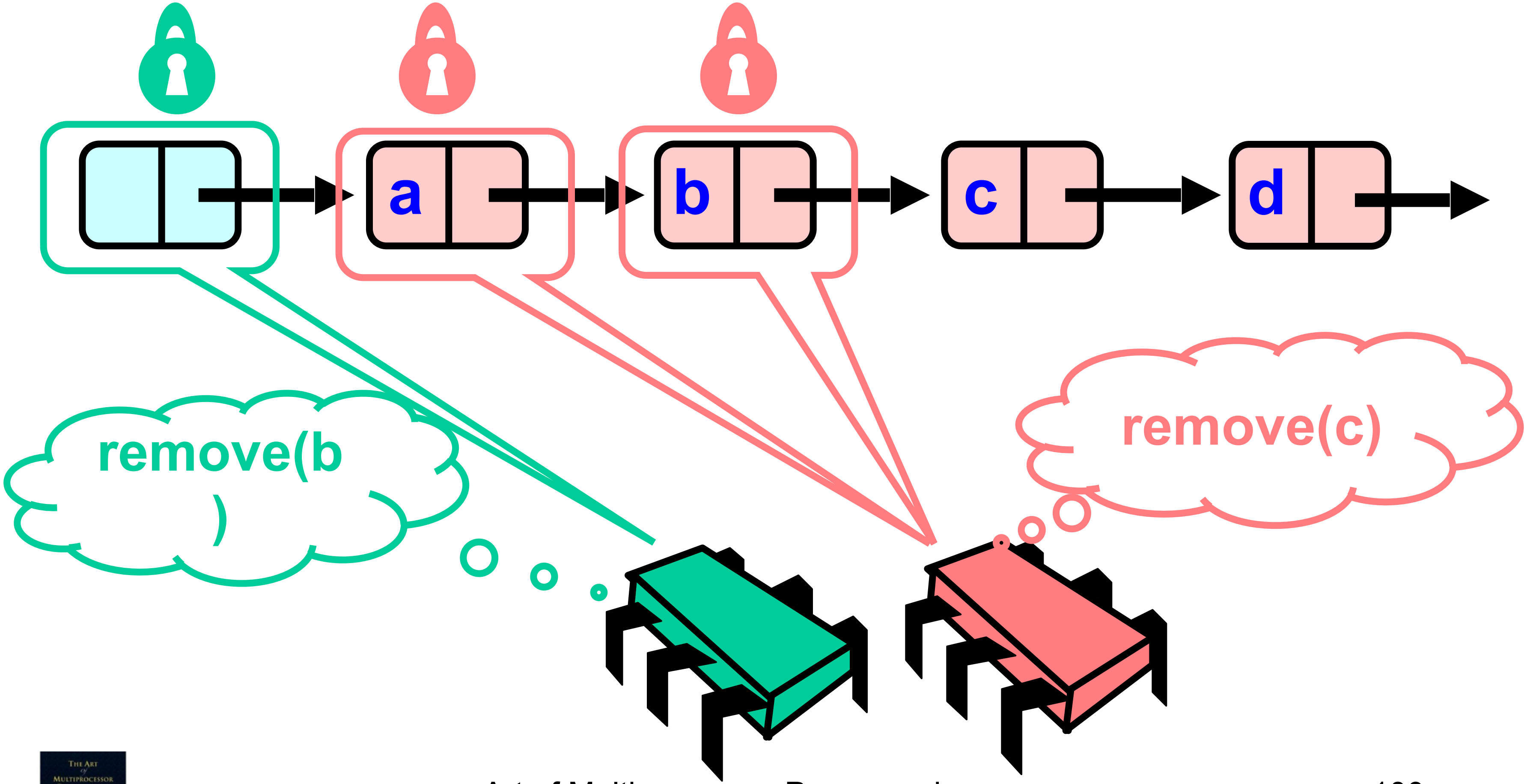

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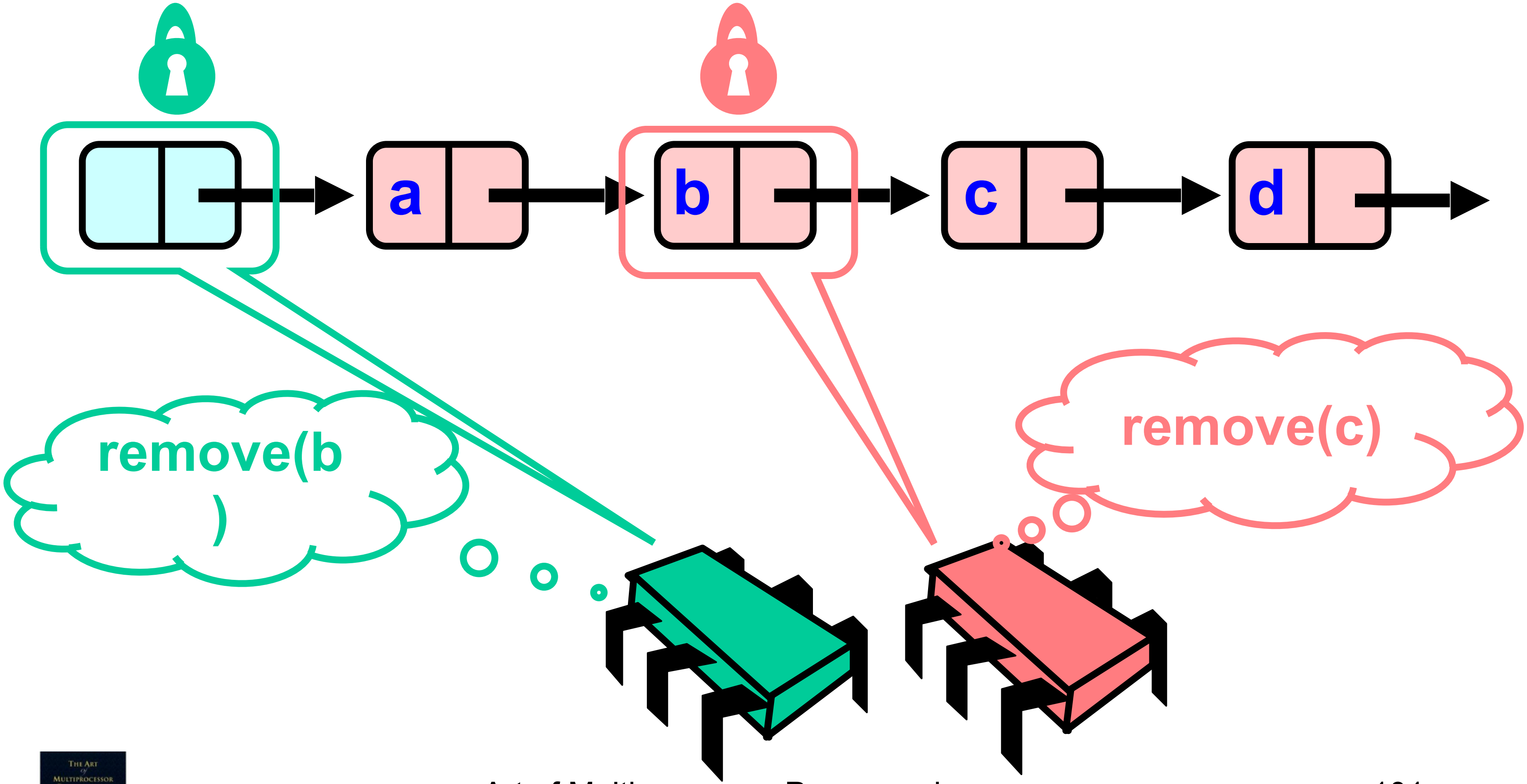

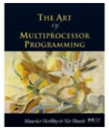

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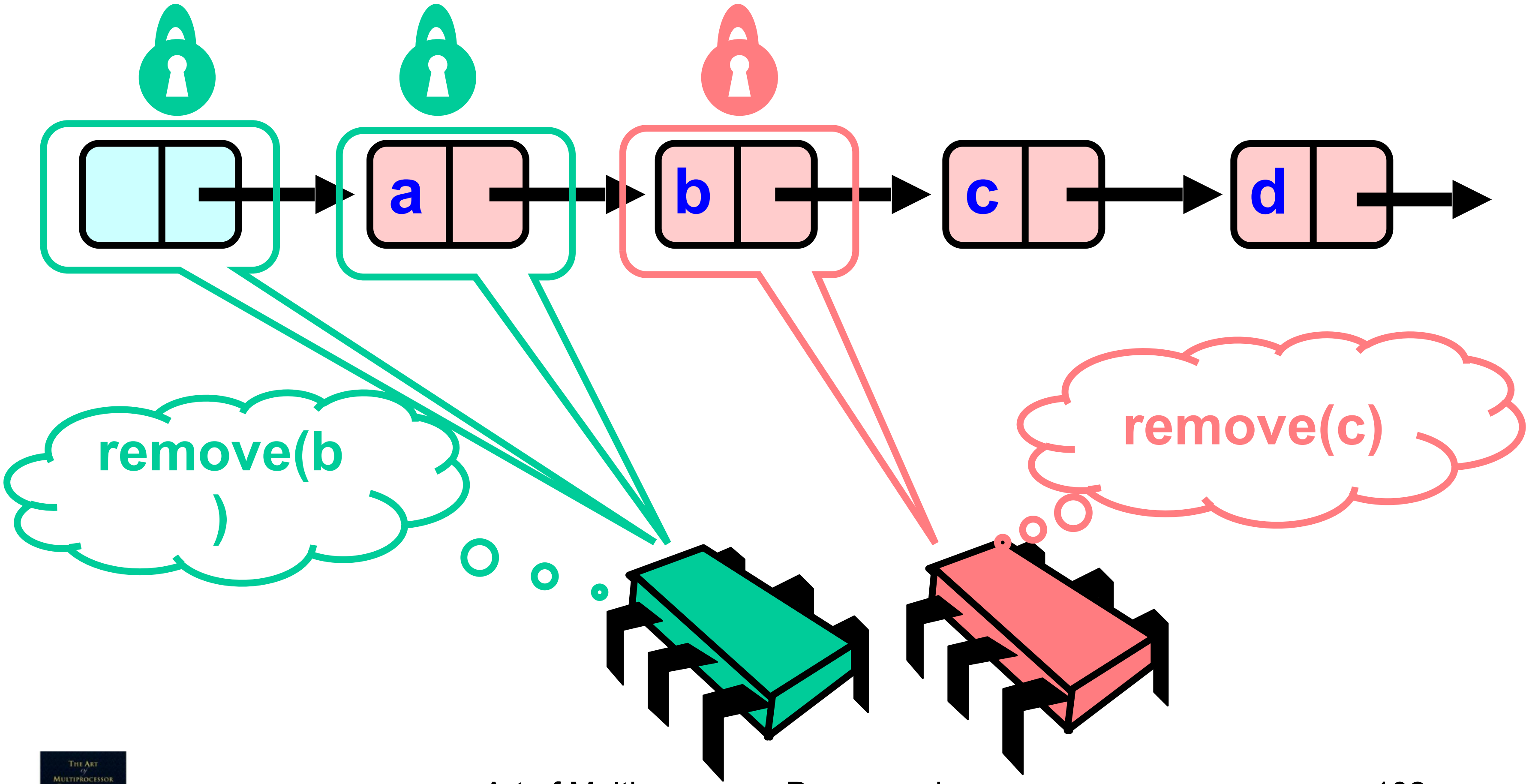

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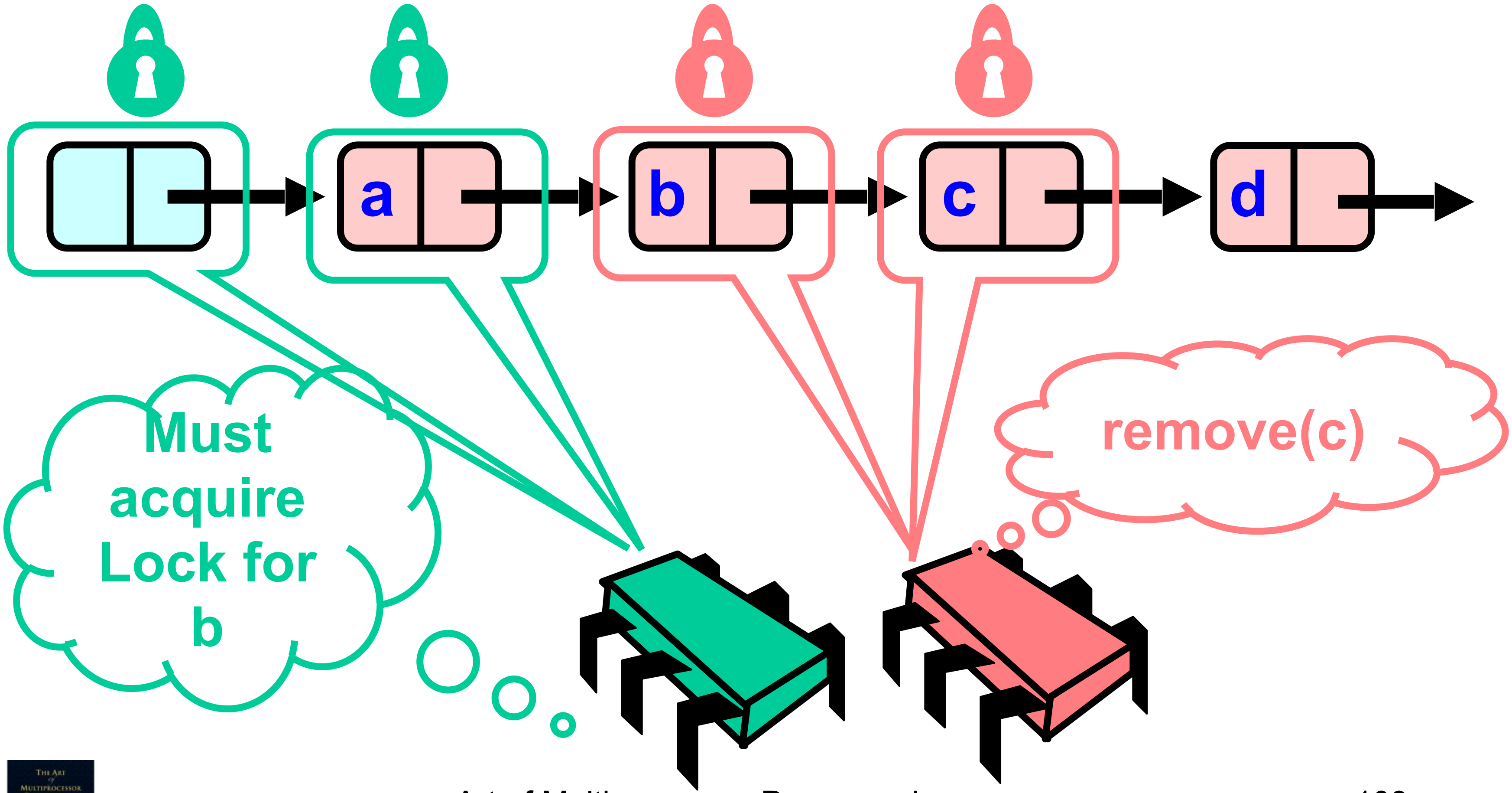

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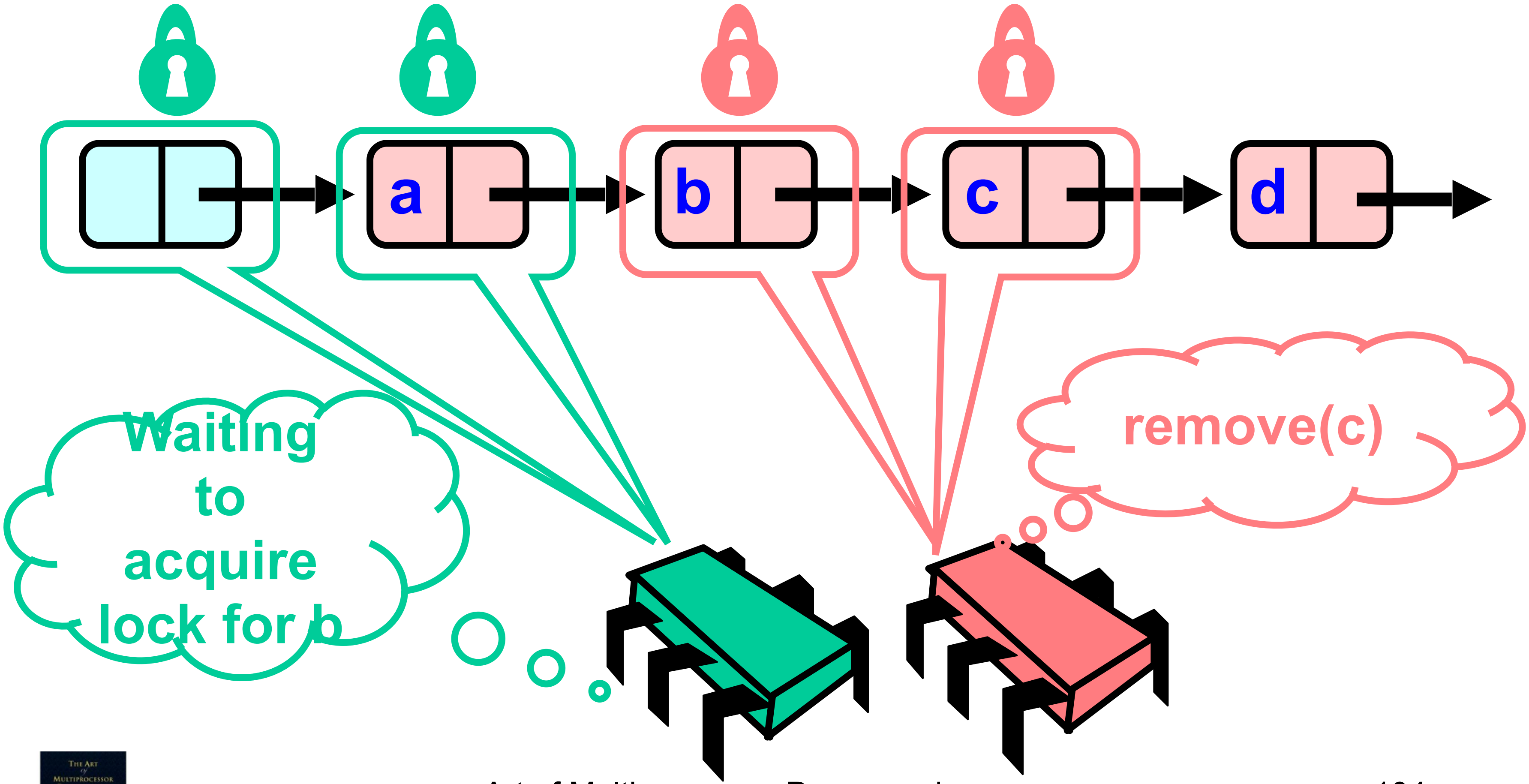

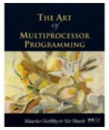

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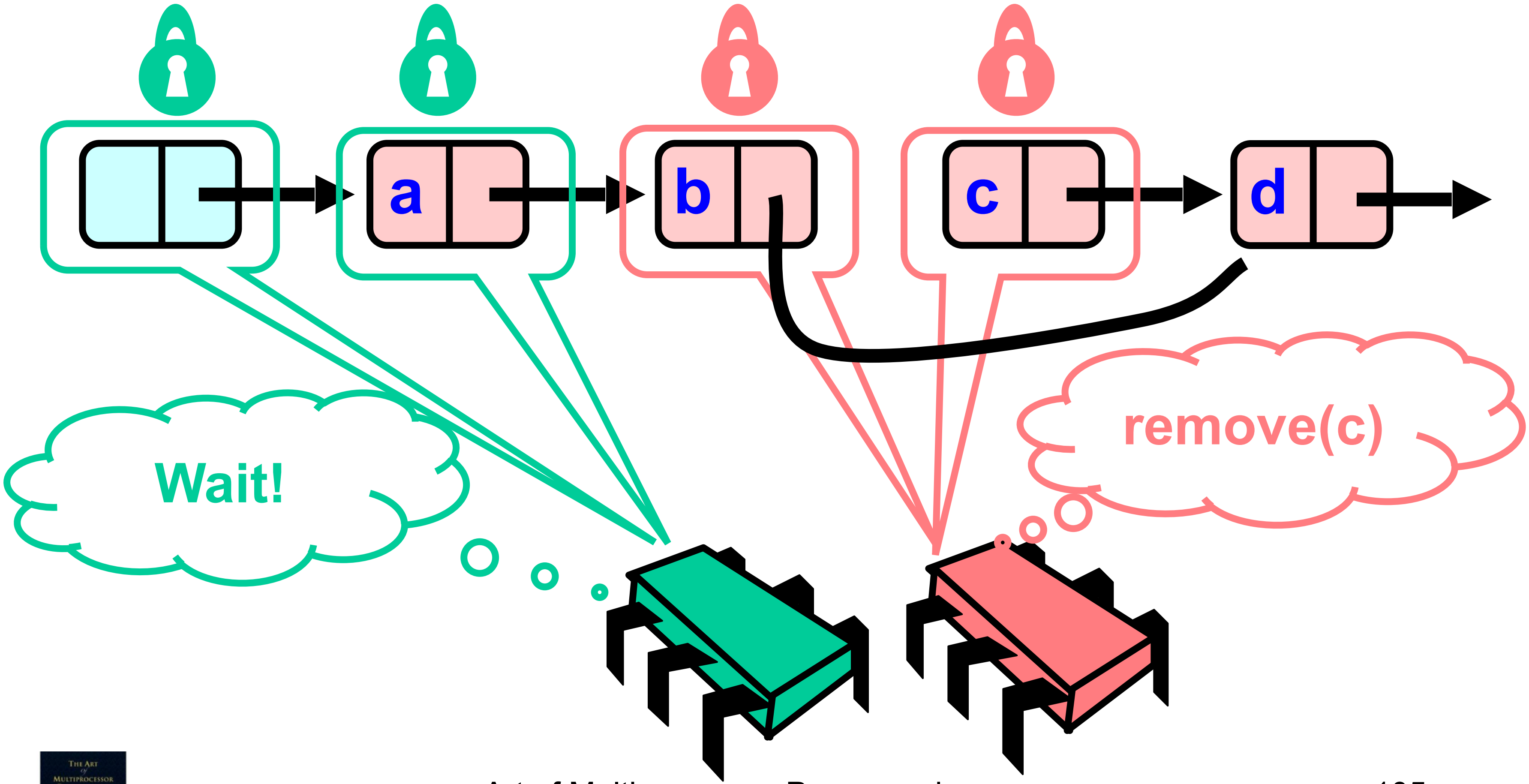

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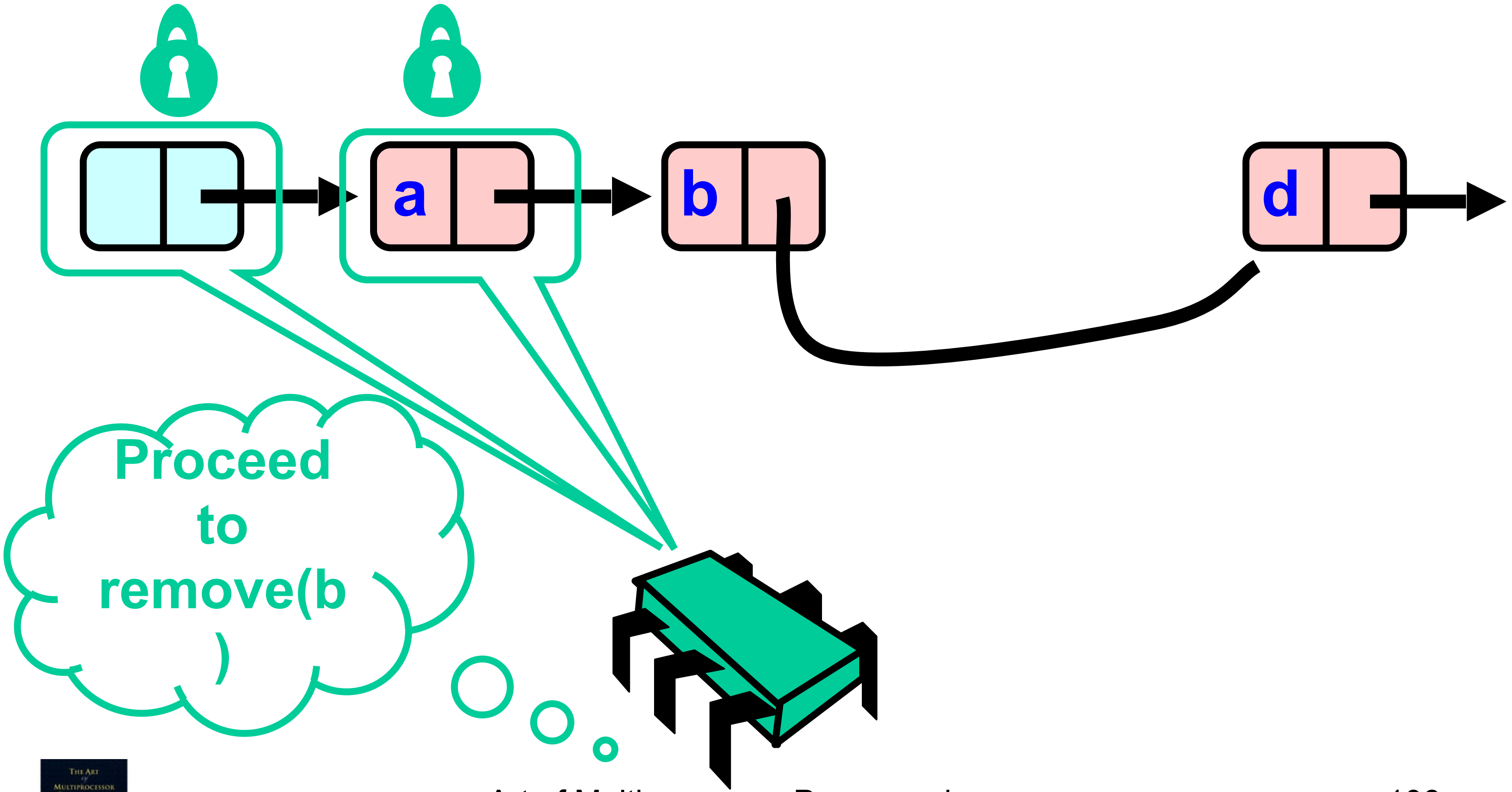

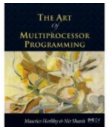

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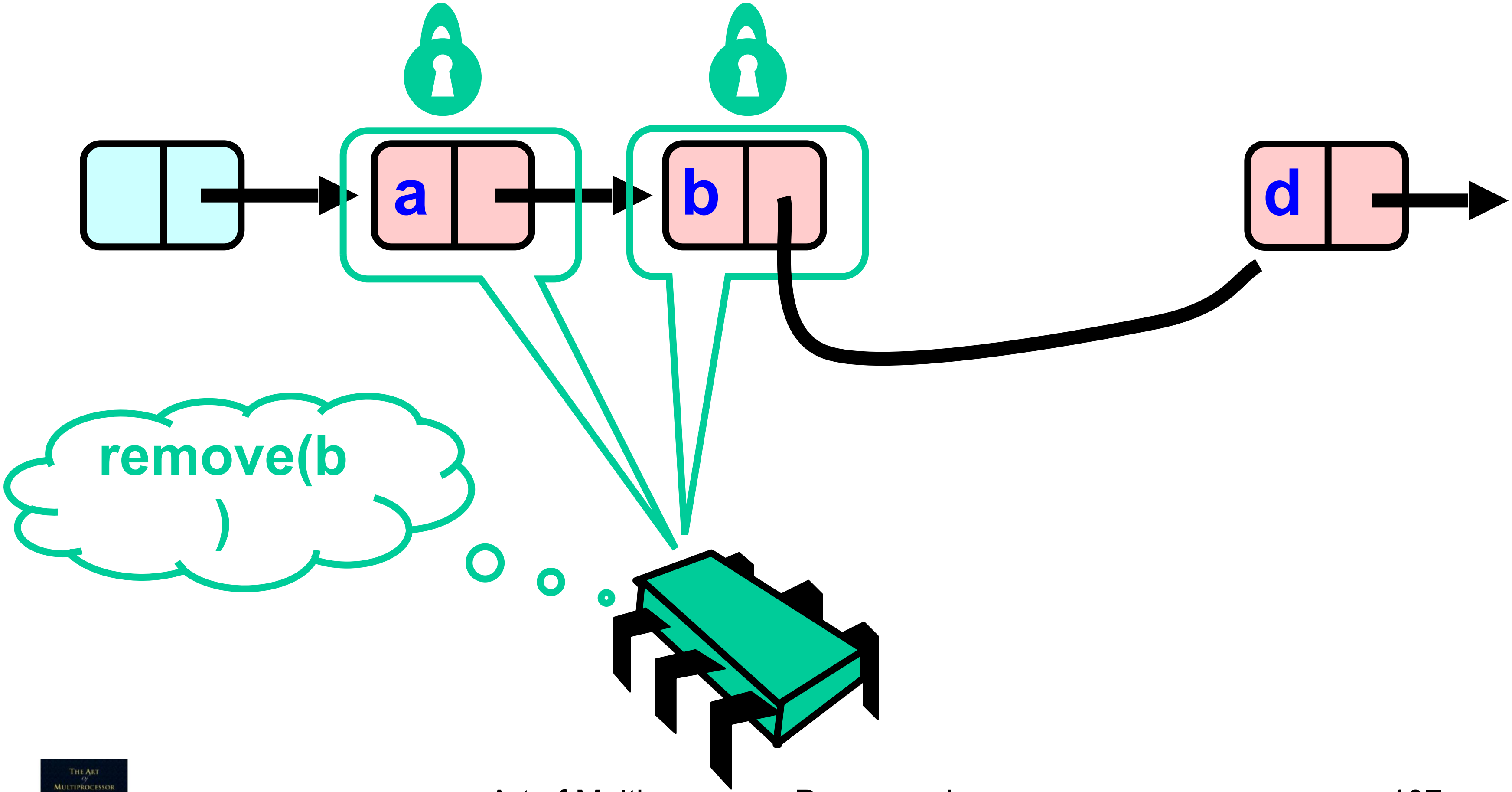
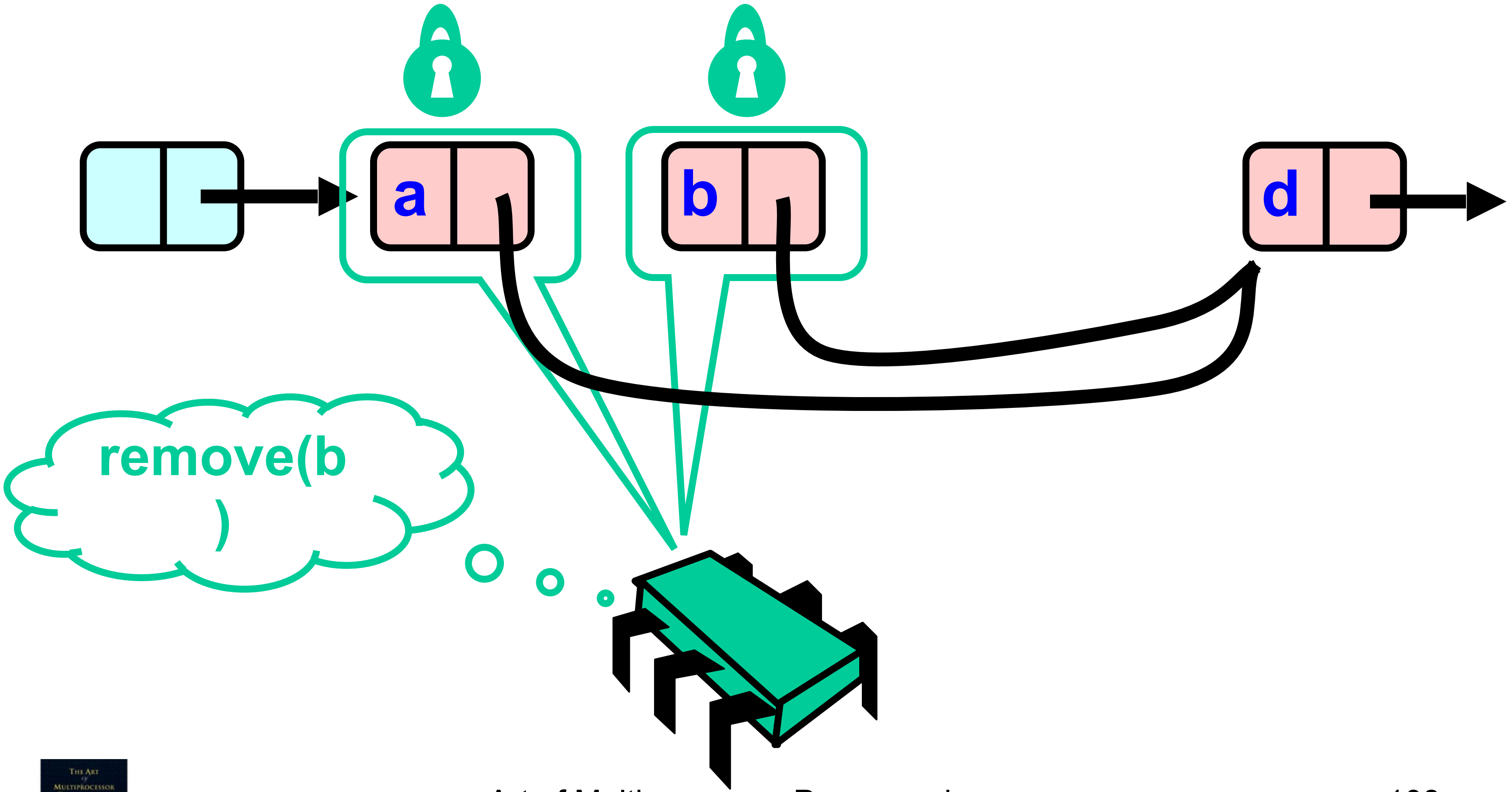
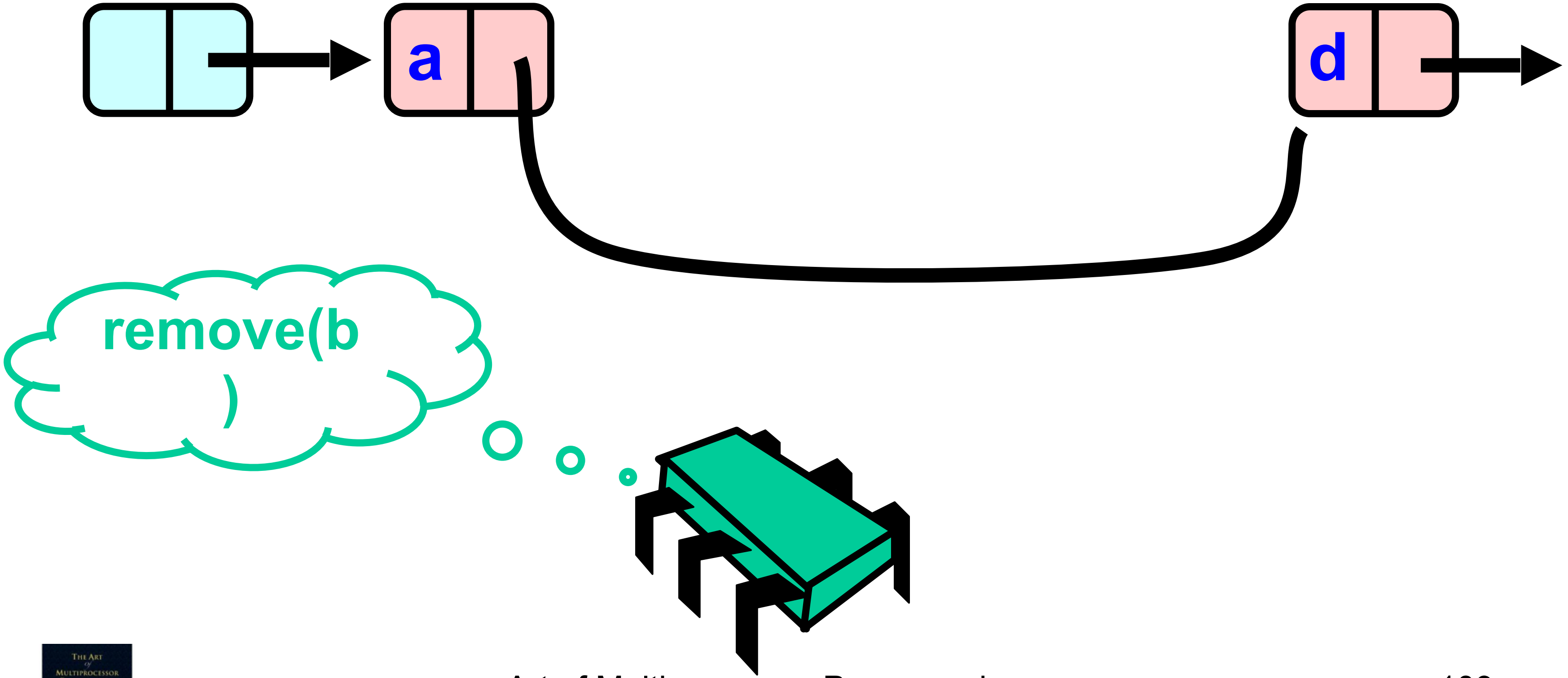
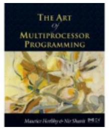


Removing a Node

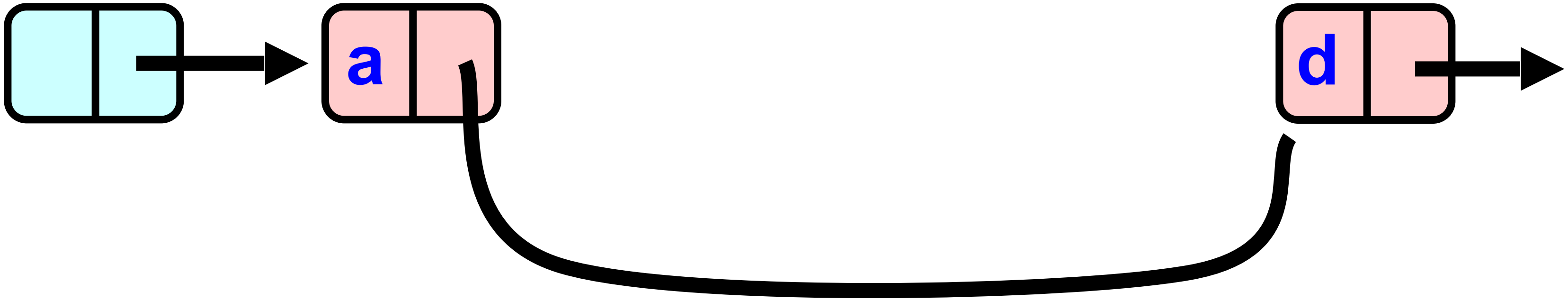


Removing a Node





Removing a Node



Remove method

```
public boolean remove(T item) {
 int key = item.hashCode();
 Node pred, curr;
 try {
   …
 } finally {
  curr.unlock();
  pred.unlock();
 }}
```

Remove method

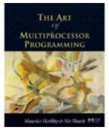
```
public boolean remove(T item) {
 int key = item.hashCode();
 Node pred, curr;
 try {
   …
 } finally {
  curr.unlock();
  pred.unlock();
 }}
```

Key used to order node

Remove method

```
public boolean remove(T item) {
 int key = item.hashCode();
 Node pred, curr;
 try {
   …
 } finally {
  currNode.unlock();
  predNode.unlock();
 }}
```

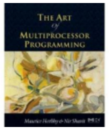
Predecessor and current nodes



Remove method

```
public boolean remove(T item) {
 int key = item.hashCode();
 Node pred, curr;
 try {
   …
 } finally {
  curr.unlock();
  pred.unlock();
 }}
```

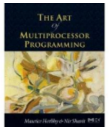
Make sure locks released



Remove method

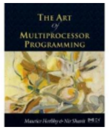
```
public boolean remove(T item) {
 int key = item.hashCode();
 Node pred, curr;
 try {
   …
 } finally {
  curr.unlock();
  pred.unlock();
 }}
```

Everything else



Remove method

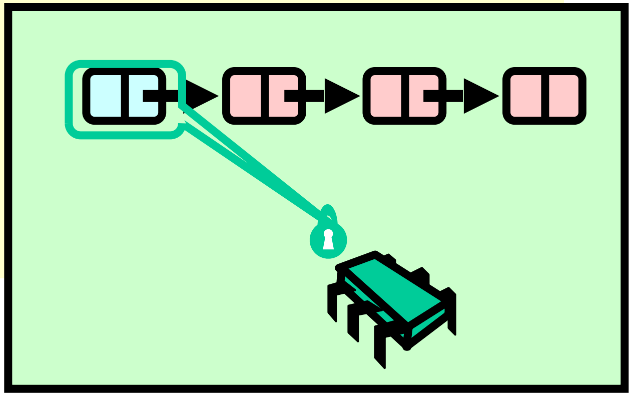
```
try {
 pred = head;
 pred.lock();
 curr = pred.next;
 curr.lock();
 …
} finally { … }
```



Remove method

lock pred == head

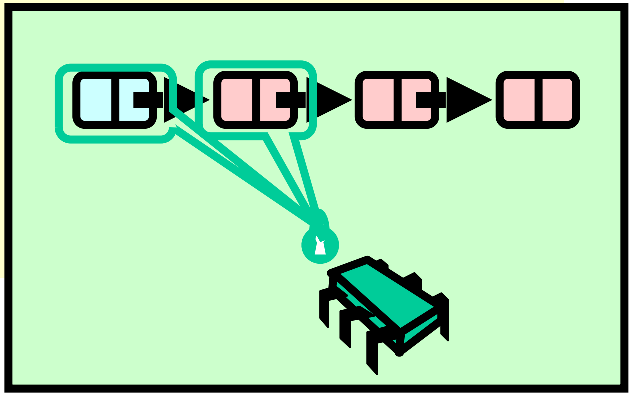
```
try {
 pred = head;
 pred.lock();
 curr = pred.next;
 curr.lock();
 …
} finally { … }
```



Remove method

```
try {
 pred = head;
 pred.lock();
 curr = pred.next;
 curr.lock();
 …
} finally { … }
```

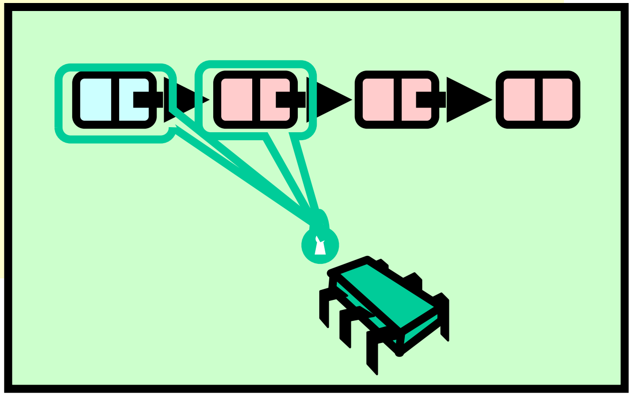
Lock current



Remove method

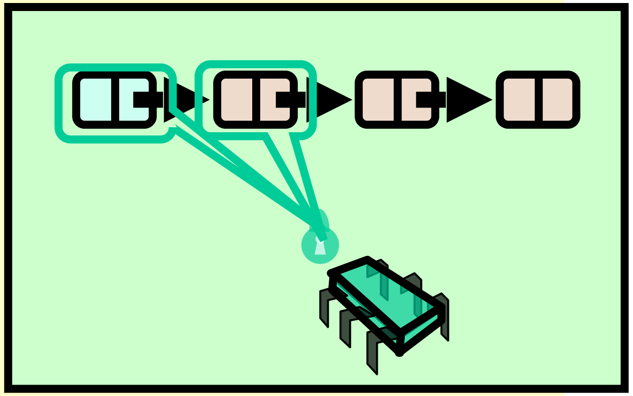
```
try {
 pred = head;
 pred.lock();
 curr = pred.next;
 curr.lock();

 …
} finally { … }
```

Traversing list



Remove: searching

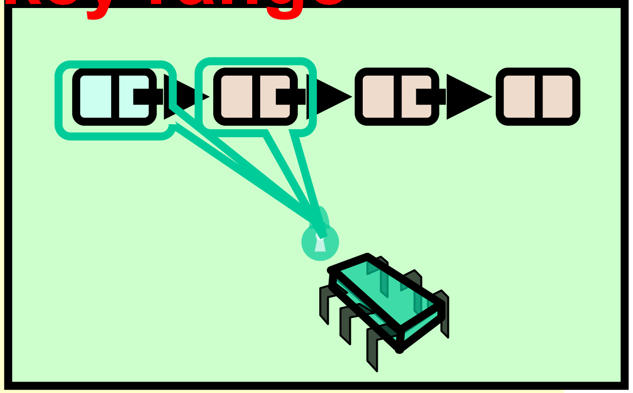
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```



Remove: searching

```
while (curr.key <= key) {
   if (item == curr.item) {
    pred.next = curr.next;
    return true;
   }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

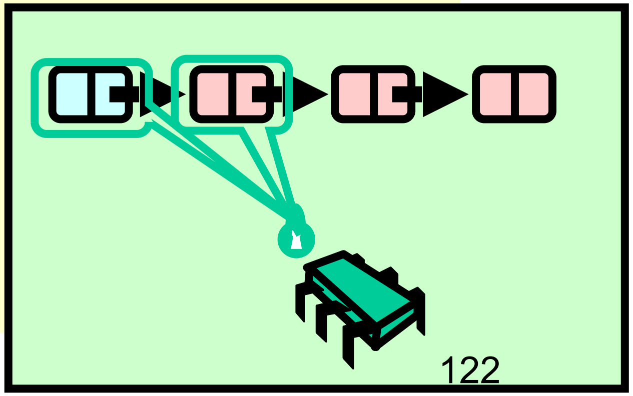
Search key range



Remove: searching

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

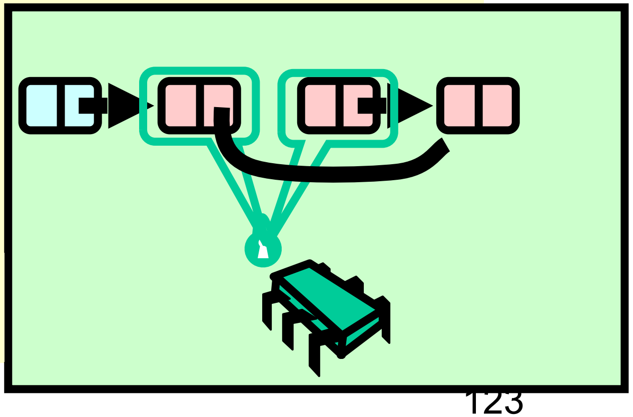
At start of each loop: curr and pred locked

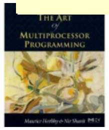


Remove: searching

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

If item found, remove node

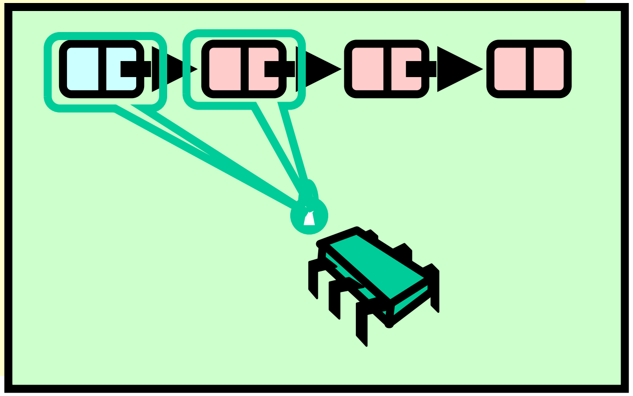


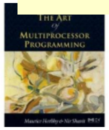


Remove: searching

Unlock predecessor

```
while (curr.key <= key) {
   if (item == curr.item) {
    pred.next = curr.next;
    return true;
   }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

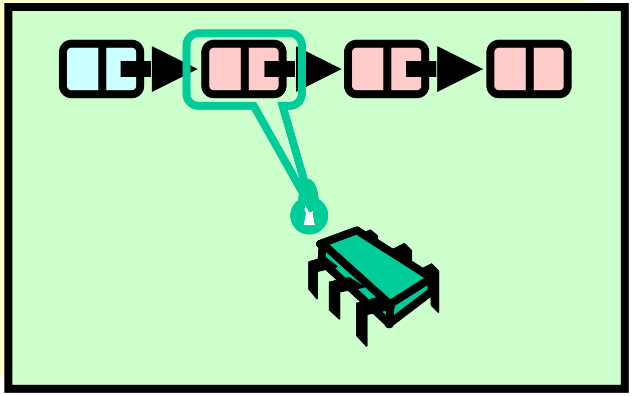




Remove: searching

Only one node locked!

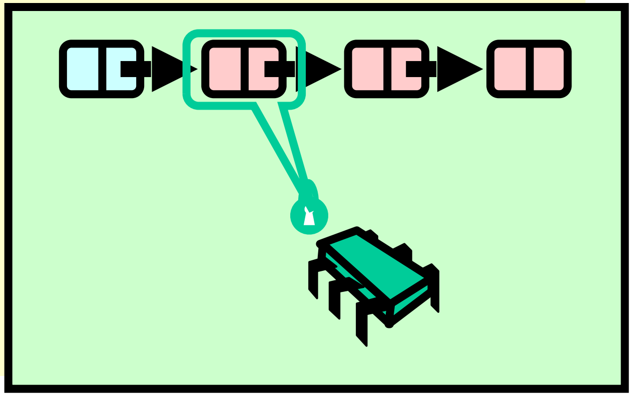
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```



Remove: searching

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
 pred.unlock();
 pred = curr;
 curr = curr.next;
 curr.lock();
}
return false;
```

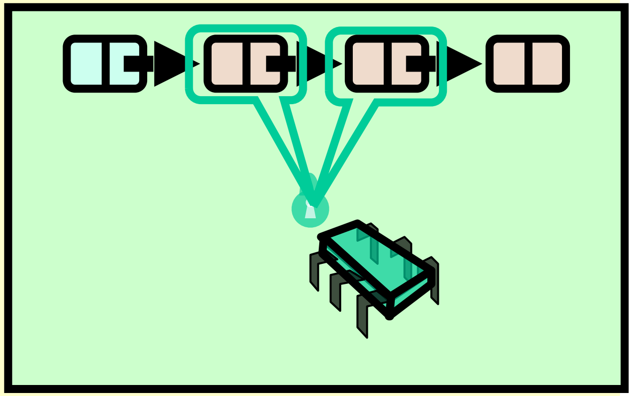
demote current



Remove: searching

```
while (curr.key <= key) {
   if (item == curr.item) {
    pred.next = curr.next;
    return true;
   }
   pred.unlock();
   pred = currNode;
   curr = curr.next;
   curr.lock();
  }
  return false;
```

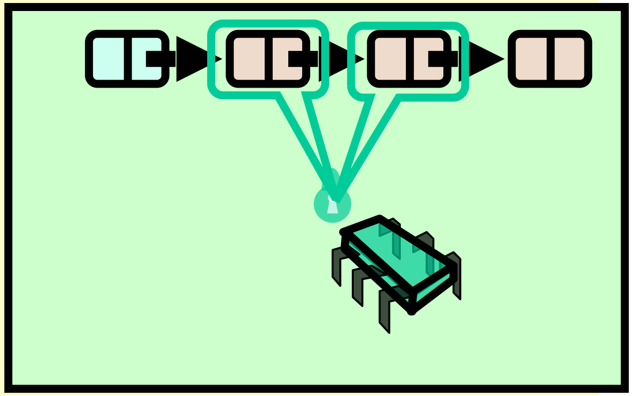
Find and lock new current



Remove: searching

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = currNode;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

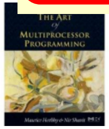
Lock invariant restored



Remove: searching

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

Otherwise, not present



Why remove() is linearizable

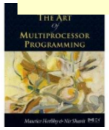
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

- **pred** reachable from **head**
- **curr** is **pred.next**
- So **curr.item** is in the set

Why remove() is linearizable

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

Linearization point if item is present



Why remove() is linearizable

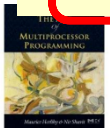
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

Node locked, so no other thread can remove it ….

Why remove() is linearizable

```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

Item not present



Why remove() is linearizable

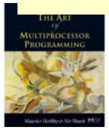
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

- pred reachable from head
- curr is pred.next
- pred.key < `key`
- key < curr.key

Why remove() is linearizable

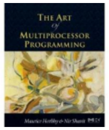
```
while (curr.key <= key) {
  if (item == curr.item) {
   pred.next = curr.next;
   return true;
  }
  pred.unlock();
  pred = curr;
  curr = curr.next;
  curr.lock();
 }
 return false;
```

Linearization point



Adding Nodes

- To add node e
  - Must lock predecessor
  - Must lock successor
- Neither can be deleted
  - (Is successor lock actually required?)

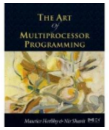


Same Abstraction Map

- S(head) =

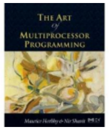
  { x | there exists a such that
  - a reachable from head and
  - a.item = x

  }



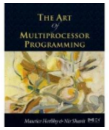
Rep Invariant

- Easy to check that
  - tail always reachable from head
  - Nodes sorted, no duplicates



Drawbacks

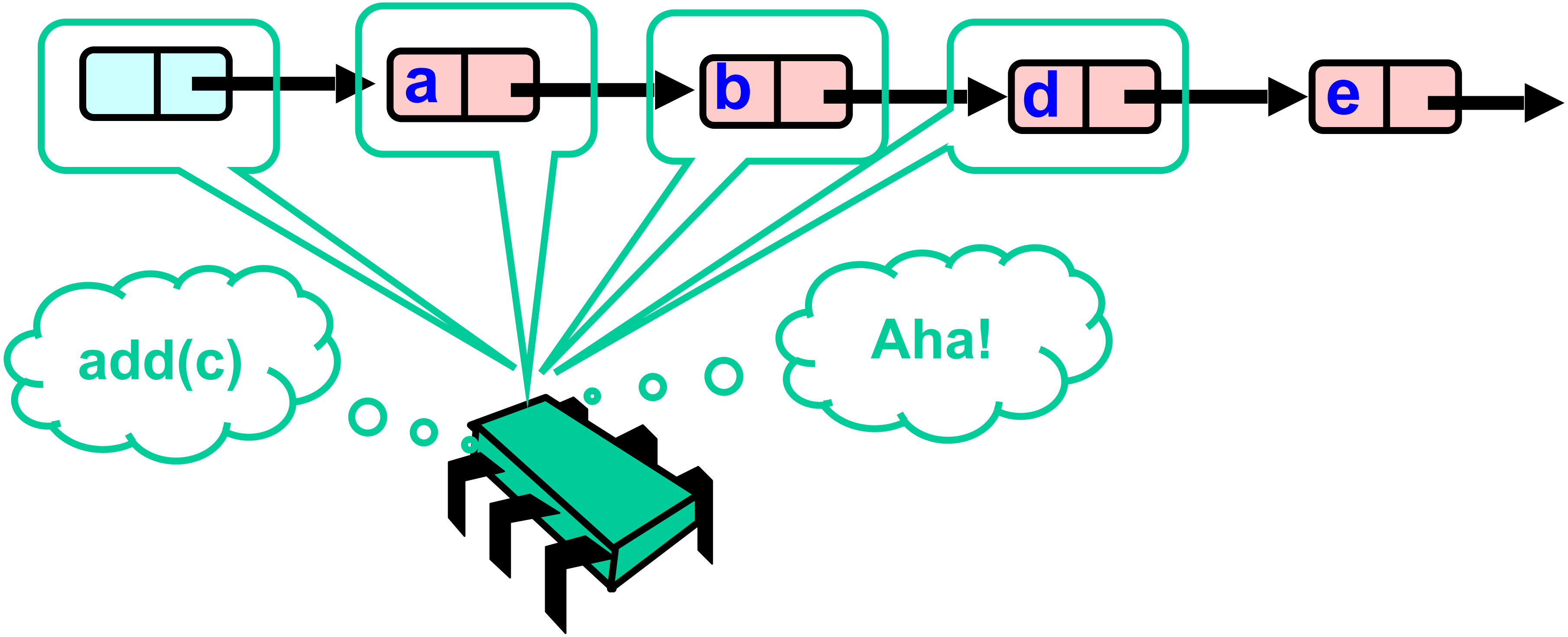
- Better than coarse-grained lock
  - Threads can traverse in parallel
- Still not ideal
  - Long chain of acquire/release
  - Inefficient



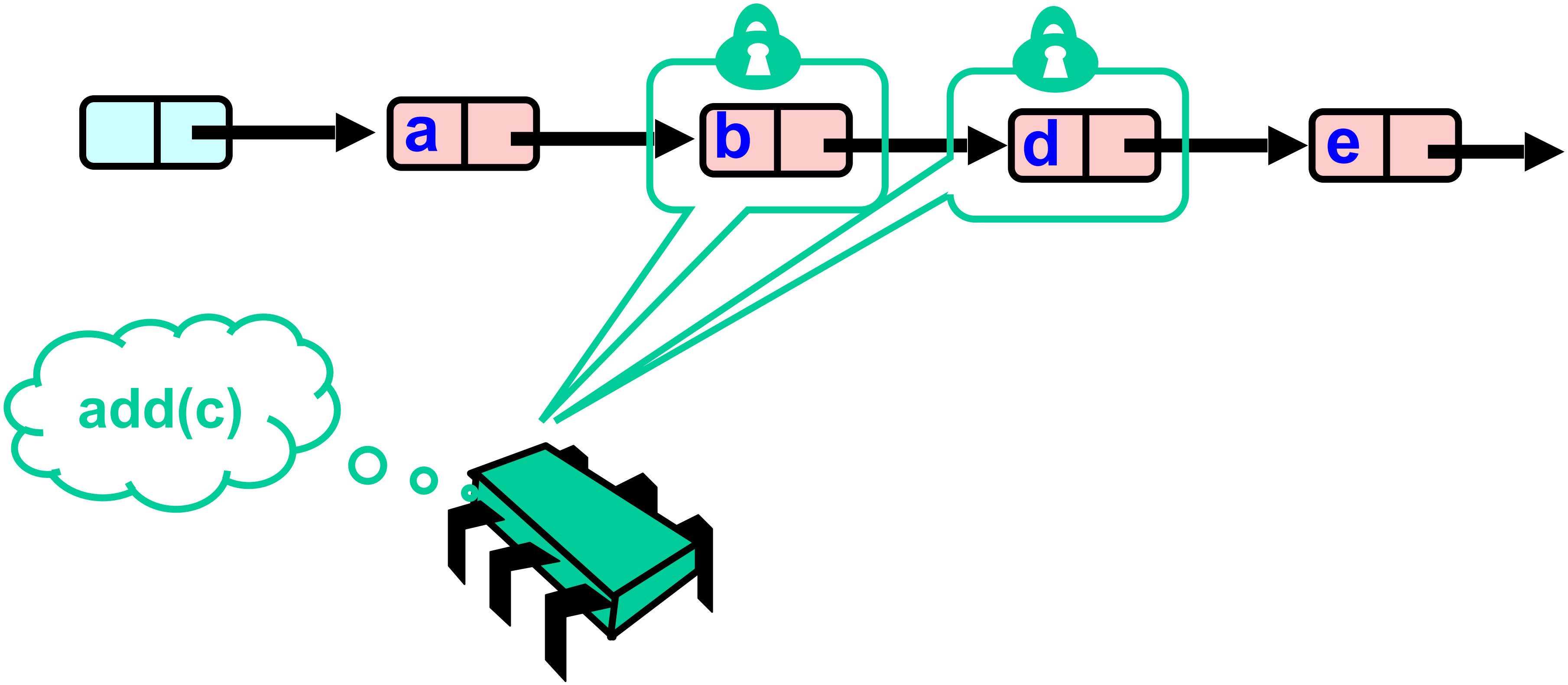
Optimistic Synchronization

- Find nodes without locking
- Lock nodes
- Check that everything is OK

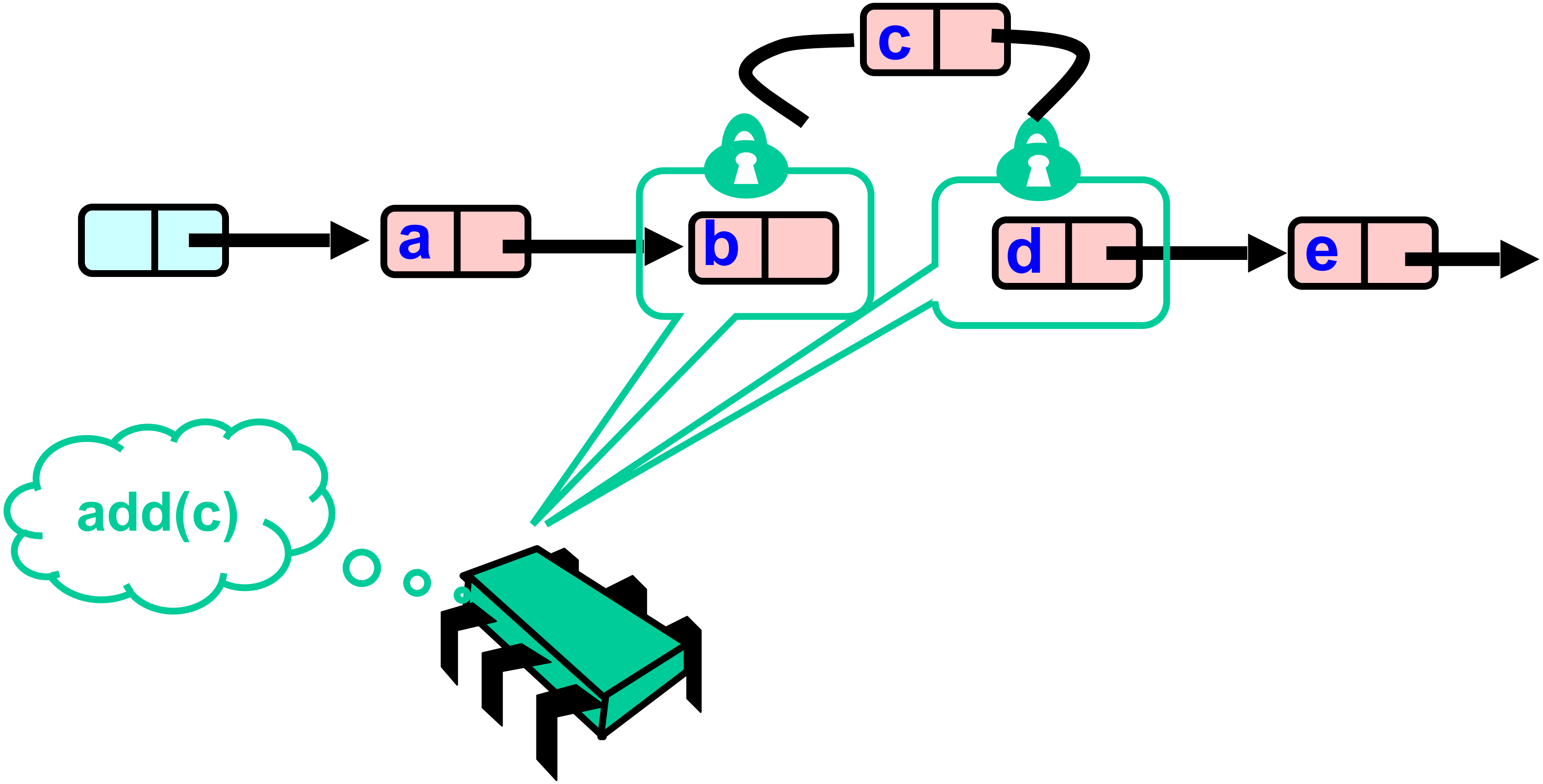
Optimistic: Traverse without Locking



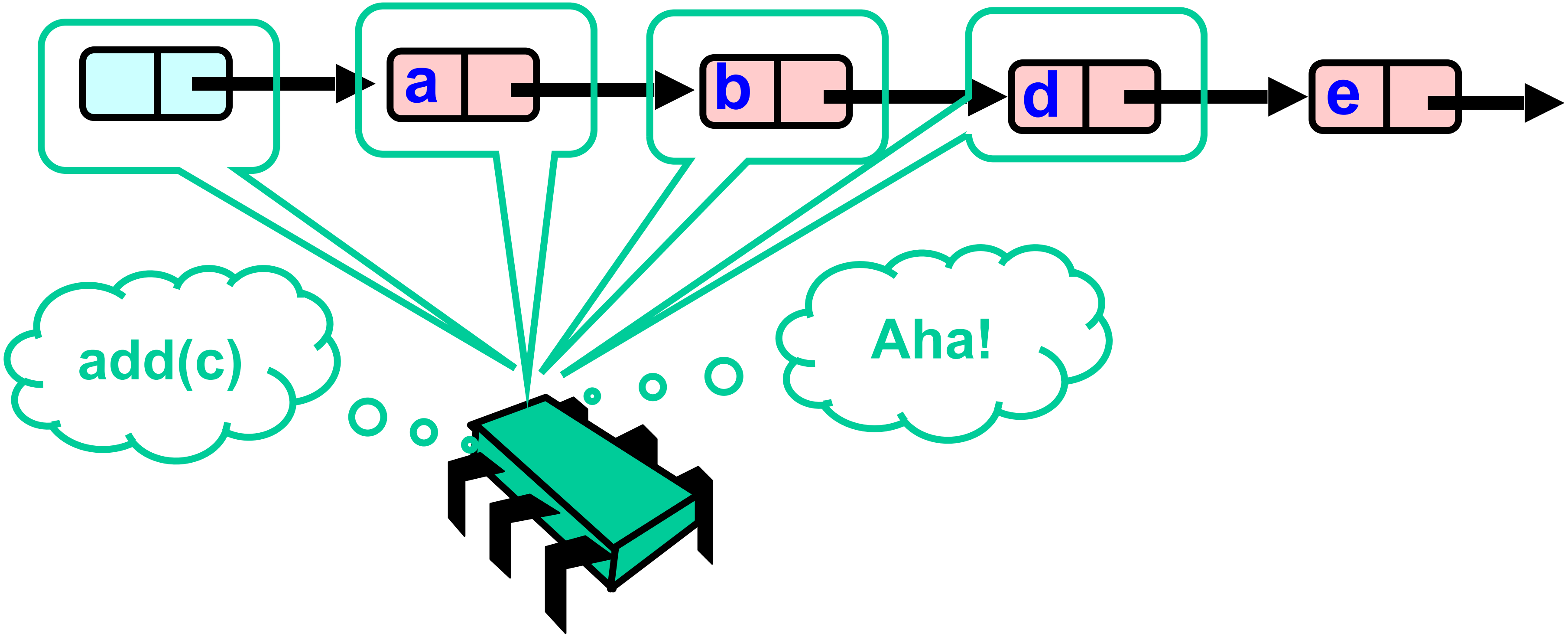
Optimistic: Lock and Load

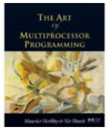


Optimistic: Lock and Load



What could go wrong?





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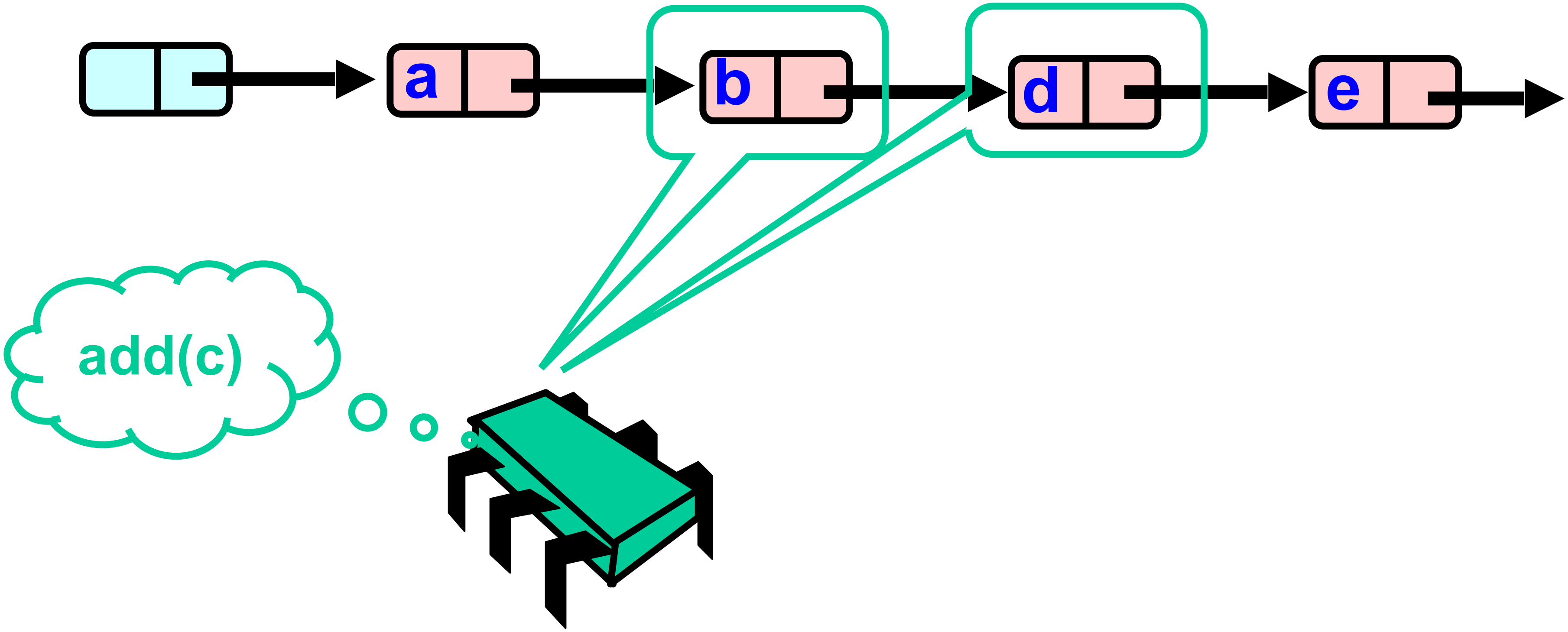
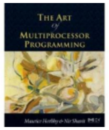
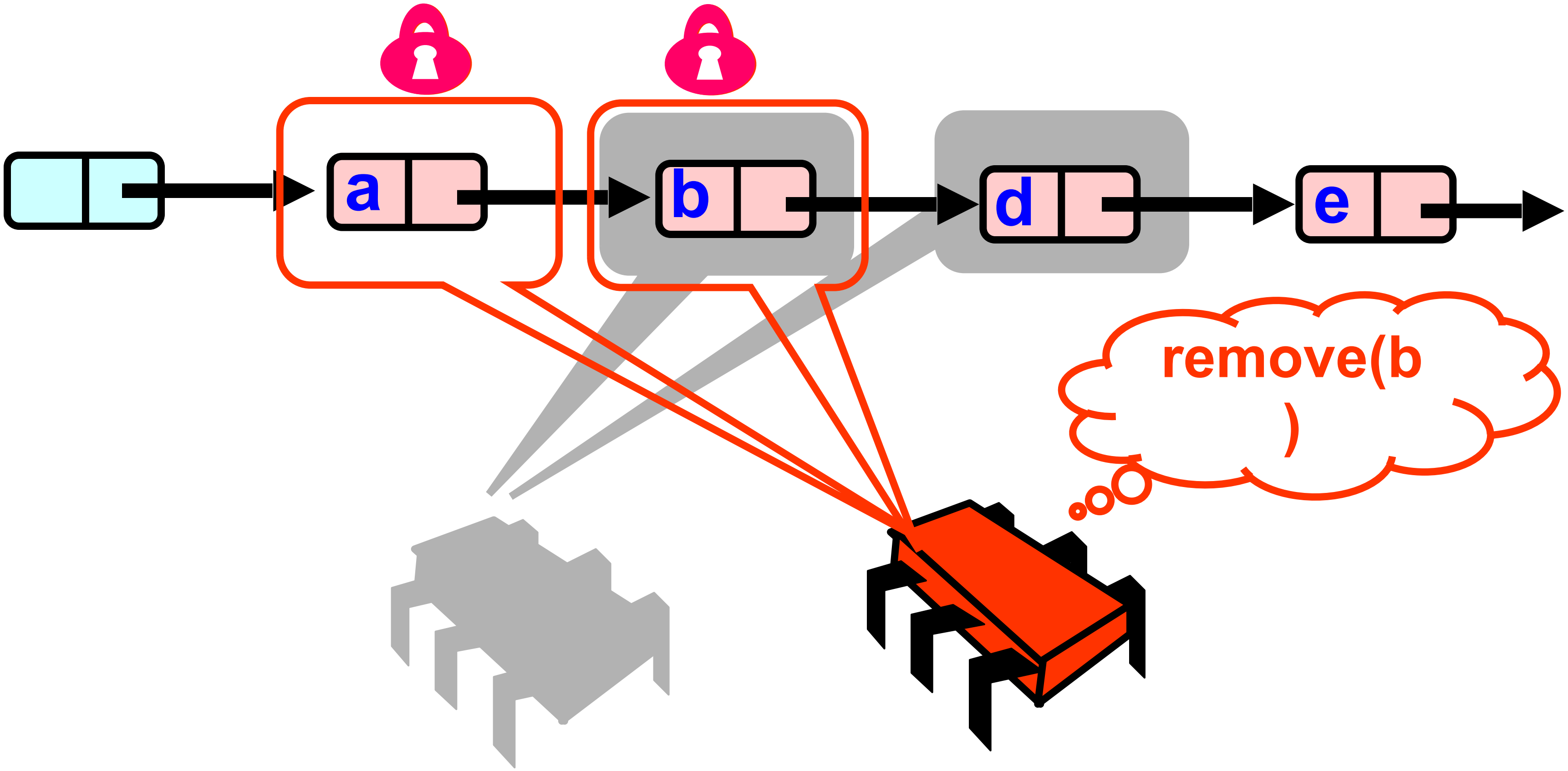
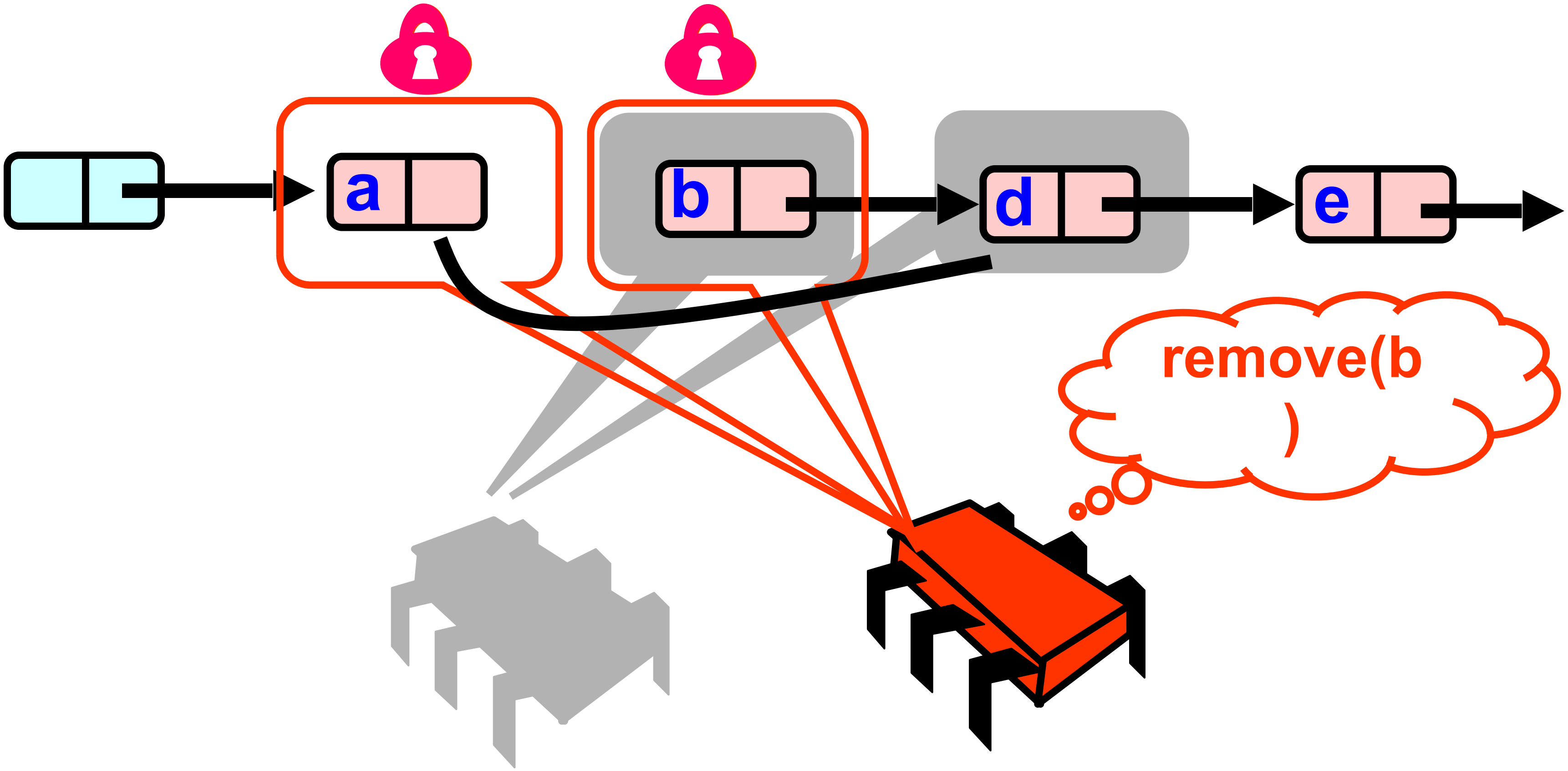




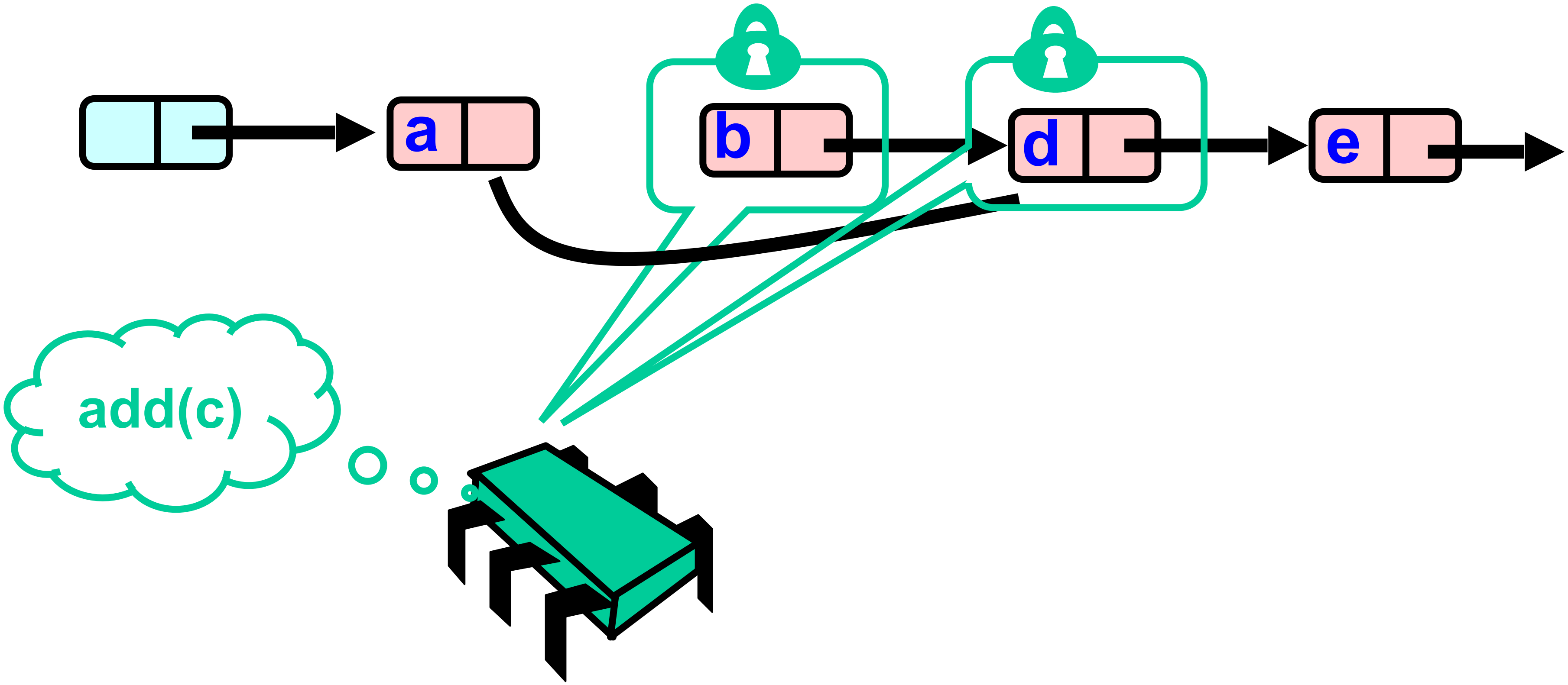
What could go wrong?



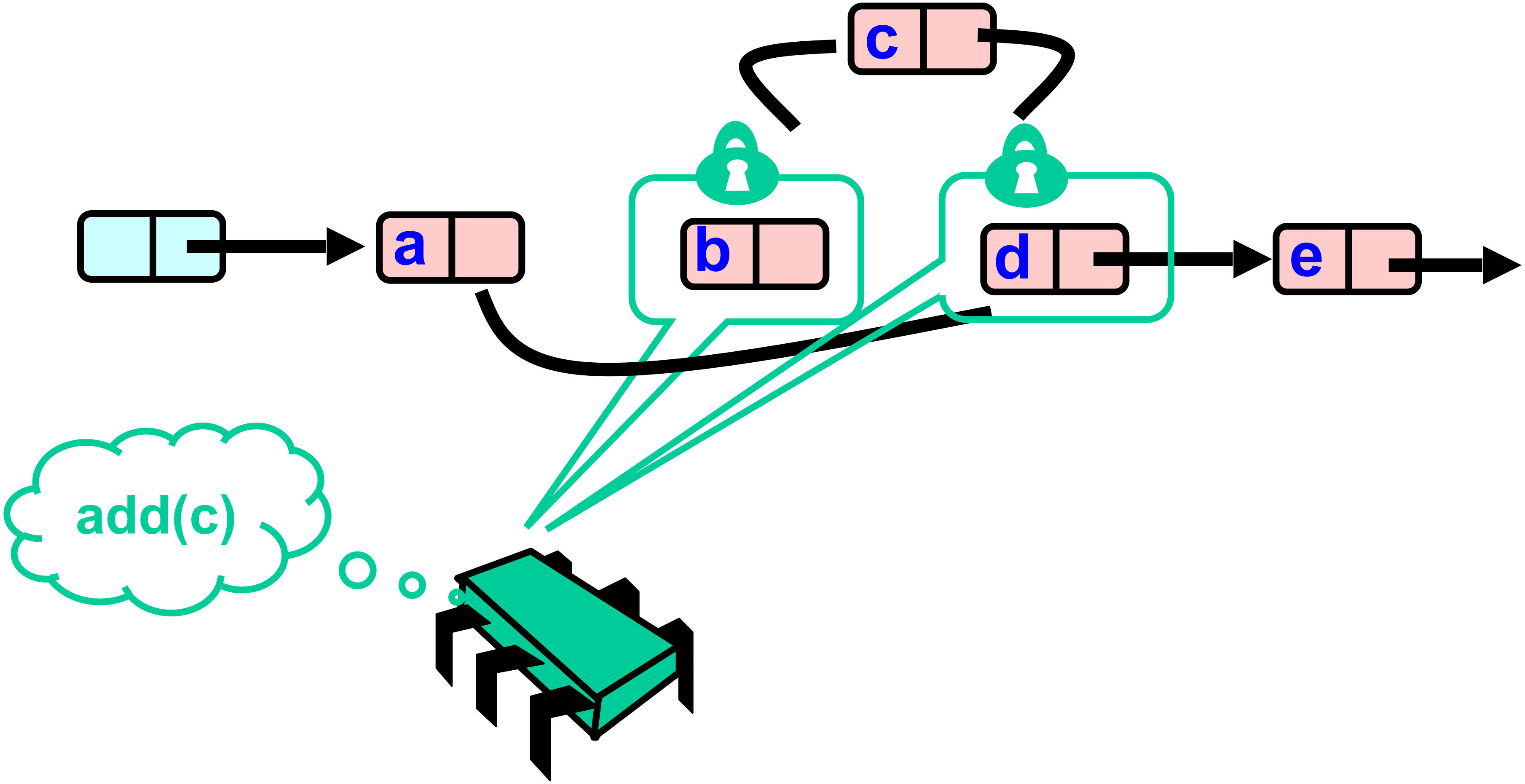
What could go wrong?



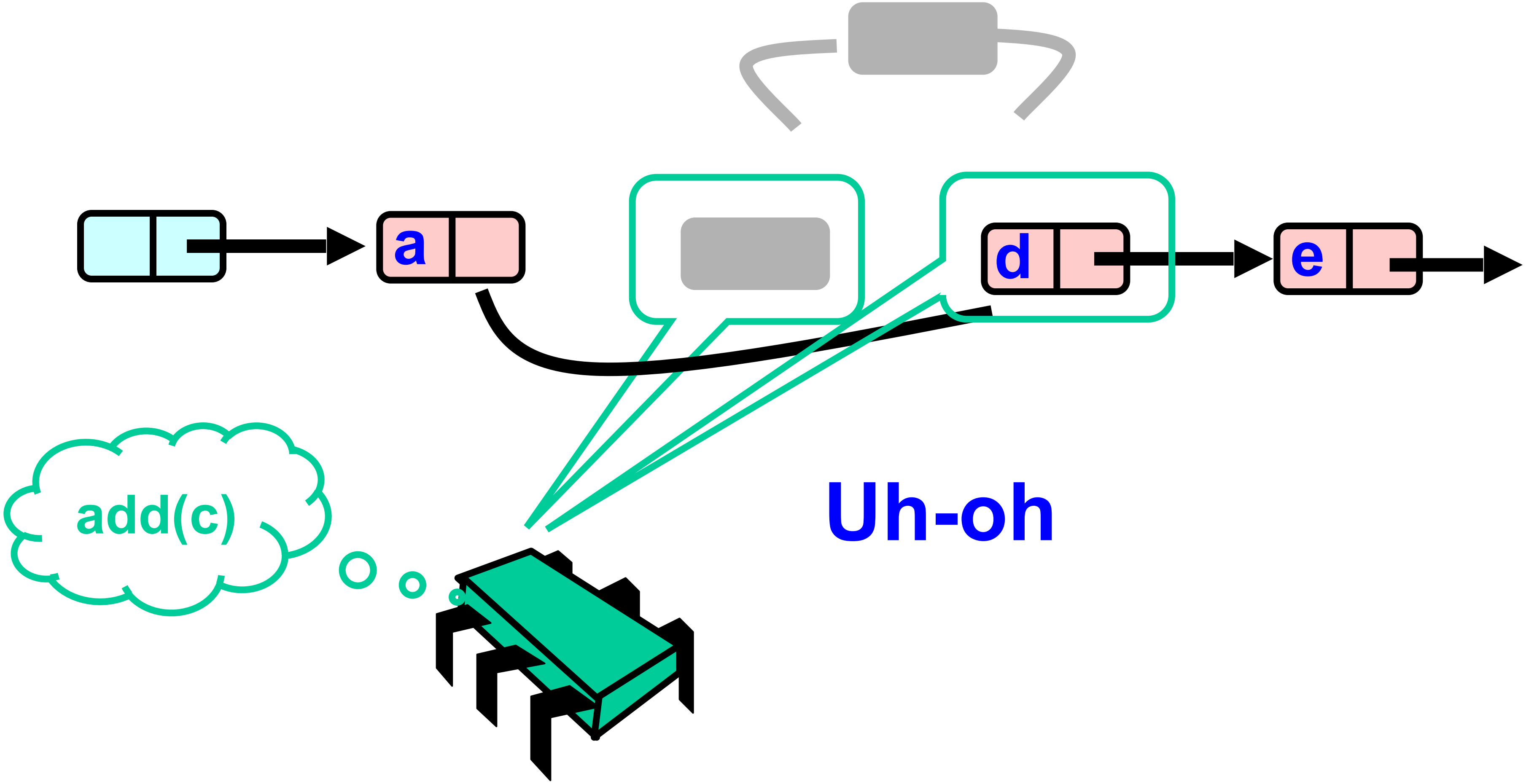
What could go wrong?



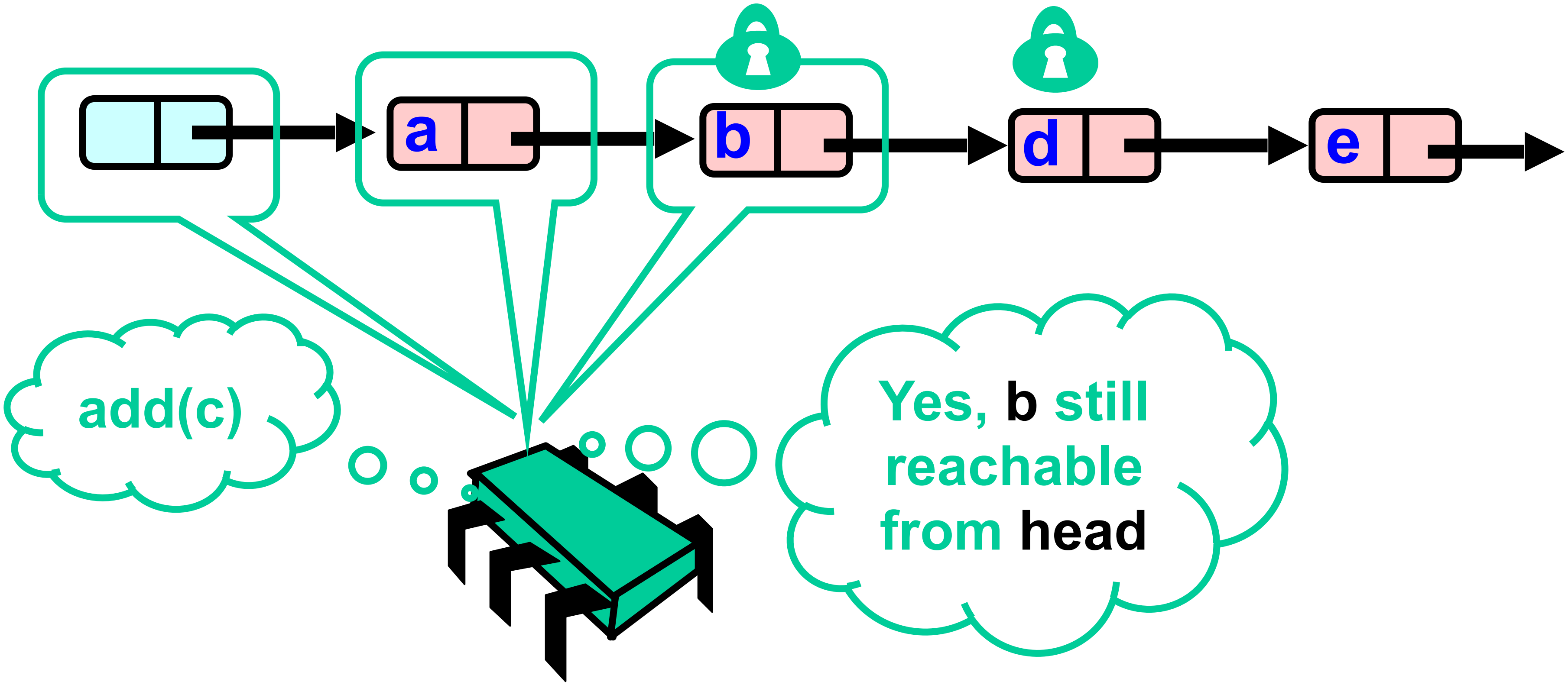
What could go wrong?



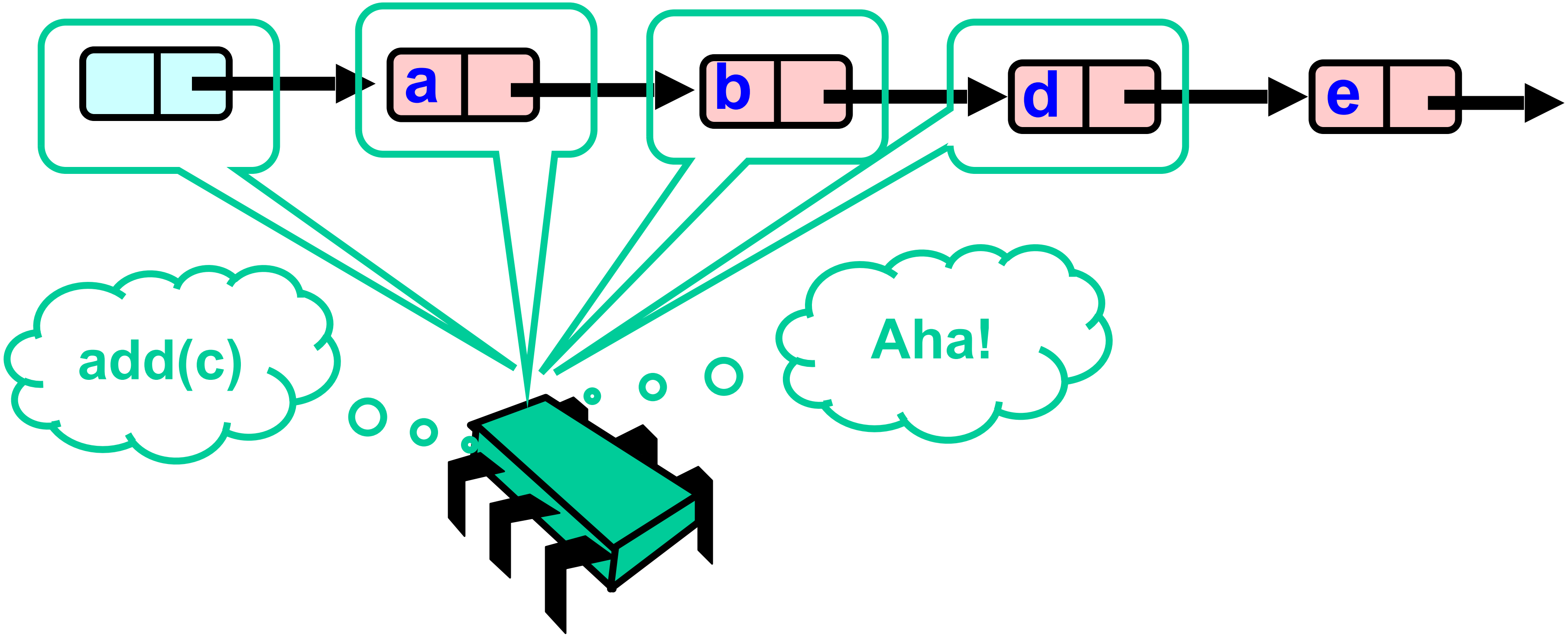
What could go wrong?

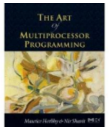


Validate – Part 1

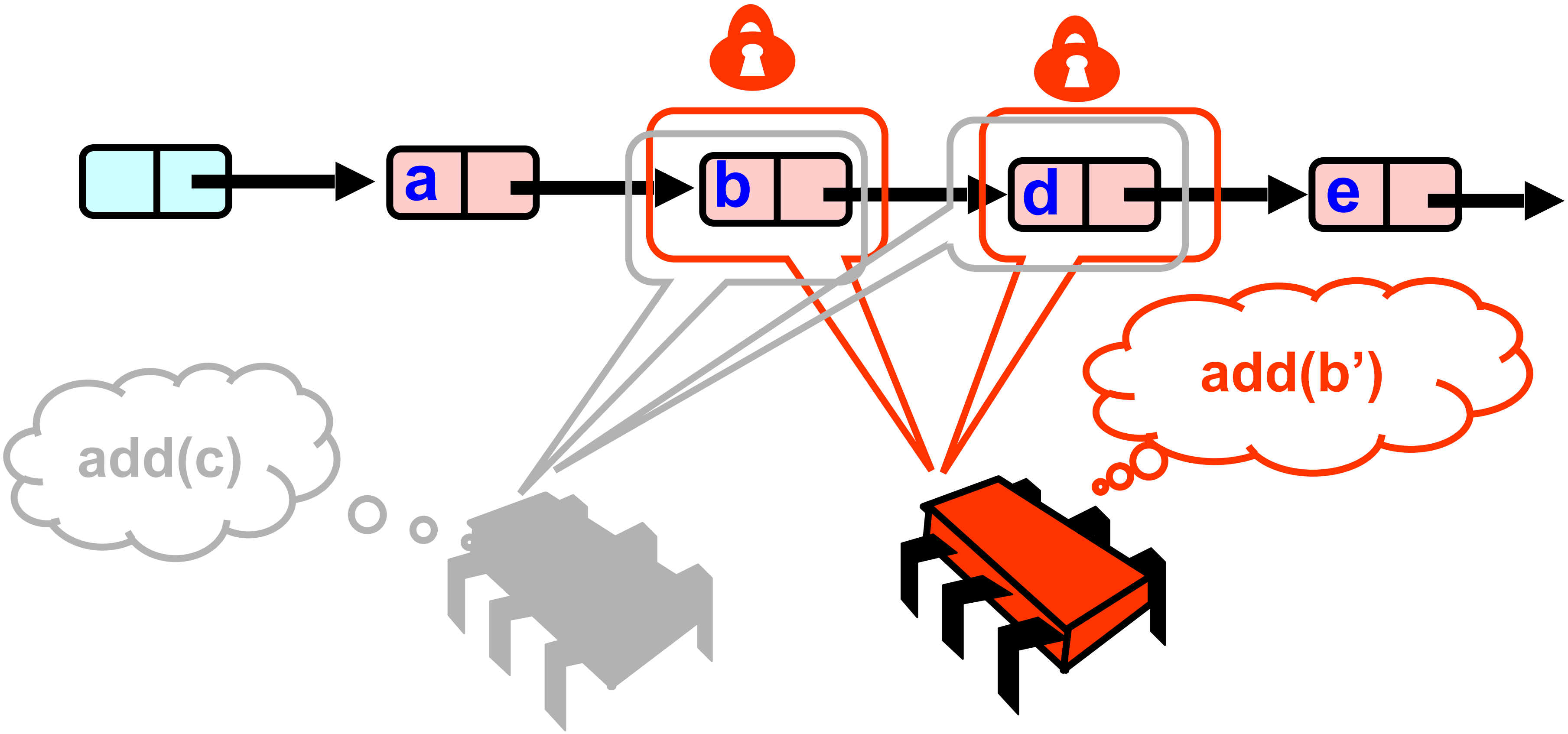


What Else Could Go Wrong?

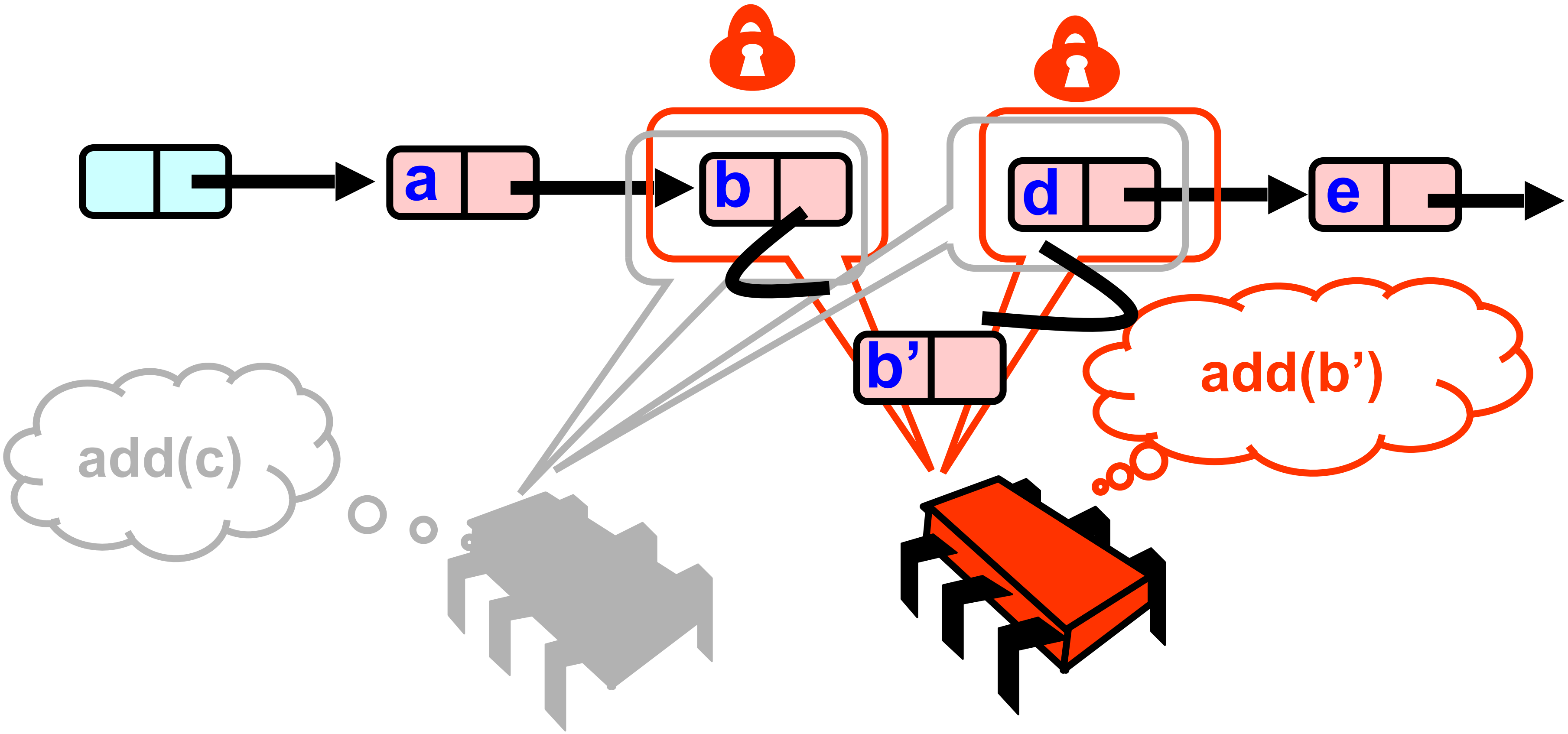




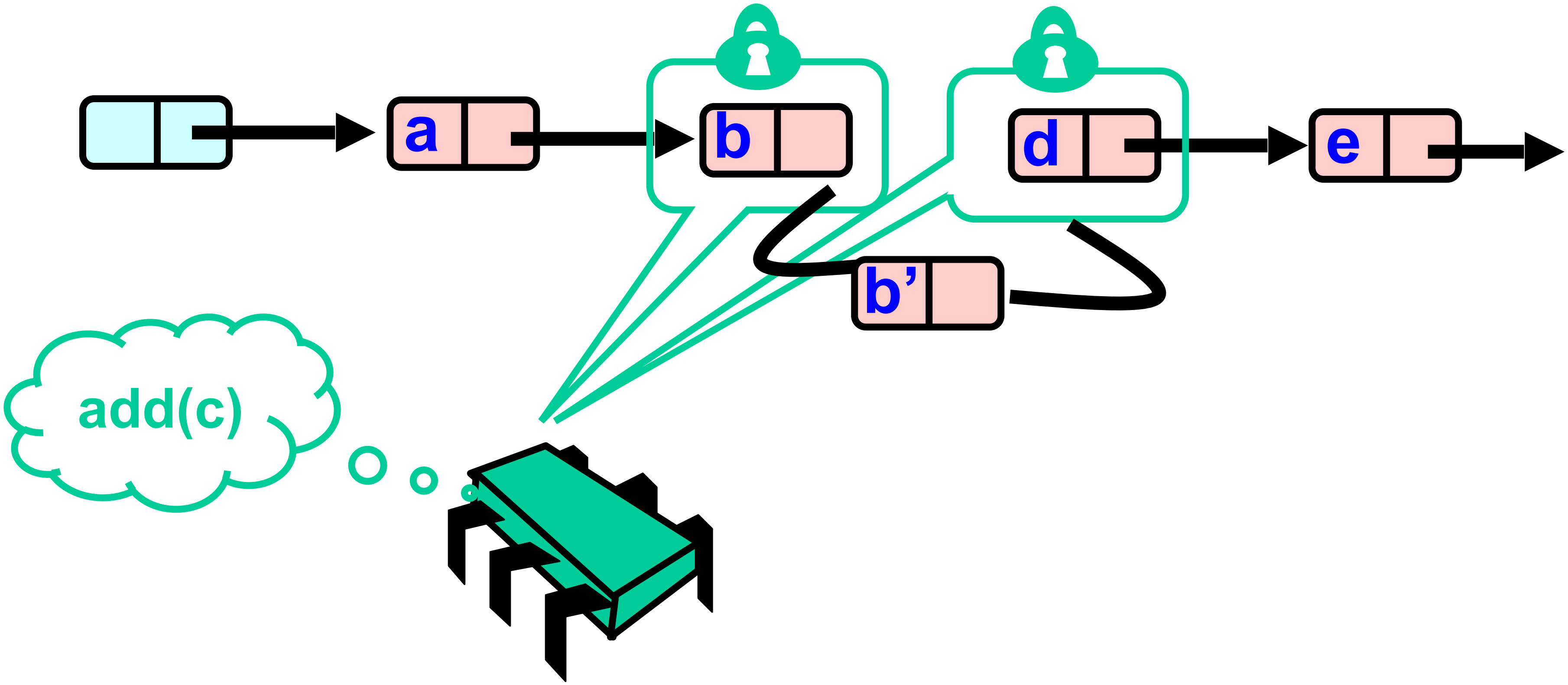
What Else Coould Go Wrong?

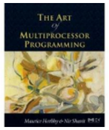


What Else Coould Go Wrong?

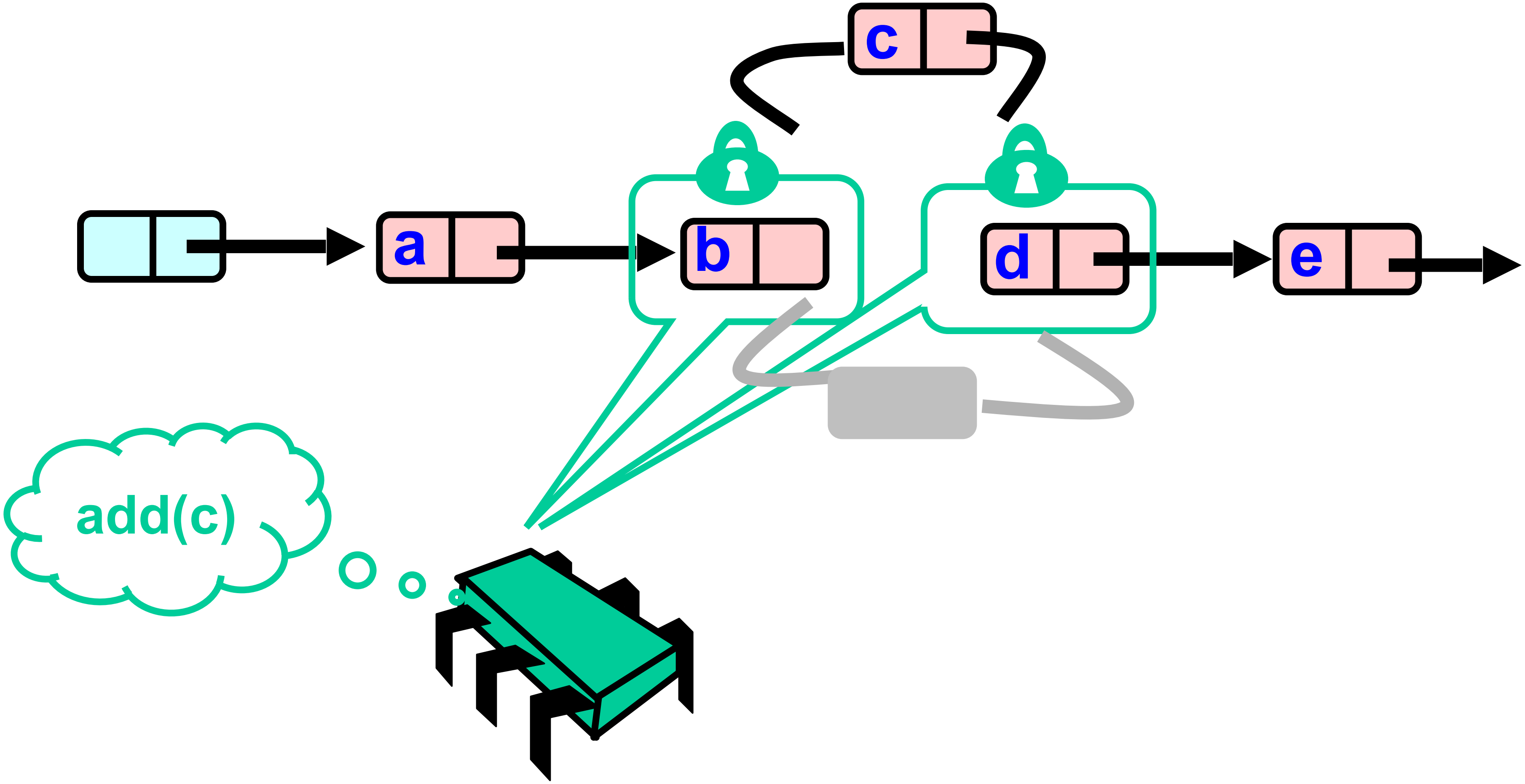


What Else Could Go Wrong?

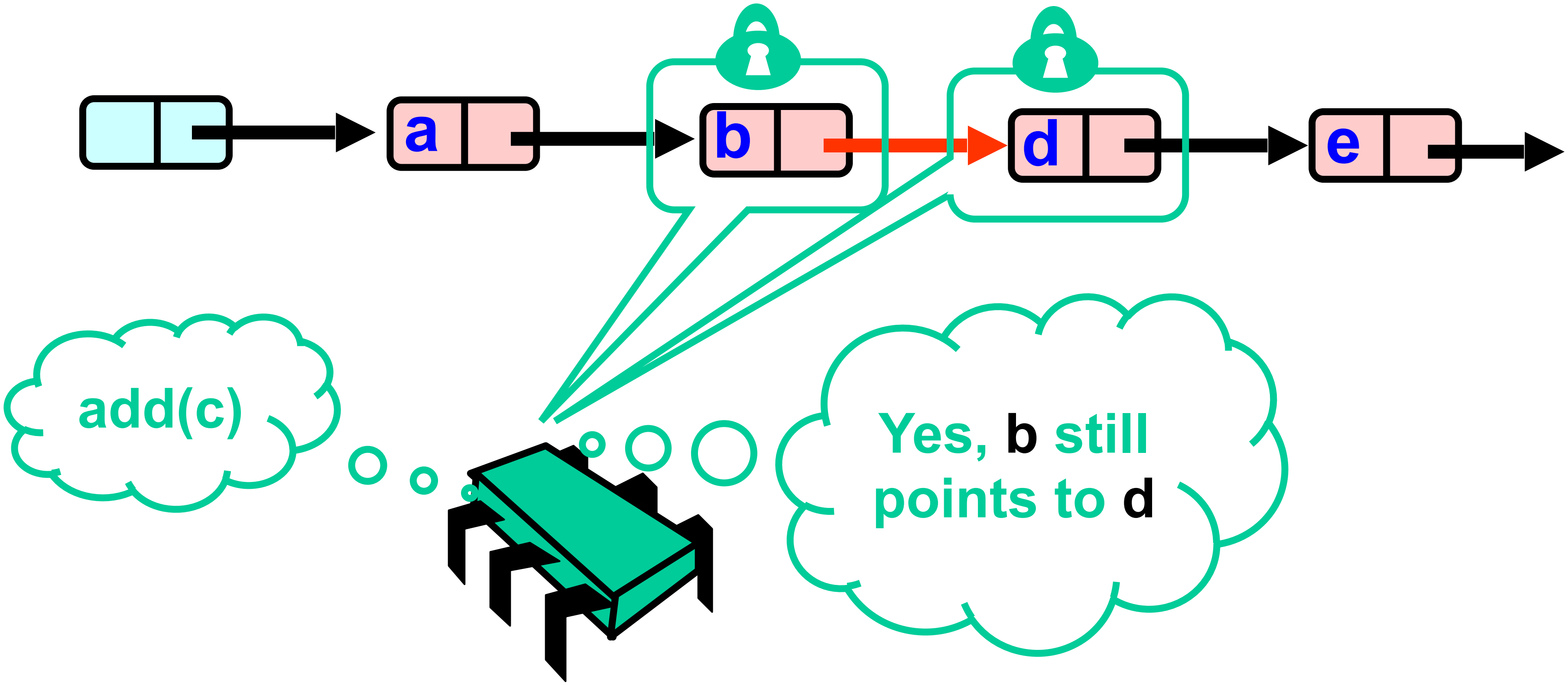




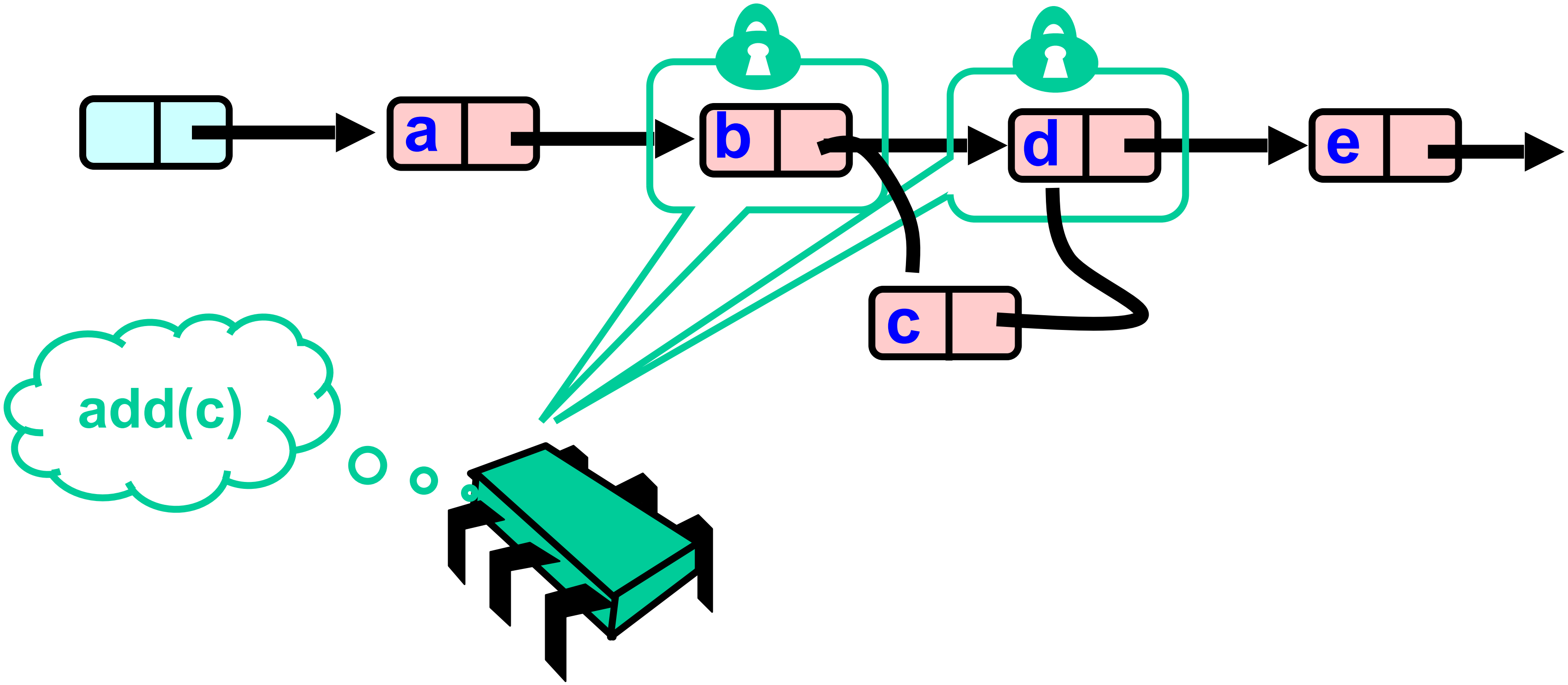
What Else Could Go Wrong?



Validate Part 2
(while holding locks)



Optimistic: Linearization Point



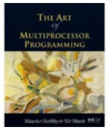
Same Abstraction Map

- S(head) =

  { x | there exists a such that

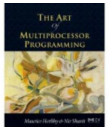
  - a reachable from head and
  - a.item = x

  }



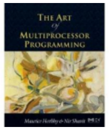
Invariants

- Careful: we may traverse deleted nodes
- But we establish properties by
  - Validation
  - After we lock target nodes

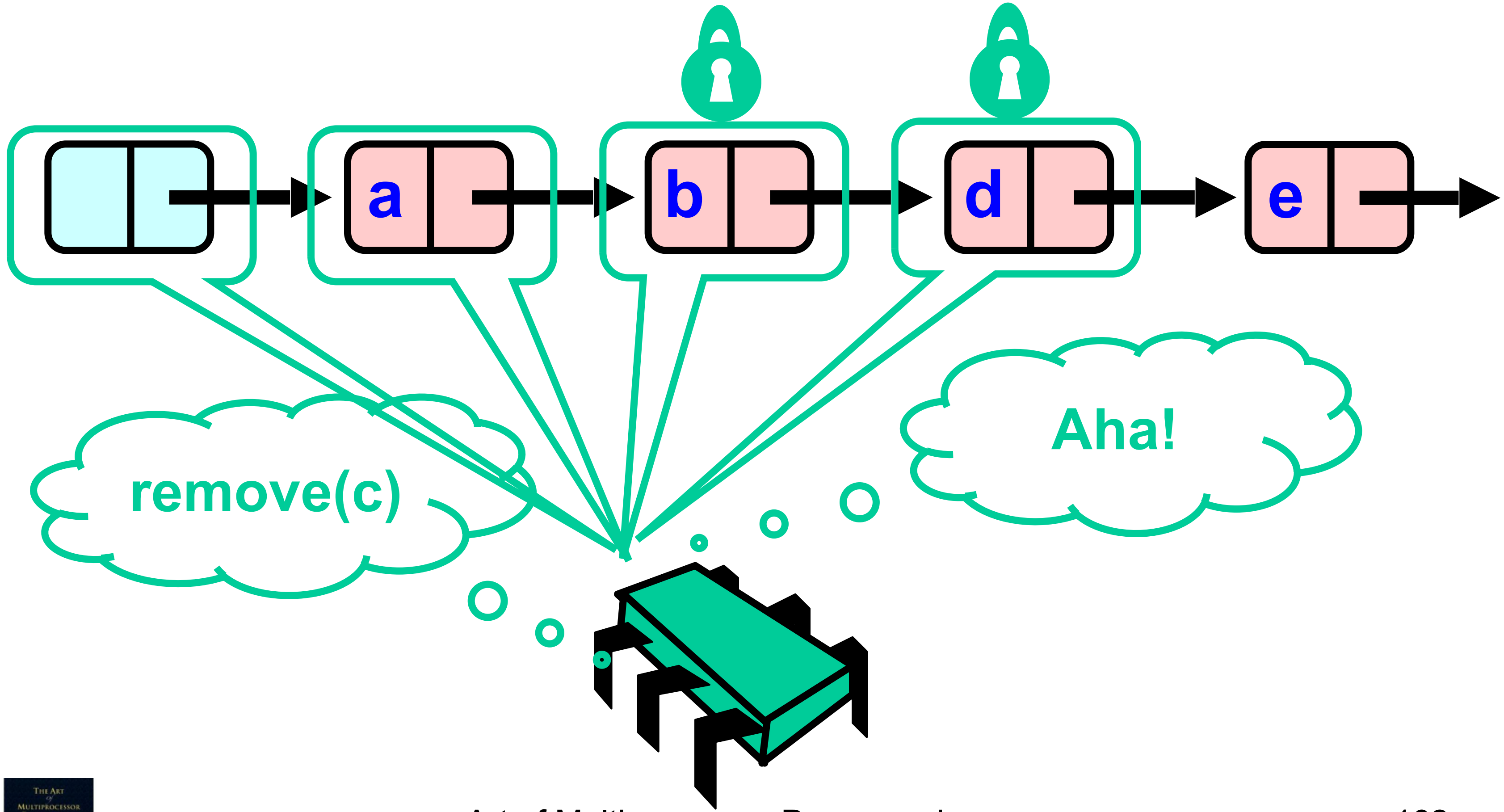


Correctness

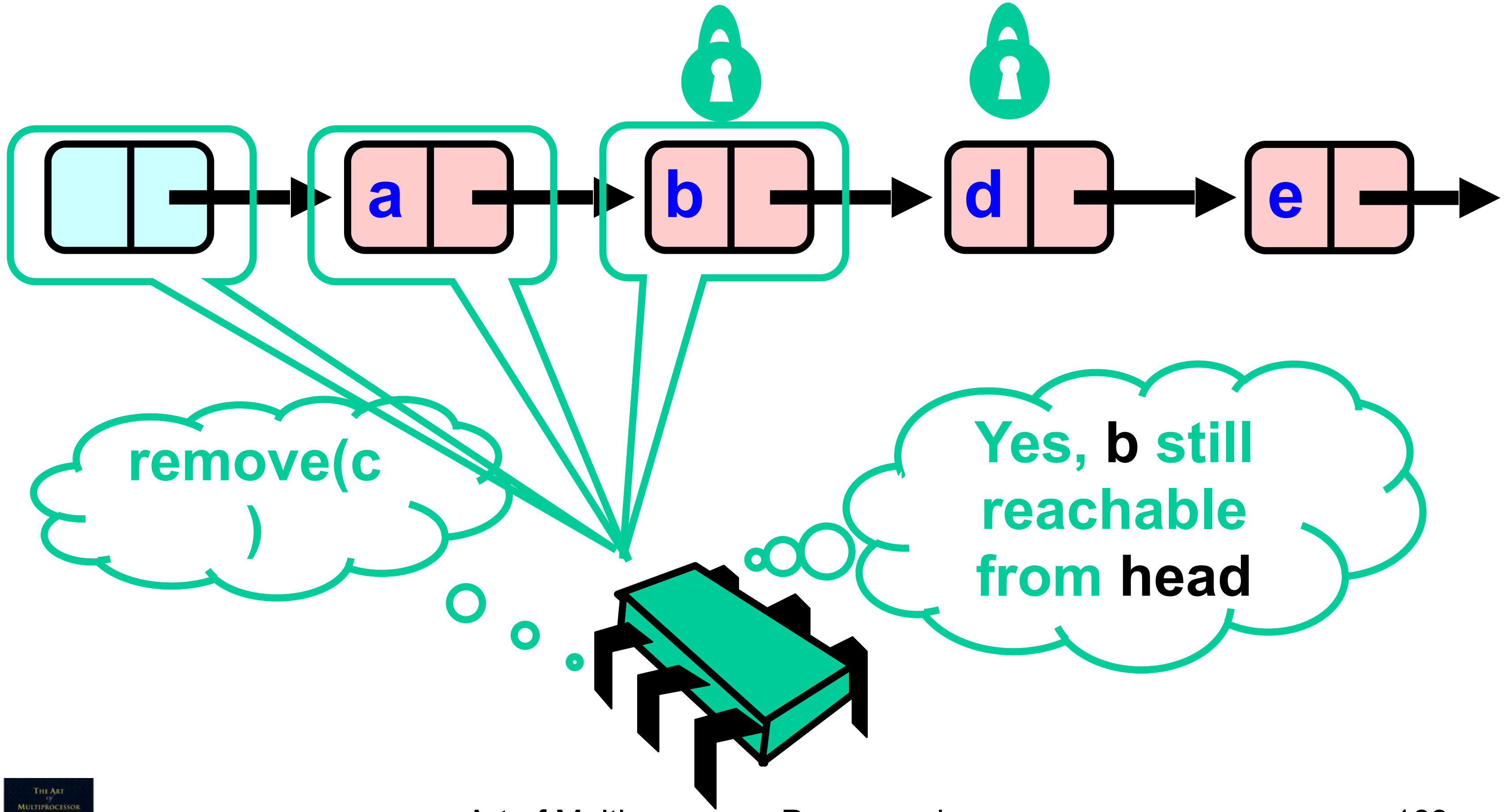
- If
  - Nodes b and c both locked
  - Node b still accessible
  - Node c still successor to b
- Then
  - Neither will be deleted
  - OK to delete and return true



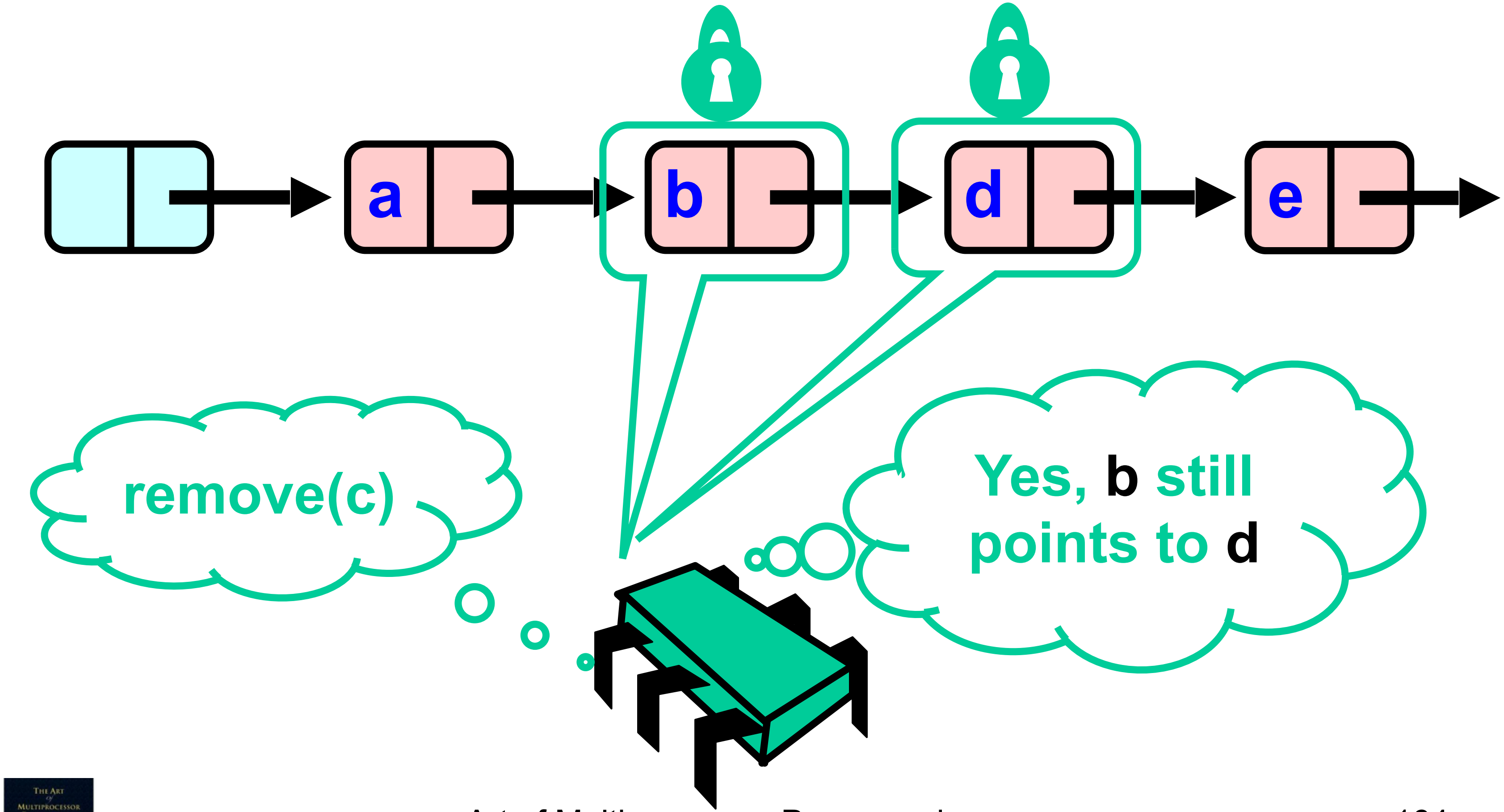
Unsuccessful Remove

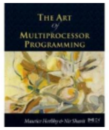


Validate (1)

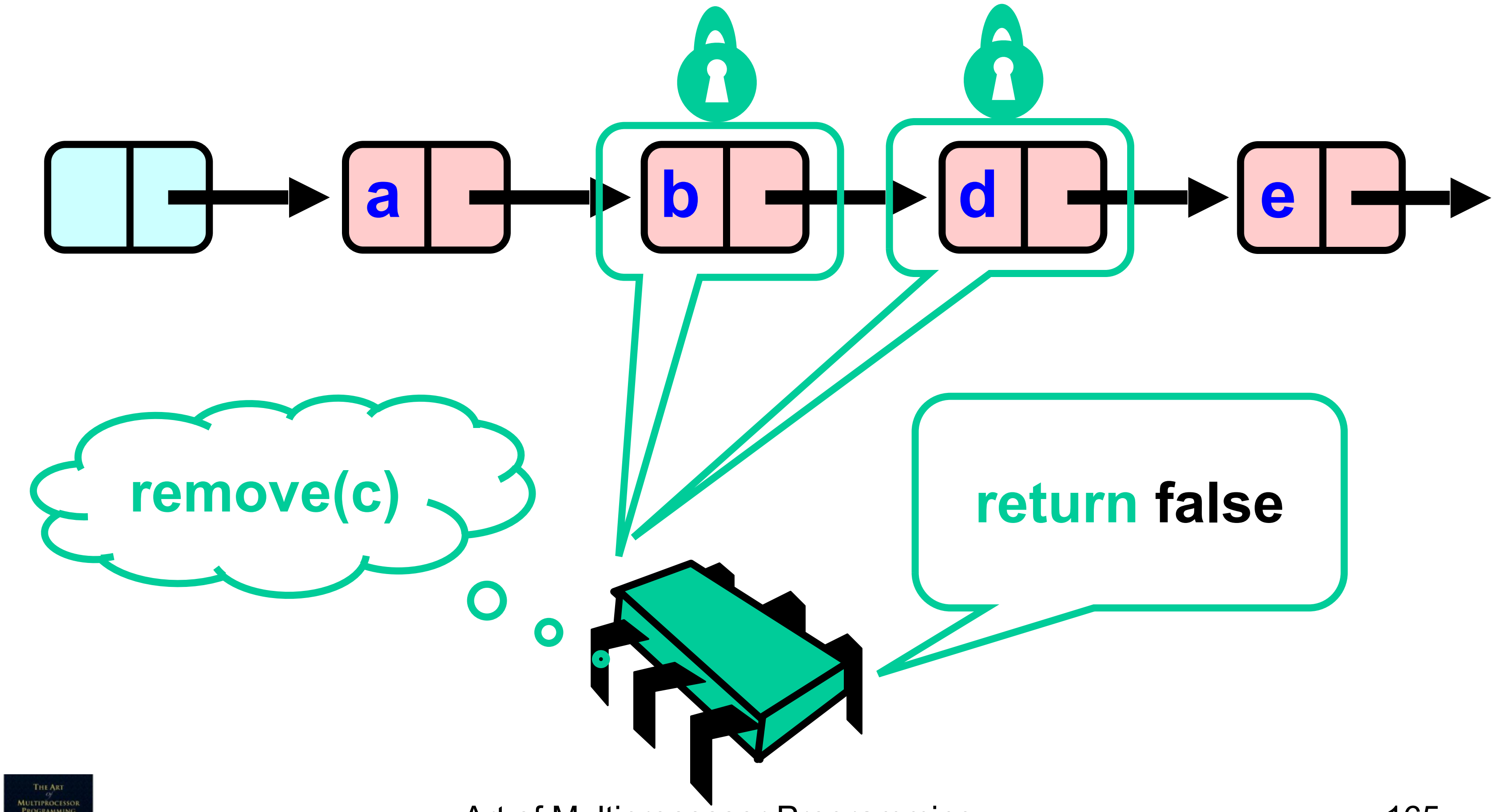


Validate (2)



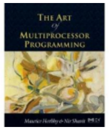


OK Computer



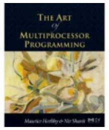
Correctness

- If
  - Nodes b and d both locked
  - Node b still accessible
  - Node d still successor to b
- Then
  - Neither will be deleted
  - No thread can add c after b
  - OK to return false



Validation

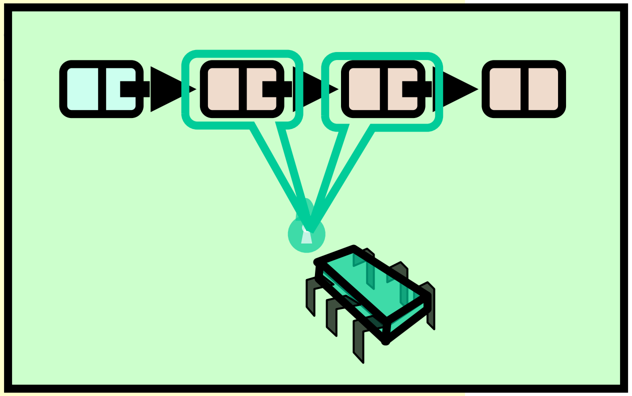
```
private boolean
 validate(Node pred,
          Node curry) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```



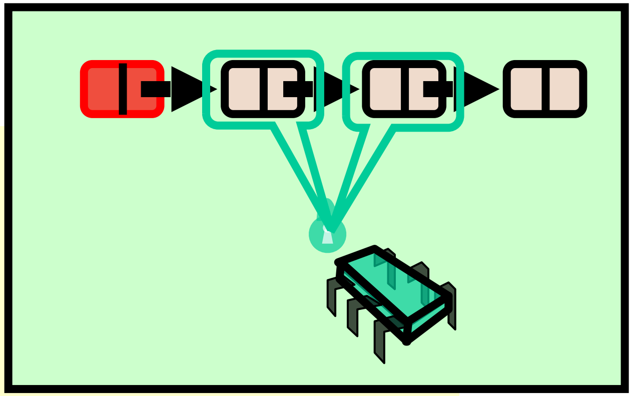
Validation

```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

Predecessor & current nodes



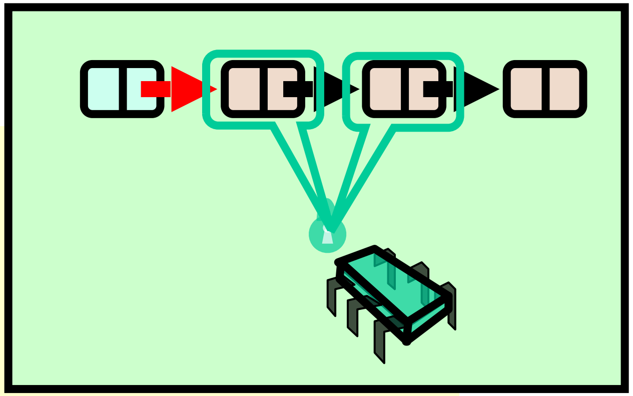
Validation



```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

Begin at the beginning

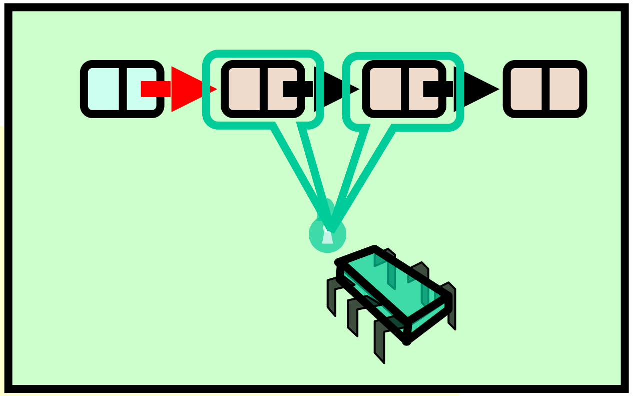
Validation



```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

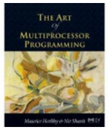
Search range of keys

Validation

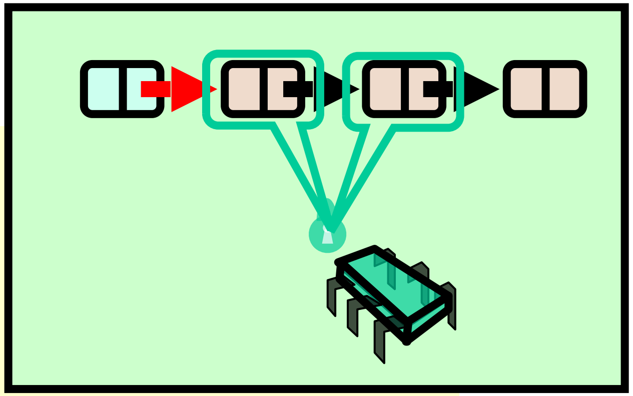


```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

Predecessor reachable

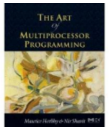


Validation



```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

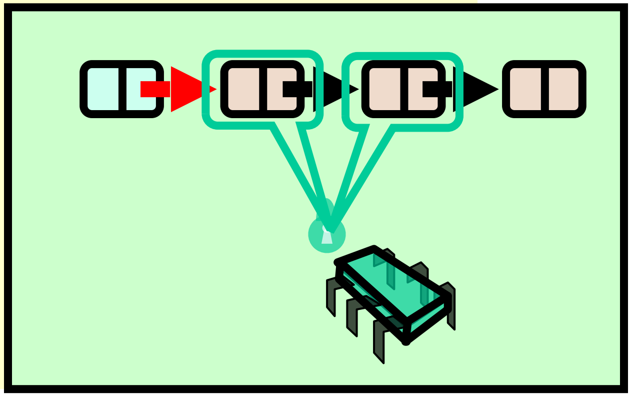
Is current node next?



Validation

```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

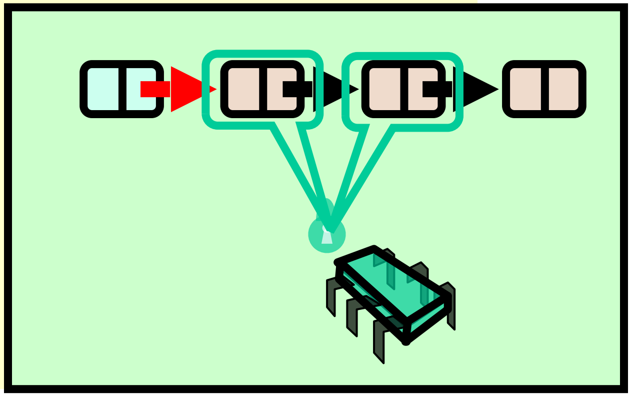
Otherwise move on



Validation

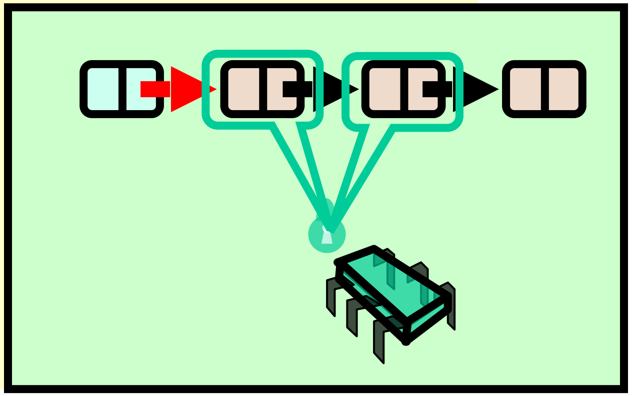
```
private boolean
 validate(Node pred,
          Node curr) {
 Node node = head;
 while (node.key <= pred.key) {
  if (node == pred)
   return pred.next == curr;
  node = node.next;
 }
 return false;
}
```

Predecessor not reachable



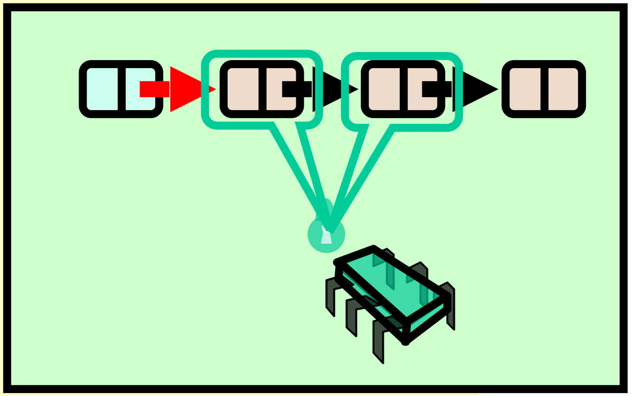
Remove: searching

```
public boolean remove(T item) {
 int key = item.hashCode();
 retry: while (true) {
   Node pred = head;
   Node curr = pred.next;
   while (curr.key <= key) {
    if (item == curr.item)
      break;
    pred = curr;
    curr = curr.next;
   } …
```

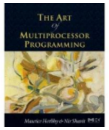


Remove: searching

```
public boolean remove(T item) {
 int key = item.hashCode();
 retry: while (true) {
   Node pred = head;
   Node curr = pred.next;
   while (curr.key <= key) {
    if (item == curr.item)
     break;
    pred = curr;
    curr = curr.next;
   } …
```



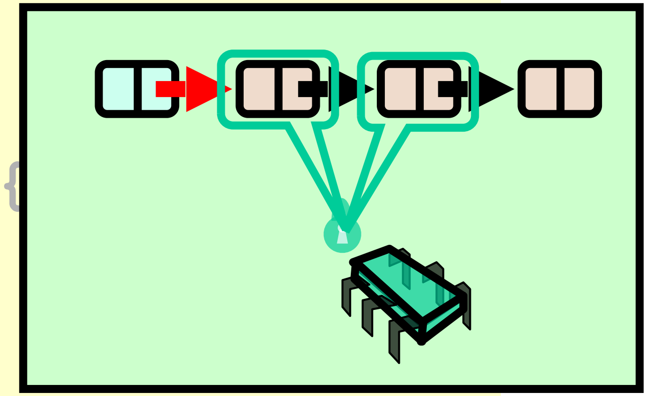
Search key

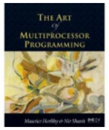


Remove: searching

```
public boolean remove(T item) {
  int key = item.hashCode();
  retry: while (true) {
    Node pred = head;
    Node curr = pred.next;
    while (curr.key <= key) {
     if (item == curr.item)
      break;
     pred = curr;
     curr = curr.next;
    } …
```

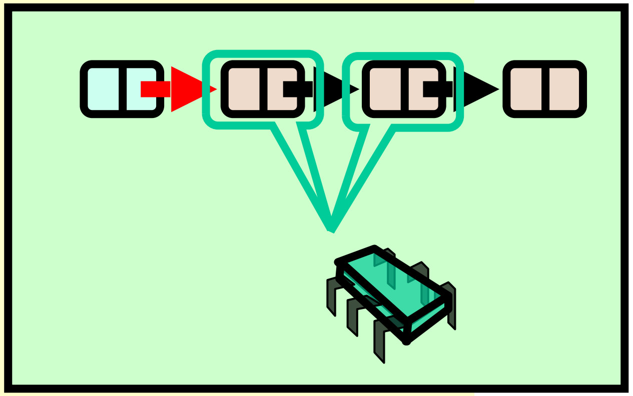
Retry on synchronization conflict





Remove: searching

```
public boolean remove(T item) {
 int key = item.hashCode();
 retry: while (true) {
   Node pred = head;
   Node curr = pred.next;
   while (curr.key <= key) {
    if (item == curr.item)
     break;
    pred = curr;
    curr = curr.next;
   }
```

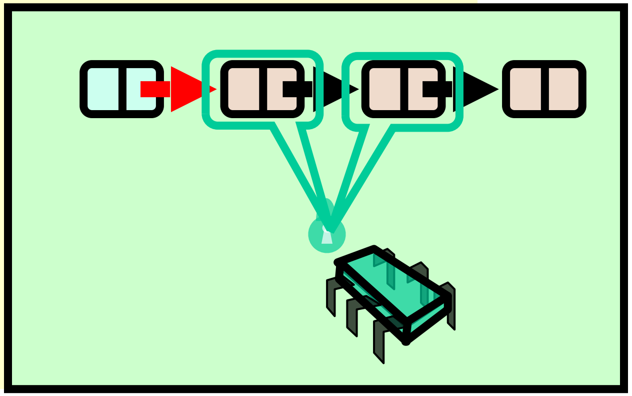


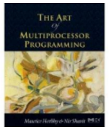
Examine predecessor and current nodes

Remove: searching

```
public boolean remove(T item) {
 int key = item.hashCode();
 retry: while (true) {
   Node pred = head;
   Node curr = pred.next;
   while (curr.key <= key) {
    if (item == curr.item)
     break;
    pred = curr;
    curr = curr.next;
   }
```

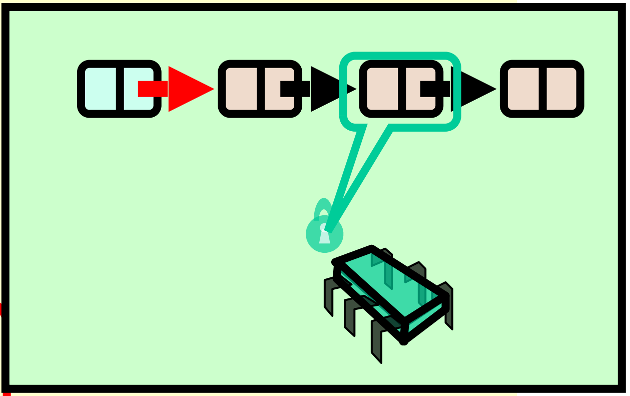
Search by key





Remove: searching

```
public boolean remove(T item) {
  int key = item.hashCode();
  retry: while (true) {
    Node pred = head;
    Node curr = pred.next;
    while (curr.key <= key)
     if (item == curr.item)
      break;
     pred = curr;
     curr = curr.next;
    }…
```

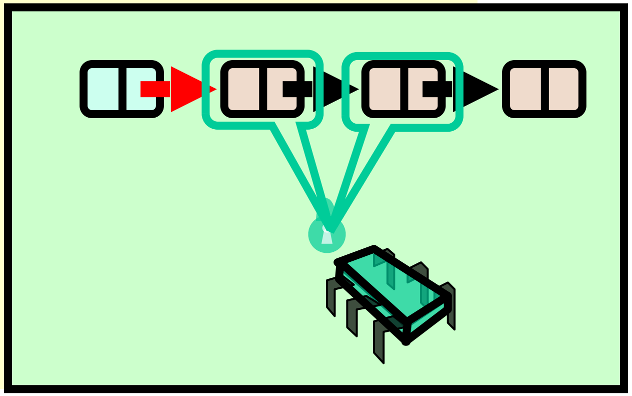


Stop if we find item

Remove: searching

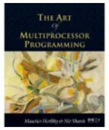
```
public boolean remove(T item) {
  int key = item.hashCode();
  retry: while (true) {
    Node pred = head;
    Node curr = pred.next;
    while (curr.key <= key) {
     if (item == curr.item)
      break;
     pred = curr;
     curr = curr.next;
    } …
```

Move along



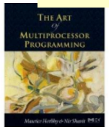
On Exit from Loop

- If item is present
  - – curr holds item
  - – pred just before curr
- If item is absent
  - – curr has first higher key
  - – pred just before curr
- Assuming no synchronization problems



Remove Method

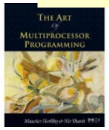
```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```



Remove Method

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Always unlock



Remove Method

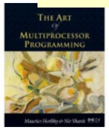
```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Lock both nodes

Remove Method

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

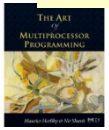
Check for synchronization conflicts



Remove Method

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

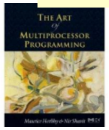
target found, remove node



Remove Method

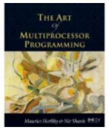
```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.item == item) {
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

target not found



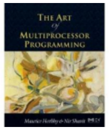
Optimistic List

- Limited hot-spots
  - Targets of add(), remove(), contains()
  - No contention on traversals
- Moreover
  - Traversals are wait-free
  - Food for thought …



So Far, So Good

- Much less lock acquisition/release
  - Performance
  - Concurrency
- Problems
  - Need to traverse list twice
  - `contains()` method acquires locks



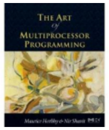
Evaluation

- Optimistic is effective if
  - cost of scanning twice without locks

    is less than
  - cost of scanning once with locks
- Drawback
  - `contains()` acquires locks
  - 90% of calls in many apps

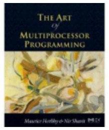
Lazy List

- Like optimistic, except
  - Scan once
  - `contains(x)` never locks …
- Key insight
  - Removing nodes causes trouble
  - Do it "lazily"

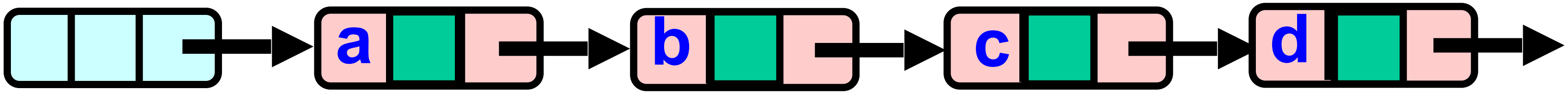


Lazy List

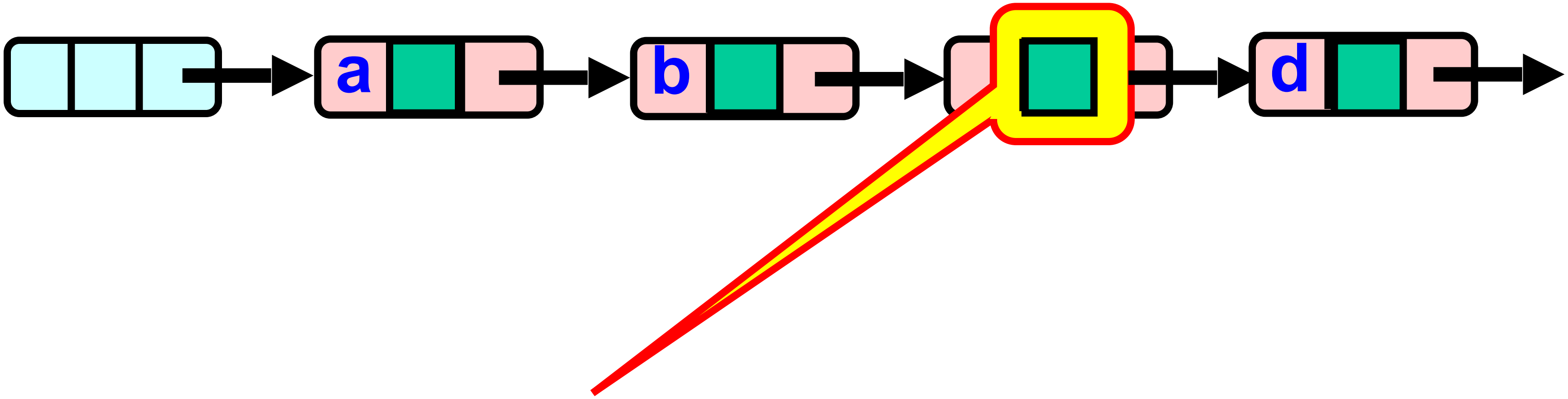
- **`remove()`**
  - Scans list (as before)
  - Locks predecessor & current (as before)
- Logical delete
  - Marks current node as removed (new!)
- Physical delete
  - Redirects predecessor’s next (as before)



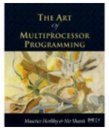
Lazy Removal



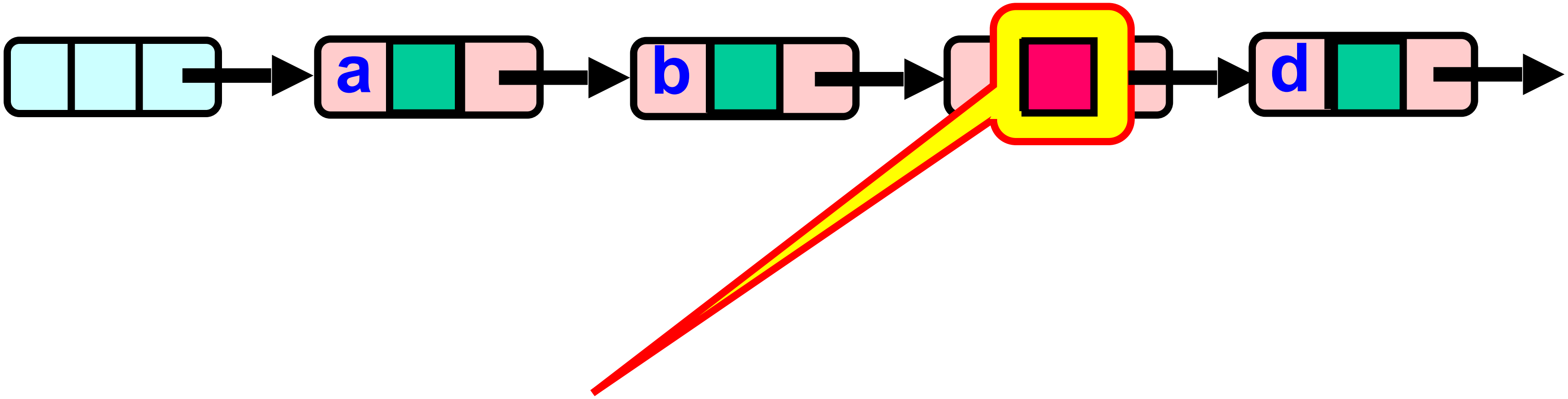
Lazy Removal



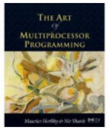
Present in list



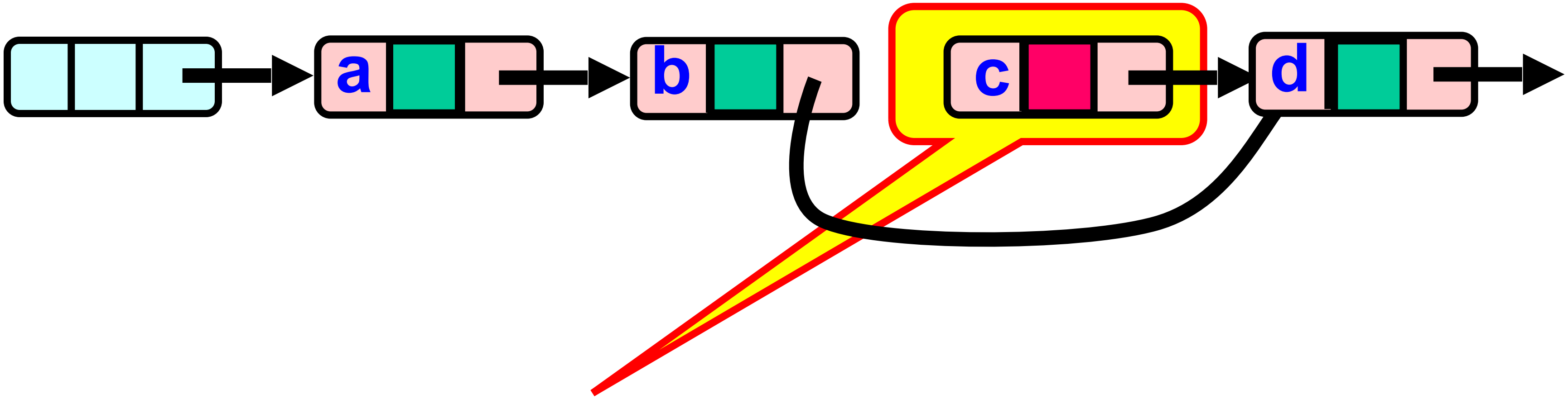
Lazy Removal



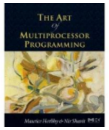
Logically deleted



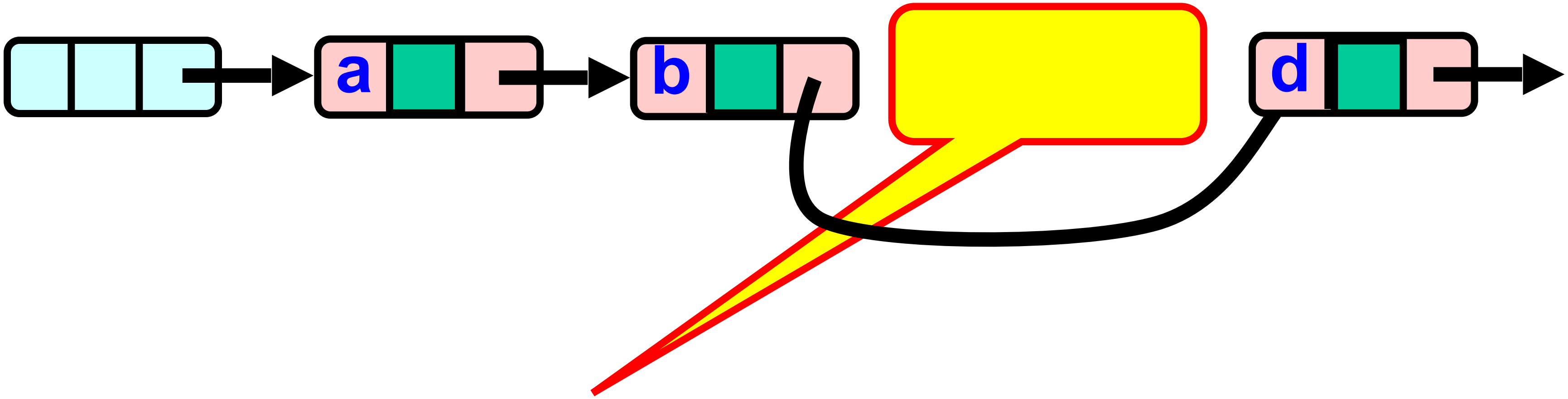
Lazy Removal



Physically deleted



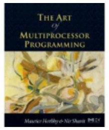
Lazy Removal



Physically deleted

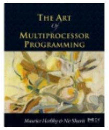
Lazy List

- All Methods
  - Scan through locked and marked nodes
  - Removing a node doesn't slow down other method calls …
- Must still lock pred and curr nodes.

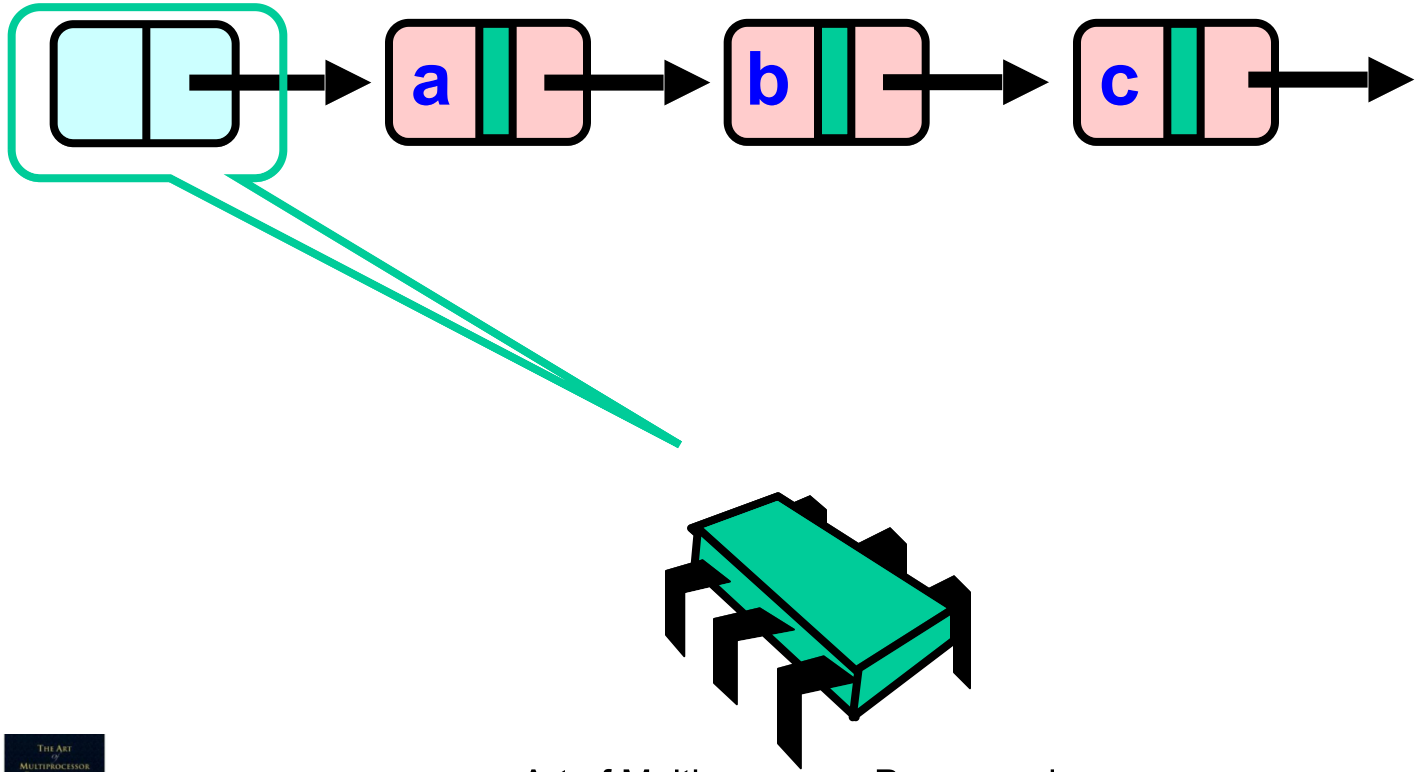


Validation

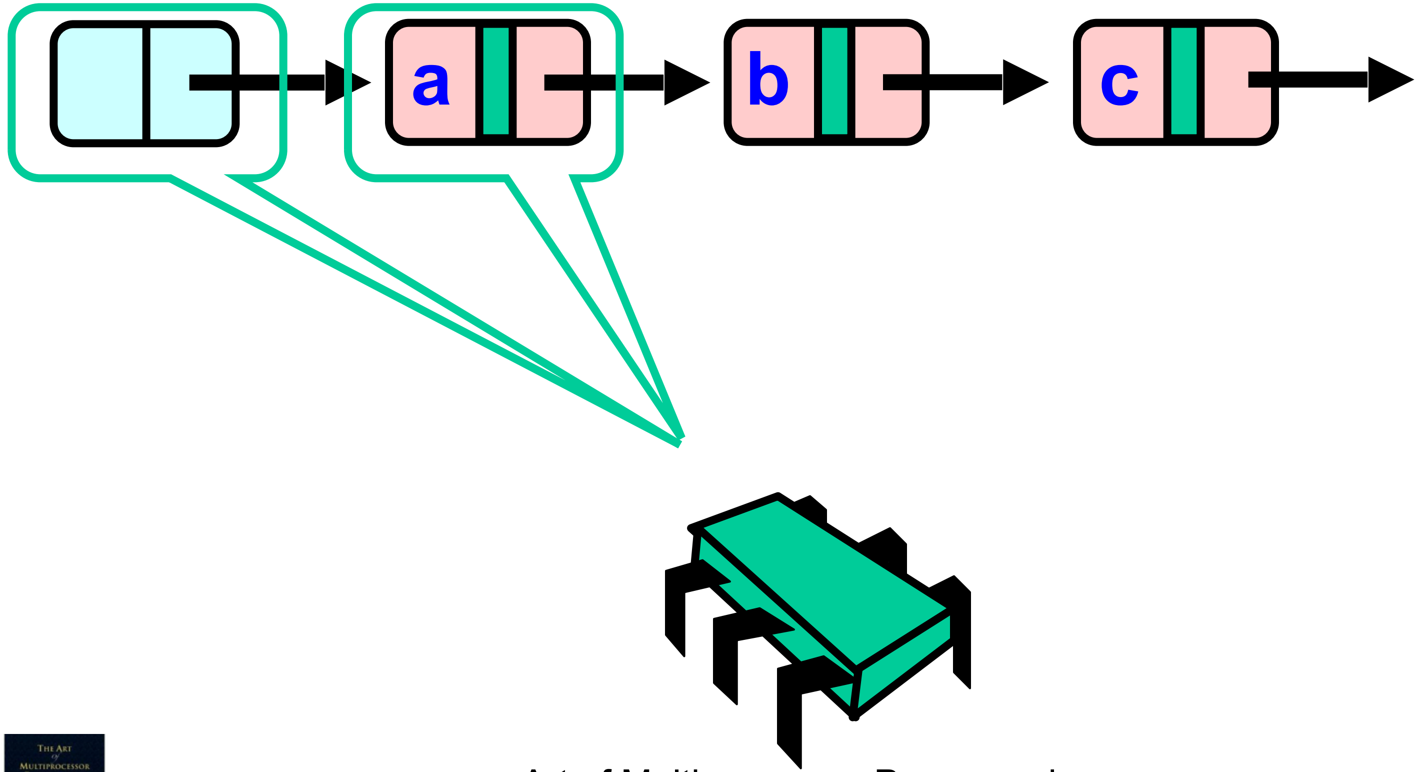
- No need to rescan list!
- Check that pred is not marked
- Check that curr is not marked
- Check that pred points to curr

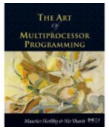


Business as Usual

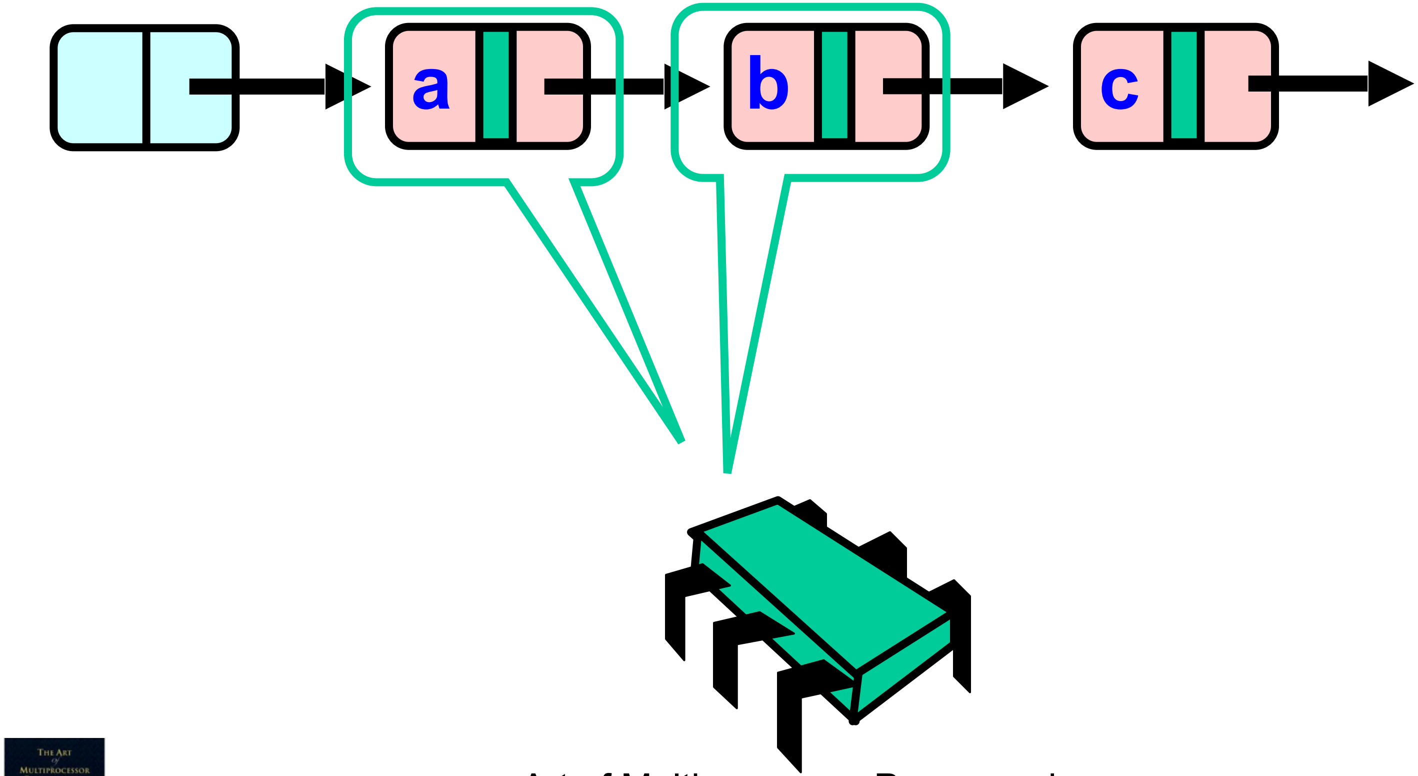


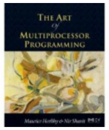
Business as Usual



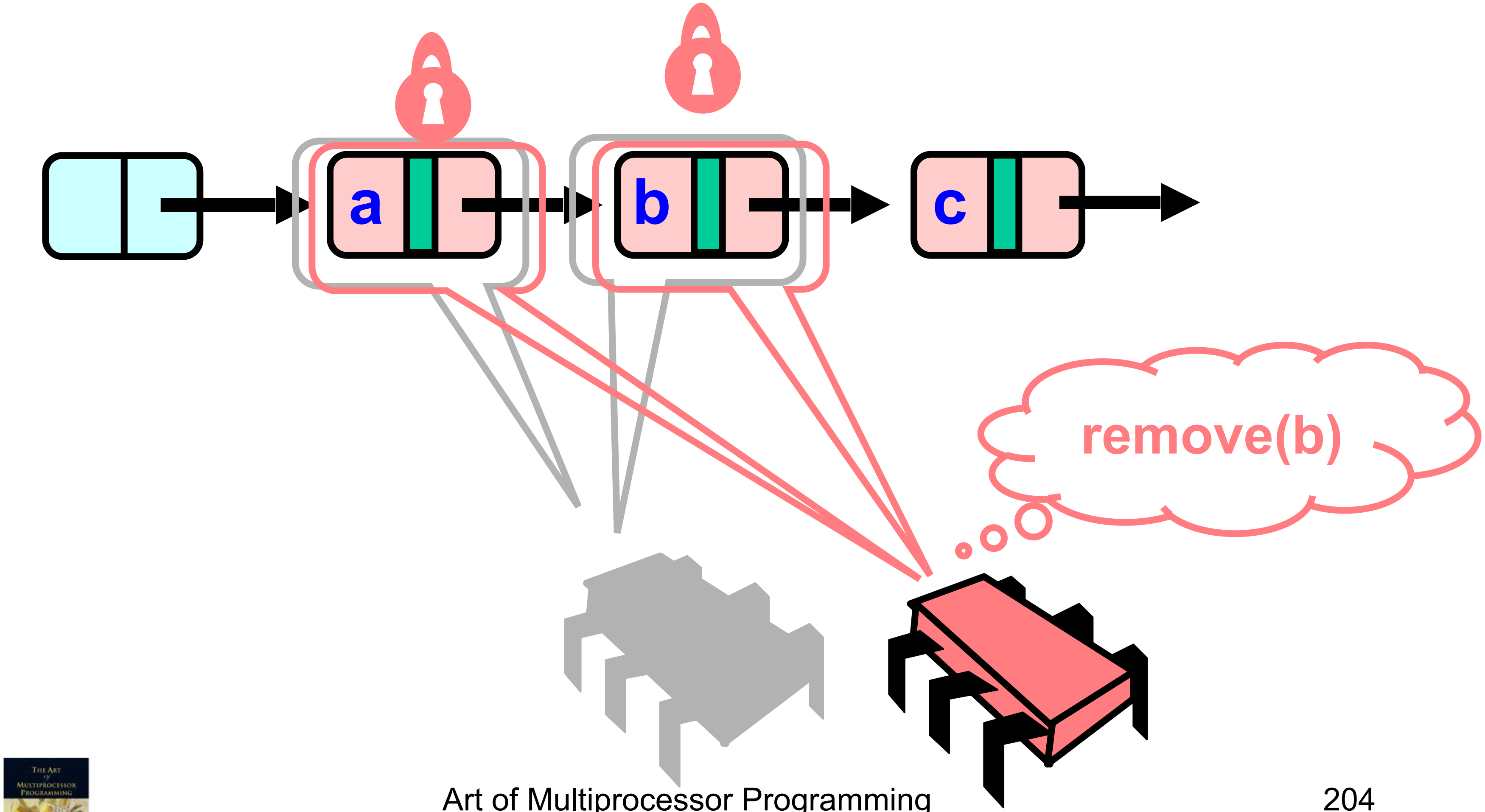


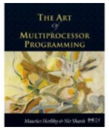
Business as Usual



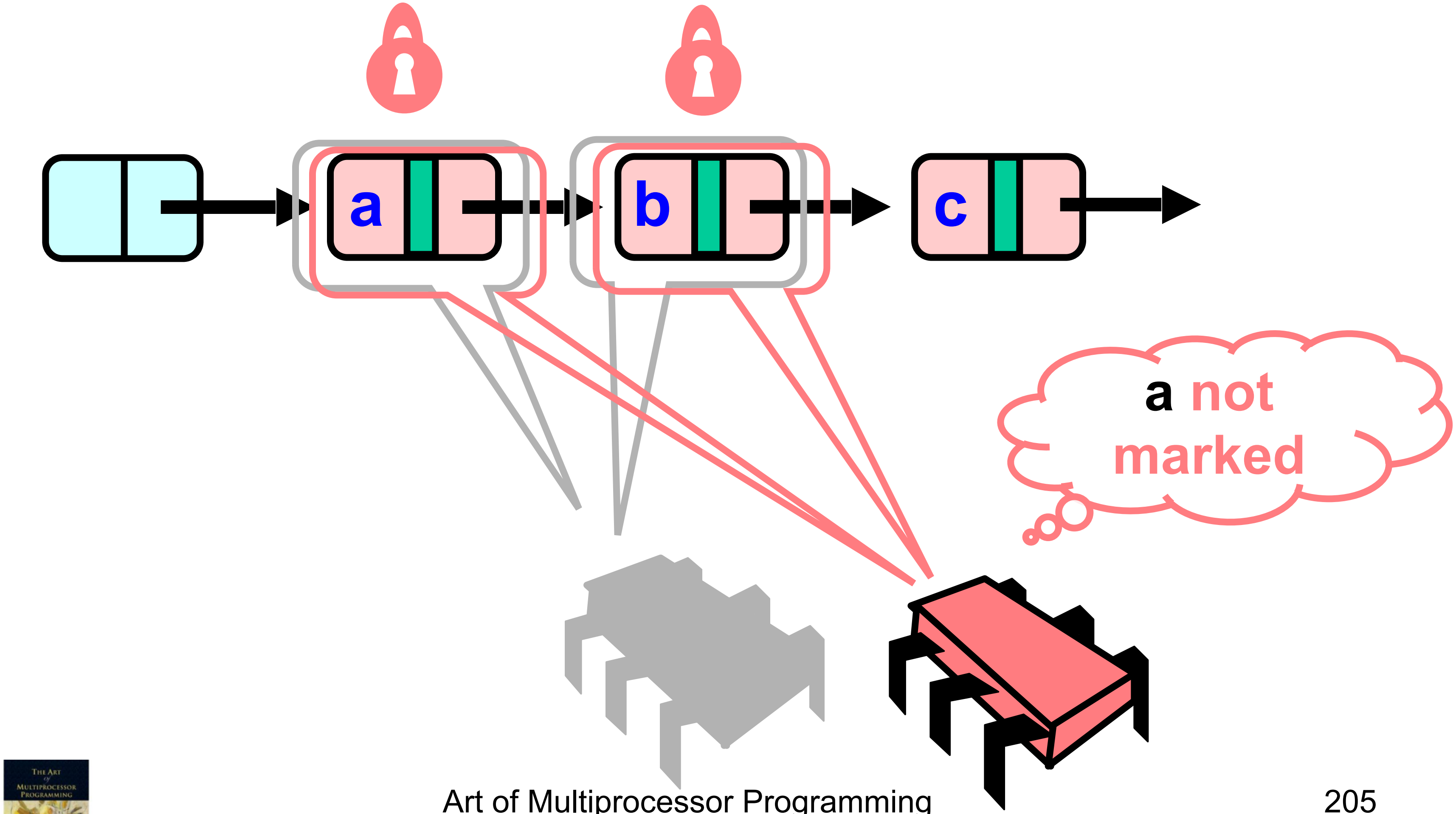


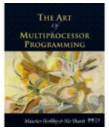
Business as Usual



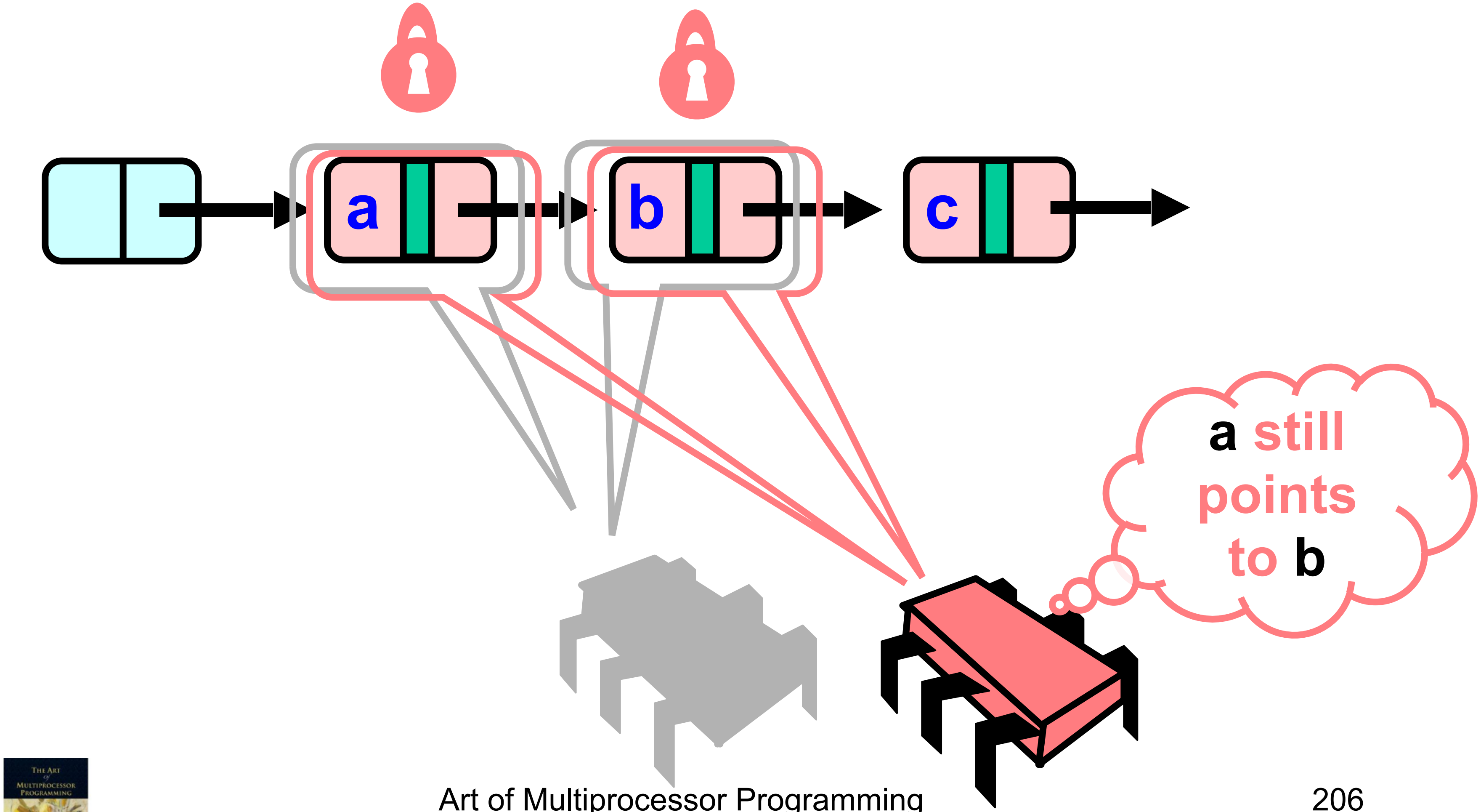


Business as Usual

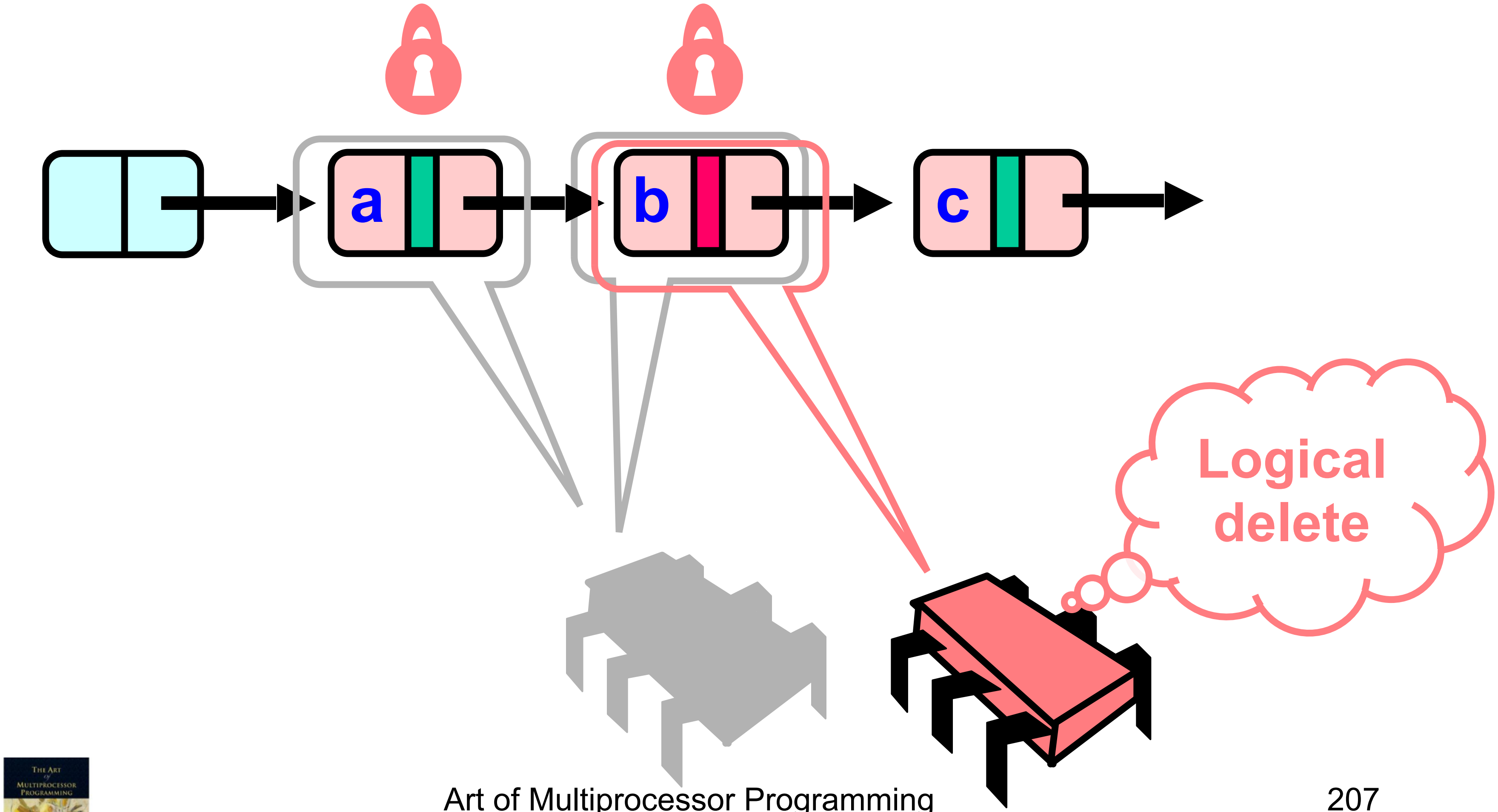


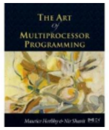


Business as Usual

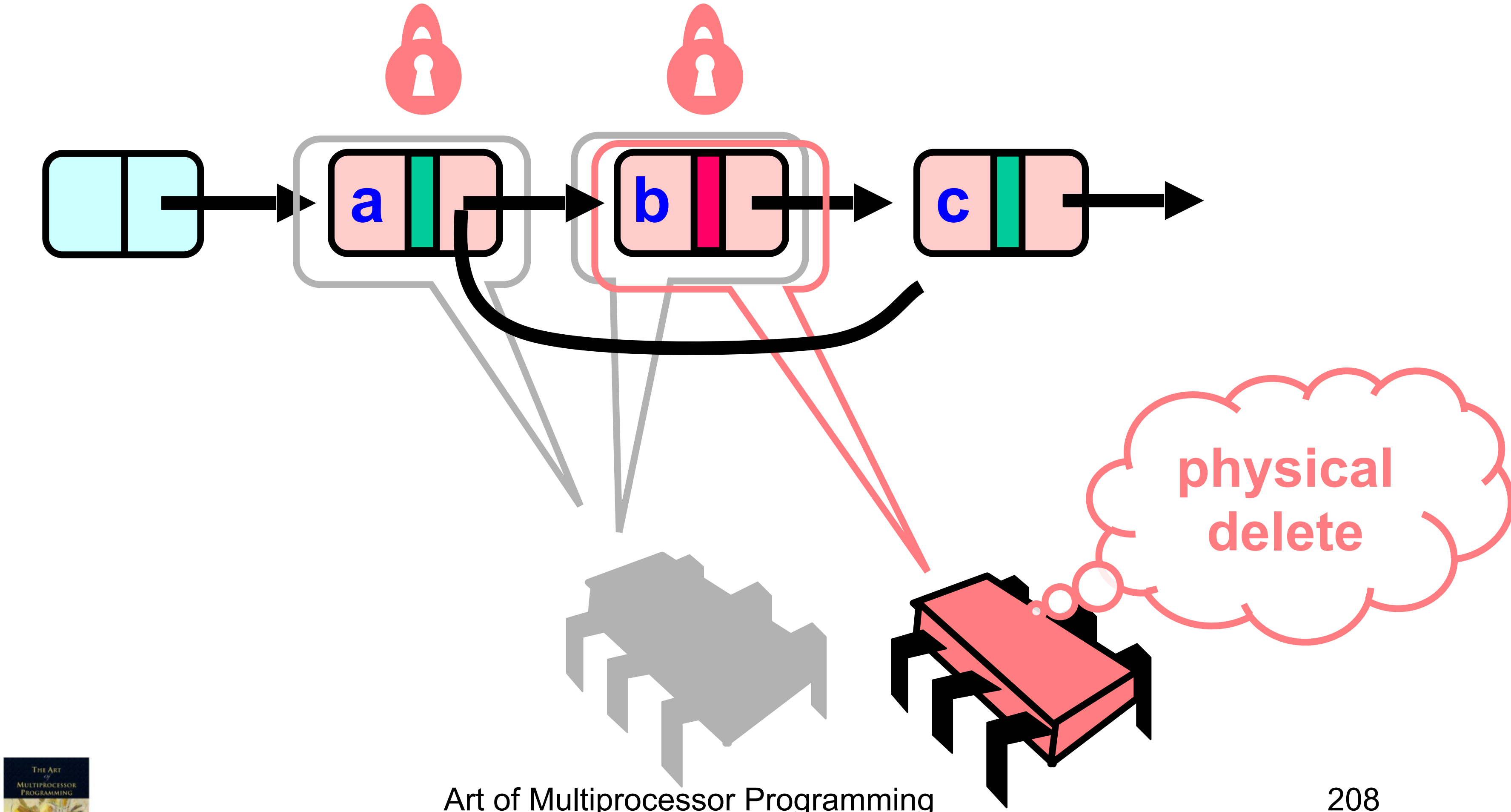


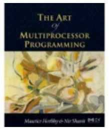
Business as Usual



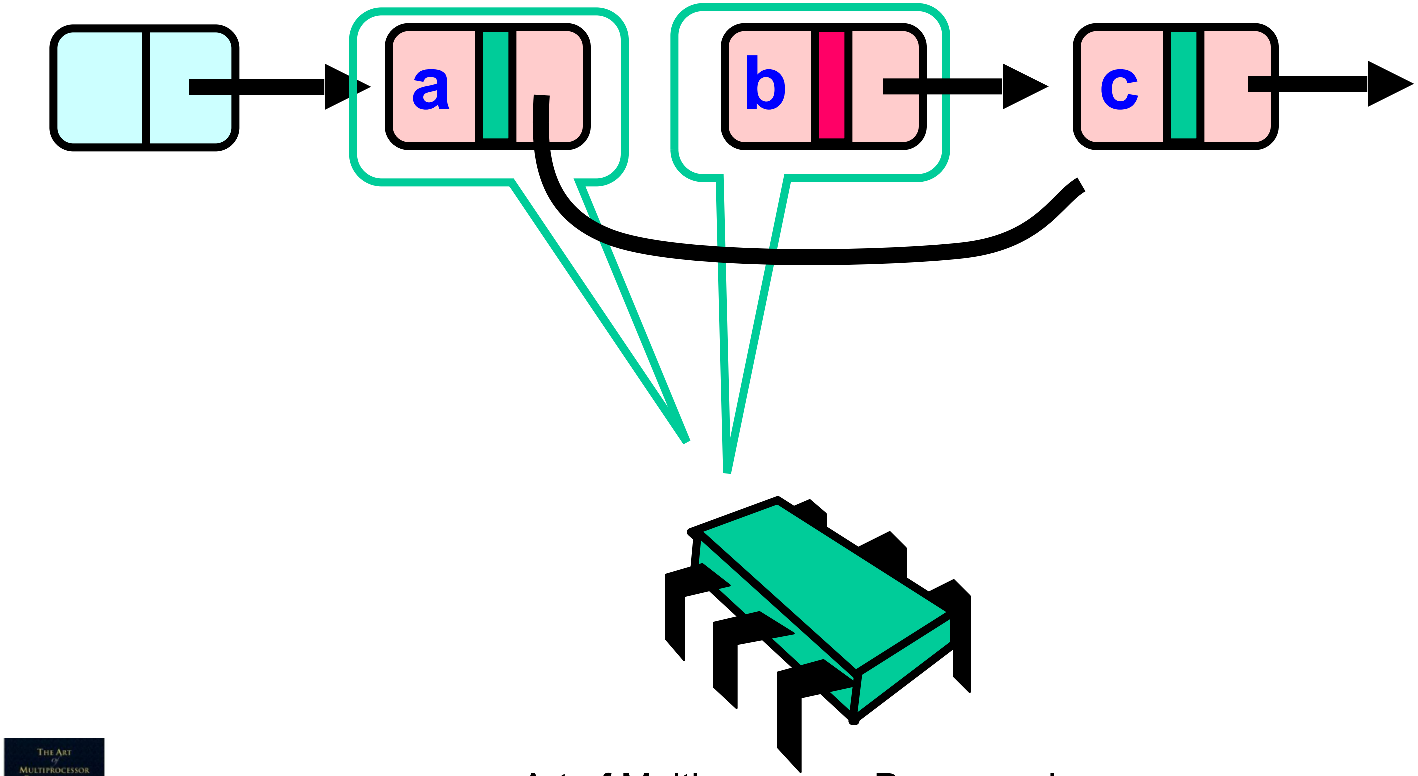


Business as Usual





Business as Usual



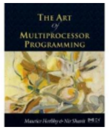
New Abstraction Map

- S(head) =

  { x | there exists node a such that

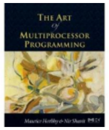
  - a reachable from head and
  - a.item = x and
  - a is unmarked

  }



Invariant

- If not marked then item in the set
- and reachable from head
- and if not yet traversed it is reachable from pred



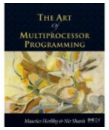
Validation

```
private boolean
   validate(Node pred, Node curr) {
  return
   !pred.marked &&
   !curr.marked &&
   pred.next == curr);
   }
```

List Validate Method

```
private boolean
   validate(Node pred, Node curr) {
  return
   !pred.marked &&
   !curr.marked &&
   pred.next == curr);
   }
```

Predecessor not Logically removed



List Validate Method

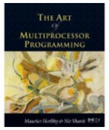
```
private boolean
   validate(Node pred, Node curr) {
  return
    !pred.marked &&
    !curr.marked &&
    pred.next == curr);
    }
```

Current not Logically removed

List Validate Method

```
private boolean
   validate(Node pred, Node curr) {
  return
   !pred.marked &&
   !curr.marked &&
   pred.next == curr);
   }
```

Predecessor still
Points to current



Remove

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.key == key) {
    curr.marked = true;
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Remove

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.key == key) {
    curr.marked = true;
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Validate as before

Remove

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.key == key) {
    curr.marked = true;
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Key found

Remove

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.key == key) {
    curr.marked = true;
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

Logical remove

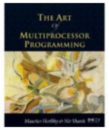
Remove

```
try {
  pred.lock(); curr.lock();
  if (validate(pred,curr) {
   if (curr.key == key) {
    curr.marked = true;
    pred.next = curr.next;
    return true;
   } else {
    return false;
   }}} finally {
     pred.unlock();
     curr.unlock();
   }}}
```

physical remove

Contains

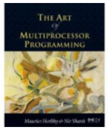
```
public boolean contains(T item) {
  int key = item.hashCode();
  Node curr = head;
  while (curr.key < key) {
    curr = curr.next;
  }
  return curr.key == key && !curr.marked;
}
```



Contains

```
public boolean contains(T item) {
  int key = item.hashCode();
  Node curr = head;
  while (curr.key < key) {
    curr = curr.next;
  }
  return curr.key == key && !curr.marked;
}
```

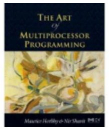
Start at the head



Contains

```
public boolean contains(T item) {
   int key = item.hashCode();
   Node curr = head;
   while (curr.key < key) {
     curr = curr.next;
   }
   return curr.key == key && !curr.marked;
}
```

Search key range



Contains

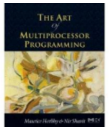
```
public boolean contains(T item) {
  int key = item.hashCode();
  Node curr = head;
  while (curr.key < key) {
    curr = curr.next;
  }
  return curr.key == key && !curr.marked;
}
```

Traverse *without locking*
(nodes may have been removed)

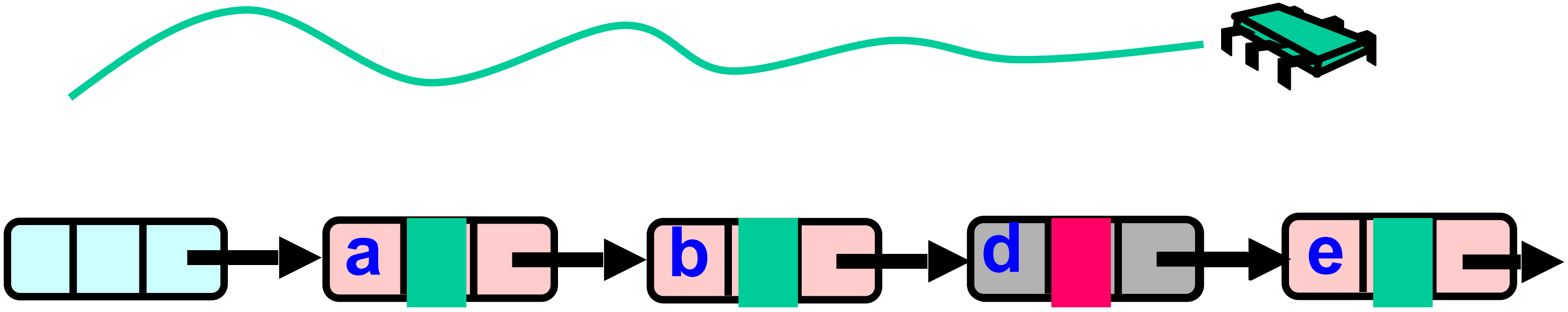
Contains

```
public boolean contains(T item) {
  int key = item.hashCode();
  Node curr = head;
  while (curr.key < key) {
    curr = curr.next;
  }
  return curr.key == key && !curr.marked;
}
```

Present and undeleted?



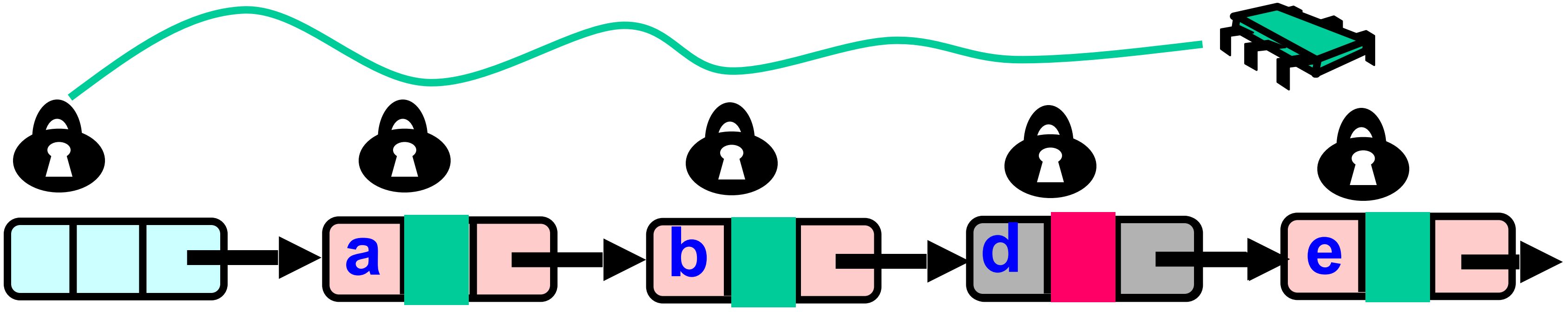
Summary: Wait-free Contains



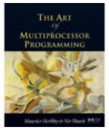
Use Mark bit + list ordering

1. Not marked → in the set
2. Marked or missing → not in the set

Lazy List

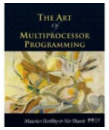


Lazy `add()` and `remove()` + Wait-free `contains()`



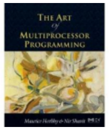
Evaluation

- Good:
  - `contains()` doesn't lock
  - In fact, its wait-free!
  - Good because typically high % contains()
  - Uncontended calls don't re-traverse
- Bad
  - Contended `add()` and `remove()` calls must re-traverse
  - Traffic jam if one thread delays



Traffic Jam

- Any concurrent data structure based on mutual exclusion has a weakness
- If one thread
  - Enters critical section
  - And “eats the big muffin”
    - Cache miss, page fault, descheduled …
  - Everyone else using that lock is stuck!
  - Need to trust the scheduler….

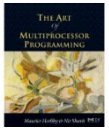


Reminder: Lock-Free Data Structures

- No matter what …
  - Guarantees minimal progress in any execution
  - i.e. Some thread will always complete a method call
  - Even if others halt at malicious times
  - Implies that implementation can't use locks

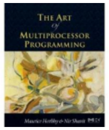
Lock-free Lists

- Next logical step
  - Wait-free **`contains()`**
  - lock-free **`add()`** and **`remove()`**
- Use only **`compareAndSet()`**
  - What could go wrong?



compareAndSet

```
public abstract class CASObject {
 private int value;
 public boolean synchronized
   compareAndSet(int expected,
                 int update) {
  if (value==expected) {
   value = update; return true;
  }
  return false;
  } … }
```



compareAndSet

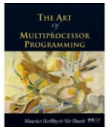
```
public abstract class CASObject {
 private int value;
 public boolean synchronized
   compareAndSet(int expected,
                 int update) {
  if (value==expected) {
  value = update; return true;
  }
 return false;
 } … }
```

If value is as expected, …

compareAndSet

```
public abstract class CASOBJECT{
 private int value;
 public boolean synchronized
   compareAndSet(int expected,
                 int update) {
 if (value==expected) {
  value = update; return true;
 }
 return false;
 } … }
```

… replace it



compareAndSet

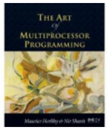
```
public abstract class RMWRegister {
 private int value;
 public boolean synchronized
   compareAndSet(int expected,
                 int update) {
  if (value==expected) {
   value = update; return true;
   }
  return false;
  } … }
```

Report success

compareAndSet

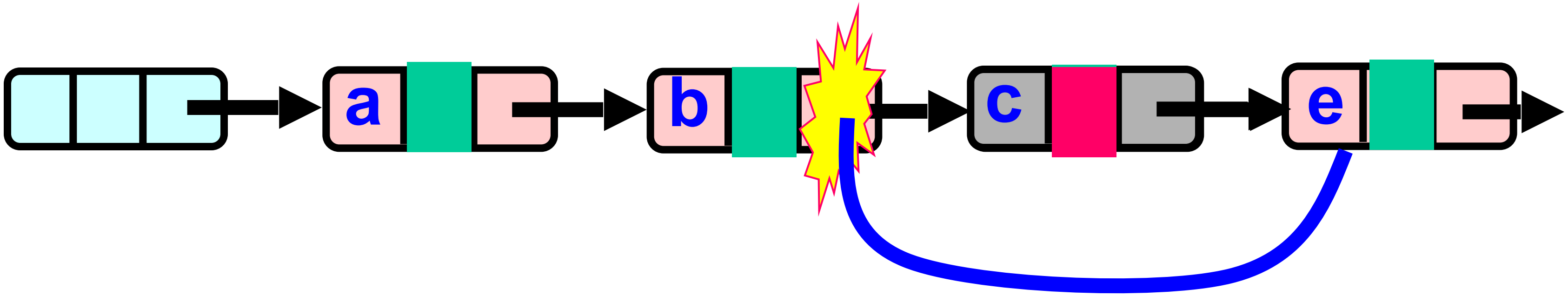
```
public abstract class RMWRegister {
 private int value;
 public boolean synchronized
   compareAndSet(int expected,
                 int update) {
  if (value==expected) {
   value = update; return true;
   }
  return false;
 } … }
```

Otherwise report failure



Lock-free Lists

Logical Removal

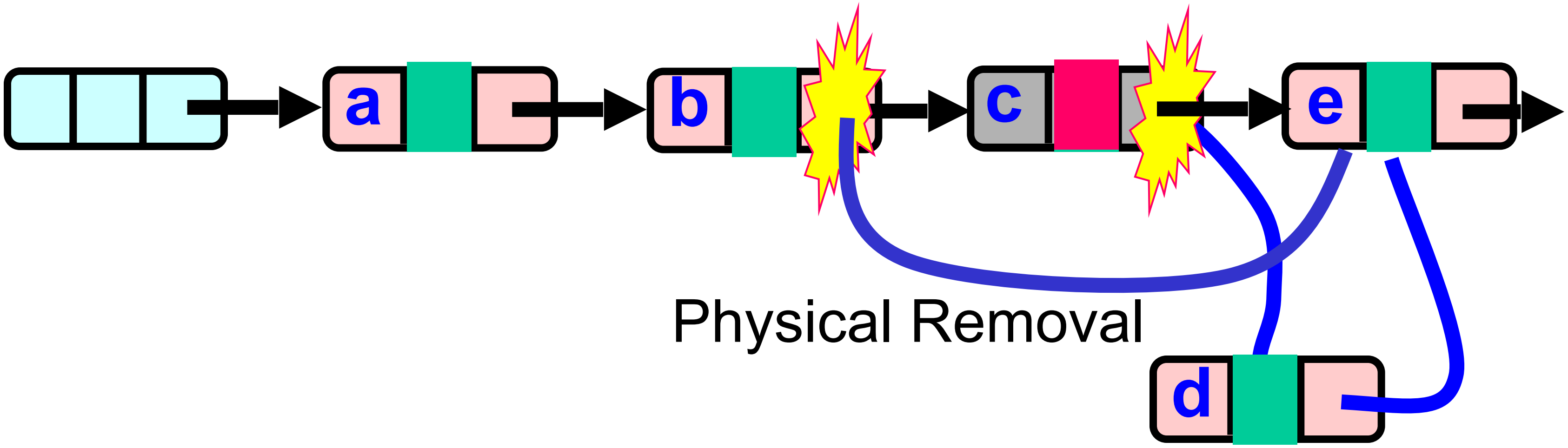


Physical Removal

Use CAS to verify pointer is correct

Not enough!

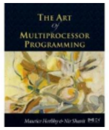
Problem…



Logical Removal

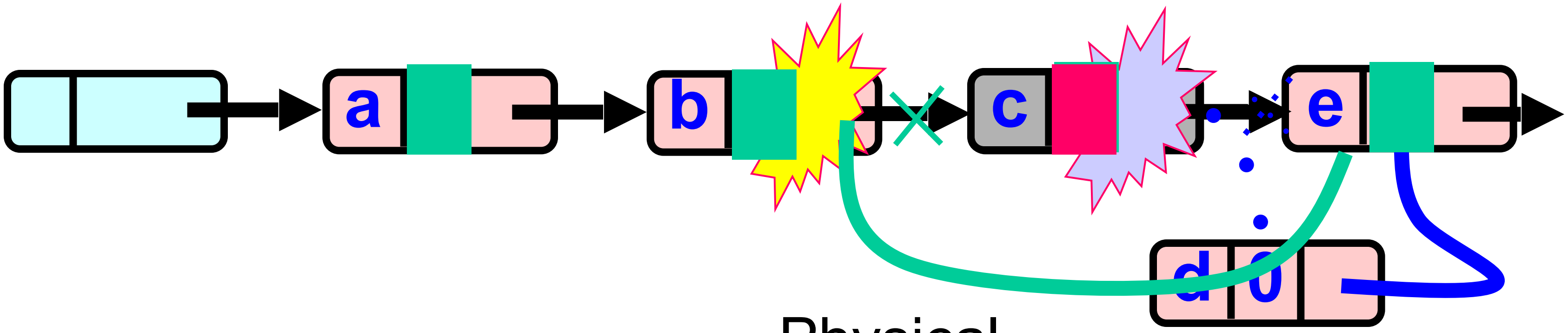
Physical Removal

Node added



The Solution: Combine Bit and Pointer

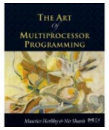
Logical Removal = Set Mark Bit



Physical Removal CAS

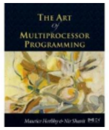
Fail CAS: Node not added after logical Removal

Mark-Bit and Pointer are CASed together (AtomicMarkableReference)



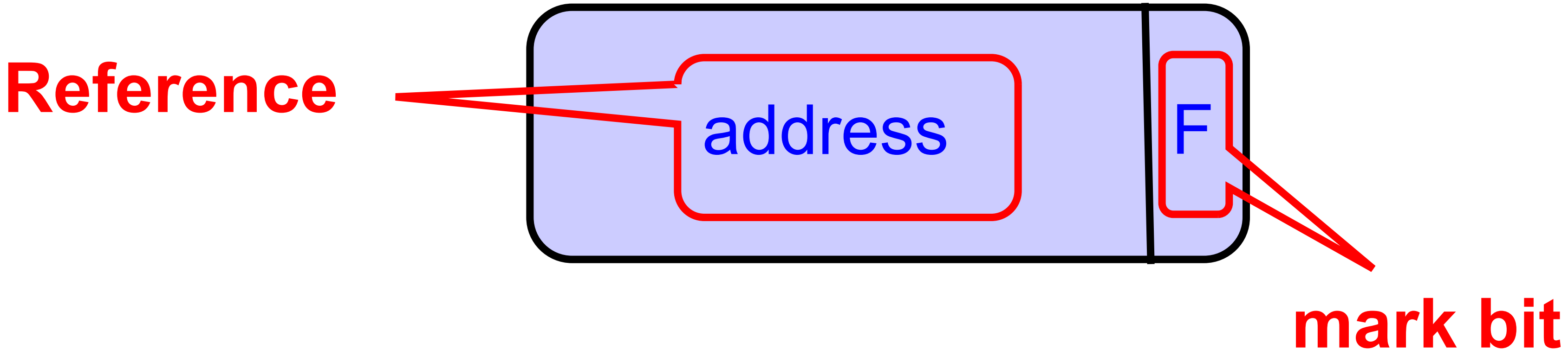
Solution

- Use AtomicMarkableReference
- Atomically
  - Swing reference and
  - Update flag
- Remove in two steps
  - Set mark bit in next field
  - Redirect predecessor’s pointer



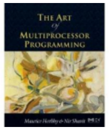
Marking a Node

- **AtomicMarkableReference** class
  - Java.util.concurrent.atomic package



Extracting Reference & Mark

```
public Object get(boolean[] marked);
```

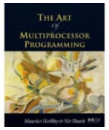


Extracting Reference & Mark

```
public Object get(boolean[] marked);
```

Returns reference

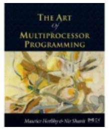
Returns mark at array index 0!



Extracting Mark Only

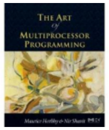
```
public boolean isMarked();
```

Value of mark



Changing State

```
public boolean compareAndSet(
  Object expectedRef,
  Object updateRef,
  boolean expectedMark,
  boolean updateMark);
```

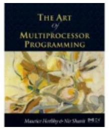


Changing State

If this is the current reference …

```
public boolean compareAndSet(
  Object expectedRef,
  Object updateRef,
  boolean expectedMark,
  boolean updateMark);
```

And this is the current mark …

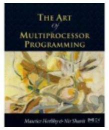


Changing State

…then change to this new reference …

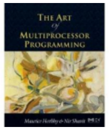
```
public boolean compareAndSet(
  Object expectedRef,
  Object updateRef,
  boolean expectedMark,
  boolean updateMark);
```

… and this new mark



Changing State

```
public boolean attemptMark(
   Object expectedRef,
   boolean updateMark);
```



Changing State

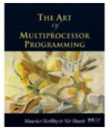
```
public boolean attemptMark(
  Object expectedRef,
  boolean updateMark);
```

If this is the current reference …

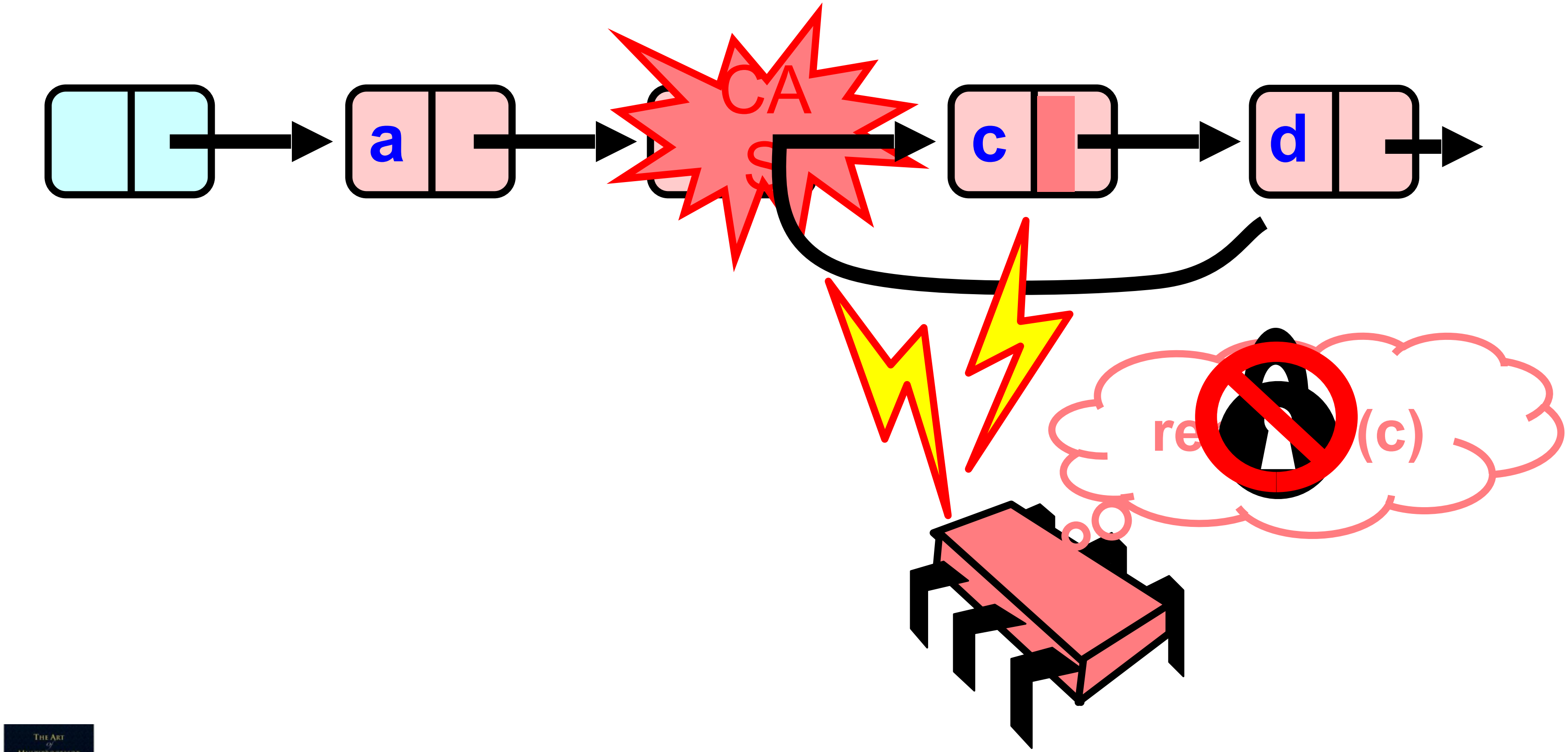
Changing State

```
public boolean attemptMark(
   Object expectedRef,
   boolean updateMark);
```

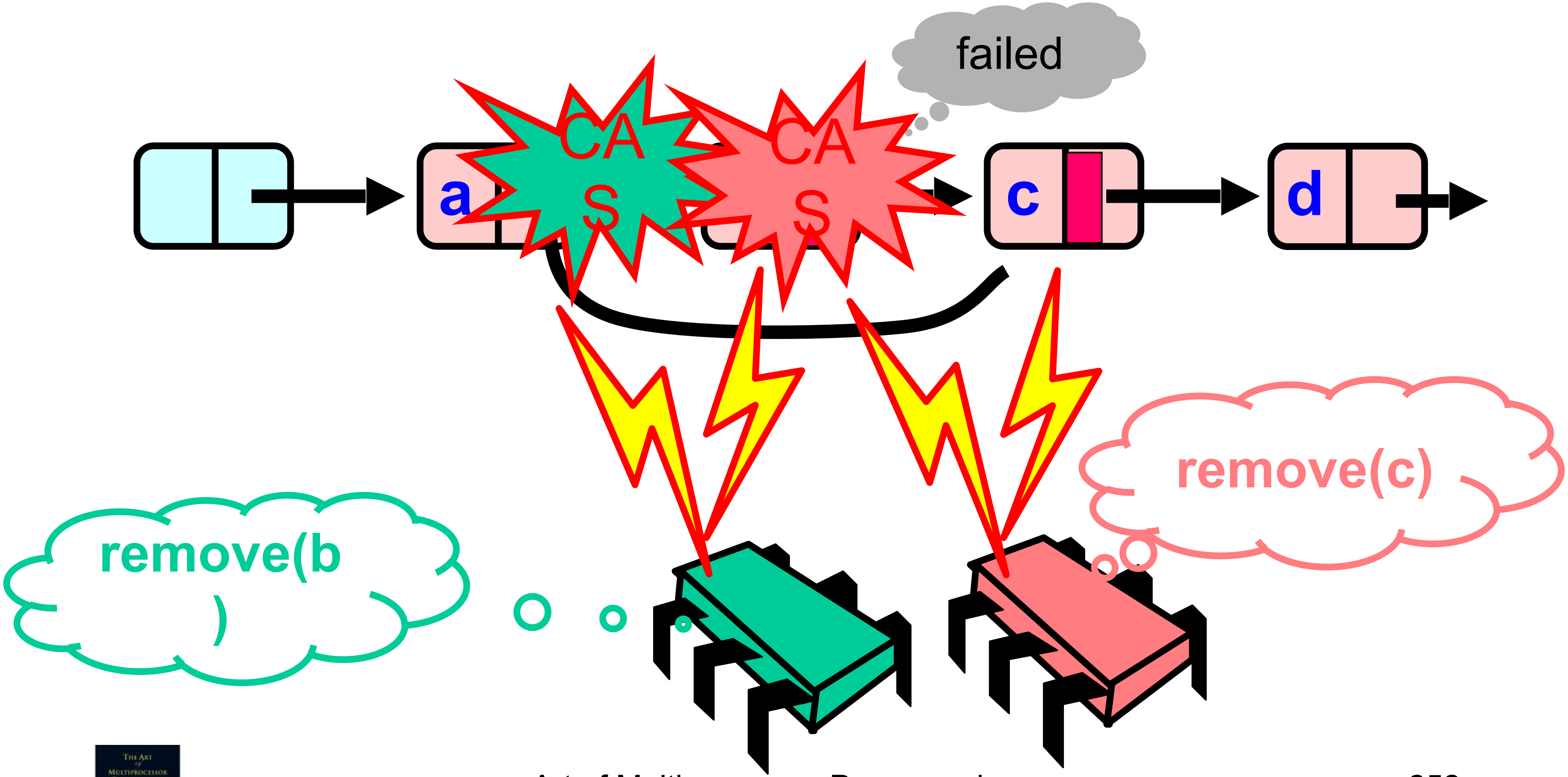
.. then change to
this new mark.



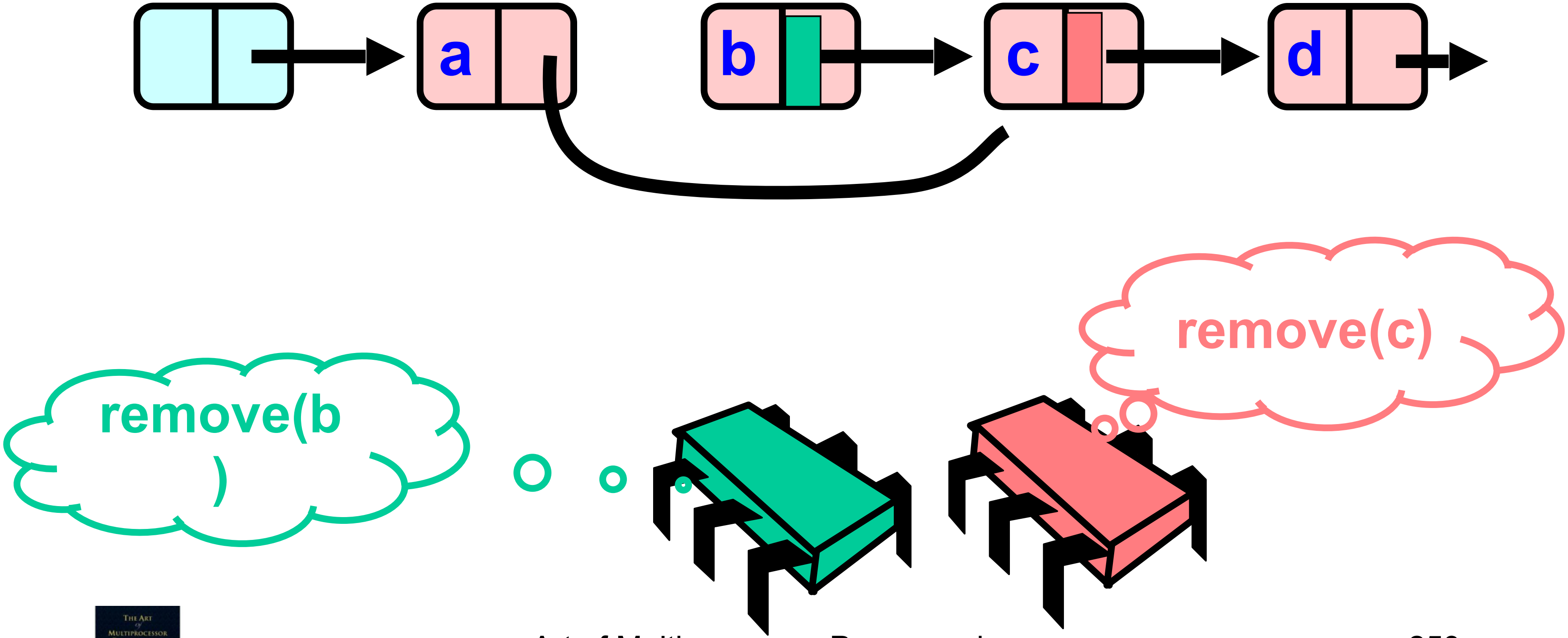
Removing a Node



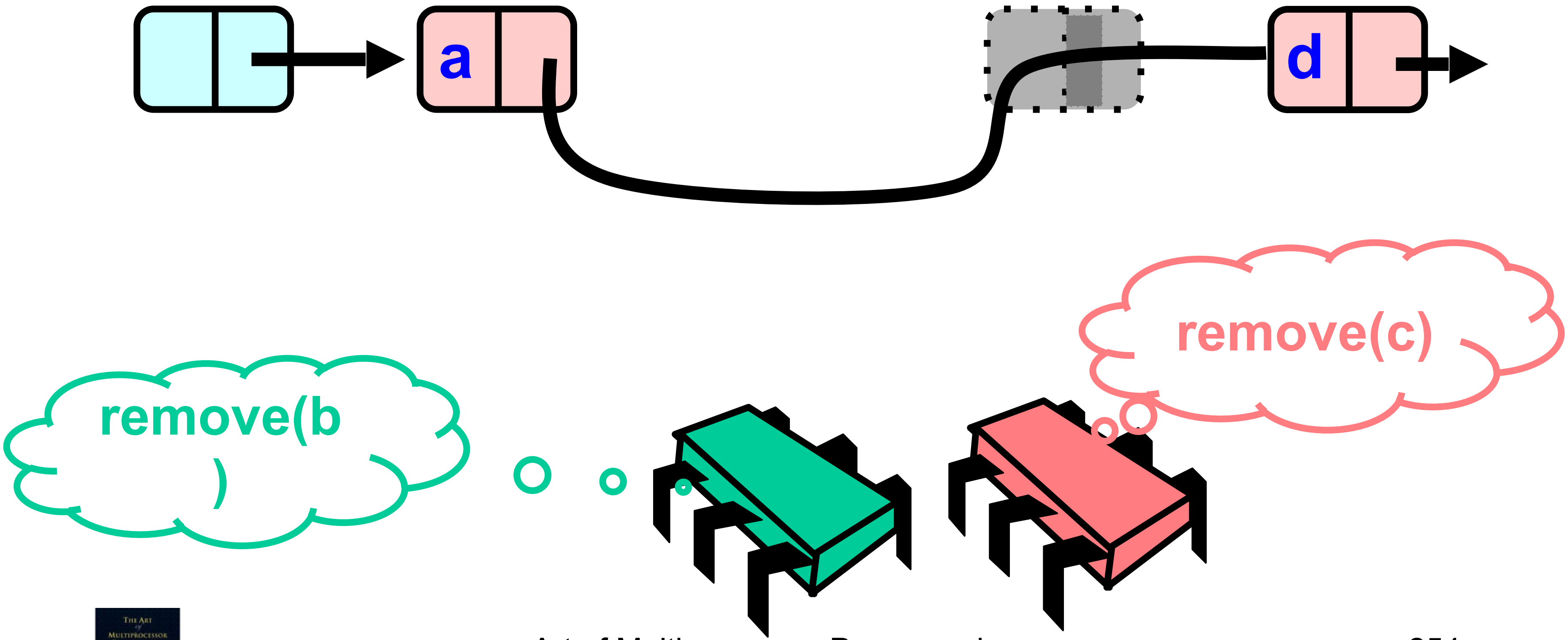
Removing a Node



Removing a Node

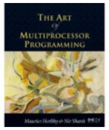


Removing a Node

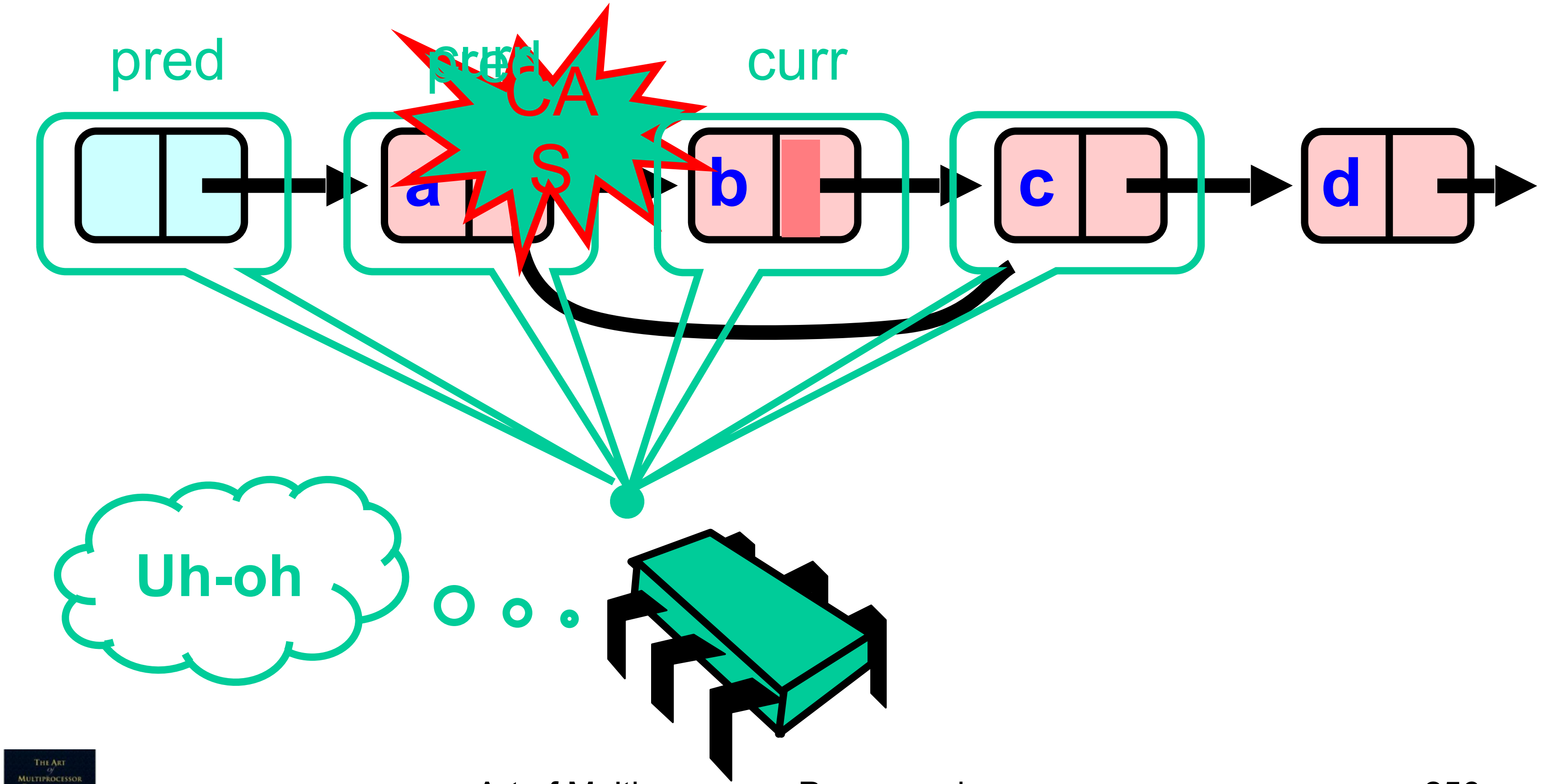


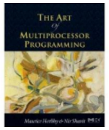
Traversing the List

- Q: what do you do when you find a "logically" deleted node in your path?
- A: finish the job.
  - CAS the predecessor's next field
  - Proceed (repeat as needed)



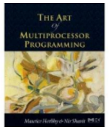
Lock-Free Traversal (only Add and Remove)





The Window Class

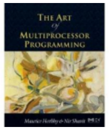
```
class Window {
 public Node pred;
 public Node curr;
 Window(Node pred, Node curr) {
   pred = pred; curr = curr;
 }
}
```



The Window Class

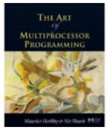
```
class Window {
 public Node pred;
 public Node curr;
 Window(Node pred, Node curr) {
   pred = pred; curr = curr;
 }
}
```

A container for pred and current values



Using the Find Method

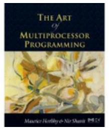
```
Window window = find(head, key);
Node pred = window.pred;
curr = window.curr;
```



Using the Find Method

```
Window window = find(head, key);
Node pred = window.pred;
curr = window.curr;
```

Find returns window



Using the Find Method

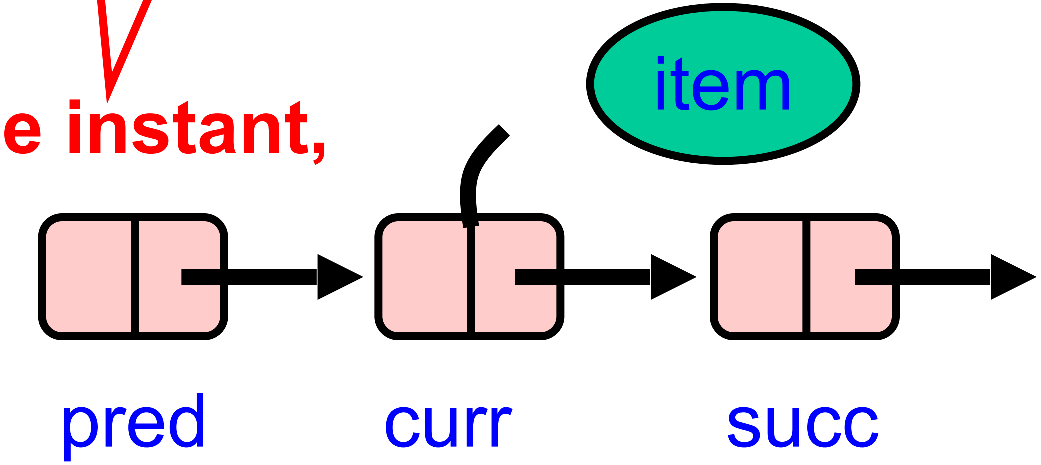
```
Window window = find(head, key);
Node pred = window.pred;
curr = window.curr;
```

Extract pred and curr

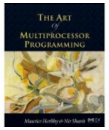
The Find Method

```
Window window = find(item);
```

At some instant,



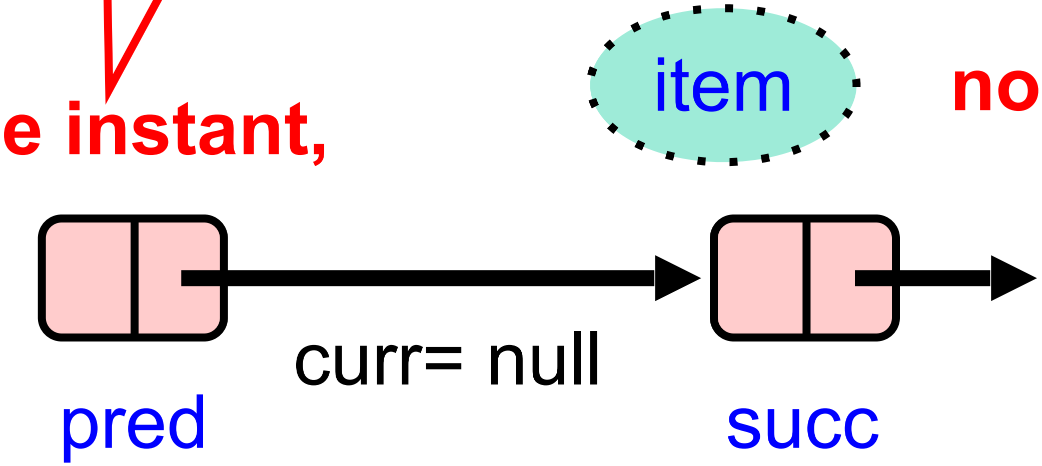
or …



The Find Method

```
Window window = find(item);
```

At some instant,



not in list

Remove

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet(succ, succ, false
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

Remove

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet (succ, succ, false, 
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

Keep trying

Remove

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet (succ, succ, false,
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

Find neighbors

Remove

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet(succ, succ, false,
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

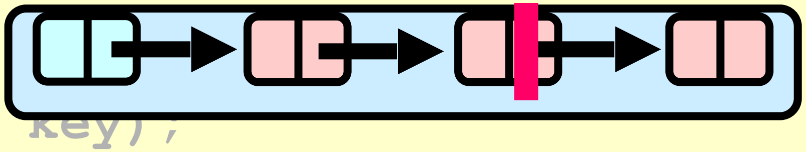
Not there …

Remove

Try to mark node as deleted

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet(succ, succ, false,
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

Remove

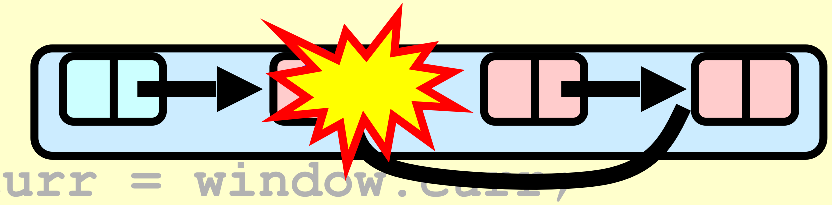


If it doesn’t work, just retry, if it does, job essentially done

```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head, key);
 Node pred = window.pred, curr = window.curr;
 if (curr.key != key) {
     return false;
 } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet(succ, succ, false,
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```

Remove

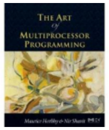
```
public boolean remove(T item) {
Boolean snip;
while (true) {
 Window window = find(head,
 Node pred = window.pred, curr = window.curr;
  if (curr.key != key) {
     return false;
  } else {
  Node succ = curr.next.getReference();
  snip = curr.next.compareAndSet(succ, succ, false,
true);
  if (!snip) continue;
   pred.next.compareAndSet(curr, succ, false, false);
     return true;
}}}
```



Try to advance reference (if we don’t succeed, someone else did or will).

Add

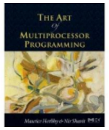
```
public boolean add(T item) {
 boolean splice;
 while (true) {
   Window window = find(head, key);
   Node pred = window.pred, curr = window.curr;
   if (curr.key == key) {
      return false;
   } else {
   Node node = new Node(item);
   node.next = new AtomicMarkableRef(curr, false);
   if (pred.next.compareAndSet(curr, node, false,
false)) {return true;}
}}}
```



Add

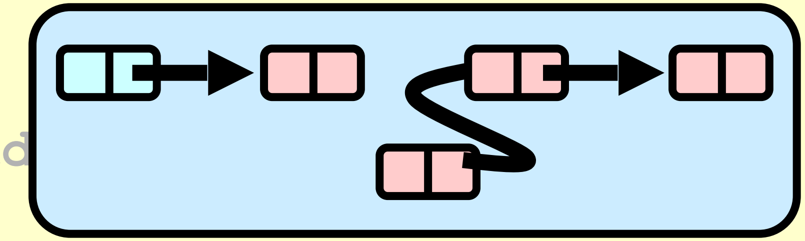
```
public boolean add(T item) {
 boolean splice;
 while (true) {
   Window window = find(head, key);
   Node pred = window.pred, curr = window.curr;
   if (curr.key == key) {
      return false;
   } else {
   Node node = new Node(item);
   node.next = new AtomicMarkableRef(curr, false);
   if (pred.next.compareAndSet(curr, node, false,
false)) {return true;}
}}}
```

Item already there

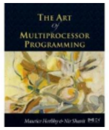


Add

```
public boolean add(T item) {
 boolean splice;
 while (true) {
   Window window = find(head
   Node pred = window.pred,
   if (curr.key == key) {
      return false;
   } else {
   Node node = new Node(item);
   node.next = new AtomicMarkableRef(curr, false);
   if (pred.next.compareAndSet(curr, node, false,
false)) {return true;}
}}}
```

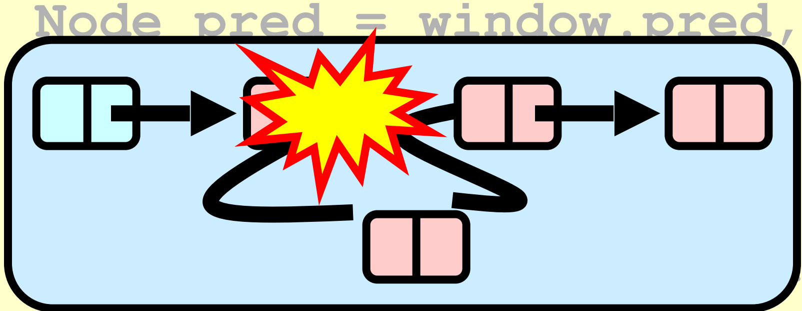


create new node

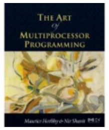


Add

```
public boolean add(T item) {
 boolean splice;
 while (true) {
   Window window = find(head, key);
   Node pred = window.pred, curr = window.curr;
                                  m);
   node.next = new AtomicMarkableRef(curr, false);
   if (pred.next.compareAndSet(curr, node, false,
false)) {return true;}
}}}
```

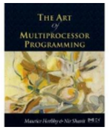


Install new node, else retry loop



Wait-free Contains

```
public boolean contains(T item) {
    boolean marked;
    int key = item.hashCode();
    Node curr = head;
    while (curr.key < key)
      curr = curr.next;
    Node succ = curr.next.get(marked);
    return (curr.key == key && !marked[0])
  }
```



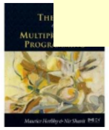
Wait-free Contains

```
public boolean contains(T item) {
    boolean marked;
    int key = item.hashCode();
    Node curr = head;
    while (curr.key < key)
      curr = curr.next;
    Node succ = curr.next.get(marked);
    return (curr.key == key && !marked[0])
  }
```

Only difference is that we get and check marked

Lock-free Find

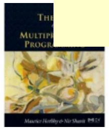
```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
          return new Window(pred, curr);
        pred = curr;
        curr = succ;
     }
}}
```



Lock-free Find

```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
         return new Window(pred, curr);
        pred = curr;
        curr = succ;
     }
}}
```

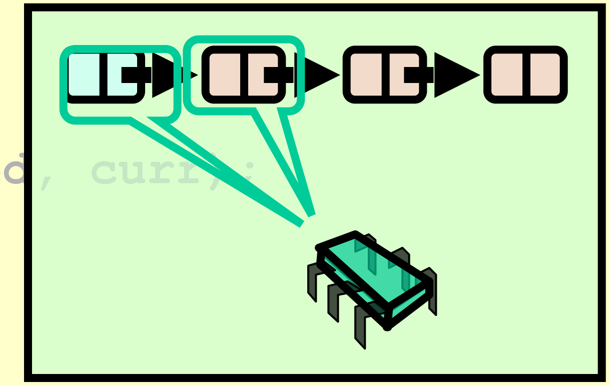
If list changes while traversed, start over



Lock-free Find

Start looking from head

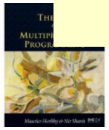
```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
         return new Window(pred, curr);
       pred = curr;
       curr = succ;
    }
}}
```



Lock-free Find

```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
   if (curr.key >= key)
         return new Window(pred, curr);
      pred = curr;
      curr = succ;
    }
}}
```

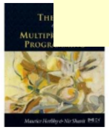
Move down the list



Lock-free Find

```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
         return new Window(pred, curr);
       pred = curr;
       curr = succ;
     }
}}
```

Get ref to successor and current deleted bit



Lock-free Find

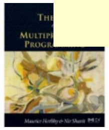
```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
          return new Window(pred, curr);
        pred = curr;
        curr = succ;
```

Try to remove deleted nodes in path…code details soon

Lock-free Find

```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
     …
    }
   if (curr.key >= key)
        return new Window(pred, curr);
      pred = curr;
      curr = succ;
     }
}}
```

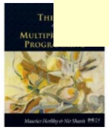
If curr key that is greater or equal, return pred and curr



Lock-free Find

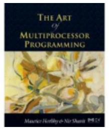
```
public Window find(Node head, int key) {
 Node pred = null, curr = null, succ = null;
 boolean[] marked = {false}; boolean snip;
 retry: while (true) {
   pred = head;
   curr = pred.next.getReference();
   while (true) {
    succ = curr.next.get(marked);
    while (marked[0]) {
    …
    }
    if (curr.key >= key)
         return new Window(pred, curr);
         pred = curr;
         curr = succ;
     }
}}
```

Otherwise advance window and loop again



Lock-free Find

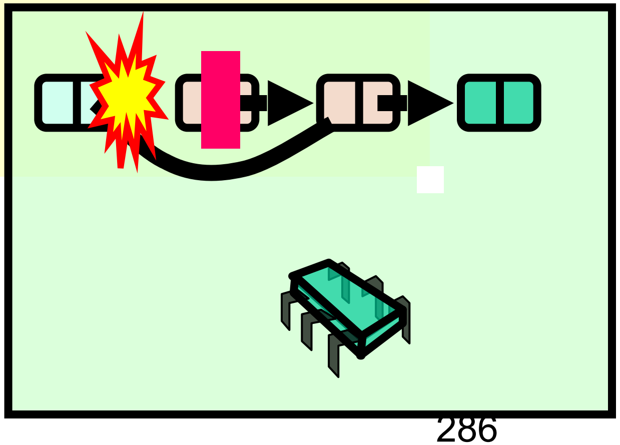
```
retry: while (true) {
   …
   while (marked[0]) {
     snip = pred.next.compareAndSet(curr,
                          succ, false, false);
     if (!snip) continue retry;
     curr = succ;
     succ = curr.next.get(marked);
   }
…
```



Lock-free Find

Try to snip out node

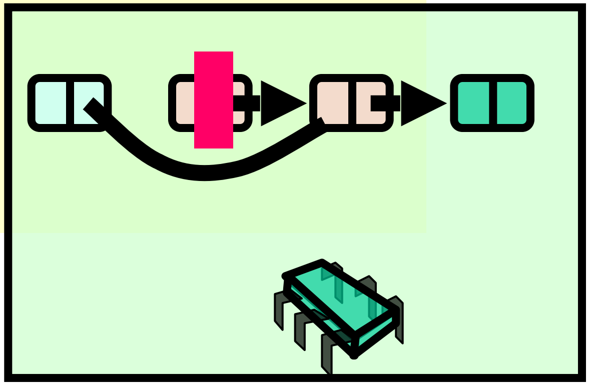
```
retry: while (true) {
   …
   while (marked[0]) {
     snip = pred.next.compareAndSet(curr,
                                      succ, false, false);
     if (!snip) continue retry;
     curr = succ;
     succ = curr.next.get(marked);
   }
…
```

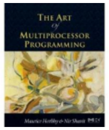


Lock-free Find

if predecessor’s next field changed, retry whole traversal

```
retry: while (true) {
   …
   while (marked[0]) {
     snip = pred.next.compareAndSet(curr,
                                    succ, false, false);
     if (!snip) continue retry;
     curr = succ;
     succ = curr.next.get(marked);
   }
…
```

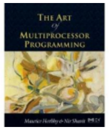




Lock-free Find

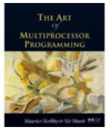
Otherwise move on to check if next node deleted

```
retry: while (true) {
    …
    while (marked[0]) {
       snip = pred.next.compareAndSet(curr,
                                      succ, false, false);
       if (!snip) continue retry;
       curr = succ;
       succ = curr.next.get(marked);
    }
…
```

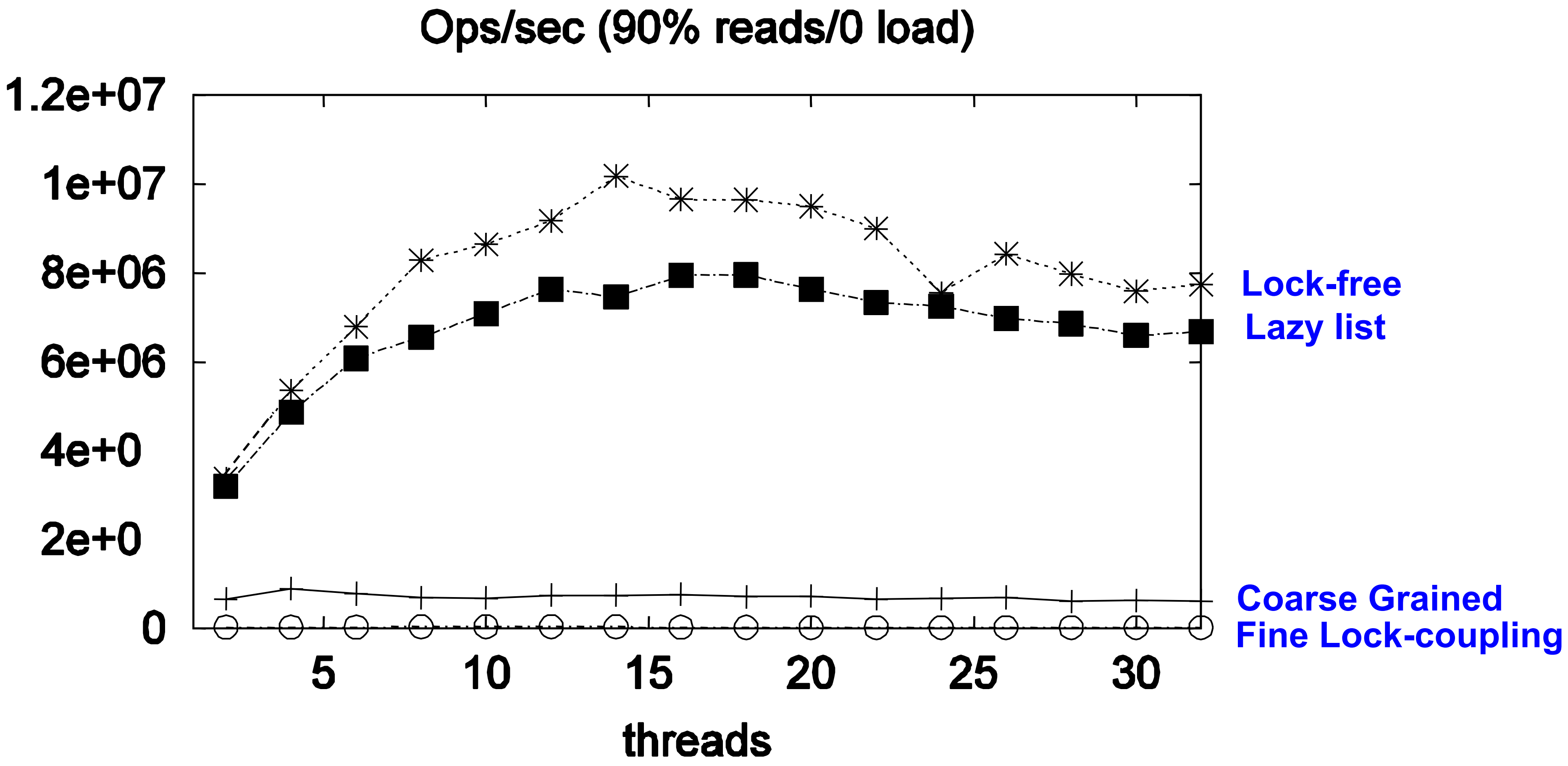


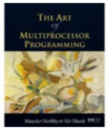
Performance

- Different list-based set implementaions
- 16-node machine
- Vary percentage of `contains()` calls

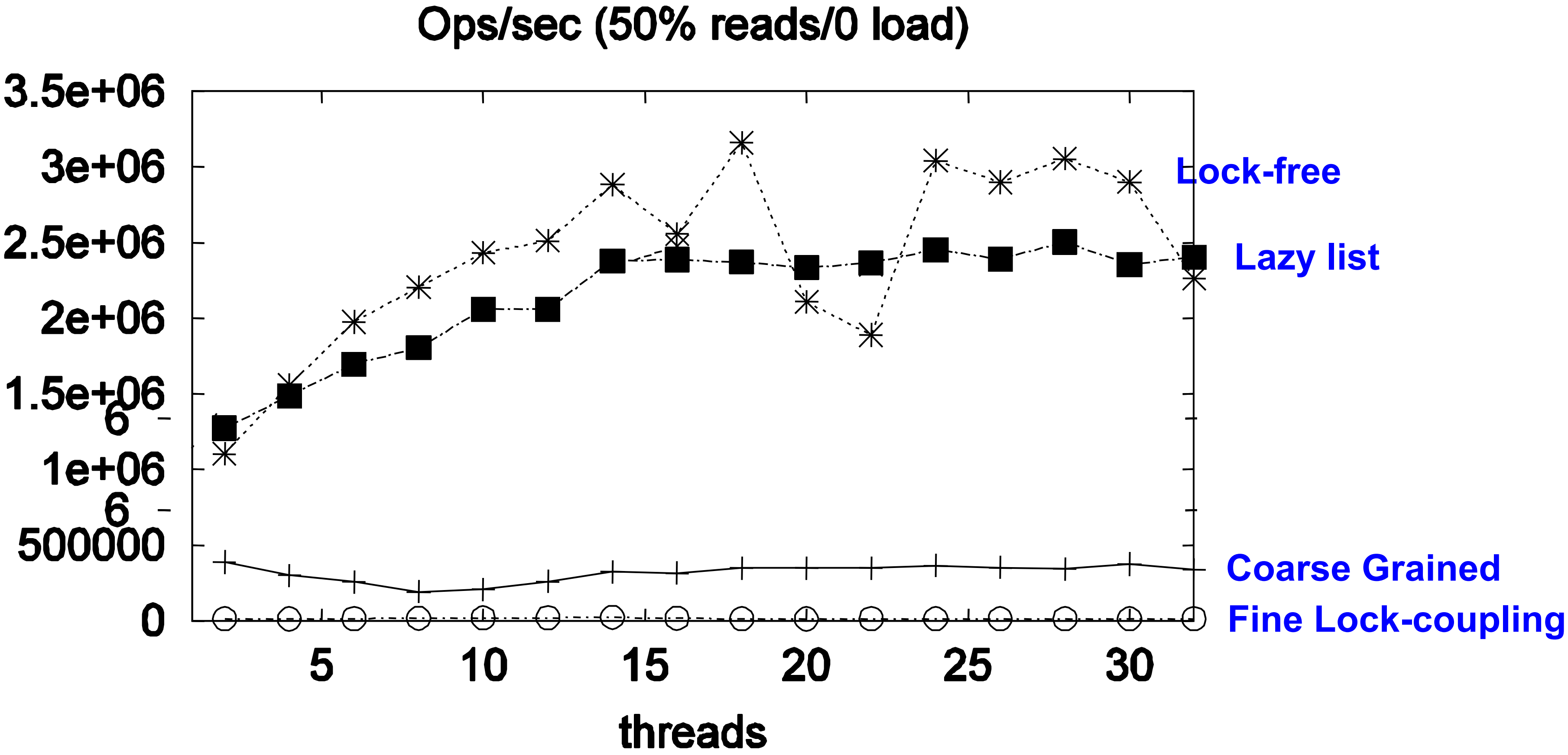


High Contains Ratio

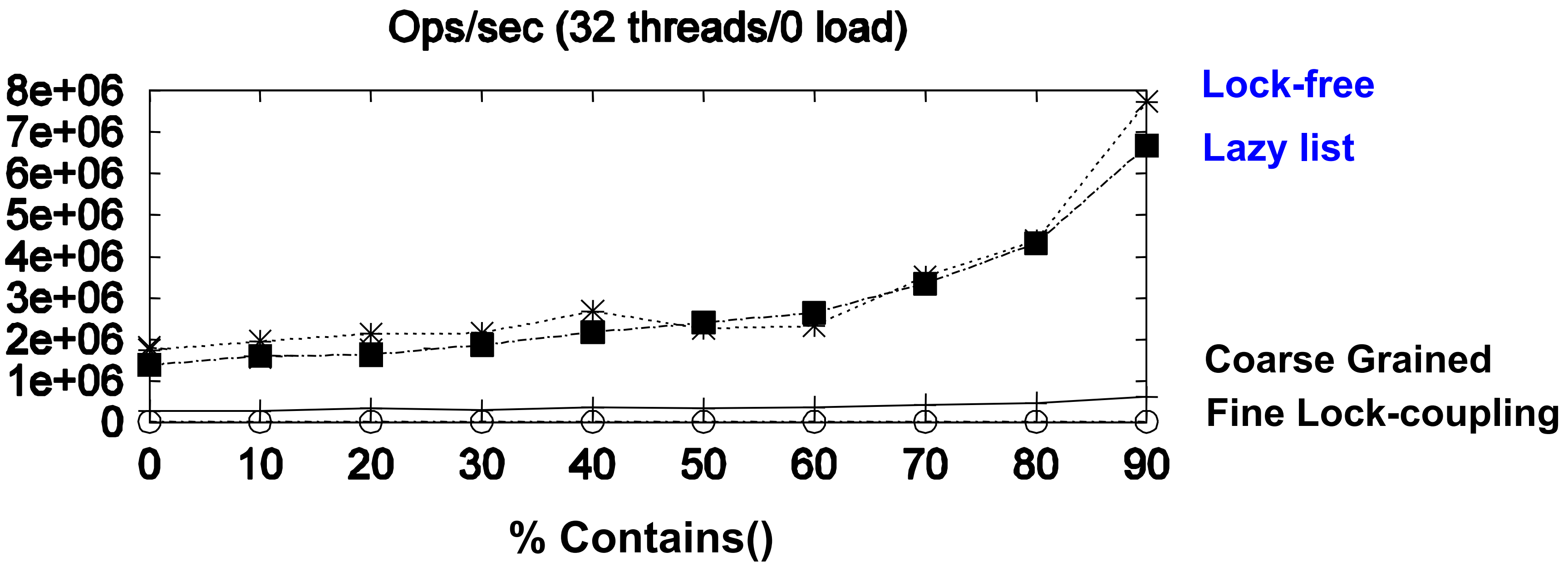




Low Contains Ratio



As Contains Ratio Increases



Summary

- Coarse-grained locking
- Fine-grained locking
- Optimistic synchronization
- Lazy synchronization
- Lock-free synchronization

“To Lock or Not to Lock”

- Locking vs. Non-blocking:
  - Extremist views on both sides
- The answer: nobler to compromise
  - Example: Lazy list combines blocking **`add()`** and **`remove()`** and a wait-free **`contains()`**
  - Remember: Blocking/non-blocking is a property of a method