



# Adaptive and Efficient Abortable Mutual Exclusion

Paper by Prasad Jayanti, 2003

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- **Mutual Exclusion**

At most one process in the critical section at any time

- **Abortable**

A waiting process may abort its attempt to enter the critical section

- **Adaptive and Efficient**

As few remote references as possible  
Bounded space and time complexities

# Previous Attempts

- **M. L. Scott and W.N. Scherer III.**

Scalable queue-based spin locks with timeout. (*June 2001*)

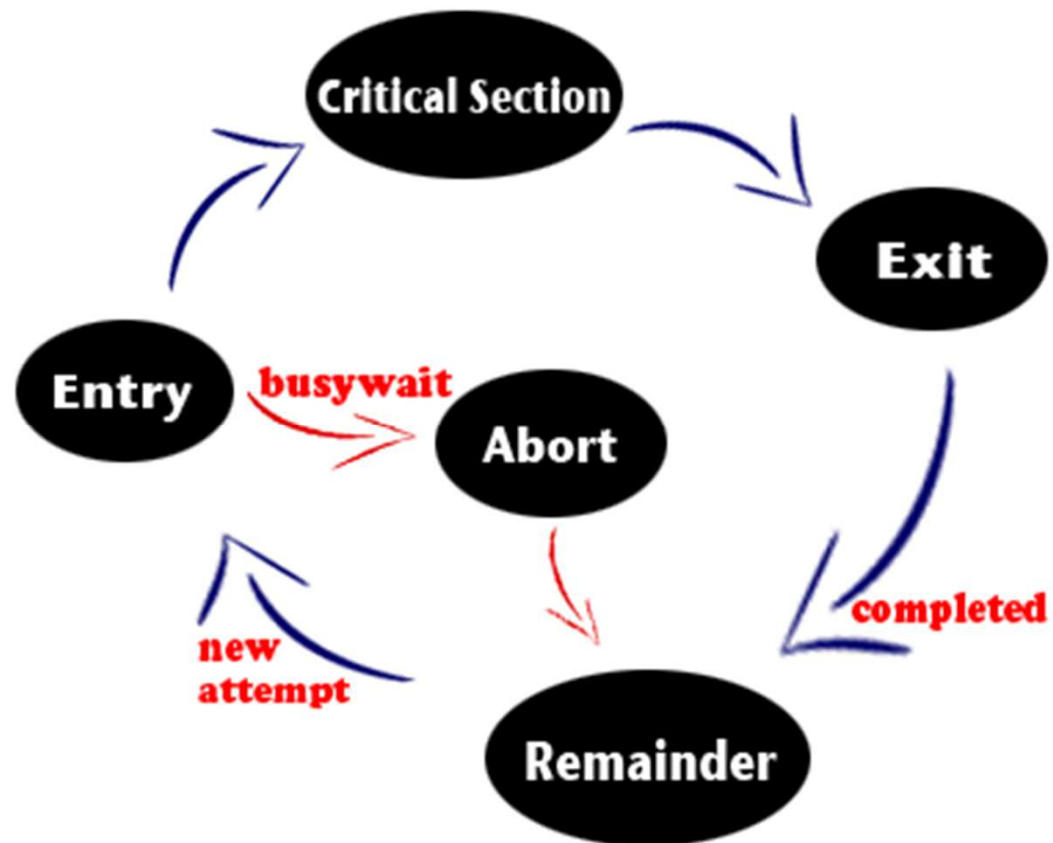
An aborting process may be blocked.

- **M. L. Scott.**

**Non-blocking** timeout in scalable queue-based spin locks. (*July 2002*)

Unbounded worst-case time and space complexity

# Basic Flow



# The behavior of LL and SC

- **From Wiki**, **load-link** (LL) and **store-conditional** (SC) are a pair of instructions that together implement a **lock-free atomic read-modify-write** operation.
- **From this paper**, it says

The operation **LL(O)** returns O's value.

The operation **SC(O, v)** by a process p "**succeeds**" if and only if no process performed a successful SC on O since p's latest LL.

If SC succeeds, it changes O's value to v and returns true. Otherwise, O's value remains unchanged and SC returns false.

**procedure Entry(p)**

1. Wait(p) = true
2. inc(C, 1)
3. t = read(C)
4. insert(Q, (p, t))
5. promote()
6. promote()
7. **wait till** Wait(p) = false

**procedure Exit(p)**

8. delete(Q, (p, t))
9. CSowner =  $\perp$
10. promote()

**procedure Abort(p)**

11. delete(Q, (p, t))
12. promote()
13. **if** CSowner = p **then**
14.     CSowner =  $\perp$
15.     promote()

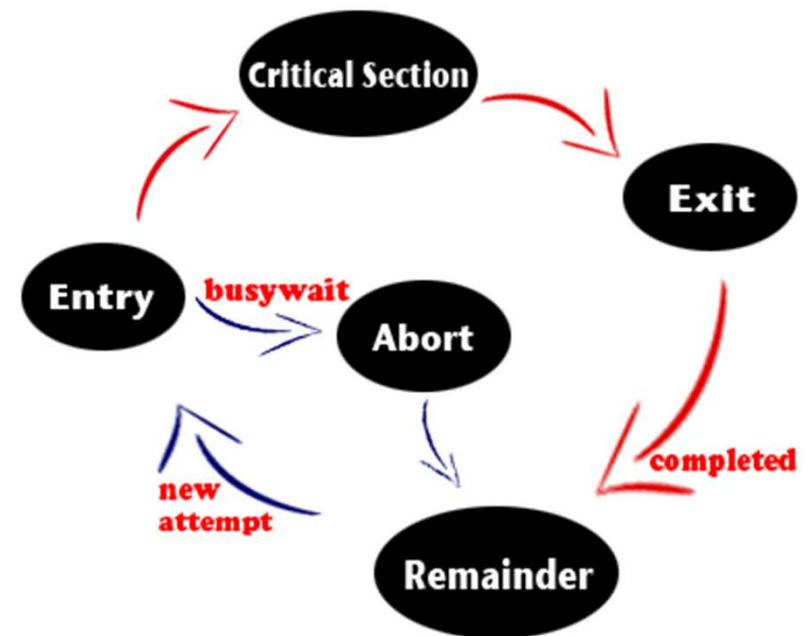
**procedure promote()**

16. **if** LL( CSowner)  $\perp$  **then** return
17. (q,t') = findmin(Q)
18. **if** q  $\perp$  **then** LL(Wait(q))
19. **if** SC( CSowner, q) **then**
20.     **if** q  $\perp$  **then** SC(Wait(q),false)

Note: Code shown here is for process p.

# Scenario 1

Assume two “normal processes” **P1** and **P2** would go through the Entry Section, Critical Section, Exit Section and then Remainder Section, i.e. they will not abort their attempts at the moment.



**procedure Entry(p)**

1. Wait(p) = true
2. inc(C, 1)
3. t = read(C)
4. insert(Q, (p, t))
5. promote()
6. promote()
7. **wait till** Wait(p) = false

**procedure promote()**

16. **if** LL( CSowner)  $\perp$  **then** return
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**procedure Exit(p)**

8. delete(Q, (p, t))
9. CSowner =  $\perp$
10. promote()

**Initialization:**

CSowner =  $\perp$   
 C = 1  
 Q = {(P1,1)}

**P2 -> 1**

Wait(p1) = true  
 C = 2, t = 2  
 Q = {(p1,1),(p2,2)}  
 q = p1, t' = 1  
 CSowner = p1  
 Wait(p1) = false

**P1 -> 7**

Enter the Critical  
 Section and exit

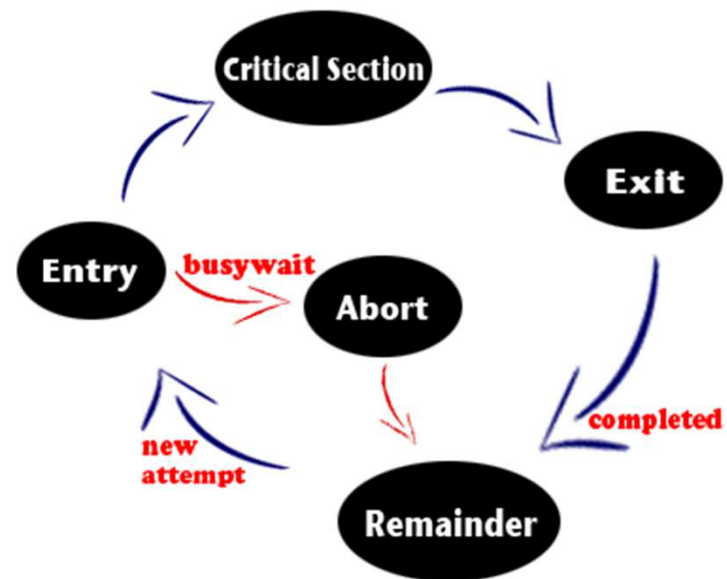
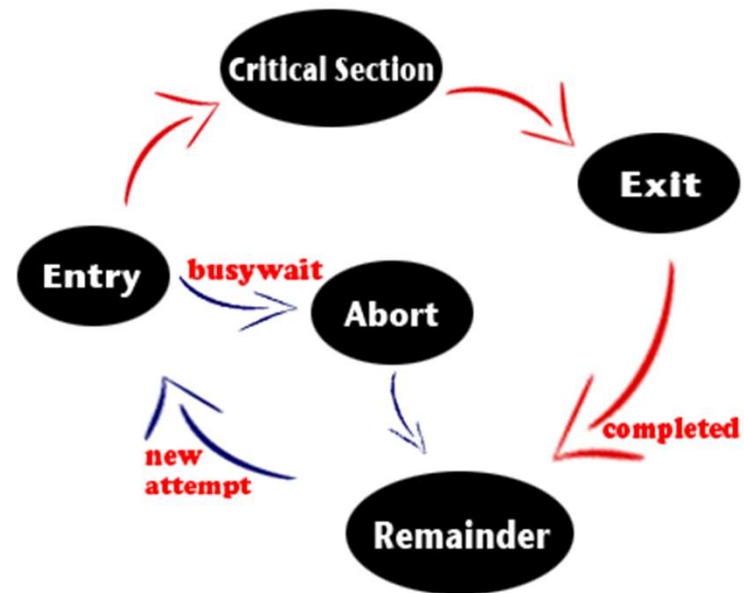
**P1 -> 8**

Q = {(p2,2)}  
 CSowner =  $\perp$   
 q = p2, t' = 2  
 CSowner = p2  
 Wait(p2) = false



## Scenario 2

Assume a “normal process” **P1** would go through the Entry Section, Critical Section, Exit Section and then Remainder Section, while **P2** would **abort** its attempt when it is busywaiting.



**procedure Entry(p)**

1. Wait(p) = true
2. inc(C, 1)
3. t = read(C)
4. insert(Q, (p, t))
5. promote()
6. promote()
7. **wait till** Wait(p) = false

**procedure promote()**

16. **if** LL(CSowner)  $\perp$  **then** return
17. (q,t') = findmin(Q)
18. **if** q  $\perp$  **then** LL(Wait(q))
19. **if** SC(CSowner, q) **then**
20.     **if** q  $\perp$  **then** SC(Wait(q),false)

**P1 -> 7**

Wait(p1) = true

**P2 -> 17**

q = p1, t' = 1

**P2 -> 18** : LL(Wait(p1))**P2 -> 19**

CSowner = p1

**P1 -> 7****Abort()**, Remainder  
reinitiate a new attempt**P1 -> 1**

Wait(p1) = true

t = 11

Q = {.....,(p1,11)}

**P1 -> 7** : busywait loop**P2 -> 20**

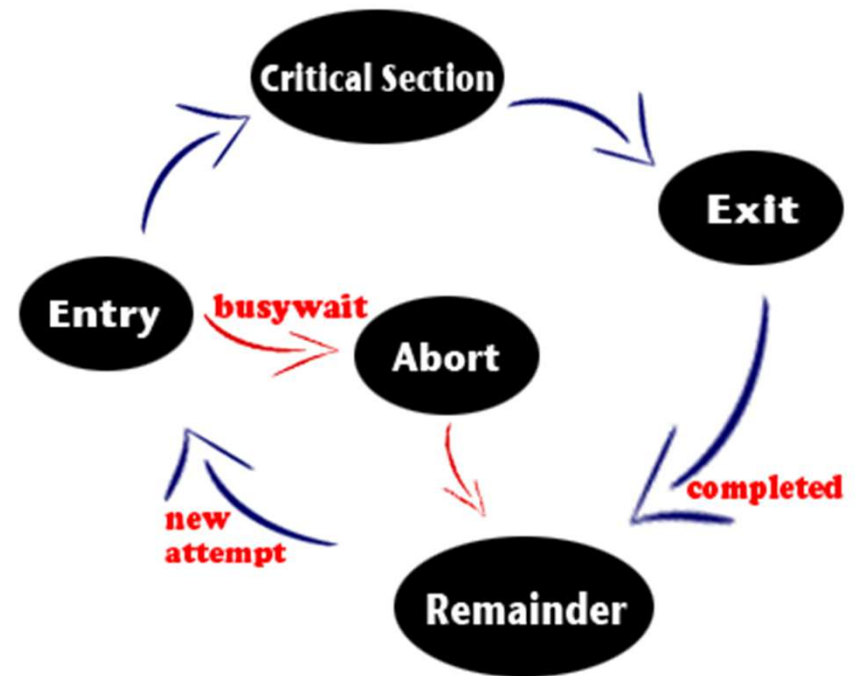
If it is a write,

Wait(p1) = false

If it is a **SC**, it fails

## Scenario 3

Assume three processes **P1**, **P2**, **P3** and **P1** is going to **abort** its attempt when it is busywaiting.



**procedure Abort(p)**

11. delete(Q, (p, t))
12. promote()
13. **if** CSowner = p **then**
14.     CSowner =  $\perp$
15.     promote()

**procedure promote()**

16. **if** LL(CSowner)  $\perp$  **then** return
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18. **if** q  $\perp$  **then** LL(Wait(q))
19. **if** SC(CSowner, q) **then**
20.     **if** q  $\perp$  **then** SC(Wait(q),false)

**P3 -> 17**

q = p1, t1 = 1

**P1 -> 11** : delete(Q,(p1,1))If Abort() finishes here  $\rightarrow$   
deadlock**P1 -> 12**

q = p2, t' = 2

Advance p2 into the  
Critical Section

(but this could also fail)

**P1 - > 13 double check**

**We are confident that if CSowner doesn't contain p1 by this moment, CSowner will never be assigned to be p1 later, when p1 is in the Remainder Section.**

## Scenario 4

- Assume two processes **P1**, **P2** and **P1** is in the Critical Section while **P2** is in the Remainder Section.
- Suppose Line 6 is removed.

**procedure Entry(p)**

1. Wait(p) = true
2. inc(C, 1)
3. t = read(C)
4. insert(Q, (p, t))
5. promote()
6. ~~promote()~~
7. **wait till** Wait(p) = false

**procedure Exit(p)**

8. delete(Q, (p, t))
9. CSowner =  $\perp$
10. promote()

**procedure promote()**

16. **if** LL( CSowner)  $\perp$  **then** return
17. (q,t') = findmin(Q)
18. **if** q  $\perp$  **then** LL(Wait(q))
19. **if** SC( CSowner, q) **then**
20.     **if** q  $\perp$  **then** SC(Wait(q),false)

P1 -> 8...18

q =  $\perp$ , t' =  $\perp$

P2 -> 1,2,3,4,16,17,18

q = p2

P1 -> 19

CSowner =  $\perp$

P2 -> 19

**SC fails because p1's successful SC occurred between p2's LL and SC on CSowner.**

~~P2 -> 6~~

~~p2 would be written in CSowner successfully and SC(Wait(p2), false) on Line 20 would also be successful.~~

P2 -> 7 : busywait loop

The loop will never terminate.

# Very Basic and Informal Proofs

- (P1) Mutual Exclusion
- (P2) Lockout-freedom
- (P3) Bounded Abort
- (P4) Bounded Exit
- (P5) First-Come-First-Served (FCFS)
- (P6) Local-spin
- (P7) Adaptivity

**procedure Entry(p)**

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# Very Basic and Informal Proofs

- (P1) Mutual Exclusion
  - (P2) Lockout-freedom
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  - (P4) Bounded Exit
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  - (P6) Local-spin
  - (P7) Adaptivity
- (Scenario 4)
- Deadlock-freedom + Starvation-freedom

The time complexity depends only on point contention  $k$  and not on the number of processes  $n$  for which the algorithm is designed.  
In practice,  $k \ll n$ .

# Conclusion and open problems

- **Conclusion:** The first local-spin abortable mutual exclusion algorithm with bounded complexities.
- **P1:** The algorithm uses token numbers that grow without bound.
- **P2:** Either design an abortable algorithm of  $O(1)$  remote reference complexity or prove its impossibility.

This algorithm has  $O(\min(k, \log n))$  remote reference complexity.

# Influences – 29 Citations

19

- **Adaptive randomized mutual exclusion in sub-logarithmic expected time** by Danny Hendler & Philipp Woelfel in 2010

“We present a randomized adaptive mutual exclusion algorithms with  $O(\log k / \log \log k)$  expected amortized RMR complexity... This establishes that sub-logarithmic adaptive mutual exclusion, **using reads and writes only**, is possible.”

- **Group mutual exclusion in  $O(\log n)$  RMR** by Vibhor Bhatt & Chien-Chung Huang in 2010

“We show that in the CC model, using registers and LL/SC variables, our algorithm achieves  $O(\min(\log n, k))$  RMR, **which is so far the best**. Moreover, given a recent result of Attiya, Hendler and Woelfel showing that exclusion problems have a  $\Omega(\log n)$  RME lower bound using registers, comparison primitives and LL/SC variables.”



# Discussion