

Durability and Contention in Software Transactional Memory

Masterstudium:

Software Engineering & Internet Computing

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Software Transactional Memory

Software Transactional Memory (STM) vastly simplifies concurrent programming by grouping memory operations into atomic blocks. The following Haskell function increments a transactional variable and returns its previous contents:

```
inc v = do x ← readTVar v
        writeTVar v (x + 1)
        return x
```

To perform an STM computation and make its effects visible to the system, the function **atomically** :: STM a → IO a is used:

```
atomically (inc v)
```

Problem 1: Durability

Manipulating memory using STM is easy, but persisting those manipulations in a transactionally safe way is impossible.

Two obvious but unsafe ways of trying to add durability to STM:

1. **do** $x \leftarrow \text{atomically } m$
 serialize x

Problem: serialization might fail after transaction committed

2. **atomically** \$ **do** $x \leftarrow m$
 unsafeIOToSTM (serialize x)

Problem: transaction might abort or retry after serialization



STM Finalizers

Introduce a new STM primitive

atomicallyWithIO :: STM a → (a → IO b) → IO b

which is like **atomically**, but additionally takes a *finalizer* — an I/O action that can depend on the result of the STM computation.

The finalizer is combined with the STM transaction such that:

1. The finalizer is only run if the transaction is guaranteed to commit.
2. The transaction only commits if the finalizer finishes successfully.

$$\frac{M; \Theta, \{\} \Rightarrow^* \text{return } N; \Theta', \Delta' \quad F N; (\Theta \cup \Delta') \xrightarrow{*} \text{return } P; \hat{\Theta}}{\mathbb{P}[\text{atomicallyWithIO } M F]; \Theta \rightarrow \mathbb{P}[\text{return } P]; \Theta' \cup \hat{\Theta}} \quad (\text{ARET})$$

$$\frac{M; \Theta, \{\} \Rightarrow^* \text{return } N; \Theta', \Delta' \quad F N; (\Theta \cup \Delta') \xrightarrow{*} \text{throw } P; \hat{\Theta}}{\mathbb{P}[\text{atomicallyWithIO } M F]; \Theta \rightarrow \mathbb{P}[\text{return } P]; \hat{\Theta}} \quad (\text{ATHROW2})$$

the design is
formalized by
an operational
semantics

- durability is now trivially possible:

atomicallyWithIO m **serialize**

- more generally, finalizers enable interactive transactions
- potential foundation for a distributed STM
- <http://github.com/mcschroeder/ghc>

Problem 2: Contention

Many standard data structures, when used in a transactional setting, cause unreasonably high numbers of conflicts.

Consider **TVar** (HashMap a):

- any change to the container invalidates all other transactions
- but we should only care about the subset relevant to our transaction
- if transaction **A** updates element k_1 and transaction **B** deletes element k_2 and if $k_1 \neq k_2$, then there should be no conflict

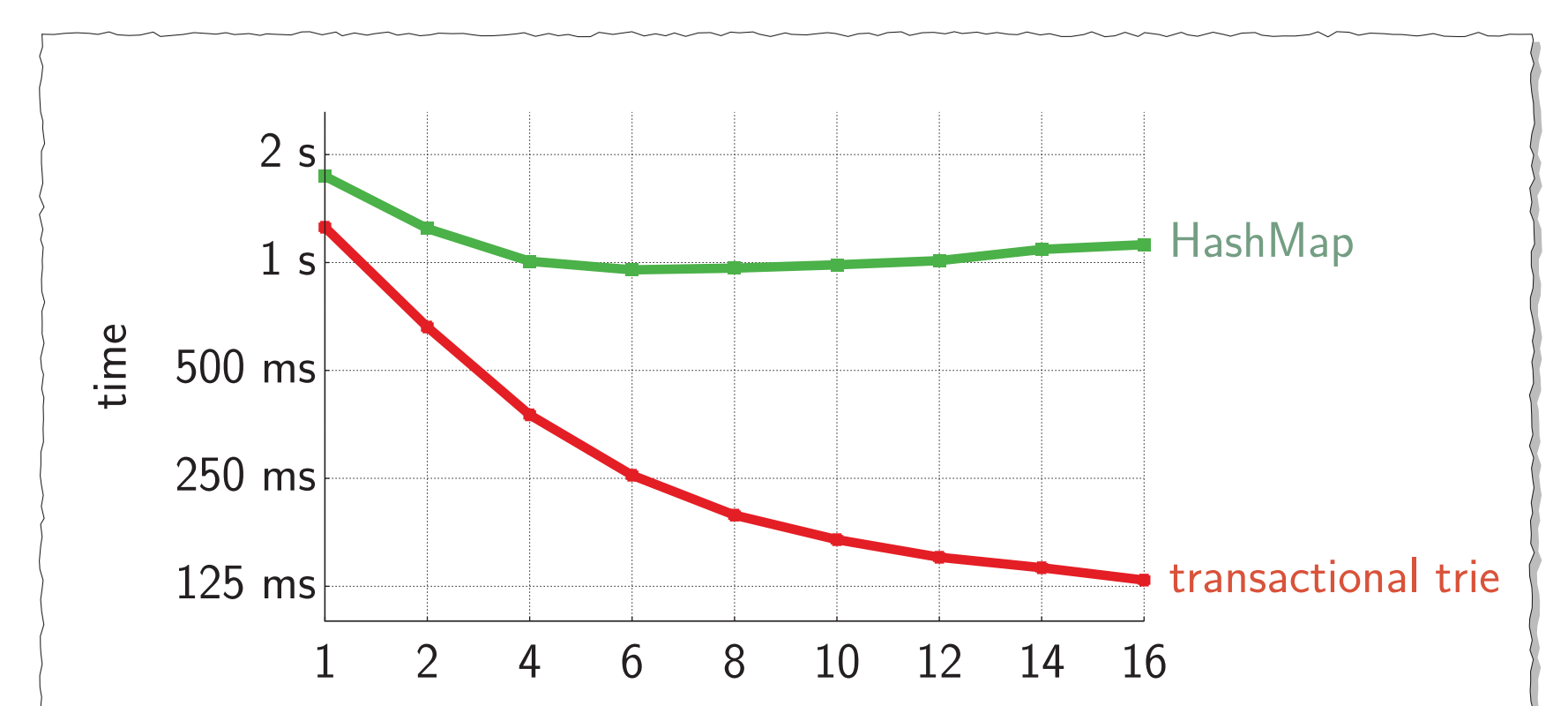


Transactional Trie

The **transactional trie** is a new contention-free data structure, specifically tailored to the needs of transactional concurrency.

- based on the lock-free concurrent trie
- uses **unsafeIOToSTM** to perform atomic compare-and-swap operations independently of the surrounding STM transaction
- to preserve safety, leaves are stored as **TVar** (Maybe a)
- once a leaf is added, it is never removed

empirical evaluation
of 200 000 random
transactions on an
Amazon EC2 C3
extra-large instance
with 16 cores



- eliminates all spurious conflicts
- up to 8 times faster and using almost 10 times less memory
- <http://hackage.haskell.org/package/ttrie>



An example application using both finalizers and transactional tries to build a lightweight database framework on top of STM is available at <http://github.com/mcschroeder/social-example>