



departamento de informática
FACULDADE DE CIÊNCIAS E TECNOLOGIA
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Monitoring Concurrency Errors: Detection of Deadlocks, Atomicity Violations, and Data Races (1)

Concurrency and Parallelism — 2017-18
Master in Computer Science
(Mestrado Integrado em Eng. Informática)

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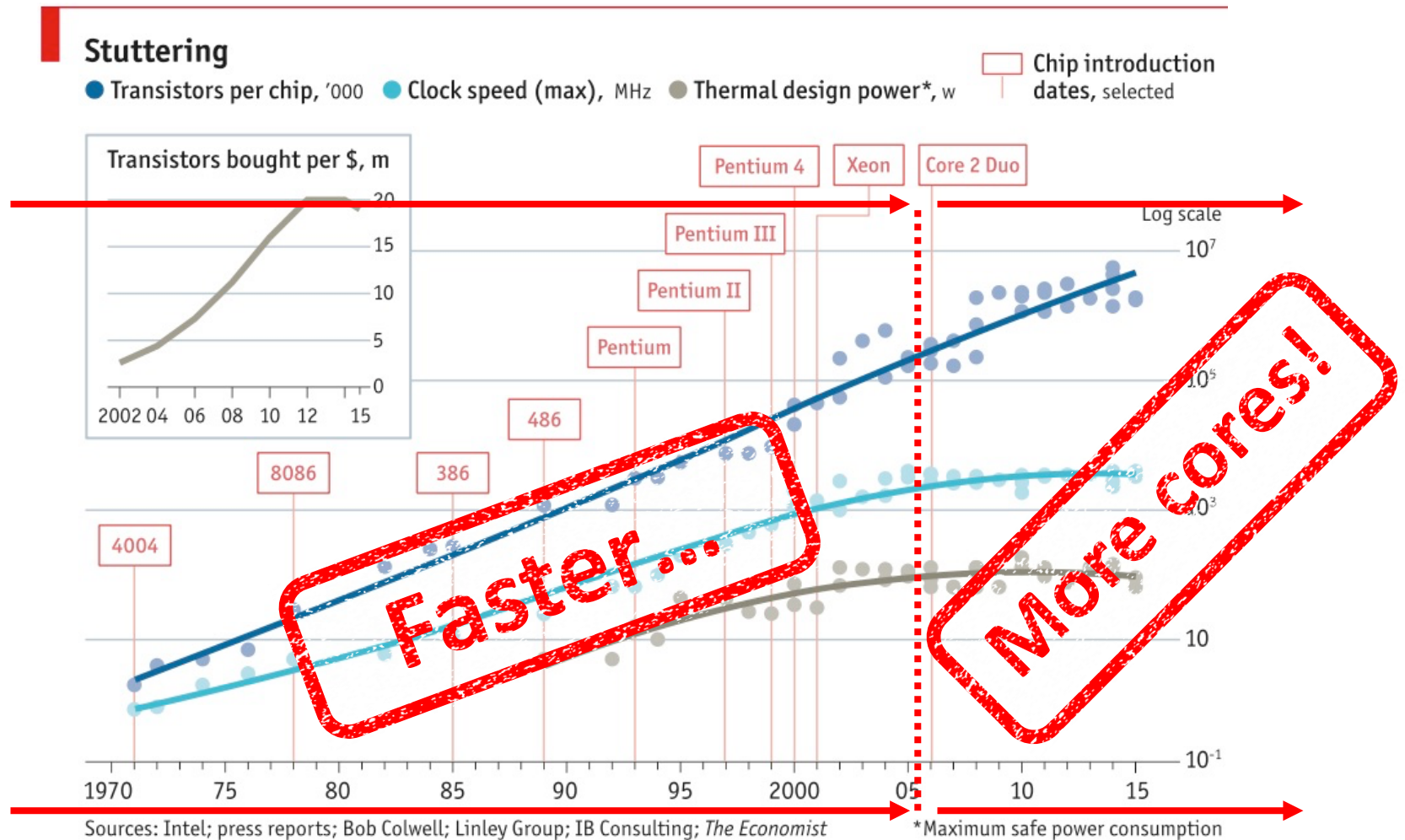
Agenda

- Why are we here?
- Concurrency Anomalies
- Assigning Semantics to Concurrent Programs
- Concurrency Errors
 - Detection of data races
 - Detection of high-level data races and stale value errors
 - Detection of deadlocks

Why are we here?

It is Moore's fault! ;)

Moore's Law



Is there a problem?

To use all the processor cores...



...we need multiple cooperating processes!

But... Is there a problem?



But... Is there a problem?



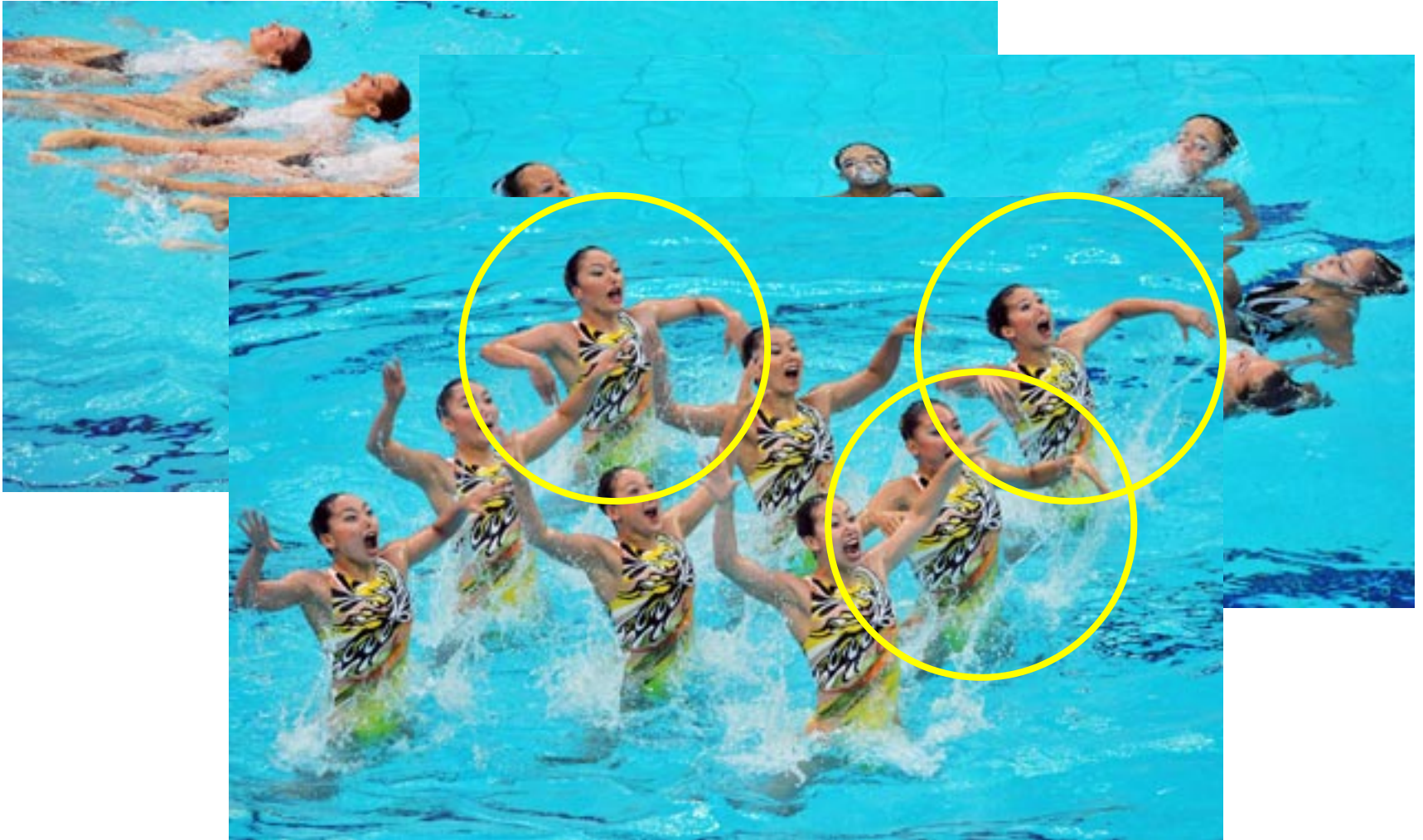
Concurrency Anomalies

What and why?

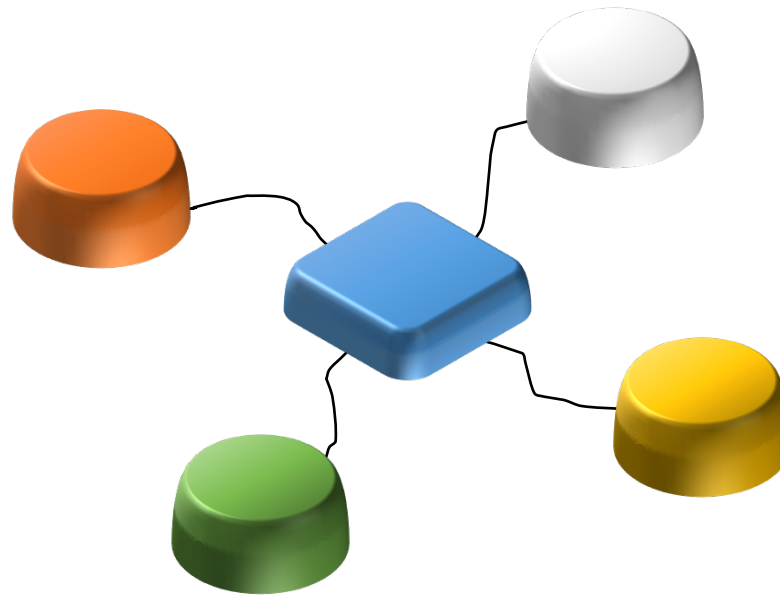
Single Process



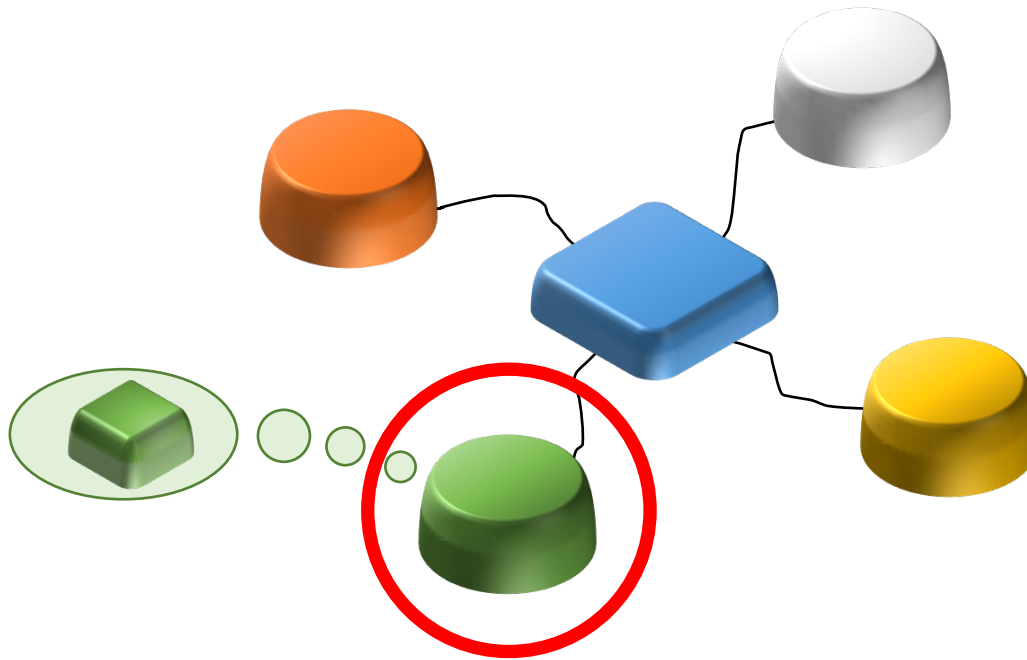
Multiple Processes



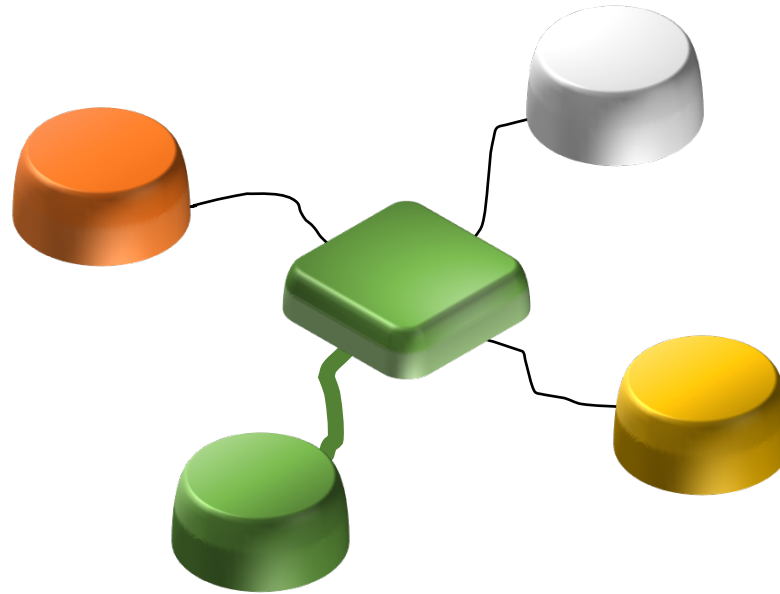
Sharing Resources (unsync.)



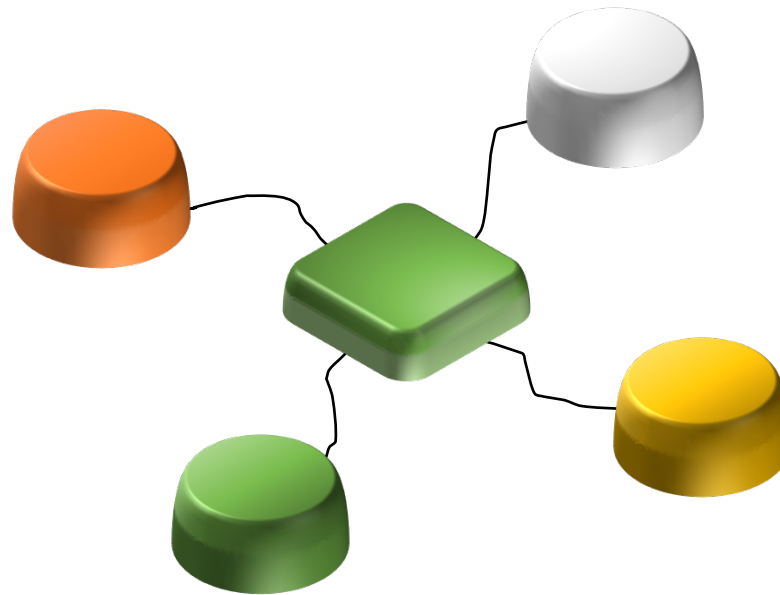
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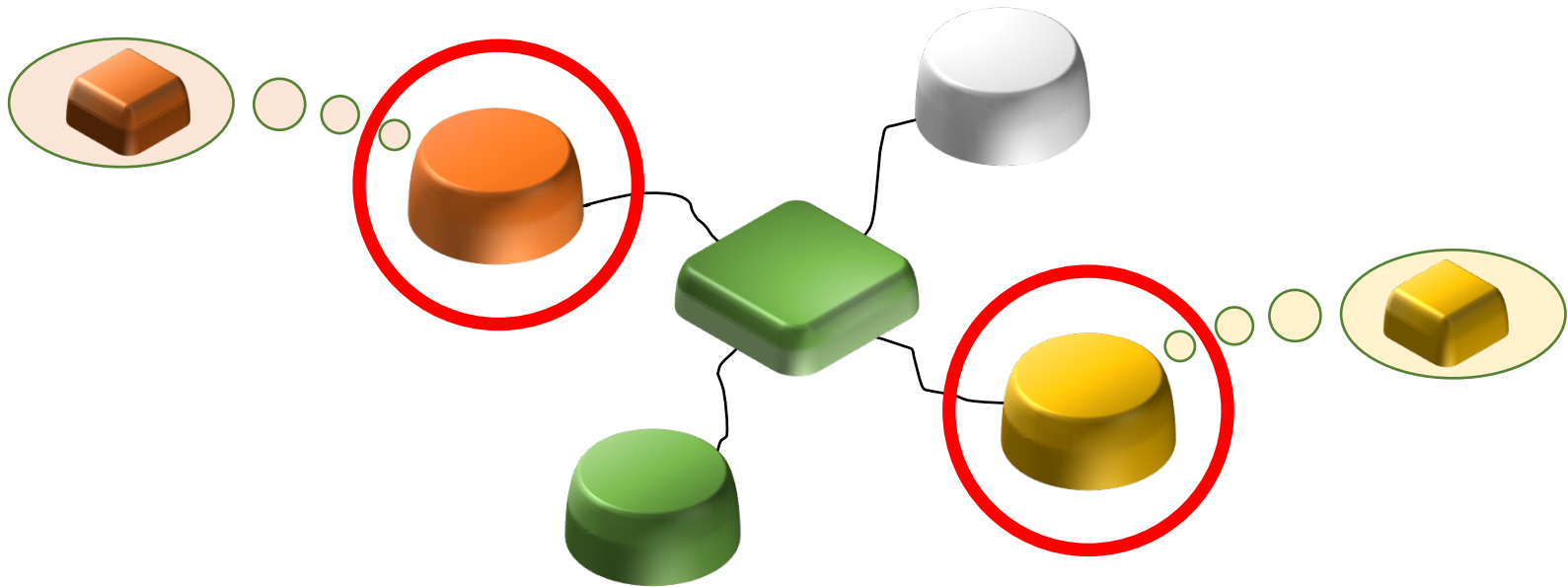
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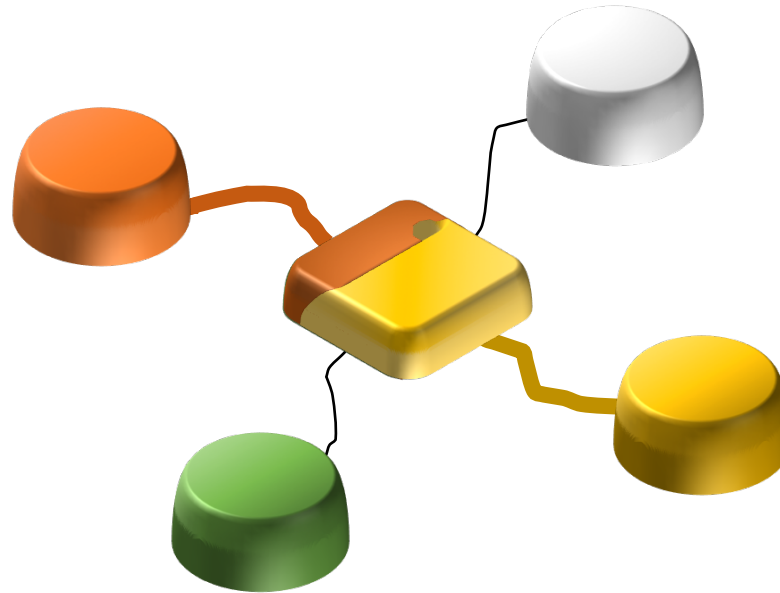
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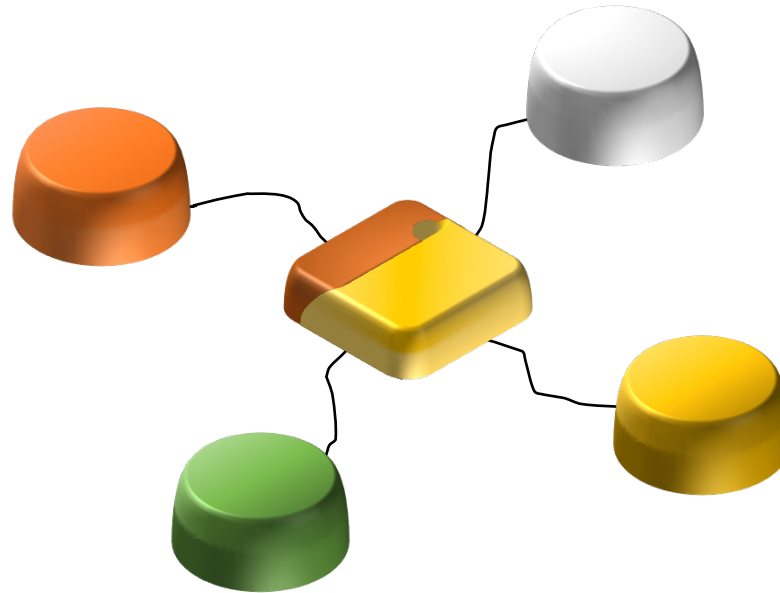


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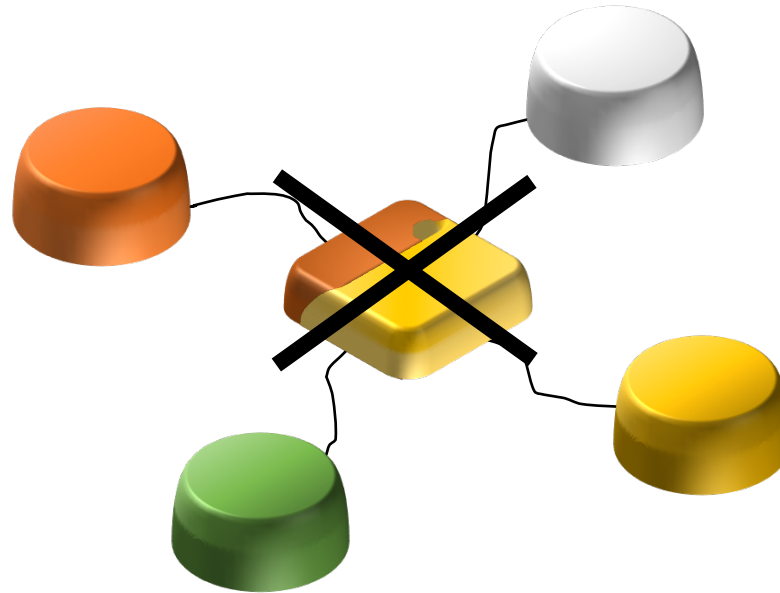
Sharing Resources (unsync.)

Data Race

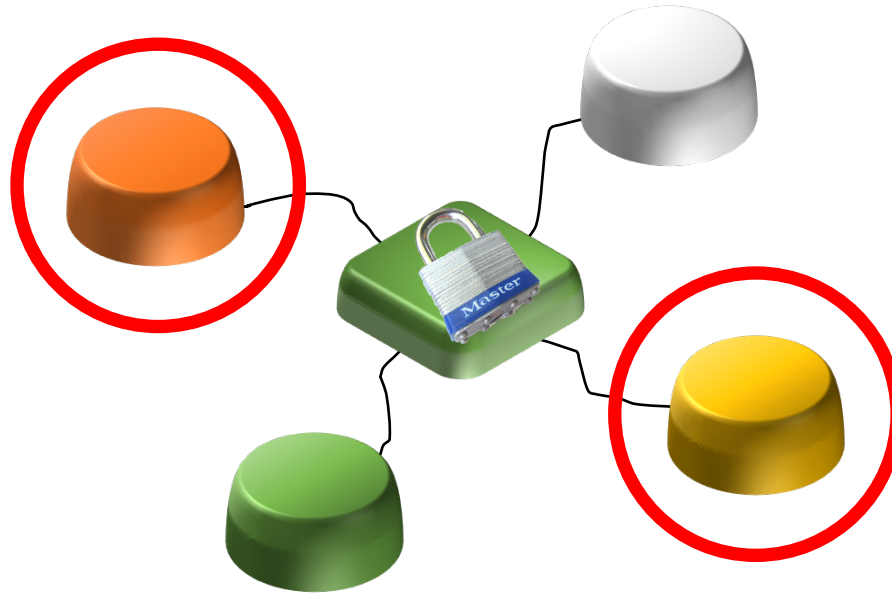


How to avoid Data Races?

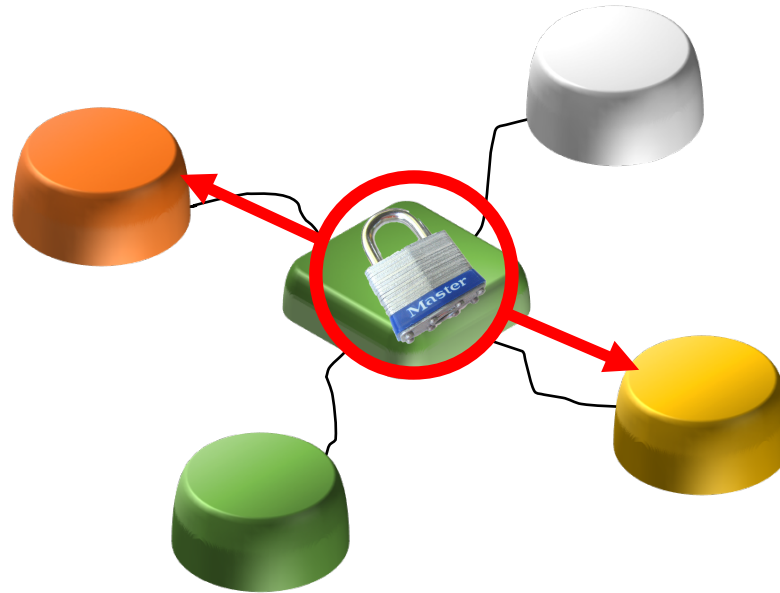
Data Race



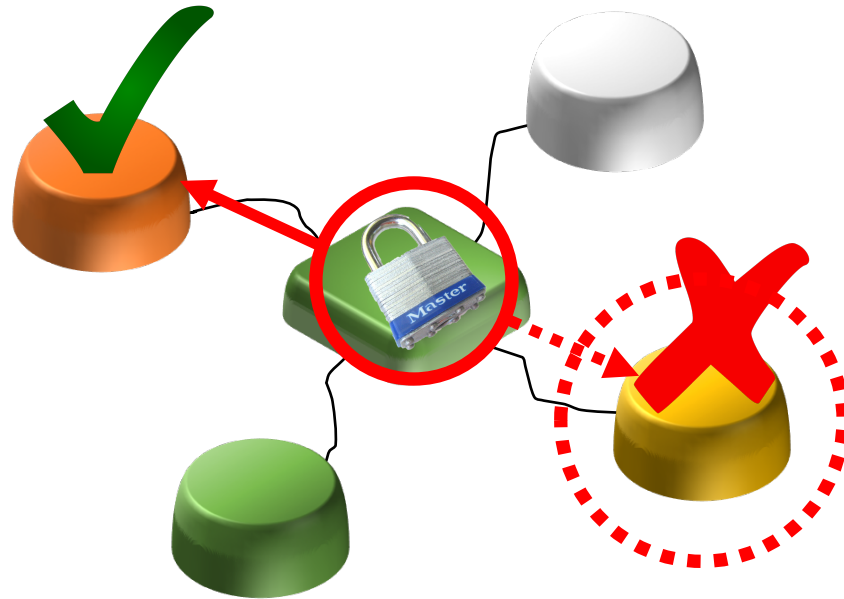
Sharing Resources (sync.)



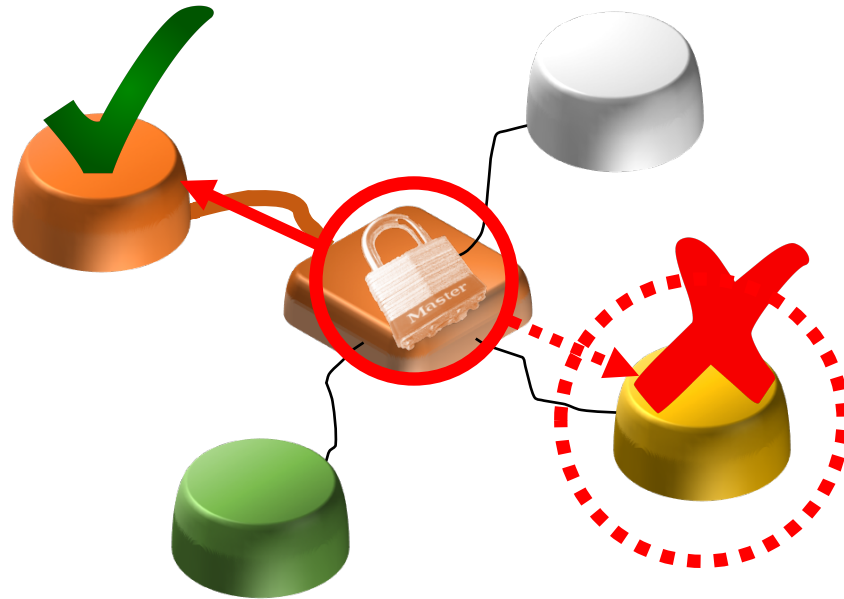
Sharing Resources (sync.)



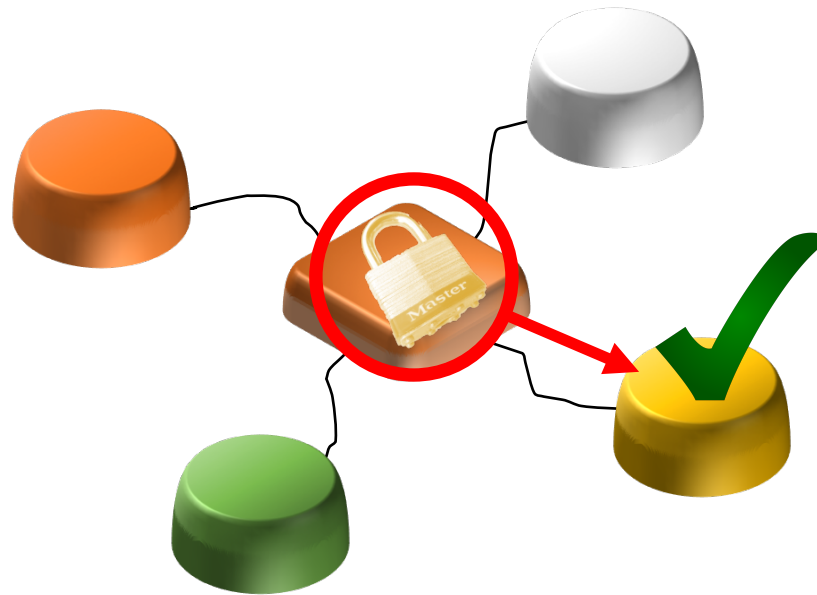
Sharing Resources (sync.)



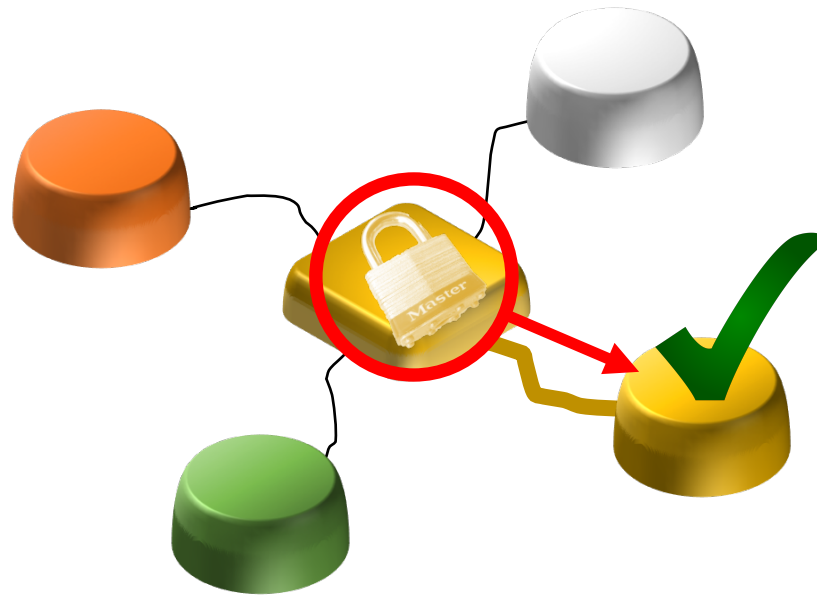
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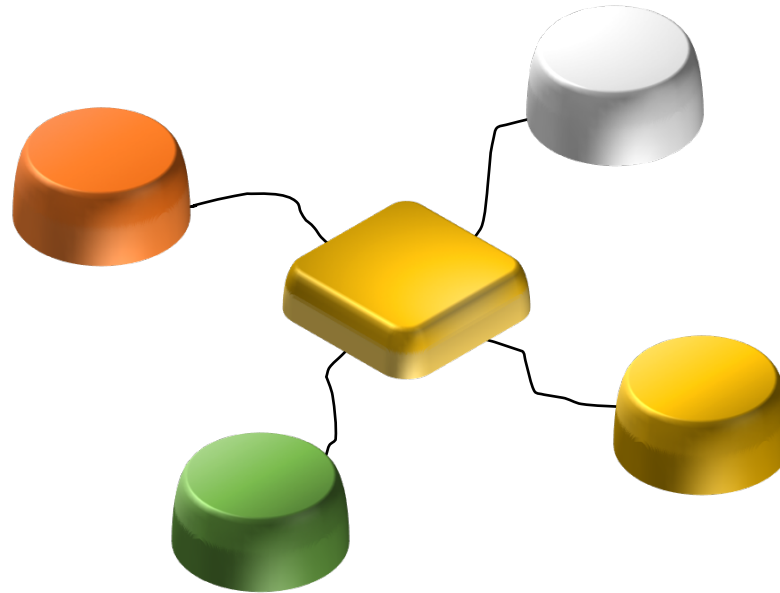


Sharing Resources (sync.)

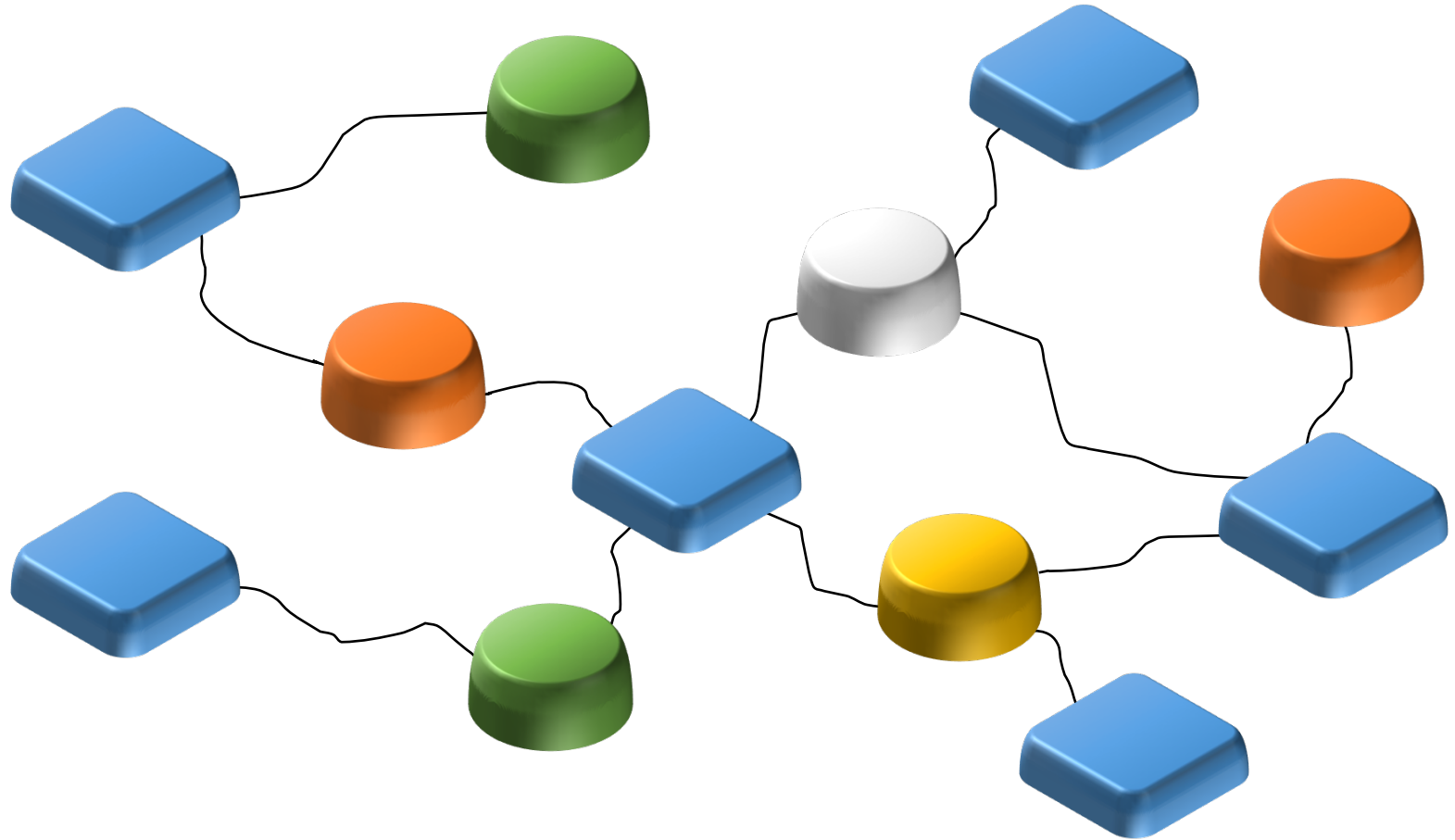


Sharing Resources (sync.)

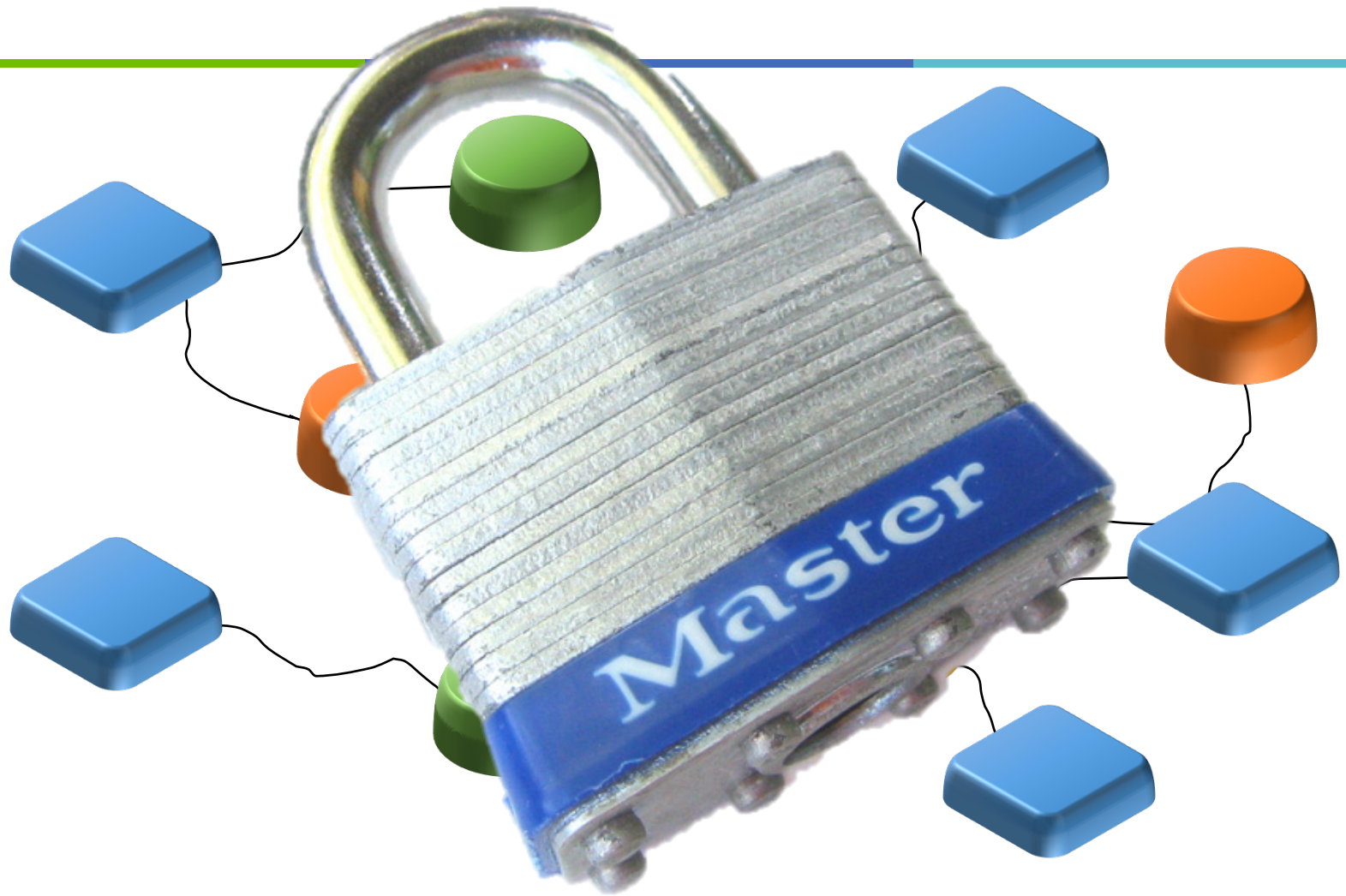
**Sequential
Consistency**



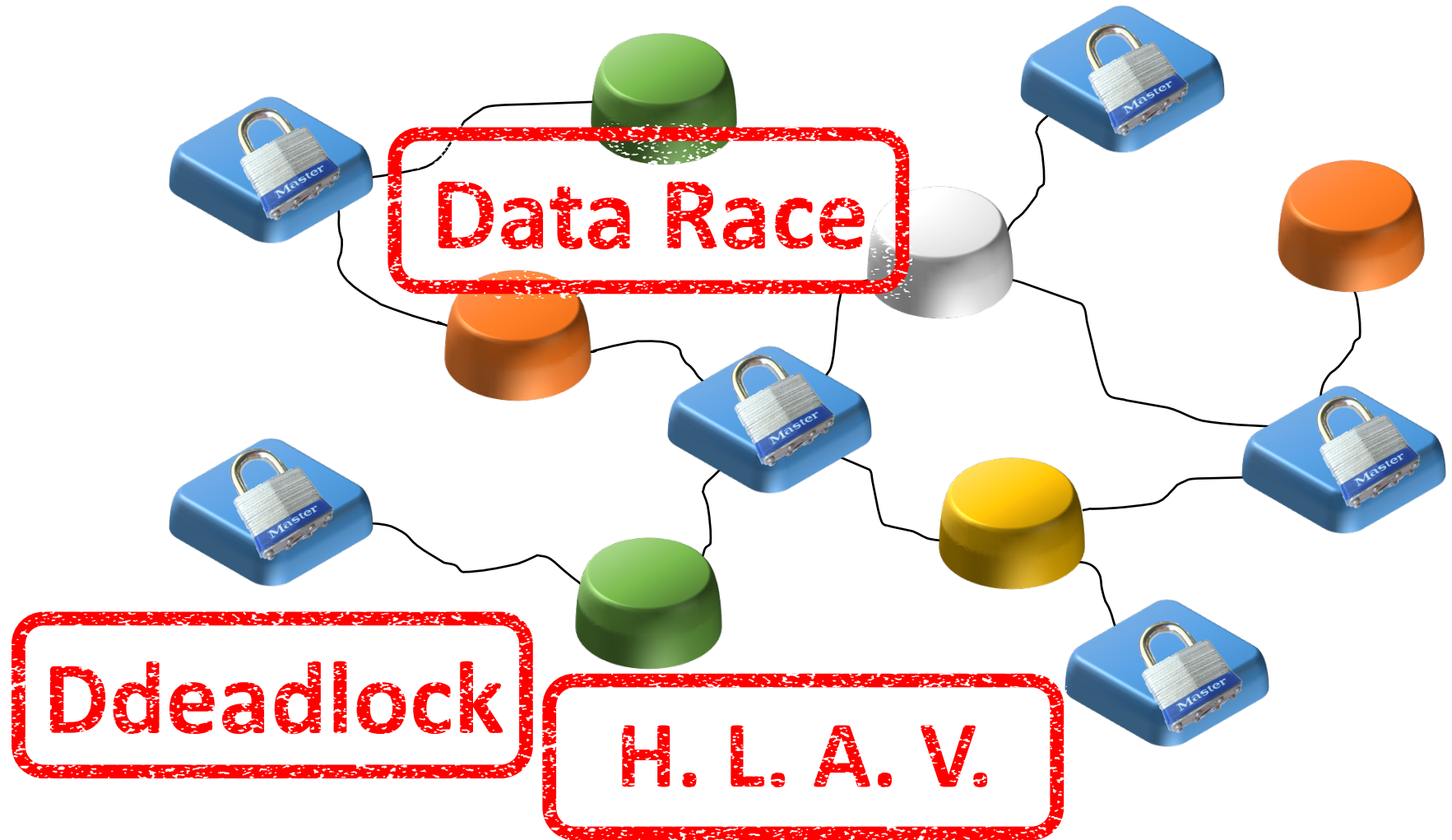
Sharing Multiple Resources



Sharing Multiple Resources



Sharing Multiple Resources



Assigning Semantics to Concurrent Programs

Assigning Semantics to Concurrent Programs

$X = Y = 0$

$X = 1$
 $Y = 2$

$a = Y$
 $b = X$

$X, Y \Rightarrow$ Global Vars
 $a, b \Rightarrow$ Local Vars

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- What are the final values for 'X', 'Y', 'a' and 'b'?
 - $X = 1, Y = 2$

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- What are the final values for 'X', 'Y', 'a' and 'b'?
 - $X = 1, Y = 2, a = ?, b = ?$
- Depends on the interleavings of the assignments
 - Sequential Consistency [Lamport'79]
 - Program behavior = set of interleavings

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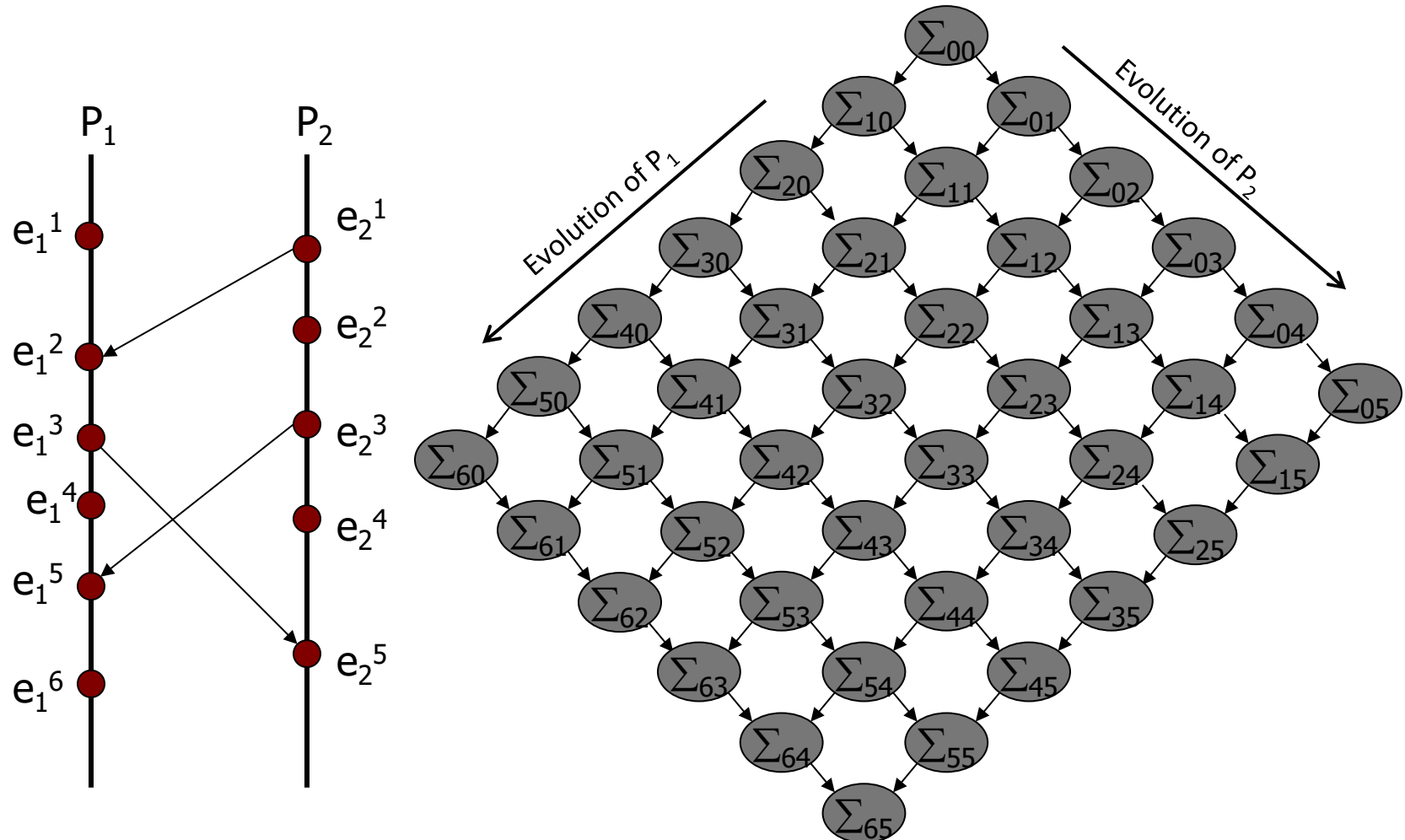
$Y = 2$

$a=0, b=1$

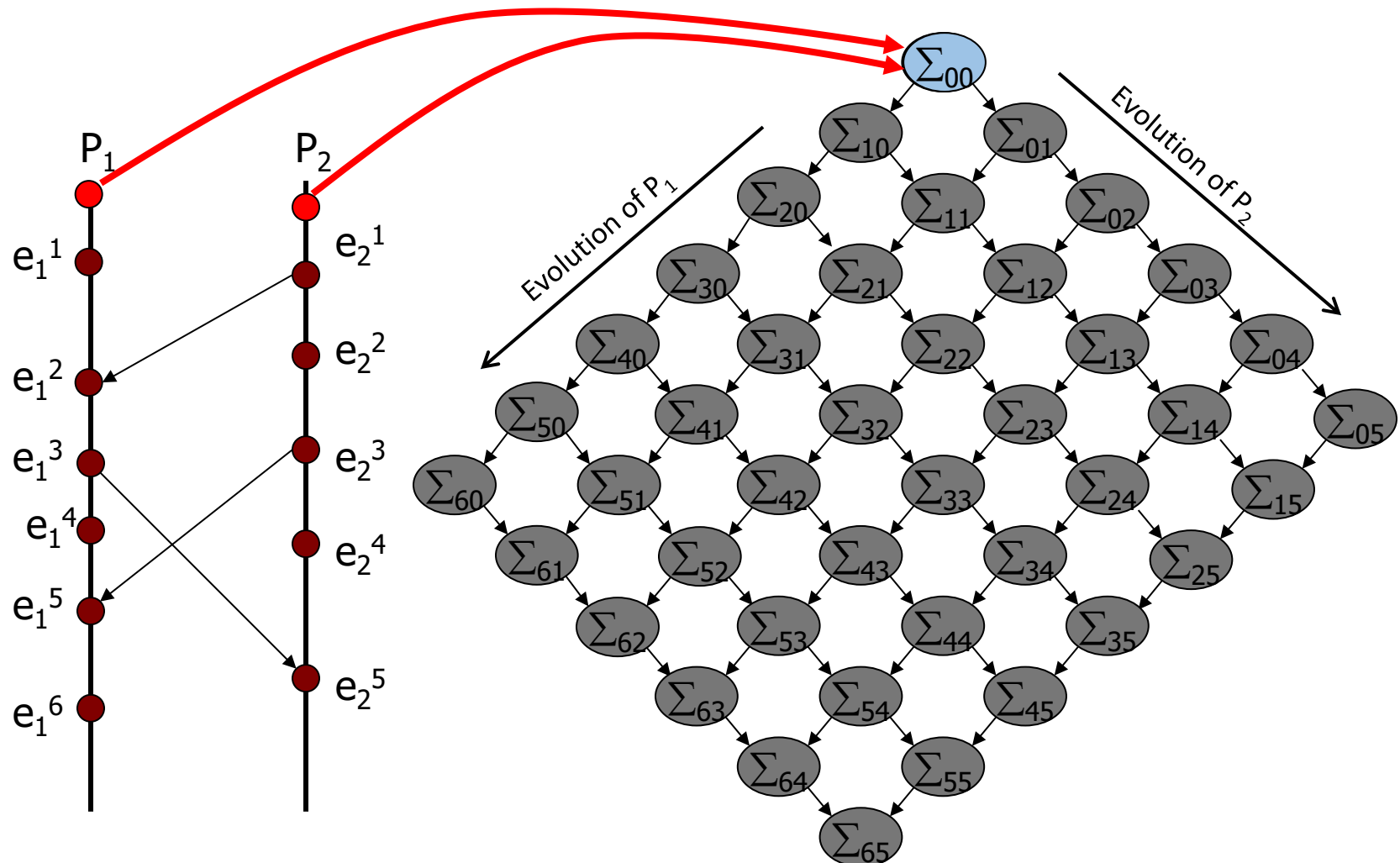
Sequential Consistency

- Instructions are executed by the order they appear in the program
- Memory behaves as a shared array
 - Reads and writes are effective immediately
- This is naturally true for sequential programs...

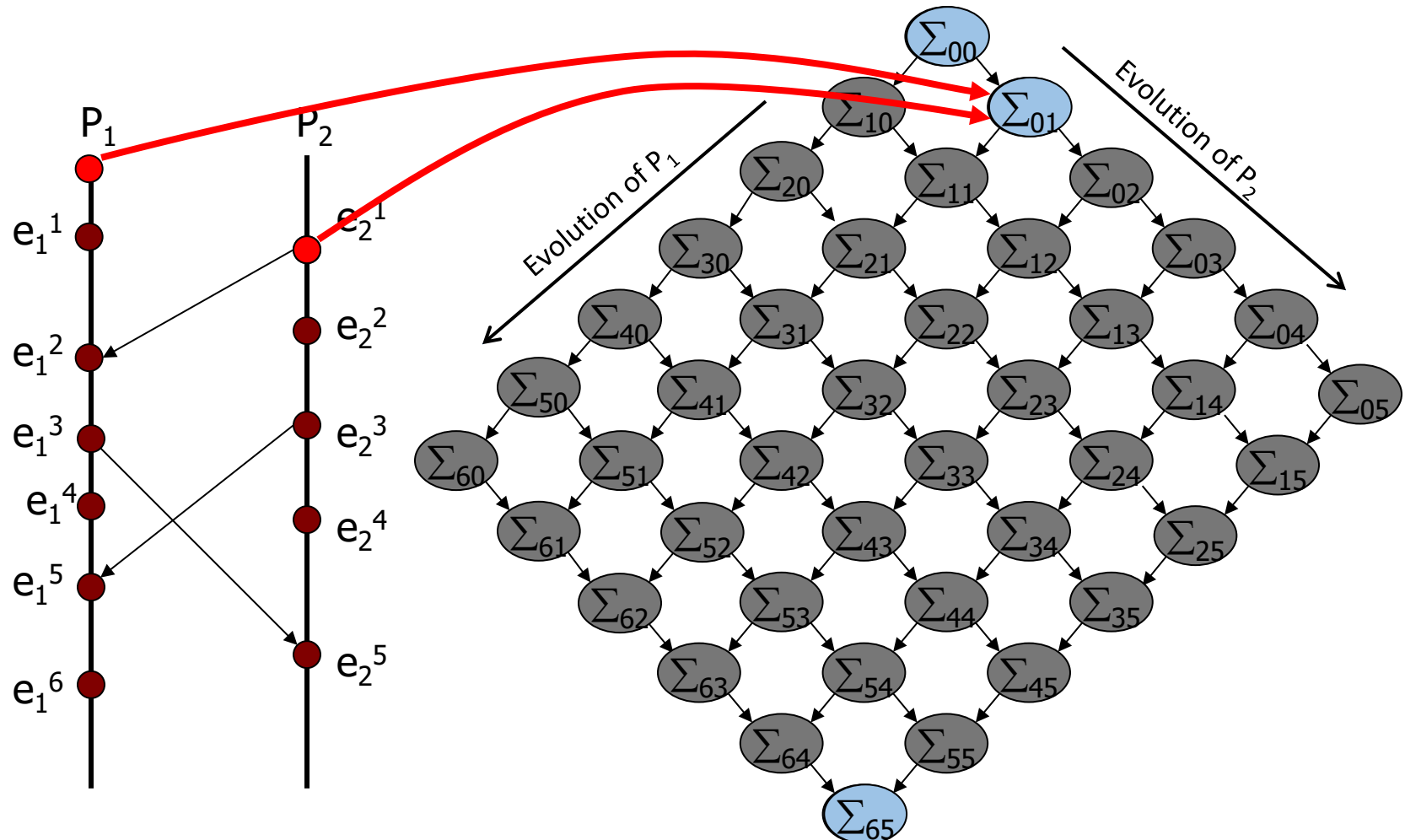
State explosion in concurrent programs



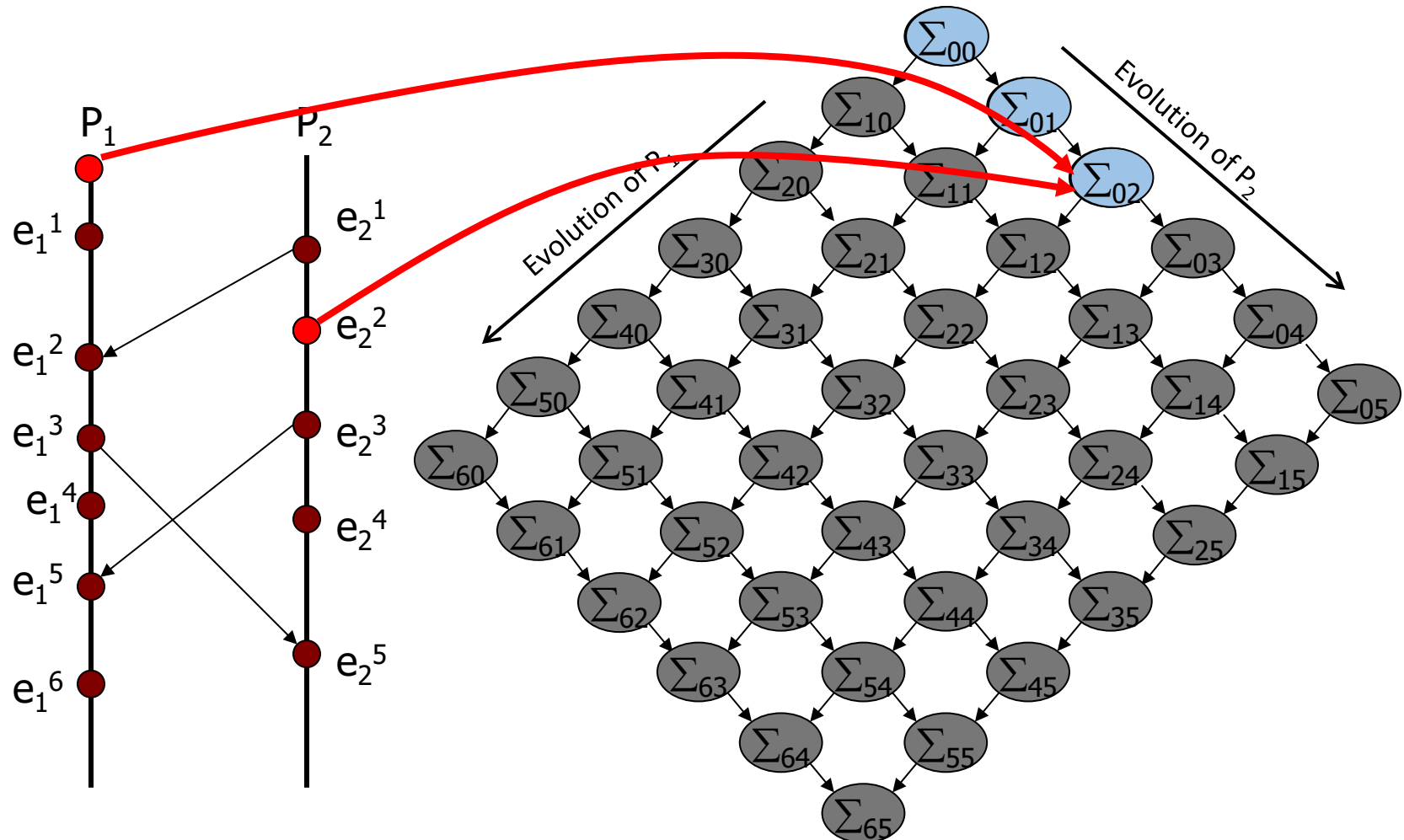
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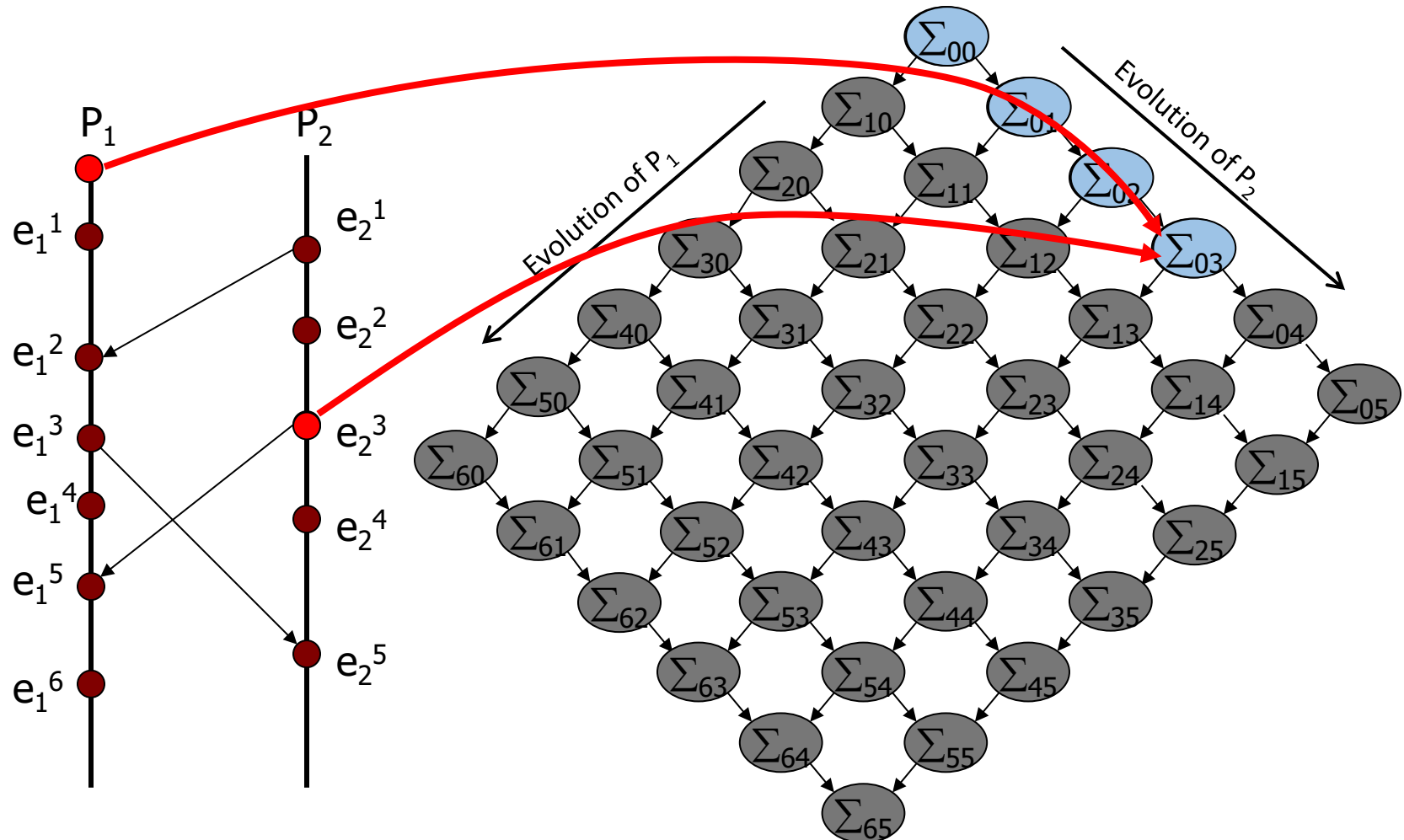
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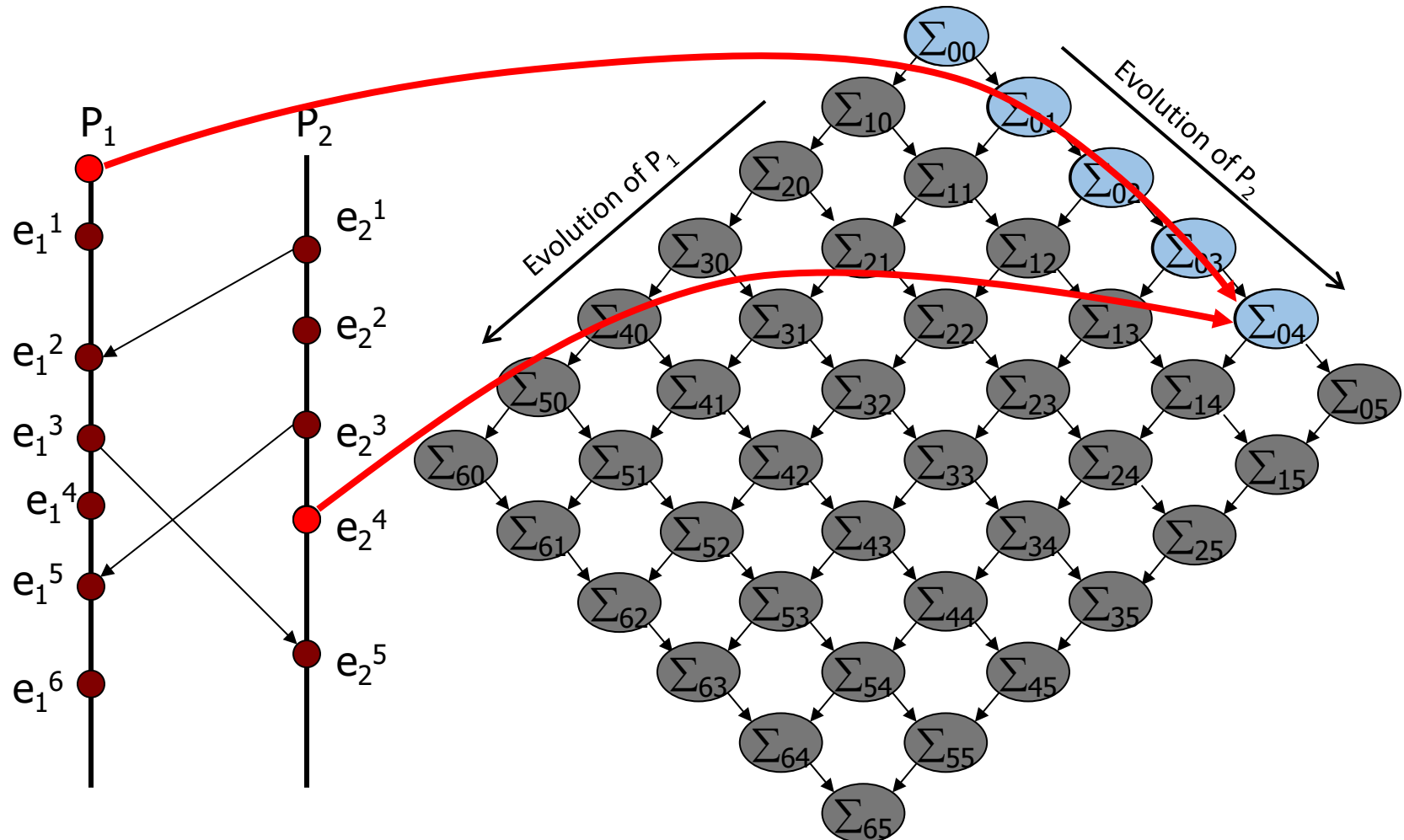
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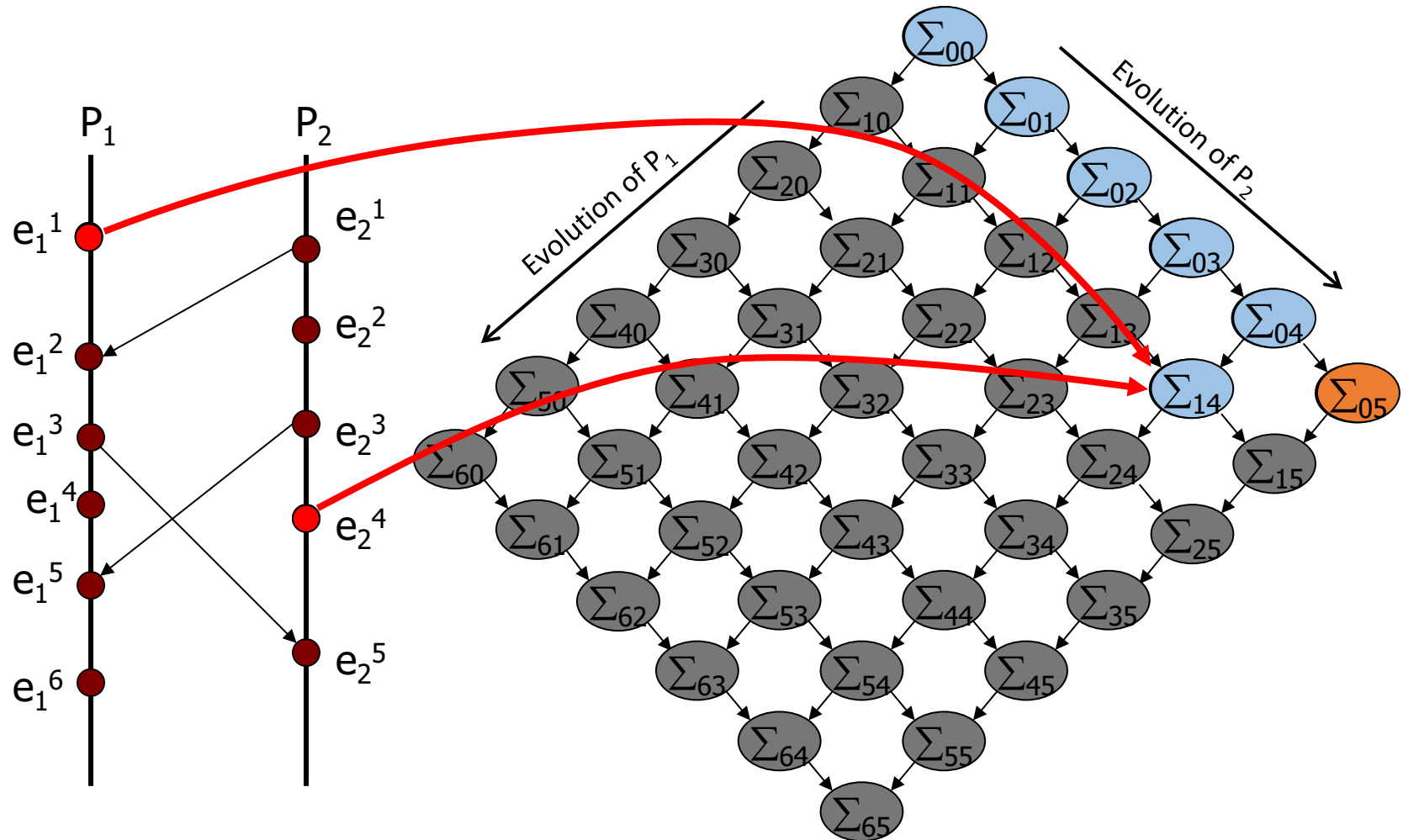
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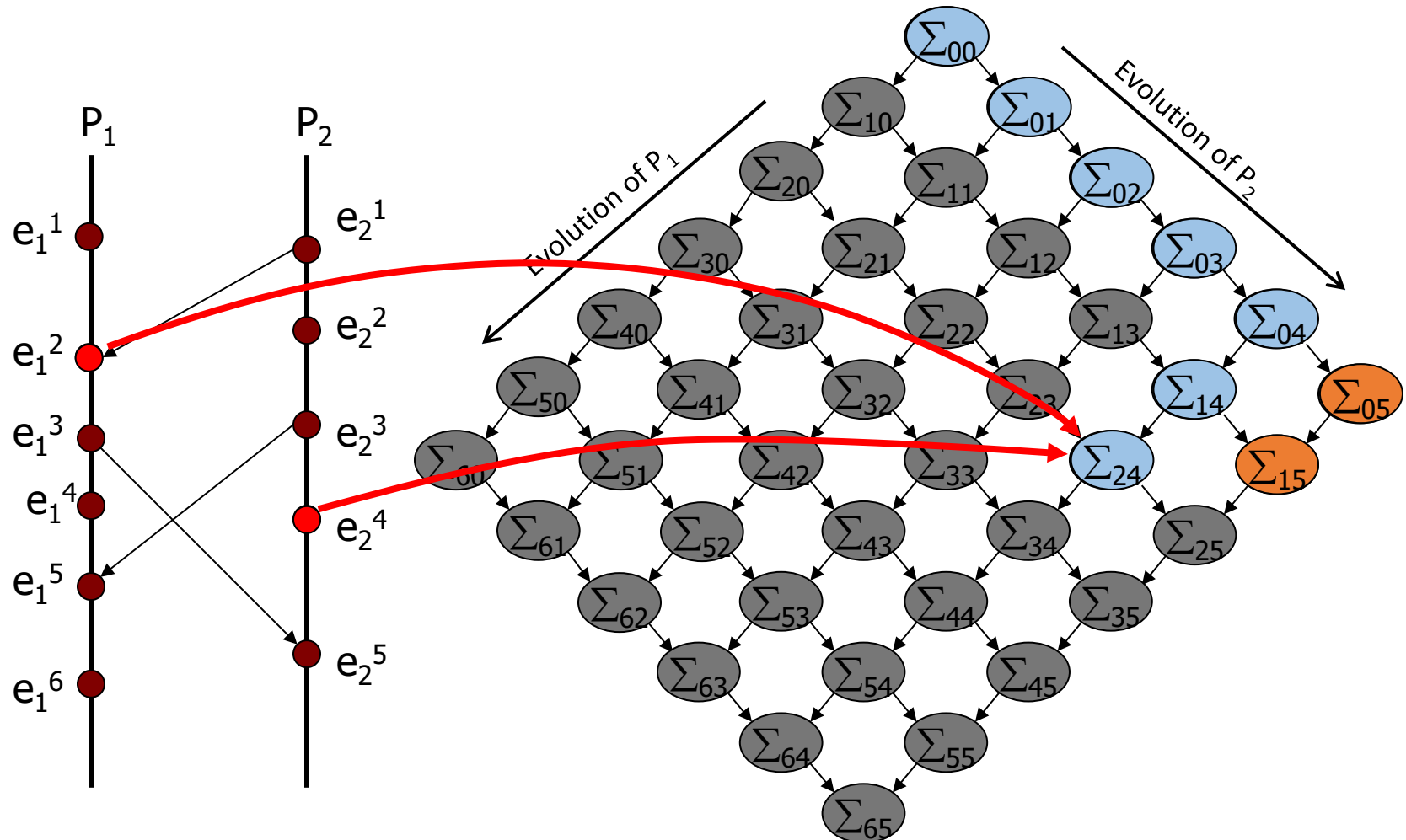
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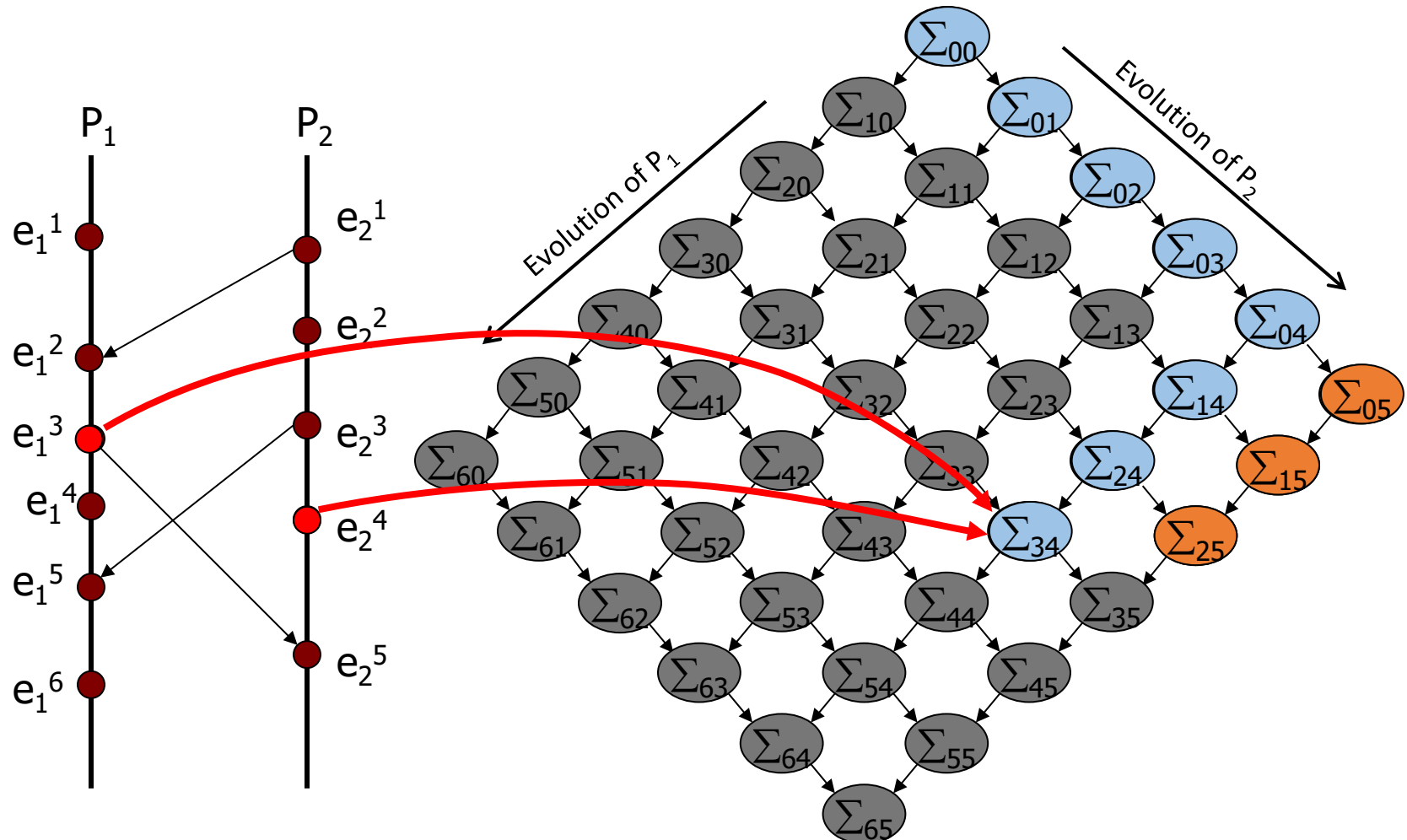
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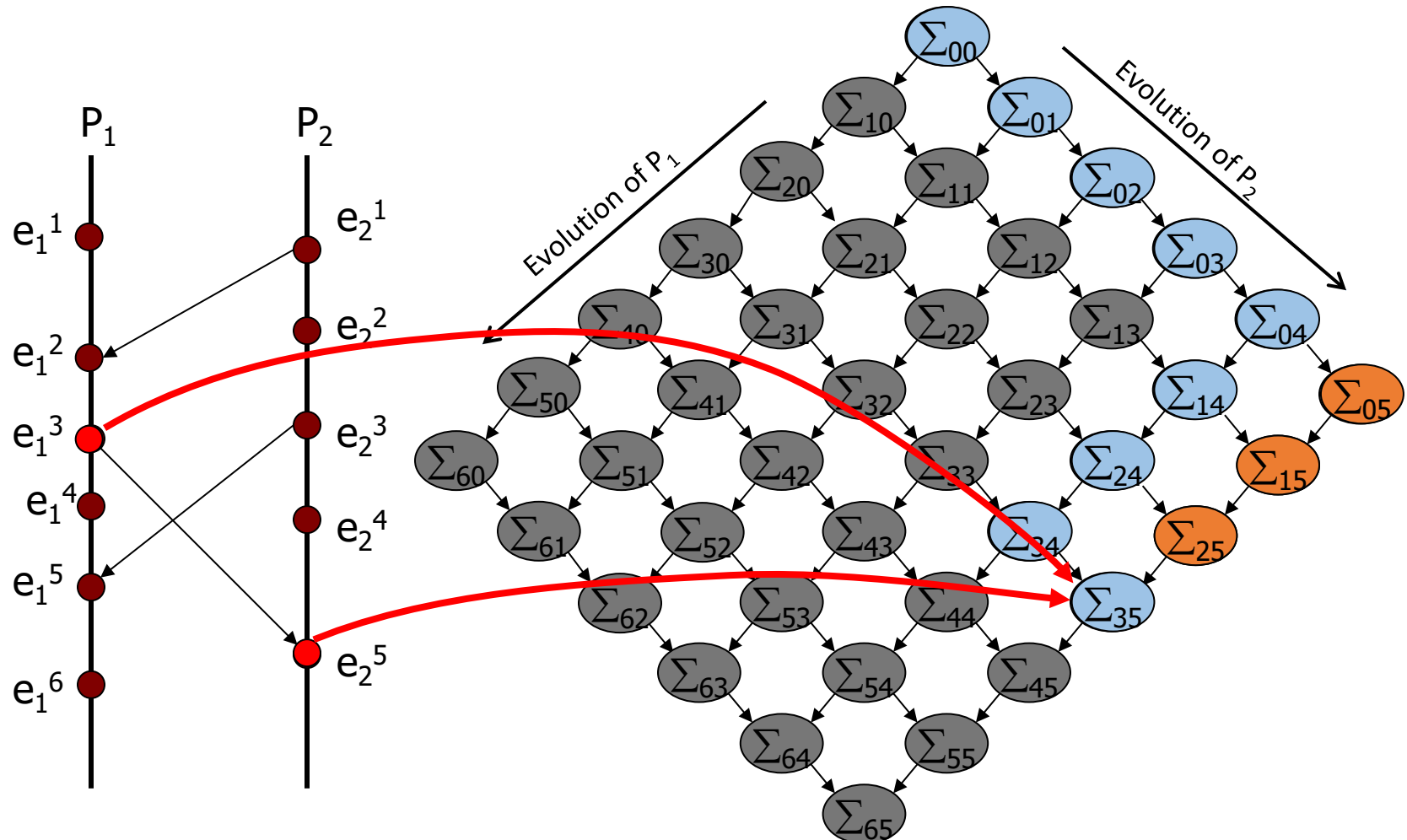
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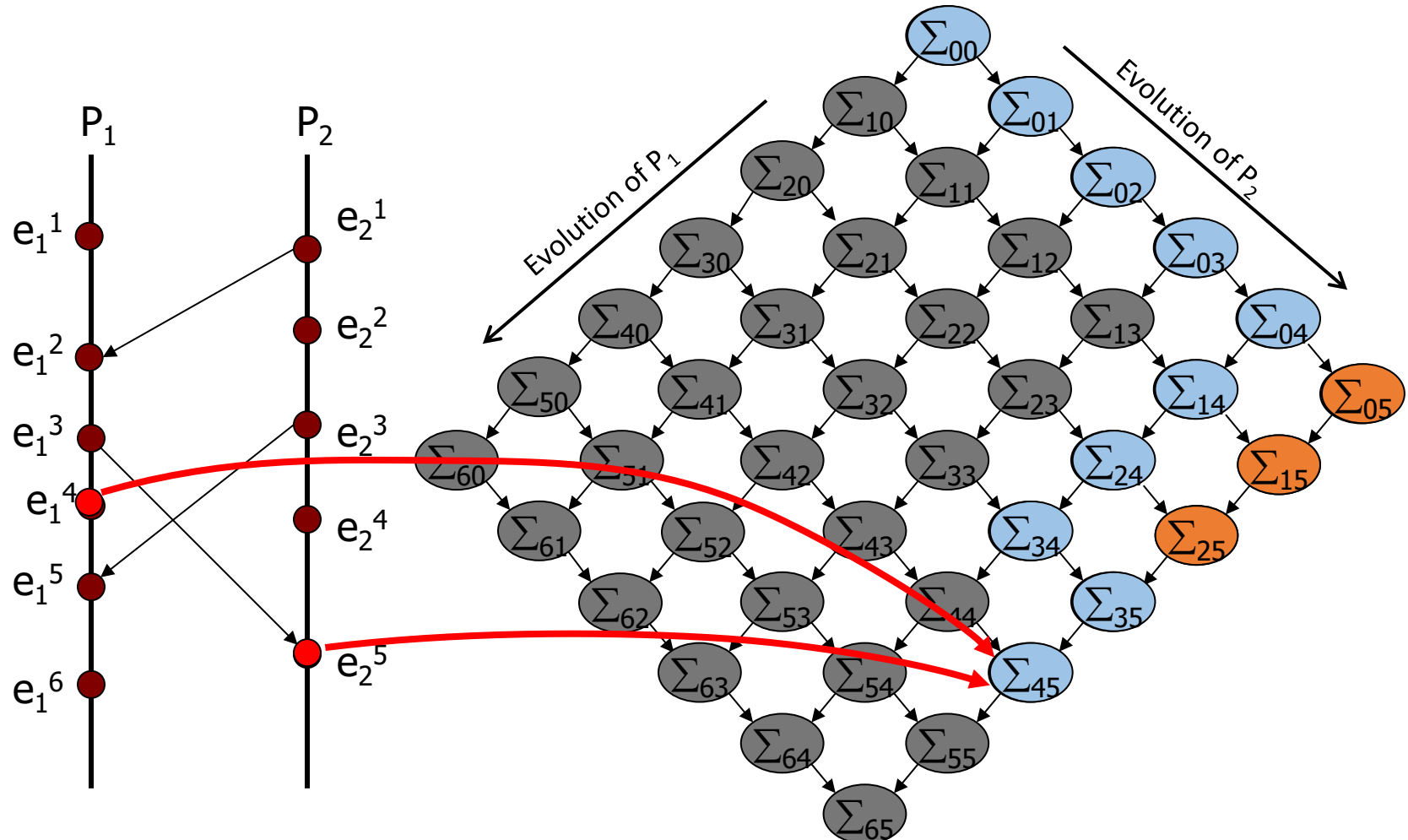
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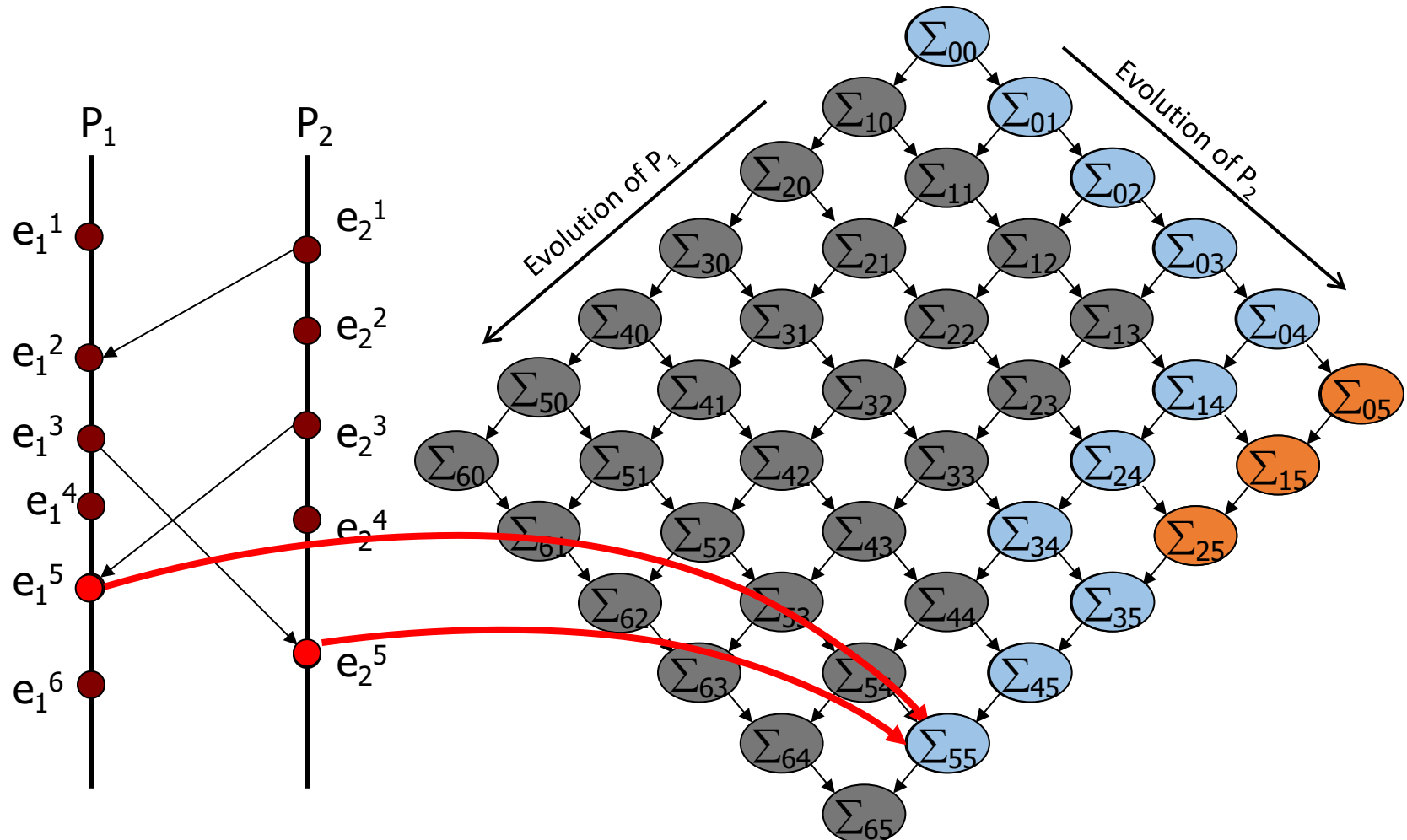
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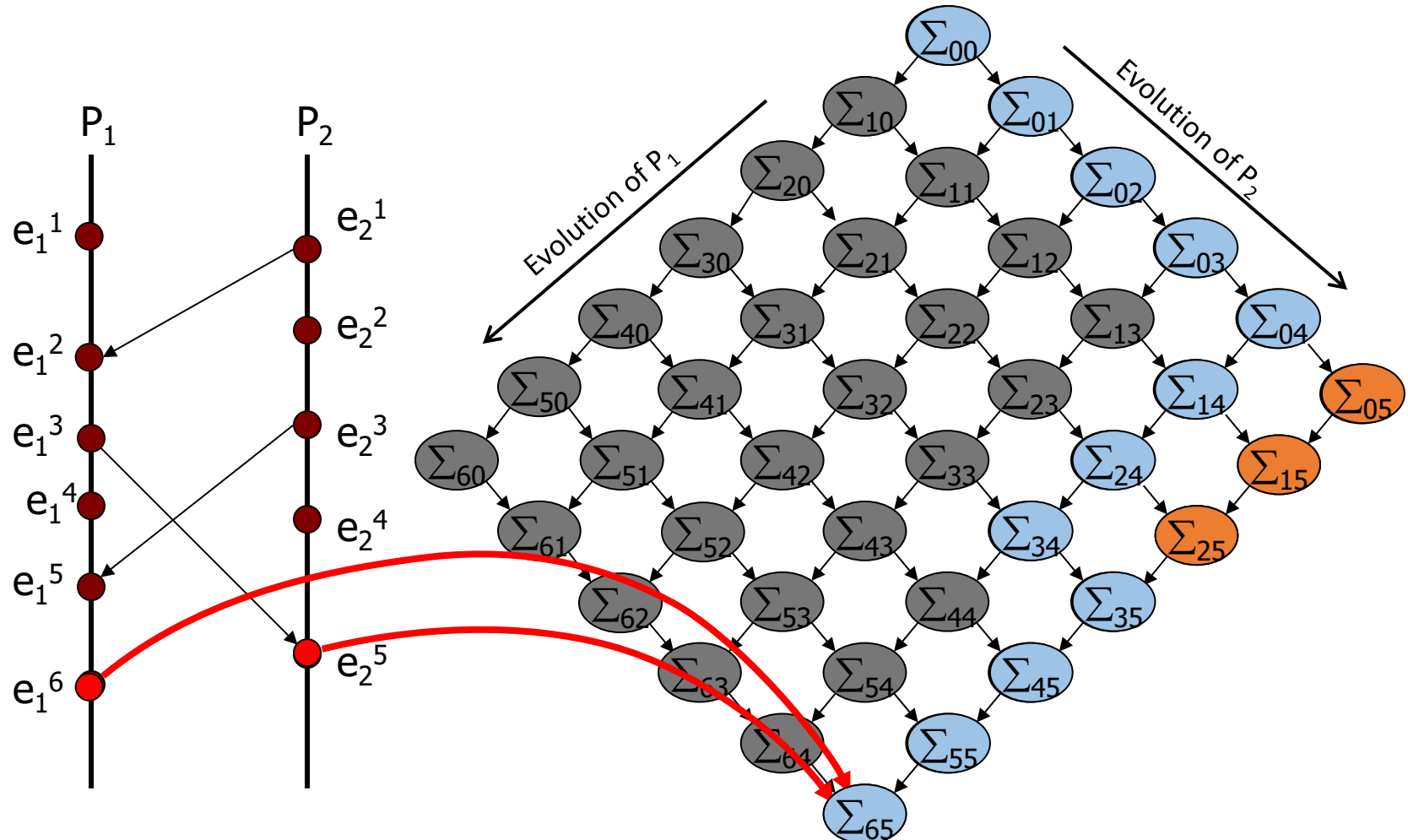
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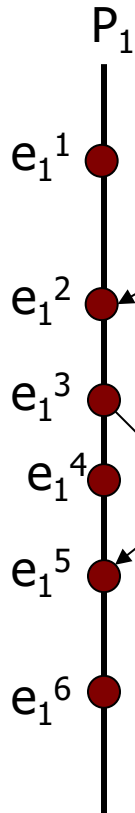


State explosion in concurrent programs

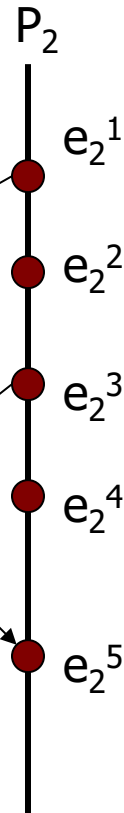


State explosion in concurrent programs

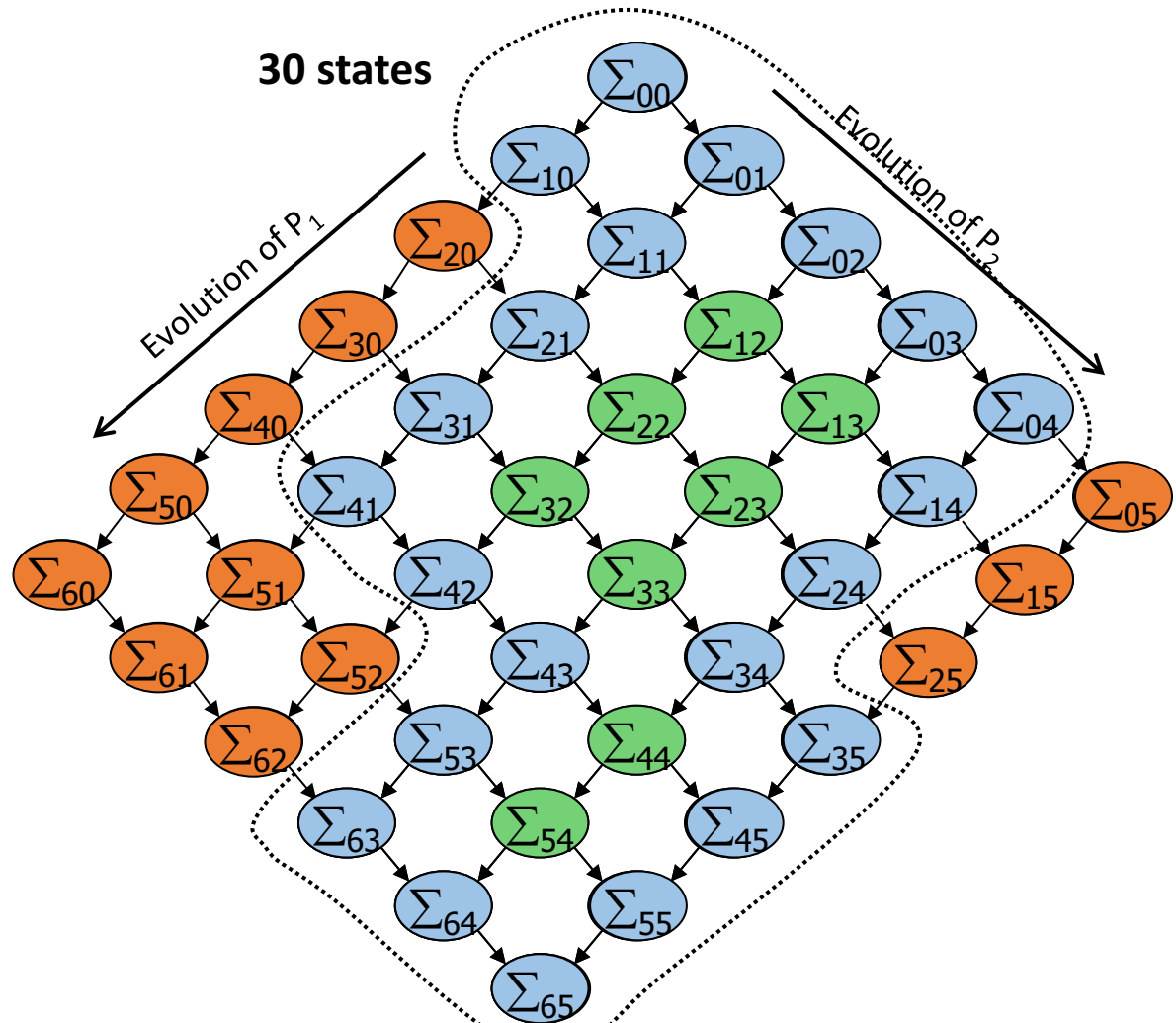
7 states



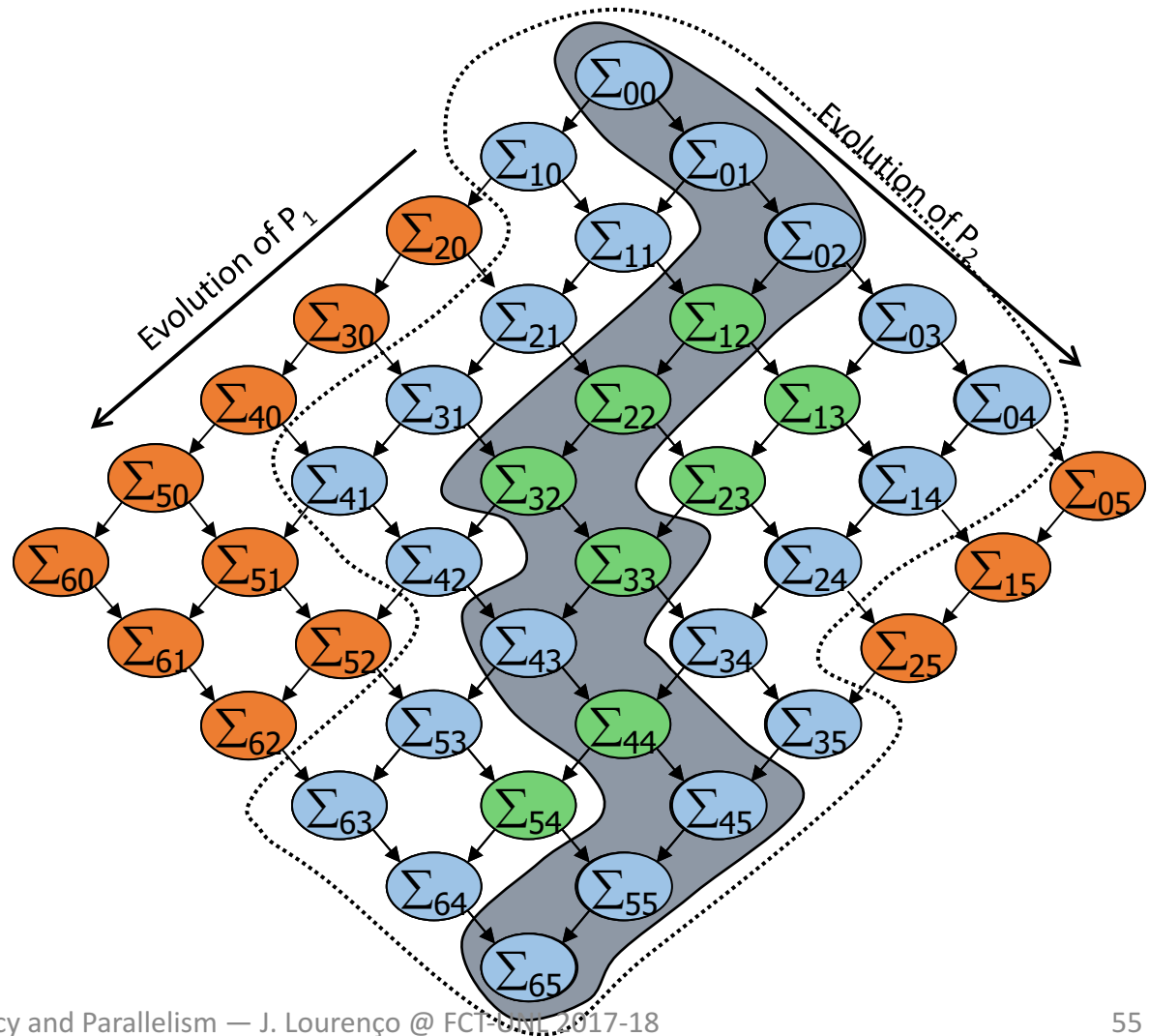
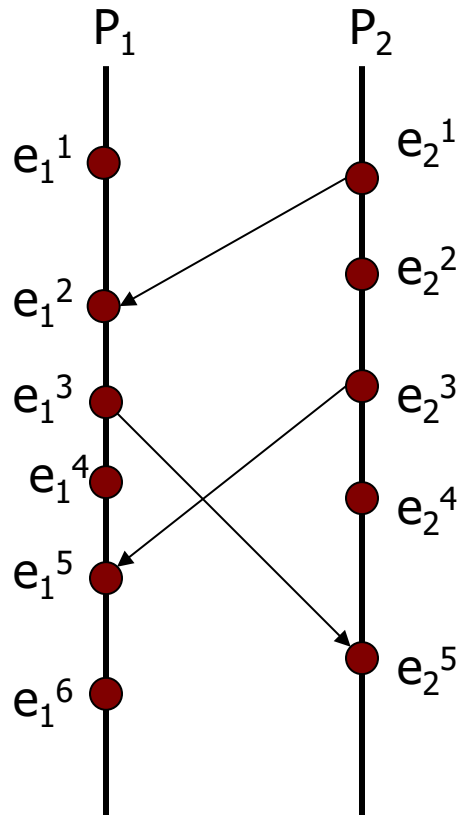
6 states



30 states



Consistent run



Concurrency Errors

Common Concurrency Errors

- Data races (atomicity violations)
- Ordering violations
- Unintended sharing
- High-level atomicity violations
- Deadlocks and livelocks

Data Race

- Code is supposed to execute atomically
 - Multiple dependent instructions to manipulate some data
- Interleaving with instructions of another thread that access the same data

Thread 1

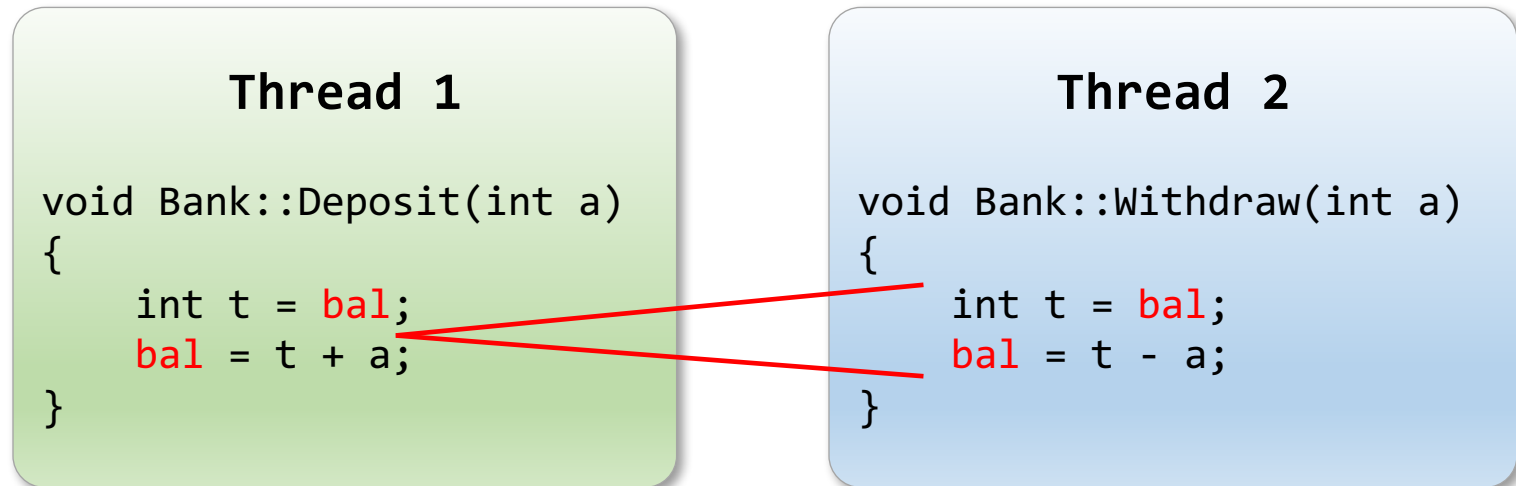
```
void Bank::Deposit(int a)
{
    int t = bal;
    bal = t + a;
}
```

Thread 2

```
void Bank::Withdraw(int a)
{
    int t = bal;
    bal = t - a;
}
```

Data Race

- Code is supposed to execute atomically
 - Multiple dependent instructions to manipulate some data
- Interleaving with instructions of another thread that access the same data



The withdraw is not reflected in the final balance!

Ordering Violation

- Missing or incorrect synchronization between two processes
(e.g., a producer and a consumer)

Thread 1

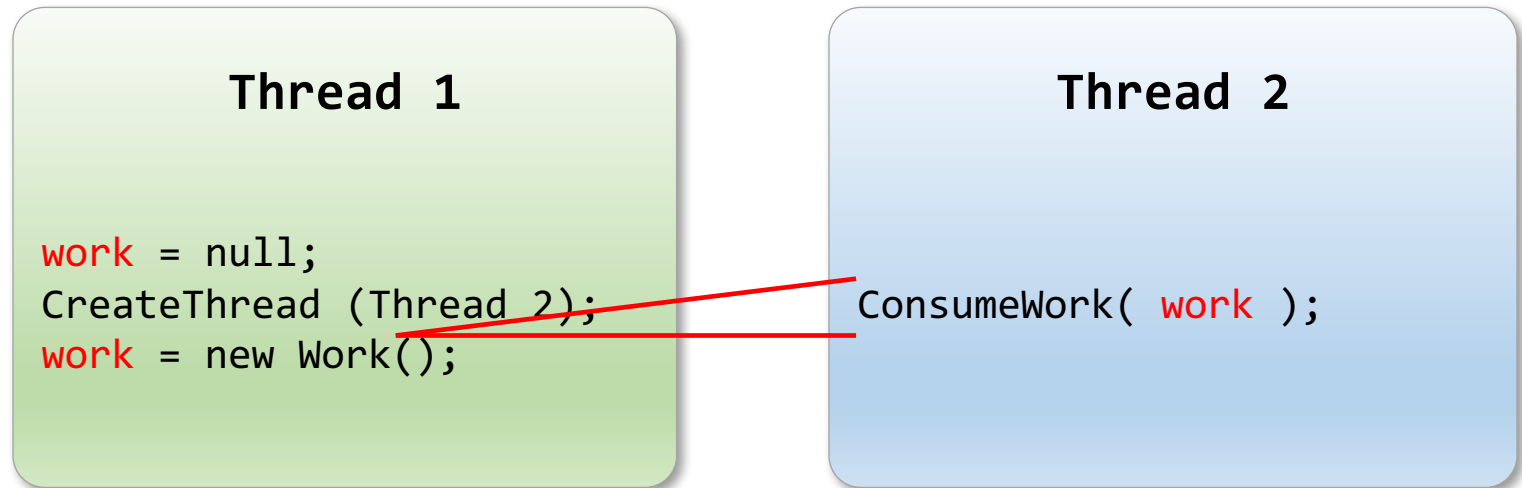
```
work = null;  
CreateThread (Thread 2);  
work = new Work();
```

Thread 2

```
ConsumeWork( work );
```

Ordering Violation

- Missing or incorrect synchronization between two processes
(e.g., a producer and a consumer)



'work' is not initialized yet!

Unintended Sharing

- Processes accidentally share data
 - ‘work()’ is executed by both threads concurrently

```
void work() {  
    static int local = 0;  
    ...  
    local += ...  
    ...  
}
```

Thread 1

```
...  
work()  
...
```

Thread 2

```
...  
work()  
...
```

High-Level Data Race

- Wrongly defined atomic blocks

```
synchronized(this) void getX() {  
    return pair.x;  
}
```

```
synchronized(this) void getY() {  
    return pair.Y;  
}
```

Thread 1

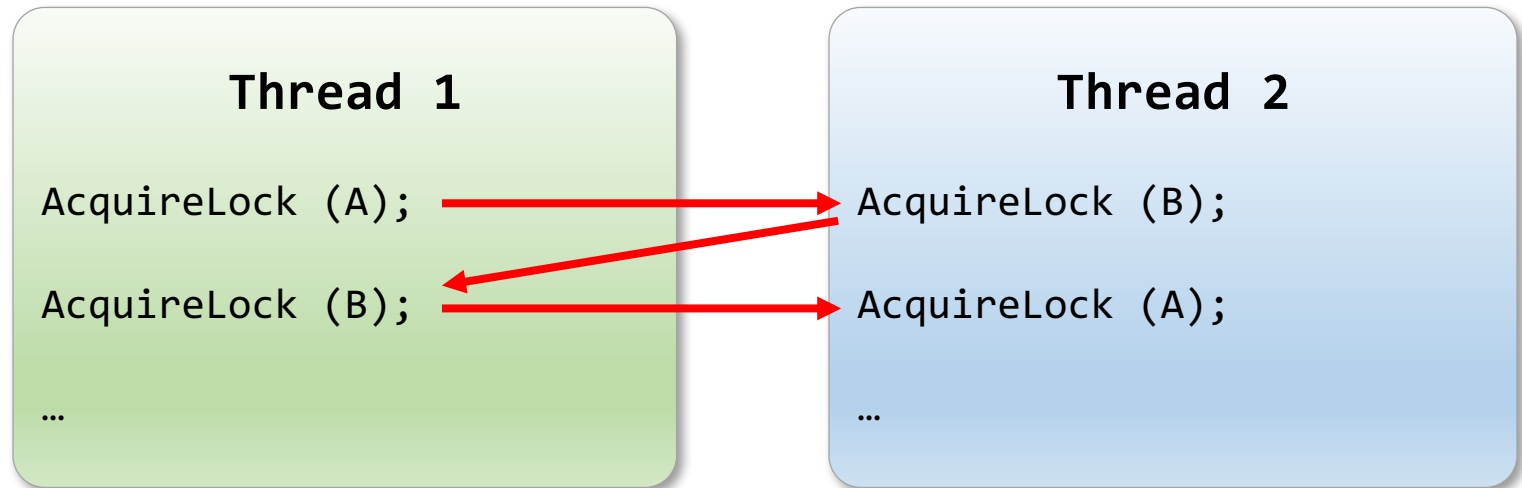
```
synchronized(this)  
void setPair(int x, int y) {  
    pair.x = x;  
    pair.y = y;  
}
```

Thread 2

```
boolean areEqual() {  
    int x = getX();  
    int y = getY();  
    return x == y;  
}
```

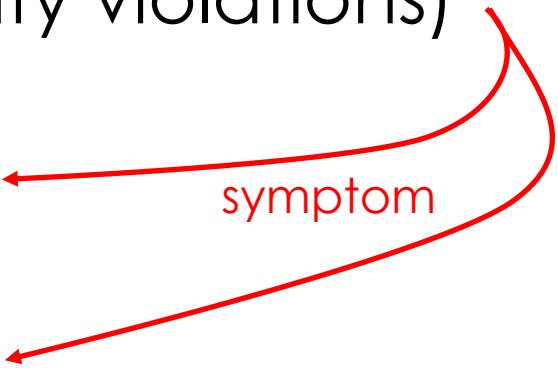
Deadlock

- Processes are waiting forever for each other



Common Concurrency Errors

- Data races (atomicity violations)
- Ordering violations
- Unintended sharing
- High-level atomicity violations
- Deadlocks and livelocks



symptom

Common Concurrency Errors

- Data races (atomicity violations)
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Concurrency Errors

Data Races

What is a Data Race?

- Two conflicting memory accesses happening concurrently
- Which means:
 - They access the same memory location
 - At least one is an update (write)

What is a Data Race?

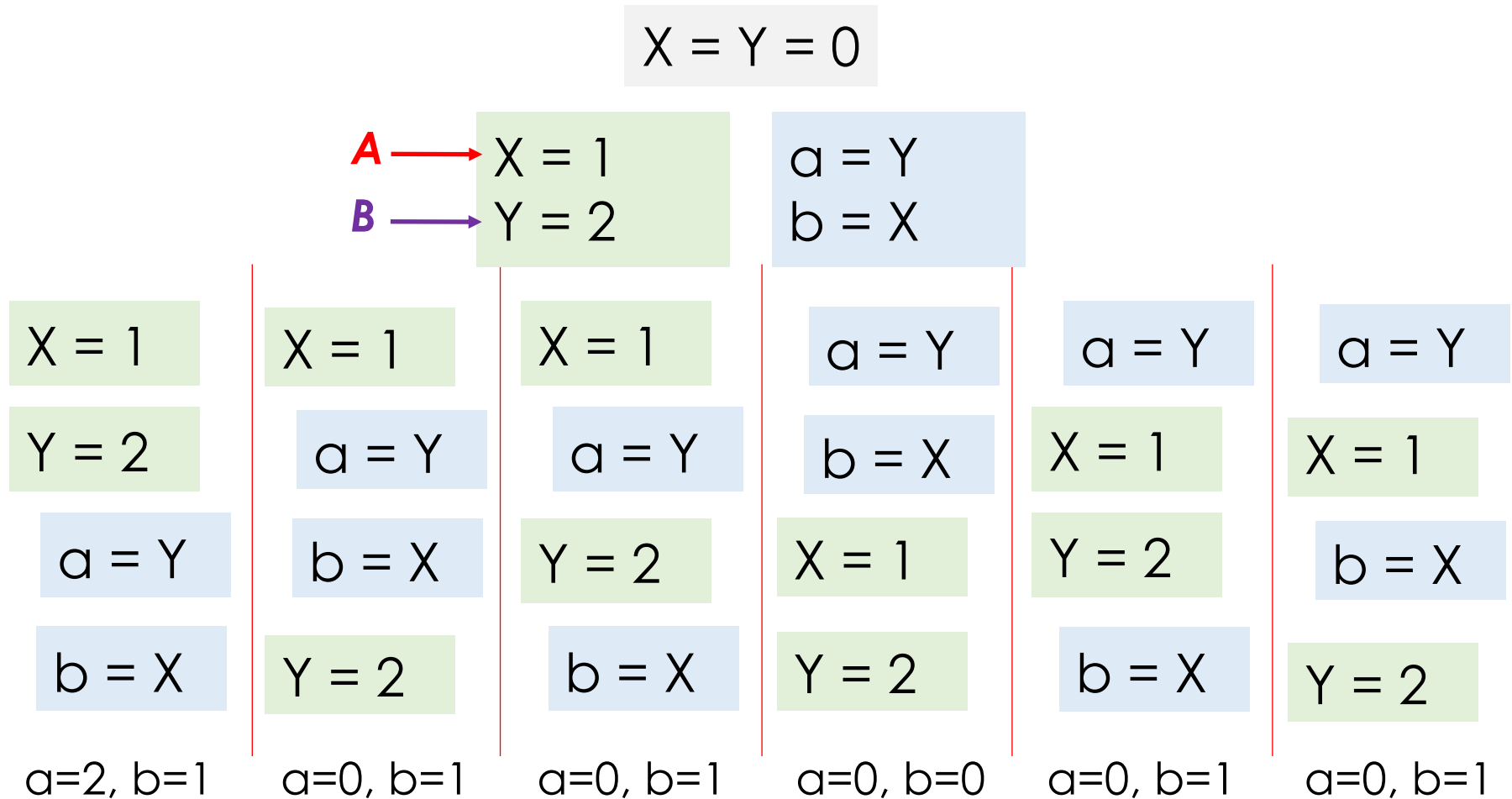
- Two conflicting memory accesses happening concurrently
- Which means:
 - They access the same memory location
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- Write — Write
- Write — Read
- Read — Write
- Read — Read

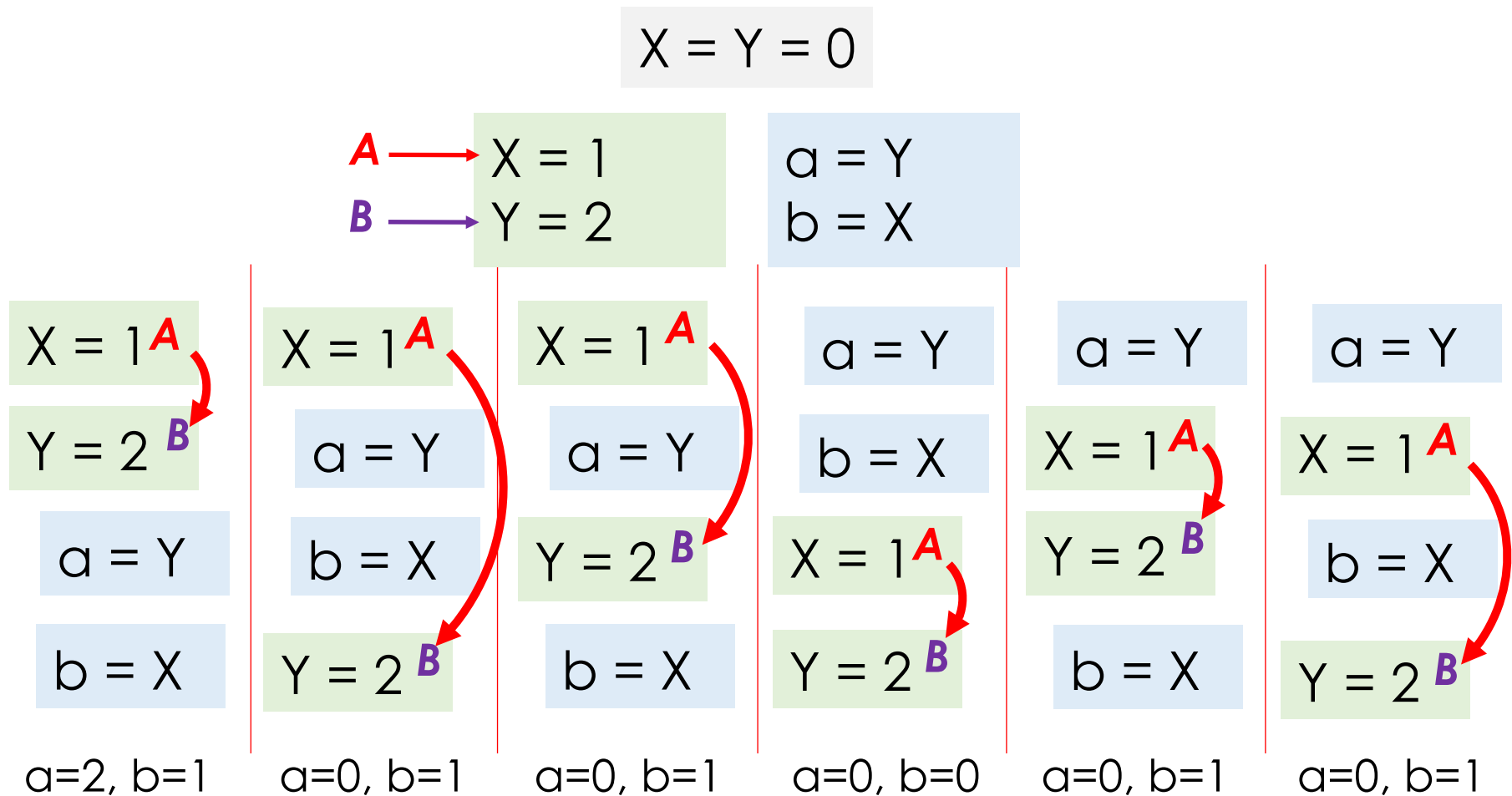
What means “Happens Concurrently”?

- Two events A and B happen concurrently if both
 A, B
and
 B, A
are possible sequentially consistent executions of
those events

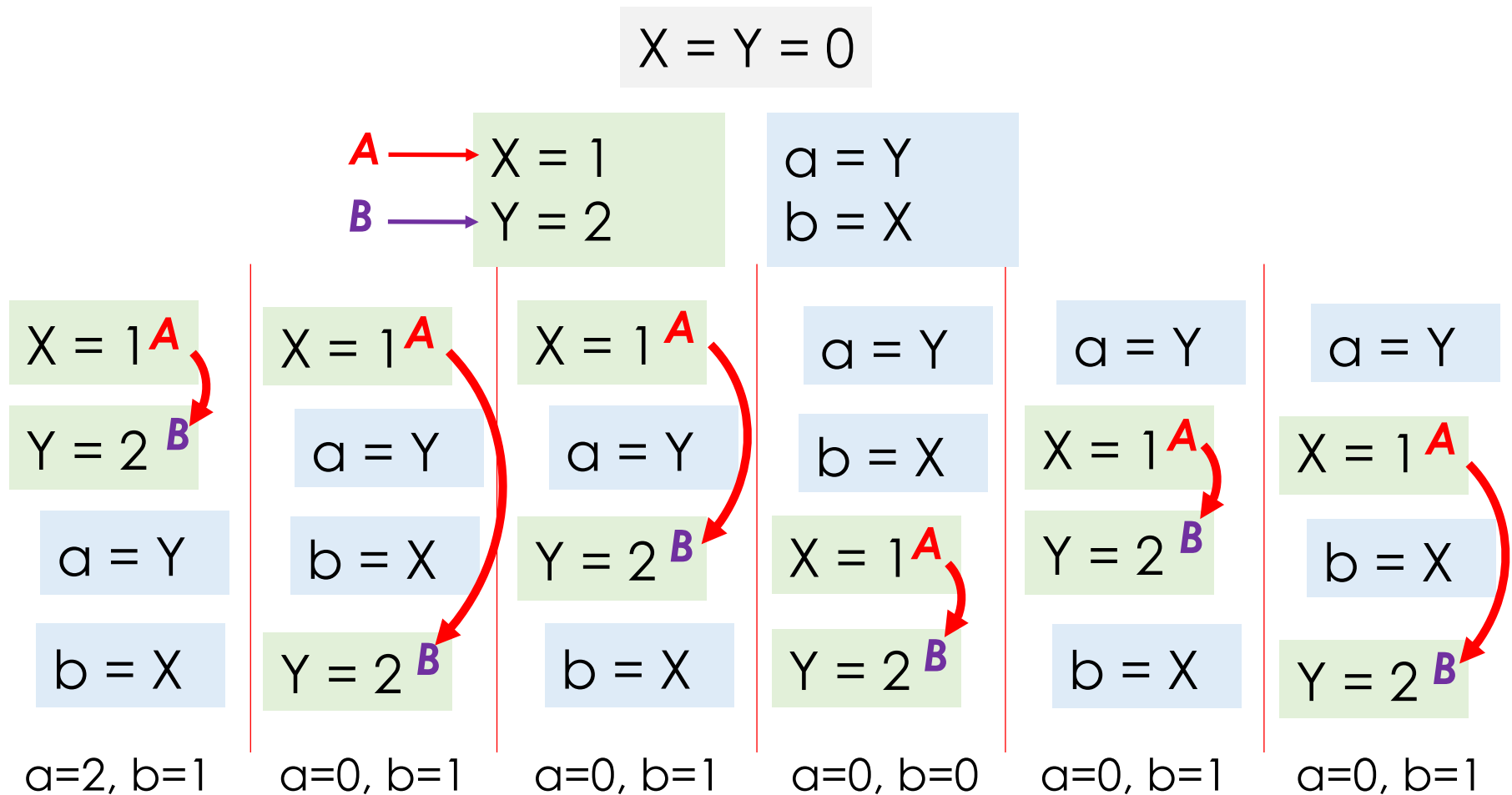
Assigning Semantics to Concurrent Programs



Assigning Semantics to Concurrent Programs

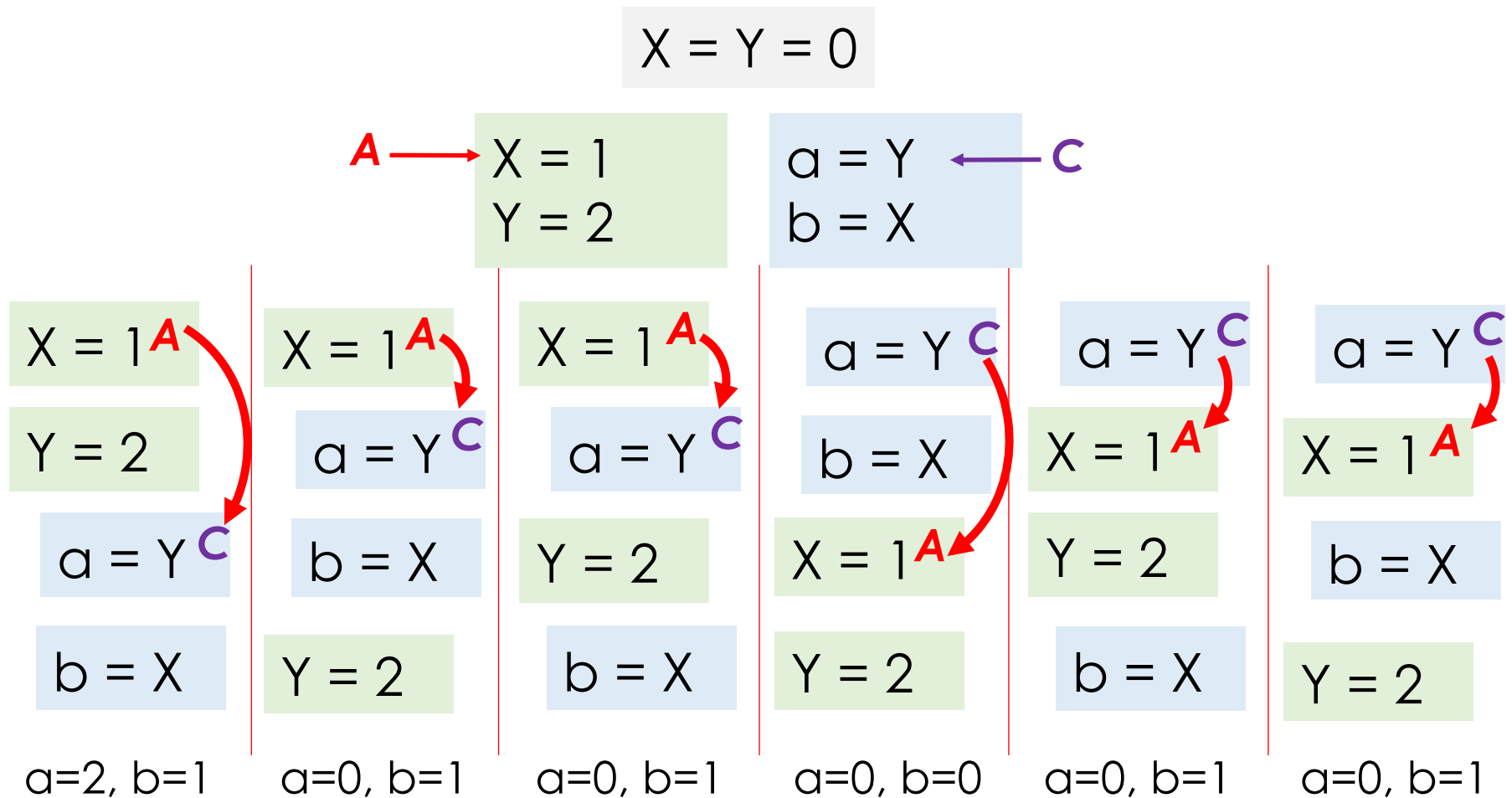


Assigning Semantics to Concurrent Programs



*Always "A, B". Events 'A' and 'B' **are not** concurrent!*

Assigning Semantics to Concurrent Programs



*Both "A, C" and "C, A". Events 'A' and 'C' **are** concurrent!*

Question

'x' is a shared variable, initially

0

Q: Knowing that processes A and B execute concurrently, what are the possible values for 'x' after both processes terminate?

Any value in the range 5 to 10! Wrong!!!

Process A

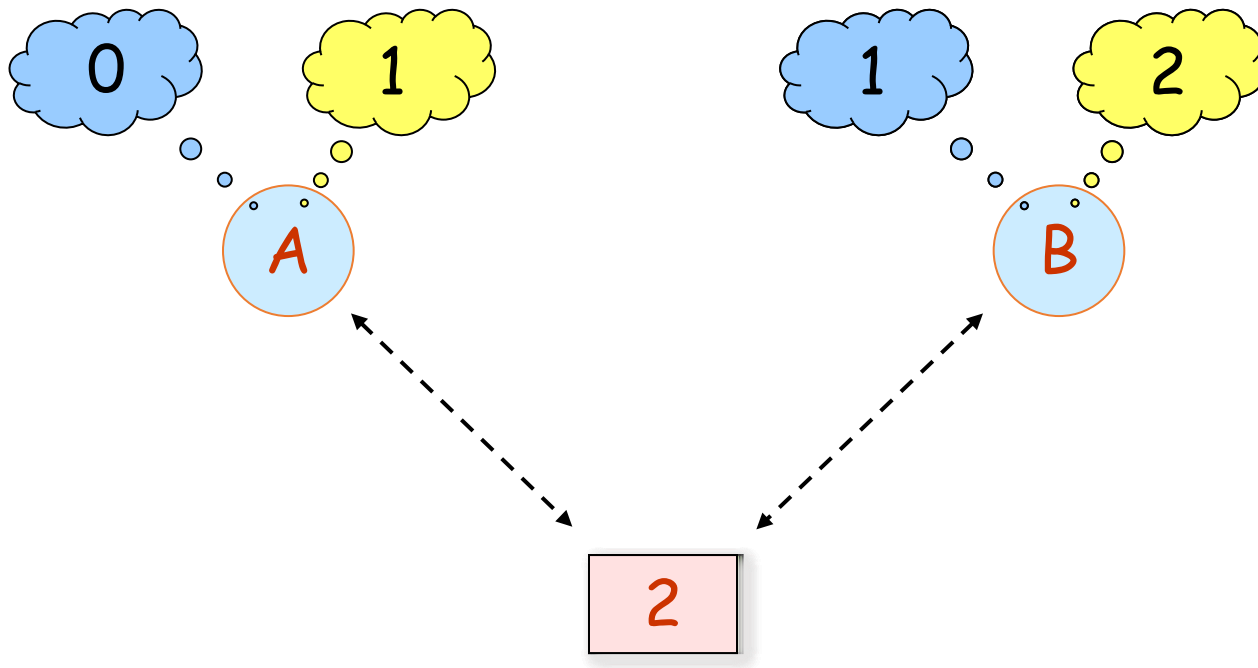
```
for (i = 0; i < 5; i++) {  
    x = x + 1  
}
```

Process B

```
for (j = 0; j < 5; j++) {  
    x = x + 1  
}
```

Any value in the range 2 to 10! How???

The smallest value is 2



How to Detect a Data Race?

- Two concurrent accesses to a shared memory location
- At least one of them is a write
- How to monitor memory accesses?
- How to detect if two accesses are (or may be) concurrent?

Acknowledgments

- Some parts of this presentation was based in publicly available slides and PDFs
 - www.cs.cornell.edu/courses/cs4410/2011su/slides/lecture10.pdf
 - www.microsoft.com/en-us/research/people/madanm/
 - williamstallings.com/OperatingSystems/
 - codex.cs.yale.edu/avi/os-book/OS9/slide-dir/

The END
