

On Helping and Stacks

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Takeaway

- ▶ Linearization-based helping [Censor-Hillel et al., 2015]: a process takes a step and fixes the order between two operations.
- ▶ Theorem: stack and queue do not have a wait-free help-free implementation using compare&swap and fetch&add.
 - ▶ Proved for exact order types.
 - ▶ Stack is not exact order type.
 - ▶ We give a direct proof for stack.

Outline

Helping

Original proof. Refutation

Correct proof

Conclusion

Helping

Original proof. Refutation

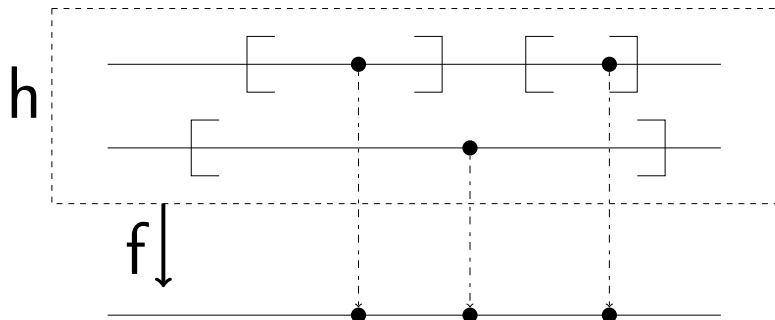
Correct proof

Conclusion

What is helping?

- ▶ Intuitively: an operation performs some work on behalf of another.
- ▶ Often appears in wait-free and lock-free algorithms.
- ▶ Examples:
 - ▶ Universal wait-free construction [Herlihy, 1991];
 - ▶ Lock-free binary search tree [Ellen et al., 2010].
- ▶ How to define helping formally?
 - ▶ Linearization-based helping.

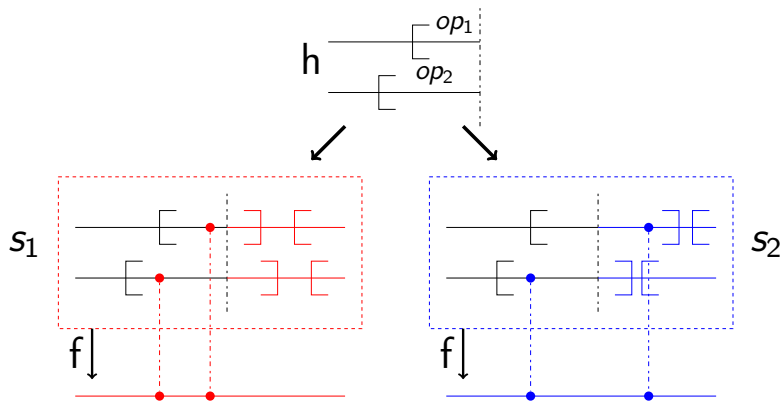
Linearization function



Helping. Decided before

Definition 1

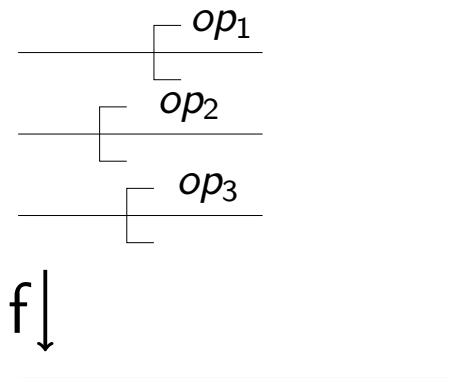
We say that op_1 is decided before op_2 in h with respect to f , if there exists no extension s of h such that $op_2 \prec_{f(s)} op_1$.



Helping. Definition

Definition 2

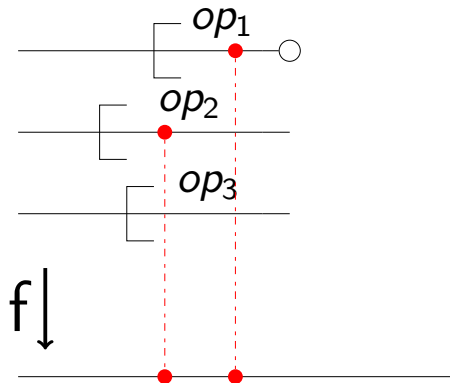
An implementation has helping if op_1 by p_1 is decided before op_2 by p_2 after a step of p_3 .



Helping. Definition

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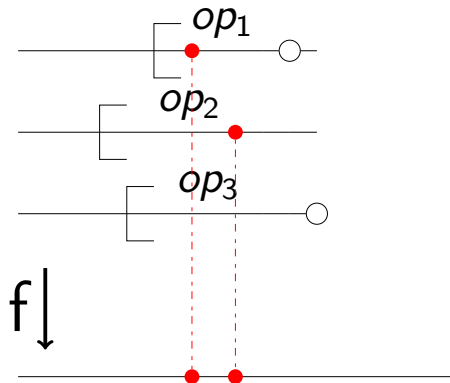
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Helping. Definition

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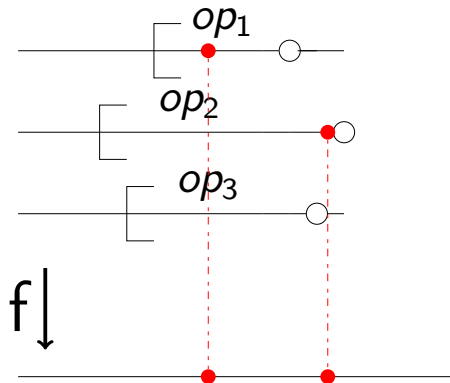
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Helping. Definition

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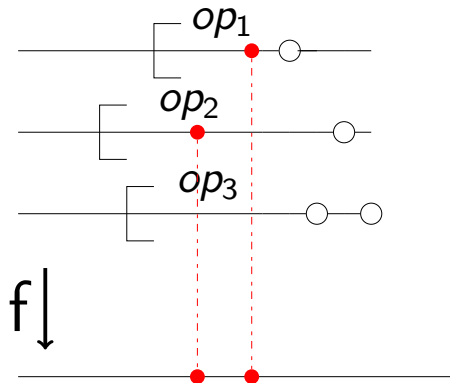
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Helping. Definition

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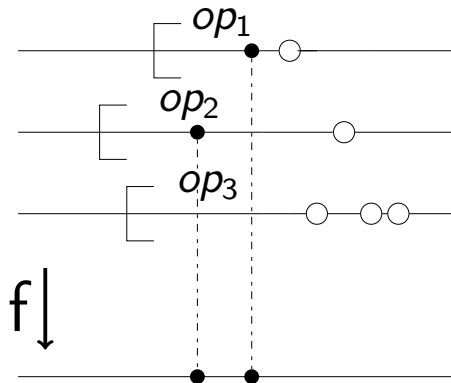
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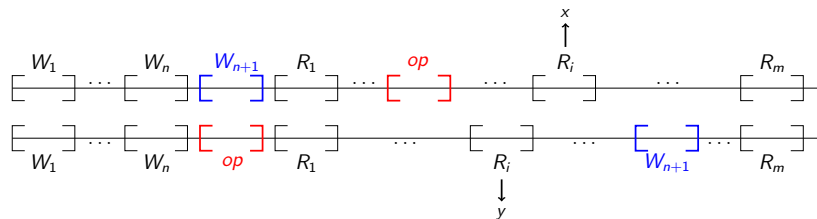
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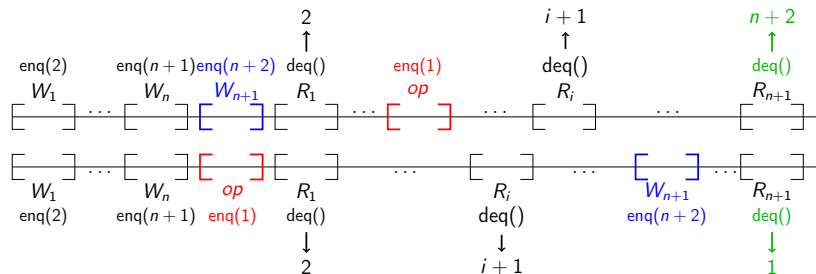
Exact Order Type

There exist an operation op , an infinite sequence W and a sequence R such that for any n there exists m ...



Exact Order Type. Queue

- ▶ $op = \text{enq}(1)$, $W_i = \text{enq}(i + 1)$ and $R_i = \text{deq}()$.
- ▶ Given n , we choose $m = n + 1$.



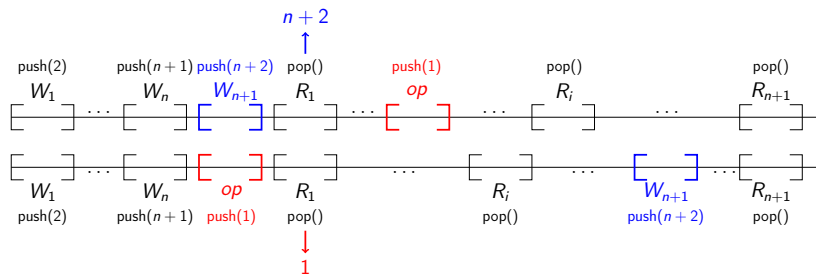
Theorem 3 (Censor-Hillel et al., 2015)

Any exact order type does not have a wait-free help-free implementation in systems with compare&swap and fetch&add primitives.

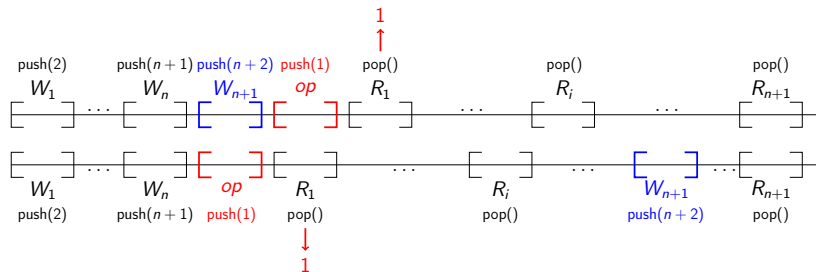
Theorem 4

*Stack is **not** exact order type.*

Stack is not Exact Order Type

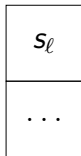


Stack is not Exact Order Type

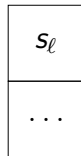


Stack is not Exact Order Type. Construction

$W(n)$

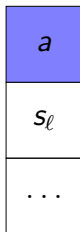


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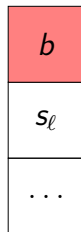


Stack is not Exact Order Type. Construction

$$W(n) \circ \text{push}(a) W_{n+1}$$

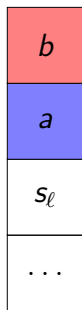


$$W(n) \circ \text{push}(b) op$$

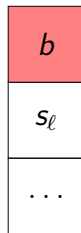


Stack is not Exact Order Type. Construction

$$W(n) \circ W_{n+1} \circ \text{push}(b)$$



$$W(n) \circ op$$

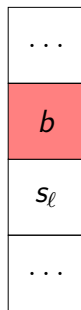


Stack is not Exact Order Type. Construction

$$W(n) \circ W_{n+1} \circ op \circ R(x)$$



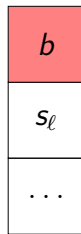
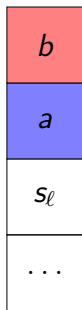
$$W(n) \circ op \circ R(x)$$



Stack is not Exact Order Type. Construction

$$W(n) \circ W_{n+1} \circ op \circ R(y-1)$$

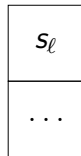
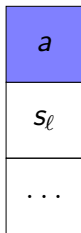
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Stack is not Exact Order Type. Construction

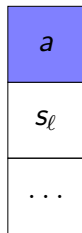
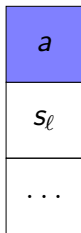
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Stack is not Exact Order Type. Construction

$$W(n) \circ W_{n+1} \circ op \circ R(y) \qquad W(n) \circ op \circ R(y) \circ W_{n+1}^{\text{push}(a)}$$



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Theorem 5

Stack does not have a wait-free help-free implementation in a system with at least three processes and with compare&swap primitive.

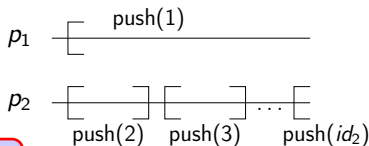
- ▶ Programs:
 - ▶ first process — $\text{push}(1)$
 - ▶ second process — $\text{push}(2) \circ \text{push}(3) \circ \dots$
 - ▶ third process — $\text{pop}() \circ \text{pop}() \circ \dots$
- ▶ We build a history in which the first process makes infinite number of steps, but never finishes.

Proof. History Construction

```
1  $h \leftarrow \epsilon$ 
2  $op_1 \leftarrow \text{push}(1)$ 
3  $id_2 \leftarrow 2$ 
4 while true:
5      $op_2 \leftarrow \text{push}(id_2)$ 
6     while true:
7         if  $op_1$  is not decided before  $op_2$  in  $h \circ p_1$ :
8              $h \leftarrow h \circ p_1$ 
9             continue
10        if  $op_2$  is not decided before  $op_1$  in  $h \circ p_2$ :
11             $h \leftarrow h \circ p_2$ 
12            continue
13        break
14     $h \leftarrow h \circ p_2$ 
15     $h \leftarrow h \circ p_1$ 
16    while  $op_2$  is not completed:
17         $h \leftarrow h \circ p_2$ 
18     $id_2 \leftarrow id_2 + 1$ 
```

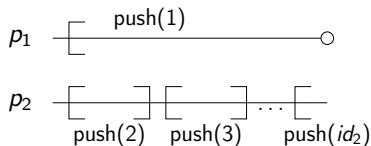
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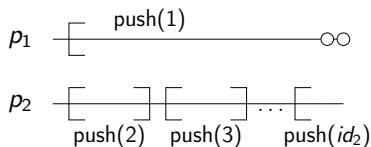
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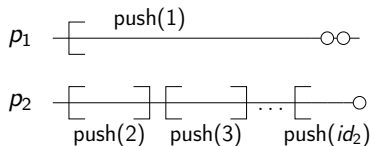
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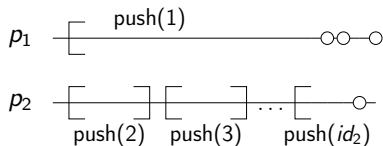
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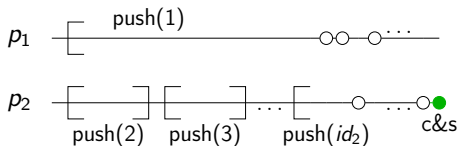
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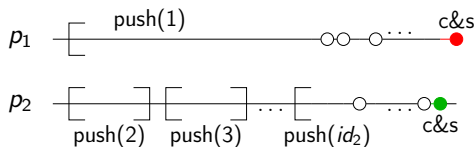

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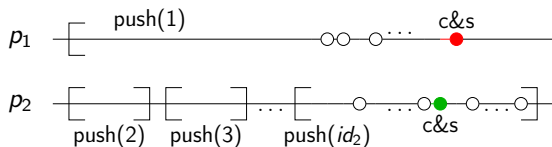
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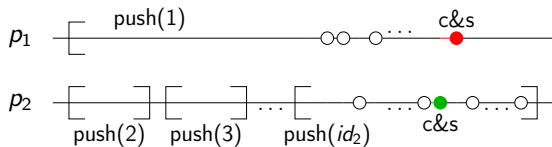
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Theorem 6

There does not exist a help-free wait-free implementation of stack in systems:

- with at least three processes and compare&swap primitive;*
 - with at least four processes, and compare&swap and fetch&add primitives.*
-
- ▶ We showed that the undirect proof of the theorem provided by Censor-Hillel et al. does not work for stack.
 - ▶ We provide the direct proof of the theorem for stack.

- ▶ Common2 class of objects. Common2 contains stack. What about queue?
- ▶ Valency-based helping by [Attiya et al., 2016].
- ▶ Is there any other useful helping formalizations?

Thank you for attention!