

Sequential & Release Consistency

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Sequential Consistency

What is Consistency?

Consistency model defines **rules** for the apparent order and visibility of **updates**, and it is a continuum with tradeoffs
– Todd Lipcon

Examples

Local memory:

Write x=5 Read x (should be 5)

Single object consistency is also called “coherence”

$X \leftarrow X+1; Y \leftarrow Y-1$ Assert($X+Y == \text{Const}$)

Database:

Consistency across multiple objects (all or nothing)

Time
→

Consistency Challenges

No **right** or **wrong** consistency models

- Tradeoff between ease of programmability and efficiency
(*e.g.*, what's the consistency model for web pages?)

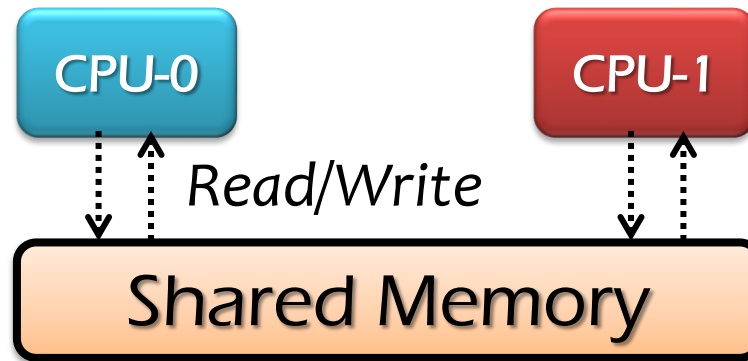
Consistency is hard in (distributed) systems

- Data replication (Caching)
- Concurrency (no shared clock)
- Failures (machine or network)

Example: Mutual Exclusion

Is this program **correct**?

```
x = 1;  
if (y == 0)  
    critical  
    section  
...
```



```
y = 1;  
if (x == 0)  
    critical  
    section  
...
```

Instruction stream

- CPU-0's: W(x) R(y)
- CPU-1's: W(y) R(x)

All possible inter-leavings

1. W(x) 1 R(y) 0 W(y) 1 R(x) 1
2. W(x) 1 W(y) 1 R(y) 1 R(x) 1
3. W(x) 1 W(y) 1 R(x) 1 R(y) 1
4. ...

None **violates** mutual exclusion

Naive DSM

Is this program **correct**?

```
x = 1;  
if (y == 0)  
    critical  
    section  
...
```

Node-0

Write

Distributed
Shared Memory

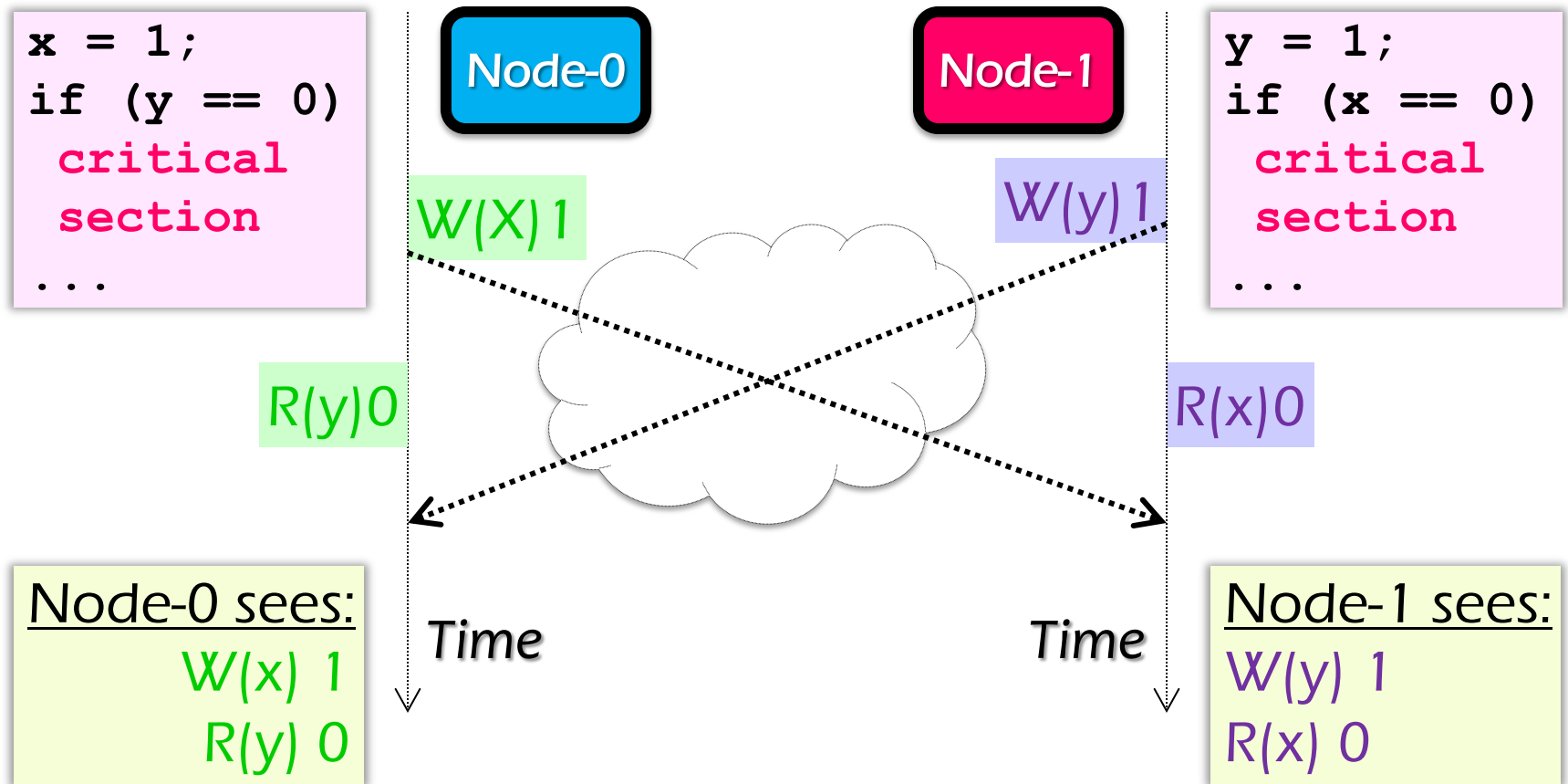
Node-1

Write

```
y = 1;  
if (x == 0)  
    critical  
    section  
...
```

1. Each node has a local copy of state
2. Read from local state
3. Send writes to the other node, but do not wait

Example on Naive DSM



Strict Consistency

Each operation under strict consistency is stamped with a **global wall-lock time**

Consistency rules

1. All operations at one CPU have timestamp in **execution order**
2. Each read gets the **latest** write value

Intuitive Results

No two Nodes/CPU's in the critical section

Proof: suppose mutual exclusion is violated

Violation results

- CPU-0: $W(x) \ 1 \ R(y) \ 0$
- CPU-1: $W(y) \ 1 \ R(x) \ 0$

Rule 1: read gets **latest** write
→ $W(y)$ must have timestamp later than $R(y)$

CPU-0: $W(x) \ 1 \ R(y) \ 0$ CPU-1: $W(y) \ 1 \ R(x) \ 0$

Time →

But **contradicts** rule 1 (read get latest write)
→ $R(x)$ must see $W(x) \ 1$

Sequential Consistency

Strict consistency is not practical

- No global wall-clock available

Sequential consistency is the closest

Consistency rules

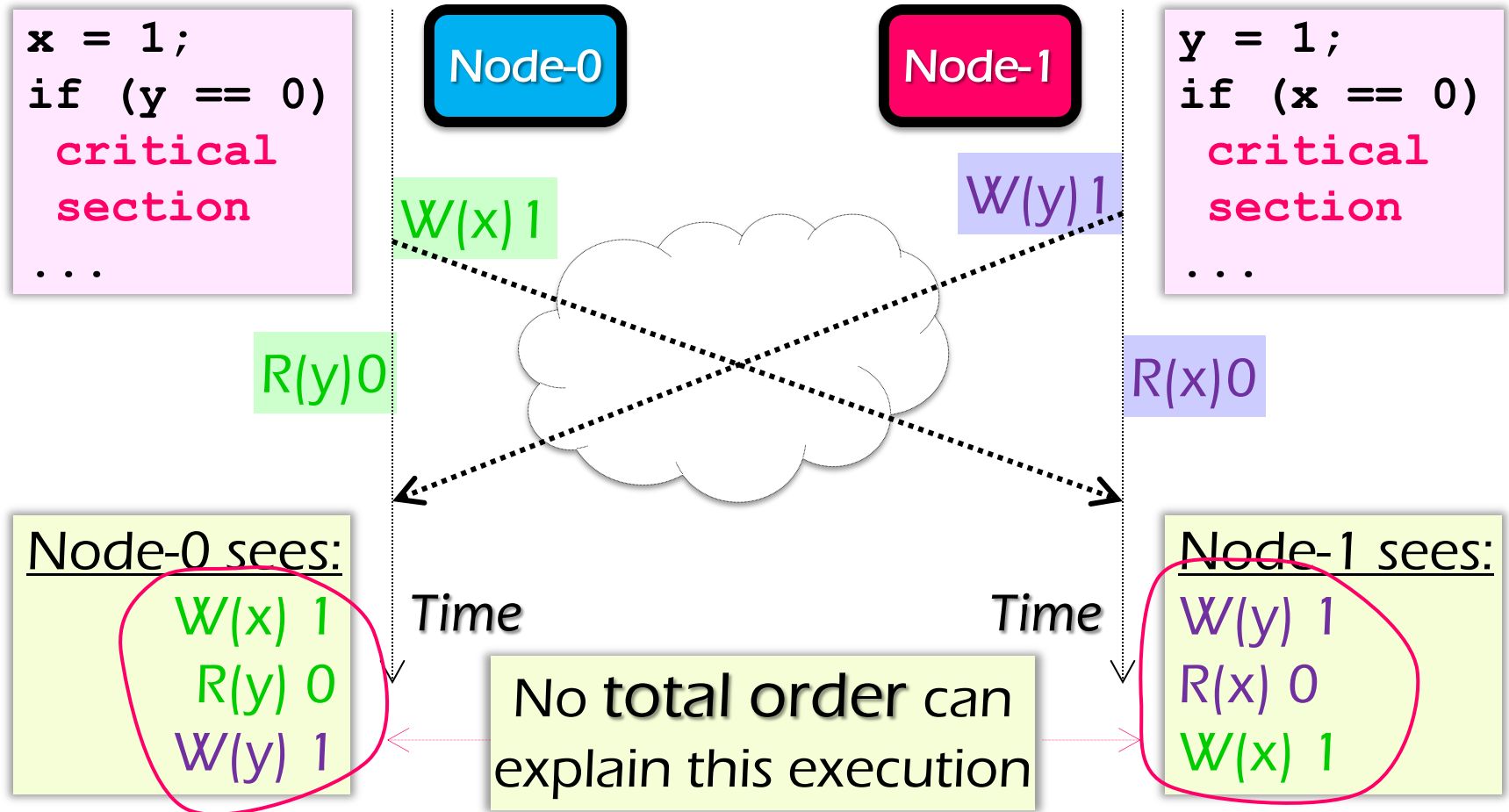
“global wall-clock” → “total order” of ops

1. Each CPUs' ops appear in order
2. All CPUs see results according to total order (*i.e.*, reads see most recent writes)

Sequential consistency is also intuitive results
(just use the **total order** as **timestamp**)

Recall Example

Does the system give **sequential** consistency?



Implementation of SC

Sequential consistency is easier to implement

- There is no notion of real time

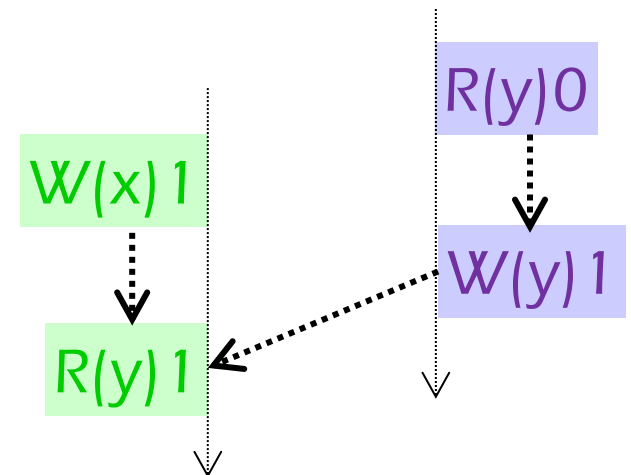
System is **free** to order concurrent events

However, when the system finishes a **write** or reveals a **read**, it commits to certain partial orders

Order: $W(x)1$ $R(y)0$ $W(y)1$ $R(y)1$

or

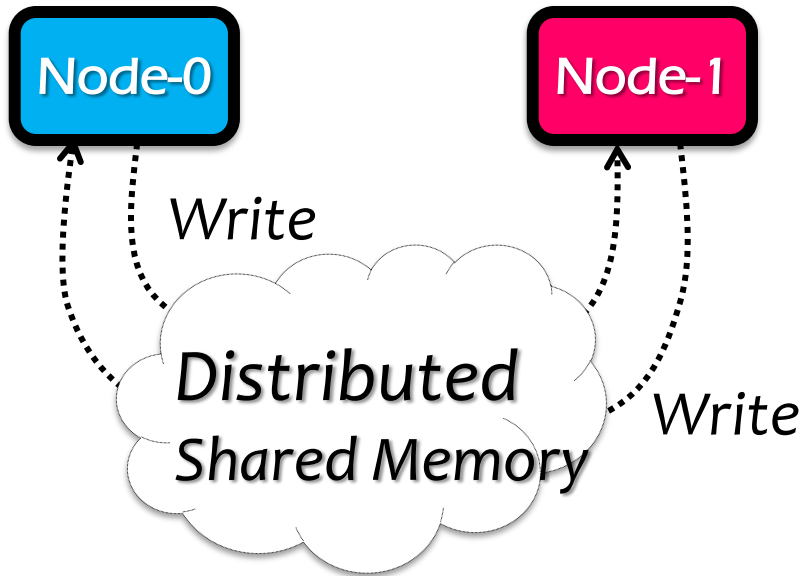
Order: $R(y)0$ $W(x)1$ $W(y)1$ $R(y)1$



Requirement for SC

- R1. each processor issues requests in the order specified by the program
 - Don't issue the next request unless the previous one has finished
- R2. requests to an individual memory location are served from a single FIFO queue
 - Writes occur in a single order
 - Once a read observes the effect of a write → it's ordered behind that write

Issue of Naive DSM



1. Each node has a local copy of state
2. Read from local state
3. Send writes to the other node, but do not wait

R1: issue read before waiting for write to complete

R2: issue reads/writes concurrently, no single order

Ivy: A Shared Virtual Memory System for Parallel Computing

IVY: SVM or DSM

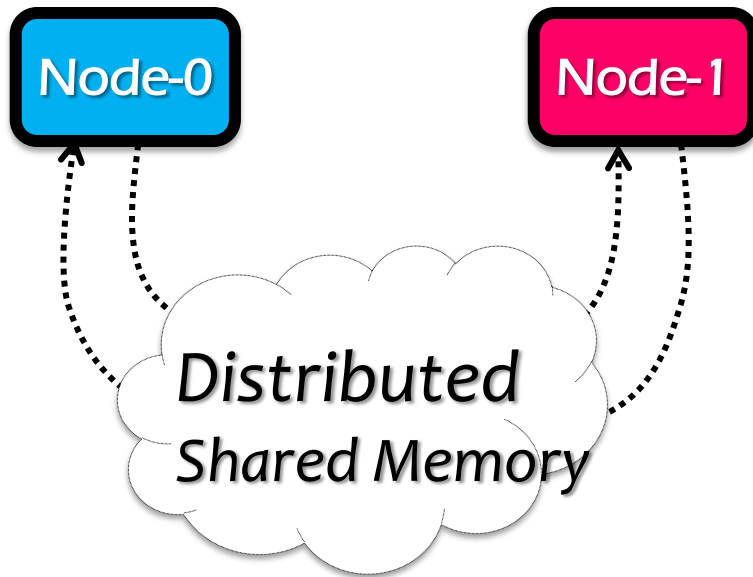
What does IVY do?

- Provides a shared memory system across a group of workstations

Why shared memory?

- Easier to write parallel/distributed programs than using message passing
- We'll come back to this choice of interface in later lectures

Ivy Architecture



1. Each processor's local memory keeps a subset of all pages
2. If page not found in local memory, request from remote node

*Why each node cache **read** pages?*

*Can a node directly **write** cache pages?*

Questions about IVY

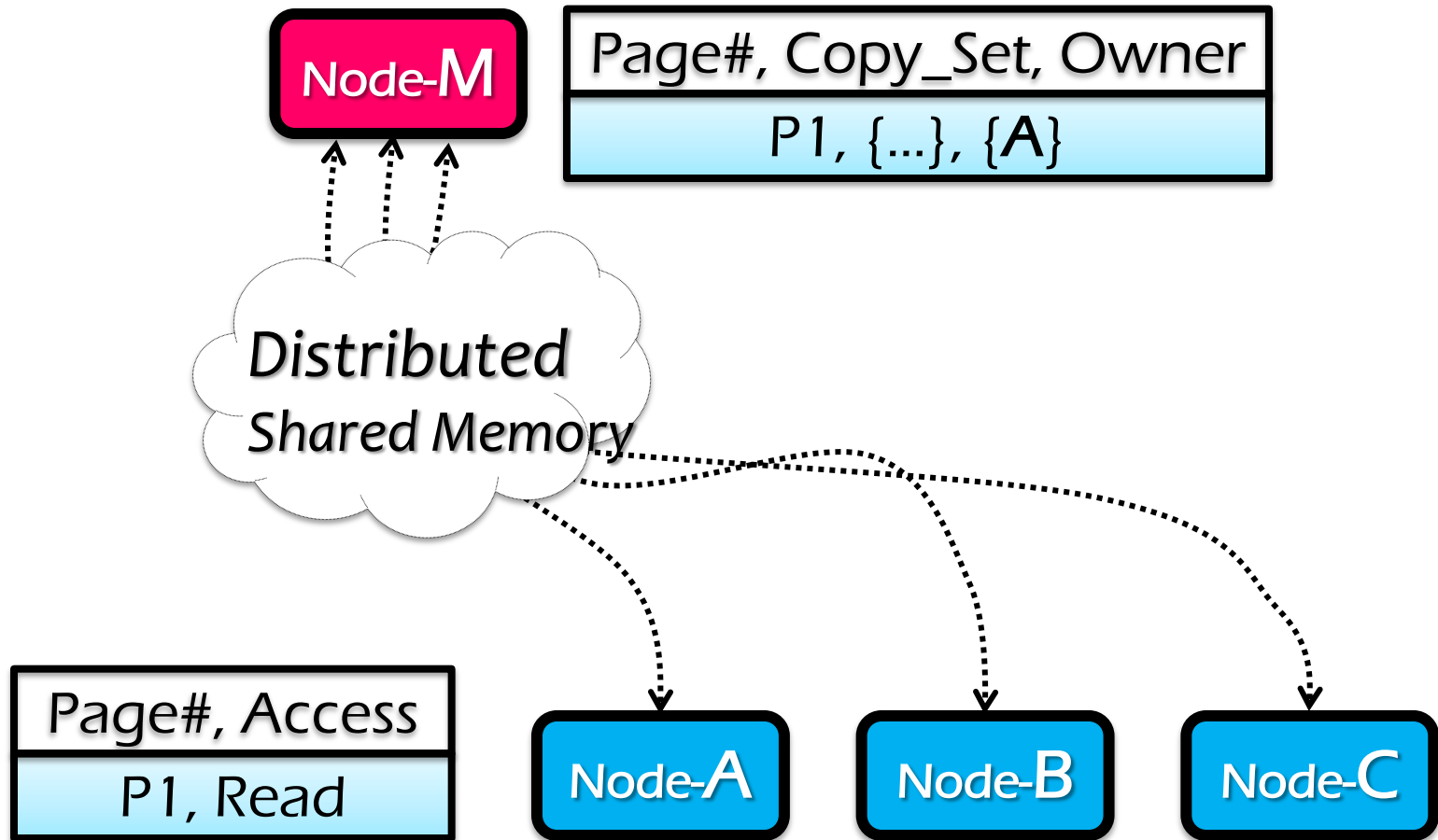
Why the ownership of a page moves across nodes?

- Latest writer becomes the owner

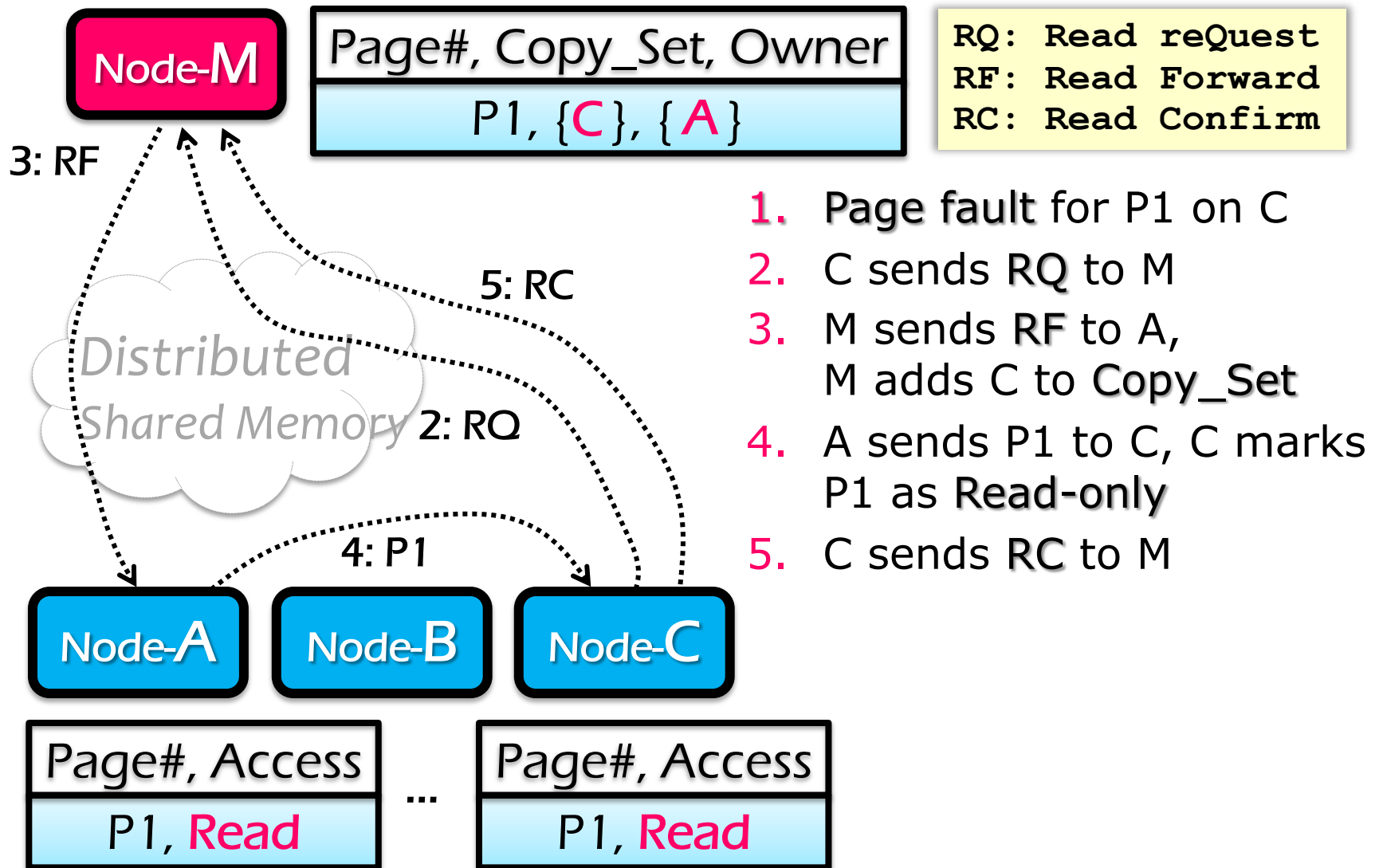
Challenges:

- How to find the own of a page?
- How to ensure one own per page?
- How to ensure all cached pages are invalidated?

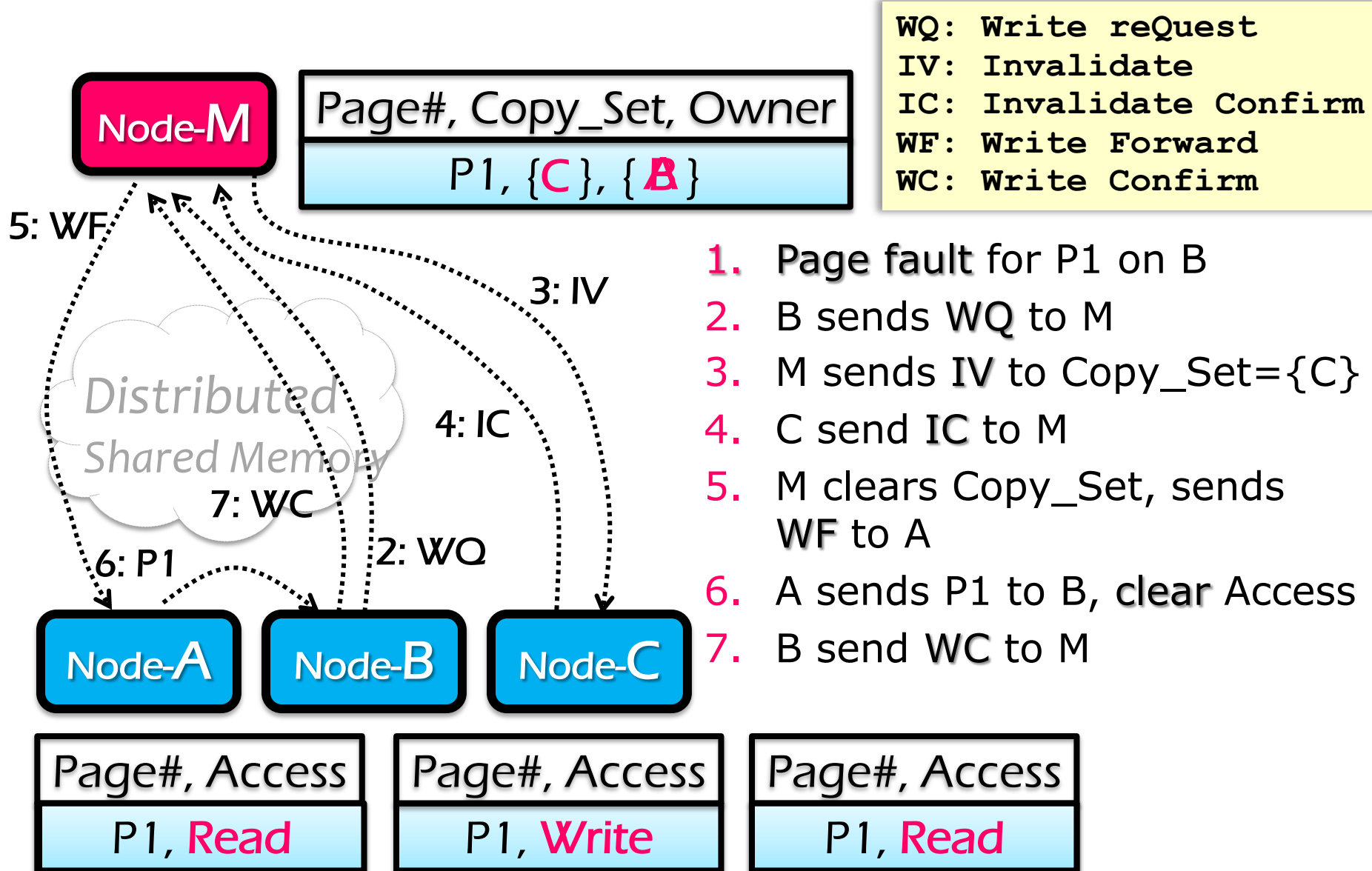
Centralized Manager



Read Operations

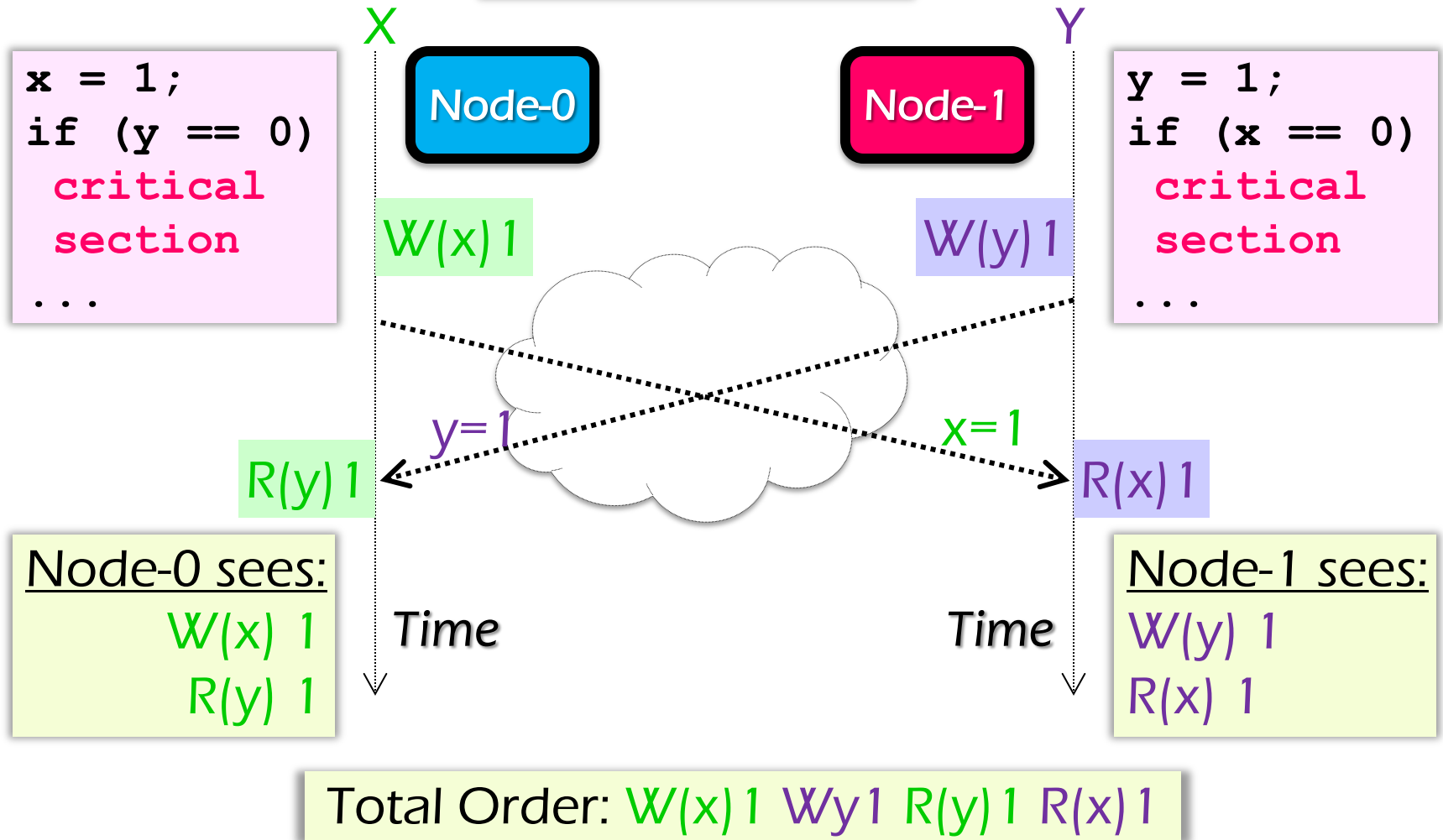


Write Operations



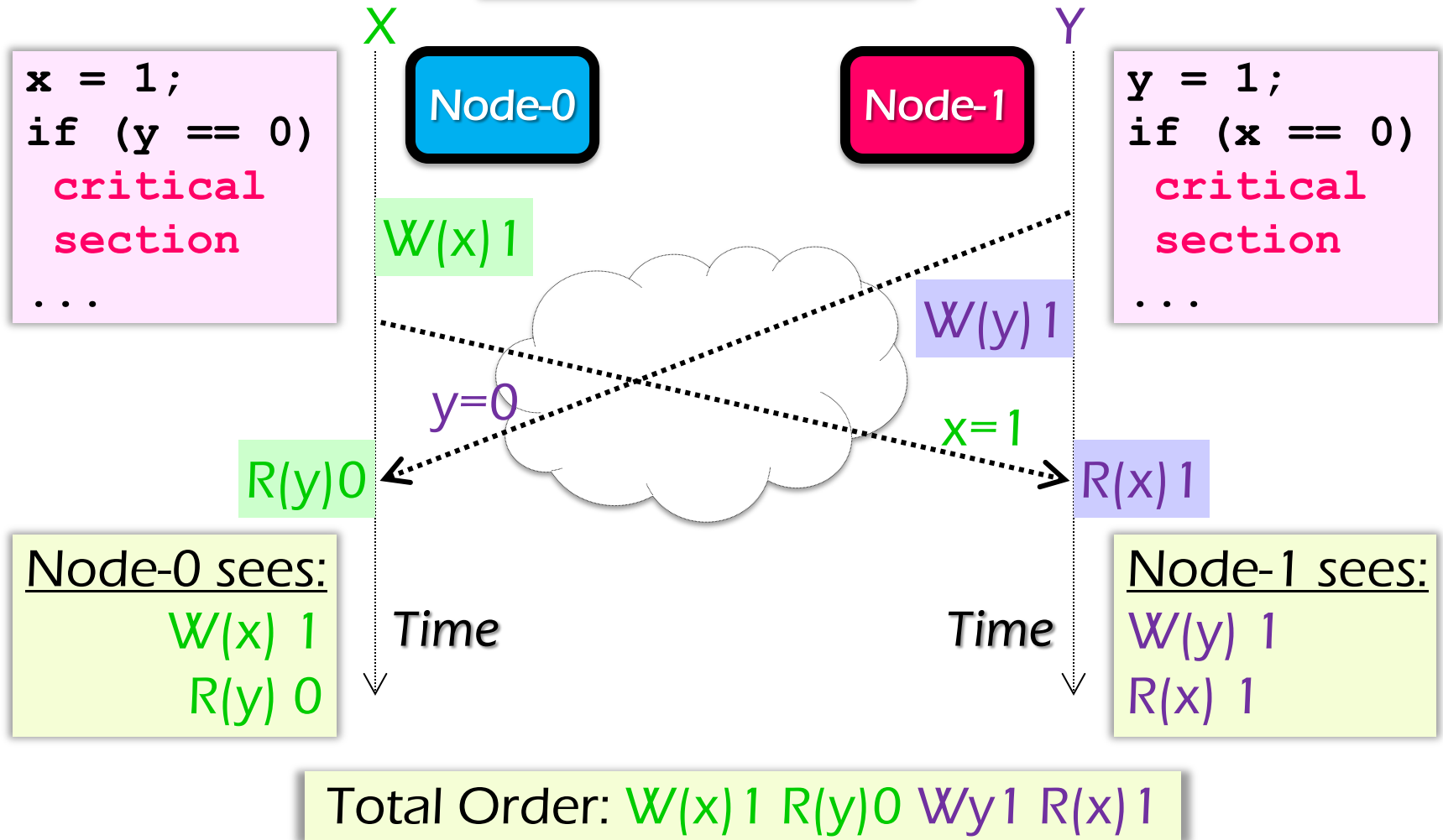
Recall Example

Does **IVY** work?



Recall Example

Does **IVY** work?



IVY Invariants

Every page has **exactly** one current owner

Current owner has a copy of the page

If mapped r/w by owner, **no** other copies

If mapped r/o by owner, identical to other copies

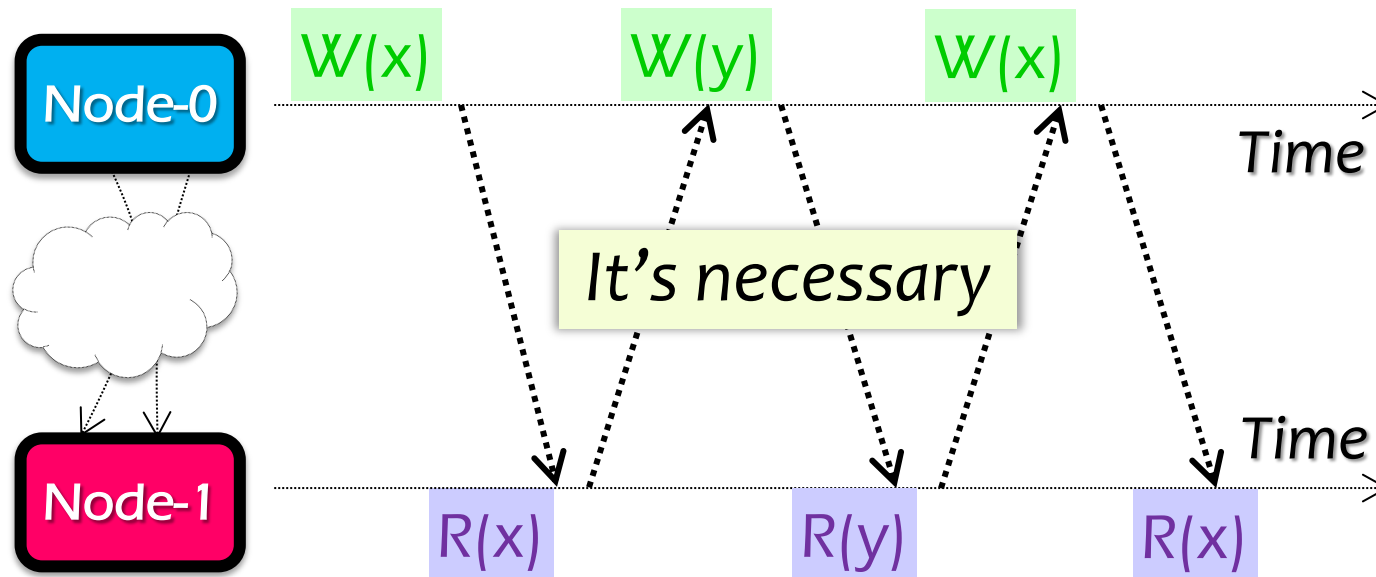
Manager knows about all copies, but not store anyone

Release Consistency

Drawbacks of SC

In any implementation of SC, there should be some global control mechanism

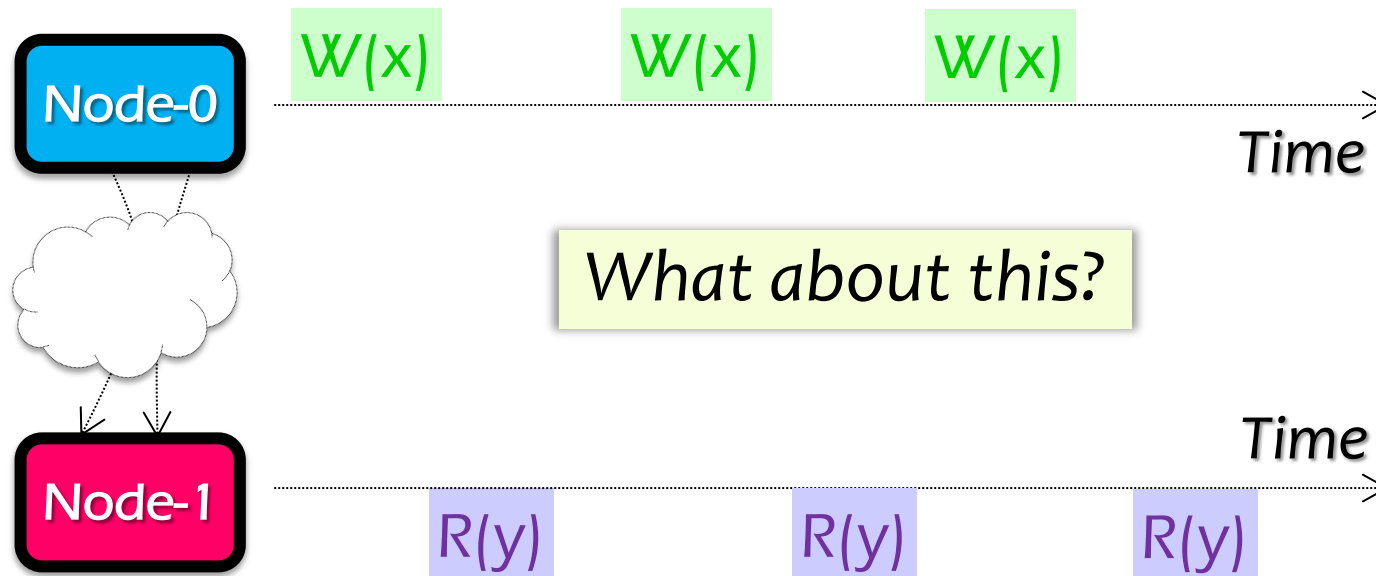
Either of writes or reads require memory synchronization operations



Drawbacks of SC

In any implementation of SC, there should be some global control mechanism

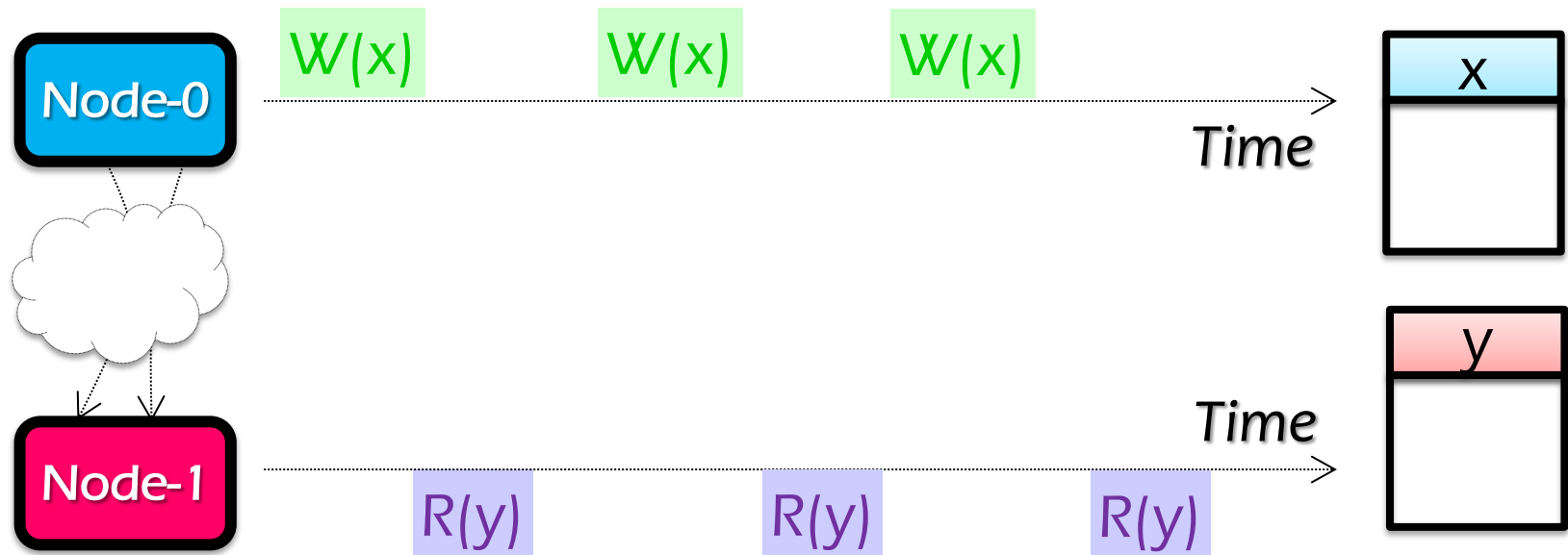
Either of writes or reads require memory synchronization operations



Drawbacks of SC

Mimicking consistency protocols of hardware

- False sharing

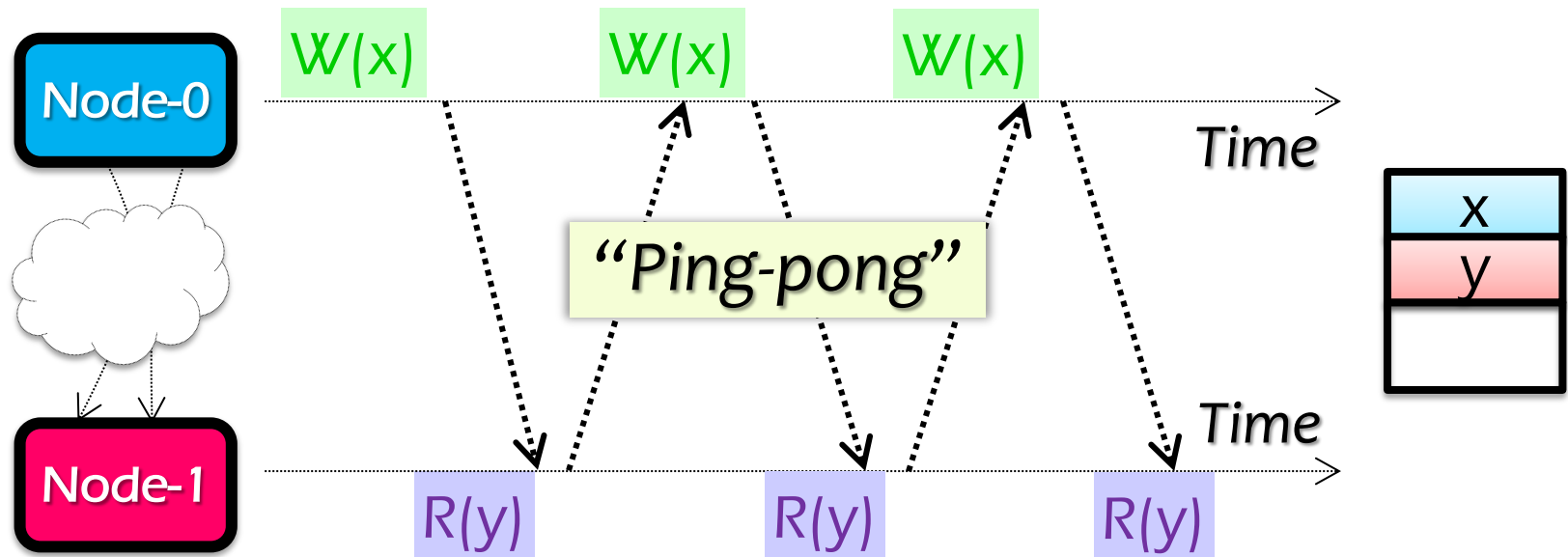


Drawbacks of SC

Mimicking consistency protocols of hardware

- ❑ False sharing

Two or more processes access **different** variables **within a page** and at least one of the accesses is a **write**.



Release Consistency

Introduce a special type of variables, called **synchronization variables** or **locks**

Locks can be acquired/released, not read/written

- Denoted by **acquire(L)** and **release(L)**

No more than one process can hold a lock L

- Hold a lock
→ acquired a lock and has not released it

Release Consistency

Sequential Consistency == Release Consistency ?

acquire() and **release()** are sequential consistency

- **release()** is performed after all previous operations have completed

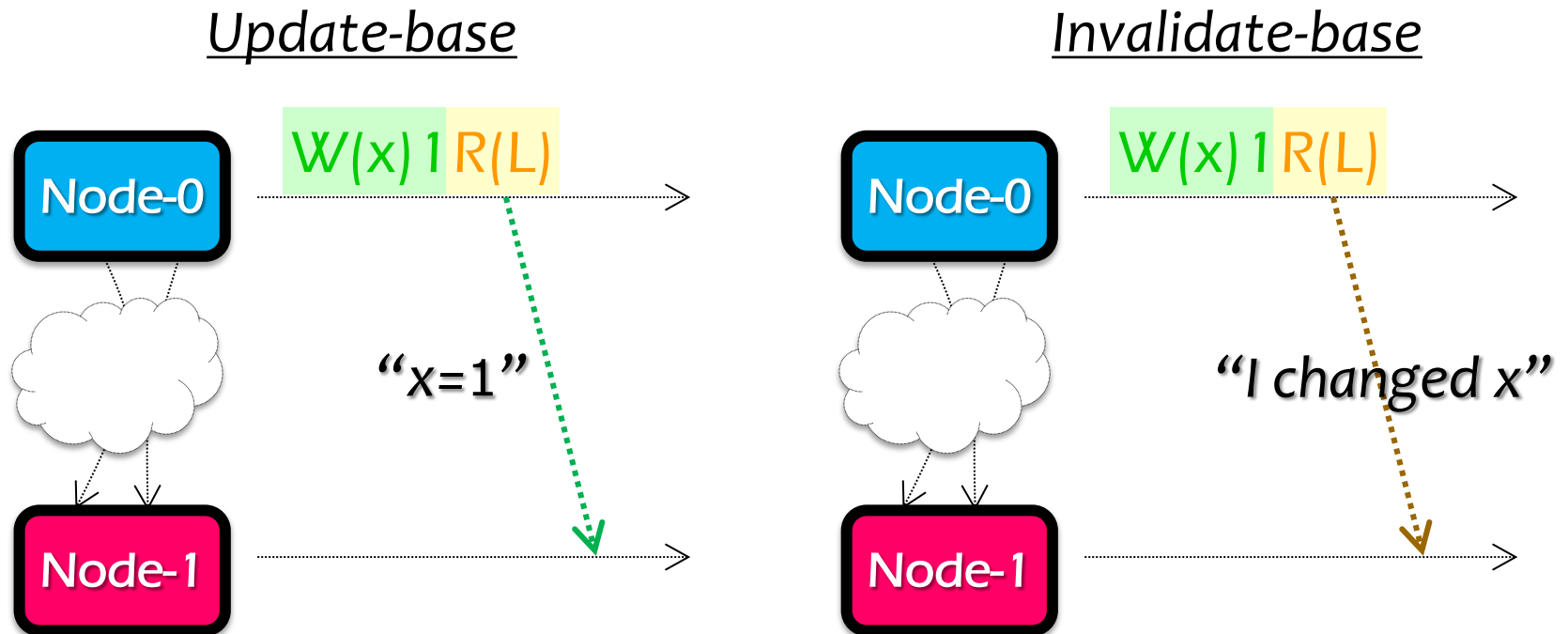
acquire() and **release()** pair between conflicting access

- Release consistency produces the same results of sequential consistency

SynChronization Protocol

Update-base protocol: send modifications

Invalidate-base protocol: send invalidations of modifications

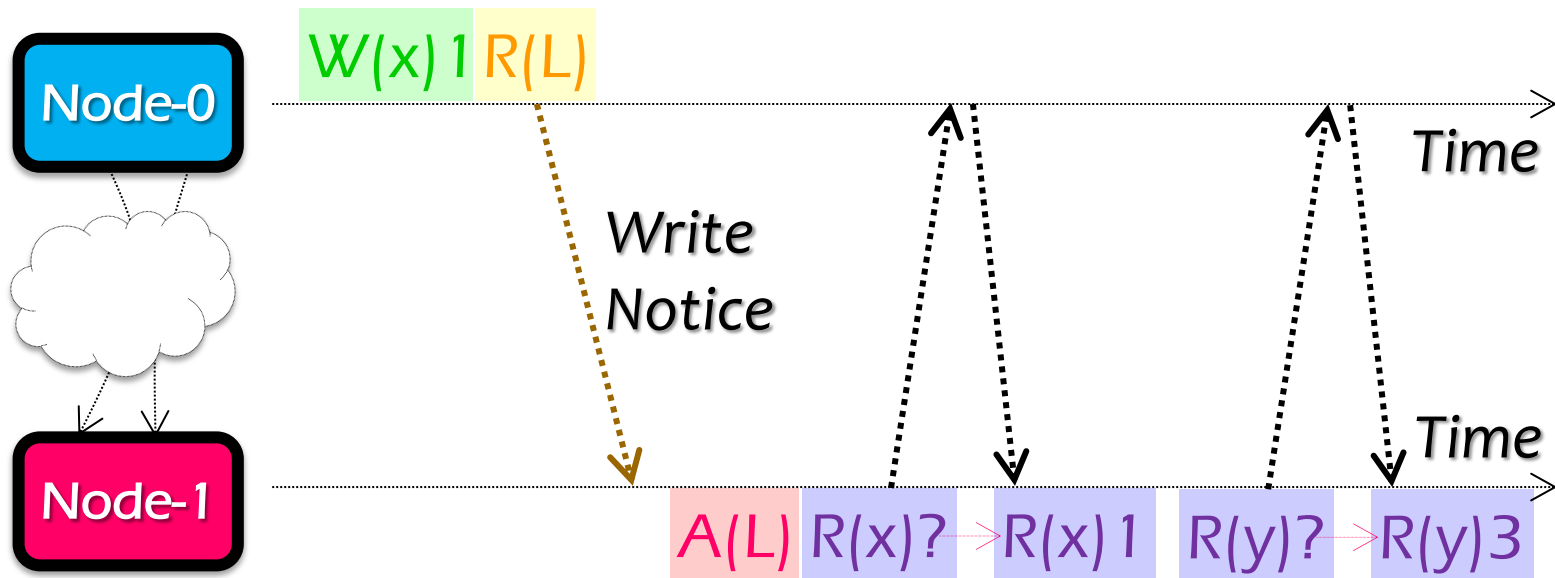


Synchronization Protocol

Invalidations are smaller than the updates

- The bigger “coherency unit”, the bigger “diff”

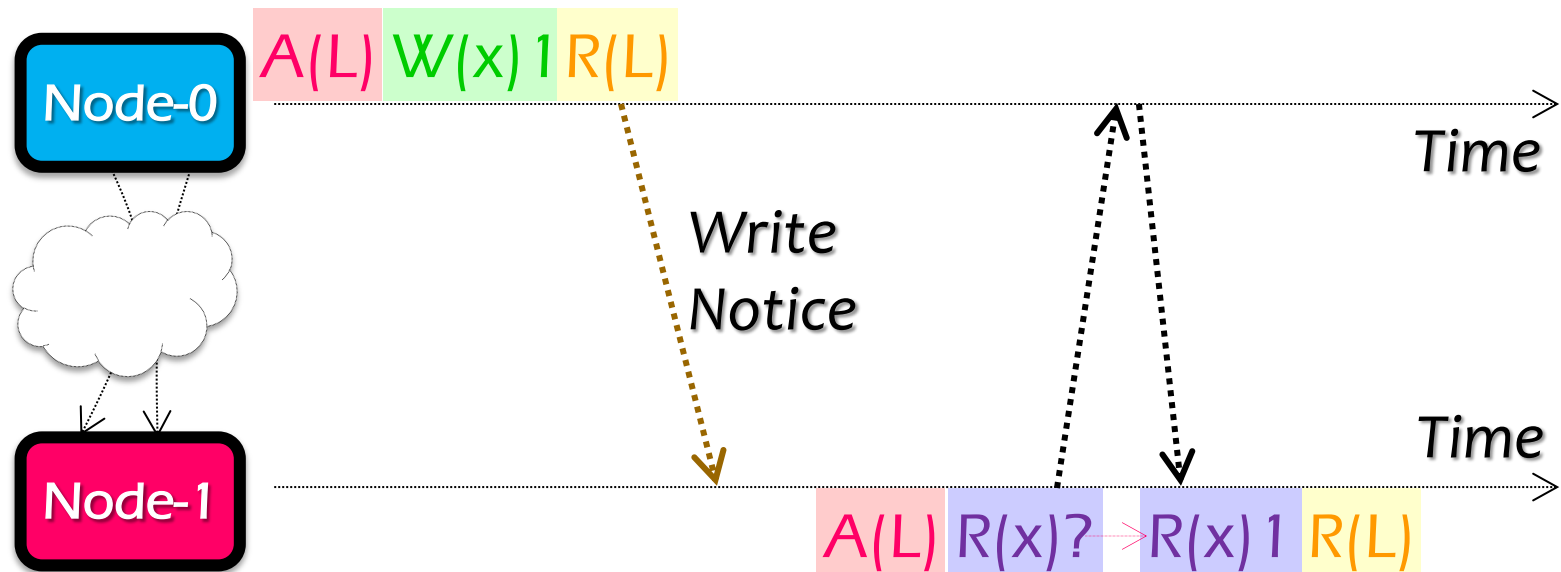
In invalidate-base protocol, there can be significant overhead due to access misses



Eager Release Consistency

Sending all accumulated modification in release to all caching processes

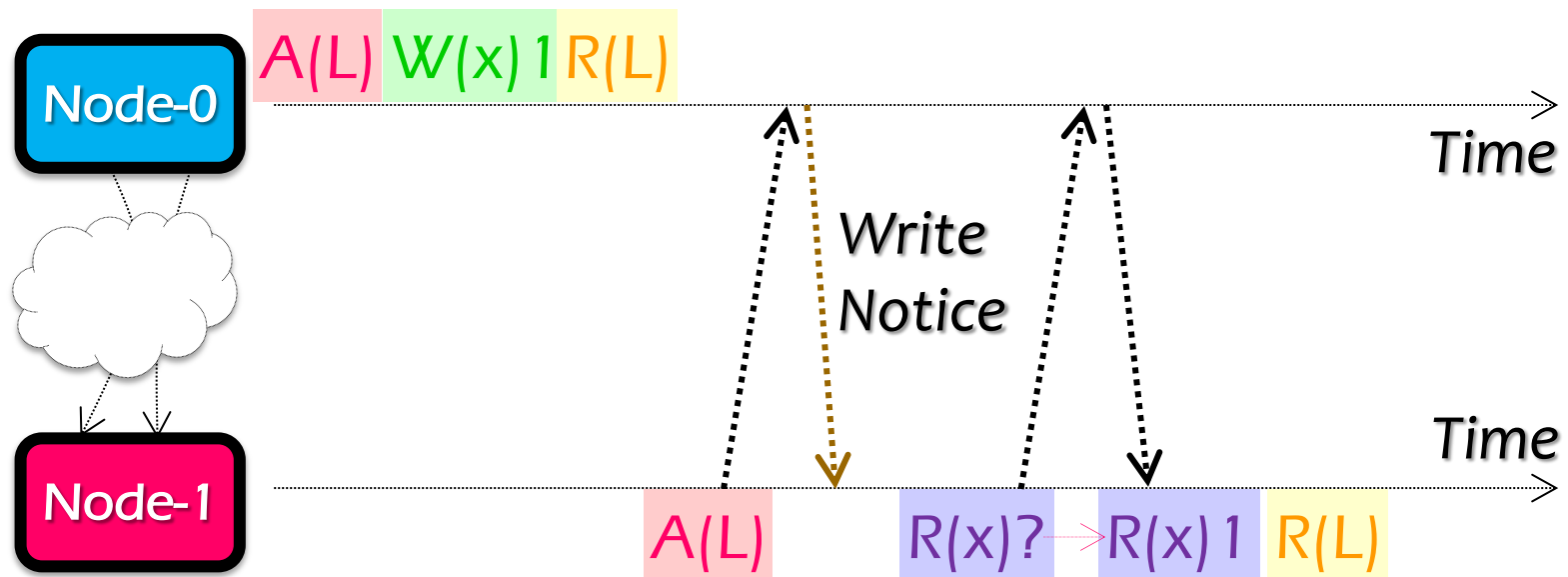
No synchronization operations on acquire



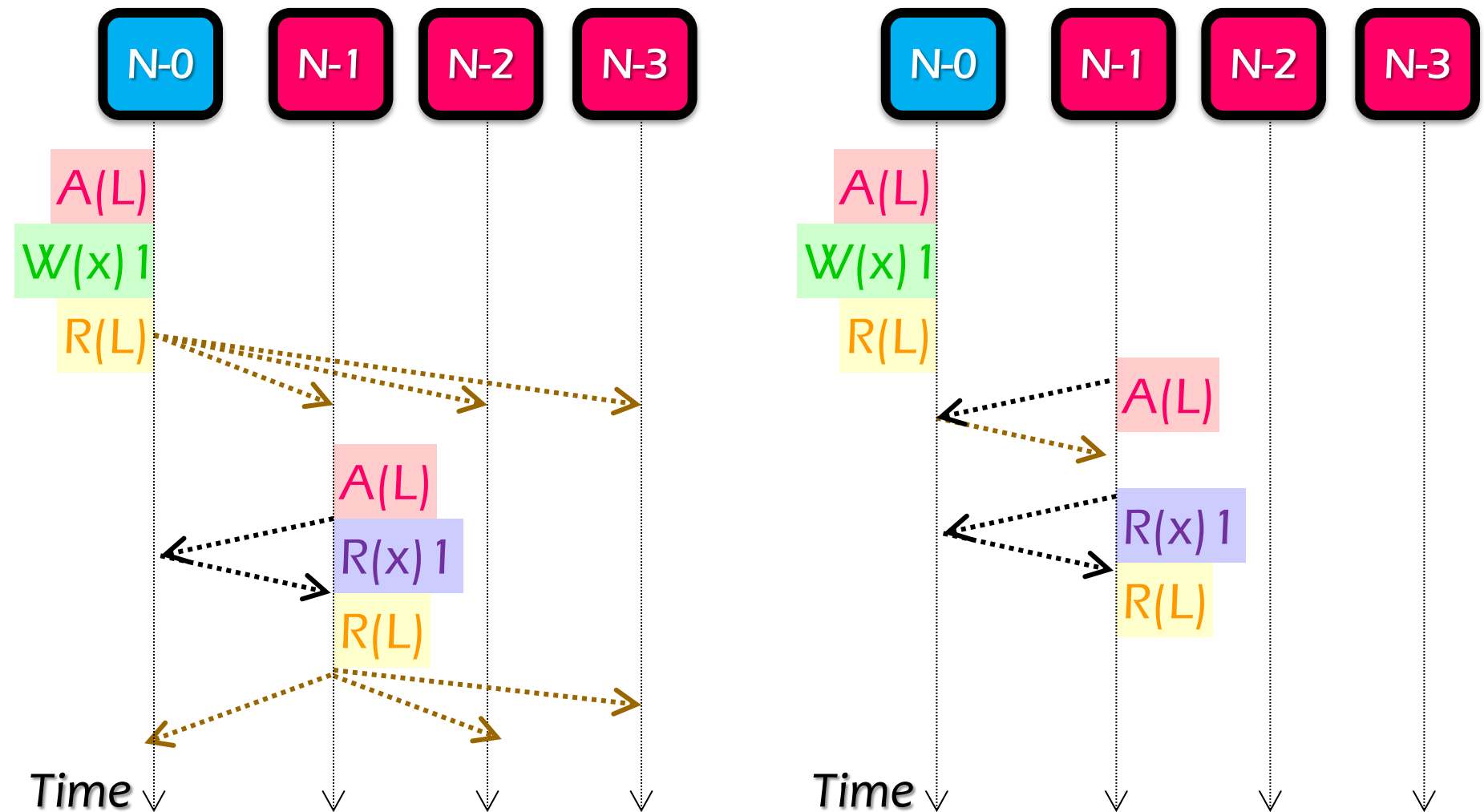
Lazy Release Consistency

Postpone the sending of modifications until a remote process actually need them (acquire)

No need to get irrelevant modifications



Eager RC vs. Lazy RC



Multiple Write Protocol

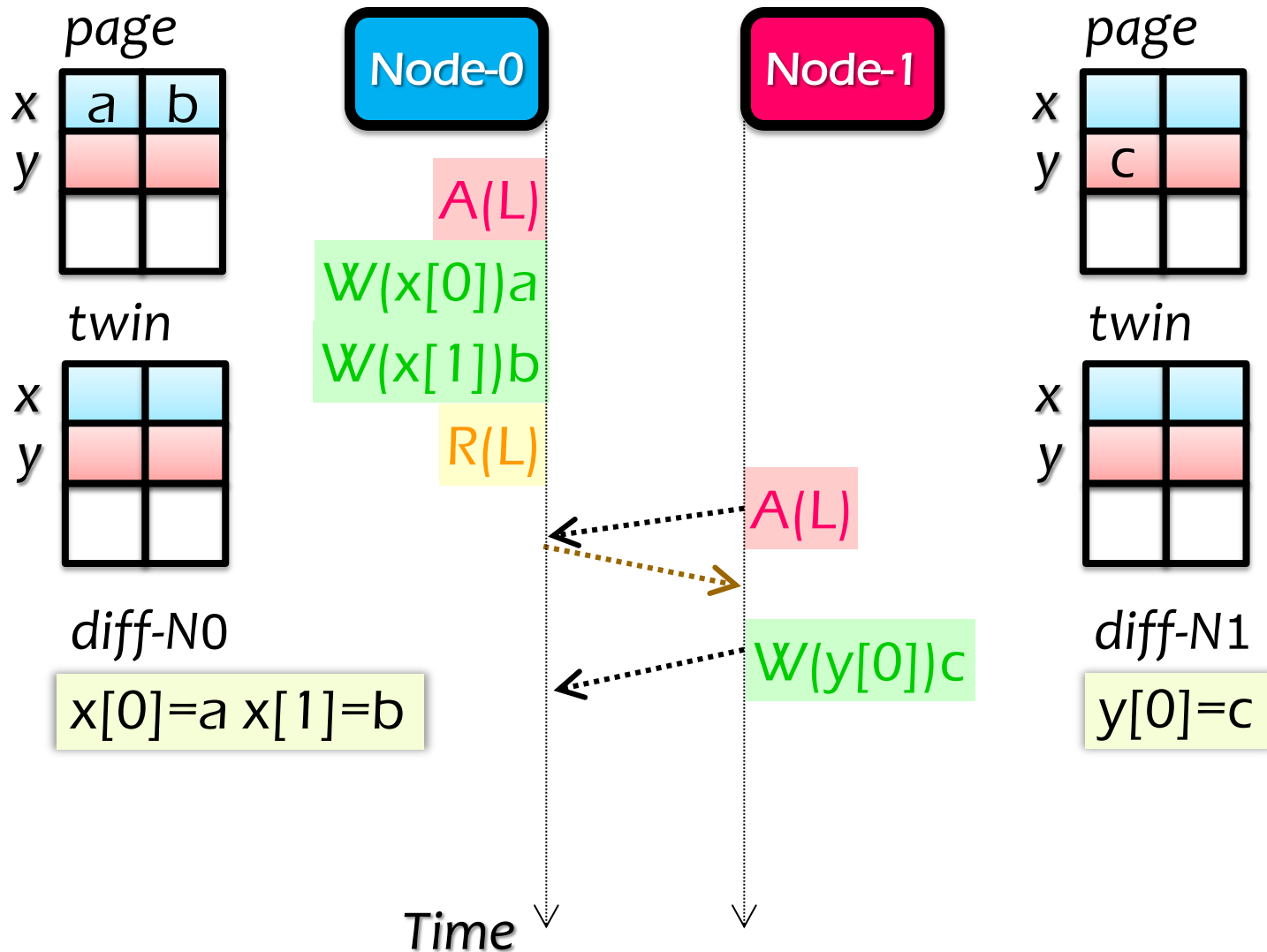
Modifications are detected by **twinning**

- Create a **twin** of page before the first change
- Generate a **diff** by comparing the final page with its twin when releasing

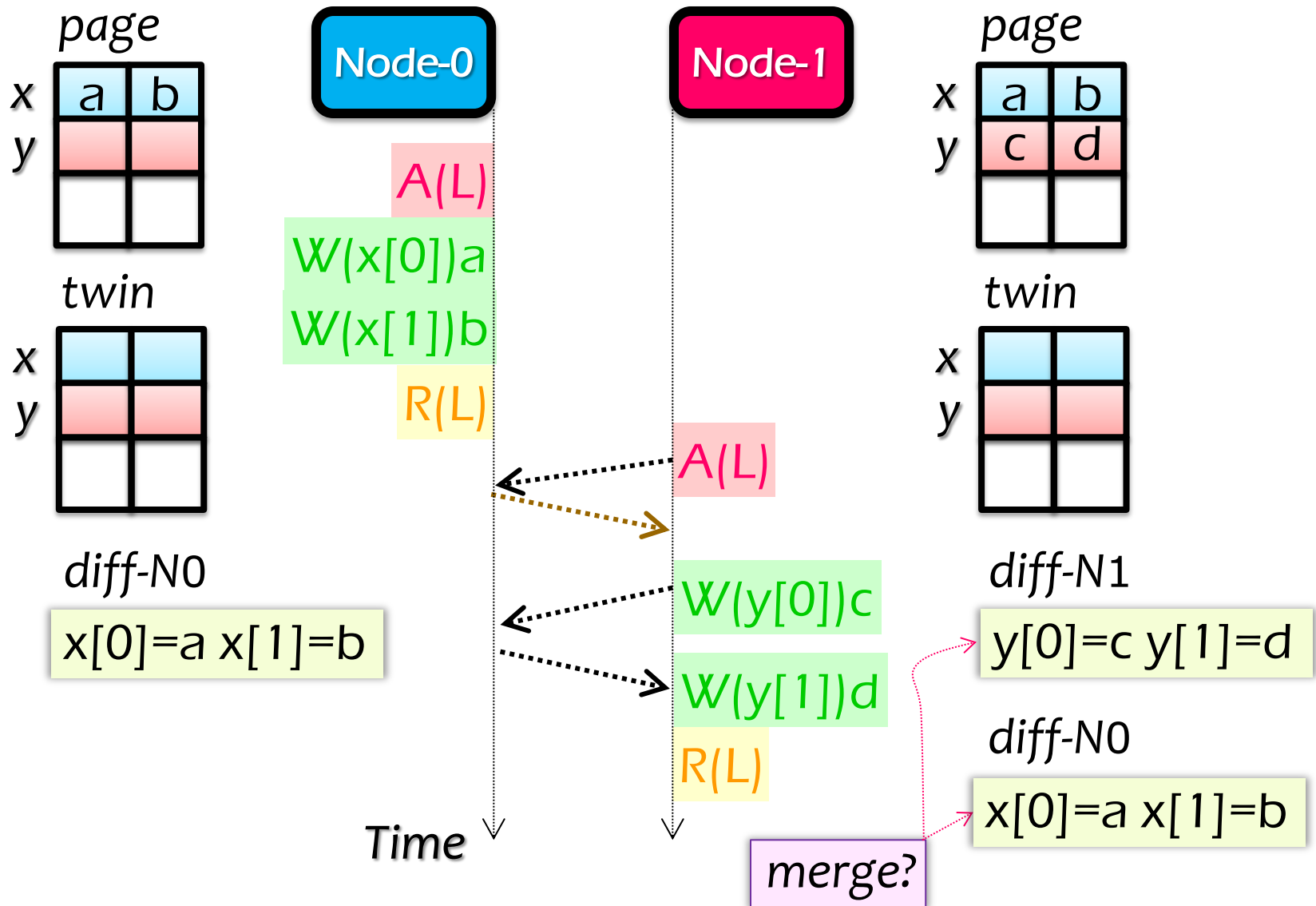
Twinning and **diffing** not only allow multiple writers, but also reduce communication

- Kill the false sharing
- Sending a diff is cheaper than sending an entire page

Multiple Write Protocol



Multiple Write Protocol



Next Lecture

Topic: Eventual Consistency

THANKS