

# Concurrency in Snap-Stabilizing Local Resource Allocation

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# Resource Allocation Problems

$n$  processes,  $k$  resources,  $n \gg k$



## Critical Section (CS)

- Code to access a resource
- **Finite** but unbounded (*i.e.* unpredictable)

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## With Several Resources ( $k > 1$ )

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- **Finite** but unbounded (*i.e.* unpredictable)

## With Several Resources ( $k > 1$ )

- **Concurrency:** Maximize the utilization of the resources

$\ell$  **identical** copies of a non-shareable reusable resource

## Properties

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- **Safety:**  $|\{\text{processes concurrently in CS}\}| \leq \ell$

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## Properties

- **Safety:**  $|\{\text{processes concurrently in CS}\}| \leq \ell$
- **Fairness:** Requesting process eventually enters CS
- **Avoiding  $\ell$ -Deadlock:**  
If  $|\{\text{processes concurrently in CS}\}| < \ell$   
then
  - ▶ a requesting process can obtain CS
  - ▶ **even if no process leaves CS meanwhile**

# Avoiding $\ell$ -Deadlock [Fischer *et al*, 79]



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A mutual exclusion algorithm satisfies the safety and fairness of  $\ell$ -exclusion problem.



## Avoiding $\ell$ -deadlock = property handling **concurrency**

- **Necessary** to prevent **degenerated solutions**:  
A mutual exclusion algorithm satisfies the safety and fairness of  $\ell$ -exclusion problem.
- But, often **not considered** in correctness proofs of resource allocation algorithms.

- **Avoiding  $\ell$ -Deadlock:**

$\ell$ -exclusion problem [Fischer *et al*, 79]

- **$(k, \ell)$ -Liveness:**

$k$ -out-of- $\ell$ -exclusion problem [Datta *et al*, 03]

- **Maximal-Concurrency:**

Committee coordination problem [Bonakdarpour *et al*, 11]

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Drawback : **dedicated** to a specific problem

**Generalization** of the previous properties

where  $P_{FREE} = \{ \text{requesting processes can obtain CS without violating safety} \}$

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## Maximal-Concurrency

If  $P_{FREE} \neq \emptyset$

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**Generalization** of the previous properties

## Maximal-Concurrency

If  $P_{FREE} \neq \emptyset$

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## Equivalent Definition of Maximal-Concurrency

If CSs last a **long enough time**

then eventually  $P_{FREE} = \emptyset$

where  $P_{FREE} = \{ \text{requesting processes can obtain CS without violating safety} \}$

## Generalization of Many Classical Problems

- Dining Philosophers
- Local Mutual Exclusion
- Drinking Philosophers
- Local Reader/Writer
- Local Group Mutual Exclusion
- ...

LRA





## LRA

- **Safety:** Two neighbors  $p$  and  $q$  are concurrently executing their CS using  $X$  and  $Y$ , respectively, then  $X \rightleftharpoons Y$ .

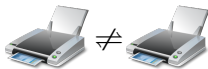
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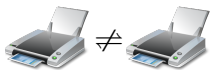
Example: Local Mutual Exclusion



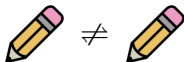
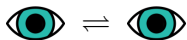
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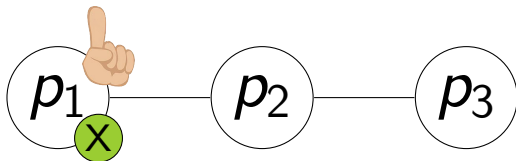


Example: Local Reader-Writer Problem



# Impossibility Result: Maximal-Concurrency in LRA

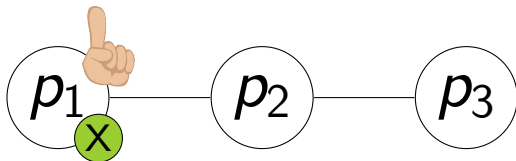
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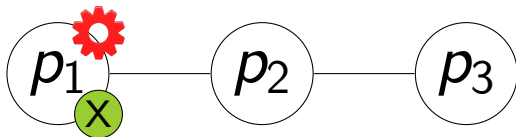
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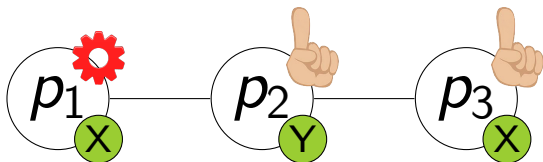
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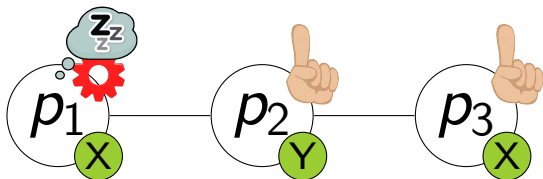
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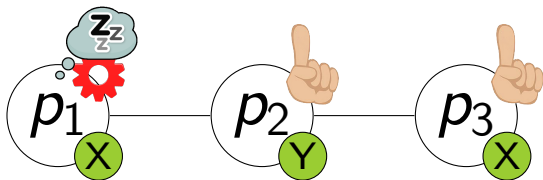
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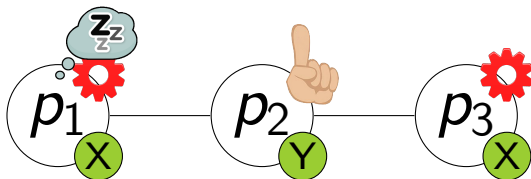
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Maximal-Concurrency



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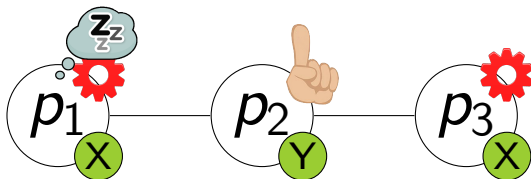
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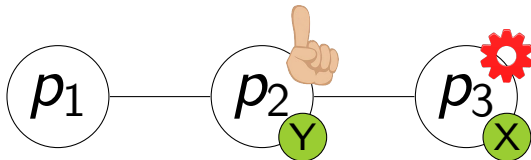
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Finite CS



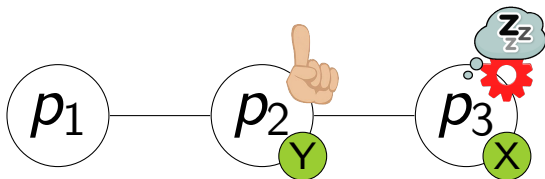
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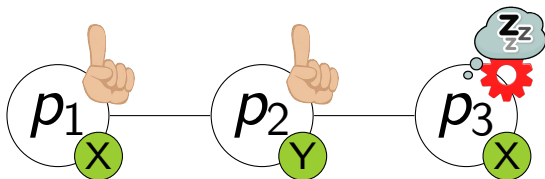
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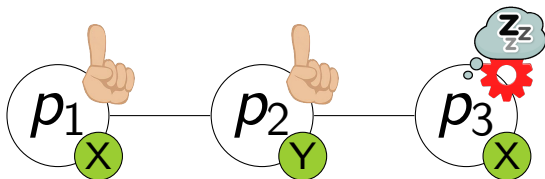
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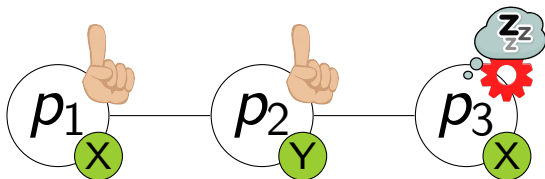


$p_2$  continuously requests but never enters its critical section.



# Impossibility Result: Maximal-Concurrency in LRA

Two resources:  $X \neq Y$



$p_2$  continuously requests but never enters its critical section.

**Fairness property violated**

**Weaker** version of the maximal-concurrency

# (Strong) Partial Maximal-Concurrency

**Weaker** version of the maximal-concurrency

Partial Maximal-Concurrency, Parameter:  $X$

If CSs last a **long enough time**  
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# (Strong) Partial Maximal-Concurrency

**Weaker** version of the maximal-concurrency

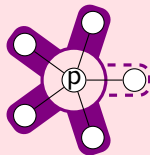
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Strong Partial Maximal-Concurrency

Partial Maximal-Concurrency with  
 $X = \text{neighbors of a unique process minus one.}$



# Snap-Stabilizing LRA Algorithm

## Requirements

### Locally Shared Memory Model

- Locally shared variables
- Read/write atomicity
- Distributed weakly fair daemon

# Snap-Stabilizing LRA Algorithm

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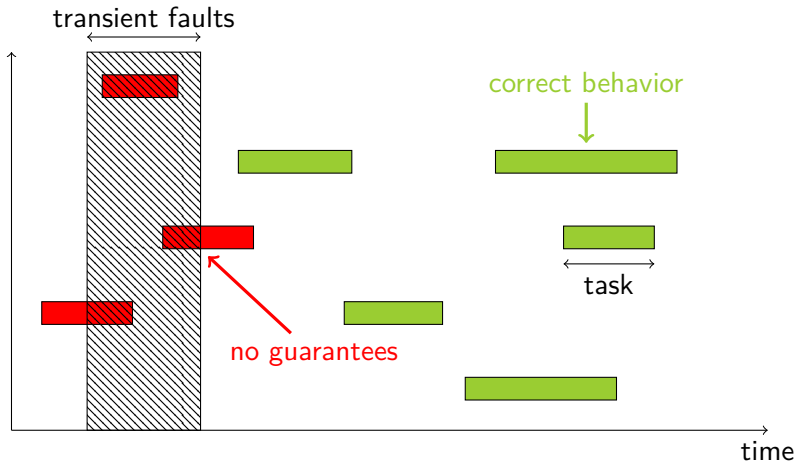
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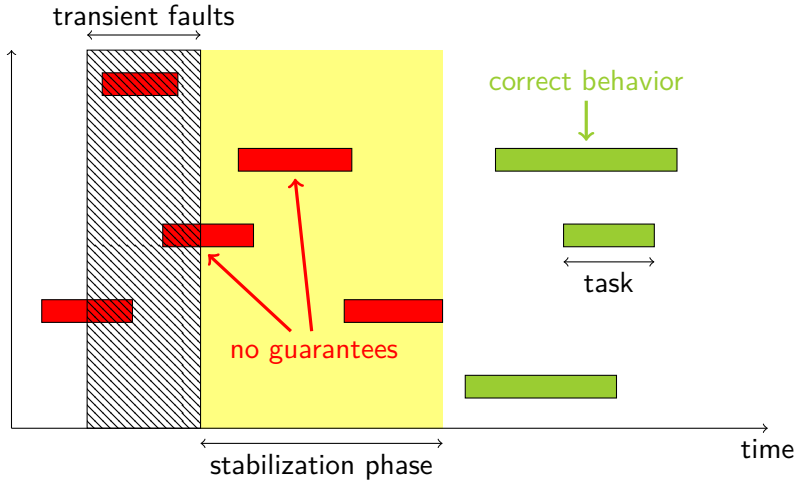
### Network

- Connected
- Bidirectional
- Identified

# Snap-Stabilization [Bui *et al*, 07]



# Self-Stabilization [Dijkstra, 74]





## Guarantees

- Snap-stabilizing
- Strongly partially maximal-concurrent

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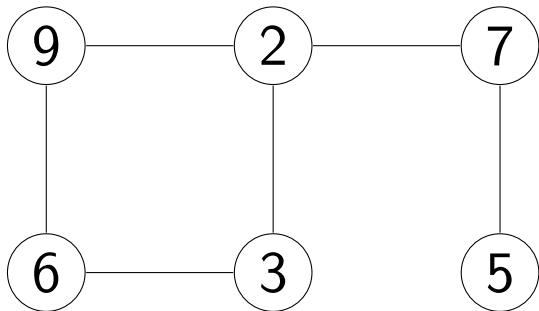
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## Ideas

- ID-based priority
- Locked state : 
- (Self-stabilizing) Token : 

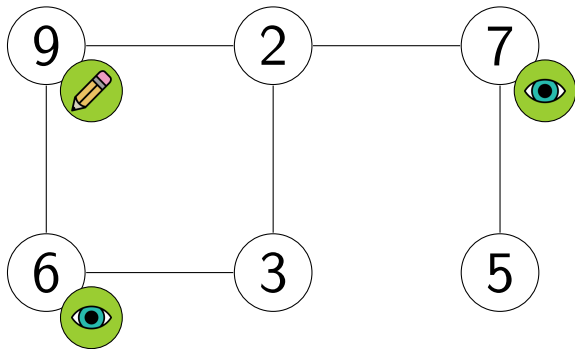
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Example on the Local Reader-Writer Problem



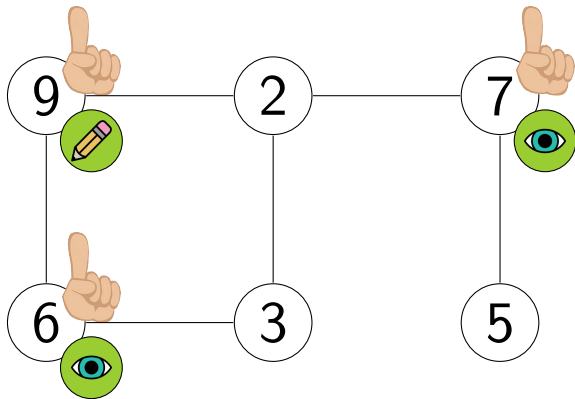
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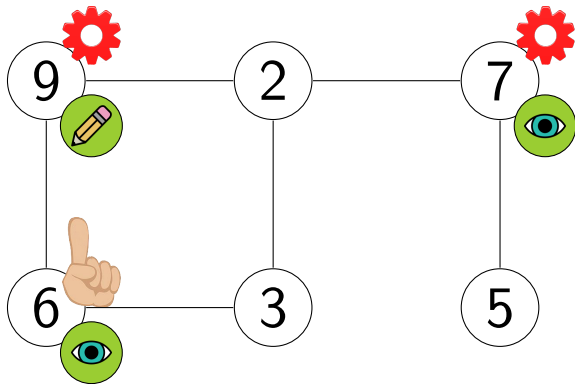
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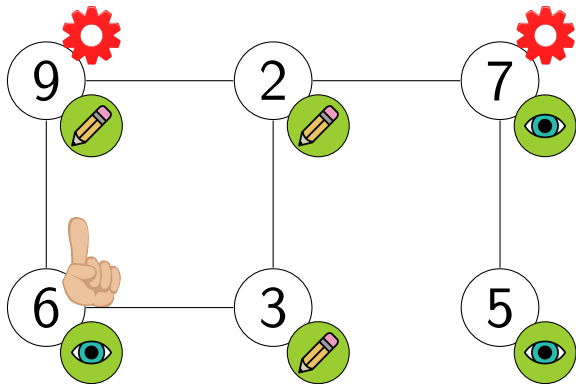
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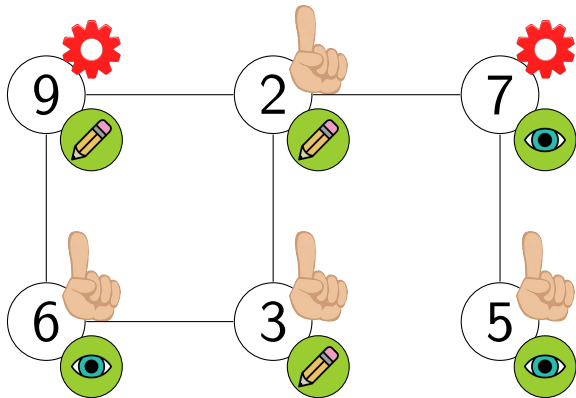
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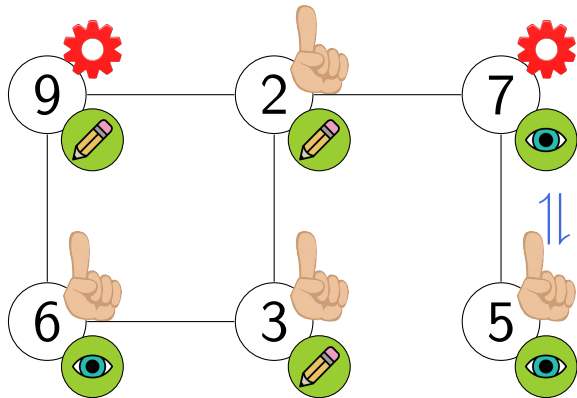
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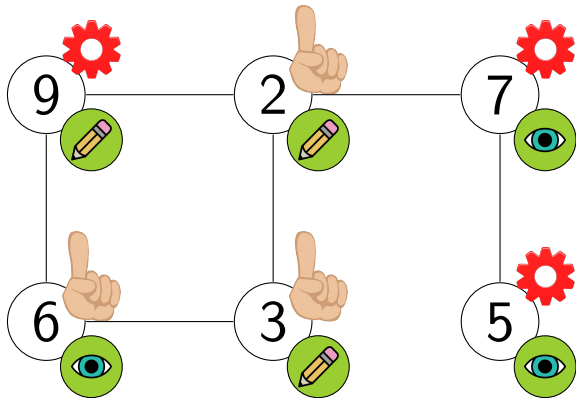
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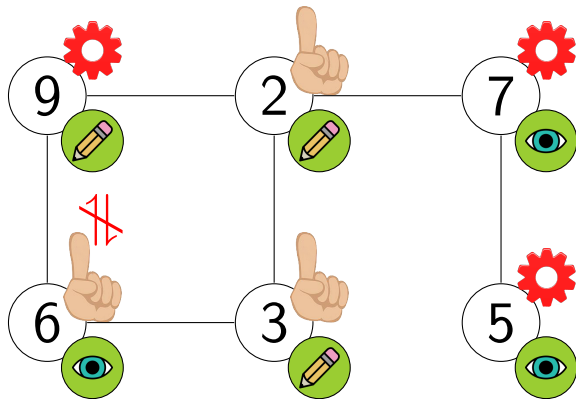
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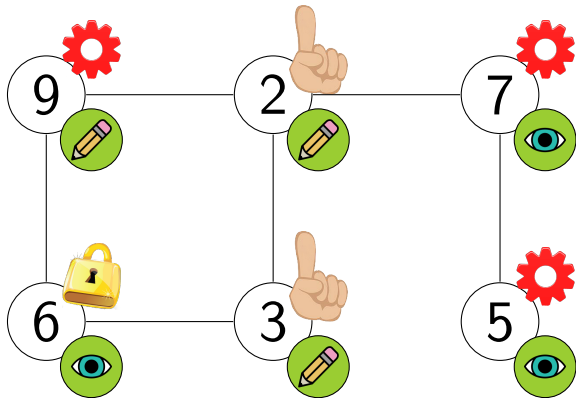
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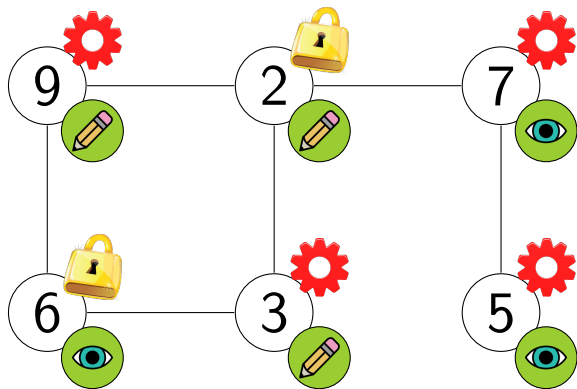
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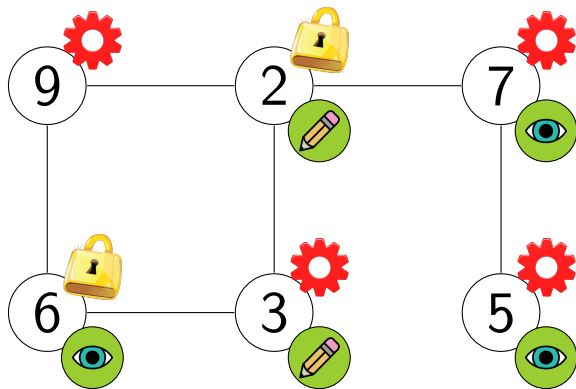
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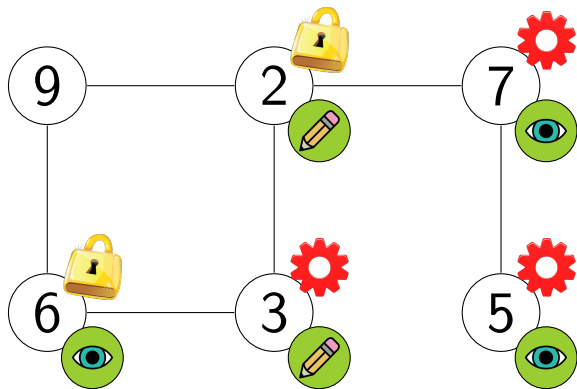
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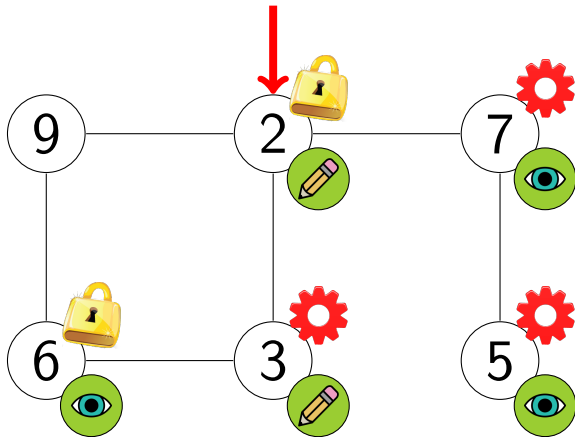
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# Snap-Stabilizing LRA Algorithm

## Example on the Local Reader-Writer Problem

Local minimum  $\Rightarrow$  may never enter its CS

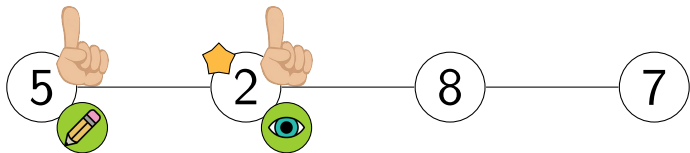


## Self-Stabilizing Token Circulation

- **Safety:** There eventually is a unique token holder.
- **Liveness:** A process  $p$  holds a token infinitely often.

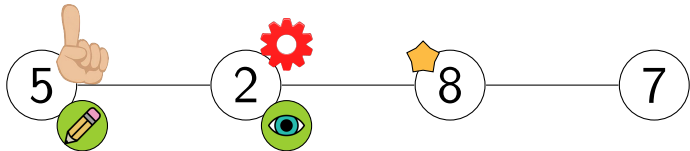
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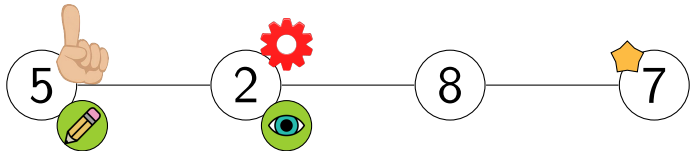
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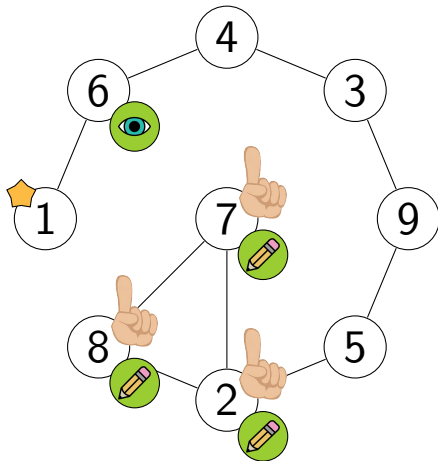
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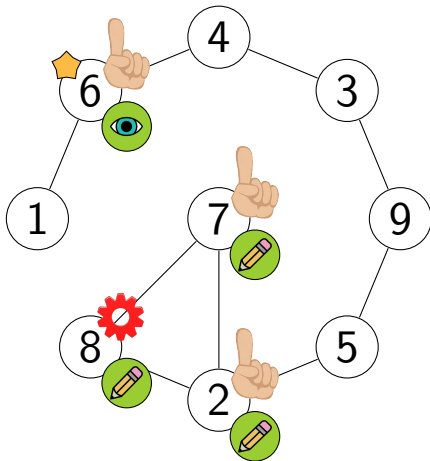
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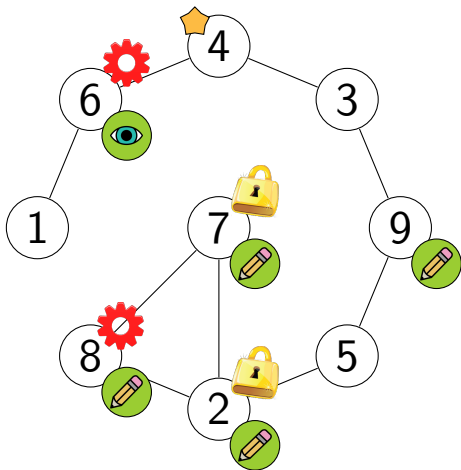
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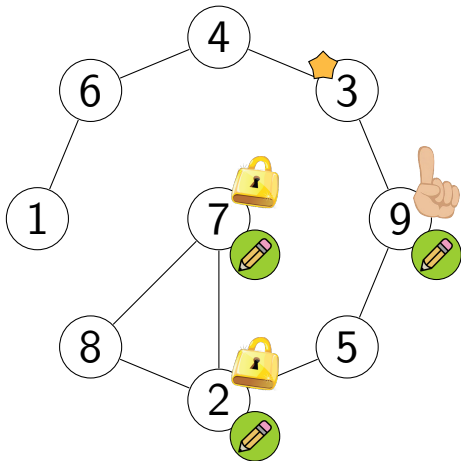
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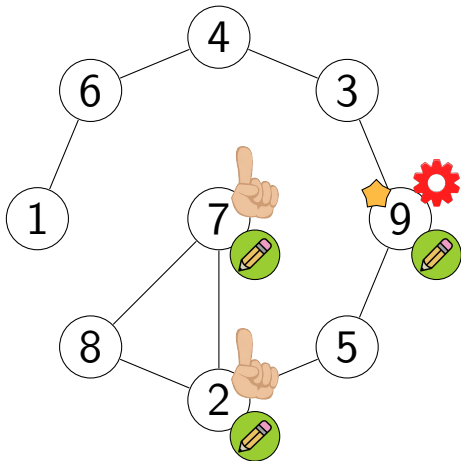
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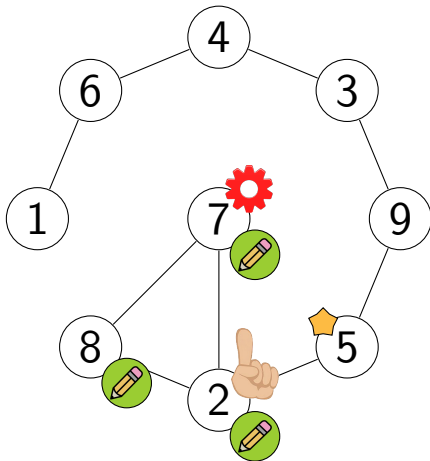
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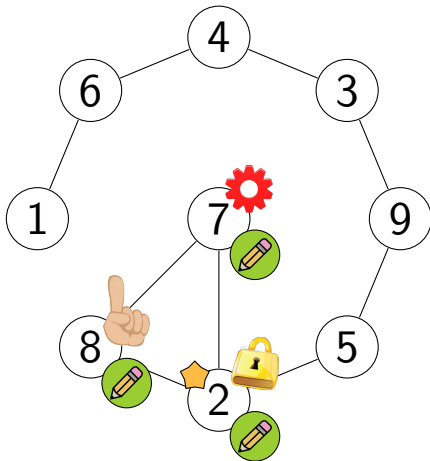
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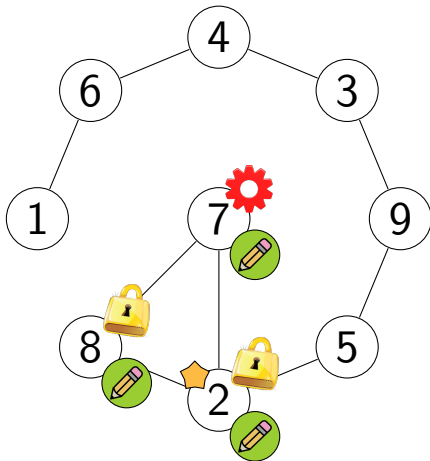
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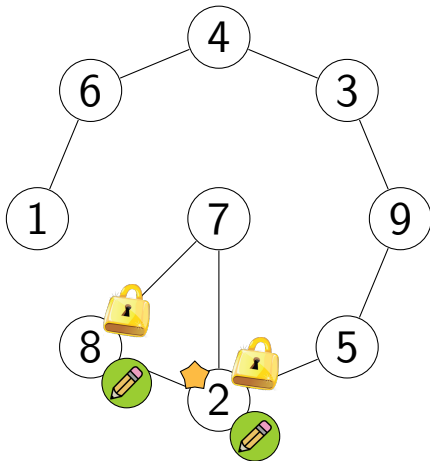
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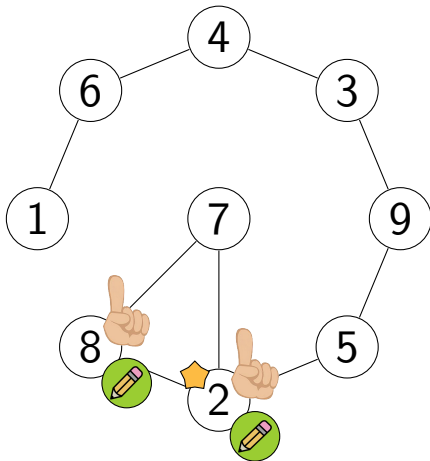
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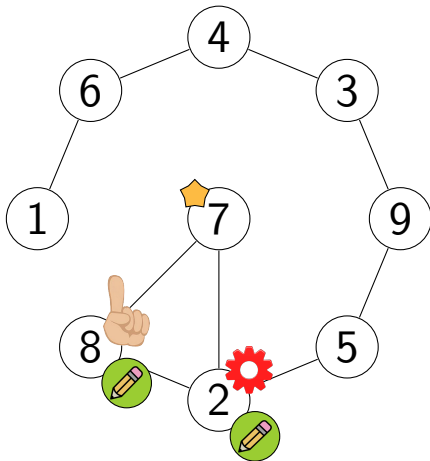
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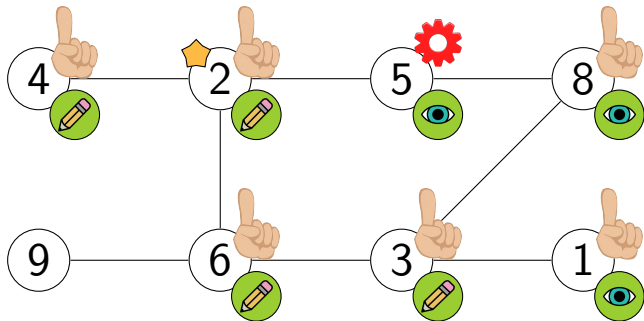
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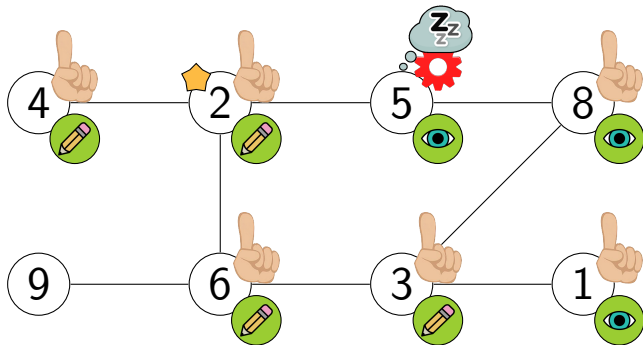
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A **worst case** in the Local Reader-Writer Problem



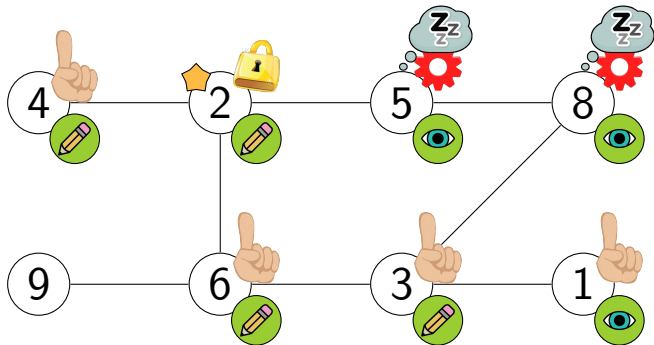
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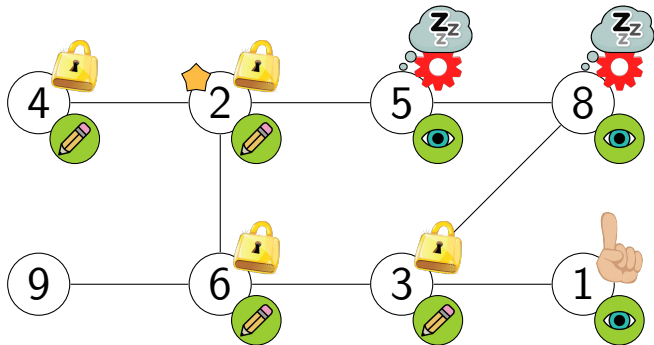
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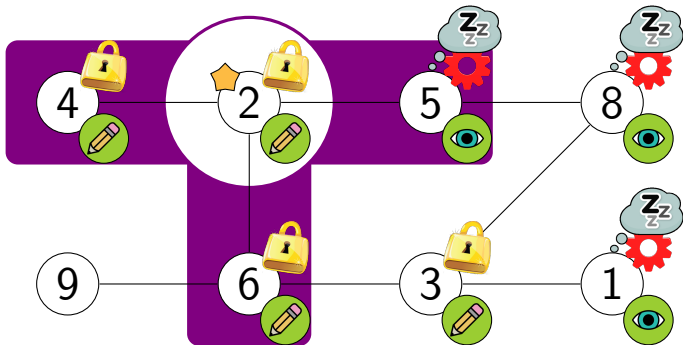
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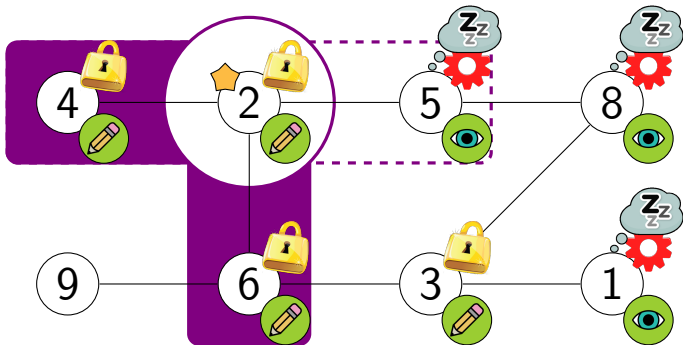
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## Contributions

- Definition of the **maximal-concurrency**
- Proof of **impossibility** of maximal-concurrency in LRA
- Definition of the **(strong) partial maximal-concurrency**
- Design and proof of a snap-stabilizing strongly partially maximal-concurrent LRA algorithm

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- Design and proof of a snap-stabilizing strongly partially maximal-concurrent LRA algorithm

## Perspectives

Define the class of resource allocation problems where maximal-concurrency/strong partial-maximal concurrency can be achieved.

Thank you for your attention.

Do you have any questions ?

