



1. MOTIVATION: SERIALIZATION Core A Adding node to shared stack void push () { compute Node *new_top = malloc(); new while(true) { ld old new_top->next = old_top; CAS if(CAS(&stack, old top, new top)) return; }} Multi-threaded programs using lock-free primitives (e.g. CAS) suffer from CAS failures and serialization. The former is solved by using load-to-CAS atomicity [1]. CASPAR tackles serialization. 4. EAGER-FORWARDING Core B Core C Core A compute compute compute *••Spec. *•Spec. • Id (ld CAS CAS (serial) Validation (serial) Validation Time Speculative Execution A typical sequence of events at a core is -Take a checkpoint and start speculative execution once the *triggering* load (old top) reaches the ROB head Compute new data and forward it to directory, eagerly If directory provides a value from predecessor, use it speculatively for old Once the full line arrives, validate and terminate speculation

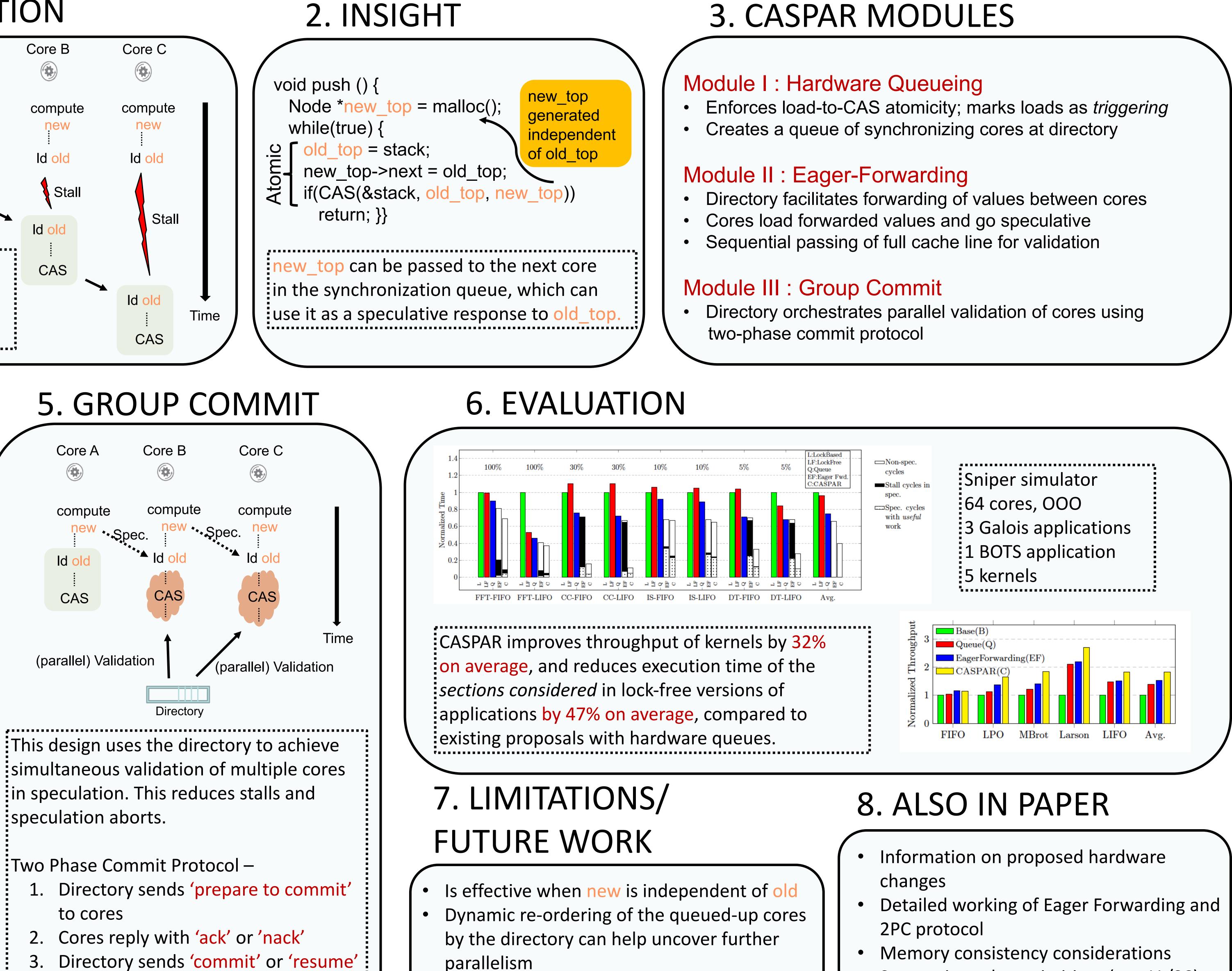
CASPAR: BREAKING SERIALIZATION IN LOCK-FREE MULTICORE SYNCHRONIZATION

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to cores

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Can be used to break conflict serialization in

[1] Goodman et al. QOSB/QOLB

Supporting other primitives (e.g. LL/SC)