1 Background

The current Cilk system (version 5.3) makes use of locks to achieve atomicity, but there are several well-known problems associated with locks such as priority inversion, convoying, deadlock, and etc. One way to avoid using locks is to use lock-free data-structure. Lots of researchers have investigated techniques for implementing lock-free concurrent data structures using software techniques, but software implementations of lock-free data structures often do not perform as well as their locking-based counterparts. Herlihy and Moss [1] proposed transactional memory as a way to ease the writing of concurrent programs. It allows a program to read and modify multiple, disparate memory locations as a single atomic operation, and avoids the problems related to locks. The authors also claimed the efficiency of transactional memory on a prototype based on a cache-consistency mechanism.

2 Idea

The idea of transactioneverywhere [2] was proposed by Prof. Leiserson, but in order to incorporate transactional memory into Cilk, there are several challenges, like detecting data races and so on. In this project, I plan to build some tools for Cilk like “nondeterminator for transactional memory”. So far, I have not seen any well-defined transactional memory model for Cilk, and I am still reading papers, and exploring what kind of transactional memory model is suitable for Cilk in order to allow efficient algorithmic detection of data races. I need to refine my proposal after I can read some thesis (e.g. Kai’s) in this area.

3 Plan

Currently, this project is still at its starting phase, and I expect to have a detailed specification of what needs to done by next week, as I have just received the material to read.

References
