Concurrent Red-Black Trees

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Red-Black Tree

A red-black tree is a binary search tree the nodes of which are coloured either red or black and

- the root is black,
- every leaf is black,
- if a node is red, then both its children are black,
- for every node, every path from that node to a leaf contains the same number of black nodes.

[Bayer, 1972] and [Guibas and Sedgewick, 1978]



 $\equiv \rightarrow$

1 add(3); 2 add(1); 3 (add(2) || print(contains(1)))

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1 add(3);



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1 add(3);
2 add(1);



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- add(3); 1
- add(1); 2 add(2)
- 3

|| print(contains(1)))



- 1 add(3);
- 2 add(1);
- 3 (add(2) || print(contains(1)))



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- 1 add(3);
- 2 add(1); 3 (add(2) || print(contains(1)))

Can we reproduce this interleaving?

- Intel Pentium M processor, 1.6 GHz, Windows XP Prints true: 1000000, prints false: 0
- Two Intel Pentium 4 processors, 3 GHz, Linux 2.6.9 Prints true: 999997, prints false: 3
- Eight Intel Xeon processors, 2.66 GHz, Linux 2.6.9 Prints true: 1000000, prints false: 0
- Two AMD Athlon 64 X2 Dual Core processors, 2.2 GHz, Linux 2.6.9
 Prints true: 999999, prints false: 1

MTL

Prints true: 999947, prints false: 53

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Three Implementations

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```
1 package monitor;
```

```
2
   public class RedBlackTree<T extends Comparable<T>>>
3
     implements Set<T>
4
   {
5
     public synchronized boolean contains(T element)
6
7
8
        . . .
9
10
     public synchronized boolean add(T element)
11
12
13
        . . .
     ł
14
15
```

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The Readers-Writers Solution

```
private ReadWriteLock lock;
1
2
   public RedBlackTree()
3
4
     this.lock = new ReentrantReadWriteLock();
5
6
     . . .
   }
7
8
   public boolean contains(T element)
9
10
     this.lock.getReadLock().lock();
11
12
     . . .
     this.lock.getReadLock().unlock();
13
   ł
14
15
```

3) 3

Processes lock the nodes of the red-black tree in three different ways:

- ρ -lock: lock to read
- α -lock: lock to exclude writers
- ξ -lock: exclusive lock

Although a node can be locked by multiple processes, there are some restrictions.

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Locking Nodes

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Locking Nodes

```
public class Node<T>
1
2
     private int containers;
3
     private int state:
4
     private boolean writing;
5
6
     public void readLock() { ... }
7
     public void readUnlock() { ... }
8
     public void writeLock() { ... }
9
     public void writeUnock() { ... }
10
     public void exclusiveLock() { ... }
11
     public void exclusiveUnlock() { ... }
12
13
```

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Throughput

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Plan

- debug the implementation that locks individual nodes and measure its throughput
- verify some properties, such as deadlock freedom, of all three concurrent implementations by means of Java PathFinder

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