

# Slot-queue - An optimized wait-free distributed MPSC

## 1. Motivation

A good example of a wait-free MPSC has been presented in [1]. In this paper, the authors propose a novel tree-structure and a min-timestamp scheme that allow both enqueue and dequeue to be wait-free and always complete in  $\Theta(\log n)$  where  $n$  is the number of enqueueers.

We have tried to port this algorithm to distributed context using MPI. The most problematic issue was that the original algorithm uses load-link/store-conditional (LL/SC). To adapt to MPI, we have to propose some modification to the original algorithm to make it use only compare-and-swap (CAS). Even though the resulting algorithm pretty much preserve the original algorithm's characteristic, that is wait-freedom and time complexity of  $\Theta(\log n)$ , we have to be aware that this is  $\Theta(\log n)$  remote operations (and in reality, there are about  $2 * \log n$  to  $10 * \log n$  remote operations), which is very expensive.

Therefore, to be more suitable for distributed context, we propose a new algorithm that's inspired by LTQueue, in which both enqueue and dequeue only perform a constant number of remote operations, at the cost of dequeue having to perform  $\Theta(n)$  local operations, where  $n$  is the number of enqueueers. Because remote operations are much more expensive, this might be a worthy tradeoff.

## 2. Structure

Each enqueue will have a local SPSC as in LTQueue [1] that supports dequeue, enqueue and readFront. There's a global queue whose entries store the minimum timestamp of the corresponding enqueueer's local SPSC.

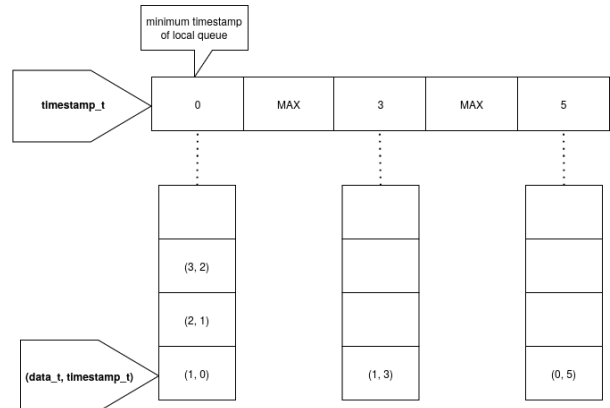


Figure 1: Basic structure of slot queue

## 3. Pseudocode

### 3.1. SPSC

The SPSC of [1] is kept in tact, except that we change it into a circular buffer implementation.

#### Types

```

data_t = The type of data stored
spsc_t = The type of the local SPSC
record
  First: int
  Last: int
  Capacity: int
  Data: an array of data_t of capacity
  Capacity
end

```

#### Shared variables

```

First: index of the first undequeued entry
Last: index of the first unenqueued entry

```

#### Initialization

```

First = Last = 0
Set Capacity and allocate array.

```

The procedures are given as follows.

---

**Procedure 1:** `spsc_enqueue(v: data_t)` **returns** `bool`

---

```

1 if (Last + 1 == First)
2 | return false
3 Data[Last] = v
4 Last = (Last + 1) % Capacity
5 return true

```

---

**Procedure 2:** `spsc_dequeue()` **returns** `data_t`

---

```

6 if (First == Last) return  $\perp$ 
7 res = Data[First]
8 First = (First + 1) % Capacity
9 return res

```

---

**Procedure 3:** `spsc_readFront` **returns** `data_t`

---

```

10 if (First == Last)
11 | return  $\perp$ 
12 return Data[First]

```

---

### 3.2. Slot-queue

The slot-queue types and structures are given as follows:

#### Types

- | `data_t` = The type of data stored
- | `timestamp_t` = `uint64_t`
- | `spsc_t` = The type of the local SPSC

#### Shared variables

- | `slots`: An array of `timestamp_t` with the number of entries equal the number of enqueueers
- | `spsc`: An array of `spsc_t` with the number of entries equal the number of enqueueers
- | `counter`: `uint64_t`

#### Initialization

- | Initialize all local SPSCs.

- | Initialize slots entries to MAX.

The enqueue operations are given as follows:

---

**Procedure 4:** `enqueue(rank: int, v: data_t)` **returns** `bool`

---

```

1 timestamp = FFA(counter)
2 value = (v, timestamp)
3 res = spsc_enqueue(spsc[rank], value)
4 if (!res) return false
5 if (!refreshEnqueue(rank, timestamp))
6 | refreshEnqueue(rank, timestamp)
7 return res

```

---

**Procedure 5:** `refreshEnqueue(rank: int, ts: timestamp_t)` **returns** `bool`

---

```

8 old-timestamp = slots[rank]
9 front = spsc_readFront(spsc[rank])
10 new-timestamp = front ==  $\perp$  ? MAX :
   front.timestamp
11 if (new-timestamp != ts)
12 | return true
13 return CAS(&slots[rank], old-timestamp,
   new-timestamp)

```

---

The dequeue operations are given as follows:

---

**Procedure 6:** `dequeue()` **returns** `data_t`

---

```

14 rank = readMinimumRank()
15 if (rank == DUMMY || slots[rank] == MAX)
16 | return  $\perp$ 
17 res = spsc_dequeue(spsc[rank])
18 if (res ==  $\perp$ ) return  $\perp$ 
19 if (!refreshDequeue(rank))
20 | refreshDequeue(rank)
21 return res

```

---

---

**Procedure 7: readMinimumRank() returns int**

---

```

22 rank = length(slots)
23 min-timestamp = MAX
24 for index in 0..length(slots)
25   | timestamp = slots[index]
26   | if (min-timestamp < timestamp)
27     | rank = index
28     | min-timestamp = timestamp
29 old-rank = rank
30 for index in 0..old-rank
31   | timestamp = slots[index]
32   | if (min-timestamp < timestamp)
33     | rank = index
34     | min-timestamp = timestamp
return rank == length(slots) ? DUMMY :
35 rank

```

---



---

**Procedure 8: refreshDequeue(rank: int) returns bool**

---

```

36 old-timestamp = slots[rank]
37 front = spsc_readFront(spsc[rank])
38 new-timestamp = front ==  $\perp$  ? MAX :
   front.timestamp
39 if (front !=  $\perp$ )
40   | slots[rank] = new-timestamp
41   | return true
42 return CAS(&slots[rank], old-timestamp,
   new-timestamp)

```

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## 4. Linearizability

## 5. Wait-freedom

## 6. Memory-safety

## References

- [1] P. Jayanti and S. Petrovic, “Logarithmic-time single deleter, multiple inserter wait-free queues and stacks,” 2005, *Springer-Verlag*. doi: 10.1007/11590156\_33.