JASMIN JAHIĆ, VICTOR PEREZ, JOE TODD

jj542@cam.ac.uk - jahic.github.io

victor.perez@codeplay.com

joe.todd@codeplay.com

14:00 - 17:30, 16.01.2023, TOULOUSE, FRANCE

HANDLING CONCURRENCY IN HETEROGENEOUS EMBEDDED SOFTWARE SYSTEMS FROM ARCHITECTURAL POINT OF VIEW: PART 2

AGENDA

14:00

Session 1: Fundamental Issues with Concurrency in Embedded Software Systems from Architectural Point of View

15:00

15:15

Coffee break: 15:30 - 16:00

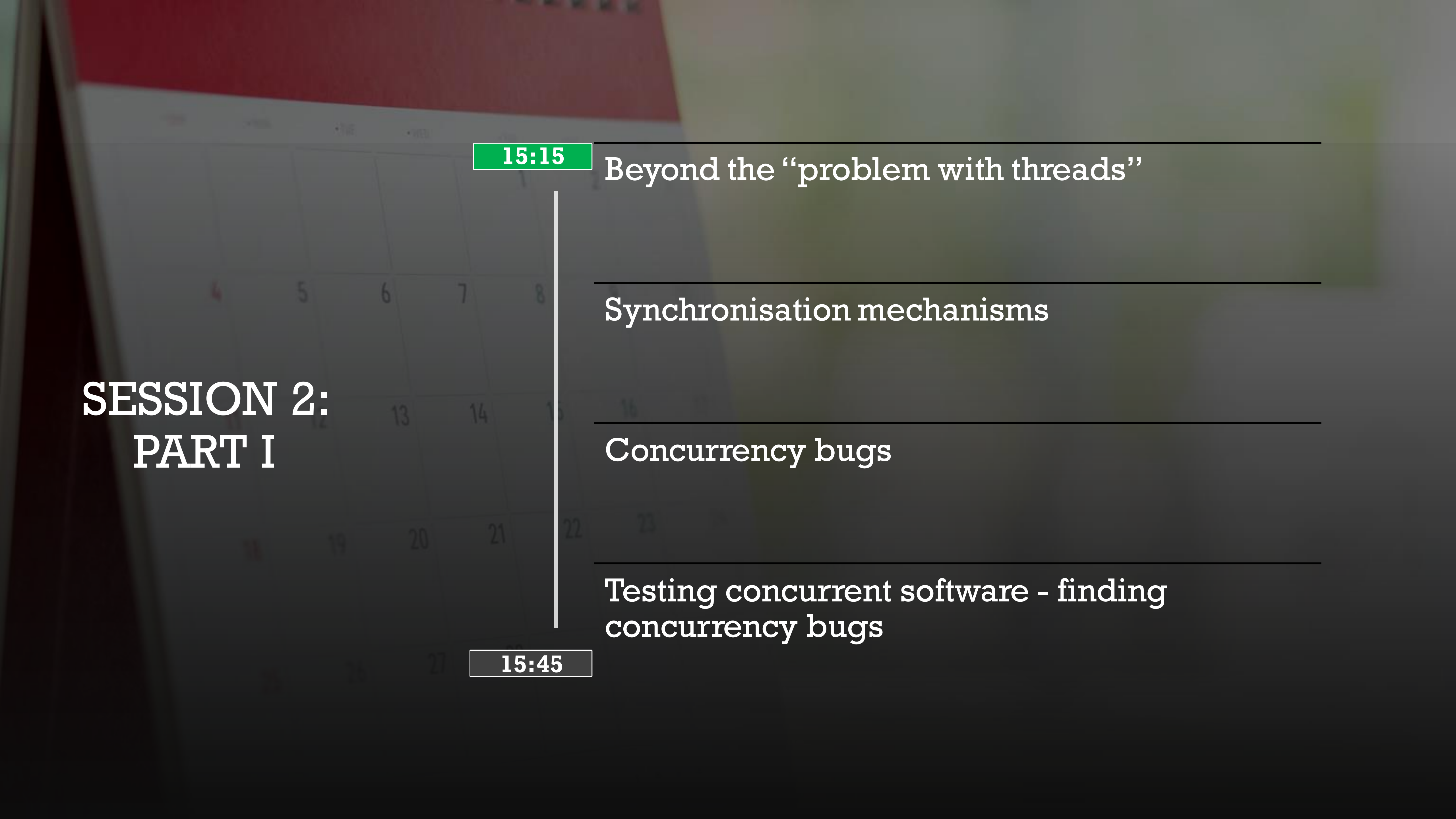
Session 2: Synchronization in Concurrent Software is an Architectural Decision; SYCL open standard

16:15

16:30

Session 3: Harnessing performance portability in heterogeneous architectures using C++ and SYCL

17:30



SESSION 2: PART I

15:15

Beyond the "problem with threads"

Synchronisation mechanisms

Concurrency bugs

Testing concurrent software - finding concurrency bugs

15:45

SPEEDUP OF A SINGLE TASK

Set#3
Core affinity Scheduling policy Interrupts

Set#4
Ways and means to partition software - partitioning strategy Thread start-up time Synchronisation Liveness Concurrency bugs Bugs that exist on execution paths possible only because of concurrency

ID	006	**Status**	
Name	…	**Owner**	
Quality	Average case execution time – single task – partitioning – dependencies, shared memory	**Stakeholders**	
		Quantification	
Environment	Task is executing on a CPU	Execution time = t; #cores>1	
Stimulus	Partition the task into threads	#treads>1, set#4 params, set#3 params	
Response	Significantly reduced (by factor k) execution time	Execution time = t/k	

CONCURRENCY BUG EXAMPLE

CPU

CORE 1: thread1

CORE 2: thread2

	S			

S	100	100	200	200	200	150
thread1	R(S)	100+100	W(S)			
thread2				R(S)	200-50	W(S)

S	100	100	200	200	200	50
thread1	R(S)	100+100	W(S)			
thread2		R(S)			100-50	W(S)

S		100	100	200		200	200	150
thread1	LOCK	R(S)	100+100	W(S)	UNLOCK			
thread2	LOCK	WAIT				R(S)	200-50	W(S)

THE PROBLEM WITH THREADS

- “They (threads) discard the most essential and appealing properties of sequential computation: **understandability**, **predictability**, and **determinism**.” [1]
- “Nondeterminism should be explicitly and judiciously introduced where needed, rather than removed where not needed. “[1]
- “humans are quickly overwhelmed by concurrency and find it much more difficult to reason about concurrent than sequential code. Even careful people miss possible interleavings among even simple collections of partially ordered operations.” [2]

[1] Edward A. Lee. 2006. The Problem with Threads. Computer 39, 5 (May 2006), 33–42. DOI: https://doi.org/10.1109/MC.2006.180
[2] H. Sutter and J. Larus. Software and the concurrency revolution. ACM Queue, 3(7), 2005.

THE PROBLEM WITH THREADS

- Given a program and an initial state, any two programs p and p' (that compute the same function) can be compared. They are equivalent if they **halt** for the same initial states, and for such initial states, their **final state** is the same.
- Assume that p1 and p2 execute concurrently in a multithreaded fashion. Pair (p1, p2) is equivalent to (p'1, p'2) if **all interleavings** halt for the same initial state and yield the same final state.
- **BONUS**: we have to know about **all other threads** that might execute.
- #threads n, #instructions i; #interleavings = 2^{n*i}
- "with threads, there is no useful theory of equivalence" [1]
- "achieving reliability and predictability using threads is essentially impossible for many applications" [1]
- "to replace the conventional metaphor a sequence of steps with the notion of a community of interacting entities" [3]

[1] Edward A. Lee. 2006. The Problem with Threads. Computer 39, 5 (May 2006), 33–42. DOI: https://doi.org/10.1109/MC.2006.180
[3] L. A. Stein. Challenging the computational metaphor: Implications for how we think. Cybernetics and Systems, 30(6), 1999

ARCHITECTURAL PATTERNS AND ANTI-PATTERNS

Software Architecture Measurement—Experiences from a Multinational Company, W. Wu, Y. Cai, R. Kazman et al., ECSA 2018

- Patterns: Reuse previous knowledge
  - Problem; Solution; Advantages; Disadvantages
- Anti-patterns: Avoid, bad smells, technical debt
  - Design; Threshold; Severity
- Unstable dependency: A subsystem (component) that depends on other subsystems that are less stable, with a possible ripple effect of changes in the project.
- Cyclic dependency (CD): A subsystem (component) that is involved in a chain of relations that break the desirable acyclic nature of a subsystem dependency structure.
- Hotspot Patterns: Implicit Cross-Module Dependency, Cross-Module Cycle, and Cross Package Cycle.

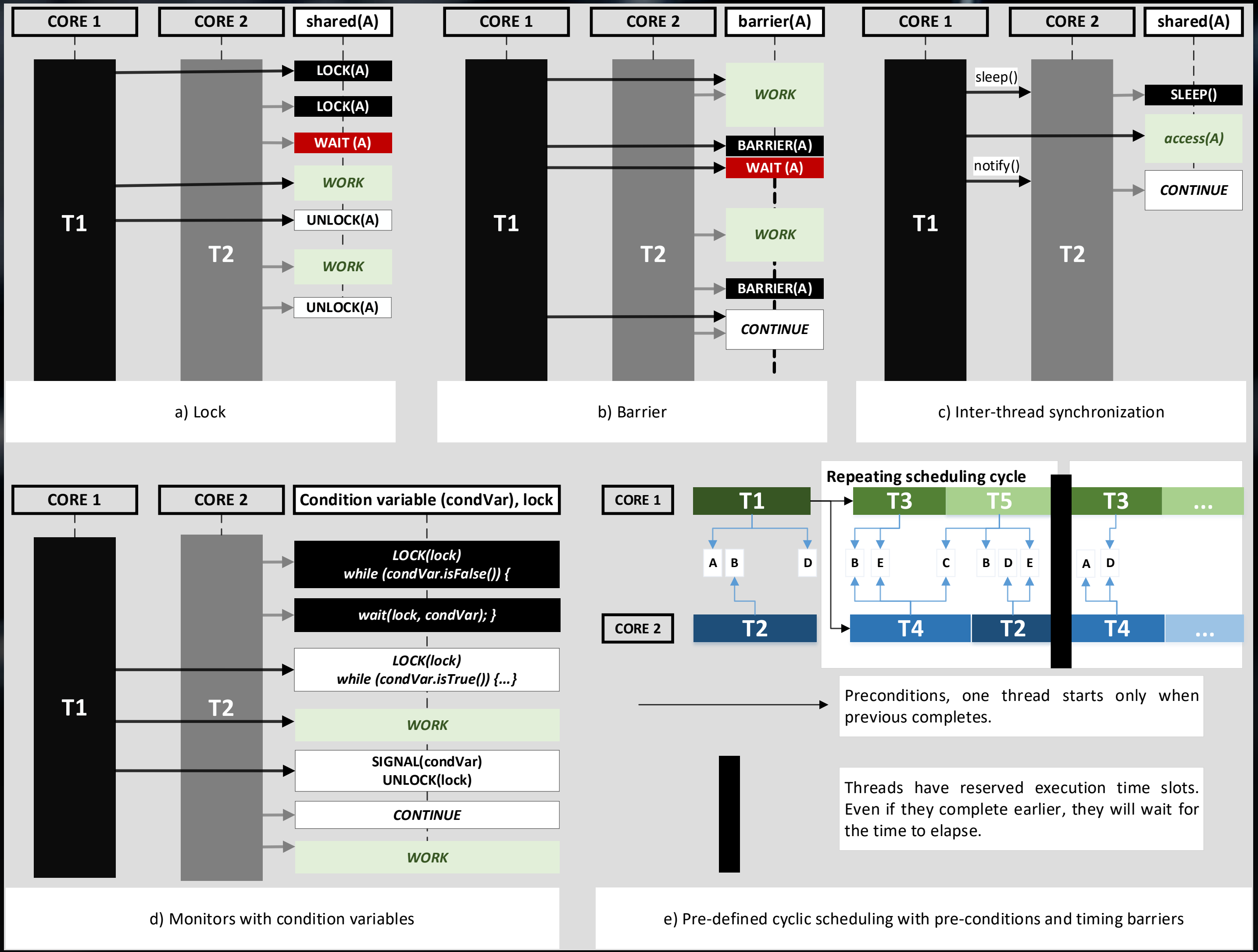
THREADS FROM SOFTWARE ARCHITECTURE PERSPECTIVE

[1] J. Jahić, V. Kumar, P. O. Antonino and G. Wirrer, "Testing the Implementation of Concurrent AUTOSAR Drivers Against Architecture Decisions," 2019 IEEE International Conference on Software Architecture (ICSA), Hamburg, Germany, 2019, pp. 171-180, doi: 10.1109/ICSA.2019.00026.

- Cohesion: the degree to which the elements inside a module belong (logically) together
- Coupling: A measurement of interdependence between components.
  - Data coupling, control coupling, temporal coupling...
  - Example: Does one component need to understand what is happening in other component in order to use it?
- Usual goals: High cohesion and low coupling
- Threads are implicitly coupled:
  - Directly: One thread needs to know how all other threads access shared resources
  - Indirectly: Shared hardware
- The problem with threads: **there are no interfaces for accessing shared memory*** – not transparent at all [1]

**Some higher-level programming models define explicit interfaces for shared memory access (e.g., SYCL).*

SYNCHRONISATION MECHANISMS



Preconditions, one thread starts only when previous completes.

Threads have reserved execution time slots. Even if they complete earlier, they will wait for the time to elapse.

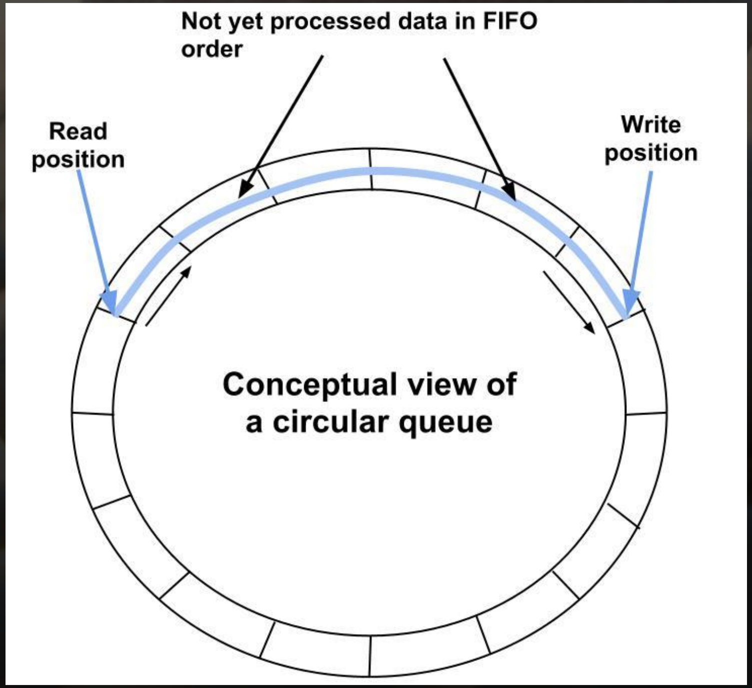
LOGICAL EXECUTION TIME (LET) SCHEDULING

Kirsch C.M., Sokolova A. (2012) The Logical Execution Time Paradigm. In: Chakraborty S., Eberspächer J. (eds) Advances in Real-Time Systems. Springer, Berlin, Heidelberg. https://doi.org/10.1007/978-3-642-24349-3_5

- Taming concurrency non-determinism
- Program reads input in zero time
- Program executes
- Program writes output in zero time
- Execution time = LET
- “if the program completes execution before the deadline, writing output is delayed until the deadline, i.e., until the LET has elapsed”
- The LET deadline is an upper bound, but also a lower bound, at least, logically.
- “In the LET model, using a faster machine does therefore not result in (logically) faster program execution but only in decreased machine utilization”

NON-BLOCKING SYNCHRONIZATION

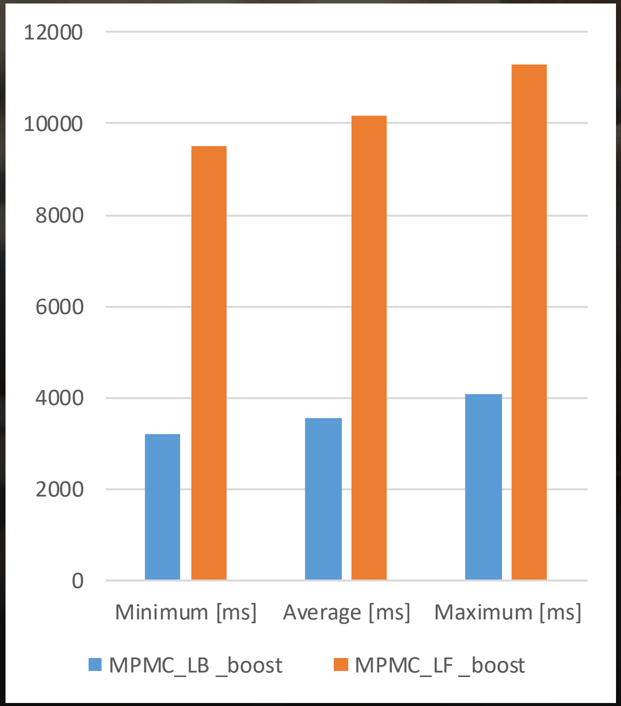
- Atomic Compare and Swap (CAS)
- Load Linked, Store Conditional (LL/SC)
- Data structures:
  - Ring
  - Buffer
  - Queue

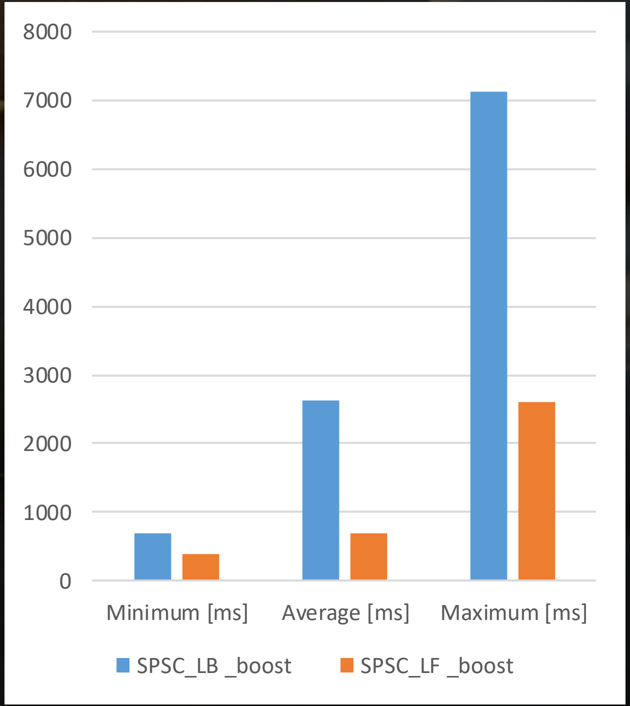

Not yet processed data in FIFO order
Read position
Write position
Conceptual view of a circular queue

NON-BLOCKING SYNCHRONIZATION

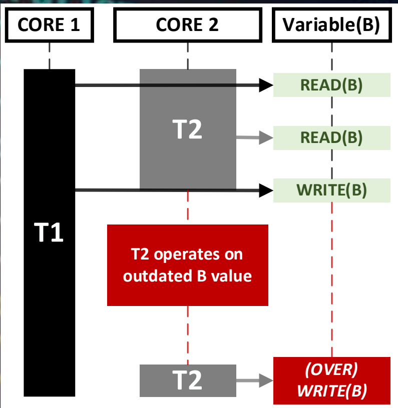
J. Jahić, K. Ali, M. Chatrangoon, and N. Jahani. 2019. (Dis)Advantages of Lock-free Synchronization Mechanisms for Multicore Embedded Systems. International Conference on Parallel Processing: Workshops (ICPP 2019) DOI: https://doi.org/10.1145/3339186.3339191

- Simple code (https://github.com/KhuramAli/JAM-Benchmark)
- Multi-Producer/Multi-Consumer pattern (**MPMC**)
  - Producers = 4; Consumers = 4;
- Single-Producer/Single-Consumer Ring Buffer (**SPSC**)
- Each test executed 1000 times
- Lock based (**LB**): std::mutex.lock(); std:: mutex.unlock();
- Lock free (**LF**): boost::lockfree::queue

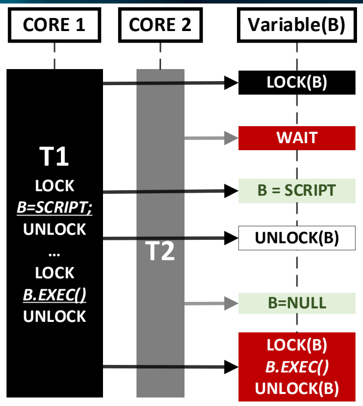




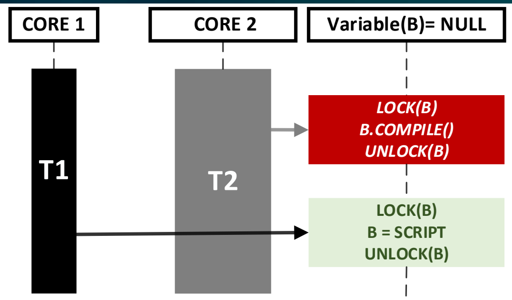
CONCURRENCY BUGS



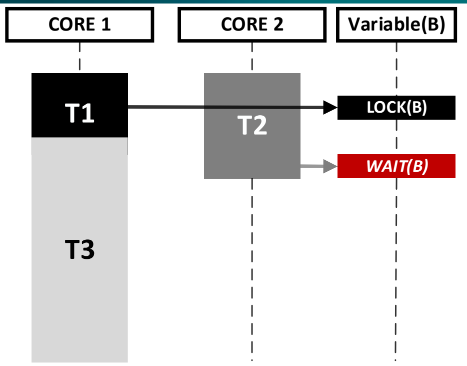
a) Data races



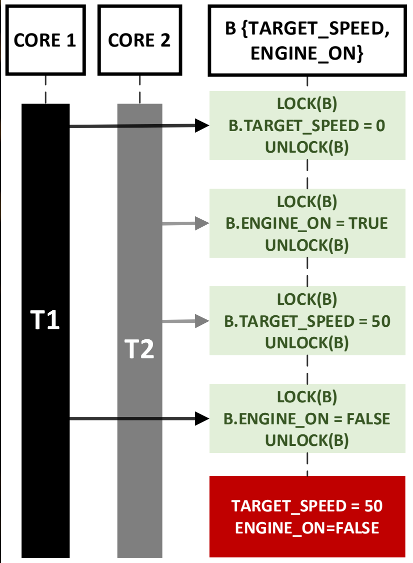
b) Atomicity violation (race free) - Programmers expect that some code regions will execute atomically.



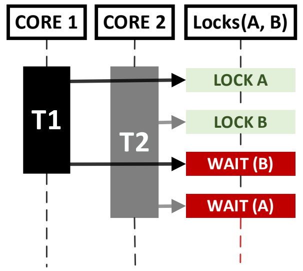
c) Order violation bugs - occur when the intended order between two operations (e.g., initialization is expected to execute before compile) is flipped. It is expected that T_1 will first initialize variable B.



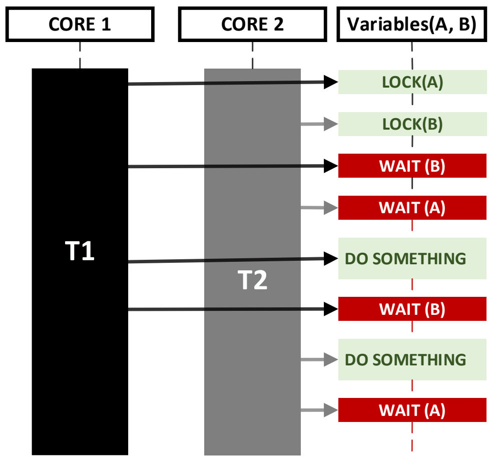
d) Priority inversion – Priorities (T_2>T_3>T_1). T_2 can make T_1 to release the lock on lock on B. However, T_1 has been already preempted by T_3. Now T_2 waits on T_3 and T_1, but it has a higher priority then both.



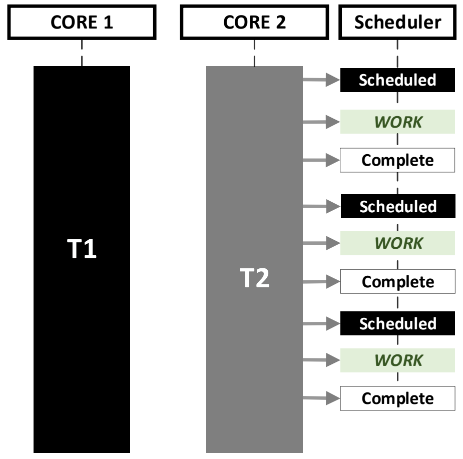
e) Multivariable concurrency bugs – logical inconsistency. B is a structure.



f) Deadlock



g) Livelock - states of the threads involved in the livelock constantly change with regard to one another. However, none is progressing.



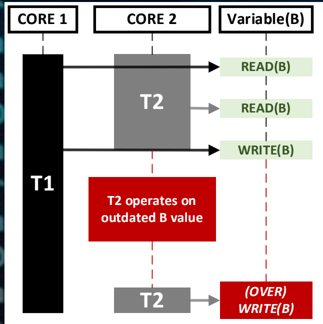
h) Starvation - Thread T_2 has a higher priority. The scheduler never schedules the T_1 for execution.

ATOMICITY VIOLATION EXAMPLE

- t1:
- …
- lock();
  - object=new O();
- unlock()
- …
- …
- lock();
  - object.method1();
- unlock()

- t2:
- …
- lock();
  - object=NULL;
- unlock()
- …

CONCURRENCY BUGS



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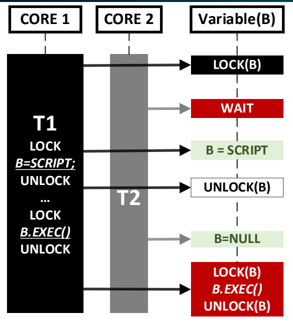

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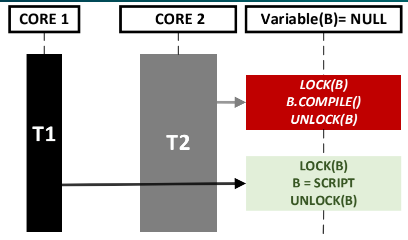

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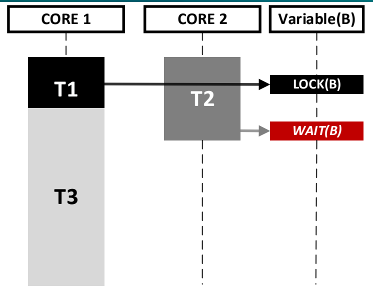

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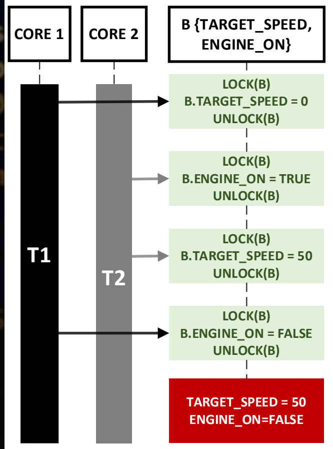

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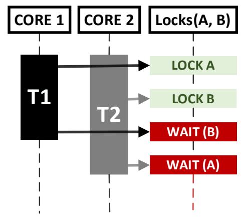
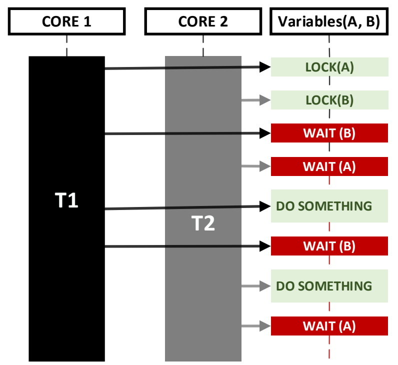


f) Deadlock



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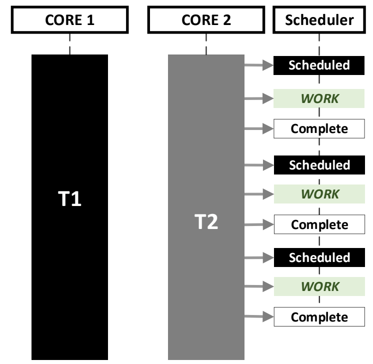
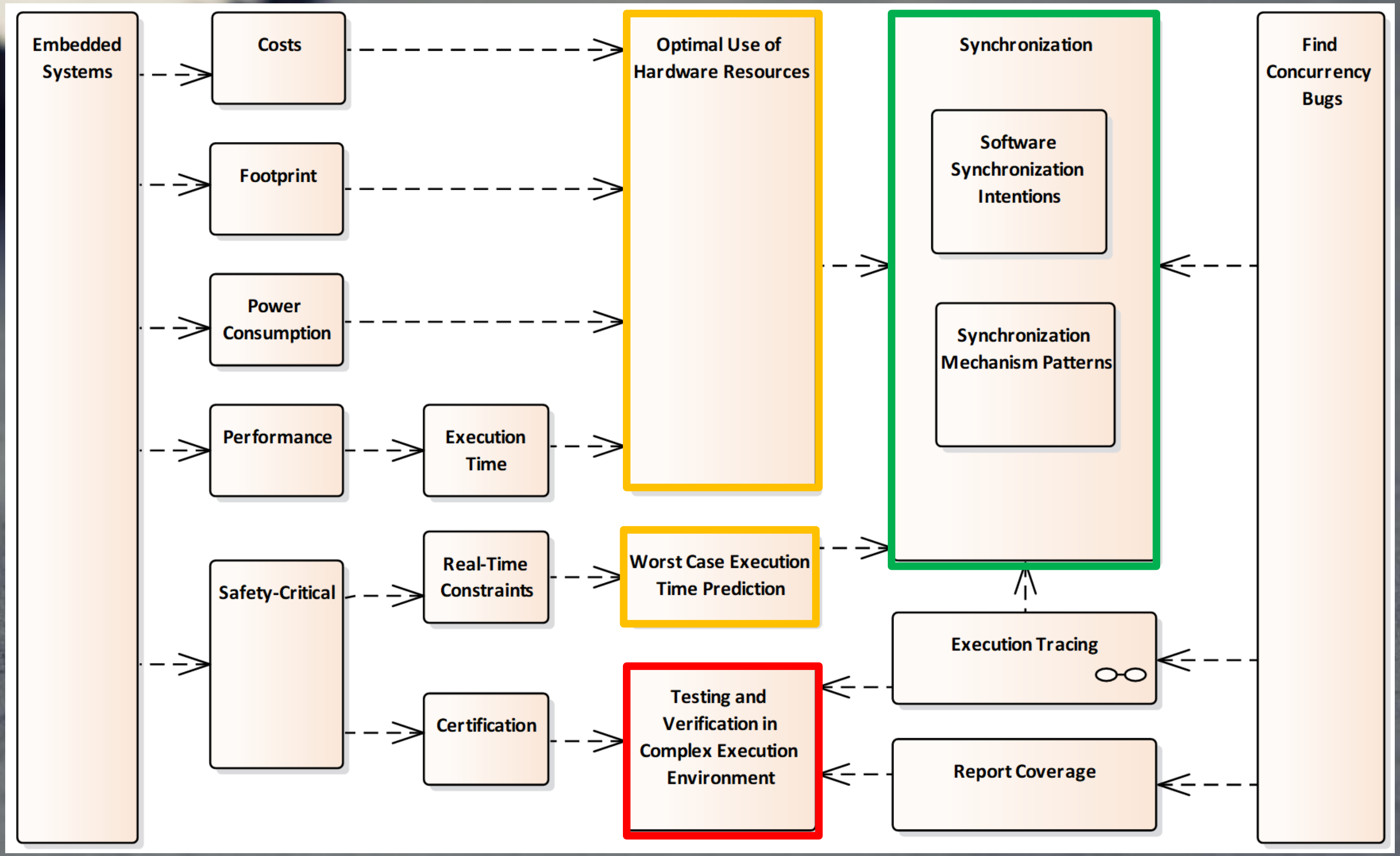


h) Starvation - Thread T_2 has a higher priority. The scheduler never schedules the T_1 for execution.

BUGS CAUSED BY CONCURRENCY

- t1:
- lock(); a=10; unlock();
- lock();
- if(a!=10) { b=9; }
-     else { b=10; }
- unlock();
- …
- lock();
-     if(a==10) { c=1/(b-9); }
- unlock();

- t2:
- lock(); a=10; unlock();


Embedded Systems
Costs
Footprint
Power Consumption
Performance
Execution Time
Safety-Critical
Real-Time Constraints
Certification
Optimal Use of Hardware Resources
Worst Case Execution Time Prediction
Testing and Verification in Complex Execution Environment
Synchronization
Software Synchronization Intentions
Synchronization Mechanism Patterns
Execution Tracing
Report Coverage
Find Concurrency Bugs

SYNCHRONIZATION MECHANISMS AS ARCHITECTURAL DECISIONS

FINDING CONCURRENCY BUGS

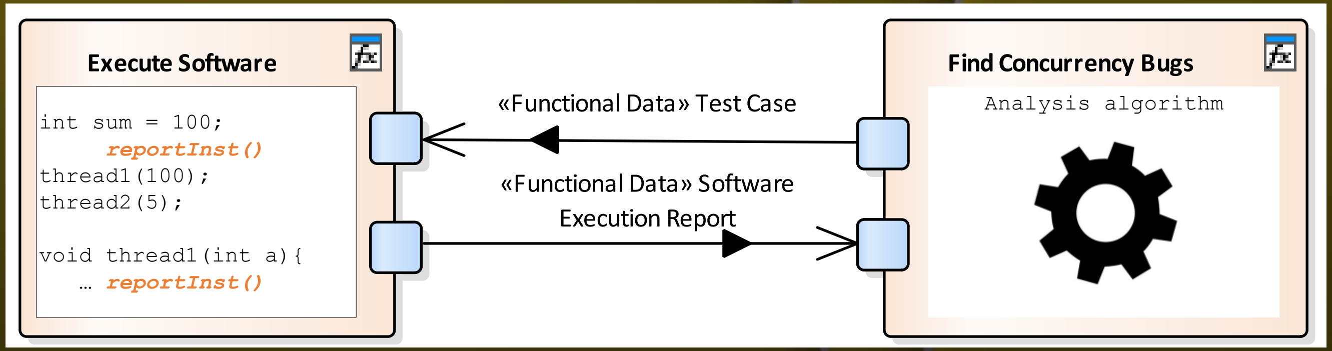
- Violation of synchronisation intentions

- Memory shared between threads
- Synchronisation mechanisms used by threads

- How to know developers' intentions?

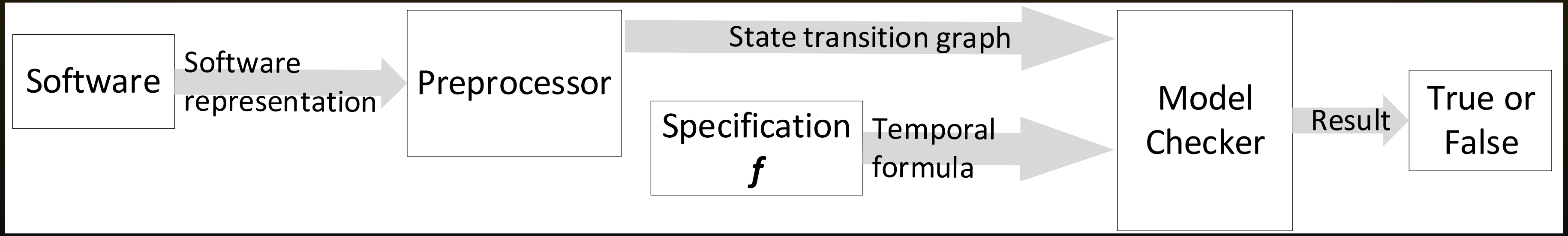
FINDING CONCURRENCY BUGS

- Static analysis
- Dynamic analysis (runtime monitoring)


Execute Software
Find Concurrency Bugs
Analysis algorithm
«Functional Data» Test Case
«Functional Data» Software Execution Report

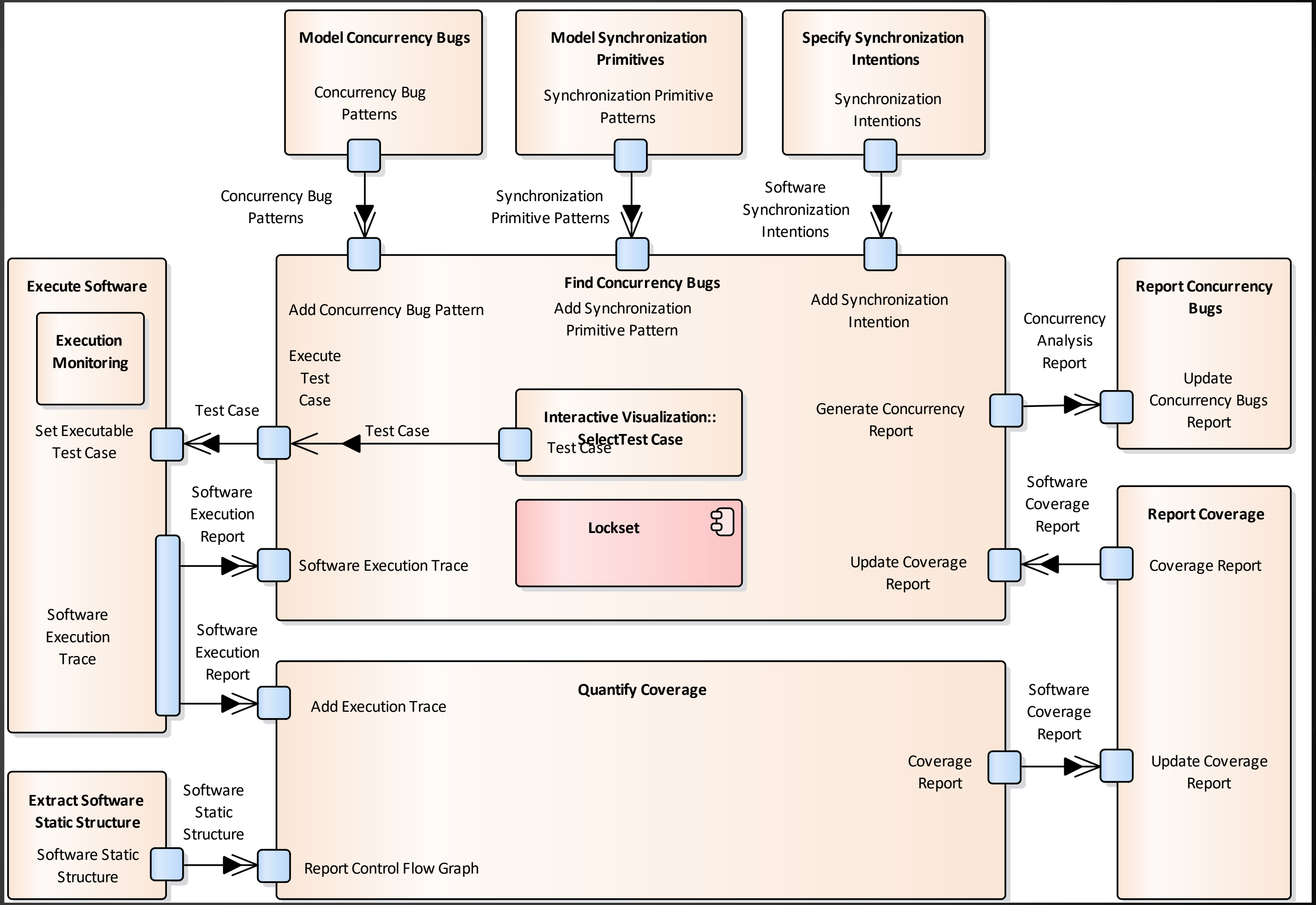
```
int sum = 100;
     reportInst()
thread1(100);
thread2(5);

void thread1(int a){
   … reportInst()
```

- Testing
- Model checking



EXECUTION MONITORING

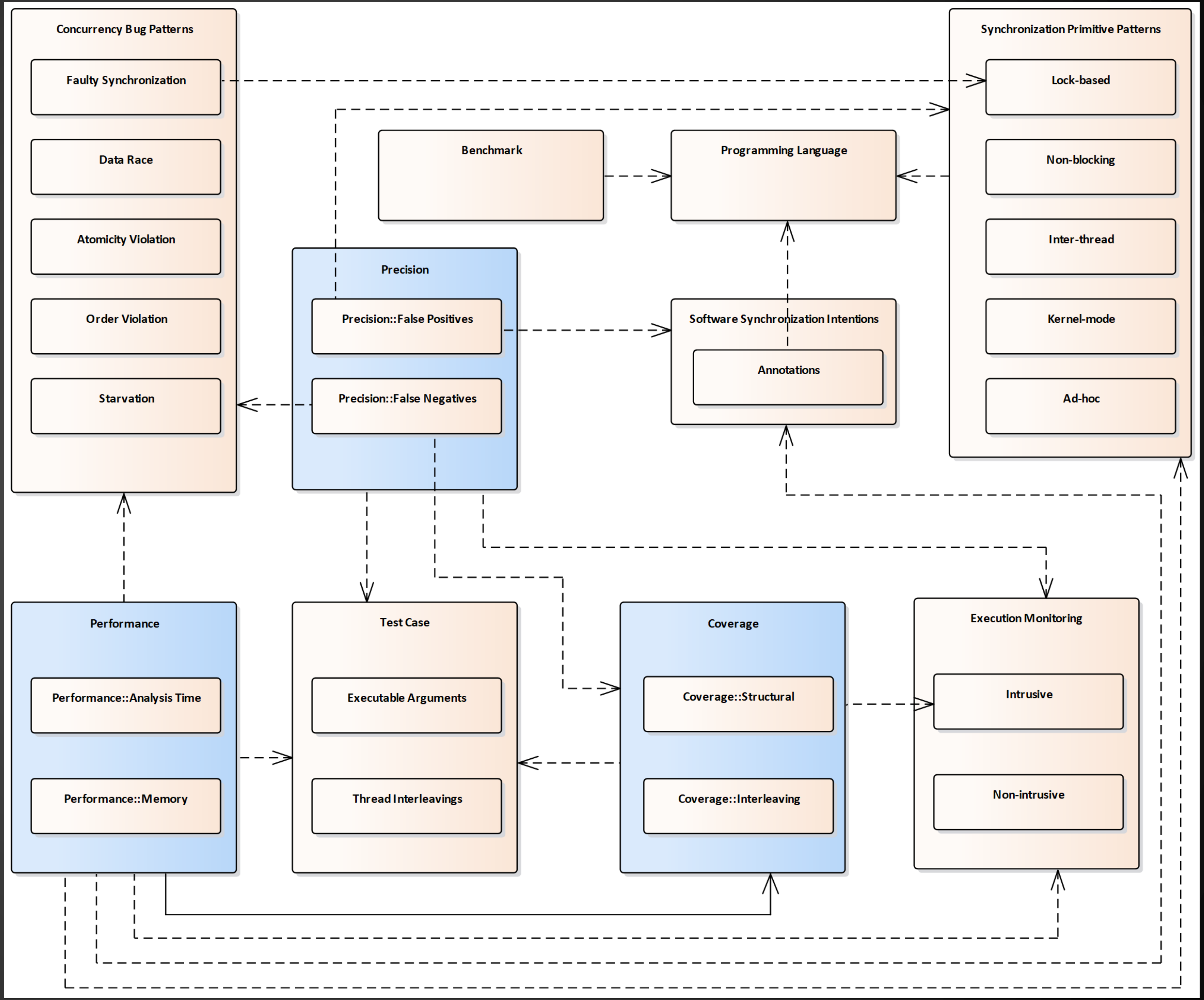
Jahić J., Bauer T., Kuhn T., Wehn N., Antonino P.O. (2020) FERA: A Framework for Critical Assessment of Execution Monitoring Based Approaches for Finding Concurrency Bugs. In: Arai K., Kapoor S., Bhatia R. (eds) Intelligent Computing. SAI 2020. Advances in Intelligent Systems and Computing, vol 1228. Springer, Cham. https://doi.org/10.1007/978-3-030-52249-0_5



Model Concurrency Bugs
Concurrency Bug Patterns
Model Synchronization Primitives
Synchronization Primitive Patterns
Specify Synchronization Intentions
Synchronization Intentions
Concurrency Bug Patterns
Synchronization Primitive Patterns
Software Synchronization Intentions
Execute Software
Execution Monitoring
Set Executable Test Case
Software Execution Trace
Test Case
Software Execution Report
Software Execution Report
Find Concurrency Bugs
Add Concurrency Bug Pattern
Add Synchronization Primitive Pattern
Add Synchronization Intention
Execute Test Case
Test Case
Interactive Visualization:: SelectTest Case
Test Case
Lockset
Software Execution Trace
Generate Concurrency Report
Update Coverage Report
Concurrency Analysis Report
Report Concurrency Bugs
Update Concurrency Bugs Report
Software Coverage Report
Report Coverage
Coverage Report
Quantify Coverage
Add Execution Trace
Coverage Report
Software Coverage Report
Update Coverage Report
Extract Software Static Structure
Software Static Structure
Software Static Structure
Report Control Flow Graph

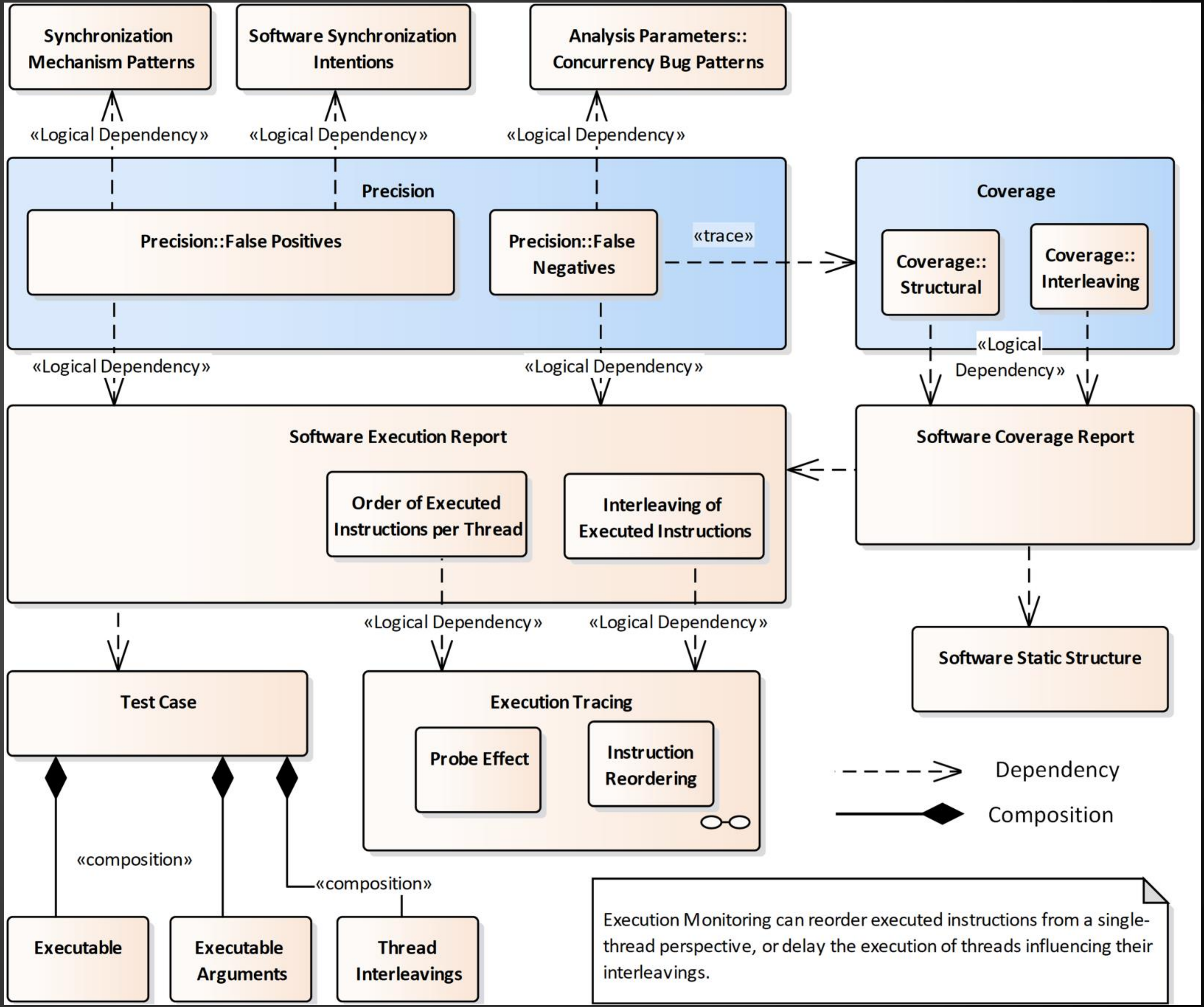
EXECUTION MONITORING

Jahić J., Bauer T., Kuhn T., Wehn N., Antonino P.O. (2020) FERA: A Framework for Critical Assessment of Execution Monitoring Based Approaches for Finding Concurrency Bugs. In: Arai K., Kapoor S., Bhatia R. (eds) Intelligent Computing. SAI 2020. Advances in Intelligent Systems and Computing, vol 1228. Springer, Cham. https://doi.org/10.1007/978-3-030-52249-0_5

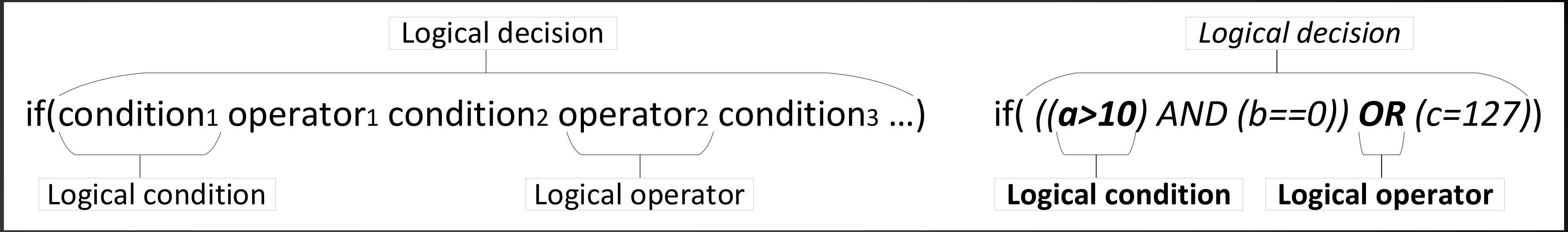


EXECUTION MONITORING: PRECISION

Jahić J., Bauer T., Kuhn T., Wehn N., Antonino P.O. (2020) FERA: A Framework for Critical Assessment of Execution Monitoring Based Approaches for Finding Concurrency Bugs. In: Arai K., Kapoor S., Bhatia R. (eds) Intelligent Computing. SAI 2020. Advances in Intelligent Systems and Computing, vol 1228. Springer, Cham. https://doi.org/10.1007/978-3-030-52249-0_5



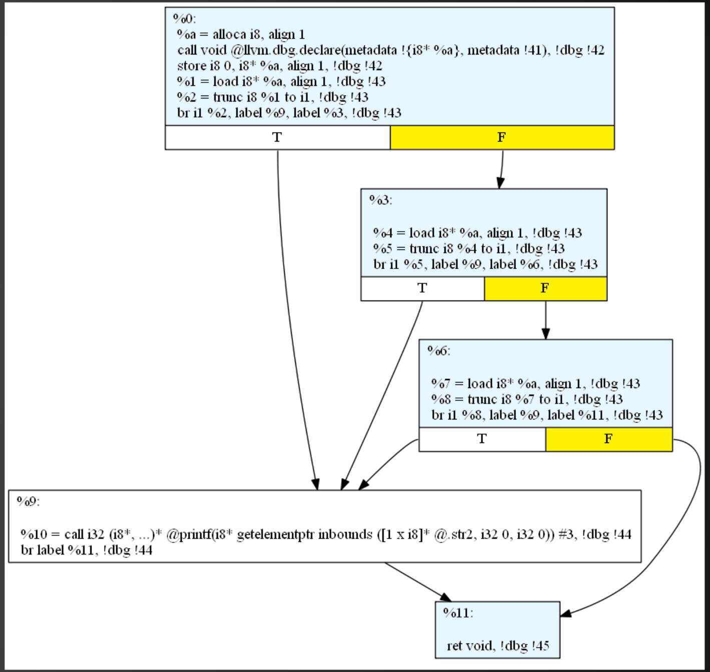
Execution Monitoring can reorder executed instructions from a single-thread perspective, or delay the execution of threads influencing their interleavings.



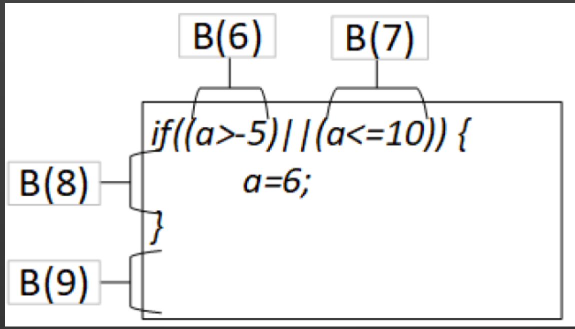
CODE COVERAGE METRICS

Hayhurst Kelly J., Veerhusen Dan S., Chilenski John J., and Rierson Leanna K. 2001. A Practical Tutorial on Modified Condition/Decision Coverage. Technical Report. NASA Langley Technical Report Server

- Statement
- Condition
- Decision
- MC/DC



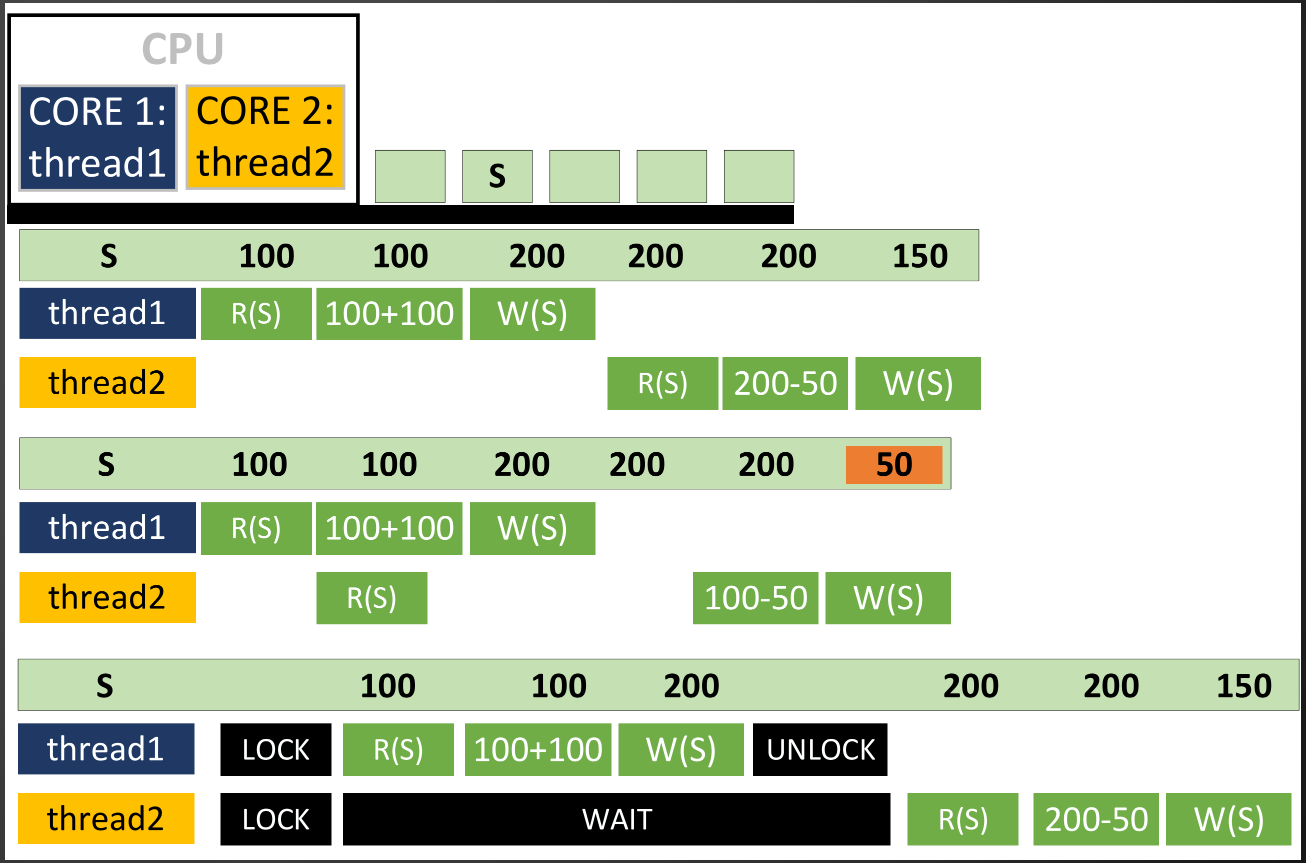
```
%0:
 %a = alloca i8, align 1
 call void @llvm.dbg.declare(metadata !{i8* %a}, metadata !41), !dbg !42
 store i8 0, i8* %a, align 1, !dbg !42
 %1 = load i8* %a, align 1, !dbg !43
 %2 = trunc i8 %1 to i1, !dbg !43
 br i1 %2, label %9, label %3, !dbg !43

%3:

 %4 = load i8* %a, align 1, !dbg !43
 %5 = trunc i8 %4 to i1, !dbg !43
 br i1 %5, label %9, label %6, !dbg !43

%6:

 %7 = load i8* %a, align 1, !dbg !43
 %8 = trunc i8 %7 to i1, !dbg !43
 br i1 %8, label %9, label %11, !dbg !43

%9:

 %10 = call i32 (i8*, ...)* @printf(i8* getelementptr inbounds ([1 x i8]* @.str2, i32 0, i32 0)) #3, !dbg !44
 br label %11, !dbg !44

%11:

 ret void, !dbg !45
```



```
Decision START-Line(14) END-Line(19):
----------------------------------------------------------------
B(6)false    B(7)false    B(9)false    - NOT EXECUTED!
B(6)false    B(7)true     B(8)true     - NOT EXECUTED!
B(6)true     B(7)false    B(8)true     - DONE!
----------------------------------------------------------------
```

CODE COVERAGE OF INTERLEAVINGS ???

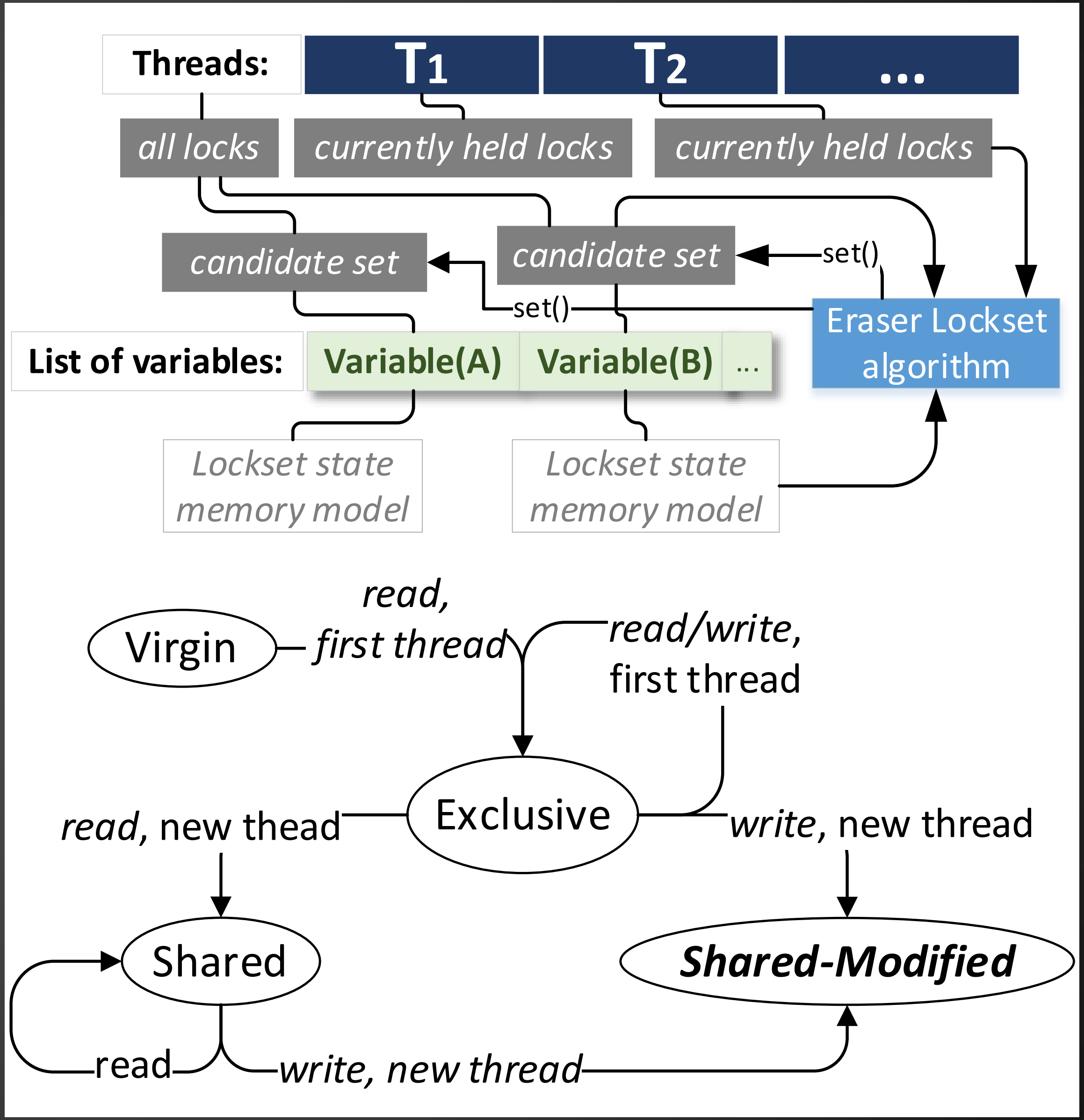
- Random delays
- Targeted interleavings -> targeted delays



CPU
CORE 1: thread1
CORE 2: thread2
S
S 100 100 200 200 200 150
thread1 R(S) 100+100 W(S)
thread2 R(S) 200-50 W(S)
S 100 100 200 200 200 50
thread1 R(S) 100+100 W(S)
thread2 R(S) 100-50 W(S)
S 100 100 200 200 200 150
thread1 LOCK R(S) 100+100 W(S) UNLOCK
thread2 LOCK WAIT R(S) 200-50 W(S)

t1:LOCK	t2:LOCK	t1:R(100)	t1:100+100	t1:W(200)	t1:UNLOCK	t2:R(200)

ERASER LOCKSET ALGORITHM



ATOMICITY VIOLATION EXAMPLE

- t1:
- …
- lock();
  - object=new O();
- unlock()
- …
- …
- lock();
  - object.method1();
- unlock()

- t2:
- …
- lock();
  - object=NULL;
- unlock()
- …

PROPER SYNCHRONISATION

Shan Lu, Joseph Tucek, Feng Qin, and Yuanyuan Zhou. 2006. AVIO: detecting atomicity violations via access interleaving invariants. SIGPLAN Not. 41, 11 (November 2006), 37–48. DOI:https://doi.org/10.1145/1168918.1168864

- t1:
- …
- lock();
    - account-=a;
- unlock()
- …
- …
- lock();
    - account-=c;
- unlock()

- t2:
- …
- lock();
    - account+=b;
- unlock()
- …

FINDING CONCURRENCY BUGS: LOCKING (LB) AND NON-BLOCKING SYNCHRONIZATION (LF)

J. Jahić, K. Ali, M. Chatrangoon, and N. Jahani. 2019. (Dis)Advantages of Lock-free Synchronization Mechanisms for Multicore Embedded Systems. International Conference on Parallel Processing: Workshops (ICPP 2019) DOI: https://doi.org/10.1145/3339186.3339191

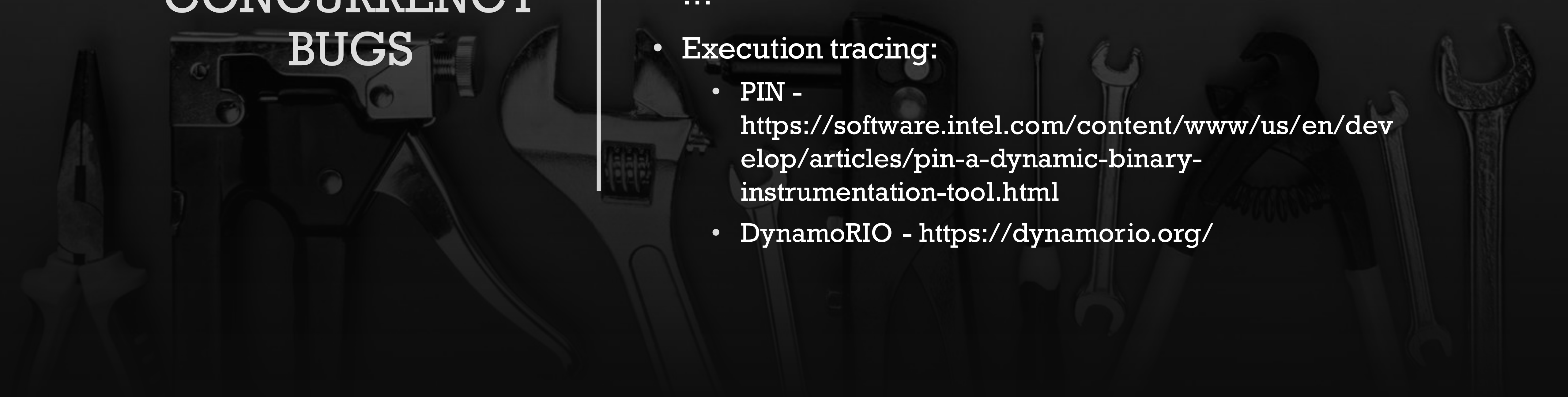
- Simple code (https://github.com/KhuramAli/JAM-Benchmark)
- MultiProducer/Multi-Consumer pattern (**MPMC**)
- SingleProducer/Multiple-Consumer Ring Buffer (**SPMCR**)
- Sum Counter (**SC**)
- - crash

Application	**#threads**	**Helgrind**		ThreadSanitizer	
		#reported bugs	#false positives	#reported bugs	#false positives
MPMC_LB	8	0-1	0-1	1	1
MPMC_LF	8	-	-	9-11	9-11
SPMCR_LF	4	1156-1230	1156-1230	1	1
SPMCR_LB	4	0	0	0	0
SC_LB	4	-	-	0	0
SC_LF	4	0	0	0	0

CHALLENGES WITH FINDING CONCURRENCY BUGS

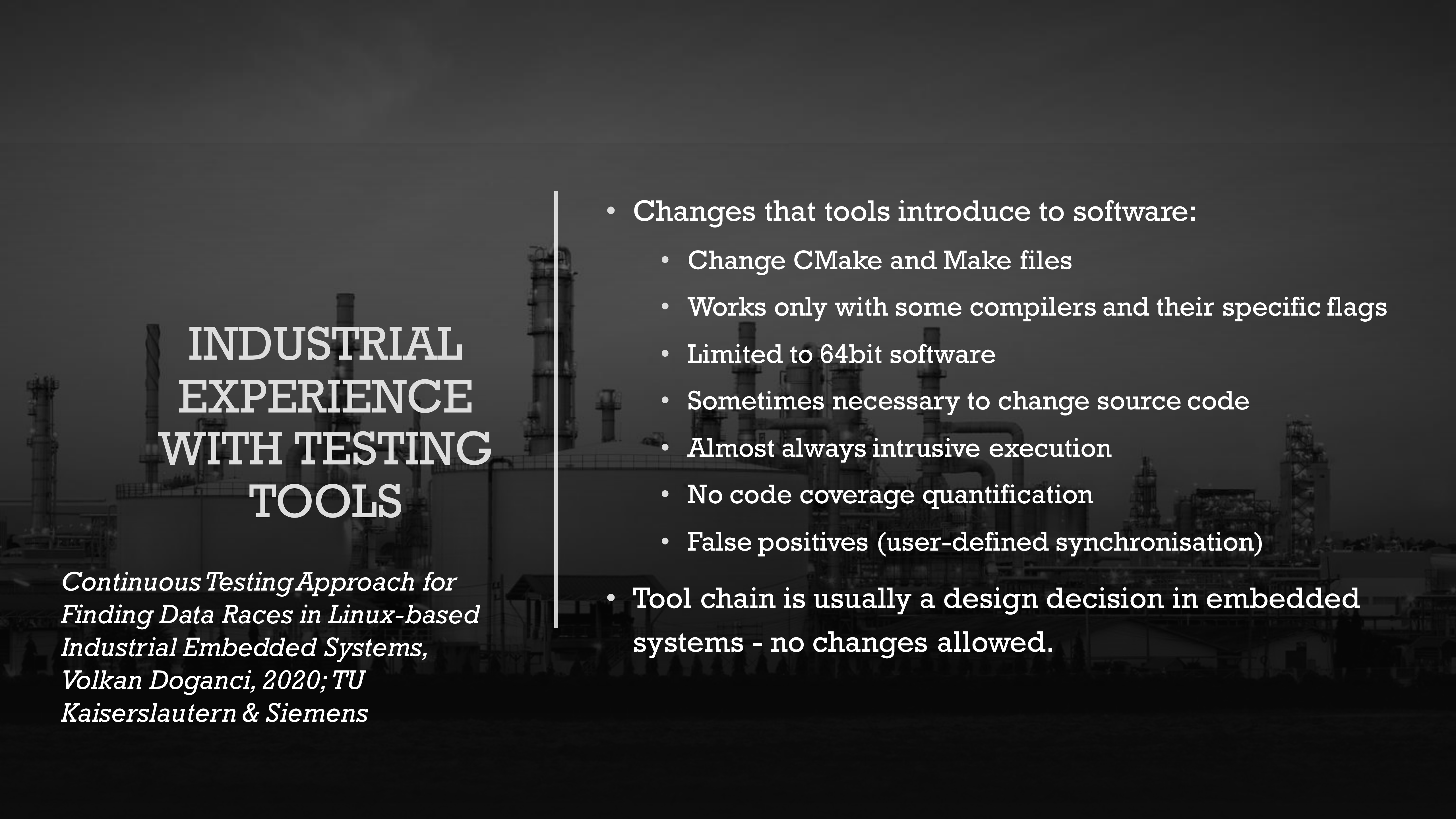
J. Jahić, V. Kumar, P. O. Antonino and G. Wirrer, "Testing the Implementation of Concurrent AUTOSAR Drivers Against Architecture Decisions," 2019 IEEE International Conference on Software Architecture (ICSA), Hamburg, Germany, 2019, pp. 171-180, doi: 10.1109/ICSA.2019.00026.

- Unknown:
  - Shared memory locations
  - Used synchronisation
- Testing: to prove presence of bugs
- Static analysis: to prove absence of bugs
- Find violations of sequential intentions, BUT
  - How to detect/learn the intentions?



TOOLS FOR FINDING CONCURRENCY BUGS

- Many and few
  - Many prototypes
  - Few available, semi-mature tools
- Helgrind - www.valgrind.org/
- ThreadSanitizer - https://clang.llvm.org/docs/ThreadSanitizer.html
- …
- Execution tracing:
  - PIN - https://software.intel.com/content/www/us/en/develop/articles/pin-a-dynamic-binary-instrumentation-tool.html
  - DynamoRIO - https://dynamorio.org/

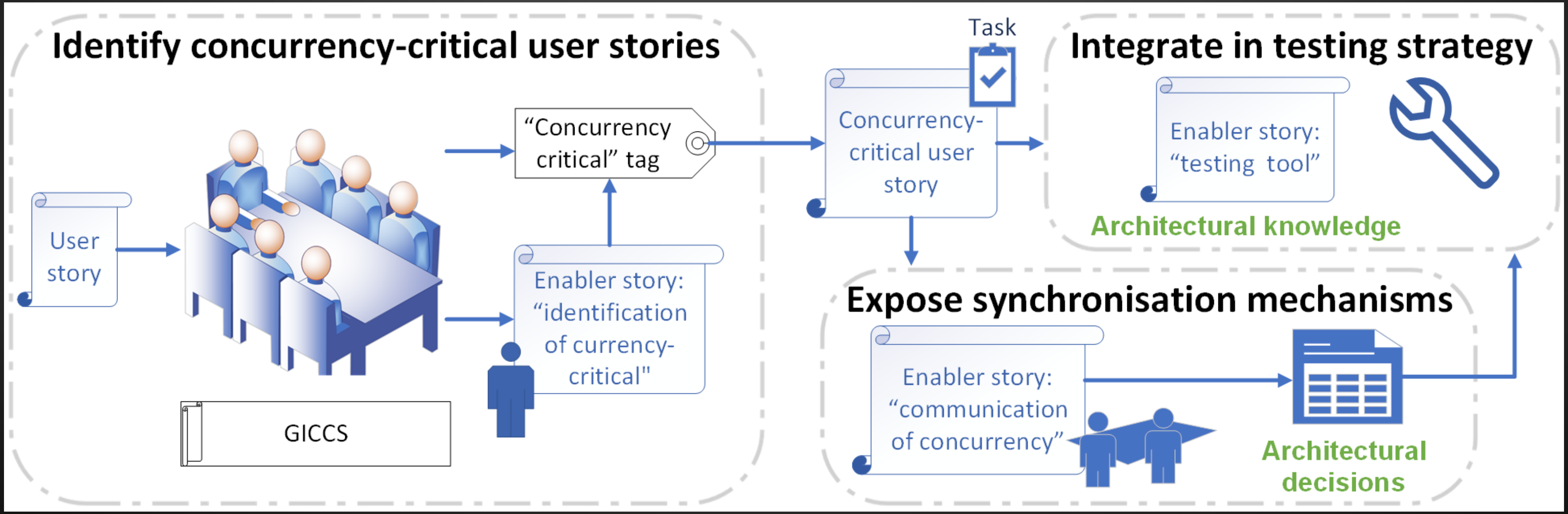


INDUSTRIAL EXPERIENCE WITH TESTING TOOLS

Continuous Testing Approach for Finding Data Races in Linux-based Industrial Embedded Systems, Volkan Doganci, 2020; TU Kaiserslautern & Siemens

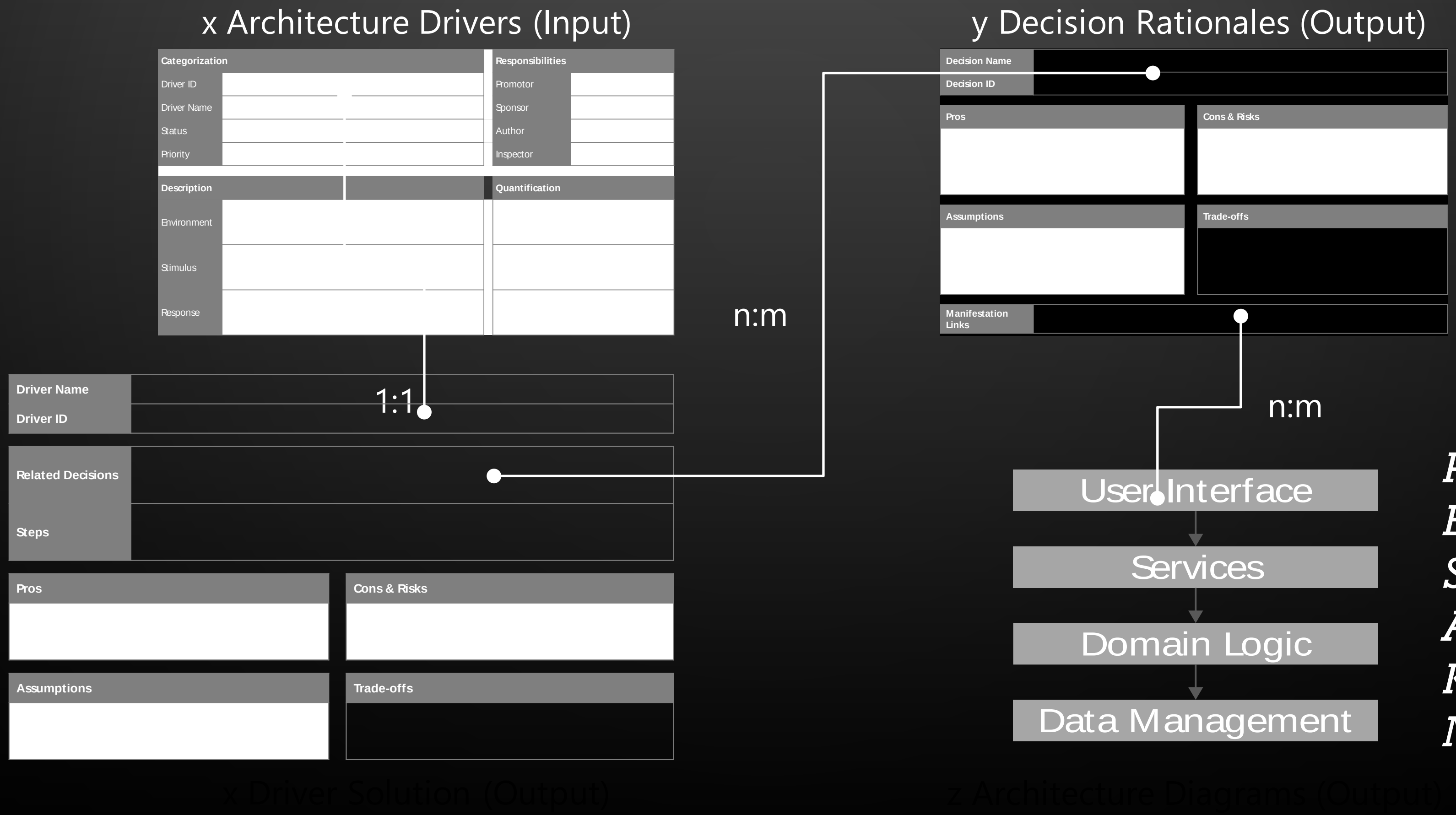
- Changes that tools introduce to software:
  - Change CMake and Make files
  - Works only with some compilers and their specific flags
  - Limited to 64bit software
  - Sometimes necessary to change source code
  - Almost always intrusive execution
  - No code coverage quantification
  - False positives (user-defined synchronisation)
- Tool chain is usually a design decision in embedded systems - no changes allowed.

AGILE AND MULTITHREADED DEVELOPMENT


Identify concurrency-critical user stories
User story
"Concurrency critical" tag
Enabler story: "identification of currency-critical"
GICCS
Task
Concurrency-critical user story
Integrate in testing strategy
Enabler story: "testing tool"
Architectural knowledge
Expose synchronisation mechanisms
Enabler story: "communication of concurrency"
Architectural decisions

CASA: An Approach for exposing and documenting Concurrency-related Software Properties, Jasmin Jahic, Volkan Doganci, and Hubert Gehring; **SAMOS 2022**

FROM DRIVERS TO SOLUTIONS



Pragmatic Evaluation of Software Architectures, Jens Knodel and Matthias Naab, 2016

CHALLENGES WITH SYNCHRONISATION

- Influence on execution time
- Can introduce bugs
- Hard to agree which synchronisation to use
- Hard to reconstruct synchronisation decisions from code
- Hard to choose a proper tool to find concurrency bugs
- Hard to find bugs

SOLUTION ADEQUACY CHECK

- Strength, Weakness, Opportunities, and Threats (SWOT) analysis.
- Architecture Trade-off Analysis Method (ATAM).
- Rapid Architecture Evaluation (RATE) method.

SWOT ANALYSIS

	Helpful *to achieving the objective*	Harmful *to achieving the objective*
Internal origin *attributes of the organisation*	S *Strengths*	W *Weaknesses*
External origin *attributes of the environment*	O *Opportunities*	T *Threats*

ATAM

- Presentation of ATAM, business goals, and proposed architecture for addressing business goals;
- Investigation and analysis of system's quality properties, including analysis of trade-offs;
- Testing of the system's quality properties, with test case scenarios, for uncovering additional risks, sensitivity points, and trade-off points;
- Reporting of the findings from the previous steps

The architecture tradeoff analysis method, Rick Kazman et al., 1998

RATE

- Driver Integrity Check (DIC) - reveal unclear architecture drivers, and formulate them systematically using architecture scenarios.
  - Requirements, architecture documentation, stakeholders, and evaluators.
- Solution Adequacy Check (SAC) - if architectural solutions at hand are adequate for the architecture drivers,
  - Confidence in the adequacy, following the same procedure as DIC.
  - Quantification of architectural decisions

Rationale (Pros, Advantages)	**Assumptions & Risks (Constraints)**
…	…
Scaling Factors	**Trade-offs**
…	…

Pragmatic Evaluation of Software Architectures, Jens Knodel and Matthias Naab, 2016

SUMMARY

- Drivers:
  - Execution time
  - Redundancy (availability, reliability)
  - Power consumption
- Choosing multicores, concurrency, and multithreading to fulfil drivers is a complex decision:
  - Too many implications
  - Too many uncertainties
- Hard to predict the outcome
- Hard to program the design
  - Problem with threads: no interfaces – implicit coupling
- Hard to test it
  - What are assumptions about sequential executions?

COOPERATION AND FURTHER COMMUNICATION

- jj542@cam.ac.uk
- Slides will be available at **https://jahic.github.io/hipeac2023**

SESSION 2: PART II

15:45

Introduction to SYCL

SYCL and parallelisation modes

SYCL compilation model

16:15

AGENDA

14:00	Session 1: Fundamental Issues with Concurrency in Embedded Software Systems from Architectural Point of View
15:00	
15:15	Session 2: Synchronization in Concurrent Software is an Architectural Decision; SYCL open standard
16:15	
16:30	Session 3: Harnessing performance portability in heterogeneous architectures using C++ and SYCL
17:30	