

## ERRATUM

### *Lock-free atom garbage collection for multithreaded Prolog - ERRATUM*

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Algorithm 4 on page 960 of the above named article (Wielemaker and Harris 2016) is flawed. The issue is illustrated by algorithm 1 (supplementary figure 1). If a thread A detects the condition `table too full` is `false` it proceeds adding its atom to the table. If thread B detects the table is (now) too full it starts a resize. The resize allocates a new table and copies the atoms from the old to the new table. If thread A adds the new atom after the copy loop passes its location and before thread B activates the new table the insertion is considered successful, but the new atom is only in the deactivated old table.

The problem was discovered about 18 months after the described algorithm was de-ployed in SWI-Prolog. The issue is triggered infrequently because, typically, thread A will insert the atom in the old table before thread B copies the specific symbol. Finishing the insertion late may happen if thread A is preempted during the . . . marked lines in algorithm 1. In addition, the table is only resized  $\log N$  times where  $N$  is the final number of atoms.

The solution is to introduce a global variable *reshashing* that is set to `true` inside `RESIZE_ATOM_TABLE` while this function is active and tested to be `false` in the condition at line 33 of algorithm 4.

Thread A	Thread B
<pre>if table too full then   RESIZE_ATOM_TABLE end if ... ... Add atom to table</pre>	<pre>BEGIN RESIZE_ATOM_TABLE   allocate new table   copy symbols   ...   activate new table END RESIZE_ATOM_TABLE</pre>

Supplementary Fig. 1. Thread A can insert an atom into the old table after the old table has been copied and before it is activated.

#### Reference

WIELEMAKER, J. and HARRIS, K. 2016. Lock-free atom garbage collection for multithreaded prolog. TPLP 16, 5–6, 950–965.