Synchronization II

Today
- Condition Variables
- Semaphores
- Monitors
- and some classical problems

Next time
- Deadlocks
Condition variables

- Many times a thread wants to check whether a condition is true before continuing execution
  - A parent waiting on a child
  - A consumer waiting on something to consume
  - Spinning on a shared variable is, as we know, is inefficient

- Condition variables!
  - An explicit queue where threads can put themselves on when some state is not what they want (*waiting* on a change)
  - Until some other thread changes the state and informs them of it, *signaling* on the condition

```c
pthread_cond_t c;
pthread_cond_wait(pthread_cond_t *c, pthread_mutex_t *m);
pthread_cond_signal(pthread_cond_t *c);
```
Waiting on your child

- Before an example, did you notice?
  ```c
  pthread_cond_wait(pthread_cond_t *c, pthread_mutex_t *m);
  ```
  - Assumes mutex is locked before wait is called
    - Wait must release it and put the thread to sleep, \textit{atomically}
    - When the thread wakes up, re-acquires the lock before returning
  - All this to prevent race conditions when the thread is trying to put itself to sleep

- Back to parent and child

```c
int done = 0;
pthread_mutex_t m = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t c = PTHREAD_COND_INITIALIZER;

int main(int argc, char **argv[]) {
  pthread_t p;
  printf("parent: begin\n");
pthread_crate(&p, NULL, child, NULL);
thr_join();
printf("parent: done\n");
return 0;
}
```
Waiting on your child

void thr_exit() {
    pthread_mutex_lock(&m);
    done = 1;
    pthread_cond_signal(&c);
    pthread_mutex_unlock(&m);
}

void *child(void *arg) {
    printf("child\n");
    thr_exit();
    return 0;
}

void thr_join() {
    pthread_mutex_lock(&m);
    while (done == 0)
        pthread_cond_wait(&c, &m);
    pthread_mutex_unlock(&m);
}

Two cases to consider

- Parent creates the child and continue running
  - Gets the lock, check if done and put itself to sleep
  - Child eventually runs, gets the lock, sets done and signals the parent
  - Parent returns from the wait with the lock held, unlocks it and is done
- If child runs first, sets done, signals (nobody is waiting) and returns; parent check child is done and returns

That while doesn’t seem strictly necessary, wouldn’t an if do … wait a bit
Non-working approaches

```c
void thr_exit() {
    pthread_mutex_lock(&m);
    pthread_cond_signal(&c);
    pthread_mutex_unlock(&m);
}

void thr_join() {
    pthread_mutex_lock(&m);
    pthread_cond_wait(&c);
    pthread_mutex_unlock(&m)
}

void thr_exit() {
    done = 1;
    pthread_cond_signal(&c);
}

void thr_join() {
    if (done == 0)
        pthread_cond_wait(&c);
}
```

**Do you need done?**

- If the child runs immediately, the signal will be lost
- Parent will go to sleep for ever

**Do you need that mutex?**

- What would happen if the parent is interrupted after checking ‘done’ but before going to sleep on wait?
- Child runs, signals nobody (parent is not there yet!) and ..
- When parent continues it goes to sleep, *for ever!*
Producer/consumer problem

- Producer-consumer problem, aka *bounded buffer*
  - Two or more processes & one shared, fixed-size buffer
  - Some put data times into a buffer, others one takes them out
  - E.g., Web server with producers taken orders and consumer threads processing them

```c
int buff[MAX];
int fill = 0;
int use = 0;
int count = 0;

void put(int value) {
    buff[fill] = value;
    fill = (fill + 1) % MAX;
    count++;
}

int get() {
    int tmp = buffer[use];
    use = (use + 1) & MAX;
    count--;
    return tmp;
}
```
Producer/consumer problem

- “Simple solution”
  - If buffer empty, producer goes to sleep to be awaken when the consumer has removed one or more items
  - Similarly for the consumer

```
cond_t cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        if (count == MAX)
            pthread_cond_wait(&cond, &mutex);
        put(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        if (count == 0)
            pthread_cond_wait(&cond, &mutex);
        int tmp = get(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}
```
A while for an if

```c
cond_t cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        if (count == MAX)
            pthread_cond_wait(&cond, &mutex);
        put(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        if (count == 0)
            pthread_cond_wait(&cond, &mutex);
        int tmp = get(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}
```

2 consumers/1 producer

- Consumer 1 tries to get item but finds buffer empty, signals producer
- Producer puts an item and signals this, moving C1 to ready queue
- Consumer 2 comes along and gets the one item
- Now C1 runs; just before returning from the wait it re-acquires the lock, returns and calls get to find an empty buffer!!
One condition variable is not enough

```c
cond_t cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        while (count == MAX)
            pthread_cond_wait(&cond, &mutex);
        put(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        while (count == 0)
            pthread_cond_wait(&cond, &mutex);
        int tmp = get(i);
        pthread_cond_signal(&cond);
        pthread_mutex_unlock(&mutex);
    }
}
```

2 consumers/1 producer and lets MAX = 1

- Both consumers try to get the item, find buffer empty and go to sleep
- Producer puts item, wakes up a consumer (1) and goes to sleep
- Consumer comes along and gets the one item and signals …
- but who? Both producer and Consumer 2 are sleeping
Finally a solution

```c
cond_t empty, fill;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        while (count == MAX)
            pthread_cond_wait(&empty, &mutex);
        put(i);
        pthread_cond_signal(&fill);
        pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        pthread_mutex_lock(&mutex);
        while (count == 0)
            pthread_cond_wait(&fill, &mutex);
        int tmp = get(i);
        pthread_cond_signal(&empty);
        pthread_mutex_unlock(&mutex);
    }
}
```

Simple solution – two condition variables

Producer waits on “empty” and signals “fill”

Consumers do the opposite – wait on “fill” and signal “empty”
Semaphores

- A synchronization primitive
- Higher level of abstraction than locks, also replacing condition variables
- Invented by Dijkstra in ‘68 as part of THE operating system
- Atomically manipulated by two operations
  
  ```c
  sem_wait(sem_t *sem) / P / down(sem)
  sem_post(sem_t *sem) / V / up(sem)
  ```

  - The initial value determine its behavior, so it must be first initialized
  
  ```c
  sem_init(sem_t *sem, int pshared, unsigned int value);
  ```

  Ignored this for now, basically shared by all threads of a process (0) or by processes through shared memory (!=0)
Blocking in semaphores

- Each semaphore has an associated queue of processes/threads
  - `sem_wait / P`
    - If sem was “available” (>0), decrement sem & let thread continue
    - If sem was “unavailable” (<=0), decrement it by 1, place thread on associated queue
- P – not really for *proberen* or *passeer* but for a made-up word *prolaag* – “try to reduce”

```c
int sem_wait(sem_t *s){
    wait in a queue of s until (s.value > 0);
    s.value--;
}
```

Atomic action
Semaphores

... 

- **sem_post / V**
  - If thread(s) are waiting on the queue, unblock one
  - If no threads are waiting, increment sem
    - The signal is “remembered” for next time up(sem) is called
  - Might as well let the “up-ing” thread continue execution

- **V – verhogen – increase in Dutch**

```c
int sem_post(sem_t *s) {
    s.value++;
    if there are 1+ threads waiting
        wake one thread up;
}
```

Atomic action
Binary semaphores - locks

```c
sem_t m;
sem_init(&m, 0, 1);

sem_wait(&m);
/* critical section */
sem_post(&m);
```

Why 1?
Look at the definition of wait and post

```c
int sem_wait(sem_t *s) {
    wait in a queue of s until (s.value > 0);
    s.value--;
}
```

```c
int sem_post(sem_t *s) {
    s.value++;
    if there are 1+ threads waiting
        wake one thread up;
}
```

So, if m = 1 the first thread will go in and decrement its value, the following thread will wait ... until the thread inside increments it inside post
Semaphores as condition variables

- Waiting on a condition, as when parent waits for child to terminate

```c
sem_t s;

void *child(void *arg) {
    printf("child\n");
    sem_post(&s);
    return NULL;
}

int main(int argc, char*argv[]) {
    sem_init(&s, 0, 0);
    printf("parent: begin\n");
    pthread_t c;
    pthread_create(&c, NULL, child, NULL);
    sem_wait(&s);
    printf("parent: end\n");
    return 0;
}
```

Why 0?

So, if \( m = 0 \) and parent runs, will wait until the child runs and sets value to 1; If child runs first, the value will be 1 and the parent will go on without waiting
Semaphores – Producer/consumer v1

sem_t empty;
sem_t full;
sem_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        sem_wait(&empty);
        put(i);
        sem_post(&full);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        sem_wait(&full);
        int tmp = get();
        sem_post(&empty);
    }
}

int main ...
...
sem_init(&empty, 0, MAX); /* MAX buffers are empty ... */
sem_init(&full, 0, 0); /* and 0 are full */
...

void put(int value) {
    buff[fill] = value;
    fill = (fill + 1) % MAX;
}

int get() {
    int tmp = buffer[use];
    use = (use + 1) & MAX;
    return tmp;
}
Semaphores – Producer/consumer

```c
sem_t empty;
sem_t full;
sem_t mutex;

void *producer(void *arg) {
  int i;
  for (i = 0; i < loops; i++) {
    sem_wait(&empty);
    sem_wait(&mutex);
    put(i);
    sem_post(&mutex);
    sem_post(&full);
  }
}

void *consumer(void *arg) {
  int i;
  for (i = 0; i < loops; i++) {
    sem_wait(&full);
    sem_wait(&mutex);
    int tmp = get();
    sem_post(&mutex);
    sem_post(&empty);
  }
}

int main ...
...
  sem_init(&empty, 0, MAX); /* MAX buffers are empty ... */
  sem_init(&full, 0, 0);   /* and 0 are full */
  sem_init(&mutex, 0, 1);  /* set to 1, it's a lock */
  ...
```

Protect the critical section

Protect the critical section
Watch for deadlocks

- Semaphores solves most synchronization problems
  - But, no control over their use, no guarantee of proper usage

  ```c
  void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
      sem_wait(&empty);
      sem_wait(&mutex);
      put(i);
      sem_post(&mutex);
      sem_post(&full);
    }
  }
  
  void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
      sem_wait(&mutex);
      sem_wait(&full);
      int tmp = get();
      sem_post(&empty);
      sem_post(&mutex);
    }
  }
  
  Minor change?
  ```

- Deadlock! Consumer holds the mutex and goes to sleep, to wait for the producer to put something
- Producer can’t put anything because consumer holds the lock!
Readers-writers problem

- The need for a more flexible type of lock, imagine a database or a simple linked list
  - Not problem with multiple readers allowed at once
  - Only one writer allowed at a time
    - If writers is in, nobody else is

```c
typedef struct _rwlock_t {
  sem_t lock;
  sem_t writelock;
  int readers;
} rwlock_t;

void rwlock_acquire_writelock(rwlock_t *rw) {
  sem_wait(&rw->writelock);
}

void rwlock_release_writelock(rwlock_t *rw) {
  sem_post(&rw->writelock);
}

void rwlock_acquire_readlock(rwlock_t *rw) {
  sem_wait(&rw->lock);
  rw->readers++;
  if (rw->readers == 1)
    sem_wait(&rw->writelock);
  sem_post(&rw->lock);
}

void rwlock_release_readlock(rwlock_t *rw) {
  sem_wait(&rw->lock);
  rw->readers--;
  if (rw->readers == 0)
    sem_post(&rw->writelock);
  sem_post(&rw->lock);
}
```

Simple, only a single writer allowed

First reader blocks the writer from entering

Last reader lets the writer in
Dining philosophers

- Another one by Dijkstra
- Philosophers eat/think
  - To eat, a philosopher needs 2 chopsticks
  - Picks one at a time
- *How to prevent deadlock and starvation*

```c
#define N 5

void philosopher(int i)
{
    while (TRUE) {
        think();
        take_chopstick(i);
        take_chopstick((i+1)%N);
        eat();
        put_chopstick(i);
        put_chopstick((i+1)%N);
    }
}
```

Nonsolution

Why not just protect all this with a mutex?

Now: Everybody takes the left chopstick!
Dining philosophers example

state[] – too keep track of philosopher’s state (eating, thinking, hungry)
s[] – array of semaphores, one per philosopher

```c
void philosopher(int i) {
    while(TRUE) {
        think();
        take_chopstick(i);
        eat();
        put_chopstick(i);
    }
}

void take_chopstick(int i) {
    sem_wait(&mutex);
    state[i] = HUNGRY;
    test(i);
    sem_post(&mutex);
    sem_wait(&s[i]);
}

void put_chopstick(int i) {
    sem_wait(&mutex);
    state[i] = THINKING;
    test(LEFT);
    test(RIGHT);
    sem_post(&mutex);
}

void test(int i) {
    if ((state[i] == hungry &&
        state[LEFT] != eating &&
        state[RIGHT] != eating) {
        state[i] = EATING;
        up(&s[i]);
    }
}
```
Issues with semaphores

- Solves most synchronization problems, but:
  - We have seen, no control over their use, no guarantee of proper usage (our deadlock example)
  - Also …
  - Semaphores are essentially shared global variables
    - Can be accessed from anywhere (bad software engineering)
  - No connection bet/ the semaphore & the data controlled by it
  - Used for both critical sections & for coordination (scheduling)
Monitors

- Monitors - higher level synchronization primitive
  - A programming language construct
    - Collection of procedures, variables and data structures
  - Monitor’s internal data structures are private

- Monitors and mutual exclusion
  - Only one process active at a time - how?
  - Synchronization code is added by the compiler (or the programmer using locks)

- To enforce sequences of events – Condition variables
  - Only accessed from within the monitor
  - Three operations – wait, signal & broadcast
Monitors

- **Wait**
  - Atomically releases the lock
  -Suspends execution of the calling thread, place it in the waiting queue
  -When the calling thread is re-enable, it requires the lock before returning from the wait

- A thread that waits “steps outside” the monitor (to the associated wait queue)

- A condition variable is memoryless, it has no internal state (the shared object defines its own); so, `wait` is not a counter – signal may get lost
Monitors

- **Signal**—Takes one waiting thread off the condition variable’s waiting queue and marks it as eligible to run
- **Broadcast**—Like signal but for all threads waiting

**What happen after the signal?**
- Hoare – process awakened run, the other one is suspended
- Brinch Hansen – process signaling must exit the monitor
- **Mesa** – *process signaling continues to run*

**As a programmer** – always check the condition after being woken! i.e., call within a loop

```c
while (predicateOnStateVar(…)) {
    wait(&lock);
}
```
Monitors and semaphores

- Clear similarities between the two – you can use one to implement the other
- A semaphore as a monitor

```java
monitor class Semaphore {
  int s;
  Semaphore(int value) {
    s = value;
  }
  void wait() {
    while (s <= 0)
      wait();
    s--;
  }
  void post() {
    s++;
    signal();
  }
};
```

Using it as a binary semaphore

```java
Semaphore s(1);

s.wait();
/* Critical section */
s.post();
```
Coming up

- Deadlocks
  How deadlock arise and what you can do about them