- [x] 1. Last time
- [x] 2. Condition variables, continued
- [x] 3. Monitors and standards
- [x] 4. Advice
- [ ] 5. Practice w/ concurrent programming
- [ ] 6. Implementation of locks: spinlocks, mutexes

} Mon.

---

2. CVs

A. Motivation: last time

B. API

&cv — Cond cv;

cond_init(Cond*, ...);

cond_wait(Cond* c, Mutex* m); *

atomically:
- releases mutex
- "sleeps," waiting] T1 runnable
- acquire

cond_signal(Cond* c, ...); *

cond_broadcast(Cond* c, ...); *

C. Important points

C. Important points

- ☐ Must use "while" not "if"

- ☐ Cond-wait() releases mutex and goes into waiting state in one function call; why? atomically

WRONG:

producer:

```
release(&m);
cond_wait(&cv);
acquire(&m);
```

consumer:

```
acquire();
  :
cond_signal();
```

lost signal!

signal delivered only if thread is waiting.

---

3. Monitors + standards

Monitor: one mutex + 1 or more CVs.

Mesa

```
M::f()
{
  _acquire(&mutex);
```

```
M::g()
{
  _acquire(&mutex);
```

release(&mutex);
}

CVs

~~semaphores~~

release(&mutex);
}

Java: ~~synchronized~~

Commandments — Mike D.

/ Rule: acq/release at beg/end of a method/function

/ Rule: hold lock/mutex when doing CV operations wait(), signal(), bcast().

Tony ~~Hoare~~

Brinch Hansen — semantics

WRONG

~~mutex.release()~~
~~cv.broadcast();~~

Can we replace signal() w/ broadcast()?
↳ Yes.

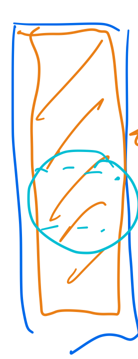
Rule: if you are in wait(), must be prepared to be restarted (i.e. woken) at any time NOT JUST when another thr calls signal()/broadcast();

Ex: memory allocator

T2 alloc(..)

T3 alloc(..)

while (not enough mem)
wait(&cv);



+1 alloc();

free(); bcast();

RULE: NEVER use this pattern:

```
if (something)
    wait()
```

ALWAYS:

```
while (something)
    wait();
```

CS 202, Spring 2021
Handout 4 (Class 5)

The handout from the last class gave examples of race conditions. The following panels demonstrate the use of concurrency primitives (mutexes, etc.). We are using concurrency primitives to eliminate race conditions (see items 1 and 2a) and improve scheduling (see item 2b).

1. Protecting the linked list......

```
        Mutex list_mutex;

        insert(int data) {
            List_elem* l = new List_elem;
            l->data = data;

            acquire(&list_mutex);

            l->next = head;
            head = l;

            release(&list_mutex);
        }
```

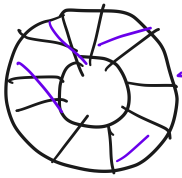

2. Producer/consumer revisited [also known as bounded buffer]

2a. Producer/consumer [bounded buffer] with mutexes

```
    Mutex mutex;

    void producer (void *ignored) {
        for (;;) {
            /* next line produces an item and puts it in nextProduced */
            nextProduced = means_of_production();

            acquire(&mutex);
            while (count == BUFFER_SIZE) {
               release(&mutex);
               yield(); /* or schedule() */
               acquire(&mutex);
            }

            buffer [in] = nextProduced;
            in = (in + 1) % BUFFER_SIZE;
            count++;
            release(&mutex);
        }
    }

    void consumer (void *ignored) {
        for (;;) {

            acquire(&mutex);
            while (count == 0) {
               release(&mutex);
               yield(); /* or schedule() */
               acquire(&mutex);
            }

            nextConsumed = buffer[out];
            out = (out + 1) % BUFFER_SIZE;
            count--;
            release(&mutex);

            /* next line abstractly consumes the item */
            consume_item(nextConsumed);
        }
    }
```

busy waiting

```
2b. Producer/consumer [bounded buffer] with mutexes and condition variables

     Mutex mutex;
     Cond nonempty;
     Cond nonfull;

     void producer (void *ignored) {
         for (;;) {
             /* next line produces an item and puts it in nextProduced */
             nextProduced = means_of_production();

             acquire(&mutex);
             while (count == BUFFER_SIZE)
                cond_wait(&nonfull, &mutex);

             buffer [in] = nextProduced;
             in = (in + 1) % BUFFER_SIZE;
             count++;
             cond_signal(&nonempty, &mutex);
             release(&mutex);
         }
     }

     void consumer (void *ignored) {
         for (;;) {

             acquire(&mutex);
             while (count == 0)
                cond_wait(&nonempty, &mutex);

             nextConsumed = buffer[out];
             out = (out + 1) % BUFFER_SIZE;
             count--;
             cond_signal(&nonfull, &mutex);
             release(&mutex);

             /* next line abstractly consumes the item */
             consume_item(nextConsumed);
         }
     }
```



2 producers

1 consumer

Question: why does cond_wait need to both release the mutex and sleep? Why not:

```
    while (count == BUFFER_SIZE)  {
        release(&mutex);
        cond_wait(&nonfull);
        acquire(&mutex);
    }
```

This doesn't follow the advice


```
2c.  Producer/consumer [bounded buffer] with semaphores

     Semaphore mutex(1);             /* mutex initialized to 1 */
     Semaphore empty(BUFFER_SIZE);   /* start with BUFFER_SIZE empty slots */
     Semaphore full(0);              /* 0 full slots */

     void producer (void *ignored) {
         for (;;) {
             /* next line produces an item and puts it in nextProduced */
             nextProduced = means_of_production();

            /*
             * next line diminishes the count of empty slots and
             * waits if there are no empty slots
             */
             sem_down(&empty);
             sem_down(&mutex);   /* get exclusive access */

             buffer [in] = nextProduced;
             in = (in + 1) % BUFFER_SIZE;

             sem_up(&mutex);
             sem_up(&full);   /* we just increased the # of full slots */
         }
     }

      void consumer (void *ignored) {
         for (;;) {

             /*
              * next line diminishes the count of full slots and
              * waits if there are no full slots
              */
             sem_down(&full);
             sem_down(&mutex);

             nextConsumed = buffer[out];
             out = (out + 1) % BUFFER_SIZE;

             sem_up(&mutex);
             sem_up(&empty);   /* one further empty slot */

             /* next line abstractly consumes the item */
             consume_item(nextConsumed);
         }
      }
```

Semaphores *can* (not always) lead to elegant solutions (notice that the code above is fewer lines than 2b) but they are much harder to use.

The fundamental issue is that semaphores make implicit (counts, conditions, etc.) what is probably best left explicit. Moreover, they *also* implement mutual exclusion.

For this reason, you should not use semaphores. This example is here mainly for completeness and so you know what a semaphore is. But do not code with them. Solutions that use semaphores in this course will receive no credit.

CS 202, Spring 2021
Handout 5 (Class 6)

The previous handout demonstrated the use of mutexes and condition variables. This handout demonstrates the use of monitors (which combine mutexes and condition variables).

1. The bounded buffer as a monitor

```
    // This is pseudocode that is inspired by C++.
    // Don't take it literally.

    class MyBuffer {
      public:
        MyBuffer();
        ~MyBuffer();
        void Enqueue(Item);
        Item = Dequeue();
      private:
        int count;
        int in;
        int out;
        Item buffer[BUFFER_SIZE];
        Mutex* mutex;
        Cond* nonempty;
        Cond* nonfull;
    }

    void
    MyBuffer::MyBuffer()
    {
        in = out = count = 0;
        mutex = new Mutex;
        nonempty = new Cond;
        nonfull = new Cond;
    }

    void
    MyBuffer::Enqueue(Item item)
    {
        mutex.acquire();
        while (count == BUFFER_SIZE)
            cond_wait(&nonfull, &mutex);

        buffer[in] = item;
        in = (in + 1) % BUFFER_SIZE;
        ++count;
        cond_signal(&nonempty, &mutex);
        mutex.release();
    }

    Item
    MyBuffer::Dequeue()
    {
        mutex.acquire();
        while (count == 0)
            cond_wait(&nonempty, &mutex);

        Item ret = buffer[out];
        out = (out + 1) % BUFFER_SIZE;
        --count;
        cond_signal(&nonfull, &mutex);
        mutex.release();
        return ret;
    }
```

object

Enq

Deq

inside obj.


```
int main(int, char**)
{
    MyBuffer buf;
    int dummy;
    tid1 = thread_create(producer, &buf);
    tid2 = thread_create(consumer, &buf);

    // never reach this point
    thread_join(tid1);
    thread_join(tid2);
    return -1;
}

void producer(void* buf)
{
    MyBuffer* sharedbuf = reinterpret_cast<MyBuffer*>(buf);
    for (;;) {
        /* next line produces an item and puts it in nextProduced */
        Item nextProduced = means_of_production();
        sharedbuf->Enqueue(nextProduced);
    }
}

void consumer(void* buf)
{
    MyBuffer* sharedbuf = reinterpret_cast<MyBuffer*>(buf);
    for (;;) {
        Item nextConsumed = sharedbuf->Dequeue();

        /* next line abstractly consumes the item */
        consume_item(nextConsumed);
    }
}
```

Key point: *Threads* (the producer and consumer) are separate from *shared object* (MyBuffer). The synchronization happens in the shared object.

while(1)

1. Getting started
1a. id units of concurrency.
1b. id shared chunks of state
1c. write in pcode the main loop of the thread

2. write down synch. constraints on the solution
- id kind: mutexclusion or scheduling
waits for consumer
waits for producer

2. This monitor is a model of a database with multiple readers and writers. The high-level goal here is (a) to give a writer exclusive access (a single active writer means there should be no other writers and no readers) while (b) allowing multiple readers. Like the previous example, this one is expressed in pseudocode.

```
    // assume that these variables are initialized in a constructor
    state variables:
        AR = 0;  // # active readers
        AW = 0;  // # active writers
        WR = 0;  // # waiting readers
        WW = 0;  // # waiting writers

        Condition okToRead = NIL;
        Condition okToWrite = NIL;
        Mutex mutex = FREE;

    Database::read() {
        startRead();  // first, check self into the system
        Access Data
        doneRead();   // check self out of system
    }

    Database::startRead() {
        acquire(&mutex);
        while((AW + WW) > 0){
            WR++;
            wait(&okToRead, &mutex);
            WR--;
        }
        AR++;
        release(&mutex);
    }

   Database::doneRead() {
        acquire(&mutex);
        AR--;
        if (AR == 0 && WW > 0) { // if no other readers still
          signal(&okToWrite, &mutex);   // active, wake up writer
        }
        release(&mutex);
    }

    Database::write(){  // symmetrical
        startWrite();  // check in
        Access Data
        doneWrite();  // check out
    }

    Database::startWrite() {
        acquire(&mutex);
        while ((AW + AR) > 0) { // check if safe to write.
                                // if any readers or writers, wait
            WW++;
            wait(&okToWrite, &mutex);
            WW--;
        }
        AW++;
        release(&mutex);
    }

    Database::doneWrite() {
        acquire(&mutex);
        AW--;
        if (WW > 0) {
            signal(&okToWrite, &mutex); // give priority to writers
        } else if (WR > 0) {
            broadcast(&okToRead, &mutex);
        }
        release(&mutex);
    }

    NOTE: what is the starvation problem here?
```


3. Shared locks

```
    struct sharedlock {
      int i;
      Mutex mutex;
      Cond c;
    };

    void AcquireExclusive (sharedlock *sl) {
      acquire(&sl->mutex);
      while (sl->i) {
        wait (&sl->c, &sl->mutex);
      }
      sl->i = -1;
      release(&sl->mutex);
    }

    void AcquireShared (sharedlock *sl) {
      acquire(&sl->mutex);
      while (sl->i < 0) {
        wait (&sl->c, &sl->mutex);
      }
      sl->i++;
      release(&sl->mutex);
    }

    void ReleaseShared (sharedlock *sl) {
      acquire(&sl->mutex);
      if (!--sl->i)
        signal (&sl->c, &sl->mutex);
      release(&sl->mutex);
    }

    void ReleaseExclusive (sharedlock *sl) {
      acquire(&sl->mutex);
      sl->i = 0;
      broadcast (&sl->c, &sl->mutex);
      release(&sl->mutex);
    }
```

QUESTIONS:

A. There is a starvation problem here. What is it? (Readers can keep writers out if there is a steady stream of readers.)

B. How could you use these shared locks to write a cleaner version of the code in the prior item? (Though note that the starvation properties would be different.)

```
Implementation of spinlocks and mutexes

1. Here is a BROKEN spinlock implementation:

        struct Spinlock {
          int locked;
        }

        void acquire(Spinlock *lock) {
          while (1) {
            if (lock->locked == 0) { // A
              lock->locked = 1;      // B
              break;
            }
          }
        }

        void release (Spinlock *lock) {
          lock->locked = 0;
        }

        What's the problem? Two acquire()s on the same lock on different
        CPUs might both execute line A, and then both execute B. Then
        both will think they have acquired the lock. Both will proceed.
        That doesn't provide mutual exclusion.
```



```
2. Correct spinlock implementation

    Relies on atomic hardware instruction. For example, on the x86-64,
        doing
                "xchg addr, %rax"
        does the following:

        (i)   freeze all CPUs' memory activity for address addr
        (ii)  temp <-- *addr
        (iii) *addr <-- %rax
        (iv)  %rax <-- temp
        (v)   un-freeze memory activity

    /* pseudocode */
    int xchg_val(addr, value) {
        %rax = value;
        xchg (*addr), %rax
    }

    /* bare-bones version of acquire */
    void acquire (Spinlock *lock) {
      pushcli();    /* what does this do? */
      while (1) {
        if (xchg_val(&lock->locked, 1) == 0)
          break;
      }
    }

    void release(Spinlock *lock){
       xchg_val(&lock->locked, 0);
       popcli();    /* what does this do? */
    }


    /* optimization in acquire; call xchg_val() less frequently */
    void acquire(Spinlock* lock) {
        pushcli();
        while (xchg_val(&lock->locked, 1) == 1) {
            while (lock->locked) ;
        }
    }

    The above is called a *spinlock* because acquire() spins. The
    bare-bones version is called a "test-and-set (TAS) spinlock"; the
    other is called a "test-and-test-and-set spinlock".

    The spinlock above is great for some things, not so great for
    others. The main problem is that it *busy waits*: it spins,
    chewing up CPU cycles. Sometimes this is what we want (e.g., if
    the cost of going to sleep is greater than the cost of spinning
    for a few cycles waiting for another thread or process to
    relinquish the spinlock). But sometimes this is not at all what we
    want (e.g., if the lock would be held for a while: in those
    cases, the CPU waiting for the lock would waste cycles spinning
    instead of running some other thread or process).

    NOTE: the spinlocks presented here can introduce performance issues
    when there is a lot of contention. (This happens even if the
    programmer is using spinlocks correctly.) The performance issues
    result from cross-talk among CPUs (which undermines caching and
    generates traffic on the memory bus). If we have time later, we will
    study a remediation of this issue (search the Web for "MCS locks").

    ANOTHER NOTE: In everyday application-level programming, spinlocks
    will not be something you use (use mutexes instead). But you should
    know what these are for technical literacy, and to see where the
    mutual exclusion is truly enforced on modern hardware.
```

```
3. Mutex implementation

    The intent of a mutex is to avoid busy waiting: if the lock is not
    available, the locking thread is put to sleep, and tracked by a
    queue in the mutex. The next page has an implementation.
```



```c
1  #include <sys/queue.h>
2  
3  typedef struct thread {
4      // ... Entries elided.
5      STAILQ_ENTRY(thread_t) qlink; // Tail queue entry.
6  } thread_t;
7  
8  struct Mutex {
9      // Current owner, or 0 when mutex is not held.
10     thread_t *owner;
11 
12     // List of threads waiting on mutex
13     STAILQ(thread_t) waiters;
14 
15     // A lock protecting the internals of the mutex.
16     Spinlock splock;   // as in item 1, above
17 };
18 
19 void mutex_acquire(struct Mutex *m) {
20 
21     acquire(&m->splock);
22 
23     // Check if the mutex is held; if not, current thread gets mutex and returns
24     if (m->owner == 0) {
25         m->owner = id_of_this_thread;
26         release(&m->splock);
27     } else {
28         // Add thread to waiters.
29         STAILQ_INSERT_TAIL(&m->waiters, id_of_this_thread, qlink);
30 
31         // Tell the scheduler to add current thread to the list
32         // of blocked threads. The scheduler needs to be careful
33         // when a corresponding sched_wakeup call is executed to
34         // make sure that it treats running threads correctly.
35         sched_mark_blocked(&id_of_this_thread);
36 
37         // Unlock spinlock.
38         release(&m->splock);
39 
40         // Stop executing until woken.
41         sched_swtch();
42 
43         // When we get to this line, we are guaranteed to hold the mutex. This
44         // is because we can get here only if context-switched-TO, which itself
45         // can happen only if this thread is removed from the waiting queue,
46         // marked "unblocked",/ and set to be the owner (in mutex_release()
47         // below). However, we might actually have held the mutex in lines 39-42

48         // (if we were context-switched out after the spinlock release(),
49         // followed by being run as a result of another thread's release of the
50         // mutex). But if that happens, it just means that we are
51         // context-switched out an "extra" time before proceeding.
52     }
53 }
54 
55 void mutex_release(struct Mutex *m) {
56     // Acquire the spinlock in order to make changes.
57     acquire(&m->splock);
58 
59     // Assert that the current thread actually owns the mutex
60     assert(m->owner == id_of_this_thread);
61 
62     // Check if anyone is waiting.
63     m->owner = STAILQ_GET_HEAD(&m->waiters);
64 
65     // If so, wake them up.
66     if (m->owner) {
67         sched_wakeone(&m->owner);
68         STAILQ_REMOVE_HEAD(&m->waiters, qlink);
69     }
70 
71     // Release the internal spinlock
72     release(&m->splock);
```

```
}
```