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handout05.txt

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1 CS 202, Fall 2024
2 Handout 5 (Class 6)
3
4 The previous handout demonstrated the use of mutexes and condition
5 variables. This handout demonstrates the use of monitors (which combine
6 mutexes and condition variables).
7
8 1. The bounded buffer as a monitor
9
10 // This is pseudocode that is inspired by C++.
11 // Don't take it literally.
12
13 class MyBuffer {
14     public:
15         MyBuffer();
16         ~MyBuffer();
17         void Enqueue(Item);
18         Item = Dequeue();
19     private:
20         int count;
21         int in;
22         int out;
23         Item buffer[BUFFER_SIZE];
24         Mutex* mutex;
25         Cond* nonempty;
26         Cond* nonfull;
27 };
28
29 void
30 MyBuffer::MyBuffer()
31 {
32     in = out = count = 0;
33     mutex = new Mutex;
34     nonempty = new Cond;
35     nonfull = new Cond;
36 }
37
38 void
39 MyBuffer::Enqueue(Item item)
40 {
41     mutex.acquire();
42     while (count == BUFFER_SIZE)
43         cond_wait(&nonfull, &mutex);
44
45     buffer[in] = item;
46     in = (in + 1) % BUFFER_SIZE;
47     ++count;
48     cond_signal(&nonempty, &mutex);
49     mutex.release();
50 }
51
52 Item
53 MyBuffer::Dequeue()
54 {
55     mutex.acquire();
56     while (count == 0)
57         cond_wait(&nonempty, &mutex);
58
59     Item ret = buffer[out];
60     out = (out + 1) % BUFFER_SIZE;
61     --count;
62     cond_signal(&nonfull, &mutex);
63     mutex.release();
64     return ret;
65 }
66

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67
68 int main(int, char**)
69 {
70     MyBuffer buf;
71     int dummy;
72     tid1 = thread_create(producer, &buf);
73     tid2 = thread_create(consumer, &buf);
74
75     // never reach this point
76     thread_join(tid1);
77     thread_join(tid2);
78     return -1;
79 }
80
81 void producer(void* buf)
82 {
83     MyBuffer* sharedbuf = reinterpret_cast<MyBuffer*>(buf);
84     for (;;) {
85         /* next line produces an item and puts it in nextProduced */
86         Item nextProduced = means_of_production();
87         sharedbuf->Enqueue(nextProduced);
88     }
89 }
90
91 void consumer(void* buf)
92 {
93     MyBuffer* sharedbuf = reinterpret_cast<MyBuffer*>(buf);
94     for (;;) {
95         Item nextConsumed = sharedbuf->Dequeue();
96
97         /* next line abstractly consumes the item */
98         consume_item(nextConsumed);
99     }
100 }
101
102 Key point: *Threads* (the producer and consumer) are separate from
103 *shared object* (MyBuffer). The synchronization happens in the
104 shared object.
105

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

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111 // assume that these variables are initialized in a constructor
112 state variables:
113 AR = 0; // # active readers
114 AW = 0; // # active writers
115 WR = 0; // # waiting readers
116 WW = 0; // # waiting writers
117
118 Condition okToRead = NIL;
119 Condition okToWrite = NIL;
120 Mutex mutex = FREE;
121
122 Database::read() {
123   startRead(); // first, check self into the system
124   Access Data
125   doneRead(); // check self out of system
126 }
127
128 Database::startRead() {
129   acquire(&mutex);
130   while((AW + WW) > 0){
131     WR++;
132     wait(&okToRead, &mutex);
133     WR--;
134   }
135   AR++;
136   release(&mutex);
137 }
138
139 Database::doneRead() {
140   acquire(&mutex);
141   AR--;
142   if (AR == 0 && WW > 0) { // if no other readers still
143     signal(&okToWrite, &mutex); // active, wake up writer
144   }
145   release(&mutex);
146 }
147
148 Database::write(){ // symmetrical
149   startWrite(); // check in
150   Access Data
151   doneWrite(); // check out
152 }
153
154 Database::startWrite() {
155   acquire(&mutex);
156   while ((AW + AR) > 0) { // check if safe to write.
157     // if any readers or writers, wait
158     WW++;
159     wait(&okToWrite, &mutex);
160     WW--;
161   }
162   AW++;
163   release(&mutex);
164 }
165
166 Database::doneWrite() {
167   acquire(&mutex);
168   AW--;
169   if (WW > 0) {
170     signal(&okToWrite, &mutex); // give priority to writers
171   } else if (WR > 0) {
172     broadcast(&okToRead, &mutex);
173   }
174   release(&mutex);
175 }
176
177
178 NOTE: what is the starvation problem here?

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179
180 3. Shared locks
181
182 struct sharedlock {
183   int i;
184   Mutex mutex;
185   Cond c;
186 };
187
188 void AcquireExclusive (sharedlock *sl) {
189   acquire(&sl->mutex);
190   while (sl->i) {
191     wait (&sl->c, &sl->mutex);
192   }
193   sl->i = -1;
194   release(&sl->mutex);
195 }
196
197 void AcquireShared (sharedlock *sl) {
198   acquire(&sl->mutex);
199   while (sl->i < 0) {
200     wait (&sl->c, &sl->mutex);
201   }
202   sl->i++;
203   release(&sl->mutex);
204 }
205
206 void ReleaseShared (sharedlock *sl) {
207   acquire(&sl->mutex);
208   if (!--sl->i)
209     signal (&sl->c, &sl->mutex);
210   release(&sl->mutex);
211 }
212
213 void ReleaseExclusive (sharedlock *sl) {
214   acquire(&sl->mutex);
215   sl->i = 0;
216   broadcast (&sl->c, &sl->mutex);
217   release(&sl->mutex);
218 }
219
220 QUESTIONS:
221 A. There is a starvation problem here. What is it? (Readers can keep
222   writers out if there is a steady stream of readers.)
223 B. How could you use these shared locks to write a cleaner version
224   of the code in the prior item? (Though note that the starvation
225   properties would be different.)

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