CS162
Operating Systems and Systems Programming
Lecture 5

Concurrency and Mutual Exclusion

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http://cs162.eecs.Berkeley.edu

Acknowledgments: Lecture slides are from the Operating Systems course taught by John Kubiatowicz at Berkeley, with few minor updates/changes*. When slides are obtained from other sources, a reference will be noted on the bottom of that slide, in which case a full list of references is provided on the last slide.*

Recall: Fork, Wait, and (optional) Exec

```
cpid = fork();
if (cpid > 0) {                      // Parent Process
  mypid = getpid();
  printf("[%d] parent of [%d]\n", mypid, cpid);
  tcpid = wait(&status);
  printf("[%d] bye %d\n", mypid, tcpid);
} else if (cpid == 0) {              // Child Process
  mypid = getpid();
  printf("[%d] child\n", mypid);
  execl(filename,(char *)0);   // Opt: start new program
} else { // Error! }
```

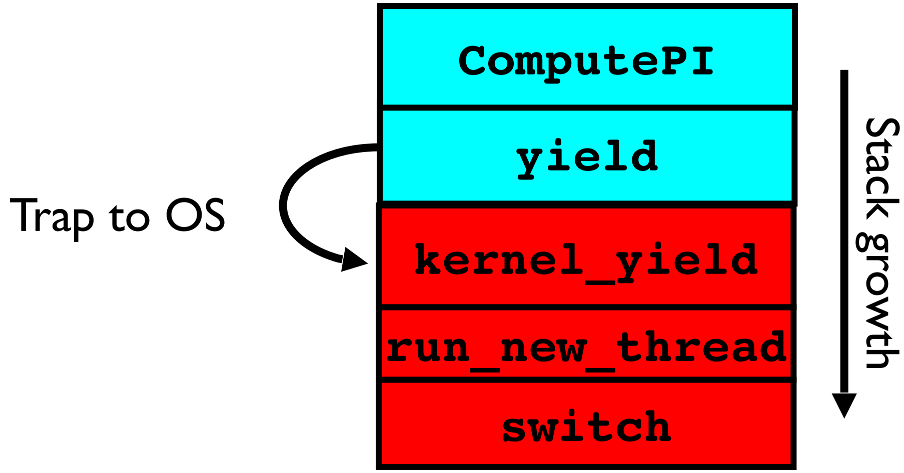
- Return value from Fork: integer
  - When > 0: return value is pid of new child (Running in Parent)
  - When = 0: Running in new Child process
  - When < 0: Error! Must handle somehow
- Wait() system call: wait for next child to exit
  - Return value is PID of terminating child
  - Argument is pointer to integer variable to hold exit status
- Exec() family of calls: replace process with new executable

Recall: Internal Events

- Blocking on I/O
  - The act of requesting I/O implicitly yields the CPU
- Waiting on a "signal" from other thread
  - Thread asks to wait and thus yields the CPU
- Thread executes a **`yield()`**
  - Thread volunteers to give up CPU

```
computePI() {
    while(TRUE) {
        ComputeNextDigit();
        yield();
    }
}
```

Recall: Stack for Yielding Thread



- How do we run a new thread?

```
run_new_thread() {
   newThread = PickNewThread();
   switch(curThread, newThread);
   ThreadHouseKeeping(); /* Do any cleanup */
}
```

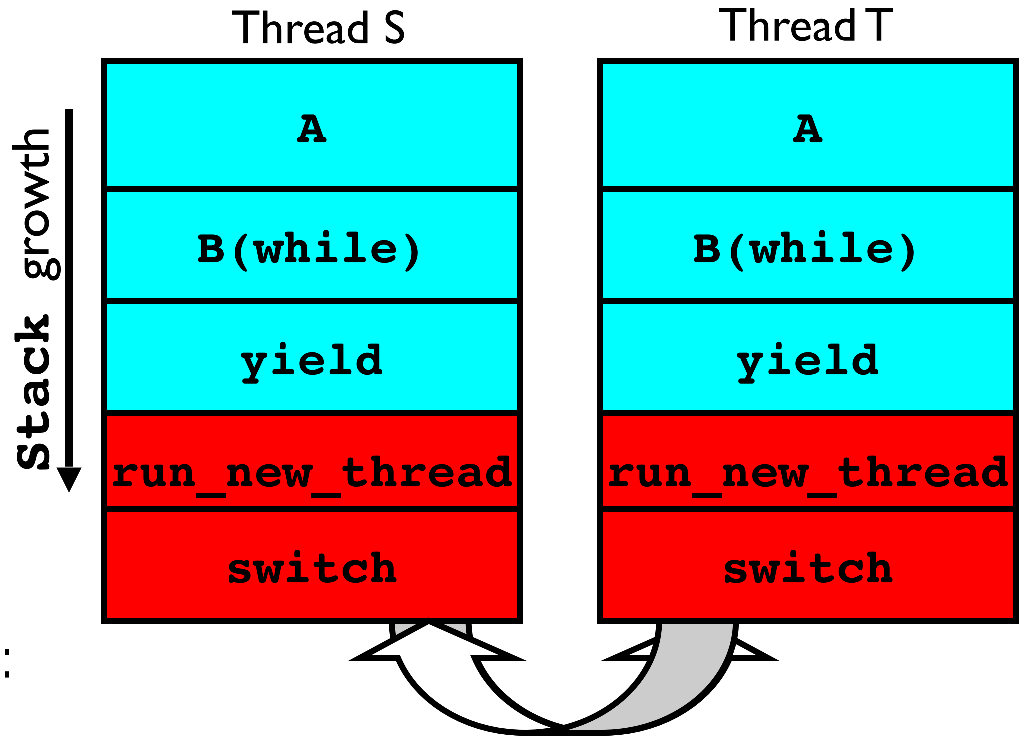
- How does dispatcher switch to a new thread?
  - Save anything next thread may trash: PC, regs, stack pointer
  - Maintain isolation for each thread

Recall: Multithreaded Stack Switching

- Consider the following code blocks:

```
proc A() {
    B();
}
proc B() {
    while(TRUE) {
        yield();
    }
}
```

- Suppose we have 2 threads:
  – Threads S and T

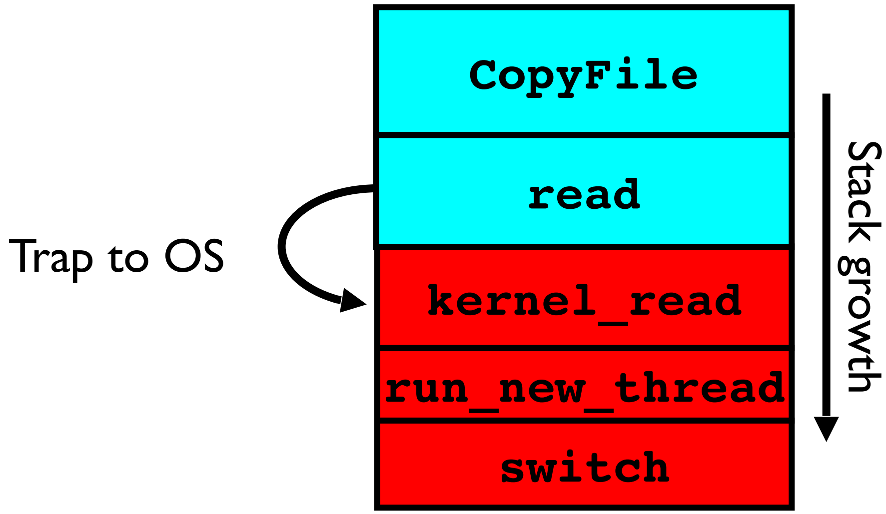


Thread S's switch returns to Thread T's (and vice versa)

Goals for Today

- Finish discussion of Threads
- Concurrency and need for Synchronization Operations
- Basic Synchronization through Locks
- Initial Lock Implementations

What happens when thread blocks on I/O?



- What happens when a thread requests a block of data from the file system?
  - User code invokes a system call
  - Read operation is initiated
  - Run new thread/switch
- Thread communication similar
  - Wait for Signal/Join
  - Networking

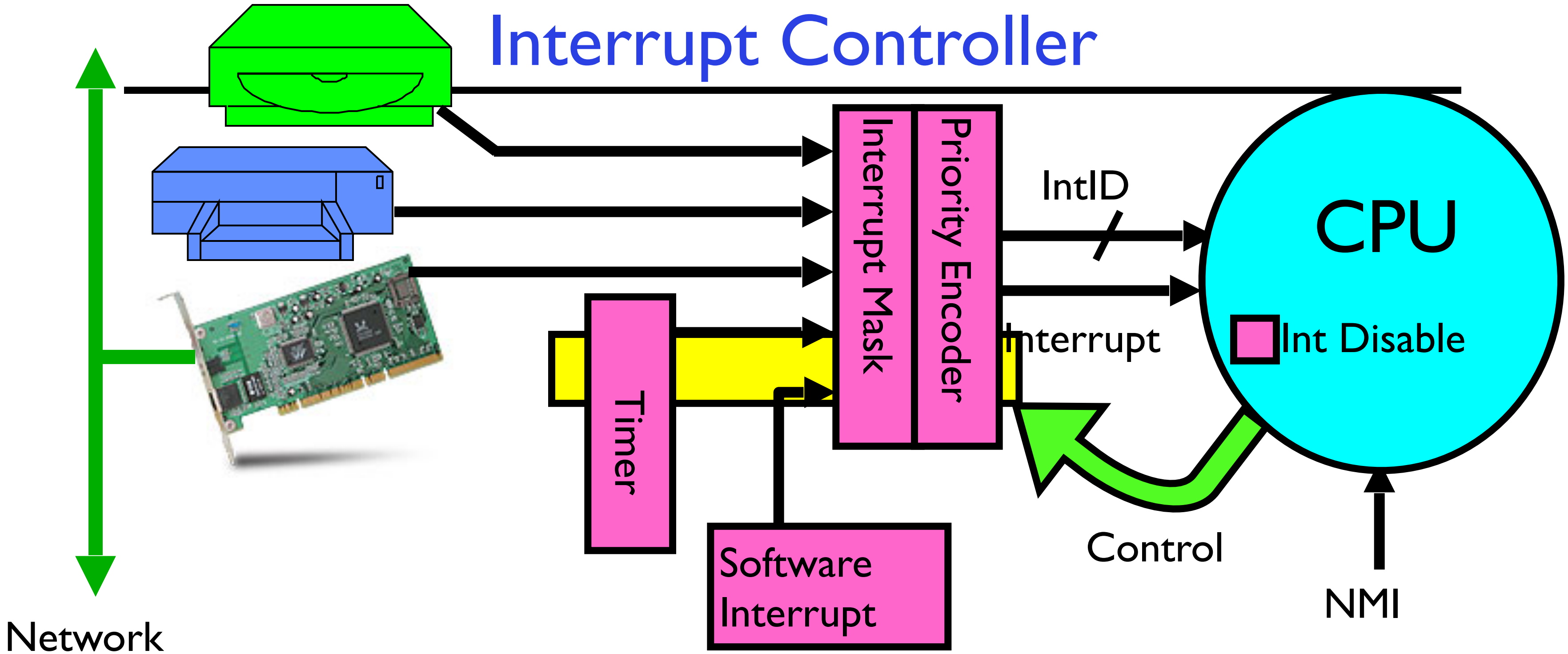
External Events

- What happens if thread never does any I/O, never waits, and never yields control?
  - Could the `ComputePI` program grab all resources and never release the processor?
    - » What if it didn't print to console?
  - Must find way that dispatcher can regain control!

- Answer: utilize external events
  - Interrupts: signals from hardware or software that stop the running code and jump to kernel
  - Timer: like an alarm clock that goes off every some milliseconds

- If we make sure that external events occur frequently enough, can ensure dispatcher runs

Interrupt Controller



- Interrupts invoked with interrupt lines from devices
- Interrupt controller chooses interrupt request to honor
  – Interrupt identity specified with ID line
  – Mask enables/disables interrupts
  – Priority encoder picks highest enabled interrupt
  – Software Interrupt Set/Cleared by Software
- CPU can disable all interrupts with internal flag
- Non-Maskable Interrupt line (NMI) can't be disabled

Example: Network Interrupt

External Interrupt

```
        ...
add     $r1,$r2,$r3
subi    $r4,$r1,#4
slli    $r4,$r4,#2
        ...
```

Pipeline Flush

```
        ...
lw      $r2,0($r4)
lw      $r3,4($r4)
add     $r2,$r2,$r3
sw      8($r4),$r2
        ...
```

PC saved
Disable All Ints
Kernel Mode

Restore PC
Enable all Ints
User Mode

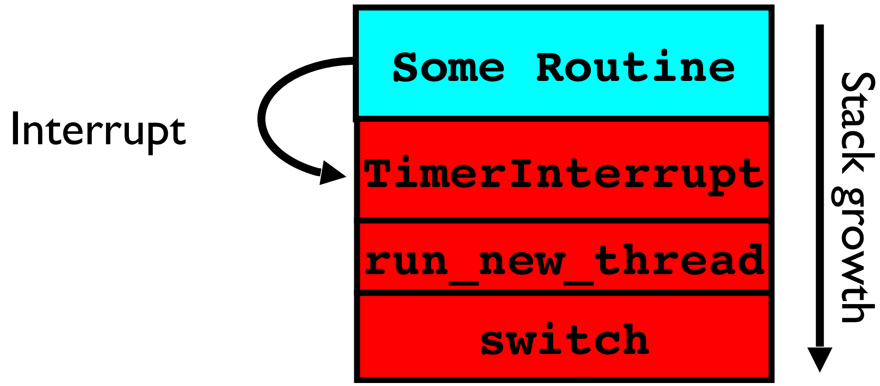
"Interrupt Handler"

```
Raise priority
    (set mask)
Reenable All Ints
Save registers
Dispatch to Handler
    ...
Transfer Network
Packet        from
hardware
to Kernel Buffers
    ...
Restore registers
Clear current Int
Disable All Ints
Restore priority
    (clear Mask)
RTI
```

- An interrupt is a hardware-invoked context switch
  - No separate step to choose what to run next
  - Always run the interrupt handler immediately

Use of Timer Interrupt to Return Control

- Solution to our dispatcher problem
  – Use the timer interrupt to force scheduling decisions



- Timer Interrupt routine:

```
TimerInterrupt() {
    DoPeriodicHouseKeeping();
    run_new_thread();
}
```

Hardware context switch support in x86

- Syscall/Intr (U → K)
  - PL 3 → 0;
  - TSS ← EFLAGS, CS:EIP;
  - SS:SP ← k-thread stack (TSS PL 0);
  - push (old) SS:ESP onto (new) k-stack
  - push (old) eflags, cs:eip, <err>
  - CS:EIP ← <k target handler>
- Then
  - *Handler then saves other regs, etc*
  - *Does all its works, possibly choosing other threads, changing PTBR (CR3)*
  - kernel thread has set up user GPRs
- iret (K → U)
  - PL 0 → 3;
  - Eflags, CS:EIP ← popped off k-stack
  - SS:SP ← user thread stack (TSS PL 3);

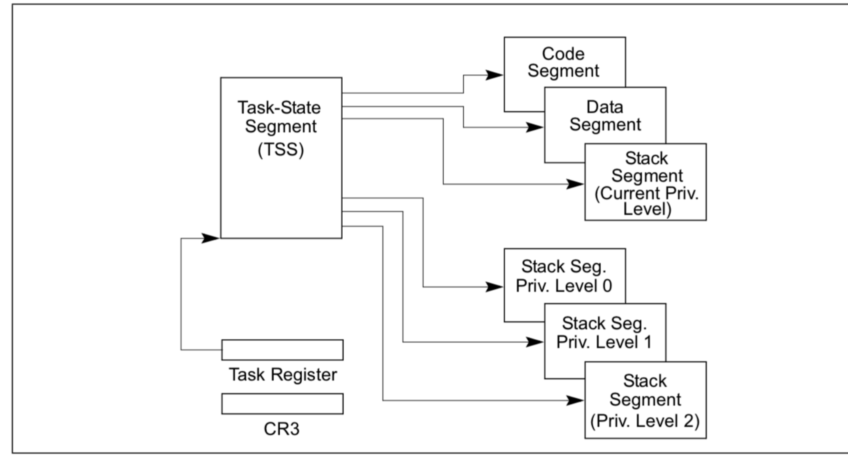
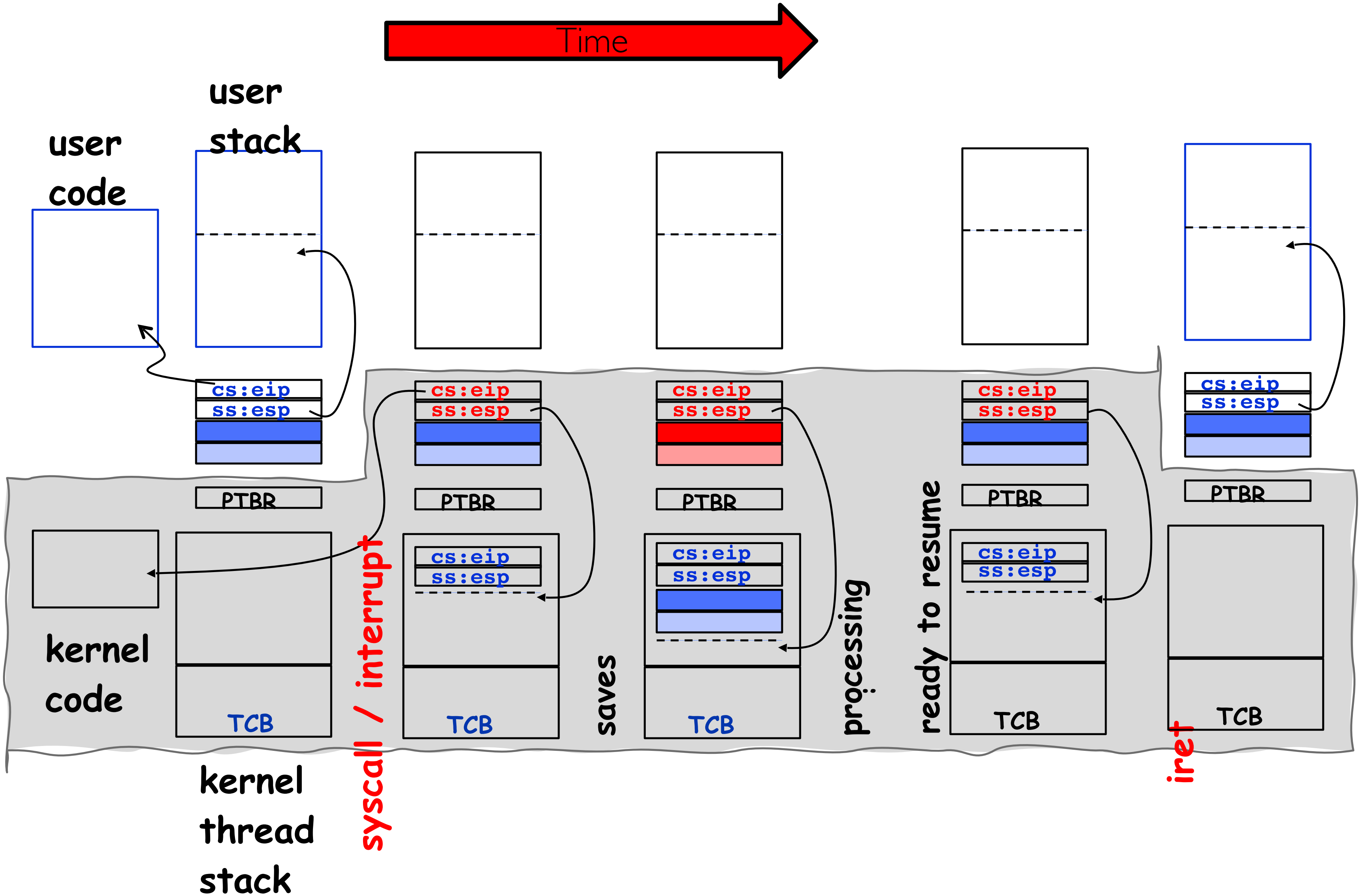


Figure 7-1. Structure of a Task

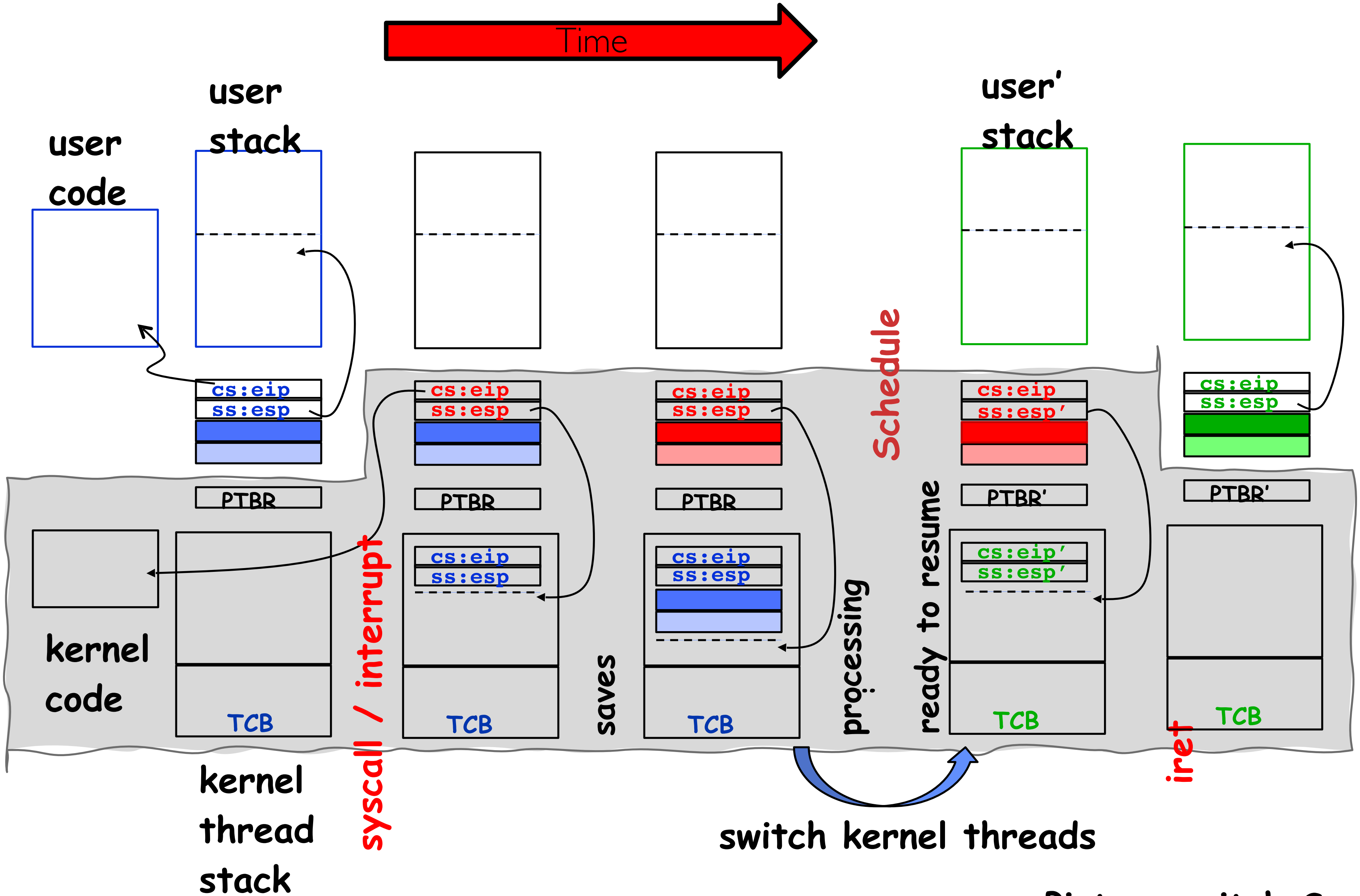
pg 2,942 of 4,922 of x86 reference manual

Pintos: tss.c, intr-stubs.S

Pintos: Kernel Crossing on Syscall or Interrupt



Pintos: Context Switch – Scheduling



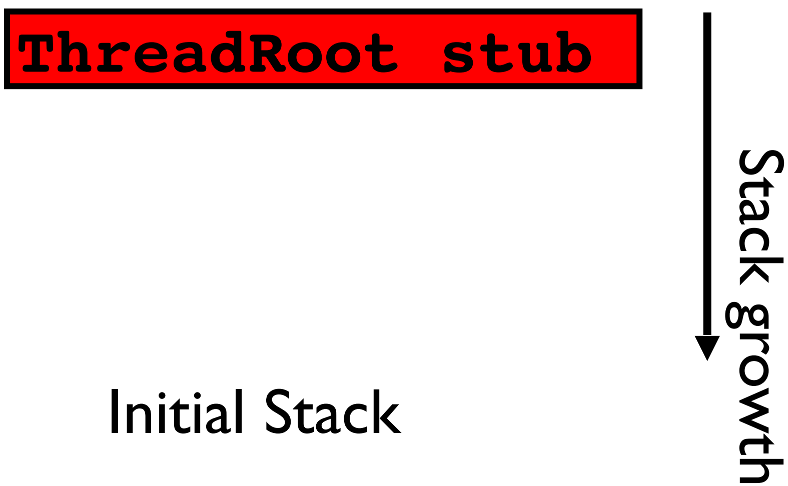
Pintos: switch.S

`ThreadFork()`: Create a New Thread

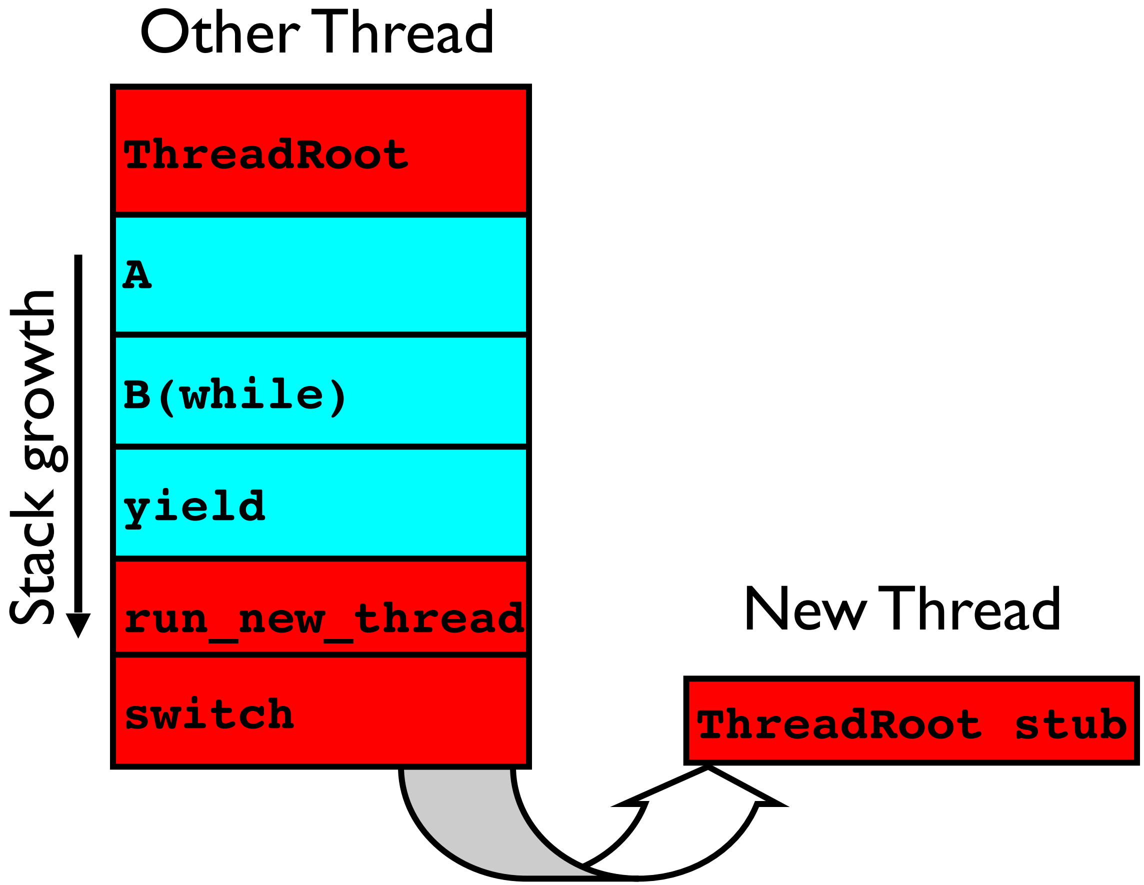
- **`ThreadFork()`** is a user-level procedure that creates a new thread and places it on ready queue
- Arguments to **`ThreadFork()`**
  - Pointer to application routine (**`fcnPtr`**)
  - Pointer to array of arguments (**`fcnArgPtr`**)
  - Size of stack to allocate
- Implementation
  - Sanity check arguments
  - Enter Kernel-mode and Sanity Check arguments again
  - Allocate new Stack and TCB
  - Initialize TCB and place on ready list (Runnable)

How do we initialize TCB and Stack?

- Initialize Register fields of TCB
  - Stack pointer made to point at stack
  - PC return address ⇒ OS (asm) routine `ThreadRoot()`
  - Two arg registers (say rdi and rsi for x86) initialized to `fcnPtr` and `fcnArgPtr`, respectively
- Initialize stack data?
  - No. Important part of stack frame is in registers (ra)
  - Think of stack frame as just before body of `ThreadRoot()` really gets started

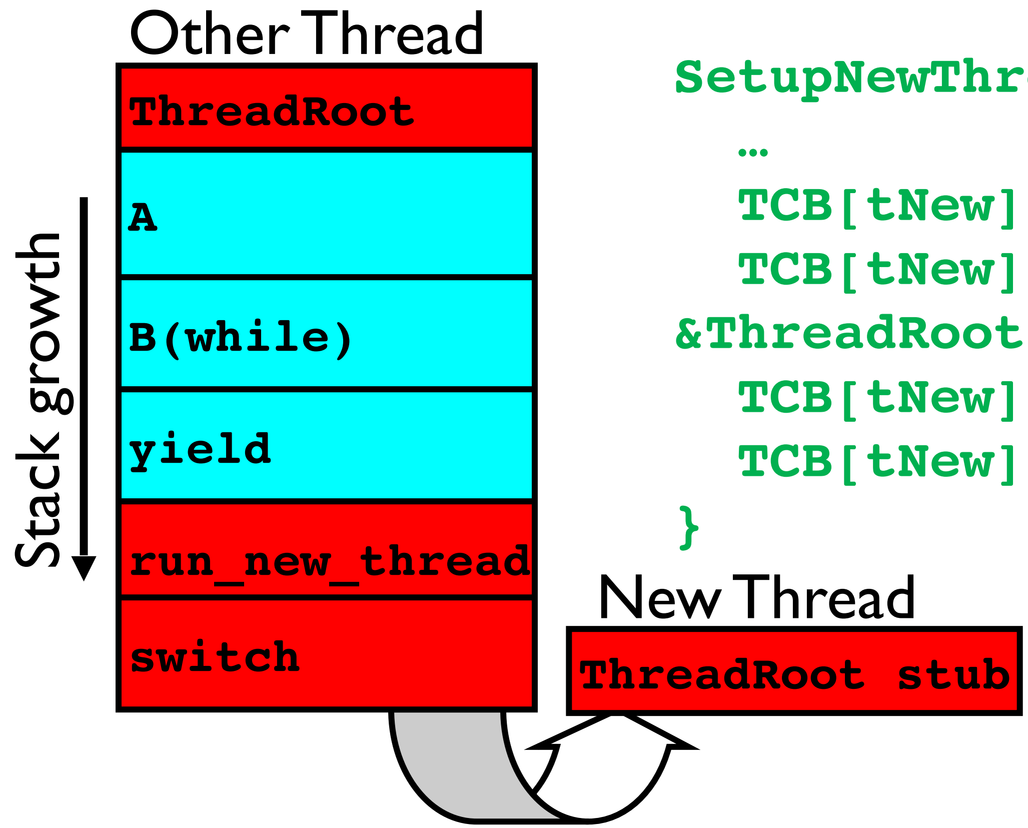


How does Thread get started?



- Need to construct a new kernel thread that is ready to run when switch goes to it
- Note that switch doesn't know any difference between new or preexisting thread!

How does a thread get started?



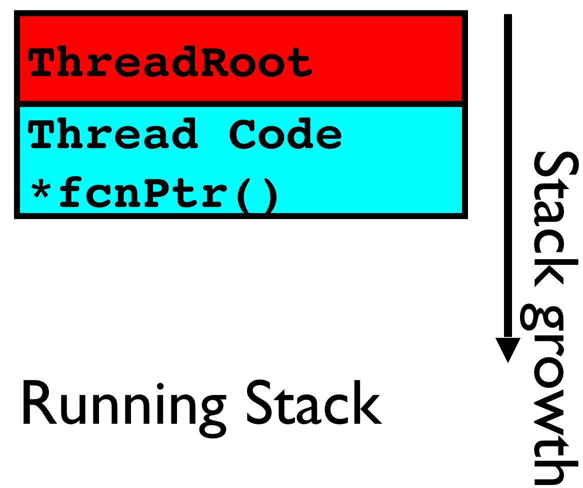

```
SetupNewThread(tNew) {
  …
  TCB[tNew].regs.sp = newStackPtr;
  TCB[tNew].regs.retpc = 
&ThreadRoot;
  TCB[tNew].regs.r0 = fcnPtr
  TCB[tNew].regs.r1 = fcnArgPtr
}
```

- How do we make a *new* thread?
  - Setup TCB/kernel thread to point at new user stack and ThreadRoot code
  - Put pointers to start function and args in registers
  - This depends heavily on the calling convention (i.e. RISC-V vs x86)
- Eventually, `run_new_thread()` will select this TCB and return into beginning of `ThreadRoot()`
  - This really starts the new thread

What does ThreadRoot() look like?

- **ThreadRoot()** is the root for the thread routine:

```
ThreadRoot(fcnPTR,fcnArgPtr) {
    DoStartupHousekeeping();
    UserModeSwitch(); /* enter user mode */
    Call fcnPtr(fcnArgPtr);
    ThreadFinish();
}
```



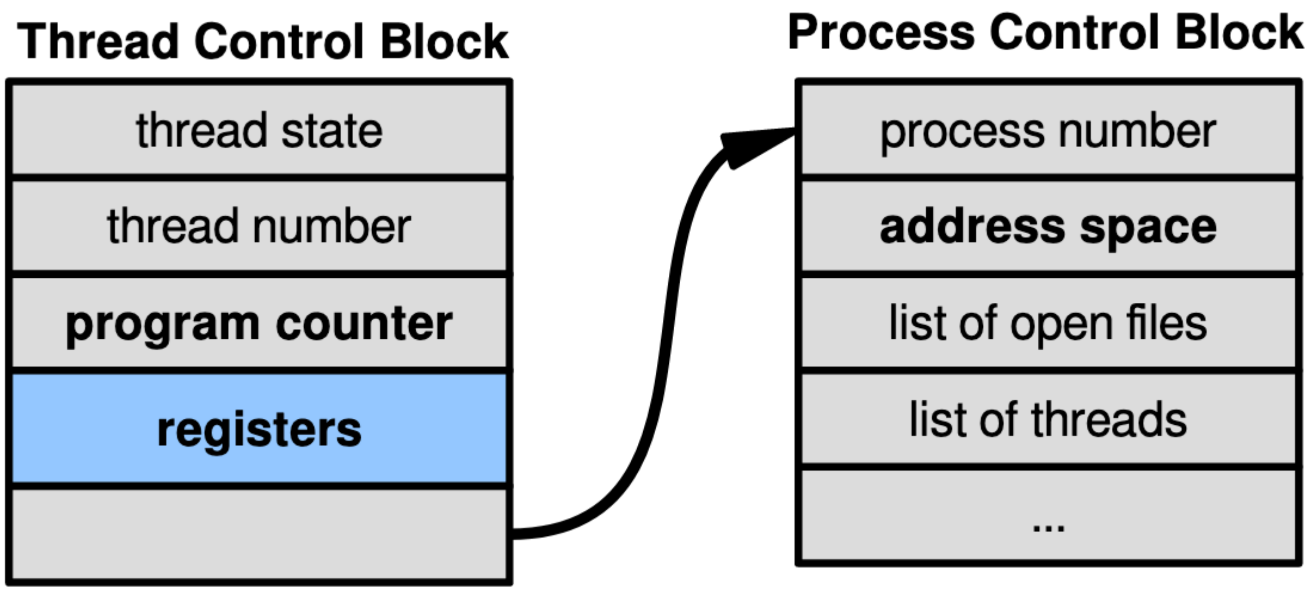
- Startup Housekeeping
  - Includes things like recording start time of thread
  - Other statistics
- Stack will grow and shrink with execution of thread
- Final return from thread returns into `ThreadRoot()` which calls `ThreadFinish()`
  - `ThreadFinish()` wake up sleeping threads

Administrivia

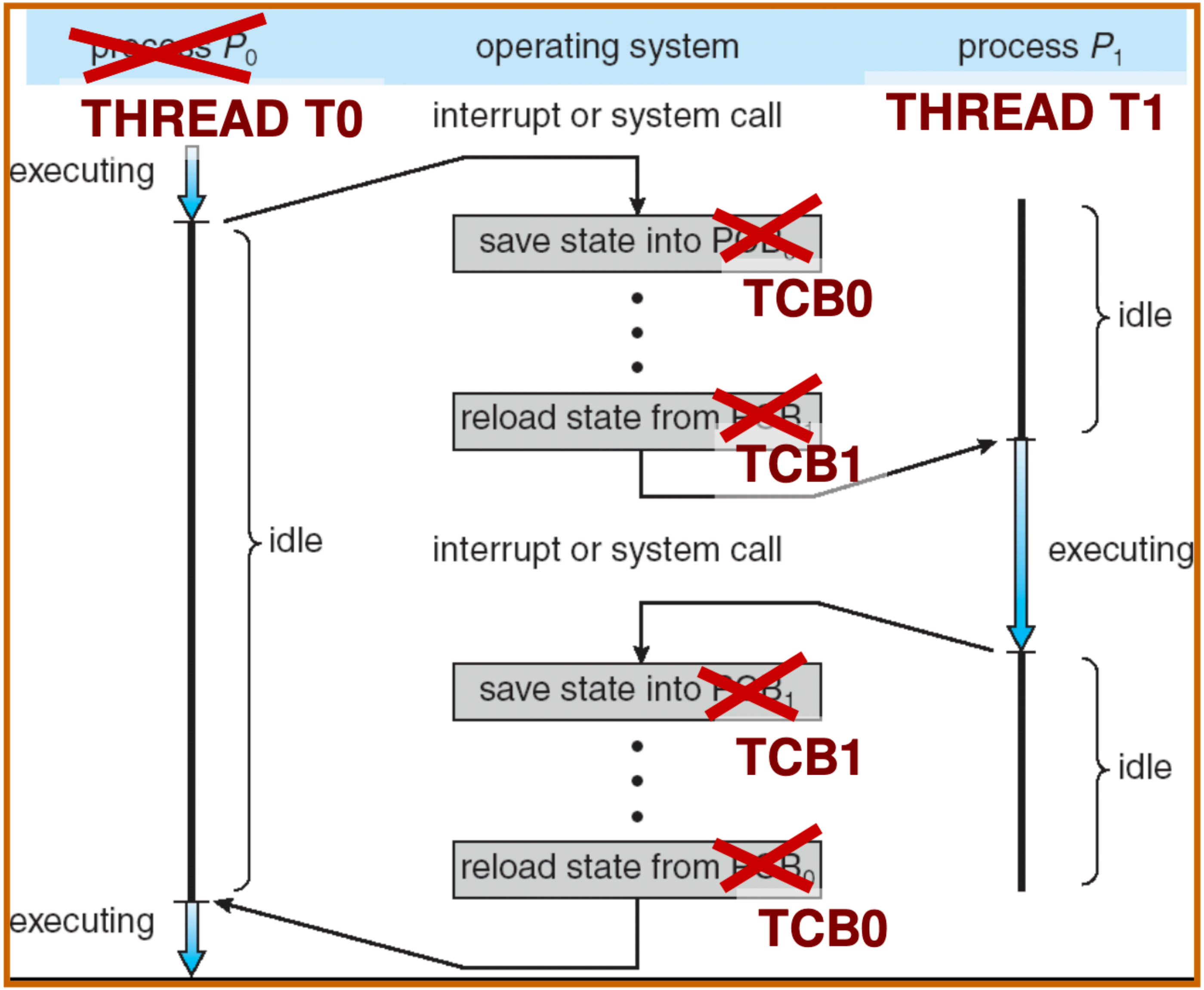
- anything?

Kernel-Supported Threads

- Each thread has a thread control block
  - CPU registers, including PC, pointer to stack
  - Scheduling info: priority, etc.
  - Pointer to Process control block
- OS scheduler uses TCBs, not PCBs



Kernel-Supported User Threads



User-level Multithreading: *pthreads*

- `int pthread_create(pthread_t *thread, const pthread_attr_t *attr, void *(*start_routine)(void*), void *arg);`
  - thread is created executing *start_routine* with *arg* as its sole argument. (return is implicit call to pthread_exit)
- `void pthread_exit(void *value_ptr);`
  - terminates and makes *value_ptr* available to any successful join
- `int pthread_join(pthread_t thread, void **value_ptr);`
  - suspends execution of the calling thread until the target *thread* terminates.
  - On return with a non-NULL *value_ptr* the value passed to *pthread_exit()* by the terminating thread is made available in the location referenced by *value_ptr*.

man pthread

https://pubs.opengroup.org/onlinepubs/7908799/xsh/pthread.h.html

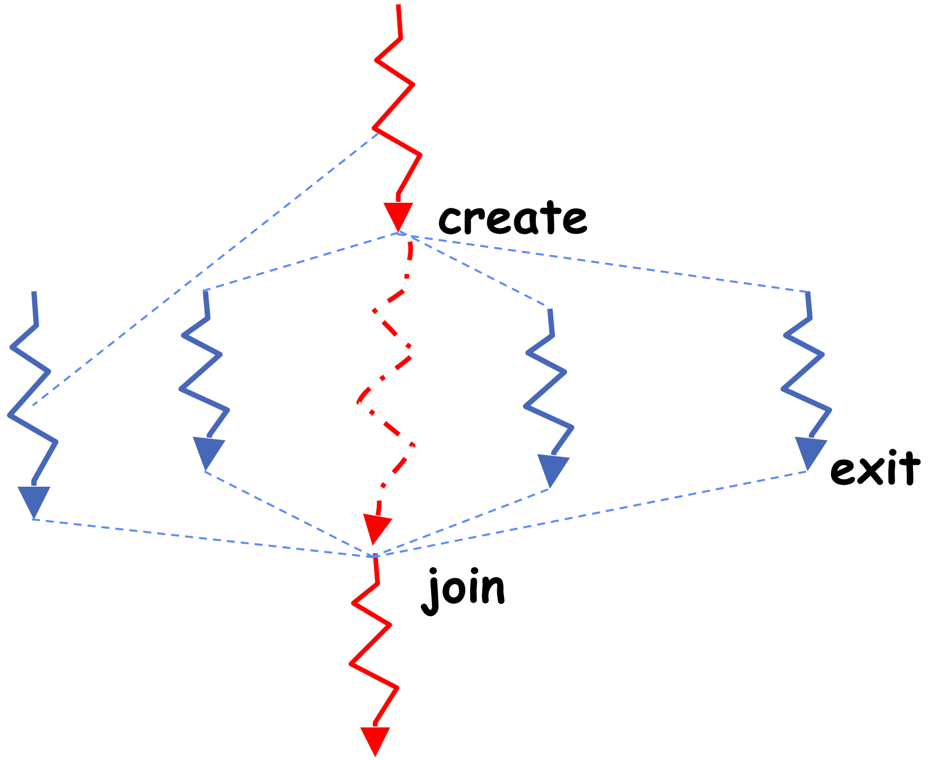
Little Example

```
(base) CullerMac19:code04 culler$ ./pthread 4
Main stack: 7ffee2c6b6b8, common: 10cf95048 (162)
Thread #1 stack: 70000d83bef8 common: 10cf95048 (162)
Thread #3 stack: 70000d941ef8 common: 10cf95048 (164)
Thread #2 stack: 70000d8beef8 common: 10cf95048 (165)
Thread #0 stack: 70000d7b8ef8 common: 10cf95048 (163)
```

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <string.h>

int common = 162;

void *threadfun(void *threadid)
{
  long tid = (long)threadid;
  printf("Thread #%lx stack: %lx common: %lx (%d)\n", tid,
         (unsigned long) &tid, (unsigned long) &common, common++);
  pthread_exit(NULL);
}

int main (int argc, char *argv[])
{
  long t;
  int nthreads = 2;
  if (argc > 1) {
    nthreads = atoi(argv[1]);
  }
  pthread_t *threads = malloc(nthreads*sizeof(pthread_t));
  printf("Main stack: %lx, common: %lx (%d)\n",
         (unsigned long) &t,(unsigned long) &common, common);
  for(t=0; t<nthreads; t++){
    int rc = pthread_create(&threads[t], NULL, threadfun, (void *)t);
    if (rc){
      printf("ERROR; return code from pthread_create() is %d\n", rc);
      exit(-1);
    }
  }

  for(t=0; t<nthreads; t++){
    pthread_join(threads[t], NULL);
  }
  pthread_exit(NULL);          /* last thing in the main thread */
}
```

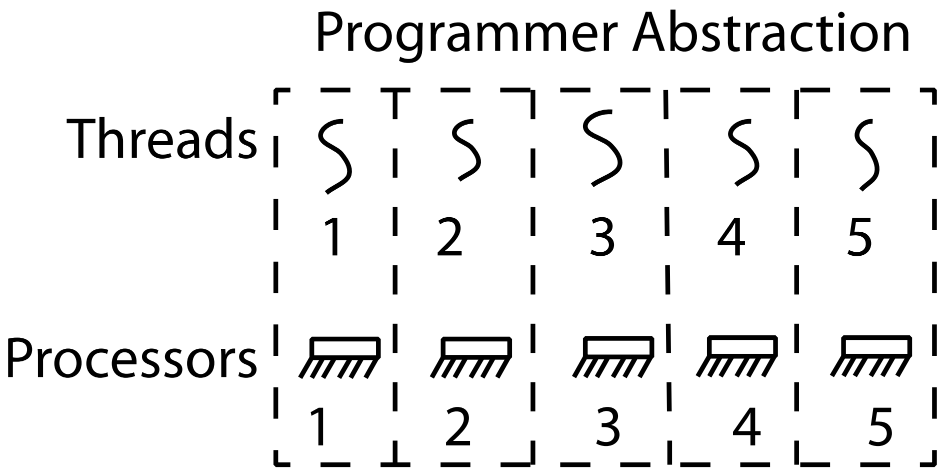
How to tell if something is done?
Really done?
OK to reclaim its resources?

Fork-Join Pattern



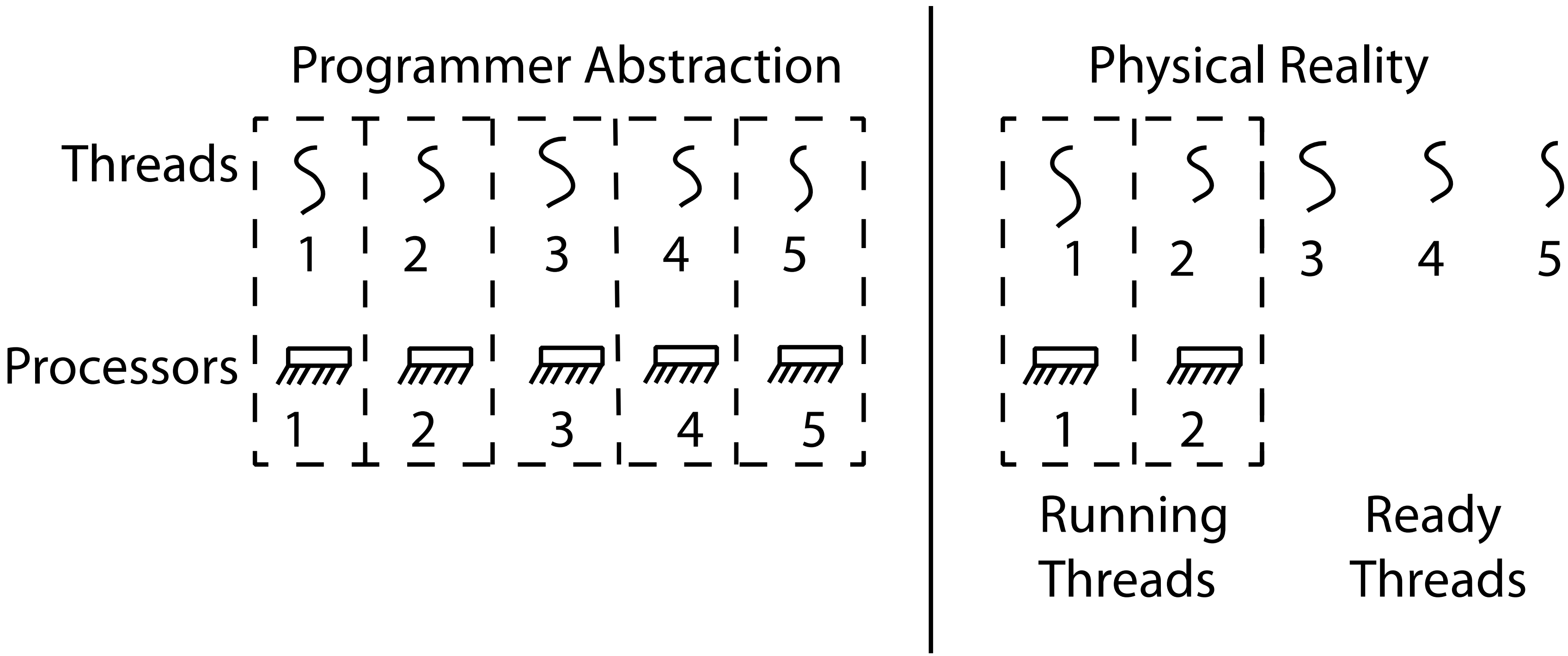
- Main thread *creates* (forks) collection of sub-threads passing them args to work on, *joins* with them, collecting results.

Thread Abstraction



- Illusion: Infinite number of processors

Thread Abstraction



- Illusion: Infinite number of processors
- Reality: Threads execute with variable speed
  – Programs must be designed to work with any schedule

Programmer vs. Processor View

Programmer's View	Possible Execution #1
.	.
.	.
.	.
x = x + 1;	x = x + 1;
y = y + x;	y = y + x;
z = x +5y;	z = x + 5y;
.	.
.	.
.	.

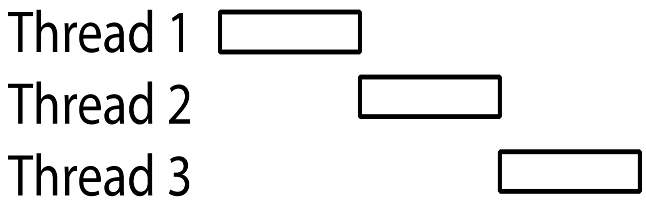
Programmer vs. Processor View

Programmer's View	Possible Execution #1	Possible Execution #2
.	.	.
.	.	.
.	.	.
x = x + 1;	x = x + 1;	x = x + 1
y = y + x;	y = y + x;	....
z = x +5y;	z = x + 5y;	thread is suspended
.	.	other thread(s) run
.	.	thread is resumed
.	.	....
		y = y + x
		z = x + 5y

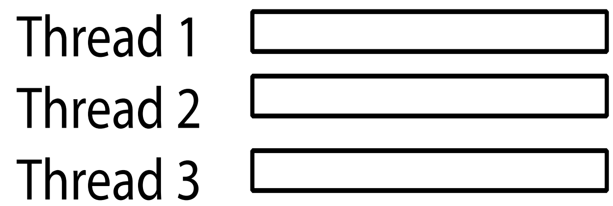
Programmer vs. Processor View

Programmer's View	Possible Execution #1	Possible Execution #2	Possible Execution #3
.	.	.	.
.	.	.	.
.	.	.	.
x = x + 1;	x = x + 1;	x = x + 1	x = x + 1
y = y + x;	y = y + x;	....	y = y + x
z = x +5y;	z = x + 5y;	thread is suspended	....
.	.	other thread(s) run	thread is suspended
.	.	thread is resumed	other thread(s) run
.	.	....	thread is resumed
		y = y + x	....
		z = x + 5y	z = x + 5y

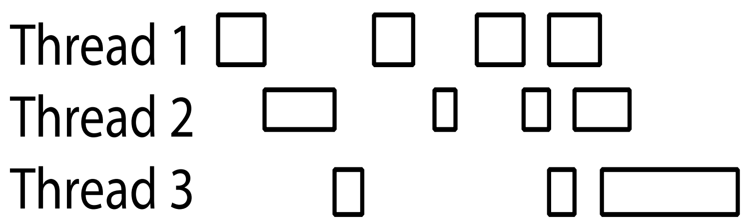
Possible Executions



a) One execution



b) Another execution



c) Another execution

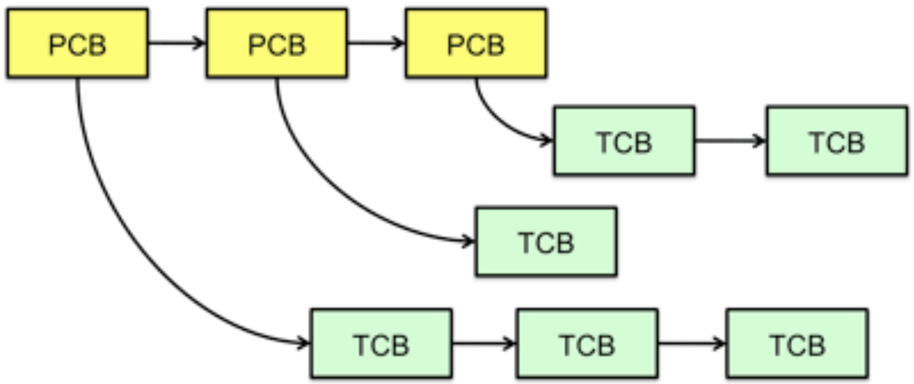
Per Thread Descriptor (Kernel Supported Threads)

- Each Thread has a *Thread Control Block* (TCB)
  - Execution State: CPU registers, program counter (PC), pointer to stack (SP)
  - Scheduling info: state, priority, CPU time
  - Various Pointers (for implementing scheduling queues)
  - Pointer to enclosing process (PCB) – user threads
  - … (add stuff as you find a need)

- OS Keeps track of TCBs in "kernel memory"
  - In Array, or Linked List, or …
  - I/O state (file descriptors, network connections, etc)

Multithreaded Processes

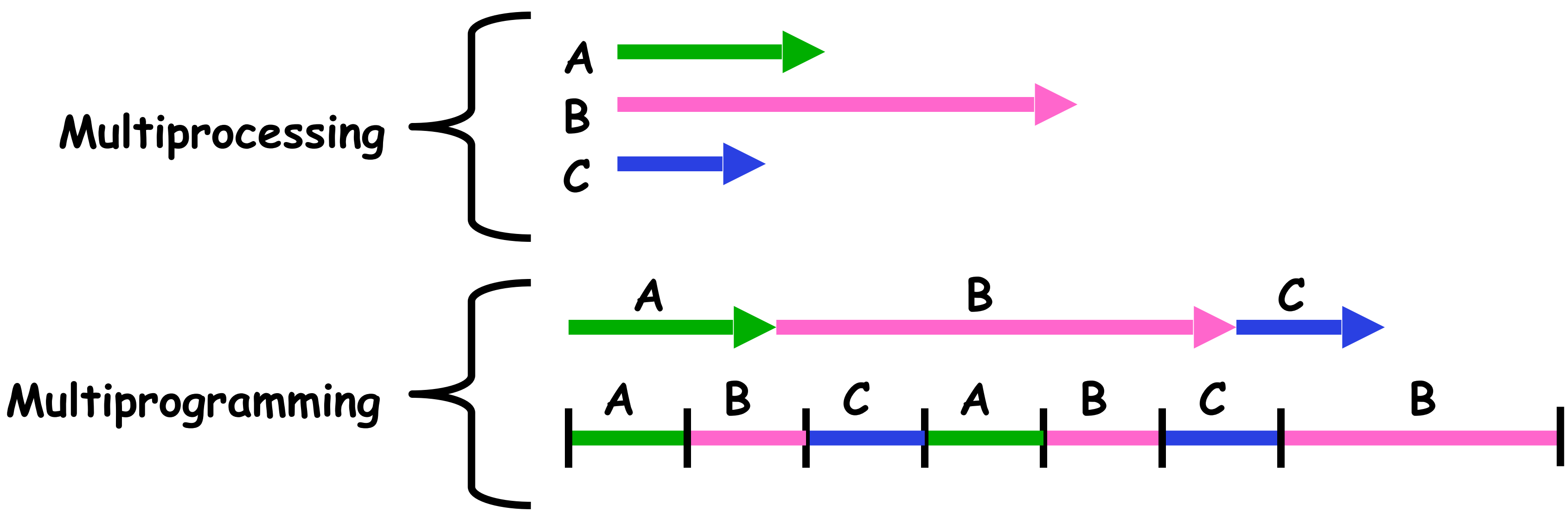
- Process Control Block (PCBs) points to multiple Thread Control Blocks (TCBs):



- Switching threads within a block is a simple thread switch
- Switching threads across blocks requires changes to memory and I/O address tables

Multiprocessing vs Multiprogramming

- Remember Definitions:
  - Multiprocessing ≡ Multiple CPUs
  - Multiprogramming ≡ Multiple Jobs or Processes
  - Multithreading ≡ Multiple threads per Process
- What does it mean to run two threads "concurrently"?
  - Scheduler is free to run threads in any order and interleaving: FIFO, Random, …
  - Dispatcher can choose to run each thread to completion or time-slice in big chunks or small chunks



Correctness for systems with concurrent threads

- If dispatcher can schedule threads in any way, programs must work under all circumstances
  – Can you test for this?
  – How can you know if your program works?
- Independent Threads:
  – No state shared with other threads
  – Deterministic ⇒ Input state determines results
  – Reproducible ⇒ Can recreate Starting Conditions, I/O
  – Scheduling order doesn't matter (if `switch()` works!!!)
- Cooperating Threads:
  – Shared State between multiple threads
  – Non-deterministic
  – Non-reproducible
- Non-deterministic and Non-reproducible means that bugs can be intermittent
  – Sometimes called "Heisenbugs"

Heisenberg

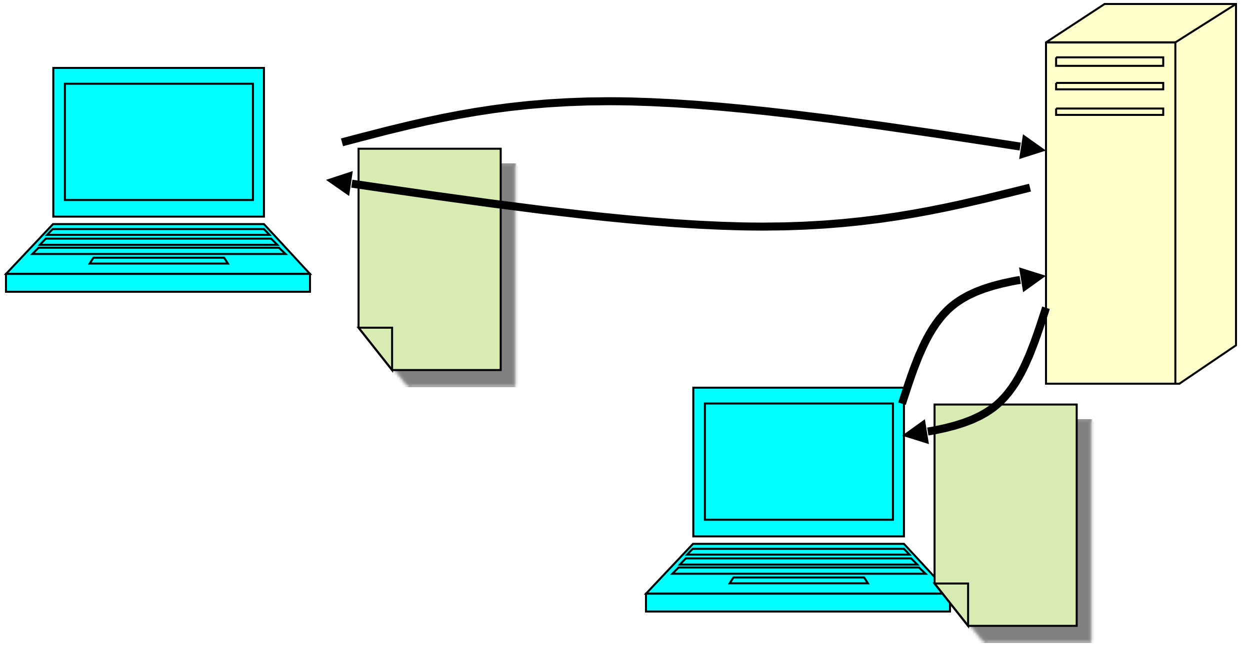
Interactions Complicate Debugging

- Is any program truly independent?
  - Every process shares the file system, OS resources, network, etc
  - Extreme example: buggy device driver causes thread A to crash "independent thread" B
- You probably don't realize how much you depend on reproducibility:
  - Example: Evil C compiler
    - » Modifies files behind your back by inserting errors into C program unless you insert debugging code
  - Example: Debugging statements can overrun stack
- Non-deterministic errors are really difficult to find
  - Example: Memory layout of kernel+user programs
    - » depends on scheduling, which depends on timer/other things
    - » Original UNIX had a bunch of non-deterministic errors
  - Example: Something which does interesting I/O
    - » User typing of letters used to help generate secure keys

Why allow cooperating threads?

- People cooperate; computers help/enhance people's lives, so computers must cooperate
  - By analogy, the non-reproducibility/non-determinism of people is a notable problem for "carefully laid plans"
- Advantage 1: Share resources
  - One computer, many users
  - One bank balance, many ATMs
    - » What if ATMs were only updated at night?
  - Embedded systems (robot control: coordinate arm & hand)
- Advantage 2: Speedup
  - Overlap I/O and computation
    - » Many different file systems do read-ahead
  - Multiprocessors – chop up program into parallel pieces
- Advantage 3: Modularity
  - More important than you might think
  - Chop large problem up into simpler pieces
    - » To compile, for instance, gcc calls cpp | cc1 | cc2 | as | ld
    - » Makes system easier to extend

High-level Example: Web Server



- Server must handle many requests
- Non-cooperating version:

```
serverLoop() {
        con = AcceptCon();
        ProcessFork(ServiceWebPage(),con);
}
```

- What are some disadvantages of this technique?

Threaded Web Server

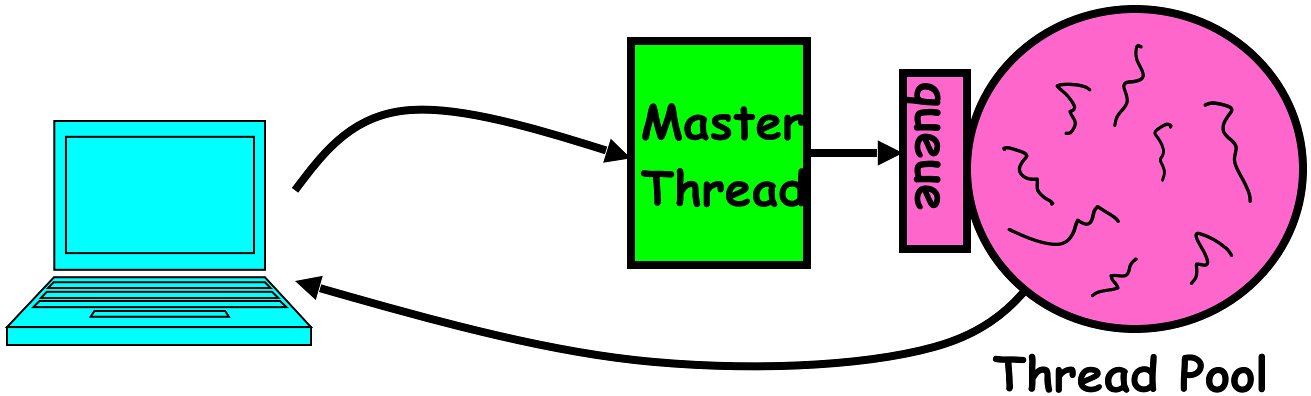
- Now, use a single process
- Multithreaded (cooperating) version:

```
serverLoop() {
            connection = AcceptCon();
            ThreadFork(ServiceWebPage(),connection);
   }
```

- Looks almost the same, but has many advantages:
  - Can share file caches kept in memory, results of CGI scripts, other things
  - Threads are *much* cheaper to create than processes, so this has a lower per-request overhead
- Question: would a user-level (say one-to-many) thread package make sense here?
  - When one request blocks on disk, all block…
- What about Denial of Service attacks or digg / Slash-dot effects?

Thread Pools

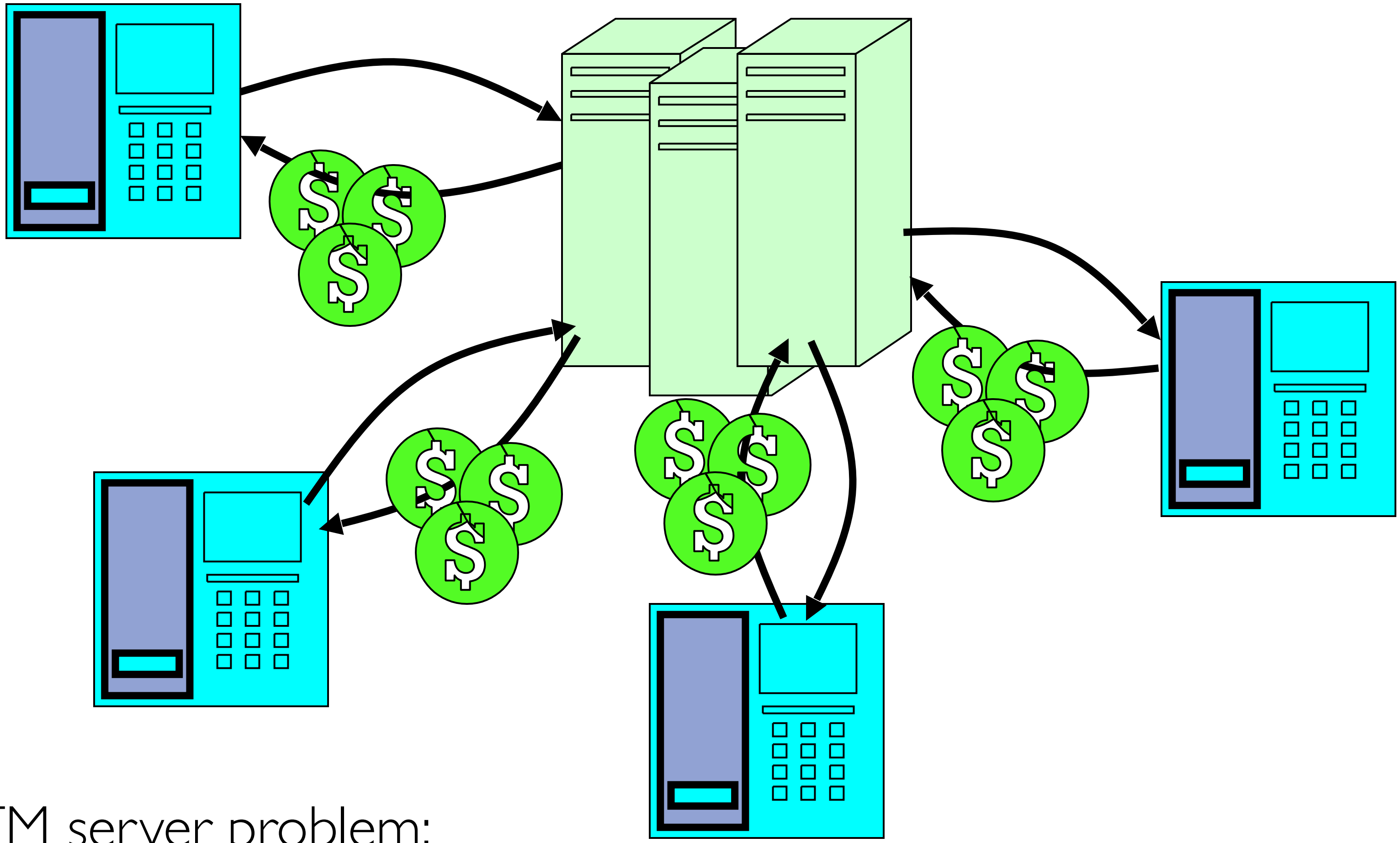
- Problem with previous version: Unbounded Threads
  - When web-site becomes too popular – throughput sinks
- Instead, allocate a bounded "pool" of worker threads, representing the maximum level of multiprogramming




```
master() {
    allocThreads(worker,queue);
    while(TRUE) {
        con=AcceptCon();
        Enqueue(queue,con);
        wakeUp(queue);
    }
}
```

```
worker(queue) {
    while(TRUE) {
        con=Dequeue(queue);
        if (con==null)
            sleepOn(queue);
        else
            ServiceWebPage(con);
    }
}
```

ATM Bank Server



- ATM server problem:
  - Service a set of requests
  - Do so without corrupting database
  - Don't hand out too much money

ATM bank server example

- Suppose we wanted to implement a server process to handle requests from an ATM network:

```
BankServer() {
   while (TRUE) {
      ReceiveRequest(&op, &acctId, &amount);
      ProcessRequest(op, acctId, amount);
   }
}
ProcessRequest(op, acctId, amount) {
   if (op == deposit) Deposit(acctId, amount);
   else if …
}
Deposit(acctId, amount) {
   acct = GetAccount(acctId); /* may use disk I/O */
   acct->balance += amount;
   StoreAccount(acct); /* Involves disk I/O */
}
```

- How could we speed this up?
  - More than one request being processed at once
  - Event driven (overlap computation and I/O)
  - Multiple threads (multi-proc, or overlap comp and I/O)

Event Driven Version of ATM server

- Suppose we only had one CPU
  – Still like to overlap I/O with computation
  – Without threads, we would have to rewrite in event-driven style
- Example

```
BankServer() {
   while(TRUE) {
      event = WaitForNextEvent();
      if (event == ATMRequest)
         StartOnRequest();
      else if (event == AcctAvail)
         ContinueRequest();
      else if (event == AcctStored)
         FinishRequest();
   }
}
```

  – What if we missed a blocking I/O step?
  – What if we have to split code into hundreds of pieces which could be blocking?
  – This technique is used for graphical programming

Can Threads Make This Easier?

- Threads yield overlapped I/O and computation without "deconstructing" code into non-blocking fragments
  - One thread per request
- Requests proceeds to completion, blocking as required:

```
Deposit(acctId, amount) {
  acct = GetAccount(actId);/* May use disk I/O */
  acct->balance += amount;
  StoreAccount(acct);     /* Involves disk I/O */
}
```

- Unfortunately, shared state can get corrupted:

Thread 1	Thread 2
`load r1, acct->balance`	
	`load r1, acct->balance`
	`add r1, amount2`
	`store r1, acct->balance`
`add r1, amount1`	
`store r1, acct->balance`	

Problem is at the Lowest Level

- Most of the time, threads are working on separate data, so scheduling doesn't matter:

Thread A	Thread B
x = 1;	y = 2;

- However, what about (Initially, y = 12):

Thread A	Thread B
x = 1;	y = 2;
x = y+1;	y = y*2;

  – What are the possible values of x?

- Or, what are the possible values of x below?

Thread A	Thread B
x = 1;	x = 2;

  – X could be 1 or 2 (non-deterministic!)
  – Could even be 3 for serial processors:
    » Thread A writes 0001, B writes 0010 → scheduling order ABABABBA yields 3!

Atomic Operations

- To understand a concurrent program, we need to know what the underlying indivisible operations are!
- Atomic Operation: an operation that always runs to completion or not at all
  - It is *indivisible:* it cannot be stopped in the middle and state cannot be modified by someone else in the middle
  - Fundamental building block – if no atomic operations, then have no way for threads to work together
- On most machines, memory references and assignments (i.e. loads and stores) of words are atomic
  - Consequently – weird example that produces "3" on previous slide can't happen
- Many instructions are not atomic
  - Double-precision floating point store often not atomic
  - VAX and IBM 360 had an instruction to copy a whole array

Another Concurrent Program Example

- Two threads, A and B, compete with each other
  - One tries to increment a shared counter
  - The other tries to decrement the counter

Thread A	Thread B
i = 0;	i = 0;
while (i < 10)	while (i > -10)
i = i + 1;	i = i – 1;
printf("A wins!");	printf("B wins!");

- Assume that memory loads and stores are atomic, but incrementing and decrementing are *not* atomic
- Who wins? Could be either
- Is it guaranteed that someone wins? Why or why not?
- What if both threads have their own CPU running at same speed? Is it guaranteed that it goes on forever?

Hand Simulation Multiprocessor Example

- Inner loop looks like this:

	Thread A		Thread B
`r1=0`	`load r1, M[i]`		
		`r1=0`	`load r1, M[i]`
`r1=1`	`add  r1, r1, 1`		
		`r1=-1`	`sub r1, r1, 1`
`M[i]=1`	`store r1, M[i]`		
		`M[i]=-1`	`store r1, M[i]`

- Hand Simulation:
  – And we're off. A gets off to an early start
  – B says "hmph, better go fast" and tries really hard
  – A goes ahead and writes "1"
  – B goes and writes "-1"
  – A says "HUH??? I could have sworn I put a 1 there"
- Could this happen on a uniprocessor? With Hyperthreads?
  – Yes! Unlikely, but if you are depending on it not happening, it will and your system will break…

Correctness Requirements

- Threaded programs must work for all interleavings of thread instruction sequences
  – Cooperating threads inherently non-deterministic and non-reproducible
  – Really hard to debug unless carefully designed!
- Example: Therac-25
  – Machine for radiation therapy
    » Software control of electron accelerator and electron beam/ Xray production
    » Software control of dosage
  – Software errors caused the death of several patients
    » A series of race conditions on shared variables and poor software design
    » "They determined that data entry speed during editing was the key factor in producing the error condition: If the prescription data was edited at a fast pace, the overdose occurred."

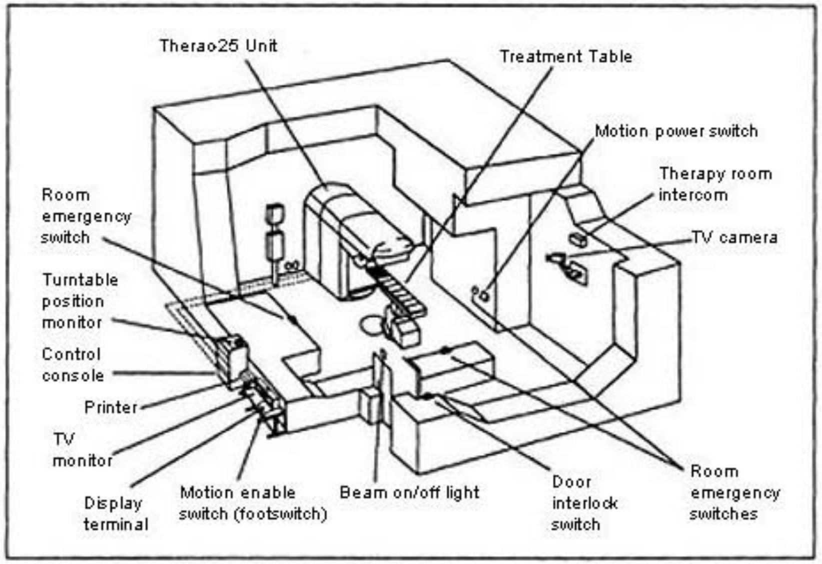


Figure 1. Typical Therac-25 facility

Motivating Example: "Too Much Milk"

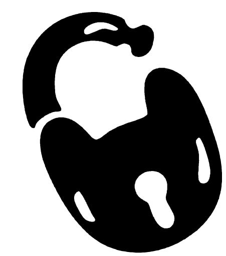
- Great thing about OS's – analogy between problems in OS and problems in real life
  - Help you understand real life problems better
  - But, computers are much stupider than people
- Example: People need to coordinate:

Time	Person A	Person B
3:00	Look in Fridge. Out of milk	
3:05	Leave for store	
3:10	Arrive at store	Look in Fridge. Out of milk
3:15	Buy milk	Leave for store
3:20	Arrive home, put milk away	Arrive at store
3:25		Buy milk
3:30		Arrive home, put milk away

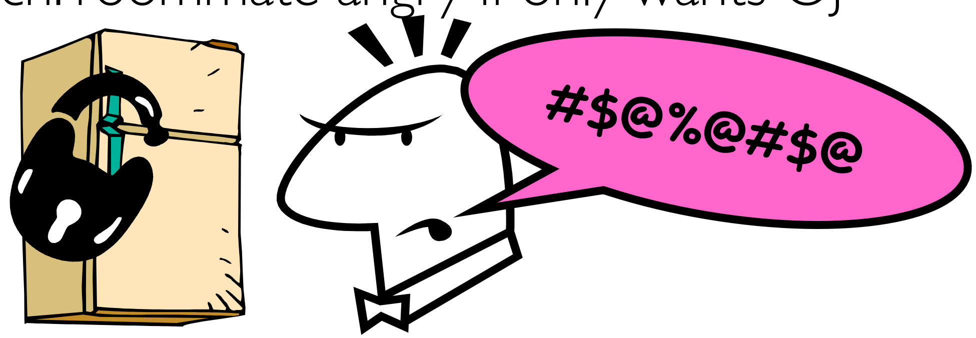
Definitions

- Synchronization: using atomic operations to ensure cooperation between threads
  - For now, only loads and stores are atomic
  - We are going to show that its hard to build anything useful with only reads and writes
- Mutual Exclusion: ensuring that only one thread does a particular thing at a time
  - One thread *excludes* the other while doing its task
- Critical Section: piece of code that only one thread can execute at once. Only one thread at a time will get into this section of code
  - Critical section is the result of mutual exclusion
  - Critical section and mutual exclusion are two ways of describing the same thing

More Definitions



- Lock: prevents someone from doing something
  – Lock before entering critical section and before accessing shared data
  – Unlock when leaving, after accessing shared data
  – Wait if locked
    » Important idea: all synchronization involves waiting
- For example: fix the milk problem by putting a key on the refrigerator
  – Lock it and take key if you are going to go buy milk
  – Fixes too much: roommate angry if only wants OJ



  – Of Course – We don't know how to make a lock yet

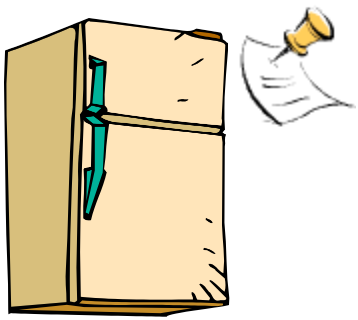
Too Much Milk: Correctness Properties

- Need to be careful about correctness of concurrent programs, since non-deterministic
  - Impulse is to start coding first, then when it doesn't work, pull hair out
  - Instead, think first, then code
  - Always write down behavior first
- What are the correctness properties for the "Too much milk" problem???
  - Never more than one person buys
  - Someone buys if needed
- Restrict ourselves to use only atomic load and store operations as building blocks

Too Much Milk: Solution #1

- Use a note to avoid buying too much milk:
  - Leave a note before buying (kind of "lock")
  - Remove note after buying (kind of "unlock")
  - Don't buy if note (wait)
- Suppose a computer tries this (remember, only memory read/write are atomic):

```
        if (noMilk) {
    if (noNote) {
        leave Note;
        buy milk;
        remove note;
    }
}
```



Too Much Milk: Solution #1

- Use a note to avoid buying too much milk:
  - Leave a note before buying (kind of "lock")
  - Remove note after buying (kind of "unlock")
  - Don't buy if note (wait)
- Suppose a computer tries this (remember, only memory read/write are atomic):

Thread A

```
if (noMilk) {


   if (noNote) {
     leave Note;
      buy Milk;
      remove Note;
   }
 }
```

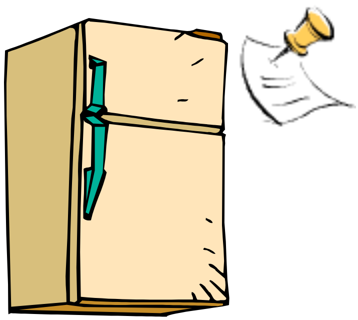
Thread B

```

if (noMilk) {
   if (noNote) {







         leave Note;
         buy Milk;
             remove Note;
   }
}
```

Too Much Milk: Solution #1

- Use a note to avoid buying too much milk:
  - Leave a note before buying (kind of "lock")
  - Remove note after buying (kind of "unlock")
  - Don't buy if note (wait)
- Suppose a computer tries this (remember, only memory read/write are atomic):

```
    if (noMilk) {
  if (noNote) {
     leave Note;
     buy milk;
     remove note;
  }
}
```



- Result?
  - Still too much milk but only occasionally!
  - Thread can get context switched after checking milk and note but before buying milk!
- Solution makes problem worse since fails intermittently
  - Makes it really hard to debug…
  - Must work despite what the dispatcher does!

Too Much Milk: Solution #1½

- Clearly the Note is not quite blocking enough
  – Let's try to fix this by placing note first
- Another try at previous solution:

```
        leave Note;
        if (noMilk) {
    if (noNote) {
         buy milk;
    }
}
        remove Note;
```

- What happens here?
  – Well, with human, probably nothing bad
  – With computer: no one ever buys milk

Too Much Milk Solution #2

- How about labeled notes?
  - Now we can leave note before checking
- Algorithm looks like this:

Thread A

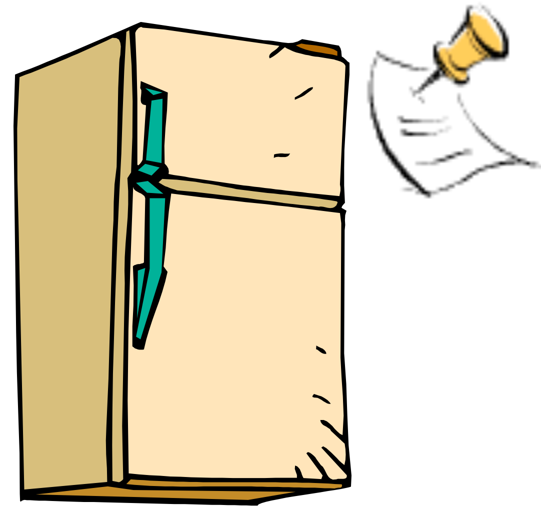
```
leave note A;
if (noNote B) {
    if (noMilk) {
        buy Milk;
    }
}
remove note A;
```

Thread B

```
leave note B;
if (noNoteA) {
    if (noMilk) {
        buy Milk;
    }
}
remove note B;
```

- Does this work?
- Possible for neither thread to buy milk
  - Context switches at exactly the wrong times can lead each to think that the other is going to buy
- Really insidious:
  - Extremely unlikely this would happen, but will at worse possible time
  - Probably something like this in UNIX

Too Much Milk Solution #2: problem!



- *I'm* not getting milk, *You're* getting milk
- This kind of lockup is called "starvation!"

Too Much Milk Solution #3

- Here is a possible two-note solution:

Thread A

```
leave note A;
while (note B) {\\X
   do nothing;
}
if (noMilk) {
   buy milk;
}
remove note A;
```

Thread B

```
leave note B;
if (noNote A) {\\Y
   if (noMilk) {
      buy milk;
   }
}
remove note B;
```

- Does this work? Yes. Both can guarantee that:
  – It is safe to buy, or
  – Other will buy, ok to quit
- At **X**:
  – If no note B, safe for A to buy,
  – Otherwise wait to find out what will happen
- At **Y**:
  – If no note A, safe for B to buy
  – Otherwise, A is either buying or waiting for B to quit

Case 1

- "`leave note A`" happens before "`if (noNote A)`"

```
leave note A;
while (note B) {\\X
    do nothing;
};

if (noMilk) {
    buy milk;     }
}
remove note A;
```

happened before

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

Case 1

- "`leave note A`" happens before "`if (noNote A)`"

```
leave note A;
while (note B) {\\X
    do nothing;
};

if (noMilk) {
    buy milk;       }
}
remove note A;
```

happened before

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

Case 1

- "`leave note A`" happens before "`if (noNote A)`"

```
leave note A;
while (note B) {\\X
    do nothing;
};
```

happened before

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

Wait for note B to be removed

```
if (noMilk) {
    buy milk;
}
remove note A;
```

}

Case 2

- "`if (noNote A)`" happens before "`leave note A`"

```
leave note A;
while (note B) {\\X
    do nothing;
};


if (noMilk) {
    buy milk;      }
}
remove note A;
```

happened before

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

Case 2

- "`if (noNote A)`" happens before "`leave note A`"

happened before

```
leave note A;
while (note B) {\\X
    do nothing;
};
```

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

```
if (noMilk) {
    buy milk;         }
}
remove note A;
```

Case 2

- "`if (noNote A)`" happens before "`leave note A`"

```
leave note B;
if (noNote A) {\\Y
    if (noMilk) {
        buy milk;
    }
}
remove note B;
```

happened before

```
leave note A;
while (note B) {\\X
    do nothing;
};
```

Wait for note B to be removed

```
if (noMilk) {
    buy milk;       }
}
remove note A;
```

Solution #3 discussion

- Our solution protects a single "Critical-Section" piece of code for each thread:

```
if (noMilk) {
   buy milk;
}
```

- Solution #3 works, but it's really unsatisfactory
  – Really complex – even for this simple an example
    » Hard to convince yourself that this really works
  – A's code is different from B's – what if lots of threads?
    » Code would have to be slightly different for each thread
  – While A is waiting, it is consuming CPU time
    » This is called "busy-waiting"
- There's a better way
  – Have hardware provide higher-level primitives than atomic load & store
  – Build even higher-level programming abstractions on this hardware support

Too Much Milk: Solution #4

- Suppose we have some sort of implementation of a lock
  - `lock.Acquire()` – wait until lock is free, then grab
  - `lock.Release()` – Unlock, waking up anyone waiting
  - These must be atomic operations – if two threads are waiting for the lock and both see it's free, only one succeeds to grab the lock
- Then, our milk problem is easy:

```
milklock.Acquire();
if (nomilk)
   buy milk;
milklock.Release();
```

- Once again, section of code between **`Acquire()`** and **`Release()`** called a "Critical Section"

How to Implement Locks?

- Lock: prevents someone from doing something
  - Lock before entering critical section and before accessing shared data
  - Unlock when leaving, after accessing shared data
  - Wait if locked
    - » Important idea: all synchronization involves waiting
    - » Should *sleep* if waiting for a long time
- Atomic Load/Store: get solution like Milk #3
  - Pretty complex and error prone
- Hardware Lock instruction
  - Is this a good idea?
  - What about putting a task to sleep?
    - » What is the interface between the hardware and scheduler?
  - Complexity?
    - » Done in the Intel 432
    - » Each feature makes HW more complex and slow

Naïve use of Interrupt Enable/Disable

- How can we build multi-instruction atomic operations?
  - Recall: dispatcher gets control in two ways.
    - » Internal: Thread does something to relinquish the CPU
    - » External: Interrupts cause dispatcher to take CPU
  - On a uniprocessor, can avoid context-switching by:
    - » Avoiding internal events
    - » Preventing external events by disabling interrupts
- Consequently, naïve Implementation of locks:

```
LockAcquire { disable Ints; }
    LockRelease { enable Ints; }
```

- Problems with this approach:
  - Can't let user do this! Consider following:

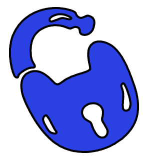
```
          LockAcquire();
     While(TRUE) {;}
```

  - Real-Time system—no guarantees on timing!
    - » Critical Sections might be arbitrarily long
  - What happens with I/O or other important events?
    - » "Reactor about to meltdown. Help?"

Better Implementation of Locks by Disabling Interrupts

- Key idea: maintain a lock variable and impose mutual exclusion only during operations on that variable

```
int value = FREE;
```



```
Acquire() {
   disable interrupts;
   if (value == BUSY) {
      put thread on wait queue;
      Go to sleep();
      // Enable interrupts?
   } else {
      value = BUSY;
   }
   enable interrupts;
}
```

```
Release() {
   disable interrupts;
   if (anyone on wait queue) {
      take thread off wait queue
      Place on ready queue;
   } else {
      value = FREE;
   }
   enable interrupts;
}
```

Where are we going with synchronization?

Programs	Shared Programs			
Higher-level API	Locks	Semaphores	Monitors	Send/Receive
Hardware	Load/Store	Disable Ints	Test&Set	Compare&Swap

- We are going to implement various higher-level synchronization primitives using atomic operations
  - Everything is pretty painful if only atomic primitives are load and store
  - Need to provide primitives useful at user-level

Summary

- Concurrent threads are a very useful abstraction
  - Allow transparent overlapping of computation and I/O
  - Allow use of parallel processing when available
- Concurrent threads introduce problems when accessing shared data
  - Programs must be insensitive to arbitrary interleavings
  - Without careful design, shared variables can become completely inconsistent
- Important concept: Atomic Operations
  - An operation that runs to completion or not at all
  - These are the primitives on which to construct various synchronization primitives