Announcements

- Program #2 handouts are on the web page
- Reading chapter 6 (6.3))

Producer-consumer pair

- producer creates data and sends it to the consumer
- consumer read the data and uses it
- examples: compiler and assembler can be used as a producer consumer pair
- Buffering
  - processes may not produce and consume items one by one
  - need a place to store produced items for the consumer
    - called a buffer
  - could be fixed size (bounded buffer) or unlimited (un-bounded buffer)

Message Passing

- What happens when a message is sent?
  - sender blocks waiting for receiver to receive
  - sender blocks until the message is on the wire
  - sender blocks until the OS has a copy of the message
  - sender blocks until the receiver responds to the message
    - sort of like a procedure call
    - could be expanded into a remote procedure call (RPC) system
- Error cases
  - a process terminates:
    - receiver could wait forever
    - sender could wait or continue (depending on semantics)
  - a message is lost in transit
    - who detects this? could be OS or the applications
- Special case: if 2 messages are buffered, drop the older one
  - useful for real-time info systems

Signals (UNIX)

- provide a way to convey one bit of information between two processes (or OS and a process)
- types of signals:
  - change in the system: window size
  - time has elapsed: alarms
  - error events: segmentation fault
  - I/O events: data ready
- are like interrupts
  - a processes is stopped and a special handler function is called
- a fixed set of signals is normally available

Producer-consumer: shared memory

- Consider the following code for a producer

```
repeat
    ….
    produce an item into nextp
    …
    while counter == n;
    buffer[in] = nextp;
    in = (in+1) % n;
    counter++;
until false;
```

- Now consider the consumer

```
repeat
    while counter == 0;
    nextc = buffer[out];
    out = (out + 1) % n;
    counter--;
    consume the item in nextc
until false;
```

- Does it work? Answer: NO!

Problems with the Producer-Consumer Shared Memory Solution

- Consider the three address code for the counter

Counter Increment	Counter Decrement
reg_1 = counter	reg_2 = counter
$reg_1 = reg_1 + 1$	$reg_2 = reg_2 - 1$
counter = reg_1	counter = reg_2

- Now consider an ordering of these instructions

T_0	producer	reg_1 = counter	{ $reg_1 = 5$ }
T_1	producer	$reg_1 = reg_1 + 1$	{ $reg_1 = 6$ }
T_2	consumer	reg_2 = counter	{ $reg_2 = 5$ }
T_3	consumer	$reg_2 = reg_2 - 1$	{ $reg_2 = 4$ }
T_4	producer	counter = reg_1	{ counter = 6 }
T_5	consumer	counter = reg_2	{ counter = 4 }

This should be 5!

Defintion of terms

- *Race Condition*
  - Where the order of execution of instructions influences the result produced
  - Important cases for race detection are shared objects
    - counters: in the last example
    - queues: in your project
- *Mutual exclusion*
  - only one process at a time can be updating shared objects
- *Critical section*
  - region of code that updates or **uses** shared data
    - to provide a consistent view of objects need to make sure an update is not in progress when reading the data
  - need to provide mutual exclusion for a critical section

Critical Section Problem

- processes must
  - request permission to enter the region
  - notify when leaving the region
- protocol needs to
  - provide mutual exclusion
    - only one process at a time in the critical section
  - ensure progress
    - no process outside a critical section may block another process
  - guarantee bounded waiting time
    - limited number of times other processes can enter the critical section while another process is waiting
  - not depend on number or speed of CPUs
    - or other hardware resources

Critical Section (cont)

- May assume that some instructions are atomic
  - typically load, store, and test word instructions
- Algorithm #1 for two processes
  - use a shared variable that is either 0 or 1
  - when P_k = k a process may enter the region

```
repeat
    (while turn != 0);
    // critical section
    turn = 1;
    // non-critical section
until false;
```

```
repeat
    (while turn != 1);
    // critical section
    turn = 0;
    // non-critical section
until false;
```

  - this fails the progress requirement since process 0 not being in the critical section stops process 1.