CSMC 412

Operating Systems

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Synchronization Examples

Synchronization Examples

- Classic Problems of Synchronization
- Synchronization within the Kernel
- POSIX Synchronization
- Synchronization in Java
- Alternative Approaches

Classical Problems of Synchronization

- Classical problems used to test newly-proposed synchronization schemes
  - Bounded-Buffer Problem
  - Readers and Writers Problem
  - Dining-Philosophers Problem

Bounded-Buffer Problem

- ***n*** buffers, each can hold one item
- Semaphore **`mutex`** initialized to the value 1
- Semaphore **`full`** initialized to the value 0
- Semaphore **`empty`** initialized to the value n

Bounded Buffer Problem (Cont.)

- The structure of the producer process

```
do {
      ...
     /* produce an item in next_produced */
      ...
   wait(empty);
   wait(mutex);
       ...
     /* add next produced to the buffer */
       ...
   signal(mutex);
   signal(full);
 } while (true);
```

Bounded Buffer Problem (Cont.)

- The structure of the consumer process

```
Do {
    wait(full);
    wait(mutex);
        ...
    /* remove an item from buffer to next_consumed */
        ...
    signal(mutex);
    signal(empty);
        ...
    /* consume the item in next consumed */
        ...
} while (true);
```

Readers-Writers Problem

- A data set is shared among a number of concurrent processes
  - Readers – only read the data set; they do ***not*** perform any updates
  - Writers – can both read and write
- Problem – allow multiple readers to read at the same time
  - Only one single writer can access the shared data at the same time
- Several variations of how readers and writers are considered – all involve some form of priorities
- Shared Data
  - Data set
  - Semaphore **`rw_mutex`** initialized to 1
  - Semaphore **`mutex`** initialized to 1
  - Integer **`read_count`** initialized to 0

Readers-Writers Problem (Cont.)

- The structure of a writer process

```
do {
    wait(rw_mutex);
        ...
    /* writing is performed */
        ...
    signal(rw_mutex);
} while (true);
```

Readers-Writers Problem (Cont.)

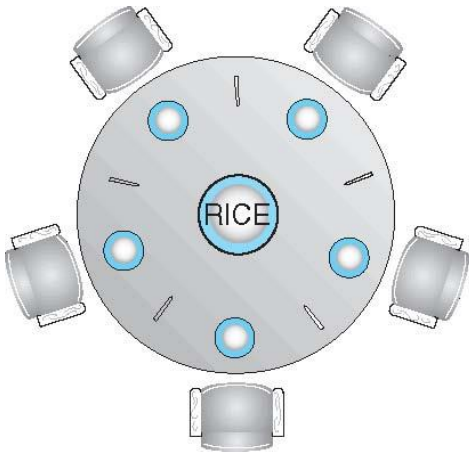
- The structure of a reader process

```
do {
       wait(mutex);
       read_count++;
       if (read_count == 1)
        wait(rw_mutex);
     signal(mutex);
          ...
       /* reading is performed */
          ...
     wait(mutex);
       read count--;
       if (read_count == 0)
     signal(rw_mutex);
     signal(mutex);
} while (true);
```


Readers-Writers Problem Variations

- ***First*** variation – no reader kept waiting unless writer has permission to use shared object
- ***Second*** variation – once writer is ready, it performs the write ASAP
- Both may have starvation leading to even more variations
- Problem is solved on some systems by kernel providing reader-writer locks

Dining-Philosophers Problem



- Philosophers spend their lives alternating thinking and eating
- Don't interact with their neighbors, occasionally try to pick up 2 chopsticks (one at a time) to eat from bowl
  - Need both to eat, then release both when done
- In the case of 5 philosophers
  - Shared data
    - Bowl of rice (data set)
    - Semaphore chopstick [5] initialized to 1

Dining-Philosophers Problem Algorithm

- The structure of Philosopher *i*:

```
do {
     wait (chopstick[i] );
      wait (chopStick[ (i + 1) % 5] );

                  //  eat

      signal (chopstick[i] );
      signal (chopstick[ (i + 1) % 5] );

                   //  think

} while (TRUE);
```

- What is the problem with this algorithm?

Monitor Solution to Dining Philosophers

```
monitor DiningPhilosophers
{
  enum { THINKING; HUNGRY, EATING) state [5] ;
  condition self [5];

  void pickup (int i) {
         state[i] = HUNGRY;
         test(i);
         if (state[i] != EATING) self[i].wait;
}

   void putdown (int i) {
         state[i] = THINKING;
                   // test left and right neighbors
          test((i + 4) % 5);
          test((i + 1) % 5);
}
```

Solution to Dining Philosophers (Cont.)

```
void test (int i) {
        if ((state[(i + 4) % 5] != EATING) &&
        (state[i] == HUNGRY) &&
        (state[(i + 1) % 5] != EATING) ) {
             state[i] = EATING ;
         self[i].signal () ;
        }
 }

     initialization_code() {
       for (int i = 0; i < 5; i++)
       state[i] = THINKING;
     }
}
```

Solution to Dining Philosophers (Cont.)

- Each philosopher *i* invokes the operations `pickup()` and `putdown()` in the following sequence:

```
DiningPhilosophers.pickup(i);

EAT

DiningPhilosophers.putdown(i);
```

- No deadlock, but starvation is possible

A Monitor to Allocate Single Resource

```
monitor ResourceAllocator
{
  boolean busy;
  condition x;
  void acquire(int time) {
           if (busy)
              x.wait(time);
           busy = TRUE;
  }
  void release() {
           busy = FALSE;
           x.signal();
  }
initialization code() {
   busy = FALSE;
  }
}
```

Synchronization Examples

- Solaris
- Windows
- Linux
- Pthreads

Solaris Synchronization

- Implements a variety of locks to support multitasking, multithreading (including real-time threads), and multiprocessing
- Uses **adaptive mutexes** for efficiency when protecting data from short code segments
  - Starts as a standard semaphore spin-lock
  - If lock held, and by a thread running on another CPU, spins
  - If lock held by non-run-state thread, block and sleep waiting for signal of lock being released
- Uses **condition variables**
- Uses **readers-writers** locks when longer sections of code need access to data
- Uses **turnstiles** to order the list of threads waiting to acquire either an adaptive mutex or reader-writer lock
  - Turnstiles are per-lock-holding-thread, not per-object
- Priority-inheritance per-turnstile gives the running thread the highest of the priorities of the threads in its turnstile

Windows Synchronization

- Uses interrupt masks to protect access to global resources on uniprocessor systems
- Uses **spinlocks** on multiprocessor systems
  - Spinlocking-thread will never be preempted
- Also provides **dispatcher objects** user-land which may act mutexes, semaphores, events, and timers
  - **Events**
    - An event acts much like a condition variable
  - Timers notify one or more thread when time expired
  - Dispatcher objects either **signaled-state** (object available) or **non-signaled state** (thread will block)

Linux Synchronization

- Linux:
  - Prior to kernel Version 2.6, disables interrupts to implement short critical sections
  - Version 2.6 and later, fully preemptive
- Linux provides:
  - Semaphores
  - atomic integers
  - spinlocks
  - reader-writer versions of both
- On single-cpu system, spinlocks replaced by enabling and disabling kernel preemption

Pthreads Synchronization

- Pthreads API is OS-independent
- It provides:
  - mutex locks
  - condition variable
- Non-portable extensions include:
  - read-write locks
  - spinlocks

Alternative Approaches

- Transactional Memory
- OpenMP
- Functional Programming Languages

Transactional Memory

- A **memory transaction** is a sequence of read-write operations to memory that are performed atomically.

```
void update()
{
    /* read/write memory */
}
```

OpenMP

- OpenMP is a set of compiler directives and API that support parallel progamming.

```
void update(int value)
{
    #pragma omp critical
    {
        count += value
    }
}
```

The code contained within the **`#pragma omp critical`** directive is treated as a critical section and performed atomically.

Functional Programming Languages

- Functional programming languages offer a different paradigm than procedural languages in that they do not maintain state.
- Variables are treated as immutable and cannot change state once they have been assigned a value.
- There is increasing interest in functional languages such as Erlang and Scala for their approach in handling data races.