Chapter 7: Synchronization
Examples
Chapter 7: Synchronization Examples

- Explain the bounded-buffer, readers-writers, and dining philosophers synchronization problems.

- Describe the tools used by Linux and Windows to solve synchronization problems.

- Illustrate how POSIX and Java can be used to solve process synchronization problems.
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 $n$
The structure of the producer process

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

- The structure of the consumer process

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

- The structure of the producer process

```c
while (true) {
    /* produce an item next_produced */
    ... wait(empty);
    wait(mutex);
    /* add next produced to buffer */
    ...
    signal(mutex);
    signal(full);
}
```
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
The structure of a writer process

```c
while (true) {
    wait(rw_mutex);
    /* writing is performed */
    signal(rw_mutex);
}
```
Readers-Writers Problem (Cont.)

- The structure of a reader process

```c
while (true) {
    wait(mutex);
    read_count++;
    if (read_count == 1)
        wait(rw_mutex);
    signal(mutex);
    ...
    /* reading .... */
    ...
    wait(mutex);
    read_count--;
    if (read_count == 0)
        signal(rw_mutex);
    signal(mutex);
}
```

- The structure of a writer process

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

- Semaphore Solution
- The structure of Philosopher \( i \):
  
  ```
  while (true){
    wait (chopstick[i] );
    wait (chopStick[ (i + 1) % 5] );

    /* eat for awhile */

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

    /* think for awhile */
  }
  ```

- What is the problem with this algorithm?
Monitor Solution to Dining Philosophers

```c
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);
    }
}
```
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;
}

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

```java
DiningPhilosophers.pickup(i);
/** EAT **/
DiningPhilosophers.putdown(i);
```

No deadlock, but starvation is possible
Kernel Synchronization - Windows

- 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)
Kernel Synchronization - Windows

- Mutex dispatcher object

![Diagram showing mutex synchronization in Windows]

- Owner thread releases mutex lock
- Thread acquires mutex lock
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
Linux Synchronization

- Atomic variables

  `atomic_t` is the type for atomic integer

- Consider the variables

  ```
  atomic_t counter;
  int value;
  ```

<table>
<thead>
<tr>
<th>Atomic Operation</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>atomic_set(&amp;counter,5);</code></td>
<td>counter = 5</td>
</tr>
<tr>
<td><code>atomic_add(10,&amp;counter);</code></td>
<td>counter = counter + 10</td>
</tr>
<tr>
<td><code>atomic_sub(4,&amp;counter);</code></td>
<td>counter = counter - 4</td>
</tr>
<tr>
<td><code>atomic_inc(&amp;counter);</code></td>
<td>counter = counter + 1</td>
</tr>
<tr>
<td><code>value = atomic_read(&amp;counter);</code></td>
<td>value = 12</td>
</tr>
</tbody>
</table>
POSIX Synchronization

- POSIX API provides
  - mutex locks
  - semaphores
  - condition variable
- Widely used on UNIX, Linux, and macOS
POSIX Mutex Locks

- Creating and initializing the lock
  
  ```
  #include <pthread.h>
  
  pthread_mutex_t mutex;
  
  /* create and initialize the mutex lock */
  pthread_mutex_init(&mutex, NULL);
  ```

- Acquiring and releasing the lock
  
  ```
  /* acquire the mutex lock */
  pthread_mutex_lock(&mutex);
  
  /* critical section */
  
  /* release the mutex lock */
  pthread_mutex_unlock(&mutex);
  ```
POSIX Semaphores

- POSIX provides two versions – named and unnamed.
- Named semaphores can be used by unrelated processes, unnamed cannot.
POSIX Named Semaphores

- Creating an initializing the semaphore:

```c
#include <semaphore.h>
sem_t *sem;

/* Create the semaphore and initialize it to 1 */
sem = sem_open("SEM", O_CREAT, 0666, 1);
```

- Another process can access the semaphore by referring to its name `SEM`.

- Acquiring and releasing the semaphore:

```c
/* acquire the semaphore */
sem_wait(sem);

/* critical section */

/* release the semaphore */
sem_post(sem);
```
POSIX Unnamed Semaphores

- Creating an initializing the semaphore:

```c
#include <semaphore.h>
sem_t sem;

/* Create the semaphore and initialize it to 1 */
sem_init(&sem, 0, 1);
```

- Acquiring and releasing the semaphore:

```c
/* acquire the semaphore */
sem_wait(&sem);

/* critical section */

/* release the semaphore */
sem_post(&sem);
```
POSIX Condition Variables

Since POSIX is typically used in C/C++ and these languages do not provide a monitor, POSIX condition variables are associated with a POSIX mutex lock to provide mutual exclusion: Creating and initializing the condition variable:

```c
pthread_mutex_t mutex;
pthread_cond_t cond_var;

pthread_mutex_init(&mutex,NULL);
pthread_cond_init(&cond_var,NULL);
```
POSIX Condition Variables

- Thread waiting for the condition `a == b` to become true:
  
  ```c
  pthread_mutex_lock(&mutex);
  while (a != b)
    pthread_cond_wait(&cond_var, &mutex);
  pthread_mutex_unlock(&mutex);
  ```

- Thread signaling another thread waiting on the condition variable:
  
  ```c
  pthread_mutex_lock(&mutex);
  a = b;
  pthread_cond_signal(&cond_var);
  pthread_mutex_unlock(&mutex);
  ```
Java Synchronization

- Java provides rich set of synchronization features:
  - Java monitors
  - Reentrant locks
  - Semaphores
  - Condition variables
Java Monitors

- Every Java object has associated with it a single lock.
- If a method is declared as `synchronized`, a calling thread must own the lock for the object.
- If the lock is owned by another thread, the calling thread must wait for the lock until it is released.
- Locks are released when the owning thread exits the `synchronized` method.
public class BoundedBuffer<E> {
    private static final int BUFFER_SIZE = 5;
    private int count, in, out;
    private E[] buffer;
    public BoundedBuffer() {
        count = 0;
        in = 0;
        out = 0;
        buffer = (E[]) new Object[BUFFER_SIZE];
    }
    /* Producers call this method */
    public synchronized void insert(E item) {
        /* See Figure 7.11 */
    }
    /* Consumers call this method */
    public synchronized E remove() {
        /* See Figure 7.11 */
    }
}
Java Synchronization

- A thread that tries to acquire an unavailable lock is placed in the object’s entry set:
Java Synchronization

- Similarly, each object also has a **wait set**.
- When a thread calls `wait()`:
  1. It releases the lock for the object
  2. The state of the thread is set to blocked
  3. The thread is placed in the wait set for the object
Java Synchronization

- A thread typically calls `wait()` when it is waiting for a condition to become true.
- How does a thread get notified?
- When a thread calls `notify()`:
  1. An arbitrary thread T is selected from the wait set
  2. T is moved from the wait set to the entry set
  3. Set the state of T from blocked to runnable.
- T can now compete for the lock to check if the condition it was waiting for is now true.
/* Producers call this method */
public synchronized void insert(E item) {
    while (count == BUFFER_SIZE) {
        try {
            wait();
        }
        catch (InterruptedException ie) {
        }
    }

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

    notify();
}
/ * Consumers call this method */
public synchronized E remove() {
    E item;
    
    while (count == 0) {
        try {
            wait();
        } catch (InterruptedException ie) { } 
    } 
    item = buffer[out];
    out = (out + 1) % BUFFER_SIZE;
    count--; 
    
    notify();
    
    return item;
}
Java Reentrant Locks

- Similar to mutex locks
- The **finally** clause ensures the lock will be released in case an exception occurs in the **try** block.

```java
Lock key = new ReentrantLock();

key.lock();
try {
   /* critical section */
}
finally {
   key.unlock();
}
```
Java Semaphores

- Constructor:

  Semaphore(int value);

- Usage:

  Semaphore sem = new Semaphore(1);

  try {
    sem.acquire();
    /* critical section */
  }
  catch (InterruptedException ie) { }
  finally {
    sem.release();
  }
Java Condition Variables

- Condition variables are associated with an `ReentrantLock`.
- Creating a condition variable using `newCondition()` method of `ReentrantLock`:

  ```java
  Lock key = new ReentrantLock();
  Condition condVar = key.newCondition();
  ```

- A thread waits by calling the `await()` method, and signals by calling the `signal()` method.
Java Condition Variables

- Example:
- Five threads numbered 0 .. 4
- Shared variable `turn` indicating which thread’s turn it is.
- Thread calls `doWork()` when it wishes to do some work. (But it may only do work if it is their turn.
- If not their turn, wait
- If their turn, do some work for awhile …
- When completed, notify the thread whose turn is next.

Necessary data structures:

```java
Lock lock = new ReentrantLock();
Condition[] condVars = new Condition[5];

for (int i = 0; i < 5; i++)
    condVars[i] = lock.newCondition();
```
/** threadNumber is the thread that wishes to do some work */
public void doWork(int threadNumber) {
    lock.lock();

    try {
        /**
         * If it’s not my turn, then wait
         * until I’m signaled.
         */
        if (threadNumber != turn)
            condVars[threadNumber].await();

        /**
         * Do some work for awhile ...
         */

        /**
         * Now signal to the next thread.
         */
        turn = (turn + 1) % 5;
        condVars[turn].signal();
    } catch (InterruptedException ie) { }
    finally {
        lock.unlock();
    }
}
Alternative Approaches

- Transactional Memory
- OpenMP
- Functional Programming Languages
Consider a function update() that must be called atomically. One option is to use mutex locks:

```c
void update ()
{
    acquire();
    /* modify shared data */
    release();
}
```

A memory transaction is a sequence of read-write operations to memory that are performed atomically. A transaction can be completed by adding `atomic{S}` which ensure statements in S are executed atomically:

```c
void update ()
{
    atomic {
        /* modify shared data */
    }
}
```
OpenMP

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

```c
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.
End of Chapter 7