Background

- Concurrent access to shared data may result in data inconsistency.
- Maintaining data consistency requires mechanisms to ensure the orderly execution of cooperating processes.
- Bounded Buffer problem (also called producer consumer problem)

Bounded-Buffer

- Shared data

```c
#define BUFFER_SIZE 10
typedef struct {
  ...  
} item;
item buffer[BUFFER_SIZE];
int in = 0;
int out = 0;
int counter = 0;
```
Bounded-Buffer

- Producer process

  
  item nextProduced;

  while (1) {
    while (counter == BUFFER_SIZE)
      ; /* do nothing */
    buffer[in] = nextProduced;
    in = (in + 1) % BUFFER_SIZE;
    counter++;
  }

Bounded-Buffer

- Consumer process

  item nextConsumed;

  while (1) {
    while (counter == 0)
      ; /* do nothing */
    nextConsumed = buffer[out];
    out = (out + 1) % BUFFER_SIZE;
    counter--;
  }
Bounded Buffer

The statements

```plaintext
counter++;
counter--;
```

must be performed *atomically*.

Atomic operation means an operation that completes in its entirety without interruption.

Bounded Buffer

The statement "**count++**" may be implemented in machine language as:

```plaintext
register1 = counter
register1 = register1 + 1
counter = register1
```

The statement "**count--**" may be implemented as:

```plaintext
register2 = counter
register2 = register2 - 1
counter = register2
```
Bounded Buffer

- If both the producer and consumer attempt to update the buffer concurrently, the assembly language statements may get interleaved.

- Interleaving depends upon how the producer and consumer processes are scheduled.

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Bounded Buffer

- Assume `counter` is initially 5. One interleaving of statements is:

  producer: `register1 = counter (register1 = 5)`
  producer: `register1 = register1 + 1 (register1 = 6)`
  consumer: `register2 = counter (register2 = 5)`
  consumer: `register2 = register2 – 1 (register2 = 4)`
  producer: `counter = register1 (counter = 6)`
  consumer: `counter = register2 (counter = 4)`

- The value of `count` may be either 4 or 6, where the correct result should be 5.
Race Condition

- **Race condition**: The situation where several processes access – and manipulate shared data concurrently. The final value of the shared data depends upon which process finishes last.

- To prevent race conditions, concurrent processes must be **synchronized**.

The Critical-Section Problem

- $n$ processes all competing to use some shared data

- Each process has a code segment, called **critical section**, in which the shared data is accessed.

- Problem – ensure that when one process is executing in its critical section, no other process is allowed to execute in its critical section.
Mutual Exclusion: Conditions for Solution

Four conditions to provide mutual exclusion
1. No two processes simultaneously in critical region
2. No assumptions made about speeds or numbers of CPUs
3. No process running outside its critical region may block another process
4. No process must wait forever to enter its critical region

Initial Attempts to Solve Problem

- Only 2 processes, $P_0$ and $P_1$
- General structure of process $P_i$ (other process $P_j$)
  
  ```
  do {
      entry section
      critical section
      exit section
      reminder section
  } while (1);
  ```

- Processes may share some common variables to synchronize their actions.
Algorithm 1

- Shared variables:
  - int turn;
  - initially turn = 0
  - turn = i ⇒ Pᵢ can enter its critical section
- Process Pᵢ
  
  ```
  do {
    while (turn != i) ;
    critical section
    turn = j;
    reminder section
  } while (1);
  ```
- Satisfies mutual exclusion, but not progress

Algorithm 2

- Shared variables
  - boolean flag[2];
  - initially flag[0] = flag[1] = false.
  - flag[i] = true ⇒ Pᵢ ready to enter its critical section
- Process Pᵢ
  
  ```
  do {
    flag[i] := true;
    while (flag[j]) ;
    critical section
    flag[i] = false;
    remainder section
  } while (1);
  ```
- Satisfies mutual exclusion, but not progress requirement.
Algorithm 3

- Combined shared variables of algorithms 1 and 2.
- Process P_i
  
  do {
    flag [i]:= true;
    turn = j;
    while (flag [j] and turn = j) ;
    critical section
    flag [i] = false;
    remainder section
  } while (1);

- Meets all three requirements; solves the critical-section problem for two processes.

Synchronization Hardware

- Test and modify the content of a word atomically
  
  boolean TestAndSet(boolean &target) {
    boolean rv = target;
    target = true;
    return rv;
  }
Mutual Exclusion with Test-and-Set

- **Shared data:**
  ```java
  boolean lock = false;
  ```

- **Process** $P_i$
  ```java
  do {
      while (TestAndSet(lock)) ;
      critical section
      lock = false;
      remainder section
  }
  ```

Semaphores

- **Synchronization tool** that does not require busy waiting.
  - Uses *blocking synchronization*

- **can only be accessed** via two indivisible (atomic) operations: `wait()` and `signal()`

- **Each semaphore** has an integer value and a queue associated with it
Semaphore Implementation

- Define a semaphore as a record
  
  ```
  typedef struct {
      int value;
      struct process *L;
  } semaphore;
  ```

- Assume two simple operations:
  - `block` suspends the process that invokes it.
  - `wakeup(P)` resumes the execution of a blocked process P.

Ready Queue And Various I/O Device Queues
Implementation

- Semaphore operations defined as
  - `wait(S)`:
    ```
    S.value--;
    if (S.value < 0) {
        add this process to S.L;
        block;
    }
    ```
  - `signal(S)`:
    ```
    S.value++;
    if (S.value <= 0) {
        remove a process P from S.L;
        wakeup(P);
    }
    ```

Critical Section of \( n \) Processes

- Shared data:
  - `semaphore mutex;` // initially `mutex = 1`

- Process \( Pi \):

  ```
  do {
      wait(mutex);
      critical section
      signal(mutex);
      remainder section
  } while (1);
  ```
Implementation cont’d

- Critical aspect of semaphore implementation is that the wait() and signal() operations must be executed atomically
  - need to guarantee that no two processes can execute wait() or signal() at the same time
  - Wait() and signal() have to be executed as critical sections!!
- Uniprocessors – disable interrupts while executing wait() and signal()
- Multiprocessors – disabling interrupts will not work because there are multiple processors
  - If hardware support available (TSL), use for implementing critical section
  - If hardware support is not available, use software algorithm for implementing critical sections

Semaphore as a General Synchronization Tool

- Execute B in $P_j$ only after A executed in $P_i$
- Use semaphore flag initialized to 0
- Code:

  $P_i$  $P_j$

  code code
  $A$ wait(flag)
  signal(flag) $B$
Deadlock and Starvation

- **Deadlock** – two or more processes are waiting indefinitely for an event that can be caused by only one of the waiting processes.

- Let $S$ and $Q$ be two semaphores initialized to 1

  \[
  \begin{align*}
  P_0 & \quad P_1 \\
  \text{wait}(S); & \quad \text{wait}(Q); \\
  \text{wait}(Q); & \quad \text{wait}(S); \\
  \vdots & \quad \vdots \\
  \text{signal}(S); & \quad \text{signal}(Q); \\
  \text{signal}(Q) & \quad \text{signal}(S);
  \end{align*}
  \]

- **Starvation** – indefinite blocking. A process may never be removed from the semaphore queue in which it is suspended.

Classical Problems of Synchronization

- **Bounded-Buffer Problem**

- **Readers and Writers Problem**

- **Dining-Philosophers Problem**
Bounded-Buffer Problem

- Shared data

  semaphore full, empty, mutex;

  Initially:

  full = 0, empty = n, mutex = 1

Bounded-Buffer Problem Producer Process

```c
do {
  ...
  produce an item in nextp
  ...
  wait(empty);
  wait(mutex);
  ...
  add nextp to buffer
  ...
  signal(mutex);
  signal(full);
} while (1);
```
Bounded-Buffer Problem Consumer Process

\[
do \\
   \quad \text{wait(full)} \\
   \quad \text{wait(mutex)}; \\
   \quad \ldots \\
   \quad \text{remove an item from buffer to nextc} \\
   \quad \ldots \\
   \quad \text{signal(mutex)}; \\
   \quad \text{signal(EMPTY)}; \\
   \quad \ldots \\
   \quad \text{consume the item in nextc} \\
   \quad \ldots \\
} \text{while (1)};
\]

Readers-Writers Problem

- Shared data

\[
\text{semaphore mutex, wrt;}
\]

Initially

\[
\text{mutex = 1, wrt = 1, readcount = 0}
\]
Readers-Writers Problem Writer Process

```c
wait(wrt);
...
writing is performed
...
signal(wrt);
```

Readers-Writers Problem Reader Process

```c
wait(mutex);
readcount++;
if (readcount == 1)
    wait(wrt);
signal(mutex);
...
reading is performed
...
wait(mutex);
readcount--;
if (readcount == 0)
signal(wrt);
signal(mutex);
```
Dining-Philosophers Problem

- Shared data

```c
semaphore chopstick[5];
```

Initially all values are 1

---

Dining-Philosophers Problem: A non-solution

Philosopher $i$:

```c
do {
    wait(chopstick[i])
    wait(chopstick[(i+1) % 5])
    ...
    eat
    ...
    signal(chopstick[i]);
    signal(chopstick[(i+1) % 5]);
    ...
    think
    ...
} while (1);
```
High-level synchronization mechanisms

- Semaphores are a very powerful mechanism for process synchronization, but they are a low-level mechanism.
- Several high-level mechanisms that are easier to use have been proposed:
  - Monitors
  - Critical Regions
  - Read/Write Locks
- We will study monitors (Java and Pthreads provide synchronization mechanisms based on monitors).
- NOTE: high-level mechanisms easier to use but equivalent to semaphores in power.

Monitors

- High-level synchronization construct that allows the safe sharing of an abstract data type among concurrent processes.

```java
monitor monitor-name
{
  shared variable declarations
  procedure body P1 (…) {
    . . .
  }
  procedure body Pn (…) {
    . . .
  }
  { initialization code
  }
}
```
Monitors

- To allow a process to wait within the monitor, a condition variable must be declared, as
  condition x, y;
- Condition variable can only be used with the operations wait and signal.
  - The operation x.wait();
    means that the process invoking this operation is suspended until another process invokes
    x.signal();
  - The x.signal operation resumes exactly one suspended process. If no process is suspended, then the signal
    operation has no effect.

Schematic View of a Monitor
Monitor With Condition Variables

Producer-Consumer using monitors

```java
monitor ProducerConsumer
    condition full, empty;
    integer count;
    procedure insert(item: integer);
    begin
        if count = N then wait(full);
        insert_item(item);
        count := count + 1;
        if count = 1 then signal(empty)
    end;
    function remove: integer;
    begin
        if count = 0 then wait(empty);
        remove = remove_item;
        count := count - 1;
        if count = N - 1 then signal(full)
    end;
    count := 0;
end monitor;

procedure producer;
begin
    while true do
        begin
            item = produce_item;
            ProducerConsumer.insert(item)
        end
end;

procedure consumer;
begin
    while true do
        begin
            item = ProducerConsumer.remove;
            consume_item(item)
        end
end;
```
Dining Philosophers Example

```c
monitor dp
{
    enum {thinking, hungry, eating} state[5];
    condition self[5];
    void pickup(int i) // following slides
    void putdown(int i) // following slides
    void test(int i) // following slides

    void init() {
        for (int i = 0; i < 5; i++)
            state[i] = thinking;
    }
}
```

Dining Philosophers

```c
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);
}
```
Dining Philosophers

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

Cooperating concurrent processes

- **Shared Memory**
  - Semaphores, mutex locks, condition variables, monitors
  - Mutual exclusion
- **Message-passing**
  - Pipes, FIFOs (name pipes)
  - Message queues
Synchronization Mechanisms

- **Pthreads**
  - Semaphores
  - Mutex locks
  - Condition Variables
  - Reader/Writer Locks

- **Java**
  - Each object has an (implicitly) associated lock and condition variable

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**Java thread synchronization calls**

- `thread.join(int millisecs)`
  - Blocks the calling thread for up to the specified time until `thread` has terminated.

- `thread.interrupt()`
  - Interrupts `thread`: causes it to return from a blocking method call such as `sleep()`.

- `object.wait(long millisecs, int nanosecs)`
  - Blocks the calling thread until a call made to `notify()` or `notifyAll()` on `object` wakes the thread, or the thread is interrupted, or the specified time has elapsed.

- `object.notify(), object.notifyAll()`
  - Wakes, respectively, one or all of any threads that have called `wait()` on `object`. 
Mutual exclusion in Java

class Interfere {
    private int data = 0;
    public synchronized void update() {
        data++;
    }
}

class Interfere {
    private int data = 0;
    public void update() {
        synchronized(this) {
            data++;
        }
    }
}

Producer consumer using Java

public class ProducerConsumer {
    static final int N = 100; // constant giving the buffer size
    static Producer p = new Producer(); // instantiate a new producer thread
    static Consumer c = new Consumer(); // instantiate a new consumer thread
    static Our_Monitor mon = new Our_Monitor(); // instantiate a new monitor
    public static void main(String args[]) {
        p.start(); // start the producer thread
        c.start(); // start the consumer thread
    }
    static class Producer extends Thread {
        public void run() { // run method contains the thread code
            int item;
            while (true) {
                item = produce_item(); // producer loop
                mon.insert(item);
            }
        }
    }
    private int produce_item() { ... } // actually produce
}

static class Consumer extends Thread {
    public void run() { // run method contains the thread code
        int item;
        while (true) {
            item = mon.remove(); // consumer loop
            consume_item(item);
        }
    }
    private void consume_item(int item) { ... } // actually consume
}
Producer consumer using Java   cont’d

static class our_monitor {       // this is a monitor
    private int buffer[] = new int[N];
    private int count = 0, lo = 0, hi = 0; // counters and indices
    public synchronized void insert(int val) {
        if (count == N) go_to_sleep();   // if the buffer is full, go to sleep
        buffer[hi] = val;                // insert an item into the buffer
        hi = (hi + 1) % N;               // slot to place next item in
        count = count + 1;               // one more item in the buffer now
        if (count == 1) notify();        // if consumer was sleeping, wake it up
    }
    
    public synchronized int remove() {
        int val;
        if (count == 0) go_to_sleep();   // if the buffer is empty, go to sleep
        val = buffer[lo];                // fetch an item from the buffer
        lo = (lo + 1) % N;               // slot to fetch next item from
        count = count - 1;               // one few items in the buffer
        if (count == N - 1) notify();    // if producer was sleeping, wake it up
        return val;
    }

    private void go_to_sleep() { try{wait();} catch(InterruptedException exc) {} }
}

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