CS 471 Operating Systems

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Review: Condition Variables Worksheet

Condition Variables

- CV: **Queue** of sleeping threads
- Threads add themselves to the queue with wait
- Threads wake up threads on the queue with signal

Condition Variables

- `cond_wait(cond_t *cv, mutex_t *lock)`
  - assume the lock is held when `cond_wait()` is called
  - puts caller to sleep + release the lock (atomically)
  - when awaken, reacquires lock before returning

- `cond_signal(cond_t *cv)`
  - wake a single waiting thread (if >= 1 thread is waiting)
  - if there is no waiting thread, just return, doing nothing

Review: Join

```
void thread_exit() {
      Mutex_lock(&m);          // a
      Cond_signal(&c);         // b
      Mutex_unlock(&m);        // c
}
```

```
void thread_join() {
      Mutex_lock(&m);          // x
      Cond_wait(&c, &m);       // y
      Mutex_unlock(&m);        // z
}
```

Review: Join

Parent: x y z

Child: a b c

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GOOD!

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Review: Join

Parent: x y … ***sleeeeeeeeeep forever*** …

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void thread_join() {
        Mutex_lock(&m);          // x
        Cond_wait(&c, &m);       // y
        Mutex_unlock(&m);        // z
}
```

Review: Join

```
void thread_exit() {
        done = 1;                       // a
        Cond_signal(&c);                // b
}
```

```
void thread_join() {
        Mutex_lock(&m);                 // w
        if (done == 0)                  // x
                Cond_wait(&c, &m);      // y
        Mutex_unlock(&m);               // z
}
```

Review: Join

Parent: w x y

Child: a b

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void thread_exit() {
        done = 1;                    // a
        Cond_signal(&c);             // b
}
```

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void thread_join() {
        Mutex_lock(&m);              // w
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Review: Join

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How to fix?
See Problem 1

Good Rule of Thumb When Using CV

Always do **wait** and **signal** while **holding the lock**

Good Rule of Thumb When Using CV

Always do **wait** and **signal** while **holding the lock**

Why? To prevent lost signals.

Classical Problems of Synchronization

- Producer-Consumer Problem
  - CV-based version
- Readers-Writers Problem
- Dining-Philosophers Problem

CV-based Producer-Consumer Implementation 1

Single CV and if statement

```
cond_t  cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);             // p1
        if (count == 1)                         // p2
            Pthread_cond_wait(&cond, &mutex);   // p3
        put(i);                                 // p4
        Pthread_cond_signal(&cond);             // p5
        Pthread_mutex_unlock(&mutex);           // p6
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);             // c1
        if (count == 0)                         // c2
            Pthread_cond_wait(&cond, &mutex);   // c3
        int tmp = get();                        // c4
        Pthread_cond_signal(&cond);             // c5
        Pthread_mutex_unlock(&mutex);           // c6
        printf("%d\n", tmp);
    }
}
```

```
int buffer;
int count = 0; // initially, empty

void put(int value) {
    assert(count == 0);
    count = 1;
    buffer = value;
}

int get() {
    assert(count == 1);
    count = 0;
    return buffer;
}
```

Put and Get routines

Single buffer

CV-based Producer-Consumer Implementation 1

Single CV and if statement

```
cond_t  cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);             // p1
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void *consumer(void *arg) {
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        printf("%d\n", tmp);
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int buffer;
int count = 0; // initially, empty

void put(int value) {
    assert(count == 0);
    count = 1;
    buffer = value;
}

int get() {
    assert(count == 1);
    count = 0;
    return buffer;
}
```

Put and Get routines

Single buffer

What's the problem of this approach?

CV-based Producer-Consumer Implementation 1

C1

```
void *consumer(void *arg) {
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        Pthread_mutex_lock(&mutex);           // c1
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}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get

CV-based Producer-Consumer Implementation 1

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CV-based Producer-Consumer Implementation 1

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	Sleep		Ready	p1	Running	0	
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	Sleep		Ready	p4	Running	1	Buffer now full

CV-based Producer-Consumer Implementation 1

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	Ready		Ready	p5	Running	1	T_{c1} awoken

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	Ready		Ready	p5	Running	1	T_{c1} awoken
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CV-based Producer-Consumer Implementation 1

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	Ready		Ready	p2	Running	1	

CV-based Producer-Consumer Implementation 1

C1

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	Sleep		Ready	p4	Running	1	Buffer now full
	Ready		Ready	p5	Running	1	T_{c1} awoken
	Ready		Ready	p6	Running	1	
	Ready		Ready	p1	Running	1	
	Ready		Ready	p2	Running	1	
	Ready		Ready	p3	Sleep	1	Buffer full; sleep

CV-based Producer-Consumer Implementation 1

C2

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        if (count == 0)                          // c2
            Pthread_cond_wait(&cond, &mutex);    // c3
        int tmp = get();                         // c4
        Pthread_cond_signal(&cond);              // c5
        Pthread_mutex_unlock(&mutex);            // c6
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}
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c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep		Ready	p1	Running	0	
	Sleep		Ready	p2	Running	0	
	Sleep		Ready	p4	Running	1	Buffer now full
	Ready		Ready	p5	Running	1	T_{c1} awoken
	Ready		Ready	p6	Running	1	
	Ready		Ready	p1	Running	1	
	Ready		Ready	p2	Running	1	
	Ready		Ready	p3	Sleep	1	Buffer full; sleep
	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...

CV-based Producer-Consumer Implementation 1

C2

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        if (count == 0)                          // c2
            Pthread_cond_wait(&cond, &mutex);    // c3
        int tmp = get();                         // c4
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	Ready		Ready	p3	Sleep	1	Buffer full; sleep
	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...
	Ready	c2	Running		Sleep	1	
	Ready	c4	Running		Sleep	0	... and grabs data

CV-based Producer-Consumer Implementation 1

C2

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void *consumer(void *arg) {
    int i;
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	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...
	Ready	c2	Running		Sleep	1	
	Ready	c4	Running		Sleep	0	... and grabs data
	Ready	c5	Running		Ready	0	T_p awoken

CV-based Producer-Consumer Implementation 1

C2

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // c1
        if (count == 0)                        // c2
            Pthread_cond_wait(&cond, &mutex);  // c3
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	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...
	Ready	c2	Running		Sleep	1	
	Ready	c4	Running		Sleep	0	... and grabs data
	Ready	c5	Running		Ready	0	T_p awoken
	Ready	c6	Running		Ready	0	

CV-based Producer-Consumer Implementation 1

C1

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            Pthread_cond_wait(&cond, &mutex); // p3
        put(i);                                // p4
        Pthread_cond_signal(&cond);            // p5
        Pthread_mutex_unlock(&mutex);          // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep		Ready	p1	Running	0	
	Sleep		Ready	p2	Running	0	
	Sleep		Ready	p4	Running	1	Buffer now full
	Ready		Ready	p5	Running	1	T_{c1} awoken
	Ready		Ready	p6	Running	1	
	Ready		Ready	p1	Running	1	
	Ready		Ready	p2	Running	1	
	Ready		Ready	p3	Sleep	1	Buffer full; sleep
	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...
	Ready	c2	Running		Sleep	1	
	Ready	c4	Running		Sleep	0	... and grabs data
	Ready	c5	Running		Ready	0	T_p awoken
	Ready	c6	Running		Ready	0	
c4	Running		Ready		Ready	0	Oh oh! No data

CV-based Producer-Consumer Implementation 2

Single CV and while

```
cond_t  cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);                 // p1
        while (count == 1)                          // p2
            Pthread_cond_wait(&cond, &mutex);       // p3
        put(i);                                     // p4
        Pthread_cond_signal(&cond);                 // p5
        Pthread_mutex_unlock(&mutex);               // p6
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);                 // c1
        while (count == 0)                          // c2
            Pthread_cond_wait(&cond, &mutex);       // c3
        int tmp = get();                            // c4
        Pthread_cond_signal(&cond);                 // c5
        Pthread_mutex_unlock(&mutex);               // c6
        printf("%d\n", tmp);
    }
}
```

CV-based Producer-Consumer Implementation 2

Single CV and while

```
cond_t  cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);             // p1
        while (count == 1)                      // p2
            Pthread_cond_wait(&cond, &mutex);   // p3
        put(i);                                 // p4
        Pthread_cond_signal(&cond);             // p5
        Pthread_mutex_unlock(&mutex);           // p6
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);             // c1
        while (count == 0)                      // c2
            Pthread_cond_wait(&cond, &mutex);   // c3
        int tmp = get();                        // c4
        Pthread_cond_signal(&cond);             // c5
        Pthread_mutex_unlock(&mutex);           // c6
        printf("%d\n", tmp);
    }
}
```

What's the problem of this approach?

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);               // c1
        while (count == 0)                        // c2
            Pthread_cond_wait(&cond, &mutex);     // c3
        int tmp = get();                          // c4
        Pthread_cond_signal(&cond);               // c5
        Pthread_mutex_unlock(&mutex);             // c6
        printf("%d\n", tmp);
    }
}
```

C1

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);               // p1
        while (count == 1)                        // p2
            Pthread_cond_wait(&cond, &mutex);     // p3
        put(i);                                   // p4
        Pthread_cond_signal(&cond);               // p5
        Pthread_mutex_unlock(&mutex);             // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get

C2

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // c1
        while (count == 0)                    // c2
            Pthread_cond_wait(&cond, &mutex); // c3
        int tmp = get();                      // c4
        Pthread_cond_signal(&cond);           // c5
        Pthread_mutex_unlock(&mutex);         // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // p1
        while (count == 1)                    // p2
            Pthread_cond_wait(&cond, &mutex); // p3
        put(i);                               // p4
        Pthread_cond_signal(&cond);           // p5
        Pthread_mutex_unlock(&mutex);         // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        while (count == 0)                       // c2
            Pthread_cond_wait(&cond, &mutex);    // c3
        int tmp = get();                         // c4
        Pthread_cond_signal(&cond);              // c5
        Pthread_mutex_unlock(&mutex);            // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // p1
        while (count == 1)                       // p2
            Pthread_cond_wait(&cond, &mutex);    // p3
        put(i);                                  // p4
        Pthread_cond_signal(&cond);              // p5
        Pthread_mutex_unlock(&mutex);            // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // c1
        while (count == 0)                     // c2
            Pthread_cond_wait(&cond, &mutex);  // c3
        int tmp = get();                       // c4
        Pthread_cond_signal(&cond);            // c5
        Pthread_mutex_unlock(&mutex);          // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // p1
        while (count == 1)                     // p2
            Pthread_cond_wait(&cond, &mutex);  // p3
        put(i);                                // p4
        Pthread_cond_signal(&cond);            // p5
        Pthread_mutex_unlock(&mutex);          // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        while (count == 0)                       // c2
            Pthread_cond_wait(&cond, &mutex);    // c3
        int tmp = get();                         // c4
        Pthread_cond_signal(&cond);              // c5
        Pthread_mutex_unlock(&mutex);            // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // p1
        while (count == 1)                       // p2
            Pthread_cond_wait(&cond, &mutex);    // p3
        put(i);                                  // p4
        Pthread_cond_signal(&cond);              // p5
        Pthread_mutex_unlock(&mutex);            // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        while (count == 0)                       // c2
            Pthread_cond_wait(&cond, &mutex);    // c3
        int tmp = get();                         // c4
        Pthread_cond_signal(&cond);              // c5
        Pthread_mutex_unlock(&mutex);            // c6
        printf("%d\n", tmp);
    }
}
```

C1

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // p1
        while (count == 1)                       // p2
            Pthread_cond_wait(&cond, &mutex);    // p3
        put(i);                                  // p4
        Pthread_cond_signal(&cond);              // p5
        Pthread_mutex_unlock(&mutex);            // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // c1
        while (count == 0)                    // c2
            Pthread_cond_wait(&cond, &mutex); // c3
        int tmp = get();                      // c4
        Pthread_cond_signal(&cond);           // c5
        Pthread_mutex_unlock(&mutex);         // c6
        printf("%d\n", tmp);
    }
}
```

C1

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // p1
        while (count == 1)                    // p2
            Pthread_cond_wait(&cond, &mutex); // p3
        put(i);                               // p4
        Pthread_cond_signal(&cond);           // p5
        Pthread_mutex_unlock(&mutex);         // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data

C1

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // c1
        while (count == 0)                    // c2
            Pthread_cond_wait(&cond, &mutex); // c3
        int tmp = get();                      // c4
        Pthread_cond_signal(&cond);           // c5
        Pthread_mutex_unlock(&mutex);         // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // p1
        while (count == 1)                    // p2
            Pthread_cond_wait(&cond, &mutex); // p3
        put(i);                               // p4
        Pthread_cond_signal(&cond);           // p5
        Pthread_mutex_unlock(&mutex);         // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data
c5	Running		Ready		Sleep	0	Oops! Woke T_{c2}

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // c1
        while (count == 0)                    // c2
            Pthread_cond_wait(&cond, &mutex); // c3
        int tmp = get();                      // c4
        Pthread_cond_signal(&cond);           // c5
        Pthread_mutex_unlock(&mutex);         // c6
        printf("%d\n", tmp);
    }
}
```

C1

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);           // p1
        while (count == 1)                    // p2
            Pthread_cond_wait(&cond, &mutex); // p3
        put(i);                               // p4
        Pthread_cond_signal(&cond);           // p5
        Pthread_mutex_unlock(&mutex);         // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data
c5	Running		Ready		Sleep	0	Oops! Woke T_{c2}
c6	Running		Ready		Sleep	0	
c1	Running		Ready		Sleep	0	
c2	Running		Ready		Sleep	0	
c3	Sleep		Ready		Sleep	0	Nothing to get

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // c1
        while (count == 0)                     // c2
            Pthread_cond_wait(&cond, &mutex);  // c3
        int tmp = get();                       // c4
        Pthread_cond_signal(&cond);            // c5
        Pthread_mutex_unlock(&mutex);          // c6
        printf("%d\n", tmp);
    }
}
```

C2

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // p1
        while (count == 1)                     // p2
            Pthread_cond_wait(&cond, &mutex);  // p3
        put(i);                                // p4
        Pthread_cond_signal(&cond);            // p5
        Pthread_mutex_unlock(&mutex);          // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data
c5	Running		Ready		Sleep	0	Oops! Woke T_{c2}
c6	Running		Ready		Sleep	0	
c1	Running		Ready		Sleep	0	
c2	Running		Ready		Sleep	0	
c3	Sleep		Ready		Sleep	0	Nothing to get
	Sleep	c2	Running		Sleep	0	
	Sleep	c3	Sleep		Sleep	0	Everyone asleep...

```
void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // c1
        while (count == 0)                     // c2
            Pthread_cond_wait(&cond, &mutex);  // c3
        int tmp = get();                       // c4
        Pthread_cond_signal(&cond);            // c5
        Pthread_mutex_unlock(&mutex);          // c6
        printf("%d\n", tmp);
    }
}
```

```
void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);            // p1
        while (count == 1)                     // p2
            Pthread_cond_wait(&cond, &mutex);  // p3
        put(i);                                // p4
        Pthread_cond_signal(&cond);            // p5
        Pthread_mutex_unlock(&mutex);          // p6
    }
}
```

T_{c1}	State	T_{c2}	State	T_p	State	**Count**	*Comment*
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data
c5	Running		Ready		Sleep	0	Oops! Woke T_{c2}
c6	Running		Ready		Sleep	0	
c1	Running		Ready		Sleep	0	
c2	Running		Ready		Sleep	0	
c3	Sleep		Ready		Sleep	0	Nothing to get
	Sleep	c2	Running		Sleep	0	
	Sleep	c3	Sleep		Sleep	0	Everyone asleep...

CV-based Producer-Consumer Implementation 3

Two CVs and while

```
cond_t empty, fill;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);
        while (count == 1)
            Pthread_cond_wait(&empty, &mutex);
        put(i);
        Pthread_cond_signal(&fill);
        Pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);
        while (count == 0)
            Pthread_cond_wait(&fill, &mutex);
        int tmp = get();
        Pthread_cond_signal(&empty);
        Pthread_mutex_unlock(&mutex);
        printf("%d\n", tmp);
    }
}
```

CV-based Producer-Consumer Implementation 3

```
cond_t empty, fill;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);
        while (count == 1)
            Pthread_cond_wait(&empty, &mutex);
        put(i);
        Pthread_cond_signal(&fill);
        Pthread_mutex_unlock(&mutex);
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);
        while (count == 0)
            Pthread_cond_wait(&fill, &mutex);
        int tmp = get();
        Pthread_cond_signal(&empty);
        Pthread_mutex_unlock(&mutex);
        printf("%d\n", tmp);
    }
}
```

Two CVs and while

Using **two CVs** to distinguish two types of threads; in order to properly signal which thread should wake up

- Producer waits on **empty**
- Consumer waits on **full**

Readers-Writers Problem

Readers-Writers Problem

- A data object (e.g. a file) is to be shared among several concurrent processes/threads
- A writer process/thread must have exclusive access to the data object
- **Multiple** reader processes/threads may access the shared data simultaneously without a problem

Reader-Writer Lock

```
typedef struct _rwlock_t {
  sem_t lock;      // binary semaphore (basic lock)
  sem_t writelock; // used to allow ONE writer or MANY readers
  int   readers;   // count of readers reading in critical section
} rwlock_t;

void rwlock_init(rwlock_t *rw) {
  rw->readers = 0;
  sem_init(&rw->lock, 0, 1);
  sem_init(&rw->writelock, 0, 1);
}

void rwlock_acquire_readlock(rwlock_t *rw) {
  sem_wait(&rw->lock);
  rw->readers++;
  if (rw->readers == 1)
    sem_wait(&rw->writelock); // first reader acquires writelock
  sem_post(&rw->lock);
}

void rwlock_release_readlock(rwlock_t *rw) {
  sem_wait(&rw->lock);
  rw->readers--;
  if (rw->readers == 0)
    sem_post(&rw->writelock); // last reader releases writelock
  sem_post(&rw->lock);
}

void rwlock_acquire_writelock(rwlock_t *rw) {
  sem_wait(&rw->writelock);
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Reader-Writer Lock

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  sem_t lock;       // binary semaphore (basic lock)
  sem_t writelock; // used to allow ONE writer or MANY readers
  int   readers;    // count of readers reading in critical section
} rwlock_t;

void rwlock_init(rwlock_t *rw) {
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  sem_init(&rw->lock, 0, 1);
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void rwlock_acquire_readlock(rwlock_t *rw) {
  sem_wait(&rw->lock);
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Initially, # readers is 0
binary `sem lock` set to 1
`writelock` set to 1

Writer cannot be in CS when readers are!

Readers-Writers Problem: Writer Thread

```
rwlock_acquire_writelock(rw);
…
write is performed
…
rwlock_release_writelock(rw);
```

Readers-Writers Problem: Reader Thread

```
rwlock_acquire_readlock(rw)
          …
    read is performed
          …
rwlock_release_readlock(rw)
```

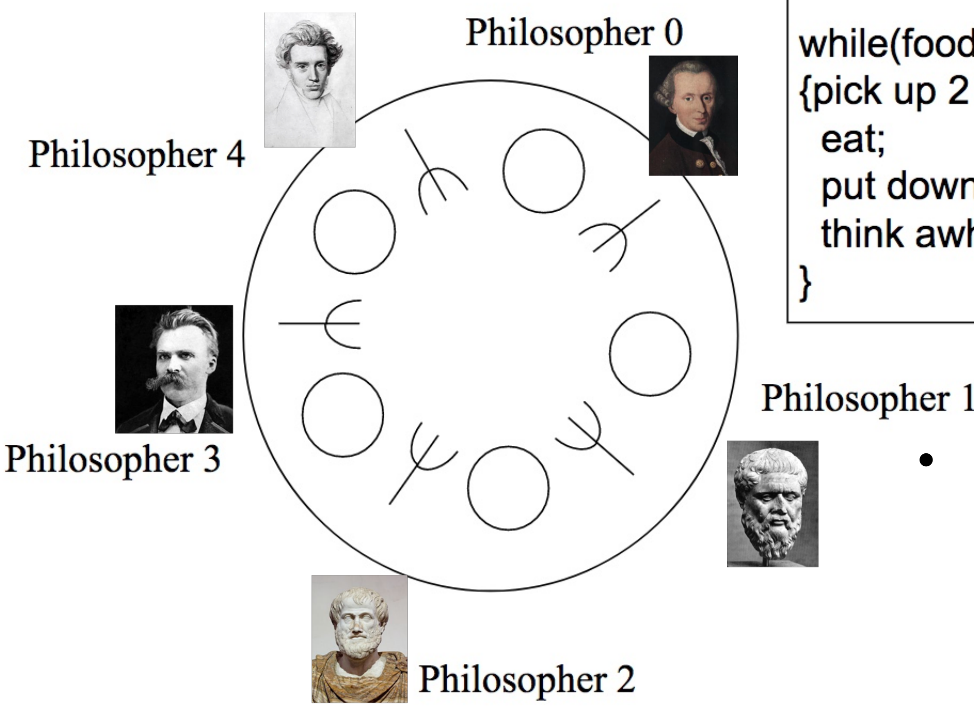
Well, is this solution Okay?

Starvation

- A process/thread that is forced to wait **indefinitely** in a synchronization program is said to be subject to **starvation**
  - In some execution scenarios, that process does not make any progress
  - Deadlocks imply starvation, but the reverse is not true

Dining-Philosophers Problem

Dining-Philosophers Problem




```
while(food available)
{pick up 2 adj. forks;
  eat;
  put down forks;
  think awhile;
}
```

- 5 philosophers share a common circular table. There are 5 forks (or chopsticks) and food (in the middle). When a philosopher gets hungry, he tries to pick up the closest forks
- A philosopher may pick up only one fork at a time, and cannot pick up a fork already in use. When done, he puts down both of his forks, one after the other

Shared data

```
sem_t forks[5];
```

Initially all semaphore values are 1

Dining-Philosophers Problem

- The basic loop of a philosopher

```
while (1) {
  think();
  getforks();
  eat();
  putforks();
}
```

getforks() → ??

eat() → **Critical section**

putforks() → ??

The Helper Functions

```
int left(int p)  { return p; }
int right(int p) { return (p + 1) % 5; }
```

```
sem_t forks[5]
```

- Each fork initialized to 1

```
void getforks() {
  sem_wait(forks[left(p)]);
  sem_wait(forks[right(p)]);
}

void putforks() {
  sem_post(forks[left(p)]);
  sem_post(forks[right(p)]);
}
```

Is this solution correct?

Simplest Example of A Deadlock

Thread 0	Interleaving	Thread 1
sem_wait(fork[0])		sem_wait(fork[1])
sem_wait(fork[1])		sem_wait(fork[0])
sem_signal(fork[0])		sem_signal(fork[1])
sem_signal(fork[1])		sem_signal(fork[0])

Simplest Example of A Deadlock

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`sem_signal(fork[1])`	`sem_wait(fork[1])`	`sem_signal(fork[0])`

Simplest Example of A Deadlock

Thread 0

```
sem_wait(fork[0])
sem_wait(fork[1])
sem_signal(fork[0])
sem_signal(fork[1])
```

Interleaving

```
sem_wait(fork[0])

sem_wait(fork[1])

sem_wait(fork[0])
```

Thread 1

```
sem_wait(fork[1])
sem_wait(fork[0])
sem_signal(fork[1])
sem_signal(fork[0])
```

Simplest Example of A Deadlock

Thread 0	Interleaving	Thread 1

`sem_wait(fork[0])`
`sem_wait(fork[1])`
`sem_signal(fork[0])`
`sem_signal(fork[1])`
	`sem_wait(fork[0])`
	`sem_wait(fork[1])`
	`sem_wait(fork[0])`
	wait…
	`sem_wait(fork[1])`
	wait…
		`sem_wait(fork[1])`
		`sem_wait(fork[0])`
		`sem_signal(fork[1])`
		`sem_signal(fork[0])`

Simplest Example of A Deadlock

Q: Would the previous 5DP implementation cause exactly the same deadlock as shown below?

Thread 0	Interleaving	Thread 1
sem_wait(fork[0])		sem_wait(fork[1])
sem_wait(fork[1])	sem_wait(fork[0])	sem_wait(fork[0])
sem_signal(fork[0])		sem_signal(fork[1])
sem_signal(fork[1])		sem_signal(fork[0])
	sem_wait(fork[1])	
	sem_wait(fork[0]) **wait…**	
	sem_wait(fork[1]) **wait…**	

Review: Conditions for Deadlocks

- Mutually exclusive access of shared resources
  - Binary semaphore `fork[0]` and `fork[1]`

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  - Binary semaphore `fork[0]` and `fork[1]`
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  - Thread 0 waits for Thread 1 to signal(`fork[1]`) and
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Review: Conditions for Deadlocks

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- Hold and wait
  - Holding either `fork[0]` or `fork[1]` while waiting on the other

Review: Conditions for Deadlocks

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  - Thread 0 waits for Thread 1 to signal(`fork[1]`) and
  - Thread 1 waits for Thread 0 to signal(`fork[0]`)
- Hold and wait
  - Holding either `fork[0]` or `fork[1]` while waiting on the other
- No preemption
  - Neither `fork[0]` and `fork[1]` are removed from their respective holding threads

Why 5DP is Interesting?

- How to eat with your fellows without causing deadlocks
  - Circular arguments (the circular wait condition)
  - Not giving up on firmly held things (no preemption)
  - Infinite patience with half-baked schemes (hold some & wait for more)
- Why starvation exists and what we can do about it?

Dijkstra’s Solution:
Break the Circular Wait Condition

- Change how forks are acquired by at least one of the philosophers
- Assume P0 – P4, 4 is the highest number

```
void getforks() {
  if (p == 4) {
    sem_wait(forks[right(p)]);
    sem_wait(forks[left(p)]);
  } else {
    sem_wait(forks[left(p)]);
    sem_wait(forks[right(p)]);
  }
}
```

Again, Starvation

- Subtle difference between deadlock and starvation
  - Once a set of processes are in a deadlock, there is **no future execution sequence** that can get them out of it!
  - In starvation, there does exist **hope** – some execution order may be favorable to the starving process although no guarantee it would ever occur

  - Rollback and retry are prone to starvation
  - Continuous arrival of higher priority process is another common starvation situation

Building a Semaphore w/ CV Worksheet