Today: Synchronization

- Synchronization
  - Mutual exclusion
  - Critical sections
- Example: Too Much Milk
-
- Locks
- Synchronization primitives are required to ensure that only one thread executes in a critical section at a time.

Recap: Synchronization

- What kind of knowledge and mechanisms do we need to get independent processes to communicate and get a consistent view of the world (computer state)?
- **Example: Too Much Milk**

Time	You	Your roommate
3:00	Arrive home	
3:05	Look in fridge, no milk	
3:10	Leave for grocery	
3:15		Arrive home
3:20	Arrive at grocery	Look in fridge, no milk
3:25	Buy milk	Leave for grocery
3:35	Arrive home, put milk in fridge	
3:45		Buy milk
3:50		Arrive home, put up mlk
3:50		Oh no!

Recap: Synchronization Terminology

- **Synchronization:** use of atomic operations to ensure cooperation between threads
- **Mutual Exclusion:** ensure that only one thread does a particular activity at a time and *excludes* other threads from doing it at that time
- **Critical Section:** piece of code that only one thread can execute at a time
- **Lock:** mechanism to prevent another process from doing something
  - Lock before entering a critical section, or before accessing shared data.
  - Unlock when leaving a critical section or when access to shared data is complete
  - Wait if locked

=> All synchronization involves waiting.

Too Much Milk: Solution 1

- What are the correctness properties for this problem?
  - Only one person buys milk at a time.
  - Someone buys milk if you need it.
- Restrict ourselves to atomic loads and stores as building blocks.
  - Leave a note (a version of lock)
  - Remove note (a version of unlock)
  - Do not buy any milk if there is note (wait)

Thread A

```
if (noMilk & NoNote) {
   leave Note;
   buy milk;
   remove note;
}
```

Thread B

```
if (noMilk & NoNote) {
    leave Note;
    buy milk;
    remove note;
}
```

Does this work?

Too Much Milk: Solution 2

How about using labeled notes so we can leave a note before checking the the milk?

Thread A

```
leave note A
if (noNote B) {
    if (noMilk){
        buy milk;
    }
}
remove note;
```

Thread B

```
leave note B
if (noNote A) {
    if (noMilk){
        buy milk;
    }
}
remove note;
```

Does this work?

Too Much Milk: Solution 3

Thread A

```
   leave note A
X: while (Note B) {
       do nothing;
   }
   if (noMilk){
       buy milk;
   }
   remove note A;
```

Thread B

```
   leave note B
Y: if (noNote A) {
       if (noMilk){
           buy milk;
       }
   }
   remove note B;
```

Does this work?

Correctness of Solution 3

- At point Y, either there is a note A or not.
  1. If there is no note A, it is safe for thread B to check and buy milk, if needed. (Thread A has not started yet).
  2. If there is a note A, then thread A is checking and buying milk as needed or is waiting for B to quit, so B quits by removing note B.

- At point X, either there is a note B or not.
  1. If there is not a note B, it is safe for A to buy since B has either not started or quit.
  2. If there is a note B, A waits until there is no longer a note B, and either finds milk that B bought or buys it if needed.

- Thus, thread B buys milk (which thread A finds) or not, but either way it removes note B. Since thread A loops, it waits for B to buy milk or not, and then if B did not buy, it buys the milk.

Is Solution 3 a good solution?

- It is too complicated - it was hard to convince ourselves this solution works.

- It is asymmetrical - thread A and B are different. Thus, adding more threads would require different code for each new thread and modifications to existing threads.

- A is *busy waiting* - A is consuming CPU resources despite the fact that it is not doing any useful work.

=> This solution relies on loads and stores being atomic.

Language Support for Synchronization

Have your programming language provide atomic routines for synchronization.

- **Locks:** one process holds a lock at a time, does its critical section releases lock.
- **Semaphores:** more general version of locks.
- **Monitors:** connects shared data to synchronization primitives.

=> All of these require some hardware support, and waiting.

Locks

- **Locks:** provide mutual exclusion to shared data with two "atomic" routines:
  - **Lock.Acquire** - wait until lock is free, then grab it.
  - **Lock.Release** - unlock, and wake up any thread waiting in Acquire.

Rules for using a lock:

- Always acquire the lock before accessing shared data.
- Always release the lock after finishing with shared data.
- Lock is initially free.

Implementing Too Much Milk with Locks

Too Much Milk

Thread A	Thread B
Lock.Acquire();	Lock.Acquire();
if (noMilk){	if (noMilk){
buy milk;	buy milk;
}	}
Lock.Release();	Lock.Release();

- This solution is clean and symmetric.
- How do we make Lock.Acquire and Lock.Release atomic?

Hardware Support for Synchronization

- Implementing high level primitives requires low-level hardware support
- What we have and what we want

	Concurrent programs
Low-level atomic operations (hardware)	load/store interrupt disable test&set
High-level atomic operations (software)	lock semaphore monitors send & receive

Implementing Locks By Disabling Interrupts

- There are two ways the CPU scheduler gets control:
  - **Internal Events:** the thread does something to relinquish control (e.g., I/O).
  - **External Events:** interrupts (e.g., time slice) cause the scheduler to take control away from the running thread.
- On uniprocessors, we can prevent the scheduler from getting control as follows:
  - **Internal Events:** prevent these by not requesting any I/O operations during a critical section.
  - **External Events:** prevent these by disabling interrupts (i.e., tell the hardware to delay handling any external events until after the thread is finished with the critical section)

Implementing Locks by Disabling Interrupts

- For uniprocessors, we can disable interrupts for high-level primitives like locks, whose implementations are private to the kernel.
- The kernel ensures that interrupts are not disabled forever, just like it already does during interrupt handling.

```
class Lock {
  public:
    void Acquire();
    void Release();
  private:
    int value;
    Queue Q;
}
Lock::Lock {
  // lock is free
  value = 0;
  // queue is empty
  Q = 0;
}
```

```
Lock::Acquire(Thread T){
// syscall: kernel execs this
disable interrupts;
  if (value == BUSY) {
     add T to Q
     put T to Sleep;
  } else {
     value = BUSY;
  }
  enable interrupts; }
```

```
Lock::Release() {
  disable interrupts;
  if queue not empty {
     take thread T off Q
     put T on ready queue
  } else {
     value = FREE
  }
  enable interrupts; }
```

Atomic read-modify-write Instructions

- Atomic read-modify-write instructions *atomically* read a value from memory into a register and write a new value.
  - Straightforward to implement simply by adding a new instruction on a uniprocessor.
  - On a multiprocessor, the processor issuing the instruction must also be able to *invalidate* any copies of the value the other processes may have in their cache, i.e., the multiprocessor must support some type of *cache coherence.*

- **Examples:**
  - **Test&Set:** (most architectures) read a value, write '1' back to memory.
  - **Exchange:** (x86) swaps value between register and memory.
  - **Compare&Swap:** (68000) read value, if value matches register value r1, exchange register r2 and value.

Implementing Locks with Test&Set

- **Test&Set:** reads a value, writes '1' to memory, and returns the old value.

```
class Lock {             Acquire() {
  public:                  // if busy do nothing
    void Acquire();          while (test&set(value) == 1);
    void Release();        }
  private:               Release() {
    int value;             value = 0;
}                        }
Lock() {
  value = 0;
}
```

- If lock is free (value = 0), test&set reads 0, sets value to 1, and returns 0. The Lock is now busy: the test in the while fails, and Acquire is complete.
- If lock is busy (value = 1), test&set reads 1, sets value to 1, and returns 1. The while continues to loop until a Release executes.

Busy Waiting

```
Acquire(){
  //if Busy, do nothing
 while (test&set(value) == 1);
}
```

- What's wrong with the above implementation?
  - What is the CPU doing?
  - What could happen to threads with different priorities?
- How can we get the waiting thread to give up the processor, so the releasing thread can execute?

Locks using Test&Set with minimal busy-waiting

- Can we implement locks with test&set without any busy-waiting or disabling interrupts?
- No, but we can minimize busy-waiting time by atomically checking the lock value and giving up the CPU if the lock is busy

```
class Lock {
  // same declarations as earlier
   private int guard;
}
Acquire(T:Thread) {
  while (test&set(guard) == 1)  ;
  if (value != FREE) {
     put T on Q;
     T.Sleep() & set guard = 0;
  } else {
     value = BUSY;
     guard = 0;
  } }
```

```
Release() {
  // busy wait
  while (test&set(guard) == 1) ;
  if Q is not empty {
     take T off Q;
     put T on ready queue;
  } else {
     value = FREE;
  }
  guard = 0;
}
```

Summary

- Communication among threads is typically done through shared variables.
- Critical sections identify pieces of code that cannot be executed in parallel by multiple threads, typically code that accesses and/or modifies the values of shared variables.
- Synchronization primitives are required to ensure that only one thread executes in a critical section at a time.
  - Achieving synchronization directly with loads and stores is tricky and error-prone
  - *Solution:* use high-level primitives such as locks, semaphores, monitors