Chapter 9

High-level Synchronization

Introduction to Concurrency

- **Concurrency**
  - Execute two or more pieces of code "at the same time“
- **Why ?**
  - No choice:
    - Geographically distributed data
    - Interoperability of different machines
    - A piece of code must "serve" many other client processes
    - To achieve reliability
  - By choice:
    - To achieve speedup
    - Sometimes makes programming easier (e.g., UNIX pipes)

Possibilities for Concurrency

Architecture:	**Program Style:**
Uniprocessor with: - I/O channel - I/O processor - DMA	Multiprogramming, multiple process system programs
Multiprocessor	Parallel programming
Network of processors	Distributed Programs

Examples of Concurrency in Uniprocessors

Example 1: Unix pipes

Motivations:

- fast to write code
- fast to execute

Example 2: Buffering

Motivation:

- required when two *asynchronous* processes must communicate

Example 3: Client/Server model

Motivation:

- geographically distributed computing

Operating System issues to Support Concurrency

- **Synchronization**
  - What primitives should OS provide ?
- **Communication**
  - What primitives should the OS provide to the interface communication protocol ?
- **Hardware Support**
  - Needed to implement OS primitives

Operating System issues to Support Concurrency...

- **Remote execution**
  - What primitives should OS provide ?
    - Remote Procedure Call (RPC)
    - Remote Command Shell
- **Sharing address space**
  - Makes programming easier
- **Light-weight threads**
  - Can a process creation be as cheap as a procedure call ?

Definitions

- **Concurrent** process execution can be:
  - interleaved, or
  - physically simultaneous
- Interleaved
  - Multi-programming on uniprocessor
- Physically simultaneous
  - Uni- or multi-programming on multiprocessor

Definitions...

- **Process, thread, or task**
  - Scheduleable unit of computation

- **Granularity**
  - Process "size" or computation to
  - Communication ratio
    - Too small: excessive overhead
    - Too large: less concurrency

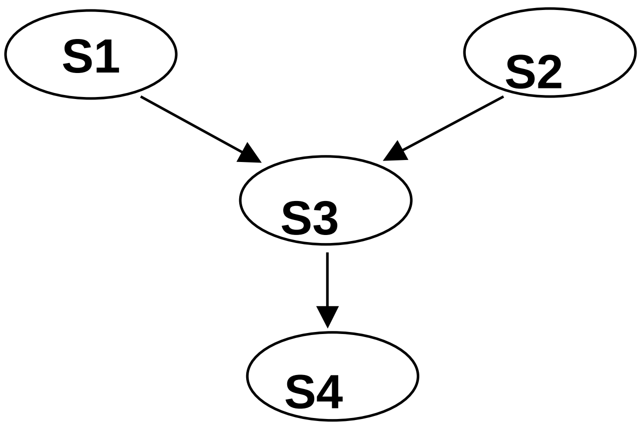
Precedence Graph

Consider writing a program as a set of tasks.

Precedence graph:

specifies execution ordering among tasks

```
S1:    A := X + Y
S2:    B := Z + 1
S3:    C := A - B
S4:    W := C + 1
```



Parallelizing compilers for computers with vector processors build dependency graphs.

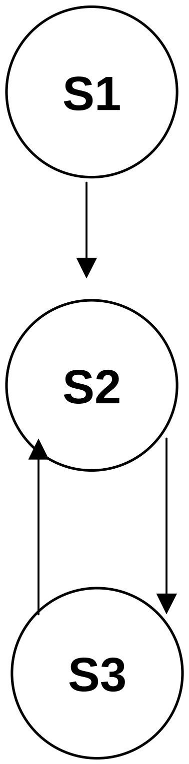
Cyclic Precedence Graph

What does the following graph represent ?

S2 must be performed before **S3** begins

AND

S3 must be performed before **S2** begins



Precedence Graphs must be **ACYCLIC**

Concurrency Conditions

Let ***Si*** denote a statement.

Read set of Si:

R (Si) = { a1, a2, ..., an }

Set of all variables referenced in Si

Write set of Si:

W (Si) = { b1, b2, ..., bm },

Set of all variables changed by Si

Concurrency Conditions...

C := A - B

R (C := A - B) = { A, B }

W (C := A - B) = { C }

scanf ("%d", &A)

R (scanf ("%d", &A)) = { }

W (scanf ("%d", &A)) = { A }

Bernstein's Conditions

The following conditions must hold for two statements S1 and S2 to execute concurrently with valid results:

1) R (S1) INTERSECT W (S2) = { }
2) W (S1) INTERSECT R (S2) = { }
3) W (S1) INTERSECT W (S2) = { }

These are called the **Bernstein Conditions.**

Parallel Language Constructs (Review)

FORK and JOIN

FORK L Starts parallel execution at the statement labelled L and at the statement following the FORK

JOIN Count Recombines 'Count' concurrent computations

```
Count := Count - 1;
If
      ( Count > 0 )
Then
  Terminate computation
else  continue
```

Join is an ***atomic*** operation.

Structured Parallel Constructs

PARBEGIN / PAREND

PARBEGIN Sequential execution splits off into several concurrent sequences

PAREND Parallel computations merge

```
PARBEGIN
   Statement 1;
   Statement 2;
        ⋮
   Statement N;
PAREND;
```

```
PARBEGIN
      Q  :=  C  mod  25;
      Begin
          N  :=  N  -  1;
          T  :=  N  /  5;
      End;
      Proc1 ( X, Y );
PAREND;
```

Parbegin / Parend Examples

```
Begin
    PARBEGIN
        A := X + Y;
        B := Z + 1;
    PAREND;
    C := A - B;
    W := C + 1;
End;
```

```
Begin
    S1;
    PARBEGIN
        S3;
        BEGIN
            S2;
            S4;
            PARBEGIN
                S5;
                S6;
            PAREND;
        End;
    PAREND;
    S7;
End;
```

Synchronization with Monitors

Monitors

- P & V are primitive operations
- Semaphore solutions are difficult to accurately express for complex synchronization problems
- Need a High-Level solution: Monitors
- A Monitor is a collection of procedures and shared data
- Mutual Exclusion is enforced at the monitor boundary by the monitor itself
- Data may be global to all procedures in the monitor or local to a particular procedure
- No access of data is allowed from outside the monitor

Condition Variables

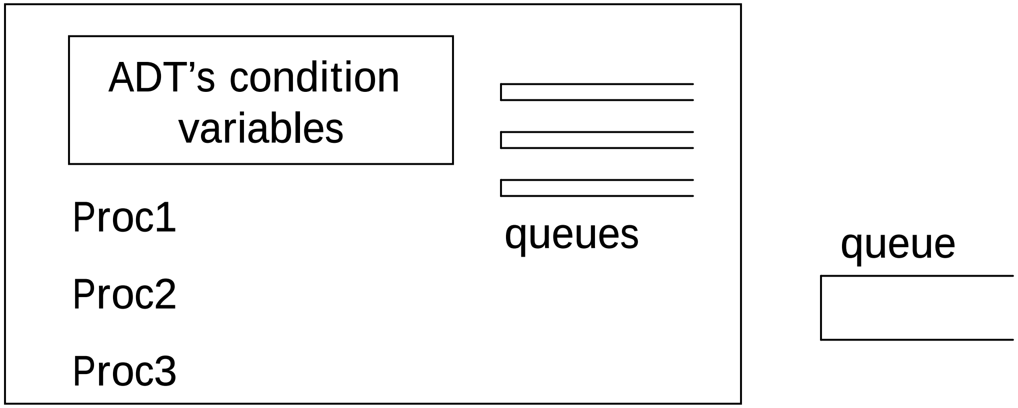
- Within the monitor, Condition Variables are declared
- A queue is associated with each condition variable
- Only two operations are allowed on a condition variable:

X.wait	The procedure performing the wait is put on the queue associated with x
X.signal	If queue is non-empty: resume *some* process at the point it was made to wait

- Note: V operations on a semaphore are "remembered," but if there are no waiting processes, the signal has no effect
- OS scheduler decides which of several waiting monitor calls to unlock upon signal

Monitor...

- Queue to enter monitor via calls <u>to</u> procedures
- Queues within the monitors via condition variables
- ADTs and condition variables <u>only</u> accessible via monitor procedure calls



Monitors...

Monitors contain procedures that control access to a < CS >, but not the < CS > code itself.

Monitor <name>

condition i;

Request

Release

end monitor

Program

Begin

⋮

Request;

< CS >

Release;

⋮

End;

N-Process Critical Section: Monitor Solution

```
Monitor NCS {
     OK: condition
     Busy: boolean <-- FALSE

    Request() {
         if (Busy) OK.wait;
         Busy = TRUE;
    }
   Release() {
         Busy = FALSE;
         OK.signal;
   }
}
```

```
Procedure P {
  NCS.Request();
  <CS>;
  NCS.Release();
}
```

```
main() {
parbegin P;P;P;P; parend }
```

Shared Variable Monitor

```
monitor sharedBalance {
        int balance;
public:
        Procedure credit(int amount)
                { balance = balance + amount;}
        Procedure debit(int amount)
                { balance = balance - amount;}
}
```

Reader & Writer Schema

```
reader() {
   while(true){
        ...
        startRead();
        <read the resource>
        finishRead();
        ...
    }
}
```

```
writer() {
   while(true){
        ...
        startWrite();
        <write resource>
        finishWrite();
        ...
    }
}
```

```
fork(reader, 0);
fork(reader, 0);
fork(writer, 0);
```

Reader & Writers Problem:
An attempted solution

```
monitor readerWriter_1{
   int numberOfReaders = 0;
   int numberOfWriters = 0;
   boolean busy = false;
public:
   startRead(){
        while(numberOfReaders != 0);
        numberOfReaders = numberOfReaders+1;
       }
   finishRead() {
        numberOfReaders = numberOfReaders-1;
       }
   startWrite(){
        numberOfWriters = numberOfWriters+1;
        while(busy || numberOfReaders > 0);
       busy = true;
       }
   finishWrite() {
        numberOfWriters = numberOfWriters-1;
       busy = false;
       }
}
```

This solution does not work

Reader & Writers Problem: The solution

```
monitor reader_writer_2{
   int numberOfReaders = 0;
   boolean busy = false;
   condition okToRead, okToWrite;
public:
   startRead(){
       if(busy || okToWrite.queue) okToRead.wait;
        numberOfReaders = numberOfReaders+1;
        okToRead.signal;
       }
   finishRead() {
        numberOfReaders = numberOfReaders-1;
        if(numberOfReaders =0) okToWrite.signal;
       }
   startWrite(){
        if(busy || numberOfReaders != 0) okToWrite.wait;
        busy = true;
       }
   finishWrite() {
        busy = false;
        if(okToWrite.queue) okToWrite.signal;
        else okToRead.signal;
       }
}
```

Dining Philosophers' Problem: The solution

```
enum status {eating, hungry, thinking};
monitor diningPhilosophers{
   status state[N];  condition self[N];  int j;
// This procedure can only be called from within the monitor
   test(int i) {
         if((state[i=1 MOD N] != eating) && (state[i] == hungry)
                 && (state[i+1 MOD N] != eating) ) {
            state[i] = eating;
            self[i].signal;
         }
public:
  pickUpForks(){
         state[i] = hungry;
         test(i);
         if(state[i] != eating) self[i].wait;
   }
   putDownForks(){
         state[i] = thinking;
         test(i-1 MOD N); test(i+1 MOD N);
   }
   diningPhilosophers() { // Monitor initialization code
         for(int i=0; i<N; i++) state[i] = thinking;
   }
}
```

Simple Resource Allocation with a monitor

```
monitor resourceAllocator;
var resourceInUse: boolean;
    resourceIsFree: condition;
procedure getResource;
begin
        if(resourceInUse) wait(resourceIsFree);
        resourceInUse := true;
end;
procedure returnResource;
begin
        resourceInUse := false;
        signal(resourceIsFree);
end;
begin
        resourceInUse := false;
end.
```

Can use as
a Semaphore

Monitor implementation of a ring buffer

```
monitor ringBufferMonitor;
var ringBuffer: array[0..slots-1] of stuff;
    slotInUse: 0..slots;
    nextSlotToFill: 0..slots-1;
    nextSlotToEmpty: 0..slots-1;
    ringBufferHasData, ringBufferHasSpace: condition;
procedure fillASlot(slotData: stuff);
begin
        if(slotInUse = slots) then wait(ringBufferHasSpace);
        ringBuffer[nextSlotToFill] := slotData;
        slotInUse := slotInUse + 1;
        nextSlotToFill := (nextSlotToFill+1) MOD slots;
        signal(ringBufferHasData);
end;
```

Monitor implementation of a ring buffer...

```
procedure emptyASlot(var slotData: stuff);
begin
        if(slotInUse = 0) then wait(ringBufferHasData);
        slotData := ringBuffer[nextSlotToEmpty];
        slotInUse := slotInUse - 1;
        nextSlotToEmpty := (nextSlotToEmpty-1) MOD slots;
        signal(ringBufferSpace);
end;
begin
        slotInUSe := 0;
        nextSlotToFill := 0;
        nextSlotToEmpty := 0;
end.
```