Introduction to Computer Systems

Unit 2c

Synchronization
Reading

- Companion
  - 8

- Text
  - 2ed: 12.4-12.6, parts of 12.7
  - 1ed: 13.4-13.5, (no equivalent to 12.6), parts of 13.7
We invented Threads to
• exploit parallelism  do things at the same time on different processors
• manage asynchrony  do something else while waiting for I/O Controller

But, we now have two problems
• coordinating access to memory (variables) shared by multiple threads
• control flow transfers among threads (wait until notified by another thread)

Synchronization is the mechanism threads use to
• ensure \textit{mutual exclusion} of critical sections
• wait for and notify of the occurrence of events
The Importance of Mutual Exclusion

- **Shared data**
  - data structure that could be accessed by multiple threads
  - typically concurrent access to shared data is a bug

- **Critical Sections**
  - sections of code that access shared data

- **Race Condition**
  - simultaneous access to critical section section by multiple threads
  - conflicting operations on shared data structure are arbitrarily interleaved
  - unpredictable (non-deterministic) program behaviour — usually a bug (a serious bug)

- **Mutual Exclusion**
  - a mechanism implemented in software (with some special hardware support)
  - to ensure critical sections are executed by one thread at a time
  - though reading and writing should be handled differently (more later)

- **For example**
  - consider the implementation of a shared stack by a linked list ...
Stack implementation

```c
void push_st (struct SE* e) {
    e->next = top;
    top = e;
}

struct SE* pop_st () {
    struct SE* e = top;
    top = (top)? top->next: 0;
    return e;
}
```

Sequential test works

```c
void push_driver (long int n) {
    struct SE* e;
    while (n--)
        push ((struct SE*) malloc (...));
}

void pop_driver (long int n) {
    struct SE* e;
    while (n--) {
        do {
            e = pop ();
        } while (!e);
        free (e);
    }
}
```

push_driver (n);
pop_driver  (n);
assert      (top==0);}
concurrent test doesn’t always work

et = uthread_create ((void* (*) (void*)) push_driver, (void*) n);
dt = uthread_create ((void* (*) (void*)) pop_driver, (void*) n);
uthread_join (et);
uthread_join (dt);
assert (top==0);

malloc: *** error for object 0x1022a8fa0: pointer being freed was not allocated

what is wrong?

```c
void push_st (struct SE* e) {
    e->next = top;
    top = e;
}
```

```c
struct SE* pop_st () {
    struct SE* e = top;
    top = (top)? top->next: 0;
    return e;
}
```
The bug

- push and pop are critical sections on the shared stack
- they run in parallel so their operations are arbitrarily interleaved
- sometimes, this interleaving corrupts the data structure

```c
void push_st (struct SE* e) {
    e->next = top;
    top    = e;
}
```

```c
struct SE* pop_st () {
    struct SE* e = top;
    top = (top)? top->next: 0;
    return e;
}
```

1. e->next = top
2. e = top
3. top = top->next
4. return e
5. free e
6. top = e
Mutual Exclusion using locks

- lock semantics
  - a lock is either *held* by a thread or *available*
  - at most one thread can hold a lock at a time
  - a thread attempting to acquire a lock that is already held is forced to wait

- lock primitives
  - **lock**  acquire lock, wait if necessary
  - **unlock**  release lock, allowing another thread to acquire if waiting

- using locks for the shared stack

```c
void push_cs (struct SE* e) {
    lock (&aLock);
    push_st (e);
    unlock (&aLock);
}

struct SE* pop_cs () {
    struct SE* e;
    lock (&aLock);
    e = pop_st ();
    unlock (&aLock);

    return e;
}
```
Implementing Simple Locks

Here’s a first cut

- use a shared global variable for synchronization
- `lock` loops until the variable is 0 and then sets it to 1
- `unlock` sets the variable to 0

```c
int lock = 0;
void lock (int* lock) {
    while (*lock == 1) {} // Why doesn't this work?
    *lock = 1;
}

void unlock (int* lock) {
    *lock = 0;
}
```
We now have a race in the lock code

Thread A

```c
void lock (int* lock) {
    while (*lock == 1) {}  // 1. read *lock==0, exit loop
    *lock = 1;
}
```

Thread B

```c
void lock (int* lock) {
    while (*lock == 1) {}  // 2. read *lock==0, exit loop
    *lock = 1;
}
```

1. read *lock==0, exit loop
2. read *lock==0, exit loop
3. *lock = 1
4. return with lock held
5. *lock = 1, return
6. return with lock held

Both threads think they hold the lock ...
The race exists even at the machine-code level

- two instructions acquire lock: one to read it free, one to set it held
- but read by another thread and interpose between these two

```
ld $lock, r1
ld $1, r2

loop: ld (r1), r0
beq r0, free
br loop

free: st r2, (r1)
```

Thread A:
```
ld (r1), r0
st r2, (r1)
```

Thread B:
```
ld (r1), r0
st r2, (r1)
```
Atomic Memory Exchange Instruction

- We need a new instruction
  - to *atomically* read and write a memory location
  - with no intervening access to that memory location from any other thread allowed

- Atomicity
  - is a general property in systems
  - where a group of operations are performed as a single, indivisible unit

- The Atomic Memory Exchange
  - one type of atomic memory instruction (there are other types)
  - group a load and store together atomically
  - exchanging the value of a register and a memory location

<table>
<thead>
<tr>
<th>Name</th>
<th>Semantics</th>
<th>Assembly</th>
</tr>
</thead>
<tbody>
<tr>
<td>atomic exchange</td>
<td>( r[v] \leftarrow m[r[a]] )</td>
<td>xchg (ra), rv</td>
</tr>
<tr>
<td></td>
<td>( m[r[a]] \leftarrow r[v] )</td>
<td></td>
</tr>
</tbody>
</table>
Implementing Atomic Exchange

- Can not be implemented just by CPU
  - must synchronize accross multiple CPUs
  - accessing the same memory location at the same time

- Implemented by Memory Bus
  - memory bus synchronizes every CPUs access to memory
  - the two parts of the exchange (read + write) are coupled on bus
  - bus ensures that no other memory transaction can intervene
  - this instruction is much slower, higher overhead than normal read or write
Spinlock

- A Spinlock is
  - a lock where waiter *spins* on looping memory reads until lock is acquired
  - also called “busy waiting” lock

Implementation using Atomic Exchange

- spin on atomic memory operation
- that attempts to acquire lock while
- atomically reading its old value

```
  ld   $lock, r1
  ld   $1, r0
  loop: xchg (r1), r0
        beq  r0, held
        br   loop
  held:
```

- but there is a problem: atomic-exchange is an expensive instruction
Spin first on normal read

- normal reads are very fast and efficient compared to exchange
- use normal read in loop until lock appears free
- when lock appears free use exchange to try to grab it
- if exchange fails then go back to normal read

```
ld   $lock, r1
loop:  ld   (r1), r0
      beq  r0, try
      br   loop
try:   ld   $1, r0
      xchg (r1), r0
      beq  r0, held
      br   loop
held:  
```

Busy-waiting pros and cons

- Spinlocks are necessary and okay if spinner only waits a short time
- But, using a spinlock to wait for a long time, wastes CPU cycles
Blocking Locks

- If a thread may wait a long time
  - it should block so that other threads can run
  - it will then unblock when it becomes runnable (lock available or event notification)

- Blocking locks for mutual exclusion
  - if lock is held, locker puts itself on waiter queue and blocks
  - when lock is unlocked, unlocker restarts one thread on waiter queue

- Blocking locks for event notification
  - waiting thread puts itself on a waiter queue and blocks
  - notifying thread restarts one thread on waiter queue (or perhaps all)

- Implementing blocking locks presents a problem
  - lock data structure includes a waiter queue and a few other things
  - data structure is shared by multiple threads; lock operations are critical sections
  - mutual exclusion can be provided by blocking locks (they aren’t implemented yet)
  - and so, we need to use spinlocks to implement blocking locks (this gets tricky)
Implementing a Blocking Lock

- Lock data structure

```c
struct blocking_lock {
    int spinlock;
    int held;
    uthread_queue_t waiter_queue;
};
```

- The `lock` operation

```c
void lock (struct blocking_lock* l) {
    spinlock_lock (&l->spinlock);
    while (l->held) {
        enqueue         (&waiter_queue, uthread_self ());
        spinlock_unlock (&l->spinlock);
        uthread_switch  (ready_queue_dequeue (), TS_BLOCKED);
        spinlock_lock   (&l->spinlock);
    }
    l->held = 1;
    spinlock_unlock (&l->spinlock);
}
```
The `unlock` operation

```c
void unlock (struct blocking_lock* l) {
    uthread_t* waiter_thread;

    spinlock_lock (&l->spinlock);
    l->held = 0;
    waiter_thread = dequeue (&l->waiter_queue);
    spinlock_unlock (&->spinlock);
    waiter_thread->state = TS_RUNABLE;
    ready_queue_enqueue (waiter_thread);
}
```
Blocking Lock Example Scenario

**Thread A**
1. calls lock()
3. grabs spinlock
5. acquires blocking lock
6. releases spinlock
7. returns from lock()
9. calls unlock()
10. grabs spinlock
11. releases lock
12. restarts a Thread B
13. releases spinlock
14. returns from unlock()
16. scheduled
17. grabs spinlock
18. acquires blocking lock
19. releases spinlock
20. returns from lock()

**Thread B**
2. calls lock()
4. tries to grab spinlock, but spins
3. grabs spinlock
4. queues itself on wait list
5. releases spinlock
6. blocks

**Thread C**
8. scheduled
15. yields, blocks or stops
Blocking vs Busy Waiting

- **Spinlocks**
  - **Pros and Cons**
    - uncontended locking has low overhead
    - contending for lock has high cost
  - **Use when**
    - critical section is small
    - contention is expected to be minimal
    - event wait is expected to be very short
    - when implementing Blocking locks

- **Blocking Locks**
  - **Pros and Cons**
    - uncontended locking has higher overhead
    - contending for lock has no cost
  - **Use when**
    - lock may be head for some time
    - when contention is high
    - when event wait may be long
Monitors and Conditions

- Mutual exclusion plus inter-thread synchronization
  - introduced by Tony Hoare and Per Brinch Hansen circ. 1974
  - basis for synchronization primitives in Java etc.

- Monitor
  - is a mutual-exclusion lock
  - primitives are enter (lock) and exit (unlock)

- Condition Variable
  - allows threads to synchronize with each other
  - **wait** blocks until a subsequent signal operation on the variable
  - **notify** unblocks waiter, but continues to hold monitor (Hansen)
  - **notify_all** unblocks all waiters and continues to hold monitor
  - can only be accessed from inside of a monitor (i.e., with monitor lock held)
Using Conditions

- **Basic formulation**
  - one thread enters monitor and may wait for a condition to be established
    ```java
    monitor {
      while (!x)
        wait();
    }
    ```
  - another thread enters monitor, establishes condition and signals waiter
    ```java
    monitor {
      x = true;
      notify();
    }
    ```

- **wait** exists the monitor and blocks thread
  - before waiter blocks, it exists monitor to allow other threads to enter
  - when wait unblocks, it re-enters monitor, waiting/blocking to enter if necessary
  - note: other threads may have been in monitor between wait call and return
- **notify** awakens one thread
  - does not release monitor
  - waiter does not run until notifier exits monitor
  - a third thread could intervene and enter monitor before waiter
  - waiter must thus re-check wait condition

```java
monitor {
    x = true;
    notify ();
}
```

```java
monitor {
    while (!x)
        wait ();
}
```

```java
monitor {
    x += n;
    notify_all ();
}
```

- **notify** all awakens all threads
  - may wakeup too many
  - okay since threads re-check wait condition and re-wait if necessary

```java
monitor {
    if (!x)
        wait ();
}
```

```java
monitor {
    while (!x)
        wait ();
}
```
Drinking Beer Example

- Beer pitcher is shared data structure with these operations:
  - **pour** from pitcher into glass
  - **refill** pitcher

- Implementation goal:
  - synchronize access to the shared pitcher
  - pouring from an empty pitcher requires waiting for it to be filled
  - filling pitcher releases waiters

```c
void pour () {
    monitor {
        while (glasses==0)
            wait ();
        glasses--;
    }
}

void refill (int n) {
    monitor {
        for (int i=0; i<n; i++) {
            glasses++;
            notify ();
        }
    }
}
```

```c
monitor {
    glasses+=n;
    notify_all ();
}
```
Monitors and Condition Variables

- Programs can have multiple independent monitors
  - so a monitor implemented as a “variable” (a struct really)

```c
uthread_monitor_t* beer = uthread_monitor_create();
```

- Monitors may have multiple independent conditions
  - so a condition is also a variable, connected to its monitor

```c
uthread_cv_t* not_empty = uthread_cv_create(beer);
uthread_cv_t* warm = uthread_cv_create(beer);
```

```c
void pour(int isEnglish) {
    uthread_monitor_enter(beer);
    while (glasses==0 || (isEnglish && temp<15)) {
        if (glasses==0)
            uthread_cv_wait(not_empty);
        if (isEnglish && temp < 15)
            uthread_cv_wait(warm);
    }
    glasses--;
    uthread_monitor_exit(beer);
}
```
Using Condition Variables for Disk Read

- **Blocking read**
  - call async read as before
  - but now block on condition variable that is given to completion routine

```c
void read (char* buf, int bufSize, int blockNo) {
    uthread_monitor_t* mon = uthread_monitor_create ();
    uthread_cv_t* cv = uthread_cv_create (mon);
    uthread_monitor_enter (mon);
    asyncRead (buf, bufSize, readComplete, mon, cv);
    uthread_cv_wait (cv);
    uthread_monitor_exit (mon);
}
```

- **Read completion**
  - called by disk ISR as before
  - but now notify the condition variable, restarting the blocked read cal

```c
void readComplete (uthread_monitor_t* mon, uthread_cv_t* cv) {
    uthread_monitor_enter (mon);
    uthread_cv_notify (cv);
    uthread_monitor_exit (mon);
}
```
`void enqueue (uthread_queue_t* queue, uthread_t* thread) {`  
`    thread->next = 0;`  
`    if (queue->tail)`  
`        queue->tail->next = thread;`  
`    queue->tail = thread;`  
`    if (queue->head==0)`  
`        queue->head = queue->tail;`  
`}`  

`uthread_t* dequeue (uthread_queue_t* queue) {`  
`    uthread_t* thread;`  
`    if (queue->head) {`  
`        thread = queue->head;`  
`        queue->head = queue->head->next;`  
`        if (queue->head==0)`  
`            queue->tail=0;`  
`    } else`  
`        thread=0;`  
`    return thread;`  
`}`
Adding Mutual Exclusion

```c
void enqueue (uthread_queue_t* queue, uthread_t* thread) {
    uthread_monitor_enter (&queue->monitor);
    thread->next = 0;
    if (queue->tail)
        queue->tail->next = thread;
    queue->tail = thread;
    if (queue->head==0)
        queue->head = queue->tail;
    uthread_monitor_exit (&queue->monitor);
}

uthread_t* dequeue (uthread_queue_t* queue) {
    uthread_t* thread;
    uthread_monitor_enter (&queue->monitor);
    if (queue->head) {
        thread = queue->head;
        queue->head = queue->head->next;
        if (queue->head==0)
            queue->tail=0;
    } else
        thread=0;
    uthread_monitor_exit (&queue->monitor);
    return thread;
}
```
Now have dequeue wait for item if queue is empty

- classical producer-consumer model with each in different thread
  - e.g., producer enqueues video frames consumer thread dequeues them for display

```c
void enqueue (uthread_queue_t* queue, uthread_t* thread) {
    uthread_monitor_enter (&queue->monitor);
    thread->next = 0;
    if (queue->tail)
        queue->tail->next = thread;
    queue->tail = thread;
    if (queue->head==0)
        queue->head = queue->tail;
    uthread_cv_notify (&queue->not_empty);
    uthread_monitor_exit (&queue->monitor);
}

uthread_t* dequeue (uthread_queue_t* queue) {
    uthread_t* thread;
    uthread_monitor_enter (&queue->monitor);
    while (queue->head==0)
        uthread_cv_wait (&queue->not_empty);
    thread = queue->head;
    queue->head = queue->head->next;
    if (queue->head==0)
        queue->tail=0;
    uthread_monitor_exit (&queue->monitor);
    return thread;
}
```
Some Questions About Example

```c
uthread_t* dequeue (uthread_queue_t* queue) {
    uthread_t* thread;
    uthread_monitor_enter (&queue->monitor);
    while (queue->head==0) 
        uthread_cv_wait (&queue->not_empty);
    thread = queue->head;
    queue->head = queue->head->next;
    if (queue->head==0)
        queue->tail=0;
    uthread_monitor_exit (&queue->monitor);
    return thread;
}
```

» Why is dequeue have a while loop to check for non-empty?

» Why must condition variable be associated with specific monitor?

» Why can’t use condition variable outside of monitor?
  • this is called a *naked* used of the condition variable

• this is actually required sometimes ... can you think where (BONUS)?
  - Experience with Processes and Monitors with Mesa, Lampson and Redell, 1980
Implementing Condition Variables

Some key observations

• wait, notify and notify_all are called while monitor is held
• the monitor must be held when they return
• wait must release monitor before locking and re-acquire before returning

Implementation

• in the lab
• look carefully at the implementations of monitor enter and exit
• understand how these are similar to wait and notify
• use this code as a guide
• you also have the code for semaphores, which you might also find helpful
Reader-Writer Monitors

- If we classify critical sections as
  - **reader** if only reads the shared data
  - **writer** if updates the shared data

- Then we can weaken the mutual exclusion constraint
  - writers require exclusive access to the monitor
  - but, a group of readers can access monitor concurrently

Reader-Writer Monitors

- monitor state is one of
  - **free**, **held-for-reading**, or **held**
- monitor_enter ()
  - waits for monitor to be **free** then sets its state to **held**
- monitor_enter_read_only ()
  - waits for monitor to be **free** or **held-for-reading**, then sets is state to **head-for-reading**
  - increment reader count
- monitor_exit ()
  - if **held**, then set state to **free**
  - if **held-for-reading**, then decrement reader count and set state to **free** if reader count is 0
Policy question
- monitor state is head-for-reading
- thread A calls monitor_enter() and blocks waiting for monitor to be free
- thread B calls monitor_enter_read_only(); what do we do?

Disallowing new readers while writer is waiting
- is the fair thing to do
- thread A has been waiting longer than B, shouldn’t it get the monitor first?

Allowing new readers while writer is waiting
- may lead to faster programs by increasing concurrency
- if readers must WAIT for old readers and writer to finish, less work is done

What should we do
- normally either provide a fair implementation
- or allow programmer to choose (that’s what Java does)
Semaphores

- Introduced by Edsger Dijkstra for the THE System circa 1968
  - recall that he also introduced the “process” (aka “thread”) for this system
  - was fearful of asynchrony, Semaphores synchronize interrupts
  - synchronization primitive provide by UNIX to applications

- A Semaphore is
  - an atomic counter that can never be less than 0
  - attempting to make counter negative blocks calling thread

- P (s)
  - try to decrement s (prolaag for probeer te varlagen in Dutch)
  - atomically blocks until s >0 then decrement s

- V (s)
  - increment s (verhogen in Dutch)
  - atomically increase s unblocking threads waiting in P as appropriate
Using Semaphores to Drink Beer

- Use semaphore to store glasses head by pitcher
  - set initial value of empty when creating it

```c
uthread_semaphore_t* glasses = uthread_create_semaphore (0);
```

- Pouring and refilling don’t require a monitor

```c
void pour () {
    uthread_P (glasses);
}

void refill (int n) {
    for (int i=0; i<n; i++)
        uthread_V (glasses);
}
```

- Getting the beer worm, however doesn’t fit quite as nicely
  - need to keep track of the number of threads waiting for the warm beer
  - then call V that number of times
  - this is actually, quite tricky
Other ways to use Semaphores

- Asynchronous Operations
  - create `outstanding_request` semaphore
  - `asyc_read`: `P (outstanding_request)`
  - completion interrupt: `V (outstanding_request)`

- Rendezvous
  - two threads wait for each other before continuing
  - create a semaphore for each thread initialized to 0

```c
void thread_a () {
    uthread_V (a);
    uthread_P (b);
}

void thread_b () {
    uthread_V (b);
    uthread_P (a);
}
```

What if you reversed order of V and P?
Barrier (local)

- In a system of 1 parent thread and N children threads
- All threads must arrive at barrier before any can continue

```c
void* add (void* arg) {
    struct arg_tuple* tuple = (struct arg_tuple*) arg;
    tuple->result = tuple->arg0 + tuple->arg1;
    uthread_V (tuple->barrier);
    return 0;
}
```

```c
uthread_semaphore_t* barrier = uthread_semaphore_create (0);
struct arg_tuple a0 = {1, 2, 0, barrier};
struct arg_tuple a1 = {3, 4, 0, barrier};
uthread_init (1);
uthread_create (add, &a0);
uthread_create (add, &a1);
uthread_P (barrier);
uthread_P (barrier);
printf ("%d %d\n", a0.result, a1.result);
```

Barrier (global)

- In a system of N threads with no parent
- All threads must arrive, before any can continue ... and should work repeatedly
Implementing Monitors

- initial value of semaphore is 1
- lock is `P()`
- unlock is `V()`

Implementing Condition Variables

- this is the warm beer problem
- it took until 2003 before we actually got this right
- for further reading
  - Google “semaphores condition variables birrell”
Synchronization in Java (5)

- Monitors using the Lock interface
  - a few variants allow interruptibility, just trying lock, ...

```java
Lock l = ...;
l.lock();
try {
    ...
} finally {
    l.unlock();
}
```

```java
Lock l = ...;
try {
    l.lockInterruptibly();
    try {
        ...
    } finally {
        l.unlock();
    }
} catch (InterruptedException ie) {} 
```

- multiple-reader single writer locks

```java
ReadWriteLock l = ...;
Lock rl = l.readLock();
Lock wl = l.writeLock();
```
Condition variables

- **await** is **wait** (replaces Object wait)
- **signal** or **signalAll** is “notify” (replaces Object notify, notifyAll)

```java
class Beer {
    Lock l = ...;
    Condition notEmpty = l.newCondition();
    int glasses = 0;

    void pour () throws InterruptedException {
        l.lock ();
        try {
            while (glasses==0)
                notEmpty.await ();
            glasses--;
        } finally {
            l.unlock ();
        }
    }

    void refill (int n) throws InterruptedException {
        l.lock ();
        try {
            glasses += n;
            notEmpty.signalAll ();
        } finally {
            l.unlock ();
        }
    }
}
```
Semaphore class

- acquire () or acquire (n) is P() or P(n)
- release () or release (n) is V() or V(n)

```java
class Beer {
    Semaphore glasses = new Semaphore (0);

    void pour () throws InterruptedException {
        glasses.acquire ();
    }

    void refill (int n) throws InterruptedException {
        glasses.release (n);
    }
}
```

Lock-free Atomic Variables

- AtomicX where X in {Boolean, Integer, IntegerArray, Reference, ...}
- atomic operations such as getAndAdd(), compareAndSet(), ...
  - e.g., x.compareAndSet (y,z) atomically sets x=z iff x==y and returns true iff set occurred
Recall the problem with concurrent stack

• a pop could intervene between two steps of push, corrupting linked list

• we solved this problem using locks to ensure mutual exclusion

• now ... solve without locks, using atomic compare-and-set of top
class Element {
    Element* next;
}

class Stack {
    AtomcReference<Element> top;
    Stack () {
        top.set (NULL);
    }

    void push () {
        Element t;
        Element e = new Element ();
        do {
            t = top.get ();
            e.next = t;
        } while (!top.compareAndSet (t, e));
    }
}
Problems with Concurrency

- **Race Condition**
  - competing, unsynchronized access to shared variable
    - from multiple threads
    - at least one of the threads is attempting to update the variable
  - solved with synchronization
    - guaranteeing mutual exclusion for competing accesses
    - but the language does not help you see what data might be shared --- can be very hard

- **Deadlock**
  - multiple competing actions wait for each other preventing any to complete
  - what can cause deadlock?
    - MONITORS
    - CONDITION VARIABLES
    - SEMAPHORES
What should we do for a program like this

```c
void foo () {
    uthread_monitor_enter (mon);
    count--;
    if (count>0)
        foo();
    uthread_monitor_exit (mon);
}
```

Here is implementation of lock, is this okay?

```c
void lock (struct blocking_lock* l) {
    spinlock_lock (&l->spinlock);
    while (l->held) {
        enqueue (&waiter_queue, uthread_self ());
        spinlock_unlock (&l->spinlock);
        uthread_switch (ready_queue_dequeue (), TS_BLOCKED);
        spinlock_lock (&l->spinlock);
    }
    l->held = 1;
    spinlock_unlock (&l->spinlock);
}
```
if we try to lock the monitor again it is a **deadlock**

• the thread will hold the monitor when it tries to enter
• the thread will wait for itself, and thus never wake up

allow a thread that holds the monitor to enter again

```c
void uthread_monitor_enter (uthread_monitor_t* monitor) {
spinlock_lock (&monitor->spinlock);
while (monitor->holder && monitor->holder!=uthread_self()) {
enqueue (&monitor->waiter_queue, uthread_self ());
spinlock_unlock (&monitor->spinlock);
uthread_stop  (TS_BLOCKED);
spinlock_lock   (&monitor->spinlock);
}
monitor->holder = uthread_self ();
spinlock_unlock (&monitor->spinlock);
}
```
Systems with multiple monitors

- We have already seen this with semaphores
- Consider a system with two monitors a, and b

```c
void foo() {
    uthread_monitor_enter (a);
    uthread_monitor_exit   (a);
}

void bar() {
    uthread_monitor_enter (b);
    uthread_monitor_exit   (b);
}

void x() {
    uthread_monitor_enter (a);
    bar();
    uthread_monitor_exit   (a);
}

void y() {
    uthread_monitor_enter (b);
    foo();
    uthread_monitor_exit   (b);
}
```

Any problems so far?

What about now?
Waiter Graph Can Show Deadlocks

- **Waiter graph**
  - edge from **lock** to thread if thread **HOLDs** lock
  - edge from **thread** to lock if thread **WANTs** lock
  - a cycle indicates deadlock

```c
void foo() {
    uthread_monitor_enter (a);
    uthread_monitor_exit   (a);
}

void bar() {
    uthread_monitor_enter (b);
    uthread_monitor_exit  (b);
}

void x() {
    uthread_monitor_enter (a);
    bar();
    uthread_monitor_exit  (a);
}

void y() {
    uthread_monitor_enter (b);
    foo();
    uthread_monitor_exit  (b);
}
```
The Dining Philosophers Problem

- Formulated by Edsger Dijkstra to explain deadlock (circa 1965)
  - 5 computers competed for access to 5 shared tape drives

- Re-told by Tony Hoare
  - 5 philosophers sit at a round table with fork placed in between each
    - fork to left and right of each philosopher and each can use only these 2 forks
  - they are either eating or thinking
    - while eating they are not thinking and while thinking they are not eating
    - they never speak to each other
  - large bowl of spaghetti at centre of table requires 2 forks to serve
    - dig in ...
  - deadlock
    - every philosopher holds fork to left waiting for fork to right (or vice versa)
    - how might you solve this problem?
  - starvation (aka *livelock*)
    - philosophers still starve (ever get both forks) due to timing problem, but avoid deadlock
    - for example:
Avoiding Deadlock

- Don’t use multiple threads
  - you’ll have many idle CPU cores and write asynchronous code

- Don’t use shared variables
  - if threads don’t access shared data, no need for synchronization

- Use only one lock at a time
  - deadlock is not possible, unless thread forgets to unlock

- Organize locks into precedence hierarchy
  - each lock is assigned a unique precedence number
  - before thread X acquires a lock i, it must hold all higher precedence locks
  - ensures that any thread holding i can not be waiting for X

- Detect and destroy
  - if you can’t avoid deadlock, detect when it has occurred
  - break deadlock by terminating threads (e.g., sending them an exception)
Synchronization Summary

Spinlock
- one acquirer at a time, busy-wait until acquired
- need atomic read-write memory operation, implemented in hardware
- use for locks held for short periods (or when minimal lock contention)

Monitors and Condition Variables
- blocking locks, stop thread while it is waiting
- monitor guarantees mutual exclusion
- condition variables wait/notify provides control transfer among threads

Semaphores
- blocking atomic counter, stop thread if counter would go negative
- introduced to coordinate asynchronous resource use
- use to implement barriers or monitors
- use to implement something like condition variables, but not quite

Problems, problems, problems
- race conditions to be avoided using synchronization
- deadlock/livelock to be avoided using synchronization carefully