Process Synchronization

- Background
- The Critical-Section Problem
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- Critical Regions
- Monitors

Slides derived from material in “Operating System Concepts,”
by Silberschatz, Galvin, and Gagne

Background

- Concurrent access to shared data may result in data inconsistency.
- Maintaining data consistency requires mechanisms to ensure the orderly execution of cooperating processes.
- Shared-memory solution to bounded-butter problem allows at most \( n - 1 \) items in buffer at the same time. A solution, where all \( N \) buffers are used is not simple.
  - Suppose that we modify the producer-consumer code by adding a variable `counter`, initialized to 0 and incremented each time a new item is added to the buffer.
Bounded Buffer

• Producer Process
  item nextProduced;
  while (1) {
    while (counter == BUFFER_SIZE)
    /* do nothing */
    buffer[in] = nextProduced;
    in = (in + 1) % BUFFER_SIZE;
    counter++;
  }
• Consumer Process
  item nextConsumed;
  while (1) {
    while (counter == 0)
    /* do nothing */
    nextConsumed = buffer[out];
    out = (out + 1) % BUFFER_SIZE;
    counter--;
  }
• Notice that manipulating counter has to be done atomically to avoid interference from the other process.

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 \textit{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.

Solution to Critical-Section Problem

1. \textbf{Mutual Exclusion}. If process \( P_i \) is executing in its critical section, then no other processes can be executing in their critical sections.
2. \textbf{Progress}. If no process is executing in its critical section and there exist some processes that wish to enter their critical section, then the selection of the processes that will enter the critical section next cannot be postponed indefinitely.
3. \textbf{Bounded Waiting}. A bound must exist on the number of times that other processes are allowed to enter their critical sections after a process has made a request to enter its critical section and before that request is granted.
   – Assume that each process executes at a nonzero speed
   – No assumption concerning relative speed of the \( n \) processes.
Bakery Algorithm

Critical section for n processes
• Before entering its critical section, process receives a number. Holder of the smallest number enters the critical section.
• If processes $P_i$ and $P_j$ receive the same number, if $i < j$, then $P_i$ is served first; else $P_j$ is served first.
• The numbering scheme always generates numbers in increasing order of enumeration; i.e., 1,2,3,3,3,3,4,5...

Bakery Algorithm

• Notation $\leq$ lexicographical order (ticket #, process id #)
  – $(a,b) < (c,d)$ if $a < c$ or if $a = c$ and $b < d$
  – $\max(a_0, \ldots, a_{n-1})$ is a number, $k$, such that $k \geq a_i$ for $i$ in $0, \ldots, n-1$
• Shared data
  ```
  boolean choosing[n];
  int number[n];
  ```
• Data structures are initialized to `false` and `0` respectively
Bakery Algorithm

do {  
    choosing[i] = true;  
    number[i] = max(number[0], number[1], ..., number[n - 1])+1;  
    choosing[i] = false;  
    for (j = 0; j < n; j++) {  
        while (choosing[j])  
        ;  
        while ((number[j] != 0) && (number[j,j] < number[i,i]))  
        ;  
    }  
    critical section  
    number[i] = 0;  
    remainder section  
} while (1);

Synchronization Hardware

- Test and modify the content of a word atomically.

    boolean TestAndSet(boolean &target) {  
        boolean rv = target;  
        tqrget = true;  

        return rv;  
    }
Mutual Exclusion with Test-and-Set

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

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

Synchronization Hardware

- Atomically swap two variables.

  ```
  void Swap(boolean &a, boolean &b) {
      boolean temp = a;
      a = b;
      b = temp;
  }
  ```
Mutual Exclusion with Swap

- Shared data (initialized to false):
  ```java
  boolean lock;
  boolean waiting[n];
  ```

- Process $P_i$
  ```java
  do {
    key = true;
    while (key == true)
      Swap(lock, key);
    critical section
    lock = false;
    remainder section
  }
  ```

Semaphores

- Synchronization tool that does not require busy waiting.
- Semaphore $S$ – integer variable
- can only be accessed via two indivisible (atomic) operations
  ```java
  wait (S):
    while $S \leq 0$ do no-op;
    $S$--;
  signal (S):
    $S$++;
  ```
Critical Section of \( n \) Processes

- Shared data:
  
  ```
  semaphore mutex;       //initially \texttt{mutex} = 1
  ```

- Process \( P_i \):
  
  ```
  do {
    wait(mutex);
    critical section
    signal(mutex);
    remainder section
  } while (1);
  ```

Semaphore Implementation

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

- Assume two simple operations:
  - \texttt{block} suspends the process that invokes it.
  - \texttt{wakeup}(P) resumes the execution of a blocked process \( P \).
Implementation

• Semaphore operations now defined as

\[
\text{wait}(S):
S \text{.value}--; \\
\text{if} \ (S \text{.value} < 0) \ { \\
\text{add this process to S.L;} \\
\text{block;}
\}
\]

\[
\text{signal}(S):
S \text{.value}++; \\
\text{if} \ (S \text{.value} <= 0) \ { \\
\text{remove a process P from S.L;} \\
\text{wakeup(P);} \\
\}
\]

Semaphore as a General Synchronization Tool

• Execute B in \(P_j\) only after A executed in \(P_i\)
• Use semaphore \textit{flag} initialized to 0
• Code:

\[
P_1 \quad P_j \\
\vdots \quad \vdots \\
A \quad \text{wait(flag)} \\
\text{signal(flag)} \ B
\]
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

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

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

Two Types of Semaphores

• **Counting** semaphore – integer value can range over an unrestricted domain.

• **Binary** semaphore – integer value can range only between 0 and 1; can be simpler to implement.

• Can implement a counting semaphore $S$ as a binary semaphore.
Implementing S as a Binary Semaphore

- Data structures:
  ```
  binary_semaphore S1, S2;
  int C:
  ```
- Initialization:
  ```
  S1 = 1
  S2 = 0
  C = initial value of semaphore S
  ```

Implementing S

- `wait` operation
  ```
  wait(S1);
  C--; 
  if (C < 0) {
    signal(S1);
    wait(S2);
  }
  signal(S1);
  ```
- `signal` operation
  ```
  wait(S1);
  C ++;
  if (C <= 0)
    signal(S2);
  else
    signal(S1);
  ```
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

```plaintext
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

```plaintext
do {
  wait(full)
  wait(mutex);
  ...
  remove an item from buffer to nextc
  ...
  signal(mutex);
  signal(empty);
  ...
  consume the item in nextc
  ...
} while (1);
```
Readers-Writers Problem

- Shared data

```
semaphore mutex, wrt;
```

Initially

```
mutex = 1, wrt = 1, readcount = 0
```
Readers-Writers Problem Reader Process

```
wait(mutex);
readcount++;  
if (readcount == 1)
    wait(rt);
signal(mutex);
    ...
    reading is performed
    ...
wait(mutex);
readcount--;  
if (readcount == 0)
    signal(wrt);
    signal(mutex);
```

Dining-Philosophers Problem

- Shared data
  ```
  semaphore chopstick[5];
  ```
- Initially all values are 1
Dining-Philosophers Problem

- Philosopher $i$:
  
  ```
  do {
      wait(\text{chopstick}[i])
      wait(\text{chopstick}[(i+1) \% 5])
      ...
      \text{eat}
      ...
      signal(\text{chopstick}[i]);
      signal(\text{chopstick}[(i+1) \% 5]);
      ...
      \text{think}
      ...
  } while (1);
  ```

Critical Regions

- High-level synchronization construct
- A shared variable $v$ of type $T$, is declared as:
  
  ```
  v: \text{shared} T
  ```
- Variable $v$ accessed only inside statement
  
  ```
  \text{region} v \text{ when } B \text{ do } S
  ```
  
  where $B$ is a boolean expression.

- While statement $S$ is being executed, no other process can access variable $v$. 
Critical Regions

- Regions referring to the same shared variable exclude each other in time.

- When a process tries to execute the region statement, the Boolean expression $B$ is evaluated. If $B$ is true, statement $S$ is executed. If it is false, the process is delayed until $B$ becomes true and no other process is in the region associated with $v$.

Example – Bounded Buffer

- Shared data:

```c
struct buffer {
    int pool[n];
    int count, in, out;
}
```
Bounded Buffer Producer Process

- Producer process inserts `nextp` into the shared buffer

```c
region buffer when( count < n) {
    pool[in] = nextp;
    in:= (in+1) % n;
    count++;
}
```

Bounded Buffer Consumer Process

- Consumer process removes an item from the shared buffer and puts it in `nextc`

```c
region buffer when (count > 0) {
    nextc = pool[out];
    out = (out+1) % n;
    count--;
}
```
Implementation region $x$
when $B$ do $S$

- Associate with the shared variable $x$, the following variables:
  
  `semaphore mutex, first-delay, second-delay;`
  
  `int first-count, second-count;`

- Mutually exclusive access to the critical section is provided by `mutex`.

- If a process cannot enter the critical section because the Boolean expression $B$ is false, it initially waits on the `first-delay` semaphore; moved to the `second-delay` semaphore before it is allowed to reevaluate $B$.

Implementation

- Keep track of the number of processes waiting on `first-delay` and `second-delay`, with `first-count` and `second-count` respectively.

- The algorithm assumes a FIFO ordering in the queuing of processes for a semaphore.

- For an arbitrary queuing discipline, a more complicated implementation is required.
Monitors

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

```plaintext
monitor monitor-name
{
  shared variable declarations
  procedure body P1 (...) {
    ...
  }
  procedure body P2 (...) {
    ...
  }
  procedure body Pn (...) {
    ...
  }
  { initialization code }
}
```

- To allow a process to wait within the monitor, a `condition` variable must be declared, as
  ```plaintext
  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
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();
    }
}
```