Announcements

- **Program #2**
  - Is due March 3\textsuperscript{rd} at 5:00 pm

- **Reading**
  - Process Synchronization:
    - Chapter 6 (8\textsuperscript{th} Ed) or Chapter 7 (6\textsuperscript{th} Ed)
Cooperating Processes

- Often need to share information between processes
  - information: a shared file
  - computational speedup:
    - break the problem into several tasks that can be run on different processors
    - requires several processors to actually get speedup
  - modularity: separate processes for different functions
    - compiler driver, compiler, assembler, linker
  - convenience:
    - editing, printing, and compiling all at once
Interprocess Communication

- **Communicating processes establish a link**
  - can more than two processes use a link?
  - are links one way or two way?
  - how to establish a link
    - how do processes name other processes to talk to
      - use the process id (signals work this way)
      - use a name in the filesystem (UNIX domain sockets)
      - indirectly via mailboxes (a separate object)

- **Use send/receive functions to communicate**
  - send(dest, message)
  - receive(dest, message)
Producer-consumer pair

- producer creates data and sends it to the consumer
- consumer read the data and uses it
- examples: compiler and assembler can be used as a producer consumer pair
- Buffering
  - processes may not produce and consume items one by one
  - need a place to store produced items for the consumer
    • called a buffer
  - could be fixed size (bounded buffer) or unlimited (unbounded buffer)
Message Passing

- **What happens when a message is sent?**
  - sender blocks waiting for receiver to receive
  - sender blocks until the message is on the wire
  - sender blocks until the OS has a copy of the message
  - sender blocks until the receiver responds to the message
    - sort of like a procedure call
    - could be expanded into a remote procedure call (RPC) system

- **Error cases**
  - a process terminates:
    - receiver could wait forever
    - sender could wait or continue (depending on semantics)
  - a message is lost in transit
    - who detects this? could be OS or the applications

- **Special case: if 2 messages are buffered, drop the older one**
  - useful for real-time info systems
Signals (UNIX)

- provide a way to convey one bit of information between two processes (or OS and a process)
- types of signals:
  - change in the system: window size
  - time has elapsed: alarms
  - error events: segmentation fault
  - I/O events: data ready
- are like interrupts
  - a processes is stopped and a special handler function is called
- a fixed set of signals is normally available
Signals

SetSigAction(sig, handler)

Signal Handler Table

SigAlarmHandler
{ }

SigIOHandler
{ }

CMSC 412 – S14 (lect 7)
Shared Memory

- Like Threads, but only part of memory shared
- Allows communication without needing kernel action
  - Kernel calls setup shared region
Producer-consumer: shared memory

- Consider the following code for a producer
  repeat
  ....
  produce an item into nextp
  ...
  while counter == n;
  buffer[in] = nextp;
  in = (in+1) % n;
  counter++;
  until false;

- Now consider the consumer
  repeat
  while counter == 0;
  nextc = buffer[out];
  out = (out + 1) % n;
  counter--;
  consume the item in nextc
  until false;

- Does it work?
  - NO!
Problems with the Producer-Consumer Shared Memory Solution

- Consider the three address code for the counter
  
  **Counter Increment**
  
  \[
  \begin{align*}
  \text{reg}_1 &= \text{counter} \\
  \text{reg}_1 &= \text{reg}_1 + 1 \\
  \text{counter} &= \text{reg}_1
  \end{align*}
  \]

  **Counter Decrement**
  
  \[
  \begin{align*}
  \text{reg}_2 &= \text{counter} \\
  \text{reg}_2 &= \text{reg}_2 - 1 \\
  \text{counter} &= \text{reg}_2
  \end{align*}
  \]

- Now consider an ordering of these instructions
  
  \[
  \begin{align*}
  T_0 & \quad \text{producer} \quad \text{reg}_1 = \text{counter} \quad \{ \text{reg}_1 = 5 \} \\
  T_1 & \quad \text{producer} \quad \text{reg}_1 = \text{reg}_1 + 1 \quad \{ \text{reg}_1 = 6 \} \\
  T_2 & \quad \text{consumer} \quad \text{reg}_2 = \text{counter} \quad \{ \text{reg}_2 = 5 \} \\
  T_3 & \quad \text{consumer} \quad \text{reg}_2 = \text{reg}_2 - 1 \quad \{ \text{reg}_2 = 4 \} \\
  T_4 & \quad \text{producer} \quad \text{counter} = \text{reg}_1 \quad \{ \text{counter} = 6 \} \\
  T_5 & \quad \text{consumer} \quad \text{counter} = \text{reg}_2 \quad \{ \text{counter} = 4 \}
  \end{align*}
  \]

  **This should be 5!**
**Definition of terms**

- **Race Condition**
  - Where the order of execution of instructions influences the result produced
  - Important cases for race detection are shared objects
    - counters: in the last example

- **Mutual exclusion**
  - only one process at a time can be updating shared objects

- **Critical section**
  - region of code that updates or uses shared data
    - to provide a consistent view of objects need to make sure an update is not in progress when reading the data
  - need to provide mutual exclusion for a critical section
Critical Section Problem

- **processes must**
  - request permission to enter the region
  - notify when leaving the region

- **protocol needs to**
  - provide mutual exclusion
    - only one process at a time in the critical section
  - ensure progress
    - no process outside a critical section may block another process
  - guarantee bounded waiting time
    - limited number of times other processes can enter the critical section while another process is waiting
  - not depend on number or speed of CPUs
    - or other hardware resources
Critical Section (cont)

- May assume that some instructions are atomic
  - typically load, store, and test word instructions
- Algorithm #1 for two processes
  - use a shared variable that is either 0 or 1
  - when $P_k = k$ a process may enter the region

```plaintext
repeat
  (while turn != 0);
  // critical section
  turn = 1;
  // non-critical section
until false;

repeat
  (while turn != 1);
  // critical section
  turn = 0;
  // non-critical section
until false;
```

- this fails the progress requirement since process 0 not being in the critical section stops process 1.
Critical Section (Algorithm 2)

- Keep an array of flags indicating which processes want to enter the section
  
  ```
  bool flag[2];
  repeat
      flag[i] = true;
      while (flag[j]);
  // critical section
  flag[i] = false;
  // non-critical section
  until false;
  ```

- This does NOT work either!
  - possible to have both flags set to 1
Critical Section (Algorithm 3)

- Combine 1 & 2

```cpp
bool flag[2];
int turn;

repeat
    flag[i] = true;
    turn = j;
    while (flag[j] && turn == j);
// critical section

flag[i] = false;
// non-critical section
until false;
```

- This one does work! Why?
Critical Section (many processes)

- What if we have several processes?
- One option is the Bakery algorithm

```c
bool choosing[n];
integer number[n];

choosing[i] = true;
number[i] = max(number[0],..number[n-1])+1;
choosing[i] = false;
for j = 0 to n-1
    while choosing[j];
        while number[j] != 0 and ((number[j], j) < number[i],i);
end
// critical section
number[i] = 0
```
Bakery Algorithm - explained

- When a process wants to enter critical section, it takes a number
  - however, assigning a unique number to each process is not possible
    - it requires a critical section!
  - however, to break ties we can use the lowest numbered process id
- Each process waits until its number is the lowest one
  - it can then enter the critical section
- provides fairness since each process is served in the order they requested the critical section
Synchronization Hardware

- If it’s hard to do synchronization in software, why not do it in hardware?
- Disable Interrupts
  - works, but is not a great idea since important events may be lost (depending on HW)
  - doesn’t generalize to multi-processors
- test-and-set instruction
  - one atomic operation
    - executes without being interrupted
  - operates on one bit of memory
  - returns the previous value and sets the bit to one
- swap instruction
  - one atomic operation
  - swap(a,b) puts the old value of b into a and of a into b
Using Test and Set for Mutual Exclusion

repeat
    while test-and-set(lock);
    // critical section
    lock = false;
    // non-critical section
until false;

bullet bounded waiting time version

repeat
    waiting[i] = true;
    key = true;
    while waiting[i] and key
        key = test-and-set(lock);
    waiting[i] = false;
    // critical section
    j = (i + 1) % n
    while (j != i) and (!waiting[j])
        j = (j + 1) % n;
    if (j == i)
        lock = false;
    else
        waiting[j] = false;
    // non-critical section
until false;
Semaphores

- **getting critical section problem correct is difficult**
  - harder to generalize to other synchronization problems
  - Alternative is semaphores
- **semaphores**
  - integer variable
  - only access is through atomic operations
- **P (or wait)**
  while \( s \leq 0 \);
  \( s = s - 1; \)
- **V (or signal)**
  \( s = s + 1 \)
- **Two types of Semaphores**
  - Counting (values range from 0 to \( n \))
  - Binary (values range from 0 to 1)
Using Semaphores

- **critical section**
  
  repeat
  
  P(mutex);
  
  // critical section
  
  V(mutex);
  
  // non-critical section
  
  until false;

- **Require that Process 2 begin statement S2 after Process 1 has completed statement S1:**
  
  semaphore synch = 0;
  
  Process 1
  
  S1
  
  V(synch)
  
  Process 2
  
  P(synch)
  
  S2
Implementing semaphores

- Busy waiting implementations
- Instead of busy waiting, process can block itself
  - place process into queue associated with semaphore
  - state of process switched to waiting state
  - transfer control to CPU scheduler
  - process gets restarted when some other process executes a signal operations
Implementing Semaphores

- **Declaration**
  
  ```
  type semaphore = record
    value: integer = 1;
    L: FIFO list of process;
  end;
  ```

- **P(S):**
  
  ```
  S.value = S.value - 1
  if S.value < 0 then {
    add this process to S.L block;
  }
  ```

- **V(S):**
  
  ```
  S.value = S.value + 1
  if S.value <= 0 then {
    remove process P from S.L wakeup(P);
  }
  ```

*Can be neg, if so, indicates how many waiting*

*Bounded waiting!!*