CSMC 412

Operating Systems

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Synchronization

Semaphore

- Invented by Edsger Dijkstra in 1962
  - When working on and operating system for Electrologica X which became THE.
- A non-negative, integer, Global variable (S)
  - Initialized at set up time, and
  - Two operations are allowed
    - P(S) ----- Wait(S)
      - Decrement S
        - Wait until this operation can be carried out.
    - V(S) ------Signal(S)
      - Increment S
- Both operations are considered Atomic

Semaphore

- Synchronization tool that provides more sophisticated ways (than Mutex locks) for process to synchronize their activities.
- Semaphore ***S*** – integer variable
- Can only be accessed via two indivisible (atomic) operations
  - **`wait()`** and **`signal()`**
    - Originally called **`P()`** and **`V()`**
- Definition of the **`wait()` operation**

```
wait(S) {
    while (S <= 0)
       ; // busy wait
    S--;
}
```

- Definition of the **`signal()` operation**

```
signal(S) {
    S++;
}
```

Information Implications of Semaphore

- A process has synch points
  - To go past a synch point certain conditions must be true
    - Conditions depend not only on ME but other processes also
    - Must confirm that the conditions are true before proceeding, else have to wait.
- P(S) – Wait (S)
  - If can complete this operation
    - Inform others through changed value of S
    - Proceed past the synch point
  - If can not complete
    - Wait for the event when S becomes >0
- V(S) – Signal (S)
  - Inform others that I have gone past a synch point.

Semaphore Usage

- **Counting semaphore** – integer value can range over an unrestricted domain
- **Binary semaphore** – integer value can range only between 0 and 1
  - Same as a **mutex lock**
- Can solve various synchronization problems
- Consider P_1 and P_2 that require S_1 to happen before S_2

  Create a semaphore "**synch**" initialized to 0

```
P1:
    S1;
    signal(synch);
P2:
    wait(synch);
    S2;
```

- Can implement a counting semaphore ***S*** as a binary semaphore

Semaphore as General Synchronization Tool

- 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
  - Also known as mutex locks
- Can implement a counting semaphore S as a binary semaphore
- Provides mutual exclusion

```
Semaphore S; // initialized to 1

P(S);
CriticalSection();
V(S);
```

Binary Semaphore

- Data structures:

  binary-semaphore S1, S2;

  int C:

- Initialization:

  S1 = 1

  S2 = 0

  C = initial value of semaphore **S**

Implementing *Counting Semaphore*

- *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);
```

Semaphore Implementation

- Must guarantee that no two processes can execute the `wait()` and `signal()` on the same semaphore at the same time
- Thus, the implementation becomes the critical section problem where the `wait` and `signal` code are placed in the critical section
  - Could now have **busy waiting** in critical section implementation
    - But implementation code is short
    - Little busy waiting if critical section rarely occupied
- Note that applications may spend lots of time in critical sections and therefore this is not a good solution

Semaphore Implementation with no Busy waiting

- With each semaphore there is an associated waiting queue
- Each entry in a waiting queue has two data items:
  - value (of type integer)
  - pointer to next record in the list
- Two operations:
  - **block** – place the process invoking the operation on the appropriate waiting queue
  - **wakeup** – remove one of processes in the waiting queue and place it in the ready queue
- ```
  typedef struct{
   int value;
   struct process *list;
   } semaphore;
  ```
  ```

Implementation with no Busy waiting (Cont.)

```
wait(semaphore *S) {
   S->value--;
   if (S->value < 0) {
      add this process to S->list;
      block();
   }
}

signal(semaphore *S) {
   S->value++;
   if (S->value <= 0) {
      remove a process P from S->list;
      wakeup(P);
   }
}
```

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

P_0 P_1

```
        P0                          P1
   wait(S);                    wait(Q);
   wait(Q);                    wait(S);
    ...                         ...
   signal(S);                  signal(Q);
   signal(Q);                  signal(S);
```

- **Starvation – indefinite blocking**
  - A process may never be removed from the semaphore queue in which it is suspended
- **Priority Inversion** – Scheduling problem when lower-priority process holds a lock needed by higher-priority process
  - Solved via **priority-inheritance protocol**

Problems with Semaphores

- Incorrect use of semaphore operations:
  - signal (mutex) …. wait (mutex)
  - wait (mutex) … wait (mutex)
  - Omitting of wait (mutex) or signal (mutex) (or both)
- Deadlock and starvation are possible.

Monitors

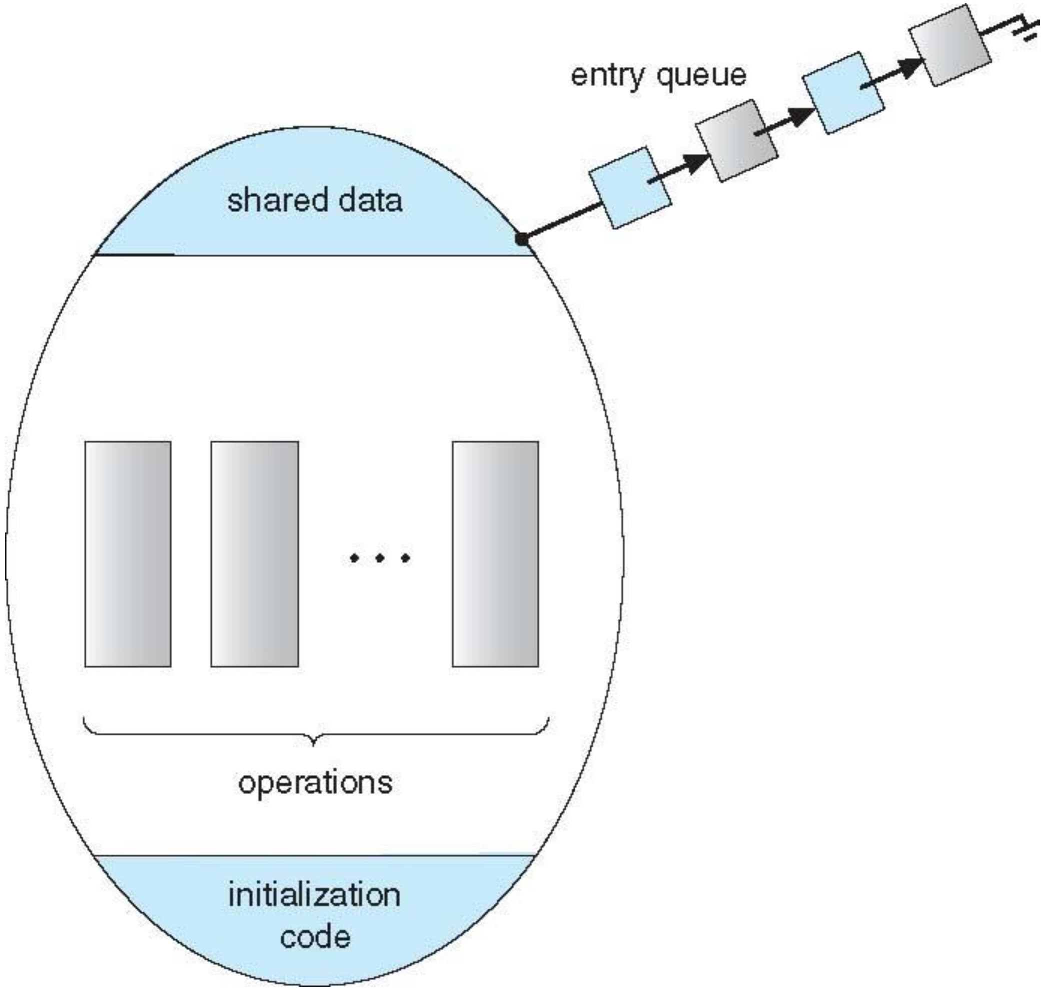
- A high-level abstraction that provides a convenient and effective mechanism for process synchronization
- *Abstract data type*, internal variables only accessible by code within the procedure
- Only one process may be active within the monitor at a time
- But not powerful enough to model some synchronization schemes

```
monitor monitor-name
{
 // shared variable declarations
 procedure P1 (…) { …. }

 procedure Pn (…) {……}

    Initialization code (…) { … }
 }
}
```

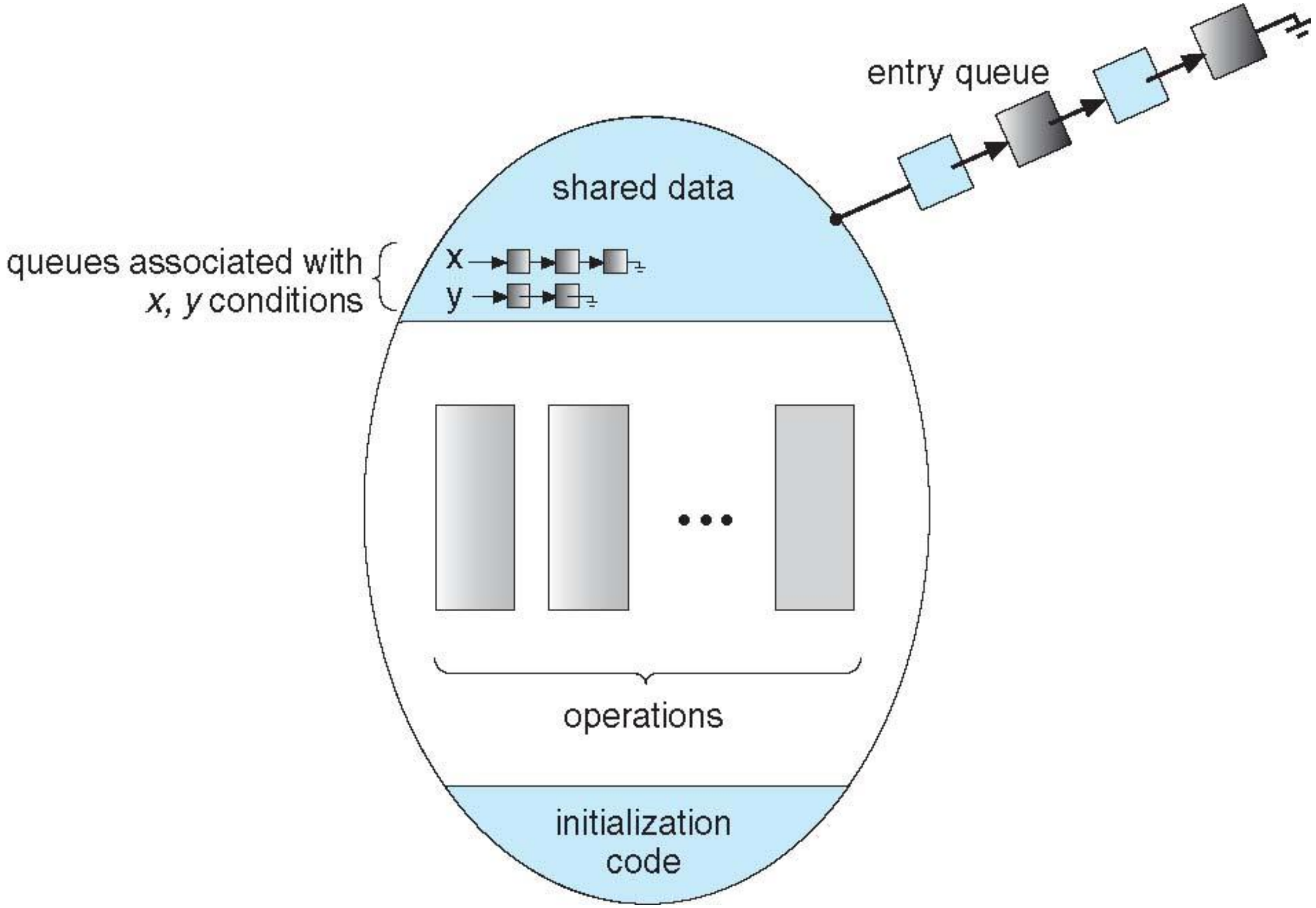
Schematic view of a Monitor



Condition Variables

- **`condition x, y;`**
- Two operations are allowed on a condition variable:
  - **`x.wait()`** – a process that invokes the operation is suspended until **`x.signal()`**
  - **`x.signal()`** – resumes one of processes (if any) that invoked **`x.wait()`**
    - If no **`x.wait()`** on the variable, then it has no effect on the variable

Monitor with Condition Variables



Condition Variables Choices

- If process P invokes `x.signal()`, and process Q is suspended in `x.wait()`, what should happen next?
  - Both Q and P cannot execute in parallel. If Q is resumed, then P must wait
- Options include
  - **Signal and wait** – P waits until Q either leaves the monitor or it waits for another condition
  - **Signal and continue** – Q waits until P either leaves the monitor or it waits for another condition
  - Both have pros and cons – language implementer can decide
  - Monitors implemented in Concurrent Pascal compromise
    - P executing signal immediately leaves the monitor, Q is resumed
  - Implemented in other languages including Mesa, C#, Java

Monitor Implementation Using Semaphores

- Variables

```
semaphore mutex;  // (initially  = 1)
semaphore next;   // (initially  = 0)
int next_count = 0;
```

- Each procedure ***F*** will be replaced by

```
wait(mutex);
     …
     body of F;
     …
if (next_count > 0)
 signal(next)
else
 signal(mutex);
```

- Mutual exclusion within a monitor is ensured

Monitor Implementation – Condition Variables

- For each condition variable ***x***, we have:

```
semaphore x_sem; // (initially  = 0)
int x_count = 0;
```

- The operation x.wait can be implemented as:

```
x_count++;
if (next_count > 0)
   signal(next);
else
   signal(mutex);
wait(x_sem);
x_count--;
```

Monitor Implementation (Cont.)

- The operation **`x.signal`** can be implemented as:

```
if (x_count > 0) {
  next_count++;
  signal(x_sem);
  wait(next);
  next_count--;
}
```

Resuming Processes within a Monitor

- If several processes queued on condition x, and x.signal() executed, which should be resumed?
- FCFS frequently not adequate
- **conditional-wait** construct of the form x.wait(c)
  - Where c is **priority number**
  - Process with lowest number (highest priority) is scheduled next

Single Resource allocation

- Allocate a single resource among competing processes using priority numbers that specify the maximum time a process plans to use the resource

```
R.acquire(t);
     ...
  access the resurce;
     ...

R.release;
```

- Where R is an instance of type `ResourceAllocator`

A Monitor to Allocate Single Resource

```
monitor ResourceAllocator
{
  boolean busy;
  condition x;
  void acquire(int time) {
          if (busy)
             x.wait(time);
          busy = TRUE;
  }
  void release() {
          busy = FALSE;
          x.signal();
  }
initialization code() {
   busy = FALSE;
  }
}
```