CSMC 412

Operating Systems

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Set 7

Semaphore

- Invented by Edsger Dijkstra in 1962
  - When working on and operating system for Electrologica X which became THE.
- A non-negative integer (S) variable on which 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
    - Have to 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);
```

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);
```

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
`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

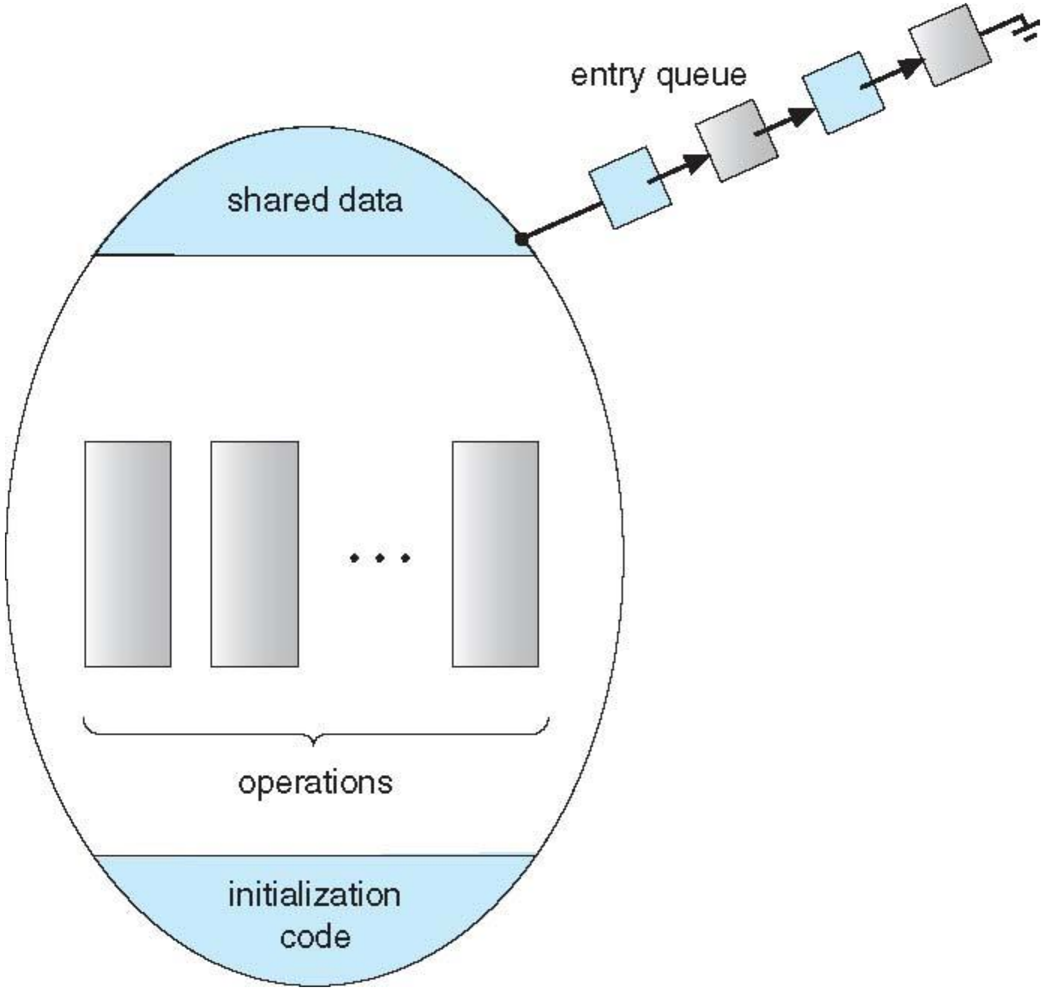
- A high-level abstraction that provides a convenient and effective mechanism for process synchronization
- *Abstract data type*, internal variables only accessible by code within the procedure
- Only one process may be active within the monitor at a time
- But not powerful enough to model some synchronization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

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

 procedure Pn (…) {……}

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

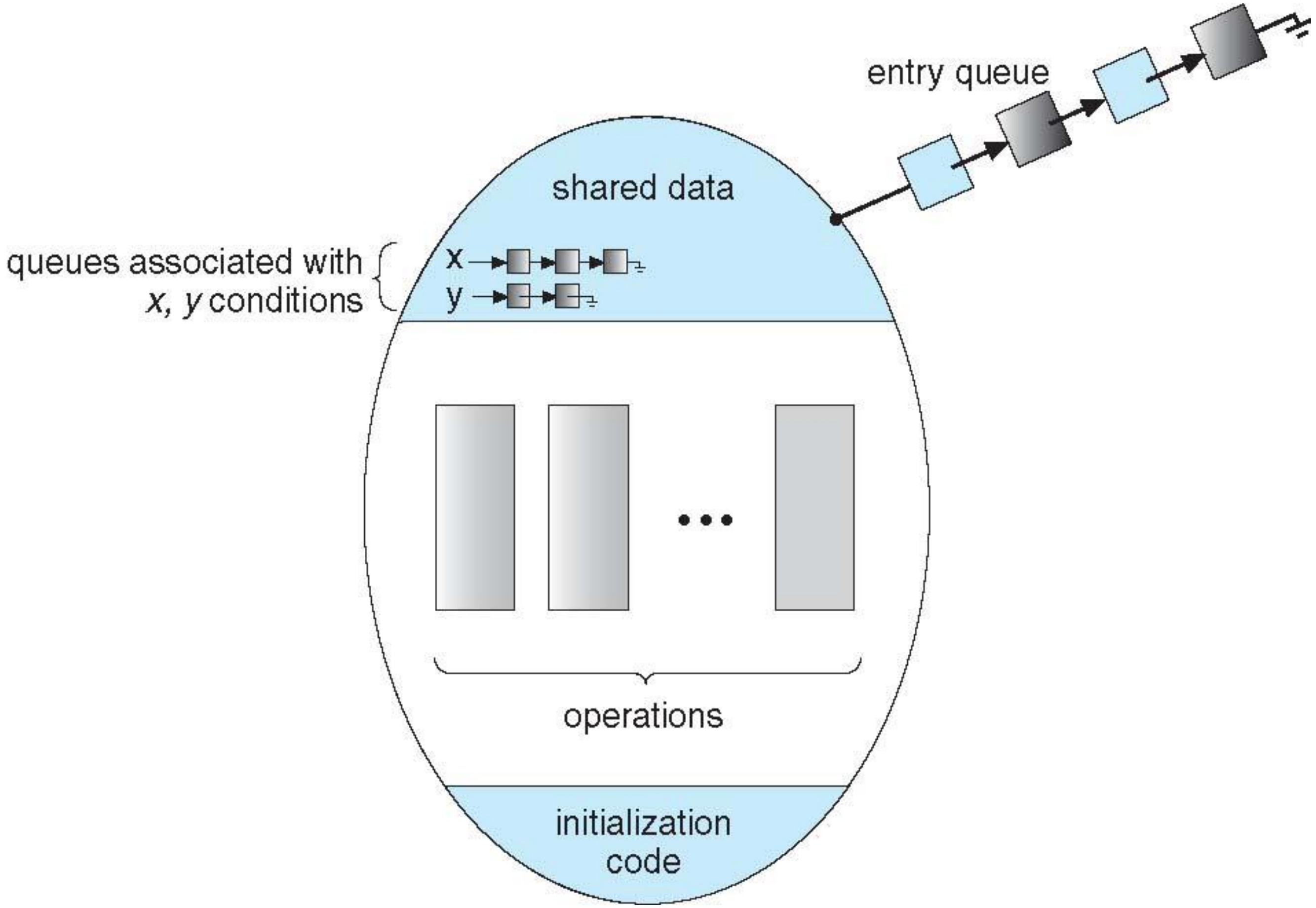
Schematic view of a Monitor



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;
  }
}
```

Synchronization Examples

- Classic Problems of Synchronization
- Synchronization within the Kernel
- POSIX Synchronization
- Synchronization in Java
- Alternative Approaches

Classical Problems of Synchronization

- Classical problems used to test newly-proposed synchronization schemes
  - Bounded-Buffer Problem
  - Readers and Writers Problem
  - Dining-Philosophers Problem

Bounded-Buffer Problem

- ***n*** buffers, each can hold one item
- Semaphore **`mutex`** initialized to the value 1
- Semaphore **`full`** initialized to the value 0
- Semaphore **`empty`** initialized to the value n

Bounded Buffer Problem (Cont.)

- The structure of the producer process

```
do {
      ...
     /* produce an item in next_produced */
      ...
   wait(empty);
   wait(mutex);
      ...
     /* add next produced to the buffer */
      ...
   signal(mutex);
   signal(full);
 } while (true);
```

Bounded Buffer Problem (Cont.)

- The structure of the consumer process

```
Do {
    wait(full);
    wait(mutex);
        ...
    /* remove an item from buffer to next_consumed */
        ...
    signal(mutex);
    signal(empty);
        ...
    /* consume the item in next consumed */
        ...
 } while (true);
```

Readers-Writers Problem

- A data set is shared among a number of concurrent processes
  - Readers – only read the data set; they do ***not*** perform any updates
  - Writers – can both read and write
- Problem – allow multiple readers to read at the same time
  - Only one single writer can access the shared data at the same time
- Several variations of how readers and writers are considered – all involve some form of priorities
- Shared Data
  - Data set
  - Semaphore **`rw_mutex`** initialized to 1
  - Semaphore **`mutex`** initialized to 1
  - Integer **`read_count`** initialized to 0

Readers-Writers Problem (Cont.)

- The structure of a writer process

```
do {
     wait(rw_mutex);
          ...
     /* writing is performed */
          ...
   signal(rw_mutex);
} while (true);
```

Readers-Writers Problem (Cont.)

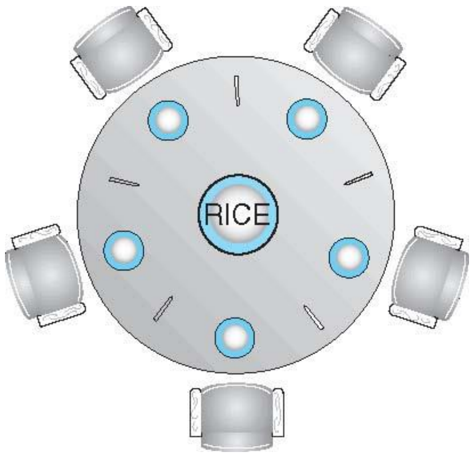
- The structure of a reader process

```
do {
       wait(mutex);
       read_count++;
       if (read_count == 1)
        wait(rw_mutex);
     signal(mutex);
         ...
       /* reading is performed */
         ...
     wait(mutex);
       read count--;
       if (read_count == 0)
     signal(rw_mutex);
     signal(mutex);
} while (true);
```

Readers-Writers Problem Variations

- ***First*** variation – no reader kept waiting unless writer has permission to use shared object
- ***Second*** variation – once writer is ready, it performs the write ASAP
- Both may have starvation leading to even more variations
- Problem is solved on some systems by kernel providing reader-writer locks

Dining-Philosophers Problem



- Philosophers spend their lives alternating thinking and eating
- Don’t interact with their neighbors, occasionally try to pick up 2 chopsticks (one at a time) to eat from bowl
  - Need both to eat, then release both when done
- In the case of 5 philosophers
  - Shared data
    - Bowl of rice (data set)
    - Semaphore chopstick [5] initialized to 1

Dining-Philosophers Problem Algorithm

- The structure of Philosopher *i*:

```
do {
     wait (chopstick[i] );
      wait (chopStick[ (i + 1) % 5] );

                 //  eat

      signal (chopstick[i] );
      signal (chopstick[ (i + 1) % 5] );

                  //  think

} while (TRUE);
```

- What is the problem with this algorithm?

Monitor Solution to Dining Philosophers

```
monitor DiningPhilosophers
{
  enum { THINKING; HUNGRY, EATING) state [5] ;
  condition self [5];

  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);
}
```

Solution to Dining Philosophers (Cont.)

```
   void test (int i) {
            if ((state[(i + 4) % 5] != EATING) &&
            (state[i] == HUNGRY) &&
            (state[(i + 1) % 5] != EATING) ) {
                 state[i] = EATING ;
              self[i].signal () ;
            }
    }

        initialization_code() {
          for (int i = 0; i < 5; i++)
          state[i] = THINKING;
        }
}
```

Solution to Dining Philosophers (Cont.)

- Each philosopher *i* invokes the operations **`pickup()`** and **`putdown()`** in the following sequence:

```
DiningPhilosophers.pickup(i);

     EAT

DiningPhilosophers.putdown(i);
```

- No deadlock, but starvation is possible

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;
  }
}
```

Synchronization Examples

- Solaris
- Windows
- Linux
- Pthreads

Solaris Synchronization

- Implements a variety of locks to support multitasking, multithreading (including real-time threads), and multiprocessing
- Uses **adaptive mutexes** for efficiency when protecting data from short code segments
  - Starts as a standard semaphore spin-lock
  - If lock held, and by a thread running on another CPU, spins
  - If lock held by non-run-state thread, block and sleep waiting for signal of lock being released
- Uses **condition variables**
- Uses **readers-writers** locks when longer sections of code need access to data
- Uses **turnstiles** to order the list of threads waiting to acquire either an adaptive mutex or reader-writer lock
  - Turnstiles are per-lock-holding-thread, not per-object
- Priority-inheritance per-turnstile gives the running thread the highest of the priorities of the threads in its turnstile

Windows Synchronization

- Uses interrupt masks to protect access to global resources on uniprocessor systems
- Uses **spinlocks** on multiprocessor systems
  - Spinlocking-thread will never be preempted
- Also provides **dispatcher objects** user-land which may act mutexes, semaphores, events, and timers
  - **Events**
    - An event acts much like a condition variable
  - Timers notify one or more thread when time expired
  - Dispatcher objects either **signaled-state** (object available) or **non-signaled state** (thread will block)

Linux Synchronization

- Linux:
  - Prior to kernel Version 2.6, disables interrupts to implement short critical sections
  - Version 2.6 and later, fully preemptive
- Linux provides:
  - Semaphores
  - atomic integers
  - spinlocks
  - reader-writer versions of both
- On single-cpu system, spinlocks replaced by enabling and disabling kernel preemption

Pthreads Synchronization

- Pthreads API is OS-independent
- It provides:
  - mutex locks
  - condition variable
- Non-portable extensions include:
  - read-write locks
  - spinlocks

Alternative Approaches

- Transactional Memory
- OpenMP
- Functional Programming Languages

Transactional Memory

- A **memory transaction** is a sequence of read-write operations to memory that are performed atomically.

```
void update()
{
    /* read/write memory */
}
```

OpenMP

- OpenMP is a set of compiler directives and API that support parallel progamming.

```
void update(int value)
{
    #pragma omp critical
    {
        count += value
    }
}
```

The code contained within the **`#pragma omp critical`** directive is treated as a critical section and performed atomically.

Functional Programming Languages

- Functional programming languages offer a different paradigm than procedural languages in that they do not maintain state.
- Variables are treated as immutable and cannot change state once they have been assigned a value.
- There is increasing interest in functional languages such as Erlang and Scala for their approach in handling data races.