

143A: Principles of Operating Systems

Lecture 11: Synchronization

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Starting other CPUs

Started from main()

```
1317 main(void)
```

```
1318 {
```

```
...
```

```
1336     startothers(); // start other processors
```

```
1337     kinit2(P2V(4*1024*1024), P2V(PHYSTOP));
```

```
1338     userinit(); // first user process
```

```
1339     mpmain();
```

```
1340 }
```

Starting other CPUs

- Copy start code in a good location
 - 0x7000 (remember same as the one used by boot loader)
- Pass start parameters on the stack
 - Allocate a new stack for each CPU
 - Send a magic inter-processor interrupt (IPI) with the entry point (mpenter())

Start other CPUs

```
1374 startothers(void)
```

```
1375 {
```

```
1384     code = P2V(0x7000);
```

```
1385     memmove(code, _binary_entryother_start,  
              (uint)_binary_entryother_size);
```

```
1386
```

```
1387     for(c = cpus; c < cpus+ncpu; c++){
```

```
1388         if(c == cpus+cpunum()) // We've started already.
```

```
1389             continue;
```

```
...
```

```
1394     stack = kalloc();
```

```
1395     *(void**)(code-4) = stack + KSTACKSIZE;
```

```
1396     *(void**)(code-8) = mpenter;
```

```
1397     *(int**)(code-12) = (void *) V2P(entrypgdir);
```

```
1398
```

```
1399     lapicstartap(c->apicid, V2P(code));
```

- Copy start code to 0x7000
- Start code is linked into the kernel
 - `_binary_entryother_start`
 - `_binary_entryother_size`

Start other CPUs

```
1374 startothers(void)
```

```
1375 {
```

```
1384     code = P2V(0x7000);
```

```
1385     memmove(code, _binary_entryother_start,  
              (uint)_binary_entryother_size);
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1388         if(c == cpus+cpunum()) // We've started already.
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```
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```
1399     lapicstartap(c->apicid, V2P(code));
```

- Allocate a new kernel stack for each CPU

- What will be running on this stack?

Start other CPUs

```
1374 startothers(void)
```

```
1375 {
```

```
1384     code = P2V(0x7000);
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```

```
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```

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```
1398
```

```
1399     lapicstartap(c->apicid, V2P(code));
```

- Allocate a new kernel stack for each CPU

- What will be running on this stack?

- Scheduler

Start other CPUs

```
1374 startothers(void)
1375 {
1384     code = P2V(0x7000);
1385     memmove(code, _binary_entryother_start,
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1387     for(c = cpus; c < cpus+ncpu; c++){
1388         if(c == cpus+cpunum()) // We've started already.
1389             continue;
1390         ...
1394         stack = kalloc();
1395         *(void**)(code-4) = stack + KSTACKSIZE;
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1399         lapicstartap(c->apicid, V2P(code));
```

- What is done here?

Start other CPUs

```
1374 startothers(void)
```

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```

```
1398
```

```
1399     lapicstartap(c->apicid, V2P(code));
```

- What is done here?
 - Kernel stack
 - Address of mpenter()
 - Physical address of entrypgdir

Start other CPUs

```
1374 startothers(void)
```

```
1375 {
```

```
1384     code = P2V(0x7000);
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```

```
1398
```

```
1399     lapicstartap(c->apicid, V2P(code));
```

- Send “magic” interrupt
- Wake up other CPUs

```
1123  .code16
1124  .globl start
1125  start:
1126      cli
1127
1128      xorw %ax,%ax
1129      movw %ax,%ds
1130      movw %ax,%es
1131      movw %ax,%ss
1132
```

entryother.S

- Disable interrupts
- Init segments with 0

```
1133    lgdt gdtdesc
1134    movl %cr0, %eax
1135    orl $CR0_PE, %eax
1136    movl %eax, %cr0
1150    ljmpl $(SEG_KCODE<<3), $(start32)
1151
1152 .code32
1153 start32:
1154    movw $(SEG_KDATA<<3), %ax
1155    movw %ax, %ds
1156    movw %ax, %es
1157    movw %ax, %ss
1158    movw $0, %ax
1159    movw %ax, %fs
1160    movw %ax, %gs
```

entryother.S

- Load GDT
- Switch to 32bit mode
 - Long jump to start32
- Load segments

```
1162    # Turn on page size extension for 4Mbyte pages
```

```
1163    movl %cr4, %eax
```

```
1164    orl $(CR4_PSE), %eax
```

```
1165    movl %eax, %cr4
```

```
1166    # Use enterpgdir as our initial page table
```

```
1167    movl (start-12), %eax
```

```
1168    movl %eax, %cr3
```

```
1169    # Turn on paging.
```

```
1170    movl %cr0, %eax
```

```
1171    orl $(CR0_PE|CR0_PG|CR0_WP), %eax
```

```
1172    movl %eax, %cr0
```

```
1173
```

```
1174    # Switch to the stack allocated by startothers()
```

```
1175    movl (start-4), %esp
```

```
1176    # Call mpenter()
```

```
1177    call *(start-8)
```

entryother.S

1162 # Turn on page size extension for 4Mbyte pages

1163 movl %cr4, %eax

1164 orl \$(CR4_PSE), %eax

1165 movl %eax, %cr4

1166 # Use enterpgdir as our initial page table

1167 movl (start-12), %eax

1168 movl %eax, %cr3

1169 # Turn on paging.

1170 movl %cr0, %eax

1171 orl \$(CR0_PE|CR0_PG|CR0_WP), %eax

1172 movl %eax, %cr0

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1173

1174 # Switch to the stack allocated by startothers()

1175 `movl (start-4), %esp`

1176 # Call mpenter()

1177 `call *(start-8)`

entryother.S


```
1251 static void
1252 mpenter(void)
1253 {
1254     switchkvm();
1255     seginit();
1256     lapicinit();
1257     mpmain();
1258 }
```

```
1251 static void
1252 mpenter(void)
1253 {
1254     switchkvm();
1255     seginit();
1256     lapicinit();
1257     mpmain();
1258 }
```

Init segments

```
seginit(void)
```

```
{
```

```
    struct cpu *c;
```

```
    // Map "logical" addresses to virtual addresses using identity map.
```

```
    // Cannot share a CODE descriptor for both kernel and user
```

```
    // because it would have to have DPL_USR, but the CPU forbids
```

```
    // an interrupt from CPL=0 to DPL=3.
```

```
    c = &cpus[cuid()];
```

```
    c->gdt[SEG_KCODE] = SEG(STA_X|STA_R, 0, 0xffffffff, 0);
```

```
    c->gdt[SEG_KDATA] = SEG(STA_W, 0, 0xffffffff, 0);
```

```
    c->gdt[SEG_UCODE] = SEG(STA_X|STA_R, 0, 0xffffffff, DPL_USER);
```

```
    c->gdt[SEG_UDATA] = SEG(STA_W, 0, 0xffffffff, DPL_USER);
```

```
    lgdt(c->gdt, sizeof(c->gdt));
```

```
}
```

Init segments

Per-CPU variables

- Variables private to each CPU

Per-CPU variables

- Variables private to each CPU
 - Current running process
 - Kernel stack for interrupts
 - Hence, TSS that stores that stack

```
struct cpu cpus[NCPU];
```

```
// Per-CPU state

struct cpu {

    uchar apicid;           // Local APIC ID

    struct context *scheduler; // swtch() here to enter scheduler

    struct taskstate ts;     // Used by x86 to find stack for interrupt

    struct segdesc gdt[NSEGS]; // x86 global descriptor table

    volatile uint started;   // Has the CPU started?

    int ncli;                // Depth of pushcli nesting.

    int intena;              // Were interrupts enabled before pushcli?

    struct proc *proc;       // The process running on this cpu or null

};


extern struct cpu cpus[NCPU];
```

cpuid()

```
// Must be called with interrupts disabled
int cpuid() {
    return mycpu()-cpus;
}

struct cpu* mycpu(void)
{
    int apicid, i;

    if(readeflags() & FL_IF)
        panic("mycpu called with interrupts enabled\n");

    apicid = lapicid();
    // APIC IDs are not guaranteed to be contiguous. Maybe we should have
    // a reverse map, or reserve a register to store &cpus[i].
    for (i = 0; i < ncpu; ++i) {
        if (cpus[i].apicid == apicid)
            return &cpus[i];
    }
    panic("unknown apicid\n");
}
```

Synchronization

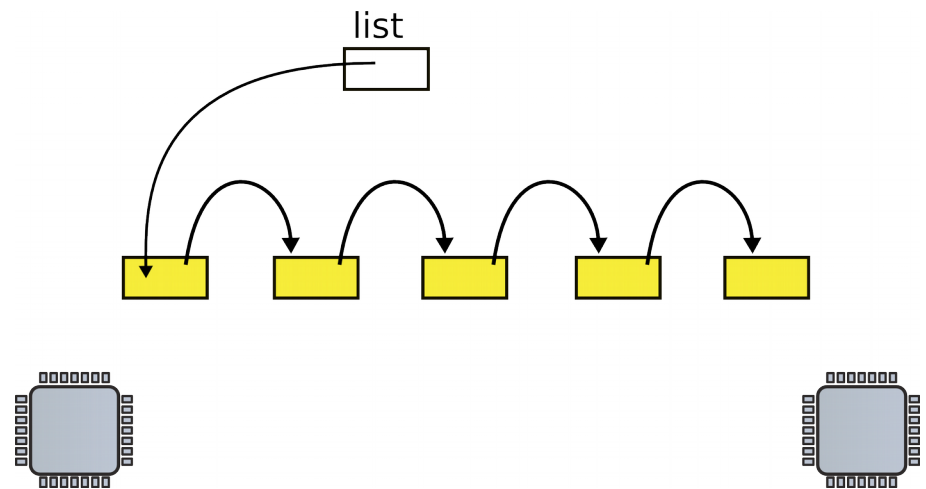
Race conditions

- Example:
 - Disk driver maintains a list of outstanding requests
 - Each process can add requests to the list

List implementation (no locks)

```
1 struct list {  
2     int data;  
3     struct list *next;  
4 };  
  
...  
6 struct list *list = 0;  
...  
9 insert(int data)  
10 {  
11     struct list *l;  
12  
13     l = malloc(sizeof *l);  
14     l->data = data;  
15     l->next = list;  
16     list = l;  
17 }
```

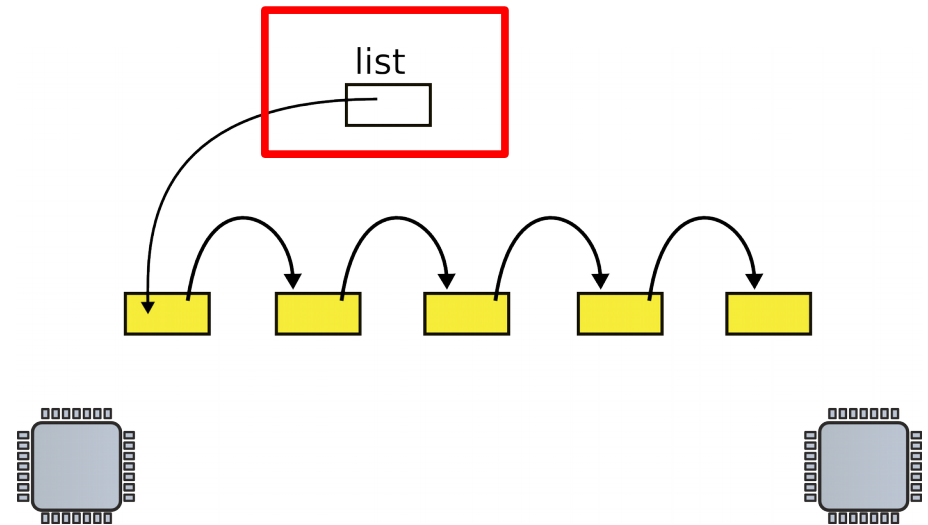
- List
 - One data element
 - Pointer to the next element



List implementation (no locks)

- Global head

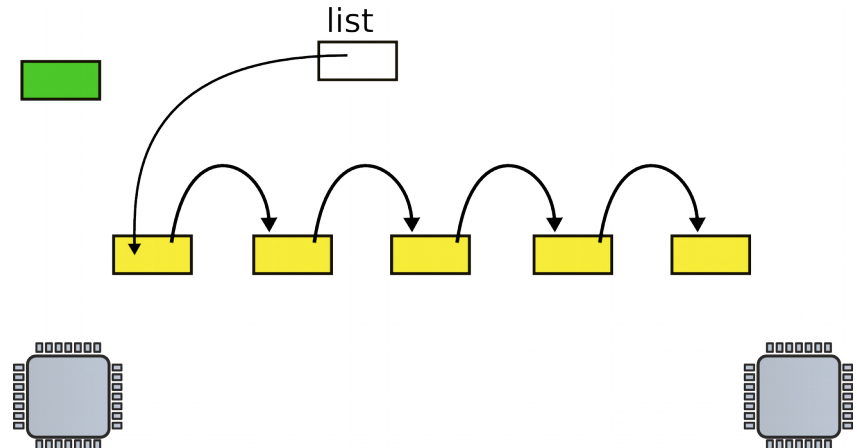
```
1 struct list {  
2     int data;  
3     struct list *next;  
4 };  
  
...  
6 struct list *list = 0;  
...  
9 insert(int data)  
10 {  
11     struct list *l;  
12  
13     l = malloc(sizeof *l);  
14     l->data = data;  
15     l->next = list;  
16     list = l;  
17 }
```



List implementation (no locks)

- Insertion
 - Allocate new list element

```
1 struct list {  
2     int data;  
3     struct list *next;  
4 };  
  
...  
6 struct list *list = 0;  
...  
9 insert(int data)  
10 {  
11     struct list *l;  
12  
13     l = malloc(sizeof *l);  
14     l->data = data;  
15     l->next = list;  
16     list = l;  
17 }
```

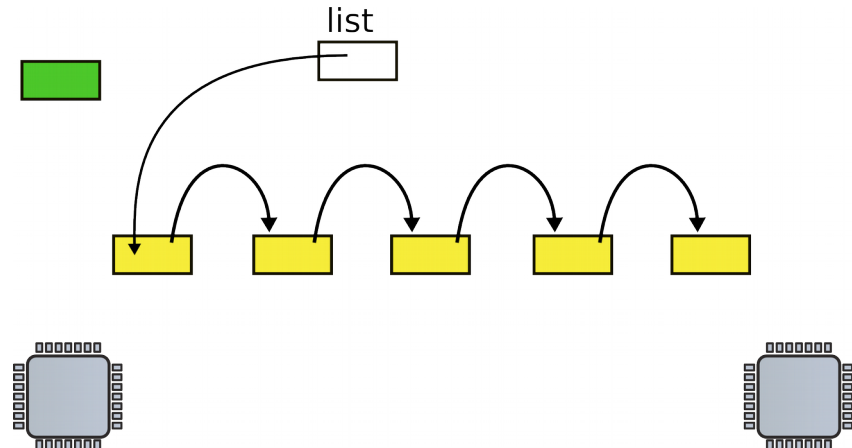


List implementation (no locks)

- Insertion

- Allocate new list element
- Save data into that element

```
1 struct list {  
2     int data;  
3     struct list *next;  
4 };  
  
...  
6 struct list *list = 0;  
...  
9 insert(int data)  
10 {  
11     struct list *l;  
12  
13     l = malloc(sizeof *l);  
14     l->data = data;  
15     l->next = list;  
16     list = l;  
17 }
```

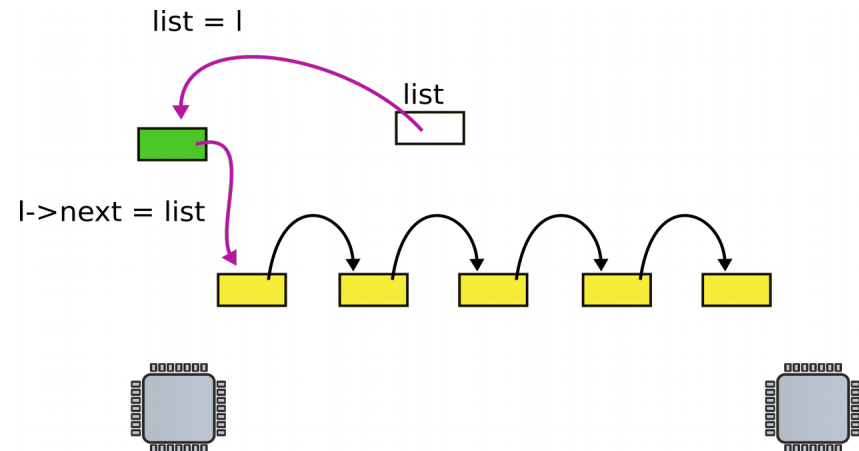


List implementation (no locks)

```
1 struct list {
2     int data;
3     struct list *next;
4 };
...
6 struct list *list = 0;
...
9 insert(int data)
10 {
11     struct list *l;
12
13     l = malloc(sizeof *l);
14     l->data = data;
15     l->next = list;
16     list = l;
17 }
```

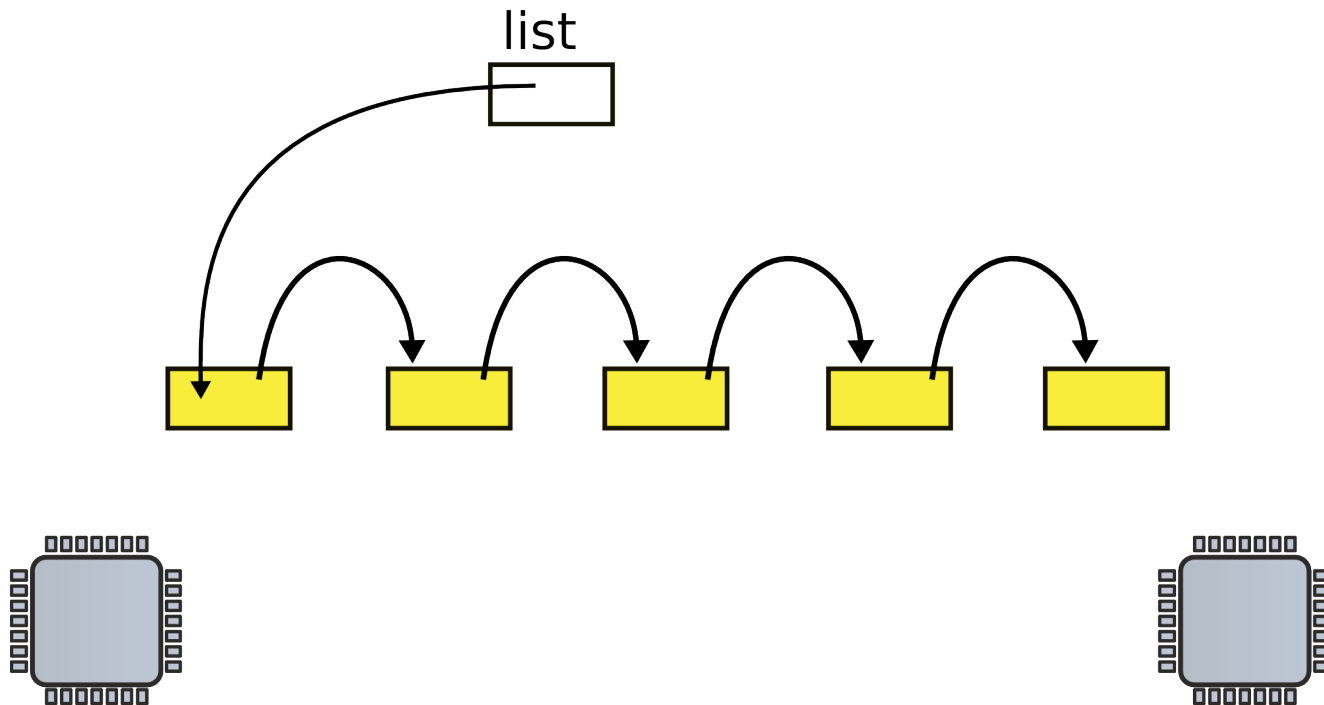
- Insertion

- Allocate new list element
- Save data into that element
- Insert into the list



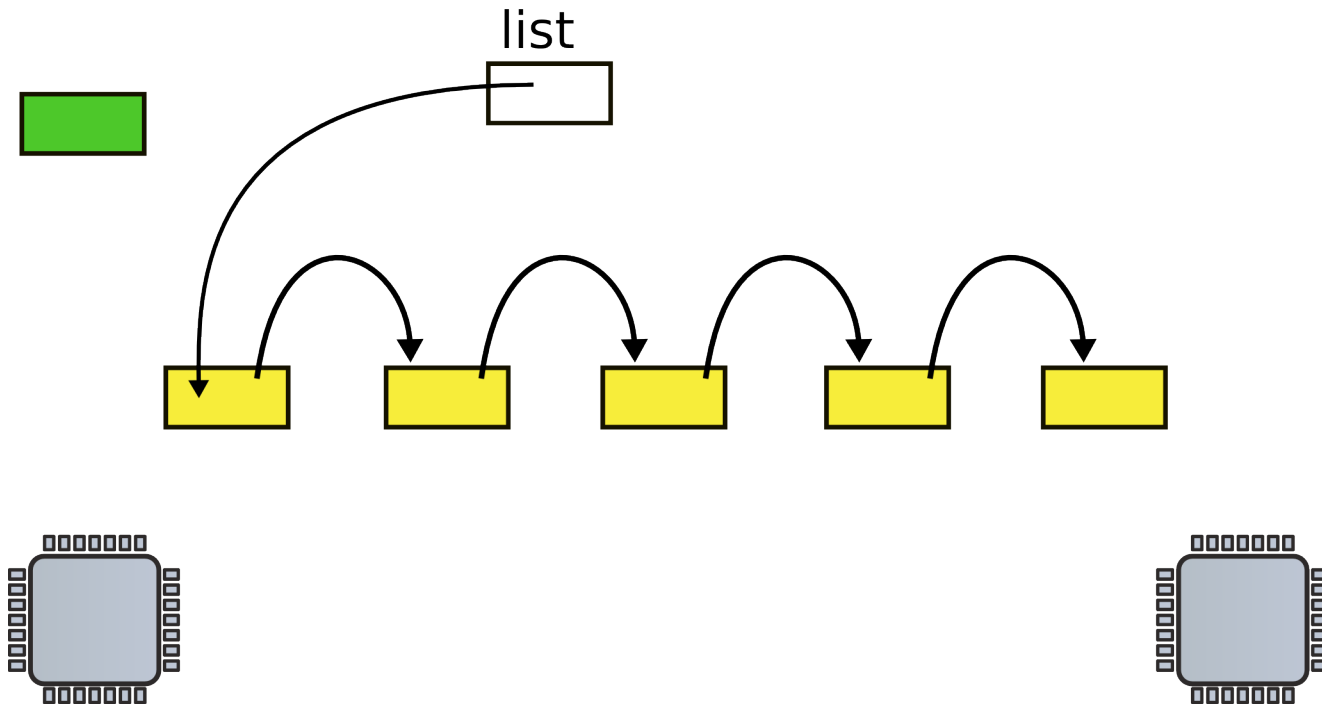
Now what happens when two CPUs access the
same list

Request queue (e.g. pending disk requests)

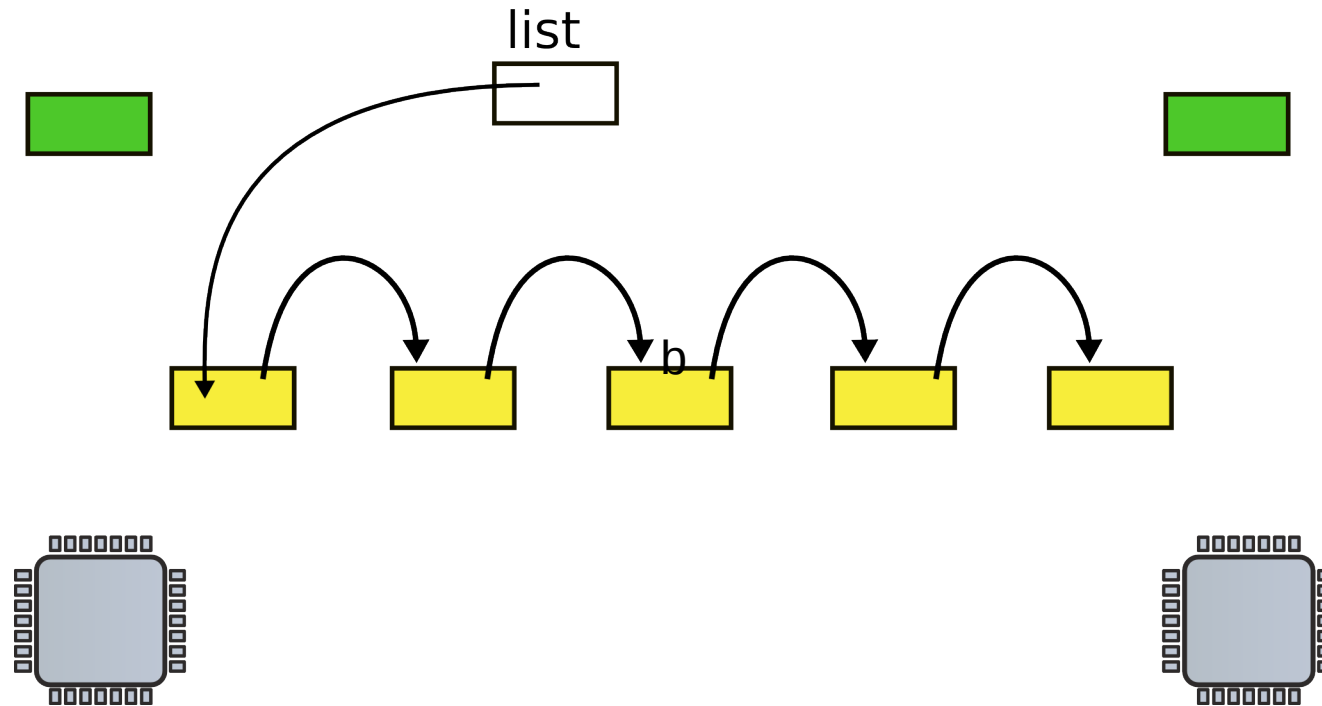


- Linked list, list is pointer to the first element

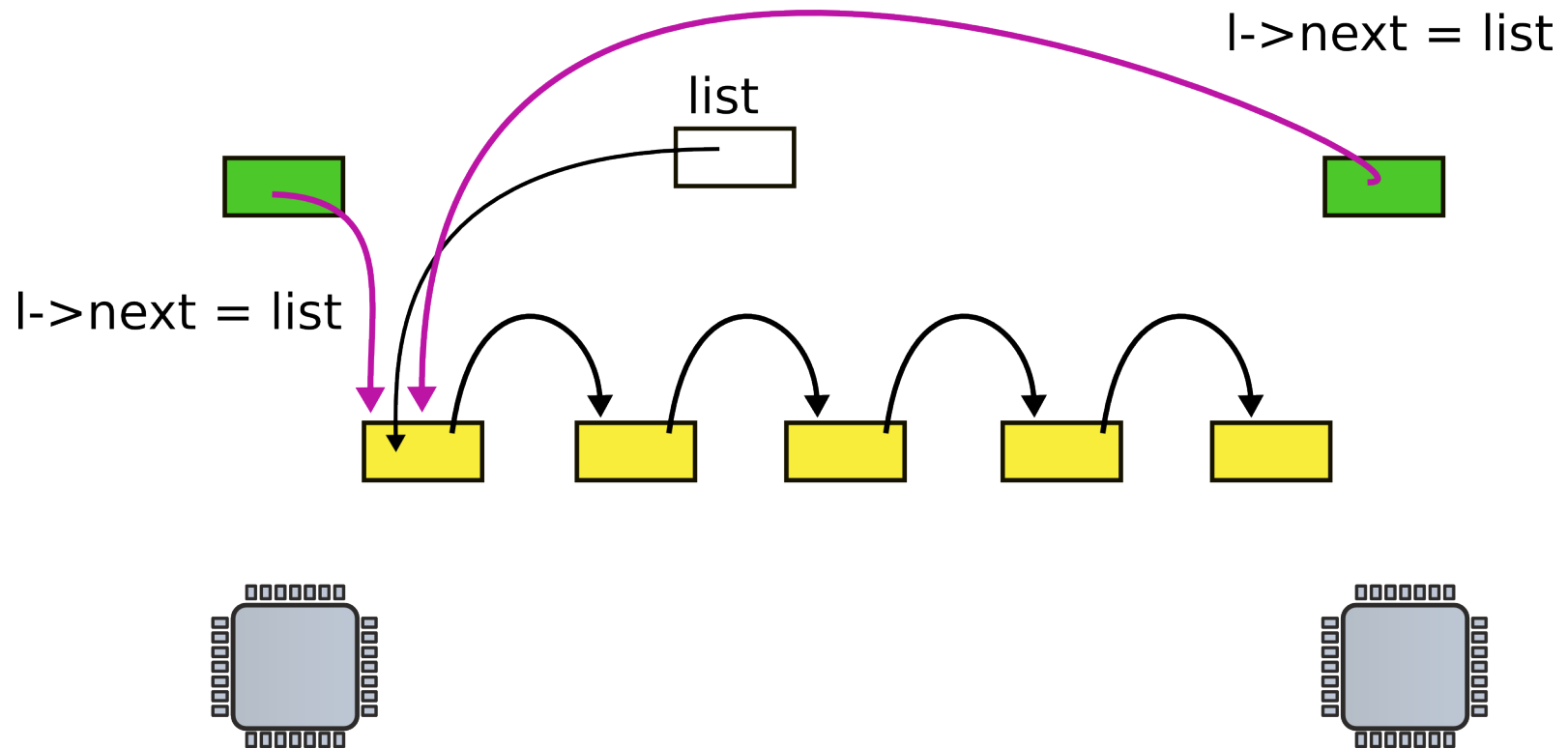
CPU1 allocates new request



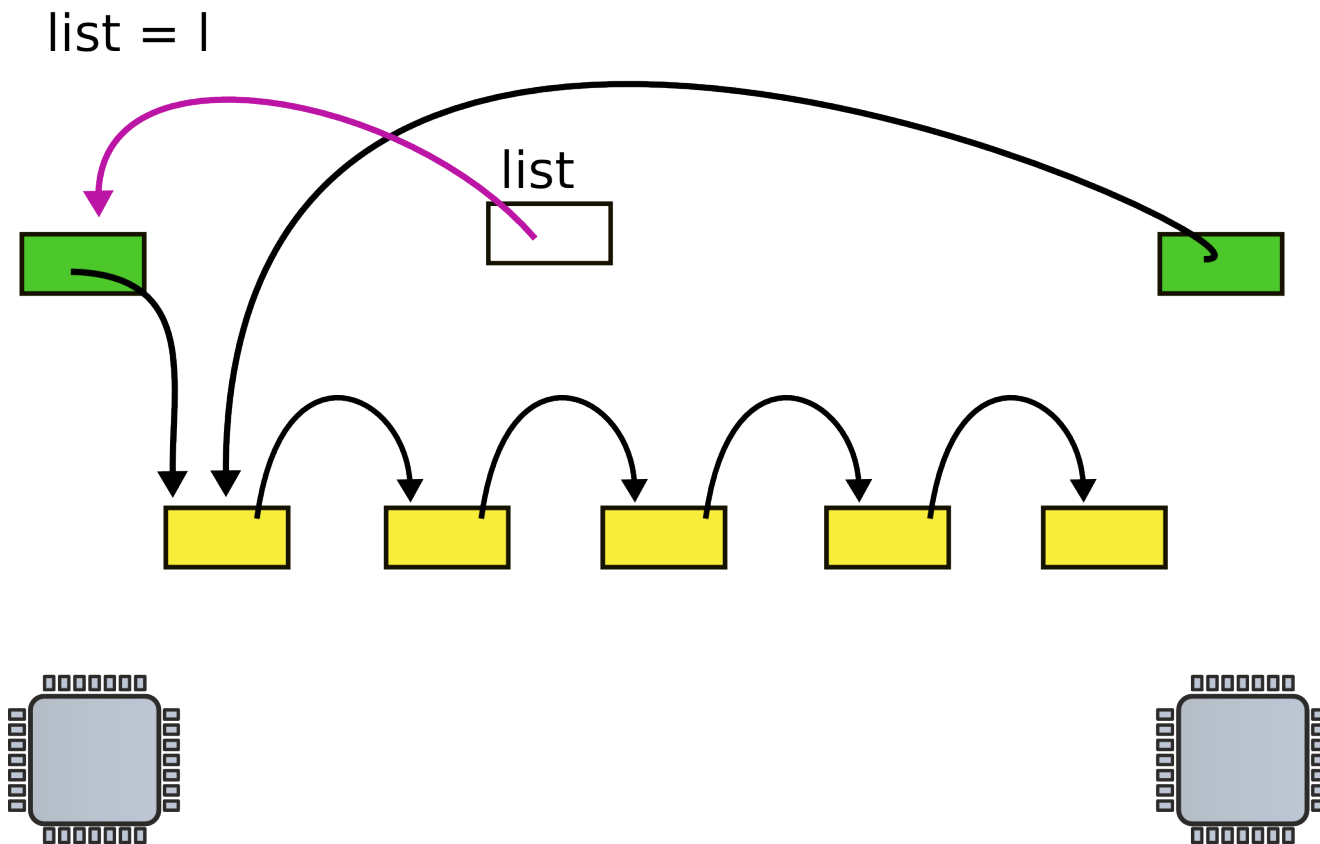
CPU2 allocates new request



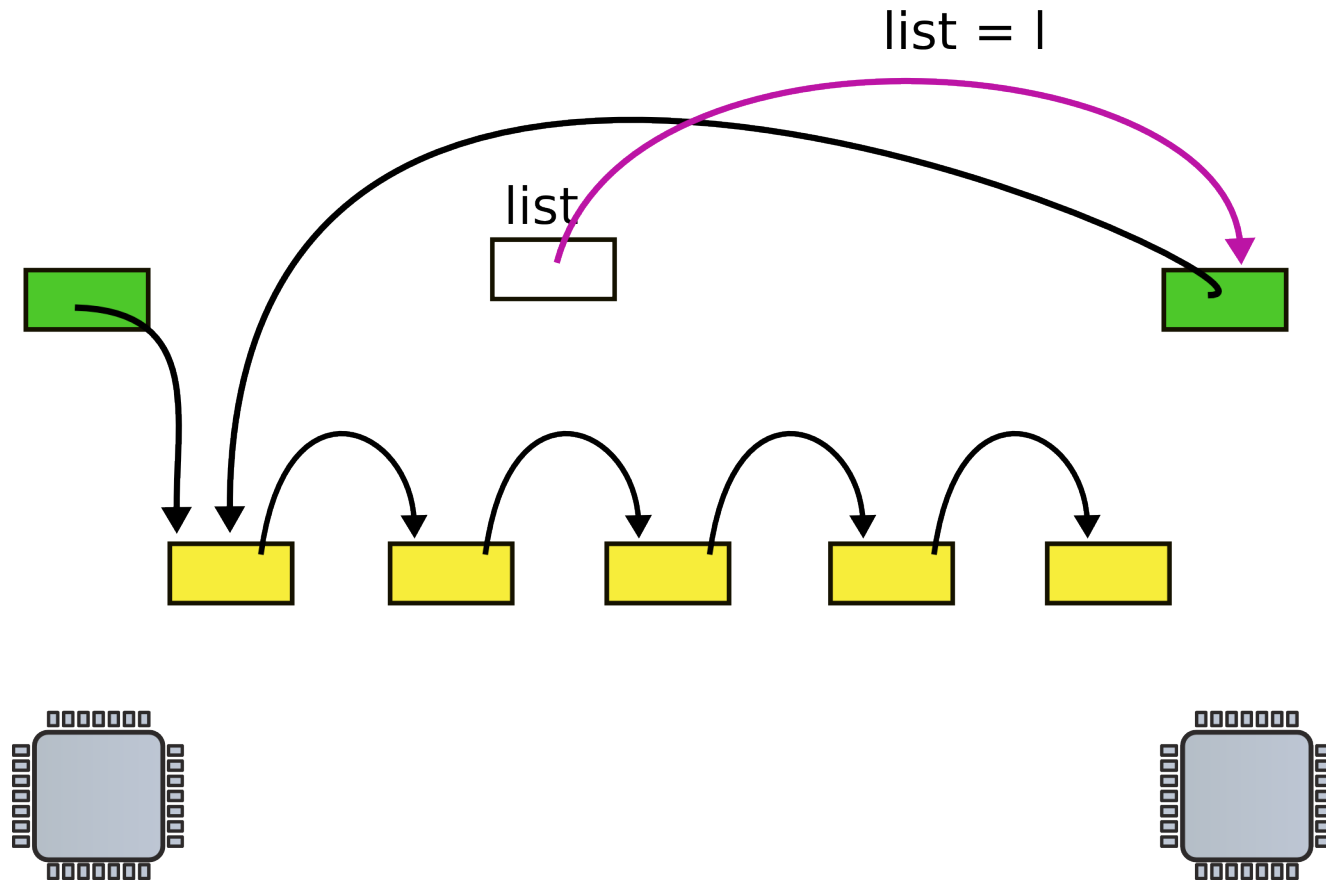
CPU 1 and 2 update next pointer



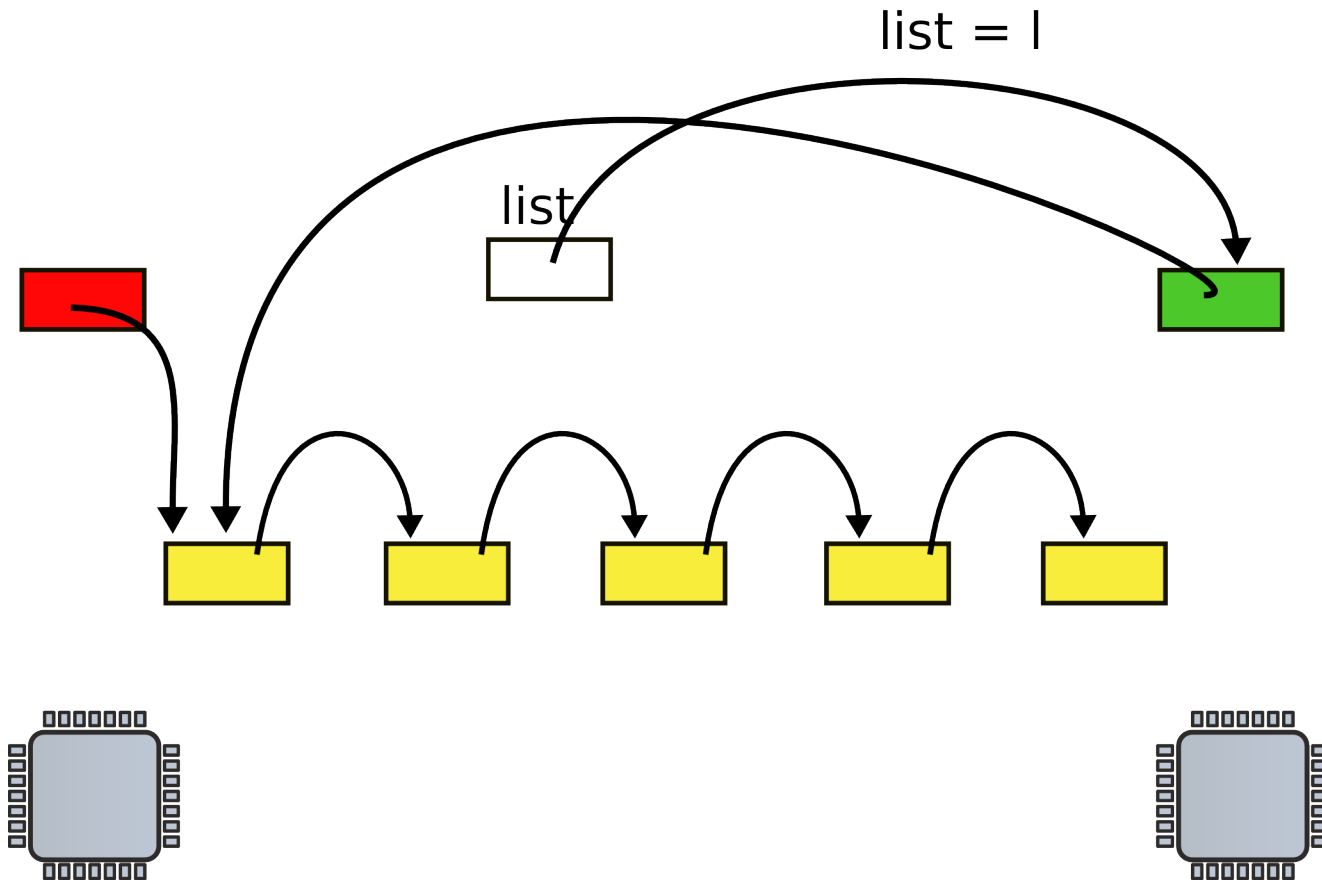
CPU1 updates head pointer



CPU2 updates head pointer



State after the race (red element is lost)



Mutual exclusion

- Only one CPU can update list at a time

List implementation with locks

```
1 struct list {  
2     int data;  
3     struct list *next;  
4 };  
  
6 struct list *list = 0;  
    struct lock listlock;  
  
9 insert(int data)  
10 {  
11     struct list *l;  
13     l = malloc(sizeof *l);  
        acquire(&listlock);  
  
14     l->data = data;  
15     l->next = list;  
16     list = l;  
        release(&listlock);  
17 }
```

- Critical section

- How can we implement `acquire()`?

Spinlock

```
21 void
22 acquire(struct spinlock *lk)
23 {
24     for(;;) {
25         if(!lk->locked) {
26             lk->locked = 1;
27             break;
28         }
29     }
30 }
```

- Spin until lock is 0
- Set it to 1

Still incorrect

```
21 void
22 acquire(struct spinlock *lk)
23 {
24     for(;;) {
25         if(!lk->locked) {
26             lk->locked = 1;
27             break;
28         }
29     }
30 }
```

- Two CPUs can reach line #25 at the same time
 - See not locked, and
 - Acquire the lock
- Lines #25 and #26 need to be atomic
 - I.e. indivisible

Compare and swap: xchg

- Swap a word in memory with a new value
 - Return old value

Correct implementation

```
1573 void
1574 acquire(struct spinlock *lk)
1575 {
...
1580     // The xchg is atomic.
1581     while(xchg(&lk->locked, 1) != 0)
1582         ;
...
1592 }
```

xchgl instruction

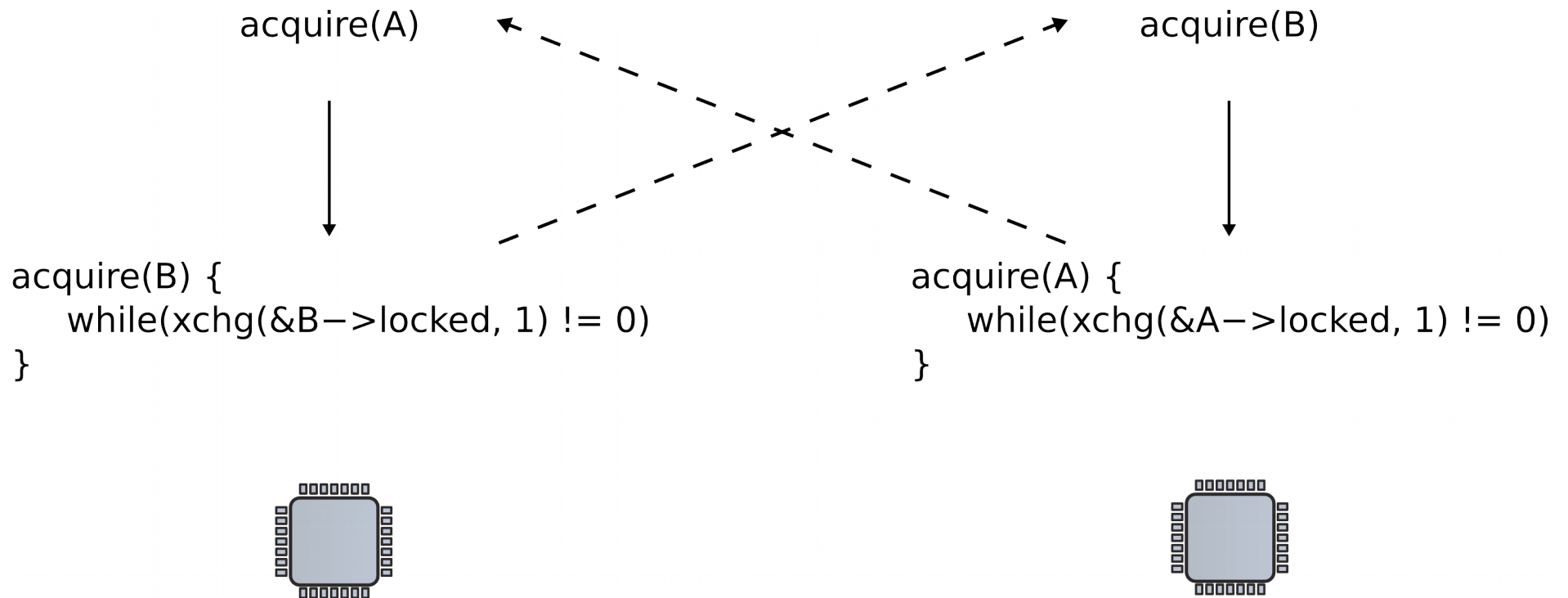
```
0568 static inline uint
0569 xchg(volatile uint *addr, uint newval)
0570 {
0571     uint result;
0572
0573     // The + in "+m" denotes a read-modify-write
        operand.
0574     asm volatile("lock; xchgl %0, %1" :
0575                 "+m" (*addr), "=a" (result) :
0576                 "1" (newval) :
0577                 "cc");
0578     return result;
0579 }
```

Correct implementation

```
1573 void
1574 acquire(struct spinlock *lk)
1575 {
1576     ...
1580     // The xchg is atomic.
1581     while(xchg(&lk->locked, 1) != 0)
1582         ;
1584     // Tell the C compiler and the processor to not move loads or
1585     // stores
1586     // past this point, to ensure that the critical section's memory
1587     // references happen after the lock is acquired.
1588     __sync_synchronize();
1589     ...
1592 }
```

Deadlocks

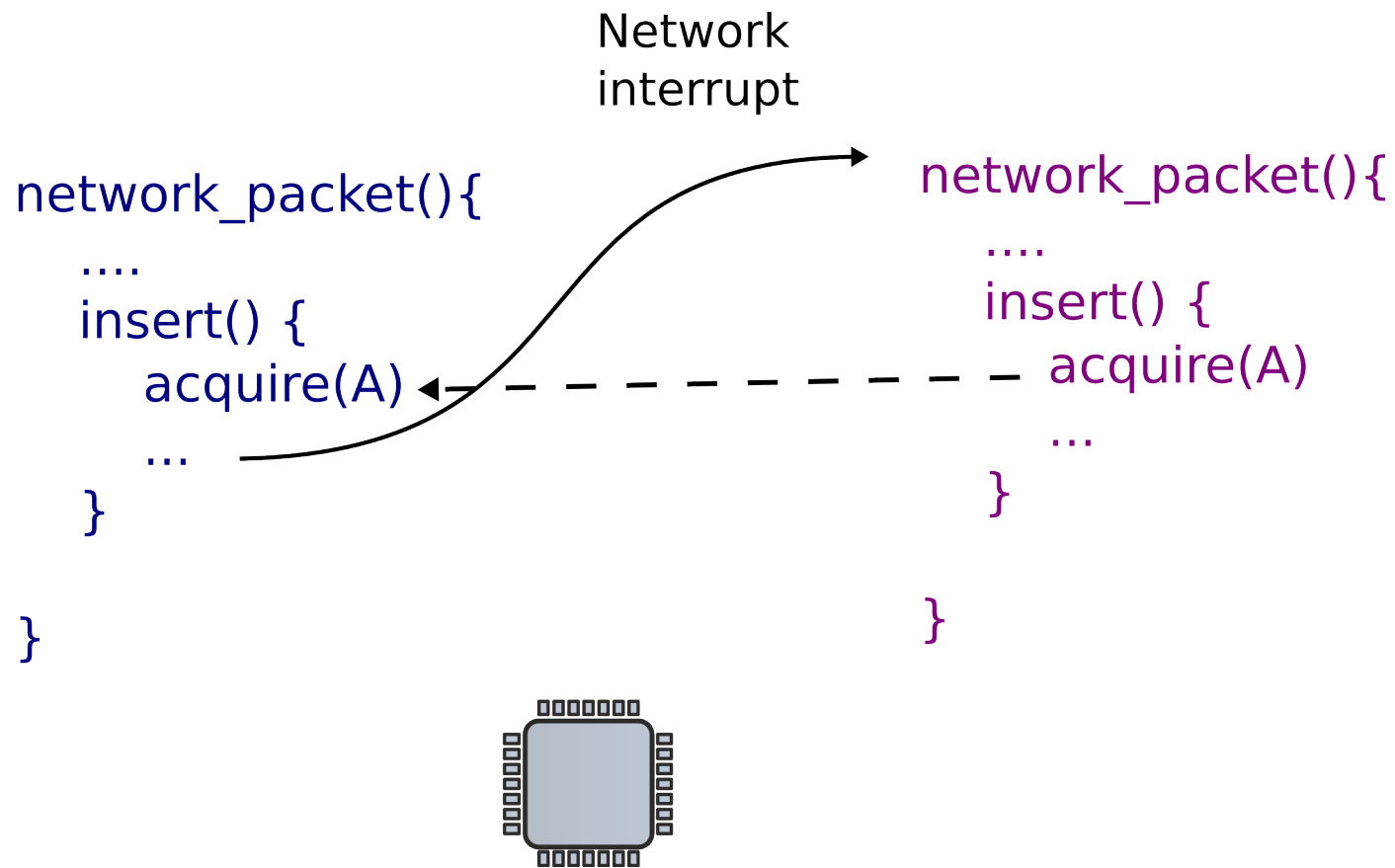
Deadlocks



Lock ordering

- Locks need to be acquired in the same order

Locks and interrupts



Locks and interrupts

- Never hold a lock with interrupts enabled

```
1573 void
1574 acquire(struct spinlock *lk)
1575 {
1576     pushcli(); // disable interrupts to avoid deadlock.
1577     if(holding(lk))
1578         panic("acquire");
1580     // The xchg is atomic.
1581     while(xchg(&lk->locked, 1) != 0)
1582         ;
1583     ...
1587     __sync_synchronize();
1588     ...
1592 }
```

Disabling interrupts

Simple disable/enable is not enough

- If two locks are acquired
 - Interrupts should be re-enabled only after the second lock is released
- `Pushcli()` uses a counter

```
1655 pushcli(void)
```

```
1656 {
```

```
1657     int eflags;
```

```
1658
```

```
1659     eflags = readeflags();
```

```
1660     cli();
```

```
1661     if(cpu->ncli == 0)
```

```
1662         cpu->intena = eflags & FL_IF;
```

```
1663     cpu->ncli += 1;
```

```
1664 }
```

Pushcli()/popcli()

```
1667 popcli(void)
```

```
1668 {
```

Pushcli()/popcli()

```
1669     if(readeflags() & FL_IF)
```

```
1670         panic("popcli - interruptible");
```

```
1671     if(--cpu->ncli < 0)
```

```
1672         panic("popcli");
```

```
1673     if(cpu->ncli == 0 && cpu->intena)
```

```
1674         sti();
```

```
1675 }
```


Locks and interprocess communication

Send/receive queue

```
100 struct q {
101     void *ptr;
102 };
103
104 void*
105 send(struct q *q, void *p)
106 {
107     while(q->ptr != 0)
108         ;
109     q->ptr = p;
110 }
112 void*
113 recv(struct q *q)
114 {
115     void *p;
116
117     while((p = q->ptr) == 0)
118         ;
119     q->ptr = 0;
120     return p;
121 }
```

- Sends one pointer between two CPUs

Send/receive queue

```
100 struct q {  
101     void *ptr;  
102 };  
103  
104 void*  
105 send(struct q *q, void *p)  
106 {  
107     while(q->ptr != 0)  
108         ;  
109     q->ptr = p;  
110 }
```

```
112 void*  
113 recv(struct q *q)  
114 {  
115     void *p;  
116  
117     while((p = q->ptr) == 0)  
118         ;  
119     q->ptr = 0;  
120     return p;  
121 }
```

Send/receive queue

```
100 struct q {  
101     void *ptr;  
102 };  
103  
104 void*  
105 send(struct q *q, void *p)  
106 {  
107     while(q->ptr != 0)  
108         ;  
109     q->ptr = p;  
110 }
```

```
112 void*  
113 recv(struct q *q)  
114 {  
115     void *p;  
116  
117     while((p = q->ptr) == 0)  
118         ;  
119     q->ptr = 0;  
120     return p;  
121 }
```

Send/receive queue

```
100 struct q {
101     void *ptr;
102 };
103
104 void*
105 send(struct q *q, void *p)
106 {
107     while(q->ptr != 0)
108         ;
109     q->ptr = p;
110 }
112 void*
113 recv(struct q *q)
114 {
115     void *p;
116
117     while((p = q->ptr) == 0)
118         ;
119     q->ptr = 0;
120     return p;
121 }
```

- Works well, but expensive if communication is rare
 - Receiver wastes CPU cycles

Sleep and wakeup

- `sleep(channel)`
 - Put calling process to sleep
 - Release CPU for other work
- `wakeup(channel)`
 - Wakes all processes sleeping on a channel
 - If any
 - i.e., causes `sleep()` calls to return

Send/receive queue

```
201 void*
202 send(struct q *q, void *p)
203 {
204     while(q->ptr != 0)
205         ;
206     q->ptr = p;
207     wakeup(q); /*wake recv*/
208 }
```

```
210 void*
211 recv(struct q *q)
212 {
213     void *p;
214
215     while((p = q->ptr) == 0)
216         sleep(q);
217     q->ptr = 0;
218     return p;
219 }
```

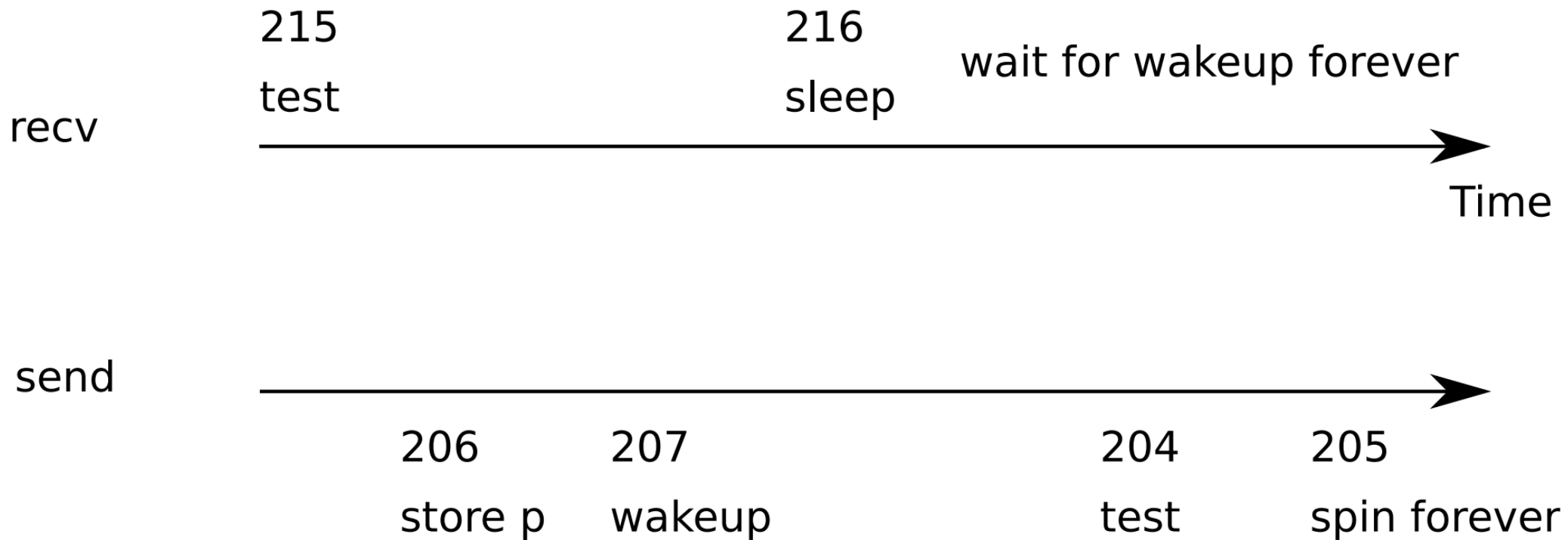
Send/receive queue

```
201 void*
202 send(struct q *q, void *p)
203 {
204     while(q->ptr != 0)
205         ;
206     q->ptr = p;
207     wakeup(q); /*wake recv*/
208 }
```

```
210 void*
211 recv(struct q *q)
212 {
213     void *p;
214
215     while((p = q->ptr) == 0)
216         sleep(q);
217     q->ptr = 0;
218     return p;
219 }
```

- `recv()` gives up the CPU to other processes
 - But there is a problem...

Lost wakeup problem



Lock the queue

```
300 struct q {
301     struct spinlock lock;
302     void *ptr;
303 };
304
305 void*
306 send(struct q *q, void *p)
307 {
308     acquire(&q->lock);
309     while(q->ptr != 0)
310         ;
311     q->ptr = p;
312     wakeup(q);
313     release(&q->lock);
314 }
```

```
316 void*
317 recv(struct q *q)
318 {
319     void *p;
320
321     acquire(&q->lock);
322     while((p = q->ptr) == 0)
323         sleep(q);
324     q->ptr = 0;
325     release(&q->lock);
326     return p;
327 }
```

- Doesn't work either: deadlocks
 - Holds a lock while sleeping

Pass lock inside sleep()

```
300 struct q {
301     struct spinlock lock;
302     void *ptr;
303 };
304
305 void*
306 send(struct q *q, void *p)
307 {
308     acquire(&q->lock);
309     while(q->ptr != 0)
310         ;
311     q->ptr = p;
312     wakeup(q);
313     release(&q->lock);
314 }
```

```
316 void*
317 recv(struct q *q)
318 {
319     void *p;
320
321     acquire(&q->lock);
322     while((p = q->ptr) == 0)
323         sleep(q, &q->lock);
324     q->ptr = 0;
325     release(&q->lock);
326     return p;
327 }
```

```
2809 sleep(void *chan, struct spinlock *lk)
2810 {
...
2823     if(lk != &ptable.lock){
2824         acquire(&ptable.lock);
2825         release(lk);
2826     }
2827
2828     // Go to sleep.
2829     proc->chan = chan;
2830     proc->state = SLEEPING;
2831     sched();
...
2836     // Reacquire original lock.
2837     if(lk != &ptable.lock){
2838         release(&ptable.lock);
2839         acquire(lk);
2840     }
2841 }
```

sleep()

- Acquire ptable.lock
 - All process operations are protected with ptable.lock

```
2809 sleep(void *chan, struct spinlock *lk)
2810 {
...
2823     if(lk != &ptable.lock){
2824         acquire(&ptable.lock);
2825         release(lk);
2826     }
2827
2828     // Go to sleep.
2829     proc->chan = chan;
2830     proc->state = SLEEPING;
2831     sched();
...
2836     // Reacquire original lock.
2837     if(lk != &ptable.lock){
2838         release(&ptable.lock);
2839         acquire(lk);
2840     }
2841 }
```

sleep()

- Acquire ptable.lock
 - All process operations are protected with ptable.lock
- Release lk
 - Why is it safe?

```
2809 sleep(void *chan, struct spinlock *lk)
2810 {
...
2823     if(lk != &ptable.lock){
2824         acquire(&ptable.lock);
2825         release(lk);
2826     }
2827
2828     // Go to sleep.
2829     proc->chan = chan;
2830     proc->state = SLEEPING;
2831     sched();
...
2836     // Reacquire original lock.
2837     if(lk != &ptable.lock){
2838         release(&ptable.lock);
2839         acquire(lk);
2840     }
2841 }
```

sleep()

- Acquire ptable.lock
 - All process operations are protected with ptable.lock
- Release lk
 - Why is it safe?
 - Even if new wakeup starts at this point, it cannot proceed
 - Sleep() holds ptable.lock

wakeup()

```
2853 wakeup1(void *chan)
2854 {
2855     struct proc *p;
2856
2857     for(p = ptable.proc; p < &ptable.proc[NPROC]; p++)
2858         if(p->state == SLEEPING && p->chan == chan)
2859             p->state = RUNNABLE;
2860 }
..
2864 wakeup(void *chan)
2865 {
2866     acquire(&ptable.lock);
2867     wakeup1(chan);
2868     release(&ptable.lock);
2869 }
```


Pipes

Pipe

```
6459 #define PIPESIZE 512
6460
6461 struct pipe {
6462     struct spinlock lock;
6463     char data[PIPESIZE];
6464     uint nread; // number of bytes read
6465     uint nwrite; // number of bytes written
6466     int readopen; // read fd is still open
6467     int writeopen; // write fd is still open
6468 };
```

Pipe

```
6459 #define PIPESIZE 512
```

```
6460
```

```
6461 struct pipe {
```

```
6462     struct spinlock lock;
```

```
6463     char data[PIPESIZE];
```

```
6464     uint nread; // number of bytes read
```

```
6465     uint nwrite; // number of bytes written
```

```
6466     int readopen; // read fd is still open
```

```
6467     int writeopen; // write fd is still open
```

```
6468 };
```

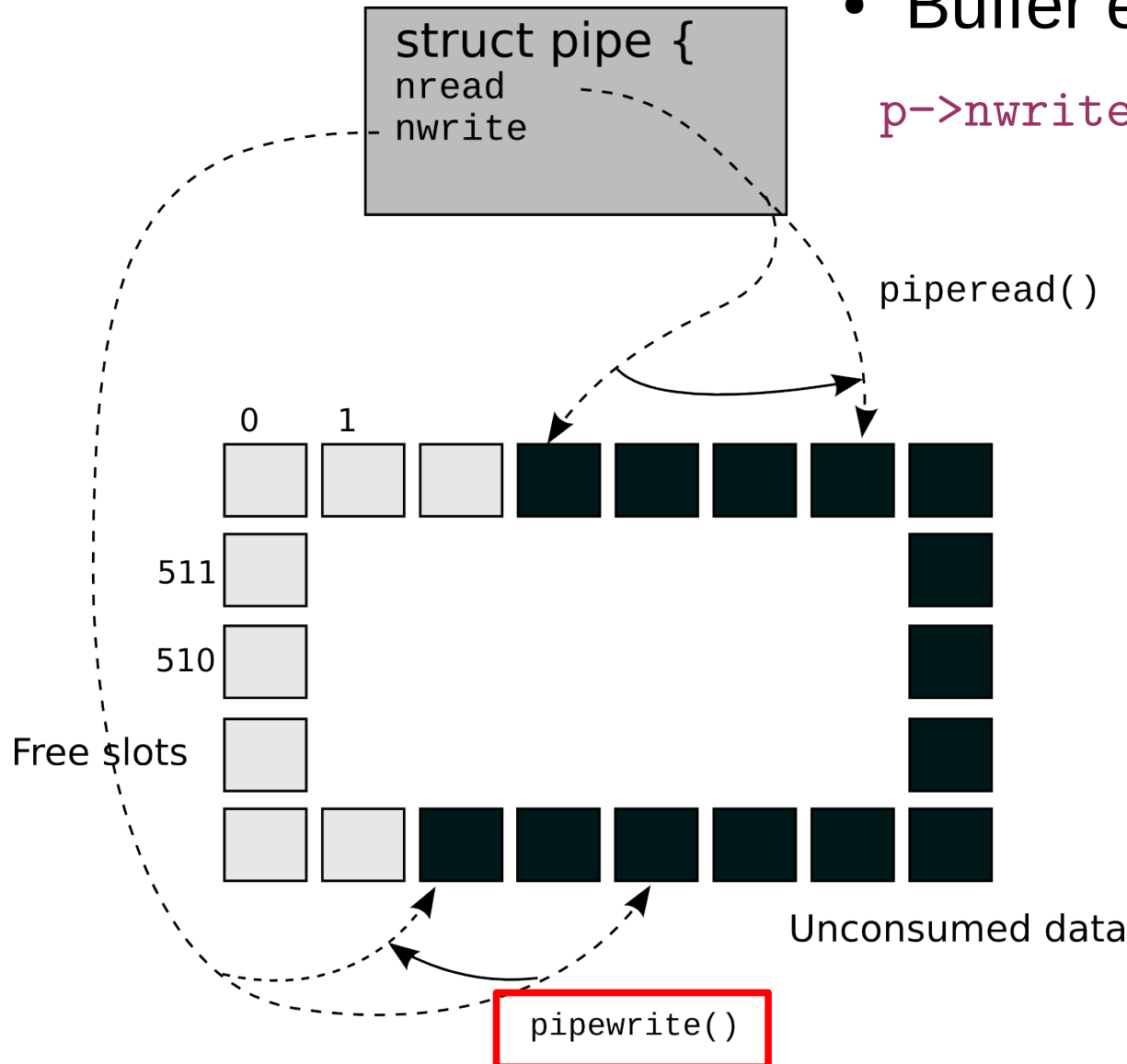
Pipe buffer

- Buffer full

$p->nwrite == p->nread + PIPESIZE$

- Buffer empty

$p->nwrite == p->nread$



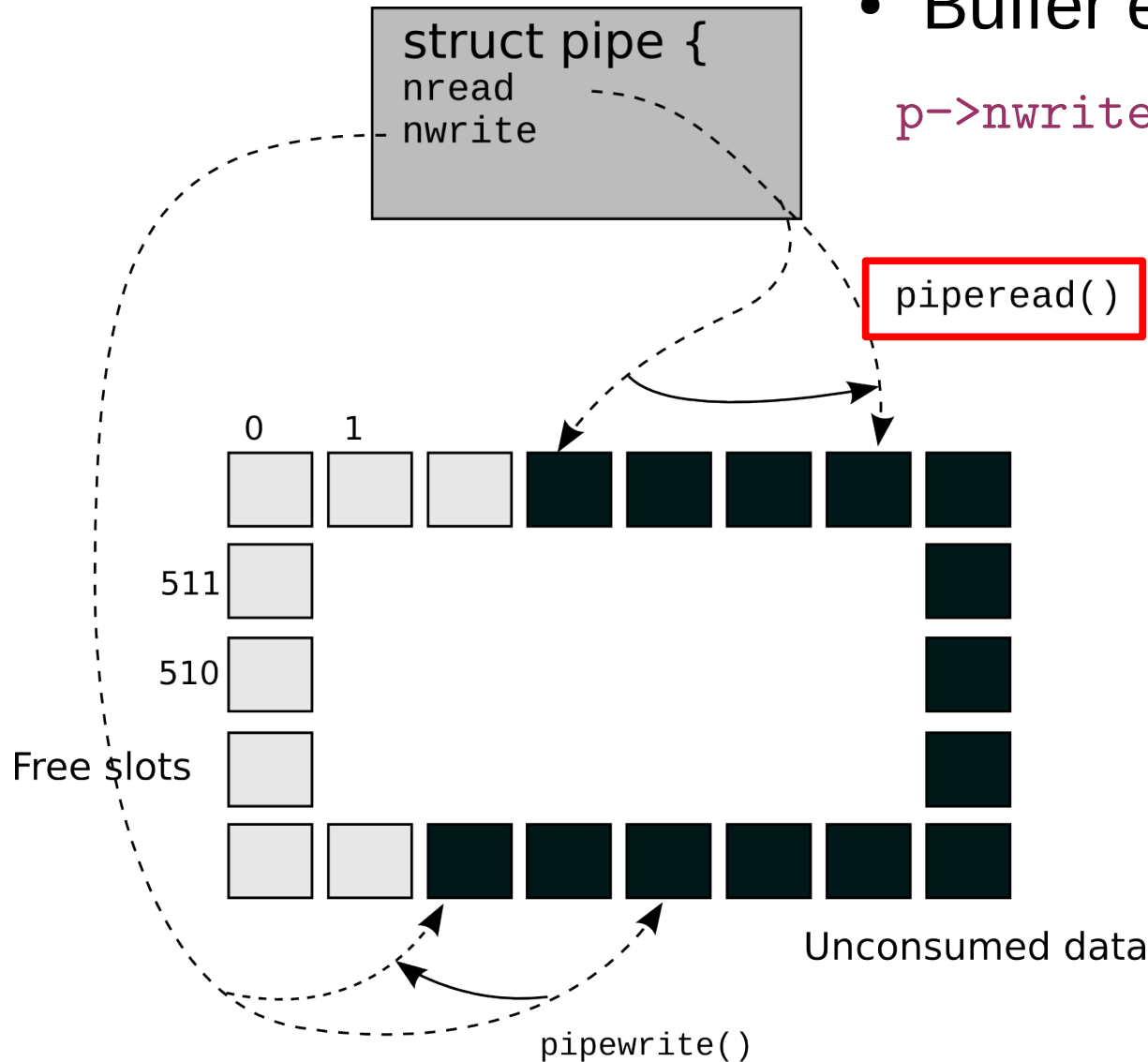
Pipe buffer

- Buffer full

$p->nwrite == p->nread + PIPESIZE$

- Buffer empty

$p->nwrite == p->nread$



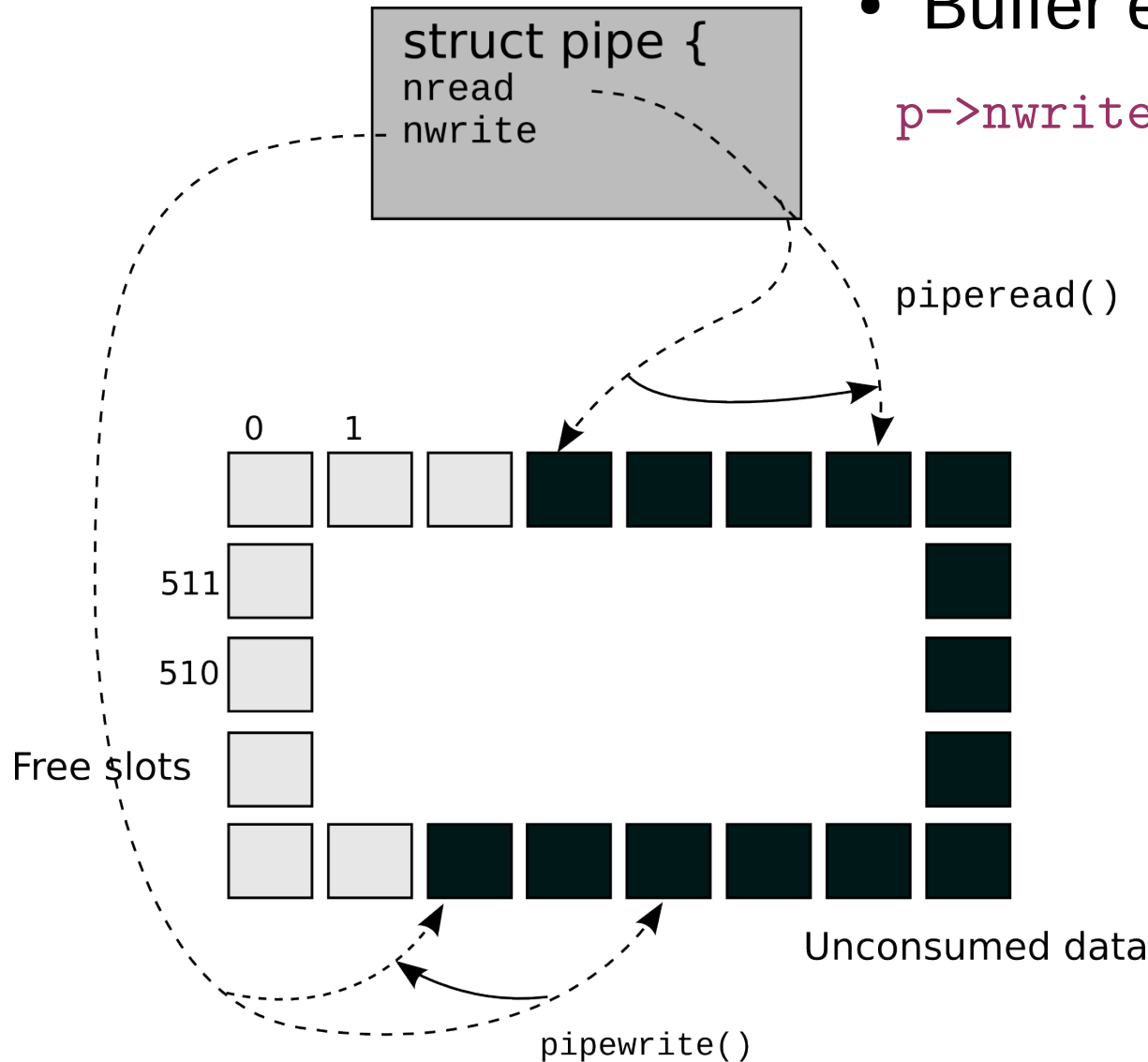
Pipe buffer

- Buffer full

$p->nwrite == p->nread + PIPESIZE$

- Buffer empty

$p->nwrite == p->nread$



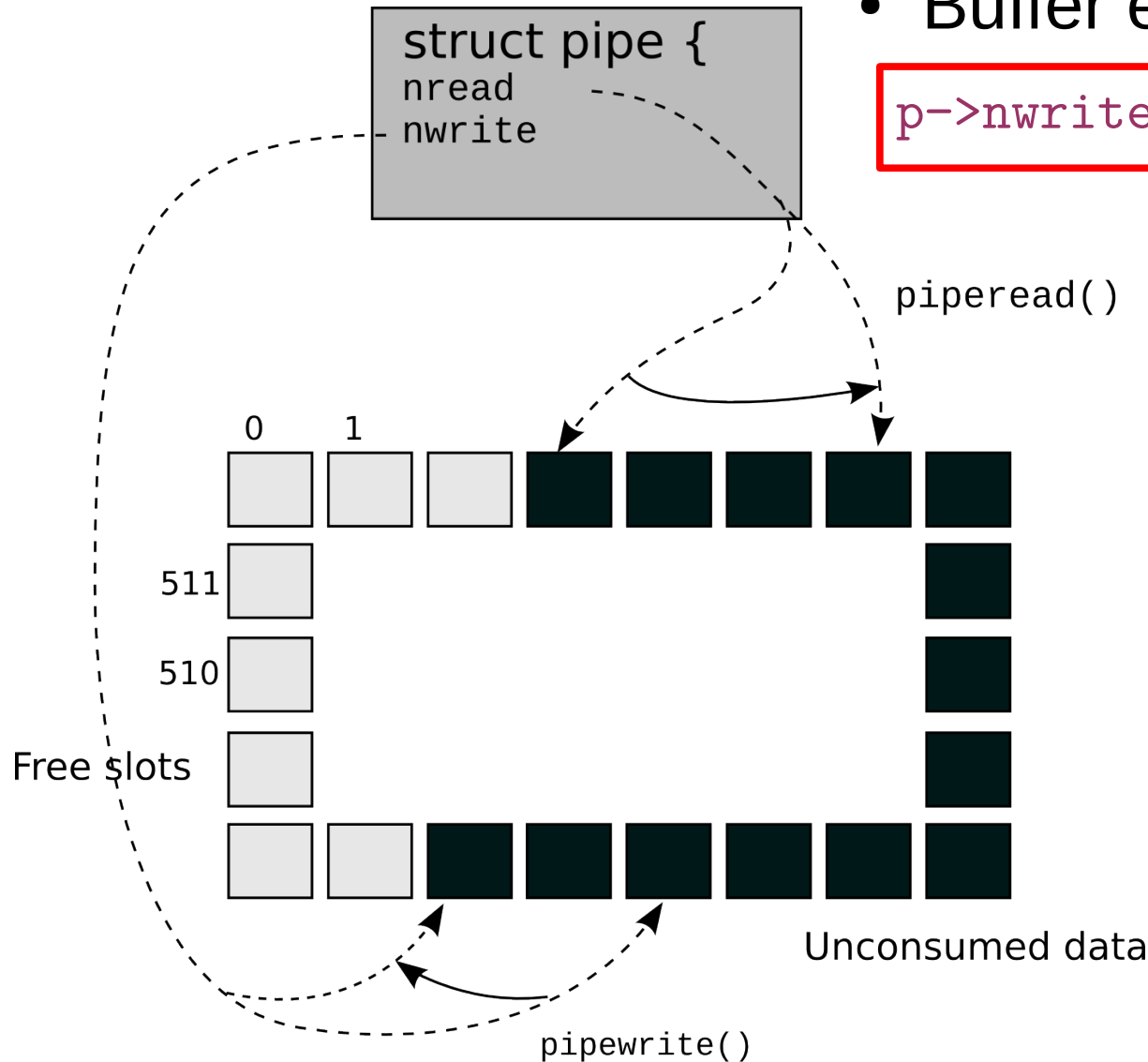
Pipe buffer

- Buffer full

$p\text{->nwrite} == p\text{->nread} + \text{PIPESIZE}$

- Buffer empty

$p\text{->nwrite} == p\text{->nread}$



```
6551 piperead(struct pipe *p, char *addr, int n)
6552 {
6553     int i;
6554
6555     acquire(&p->lock);
6556     while(p->nread == p->nwrite && p->writeopen){
6557         if(proc->killed){
6558             release(&p->lock);
6559             return -1;
6560         }
6561         sleep(&p->nread, &p->lock);
6562     }
6563     for(i = 0; i < n; i++){
6564         if(p->nread == p->nwrite)
6565             break;
6566         addr[i] = p->data[p->nread++ % PIPESIZE];
6567     }
6568     wakeup(&p->nwrite);
6569     release(&p->lock);
6570     return i;
6571 }
```

piperead()

- Acquire pipe lock
 - All pipe operations are protected with the lock


```
6551 piperead(struct pipe *p, char *addr, int n)
6552 {
6553     int i;
6554
6555     acquire(&p->lock);
6556     while(p->nread == p->nwrite && p->writeopen){
6557         if(proc->killed){
6558             release(&p->lock);
6559             return -1;
6560         }
6561         sleep(&p->nread, &p->lock);
6562     }
6563     for(i = 0; i < n; i++){
6564         if(p->nread == p->nwrite)
6565             break;
6566         addr[i] = p->data[p->nread++ % PIPESIZE];
6567     }
6568     wakeup(&p->nwrite);
6569     release(&p->lock);
6570     return i;
6571 }
```

piperead()

- If the buffer is empty && the write end is still open
 - Go to sleep

piperead()

```
6551 piperead(struct pipe *p, char *addr, int n)
6552 {
6553     int i;
6554
6555     acquire(&p->lock);
6556     while(p->nread == p->nwrite && p->writeopen){
6557         if(proc->killed){
6558             release(&p->lock);
6559             return -1;
6560         }
6561         sleep(&p->nread, &p->lock);
6562     }
6563     for(i = 0; i < n; i++){
6564         if(p->nread == p->nwrite)
6565             break;
6566         addr[i] = p->data[p->nread++ % PIPESIZE];
6567     }
6568     wakeup(&p->nwrite);
6569     release(&p->lock);
6570     return i;
6571 }
```

- After reading some data from the buffer
- Wakeup the writer

```
6530 pipewrite(struct pipe *p, char *addr, int n)
6531 {
6532     int i;
6533
6534     acquire(&p->lock);
6535     for(i = 0; i < n; i++){
6536         while(p->nwrite == p->nread + PIPESIZE){
6537             if(p->readopen == 0 || proc->killed){
6538                 release(&p->lock);
6539                 return -1;
6540             }
6541             wakeup(&p->nread);
6542             sleep(&p->nwrite, &p->lock);
6543         }
6544         p->data[p->nwrite++ % PIPESIZE] = addr[i];
6545     }
6546     wakeup(&p->nread);
6547     release(&p->lock);
6548     return n;
6549 }
```

pipewrite()

- If the buffer is full
 - Wakeup reader
 - Go to sleep

```

6530 pipewrite(struct pipe *p, char *addr, int n)
6531 {
6532     int i;
6533
6534     acquire(&p->lock);
6535     for(i = 0; i < n; i++){
6536         while(p->nwrite == p->nread + PIPESIZE){
6537             if(p->readopen == 0 || proc->killed){
6538                 release(&p->lock);
6539                 return -1;
6540             }
6541             wakeup(&p->nread);
6542             sleep(&p->nwrite, &p->lock);
6543         }
6544         p->data[p->nwrite++ % PIPESIZE] = addr[i];
6545     }
6546     wakeup(&p->nread);
6547     release(&p->lock);
6548     return n;
6549 }

```

pipewrite()

- If the buffer is full
 - Wakeup reader
 - Go to sleep
- However if the read end is closed
 - Return an error
 - (-1)

```

6530 pipewrite(struct pipe *p, char *addr, int n)
6531 {
6532     int i;
6533
6534     acquire(&p->lock);
6535     for(i = 0; i < n; i++){
6536         while(p->nwrite == p->nread + PIPESIZE){
6537             if(p->readopen == 0 || proc->killed){
6538                 release(&p->lock);
6539                 return -1;
6540             }
6541             wakeup(&p->nread);
6542             sleep(&p->nwrite, &p->lock);
6543         }
6544         p->data[p->nwrite++ % PIPESIZE] = addr[i];
6545     }
6546     wakeup(&p->nread);
6547     release(&p->lock);
6548     return n;
6549 }

```

pipewrite()

- Otherwise keep writing bytes into the pipe
- When done
 - Wakeup reader

Thank you!