CMSC 125: Operating Systems

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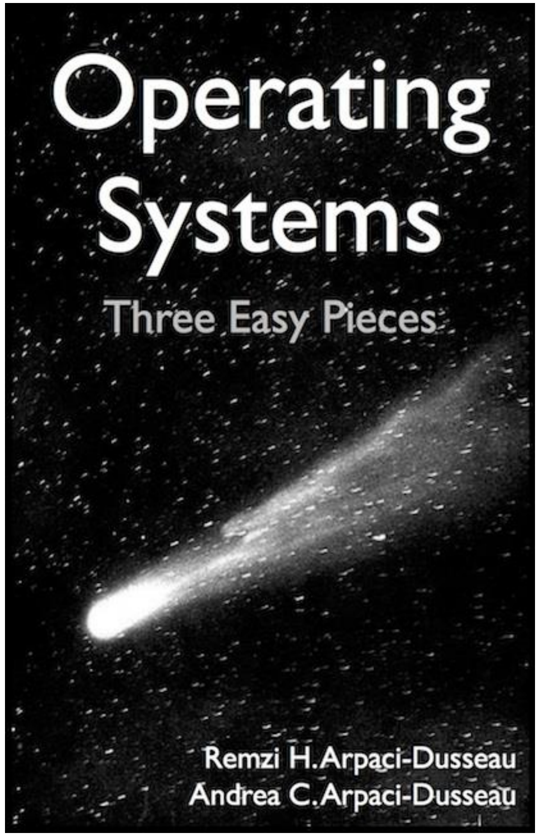
Resources

Book: https://pages.cs.wisc.edu/~remzi/OSTEP/

Slides Template:
https://pages.cs.wisc.edu/~remzi/OSTEP/Educators-Slides/Youjip/



Acknowledgement

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28. Locks

Operating System: Three Easy Pieces

Locks: The Basic Idea

- Ensure that any **critical section** executes as if it were a single atomic instruction
  - An example: the canonical update of a shared variable

```
balance = balance + 1;
```

  - Add some code around the critical section

```
lock_t mutex; // some globally-allocated lock 'mutex'
…
lock(&mutex);
balance = balance + 1;
unlock(&mutex);
```

Locks: The Basic Idea

- Lock variable holds <u>the state of</u> the lock
  - **available** (or **unlocked** or **free**)
    - No thread holds the lock
  - **acquired** (or **locked** or **held**)
    - Exactly one thread holds the lock and presumably is in a critical section

The semantics of the lock()

- `lock()`
  - **Try to** acquire the lock
  - If <u>no other thread holds</u> the lock, the thread will **acquire** the lock
  - **Enter** the *critical section*
    - This thread is said to be <u>the owner of</u> the lock
  - Other threads are *prevented from* entering the critical section while the first thread that holds the lock is in there

Pthread Locks - mutex

- The name that the POSIX library uses for a lock
  - Used to provide mutual exclusion between threads

```
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;

Pthread_mutex_lock(&lock); // wrapper for pthread_mutex_lock()
balance = balance + 1;
Pthread_mutex_unlock(&lock);
```

  - We may be using *different locks* to protect *different variables* → Increase concurrency (a more **fine-grained** approach)

Building A Lock

- Efficient locks provided mutual exclusion at low cost
- Building a lock needs some help from the **hardware** and the **OS**

Evaluating locks – Basic criteria

- **Mutual exclusion**
  - Does the lock work, preventing multiple threads from entering *a critical section*?
- **Fairness**
  - Does each thread contending for the lock get a fair shot at acquiring it once it is free? (Starvation)
- **Performance**
  - The time overheads added by using the lock

Approach 1: Controlling Interrupts

- **Disable Interrupts** for critical sections
  - One of the earliest solutions used to provide mutual exclusion
  - Invented for single-processor systems – examples: `STI` and `CLI` instructions in x86

```
void lock() {
    DisableInterrupts();
}
void unlock() {
    EnableInterrupts();
}
```

  - Problem:
    - Require too much *trust* in applications
      - Greedy (or malicious) program could monopolize the processor.
    - Do not work on multiprocessors
    - Code that masks or unmasks interrupts be executed *slowly* by modern CPUs

Why hardware support is needed?

- **First attempt**: Using a *flag* denoting whether the lock is held or not
  - The code below has problems

```
typedef struct __lock_t { int flag; } lock_t;

void init(lock_t *mutex) {
    // 0 → lock is available, 1 → held
    mutex->flag = 0;
}

void lock(lock_t *mutex) {
    while (mutex->flag == 1)  // TEST the flag
            ;  // spin-wait (do nothing)
    mutex->flag = 1;  // now SET it !
}

void unlock(lock_t *mutex) {
    mutex->flag = 0;
}
```

Why hardware support is needed? (Cont.)

- **Problem 1**: No Mutual Exclusion (assume `flag=0` to begin)

Thread1	Thread2
call `lock()`	
`while (flag == 1)`	
interrupt: switch to Thread 2	
	call `lock()`
	`while (flag == 1)`
	`flag = 1;`
	interrupt: switch to Thread 1
`flag = 1;` // set flag to 1 (too!)	

- **Problem 2**: Spin-waiting wastes time waiting for another thread

- So, we need an atomic instruction supported by Hardware!
  - *test-and-set* instruction, also known as *atomic exchange*

Test-and-Set (Atomic Exchange)

- An instruction to support the creation of simple locks

```
int TestAndSet(int *ptr, int new) {
    int old = *ptr;   // fetch old value at ptr
    *ptr = new;       // store 'new' into ptr
    return old;       // return the old value
}
```

- **return**(testing) old value pointed to by the `ptr`
- *Simultaneously* **update**(setting) said value to `new`
- This sequence of operations is performed atomically

A Simple Spin Lock using test-and-set

```
typedef struct __lock_t {
    int flag;
} lock_t;

void init(lock_t *lock) {
    // 0 indicates that lock is available,
    // 1 that it is held
    lock->flag = 0;
}

void lock(lock_t *lock) {
    while (TestAndSet(&lock->flag, 1) == 1)
        ;        // spin-wait
}

void unlock(lock_t *lock) {
    lock->flag = 0;
}
```

- **Note**: To work correctly on *a single processor*, it requires <u>a preemptive scheduler</u>

Evaluating Spin Locks

- **Correctness**: yes
  - The spin lock only allows a single thread to entry the critical section

- **Fairness**: no
  - Spin locks <u>don't provide any fairness</u> guarantees
  - Indeed, a thread spinning may spin *forever*

- **Performance**:
  - In the single CPU, performance overheads can be quite *painful*
  - If the number of threads roughly equals the number of CPUs, spin locks work *reasonably well*

Compare-And-Swap

- Test whether the value at the address(`ptr`) is equal to `expected`
  - *If so*, update the memory location pointed to by `ptr` with the `new` value
  - *In either case*, return the actual value at that memory location

```
int CompareAndSwap(int *ptr, int expected, int new) {
    int actual = *ptr;
    if (actual == expected)
        *ptr = new;
    return actual;
}
```

Compare-and-Swap hardware atomic instruction (C-style)

```
void lock(lock_t *lock) {
    while (CompareAndSwap(&lock->flag, 0, 1) == 1)
        ; // spin
}
```

Spin lock with compare-and-swap

Compare-And-Swap (Cont.)

- C-callable x86-version of compare-and-swap

```
char CompareAndSwap(int *ptr, int old, int new) {
    unsigned char ret;

    // Note that sete sets a 'byte' not the word
    __asm__ __volatile__ (
            " lock\n"
            " cmpxchgl %2,%1\n"
            " sete %0\n"
            : "=q" (ret), "=m" (*ptr)
            : "r" (new), "m" (*ptr), "a" (old)
            : "memory");
    return ret;
}
```

Load-Linked and Store-Conditional

```
int LoadLinked(int *ptr) {
    return *ptr;
}

int StoreConditional(int *ptr, int value) {
    if (no one has updated *ptr since the LoadLinked to this address) {
            *ptr = value;
            return 1; // success!
    } else {
            return 0; // failed to update
    }
}
```

Load-linked And Store-conditional

- The store-conditional *only succeeds* if no intermittent store to the address has taken place.
  - **success**: return 1 and <u>update</u> the value at `ptr` to `value`
  - **fail**: the value at `ptr` is <u>not updates</u> and 0 is returned

Load-Linked and Store-Conditional (Cont.)

```
void lock(lock_t *lock) {
    while (1) {
        while (LoadLinked(&lock->flag) == 1)
            ; // spin until it's zero
        if (StoreConditional(&lock->flag, 1) == 1)
            return; // if set-it-to-1 was a success: all done
                    otherwise: try it all over again
    }
}

void unlock(lock_t *lock) {
    lock->flag = 0;
}
```

Using LL/SC To Build A Lock

```
void lock(lock_t *lock) {
    while (LoadLinked(&lock->flag)||!StoreConditional(&lock->flag, 1))
        ; // spin
}
```

A more concise form of the `lock()` using LL/SC

Fetch-And-Add

- Atomically increment a value while returning the old value at a particular address

```c
int FetchAndAdd(int *ptr) {
    int old = *ptr;
    *ptr = old + 1;
    return old;
}
```

Fetch-And-Add Hardware atomic instruction (C-style)

Ticket Lock

- **Ticket lock** can be built with fetch-and add
  - Ensure progress for all threads → fairness

```
typedef struct __lock_t {
    int ticket;
    int turn;
} lock_t;

void lock_init(lock_t *lock) {
    lock->ticket = 0;
    lock->turn = 0;
}

void lock(lock_t *lock) {
    int myturn = FetchAndAdd(&lock->ticket);
    while (lock->turn != myturn)
        ; // spin
}
void unlock(lock_t *lock) {
    FetchAndAdd(&lock->turn);
}
```

So Much Spinning

- Hardware-based spin locks are simple and they work

- In some cases, these solutions can be quite inefficient
  - Any time a thread gets caught *spinning*, it **wastes an entire time slice** doing nothing but checking a value.

How To Avoid *Spinning*?
We'll need OS Support too!

A Simple Approach: Just Yield

- When you are going to spin, give up the CPU to another thread
  - OS system call moves the caller from the *running state* to the *ready state*
  - The cost of a **context switch** can be substantial and the **starvation** problem still exists

```
void init() {
    flag = 0;
}

void lock() {
    while (TestAndSet(&flag, 1) == 1)
        yield(); // give up the CPU
}

void unlock() {
    flag = 0;
}
```

Lock with Test-and-set and Yield

Using Queues: Sleeping Instead of Spinning

- **Queue** to keep track of which threads are waiting to enter the lock
- `park()`
  - Put a calling thread to sleep
- `unpark(threadID)`
  - Wake a particular thread as designated by `threadID`

Using Queues: Sleeping Instead of Spinning

```c
typedef struct __lock_t { int flag; int guard; queue_t *q; } lock_t;

void lock_init(lock_t *m) {
    m->flag = 0;
    m->guard = 0;
    queue_init(m->q);
}

void lock(lock_t *m) {
    while (TestAndSet(&m->guard, 1) == 1)
        ; // acquire guard lock by spinning
    if (m->flag == 0) {
        m->flag = 1; // lock is acquired
        m->guard = 0;
    } else {
        queue_add(m->q, gettid());
        m->guard = 0;
        park();
    }
}
…
```

Lock With Queues, Test-and-set, Yield, And Wakeup

Using Queues: Sleeping Instead of Spinning

```
void unlock(lock_t *m) {
    while (TestAndSet(&m->guard, 1) == 1)
        ; // acquire guard lock by spinning
    if (queue_empty(m->q))
        m->flag = 0; // let go of lock; no one wants it
    else
        unpark(queue_remove(m->q)); // hold lock (for next thread!)
    m->guard = 0;
}
```

Lock With Queues, Test-and-set, Yield, And Wakeup (Cont.)

Wakeup/waiting race

- In case of releasing the lock (*thread A*) just before the call to `park()` (*thread B*) → Thread B would sleep forever (potentially)

- **Solaris** solves this problem by adding a third system call: `setpark()`
  - By calling this routine, a thread can indicate it *is about to* `park`
  - If it happens to be interrupted and another thread calls `unpark` before `park` is actually called, the subsequent `park` returns immediately instead of sleeping

```
queue_add(m->q, gettid());
setpark(); // new code
m->guard = 0;
park();
```

Code modification inside of `lock()`

Futex

- Linux provides a futex (is similar to Solaris's `park` and `unpark`)
  - `futex_wait(address, expected)`
    - Put the calling thread to sleep
    - If the value at `address` is not equal to `expected`, the call returns immediately
  - `futex_wake(address)`
    - Wake one thread that is waiting on the queue

Futex (Cont.)

- Snippet from `lowlevellock.h` in the **nptl** library
  - The high bit of the integer `v`: track whether the lock is held or not
  - All the other bits : the number of waiters

```
void mutex_lock(int *mutex) {
    int v;
    /* Bit 31 was clear, we got the mutex (this is the fastpath) */
    if (atomic_bit_test_set(mutex, 31) == 0)
        return;
    atomic_increment(mutex);
    while (1) {
        if (atomic_bit_test_set(mutex, 31) == 0) {
            atomic_decrement(mutex);
            return;
        }
        /* We have to wait now. First make sure the futex value
           we are monitoring is truly negative (i.e. locked). */
        v = *mutex;
        …
```

Linux-based Futex Locks

Futex (Cont.)

```
            if (v >= 0)
                    continue;
            futex_wait(mutex, v);
    }
}

void mutex_unlock(int *mutex) {
    /* Adding 0x80000000 to the counter results in 0 if and only if
       there are not other interested threads */
    if (atomic_add_zero(mutex, 0x80000000))
            return;
    /* There are other threads waiting for this mutex,
       wake one of them up */
    futex_wake(mutex);
}
```

Linux-based Futex Locks (Cont.)

Two-Phase Locks

- A two-phase lock realizes that spinning can be useful if the lock *is about to* be released
  - **First phase**
    - The lock spins for a while, *hoping that* it can acquire the lock
    - If the lock is not acquired during the first spin phase, a second phase is entered
  - **Second phase**
    - The caller is put to sleep
    - The caller is only woken up when the lock becomes free later