

Recitation 13: Synchronization

Your TA(s)

Outline

- **Logistics**
- **Proxylab**
- **Makefiles**
- **Threading**
- **Threads and Synchronization**

So you wanna TA for 213



What qualifications are we looking for?

- Decent class performance, but also critical thinking skills
- Like computer systems + want to help others like systems!
- Have a reasonable ability to gauge your schedule + responsibilities
- Leadership potential! Take initiative, we love to see it 😊
- Ability to tell students:
 - “Did you write your heap checker”
 - “Run backtrace for me”
 - rinse and repeat, it’s mouthwash baby

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ProxyLab

- **ProxyLab is due next Thursday. Checkpoint is due Tuesday.**
 - One grace day for each
 - Proxy Final may NOT be submitted after the last day of classes per University policy
 - Make sure to submit well in advance of the deadline in case there are errors in your submission.
 - Build errors are a common source of failure
- **A proxy is a server process**
 - It is expected to be long-lived
 - To not leak resources
 - To be robust against user input
- **Note on CSAPP**
 - Most CSAPP functions have been removed
 - Error check all system calls and exit only on critical failure

Proxies and Threads

- **Network connections can be handled concurrently**
 - Three approaches were discussed in lecture for doing so
 - Your proxy should (eventually) use threads
 - Threaded echo server is a good example of how to do this

- **Multi-threaded cache design**
 - Be careful how you use mutexes. Do not hold locks over network / file operations (read, write, etc)
 - Using semaphores is not permitted
 - Be careful how you maintain your object age

Join / Detach

- Does the following code terminate? Why or why not?

```
int main(int argc, char** argv)
{
...
    pthread_create(&tid, NULL, work, NULL);
    if (pthread_join(tid, NULL) != 0) printf("Done.\n");
...
void* work(void* a)
{
    pthread_detach(pthread_self());
    while(1);
}
```

Join / Detach cont.

- Does the following code terminate now? Why or why not?

```
int main(int argc, char** argv)
{
    ...
    pthread_create(&tid, NULL, work, NULL); sleep(1);
    if (pthread_join(tid, NULL) != 0) printf("Done.\n");
    ...
}

void* work(void* a)
{
    pthread_detach(pthread_self());
    while(1);
}
```

Join / Detach cont.

- Does the following code terminate now? Why or why not?

```
int main(int argc, char** argv)
{
    ...
    pthread_create(&tid, NULL, work, NULL); sleep(1);
    if (pthread_join(tid, NULL) != 0) printf("Done.\n");
    ...
}

void* work(void* a)
{
    pthread_detach(pthread_self());
    while(1);
}
```

sleep will not help solve race conditions!!!

When should threads detach?

- In general, pthreads will wait to be reaped via `pthread_join`.
- When should this behavior be overridden?
- When termination status does not matter.
 - `pthread_join` provides a return value
- When result of thread is not needed.
 - When other threads do not depend on this thread having completed

Threads

- What is the range of value(s) that main will print?
- A programmer proposes removing `j` from thread and just directly accessing `count`. Does the answer change?

```
volatile int count = 0;

void* thread(void* v)
{
    int j = count;
    j = j + 1;
    count = j;
}

int main(int argc, char** argv)
{
    pthread_t tid[2];
    for(int i = 0; i < 2; i++)
        pthread_create(&tid[i], NULL,
                      thread, NULL);
    for (int i = 0; i < 2; i++)
        pthread_join(tid[i]);
    printf("%d\n", count);
    return 0;
}
```

Synchronization

- **Is not cheap**

- 100s of cycles just to acquire without waiting

- **Is also not that expensive**

- Recall your malloc target of 15000kops => ~100 cycles

- **May be necessary**

- Correctness is always more important than performance

Semaphore Review

- Semaphores are non-negative global integers for synchronization
- $P(s)$ -- “wait until it’s my turn”
 - `while(s == 0) { wait(); } s--;`
- $V(s)$ -- “I’m done”
 - `s++;`
- P/V are implemented to run *atomically*

Other Synchronization

- **Mutexes -- similar to semaphores**

- Only two states
- ~2 times faster than semaphores

- **Reader-Writer Locks**

- Allows multiple threads to read at the same time, but only one if it needs to write

- **These will be discussed in more detail in lecture**

Which synchronization should I use?

- **Counting a shared resource, such as shared buffers**
 - Semaphore
- **Exclusive access to one or more variables**
 - Mutex
- **Most operations are reading, rarely writing / modifying**
 - RWLock

For proxy it's sufficient to just use mutexes!
(using semaphores is forbidden)

Threads Revisited

- Which lock type should be used?
- Where should it be acquired / released?

```
volatile int count = 0;

void* thread(void* v)
{
    int j = count;
    j = j + 1;
    count = j;
}

int main(int argc, char** argv)
{
    pthread_t tid[2];
    for(int i = 0; i < 2; i++)
        pthread_create(&tid[i], NULL,
                      thread, NULL);
    for (int i = 0; i < 2; i++)
        pthread_join(tid[i]);
    printf("%d\n", count);
    return 0;
}
```

Associating locks with data

- **Given the following key-value store**
 - Key and value have separate mutexes: klock and vlock
 - When an entry is replaced, both locks are acquired.
- **Describe why the printf may not be accurate.**

```
typedef struct _data_t {
    int key;
    size_t value;
} data_t;

#define SIZE 10
data_t space[SIZE];
int search(int k)
{
    for(int j = 0; j < SIZE; j++)
        if (space[j].key == k) return j;
    return -1;
}
```

```
...
pthread_mutex_lock(klock);
match = search(k);
pthread_mutex_unlock(klock);

if (match != -1)
{
    pthread_mutex_lock(vlock);
    printf("%zd\n", space[match]);
    pthread_mutex_unlock(vlock);
}
```


Locks gone wrong

1. **RWLocks are particularly susceptible to which issue:**
a. Starvation b. Livelock c. Deadlock
1. **If some code acquires semaphores: S1 then S2, while other readers go S2 then S1. What, if any, order can a writer acquire both S1 and S2?**
No order is possible without a potential deadlock.

Proxylab Reminders

- **Plan out your implementation**
 - “Weeks of programming can save you hours of planning”
 - Anonymous
 - Arbitrarily using mutexes will not fix race conditions
- **Read the writeup**
- **Submit your code (days) early**
 - Test that the submission will build and run on Autolab
- **Final exam is only a few weeks away!**

Appendix

- **Calling `exit()` will terminate all threads**
- **Calling `pthread_join` on a detached thread is technically undefined behavior. Was defined as returning an error.**

Client-to-Client Communication

- **Clients don't have to fetch content from servers**
 - Clients can communicate with each other
 - In a chat system, a server acts as a facilitator between clients
 - Clients could also send messages directly to each other, but this is more complicated (peer-to-peer networking)
- **Running the chat server**
 - `./chatserver <port>`
- **Running the client**
 - `telnet <hostname> <port>`
- **What race conditions could arise from having communication between multiple clients?**

Appendix: Makefiles

- **Makefile: tells program how to compile and link files**

```
# List of all header files (for fake cache.c file)
```

```
DEPS = csapp.h transpose.h
```

```
# Rules for building cache
```

```
cache: cache.o transpose.o csapp.o
```

```
transpose.o: transpose.c $(DEPS)
```

```
cache.o: cache.c $(DEPS)
```

```
csapp.o: csapp.c csapp.h
```