Operating System

Nguyen Tri Thanh
ntthanh@vnu.edu.vn

Review

- A system uses FCFS process (arrived_time, duration)
  - $P_1(0,20)$, $P_2(30,10)$, $P_3(20,40)$, $P_4(50,15)$
- Which of the following is the correct running order of the above processes?
  A. P_1, P_2, P_3, P_4
  B. P_1, P_3, P_2, P_4
  C. P_1, P_4, P_2, P_3
  D. P_5, P_2, P_3, P_1

Review

- A system uses SJF process (arrived_time, duration)
  - $P_1(0,20)$, $P_2(30,10)$, $P_3(20,40)$, $P_4(50,15)$
- Which of the following is the correct running order of the above processes?

  A. P_1, P_2, P_3, P_4

  B. P_1, P_4, P_2, P_3

  C. P_1, P_3, P_2, P_4

  D. P_4, P_2, P_3, P_1

Review

- A system uses SRTF process (arrived_time, duration)
  - $P_1(0,20)$, $P_2(30,10)$, $P_3(20,40)$, $P_4(40,15)$
- Which of the following is the correct running order of the above processes?

A. $P_1, P_3, P_2, P_{4,} P_3$

B. P_1, P_2, P_3, P_4, P_4

C. $P_1, P_4, P_2, P_{3,} P_2$

D. P_1, P_2, P_3, P_1, P_4

Review

- A system uses RR process (arrived_time, duration)
  - $P_1(0,22)$, $P_2(30,10)$, $P_3(20,40)$, $P_4(40,25)$
  - Time quantum = 15
- Which of the following is the correct running order of the above processes?

A. $P_1, P_2, P_3, P_1, P_2, P_3, P_4, P_3$

B. $P_1, P_3, P_1, P_3, P_2, P_3, P_4, P_3$

C. $P_1, P_1, P_2, P_3, P_2, P_3, P_4, P_3$

D. $P_1, P_1, P_3, P_2, P_3, P_4, P_3, P_4$

Review

- A system uses RR process (arrived_time, duration)
  - $P_1(0,20)$, $P_2(30,10)$, $P_3(20,40)$, $P_4(40,25)$
  - Time quantum 15
- Which of the following is the correct total waiting time of the above processes?
  A. 40
  B. 50
  C. 60
  D. 70

Inter-process Communication (IPC)

Objectives

- Present what IPC is
- Present why we need synchronization
  - Methods of synchronization
  - Classical synchronization problems
- Write a simple synchronization program

Reference

- Chapter 3, 6 of Operating System Concepts

Introduction

- In some situations, processes need to communicate with each other
  - To send/receive data (web browser – web server)
  - To control the other process
  - To synchronize with each other
- This can be done by IPC
- IPC is implemented differently among OSes
  - Linux: message queue, semaphore, shared segment, …

Introduction (cont'd)

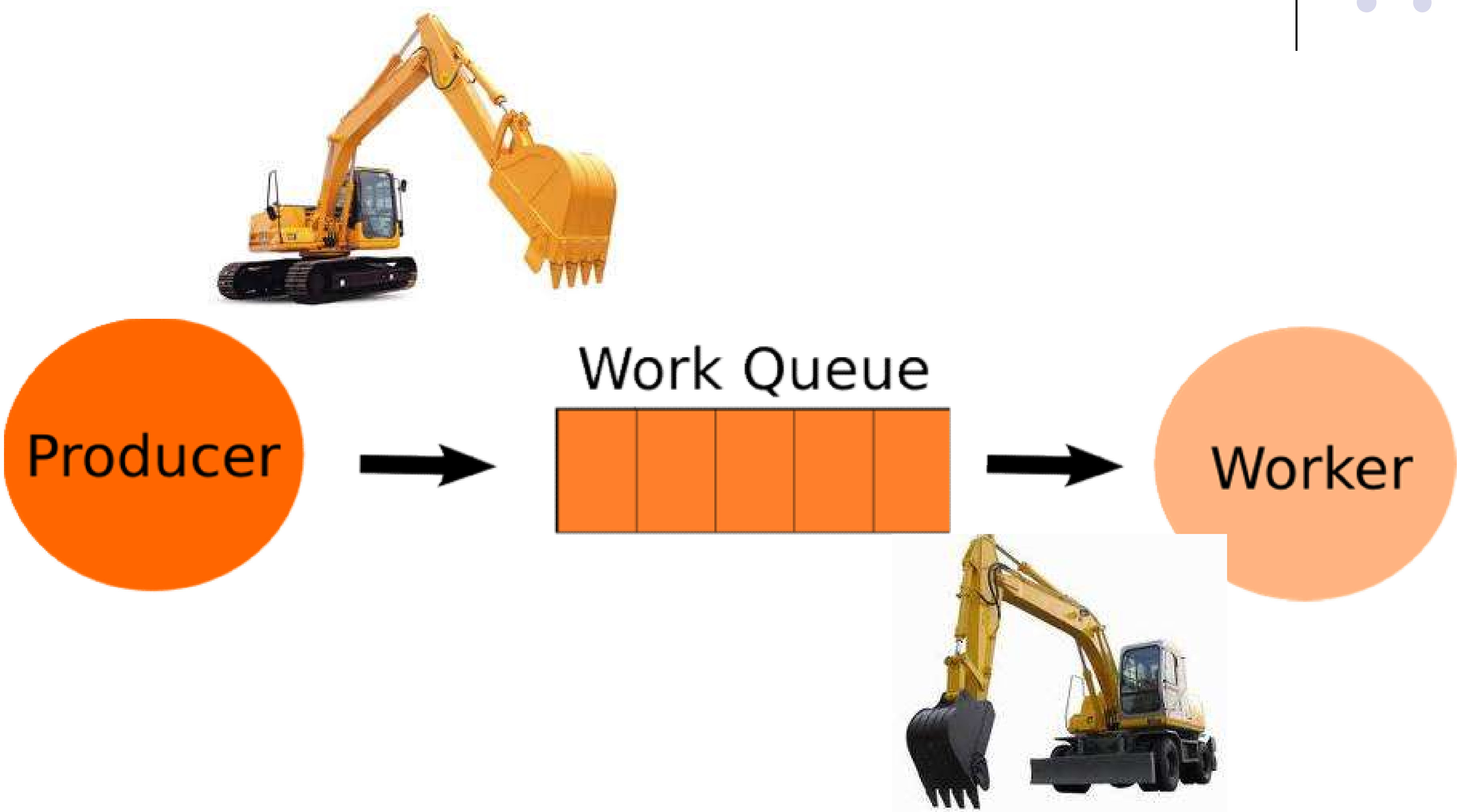
- IPC can be divided into 2 categories
  - IPC among processes within the same system
    - Linux: pipe, named pipe, file mapping, …
  - IPC among processes in different systems
    - Remote Procedure Call (RPC), Socket, Remote Method Invocation (RMI), …

Process Synchronization

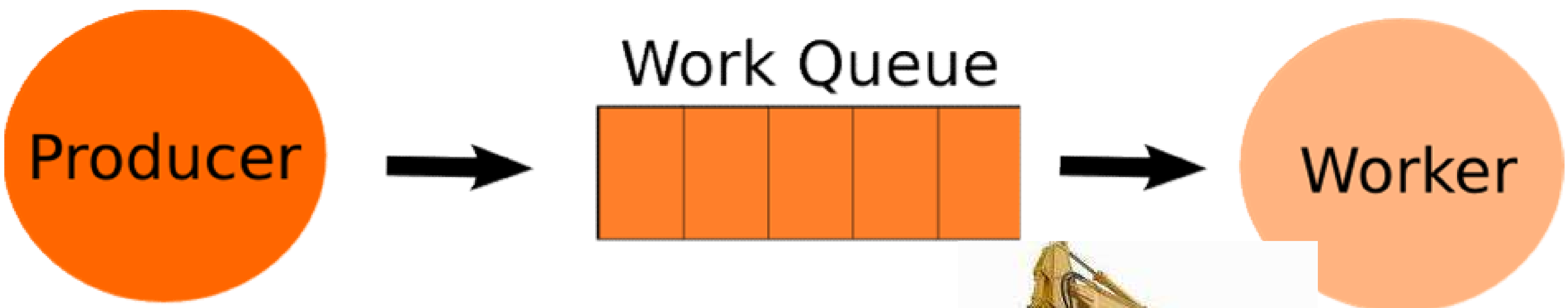
Synchronization definition

- **Process synchronization** refers to the idea that multiple processes are to join up or handshake at a certain point, in order to reach an agreement or commit to a certain sequence of actions.
  - http://en.wikipedia.org/wiki/Synchronization_(computer_science)

Synchronization is everywhere



Synchronization is everywhere



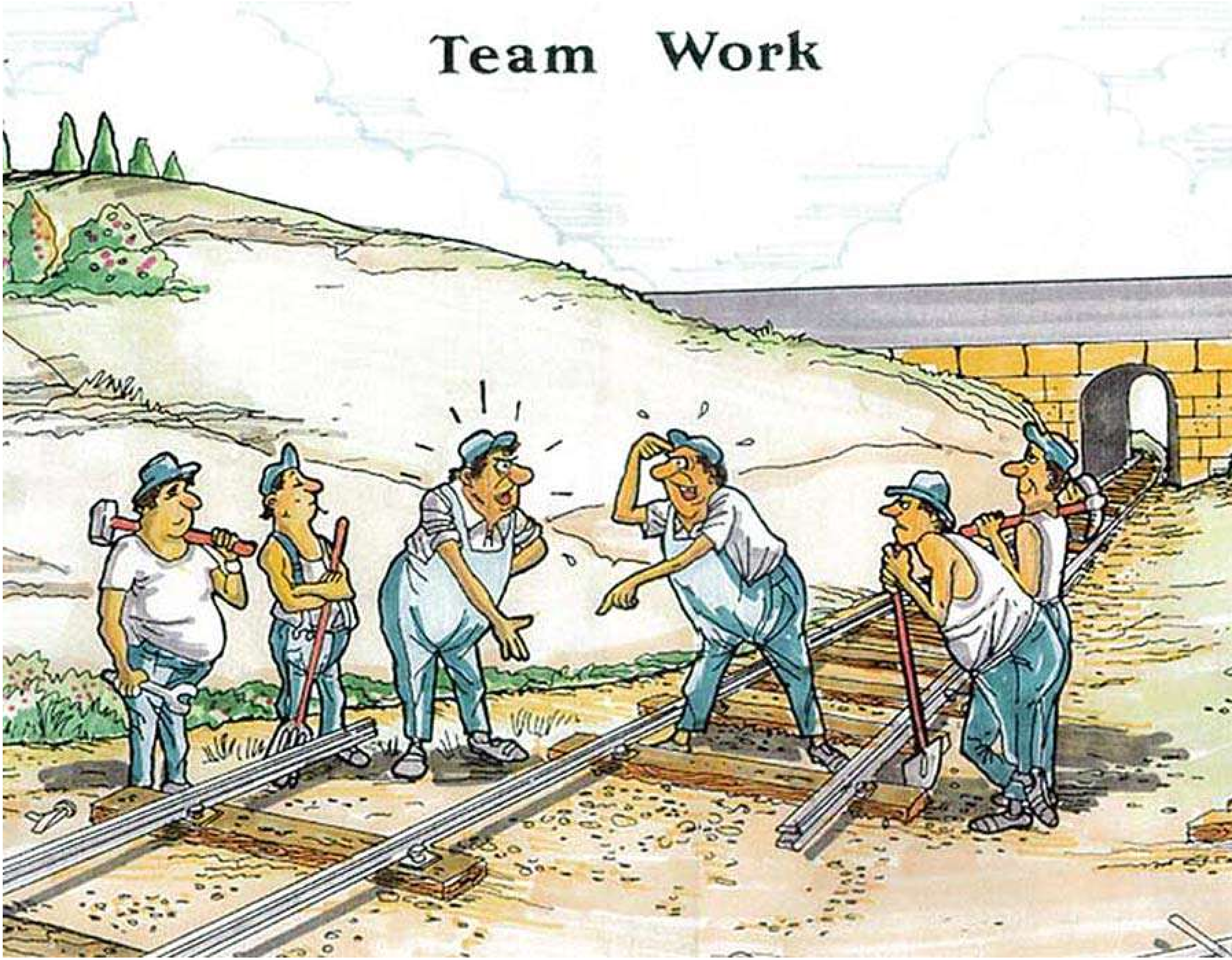
another example ...

Synchronization is everywhere

Synchronization is everywhere

Synchronization is everywhere

another example ...


Team Work

Problem

Write process *P*:

```
while (true) {
    val=buf;
    val += count();//Take time
    buf=val;
}
```

buf: Buffer

UPDATE A SET
    buf=buf+count();

Problem

Write process *P*:

```
while (true) {
    val=buf;
    val += count();//Take time
    buf=val;
}
```

buf: Buffer

UPDATE A SET
    buf=buf+count();

What if more than one P are running?

Problem (cont'd)

- Two concurrent processes

```
val=buf;
val += count();
buf=val;
```

```
val=buf;
val += count();
buf=val;
```

Do we always get the expected value of buf? Why?

Problem (cont'd)

- Suppose buf=5

```
val=buf;            //val=5
val+=count();       //val=10
val=buf;            //val=5
val+=count();       //val=10
buf=val;            //buf=10
buf=val;            //buf=10
```

Problem (cont'd)

- Cause: *P* and *Q* simultaneously operate on global variable **buf**
- Solution: Let them operate separately

```
val=buf;            //val=5
val+=count();       //val=10
buf=val ;           //buf=10

val=buf;            //val=10
val+=count();       //val=15
buf=val  ;          //buf=15
```

Race condition

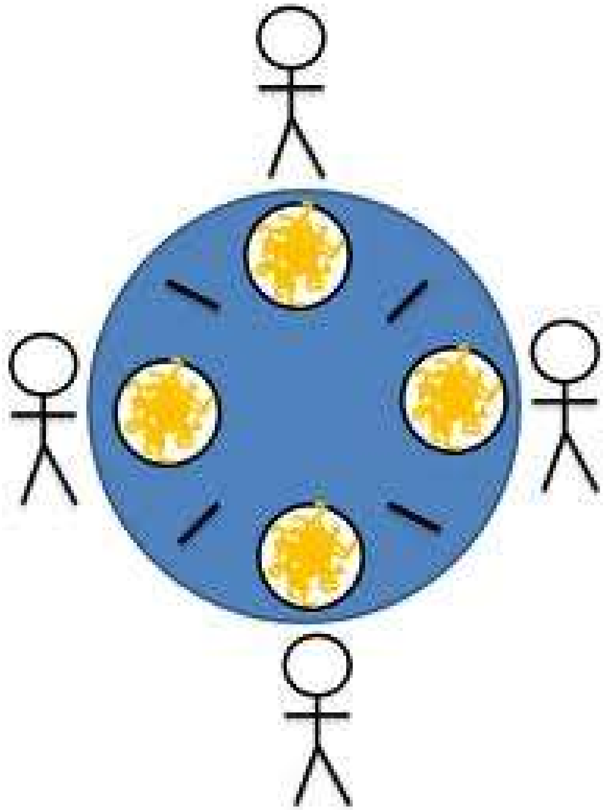
- Happen when many processes simultaneously work with shared data

Race condition

- Happen when many processes simultaneously work with shared data

Race condition

- Happen when many processes simultaneously work with shared data

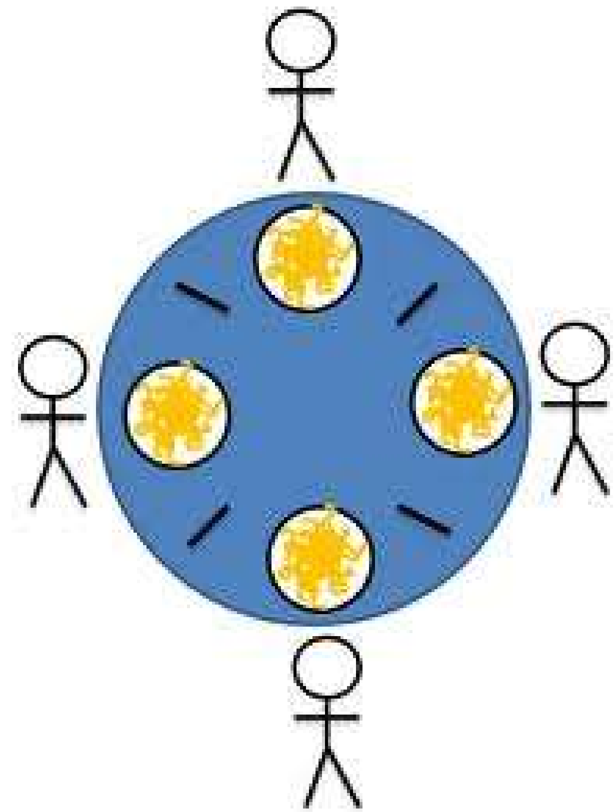


Race condition

- Happen when many processes simultaneously work with shared data

Race condition

- Happen when many processes simultaneously work with shared data



Race condition

- Happen when many processes simultaneously work with shared data

Race condition

- Happen when many processes simultaneously work with shared data

To avoid “trouble”, processes need to be controlled

Critical section

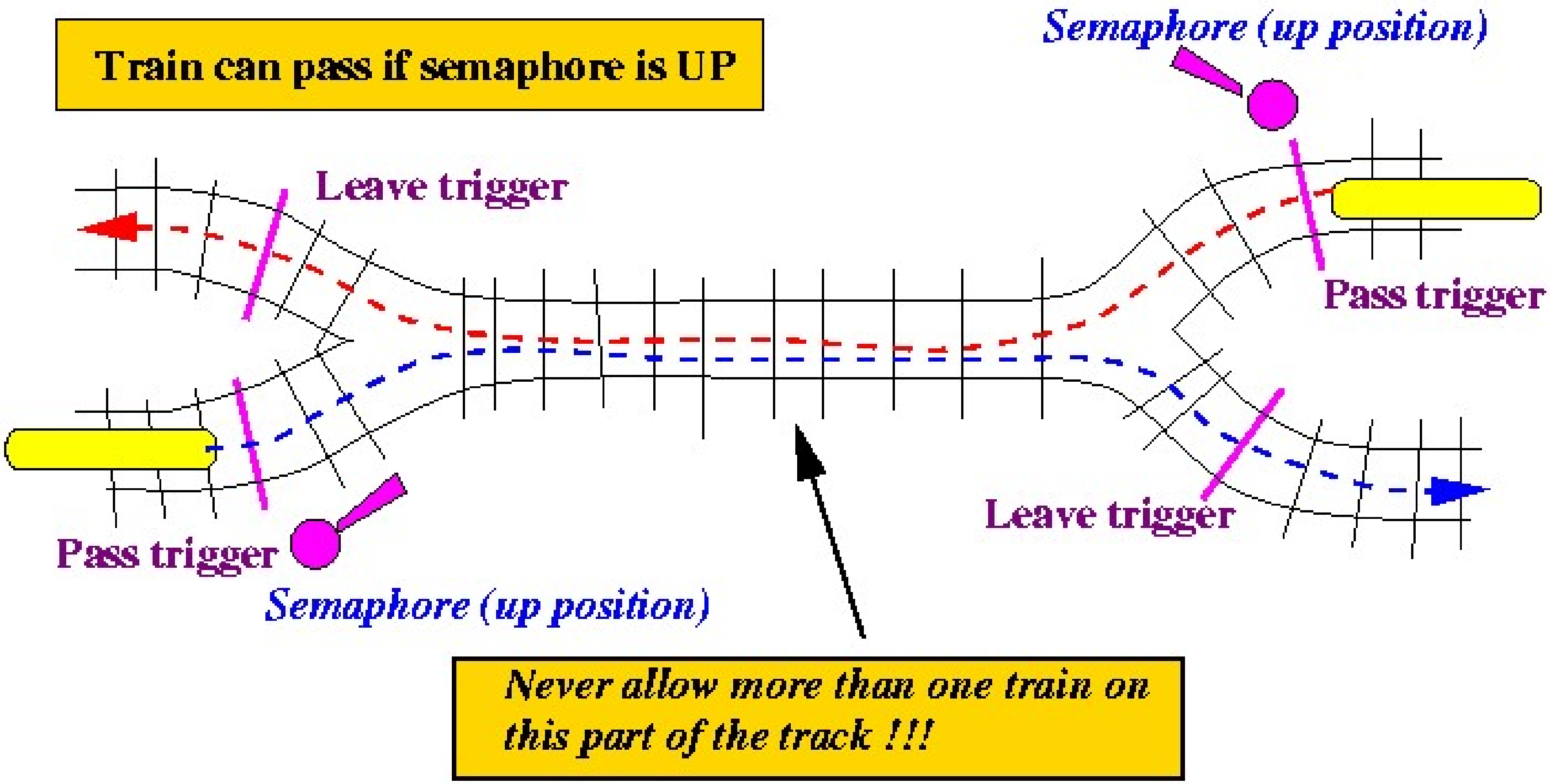
- In concurrent programming a **critical section** is a piece of code that accesses a shared resource (data structure or device) that must not be concurrently accessed by more than one thread of execution. A critical section will usually terminate in fixed time, and a thread, task or process will have to wait a fixed time to enter it (aka bounded waiting). Some synchronization mechanism is required at the entry and exit of the critical section to ensure exclusive use, for example a semaphore.
- (http://en.wikipedia.org/wiki/Critical_section)

Critical section

- Suppose n processes $P_1, ..., P_n$ share a global variable v
  - v can also be other resource, e.g, file
- Each process has a segment of code CS_i which operates on v
  - CS_i is called critical section
  - Because it is critical to prone errors
  - CS_i should be the smallest code segment
- Need to make the critical section safe

Critical section

Critical section



Question

Process *P*:

```
while (true) {
  waitForNewRequest();
   if(found){
      hit+=1;
      val=hit;
  }
  Respond();
}
```

hit: a global variable

Which is the critical section of the code when multiple processes of P run?

Question

Process *P*:

```
while (true) {
  waitForNewRequest();
   if(found){
      hit+=1;
      val=hit;
  }
  Respond();
}
```

hit: a global variable

Which is the critical section of the code when multiple processes of P run?

```
while (true) {
  waitForNewRequest();
   if(found){
      hit+=1;
      val=hit;
  }
  Respond();
}
```

Critical section (cont'd)

- Common structure

```
do {
    Enter_Section (CS_i);
    Run CS_i;
    Exit_Section(CS_i);
    Run (REMAIN_i); // Remainder section
} while (TRUE);
```

Critical section (cont'd)

- Short description

```
do {
    ENTRYi;          // Enter section
    Run CSi;         // Critical section
    EXITi;           // Exit section
    REMAINi;         // Remainder section
} while (TRUE);
```

Implementation of Critical section

Implementation must satisfy 3 conditions

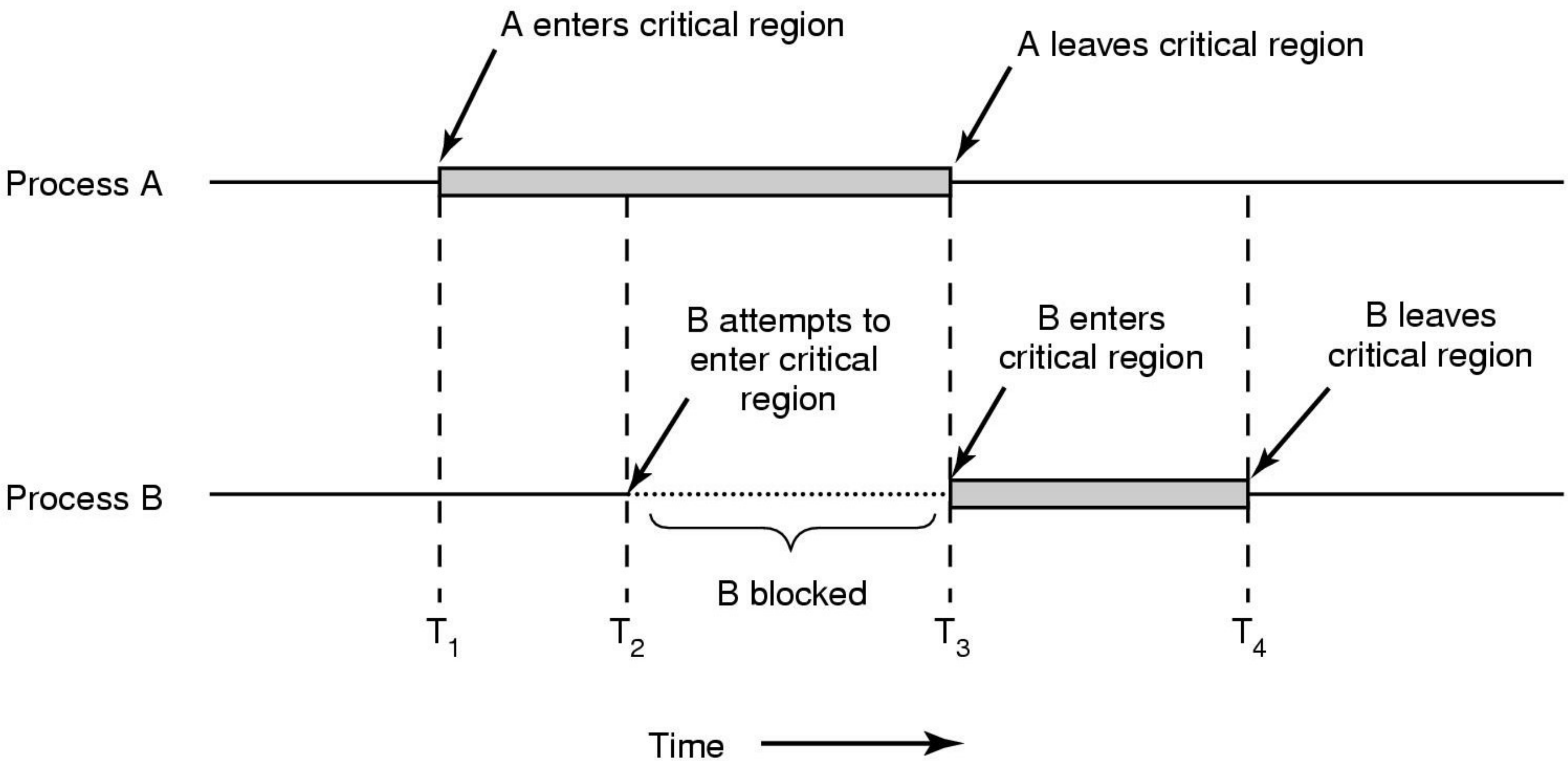
1. Mutual Exclusion
   - If a process is in its critical section, then no other processes can be in their critical sections
2. Progress
   - If no process is in its critical section
   - other processes waiting to enter their critical section,
   - then the selection of the process to enter the critical section cannot be postponed indefinitely
3. Bounded Waiting
   - No process has to wait indefinitely to enter its critical section

Question

Which is the purpose of the first condition?

A. It supports the priority of process
B. It ensures the correct use of the shared resource
C. It tries to utilize the shared resource effectively
D. It makes the implementation of OS simpler

Critical section



Mutual exclusion using critical regions

Question

Which is the consequence of the second condition?

A. It reduces the waiting time of requested processes
B. It ensures the correct use of the shared resource
C. It supports the priority of processes
D. It makes the implementation of OS simpler

Question

Which is the consequence of the second condition?

A. It supports the priority of processes
B. It ensures the correct use of the shared resource
C. It utilizes the shared resource effectively
D. It makes the algorithm complicated to implement

Question

Which is the consequence of the 3rd condition?

A. It supports the priority of processes
B. It ensures the correct use of the shared resource
C. It utilizes the shared resource effectively
D. It makes sure no process can never enter its critical section

Question

Which is the correct conditions of critical section?

A. mutual exclusion, protection, bounded using
B. mutual exclusion, protection, bounded waiting
C. mutual exclusion, progressive, bounded waiting
D. mutual exclusion, bounded waiting, progress

Question

Which is the correct purpose the 2nd condition of critical section?

A. maximize CPU utilization
B. maximize the shared resource utilization
C. maximize disk utilization
D. maximize RAM utilization

Question

Which is the consequence of the 3rd condition?

A. It supports the priority of processes
B. It ensures the correct use of the shared resource
C. It ensures the relative fairness of processes to use the shared resource
D. It utilizes the shared resource effectively

The fairness

The fair exam today is to swim

Critical section (cont'd)

- Each process has to
  - request to run (enter section) its critical section CS_i
  - and announce its completion (exit section) of its CS_i.

Peterson's Solution

- Solution for two processes
- The two processes share two variables:
  - int turn; // with the value of 0 or 1
  - Boolean flag[2]
- The variable turn indicates whose turn it is to enter the critical section
  - If turn==i then P_i is in turn to run its CS_i
- The flag array is used to indicate if a process is ready to enter the critical section. flag[i] = true implies that process P_i is ready!

Peterson's solution (cont'd)

- Program P_i:

```
do {
   flag[i] = TRUE;
   turn = j;
   while (flag[j] && turn == j) ;
   CS_i;
   flag[i] = FALSE;
   REMAIN_i;
} while (1);
```

Peterson's solution (cont'd)

- The proof of this solution is provided on page 196 of the textbook
- Comments
  - Complicated when then number of processes increases
  - Difficult to control

Question

- Which code snippet is Enter_Section?

A.
```
flag[i] = TRUE;
turn = j;
while (flag[j] && turn == j) ;
```

B.
```
flag[i] = TRUE;
while (flag[j] && turn == j) ;
```

C.
```
flag[i] = TRUE;
turn = j;
```

D.
```
turn = j;
while (flag[j] && turn == j) ;
```

Semaphore

Reference infomation

- Semaphore is proposed by Edsger Wybe Dijkstra (Dutch) for Computer Science in 1972
- Semaphore was firstly used in his book “The operating system”

Edsger Wybe Dijkstra
(1930-2002)

Semaphore

- Semaphore is an integer, can be only access through two atomic operators wait (or P) and signal (or V).
  - P: proberen – check (in Dutch)
  - V: verhogen – increase (in Dutch)
- Processes can share a semaphore
- Atomic operators guarantee the consistency

wait and signal operators

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

- Wait if semaphore S<=0 else decrease S by 1

```
signal(S)     // or V(S)
{
    S++;
}
```

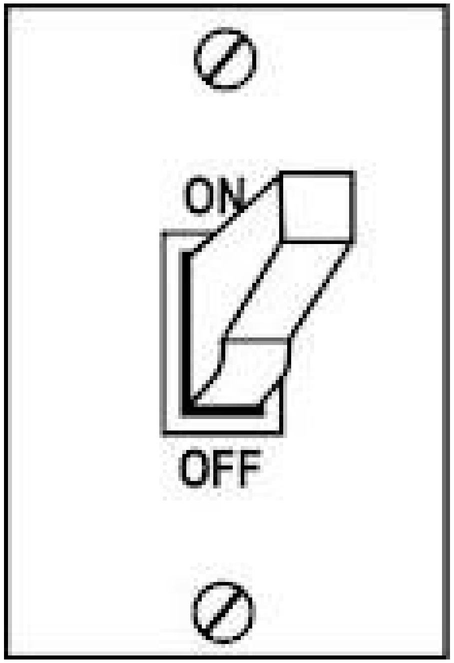
- Increase S by 1

Using semaphore

- Apply for critical section

```
do {
   wait(s); // s is a semaphore initialized by 1
   CS_i;
   signal(s);
   REMAIN_i;
} while (1);
```

Semaphore



Semaphore

Semaphore

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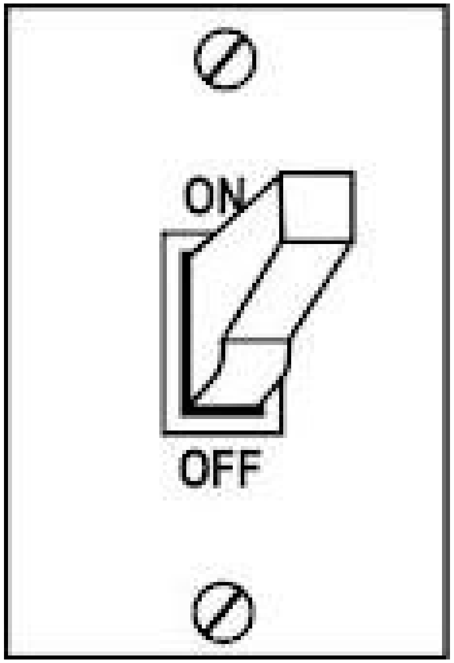

Semaphore

Semaphore


corbis
LAVATORY
OCCUPIED OCUPADO
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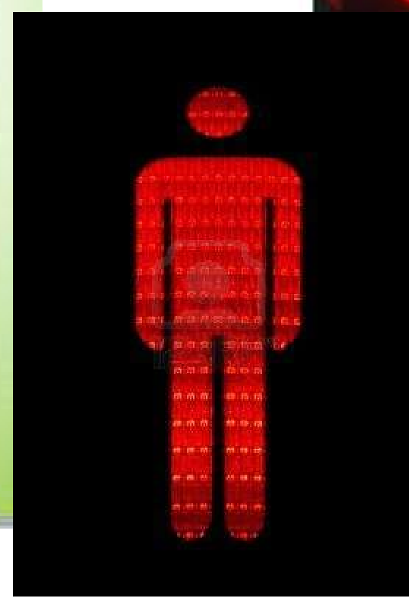
LAVATORY OCCUPIED
TOILETTE OCCUPÉE
← EXIT SORTIE →

Semaphore

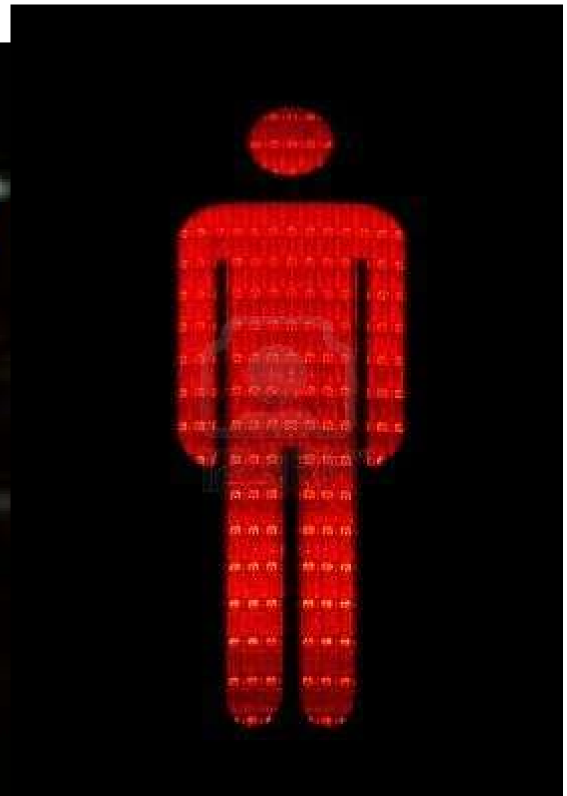
Semaphore

Semaphore

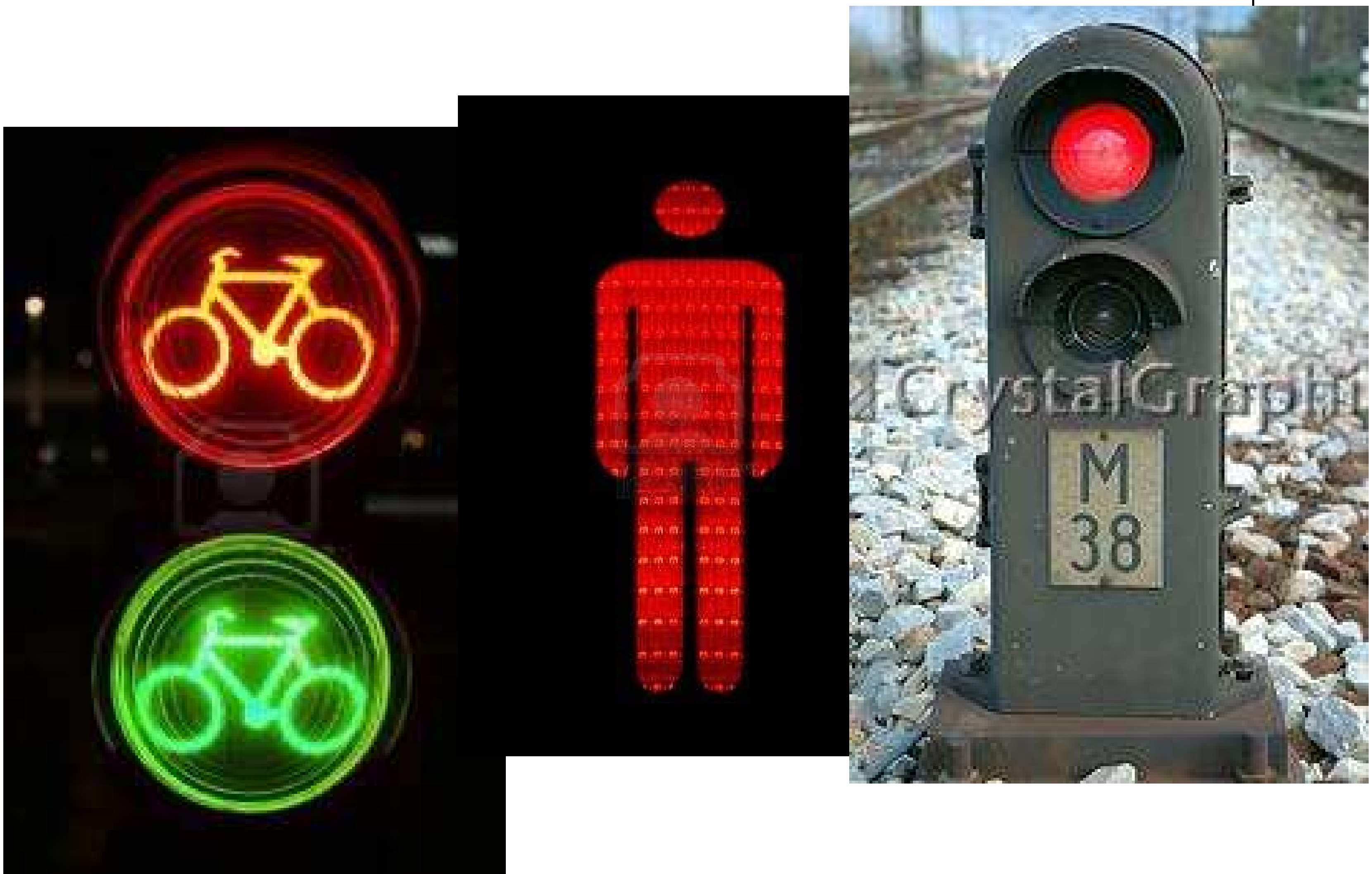


Semaphore

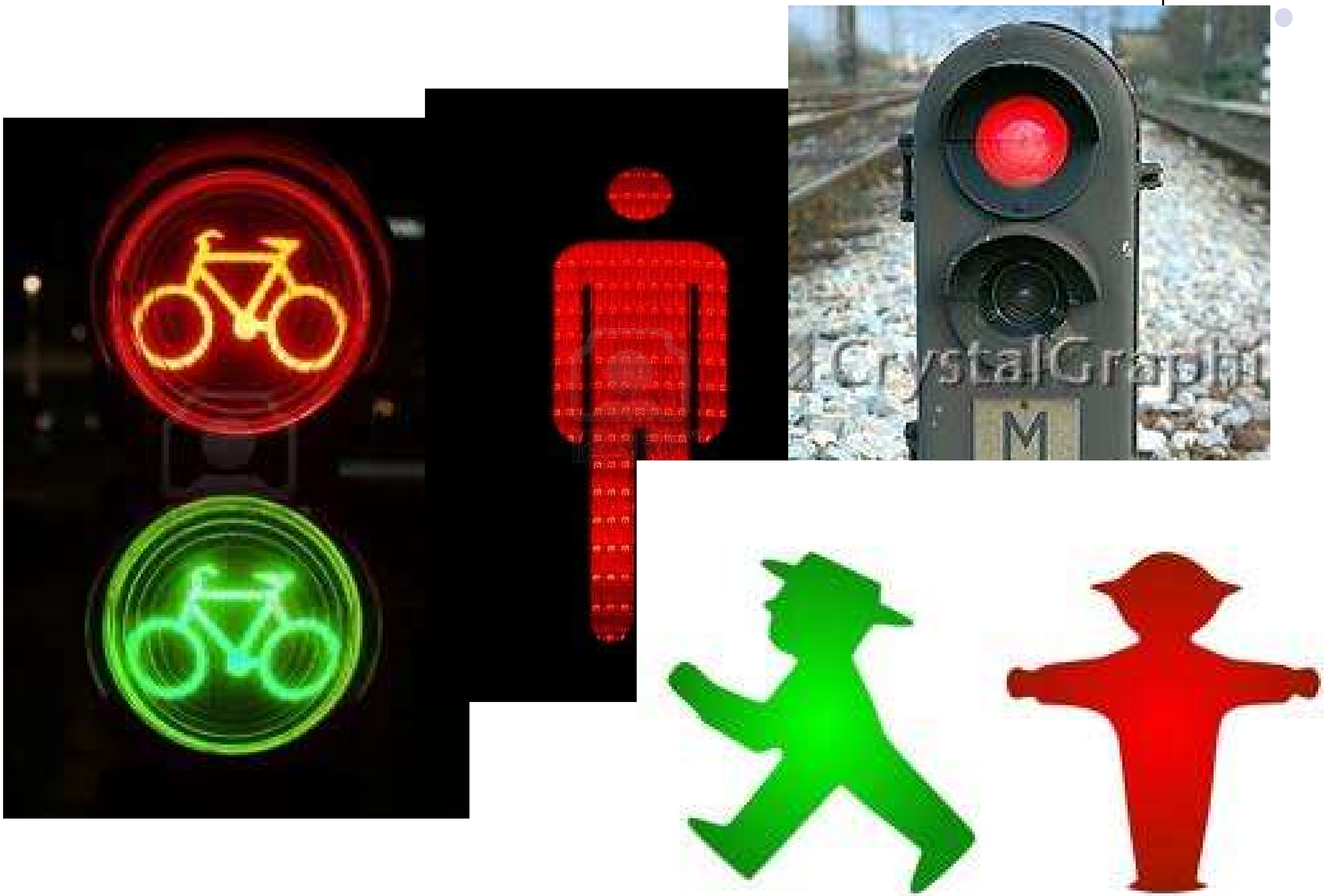
Semaphore

Semaphore



Semaphore



Question

Process *P*:

```
while (true) {
  waitForNewRequest();
   if(found){
      hit+=2;
      val=hit;
  }
  Respond();
}
```

hit: a global variable

Use semaphore to make the code safe?

Question

Process *P*:

```
while (true) {
  waitForNewRequest();
   if(found){
      hit+=2;
      val=hit;
  }
  Respond();
}
```

hit: a global variable

Use semaphore to make the code safe?

```
if(found){
  wait(mutex);
   hit+=2;
   val=hit;
  signal(mutex);
}
```

Problem (cont'd)

- Two concurrent processes: mutex=1

```
wait(mutex)
val=buf;
val += count();

buf=val;
signal(mutex);
```

```
wait(mutex)
  (waiting)

val=buf;
val += count();
buf=val;
signal(mutex);
```

Using semaphore (cont'd)

- P_1 needs to do O_1; P_2 need to do O_2; O_2 can only be done after O_1
- Solution: use a semaphore *synch* = 0

Using semaphore (cont'd)

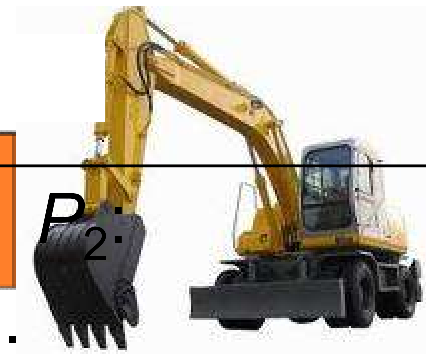
- P_1 needs to do O_1; P_2 need to do O_2; O_2 can only be done after O_1
- Solution: use a semaphore *synch* = 0

• P_1:	• P_2:
...	...
O_1;	wait(synch);
signal(synch);	O_2;
...	...

Using semaphore (cont'd)

- P_1 needs to do O_1; P_2 need to do O_2; O_2 can only be done after O_1
- Solution: use a semaphore *synch* = 0

Producer



Worker

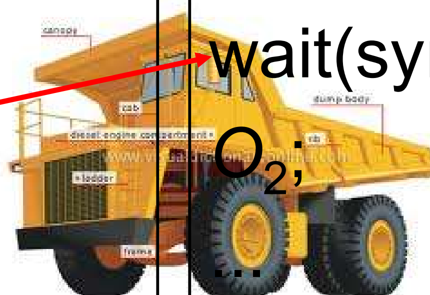
- P_1:

...

O_1;

signal(synch);

...



- P_2:

...

wait(synch);

O_2;

...

Semaphore support

How to use POSIX semaphores in ×

geeksforgeeks.org/use-posix-semaphores-c/

Related Articles >

```
int sem_wait(sem_t *sem);
```

To release or signal a semaphore, we use the **sem_post** function:

```
int sem_post(sem_t *sem);
```

A semaphore is initialised by using **sem_init**(for processes or threads) or **sem_open** (for IPC).

```
sem_init(sem_t *sem, int pshared, unsigned int value);
```

Where,

- **sem** : Specifies the semaphore to be initialized.
- **pshared** : This argument specifies whether or not the newly initialized semaphore is shared between processes or between threads. A non-zero value means the semaphore is shared between processes and a value of zero means it is shared between threads.
- **value** : Specifies the value to assign to the newly initialized semaphore.

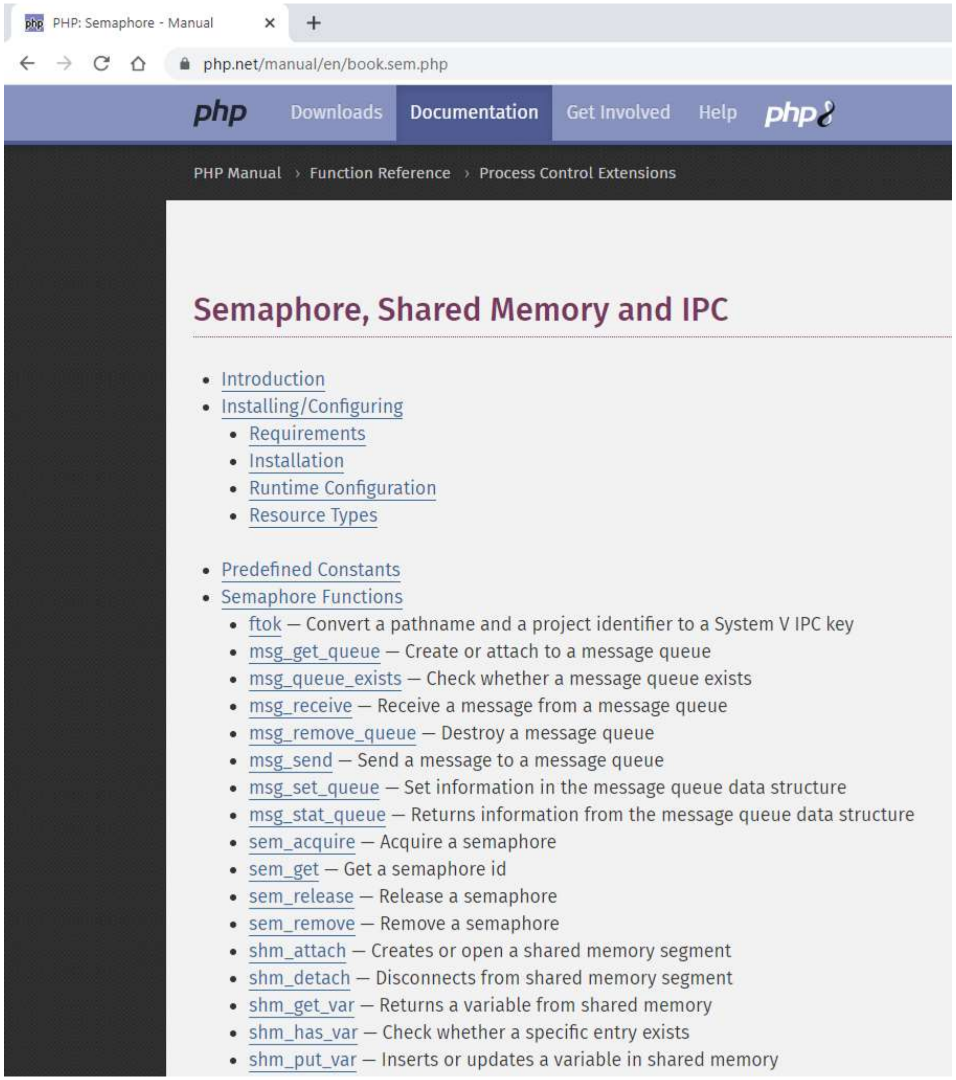
To destroy a semaphore, we can use **sem_destroy**.

```
sem_destroy(sem_t *mutex);
```

To declare a semaphore, the data type is sem_t.

https://www.geeksforgeeks.org/use-posix-semaphores-c/

Semaphore support


PHP: Semaphore - Manual

php.net/manual/en/book.sem.php

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PHP Manual › Function Reference › Process Control Extensions

Semaphore, Shared Memory and IPC

- Introduction
- Installing/Configuring
  - Requirements
  - Installation
  - Runtime Configuration
  - Resource Types
- Predefined Constants
- Semaphore Functions
  - ftok — Convert a pathname and a project identifier to a System V IPC key
  - msg_get_queue — Create or attach to a message queue
  - msg_queue_exists — Check whether a message queue exists
  - msg_receive — Receive a message from a message queue
  - msg_remove_queue — Destroy a message queue
  - msg_send — Send a message to a message queue
  - msg_set_queue — Set information in the message queue data structure
  - msg_stat_queue — Returns information from the message queue data structure
  - sem_acquire — Acquire a semaphore
  - sem_get — Get a semaphore id
  - sem_release — Release a semaphore
  - sem_remove — Remove a semaphore
  - shm_attach — Creates or open a shared memory segment
  - shm_detach — Disconnects from shared memory segment
  - shm_get_var — Returns a variable from shared memory
  - shm_has_var — Check whether a specific entry exists
  - shm_put_var — Inserts or updates a variable in shared memory

https://www.php.net/manual/en/book.sem.php

Semaphore support

Semaphores in Java | Baeldung

baeldung.com/java-semaphore

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In the following example, we will implement a simple login queue to limit the number of users in the system:

```
class LoginQueueUsingSemaphore {

    private Semaphore semaphore;

    public LoginQueueUsingSemaphore(int slotLimit) {
        semaphore = new Semaphore(slotLimit);
    }

    boolean tryLogin() {
        return semaphore.tryAcquire();
    }

    void logout() {
        semaphore.release();
    }

    int availableSlots() {
        return semaphore.availablePermits();
    }

}
```

Notice how we used the following methods:

- *tryAcquire()* – return true if a permit is available immediately and acquire it otherwise return false, but *acquire()* acquires a permit and blocking until one is available
- *release() – release a permit*
- *availablePermits()* – return number of current permits available

https://www.baeldung.com/java-semaphore

Semaphore support

Synchronization Primitives — Pyt ×

docs.python.org/3/library/asyncio-sync.html#asyncio.Semaphore

class `asyncio.`**`Semaphore`**`(`*`value=1, *, loop=None`*`)`

A Semaphore object. Not thread-safe.

A semaphore manages an internal counter which is decremented by each `acquire()` call and incremented by each `release()` call. The counter can never go below zero; when `acquire()` finds that it is zero, it blocks, waiting until some task calls `release()`.

The optional *value* argument gives the initial value for the internal counter (`1` by default). If the given value is less than `0` a `ValueError` is raised.

Deprecated since version 3.8, will be removed in version 3.10: The *loop* parameter.

The preferred way to use a Semaphore is an `async with` statement:

```
sem = asyncio.Semaphore(10)

# ... later
async with sem:
    # work with shared resource
```

which is equivalent to:

```
sem = asyncio.Semaphore(10)

# ... later
await sem.acquire()
try:
    # work with shared resource
finally:
    sem.release()
```

coroutine **`acquire`**`()`

Acquire a semaphore.

If the internal counter is greater than zero, decrement it by one and return `True` immediately. If it is zero, wait until a `release()` is called and return `True`.

`locked``()`

Returns `True` if semaphore can not be acquired immediately.

`release``()`

Release a semaphore, incrementing the internal counter by one. Can wake up a task waiting to acquire the semaphore.

Semaphore support

godoc.org/golang.org/x/sync/semaphore

Black Lives Matter. Support the Equal Justice Initiative.

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Set default to always use pkg.go.dev | Requests to this page will redirect to pkg.go.dev/golang.org/x/sync/semaphore in early 202

sync: golang.org/x/sync/semaphore Index | Examples | Files

package semaphore

```
import "golang.org/x/sync/semaphore"
```

Package semaphore provides a weighted semaphore implementation.

Example (WorkerPool)

Index ¶

type Weighted

- func NewWeighted(n int64) *Weighted
- func (s *Weighted) Acquire(ctx context.Context, n int64) error
- func (s *Weighted) Release(n int64)
- func (s *Weighted) TryAcquire(n int64) bool

Examples

package (WorkerPool)

Package Files

semaphore.go

Semaphore support

docs.microsoft.com/en-us/dotnet/api/system.threading.semaphore?view=net-5.0

Version

.NET 5.0

Search


```
    private static void Worker(object num)
    {
        // Each worker thread begins by requesting the
        // semaphore.
        Console.WriteLine("Thread {0} begins " +
            "and waits for the semaphore.", num);
        _pool.WaitOne();

        // A padding interval to make the output more orderly.
        int padding = Interlocked.Add(ref _padding, 100);

        Console.WriteLine("Thread {0} enters the semaphore.", num);

        // The thread's "work" consists of sleeping for
        // about a second. Each thread "works" a little
        // longer, just to make the output more orderly.
        //
        Thread.Sleep(1000 + padding);

        Console.WriteLine("Thread {0} releases the semaphore.", num);
        Console.WriteLine("Thread {0} previous semaphore count: {1}",
            num, _pool.Release());
    }
}
```

Semaphore support

docs.microsoft.com/en-us/cpp/mfc/reference/csemaphore-class?view=msvc-160

Version

Visual Studio 2019

Filter by title

CSemaphore::CSemaphore	Constructs a `CSemaphore` object.

Remarks

Semaphores are useful in controlling access to a shared resource that can only support a limited number of users. The current count of the `CSemaphore` object is the number of additional users allowed. When the count reaches zero, all attempts to use the resource controlled by the `CSemaphore` object will be inserted into a system queue and wait until they either time out or the count rises above 0. The maximum number of users who can access the controlled resource at one time is specified during construction of the `CSemaphore` object.

To use a `CSemaphore` object, construct the `CSemaphore` object when it is needed. Specify the name of the semaphore you wish to wait on, and that your application should initially own it. You can then access the semaphore when the constructor returns. Call CSyncObject::Unlock when you are done accessing the controlled resource.

An alternative method for using `CSemaphore` objects is to add a variable of type `CSemaphore` as a data member to the class you wish to control. During construction of the controlled object, call the constructor of the `CSemaphore` data member specifying the initial access count, maximum access count, name of the semaphore (if it will be used across process boundaries), and desired security attributes.

To access resources controlled by `CSemaphore` objects in this manner, first create a variable of either type CSingleLock or type CMultiLock in your resource's access member function. Then call the lock object's `Lock` member function (for example, CSingleLock::Lock). At this point, your thread will either gain access to the resource, wait for the resource to be released and gain access, or wait for the resource to be released and time out, failing to gain access to the resource. In any case, your resource has been accessed in a thread-safe manner. To release the resource, use the lock object's `Unlock` member function (for example, CSingleLock::Unlock), or allow the lock object to fall out of scope.

Alternatively, you can create a `CSemaphore` object stand-alone, and access it explicitly before attempting to access the controlled resource. This method, while clearer to someone reading your source code, is more prone to error.

For more information on how to use `CSemaphore` objects, see the article Multithreading: How to Use the Synchronization Classes.

Semaphore support

npmjs.com/package/semaphore

semaphore.js

build passing

Install: npm install semaphore

Limit simultaneous access to a resource.

```
// Create
var sem = require('semaphore')(capacity);

// Take
sem.take(fn[, n=1])
sem.take(n, fn)

// Leave
sem.leave([n])

// Available
sem.available([n])
```

Semaphore implementation

- In the above semaphore implementation
  - Use busy waiting (while loop)
  - Resource wasting
- Atomic operators
  - When a process called wait(), it will be blocked if the semaphore is not free
    - This type of semaphore is called *spinlock*
  - Other wait() implementation just returns true/false and does not block the calling process

Semaphore implementation (cont'd)

- Remove the busy waiting loop by using block
- To restored a blocked process, use wakeup
- Semaphore data structure

```
typedef struct {
  int value; // value of semaphore
  struct process *L; //waiting process list
} semaphore;
```

Semaphore implementation (cont'd)

```
void wait(semaphore *S)
{
   S->value--;
   if (S->value<0) {
        Add the requested
   process P into S->L;
        block(P);
   }
}
```

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

Semaphore implementation (cont'd)

Semaphore implementation (cont'd)

Binary semaphore

- Semaphore only has the value of 0 or 1
- Other semaphore type is counting semaphore

Binary semaphore

- Semaphore only has the value of 0 or 1
- Other semaphore type is counting semaphore

Binary semaphore

- Semaphore only has the value of 0 or 1
- Other semaphore type is counting semaphore

Question

- When counting semaphores are suitable to use?
  A. When *2* processes share a single variable/resource
  B. When *3* processes share a single variable/resource
  C. When *n* processes share a single variable/resource
  D. When *n* processes share *m* variables/resources of the same type

Classical synchronization problems

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'd)

Write process *P*:

```
do {
    wait(empty);
    wait(mutex);
    Write(item,buf);
    signal(mutex);
    signal(full);
} while (TRUE);
```

buf: shared resource

Read process *Q*:

```
do {
    wait(full);
    wait(mutex);
    Read(item,buf);
    signal(mutex);
    signal(empty);
} while (TRUE);
```

Question

- Which is the initialized value of the *full* variable in the above algorithm?
  A. -1
  B. 0
  C. 1
  D. NULL

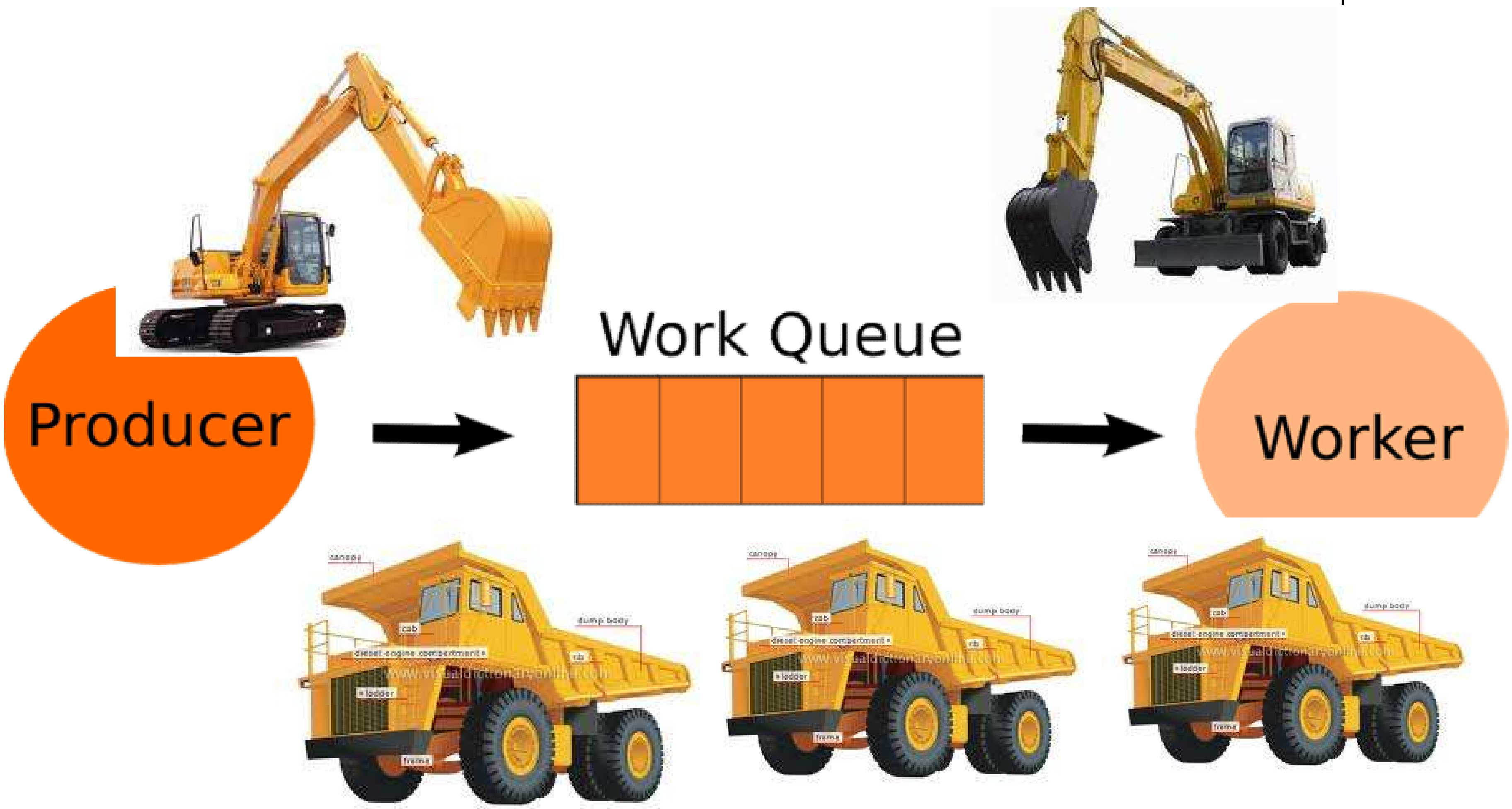
Question

What will be the problem if the initialized value of the *full* variable is 1?

A. no problem at all
B. the writer process can not run
C. the reader process can not run
D. the reader can read an invalid value

Bounded-buffer problem (cont'd)

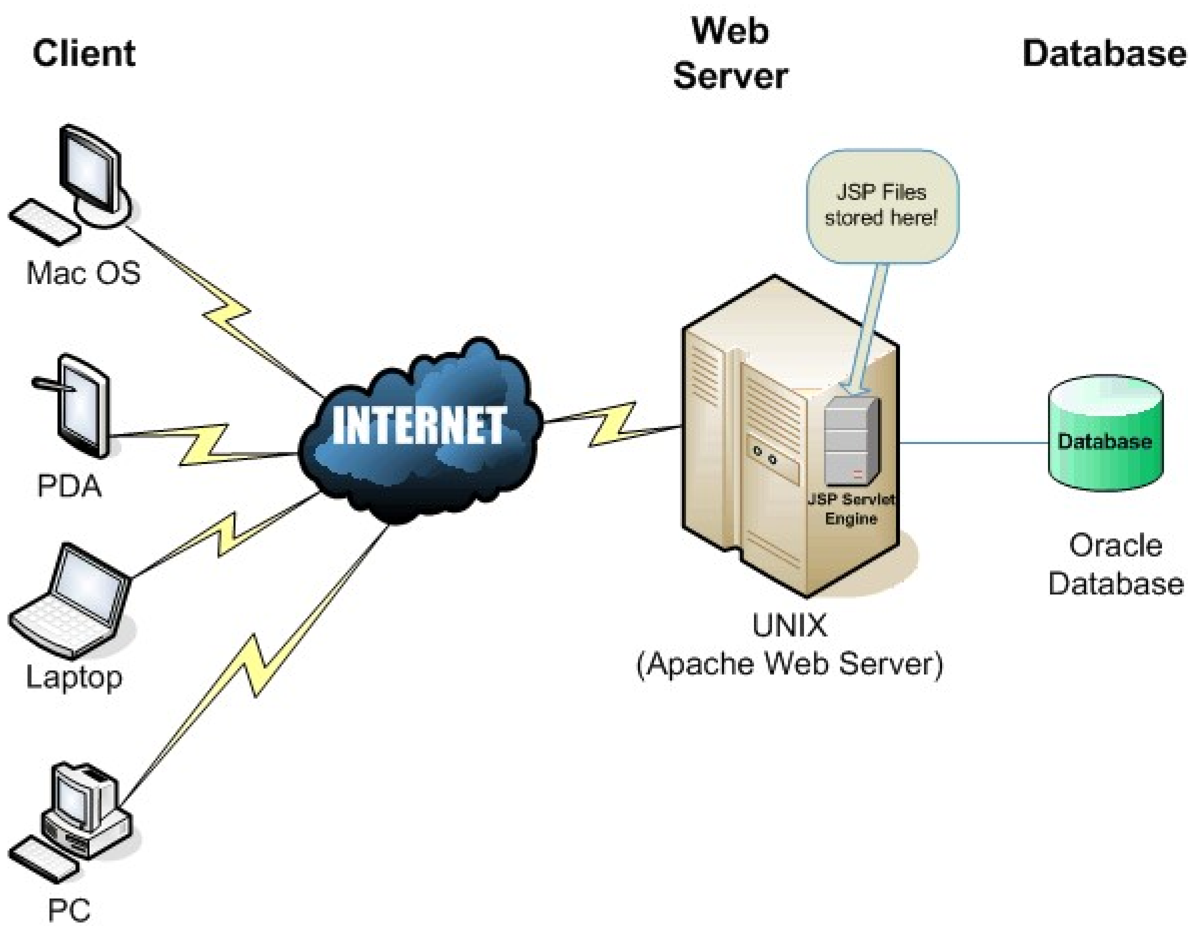
Bounded-buffer problem (cont'd)



Readers-writers problem

- A data set is shared among a number of concurrent processes
  - Readers – only read
  - Writers – can both read and write
- Problem
  - allow multiple readers to read at the same time when there is no writer accessing the data set
  - Only one writer can access the shared data at the a time

Readers-writers problem



Readers-writers problem (cont'd)

- Shared data
  - Data set
  - Semaphore *wrt* initialized by 1
    - Used to manage write access
  - Integer *readcount* initialized by 0 to count the number of readers that are reading
  - Semaphore *mutex* initialized by 1
    - Used to manage readcount access

Readers-writers problem (cont'd)

- **Process writer P_w:**

```
do {
    wait(wrt);
    write(data_set);
    signal(wrt);
}while (TRUE);
```

- **Process reader P_r:**

```
do {
    wait(mutex);
    readcount++;
    if (readcount ==1) wait(wrt);
    signal(mutex);
    read(data_set);
    wait(mutex);
     readcount--;
    if (readcount ==0) signal(wrt);
    signal(mutex);
} while (TRUE);
```

Question

Why do we need *readcount* variable?

A. We may remove this variable
B. To make sure there is one reader at a time
C. To make sure no readers are reading
D. To make sure no readers are reading before writing

Question

Which is the initialized value of the *readcount* variable in the above algorithm?

A. -1
B. 0
C. 1
D. NULL

Question

Which is the purpose of *mutex* variable?

A. To safely access the data_set
B. We may remove this variable without affecting the program
C. To safely access the *readcount* variable
D. To safely access the *wrt* variable

Question

Which is the initialized value of the *mutex* variable in the above algorithm?

A. -1
B. 0
C. 1
D. NULL

Question

Which is the purpose of *wrt* variable?

A. To safely access the *mutex* variable
B. To safely write the *data_set*
C. To safely write the *readcount* variable
D. To safely read the *data_set*

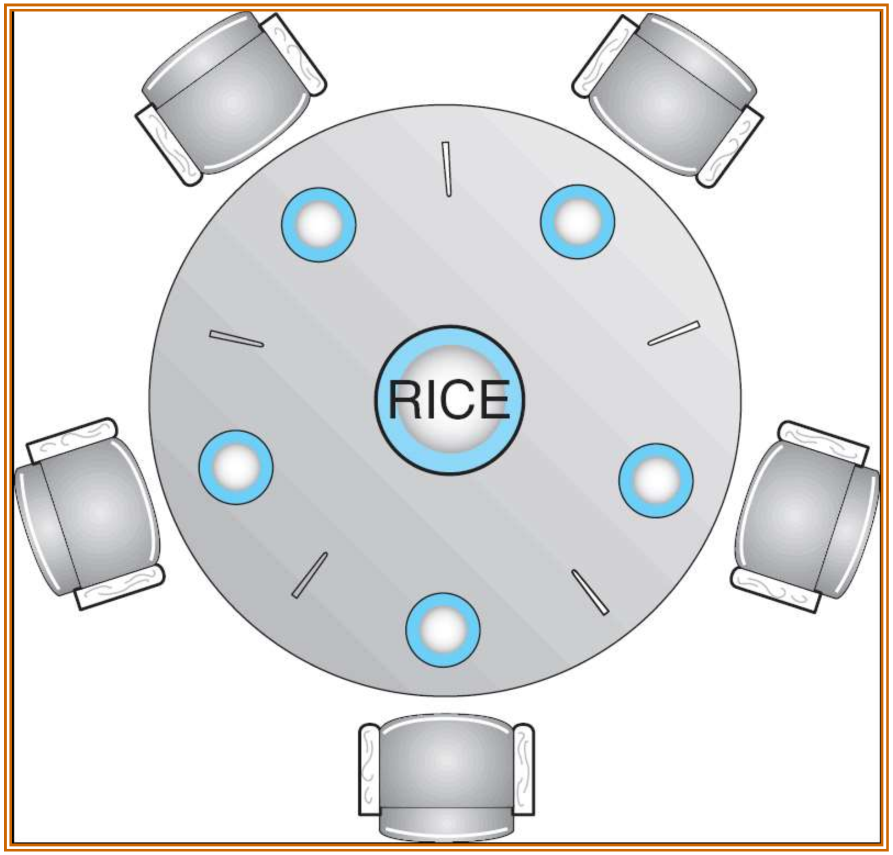
Question

Which is the initialized value of the *wrt* variable in the above algorithm?

A. -1
B. 0
C. 1
D. NULL

Dining-Philosophers Problem

- Five philosophers at a table having 5 chopsticks, 5 bows and a rice cooker
- A philosopher just eats or thinks
- How to make sure philosophers correctly use the "shared data" – the chopsticks



Dining-philosophers problem (cont'd)

- Use semaphore to handle chopstick access
  - semaphore chopstick[5];
- Solution is provided as in the text box

- Code of philosopher *i*:

```
do {
    wait(chopstick[i]);
    wait(chopstick[(i+1)%5];
    Eat(i);
    signal(chopstick[i]);
    signal(chopstick[(i+1)%5];
    Think(i);
} while (TRUE);
```

Question

- What value chopstick[i] is initialized?
  A. 1
  B. 2
  C. 0
  D. 5

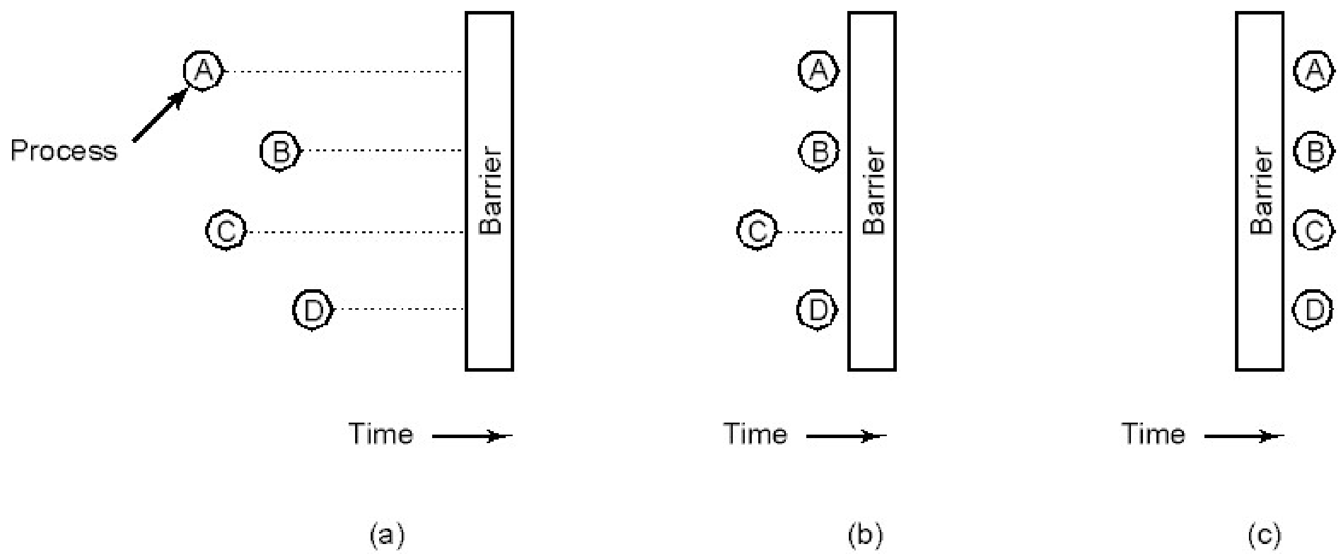
Question

- Is there any problem with the solution?
  A. No problem
  B. Only one philosopher can eat at a time
  C. Only three philosophers can eat at a time
  D. No philosopher could eat in case each takes a chopstick and waits for the second one

Question

- Which of the following is incorrect about the solution to the above problem?
  A. No solution available
  B. Create an order of philosophers to eat
  C. Create an order of philosophers to think
  D. Allow at most 4 philosophers to request to eat at a time

Extra problem: Barrier



- Use of a barrier
  - processes approaching a barrier
  - all processes but one blocked at barrier
  - last process arrives, all are let through
  - https://github.com/angrave/SystemProgramming/wiki/Sample-program-using-pthread-barriers

Limitations of semaphore (cont'd)

- Compare the two code snippets

• Snippet 1	• Snippet 2

Snippet 1:

```
...
wait(mutex);
//Critical section
signal(mutex);
...
```

Snippet 2:

```
...
signal(mutex);
//Critical section
wait(mutex);
...
```

Question

- What is the problem of the two code snippets?
  A. Snippet 1 has problem
  B. Snippet 2 has problem
  C. Both snippets have problem
  D. No problem at all

Question

- Which is the problem of the incorrect use of semaphore in the above code snippet?
  A. No process can enter its critical section
  B. No problem at all
  C. The mutual exclusion condition may be violated
  D. No process can exit its critical section

Limitations of semaphore

- Semaphores need correct calls to wait and signal
- Incorrect use of semaphore may lead to deadlock
- Even correct use of semaphores may lead to deadlock, in some cases

Limitations of semaphore (cont'd)

- Compare the two code snippets

• Snippet 1
...
wait(mutex);
CS_1;
wait(mutex);
...
	• Snippet 2
	...
	wait(mutex);
	CS_2;
	signal(mutex);
	...

Question

- Which of the two code snippets has problem?
  A. Snippet 1 has problem
  B. Snippet 2 has problem
  C. Both snippets have problem
  D. No problem at all

Question

- Which is the consequence of the above problem?
  A. One process will be blocked
  B. There will be a deadlock
  C. No consequences if only two processes are involved
  D. No consequences

Limitations of semaphore (cont'd)

• Process P_1	• Process P_2
...	...
wait(S);	wait(Q);
wait(Q);	wait(S);
CS1...	CS2...
signal(S);	signal(Q);
signal(Q);	signal(S);
...	...

Question

- What is the problem of the above two processes?
  A. There is deadlock
     - if P_1 got S and waits for Q and
     - P_2 got Q and waits for S
  B. The exclusive condition is violated
  C. The order of semaphore calls is incorrect
  D. No problem at all

Monitor

Reference information

- Per Brinch Hansen (Dennish) proposed the concept and implemented in 1972
- Monitor was firstly used in Concurrent Pascal programming language

Per Brinch Hansen
(1938-2007)

What is monitor?

- Monitor means to supervise
- It is a type of construct in a high level programming language for synchronization purpose
  - C# programming language
    - http://msdn.microsoft.com/en-us/library/hf5de04k.aspx
  - Java programming language
    - http://www.artima.com/insidejvm/ed2/threadsynch.html
    - http://journals.ecs.soton.ac.uk/java/tutorial/java/threads/monitors.html
    - http://www.csc.villanova.edu/~mdamian/threads/javamonitors.html
- Monitor was studied and developed to overcome the limitations of semaphores

C# monitor

c-sharpcorner.com/UploadFile/de41d6/monitor-and-lock-in-C-Sharp/

proceed.

The following is the syntax for using a monitor.

```
try
{
    int x = 1;

    Monitor.Enter(x);
    try
    {
        // Code that needs to be protected by the monitor.
    }
    finally
    {

        Monitor.Exit(x);
    }
}
catch (SynchronizationLockException SyncEx)
{
    Console.WriteLine("A SynchronizationLockException occurred. Message:");
    Console.WriteLine(SyncEx.Message);
}
```

Java monitor

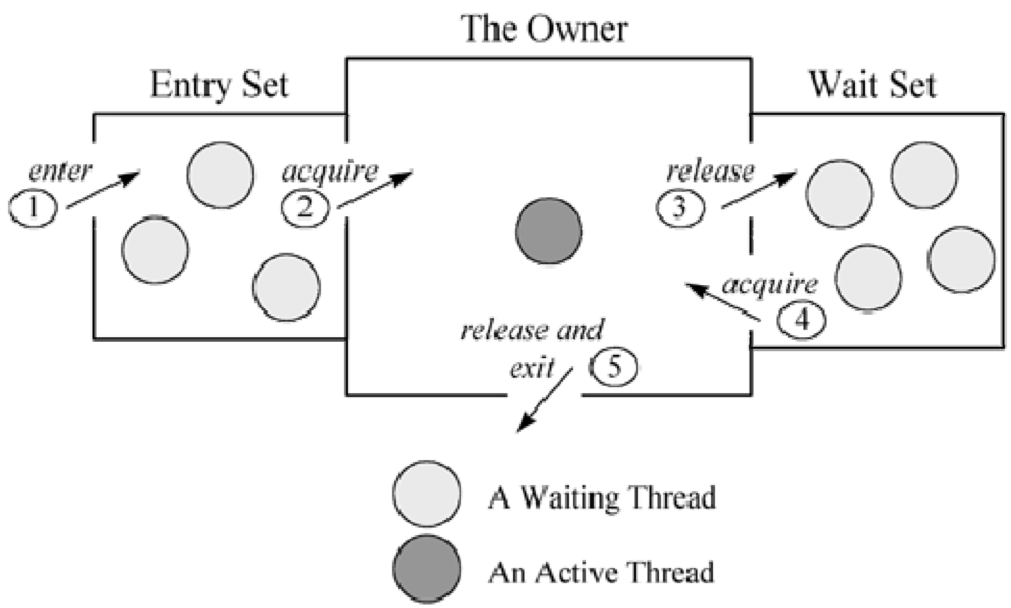


Figure 20-1. A Java monitor.

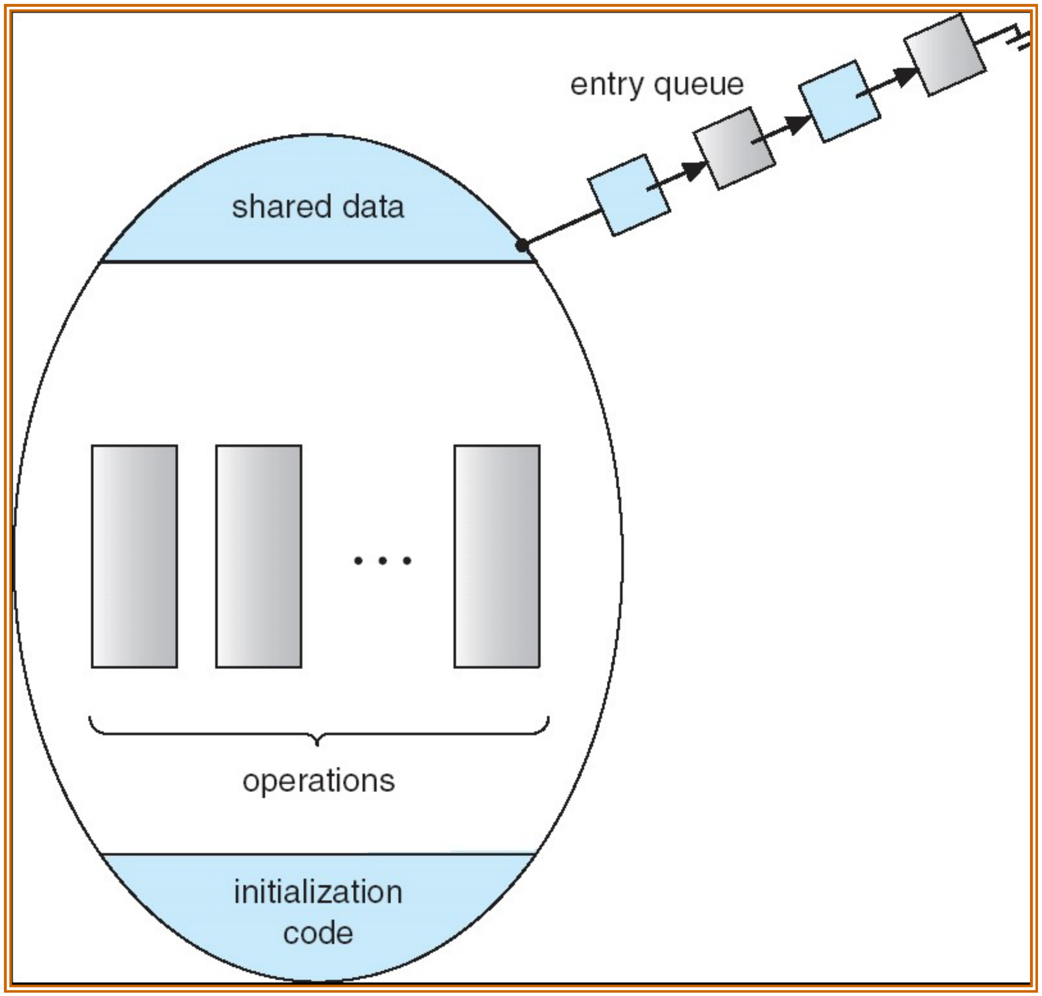
Monitor

- A monitor usually has
  - Member variables as shared resources
  - A set of procedures which operate on the shared resources
  - Exclusive lock
  - Constraints to manage race condition
- This description of monitor is like a class

A sample monitor type

```
monitor monitor_name {
   //Shared resources
   procedure P1(...) { ...
   }
   procedure P2(...) { ...
   }
   ...
   procedure Pn(...) { ...
   }
   initialization_code (..) { ...
   }
}
```

Schematic view of a Monitor



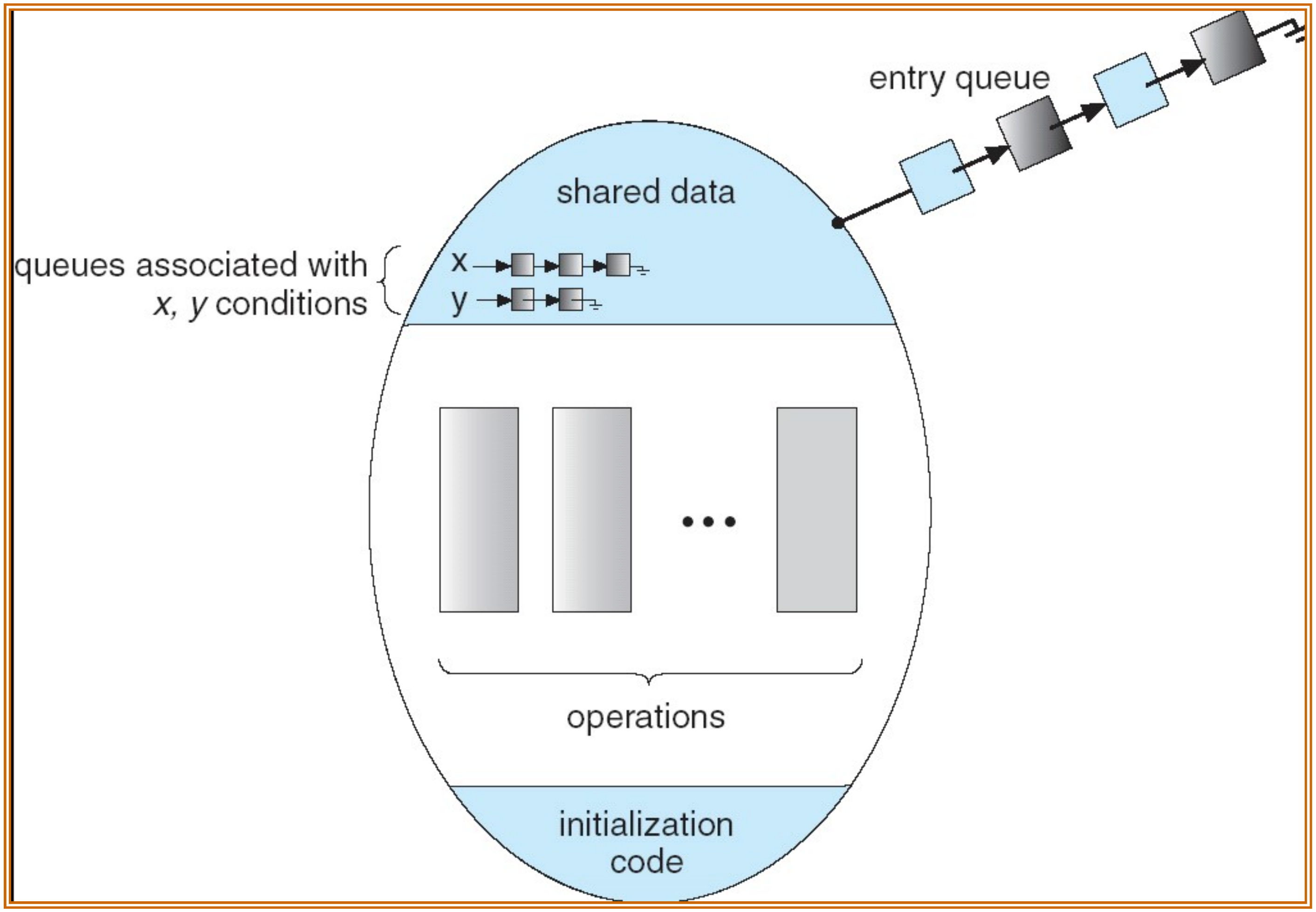
Monitor implementation

- Monitor must be implemented so that
  - only one process can enter the monitor at a time (mutual exclusive)
  - programmer do not need to write code for this
- Other monitor implementation
  - have more synchronization mechanism
  - add *condition variable*

Condition type

- Declaration
  - condition x, y;
- Use condition variable
  - there are two operators: wait and signal
  - x.wait():
    - process calls x.wait() will have to wait or suspend
  - x.signal():
    - process calls x.signal() will wakeup a waiting process – the one that called x.wait()

Monitor with condition



x.signal() characteristics

- x.signal() wakeup only one waiting process
- If no waiting process, it does nothing
- x.signal() is different from that of classical semaphore
  - signal in classical semaphore always change the state (value) of semaphore

Solution to Dining Philosophers

```
monitor DP
  {
    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 invokes the operations pickup() and putdown() in the following sequence

dp.pickup (i)

EAT

dp.putdown (i)

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

- 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

- The operation x.signal can be implemented as:

```
if (x-count > 0) {
    next-count++;
    signal(x-sem);
    wait(next);
    next-count--;
}
```

Linux Synchronization

- Linux:
  - disables interrupts to implement short critical sections
- Linux provides:
  - semaphores
  - spin locks

Pthreads Synchronization

- pthreads API is OS-independent
- It provides:
  - mutex locks
  - condition variables

- Non-portable extensions include:
  - read-write locks
  - spin locks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Windows is shutting down...

Question?