

Lecture Topics

- Multiprocessors and locks
- Spin locks

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MP1 Handin and Demo Schedule

- Code must be committed to master/main branch on GitLab by

- 9:59AM on 2/18 (11:59PM on 2/18 for ZJU)

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- Handin Demo

- Monday 2/22, Starts at 6 PM: All ZJU Students and Last names from A to J
 - Tuesday 2/23, Starts at 6 PM: Last names from K to Z

- PS2 Posted Assignment Project Exam Help

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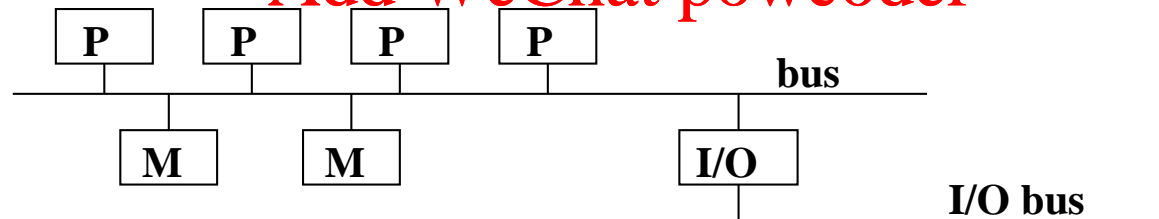
Multiprocessors and Locks

- We solved the critical section problem for uniprocessors
- What about multiprocessors?

– CLI ... <https://powcoder.com> **Assignment Project Exam Help**

- What is a multiprocessor?

– usually a symmetric multiprocessor (SMP)



- symmetric aspect: all processors have equal latency to all memory banks
- multicore processors are similar from our perspective

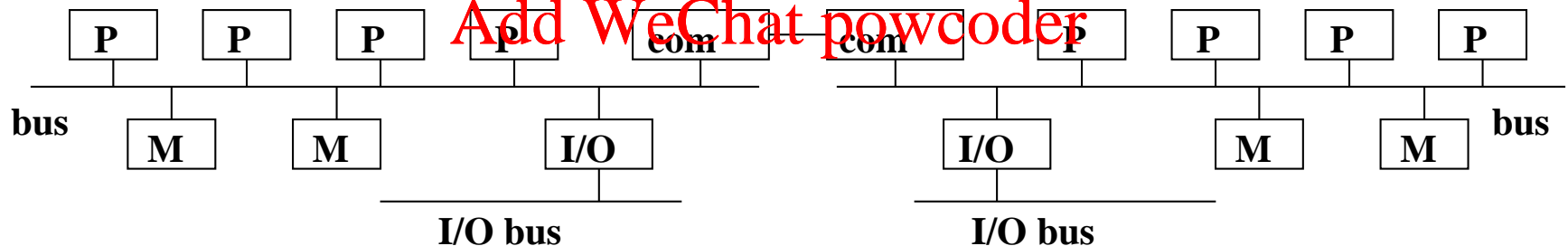
Multiprocessors and Locks (cont.)

- Some non-uniform memory architecture (NUMA) machines were built

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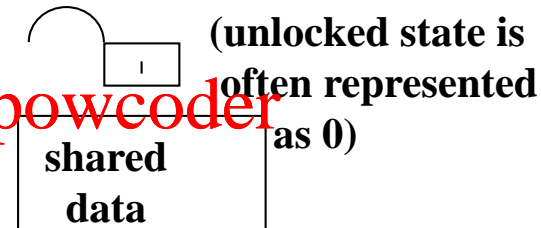
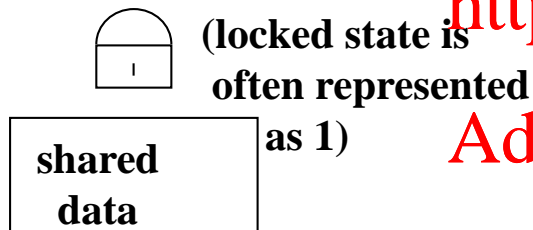


Multiprocessors and Locks (cont.)

- Multithreaded code is not protected by *IF*
- Why haven't we solved the atomicity problem on multiprocessors?
 - interrupts are masked if *IF* is cleared!
 - answer: *IF* is not cleared on other processors!
 - just tell other processors to clear *IF*, too?
 - too slow
 - requires an interrupt!
- We need to use shared memory to synchronize...

Multiprocessors and Locks (cont.)

- Logically, we use a lock
 - when we want to access a piece of shared data we first look at the lock
 - if it's locked, we wait until it's unlocked

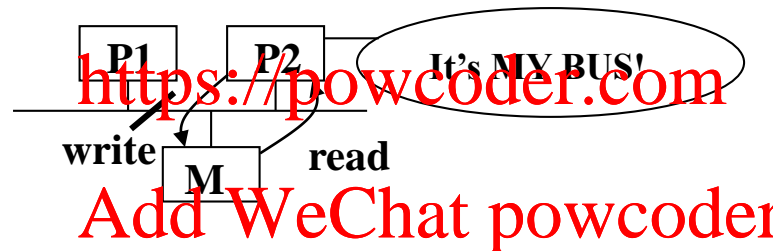


- once it's unlocked
 - we lock it
 - access the data
 - then unlock it

Multiprocessors and Locks (cont.)

- Locking must be atomic with respect to other processors!

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INCL (%EAX)



read (%EAX)

add 1

put it back

LOCK: Prefix - execute following instruction with bus locked

LOCK INCL (%EAX)

An Example of Locking Implementation

/* The caller defines `int lock`. Calling `TestAndSet (&lock)` sets `lock` to 1 and returns the old value of `lock`. If `lock` is 0 then `TestAndSet(&lock)` returns 0 and sets the `lock` to 1. If the `lock` is already set to 1 by another process or thread, then 1 is returned. The caller keeps retrying `TestAndSet(&lock)` until it returns 0. */

TestAndSet:

.....

`pushl %ebx`

`movl 8(%ebp), %ebx` # &lock to ebx

`movl $1, %eax` # 1 (true) to eax

Swap `eax` and `lock`, value 1(true) is copied to `lock`, `eax` receives old lock value

`xchg %eax, (%ebx)` #Atomically exchange `eax` with `lock`.

#The atomicity of `xchg` guarantees that at most

#one thread holds the lock at any point in time

`popl %ebx`

.....

`ret` #return value (old value of `lock`) is already in `eax`

xchg => exchanges the contents of a register with the contents of any other register or memory location

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Spin Locks

- The simplest lock

- spin lock

- lock op

```
do {  
    try to change lock variable from 0 to 1  
} while (attempt failed);
```

- other work to do? ignore it!

- spin in a tight loop on the lock (hence the name)

- Once successful, program/interrupt handler **owns** the lock

Spin Locks (cont.)

- Only the owner can unlock
 - How? <https://powcoder.com>
 - (change lock variable to 0)
 - Need to be atomic?
 - (no, only owner can change when locked)

Linux Spin Lock API

- Static initialization

```
static spinlock_t a_lock = SPIN_LOCK_UNLOCKED;
```

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- Dynamic initialization <https://powcoder.com>

```
spin_lock_init(&a_lock);
```

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- When is dynamic initialization safe?
 - lock must not be in use (race condition!)
 - other synchronization method must prevent use

Linux Spin Lock API – Basic Functions

void spin_lock (spinlock_t* lock);
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void spin_unlock (spinlock_t* lock);
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Linux Spin Lock API – Testing Functions

```
int spin_is_locked (spinlock_t* lock) ;
```

returns 1 if held, 0 if not, but beware of races!

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```
int spin_trylock (spinlock_t* lock) ;
```

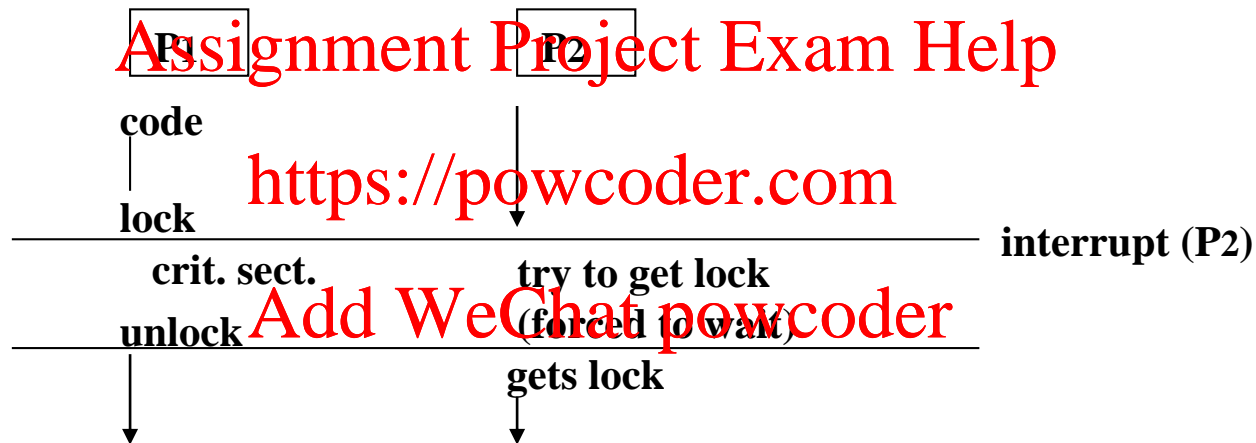
make one attempt: returns 1 on success, 0 on failure

```
void spin_unlock_wait (spinlock_t* lock) ;
```

wait until available (race condition again!)

Linux Spin Lock API (cont.)

- Is spinlock enough to protect a critical section?



Linux Spin Lock API (cont.)

- What about ?



- Still need CLI/STI
- Which is first, CLI or lock?
 - CLI first
 - interrupt may occur between them, leading to scenario above

Linux' Lock/CLI Combo

```
static spinlock_t the_lock = SPIN_LOCK_UNLOCKED;  
unsigned long flags;
```

```
spin_lock_irqsave (&the_lock, flags);  
/* the critical section */  
spin_unlock_irqrestore (&the_lock, flags);
```

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```
asm volatile ("  
    PUSHFL  
    POPL %0  
    CLI  
    : "=g" (flags)      /* outputs */  
    :                   /* inputs  */  
    : "memory"          /* clobbers */  
);  
spin_lock (&the_lock);
```

Linux' Lock/CLI Combo (cont)

```
spin_unlock (&the_lock);  
asm volatile ("Assignment Project Exam Help  
PUSHL %0  
https://powcoder.com  
POPL  
" : Add WeChat powcoder /* outputs */  
: "g" (flags) /* inputs */  
: "memory", "cc" /* clobbers */  
);
```