CS162
Operating Systems and Systems Programming
Lecture 9

Synchronization (cont'd), Readers/Writers example

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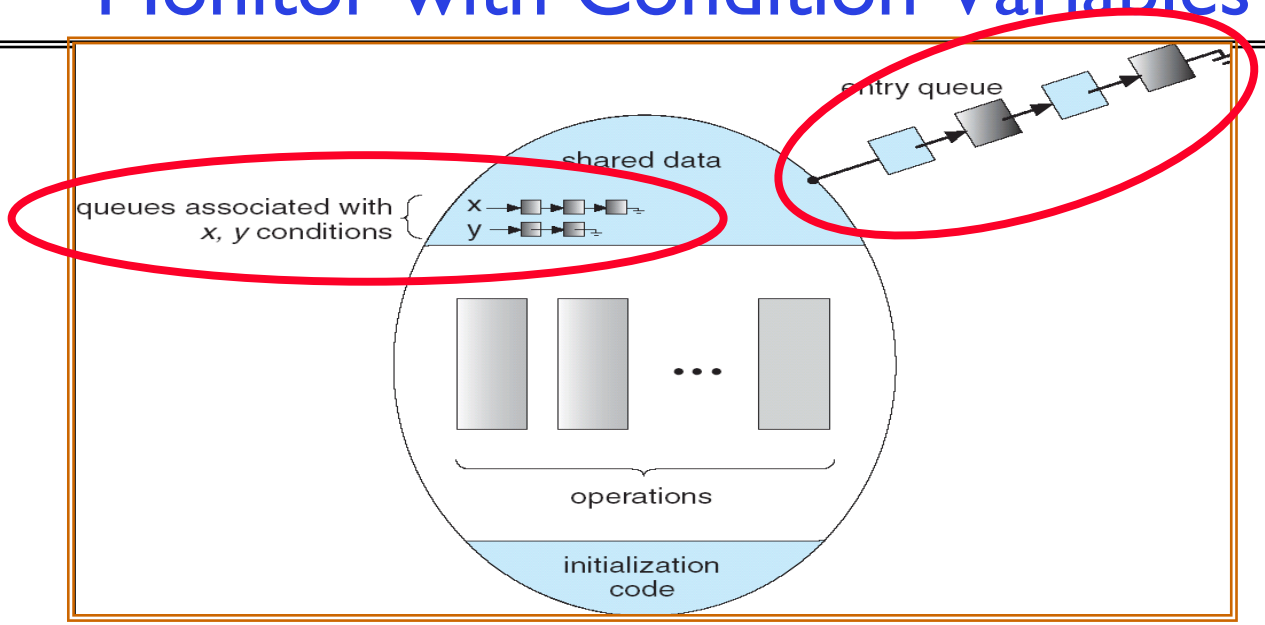
Motivation for Monitors and Condition Variables

- Semaphores are a huge step up; just think of trying to do the bounded buffer with only loads and stores
  - Problem is that semaphores are dual purpose:
    - » They are used for both mutex and scheduling constraints
    - » Example: the fact that flipping of P's in bounded buffer gives deadlock is not immediately obvious. How do you prove correctness to someone?

- Cleaner idea: Use *locks* for mutual exclusion and *condition variables* for scheduling constraints

- Definition: Monitor, a lock and zero or more condition variables for managing concurrent access to shared data
  - Some languages like Java provide this natively
  - Most others use actual locks and condition variables

Monitor with Condition Variables



- Lock: the lock provides mutual exclusion to shared data
  - Always acquire before accessing shared data structure
  - Always release after finishing with shared data
  - Lock initially free
- Condition Variable: a queue of threads waiting for something *inside* a critical section
  - Key idea: make it possible to go to sleep inside critical section by atomically releasing lock at time we go to sleep
  - Contrast to semaphores: Can't wait inside critical section

Simple Monitor Example (version 1)

- Here is an (infinite) synchronized queue

```
Lock lock;
Queue queue;


AddToQueue(item) {
   lock.Acquire();           // Lock shared data
   queue.enqueue(item);      // Add item
   lock.Release();           // Release Lock
}

RemoveFromQueue() {
   lock.Acquire();           // Lock shared data
   item = queue.dequeue();// Get next item or null
   lock.Release();           // Release Lock
   return(item);             // Might return null
}
```

- Not very interesting use of "Monitor"
  - It only uses a lock with no condition variables
  - Cannot put consumer to sleep if no work!

Condition Variables

- How do we change the RemoveFromQueue() routine to wait until something is on the queue?
  - Could do this by keeping a count of the number of things on the queue (with semaphores), but error prone
- Condition Variable: a queue of threads waiting for something *inside* a critical section
  - Key idea: allow sleeping inside critical section by atomically releasing lock at time we go to sleep
  - Contrast to semaphores: Can't wait inside critical section
- Operations:
  - `Wait(&lock)`: Atomically release lock and go to sleep. Re-acquire lock later, before returning.
  - `Signal()`: Wake up one waiter, if any
  - `Broadcast()`: Wake up all waiters
- Rule: Must hold lock when doing condition variable ops!
  - In Birrell paper, he says can perform signal() outside of lock – IGNORE HIM (this is only an optimization)

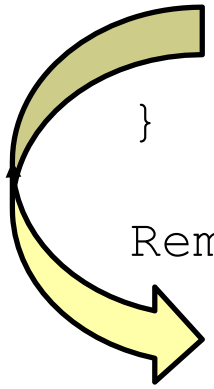
Complete Monitor Example (with cond. variable)

- Here is an (infinite) synchronized queue

```
Lock lock;
Condition dataready;
Queue queue;


AddToQueue(item) {
   lock.Acquire();              // Get Lock
   queue.enqueue(item);         // Add item
   dataready.signal();          // Signal any waiters
   lock.Release();              // Release Lock
}

RemoveFromQueue() {
   lock.Acquire();              // Get Lock
   while (queue.isEmpty()) {
      dataready.wait(&lock); // If nothing, sleep
   }
   item = queue.dequeue();   // Get next item
   lock.Release();              // Release Lock
   return(item);
}
```



Mesa vs. Hoare monitors

- Need to be careful about precise definition of signal and wait. Consider a piece of our dequeue code:

```
while (queue.isEmpty()) {
  dataready.wait(&lock); // If nothing, sleep
}
item = queue.dequeue();// Get next item
```

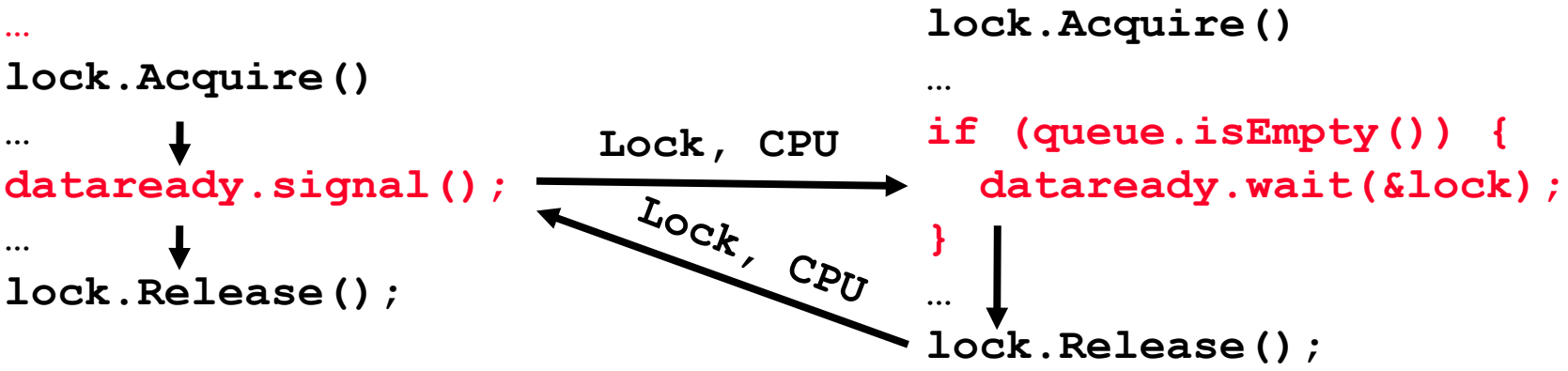
  - Why didn't we do this?

```
if (queue.isEmpty()) {
  dataready.wait(&lock); // If nothing, sleep
}
item = queue.dequeue();// Get next item
```

- Answer: depends on the type of scheduling
  - Hoare-style
  - Mesa-style

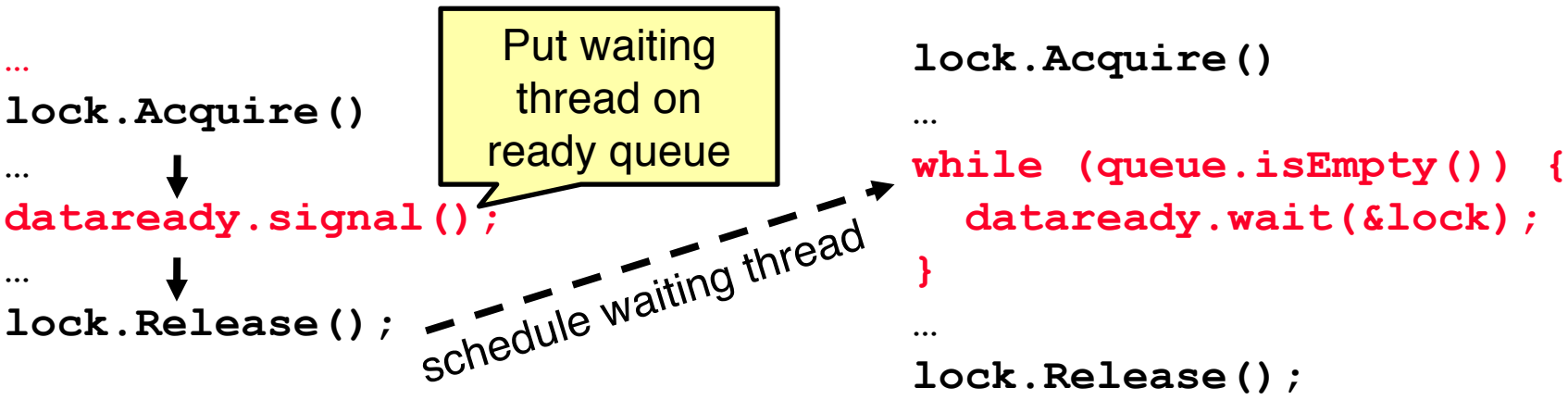
Hoare monitors

- Signaler gives up lock, CPU to waiter; waiter runs immediately
- Waiter gives up lock, processor back to signaler when it exits critical section or if it waits again
- Most textbooks



Mesa monitors

- Signaler keeps lock and processor
- Waiter placed on ready queue with no special priority
- Practically, need to check condition again after wait
- Most real operating systems



Mesa Monitor: Why "while()"?

- Why do we use "while()" instead of "if() with Mesa monitors?
  - Example illustrating what happens if we use "if()", e.g.,

```
if (queue.isEmpty()) {
  dataready.wait(&lock); // If nothing, sleep
}
```

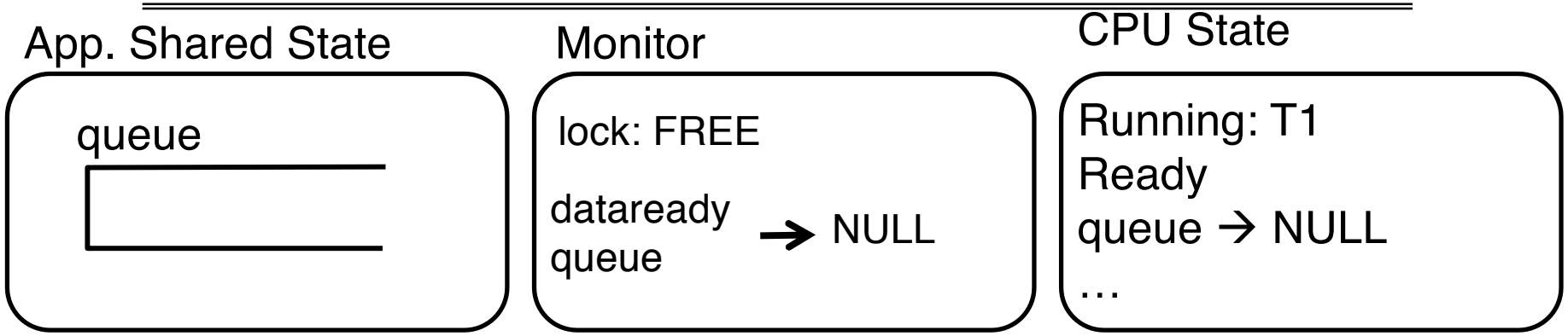
- We'll use the synchronized (infinite) queue example

```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Replace "while" with "if"

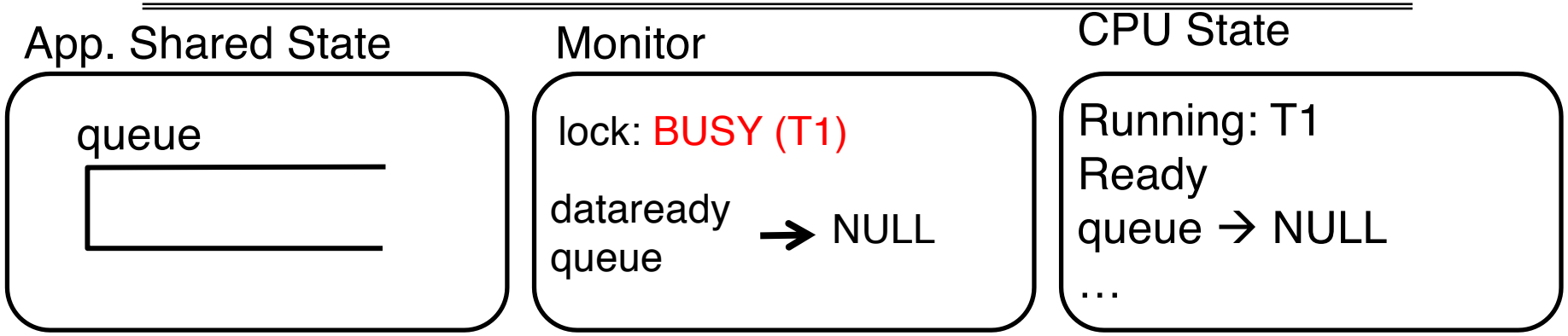
Mesa Monitor: Why "while()"?



T1 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

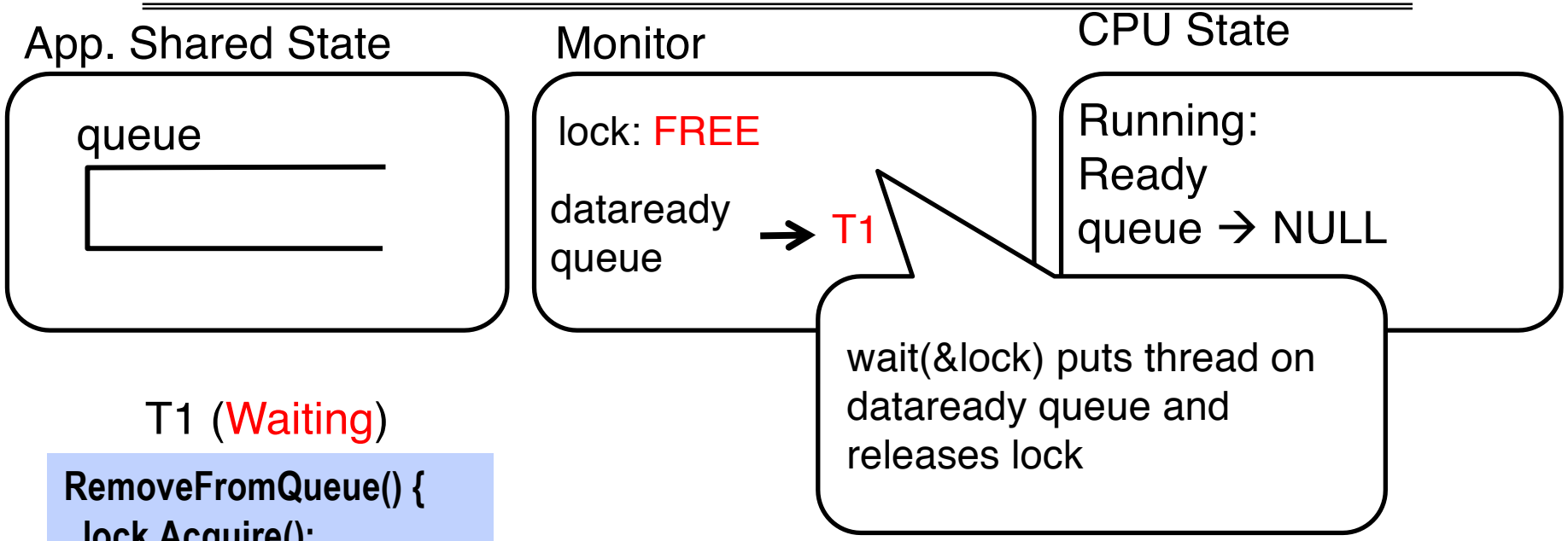
Mesa Monitor: Why "while()"?



T1 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

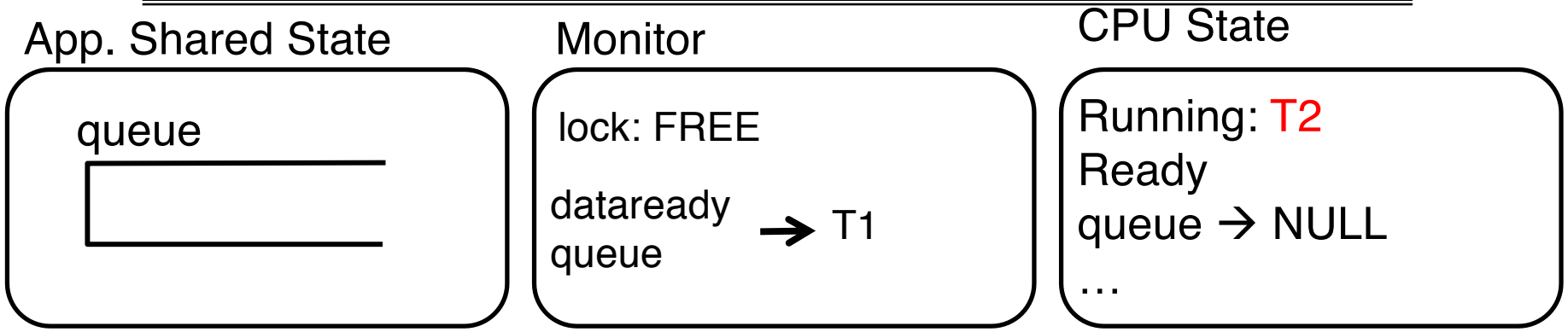
Mesa Monitor: Why "while()"?



T1 (Waiting)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?



T1 (Waiting)

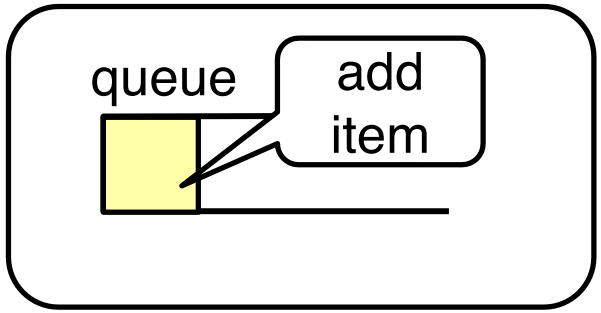
```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T2 (Running)

```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: BUSY (T2)

dataready queue → T1

CPU State

Running: T2
Ready
queue → NULL
…

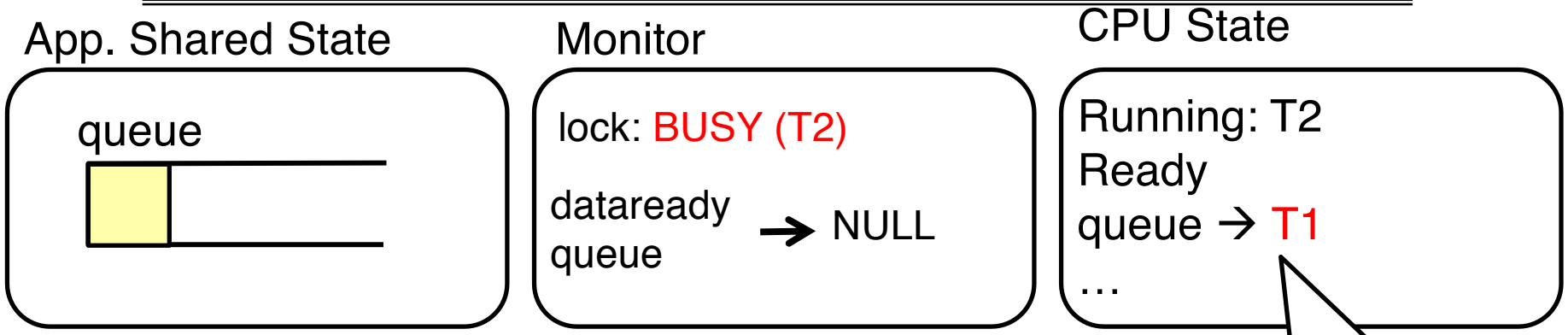
T1 (Waiting)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T2 (Running)

```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

Mesa Monitor: Why "while()"?



T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

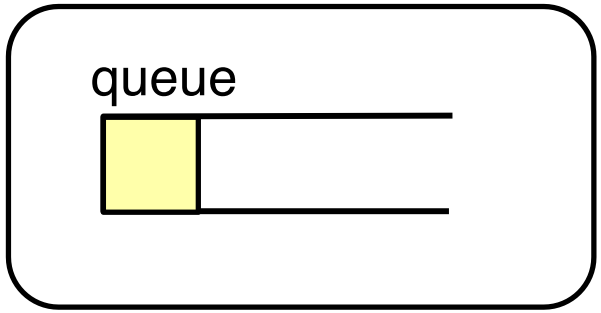
T2 (Running)

```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

signal() wakes up T1 and moves it on ready queue

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: BUSY (T2)

datareadyqueue → NULL

CPU State

Running: T2
Ready
queue → T1, T3
…

T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T2 (Running)

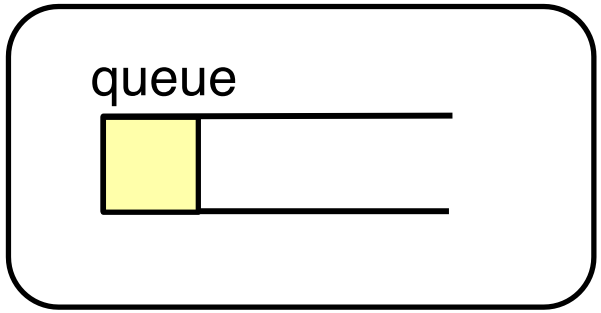
```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

T3 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: FREE

datready queue → NULL

CPU State

Running:
Ready
queue → T1, T3
…

T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T2 (Terminate)

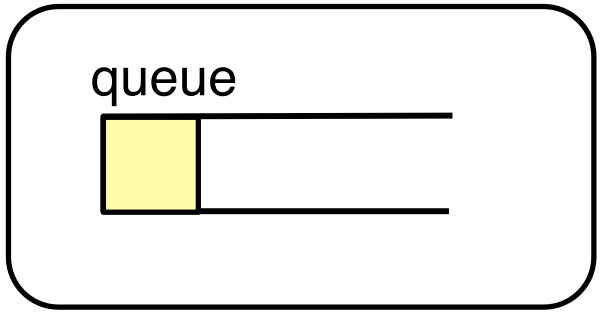
```
AddToQueue(item) {
  lock.Acquire();
  queue.enqueue(item);
  dataready.signal();
  lock.Release();
}
```

T3 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: FREE

datready queue → NULL

CPU State

Running: T3

Ready queue → T1

T3 scheduled first!

T1 (Ready)

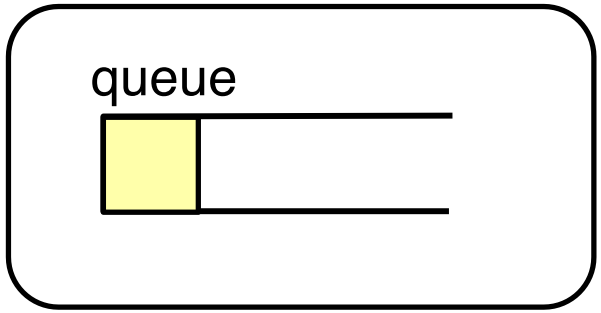
```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T3 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: BUSY (T3)

dataready queue → NULL

CPU State

Running: T3
Ready
queue → T1
…

T1 (Ready)

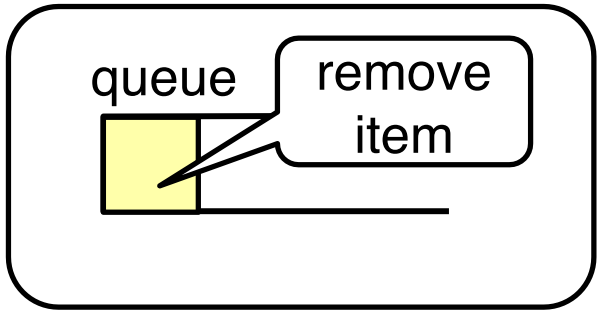
```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T3 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?

App. Shared State



Monitor

lock: BUSY (T3)

dataready queue → NULL

CPU State

Running: T3
Ready
queue → T1
…

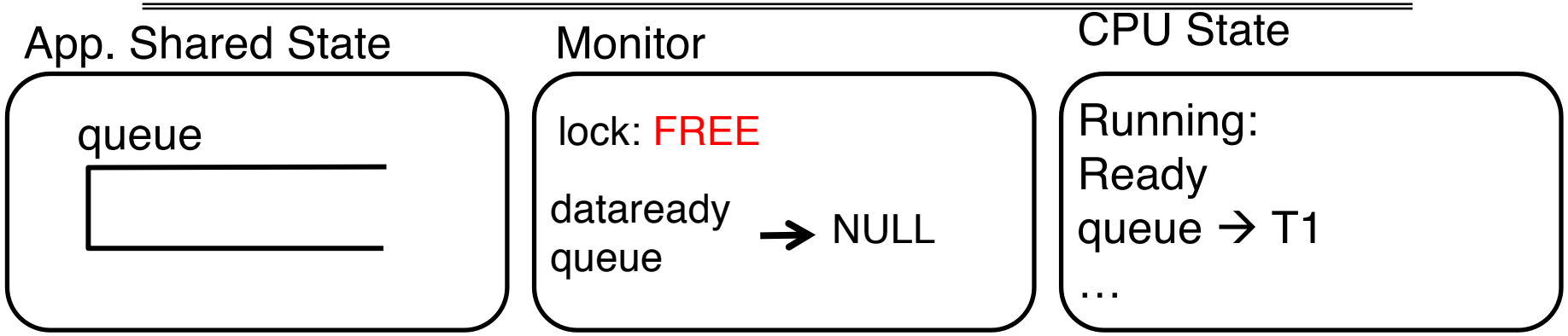
T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T3 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?



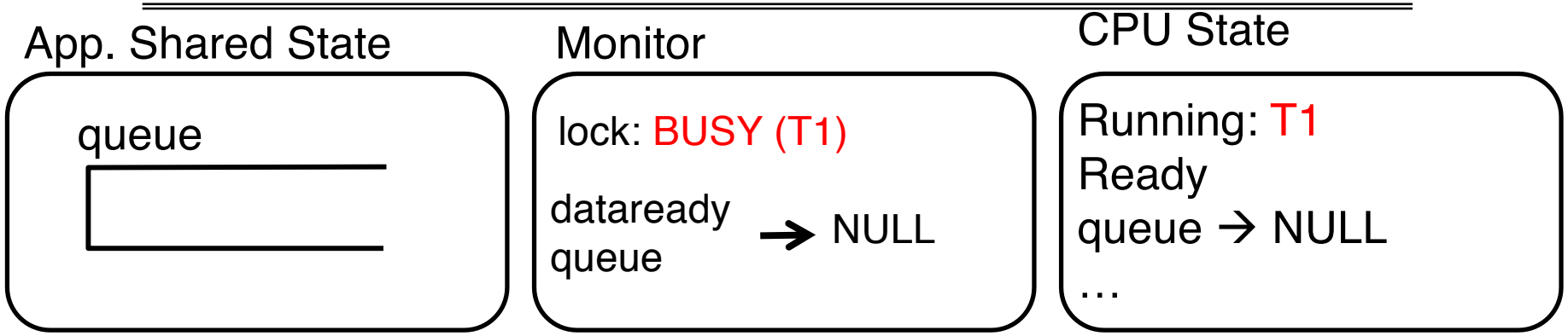
T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

T3 (Finished)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

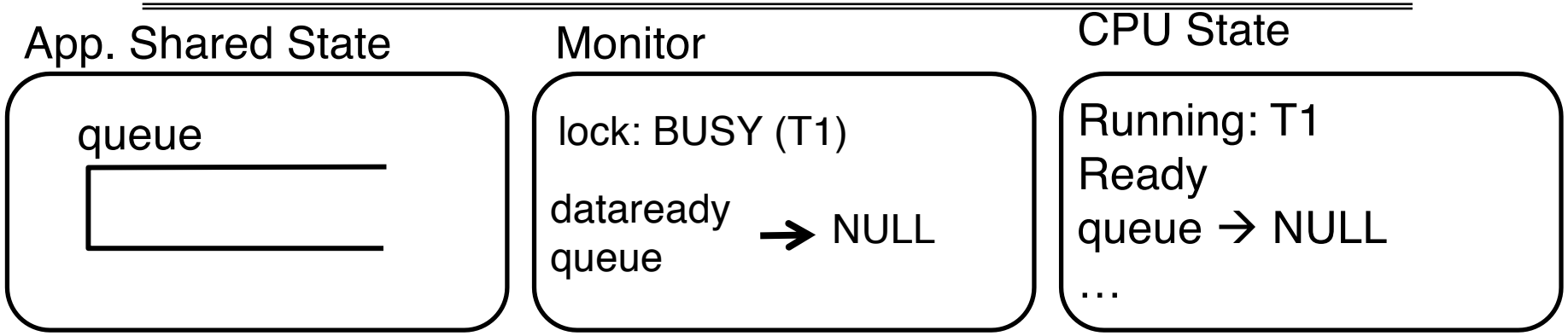
Mesa Monitor: Why "while()"?



T1 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Mesa Monitor: Why "while()"?



T1 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  if (queue.isEmpty()) {
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

ERROR: Nothing in the queue!

Mesa Monitor: Why "while()"?

App. Shared State

queue

Monitor

lock: BUSY (T1)

datareadyqueue → NULL

CPU State

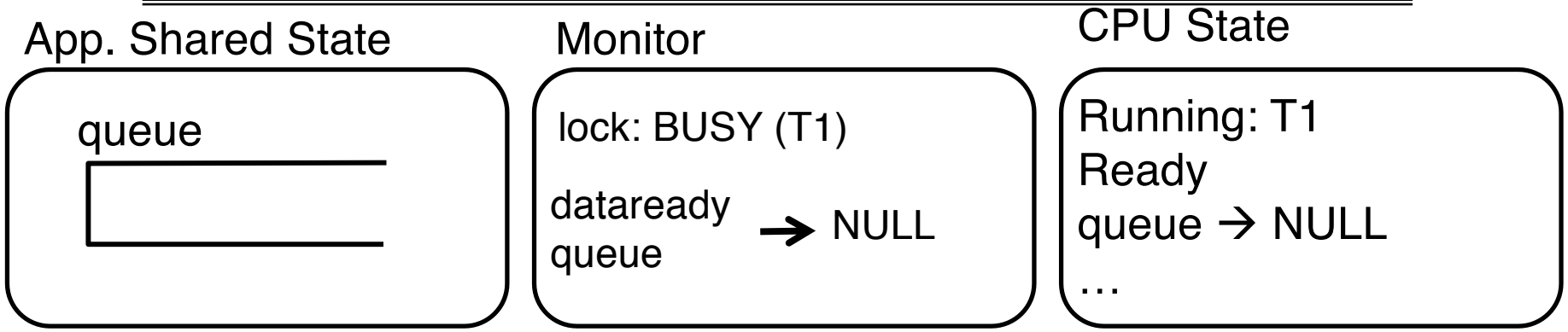
Running: T1
Ready
queue → NULL
…

T1 (Running)

```
RemoveFromQueue() {
  lock.Acquire();
  while (queue.isEmpty())
{
    dataready.wait(&lock);
  }
  item = que
  lock.Relea
  return(item
}
```

Replace "if" with "while"

Mesa Monitor: Why "while()"?

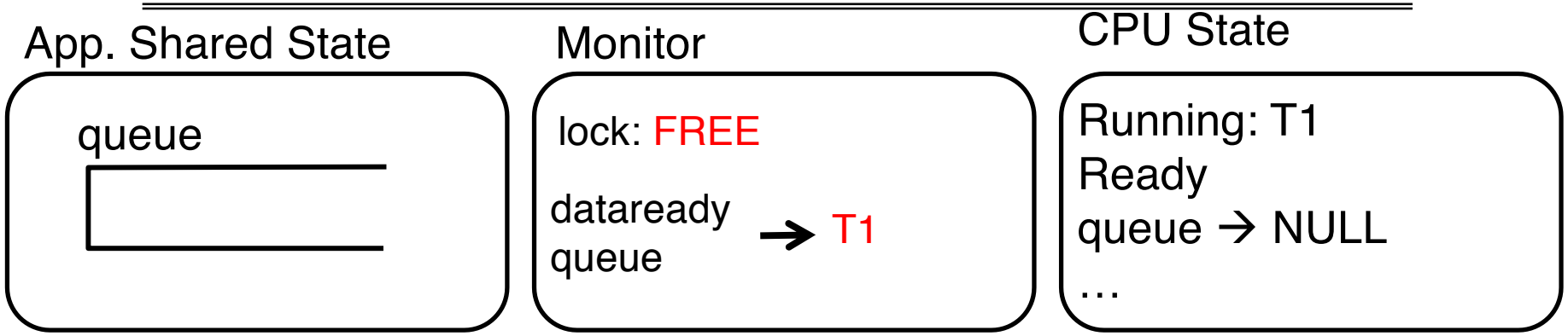


T1 (Ready)

```
RemoveFromQueue() {
  lock.Acquire();
  while (queue.isEmpty())
{
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

Check again if empty!

Mesa Monitor: Why "while()"?



T1 (Waiting)

```
RemoveFromQueue() {
  lock.Acquire();
  while (queue.isEmpty())
{
    dataready.wait(&lock);
  }
  item = queue.dequeue();
  lock.Release();
  return(item);
}
```

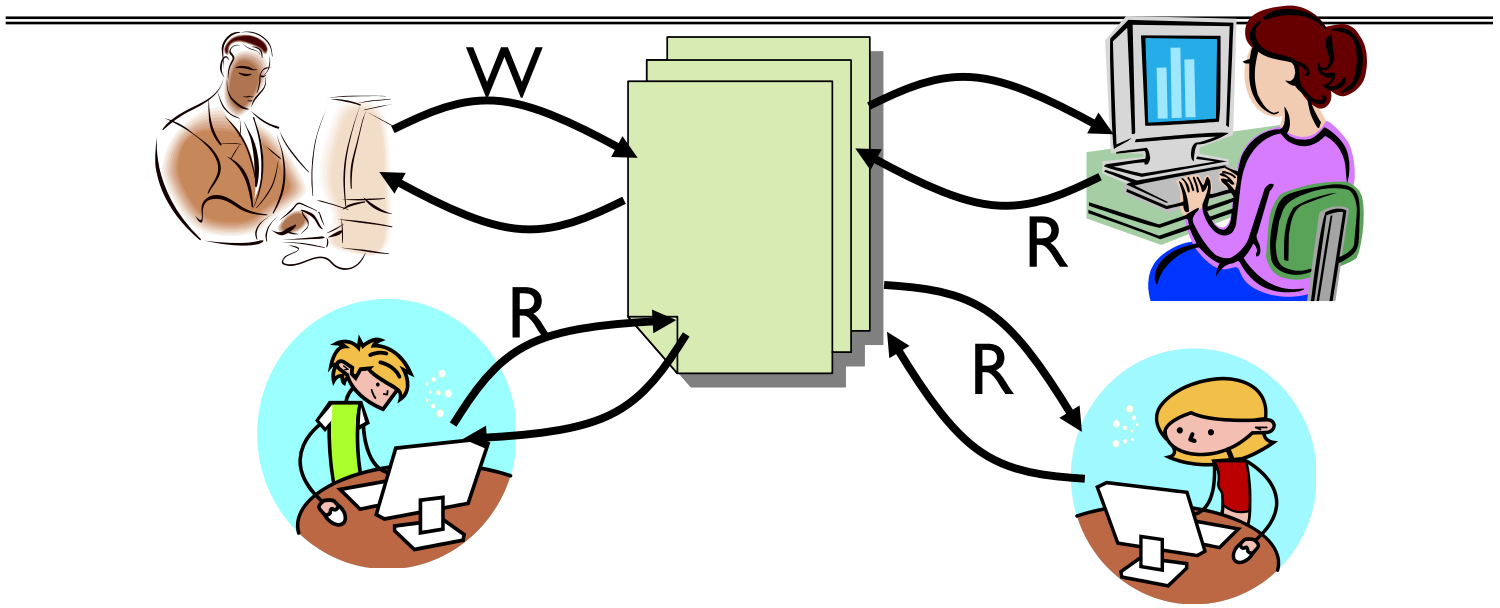
Administrivia

- Midterm on Monday 10/1 5:30-6PM

- Closed book, no calculators, **one double-side letter-sized page of handwritten notes**

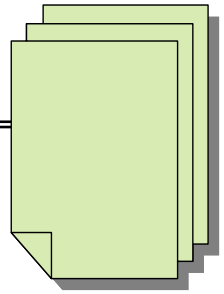
BREAK

Readers/Writers Problem



- Motivation: Consider a shared database
  - Two classes of users:
    - » Readers – never modify database
    - » Writers – read and modify database
  - Is using a single lock on the whole database sufficient?
    - » Like to have many readers at the same time
    - » Only one writer at a time

Basic Readers/Writers Solution



- Correctness Constraints:
  - Readers can access database when no writers
  - Writers can access database when no readers or writers
  - Only one thread manipulates state variables at a time
- Basic structure of a solution:
  - **`Reader()`**
    ```
    Wait until no writers
    Access data base
    Check out - wake up a waiting writer
    ```
  - **`Writer()`**
    ```
    Wait until no active readers or writers
    Access database
    Check out - wake up waiting readers or writer
    ```
  - State variables (Protected by a lock called "lock"):
    - » int AR: Number of active readers; initially = 0
    - » int WR: Number of waiting readers; initially = 0
    - » int AW: Number of active writers; initially = 0
    - » int WW: Number of waiting writers; initially = 0
    - » Condition okToRead = NIL
    - » Condition okToWrite = NIL

Code for a Reader

```
Reader() {
  // First check self into system
  lock.Acquire();
  while ((AW + WW) > 0) {  // Is it safe to read?
    WR++;                  // No. Writers exist
    okToRead.wait(&lock);  // Sleep on cond var
    WR--;                  // No longer waiting
  }
  AR++;                    // Now we are active!
  lock.release();
  // Perform actual read-only access
  AccessDatabase(ReadOnly);
  // Now, check out of system
  lock.Acquire();
  AR--;                    // No longer active
  if (AR == 0 && WW > 0)   // No other active readers
    okToWrite.signal();    // Wake up one writer
  lock.Release();
}
```

Why release lock here?

Code for a Writer

```
Writer() {
  // First check self into system
  lock.Acquire();
  while ((AW + AR) > 0) { // Is it safe to write?
    WW++;                 // No. Active users exist
    okToWrite.wait(&lock);  // Sleep on cond var
    WW--;                 // No longer waiting
  }
  AW++;                   // Now we are active!
  lock.release();
  // Perform actual read/write access
  AccessDatabase(ReadWrite);
  // Now, check out of system
  lock.Acquire();
  AW--;                   // No longer active
  if (WW > 0){            // Give priority to writers
    okToWrite.signal();   // Wake up one writer
  } else if (WR > 0) {    // Otherwise, wake reader
    okToRead.broadcast(); // Wake all readers
  }
  lock.Release();
}
```

Simulation of Readers/Writers Solution

- Use an example to simulate the solution
- Consider the following sequence of operators:
  - R1, R2, W1, R3
- Initially: AR = 0, WR = 0, AW = 0, WW = 0

Simulation of Readers/Writers Solution

- R1 comes along
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 comes along
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 comes along
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 comes along
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 comes along
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 comes along
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 comes along
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 comes along
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 comes along
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 comes along
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    l
}
```

Assume readers take a while to access database

Situation: Locks released, only AR is non-zero

Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
}
```

W1 cannot start because of readers, so goes to sleep

Simulation of Readers/Writers Solution

- R3 comes along (R1, R2 accessing dbase, W1 waiting)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R3 comes along (R1, R2 accessing dbase, W1 waiting)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R3 comes along (R1, R2 accessing dbase, W1 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock); // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R3 comes along (R1, R2 accessing dbase, W1 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
```

Status:

- R1 and R2 still reading
- W1 and R3 waiting on okToWrite and okToRead, respectively

Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1, R3 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1, R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1, R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1, R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
}
```

All reader finished, signal writer – note, R3 still waiting

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting

    ++;
    k.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Got signal from R1

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 1, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 1, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);

    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    lock.Acquire();
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      okToWrite.wait(&lock); // Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    lock.release();

    AccessDbase(ReadWrite);


    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
  }
```

No waiting writer, signal reader R3

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Got signal from W1

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    lock.Acquire();
    while ((AW + WW) > 0) {  // Is it safe to read?
      WR++;                  // No. Writers exist
      okToRead.wait(&lock);  // Sleep on cond var
      WR--;                  // No longer waiting
    }
    AR++;                    // Now we are active!
    lock.release();

    AccessDbase(ReadOnly);

    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.signal();
    lock.Release();
  }
```

DONE!

Read/Writer Questions

```
Reader() {
    // check into system
    lock.Acquire();
    while ((AW + WW) > 0) {
       WR++;
       okToRead.wait(&lock);
       WR--;
    }
    AR++;
    lock.release();


    // read-only
    AccessDbase(

    // check out
    lock.Acquire(
    AR--;
    if (AR == 0 && WW > 0)
       okToWrite.signal();
    lock.Release();
}
```

What if we remove this line?

```
Writer() {
    // check into system
    lock.Acquire();
    while ((AW + AR) > 0) {
       WW++;
       okToWrite.wait(&lock);
       WW--;
    }
    AW++;
    lock.release();

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    lock.Acquire();
    AW--;
    if (WW > 0){
       okToWrite.signal();
    } else if (WR > 0) {
       okToRead.broadcast();
    }
    lock.Release();
}
```

Read/Writer Questions

```
Reader() {
    // check into system
    lock.Acquire();
    while ((AW + WW) > 0) {
      WR++;
      okToRead.wait(&lock);
      WR--;
    }
    AR++;
    lock.release();

    // read-only
    AccessDbase(

    // check out
    lock.Acquire
    AR--;
    if (AR == 0 && WW > 0)
      okToWrite.broadcast();
    lock.Release();
  }
```

What if we turn signal to broadcast?

```
Writer() {
    // check into system
    lock.Acquire();
    while ((AW + AR) > 0) {
      WW++;
      okToWrite.wait(&lock);
      WW--;
    }
    AW++;
    lock.release();

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    lock.Acquire();
    AW--;
    if (WW > 0){
      okToWrite.signal();
    } else if (WR > 0) {
      okToRead.broadcast();
    }
    lock.Release();
}
```

Read/Writer Questions

```
Reader() {
    // check into system
    lock.Acquire();
    while ((AW + WW) > 0) {
      WR++;
      okContinue.wait(&lock);
      WR--;
    }
    AR++;
    lock.release();


    // read-only access
    AccessDbase(ReadOnly);


    // check out of system
    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okContinue.signal();
    lock.Release();
  }
```

```
Writer() {
    // check into system
    lock.Acquire();
    while ((AW + AR) > 0) {
      WW++;
      okContinue.wait(&lock);
      WW--;
    }
    AW++;
    lock.release();


    // read/write access
    AccessDbase(ReadWrite);


    // check out of system
    lock.Acquire();
    AW--;
    if (WW > 0){
      okContinue.signal();
    } else if (WR > 0) {
      okContinue.broadcast();
    }
    lock.Release();
}
```

What if we turn okToWrite and okToRead into okContinue?

Read/Writer Questions

```
Reader() {
    // check into system
    lock.Acquire();
    while ((AW + WW) > 0) {
      WR++;
      okContinue.wait(&lock);
      WR--;
    }
    AR++;
    lock.release();

    // read-only access
    AccessDbase(ReadOnly);

    // check out of system
    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okContinue.signal();
    lock.Release();
}
```

```
Writer() {
    // check into system
    lock.Acquire();
    while ((AW + AR) > 0) {
      WW++;
      okContinue.wait(&lock);
      WW--;
    }
    AW++;
    lock.release();

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    lock.Acquire();
    AW--;
    if (WW > 0){
      okContinue.signal();
    } else if (WR > 0) {
      okContinue.broadcast();
    }
    lock.Release();
}
```

- **R1 arrives**
- **W1, R2 arrive while R1 still reading → W1 and R2 wait for R1 to finish**
- **Assume R1's signal is delivered to R2 (not W1)**

Read/Writer Questions

```
Reader() {
    // check into system
    lock.Acquire();
    while ((AW + WW) > 0) {
      WR++;
      okContinue.wait(&lock);
      WR--;
    }
    AR++;
    lock.release();

    // read-only access
    AccessDbase(ReadOnly);

    // check out of system
    lock.Acquire();
    AR--;
    if (AR == 0 && WW > 0)
      okContinue.broadcast();
    lock.Release();
  }
```

```
Writer() {
    // check into system
    lock.Acquire();
    while ((AW + AR) > 0) {
      WW++;
      okContinue.wait(&lock);
      WW--;
    }
    AW++;
    lock.release();

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    lock.Acquire();
    AW--;
    if (WW > 0){
      okContinue.signal();
    } else if (WR > 0) {
      okContinue.broadcast();
    }
    lock.Release();
  }
```

Need to change to broadcast!

Synchronization Summary

- Monitors: A lock plus zero or more condition variables
  - Always acquire lock before accessing shared data
  - Use condition variables to wait inside critical section
    - » Three Operations: `Wait()`, `Signal()`, `Broadcast()`