CS162
Operating Systems and Systems Programming
Lecture 6

Synchronization

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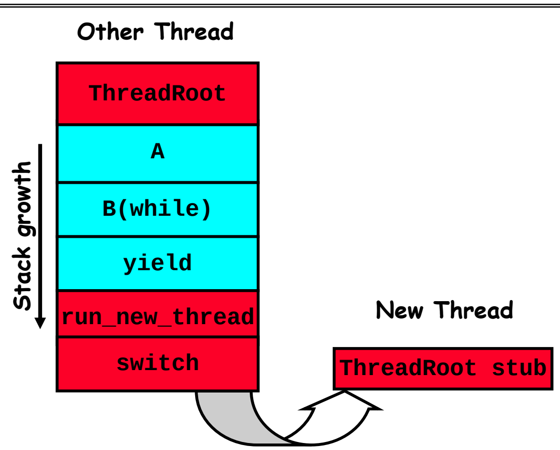
Prof. John Kubiatowicz
http://inst.eecs.berkeley.edu/~cs162

Review: ThreadFork(): Create a New Thread

- `ThreadFork()` is a user-level procedure that creates a new thread and places it on ready queue
- Arguments to `ThreadFork()`
  - Pointer to application routine (fcnPtr)
  - Pointer to array of arguments (fcnArgPtr)
  - Size of stack to allocate
- Implementation
  - Sanity Check arguments
  - Enter Kernel-mode and Sanity Check arguments again
  - Allocate new Stack and TCB
  - Initialize TCB and place on ready list (Runnable).

Review: How does Thread get started?



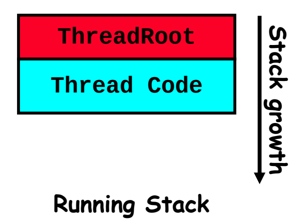
- Eventually, `run_new_thread()` will select this TCB and return into beginning of `ThreadRoot()`
  - This really starts the new thread

Review: What does ThreadRoot() look like?

- ThreadRoot() is the root for the thread routine:

```
ThreadRoot() {
   DoStartupHousekeeping();
   UserModeSwitch(); /* enter user mode */
   Call fcnPtr(fcnArgPtr);
   ThreadFinish();
}
```

- Startup Housekeeping
  - Includes things like recording start time of thread
  - Other Statistics



- Stack will grow and shrink with execution of thread
- Final return from thread returns into ThreadRoot() which calls ThreadFinish()
  - ThreadFinish() wake up sleeping threads

Review: Correctness for systems with concurrent threads

- If dispatcher can schedule threads in any way, programs must work under all circumstances
- Independent Threads:
  - No state shared with other threads
  - Deterministic ⇒ Input state determines results
  - Reproducible ⇒ Can recreate Starting Conditions, I/O
  - Scheduling order doesn't matter (if `switch()` works!!!)
- Cooperating Threads:
  - Shared State between multiple threads
  - Non-deterministic
  - Non-reproducible
- Non-deterministic and Non-reproducible means that bugs can be intermittent
  - Sometimes called "Heisenbugs"

Goals for Today

- Concurrency examples
- Need for synchronization
- Examples of valid synchronization

Note: Some slides and/or pictures in the following are adapted from slides ©2005 Silberschatz, Galvin, and Gagne. Many slides generated from my lecture notes by Kubiatowicz.

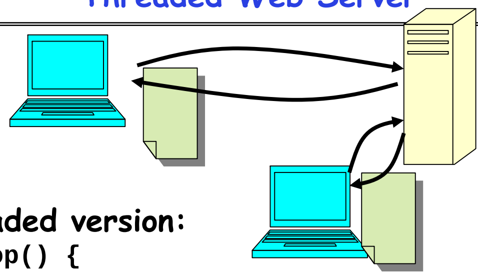
Interactions Complicate Debugging

- Is any program truly independent?
  - Every process shares the file system, OS resources, network, etc
  - Extreme example: buggy device driver causes thread A to crash "independent thread" B
- You probably don't realize how much you depend on reproducibility:
  - Example: Evil C compiler
    - » Modifies files behind your back by inserting errors into C program unless you insert debugging code
  - Example: Debugging statements can overrun stack
- Non-deterministic errors are really difficult to find
  - Example: Memory layout of kernel+user programs
    - » depends on scheduling, which depends on timer/other things
    - » Original UNIX had a bunch of non-deterministic errors
  - Example: Something which does interesting I/O
    - » User typing of letters used to help generate secure keys

Why allow cooperating threads?

- People cooperate; computers help/enhance people's lives, so computers must cooperate
  - By analogy, the non-reproducibility/non-determinism of people is a notable problem for "carefully laid plans"
- Advantage 1: Share resources
  - One computer, many users
  - One bank balance, many ATMs
    - » What if ATMs were only updated at night?
  - Embedded systems (robot control: coordinate arm & hand)
- Advantage 2: Speedup
  - Overlap I/O and computation
    - » Many different file systems do read-ahead
  - Multiprocessors – chop up program into parallel pieces
- Advantage 3: Modularity
  - More important than you might think
  - Chop large problem up into simpler pieces
    - » To compile, for instance, gcc calls cpp | cc1 | cc2 | as | ld
    - » Makes system easier to extend

Threaded Web Server



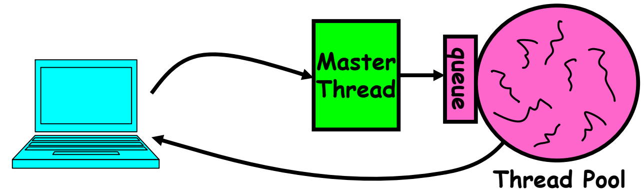
- Multithreaded version:

```
serverLoop() {
     connection = AcceptCon();
     ThreadFork(ServiceWebPage(),connection);
  }
```

- Advantages of threaded version:
  - Can share file caches kept in memory, results of CGI scripts, other things
  - Threads are *much* cheaper to create than processes, so this has a lower per-request overhead
- What if too many requests come in at once?

Thread Pools

- Problem with previous version: Unbounded Threads
  - When web-site becomes too popular – throughput sinks
- Instead, allocate a bounded "pool" of threads, representing the maximum level of multiprogramming



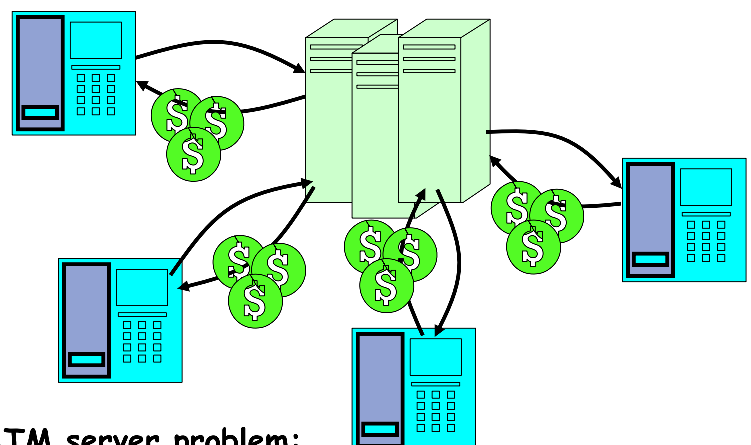

```
master() {
   allocThreads(slave,queue);
   while(TRUE) {
      con=AcceptCon();
      Enqueue(queue,con);
      wakeUp(queue);
   }
}
```

```
slave(queue) {
   while(TRUE) {
      con=Dequeue(queue);
      if (con==null)
         sleepOn(queue);
      else
         ServiceWebPage(con);
   }
}
```


Administrivia

- Sections in this class are mandatory
  - Go to the section that you have been assigned
  - Some topics will only appear in section!
- Should be working on first project
  - Make sure to be reading Nachos code
  - First design document due next Monday! (One week)
  - Set up regular meeting times with your group
  - Let's get group interaction problems solved early
- Notice problems with the webcast?
  - Support email: webcast@media.berkeley.edu
- If you need to know more about synchronization primitives before I get to them use book!
  - Chapter 6 (in 7th edition) and Chapter 7 (in 6th edition) are all about synchronization

ATM Bank Server



- ATM server problem:
  - Service a set of requests
  - Do so without corrupting database
  - Don't hand out too much money

ATM bank server example

- Suppose we wanted to implement a server process to handle requests from an ATM network:

```
BankServer() {
   while (TRUE) {
      ReceiveRequest(&op, &acctId, &amount);
      ProcessRequest(op, acctId, amount);
   }
}
ProcessRequest(op, acctId, amount) {
   if (op == deposit) Deposit(acctId, amount);
   else if …
}
Deposit(acctId, amount) {
   acct = GetAccount(acctId); /* may use disk I/O */
   acct->balance += amount;
   StoreAccount(acct); /* Involves disk I/O */
}
```

- How could we speed this up?
  - More than one request being processed at once
  - Event driven (overlap computation and I/O)
  - Multiple threads (multi-proc, or overlap comp and I/O)

Event Driven Version of ATM server

- Suppose we only had one CPU
  - Still like to overlap I/O with computation
  - Without threads, we would have to rewrite in event-driven style
- Example

```
BankServer() {
   while(TRUE) {
      event = WaitForNextEvent();
      if (event == ATMRequest)
         StartOnRequest();
      else if (event == AcctAvail)
         ContinueRequest();
      else if (event == AcctStored)
         FinishRequest();
   }
}
```

  - What if we missed a blocking I/O step?
  - What if we have to split code into hundreds of pieces which could be blocking?
  - This technique is used for graphical programming

Can Threads Make This Easier?

- Threads yield overlapped I/O and computation without "deconstructing" code into non-blocking fragments
  - One thread per request
- Requests proceeds to completion, blocking as required:

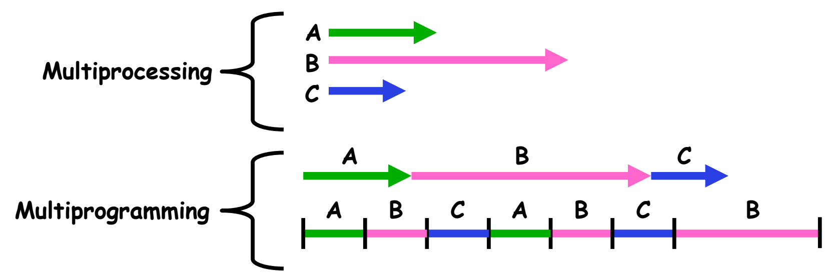
```
Deposit(acctId, amount) {
  acct = GetAccount(actId); /* May use disk I/O */
  acct->balance += amount;
  StoreAccount(acct);      /* Involves disk I/O */
}
```

- Unfortunately, shared state can get corrupted:

Thread 1	Thread 2
load r1, acct->balance	
	load r1, acct->balance
	add r1, amount2
	store r1, acct->balance
add r1, amount1	
store r1, acct->balance	

Review: Multiprocessing vs Multiprogramming

- What does it mean to run two threads "concurrently"?
  - Scheduler is free to run threads in any order and interleaving: FIFO, Random, …
  - Dispatcher can choose to run each thread to completion or time-slice in big chunks or small chunks



- Also recall: Hyperthreading
  - Possible to interleave threads on a per-instruction basis
  - Keep this in mind for our examples (like multiprocessing)

Problem is at the lowest level

- Most of the time, threads are working on separate data, so scheduling doesn't matter:

Thread A	Thread B
x = 1;	y = 2;

- However, What about (Initially, y = 12):

Thread A	Thread B
x = 1;	y = 2;
x = y+1;	y = y*2;

  - What are the possible values of x?
- Or, what are the possible values of x below?

Thread A	Thread B
x = 1;	x = 2;

  - X could be 1 or 2 (non-deterministic!)
  - Could even be 3 for serial processors:
    - » Thread A writes 0001, B writes 0010.
    - » Scheduling order ABABABBA yields 3!

Atomic Operations

- To understand a concurrent program, we need to know what the underlying indivisible operations are!
- **Atomic Operation**: an operation that always runs to completion or not at all
  - It is *indivisible:* it cannot be stopped in the middle and state cannot be modified by someone else in the middle
  - Fundamental building block – if no atomic operations, then have no way for threads to work together
- On most machines, memory references and assignments (i.e. loads and stores) of words are atomic
- Many instructions are not atomic
  - Double-precision floating point store often not atomic
  - VAX and IBM 360 had an instruction to copy a whole array

Correctness Requirements

- Threaded programs must work for all interleavings of thread instruction sequences
  - Cooperating threads inherently non-deterministic and non-reproducible
  - Really hard to debug unless carefully designed!
- Example: Therac-25
  - Machine for radiation therapy
    - » Software control of electron accelerator and electron beam/ Xray production
    - » Software control of dosage
  - Software errors caused the death of several patients
    - » A series of race conditions on shared variables and poor software design
    - » "They determined that data entry speed during editing was the key factor in producing the error condition: If the prescription data was edited at a fast pace, the overdose occurred."

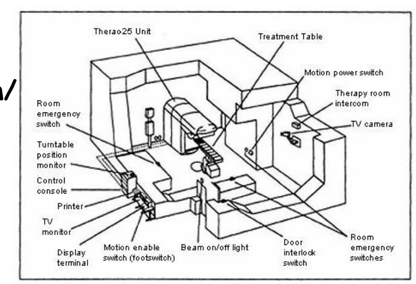
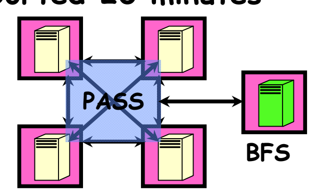


Figure 1. Typical Therac-25 facility

Space Shuttle Example

- Original Space Shuttle launch aborted 20 minutes before scheduled launch
- Shuttle has five computers:
  - Four run the "Primary Avionics Software System" (PASS)
    - » Asynchronous and real-time
    - » Runs all of the control systems
    - » Results synchronized and compared every 3 to 4 ms
  - The Fifth computer is the "Backup Flight System" (BFS)
    - » stays synchronized in case it is needed
    - » Written by completely different team than PASS



- Countdown aborted because BFS disagreed with PASS
  - A 1/67 chance that PASS was out of sync one cycle
  - Bug due to modifications in initialization code of PASS
    - » A delayed init request placed into timer queue
    - » As a result, timer queue not empty at expected time to force use of hardware clock
  - Bug not found during extensive simulation

Another Concurrent Program Example

- Two threads, A and B, compete with each other
  - One tries to increment a shared counter
  - The other tries to decrement the counter

Thread A
```
i = 0;
while (i < 10)
   i = i + 1;
printf("A wins!");
```

Thread B
```
i = 0;
while (i > -10)
   i = i - 1;
printf("B wins!");
```

- Assume that memory loads and stores are atomic, but incrementing and decrementing are *not* atomic
- Who wins? Could be either
- Is it guaranteed that someone wins? Why or why not?
- What it both threads have their own CPU running at same speed? Is it guaranteed that it goes on forever?

Hand Simulation Multiprocessor Example

Motivation: "Too much milk"

- Great thing about OS's – analogy between problems in OS and problems in real life
  - Help you understand real life problems better
  - But, computers are much stupider than people

- Example: People need to coordinate:

Time	Person A	Person B
3:00	Look in Fridge. Out of milk	
3:05	Leave for store	
3:10	Arrive at store	Look in Fridge. Out of milk
3:15	Buy milk	Leave for store
3:20	Arrive home, put milk away	Arrive at store
3:25		Buy milk
3:30		Arrive home, put milk away

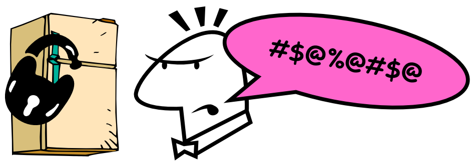
Definitions

- **Synchronization**: using atomic operations to ensure cooperation between threads
  - For now, only loads and stores are atomic
  - We are going to show that its hard to build anything useful with only reads and writes
- **Mutual Exclusion**: ensuring that only one thread does a particular thing at a time
  - One thread *excludes* the other while doing its task
- **Critical Section**: piece of code that only one thread can execute at once. Only one thread at a time will get into this section of code.
  - Critical section is the result of mutual exclusion
  - Critical section and mutual exclusion are two ways of describing the same thing.

More Definitions

- **Lock**: prevents someone from doing something
  - Lock before entering critical section and before accessing shared data
  - Unlock when leaving, after accessing shared data
  - Wait if locked
    - » Important idea: all synchronization involves waiting

- For example: fix the milk problem by putting a key on the refrigerator
  - Lock it and take key if you are going to go buy milk
  - Fixes too much: roommate angry if only wants OJ



  - Of Course – We don't know how to make a lock yet

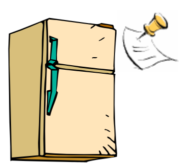
Too Much Milk: Correctness Properties

- Need to be careful about correctness of concurrent programs, since non-deterministic
  - Always write down behavior first
  - Impulse is to start coding first, then when it doesn't work, pull hair out
  - Instead, think first, then code
- What are the correctness properties for the "Too much milk" problem???
  - Never more than one person buys
  - Someone buys if needed
- Restrict ourselves to use only atomic load and store operations as building blocks

Too Much Milk: Solution #1

- Use a note to avoid buying too much milk:
  - Leave a note before buying (kind of "lock")
  - Remove note after buying (kind of "unlock")
  - Don't buy if note (wait)
- Suppose a computer tries this (remember, only memory read/write are atomic):

```
if (noMilk) {
   if (noNote) {
      leave Note;
      buy milk;
      remove note;
   }
}
```



- Result?
  - Still too much milk but only occasionally!
  - Thread can get context switched after checking milk and note but before buying milk!
- Solution makes problem worse since fails intermittently
  - Makes it really hard to debug…
  - Must work despite what the dispatcher does!

Too Much Milk: Solution #1½

- Clearly the Note is not quite blocking enough
  - Let's try to fix this by placing note first
- Another try at previous solution:

```
leave Note;
if (noMilk) {
   if (noNote) {
      leave Note;
      buy milk;
   }
}
remove note;
```

- What happens here?
  - Well, with human, probably nothing bad
  - With computer: no one ever buys milk

Too Much Milk Solution #2

- How about labeled notes?
  - Now we can leave note before checking
- Algorithm looks like this:

<u>Thread A</u>

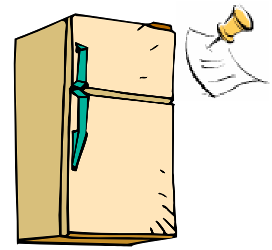
```
leave note A;
if (noNote B) {
   if (noMilk) {
      buy Milk;
   }
}
remove note A;
```

<u>Thread B</u>

```
leave note B;
if (noNoteA) {
   if (noMilk) {
      buy Milk;
   }
}
remove note B;
```

- Does this work?
- Possible for neither thread to buy milk
  - Context switches at exactly the wrong times can lead each to think that the other is going to buy
- Really insidious:
  - Extremely unlikely that this would happen, but will at worse possible time
  - Probably something like this in UNIX

Too Much Milk Solution #2: problem!



- *I'm* not getting milk, *You're* getting milk
- This kind of lockup is called "starvation!"

Too Much Milk Solution #3

- Here is a possible two-note solution:

<u>Thread A</u>

```
leave note A;
while (note B) { //X
   do nothing;
}
if (noMilk) {
   buy milk;
}
remove note A;
```

<u>Thread B</u>

```
leave note B;
if (noNote A) { //Y
   if (noMilk) {
      buy milk;
   }
}
remove note B;
```

- Does this work? Yes. Both can guarantee that:
  - It is safe to buy, or
  - Other will buy, ok to quit
- At X:
  - if no note B, safe for A to buy,
  - otherwise wait to find out what will happen
- At Y:
  - if no note A, safe for B to buy
  - Otherwise, A is either buying or waiting for B to quit

Solution #3 discussion

- Our solution protects a single "Critical-Section" piece of code for each thread:

```
if (noMilk) {
   buy milk;
}
```

- Solution #3 works, but it's really unsatisfactory
  - Really complex – even for this simple an example
    - » Hard to convince yourself that this really works
  - A's code is different from B's – what if lots of threads?
    - » Code would have to be slightly different for each thread
  - While A is waiting, it is consuming CPU time
    - » This is called "busy-waiting"
- There's a better way
  - Have hardware provide better (higher-level) primitives than atomic load and store
  - Build even higher-level programming abstractions on this new hardware support

Too Much Milk: Solution #4

- Suppose we have some sort of implementation of a lock (more in a moment).
  - `Lock.Acquire()` – wait until lock is free, then grab
  - `Lock.Release()` – Unlock, waking up anyone waiting
  - These must be atomic operations – if two threads are waiting for the lock and both see it's free, only one succeeds to grab the lock
- Then, our milk problem is easy:

```
milklock.Acquire();
if (nomilk)
   buy milk;
milklock.Release();
```

- Once again, section of code between `Acquire()` and `Release()` called a "Critical Section"
- Of course, you can make this even simpler: suppose you are out of ice cream instead of milk
  - Skip the test since you always need more ice cream.

Where are we going with synchronization?

Programs	Shared Programs			
Higher-level API	Locks	Semaphores	Monitors	Send/Receive
Hardware	Load/Store	Disable Ints	Test&Set	Comp&Swap

- We are going to implement various higher-level synchronization primitives using atomic operations
  - Everything is pretty painful if only atomic primitives are load and store
  - Need to provide primitives useful at user-level

Summary

- Concurrent threads are a very useful abstraction
  - Allow transparent overlapping of computation and I/O
  - Allow use of parallel processing when available
- Concurrent threads introduce problems when accessing shared data
  - Programs must be insensitive to arbitrary interleavings
  - Without careful design, shared variables can become completely inconsistent
- Important concept: Atomic Operations
  - An operation that runs to completion or not at all
  - These are the primitives on which to construct various synchronization primitives
- Showed how to protect a critical section with only atomic load and store ⇒ pretty complex!